



# Colin and Coco's Deliberate Practice

Year 1 Unit 11

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.

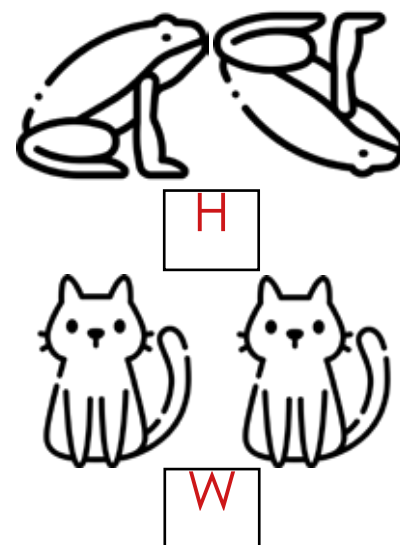
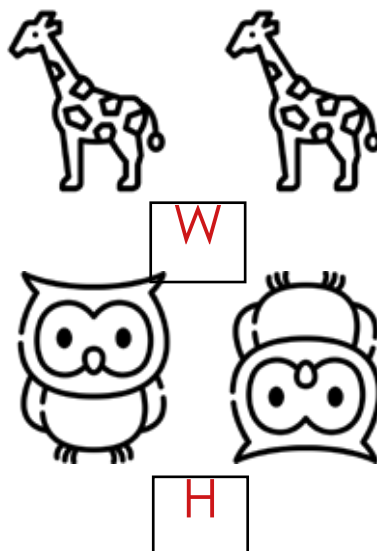
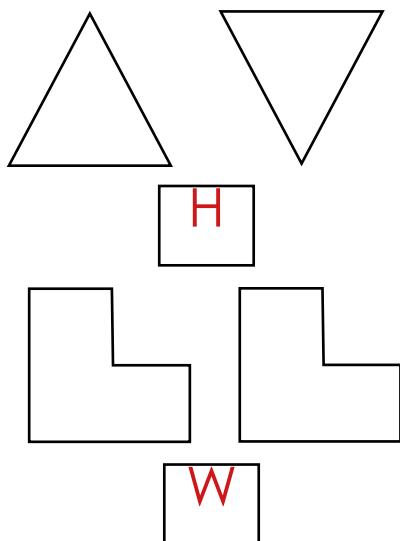
The table below indicates which activities are linked to which manageable steps.

|                                                                              | Do It | Challenge It | Play It |
|------------------------------------------------------------------------------|-------|--------------|---------|
| Use mathematical language to describe position                               |       | 1            |         |
| Use mathematical language to describe movement along a straight line         |       |              | 1       |
| Use mathematical language to describe a turn, including whole and half turns | 1     |              | 2       |
| Use mathematical language to describe a turn, including quarter turns        | 2     |              | 2       |
| Use mathematical language to describe a turn, including three-quarter turns  |       | 2            | 2       |



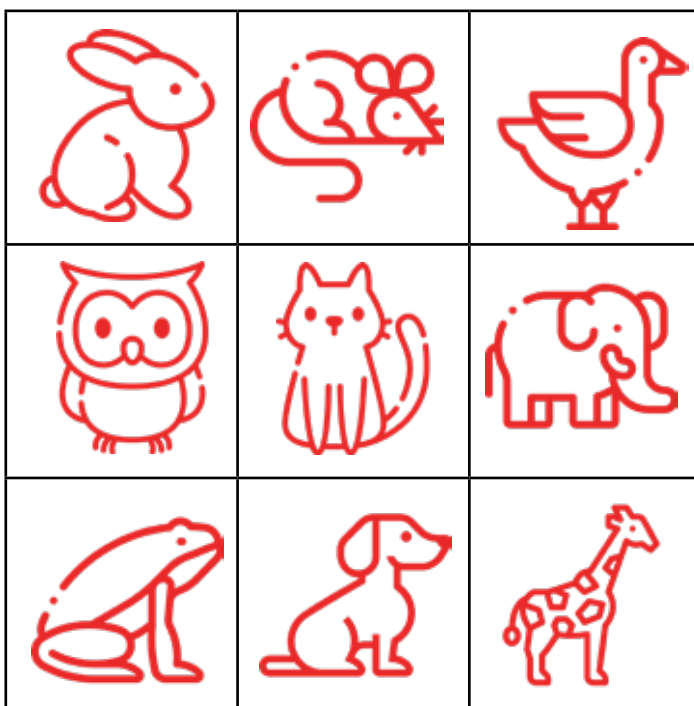
Do It 1

Label the shapes half turn (H) or whole turn (W)



Place the animals on the grid using the clues

Challenge It 1



The cat is above the dog  
 The cat is between the owl and the elephant  
 The giraffe is to the right of the dog  
 The duck is above the elephant  
 The owl is between the frog and the rabbit  
 The rabbit is above the owl  
 The mouse is above the cat

Create your own animal problem by writing clues for a friend.



# Direction Game

Play It 1

You need:

Dice 1 - 6

Direction cards

Counters

To play:

The direction cards are placed face down and counters placed on the 'Start' square.

Each player takes turns to roll the dice and pick a card.

The player moves their counter:

- the number of squares shown on the dice
- in the direction shown on the card

To win:

When one player's counter moves off the board, the other player wins.

## Direction Cards

Forward

Backward

Up

Down



# Direction Board Game

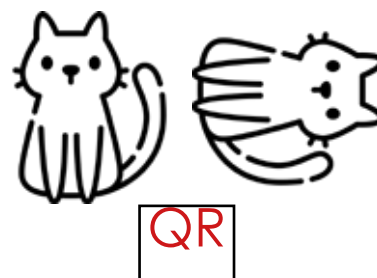
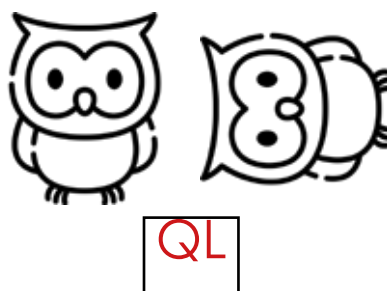
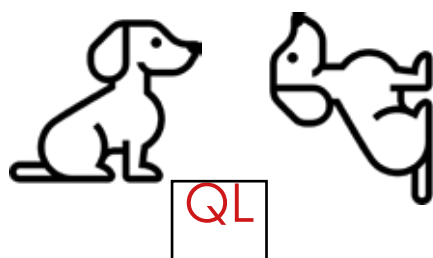
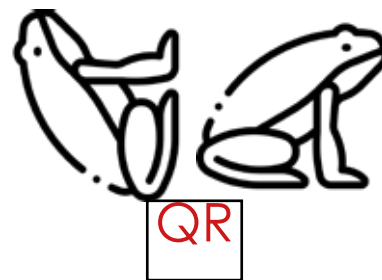
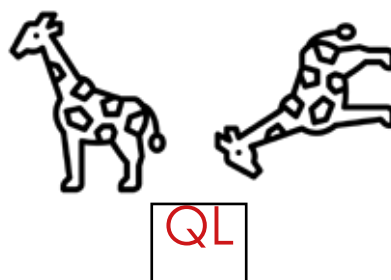
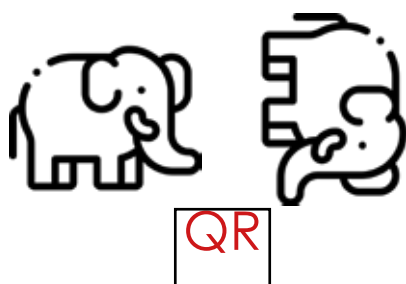
Play It 1

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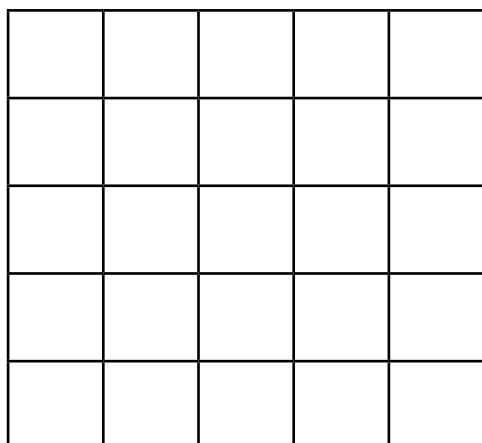
Do It 2

Label the shapes either Quarter Turn Left (QL) or Quarter Turn Right (QR)

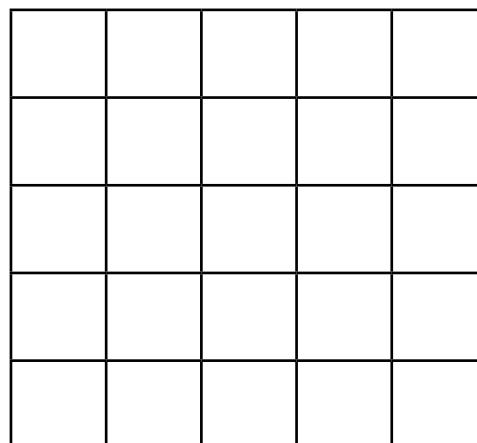


Challenge It 2

Shade in 10 squares on the grid.



Turn the grid three-quarters to the right.  
Draw the new grid.





# Turning Shapes Game

Play It 2

You need:  
Shape cards

To play:

Cards are shuffled and spread out face down.

Players take turns to turn over 2 cards.

If the player can describe the link between the cards using 'quarter turn left', 'quarter turn right', 'three-quarters turn left', 'three-quarters turn right' or 'half turn' they keep the pair of cards.

If not, they are placed back face down.

To win:

The winner is the player with the most pairs.

