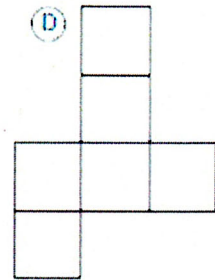
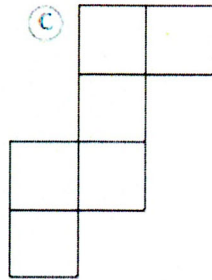
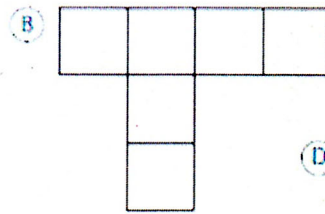
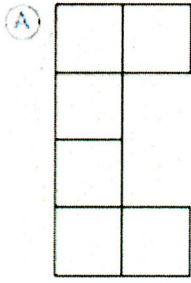
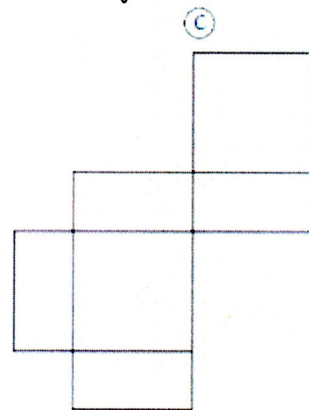
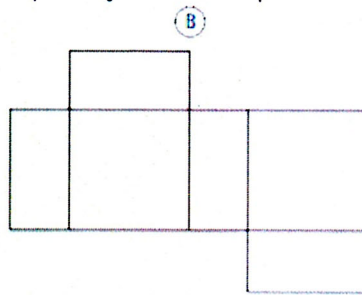
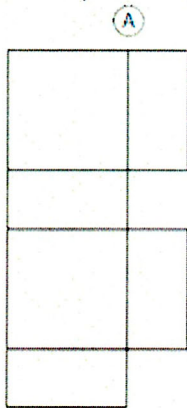


⑤ Colorie les patrons qui, une fois repliés, forment un cube.

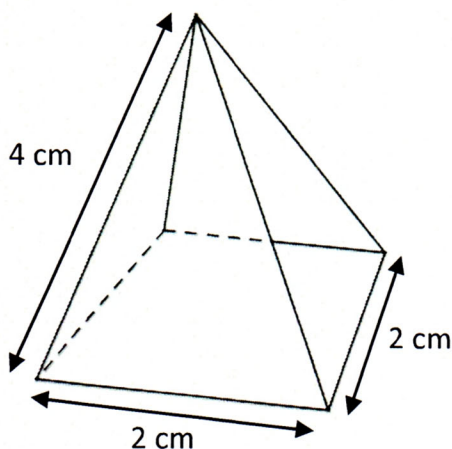


⑥ Colorie les patrons qui, une fois repliés, forment un parallélépipède rectangle.



Tracer le patron de solides particuliers

⑦ Trace le patron correspondant à la pyramide ci-contre.



★ Point bonus ★ : trace à la main levée un autre patron possible de pyramide.