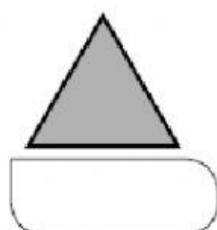


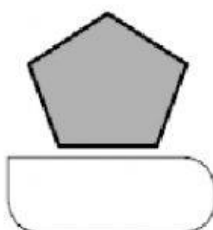
FIGURAS PLANAS

1. Coloca el nombre de cada polígono donde corresponda



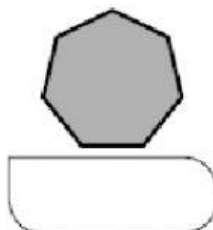
Triángulo

Pentágono



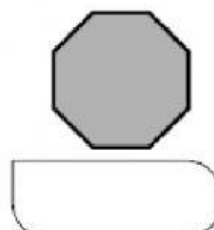
Hexágono

Cuadrilátero



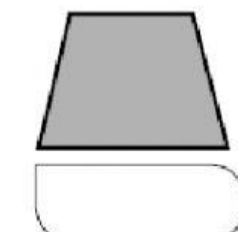
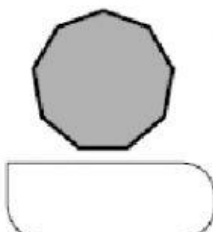
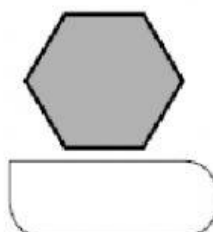
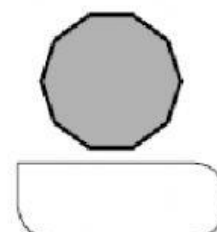
Octógono

Heptágono

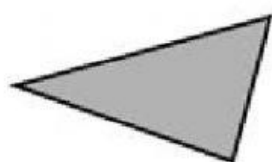


Decágono

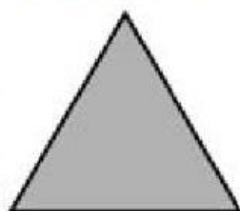
Eneágono



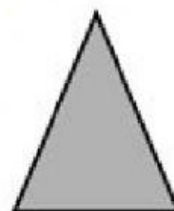
2. Une los triángulos según sean sus lados y sus ángulos



Triángulo equilátero



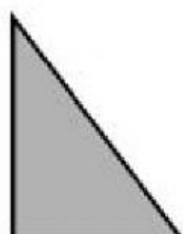
Triángulo isósceles



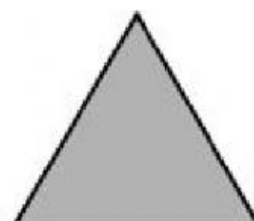
Triángulo escaleno



Triángulo rectángulo

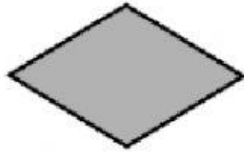


Triángulo acutángulo

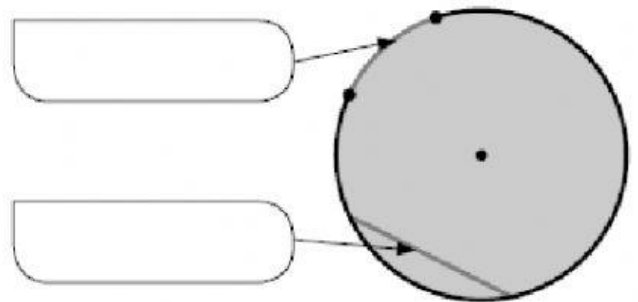
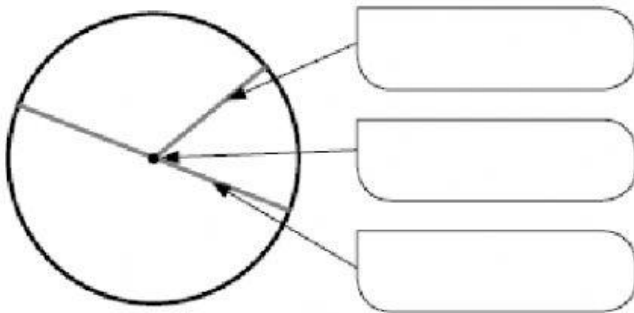


Triángulo obtusángulo

3. Escribe el nombre de Cada paralelogramo:



4. Escribe el nombre de cada elemento:



5. Calcula la longitud de Cada Circunferencia

