Position and Movement

Level 1

Use everyday words to describe position. *E.g. behind, under, on top of, next to, in between.*

Visualise and use everyday language to describe the position of objects and direction and distance when moving them, for example when placing or moving objects on a game board *e.g forwards, backwards, turn.*

Level 2

Follow and give instructions involving position, direction and movement. *E.g. instruct a programmable robot, combining straight line movements and turns to move along a defined path or reach a target destination.*

Level 3

Read and record the vocabulary of position, direction and movement, using the four compass directions to describe movement about a grid.

Recognise horizontal and vertical lines.

Use the eight compass points to describe direction.

Describe and identify the position of a square on a grid of squares.

Level 4

Read and plot coordinates in the first quadrant.

Use coordinates in the first quadrant to draw, locate and complete shapes that meet given properties.

Recognise parallel and perpendicular lines in grids, shapes and the environment.

Use a set-square and ruler to draw shapes with perpendicular or parallel sides.

Visualise and draw on grids of different types where a shape will be after:
- reflection in a mirror line presented at 45° where the shape touches the line or doesn't touch the line.

-translations horizontally or vertically.

Draw common 2D shapes in different orientations on grids e.g complete a rectangle which has two sides drawn at an oblique angle to the grid.

Level 5

Visualise and draw on grids of different types where a shape will be after:
- rotation through 90° or 180° about its centre or one of its vertices.

- reflection in oblique (45°) mirror lines where the shape either does not touch the mirror line or where the shape crosses the mirror line.

- reflection by measuring perpendicular distances to/from the mirror when the shape is not presented on grids.

- reflection in two mirror lines where the shape is not parallel or perpendicular to either mirror.

Use all four quadrants to find coordinates of points determined by geometric information. E.g. Find the fourth coordinate of a parallelogram when given the other three vertices.