

Nomme les figures plans et les solides que tu pigeras dans le sac.

Cercle	<u>oui</u>	non
Triangle	<u>oui</u>	non
Quadrilatère	<u>oui</u>	non
Rectangle	<u>oui</u>	non
Pentagone	<u>oui</u>	non
Hexagone	<u>oui</u>	non
Heptagone	<u>oui</u>	non
Octogone	<u>oui</u>	non
Sphère	<u>oui</u>	non
Cube	<u>oui</u>	non
Cylindre	<u>oui</u>	non
Prisme	<u>oui</u>	non
Pyramide	<u>oui</u>	non
Cône	<u>oui</u>	non

Nomme tous les caractéristiques que tu connais au sujet de deux de ses solides que tu as pigés :

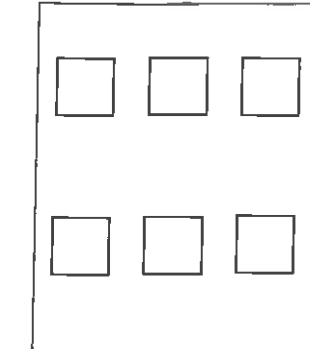
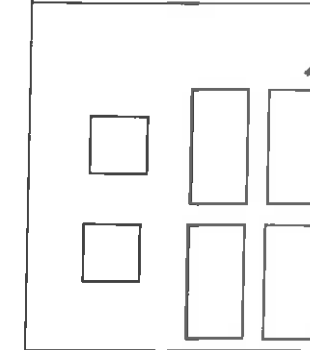
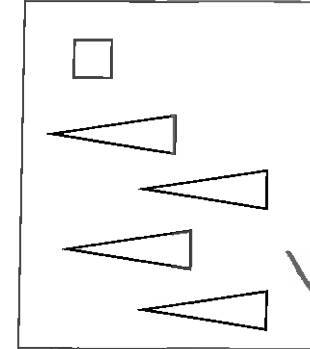
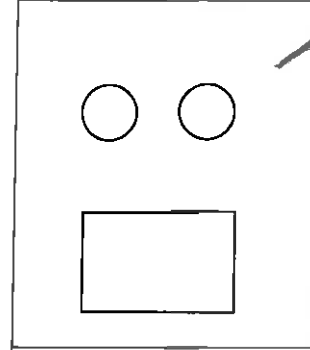
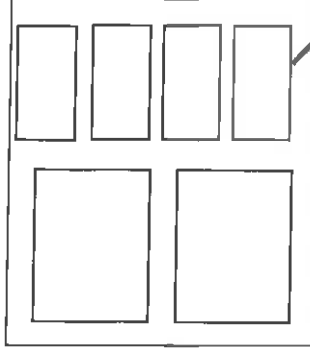
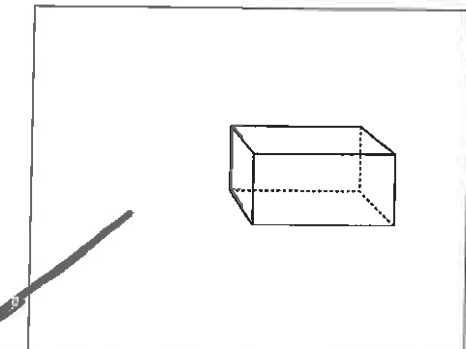
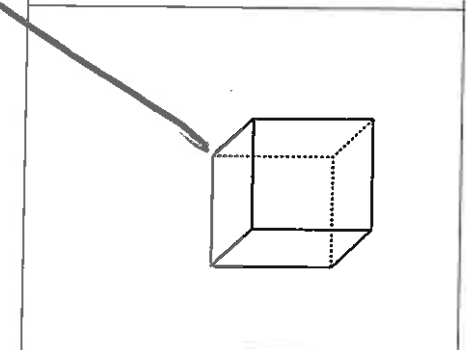
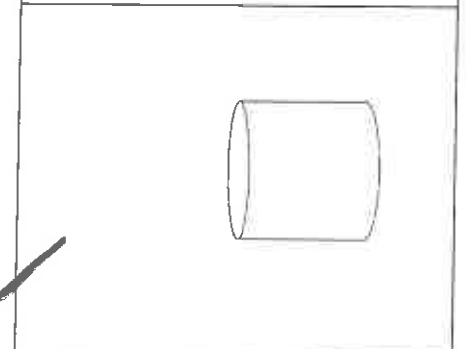
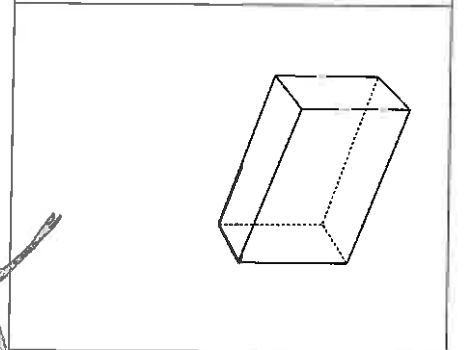
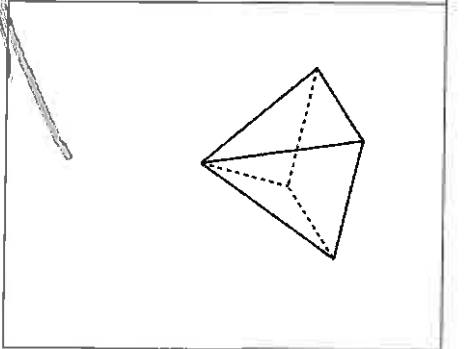
Nom du solide : Cylindre :

Caractéristiques : deux arête, deux face plane, une surface courbe,

Nom du solide : Prisme à base carrée

Caractéristiques : quatre face forme du rectangle, deux face forme du carré, quatre arête, huit sommets,

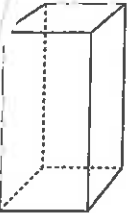
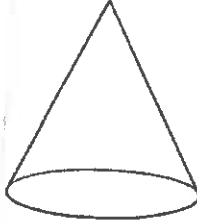
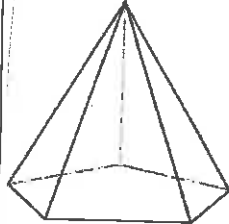



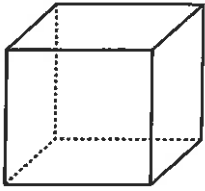

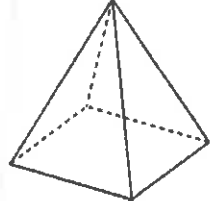

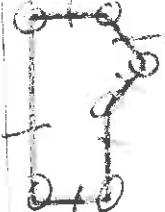

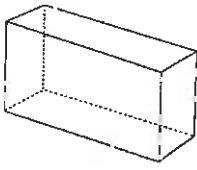
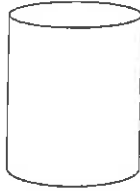






Relie les faces au solide approprié.

									
---	---	--	---	---	--	--	---	--	--

Hand-drawn lines connect the nets to the 3D solids: a line from the second net to the first cube, a line from the third net to the second cube, a line from the fourth net to the rectangular prism, and a line from the fifth net to the pyramid. The first and second cubes are crossed out with large 'X' marks.

a) Découpe les solides sur la page suivante.
 Classifie les solides selon les critères donnés dans le tableau.

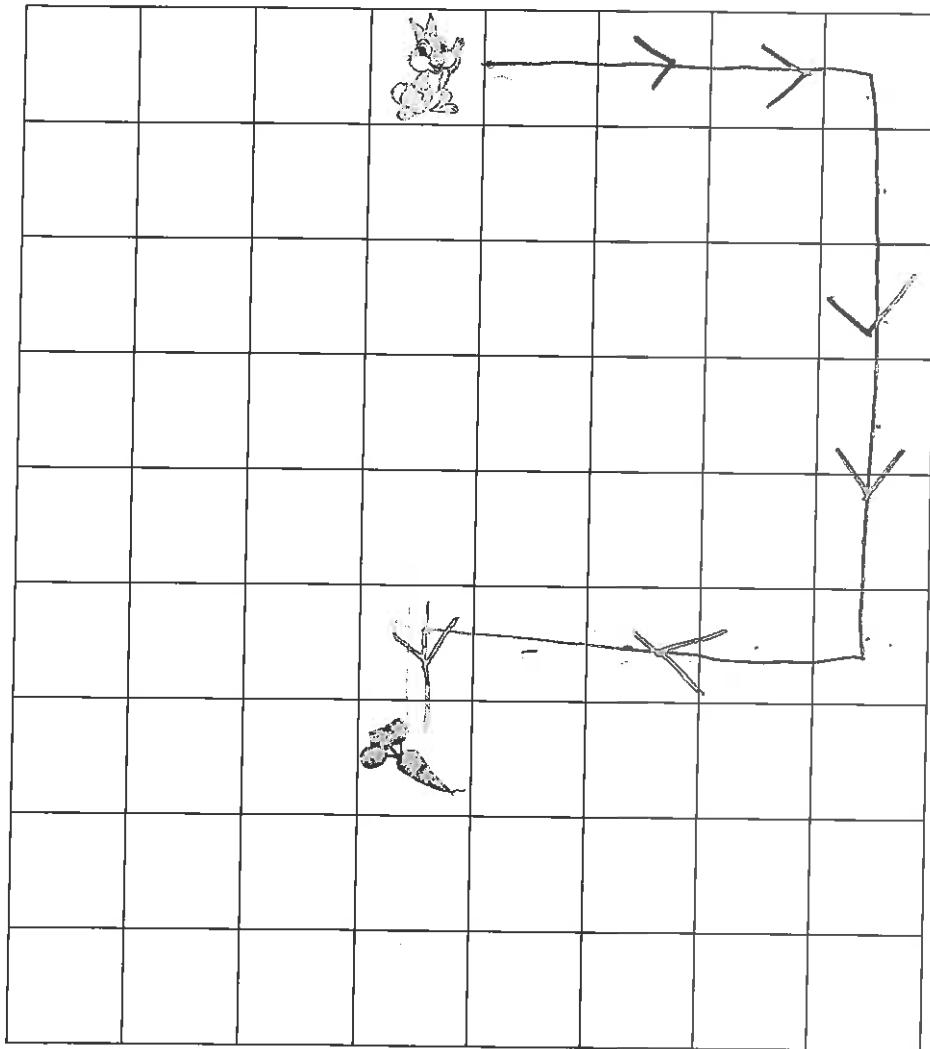
b) Classe les formes en utilisant le nombre de colonnes de ton choix et donne leur un nom.

Classifier les solides			Classer les formes		
8 sommets	Surface(s) courbe(s)	Autres	Quadrilatère	6 côtés	3 côtés et plus
					
					
					
					
					
					

Dans la grille ci-dessous, le lapin veut aller manger la carotte.

À l'aide d'un jeton, invente un chemin qui contient **au moins 4** déplacements.

- Trace le chemin.



- Décris chaque déplacement.

— 4 case vers droite
— 5 case vers bas
— 4 case vers gauche
— 1 case vers bas