# Position and Direction Progression: EYFS – Y4

| | EYFS | Y1 – Block 3 Sum 2 | Y2 Block 4 Spr 1 | Y3 | Y4 -Block 7 – Sum 2 |
|---|---|---|---|---|---|
|  | | Geometry: Position and Direction | Geometry: Properties of Shape | | Geometry: Position and Direction |
| White Rose Maths Small Steps | Autumn term:<br>- Positional language<br>- Exploring pattern<br><br>Spring term:<br>-Spatial awareness<br>-Patterns<br><br>Summer term:<br>-Match, rotate, manipulate (Spatial reasoning 1)<br>- Mapping (Spatial Reasoning 4)<br>-Deepening understanding – Patterns and Relationships | -Describe turns.<br>-Describe Position (1).<br>-Describe Position (2) | -Recognise 2D and 3D shapes.<br>-Count sides on 2D shapes.<br>-Count vertices on 2D shapes.<br>-Draw 2D shapes.<br>-Lines of symmetry.<br>-Sort 2D shapes.<br>-Make patterns with 2D shapes.<br>-Count faces on 3D shapes.<br>-Count edges on 3D shapes.<br>-Count vertices on 3D shapes.<br>-Sort 3D shapes.<br>-Make patterns with 3-D shapes | | -Describe position.<br>-Draw on a grid.<br>-Move on a grid.<br>-Describe movement on a grid |
| National Curriculum Link | Development matters or ELG:<br><br>- Spatial Reasoning 1<br>- Spatial Reasoning 4 | -Describe position, direction and movement, including whole, half, quarter and three-quarter turns | -Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line.<br>-Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces.<br>-Identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid].<br>-Compare and sort common 2-D and 3-D shapes and everyday objects. | | -Describe positions on a 2-D grid as coordinates in the first quadrant.<br>-Plot specified points and draw sides to complete a given polygon.<br>-Describe movements between positions as translations of a given unit to the left/ right and up/ down. |
| Ready To Progress links<br><br>WR small steps links | | | **2G–1** Use precise language to describe the properties of 2D and 3D shapes and compare shapes by reasoning about similarities and differences in properties.<br>(Covered in Recognise 2-D and 3-D shapes, Count sides on 2-D shapes, Count vertices on 2-D shapes, Draw 2-D shapes, Sort 2-D shapes, Count faces on 3-D shapes, Count edges on 3-D shapes, Count vertices on 3-D shapes, Sort 3-D shapes, Make patterns with 3-D shapes) | | **4G-1** Draw polygons, specified by coordinates in the first quadrant, and translate within the first quadrant.<br>(Covered in Describe position, Draw on a grid, Move on a grid, Describe movement on a grid) |