

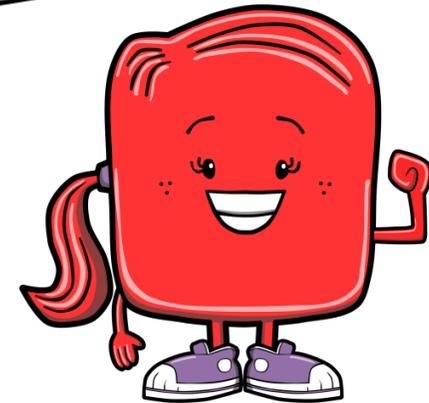
MON

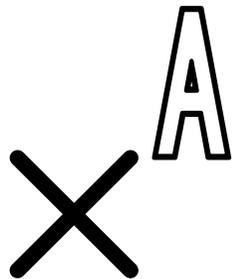


P'TIT DICTIONNAIRE

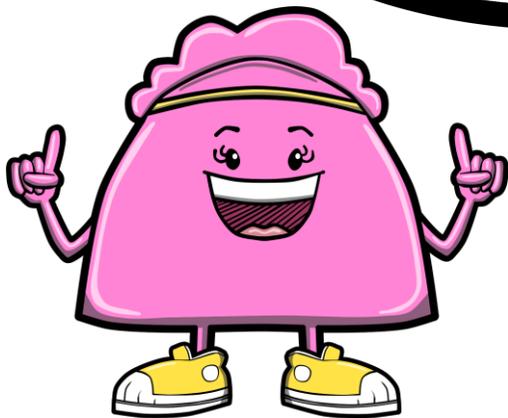


DE GÉOMÉTRIE !

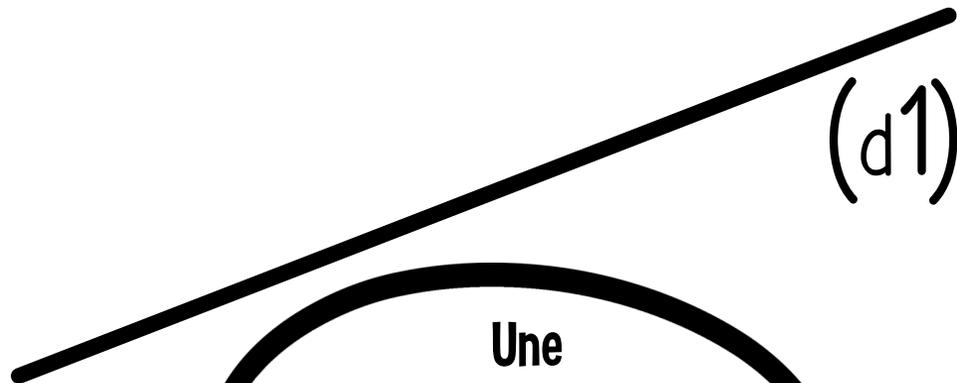




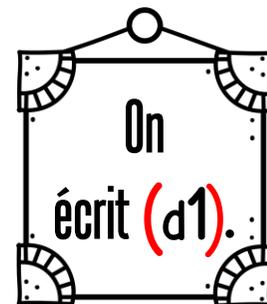
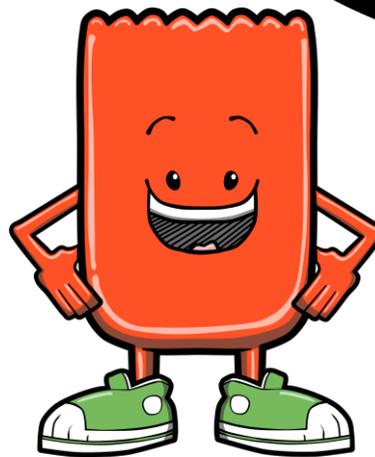
Un
point est l'intersection
de deux droites. Il est
représenté par une croix.



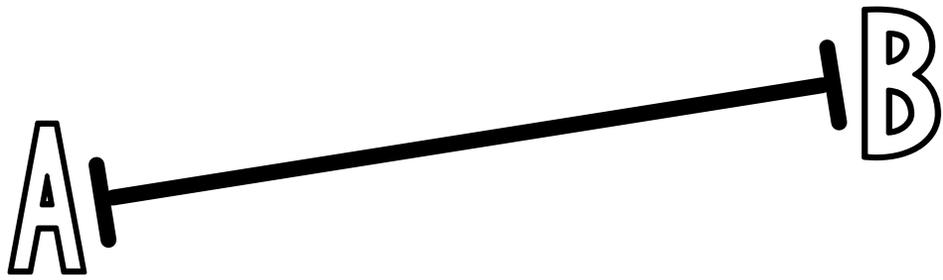
POINT



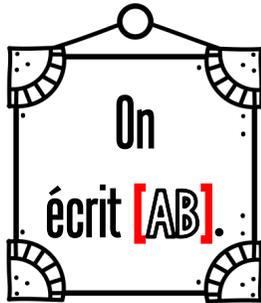
Une
droite est un
ensemble infini de points.
Elle est illimitée.



DROITE

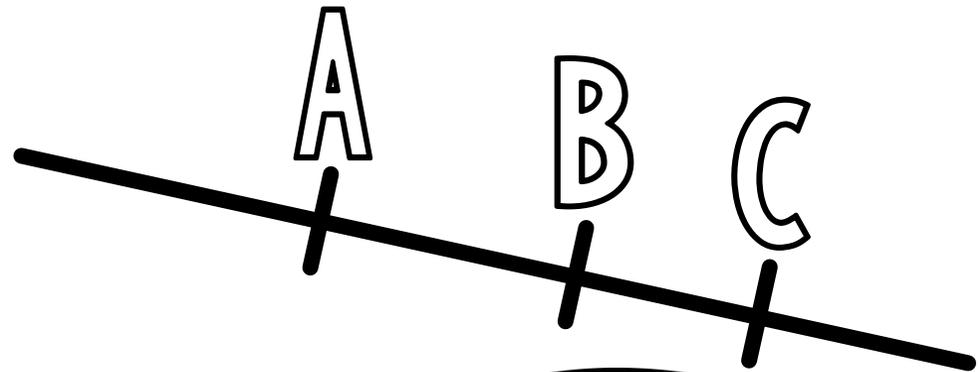


Un segment est un trait délimité.

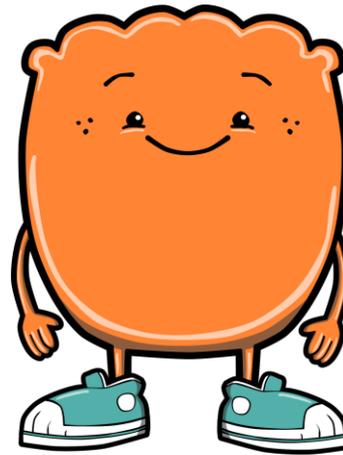


SEGMENT

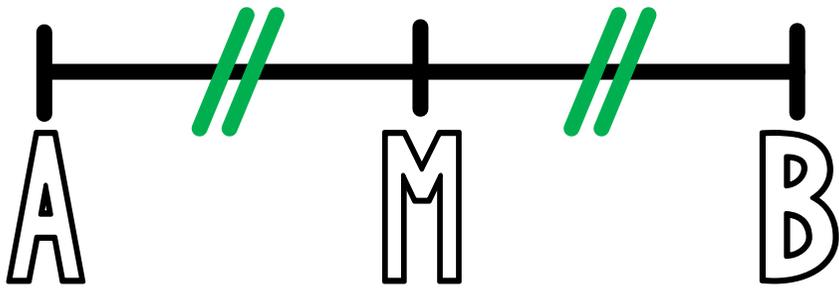
<https://laclasseloue.fr/>



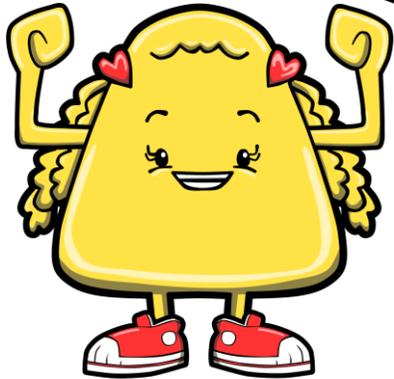
Des points sont alignés s'ils sont sur la même droite.



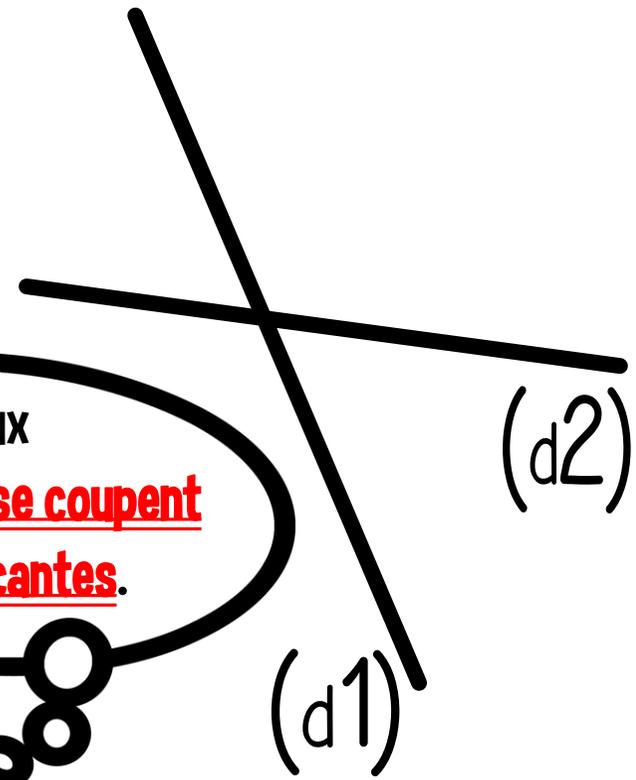
POINTS ALIGNÉS



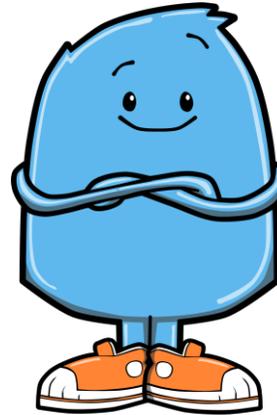
Le point M est le milieu du segment [AB] car AM = MB.



MILIEU

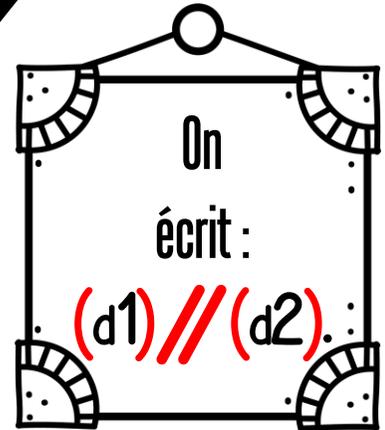
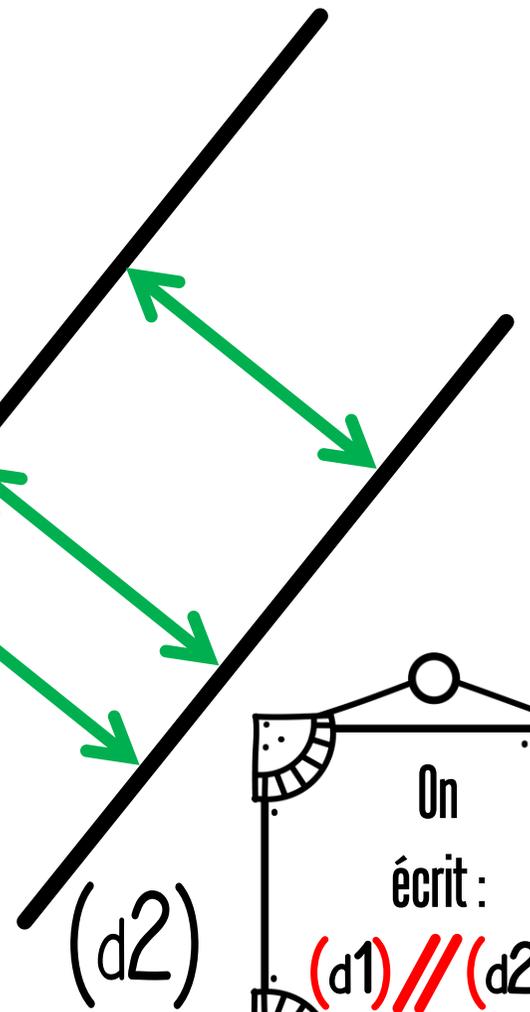
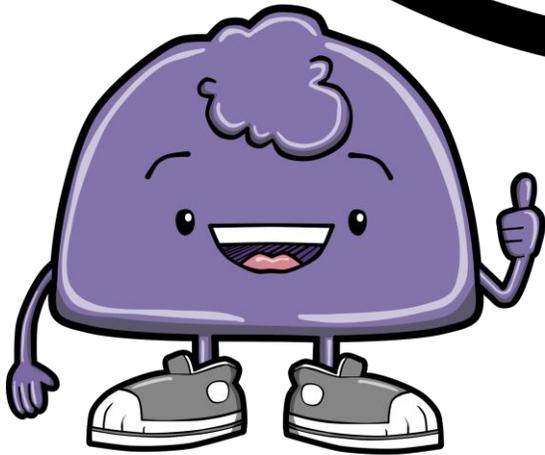


Deux droites qui se coupent sont sécantes.



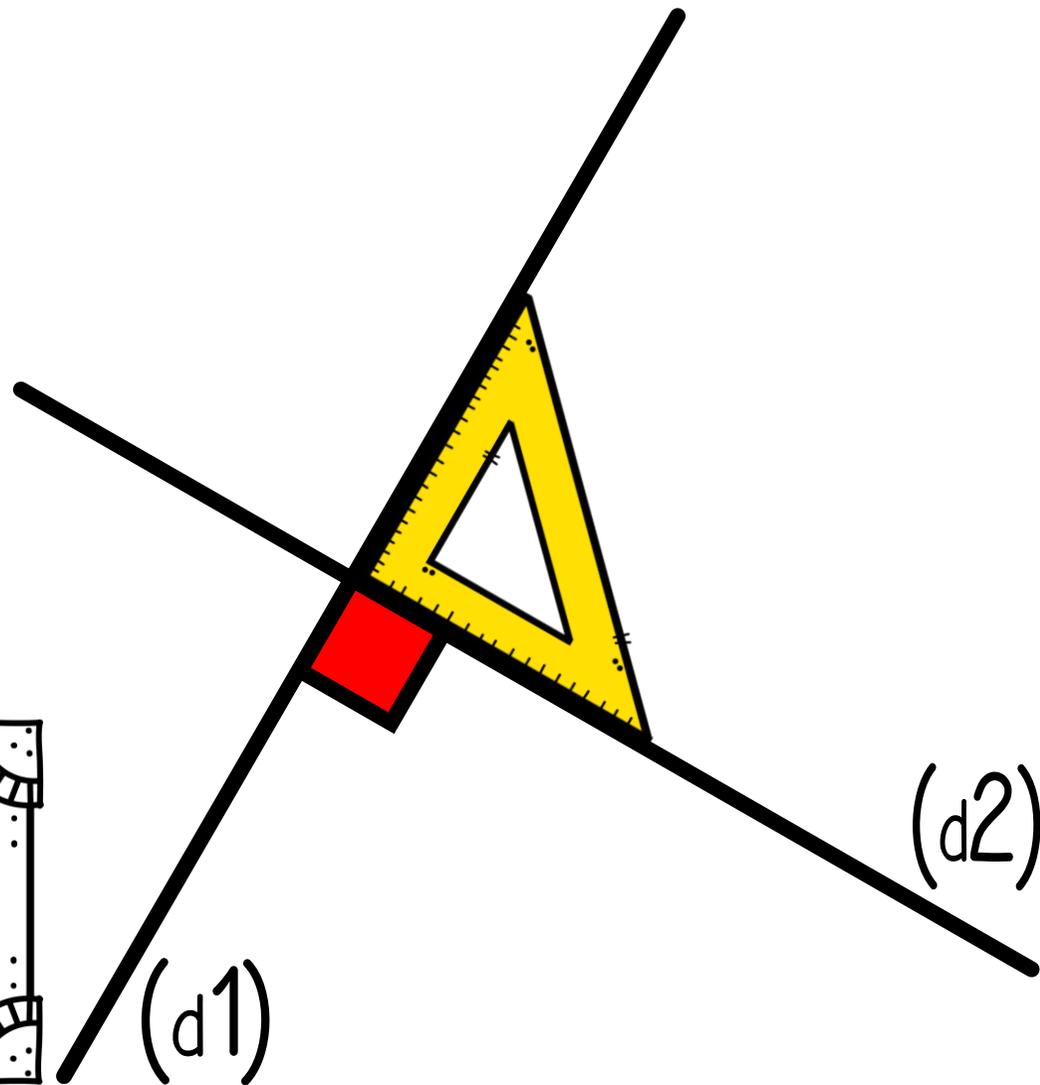
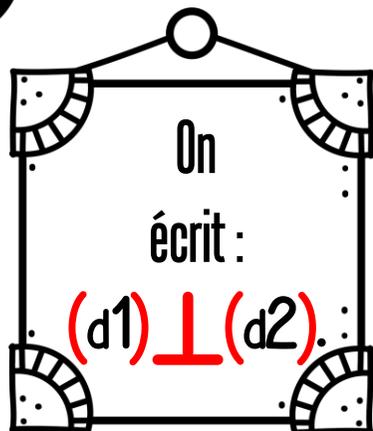
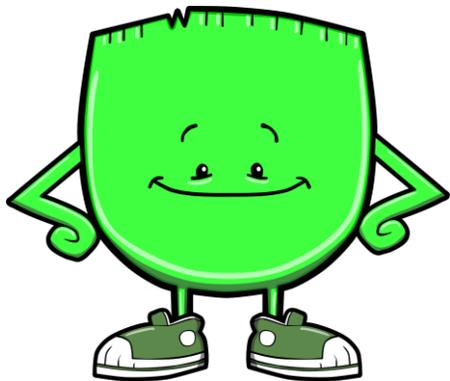
SÉCANTE

Deux droites sont parallèles si l'écartement entre elles reste constant : elles ne se coupent jamais.



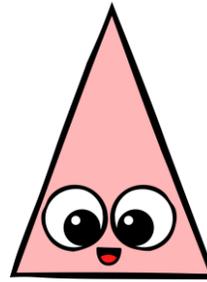
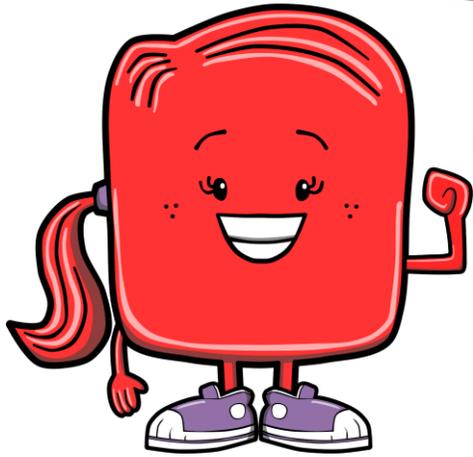
PARALLÈLE

Deux
droites perpendiculaires
forment un angle droit.



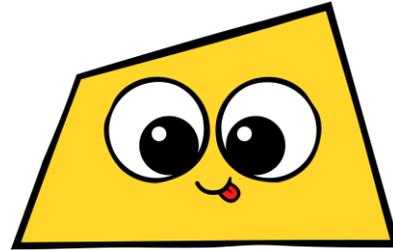
PERPENDICULAIRE

Un polygone est une ligne brisée fermée.



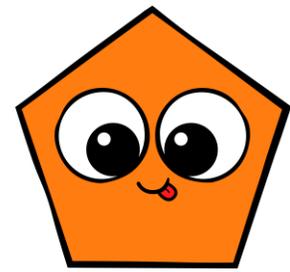
3 côtés

TRIANGLE



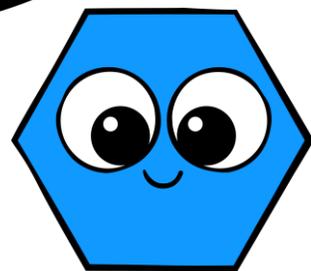
4 côtés

QUADRILATÈRE



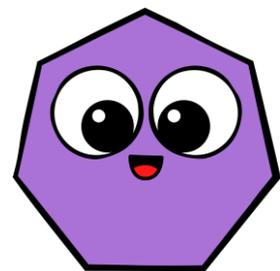
5 côtés

PENTAGONE



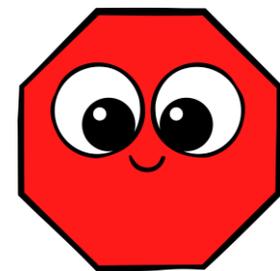
6 côtés

HEXAGONE



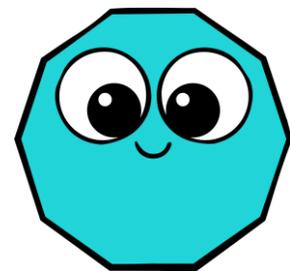
7 côtés

HEPTAGONE



8 côtés

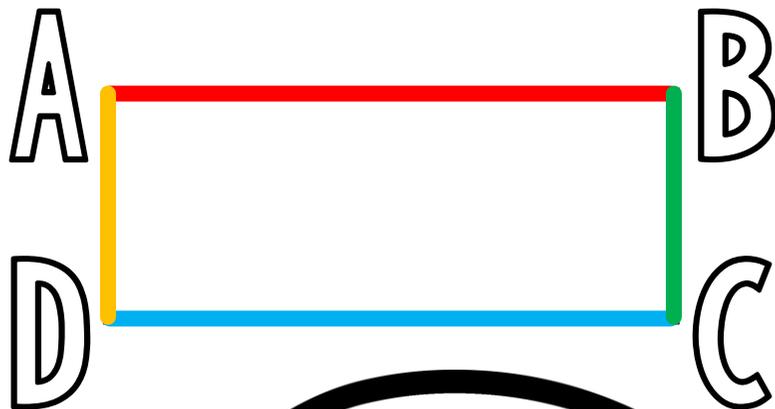
OCTOGONE



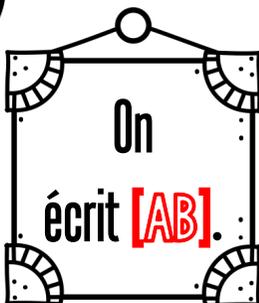
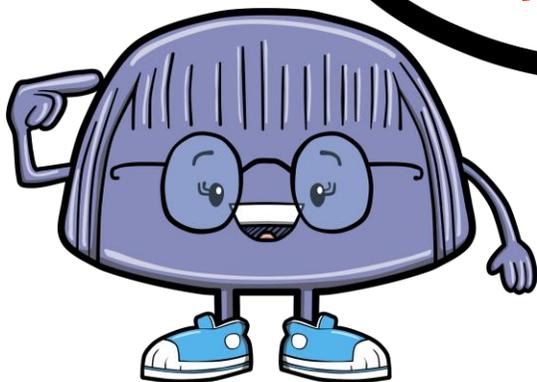
10 côtés

DÉCAGONE

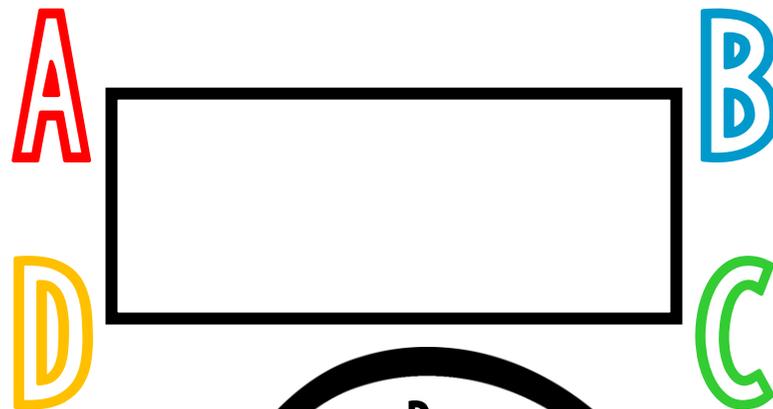
POLYGONE



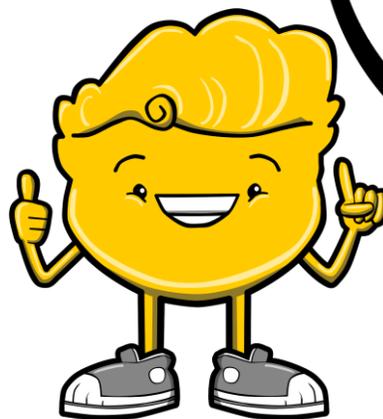
Les côtés sont les segments qui délimitent le polygone.



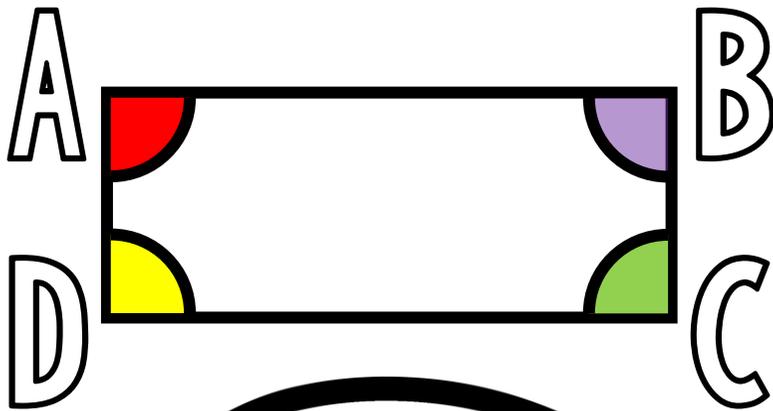
CÔTÉ



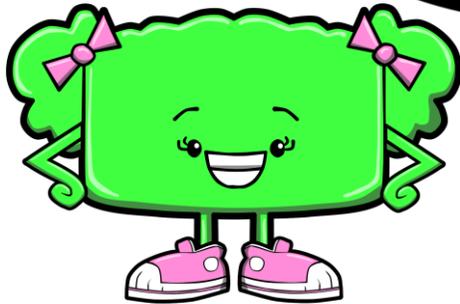
Dans un polygone, les sommets sont les extrémités des segments.



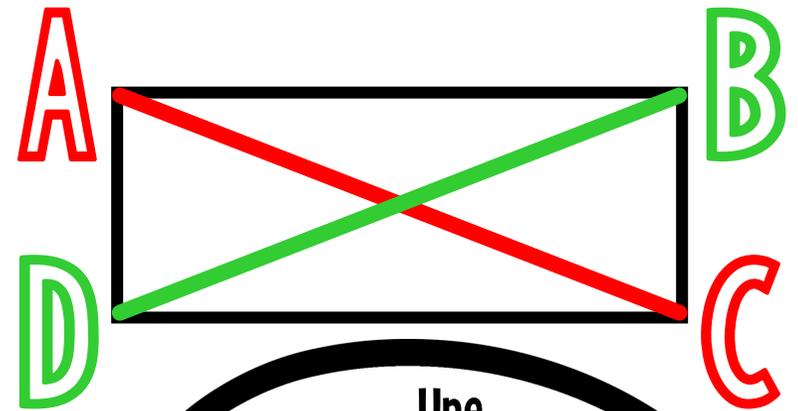
SOMMET



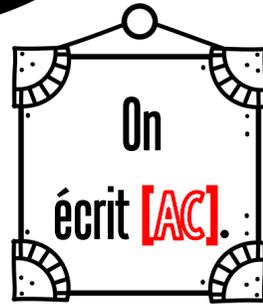
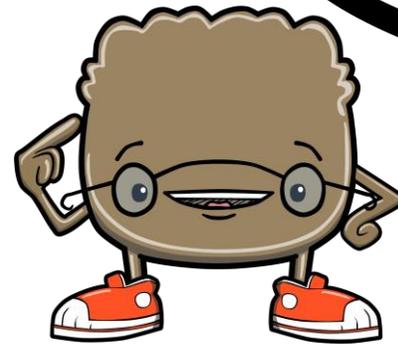
Un angle est l'ouverture définie entre deux segments.



ANGLE

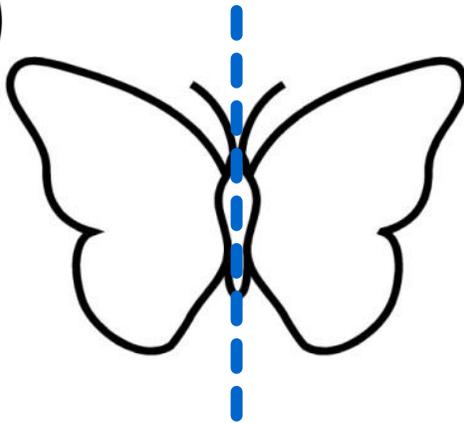


Une diagonale est un segment qui relie 2 sommets non-consécutifs (= qui ne se suivent pas).

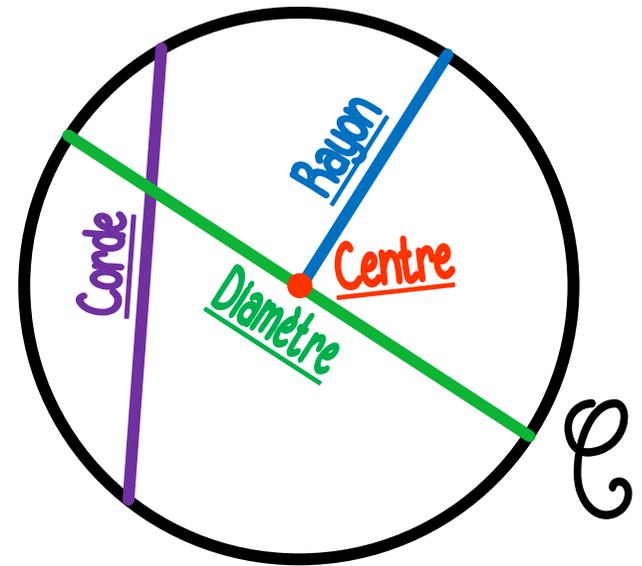


DIAGONALE

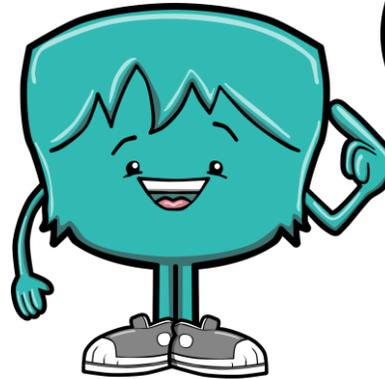
Un
axe de symétrie
est une droite qui partage
une figure en 2 parties
superposables par pliage
le long de cette droite.



AXE DE SYMÉTRIE

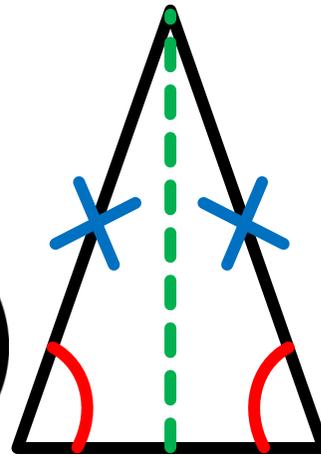


Un
cercle est une
ligne courbe fermée.

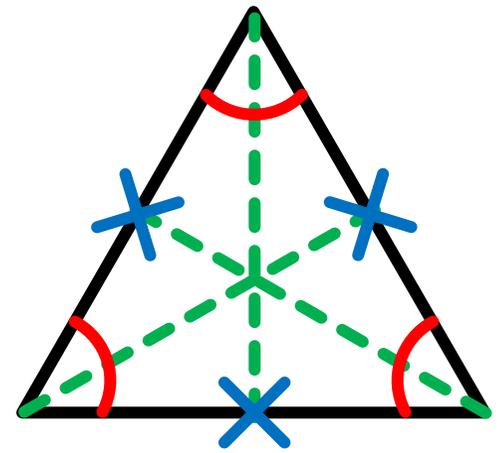


CERCLE

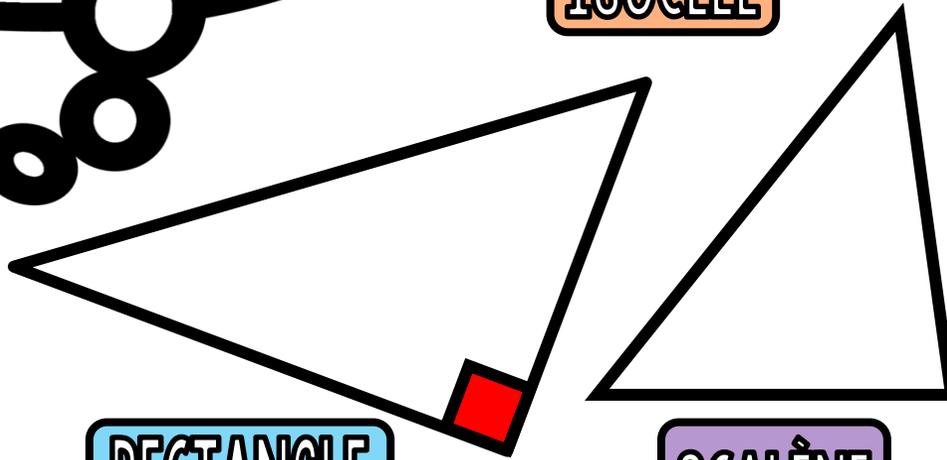
Un triangle est un polygone qui a 3 côtés.



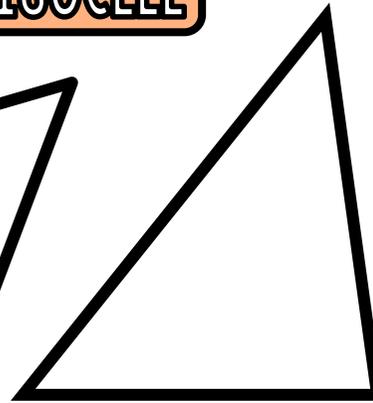
ISOCÈLE



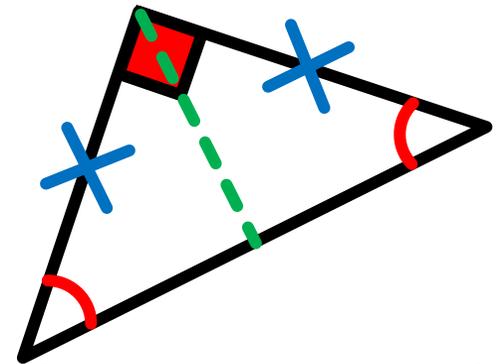
ÉQUILATÉRAL



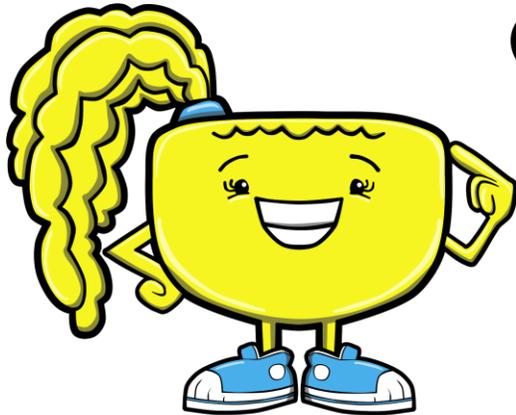
RECTANGLE



SCALÈNE

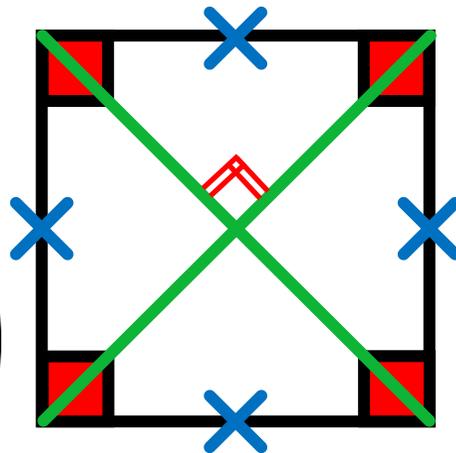
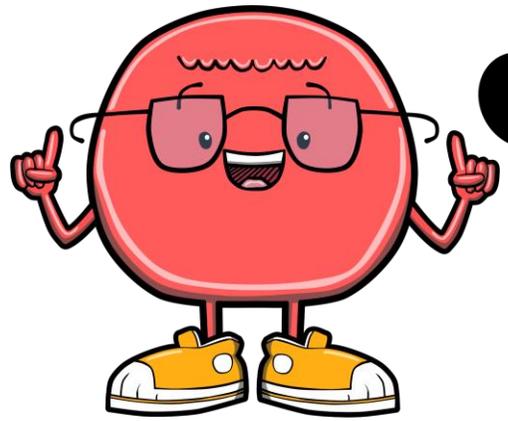


ISOCÈLE RECTANGLE

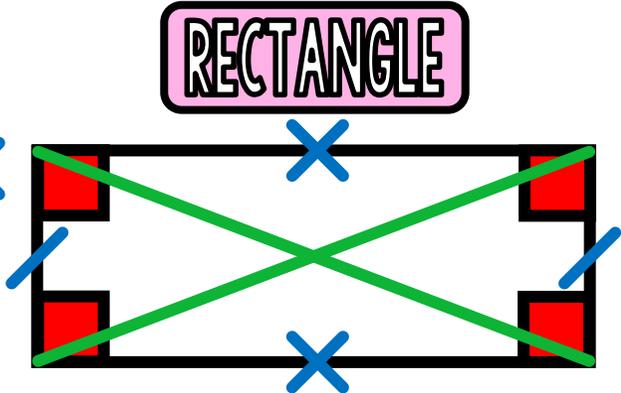


TRIANGLE

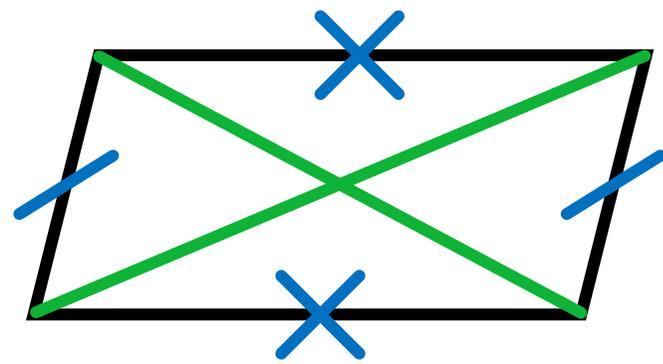
Un parallélogramme est un quadrilatère dont les côtés opposés sont parallèles.



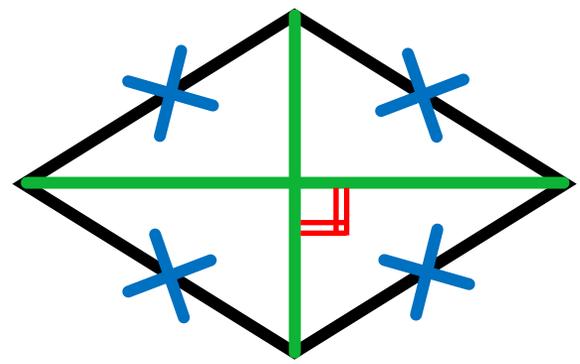
CARRÉ



RECTANGLE



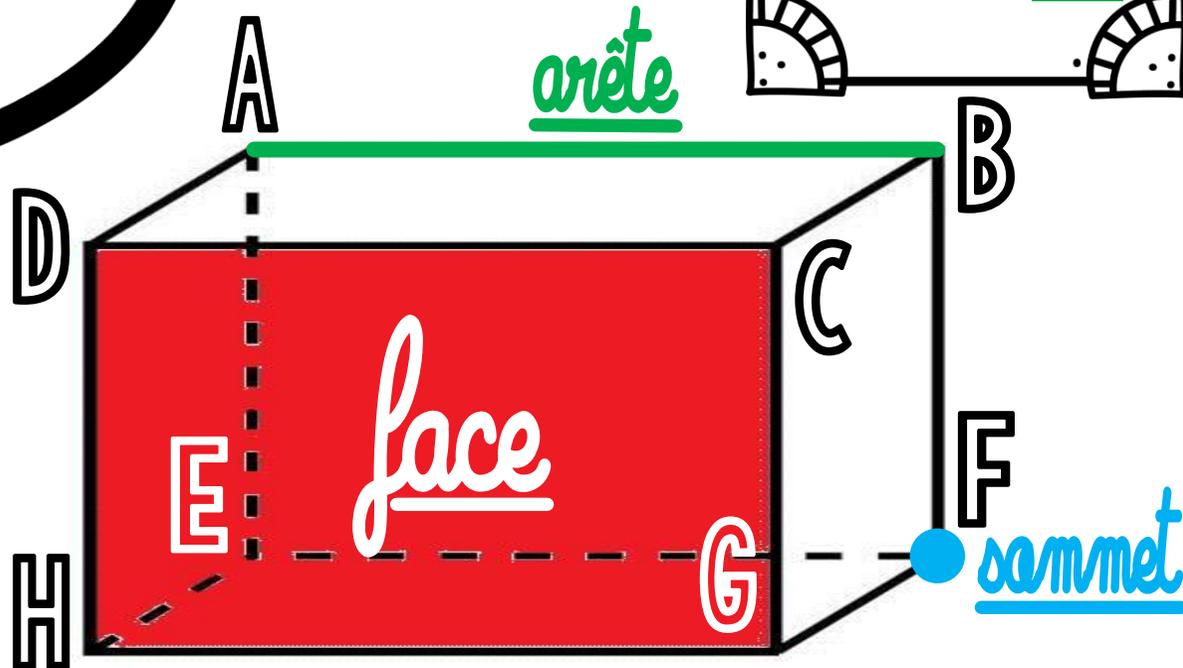
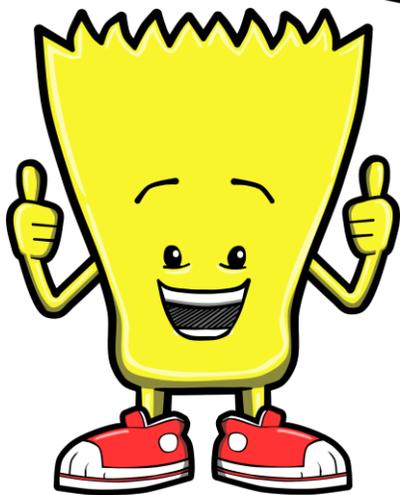
PARALLÉLOGRAMME QUELCONQUE



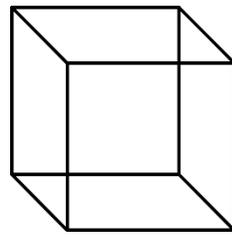
LOSANGE

PARALLÉLOGRAMME

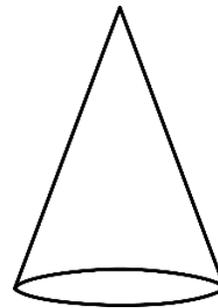
Un solide est une forme géométrique en 3 dimensions. On peut le voir sous toutes ses faces.



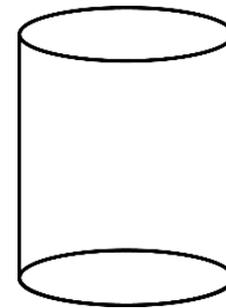
SOLIDE



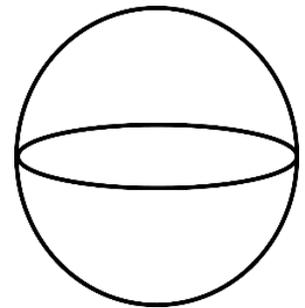
CUBE



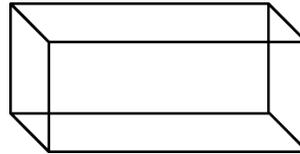
CÔNE



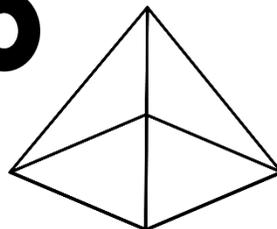
CYLINDRE



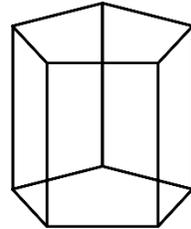
BOULE



PAVÉ DROIT

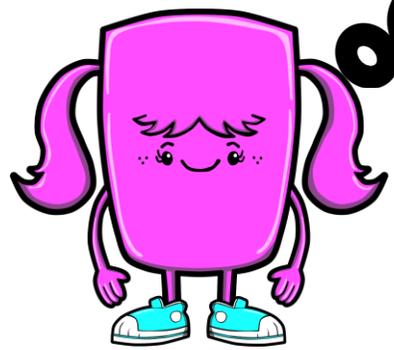


PYRAMIDE

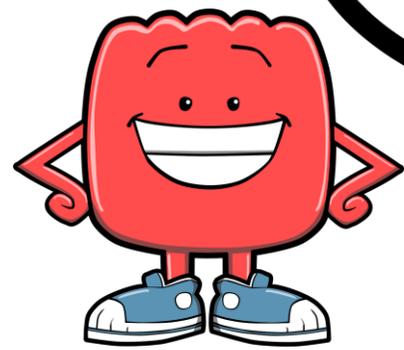


PRISME

Un **polyèdre** est un **solide** dont toutes les faces sont **des polygones**.

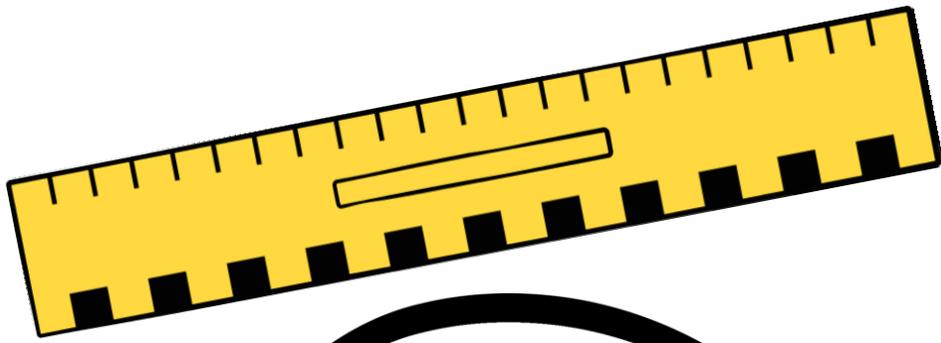


Un **non polyèdre** est un **solide** dont **au moins une face** n'est **pas un polygone**.

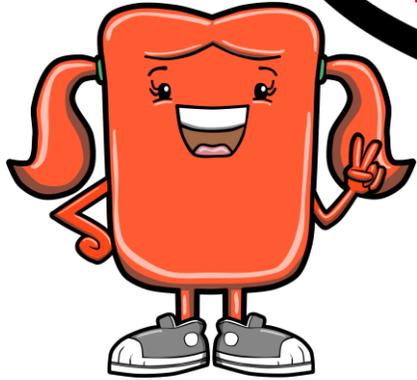


POLYÈDRE

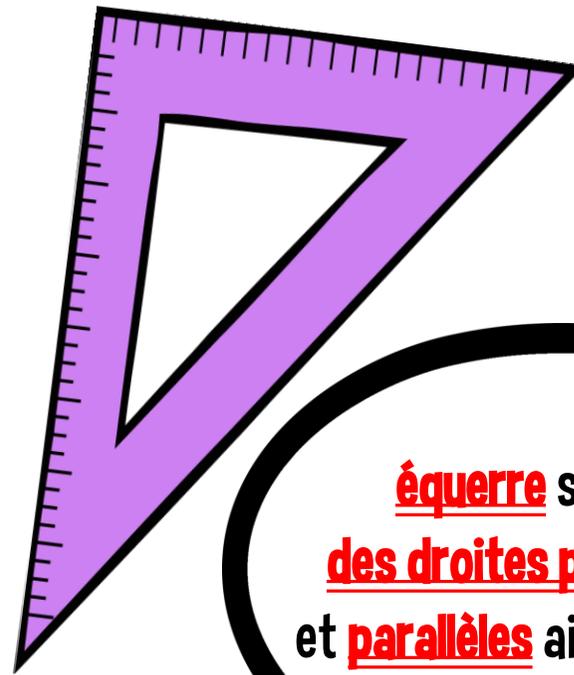
NON POLYÈDRE



La
règle sert à
tracer une droite,
un segment ou à vérifier
un alignement.



RÈGLE

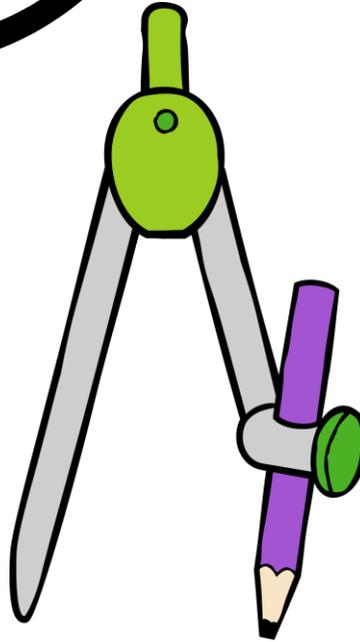
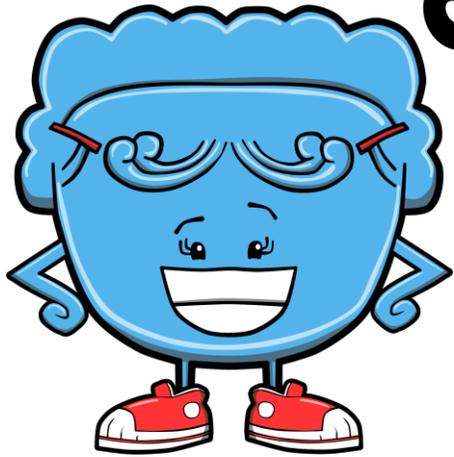


L'
équerre sert à tracer
des droites perpendiculaires
et parallèles ainsi qu'à chercher
les angles droits.



ÉQUERRE

Le
compas sert à
tracer un cercle et
à reporter des longueurs.



COMPAS