

Overview of Space

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