| $\stackrel{-1}{\text {-1 }}$ | - recognise and name common 2-D and 3-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]. |
| :---: | :---: |
| $\stackrel{N}{\text { N }}$ | - identify and describe the properties of 2-D shapes, including the number of sides and line 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. |
| $\stackrel{m}{\text { m }}$ | - 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 <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 <br> - identify horizontal and vertical lines and pairs of perpendicular and parallel lines. |
| $\stackrel{ \pm}{\text { ¢ }}$ | - 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 |
| $\stackrel{\text { ■ }}{\substack{\text { ® } \\ \text { ® } \\ \succ}}$ | - identify 3-D shapes, including cubes and other cuboids, from 2-D representations <br> - know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles <br> - draw given angles, and measure them in degrees (o) <br> - identify: <br> - angles at a point and one whole turn (total 3600 ) <br> - angles at a point on a straight line and $1 / 2$ a turn (total 1800) <br> - other multiples of 90 o <br> - use the properties of rectangles to deduce related facts and find missing lengths and angles <br> - distinguish between regular and irregular polygons based on reasoning about equal sides and angles. |
| $\stackrel{\bullet}{\stackrel{1}{\text { 厄/ }}}$ | - 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 where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles. |

