

## Primary Progression – Geometry

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Geometry: 2-D Shapes	<ul style="list-style-type: none"> <li>recognise and name common 2-D shapes [for example, rectangles (including squares), circles and triangles]</li> </ul> <p style="text-align: center;"><b>Autumn 3</b></p>	<ul style="list-style-type: none"> <li>identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line</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 shapes and everyday objects</li> </ul> <p style="text-align: center;"><b>Spring 3</b></p>	<ul style="list-style-type: none"> <li>draw 2-D shapes</li> </ul> <p style="text-align: center;"><b>Summer 3</b></p>	<ul style="list-style-type: none"> <li>compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes</li> <li>identify lines of symmetry in 2-D shapes presented in different orientations</li> </ul> <p style="text-align: center;"><b>Summer 5</b></p>	<ul style="list-style-type: none"> <li>distinguish between regular and irregular polygons based on reasoning about equal sides and angles.</li> <li>use the properties of rectangles to deduce related facts and find missing lengths and angles</li> </ul> <p style="text-align: center;"><b>Summer 2</b></p>	<ul style="list-style-type: none"> <li>draw 2-D shapes using given dimensions and angles</li> <li>compare and classify geometric shapes based on their properties and sizes</li> <li>illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius</li> </ul> <p style="text-align: center;"><b>Summer 1</b></p>
Geometry: 3-D Shapes	<ul style="list-style-type: none"> <li>recognise and name common 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]</li> </ul> <p style="text-align: center;"><b>Autumn 3</b></p>	<ul style="list-style-type: none"> <li>recognise and name common 3-D shapes [for example, cuboids (including cubes), pyramids and spheres].</li> <li>compare and sort common 3-D shapes and everyday objects</li> </ul> <p style="text-align: center;"><b>Spring 3</b></p>	<ul style="list-style-type: none"> <li>make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them</li> </ul> <p style="text-align: center;"><b>Summer 3</b></p>		<ul style="list-style-type: none"> <li>identify 3-D shapes, including cubes and other cuboids, from 2-D representations</li> </ul> <p style="text-align: center;"><b>Summer 2</b></p>	<ul style="list-style-type: none"> <li>recognise, describe and build simple 3-D shapes, including making nets</li> </ul> <p style="text-align: center;"><b>Summer 1</b></p>

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<b>Geometry: Angles &amp; Lines</b>			<ul style="list-style-type: none"> <li>recognise angles as a property of shape or a description of a turn</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> <li>identify horizontal and vertical lines and pairs of perpendicular and parallel lines</li> </ul>	<ul style="list-style-type: none"> <li>identify acute and obtuse angles and compare and order angles up to two right angles by size</li> <li>identify lines of symmetry in 2-D shapes presented in different orientations</li> <li>complete a simple symmetric figure with respect to a specific line of symmetry</li> </ul>	<ul style="list-style-type: none"> <li>know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles</li> <li>draw given angles, and measure them in degrees</li> <li>identify:               <ul style="list-style-type: none"> <li>angles at a point and one whole turn (total <math>360^\circ</math>)</li> <li>angles at a point on a straight line and <math>\frac{1}{2}</math> a turn (total <math>180^\circ</math>)</li> <li>other multiples of <math>90^\circ</math></li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>find unknown angles in any triangles, quadrilaterals, and regular polygons</li> <li>recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles</li> </ul>
			Summer 3	Summer 5	Summer 2	Summer 1

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	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Geometry: Position & Direction	<ul style="list-style-type: none"> <li>describe position, direction and movement, including whole, half, quarter and three-quarter turns</li> </ul> <p>Summer 3</p>	<ul style="list-style-type: none"> <li>order and arrange combinations of mathematical objects in patterns and sequences</li> <li>use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise)</li> </ul> <p>Spring 3 Summer 1</p>		<ul style="list-style-type: none"> <li>describe positions on a 2-D grid as coordinates in the first quadrant</li> <li>describe movements between positions as translations of a given unit to the left/right and up/down</li> <li>plot specified points and draw sides to complete a given polygon</li> </ul> <p>Summer 6</p>	<ul style="list-style-type: none"> <li>identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed</li> </ul> <p>Summer 3</p>	<ul style="list-style-type: none"> <li>describe positions on the full coordinate grid (all four quadrants)</li> <li>draw and translate simple shapes on the coordinate plane, and reflect them in the axes</li> </ul> <p>Autumn 4</p>