

## Spatial Language

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<b>Propositional Language</b>		<b>Spatial Dimensions</b>	
over	inside	distance	long
under	outside	height	tall
on top	between	width	short
above	up	depth	wide
below	down	length	narrow
beneath	along	far	near
in front of	through	close	
behind			
<b>Spatial Features or Properties</b>		<b>Names of Shapes</b>	
long	edge	<u>2D Shapes</u>	<u>3D Shapes</u>
short	corner	square	cube
tall	vertex	circle	sphere
fat	base	triangle	prism
curve	face	hexagon	cone
point	parallel	rhombus	cylinder
angle	perpendicular	diamond	triangular pyramid
line		rectangle	rectangular pyramid
edge			
<b>Spatial Transformations</b>			
flip	slide it over		
slide	face it this way		
turn	put the pieces together		
reflection	take the pieces apart		
rotation	cut it in half		
rotate it	put the pieces on top of		
turn it around	each other		

<sup>1</sup> From *Taking Shape* (2016) Pages 46-47.



