



# ST GERARDS SCHOOL

LOVE-aroha ai... LEARN-ako ai... GROW-tipu ai

St Gerard's School Geometry – Position and Orientation -								
	LEVEL 1		LEVEL 2		LEVEL 3		LEVEL 4	
<b>CURRICULUM LEVEL DESCRIPTIONS</b>	Give and follow instructions for movement that involve distances, directions, and half or quarter turns. Describe their position relative to a person or object.		Create and use simple maps to show position and direction. Describe different views and pathways from locations on a map.		Use a coordinate system or the language of direction and distance to specify locations and describe paths.		Communicate and interpret locations and directions, using compass directions, distances, and grid references.	
<b>NATIONAL STANDARD DESCRIPTIONS</b>	Describe personal locations and give directions, using everyday language.	Describe personal locations, using steps and half or quarter turns.	Describe personal locations and give directions, using whole number measures and	Describe personal locations and give directions, using simple maps.	Describe locations and give directions, using grid references and points of the compass.	Describe locations and give directions, using grid references, turns, and points of the compass.	Describe locations and give directions, using grid references, simple scales, turns, and	Describe locations and give directions, using scales, bearings, and coordinates.

			half or quarter turns.				points of the compass.	
<b>LEARNING PROGRESSIONS</b>	<p>Follow oral instructions to demonstrate that they understand positions of in front of, under, behind etc</p> <p>Use the language to describe the positions of objects in a picture.</p> <p>Follow a sequence of 2 oral instructions related to movement and position.</p> <p>Give a sequence of 2 oral instructions related to movement and position.</p>	<p>Follow a sequence of 4 oral instructions related to movement and position</p> <p>Give a sequence of 4 oral instructions related to movement and position.</p> <p>Rotate their body through half and quarter turns</p> <p>Rotate objects through half and quarter turns</p> <p>Accurately describe their position with reference to</p>	<p>Follow a more complex set of instructions related to movement and position</p> <p>Describe position using the language of direction and distance.</p> <p>Rotate their body through <math>\frac{1}{4}</math>, <math>\frac{1}{2}</math>, full and <math>\frac{3}{4}</math> turns</p> <p>Give and follow directions using clockwise, anticlockwise, left and right</p> <p>Read and interpret simple scale maps</p>	<p>Follow and give a more complex set of instructions related to movement and position eg: treasure hunt</p> <p>Interpret position using the language of direction and distance.</p> <p>Draw and read maps by making use of the four points of the compass (North, South, East, West)</p> <p>Draw, read and interpret simple scale maps</p>	<p>Represent and describe the results of reflection, rotation and translation on shapes.</p> <p>Draw plan, front and side views of objects.</p> <p>Describe locations and give directions using grid references and points of a compass.</p>	<p>Represent and describe the results of reflection, rotation and translation on shapes or patterns.</p> <p>Draw or make objects given their plan, front and side views.</p> <p>Describe locations and give directions using grid references, turns and points of a compass.</p>	<p>Identify and describe the transformations that have produced given shapes or patterns.</p> <p>Draw plan, front, side and perspective views of objects.</p> <p>Describe locations and give directions using grid references, simple scales, turns and points of a compass.</p>	<p>Identify and describe the features of shapes or patterns that change or do not change under transformation.</p> <p>Draw or make objects given their plan, front, and side views or their perspective views</p> <p>Describe locations and give directions using scales, bearings and coordinates.</p>

		objects around them	Describe and follow simple pathways	Describe and follow paths found in the environment. Eg: the flight path of balls thrown in the air, the stream of water from a fountain).				
<b>NUMBER STRATEGIES</b>	Use the language of half	Find by practical means halves and quarters of shapes (ie: a circle for turns)	Find by practical means halves, quarters and $\frac{3}{4}$ of shapes and numbers	Find by practical means halves and quarters and $\frac{3}{4}$ of shapes, numbers and sets of objects.	Using known basic facts, multiplication facts, repeated addition, and halving	Addition and subtraction. Mental strategies to solve mult/div problems. Finding fractions of a set or region. Divisions with remainders.	Can use a broad range of mental strategies for mult/div/add/sub and proportions and ratios. Linking division to fractional answers.	Can use and choose most appropriate strategy from a broad range of mental partitioning strategies for mult/div/add/sub and proportions and ratios. Linking division to fractional answers.

<b>MATHEMATICAL LANGUAGE</b>	in front of beside behind under on above over left right near far around inside outside middle forward backwards sideways towards close closer closest	Left right nearest to underneath  half turn quarter turn  clockwise anticlockwise	three quarter turn full turn north south east west		North South East West (Plus NW, SW etc) Reflect Rotate Translate Plan view Front view Side view Angle Latitude Longitude X and Y axis Acute Obtuse Right angles			Bearing
------------------------------	---	--	--	--	---	--	--	---------