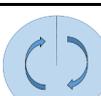


Maths - Year 1

Geometry 5: Position, direction and movement

Key Vocabulary

Turn	Move in a circular direction.
Quarter turn	
Half turn	
Three-quarter turn	
Full turn	
Clockwise	The same direction the hands on a clock move.
Anti-clockwise	The opposite direction to the way the hands on a clock move.
Positional language	Next to, on top of, under, above, between, left, right, top, middle, bottom, through, around, near, close, far, left, right, forwards, backwards.

Mathematical Skills

- Describe position, direction and movement using a wide variety of words and terms.
- Accurately follow instructions for moving themselves and for moving and placing objects.
- Distinguish between right and left and understand that right and left depend on the direction you are facing.
- Make and recognise quarter, half, three-quarter and full turns.
- Recognise equivalences in size of turns, e.g. that one full turn is the same as four quarter turns in the same direction.
- Understand that turning to the right is the same as turning clockwise.
- Understand that turning to the left is the same as turning anti-clockwise.
- Recognise turns in different directions which have the same result, e.g. a whole turn in either direction, a half turn in either direction, a quarter turn in one direction and a three-quarter turn in the other direction.
- Visualise the result of a turn or instruction for moving, e.g. 'take three steps forwards'.

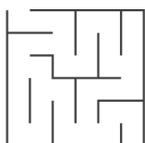
Mathematical Methods

- Describing position, direction and movement e.g. moving around in PE using language such as up, down, inside, outside, top, middle, bottom, on top of, above, underneath, below, in front of, behind, next to, opposite, between, through, around, near, close, far, left, right, forwards, backwards.

- Giving directions e.g. 'take three steps forward and put the book on top of the table, next to the cup'.

- Making full and half turns e.g. in PE, dancing or looking for something.

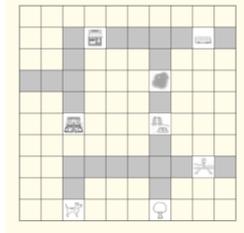
- Making quarter turns e.g. moving around a maze and using instructions such as 'make a quarter turn left and go forwards'.



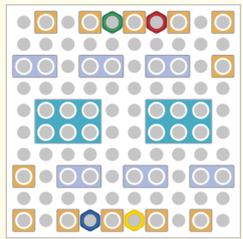
- Giving directions for moving around the school.

- Introducing three-quarter turns.

- Giving directions for moving around a map.

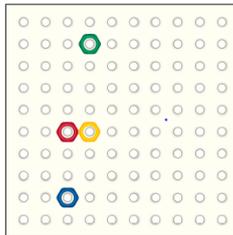


- Moving around an obstacle course game board.



Can you..?

- Can you describe the position of the pegs?



- Can you follow these instructions? Make a three-quarter turn anti-clockwise. Then make a half turn clockwise. Now make a quarter turn clockwise.

- Can you give directions to move the yellow peg to the blue peg?

