

Geometry

Year 1

- Recognise and name common 2-D shapes e.g. rectangles (including squares), circles and triangles.
- Recognise and name common 3-D shapes e.g. cuboids (including cubes), pyramids and spheres.

Year 3

- Draw 2D shapes and make 3D shapes using modelling materials; recognise 3D shapes in different orientations and describe them

Year 2

- 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.
- Name some common 2-D and 3-D shapes from a group of shapes or from pictures of the shapes and describe some of their properties (e.g. triangles, rectangles, squares, circles, cuboids, cubes, pyramids and spheres).
- Identify 2-D shapes on the surface of 3-D shapes e.g. a circle on a cylinder and a triangle on a pyramid.
- Compare and sort common 2-D and 3-D shapes and everyday objects describing similarities and differences e.g. find 2 different 2-D shapes that only have one line of symmetry; that a cube and a cuboid have the same number of edges, faces and vertices and describe what is different about them.

Year 4

- Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. 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 orientations.
 - Complete a simple symmetric figure with respect to a specific line of symmetry.
 - Begin to recognise where angles are greater than two right angles. Know the term straight angle referring to two right angles together.
 - 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.

Year 6

- Draw 2-D shapes using given dimensions and angles.
- Recognise, describe and build simple 3-D shapes, including making nets.
- Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons.
- Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius.
- Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.
- Describe positions on the full coordinate grid (all four quadrants).
- Draw and translate simple shapes on the coordinate plane, and reflect them in the axis.

Year 5

- 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.
- 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.
- Identify 3-D shapes, including cubes and other cuboids, from 2-D representations.
 - Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles.
 - Draw given angles, and measure them in degrees ($^{\circ}$).
 - Identify angles at a point and one whole turn (total 360°).
 - Identify angles at a point on a straight line and $1/2$ a turn (total 180°).
 - Identify other multiples of 90° .