



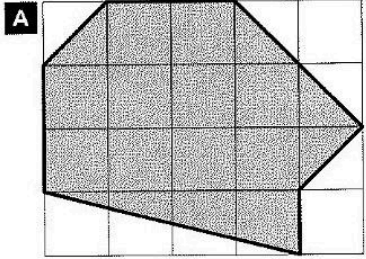
## Station





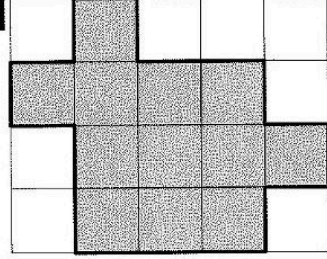

### Bestimmen von Flächeninhalten

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  $1 \text{ cm}^2$  [sprich: ein Quadratzentimeter].



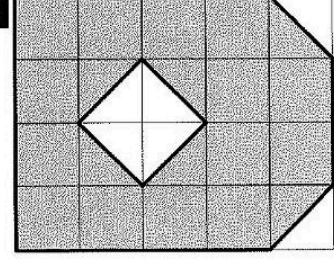
**A**

14  $\text{cm}^2$  (R) 15  $\text{cm}^2$  (D) 16  $\text{cm}^2$  (J)



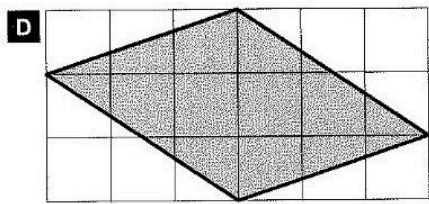
**B**

12  $\text{cm}^2$  (E) 13  $\text{cm}^2$  (A) 14  $\text{cm}^2$  (U)



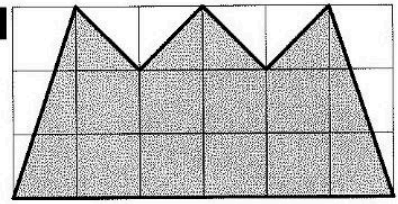
**C**

15  $\text{cm}^2$  (R) 16  $\text{cm}^2$  (T) 17  $\text{cm}^2$  (G)



**D**

9  $\text{cm}^2$  (A) 10  $\text{cm}^2$  (E) 11  $\text{cm}^2$  (T)



**E**

12  $\text{cm}^2$  (I) 13  $\text{cm}^2$  (L) 14  $\text{cm}^2$  (E)

**Lösungswort:**

|   |   |   |   |   |
|---|---|---|---|---|
| A | B | C | D | E |
|   |   |   |   |   |



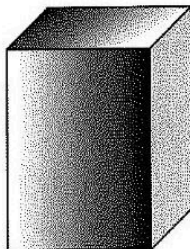
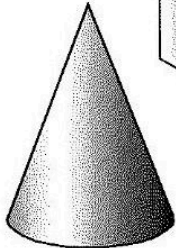
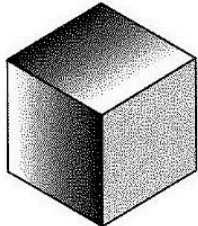
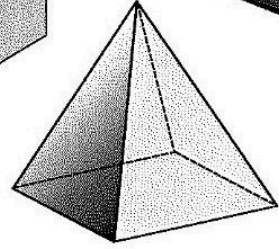
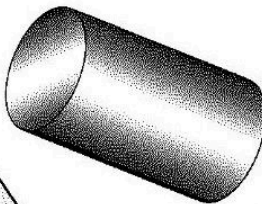
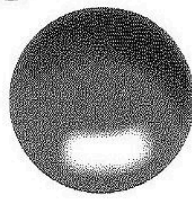
## Station






### Ecken, Kanten und Flächen von Körpern

Fülle die Tabelle aus.

| Anzahl         | Würfel | Quader | Zylinder | Kugel | Pyramide | Kegel |
|----------------|--------|--------|----------|-------|----------|-------|
| <b>Ecken</b>   |        |        |          |       |          |       |
| <b>Kanten</b>  |        |        |          |       |          |       |
| <b>Flächen</b> |        |        |          |       |          |       |



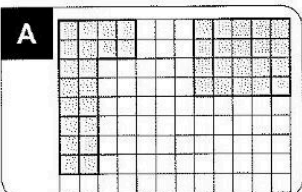
**Station**



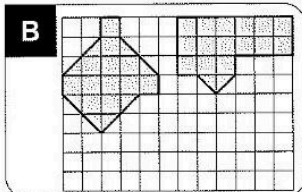


**Zeichnen von Flächen mit gleichem Flächeninhalt**  
 Zeichne eine weitere Fläche, die den gleichen Flächeninhalt wie die zwei anderen Flächen hat.

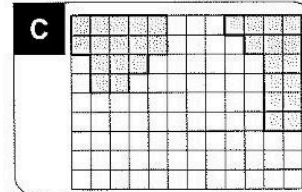
**A**



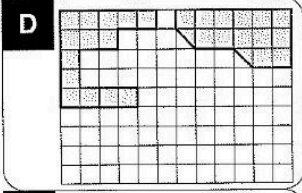
**B**



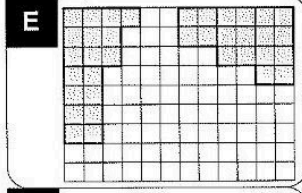
**C**



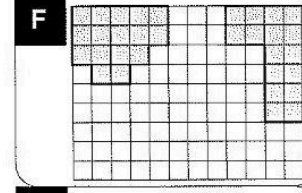
**D**



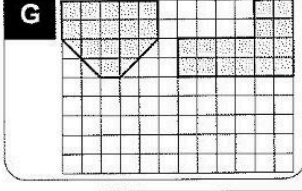
**E**



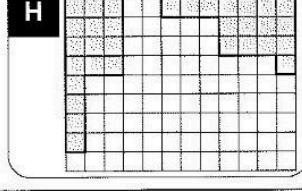
**F**



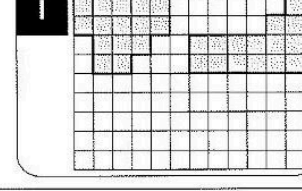
**G**



**H**

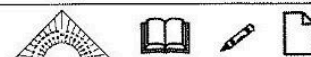


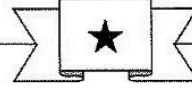
**I**





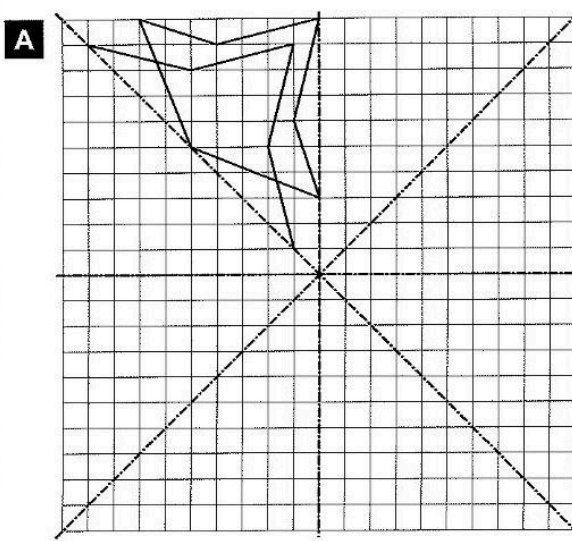
**Station**





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

**A**



**B**

