## Class 3 (Y2) Shape

| Aspect     | Key Concepts  | Key Vocabulary       | Skills      | Practical Resources<br>for Class Area | Practical<br>Resources<br>centrally<br>stored |
|------------|---|----------------------|-------------|---------------------------------------|---|
| 2-D Shapes | Identify and describe the properties of 2-D shapes, | square               |             |                                       |   |
| (plane     | including:  | circle               | Drawing     | plane shapes                          |   |
| shapes)    | <ul><li>How many sides?</li></ul>                   | triangle             | shapes      | shape stencils                        |   |
|            | <ul><li>Vertical line of symmetry?</li></ul>        | rectangle            | using ruler | shape stamps/ink                      |   |
|            |   | square               |             | pads                                  |   |
|            | sorting and comparing                               | sides                |             | _                                     |   |
|            |   | round                |             | hoops/sorting trays                   |   |
|            | Carroll Diagram                                     | pentagon             |             |                                       |   |
|            | Venn Diagram  | hexagon              |             |                                       |   |
|            |   | octagon              |             |                                       |   |
|            | irregular polygons                                  | regular              |             |                                       |   |
|            |   | irregular            |             |                                       |   |
|            |   | vertex/vertices      |             |                                       |   |
|            |   | Carroll Diagram      |             |                                       |   |
|            |   | Venn Diagram         |             |                                       |   |
| 3-D Shapes | Identify and describe the properties of 3-D shapes, | cube                 |             |                                       |   |
| (solids)   | including:  | cone                 |             | solid shapes                          |   |
|            | <ul> <li>number of edges</li> </ul>                 | cylinder             |             |                                       |   |
|            | <ul> <li>number of vertices</li> </ul>              | sphere               |             | hoops                                 |   |
|            | <ul> <li>number of faces</li> </ul>                 | cuboid               |             |                                       |   |
|            |   | faces                |             | nets of cube, cuboid                  |   |
|            | Nets of 3D shapes,                                  | edges                |             | &                                     |   |
|            | shape of faces                                      | triangular prism     |             | triangular prism                      |   |
|            |   | triangular-based     |             |                                       |   |
|            | sorting and comparing                               | pyramid              |             |                                       |   |
|            |   | square-based pyramid |             |                                       |   |
|            |   | nets                 |             |                                       |   |
| Aspect     | Key Concepts  | Key Vocabulary       | Skills      | <b>Practical Resources</b>            | Practical                                     |

Class 3 (Y2) Shape

|          |   |   | C  | esources<br>entrally<br>tored |
|----------|---|---|--|-------------------------------|
| Angles   | quarter turns right angles  | turn full turn half turn quarter turn three-quarter turn right angle clockwise anti-clockwise | clock  circle, divided into quarters with pointer  'right angle checker' (circle folded into quarters) |                               |
| Position | Use mathematical vocabulary to describe position, direction and movement  | Reinforce vocabulary<br>from Y1   | programmable robot   |                               |
| Pattern  | Order and arrange combinations of mathematical objects in patterns/ repeating patterns tessellation of regular polygons | pattern tessellation  |  |                               |
| Symmetry | symmetry  | symmetry<br>reflection<br>mirror  | symmetry pictures<br>mirrors   |                               |