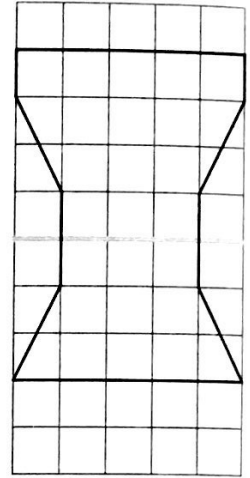
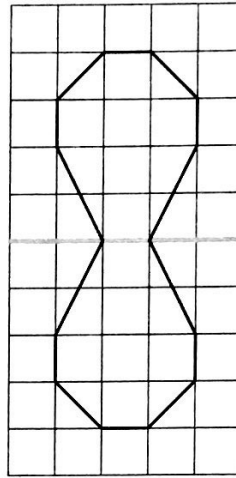
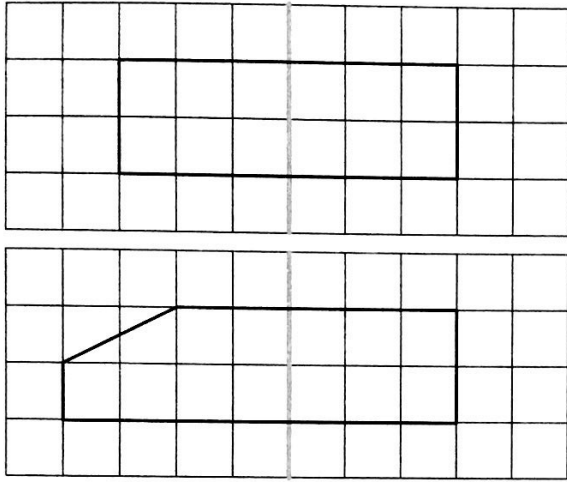
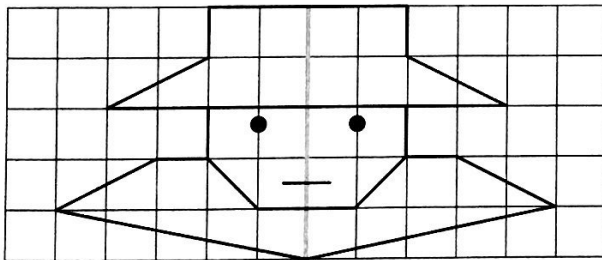
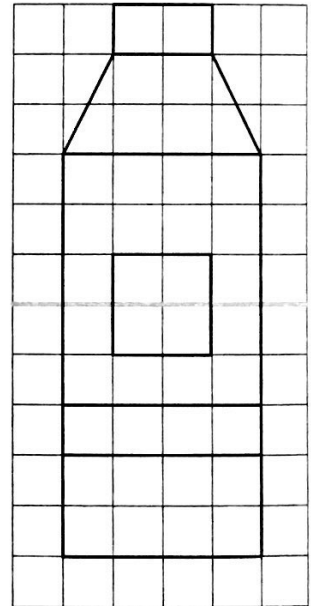
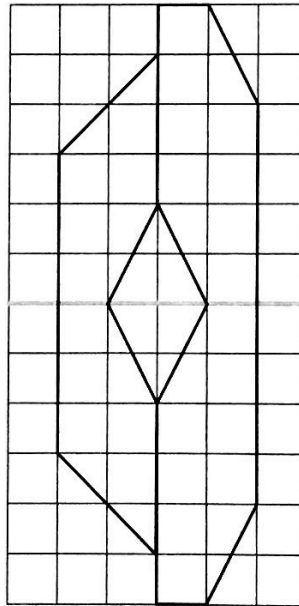
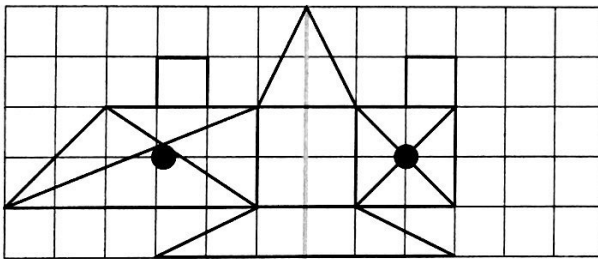


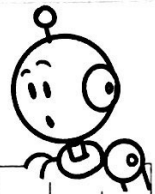
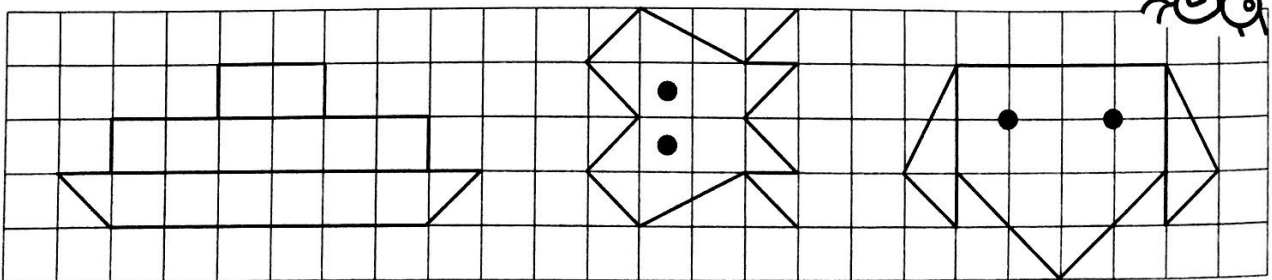
1 Colorie les figures si le trait vert est un axe de symétrie.



2 Colorie les figures si le trait vert est un axe de symétrie.

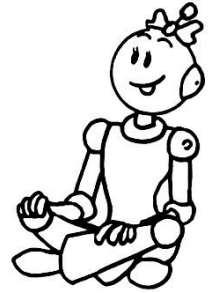
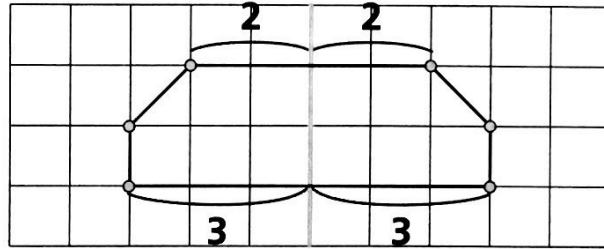
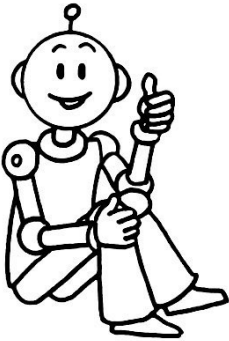


3 Tirobot a effacé les 3 axes de symétrie. Retrouve-les et trace-les en rouge.

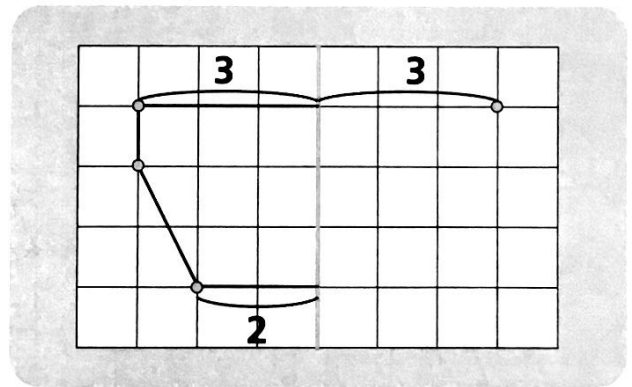
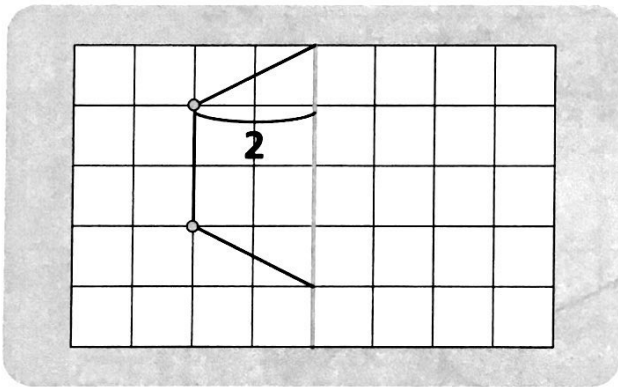


Compte bien le nombre de carreaux de chaque côté de l'axe de symétrie.

Trace les traits pour te repérer.



1 Complète ces figures par rapport à l'axe de symétrie.



2 Complète ces figures par rapport à l'axe de symétrie.

