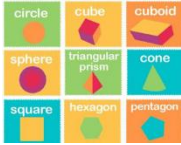


Little Bowden School



Mathematics Curriculum Journey – Geometry

Draw 2-D shapes using given dimensions and angles

Recognise angles where they meet at a point, are on a straight line or are vertically opposite, and find missing angles

Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius

Compare and classify geometric shapes based on their properties and sizes

Distinguish between regular and irregular polygons based on reasoning about equal sides and angles.

Use the properties of rectangles to deduce related facts and find missing lengths and angles

Y6

Recognise, describe and build simple 3-D shapes, including making net

Unknown angles in any triangles, quadrilaterals, and regular polygons

Identify 3-D shapes, including cubes and other cuboids, from 2-D representations

Y5

Identify acute and obtuse angles and compare and order angles up to two right angles by size

Shapes, including quadrilaterals and triangles, based on their properties and sizes.

Identify lines of symmetry in 2-D shapes presented in different orientations

Identify lines of symmetry in 2-D shapes presented

Complete a simple symmetric figure with respect to a specific line of symmetry.

Recognise angles as a property of shape or a description of a turn

Y4

Make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them

Draw 2-D shapes

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.

Y3

Recognise and name common 3-D shapes [for example, cuboids (including cubes), pyramids and spheres].

Compare and sort common 2-D shapes and everyday objects.

Compare and sort common 3-D shapes and everyday objects.

Identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid].

Recognise and name common 2-D shapes [for example, rectangles (including squares), circles and triangles]

Describe position, direction and movement, including whole, half, quarter and three-quarter turns.

Y2

Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line.

Verbally count beyond 20, recognising the pattern of the counting system.

Recognise and name common 3-D shapes [for example, cuboids (including cubes), pyramids and spheres].

Y1

Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.

Subitise (recognise quantities without counting) up to 5.

EYFS

Automatically recall number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts.

Compare quantities up to 10 in different contexts.

Have a deep understanding of number to 10, including the composition of each number.