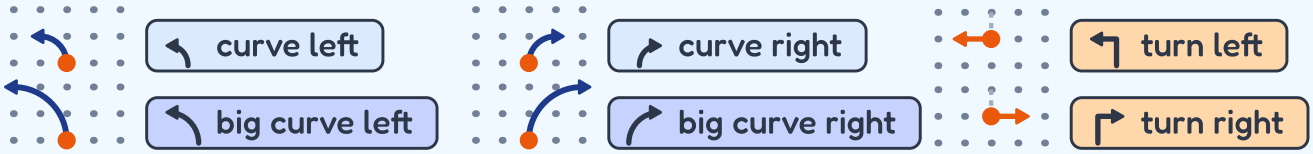
Name _____ Date _____



Figure Skating Code

Follow the code. Draw the track the skate leaves on the ice.

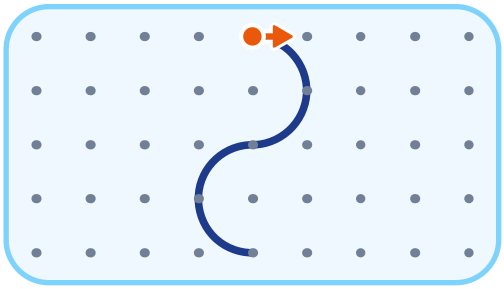
Skate code Start on the dot, facing the arrow. A turn spins the skate on the spot.



1.

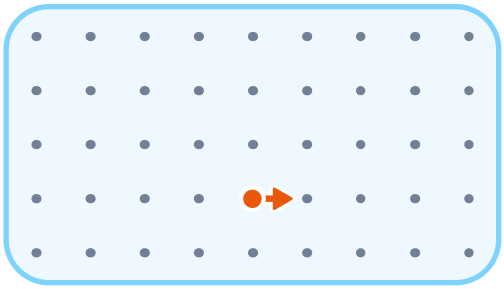
- curve right
- curve right
- curve left
- curve left

Example



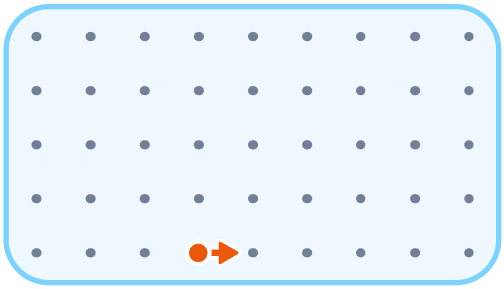
2.

- curve left
- curve left
- curve left
- curve left



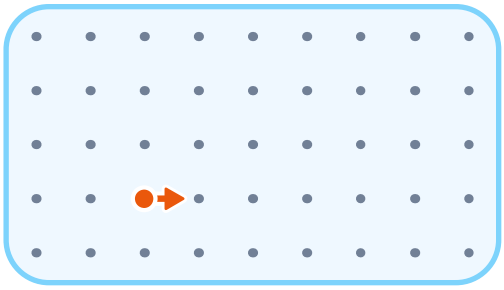
3.

- big curve left
- big curve left
- curve left
- curve left



4.

- curve left
- curve right
- curve right
- curve left



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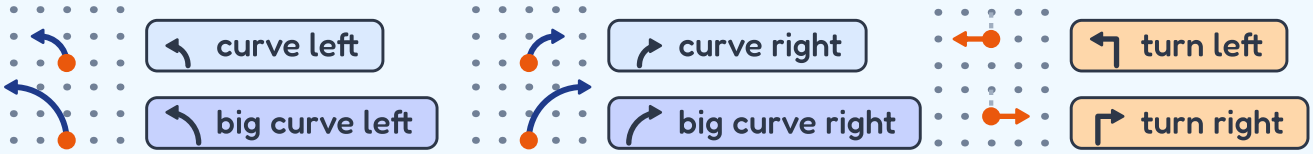
Name _____ Date _____



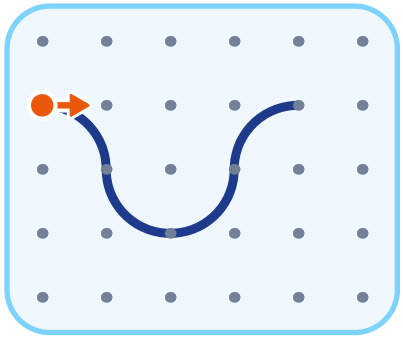
Figure Skating Code

Which code made each track? One code is not used.

Skate code Start on the dot, facing the arrow. A turn spins the skate on the spot.



1.

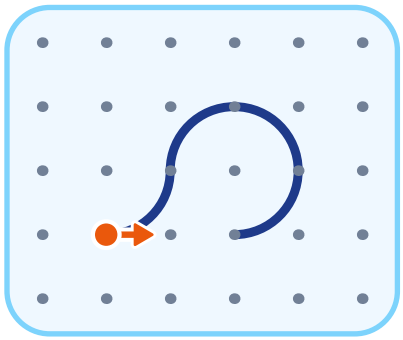


Code

B

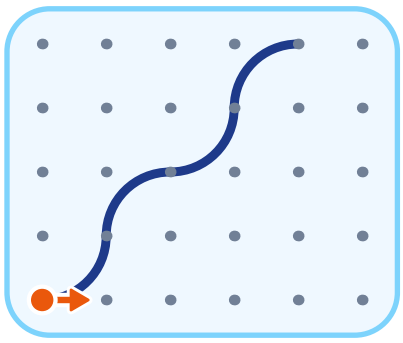
Example

2.



Code

3.



Code

Code A

- curve left
- curve right
- curve left
- curve right

Code B

- curve right
- curve left
- curve left
- curve right

Code C

- curve left
- curve left
- curve right
- curve right

Code D

- curve left
- curve right
- curve right
- curve right

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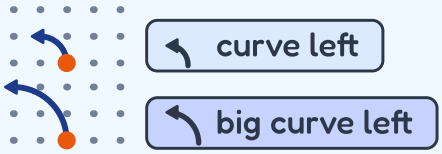
Name _____ Date _____

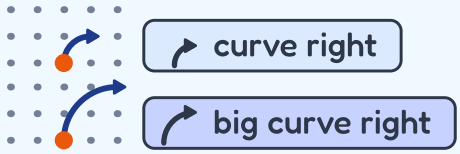


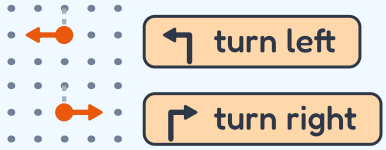
Figure Skating Code

Draw each track. Then count the curves the skate makes.

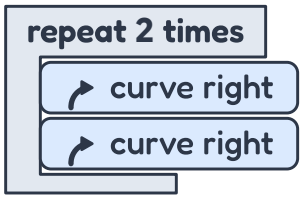
Skate code Start on the dot, facing the arrow. A turn spins the skate on the spot.







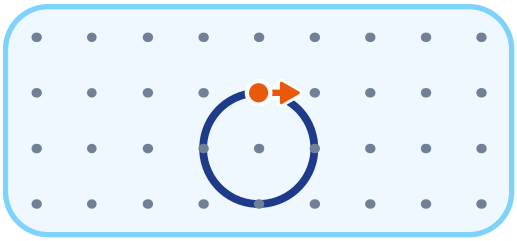
1.



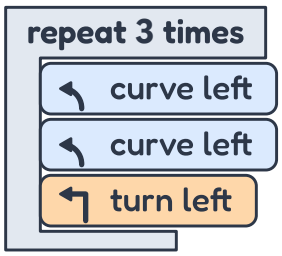
Curves in all

2 × 2 = 4

Example

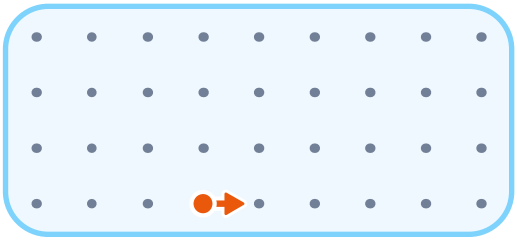


2.

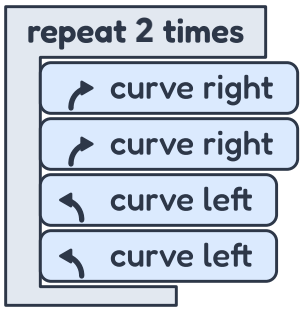


Curves in all

___ × ___ = ___

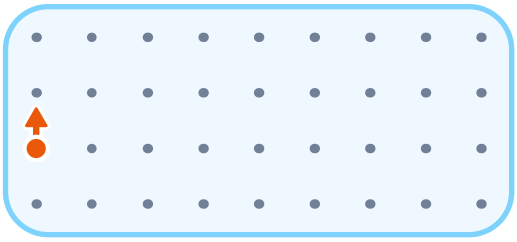


3.

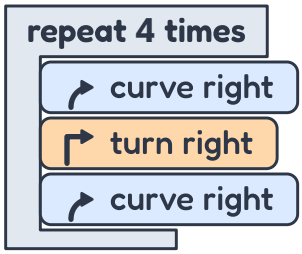


Curves in all

___ × ___ = ___

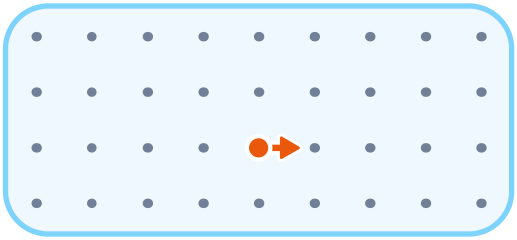


4.



Curves in all

___ × ___ = ___



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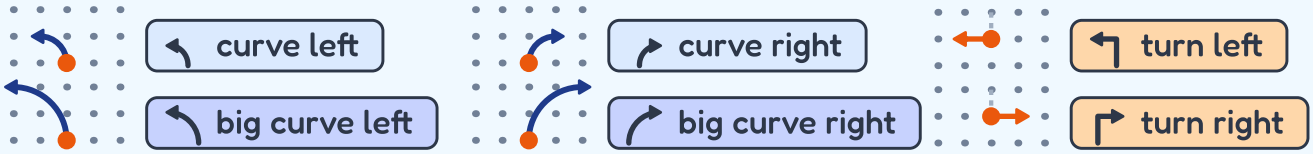
Name _____ Date _____



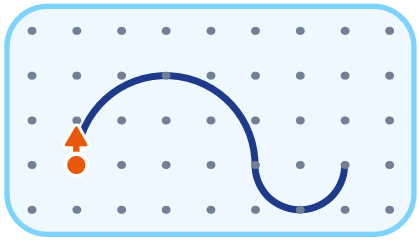
Figure Skating Code

Each code has one wrong step. Circle it. Write the right step.

Skate code Start on the dot, facing the arrow. A turn spins the skate on the spot.



1.

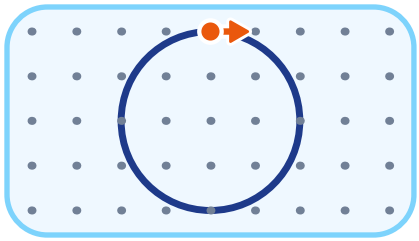


big curve right
big curve right
curve left
curve right

Example

The right step: curve left

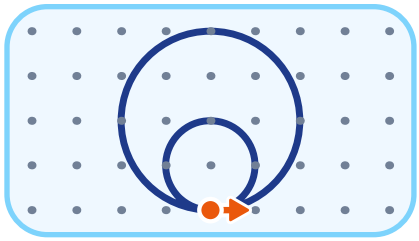
2.



repeat 3 times
- big curve right

The right step: _____

3.

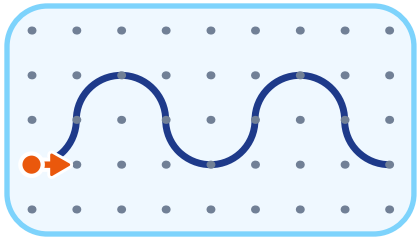


repeat 4 times
- big curve left

repeat 4 times
- curve right

The right step: _____

4.



repeat 2 times
- curve left
- curve right
- curve left
- curve left

The right step: _____

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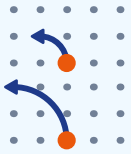
Name _____ Date _____



Figure Skating Code

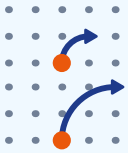
Write the code for each track. Use repeat to make it shorter.

Skate code Start on the dot, facing the arrow. A turn spins the skate on the spot.



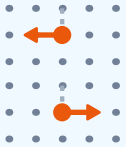
curve left

big curve left



curve right

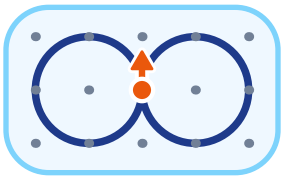
big curve right



turn left

turn right

1. Example



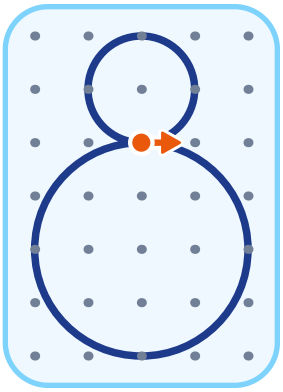
repeat 4 times:

curve right

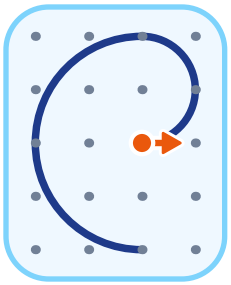
repeat 4 times:

curve left

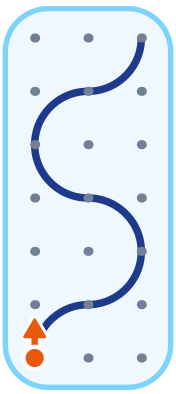
2.



3.



4.



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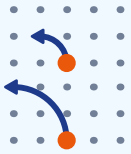
Name _____ Date _____



Figure Skating Code

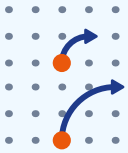
Write your own code. Then trade codes with a partner.

Skate code Start on the dot, facing the arrow. A turn spins the skate on the spot.



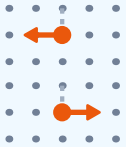
curve left

big curve left



curve right

big curve right

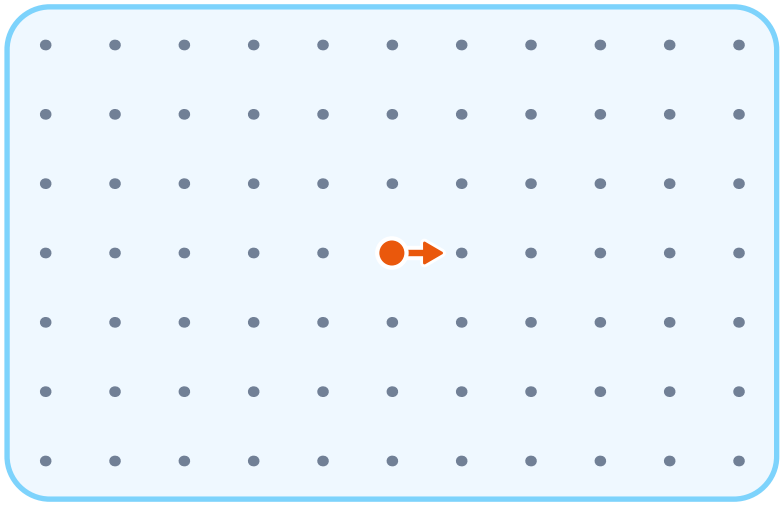


turn left

turn right

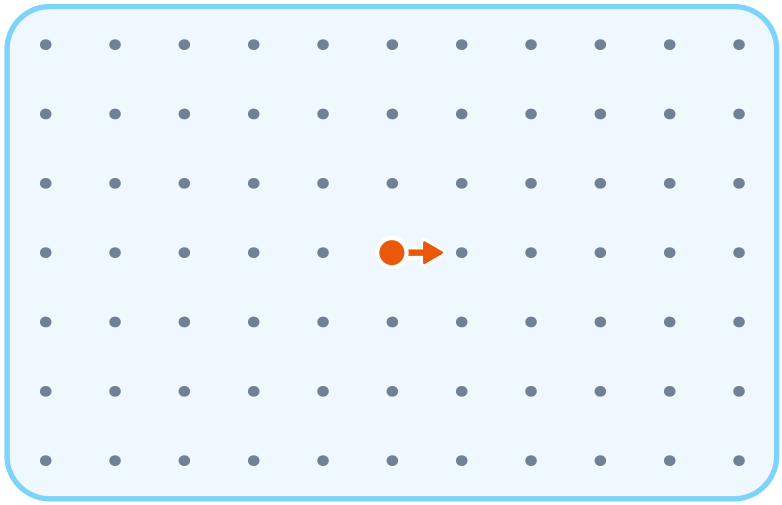
1. My code

My track



2. My partner's code

My partner's track



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Name _____ Date _____

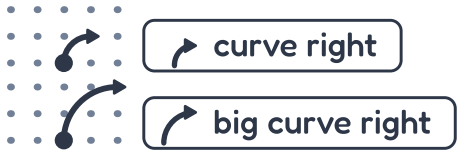


Figure Skating Code

Follow the code. Draw the track the skate leaves on the ice.

Skate code Start on the dot, facing the arrow. A turn spins the skate on the spot.

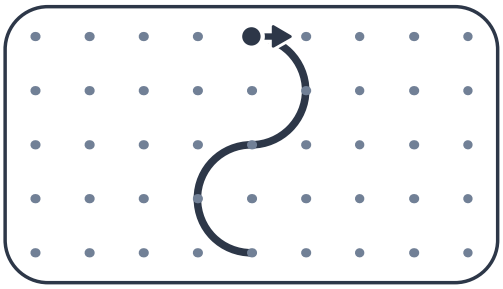




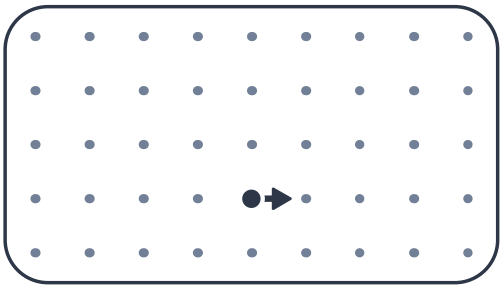


1. curve right, curve right, curve left, curve left

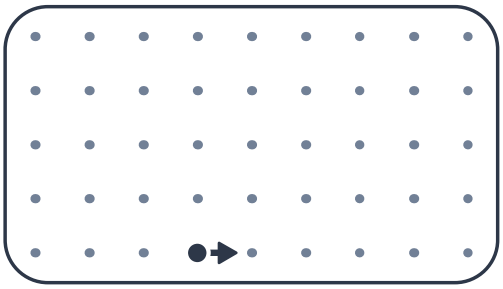
Example



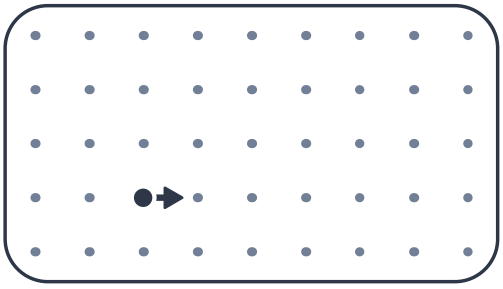
2. curve left, curve left, curve left, curve left



3. big curve left, big curve left, curve left, curve left



4. curve left, curve right, curve right, curve left



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Name _____ Date _____



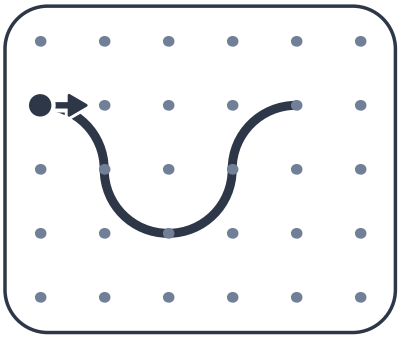
Figure Skating Code

Which code made each track? One code is not used.

Skate code Start on the dot, facing the arrow. A turn spins the skate on the spot.



1.

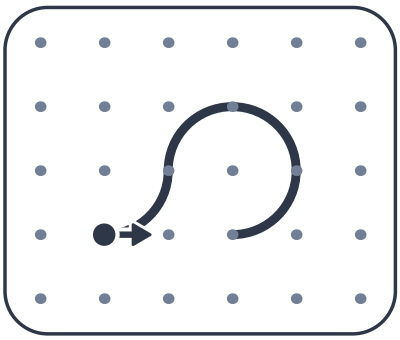


Code

B

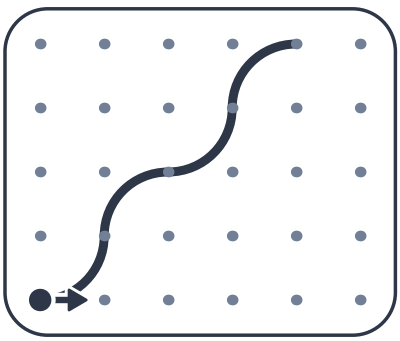
Example

2.



Code

3.



Code

Code A

- curve left
- curve right
- curve left
- curve right

Code B

- curve right
- curve left
- curve left
- curve right

Code C

- curve left
- curve left
- curve right
- curve right

Code D

- curve left
- curve right
- curve right
- curve right

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Name _____ Date _____

Figure Skating Code

Draw each track. Then count the curves the skate makes.

Skate code Start on the dot, facing the arrow. A turn spins the skate on the spot.



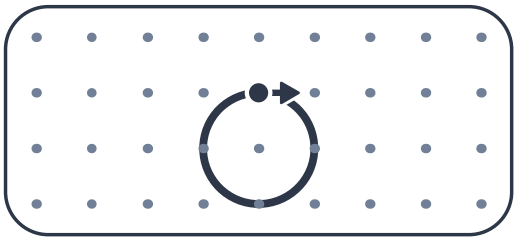
1.

repeat 2 times
- curve right
- curve right

Curves in all

2 × 2 = 4

Example

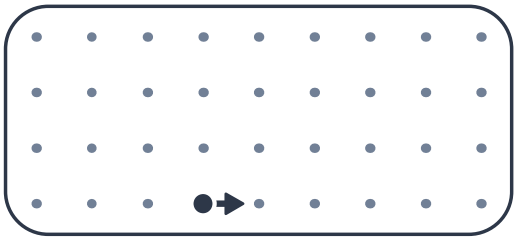


2.

repeat 3 times
- curve left
- curve left
- turn left

Curves in all

___ × ___ = ___

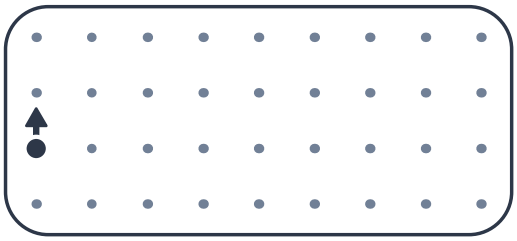


3.

repeat 2 times
- curve right
- curve right
- curve left
- curve left

Curves in all

___ × ___ = ___

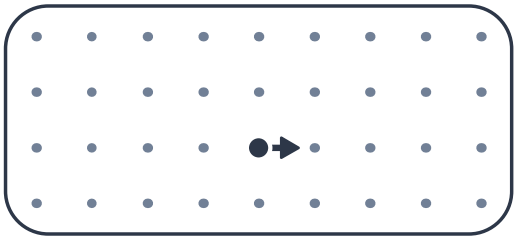


4.

repeat 4 times
- curve right
- turn right
- curve right

Curves in all

___ × ___ = ___



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Name _____ Date _____



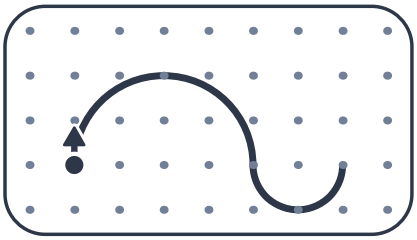
Figure Skating Code

Each code has one wrong step. Circle it. Write the right step.

Skate code Start on the dot, facing the arrow. A turn spins the skate on the spot.



1.

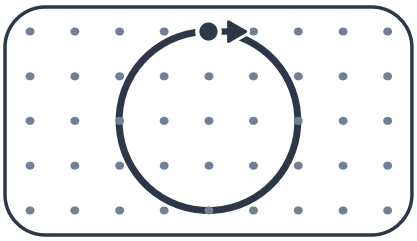


- big curve right
- big curve right
- curve left
- curve right

Example

The right step: curve left

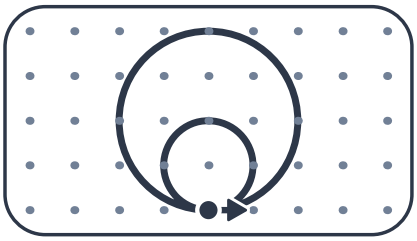
2.



repeat 3 times
- big curve right

The right step: _____

3.

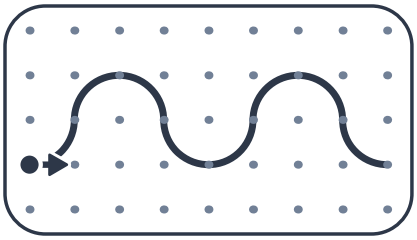


repeat 4 times
- big curve left

repeat 4 times
- curve right

The right step: _____

4.



repeat 2 times
- curve left
- curve right
- curve left
- curve left

The right step: _____

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Name _____ Date _____



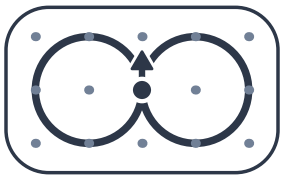
Figure Skating Code

Write the code for each track. Use repeat to make it shorter.

Skate code Start on the dot, facing the arrow. A turn spins the skate on the spot.



1. Example



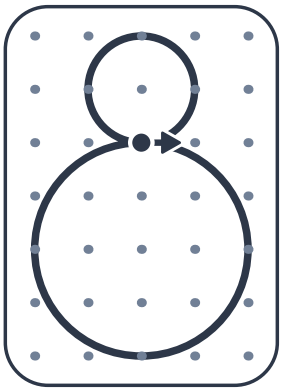
repeat 4 times:

curve right

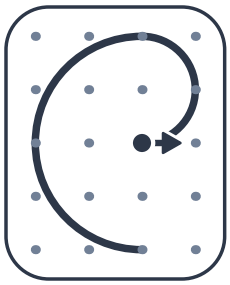
repeat 4 times:

curve left

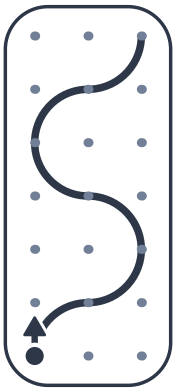
2.



3.



4.



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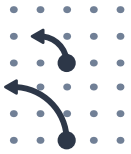
Name _____ Date _____



Figure Skating Code

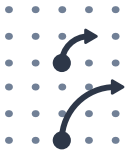
Write your own code. Then trade codes with a partner.

Skate code Start on the dot, facing the arrow. A turn spins the skate on the spot.



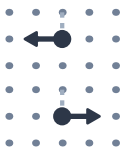
curve left

big curve left



curve right

big curve right

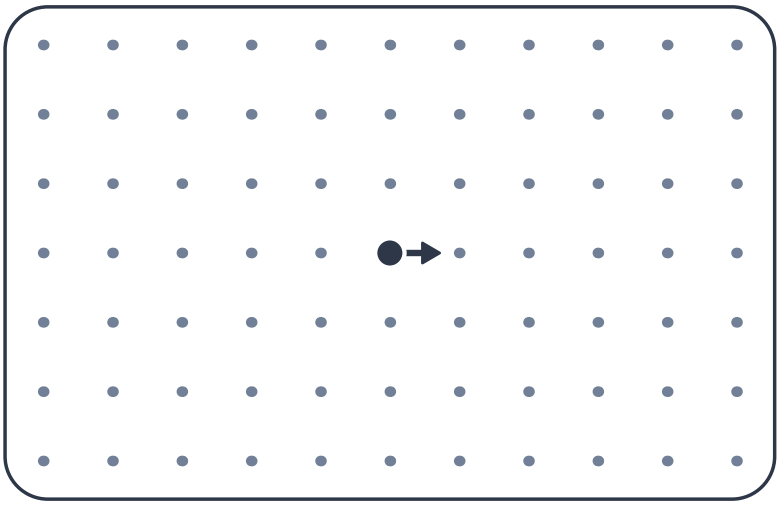


turn left

turn right

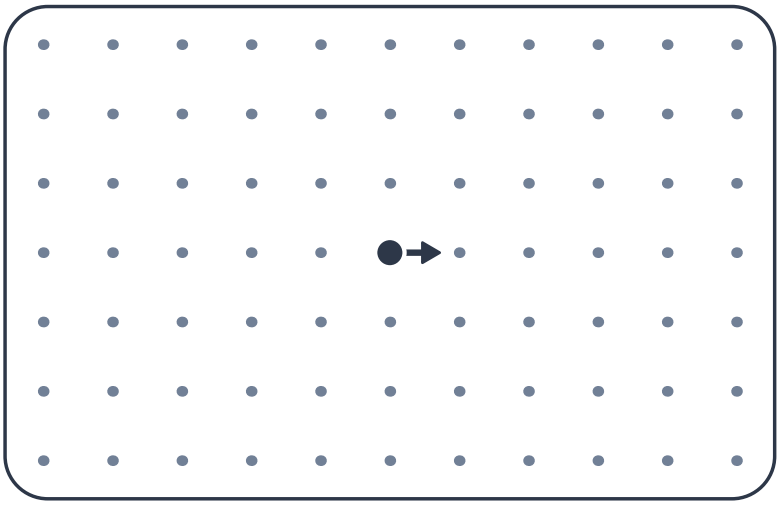
1. My code

My track



2. My partner's code

My partner's track



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Figure Skating Code

Follow the code. Draw the track the skate leaves on the ice.

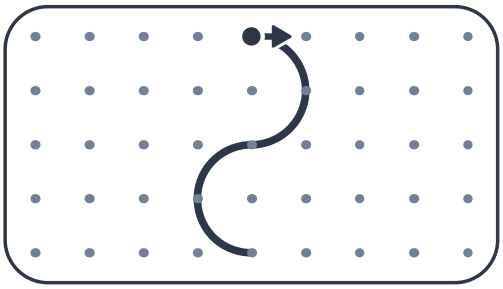
Skate code Start on the dot, facing the arrow. A turn spins the skate on the spot.



1.

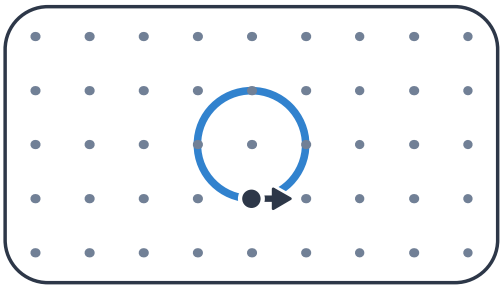
- curve right
- curve right
- curve left
- curve left

Example



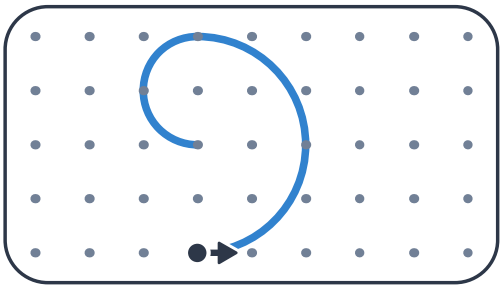
2.

- curve left
- curve left
- curve left
- curve left



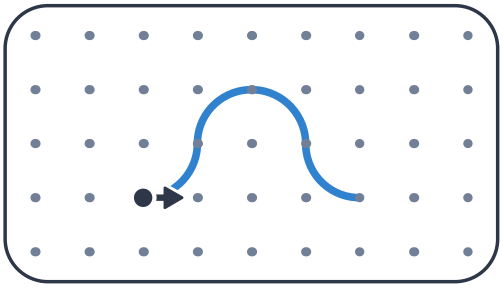
3.

- big curve left
- big curve left
- curve left
- curve left



4.

- curve left
- curve right
- curve right
- curve left



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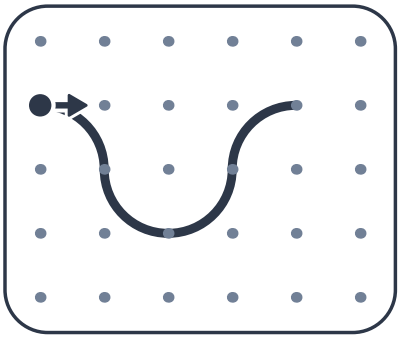
Figure Skating Code

Which code made each track? One code is not used.

Skate code Start on the dot, facing the arrow. A turn spins the skate on the spot.



1.

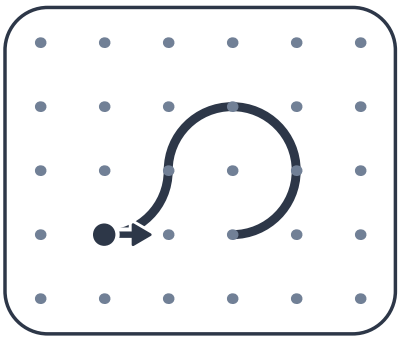


Code

B

Example

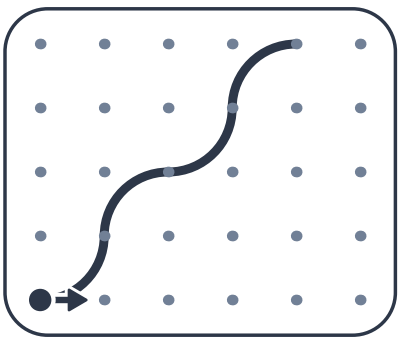
2.



Code

D

3.



Code

A

Code A

- curve left
- curve right
- curve left
- curve right

Code B

- curve right
- curve left
- curve left
- curve right

Code C

- curve left
- curve left
- curve right
- curve right

Code D

- curve left
- curve right
- curve right
- curve right

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Figure Skating Code

Draw each track. Then count the curves the skate makes.

Skate code Start on the dot, facing the arrow. A turn spins the skate on the spot.



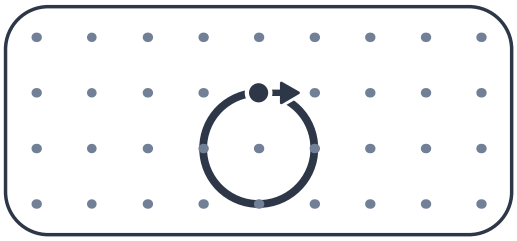
1.

repeat 2 times
- curve right
- curve right

Curves in all

2 × 2 = 4

Example

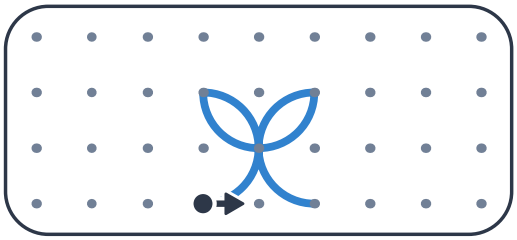


2.

repeat 3 times
- curve left
- curve left
- turn left

Curves in all

3 × 2 = 6

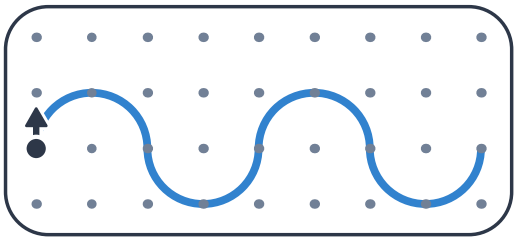


3.

repeat 2 times
- curve right
- curve right
- curve left
- curve left

Curves in all

2 × 4 = 8

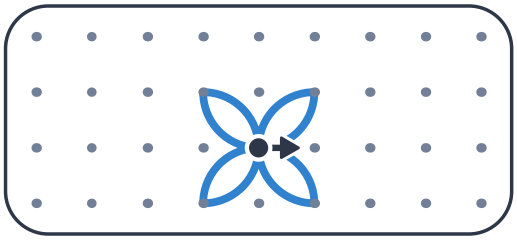


4.

repeat 4 times
- curve right
- turn right
- curve right

Curves in all

4 × 2 = 8



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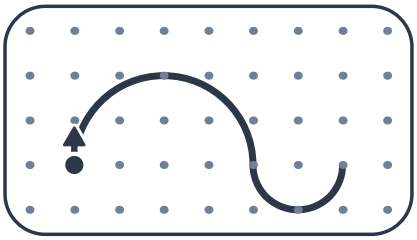
Figure Skating Code

Each code has one wrong step. Circle it. Write the right step.

Skate code Start on the dot, facing the arrow. A turn spins the skate on the spot.

- curve left
- big curve left
- curve right
- big curve right
- turn left
- turn right

1.



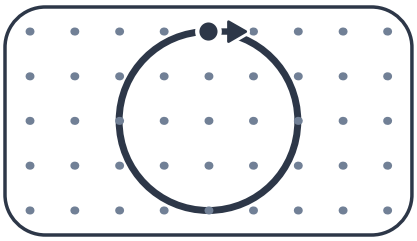
- big curve right
- big curve right
- curve left
- curve right

Example

The right step:

curve left

2.

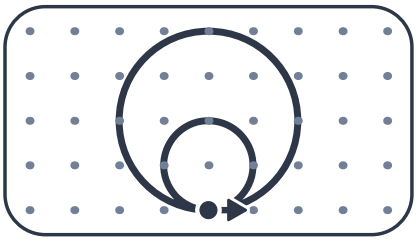


- repeat 3 times
  - big curve right

The right step:

repeat 4 times

3.

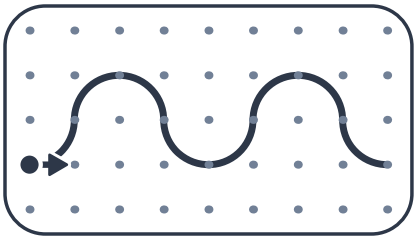


- repeat 4 times
  - big curve left
- repeat 4 times
  - curve right

The right step:

curve left

4.



- repeat 2 times
  - curve left
  - curve right
  - curve left
  - curve left

The right step:

curve right

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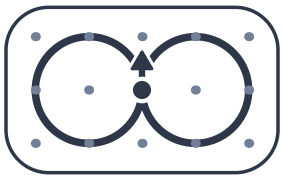
Figure Skating Code

Write the code for each track. Use repeat to make it shorter.

Skate code Start on the dot, facing the arrow. A turn spins the skate on the spot.

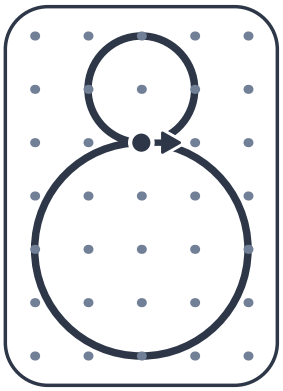


1. Example



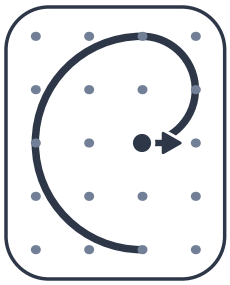
repeat 4 times:
curve right
repeat 4 times:
curve left

2.



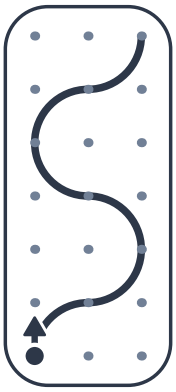
One way:
repeat 4 times:
big curve right
repeat 4 times:
curve left

3.



One way:
curve left
curve left
big curve left
big curve left

4.



One way:
curve right
curve left
curve left
curve right
curve right
curve left

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