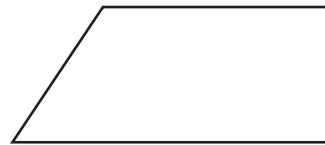
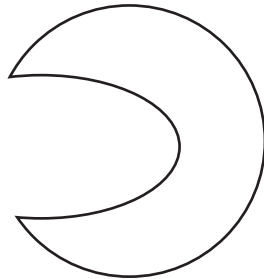
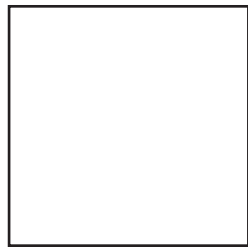
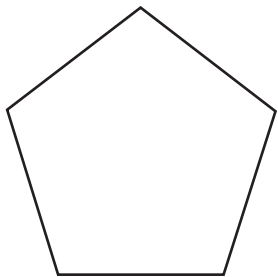
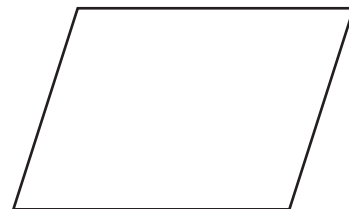
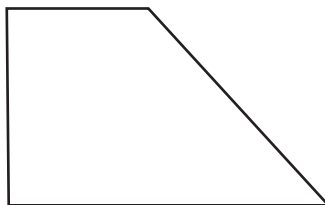
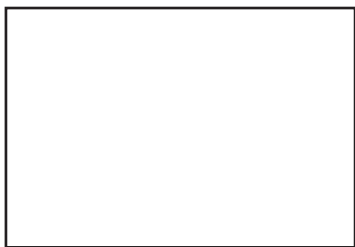
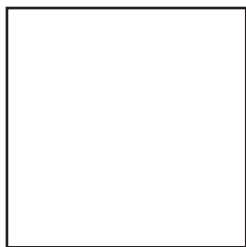


I POLIGONI

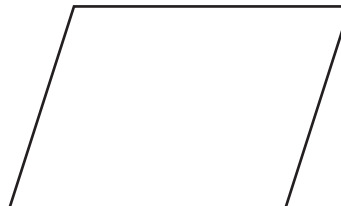
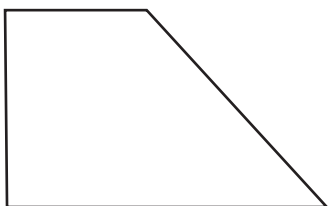
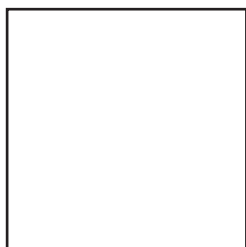
1 Cancelli con una X i **non poligoni**.



2 Traccia le **diagonali** di ciascun poligono.

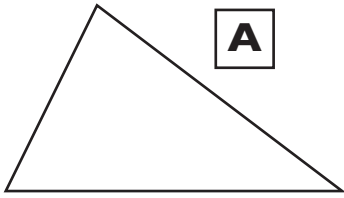


3 Metti le lettere maiuscole in ogni **vertice** e scrivi il nome di ciascun poligono.

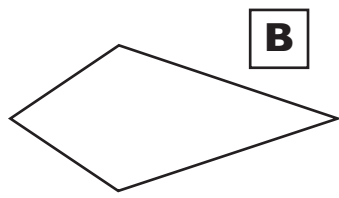


I TRIANGOLI

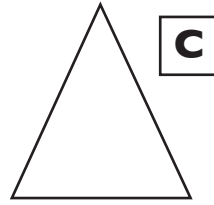
1 Completa scrivendo prima di ogni definizione la lettera corrispondente.



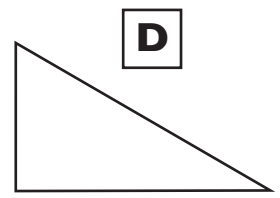
A



B



C



D

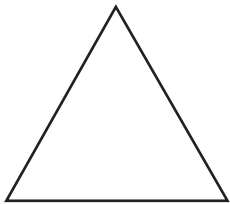
È un triangolo con un angolo retto.

Non è un triangolo.

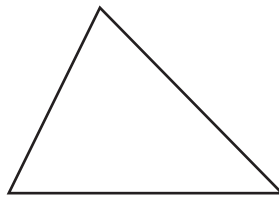
È un triangolo con due lati uguali.

È un triangolo con tre lati diversi.

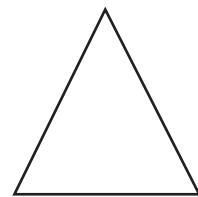
2 Misura i lati con il righello e scrivi il nome di ogni triangolo. Scegli tra: **scaleno**, **isoscele** ed **equilatero**.



.....

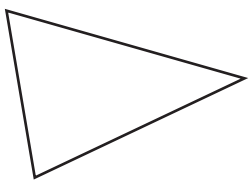


.....

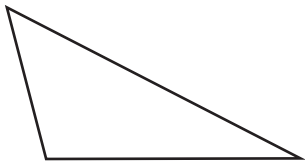


.....

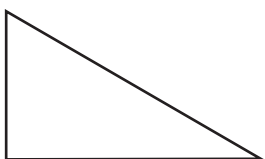
3 Scrivi al posto giusto i seguenti termini: **rettangolo**, **ottusangolo**, **acutangolo**.



• Si chiama triangolo
perché ha tutti gli angoli acuti.



• Si chiama triangolo
perché ha un angolo ottuso.

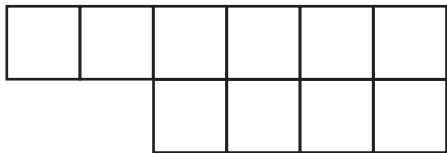


• Si chiama triangolo
perché ha un angolo retto.

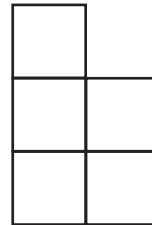


IL PERIMETRO

1 Calcola il perimetro di queste figure considerando il lato di ciascun quadratino lungo 1 cm.

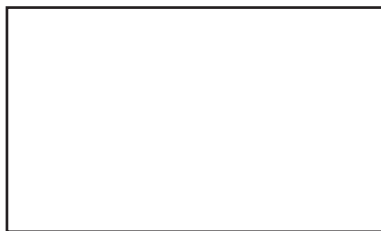


P = cm

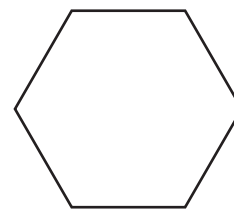


P = cm

2 Misura con il righello i lati delle figure e calcola il perimetro.



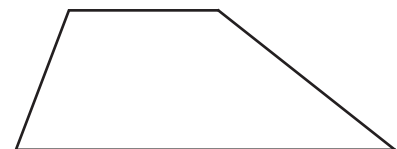
P = cm



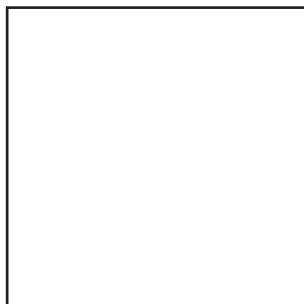
P = cm



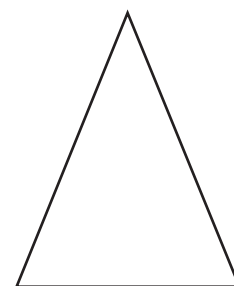
P = cm



P = cm



P = cm

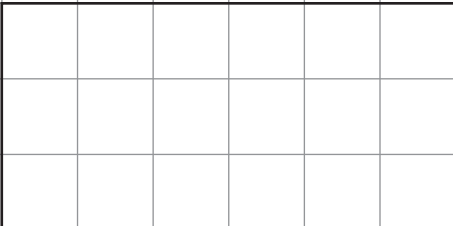
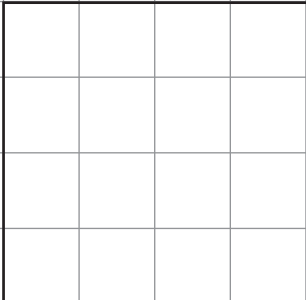
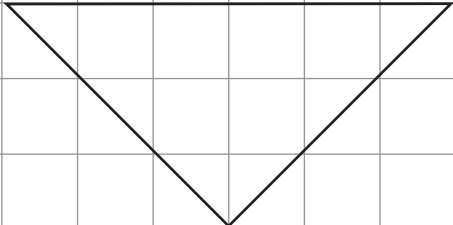
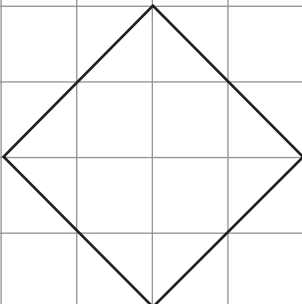


P = cm


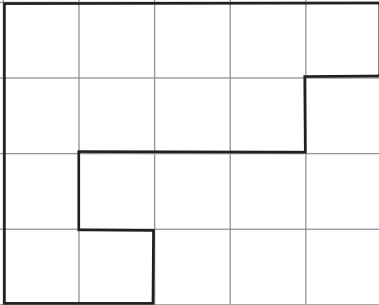
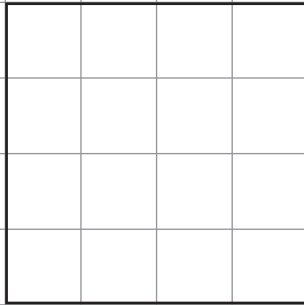


LA SUPERFICIE

1 Colora la superficie di ogni figura, poi scrivi la sua area in quadretti.

	
Area = quadretti	Area = quadretti
	
Area = quadretti	Area = quadretti

2 Indica con una X la figura che ha la superficie maggiore.

A	B	C
		

A **B** **C**

