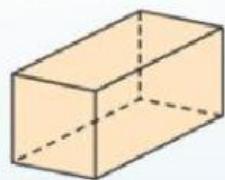
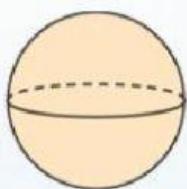
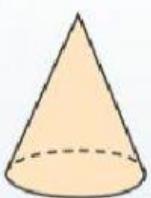
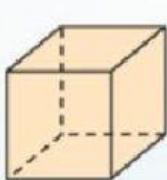


## Figuras tridimensionales:

1. Une con una línea cada figura con su nombre:



cono

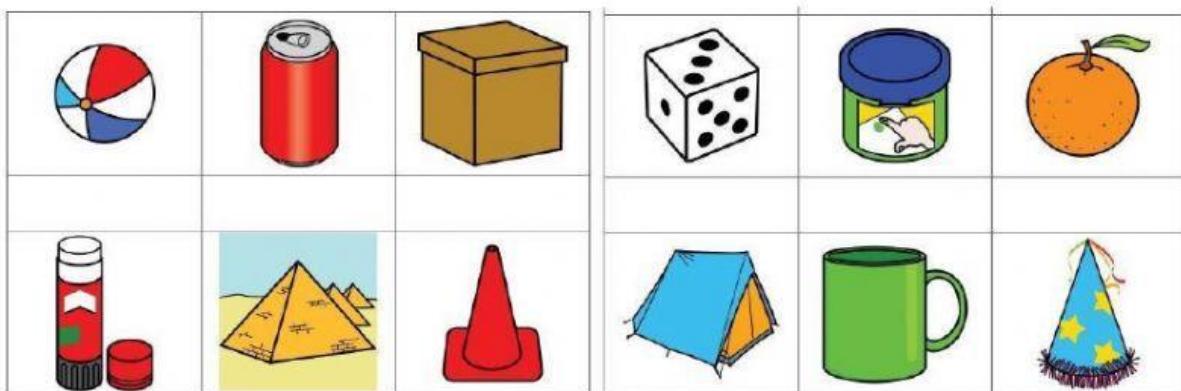
esfera

prisma rectangular

cubo

cilindro

2. Selecciona los objetos que tienen forma de un cilindro:



3. Selecciona las figuras que tienen una superficie curva:

