

1

Follow three directions

Pairs take a set of direction cards and a place card. One partner lays out three cards and the other follows them, and they check together whether they reached the place on the card.

"Read all three before you start."

"Did you get there? Which step did the work?"

2

Say how far

Pairs swap the direction cards for blank cards and write their own, with the rule that every card that says a way must also say how far. They then test each other's.

"Which way and how far. Does your card say both?"

"Could somebody who was not here follow this card?"

3

One step wrong on purpose

One partner lays three cards out, then changes one card while the other looks away. The second partner follows the route, finds they are in the wrong place, and says which step was changed.

"Where were you meant to finish? Where did you finish?"

"Which step was changed? How can you tell?"

4

Getting back to the start

After any route, pairs lay out the cards that take them back to where they began, working from the last move to the first, then walk it to check.

"Start with the last move. What undoes it?"

"Are you standing where you started, and facing the same way?"

Direction cards. Print one set for each pair.



Forwards 1 step



Forwards 2 steps



Forwards 3 steps



Forwards 4 steps

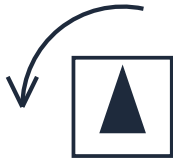


Backwards 1 step

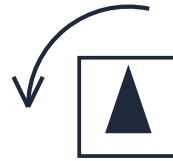


Backwards 2 steps

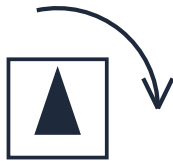
Direction cards. Print one set for each pair.



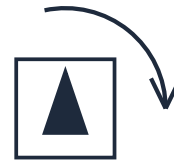
Turn left



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.
