Nome : _____ Data : _____

PAPILUMO / Classe terza

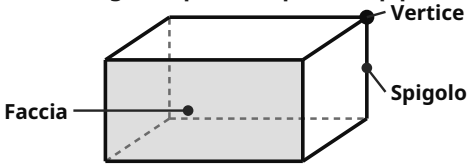
Solidi 3D: facce, spigoli, vertici e sviluppi

Osserva il parallelepipedo guida, completa la tabella (parte 1) e collega ogni solido al suo sviluppo piano (parte 2).

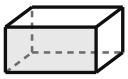


L'ingegnere Balthazar conta con cura ogni faccia, spigolo e vertice prima di piegare i suoi sviluppi di cartone!

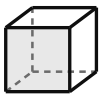
Modello guida: parti del parallelepipedo

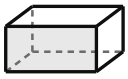


1. Osserva ciascun solido (spigoli nascosti tratteggiati) e scrivi il numero di facce, spigoli e vertici:

Solido 3D	Facce	Spigoli	Vertici
 **Cubo**			
 **Parallelepipedo**			
 **Piramide quad.**			
 **Prisma triang.**			

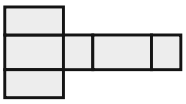
2. Collega con una linea ogni solido a sinistra con il suo sviluppo piano in 2D corretto a destra:

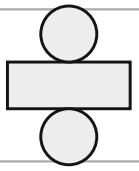
 **Cubo**

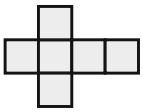
 **Parallelepipedo**

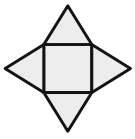
 **Piramide quad.**

 **Cilindro**









Consiglio di Balthazar: conta le figure di ogni sviluppo piano—ogni quadrato, triangolo, rettangolo o cerchio diventa una faccia!