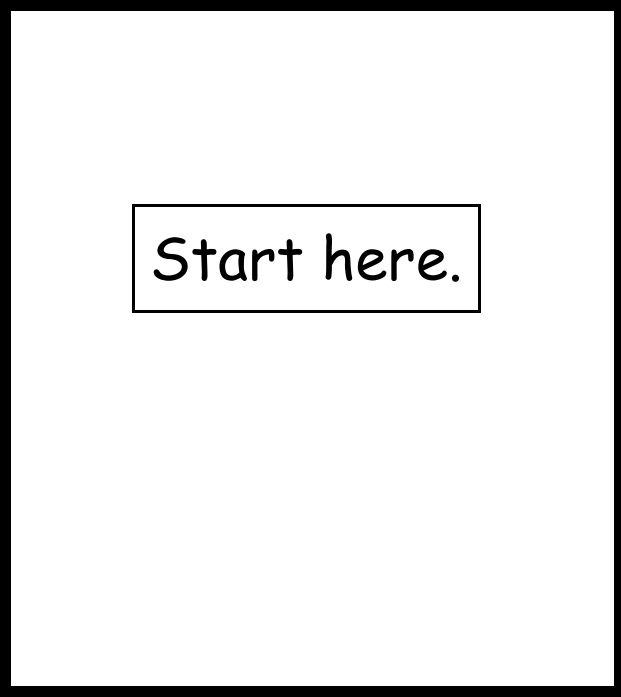
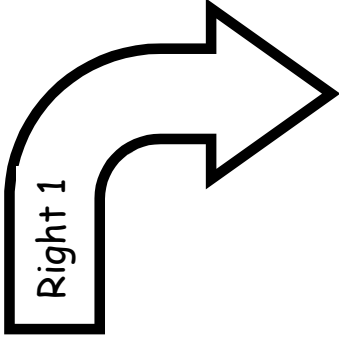
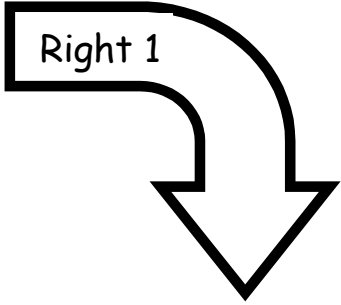


What happens when Roamer does 4 **quarter turns** to the right?

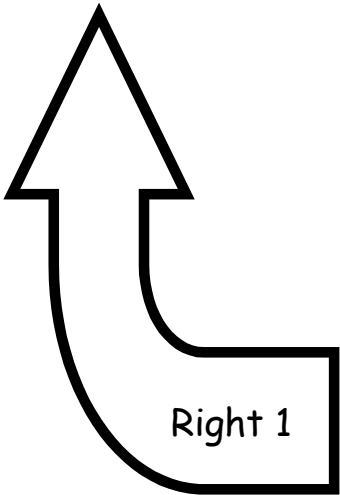


To describe movements and understand angle as a measure of turn
(NS Y1 pg 88)
To understand half and quarter turns in relation to Roamer

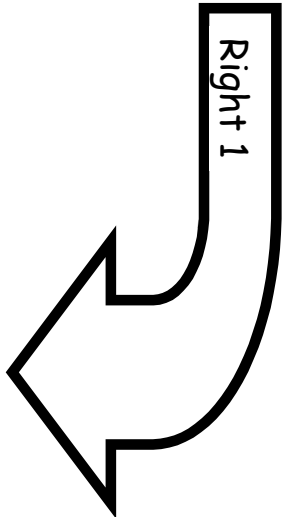


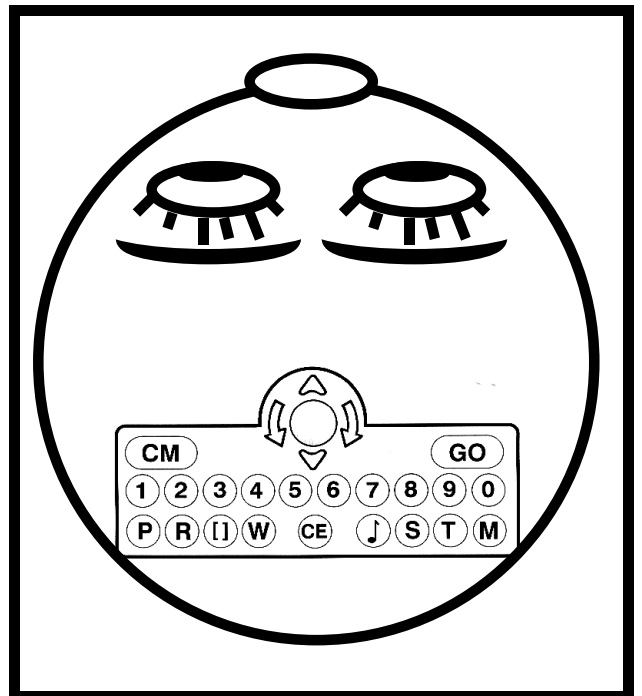
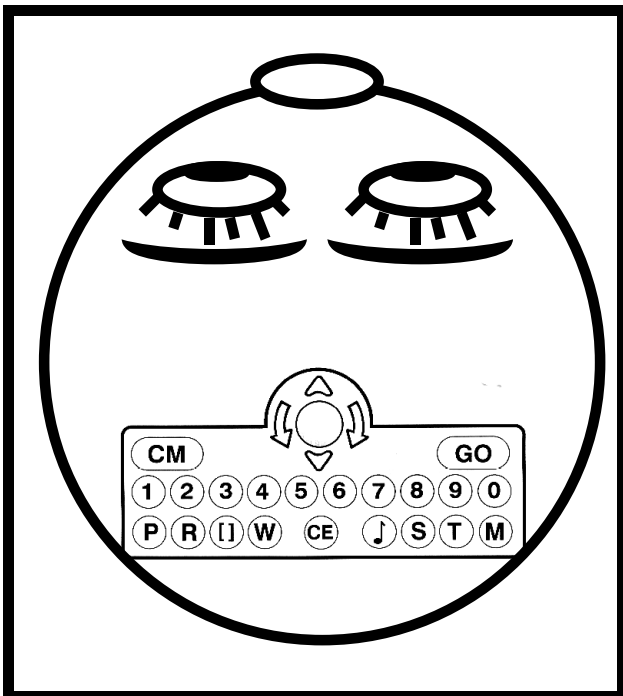
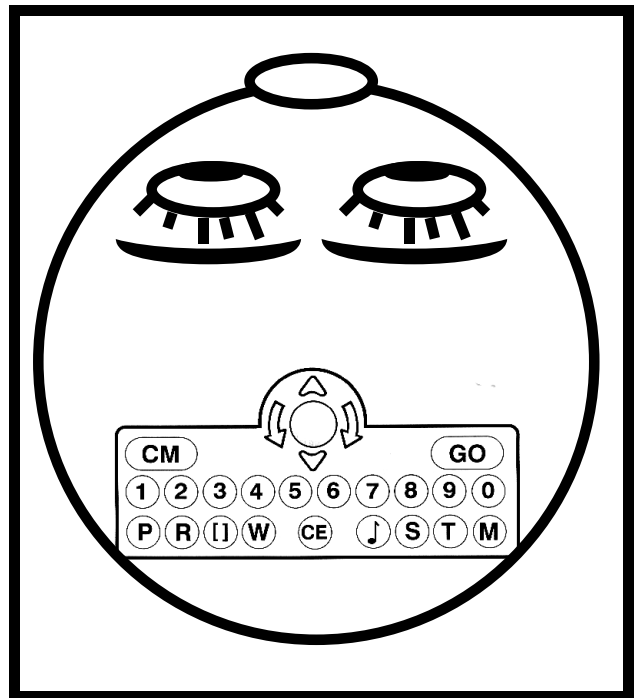
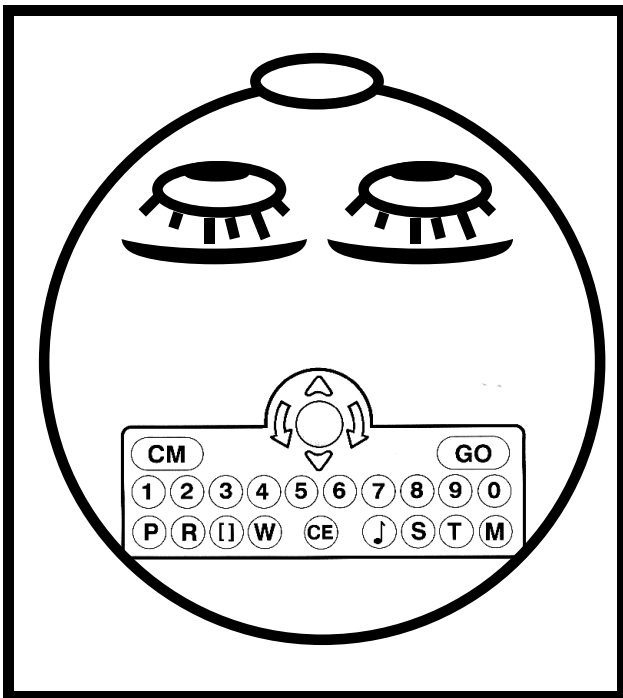
Which way was Roamer facing after his **third** turn?

Which way was Roamer facing after his **first** turn?



Which way was Roamer facing after his **second** turn?





First cut out the Roamers

Then think about what happens when Roamer does 4 quarter turns to the right. Which way will Roamer be facing after each turn?

When you have decided which way he will be facing you can stick your Roamer in the box.