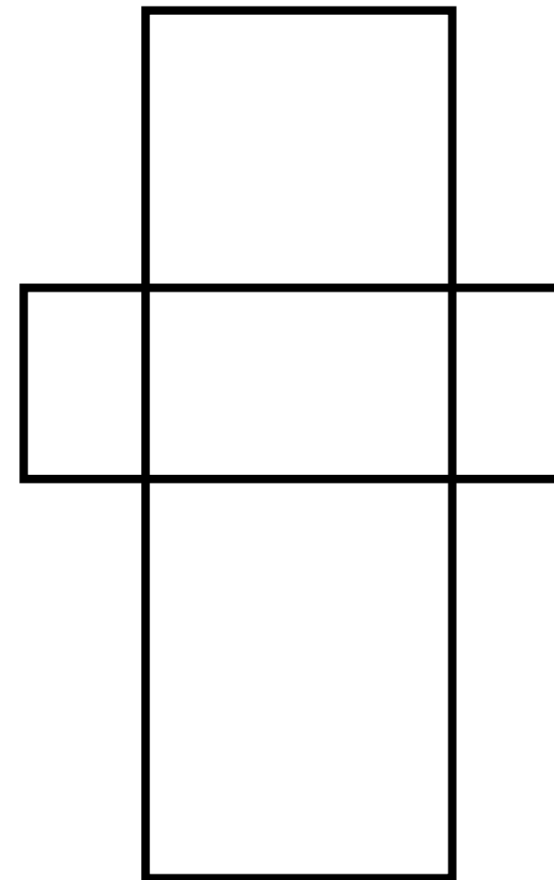


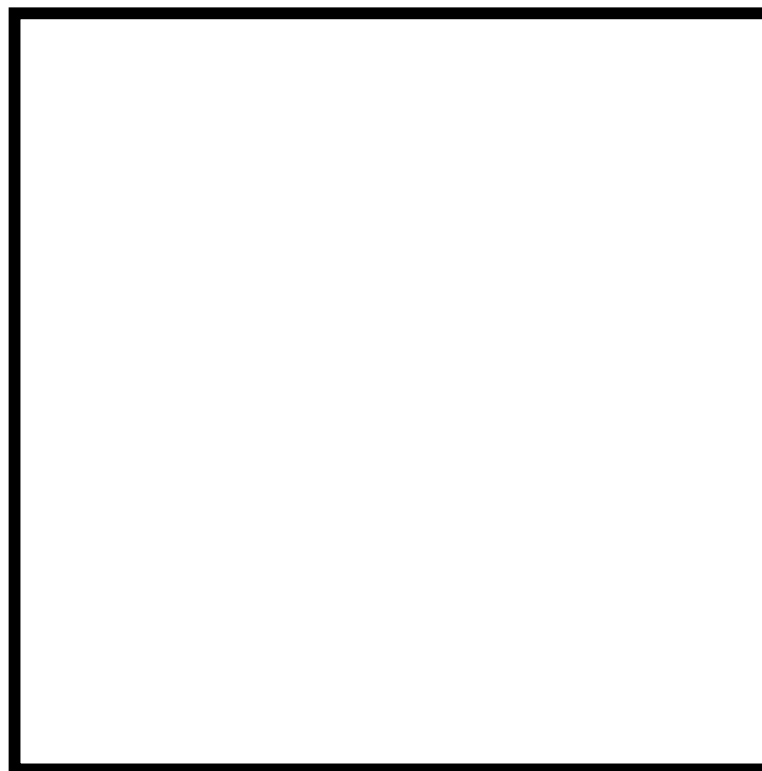
**Jouer au jeu des formes.**

Combien de rectangles ?



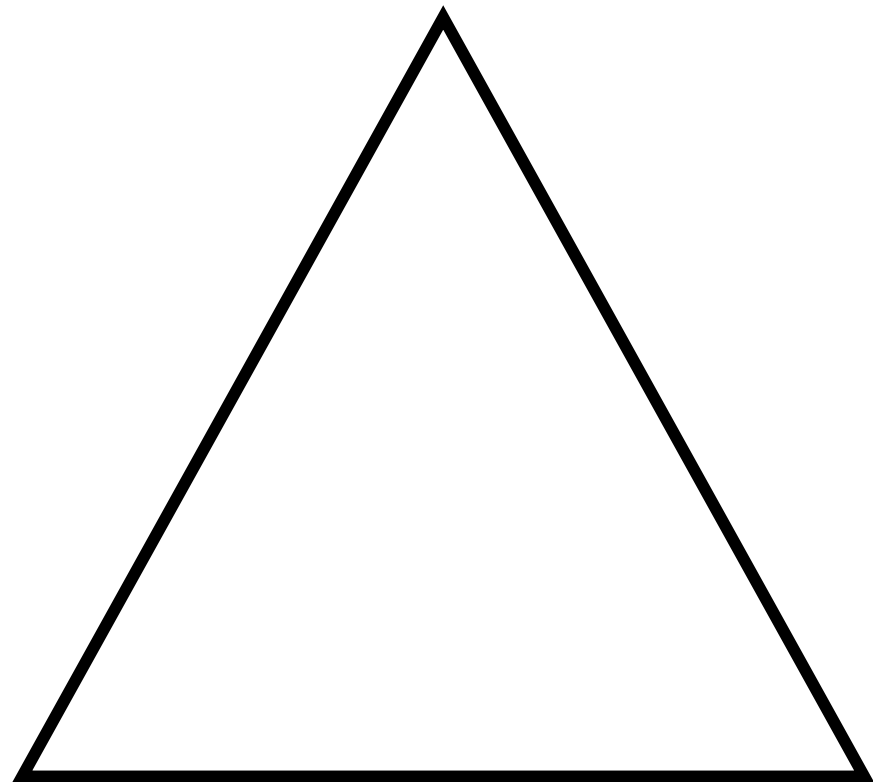
**Se remémorer le vocabulaire de géométrie.**

Figure, côté, sommet.



**Se remémorer le vocabulaire de géométrie.**

Figure, côté, sommet.



**Tracer une figure qui a 4 côtés.**

Confronter les solutions.

Les valider.

Il y en a plusieurs.



**Tracer une figure qui a 3 sommets.**

Confronter les propositions.

Les valider.

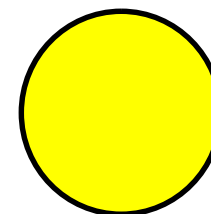
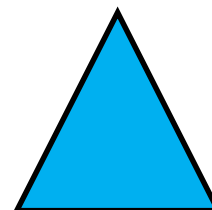
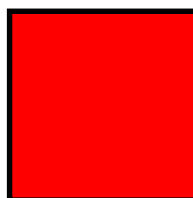
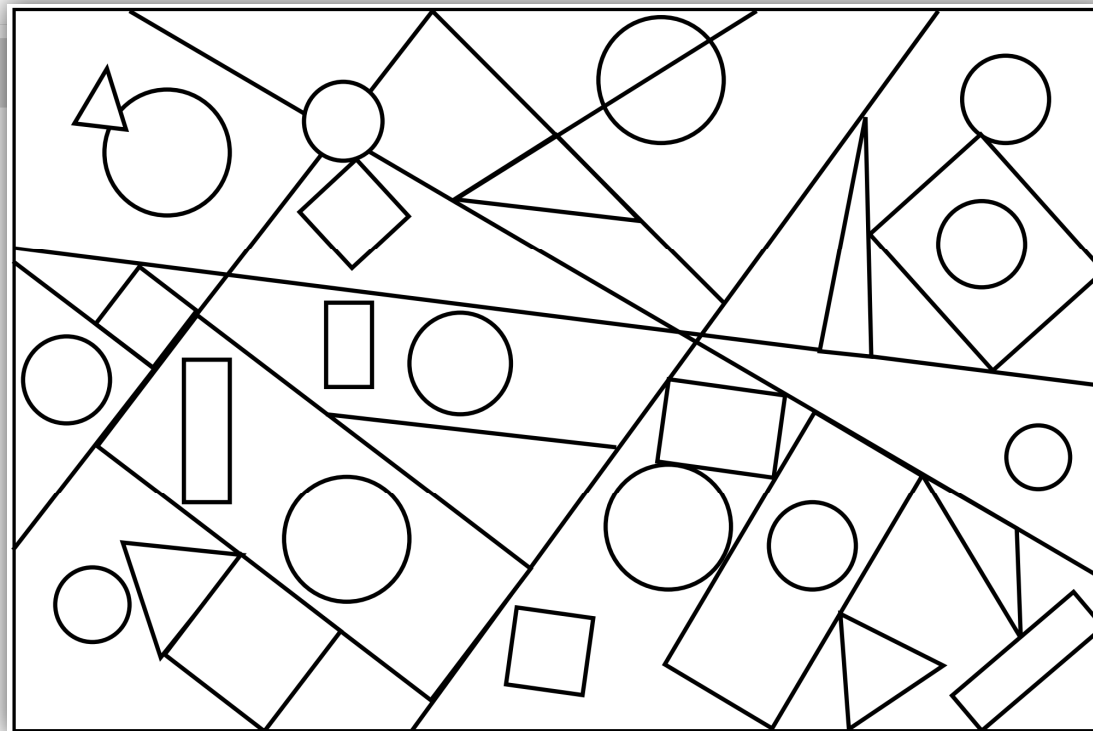
Revenir sur le vocabulaire.



**Colorier le tableau des formes.**

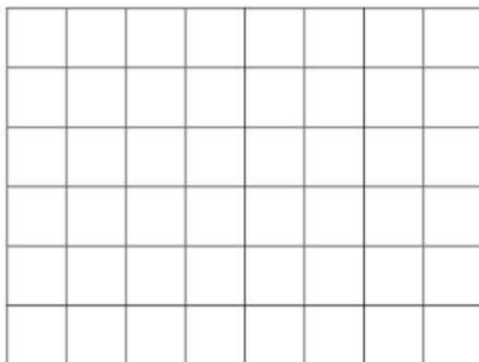
Equipe de 3-4.

Synthèse collective en affichant les productions.



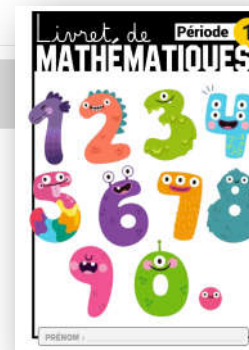
**Tracer des carrés.**

Réinvestir l'apprentissage sur le tracé à la règle.

 **TRACER UN CARRÉ****1** Trace un carré.

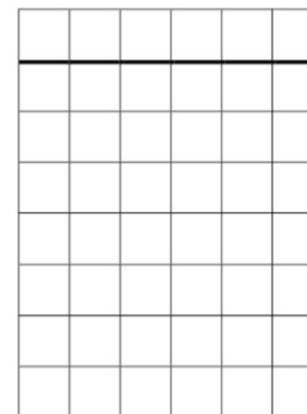
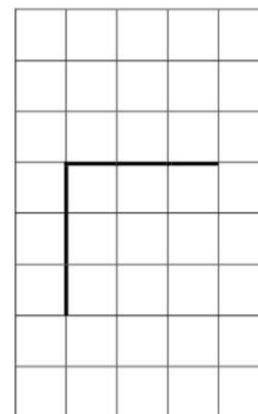
M6 - S1 à 4 / M6 - S6

21



n° 1 p. 21,

n° 2 p. 22

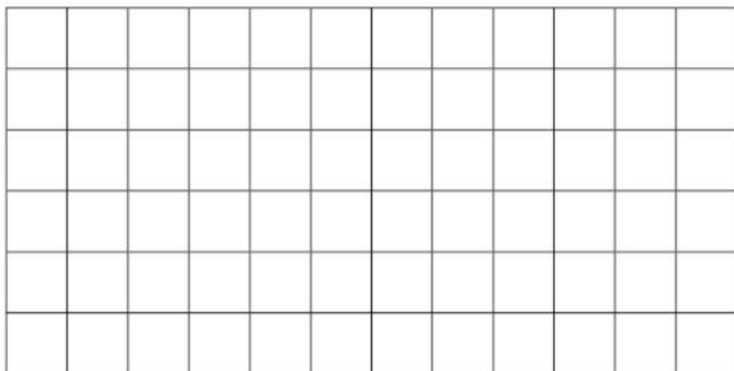
**2** Termine les carrés.

## Tracer des rectangles.

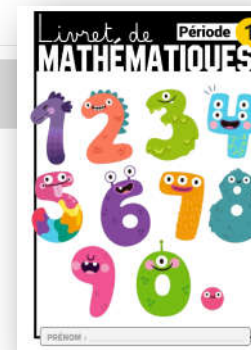
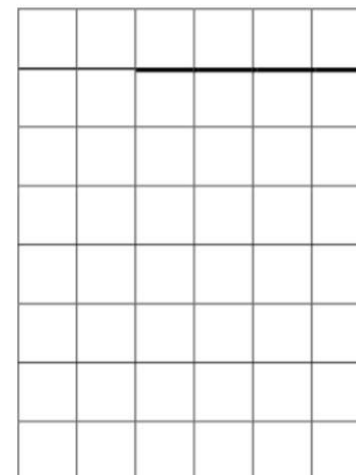
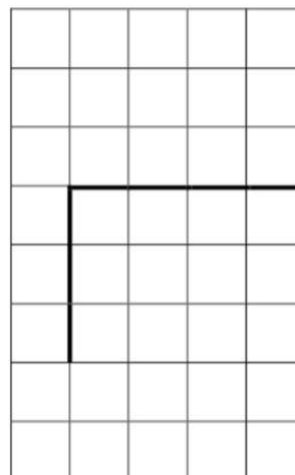
Réinvestir l'apprentissage sur le tracé à la règle.

### TRACER UN RECTANGLE

#### 1 Trace un rectangle.



#### 2 Finis les rectangles.



n° 2 p. 22,

n° 1 p. 23