Hello again Year 2. I hope you enjoyed the last session on position and direction, thinking about moving yourself, your teddies and your lego figures forwards, backwards, left and right to get from a start position to an end position.

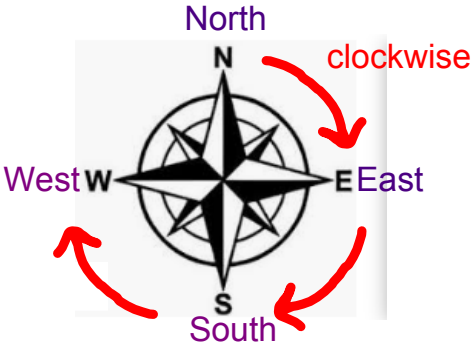
Did you find it difficult to think about which way you or your figures were facing and which was their left and right? ...That can be really tricky!

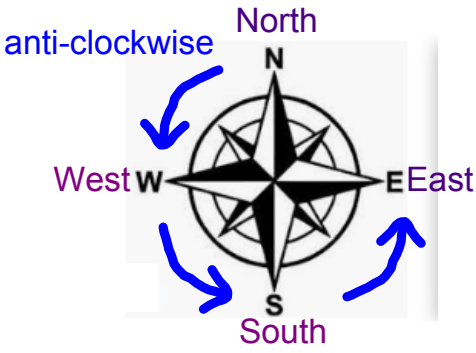
Did you enjoy directing someone in your family as if they were a robot? Were you a good robot?

Today we are going to look at movement and direction again, but this time introduce turns.

Jun 8-13:55

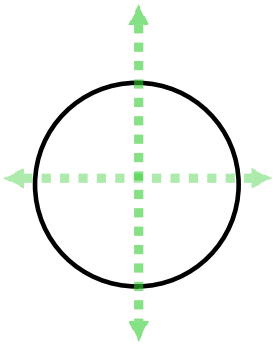
So let us think about turning. Just like in the last session it will help us to know which way we are facing when we start, so I am going to put the image of the compass to help us. We also need to understand clockwise and anti-clockwise.

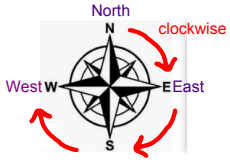


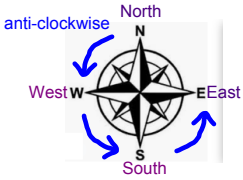


Jun 8-14:08

We need to think about whole turns, half turns, quarter turns and three quarter turns. So this will link back to our work on fractions earlier in the year.







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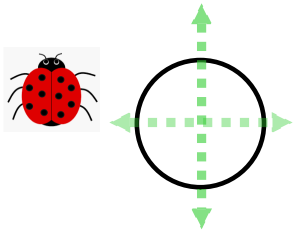
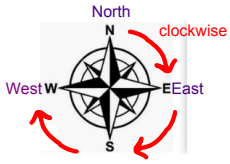
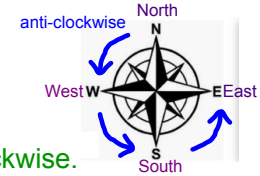






The ladybird is facing North.
She turns a whole turn clockwise.
She is now facing .....

The ladybird is facing North.
She turns a quarter turn clockwise.
She is now facing .....

The ladybird is facing North.
She turns a half turn clockwise.
She is now facing .....
(What happens if you did a half turn anti-clockwise?)
.....

The ladybird is facing West.
She turns a quarter turn anti-clockwise.
She is now facing .....

Jun 8-14:08

https://www.bbc.co.uk/bitesize/clips/z7kwmp3

Watch this short video about quarter and half turns, did you guess the ending before it happened?

Jun 8-14:08

You could now play your robot and controller game with someone at home.

Pick a start position, put a book or a toy to mark your finish position.

Direct your robot (mum/dad/brother/sister/teddy)

How many steps forward do they need to go? Do they need to turn?

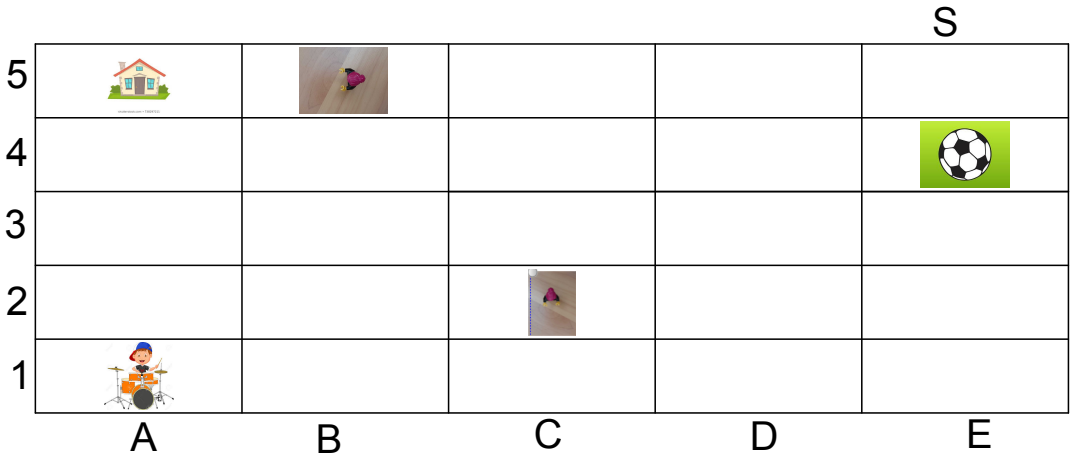
You might say turn a quarter turn clockwise or anti-clockwise.

How many steps forward now?

Tip: Clockwise and anti-clockwise are easier if you are facing the same way as your robot!

Jun 8-15:08

So if we look back to our Lego man activity from last session, this time we can just move him forwards and use turns.



So if I were to give instructions to my Lego figure, to get her to the tent, I could say;

My lego figure is in B5, facing West.

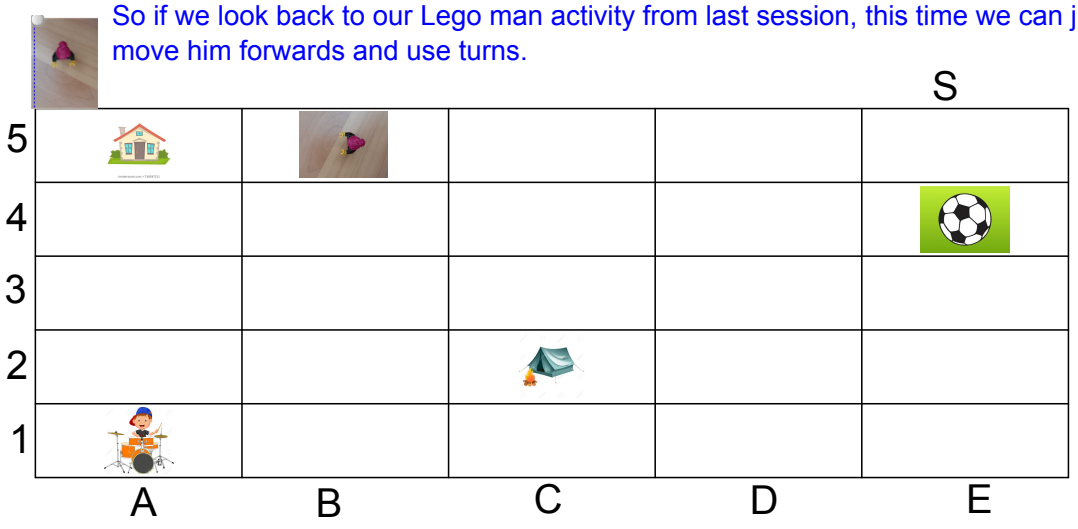
Turn a half turn clockwise, move forward 1 space.

Turn a quarter turn clockwise

Move forward 3 steps

Jun 8-15:02

So if we look back to our Lego man activity from last session, this time we can just move him forwards and use turns.



Now it is your turn. Place your lego figure on the grid. Write the directions to one of the other pictures. Think about how your figure needs to turn and how many steps forward they need to make.

Try a few different examples.

Jun 8-15:02

Jun 8-15:19