

Turns: quarter, half and three-quarter turns

CURRICULUM ALIGNMENT

SHA.TRN.3

model and explain the effects of transformations on shapes and line segments.

SHA.SAL.3b

compare and classify angles, recognising them as a property of a shape and as a description of a turn.

INTERACTIVES Rotational Symmetry · display, explore

WHAT THIS LESSON TEACHES

A turn is a movement around a fixed point without shifting away from that spot. A quarter turn is one square corner, a half turn is two, and a three-quarter turn is three.

→ A minute hand moving from 12 to 3 is a quarter turn.

→ Turning to face the back of the room is a half turn.

MODEL THIS ON THE BOARD

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**.

DISCUSSION STARTER

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

ANSWER KEY

Scaffold: visual check on the page

Q1: 2

Q2: quarter turn

Q3: 4

Q4: three-quarter turn

Q5: half turn

Q6: 3

Spot: A quarter turn is one right angle. From North, a quarter turn clockwise faces East. South would be a half turn.