



Content domain – geometry: position and direction

EYFS Birth to 5 Matters **Range 5** **Range 6** **ELG**

- Creates their own spatial patterns showing some organisation or regularity
- Explores and adds to simple linear patterns of two or three repeating items, e.g. stick, leaf (AB) or stick, leaf, stone (ABC)
- Joins in with simple patterns in sounds, objects, games and stories dance and movement, predicting what comes next
- Responds to and uses language of position and direction
- Predicts, moves and rotates objects to fit the space or create the shape they would like
- Spots patterns in the environment, beginning to identify the pattern “rule”
- Chooses familiar objects to create and recreate repeating patterns beyond AB patterns and begins to identify the unit of repeat
- Uses spatial language, including following and giving directions, using relative terms and describing what they see from different viewpoints
- Investigates turning and flipping objects in order to make shapes fit and create models; predicting and visualising how they will look (spatial reasoning)

Strand	National Curriculum reference Year 1	National Curriculum reference Year 2	National Curriculum reference Year 3	National Curriculum reference Year 4	National Curriculum reference Year 5	National Curriculum reference Year 6
P1 Patterns		2P1 Order and arrange combinations of mathematical objects in patterns and sequences				
P2 Describe position, direction and movement	1P2 Describe position, directions and movement, including half, quarter and three-quarter turns	2P2 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 (clock-wise and anti-clockwise)		4P2 Describe movements between positions as translations of a given unit to the left/right and up/down	5P2 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	6P2 Draw and translate simple shapes on the co-ordinate plane, and reflect them in the axes
P3 Coordinates				4P3a Describe positions on a 2–D grid as co-ordinates in the first quadrant		6P3 Describe positions on the full co-ordinate grid (all four quadrants)

				4P3b Plot specified points and draw sides to complete a given polygon		
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