

Discussion Problems

Step 2: Compare and Order Angles

National Curriculum Objectives:

Mathematics Year 4: (4G4) [Identify acute and obtuse angles and compare and order angles up to two right angles by size](#)

Mathematics Year 4: (4G2a) [Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes](#)

About this resource:

This resource has been designed for pupils who understand the concepts within [this step](#). It provides pupils with more opportunities to enhance their reasoning and problem solving skills through more challenging problems. Pupils can work in pairs or small groups to discuss with each other about how best to tackle the problem, as there is often more than one answer or more than one way to work through the problem.

There may be various answers for each problem. Where this is the case, we have provided one example answer to guide discussion.

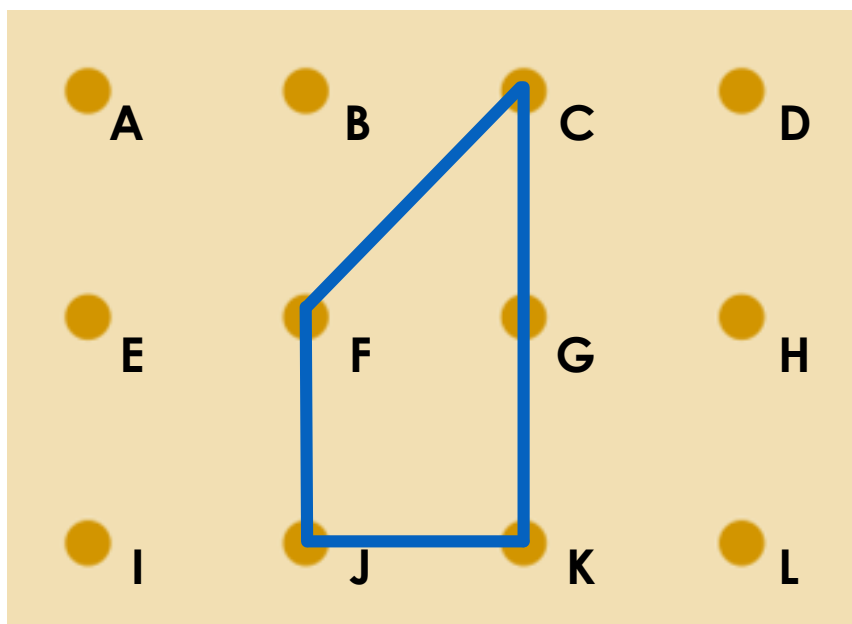
We recommend self or peer marking using the answer page provided to promote discussion and self-correction.

More [Year 4 Properties of Shape](#) resources.

Did you like this resource? Don't forget to [review](#) it on our website.

Compare and Order Angles

1. Explore what would happen to the angles in the shape if you moved the rubber band from point G to point H.

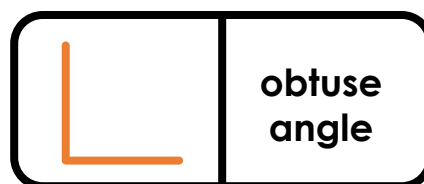


What angles have you created?

Explore other angles by moving the band.

DP

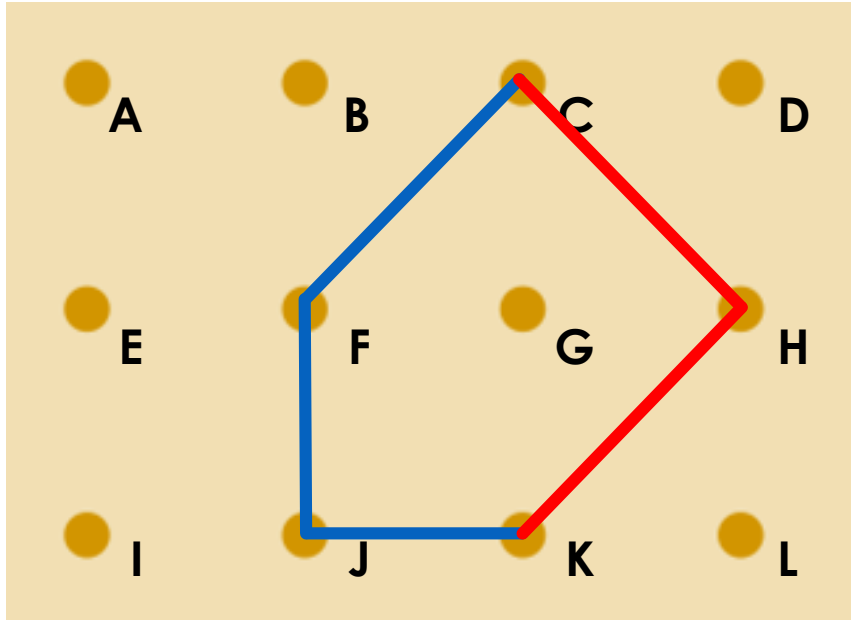
2. Joseph has dropped the angle cards. Cut out the cards and match the angles to the descriptions to create a loop.



DP

Compare and Order Angles

1. Explore what would happen to the angles in the shape if you moved the rubber band from point G to point H.



What angles have you created?

The band around point C and H creates right angles.

The band around point K is an obtuse angle.

Explore other angles by moving the band.

Accept answers which create different acute, right or obtuse angles.

DP

2. Joseph has dropped the angle cards. Cut out the cards and match the angles to the descriptions to create a loop.

	acute angle		Less than 180 degrees		right angle
obtuse angle					
					acute angle
90 degrees		< 90 degrees		> 90 degrees	

DP