Colin and Coco's Deliberate Practice

Year 2 Unit 7

Geometry
Position and Direction

Answers

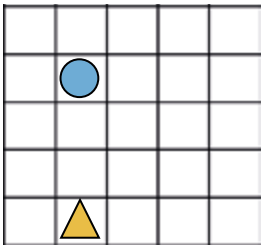
Contents

This pack of deliberate practice is designed to be used flexibly to secure the manageable steps of this unit.
The table below indicates which activities are linked to which mangeable steps.

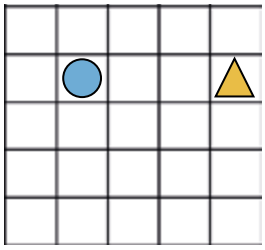
	Do It	Challenge It	Play It
Use mathematical language to describe position	1	1	
Use mathematical language to describe direction of a turn, including meaning of clockwise and anti-clockwise			1, 2
Understand and use the language of right angles to describe the size of turn	2		2
Interpret and devise instructions for following a simple route			2
Order combinations of mathematical objects in patterns and sequences		2	

Do It 1

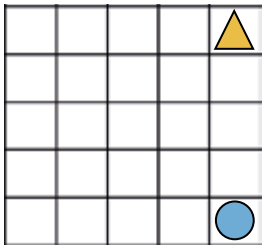
Describe where the circle is from the triangle.



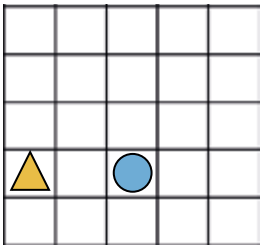
3 squares above



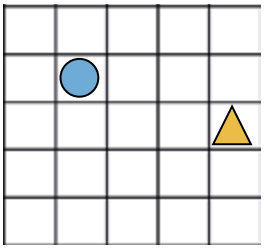
3 squares left



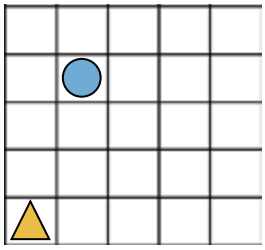
4 squares below



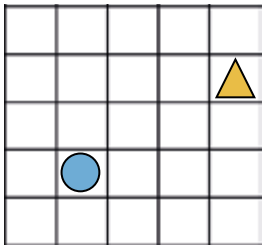
2 squares right



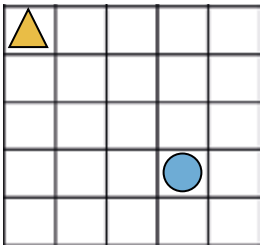
1 square above
3 squares left



3 squares above
1 square right



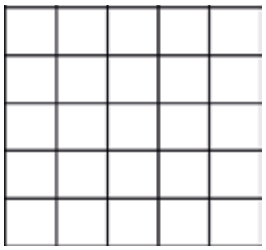
3 squares left
2 squares below



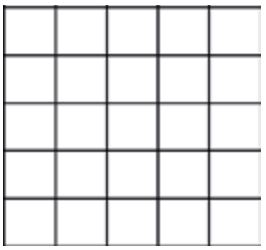
3 squares right
3 squares below

Challenge It 1

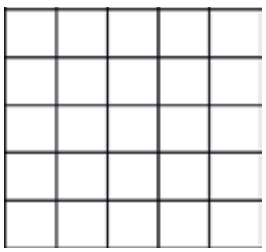
Complete the statement in several different ways and draw the shapes on the grid to match.



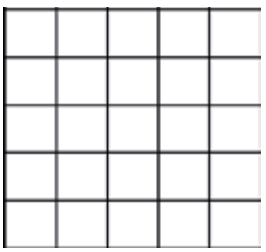
The circle is __ squares _____ and __ squares _____ the triangle.



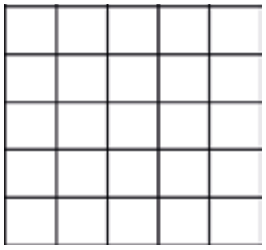
The circle is __ squares _____ and __ squares _____ the triangle.



The circle is __ squares _____ and __ squares _____ the triangle.



The circle is __ squares _____ and __ squares _____ the triangle.



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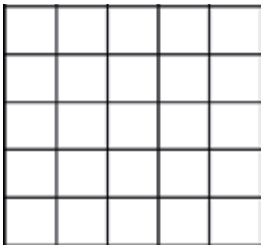


The circle is __ squares _____ and __ squares _____ the triangle.

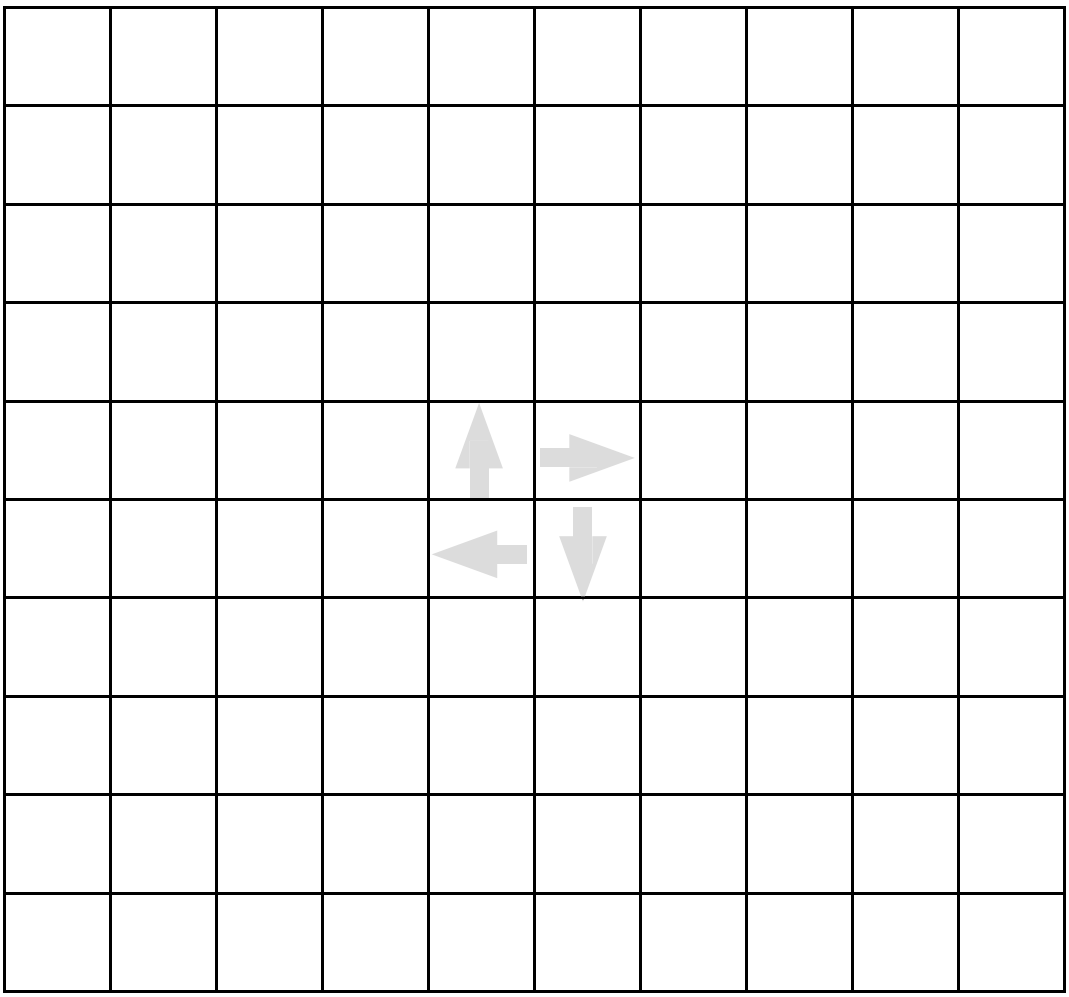
Turn and Turn Game

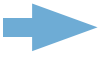
Play It 1

You need:
1 - 6 dice
100 grid as a game board
An arrow counter each

To play:
Players start with their arrow counter on one of the shaded arrows.
Take turns to throw the dice.
If you throw 1, 3 or 5 make a quarter turn anticlockwise and go forward one square.
If you throw 2, 4 or 6 make a quarter turn clockwise and go forward one square.
Players are aiming for their arrow to fall off the board!

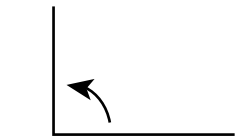
To win:
The winner is the first player whose arrow falls off the edge of the board.





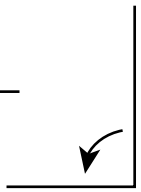
Do It 2

Describe each turn as quarter turns, clockwise or anti-clockwise.

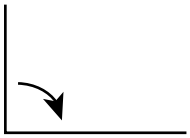


One quarter turn anti-clockwise

Two quarter turns clockwise

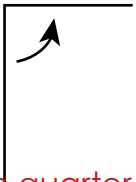


One quarter turn anti-clockwise

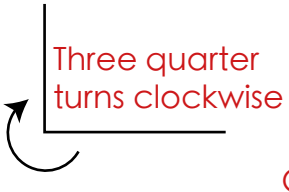


One quarter turn clockwise

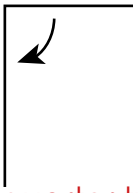
Two quarter turns anti-clockwise



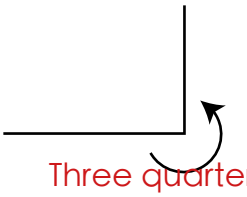
One quarter turn anti-clockwise



Three quarter turns clockwise

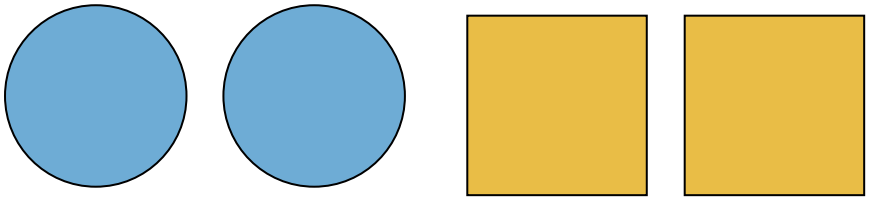


One quarter turn clockwise



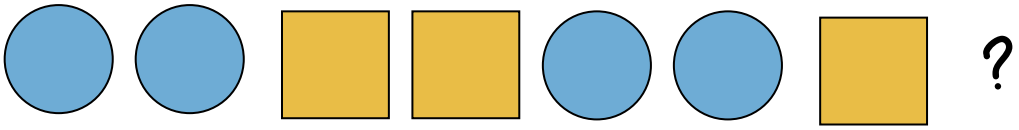
Three quarter turns anti-clockwise

Challenge It 2



Use two circles and two squares as the repeating pattern to make as many different sequences as you can.

One has been started for you:



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Clockwise or Not Game

Play It 2

You need:
Three sets of 1 - 4 cards
100 grid as a game board
An arrow counter each

To play:
Shuffle the sets of cards together and put them face down.
Players start with their arrow counter on one of the shaded arrows.
Take turns to turn over two cards.
The first card is the number of right angle turns to make. Choose whether to turn clockwise or anti-clockwise. Tell your partner out loud.
The second is the number of squares to travel.
For example:
Turn over a 3 and a 2, turn 3 right angles clockwise and then move 2 squares forward.
Players are aiming to fall off the right hand side of the board.
If a player reaches another edge of the board they just stop and wait for their next turn.

To win:
The winner is the first player whose arrow falls off the right hand side of the board.