

Math Curriculum – Key Skills
Geometry: Position and Direction

Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Position, Direction and Movement							
		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)
DMG - Understand position through words alone – for example, ‘The bag is under the table.’ With no pointing.	DMG – (Understanding the world.) Draw information on a simple map.				describe movements between positions as translations of a given unit to the left/right and up/down		draw and translate simple shapes on the coordinate plane, and reflect them in the axes.
Describe a familiar route.							
Discuss routes and locations, using words like ‘in front of’ and ‘behind’.					plot specified points and draw sides to complete a given polygon		
Pattern							
DMG – Talk about and identify the patterns around them. For example, stripes on clothes, designs on rugs and wallpaper. Use informal language like ‘pointy’, ‘spotty’, ‘blobs’ etc.	DMG – Continue to copy and create repeating patterns.		order and arrange combinations of mathematical objects in patterns and sequences				
Extend and create ABAB patterns – stick, leaf, stick, leaf.							
Notice and correct an error in a repeating pattern.							