

Name _____

Date _____

Clockwise Corners

L1: I can recognise and move in clockwise and anti-clockwise turns.

Follow Hickory's route through the maze to the clock. Colour the clockwise turns in green and colour the anticlockwise turns in red.

The maze is set on a 10x10 grid. A blue path starts at a mouse on the left edge (row 5, column 1) and ends at a grandfather clock on the right edge (row 8, column 10). The path consists of the following segments and turns:

- Start at mouse (row 5, column 1) and move right to (row 5, column 4).
- Turn anticlockwise (marked with a red arrow) to move up to (row 2, column 4).
- Turn clockwise (marked with a green arrow) to move right to (row 2, column 6).
- Turn anticlockwise (marked with a red arrow) to move up to (row 1, column 6).
- Turn clockwise (marked with a green arrow) to move right to (row 1, column 8).
- Turn anticlockwise (marked with a red arrow) to move up to (row 2, column 8).
- Turn clockwise (marked with a green arrow) to move right to (row 2, column 10).
- Turn anticlockwise (marked with a red arrow) to move down to (row 3, column 10).
- Turn clockwise (marked with a green arrow) to move left to (row 3, column 6).
- Turn anticlockwise (marked with a red arrow) to move down to (row 4, column 6).
- Turn clockwise (marked with a green arrow) to move right to (row 4, column 8).
- Turn anticlockwise (marked with a red arrow) to move down to (row 5, column 8).
- Turn clockwise (marked with a green arrow) to move right to (row 5, column 10).
- End at the grandfather clock (row 8, column 10).