

Fluency	Reason Mathematically	Solve Problems
To become fluent in the fundamentals of mathematics, including through varied and frequent practice with increasingly complex problems over time, so that pupils develop conceptual understanding and the ability to recall and apply knowledge rapidly and accurately.	To reason mathematically by following a line of enquiry, conjecturing relationships and generalisations, and developing an argument, justification or proof using mathematical language	To solve problems by applying their mathematics to a variety of routine and non-routine problems with increasing sophistication, including breaking down problems into a series of simpler steps and persevering in seeking solutions.

GEOMETRY: POSITION & DIRECTION

IDENTIFYING SHAPES AND THEIR PROPERTIES						
EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Children use everyday language to talk about position	Describe position, direction and movement, including half, quarter and three-quarter 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						
EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Recognise, create and describe patterns		Order and arrange combinations of mathematical objects in patterns and sequences				