

Layer 1

Square

A (1,8) B (5,8) C (1,4) D (5,4)

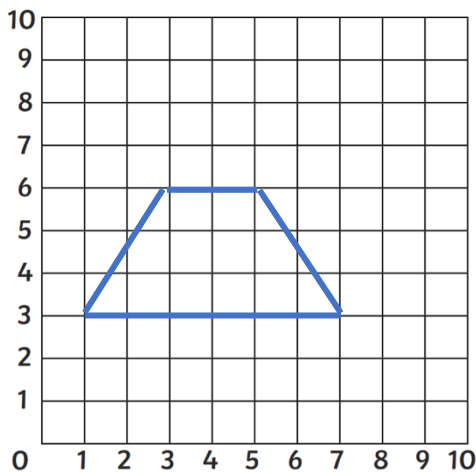
Rectangle

A (3,9) B (6,9) C (3,1) D (6,1)

Rhombus

A (3,8) B (8,8) C (2,3) D (7,3)

Trapezium



Layer 2

Some children may agree:

e.g. I agree with Maya because a quadrilateral has 4 corners and you need to know the corners so you can draw in the sides.

Some children may take their idea further:

e.g. Sometimes I agree with Maya. However, you could work out the other corner with less for some quadrilaterals. For example, if you know you are drawing a square and (4,8) (8,4) you can work out the other coordinates because you know the sides need to be equal length.

Layer 3

(2, 7) (7,4)

No, Eric could also be drawing a parallelogram e.g. (4,7) (5,4).

Greater Depth

Multiple possibilities all acceptable as long as the sides are all the same length.