



Progression in Geometry: Position and Direction

Position, Direction and Movement

Pattern

	Position, Direction and Movement	Pattern
R	<ul style="list-style-type: none"> -Develop spatial vocabulary and use the language of position and direction (e.g.) in, or, under, up, down, across -Develop spatial awareness and looking at objects/ shapes from different viewpoints. -Represent spatial relationships (e.g.) In front of, behind and on top. 	<ul style="list-style-type: none"> • Continue and copy and AB pattern • Make their own AB pattern • Spot an error in an AB pattern. • Identify the unit of repeat • Continue and ABC pattern • Continue a pattern that end mid- unit • Make an ABB pattern and ABBC pattern • Spot an error in an ABB pattern • Symbolize the unit structure • Generalise structures to another context or mode • Make a pattern that repeats around a circle • Make a pattern around a border with a fixed number of shapes • Spot patterns in the environment
Y1	<ul style="list-style-type: none"> • describe position, direction and movement, including half, quarter, three quarter and whole turns. 	
Y2	<ul style="list-style-type: none"> • use mathematical vocabulary to describe position, direction and movement including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (Clockwise and anti clockwise) 	<ul style="list-style-type: none"> • order and arrange combinations of mathematical objects in patterns and sequences
Y3	<ul style="list-style-type: none"> • use mathematical vocabulary to describe position, direction and movement including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise) (Consolidation from Year 2) 	
Y4	<ul style="list-style-type: none"> • describe positions on a 2-D grid as coordinates in the first quadrant • describe movements between positions as translations of a given unit to the left/right and up/down • plot specified points and draw sides to complete a given polygon 	
Y5	<ul style="list-style-type: none"> • identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed 	
Y6	<ul style="list-style-type: none"> • describe positions on the full coordinate grid (all four quadrants) • draw and translate simple shapes on the coordinate plane, and reflect them in the axes. 	

