

Position & Direction

WORKING AT THE EXPECTED STANDARD ASSESSMENT

Maths Activity Book

Name:.....



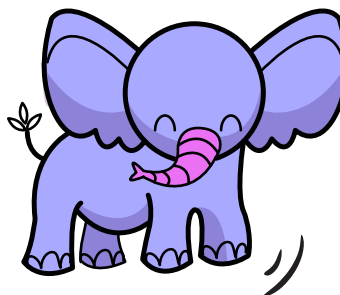
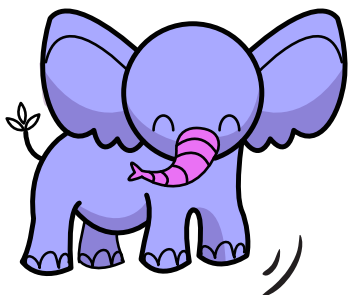
Colour in this page!

Working at the expected standard**The pupil can:**

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

Left and right

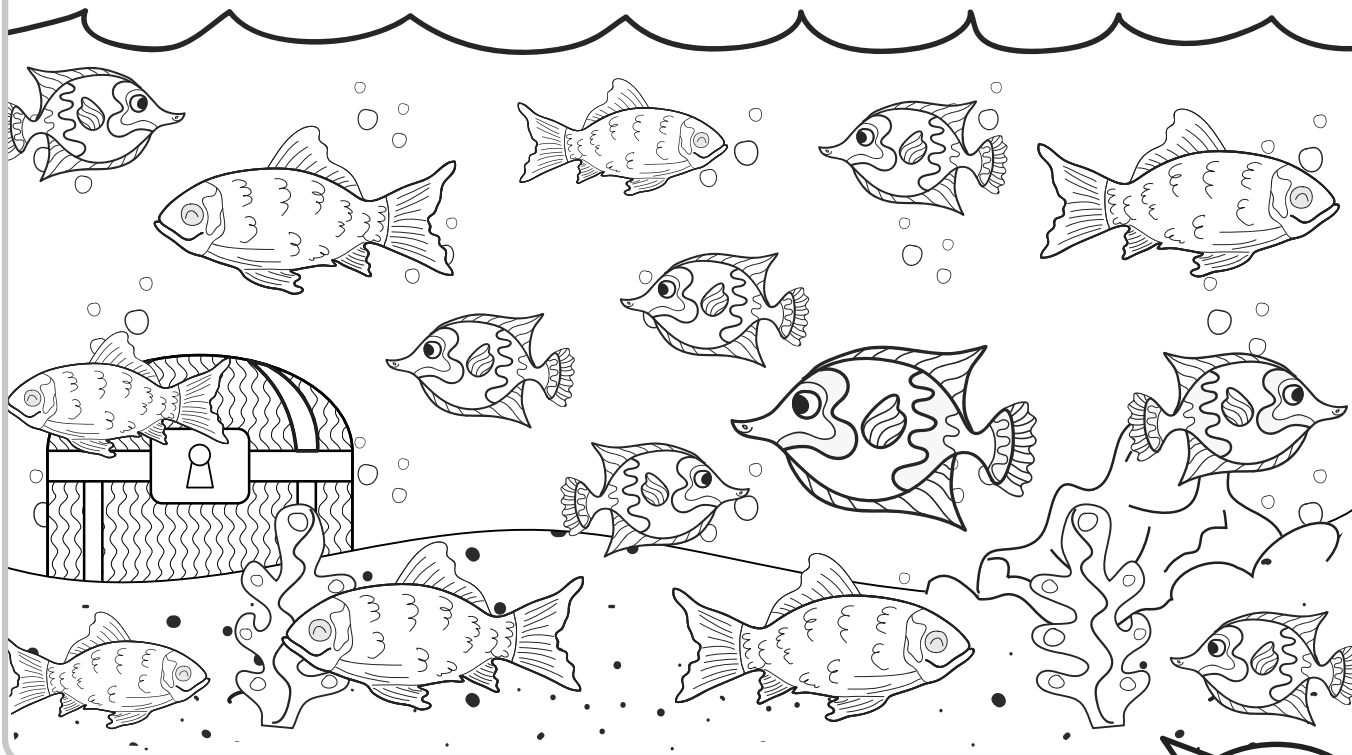
Circle the elephant on the left.



Circle the giraffe on the right.



If the fish is facing left, colour it red. If the fish is facing right, colour it yellow.



Then, colour in the rest of this picture!

Top, middle and bottom

Colour the top button blue,
the middle button green and the
bottom button yellow.



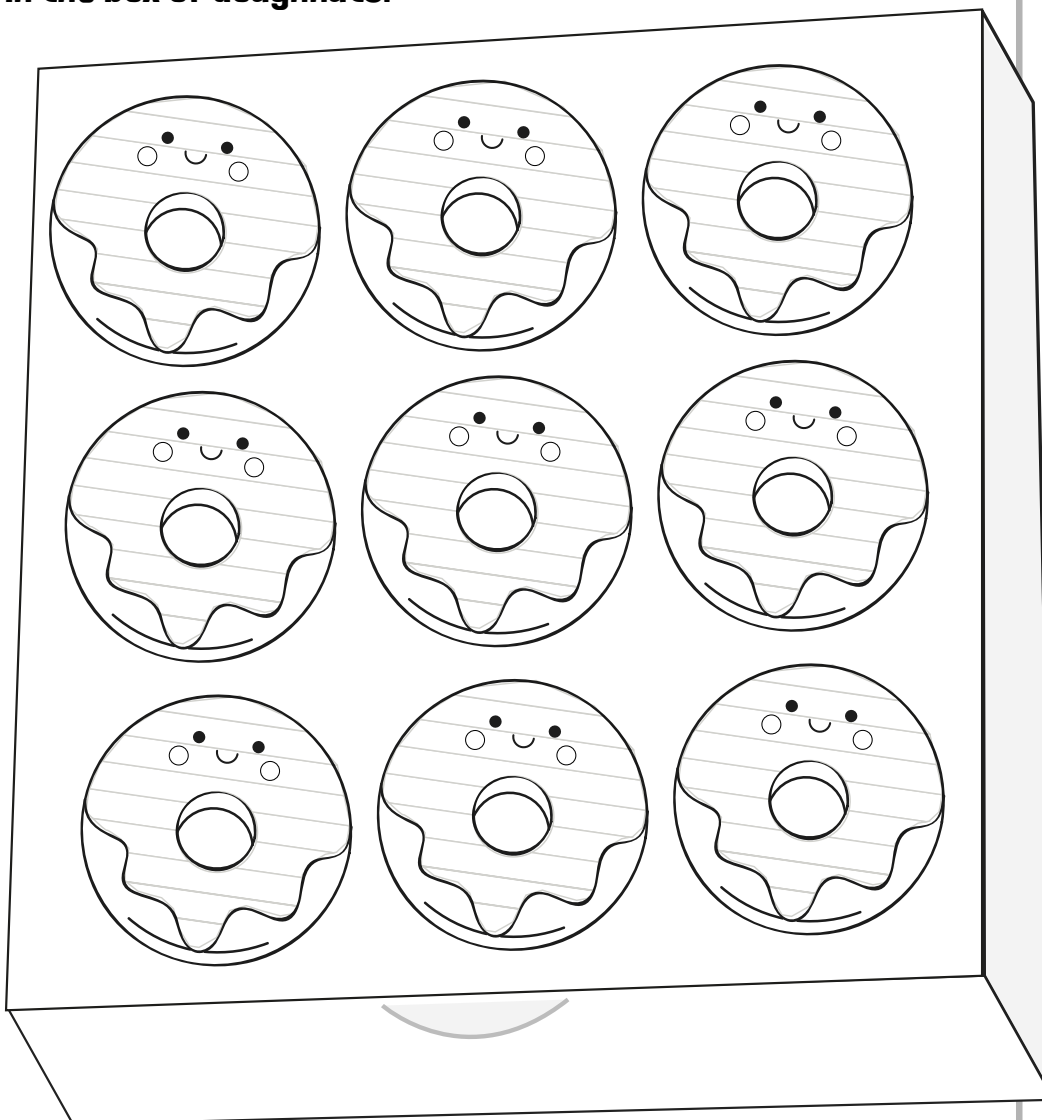
Use the clues to colour in the box of doughnuts.

Colour the middle
doughnut pink.

Colour the bottom row
of doughnuts brown.

Colour the top row of
doughnut orange.

Colour the remaining
doughnuts blue.



On top of, in front of, behind, next to, under, in between

Use the words below to describe the position of Jess the cat.



behind

above

in between

next to

in front of

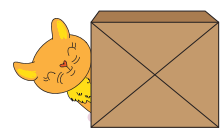
on top of

under

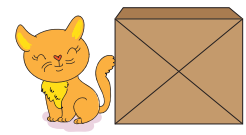
in between



Jess the cat is _____ the box.



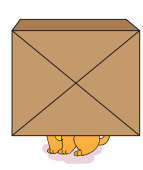
Jess the cat is _____ the box.



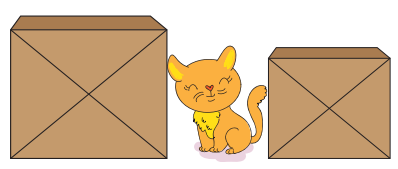
Jess the cat is _____ the box.



Jess the cat is _____ of the box.



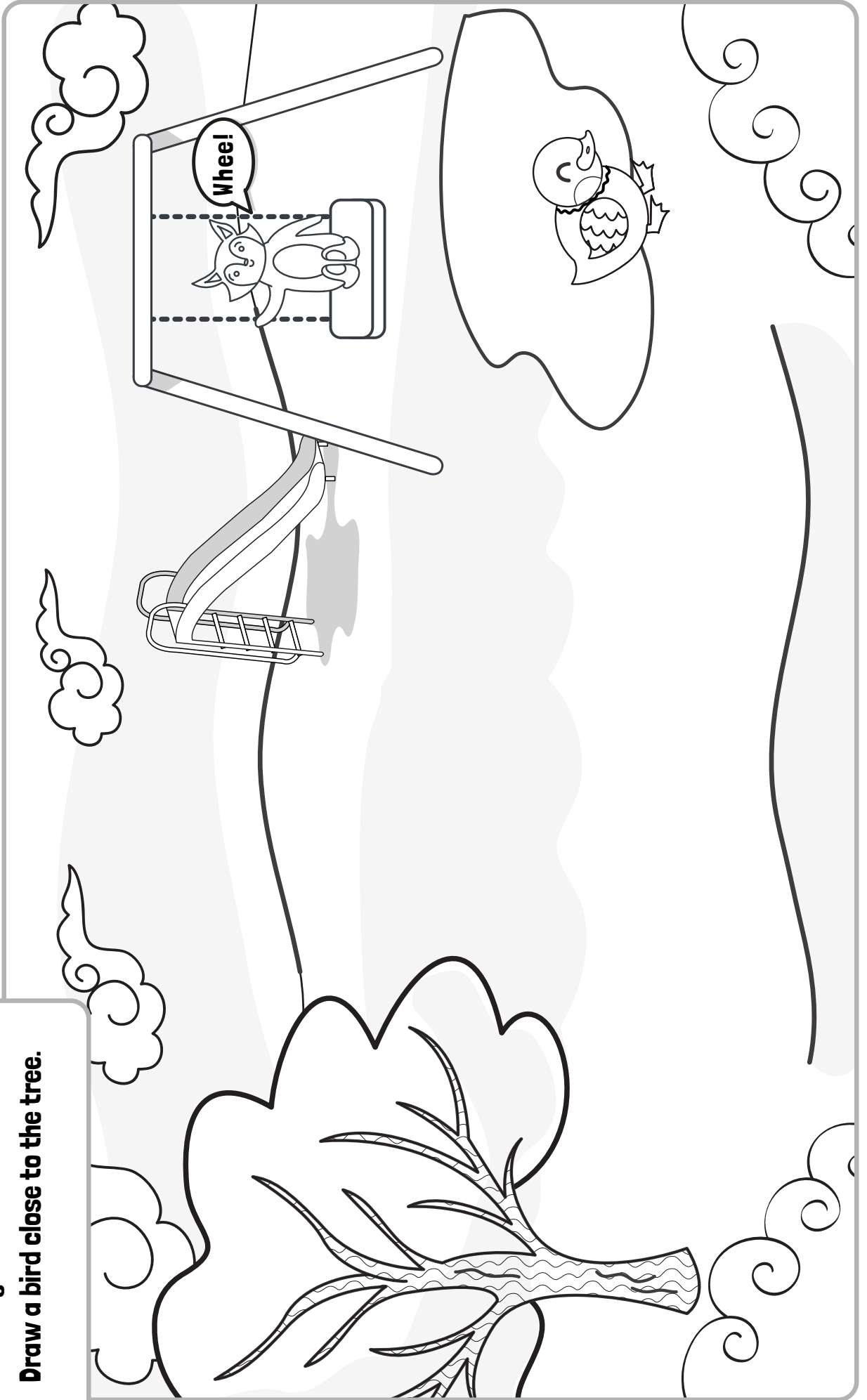
Jess the cat is _____ the box.



Jess the cat is _____ the boxes.

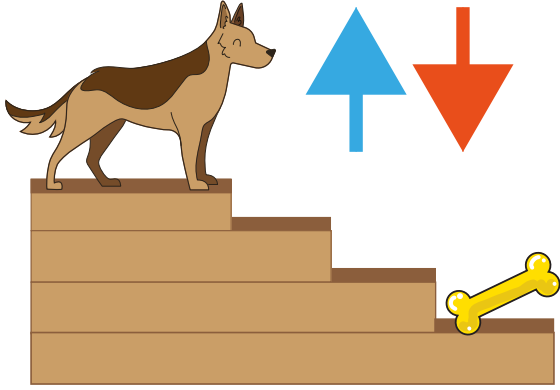
Around, near, close and far

- Draw a circle around the duck.
- Draw a boy near the swing.
- Draw a girl far from the slide.
- Draw a bird close to the tree.



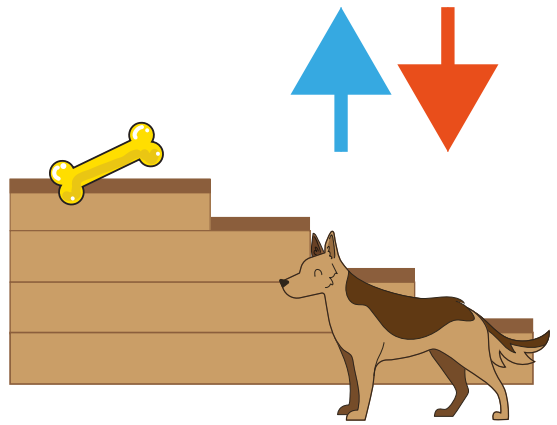
Up and down

Select which direction Buster must go to get his bone.



up

down



up

down

forwards and backwards

Using the words forwards and backwards complete this sentence.

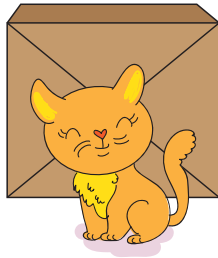


If Tom walks _____ he will reach the slide.

If Tom walks _____ he will reach the tree.

Inside and outside





Circle the picture that shows the cat inside the box.



Circle the picture that shows the dog outside the kennel.



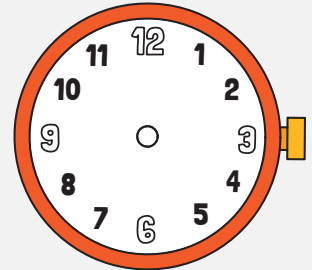
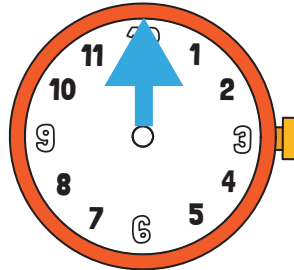
Whole turn, half turns, quarter and three-quarter turns

Starting position	Do a...	Draw the new position of the arrow
	Quarter turn	
	Whole turn	
	Half a turn	
	Three-quarter turn	

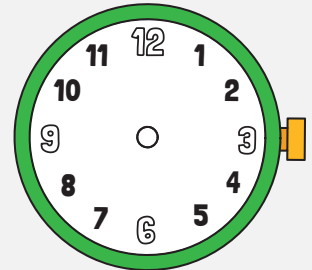
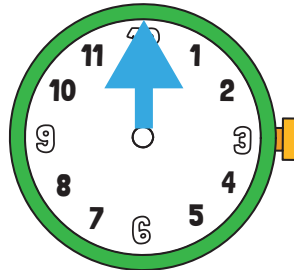
Clockwise and anticlockwise

Draw the arrow on the clock in its new position.

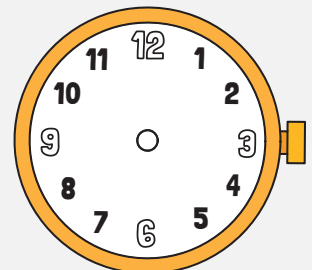
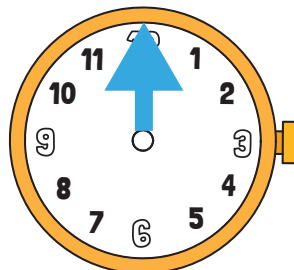
Turn the arrow half a turn clockwise



Turn the arrow a quarter turn anti-clockwise



Turn the arrow a three-quarters turn clockwise.



Turn the arrow a three-quarters turn anti-clockwise.

