## CAPTAIN WEBB PRIMARY SCHOOL

Maths Curriculum - Key Knowtedge and Skills
(Bold-Statutory Statements from NC;
Italics-Non-statutory, but fundamental to ensure knowledge is secure)


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| Drawing \& Constructing Shapes, |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | ${ }_{\substack{\text { Daucare } \\ \text { 2Resug }}}$ |  | Reception | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|  |  |  |  |  | Knows that a ruler can be straight, accurate lines. | Knows the names of 3-D shapes in different orientations and describe them them | $\begin{aligned} & \text { Knows that } \\ & \text { lines of } \\ & \text { symmetry in a } \\ & \text { 2D shape can } \\ & \text { be presented in } \\ & \text { different } \\ & \text { orientations. } \end{aligned}$ | Knows that angles are measured in degrees using a protractor.(R) | Knows that 3D shapes can be identified by net drawings |
|  |  |  | Knows how to compose and decompose recognise a shape can have another shape within it. <br> Knows how to use own ideas to make models of increasing complexity, needed, blocks problems and visualising what I will need. |  | Knows how to draw basic 2D shapes using a straight edge. | Knows howto draw 2-D shapes Knows how to make 3-D shapes using modelling materials | Knows how to <br> complete a simple <br> symmetric <br> figure with <br> respect to <br> specific line of <br> symmetry. | Knows howto draw given angles and measure them using a protractor (R) | Knows how to draw 2-D <br> shapes using <br> given <br> dimensions and <br> angles. <br> Knows how to describes and 3D shapes including making nets |

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|  |  |  |  |  |  |  |  | about missing angles and lengths |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | $$ | Nursery Pre-Schoot (3s) | Reception | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|  |  | Slanty <br> Twisted <br> Pointy <br> Wiggly <br> Bumopy <br> Sides, <br> Corners <br> Straight <br> Flat <br> Round <br> Circle <br> Oblong <br> Rectangle <br> Triangle <br> Cube <br> Pyramid <br> cylinder | Straight <br> Sides, <br> Circle <br> corners <br> edge <br> square <br> Oblong <br> Rectangle <br> Triangle <br> Cube <br> Pyramid <br> Sphere <br> cylinder <br> repeat <br> pattern | Circle <br> square <br> Oblong <br> Rectangle <br> Triangle <br> Cuboid <br> Cube <br> Pyramid Sphere <br> 2D <br> 3D | Sides <br> Edges <br> Lines of symmetry <br> Vertices <br> Faces <br> Surfaces <br> Quadrilater <br> al <br> Polygon <br> Prism <br> Cuboid <br> Cube <br> cone <br> Pyramid <br> Sphere | Angle <br> Right angle <br> (rectangle) <br> Horizontal <br> and vertical <br> lines <br> Perpendicula <br> $r$ and parallel <br> lines <br> Symmetrical <br> Non- <br> symmetrical <br> Acute <br> obtuse | Quadrilater al <br> Isosceles <br> Equilateral <br> Scalene <br> Parallelogr am <br> Rhombus <br> Trapezium <br> Regular <br> Irregular <br> Degree <br> Acute <br> Obtuse <br> Line of symmetry Classify | Regular <br> Irregular <br> Polygon <br> Angle <br> Diagonal <br> Angle sum fact | Angle <br> Net <br> Radius <br> Diameter <br> Circumferen <br> ce <br> At a point <br> Vertically <br> opposite |

