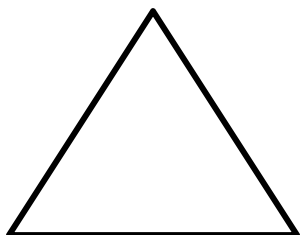


Numele _____

Data _____

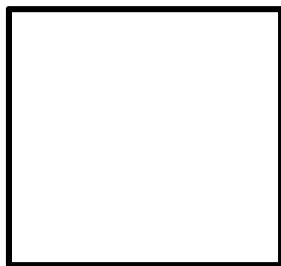
Uneste figura geometrica cu denumirea corespunzatoare:



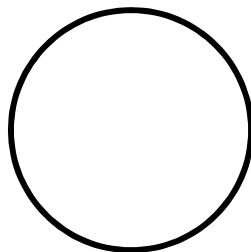
CERC



PĂTRAT



TRIUNGHI

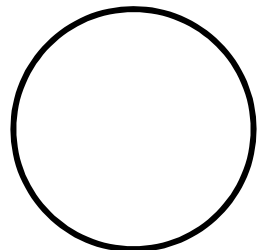
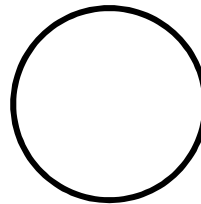
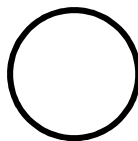
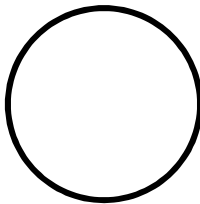
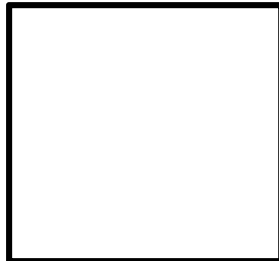
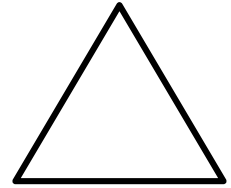
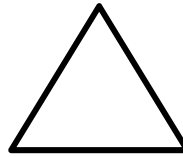
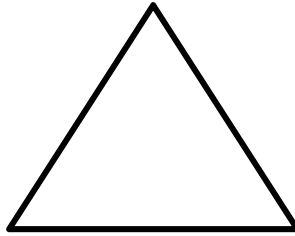
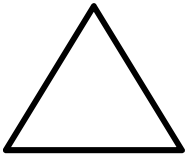


DREPTUNGHI

Numele _____

Data _____

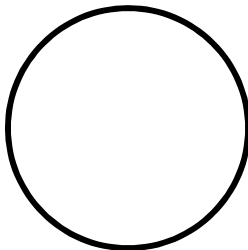
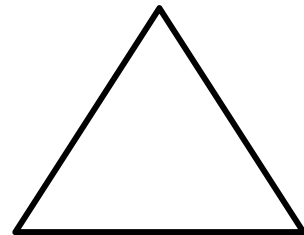
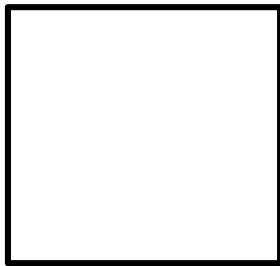
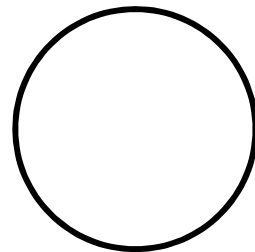
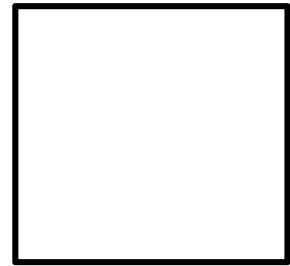
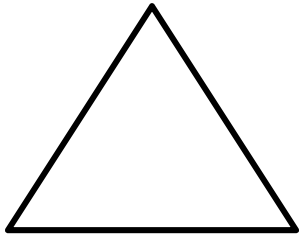
Coloreaza figurile geometrice care au aceeasi dimensiune cu figura din stanga:



Numele _____

Data _____

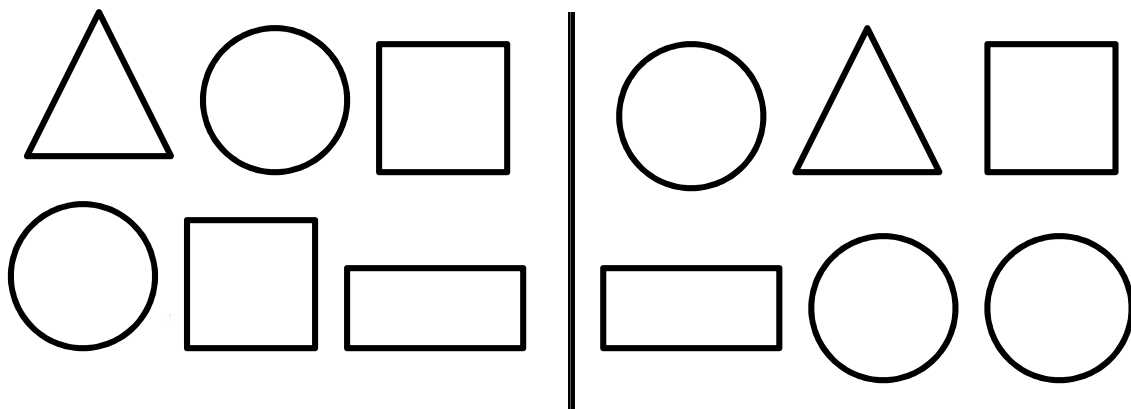
Uneste cu o linie figurile geometrice care au
aceeasi forma:



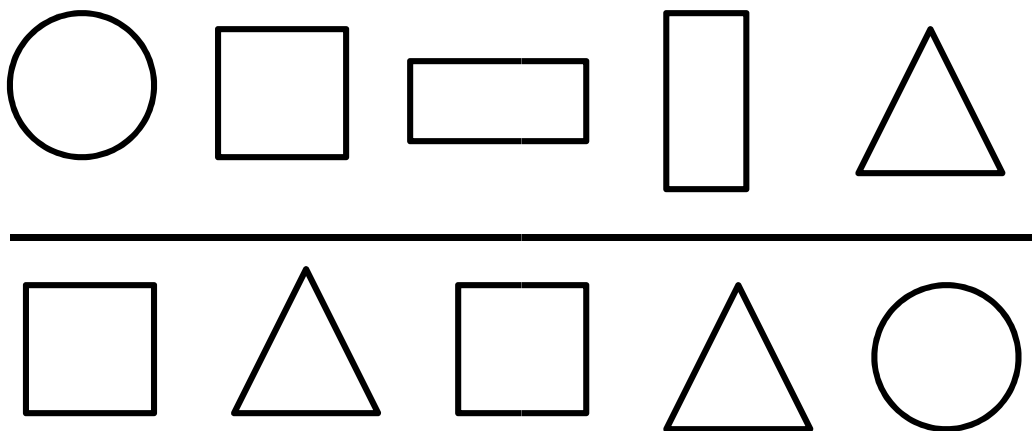
Numele: _____

Data: _____

Coloreaza cu verde cercurile din dreapta si cu galben patratele din stanga.



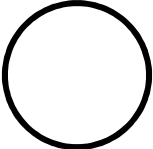
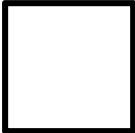
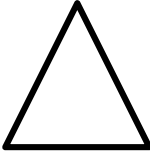

Coloreaza cu mov dreptunghiurile de sus si cu verde triunghiurile de jos.



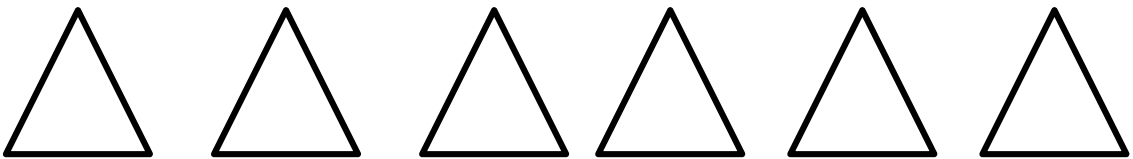
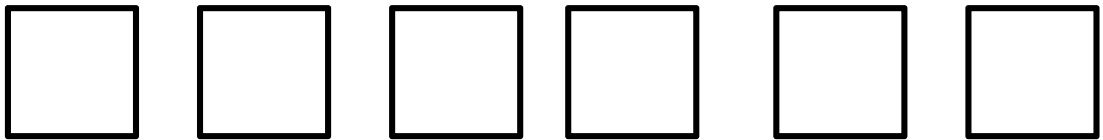
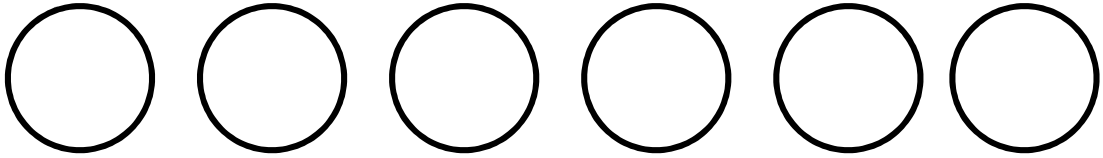
Numele _____

Data _____

Sortare figuri geometrice

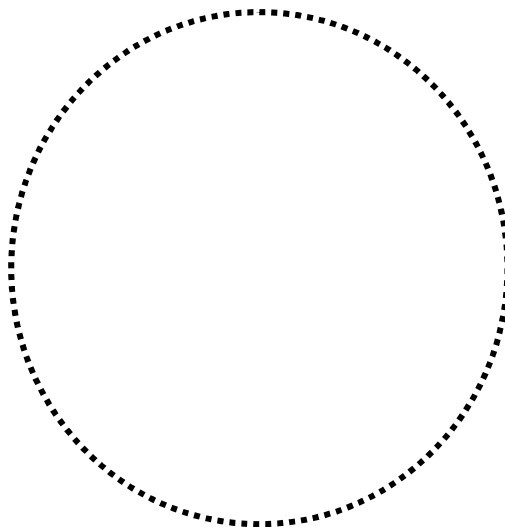
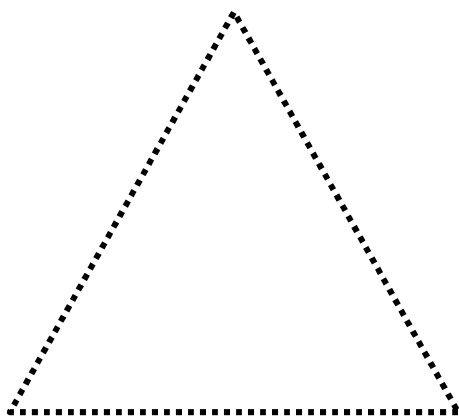
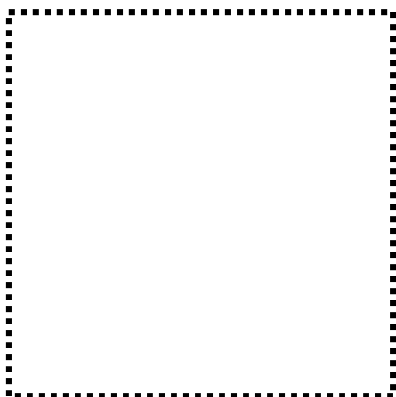
Coloreaza figurile geometrice, decupeaza-le si lipeste in tabel.



Numele:

Data:

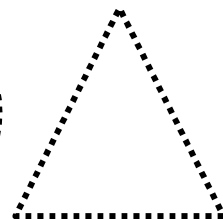
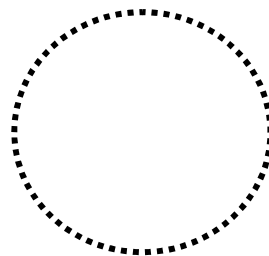
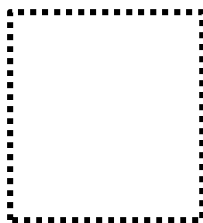
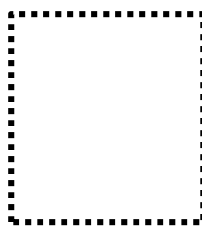
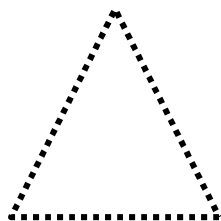
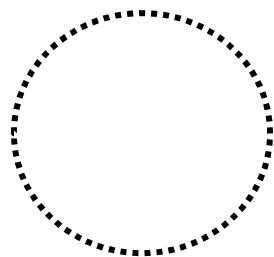
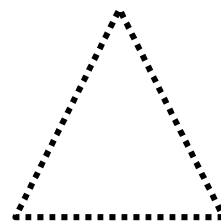
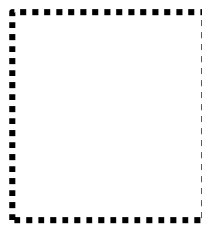
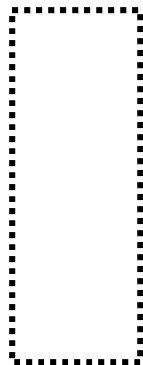
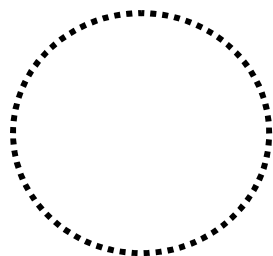
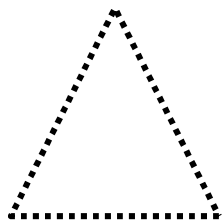
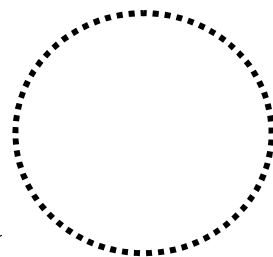
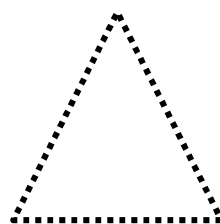
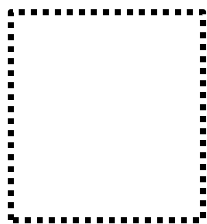
Traseaza figurile geometrice, apoi coloreaza-le



Numele:

Data:

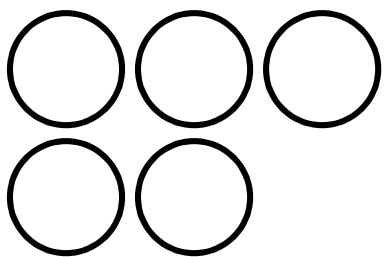
Traseaza figurile geometrice, apoi coloreaza-le.



Numele:

Data:

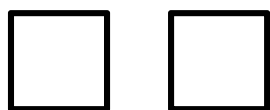
Numara figurile geometrice si traseaza o linie la cifra corespunzatoare:



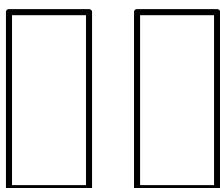
2



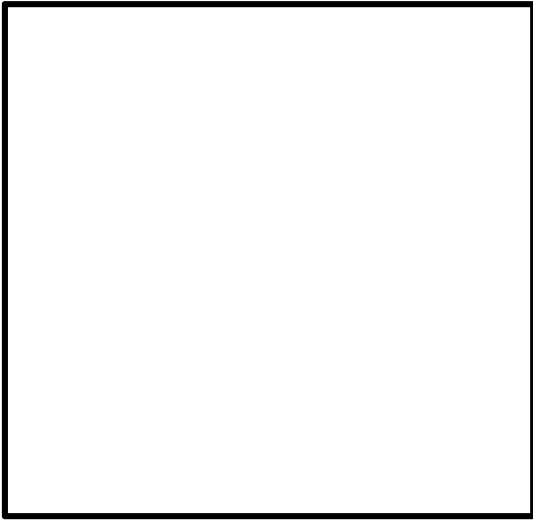
5



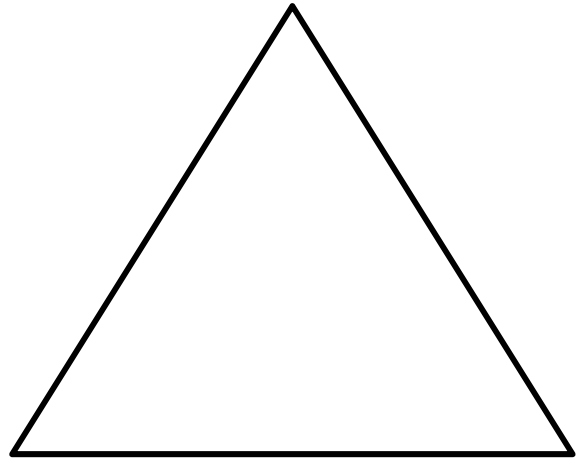
4



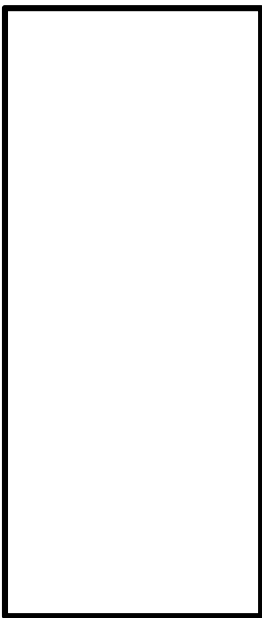
3



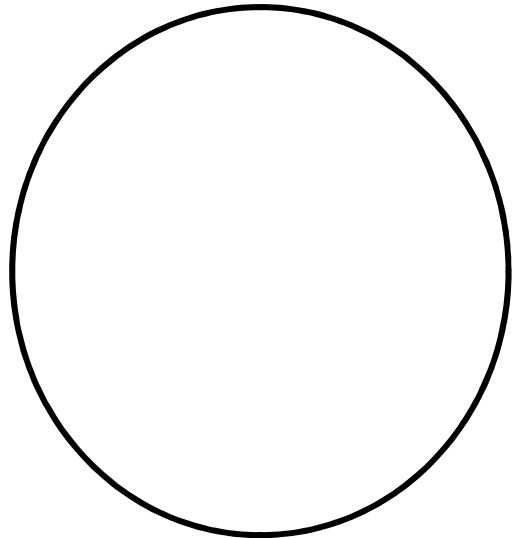
pătrat



triunghi



dreptunghi



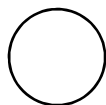
cerc

Numele:

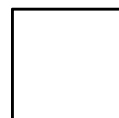
Data:

Lipeste figuri geometrice de diferite marimi si culori:

cerc



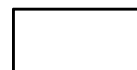
pătrat



triunghi



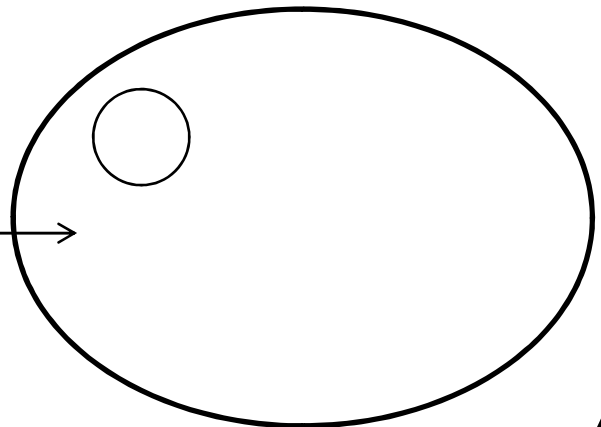
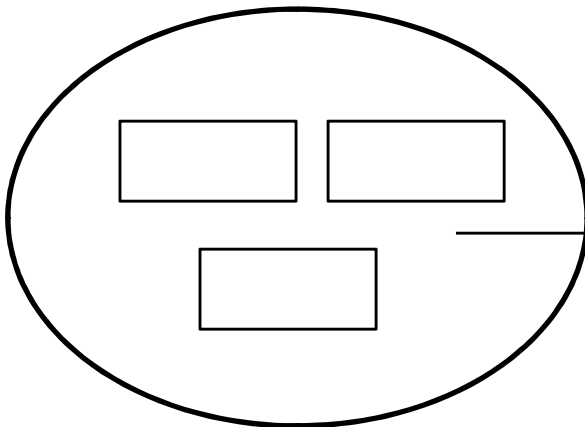
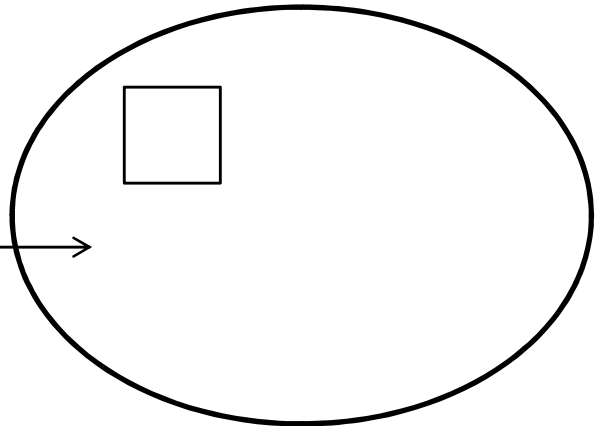
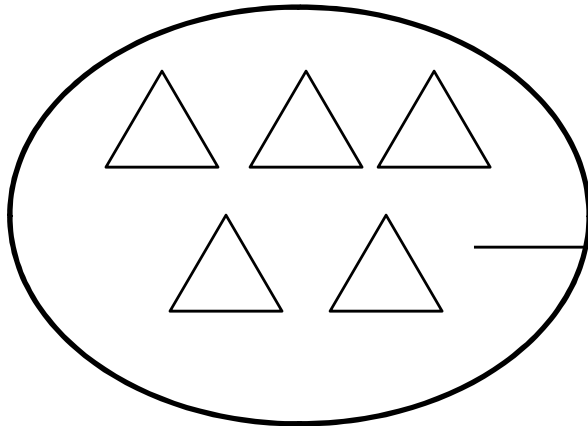
dreptunghi



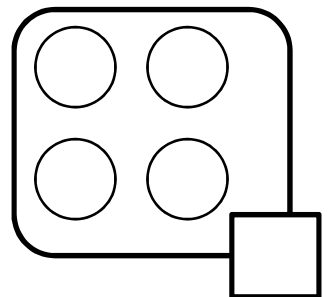
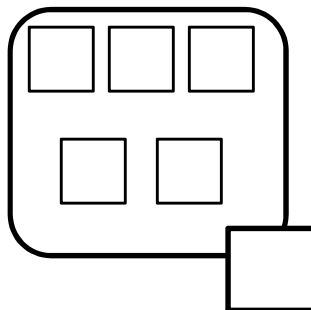
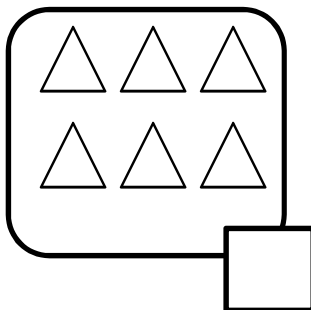
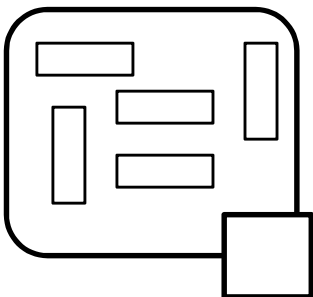
Numele _____

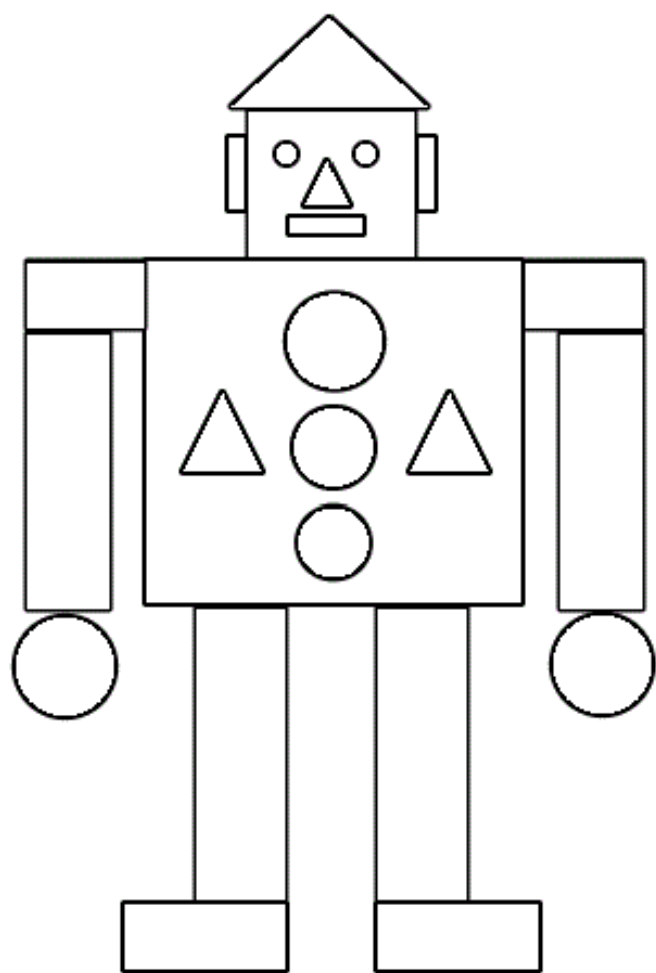
Data _____

Completeaza diagramele astfel incat ambele
multimi sa aiba acelasi numar de elemente.



Completeaza numarul corespunzator figurilor geometrice.





Pentru pizza am folosit

----- patrate

----- triunghiuri

----- dreptunghiuri

----- cercuri

