

	Identifying shapes and their Properties	Drawing and Constructing	Comparing and Classifying	Angles	Position, Direction and Movement	Pattern
Year R*						
Year 1	<ul style="list-style-type: none"> recognise and name common 2-D and 3-D shapes, including: 2-D shapes [e.g. rectangles (including squares), circles and triangles] 3-D shapes [e.g. cuboids (including cubes), pyramids and spheres]. 				<ul style="list-style-type: none"> describe position, direction and movement, including half, quarter and three-quarter turns. 	
Year 2	<ul style="list-style-type: none"> identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid] 		<ul style="list-style-type: none"> compare and sort common 2-D and 3-D shapes and everyday objects 		<ul style="list-style-type: none"> 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) 	<ul style="list-style-type: none"> order and arrange combinations of mathematical objects in patterns and sequences
Year 3		<ul style="list-style-type: none"> draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them 		<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 whether angles are greater than or less than a right angle identify horizontal and vertical lines and pairs of perpendicular and parallel lines 		
Year 4	<ul style="list-style-type: none"> identify lines of symmetry in 2-D shapes presented in different orientations 	<ul style="list-style-type: none"> complete a simple symmetric figure with respect to a specific line of symmetry 	<ul style="list-style-type: none"> compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes 	<ul style="list-style-type: none"> identify acute and obtuse angles and compare and order angles up to two right angles by size 	<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 	

<p>Year 5</p>	<ul style="list-style-type: none"> identify 3-D shapes, including cubes and other cuboids, from 2-D representations 	<ul style="list-style-type: none"> draw given angles, and measure them in degrees ($^{\circ}$) 	<ul style="list-style-type: none"> use the properties of rectangles to deduce related facts and find missing lengths and angles distinguish between regular and irregular polygons based on reasoning about equal sides and angles 	<ul style="list-style-type: none"> know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles identify: <ul style="list-style-type: none"> angles at a point and one whole turn (total 360°) angles at a point on a straight line and $\frac{1}{2}$ a turn (total 180°) other multiples of 90° 	<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 	
<p>Year 6</p>	<ul style="list-style-type: none"> recognise, describe and build simple 3-D shapes, including making nets (appears also in Drawing and Constructing) illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius 	<ul style="list-style-type: none"> draw 2-D shapes using given dimensions and angles recognise, describe and build simple 3-D shapes, including making nets (appears also in Identifying Shapes and Their Properties) 	<ul style="list-style-type: none"> compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons 	<ul style="list-style-type: none"> recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles 	<ul style="list-style-type: none"> describe positions on the full coordinate grid (all four quadrants) draw and translate simple shapes on the coordinate plane, and reflect them in the axes. 	

*for Reception, please refer to 'Mathematics in Early Years' document