



## Progression of skills in Maths: Geometry

<b>Skills:</b>	<b>Year 1</b>	<b>Year 2</b>	<b>Year 3</b>	<b>Year 4</b>	<b>Year 5</b>	<b>Year 6</b>
<b>2-D Shapes</b>	recognise and name common 2- D shapes [for example, rectangles (including squares), circles and triangles]	<p>identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line</p> <p>identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]</p> <p>compare and sort common 2-D shapes and everyday objects</p>	draw 2-D shapes	<p>compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes</p> <p>identify lines of symmetry in 2-D shapes presented in different orientations</p>	<p>distinguish between regular and irregular polygons based on reasoning about equal sides and angles.</p> <p>use the properties of rectangles to deduce related facts and find missing lengths and angles</p>	<p>draw 2-D shapes using given dimensions and angles</p> <p>compare and classify geometric shapes based on their properties and sizes</p> <p>illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius</p>
<b>3-D Shapes</b>	recognise and name common 3- D shapes [for example, cuboids (including cubes), pyramids and spheres]	<p>recognise and name common 3- D shapes [for example, cuboids (including cubes), pyramids and spheres]</p> <p>compare and sort common 3-D shapes and everyday objects</p>	make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them		Identify 3-D shapes, including cubes and other cuboids, from 2-D representations	recognise, describe and build simple 3-D shapes, including making nets
<b>Angles and Lines</b>			<p>recognise angles as a property of shape or a description of a turn</p> <p>identify right angles, recognise that two right angles make a</p>	identify acute and obtuse angles and compare and order angles up to two right angles by size	know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles	<p>find unknown angles in any triangles, quadrilaterals, and regular polygons</p> <p>recognise angles where they meet at a</p>

			<p>half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle</p> <p>identify horizontal and vertical lines and pairs of perpendicular and parallel lines</p>	<p>identify lines of symmetry in 2-D shapes presented in different orientations</p> <p>complete a simple symmetric figure with respect to a specific line of symmetry</p>	<p>draw given angles, and measure them in degrees</p> <p>identify:</p> <ul style="list-style-type: none"> <li>➤ angles at a point and one whole turn (total 360°)</li> <li>➤ angles at a point on a straight line and 1 2 a turn (total 180°)</li> <li>➤ other multiples of 90°</li> </ul>	<p>point, are on a straight line, or are vertically opposite, and find missing angles</p>
<b>Position and Direction</b>	<p>describe position, direction and movement, including whole, half, quarter and three-quarter turns</p>	<p>order and arrange combinations of mathematical objects in patterns and sequences</p> <p>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 and anti-clockwise)</p>		<p>describe positions on a 2-D grid as coordinates in the first quadrant</p> <p>describe movements between positions as translations of a given unit to the left/right and up/down</p> <p>plot specified points and draw sides to complete a given polygon</p>	<p>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</p>	<p>describe positions on the full coordinate grid (all four quadrants)</p> <p>draw and translate simple shapes on the coordinate plane, and reflect them in the axes</p>