

Y10 Maths Knowledge Organiser Foundation Tier: Measures and Scale Drawings

What must I be able to do?	Key vocabulary	
New content: <ul style="list-style-type: none"> □ Convert from one metric unit to another <ul style="list-style-type: none"> ➤ Mathswatch 112 (GCSE) □ Read and draw scale drawings <ul style="list-style-type: none"> ➤ Mathswatch R6 (KS3) □ Draw and use nets of 3D shapes <ul style="list-style-type: none"> ➤ Mathswatch 44 (GCSE) □ Draw and read plans and elevations <ul style="list-style-type: none"> ➤ Mathswatch 51 (GCSE) 	Length	The <u>distance</u> from one point to another.
	Mass	A measurement of how <u>heavy</u> an object is.
	Volume	The <u>amount of space</u> that an object occupies.
	Elevation	A <u>view</u> of a 3D shape when looked at from the <u>side or front</u> .
	Plan	A <u>view</u> of a 3D shape when looked at from <u>above</u> .

Metric unit conversions

Mass: 1000 mg = 1 g

1000 g = 1 kg

1000 kg = 1 tonne

Volume: 10ml = 1 cl

1000ml = 1 litre

1000cm³ = 1 litre (1 cm³ = 1 ml)

1000 litres = 1 m³

1 litre is the amount of water equal to the weight of 1kg

Length: 10 mm = 1 cm

100 cm = 1 m

1000 m = 1 km

↖ You don't need to know this fact for your exam!

If you need to convert between imperial units you will be given the conversion e.g. miles to yards, pounds to ounces.

These are conversions for metric to imperial units which you will sometimes use but they are given in an exam if needed.

5 miles ≈ 8 km

4.5 litres ≈ 1 gallon

2.2 pounds (lb) ≈ 1 kg

1 inch ≈ 2.5 cm

Map Scales

A map scale is usually given as a ratio e.g. 1 : 100000

This would mean that for each cm on the map, it represents 100,000 cm (or 1km) in real life.

If you knew the distance in real life you would divide by 100,000 to find the distance on the map.

If you measured a distance on the map, you would multiply it by 100,000 to find the distance in real life.

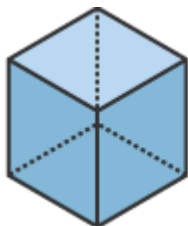
Other examples: 1 : 50000 1 cm on the map is 50,000 cm in real life (or 0.5 km)

1 : 100 1 cm on the map is 100cm in real life (or 1 m)

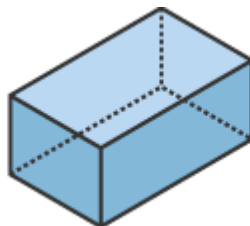
Names of 3D Shapes



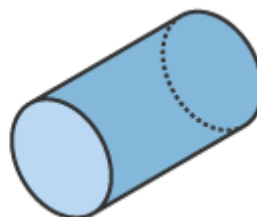
Sphere



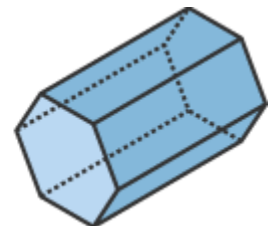
Cube



Cuboid



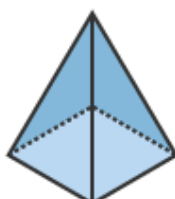
Cylinder



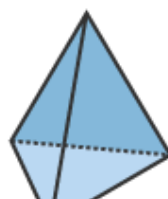
Hexagonal Prism



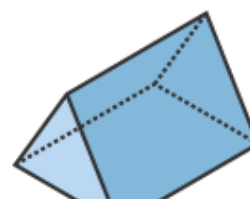
Cone



Square Based Pyramid



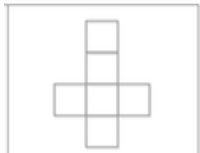
Tetrahedron



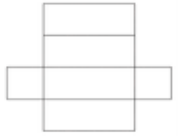
Triangular Prism

Cubes and cuboids are also examples of prisms

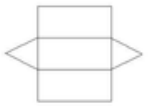
Nets



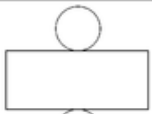
Cube



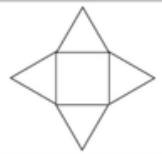
Cuboid



Triangular Prism

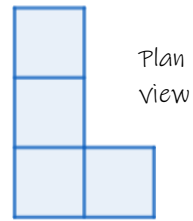
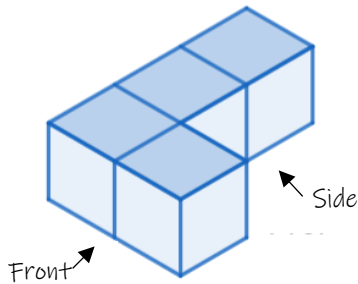


Cylinder



Square Based Pyramid

Plans and Elevations



Plan view

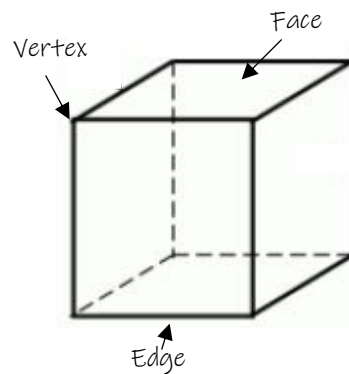


Front elevation



Side elevation

Properties of 3D Shapes



A cube has:

6 faces

12 edges

8 vertices

There is a famous formula known as Euler's formula (pronounced Oy-ler).

It states that for all 3D shapes which have flat faces and straight edges:

$$\text{Faces} + \text{Vertices} = \text{Edges} + 2$$

So for the cube, $6 + 8 = 12 + 2$

GLUE

HERE