



**THREAD:** Position and Angles

**AOLE:** Mathematics and Numeracy

Progression Step 1		
Knowledge and Skills	Vocabulary	Experiences and Characteristics
<p>Moves themselves or objects following directional language, e.g. backwards, to the side.</p> <p>Finds items from simple positional and directional clues</p> <p>Uses simple prepositions to describe position, e.g. under/on/in front</p> <p>Explores movements and directions and is beginning to use mathematical language to describe position</p> <p>Use ordinal numbers in relation to position</p>	<p>Backwards, under, on top of, inside, outside, above, below, behind, front, forwards, first, second, third, start, end</p>	<p><b>Essential</b></p> <p>Racing e.g. sports day.</p> <p>Games</p> <p>Following simple instruction for a task e.g. construction, art</p> <p>P.E.</p> <p><b>Enrichment</b></p> <p>Beebot</p> <p>Coding</p>

## Opportunities to develop proficiencies

### Conceptual Understanding

Be able to follow simple instructions whilst playing and in other areas, e.g. PE, using Beebot

### Communication using symbols

Use arrows to denote direction

### Fluency

Counting in 1s

### Logical Reasoning

Find a different way to do something

### Strategic competence

Can you give directions to find something?



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Progression Step 2		
Knowledge and Skills	Vocabulary	Experiences and Characteristics
<p>Being able to turn clockwise and anticlockwise</p> <p>Being able to turn half, quarter and full turn.</p> <p>Being able to recognise a right angle in the environment.</p> <p>Uses the language of position</p> <p>Follows directions given using words associated with directions, e.g. right turn, left turn</p> <p>Uses the four compass points to describe directions</p> <p>Demonstrates knowledge of horizontal and vertical location</p> <p>Use basic grid symbols eg A5</p>	<p>Horizontal, vertical, right turn, left turn, clockwise, anticlockwise, north, south, east, west</p>	<p><b>Essential</b></p> <p>Racing e.g. sports day.</p> <p>Games</p> <p>Following instruction for a task e.g. construction, art</p> <p>P.E.</p> <p><b>Enrichment</b></p> <p>Beebot</p> <p>Coding</p> <p>JiT tutle</p> <p>Lego</p> <p>Treasure hunt</p> <p>Outdoor learning</p>
<p><b>Opportunities to develop proficiencies</b></p> <p><b>Conceptual Understanding</b></p> <p>Communication using symbols</p>		

**Fluency**

Count in quarters

**Logical Reasoning**

Problem-solving, what went wrong, find a different way

Find the shortest route, avoid obstacles

**Strategic competence**

Problem-solving skills involving multiskilled tasks e.g. treasure hunt, following a map, obstacle course.

BeeBot, coding, JiT turtle, LOGO



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Progression Step 3		
Knowledge and Skills	Vocabulary	Experiences and Characteristics
<p>Demonstrates understanding of angle as a measure of rotation and recognises, names and describes types of angles</p> <p>Measure and draw angles with a protractor</p> <p>Be able to estimate</p> <p>Find missing angles e.g. angles on a straight line, angles to a point, vertical opposite angles.</p> <p>Find missing angles in triangles (extending to isosceles, equilaterals and problems with external angles)</p> <p>Describes positions on the full coordinate grid (1<sup>st</sup> quadrant then extending to all 4 quadrants)</p> <p>Solves problems involving position on a coordinate grid</p> <p>Uses grid references to specify location (4 figure grid references)</p>	<p>Axes</p> <p>Scale</p> <p>Clockwise, anticlockwise</p> <p>Origin</p> <p>Vertical</p> <p>Horizontal</p> <p>Coordinates</p> <p>Quadrant</p> <p>Acute</p> <p>Obtuse</p> <p>Reflex</p> <p>Degrees</p> <p>Protractor</p> <p>Estimate</p> <p>Rotate</p> <p>Vertex</p> <p>Isosceles</p> <p>Equilateral</p> <p>Internal</p> <p>External</p>	<p><b>Essential</b></p> <p>P.E.</p> <p>Map reading</p> <p>Orienteering</p> <p><b>Enrichment</b></p> <p>Outdoor learning</p> <p>Local walks with maps.</p>

	<b>Opportunities to develop proficiencies</b>	
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**Conceptual Understanding**

Use of simple scales, reading scales accurately including negative numbers

Communication using symbols

Use of coordinate grids

Labelling axes X and Y

Use grid references to find locations. Linked to local area.

Negative symbol

**Fluency**

Using a variety of scales and in a variety of contexts

**Logical Reasoning**

Coordinates linked to grid references

**Strategic competence**

Making coordinate shapes and communicating the instructions to a partner

Problem-solving skills involving multiskilled tasks e.g. treasure hunt



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Progression Step 4		
Knowledge and Skills	Vocabulary	Experiences and Characteristics
<p>Uses grid references to specify location (6 figure grid references)</p> <p>Define and measure 3 figure bearings</p> <p>I can use angle and shape facts to deduce further features and relationships of triangles and quadrilaterals.</p> <p>I can explore and calculate angles formed by parallel lines and by a transversal.</p> <p>I have applied my understanding of angles to model and solve problems involving bearings</p>	<p>Northings</p> <p>Eastings</p> <p>Alternate angles</p> <p>Corresponding angles</p> <p>Co-interior angles</p> <p>Parallel</p> <p>Parallelogram</p>	
<p><b>Opportunities to develop proficiencies</b></p> <p><b>Conceptual Understanding</b> Understanding the relationship of bearings and grid references in relation to maps and real life.</p> <p><b>Communication with Symbols</b> Correct notation and units for grid references, bearings using degrees.</p> <p><b>Fluency</b> Calculating missing angles in shapes and parallel lines</p>		

**Logical Reasoning**

Proving the value of angles using correct use of rules and theorems

**Strategic Competence**

Combining shape facts with understanding of angles to solve problems