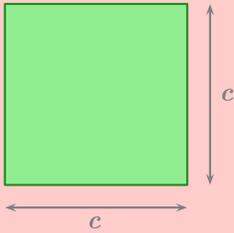


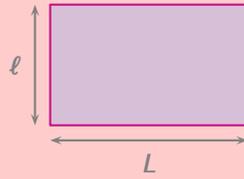
FORMULES (RAPPELS)

Carré



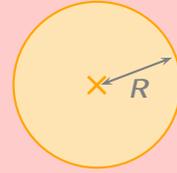
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Rectangle



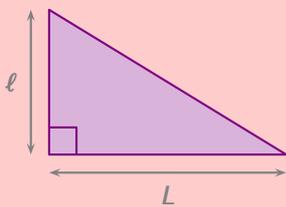
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Disque



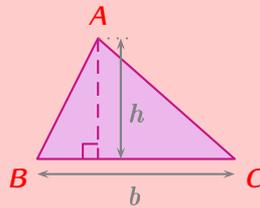
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 $\mathcal{A} = \dots$

Triangle rectangle



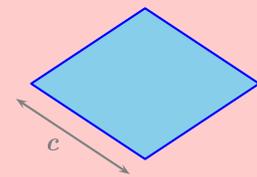
$\mathcal{P} = \dots$
 $\mathcal{A} = \dots$

Triangle quelconque



$\mathcal{P} = \dots$
 $\mathcal{A} = \dots$

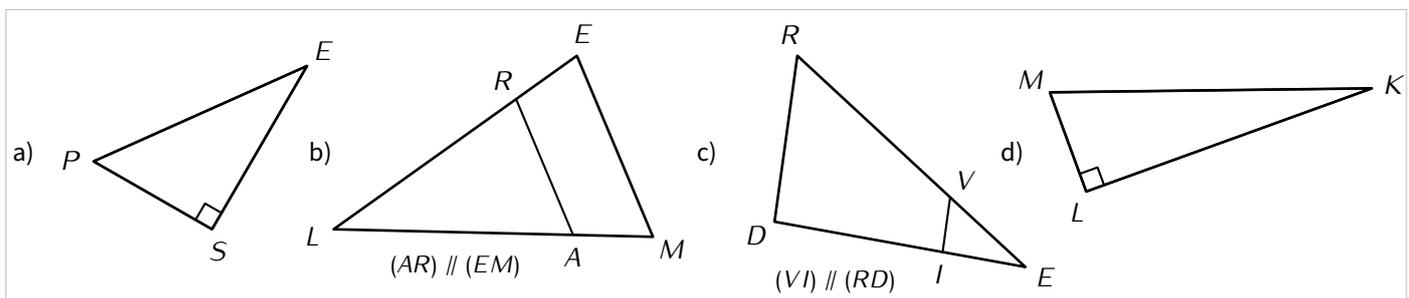
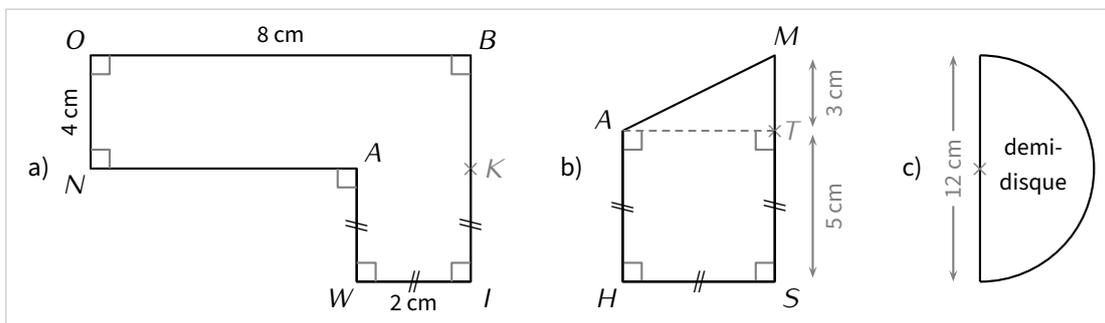
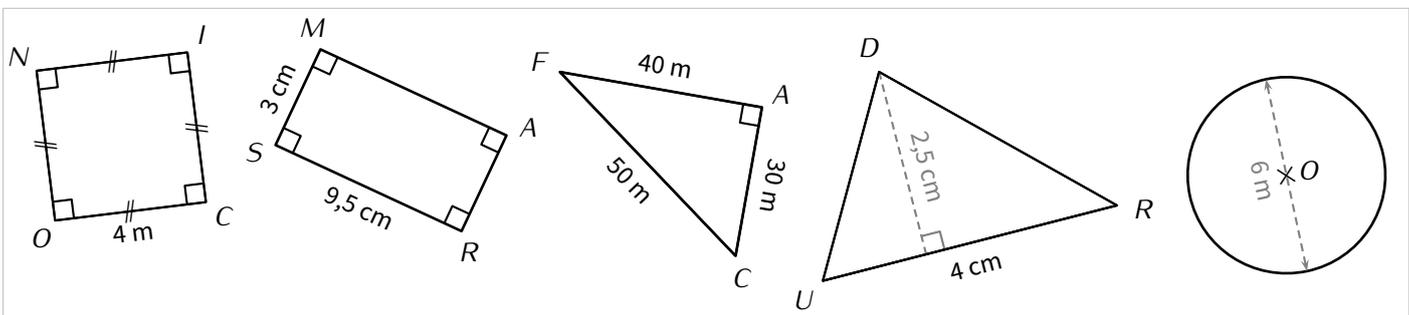
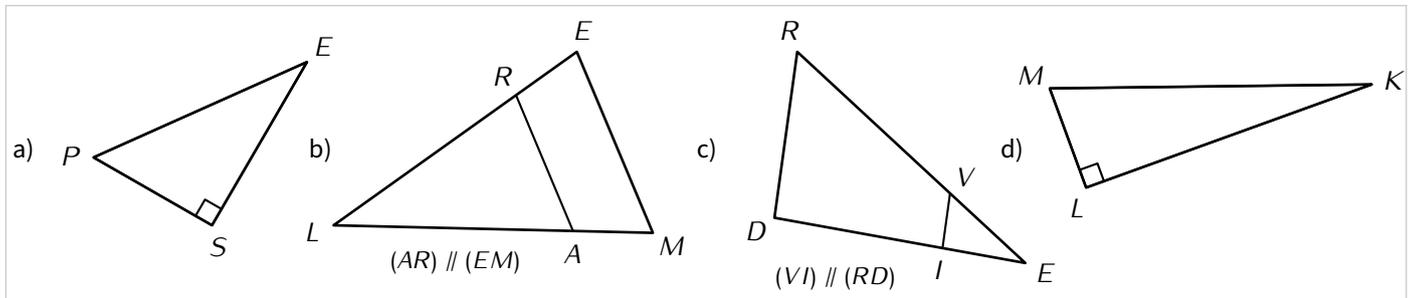
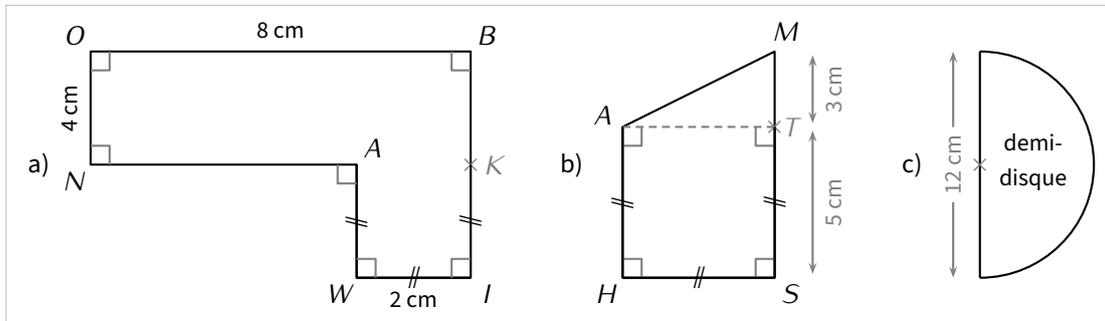
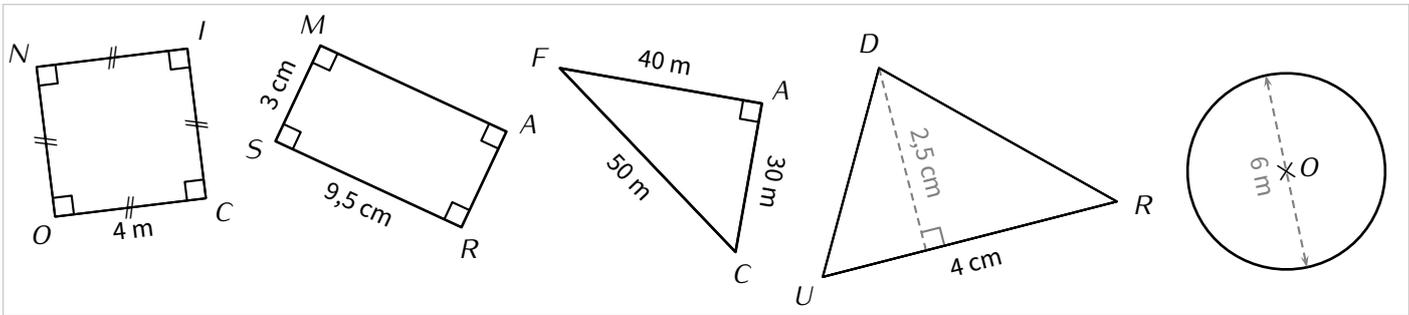
Losange

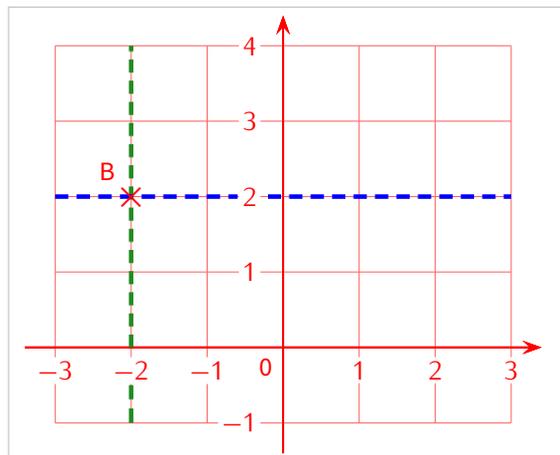
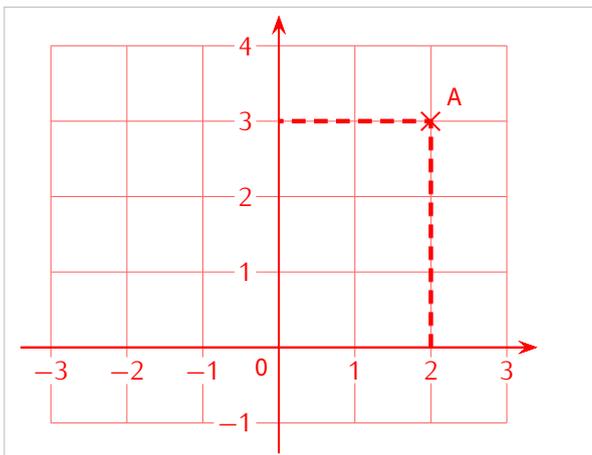
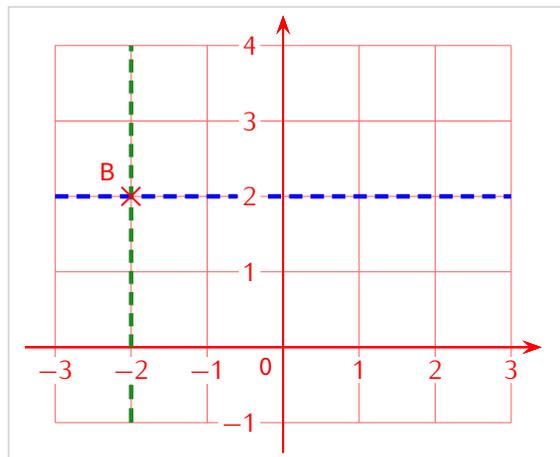
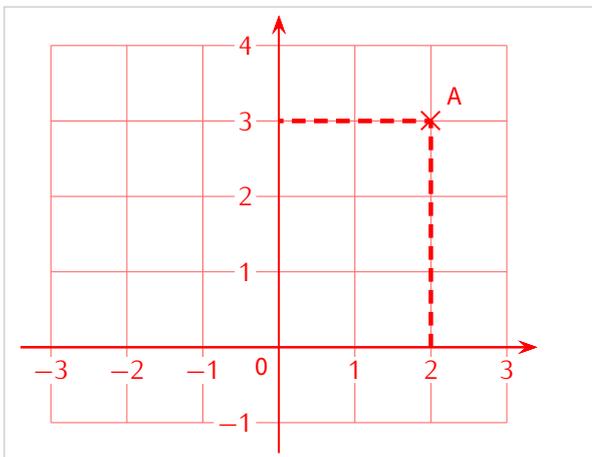
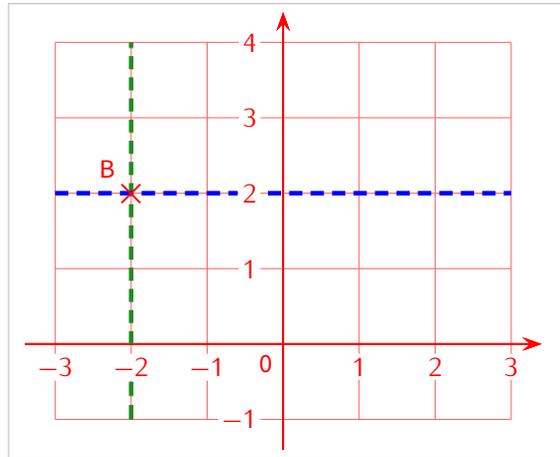
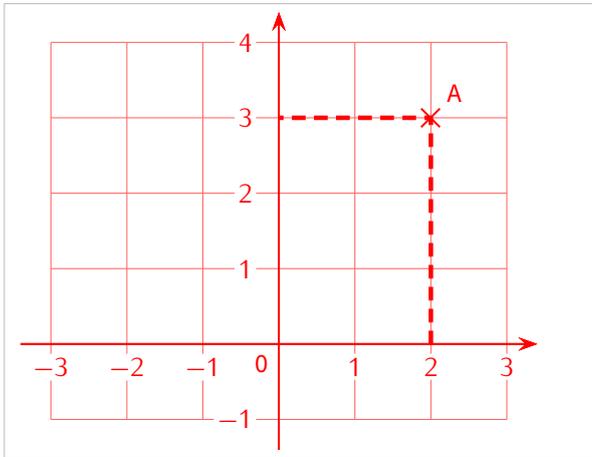
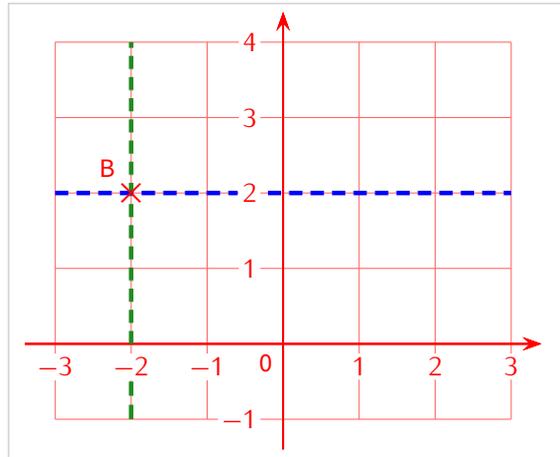
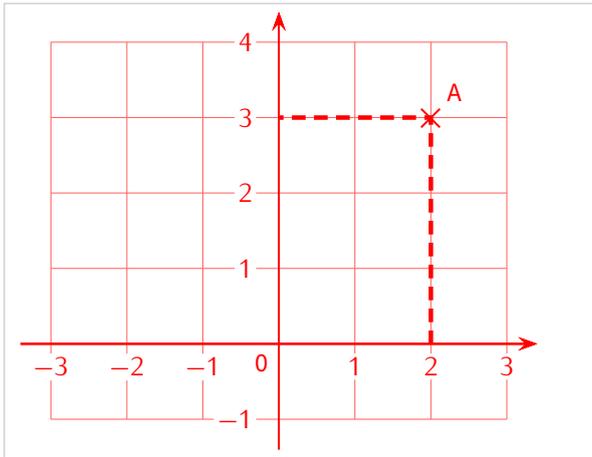


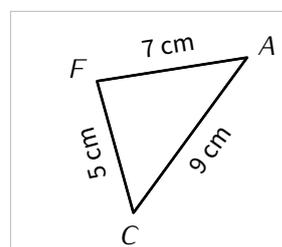
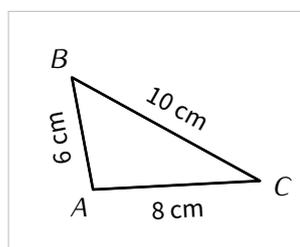
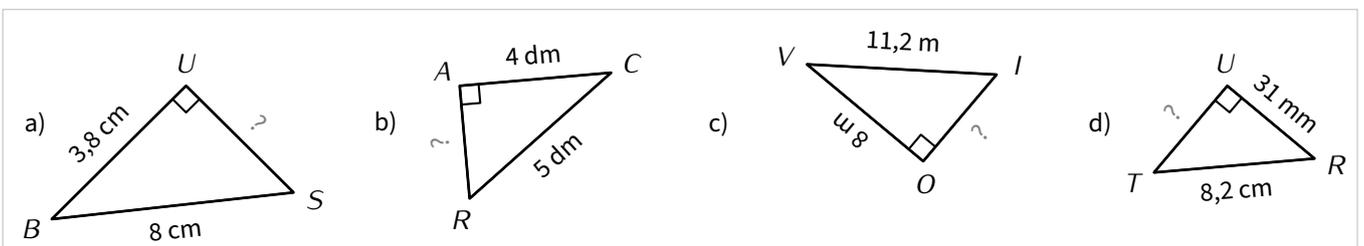
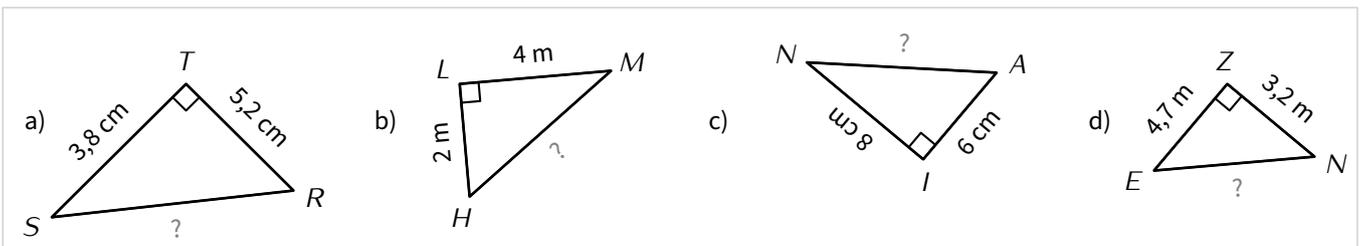
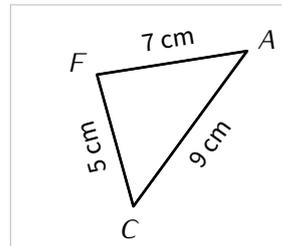
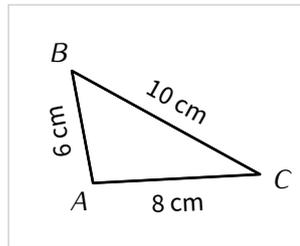
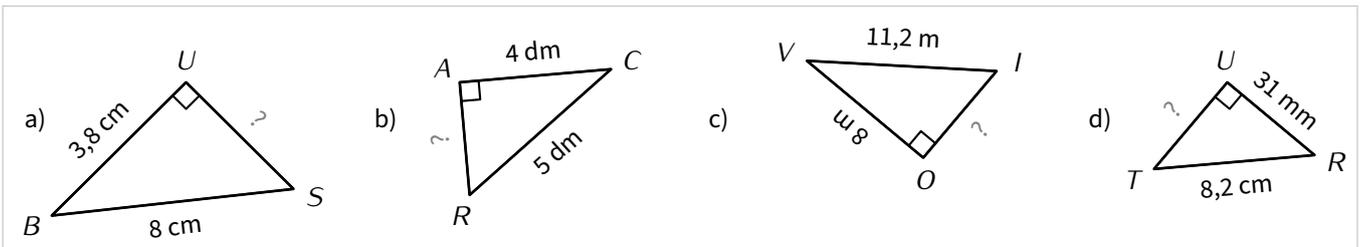
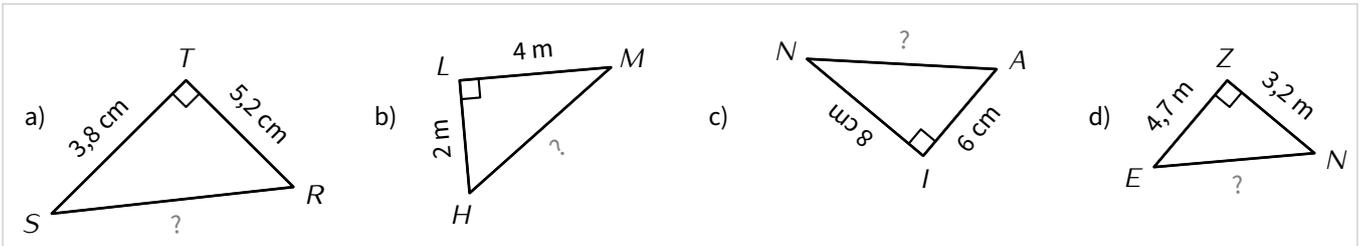
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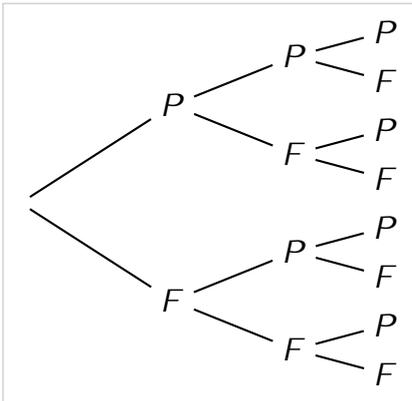
a) b) c) d) e) f)

a) b) c) d) e) f)

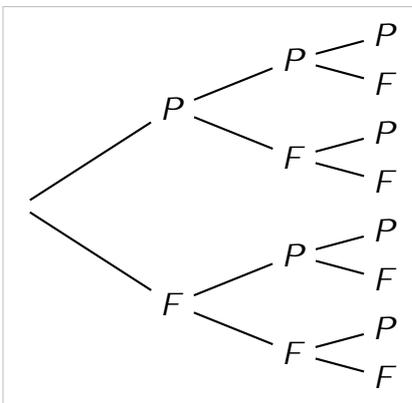




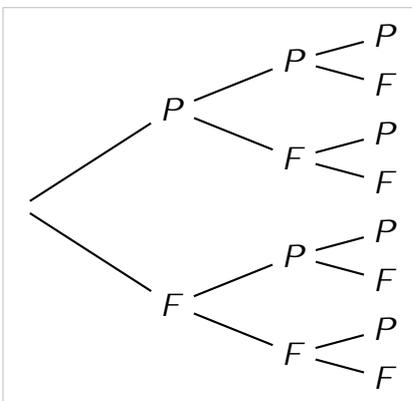




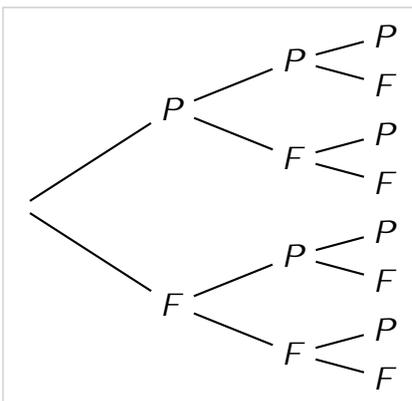
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3	{3; 1}	{3; 2}	{3; 3}	{3; 4}	{3; 5}	{3; 6}
4	{4; 1}	{4; 2}	{4; 3}	{4; 4}	{4; 5}	{4; 6}
5	{5; 1}	{5; 2}	{5; 3}	{5; 4}	{5; 5}	{5; 6}
6	{6; 1}	{6; 2}	{6; 3}	{6; 4}	{6; 5}	{6; 6}



	1	2	3	4	5	6
1	{1; 1}	{2; 1}	{3; 1}	{4; 1}	{5; 1}	{6; 1}
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5	{5; 1}	{5; 2}	{5; 3}	{5; 4}	{5; 5}	{5; 6}
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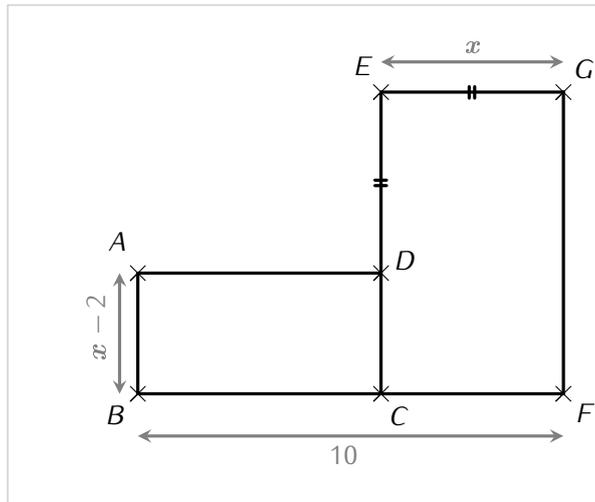
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6	{6; 1}	{6; 2}	{6; 3}	{6; 4}	{6; 5}	{6; 6}



	1	2	3	4	5	6
1	{1; 1}	{2; 1}	{3; 1}	{4; 1}	{5; 1}	{6; 1}
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3	{3; 1}	{3; 2}	{3; 3}	{3; 4}	{3; 5}	{3; 6}
4	{4; 1}	{4; 2}	{4; 3}	{4; 4}	{4; 5}	{4; 6}
5	{5; 1}	{5; 2}	{5; 3}	{5; 4}	{5; 5}	{5; 6}
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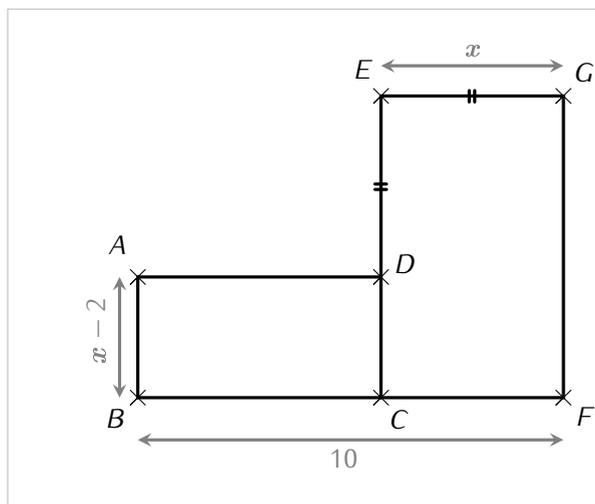
```

quand est cliqué
demander Valeur de x ? et attendre
mettre x à réponse
mettre A à x - 3
mettre A à 2 * A
mettre B à x - 6
mettre Résultat à A - B
dire regrouper Le résultat est et Résultat
  
```



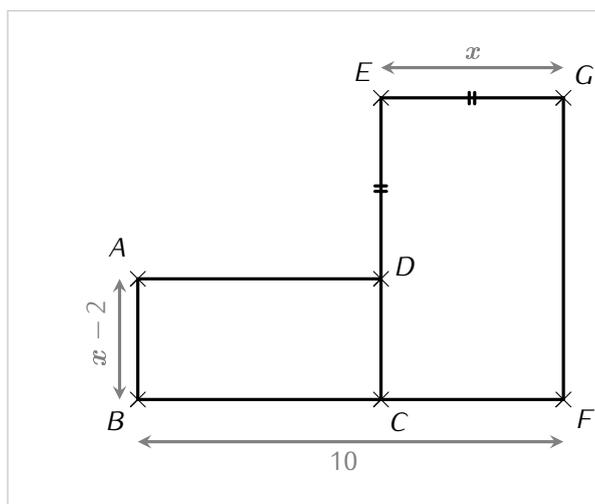
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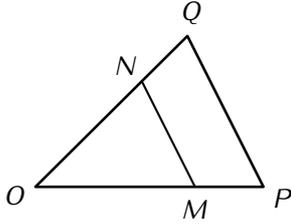


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quand est cliqué
demander Valeur de x ? et attendre
mettre x à réponse
mettre A à x - 3
mettre A à 2 * A
mettre B à x - 6
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dire regrouper Le résultat est et Résultat
  
```

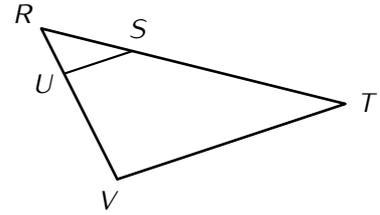


Voici une figure dans laquelle $OM = 6$ cm, $OP = 15$ cm, $PQ = 14$ cm et $(MN) \parallel (QP)$:



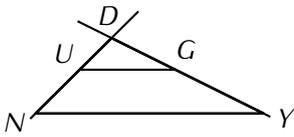
Calcule MN .

Voici une figure dans laquelle $RU = 8$ m, $RV = 11$ m, $SU = RT = 7$ m et $(SU) \parallel (TV)$:



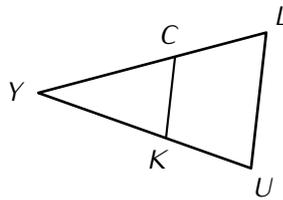
Calcule RS (arrondi au mm), puis TV .

Voici une figure dans laquelle $(UG) \parallel (NY)$, $DU = 5$ cm, $DN = 15$ cm et $NY = 9$ cm :



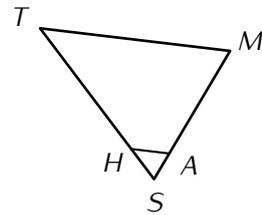
Calcule UG .

Voici une figure dans laquelle $(CK) \parallel (LU)$, $YK = 6$ m, $YC = 5$ m, $LU = 9$ m et $LY = 12$ m :



Calcule CK , puis \underline{KU} .

Voici une figure dans laquelle $(AH) \parallel (MT)$, $SA = 8$ cm, $SM = 14$ cm, $ST = 16$ cm et $MT = 6$ cm :



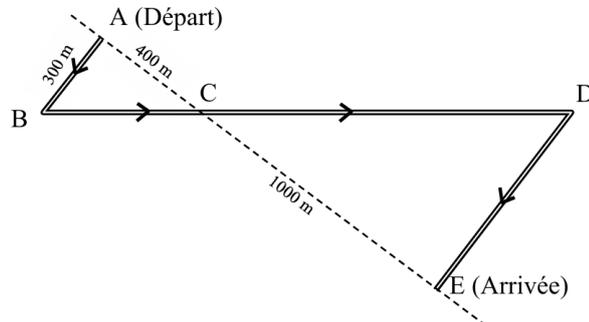
Calcule SH et AH (arrondis si besoin au dixième de cm).

Exercice 3

Des élèves participent à une course à pied. Avant l'épreuve, un plan leur a été remis. Il est représenté par la figure ci-contre.

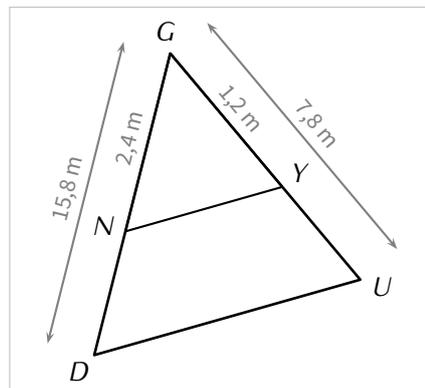
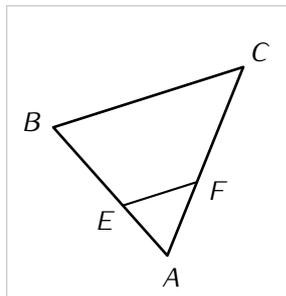
On convient que :

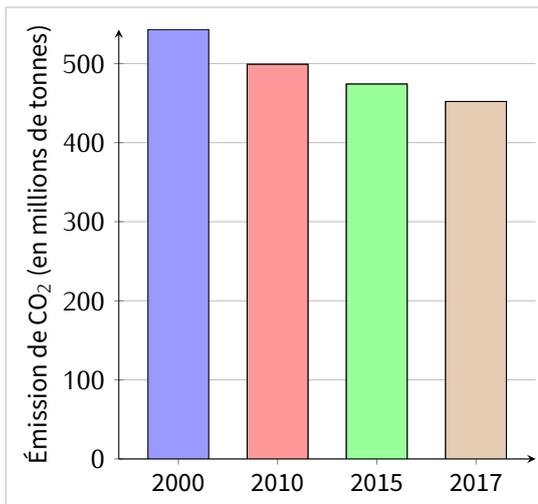
- Les droites (AE) et (BD) se coupent en C .
- Les droites (AB) et (DE) sont parallèles.
- ABC est un triangle rectangle en A .



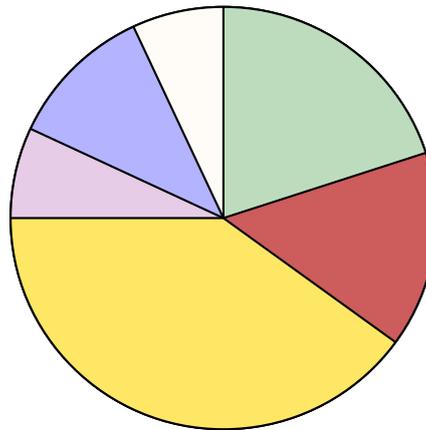
Calculer la longueur réelle du parcours $ABCDE$.

Si le travail n'est pas terminé, laisser tout de même une trace de la recherche. Elle sera prise en compte dans la notation.



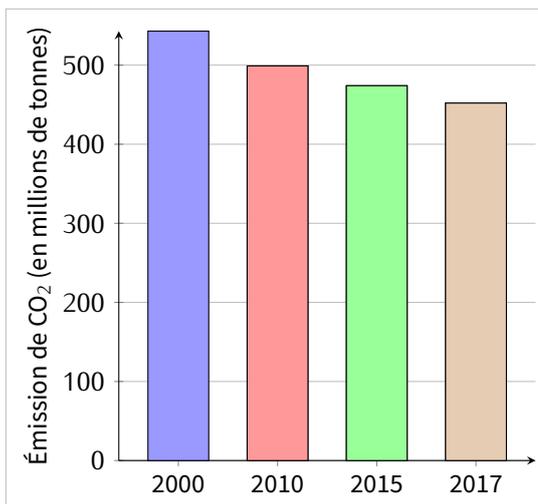


Dépenses d'une famille d'un élève

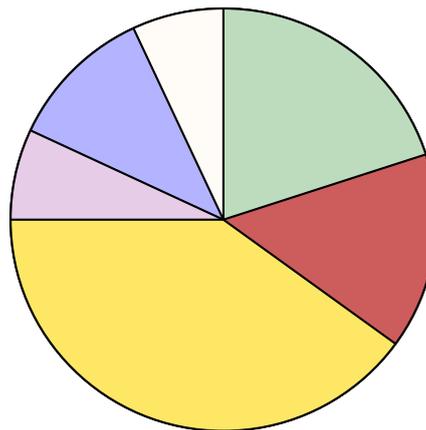


- Logement
- Transport
- Nourriture
- Vêtements
- Énergie
- Loisirs

Légende

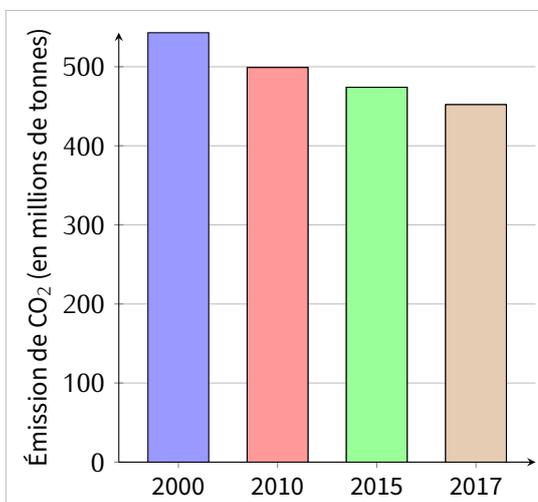


Dépenses d'une famille d'un élève

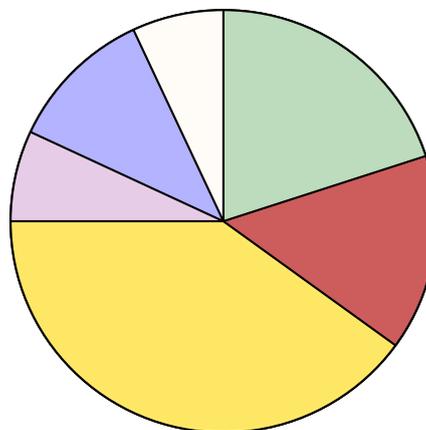


- Logement
- Transport
- Nourriture
- Vêtements
- Énergie
- Loisirs

Légende



Dépenses d'une famille d'un élève



- Logement
- Transport
- Nourriture
- Vêtements
- Énergie
- Loisirs

Légende

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	20
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
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91	92	93	94	95	96	97	98	99	100

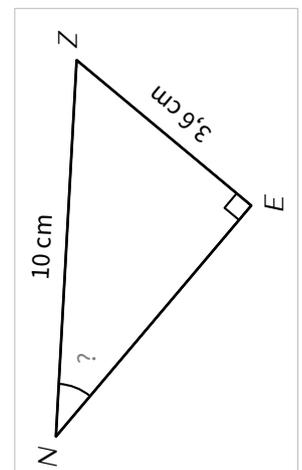
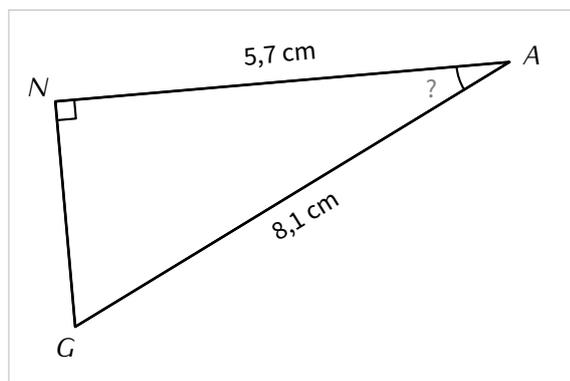
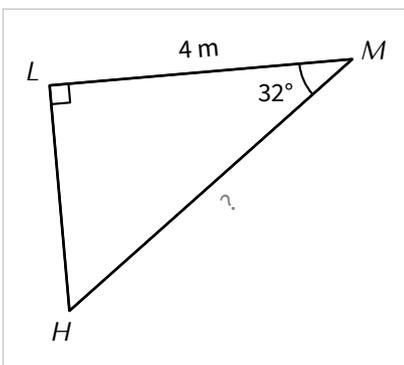
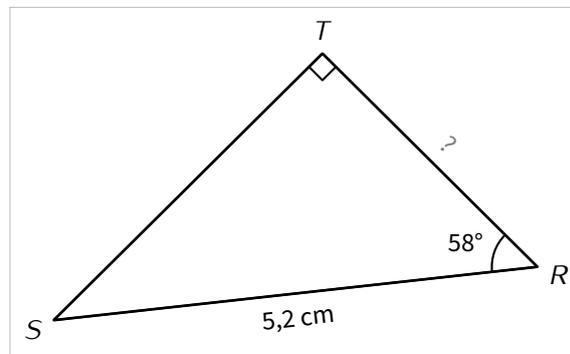
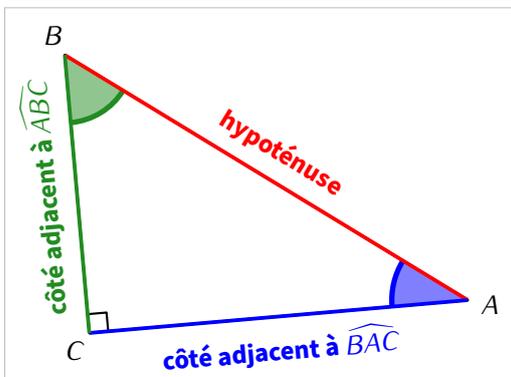
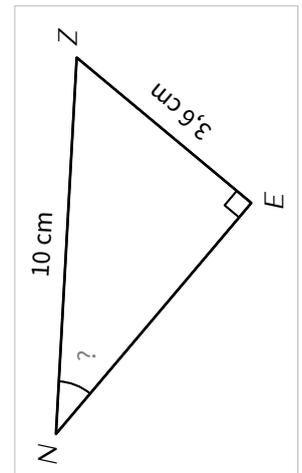
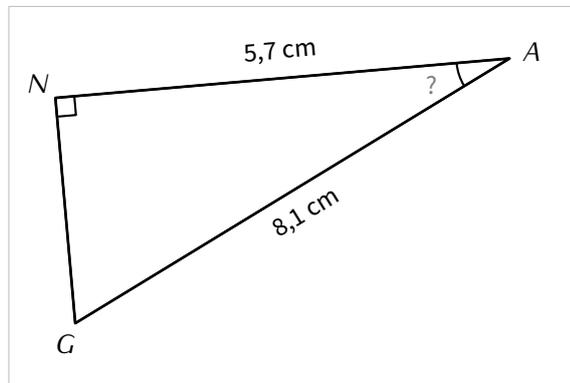
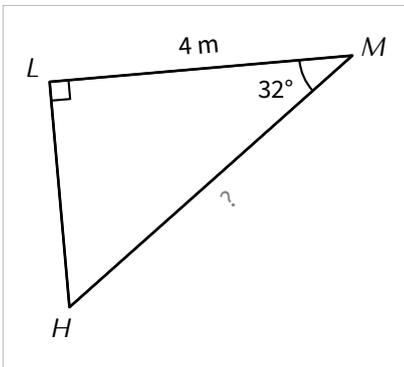
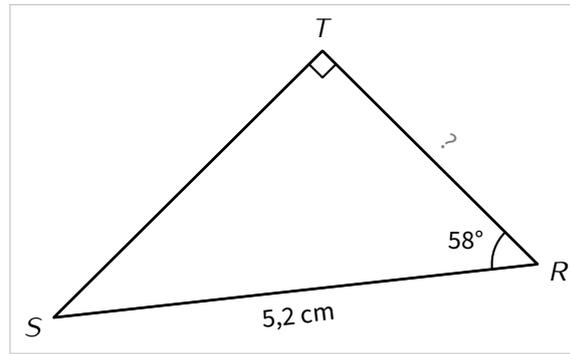
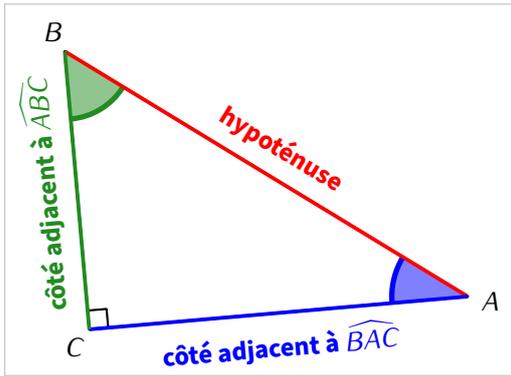
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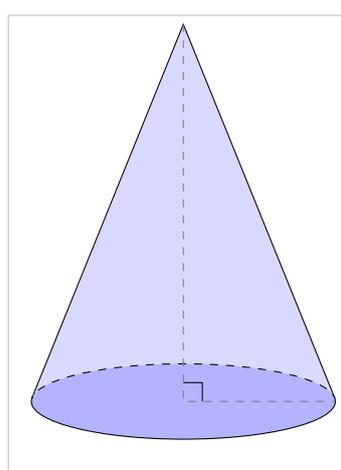
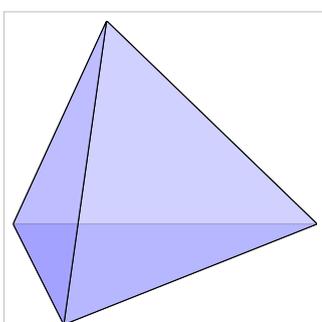
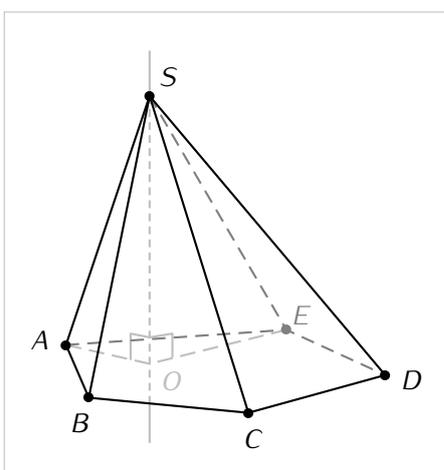
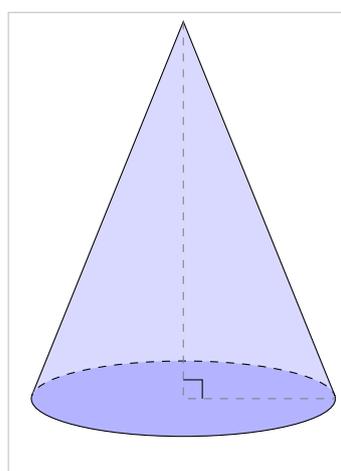
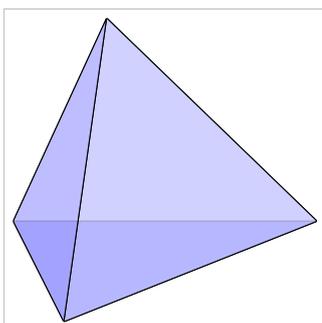
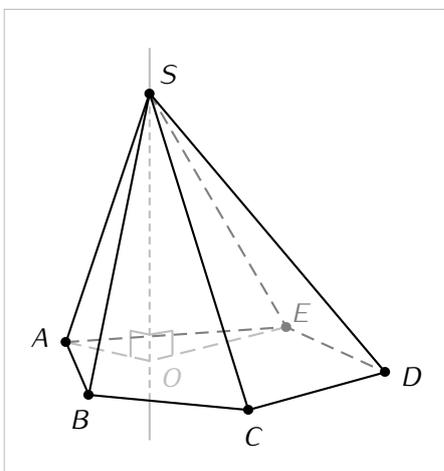
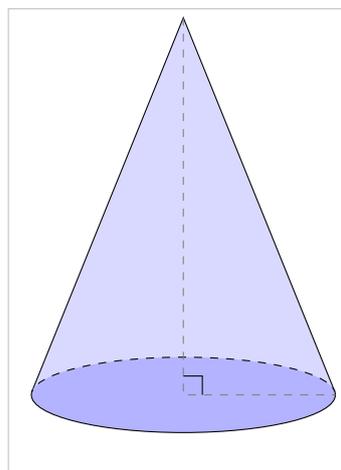
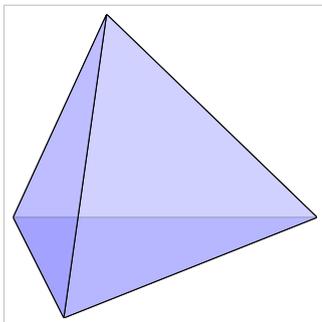
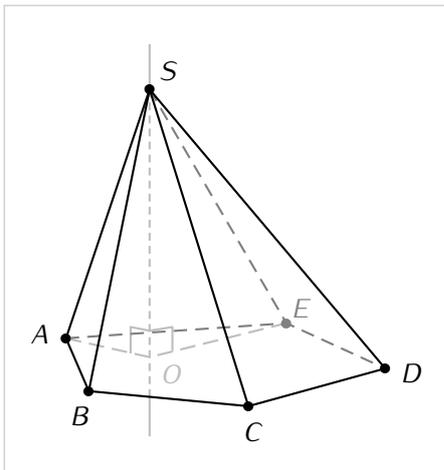
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61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
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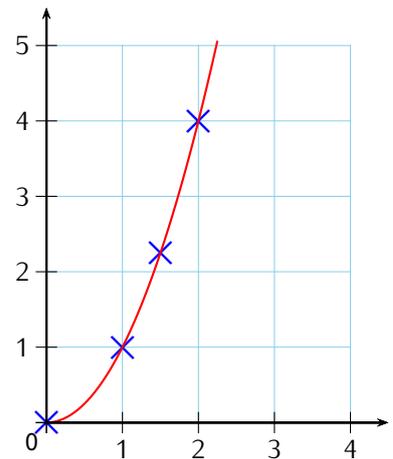
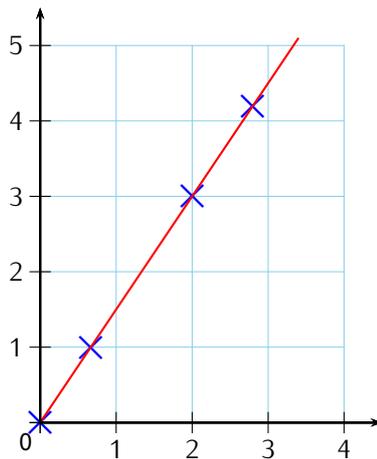
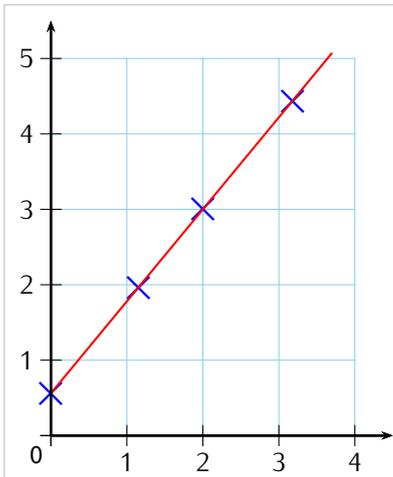
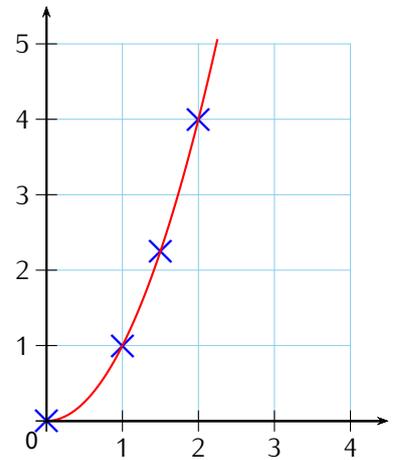
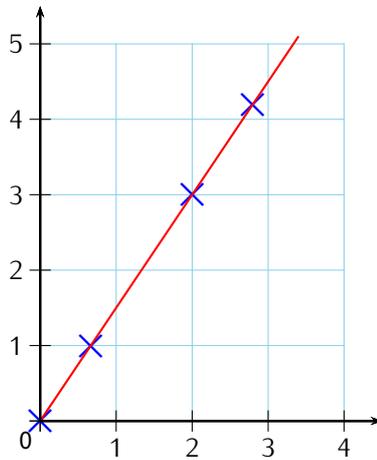
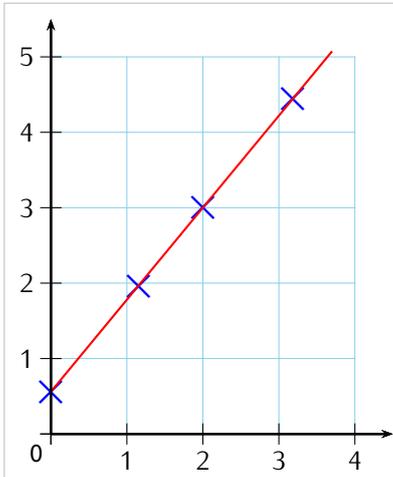
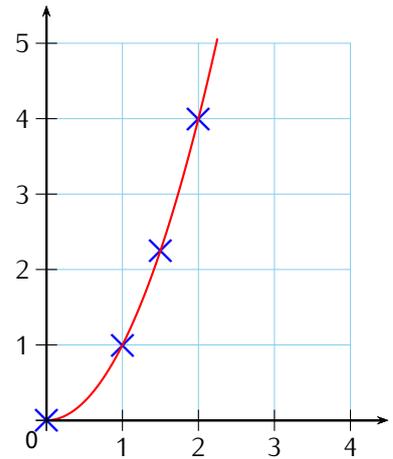
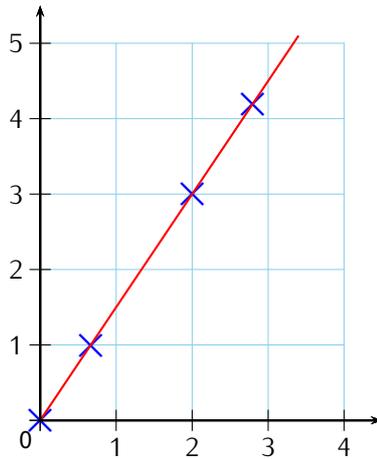
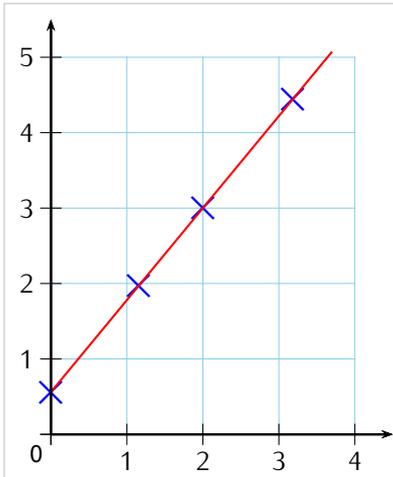
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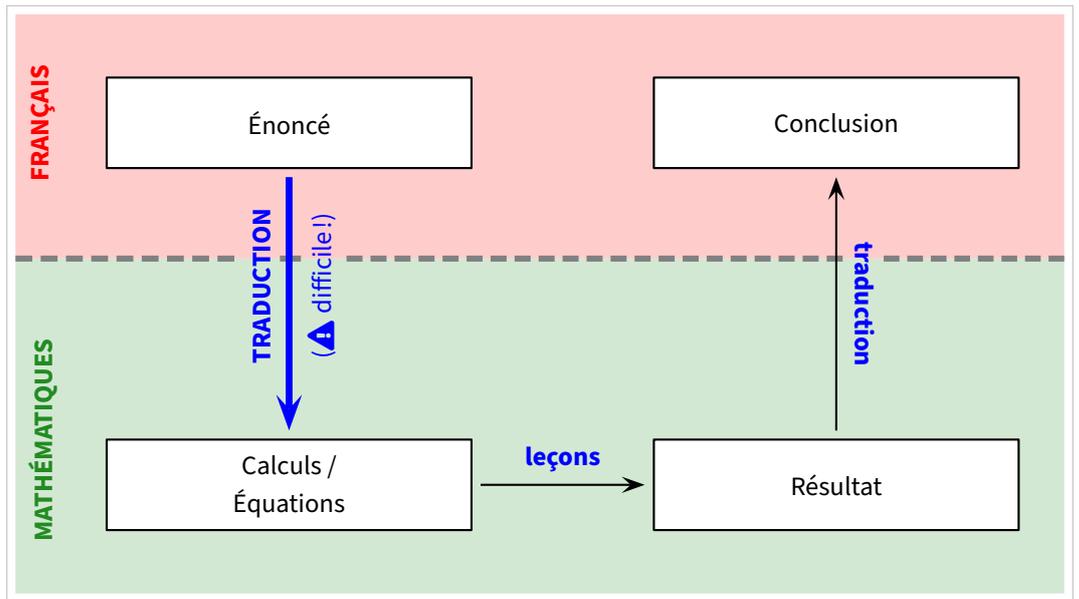
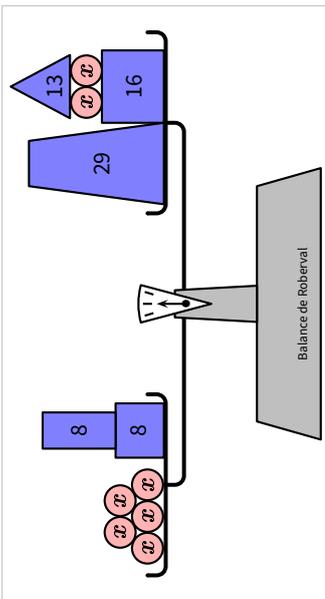
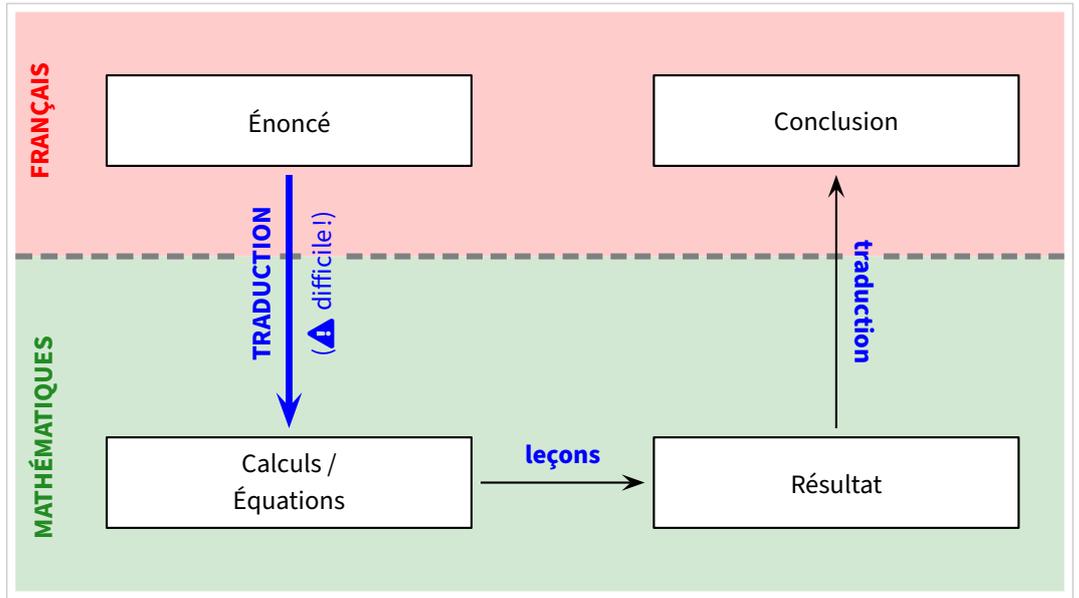
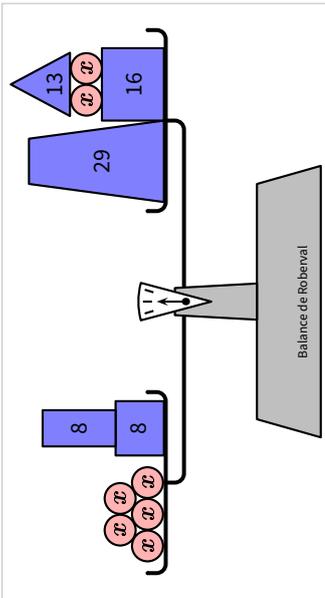
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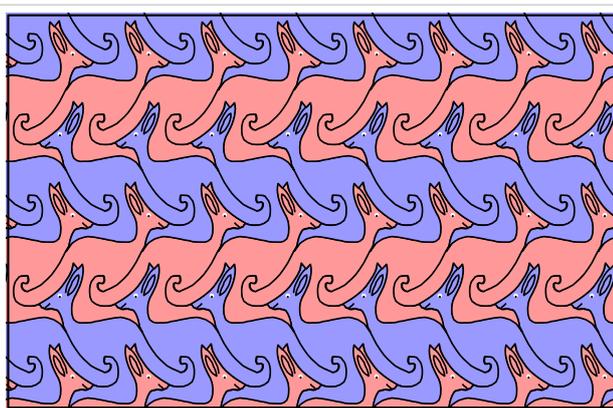
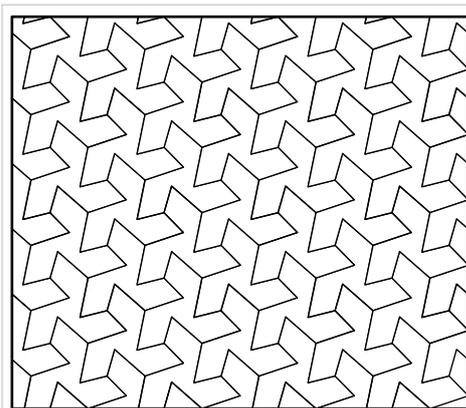
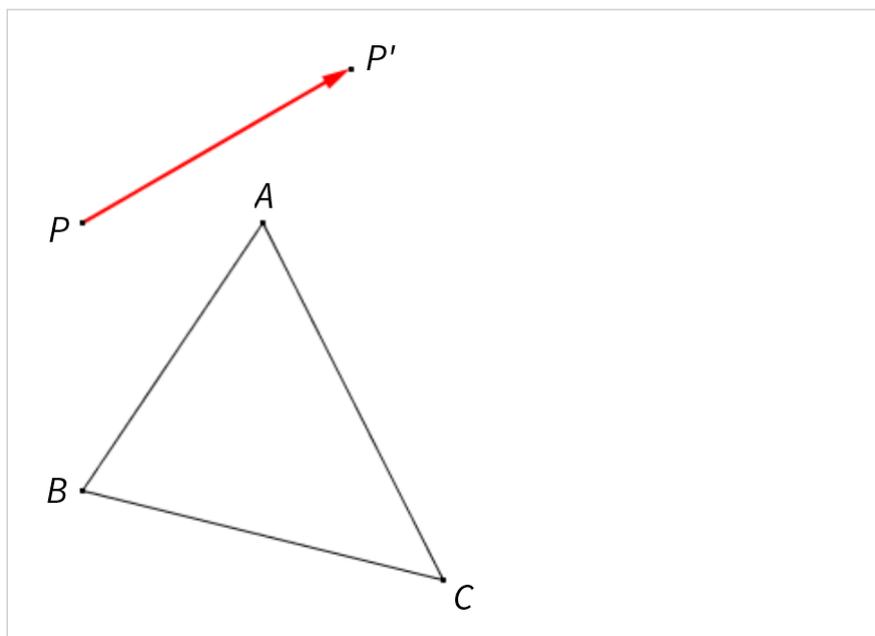
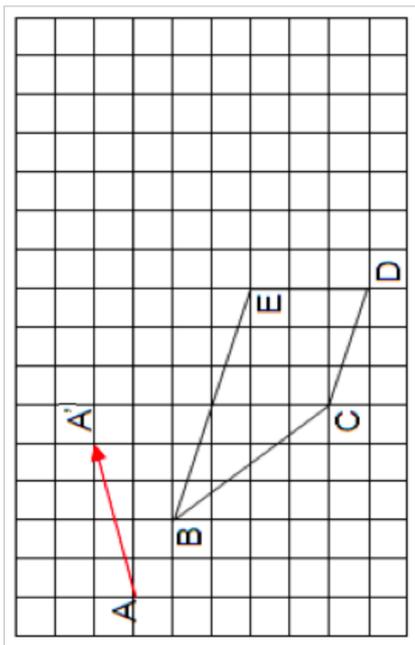
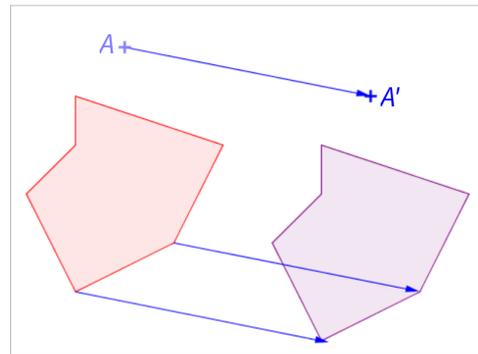
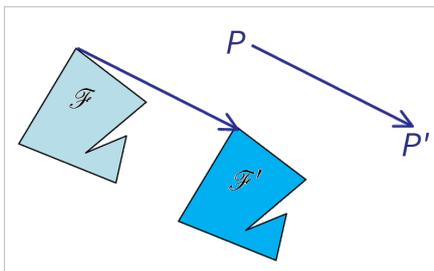
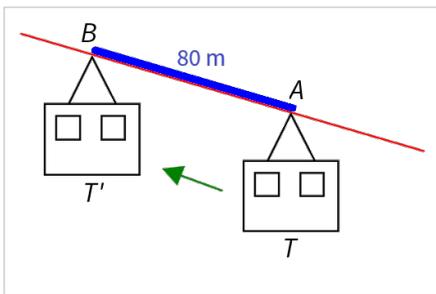
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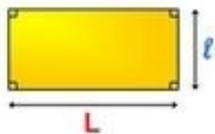






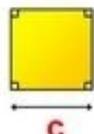
AIRES

RECTANGLE



$$A = L \times l$$

CARRE



$$A = c \times c = c^2$$

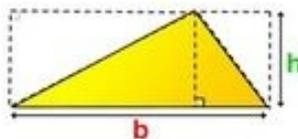
CERCLE - DISQUE



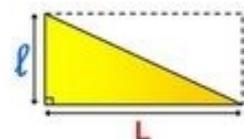
$$P = 2\pi r$$

$$A = \pi r^2$$

TRIANGLES



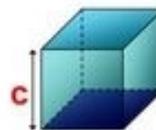
$$A = \frac{b \times h}{2}$$



$$A = \frac{L \times l}{2}$$

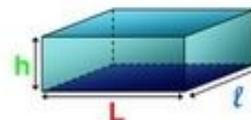
VOLUMES

CUBE



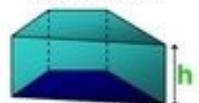
$$V = c \times c \times c = c^3$$

PARALLELEPIPEDE RECTANGLE



$$V = L \times l \times h$$

PRISME DROIT



$$V = A_{\text{Base}} \times h$$

CYLINDRE DE REVOLUTION



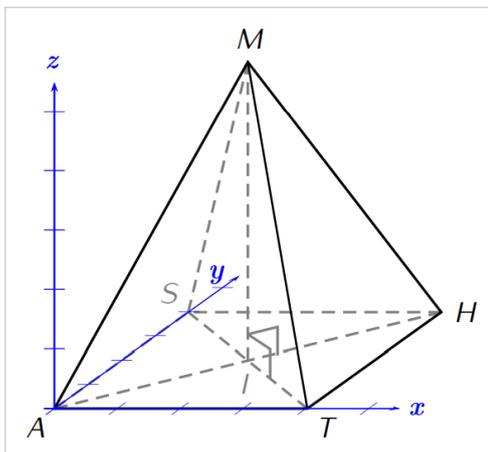
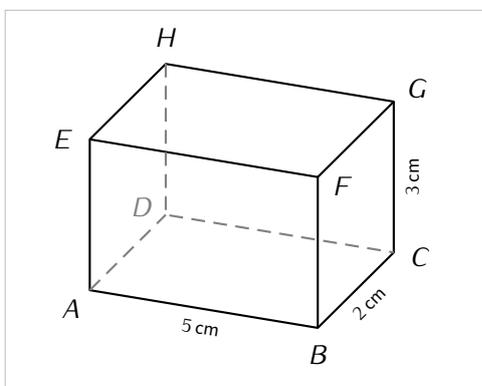
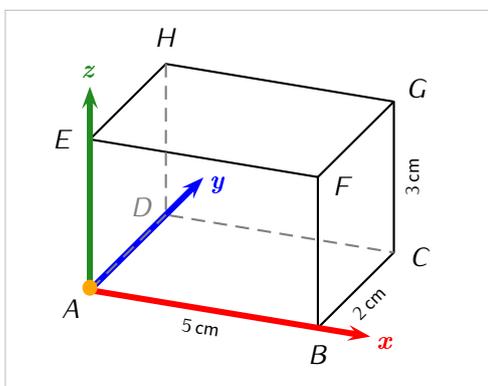
PYRAMIDE



CONE DE REVOLUTION



$$V = \frac{A_{\text{Base}} \times h}{3}$$



Mouvement

- » avancer de 15
- » tourner de ↻ de 45 degrés
- » tourner de ↻ de 30 degrés
- » s'orienter à 90
- » aller à x : 0 y : 0

Apparence

- » dire Hello! pendant 2 secondes
- » dire Hello!
- » penser à Hmm.. pendant 2 secondes
- » penser à Hmm..
- » ajouter 10 à la taille
- » mettre à 100 % de la taille initiale

Stylo

- » effacer tout
- » stylo en position d'écriture
- » relever le stylo
- » mettre la couleur ● pour le stylo
- » ajouter 1 à la taille du stylo
- » choisir la taille 1 pour le stylo

Contrôle

- » attendre 1 secondes
- » répéter 4 fois
 - ↳
 - ↳
 - ↳
 - ↳
- » si alors
 - ↳
 - ↳
 - ↳
- » si alors
 - ↳
 - sinon
 - ↳
 - ↳
- » répéter jusqu'à
 - ↳
 - ↳
 - ↳
 - ↳

Opérateur

- » +
- » -
- » *
- » /
- » nombre aléatoire entre 1 et 20
- » < / > / =
- » et / ou
- » regroupe coucou les quatrièmes

Capteurs

- » demander Quelle valeur et attendre
- » réponse
- » touche espace ▼ pressé?

Données

- » Créer une variable
- » ma variable
- » mettre ma_variable ▼ à 0
- » ajouter à ma_variable ▼ 1
- » montrer la variable ma_variable ▼
- » cacher la variable ma_variable ▼

Événements

- » quand est cliqué
- » Quand espace ▼ est pressé