## Position and Direction: Clockwise Corners

## Aim:

Describe position, direction and movement, including whole, half, quarter and threequarter turns.

I can move clockwise and anticlockwise turns.

## Success Criteria:

I can follow a route moving in clockwise and anticlockwise turns.

I can identify a clockwise turn.
I can identify an anticlockwise turn.
I can recognise quarter, half, three-quarter and whole turns in clockwise and anticlockwise directions.

## Key/New Words:

Clockwise, anticlockwise, opposite, forwards, backwards, up, down, left, right, turn, route, move, maze, quarter turn, half turn, three-quarter turn and whole turn.

## Resources:

Lesson Pack
Large wall clock with a moving second hand
Large teacher demonstration clock
Mini clocks - class set
Coloured pencils

## Preparation:

Differentiated Clockwise Corners Activity
Sheets - 1 per child
Clockwise and Anticlockwise Poster - as required

It will be helpful if the children are familiar with the nursery rhyme Hickory Dickory Dock and have experience of working with mazes. They should also be familiar with reading o'clock times.

## Learning Sequence

\(\left.\begin{array}{l}Clockwise and Anticlockwise: Show the children a clock with a moving second hand. Explain that all the hands <br>
move in a clockwise direction. Ask the children to move an arm in a clockwise direction. Demonstrate this by moving <br>
your arm for the children to follow. Ask the children to stand up and spin around in a clockwise direction. Repeat <br>
this activity for other body parts, such as leg, foot, finger, hand, head and hips. Explain that the opposite direction <br>
to clockwise is anticlockwise. Ask the children to move an arm in an anticlockwise direction. Continue asking them to <br>
use other parts of their body to move in a clockwise or anticlockwise direction. Check they are moving in the correct <br>
direction each time and model the movements yourself. Remind them to use the clock's hands as a guide if they <br>

forget. Can the children move in clockwise and anticlockwise directions?\end{array}\right\}\)| Clockwise and Anticlockwise Partners: In pairs, children decide who will show a clockwise movement and who will |
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| show an anticlockwise movement. They may choose a body part to move. Children may be tempted to move in the |
| same direction as their partner, but remind the children they are moving in the opposite direction. Select pairs to |
| demonstrate their movements to the class. The rest of the children work out who was moving clockwise and who was |
| moving anticlockwise. |

## Masterit

Spiralit: Challenge the children to create routes with only clockwise or anticlockwise turns. Ask the children to mark out their routes in chalk on the playground or on whiteboards. Ask the children about what they notice.
Mazeit: Provide groups of children with large-sized sheets of squared paper to create their own mazes and label their turns. The groups switch mazes, following the routes and checking the accuracy of the labelled turns.
Marbleit: Provide children with a marble, building bricks and baseboards. Ask them to build a maze for the marble to roll around when the baseboard is tilted. Challenge them to choose a start and a finish point for the marble and to describe the turns in their routes as clockwise or anticlockwise. Ask the children to test out each other's marble mazes.
Stirit: Tell the children they are going to bake two class cakes. One of the cakes is going to be a clockwise stirred cake and the other is going to be an anticlockwise stirred cake. Divide the children into two groups to help make the cakes using only the correct direction for stirring.

