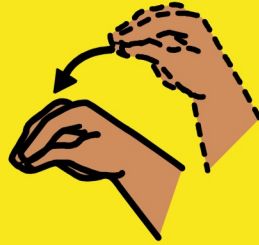
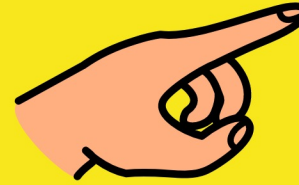


look at
look for
find



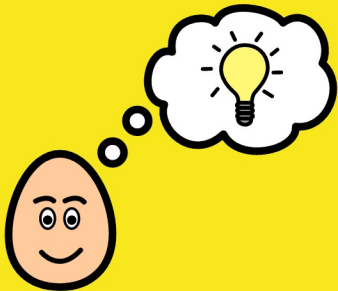
put



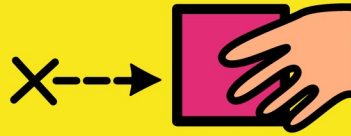
point to



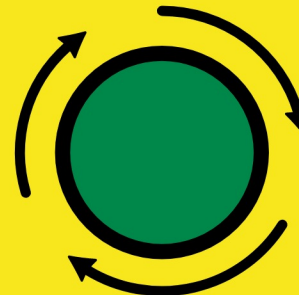
are
is



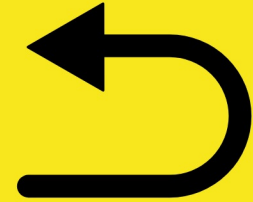
remember



move



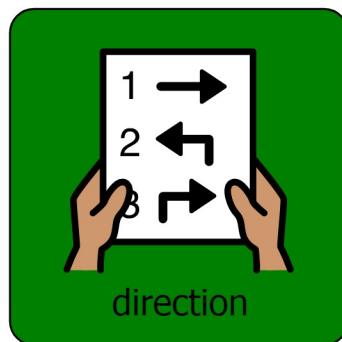
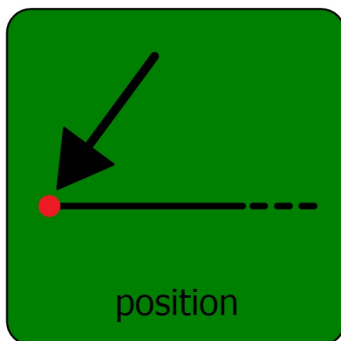
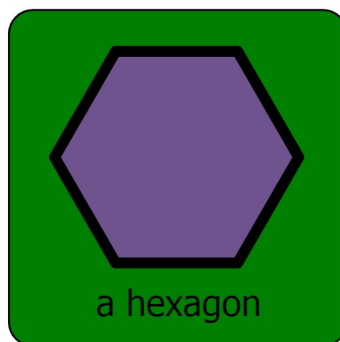
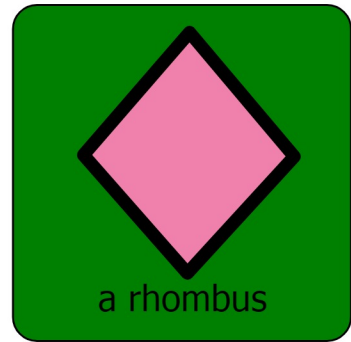
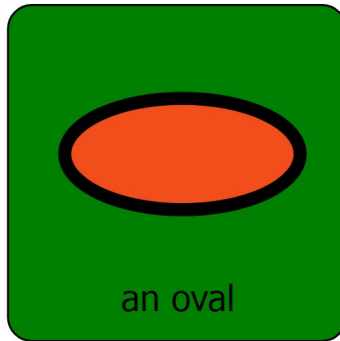
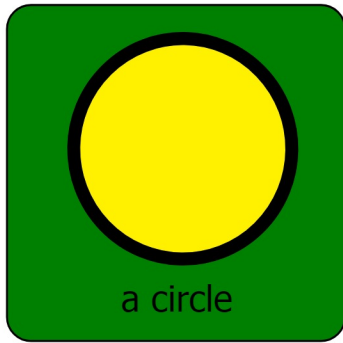
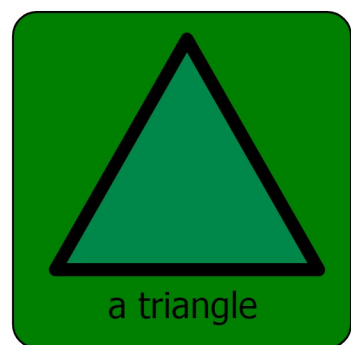
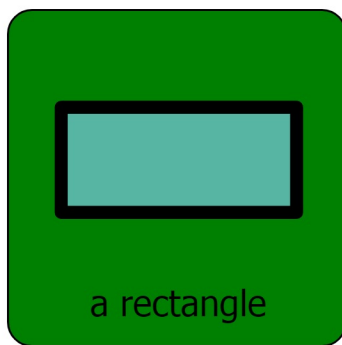
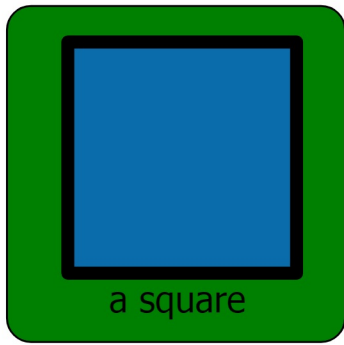
turn

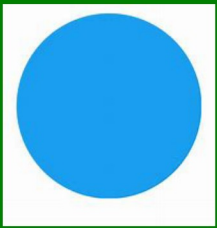


turn

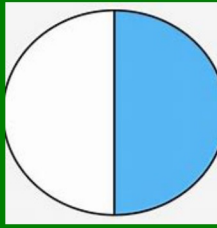


describe

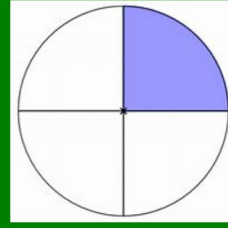




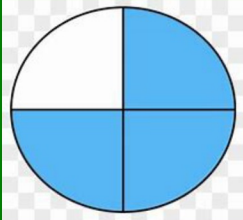
a whole turn



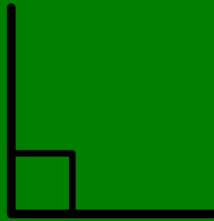
a half turn



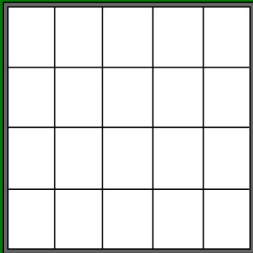
a quarter turn



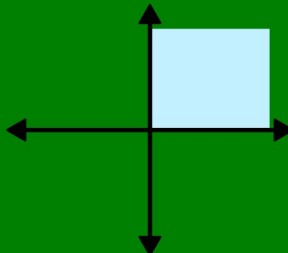
a 3-quarter turn



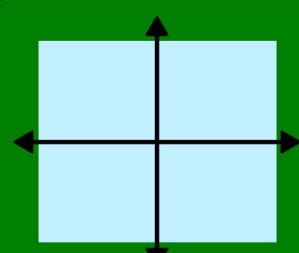
a right angle



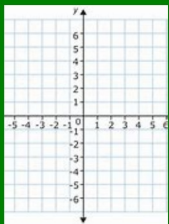
a grid



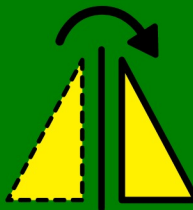
a quadrant



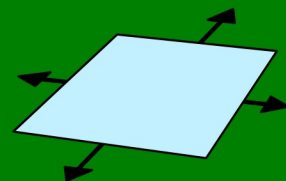
quadrants



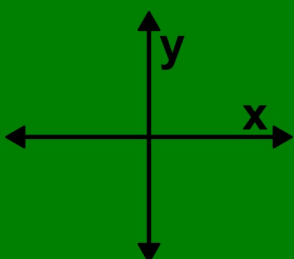
coordinates



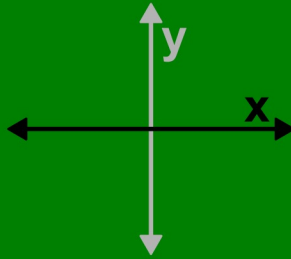
a reflection



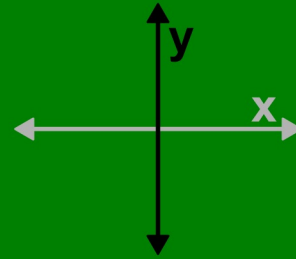
a coordinate plane



the axes



the x-axis



the y-axis

