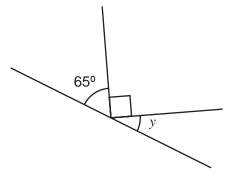


Calculate the size of angle *y* in this diagram.
Do **not** use a protractor (angle measurer).

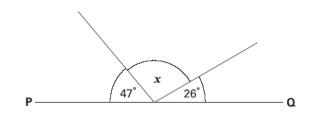


y = .....

3. PQ is a straight line.

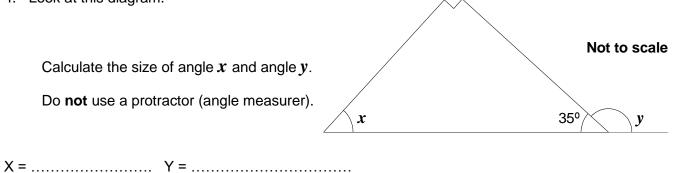
**Calculate** the size of angle X.

Do **not** use a protractor (angle measurer).



X = .....

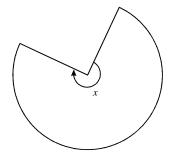
4. Look at this diagram.



5. This shape is three-quarters of a circle.

How many degrees is **angle** *x*?

X = .....

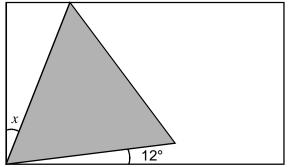


6. Here is an equilateral triangle inside a rectangle.

Calculate the value of angle x.

Do **not** use a protractor

X= .....



Not to scale