

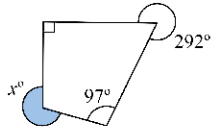
101°

LOOP CARDS
ANGLES IN
QUADRILATERALS

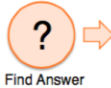


CARD A

The diagram shows an irregular quadrilateral.
Find the value of x .



SET 2



Find Answer

www.maths4everyone.com

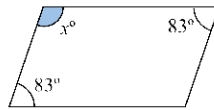
70°

LOOP CARDS
ANGLES IN
QUADRILATERALS



CARD B

The diagram shows a parallelogram.
Find the value of x .



SET 2



Find Answer

www.maths4everyone.com

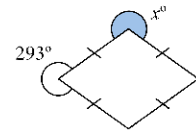
314°

LOOP CARDS
ANGLES IN
QUADRILATERALS

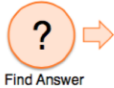


CARD C

The diagram shows a rhombus.
Find the value of x .



SET 2



Find Answer

www.maths4everyone.com

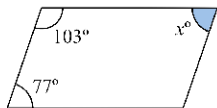
247°

LOOP CARDS
ANGLES IN
QUADRILATERALS

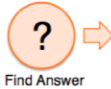


CARD D

The diagram shows a parallelogram.
Find the value of x .



SET 2



Find Answer

www.maths4everyone.com

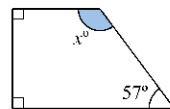
68°

LOOP CARDS
ANGLES IN
QUADRILATERALS

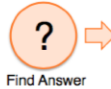


CARD E

The diagram shows a trapezium.
Find the value of x .



SET 2



Find Answer

www.maths4everyone.com

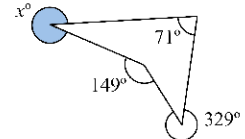
63°

LOOP CARDS
ANGLES IN
QUADRILATERALS

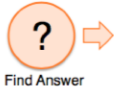


CARD F

The diagram shows an irregular quadrilateral.
Find the value of x .



SET 2



Find Answer

www.maths4everyone.com

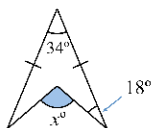
255°

LOOP CARDS
ANGLES IN
QUADRILATERALS

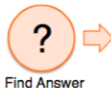


CARD G

The diagram shows an arrowhead (or delta).
Find the value of x .



SET 2



Find Answer

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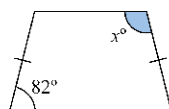
313°

LOOP CARDS
ANGLES IN
QUADRILATERALS



CARD H

The diagram shows a trapezium.
Find the value of x .



SET 2



Find Answer

www.maths4everyone.com

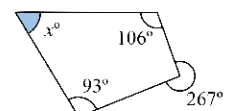
97°

LOOP CARDS
ANGLES IN
QUADRILATERALS

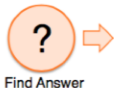


CARD I

The diagram shows an irregular quadrilateral.
Find the value of x .



SET 2



Find Answer

www.maths4everyone.com

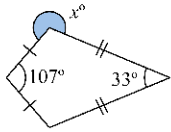
104°

LOOP CARDS
ANGLES IN
QUADRILATERALS

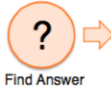


CARD J

The diagram shows a kite.
Find the value of x .



SET 2



Find Answer

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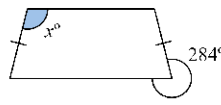
98°

LOOP CARDS
ANGLES IN
QUADRILATERALS



CARD K

The diagram shows a trapezium.
Find the value of x .



SET 2



Find Answer

www.maths4everyone.com

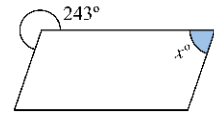
123°

LOOP CARDS
ANGLES IN
QUADRILATERALS

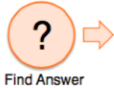


CARD L

The diagram shows a
parallelogram.
Find the value of x .



SET 2



Find Answer

www.maths4everyone.com

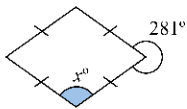
288°

LOOP CARDS
ANGLES IN
QUADRILATERALS

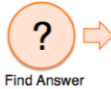


CARD M

The diagram shows a rhombus.
Find the value of x .



SET 2



Find Answer

www.maths4everyone.com

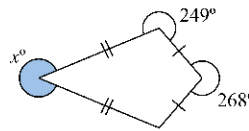
261°

LOOP CARDS
ANGLES IN
QUADRILATERALS

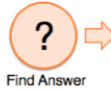


CARD N

The diagram shows a kite.
Find the value of x .



SET 2



Find Answer

www.maths4everyone.com

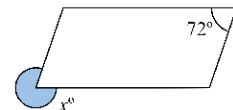
77°

LOOP CARDS
ANGLES IN
QUADRILATERALS

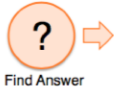


CARD O

The diagram shows a
parallelogram.
Find the value of x .



SET 2



Find Answer

www.maths4everyone.com

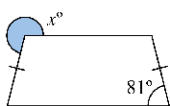
250°

LOOP CARDS
ANGLES IN
QUADRILATERALS

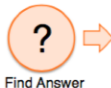


CARD P

The diagram shows a trapezium.
Find the value of x .



SET 2



Find Answer

www.maths4everyone.com

P → N → C → D

↑ J ↓ O

↑ K ↓ M

↑ H ↓ A

↑ F ↓ G

↑ L ↓ B

**LOOP CARD
SOLUTION**

ANGLES IN
QUADRILATERALS

SET 2

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INSTRUCTIONS

SINGLE PLAYER

- Shuffle the cards.
- Choose any card and work out the answer to its question.
- Put this card face down on the table.
- Look through the rest of the pack, find the card that has the answer from the first card and answer its question, putting this second card, face down, on top of the first card.
- Now find the card that has this answer on it and repeat the process of finding the answer to one card at the top of another card, answering the question etc., until you have answered all the questions on all of the cards.
- Use the Solution Card to check that you have put the cards in the correct order.
- Shuffle the cards and repeat the game, but try timing yourself!

MULTIPLE PLAYERS

- Each player has their own pack of shuffled cards.
- They start at the same time and sees who finished quickest.
- A 20 second time penalty is given for each card that does not correctly follow on from the previous one.

VARIATION

- Each player has a different pack of cards and race each other (the finish time for the players is recorded).
- Answers are checked and a 20 second time penalty is given for each card that does not correctly follow on from the previous one.
- Players then swap packs and race again.
- The player with the least total time wins.

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