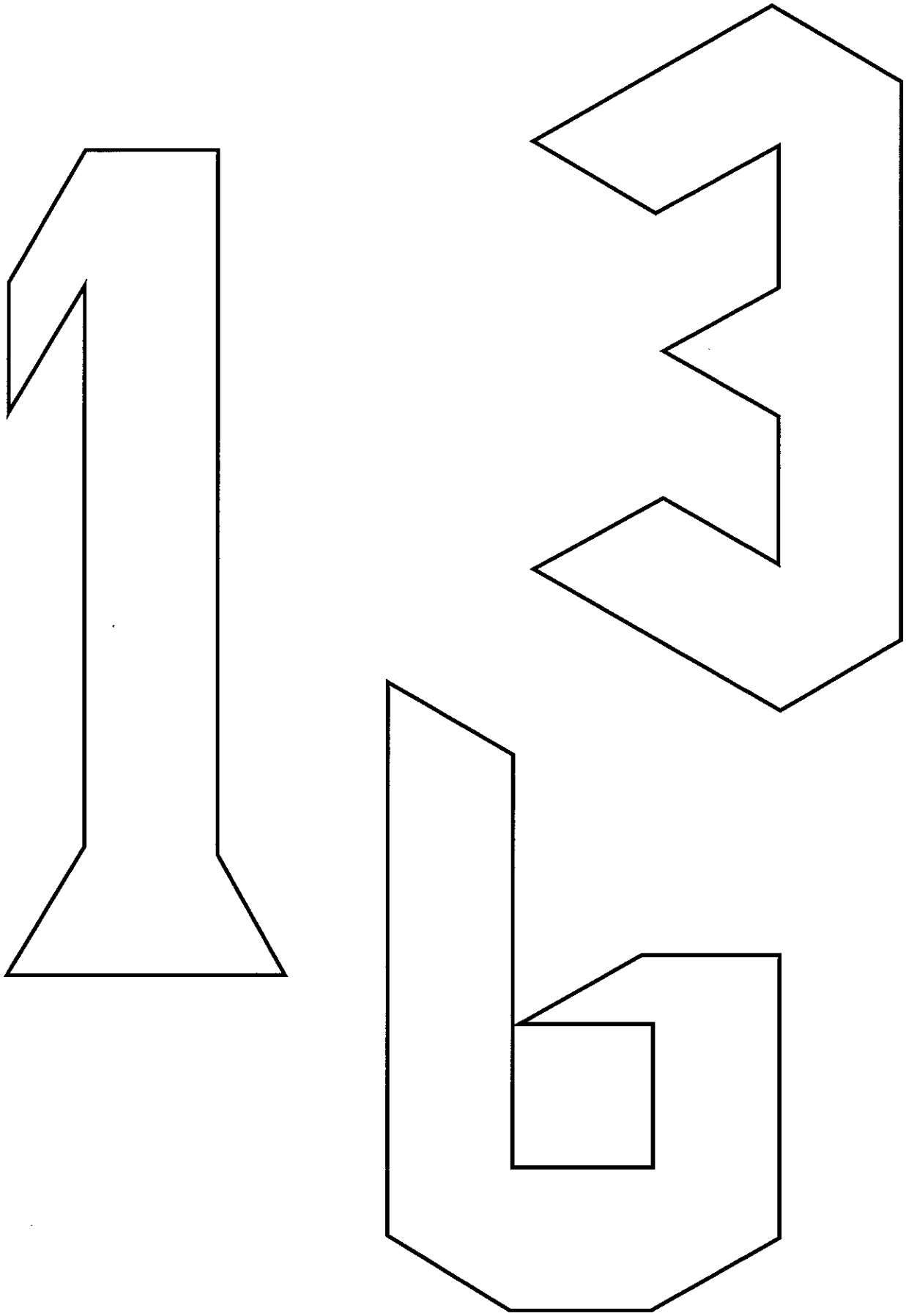
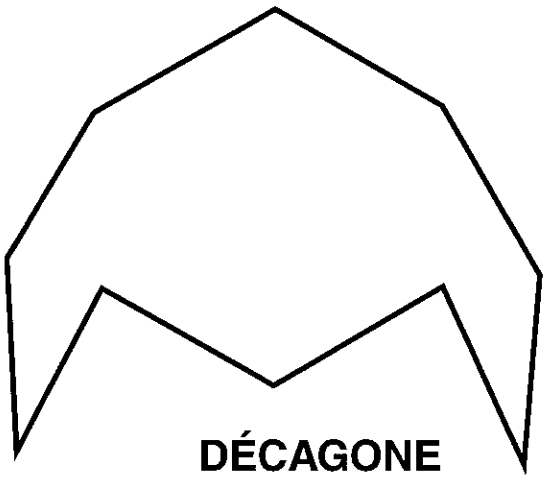
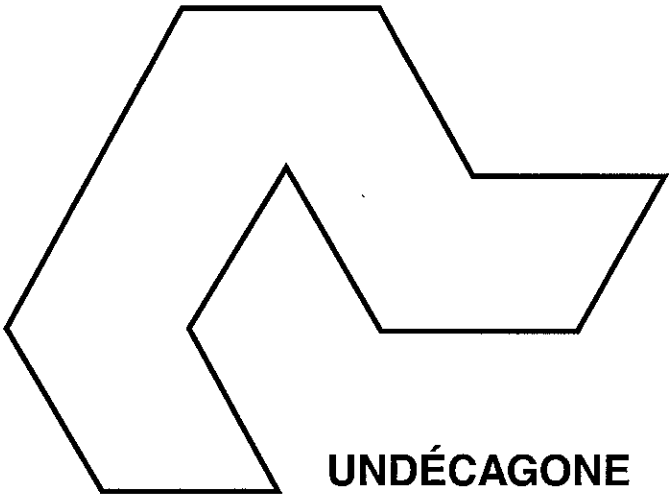


ATTRIMATHS - des polygones

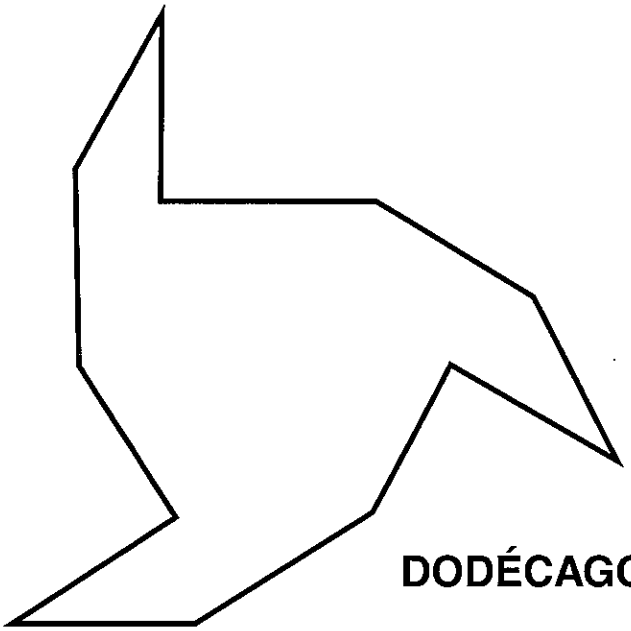
Construis avec les Attrimaths d'autres décagones, undécagones, dodécagones.



DÉCAGONE

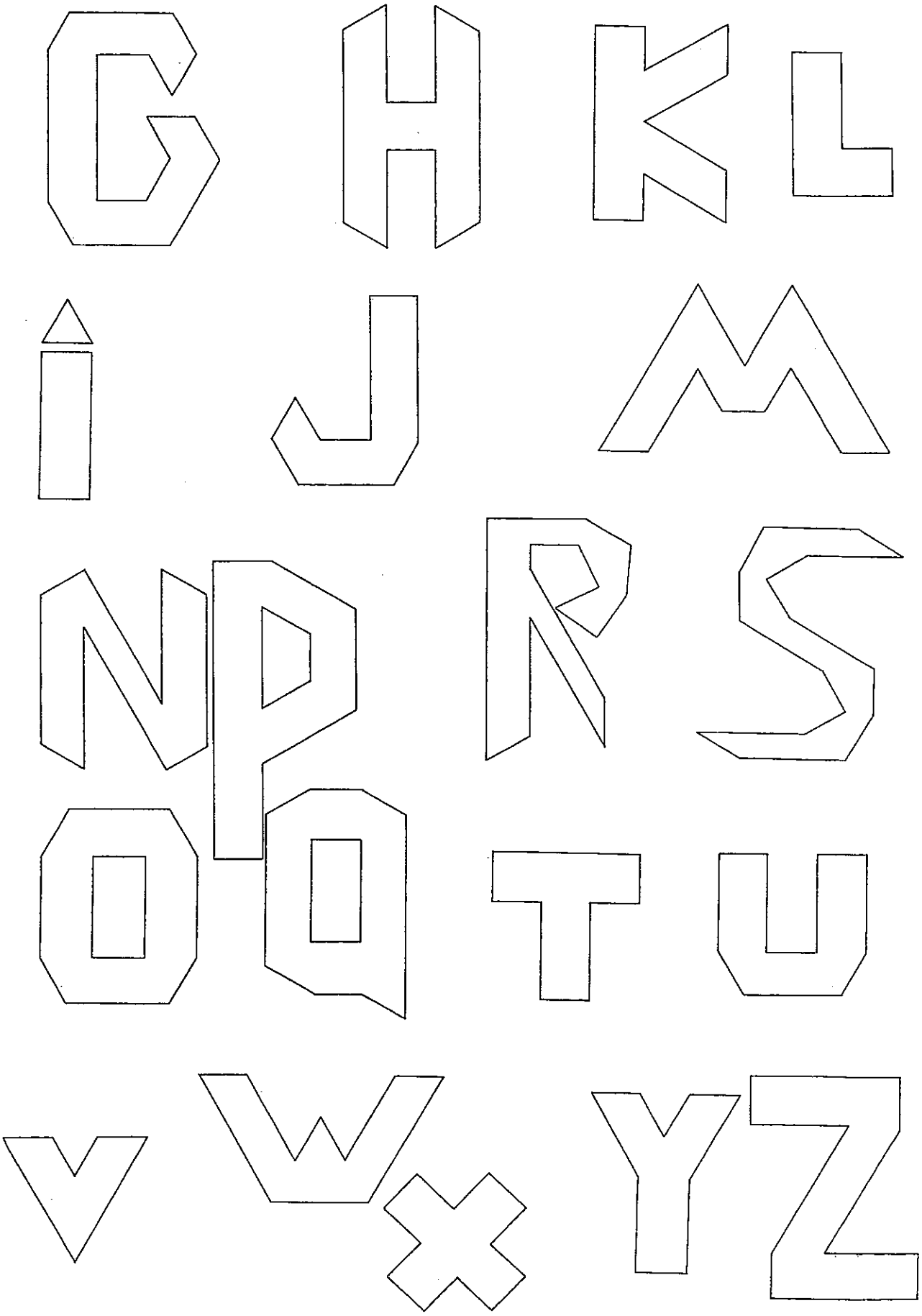


UNDÉCAGONE



DODÉCAGONE

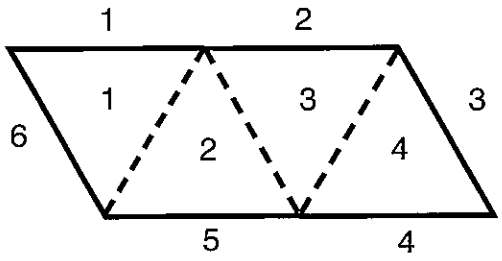
ATTRIMATHS - construis les lettres de l'alphabet



ATTRIMATHS - aires - contours

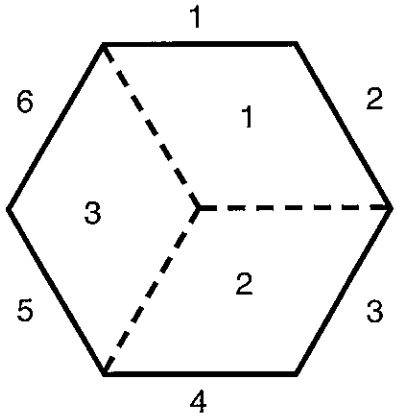
Si vert = 1unité d'aire , réalise les polygones suivants :

ex Aire = 4 Contour= 6
1. A = 6 C = 6
2. A = 6 C = 8
3. A = 9 C = 9
4. A = 8 C = 8



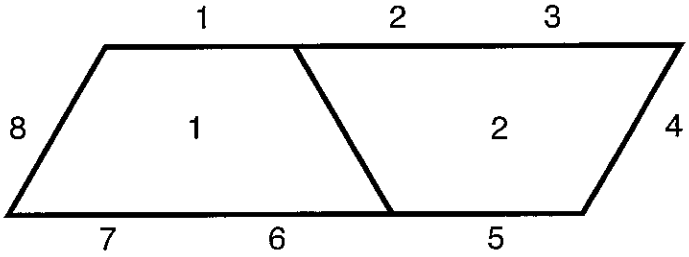
Si bleu = 1 unité d'aire, réalise les polygones suivants :

ex. A = 3 C = 6
5. A = 3 C = 8
6. A = 4 C = 8
7. A = 8 C = 10
8. A = 4 C = 10



Si rouge = 1 unité d'aire, réalise les polygones suivants :

ex. A = 2 C = 8
9. A = 2 C = 6
10. A = 4 C = 10
11. A = 5 C = 17
12. A = 5 C = 13

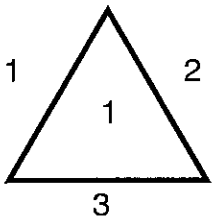


Si jaune = 1 unité d'aire, réalise les polygones suivants :

13. A = 3 C = 12
14. A = 4 C = 14
15. A = 4 1/2 C = 17
16. A = 4 1/2 C = 15
17. A = 3 C = 20

ATTRIMATHS - aires - contours

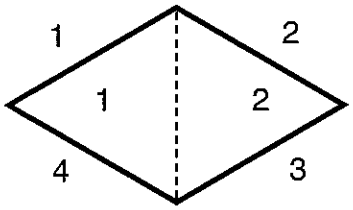
1)



contour : .....3.....

aire : .....1.....

2)



contour : .....4.....

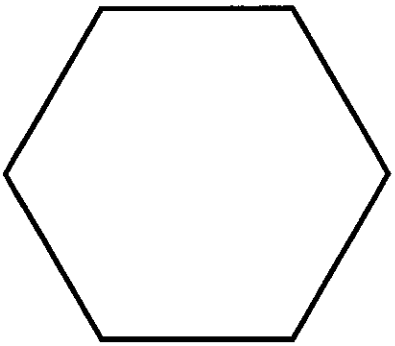
aire : .....2.....

3)

contour : .....

aire : .....

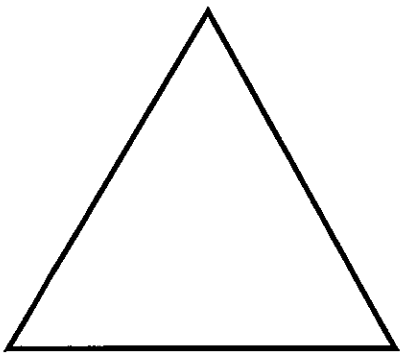
4)



contour : .....

aire : .....

5)

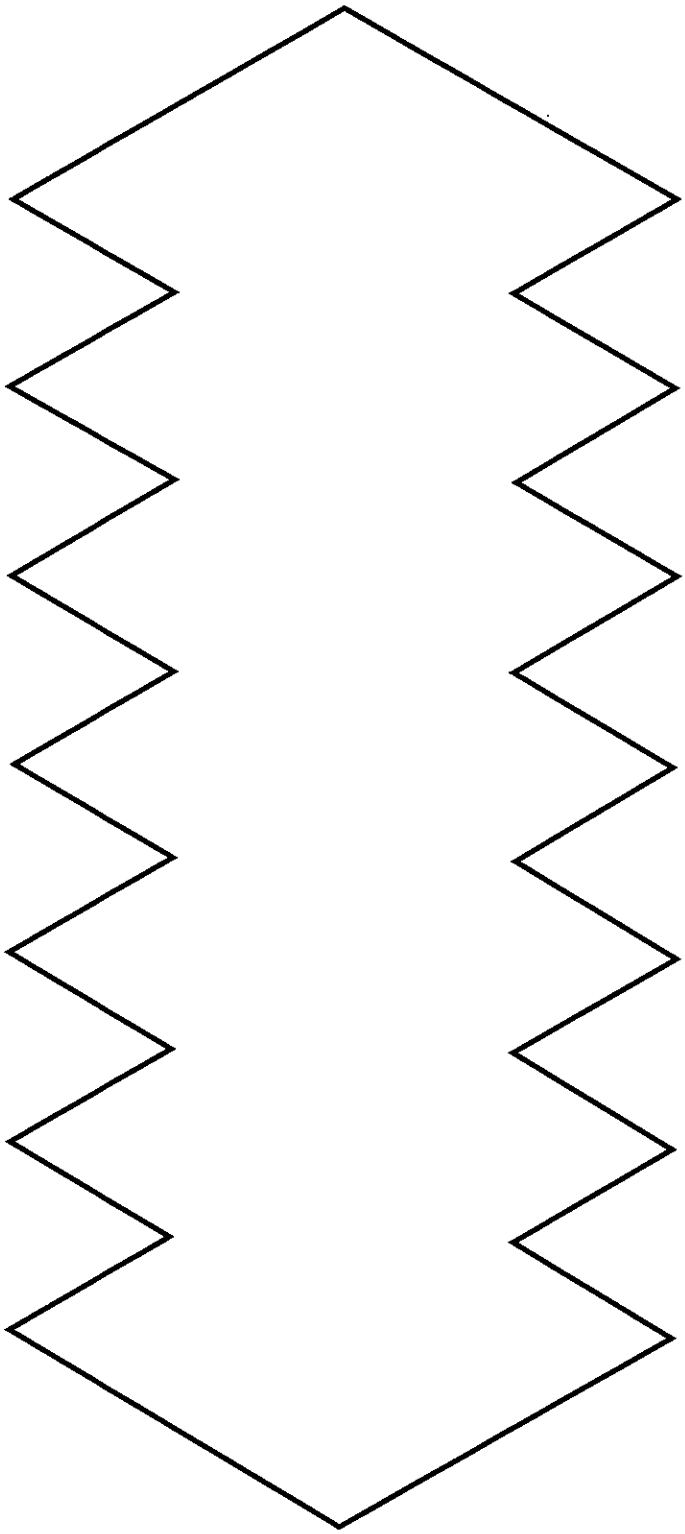


contour : .....

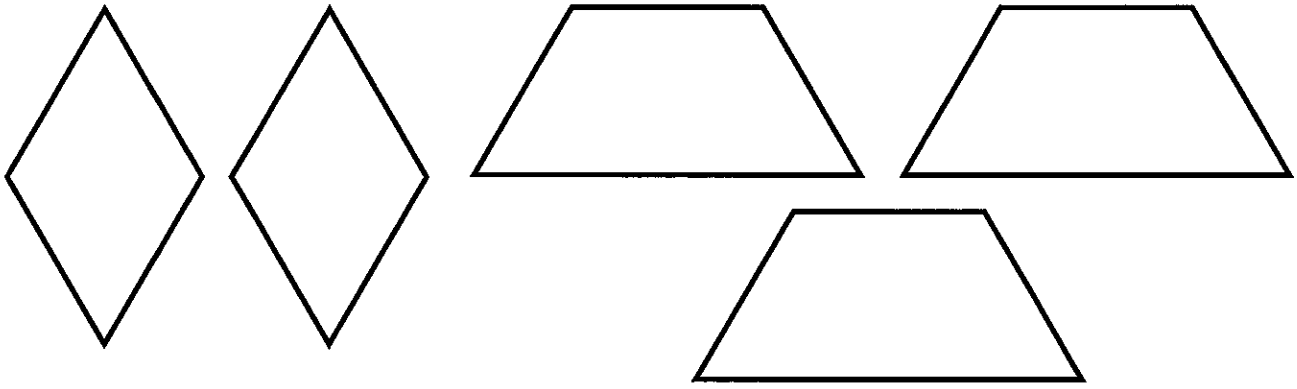
aire : .....

ATTRIMATHS - le lampion

Recouvre cette figure avec 18 blocs.
Recouvre ensuite cette figure avec 15 blocs.



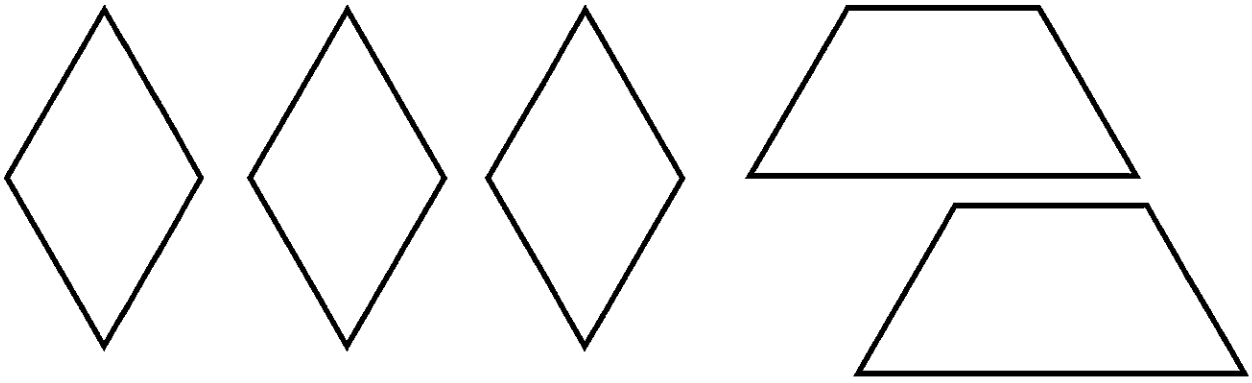
A - Utilise les blocs ci-dessous.
Si le triangle vert = 1, quels nombres peux-tu obtenir en utilisant uniquement ces blocs ?



1 2 3 4 5 6 7 8

9 10 11 12 13 14 15 16

B - Utilise les blocs ci-dessous.
Si le triange vert = 1, quels nombres peux-tu obtenir en utilisant uniquement ces blocs ?

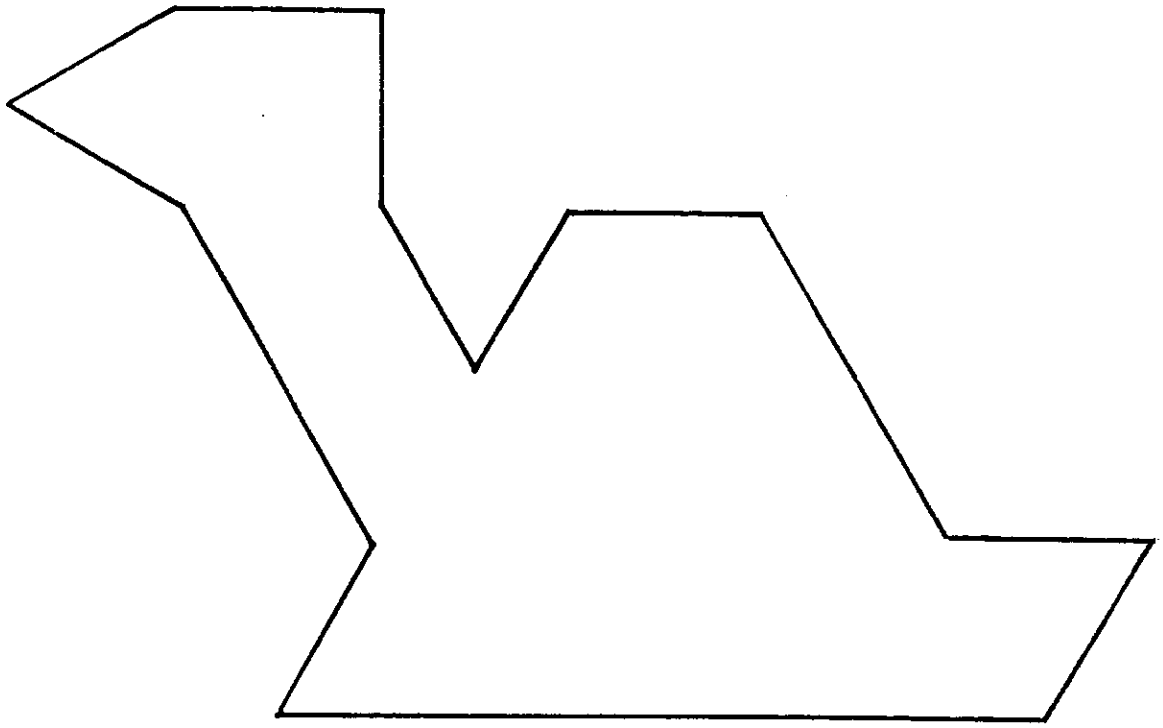


1 2 3 4 5 6 7 8

9 10 11 12 13 14 15 16

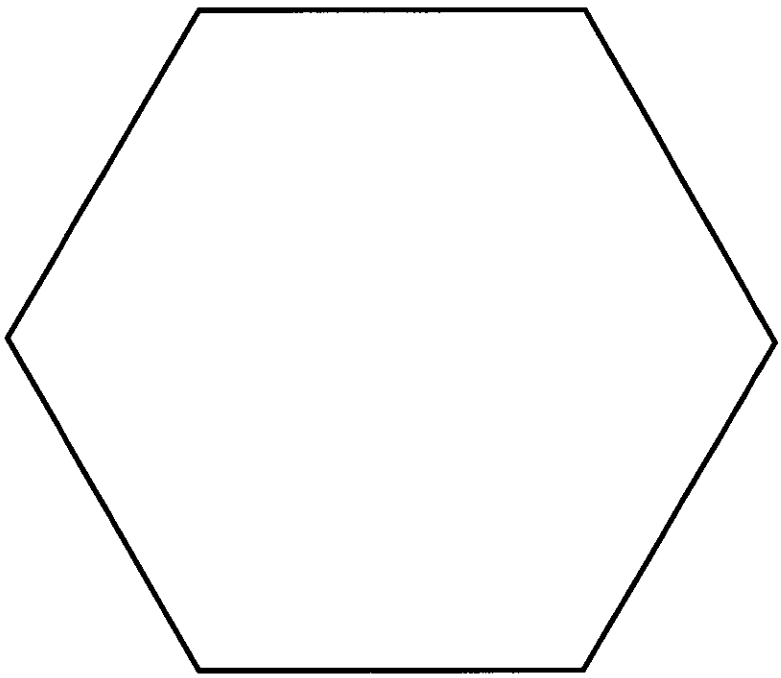
ATTRIMATHS - équivalences

Recouvre l'escargot avec le plus petit nombre puis avec le plus grand nombre de blocs.
Entoure en rouge le plus petit nombre.
Entoure en vert le plus grand nombre.

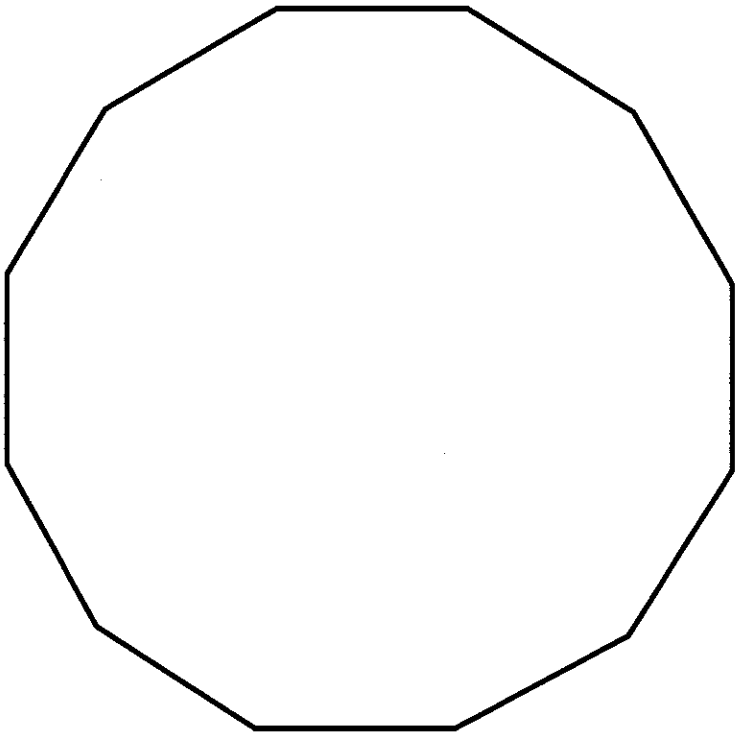


1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

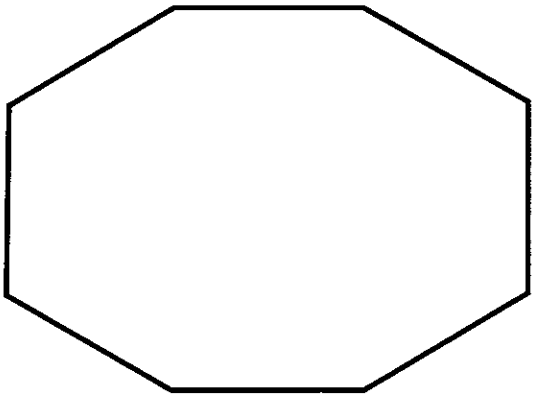
7 BLOCS 2 COULEURS



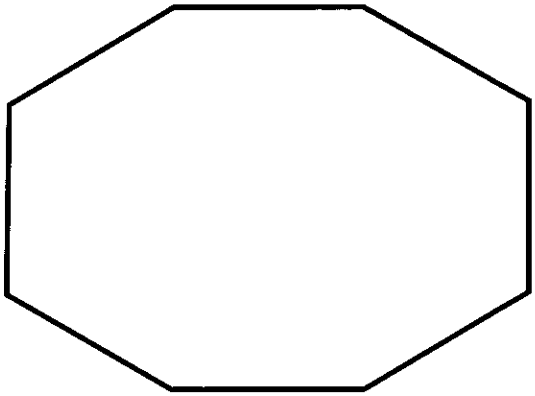
13 BLOCS 3 COULEURS



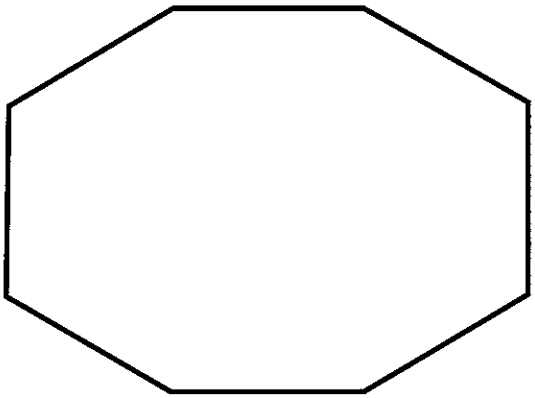
4 BLOCS 2 COULEURS



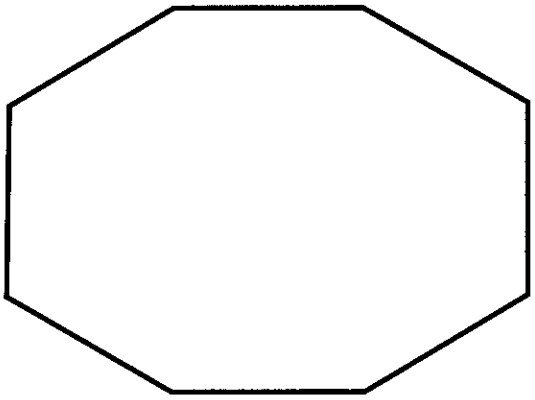
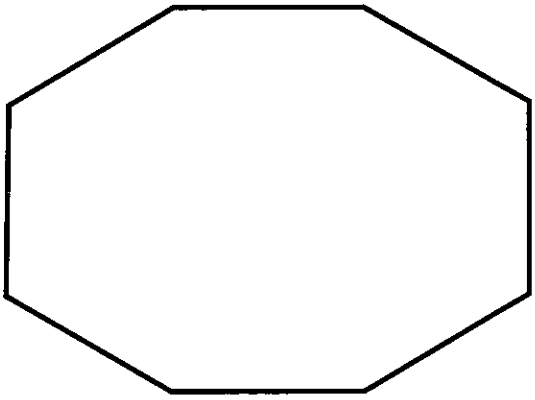
4 BLOCS 3 COULEURS



5 BLOCS 4 COULEURS



6 BLOCS 3 COULEURS



8 BLOCS 2 COULEURS