

Acre Hall Skills Map for Maths

LA/SEN – please refer to previous year skills if needed. Co-ordinator – Miss Johnson and Miss Christopher



Geometry- Properties of shape

		IDENTIFYING SHAPES AND THIER PROPERTIES					
Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Talk about and	Select, rotate	recognise and name	identify and		identify lines of	identify 3-D shapes,	recognise, describe
explore 2D	and manipulate	common 2-D and 3-	describe the		symmetry in 2-D	including cubes and	and build simple 3-
and 3D shapes	shapes in order	D shapes, including:	properties of 2-D		shapes presented	other cuboids, from	D shapes, including
using	to develop	* 2-D shapes [e.g.	shapes, including		in different	2-D representations	making nets
mathematical	spatial	rectangles	the number of		orientations		(appears also in
language E.g.	reasoning skills.	(including	sides and line				Drawing and
sides, corners,		squares), circles	symmetry in a				Constructing)
round, flat.		and triangles]	vertical line				
		* 3-D shapes [e.g.					
Select shapes	Names some	cuboids	identify and				illustrate and name
appropriately	common 3D	(including	describe the				parts of circles,
E.g a circle for	shapes, e.g. a	cubes), pyramids	properties of 3-D				including radius,
a wheel.	sphere or cube.	and spheres].	shapes, including				diameter and
			the number of				circumference and
			edges, vertices				know that the
			and faces				diameter is twice
							the radius
Combine	Understanding		identify 2-D				
shapes to	that the		shapes on the				
make new	orientation of a		surface of 3-D				
ones.	shape does not		shapes, [for				
	change its		example, a circle				
	properties.		on a cylinder and				
			a triangle on a				
			pyramid]				

Is beginning to see shapes in the environment, e.g. a house is seen as a square with a triangle roof.							
Nursery	Reception	Year 1	Year 2	DRAWING ANI Year 3	D CONSTRUCTING Year 4	Year 5	Year 6
Uses blocks to build structures.	Compose and decompose shapes so children know that a shape can have other shapes in it E.g. you can remove one side of a square to form a triangle			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
	Puts 2D shapes together to make part of a picture, e.g. triangles and a circle to make a flower.						recognise, describe and build simple 3- D shapes, including making nets (appears also in Identifying Shapes and Their Properties)

	Builds more complex structures, substituting combinations for an-other shape.							
Nursonu	Decention	Voor 1	Year 2	Year 3	AND CLASSIFYING	Year 5	Year 6	
Nursery Recognises and identifies objects that are alike, e.g. red objects.	Reception	Year 1	compare and sort common 2-D and 3-D shapes and everyday objects	Year 3	Year 4 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	
Sorts by using a single attribute, e.g. 'I picked out all the heart- shaped pieces.'						distinguish between regular and irregular polygons based on reasoning about equal sides and angles	regular polygons	
		ANGLES						
Nursery	Reception	Year 1	Year 2	Year 3 recognise angles as a property of shape or a description of a turn	Year 4	Year 5 know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles	Year 6	

	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: 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
	identify horizontal and vertical lines and pairs of perpendicular and parallel lines			