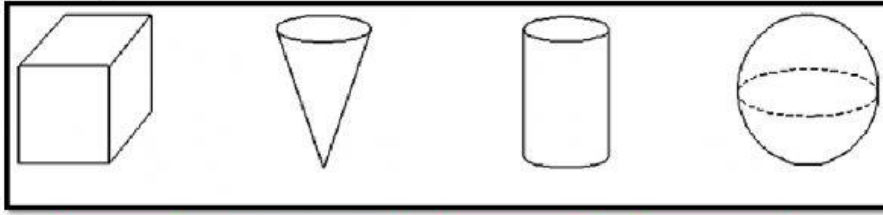


CUERPOS GEOMÉTRICOS

1. Une la figura con su nombre.



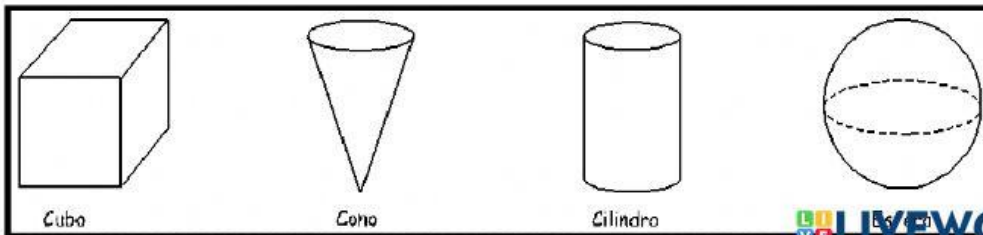
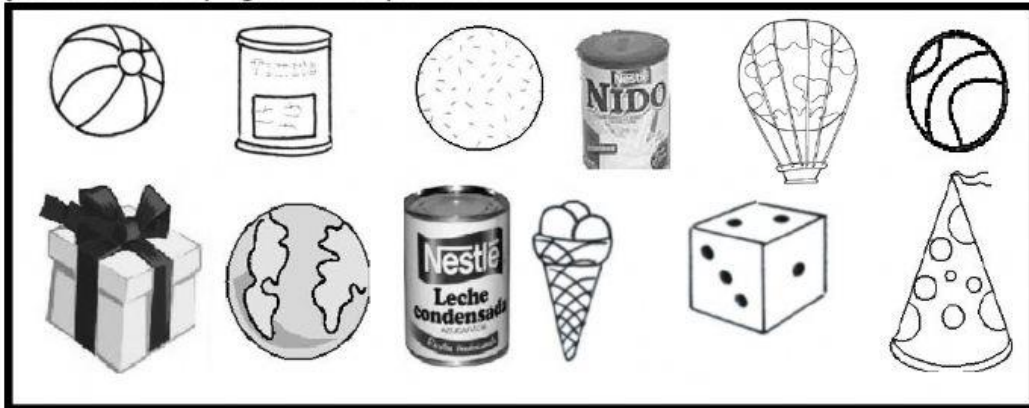
cono

cilindro

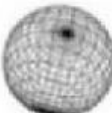
cubo

esfera

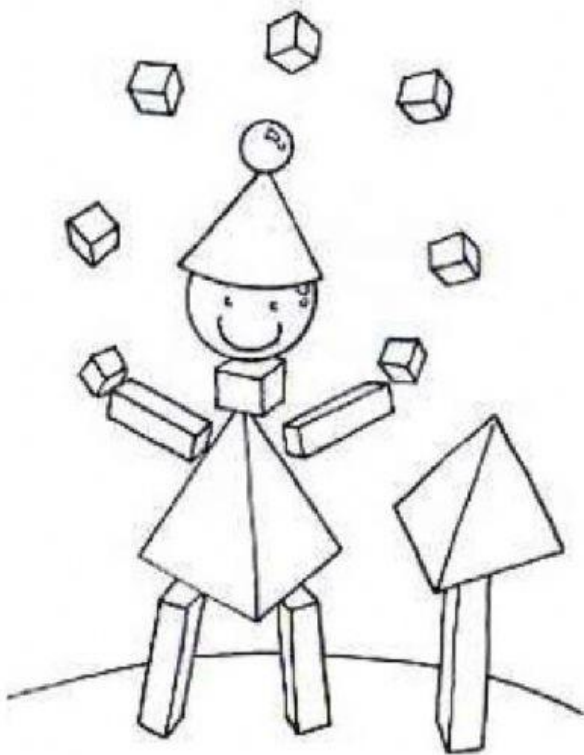
2. Arrastra el objeto hacia el cuerpo geométrico que tiene.

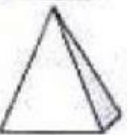
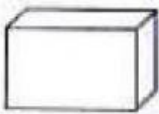


2. Selecciona el intruso en cada caso.

ESFERA 	    
CONO 	    
CUBO 	    
PIRÁMIDE 	    
Cilindro 	    

3. Cuenta la cantidad de cuerpos geométricos y escribe.



	=	_____
	=	_____
	=	_____
	=	_____
	=	_____