

**Geometry – Position and Direction**

Stage	CDM Ref	Small Steps
0		I can say/indicate the position of an objects (where? – ‘house’)
		I can say/indicate the position of an image (where? – ‘tent’)
		I can say/indicate/ show in and out using objects
		I can say/indicate/ show in and out pictorially
		I can say/indicate/ show on and under using objects
		I can say/indicate/ show on and under pictorially
		I can say/indicate/ show next to, behind and between using objects
		I can say/indicate/ show next to, behind and between pictorially
		I can say/indicate/ show in front, on top and over using objects
		I can say/indicate/ show in front, on top and over pictorially
1	1.11	Use mathematical language to describe position
		Use mathematical language to describe movement along a straight line
		Use mathematical language to describe a turn, including whole and half turns
		Use mathematical language to describe a turn, including quarter turns
		Use mathematical language to describe a turn, including three-quarter turns
2	2.7	Use mathematical language to describe direction of a turn, including meaning of clockwise and anti-clockwise
		Understand and use the language of right angles to describe the size of turn
		Interpret and devise instructions for following a simple route
		Order combinations of mathematical objects in patterns and sequences
3	NO OBJECTIVES FOR STAGE 3	
4	4.16	Use coordinates to describe the position of a point in the first quadrant
		Plot points in the first quadrant using coordinates
		Use coordinates to plot a set of points to construct a polygon
		Describe movements between positions as translations of a given unit to the left/right
		Describe movements between positions as translations of a given unit up/down
		Describe movements between positions as translations of a given unit to the left/right and up/down
5	5.8	Know what congruence means
		Carry out a translation described using mathematical language
		Carry out a reflection using a line parallel to the axes including touching the object
		Carry out a reflection using a line parallel to the axes and crossing the object
		Describe a reflection
6	6.4	Use coordinates to describe the position of a point in all four quadrants
		Use coordinates to plot the position of a point in any of the four quadrants
		Draw and translate simple shapes
		Carry out a reflection using one of the axes as a mirror line
		Describe and plot positions on a 2-D grid as coordinates in the four quadrants