Year 3 –	
Area 6: shape and position	2014/2015
Key vocabulary: triangle, square, rectangle, quadrilateral, pentagon, hexagon, octagon, circle, semicircle,	
cube, cuboid, pyramid, cone, cylinder, prism, sphere, hemisphere, face, edge,	
vertex/vertices, surface, solid, side, straight, curved, diagram, right-angled	
line of symmetry, mirror line, reflection, symmetrical, reflective symmetry	
National Curric • draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D	
shapes in different orientations and describe them	
 recognise angles as a property of shape or a description of a turn 	
identify right angles, recognise that two right angles make a half-turn, three make	
three quarters of a turn and four a complete turn; identify whether angles are	
greater than or less than a right angle	
Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.	
 describe positions on a 2-D grid as coordinates in the first quadrant 	
describe movements between positions as translations of a given unit to the	
Term 3 left/right and up/down	
 plot specified points and draw sides to complete a given polygon. 	
Use 4 points of a compass to describe direction.	
 Use angles to describe movement or direction. 	
	 Year 3 – Area 6: shape and position triangle, square, rectangle, quadrilateral, pentagon, hexagon, octagon, circ cube, cuboid, pyramid, cone, cylinder, prism, sphere, hemisphere, face, ed vertex/vertices, surface, solid, side, straight, curved, diagram, right–angled line of symmetry, mirror line, reflection, symmetrical, reflective symmetry draw 2-D shapes and make 3-D shapes using modelling materials; r shapes in different orientations and describe them recognise angles as a property of shape or a description of a turn identify right angles, recognise that two right angles make a half-tu three quarters of a turn and four a complete turn; identify whether greater than or less than a right angle Identify horizontal and vertical lines and pairs of perpendicular and describe positions on a 2-D grid as coordinates in the first quadrant describe movements between positions as translations of a given u left/right and up/down plot specified points and draw sides to complete a given polygon. Use angles to describe movement or direction.