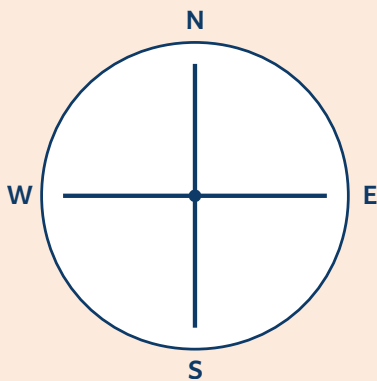


ARROW TURNS IN A GAME

- 1 Start with the game arrow pointing **up**.
- 2 Turn it one quarter clockwise so it points **right**.
- 3 Turn another quarter to make a half turn; now it points **down**.
- 4 One more quarter makes a three-quarter turn; it points **left**.

WARM-UP

Use the blank arrows on the page. Draw each new direction.



1. Draw the arrow after a quarter turn clockwise from up
2. Draw the arrow after a half turn clockwise from up
3. Draw the arrow after a three-quarter turn clockwise from up

PRACTICE

- 1 In a board game the spinner must make a half turn to win a token. How many quarter turns is that? _____
- 2 During playtime the toy clock hand jumps from **12** to **3**. Name the turn it made. _____
- 3 A playground roundabout spins all the way back to the start. How many quarter turns did it take? _____
- 4 In a timing game the hand sweeps from **12** all the way round to **9**. Name that turn. _____

! SPOT THE MISTAKE

Oisín faces North. He makes a quarter turn clockwise and says he is now facing South.

Quarter turn clockwise from North → South

Oisín is wrong. Which way is he really facing after a quarter turn clockwise?

REFLECT

Which turn feels easiest to picture — a quarter, a half or a three-quarter turn? Why?

