

Acre Hall Skills Map for Maths LA/SEN – please refer to previous year skills if needed. Co-ordinator – Miss Johnson and Miss Christopher Geometry- Position and Direction



		POSITION, DIRECTION AND MOVEMENT								
Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6			
Understand position through words alone E.g. the bottle is under the table with no pointing. Describe a familiar route E.g. how to get to the school hall. Discuss routes and locations using words such as infront of and behind.	Describes where an object is, using spatial language. Follows a sequence of directions.	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 describe movements between positions as translations of a given unit to the left/right and up/down	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.			
Uses trial and error to move and rotate objects to fit spaces. Physically rotate shapes to match a	Plans and discusses different routes. Rotates and flips objects to make				plot specified points and draw sides to complete a given polygon					
prototype shape.	shapes fit, using spatial reasoning.									

		PATTERN							
Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Talk about and identify patterns around them E.g. stripes and designs on clothes and objects.	Continue, copy and create repeating patterns.		order and arrange combinations of mathematical objects in patterns and sequences						
Notice and correct an error in a repeating pattern.									
Extend, create and duplicate A, B patterns E.g. circle, square, circle, square.									