



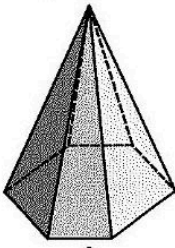


**Station**

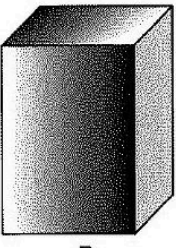






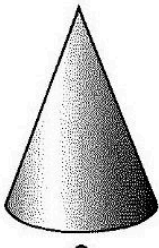
**Ansichten von Körpern**  
 Wie sehen die einzelnen Körper von oben gesehen aus? Welche Ansicht gehört zu welchem Körper? Verbinde den entsprechenden Buchstaben mit der dazugehörigen Zahl.



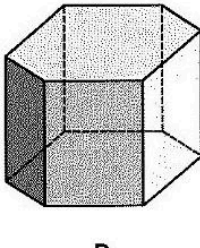
**A**



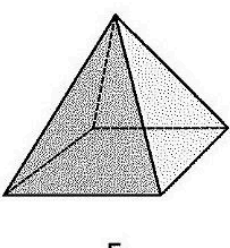
**B**



**C**

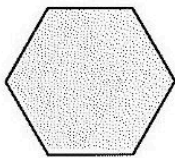


**D**

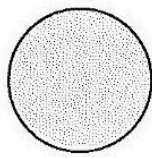


**E**

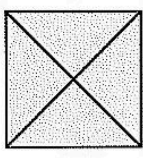
1




2



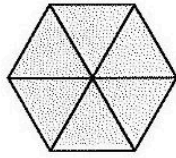
3




4

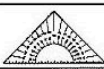






5



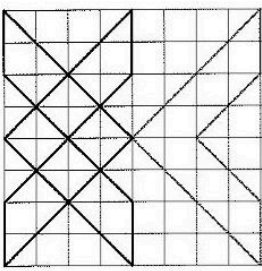


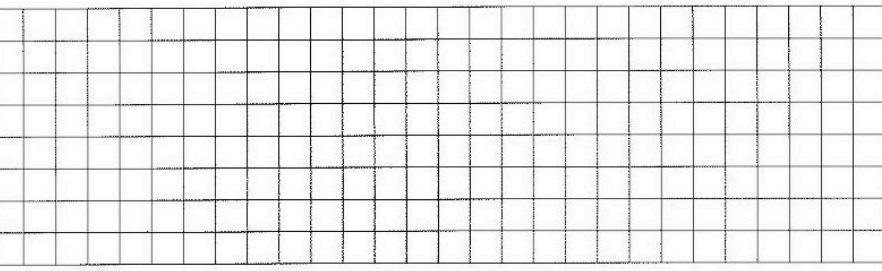
**Station**

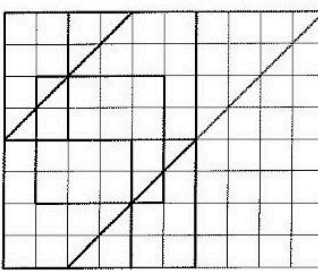





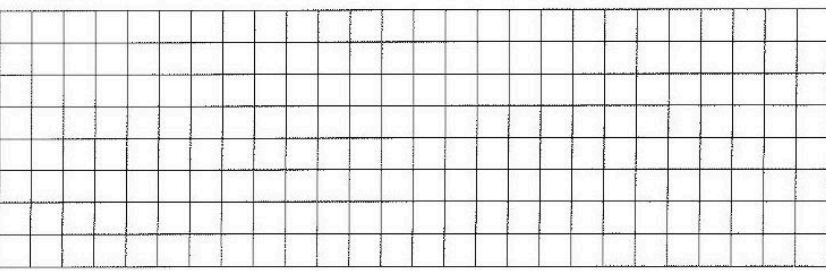



**Muster und Ordnungen**  
 Zeichne die jeweiligen Muster weiter. Du kannst dein Bild farbig ausmalen.



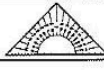












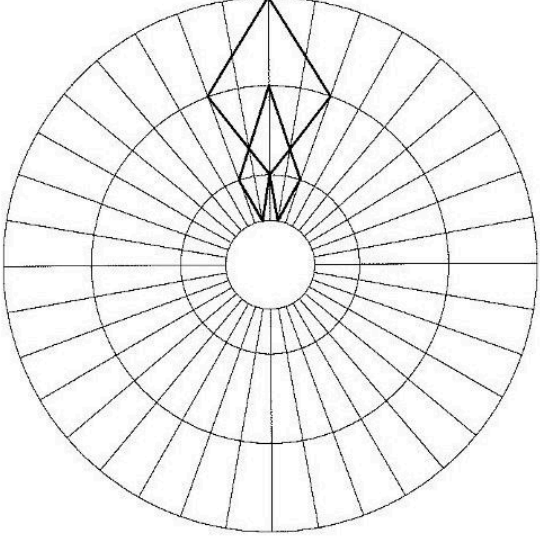
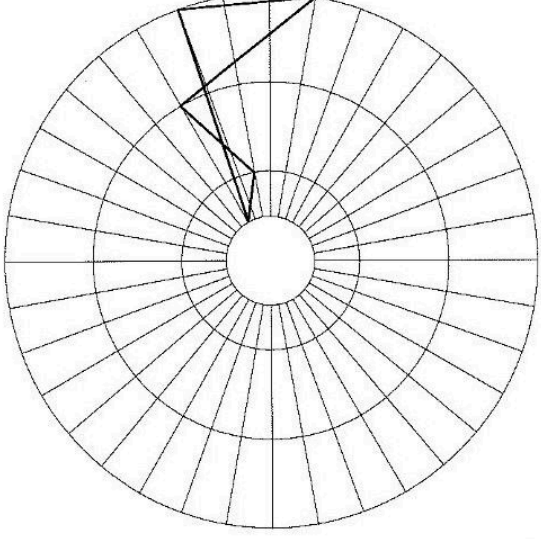
**Station**









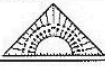



**Erzeugung drehsymmetrischer Figuren**

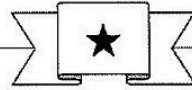
Wenn ihr die vorgegebenen Figuren jeweils um drei Teilstriche ( $30^\circ$ ) weiterdreht und nachzeichnet, erhaltet ihr wunderschöne drehsymmetrische Figuren, die du und dein Partner farbig ausmalen könnt.



**Station**



**Spiegeln im Gitternetz**

Spiegle das Bild an der gekennzeichneten Achse. Anschließend kannst du dein Bild farbig ausmalen.

