

WERKKAART 1- Ma. 13 Julie 2020

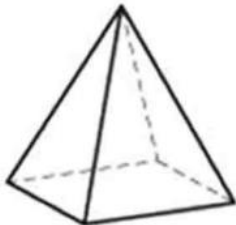
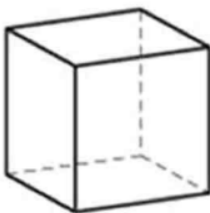
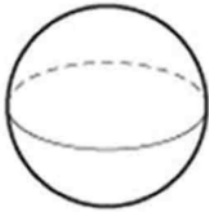
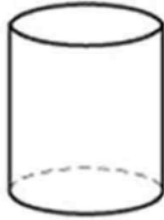
3D- VOORWERPE

Aktiwiteit 1: Knip die voorwerpe in bylaag 1 op die laaste bladsy uit en plak hulle in die regte kolom hieronder in.

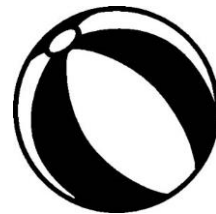
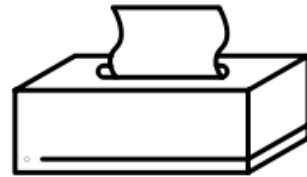
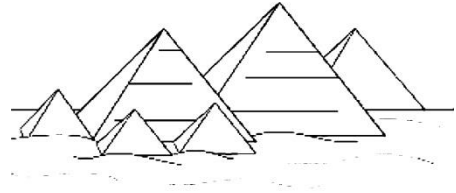
2D-vorms	3D-vorms

Aktiwiteit 2: Verbind die 3D vorms aan die linkerkant met die mees gepasde alledaagse voorwerp aan die regterkant deur 'n reguit liniaallyn te trek.

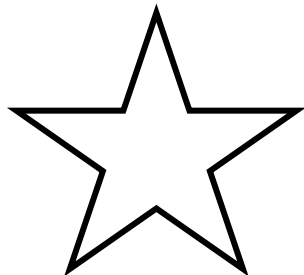
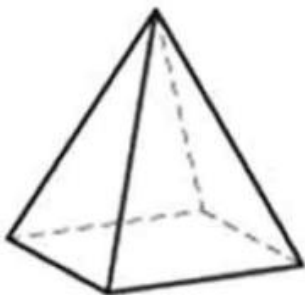
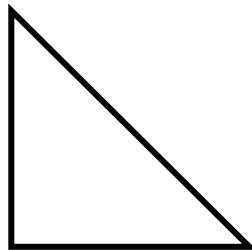
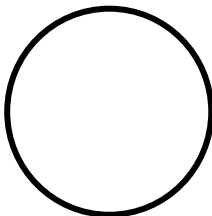
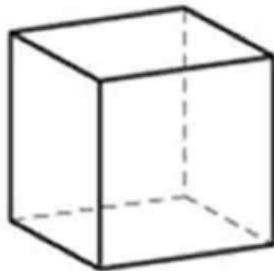
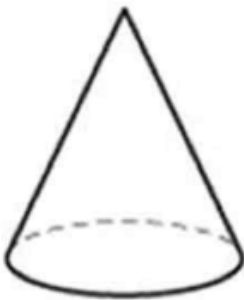
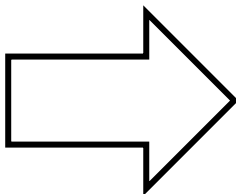
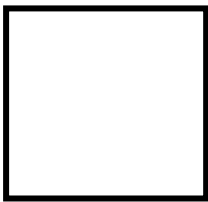
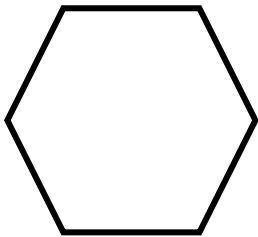
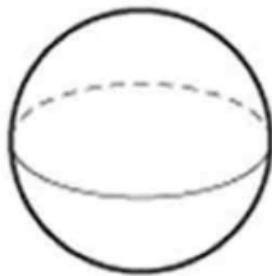
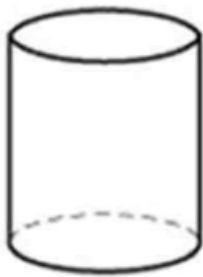
3D vorm:



Alledaagse voorwerp:



BYLAAG 1



Aktiwiteit 3: Voltooi die tabel oor die eienskappe van verskillende 3D-vorms.

3D-vorm	Naam	Aantal vlakke	Basis	Teken al die vlakke
BV: 	Silinder	3	Sirkel	
