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Position and Location - Foundation

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Position Words

in



on



under



above



next to



between



in front of



behind



near



far



inside



outside



PREVIEW

Left and Right



LEFT

RIGHT

PREVIEW



The pencil is left of the book.

The ruler is right of the book.

Where Is Wombat?

Picture Match

How to Play

1. Work with a partner.
2. Place the word cards face down.
3. Turn over one picture card.
4. Match the picture to the position word.
5. Explain the match in a full sentence.

Take turns until every picture has a match.

PREVIEW





under

on



Where Is Wombat? Word Cards

in	on
under	above
inside	outside

PREVIEW

Where Is Wombat? Word Cards

next to

between

in front of

behind

near

far

PREVIEW

Where Is Wombat? Picture Cards













PREVIEW

Where Is Wombat? Picture Cards













PREVIEW

Follow the Clues

How to Play

1. 

1. Place the animal cards where everyone can reach them.

2. 

2. Choose a direction card.

3. 

3. Listen carefully and complete every step.

4. 

4. Keep the card when the direction is followed correctly.

5. 

5. The player with the most cards wins.

Begin with one-step cards. Try longer clues when you are ready.

PREVIEW

Follow the Clues - Animal Cards



koala



wombat



kangaroo



cockatoo



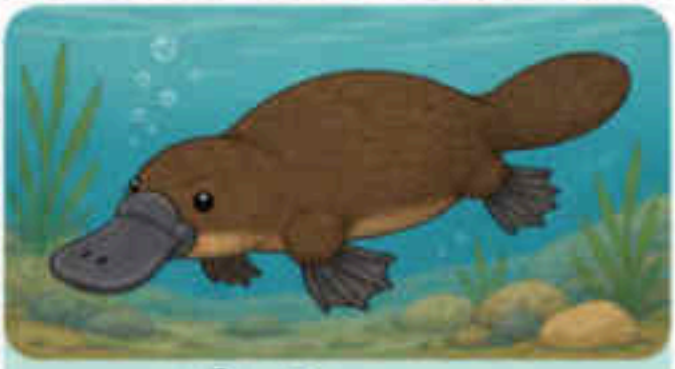
echidna



turtle



quokka



platypus

PREVIEW

One-Step Clues

Put the koala beside the wombat.



Place the turtle under the koala.



Put the cockatoo above the quokka.



Place the echidna next to the platypus.



Put the kangaroo behind the wombat.



Place the quokka in front of the turtle.



PREVIEW

Two-Step Clues



Put the koala beside the wombat, then place the turtle under the koala.



Place the cocka[illegible]o above the [illegible]kk[illegible] then put[illegible]e [illegible]chi[illegible]n next to the [illegible]kka.



Put the [illegible]gar[illegible]o behin[illegible] the [illegible]ombat, th[illegible]ace the platypus in fr[illegible]t of the kangaroo.



Touch the turtle, then move the koala near it.



Place the quokka between the koala and wombat, then point to the quokka.



Put the echidna far from the platypus, then turn the platypus over.

PREVIEW

Three-Step Clues

Put the koala beside the wombat.

Place the turtle under the koala.

Point to the wombat.



Place the cockatoo above the quokka.

Put the echidna next to the quokka.

Clap once.



Put the kangaroo behind the wombat.

Place the platypus in front of the kangaroo.

Tou[illegible] your [illegible]ad.



[illegible]ove [illegible] tu[illegible]e
[illegible]ar the koala.

Put the quokka between them.

Stand up.



Place the echidna far from the platypus.

Turn the platypus over.

Sit down.



Put the wombat in front of the koala.

Move the cockatoo above them.

Point left.



PREVIEW

Position Picture Sort

Name: _____

Cut out the words. Paste one word under each picture.

1. 

2. 

3. 

4. 

5. 

6. 

PREVIEW

in	above	under	between	beside	behind

Position Picture Sort

Name: ANSWERS

Cut out the words. Paste one word under each picture.

1.



in

2.



above

3.



under

4.



between

5.



beside

6.



behind

PREVIEW

in	above	under	between	beside	behind

Where Is Kiki? - Support

Name: _____

Circle the word that tells where Kiki is.

1



in / on

2



under / above

3



beside / between

4



inside / outside

5



near / far

6



behind / in front of

PREVIEW

Where Is Kiki? - Support

Name: ANSWERS

Circle the word that tells where Kiki is.

1



in / on

2



under / above

3



beside / between

4



inside / outside

5



near / far

6



behind / in front of

PREVIEW

Where Is Kiki? - Core

Name: _____

Circle the best position phrase.

1.



between / next to / behind

2.



behi / i front / inside

3.



ov bel / beside

4.



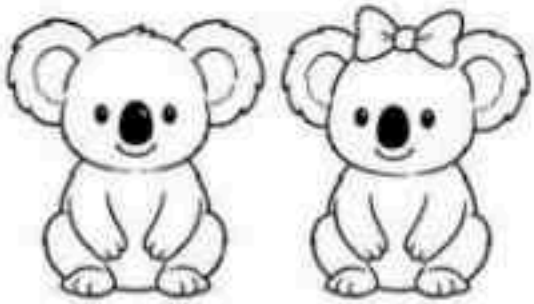
near / far / between

5.



on / under / inside

6.



behind / next to / between

PREVIEW

Where Is Kiki? - Core

Name: ANSWERS

Circle the best position phrase.

1.



(between) / next to / behind

2.



behi / in front o / (inside)

3.



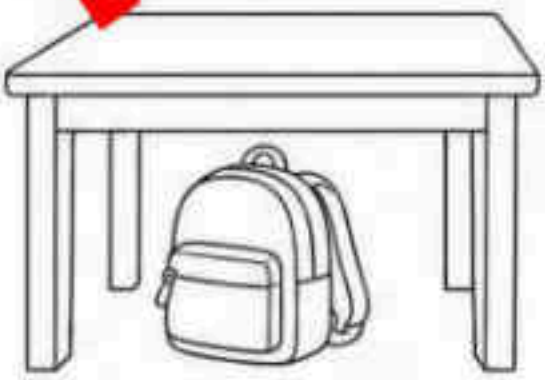
(ab) / bel / beside

4.



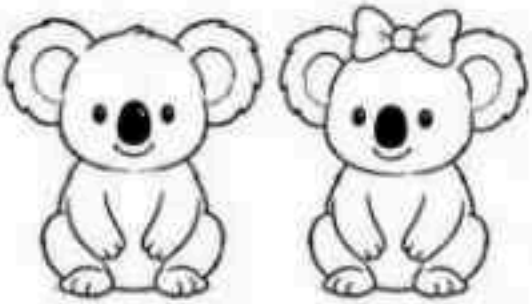
near / (far) / between

5.



on / (under) / inside

6.



behind / (next to) / between

PREVIEW

Listen and Draw at the Park - Support

Name: _____

Listen to each direction. Draw the item in the correct place.



PREVIEW

1. Draw a ball under the bench.
2. Draw a bird above the tree.
3. Draw a child next to the slide.
4. Draw a kite in the sky.
5. Draw a flower between the bushes.
6. Draw a duck in the pond.

Listen and Draw at the Park - Support

Name: ANSWERS

Listen to each direction. Draw the item in the correct place.



PREVIEW

1. Draw a ball under the bench.
2. Draw a bird above the tree.
3. Draw a child next to the slide.
4. Draw a kite in the sky.
5. Draw a flower between the bushes.
6. Draw a duck in the pond.

Listen and Draw at the Park - Core

Name: _____

Follow both parts of each direction.



1. Draw a teddy beside the picnic rug, then draw an apple on the rug.
2. Draw a dog in front of the tree, then draw a bone behind the dog.
3. Draw a cloud above the pond, then draw a duck in the pond.
4. Draw a hat under the bench, then draw a ball beside it.
5. Draw two children between the swing and the slide.

Listen and Draw at the Park - Core

Name: ANSWERS

Follow both parts of each direction.

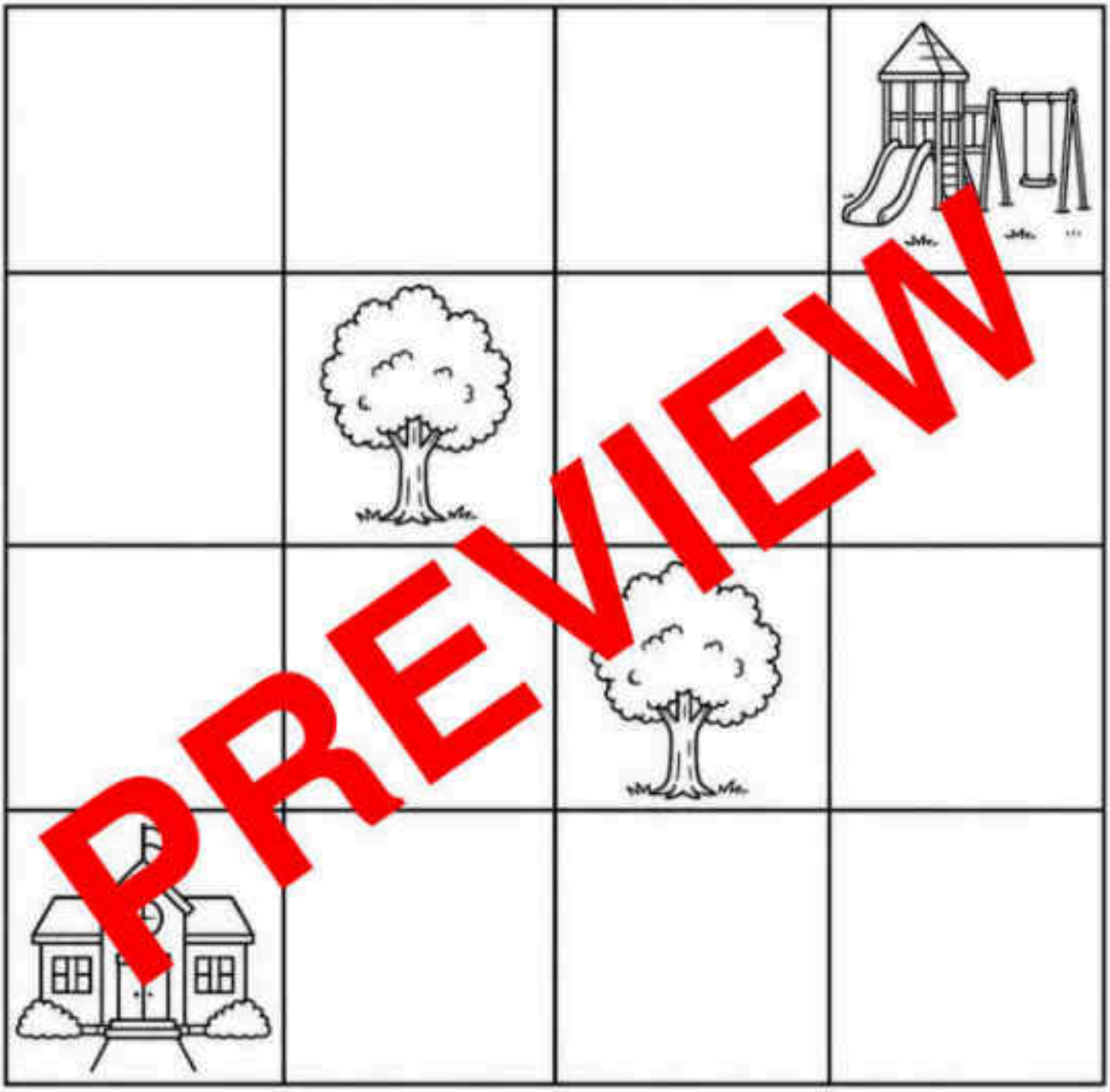


1. Draw a teddy beside the picnic rug, then draw an apple on the rug.
2. Draw a dog in front of the tree, then draw a bone behind the dog.
3. Draw a cloud above the pond, then draw a duck in the pond.
4. Draw a hat under the bench, then draw a ball beside it.
5. Draw two children between the swing and the slide.

Path to the Playground - Support

Name: _____

Start at the school. Trace a safe path to the playground. Use the arrows to help you.



PREVIEW

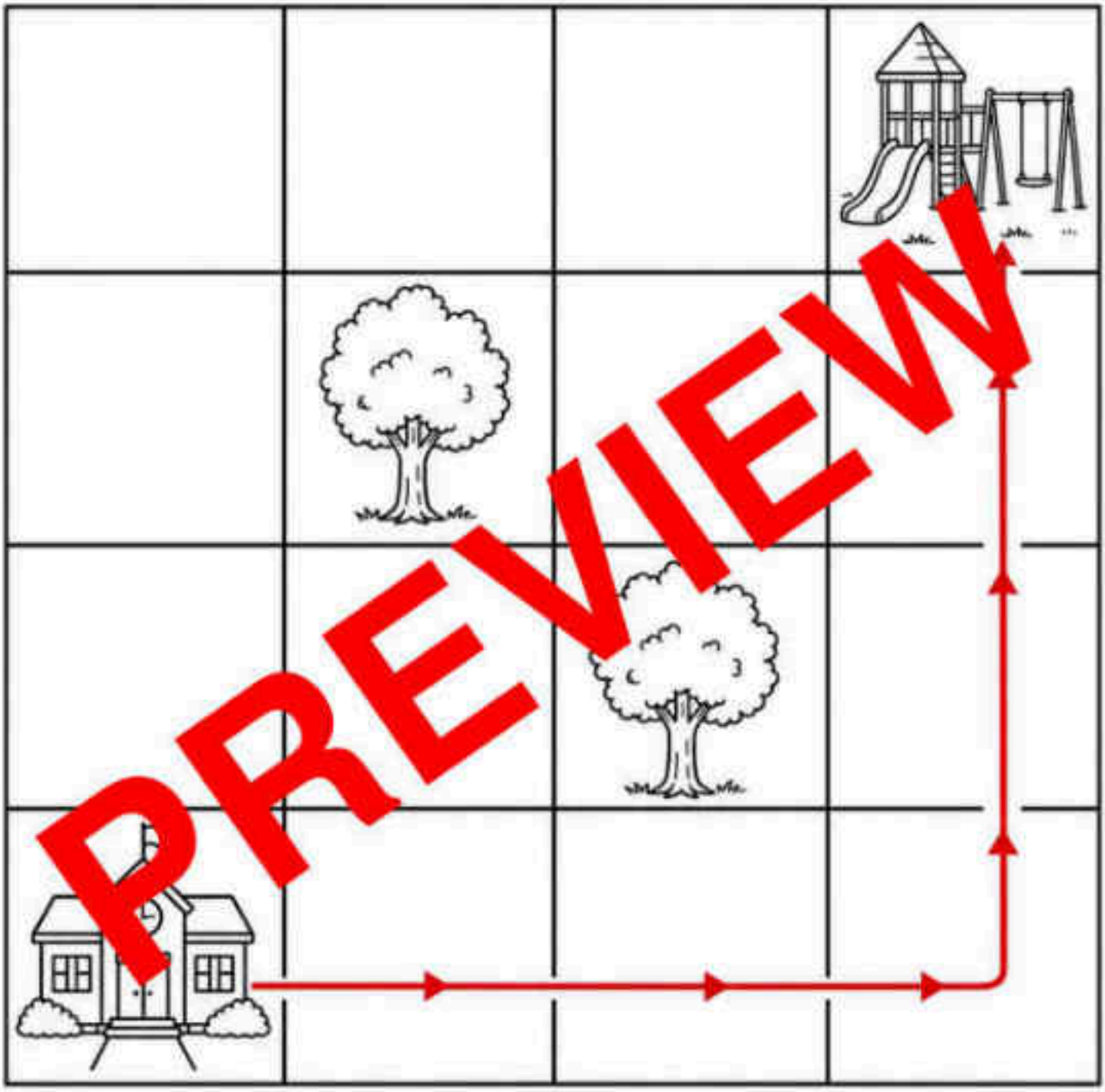
Word bank

forward	turn left	turn right

Path to the Playground - Support

Name: ANSWERS

Start at the school. Trace a safe path to the playground. Use the arrows to help you.



PREVIEW

Word bank

forward	turn left	turn right

forward, forward, forward, turn left, forward, forward, forward

Path to the Playground - Core

Name: _____

Plan a path from the library to the playground. Draw arrows in the grid. Write your directions.



PREVIEW

My directions:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Word bank

- forward
- turn left
- turn right

Path to the Playground - Core

Name: ANSWERS

Plan a path from the library to the playground. Draw arrows in the grid.
Write your directions.



PREVIEW

My directions:

1. forward
2. forward
3. forward
4. forward
5. turn left
6. forward, forward, forward, forward

Word bank

- forward
- turn left
- turn right

Classroom Position Hunt

Name: _____

Find each place in your classroom. Draw or write what you found.

- [ ] 1. Something above you
- [ ] 2. Something beside the door
- [ ] 3. Something under a table
- [ ] 4. Something near a window
- [ ] 5. Something far from the whiteboard
- [ ] 6. Something between two chairs
- [ ] 7. Something inside a tub
- [ ] 8. Something behind another object

PREVIEW

Left and Right

Name: _____

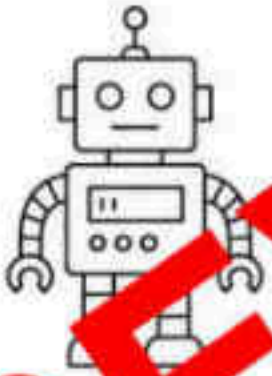


left



right

1. Draw a star left of the robot.



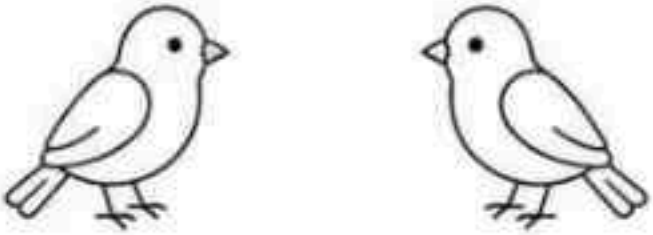
2. Draw a [illegible] right of the [illegible]



3. Circle the [illegible] right.



4. Circle the bird on the left.



5. Draw an arrow pointing left.

6. Draw an arrow pointing right.

PREVIEW

Left and Right

Name: ANSWERS



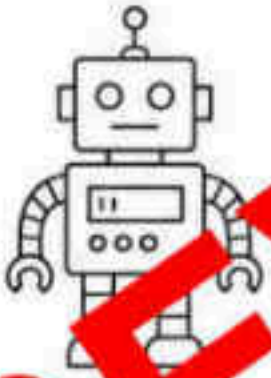
left



right

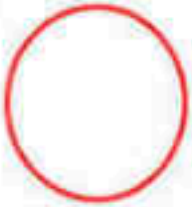
1. Draw a star left of the robot.





2. Draw a [illegible] right of the [illegible].





3. Circle the [illegible] right.





4. Circle the bird on the left.





5. Draw an arrow pointing left.



6. Draw an arrow pointing right.



PREVIEW

Position and Location Adventure - Part A

Name: _____ Score: _____ / 8

Circle the best position word or phrase.

1.



in / on / under

2.



above / b w / be

3.



next to / between / behind

4.



in front of / behind / inside

5.



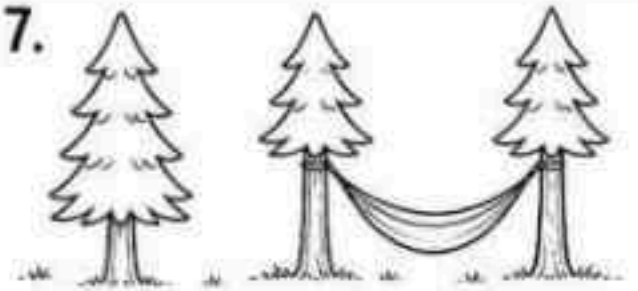
near / far / between

6.



inside / outside / on

7.



left / right / between

8.



under / above / next to

PREVIEW

Position and Location Adventure - Part A

Name: ANSWERS

Score: 8 / 8

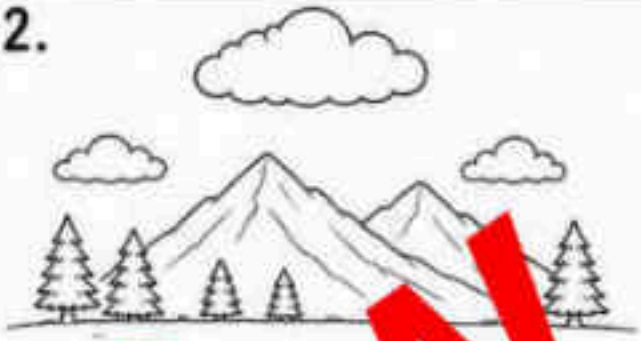
Circle the best position word or phrase.

1.



(in) / on / under

2.



(above) / b[illegible] / b[illegible]

3.



next to / (between) / b[illegible]nd

4.



(in front of) / behind / inside

5.



near / (far) / between

6.



inside / (outside) / on

7.



left / right / (between)

8.



(under) / above / next to

PREVIEW

Position and Location Adventure - Part B

Name: _____ Score: ____ / 7

1. Draw a backpack inside the tent.
2. Draw a bird above the tree.
3. Draw a ball beside the log.
4. Draw a sandwich on the picnic rug.
5. Draw a duck in the pond.



PREVIEW

6. Tell or write one direction that moves a friend from the tent to the pond.

_____

_____

Position and Location Adventure - Part B

Name: ANSWERS

Score: 7 / 7

1. Draw a backpack inside the tent.
2. Draw a bird above the tree.
3. Draw a ball beside the log.
4. Draw a sandwich on the picnic rug.
5. Draw a duck in the pond.



PREVIEW

6. Tell or write one direction that moves a friend from the tent to the pond.

Walk forward from the tent toward the pond.

Position and Location - Foundation Rubric

Criteria	BEGINNING	DEVELOPING	ACHIEVING	CONFIDENT	EXCEEDING
Uses position words	Uses a position word with support, e.g. on, in, under.	Uses position words correctly with support, e.g. on, under, next to.	Uses position words mostly correctly, e.g. on, under, next to, behind.	Uses a range of position words correctly in simple sentences.	Uses a wide range of position words accurately in different situations.
Describes location using a reference person or object	Describes location with support using me, you or a named object.	Describes location using a reference person or object with some support.	Describes location using a reference person or object clearly.	Describes location using a reference person or object in different places.	Describes location using different reference points accurately and in detail.
Follows simple directions	Follows one-step directions with support.	Follows one-step directions with minimal support.	Follows one-step directions independently.	Follows two-step directions accurately.	Follows two-step directions and chooses the correct location.
Gives clear directions	Gives directions with support using simple words.	Gives one-step directions with some support.	Gives one-step directions clearly.	Gives two-step directions clearly and in order.	Gives two-step directions clearly and checks understanding.

PREVIEW

Position and Location



PREVIEW

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We Are Learnin

We are lear to descri eople and objects are.

We e clear sition wor d a reference object.



PREVIEW

Warm-Up: Where Are You?

Sta[illegible]side y[illegible]r chair.

Move be[illegible]uo[illegible]chair.

Sit[illegible] front of y[illegible]hair.

[illegible] a partner where you are.



PREVIEW

In, On and Under

An object can be in or under another object.

Say: "The pencil is in the tub."

Always use the same reference object every time.



PREVIEW

Above and Belo

Above m ns hig than referenc bject.

B means lower th ference object.

t to ething above and below you.



PREVIEW

Next To and Besid

Next to and beside both mean close at one side.

Use a complete sentence: "The book is beside the bag."



PREVIEW

Between

Between means in the middle of two people or objects.

Name both reference objects in your description.



PREVIEW

In Front Of and Be[illegible]nd

In front[illegible] mea[illegible]fore [illegible]eference [illegible]ject.

[illegible]Behind means [illegible]ack of it.

[illegible]e re[illegible]ice object helps the listener.



PREVIEW

Near and Far

Ne[illegible]eans [illegible]ort [illegible]ance av[illegible].

[illegible]ar means a long[illegible]nce away.

Dis[illegible]es d[illegible]nd on the chosen reference object.



PREVIEW

Inside and Outsid

Inside ans w a sp e or bou ary.

Outside mea nd it.

Us space as your reference.



PREVIEW

Left and Right

H ap your le nd make an L.

Use t ewer's le nd right w describing a picture.



PREVIEW

Choose a Reference Object

A loc[illegible] descripti[illegible]e[illegible] a starting point.

Comp[illegible]the obje[illegible]with a pers[illegible]lace or other object.



PREVIEW

Describe Our Classroom

Choose a classroom object.

Describe its position using a reference object.

Listen: could a partner find it?



PREVIEW

Follow One-Step Dire ions

Listen f the a and e positio ord.

Complete one a time.

ck your final location.



PREVIEW

Follow Two-Step Dire[illegible]ons

[illegible]d bot[illegible]ns in [illegible]our mind.

Complete th[illegible]rder.

[illegible]sk f[illegible]e direction again if needed.



PREVIEW

Move Through Spa

rwar ves y ahead.

n left or right t e direction.

Use marks to keep your place.



PREVIEW

Give a Clear Direction

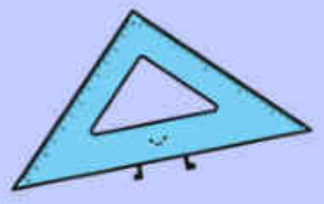
...me t... ...rson... ...r object.

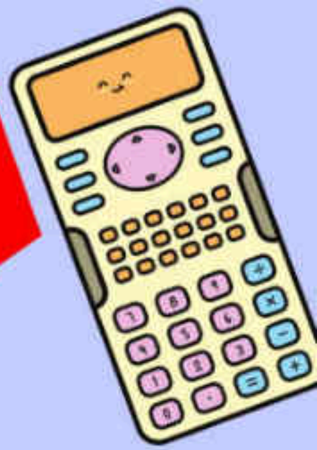
...n exact position... ...vement word.

Sa... ...steps in the correct order.



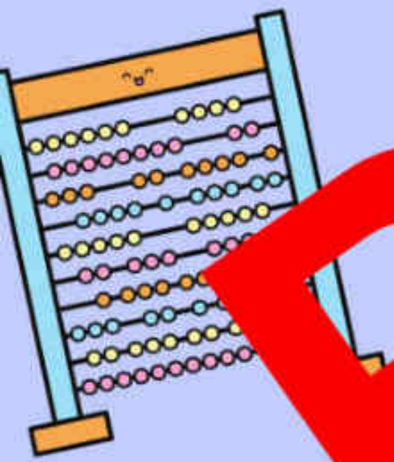
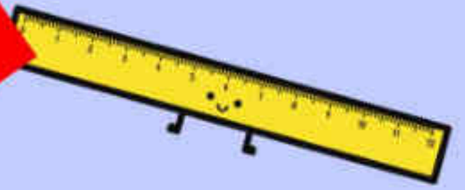
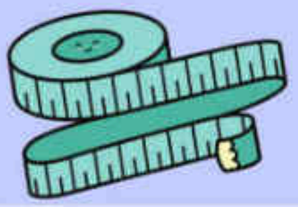
PREVIEW



Well Done!

PREVIEW


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Position and Location Quiz



PREVIEW

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Question 1

A wombat [illegible]ting in[illegible]e a holl[illegible]og.

W[illegible] word co[illegible]tes[illegible]e sentence?

Tho[illegible]ombat is _[illegible]e log.

B. above C. far D. beside



PREVIEW

Answer I

The I... is the refe... object.



PREVIEW

Question 2

Which ...ase mean... o...side and close"?

...betwee... B. next to ...r D. behind



PREVIEW

Answer 2

B. ... t t...

Beside l... s the same ...ning here.



PREVIEW

Question 3

A bir[illegible]igher tha[illegible]re[illegible]Which word fits?

[illegible]. above[illegible] under C.[illegible]le D. below



PREVIEW

Answer 3

A ...ve

The t... is the refe... object.



PREVIEW

Question 4

A ...ay is in the ...ddl... f two boxes.

...ehind B. ...etween C. ...ide D. next to



PREVIEW

Answer 4

B. [illegible]

[illegible]e teddy in the mid[illegible] both boxes.



PREVIEW

Question 5

Tru[illegible]fal[illegible]

"B[illegible]d" mea[illegible]t the bac[illegible] reference object.



PREVIEW

Answer 5

ehind de ribes a pos at the back.



PREVIEW

Question 6

Tru[illegible]fal[illegible]

"Fa[illegible]ans a sh[illegible]t distance [illegible]a reference object.



PREVIEW

Answer 6

Far m[illegible]s a long d[illegible]ce away.



PREVIEW

Question 7

Tru fal

A location ntence na a reference object.



PREVIEW

Answer 7

The ref ce objec lls the liste what to compare with.



PREVIEW

Question 8

Complet[illegible] se[illegible]ence.

The b[illegible]kpack is _[illegible]e table.



PREVIEW

Answer 8

suitable ... "under".

Use the ... as the ... object.



PREVIEW

Question 9

e one direction s "turn left".



PREVIEW

Answer 9

Exampl alk forwa en rn left at the chair.

er clea rections m so be correct.



PREVIEW

Question 10

De e where an obje ur classroom is.



PREVIEW

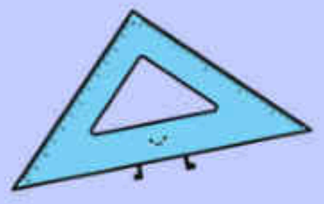
Answer 10

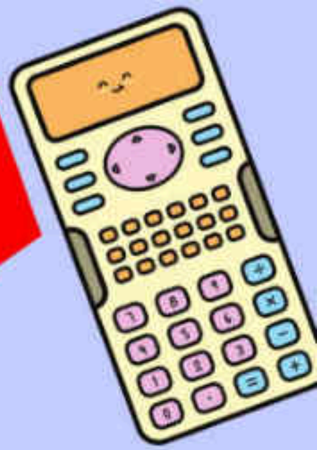
Examp[illegible]e pencil t[illegible] be[illegible]e the whiteboard.

The answ[illegible]ust incl[illegible]e a positio[illegible]rd and reference object.



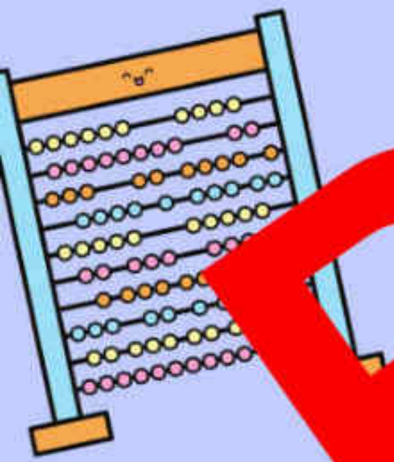
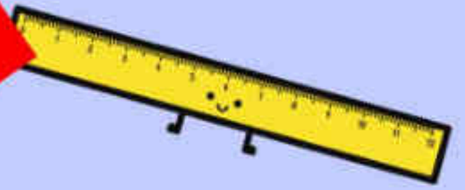
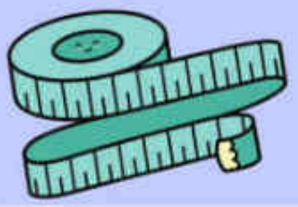
PREVIEW



Well Done!

PREVIEW


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Homework without the hassle

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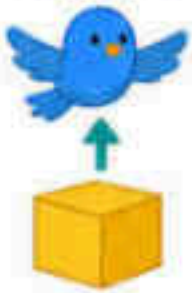
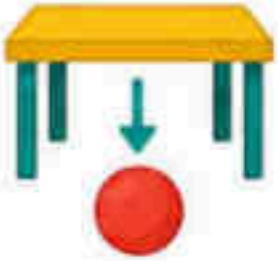
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Dazzling Directions - Year 1

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DIRECTION WORDS

POSITION

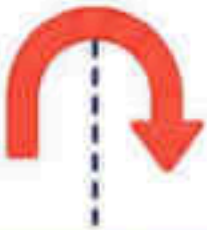
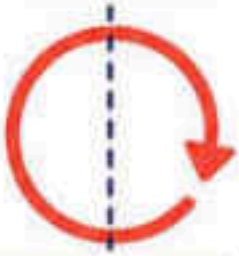
above	below	next to	between
			
inside	**outside**	**in front of**	**behind**
			

PREVIEW

MOVE

forward	backward	left	right
			

TURN

clockwise	anticlockwise	half turn	full turn
			

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HUMAN ROBOT DIRECTION CARDS

Cut out the cards. Build a route for your partner to follow.

START



STOP



FORWARD 1



FORWARD 2



BACKWARD 1



T[illegible]



T[illegible]HT



HALF TURN



FULL TURN



CLOCKWISE



ANTICLOCKWISE



REPEAT



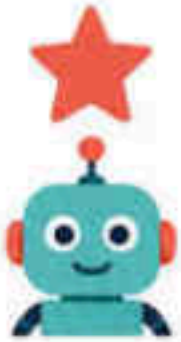
PREVIEW

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HUMAN ROBOT POSITION CARDS

Choose a card. Place an object or person in that position.

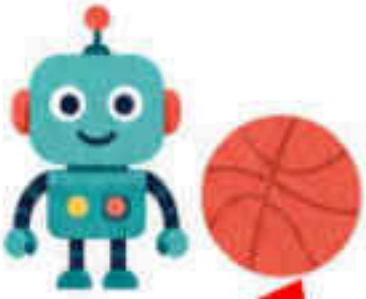
ABOVE



BELOW



NEXT TO



BETWEEN



INSIDE



OUTSIDE



IN FRONT OF



BEHIND



ON TOP OF



UNDER



LEFT OF



RIGHT OF



PREVIEW

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TREASURE TRAIL



PREVIEW

TREASURE TRAIL CARDS

1. Put a counter on START.
2. Draw a card.
3. Follow the direction.
4. First to TREASURE wins.



PREVIEW

POSITION WORDS - SPACE STATION

Name: _____

Follow each direction. Draw the object in the correct place.



PREVIEW

1. Draw a small star above the rocket.
2. Draw a moon below the rocket.
3. Draw an alien next to the rover.
4. Draw a flag between the two craters.
5. Draw a planet behind the satellite.

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POSITION WORDS - SPACE STATION

Name: ANSWERS

Follow each direction. Draw the object in the correct place.



PREVIEW

1. Draw a small star above the rocket.
2. Draw a moon below the rocket.
3. Draw an alien next to the rover.
4. Draw a flag between the two craters.
5. Draw a planet behind the satellite.

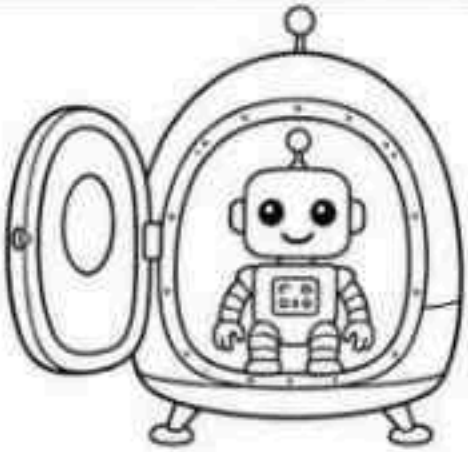
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POSITION WORDS - CHOOSE THE WORD

Name: _____

above • below • between • next to • inside • outside

1.



The robot is _____ the space pod.

2.



The [illegible] is _____ the planet.

3.



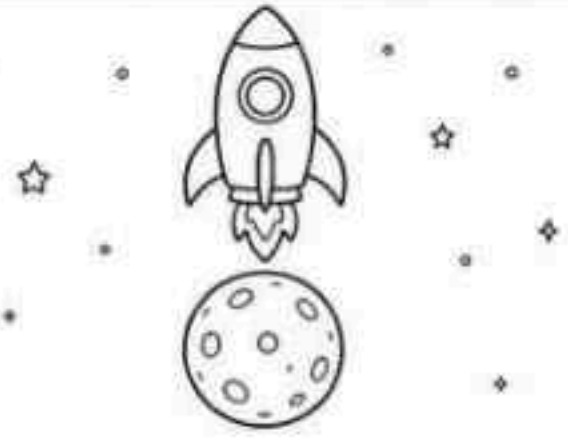
The rover is _____ the two rocks.

4.



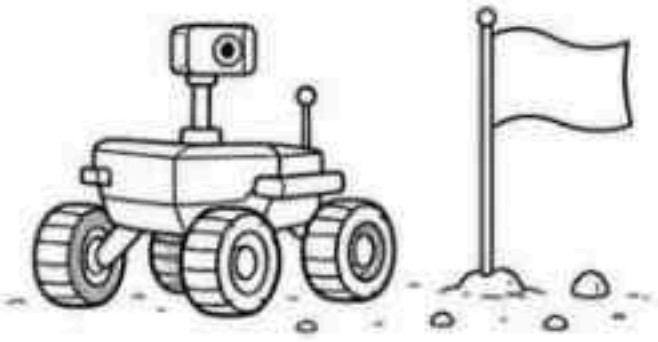
The alien is _____ the crater.

5.



The moon is _____ the rocket.

6.



The flag is _____ the rover.

PREVIEW

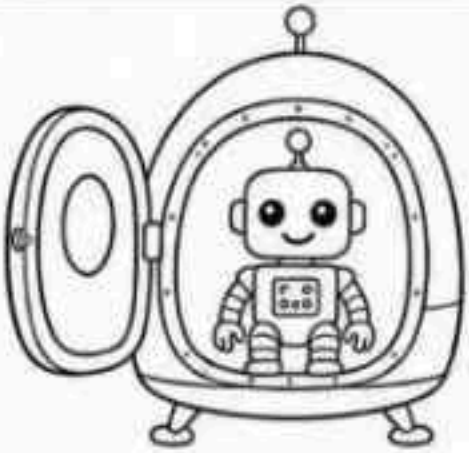
Sukindi

POSITION WORDS - CHOOSE THE WORD

Name: ANSWERS

above • below • between • next to • inside • outside

1.



The robot is **inside** the space pod.

2.



The comet is **above** the planet.

3.



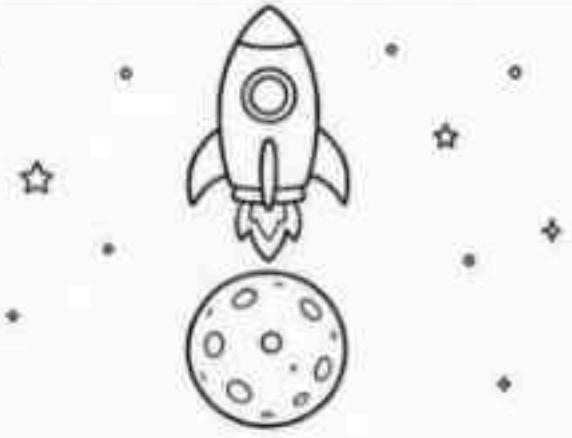
The rover is **between** the two rocks.

4.



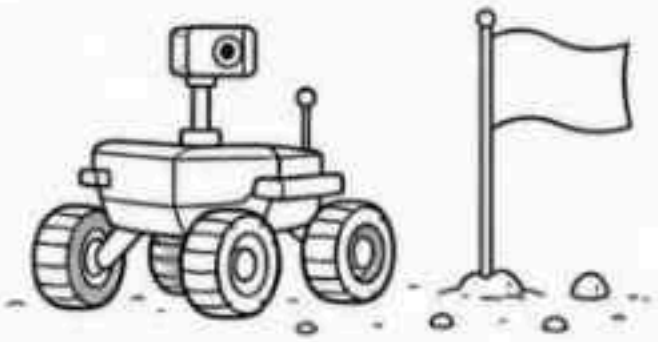
The alien is **outside** the crater.

5.



The moon is **below** the rocket.

6.



The flag is **next to** the rover.

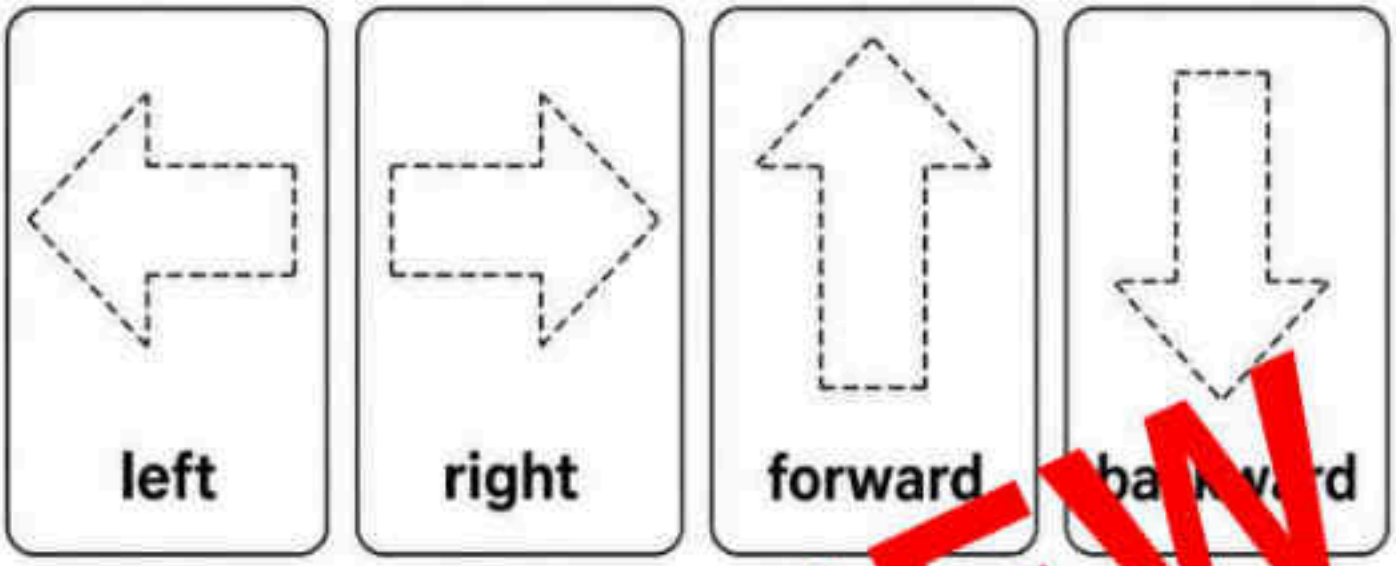
PREVIEW

Sukindi

ROBOT STEPS – ONE MOVE AT A TIME

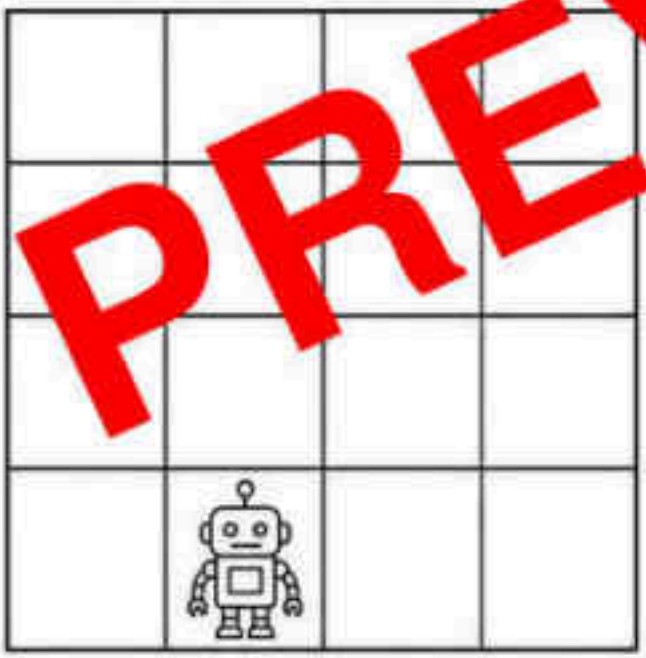
Name: _____

Trace each arrow. Then show where the robot will finish.



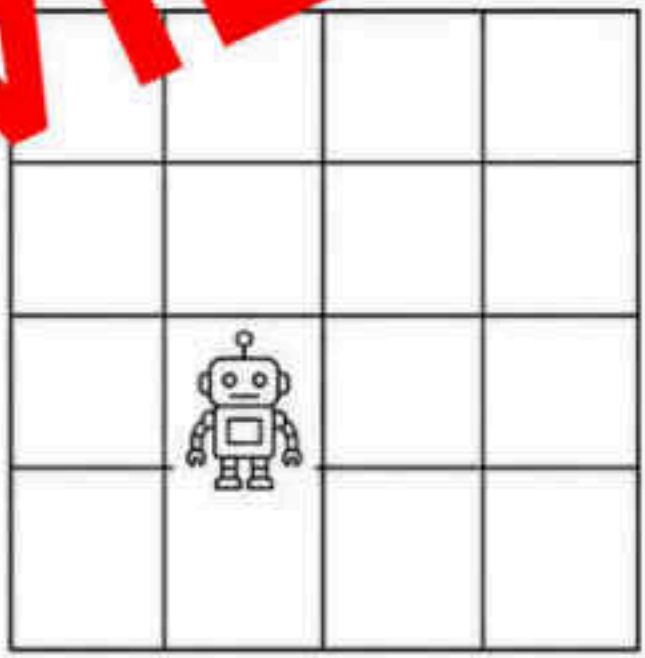
PREVIEW

Grid A



Move 2 squares forward.

Grid B



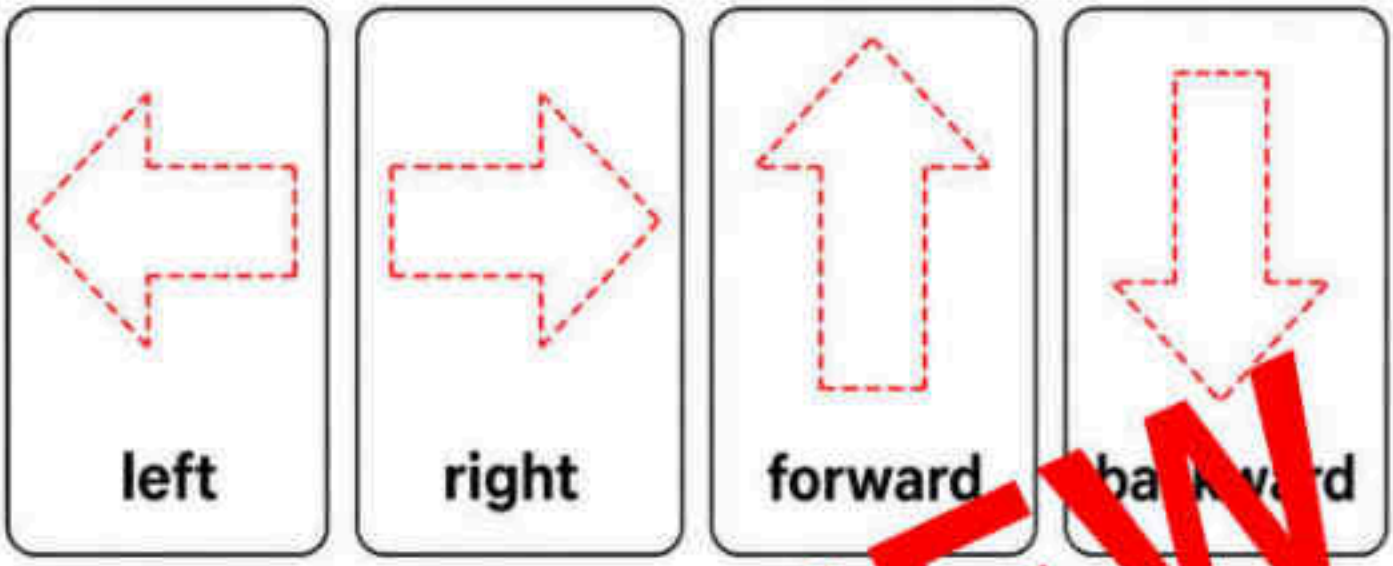
Move 1 square backward, then 2 squares right.

Sukindi

ROBOT STEPS – ONE MOVE AT A TIME

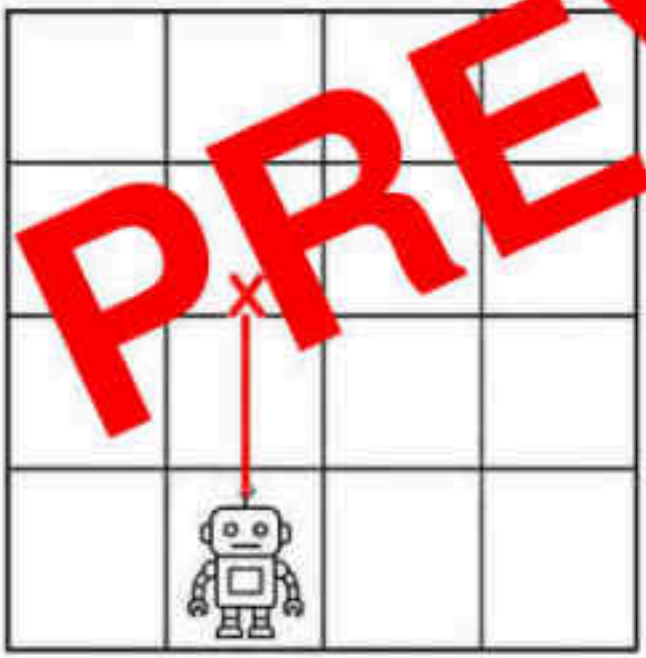
Name: ANSWERS

Trace each arrow. Then show where the robot will finish.



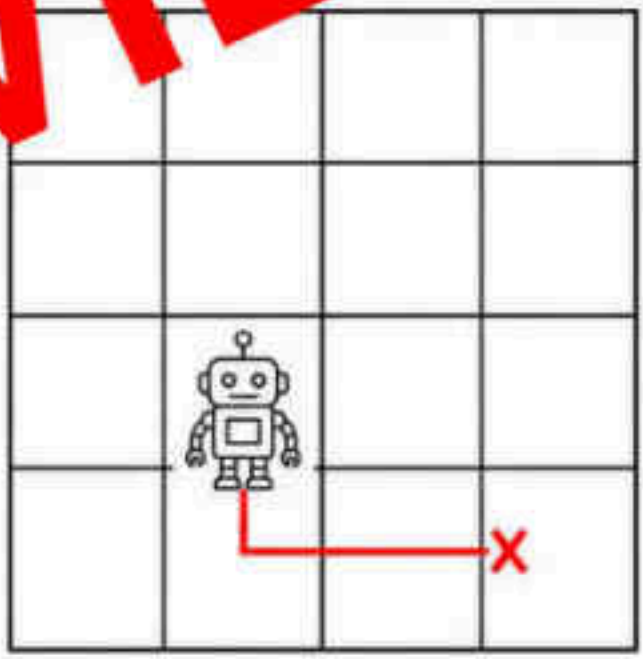
PREVIEW

Grid A



Move 2 squares forward.

Grid B



Move 1 square backward, then 2 squares right.

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ROBOT STEPS - FOLLOW THE CODE

Name: _____

Start at the robot. Draw each route. Stop on the star.

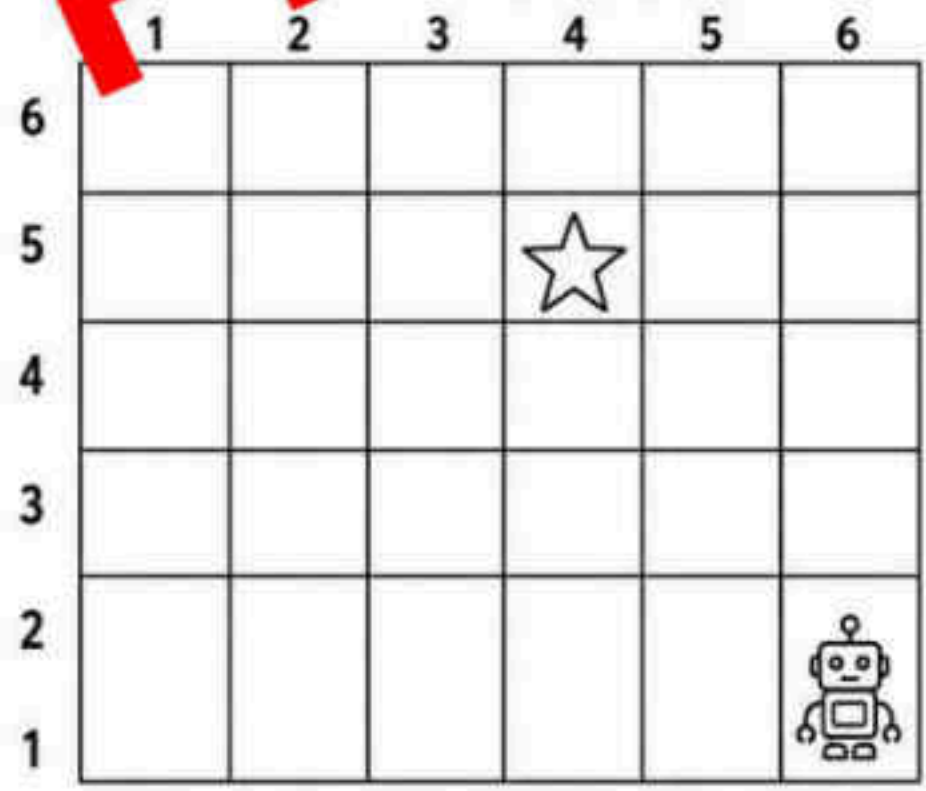
Route A



forward 2
•
turn right
•
[illegible]
•
turn left
•
forward 1

PREVIEW

Route B



forward 1
•
turn left
•
forward 2
•
turn right
•
forward 3

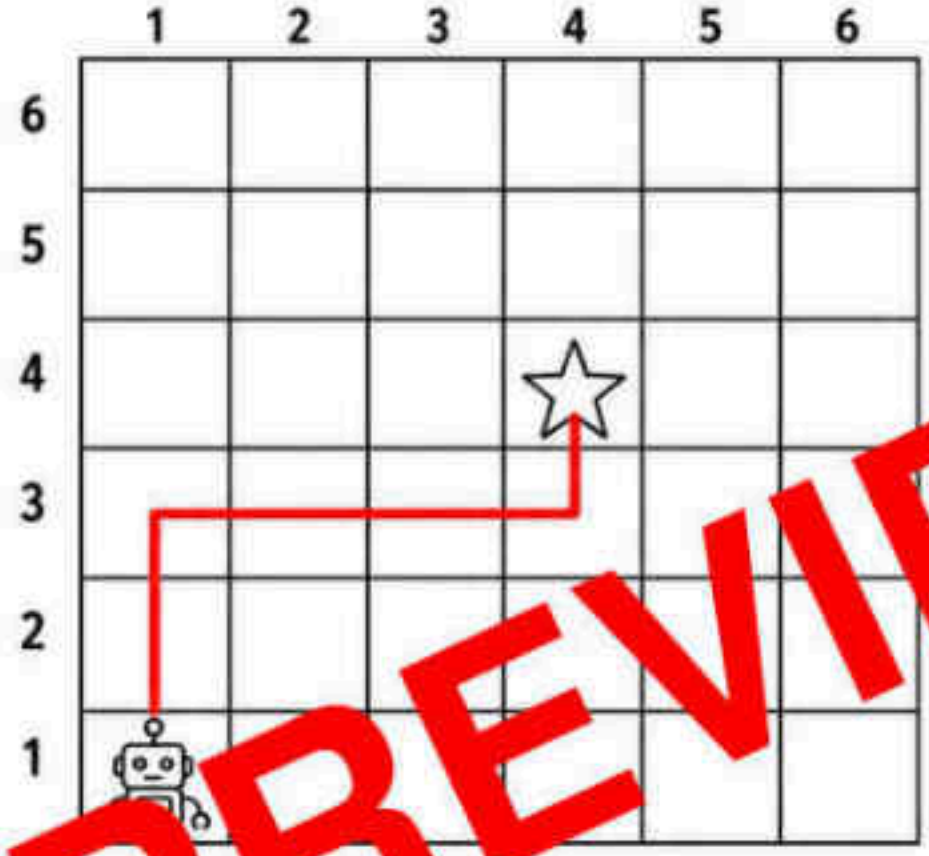
Sukindi

ROBOT STEPS - FOLLOW THE CODE

Name: ANSWERS

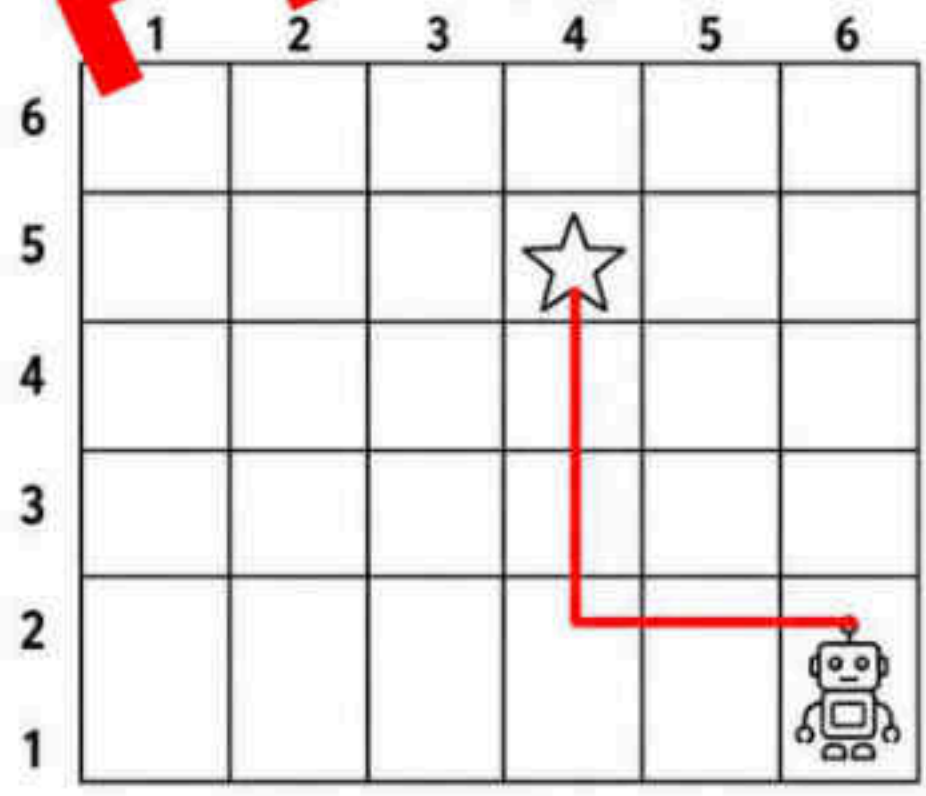
Start at the robot. Draw each route. Stop on the star.

Route A



- forward 2
- turn right
- [illegible]
- turn left
- forward 1

Route B



- forward 1
- turn left
- forward 2
- turn right
- forward 3

PREVIEW

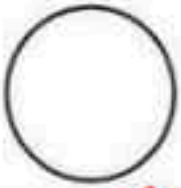
Sukindi

TURN IT AROUND

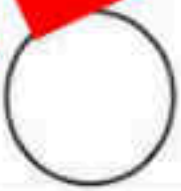
Name: _____

Draw the arrow after each turn. Then circle the correct turn word.

1. half turn clockwise  

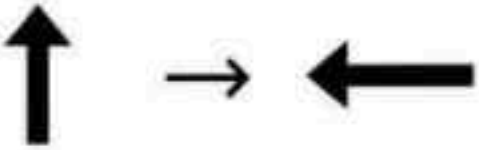
2. half turn anticlockwise  

3. full turn clockwise  

4. full turn anticlockwise  

PREVIEW

5.  clockwise anticlockwise

6.  clockwise anticlockwise

7.  half turn full turn

8.  half turn full turn

Sukindi

TURN IT AROUND

Name: ANSWERS

Draw the arrow after each turn. Then circle the correct turn word.

1. half turn clockwise 

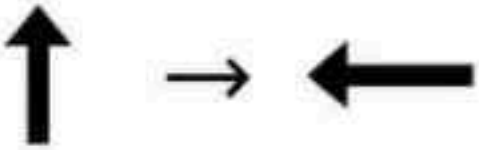
2. half turn anticlockwise 

3. full turn clockwise 

4. full turn anticlockwise 

PREVIEW

5.  clockwise / anticlockwise

6.  clockwise / anticlockwise

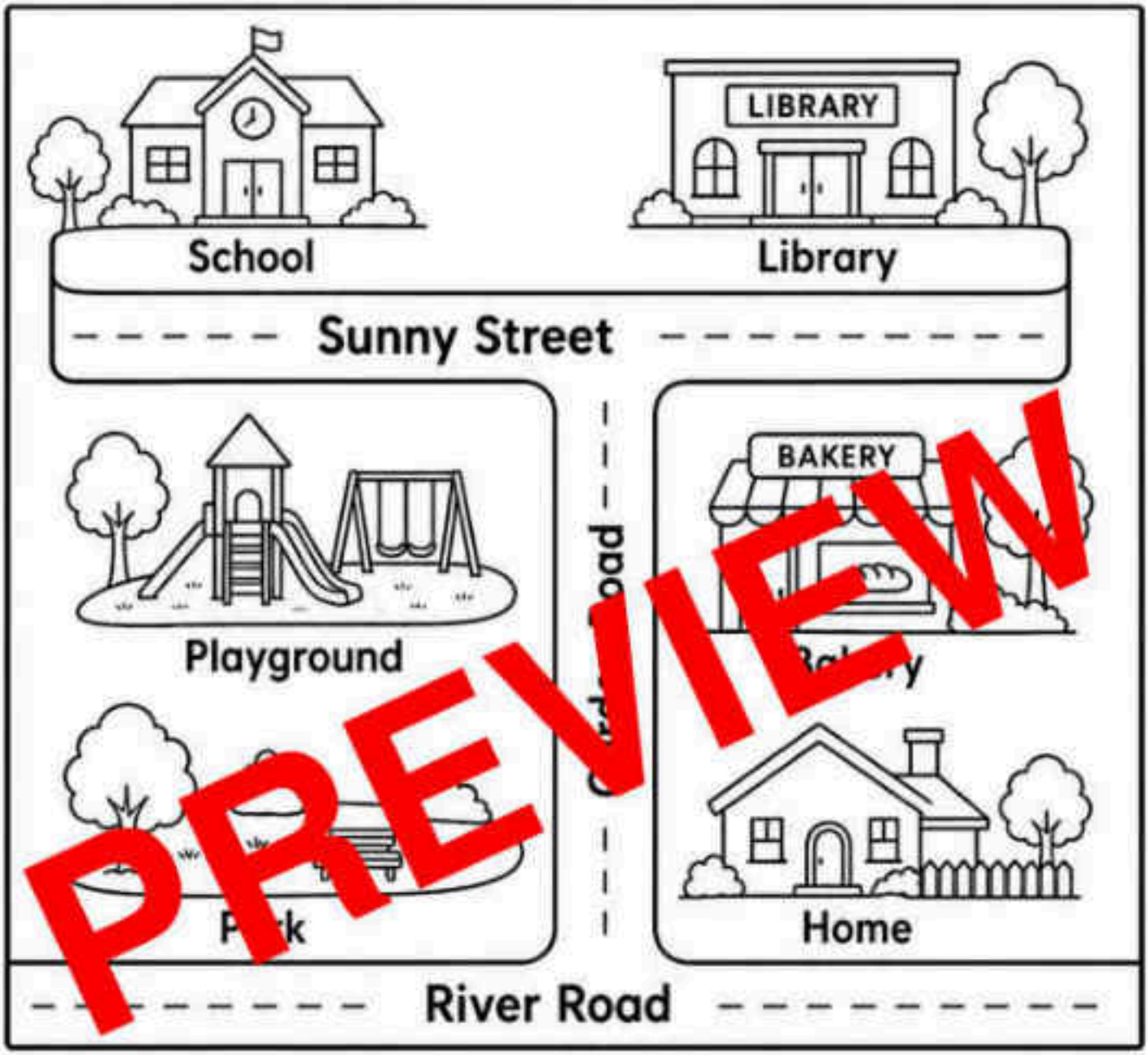
7.  half turn / full turn

8.  half turn / full turn

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FOLLOW SUNNY STREET

Name: _____



PREVIEW

Complete the route from School to the Bakery.

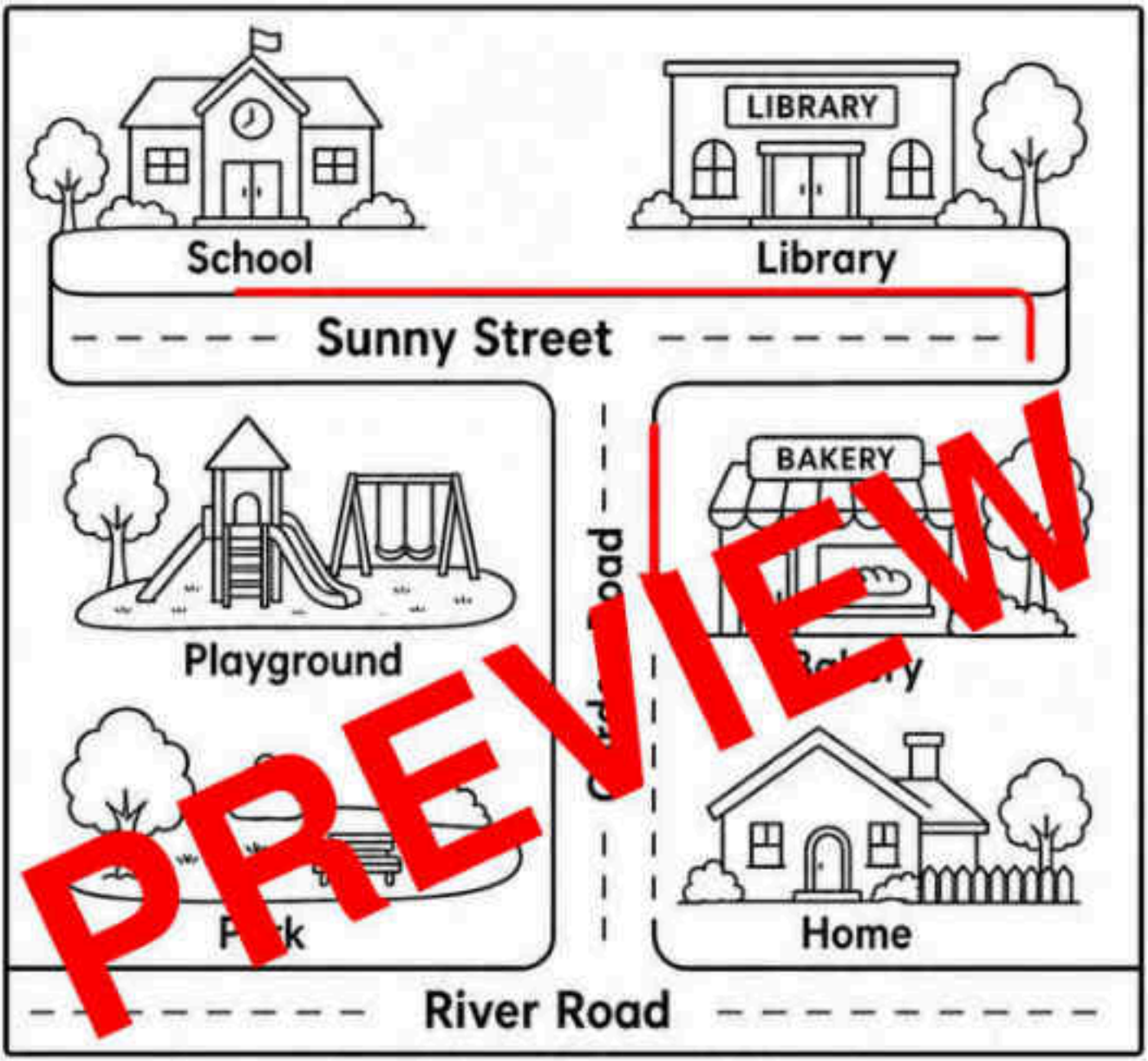
1. Start at the School.
2. Move _____ along Sunny Street.
3. Turn _____ onto Garden Road.
4. Move forward past the _____.
5. The Bakery is on your _____.

forward • right • playground • left

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FOLLOW SUNNY STREET

Name: ANSWERS



PREVIEW

Complete the route from School to the Bakery.

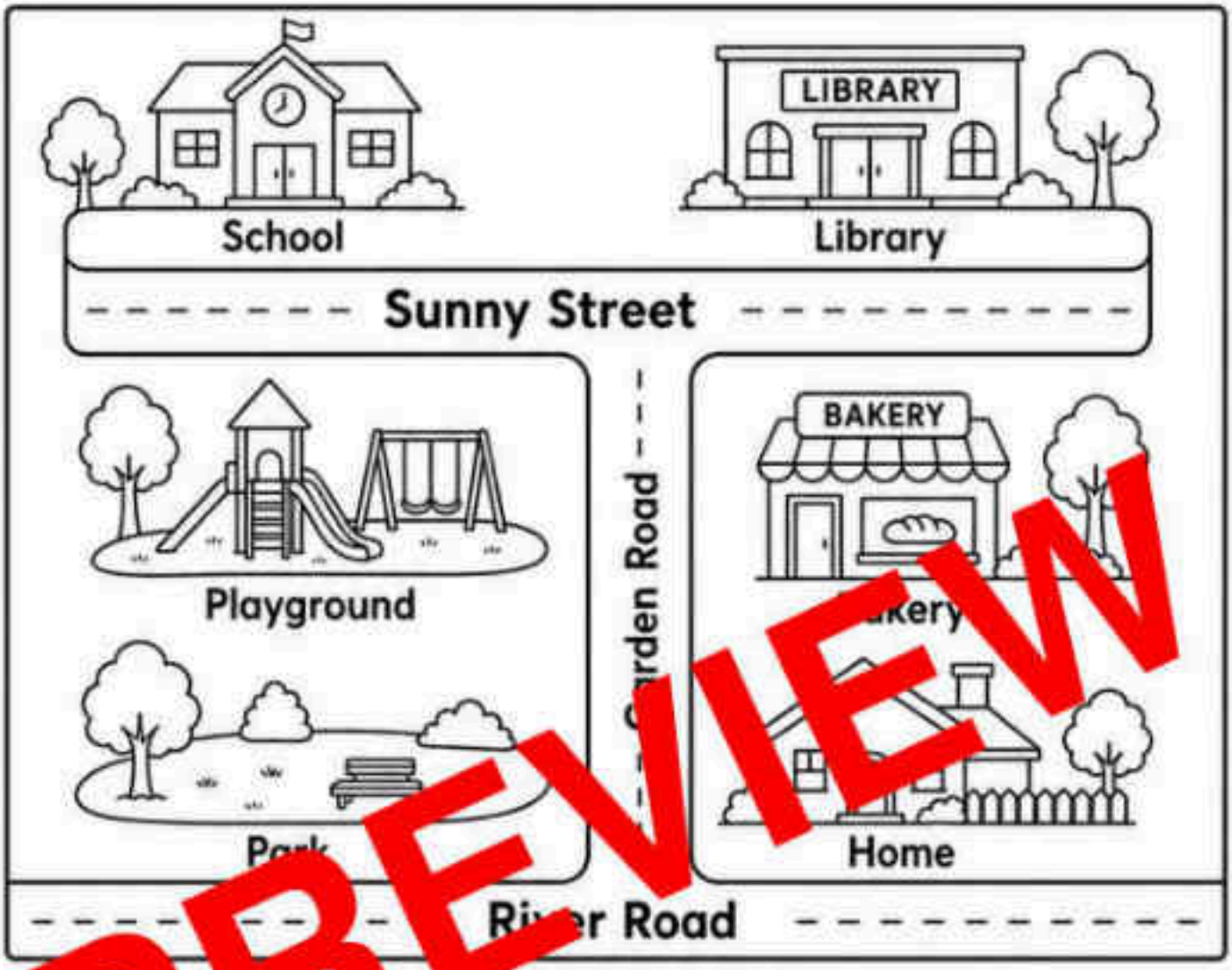
1. Start at the School.
2. Move forward along Sunny Street.
3. Turn right onto Garden Road.
4. Move forward past the playground.
5. The Bakery is on your left.

forward • right • playground • left

Sukindi

GIVE DIRECTIONS ON SUNNY STREET

Name: _____



PREVIEW

Draw each route. Write 3 or 4 direction steps.

Task A: Library to Playground

1. _____
2. _____
3. _____
4. _____

Task B: Home to Park

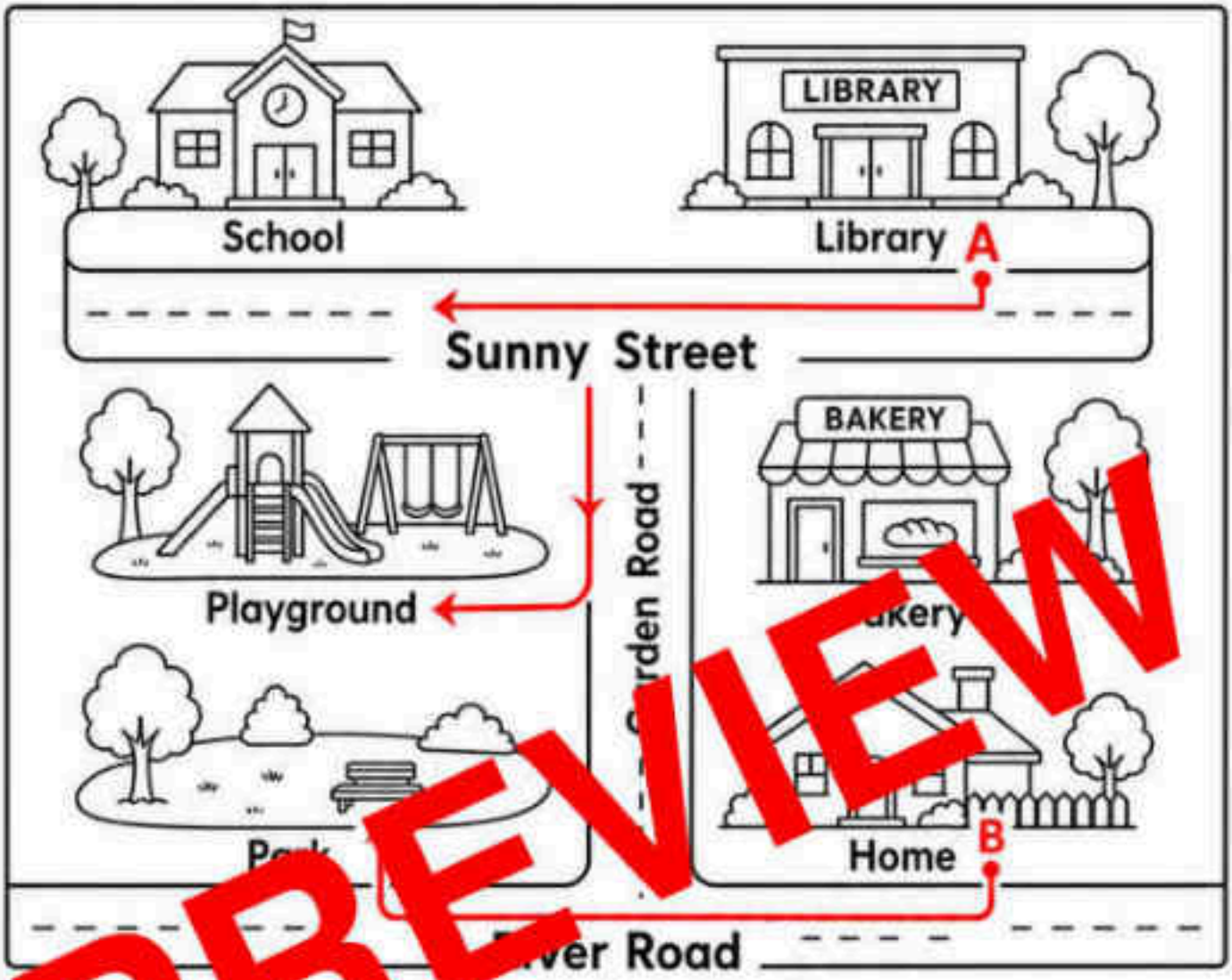
1. _____
2. _____
3. _____
4. _____

forward • left • right • past • next to

Sukindi

GIVE DIRECTIONS ON SUNNY STREET

Name: ANSWERS



PREVIEW

Draw each route. Write 3 or 4 direction steps.

Task A: Library to Playground

1. Move left along Sunny Street.
2. Turn left onto Garden Road.
3. Move forward past the Playground.
4. Stop next to the Playground.

Task B: Home to Park

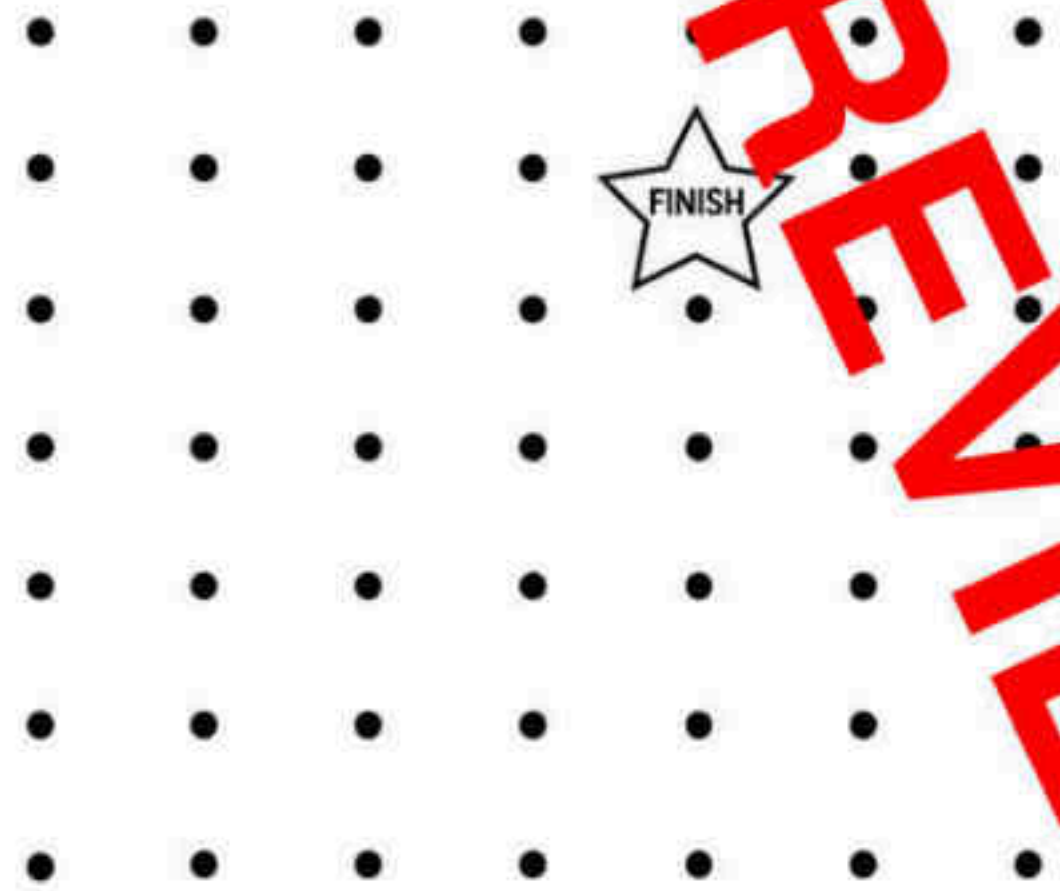
1. Move forward to River Road.
2. Turn right along River Road.
3. Move past Garden Road.
4. Stop next to the Park.

forward • left • right • past • next to

Sukindi

DOT-GRID PATHWAYS - SUPPORT

Name: _____



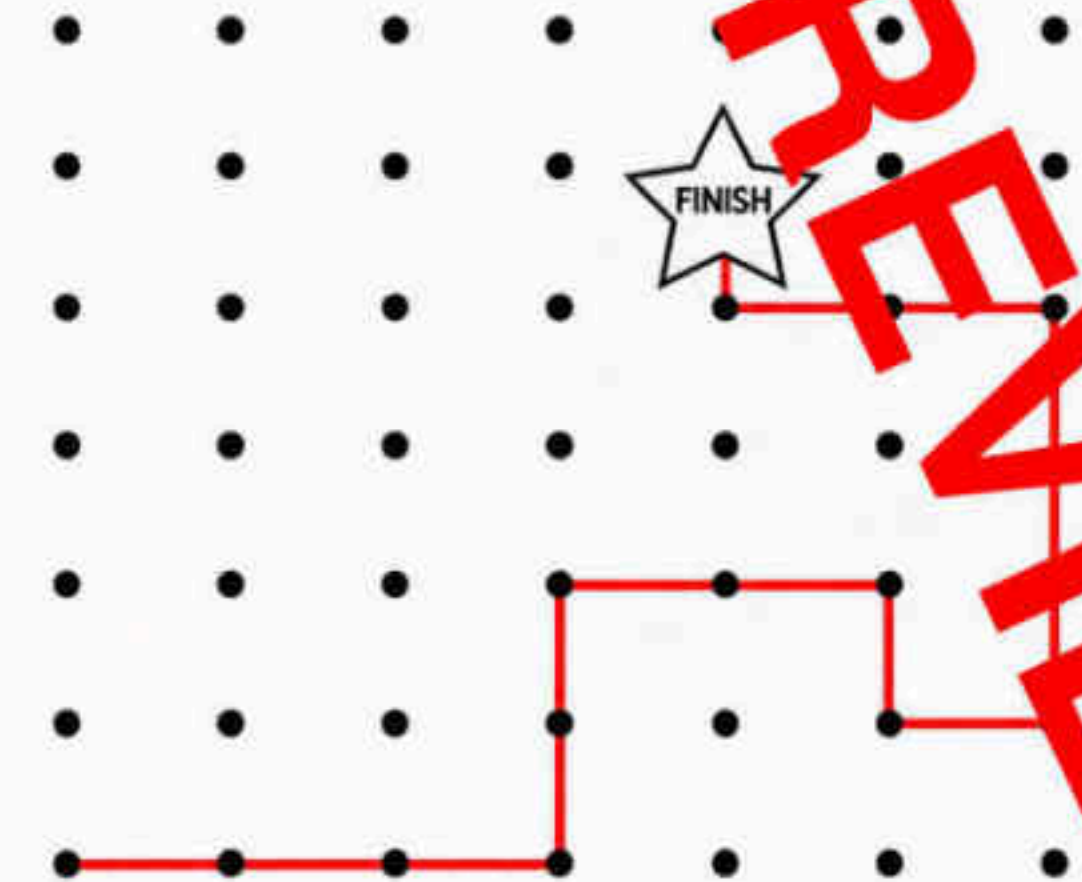
1. Go 3 dots right.
2. Go 2 dots up.
3. Go 2 dots right.
4. Go 1 dot down.
5. Go 1 dot right.
6. Go 3 dots up.
7. Go 2 dots left.
8. Go 1 dot up.

PREVIEW

Sukindi

DOT-GRID PATHWAYS - SUPPORT

Name: ANSWERS



1. Go 3 dots right.
2. Go 2 dots up.
3. Go 2 dots right.
4. Go 1 dot down.
5. Go 1 dot right.
6. Go 3 dots up.
7. Go 2 dots left.
8. Go 1 dot up.

PREVIEW

Sukindi

DOT-GRID PATHWAYS - CORE

Name: _____

START









FINISH



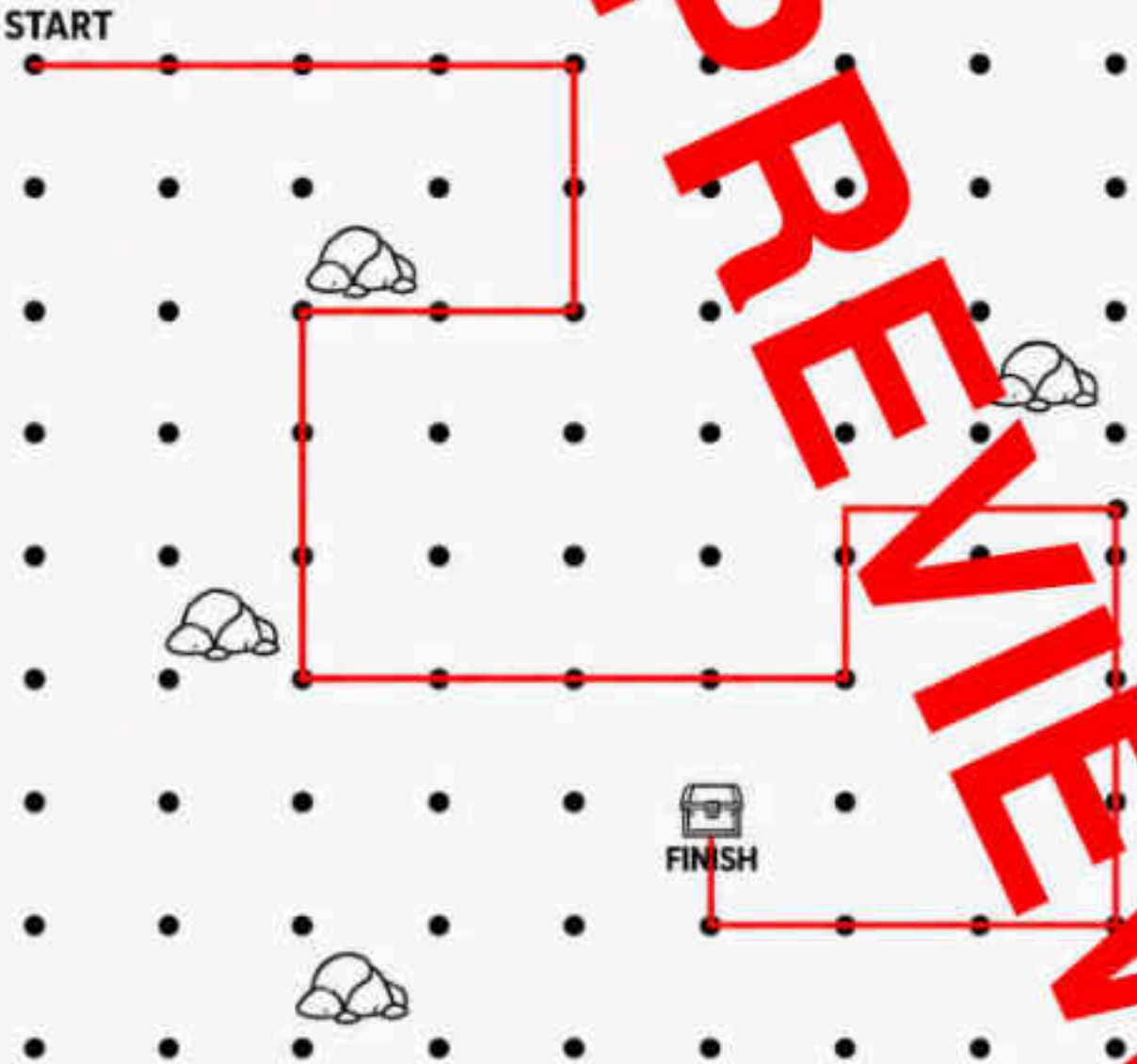
1. Go 4 dots right.
2. Go 2 dots down.
3. Go 2 dots left.
4. Go 3 dots down.
5. Go 4 dots right.
6. Go 1 dot up.
7. Go 2 dots right.
8. Go 3 dots down.
9. Go 3 dots left.
10. Go 1 dot up.

PREVIEW

Sukindi

DOT-GRID PATHWAYS - CORE

Name: ANSWERS



1. Go 4 dots right.
2. Go 2 dots down.
3. Go 2 dots left.
4. Go 3 dots down.
5. Go 4 dots right.
6. Go 1 dot up.
7. Go 2 dots right.
8. Go 3 dots down.
9. Go 3 dots left.
10. Go 1 dot up.

PREVIEW

Sukindi

GARDEN RESCUE DIRECTIONS - ASSESSMENT

Name: _____

A. Follow the directions.

/4

1. Draw a bird above the shed.
2. Draw a frog next to the pond.
3. Draw a ball between the two trees.
4. Draw a hat under the bench.



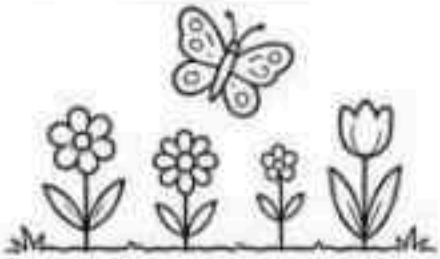
PREVIEW

B. Choose the position word.

/2



5. The watering can is (inside / outside) the shed.



6. The butterfly is (above / below) the flowers.

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GARDEN RESCUE DIRECTIONS - ASSESSMENT

Name: ANSWERS

/4

A. Follow the directions.

1. Draw a bird above the shed.
2. Draw a frog next to the pond.
3. Draw a ball between the two trees.
4. Draw a hat under the bench.



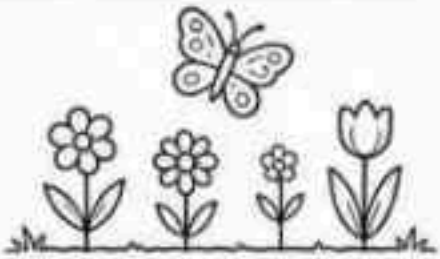
PREVIEW

/2

B. Choose the position word.



5. The watering can is (inside / outside) the shed.



6. The butterfly is (above / below) the flowers.

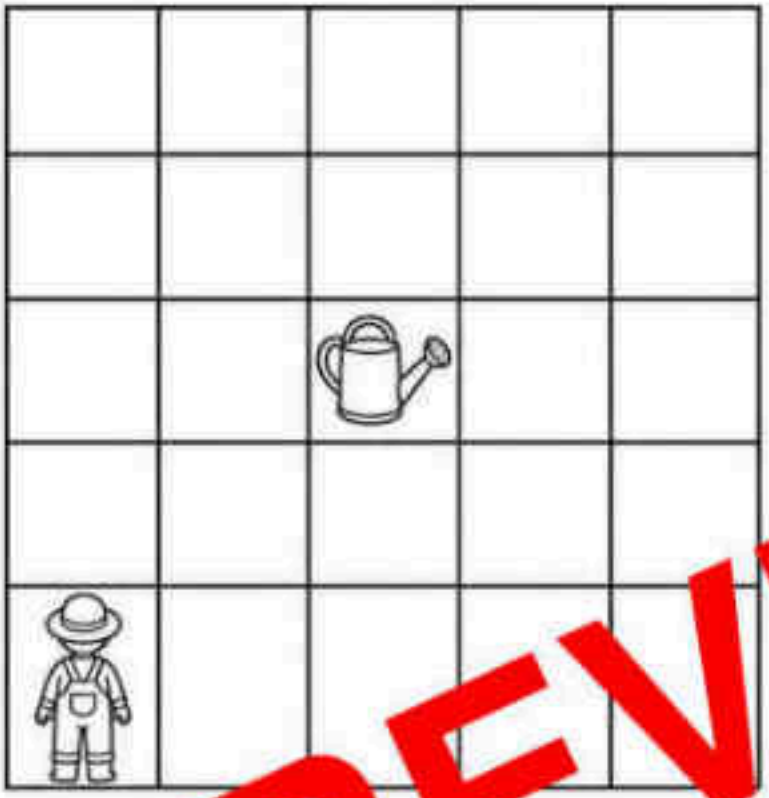
Sukindi

GARDEN RESCUE DIRECTIONS - ASSESSMENT

Name: _____

C. Draw and describe a route.

7. Draw a route from the gardener to the watering can.



8. Write the route in 3 or 4 steps.

1. _____

2. _____

3. _____

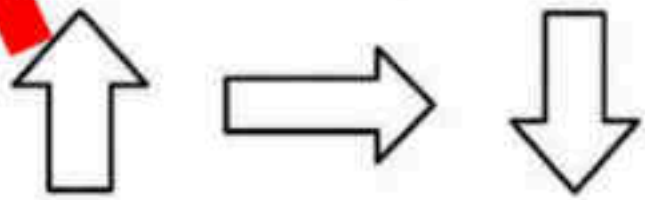
4. _____

/2

PREVIEW

Turn and direction words.

9. Which turn could make this change?



half turn full turn

/1

10. Write one clear direction that uses **left** or **right**.

_____

_____

/1

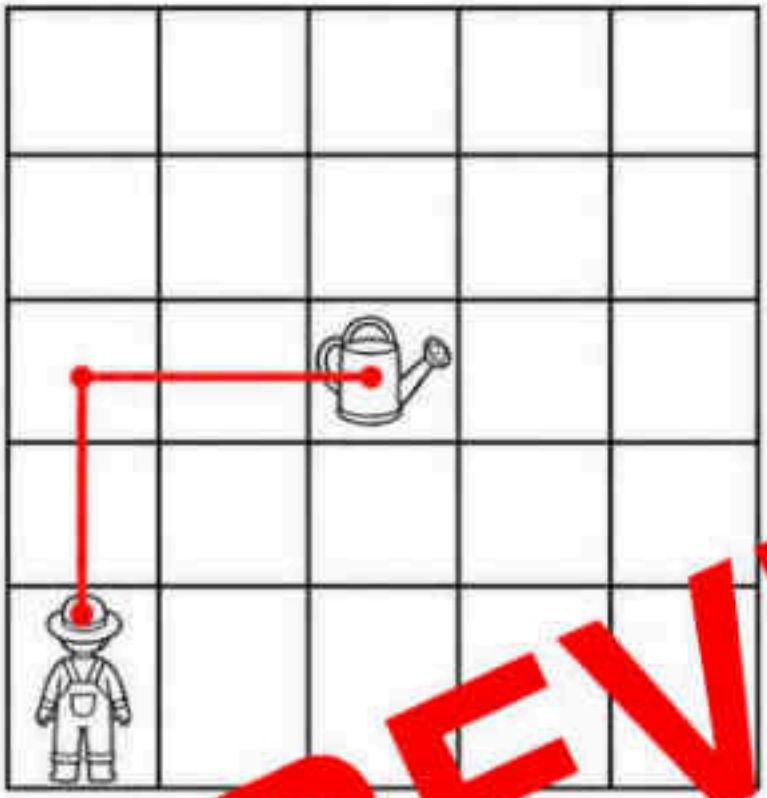
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GARDEN RESCUE DIRECTIONS - ASSESSMENT

Name: ANSWERS

C. Draw and describe a route.

7. Draw a route from the gardener to the watering can.



8. Write the route in 3 or 4 steps.

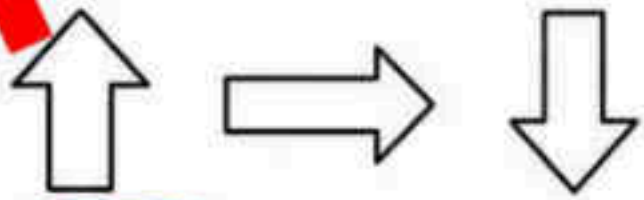
1. Move forward 2 squares.
2. Turn right.
3. Move forward 2 squar
4. op at the wa g can

/2

PREVIEW

Turn and direction words.

9. ...n turn could make this change?



half turn

full turn

/1

10. Write one clear direction that uses **left** or **right**.

Turn left at the garden gate.

/1

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DAZZLING DIRECTIONS RUBRIC

	BEGINNING	DEVELOPING	ACHIEVING	CONFIDENT	EXCEEDING
Uses position words	with full help	with some help	usually correct	clear and correct	clear, correct and explains
Follows movement directions	with full help	follows one step	follows most steps	follows all steps	follows and checks all steps
Gives an ordered route	not yet	some steps	usually in order	clear and in order	clear, efficient and detailed
Checks and corrects a route	needs full help	notices with help	checks some steps	checks and corrects	checks, corrects and explains

PREVIEW

Sukindi

Dazzling Directions



PREVIEW

Sukindi
LEARNING

Our Learning Goal

We are lea ng t ive a follo lired

will people and obj ts to a new location.

We will check that each step works.



PREVIEW

Why Do Directions Matter?

Clear directions help another person know...

- where to start
- which way to move
- when to turn
- where to stop



PREVIEW

Position Words

— higher than something

— lower than something

— touching the top

— directly beneath



PREVIEW

More Position Words

NEXT ... beside ...TW...N — in ... middle

I...DE ... hin O... E — not within

... FRONT OF — before something

... hIND — at the back



PREVIEW

Left and Right

Left and right belong to the person or object doing.

Hold up your left hand. Hold up your right hand.

If you turn around, your left and right turn with you.



PREVIEW

Forward and Backward

FORWARD ans ve th way y re f

ARD move away fr the way you are facing.

Alw s check which way the mover is facing first.



PREVIEW

Position Word Check

Choose a p[illegible]n w[illegible] to co[illegible]plete e[illegible]h sen[illegible].

1. [illegible]lock is _____ [illegible] whiteboard.

2. [illegible]e ch[illegible] _____ the two desks.

3. T[illegible] school bag is _____ the table.



PREVIEW

Build a Clear Direction

A clear direction tells u

CTI MOUNT + TU or DESTINATION

Ex ple: Move forward 3 steps, then turn left.



PREVIEW

Clockwise and Anticlockwise

CLOCKWISE turns the same way as a clock hand.

ANTICLOCKWISE turns the opposite way.

Stand and show each turn with one finger.



PREVIEW

Half Turns and Full Turns

A HALF TURN makes you face the opposite way.

A FULL TURN takes you all the way around.

You finish facing the same way you started.



PREVIEW

Human Robot Example

START

wa ps • Turn ri t • Forward 1 step

↓

STOP



PREVIEW

Follow a Sequence

Try thi ute wi part

ove forw steps.

2. Turn left.

ove forward 3 steps.

4. Make a half turn.



PREVIEW

Read a Simple Map

Bef[illegible] movi[illegible] find

- the S[illegible]
- the DESTINATION
- roads or paths
- landmarks and obstacles



PREVIEW

Give a Route

Partner 1: Start at the Library and try to Plan a Route around the Town.

Give 3 or 4 ordered steps.

Use words such as forward, left, right, past and next to.

Your partner follows the route exactly.



PREVIEW

Check and Fix

Route: forwa • turn ght • rwa

e rob aches a fter the turn.

W e step should we change?

plain how your new step fixes the route.



PREVIEW

Learning Review

I can...

✓ use position words

✓ forward, backward, left and right

✓ use clockwise, anticlockwise, half and full turn

✓ give ordered directions

✓ check and correct a route



PREVIEW

Well Done!



PREVIEW

Sukindi
LEARNING

Dazzling Directions Quiz



PREVIEW

Sukindi
LEARNING

Question 1 • Multiple Choice

Whi[illegible]ord [illegible]plete[illegible]he se[illegible]nce?

[illegible]e pencil is ___ t[illegible]d[illegible] and th[illegible]ler.

A[illegible]e B. between

C. outside D. behind



PREVIEW

Answer 1

B. b[illegible]ve[illegible]n

[illegible]veen [illegible]n the middle of two things.



PREVIEW

Question 2 • True or False

Turn rig eans face a rectio n your right.

E or FALSE?



PREVIEW

Answer 2

IE

ht t ges the way you are facing.



PREVIEW

Question 3 • Short Answer

What w[illegible]s m[illegible]g in the same [illegible]ection as the hands on a clock?



PREVIEW

Answer 3

clockwise

PREVIEW



Question 4 • Multiple Choice

A robot ...es n... and ...akes a ...f tur...

Which way is ...fa...g now?

...rth B. east

C. south D. west



PREVIEW

Answer 4

C. ut

half es the opposite direction.



PREVIEW

Question 5 • True or False

After a full turn, you face the same way as you started.

TRUE or FALSE?



PREVIEW

Answer 5

A fu[illegible]es all the way around.



PREVIEW

Question 6 • Short Answer

Complete the direction

Move two steps travel in the way you are facing.



PREVIEW

Answer 6

forward

PREVIEW



Question 7 • Multiple Choice

Wh[illegible]tion is [illegible] clear[illegible]?

A. Go t[illegible]

B. Move.

C[illegible]ard 3 steps, then turn left.

D. Walk around.



PREVIEW

Answer 7

Go forward 3 steps then turn left.

It gives a direction, amount and turn.



PREVIEW

Question 8 • True or False

If a [illegible] is inside a b[illegible] it [illegible] outsi[illegible] the box.

[illegible]SE or FALSE?



PREVIEW

Answer 8

FALSE

...l is inside the box.



PREVIEW

Question 9 • Short Answer

A r e s:

• turn r • forward 1

ich comes after the first two steps?



PREVIEW

Answer 9

turn right



PREVIEW

Question 10 • Multiple Choice

Start facing up. Which ...que... ...finishe... ...he squ... ...to th... ...start?

...urn right, ...rd 1

B. turn left, forward 1

...alf turn, forward 1

D. full turn, forward 1

PREVIEW



Answer 10

turn right, ward 1



PREVIEW

Well Done!



PREVIEW

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LEARNING



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LEARNING

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Programming Directions in a Robot - Year 1

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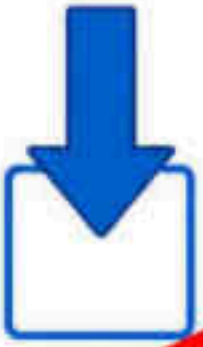


ROBOT COMMAND GUIDE



FORWARD

Move one square ahead.



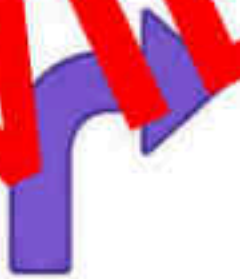
BACKWARD

Move one square back.



TURN LEFT

Turn left.
Stay on the square.



TURN RIGHT

Turn right.
Stay on the square.



GO

Start the algorithm.



STOP

Finish the algorithm.



CLEAR

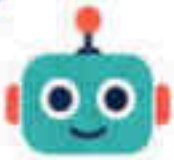
Remove the commands.



PAUSE

Wait on the square.

PREVIEW

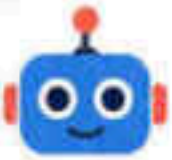






FORWARD

Move one square ahead.







BACKWARD

Move one square back.

PREVIEW

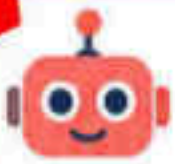




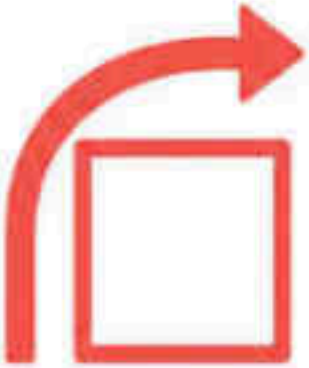


TURN LEFT

Turn left. Stay on the square.







TURN RIGHT

Turn right. Stay on the square.



GO

Start the algorithm.



STOP

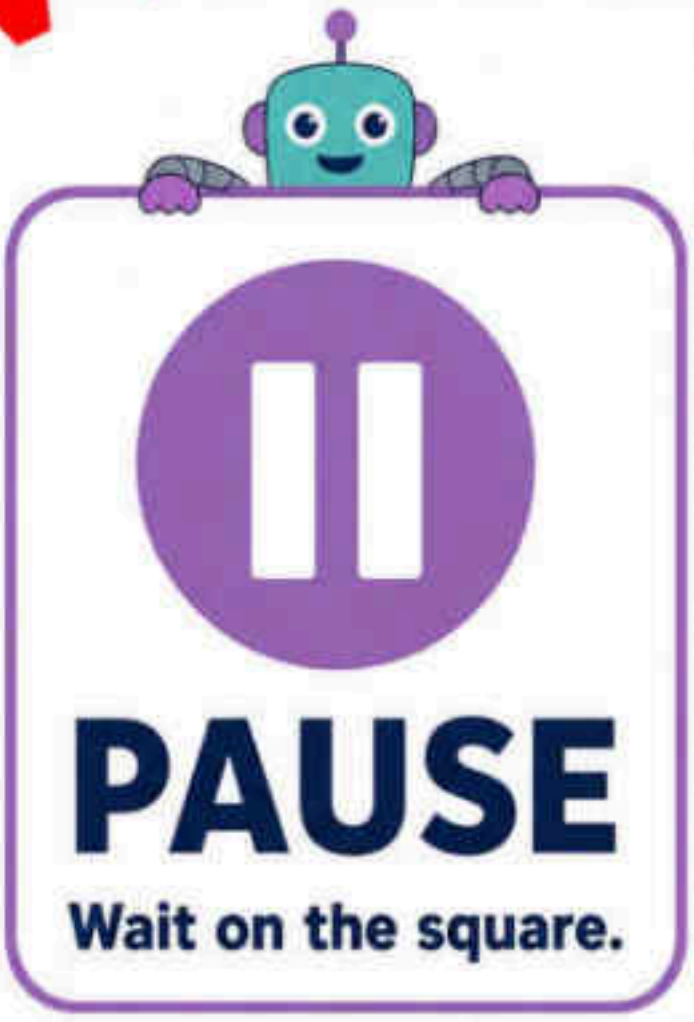
Finish the algorithm.

PREVIEW



CLEAR

Remove the commands.

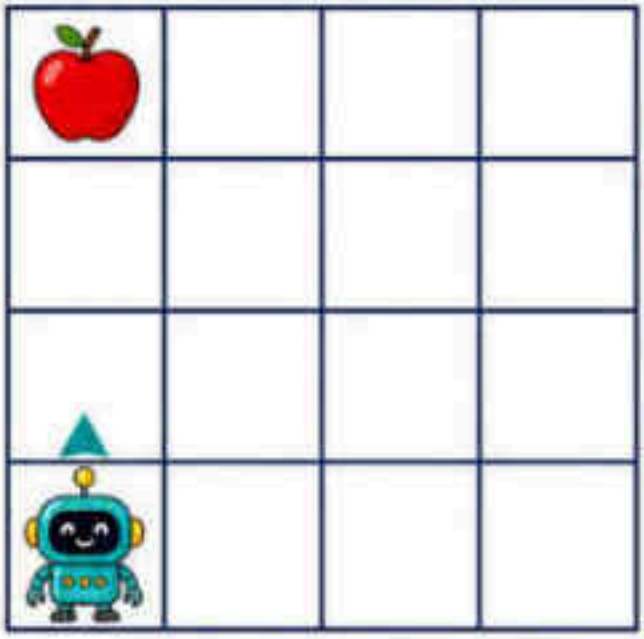


PAUSE

Wait on the square.

CHALLENGE 1

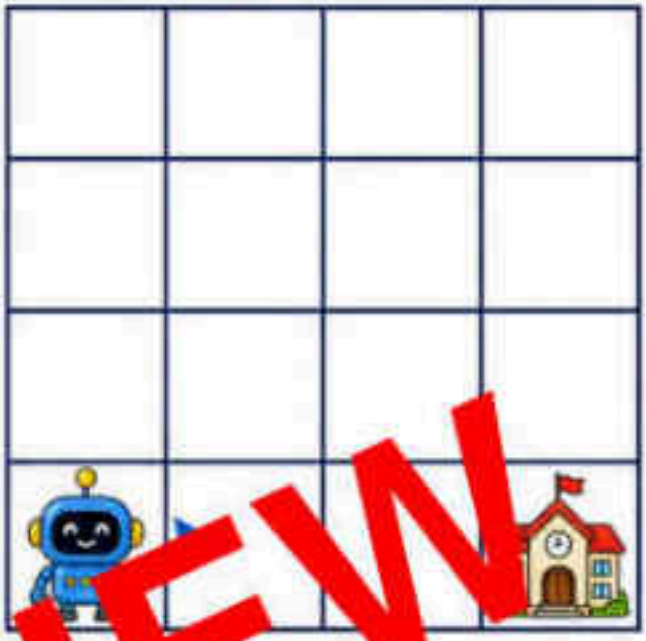
Start facing up.
Reach the apple.



Write the commands.

CHALLENGE 2

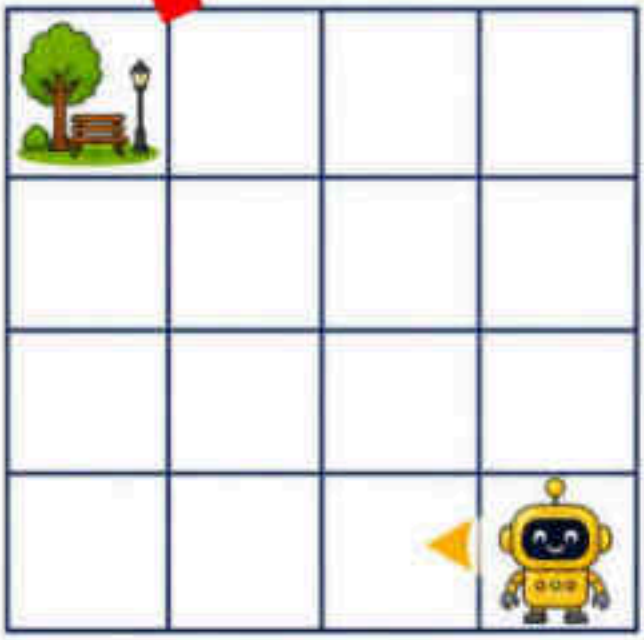
Start facing right.
Reach the school.



Write the commands.

CHALLENGE 3

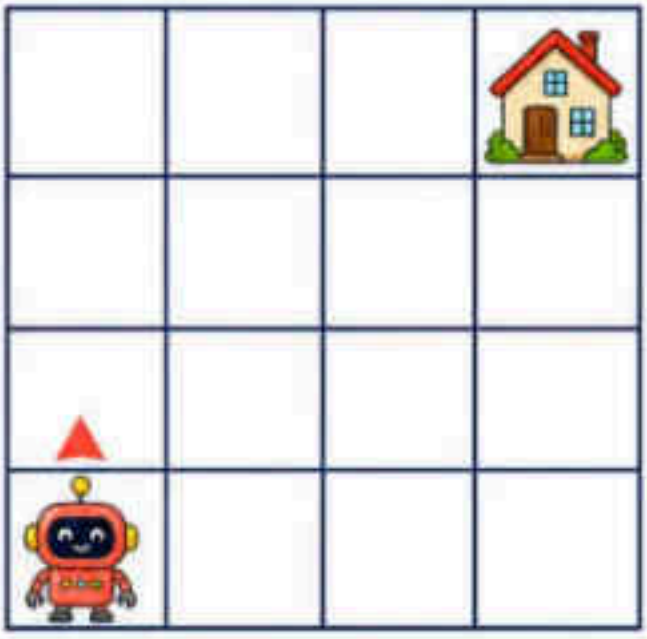
Start facing left.
Reach the park.



Write the commands.

CHALLENGE 4

Start facing up.
Reach home.

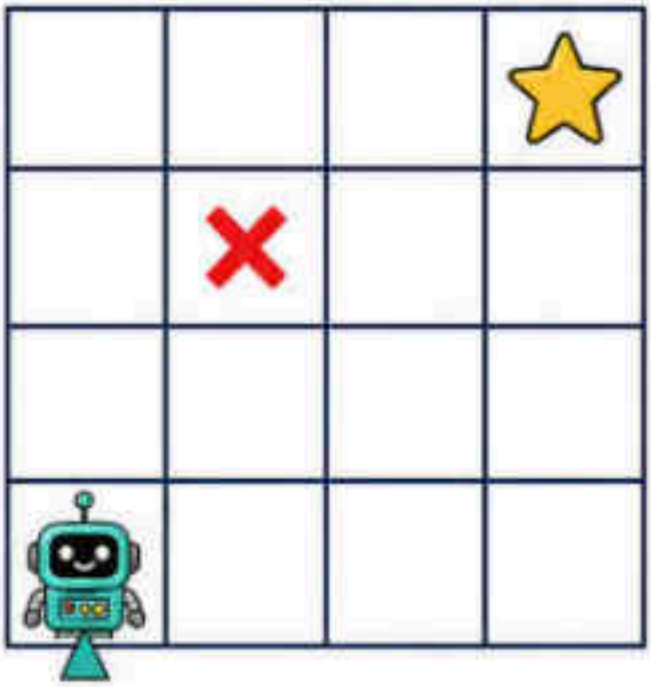


Write the commands.

PREVIEW

CHALLENGE 5

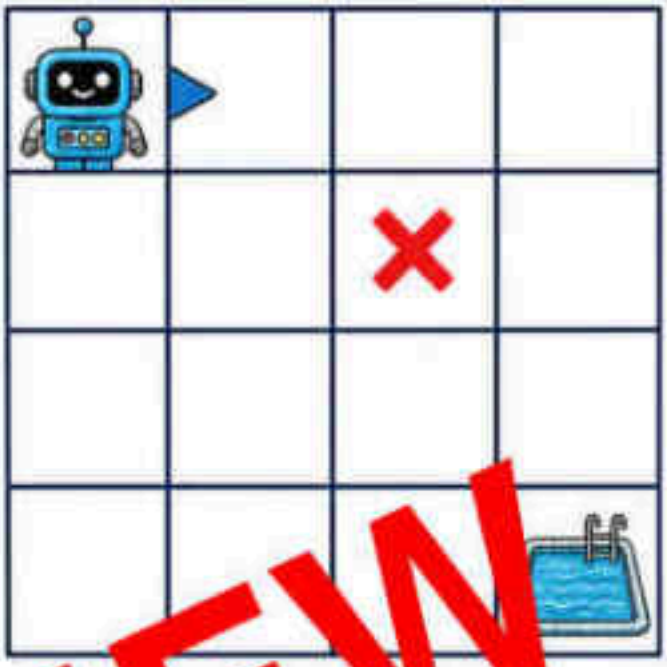
Reach the star. Avoid the X.



Plan and check.

CHALLENGE 6

Reach the pool. Avoid the X.

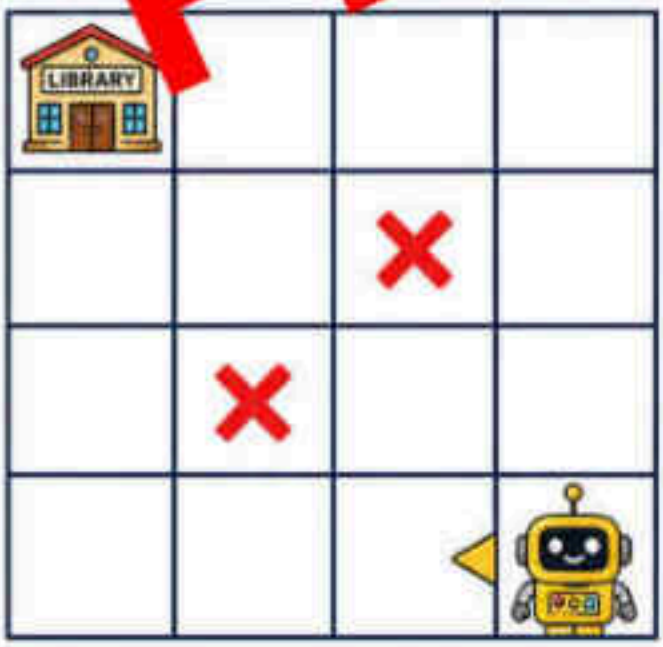


Plan and check.

PREVIEW

CHALLENGE 7

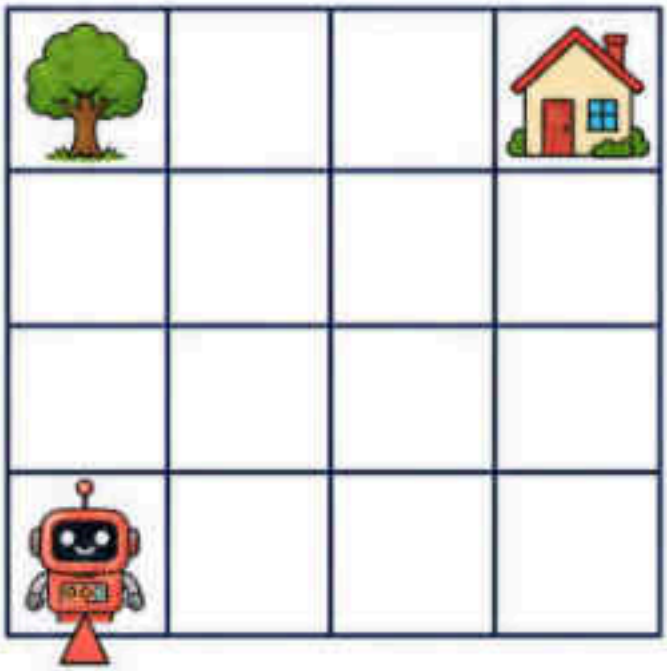
Reach the library. Avoid both Xs.



Plan and check.

CHALLENGE 8

Visit the tree, then home.



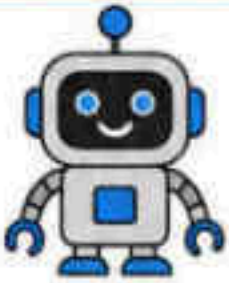
Plan and check.

PROGRAMMER AND ROBOT



PROGRAMMER 1

Say 3 commands.
The robot follows them.



ROBOT 1

Face the start direction.
Move one comm nd
at a tim



PR OR MMER 2

dd one turn.
Say when to move.



ROBOT 2

Pause after each command.
Point to your square.



PROGRAMMER 3

Hide one mistake.
Ask your partner to debug.



CHECKER

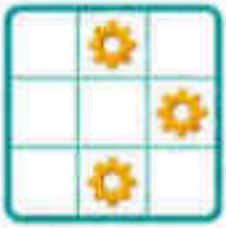
Did each command match?
Explain one fix.

PREVIEW

GEAR QUEST



1. Choose a Gear Quest board.



2. Put the robot on START.



3. Plan the commands.



4. Collect every gear. Avoid the red Xs.

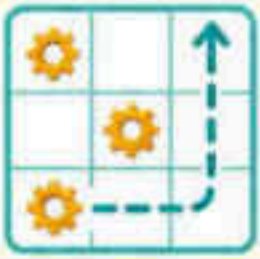


5. Check one command at a time.



TEAM CHALLENGE

Find a different route that still collects every gear.



PREVIEW

GEAR QUEST: SUPPORT

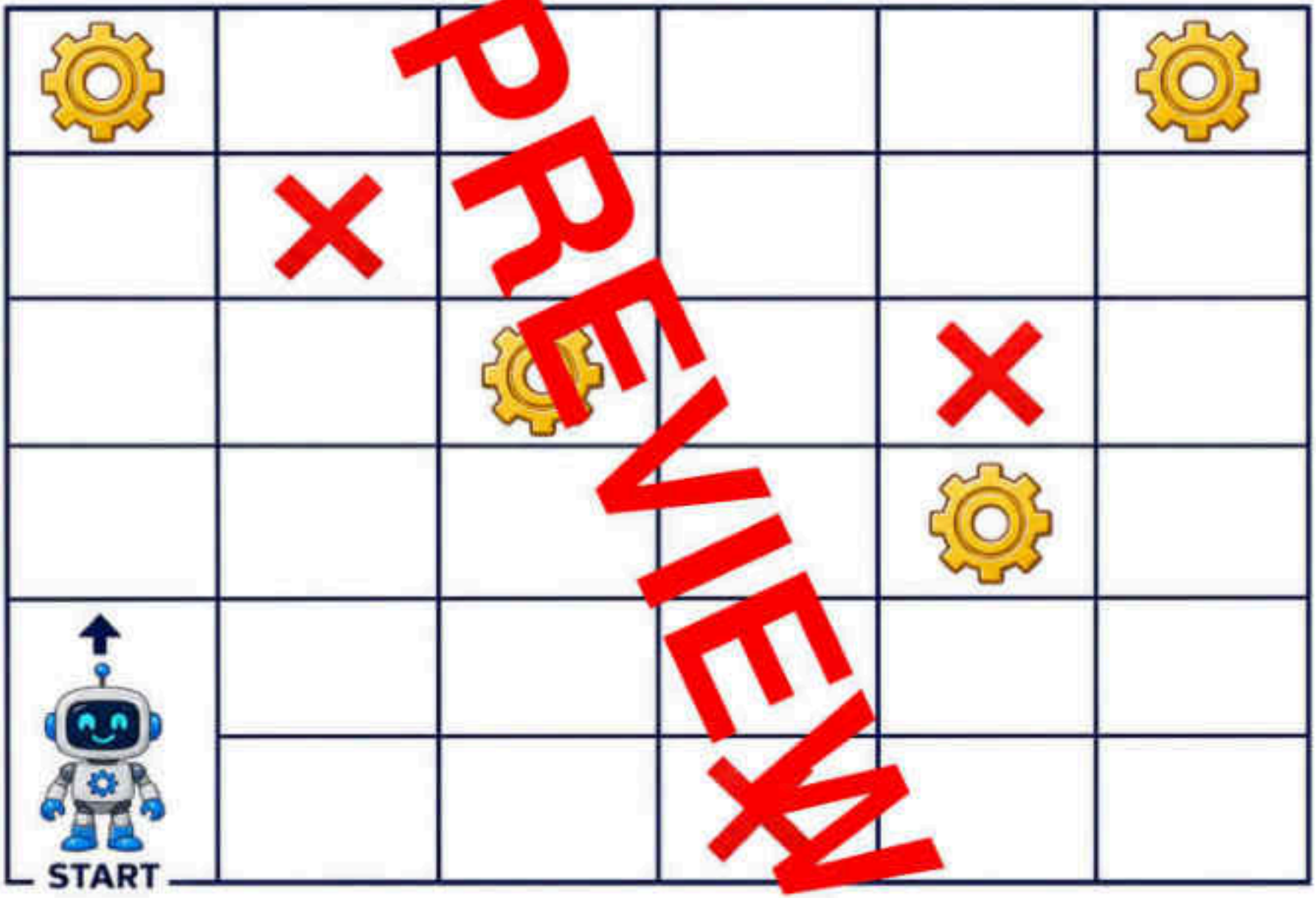


START

Collect all 3 gears. Avoid the red X.

PREVIEW

GEAR QUEST: CHALLENGE



PREVIEW

Collect all 4 gears. Avoid the 3 red Xs.

TOWN ROBOT MAP



SCHOOL



PARK



LIBRARY



HOME



START



POOL

PREVIEW

TOWN MAP TASK CARDS

1.



Start at START,
facing up.
Go to SCHOOL.

2.



Start at START,
facing up.
Go to PARK.

3.



Start at START,
facing up.
Go to LIBRARY.

4.



Start at START,
facing up.
Go to POOL.

PREVIEW

5.



Start at START,
facing up.
Go to HOME.

6.



Start at SCHOOL,
facing right.
Go to PARK.

7.



Start at START,
facing up.
Visit HOME, then POOL.

8.



Start at START,
facing up.
Visit any two places.
Find a short route.

TOWN MAP ROUTE PLANNER



Start at: _____

Face: up right down left

Destination: _____

MY ALGORITHM

PREVIEW

CHECK IT

- ☐ started in the right square.
- ☐ I faced the right way.
- ☐ I checked one command at a time.

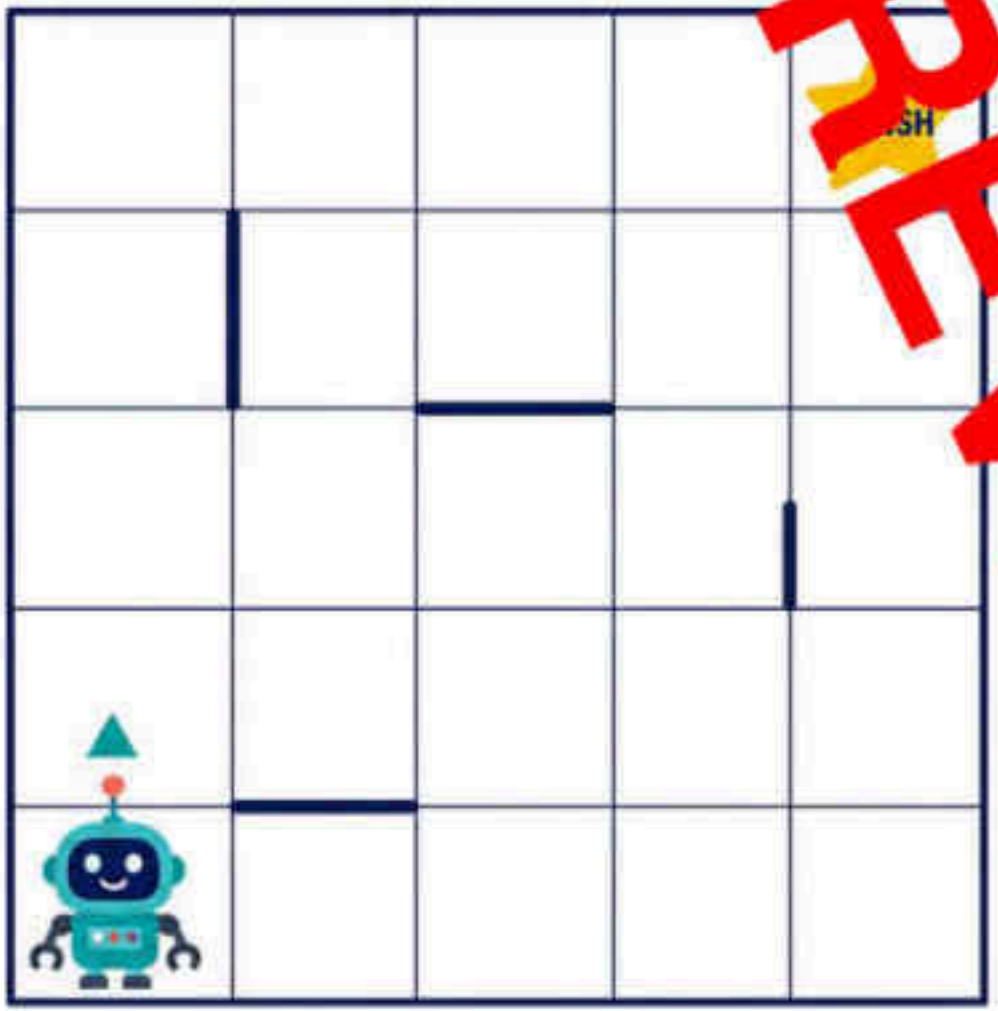


A DIFFERENT ROUTE

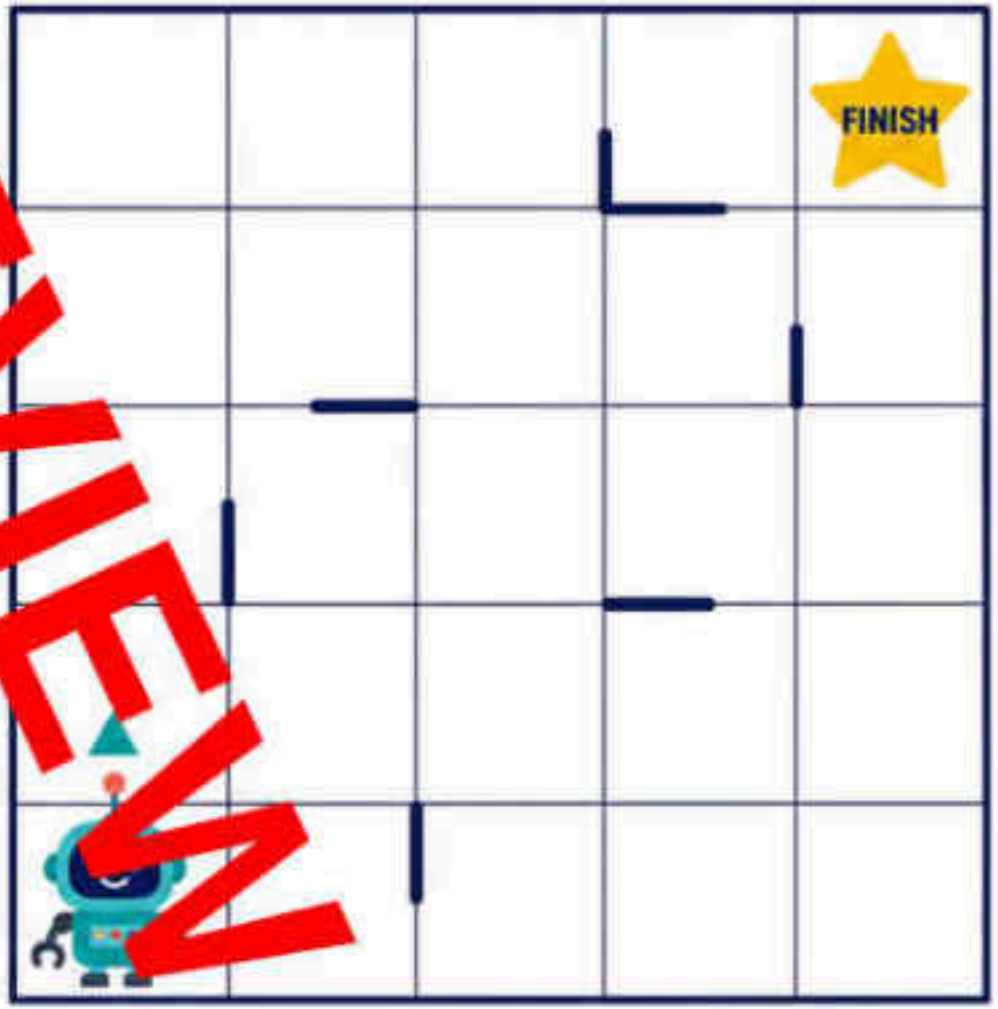
ROBOT MAZE BUILDER

PREVIEW

SUPPORT MAZE



CHALLENGE MAZE



Plan a route. Check one command at a time.

ROBOT MAZE TILES

FORWARD

FORWARD

FORWARD

FORWARD

TURN LEFT

TURN LEFT

PREVIEW

TURN RIGHT

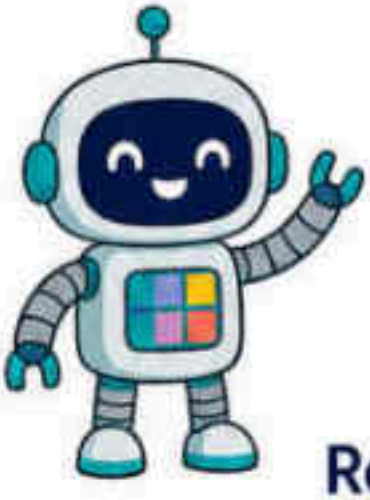
TURN RIGHT

BACKWARD

BLOCK

START

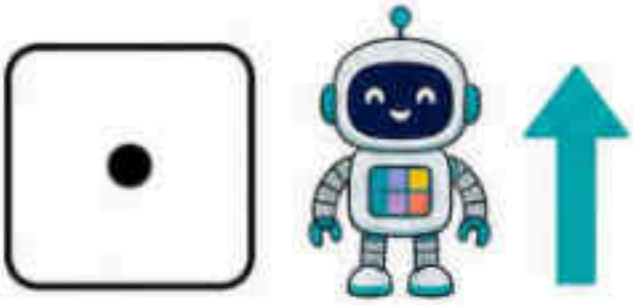
FINISH



ROLL AND PROGRAM



Roll the die. Add the matching command. Test your algorithm.



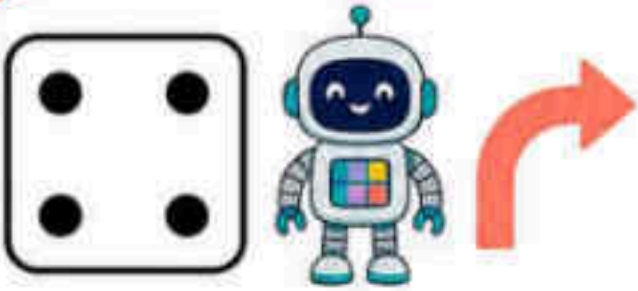
1 — FORWARD



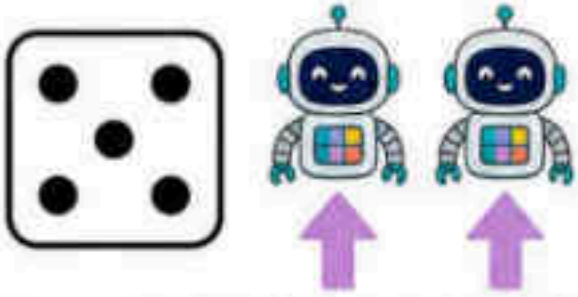
2 — BACKWARD



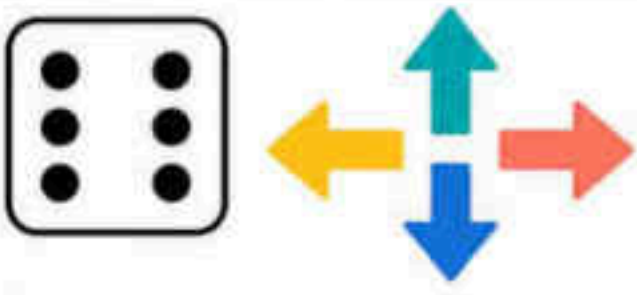
3 — TURN LEFT



4 — TURN RIGHT



5 — FORWARD TWICE



6 — CHOOSE A COMMAND

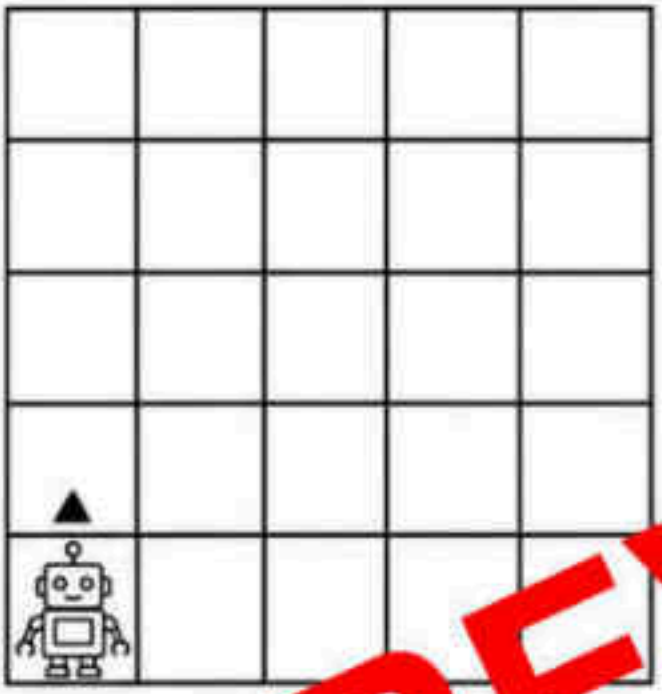
If a command would leave the grid, pause and roll again.

PREVIEW

ROLL AND PROGRAM

Name:

ROUND 1

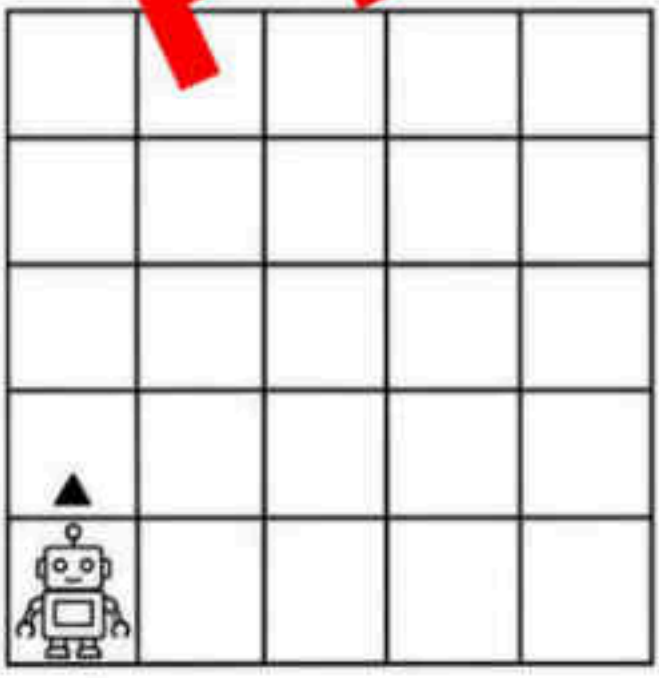


Rolls:

Commands:

PREVIEW

ROUND 2



Rolls:

Commands:

☐ Test one command at a time.

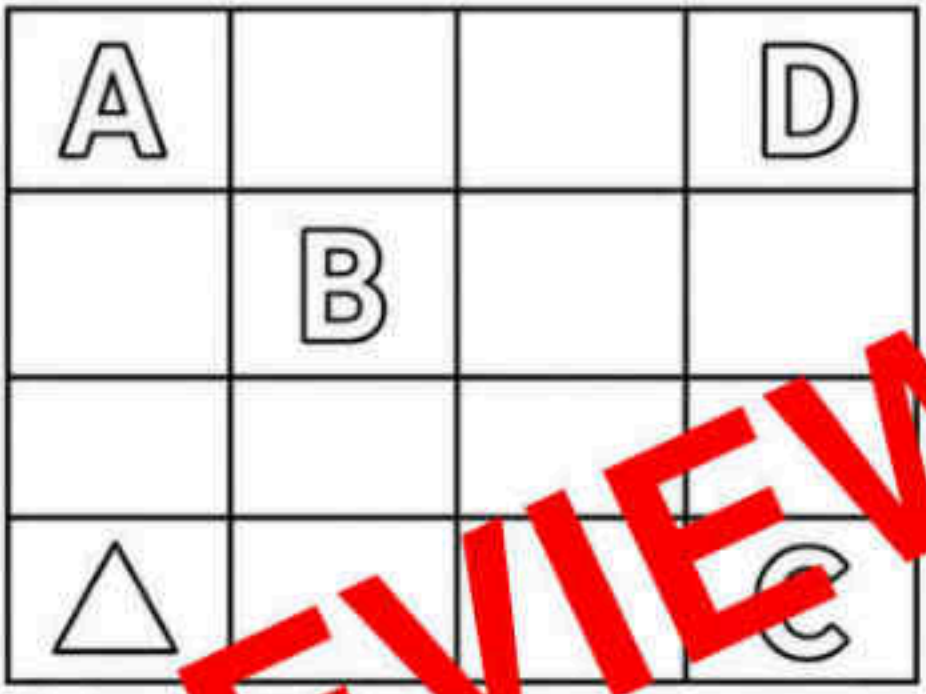
FOLLOW THE ROUTE

PAGE 1

Name:

Follow each algorithm. Circle the endpoint.

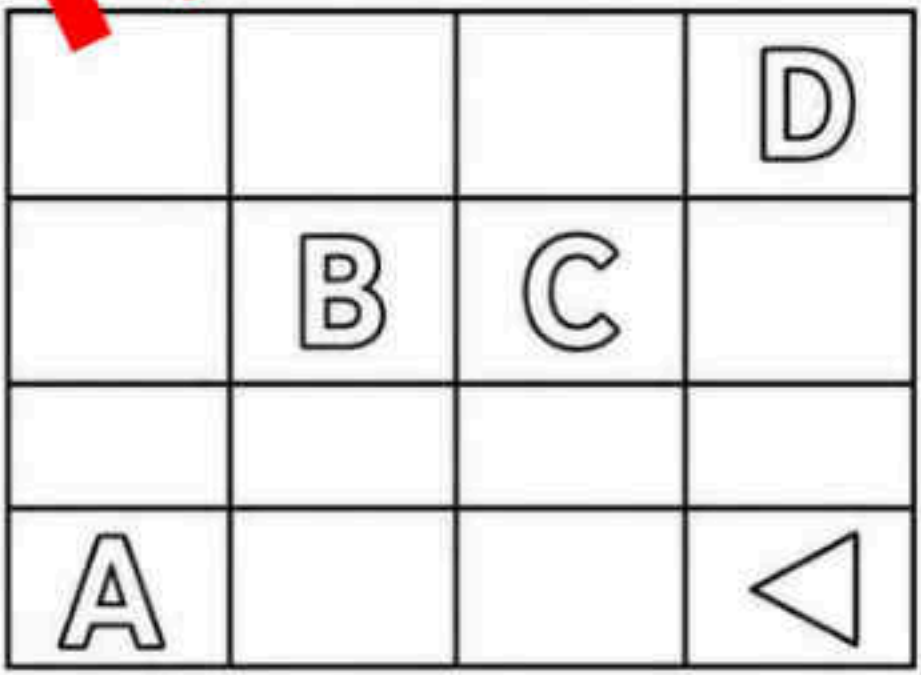
1.



FORWARD FORWARD TURN RIGHT FORWARD

PREVIEW

2.



FORWARD TURN RIGHT FORWARD FORWARD

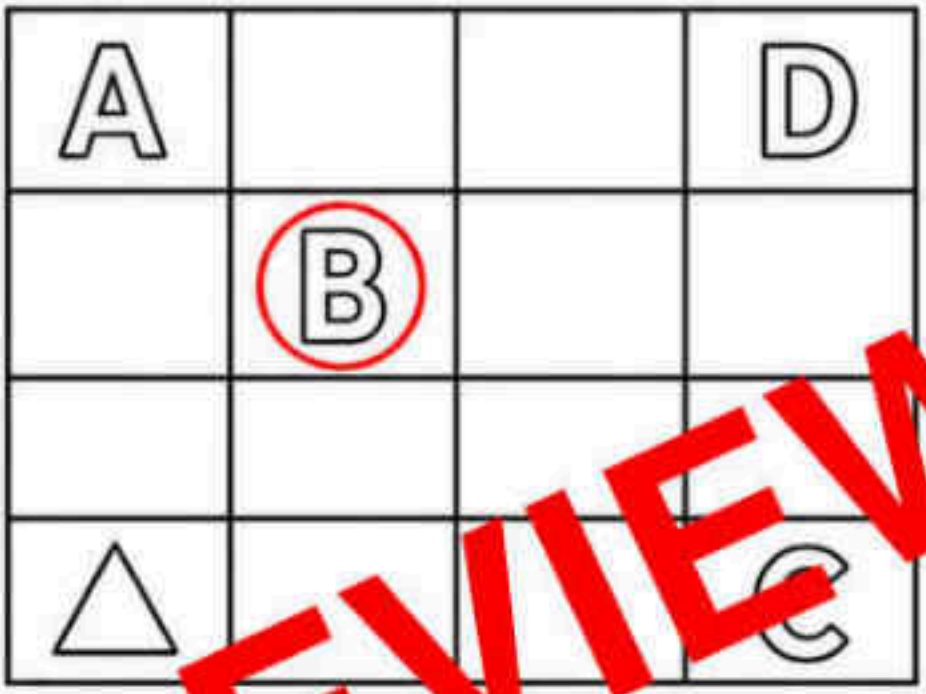
FOLLOW THE ROUTE

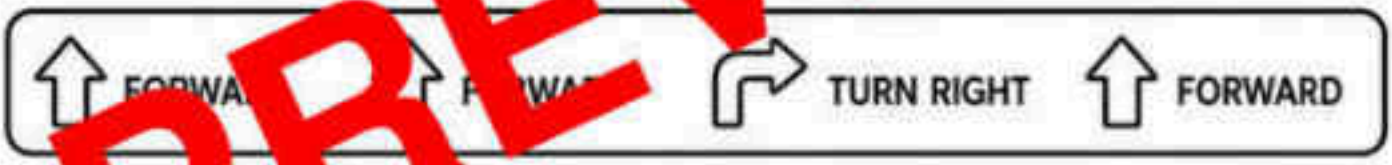
PAGE 1

Name: ANSWERS

Follow each algorithm. Circle the endpoint.

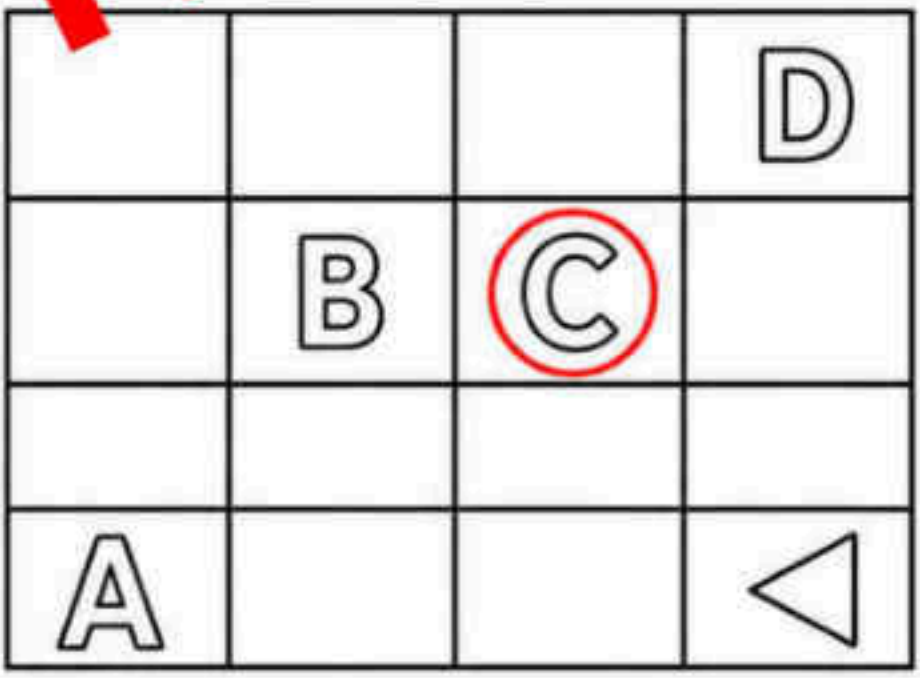
1.

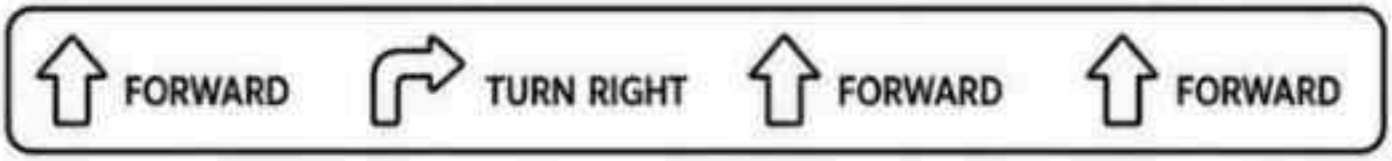




PREVIEW

2.





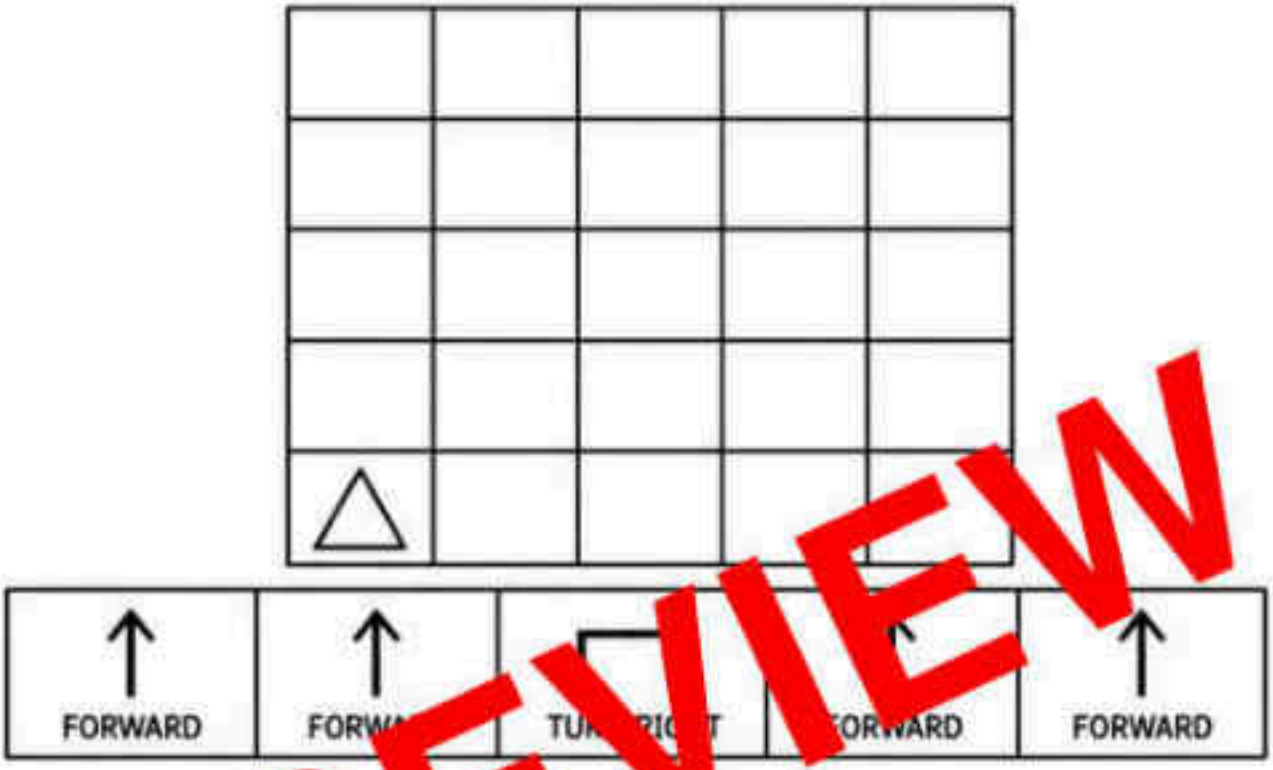
FOLLOW THE ROUTE

PAGE 2

Name:

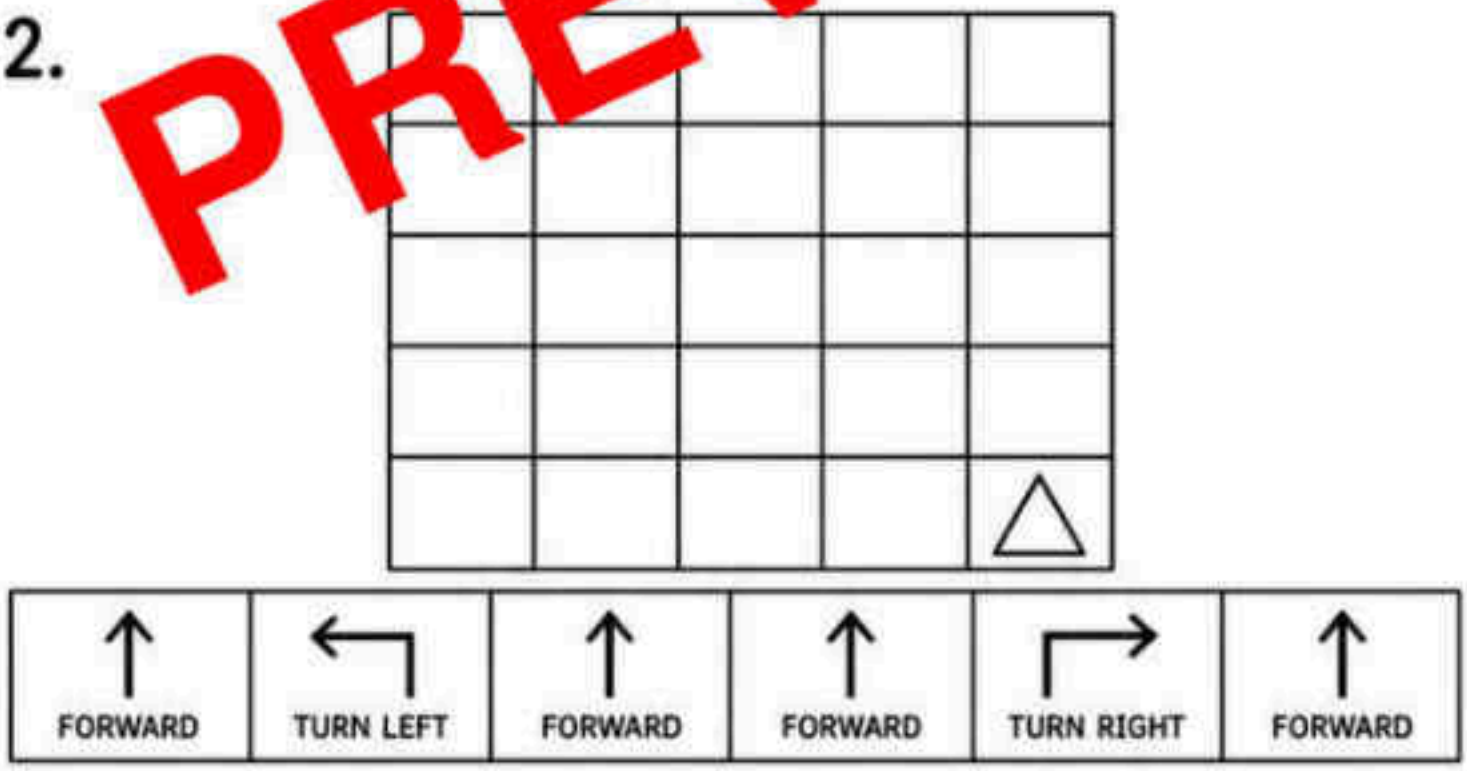
Follow each algorithm. Draw an X on the endpoint.

1.



PREVIEW

2.



Do both robots finish on the same square?

☐ YES ☐ NO

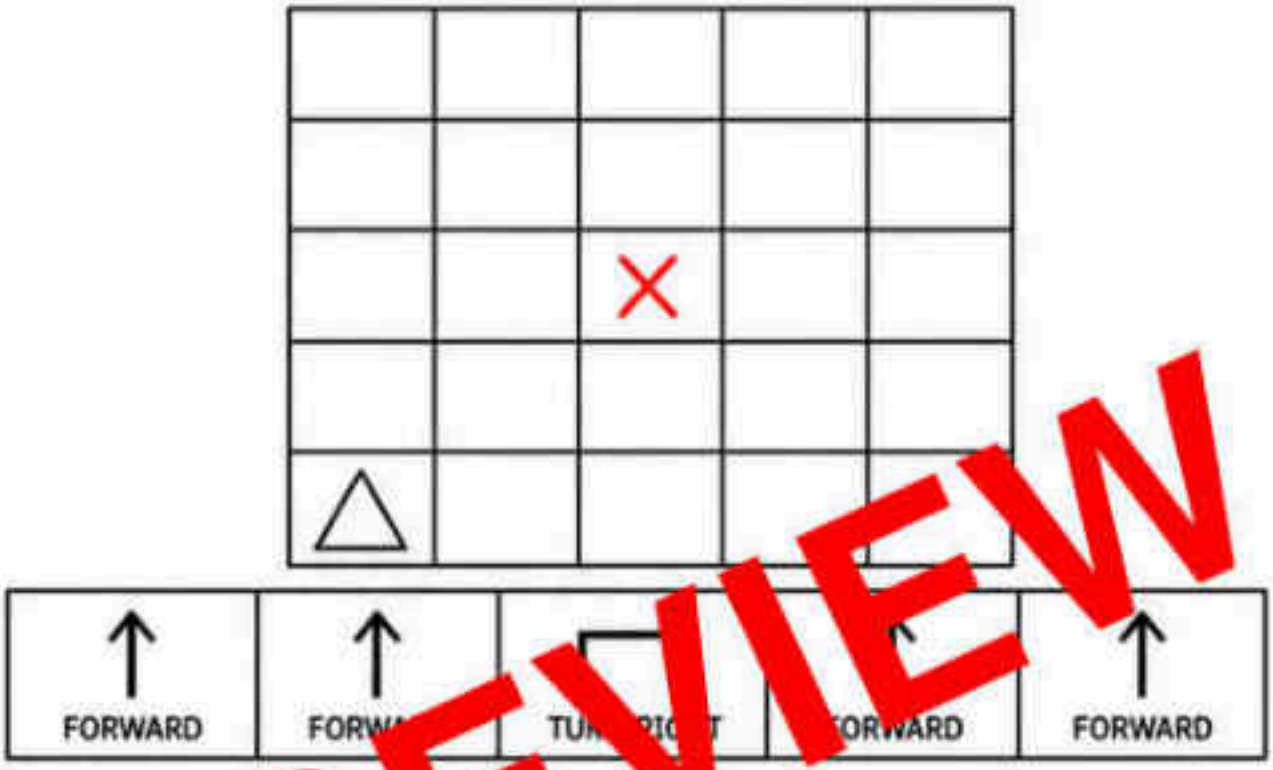
FOLLOW THE ROUTE

PAGE 2

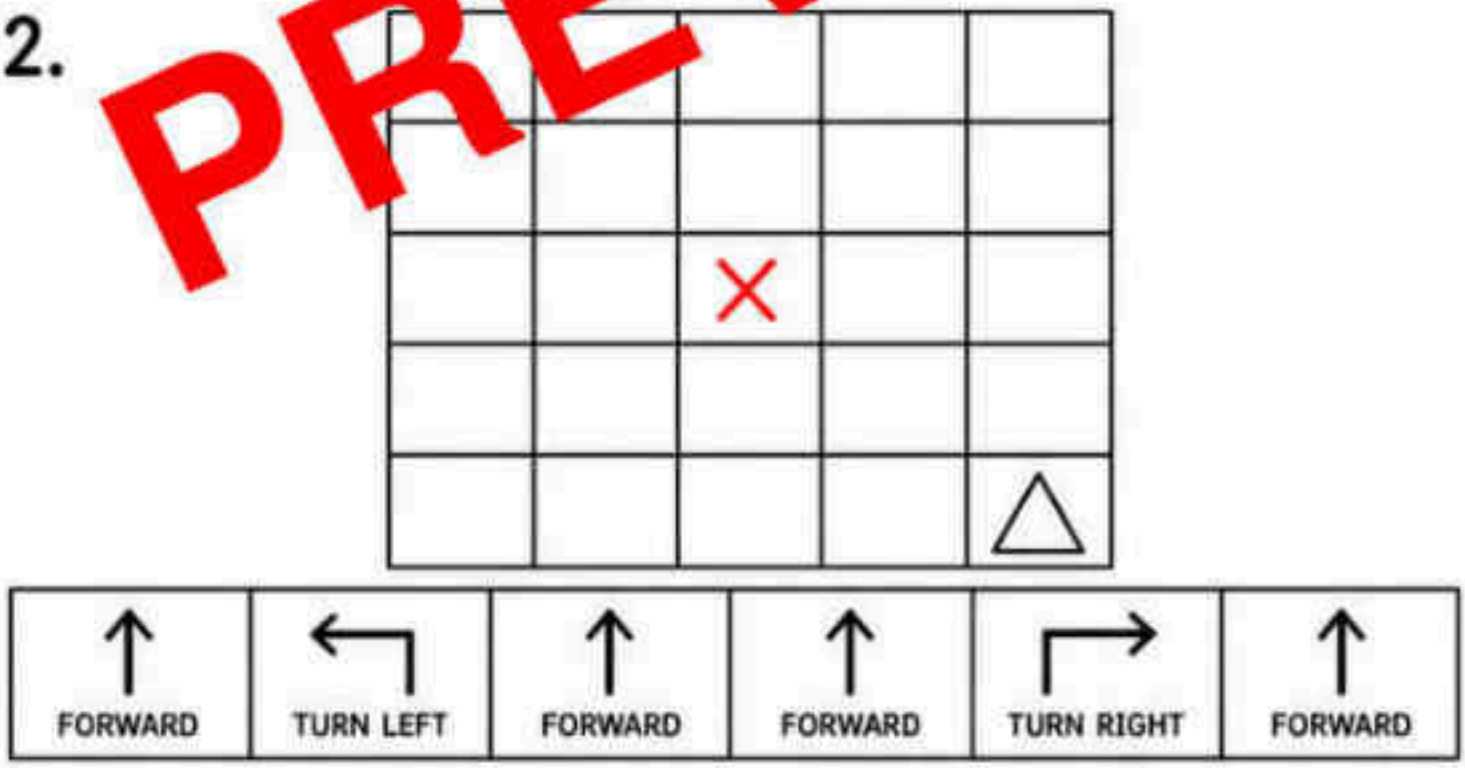
Name: ANSWERS

Follow each algorithm. Draw an X on the endpoint.

1.



2.



Do both robots finish on the same square?

☑ YES ☐ NO

PREVIEW

MISSING ROBOT COMMANDS

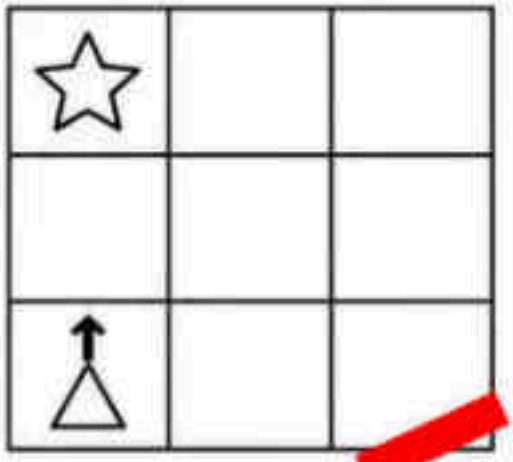
PAGE 1

Name:

Write the missing command.

FORWARD BACKWARD TURN LEFT TURN RIGHT

1.



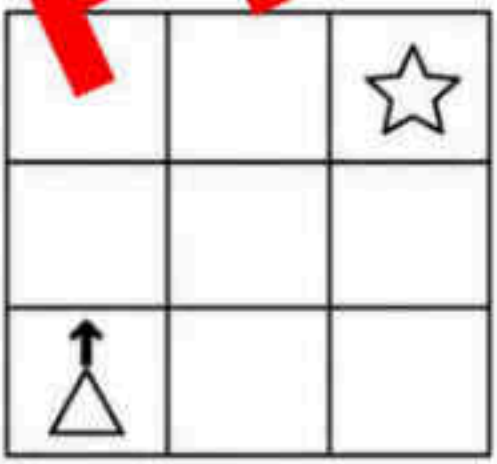
FORWARD

2.



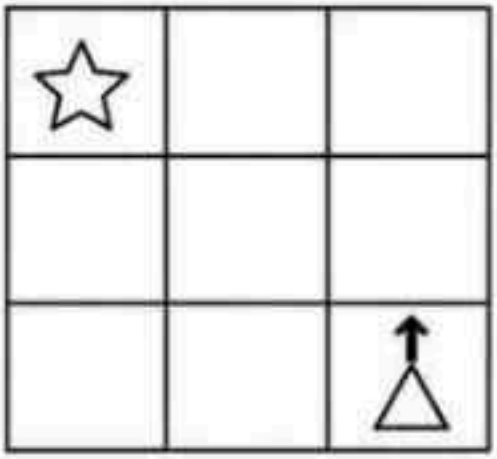
FORWARD

3.



FORWARD FORWARD FORWARD FORWARD

4.



FORWARD FORWARD FORWARD FORWARD

PREVIEW

MISSING ROBOT COMMANDS

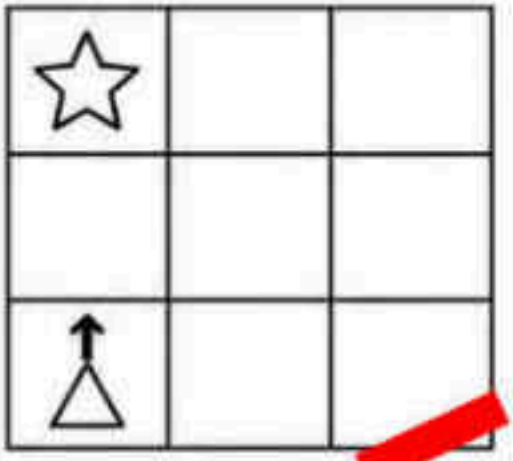
PAGE 1

Name: ANSWERS

Write the missing command.

FORWARD BACKWARD TURN LEFT TURN RIGHT

1.



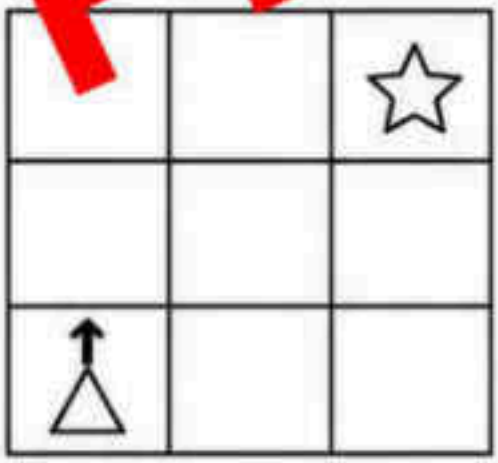
FORWARD FORWARD

2.



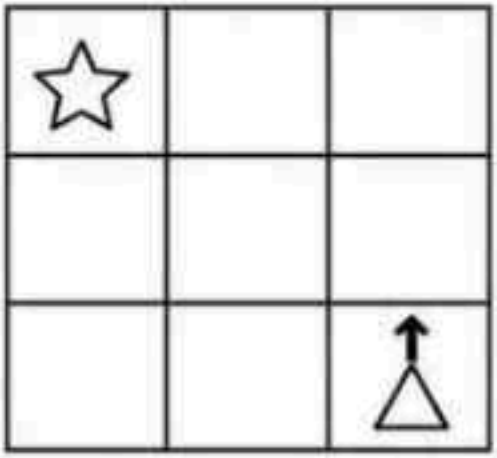
FORWARD FORWARD

3.



FORWARD FORWARD TURN RIGHT FORWARD FORWARD

4.



FORWARD FORWARD TURN LEFT FORWARD FORWARD

PREVIEW

Missing Robot Commands

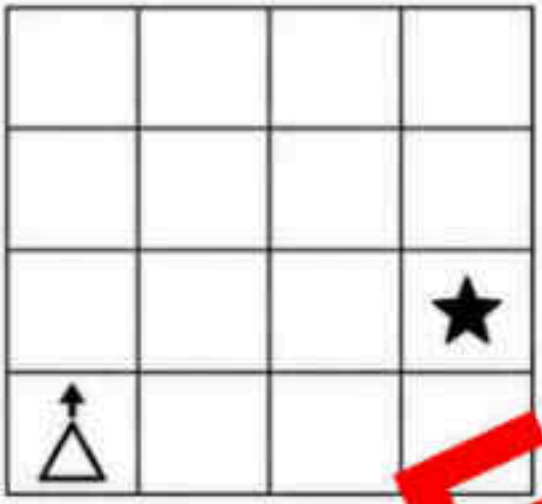
PAGE 2

Name: _____

Use the grid to write the missing command.

FORWARD ↑ BACKWARD ↓ TURN LEFT ↰ TURN RIGHT ↱

1.



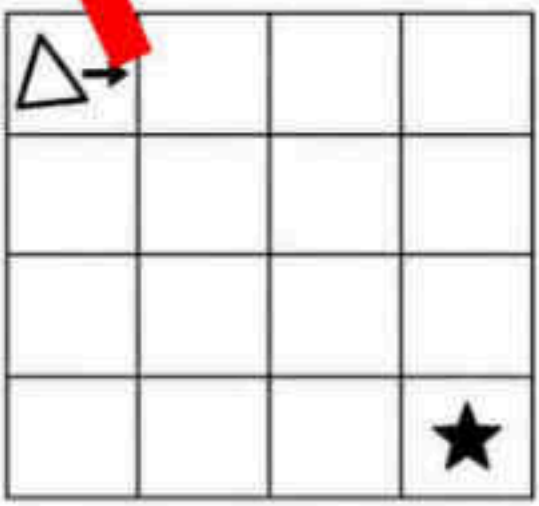
FORWARD ↑ [ ] FORWARD ↑ FORWARD ↑

2.



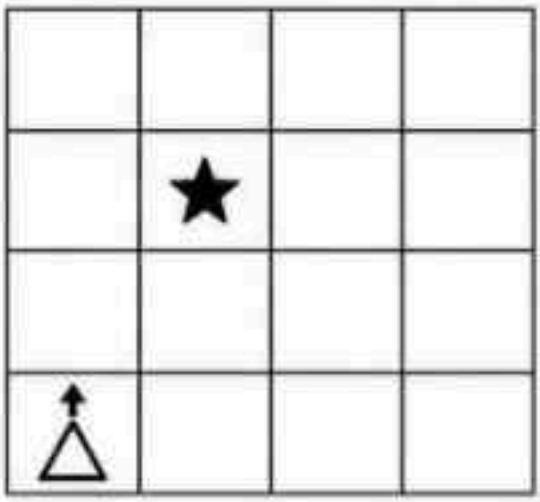
FORWARD ↑ FORWARD ↑ [ ] FORWARD ↑ FORWARD ↑

3.



FORWARD ↑ FORWARD ↑ FORWARD ↑ [ ] FORWARD ↑ FORWARD ↑ FORWARD ↑

4.



FORWARD ↑ FORWARD ↑ TURN RIGHT ↱ [ ]

PREVIEW

Missing Robot Commands

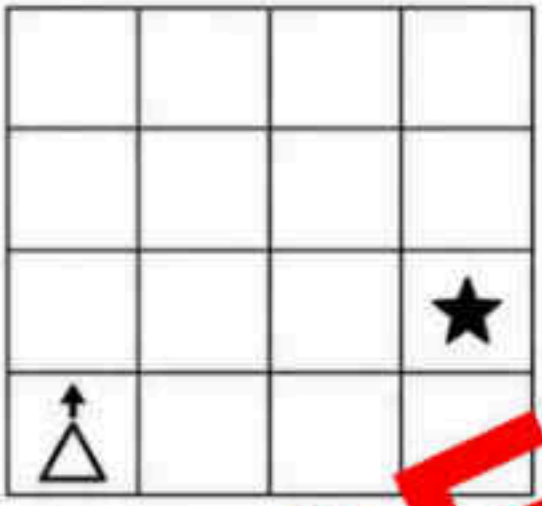
PAGE 2

Name: ANSWERS

Use the grid to write the missing command.

FORWARD ↑ BACKWARD ↓ TURN LEFT ↰ TURN RIGHT ↱

1.



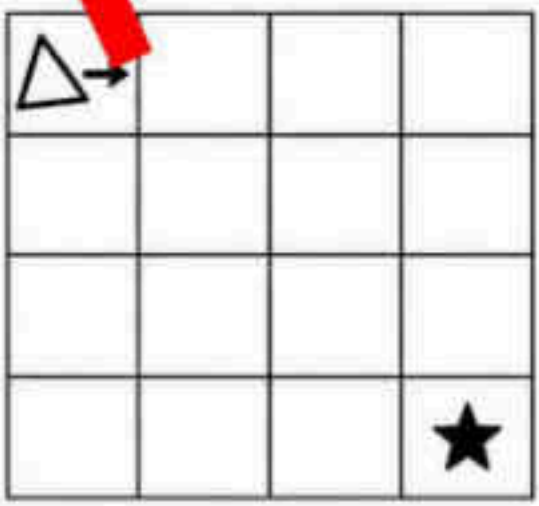
FORWARD ↑ TURN [illegible] FORWARD ↑ FORWARD ↑

2.



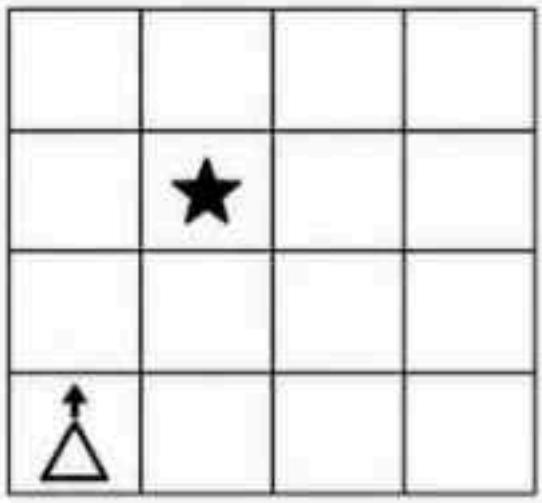
FORWARD ↑ FORWARD ↑ TURN LEFT FORWARD ↑ FORWARD ↑

3.



FORWARD ↑ FORWARD ↑ FORWARD ↑ TURN RIGHT FORWARD ↑ FORWARD ↑ FORWARD ↑

4.



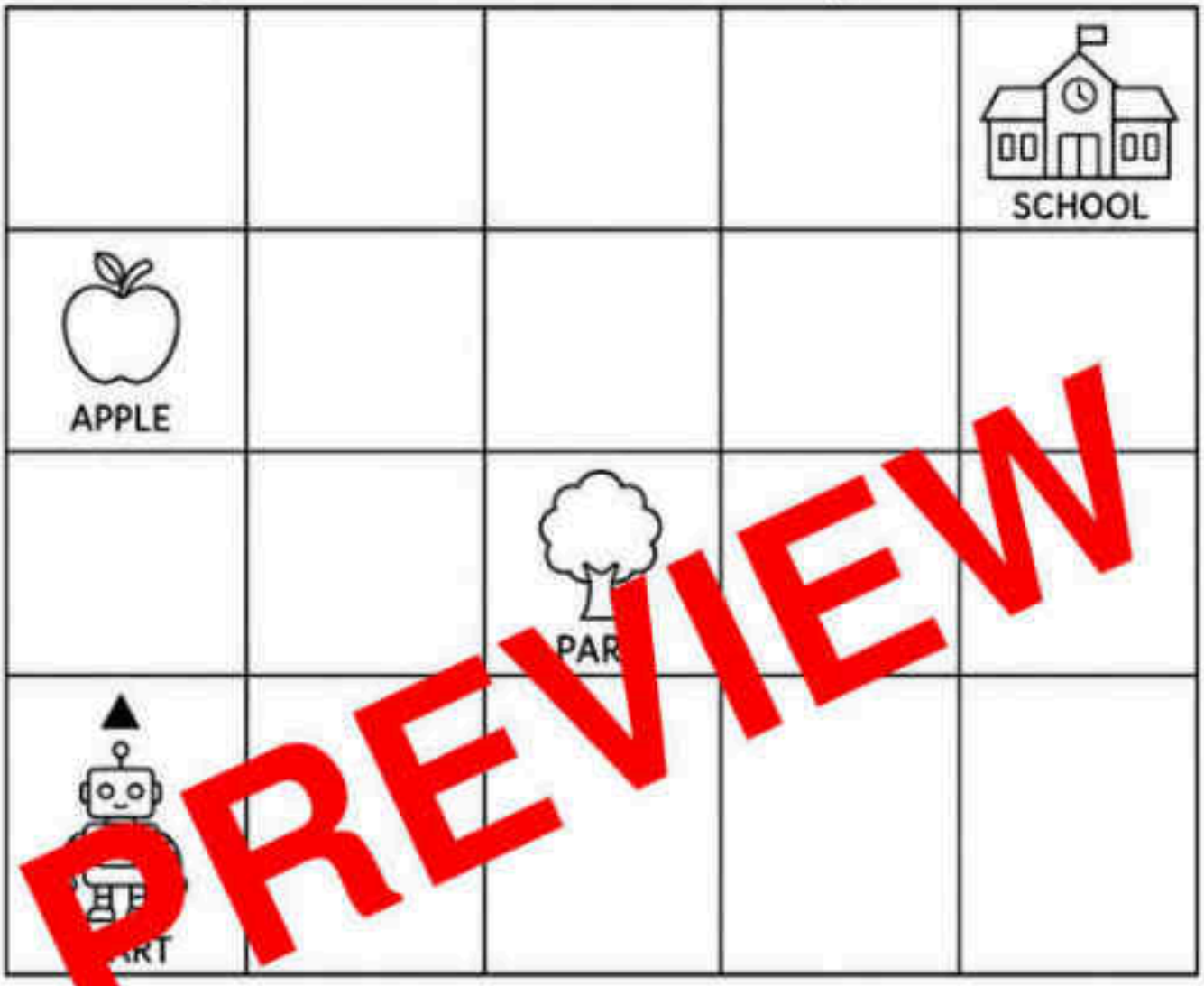
FORWARD ↑ FORWARD ↑ TURN RIGHT ↱ FORWARD

PREVIEW

Map A Route

Name:

Write an algorithm from START to each place.



PREVIEW

1. Go to APPLE.

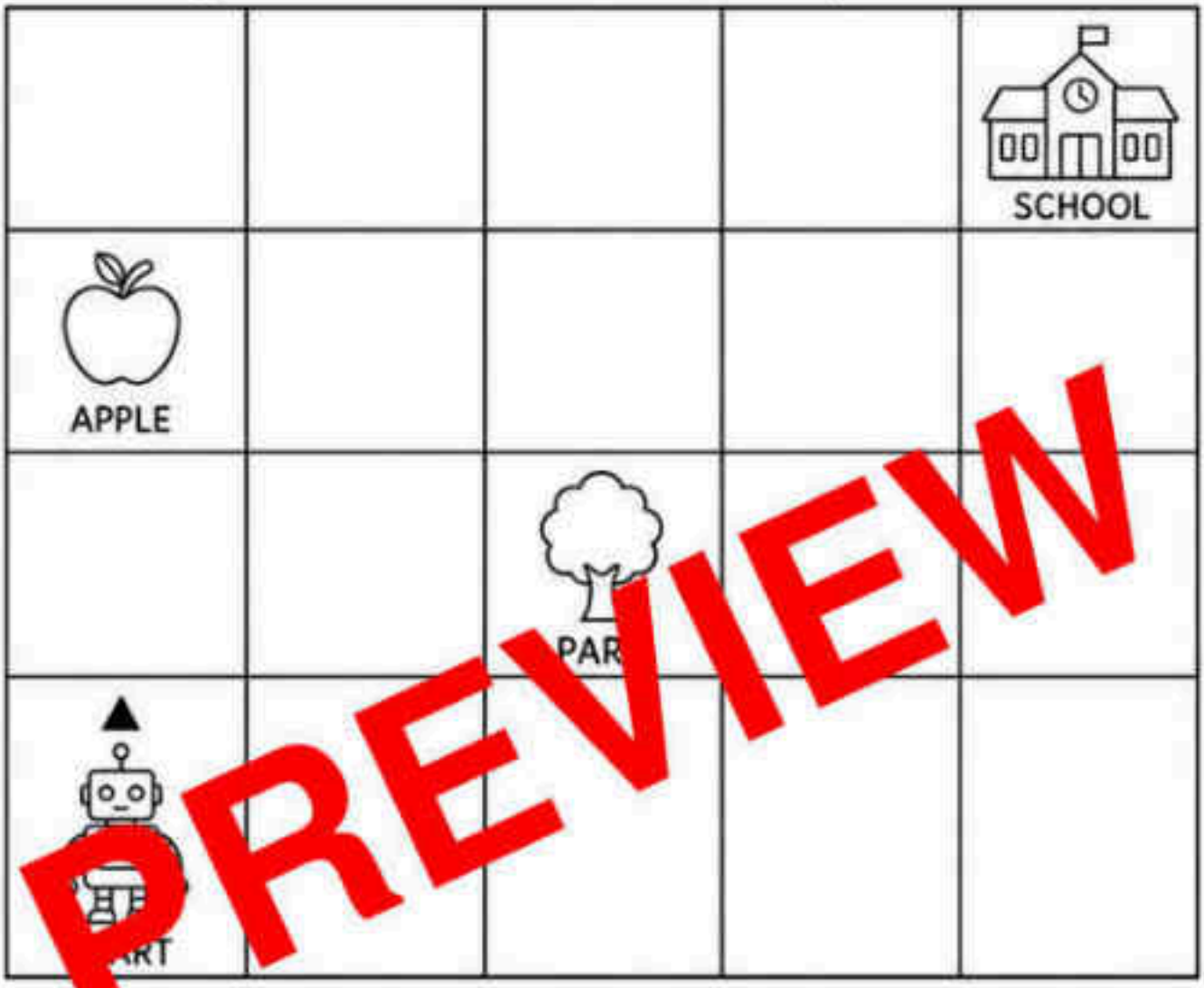
2. Go to PARK.

A turn changes the way the robot faces. It stays on the same square

Map A Route

Name: ANSWERS

Write an algorithm from START to each place.



PREVIEW

1. Go to APPLE.

FORWARD	FORWARD				

2. Go to PARK.

FORWARD	TURN RIGHT	FORWARD	FORWARD		

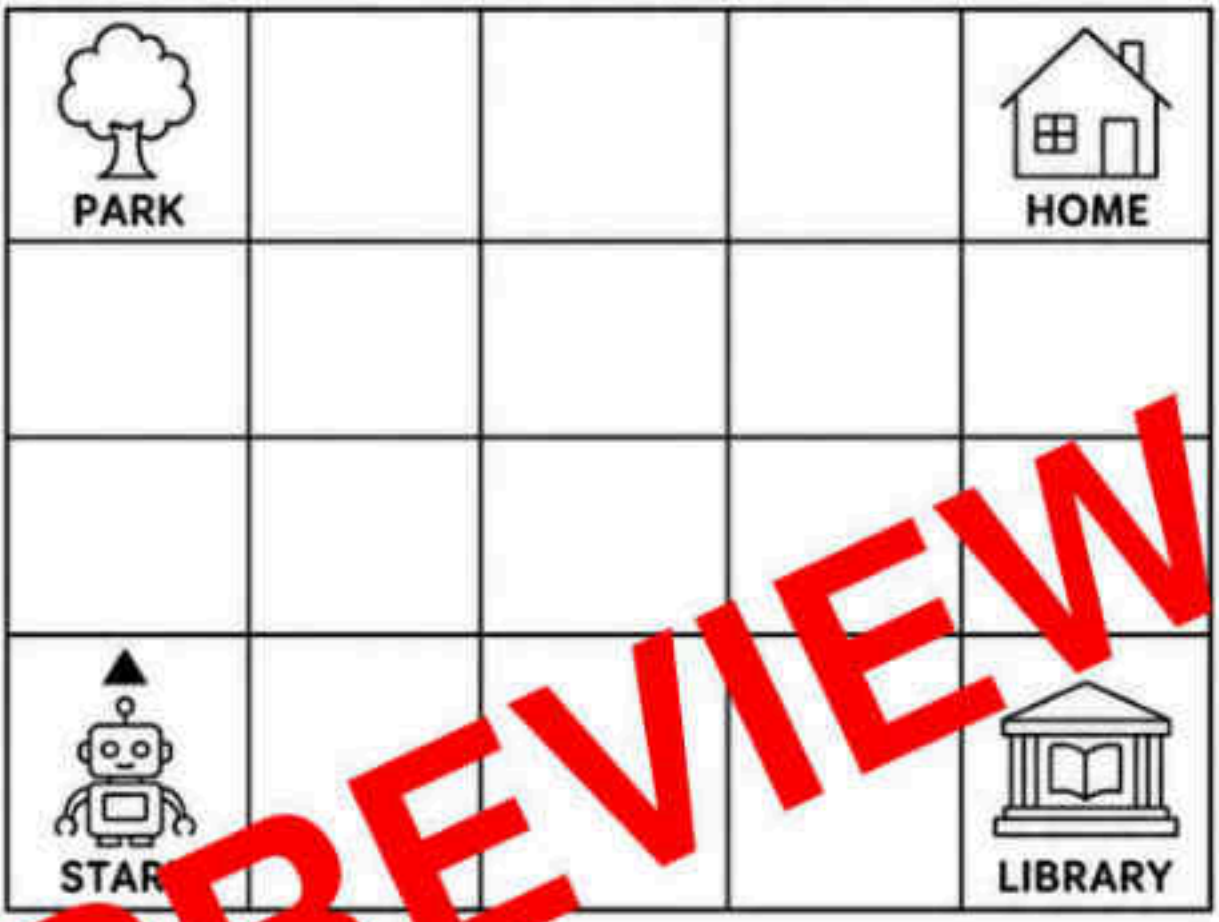
A turn changes the way the robot faces. It stays on the same square

Map A Route

PAGE 2

Name:

Write both algorithms. Then compare them.



PREVIEW

1. Visit PARK, then HOME.

2. Visit LIBRARY, then HOME.

Which route uses fewer commands?

ROUTE 1

ROUTE 2

Map A Route

PAGE 2

Name: ANSWERS

Write both algorithms. Then compare them.



PREVIEW

1. Visit PARK, then HOME.

F	F	F	R	F
F	F	F	F	

2. Visit LIBRARY, then HOME.

R	F	F	F	F
L	F	F	F	

Which route uses fewer commands?

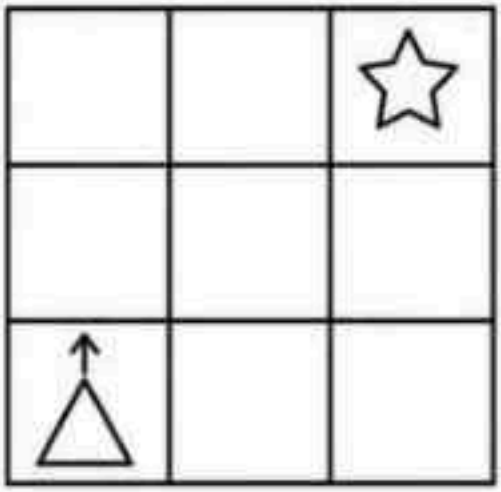
ROUTE 1 ✓ ROUTE 2

DEBUG THE ROBOT

Name:

One command is wrong. Cross it out and write the correct command.

1.



FORWARD FORWARD TURN LEFT FORWARD

Replace _____ with _____

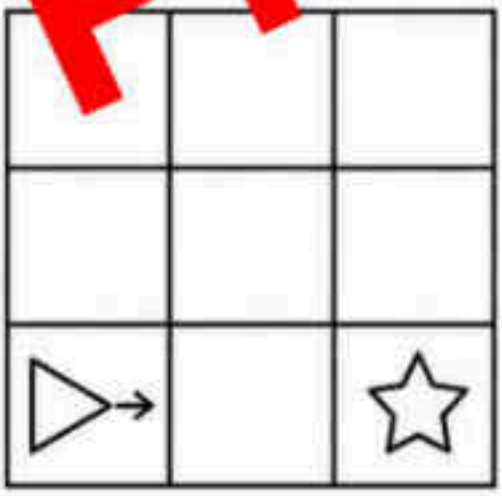
2.



RWARD FORW URN RIGHT FORWARD FORWARD

Replace _____ with _____

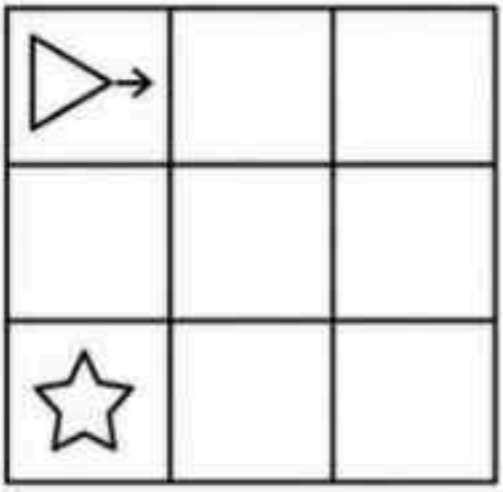
3.



FORWARD BACKWARD

Replace _____ with _____

4.



TURN LEFT FORWARD FORWARD

Replace _____ with _____

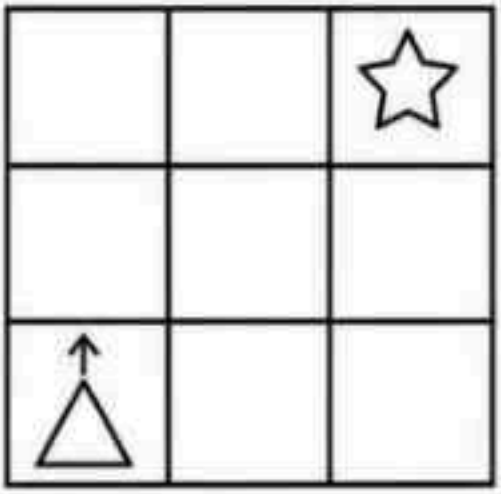
PREVIEW

DEBUG THE ROBOT

Name: ANSWERS

One command is wrong. Cross it out and write the correct command.

1.



FORWARD FORWARD ~~TURN LEFT~~ FORWARD [illegible]

Replace [illegible] with [illegible]

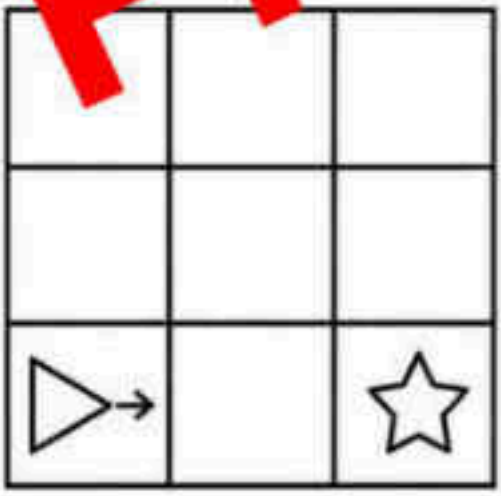
2.



[illegible] ~~TURN RIGHT~~ FORWARD FORWARD

Replace TURN RIGHT with TURN LEFT

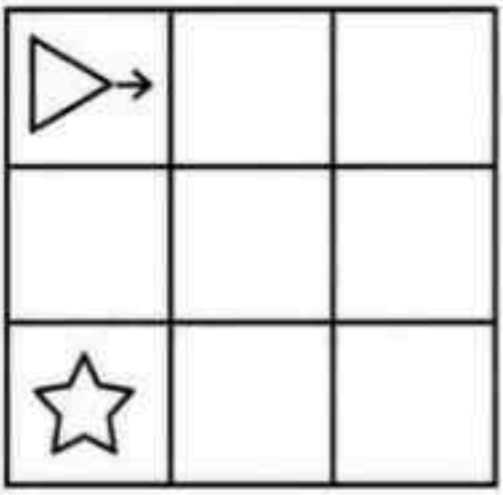
3.



FORWARD ~~BACKWARD~~

Replace BACKWARD with FORWARD

4.



~~TURN LEFT~~ FORWARD FORWARD

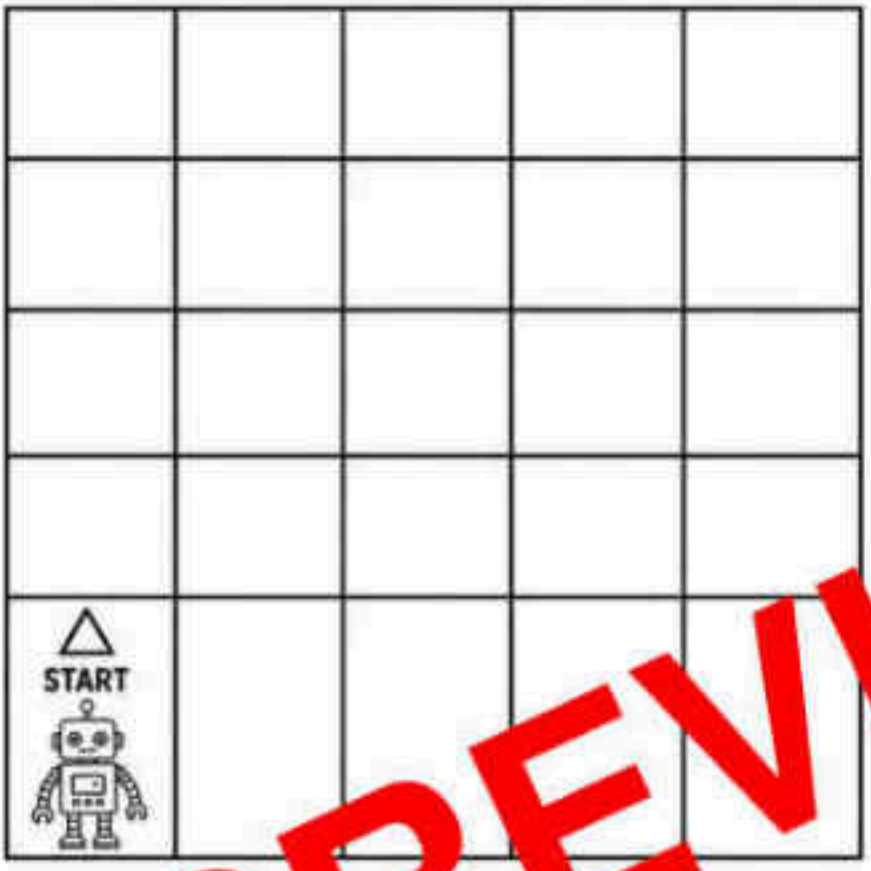
Replace TURN LEFT with TURN RIGHT

PREVIEW

DESIGN A ROBOT ROUTE

Name:

Create, test and improve your own algorithm.



Draw your destination.

PREVIEW

MY ALGORITHM

TEST AND IMPROVE

- ☐ I started in the right square.
- ☐ I checked one command at a time.
- ☐ I changed a command if I needed to.

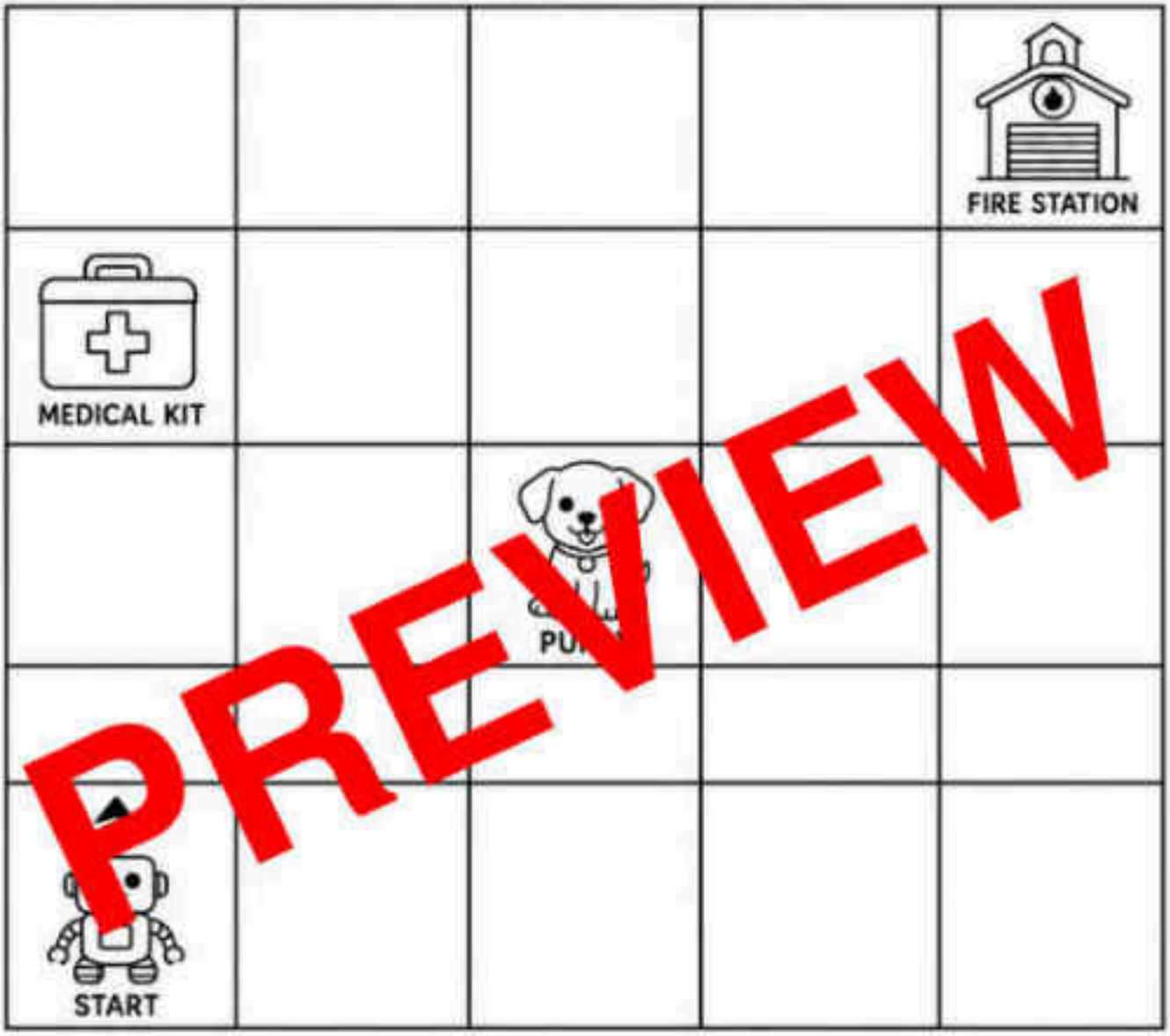
One change I made was: _____

ROBOT RESCUE MISSION

ASSESSMENT — PAGE 1

Name:

Write an algorithm to help the rescue robot.



PREVIEW

1. Go to the MEDICAL KIT.

2. Go to the PUPPY.

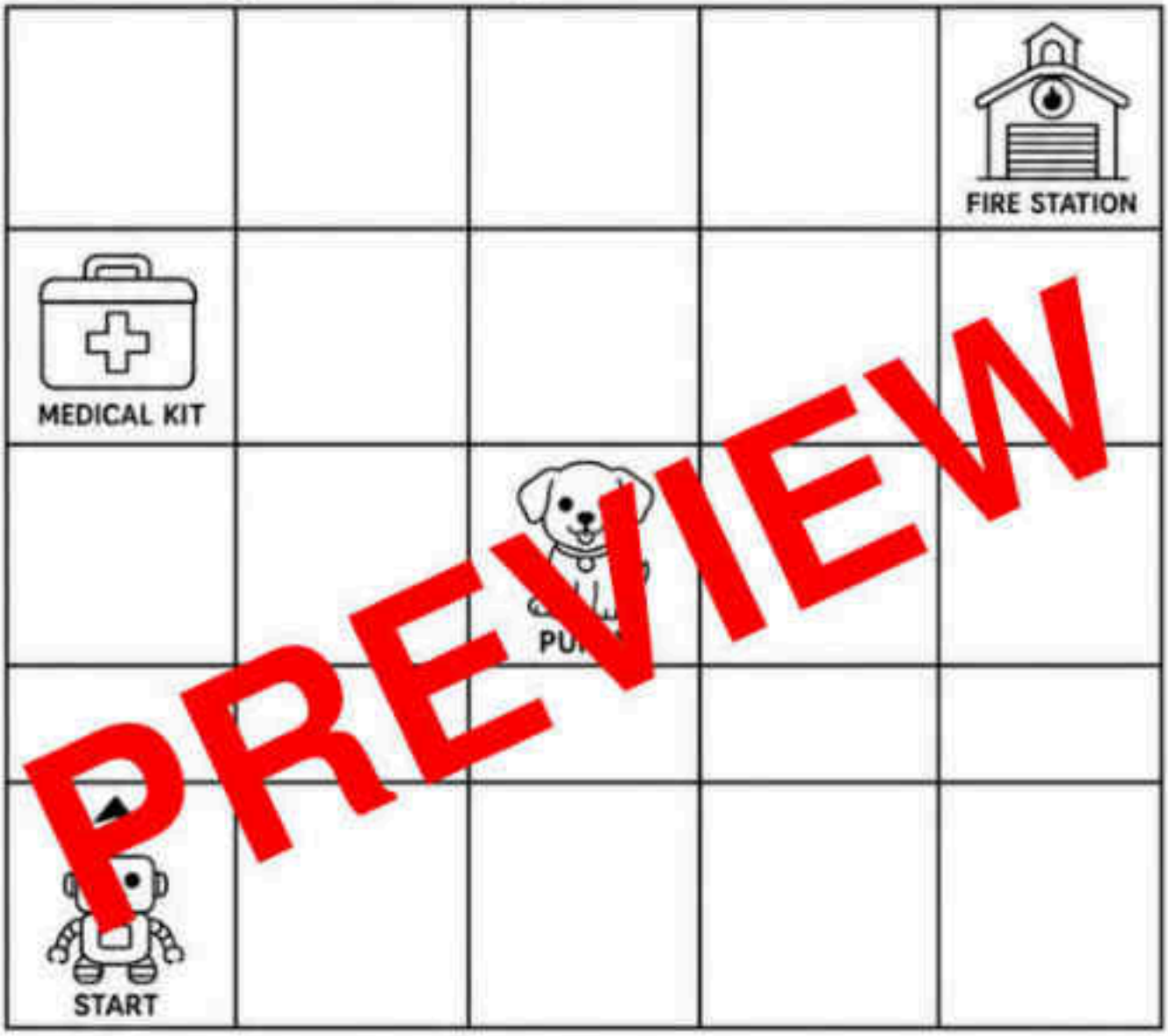
I checked each command.

ROBOT RESCUE MISSION

ASSESSMENT — PAGE 1

Name: ANSWERS

Write an algorithm to help the rescue robot.



PREVIEW

1. Go to the MEDICAL KIT.

F	F	F			

2. Go to the PUPPY.

F	F	R	F	F	

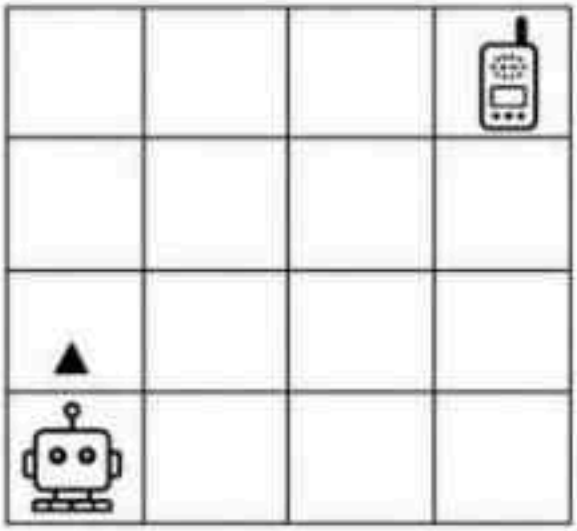
I checked each command. ✓

ROBOT RESCUE MISSION

ASSESSMENT — PAGE 2

Name:

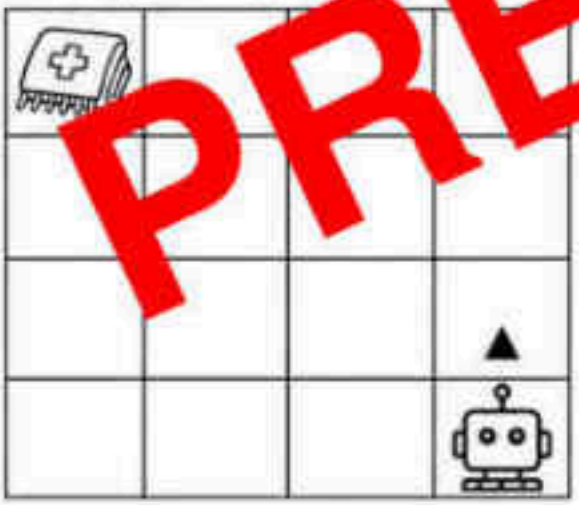
1. Write the missing command.



FORWARD FORWARD FORWARD [ ] FORWARD FORWARD FORWARD

PREVIEW

2. Debug the algorithm.



FORWARD FORWARD FORWARD TURN RIGHT FORWARD FORWARD FORWARD

Replace _____ with _____

3. Why do we check one command at a time?

_____

_____

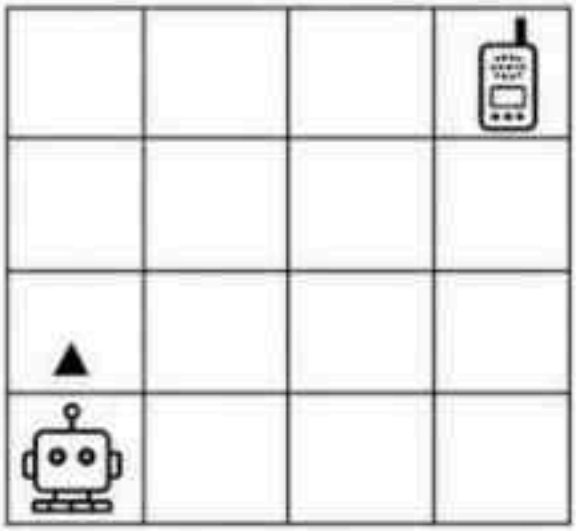
_____

ROBOT RESCUE MISSION

ASSESSMENT — PAGE 2

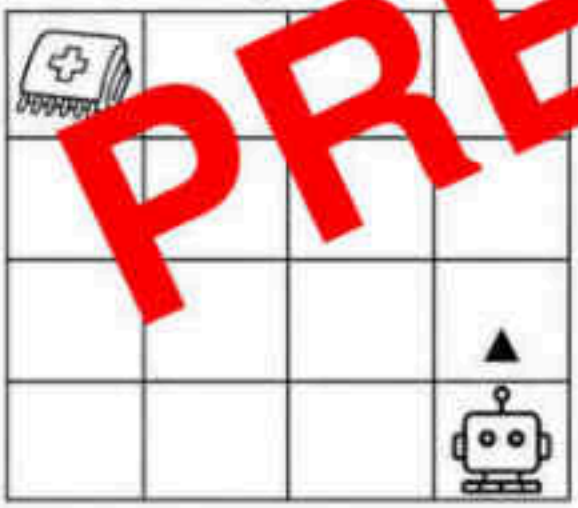
Name: ANSWERS

1. Write the missing command.



FORWARD FORWARD FORWARD [ ] FORWARD FORWARD FORWARD

2. Debug the algorithm.



FORWARD FORWARD FORWARD ~~TURN RIGHT~~ FORWARD FORWARD FORWARD

Replace TURN RIGHT with TURN LEFT

3. Why do we check one command at a time?

To find and fix an error.

PREVIEW

Programming Directions in a Robot Rubric

Student: _____ **Date:** _____ **AC9M1SP02**

CRITERIA	BEGINNING	DEVELOPING	ACHIEVING	CONFIDENT	EXCEEDING
Direction words	Needs support to use direction words.	Uses some direction words.	Uses direction words correctly.	Uses direction words accurately.	Selects precise direction words and explains them.
Ordered algorithm	Needs support to order commands.	Orders some commands.	Creates a correct ordered algorithm.	Creates and checks a correct algorithm.	Creates efficient algorithms and compares them.
Following	Needs support to follow commands.	Follows short sequences.	Follows an algorithm correctly.	Follows longer algorithms accurately.	Follows and explains complex routes.
Debugging	Needs support to find an error.	Finds an error with a prompt.	Finds and fixes one error.	Checks and fixes errors independently.	Explains why a fix works.
Communication	Gives a limited explanation.	Uses a word or picture to explain.	Explains the output clearly.	Uses maths language to justify choices.	Compares routes and justifies improvements.

PREVIEW

Programming Directions in a Robot



PREVIEW

Sukindi
LEARNING

Our Learning Goal

We are learning to give and follow directions for a robot.

I can use movement commands, order a route, test it and fix mistakes.



PREVIEW

What Is an Algorithm?

An algorithm is an ordered set of steps.

A robot follows one command at a time.

The order matters!



PREVIEW

Robot Command Vocabulary

FORWARD – move one square ahead

BACKWARD – move one square behind

TURN LEFT – face left on the spot

TURN RIGHT – face right on the spot



PREVIEW

Check the Facing Direction

Before moving, find which way the robot is facing.

A turn changes the way it faces.

A move does not move the robot to a new square.



PREVIEW

Follow a Simple Route

Start facing [illegible]ort

Com[illegible]ds: FO[illegible]WA[illegible]D • FO[illegible]WA[illegible]D

The [illegible]ob[illegible]oves tw[illegible]quares north.

Po[illegible]t to e[illegible]h sq[illegible]e as you follow the route.



PREVIEW

Turn, Then Move

Start facing ort

Comm as: TU RI HT • F RWARD

t fa ea Then m one square east.

Reme ber: n first, move second.



PREVIEW

Build an Algorithm

1. Find the start and destination.
2. Choose the robot's facing direction.
3. Choose one command at a time.
4. Record the commands in order.



PREVIEW

Test Every Command

Act out the algorithm on [illegible] a time.

Tick [illegible] after it is [illegible].

[illegible] each the [illegible] safely?



PREVIEW

Debug the Route

Debug means find a d fix mis ke.

Sto here th ou goes ron .

Chan ne mm d, then the whole route again.



PREVIEW

Compare Two Routes

Two different algorithms can create the same place.

Compare the number of moves and turns.

Which route is clear and efficient?



PREVIEW

Programmer and Robo

PROGRAMMER: says or record one comm nd at a ime.

ROBOT: follo exactly wha he pr ram er says.

Swa les, st the oute a elp each other debug.



PREVIEW

Review Your Learning

I can

- name movements and turn commands
- follow commands in order
- create a route to a destination
- test and debug an algorithm



PREVIEW


Well Done,
Robot Programmers!
PREVIEW
Sukindi
LEARNING

Programming Directions Robot Quiz



PREVIEW

Sukindi LEARNING

Question 1 · True or False

An algorithm is an ordered set of instructions

TRUE or FALSE?



PREVIEW

Answer 1 · True

TRU

An algorithm tells the robot which steps to follow and in what order.



PREVIEW

Question 2 · Multiple Choice

Which command changes the way a robot turns without moving to a new square?

A. Forward B. Backward

C. Turn left D. Stop



PREVIEW

Answer 2 · C

RN L T

A turn cha t fac ection while e robot stays on the same square.



PREVIEW

Question 3 · Short Answer

Start facing [illegible]

Commands: [illegible]

[illegible] many squares does the robot move?



PREVIEW

Answer 3

TWO SQUARES NORTH

Each FORWARD command moves the robot one square ahead.



PREVIEW

Question 4 · Multiple Choice

Start facing north.

Commands: FORWARD • TURN RIGHT • FORWARD

Where does the robot finish?

A. One north and one east B. Two north

C. One west D. Back at the start



PREVIEW

Answer 4 · A

ONE SQUARE NORTH AN ONE SQUARE EAST

Move north, turn to face east, then move east.



PREVIEW

Question 5 · True or False

A turn command moves the robot to the next square.

TRUE or FALSE?



PREVIEW

Answer 5 · False

FALS

A turn cha t robo eing directio t does not move to a new square.



PREVIEW

Question 6 · Missing Command

A robot turns right and faces east.

Which command is missing to move it one square east?

TURN RIGHT • _____



PREVIEW

Answer 6

FORWARD

After turning to face east, FORWARD moves the robot one square east.



PREVIEW

Question 7 · Debug It

The robot should trave[illegible] short[illegible] the[illegible] ast.

Algorithm: [illegible]WAR[illegible] TU[illegible]N LEF[illegible] FO[illegible]ARD

What should change?

A. F[illegible] FORWARD to BACKWARD

B. TURN LEFT to TURN RIGHT

C. Last FORWARD to BACKWARD D. Nothing



PREVIEW

Answer 7 · B

REPLACE TURN LEFT W TH RN HT

After moving orth e robo st turn right to face east.



PREVIEW

Question 8 · Explain

Why do programmers test an algorithm one command at a time?

PREVIEW



Answer 8

Testing step by step helps us find the exact command that went wrong so we can fix it.



PREVIEW

Question 9 · True or False

Two different algorithms can reach the same destination.

TRUE or FALSE?



PREVIEW

Answer 9 · True

TRU

Different routes can fini at th ame d ation. We can compare their moves and turns.



PREVIEW

Question 10 · Multiple Choice

What is the best first step wh pla ng bot ro te?

A. ress ev utton

. Guess a long algorithm

. Fin he s t, destination and facing direction

D. Turn the robot around



PREVIEW

Answer 10 · C

FIND THE START, DESTINATIO AND ACI DIRECTION

These details lp y choose first command correctly.



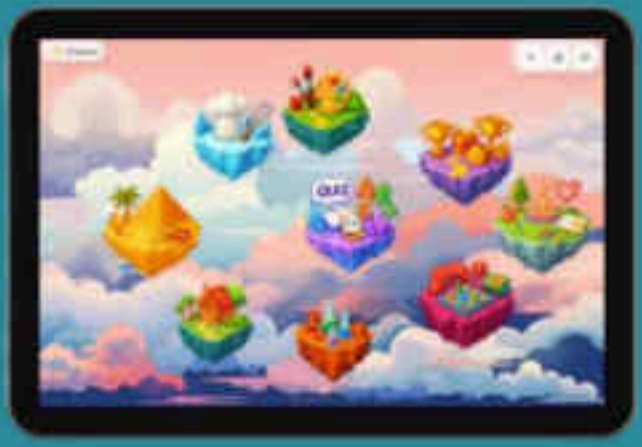
PREVIEW

Quiz Complete!

PREVIEW



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Mysterious Maps - Year 2

Table of Contents
Presentation: Mysterious Maps
Classroom Display: Maps from Above
Word Wall: Position and Route Words
Student Reference: Map Keys and Symbols
Activity: Map Talk Match Cards
Game: Route Rangers
Game: Turn and Travel
Activity: Build a Room Map
Worksheet: Position Detectives
Worksheet: Read the Park Map
Worksheet: Follow the Dot-Grid Route
Worksheet: Mark the Town Map
Worksheet: Find Your Place
Worksheet: School Map Reasoning
Worksheet: Map My Room
Quiz: Mysterious Maps
Assessment: Secret Garden Map Mission
Rubric: Mysterious Maps Rubric

MAPS FROM ABOVE



real place



title

map view

symbols

key

pathway

PREVIEW

A map is a two-dimensional view of a place from above.

POSITION AND ROUTE WORDS



above



below



beside



between



in front of



behind



left



right



near



far



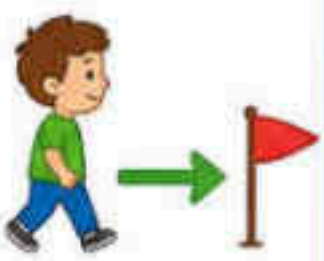
opposite



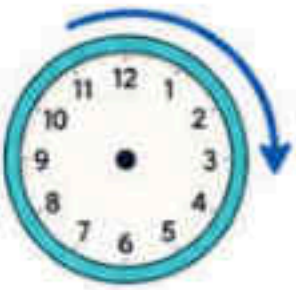
past



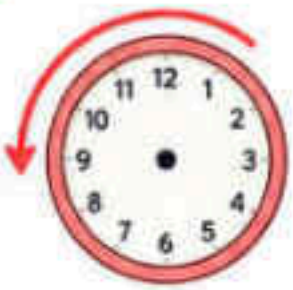
around



towards



clockwise



anticlockwise

PREVIEW

MAP KEYS AND SYMBOLS

 tree	 bench
 toilets	 playground
 library	path
 pond	 gate

PREVIEW

1. Use one symbol for one feature.
2. Keep symbols simple.
3. Label your map clearly.

MAP TALK MATCH CARDS - SET 1













PREVIEW

above

below

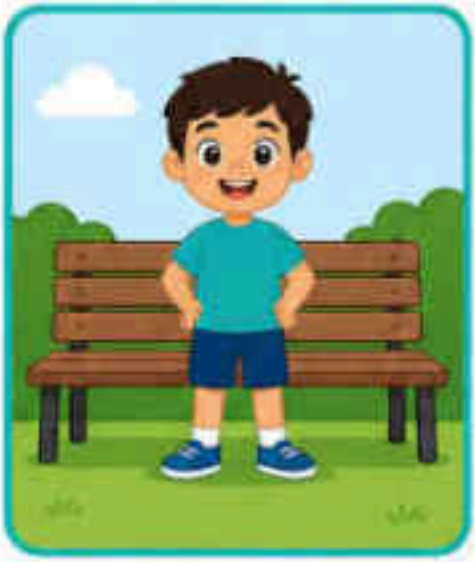
beside

between

left

right

MAP TALK MATCH CARDS - SET 2













PREVIEW

in front of

behind

near

far

opposite

around


ROUTE RANGERS
Draw a ca ollow the route. First ranger to FINISH wins.
gate
pond
tree
bench
playground
START
garden
FINISH
PREVIEW

ROUTE RANGERS - DIRECTION CARDS

Move 1 space forwards



Move 2 spaces forwards



Turn left



Turn right



Move past the tree



Move towards the pond



Move to the b[illegible]ch



[illegible]ve to [illegible]e playground



Go around the garden



Move back space



Take a quarter turn clockwise



Take a quarter turn anticlockwise



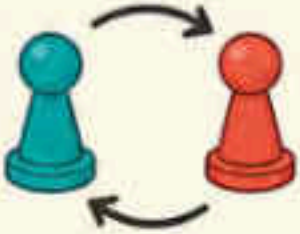
Take a half turn



Choose your direction



Swap places



Miss a turn



PREVIEW

TURN AND TRAVEL

PREVIEW



Sp[illegible]n your counter, then move one space.

TURN AND TRAVEL - CHALLENGE CARDS



Face the gate.
Make a half turn.



Face the pond.
Make a half turn.



Face the tree.
Make a half turn.



Face the bench.
Make a half turn.



Face the gate.
Make a quarter
turn clockwise.



Face the po
Make quarter
tu lock e.



Fac e tree.
Make a quarter
urn clockwise.



Face the bench.
Make a quarter
turn clockwise.



Face the gate.
Make a quarter
turn anticlockwise.



Face the pond.
Make a quarter
turn anticlockwise.



Face the tree.
Make a quarter
turn anticlockwise.



Face the bench.
Make a quarter
turn anticlockwise.



Face the gate.
Make a full turn.
Where are you
facing?



Face the pond.
Make a full turn.
Where are you
facing?



Face the tree.
Make a full turn.
Where are you
facing?



Face the bench.
Make a full turn.
Where are you
facing?

PREVIEW

BUILD A ROOM MAP - MAP MAT



PREVIEW

Place the symbols from page 2. Then describe where they are.

KEY

BUILD A ROOM MAP - SYMBOLS



bed



bed



desk



desk



chair



chair



chair



chair



book shelf



bookshelf



rug



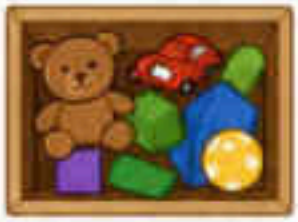
rug



lamp



lamp



toy box



toy box



window



window



plant



plant

PREVIEW

POSITION DETECTIVES - PAGE 1

Name: _____

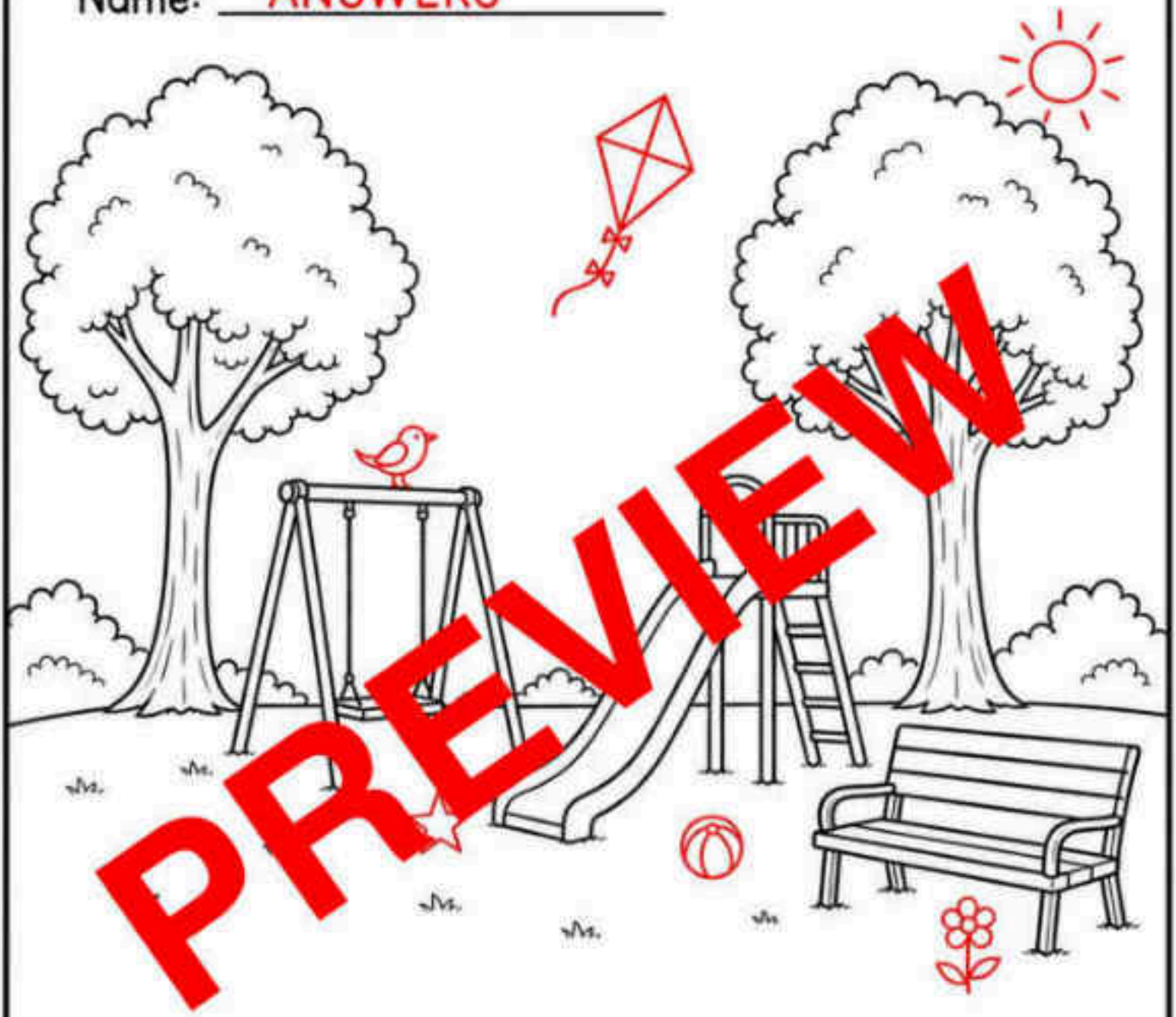


PREVIEW

1. Draw a bird above the swing.
2. Draw a ball below the slide.
3. Draw a flower beside the bench.
4. Draw a kite between the two trees.
5. Draw a star to the left of the slide.
6. Draw a sun to the right of the tree.

POSITION DETECTIVES - PAGE 1

Name: ANSWERS



1. Draw a bird above the swing.
2. Draw a ball below the slide.
3. Draw a flower beside the bench.
4. Draw a kite between the two trees.
5. Draw a star to the left of the slide.
6. Draw a sun to the right of the tree.

POSITION DETECTIVES - PAGE 2

Name: _____

Circle the word that matches each picture.

1.



in front of behind

2.



behind in front of

3.



near far

4.



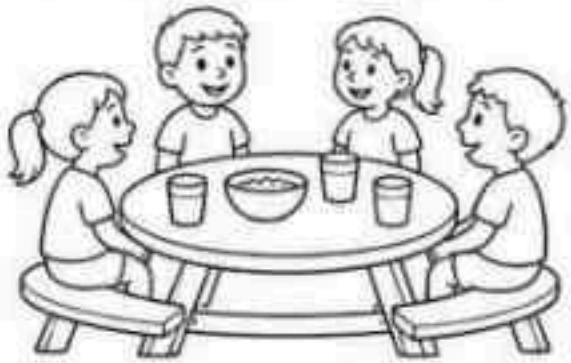
near far

5.



opposite around

6.



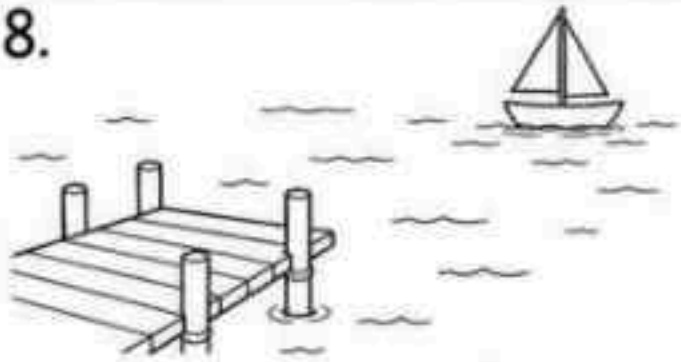
around opposite

7.



near far

8.



near far

PREVIEW

POSITION DETECTIVES - PAGE 2

Name: ANSWERS

Circle the word that matches each picture.

1.



in front of behind

2.



behind in front of

3.



near far

4.



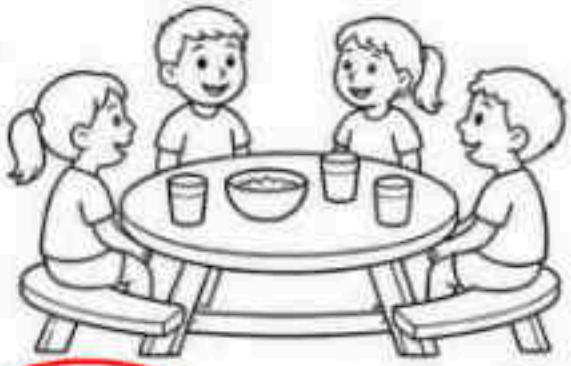
near far

5.



opposite around

6.



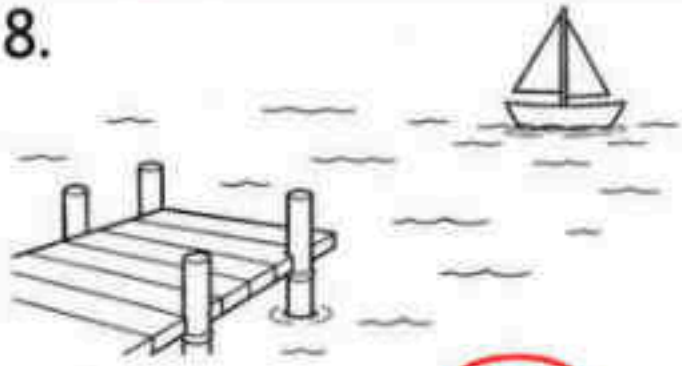
around opposite

7.



near far

8.

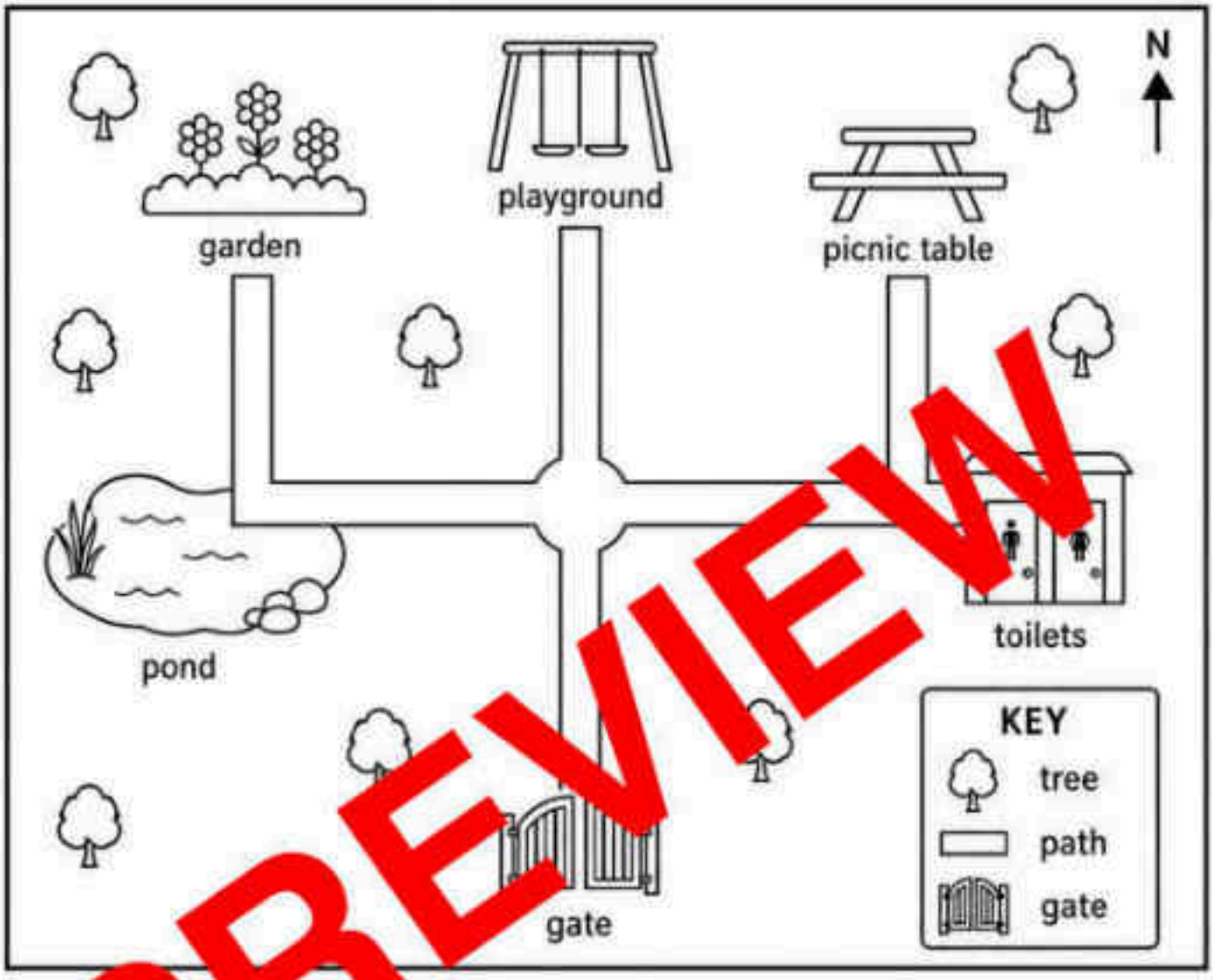


near far

PREVIEW

READ THE PARK MAP - PAGE 1

Name: _____



PREVIEW

1. What is at the top centre of the map?

_____

2. What is below the garden?

_____

3. What is above the toilets?

_____

4. Which feature is opposite the toilets?

_____

5. Which two features are joined by the horizontal path?

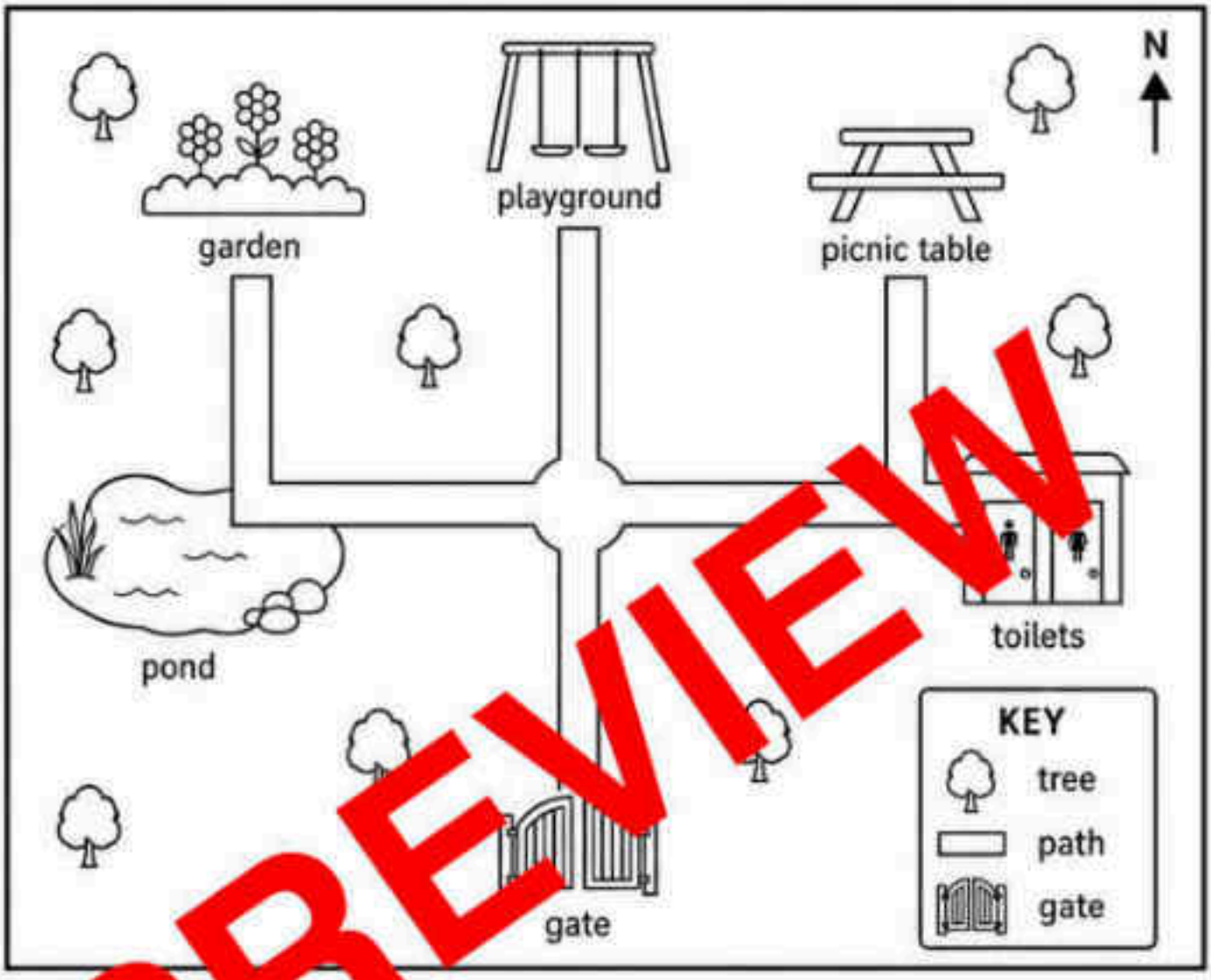
_____

6. Is the playground north or south of the gate?

_____

READ THE PARK MAP - PAGE 1

Name: ANSWERS

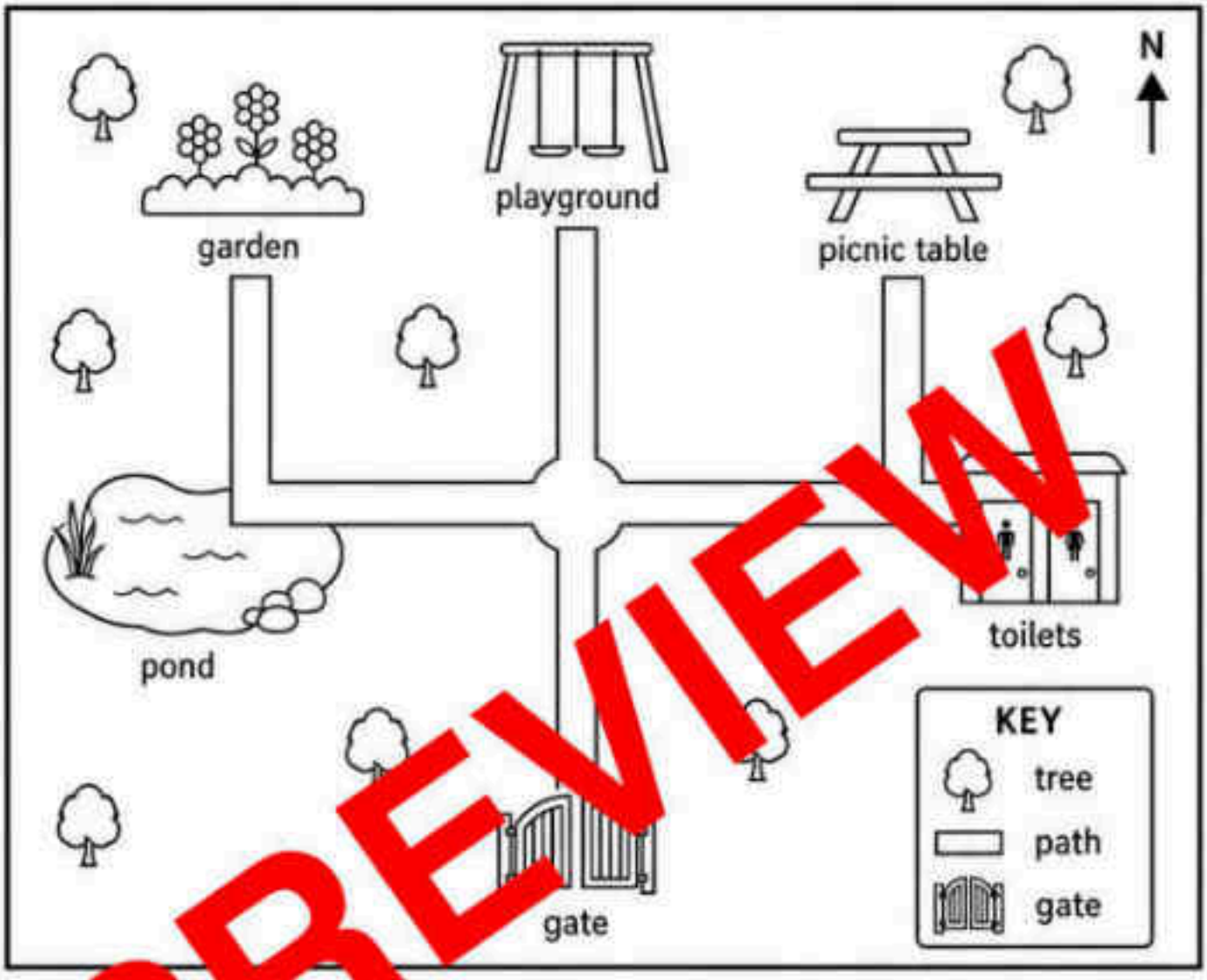


PREVIEW

1. What is at the top centre of the map?
   playground
2. What is below the garden?
   pond
3. What is above the toilets?
   picnic table
4. Which feature is opposite the toilets?
   pond
5. Which two features are joined by the horizontal path?
   pond and toilets
6. Is the playground north or south of the gate?
   north

READ THE PARK MAP - PAGE 2

Name: _____



PREVIEW

1. Draw a path from the gate to the playground.

2. Draw a path from the pond to the toilets.

3. Write two directions to travel from the garden to the gate.

_____

_____

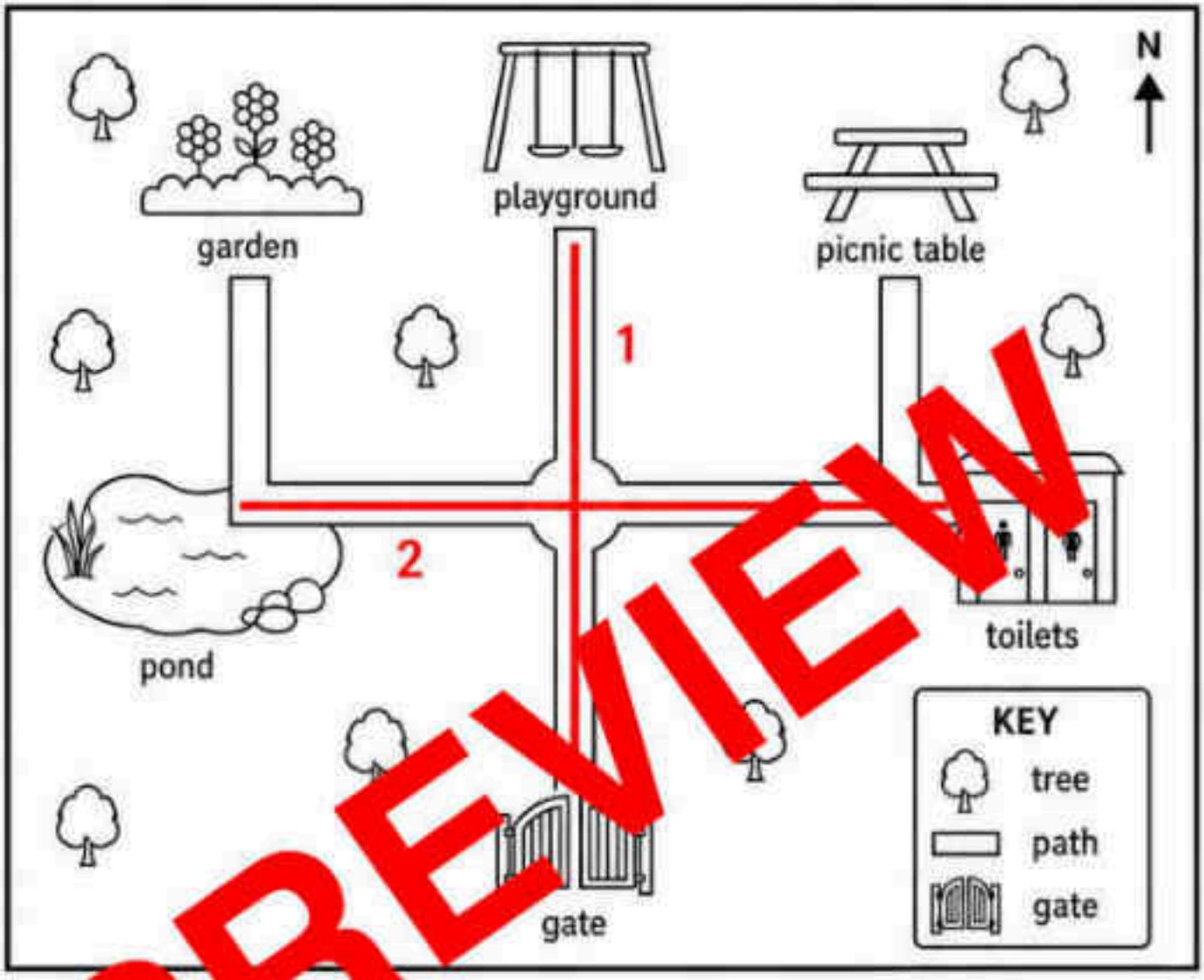
4. Which route is shorter: gate to pond or gate to picnic table?

Explain: _____

_____

READ THE PARK MAP - PAGE 2

Name: ANSWERS



PREVIEW

1. Draw a path from the gate to the playground.

2. Draw a path from the pond to the toilets.

3. Write two directions to travel from the garden to the gate.

   1. Move south to the pond.

   2. Move east to the centre, then south to the gate.

4. Which route is shorter: gate to pond or gate to picnic table?

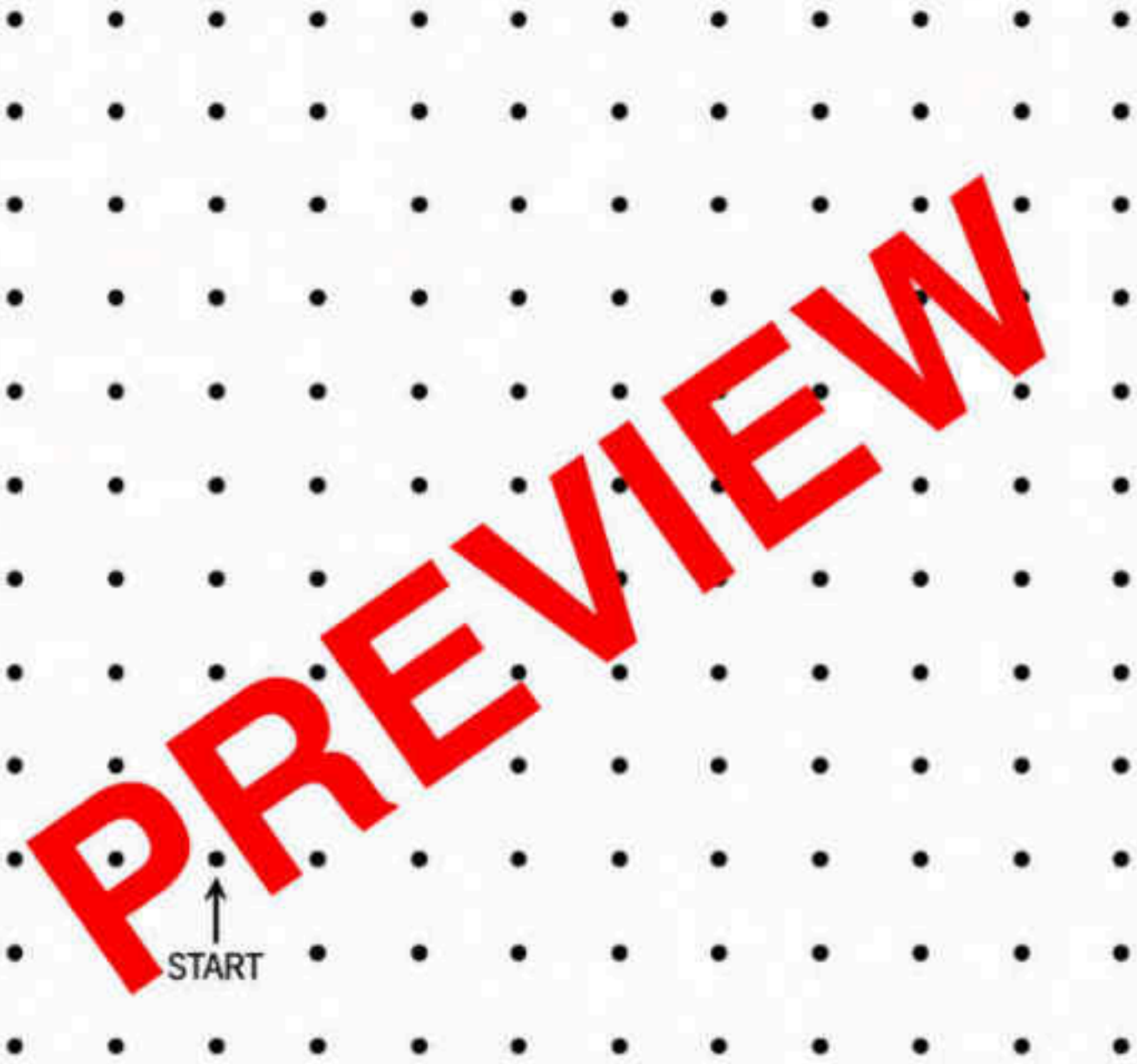
   Explain: gate to pond

   It uses fewer path sections.

FOLLOW THE DOT-GRID ROUTE - PAGE 1

Name: _____

Start at START. Draw one continuous path.



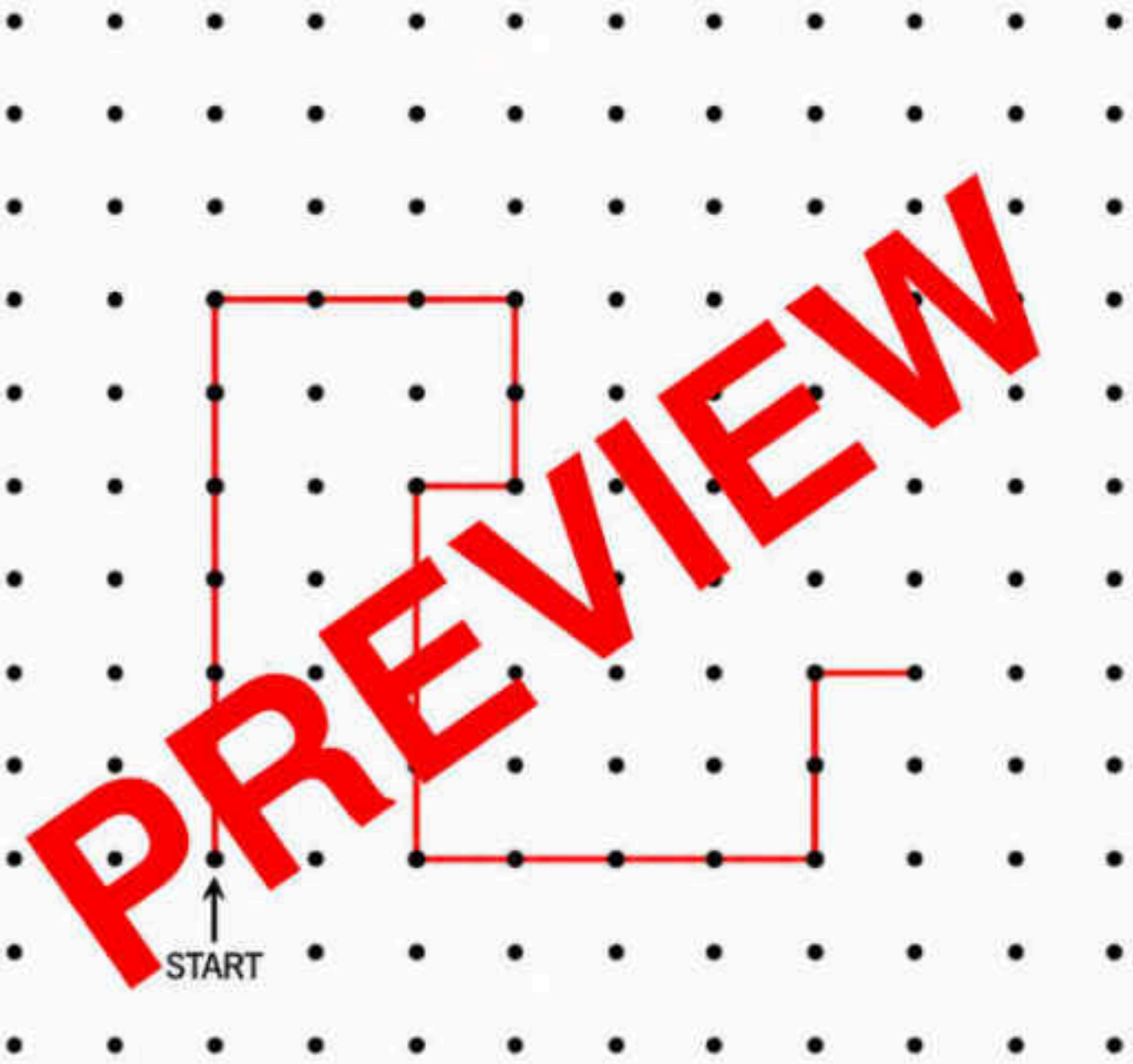
PREVIEW

1. Move up 6 spaces.
2. Move right 3 spaces.
3. Move down 2 spaces.
4. Move left 1 space.
5. Move down 4 spaces.
6. Move right 4 spaces.
7. Move up 2 spaces.
8. Move right 1 space.

FOLLOW THE DOT-GRID ROUTE - PAGE 1

Name: ANSWERS

Start at START. Draw one continuous path.



PREVIEW

1. Move up 6 spaces.
2. Move right 3 spaces.
3. Move down 2 spaces.
4. Move left 1 space.
5. Move down 4 spaces.
6. Move right 4 spaces.
7. Move up 2 spaces.
8. Move right 1 space.

FOLLOW THE DOT-GRID ROUTE - PAGE 2

Name: _____

Start at START. Draw one continuous path.



PREVIEW

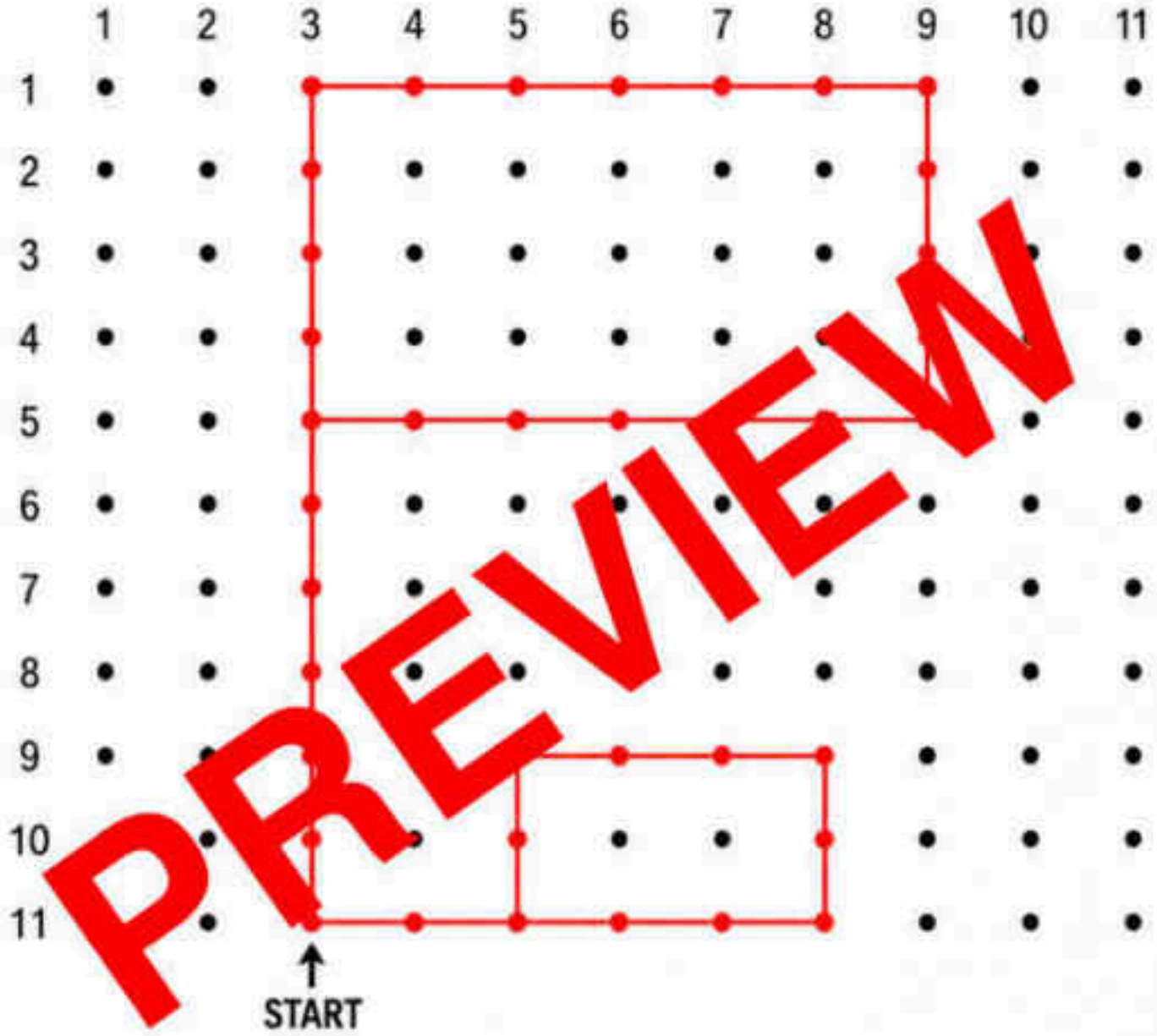
1. Move up 10 spaces.
2. Move right 6 spaces.
3. Move down 4 spaces.
4. Move left 6 spaces.
5. Move down 6 spaces.
6. Move right 5 spaces.
7. Move up 2 spaces.
8. Move left 3 spaces.
9. Move down 2 spaces.
10. Move left 2 spaces.

What shape did you reveal? _____

FOLLOW THE DOT-GRID ROUTE - PAGE 2

Name: ANSWERS

Start at START. Draw one continuous path.



PREVIEW

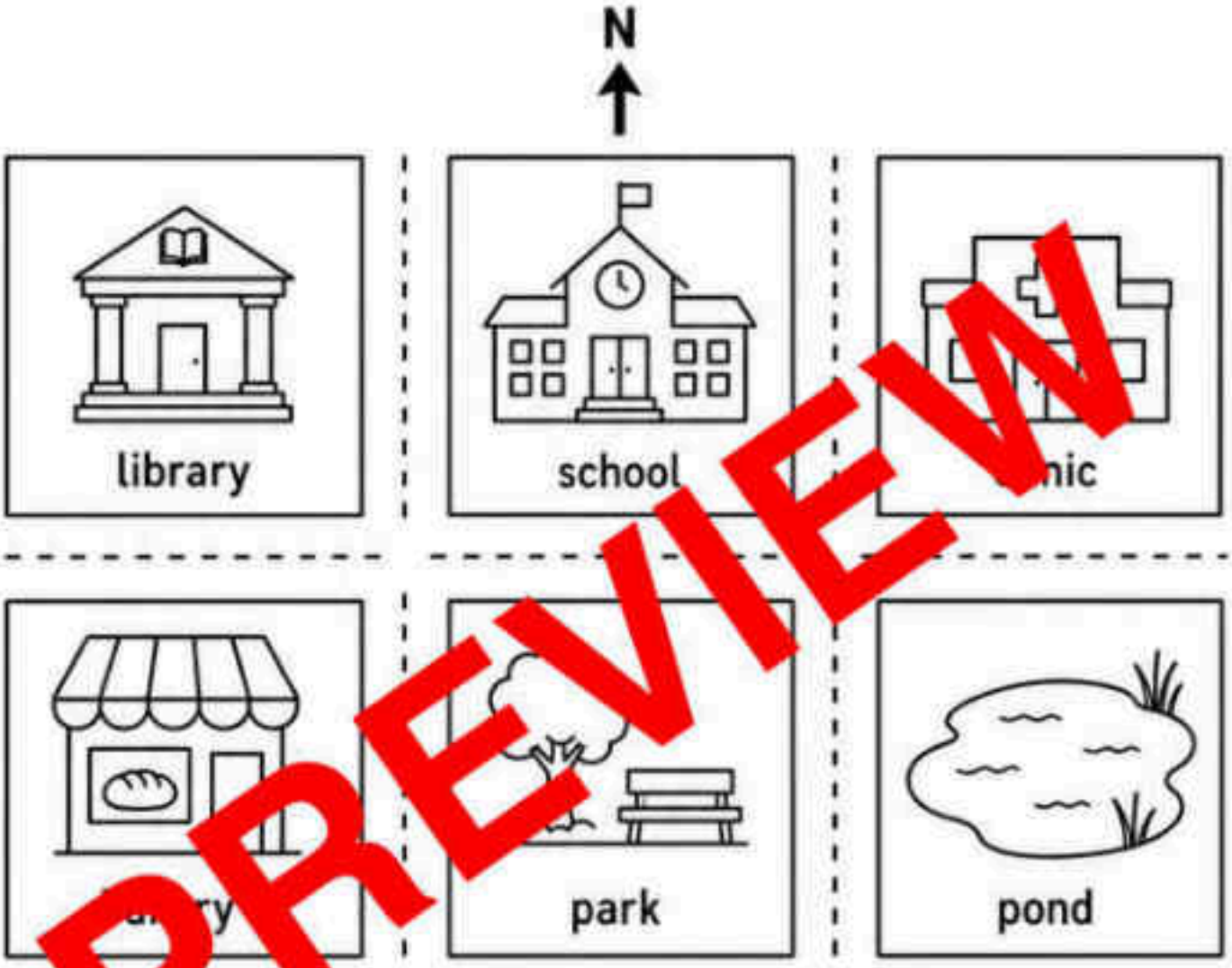
1. Move up 10 spaces.
2. Move right 6 spaces.
3. Move down 4 spaces.
4. Move left 6 spaces.
5. Move down 6 spaces.
6. Move right 5 spaces.
7. Move up 2 spaces.
8. Move left 3 spaces.
9. Move down 2 spaces.
10. Move left 2 spaces.

What shape did you reveal? flag

MARK THE TOWN MAP - PAGE 1

Name: _____

Draw each route on the map. Write the destination.



PREVIEW

1. Start at the bakery. Travel north one block.

   Destination: _____

2. Start at the school. Travel east one block.

   Destination: _____

3. Start at the pond. Travel west one block.

   Destination: _____

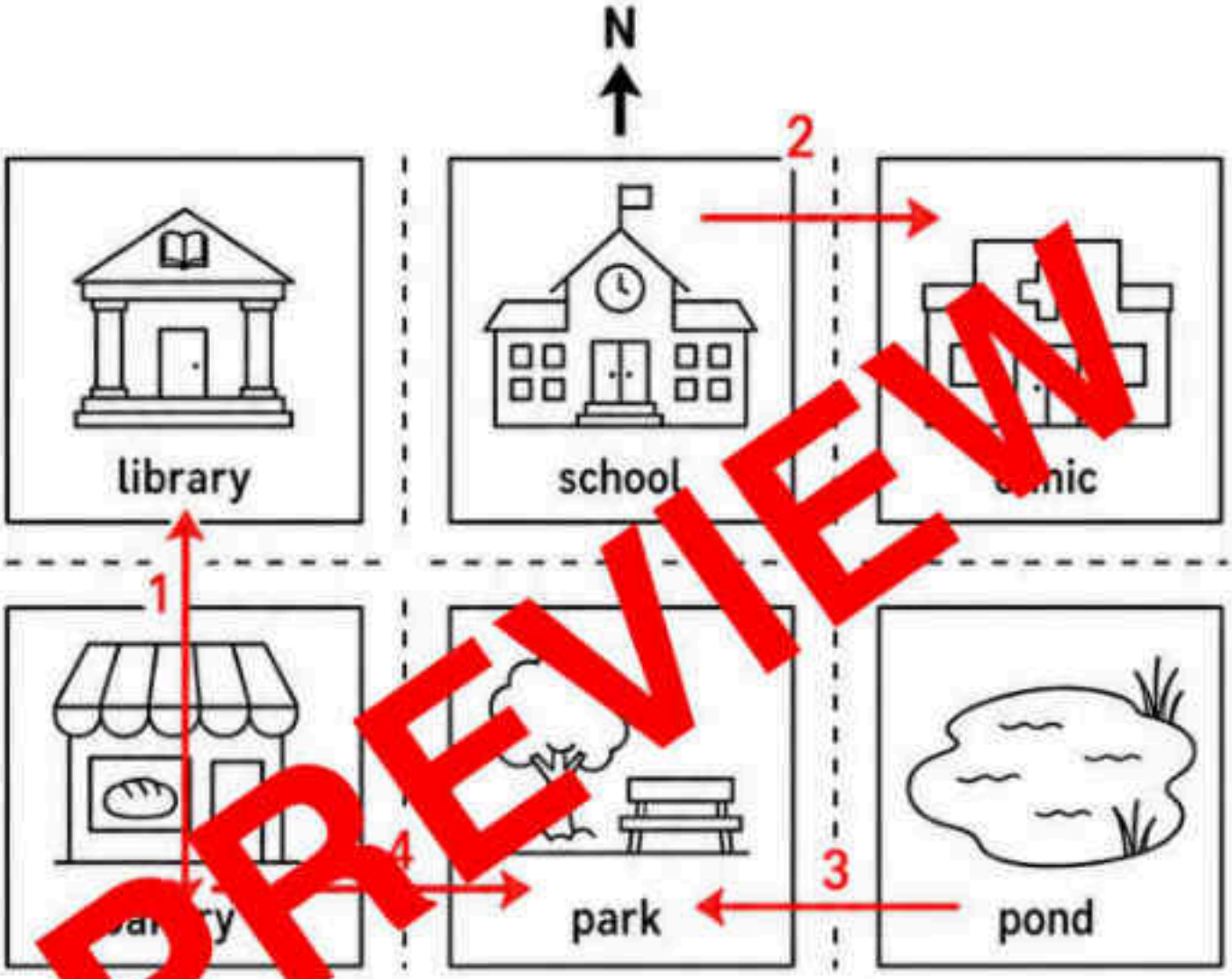
4. Start at the library. Travel south one block, then east one block.

   Destination: _____

MARK THE TOWN MAP - PAGE 1

Name: ANSWERS

Draw each route on the map. Write the destination.



PREVIEW

1. Start at the bakery. Travel north one block.

   Destination: library

2. Start at the school. Travel east one block.

   Destination: clinic

3. Start at the pond. Travel west one block.

   Destination: park

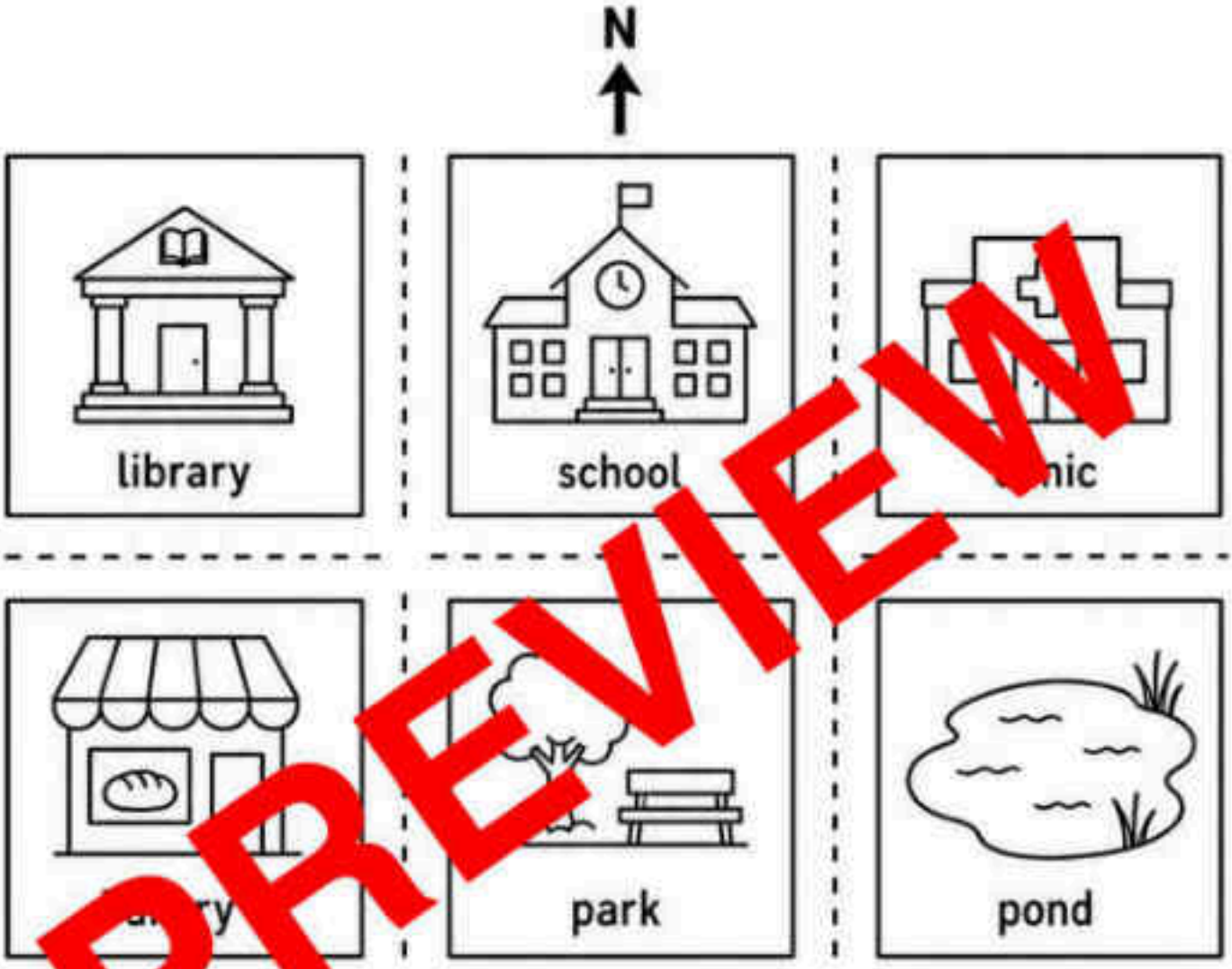
4. Start at the library. Travel south one block, then east one block.

   Destination: park

MARK THE TOWN MAP - PAGE 2

Name: _____

Use the map to follow, compare and write routes.



PREVIEW

1. St[illegible] at the clinic. Travel west two blocks. Where do you finish?

   _____

2. Route A: From the bakery, go north 1 block and east 2 blocks.
   Route B: From the bakery, go east 2 blocks and north 1 block.
   Which route is shorter? _____

3. Write a route from the school to the pond.

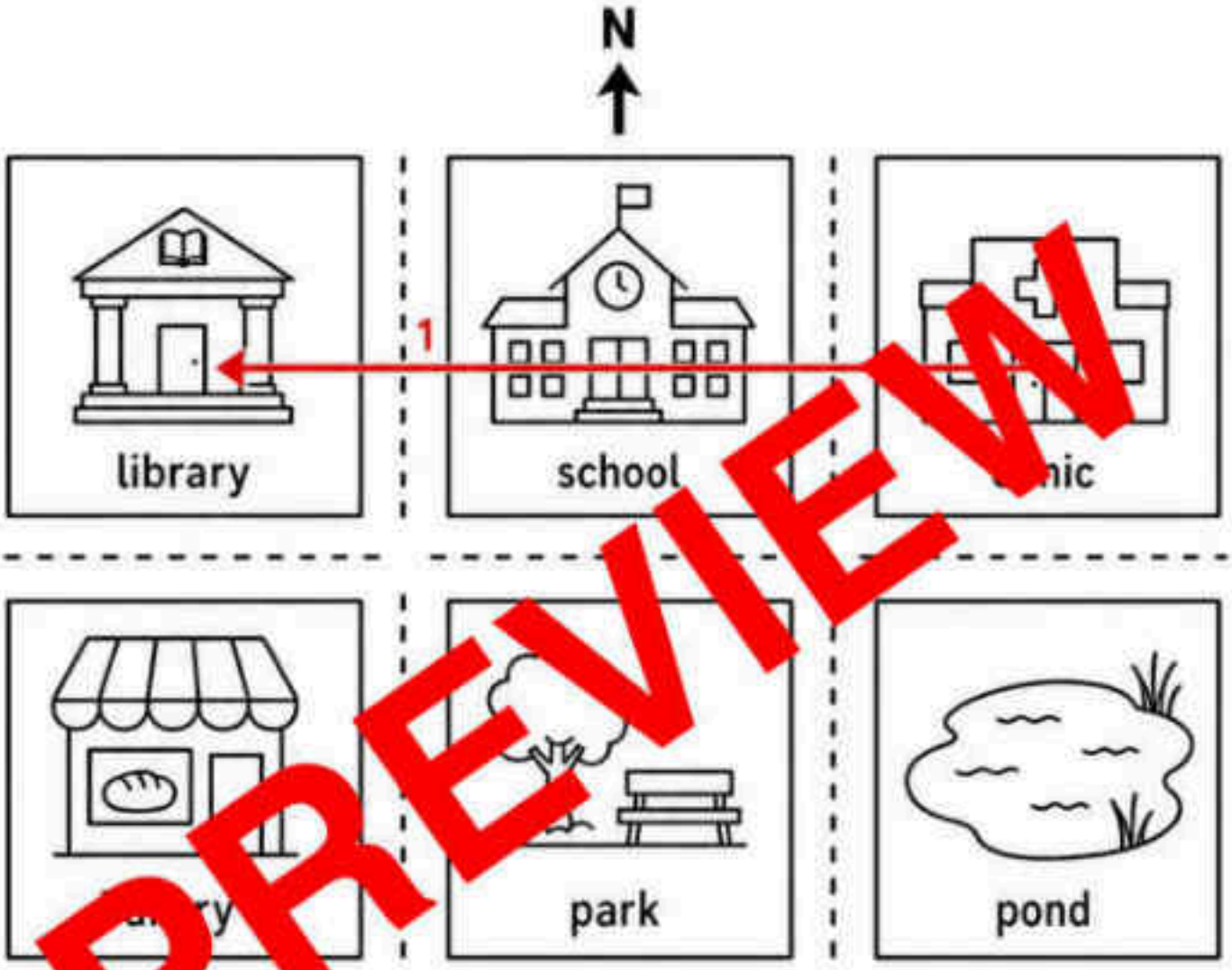
   _____

   _____

MARK THE TOWN MAP - PAGE 2

Name: ANSWERS

Use the map to follow, compare and write routes.



PREVIEW

1. St[illegible] at the clinic. Travel west two blocks. Where do you finish?
   library

2. Route A: From the bakery, go north 1 block and east 2 blocks.
   Route B: From the bakery, go east 2 blocks and north 1 block.
   Which route is shorter? They are the same length.

3. Write a route from the school to the pond.
   Travel east one block to the clinic.
   Then travel south one block to the pond.

FIND YOUR PLACE - PAGE 1

Name: _____

Use the clues to write one name on every desk.

FRONT OF ROOM



PREVIEW

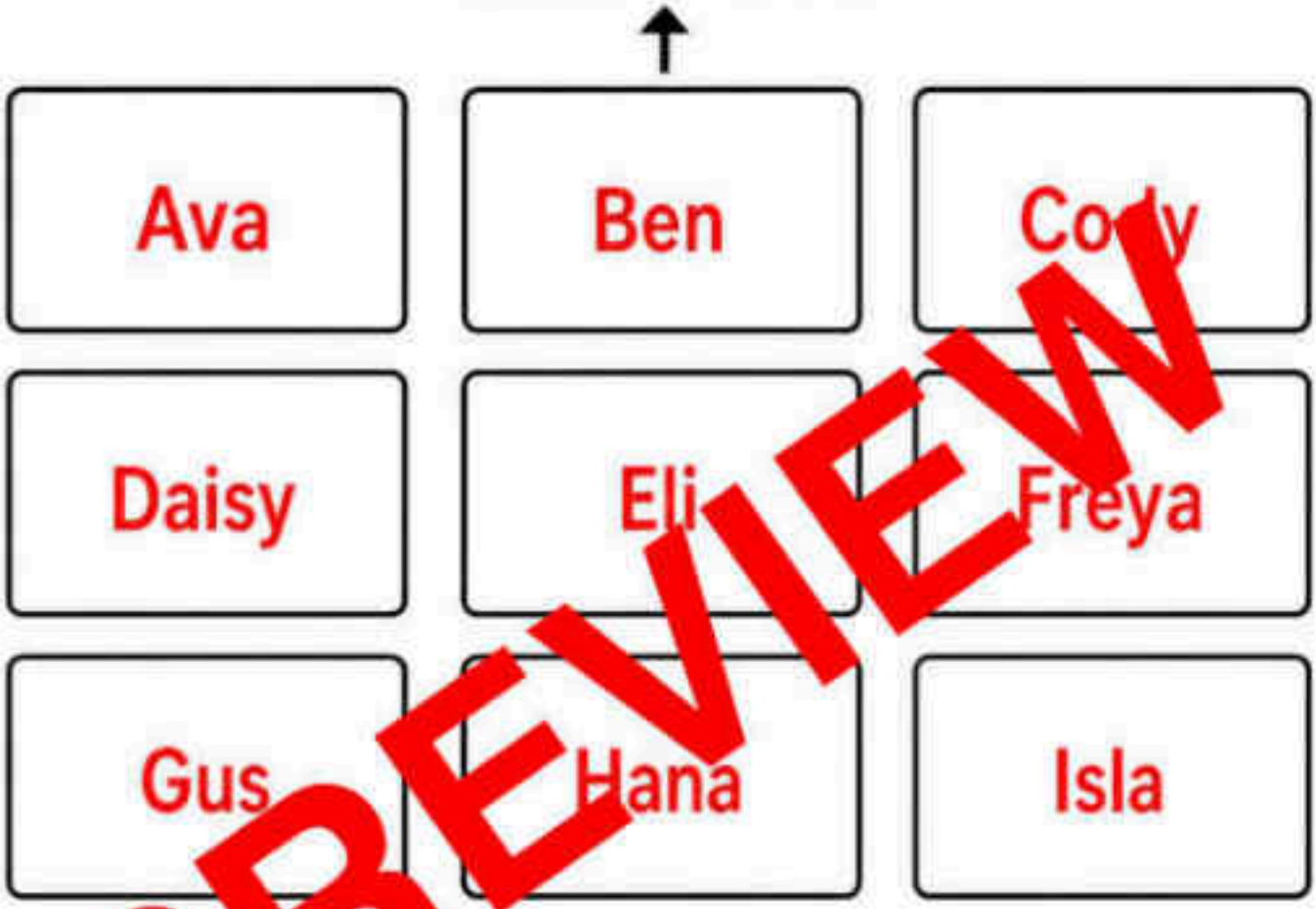
1. Eli sits in the centre.
2. Ben sits in front of Eli.
3. Hana sits behind Eli.
4. Ava sits to the left of Ben, and Cody sits to the right of Ben.
5. Daisy sits to the left of Eli, and Freya sits to the right of Eli.
6. Gus sits behind Daisy.
7. Isla sits behind Freya.

FIND YOUR PLACE - PAGE 1

Name: ANSWERS

Use the clues to write one name on every desk.

FRONT OF ROOM



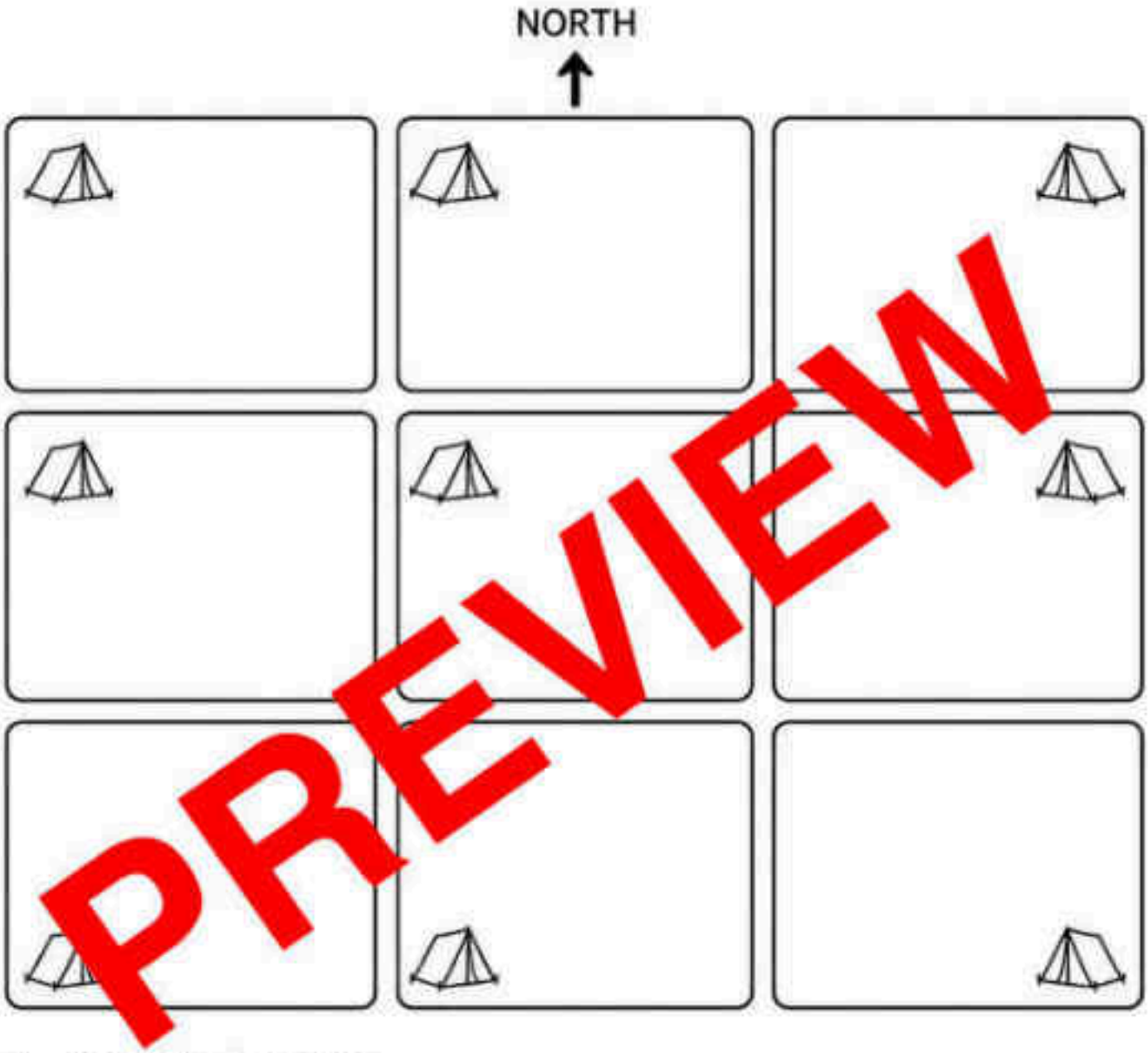
PREVIEW

1. Eli sits in the centre.
2. Ben sits in front of Eli.
3. Hana sits behind Eli.
4. Ava sits to the left of Ben, and Cody sits to the right of Ben.
5. Daisy sits to the left of Eli, and Freya sits to the right of Eli.
6. Gus sits behind Daisy.
7. Isla sits behind Freya.

FIND YOUR PLACE - PAGE 2

Name: _____

Use the clues to write one name on every campsite.



PREVIEW

1. Sam is in the centre.
2. Priya is north of Sam.
3. Victor is south of Sam.
4. Noah is west of Priya, and Quinn is east of Priya.
5. Ruby is west of Sam, and Tahlia is east of Sam.
6. Uma is west of Victor.
7. Willow is east of Victor.

Who is in the centre? _____

FIND YOUR PLACE - PAGE 2

Name: ANSWERS

Use the clues to write one name on every campsite.



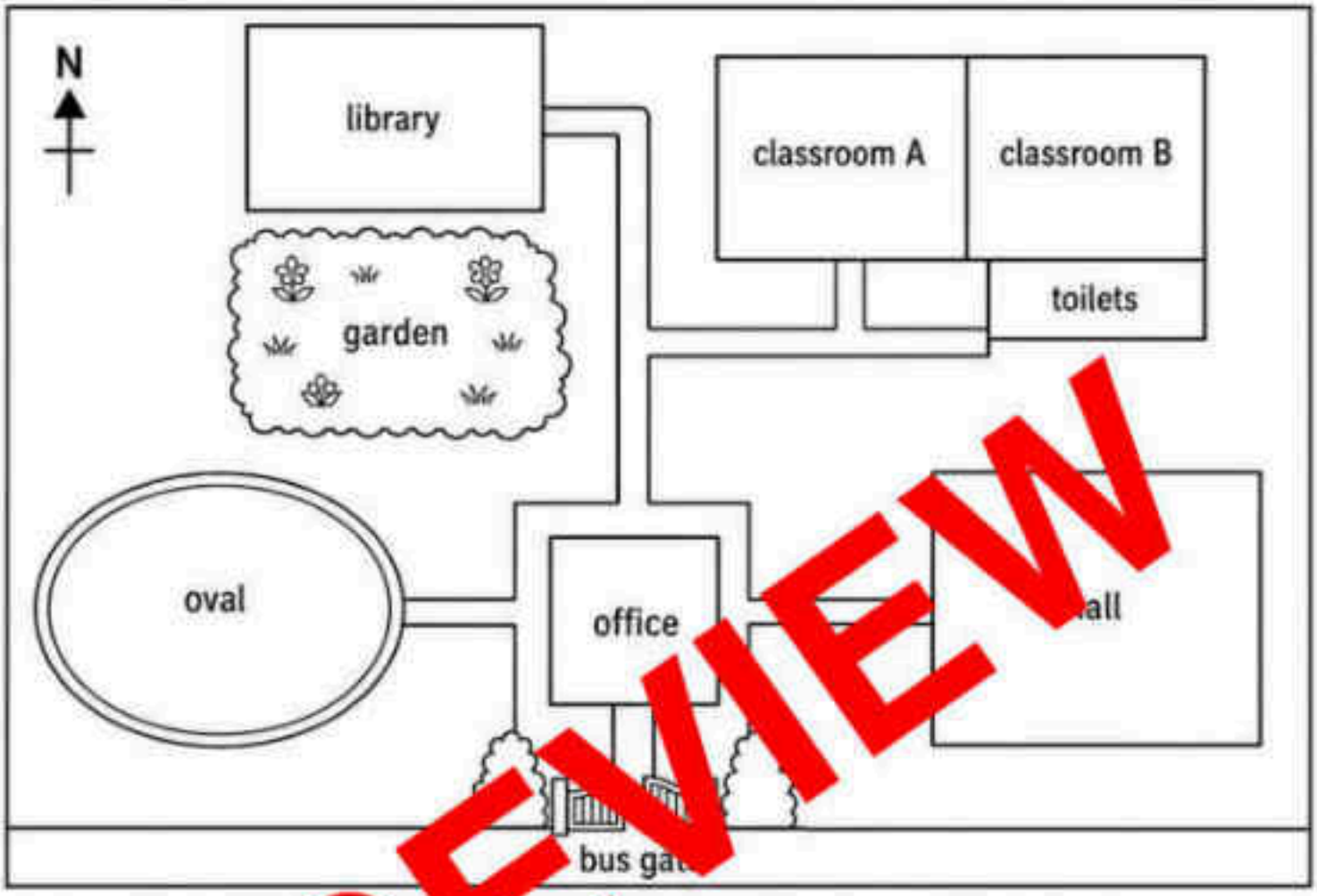
PREVIEW

1. Sam is in the centre.
2. Priya is north of Sam.
3. Victor is south of Sam.
4. Noah is west of Priya, and Quinn is east of Priya.
5. Ruby is west of Sam, and Tahlia is east of Sam.
6. Uma is west of Victor.
7. Willow is east of Victor.

Who is in the centre? Sam

SCHOOL MAP REASONING

Name: _____



PREVIEW

1. Why is the office well placed near the bus gate?

_____

_____

2. Why are the toilets well placed beside the classrooms?

_____

_____

3. Why might the garden be useful near the library?

_____

_____

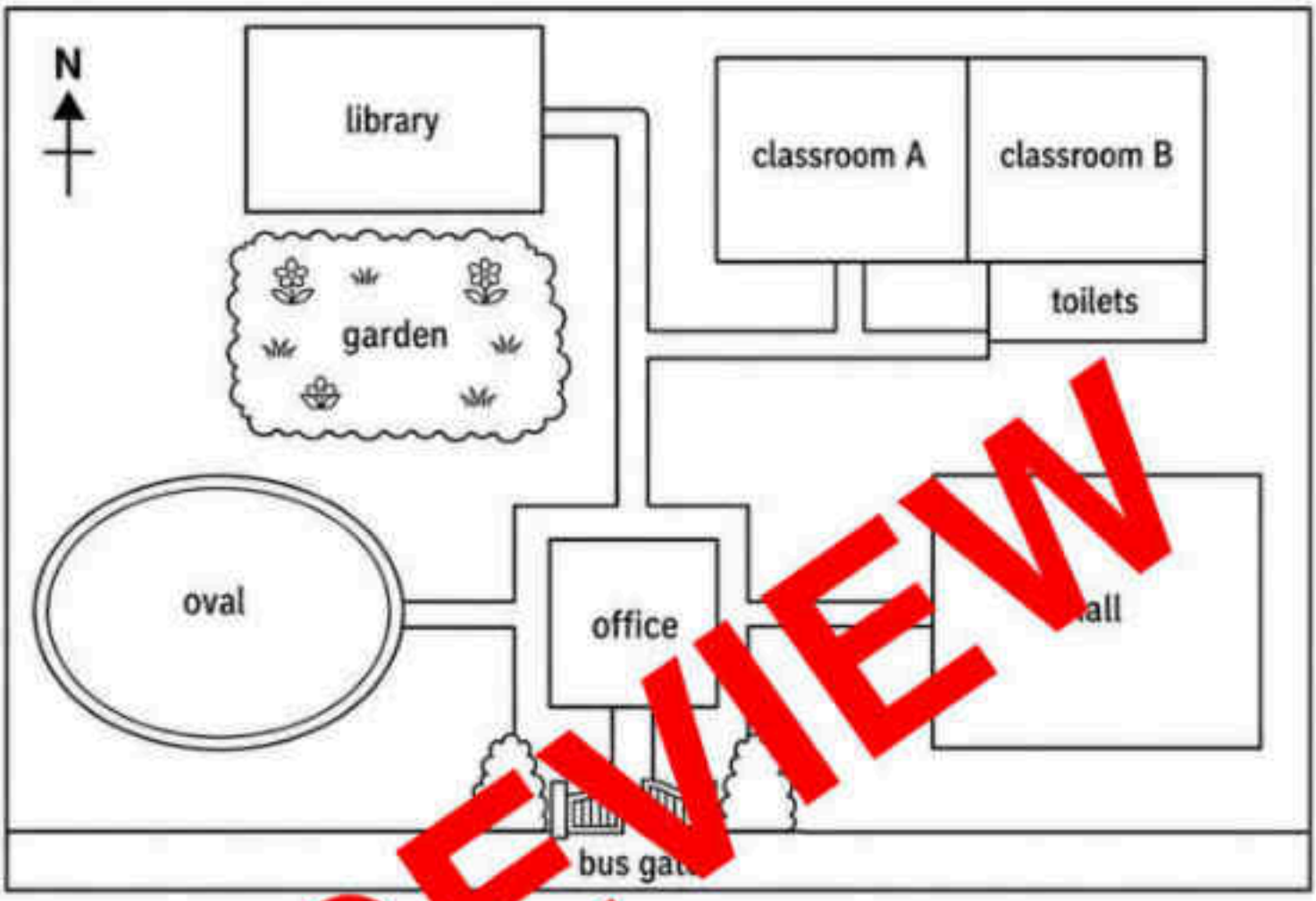
4. Suggest one change that would improve the school map. Explain why.

_____

_____

SCHOOL MAP REASONING

Name: ANSWERS



PREVIEW

1. Why is the o[illegible]e we[illegible]place[illegible]e bus gate?

   Visito[illegible]ice quickly when they arrive.

2. Why[illegible] the toilets well placed beside the classrooms?

   Studen[illegible] can reach the toilets without walking far.

3. Why might the garden be useful near the library?

   It gives students a quiet outdoor place to read.

4. Suggest one change that would improve the school map. Explain why.

   Add a path from the oval to the toilets.

   Students could get there more directly.

MAP MY ROOM - PLAN

Name: _____

1. List six important room features.

1. _____ 4. _____

2. _____ 5. _____

3. _____ 6. _____

2. Design six simple symbols and make a key.

SYMBOL	ME[illegible]N

PREVIEW

3. Check your plan.

- ☐ title
- ☐ view from above
- ☐ symbols
- ☐ labels
- ☐ clear spaces

MAP MY ROOM - DRAW

Name: _____

Draw your room from above. Use your plan and label each feature.

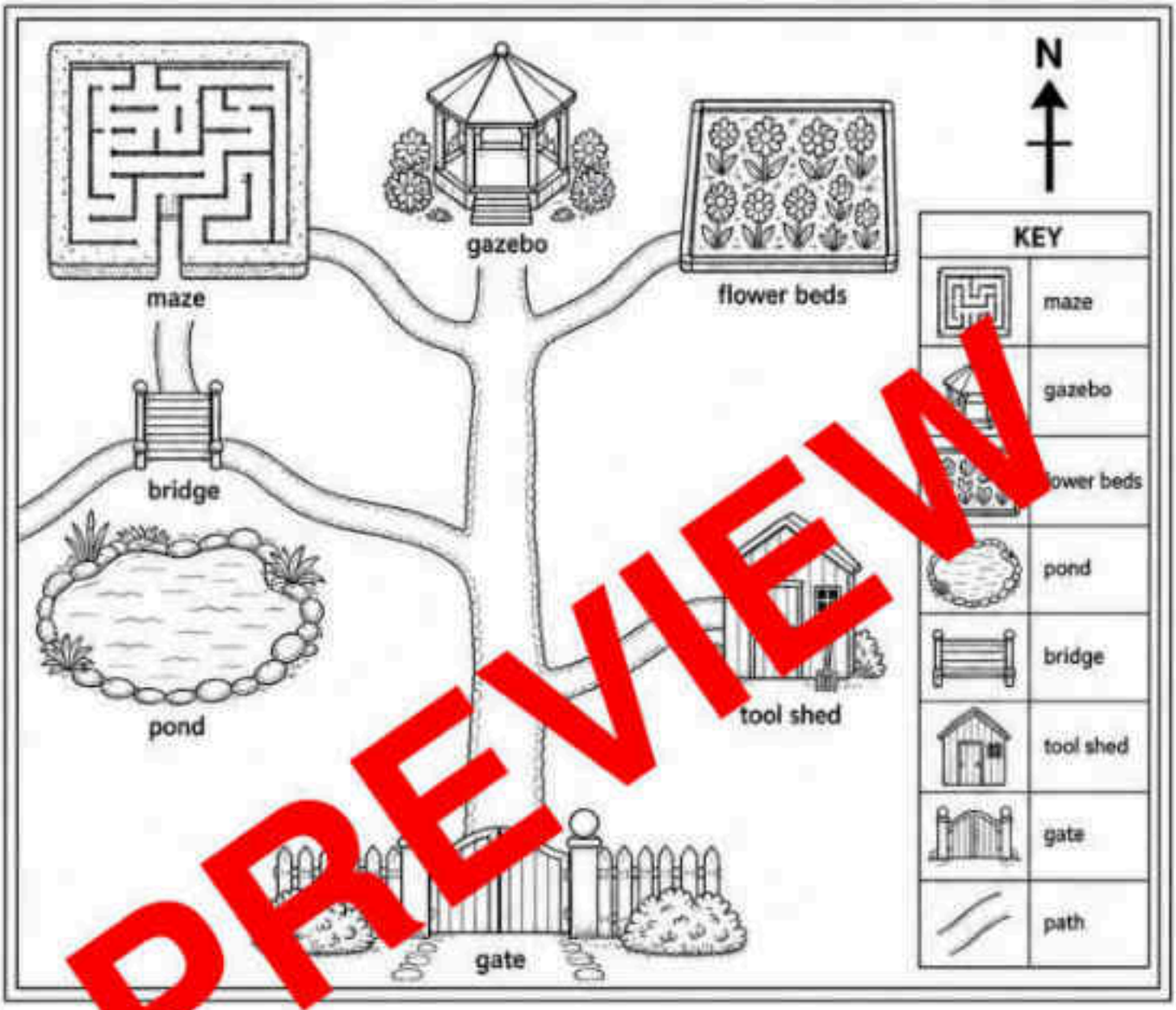
Map title: _____



KEY	
☐	
☐	
☐	
☐	
☐	
☐	

SECRET GARDEN MAP MISSION - ASSESSMENT PAGE 1

Name: _____ Score: ____ /12



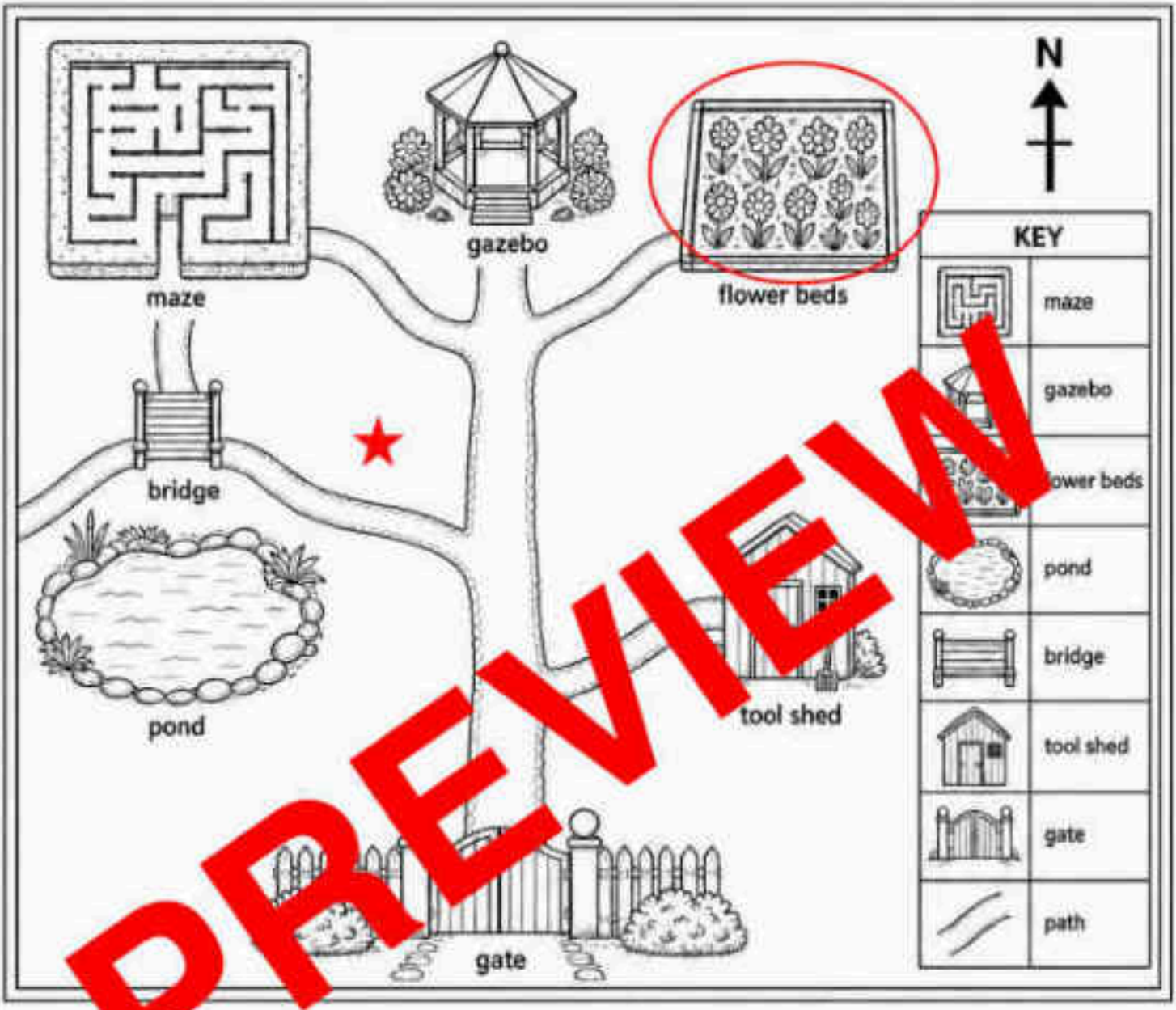
PREVIEW

1. What is directly north of the gate? _____
2. What is west of the gazebo? _____
3. What is east of the gazebo? _____
4. Circle the feature above the tool shed.
5. Draw a star between the pond and the maze.
6. Copy the map symbol for the bridge into this box.

SECRET GARDEN MAP MISSION - ASSESSMENT PAGE 1

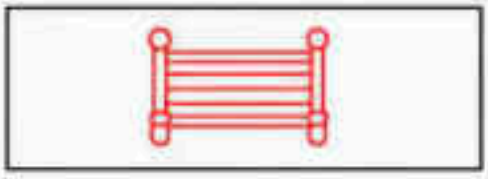
Name: ANSWERS

Score: 12 /12



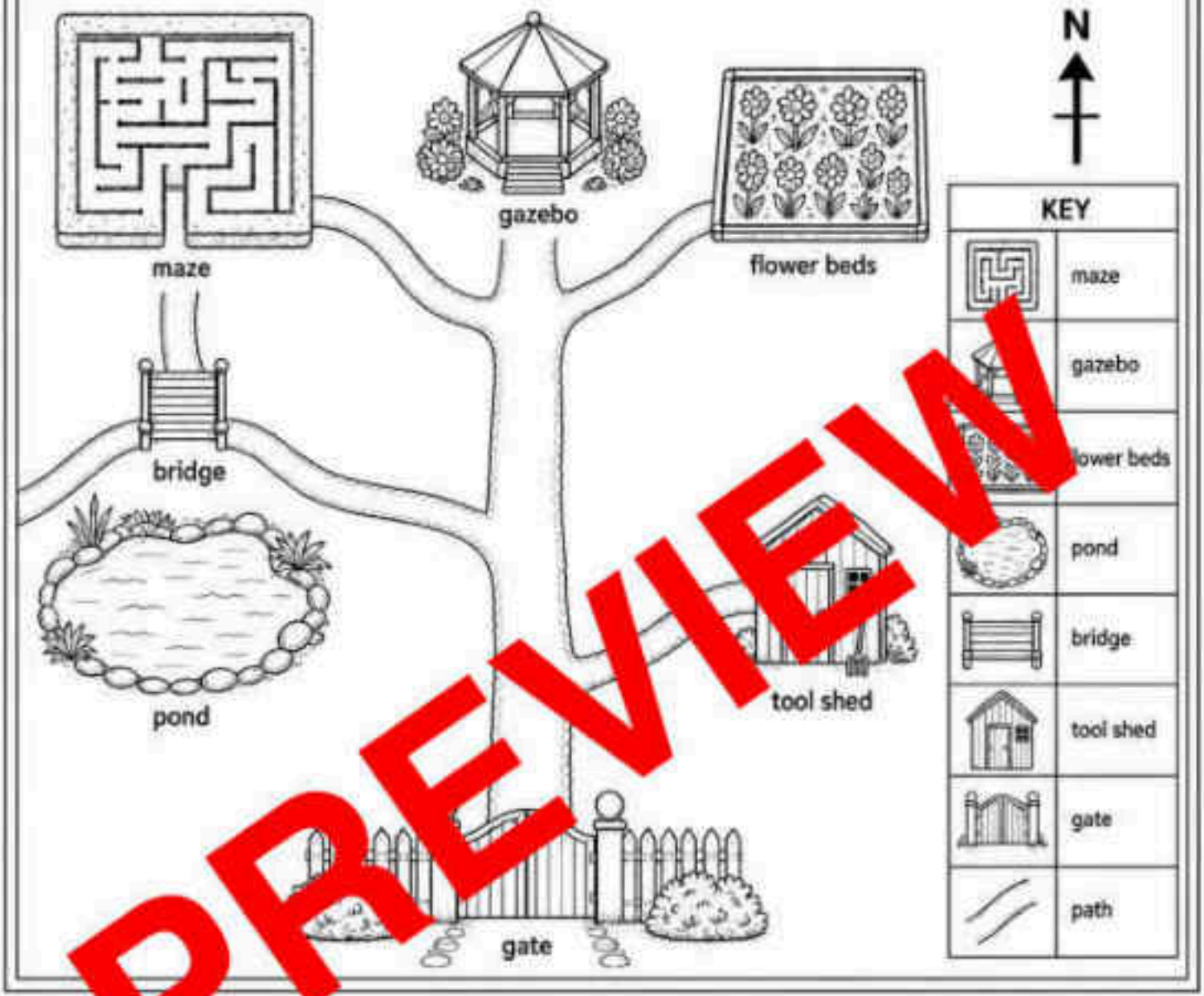
PREVIEW

1. What is directly north of the gate? gazebo
2. What is west of the gazebo? maze
3. What is east of the gazebo? flower beds
4. Circle the feature above the tool shed.
5. Draw a star between the pond and the maze.
6. Copy the map symbol for the bridge into this box.



SECRET GARDEN MAP MISSION - ASSESSMENT PAGE 2

Name: _____ Score: ____ /8



PREVIEW

1. Draw a pathway from the gate to the maze.

2. Start at the gazebo. Follow the path east to the flower beds, then south to the tool shed. Where do you finish?

_____

3. Write a three-step route from the pond to the gazebo.

_____

_____

_____

4. Choose one symbol from the key. What does it mean?

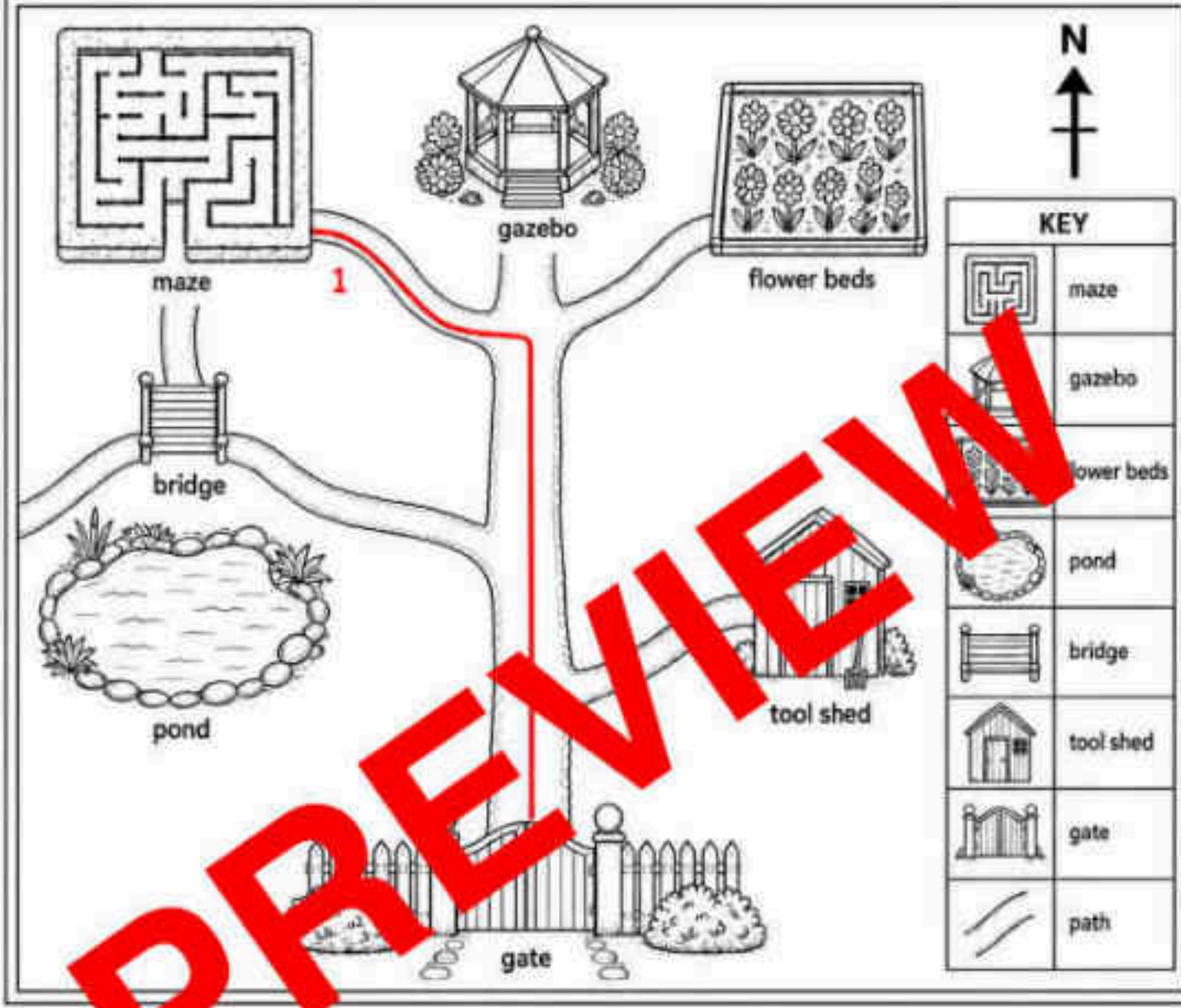
Symbol: _____

Meaning: _____

SECRET GARDEN MAP MISSION - ASSESSMENT PAGE 2

Name: ANSWERS

Score: 8 /8



PREVIEW

1. Draw a pathway from the gate to the maze.

2. Start at the gazebo. Follow the path east to the flower beds, then south to the tool shed. Where do you finish?

   tool shed

3. Write a three-step route from the pond to the gazebo.

   1. Move north from the pond to the bridge.
   2. Follow the path east to the centre.
   3. Move north to the gazebo.

4. Choose one symbol from the key. What does it mean?

   Symbol: bridge

   Meaning: It shows where to cross the water.

MYSTERIOUS MAPS RUBRIC

Name: _____ Date: _____

	BEGINNING	DEVELOPING	ACHIEVING	CONFIDENT	EXCEEDING
Locates features	Needs help to find features.	Finds some features with prompts.	Finds most features correctly.	Finds and describes features accurately.	Compares positions and explains clearly.
Uses position language	Uses a few position words.	Uses common words with prompts.	Uses correct position words.	Uses varied position words clearly.	Uses precise words to justify positions.
Follows and gives routes	Needs step-by-step help.	Follows a short route with prompts.	Follows and gives simple routes.	Follows and gives multi-step routes.	Compares routes and gives efficient directions.
Creates a clear map	Map has few clear features.	Includes some features and labels.	Uses a title, symbols, labels and key.	Creates a clear, accurate map.	Creates a detailed map and explains choices.

PREVIEW

Mysterious Maps



PREVIEW

Sukindi
LEARNING

We are learning to...

locate places on simple maps

use position words clearly

follow and give routes

create a useful map



PREVIEW

A map is a view from above

A map is a two-dimensional drawing of a place.

It shows where features are located.

PREVIEW



Maps help us find our way

We use maps to find places,

plan routes and share locations.



PREVIEW

A bird's-eye view

Imagine looking straight down from the sky.

Objects become simple shapes and symbols.



PREVIEW

Five useful map features

title • labels • symbo • k • p gs

PREVIEW



A key explains the symbols

One symbol stands for one real quantity.

Use the same symbol every time.



PREVIEW

Position words show where

left • right • above • below

beside • between

PREVIEW



More words add precision

in front of • behind • [illegible]

PREVIEW



Describe it precisely

The bench is b[illegible]de [illegible] po[illegible]

The tree is t[illegible]he l[illegible] of th[illegible]pond.



PREVIEW

Start with fixed landmarks

Find the gate, pond, playground and school toilets.

Then compare their positions.

PREVIEW



Locate it in a full sentence

The playground is [illegible]

The pond [illegible]

PREVIEW



Every route has three parts

START → PATHWA → D STII TIO

PREVIEW



Words guide movement

forwards • left • right • po

• towards

PREVIEW



Follow one step at a time

Start at the gate.

Move forwards to the junction.

Turn left and stop at the pond.



PREVIEW

Test your route

Is each step in order?

Does every [illegible] have a direction?

Can a partner reach the same place?



PREVIEW

Turns change direction

quarter turn • half turn • full turn

clockwise and anticlockwise



PREVIEW

Give a partner a short [illegible]ure

Name th[illegible]sta[illegible]

Give o[illegible]red [illegible]rectio[illegible].

Name the d[illegible]nation.



PREVIEW

Words become pathways

Listen → count space → [illegible] → [illegible]

Check th[illegible]estinat[illegible]n.



PREVIEW

Plan your map

Choose what belongs on the map.

Leave clear spaces for labels and paths.



PREVIEW

Build a consistent map key

Keep symbols simple.

Match every symbol to one meaning.



PREVIEW

Avoid these map mistakes

missing ti or y

cha ng s mbo

un ear or unord d directions

PREVIEW



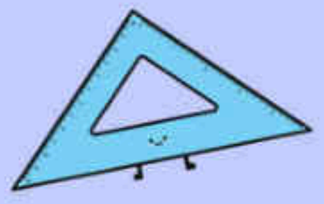
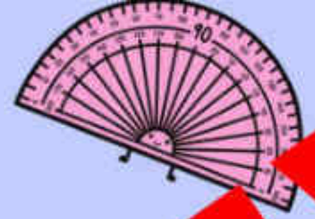
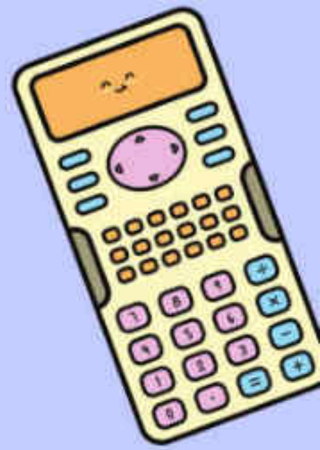
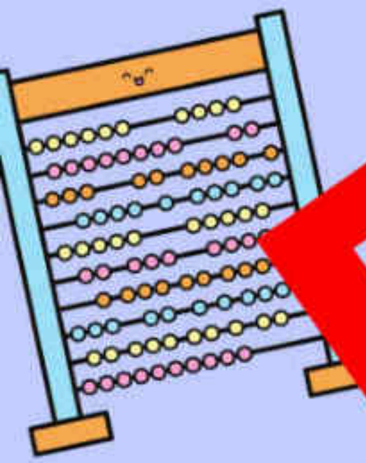
Think like a mapmaker

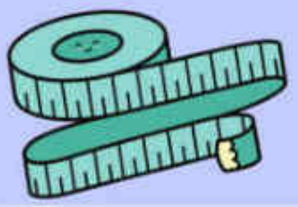
locate • describe • follow • [illegible] • [illegible]ent

PREVIEW



Well Done!




PREVIEW

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LEARNING

Mysterious Maps Quiz



PREVIEW

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LEARNING

Question 1

What is the best definition of a map?

A. A story about a place

B. A view of a place from above

C. A list of classroom rules

D. A photograph from the side



PREVIEW

Answer k

B. A view of a pl e fr n ab

PREVIEW



Question 2

True or false

A map of a familiar pla[illegible] is u[illegible]ually [illegible]own from above.



PREVIEW

Answer 2

Tru

PREVIEW



Question 3

Which map feature explains what symbols mean?



PREVIEW

Answer 3

The key (d[illegible]d)



PREVIEW

Question 4

The pond is ___ the ___ trees.

A. behind B. between

C. far D. last

PREVIEW



Answer II

B. bet[illegible]een

PREVIEW



Question 5

True or False

A pathway shows how to move from a start to a destination.



PREVIEW

Answer K

Tru

PREVIEW



Question 6

Choose the clearest first instruction.

A. Go there.

B. Move slowly.

C. Start at the gate and move forwards.

D. Keep going.



PREVIEW

Answer C

C. Start at the gate and move four steps.

PREVIEW



Question 7

Which turn points you in the opposite direction?



PREVIEW

Answer 7

A hal urn



PREVIEW

Question 8

The library is le[illegible]of t[illegible]sch[illegible]l.

Which place [illegible]righ[illegible]of the [illegible]brary?

A. po[illegible] B. school [illegible]ate D. garden



PREVIEW

Answer &

B. sc ol

PREVIEW



Question 4

True or False

Changing a symbol's meaning halfway through a map makes the map clearer.



PREVIEW

Answer 9

False — one symbol should keep one meaning.



PREVIEW

Question 10

Write one precise direction using a position or route word.



PREVIEW

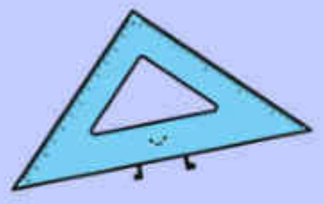
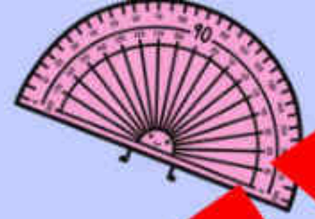
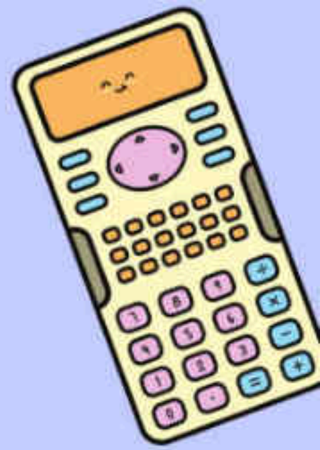
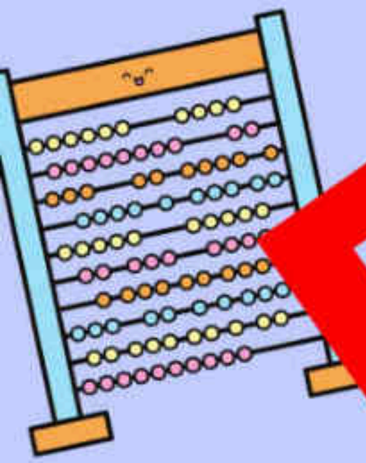
Sample answer

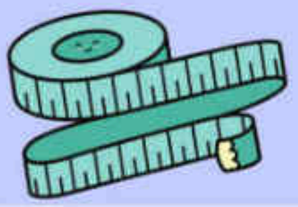
Move forwards to the ree, en gnt.

PREVIEW



Well Done!




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