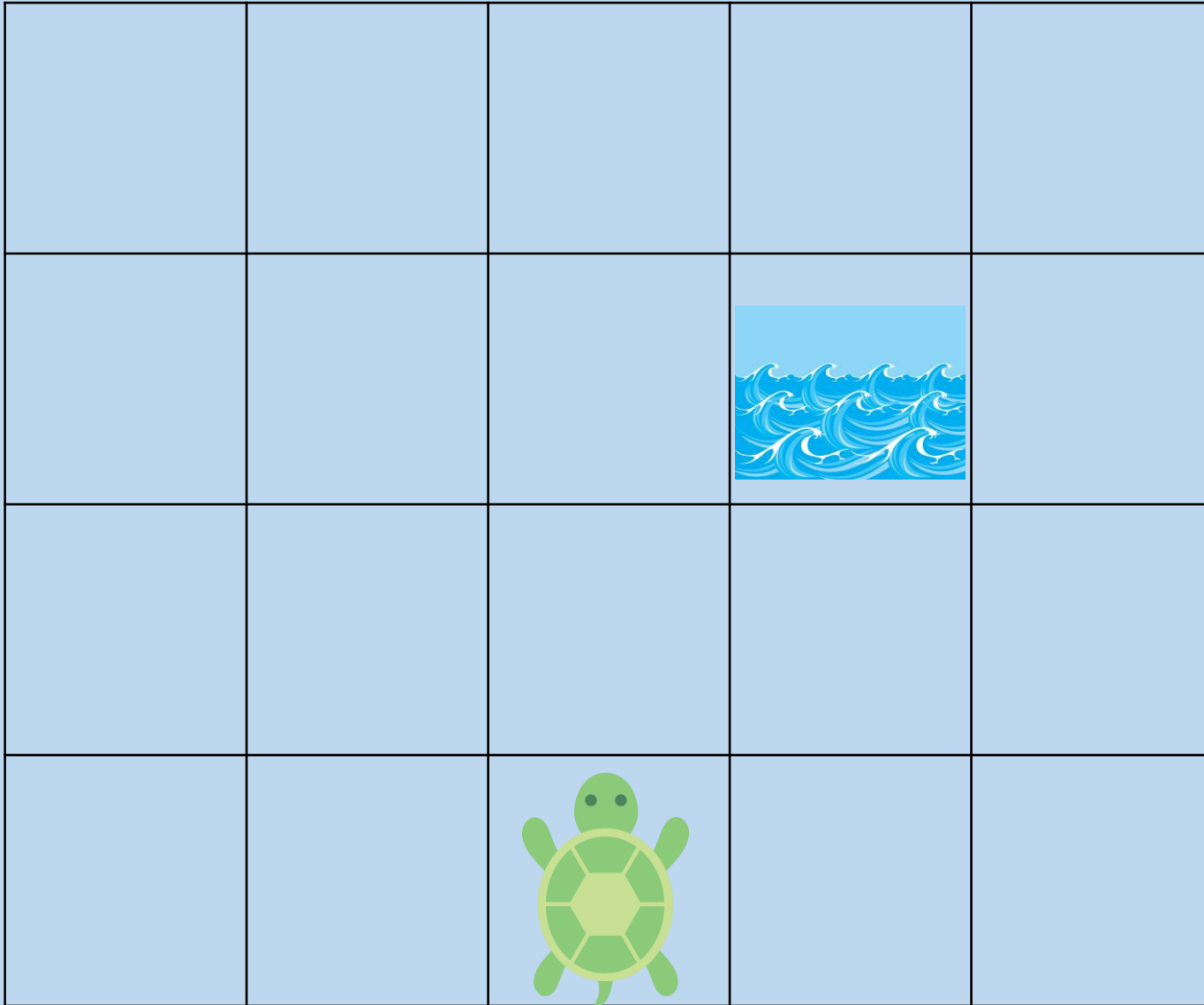# Thursday 7th May 2020

WALT – use language such as forwards, backwards, clockwise, anticlockwise correctly when giving instructions
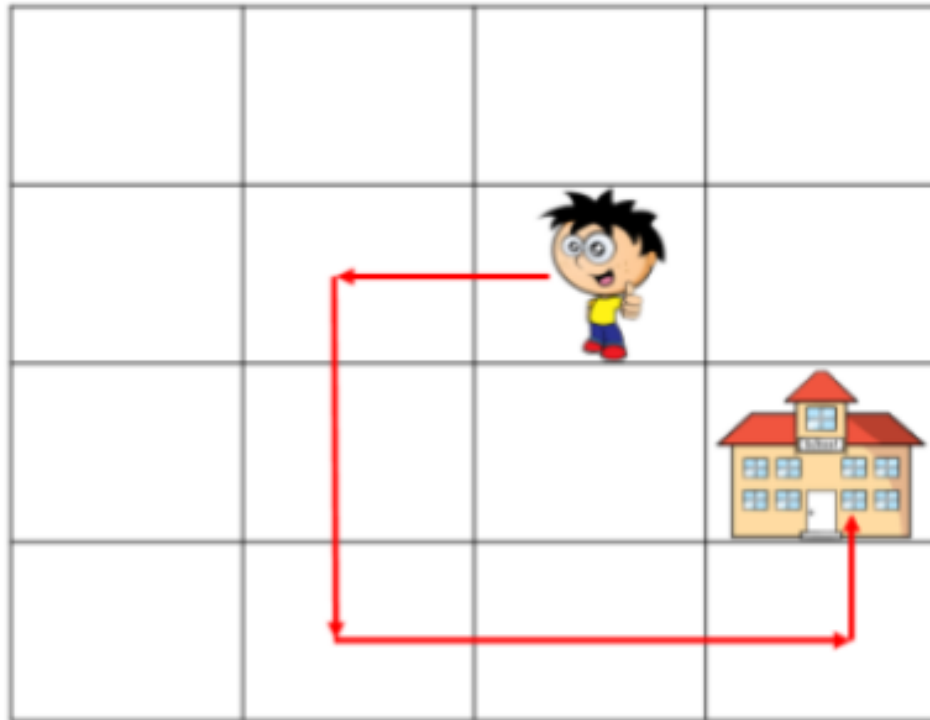
Fill in the gaps

To get to the sea the turtle needs to go _____ 2 steps.
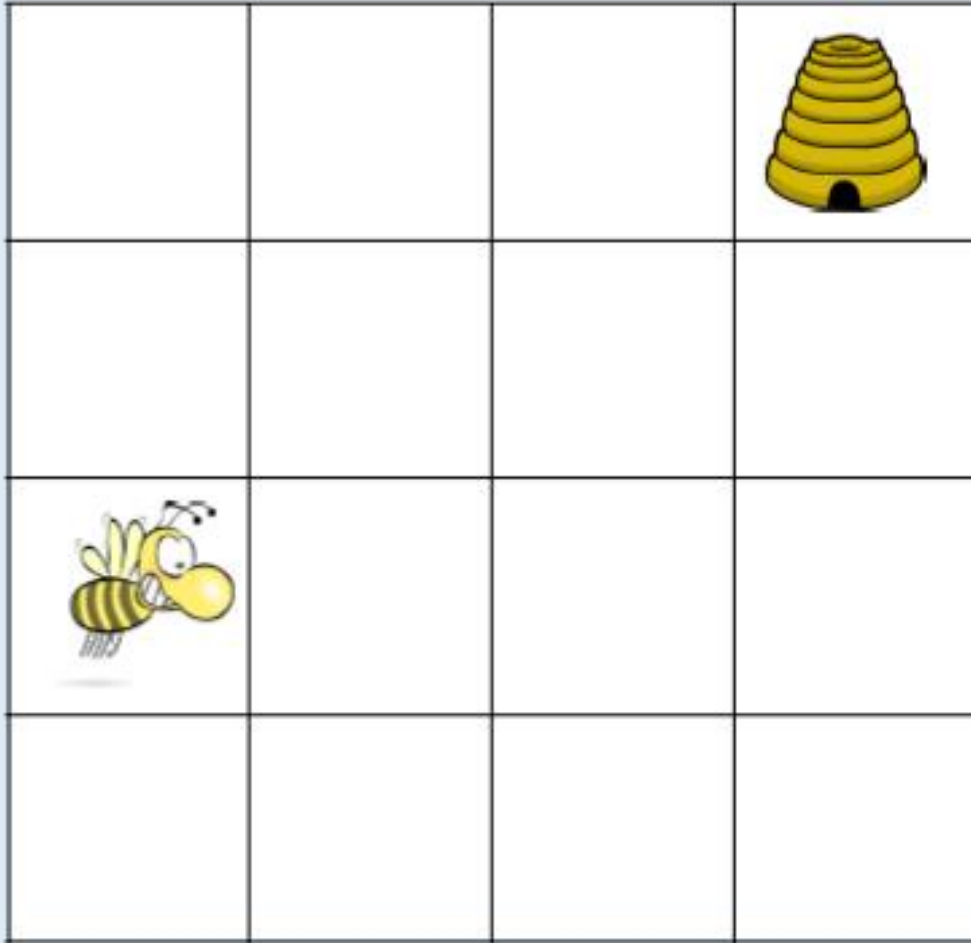
Then he needs to turn _____ a quarter turn.

Then he will go forward ___ more step.

Describe the route Dennis takes to school.

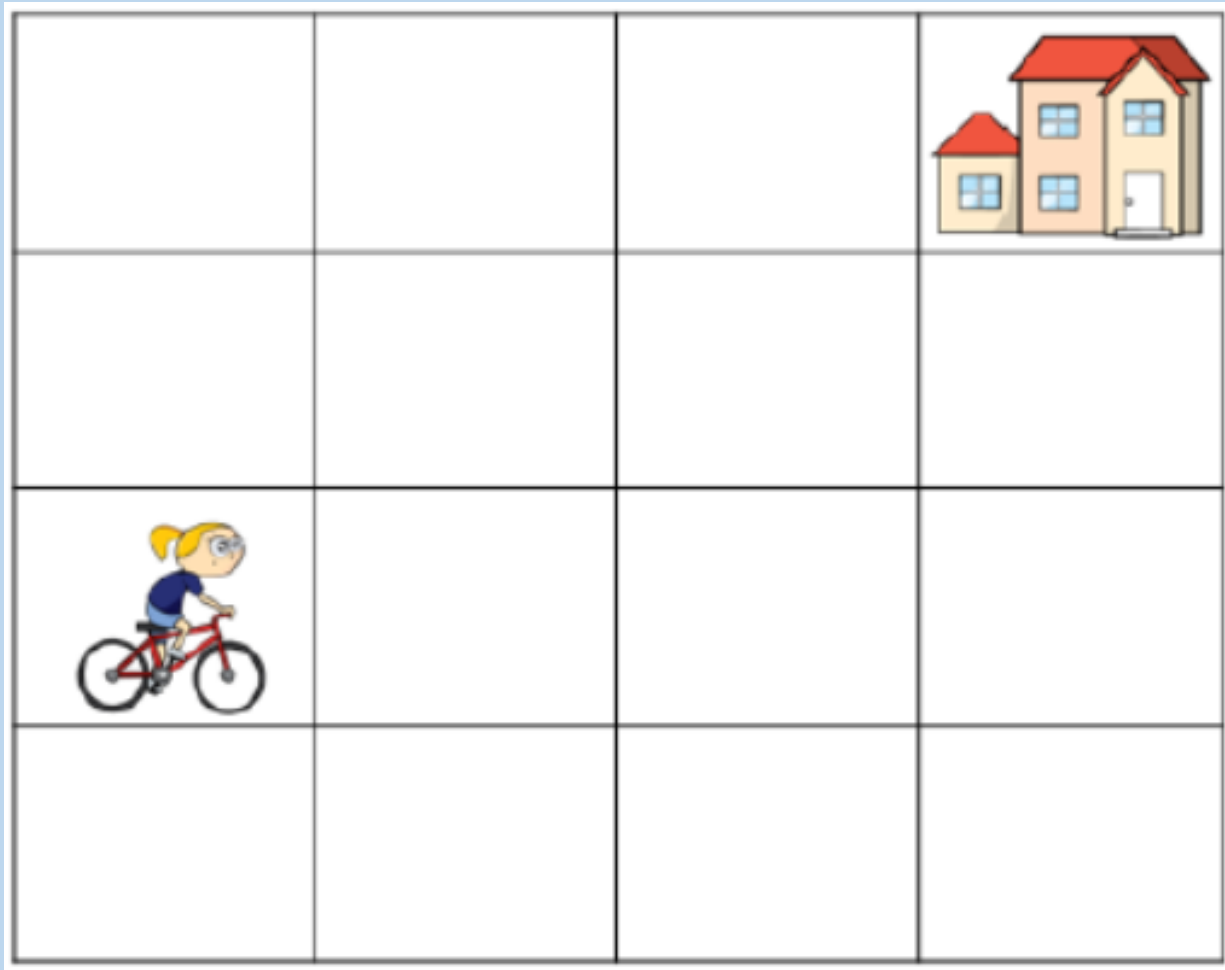# Draw the route to show these directions.

Forward 1 square. Turn left.

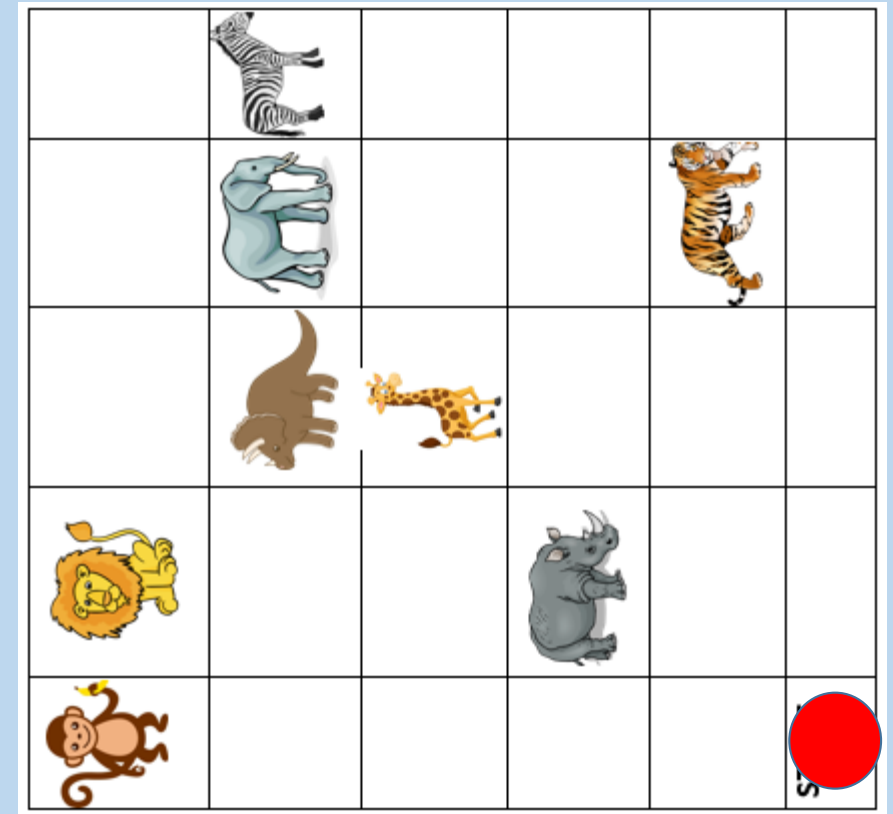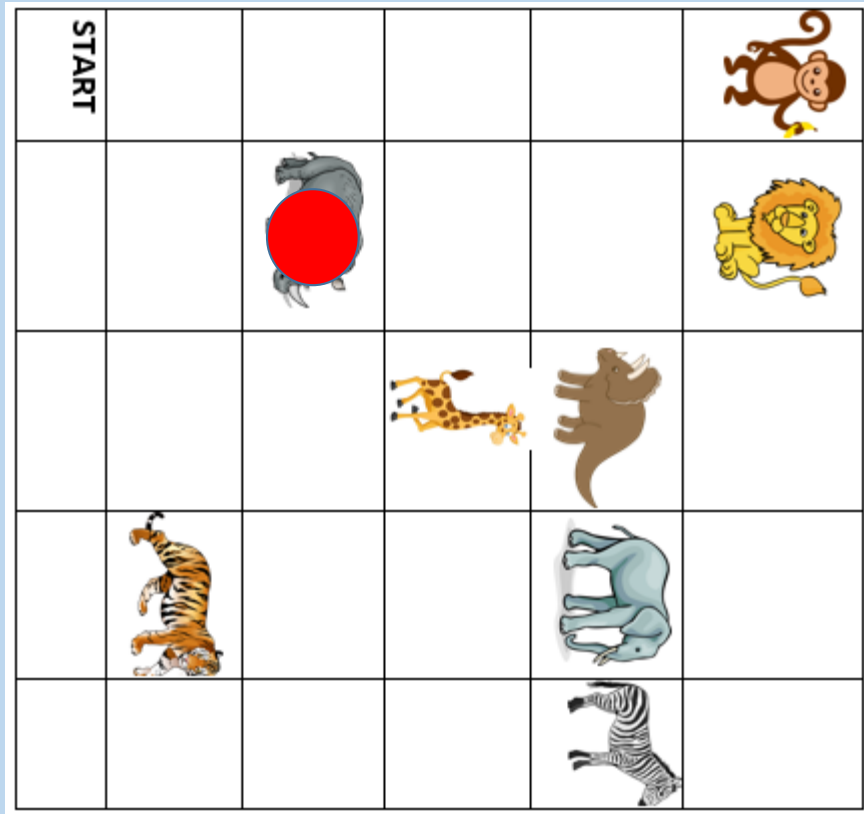Forward 1 square, quarter turn anti-clockwise.

Forward 1 square. Make a quarter turn clockwise.

Forward 1 square. Make a half turn anti-clockwise. Forward 3

Write in your maths books 3 ways the girl could get home?

Battleships!

Player 1 gives player 2 instructions of how to get to one of the pictures. Player 2 follows the instructions and then guesses what picture Player 1 put their counter on.