Class 4 (Y3)

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

Class 4 (Y3)
Shape

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

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Shape

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| :---: | :---: | :---: | :---: | :---: | :---: |
| Pattern | repeating patterns <br> tessellation of regular polygons | pattern <br> tessellation | Use of isometric paper for creating tessellating patterns |  |  |
| Symmetry | symmetry | symmetry reflection mirror |  | symmetry pictures mirrors tracing paper |  |

