

Shape, position and movement

Year 1	Year 2	KS2 - range	Year 3	Year 4	Year 5	Year 6
<p>Use everyday language to describe positions and properties of regular 2D and 3D shapes.</p> <p>Visualise and name common 2D shapes and 3D solids.</p> <p>Recognise, use and make repeating patterns</p> <p>Sort and classify shapes demonstrating the criterion used.</p>	<p>Understand, use and begin to read mathematical vocabulary associated with shape.</p> <p>Name and classify shapes and describe some of their features.</p> <p>Make models, shapes and patterns and describe their features.</p> <p>Sort and classify shapes using more than one criterion.</p>	<p>Understand and use the properties of shapes</p> <p><i>understand the congruence of 2D shapes</i></p> <p><i>know and use the properties of 2D (polygon) and common 3D (polyhedron) shapes</i></p> <p><i>make 2D and 3D shapes and patterns with increasing accuracy</i></p> <p><i>name and classify 2D shapes according to side and angle properties</i></p>	<p>Use, read and begin to write vocabulary associated with shape.</p> <p>Name and describe some properties of 2D and 3D shapes</p> <p>Classify shapes in various ways – e.g. quadrilaterals, number of faces, edges, vertices; types of faces</p>	<p>Use, read and write the vocabulary associated with shape.</p> <p>Construct models, shapes and patterns with increasing accuracy</p> <p>Make patterns by repeatedly translating a shape</p> <p>Classify shapes in various ways e.g. number of right angles, regular / irregular, symmetry, properties.</p>	<p>Name and describe properties of rectangles, triangles, regular polygons and 3D solids using correct mathematical vocabulary.</p> <p>Draw common 2D shapes in different orientations on grids recognising those that are congruent.</p> <p>Recognise parallel and perpendicular lines.</p> <p>Use their knowledge of shape to make 3D mathematical models and identify and draw nets of 3D shapes.</p> <p>Classify triangles (isosceles, equilateral, scalene), using criteria such as equal angles, equal sides, lines of symmetry</p>	<p>Describe properties of 2D and 3D shapes such as parallel, perpendicular sides or edges using correct mathematical vocabulary</p> <p>Make and draw shapes with increasing accuracy and apply knowledge of their properties.</p> <p>Classify quadrilaterals e.g. parallelogram, rhombus, kite, trapezium using criteria such as parallel sides, equal sides, equal angles and lines of symmetry.</p>
<p>Fit together common 2D and 3D shapes and talk about the patterns and models they have created.</p> <p>Use everyday language to describe position, direction and movement e.g. above, below, beside, left, right, forwards, backwards, up and down.</p> <p>Make symmetrical patterns by folding and cutting.</p> <p>Recognise, make and talk about whole turns and half turns.</p>	<p>Use mathematical vocabulary to describe position, direction and movement e.g. follow and give instructions for moving along a route in straight lines and round corners.</p> <p>Begin to recognise line symmetry by sketching the reflection of a simple shape in a mirror line.</p> <p>Recognise half-turns and quarter turns. Know that a right angle is a measure of a quarter turn and recognise right angles in turns, squares and rectangles. Distinguish between straight and turning movements.</p> <p>Recognise clockwise and anticlockwise turns.</p>	<p>Understand and use the properties of position and movement</p> <p><i>identify properties of position and movement and use these to classify shapes</i></p> <p><i>use positive co-ordinates to specify location</i></p> <p><i>recognise reflective and rotational symmetries of 2D shapes</i></p> <p><i>use right angles, fractions of a turn and degrees to measure rotation</i></p>	<p>Describe and find the position of a square on a grid of squares with rows and columns labelled.</p> <p>Use, read and begin to write the vocabulary of position, direction and movement. Use the four compass points to describe directions.</p> <p>Identify lines of symmetry in simple shapes and recognise shapes with no lines of symmetry</p> <p>Sketch the reflection of a simple shape in a mirror line along one edge.</p> <p>Identify right angles in 2D shapes and the environment. Understand that a straight line is two right angles.</p>	<p>Describe and find the position of a point on a grid where the lines are labelled. Begin to use the term co-ordinate.</p> <p>Use the eight compass points to describe position, direction and movement about a grid.</p> <p>Sketch the reflection of a simple shape in a mirror line parallel to one side (all sides parallel or perpendicular to the mirror line).</p> <p>Know whole turn is 4 right angles and quarter turn is 1 right angle or 90°. Know that angles are measured in degrees.</p> <p>Make and measure clockwise and anti-clockwise turns describing them in degrees.</p>	<p>Use and interpret co-ordinates in the first quadrant.</p> <p>Complete patterns with 2 lines of symmetry. Recognise reflective symmetry in regular polygons.</p> <p>Draw the position of a shape after a reflection or translation.</p> <p>Begin to use a protractor to estimate and measure acute and obtuse angles to the nearest 5°. Calculate angles in a straight line.</p>	<p>Use co-ordinates in two quadrants to draw, locate and complete shapes that meet given properties.</p> <p>Reflect simple shapes in a mirror line (including ones that are not parallel or perpendicular to the mirror line). Begin to understand the concept of rotation.</p> <p>Visualise and draw on grids of different types where a shape will be after reflection and after translations.</p> <p>Estimate angles, and use a protractor to measure and draw acute and obtuse angles to the nearest degree.</p> <p>Calculate angles in a triangle or around a point.</p>