

Angles

Level 1

Identify objects that turn about a point (e.g. scissors) or about a line (e.g. a door).

Level 2

Recognise and make whole, half and quarter turns.

Recognise and use whole, half and quarter turns, both clockwise and anticlockwise.

Know that a right angle represents a quarter turn.

Use a set-square or right angle checker to draw right angles and to identify right angles in 2-D shapes.

Level 3

Compare angles with a right angle and begin to know the terms 'obtuse' and 'acute'.

Identify angles within shapes.

Recognise that a straight line is equivalent to two right angles.

Know that angles are measured in degrees and that one whole turn is 360° .

Compare and order angles less than 180° .

Level 4

Estimate, draw and measure acute and obtuse angles using an angle measurer or protractor to a suitable degree of accuracy. (nearest 5°).

Level 5

Calculate angles in a straight line.

Estimate angles, and use a protractor to measure and draw them, on their own and in shapes to the nearest degree.

Calculate angles in a triangle including isosceles triangles or right handed triangles when only one other angle is given.

Calculate angles around a point such as the angles between the hands of a clock or intersecting diagonals at the centre of a regular hexagon.

Construct a triangle given two sides and the included angle.