

## Overview of Space

	1.0	2.0	3.0	4.0	5.0	6.0			
<b>Shapes</b>	<ul style="list-style-type: none"> <li>• identify basic 2D shapes</li> <li>• sort objects by shape</li> </ul>	<ul style="list-style-type: none"> <li>• use number of sides to classify</li> </ul>	<ul style="list-style-type: none"> <li>• recognise sets and subsets of shapes</li> </ul>	<ul style="list-style-type: none"> <li>• identify both static and dynamic angles</li> </ul>	<ul style="list-style-type: none"> <li>• name and describe triangles and quadrilaterals</li> </ul>	<ul style="list-style-type: none"> <li>• classify and sort shapes using their properties</li> <li>• use mathematical language to describe shapes and properties</li> </ul>	<ul style="list-style-type: none"> <li>• construct 2D shapes using angle and line properties</li> <li>• use angle properties of polygons</li> <li>• use angle properties of circles</li> </ul>		
<b>Solids</b>	<ul style="list-style-type: none"> <li>• identify basic 3D solids (e.g. boxes, balls)</li> <li>• sort objects by shape</li> </ul>	<ul style="list-style-type: none"> <li>• name spheres and cubes</li> </ul>	<ul style="list-style-type: none"> <li>• make prisms and pyramids from nets</li> </ul>	<ul style="list-style-type: none"> <li>• identify faces, edges, vertices and use to classify</li> </ul>	<ul style="list-style-type: none"> <li>• interpret birds-eye view and elevations</li> <li>• make isometric drawings of 3-D objects</li> </ul>	<ul style="list-style-type: none"> <li>• construct solids according to specifications</li> <li>• use single-point perspective to sketch a simple object</li> </ul>	<ul style="list-style-type: none"> <li>• describe hidden surfaces and cross-sections of solids</li> <li>• explore properties of spheres</li> <li>• draw images (perspective &amp; isometric)</li> </ul>		
<b>Transformations</b>	<ul style="list-style-type: none"> <li>• describe relative position (e.g. next to, below)</li> </ul>	<ul style="list-style-type: none"> <li>• recognise line symmetry and congruence</li> </ul>	<ul style="list-style-type: none"> <li>• transform shapes with flips, slides, turns &amp; enlargement</li> </ul>	<ul style="list-style-type: none"> <li>• create simple tessellations</li> <li>• solve geometric puzzles</li> </ul>	<ul style="list-style-type: none"> <li>• apply transformations to shapes (e.g. create tessellations from irregular shapes)</li> </ul>	<ul style="list-style-type: none"> <li>• identify congruent and similar shapes and solids</li> <li>• relate similarity to enlargement from one point</li> </ul>	<ul style="list-style-type: none"> <li>• link algebraic and geometric transformations of graphs</li> <li>• prove congruence or similarity</li> </ul>		
<b>Location and scale</b>	<ul style="list-style-type: none"> <li>• use language of position</li> </ul>	<ul style="list-style-type: none"> <li>• identify features on maps (e.g. local creek)</li> </ul>	<ul style="list-style-type: none"> <li>• give directions using left and right</li> <li>• construct simple local maps</li> </ul>	<ul style="list-style-type: none"> <li>• use map grid</li> <li>• locate NESW by sun</li> </ul>	<ul style="list-style-type: none"> <li>• give directions using grid references and compass directions</li> </ul>	<ul style="list-style-type: none"> <li>• interpret simple map scales</li> </ul>	<ul style="list-style-type: none"> <li>• use compass</li> <li>• describe routes with scale, coordinates and direction</li> </ul>	<ul style="list-style-type: none"> <li>• use precise map references symbols and contours</li> <li>• use bearings and Cartesian coordinates</li> <li>• use more complex map scales</li> </ul>	<ul style="list-style-type: none"> <li>• use latitude and longitude</li> <li>• measure great circle distances</li> </ul>
<b>Networks</b>		<ul style="list-style-type: none"> <li>• interpret simple networks</li> </ul>		<ul style="list-style-type: none"> <li>• use network diagrams to show and investigate relationships and connections</li> </ul>		<ul style="list-style-type: none"> <li>• find and interpret paths and circuits</li> </ul>			
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