

Properties of shapes - Position and direction

	POSITION, DIRECTION AND MOVEMENT					
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>To give and follow simple directions.</p> <p>To use objects such as the beebot to give directions.</p> <p>To use positional language such as forwards and backwards to give directions.</p>	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	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)
				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		
	PATTERN					
EYFS						
<p>Explore patterns and what patterns look like.</p> <p>Make patterns in different ways, including more complex patterns.</p> <p>Complete and continue patterns.</p> <p>Spot mistakes in patterns and work out how to complete this pattern.</p>		order and arrange combinations of mathematical objects in patterns and sequences				

Solve problems using patterns around different shapes and in different ways.						
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