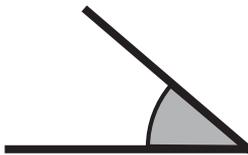
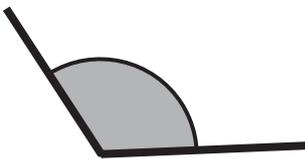
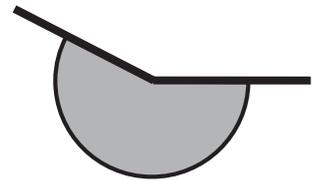
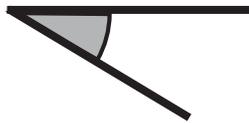
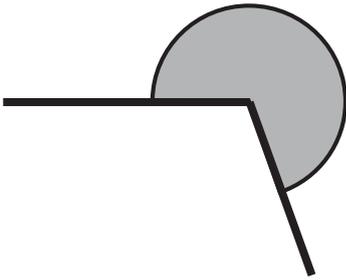
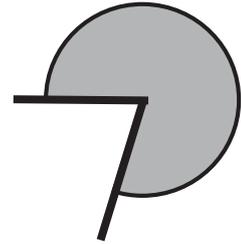
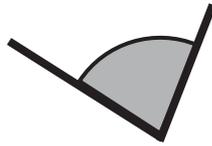
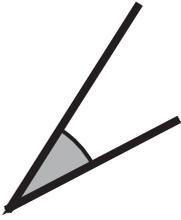
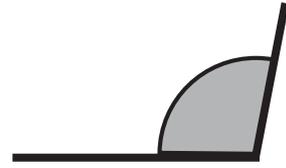
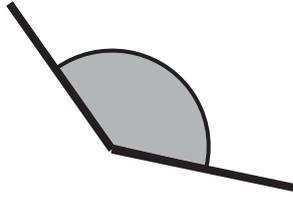
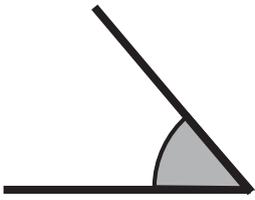
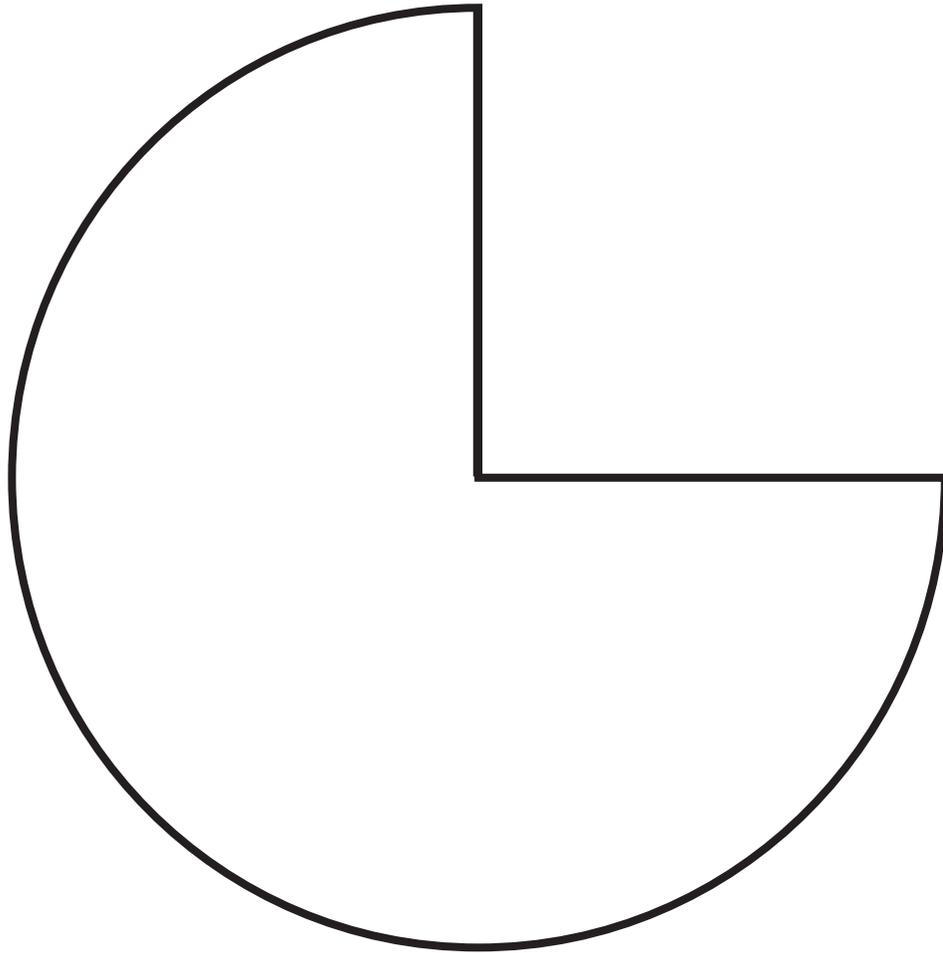


© I can measure, create and estimate angles in degrees (°)



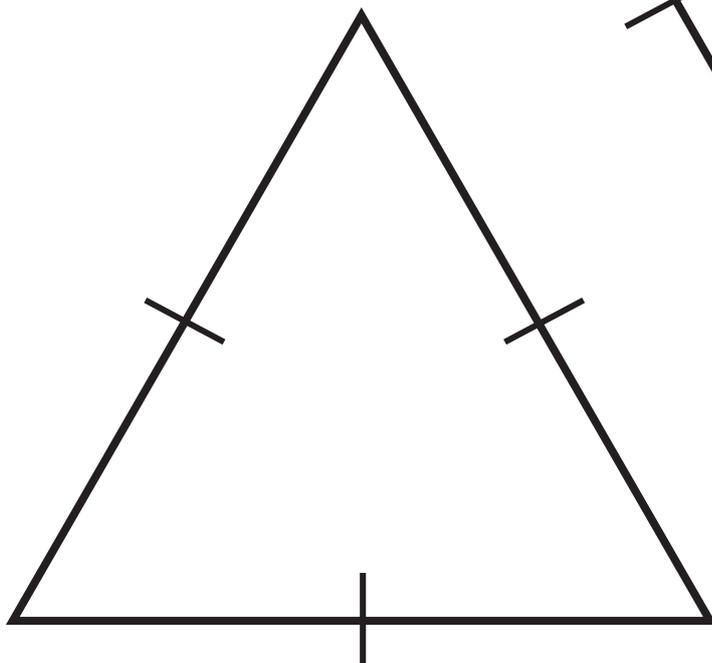
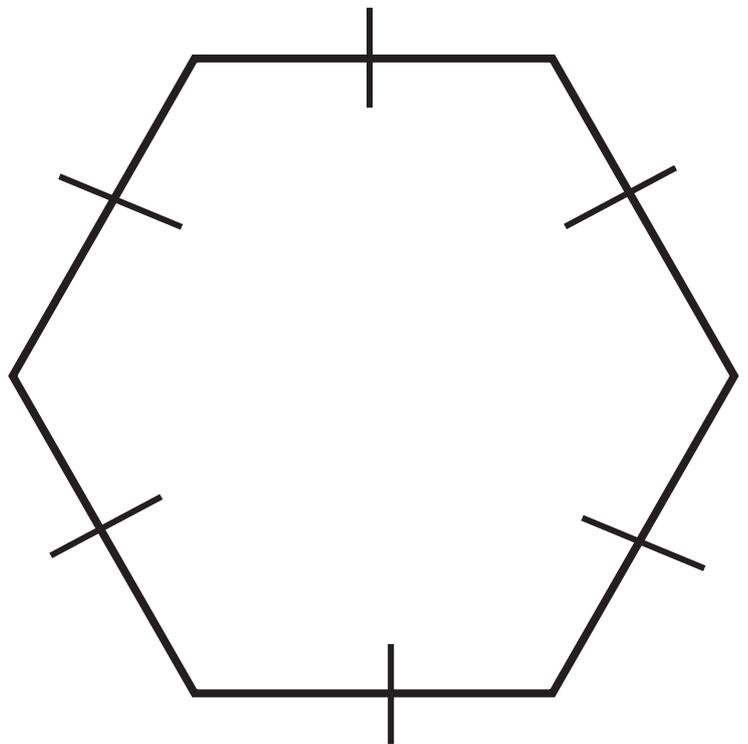
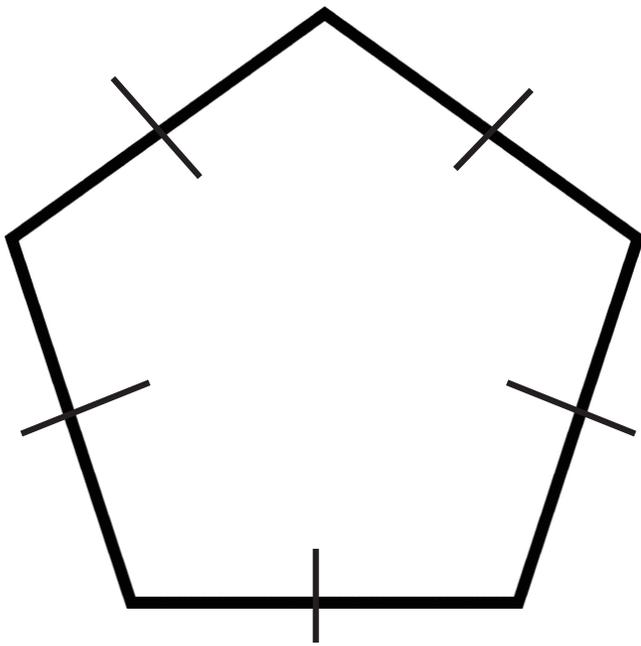


I know a  $\frac{3}{4}$  turn is

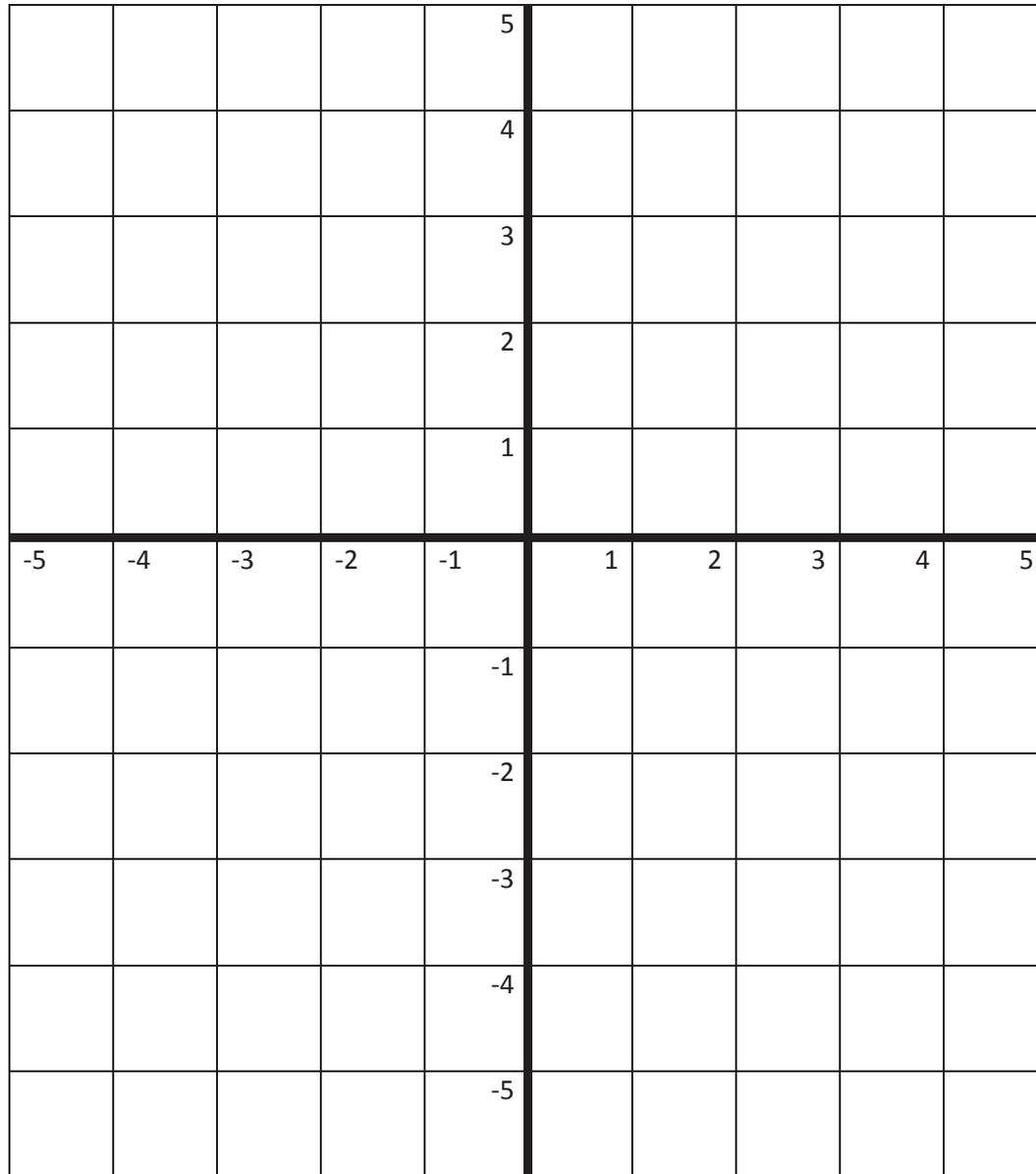
I know one angle is

My calculation to work out  
the other angle is

© I can work out missing angles in triangles, quadrilaterals and regular polygons, using the angles I know and the properties of a shape



© I can translate and reflect shapes on a co-ordinate grid with four quadrants



Original position

Describe the movement

Position after translation or rotation