Concept	Nursery and EYFS	Year 1 and Year 2	Year 3 and Year 4	Year 5 and Year 6
	Progression in Mathematics: **Geometry**			
2-D Shapes	beginning to use mathematical names for flat 2-D shapes and mathematical terms to describe them selects a particular named shape use familiar objects and common shapes to create patterns and build models recognise, create and describe patterns explore the characteristics of everyday objects and shapes use mathematical language to describe them	compare and sort common 2-D shapes and everyday objects identify and describe the properties of 2D shapes number of sides lines of symmetry triangle on a pyramid recognise and name common 2-D /3D shapes squares/rectangles circles/triangles circle on a cylinder	draw 2-D shapes compare and classify geometric shapes quadrilaterals/ triangles based on their properties and sizes identify lines of symmetry in 2-D shapes presented in different orientations	distinguish between regular and irregular polygons based on reasoning about equal sides and angles use properties of rectangles to deduce related facts and find missing lengths and angles draw 2-D shapes given dimensions and angles compare and classify geometric shapes based on their properties and sizes illustrate and name parts of a circle radius diameter circumference know that the diameter is 2x radius
3-D Shapes	beginning to use mathematical names for flat 3-D shapes and mathematical terms to describe them selects a particular named shape uses familiar objects and common shapes to create patterns and build models recognise, create and describe patterns explore the characteristics of everyday objects and shapes use mathematical language to describe different shapes	recognise and name common 3-D shapes cubes/cuboids pyramids/spheres recognise and name common 3-D shapes cubes/cuboids pyramids/spheres compare and sort common 3-D shapes and everyday objects	make 3D shapes using modelling materials recognise 3-D shapes in different orientations and describe them	identify 3-D shapes, including cubes and other cuboids, from 2-D representations recognise, describe and build simple 3D shapes, including making nets
Angles and Lines			recognise angles as a property of shape or a description of a turn identify right angles Recognise that 2 right angles make a half-turn, three make three quarters of a turn and four make a complete turn	know angles are measured in degrees estimate and compare acute, obtuse and reflex angles draw given angles and measure them in degrees identify

			Identify whether angles are greater than or less than a right angle	angles at a point and one whole turn angles at a point on a straight line and ½ a turn
			identify horizontal and vertical lines and pairs of perpendicular and parallel lines identify acute and obtuse angles compare and order angles up to two right angles by size	other multiples of 90 degrees find unknown angles in any triangles, quadrilaterals and regular polygons
			identify lines of symmetry in 2-D shapes presented in different orientations	recognise angles where they meet at a point are on a straight line, or are vertically opposite, and find missing angles
			complete a simple symmetric figure with respect to a specific line of symmetry	
Position and Direction	describe their relative position behind next to describe their relative position behind next to in front of under	describe position, direction and movement, including whole, half, quarter and three-quarter turns order and arrange combinations of mathematical objects in patterns and sequences use mathematical vocabulary to describe position, direction and movement movement in a straight line distinguishing between rotation as a turn and in terms of right angles quarter turns/half/ 3 quarter turns- clockwise and anticlockwise	describe positions on a 2-D grid as coordinates in the first quadrant describe movements 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	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 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