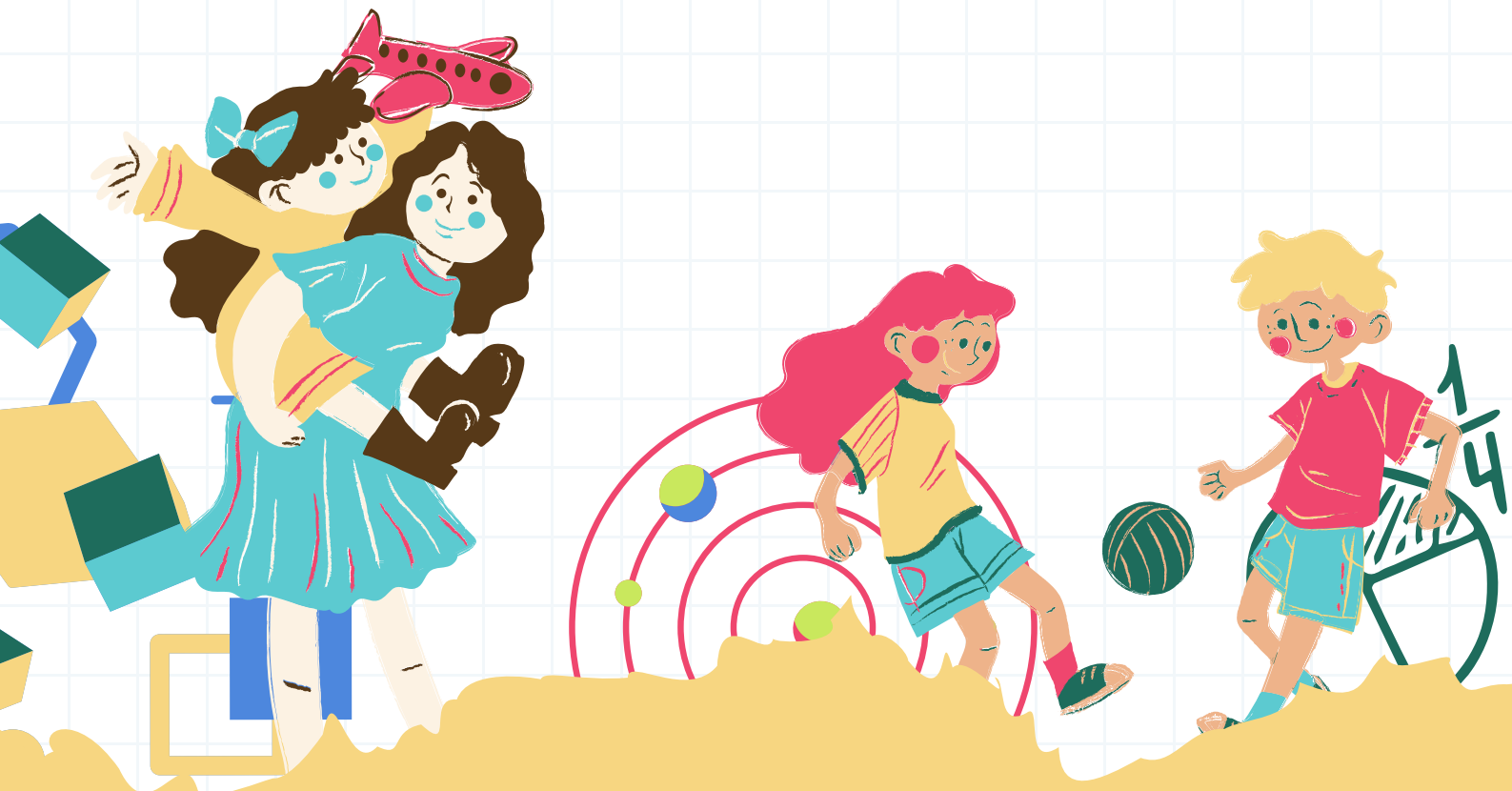


# MATH&MOVE

## PRACTICE SHEET

### Orientation



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**TOPIC:** Space orientation with the help of movements

**DURATION:** 20- 30 mins

**LEVEL:** 1 (ages 6-7)

**PARTICIPANTS:** 1 class (20-22 pupils), divided into groups of 4 - 6

Note: The time required for this activity can be adjusted according to the response of your students. Allow more time if students enjoy the activity or if you think they need more practice.

**Required material for this activity**

- 1** White sheets of A4 paper for the teacher to write the movement commands
  - There should be as many "movement cards" as there are students. You can also make a few extra in case you need them.
- 2** 1 – 2 markers
- 3** 1 paper tape roll to construct the floorboard
- 4** Chalk, string or rope would also do
- 5** Post-it notes to number the squares
- 6** Colored scarves (different colors) to tell apart the groups of pupils that will be created



# INSTRUCTION AND DESCRIPTION OF THE ACTIVITY

## Instruction

Practice and improve your orientation skills as you move on the floorboard with your classmates following movement commands. Children are divided into groups of 4 to 6 pupils. Each team is defined by a different colour (red, blue, yellow, etc.) by tying coloured handkerchiefs on the wrists of the players. In turn, the players of the teams move on the floorboard according to the movement command on the card they draw. They stay there until all players are standing on the numbered squares of the board.

Look carefully at the floorboard your teacher has made on the floor as you will have to move on it. There are also "movement cards" with instructions to help you find your place on the board. All players tie the colored handkerchiefs around your wrists to create equal teams in number and potential.



Floorboard

31	32	33	34	35	36
30	29	28	27	26	25
19	20	21	22	23	24
18	17	16	15	14	13
7	8	9	10	11	12
6	5	4	3	2	1

Command/Instruction card

Take 3 steps back



2

All teams divided by colour stand with players in a row one behind the other outside the board facing each numbered square of the horizontal axis. The game starts with the first player of the first team, i.e. the red team as he/she is standing in front of number 1 square. Choose a "movement card" from your teacher and read it silently (without the other players hearing you).

i.e. "Take 3 steps forward"

Move accordingly on the board. Stay standing in your place (numbered square). As soon as you stand there, your teammates only must shout out the number corresponding to the square you are on, i.e. "13". All the first players of the other teams continue as such.



3

The game continues with the first players of all teams. Don't forget to call out the number of the numbered square every time someone stands there. Only then can the second, third, fourth...players of the teams take their turn.

**Note:** If during the game some players find themselves on the same square, the one who arrived second moves to the next closest free square.



FINAL STEP



The game is over after all players of the teams have played at least once. No player leaves their place until the end of the game so until then everyone remains standing in their place on the floorboard.