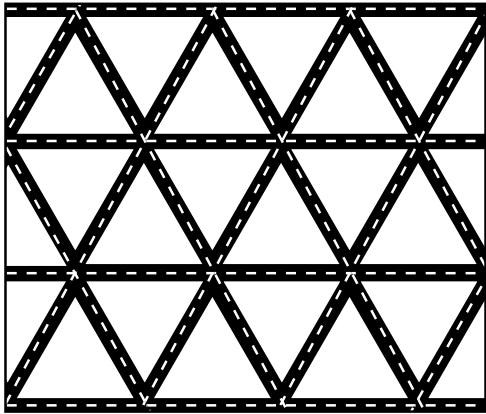


Walking Triangles

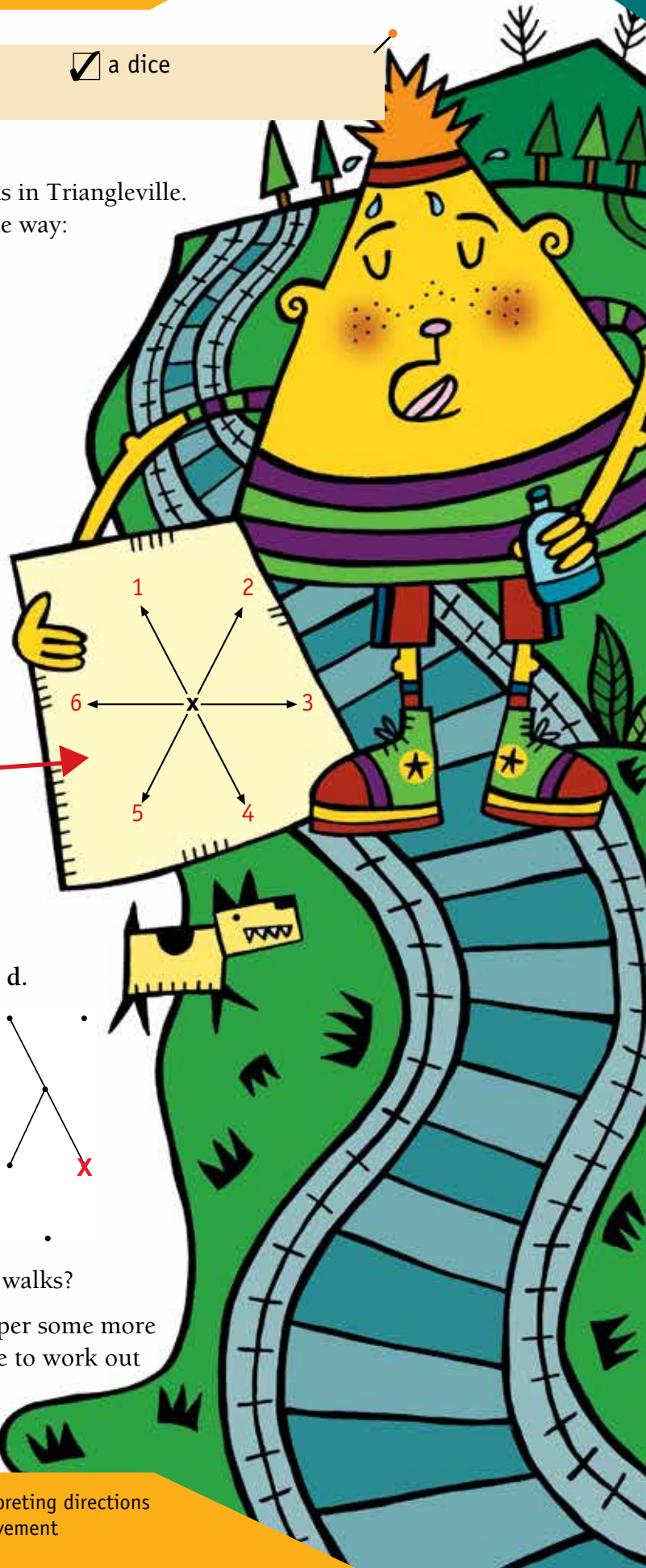
- You need** isometric dot paper a dice
 a classmate

Activity

The diagram below shows a section of the streets in Triangleville. All the streets in the town are set out in the same way:

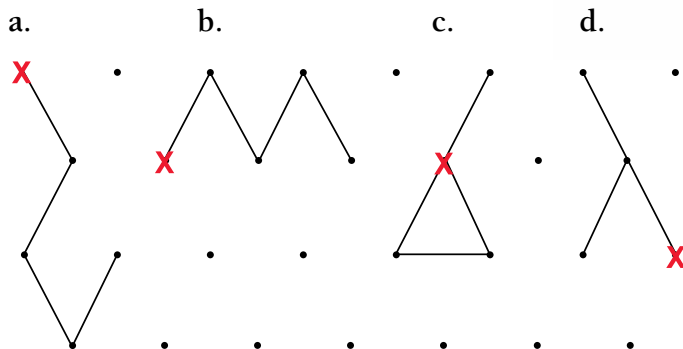


When Trevor Triangle goes for a walk, he likes to take his chances about where he will end up. Each time Trevor reaches an intersection, he throws a dice to decide which street he will walk along next. He follows the dice number directions on this diagram.



Trevor always throws the dice four times before turning around and heading home again.

1. Here are some of the walks Trevor has taken (X marks his home):



Which numbers did he throw to get these walks?

2. Using a dice, map out on isometric dot paper some more walks Trevor could go on. Get a classmate to work out which numbers you threw.