

Interpret and create two-dimensional representations of familiar environments, locating key...

interpret and create two-dimensional representations of familiar environments, locating key landmarks and objects relative to each other

Learning intention

- interpret and create two-dimensional representations of familiar environments, locating key landmarks and objects relative to each other

Teach and model

- designing the layout of a space; for example, a proposed games room or the classroom using a blank sheet of paper as the boundary and cut outs of shapes to represent furniture...
- locating themselves within a space such as a basketball court, an oval, stage or assembly hall, guided by a simple hand-held plan indicating the different positions of the...
- sketching a map within the classroom indicating where they have hidden an object, swapping maps with partners and then providing feedback about what was helpful...

Check understanding

- Explain the main idea in interpret and create two-dimensional representations of familiar environments, locating key... using an example.
- Show the idea in a second way: with words, a model, a diagram or symbols.
- Apply the idea to a short unfamiliar situation and justify the result.

Teaching cautions

- Ask the student to explain their choice, not only state an answer.
- Check that key vocabulary is understood in a new example.
- Mix representations so the skill is transferred rather than copied.

Quick lesson sequence

- Connect to prior knowledge and introduce the key vocabulary.
- Model one clear example, then solve a second example together.
- Finish with an independent check and a short student explanation.