

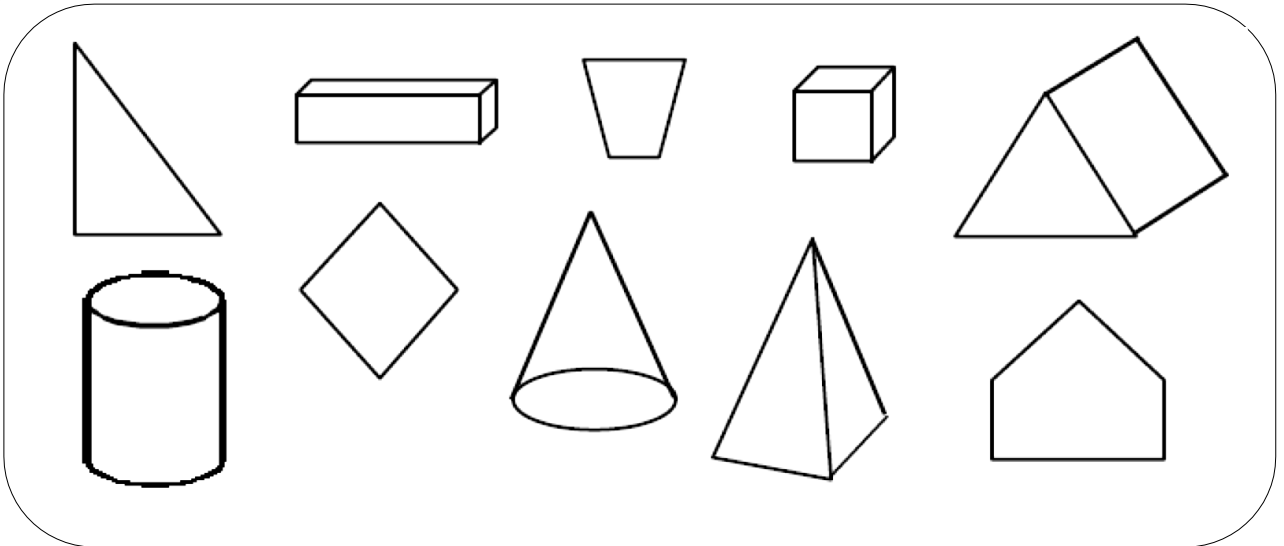


Géométrie

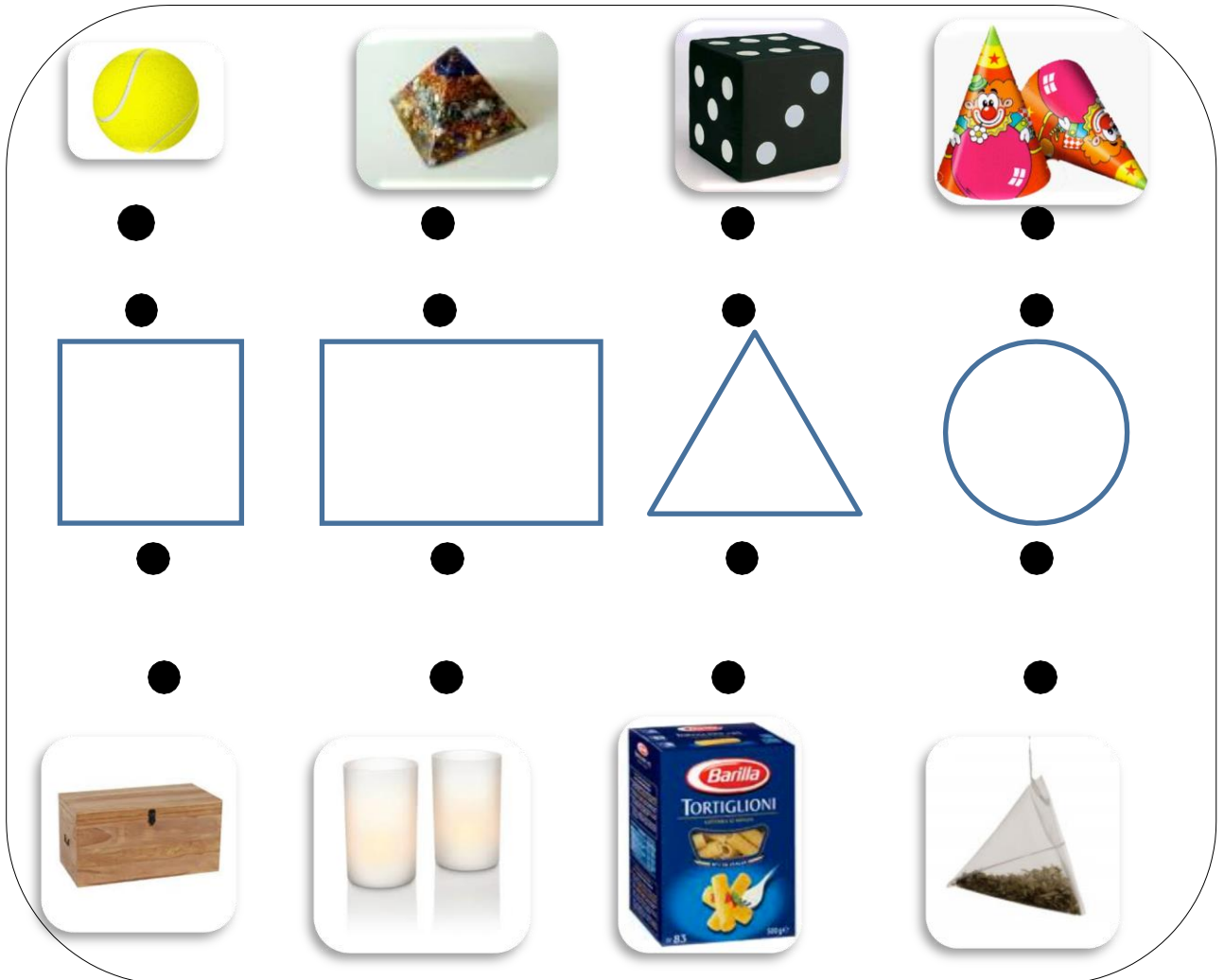
Fiche 1

Les solides

1 Je colorie les figures qui sont des solides



2 Je relie les objets à leurs empreintes.



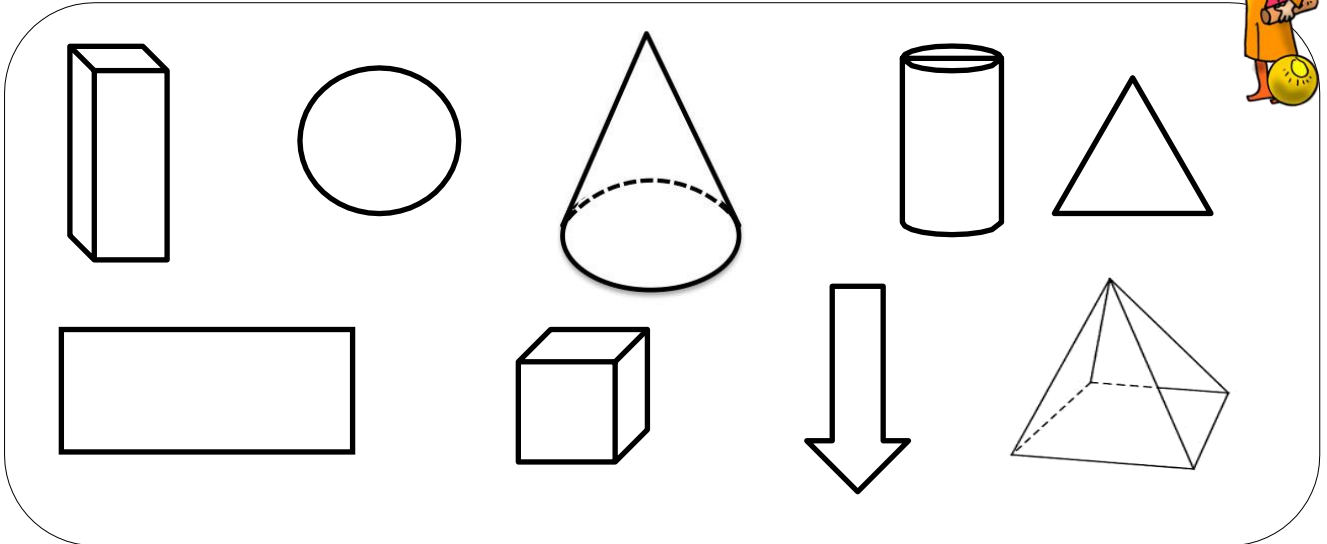


Géométrie

Fiche 1bis

Les solides

1 Je colorie les figures qui sont des solides



2 Je relie les objets à leurs empreintes.





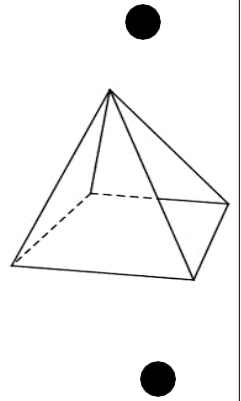
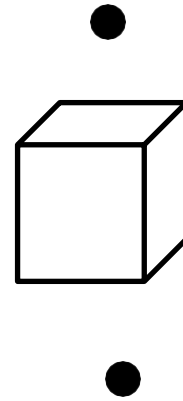
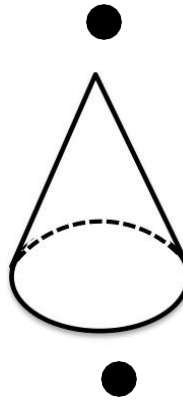
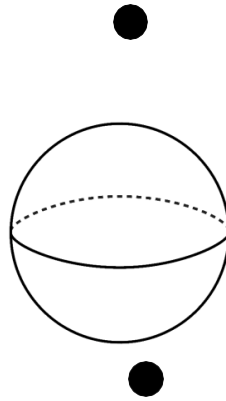
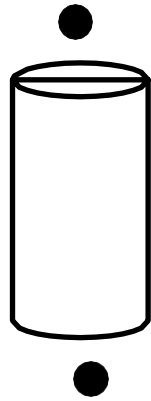
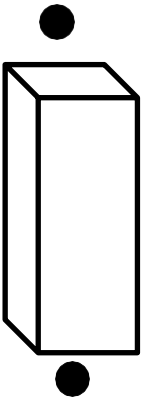
Géométrie

Fiche 2

Les solides

1

Je relie chaque objet à son solide.



2

Je relie chaque solide à son nom.

cube

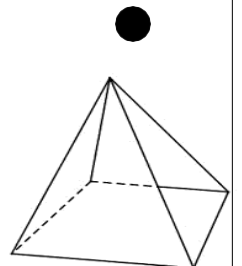
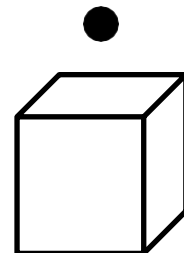
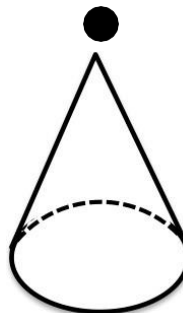
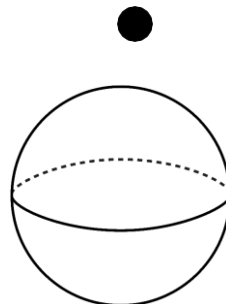
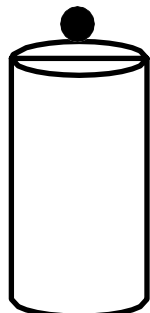
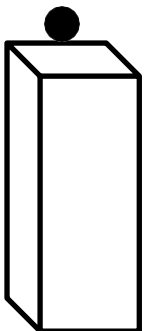
cylindre

cône

boule

pyramide

pavé





Géométrie

Fiche 3

Les solides

1

Je découpe puis je classe ces objets en fonction de leur forme.



cube	pavé	cylindre	pyramide	boule	cône

2

J'entoure, dans le tableau, les objets qui peuvent rouler.





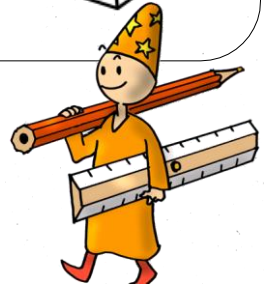
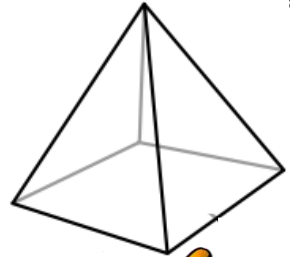
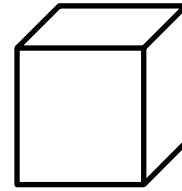
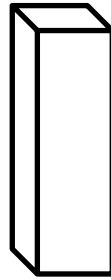
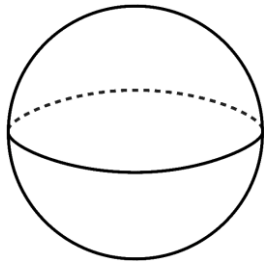
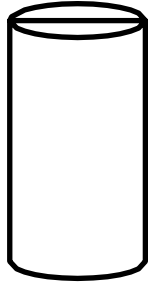
Géométrie

Fiche 4

Les solides

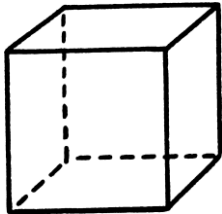
1

Je barre les solides qui ne roulent pas.

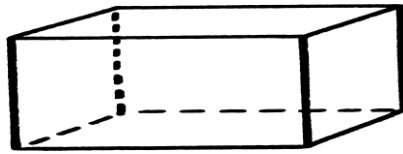


2

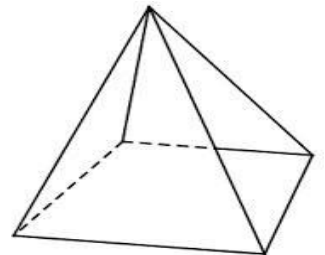
Je compte le nombre de faces de chaque solide



_____ faces



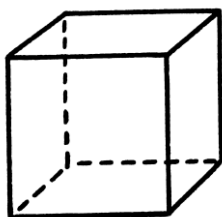
_____ faces



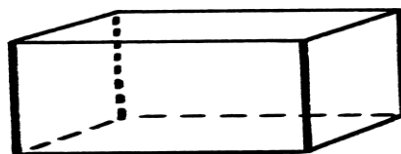
_____ faces

3

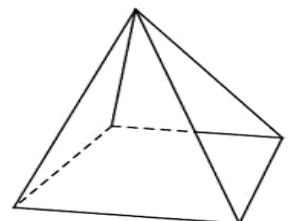
Je marque les sommets en bleu et je compte leur nombre pour chaque solide.



_____ sommets



_____ sommets



_____ sommets



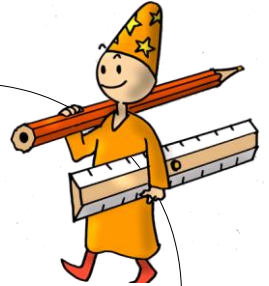
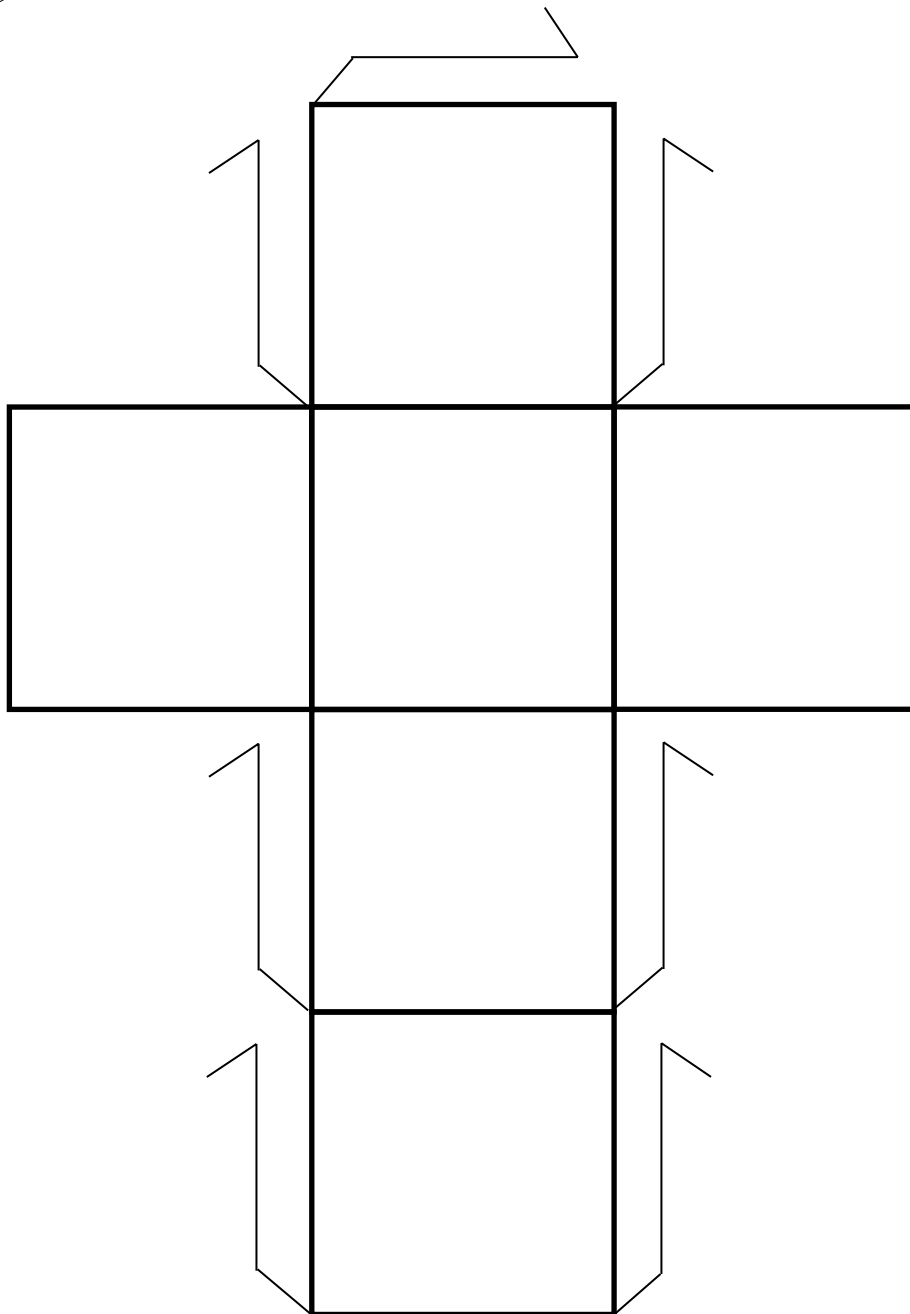
Géométrie

Fiche 5

Les solides : le cube

1

Je découpe le patron du cube et j'essaie de le construire en pliant sur les traits





Géométrie

Fiche 8

Les solides : le pave

1

Je découpe le patron du pavé et j'essaie de le construire en pliant sur les trait

