

Geometry: Position and Direction

Position, direction and movement					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>To describe position, direction and movement, including half, quarter and three-quarter turns.</p> <p>** revisit learning on shape.</p>	<p>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)</p> <p>**Links to time and fraction ** revisit learning on shape</p>	<p>**No position and direction objectives but make links with turn in unit on time and fractions.</p>	<p>To describe positions on a 2-D grid as coordinates in the first quadrant.</p> <p>To know that the x axis is horizontal</p> <p>To know that the y axis is vertical.</p> <p>To describe movements between positions as translations of a given unit to the left/right and up/down.</p> <p>To plot specified points and draw sides to complete a given polygon.</p> <p>**revisit learning on shape.</p>	<p>To 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</p> <p>To solve coordinate problems where the axes isn't fully labelled.</p> <p>To solve problems where there are no gridlines using their understanding of points on a horizontal and vertical line.</p> <p>To understand how the coordinates change when a shape has been translated.</p> <p>To find multiple lines of symmetry in shapes with different orientations.</p> <p>To reflect shapes on squared paper, a coordinate grid and problem solve involving this.</p>	<p>To describe positions on the full coordinate grid (all four quadrants)</p> <p>To draw and translate simple shapes on the coordinate plane, and reflect them in the axes.</p>
Pattern					
	To order and arrange combinations of mathematical objects in patterns and sequences				
Key vocabulary					

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<p>Full, half turn, quarter turn, three-quarter Left, right , forwards, backwards, above, below, top, bottom</p>	<p>Left, right, above, below, between</p>		<p>Coordinate, x axis, y axis, plot, polygon, quadrilaterals, isosceles triangle, equilateral triangle, scalene triangle (other 2D shapes covered- see shape progression doc) translate, vertex, vertices.</p>	<p>Coordinate, x axis, y axis, plot, polygon, quadrilaterals, isosceles triangle, equilateral triangle, scalene triangle (other 2D shapes covered- see shape progression doc) translate, vertex, vertices, reflection,</p>	<p>Coordinate, x axis, y axis, plot, polygon, quadrilaterals, isosceles triangle, equilateral triangle, scalene triangle (other 2D shapes covered- see shape progression doc) translate, vertex, vertices, reflection, quadrant, positive coordinates, negative coordinates</p>
<h2>Ready to Progress</h2>					
			<p>4G-1 Draw polygons, specified by coordinates in the first quadrant, and translate within the first quadrant.</p>		