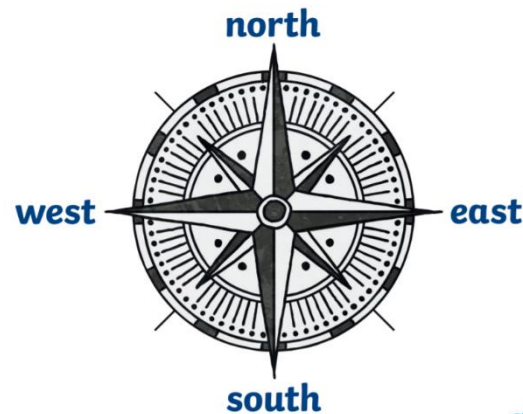


## Thursday - turns and directions

For today's activity, we would like you to have a go at making your own scavenger hunt for someone in your family, coming up with your own set of clues and using turns and directions we have learnt in class. Your clues will need to include information on direction of turn for example **clockwise** and **anticlockwise**. You will need to think about how many turns your player needs to make for example **a quarter turn, a half turn, three quarter turn** and **full turn**. You will also need to think about the direction you want your player to move in for example **forwards, backwards, left** and **right**. If you feel confident using compass directions, then you could use **north, south, east** and **west**.

Use the pictures below to help you with direction and turns and compass points.



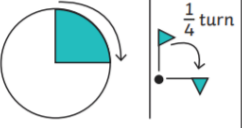
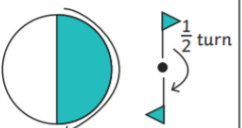
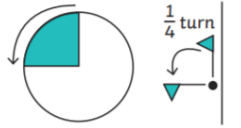

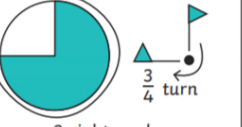
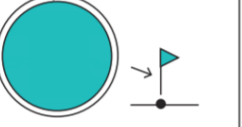
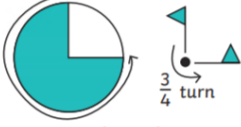
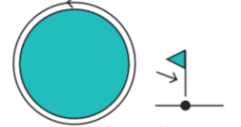
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## Properties of Shapes Recognising Turns

A turn is to rotate about a point.

A turn can be described as a quarter-turn, half-turn, three-quarter turn or a complete turn.

A turn can be completed clockwise and anticlockwise.

Clockwise		Anticlockwise	
 1 right angle quarter-turn clockwise 90°	 2 right angles half-turn clockwise 180°	 1 right angle quarter-turn anticlockwise 90°	 2 right angles half-turn anticlockwise 180°
 3 right angles three-quarter turn clockwise 270°	 4 right angles complete turn clockwise 360°	 3 right angles three-quarter turn anticlockwise 270°	 4 right angles complete turn anticlockwise 360°

Think about which objects you could hide and whether you want to have a big prize at the end of the hunt for example sweets or a big bar of chocolate.

You could make it even more exciting by giving your player a time limit to complete the hunt in. Get as creative as you can!

If you are able to take pictures or a video to send to us then we would love to see how you got on. Good luck!