Geometry: Position and Direction

National Centre for Excellence in the Teaching of Mathematics

<table>
<tr><th colspan="6">POSITION, DIRECTION AND MOVEMENT</th></tr>
<tr><th>Year 1</th><th>Year 2</th><th>Year 3</th><th>Year 4</th><th>Year 5</th><th>Year 6</th></tr>
<tr><td rowspan="2">describe position, direction and movement, including half, quarter and three-quarter turns.</td><td rowspan="2">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)</td><td rowspan="2"></td><td>describe positions on a 2-D grid as coordinates in the first quadrant</td><td rowspan="2">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</td><td>describe positions on the full coordinate grid (all four quadrants)</td></tr>
<tr><td>describe movements between positions as translations of a given unit to the left/right and up/down</td><td>draw and translate simple shapes on the coordinate plane, and reflect them in the axes.</td></tr>
<tr><td></td><td></td><td></td><td>plot specified points and draw sides to complete a given polygon</td><td></td><td></td></tr>
<tr><th colspan="6">PATTERN</th></tr>
<tr><td></td><td>order and arrange combinations of mathematical objects in patterns and sequences</td><td></td><td></td><td></td><td></td></tr>
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