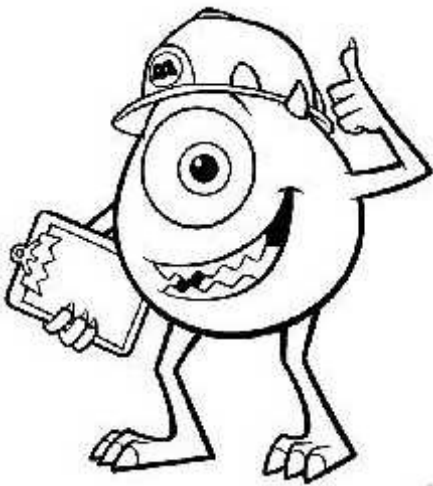
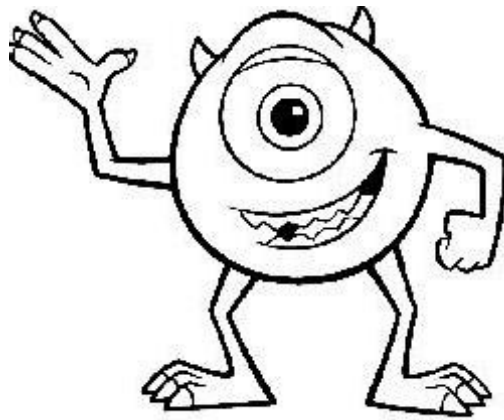
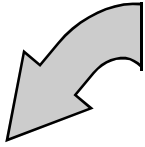


What happens when we give Roamer an instruction to make it turn?

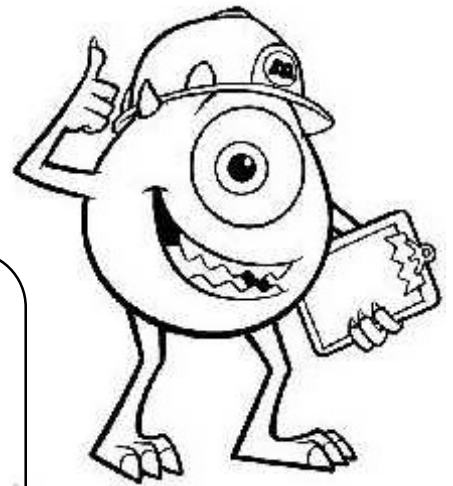
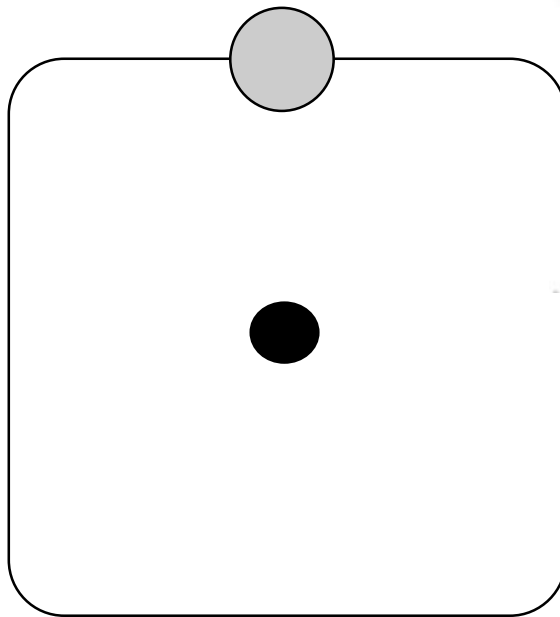
Which way will Roamer turn if it goes



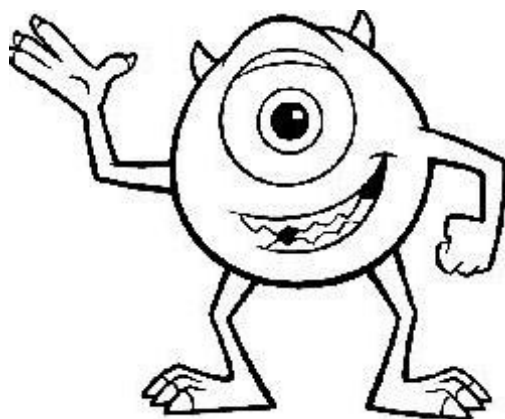
Left 1



left



right

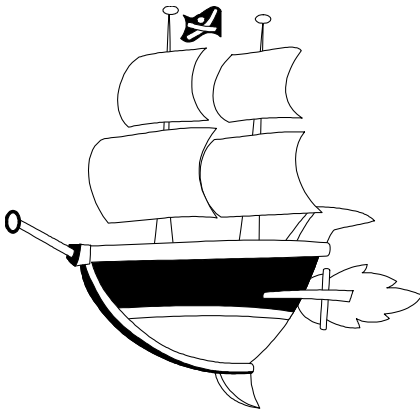
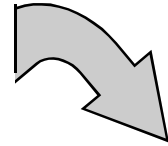


What happens when we give Roamer an instruction to make it turn?

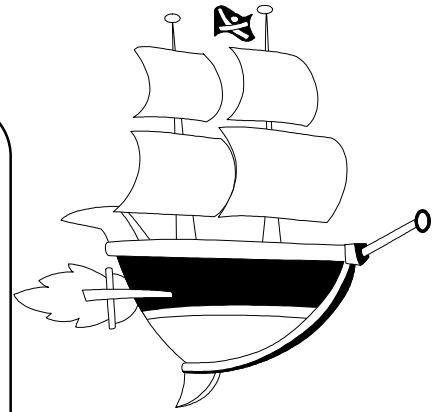
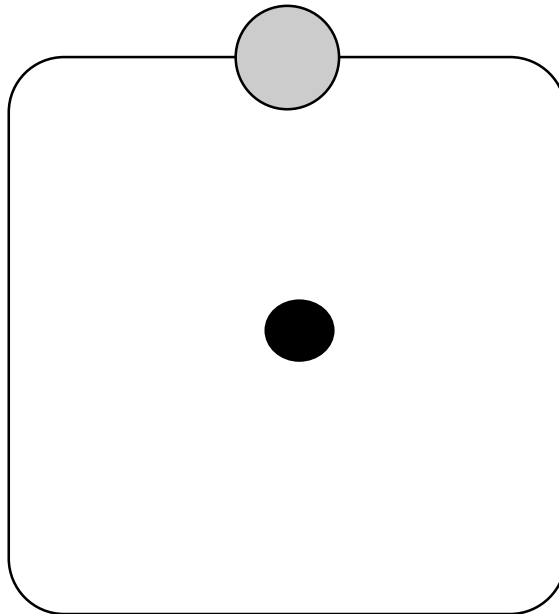
Which way will Roamer turn if it goes



Right 1



left



right



Photocopy the baseboard/s and these Roamers onto card. (They can colour the pictures if the card is white)
Make a hole for the split pin in the centre of the square on the baseboard as indicated by the large black dot and another as indicated by the black dot on Roamer.

The children will need one of these Roamers plus a baseboard (either right or left turns) and a split pin.
They should cut out the Roamer along the shape NOT round Roamer itself, position Roamer on the baseboard, and attach in position with the split pin to practise turning Roamer through quarter turns.

