

Maps and directions

Strand

Understanding shape

Learning objective

Follow and give instructions involving position, direction and movement

Type of starter

Read

Whiteboard tools

- Drag and drop the direction and movement cards to prepare the route. Press 'move' to confirm the chosen route.
- Press 'show route' to display the directions selected so far.
- View the box at the top of the screen to identify which items the knight has collected along the route.

What to do

This activity develops children's understanding of position and movement. From a given starting point, ask the children for directions to guide the knight through the castle, using the direction and movement cards on the screen as prompts. The knight has to collect his sword, shield and helmet before making his way to the exit. Drag and drop each card into place to build up the route. The order in which the cards are placed affects whether the knight turns first or moves first. Press 'move' after each selection.

More than one route is available and some routes include barriers - so the quickest route is not necessarily the best. The position of the items and barriers changes randomly with each game. Press the 'show route' button to check the knight's progress. Encourage the children to check and challenge the route at this stage and start again if necessary. Make sure at all times that the children use the correct mathematical vocabulary when selecting an instruction from the screen, and use other vocabulary where appropriate (for example: *Turn clockwise towards the tent*).

Differentiation

Less confident: provide copies of the 'Maps and directions' photocopiable sheet on page 46 as additional support.

More confident: ask the children for alternative ways of giving the same directions (for example, using words such as *clockwise* or *anticlockwise*), or introducing the compass directions.

Key questions

- What is the quickest way to move the knight to his sword? Out of the castle?
- Are there any other ways of moving from this point to this point?

objects

View collected objects here

'show route'

Press to reveal route on map



direction cards

Drag one direction and one movement card to box below

'move'

Press to confirm route and move knight