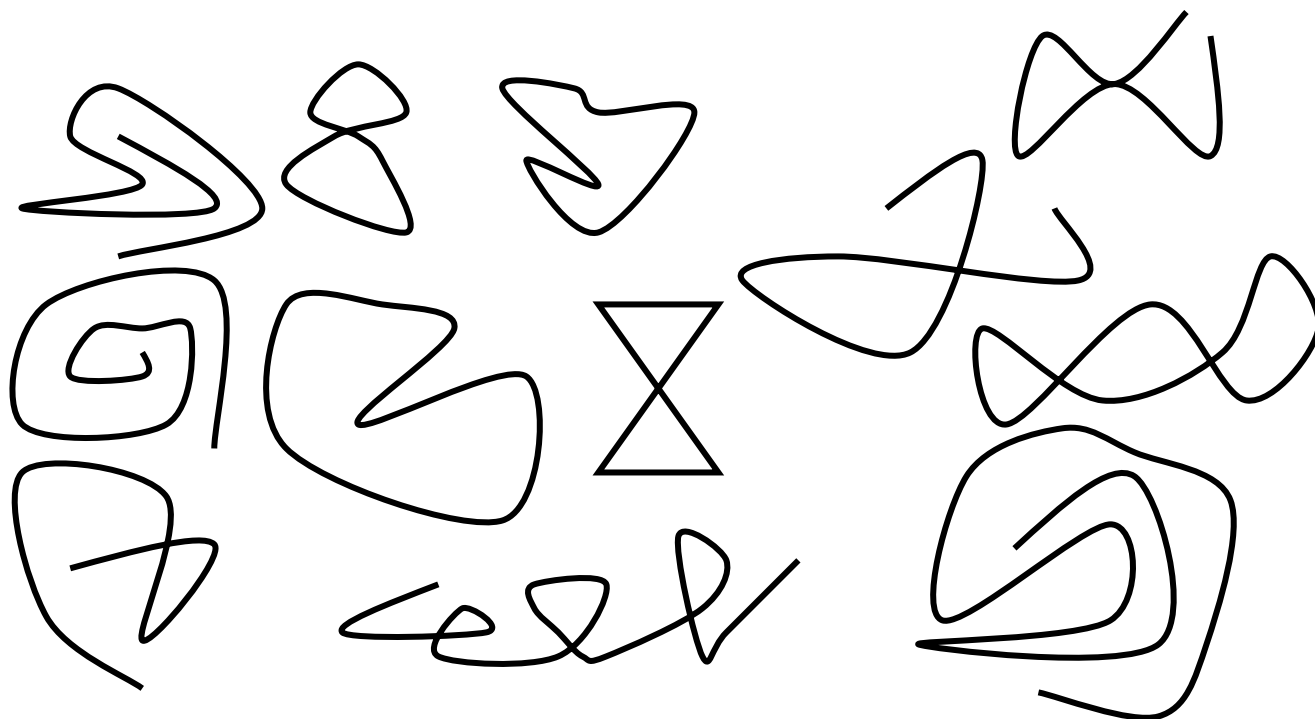


# LINEE

## SEMPLICI INTRECCiate

Colora di **giallo** le linee **semplici**, di **verde** quelle **intrecciate**.



Disegna di **rosa** le linee **semplici**, di **azzurro** quelle **intrecciate**.

# LINEE

## APERTE CHIUSE

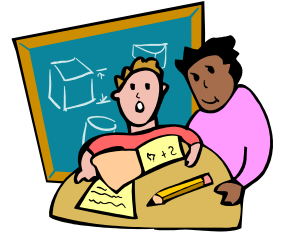
Colora di **giallo** le linee **aperte**, di **verde** quelle **chiuse**.



Disegna di **rosa** le linee **chiuse**, di **azzurro** quelle **aperte**.



# LINEE CLASSIFICAZIONE



Dipingi ogni linea con il corrispondente colore

APERTA

CHIUSA

SEMPLICE

INTRECCIATA

CURVA

RETTA

SEMIRETTA

SEGMENTO

SPEZZATA

MISTA

OBLIQUA

ORIZZONTALE

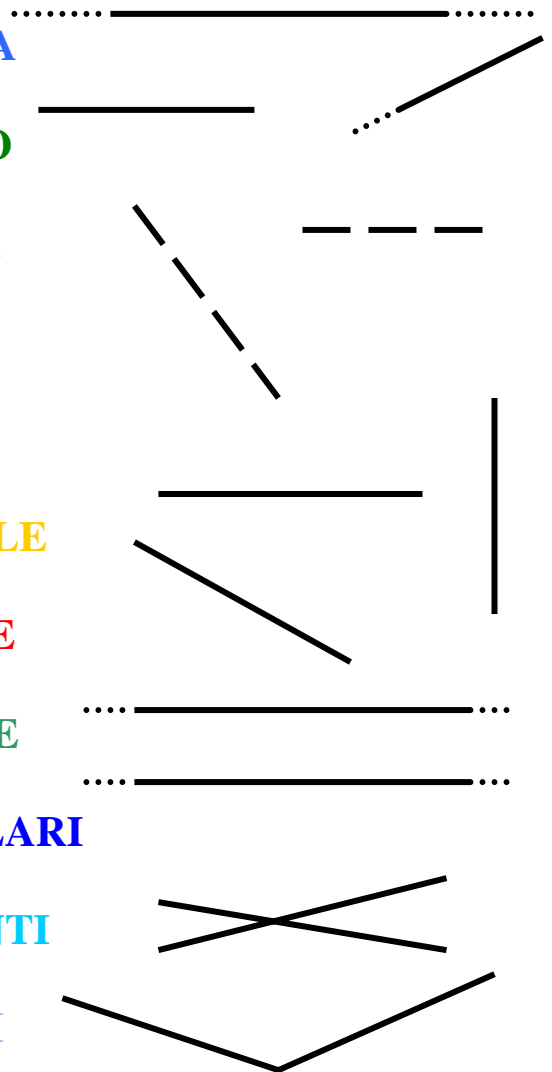
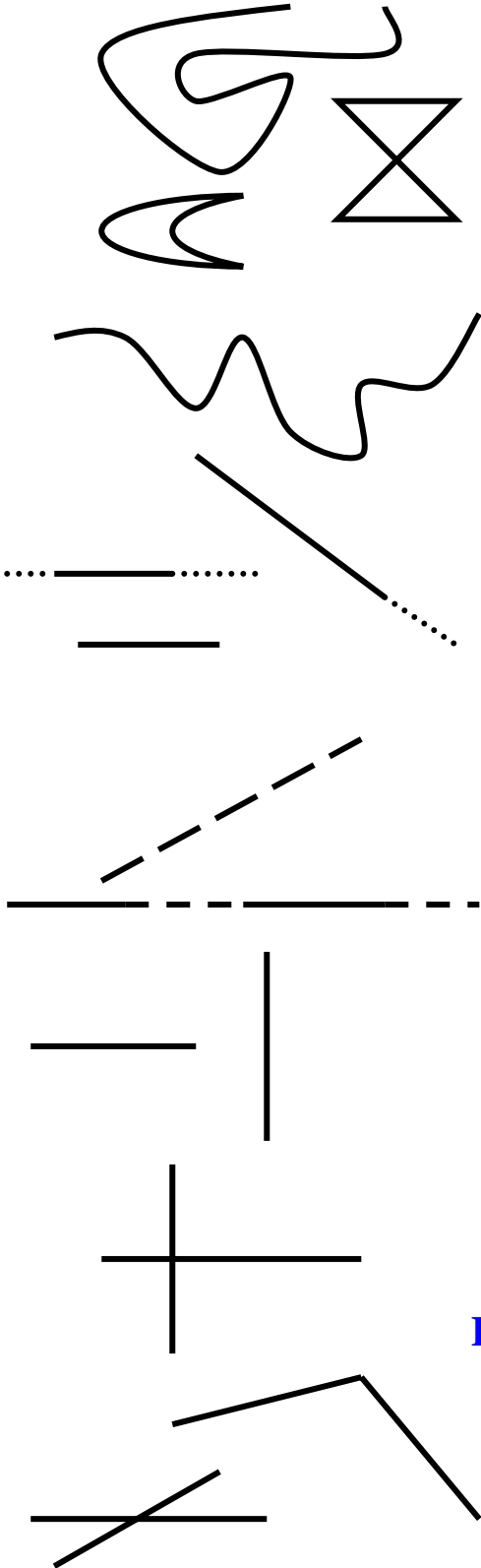
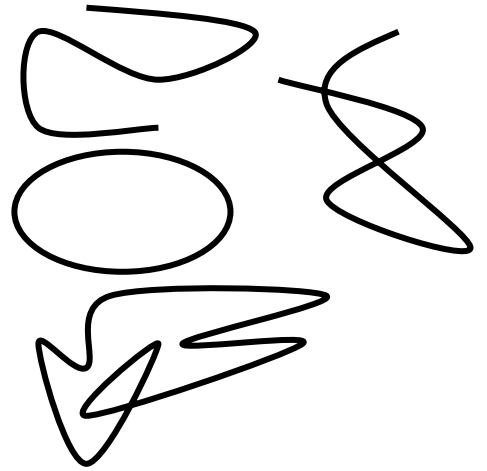
VERTICALE

PARALLELE

PERPENDICOLARI

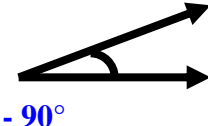
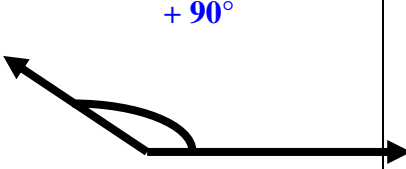
CONVERGENTI

INCIDENTI





# GLI ANGOLI

<p>Nella terza casella costruisci un <b>angolo retto</b> come dall'esempio.</p>		
<p>Nella seconda casella costruisci un <b>angolo piatto</b> come dall'esempio.</p>		
<p>Nella seconda casella costruisci un <b>angolo giro</b> come dall'esempio.</p>		
<p>Nella terza casella costruisci un <b>angolo acuto</b> come dall'esempio.</p>		
<p>Nella seconda casella costruisci un <b>angolo ottuso</b> come dall'esempio.</p>		



## GLI ANGOLI

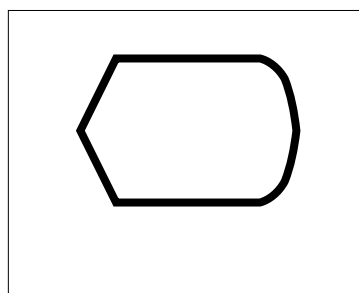
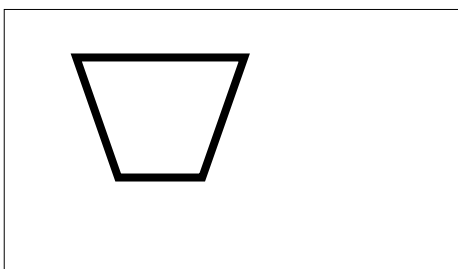
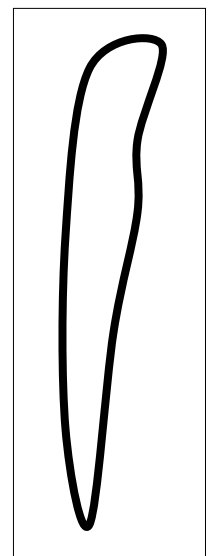
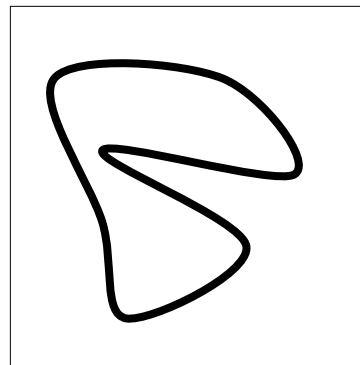
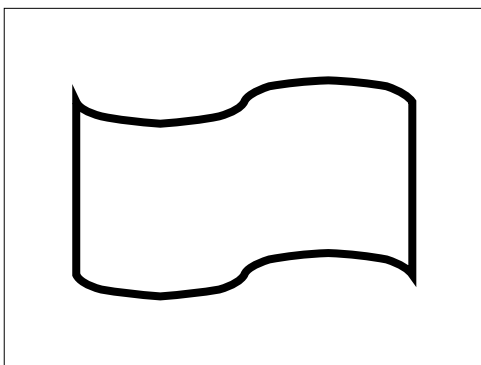
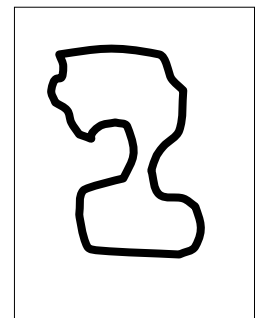
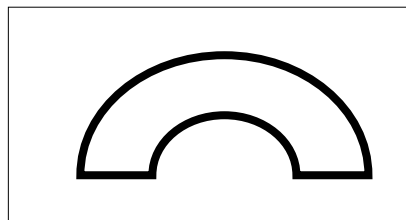
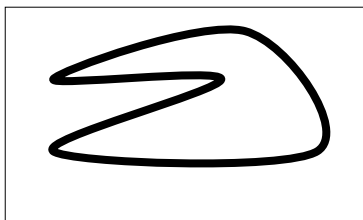
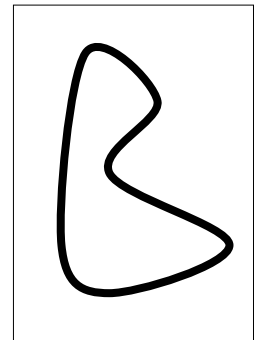
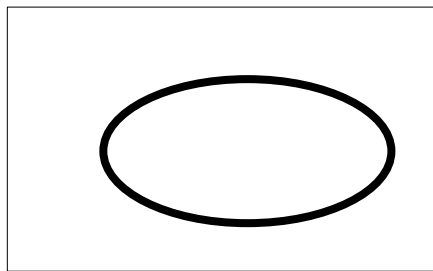
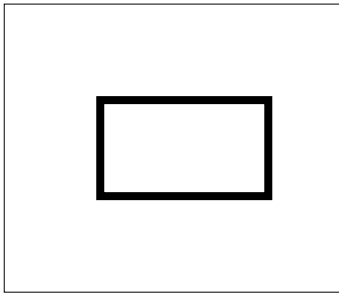
Guarda gli angoli ed indica se la frase è vera o falsa.

<input type="checkbox"/>	<b>E' RETTO</b>		<input type="checkbox"/>
<input type="checkbox"/>	<b>NON E' OTTUSO</b>		<input type="checkbox"/>
<input type="checkbox"/>	<b>E' ACUTO</b>		<input type="checkbox"/>
<input type="checkbox"/>	<b>E' MINORE DI 90°</b>		<input type="checkbox"/>
<input type="checkbox"/>	<b>E' MAGGIORE DI 90°</b>		<input type="checkbox"/>
<input type="checkbox"/>	<b>E' GIRO</b>		<input type="checkbox"/>
<input type="checkbox"/>	<b>MISURA 180°</b>		<input type="checkbox"/>
<input type="checkbox"/>	<b>E' MINORE DI 180°</b>		<input type="checkbox"/>
<input type="checkbox"/>	<b>NON E' PIATTO</b>		<input type="checkbox"/>
<input type="checkbox"/>	<b>NON E' RETTO</b>		<input type="checkbox"/>

# REGIONE

## INTERNA ESTERNA CONFINE

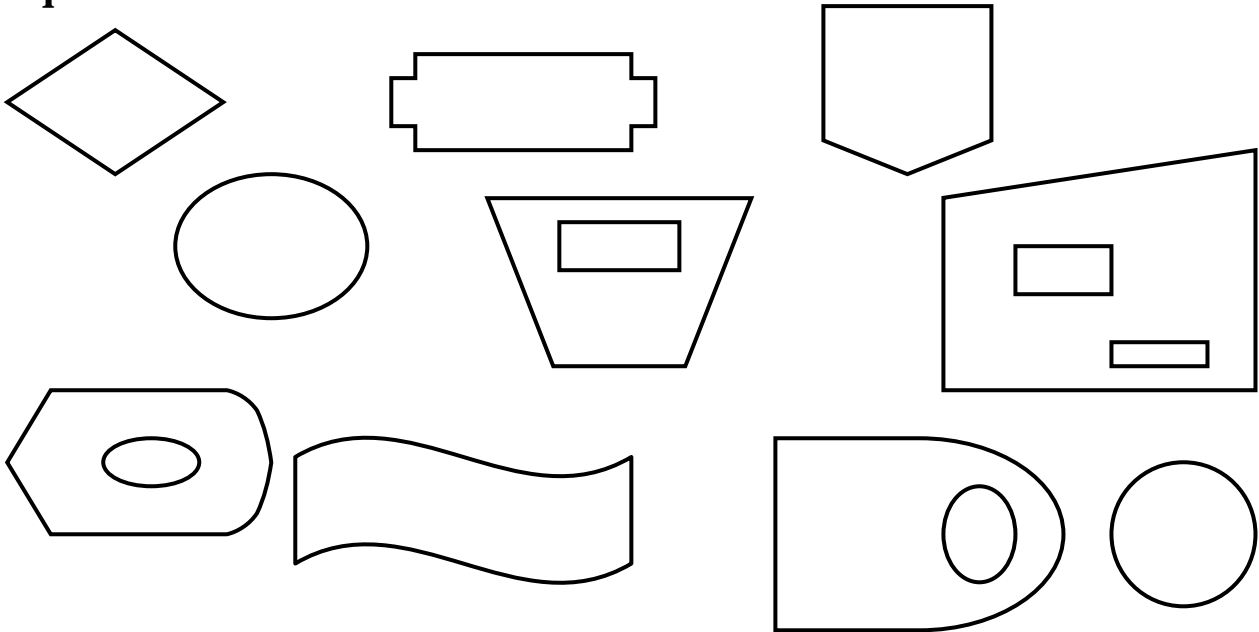
Colora di **giallo** la **regione interna**, di **rosso** quella **esterna**, di **blu** il **confine**.



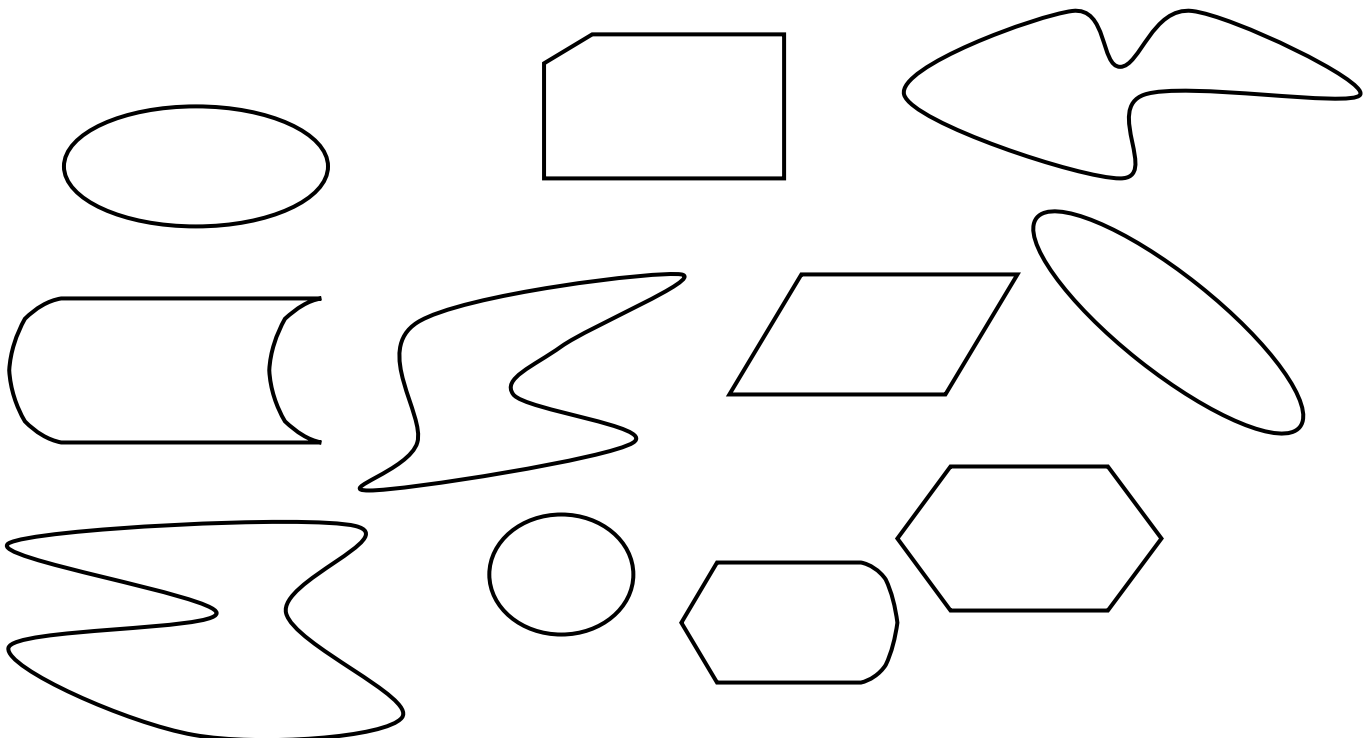
# FIGURE PIANE 1

## CLASSIFICAZIONE

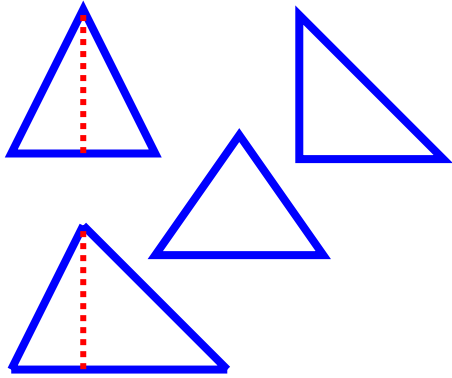
Colora di **giallo** le figure che hanno un **confine connesso**, di **verde** quelle che hanno un **confine non connesso**.



Colora di **rosa** le figure **convesse**, di **azzurro** quelle **concave**.

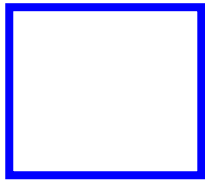


## FIGURE PIANE 2



**PERIMETRO =**

**AREA =**



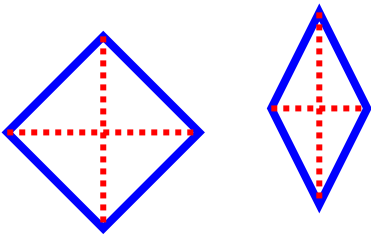
**PERIMETRO =**

**AREA =**



**PERIMETRO =**

**AREA =**



**PERIMETRO =**

**AREA =**

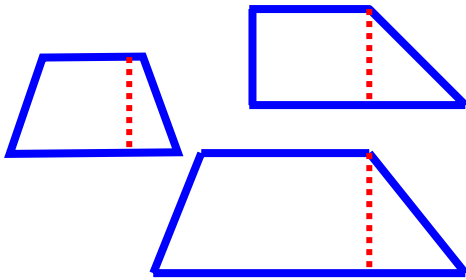


**PERIMETRO =**

**AREA =**

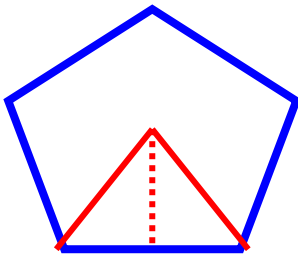


## FIGURE PIANE 3



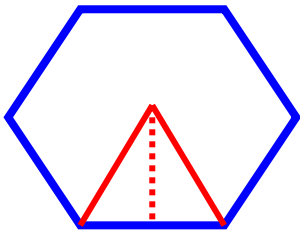
**PERIMETRO =**

**AREA =**



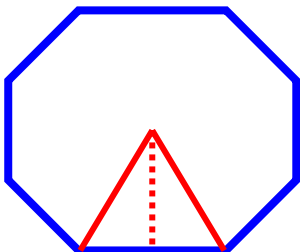
**PERIMETRO =**

**AREA =**



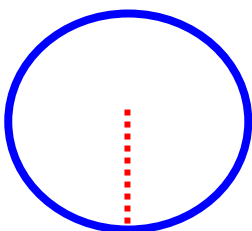
**PERIMETRO =**

**AREA =**



**PERIMETRO =**

**AREA =**



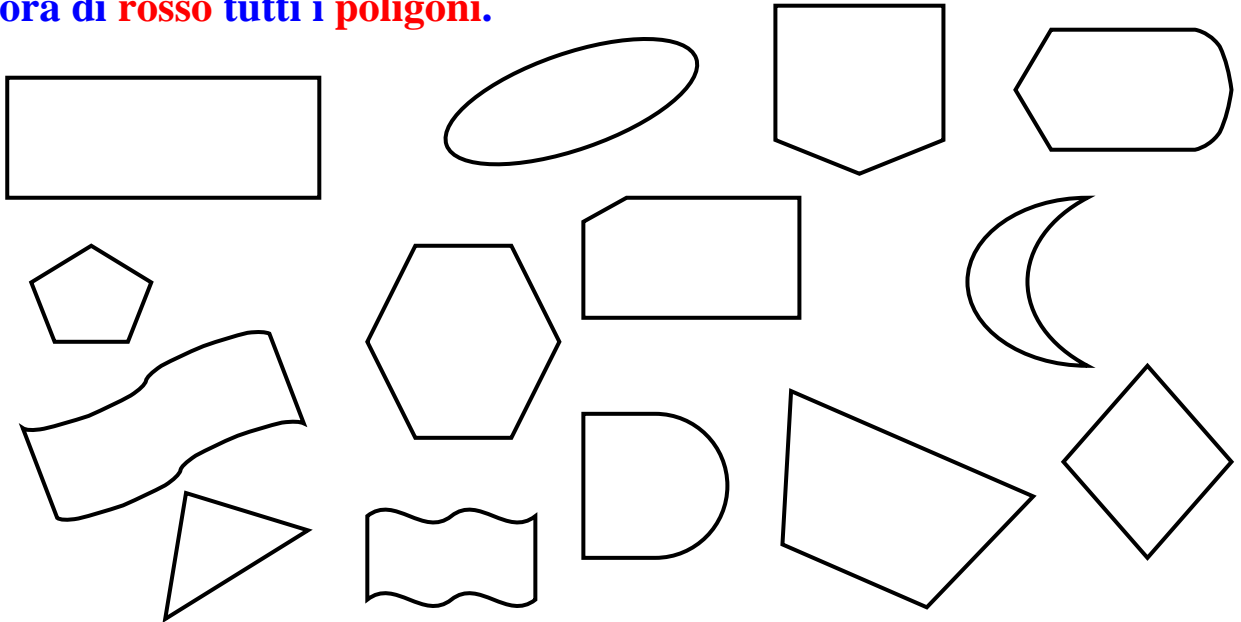
**CIRCONFERENZA =**

**AREA =**

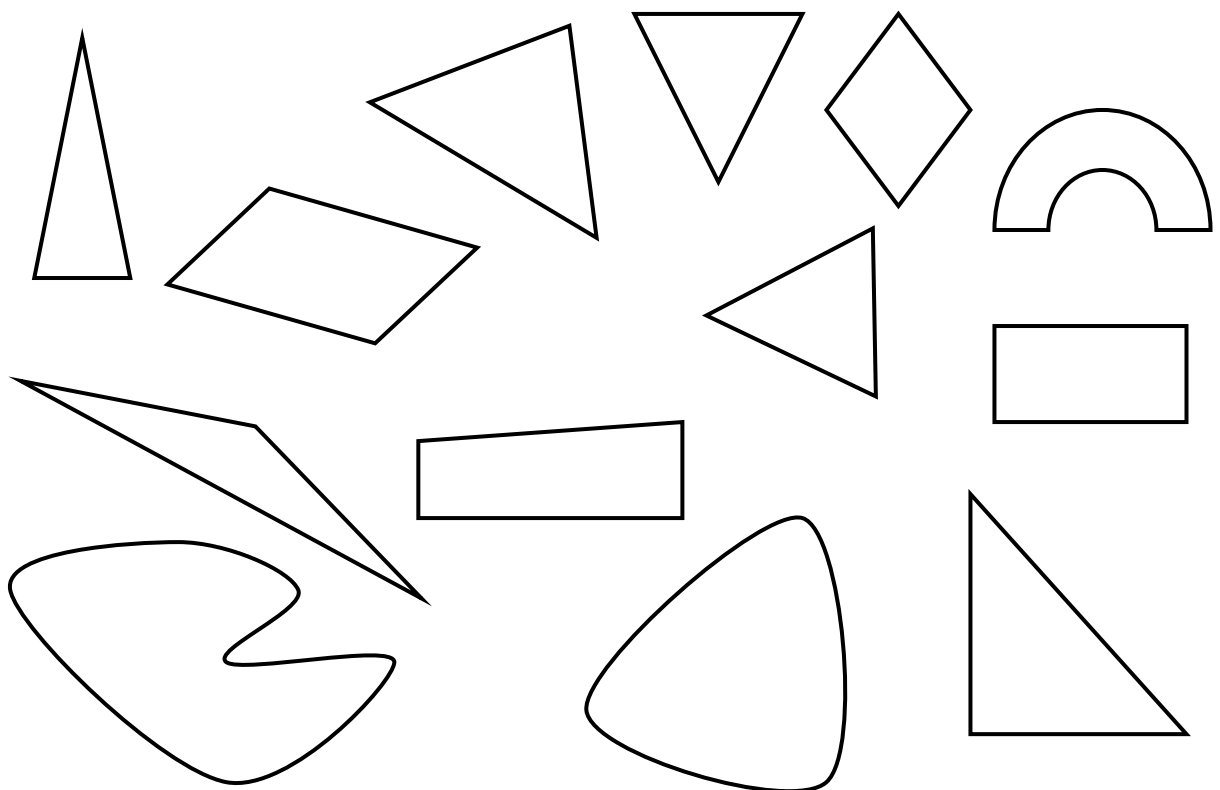
# FIGURE PIANE 4

## CLASSIFICAZIONE

Colora di rosso tutti i poligoni.



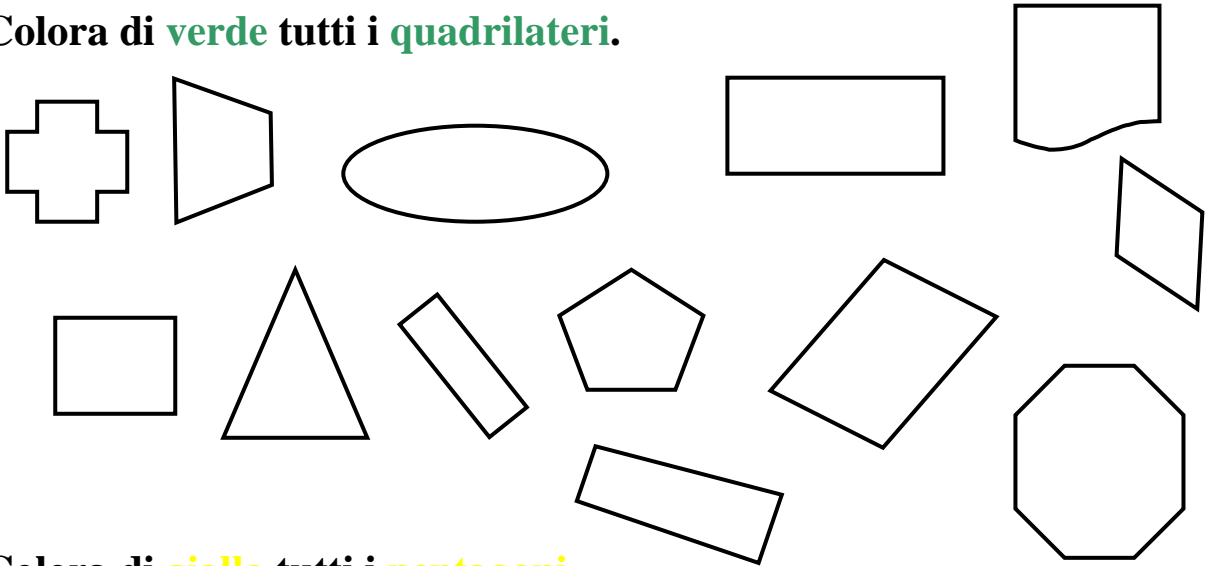
Colora di blu tutti i triangoli.



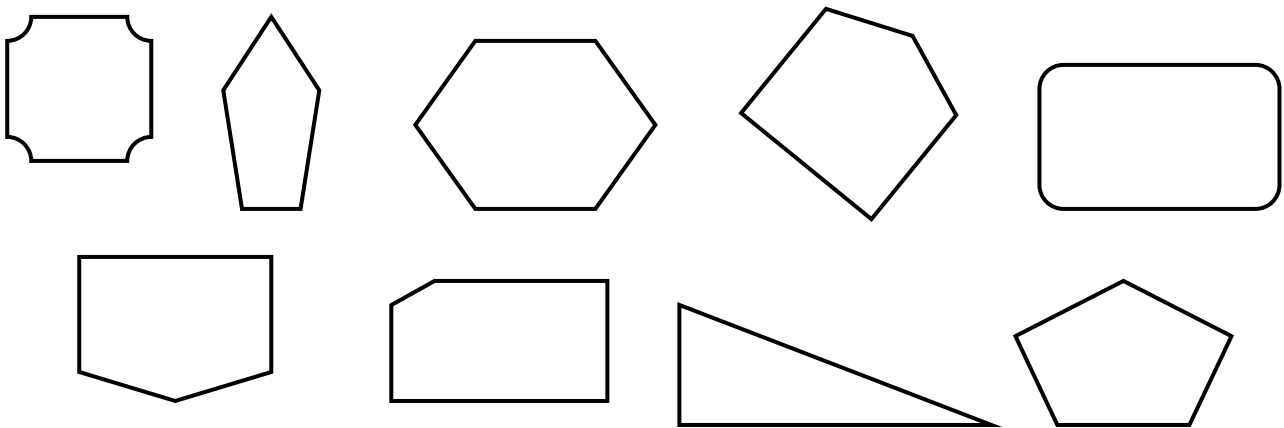
# FIGURE PIANE 5

## CLASSIFICAZIONE

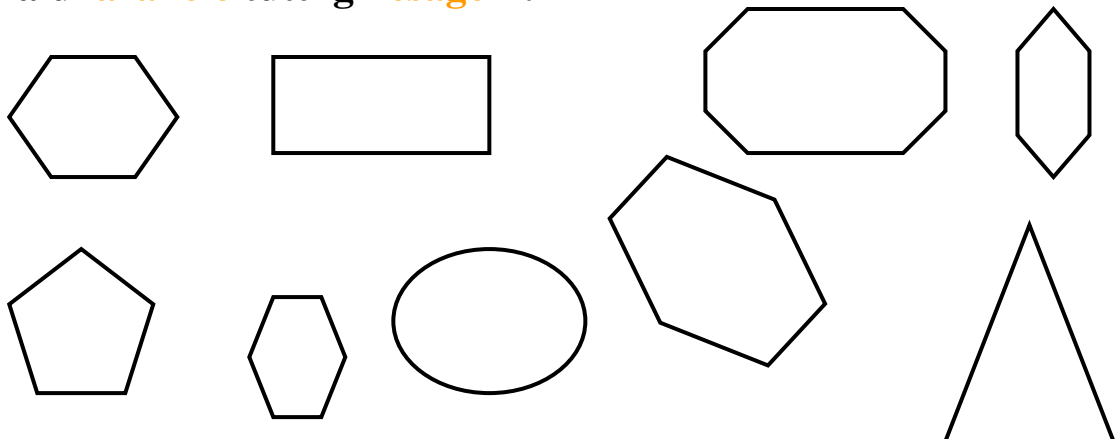
Colora di **verde** tutti i **quadrilateri**.



Colora di **giallo** tutti i **pentagoni**.



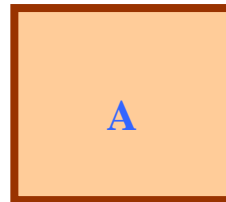
Colora di **arancio** tutti gli **esagoni**.



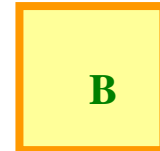
# SITUAZIONI PROBLEMATICHE

## Leggi attentamente

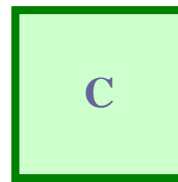
Determina il perimetro e l'area di quattro quadrati che hanno il lato rispettivamente di 18 dm, 16 cm, 24 cm, e 16 mm.



18 dm



16 cm



24 cm



16 mm

Dati



18 dm = lato quadrato A

16 cm = lato quadrato B

24 cm = lato quadrato C

16 mm = lato quadrato D

?

**PERIMETRO  
e AREA  
(quadrati)**

Risolve



Quadrato A

Perimetro =  $l \times 4 = 18 \times 4 = 72$  misura in dm

Area =  $l \times l = 18 \times 18 = 324$  misura in  $dm^2$

Quadrato B

Perimetro =  $l \times 4 = 16 \times 4 = 64$  misura in cm

Area =  $l \times l = 16 \times 16 = 256$  misura in  $cm^2$

Quadrato C

Perimetro =  $l \times 4 = 24 \times 4 = 96$  misura in cm

Area =  $l \times l = 24 \times 24 = 576$  misura in  $cm^2$

Quadrato D

Perimetro =  $l \times 4 = 16 \times 4 = 64$  misura in mm

Area =  $l \times l = 16 \times 16 = 256$  misura in  $mm^2$

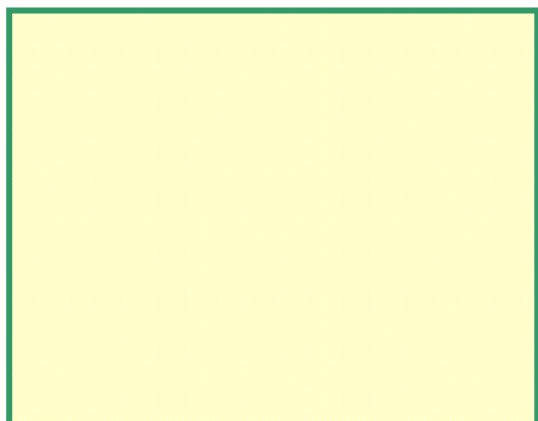
Rispondo



I perimetri dei quadrati sono rispettivamente 72 dm, 64 cm, 96 cm e 64 mm.

Le aree dei quadrati sono rispettivamente 324  $dm^2$ , 256  $cm^2$ , 576  $cm^2$  e 256  $mm^2$ .

# SITUAZIONI PROBLEMATICHE



<b>Dati</b> →		<b>Formula</b>
------------------	--	----------------

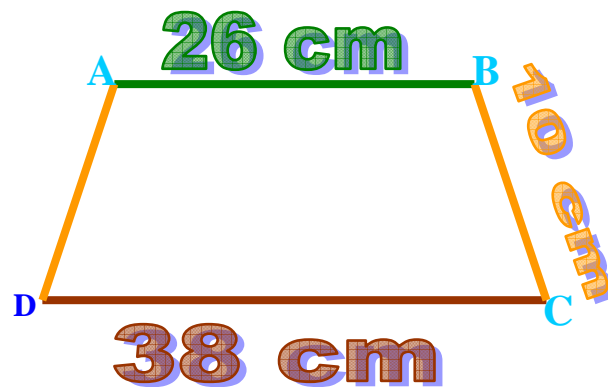
<b>Risolvo</b> →	
---------------------	--

<b>Rispondo</b> →	
-------------------	--

# SITUAZIONI PROBLEMATICHE

## Leggi attentamente

Un trapezio isoscele ha le basi rispettivamente di 26 cm e 38 cm e il lato obliquo di 10 cm.

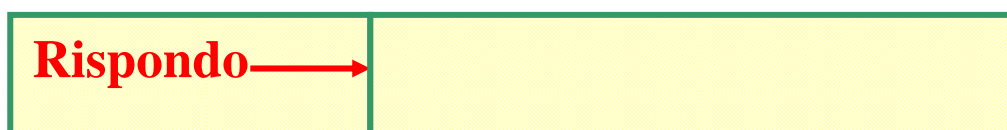
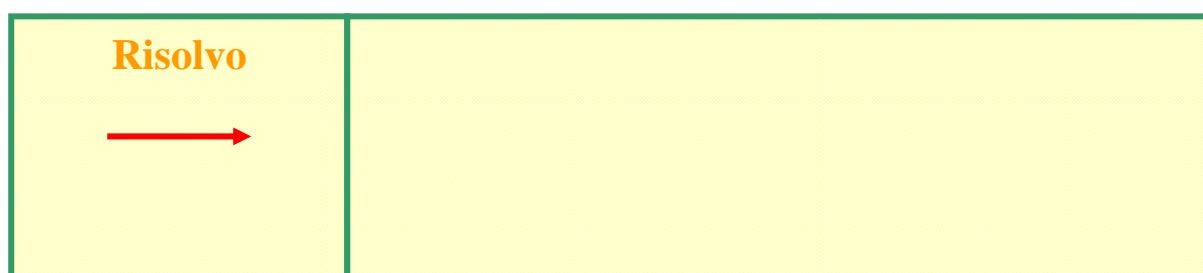
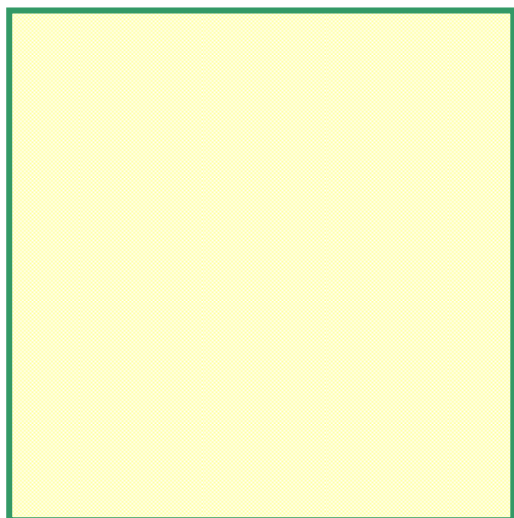


<b>Dati</b> →	Base maggiore 38 cm Base minore cm 26 Lato obliquo cm 10	<b>Formola</b> $B + b + (l \times 2) =$
------------------	--	--

<b>Risolvo</b> →	$Perimetro = B + b + (l \times 2)$ $38 + 26 = 64$ somma basi in cm $(10 \times 2) = 20$ somma lati obliqui in cm $64 + 20 = 84$ misura perimetro in cm
---------------------	---

<b>Rispondo</b> →	Il perimetro del trapezio è 84 cm.
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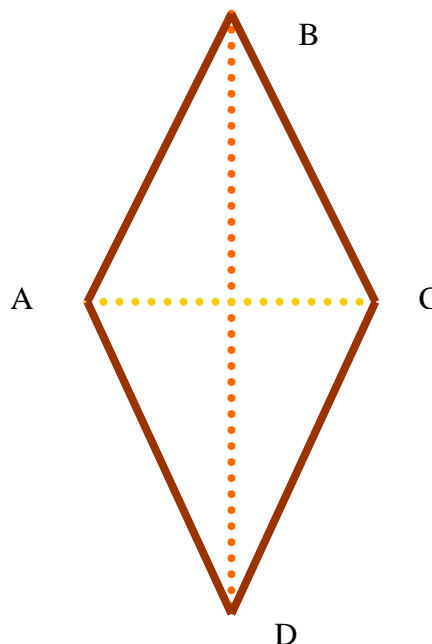
# SITUAZIONI PROBLEMATICHE



# SITUAZIONI PROBLEMATICHE

**Leggi attentamente**

Disegna un rombo con le diagonali rispettivamente di 8 cm e di 4 cm.



<b>Dati</b>	<b>BD = 8 cm</b>
<b>→</b>	<b>AC = 4 cm</b>
	<b>? = A (rombo)</b>

**Formula**

$$A = \frac{D \times d}{2}$$

<b>Risolve</b>	<b>AREA = (D x d) : 2</b>
<b>→</b>	<b>(8 x 4) : 2 = 32 : 2 = 16 misura in cm<sup>2</sup></b>

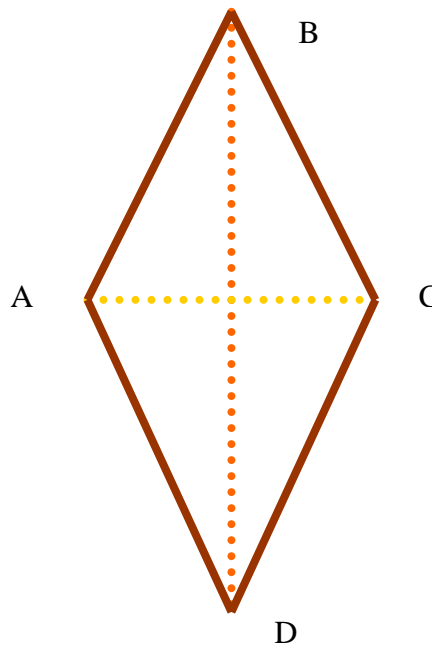
<b>Rispondo</b>	<b>→ L'area del rombo misura 16 cm<sup>2</sup>.</b>
-----------------	---



# SITUAZIONI PROBLEMATICHE

**Leggi attentamente**

Disegna un rombo con  
le diagonali  
rispettivamente di 8  
cm e di 4 cm.



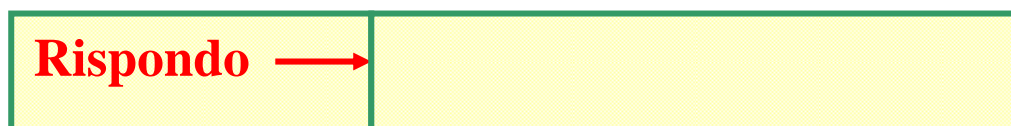
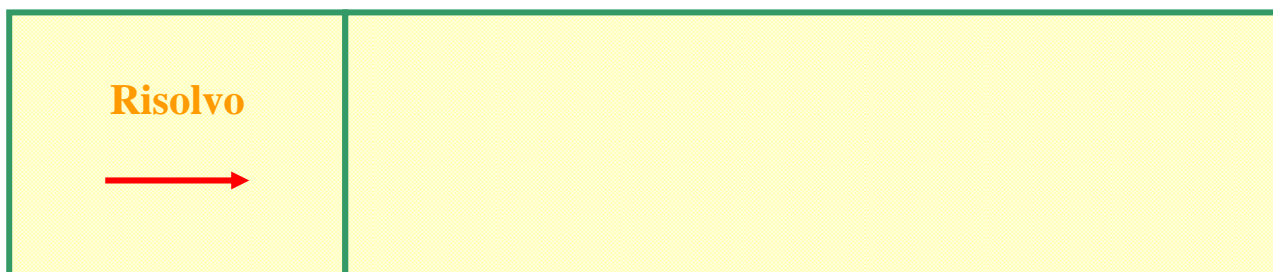
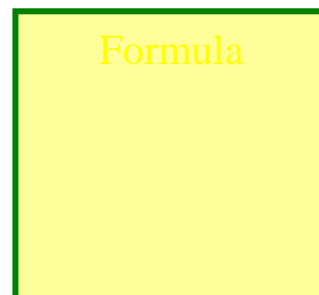
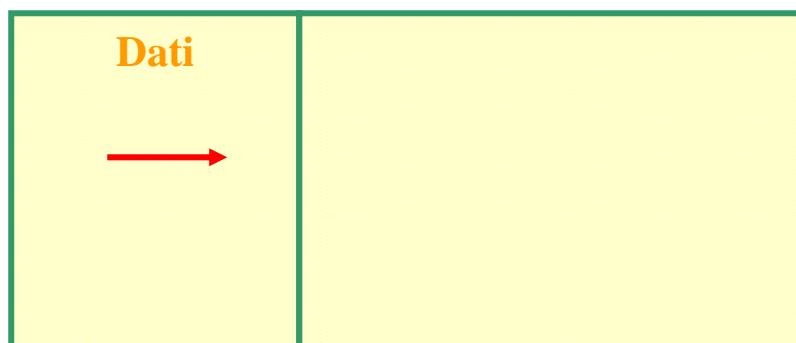
<b>Dati</b> →	
------------------	--

<b>Formula</b>
----------------

<b>Risolve</b> →	
---------------------	--

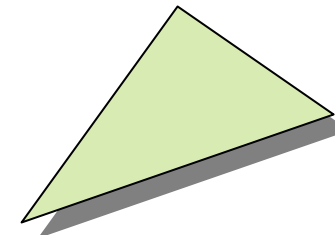
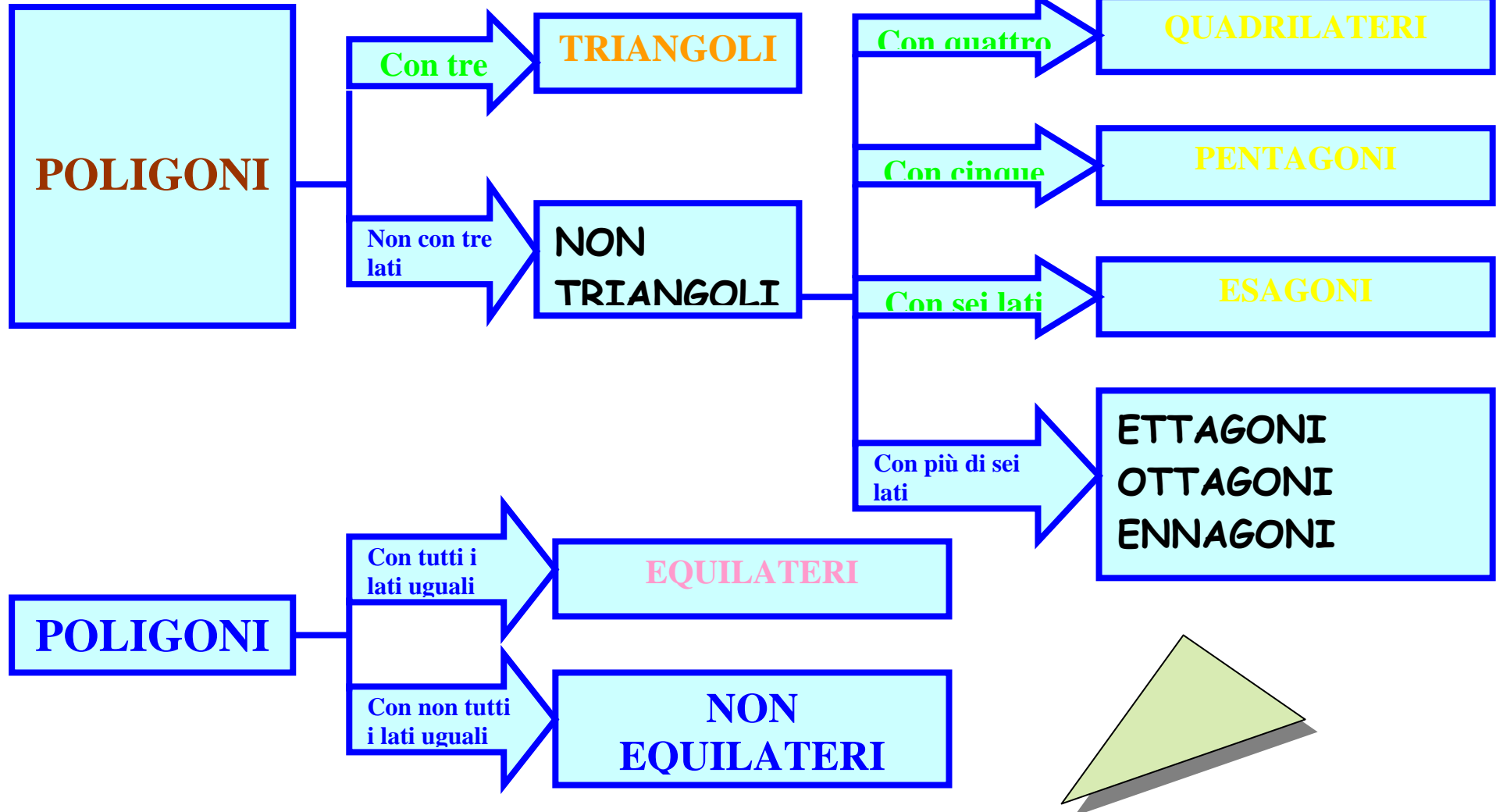
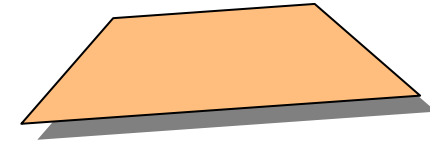
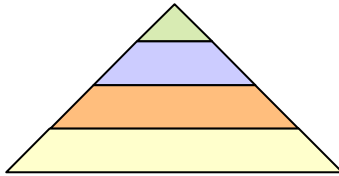
<b>Rispondo</b> →	
-------------------	--

# SITUAZIONI PROBLEMATICHE



# POLIGONI

METTIAMO ORDINE



# FIGURE PIANE

Osserva attentamente e classifica le figure come suggeriscono le frecce.

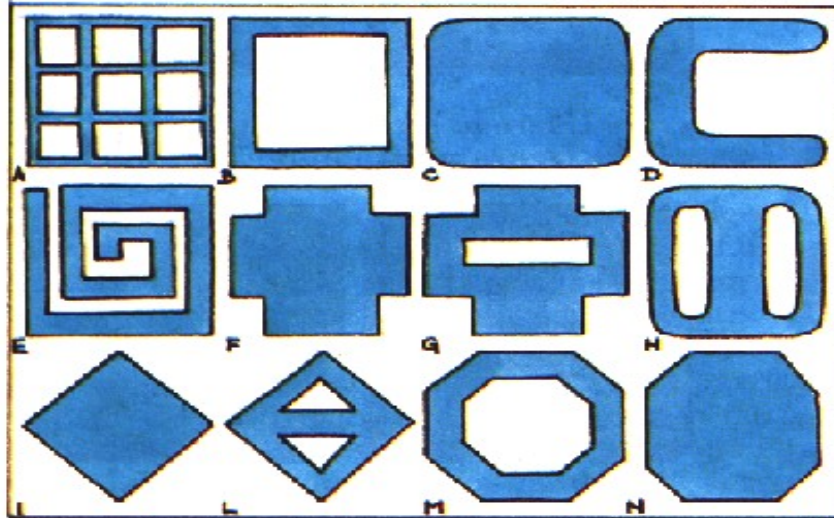


FIGURE CONNESSE

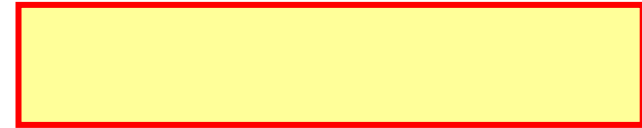


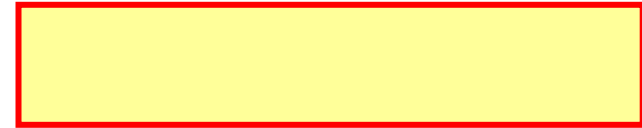
FIGURE NON CONNESSE



POLIGONI



POLIGONI CONVESSI



POLIGONI NON CONVESSI



NON POLIGONI

