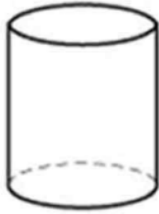
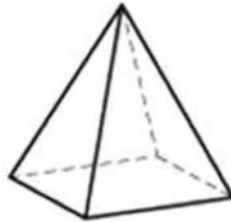


3D- VOORWERPE

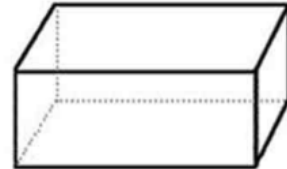
Aktiwiteit 1: Voltooi die tabel deur die name van die vorms in te vul wat geronde/ geboë oppervlakke, plat en geronde oppervlakke en slegs plat vlakke het



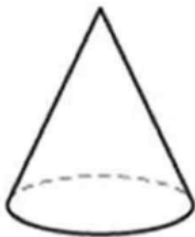
silinder



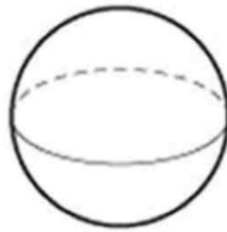
vierkantige
piramide



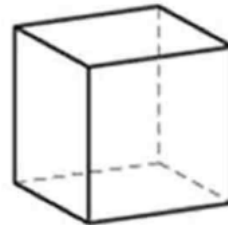
reghoekige prisma



keël



sfeer



kubus

Geronde oppervlakke	Plat en geronde oppervlakke	Plat vlakke

Aktiwiteit 2: Identifiseer die verskillende vlakke van elke 3D-vorm en kleur die vlakke in.

3D vorm	2D vlakke				
