

Progression: Geometry: position and direction
Programme of study (statutory requirements)

Y1	Y2	Y3	Y4	Y5	Y6
Geometry: position and direction Pupils should be taught to: <ul style="list-style-type: none"> describe position, direction and movement, including whole, half, quarter and three-quarter turns 	Geometry: position and direction Pupils should be taught to: <ul style="list-style-type: none"> order and arrange combinations of mathematical objects in patterns and sequences 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) 		Geometry: position and direction Pupils should be taught to: <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 	Geometry: position and direction Pupils should be taught to: <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 	Geometry: position, and direction Pupils should be taught to: <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

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Non-statutory

Y1	Y2	Y3	Y4	Y5	Y6
<p>Geometry: position and direction</p> <p>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, before, after, next to, last.</p> <p>Pupils make whole, half, quarter and three-quarter turns in both directions and connect turning clockwise with movement on a clock face.</p> <p>Describe movements, positions, turns.</p>	<p>Geometry: position and direction</p> <p>Pupils should work with patterns of shapes, including those in different orientations.</p> <p>Pupils use the concept and language of angles to describe 'turn' by applying rotations, including in practical contexts (for example, pupils themselves moving in turns, giving instructions to other pupils to do so, and programming robots using instructions given in right angles).</p>	<p>Geometry: position and direction</p> <p>Make a half turn, three-quarters turn and a full turn.</p>	<p>Geometry: position, and direction</p> <p>Pupils draw a pair of axes in one quadrant, with equal scales and integer labels. They read, write and use pairs of coordinates (2, 5) including using coordinate-plotting ICT tools.</p>	<p>Geometry: position and direction</p> <p>Pupils recognise and use reflection and translation in a variety of diagrams, including continuing to use a 2-D grid and coordinates in the first quadrant. Reflection should be in lines that are parallel to the axes.</p>	<p>Geometry: position and direction</p> <p>Pupils draw and label a pair of axes in all four quadrants with equal scaling. This extends their knowledge of one quadrant to all four quadrants, including the use of negative numbers.</p> <p>Pupils draw and label rectangles (including squares), parallelograms and rhombuses, specified by coordinates in the four quadrants, predicting missing coordinates using the properties of shapes. These might be expressed algebraically for example, translating vertex (a, b) to (a-2, b+3); (a, b) and (a+d, b+d) being opposite vertices of a square of side d.</p>