

ASSEMBLAGE



Maths 50

❖ CONSIGNE

Tâche

Reproduis les modèles en utilisant les pièces proposées dans la réserve. Si leur position ne te convient pas, tu peux les pivoter et/ou les retourner.

Tu n'es pas obligé d'utiliser toutes les pièces pour reproduire la figure. Parfois, ce n'est pas nécessaire.

Contraintes

Par contre, tu n'as pas le droit :

- d'utiliser plusieurs fois une même pièce de la réserve (sauf si c'est précisé – ne concerne que les niveaux 10 et 11)
- de modifier les formes de la réserve : les plier, les découper...

Critère de réussite

Tu auras réussi si tu peux superposer exactement ton assemblage au modèle, sans trou ni dépassement.

La consigne passée aux élèves sera à adapter en fonction du niveau de classe. On aura notamment intérêt à la compléter avec des pictogrammes pour les élèves non-lecteurs.

Vous trouverez à la fin du document des planches avec les pièces à découper qu'il sera même possible de plastifier pour une utilisation plus pérenne.

❖ VARIABLES DIDACTIQUES POSSIBLES

Relatives au modèle

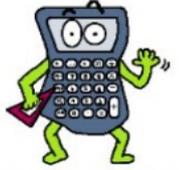
- Nombre de pièces [valeur numérique]
- Délimitation des pièces [visible ou pas]
- Recouvrement des pièces [possible ou pas]

Relatives aux pièces

- Taille (par rapport au modèle) [identique / différent]
- Orientation (par rapport au modèle) [identique / différente]
- Nombre de pièces différentes [valeur numérique]
- Présence d'intrus [O / N]
- Visibles en même temps que le modèle [O / N]
- Nature des pièces [Il est par exemple possible de remplacer le rectangle par deux carrés ou le carré par deux triangles rectangles isocèles.]

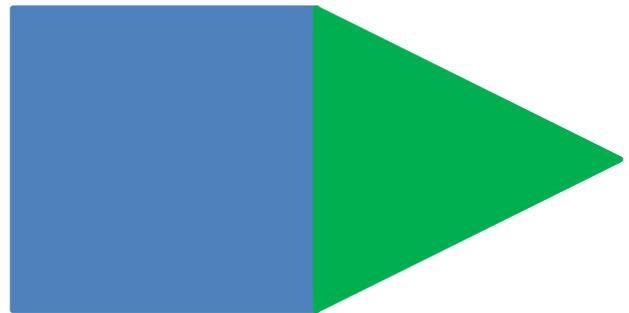
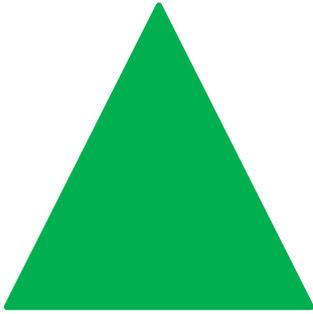
❖ POINT DE VIGILANCE

- Veiller à avoir préalablement enseigné aux élèves le **vocabulaire** nécessaire relatif :
 - aux *formes géométriques* et à leur *description* ;
 - à la *topologie* : au-dessus de, au-dessous de, à gauche de, à droite de...

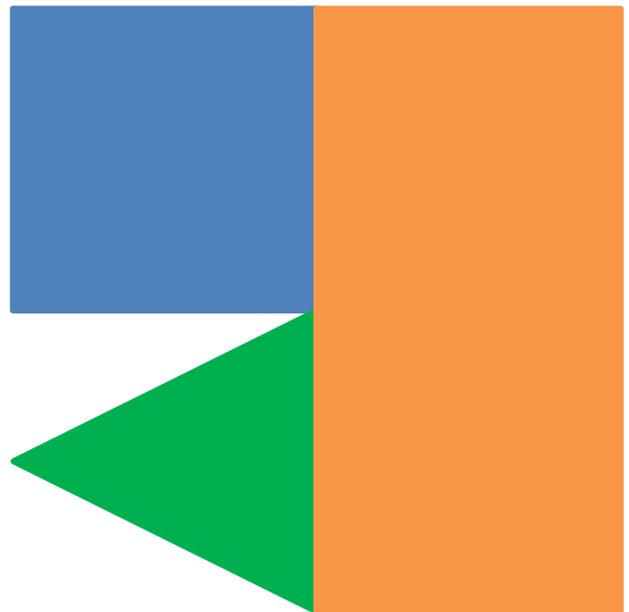


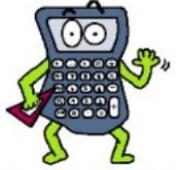
Niveau 1

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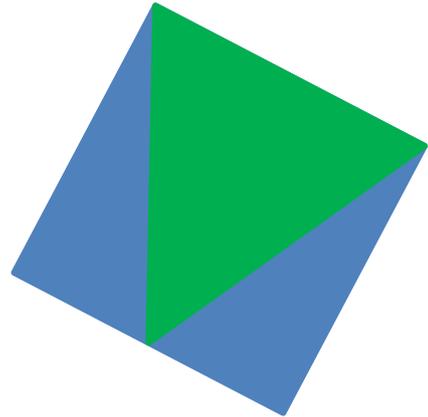
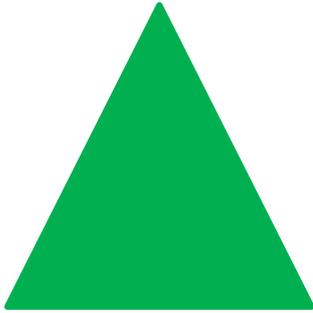
B



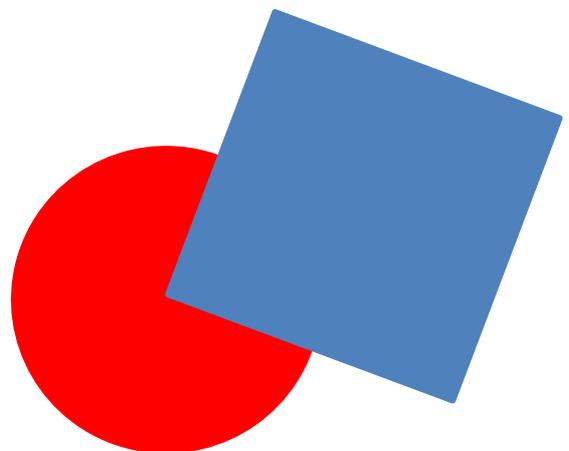
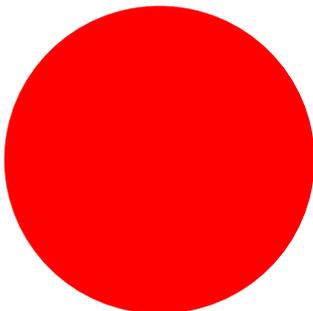


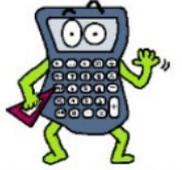
Niveau 2

A

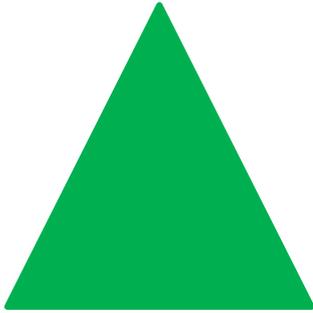


B



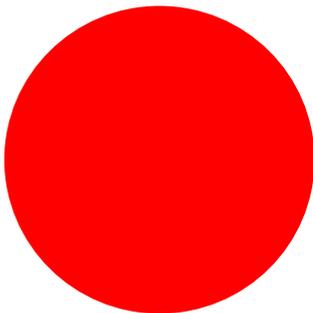
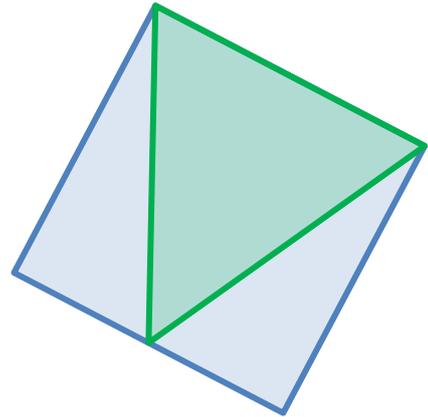


Niveau 2



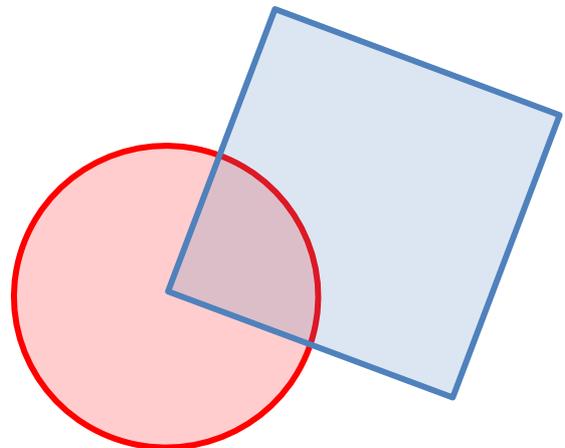
SOLUTION

A



SOLUTION

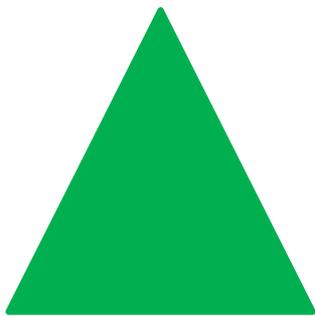
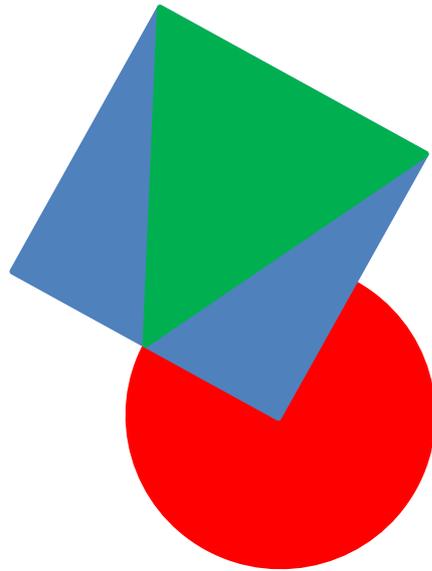
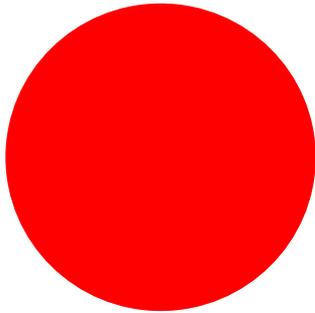
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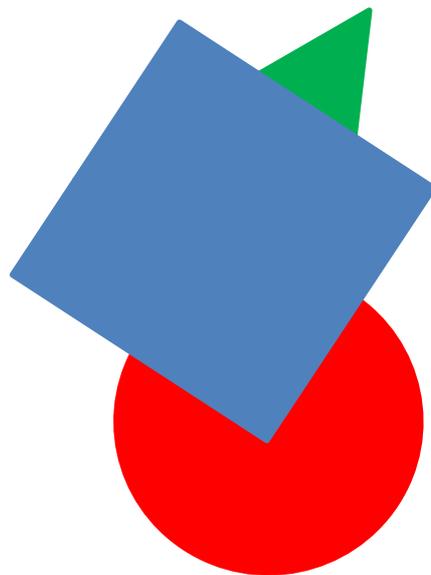


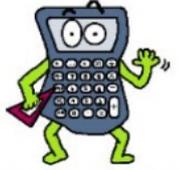
Niveau 3

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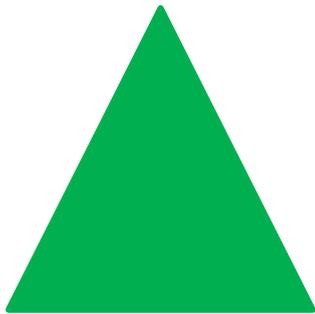
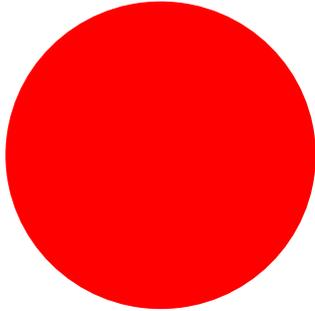


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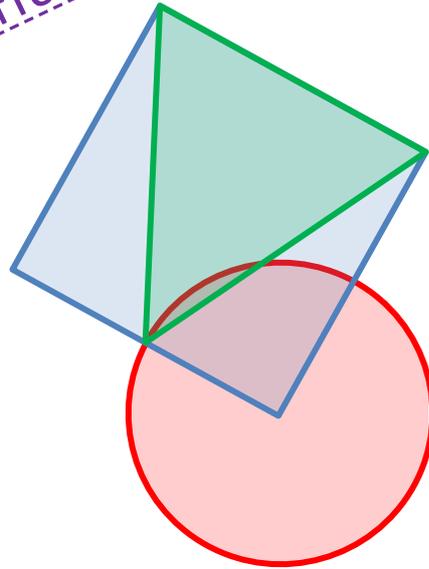




Niveau 3

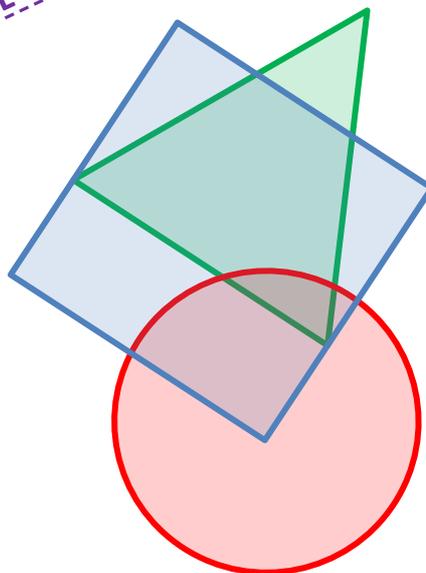


SOLUTION



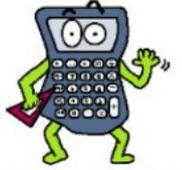
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SOLUTION



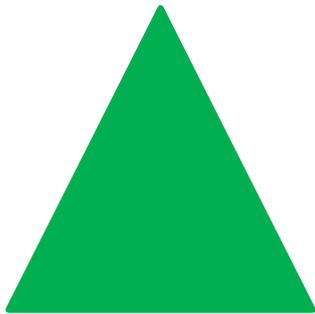
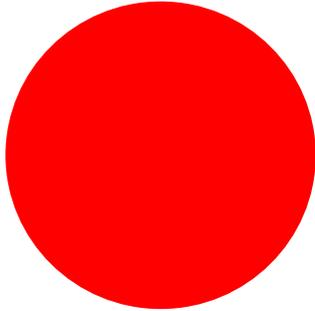
B

ASSEMBLAGE

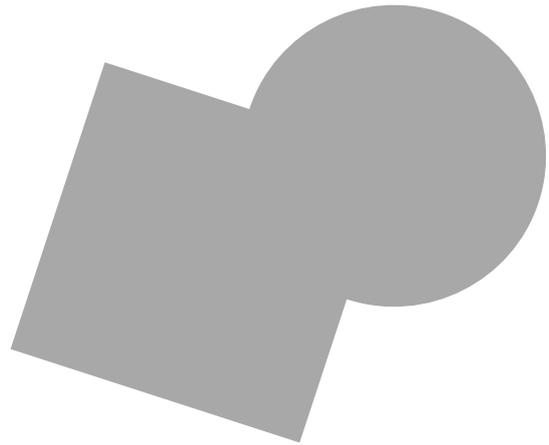


Maths 50

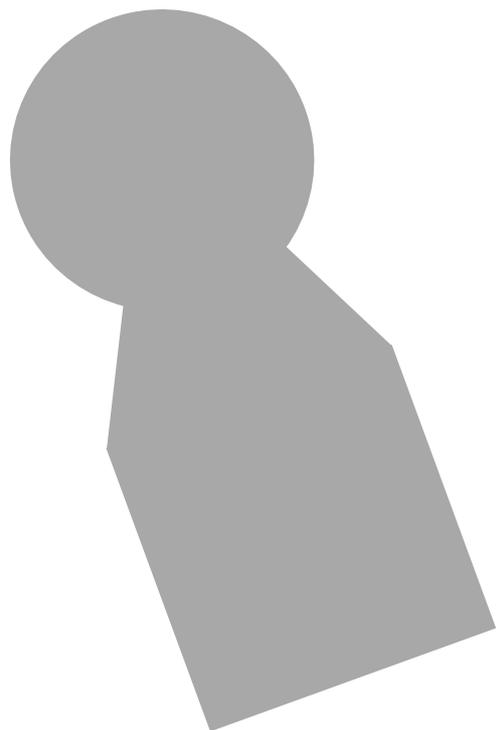
Niveau 4



A

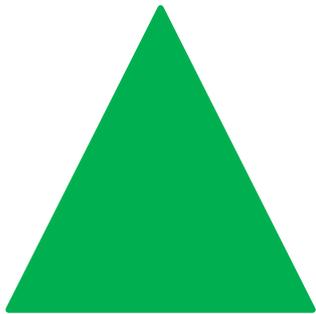
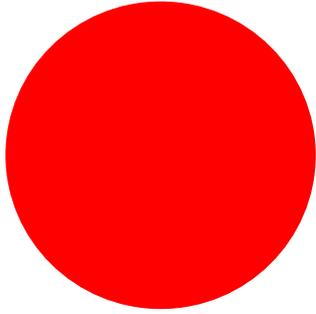


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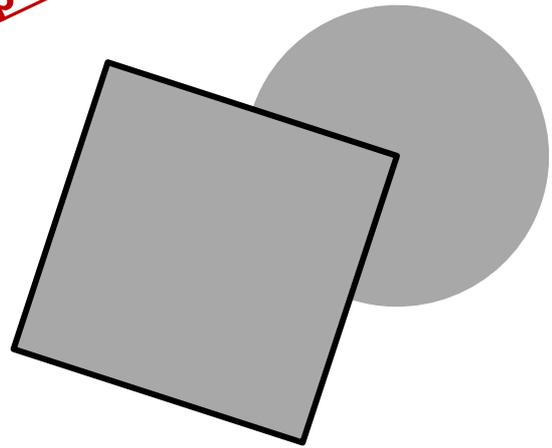


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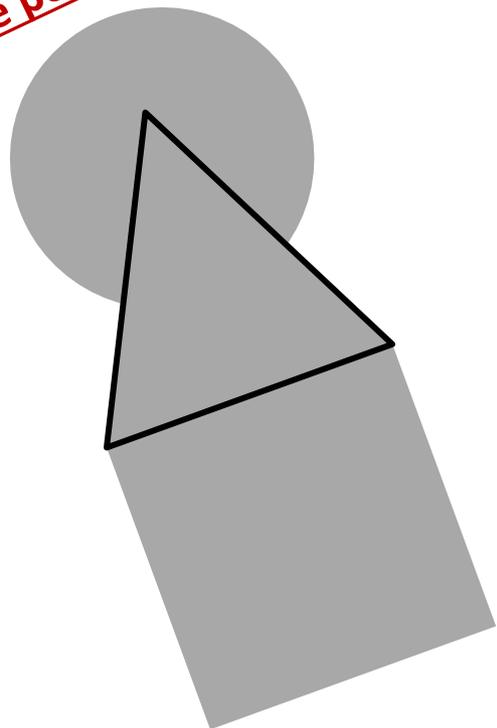
Coup de pouce

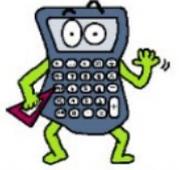
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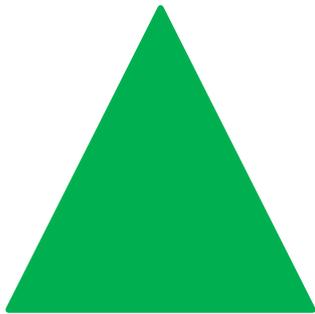
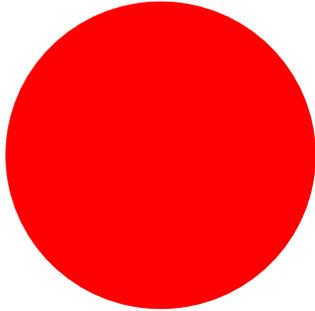
Coup de pouce

B



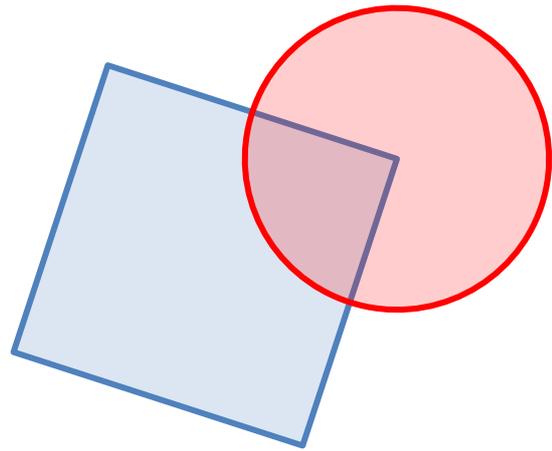


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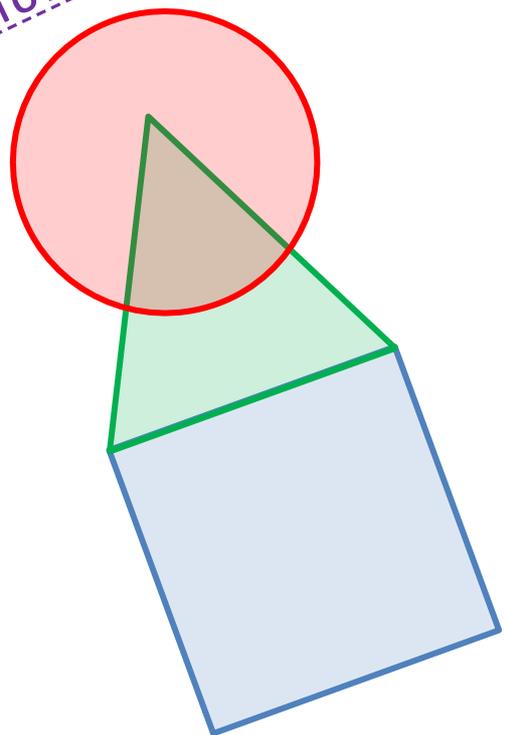
SOLUTION

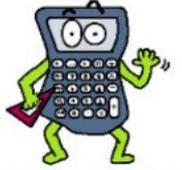
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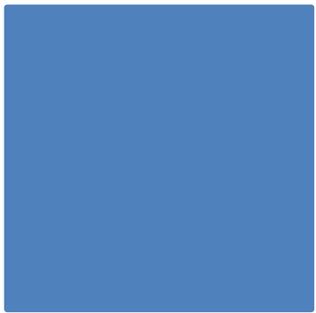
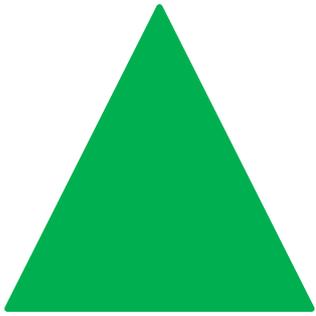
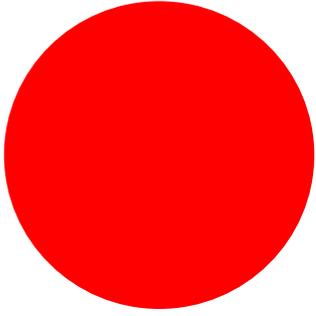
SOLUTION

B





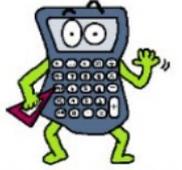
Niveau 5



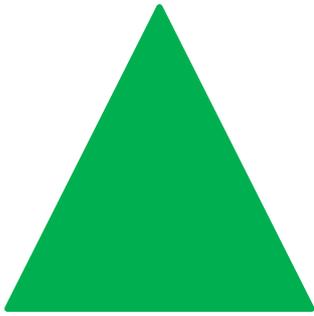
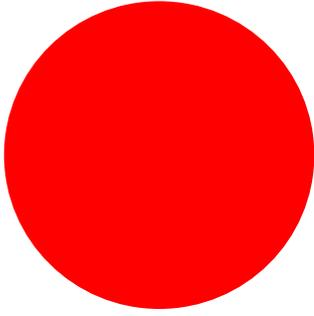
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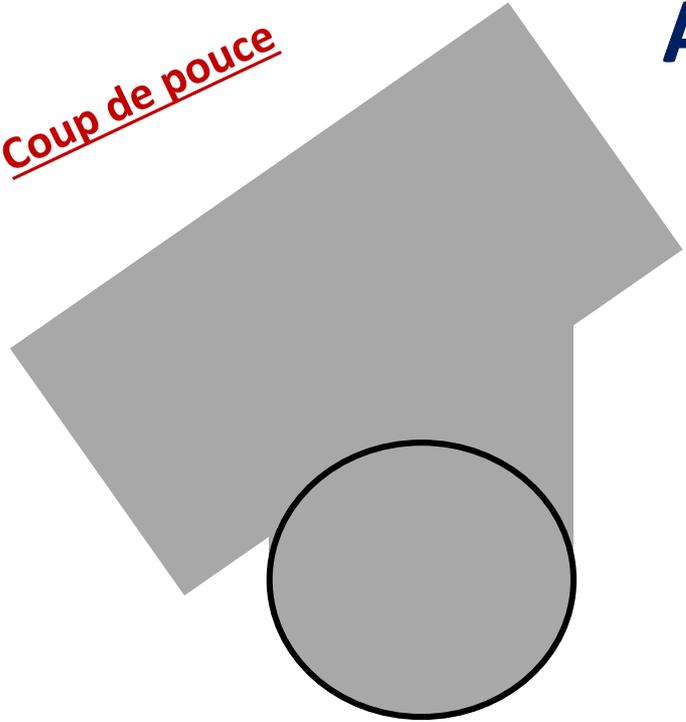
B



Niveau 5

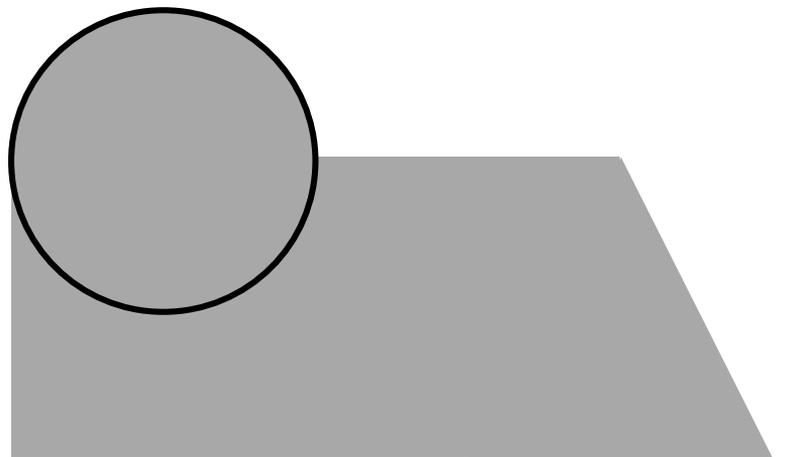


Coup de pouce

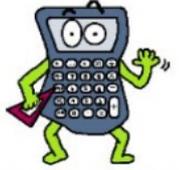


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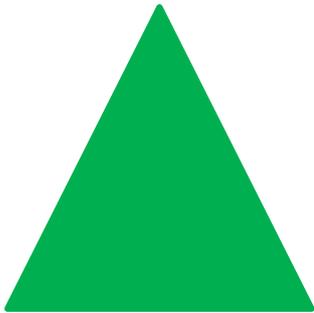
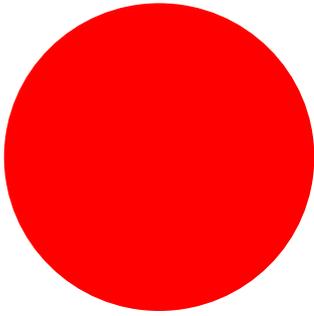
Coup de pouce



B

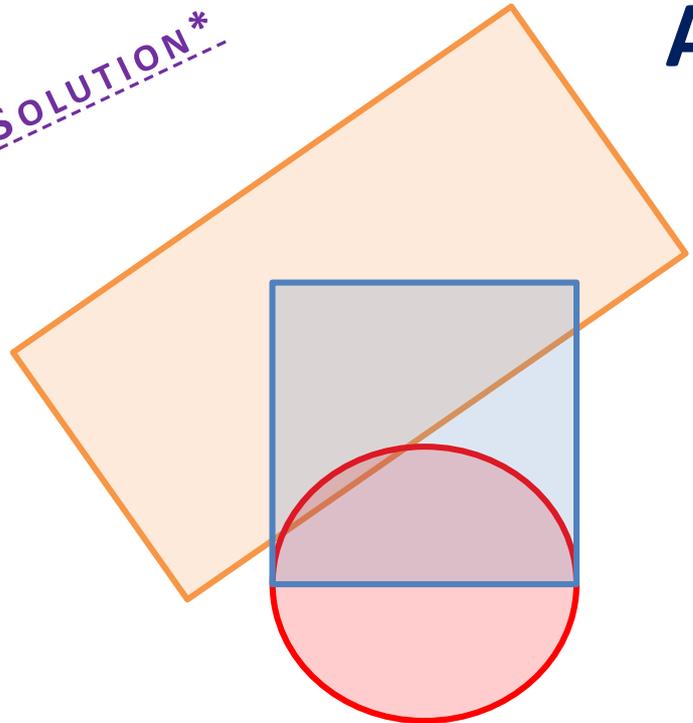


Niveau 5



*SOLUTION**

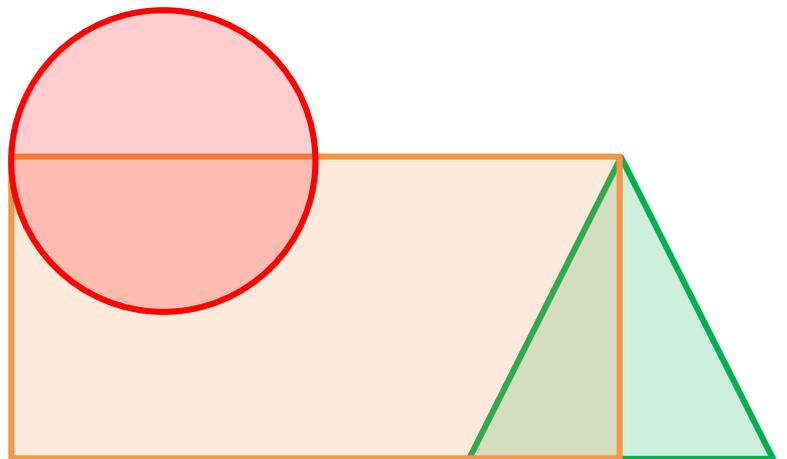
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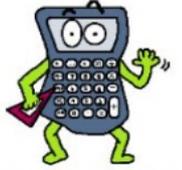
* Une 2^e solution est possible en remplaçant le carré par le triangle.

SOLUTION

B

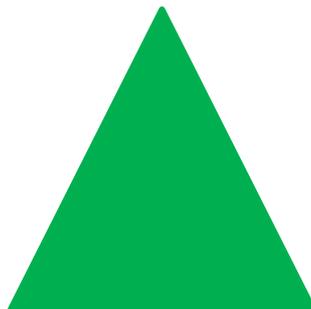
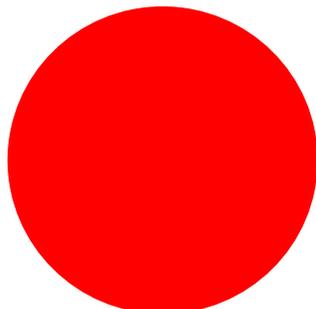
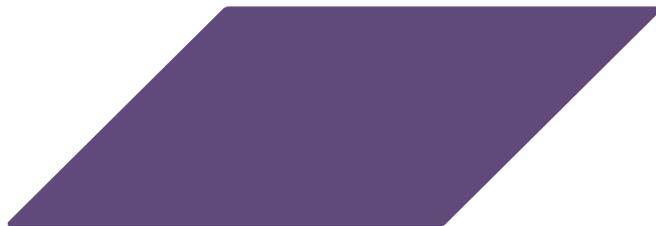
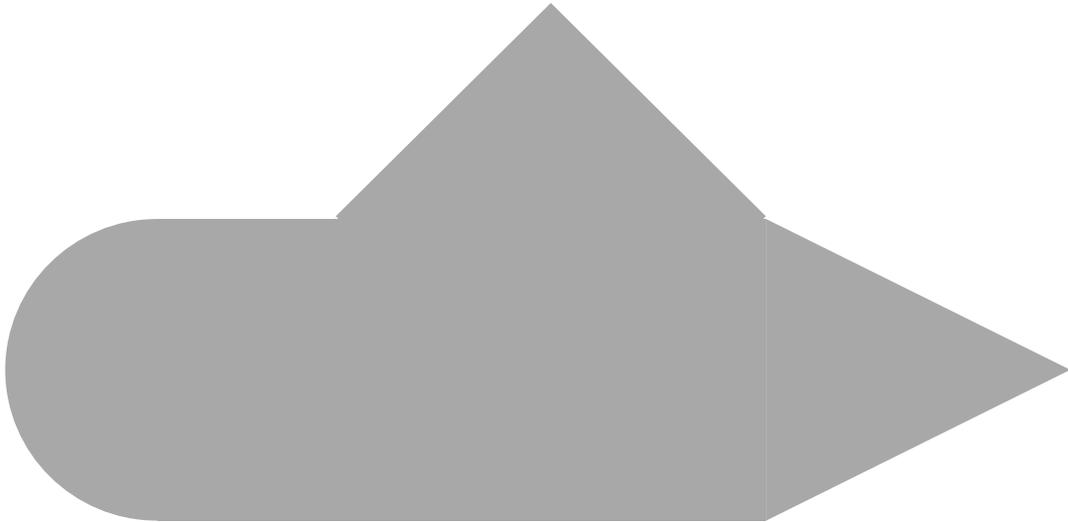


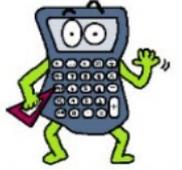
ASSEMBLAGE



Maths 50

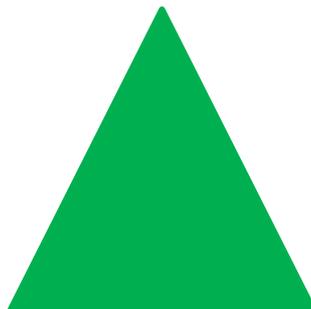
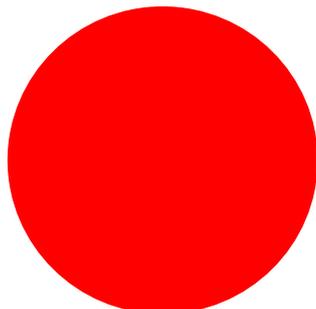
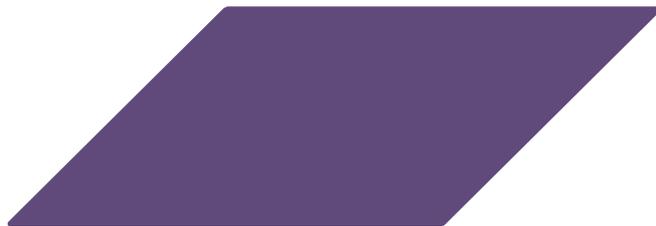
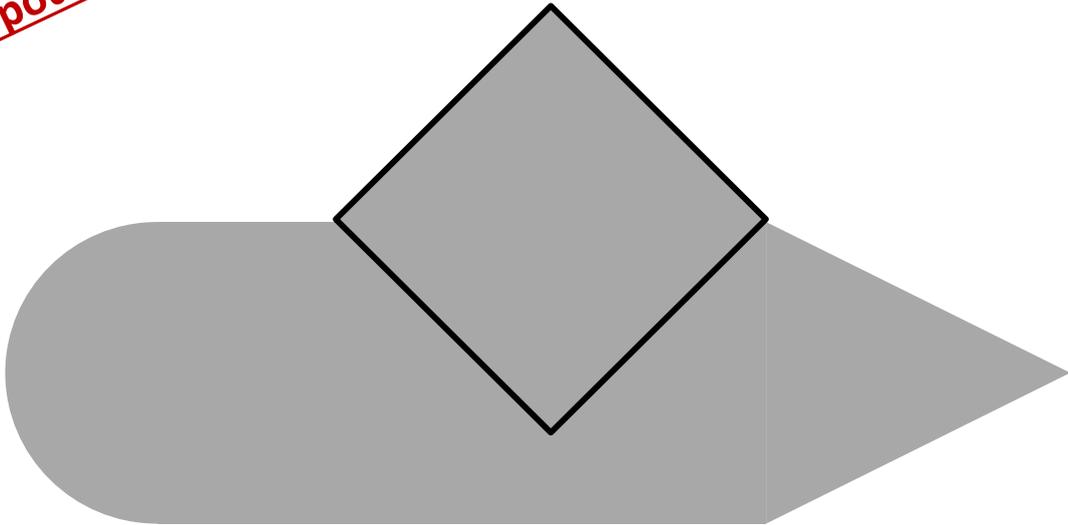
Niveau 6a : le sous-marin





Niveau 6a : le sous-marin

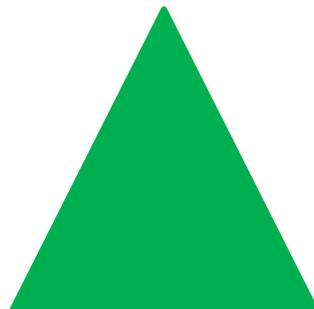
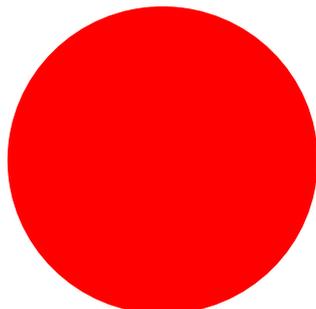
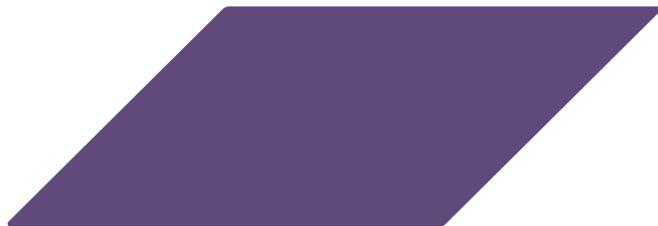
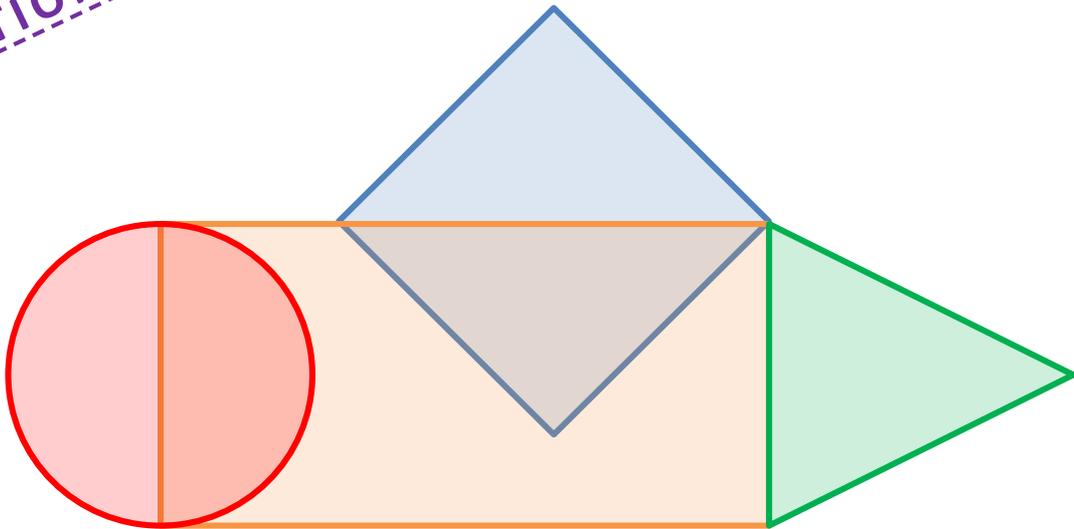
Coup de pouce



ASSEMBLAGE

Niveau 6a : le sous-marin

SOLUTION

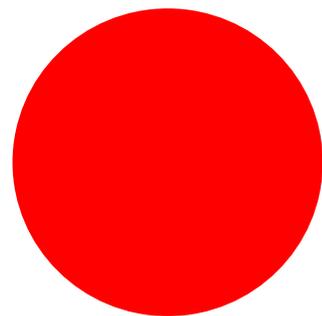
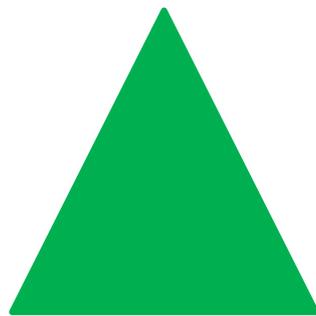
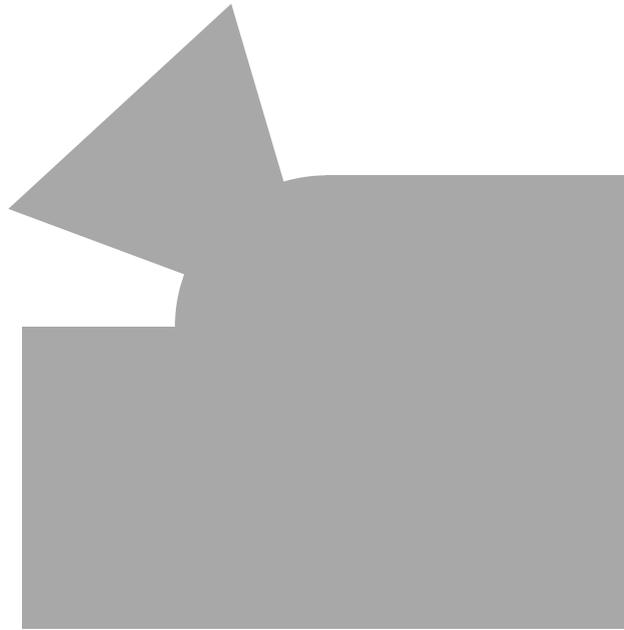


ASSEMBLAGE



Maths 50

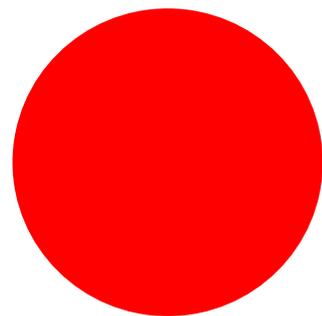
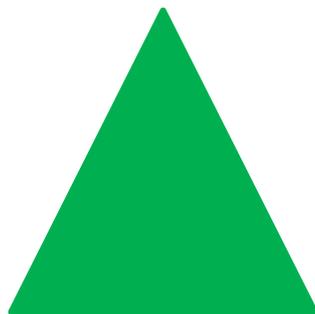
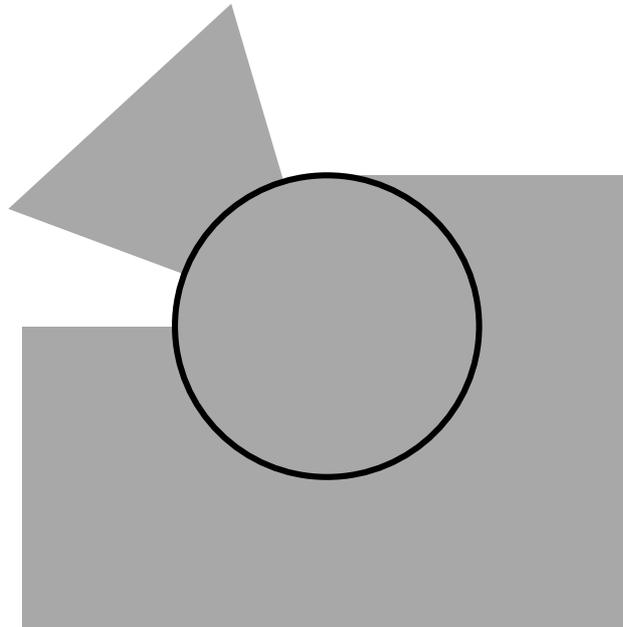
Niveau 6b : le télescope

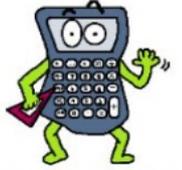




Niveau 6b : le télescope

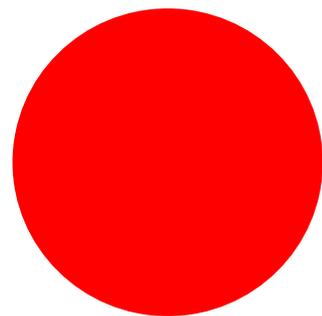
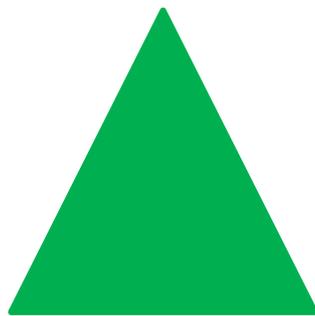
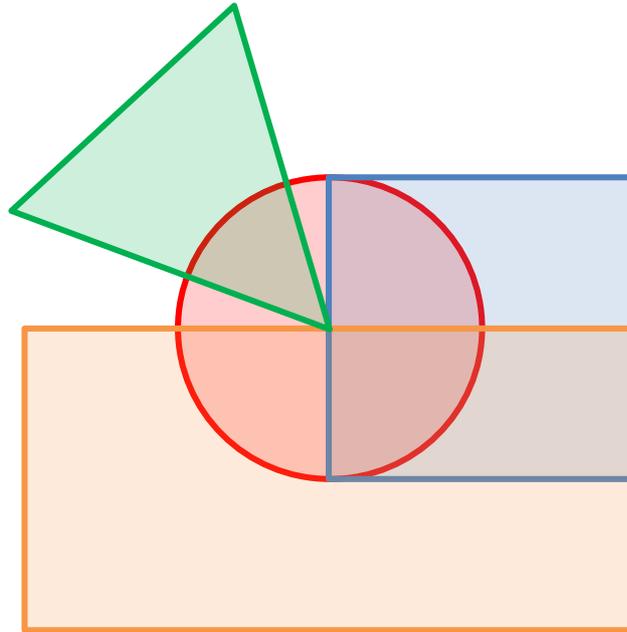
Coup de pouce





Niveau 6b : le télescope

SOLUTION

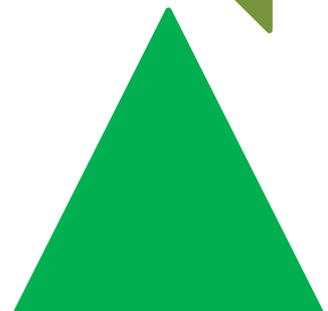
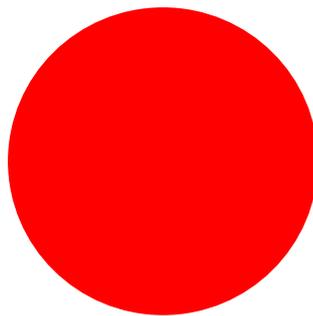
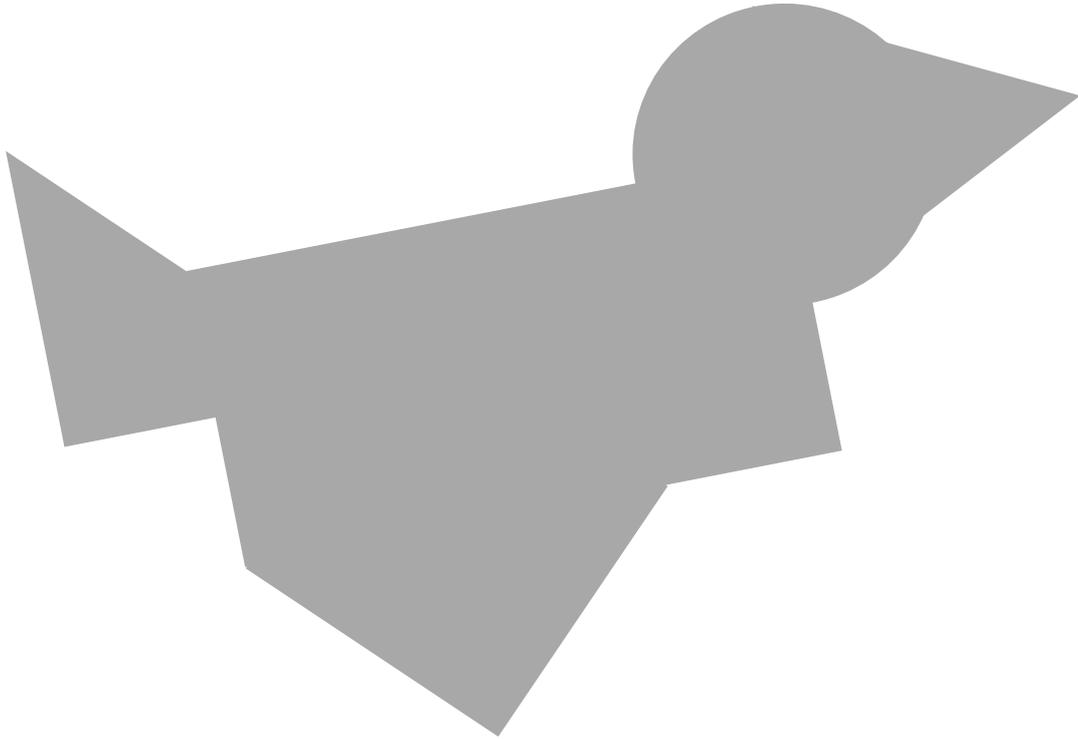


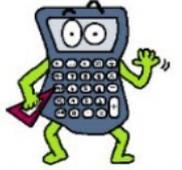
ASSEMBLAGE



Maths 50

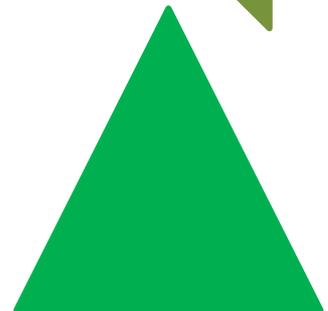
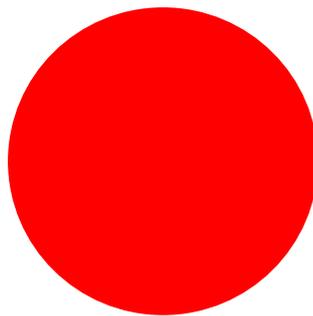
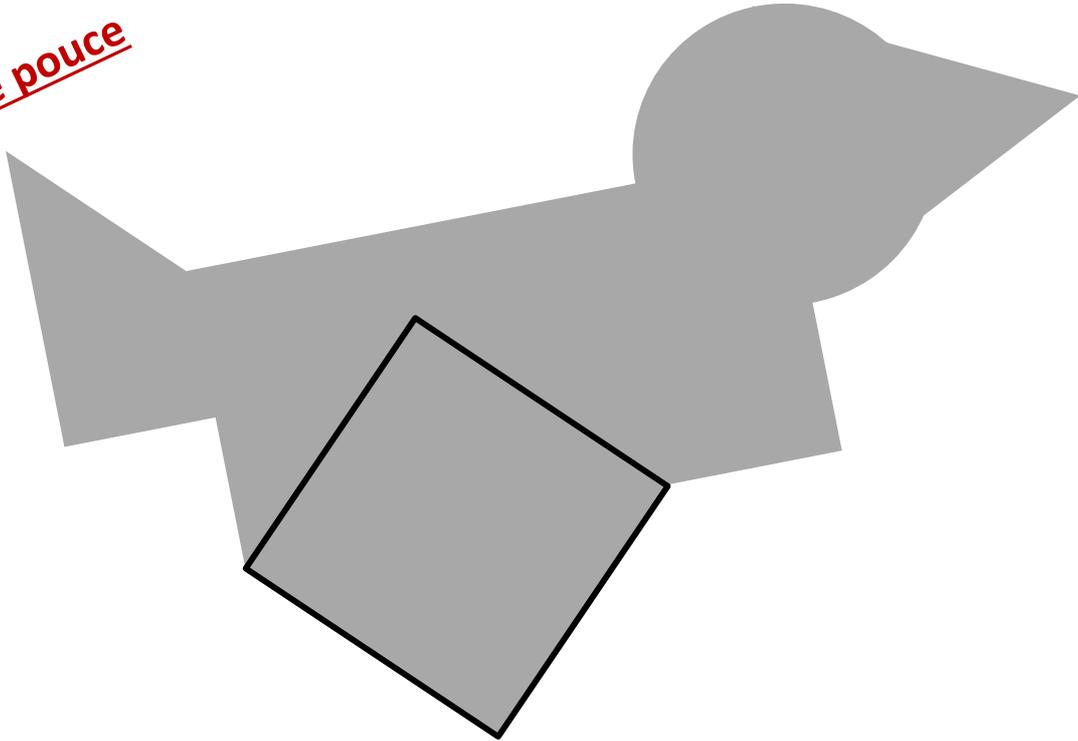
Niveau 7a : L'oiseau

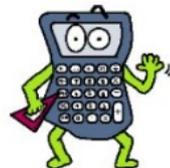




Niveau 7a : L'oiseau

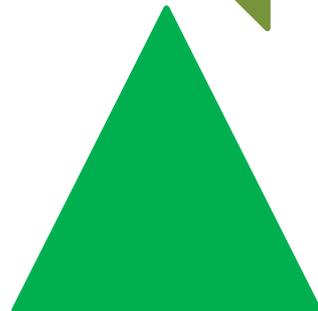
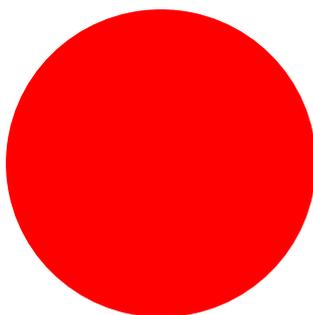
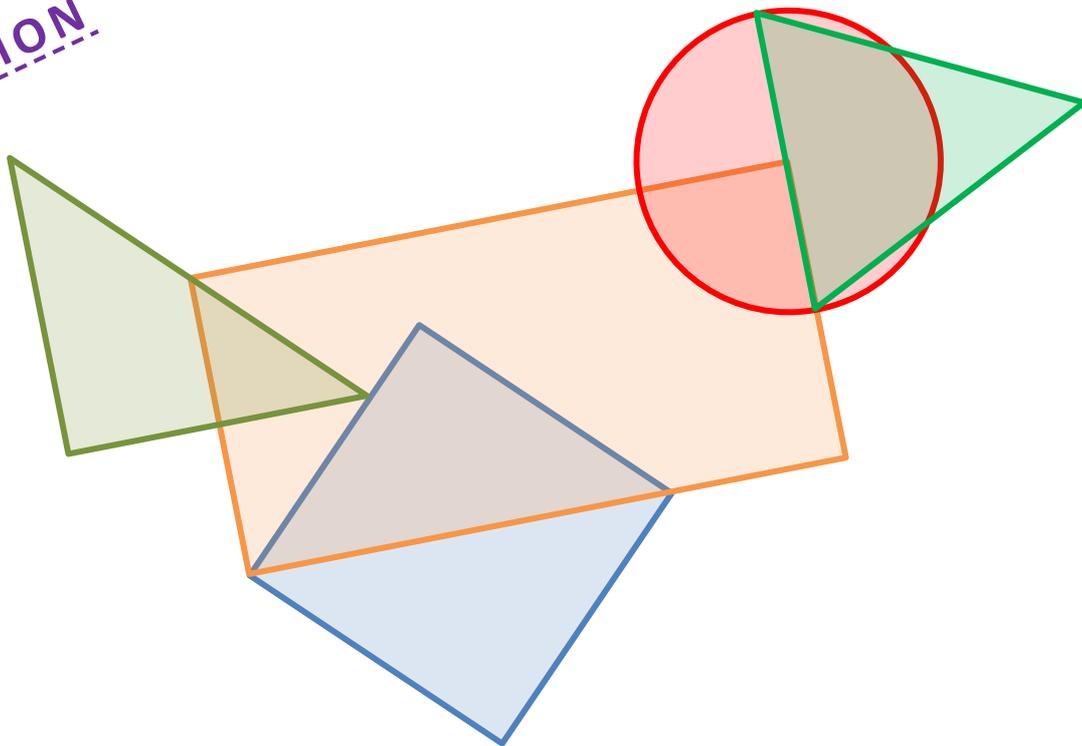
Coup de pouce



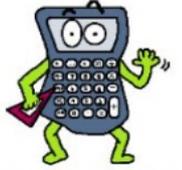


Niveau 7a : L'oiseau

SOLUTION

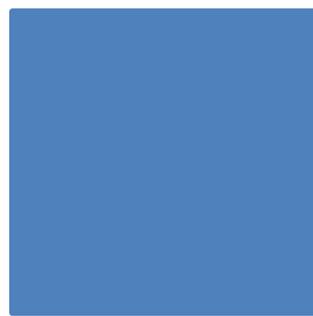
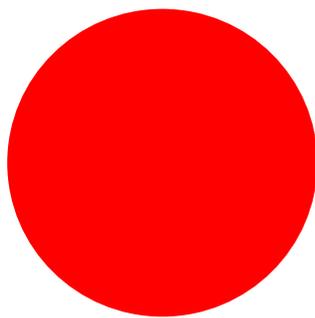
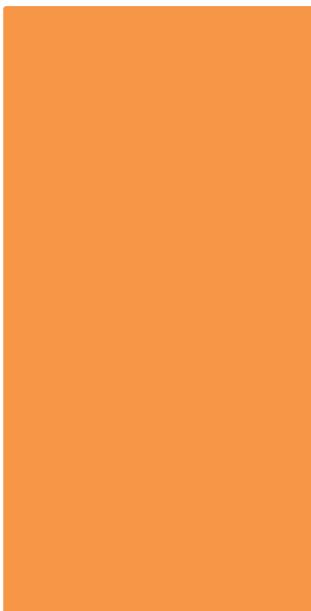
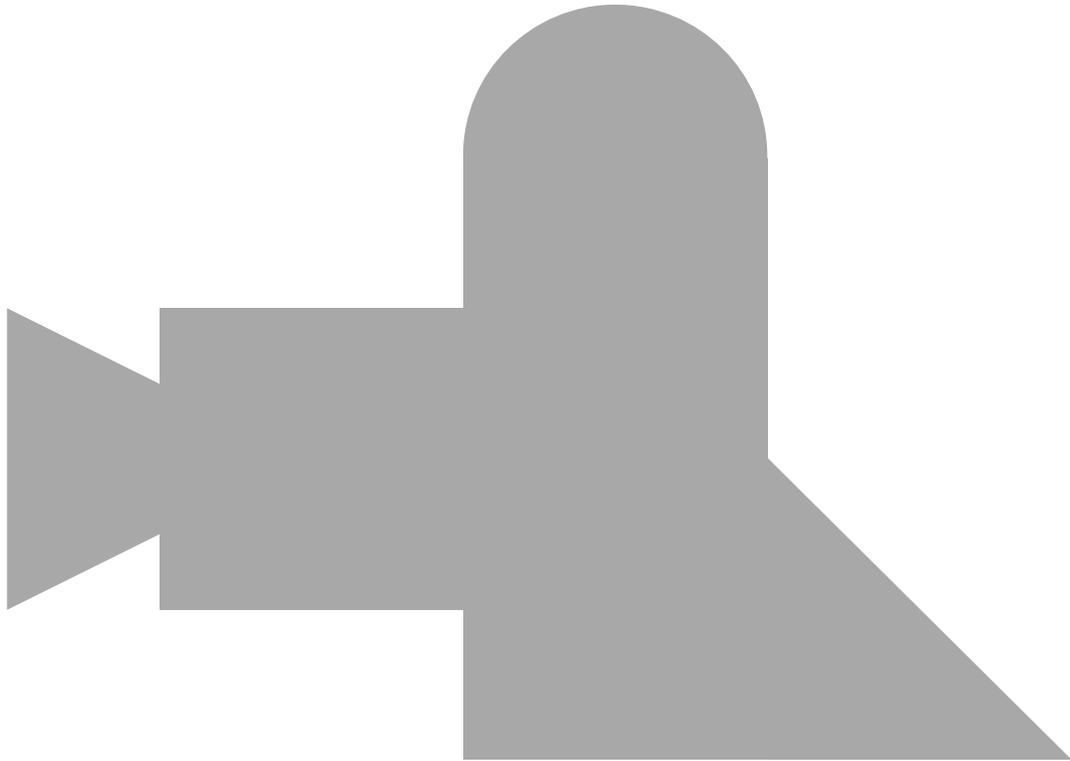


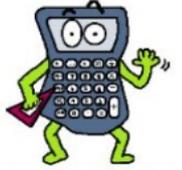
ASSEMBLAGE



Maths 50

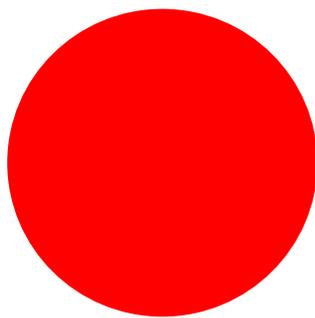
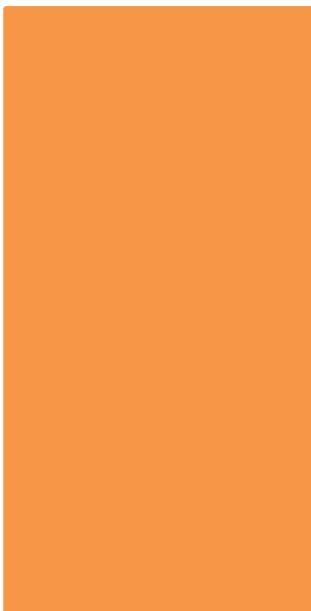
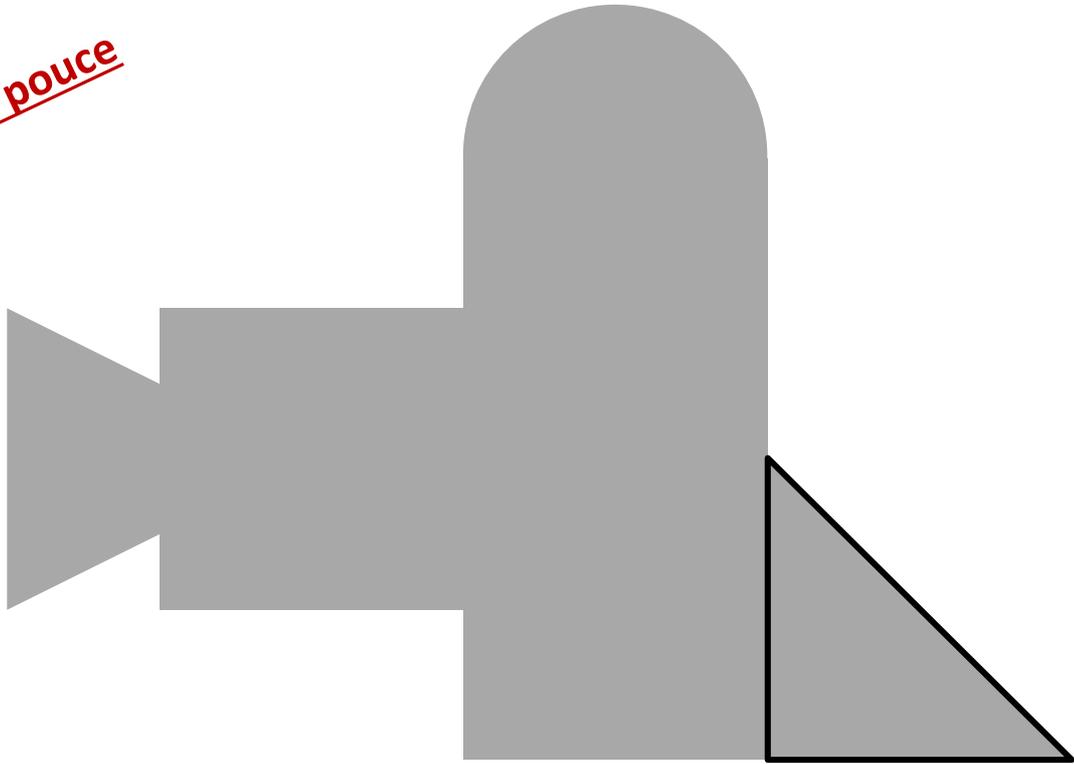
Niveau 7b : le starwing





Niveau 7b : Le starwing

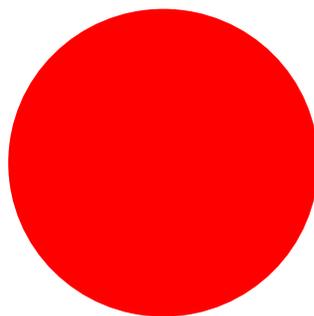
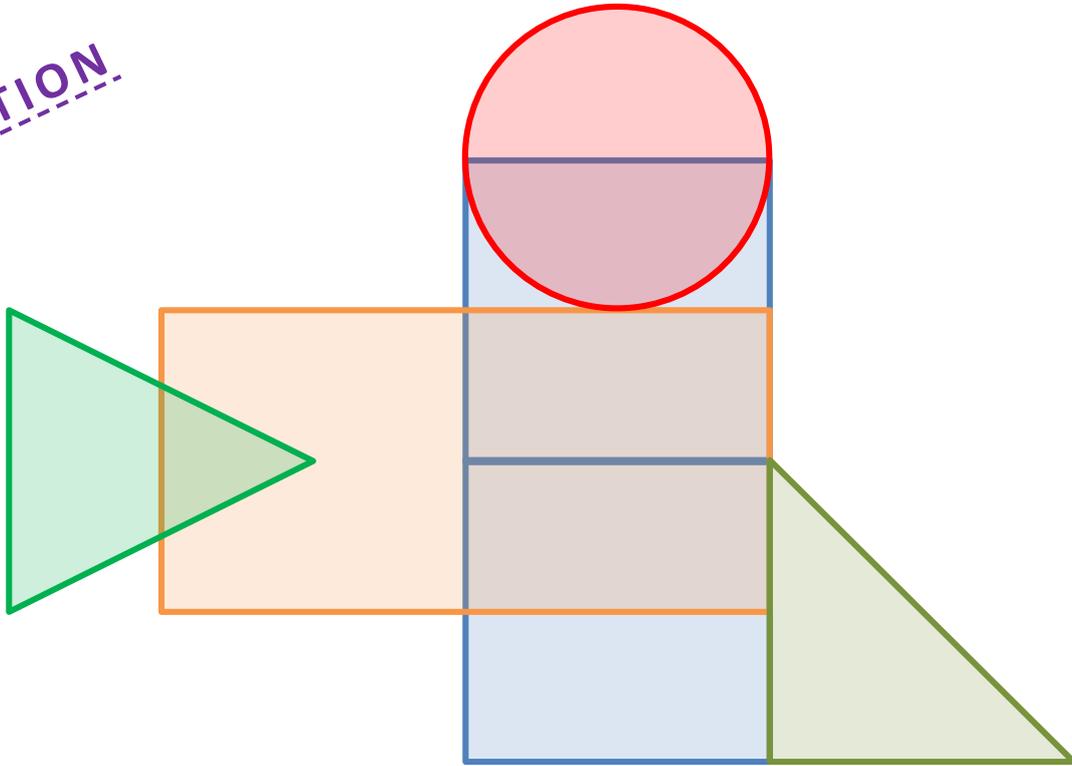
Coup de pouce





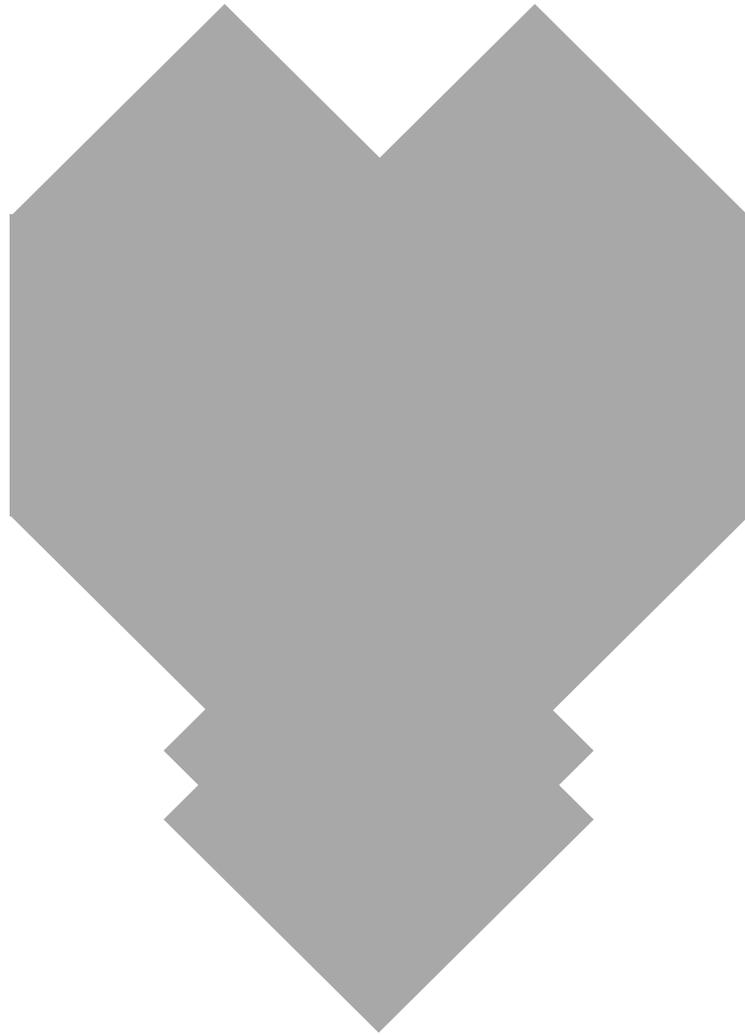
Niveau 7b : Le starwing

SOLUTION





Niveau 8a : le masque

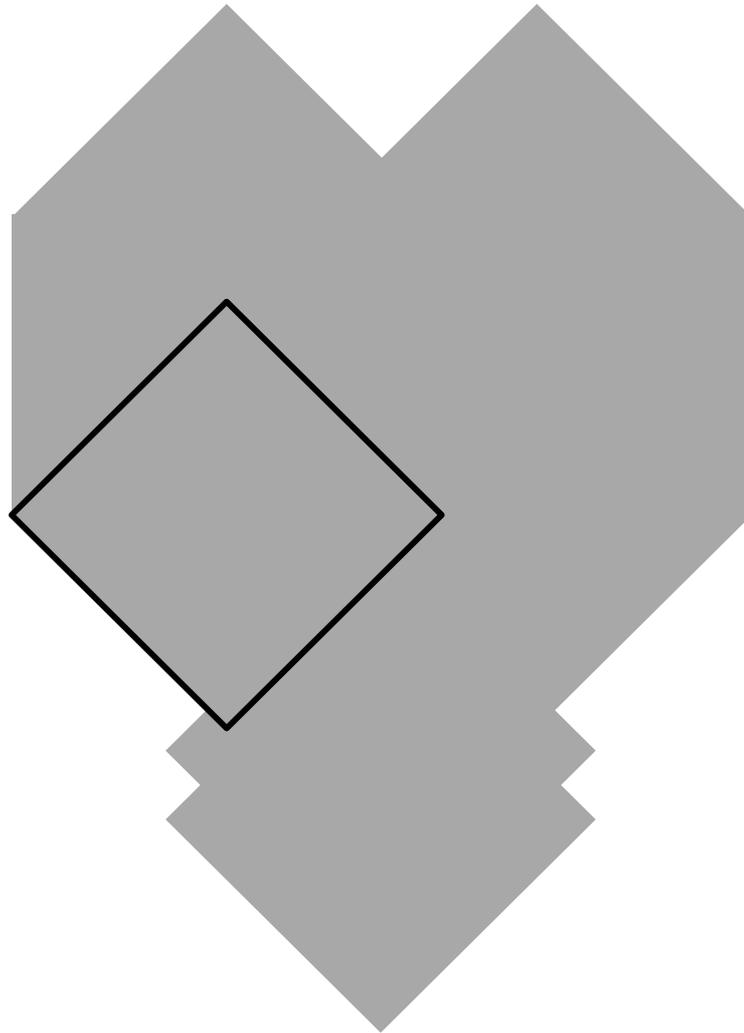


Utilise le moins de carrés possible pour reproduire le masque.

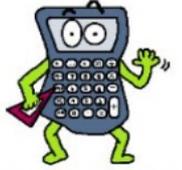


Niveau 8a : le masque

Coup de pouce

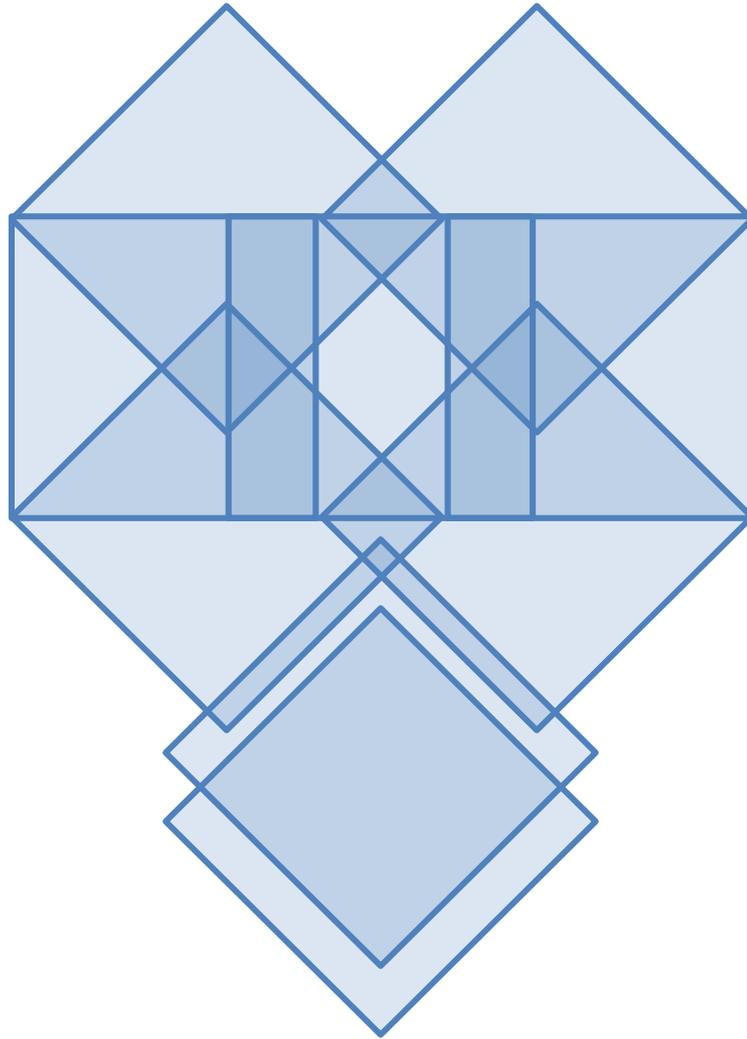


Utilise le moins de carrés possible pour reproduire le masque.



Niveau 8a : le masque

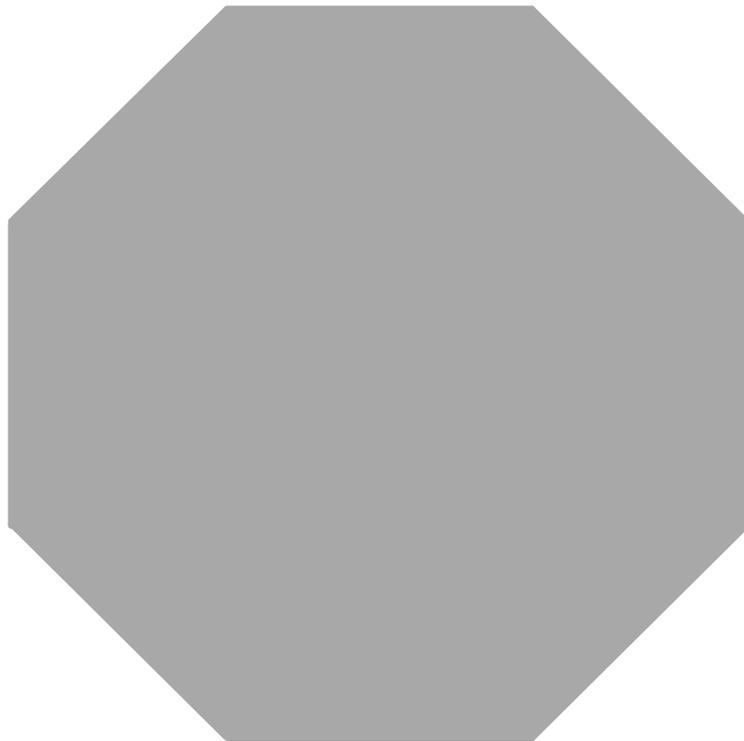
SOLUTION



Utilise le moins de carrés possible pour reproduire le masque.



Niveau 8b : L'octogone

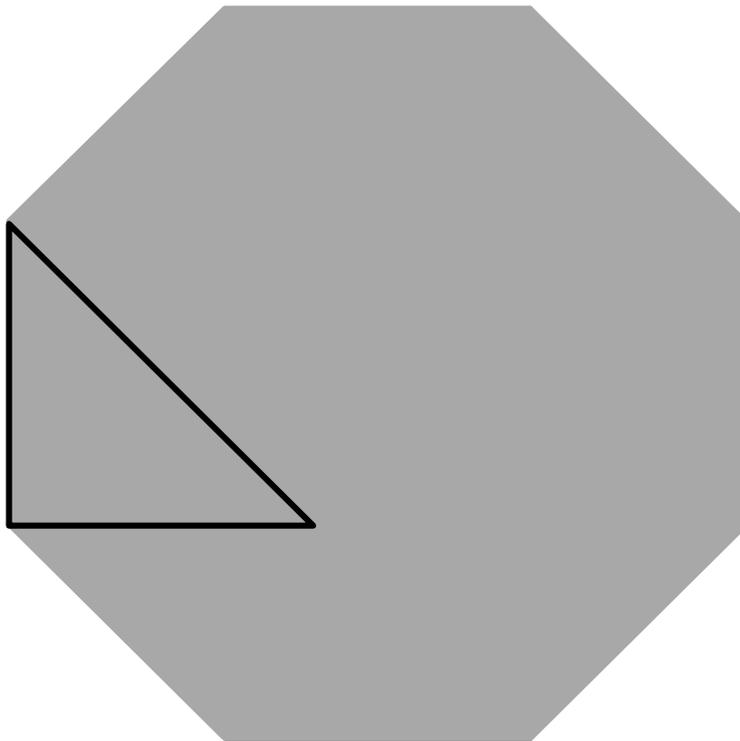


Utilise le moins de triangles possible pour reproduire l'octogone.



Niveau 8b : L'octogone

Coup de pouce

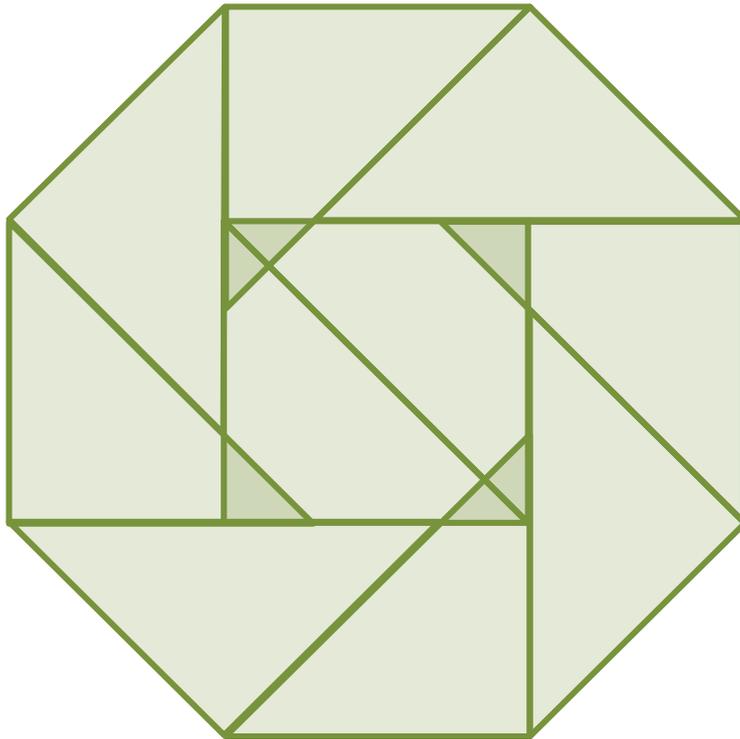


Utilise le moins de triangles possible pour reproduire l'octogone.



Niveau 8b : L'octogone

SOLUTION



Utilise le moins de triangles possible pour reproduire l'octogone.

