NUMERACY POS: GEOMETRY

GEOMETRY – POSITION & DIRECTION

Y1	Y2	Y3	Y4	Y5	Y6
• describe position, direction and movement, including whole, half, quarter and three-quarter turns.	▪ 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).	•	▪ 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.