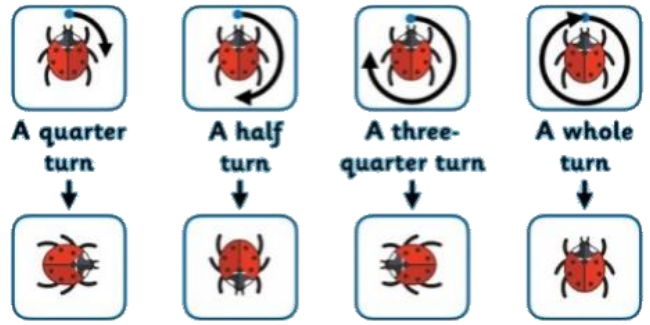
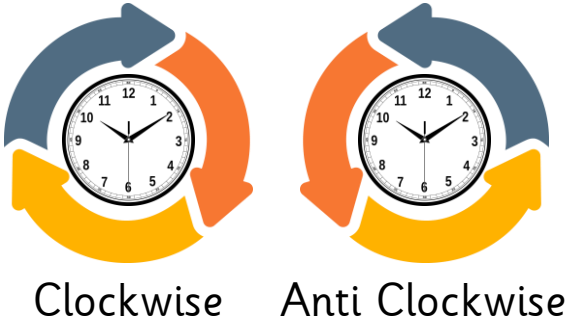


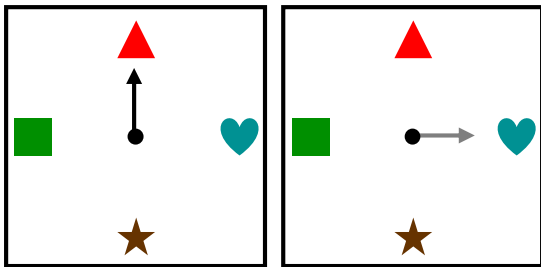
Name: Date:

Movement and Rotation

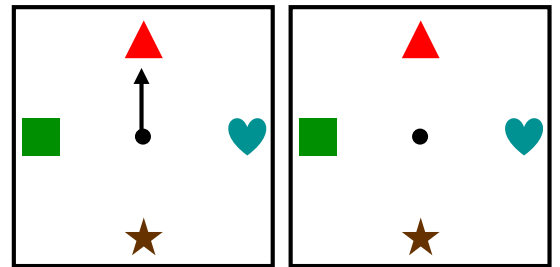


Draw the position of the pointer after it makes the turn. The first one has been done for you.

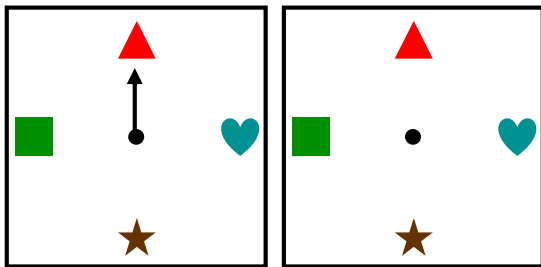
1. quarter turn clockwise



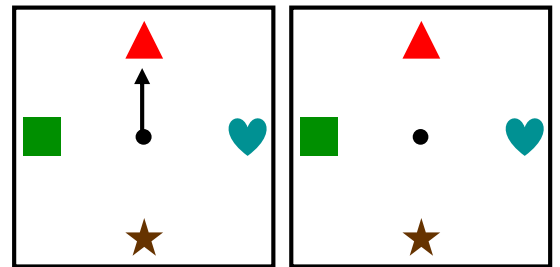
2. half turn clockwise



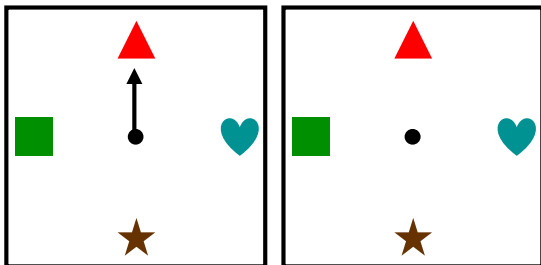
3. quarter turn anti clockwise



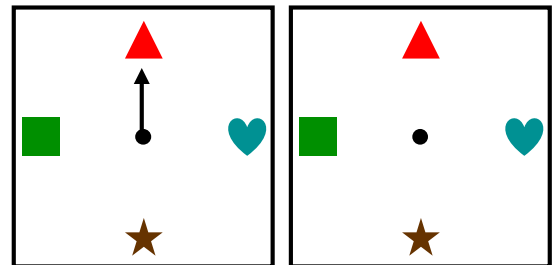
4. half turn anti clockwise



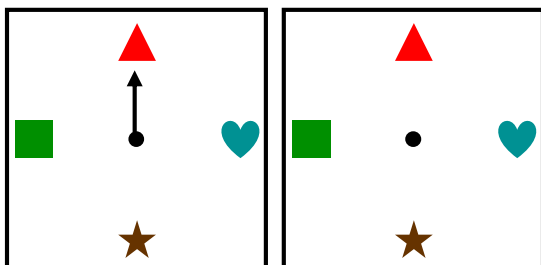
5. three quarter turn clockwise



6. whole turn clockwise



7. three quarter turn anti clockwise



8. half turn anti clockwise

