

1

Three directions to a named place

Tape a grid of squares on the floor, or use the floor tiles the room already has, and stand one student on a square facing the class. Name a place, give three directions one at a time, and have the class check each step before the next one is given.

"Three steps forwards. Stop. Now turn left."

"Did that get us to the box? Which step took us there?"

Giving the directions one at a time, and checking after each one, is what makes the sequence visible as three separate steps rather than one journey.

2

How far as well as which way

Give the same direction twice with a different number of steps, so the class sees the student finish in two different places having turned the same way both times. Then give a direction with no number in it at all and let the student stop wherever they like.

"Forwards. How far? Why did you stop there?"

"Which way and how far. Say both or it cannot be followed."

3

Finding the step that went wrong

Read out three directions that should reach the door, follow them yourself, and put one step wrong on purpose so you finish somewhere else. Ask the class which step was wrong rather than whether the finish was wrong.

"I ended up at the window. Which step went wrong?"

"What should that step have said?"

Naming the faulty step is harder than noticing the wrong finish, and it is the thing that makes a route checkable.

4

The route back

Once a student has walked a three step route, ask the class to get them home again. Take the moves in the opposite order and undo each one, with the student walking it as the class says it.

"Which move do we undo first, the first one or the last one?"

"Say the whole way back before anybody moves."

Direction cards. Print one set and cut them out.



Forwards 1 step



Forwards 2 steps



Forwards 3 steps



Forwards 4 steps

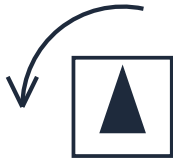


Backwards 1 step

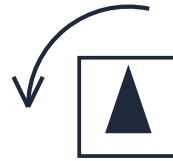


Backwards 2 steps

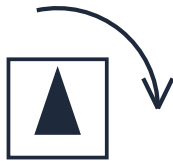
Direction cards. Print one set and cut them out.



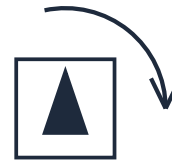
Turn left



Turn left



Turn right



Turn right



Turn around



Turn around

Place cards.

the door

the window

the reading corner

the box

the sink

the whiteboard

Place cards.

the mat

the bookshelf

Blank cards. Every one has to say which way and how far.
