

Geometry: Position and Direction



POSITION, DIRECTION AND MOVEMENT							
Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
begin to describe a sequence of events, real or fictional, using words such as 'first', 'then'. understand position through words alone – for example, "The bag is under the table." – with no pointing. discuss routes and location, using words	begin to describe a sequence of events, real or fictional, using words such as 'first', 'then'. understand position through words alone – for example, "The bag is under the table." – with no pointing. discuss routes and location, using words	describe position, direction and movement, including half, quarter and three- quarter turns.	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)		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	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	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.
like 'in front of' and 'behind'.	like 'in front of' and 'behind'.		·				
PATTERN							
Talk about and identify the patterns around them. For example: stripes on clothes, designs of rugs and wallpaper. Use informal language like 'pointy', 'spotty', 'blobs' etc. Extend and create ABAB patterns – stick, leaf, stick, leaf. notice and correct an error in a repeating pattern.	Talk about and identify the patterns around them. For example: stripes on clothes, designs of rugs and wallpaper. Use informal language like 'pointy', 'spotty', 'blobs' etc. Extend and create ABAB patterns — stick, leaf, stick, leaf. notice and correct an error in a repeating pattern.		order and arrange combinations of mathematical objects in patterns and sequences				
	continue repeating patterns. copy and create repeating patterns.						





