



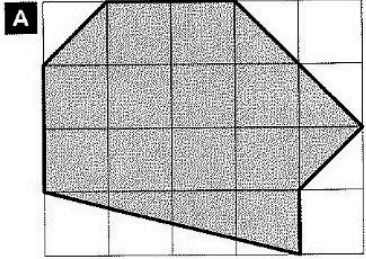
Station





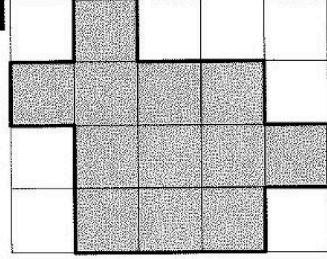

Bestimmen von Flächeninhalten

Den Flächeninhalt einer ebenen Figur bestimmst du, indem du die Anzahl der quadratischen Kästchen zählst, die von der grauen Fläche bedeckt werden. Ein Kästchen hat einen Flächeninhalt von 1 cm^2 [sprich: ein Quadratzentimeter].



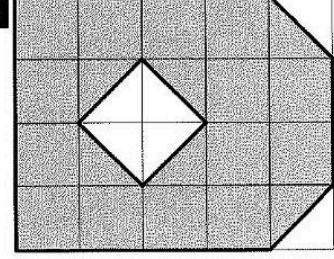
A

14 cm^2 (R) 15 cm^2 (D) 16 cm^2 (J)



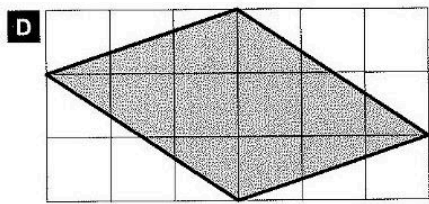
B

12 cm^2 (E) 13 cm^2 (A) 14 cm^2 (U)



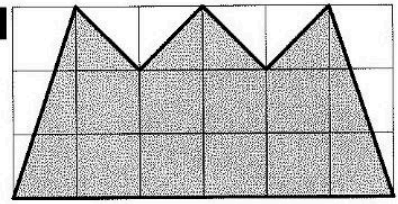
C

15 cm^2 (R) 16 cm^2 (T) 17 cm^2 (G)



D

9 cm^2 (A) 10 cm^2 (E) 11 cm^2 (T)



E

12 cm^2 (I) 13 cm^2 (L) 14 cm^2 (E)

Lösungswort:

A	B	C	D	E



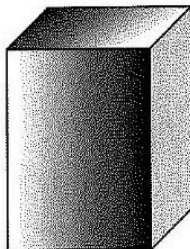
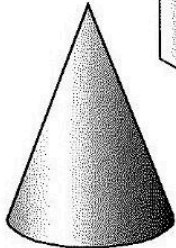
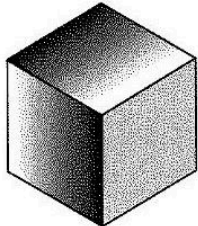
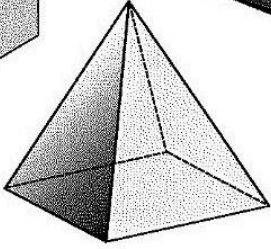
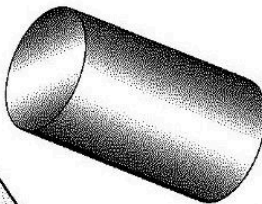
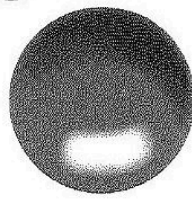
Station






Ecken, Kanten und Flächen von Körpern

Fülle die Tabelle aus.

Anzahl	Würfel	Quader	Zylinder	Kugel	Pyramide	Kegel
Ecken						
Kanten						
Flächen						



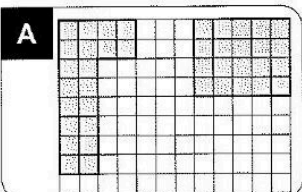
Station



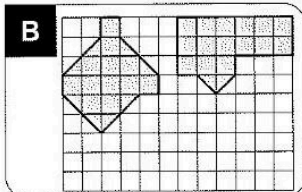


Zeichnen von Flächen mit gleichem Flächeninhalt
 Zeichne eine weitere Fläche, die den gleichen Flächeninhalt wie die zwei anderen Flächen hat.

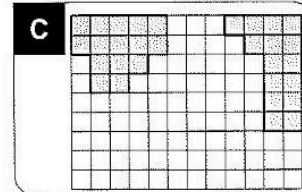
A



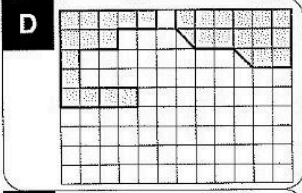
B



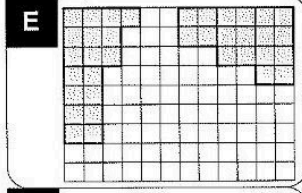
C



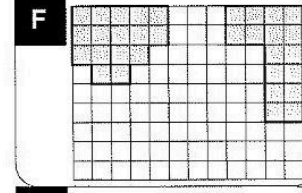
D



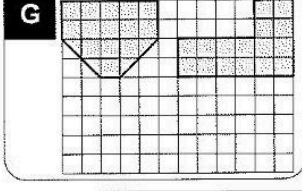
E



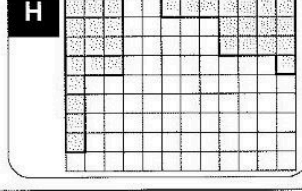
F



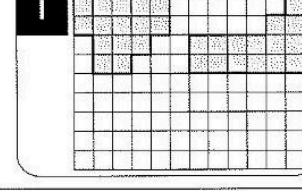
G



H

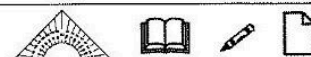


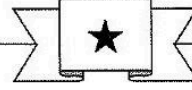
I





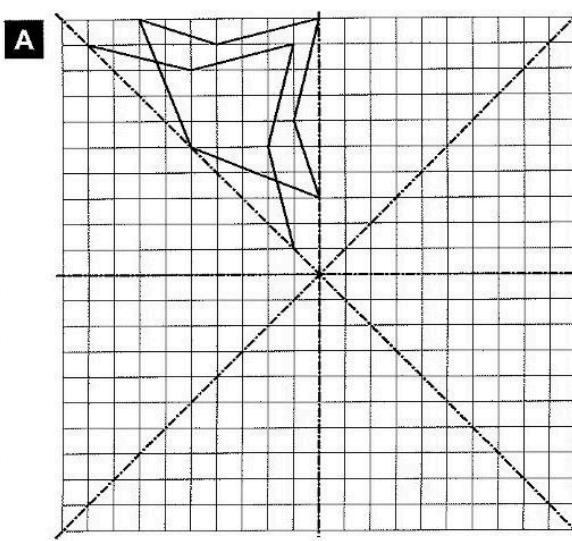
Station





Mehrfachspiegelungen im Gitternetz
 Spiegelt die vorgegebenen Muster mehrfach an den vier Spiegelachsen. Ihr könnt euer Bild farbig anlegen.

A



B

