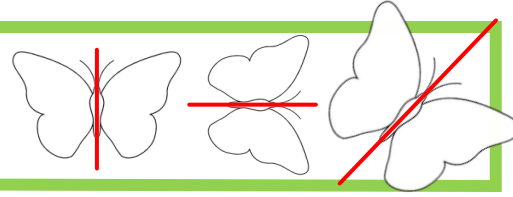


# Symétrie axiale (7)

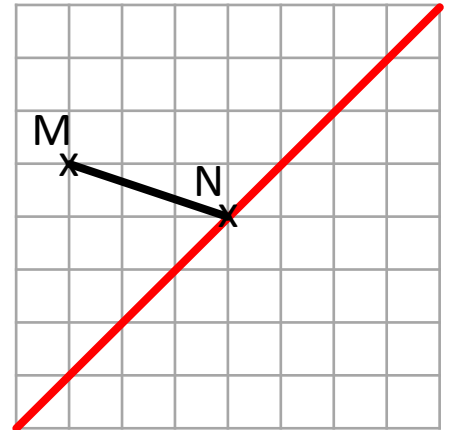
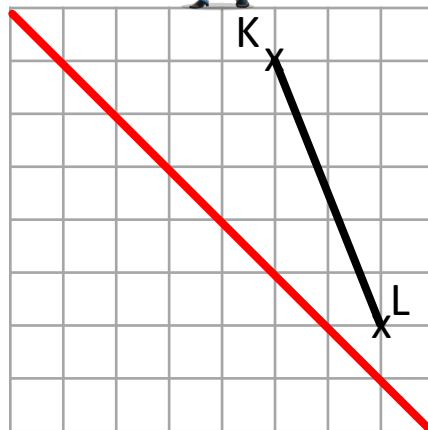
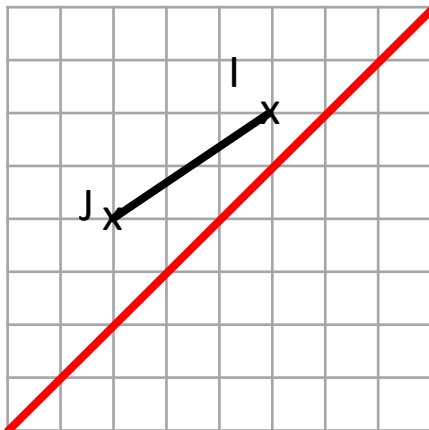
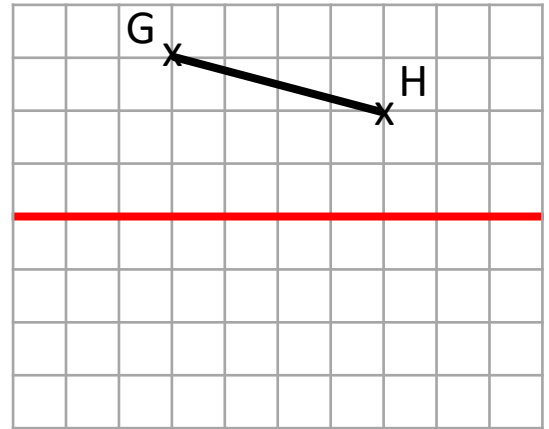
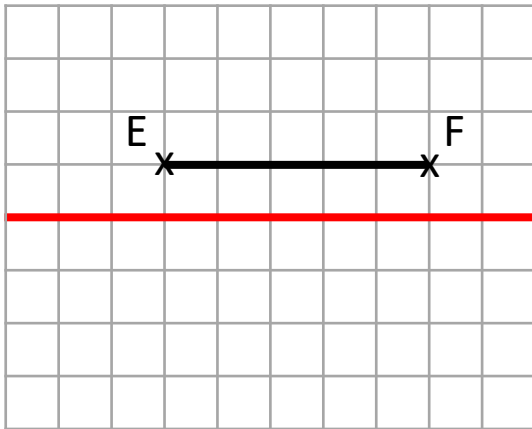
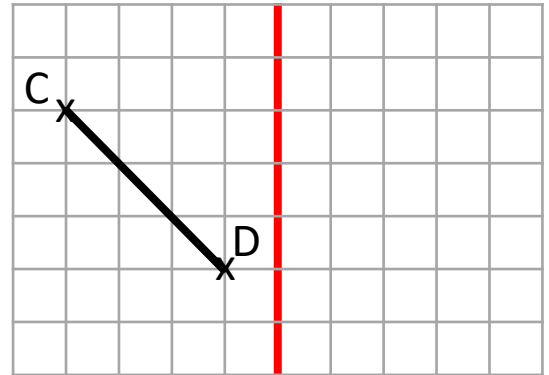
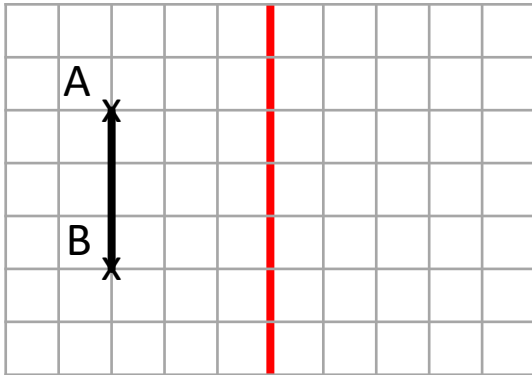
Prénom :

date :

Un **axe de symétrie** est une droite qui partage une figure en 2 parties superposables par pliage le long de cette droite.



Place les **segments** de manière à obtenir une symétrie.



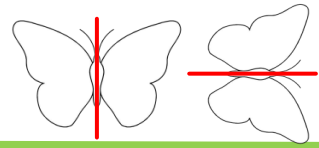
# Symétrie axiale (8)

Les figures

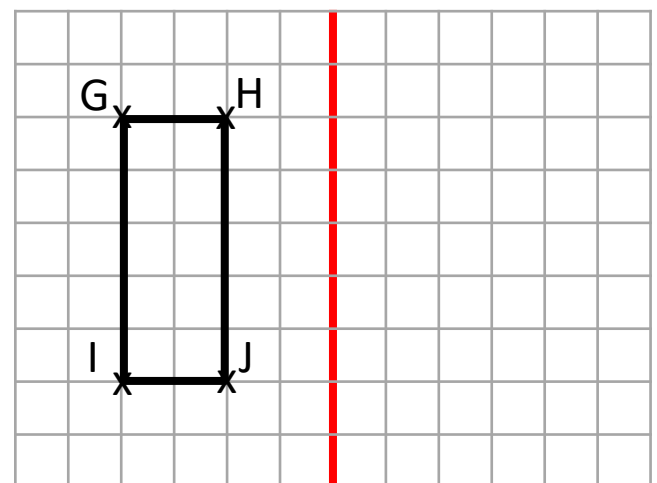
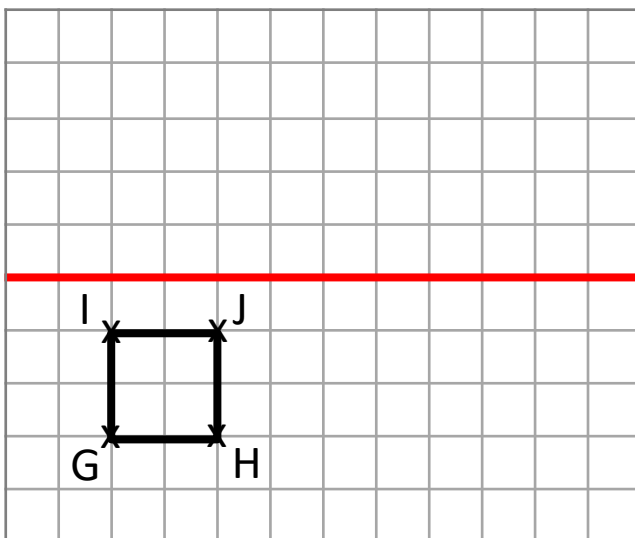
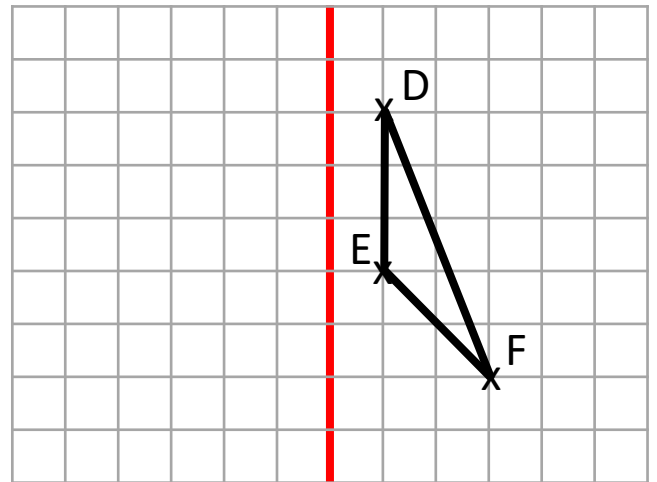
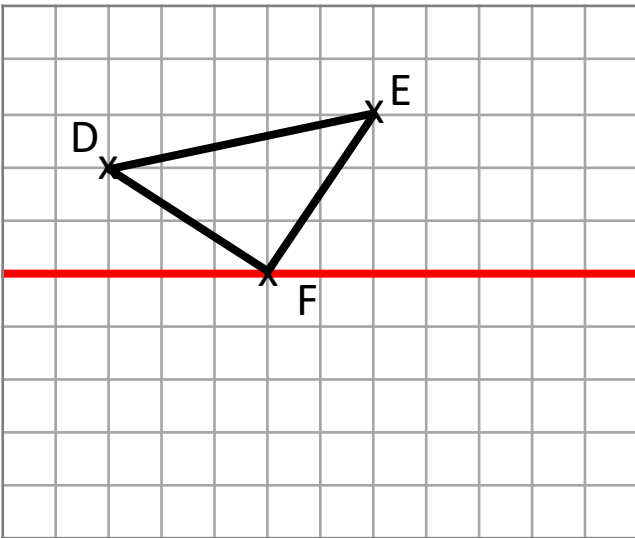
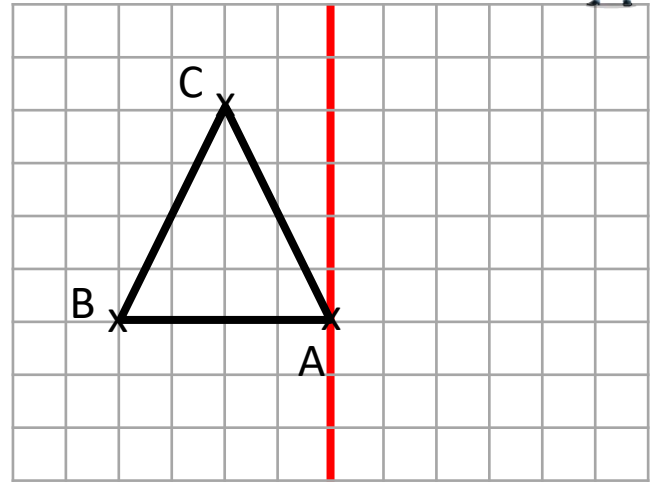
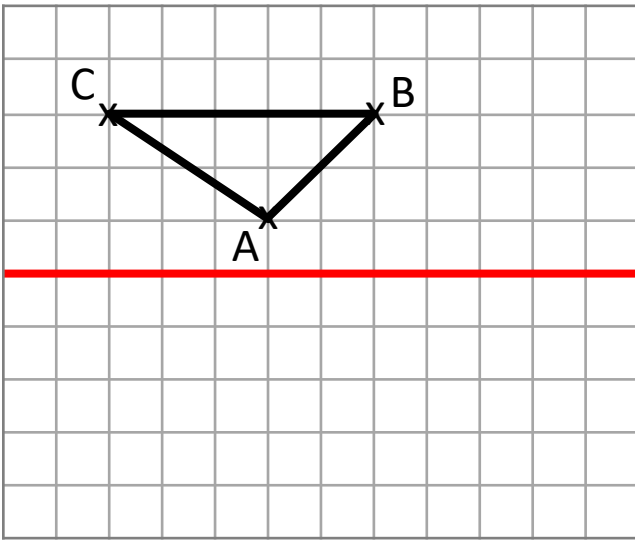
Prénom :

date :

Un **axe de symétrie** est une droite qui partage une figure en 2 parties superposables par pliage le long de cette droite.



Trace les **figures** de manière à obtenir une symétrie.



# Symétrie axiale (9)

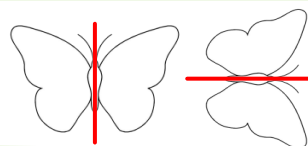
Les figures



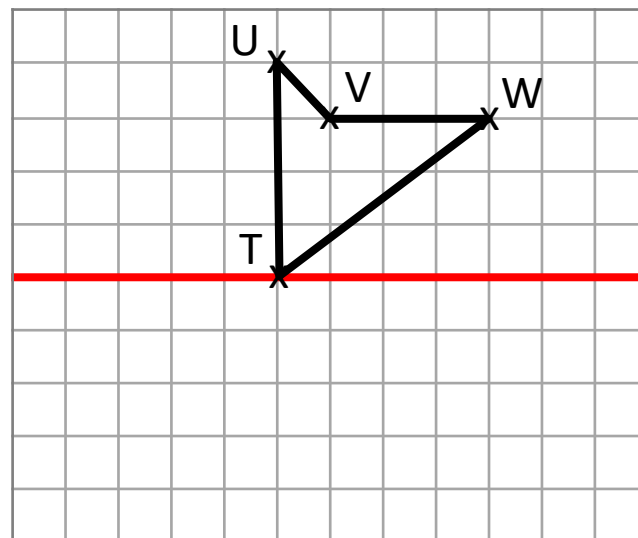
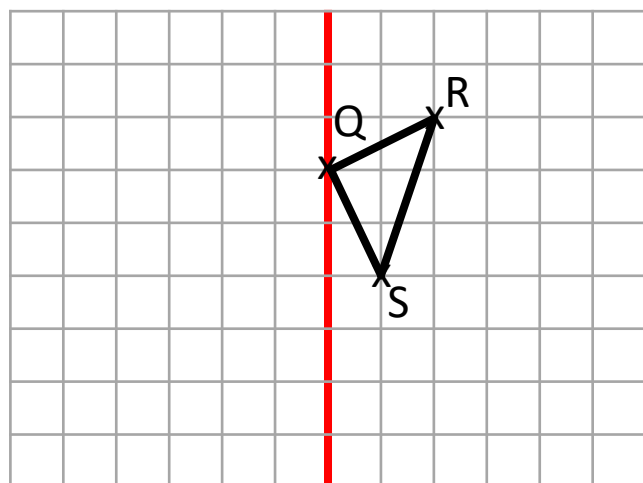
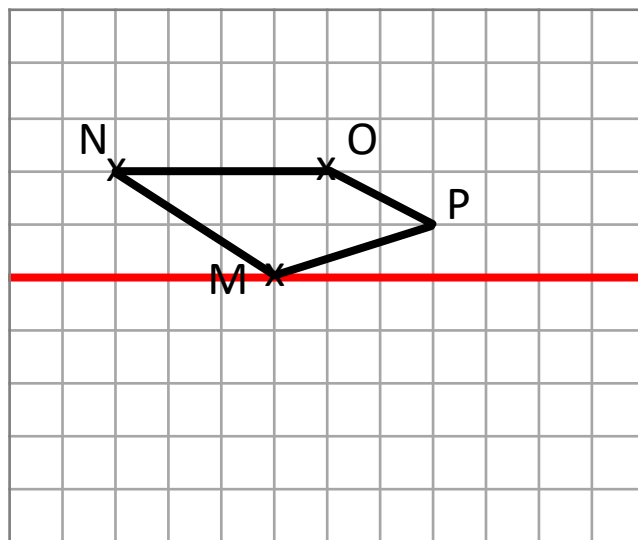
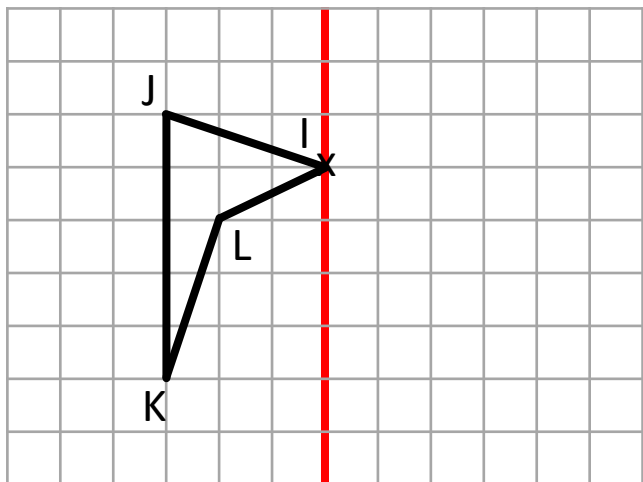
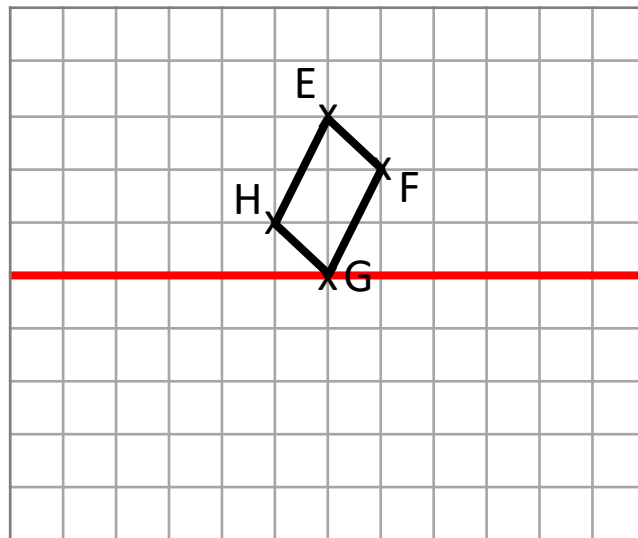
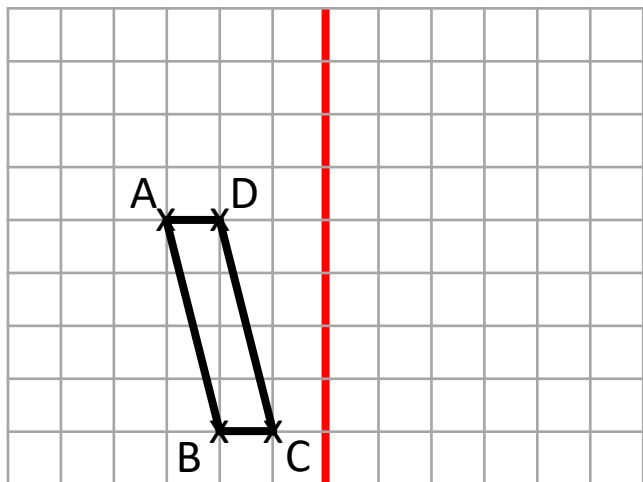
Prénom :

date :

Un **axe de symétrie** est une droite qui partage une figure en 2 parties superposables par pliage le long de cette droite.



Trace les **figures** de manière à obtenir une symétrie.

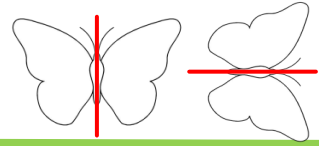


# Symétrie axiale (10) Segment et figures

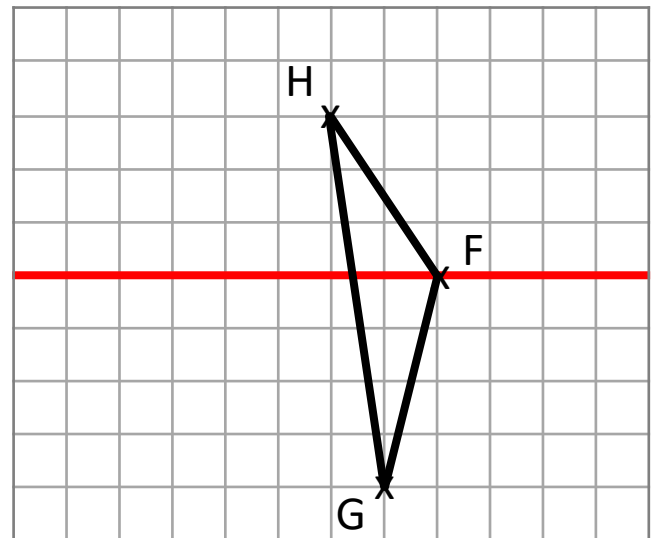
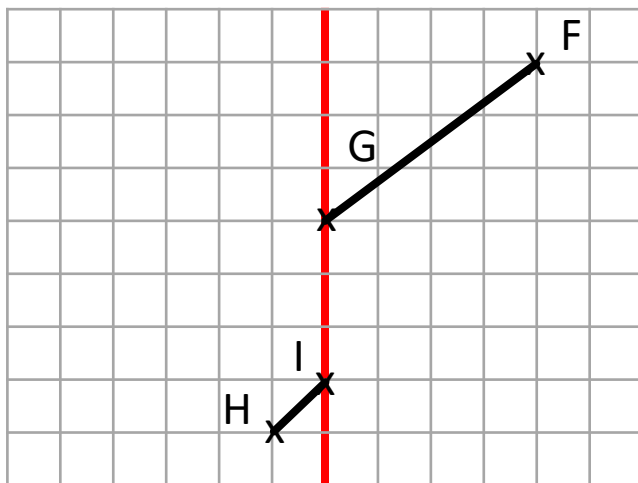
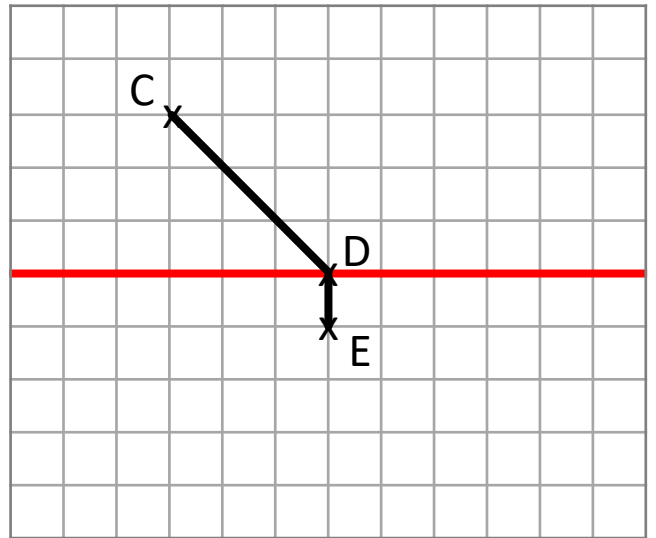
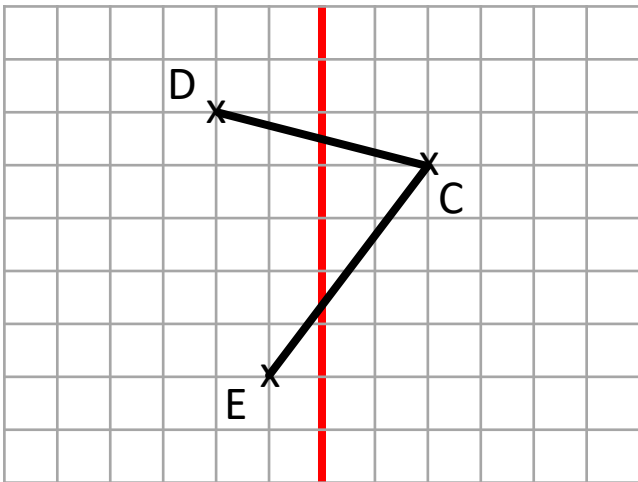
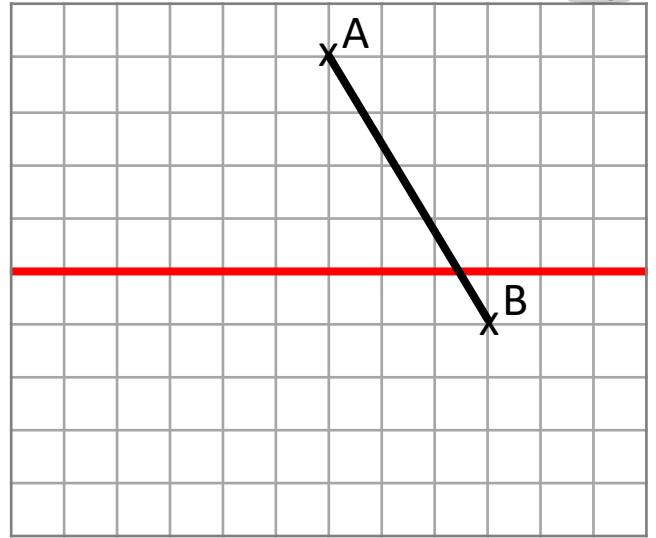
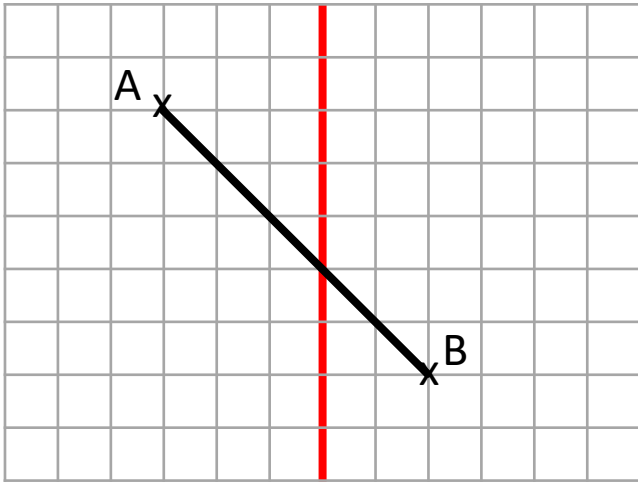
Prénom :

date :

Un **axe de symétrie** est une droite qui partage une figure en 2 parties superposables par pliage le long de cette droite.



Trace les **segments et figures** de manière à obtenir une symétrie.



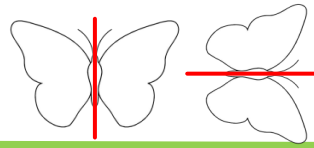
# Symétrie axiale (II)

## Segment et figures

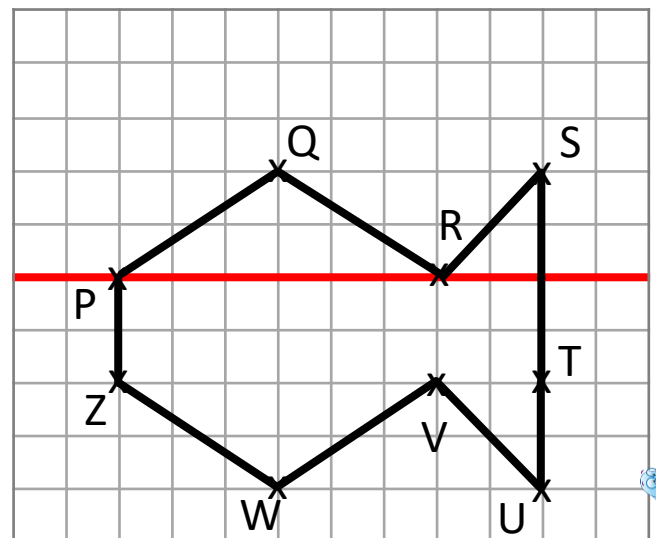
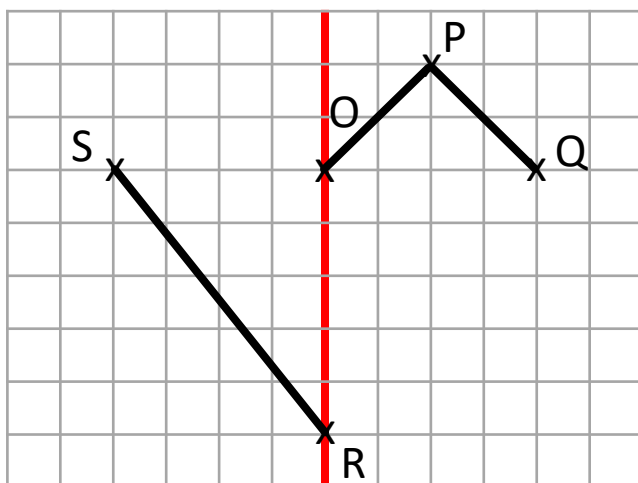
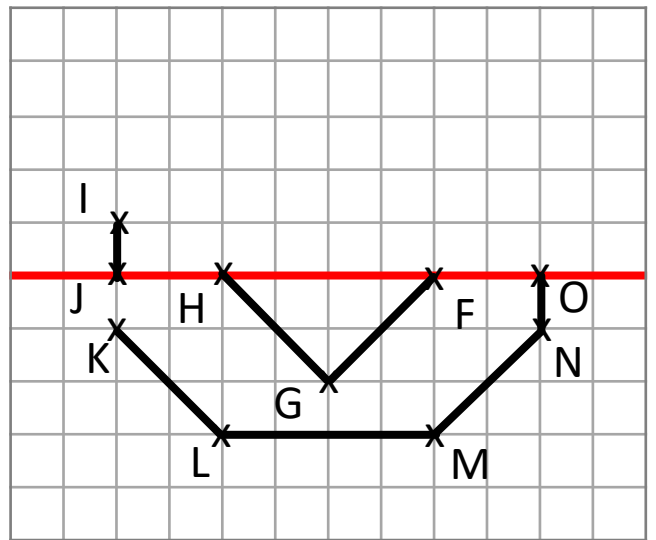
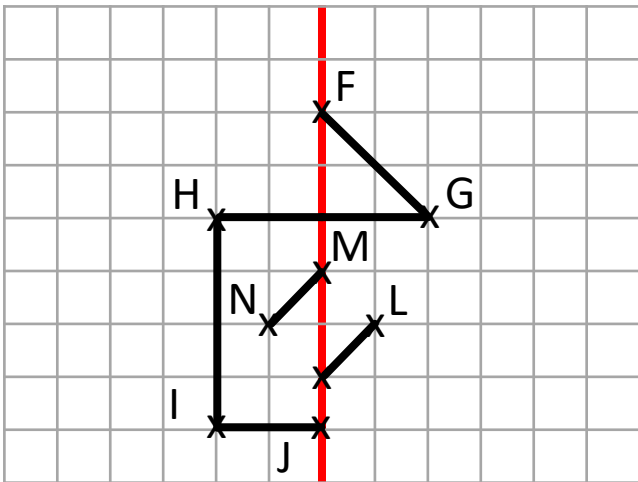
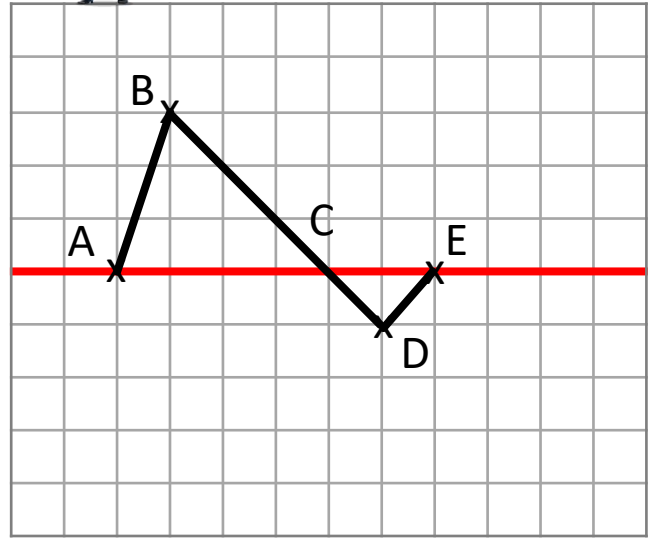
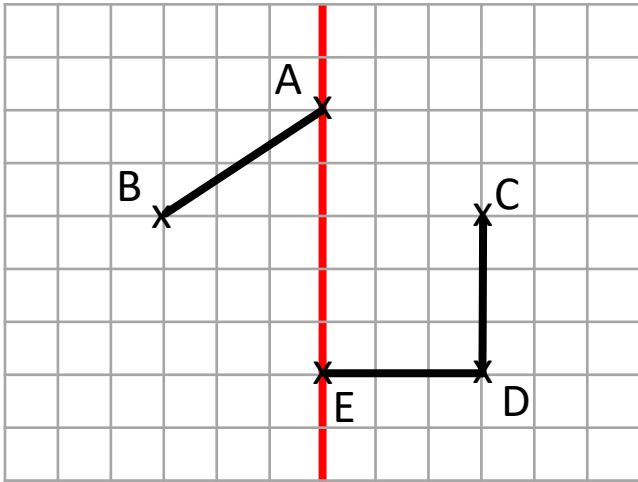
Prénom :

date :

Un **axe de symétrie** est une droite qui partage une figure en 2 parties superposables par pliage le long de cette droite.



Trace les **segments** de manière à obtenir une symétrie.

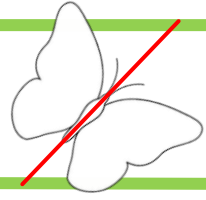


# Symétrie axiale (12) Segment et figures

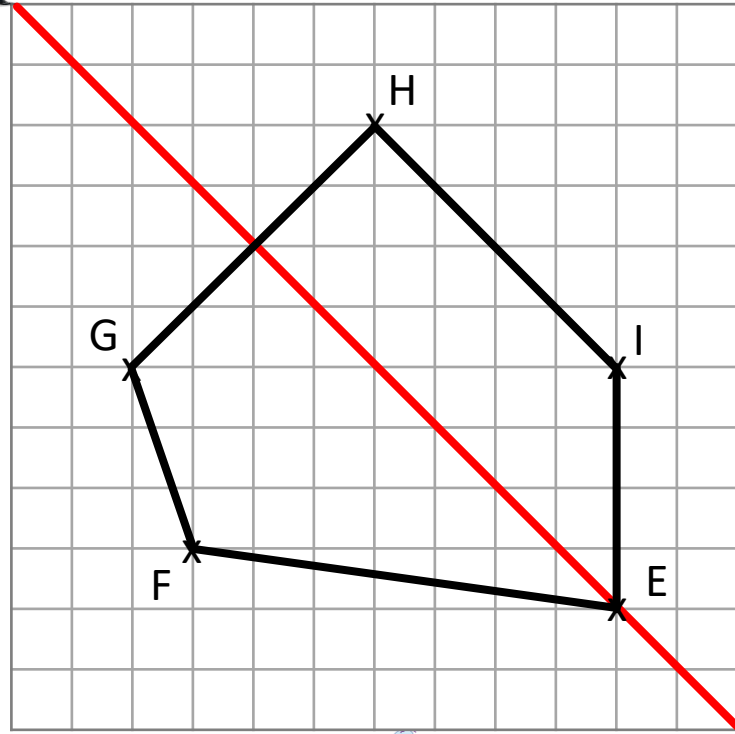
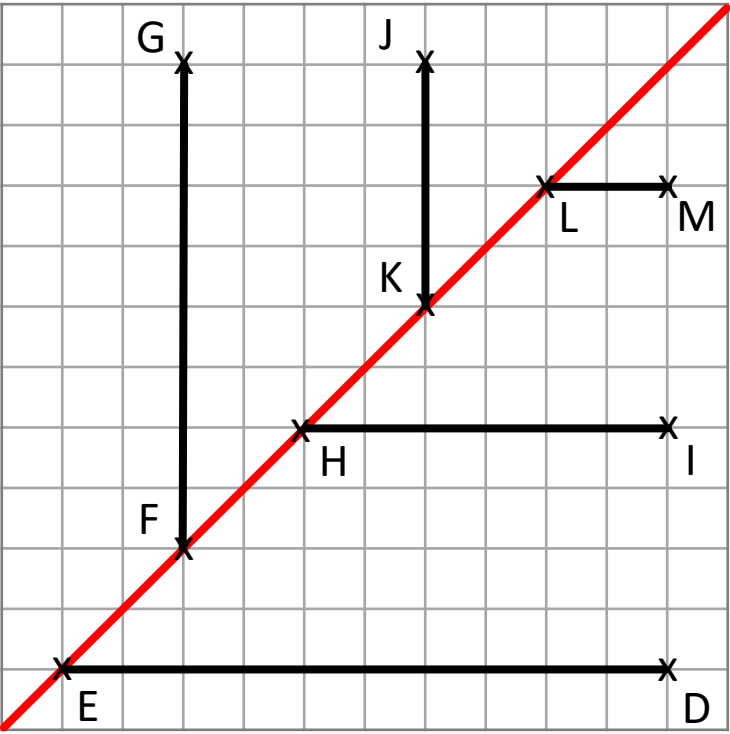
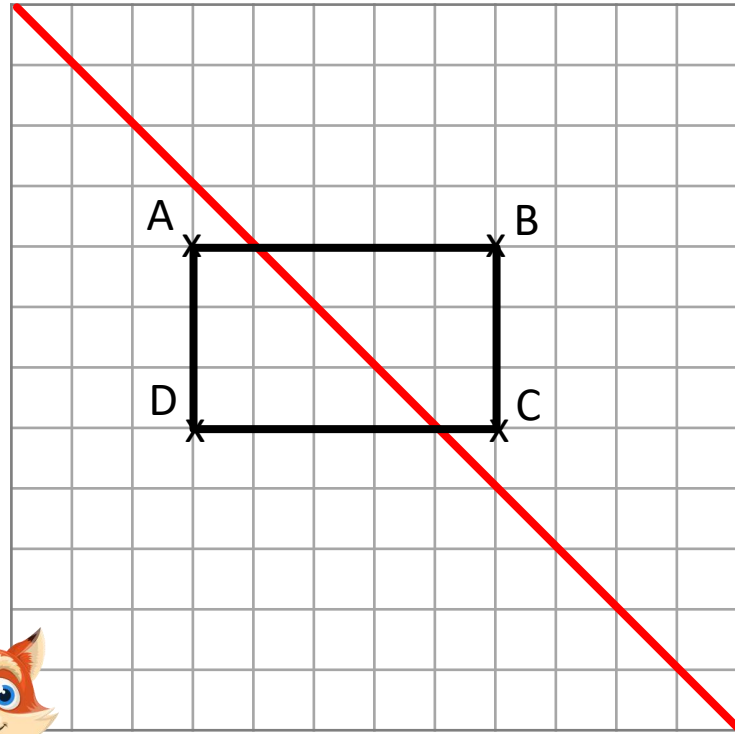
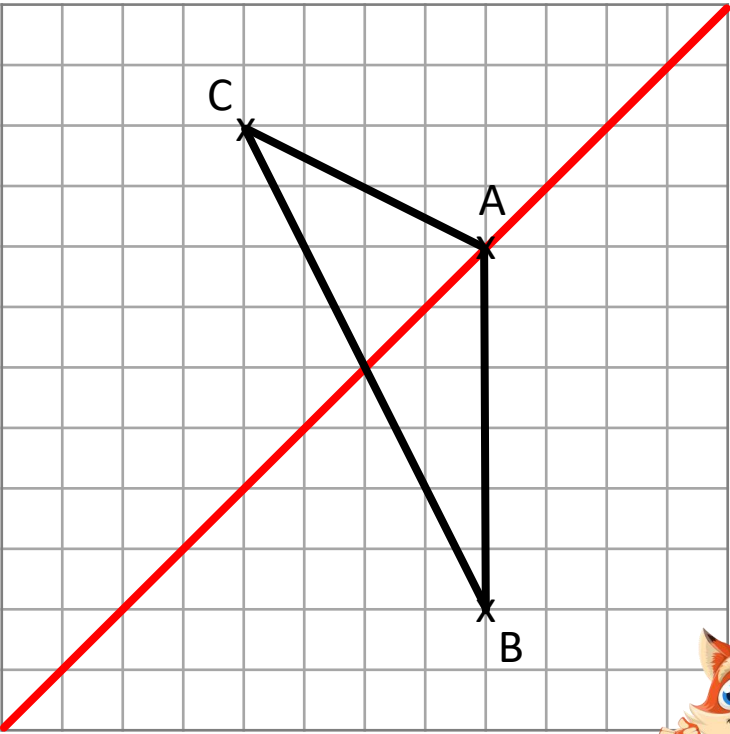
Prénom :

date :

Un **axe de symétrie** est une droite qui partage une figure en 2 parties superposables par pliage le long de cette droite.

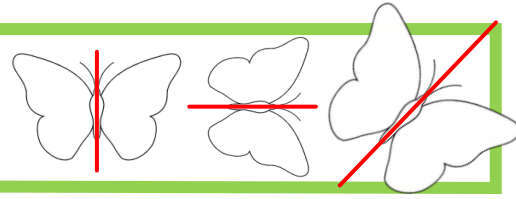


Trace les **segments et figures** de manière à obtenir une symétrie.

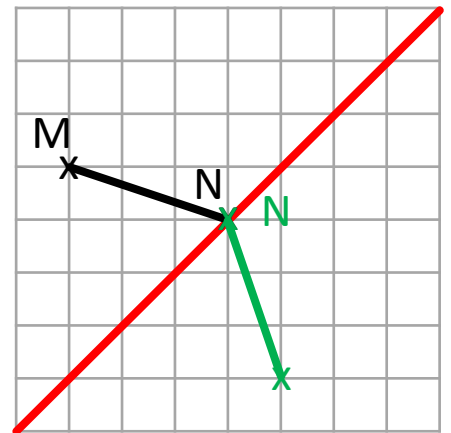
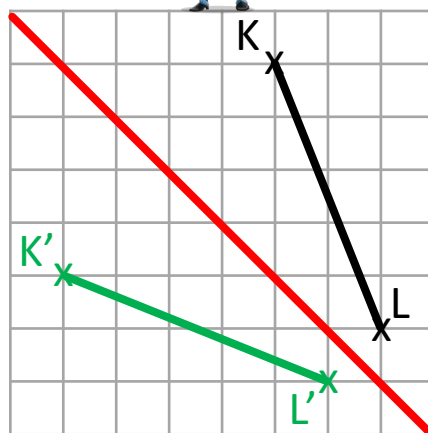
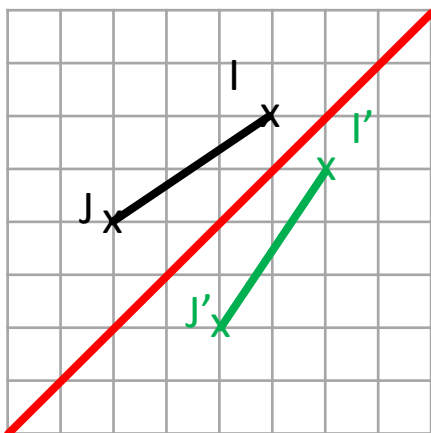
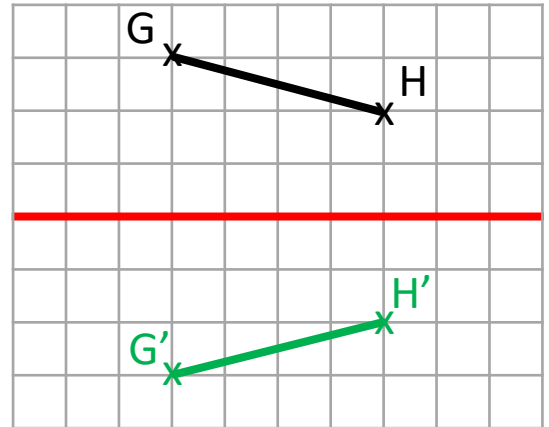
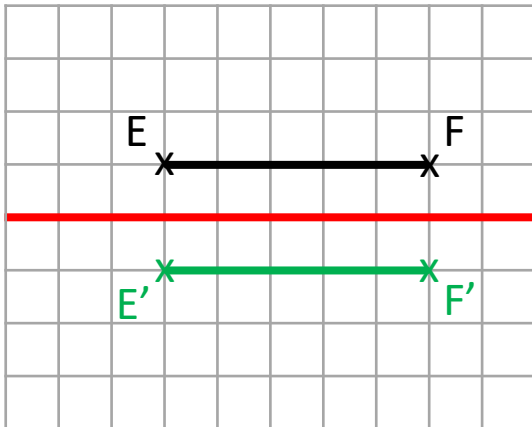
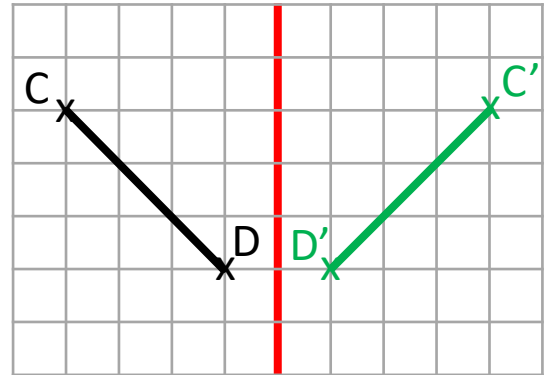
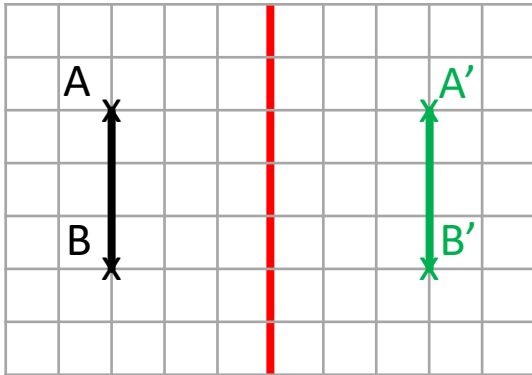


# Symétrie axiale (7)

Un **axe de symétrie** est une droite qui partage une figure en 2 parties superposables par pliage le long de cette droite.

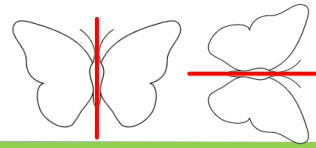


Place les **segments** de manière à obtenir une symétrie.

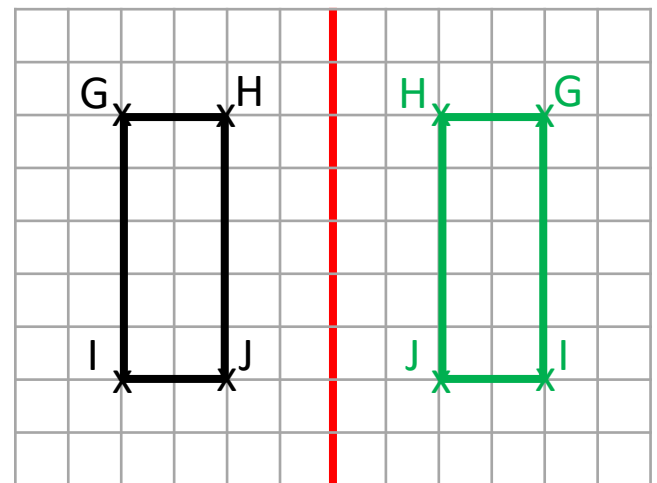
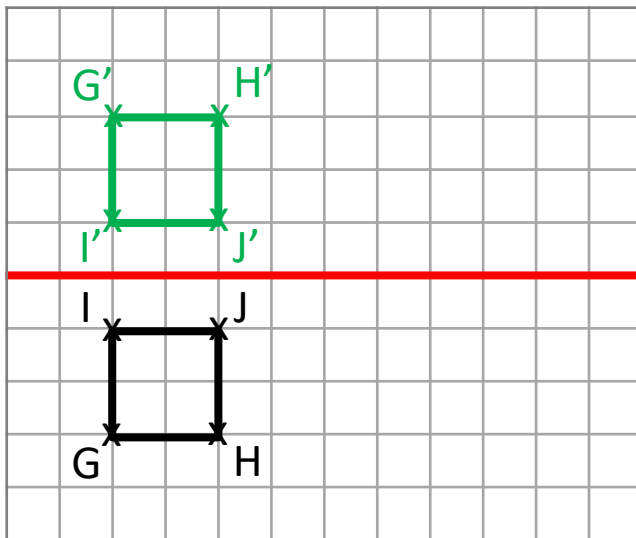
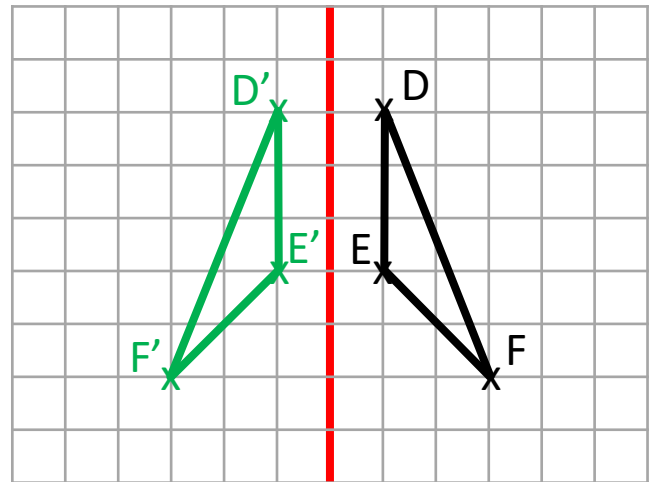
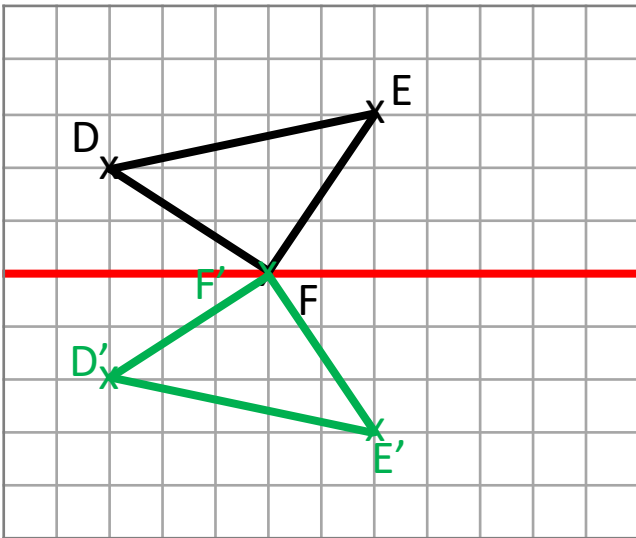
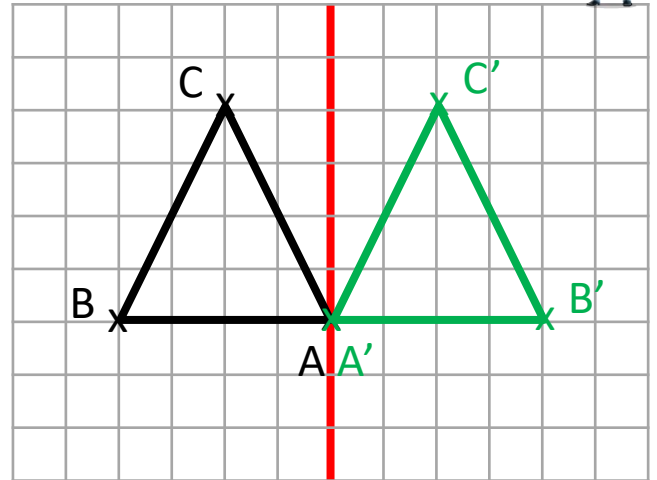
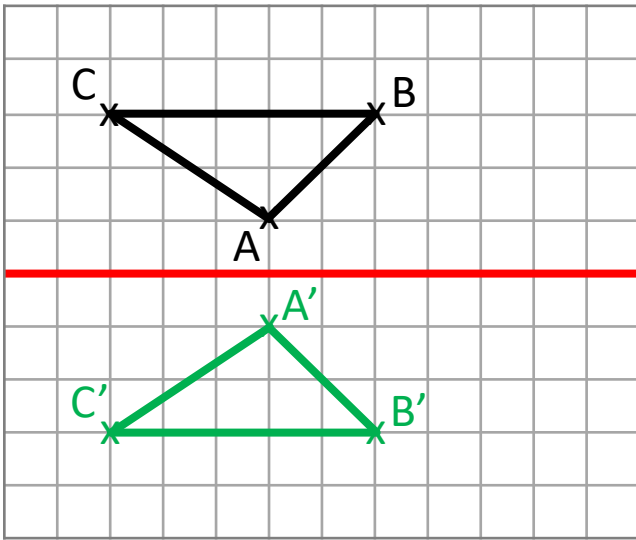


# Symétrie axiale (8)

Un **axe de symétrie** est une droite qui partage une figure en 2 parties superposables par pliage le long de cette droite.



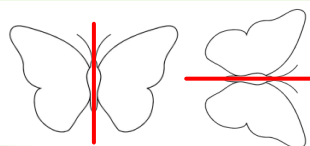
Place les **figures** de manière à obtenir une symétrie.



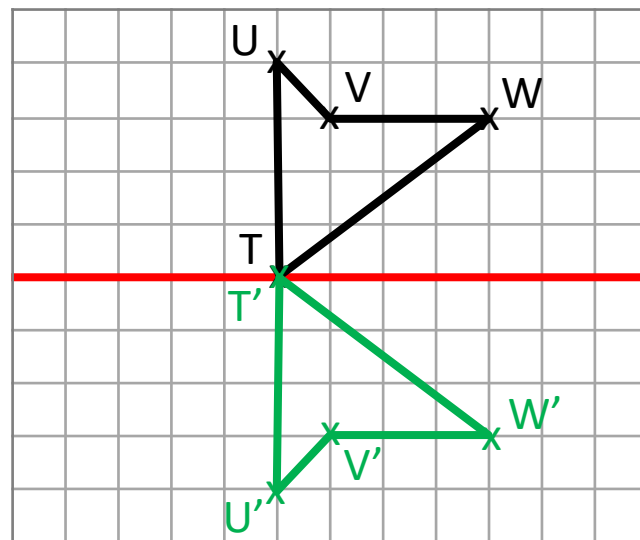
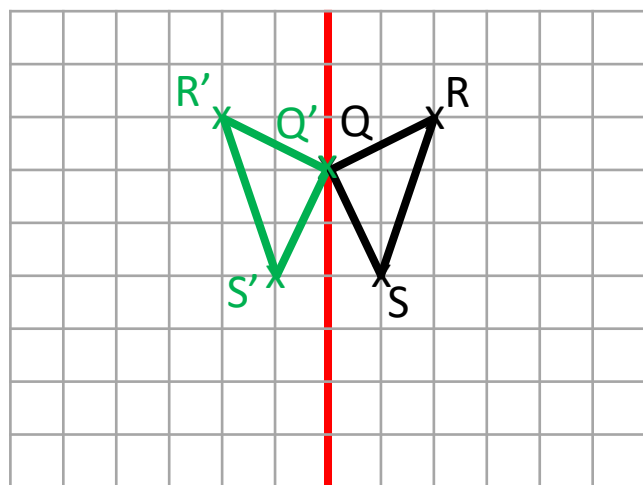
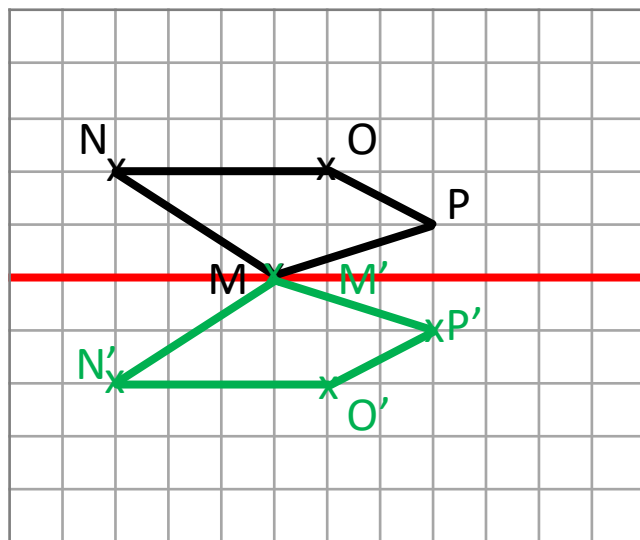
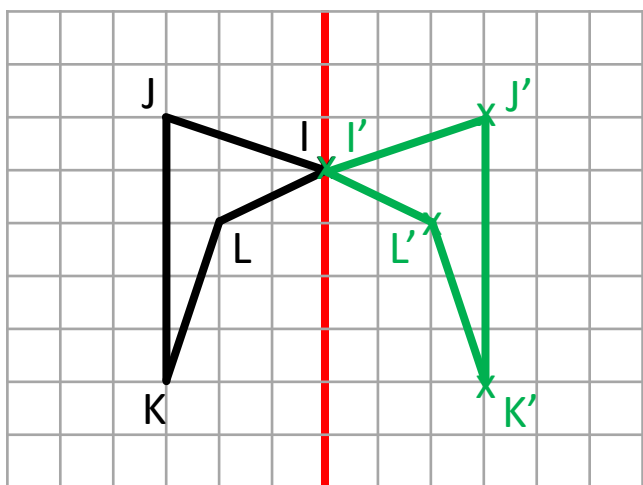
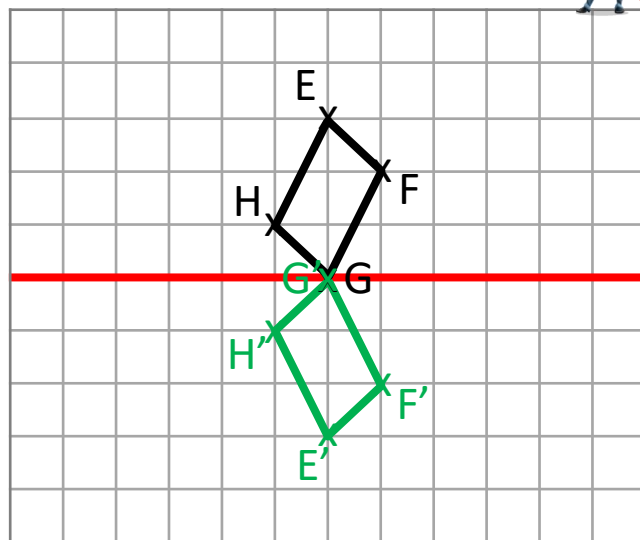
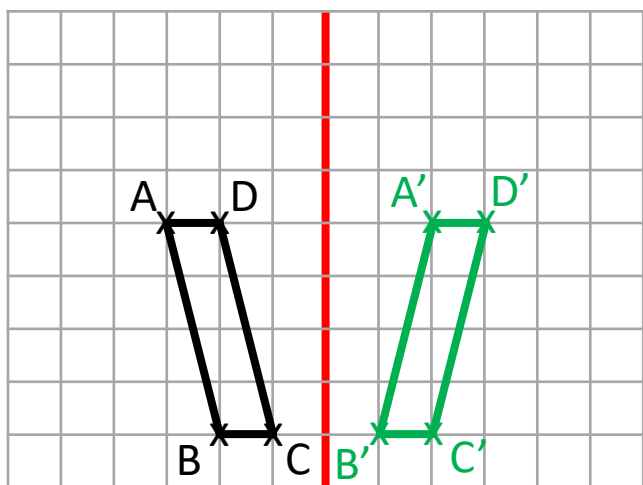


# Symétrie axiale (9)

Un **axe de symétrie** est une droite qui partage une figure en 2 parties superposables par pliage le long de cette droite.



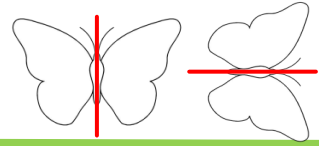
Trace les **figures** de manière à obtenir une symétrie.



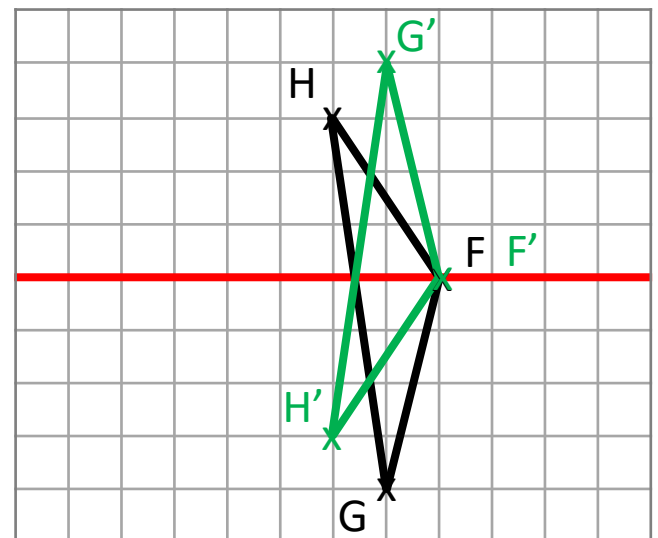
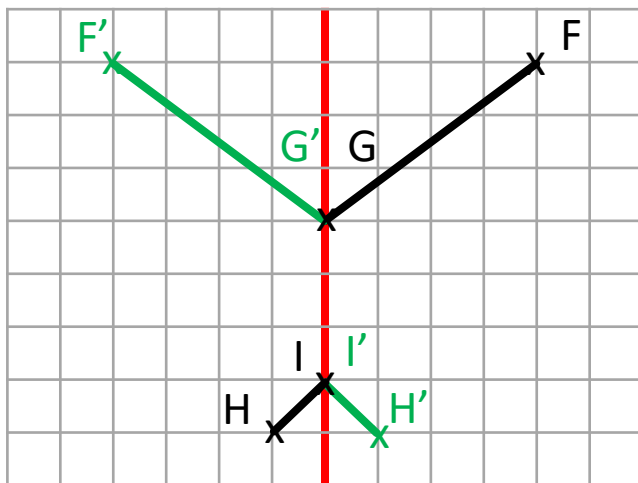
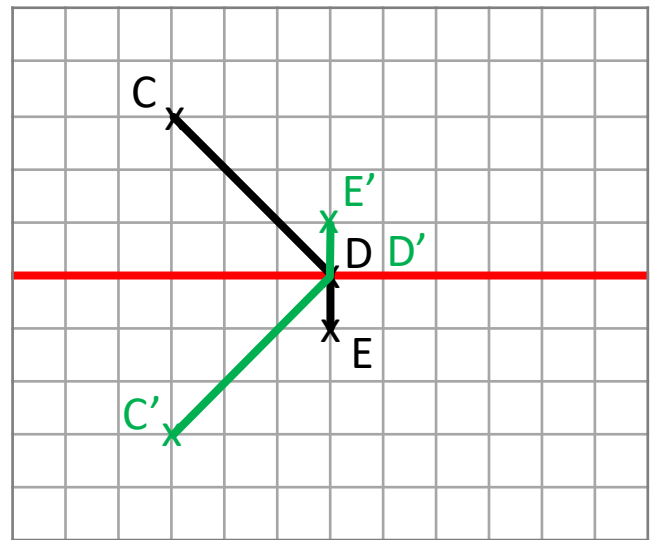
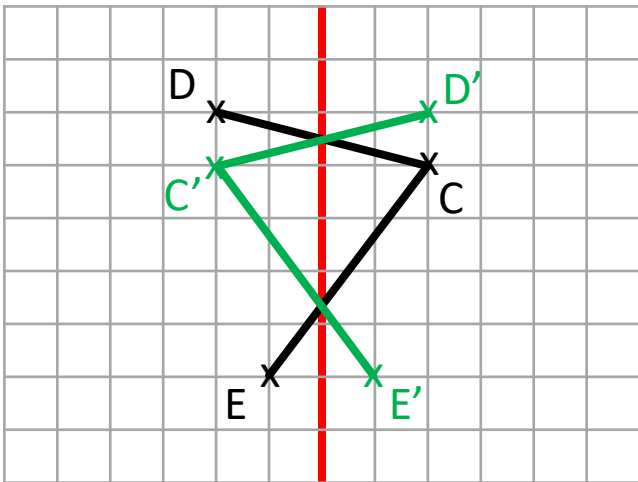
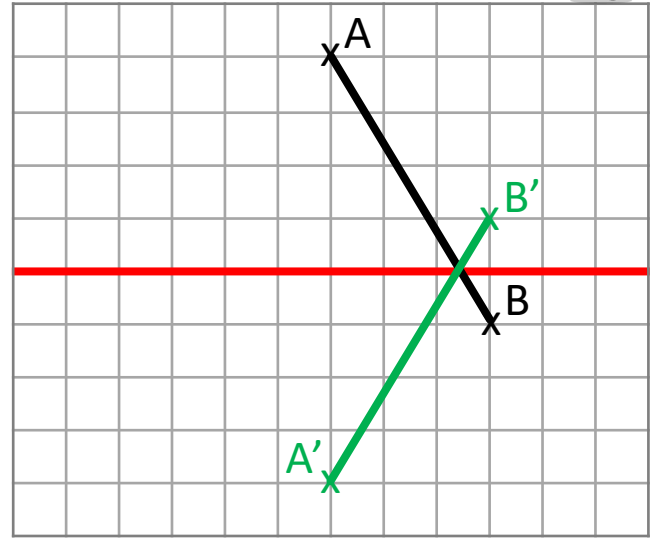
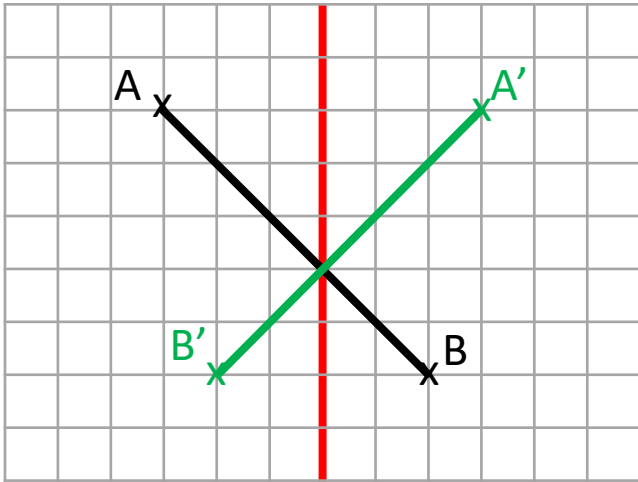
# Symétrie axiale (10) Segment et figures

Correction

Un **axe de symétrie** est une droite qui partage une figure en 2 parties superposables par pliage le long de cette droite.



Trace les segments et figures de manière à obtenir une symétrie.

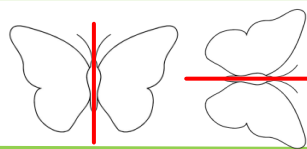


# Symétrie axiale (II)

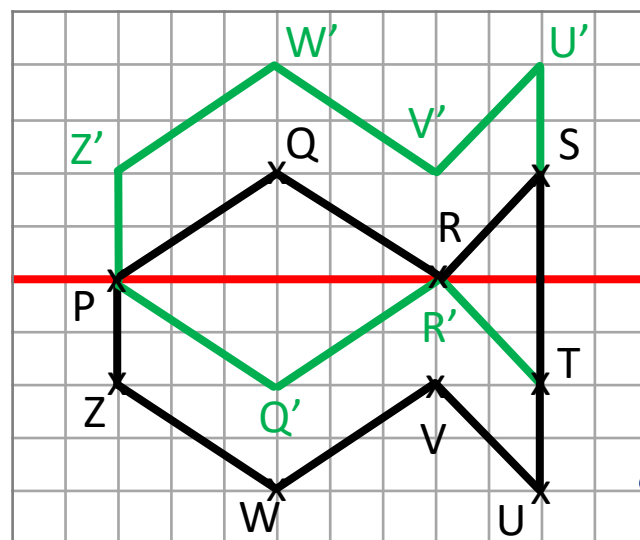
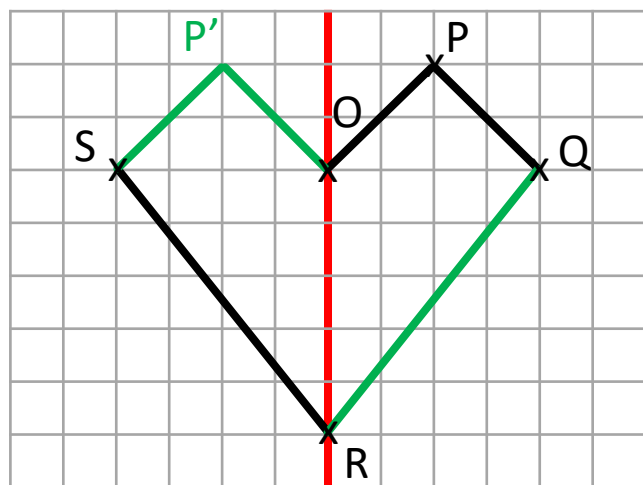
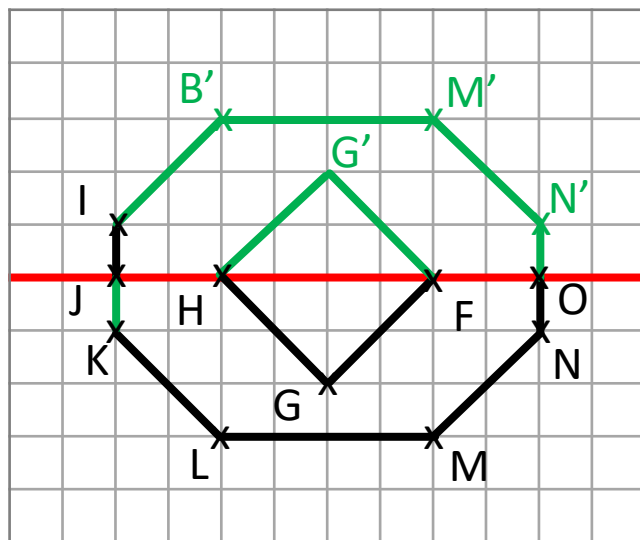
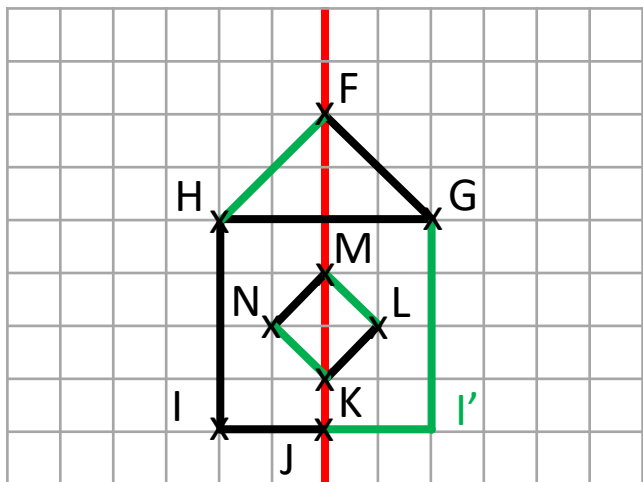
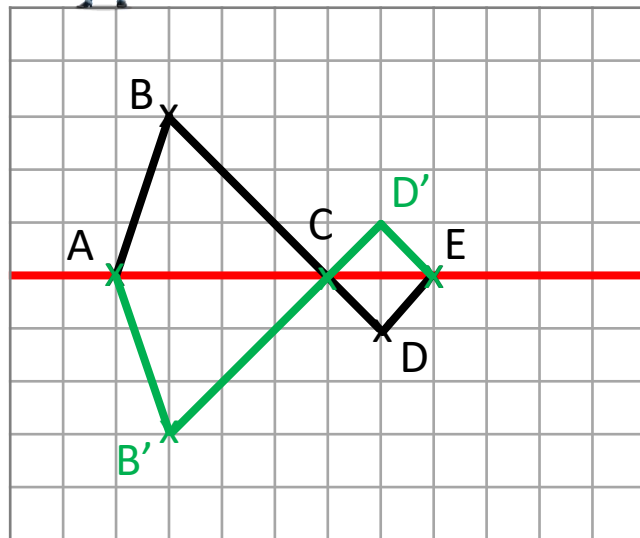
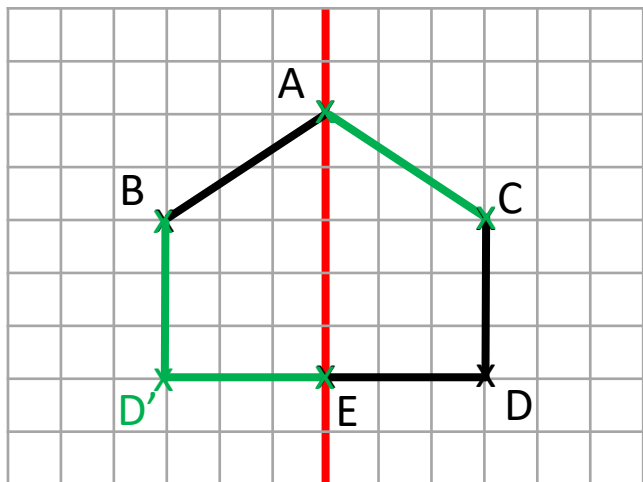
Segment et figures

Correction

Un **axe de symétrie** est une droite qui partage une figure en 2 parties superposables par pliage le long de cette droite.



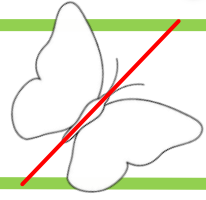
Trace les **segments** de manière à obtenir une symétrie.



# Symétrie axiale (12) Segment et figures

Correction

Un **axe de symétrie** est une droite qui partage une figure en 2 parties superposables par pliage le long de cette droite.



Trace les **segments et figures** de manière à obtenir une symétrie.

