

Mit Teste-dich-Seiten



Mein Anoki-Übungsheft:

Geometrie 1/2

Mathematik

Lösungen

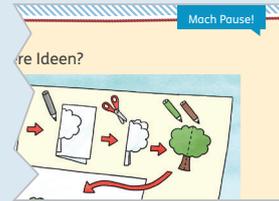
 Klett

So lernst du mit dem Anoki-Übungsheft



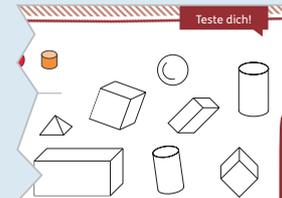
Übungsseiten

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



Mach-Pause-Seiten

Hier kannst du knobeln,
malen oder rätseln.



Teste-dich-Seiten

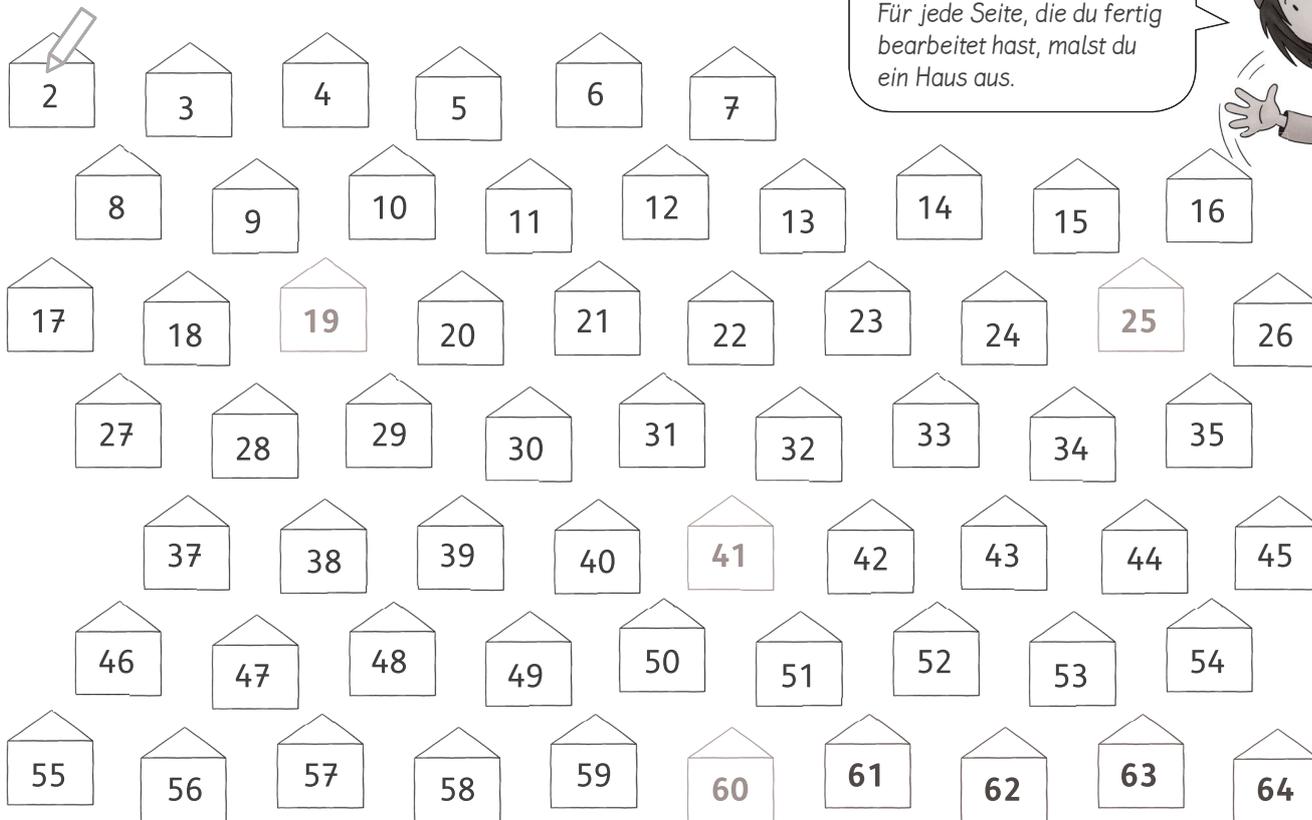
Hier kannst du dein
Wissen testen.



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



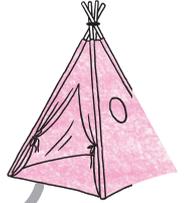
Für **Lösungen** zu diesem Anoki-Übungsheft den QR-Code scannen oder **53cp3y** auf www.klett.de eingeben.



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



1



Wege nachspüren

□ 2

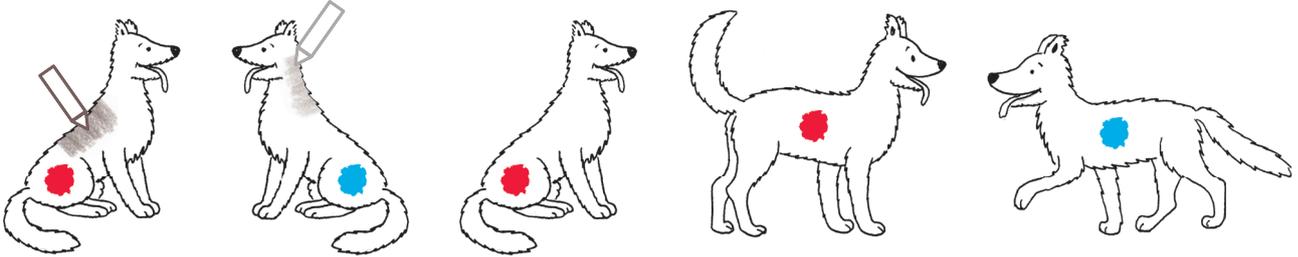
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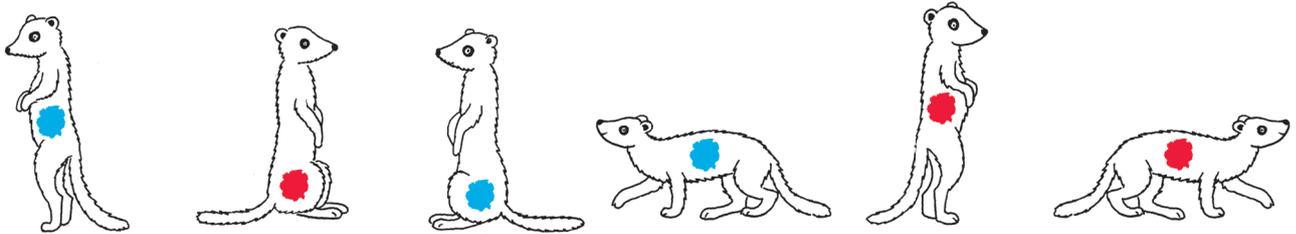
Tiere nachspuren

1

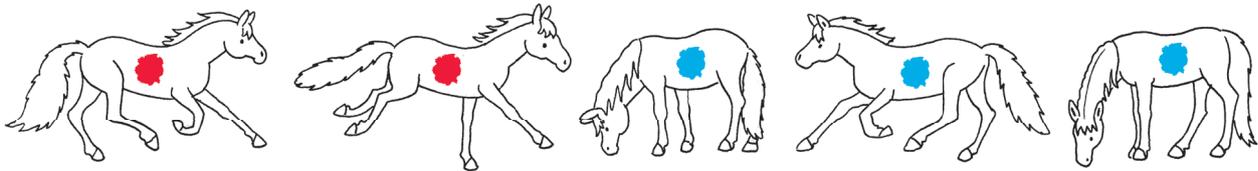
Male aus.



2

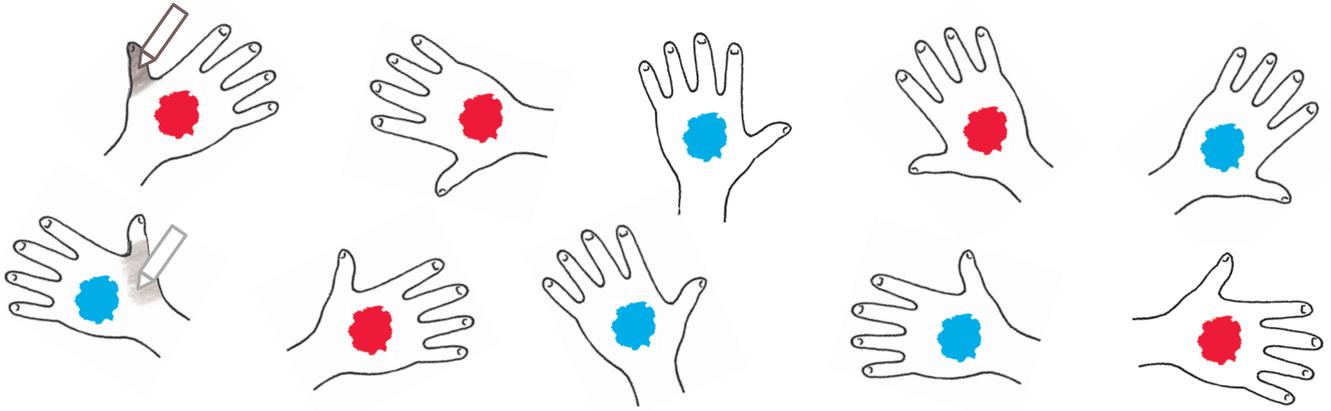


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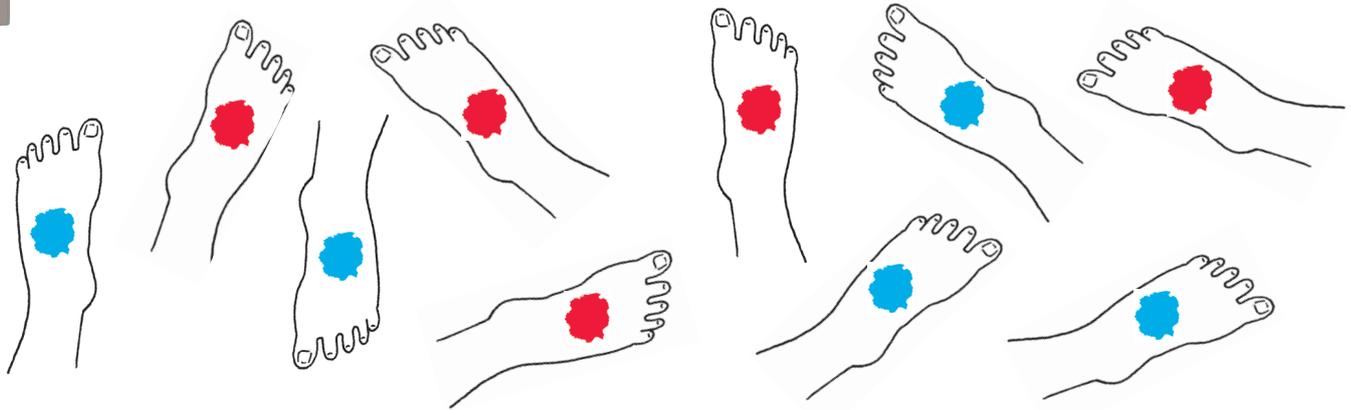


Rechts oder links

1

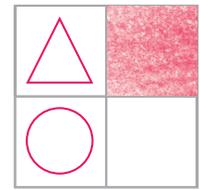
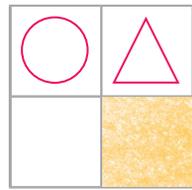
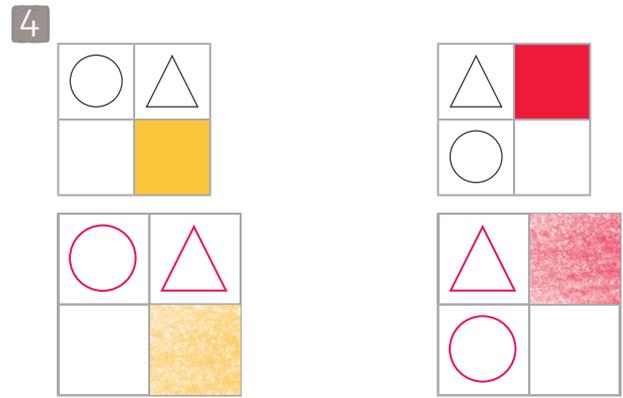
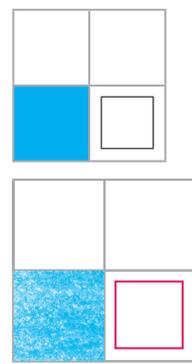
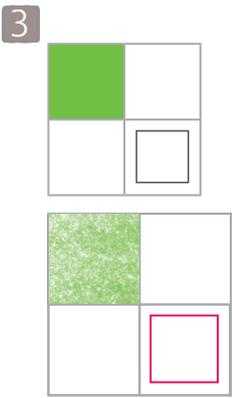
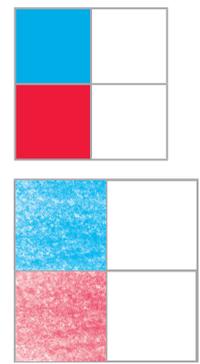
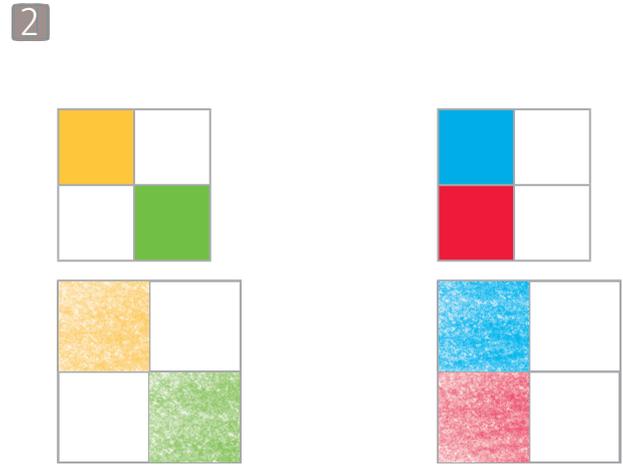
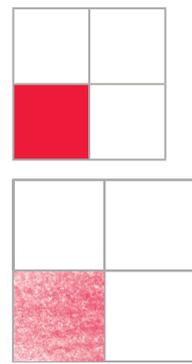
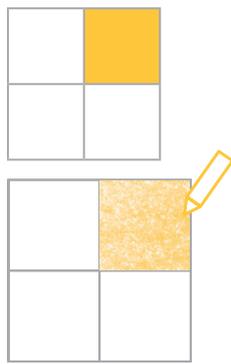


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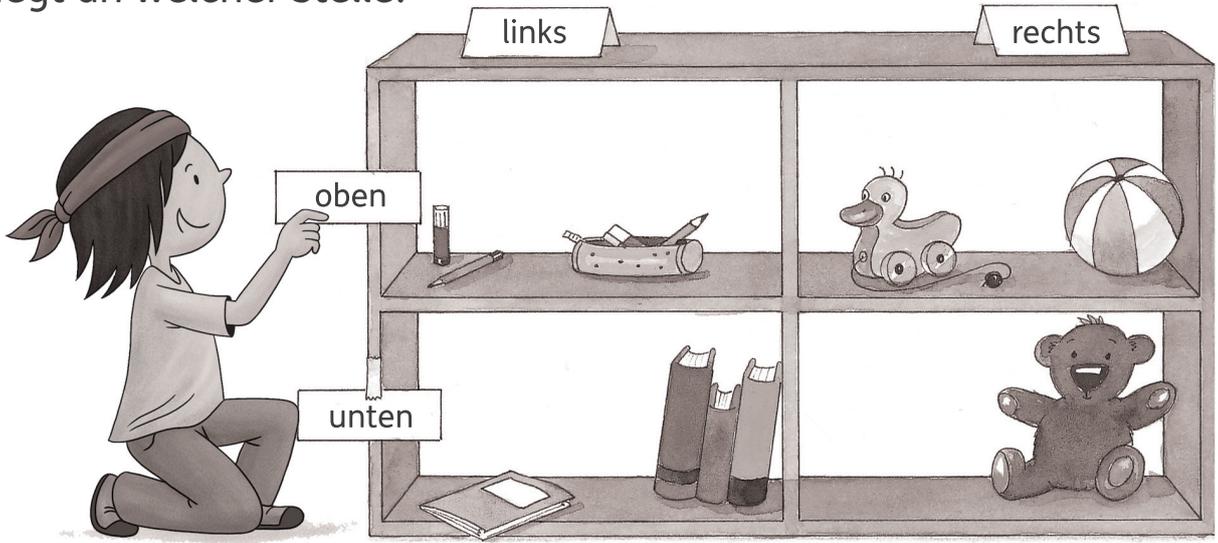
Rechts oder links

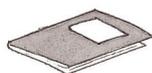
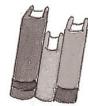
1 Übertrage.



1

Was liegt an welcher Stelle?



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Lagebeziehungen

1

Körper erkennen



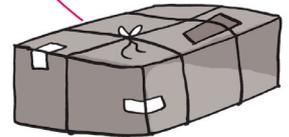
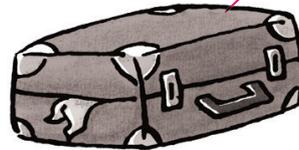
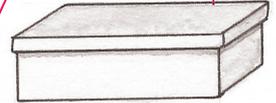
Kugel



Würfel



Quader



1

Male aus.



Körper erkennen

1

Male aus. Zähle.

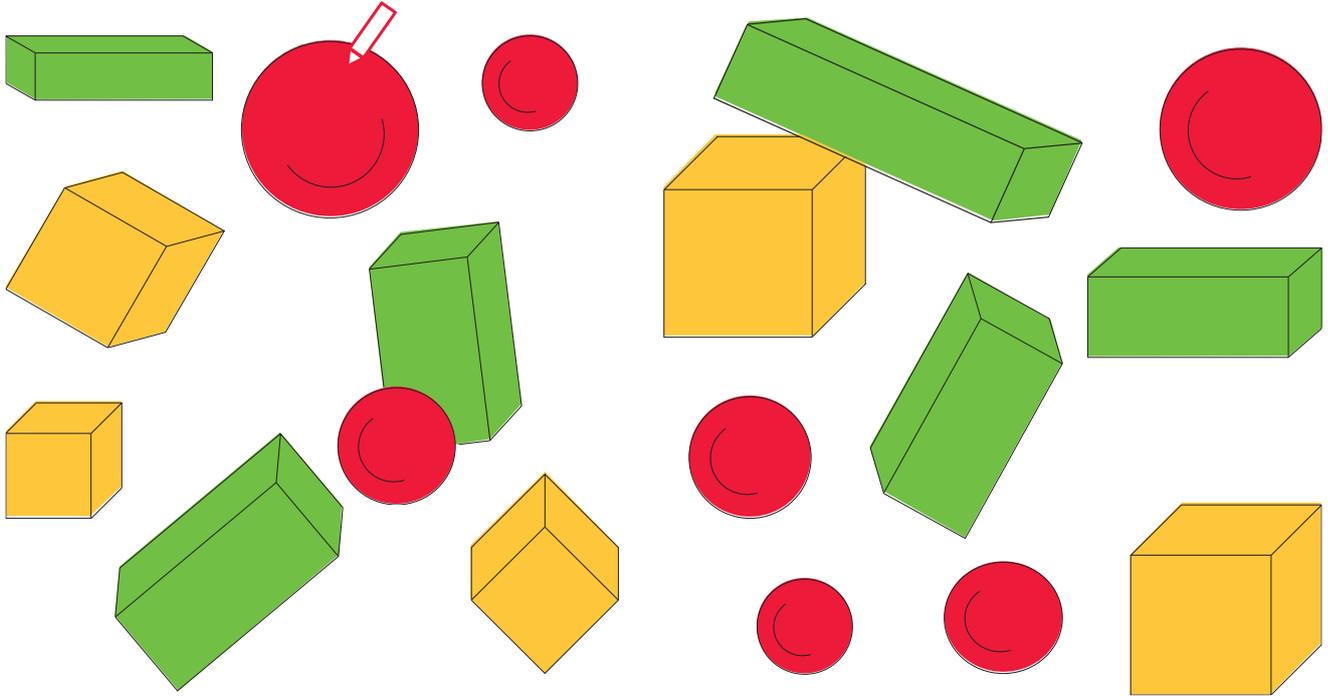


IIII II 7

IIII 5

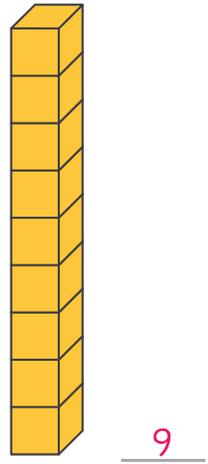
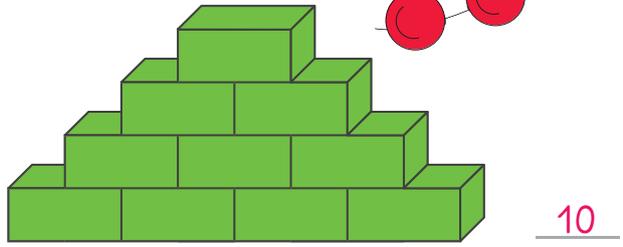
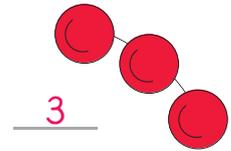
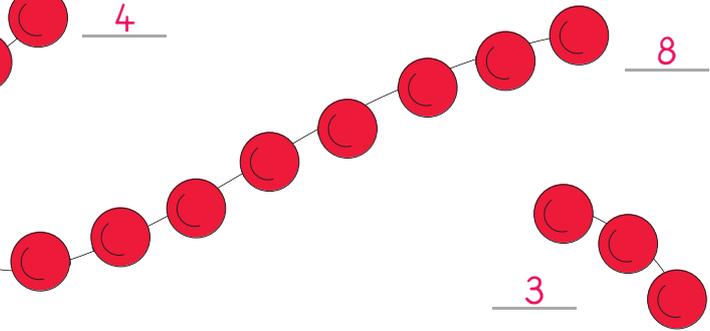
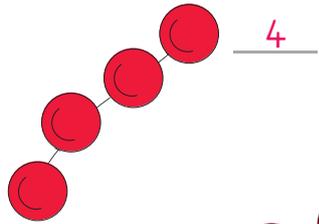
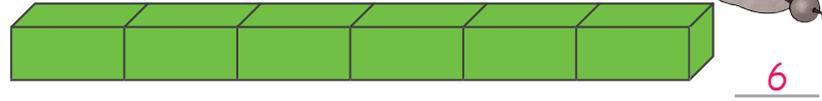
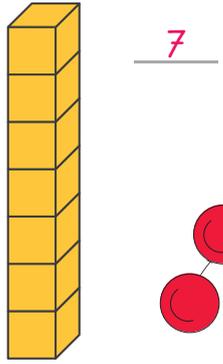
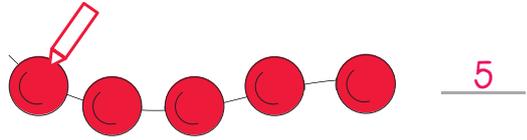
IIII I 6

Körper erkennen und zählen



1

Male aus. Zähle.



Körper erkennen und zählen

1

Wieviele Würfel sind es? Zähle. Baue nach.

3

5 5

4

2

5

2 2 2 2

1

2 3 2

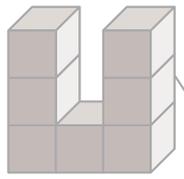
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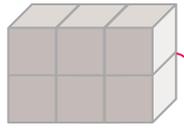
Baupläne von Würfelgebäuden

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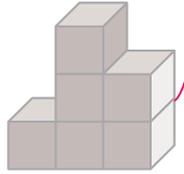
Welcher Bauplan passt? Verbinde.



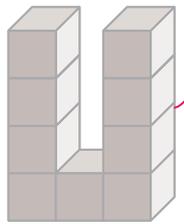
1 3 2



3 1 3

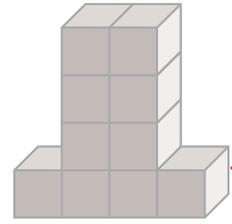


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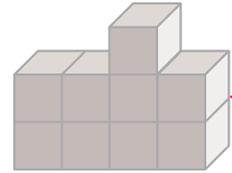


2 2 2

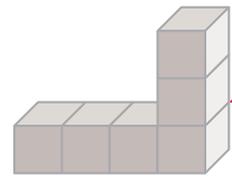
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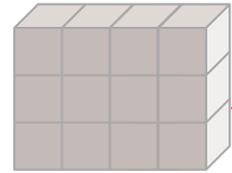
1 1 1 3



3 3 3 3



2 2 3 2



1 4 4 1

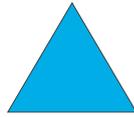
Baupläne von Würfelgebäuden

1

Male aus.



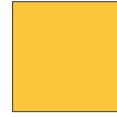
Kreis



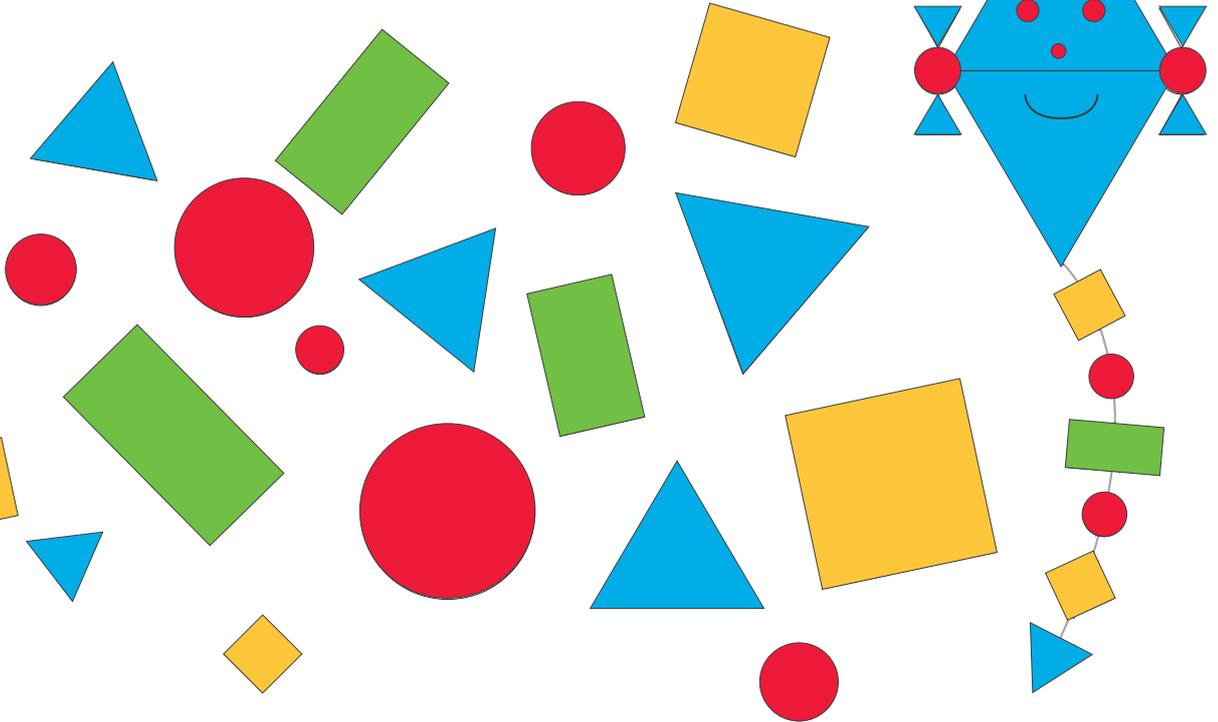
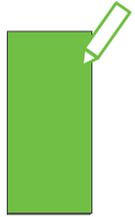
Dreieck



Rechteck



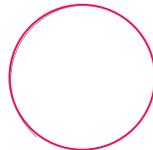
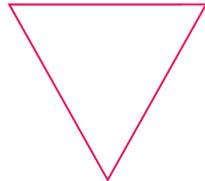
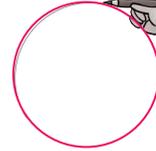
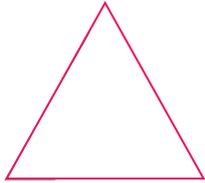
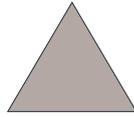
Quadrat



Flächenformen zuordnen

1

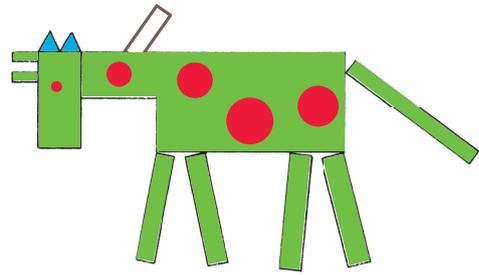
Zeichne.



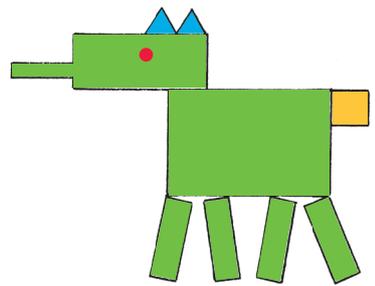
Flächen zeichnen

1

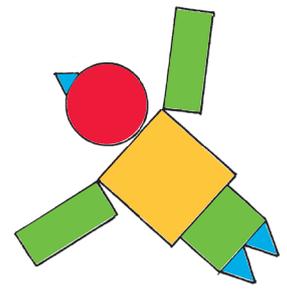
Male aus. Zähle.



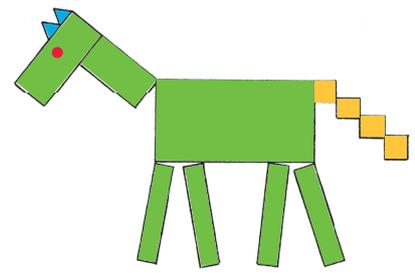
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1	2	1	7



2	3	1	3

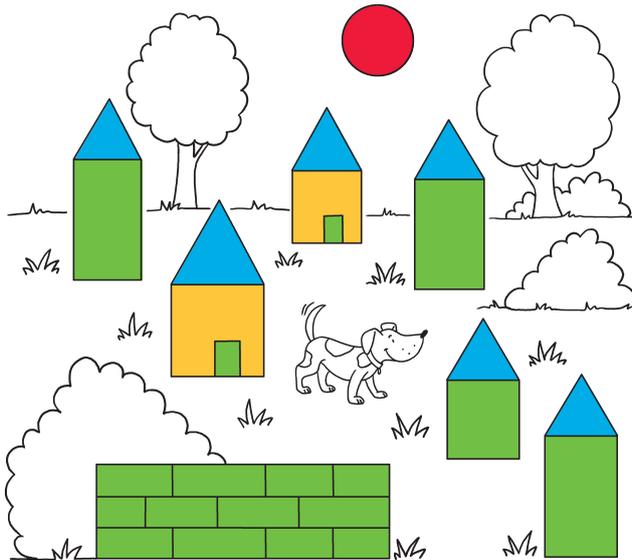


1	2	4	7

Flächen erkennen und zählen

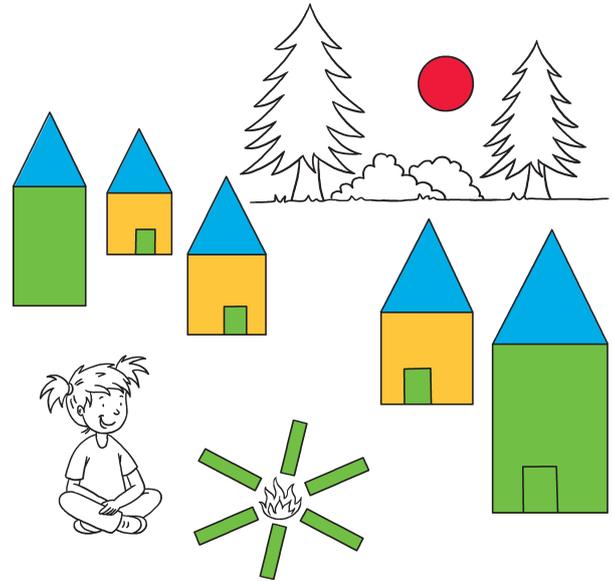
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Male aus. Zähle.



			
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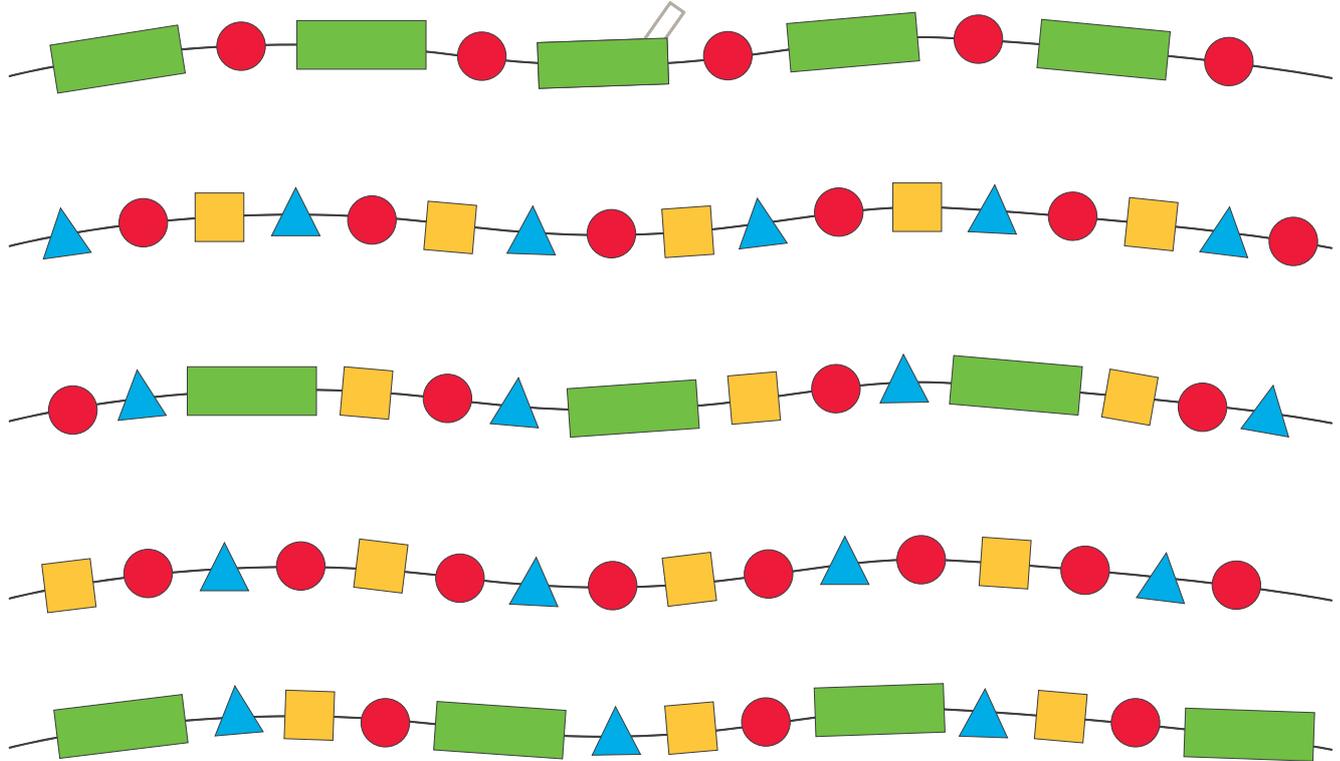
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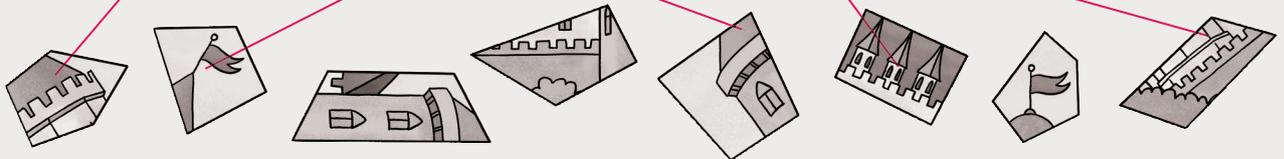
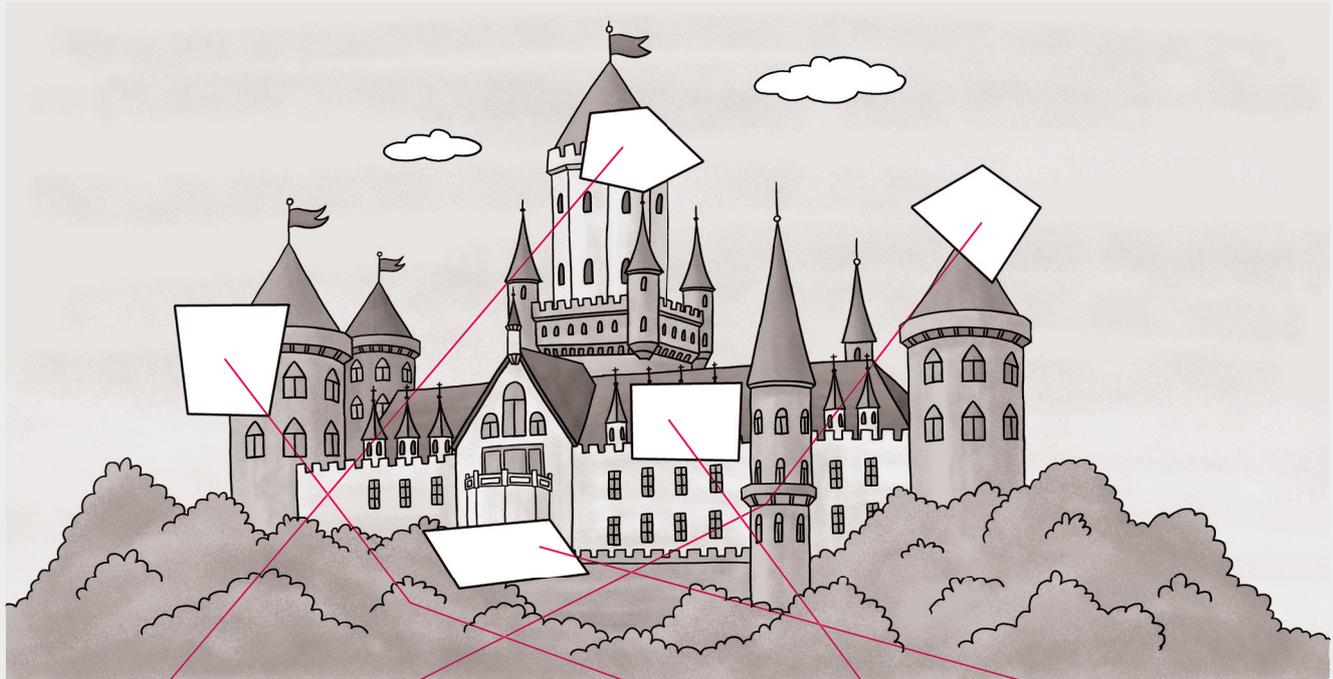
			
1	5	3	12

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Setze fort.

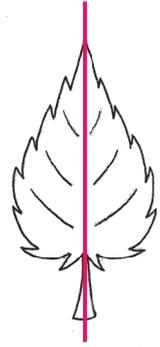
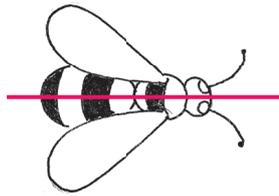
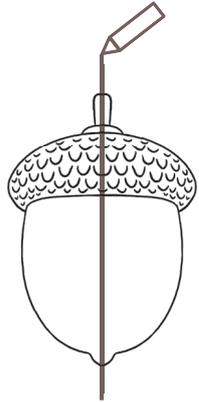


Muster fortsetzen

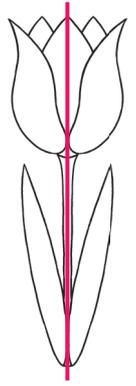
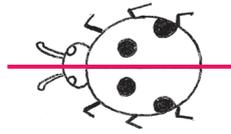
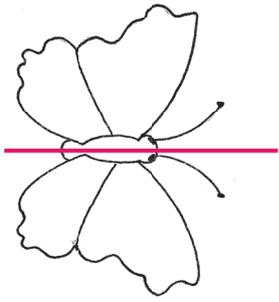
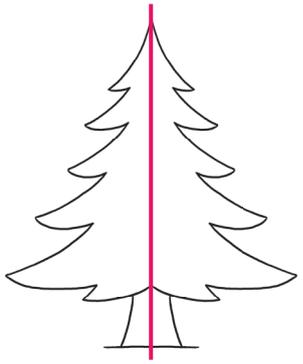


1

Zeichne die Spiegelachse ein.

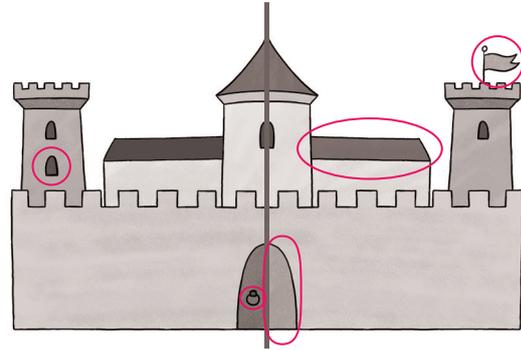
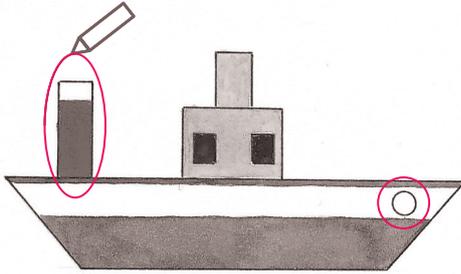


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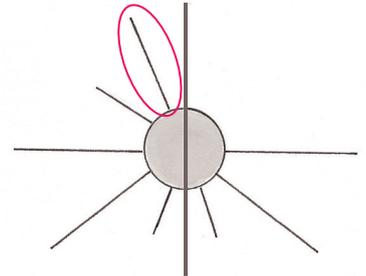
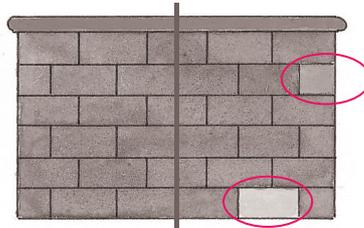
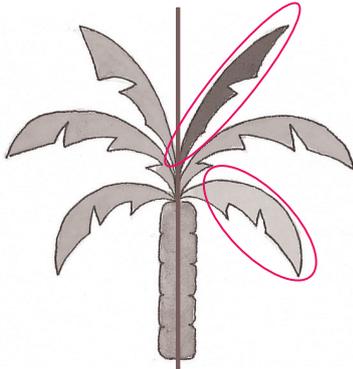


1

Finde die Fehler. Kreise sie ein.



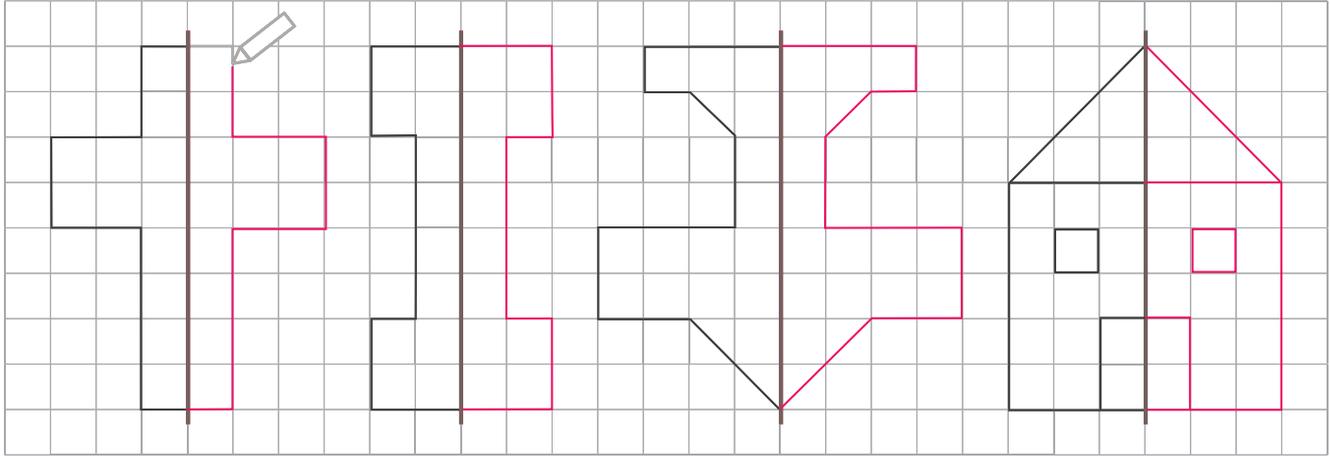
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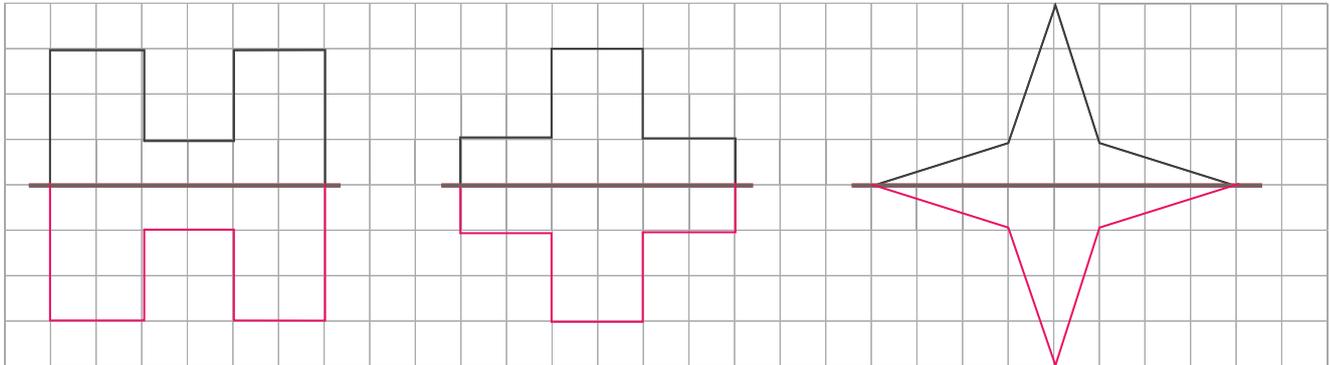
Spiegelsymmetrie prüfen

1

Zeichne die Spiegelbilder.



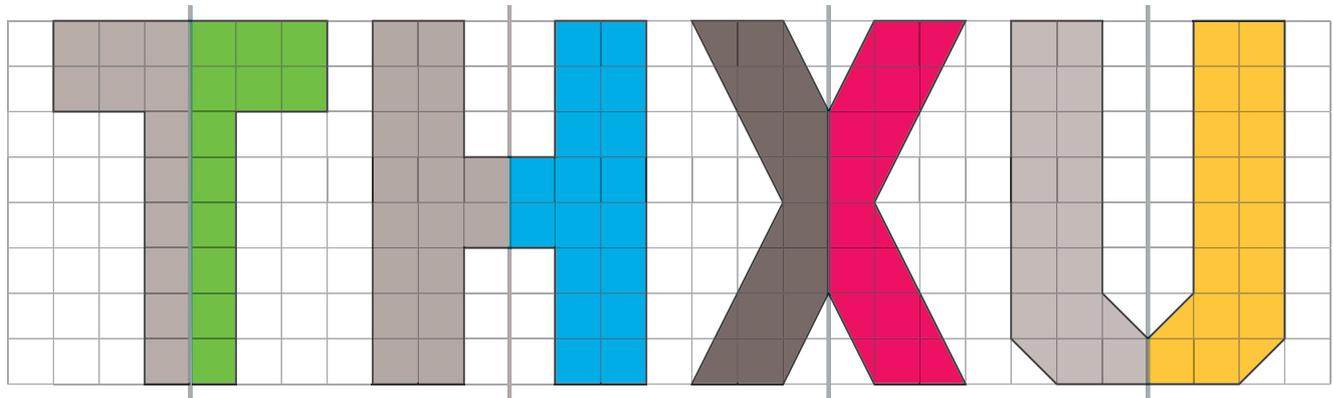
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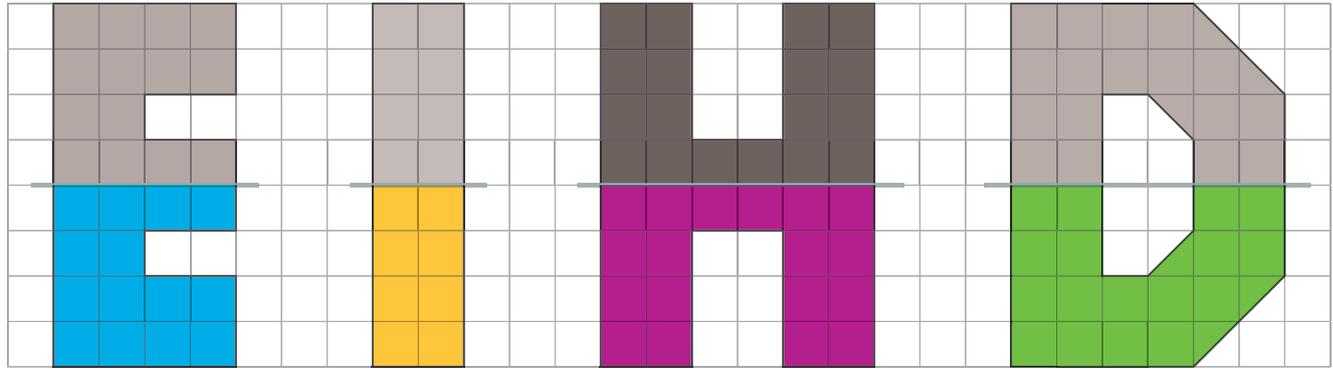
Spiegelbilder zeichnen

1

Zeichne die Spiegelbilder.



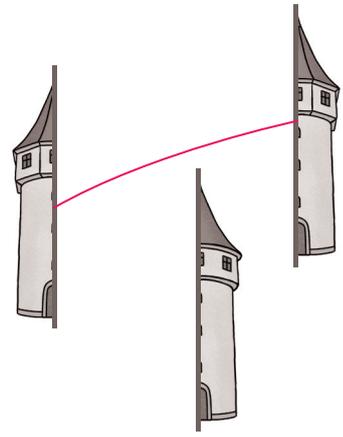
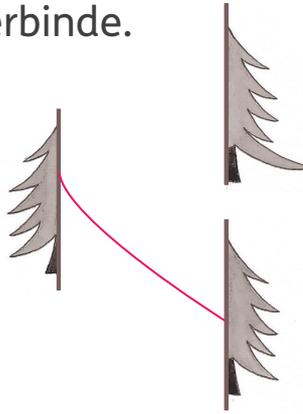
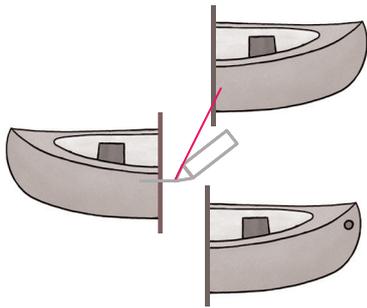
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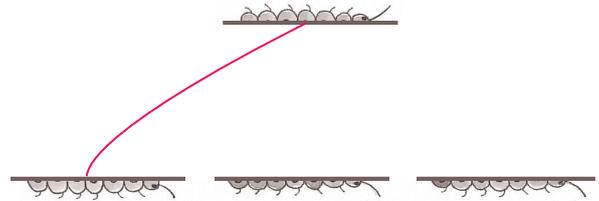
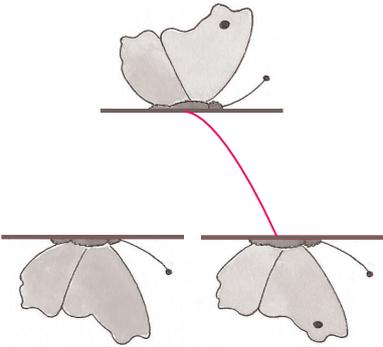
Spiegelbilder zeichnen

1

Was gehört zusammen? Verbinde.



2

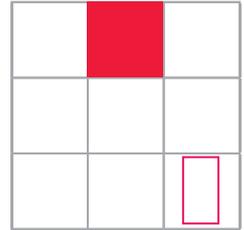
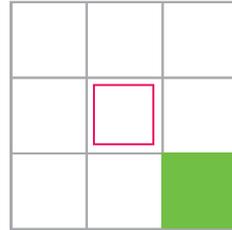
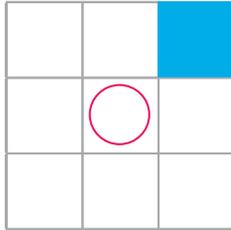
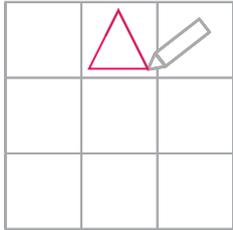
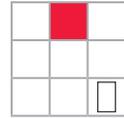
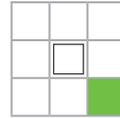
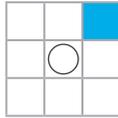
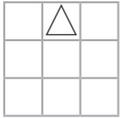


Gestalte ein Bild. Hast Du noch weitere Ideen?

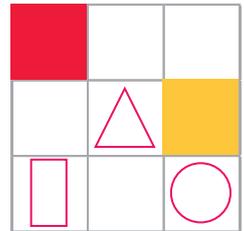
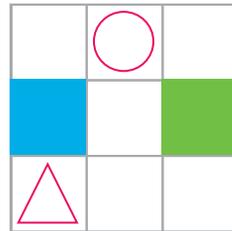
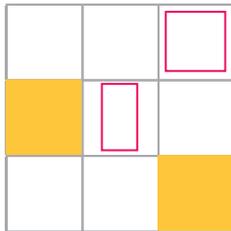
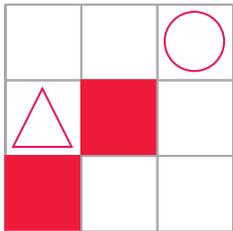
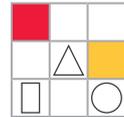
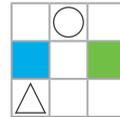
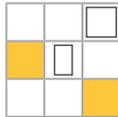
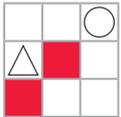


1

Übertrage.



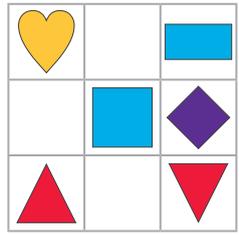
2



Lagebeziehungen

1

Was liegt an welcher Stelle? Zeichne ein.



links oben



rechts oben



in der Mitte



links unten



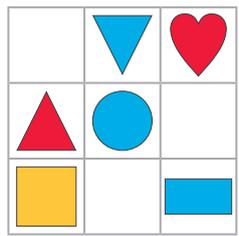
rechts unten



in der Mitte rechts



2



rechts unten



in der Mitte links



in der Mitte



links unten



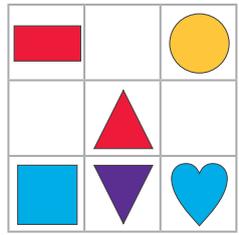
rechts oben



in der Mitte oben



3



in der Mitte



rechts unten



rechts oben



links oben



links unten



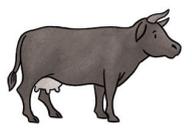
in der Mitte unten



Lagebeziehungen

1

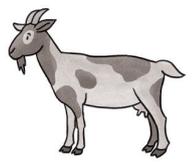
Wo findest du die Tiere?



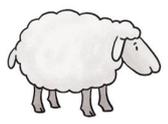
A3



D1



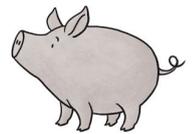
A5



C2



C4



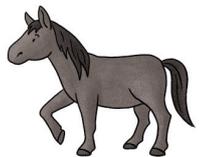
E5



E2



B1



D3

TIERPARK					
	1	2	3	4	5
A					
B					
C					
D					
E					

1

Trage die Formen in den Plan ein.



B2



C3



D4



A3



A5



C5



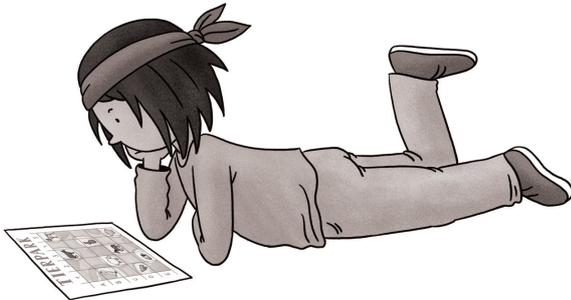
C1



E1



E3



	1	2	3	4	5
A					
B					
C					
D					
E					

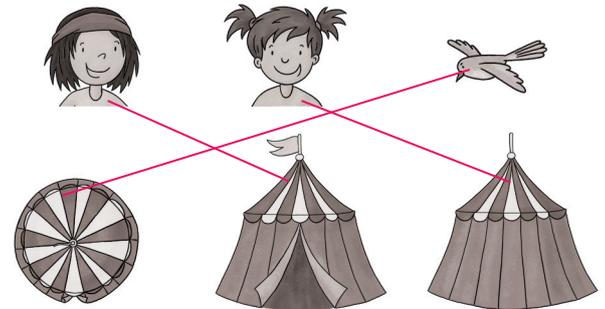
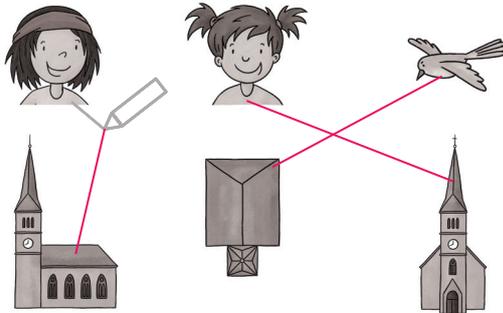
Auf einem Plan orientieren

1

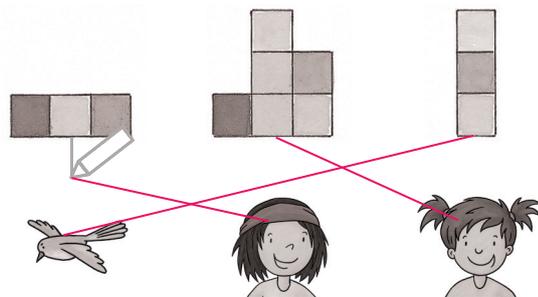
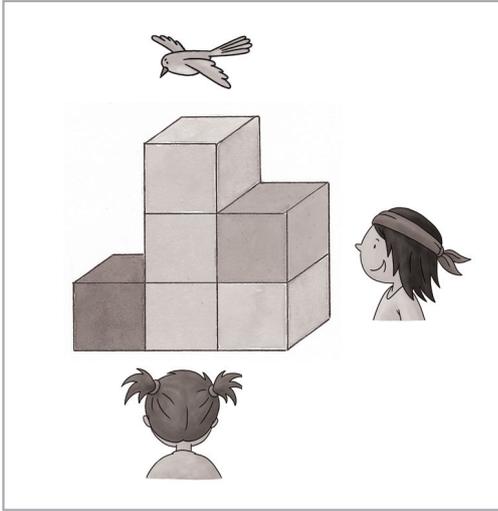
Wer sieht welches Bild? Verbinde.



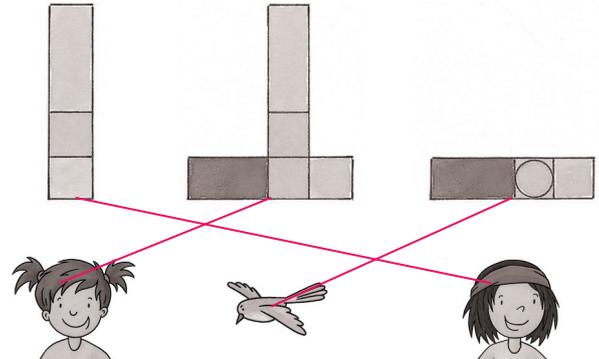
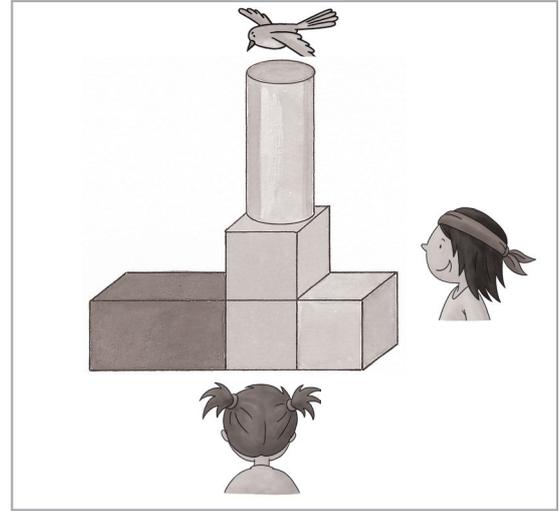
2



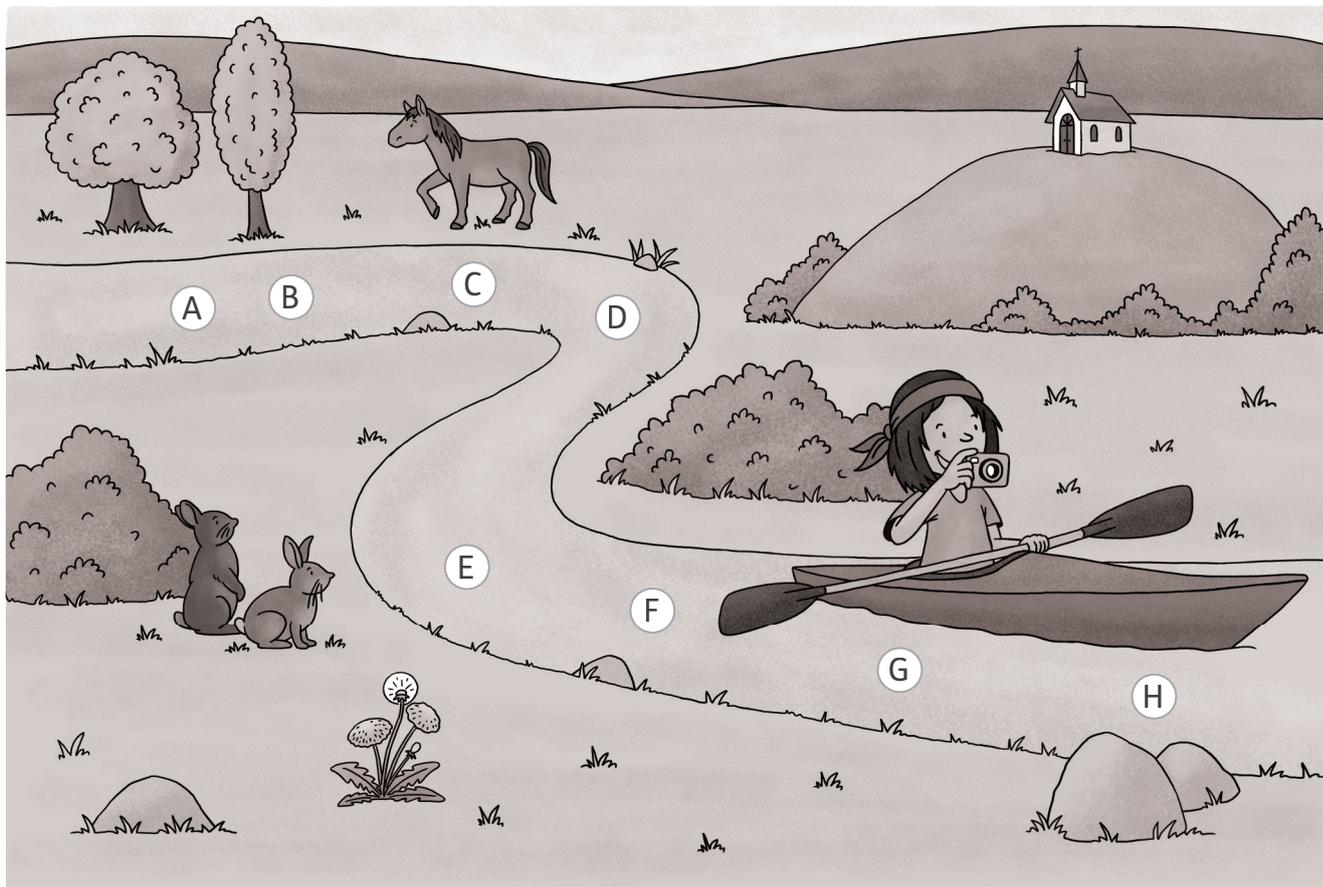
1



2



Ansichten zuordnen

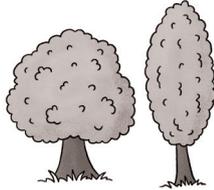


1

Was sieht Anoki wo? Trage die richtigen Buchstaben ein.



G



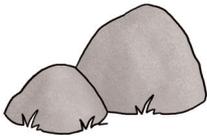
A



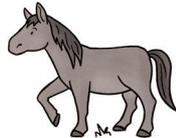
H



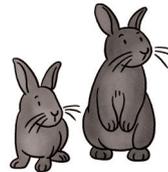
D



F



C



E



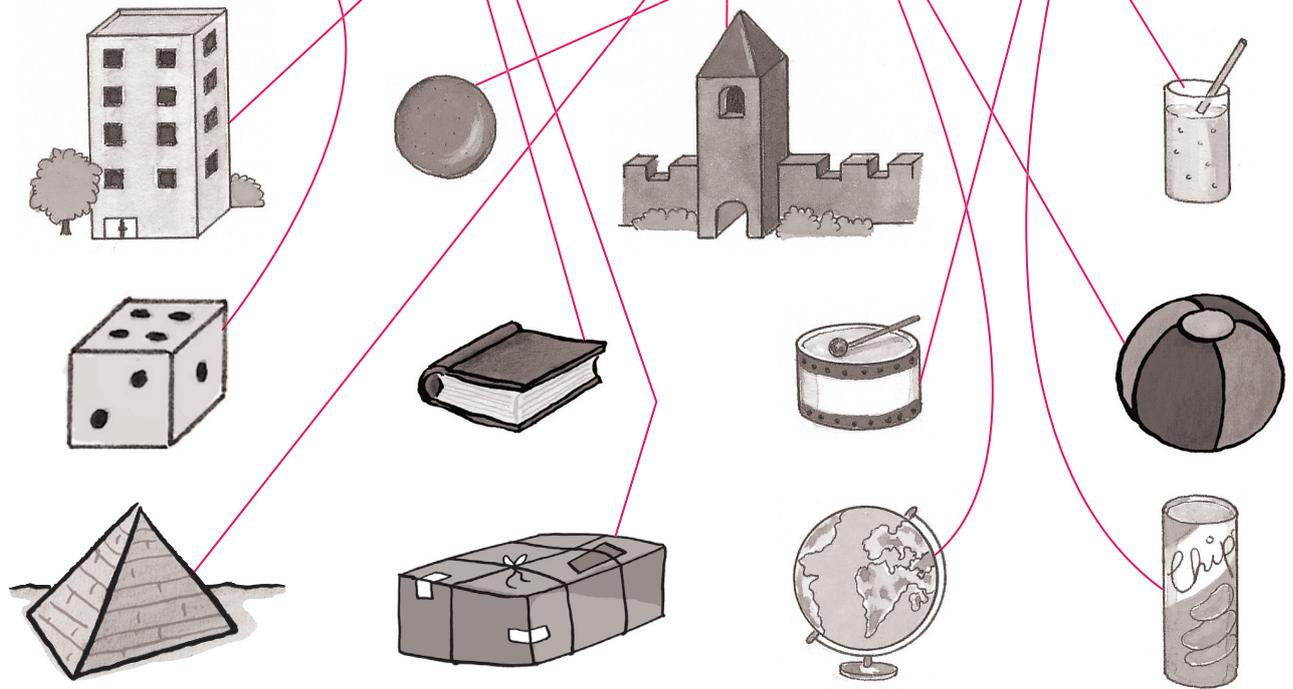
B

Ansichten zuordnen

1

Verbinde.

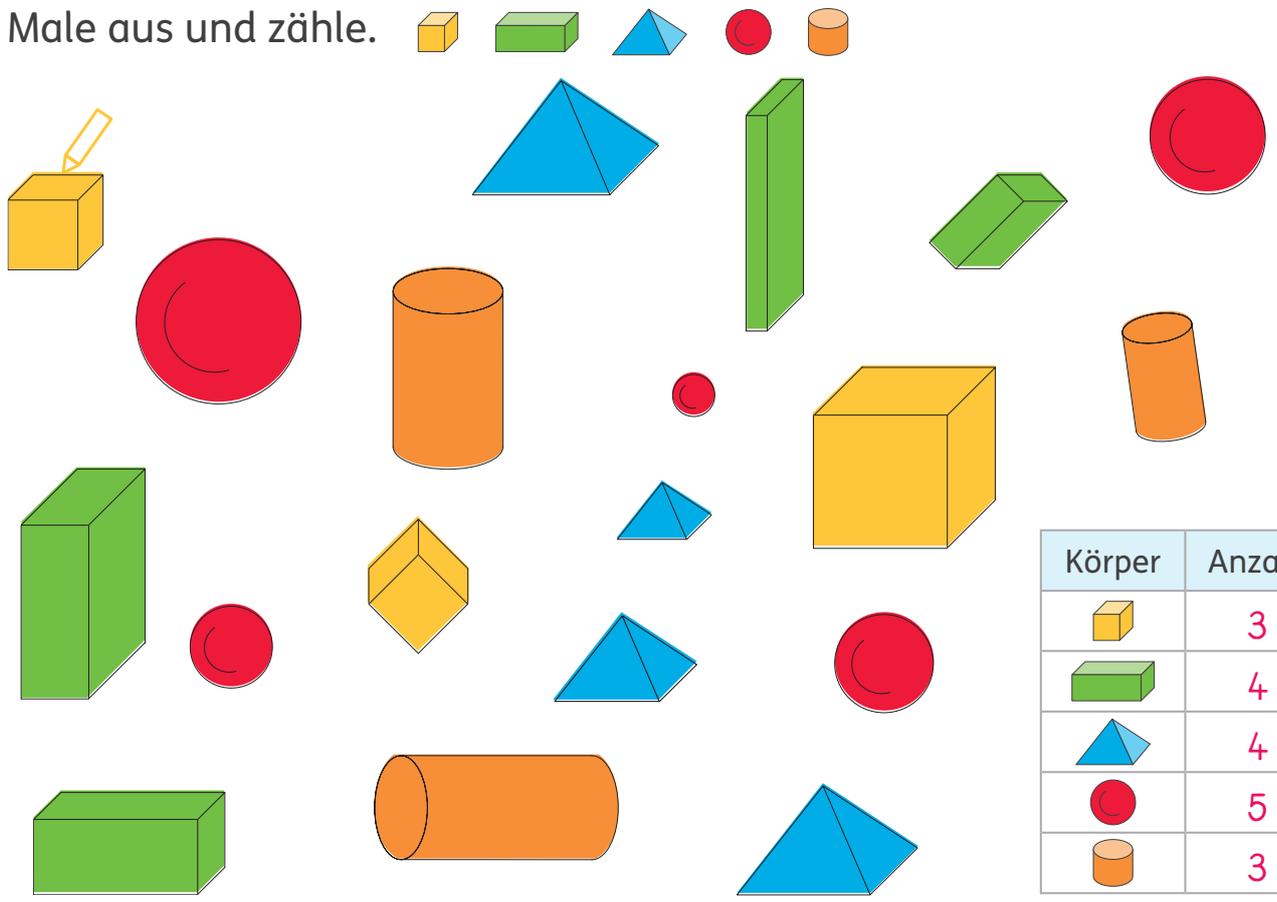
    
Würfel Quader Pyramide Kugel Zylinder



Körper zuordnen

1

Male aus und zähle.

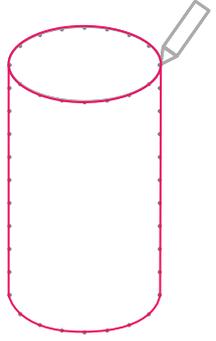


Körper	Anzahl
	3
	4
	4
	5
	3

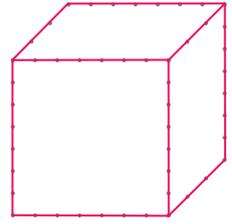
Körper erkennen und zählen

1

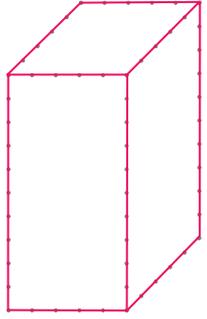
Zeichne die Körper.



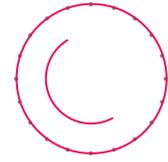
Zylinder



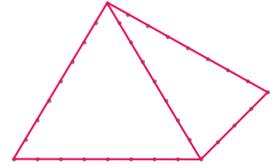
Würfel



Quader



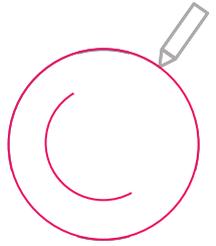
Kugel



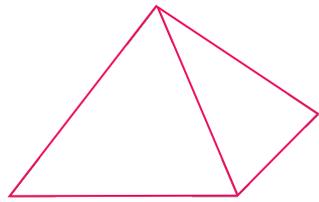
Pyramide

2

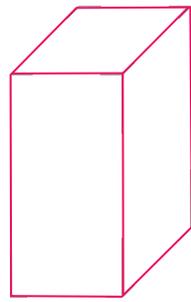
Schreibe die Namen.



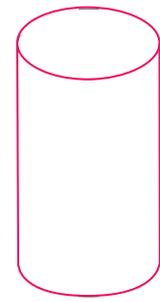
Kugel



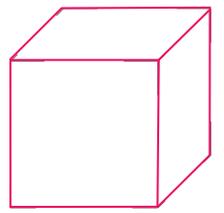
Pyramide



Quader



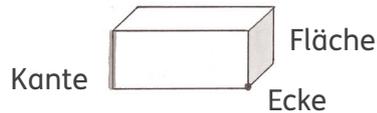
Zylinder



Würfel

1

Ergänze die Steckbriefe.



Name: Würfel

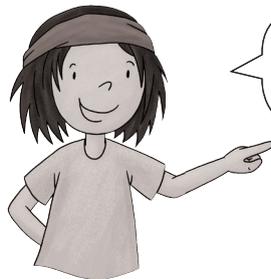
Anzahl der Ecken: 8

Anzahl der Kanten: 12

Anzahl der Flächen: 6

Kann rollen: nein

Kann kippen: ja



Ich zähle an Bauklötzen.



Name: Quader

Anzahl der Ecken: 8

Anzahl der Kanten: 12

Anzahl der Flächen: 6

Kann rollen: nein

Kann kippen: ja



Name: Zylinder

Anzahl der Ecken: 0

Anzahl der Kanten: 2

Anzahl der Flächen: 3

Kann rollen: ja

Kann kippen: ja



Name: Pyramide

Anzahl der Ecken: 5

Anzahl der Kanten: 8

Anzahl der Flächen: 5

Kann rollen: nein

Kann kippen: ja



Name: Kugel

Anzahl der Ecken: 0

Anzahl der Kanten: 0

Anzahl der Flächen: 1

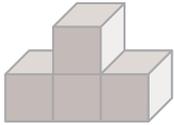
Kann rollen: ja

Kann kippen: nein

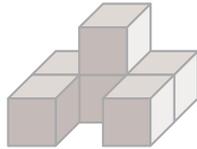
Eigenschaften von Körpern

1

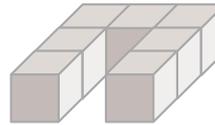
Zeichne den Bauplan der Würfelgebäude.



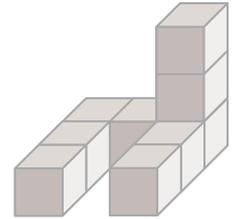
1	2	1



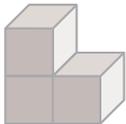
1	2	1
1		1



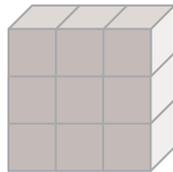
1	1	1
1		1
1		1



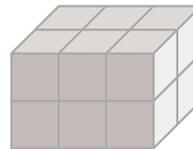
1	1	3
1		1
1		1



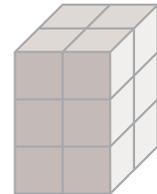
2	1	



3	3	3



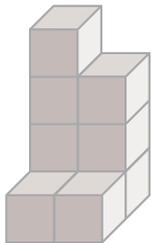
2	2	2
2	2	2



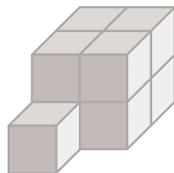
3	3	
3	3	

1

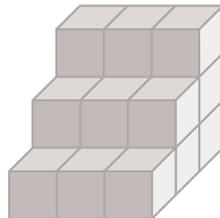
Zeichne den Bauplan der Würfelgebäude.



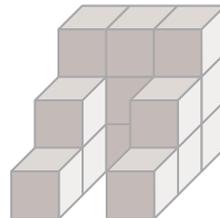
4	3	
1	1	



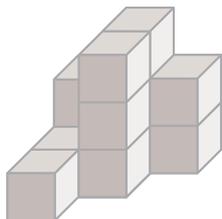
2	2	
2	2	
1		



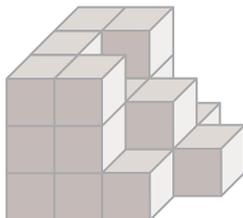
3	3	3
2	2	2
1	1	1



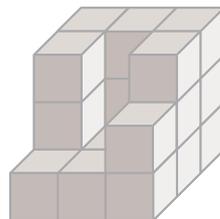
3	3	3
2		2
1		1



2	3	2	
1	3		
1			



3	3	1	
3	2	2	1
3	3	1	

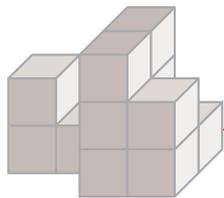


3	3	3
3	1	3
1	1	2

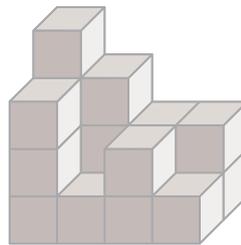
Baupläne von Würfelgebäuden

1

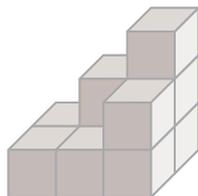
Welcher Bauplan passt zu welchem Würfelgebäude? Verbinde.



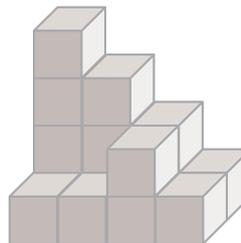
1	2	3
1	1	2



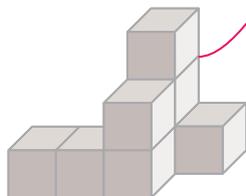
3	2	3	1
1	1	3	1



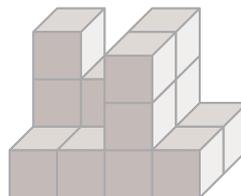
0	0	3	1
1	1	2	0



4	3	2	2
3	1	2	1



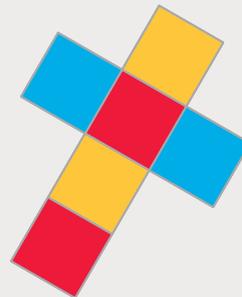
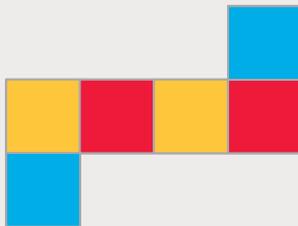
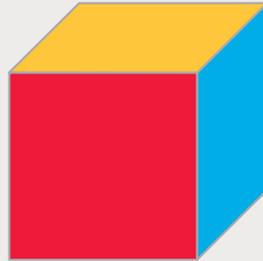
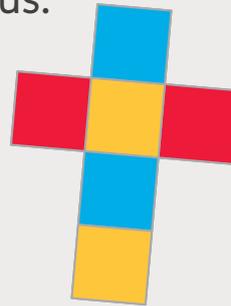
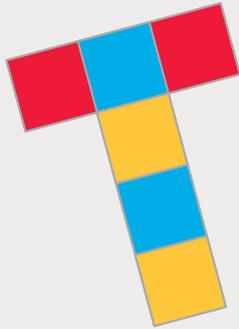
2	1	3	1
0	0	3	2



4	3	2	1
1	1	2	1

Baupläne von Würfelgebäuden

Male die Würfelnetze passend aus.



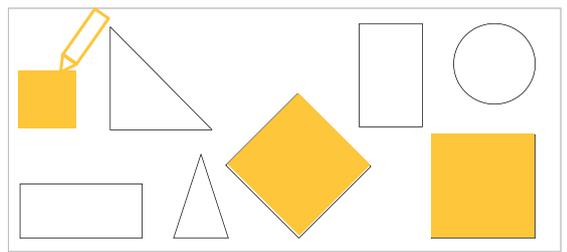
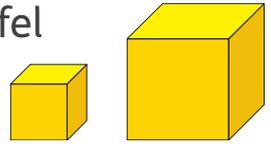
Gegenüberliegende
Seiten haben die
gleiche Farbe.



1

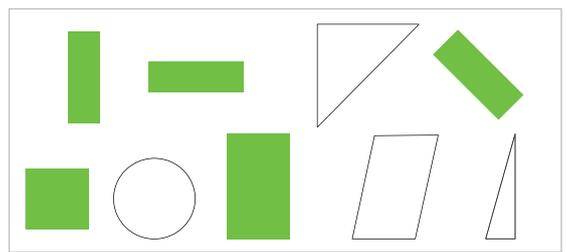
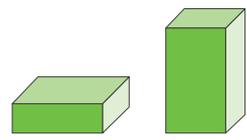
Welche Flächen passen? Male aus.

Würfel



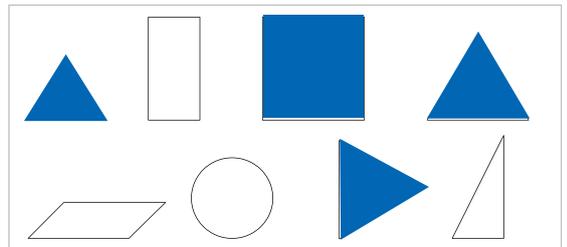
2

Quader



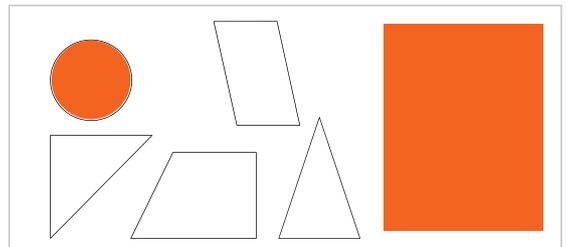
3

Pyramide



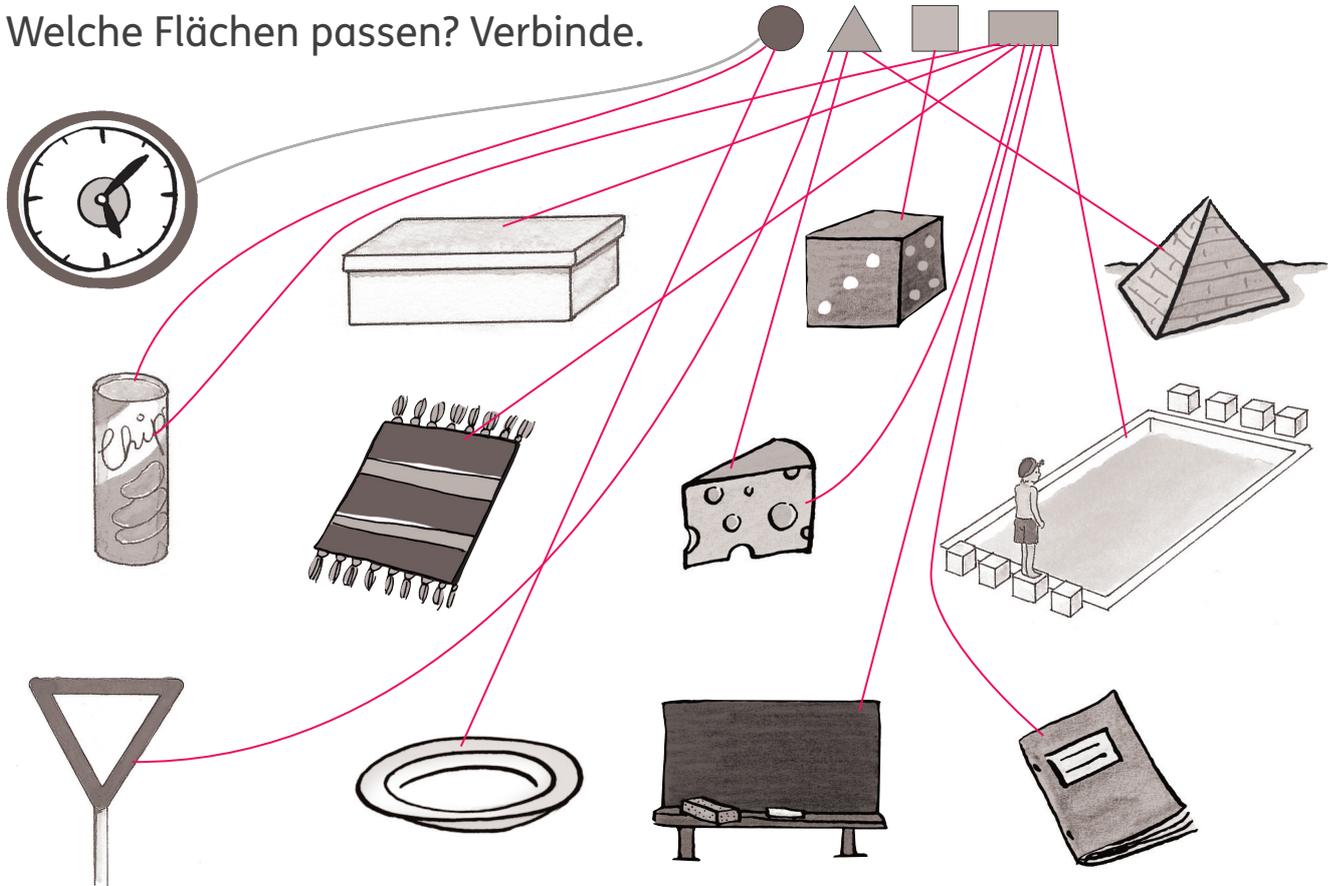
4

Zylinder



1

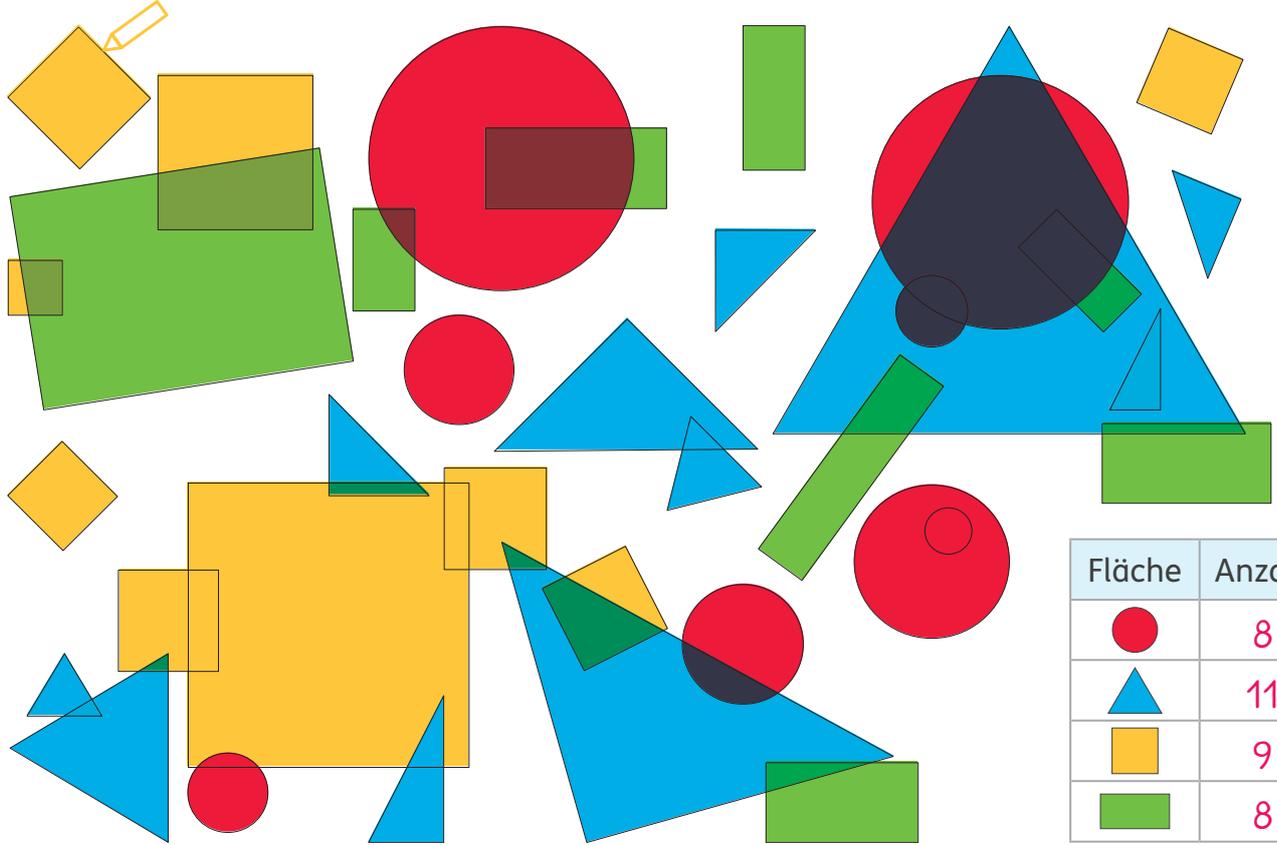
Welche Flächen passen? Verbinde.



Flächen zuordnen

1

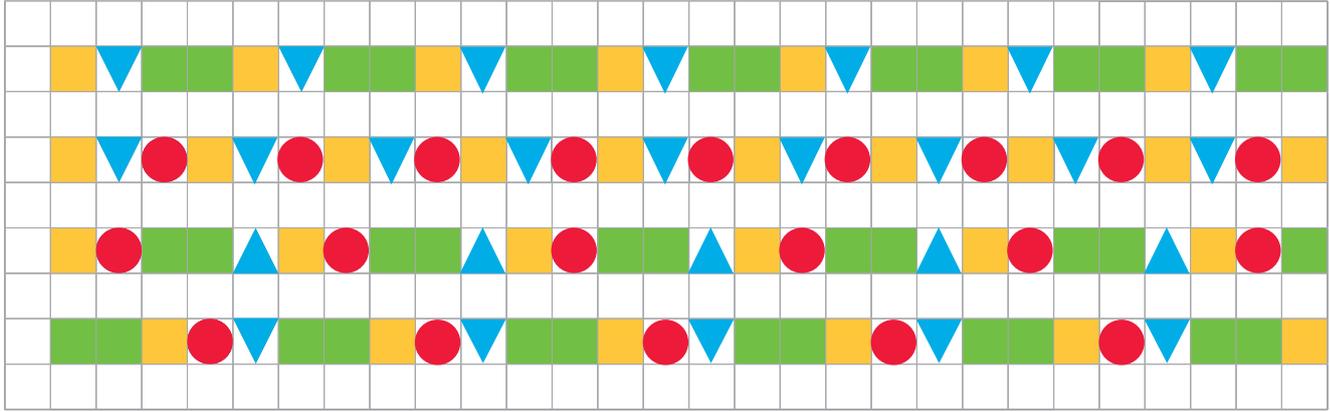
Male an. Zähle.



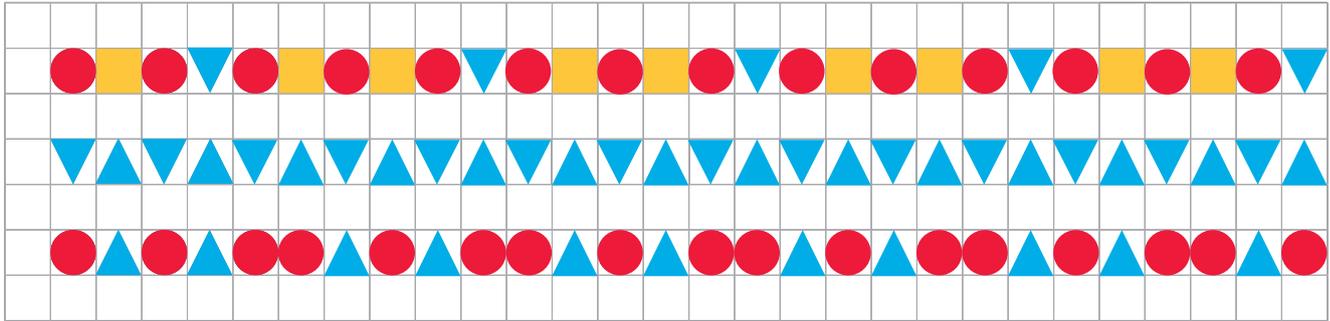
Fläche	Anzahl
	8
	11
	9
	8

1

Setze die Muster fort.



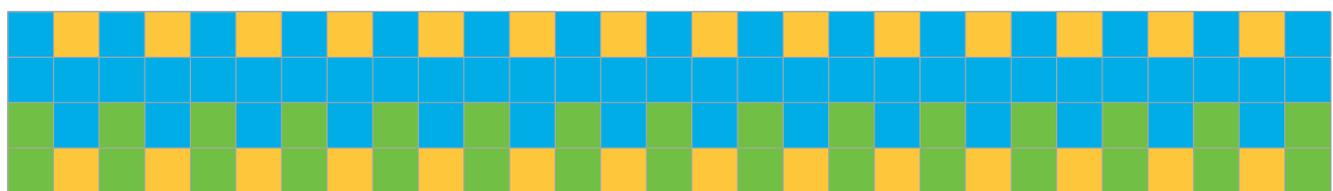
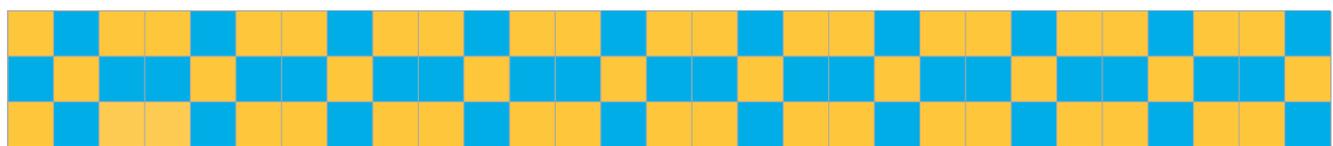
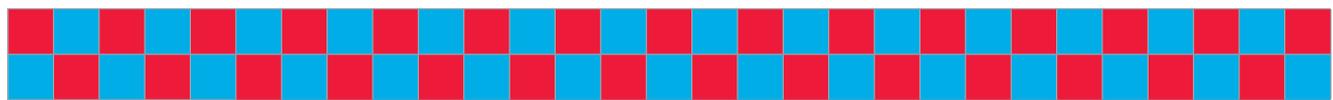
2



Muster fortsetzen

1

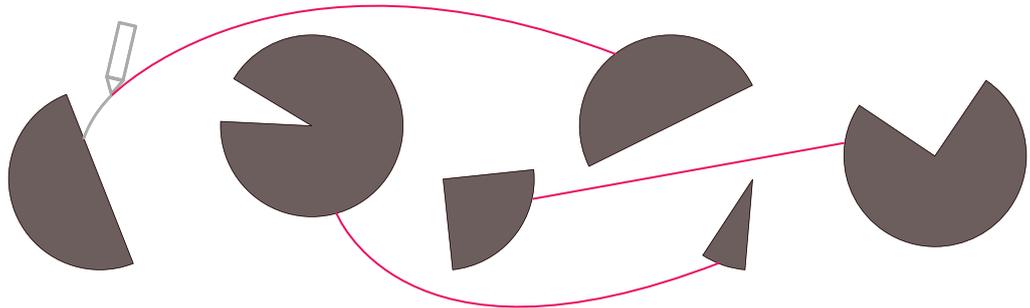
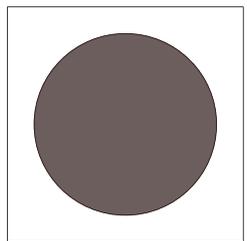
Setze die Muster fort.



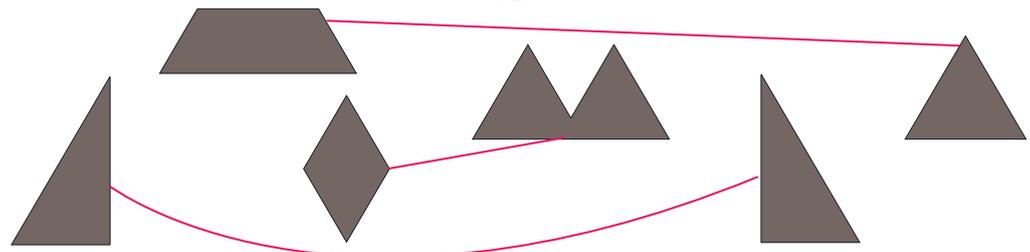
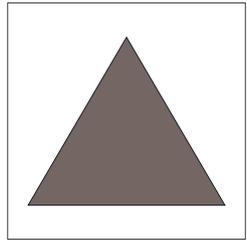
Muster fortsetzen

1

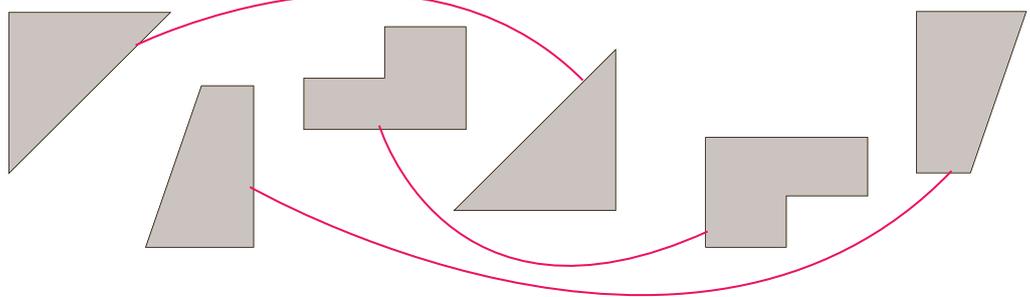
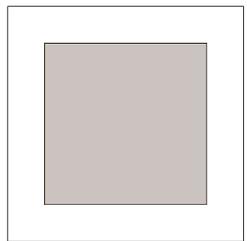
Immer zwei Teile gehören zusammen. Verbinde.



2



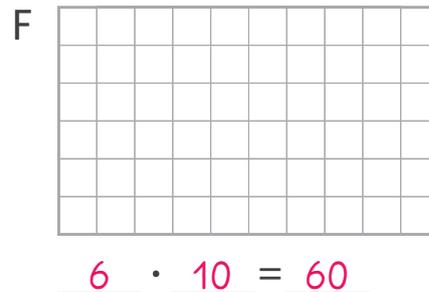
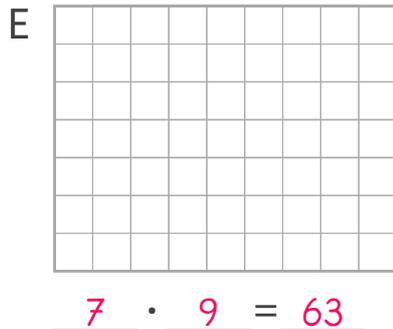
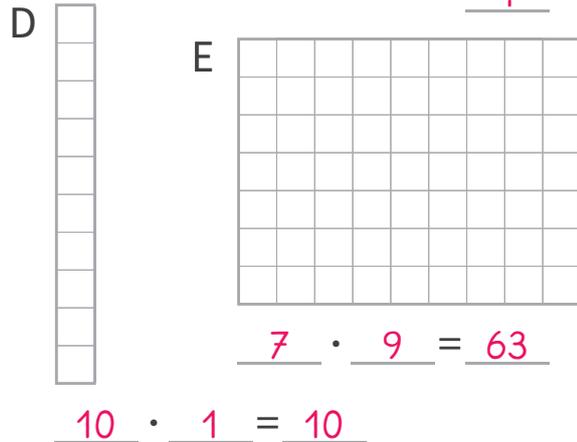
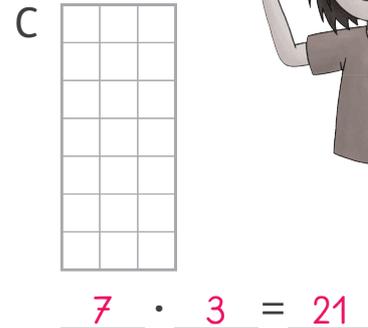
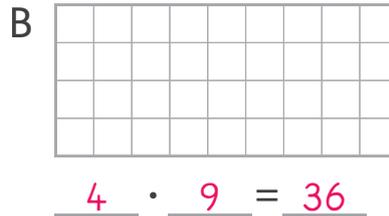
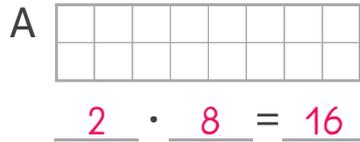
3



1

Wie viele Kästchen haben die Rechtecke?
Schätze zuerst.

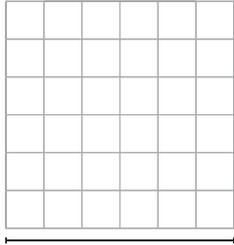
Zähle die Kästchen.
Schreibe Malaufgaben.



Das Rechteck E hat die meisten Kästchen.

1

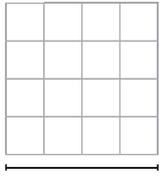
Miss die Seitenlängen der Quadrate.



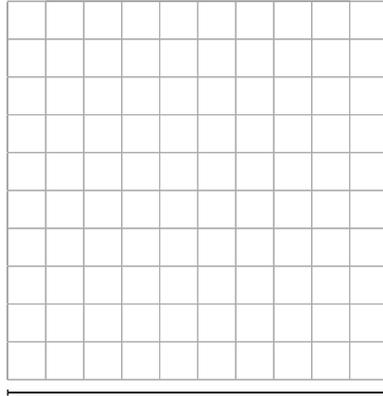
3 cm



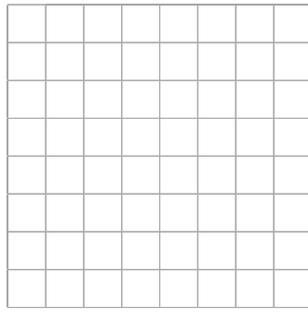
1 cm



2 cm



5 cm

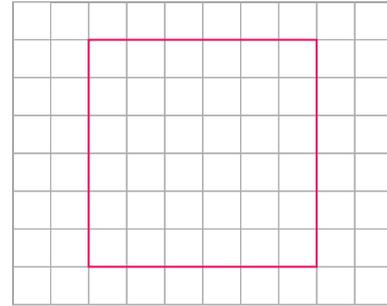


4 cm

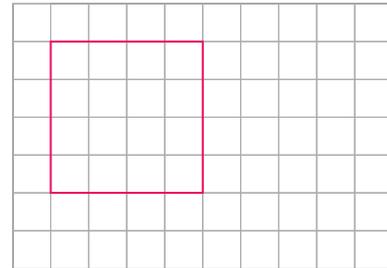
2

Zeichne die Quadrate.

Seitenlänge: 3 cm

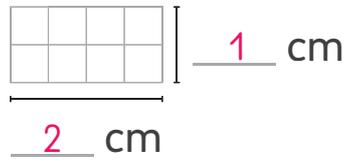
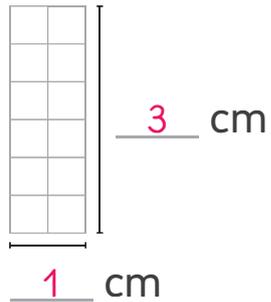
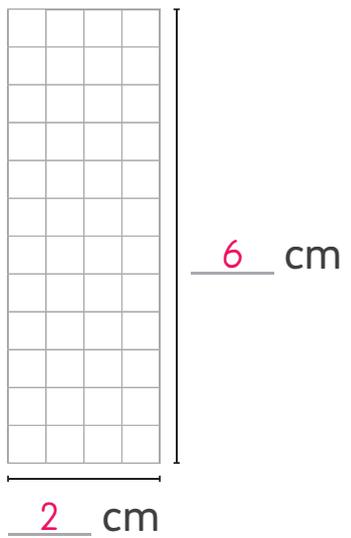
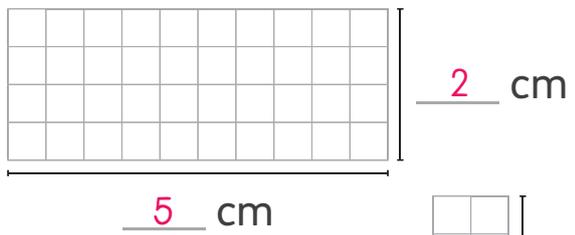


Seitenlänge: 2 cm



1

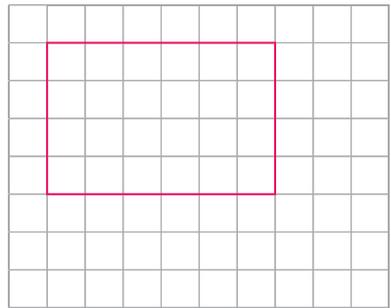
Miss die Seitenlängen der Rechtecke.



2

Zeichne die Rechtecke.

Seitenlängen: 3 cm und 2 cm



Seitenlängen: 5 cm und 1 cm

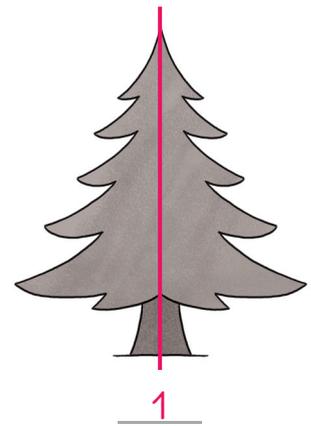
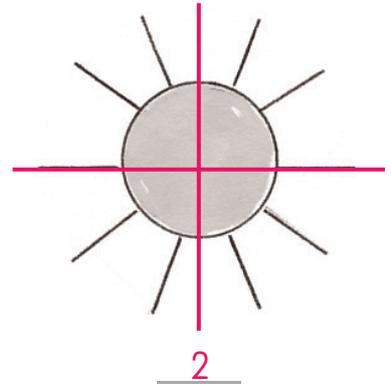
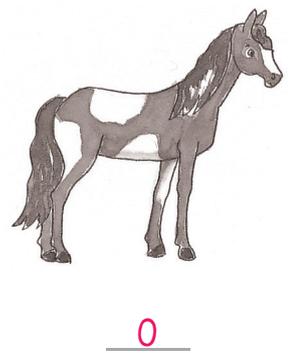
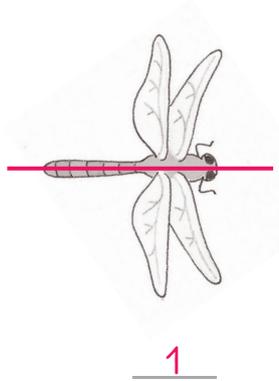
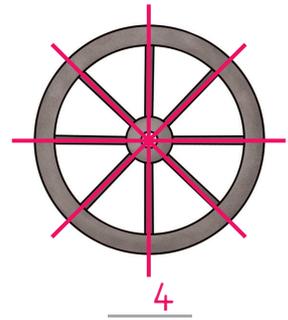
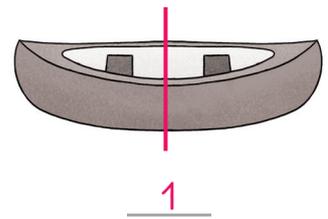
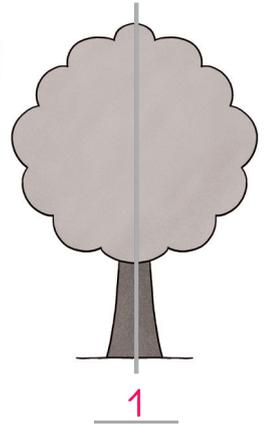


Rechtecke messen und zeichnen

1

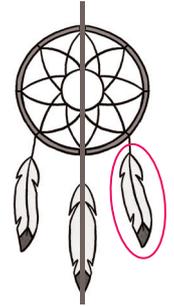
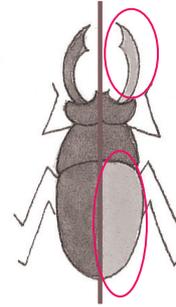
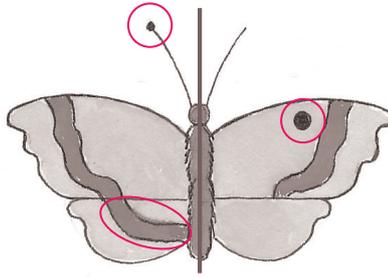
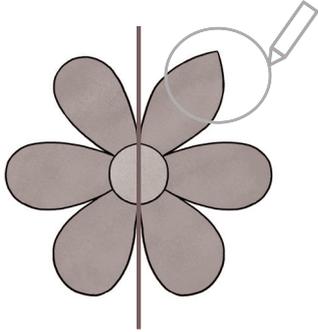
Zeichne die Spiegelachsen ein. Wie viele gibt es?

Ein Bild hat keine Spiegelachse.

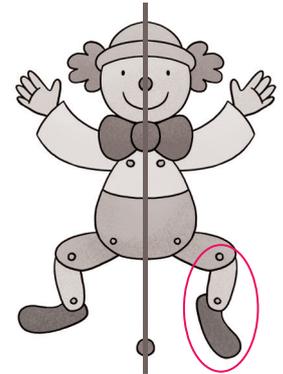
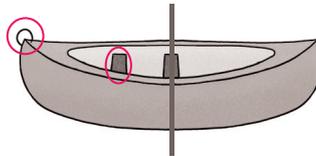
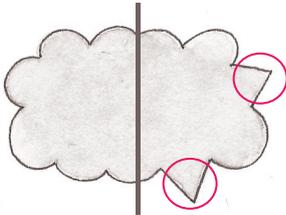


1

Finde die Fehler. Kreise sie ein.



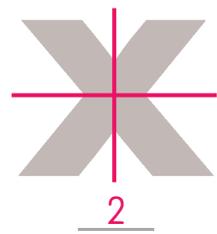
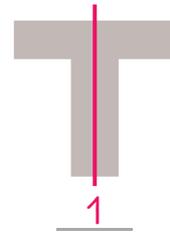
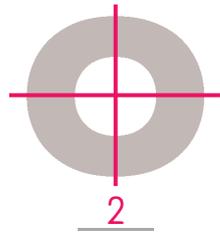
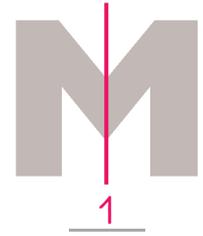
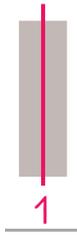
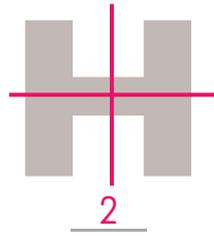
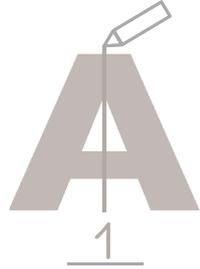
2



Spiegelsymmetrie prüfen

1

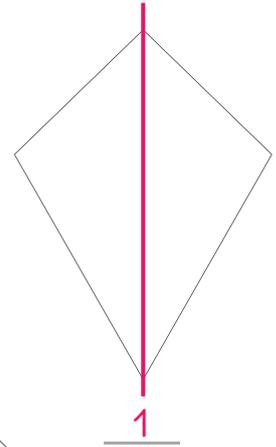
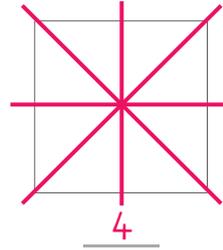
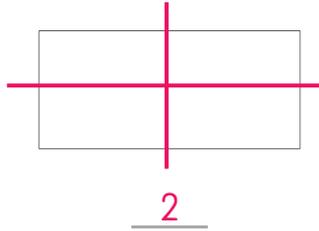
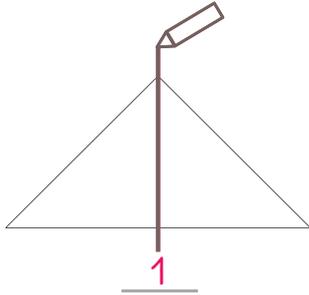
Zeichne alle Spiegelachsen ein. Wie viele gibt es?



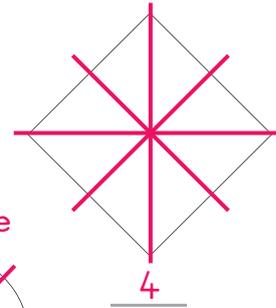
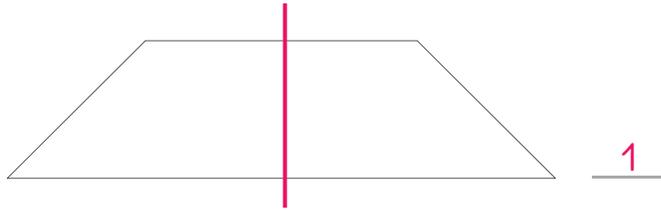
Spiegelachsen einzeichnen

1

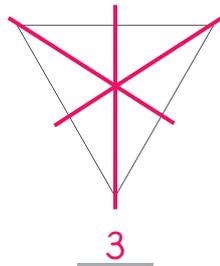
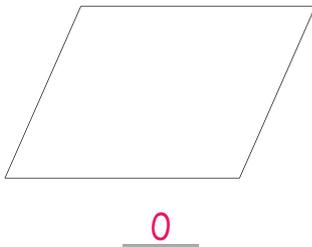
Zeichne alle Spiegelachsen ein. Wie viele gibt es?



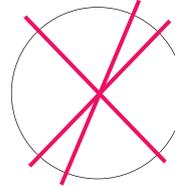
2



3



Beispiele



unendlich viele

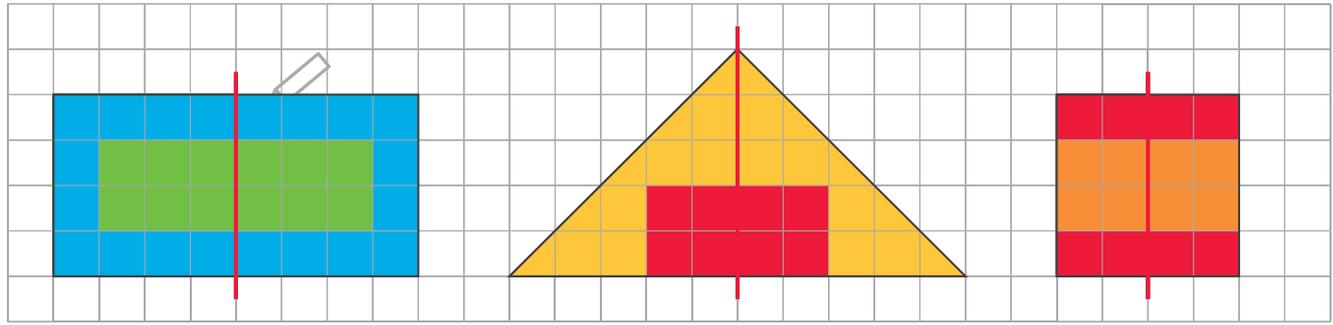
Wie viele Spiegelachsen hat ein Kreis?



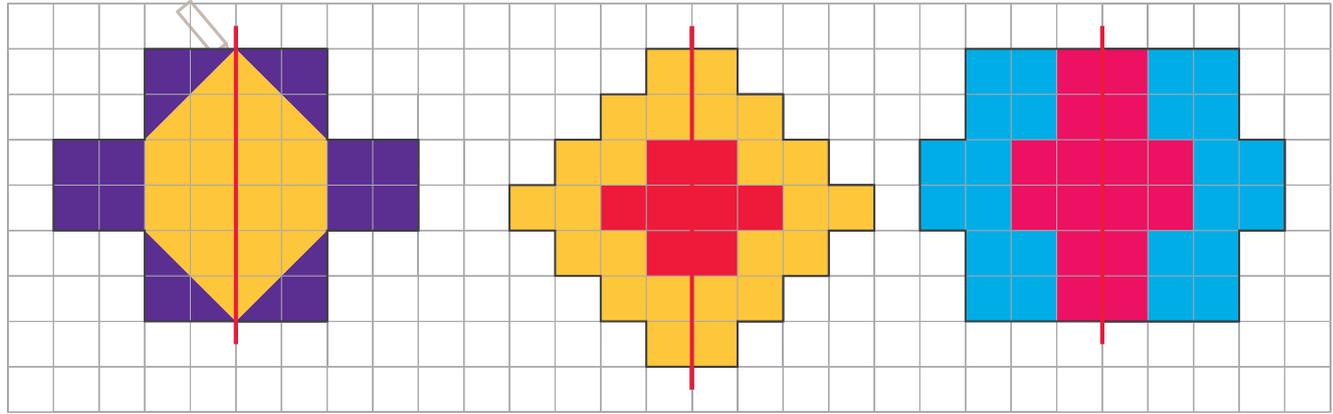
Spiegelachsen erkennen

1

Zeichne die Spiegelbilder.



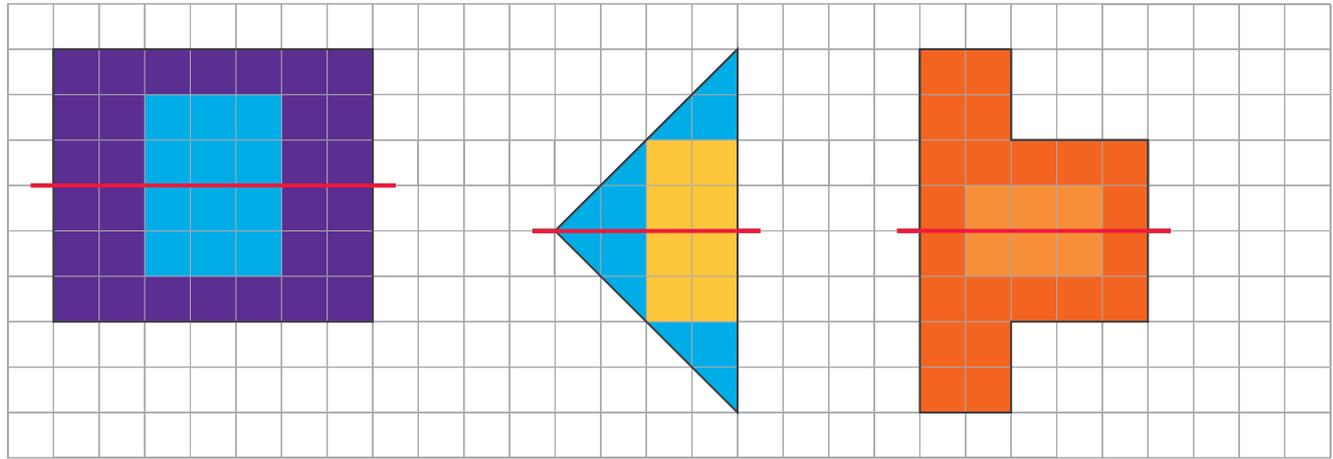
2



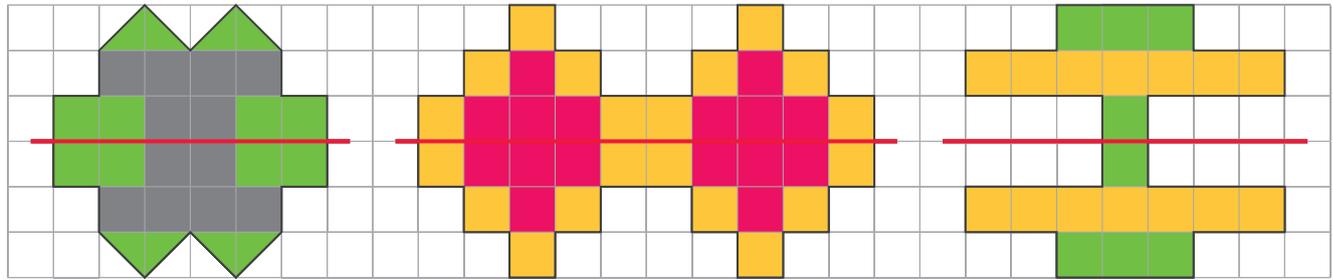
Spiegelbilder zeichnen

1

Zeichne die Spiegelbilder.



2

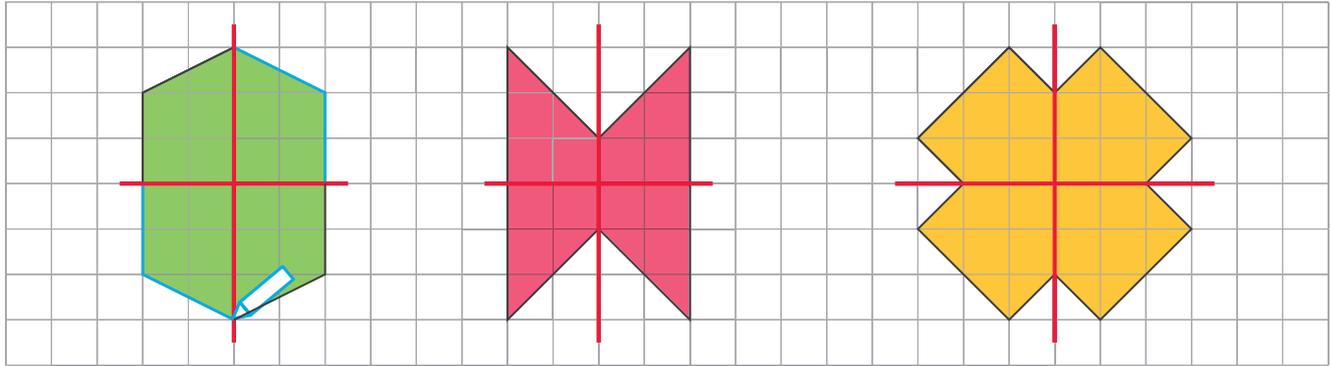


Spiegelbilder zeichnen

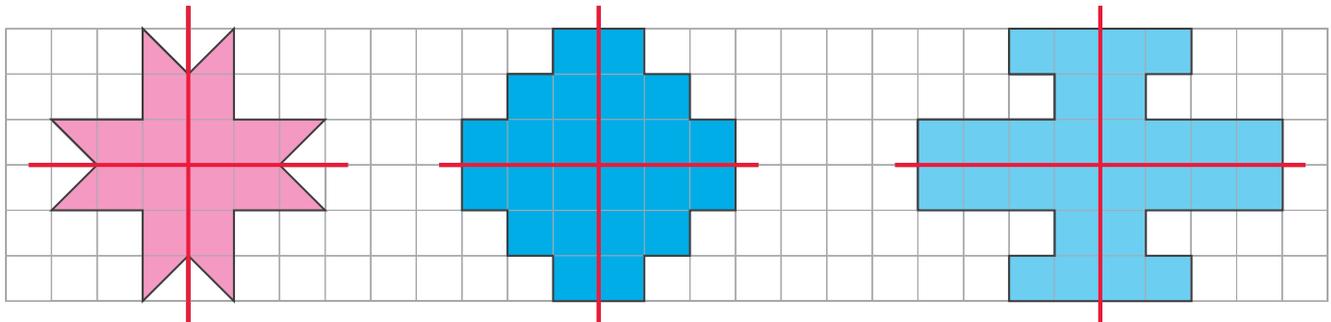
1

Spiegle zuerst an einer Achse.

Spiegle anschließend das gesamte Bild an der anderen Achse.



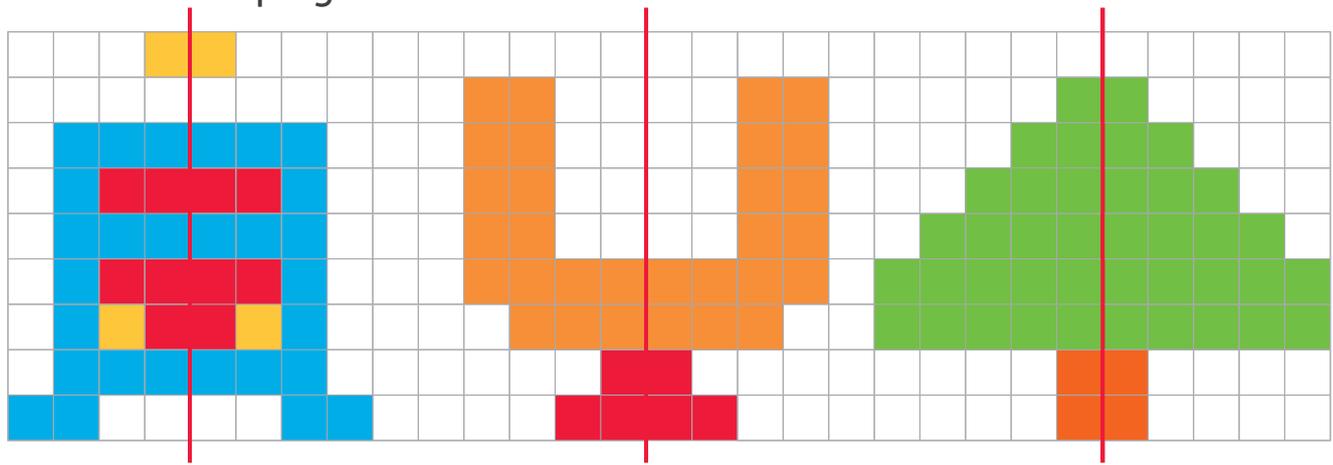
2



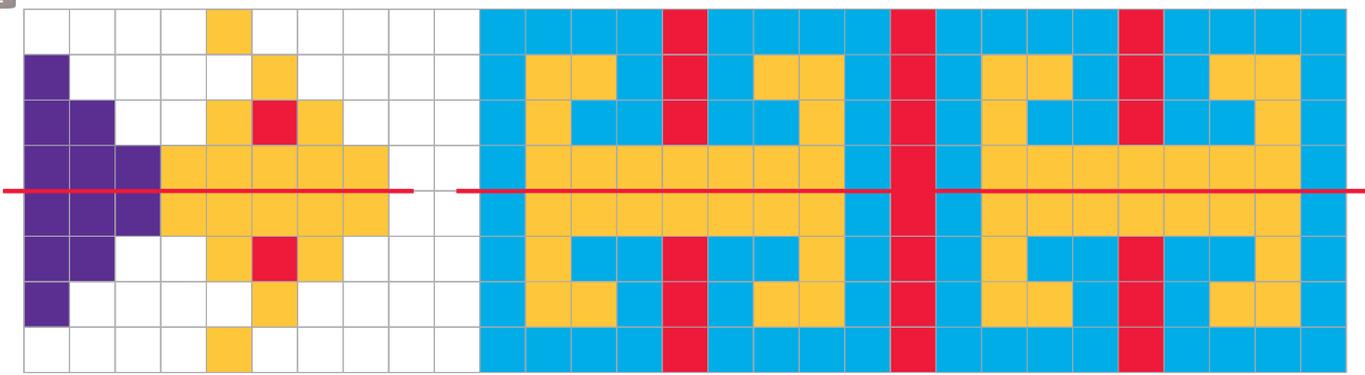
Spiegelbilder zeichnen

1

Zeichne die Spiegelbilder.



2



Spiegelbilder zeichnen

ICH MACHE

MATHE

GERNE!



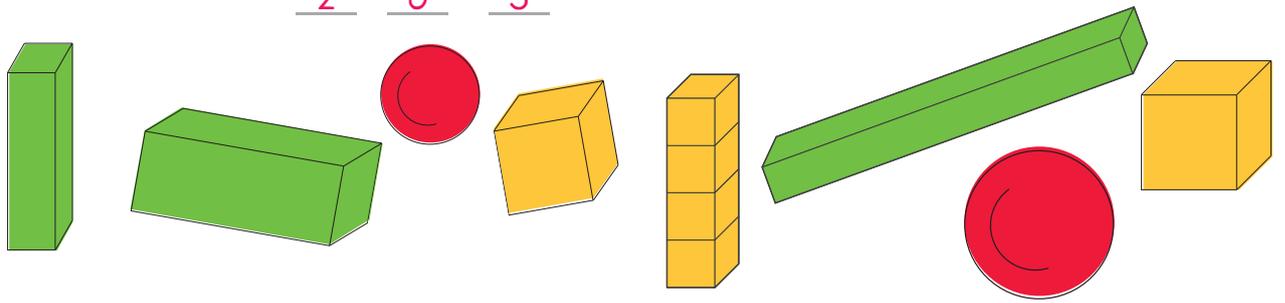
1

Male aus. Zähle.



2 6 3

6



2

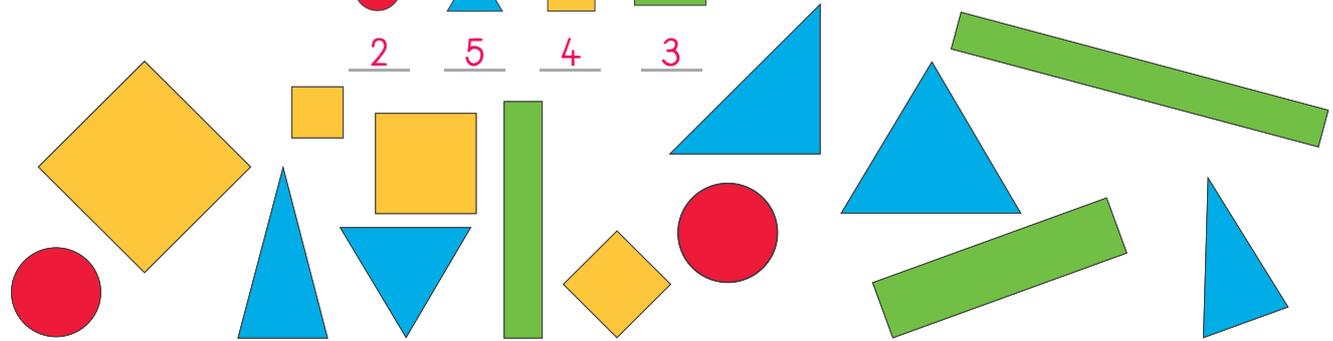
Male aus. Zähle.



2 5 4 3

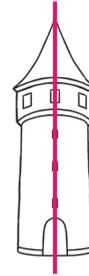
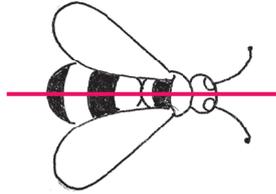
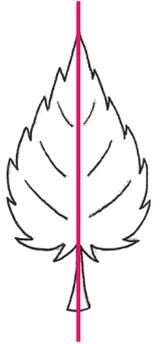
8

14



1

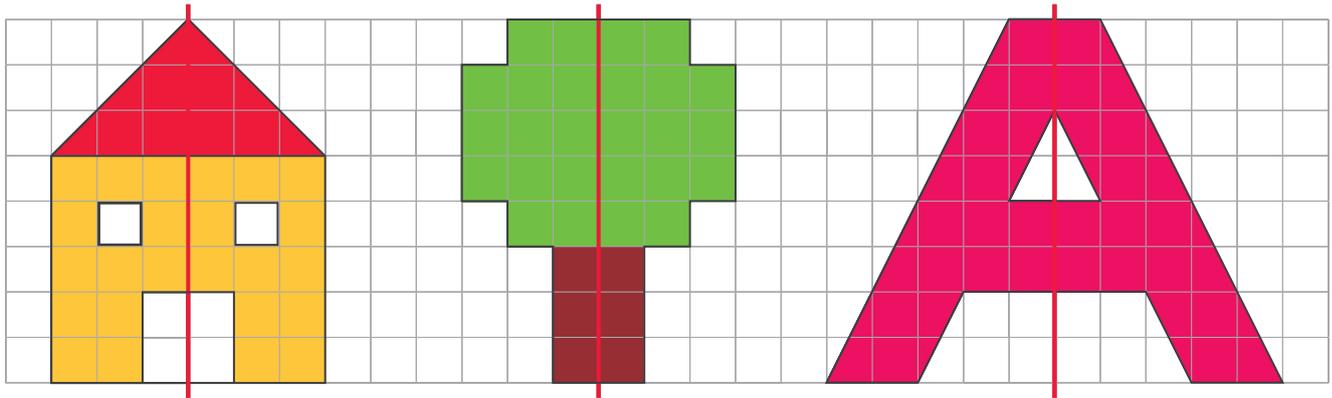
Zeichne die Spiegelachsen ein.



3

2

Zeichne die Spiegelbilder.



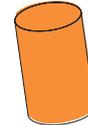
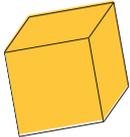
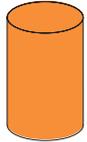
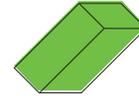
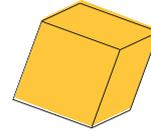
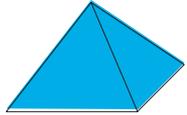
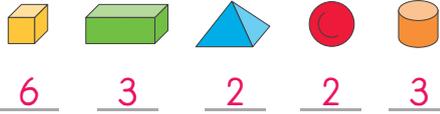
6

9



1

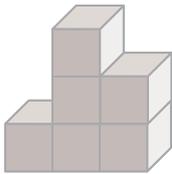
Male aus. Zähle.



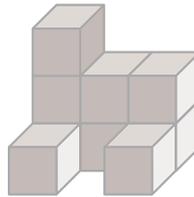
10

2

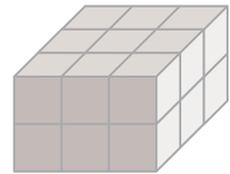
Zeichne zu jedem Würfelgebäude einen Bauplan.



1	3	2



3	2	2
1		1



2	2	2
2	2	2
2	2	2

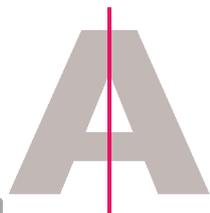
6

16

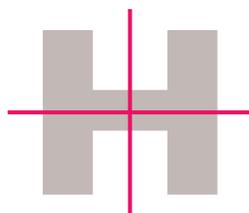


1

Zeichne die Spiegelachsen ein. Wie viele gibt es?



1



2



1

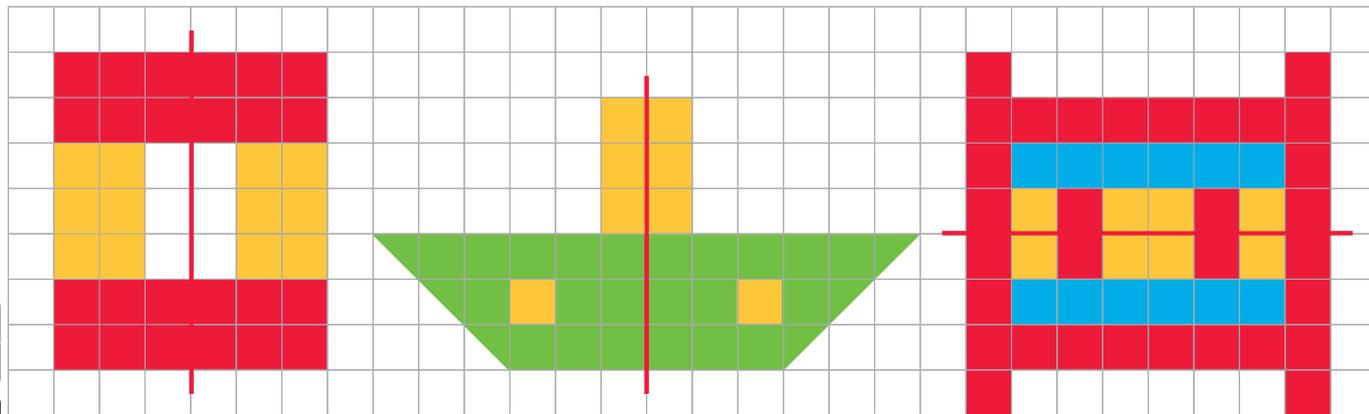


0

8

2

Zeichne die Spiegelbilder.



6

14



Quellennachweis

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