Strand	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
G	1G-1 Recognise common 2D and 3D shapes presented in different orientations, and know that rectangles, triangles, cuboids and pyramids are not always similar to one another. →	2G-1 Use precise language to describe the properties of 2D and 3D shapes, and compare shapes by reasoning about similarities and differences in properties. →	<b>3G–1</b> Recognise right angles as a property of shape or a description of a turn, and identify right angles in 2D shapes presented in different orientations.		<b>5G–1</b> Compare angles, estimate and measure angles in degrees (°) and draw angles of a given size.	
G					<b>5G–2</b> Compare areas and calculate the area of rectangles (including squares) using standard units.	
	1G-2 Compose 2D and 3D shapes from smaller shapes to match an example, including manipulating shapes to place them in particular orientations. →		3G-2 Draw polygons by joining marked points, and identify parallel and perpendicular sides. →	4G-1 Draw polygons, specified by coordinates in the first quadrant, and translate within the first quadrant. →		6G-1 Draw, compose, and decompose shapes according to given properties, including dimensions, angles and area, and solve related problems.
				4G–2 Identify regular polygons, including equilateral triangles and squares, as those in which the side-lengths are equal and the angles are equal. Find the perimeter of regular and irregular polygons.		
				4G–3 Identify line symmetry in 2D shapes presented in different orientations. Reflect shapes in a line of symmetry and complete a symmetric figure or pattern with respect to a specified line of symmetry.		