

Discussion Problems

Step 1: Describe Turns

National Curriculum Objectives:

Mathematics Year 1: (1P2) [Describe position, direction and movement, including whole, half, quarter and three-quarter turns](#)

About this resource:

As this resource is aimed at Year 1, we recommend that an adult reads the problem to children who cannot yet access it for themselves.

This resource has been designed for pupils who understand the concepts within [this step](#). It provides pupils with more opportunities to enhance their reasoning and problem solving skills through more challenging problems. Pupils can work in pairs or small groups to discuss with each other about how best to tackle the problem, as there is often more than one answer or more than one way to work through the problem.

There may be various answers for each problem. Where this is the case, we have provided one example answer to guide discussion.

We recommend self or peer marking using the answer page provided to promote discussion and self-correction.

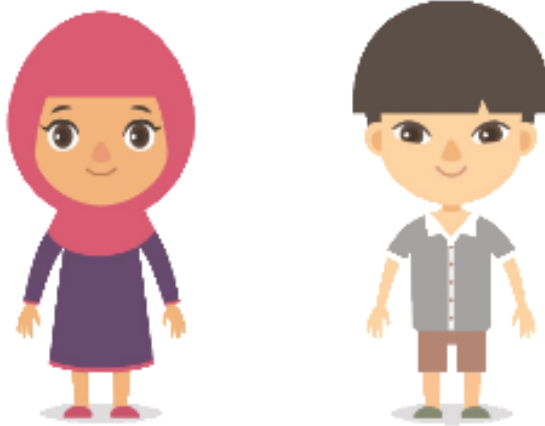
More [Year 1 Position and Direction](#) resources.

Did you like this resource? Don't forget to [review](#) it on our website.

Describe Turns

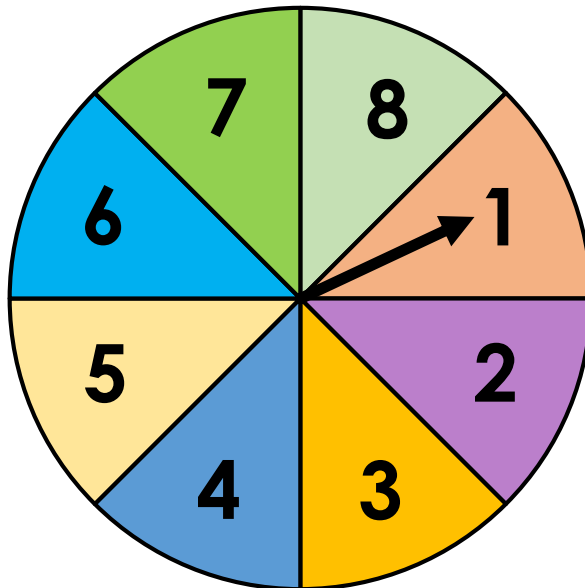
1. Stand next to a friend facing the door. Now both make a three quarter turn in opposite directions. Do you finish up facing the same direction?

Find a starting position so that when you both make a three quarter turn in opposite directions, you end up facing the same way.



DP

2. Min and Fred are playing a game with a spinner. If the spinner starts on 1, describe the turn it might take to land on 3.



DP

Describe Turns

1. Stand next to a friend facing the door. Now both make a three quarter turn in opposite directions. Do you finish up facing the same direction?

No, you will finish up facing opposite directions.

Find a starting position so that when you both make a three quarter turn in opposite directions, you end up facing the same way.

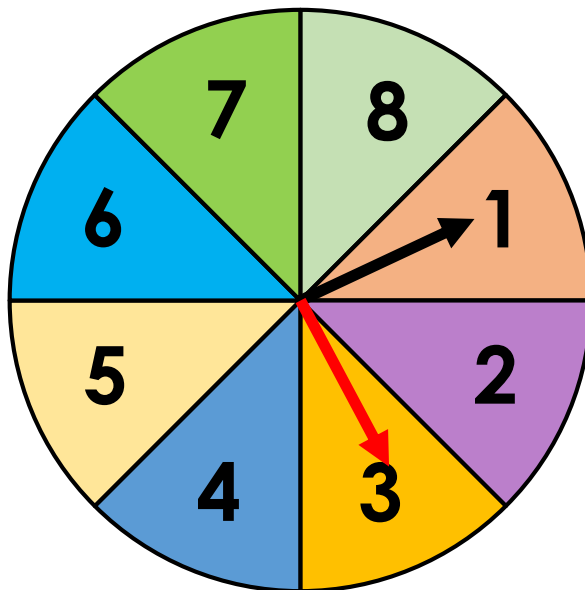
If you start by facing each other, you will end up facing in the same direction.



DP

2. Min and Fred are playing a game with a spinner. If the spinner starts on 1, describe the turn it might take to land on 3.

Various possible answers, for example one quarter turn.



DP