





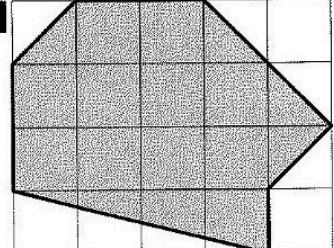
## Station



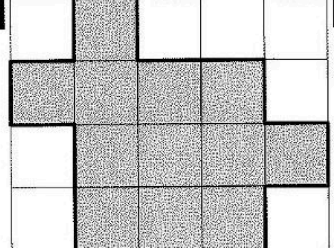
**Bestimmen von Flächeninhalten**  
Den Flächeninhalt einer ebenen Figur bestimmst du, indem du die Anzahl der quadratischen Kästchen zählst, die von der grauen Fläche bedeckt werden. Ein Kästchen hat einen Flächeninhalt von 1 cm<sup>2</sup> [sprich: ein Quadratzentimeter].

**A**



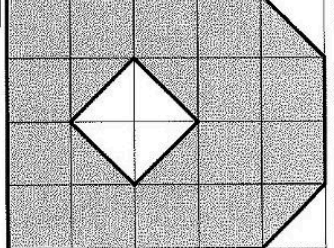
14 cm<sup>2</sup> (R) 15 cm<sup>2</sup> (D) 16 cm<sup>2</sup> (J)

**B**



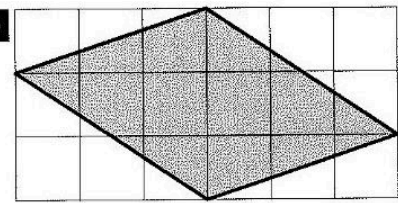
12 cm<sup>2</sup> (E) 13 cm<sup>2</sup> (A) 14 cm<sup>2</sup> (U)

**C**



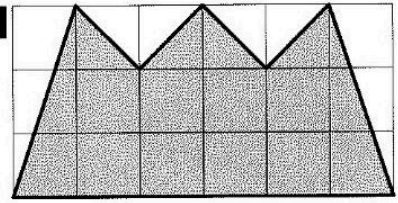
15 cm<sup>2</sup> (R) 16 cm<sup>2</sup> (T) 17 cm<sup>2</sup> (G)

**D**



9 cm<sup>2</sup> (A) 10 cm<sup>2</sup> (E) 11 cm<sup>2</sup> (T)


**E**






12 cm<sup>2</sup> (I) 13 cm<sup>2</sup> (L) 14 cm<sup>2</sup> (E)


**Lösungswort:**

<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>

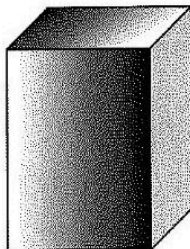
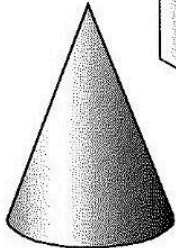
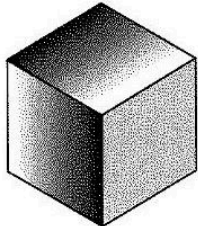
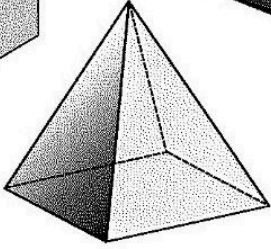
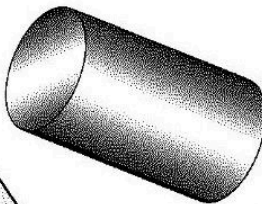
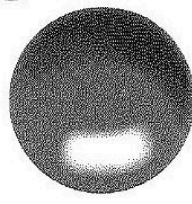


## Station



**Ecken, Kanten und Flächen von Körpern**  
Fülle die Tabelle aus.









Anzahl	Würfel	Quader	Zylinder	Kugel	Pyramide	Kegel
<b>Ecken</b>						
<b>Kanten</b>						
<b>Flächen</b>						


Mathematik


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Angaben zu den Urhebern und Lizenzbedingungen der einzelnen Bestandteile dieses Dokuments finden Sie unter <https://www.tutory.de/entdecken/dokument/stationenlernen-geometrie-3-4-xiv>



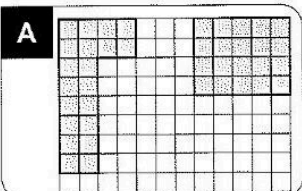
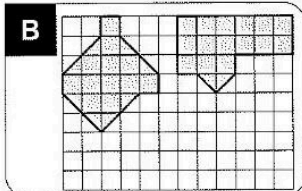
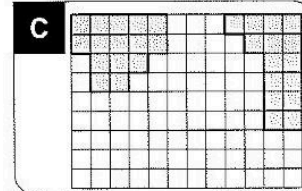
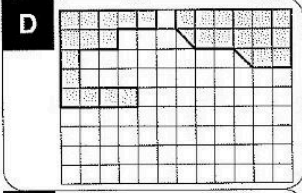
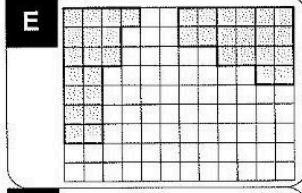
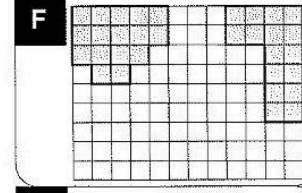
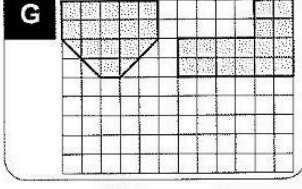
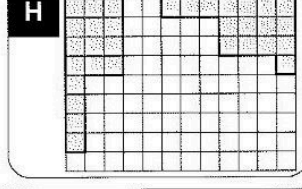
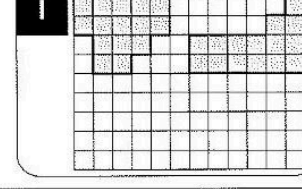
**Station**






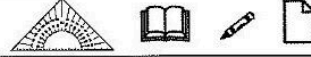
**Zeichnen von Flächen mit gleichem Flächeninhalt**

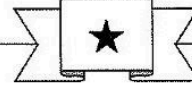
Zeichne eine weitere Fläche, die den gleichen Flächeninhalt wie die zwei anderen Flächen hat.

<b>A</b>		<b>B</b>		<b>C</b>	
<b>D</b>		<b>E</b>		<b>F</b>	
<b>G</b>		<b>H</b>		<b>I</b>	



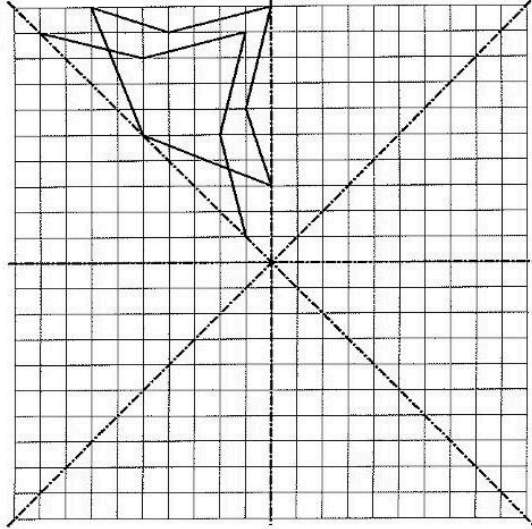
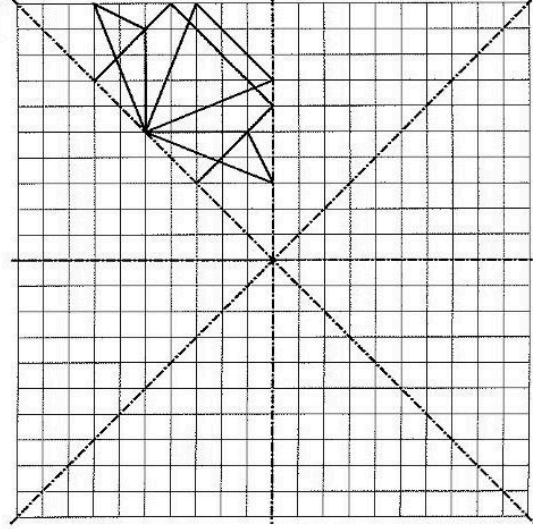
**Station**





**Mehrfachspiegelungen im Gitternetz**

Spiegelt die vorgegebenen Muster mehrfach an den vier Spiegelachsen. Ihr könnt euer Bild farbig anlegen.

<b>A</b>		<b>B</b>	
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