

Polygon

**Irregular
Polygon**

**Regular
Polygon**

Perpendicular

Corner

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Reflect

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Translation

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Shape

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Parallel

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Mirror Line

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Reflection

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Angle

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Quadrilateral

**A Polygon with three sides.
E.g. Trapezium, parallelogram,
rhombus and rectangles.**

**Any flat shape with three or
more straight sides.**

**The lines never meet. They are the
same distance apart from each
other all the way along their
length.**

The outline of a shape.

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**This is another way of saying
'line of symmetry'.**

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A mirror view.

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**To produce a reflection, you need
to reflect the objects in a mirror
line.**

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This moves an object by fliding it in any direction. The shape does not change in size.

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When two straight lines cross or meet each other at a point. It's size is measured by the amount one line has been turned in relation to the other.

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Two or more edges or sides meet a corner.

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Two lines which meet at right angles to each other.

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A 2D regular shape has all sides the same length and all angles the same.

A 3D regular shape, all of the faces are identical.

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Any shape that is not regular. The sides are not the same length and all angles are not the same.

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