

## St Joseph's Catholic Primary School

## Progression: Geometry: properties of shapes Programme of study (statutory requirements)

Y1	Y2	Y3	Y4	Y5	Y6
Geometry: properties of shapes	Geometry: properties of shapes	Geometry: properties of shapes	Geometry: properties of shapes	Geometry: properties of shapes	Geometry: properties of shapes
Pupils should be taught to:  • recognise and name common 2-D and 3-D shapes, including:  • 2-D shapes [for example, rectangles (including squares), circles and triangles]  • 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]	<ul> <li>Pupils should be taught to:</li> <li>identify and describe the properties of 2-D shapes, including the number of sides and symmetry in a vertical line</li> <li>identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces</li> <li>identify 2-D shapes on the surface of 3-D shapes, [for example a circle on a cylinder and a triangle on a pyramid]</li> <li>compare and sort common 2-D and 3-D shapes and everyday objects</li> </ul>	<ul> <li>Pupils should be taught to:</li> <li>draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them</li> <li>recognise angles as a property of shape or a description of a turn. Find angles in shapes.</li> <li>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</li> </ul>	Pupils should be taught to:  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	<ul> <li>identify 3-D shapes, including cubes and other cuboids, from 2-D representations</li> <li>know angles are measured in degrees: estimate and compare right, acute, obtuse and reflex angles</li> <li>draw given angles, and measure them in degrees (°)</li> <li>identify: <ul> <li>angles at a point and one whole turn (total 360°)</li> <li>angles at a point on a straight line and ½ a turn (total 180°)</li> <li>other multiples of 90°</li> <li>use the properties of rectangles to deduce related facts and find missing lengths and angles</li> </ul> </li> </ul>	Pupils should be taught to:  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

MNP

## St Joseph's Catholic Primary School

		identify horizontal and vertical lines and pairs of perpendicular and parallel lines	identify acute and obtuse angles.	distinguish between regular and irregular polygons based on reasoning about equal sides and angles	where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles
Non-statutory	<u> </u>	<u> </u>			
Y1	Y2	Y3	Y4	Y5	Y6
Geometry: properties of shapes	Geometry: properties of shapes	Geometry: properties of shapes	Geometry: properties of shapes	Geometry: properties of shapes	Geometry: properties of shapes
Pupils handle common 2-D and 3-D shapes, naming these and related everyday objects fluently. They recognise these shapes in different orientations and sizes, and know that rectangles, triangles, cuboids and pyramids are not always similar to each other.  Make and complete patterns with shapes.	Pupils handle and name a wider variety of common 2-D and 3-D shapes including: triangles, quadrilaterals and polygons, and cuboids, cubes, cylinders, pyramids, prisms and cones, and identify the properties of each shape (for example, number of sides, number of faces).  Pupils identify, compare and sort shapes on the basis of their properties and use vocabulary precisely, such as sides, edges, vertices and faces.	Pupils' knowledge of the properties of shapes is extended at this stage to symmetrical and nonsymmetrical polygons and polyhedra.  Pupils extend their use of the properties of shapes.  They should be able to describe the properties of 2-D and 3-D shapes using accurate language, including lengths of lines and acute and obtuse for angles greater or lesser than a right angle.	Pupils continue to classify shapes using geometrical properties, extending to classifying different triangles (for example, isosceles, equilateral, scalene) and quadrilaterals (for example, parallelogram, rhombus, trapezium).  Pupils compare and order angles in preparation for using a protractor and compare lengths and angles to decide if a polygon is regular or irregular.	Pupils become accurate in drawing lines with a ruler to the nearest millimetre, and measuring with a protractor. They use conventional markings for parallel lines and right angles.  Pupils use the term diagonal and make conjectures about the angles formed by diagonals and sides, and other properties of quadrilaterals, for example using dynamic geometry ICT tools.  Pupils use angle sum facts and other properties to make deductions about missing angles and relate these to missing number	Pupils draw shapes and nets accurately, using measuring tools and conventional markings and labels for lines and angles.  Pupils describe the properties of shapes and explain how unknown angles and lengths can be derived from known measurements.  These relationships might be expressed algebraically for example, d = 2 x r; a = 180 - (b + c).
	Pupils read and write names for shapes that	Pupils connect decimals and rounding	Pupils draw symmetric patterns using a variety of	problems.	

## St Joseph's Catholic Primary School

are appropriate for their word reading and spelling. Pupils draw lines and shapes using a straight edge.  Form different figures with shapes.  Draw figures on a square grid and dot paper.  Move and turn shapes.  Fold 2D shapes into 3D ones.  Make patterns with shapes.	to drawing and measuring straight lines in centimetres, in a variety of contexts.	media to become familiar with different orientations of lines of symmetry; and recognise line symmetry in a variety of diagrams, including where the line of symmetry does not dissect the original shape.		
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