



Maths Shape, Position and Direction Learning Journey



Interpret mathematical relationships algebraically and geometrically

Produce scale drawings

Pythagoras theorem

Shape

YEAR 7

Coordinate grids for negative numbers

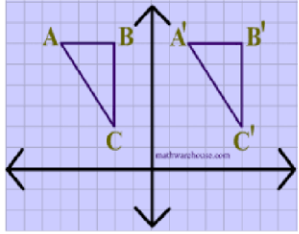
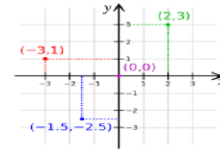
Coordinate grids to create polygons

Use algebra to describe position/movement

Properties of shape including circles

Draw quadrilaterals, triangles and nets

Angles on intersecting lines and shapes



Describe translations and reflections

Position/direction

YEAR 6

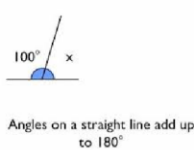
Shape

Describe all movements of shape

Angles on intersecting lines

Draw quadrilaterals, triangles and nets

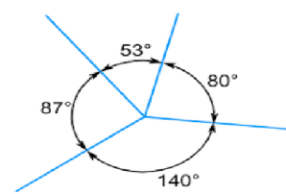
Angles in triangles and quadrilaterals



Angles at a point

Angles on a line

Draw angles

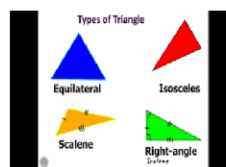


Shape/Angles

YEAR 5

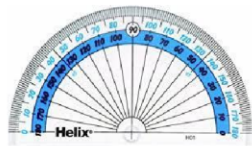
Plot coordinates

Describe position of a 2d shape in first quadrant



Classify types of triangles and quadrilaterals

Measure angles



Describe turns using angles

Find right angles

Recognise acute, obtuse angles

Find angles and link to number of sides

Shape/Angles

YEAR 4

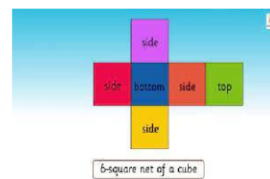
Shape

Position/direction

Compare types of angles

Identify and make symmetrical figures

Describe translations



Construct nets and make shapes

Classify using faces, edges, vertices

Identify and count faces

Shape

YEAR 3

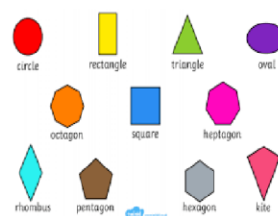
Position/direction

YEAR 2

Shape

Turn using quarter, half and three quarter

Name and identify 2D and 3D shapes



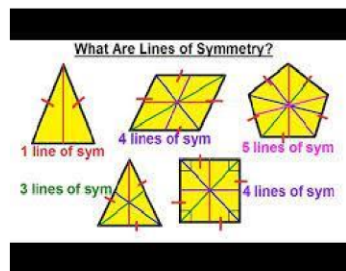
Identify the number of sides

Move shapes on a grid

Number of vertices

Lines of symmetry

Draw shapes



Position/direction

YEAR 1

Shape

Position

EYFS

Position

Shape



Use shapes for tasks

Recognise circle, square, triangle and rectangle

Sort shapes

Shows interest in awareness of shape

Use positional language and describe a familiar route

Notice simple patterns and recreate patterns

Confidently use positional language



Name and identify common 2D and 3D shapes

Discuss properties of 2D and 3D shapes

Use shape to create art

Continue, copy and create repeating patterns.

Describe movement using varied language

Make and describe turns

Describe position of objects in relation to others

Left and right

