

Geometric reasoning 1.14	Length of unit: 2 weeks	Week beg:	Year: 1	Teacher:
Success criteria Pupils can use their understanding of halves and quarters to talk about shapes and movement (turns) and solve related problems.	Learning over the year: This is what the children need to have learnt over the whole of Year 1. <ul style="list-style-type: none"> • recognise, find and name a half as one of two equal parts of an object, shape or quantity • recognise, find and name a quarter as one of four equal parts of an object, shape or quantity • recognise and name common 2-D and 3-D shapes, including: <ul style="list-style-type: none"> • 2-D shapes [for example, rectangles (including squares), circles and triangles] • 3-D shapes [for example, cuboids (including cubes), pyramids and spheres] • describe position, direction and movement, including whole, half, quarter and three-quarter turns 	Resources <ul style="list-style-type: none"> Maths vocabulary book Using and Applying in every maths lesson Assessment through guided maths Think Maths! Pitch and Expectations Y1 Models and Images Securing Level 1 Overcoming Barriers to Learning – Levels 1 to 2 		
Guidance Pupils handle common 2-D and 3-D shapes, naming these and related everyday objects fluently. They recognise these shapes in different orientations and sizes, and know that rectangles, triangles, cuboids and pyramids are not always similar to each other. Pupils use the language of position, direction and motion, including: left and right, top, middle and bottom, on top of, in front of, above, between, around, near, close and far, up and down, forwards and backwards, inside and outside. They recognise and create repeating patterns with objects and with shapes. Pupils make whole, half, quarter and three-quarter turns in both directions and connect turning clockwise with movement on a clock face.				

Learning objectives

Pupils should be taught to:

Fractions

- recognise, find and name a half as one of two equal parts of an object, shape or quantity
- recognise, find and name a quarter as one of four equal parts of an object, shape or quantity

Geometry: properties of shapes

- recognise and name common 2-D and 3-D shapes, including:
 - 2-D shapes [for example, rectangles (including squares), circles and triangles]
 - 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]

Geometry: position and direction

- describe position, direction and movement, including whole, half, quarter and three-quarter turns.

Pupil outcomes:

I can explain how to programme a programmable toy to draw a square on paper.