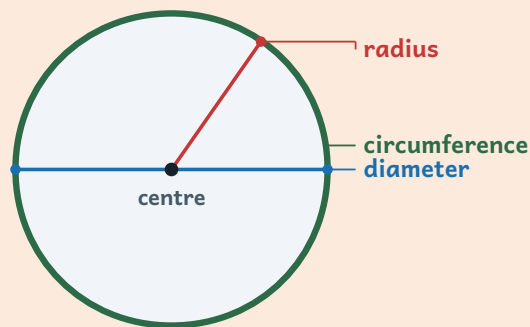


## DRAWING A PLAY TARGET CIRCLE

- 1 Set the compass gap to **3 cm** against a ruler.
- 2 Plant the sharp point firmly at the chosen centre mark.
- 3 Rotate the pencil arm in one smooth turn without lifting it.
- 4 Check that the curve joins up to make a closed circle.

## WARM-UP

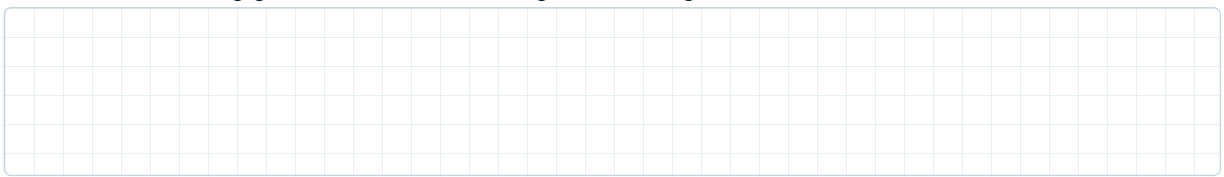
Use the open space on the page to draw the game circles named below.



1. Draw one circle of radius 2 cm for the marble start line.
2. Draw three concentric circles of radii 2 cm, 3 cm and 5 cm around one shared centre for the dartboard target.
3. Draw five linked circles each of radius 3 cm with neighbouring centres 4 cm apart for the Olympic rings.

## PRACTICE

- 1 For a marble rolling game, draw the starting circle using a radius of **2 cm**.



## ? ALWAYS, SOMETIMES, NEVER

Always, sometimes or never true? Write A, S or N.

- a. The gap between the compass point and the pencil tip equals the radius of the circle drawn. ☐
- b. The sharp point of the compass must stay fixed while the pencil turns. ☐
- c. A larger compass gap produces a smaller circle. ☐
- d. If the compass opens wider halfway round, the two ends of the curve still meet. ☐

