Which way is it?

Name: Class:

Facing off

Find a partner and stand up facing each other.
Both you and your partner must follow these instructions.

1. Take three quarter turns to the left.
2. Take two quarter turns to the right.

What would the next instruction be if you want to face each other again?

_____

Can you think of a different instruction and still be facing each other at the end?

_____

Catch a train to Fun Park!

Play this game alone or in a small group.
You'll need the gameboard template, a ruler, a red pen or pencil and a blue pen or pencil.

Train Rules!

A red train can only go left or right.

When you change direction you need to change trains

A blue train can only go up or down.

You can only travel on a train track in a straight line.

***Hint: 1 stud = 1 kilometre**

Take a mystery train ride

From **HOME STATION**, take a red train a distance of 2 studs. Draw the path of the train in red.

Where are you?

How many kilometres (studs) did you travel?

Change to a blue train and go down 25 studs. Draw the path of the train in blue.

Change to a red train and go left 5 studs.

Which direction will YOUR train take to get to Fun Park?

- Start at HOME STATION. Work out a way to get to Fun Park. Draw the path of your train on the gameboard.
- How many times did you stop and change trains on your way to Fun Park?

  _____
- How many kilometres did you travel?

  _____
- Check with your friends. Did they stop the same number of times as you?

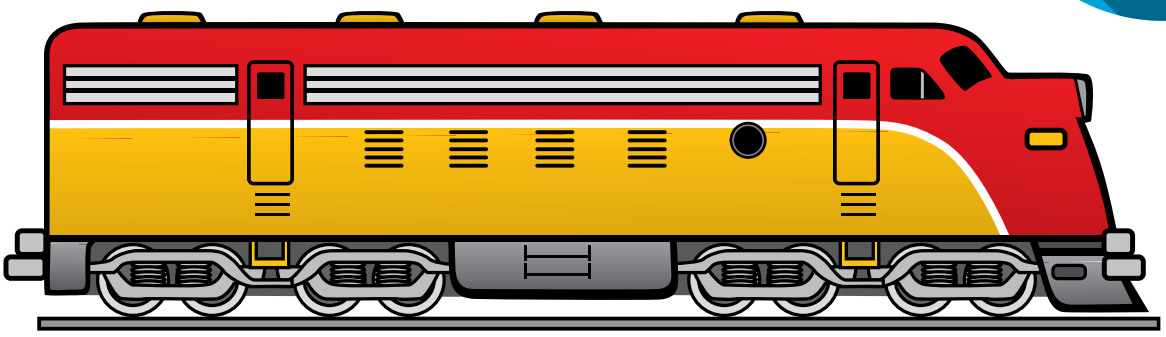
  _____
- Who travelled the shortest distance?

  _____

Did you know?

Here is a riddle for you...

What can be as big as a train but weighs nothing?



Answer to Did you know? Its shadow!

HOME STATION

SCALE: 1 STUD = 1 KM

TREE

SHOPPING CENTRE

RESTAURANTS

LAKE

LIBRARY

BUSINESS CENTRE

FUN PARK

SCHOOL

BIKE PATH

Teacher's Notes

Students learn about fraction turns, directions and distances using fun, real world examples with this ready-to-go lesson for early Primary maths.

Discussion

This resource introduces students to the language of maths and its application in real life situations. Students explore alternative ways to reach destinations using a map and directions, e.g. quarter turns, left, right, up and down.

What to do

Students mark the distances and direction of their train travel on the gameboard using a ruler. They draw a red line for horizontal directions, either right or left (east or west), and a blue line for up and down vertical directions (north or south). There is enough space on the gameboard map for students to record multiple journeys.

Extension activity

Encourage students to explore and evaluate different routes to reach a destination. Use 'What if…?' scenarios to encourage them to find alternative routes, e.g. 'What if a storm brings a tree down across the train track near the school?' or 'What if there is a flood over the train track near Fun Park?'

Ask students to create their own methodology to record their journey. Encourage them to find elegant ways to explain their methodology to others.

Play a blindfold game where a student is lead through a series of instructions to reach a destination. The activity can be complicated by putting imaginary 'hazards' in the way.

ACARA curriculum links

Foundation	Year 1	Year 2
ACMMG010	ACMMG023	ACMMG046