

## Mathematics Learning Continuum for Geometry - Pre Key Stage 1

M	M1a	M1b	M2a	M2b
<ul style="list-style-type: none"> <li>• Uses and explores pliable material</li> <li>• Handles shapes</li> <li>• Explores shapes, rolling, squeezing and pressing</li> <li>• Assists with building a tower / stacking cups</li> <li>• Knocks down towers of bricks; anticipates effect when knocked down</li> <li>• Puts a ring on a peg</li> <li>• Looks for a hidden object</li> </ul>	<ul style="list-style-type: none"> <li>• Takes lid off to find an object placed in a container</li> <li>• Places objects in / takes them out of a container</li> <li>• Places bricks on top of another</li> <li>• Plays with pliable material</li> <li>• Puts pegs in a peg board</li> <li>• Is able to match and sort colours consistently</li> </ul>	<ul style="list-style-type: none"> <li>• Can copy circular movements and shapes</li> <li>• Copy a pattern using real life materials (e.g. apples, oranges and bananas)</li> <li>• Can match and sort 2D shapes</li> <li>• Handles 3D shapes</li> <li>• Putting 3 rings on a peg in order of size</li> <li>• Explores and builds a tower of up to 5 bricks/blocks</li> <li>• Places objects where asked on, under, off and next to</li> <li>• Follows movement terms stop, go, up, down, fast and slow</li> <li>• Looks for objects and puts things away in familiar place</li> </ul>	<ul style="list-style-type: none"> <li>• Selects a specific shape(s) from a collection e.g. circles</li> <li>• Finds all shapes 'like this', e.g. circles</li> <li>• Sorts objects into 2 groups</li> <li>• Finds a common attribute/difference, e.g. both balls bounce, one is blue and one is red</li> <li>• Copies simple patterns of shapes/pegs</li> <li>• Uses terms up/down, in/out, front/back, high/low, on/off</li> <li>• Moves objects forwards/backwards, quickly/slowly on request</li> <li>• Completes a 6 piece jigsaw</li> </ul>	<ul style="list-style-type: none"> <li>• Handles shapes; describes them by number of sides/corners</li> <li>• Copies and makes shapes</li> <li>• Able to recognise and name some regular 2D shapes</li> <li>• Can sort and match 3D shapes</li> <li>• Use real life materials to continue a 3 step sequence (e.g. apples or crayons)</li> <li>• Threads beads to a pattern</li> <li>• Finds shapes in a picture</li> <li>• Uses 2D shapes to create a picture (e.g. face or house)</li> <li>• Uses geometric construction materials</li> <li>• Completes a 10 piece jigsaw</li> </ul>

<b>shape</b>	<b>pattern</b>	<b>flat</b>	<b>curved</b>	<b>straight</b>	<b>round</b>	<b>hollow</b>	<b>solid</b>	<b>corner</b>	<b>side</b>	<b>face</b>	<b>sort</b>	<b>edge</b>
<b>build</b>	<b>circle</b>	<b>triangle</b>	<b>square</b>	<b>rectangle</b>	<b>star</b>	<b>cube</b>	<b>cylinder</b>	<b>pyramid</b>	<b>sphere</b>			
<b>cone</b>	<b>cuboid</b>	<b>pattern</b>	<b>repeat</b>	<b>match</b>	<b>same</b>	<b>different</b>	<b>colour names</b>	<b>on</b>	<b>under</b>	<b>off</b>		
<b>next to</b>	<b>under</b>	<b>on top</b>	<b>in</b>	<b>out</b>	<b>front</b>	<b>back</b>	<b>high</b>	<b>low</b>	<b>forwards</b>	<b>backwards</b>	<b>quickly</b>	<b>slowly</b>