## Progression of Geometry: Position and Direction

| $\stackrel{\Gamma}{\bar{\varpi}}$ | - describe position, direction and movement, including whole, half, quarter and three-quarter turns. |
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| $\begin{aligned} & \stackrel{N}{\overleftarrow{W}} \\ & \stackrel{\text { In }}{2} \end{aligned}$ | - order and arrange combinations of mathematical objects in patterns and sequences <br> - 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 anticlockwise). |
| $\stackrel{\text { ¢ }}{\substack{\text { ® }}}$ |  |
| $\stackrel{ \pm}{ \pm}$ | - describe positions on a 2-D grid as coordinates in the first quadrant <br> - describe movements between positions as translations of a given unit to the left/right and up/down <br> - plot specified points and draw sides to complete a given polygon. |
| $\begin{aligned} & \text { م } \\ & \stackrel{0}{あ} \\ & \stackrel{\sim}{2} \end{aligned}$ | - 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) <br> - draw and translate simple shapes on the coordinate plane, and reflect them in the axes. |

