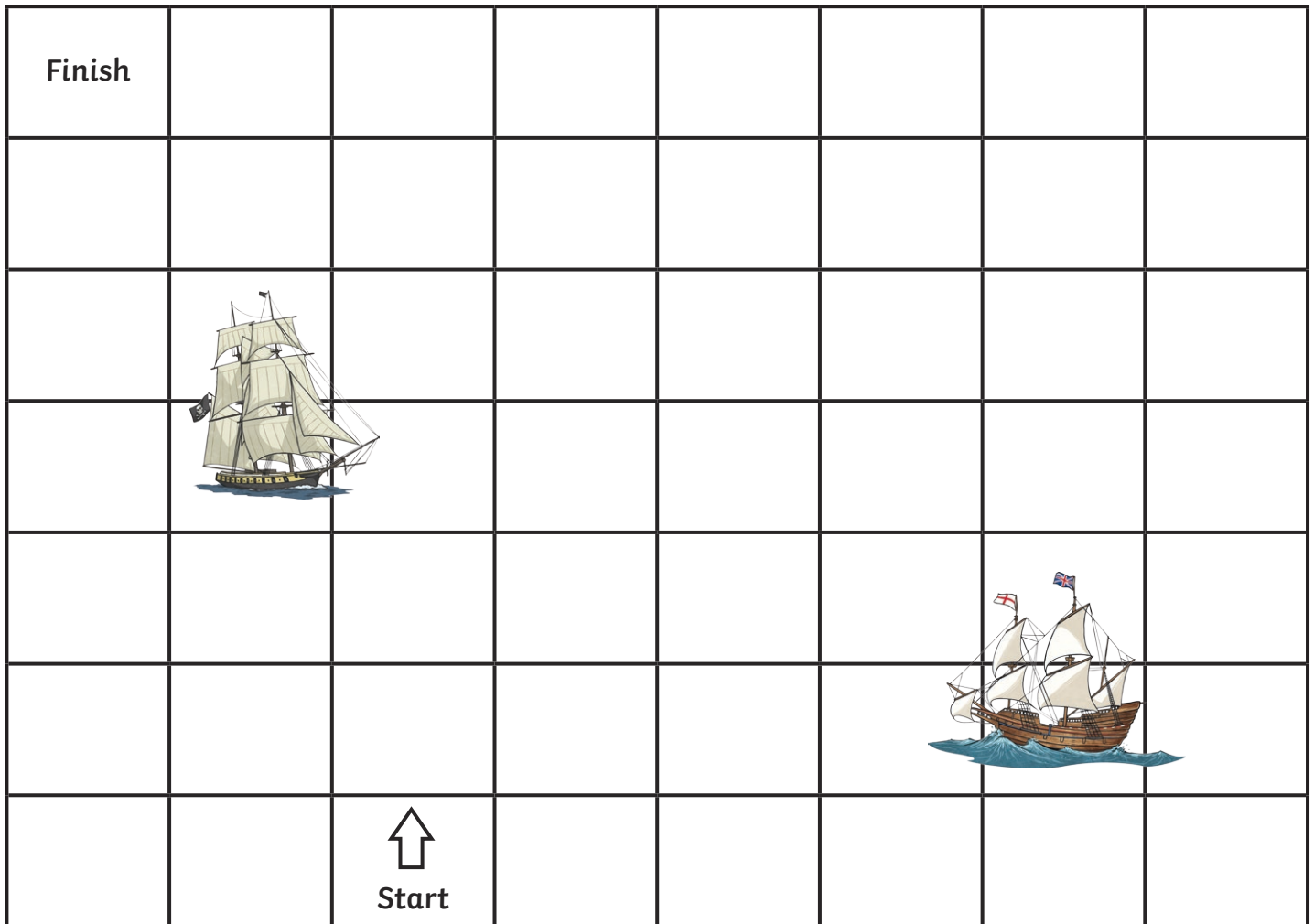




# Right Angles as Degrees of Turn

1. Follow the directions to sail safely across the ocean.



1. Forward 2 squares
2. Right angle turn clockwise
3. Forward 2 squares
4. Right angle turn anticlockwise
5. Forward 2 squares
6. Three quarter turn anticlockwise
7. Forward 3 squares
8. Right angle turn anticlockwise
9. Forward 2 squares
10. Three quarter turn clockwise
11. Forward 7 squares

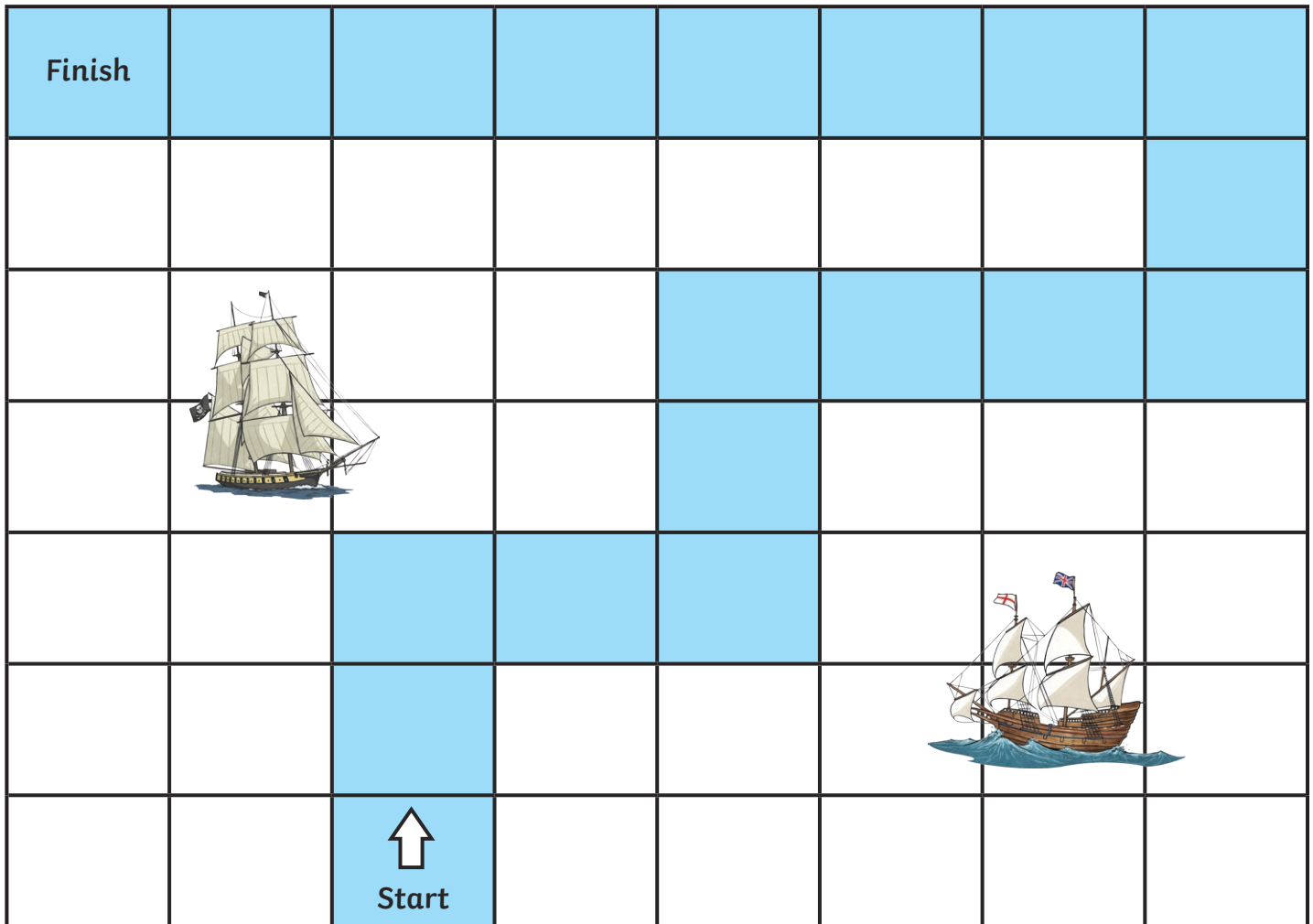
2. Can you write the directions which will allow safe passage across this dangerous sea?

							Finish
							
			Start				

- |    |     |
|----|-----|
| 1. | 10. |
| 2. | 11. |
| 3. | 12. |
| 4. | 13. |
| 5. | 14. |
| 6. | 15. |
| 7. | 16. |
| 8. | 17. |
| 9. |     |

# Right Angles as Degrees of Turn Answers

1. Follow the directions to sail safely across the ocean.



1. Forward 2 squares

2. Right angle turn clockwise

3. Forward 2 squares

4. Right angle turn anticlockwise

5. Forward 2 squares

6. Three quarter turn anticlockwise

7. Forward 3 squares



8. Right angle turn anticlockwise

9. Forward 2 squares

10. Three quarter turn clockwise

11. Forward 7 squares

2. Can you write the directions which will allow safe passage across this dangerous sea?

							Finish
							
			Start				

- |                               |                                |
|-------------------------------|--------------------------------|
| 1. Forward 1 square           | 10. Quarter turn clockwise     |
| 2. Quarter turn anticlockwise | 11. Forward 2 squares          |
| 3. Forward 3 squares          | 12. Quarter turn clockwise     |
| 4. Quarter turn clockwise     | 13. Forward 2 squares          |
| 5. Forward 2 squares          | 14. Quarter turn anticlockwise |
| 6. Quarter turn clockwise     | 15. Forward 2 squares          |
| 7. Forward 3 squares          | 16. Quarter turn anticlockwise |
| 8. Quarter turn anticlockwise | 17. Forward 4 squares          |
| 9. Forward 2 squares          |                                |