Maths Progression of Skills and Knowledge

	KS1		KS2			
	Year 1	Year 2	Year3	Year 4	Year 5	Year 6
Geometry	Recognise and name common 2D shapes. Recognise and name common 3D shapes. Describe position, direction and movement, including whole, half, quarter and three-quarter turns.	Identify and describe the properties of 2D shapes, including the number of sides and line symmetry in a vertical line. Identify 2D shapes on the surface of 3D shapes (for examples, a circle on a cylinder and a triangle on a pyramid). Compare and sort common 2D shapes and everyday objects. Recognise and name common 3D shapes. Compare and sort common 3D shapes and everyday objects. Order and arrange combinations of	Draw 2D shapes. Make 3D shapes using modelling materials; recognise 3D shapes in different orientations and describe them. 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	Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. Identify lines of symmetry in 2D shapes presented in different orientations. Identify acute and obtuse angles and compare and order angles up to two right angles by size. Identify lines of symmetry in 2D shapes presented in different orientations.	Distinguish between regular and 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. Identify 3D shapes, including cubes and other cuboids, from 2D representations. Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles.	Draw 2D shapes using given dimensions and angles. Compare and classify geometric shapes based on their properties and sizes. Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius. Recognise, describe and build simple 3D shapes, including making nets.

		mathematical objects in patterns and sequences. Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anticlockwise).	than or less than a right angle. Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.	Complete a simple symmetric figure with respect to a specific line of symmetry. Describe positions on a 2D grid as coordinates in the first quadrant. Describe movements between positions as translations of a given unit to the left/right and up/down. Plot specified points and draw sides to complete a given polygon.	Draw given angles, and measure them in degrees. Identify: - angles at a point and one whole turn. - angles at a point on a straight line and half a turn. - other multiples of 90 degrees. 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.	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. 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.

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