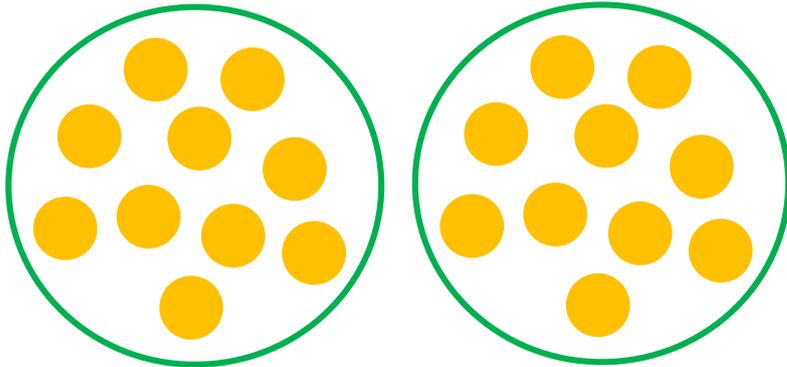


1 2 3

Dizaines et unités



2 paquets de 10 = 2 dizaines



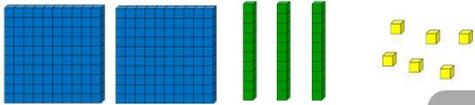
3 unités

dizaines	unités
2	3

1 2 3

Décomposer

2 c + 3 d + 6 u



$$200 + 30 + 6$$

236

2 centaines

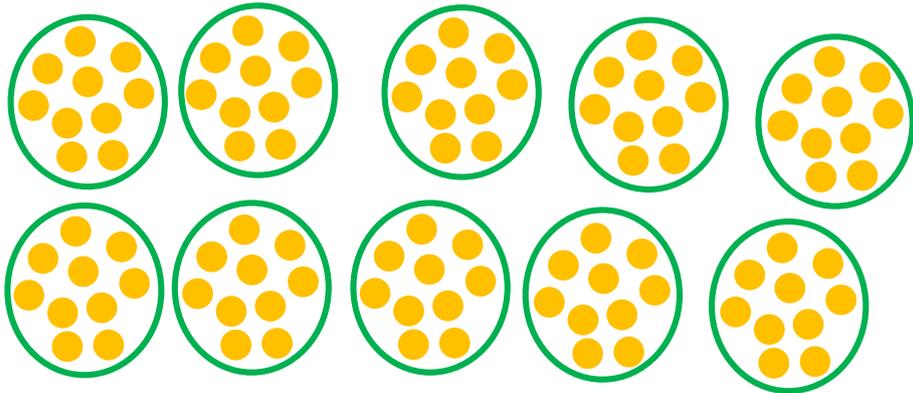
3 dizaines

6 unités

$$2 \times 100 + 3 \times 10 + 6 \times 1$$

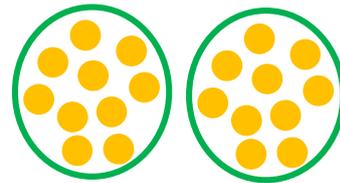
1 2 3

Centaines, dizaines et unités



10 dizaines = 1 centaine

centaines	dizaines	unités
1	2	3



2 dizaines



3 unités

1 2 3

Lire les grands nombres

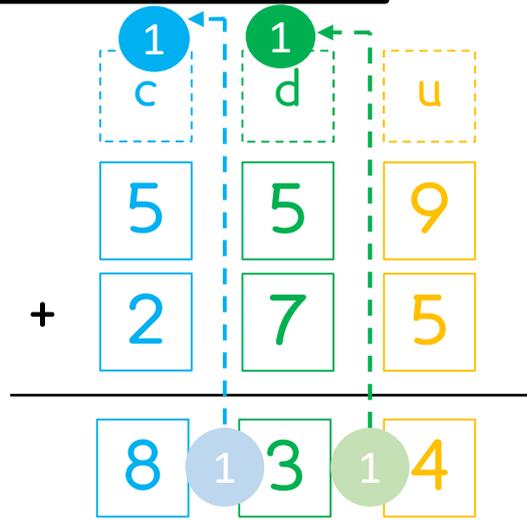
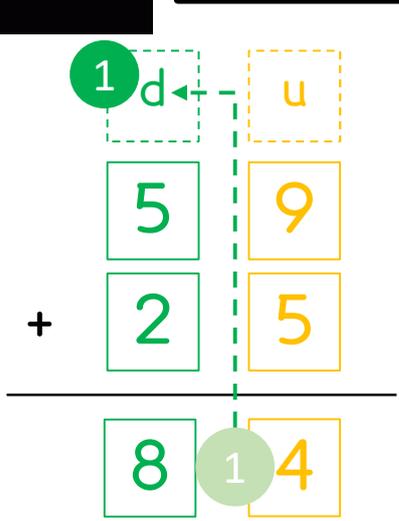
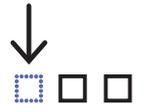
Classe des millions			Classe des milliers			Classe des unités simples		
centaine	dizaine	unité	centaine	dizaine	unité	centaine	dizaine	unité
100 000 000	10 000 000	1 000 000	100 000	10 000	1 000	100	10	1
2	3	7	0	8	6	1	5	0

237 millions 86 mille 150

3+5=

Addition posée

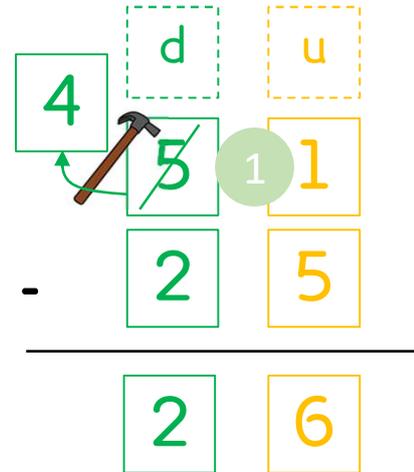
Unités en premier



$$\begin{array}{r} 8 \\ -2 \\ \hline \end{array}$$

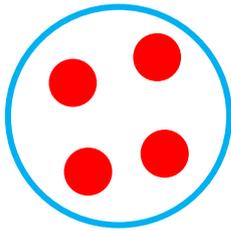
Soustraction posée

- Unités en premier
- Pas assez d'unités =
casser une dizaine



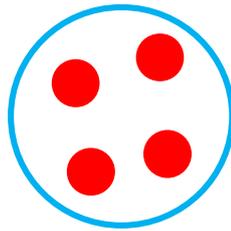
$$\begin{array}{r} \times 8 \\ \hline 2 \end{array}$$

Multiplication



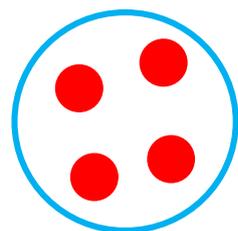
4

+



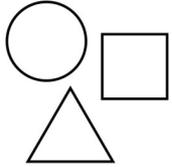
4

+

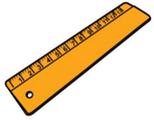


4

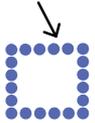
$$3 \ll \text{fois} \gg 4 = 3 \times 4$$



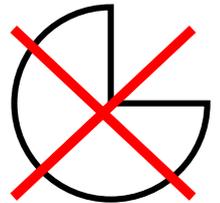
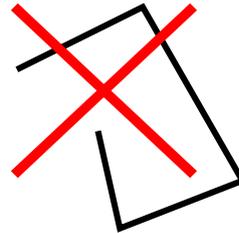
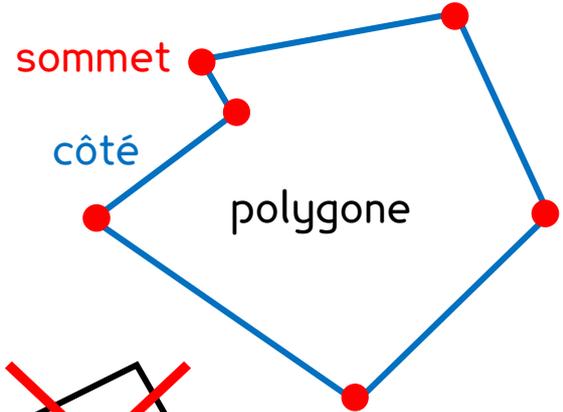
Polygone

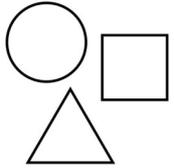


tracé à la règle

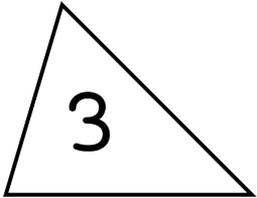


fermé

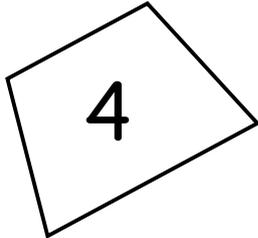




Polygones



triangle



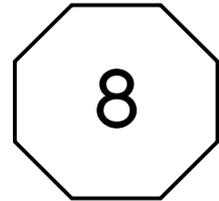
quadrilatère



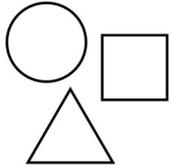
pentagone



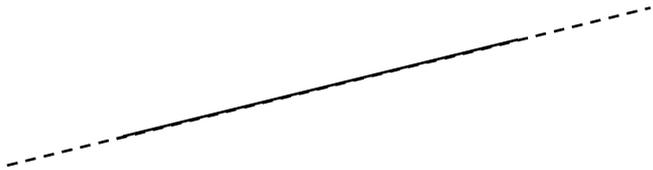
hexagone



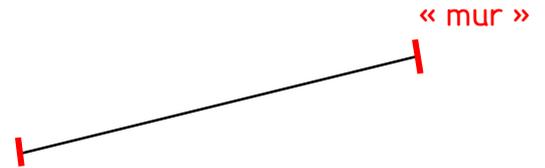
octogone



Droite et segment



droite = infinie

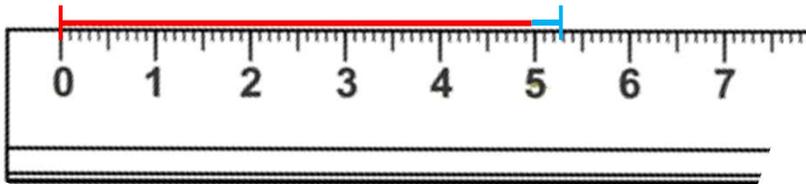


segment

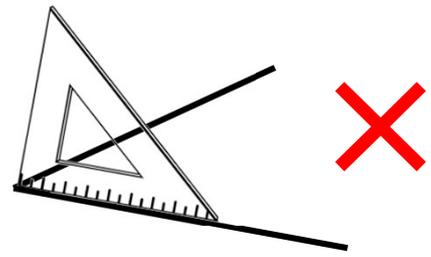
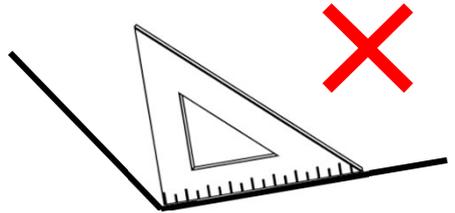
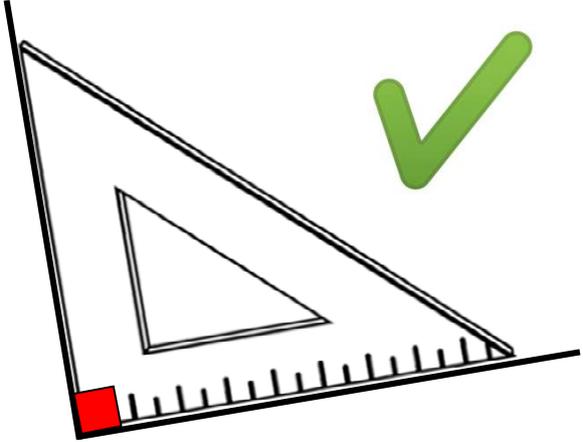


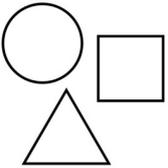
Mesurer un segment

5 cm et 3 mm

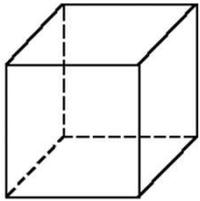


Angle droit

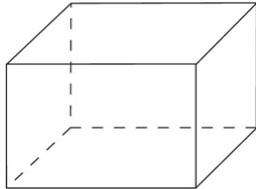




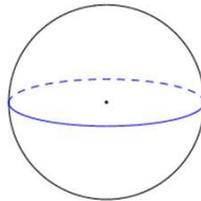
Solides



cube



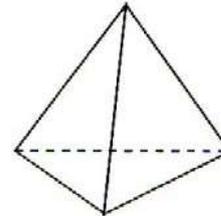
pavé



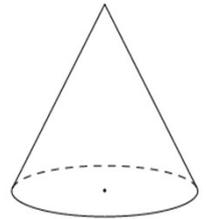
sphère



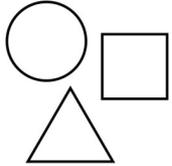
cylindre



pyramide



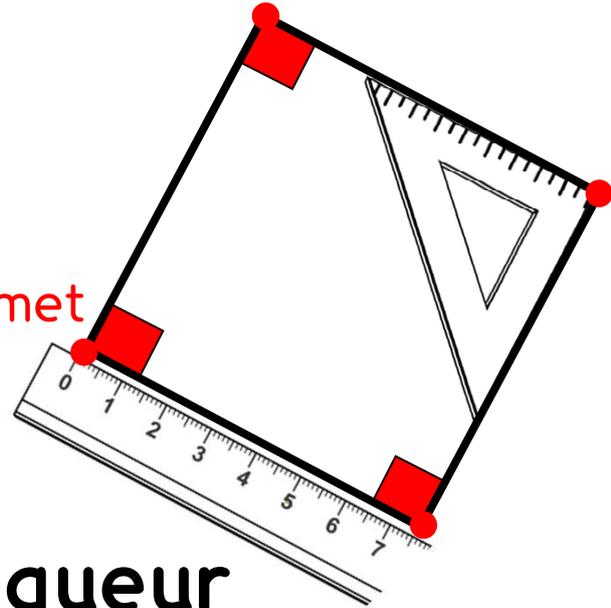
cône

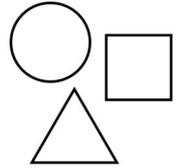


Carré

- 4 sommets
- 4 angles droits
- 4 côtés de même longueur

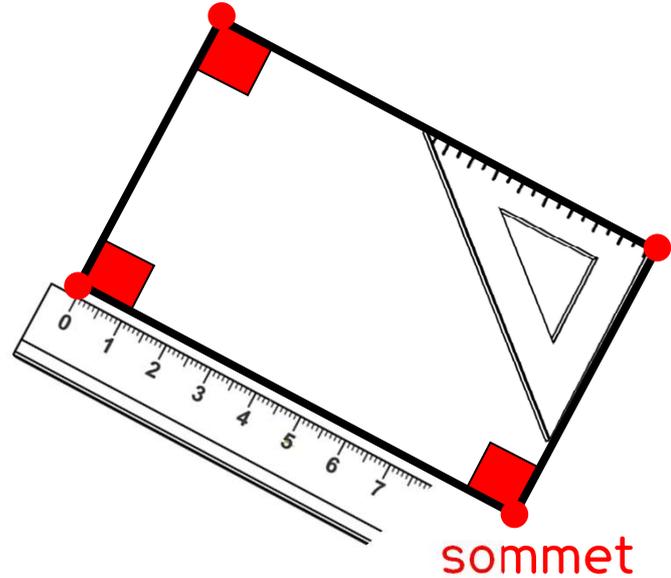
sommet

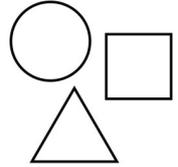




Rectangle

- 4 sommets
- 4 angles droits
- 4 côtés

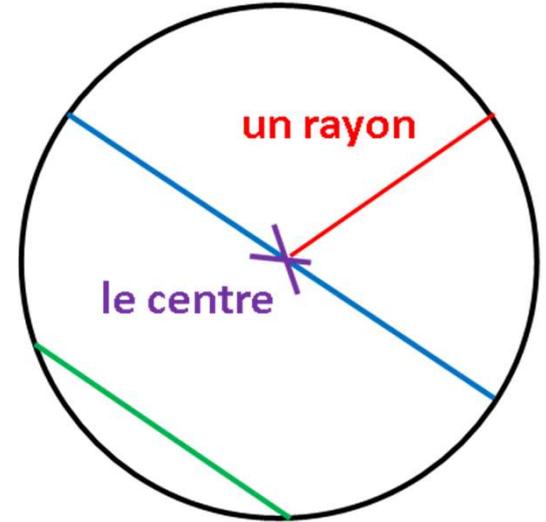




Cercle

- Pas un polygone

un diamètre



une corde