

Church Preen Primary School – Geometry

	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Geometry: 2-D shapes	<ul style="list-style-type: none"> Select, rotate and manipulate shapes to develop spatial reasoning skills Compose and decompose shapes and recognise that a shape can have other shapes within it, just as numbers can 	<ul style="list-style-type: none"> Recognise and name common 2-D shapes, (for example, including squares, circles and triangles) 	<ul style="list-style-type: none"> Identify and describe the properties of 2-D shapes, including the number of sides and line of symmetry in a vertical line Identify 2-D shapes on the surface of a 3-D shape (for example, a circle on a cylinder and a triangle on a pyramid) Compare and sort common 2-D shapes and everyday objects 	<ul style="list-style-type: none"> Draw 2-D shapes 	<ul style="list-style-type: none"> Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes Identify lines of symmetry in 2-D shapes presented in different orientations 	<ul style="list-style-type: none"> Distinguish between regular and irregular polygons based on reasoning about equal sides and angles Use the properties of rectangles to deduce related facts and find missing lengths and angles 	<ul style="list-style-type: none"> Draw 2-D shapes using given dimensions and angles Compare and classify geometric shapes based on their properties and sizes Illustrate and name parts of a circle, including radius, diameter and circumference and know that the diameter is twice the radius
Geometry: 3-D shapes		<ul style="list-style-type: none"> Recognise and name common 3-D shapes (for example cuboids, 	<ul style="list-style-type: none"> Recognise and name common 3-D shapes (for example cuboids, including 	<ul style="list-style-type: none"> Make 3-D shapes using modelling materials; recognise 3-D shapes in different 	<ul style="list-style-type: none"> 	<ul style="list-style-type: none"> Identify 3-D shapes including cubes and other cuboids from 	<ul style="list-style-type: none"> Recognise, describe and build simple 3-D shapes, including making nets

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		including cubes, pyramids and spheres)	cubes, pyramids and spheres) <ul style="list-style-type: none"> Compare and sort common 3-D shapes and everyday objects 	orientations and describe them		2-D representations	
Geometry: Angles and Lines		•	•	<ul style="list-style-type: none"> Recognise angles as a property of shape or a description of a turn Identify right angles, recognise that two right angles make a half-turn, three make three-quarters of a turn and four a complete turn; identify if angles are greater than or less than a right angle Identify horizontal and vertical lines and 	<ul style="list-style-type: none"> Identify acute and obtuse angles and compare and order angles up to two right angles by size Identify lines of symmetry in 2-D shapes presented in different orientation Complete a simple symmetric figure with respect to a specific line of symmetry 	<ul style="list-style-type: none"> Know angles are measured in degrees; estimate and compare acute, obtuse and reflex angles Draw given angles, and measure them in degrees Identify: Angles at a point and one whole turn (total 360°) Angles at a point and on a straight line and half a turn (total 180°) Other multiples of 90° 	<ul style="list-style-type: none"> Find unknown angles in any triangles, quadrilaterals and regular polygons Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles

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				pairs of perpendicular and parallel lines			
Geometry: Position and Direction	<ul style="list-style-type: none"> • Draw information from a simple map • Continue, copy and create repeating patterns 	<ul style="list-style-type: none"> • Describe position, direction and movement, including whole, half, quarter and three-quarter turns 	<ul style="list-style-type: none"> • Order and arrange combinations of mathematical objects in patterns and sequences • Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise 	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • Describe positions on a 2-D grid as coordinates in the first quadrant • Describe movements between positions as translations of a given unit to the left/right and up/down • Plot specified points and draw sides to complete a given polygon 	<ul style="list-style-type: none"> • Identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed 	<ul style="list-style-type: none"> • Describe the positions on the full coordinates grid (all four quadrants) • Draw and translate simple shapes on the coordinate plane, and reflect them in an axes

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			and anti-clockwise)				
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