

# In maths we are learning about...

## Position and Direction

## Knowledge Organiser

### Key Vocabulary

translate

translation

reflect

reflection

up

down

right

left

coordinates

quadrant

x-axis

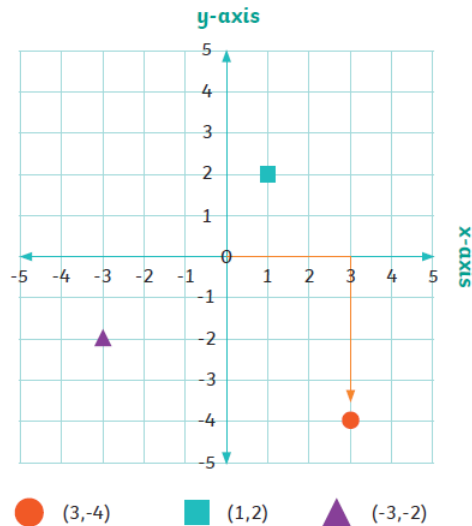
y-axis

horizontal

vertical

### Four Quadrants

Coordinates can use positive and negative numbers. Whether positive or negative, the x-axis coordinate is written first, followed by the y-axis coordinate.



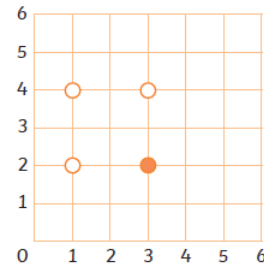
● (3,-4)    ■ (1,2)    ▲ (-3,-2)

Look at the circle. It is 3 units along the x-axis and 4 down the y-axis. Its coordinates are (3,-4).

### Completing Shapes

Using the properties of a shape, a polygon can be completed on a grid.

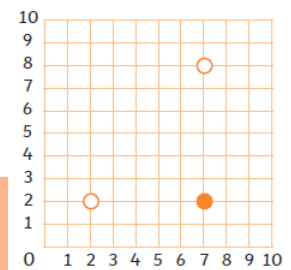
To make a square, think of the square's properties.



All of a square's sides are the same length. If the completed sides are 2 units in length, the missing point must complete two more sides of 2 units.

To make a right-angled triangle, think of the triangle's properties.

A right-angled triangle should have three sides with one 90° angle.



## Position and Direction

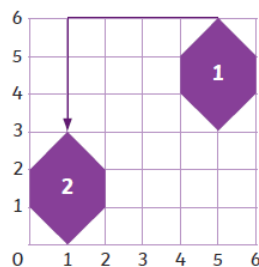
## Knowledge Organiser

### Translation

A shape is translated when it is moved without being rotated or resized. Every point of the shape moves the same distance and in the same direction.

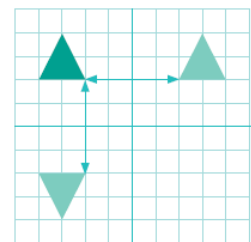


Shape 1 has been translated 4 units left and 3 units down.



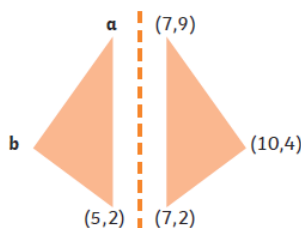
### Reflections

A shape is reflected when it is flipped over a line which acts as a mirror. Every point on the original shape is the same distance from the mirror line as the same point on the reflected shape. The original triangle has been reflected in the x-axis and in the y-axis.



### Missing Coordinates

Shapes can be shown on unmarked grids.



Point a is in the same position along the x-axis as (5,2) and in the same position on the y-axis as (7,9).

**Point a** (5,9)

Point b is in the same position on the y-axis as (10,4). Both triangles will have the same width. The width of the right-hand triangle is 3. This means that the width of the left-hand triangle is also 3.

**Point b** (2,4)