115 – PG ANSWERS

1 (a) 90°
(b) 45°
(c) 180°
(d) 135°
(e) 90°
(f) 270°

2 (a) warm (b) warm
(c) hot (d) off

3 (a) 90°
(b) 30°
(c) 60°
(d) 180°
(e) 270°
(f) 120°
(g) 150°
(h) 300°

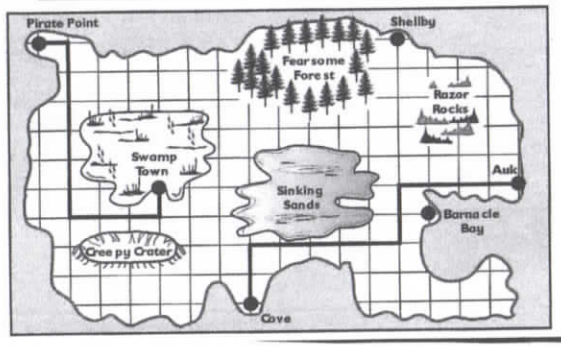
4 (a) 7 o'clock
(b) 4 o'clock
(c) 9 o'clock
(d) 10 o'clock

Name: Pupil Sheet 71

Use commands like these:
FD 4 (move 4 places **forward**) **RT 90** (turn **90°** to the **right**)
BK 2 (move 2 places **back**) **LT 90** (turn **90°** to the **left**).

1 Draw these routes on the map below. Where does each end?
(a) **Start at Pirate Point.**
FD 1 RT 90 FD 6 LT 90 FD 3 LT 90 FD 1
Route **ends** at **Swamp Town**.
(b) **Start at Auk.**
FD 4 LT 90 FD 2 RT 90 FD 5 LT 90 FD 2
Route **ends** at **Cove**.

2 List commands for these routes.
(a) Pirate Point to Shellby
FD1 RT 90 FD2 LT90 FD5 RT90 FD1 LT90 FD6 LT90 FD3
(b) Swamp Town to Auk
FD1 LT90 FD2 RT90 FD1 LT90 FD6 LT90 FD2 RT90 FD4
(c) Pirate Point to Barnacle Bay **via Cove**
FD1 RT90 FD2 LT90 FD5 RT90 FD6 LT90 FD1 RT90 FD1 (Cove) FD2 RT90 FD5 LT90 FD1 RT90 FD1
(d) Shellby to Cove **via Auk.**
FD1 LT90 FD3 RT90 FD4 LT90 FD1 (Auk) FD4 LT90 FD2 RT90 FD5 LT90 FD2



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1 Numeral 0: FD 4, RT 90, FD 2, RT 90, FD 4, RT 90, FD 2
Numeral 7: FD 4, LT 90, FD 2, LT 90, FD 1
Numeral 2: LT 90, FD 2, RT 90, FD 2, RT 90, FD 2, LT 90, FD 2, LT 90, FD 2
Numeral 9: FD 1, BK 1, RT 90, FD 2, LT 90, FD 4, LT 90, FD 2, LT 90, FD 2, LT 90, FD 2

2 (a) Numeral 3
(b) Numeral 5
(c) Numeral 6

3 Numeral 8:
Start on right middle FD 2, RT 90, FD 2, RT 90, FD 2, RT 90, FD 4, RT 90, FD 2, RT 90, FD 2
(or change RT 90 to LT 90 throughout and start on left middle)

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1 (a) right Q, U; acute R, T; obtuse P, S (b) R, T, Q/U, P, S

2 (a) green
(b) black
(c) brown
(d) blue
(e) red
(f) purple
(g) orange

3 Pupil's own drawing

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1 A 80°, B 100°, C 45°, D 20°, E 175°, F 130°, G 60°

2 V 110°, W 45°, X 88°, Y 151°