

Things That Turn at School

Elaboration 1 · Finding turns around school and drawing them with arrows

ELABORATION FOCUS

Finding things that turn in the school environment, showing a half turn and a full turn, and drawing a labelled diagram with arrows for the direction and amount.

LEARNING INTENTION I can draw a turn and label it with an arrow.

Go looking

Try it

Half turn

Full turn

Label it

1

Find the Turners

Step 1: hunt for things that turn. Step 2: taps, handles, dials and switches.

2

Turn and Watch

Step 3: turn it slowly. Step 4: notice where it started and where it stopped.

3

Draw and Label

Step 5: draw a circle and a curved arrow. Step 6: label how far and which way.

MODEL · DRAWING A TURN WITH ARROWS

A curved arrow shows which way the turn goes. The shaded part shows how far it went.



Tap
half turn



Door handle
quarter turn

LABEL 1 — HOW FAR

quarter, half, three-quarter or full turn

LABEL 2 — WHICH WAY

clockwise or anticlockwise

The dashed line shows the start. The arrow shows the turn.

Every turn diagram needs two labels: the amount of turn and the direction of turn.

TEACHER MODELLING ROUTINE

I do → We do → You do

WATCH FOR

Drawing an arrow with no label, so the size of the turn is not shown.

REMEMBER

Say it to students as: "Draw where it started, then arrow it to where it stopped."

MATERIALS

Taps, door handles, dials, spinners, clipboards, rulers, coloured pencils.

Teacher note: a walk around the school makes this concrete. Ask students to photograph or sketch the object first, then draw the turn diagram beside it.