



Vector Adventure

Aim To move a team member to a position specified by a series of steps, and then determine the distance from that team member (to the nearest 10 cm) to a central marker.

Materials 1 piece of A4 card 1 metre rule

Method

- The materials provided may be used to make a protractor.
- Each team stands at a point on the edge of a large circle.
- Following the list of directions and distances given on the back of this sheet, a team member moves as directed.
- When all the steps have been made, the distance between the team member and the central marker is measured.

Conditions

- No calculators.
- The metre rule must not be taken inside the circle.

Time limit 25 minutes.

Ranking The ranking order will be determined by the difference between the distance given by the team and the correct value.

Team

Result m

Do not write below line

Rank