










1. Place les dessins dans la case qui convient.

	1	2	3	4	5	
a						(d, 2) 
b						(c, 4) 
c						(a, 3) 
d						

34.1
R

.....
3




2. Indique l'emplacement de chaque dessin.

	1	2	3	4	5	
a						
b						
c						
d					 3

34.2
R

.....
3







3. Place les dessins au bon endroit.

	1	2	3	4	5	
a						 (a, 2)
b						 (c, 4)
c						 (d, 5)
d					 3

34.3
R

.....
3

4. Indique l'emplacement de chaque dessin.

	1	2	3	4	5	
a						
b						
c						
d					 3

34.4
R

.....
3

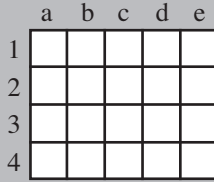
Soutien

34

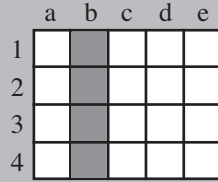


GÉOMÉTRIE

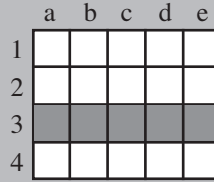
Se repérer sur un quadrillage.



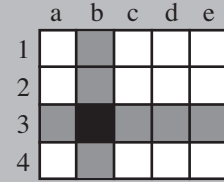
le quadrillage et son code



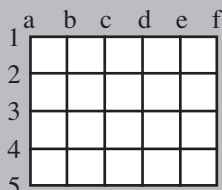
la colonne b



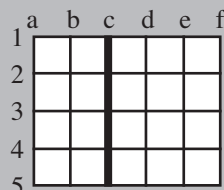
la ligne 3



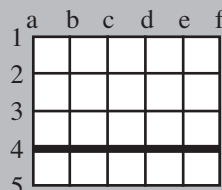
la case (b, 3)



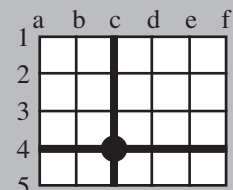
le quadrillage et son code



la colonne c

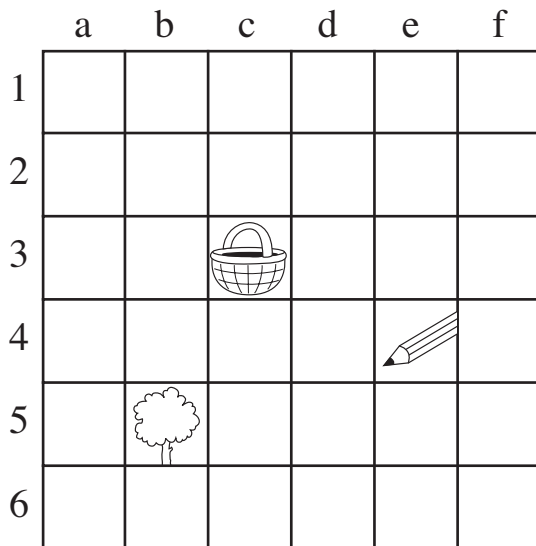


la ligne 4



le nœud (c, 4)

1. Place les dessins ou donne le code.



(b, 1)



.....



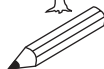
(e, 2)



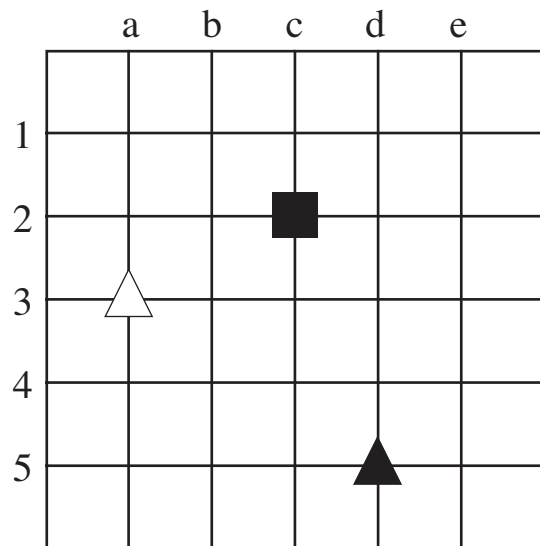
.....



(d, 6)



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○ (a, 1)

■

● (b, 4)

△

□ (d, 3)

▲