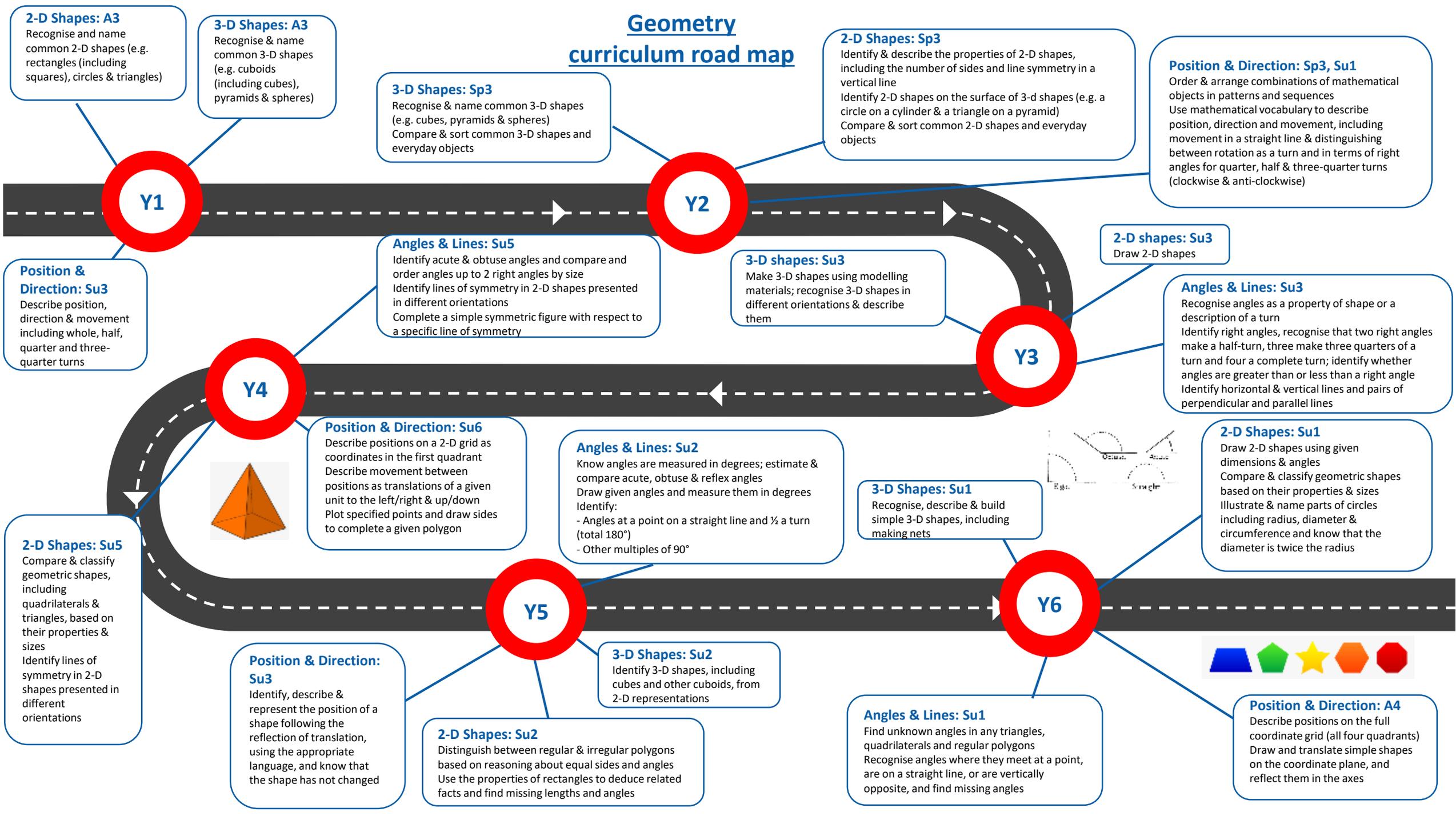


Geometry curriculum road map



2-D Shapes: A3
Recognise and name common 2-D shapes (e.g. rectangles (including squares), circles & triangles)

3-D Shapes: A3
Recognise & name common 3-D shapes (e.g. cuboids (including cubes), pyramids & spheres)

3-D Shapes: Sp3
Recognise & name common 3-D shapes (e.g. cubes, pyramids & spheres)
Compare & sort common 3-D shapes and everyday objects

2-D Shapes: Sp3
Identify & describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line
Identify 2-D shapes on the surface of 3-d shapes (e.g. a circle on a cylinder & a triangle on a pyramid)
Compare & sort common 2-D shapes and everyday objects

Position & Direction: Sp3, Su1
Order & arrange combinations of mathematical objects in patterns and sequences
Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line & distinguishing between rotation as a turn and in terms of right angles for quarter, half & three-quarter turns (clockwise & anti-clockwise)

Position & Direction: Su3
Describe position, direction & movement including whole, half, quarter and three-quarter turns

Angles & Lines: Su5
Identify acute & obtuse angles and compare and order angles up to 2 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

3-D shapes: Su3
Make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations & describe them

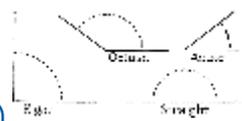
2-D shapes: Su3
Draw 2-D shapes

Angles & Lines: Su3
Recognise angles as a property of shape or a description of a turn
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
Identify horizontal & vertical lines and pairs of perpendicular and parallel lines



Position & Direction: Su6
Describe positions on a 2-D grid as coordinates in the first quadrant
Describe movement between positions as translations of a given unit to the left/right & up/down
Plot specified points and draw sides to complete a given polygon

Angles & Lines: Su2
Know angles are measured in degrees; estimate & compare acute, obtuse & reflex angles
Draw given angles and measure them in degrees
Identify:
- Angles at a point on a straight line and $\frac{1}{2}$ a turn (total 180°)
- Other multiples of 90°



3-D Shapes: Su1
Recognise, describe & build simple 3-D shapes, including making nets

2-D Shapes: Su1
Draw 2-D shapes using given dimensions & angles
Compare & classify geometric shapes based on their properties & sizes
Illustrate & name parts of circles including radius, diameter & circumference and know that the diameter is twice the radius

2-D Shapes: Su5
Compare & classify geometric shapes, including quadrilaterals & triangles, based on their properties & sizes
Identify lines of symmetry in 2-D shapes presented in different orientations

Position & Direction: Su3
Identify, describe & represent the position of a shape following the reflection of translation, using the appropriate language, and know that the shape has not changed

2-D Shapes: Su2
Distinguish between regular & irregular polygons based on reasoning about equal sides and angles
Use the properties of rectangles to deduce related facts and find missing lengths and angles

3-D Shapes: Su2
Identify 3-D shapes, including cubes and other cuboids, from 2-D representations

Angles & Lines: Su1
Find unknown angles in any triangles, quadrilaterals and regular polygons
Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles



Position & Direction: A4
Describe positions on the full coordinate grid (all four quadrants)
Draw and translate simple shapes on the coordinate plane, and reflect them in the axes