		Geo	metry: Properties o	of Shapes			
IDENTIFYING SHAPES AND THIER PROPERTIES							
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Select, rotate and manipulate shapes in order to develop spatial reasoning	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].	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]	rear 5	identify lines of symmetry in 2-D shapes presented in different orientations	identify 3-D shapes, including cubes and other cuboids, from 2-D representations	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	
			DRAWING AND CONSTRU	ICTING	1	1	
Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can			draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them	complete a simple symmetric figure with respect to a specific line of symmetry	draw given angles, and measure them in degrees (°)	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)	

## William Stukeley C of E School Maths Curriculum Progression

COMPARING AND CLASSIFYING								
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
		compare and sort common 2-D and 3-D shapes and everyday objects		compare and classify geometric shapes, including quadrilaterals and triangles, based on	use the properties of rectangles to deduce related facts and find missing lengths and angles	compare and classify geometric shapes based on their properties and sizes and find unknown		
				their properties and sizes	distinguish between regular and irregular polygons based on reasoning about equal sides and angles	angles in any triangles, quadrilaterals, and regular polygons		
			ANGLES					
			recognise angles as a property of shape or a description of a turn		know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles			
			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 acute and obtuse angles and compare and order angles up to two right angles by size	identify:  * angles at a point and one whole turn (total 360°)  * angles at a point on a straight line and ½ a turn (total 180°)  * other multiples of 90°	recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles		
			identify horizontal and vertical lines and pairs of perpendicular and parallel lines					

VOCABULARY							
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	

## William Stukeley C of E School Maths Curriculum Progression

Sort	Group, sort	Size	Horizontal, vertical, perpendicular and	Quadrilaterals	Regular and irregular polygons	Vertically opposite (angles)
Cube, cuboid, pyramid, sphere, cone, cylinder, circle, triangle, square	Cube, cuboid, pyramid, sphere, cone, cylinder, circle, triangle, square	Bigger, larger, smaller  Symmetrical, line of  symmetry Fold	parallel lines	Triangles  Right angle, acute and obtuse angles	polygons	Circumference, radius, diameter
Shape	Shape	Match		_		
Flat, curved, straight, round Solid Corner Face, side Make, build, draw	Flat, curved, straight, round Hollow, solid Corner (point, pointed) Face, side, edge Make, build, draw	Mirror line, reflection  Pattern, repeating pattern				