

Y2 Position and Direction

KS1 Y2 Maths · Follows the national curriculum

Name _____ Class _____ Date _____

1. Worked example

You face the door. You make a half turn. What do you face now?

Step 1 · A half turn is 2 right angles

Halfway round

Step 2 · You end up facing the opposite way

Your back is to the door

Answer: The opposite wall, away from the door

Check: A half turn clockwise or anticlockwise ends in the same place ✓

2. Now try one with the steps

An arrow points up. It makes a quarter turn clockwise. Which way does it point?

Step 1 · Clockwise is the way clock hands move

Step 2 · A quarter turn is 1 right angle

Answer:

3. Practice

Have a go at each one. There is space underneath to work it out.

1. How many right angles are in a quarter turn?

2. How many right angles are in a half turn?

3. How many right angles are in a three-quarter turn?

4. How many right angles are in a whole turn?

5. Which way do clock hands turn: clockwise or anticlockwise?

6. An arrow points up. It makes a half turn. Which way does it point now?

7. An arrow points left. It makes a quarter turn clockwise. Which way does it point now?

8. An arrow points up. It makes a quarter turn anticlockwise. Which way does it point now?

9. An arrow points down. It makes a three-quarter turn clockwise. Which way does it point now?

10. An arrow points right. It makes a whole turn. Which way does it point now?

11. Which turn ends in the same place quarter turn clockwise: a three-quarter turn clockwise or a three-quarter turn anticlockwise?

12. A robot moves forward 4 squares, then back 1 square. How many squares is it from the start?

13. Isla faces north. She makes a quarter turn clockwise. Which direction does she face: east, south or west?

14. Write instructions to move a robot from facing up to facing down using quarter turns only. How many quarter turns are needed?

4. Before you hand it in

Mixing up clockwise and anticlockwise.

Clockwise is the way clock hands move. Draw a little clock with an arrow to remind you.

Thinking a turn moves you to a new square.

Turn on the spot first, then move forward.

Thinking a three-quarter turn is smaller than a half turn.

Count right angles: half turn = 2, three-quarter turn = 3.

Using 'left' and 'right' from the viewer's side instead of the robot's.

Imagine you are the robot, or stand up and face the same way before you turn.