## ALVERTON PROCEDURAL AND CONDITIONAL KNOWLEDGE PROGRESSION

 GEOMETRY - POSITION AND DIRECTION| POSITION, DIRECTION AND MOVEMENT |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
| describe position, direction and movement, including half, quarter and threequarter 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) |
|  |  |  | 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. |
|  |  |  | plot specified points and draw sides to complete a given polygon |  |  |
| PATTERN |  |  |  |  |  |
|  | order and arrange combinations of mathematical objects in patterns and sequences |  |  |  |  |

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