

GRADE 2 LEARNING PACK

# Rotate, Turn & Match

Mentally rotate simple shapes and distinguish rotation from reflection.

**LEARN • PRACTISE • CREATE • REFLECT**

Original BrightPencil Kids resource - adult-led where appropriate

A4 edition • 12 purposeful pages • review copy

**Print. Learn. Grow.**

# Grown-up guide

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## Learning objective

Mentally rotate simple shapes and distinguish rotation from reflection.

## Use this pack well

- Model the first example aloud, then let the learner try.
- Ask “How do you know?” more often than “Are you finished?”.
- Use real objects, talk, movement or observation when the activity suggests it.
- Stop or shorten the session if attention or enjoyment drops.
- Open-ended pages can have many successful answers.

## Quality note

This resource was written originally for BrightPencil Kids. Curriculum sources informed scope and progression only; no third-party worksheet or story text is reproduced.

# Learn the idea

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**1** rotation turns a shape without changing its structure

**2** reflection flips orientation

**3** tracing or physical pieces can support spatial reasoning

## Talk about it

Explain one idea in your own words. Give an example from real life, a drawing or an object if that helps.

Choose which shape is a 90-degree rotation of an arrow.

Identify a reflected letter-like symbol versus a rotated one.

Turn a paper shape a quarter turn and record orientation.

Complete a pattern of repeated rotations.

Explain how a physical turn can check a mental prediction.

## Try it beyond the page

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### Real-world / hands-on connection

Use cards, counters, drawings or movement to model at least one puzzle before solving only in your head.

### Before you finish

What did you notice?

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What evidence, object or example helped you?

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What would you change if you tried again?

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# Create something

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## Your project

Design a four-symbol “rotation code” where each step turns the symbol 90 degrees.

Use this space for planning, drawing, mapping, designing or notes.

CHALLENGE

# Think deeper

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1. Which strategy reduced the possibilities?

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2. How did you verify the final answer?

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3. When would changing strategy be sensible?

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# Quick review

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1. In one sentence, explain the big idea of “Rotate, Turn & Match”.

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2. Draw or write one example that shows you understand.

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3. Choose one activity from this pack and explain the strategy you used.

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4. Write one question you still have.

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# Answer & discussion notes

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Use these as guidance, not scripts. Open questions can have different successful responses when the reasoning is sensible and evidence-based.

## 1. Suggested response

Name a relevant strategy such as table, elimination, drawing, physical model or working backwards.

## 2. Suggested response

Check every rule/condition against the solution.

## 3. Suggested response

When the current approach is confusing, inefficient or not producing progress.

## Review before publication

Check age fit, factual accuracy, clarity, accessibility, rights provenance and whether the activity works in practice. This file remains a review copy until those checks are signed off.

FINISH

# My learning reflection

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**I finished this BrightPencil learning pack.**

**One thing I understand better now:**

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**A strategy that helped me:**

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**Something I created or noticed:**

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**My next small question or goal:**

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