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

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| Pupils should be taught to: <br> - recognise and name common 2-D and $3-\mathrm{D}$ shapes, including: <br> - 2-D shapes [for example, rectangles (including squares), circles and triangles] <br> - 3-D shapes [for example, cuboids (including cubes), pyramids and spheres] | Pupils should be taught to: <br> - identify and describe the properties of 2-D shapes, including the number of sides and symmetry in a vertical line <br> - identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces <br> - identify 2-D shapes on the surface of 3-D shapes, [for example a circle on a cylinder and a triangle on a pyramid] <br> - compare and sort common 2-D and 3-D shapes and everyday objects | Pupils should be taught to: <br> - draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them <br> - recognise angles as a property of shape or a description of a turn. Find angles in shapes. <br> - 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 | Pupils should be taught to: <br> - compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes <br> - identify acute and obtuse angles and compare and order angles up to two right angles by size <br> - identify lines of symmetry in 2-D shapes presented in different orientations <br> - complete a simple symmetric figure with respect to a specific line of symmetry | Pupils should be taught to: <br> - identify 3-D shapes, including cubes and other cuboids, from 2-D representations <br> - know angles are measured in degrees: estimate and compare right, acute, obtuse and reflex angles <br> - draw given angles, and measure them in degrees ( ${ }^{\circ}$ ) <br> - identify: <br> - angles at a point and one whole turn (total $360^{\circ}$ ) <br> - angles at a point on a straight line and $1 / 2 \mathrm{a}$ turn (total $180^{\circ}$ ) <br> - other multiples of $90^{\circ}$ <br> - use the properties of rectangles to deduce related facts and find missing lengths and angles | Pupils should be taught to: <br> - draw 2-D shapes using given dimensions and angles <br> - recognise, describe and build simple 3-D shapes, including making nets <br> - compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons <br> - illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius <br> - recognise angles |
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|  | are appropriate for their <br> word reading and <br> spelling. <br> Pupils draw lines and <br> shapes using a straight <br> edge. | to drawing and <br> measuring straight lines <br> in centimetres, in a <br> variety of contexts. | media to become <br> familiar with different <br> orientations of lines of <br> symmetry; and <br> recognise line <br> symmetry in a variety <br> of diagrams, including <br> where the line of <br> symmetry does not <br> dissect the original <br> shape. |
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| Form different figures <br> with shapes. <br> Draw figures on a square <br> grid and dot paper. <br> Move and turn shapes. <br> Fold 2D shapes into 3D <br> ones. <br> Make patterns with <br> shapes. |  |  |  |

