



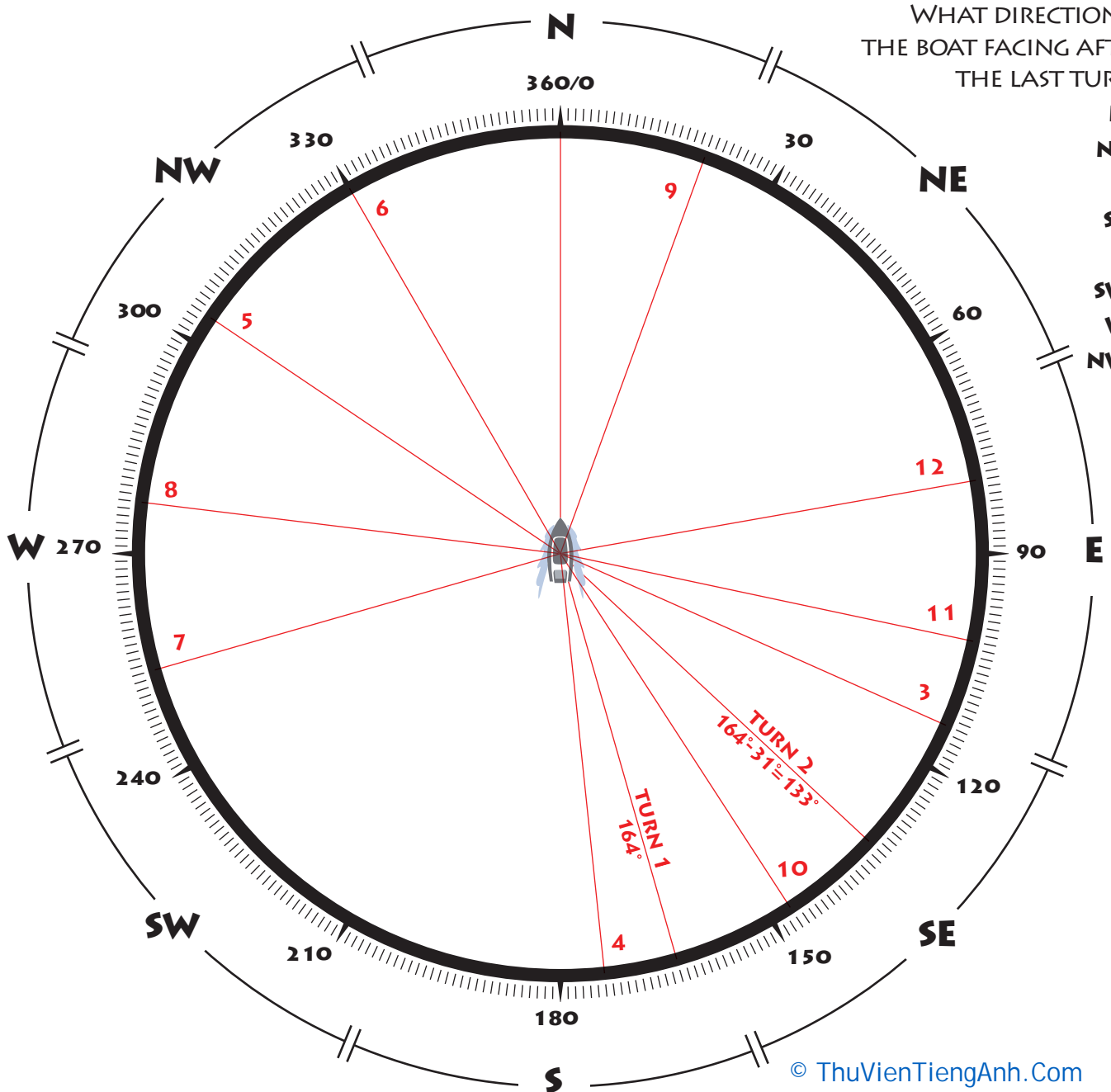
# ANGLE STEERING 5

Steering a ship requires practice and precision. It also requires you to think about math and angles.

Turn the ship's wheel according to the angle measurements given. See the examples below. With each new turn, indicate the ship's new direction by drawing a line towards it. Turn clockwise if the angle is positive, counterclockwise if it is negative. Use a ruler to help you draw straight lines.



	1	2	3	4	5	6	7	8	9	10	11	12
Turn Degrees	+164°	-31°	-19°	+60°	+130°	+26°	-76°	+23°	-257°	+127°	-45°	-22°
New Direction	164°	133°	114°	174°	304°	330°	254°	277°	20°	147°	102°	80°



WHAT DIRECTION IS THE BOAT FACING AFTER THE LAST TURN?

- N
- NE
- ~~E~~
- SE
- S
- SW
- W
- NW