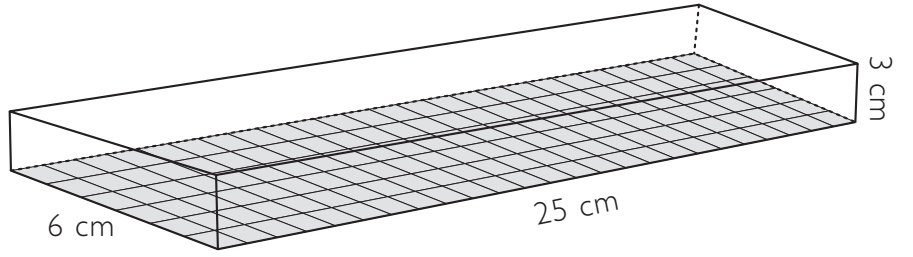
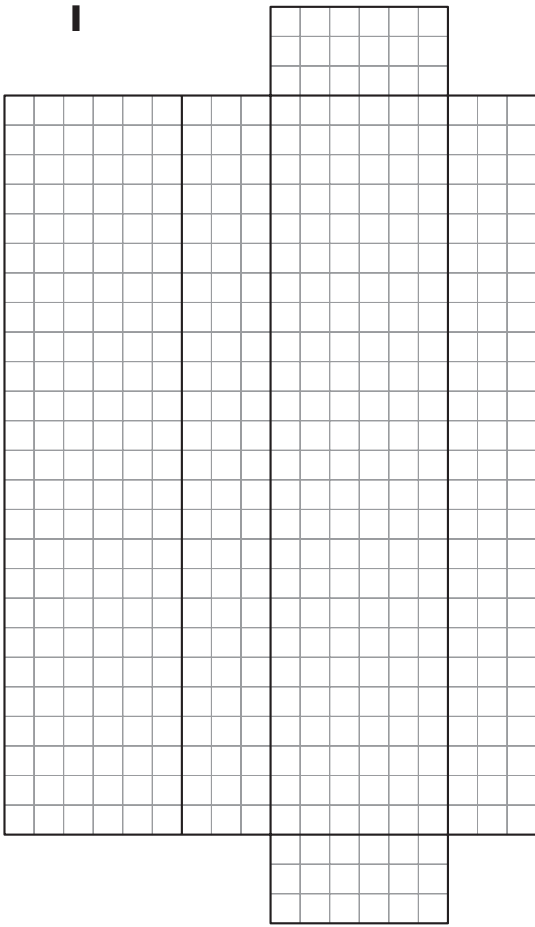
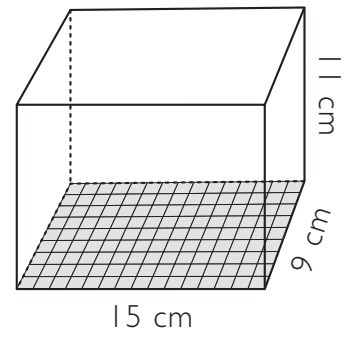
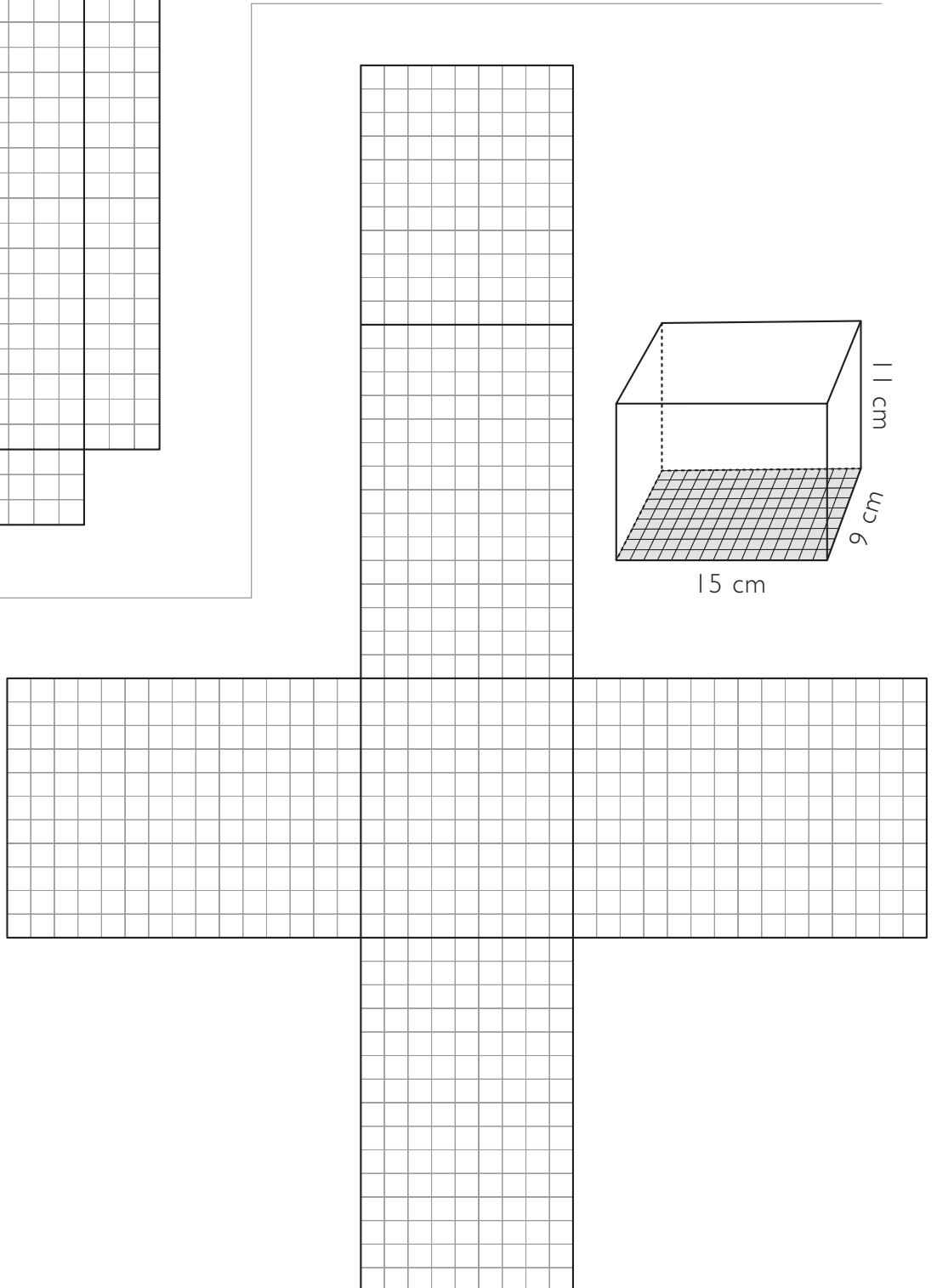


Yfirborðsflatarmál 2

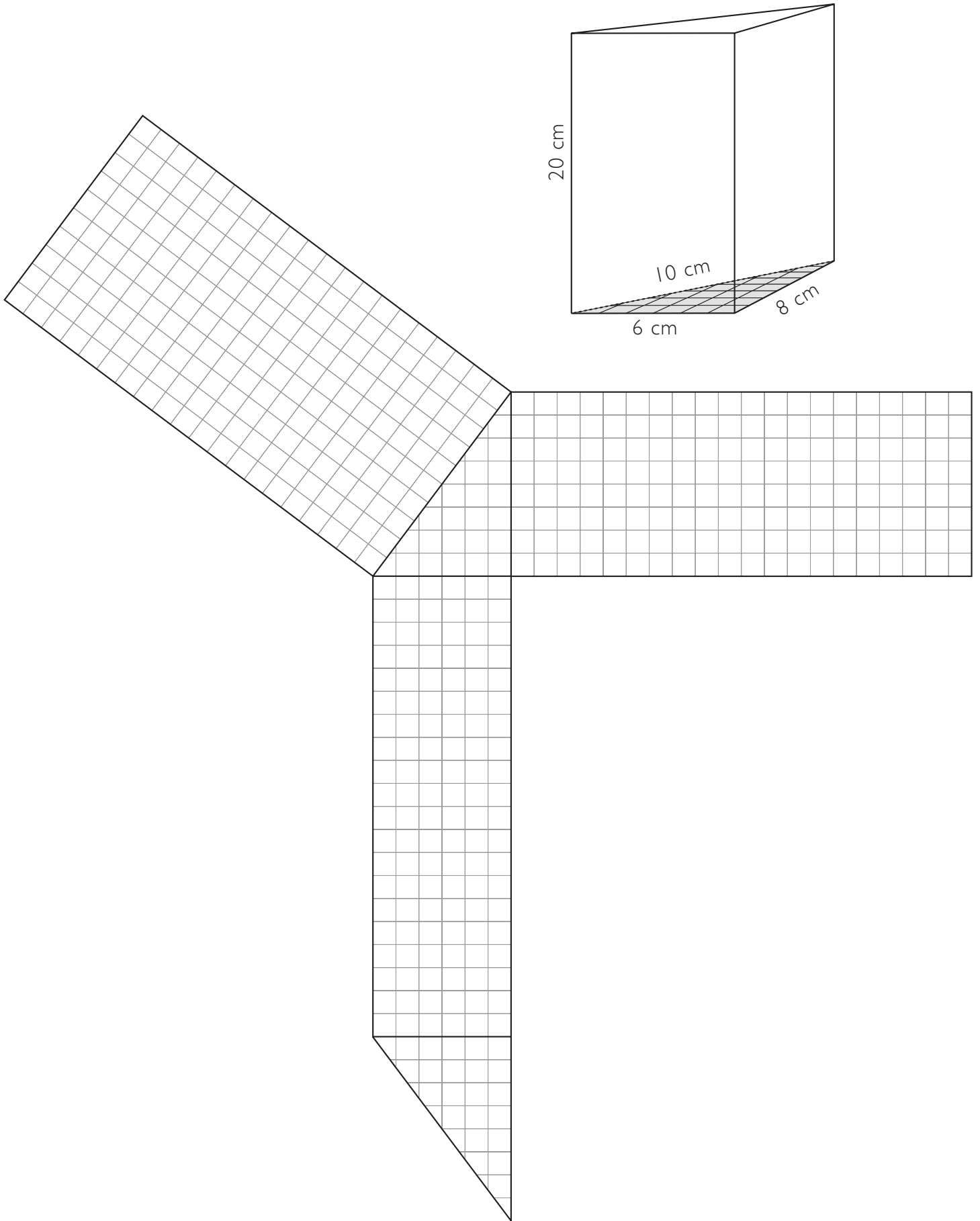
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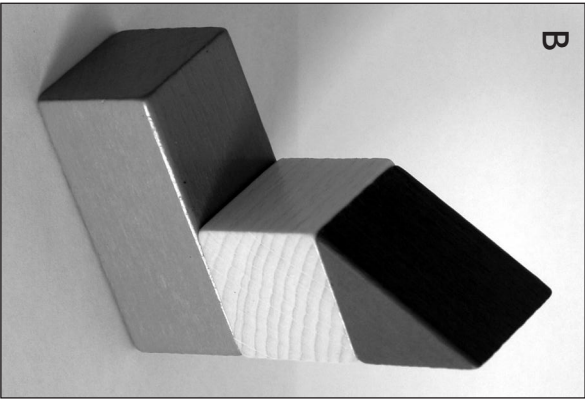
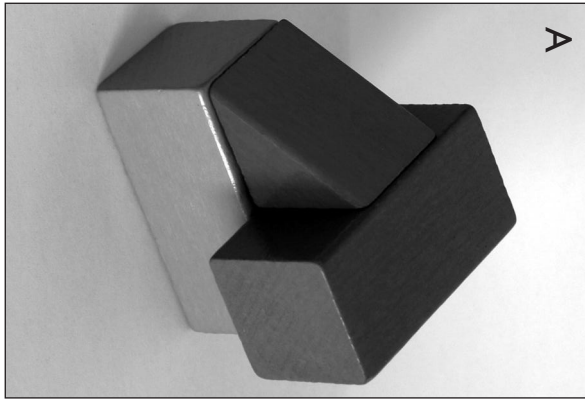
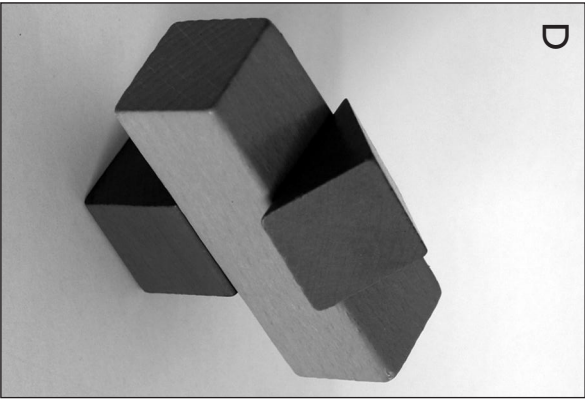
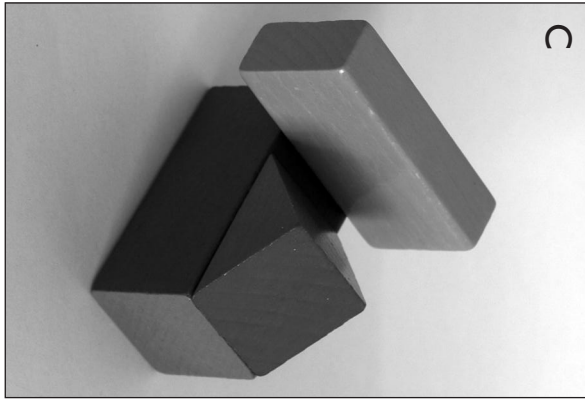
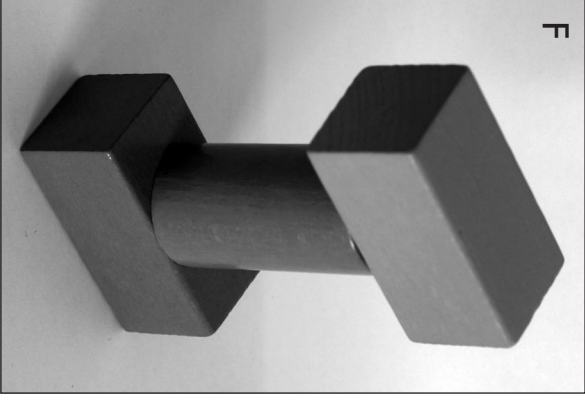
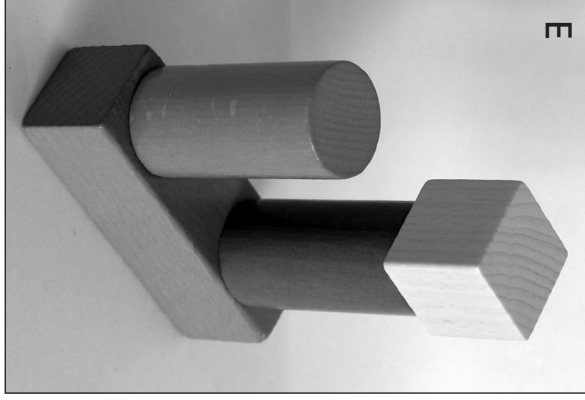
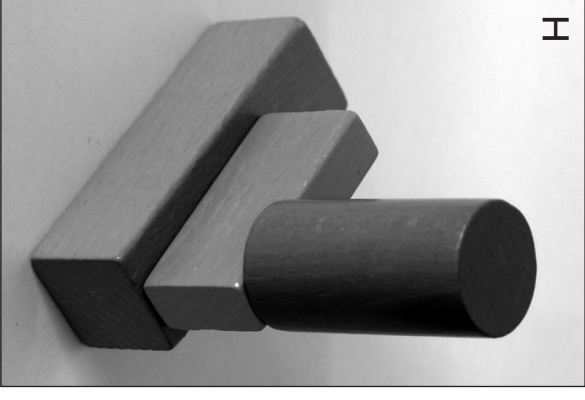
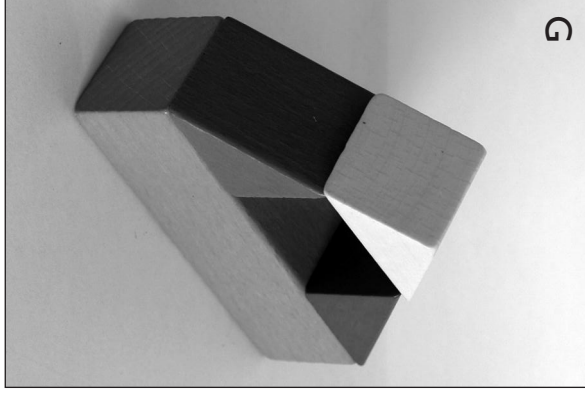
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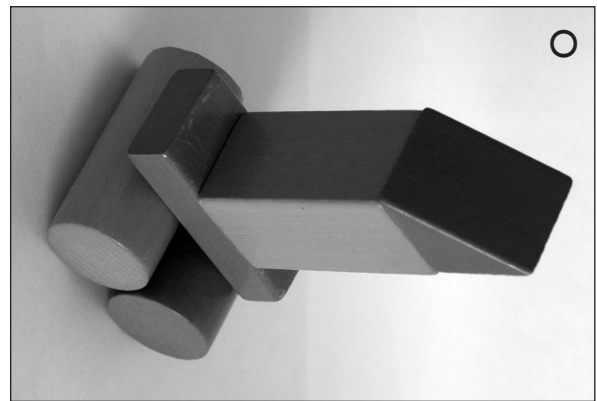
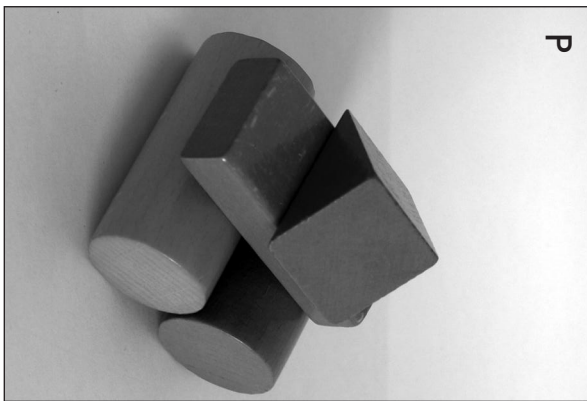
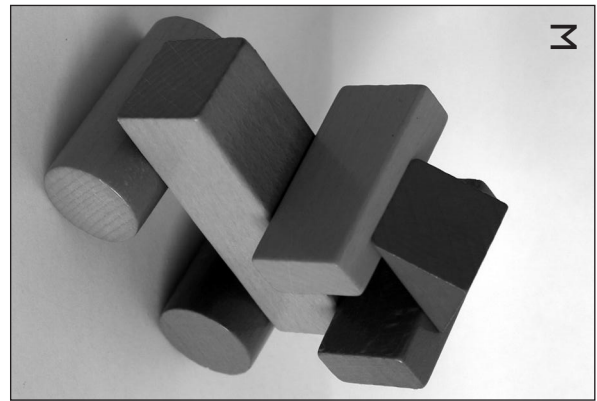
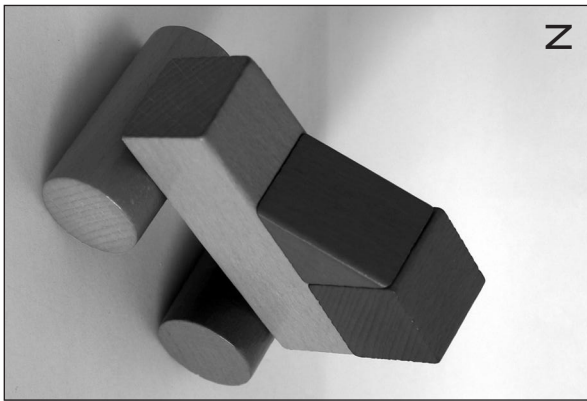
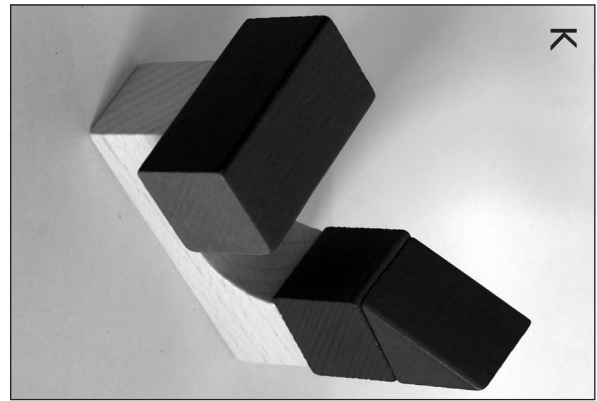
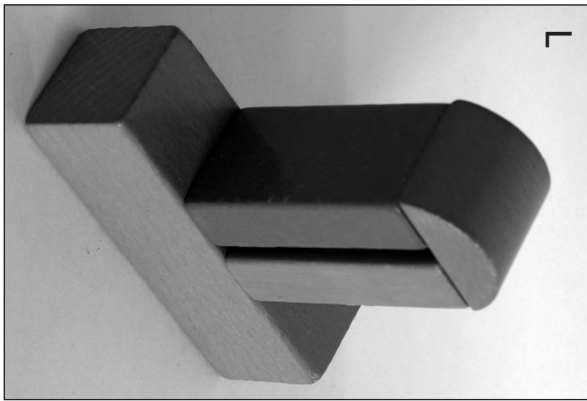
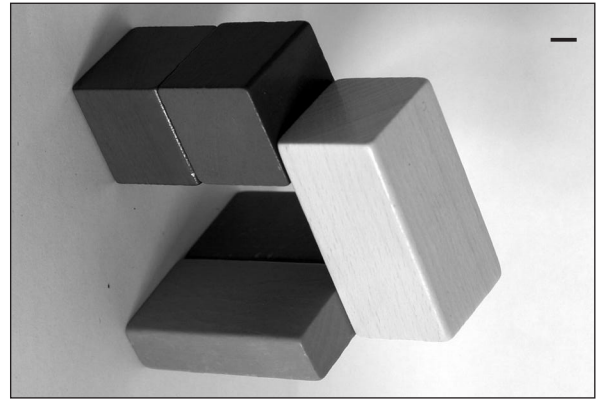
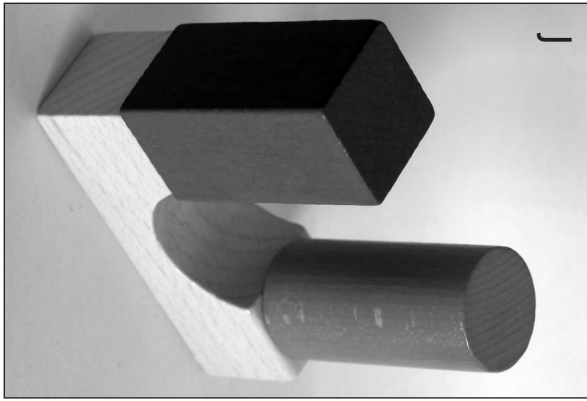
Yfirborðsflatarmál 3



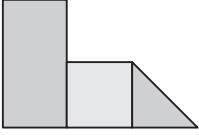

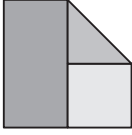
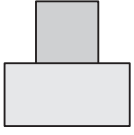
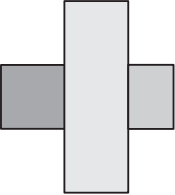
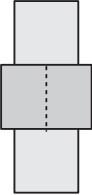
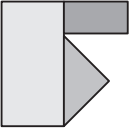
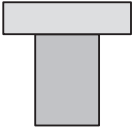
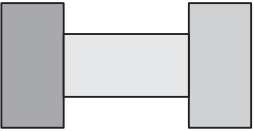

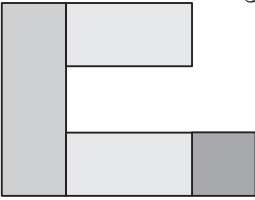
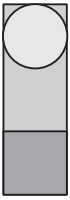
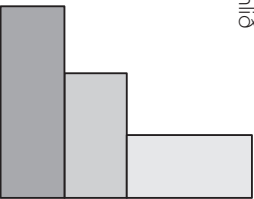
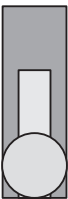
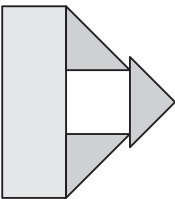

Þrívíð og tvívíð mynd – finna pör I

 <p>B</p>	 <p>A</p>
 <p>D</p>	 <p>C</p>
 <p>F</p>	 <p>E</p>
 <p>H</p>	 <p>G</p>

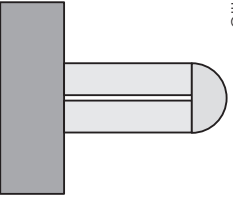
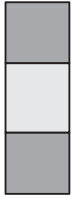
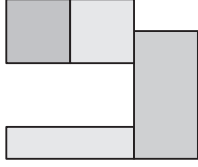
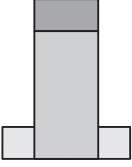
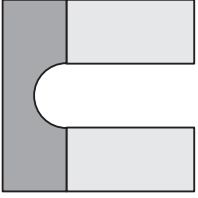
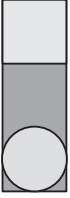
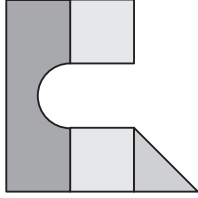
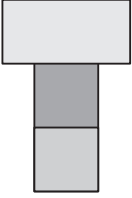
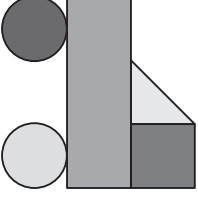
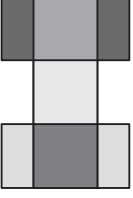
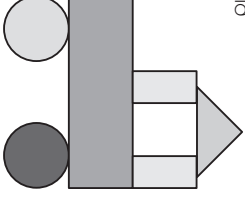
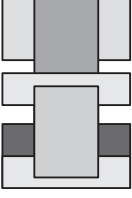
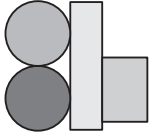
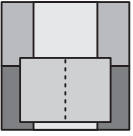
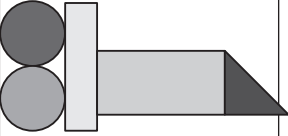
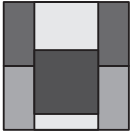
Þrívíð og tvívíð mynd – finna pör 2



Þrívíð og tvívíð mynd – finna pör 3

<p>Séð frá hlið</p> 	<p>Séð ofan frá</p> <p>2</p> 	<p>Séð frá hlið</p> 	<p>Séð ofan frá</p> <p>1</p> 
<p>Séð frá hlið</p> 	<p>Séð ofan frá</p> <p>4</p> 	<p>Séð frá hlið</p> 	<p>Séð ofan frá</p> <p>3</p> 
<p>Séð frá hlið</p> 	<p>Séð ofan frá</p> <p>6</p> 	<p>Séð frá hlið</p> 	<p>Séð ofan frá</p> <p>5</p> 
<p>Séð frá hlið</p> 	<p>Séð ofan frá</p> <p>8</p> 	<p>Séð frá hlið</p> 	<p>Séð ofan frá</p> <p>7</p> 

Þrívíð mynd og tvívíð mynd – finna pör 4

<p>Séð frá hlið</p> 	<p>Séð ofan frá</p>  <p>10</p>	<p>Séð frá hlið</p> 	<p>Séð ofan frá</p>  <p>9</p>
<p>Séð frá hlið</p> 	<p>Séð ofan frá</p>  <p>12</p>	<p>Séð frá hlið</p> 	<p>Séð ofan frá</p>  <p>11</p>
<p>Séð frá hlið</p> 	<p>Séð ofan frá</p>  <p>14</p>	<p>Séð frá hlið</p> 	<p>Séð ofan frá</p>  <p>13</p>
<p>Séð frá hlið</p> 	<p>Séð ofan frá</p>  <p>16</p>	<p>Séð frá hlið</p> 	<p>Séð ofan frá</p>  <p>15</p>

Hvaða formi er lýst?

- 1 Formið er með tvo þríhyrningslaga fleti og með þrjá ferhyrnda fleti.

Það er nr. _____

- 2 Formið er með tvo hringlaga fleti og einn ávalan flöt.

Það er nr. _____

- 3 Allir fletirnir eru rétthyrningar.

Formið er nr. _____

- 4 Formið er með sex ferningslaga fleti.

Það er nr. _____

- 5 Formið er með sex rétthyrnda fleti og tvo sexhyrnda fleti.

Það er nr. _____

- 6 Formið er aðeins með þríhyrnda fleti.

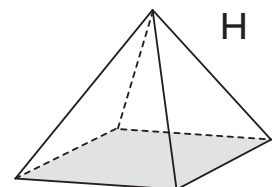
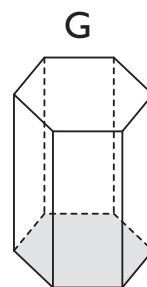
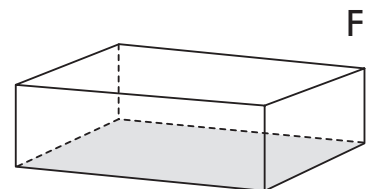
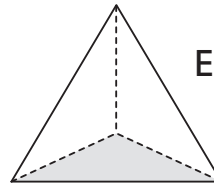
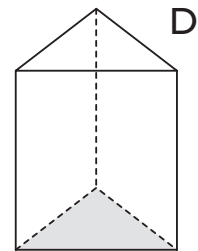
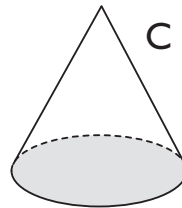
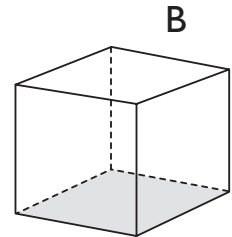
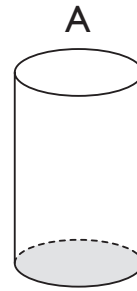
Það er nr. _____

- 7 Formið er með einn ferningslaga flöt.

Það er nr. _____

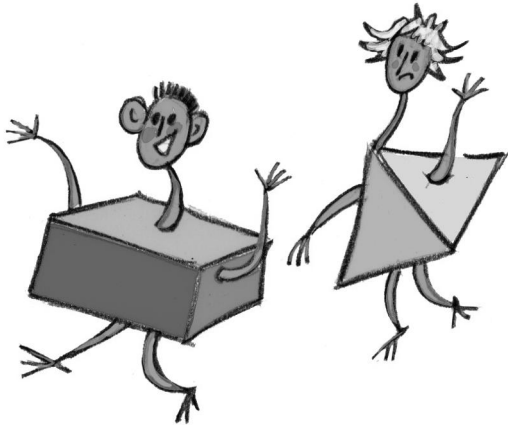
- 8 Formið er með einn hringlaga flöt.

Það er nr. _____

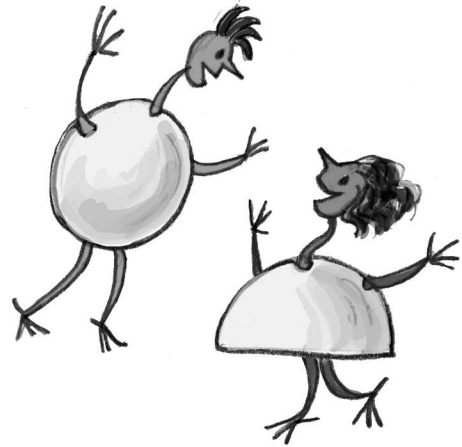


Flokka form eftir eiginleikum og einkennum

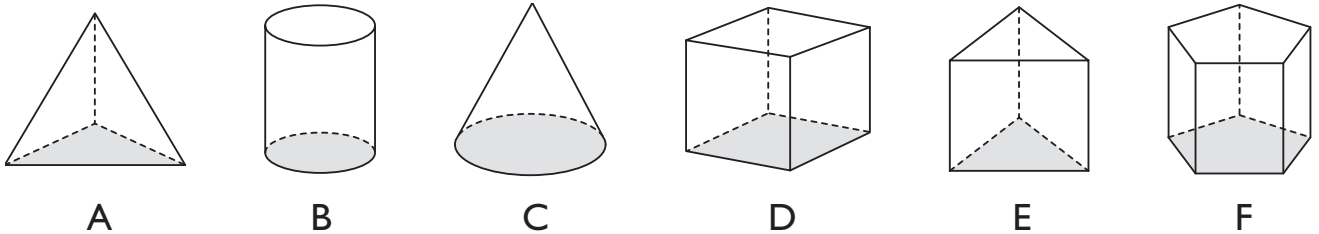
1 Petta eru Stubbakríli.



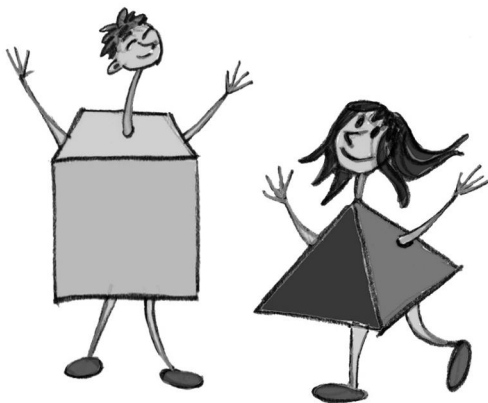
Petta eru ekki Stubbakríli.



Hverjar þessara rúmmynda eru Stubbakríli?



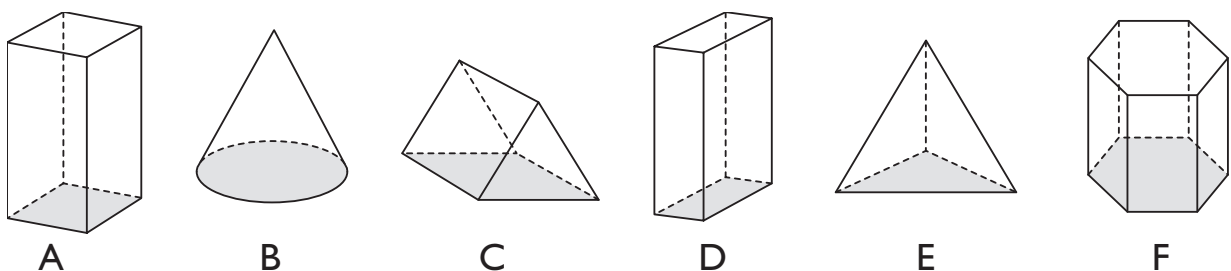
2 Petta eru Knúsakríli.



Petta eru ekki Knúsakríli.



Hverjar þessara rúmmynda eru Knúsakríli?

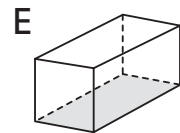
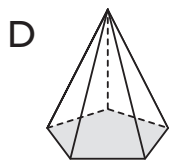
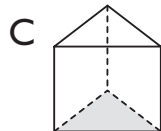
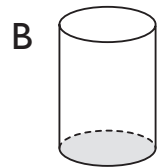
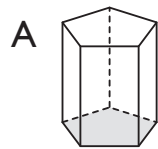
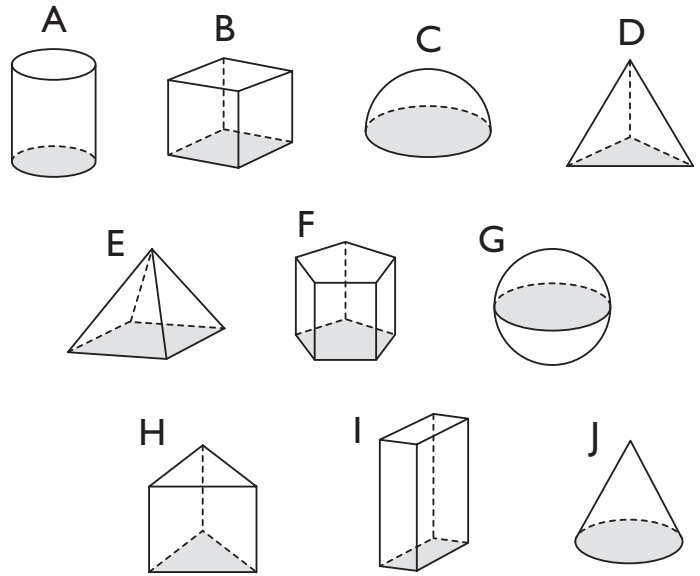


Hver eru formin?

I Hvaða formum er lýst?

- Með slétta fleti.
- Ekki með ávala fleti.
- Með þríhyrnda fleti.
- Með færri en sex horn.

Þetta eru form nr. _____



2 Hvaða formum er lýst?

a Með ávalan flöt.

Form nr. _____

b Með fimmhyrndan flöt og fleiri en 10 hliðarbrúnir.

Form nr. _____

c Með þríhyrnda fleti og fjögur horn.

Form nr. _____

d Með tólf hliðarbrúnir.

Form nr. _____

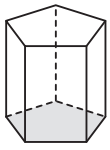
e Með tíu hliðarbrúnir.

Form nr. _____

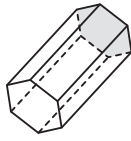
f Með sex horn.

Form nr. _____

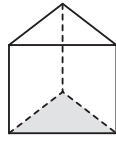
Eiginleikar og einkenni þrívíðra forma



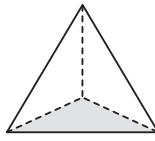
A



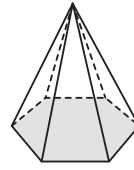
B



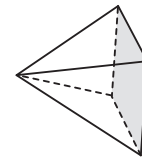
C



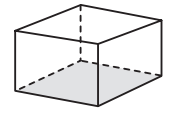
D



E



F



G

1 Hve mörg horn, hliðarbrúnir og fletir eru á formunum?

Form	Fjöldi horna	Fjöldi hliðarbrúna	Fjöldi flata
A			
B			
C			
D			
E			
F			
G			

2 Hvaða formum er lýst?

a Hliðarbrúnirnar eru þremur fleiri en hornin. Þetta eru form nr. _____

b Hornin eru jafn mörg og fletirnir. Þetta eru form nr. _____

c Hornin eru tveimur fleiri en fletirnir. Þetta er form nr. _____

d Fjöldi hornanna er oddatala. Þetta eru form nr. _____

e Fjöldi hliðarbrúna er oddatala. Þetta eru form nr. _____

f Hliðarbrúnirnar eru tvöfalt fleiri en fletirnir. Þetta er form nr. _____

3 Finndu fjölda horna í hverju formi, dragðu frá fjölda hliðarbrúna, bættu við fjölda flata og athugaðu hvaða tölu þú færð.

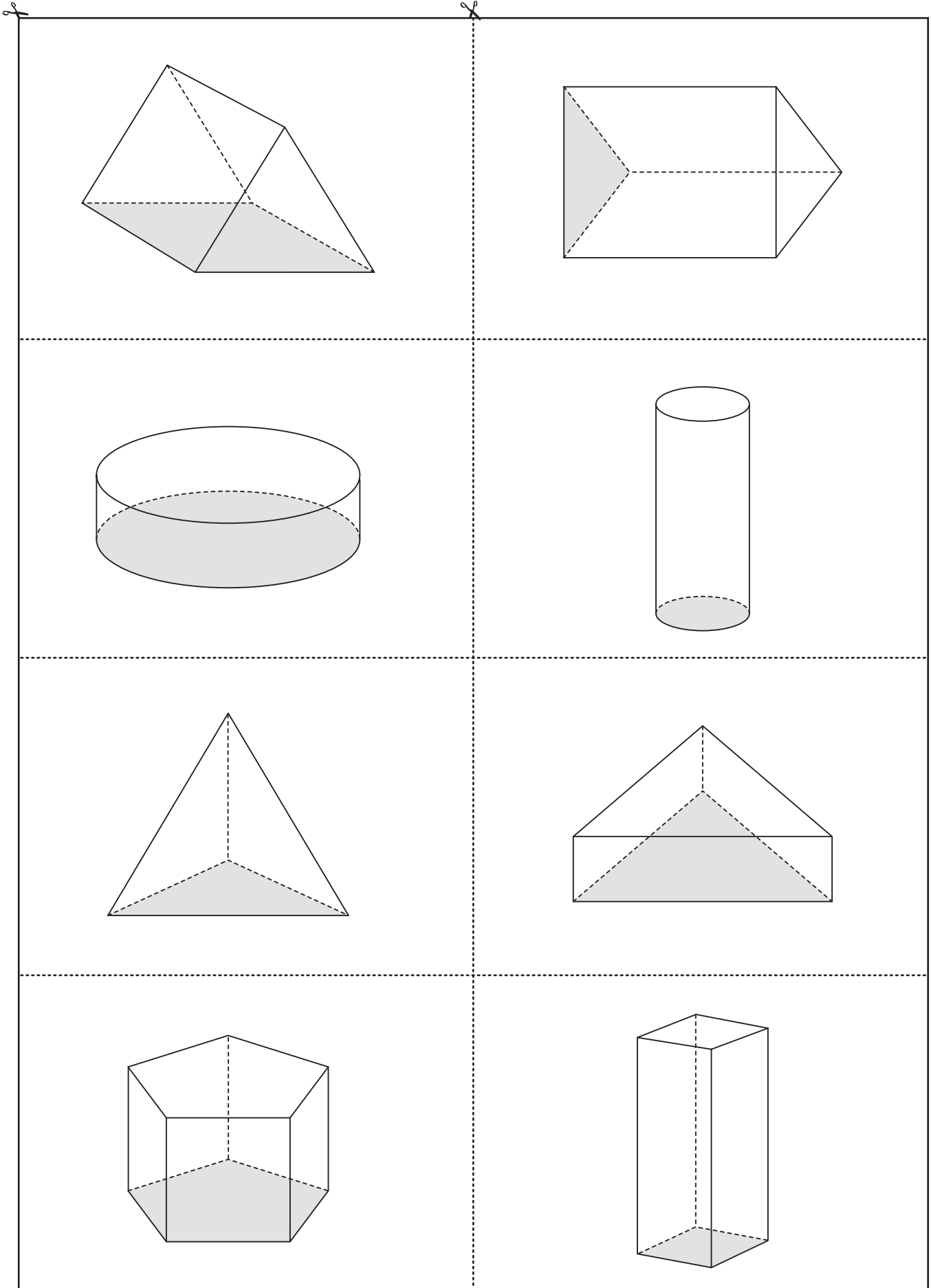
Horn - hliðarbrúnir + fletir =

Gerðu þetta við öll formin.

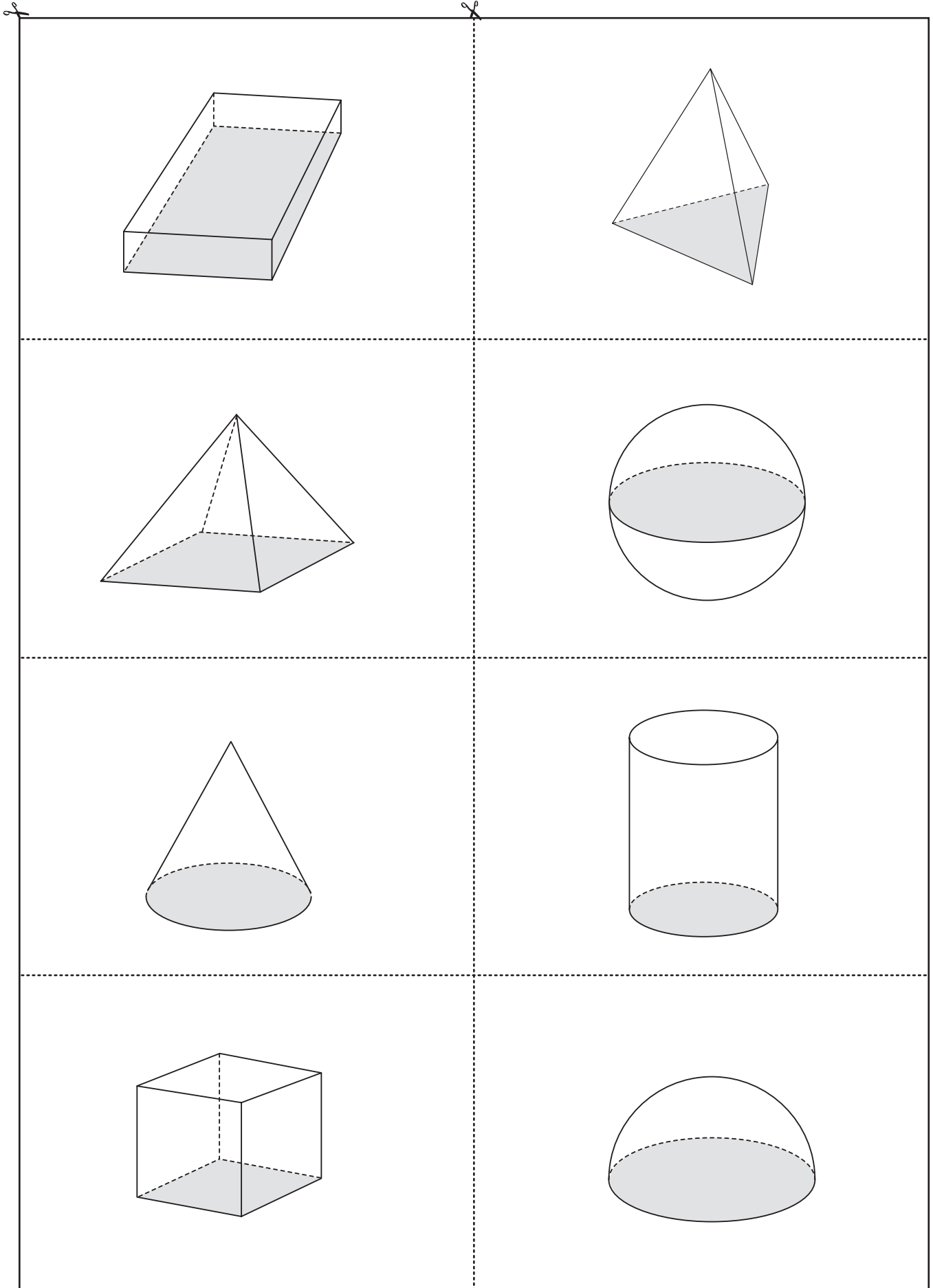
Hvað kemur í ljós?

Geturðu búið til reglu?

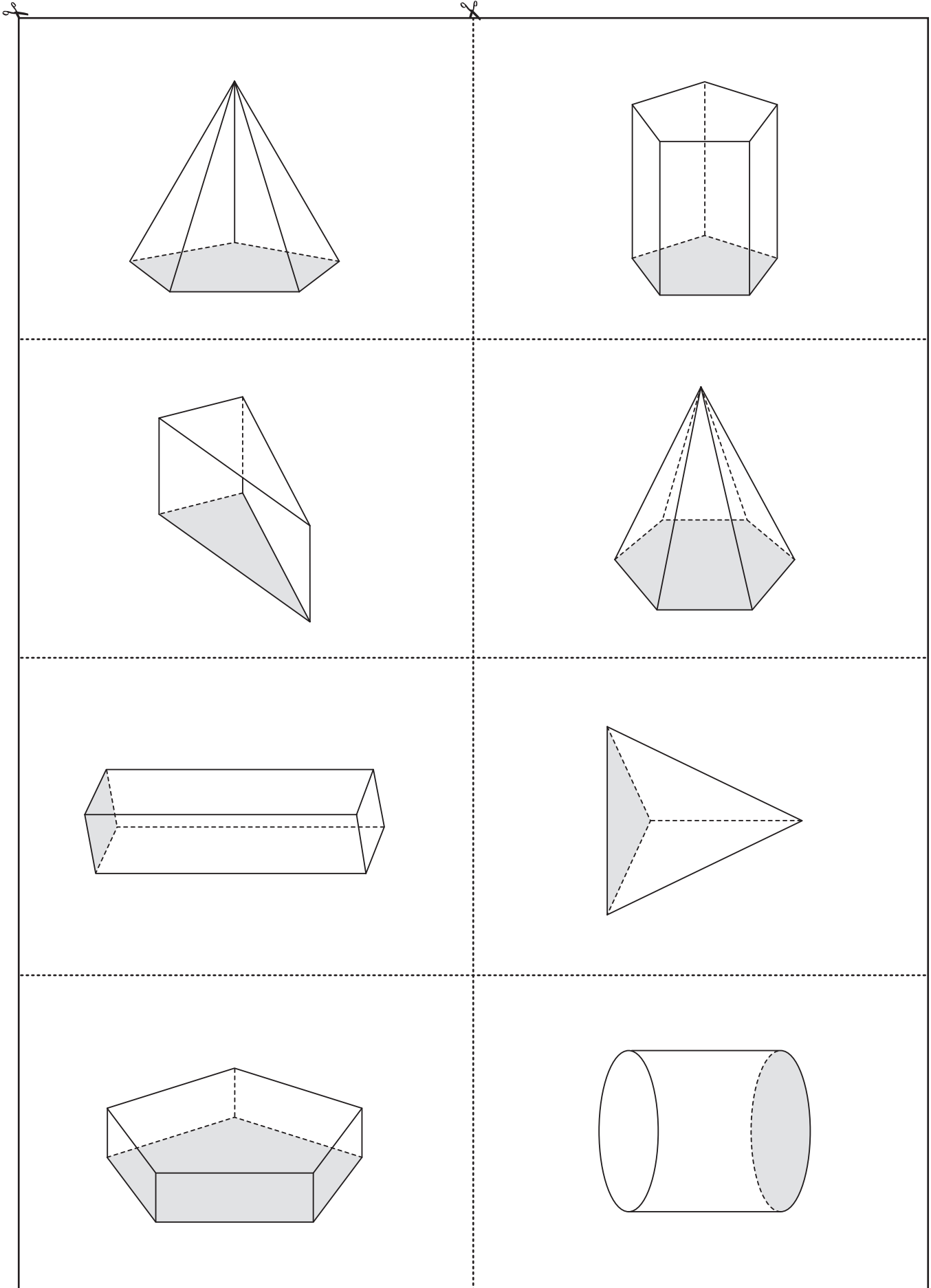
Rúmmyndir I



Rúmmyndir 2

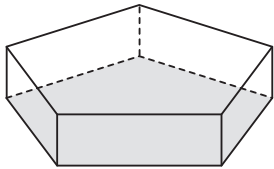
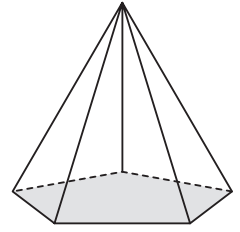
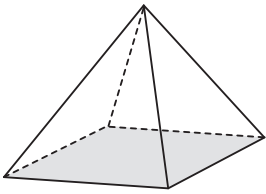


Rúmmyndir 3



Strendingar og píramídar

Dragðu strik frá rúmmyndunum í rétt heiti.



Fimmstrendur strendingur

Sexstrendur píramídi

Þrístrendur píramídi

Ferstrendingur með
ferningslaga grunnflöt

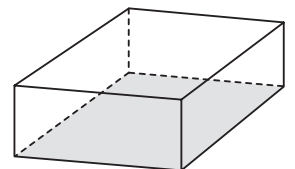
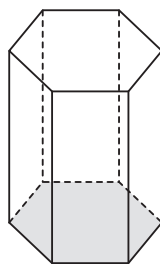
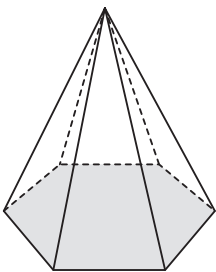
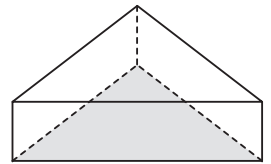
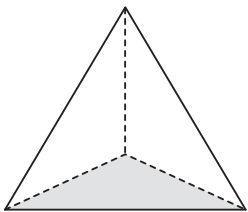
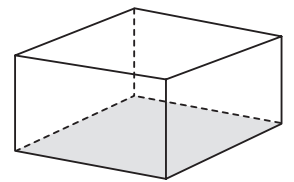
Ferstrendur píramídi

Fimmstrendur píramídi

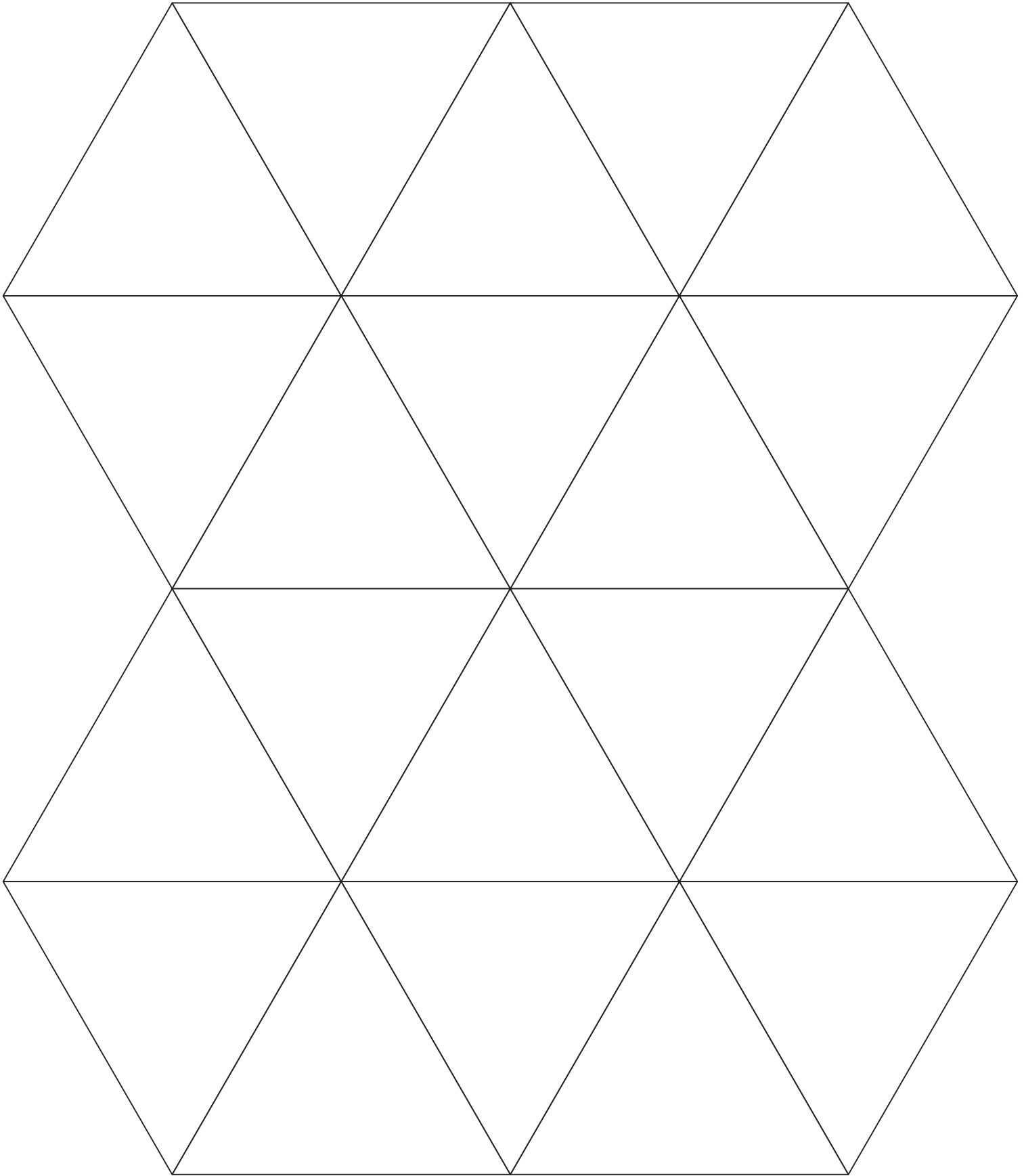
Ferstrendingur með
rétthyrndan grunnflöt

Þrístrendingur

Sexstrendingur

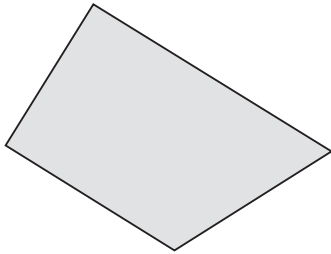
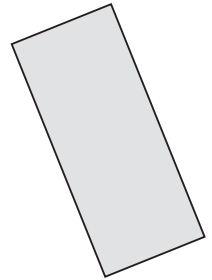
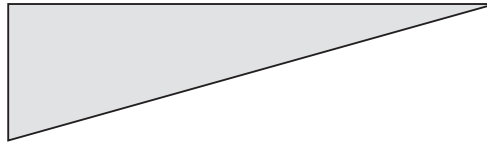
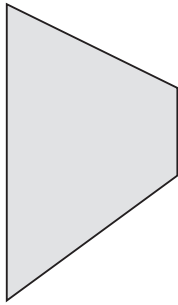


Búa til píramída



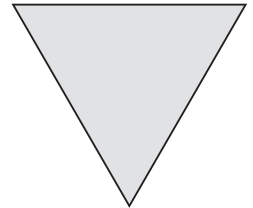
Tvívíð form

Dragðu strik frá formunum í rétt heiti.



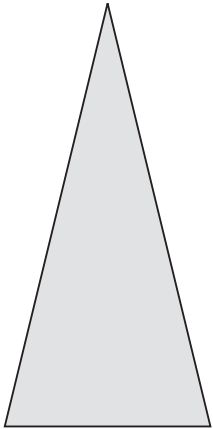
Rétthyrningur

Rétthyrndur þríhyrningur



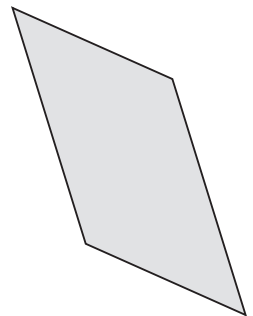
Ferningur

Jafnhliða þríhyrningur



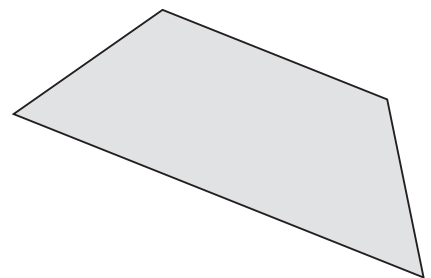
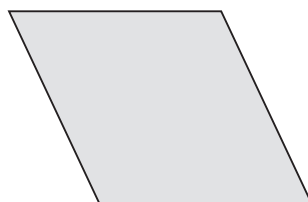
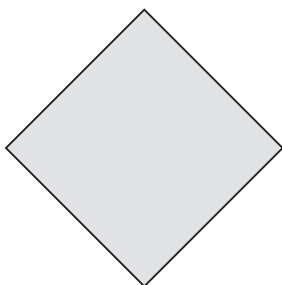
Samsíðungur

Trapisa



Jafnarma þríhyrningur

Tígull



SPIL Veiða marghyrninga

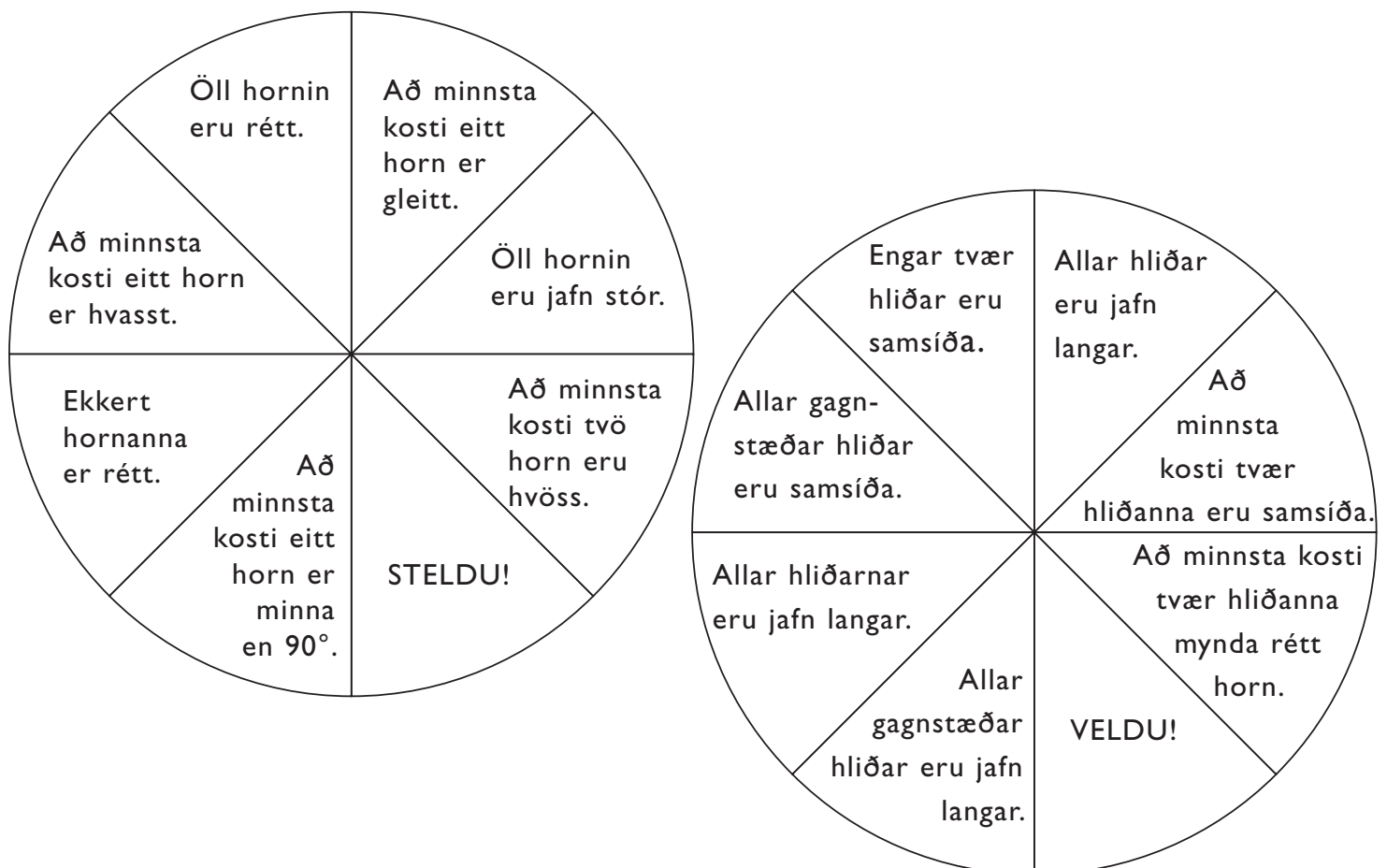
LEIKREGLUR

Spilið er fyrir tvo leikmenn. Þeir klippa út marghyrningana á verkefnablaði 6.67b (Marghyrningar með spilinu Veiða marghyrninga) og dreifa þeim á borðið.

Leikmenn skiptast á og fara þannig að:

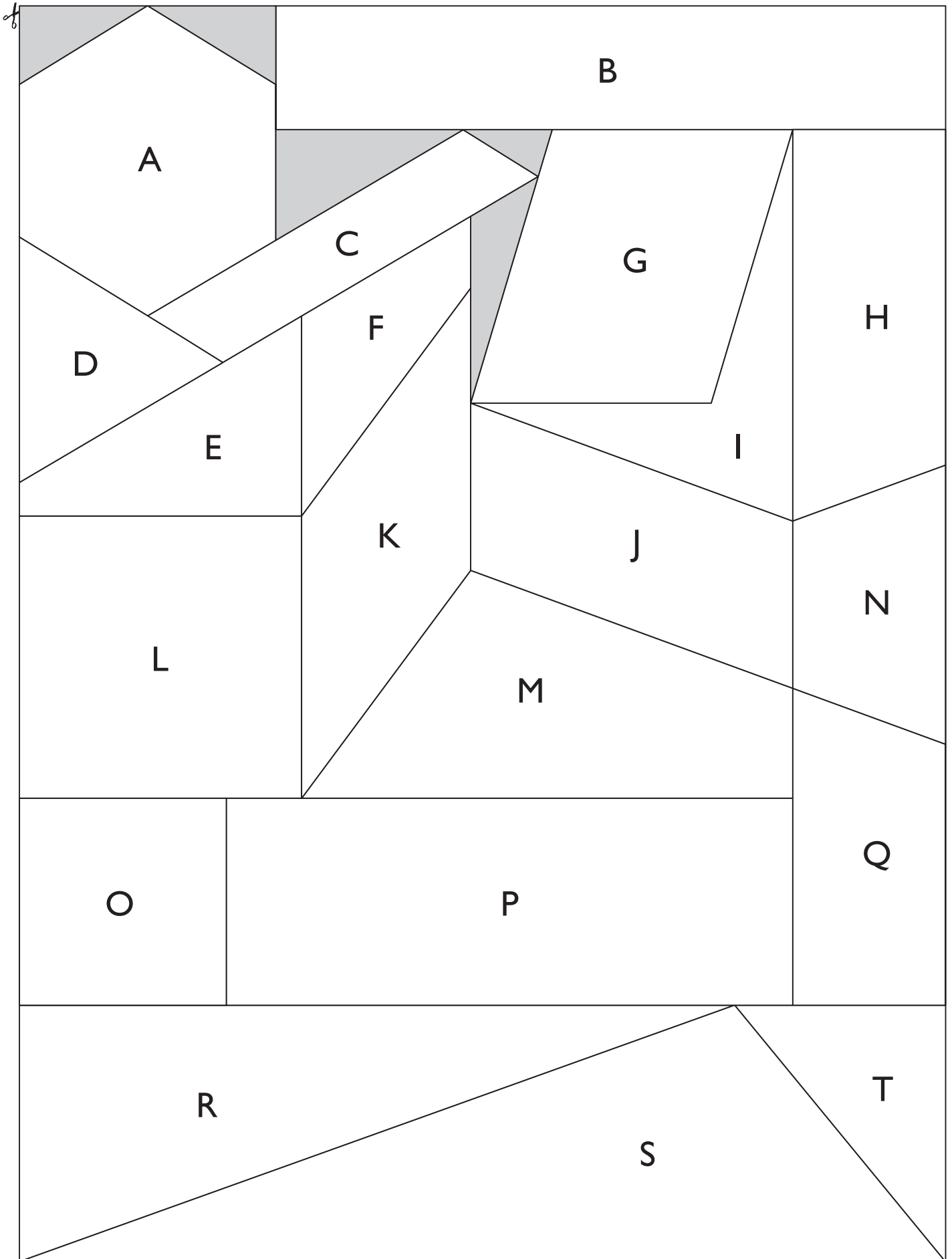
- Snúa bréfastemmu á skífunum tveimur neðst á blaðsíðunni.
- Taka sér alla marghyrninga sem uppfylla bæði skilyrðin og setja þær í sinn eigin bunka.
- Lendi leikmaður á STELDU! má hann velja skilyrði úr hvorri skífu og tekur sér alla marghyrningana frá andstæðingnum sem uppfylla þau.
- Lendi leikmaður á VELDU á hann að velja eitt skilyrði af þeirri skífu.
- Sjáist leikmanni yfir einhvern marghyrning má hinn leikmaðurinn taka hann til sín.
- Geti leikmaður ekki veitt neinn marghyrning má hann snúa bréfastemmunni aftur á annarri skífunni. Geti hann eftir sem áður ekki tekið neinn marghyrning situr hann hjá í þeirri umferð.
- Taki leikmaður sér marghyrning sem uppfyllir ekki bæði skilyrðin skal setja hann aftur á borðið.

Þannig halda leikmenn áfram til skiptis þar til tveir eða færri marghyrningar eru eftir. Sá vinnur sem hefur veitt fleiri marghyrninga.



Marghyrningar með spilinu Veiða marghyrninga

Plastaðu þessa síðu og klipptu alla bútana út.



Hornalínur í ferningum – könnun

Dragðu hornalínu í ferningana. Giskaðu á lengd hvorrar um sig. Mældu því næst lengdina. Skráðu niðurstöðurnar í töfluna neðst á blaðsíðunni.



Ferningur	Hliðarlengd	Lend hornalínu ágiskun	Lend hornalínu mæling	Lend hornalínu deild með hliðarlengd
1	6,3 cm			: 6,3 =
2				
3				
4				
5				
6				

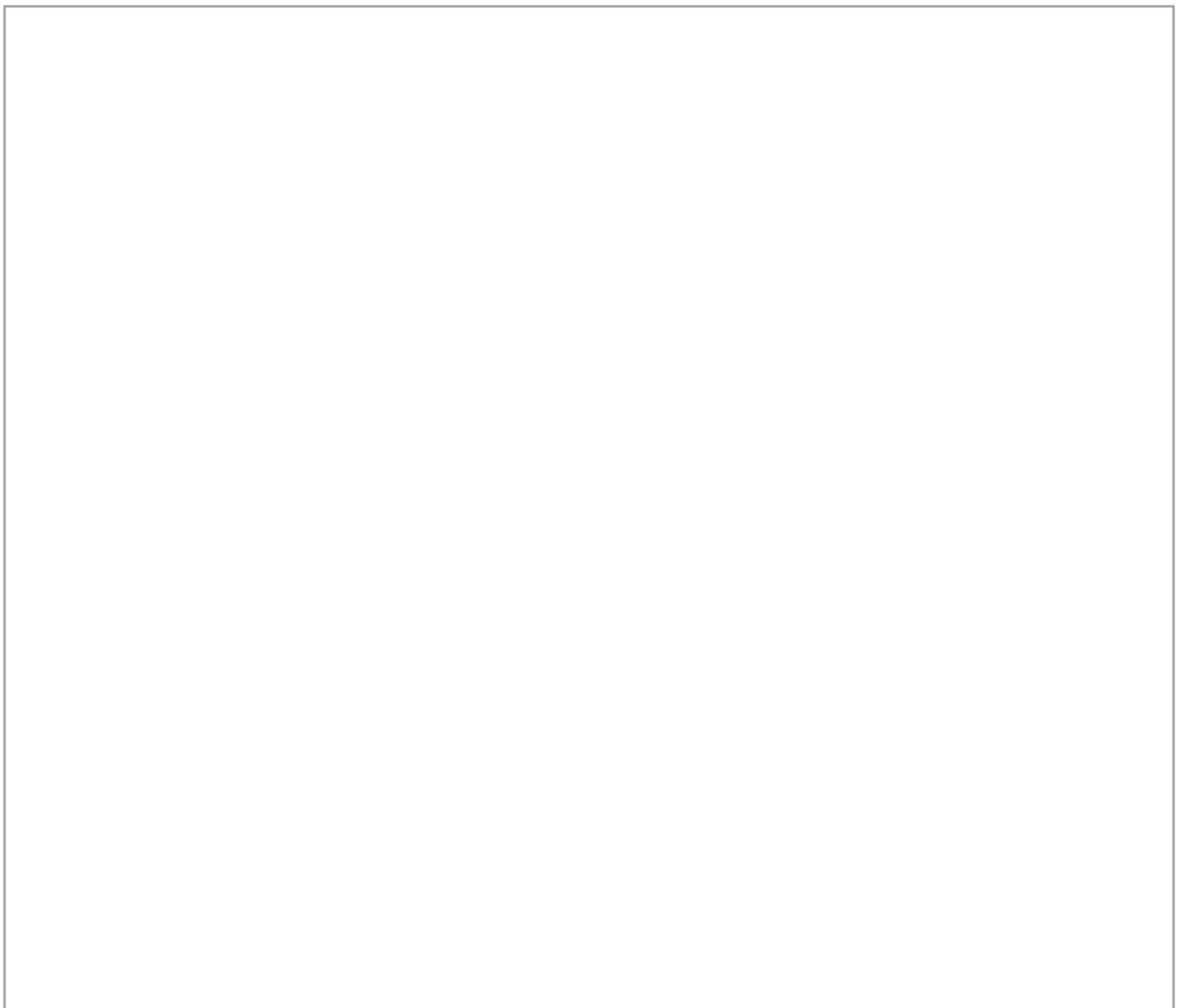
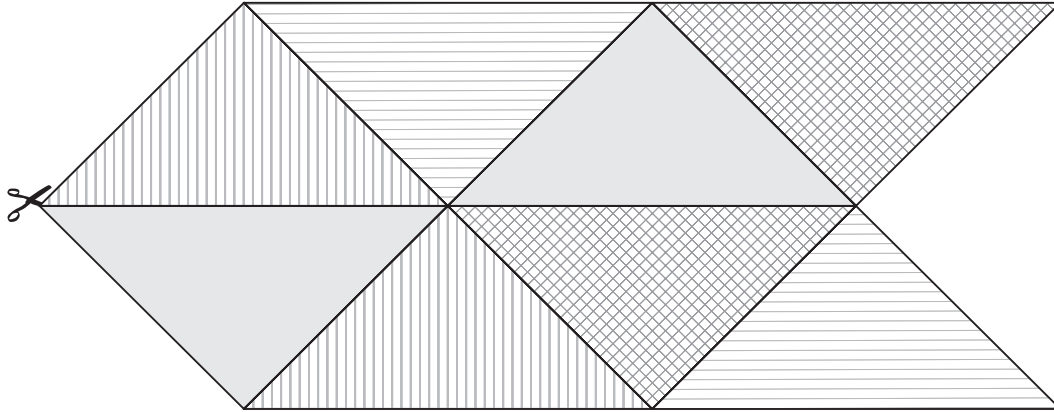
Aðeins með tveimur þríhyrningum

Klipptu þríhyrningana út. Búðu til mismunandi form með því að raða saman tveimur þríhyrningum í senn.

Geturðu búið til ferning? Getur þú búið til þríhyrning?

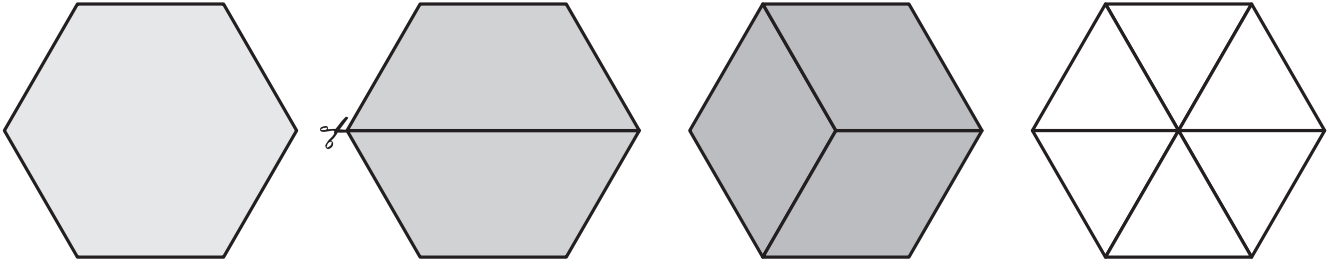
Hvaða form getur þú búið til?

Límdu formin inn í rammann neðst á blaðsíðunni.



Þríhyrningar með pappírsbútum

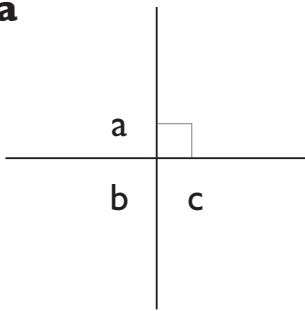
Klipptu út sexhyrningana fjóra. Klipptu þá í sundur eftir þykku strikunum. Hve marga þríhyrninga getur þú búið til með því að raða bútunum saman? Teiknaðu lausnirnar í rammann hér fyrir neðan.



Horn

Finndu óþekktu hornin.

1 a

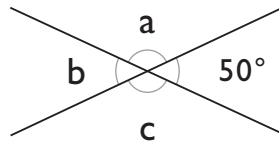


$\angle a = \underline{\hspace{2cm}}$

$\angle b = \underline{\hspace{2cm}}$

$\angle c = \underline{\hspace{2cm}}$

b

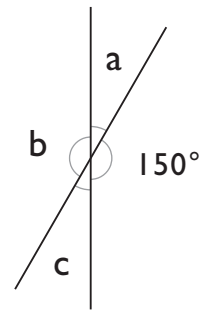


$\angle a = \underline{\hspace{2cm}}$

$\angle b = \underline{\hspace{2cm}}$

$\angle c = \underline{\hspace{2cm}}$

c

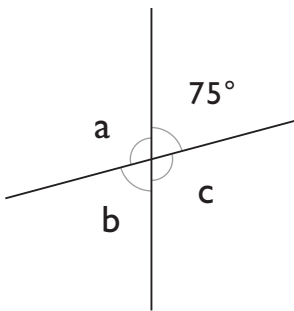


$\angle a = \underline{\hspace{2cm}}$

$\angle b = \underline{\hspace{2cm}}$

$\angle c = \underline{\hspace{2cm}}$

2 a

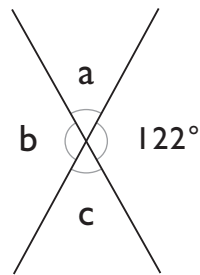


$\angle a = \underline{\hspace{2cm}}$

$\angle b = \underline{\hspace{2cm}}$

$\angle c = \underline{\hspace{2cm}}$

b

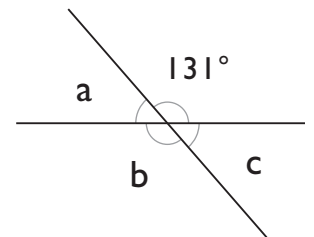


$\angle a = \underline{\hspace{2cm}}$

$\angle b = \underline{\hspace{2cm}}$

$\angle c = \underline{\hspace{2cm}}$

c

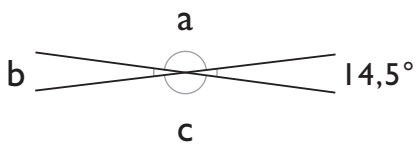


$\angle a = \underline{\hspace{2cm}}$

$\angle b = \underline{\hspace{2cm}}$

$\angle c = \underline{\hspace{2cm}}$

3 a

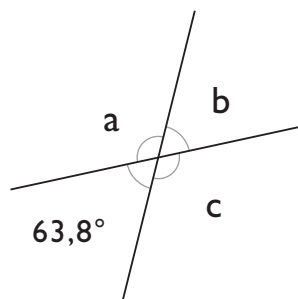


$\angle a = \underline{\hspace{2cm}}$

$\angle b = \underline{\hspace{2cm}}$

$\angle c = \underline{\hspace{2cm}}$

b

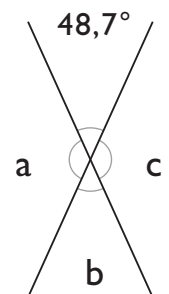


$\angle a = \underline{\hspace{2cm}}$

$\angle b = \underline{\hspace{2cm}}$

$\angle c = \underline{\hspace{2cm}}$

c



$\angle a = \underline{\hspace{2cm}}$

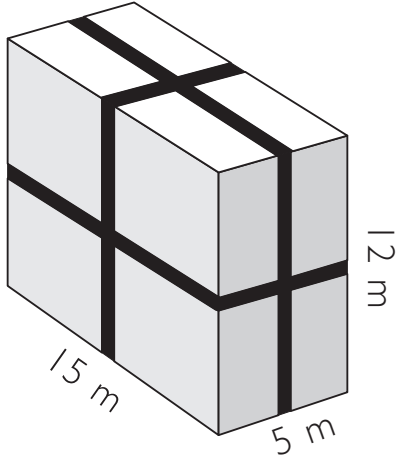
$\angle b = \underline{\hspace{2cm}}$

$\angle c = \underline{\hspace{2cm}}$

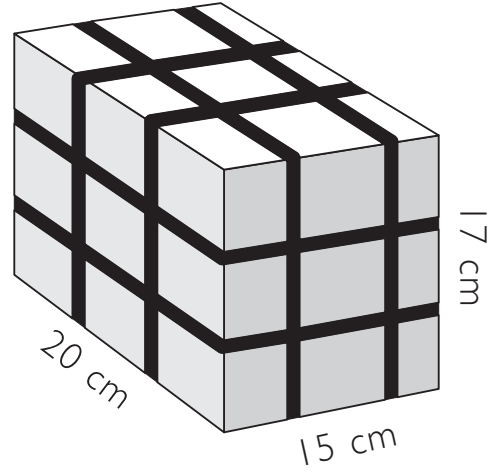
Gjafabönd

Hve löng eru böndin utanum öskjurnar?

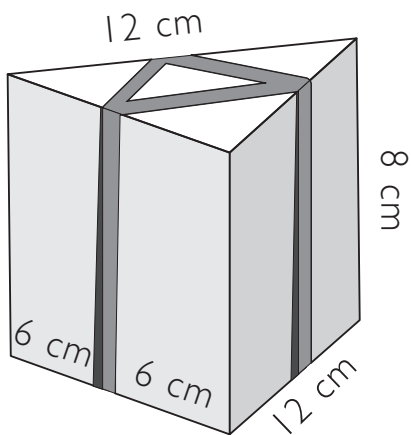
a



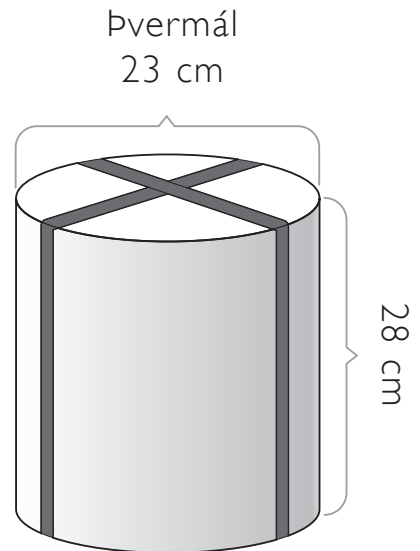
c



b



d

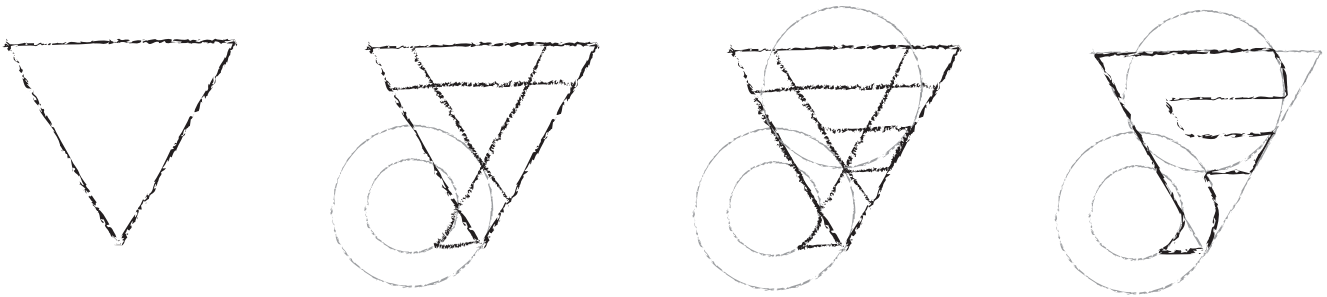


Lógó með bókstaf

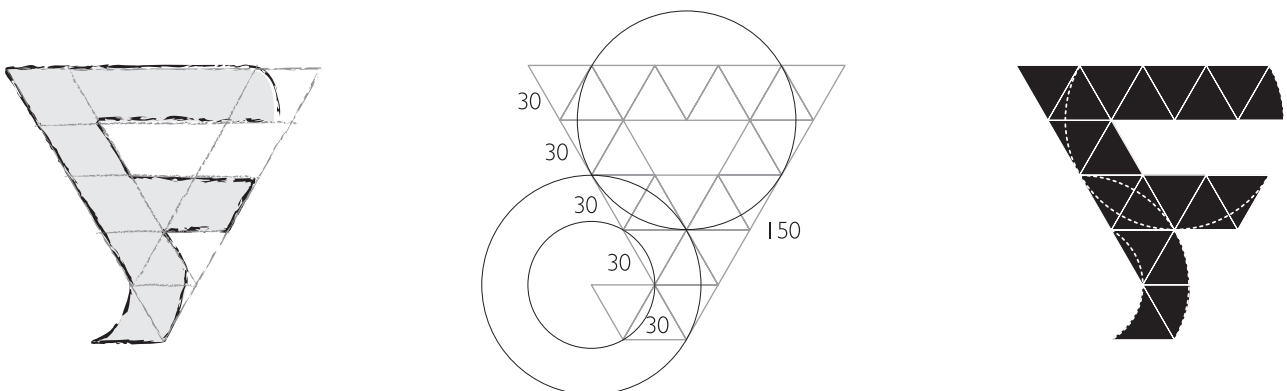
Búnaður: Reglustika, hringfari

Nemendur eiga að búa til lógó sem í er einn bókstafur. Nemendur velja sjálfir hvaða bókstaf þeir vilja nota.

- Nemendur byrja á því að gera skissu og ganga annaðhvort út frá bókstafnum eða rúmfræðiformi sem þeir vilja að sé hluti af lógóinu. Kennari hvetur nemendur til að gera nokkur uppköst. Að lokum gera þeir skissu sem kennarinn þarf að samþykkja. Skissan á greinilega að sýna bókstafinn og rúmfræðiformin sem ætlunin er að nota.



- Nemendur búa til vinnuteikningu af lógóinu í fullri stærð þar sem skráð eru öll mál og hjálparlínur teiknaðar. Nemendur geta gert vinnuteikninguna (og hið fullgerða lógó) í tölvu ef þeir ráða við það.



- Nemendur ljúka við lógóið, lita það fallega og fjarlægja ónauðsynlegar hjálparlínur.