



**Stanley Grove
Primary Academy**

BRIGHT FUTURES EDUCATIONAL TRUST

Stanley Grove Primary Academy
Skills Map for Maths
Geometry – Properties of shape



YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
IDENTIFYING SHAPES AND THEIR PROPERTIES					
recognise and name common 2-D and 3-D shapes, including: 2-D shapes [e.g. rectangles (including squares), circles and triangles] 3-D shapes [e.g. cuboids (including cubes), pyramids and spheres].	identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line		identify lines of symmetry in 2-D shapes presented in different orientations	identify 3-D shapes, including cubes and other cuboids, from 2-D representations	recognise, describe and build simple 3-D shapes, including making nets (appears also in Drawing and Constructing)
	identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces				illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius
	identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]				
DRAWING AND CONSTRUCTION					
		draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them	complete a simple symmetric figure with respect to a specific line of symmetry	draw given angles, and measure them in degrees (°)	draw 2-D shapes using given dimensions and angles
					recognise, describe and



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					build simple 3-D shapes, including making nets (appears also in Identifying Shapes and Their Properties)
COMPARING AND CLASSIFYING					
	compare and sort common 2-D and 3-D shapes and everyday objects		compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes	use the properties of rectangles to deduce related facts and find missing lengths and angles	compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons
				distinguish between regular and irregular polygons based on reasoning about equal sides and angles	
ANGLES					
		recognise angles as a property of shape or a description of a turn		know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles	
		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 acute and obtuse angles and compare and order angles up to two right angles by size	identify: <ul style="list-style-type: none"> * angles at a point and one whole turn (total 360°) * angles at a point on a straight line and ½ a turn (total 180°) other multiples of 90 	recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles



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		identify horizontal and vertical lines and pairs of perpendicular and parallel lines			
VOCABULARY					
Group, sort 3D, 2D Cube, cuboid, pyramid, sphere, cone, cylinder, circle, triangle, square Shape Flat, curved, straight, round Hollow, solid Corner Face, side, edge	Size Property 3D, 2D Bigger, smaller, larger Edges Vertices Faces Symmetrical, line of symmetry Fold Match Mirror line, reflection Pattern, repeating pattern	Horizontal Vertical Perpendicular lines Parallel lines Angles Right angles Perimeter	Quadrilaterals Triangles Right angle Acute and obtuse angles Lines of symmetry	Regular and irregular polygons Degrees (°) Whole turn (360°) Acute, obtuse, and reflex angles Area	Horizontal Vertical Perpendicular lines Parallel lines Quadrilaterals Triangles Right angle Acute and obtuse angles Regular and irregular polygons Radius Diameter Circumference