Progression in Geometry and Statistics					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
To recognise and name common 2D and 3D shapes, including:2D shapes (rectangles (including squares), circles and triangles)3D shapes (cuboids (including cubes), pyramids and spheres). To describe position, directions and movements, including half, quarter and three- quarter turns.	To identify and describe the properties of 2D shapes, including the number of sides and symmetry in a vertical line. To identify and describe the properties of 3D shapes including the number of edges, vertices and faces. To identify 2D shapes on the surface of 3D shapes, for example circle on a cylinder and a triangle on a pyramid. To compare and sort common 2D and 3D shapes and everyday objects. To order and arrange combinations of mathematical objects in patterns. To use mathematical vocabulary to describe position, direction and movement, including distinguishing between rotation as a turn and in terms of right angles for quarter, half and three quarter turns (clockwise and anti-clockwise) and movement in a straight line.	To identify and describe the properties of 2D and 3D shapes, including the number of sides, symmetry in a vertical line, edges, vertices, and faces. To identify 2D shapes on the surface of 3D shapes, for example circle on a cylinder and a triangle on a pyramid. To compare and sort common 2D and 3D shapes and everyday objects. To recognise angles as a property of shape and associate angles with turning. To 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. To draw 2D shapes and make 3D shapes using modelling materials; recognise 3D shapes in different orientations and describe	To compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. To identify lines of symmetry in 2D shapes presented in different orientations. To complete a simple symmetric figure with respect to a specific line of symmetry. To identify acute and obtuse angles and compare and order angles up to two right angles by size. To describe positions on a 2D grid as coordinates in the first quadrant. To describe movements between positions as translations of a given unit to the left/right and up/down. To plot specified points and draw sides to complete a given polygon.	To know angles are measured in degrees; estimate and compare acute, obtuse and reflex angles To draw given angles and measure them in degrees (°). To identify: angles at a point and one whole turn (total 360°) angles at a point on a straight line and 1/2 a turn (total 180°) other multiples of 90°. To distinguish between regular and irregular polygons based on reasoning about equal sides and angles. To use the properties of rectangles to deduce related facts and find missing lengths and angles. To identify 3D shapes including cubes and cuboids from 2D representations. To 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.	To illustrate and name parts of circles, including radius, diameter and circumference. To recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles. To draw 2D shapes using given dimensions and angles. To compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals and regular polygons. To recognise, describe and build simple 3D shapes, including making nets. To describe positions on the full co-ordinate grid (all four quadrants). To draw and translate simple shapes on the co-ordinate plane and reflect them in the axes. To recognise that shapes with the same area can have different perimeters and vice versa.

		them with increasing accuracy. To identify horizontal, vertical, perpendicular and parallel lines in relation to other lines.			To calculate the area of parallelograms and triangles. To recognise when it is necessary to use the formulae for area and volume of shapes. To calculate, estimate and compare volume of cubes and cuboids using standard units, including centimetre cubed (cm3) and cubic metres (m3) and extending to other units such as mm3 and km3.
STATISTICS	To interpret and construct simple pictograms, tally charts, block diagrams and simple tables. To ask and answer simple questions by counting the number of object in each category and sorting the categories by quantity. To ask and answer questions about totalling and compare categorical data.	To interpret and present data using bar charts, pictograms and tables To solve one-step and two-step questions such as 'How many more?' and 'How many fewer?' using information presented in scaled bar charts and pictograms and tables.	To interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs. To solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and simple line graphs.	To complete, read and interpret information in tables, including timetables. To solve comparison, sum and difference problems using information presented in a line graph.	To interpret and construct pie charts and line graphs and use these to solve problems. To interpret and construct line graphs and use these to solve problems