

Mit Teste-dich-Seiten



Mein Anoki-Übungsheft:

Geometrie 1/2

Mathematik

Lösungen

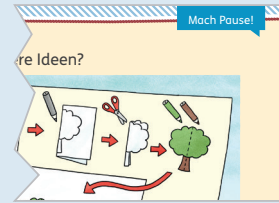
 Klett

So lernst du mit dem Anoki-Übungsheft



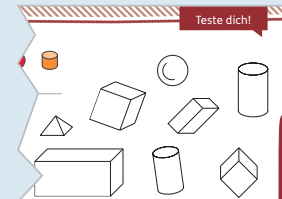
Übungsseiten

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



Mach-Pause-Seiten

Hier kannst du knobeln,
malen oder rätseln.



Teste-dich-Seiten

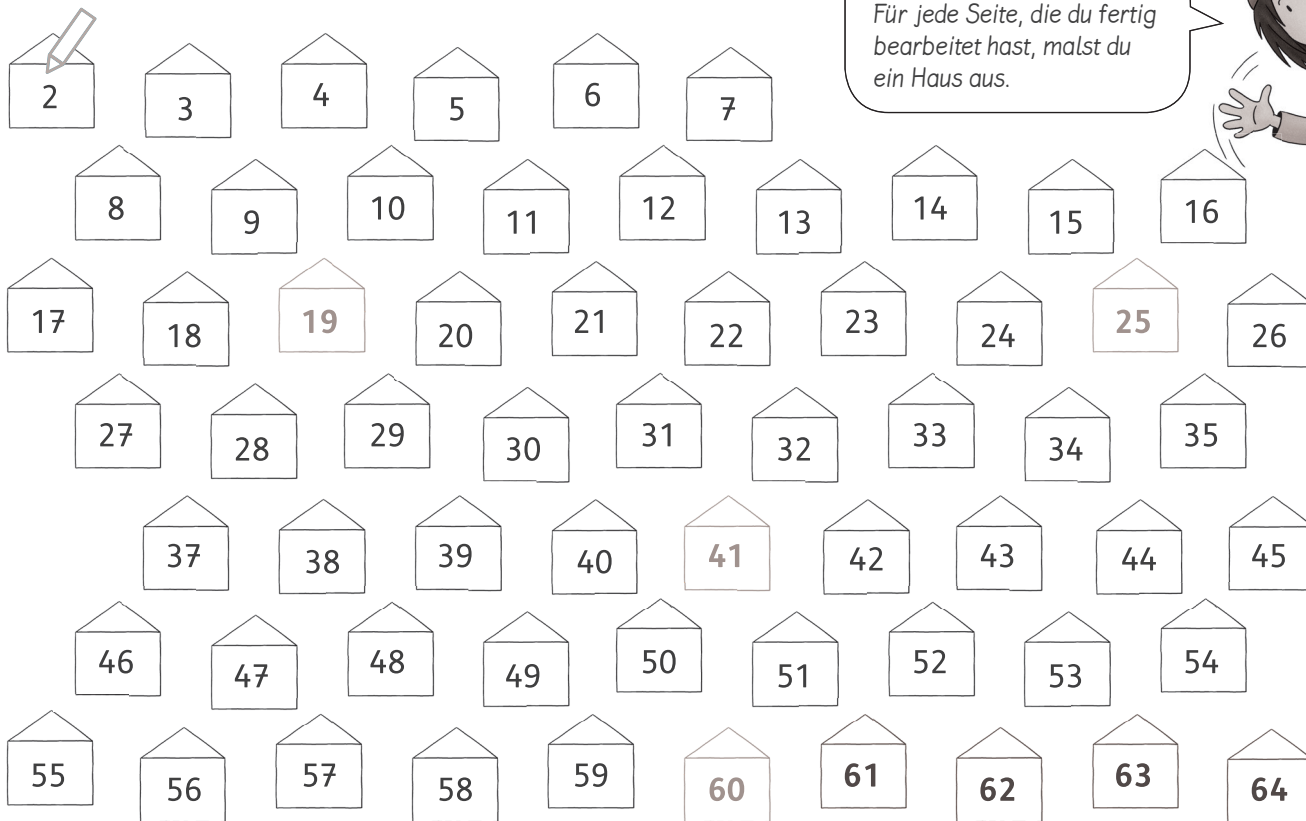
Hier kannst du dein
Wissen testen.



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



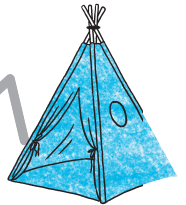
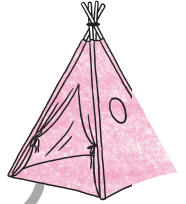
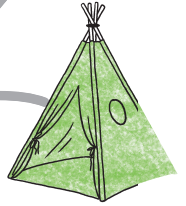
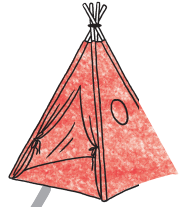
Für **Lösungen** zu diesem Anoki-Übungsheft den QR-Code scannen oder **53cp3y** auf www.klett.de eingeben.



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



1



Wege nachspüren

□ 2

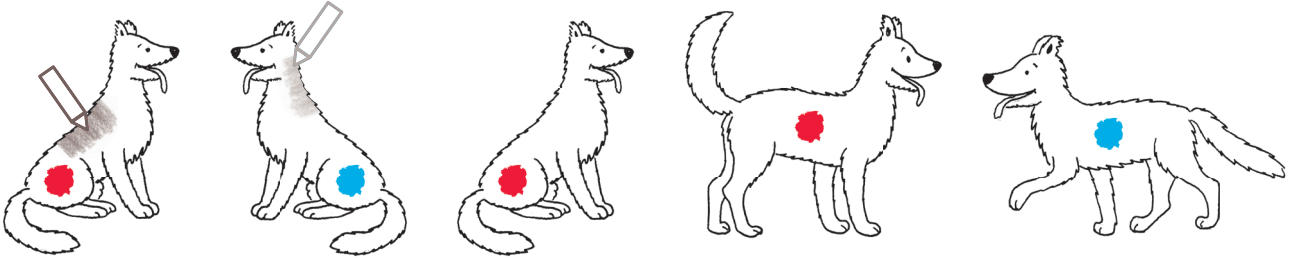
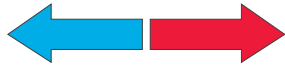
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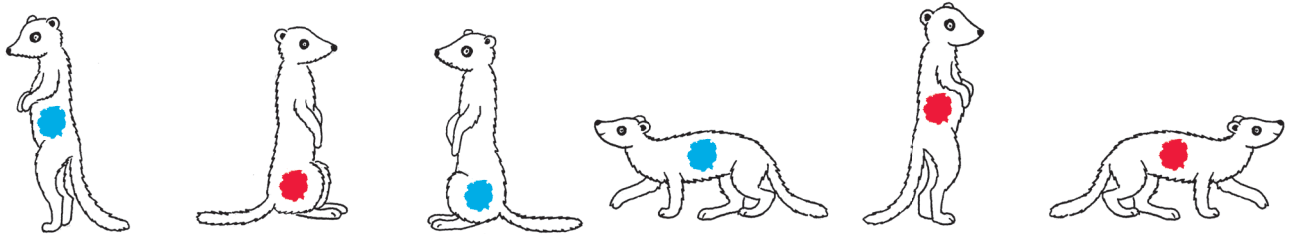
Tiere nachspuren

1

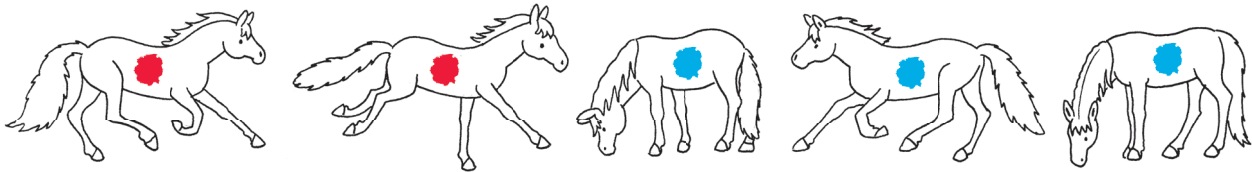
Male aus.



2

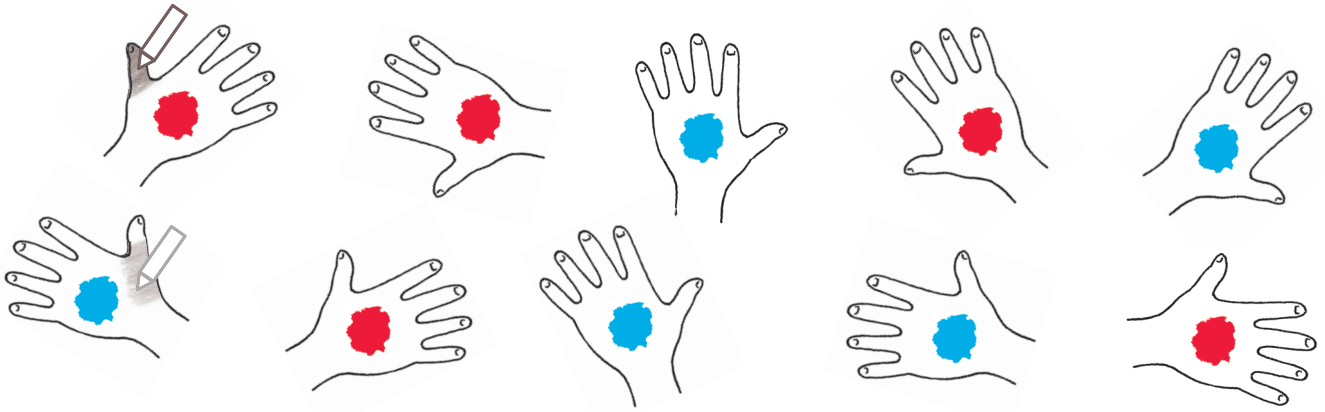


3

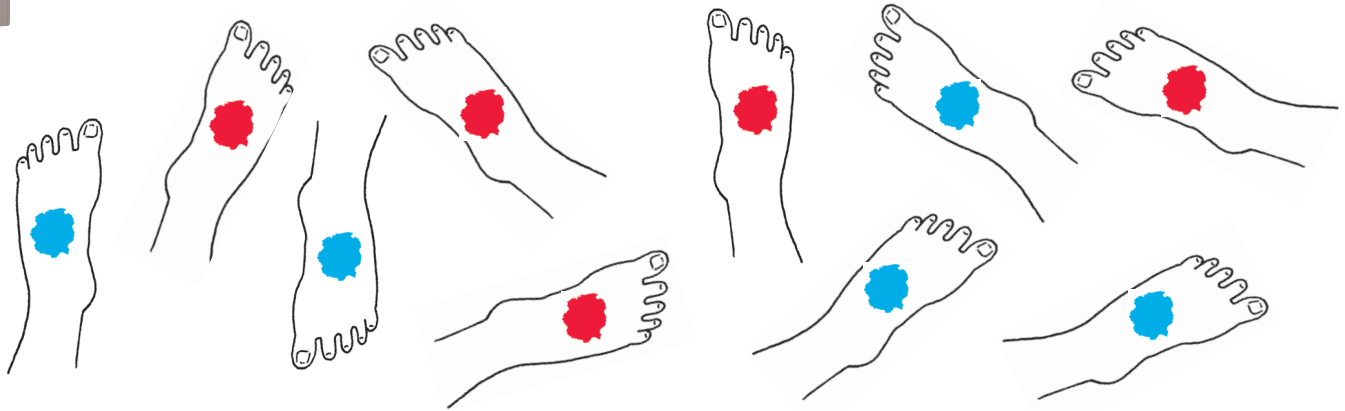


Rechts oder links

1

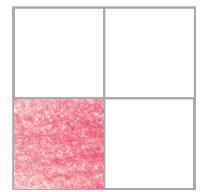
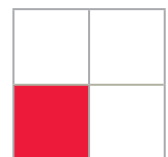
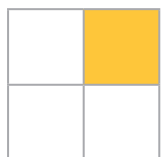


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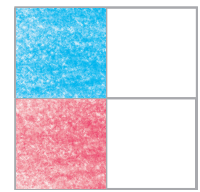
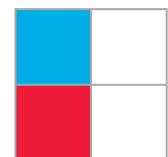
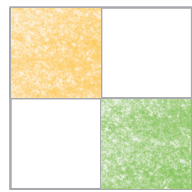


Rechts oder links

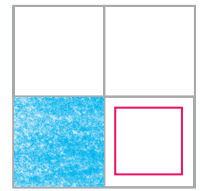
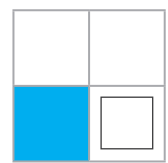
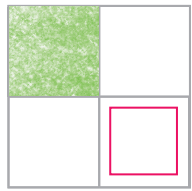
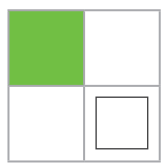
1 Übertrage.



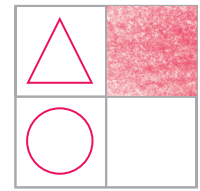
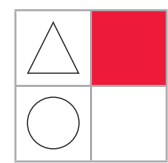
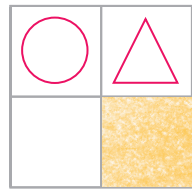
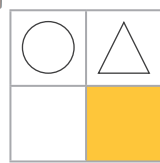
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3

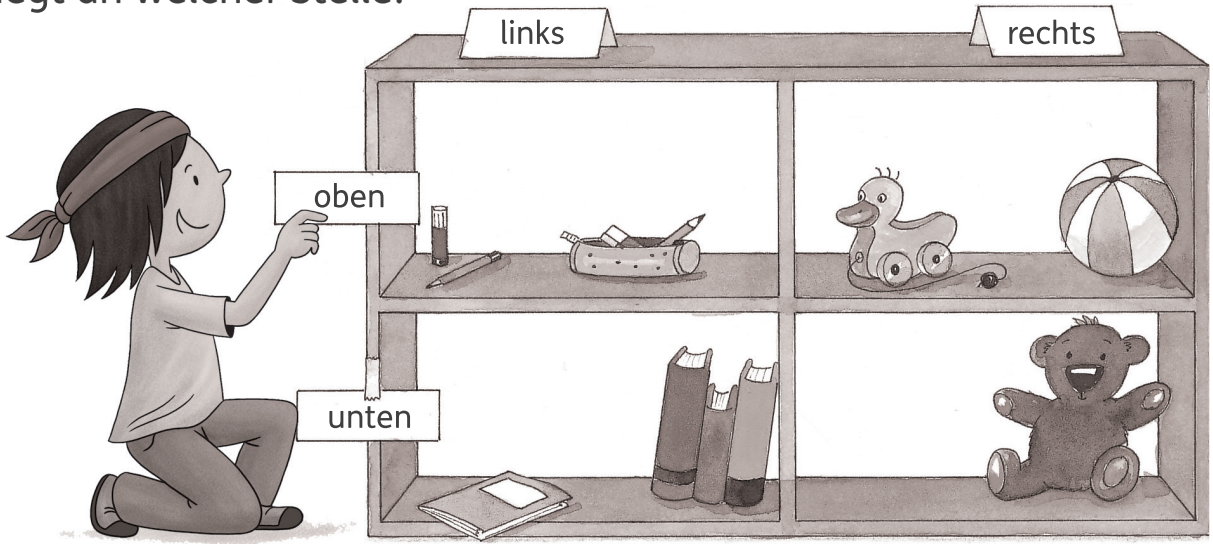


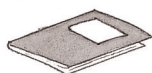





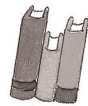

4



1

Was liegt an welcher Stelle?



	<table border="1"><tr><td></td><td></td></tr><tr><td></td><td></td></tr></table>						<table border="1"><tr><td></td><td>X</td></tr><tr><td></td><td></td></tr></table>		X				<table border="1"><tr><td>X</td><td></td></tr><tr><td></td><td></td></tr></table>	X					<table border="1"><tr><td>X</td><td></td></tr><tr><td></td><td></td></tr></table>	X			
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Lagebeziehungen

1

Körper erkennen



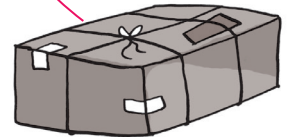
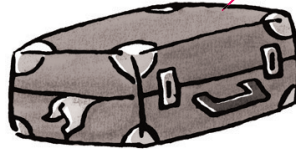
Kugel



Würfel



Quader



1

Male aus.



Körper erkennen

1

Male aus. Zähle.

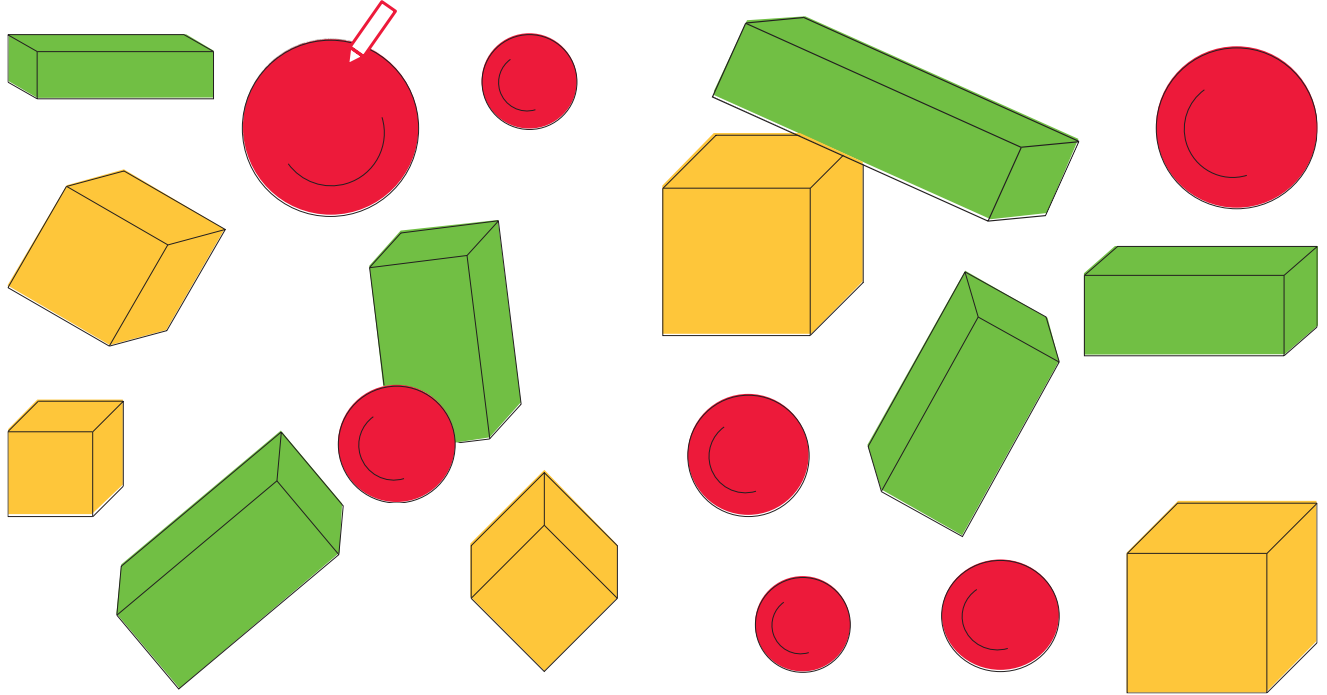


IIII II 7

IIII 5

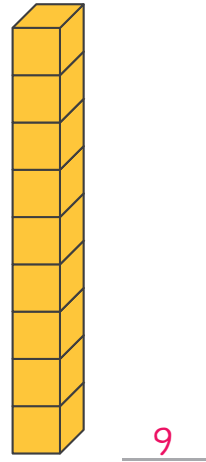
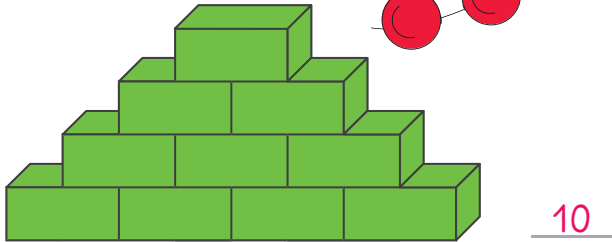
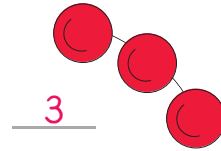
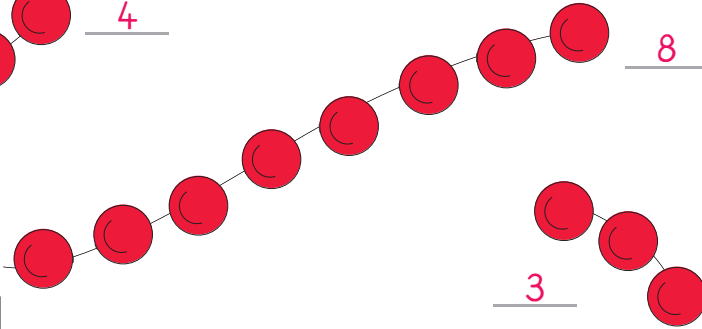
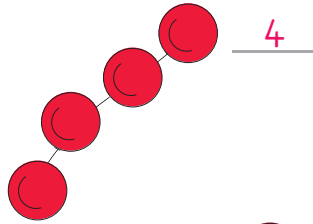
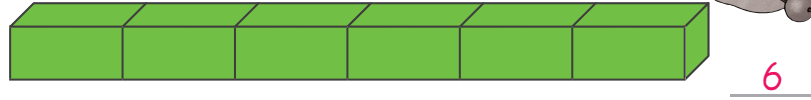
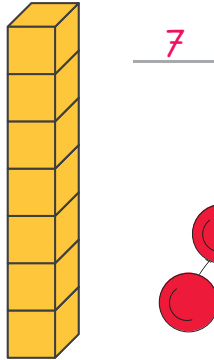
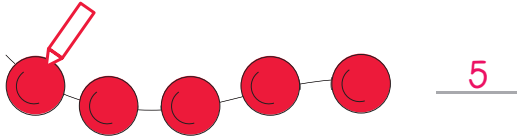
IIII I 6

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

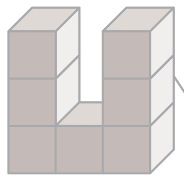
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2 2 1

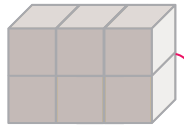
Baupläne von Würfelgebäuden

1

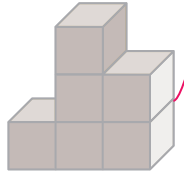
Welcher Bauplan passt? Verbinde.



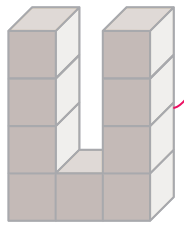
1 3 2



3 1 3

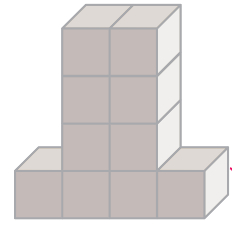


4 1 4

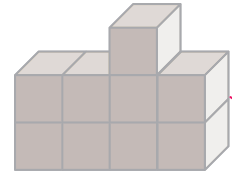


2 2 2

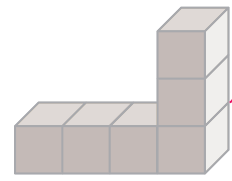
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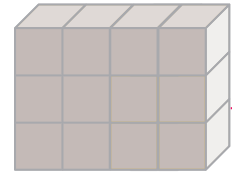
1 1 1 3



3 3 3 3



2 2 3 2

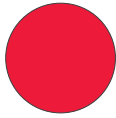


1 4 4 1

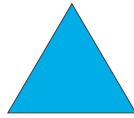
Baupläne von Würfelgebäuden

1

Male aus.



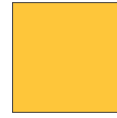
Kreis



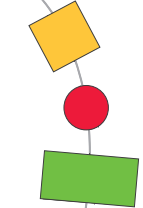
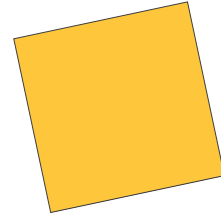
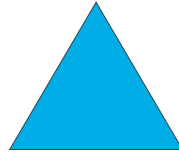
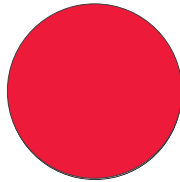
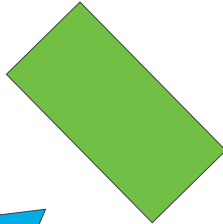
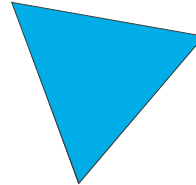
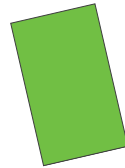
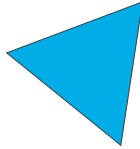
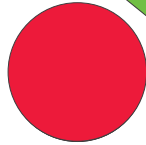
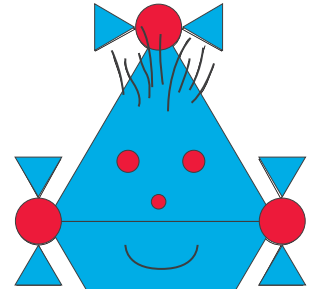
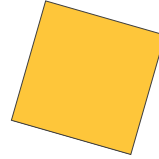
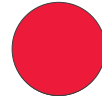
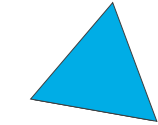
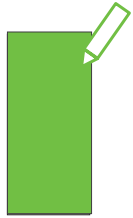
Dreieck



Rechteck



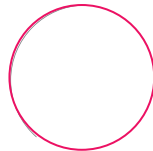
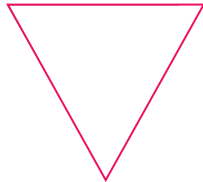
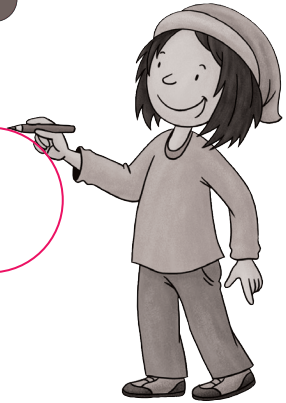
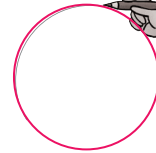
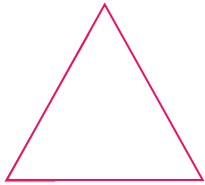
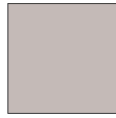
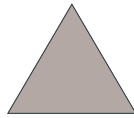
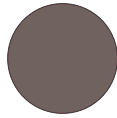
Quadrat



Flächenformen zuordnen

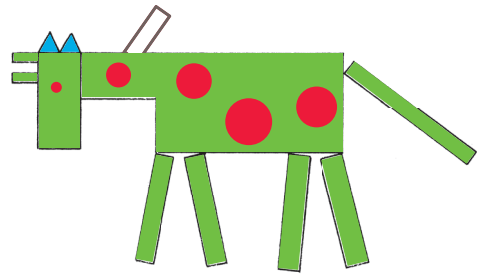
1

Zeichne.

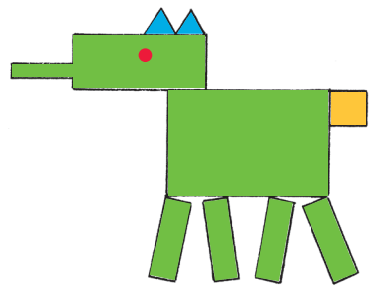


1

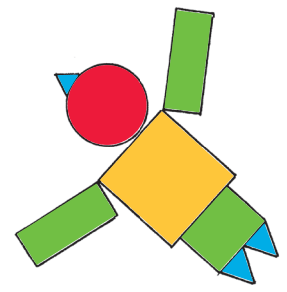
Male aus. Zähle.



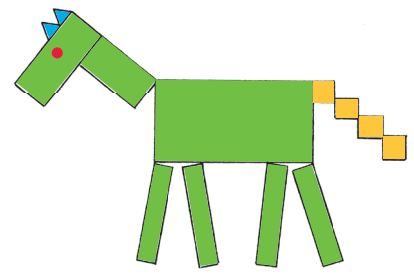
5	2	0	10



1	2	1	7



2	3	1	3

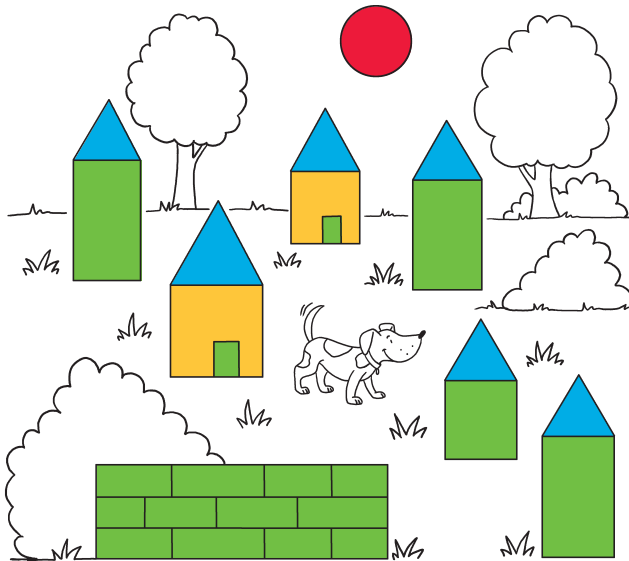






1	2	4	7

Flächen erkennen und zählen

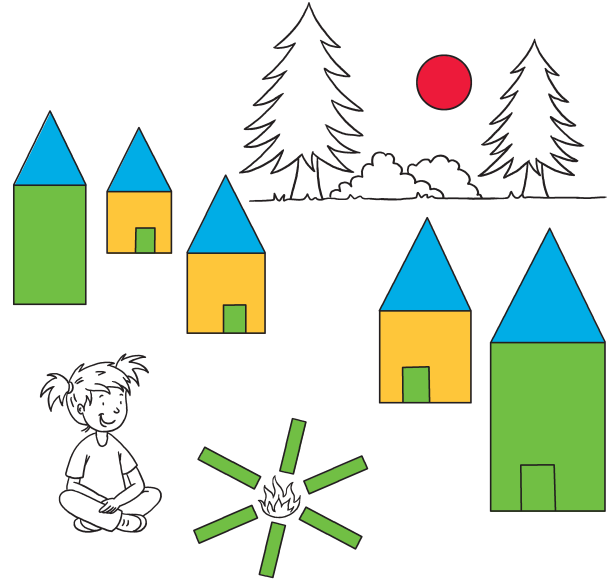
1

Male aus. Zähle.



			
1	6	2	18

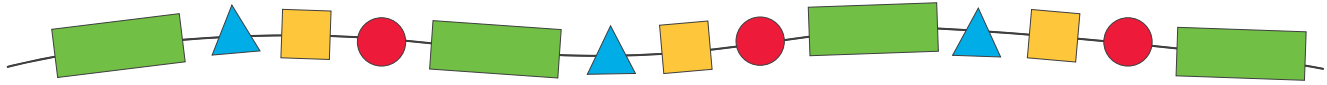
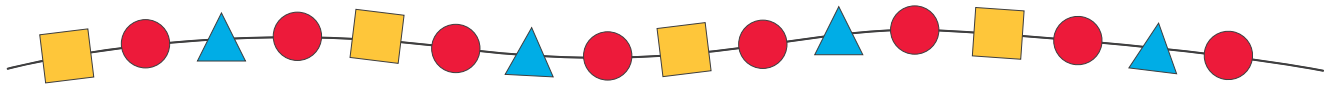
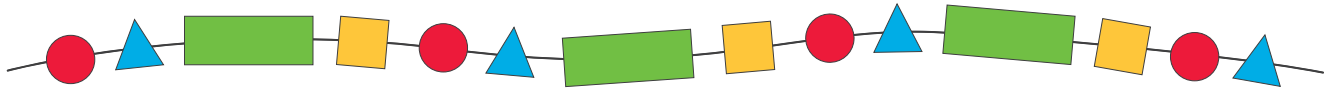
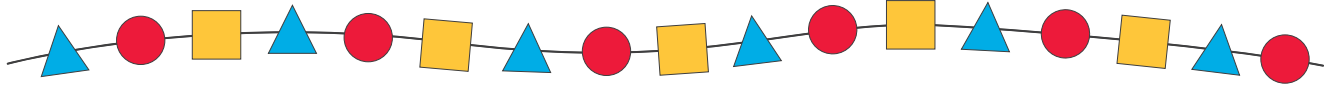
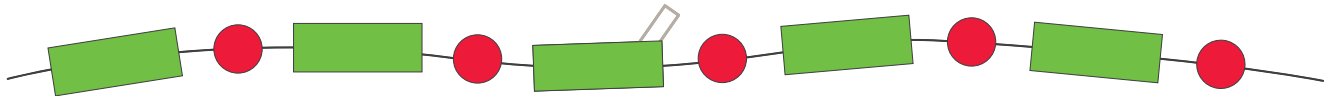
2



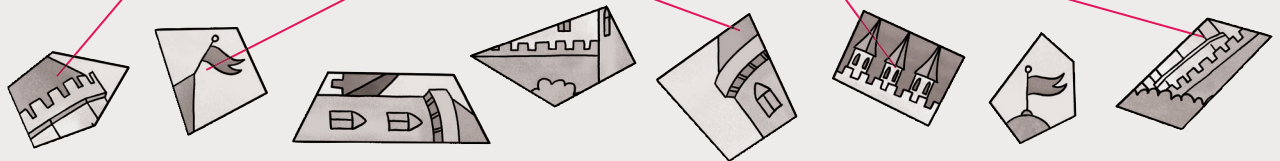
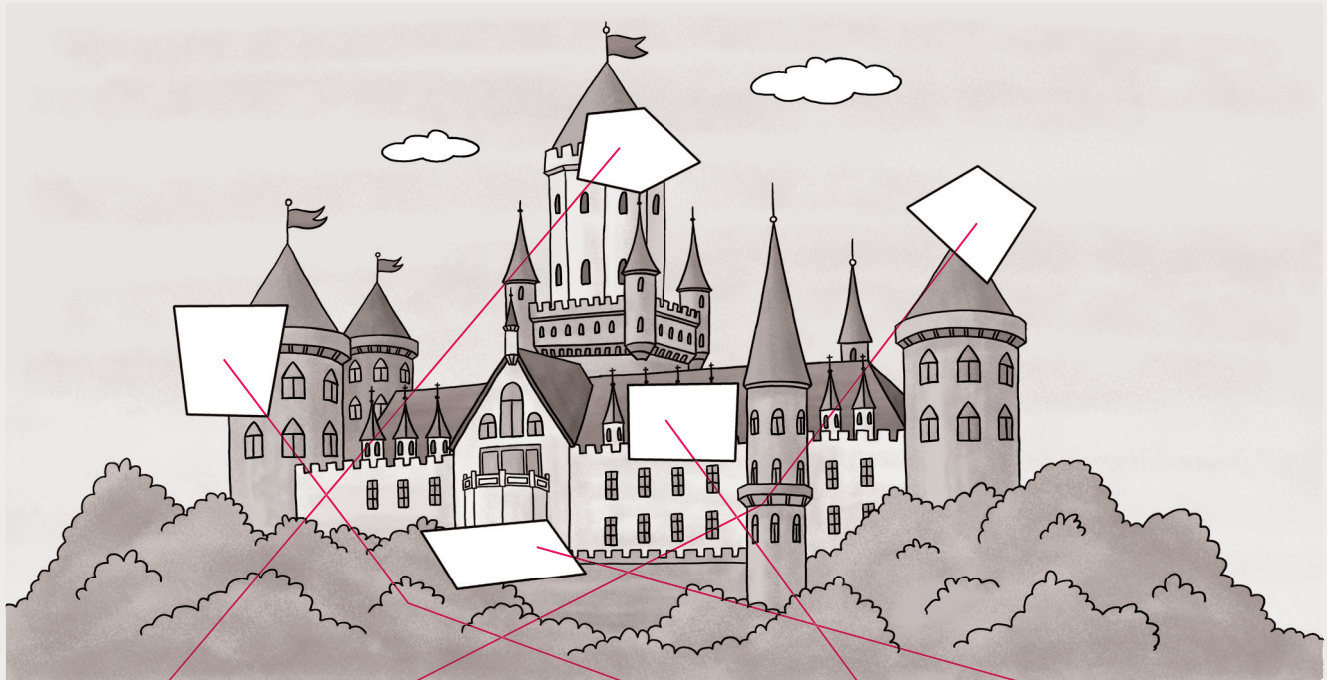
			
1	5	3	12

1

Setze fort.

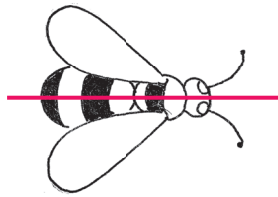
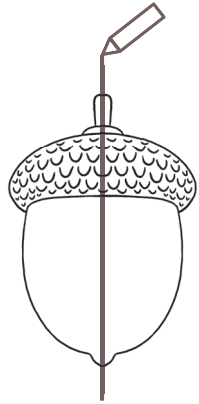


Muster fortsetzen

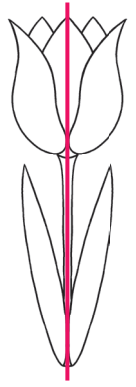
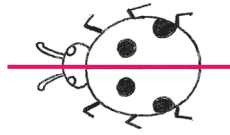
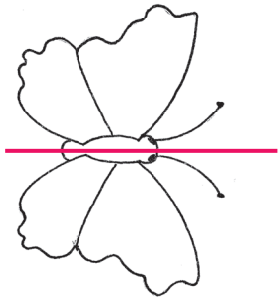
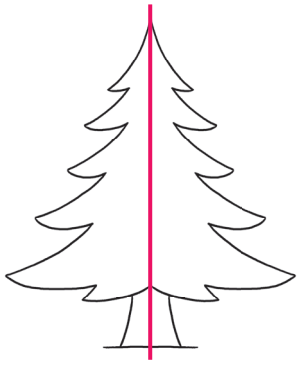


1

Zeichne die Spiegelachse ein.

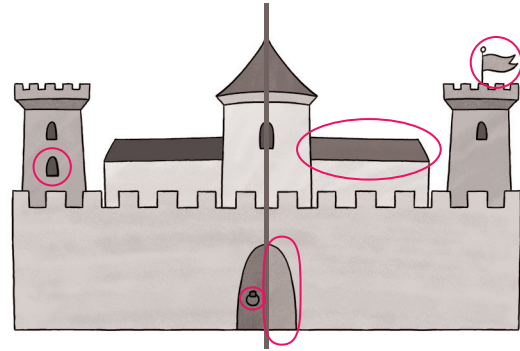
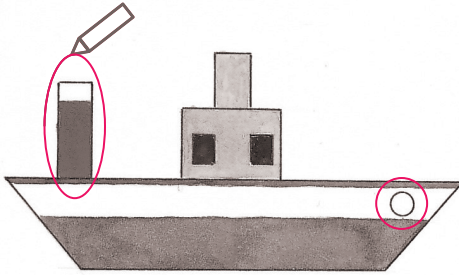


2

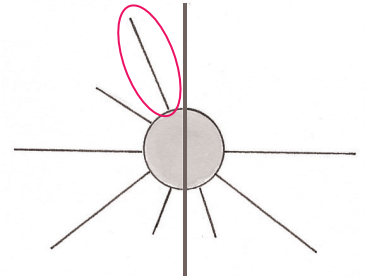
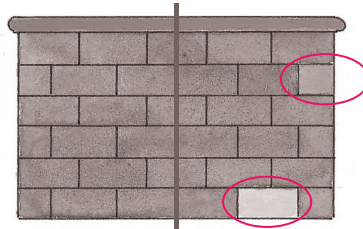
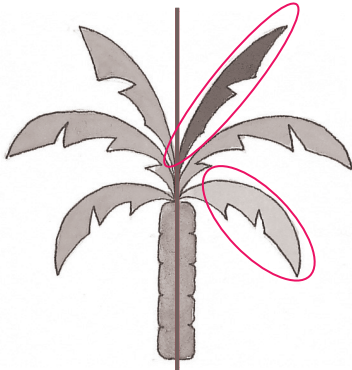


1

Finde die Fehler. Kreise sie ein.



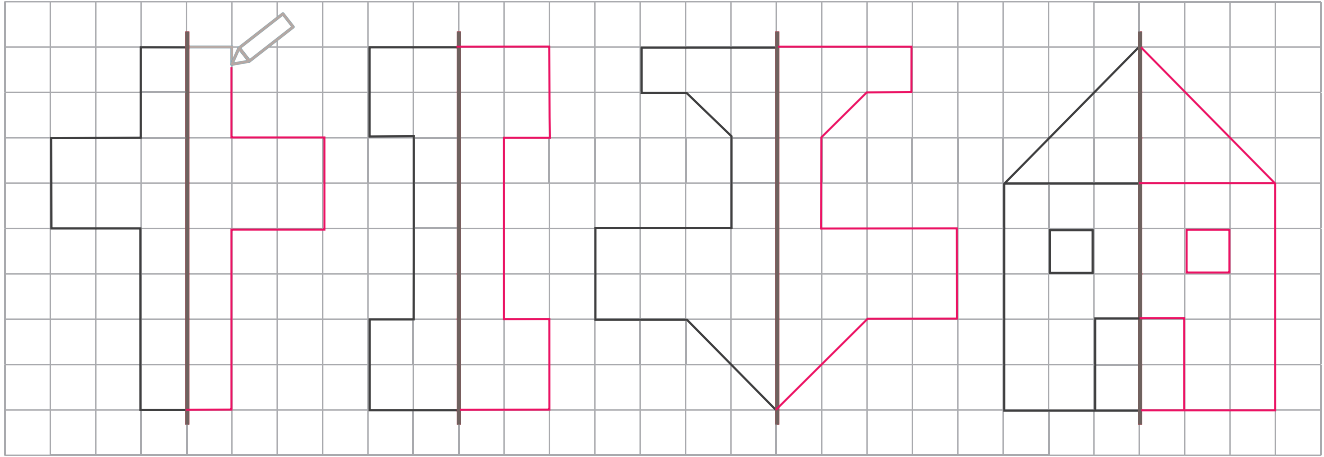
2



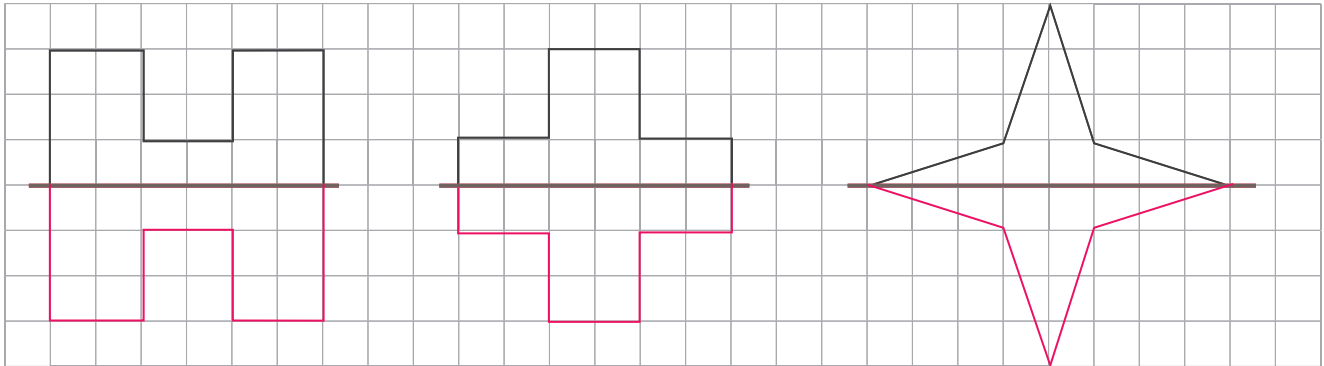
Spiegelsymmetrie prüfen

1

Zeichne die Spiegelbilder.



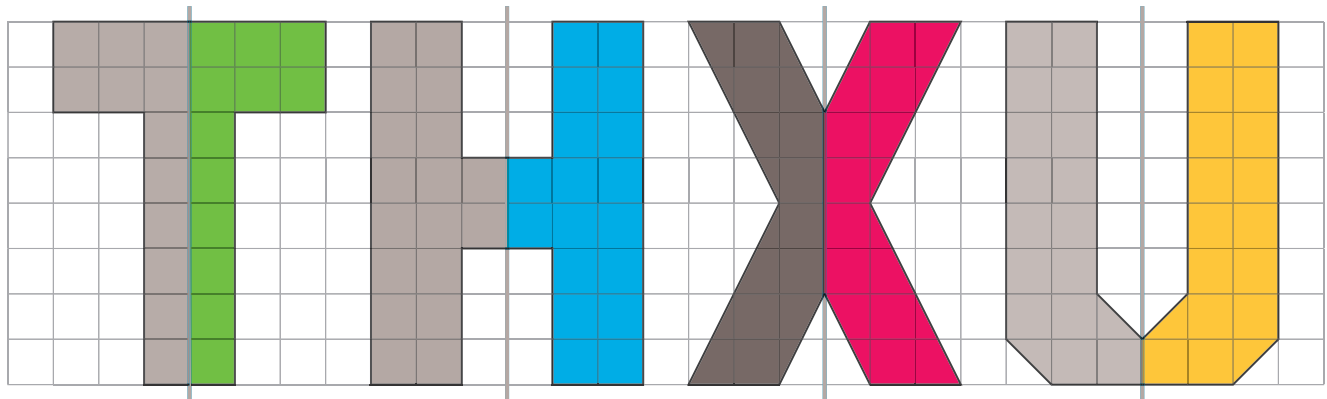
2



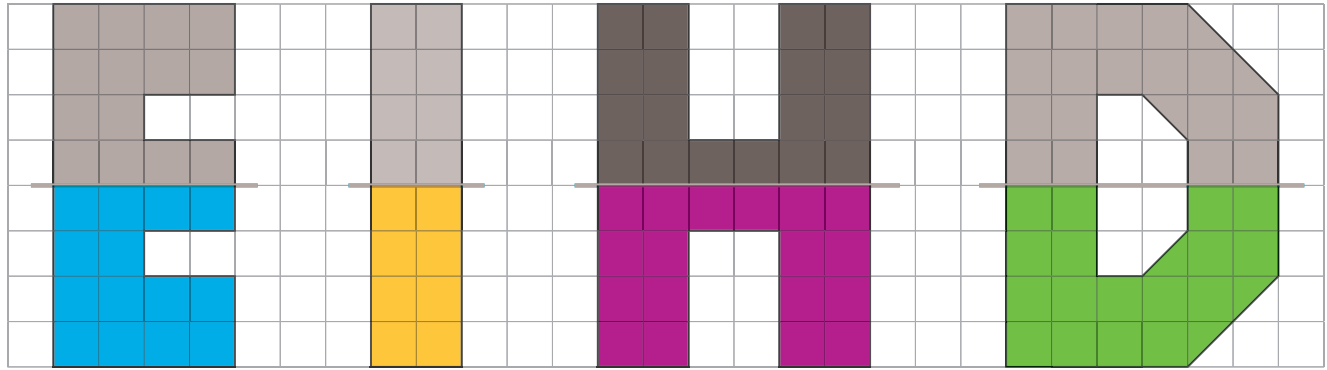
Spiegelbilder zeichnen

1

Zeichne die Spiegelbilder.



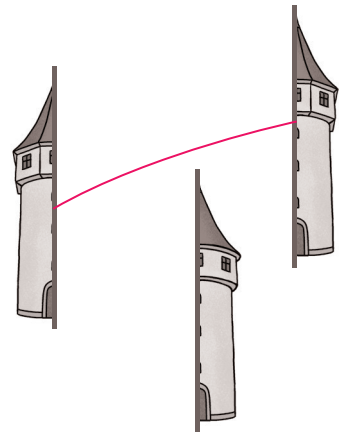
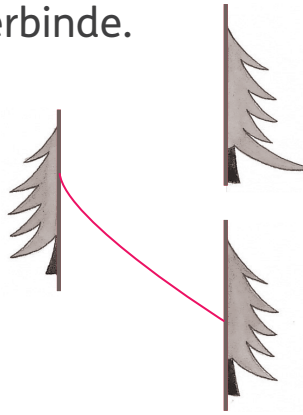
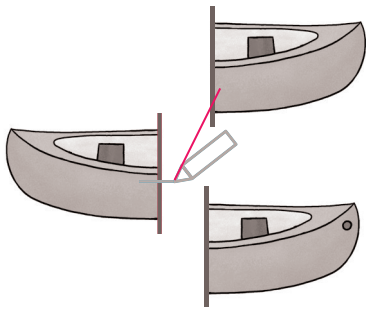
2



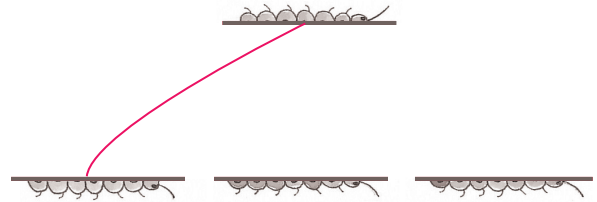
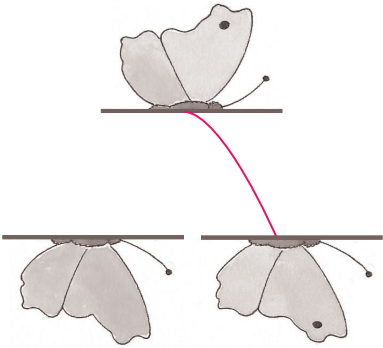
Spiegelbilder zeichnen

1

Was gehört zusammen? Verbinde.



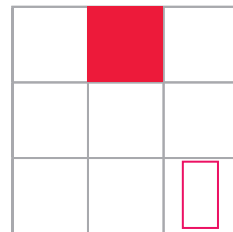
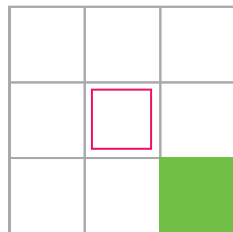
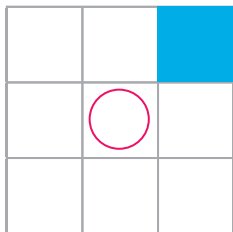
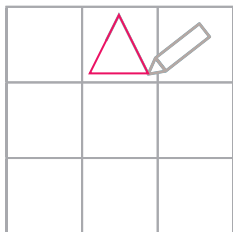
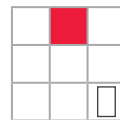
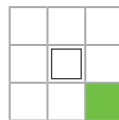
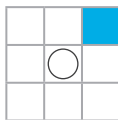
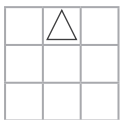
2



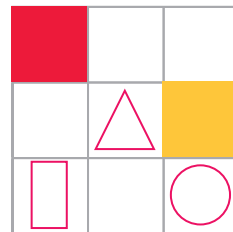
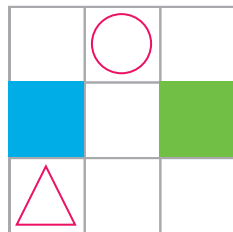
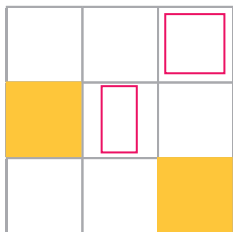
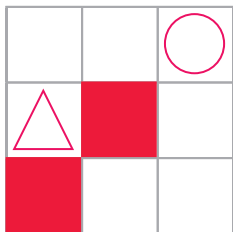
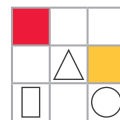
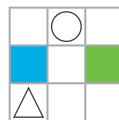
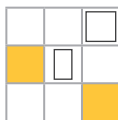
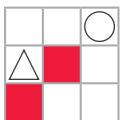
Gestalte ein Bild. Hast Du noch weitere Ideen?



1 Übertrage.



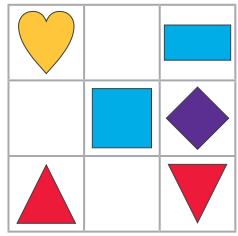
2



Lagebeziehungen

1

Was liegt an welcher Stelle? Zeichne ein.



links oben



rechts oben



in der Mitte



links unten



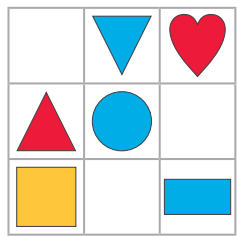
rechts unten



in der Mitte rechts



2



rechts unten



in der Mitte links



in der Mitte



links unten



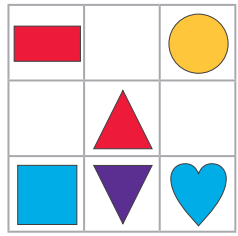
rechts oben



in der Mitte oben



3



in der Mitte



rechts unten



rechts oben



links oben



links unten



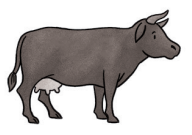
in der Mitte unten



Lagebeziehungen

1

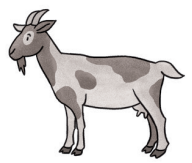
Wo findest du die Tiere?



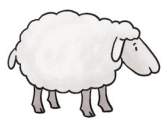
A3



D1



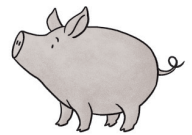
A5



C2



C4



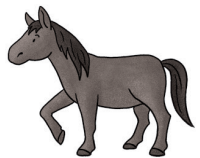
E5



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



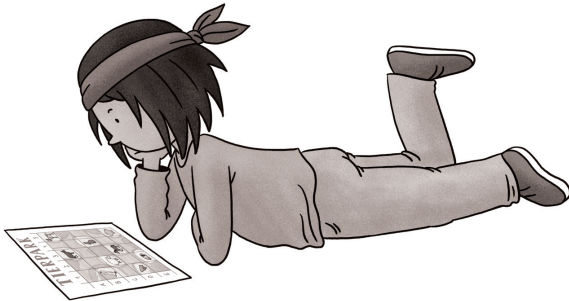
C1



E1



E3



	1	2	3	4	5
A					
B					
C					
D					
E					

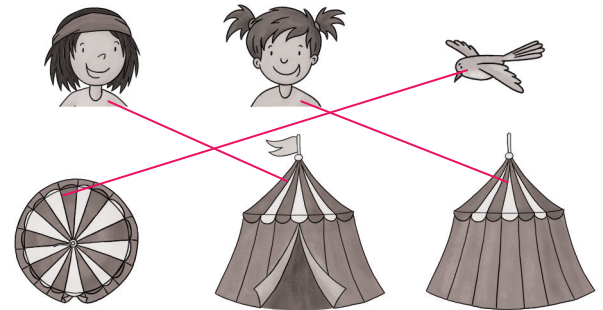
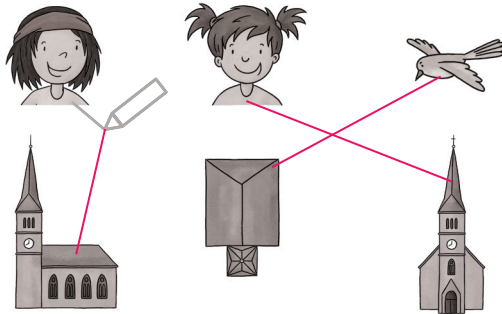
Auf einem Plan orientieren

1

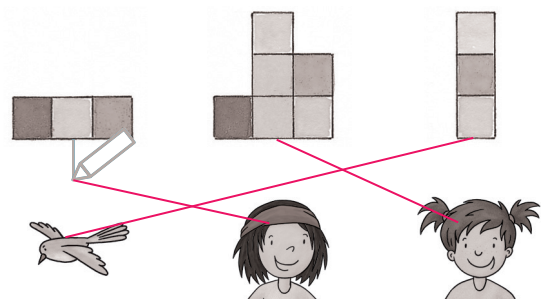
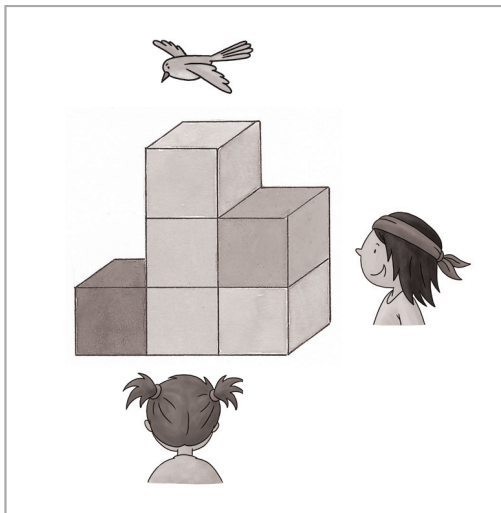
Wer sieht welches Bild? Verbinde.



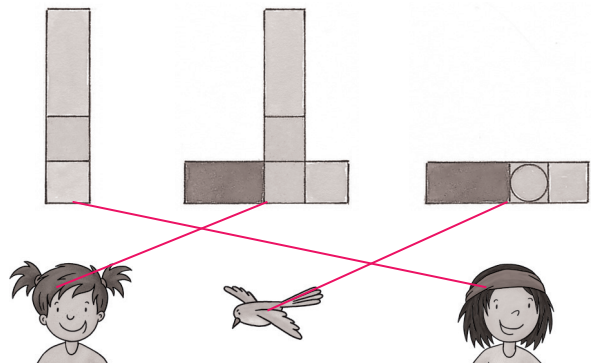
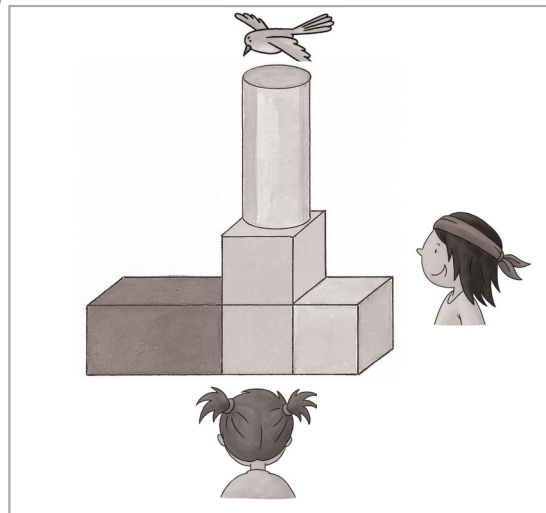
2



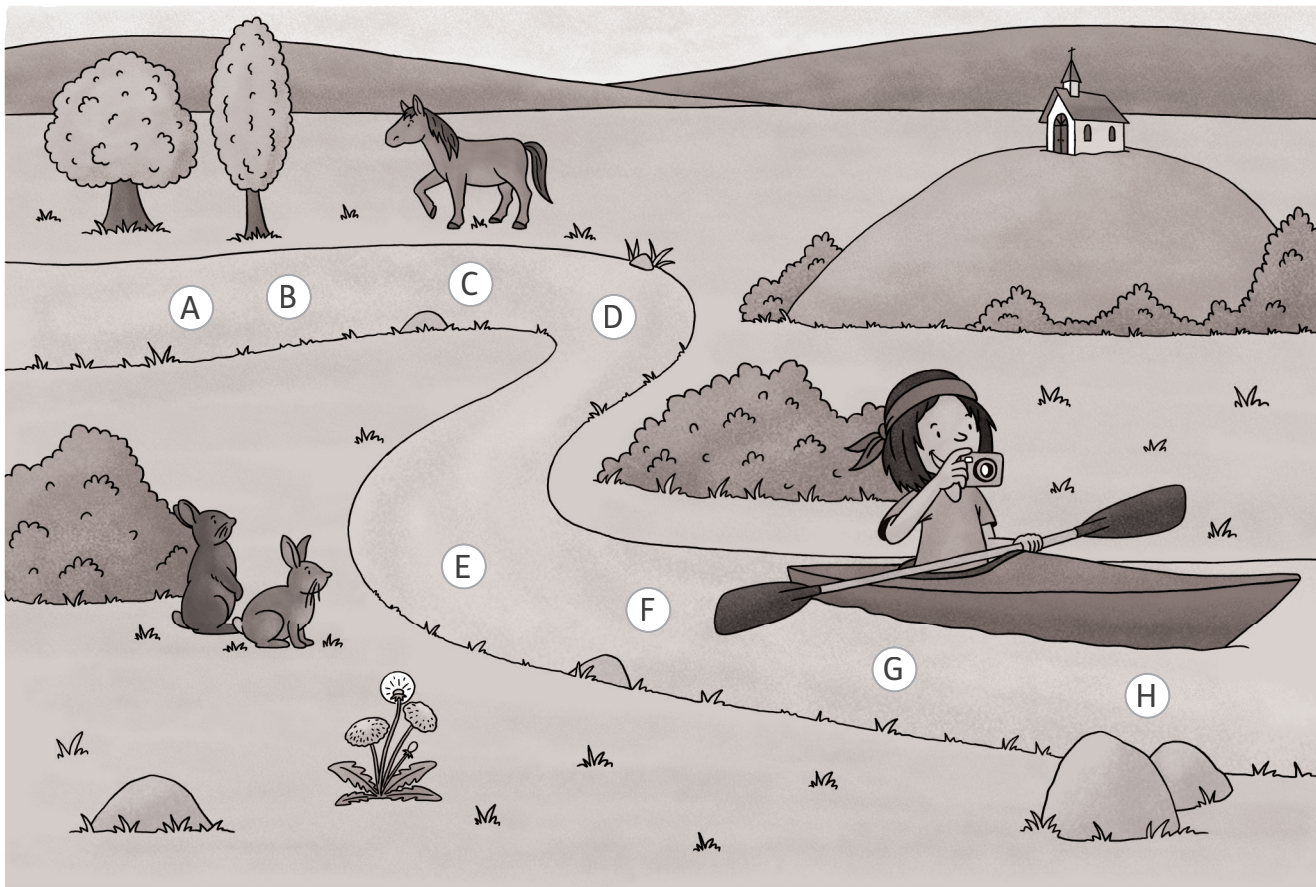
1



2



Ansichten zuordnen

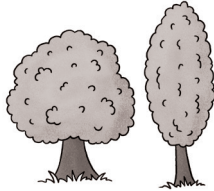


1

Was sieht Anoki wo? Trage die richtigen Buchstaben ein.



G



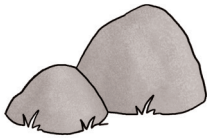
A



H



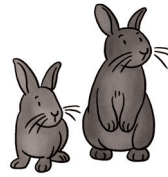
D



F



C



E



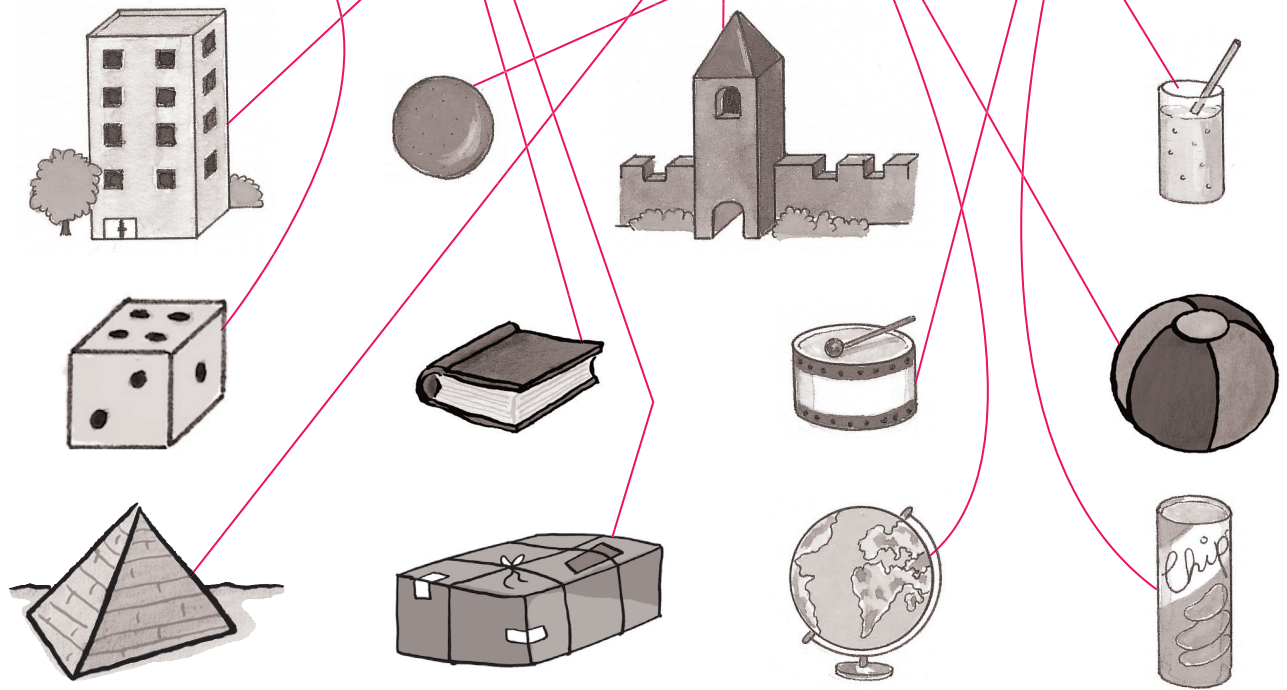
B

Ansichten zuordnen

1

Verbinde.

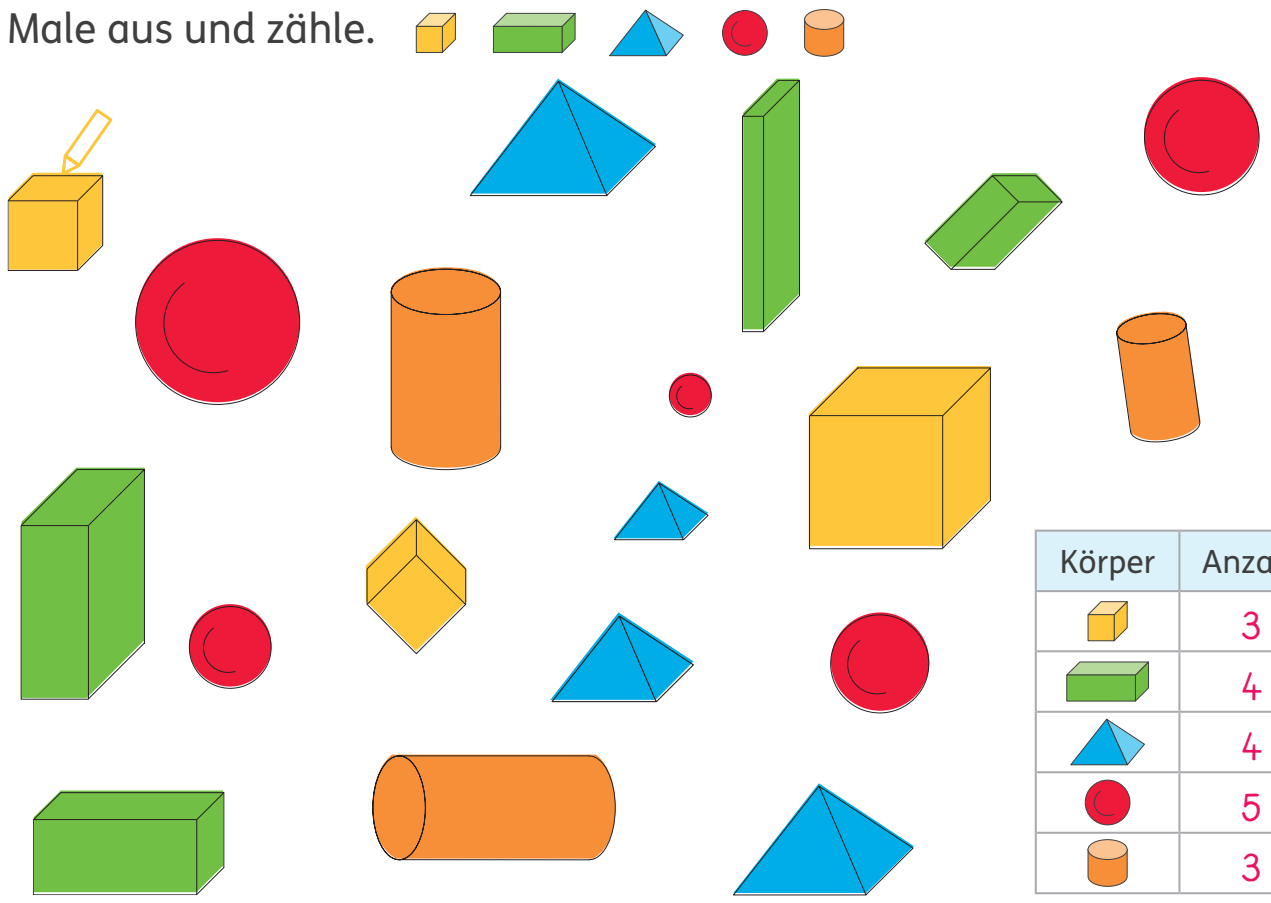
    
Würfel Quader Pyramide Kugel Zylinder








Körper zuordnen

1

Male aus und zähle.

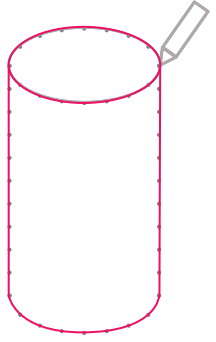


Körper	Anzahl
	3
	4
	4
	5
	3

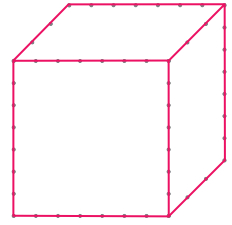
Körper erkennen und zählen

1

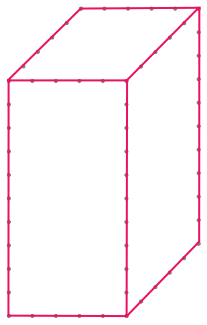
Zeichne die Körper.



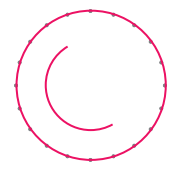
Zylinder



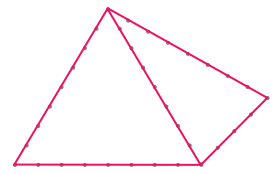
Würfel



Quader



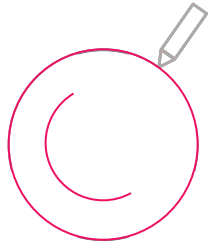
Kugel



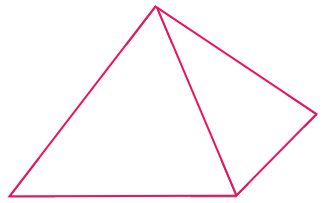
Pyramide

2

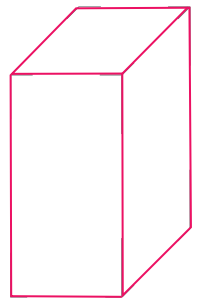
Schreibe die Namen.



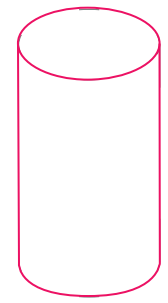
Kugel



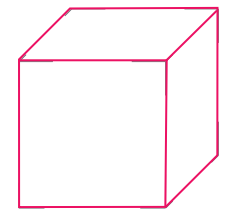
Pyramide



Quader



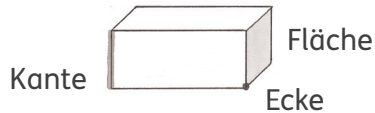

Zylinder



Würfel

1

Ergänze die Steckbriefe.

Name: Würfel

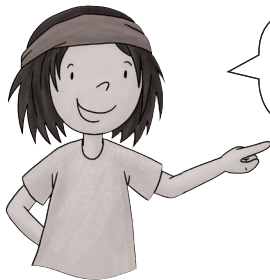
Anzahl der Ecken: 8

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: Pyramide

Anzahl der Ecken: 5

Anzahl der Kanten: 8

Anzahl der Flächen: 5

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: Kugel

Anzahl der Ecken: 0

Anzahl der Kanten: 0

Anzahl der Flächen: 1

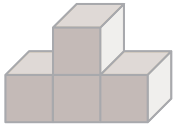
Kann rollen: ja

Kann kippen: nein

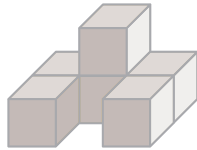
Eigenschaften von Körpern

1

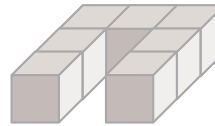
Zeichne den Bauplan der Würfelgebäude.



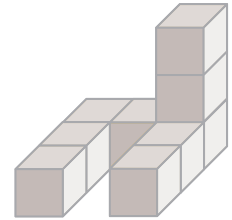
1	2	1



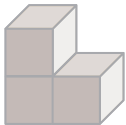
1	2	1
1		1



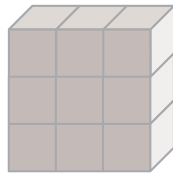
1	1	1
1		1
1		1



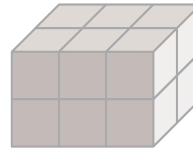
1	1	3
1		1
1		1



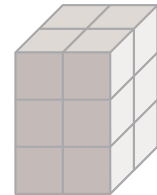
2	1	



3	3	3



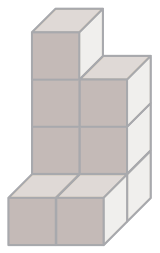
2	2	2
2	2	2



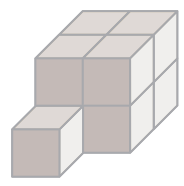
3	3	
3	3	

1

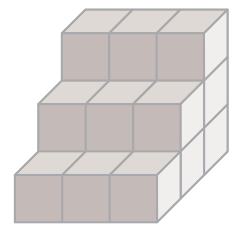
Zeichne den Bauplan der Würfelgebäude.



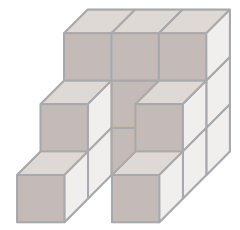
4	3	
1	1	



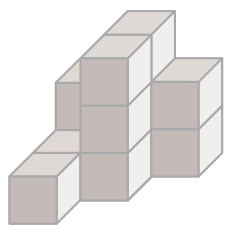
2	2	
2	2	
1		



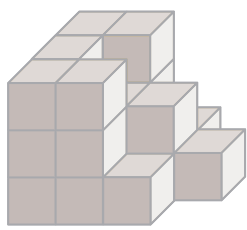
3	3	3
2	2	2
1	1	1



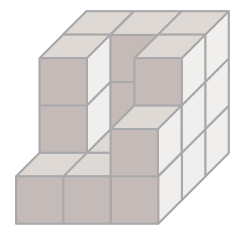
3	3	3
2		2
1		1



2	3	2	
1	3		
1			



3	3	1	
3	2	2	1
3	3	1	

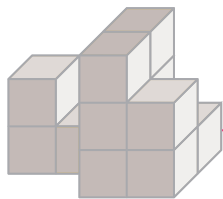


3	3	3
3	1	3
1	1	2

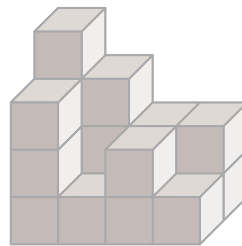
Baupläne von Würfelgebäuden

1

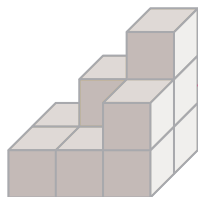
Welcher Bauplan passt zu welchem Würfelgebäude? Verbinde.



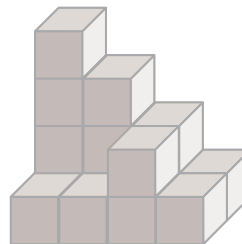
1	2	3
1	1	2



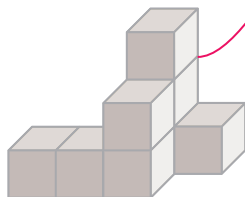
3	2	3	1
1	1	3	1



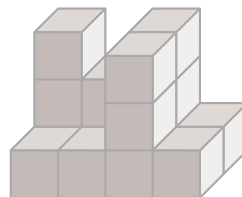
0	0	3	1
1	1	2	0



4	3	2	2
3	1	2	1



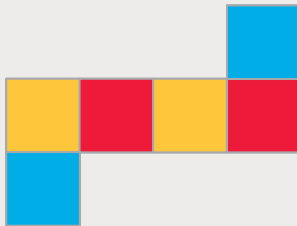
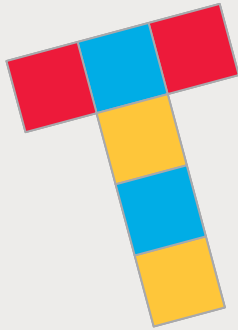
2	1	3	1
0	0	3	2



4	3	2	1
1	1	2	1

Baupläne von Würfelgebäuden

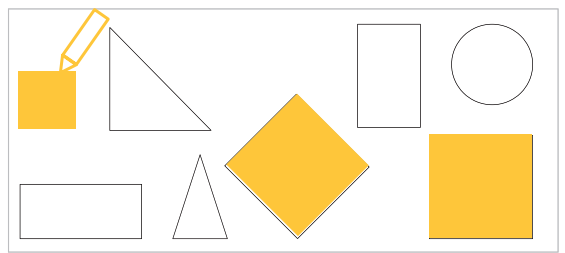
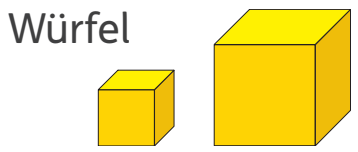
Male die Würfelnetze passend aus.



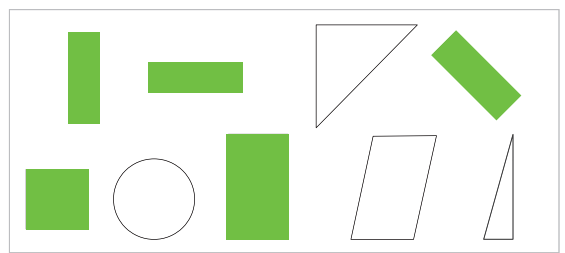
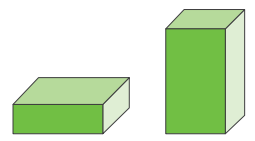
Gegenüberliegende
Seiten haben die
gleiche Farbe.



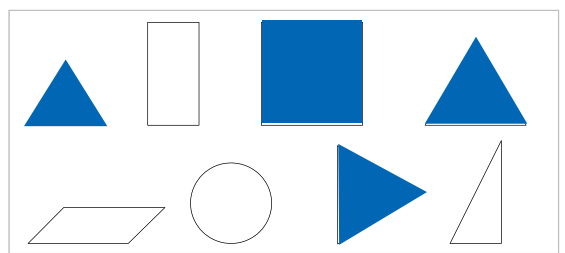
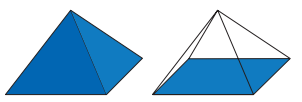
1 Welche Flächen passen? Male aus.



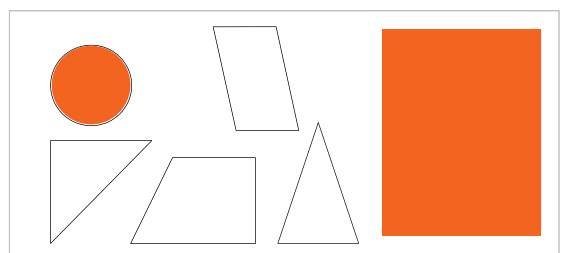
2 Quader



3 Pyramide

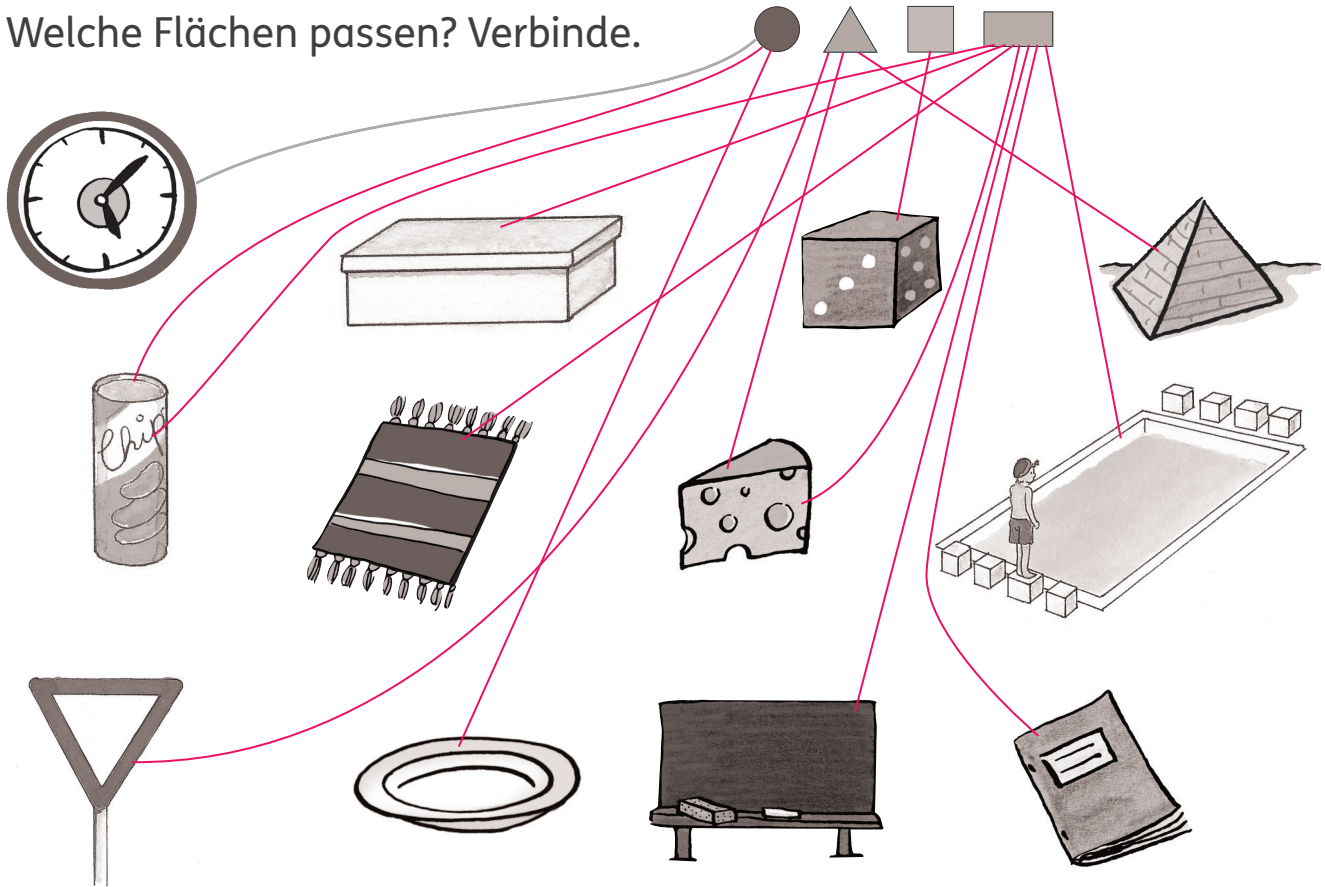


4 Zylinder



1

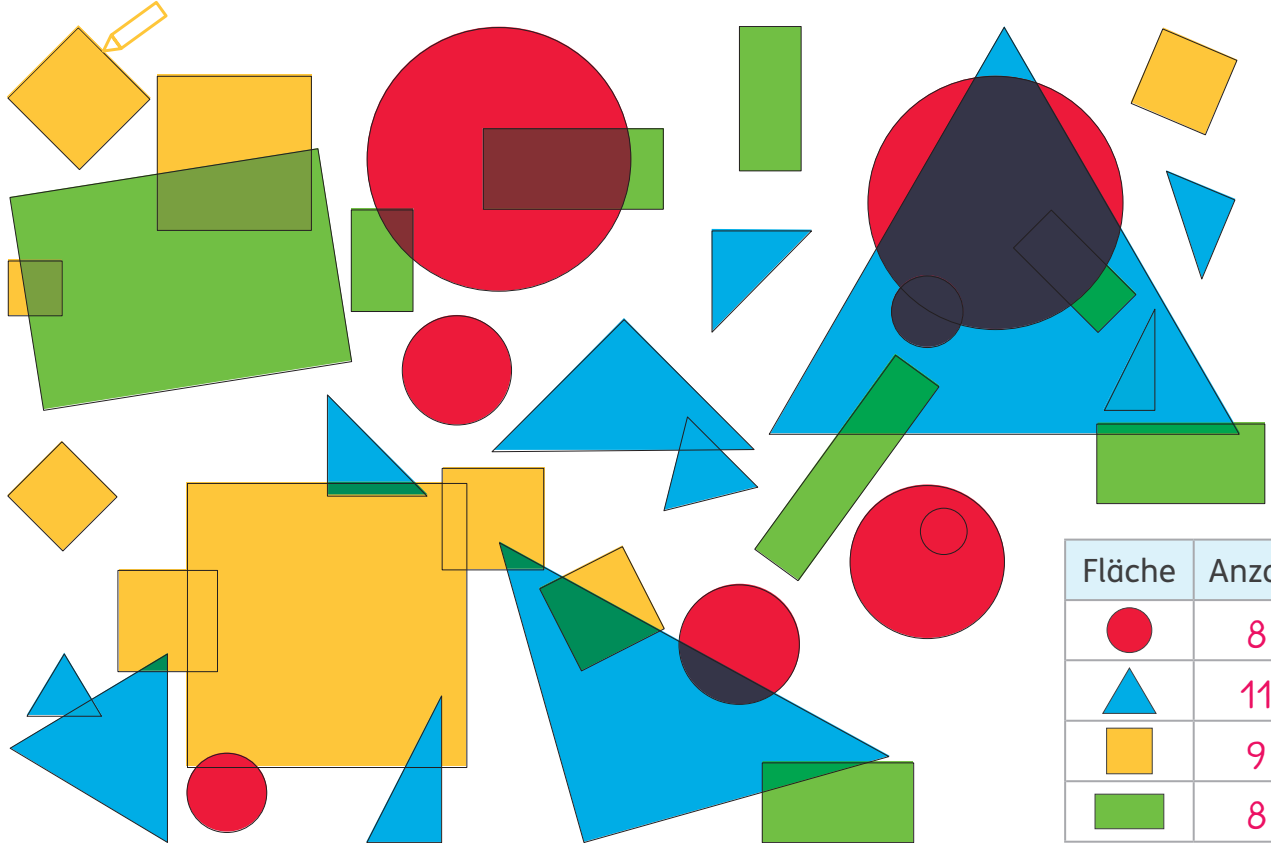
Welche Flächen passen? Verbinde.







Flächen zuordnen

1

Male an. Zähle.



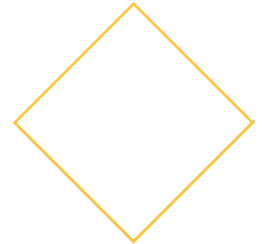
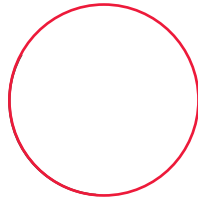
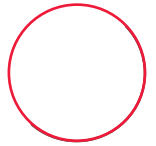
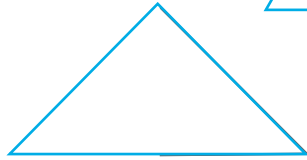
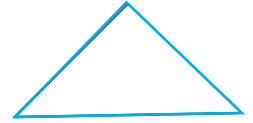
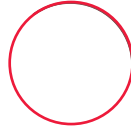
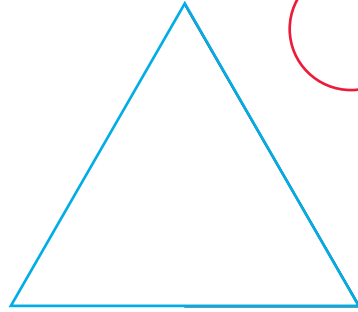
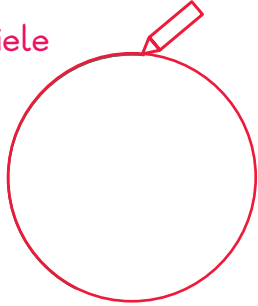
Fläche	Anzahl
	8
	11
	9
	8

1

Zeichne weiter.



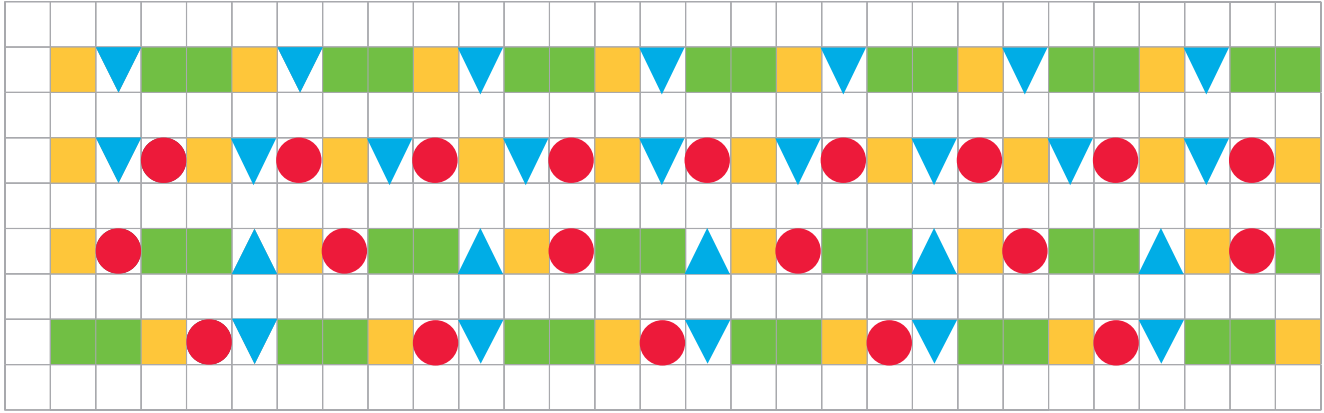
Beispiele



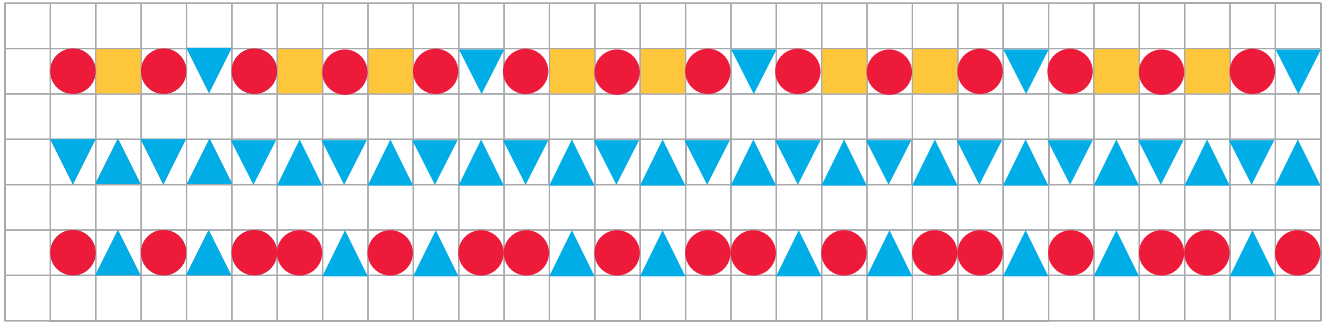
Flächen zeichnen

1

Setze die Muster fort.



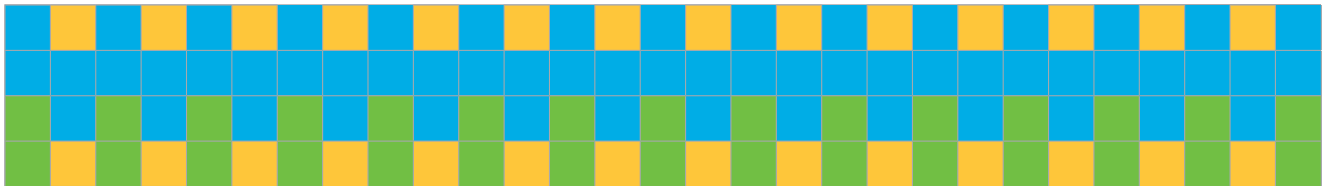
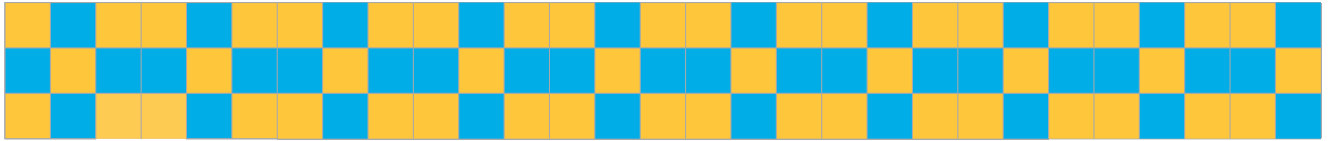
2



Muster fortsetzen

1

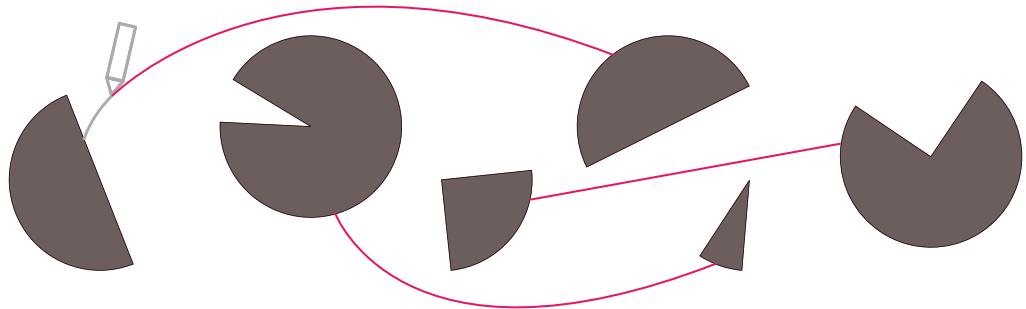
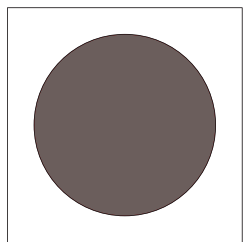
Setze die Muster fort.



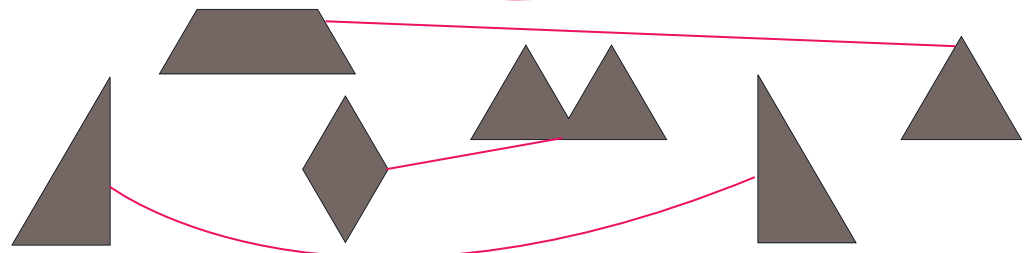
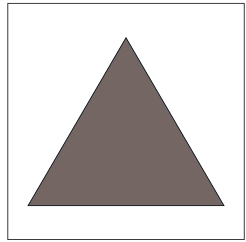
Muster fortsetzen

1

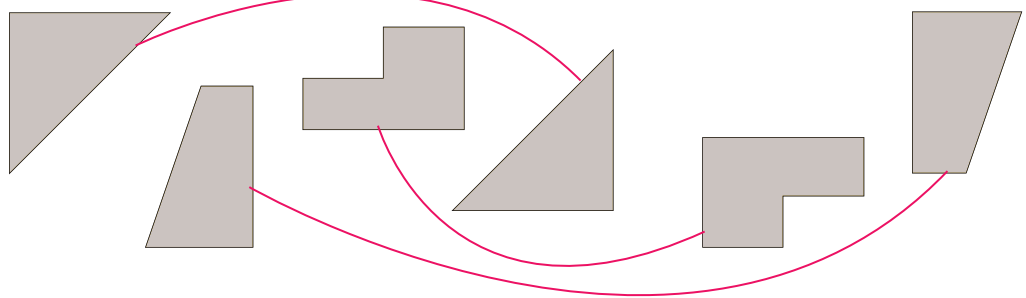
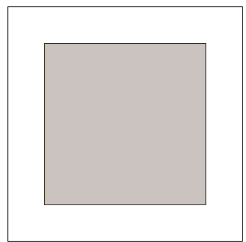
Immer zwei Teile gehören zusammen. Verbinde.



2



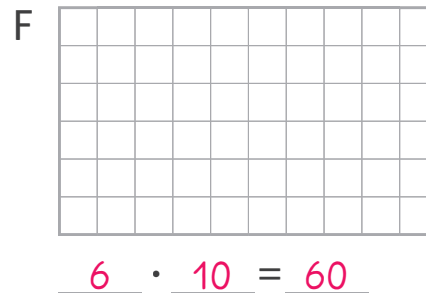
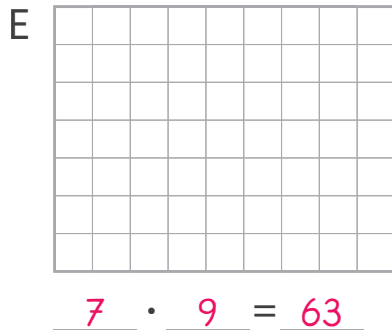
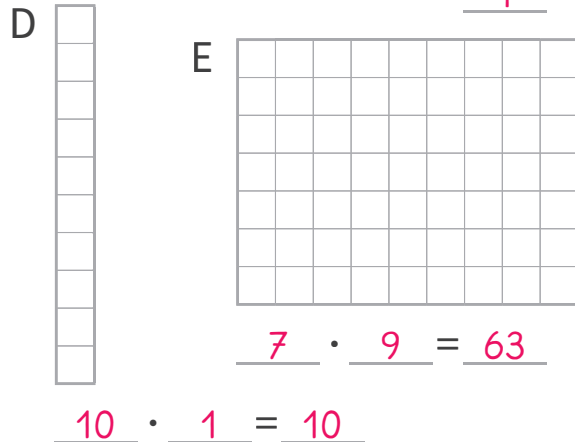
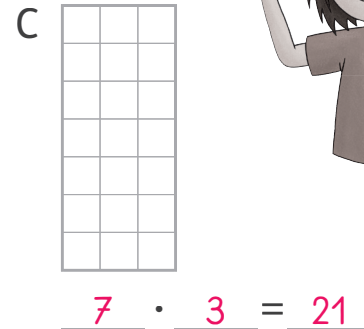
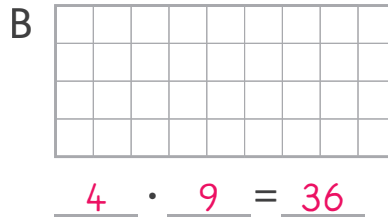
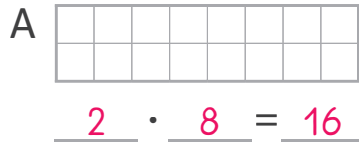
3



1

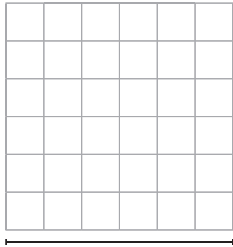
Wie viele Kästchen haben die Rechtecke?
Schätze zuerst.

Zähle die Kästchen.
Schreibe Malaufgaben.



Das Rechteck E hat die meisten Kästchen.

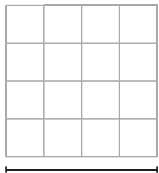
1 Miss die Seitenlängen der Quadrate.



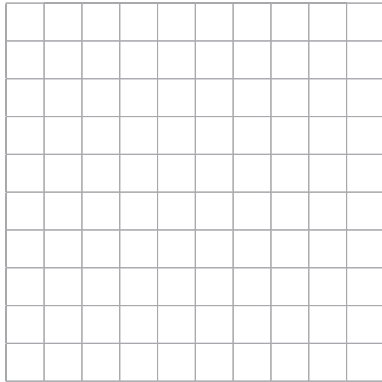
3 cm



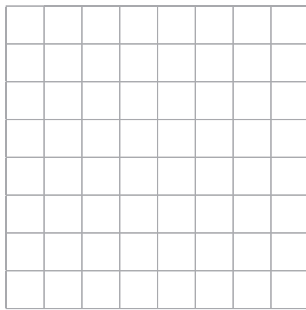
1 cm



2 cm



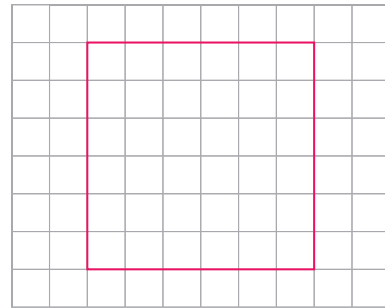
5 cm



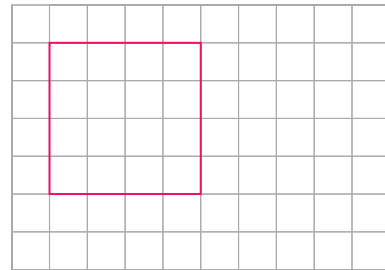
4 cm

2 Zeichne die Quadrate.

Seitenlänge: 3 cm

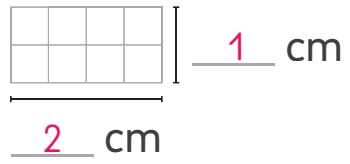
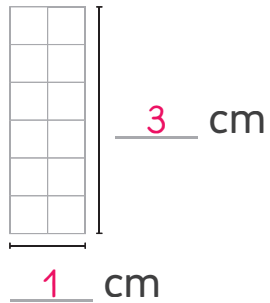
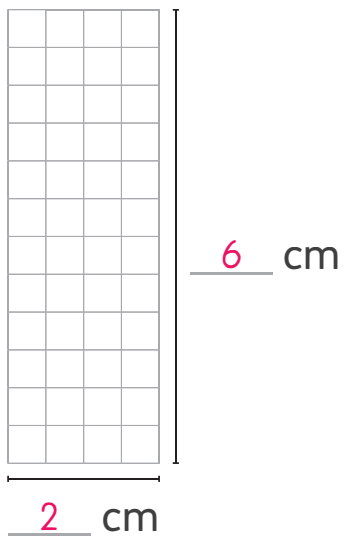
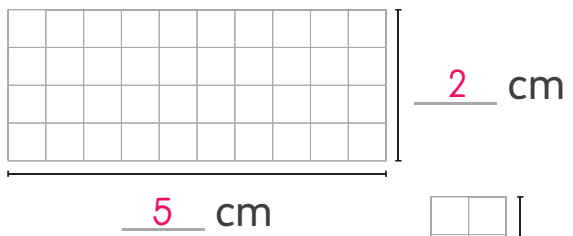


Seitenlänge: 2 cm



1

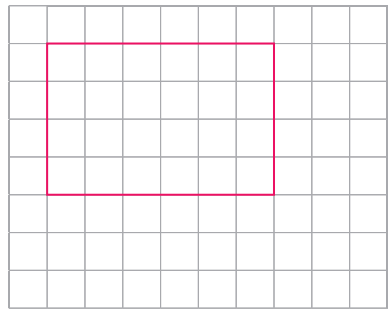
Miss die Seitenlängen der Rechtecke.



2

Zeichne die Rechtecke.

Seitenlängen: 3 cm und 2 cm



Seitenlängen: 5 cm und 1 cm

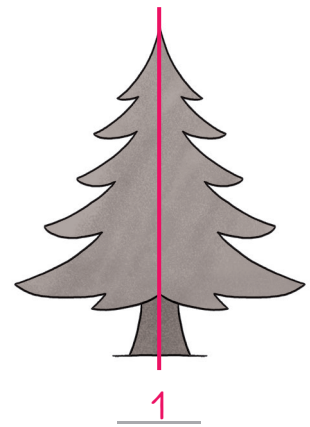
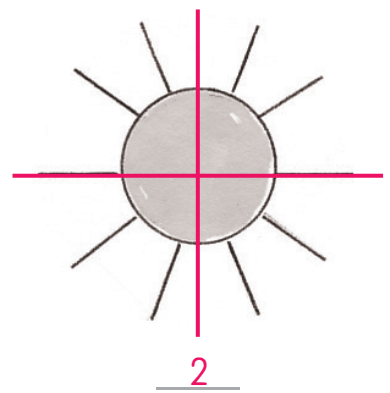
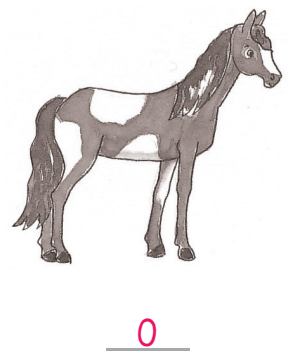
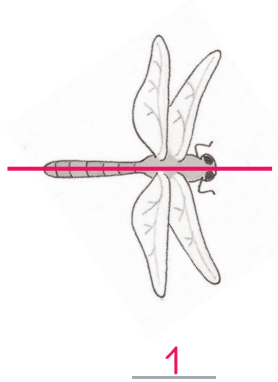
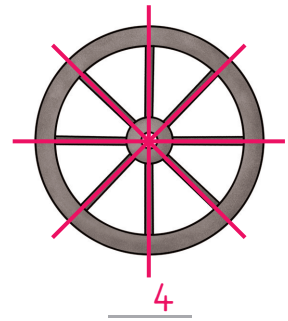
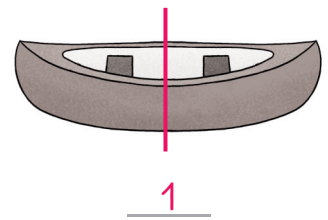
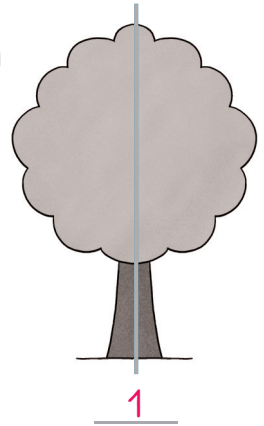


Rechtecke messen und zeichnen

1

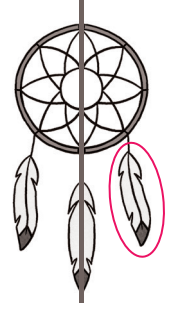
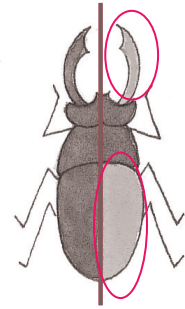
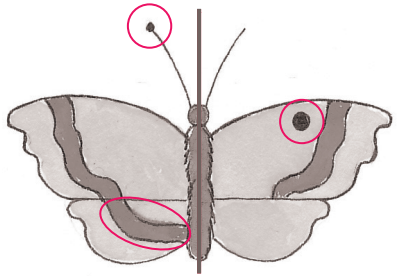
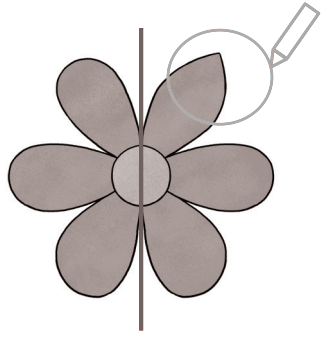
Zeichne die Spiegelachsen ein. Wie viele gibt es?

Ein Bild hat keine Spiegelachse.

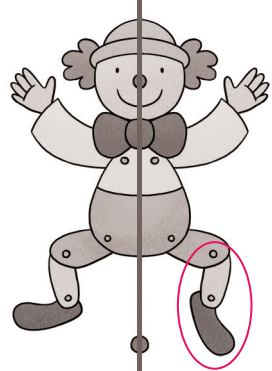
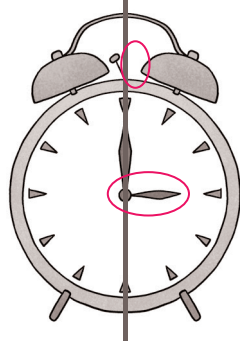
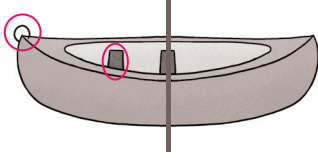
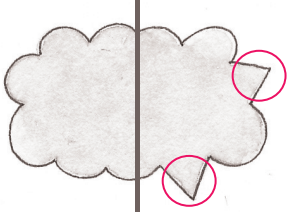


1

Finde die Fehler. Kreise sie ein.



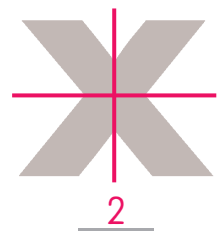
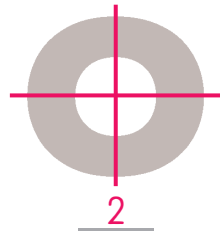
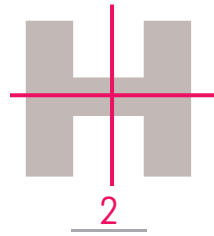
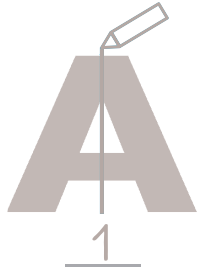
2



Spiegelsymmetrie prüfen

1

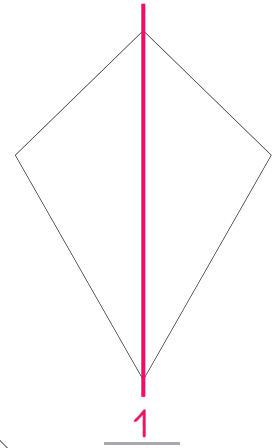
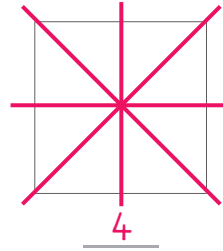
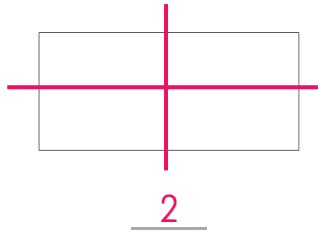
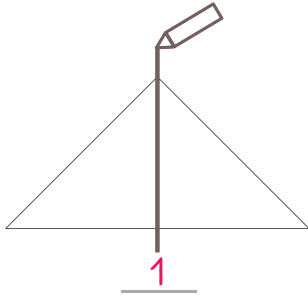
Zeichne alle Spiegelachsen ein. Wie viele gibt es?



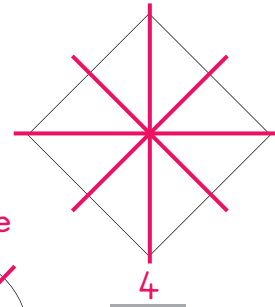
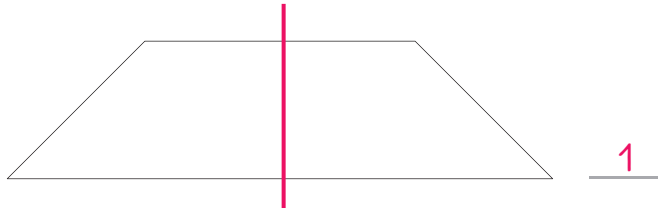
Spiegelachsen einzeichnen

1

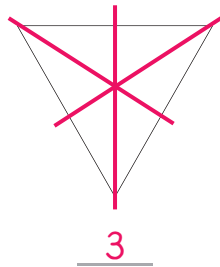
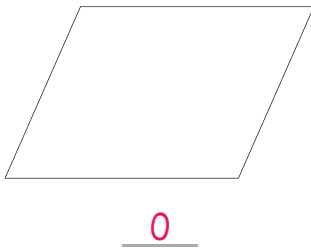
Zeichne alle Spiegelachsen ein. Wie viele gibt es?



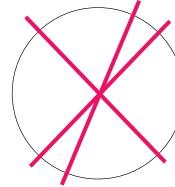
2



3



Beispiele



unendlich viele

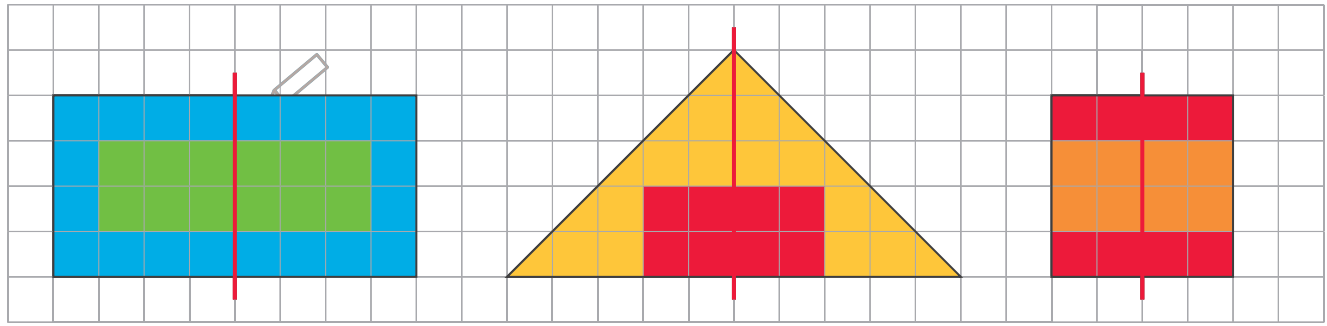
Wie viele Spiegelachsen hat ein Kreis?



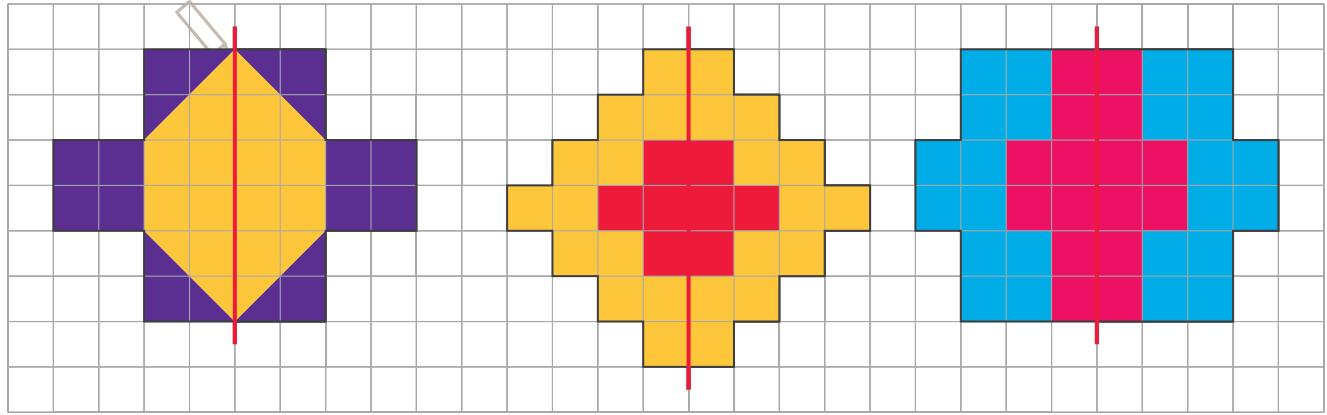
Spiegelachsen erkennen

1

Zeichne die Spiegelbilder.



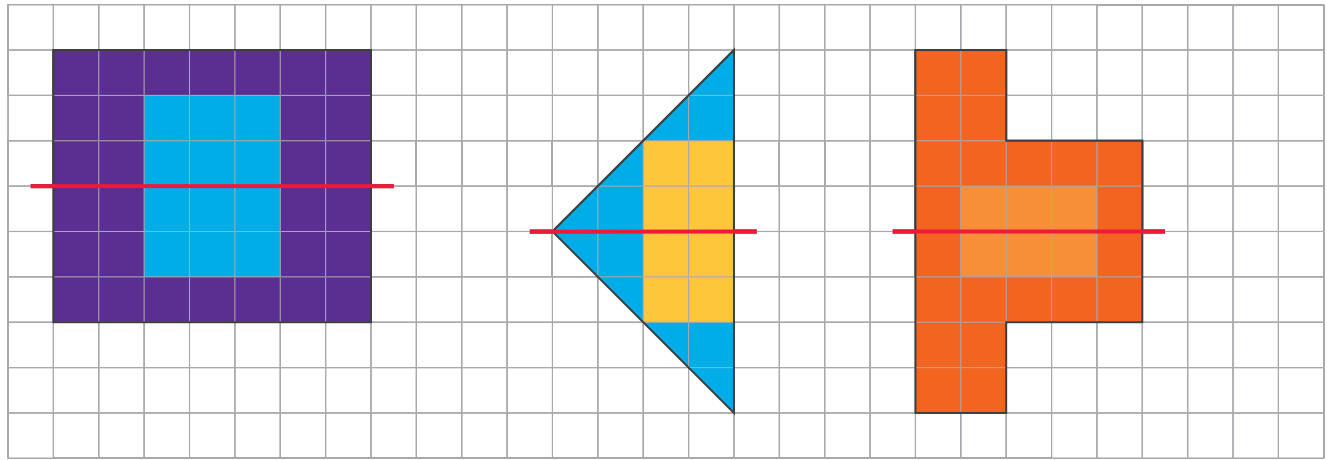
2



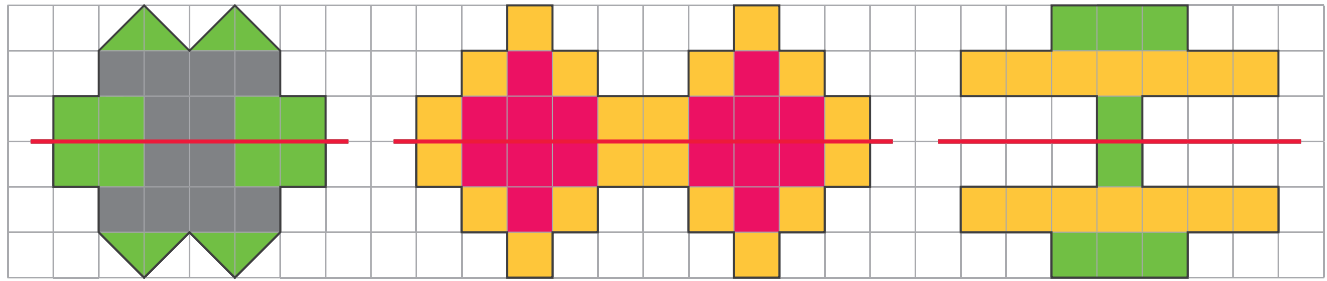
Spiegelbilder zeichnen

1

Zeichne die Spiegelbilder.



2

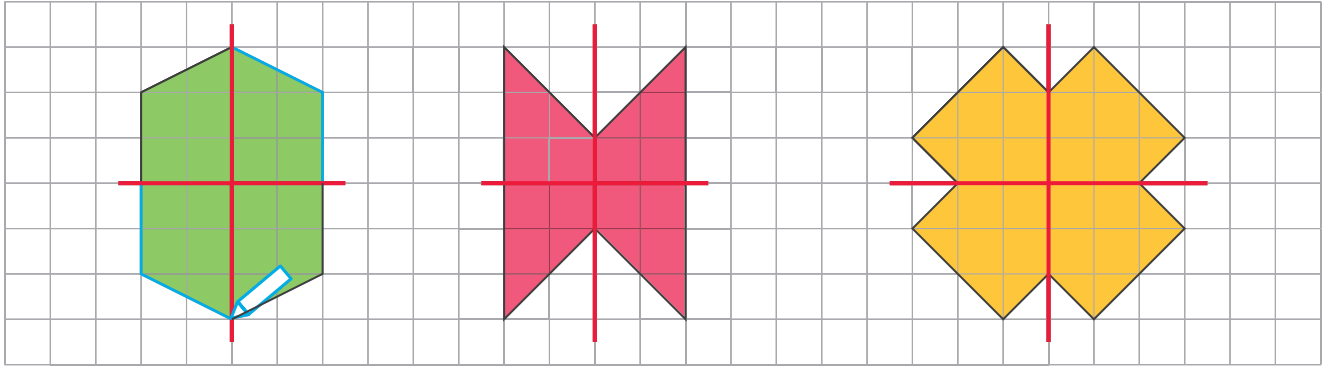


Spiegelbilder zeichnen

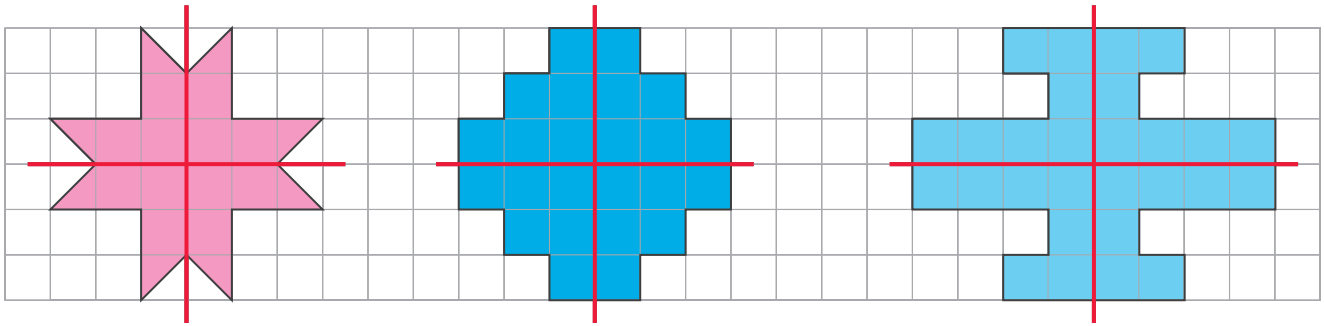
1

Spiegle zuerst an einer Achse.

Spiegle anschließend das gesamte Bild an der anderen Achse.



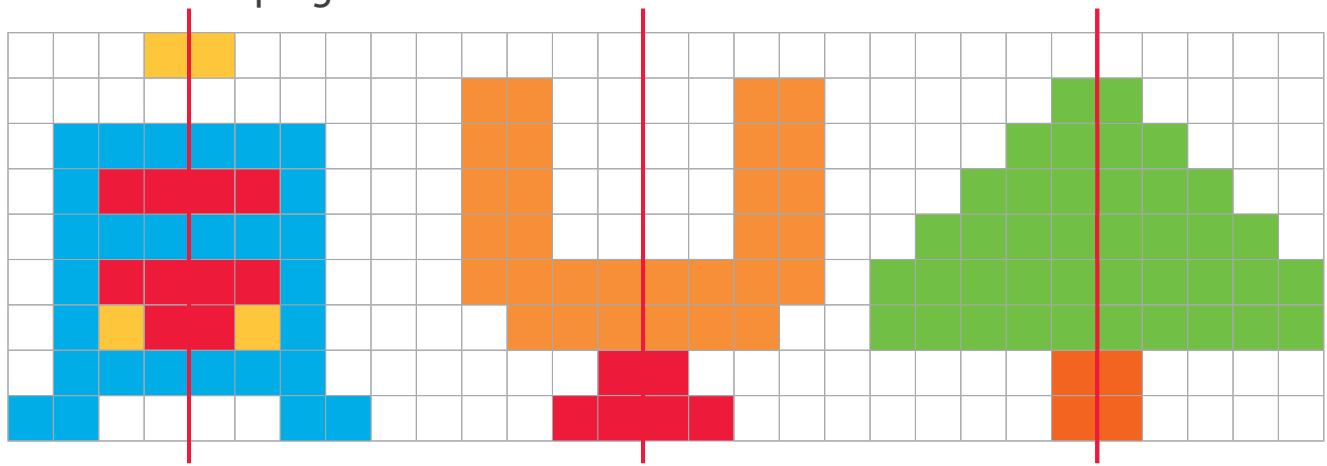
2



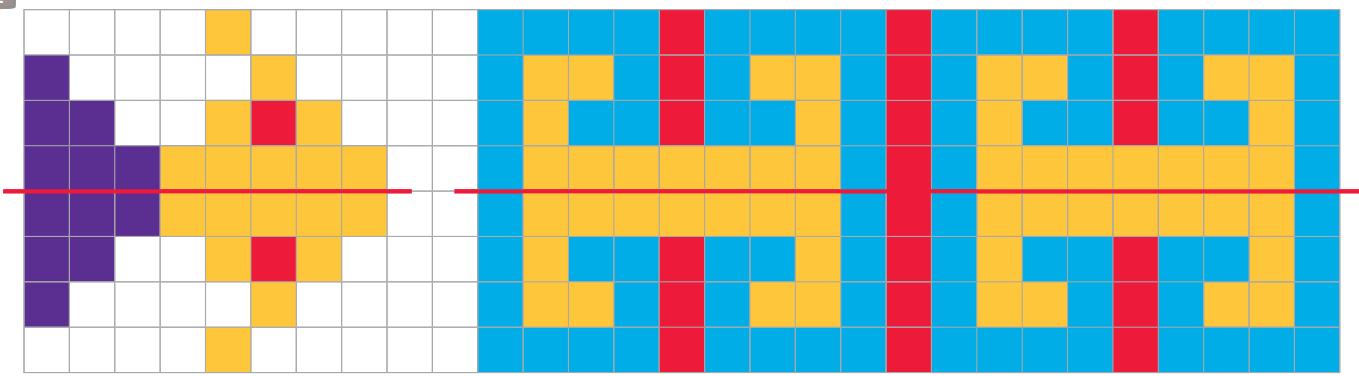
Spiegelbilder zeichnen

1

Zeichne die Spiegelbilder.



2



Spiegelbilder zeichnen

ICH MACHE

MATHE

GERNE!



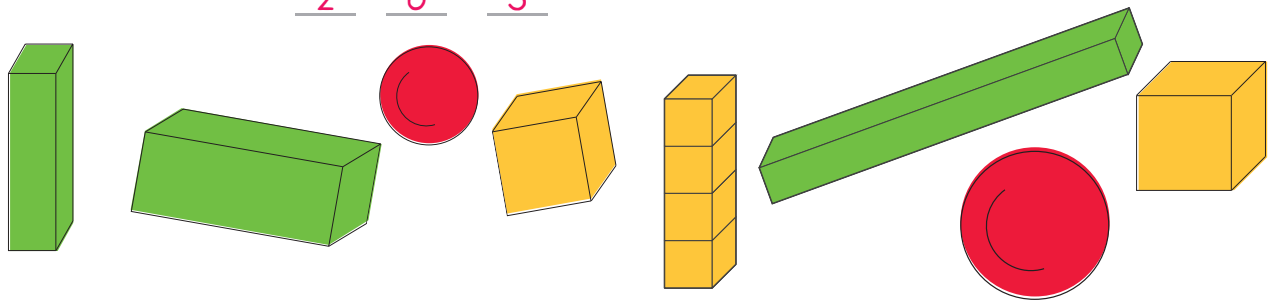
1

Male aus. Zähle.



2 6 3

6



2

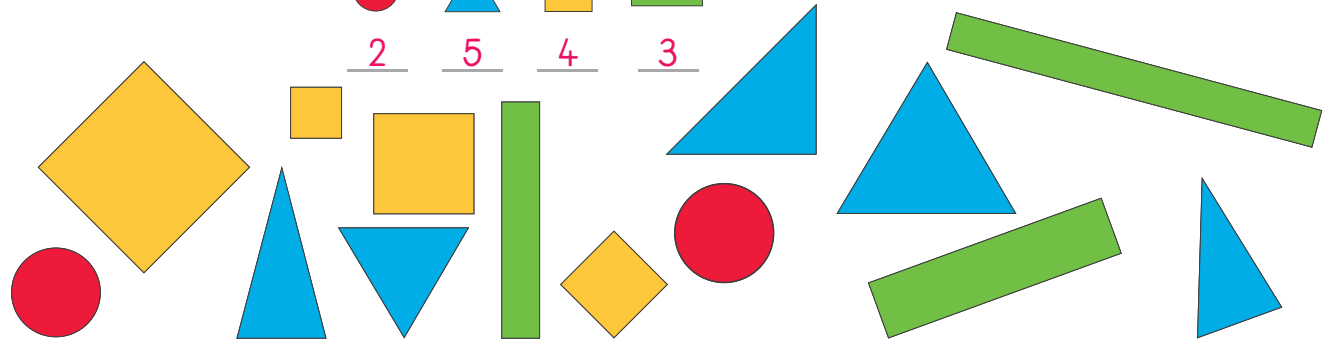
Male aus. Zähle.



2 5 4 3

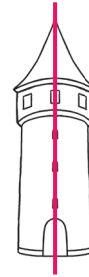
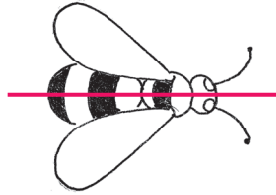
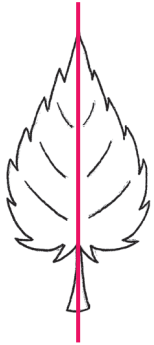
8

14



1

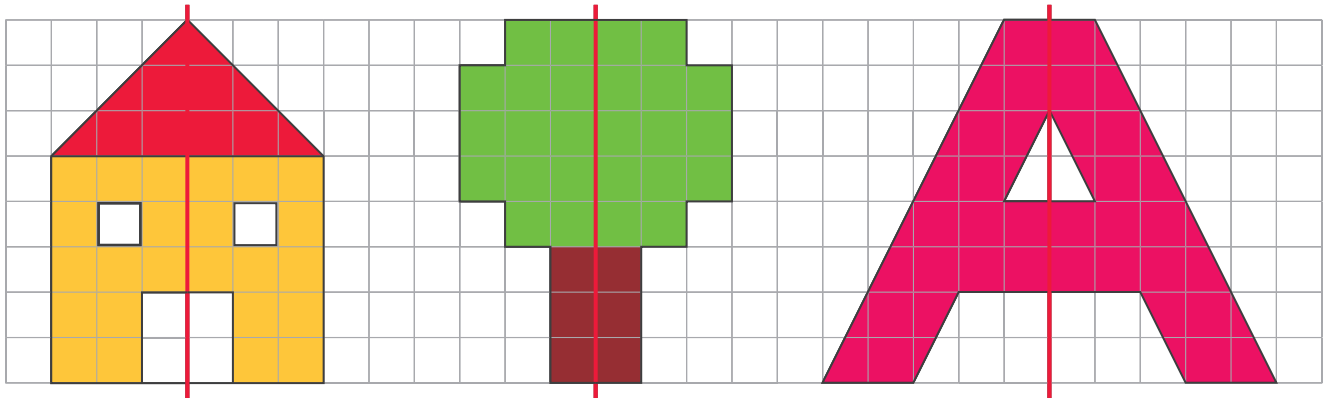
Zeichne die Spiegelachsen ein.



3

2

Zeichne die Spiegelbilder.



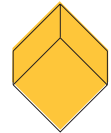
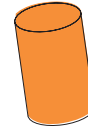
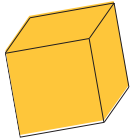
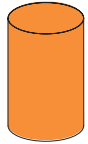
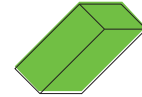
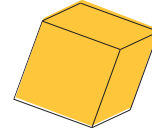
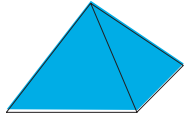
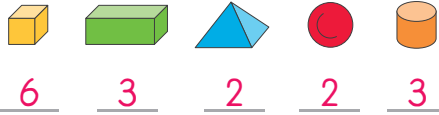
6

9



1

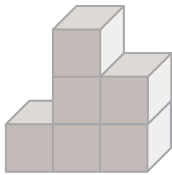
Male aus. Zähle.



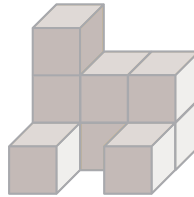
10

2

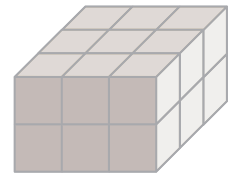
Zeichne zu jedem Würfelgebäude einen Bauplan.



1	3	2



3	2	2
1		1



2	2	2
2	2	2
2	2	2

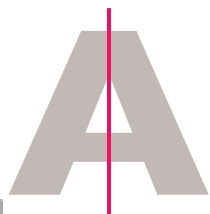
6

16

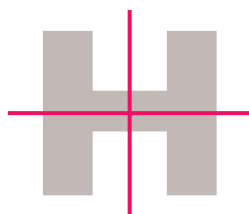


1

Zeichne die Spiegelachsen ein. Wie viele gibt es?



1



2



1

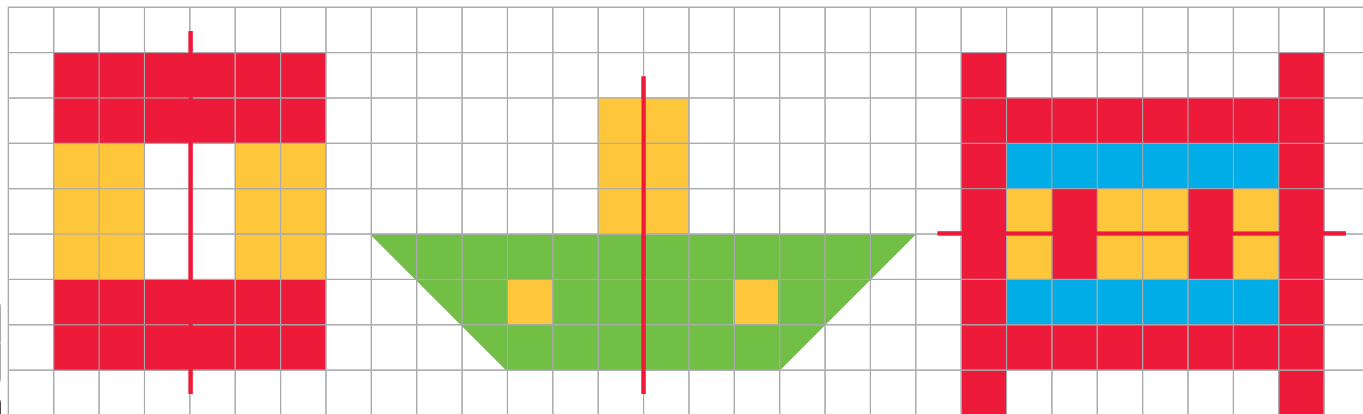


0

8

2

Zeichne die Spiegelbilder.



6

14



Quellennachweis

Bietz, Christine, Oelerse Gem. Edemissen, 34.5; Ernst Klett Verlag GmbH, Stuttgart (Klett Archiv), 2.3; Fröhlich, Anke, Leipzig, 1.1; 1.2; 2.1; 2.2; 2.4; 2.7; 2.10; 3.1; 8.2; 8.5; 8.6; 9.1; 9.2; 11.1; 15.1; 17.1; 17.2; 17.2; 19.1; 20.1; 20.2; 20.4; 20.6; 21.2; 24.2; 24.4; 25.1; 28.1; 29.1; 30.1; 30.2; 31.5; 31.7; 32.1; 33.1; 33.2; 33.3; 33.4; 33.5; 33.6; 33.7; 33.8; 34.6; 34.8; 34.9; 37.2; 41.1; 43.3; 43.7; 43.11; 43.12; 49.1; 52.1; 52.2; 52.3; 52.4; 52.7; 53.1; 53.4; 53.6; 53.7; 53.8; 55.10; 60.2; 62.3; 63.1; U1, Fuhrmann, Gisela, Hannover, 4.1; 4.8; 4.11; 5.1; 5.2.3; 7.1; 7.2; 7.3; 7.4; 7.5; 7.6; 7.7; 7.8; 7.9; 8.3; 8.4; 8.7; 10.1; 11.2; 14.1; 15.2; 16.1; 16.2; 16.4; 16.5; 20.3; 20.5; 21.1; 21.3; 24.1; 24.3; 24.6; 24.7; 24.8; 24.10; 31.3; 31.4; 31.9; 31.12; 34.1; 34.2; 34.3; 34.4; 34.7; 34.11; 34.12; 35.1; 36.1; 36.6; 37.1; 42.1; 43.8; 43.9; 44.1; 45.1; 48.1; 48.2; 48.3; 52.5; 52.6; 52.8; 53.2; 53.5; 54.1; 55.1; Greune, Mascha, München, 8.1; Oser, Liliane, Hamburg, 8.8; 43.1; 43.6; 43.10; Slawski, Wolfgang, Kiel, 5.2; 60.1; 60.3

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