

Maths Planning and Ideas



Week Commencing: 29th June 2020

Year Group: 2

Note to parents:

This week we are looking at directional language. This is something that the children always enjoy taking part in and also lends itself very well to practical lessons, as children always get a much better understanding of this if they can do it practically rather than just using a worksheet.

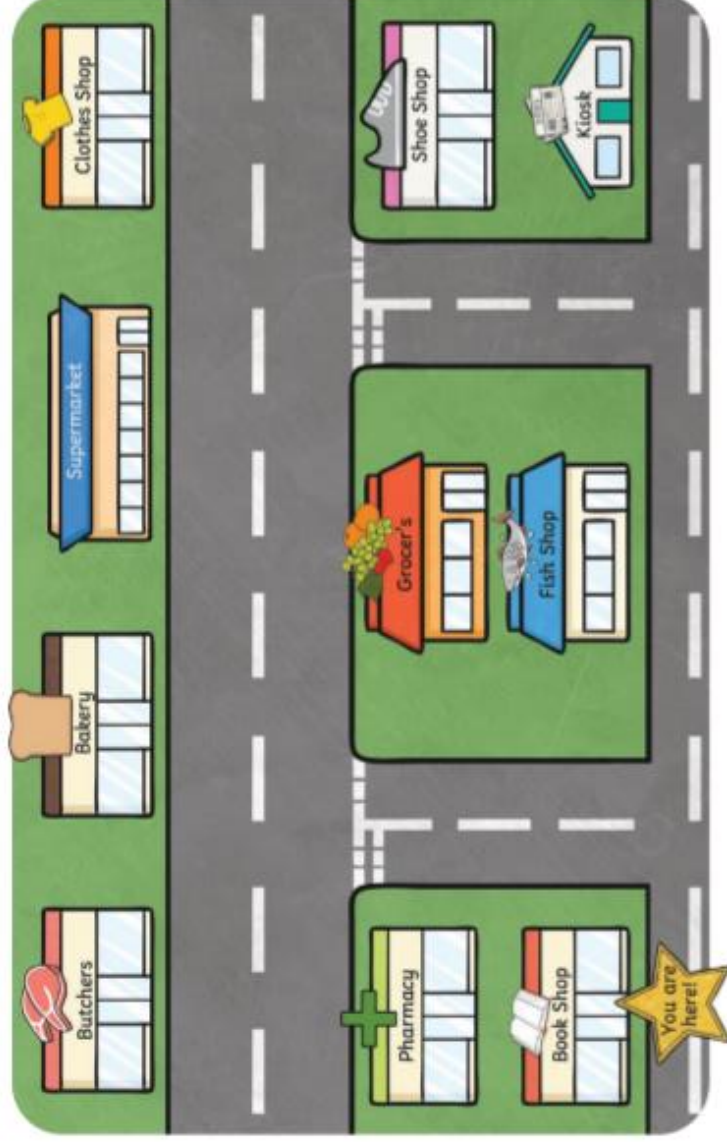
Hope you are all keeping well. We miss you! Mrs Phillips.

	Monday	Tuesday	Wednesday	Thursday	Friday
Area of Learning	LC: Can you give instructions using right / left / forwards / backwards?	LC: Can you give instructions using right / left / forwards / backwards?	LC: Can you complete quarter and half turns in a clockwise and anti-clockwise direction?	LC: Can you complete quarter and half turns in a clockwise and anti-clockwise direction?	Challenge Day
Activity	<p>Starter:</p> <p>Times Table Rockstar</p> <p><i>Battle of the Bands and Garage challenges have been set for Y2 children.</i></p> <p>Main:</p> <ul style="list-style-type: none"> • Today we are talking about directions. • Practise turning right and left. • Can you think of a way to remember your right and left? If you hold out your hands and stretch out your fingers and thumb, your left hand makes a capital L. <p>Independent:</p>	<p>Starter:</p> <p>Times Table Rockstar</p> <p><i>Battle of the Bands and Garage challenges have been set for Y2 children.</i></p> <p>Main:</p> <ul style="list-style-type: none"> • Recap on forwards / backwards / left and right. • This bbc bitesize video will give children a little reminder of the directions • https://www.bbc.co.uk/bitesize/clips/zf7xn39 <p>Independent:</p>	<p>Starter:</p> <p>Times Table Rockstar</p> <p><i>Battle of the Bands and Garage challenges have been set for Y2 children.</i></p> <p>Main:</p> <ul style="list-style-type: none"> • Today we are going to talk about clockwise and anticlockwise turns. • This can be very tricky to master and is always best done practically. • Start by imagining a clock face on the floor. • Ask children to complete a quarter turn and a half turn, clockwise and anticlockwise. 	<p>Starter:</p> <p>Times Table Rockstar</p> <p><i>Battle of the Bands and Garage challenges have been set for Y2 children.</i></p> <p>Main:</p> <ul style="list-style-type: none"> • Today I would like you to practise clockwise and anticlockwise, quarter and half turns. • Below is a link to Bee-bot, which is a programme that allows children to programme Bee-bot to move to different places on a mat. 	<p>Starter:</p> <p>Times Table Rockstar</p> <p><i>Battle of the Bands and Garage challenges have been set for Y2 children.</i></p> <p>Main:</p> <ul style="list-style-type: none"> • Today you have a pirate treasure game to play. • Please use the Powerpoint on the website to try and find the pirates treasure. • You can then use the attached worksheets to play the treasure

	<p>Set up a route and use the vocabulary right, left, forwards, backwards to direct through it.</p> <p>You could do this in the garden, using sticks or toys to lay out a little obstacle course and take it in turns to direct a member of your family through it and let them direct you.</p> <p>Alternatively, you could set a mini-route out in the house, with lego, blocks, spaghetti etc and direct a toy through it.</p>	<p>Complete the Directions in the City resource. You can write the instructions, or give them verbally to an adult.</p> <p>It may help you to use a little model person (lego) on the map, as children often get confused with directions unless they can see which way the person is facing.</p>	<ul style="list-style-type: none"> • Practise this several times. • You might want them to practise moving around the room / garden, following these instructions. <p>Independent: Complete the worksheets, turning the animals clockwise and anticlockwise as instructed.</p>	<ul style="list-style-type: none"> • Alternatively, there is a worksheet that allows children to follow and give directions. <p>Independent: Complete the worksheet or the Bee-Bot game – or both!</p> <p>https://www.terrapinlogos.com/emu/beebot.html</p>	<p>game, using all the vocabulary you have practised this week.</p> <ul style="list-style-type: none"> • Alternatively, you could set up your own treasure hunt in the house or garden and direct a member of your family to find the 'treasure', using all the vocabulary you have practised this week.
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Tuesday's activity

Directions in the City



1. Write the missing directions to get to the right shops. How do you get to...?






- The butchers: Go straight ahead. Turn left. It's on the right.
- The bakery: Go straight ahead. _____
- The grocer's: _____
- The pharmacy: _____
- The kiosk: _____
- The supermarket: _____





















2. Choose a shop and write the directions. Your partner has to work out where you're going!

Wednesday's activity

Animals Turning Clockwise

Cut and paste the animals at the different turning points.






Start position	One-quarter turn clockwise	Half turn clockwise	Three-quarter turn clockwise	Full turn clockwise
				
				
				
				
				





















			
			
			
			
			

Wednesday's activity – continued

Animals Turning Anticlockwise

Cut and paste the animals at the different turning points.

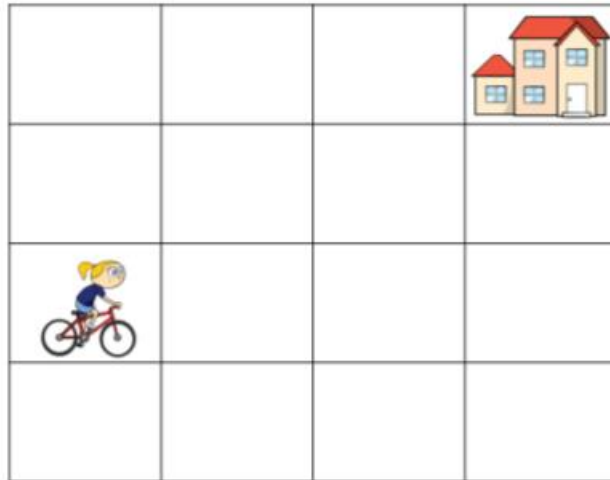
Start position	One-quarter turn anticlockwise	Half turn anticlockwise	Three-quarter turn anticlockwise	Full turn anticlockwise
				
				
				
				
				

Thursday's activity



Draw the route to show these directions.



Forward 1 square. Turn left.

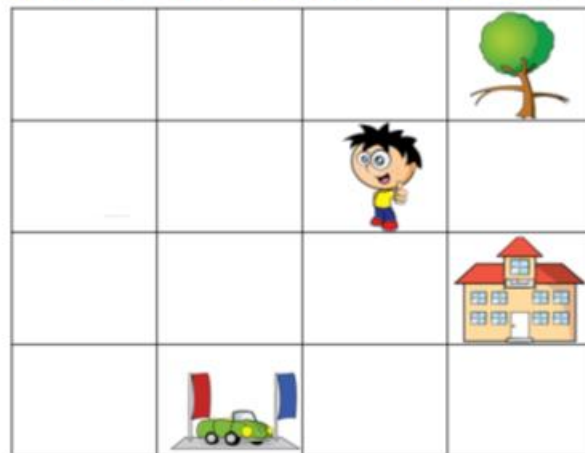
Forward 1 square, quarter turn anti-clockwise.

Forward 1 square. Make a quarter turn clockwise.

Forward 1 square. Make a three quarter turn anti-clockwise. Forward 3



Write directions for Dennis to get to each place on the map.

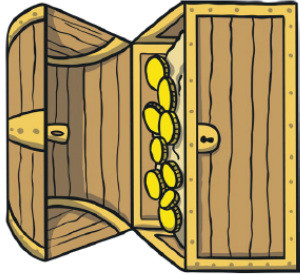


Treasure Island Game

I can follow and give instructions involving position, direction and movement.

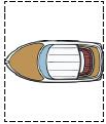
Instructions




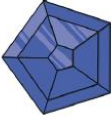








- 1. Cut out the boat and place it on the start tile.
- 2. One child takes a treasure card from the top, keeps it a secret and directs the others to move the pirate ship to the object on the card.
- 3. Use positional and directional vocabulary, such as right turn, left turn, quarter turn, half turn, forwards and backwards.
- 4. Try to avoid the sharks.
- 5. If the boat safely reaches the object, the child may keep the treasure card, but if not it should be returned to the pile.
- 6. Repeat until the treasure cards are finished and the winner is the player with the most.



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Treasure Island Game Cards and Counter



Map 	Diamond 	Ruby 	Sapphire 
Emerald 	Gold Coins 	Pearls 	Gold Bars 
Earrings 	Necklace 	Gold Goblet 	Silver Sword 



Where can I complete further work?

[Twinkl](#) – Subscription service used by schools is offering a free premium service for teachers, parents and children to use whilst schools are closed. Enter the code **UKTWINKLHELPS** for access to worksheets, powerpoints and interactive games to support all areas of learning.

[Classroom Secrets](#) – Free Maths, Reading and Grammar home learning packs and interactive resources for all ages.

[White Rose Maths](#) – Free Maths home learning resources for all ages. Watch the videos and try the questions.

[Primary Stars](#) – Free Maths home learning packs for Year 1 and 2.

[BBC Bitesize Primary](#) – Free learning resources available for KS1 and KS2 across all subjects.

[I See Maths](#) – Free daily home maths lessons hosted by Gareth Metcalfe. Follow the link for videos, information and resources.

[Top Marks](#) – Free educational resources and games for English and Maths.

[ICT Games](#) – Free educational resources and games for English and Maths.