

Mit Teste-dich-Seiten



Mein Anoki-Übungsheft:

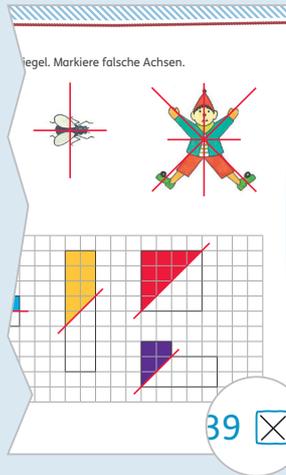
Geometrie 3

Mathematik

Lösungen

 Klett

So lernst du mit dem Anoki-Übungsheft



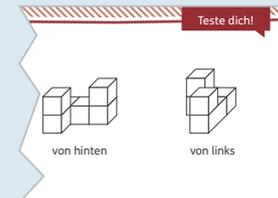
Übungsseiten

Deine Lehrerin/
dein Lehrer kreuzt an,
was du bearbeiten sollst.



Mach-Pause-Seiten

Hier kannst du knobeln,
malen oder rätseln.



Teste-dich-Seiten

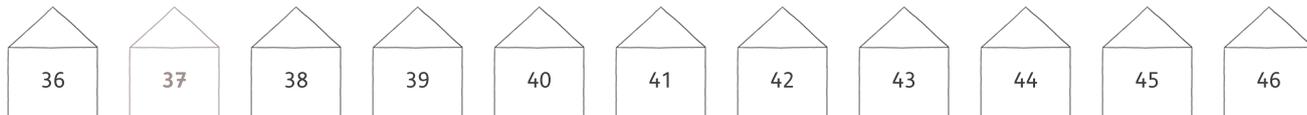
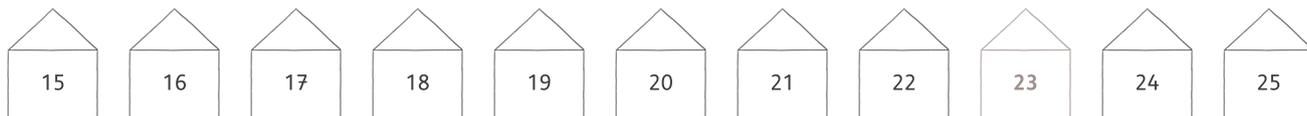
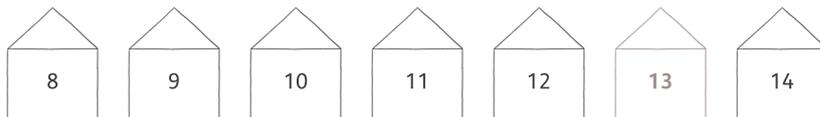
Hier kannst du dein
Wissen testen.



Für **weitere Informationen** zu den Anoki-Übungsheften den QR-Code scannen oder **5f5m29** auf www.klett.de eingeben.



Für **Lösungen** zu diesem Anoki-Übungsheft den QR-Code scannen oder **7mp7cy** auf www.klett.de eingeben.

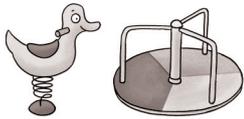


Hallo! Ich bin Anoki.
Für jede Seite, die du fertig
bearbeitet hast, malst
du ein Haus aus.





1



vor

hinter

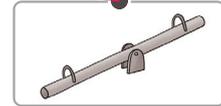


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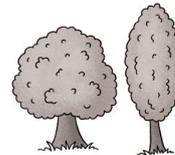
links neben

rechts neben



3

Der Hund läuft auf dem Weg zu Anoki. Woran kommt er vorbei? Kreuze an.

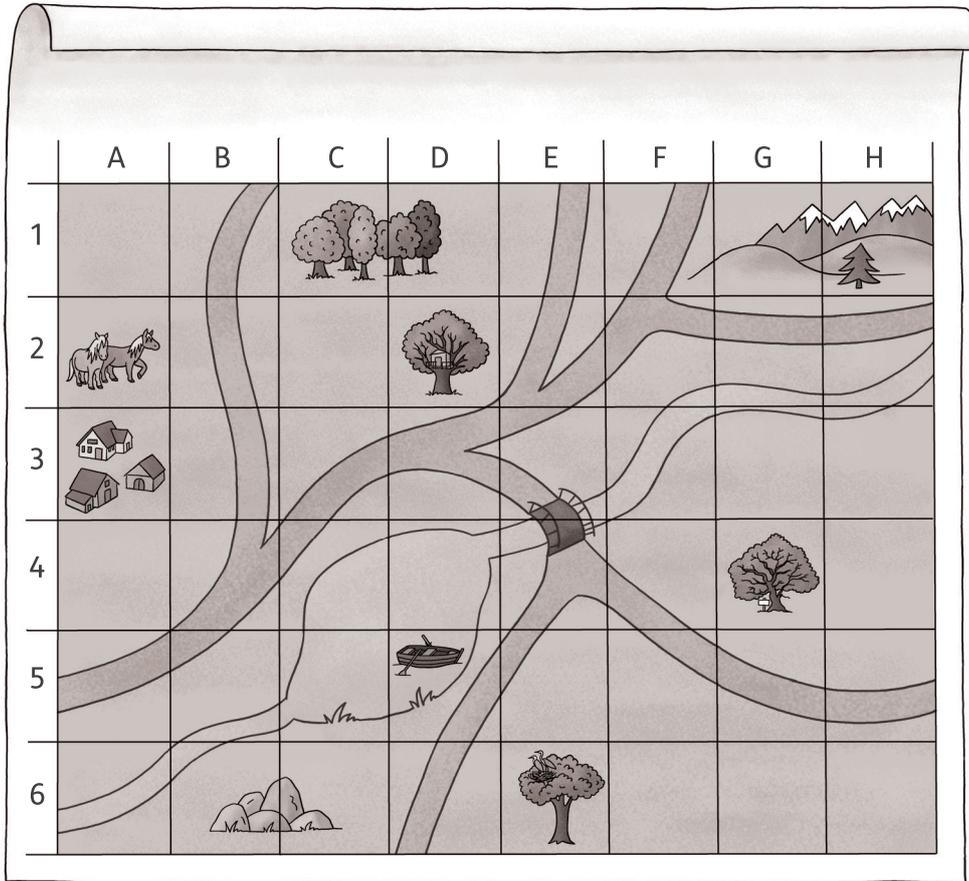


4

Anoki läuft zu den Ponys.



Orientierung auf einem Plan



1

Wo findest du ...



D2



E6



G4



B6

C6



A3



C4

D4

C5

D5

1

Was liegt in diesen Planquadraten?

C1: Bäume

D5: Boot und See

G4: Baum mit Schild

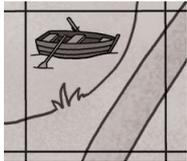
A2: Pferde

E1: Weg

H1: Berge mit Tanne

2

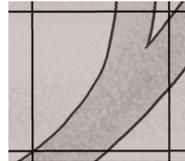
Welches Planquadrat ist es?



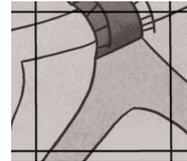
D5



F1



B4



E4

3

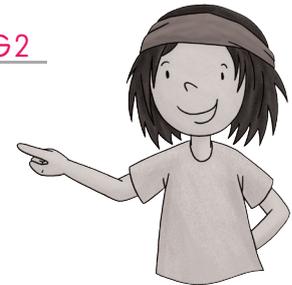
Gehe von A5 zu den Bergen. Notiere deinen Weg.

A5 , B5 , B4 , C4 , C3 , D3 , E3 , E2 , F2 , G2

4

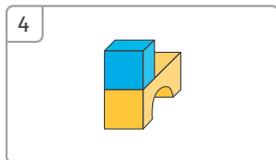
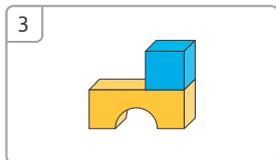
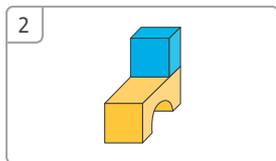
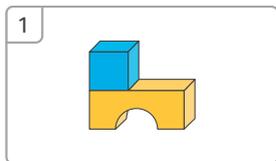
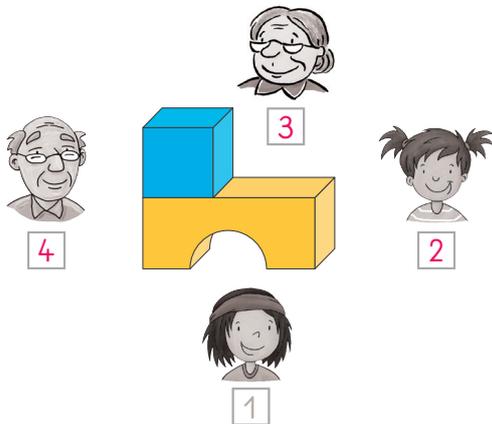
Gehe von den Bergen zum Boot.

G2 , F2 , E2 , E3 , D3 , E3 , E4 , E5 , D5

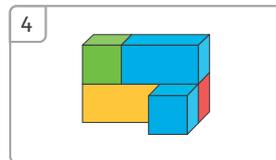
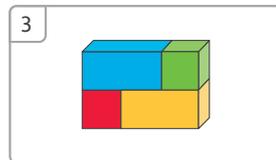
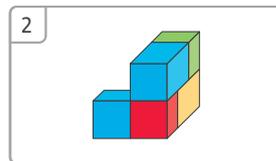
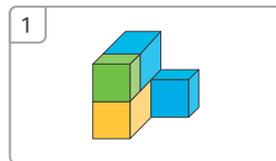
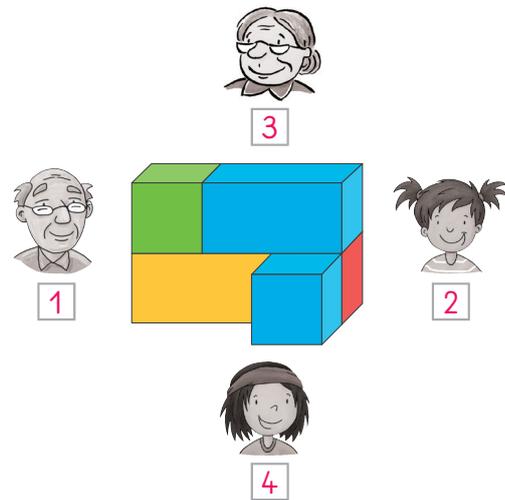


1

Wer hat welches Foto gemacht?

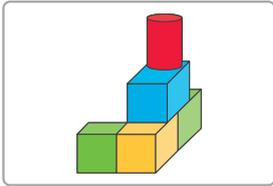
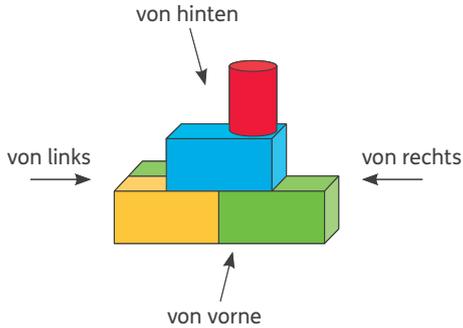


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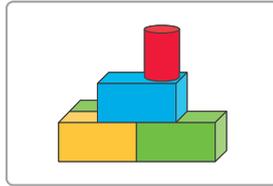


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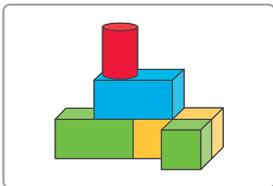
Ordne die Ansichten zu.



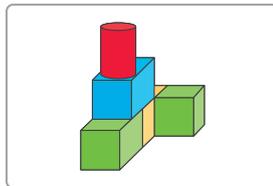
von links



von vorne

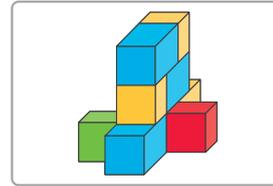
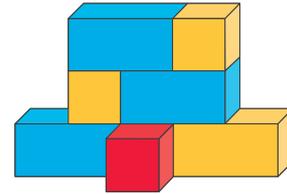


von hinten

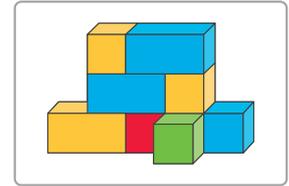


von rechts

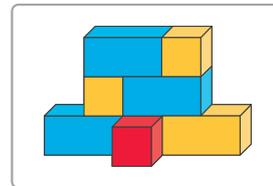
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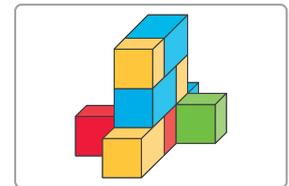
von links



von hinten



von vorne

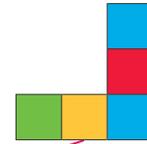
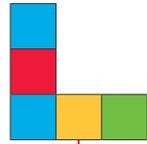
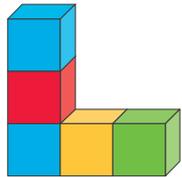


von rechts

Ansichten zuordnen

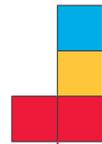
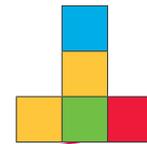
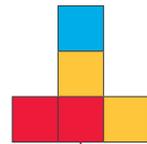
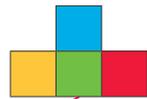
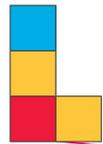
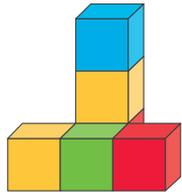
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Ordne die Ansichten zu.



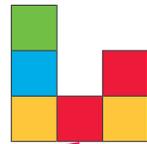
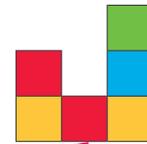
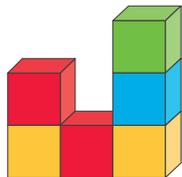
- von oben
- von vorne
- von hinten
- von links
- von rechts

2



- von oben
- von vorne
- von hinten
- von links
- von rechts

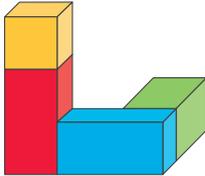
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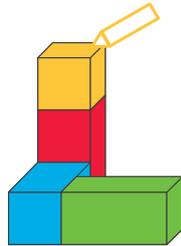
- von oben
- von vorne
- von hinten
- von links
- von rechts

1

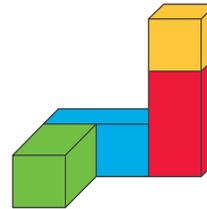
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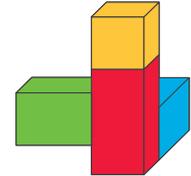
von vorne



von rechts

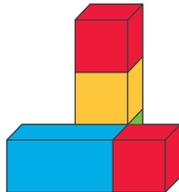


von hinten

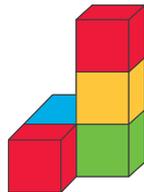


von links

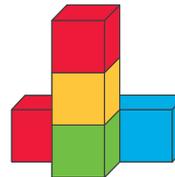
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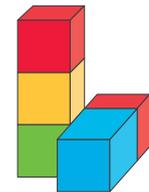
von vorne



von rechts

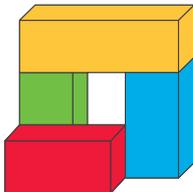


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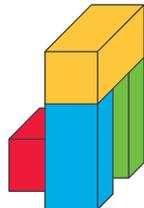


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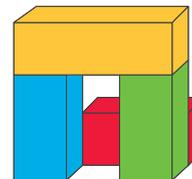
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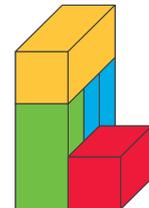
von vorne



von rechts



von hinten

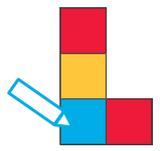
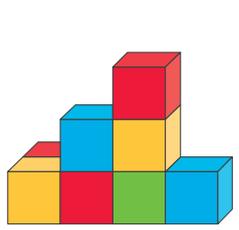


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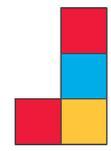
Ansichten zuordnen

1

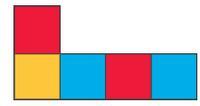
Ordne die Ansichten zu. Male sie passend aus.



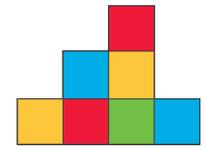
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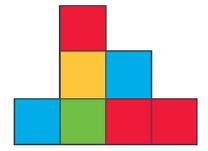
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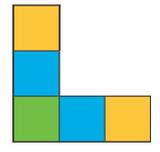
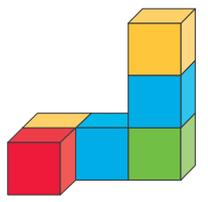


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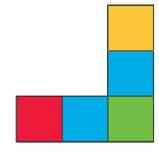


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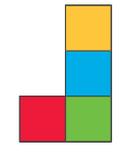
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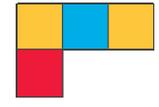
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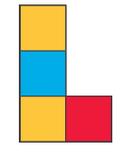
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von rechts

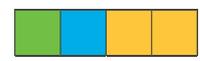
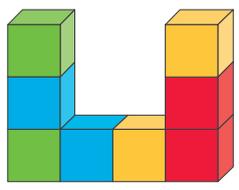


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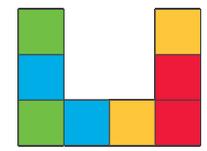


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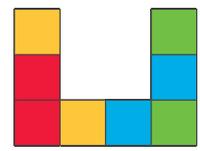
3



von oben



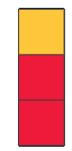
von vorne



von hinten



von links

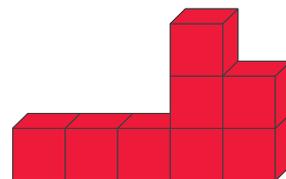
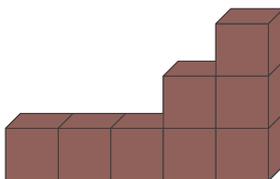
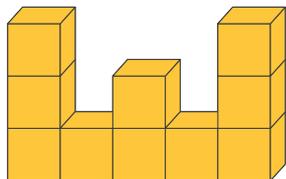
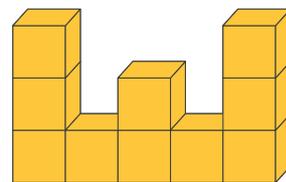
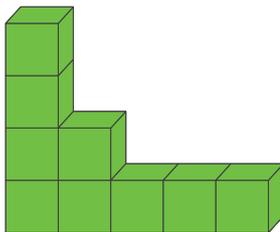
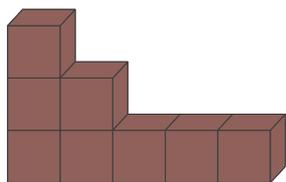
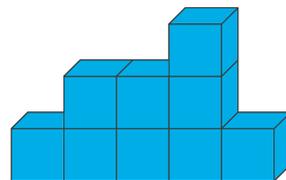
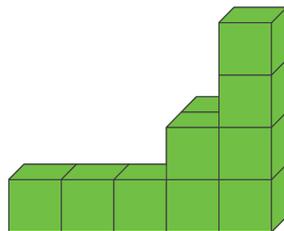
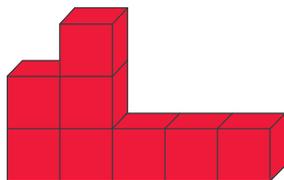
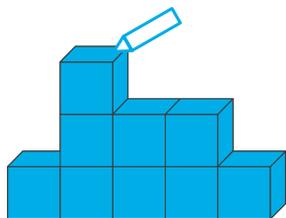


von rechts

1

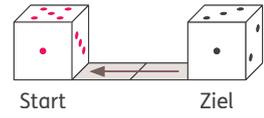
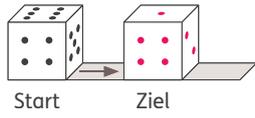
Welche Würfelgebäude sind gleich?

Male die Paare mit derselben Farbe aus.



Ansichten zuordnen

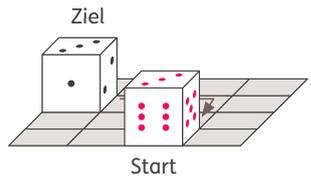
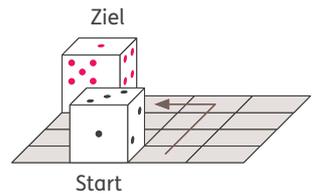
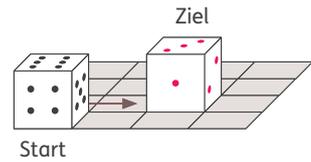
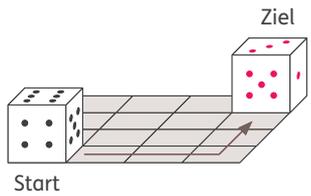
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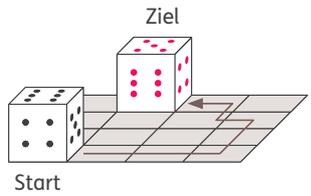
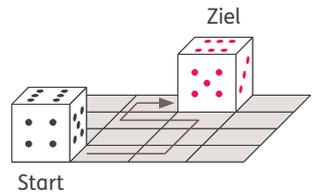
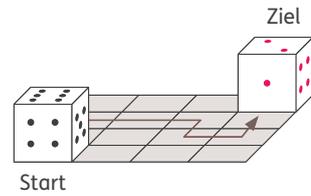
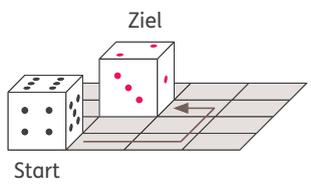
Die gegenüberliegenden Augenzahlen ergeben immer 7.



2



3



Auf dem Weg zum Schatz muss Anoki Buchstaben einsammeln.
 Markiere Anokis Weg und schreibe die Lösungsbuchstaben auf.

	A	B	C	D	E	F	G	H	I	J
1	A	O	T	E	M	S	Y	A	X	B
2	E	E	M	N	Z	A	B	O	A	H
3	G	C	E	D	R	Y	G	A	V	G
4	T	A	L	T	W	F	I	V	I	F
5	U	M	S	R	I	E	X	N	E	O
6	T	U	G	F	K	K	Ö	Z	P	R
7	N	I	D	H	Ä	N	E	A	D	Ü
8	G	E	M	S	Q	B	U	I	N	K



1

Verbinde.

Würfel

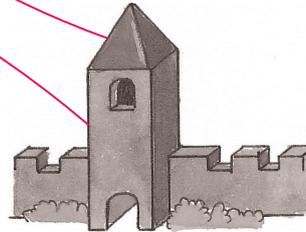
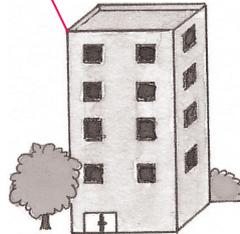
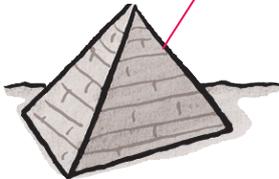
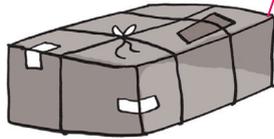
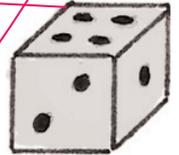
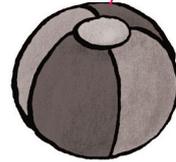
Quader

Pyramide

Kugel

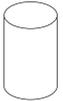
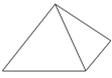
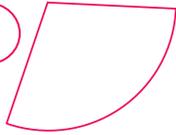
Zylinder

Kegel



1

Fülle die Tabelle aus.

	Anzahl der Kanten	Anzahl der Ecken	Anzahl der Seitenflächen	Form der Seitenflächen
 <u>Quader</u>	12	8	6	
 <u>Zylinder</u>	2	0	3	 
 <u>Pyramide</u>	8	5	5	 
 <u>Kegel</u>	1	1 Spitze	2	 
 <u>Kugel</u>	0	0	1	

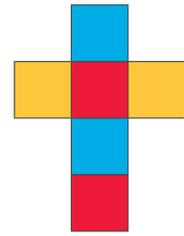
Eigenschaften von Körpern

1

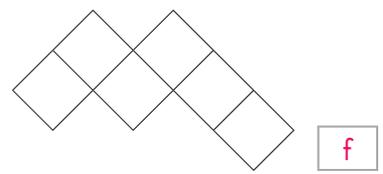
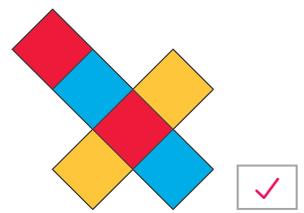
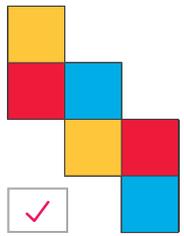
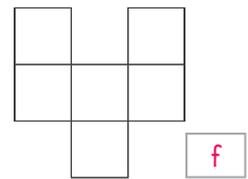
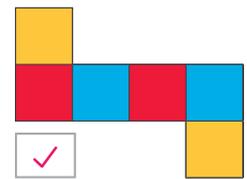
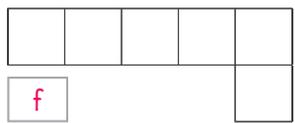
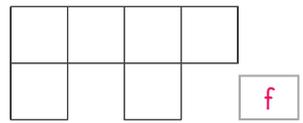
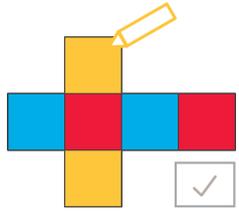
Nicht alle Würfelnetze sind richtig.

Trage ein: richtig ✓, falsch f.

Male die richtigen Netze passend an.



Gegenüberliegende Seiten haben dieselbe Farbe.

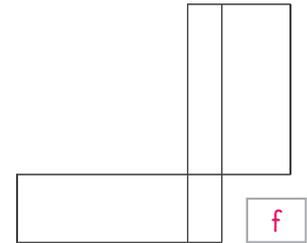
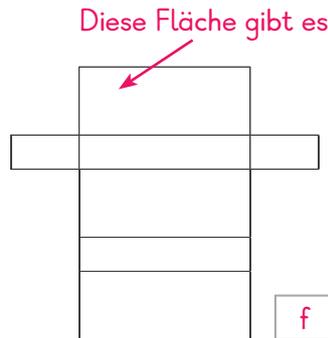
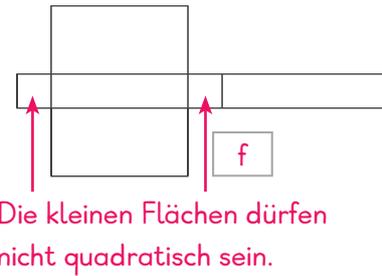
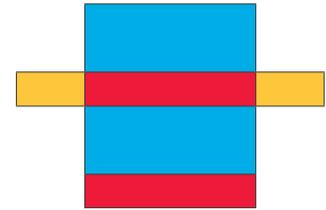
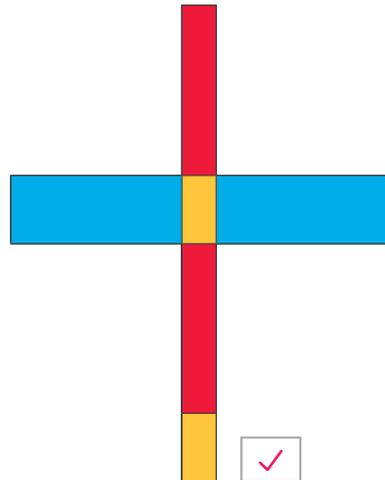


1

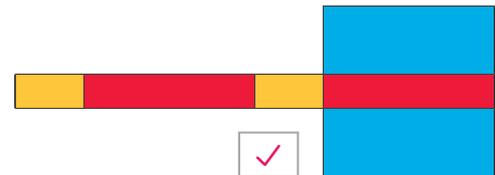
Nicht alle Quadernetze sind richtig.

Trage ein: richtig ✓, falsch f.

Male die richtigen Netze passend an.



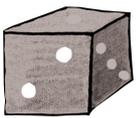
Es fehlen 2 Flächen.



Quadernetze

1

Trage die
fehlenden Punkte
in die
Würfelnetze ein.



Four dice nets are shown for completion:

- Net 1:** A 1-3-2 net. The top face has 1 dot, the middle face has 3 dots, and the bottom face has 2 dots. The right face is empty and has a pencil icon pointing to it.
- Net 2:** A 1-4-1 net. The top face has 1 dot, the middle face has 4 dots, and the bottom face has 1 dot. The left and right faces are empty.
- Net 3:** A 1-3-2 net. The top face has 1 dot, the middle face has 3 dots, and the bottom face has 2 dots. The left and right faces are empty.
- Net 4:** A 1-3-2 net. The top face has 1 dot, the middle face has 3 dots, and the bottom face has 2 dots. The left and right faces are empty.

2

Aus welchen Netzen kann man einen Spielwürfel falten? Trage ein: richtig ✓, falsch f.

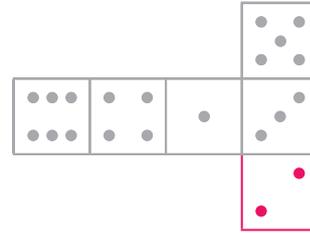
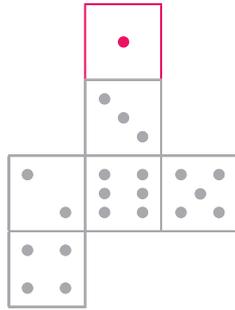
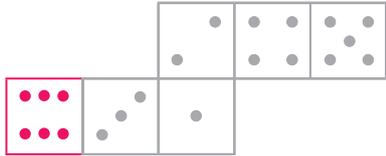
Five dice nets are shown for evaluation:

- Net 1:** A 1-4-1 net. The top face has 1 dot, the middle face has 4 dots, and the bottom face has 1 dot. The left and right faces are empty. A box with 'f' is next to it.
- Net 2:** A 1-3-2 net. The top face has 1 dot, the middle face has 3 dots, and the bottom face has 2 dots. The left and right faces are empty. A box with 'f' is next to it.
- Net 3:** A 1-3-2 net. The top face has 1 dot, the middle face has 3 dots, and the bottom face has 2 dots. The left and right faces are empty. A box with 'f' is next to it.
- Net 4:** A 1-3-2 net. The top face has 1 dot, the middle face has 3 dots, and the bottom face has 2 dots. The left and right faces are empty. A box with '✓' is next to it.

1

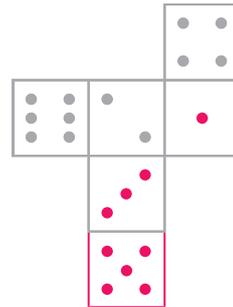
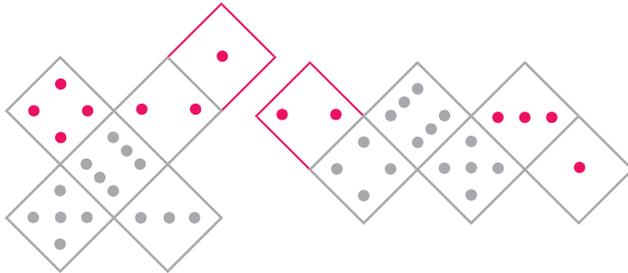
Ergänze die Würfelnetze passend.

z. B.



2

z. B.

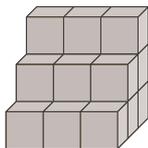


Würfelnetze

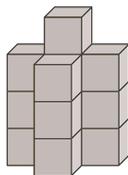
1

Zeichne zu jedem Würfelgebäude einen Bauplan.

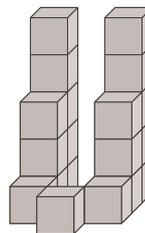
Baue die Gebäude nach.



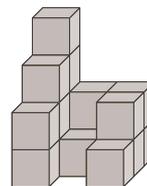
3	3	3
2	2	2
1	1	1



3	4	3
0	3	0

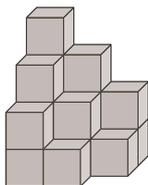


5	0	5
3	0	3
1	0	1
0	1	0

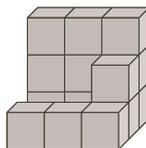


4	2	2
3	1	2
2	0	1

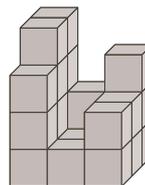
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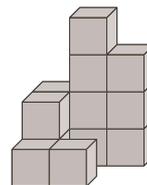
4	3	2
3	2	1
2	1	0



3	3	3
0	0	2
1	1	1



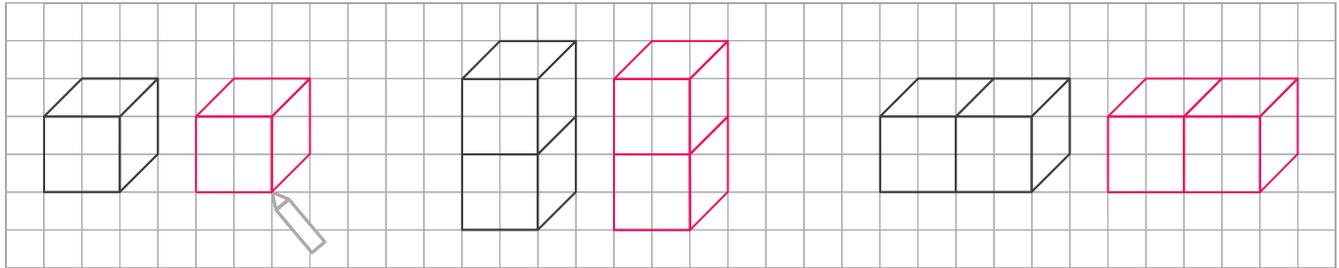
4	2	3
4	1	2
3	1	2



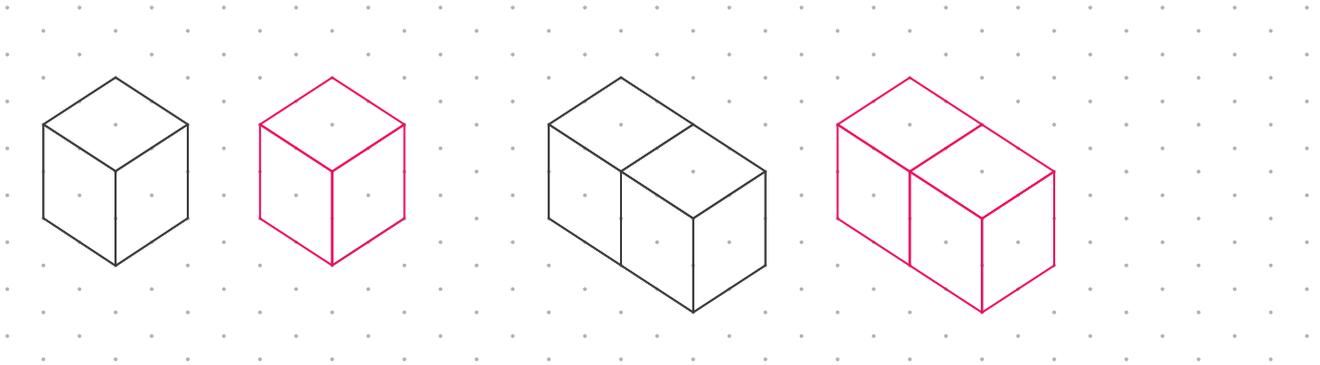
2	4	3
2	0	0
1	1	0

1

Zeichne die Schrägbilder der Würfel ab.



2



Schrägbilder von Würfeln

1

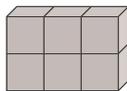
Wie viele Würfel sind es?



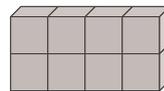
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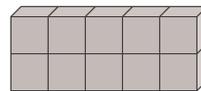
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6

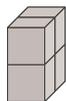


8

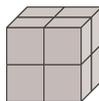


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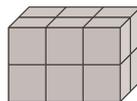
2



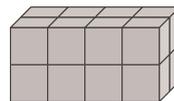
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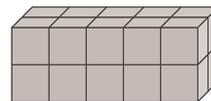
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12

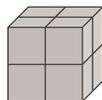


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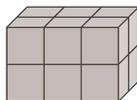


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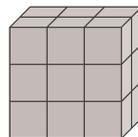
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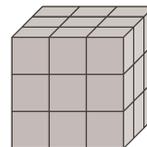
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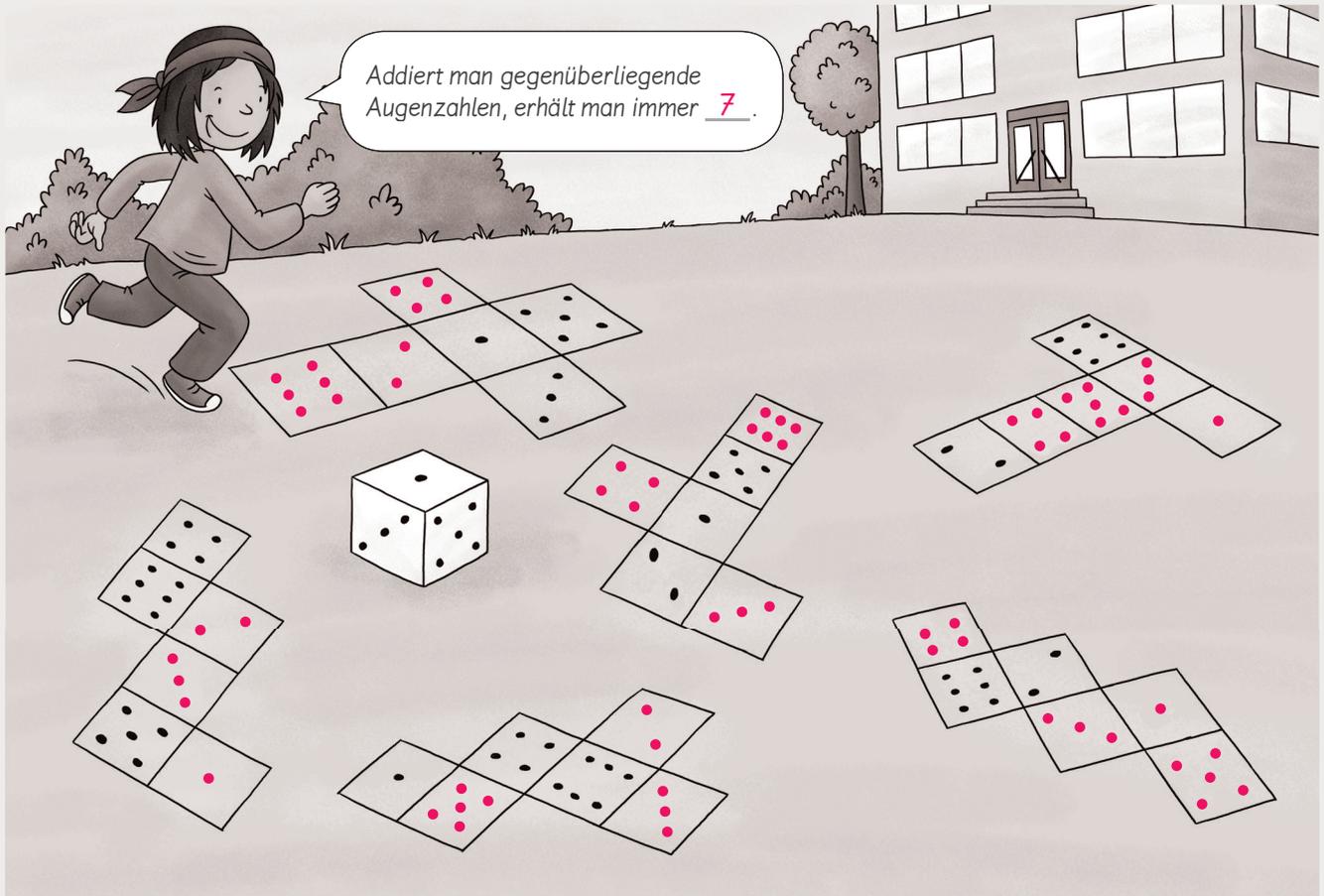
12



18



27



1

Male passend aus.



Kreis



Dreieck



Quadrat

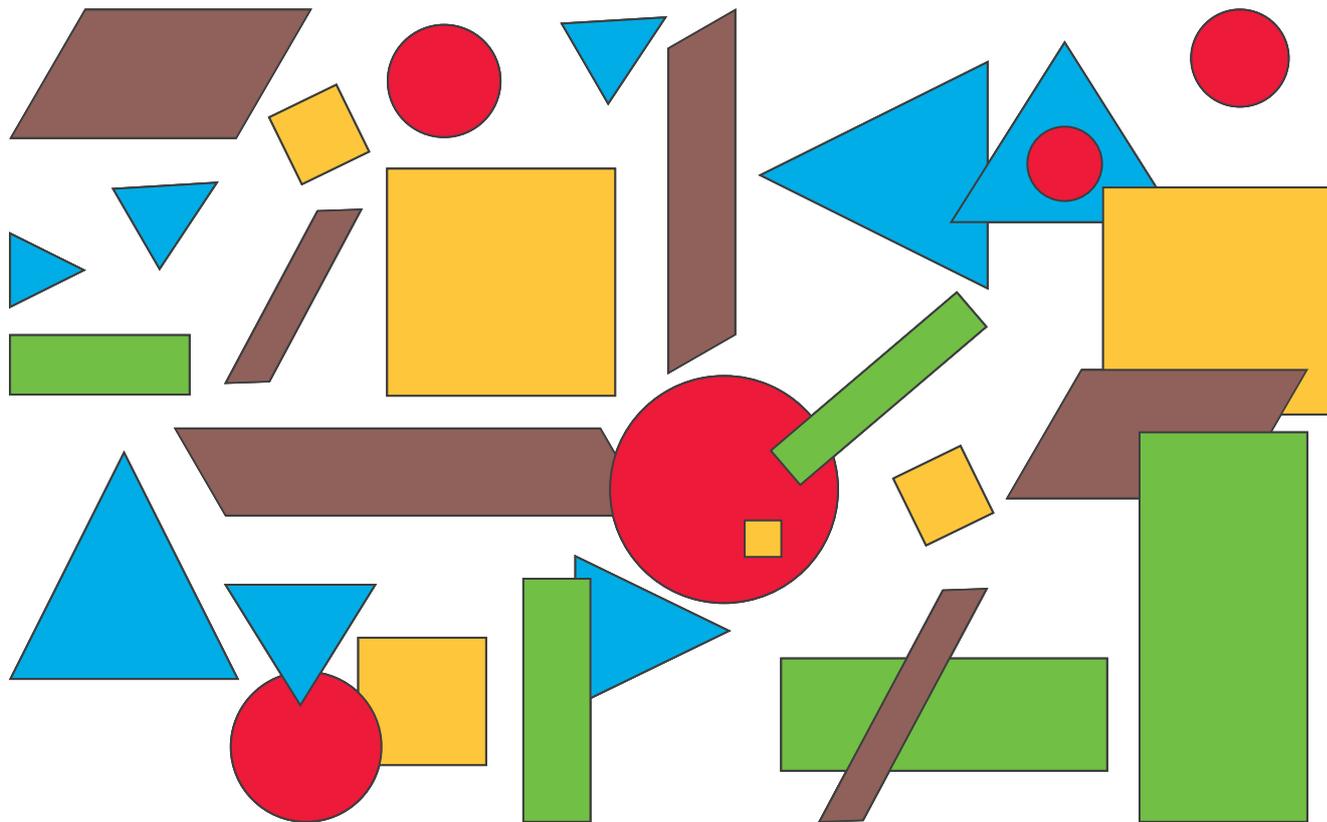


Rechteck



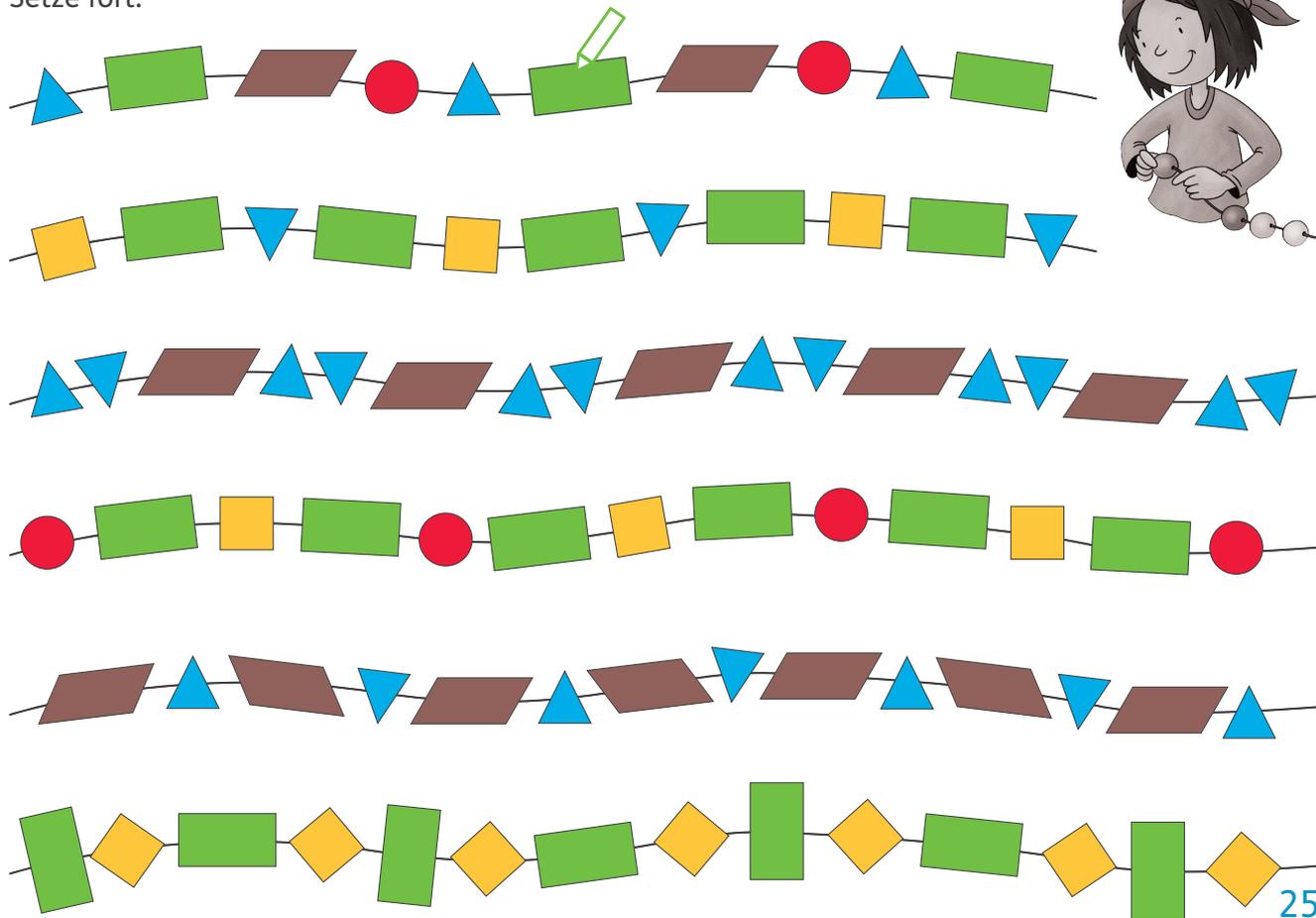
Parallelogramm

Ebene Figuren erkennen

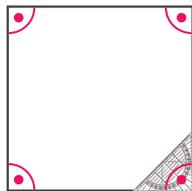
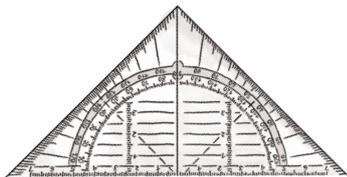


1

Setze fort.



Musterfolgen fortsetzen

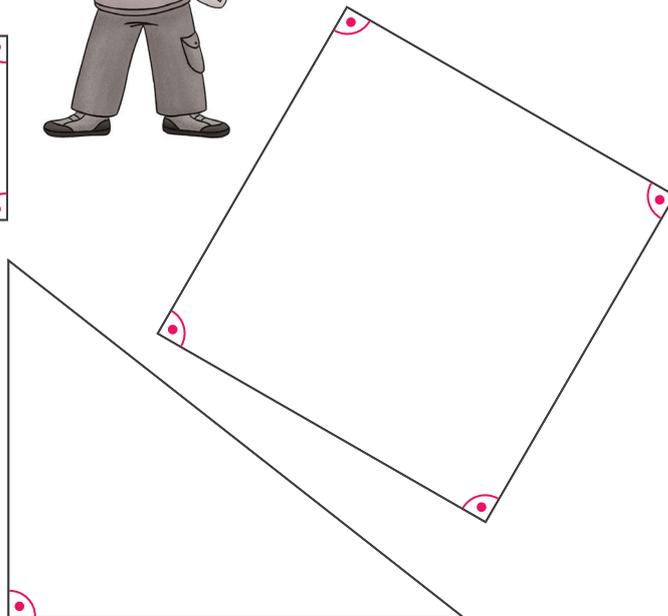
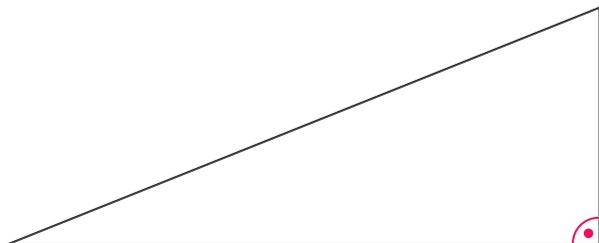
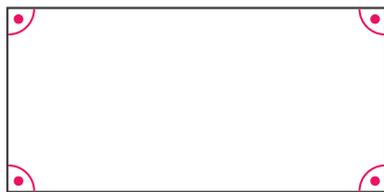
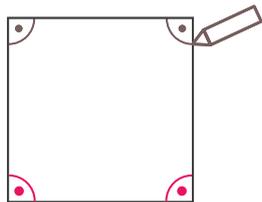


Das ist ein
rechter Winkel.

1

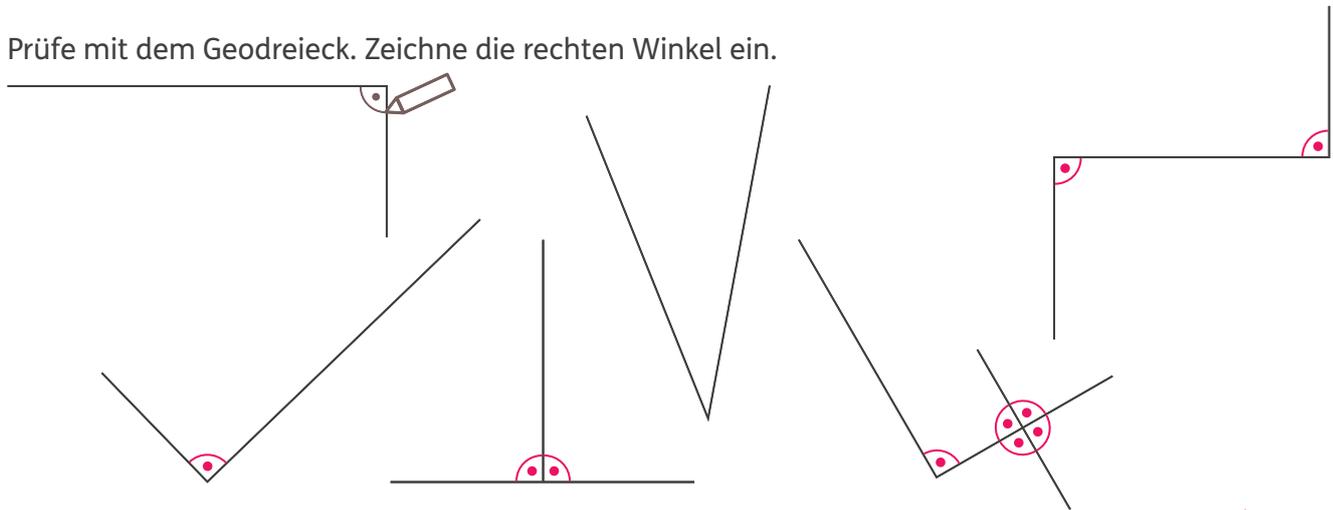
Prüfe mit dem Geodreieck.

Zeichne die rechten Winkel ein.



1

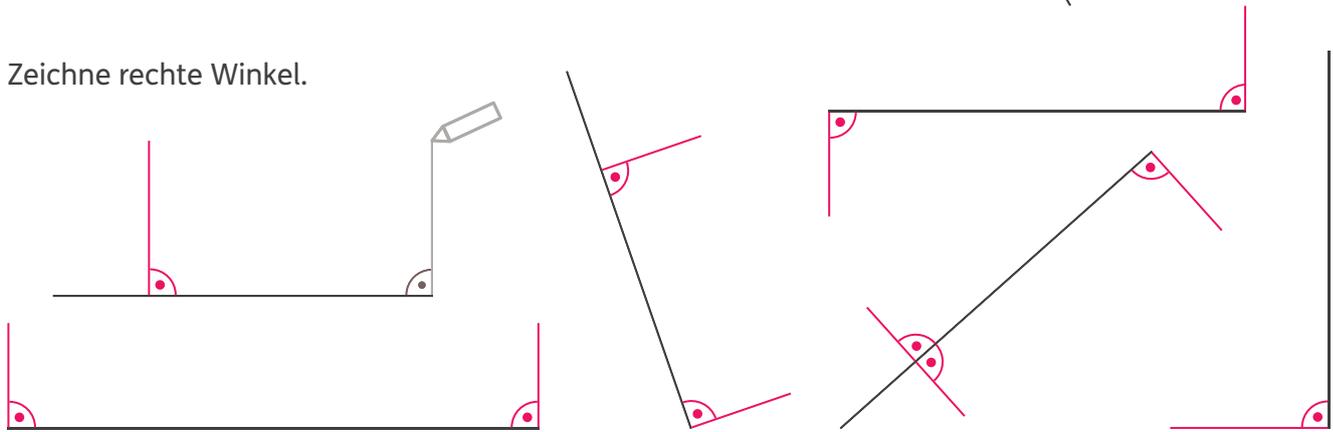
Prüfe mit dem Geodreieck. Zeichne die rechten Winkel ein.



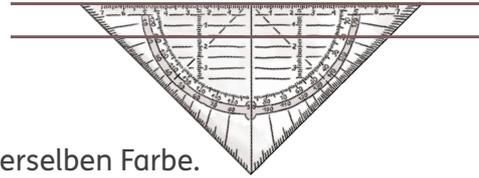
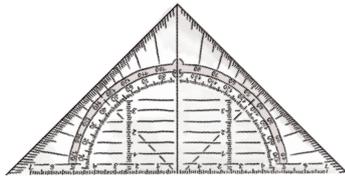
2

Zeichne rechte Winkel.

z. B.



Rechte Winkel



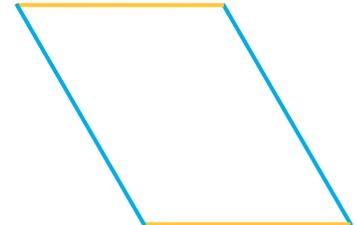
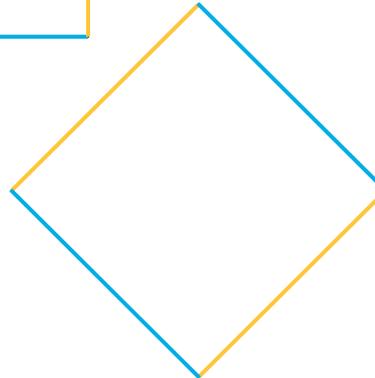
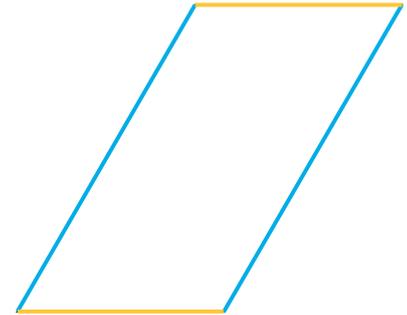
Diese Linien sind parallel.



1

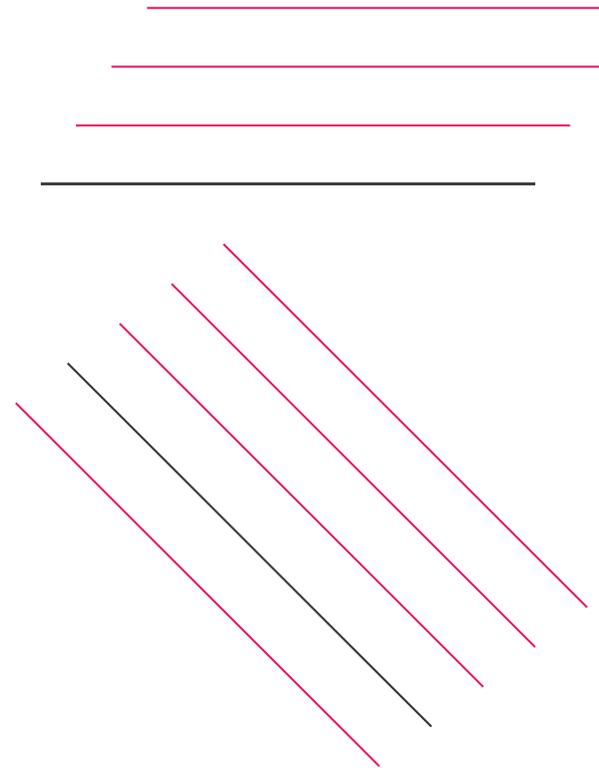
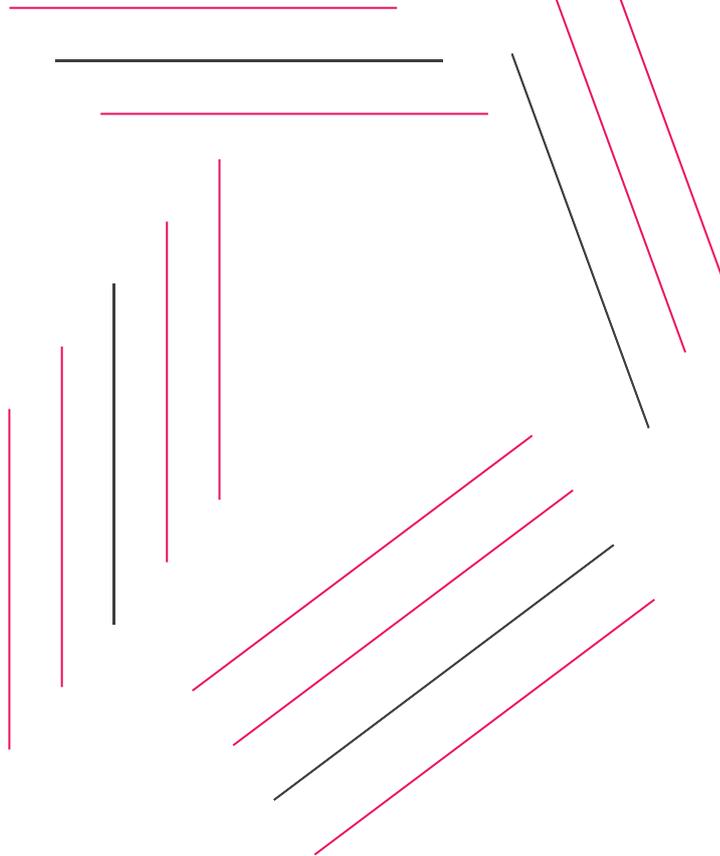
Prüfe mit dem Geodreieck.

Markiere zueinander parallele Linien in derselben Farbe.



1

Zeichne zueinander parallele Linien.



Parallele Linien

1

Name: QuadratAnzahl der Seiten: 4Anzahl der Ecken: 4Anzahl der rechten Winkel: 4Anzahl der parallelen Linien: je 2 PaareAnzahl der gleich langen Seiten: 4

Besonderheiten: _____

z. B. Gegenüberliegende Seiten sind
zueinander parallel.

Besondere Form eines Rechtecks.

2

Name: RechteckAnzahl der Seiten: 4Anzahl der Ecken: 4Anzahl der rechten Winkel: 4Anzahl der parallelen Linien: je 2 PaareAnzahl der gleich langen Seiten: je 2

Besonderheiten: _____

z. B. Gegenüberliegende Seiten sind
zueinander parallel und gleich lang.

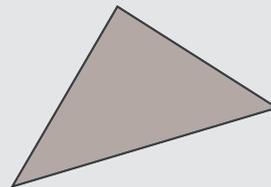
1

Name: ParallelogrammAnzahl der Seiten: 4Anzahl der Ecken: 4Anzahl der rechten Winkel: 0Anzahl der parallelen Linien: je 2 PaareAnzahl der gleich langen Seiten: je 2

Besonderheiten: _____

z. B. Gegenüberliegende Seiten sind
zueinander parallel und gleich lang.

2

Name: DreieckAnzahl der Seiten: 3Anzahl der Ecken: 3Anzahl der rechten Winkel: 0Anzahl der parallelen Linien: 0Anzahl der gleich langen Seiten: 0Besonderheiten: Es gibt rechtwinklige

z. B. Dreiecke mit einem rechten Winkel.

Bis zu 3 Seiten können gleich lang sein.

Es heißt dann gleichseitiges Dreieck.

Schreibe die Namen der ebenen Figuren. Ergänze die Figuren.

1



Quadrat

2



Rechteck

3



Parallelogramm

4



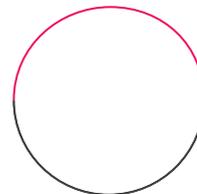
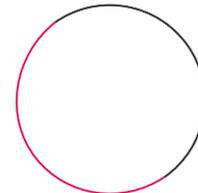
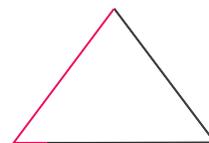
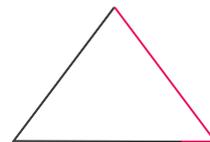
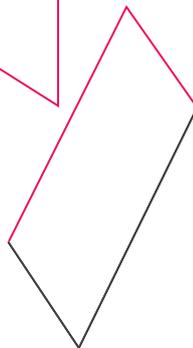
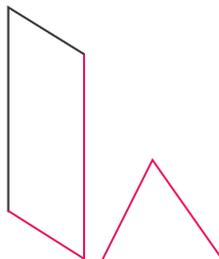
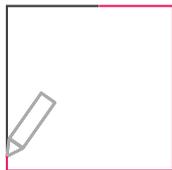
Dreieck

5



Kreis

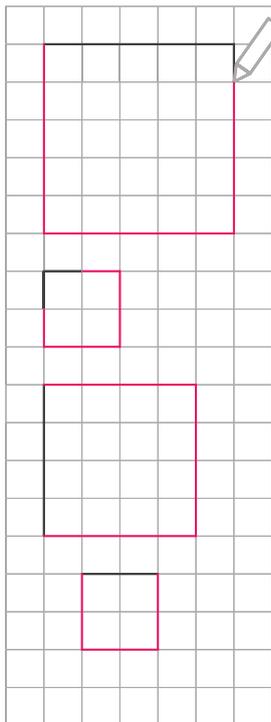
z. B.



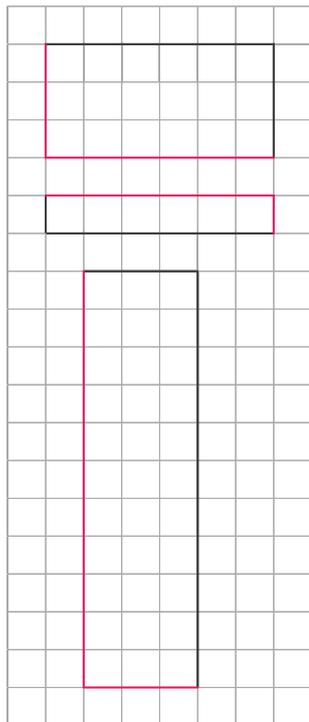
Ebene Figuren zeichnen

Ergänze die ebenen Figuren. Benutze ein Lineal.

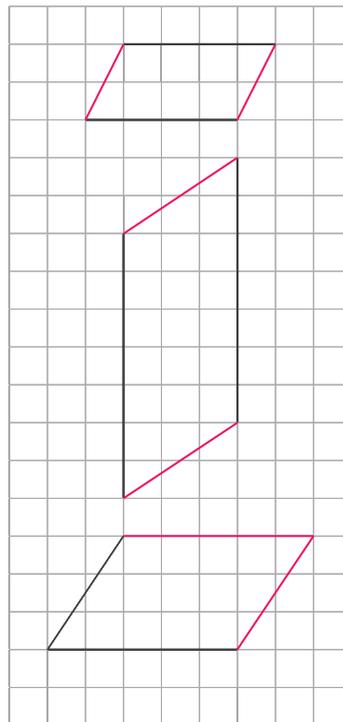
1



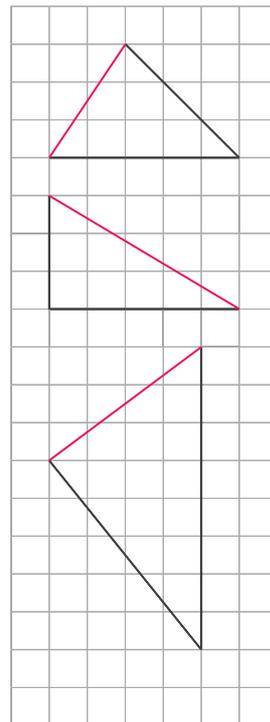
2



3



4



Ebene Figuren zeichnen

1

Wie groß sind die Flächen? Zähle die Kästchen.

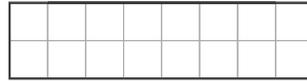
Male die Figur mit der größten Fläche aus.



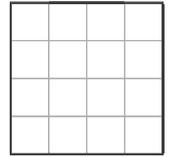
24



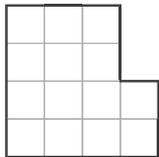
8



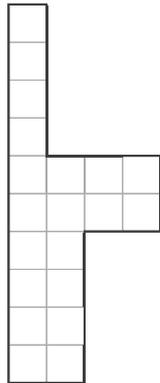
16



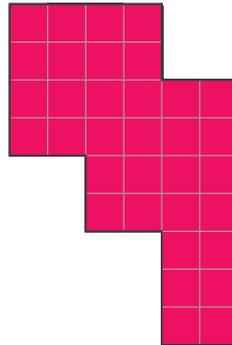
16



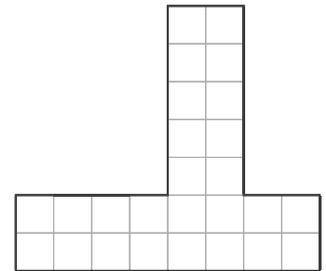
14



20



34

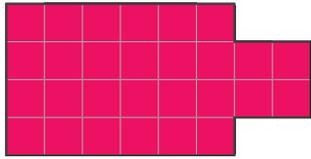


26

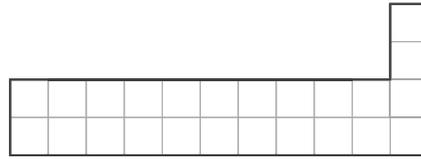
Flächeninhalt

1

Welche der beiden Flächen ist größer? Male sie aus. Schätze zuerst.



28

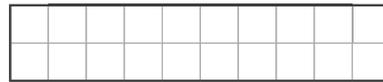


24

2

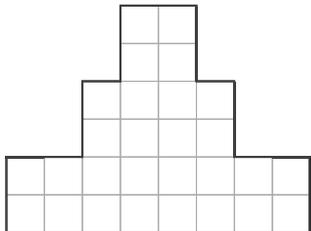


21

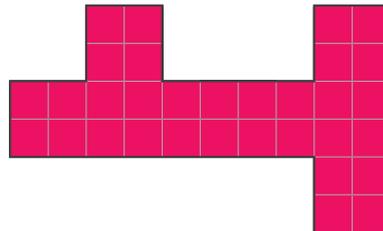


20

3



28



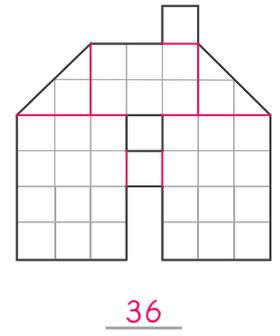
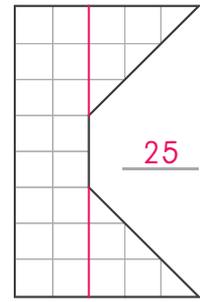
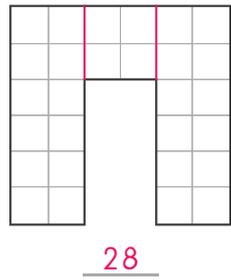
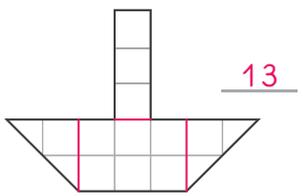
32

1

Wie groß sind die Flächen? Zähle die Kästchen.



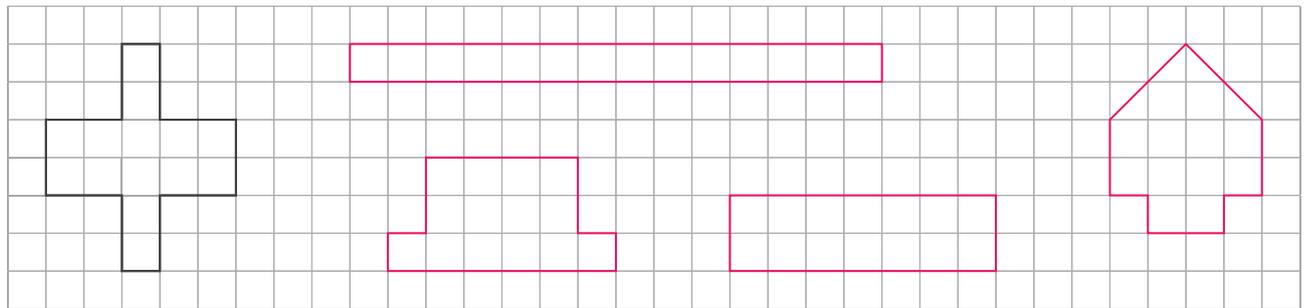
Zeichne
Hilfslinien ein!



2

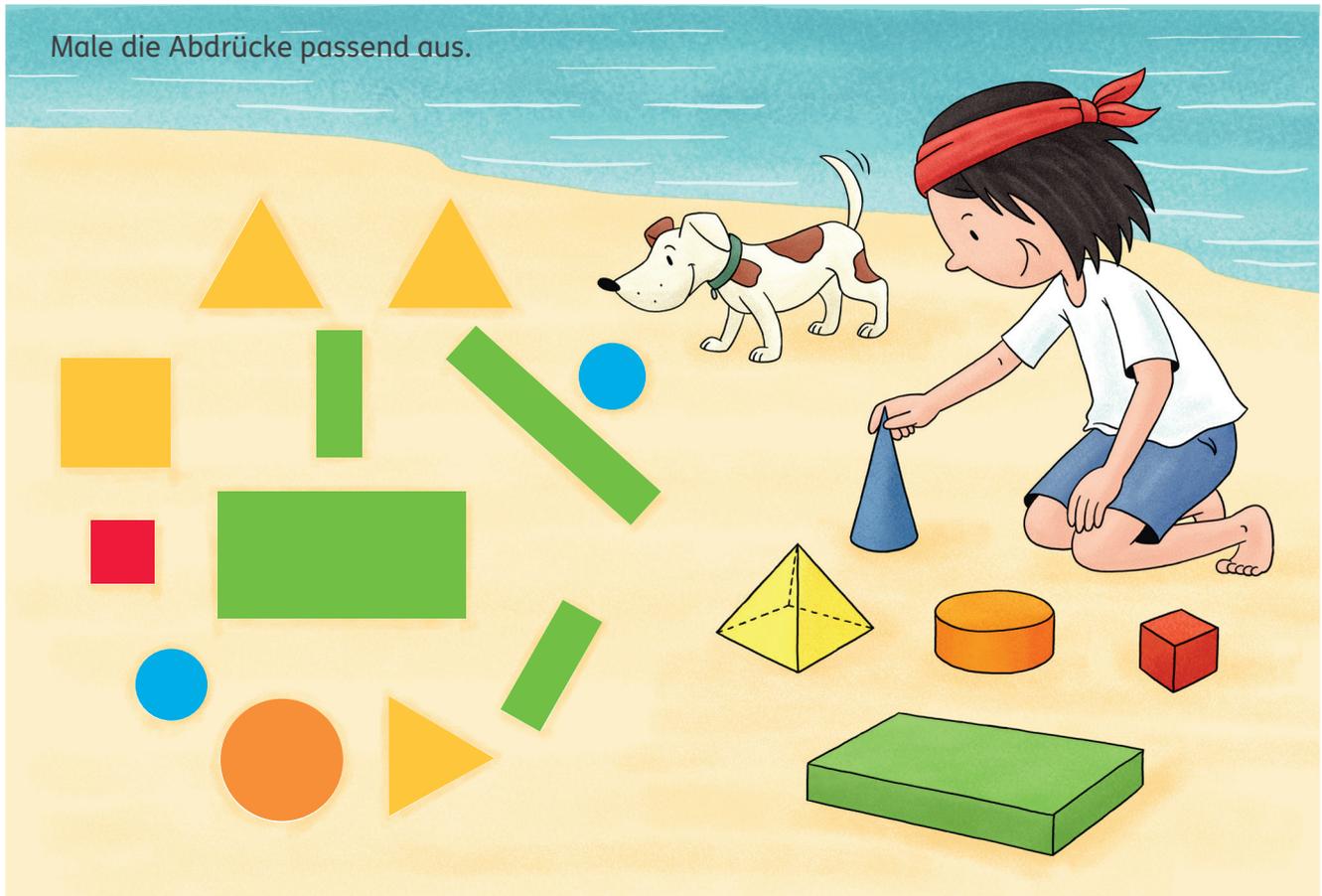
Zeichne verschiedene Figuren mit demselben Flächeninhalt.

z. B.



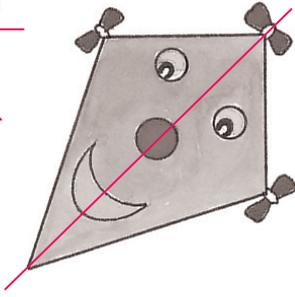
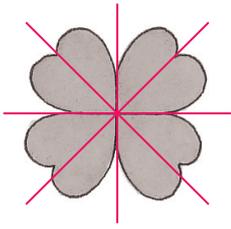
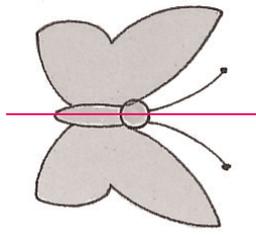
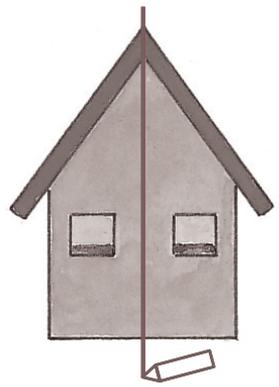
Die Figuren haben alle einen Flächeninhalt von 14 Kästchen.

Male die Abdrücke passend aus.



1

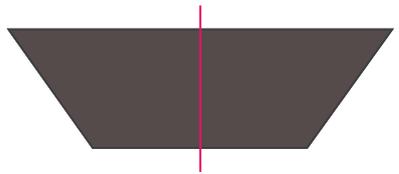
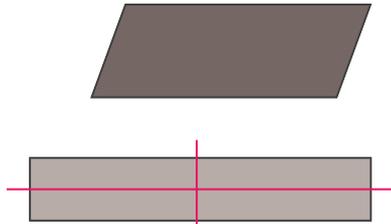
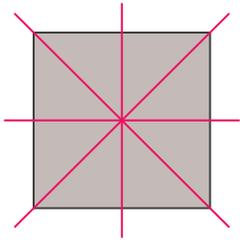
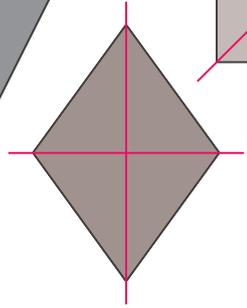
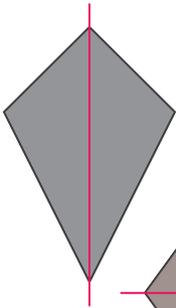
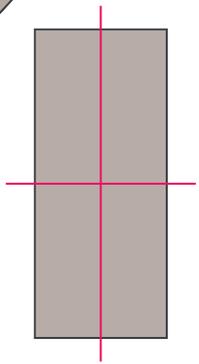
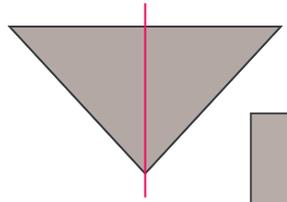
Zeichne alle Spiegelachsen ein.



Spiegelachsen heißen auch Symmetrieachsen.

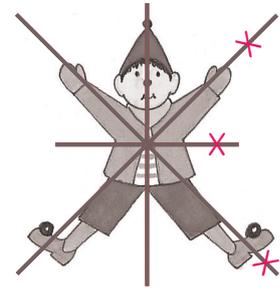
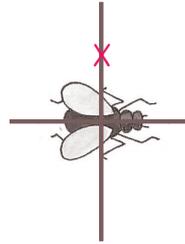
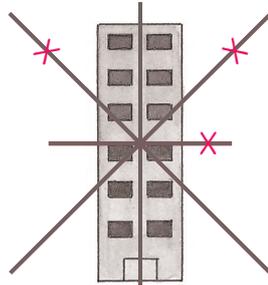
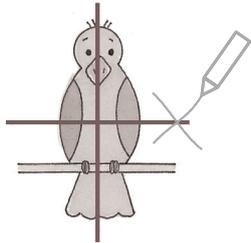


2



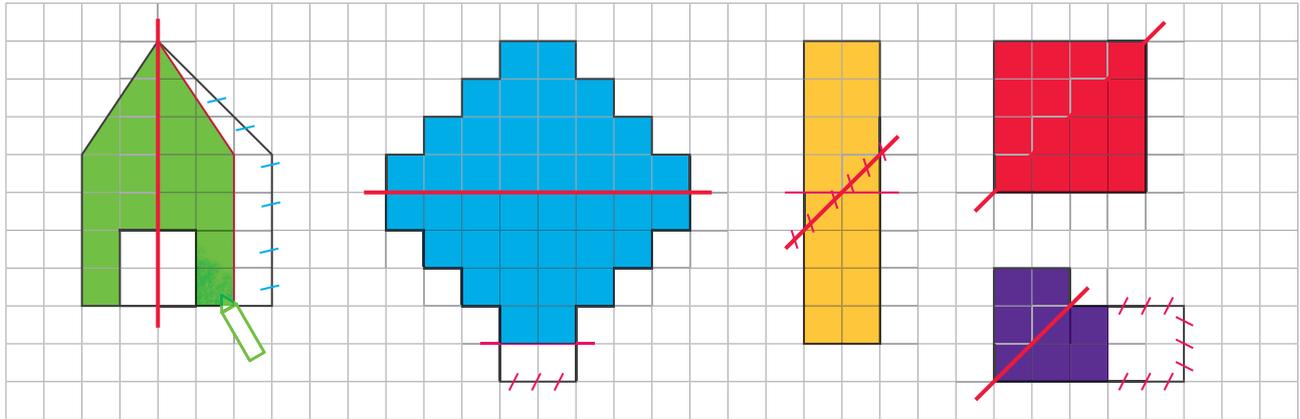
1

Welche Spiegelachsen sind falsch? Prüfe mit dem Spiegel. Markiere falsche Achsen.



2

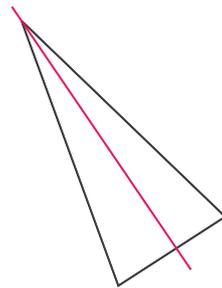
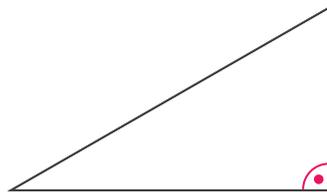
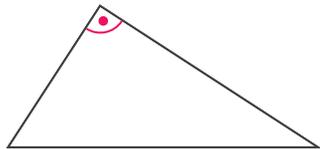
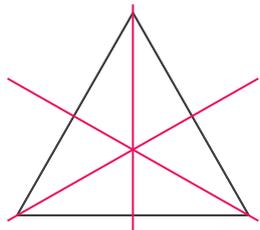
Markiere die Fehler. Färbe korrekt.



1

Markiere die rechten Winkel.

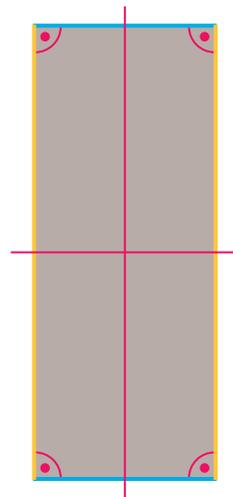
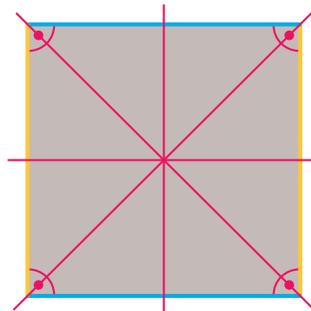
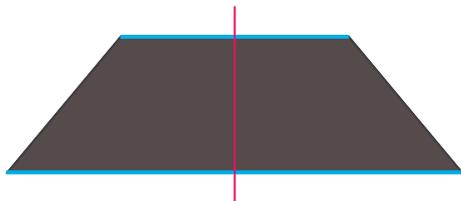
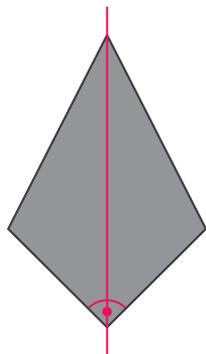
Zeichne die Spiegelachsen ein.



2

Markiere rechte Winkel und zueinander parallele Linien.

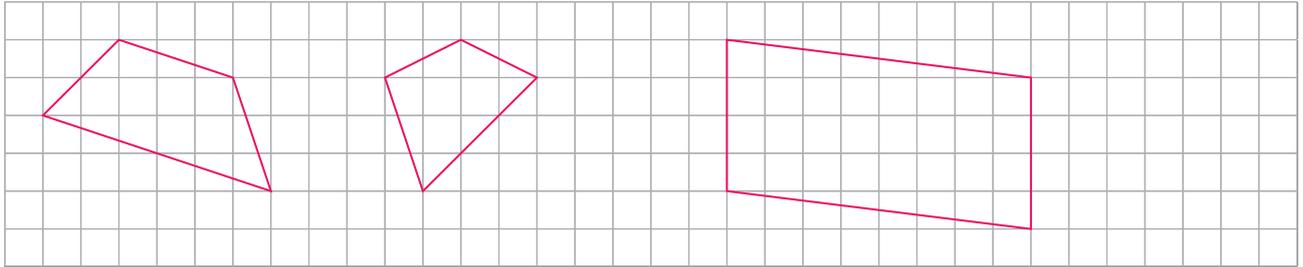
Zeichne die Spiegelachsen ein.



1

Zeichne 3 verschiedene Vierecke ohne Spiegelachsen.

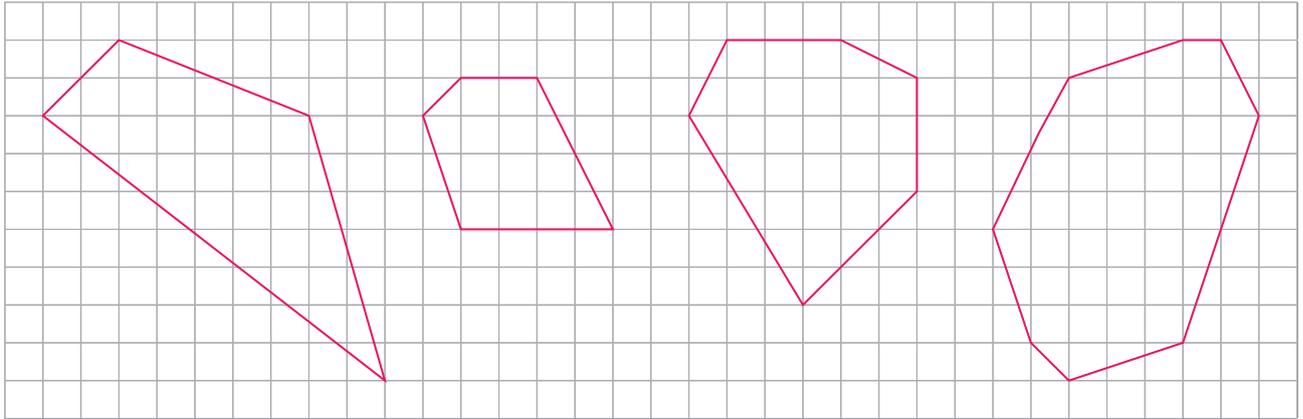
z. B.



2

Zeichne ein Viereck, ein Fünfeck, ein Sechseck und ein Achteck ohne Spiegelachsen.

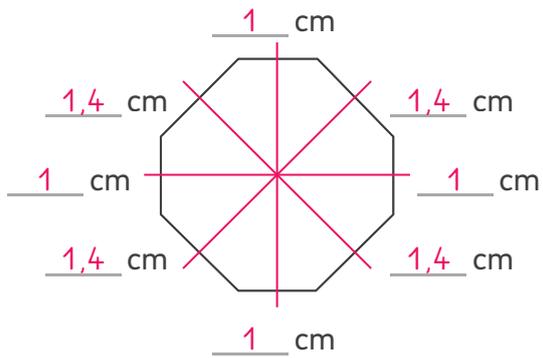
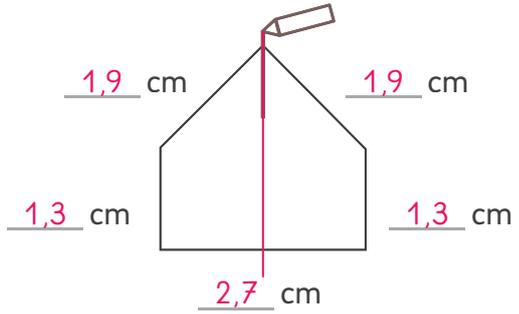
z. B.



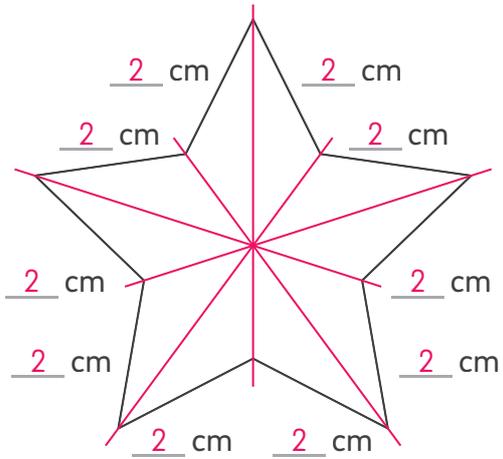
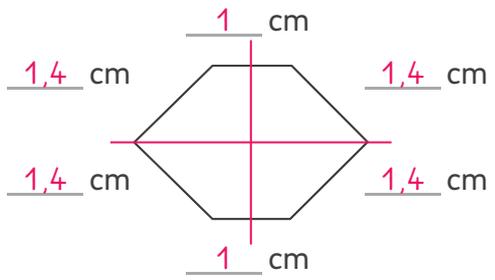
Vielecke untersuchen

1

Miss die Seiten der Vielecke. Zeichne die Spiegelachsen ein.

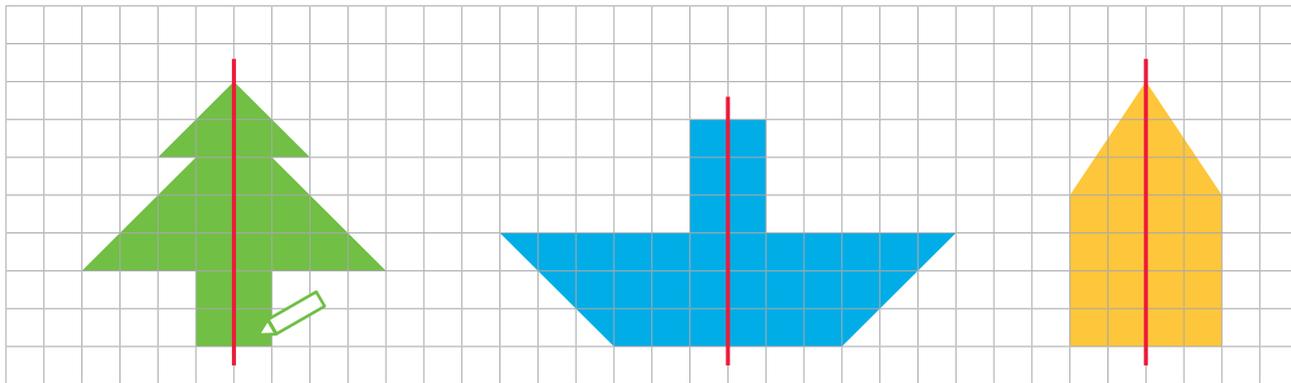


2

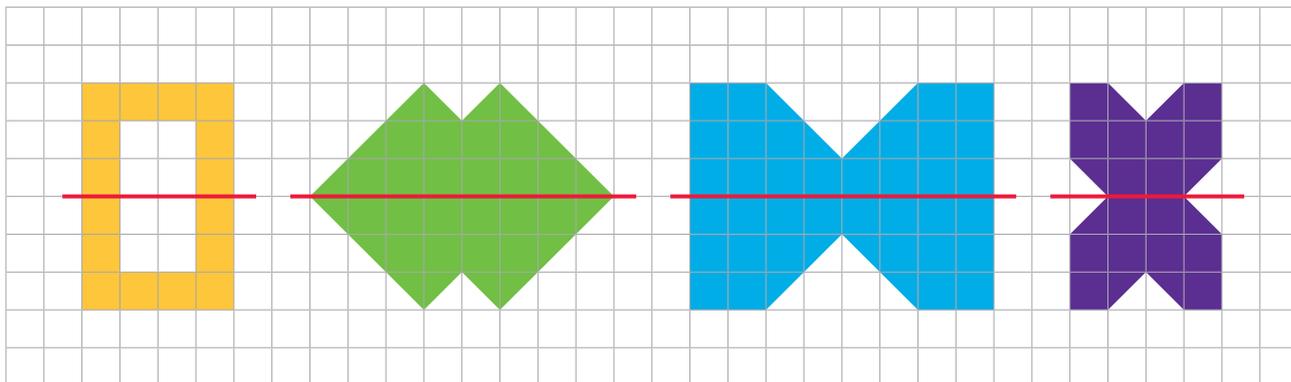


1

Zeichne die Spiegelbilder.



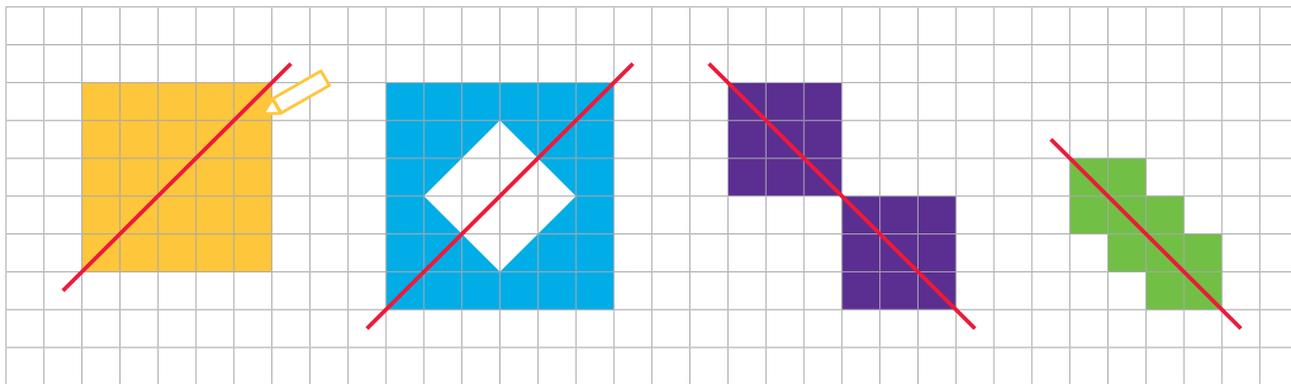
2



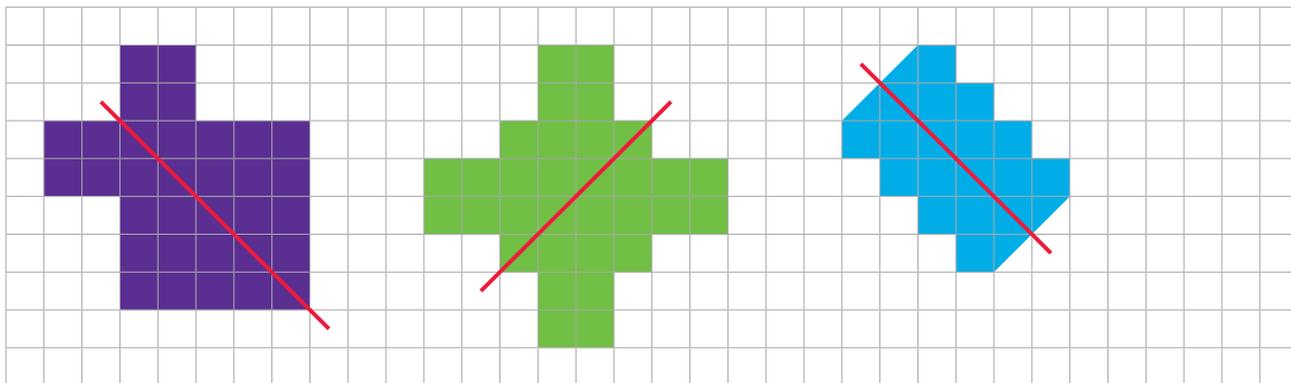
Spiegelbilder zeichnen

1

Zeichne die Spiegelbilder.



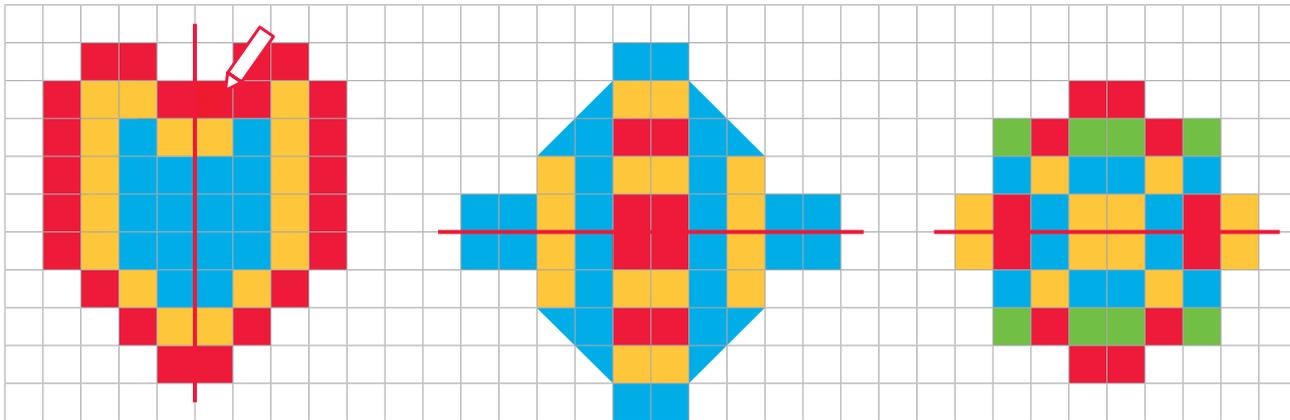
2



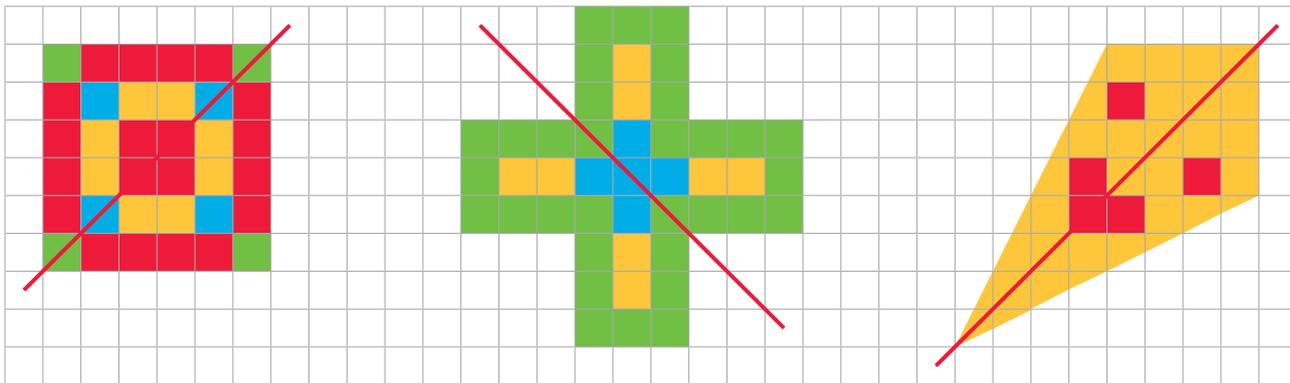
Spiegelbilder zeichnen

1

Zeichne die Spiegelbilder.



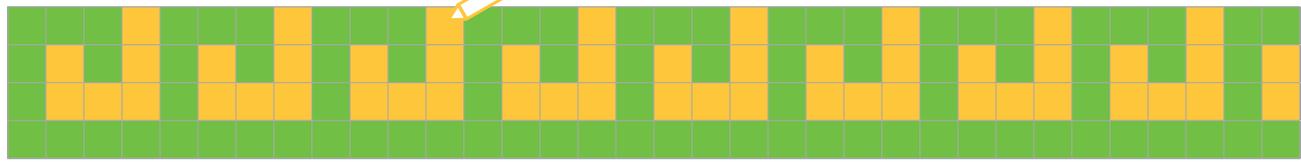
2



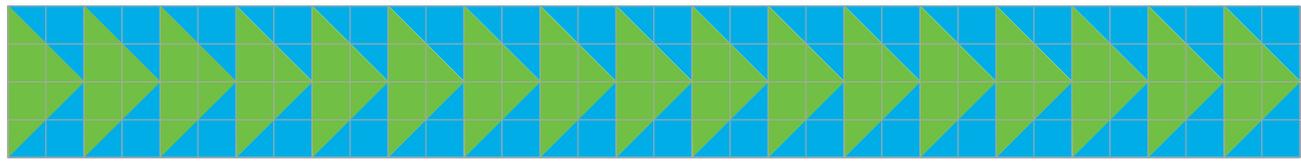
Spiegelbilder zeichnen

1

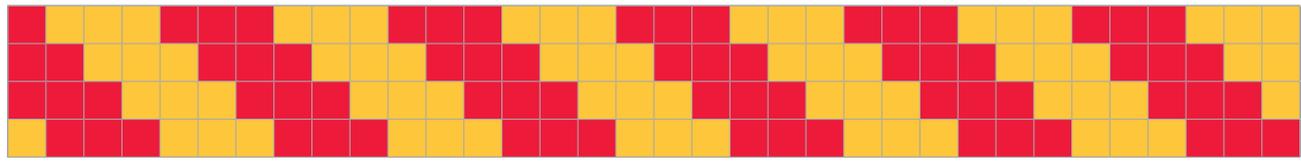
Setze die Bandornamente fort.



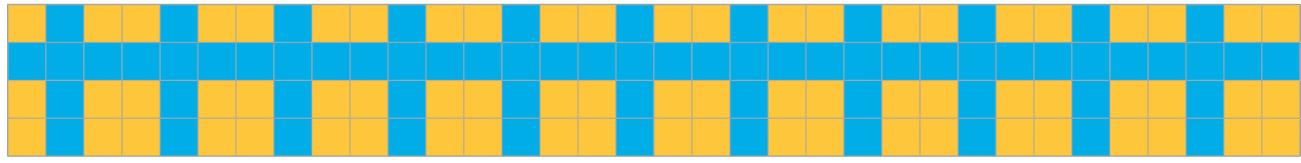
2



3



4

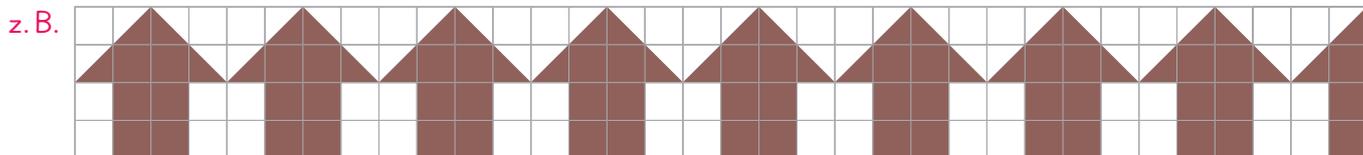
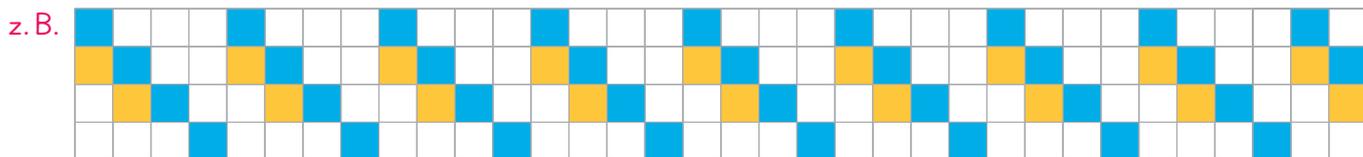
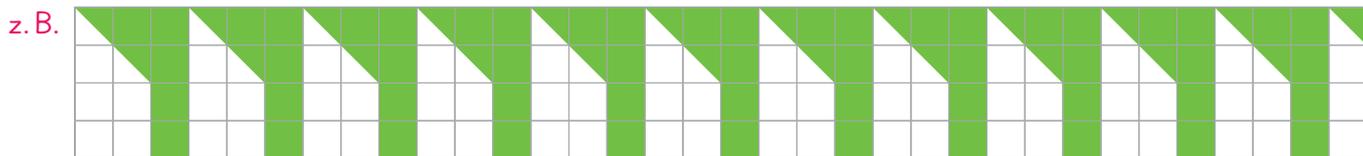
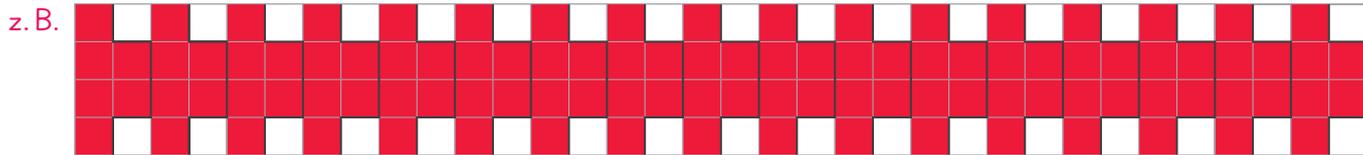


1

Erfinde eigene Bandornamente.

Male sie aus.

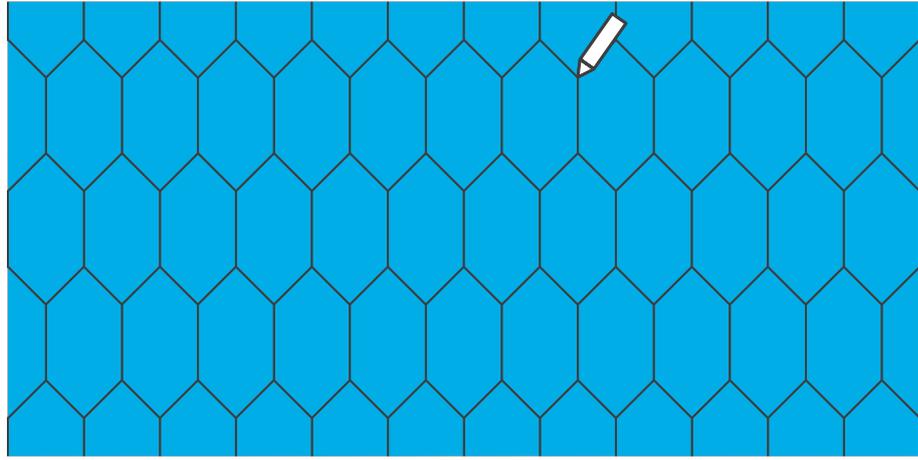
Schiebe die Grundfigur immer mit dem gleichen Abstand nach rechts.



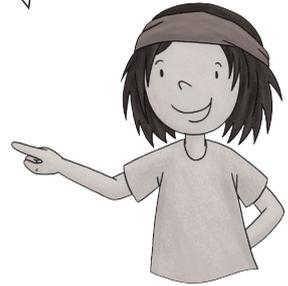
Bandornamente zeichnen

1

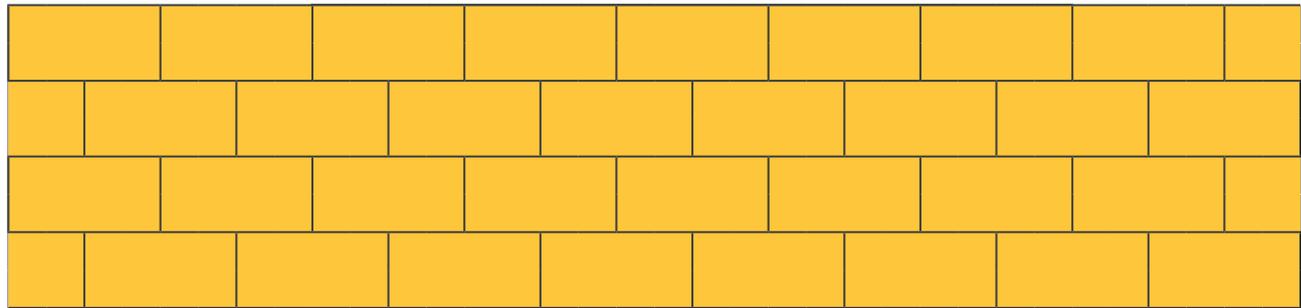
Setze die Parkettierung fort.



Lege eine Fläche
lückenlos mit
einer Figur aus.
So erhältst du eine
Parkettierung.



2

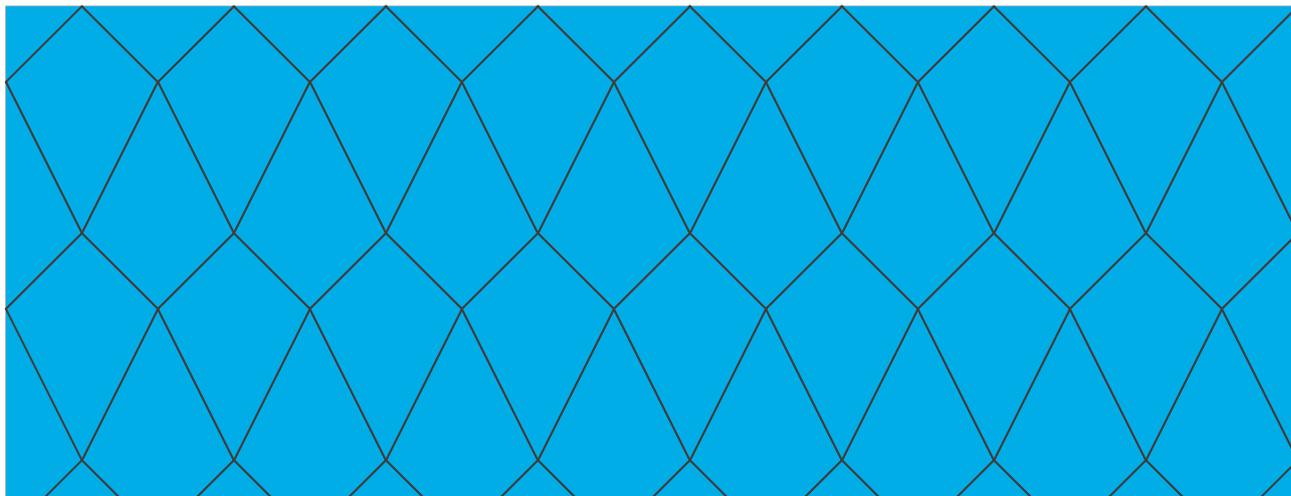


1

Setze die Parkettierung fort.



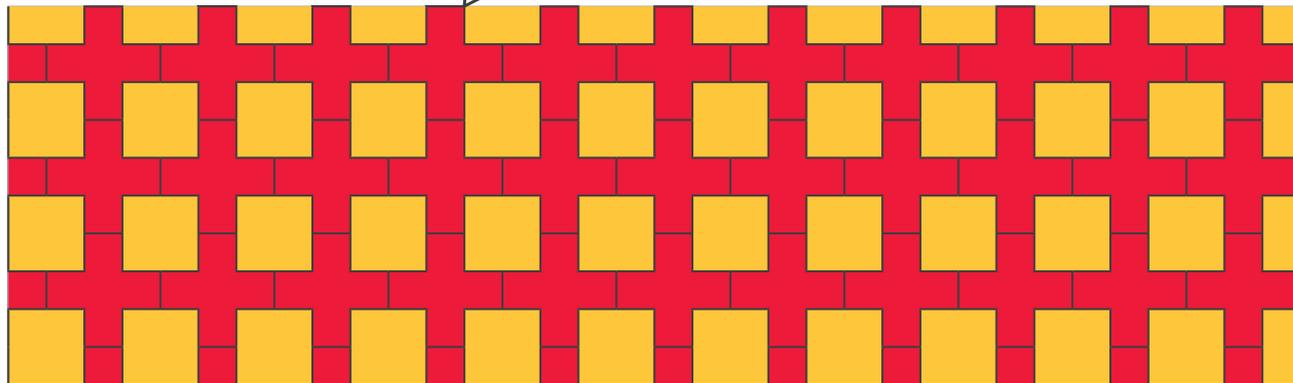
2



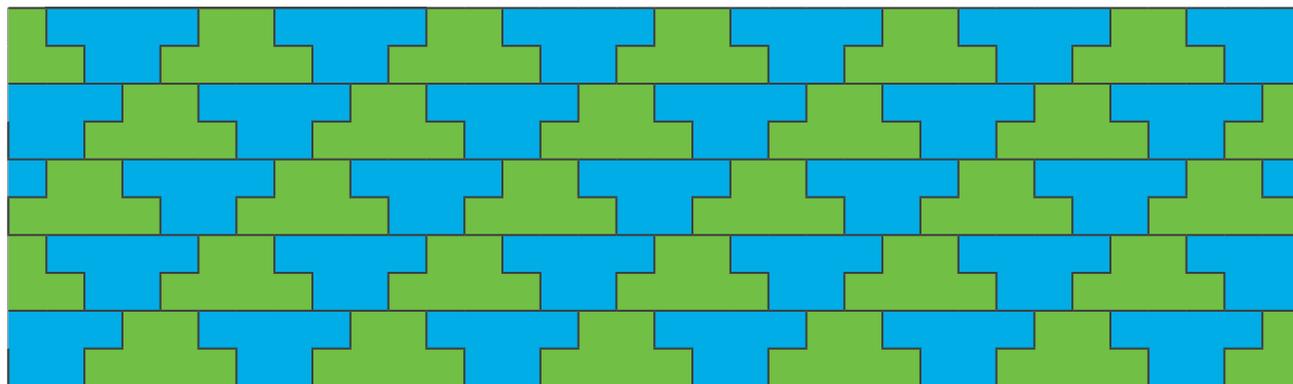
Parkettierung fortsetzen

1

Setze die Parkettierung fort.



2

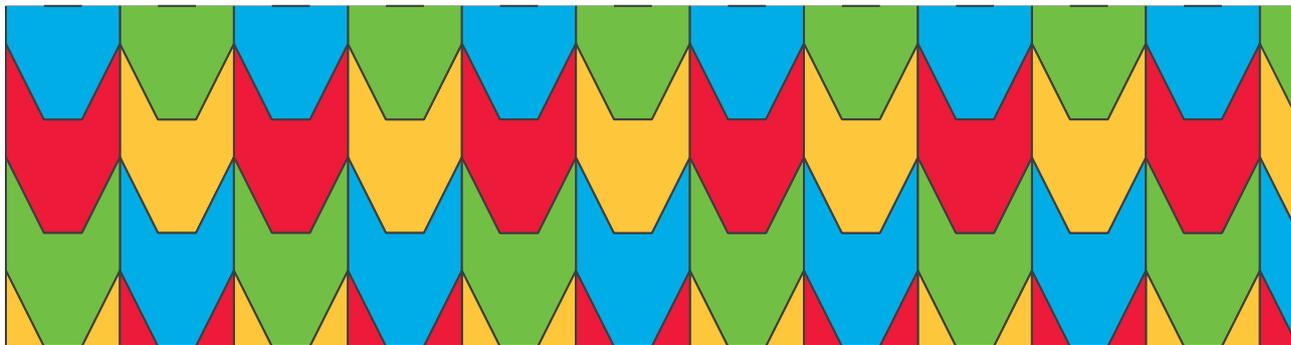


Parkettierung fortsetzen

1

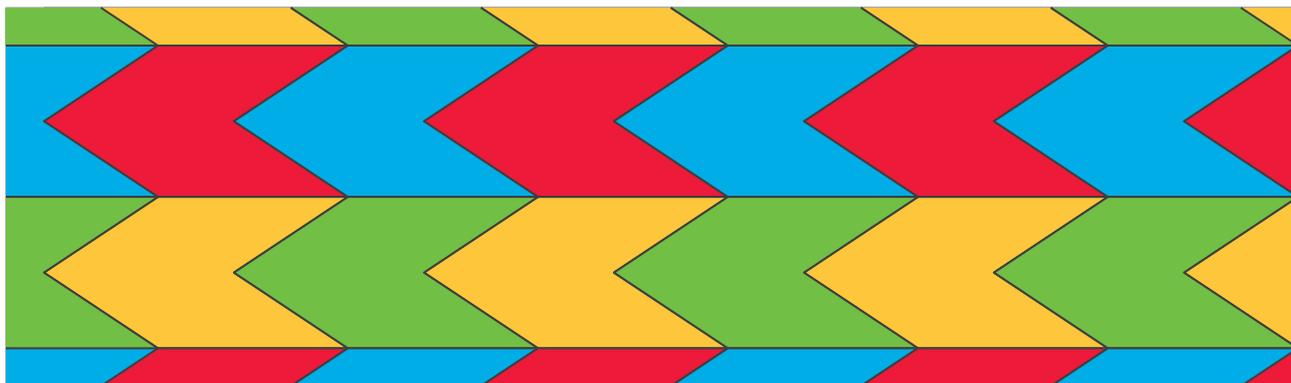
Erfinde eine eigene Parkettierung.

z. B.

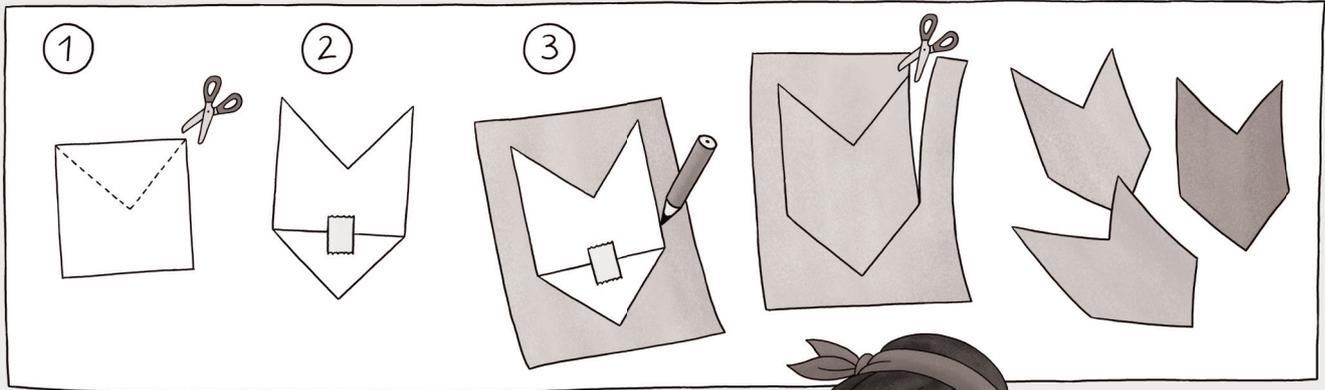


2

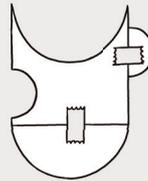
z. B.



Parkettierung erfinden

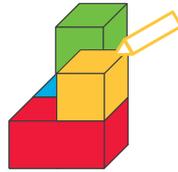
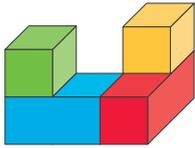


- ① Schneide ein Stück aus einem Quadrat.
- ② Klebe das Stück an die Unterseite.
- ③ Die neue Figur musst du oft herstellen. Damit kannst du ein Parkett legen.

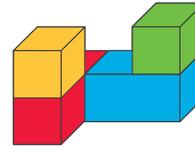


1

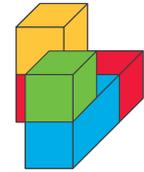
Male passend aus.

 6


von rechts



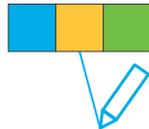
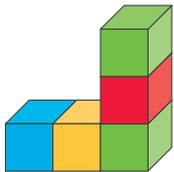
von hinten



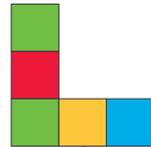
von links

2

Ordne die Ansichten zu. Verbinde.

 5


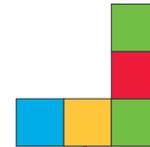
von oben



von vorne



von hinten



von links



von rechts

 11


Teste dich!

1

Wie heißen die Körper? Verbinde.



Würfel

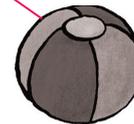
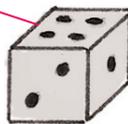
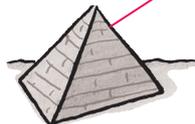
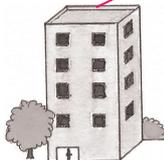
Quader

Pyramide

Kugel

Zylinder

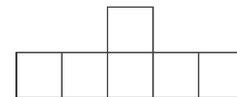
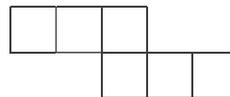
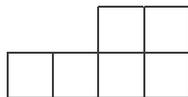
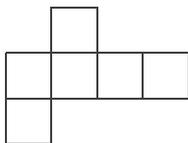
Kegel



12

2

Nicht alle Würfelnetze sind richtig. Trage ein: richtig ✓, falsch f.



4

✓

f

✓

f

16



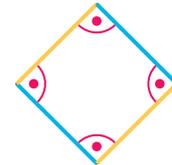
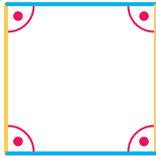
1

Prüfe mit dem Geodreieck.

Zeichne die rechten Winkel ein.

Markiere zueinander parallele Linien in derselben Farbe.

8



2

Schreibe die Namen der Figuren. Ergänze die Figuren.



Quadrat



Rechteck

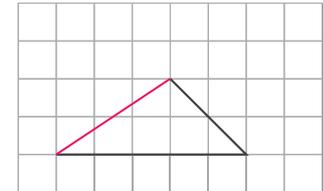
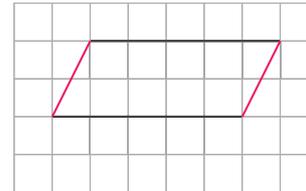
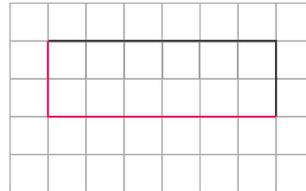
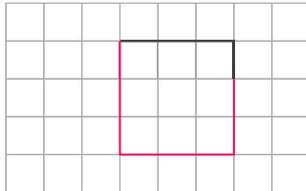


Parallelogramm



Dreieck

8



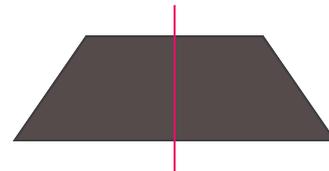
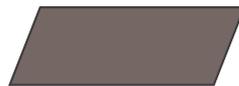
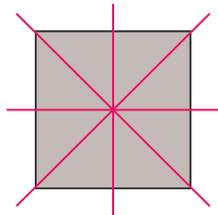
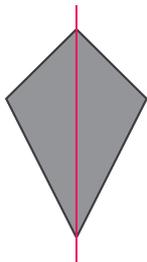
16



Teste dich!

1

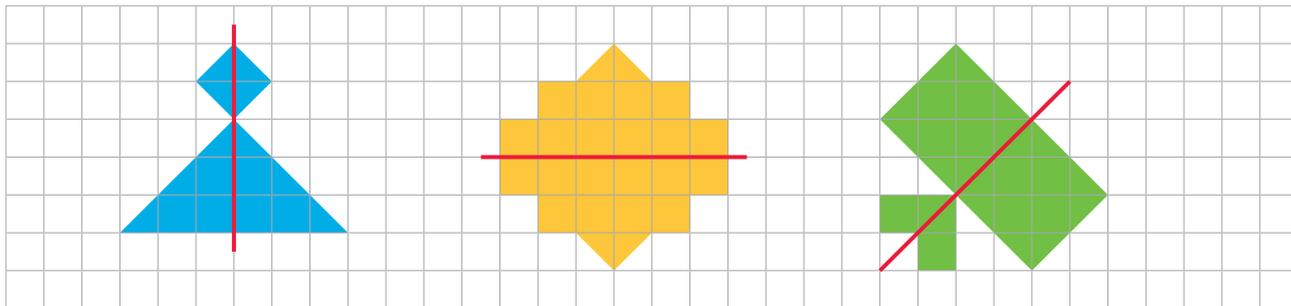
Zeichne alle Spiegelachsen ein.



4

2

Zeichne die Spiegelbilder.



6

10



Quellennachweis

Bietz, Christine, Oelerse Gem. Edemissen, **14.5**; Ernst Klett Verlag GmbH, Stuttgart, **10.1**; Fröhlich, Anke, Leipzig, **1.1; 1.2; 2.1; 3.1; 3.2; 3.3; 3.4; 3.5; 3.6; 3.7; 3.8; 3.9; 3.10; 3.13; 3.14; 4.1; 4.2; 4.3; 4.4; 4.5; 4.6; 4.7; 5.5; 6.1; 6.3; 6.4; 6.7; 12.1; 13.1; 14.3; 14.4; 16.1; 18.1; 23.1; 26.1; 37.1; 47.1; 54.7; U1**; Fuhrmann, Gisela, Hannover, **14.2; 14.7; 14.8; 14.9; 14.10; 14.11; 14.12; 14.14; 38.1; 39.1; 39.2; 39.3; 39.4**; Oser, Liliane, Hamburg, **14.6**

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