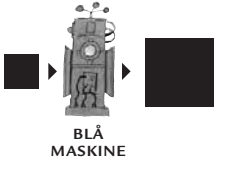
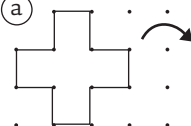


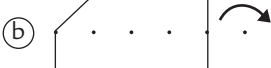
Kom i form

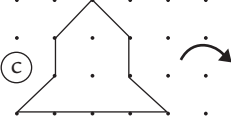
Tegn, hvad der sker i maskinerne.

BLÅ MASKINE

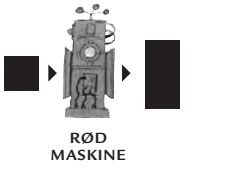


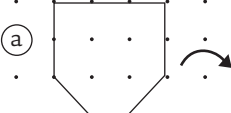
(a) 

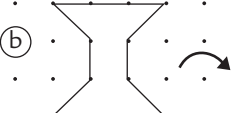
(b) 


(c) 

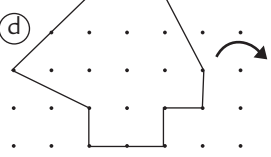
RØD MASKINE



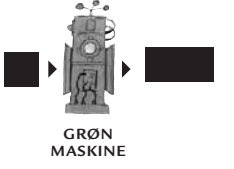
(a) 

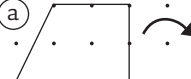
(b) 

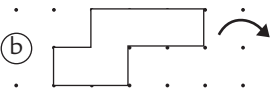
(c) 


(d) 

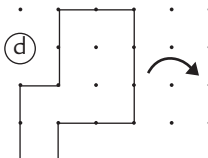
GRØN MASKINE



(a) 

(b) 

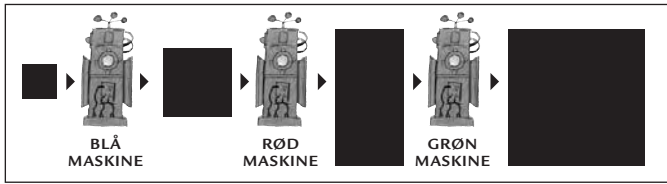
(c) 

(d) 

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Hvad sker der med figuren?

Tegn, hvad der sker i maskinerne.



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Find arealet

1 cm²

_____ cm²

_____ cm²

_____ cm²

_____ cm²

_____ cm²

_____ cm²

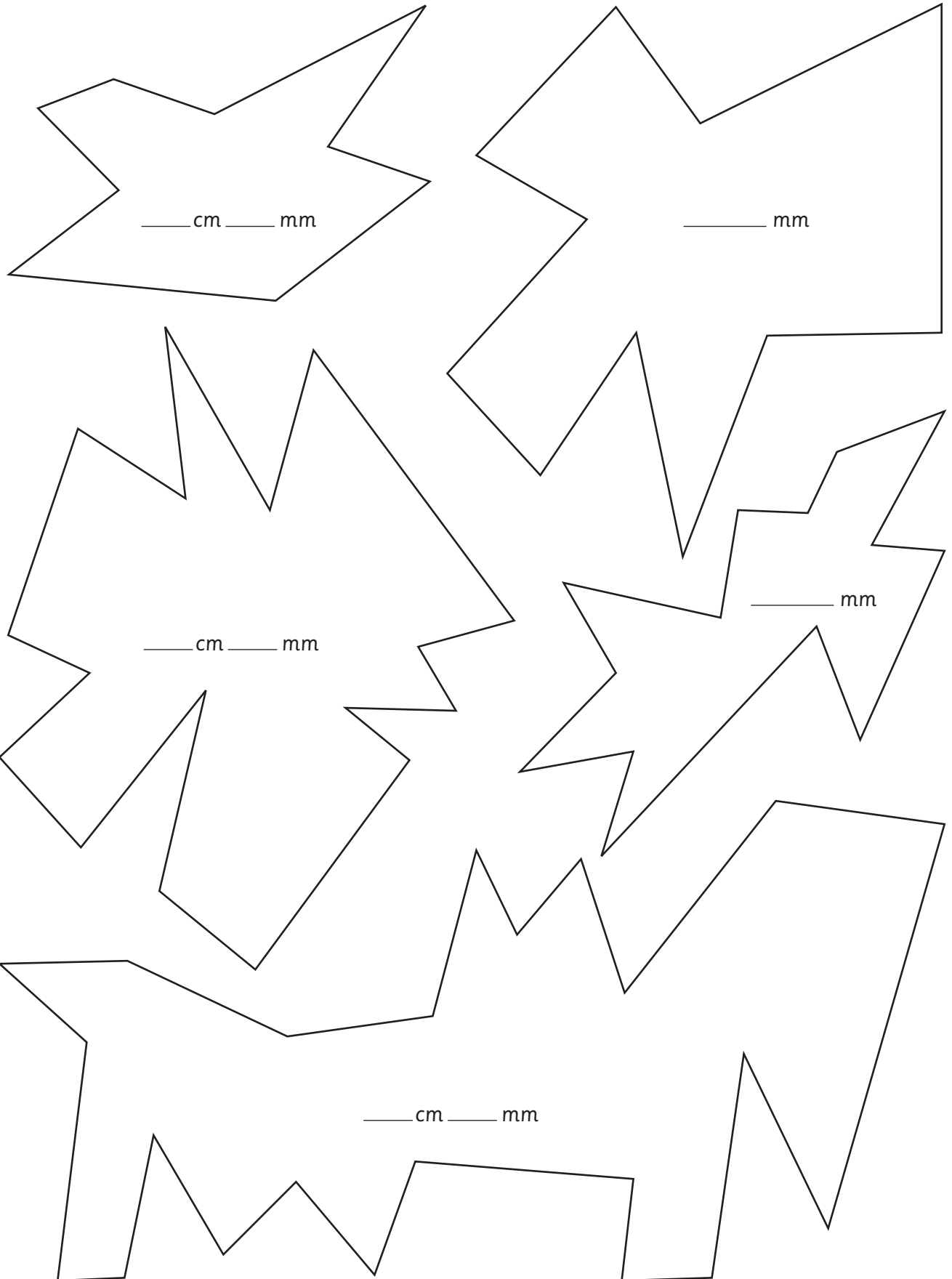
_____ cm²

_____ cm²

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Omkreds

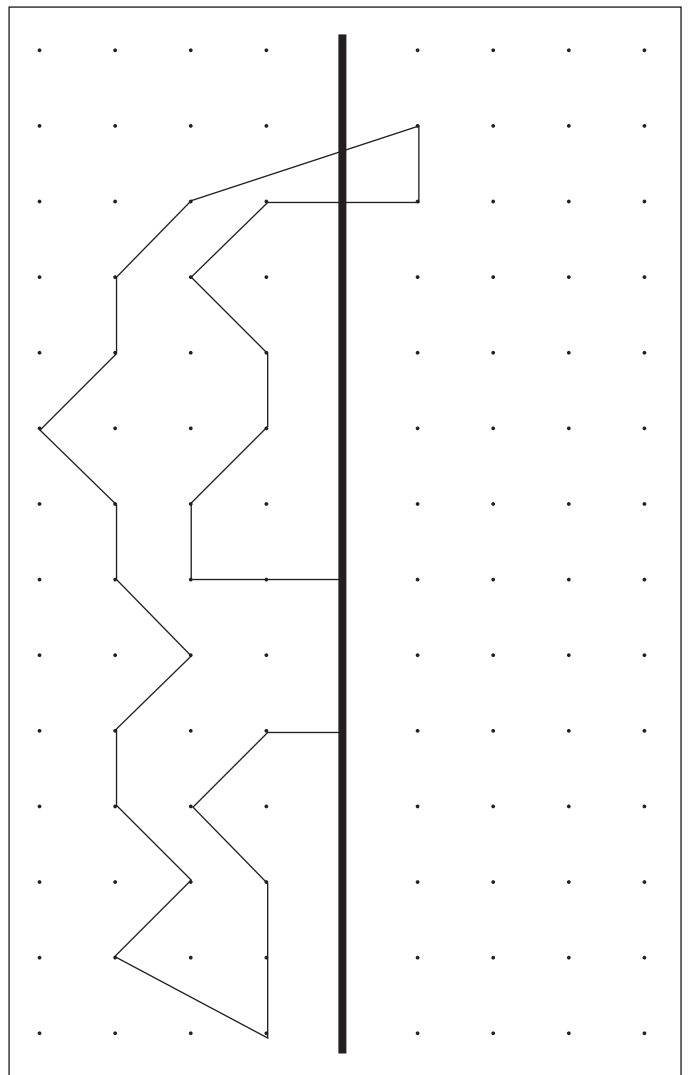
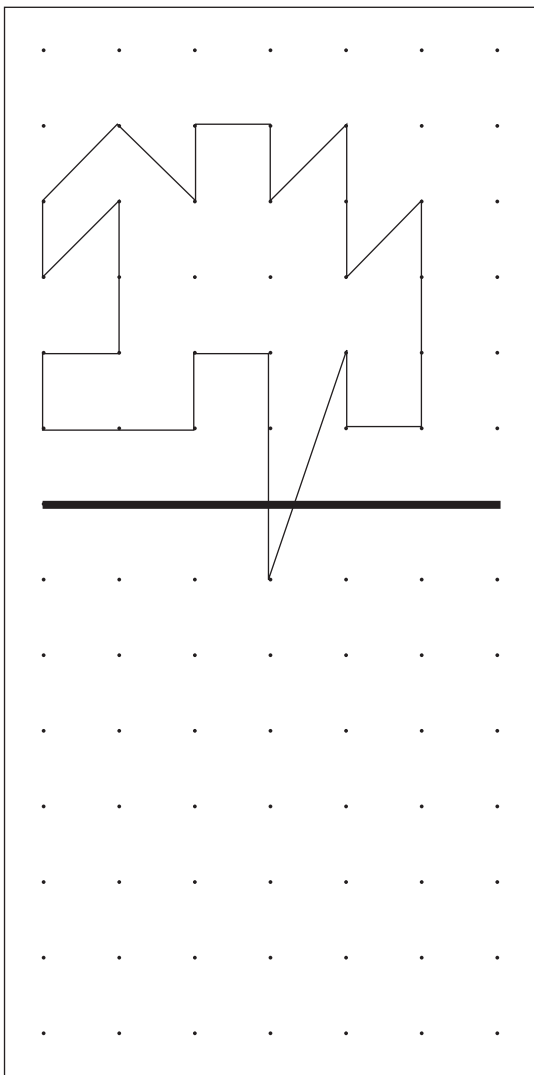
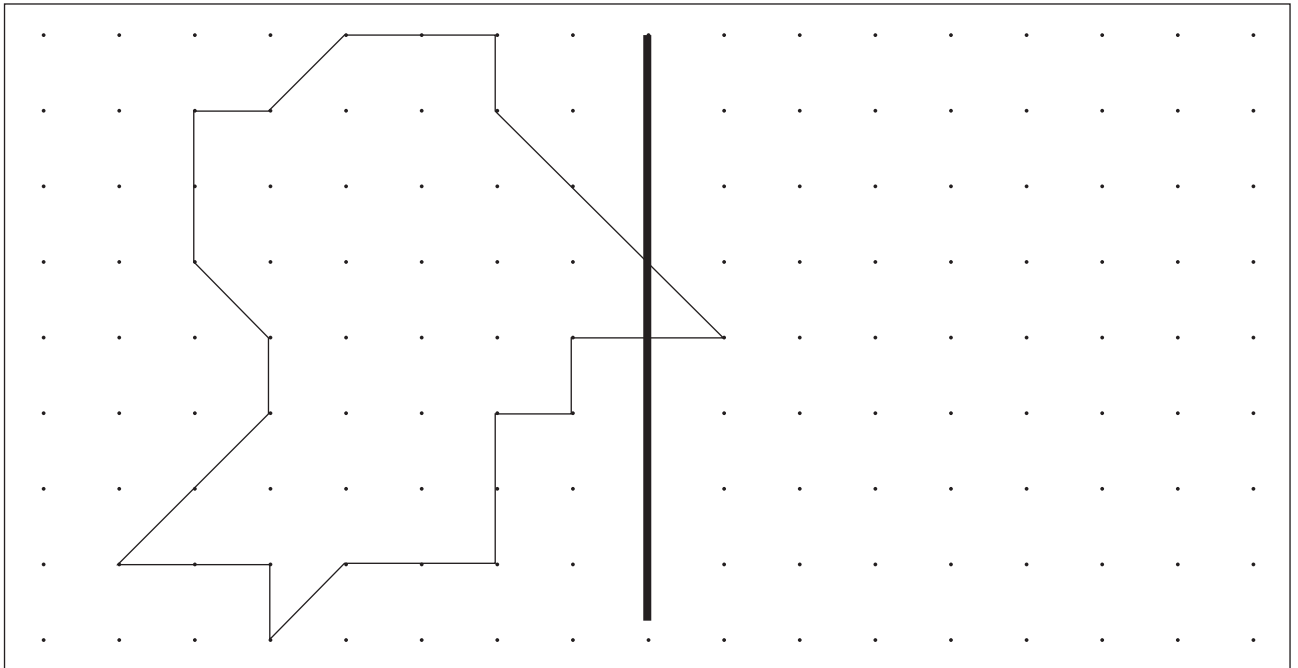
Mål omkredsen. Skriv resultatet inden i figuren.



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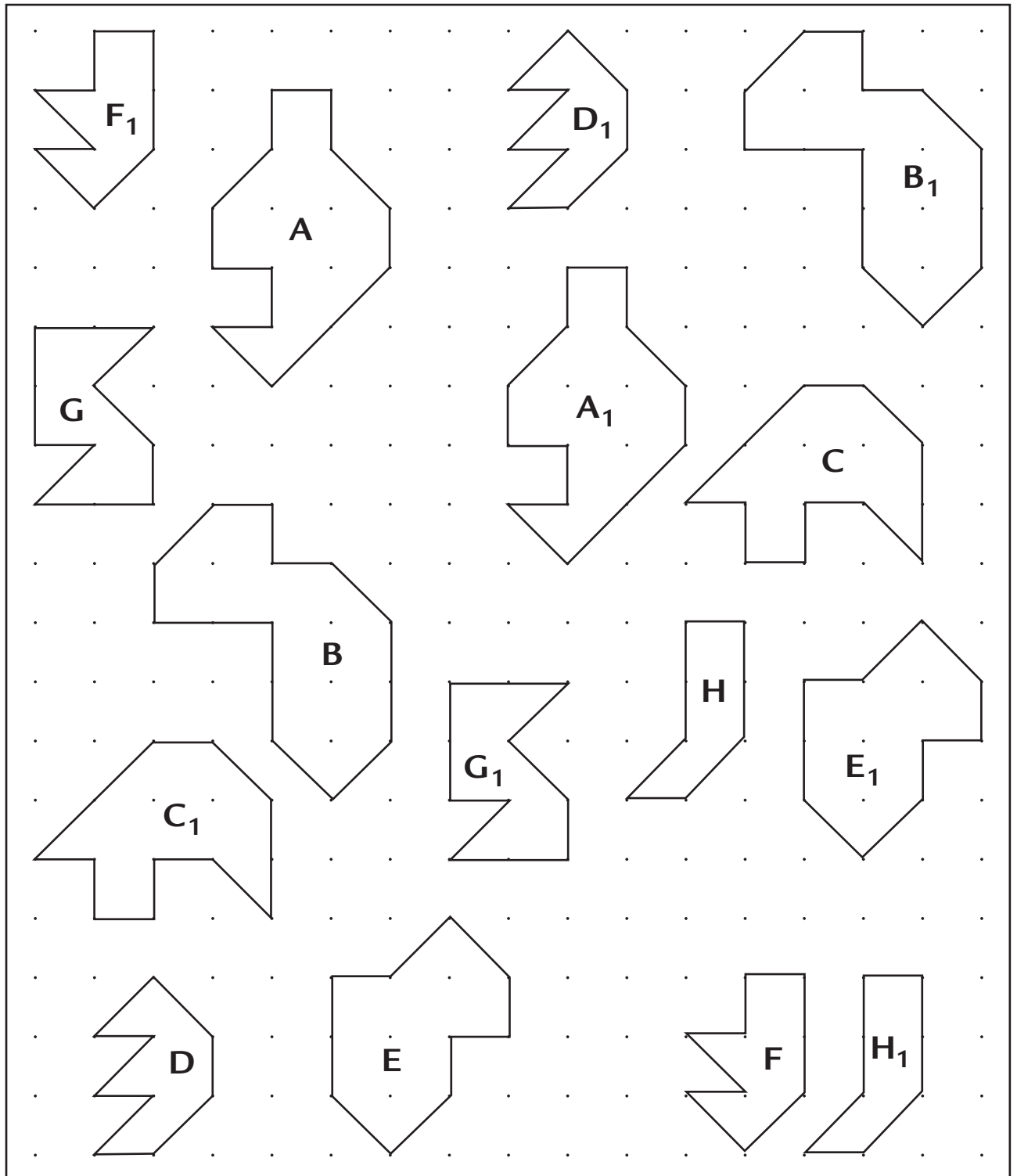
Spejl figurene

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Skub figurerne

Figuren A er kommet til A₁ ved flytningen 3 ↓ 5 →.
 Beskriv flytningen for de andre figurer med ↓ ↑ og → ← pile.



A ► A₁ 3 ↓ 5 →

D ► D₁ _____

G ► G₁ _____

B ► B₁ _____

E ► E₁ _____

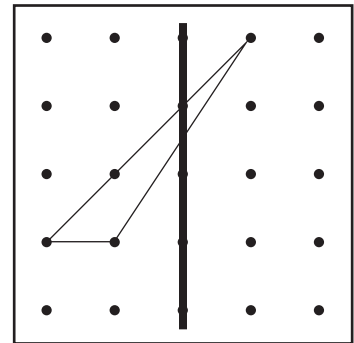
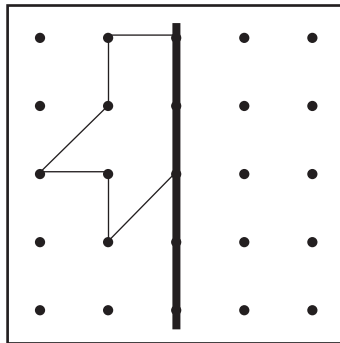
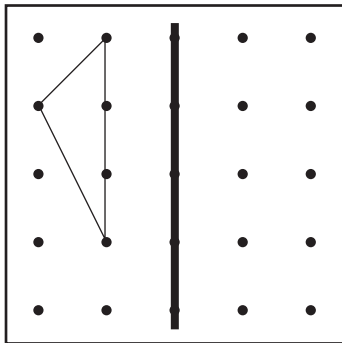
H ► H₁ _____

C ► C₁ _____

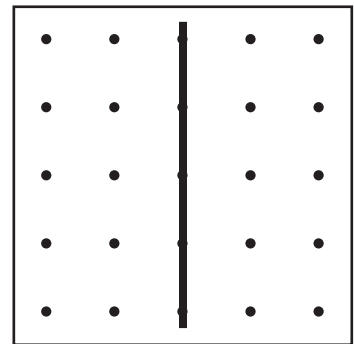
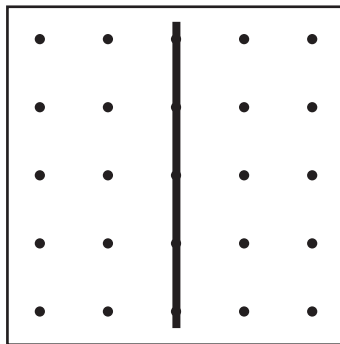
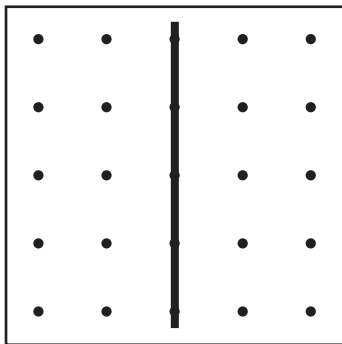
F ► F₁ _____

Sømbret 1

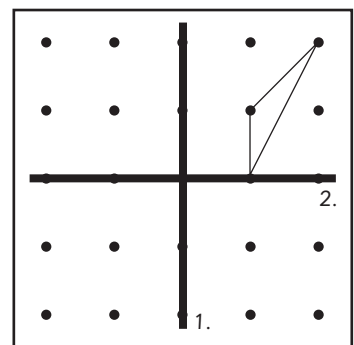
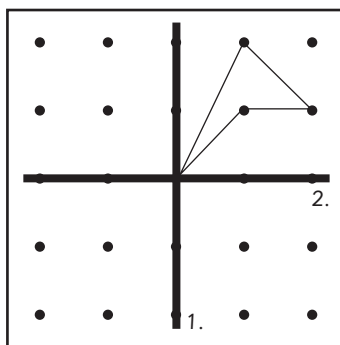
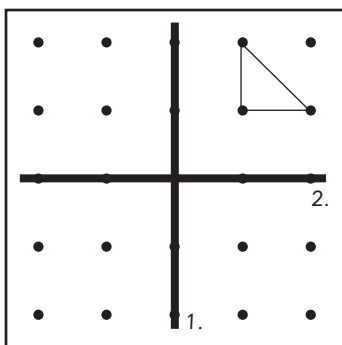
- 1** Byg figuren på sømbrættet og spejl den.
Tegn figuren efter spejlingen.



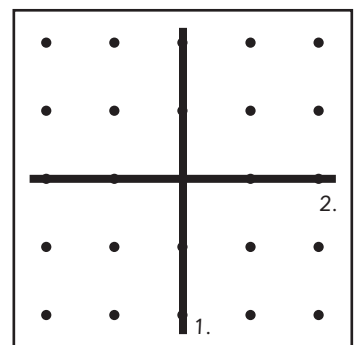
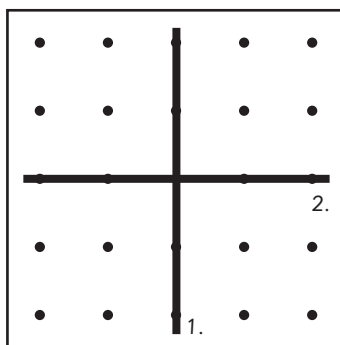
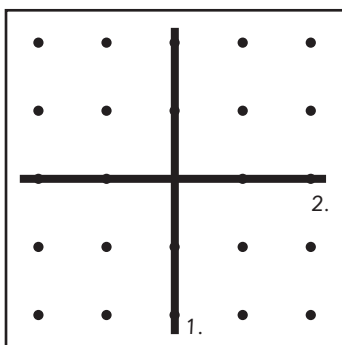
- 2** Find selv på tre nye figurer.



- 3** Spejl figuren i de to spejlingsakser. Tegn figurerne efter spejlingen.

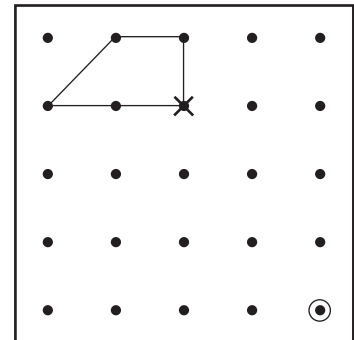
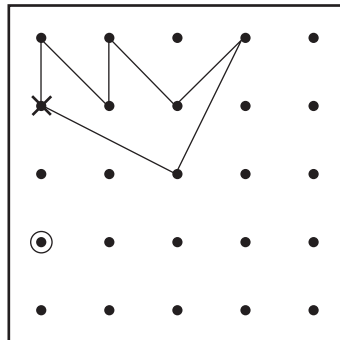
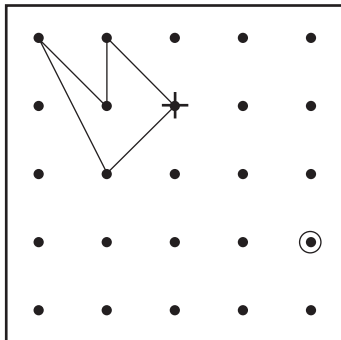


- 4** Find selv på tre nye figurer og spejl dem.

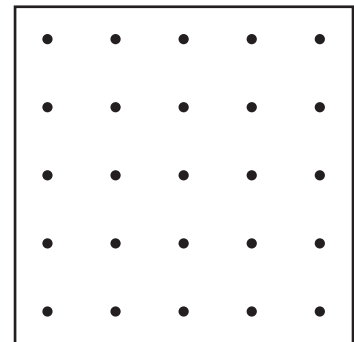
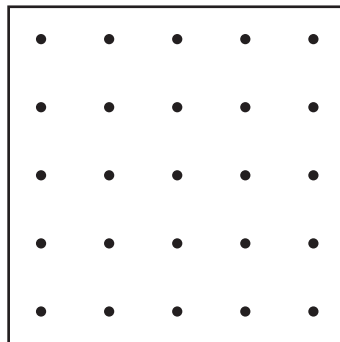
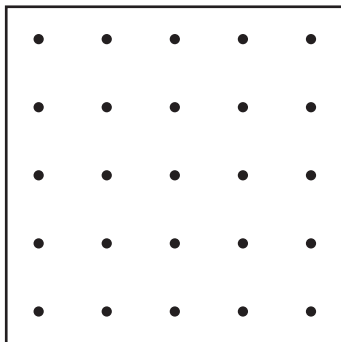


Sømbret 2

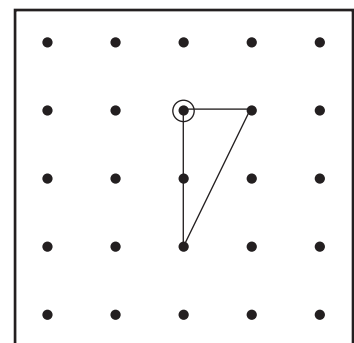
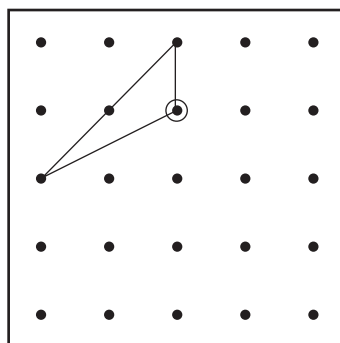
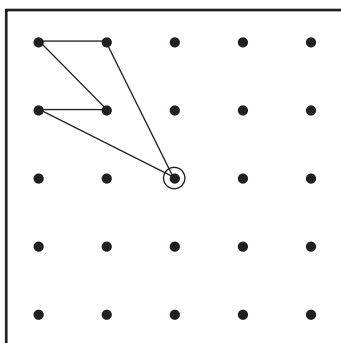
- 1** Skub figurerne, så punktet med kryds ligger i punktet med ring om.
Tegn figuren efter skubningen.



- 2** Find selv på tre figurer og skub dem.



- 3** Drej figuren omkring sømmet. Bestem selv hvor meget. Tegn figuren.



- 4** Find selv på tre nye figurer og drej dem.

