Turning

Big Dipper
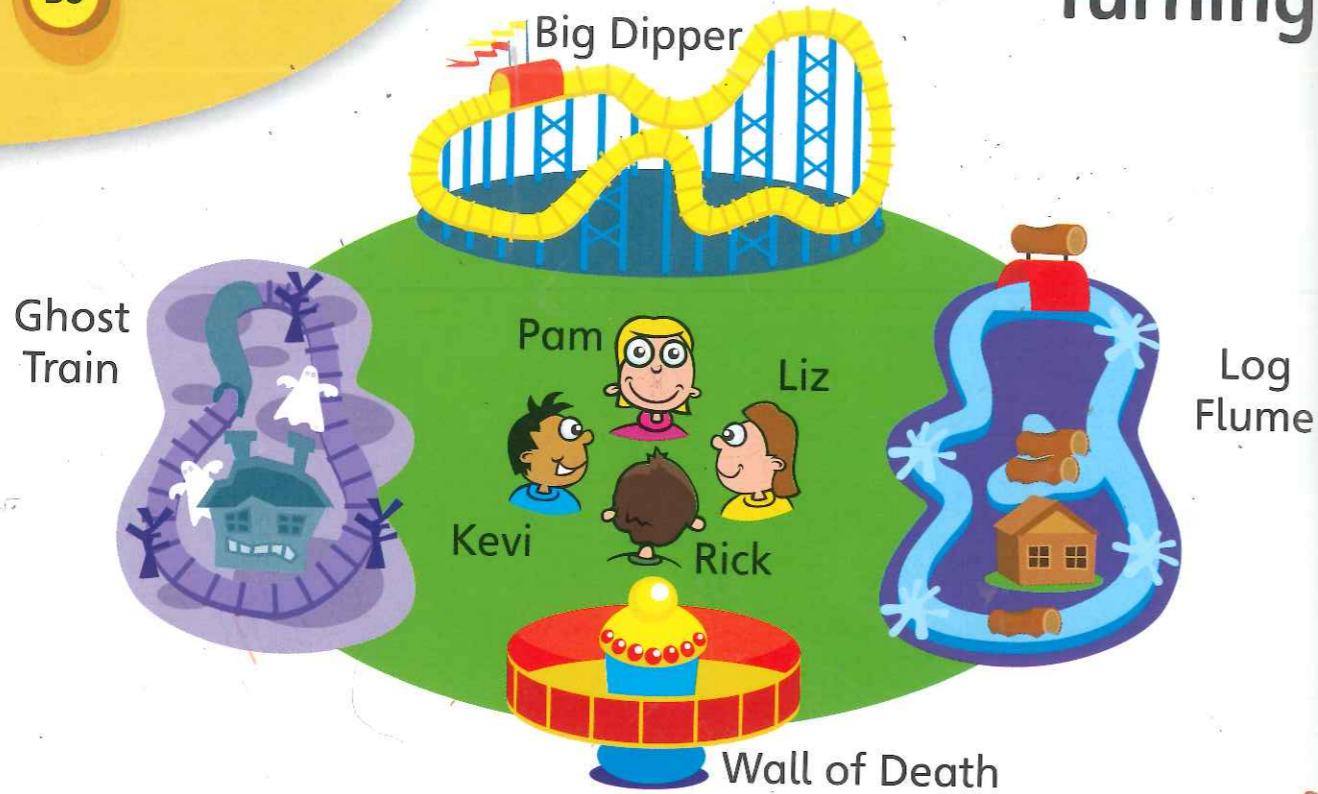
Ghost Train

Pam
Liz
Kevi
Rick

Log Flume

Wall of Death

Write the ride that each child will face after these turns:

1. Ghost Train

Rick:
1. clockwise, 3 right angles
2. anticlockwise, 2 right angles

Liz:
3. anticlockwise, I right angle
4. clockwise, 3 right angles

Kevi:
5. clockwise, 2 right angles
6. anticlockwise, I right angle

Pam:
7. anticlockwise, 4 right angles
8. clockwise, 5 right angles

Rick's first turn leaves him facing the Ghost Train. How else could he have turned to face the same way? Repeat for the other children's turns too.

Design your own theme park! Write instructions like those above and ask your friend to answer the questions.

Turning

What number does the minute hand point to after these turns?

1. 6

1
clockwise
I right angle

2
anticlockwise
2 right angles

3
clockwise
3 right angles

4
clockwise
2 right angles

5
anticlockwise
I right angle

6
clockwise
2 right angles

I start at II. One right-angle turn takes me to 2. How else could I have got there? Describe the turns.

True or false?

7   If you turn clockwise through I right angle you face the same direction as turning anticlockwise through 3 right angles.

8   If you make a three-quarter turn clockwise, you face the same direction as turning anticlockwise through 2 right angles.

9   If you turn anticlockwise through 5 right angles you face the same direction as turning anticlockwise through I right angle.

10   In 5 minutes the minute hand of a clock turns through one-third of a right angle.