



# Mit hæfte om geometriske figurer

Navn:

# Dine figurer

Tegn selv de geometriske figurer, du kender

Cirkel

Firkant

Oval

Rombe

Rektangel

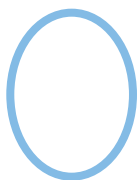
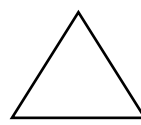
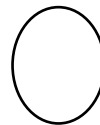
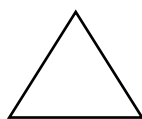
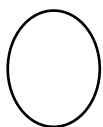
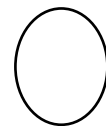
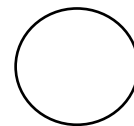
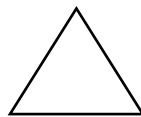
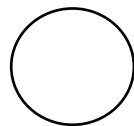
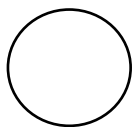
Trekant

# Find de rigtige figurer

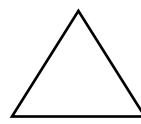
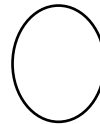
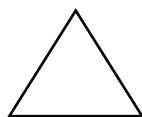
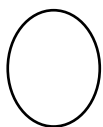
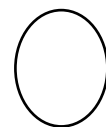
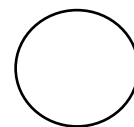
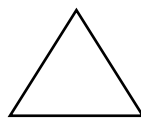
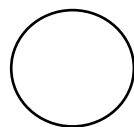
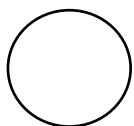
Sæt ring



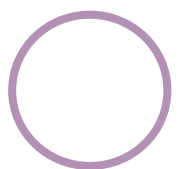
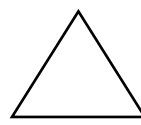
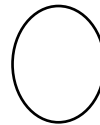
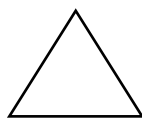
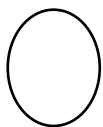
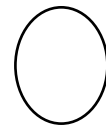
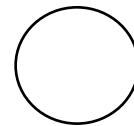
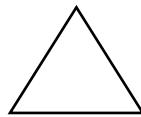
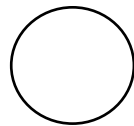
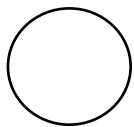
Trekant



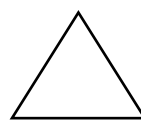
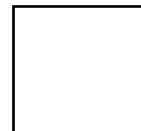
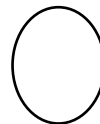
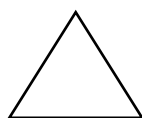
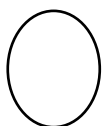
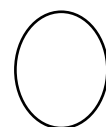
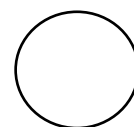
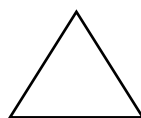
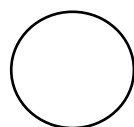
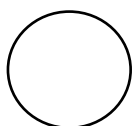
Oval



Firkant



Cirkel








# Find den rigtige halvdel

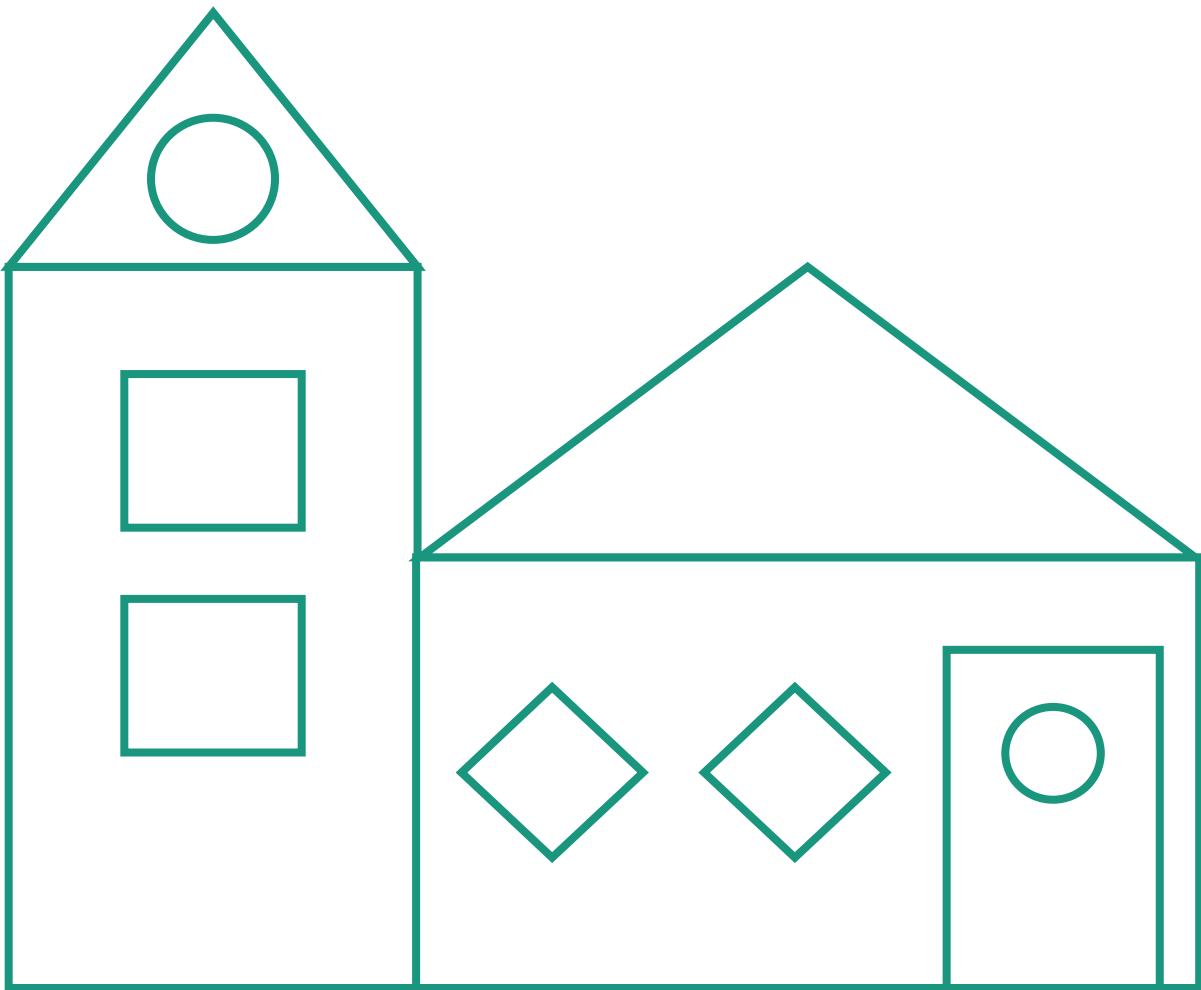
Sæt streg mellem de to halvdele,  
så figuren bliver rigtig



# Tæl figurer






Tæl de geometriske figurer i tegningen


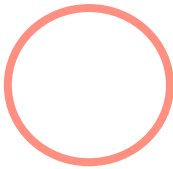


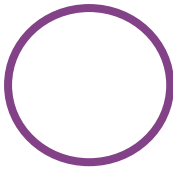
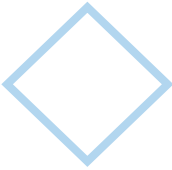


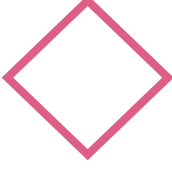
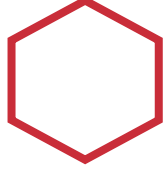

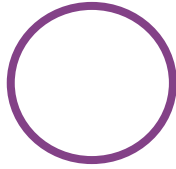
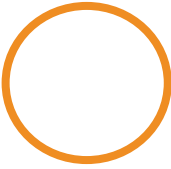
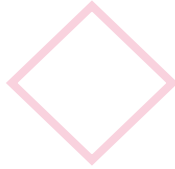

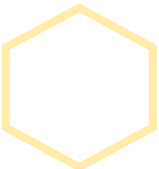










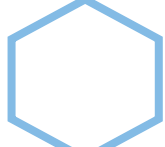



				



# Tæl figurer

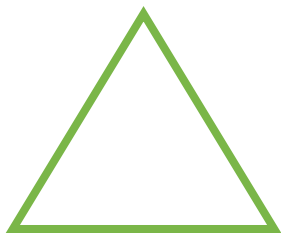
Tæl hvor mange der er af hver figur

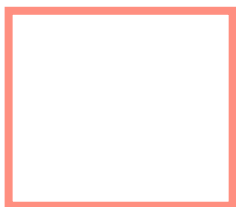
				
				
				
				
				
				

# Tegn en figur

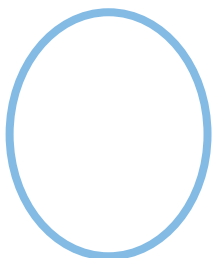
Du skal bruge en geometrisk figur til at tegne din egen figur. Du må gerne bruge flere former, figuren i kassen skal bare være med.



Trekant



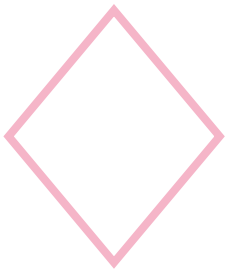
Firkant



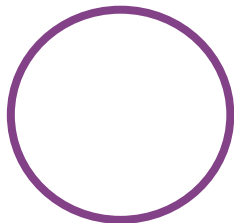
Oval

# Tegn en figur

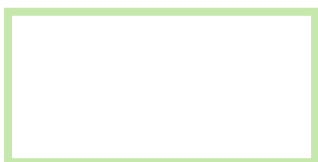
Du skal bruge en geometrisk figur til at tegne din egen figur. Du må gerne bruge flere former, figuren i kassen skal bare være med.



Rombe



Cirkel

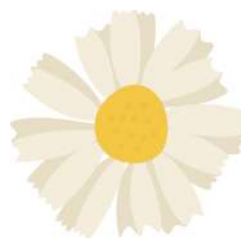


Rektangel

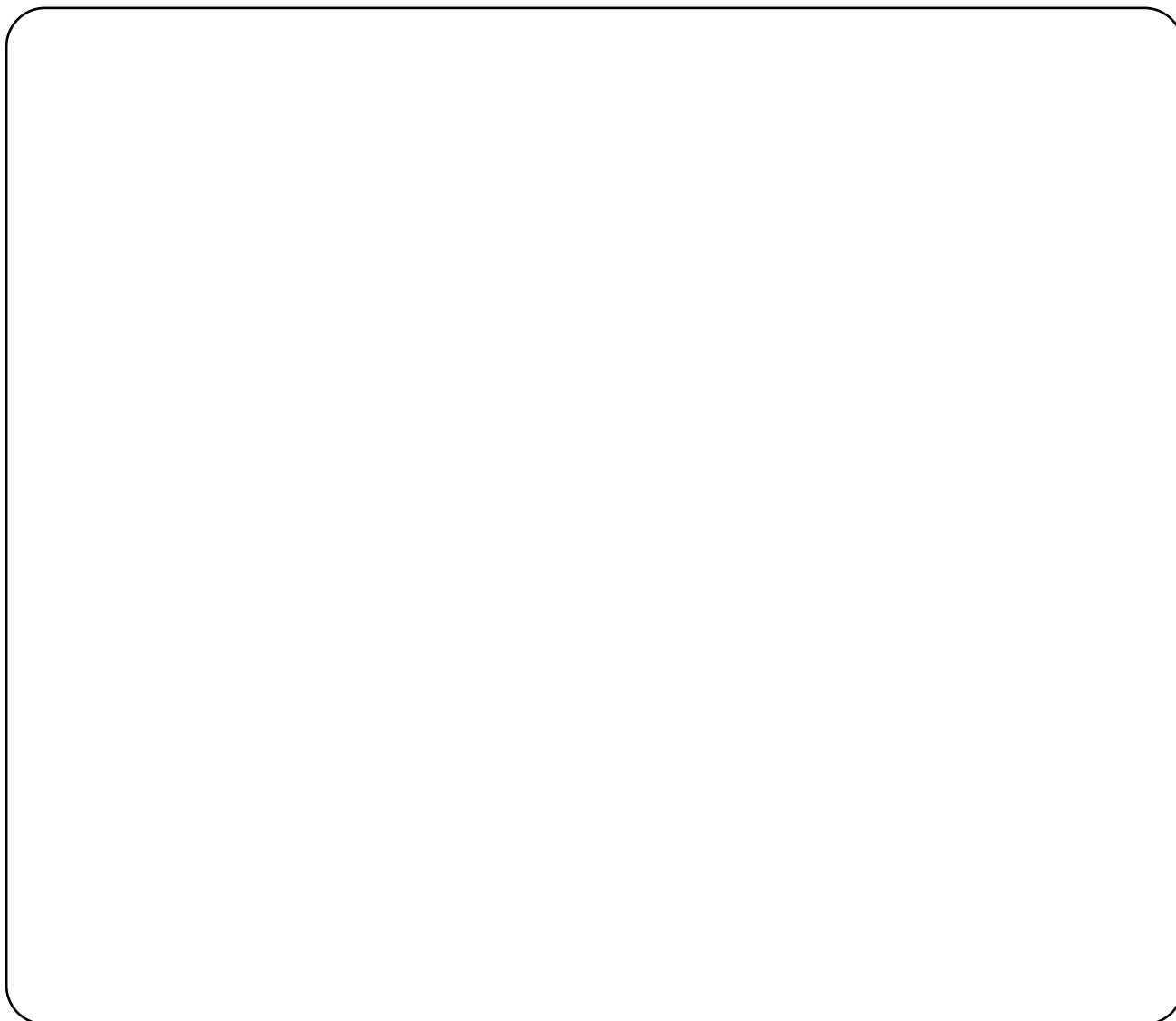
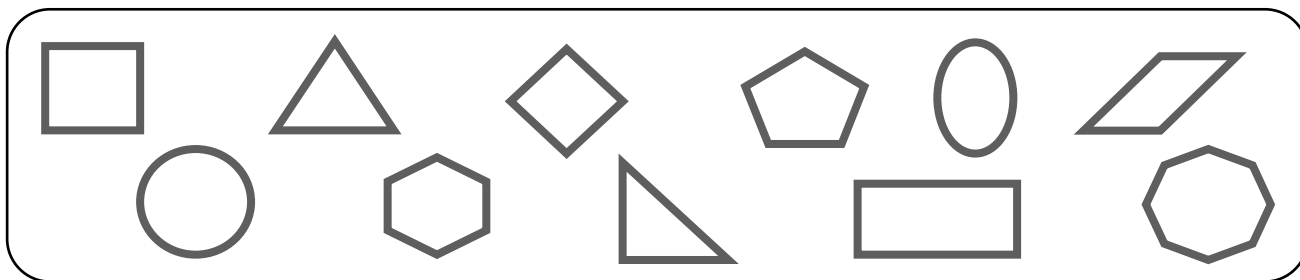




# Tegn en blomst

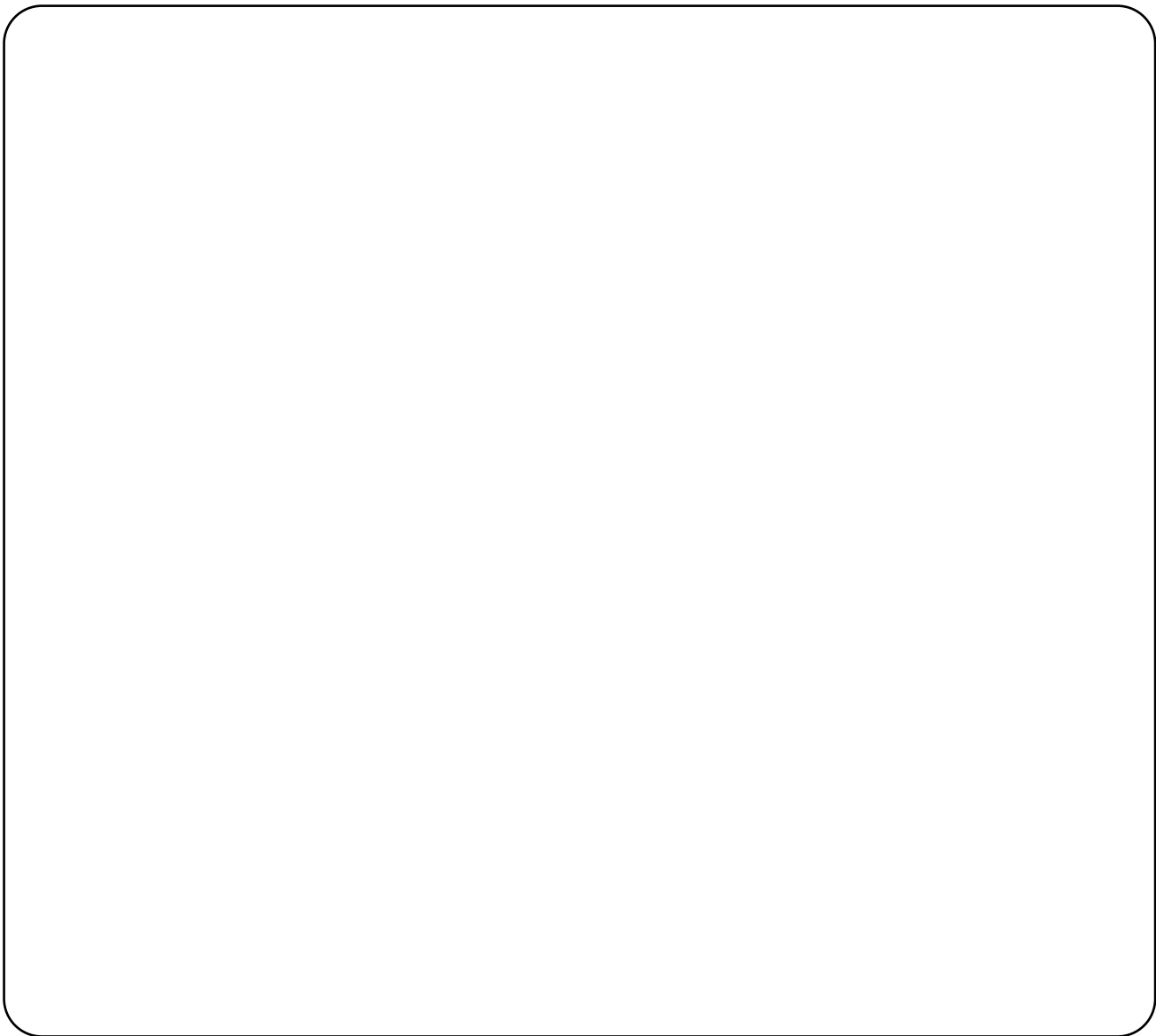


Brug geometriske figurer fra boksen, til  
at tegne en blomst



# Tegn en bil

Brug geometriske figurer fra boksen, til  
at tegne en bil





# Tegn en fisk



Brug geometriske figurer fra boksen, til  
at tegne en fisk

