

Geometry - Shapes

N	<ul style="list-style-type: none"> • Shape of face for self portraits - Flat. Round. square/circle • 2D shape recognition square/circle/triangle • House building with bricks/shapes and combining to make new shapes- 6 squares make a rectangle. • 2D shapes-language - square/circle/triangle/rectangle • Using some mathematical language to talk about 2D and 3D shapes and choose items based on their shape for a child's purpose, triangle prism-roof, circles-wheels. 	R	<ul style="list-style-type: none"> • Shape (3D and 2D shapes) • Space • Shape (composing and decomposing shapes)
Y1	<ul style="list-style-type: none"> • Recognise and name 3D shapes • Sort 3D shapes • Recognise and name 2D shapes • Sort 2D shapes • Patterns with shapes 	Y2	<ul style="list-style-type: none"> • To recognise 2D & 3D shapes • To count sides and vertices on 2D shapes • To identify lines of symmetry on shapes. • To sort 2D shapes • Count faces on 3D shape • Count edges on 3D shapes • Count vertices on 3D shapes • Sort 3D shapes
Y3	<ul style="list-style-type: none"> • Turns and angles • Right angles • Compare angles • Measure and draw accurately • Horizontal and vertical lines • Parallel and perpendicular lines • Recognise and describe 2-D shapes • Draw polygons • Recognise and describe 3-D shapes • Make 3-D shapes 	Y4	<ul style="list-style-type: none"> • To understand what area is • To find the area of rectilinear shapes by counting squares • To make rectilinear shapes using a given number of squares • To compare the areas of rectilinear shapes • Triangles • Quadrilaterals • Polygons • Lines of symmetry
Y5	<ul style="list-style-type: none"> • To find the perimeter of rectangles by measuring and calculation. • To calculate the perimeter of rectilinear shapes. • To find the perimeter of polygons. • To use knowledge of perimeter to find missing sides. • To calculate the areas of rectangles (counting squares). • To calculate the area of compound shapes. • To apply my knowledge of counting squares to estimate the area of non-rectilinear shapes. • To explore, understand and use degrees. • To classify angles, by comparing them to right angles and straight lines. • To estimate the size of angles. • To measure angles up to 180 degrees, using a protractor. • To draw lines and angles accurately. • To calculate angles around a point. • To calculate angles on a straight line. • To measure lengths and angles in shapes • To identify lines of symmetry in a 2D shape. • To be able to complete reflections on horizontal and vertical lines (using a mirror and coordinate grids). • Regular and irregular polygons • 3-D shapes 		
Y6	<ul style="list-style-type: none"> • To use a protractor to measure and draw angles. • To draw 2D shapes using given dimensions and angles. • To recognise and describe simple 3D shapes. • To make nets and build simple 3D shapes. • To calculate angles in a triangle and apply this knowledge to workout missing angles. • To calculate angles in a quadrilateral. • To calculate angles in a polygon. • To understand the terms radius, diameter and circumference and calculate the radius and diameter of circles. 		