

Maths - Geometry Properties of Shape

The Federation of Nettlestone & Newchurch

Maths - Geometry Properties of Shape					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<ul style="list-style-type: none"> I can recognise and name common 2-D shapes, including: rectangles (including squares), circles and triangles I can recognise and name common 3-D shapes, including: cuboids (including cubes), pyramids and spheres 	<ul style="list-style-type: none"> I can compare and sort common 2-D and 3-D shapes and everyday objects. I can identify and describe the properties of 2-D shapes, including the number of sides and symmetry in a vertical line I can identify 2-D shapes on the surface of 3-D shapes, for example a circle on a cylinder and a triangle on a pyramid I can identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces 	<ul style="list-style-type: none"> I can 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 I can identify horizontal and vertical lines and pairs of perpendicular and parallel lines I can draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations; and describe them I can identify whether angles are $>$ or $<$ than a right angle 	<ul style="list-style-type: none"> I can compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes I can identify lines of symmetry in 2-D shapes presented in different orientations I can complete a simple symmetric figure with respect to a specific line of symmetry I can identify acute and obtuse angles and compare and order angles up to two-right angles by size 	<ul style="list-style-type: none"> I can draw given angles, and measure them in degrees ($^{\circ}$) I can distinguish between regular and irregular polygons based on reasoning about equal sides and angles I can identify 3-D shapes, including cubes and cuboids, from 2-D representations? I can identify angles at a point and one whole turn (total 360°) I know angles are measured in degrees; estimate and compare acute, obtuse and reflex angles. I can identify angles at a point on a straight line and $\frac{1}{2}$ a turn (total 180°) I can use the properties of rectangles to deduce related facts and find missing lengths and angles. 	<ul style="list-style-type: none"> I can compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons. I can draw 2-D shapes using given dimensions and angles. I can illustrate and name parts of circles, including radius, diameter and circumference and know that diameter is twice the radius. I can recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles. I can recognise, describe and build simple 3-D shapes, including making nets

