



Canonbury Home Learning

Year 2 Maths

Steppingstone activity

Lesson 3 – 06.05.2020

LO: To compare, describe and solve practical problems for: capacity and volume

Success Criteria:

1. Look at the model example
2. Read the questions
3. Look at the pictures **carefully**
4. Answer the questions in your book

Model:

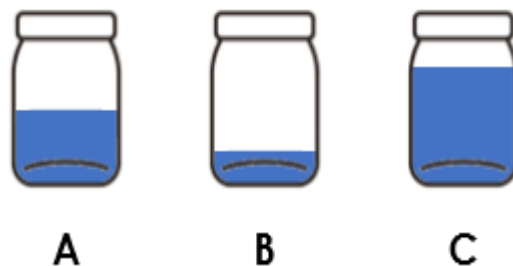
Put the containers below in order from largest volume to smallest volume.



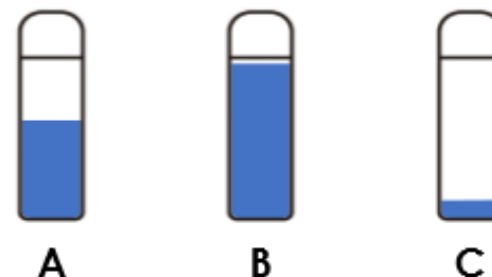
Volume is a **measure** of the size of an object, just like height and width are ways to describe size. If the object is hollow (in other words, empty), **volume** is the amount of liquid it can hold.



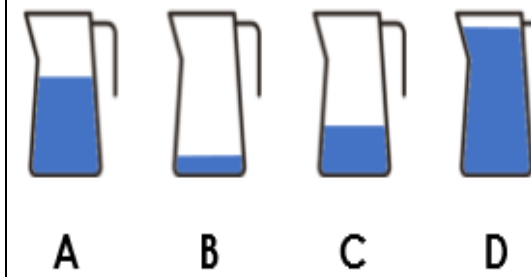
1. Put the containers below in order from **largest volume to smallest volume**.



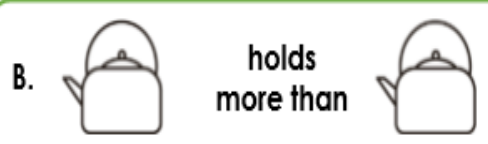
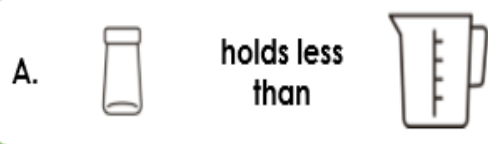
2. Put the containers below in order from **smallest volume to largest volume**.



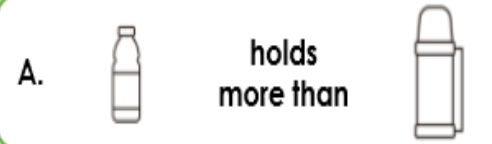
3. Put the containers below in order from **smallest volume to largest volume**.



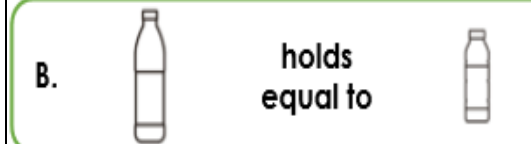
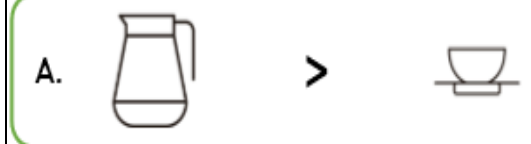
4. Which statement is correct? Write the correct one.



5. Which statement is correct? Write the correct one.



6. Which statement is correct? Write the correct one.



LO: To use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anticlockwise)

Task:

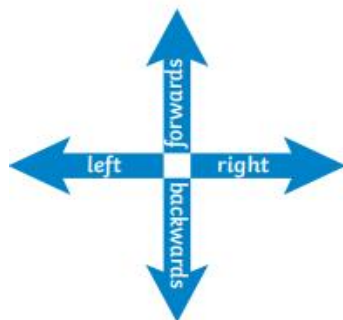
You are going to be **describing movement and turns** using **mathematical vocabulary**

Success Criteria:

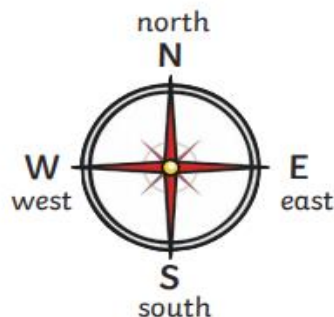
1. Read the vocabulary **describing movement and turns**
2. Look carefully at the image, *thinking carefully about what types of movement and turns you will need to reach the destination*
3. Answer the questions in your book **(REMEMBER: Each answer may have more than one possible route, you only have to find one!)**

Model: Describing Straight-Line Movement

1.



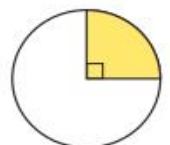
Left and Right
The hand that makes an L shape is the **left hand.**



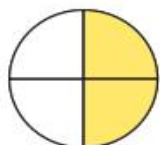
2.

You are the arrow! Describe how to get to the different objects.

Describing Turns



quarter turn



half turn

clockwise



anticlockwise

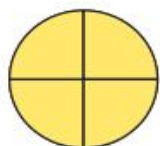


If the turn is in the same direction as the hands of a clock, it is **clockwise**.

If the turn is in the opposite direction to the hands of a clock, it is **anticlockwise**.



three-quarter turn

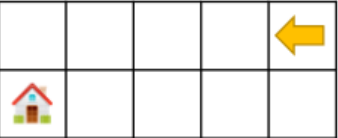
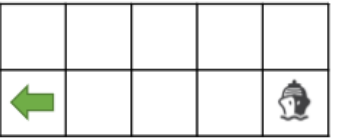
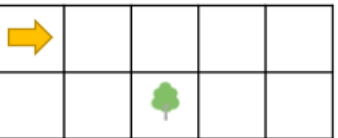

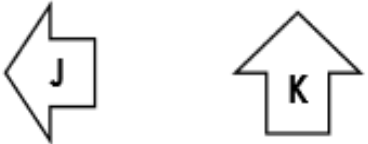
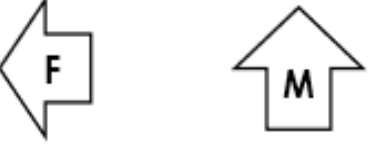
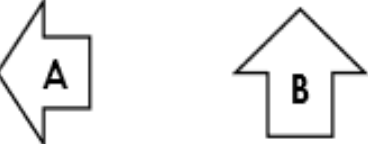

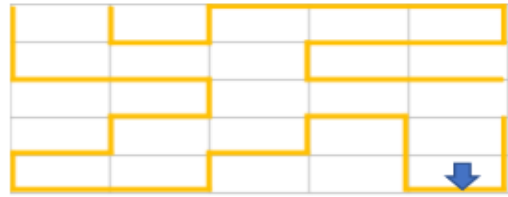
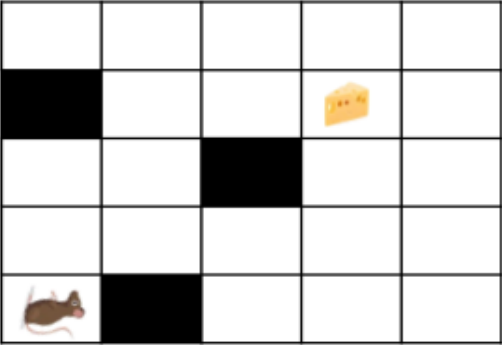
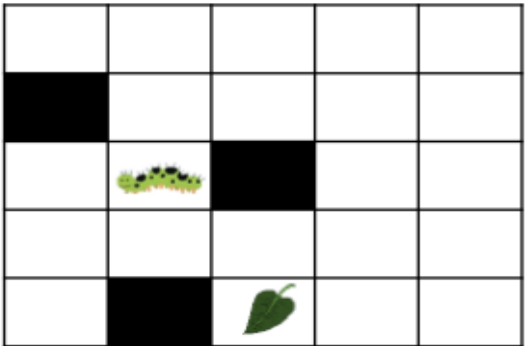


full turn

3.

3 moves backwards
1 quarter turn clockwise
1 move forwards

Complete at least 2 columns, more if you can!

Task 1	Task 2	Task 3	Task 4
<p>Practice You are the arrow! Describe how to get to the different objects.</p> <p>1. </p> <p>2. </p> <p>3. </p> <p>4. </p>	<p>Practice</p> <p>1. How many clockwise quarter turns will Katie need to make to face the same direction as Jason? </p> <p>2. How many anti-clockwise quarter turns will Faham need to make to face the same direction as Milly? </p> <p>3. How many anti-clockwise three-quarter turns will Alexa need to make to face the same direction as Billy? </p>	<p>Reasoning Explain your answers.</p> <p>3a. Fernando and Xin are lost in the maze, facing the direction of the arrow. Fernando thinks that they can get out if they go forwards and make right quarter turns. Xin thinks they can get out if they walk backwards 2. Who is correct? Give reasons for your answer. </p> <p>3b. Hamza and Lyla are lost in the maze, facing the direction of the arrow. Hamza thinks that they can get out if they step back 2. Then make 1 right quarter turn. Then step forward 1. Lyla thinks they can get out if they step back 2. Then step left 1. Who is correct? Give reasons for your answer </p>	<p>Problem solving</p> <p>5a. The mouse is trying to find her cheese. She wants to find it in no more than 7 movements. Describe the route she could take, including the turns that she makes. </p> <p>5b. The caterpillar is trying to find his leaf. He wants to find it in no more than 5 movements. Describe the route he could take, including the turns that he makes. </p>