Class 4 (Y3) Shape

Aspect	Key Concepts	Key Vocabulary	Skills	Practical Resources for Class Area	Practical Resources centrally stored
2-D Shapes	quadrilateral	quadrilateral			,
(plane		polygon	Further develop	plane shapes	
shapes)	polygon	regular	drawing shapes	shape stencils	
		irregular	using ruler	shape stamps/ink pads	
	horizontal	vertex/vertices			
	vertical		Draw and measure straight lines in cm	hoops/sorting trays	
	perpendicular parallel	right-angled triangle			
		horizontal			
		vertical			
		perpendicular			
		parallel			
		Carroll Diagram			
		Venn Diagram			

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3-D Shapes (solids)	Nets of 3D shapes, shape of faces sorting	cube cone cylinder sphere cuboid faces triangular prism triangular-based pyramid (tetrahedron) square-based pyramid nets	assembly of given nets make 3-D shapes using modelling materials	solid shapes hoops variety of nets of cube, cuboid & triangular prism	
Angles	right angle is 90° acute obtuse	turn full turn half turn quarter turn right angle clockwise anti-clockwise 90® degrees acute obtuse	Use of set square for identifying right angles	clock circle, divided into quarters with pointer 'right angle checker' (circle folded into quarters) set squares - 45®	

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Pattern	repeating patterns tessellation of regular polygons	pattern tessellation	Use of isometric paper for creating tessellating patterns		
Symmetry	symmetry	symmetry reflection mirror		symmetry pictures mirrors tracing paper	