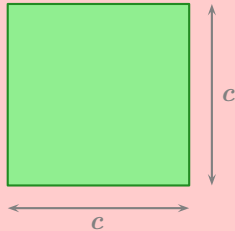




FORMULES (RAPPELS)

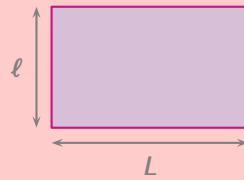
Carré



$$\mathcal{P} = \dots\dots\dots$$

$$\mathcal{A} = \dots\dots\dots$$

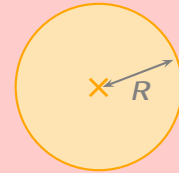
Rectangle



$$\mathcal{P} = \dots\dots\dots$$

$$\mathcal{A} = \dots\dots\dots$$

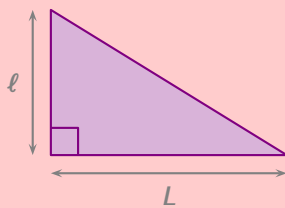
Disque



$$\mathcal{P} = \dots\dots\dots$$

$$\mathcal{A} = \dots\dots\dots$$

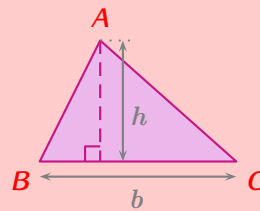
Triangle rectangle



$$\mathcal{P} = \dots\dots\dots$$

$$\mathcal{A} = \dots\dots\dots$$

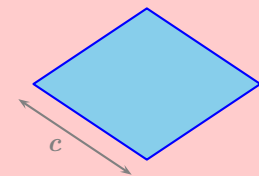
Triangle quelconque



$$\mathcal{P} = \dots\dots\dots$$

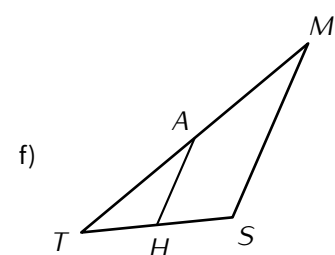
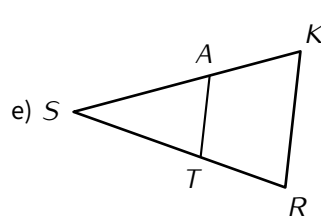
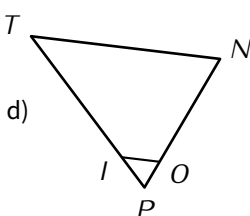
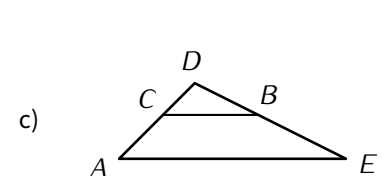
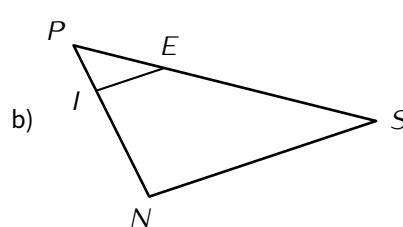
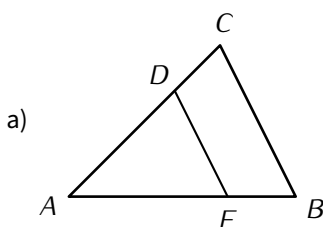
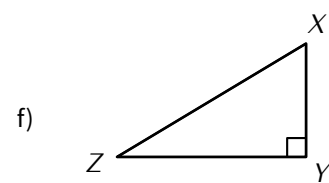
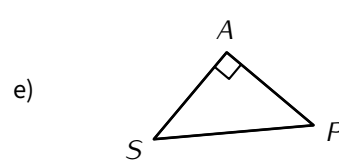
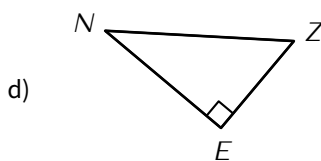
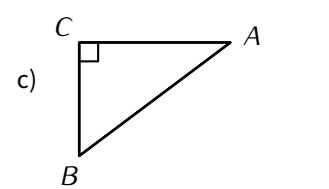
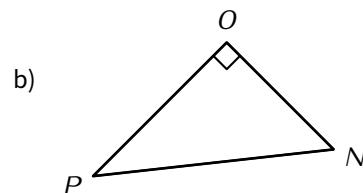
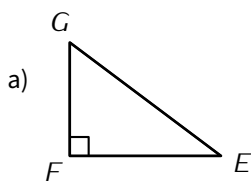
$$\mathcal{A} = \dots\dots\dots$$

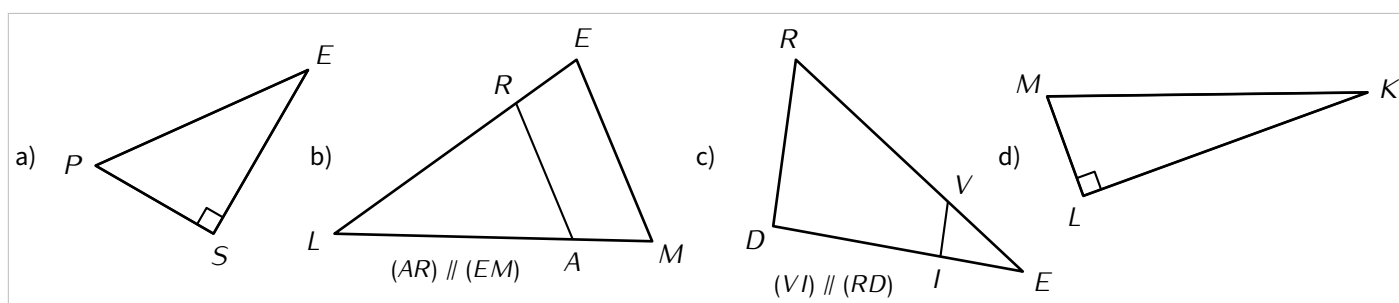
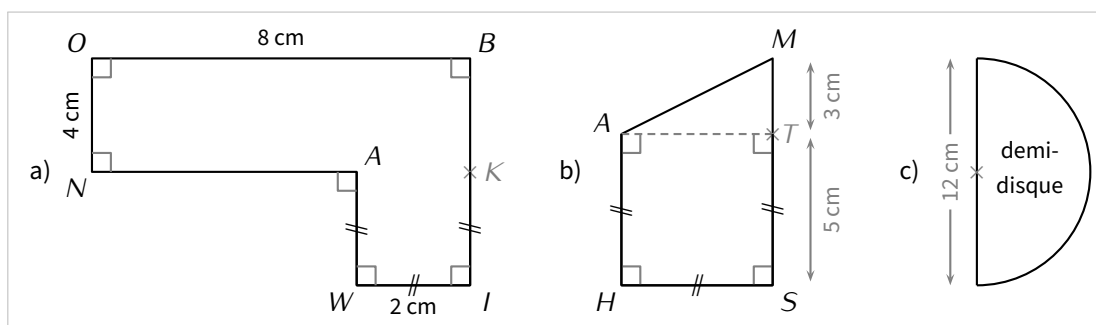
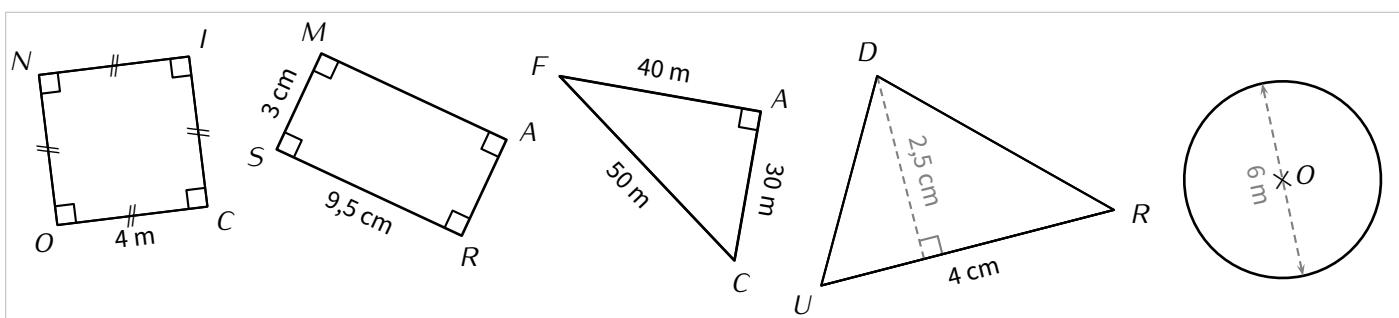
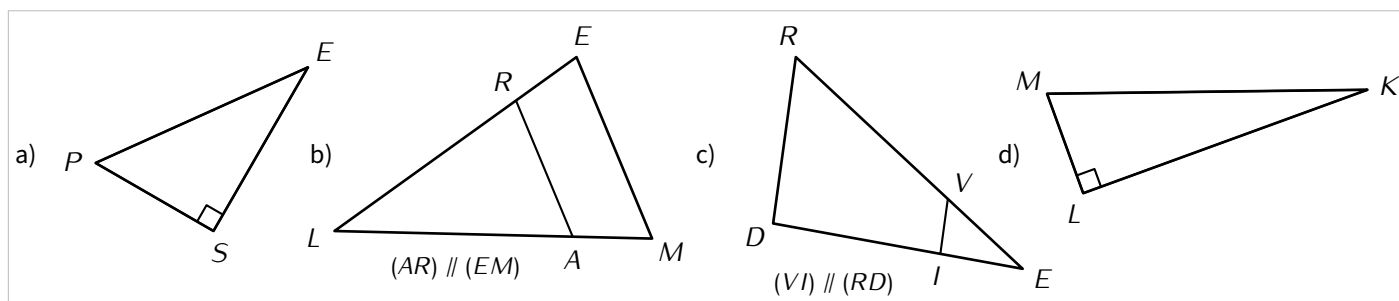
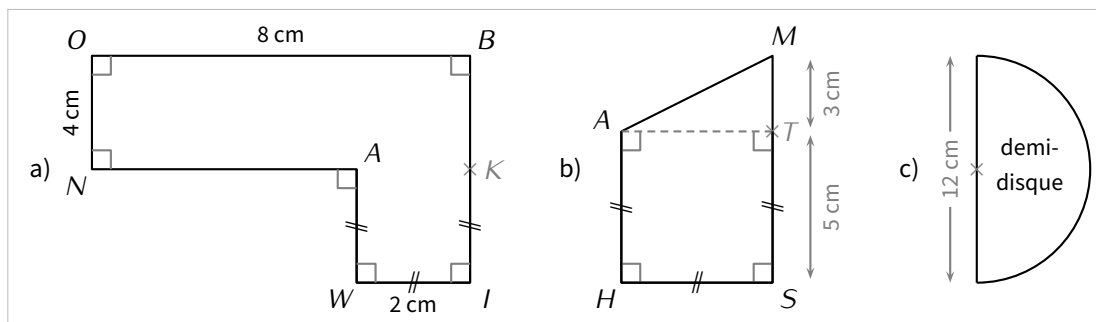
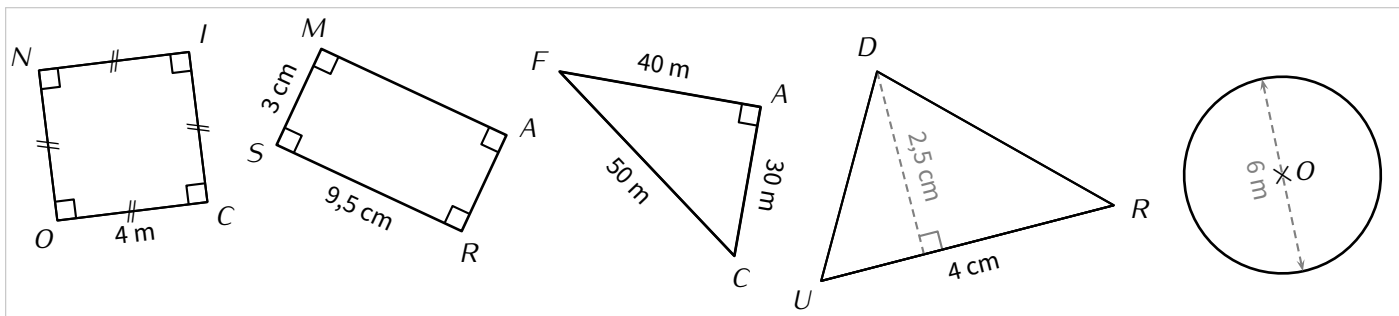
Losange

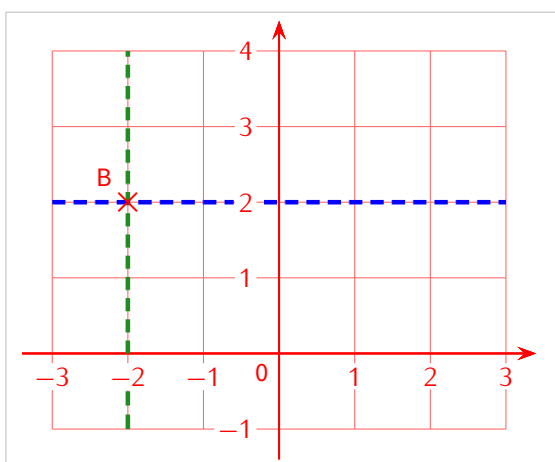
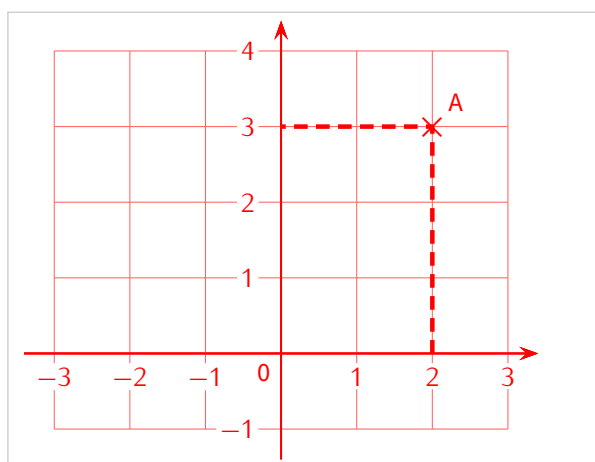
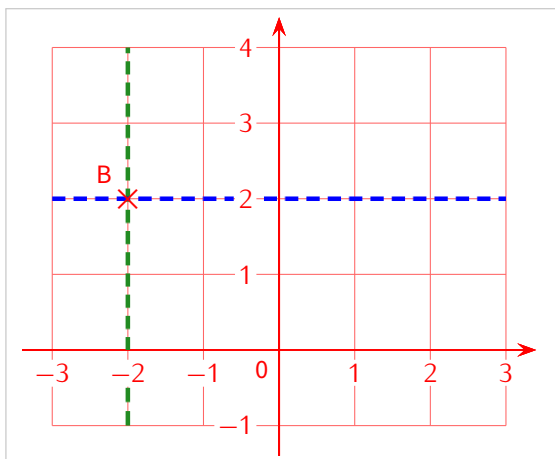
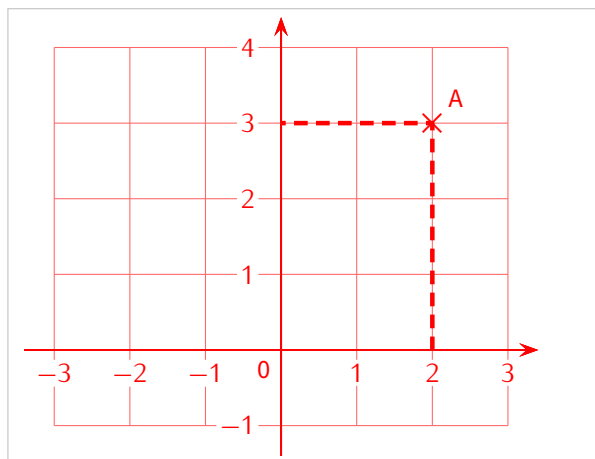
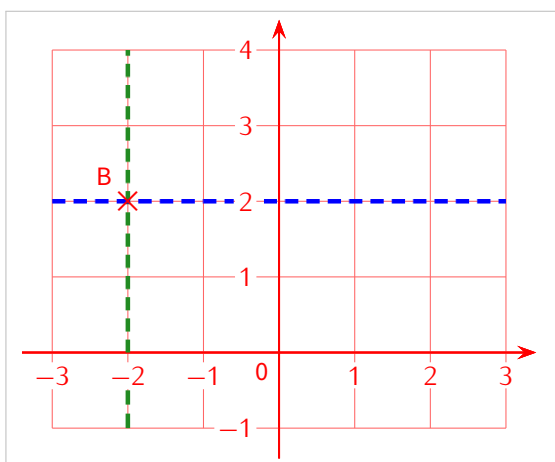
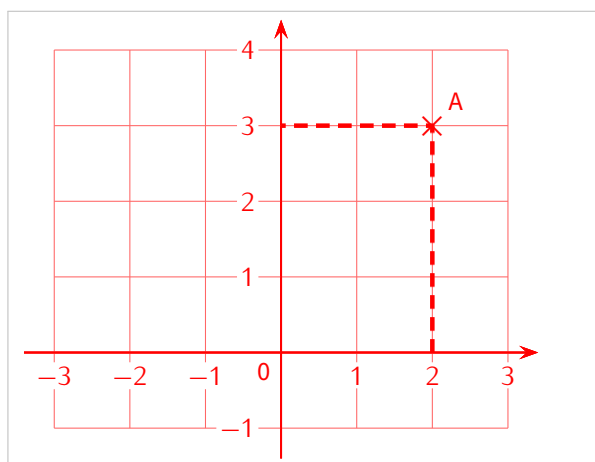
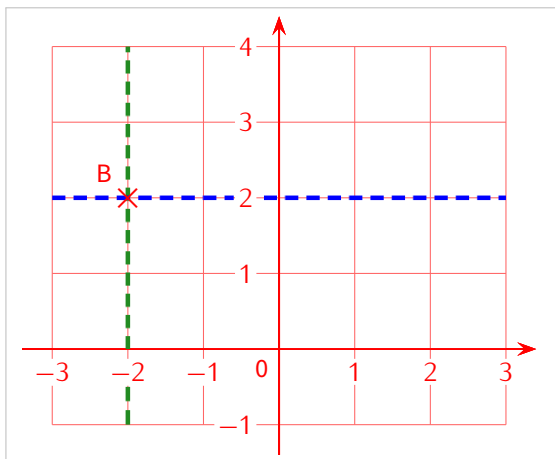
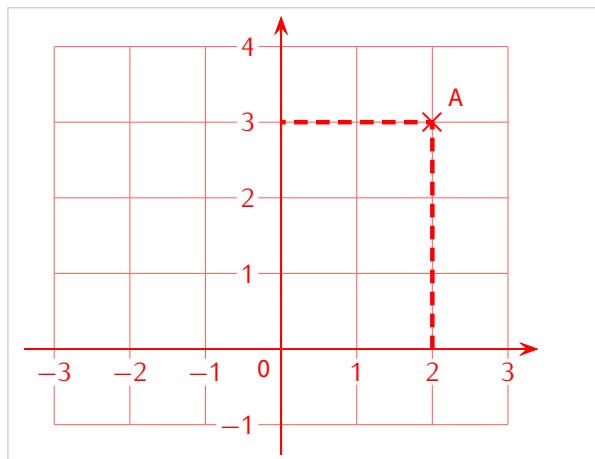


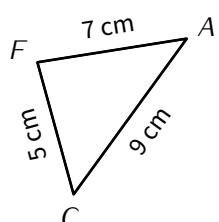
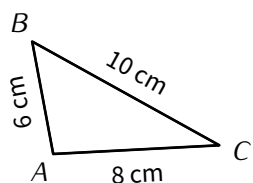
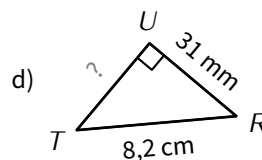
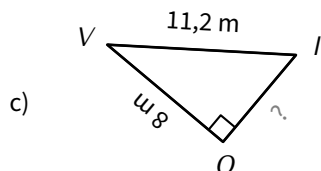
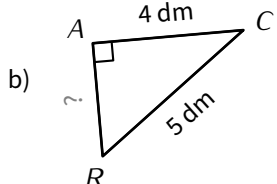
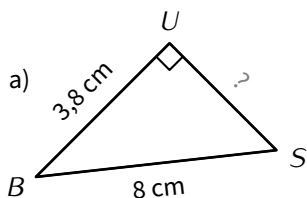
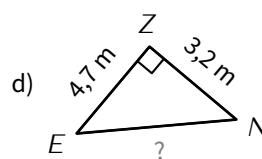
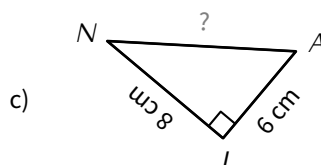
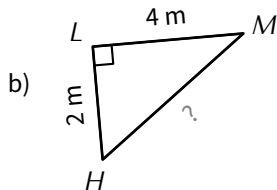
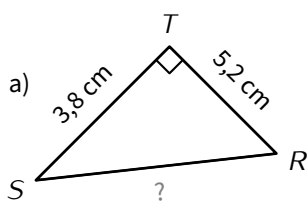
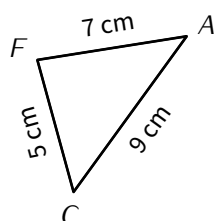
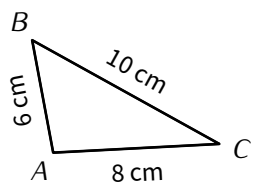
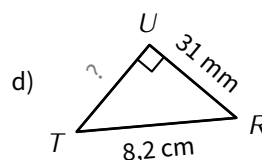
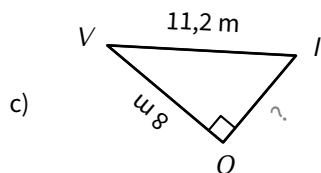
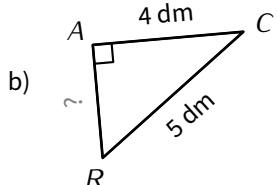
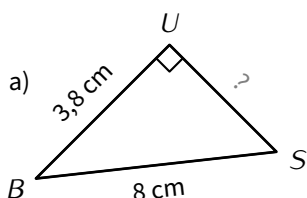
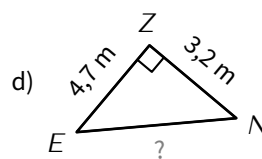
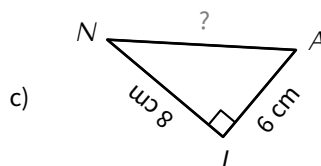
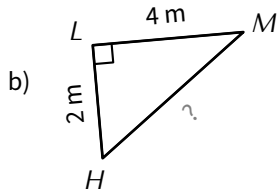
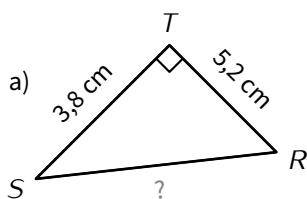
$$\mathcal{P} = \dots\dots\dots$$

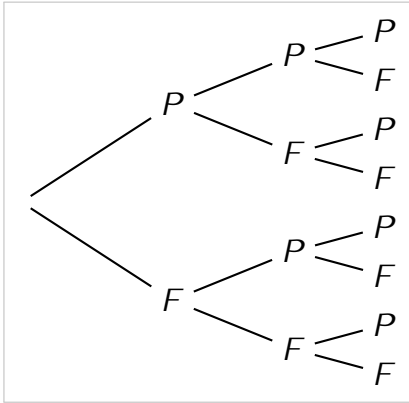
$$\mathcal{A} = \dots\dots\dots$$





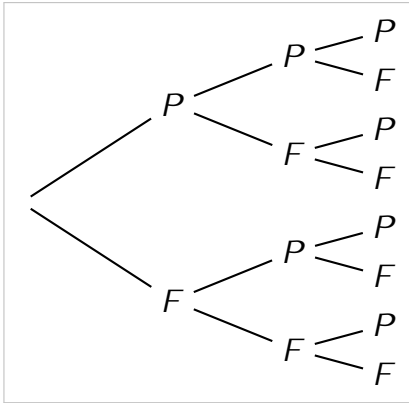






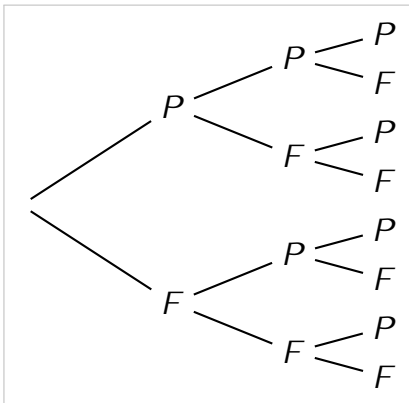
	1	2	3	4	5	6
1	{1; 1}	{2; 1}	{3; 1}	{4; 1}	{5; 1}	{6; 1}
2	{2; 1}	{2; 2}	{2; 3}	{2; 4}	{2; 5}	{2; 6}
3	{3; 1}	{3; 2}	{3; 3}	{3; 4}	{3; 5}	{3; 6}
4	{4; 1}	{4; 2}	{4; 3}	{4; 4}	{4; 5}	{4; 6}
5	{5; 1}	{5; 2}	{5; 3}	{5; 4}	{5; 5}	{5; 6}
6	{6; 1}	{6; 2}	{6; 3}	{6; 4}	{6; 5}	{6; 6}

Nombre de lancés	1	10	100	1 000	10 000	100 000	1 000 000
Nombre de pile	0	7	45	505	5 052	49 917	500 691
Fréquence de pile (en %)	0	70	45	50,5	50,52	49,917	50,0691



	1	2	3	4	5	6
1	{1; 1}	{2; 1}	{3; 1}	{4; 1}	{5; 1}	{6; 1}
2	{2; 1}	{2; 2}	{2; 3}	{2; 4}	{2; 5}	{2; 6}
3	{3; 1}	{3; 2}	{3; 3}	{3; 4}	{3; 5}	{3; 6}
4	{4; 1}	{4; 2}	{4; 3}	{4; 4}	{4; 5}	{4; 6}
5	{5; 1}	{5; 2}	{5; 3}	{5; 4}	{5; 5}	{5; 6}
6	{6; 1}	{6; 2}	{6; 3}	{6; 4}	{6; 5}	{6; 6}

Nombre de lancés	1	10	100	1 000	10 000	100 000	1 000 000
Nombre de pile	0	7	45	505	5 052	49 917	500 691
Fréquence de pile (en %)	0	70	45	50,5	50,52	49,917	50,0691



	1	2	3	4	5	6
1	{1; 1}	{2; 1}	{3; 1}	{4; 1}	{5; 1}	{6; 1}
2	{2; 1}	{2; 2}	{2; 3}	{2; 4}	{2; 5}	{2; 6}
3	{3; 1}	{3; 2}	{3; 3}	{3; 4}	{3; 5}	{3; 6}
4	{4; 1}	{4; 2}	{4; 3}	{4; 4}	{4; 5}	{4; 6}
5	{5; 1}	{5; 2}	{5; 3}	{5; 4}	{5; 5}	{5; 6}
6	{6; 1}	{6; 2}	{6; 3}	{6; 4}	{6; 5}	{6; 6}

Nombre de lancés	1	10	100	1 000	10 000	100 000	1 000 000
Nombre de pile	0	7	45	505	5 052	49 917	500 691
Fréquence de pile (en %)	0	70	45	50,5	50,52	49,917	50,0691

quand  est cliqué

demander Valeur de x ? et attendre

mettre x à réponse

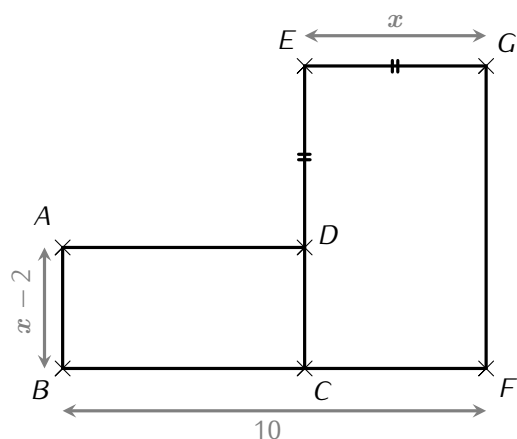
mettre A à $x - 3$

mettre A à $2 * A$

mettre B à $x - 6$

mettre Résultat à $A - B$

dire regrouper Le résultat est et Résultat



quand  est cliqué

demander Valeur de x ? et attendre

mettre x à réponse

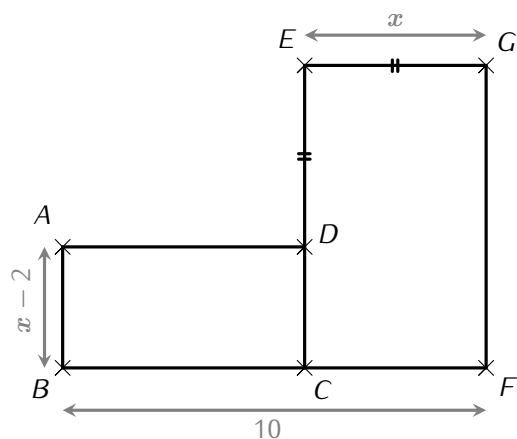
mettre A à $x - 3$

mettre A à $2 * A$

mettre B à $x - 6$

mettre Résultat à $A - B$

dire regrouper Le résultat est et Résultat



quand  est cliqué

demander Valeur de x ? et attendre

mettre x à réponse

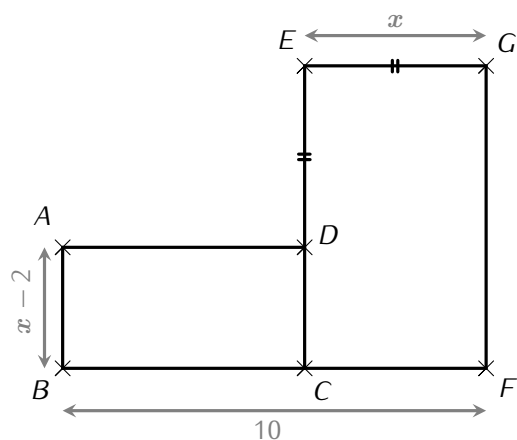
mettre A à $x - 3$

mettre A à $2 * A$

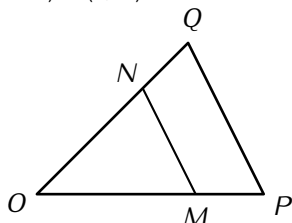
mettre B à $x - 6$

mettre Résultat à $A - B$

dire regrouper Le résultat est et Résultat

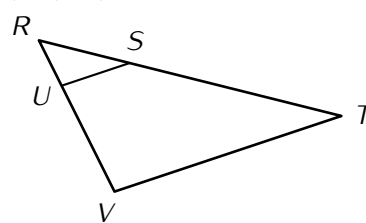


Voici une figure dans laquelle $OM = 6$ cm, $OP = 15$ cm, $PQ = 14$ cm et $(MN) \parallel (QP)$:



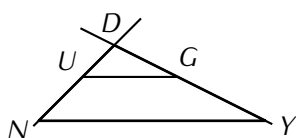
Calcule MN .

Voici une figure dans laquelle $RU = 8$ m, $RV = 11$ m, $SU = RT = 7$ m et $(SU) \parallel (TV)$:



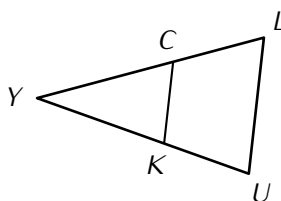
Calcule RS (arrondi au mm), puis TV .

Voici une figure dans laquelle $(UG) \parallel (NY)$, $DU = 5$ cm, $DN = 15$ cm et $NY = 9$ cm :



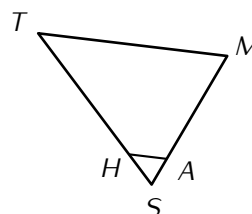
Calcule UG .

Voici une figure dans laquelle $(CK) \parallel (LU)$, $YK = 6$ m, $YC = 5$ m, $LU = 9$ m et $LY = 12$ m :



Calcule CK , puis KU .

Voici une figure dans laquelle $(AH) \parallel (MT)$, $SA = 8$ cm, $SM = 14$ cm, $ST = 16$ cm et $MT = 6$ cm :



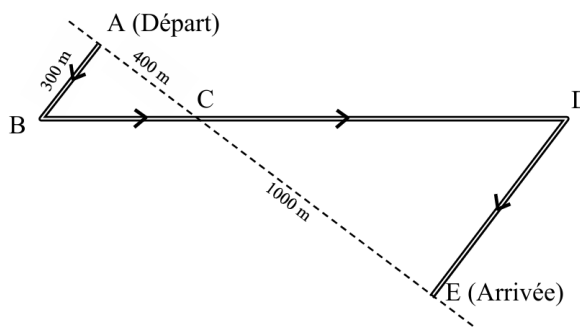
Calcule SH et AH (arrondis si besoin au dixième de cm).

Exercice 3

Des élèves participent à une course à pied.
Avant l'épreuve, un plan leur a été remis.
Il est représenté par la figure ci-contre.

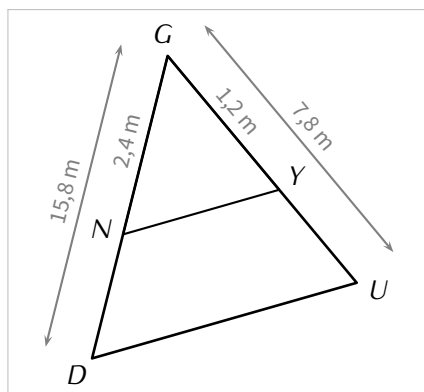
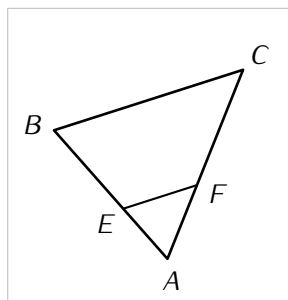
On convient que :

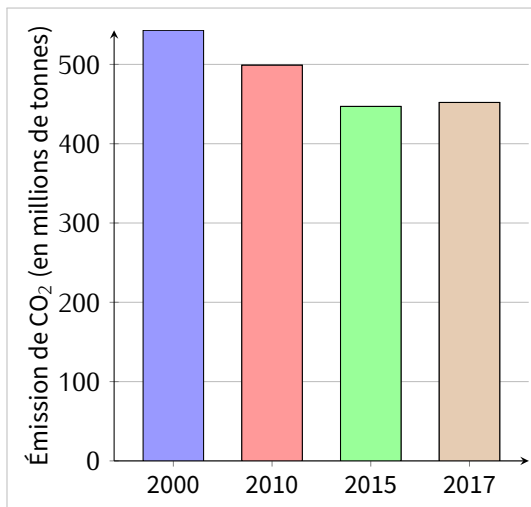
- Les droites (AE) et (BD) se coupent en C .
- Les droites (AB) et (DE) sont parallèles.
- ABC est un triangle rectangle en A .



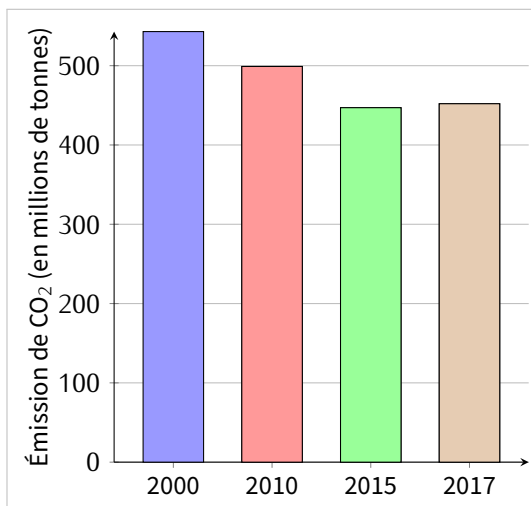
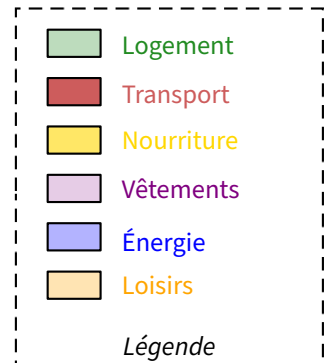
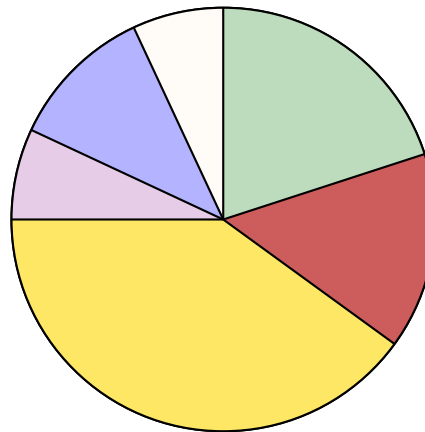
Calculer la longueur réelle du parcours ABCDE.

Si le travail n'est pas terminé, laisser tout de même une trace de la recherche. Elle sera prise en compte dans la notation.

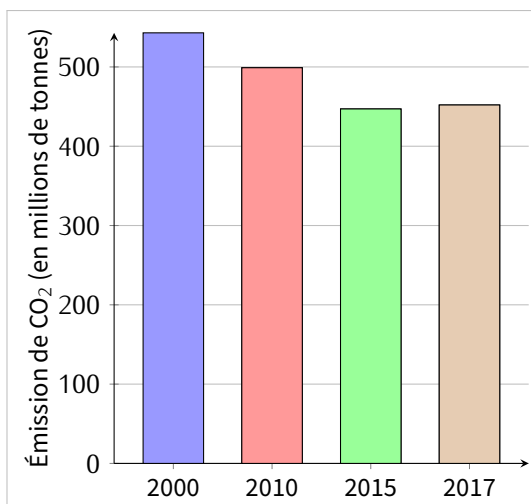
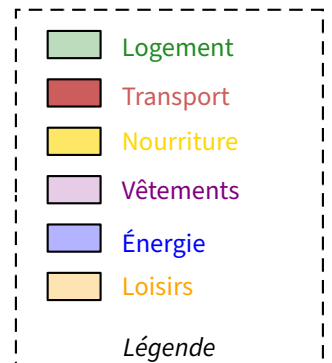
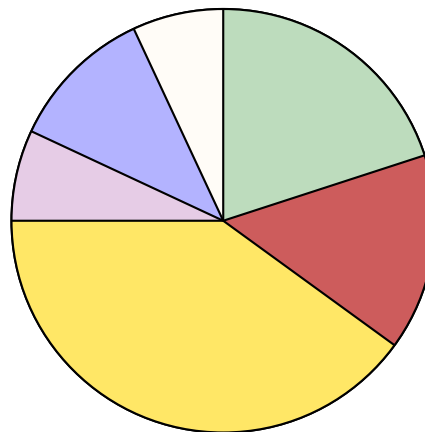




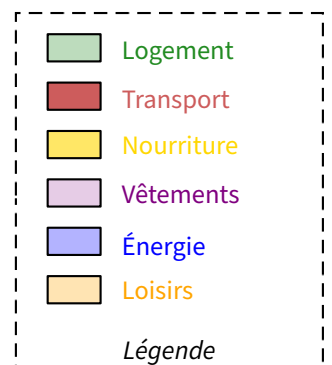
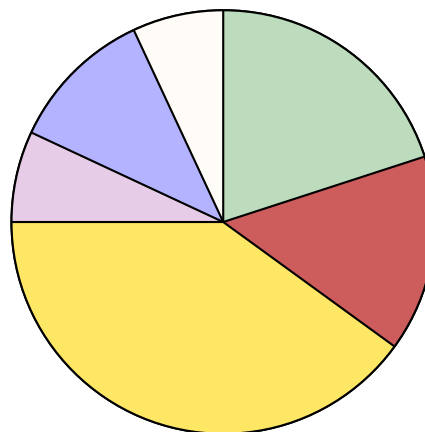
Dépenses d'une famille d'un élève



Dépenses d'une famille d'un élève



Dépenses d'une famille d'un élève



1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	20
51	52	53	54	55	56	57	58	59	60
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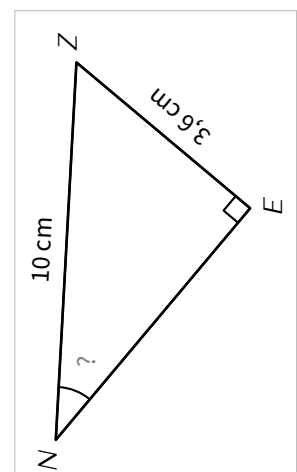
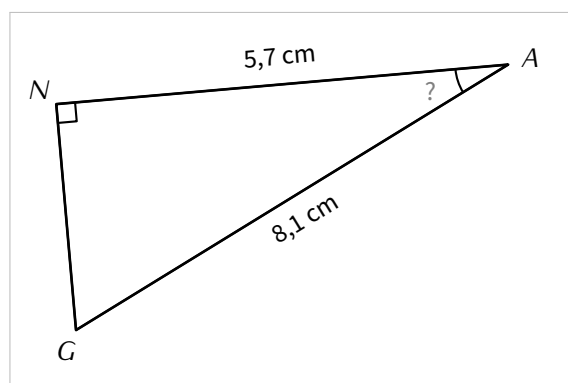
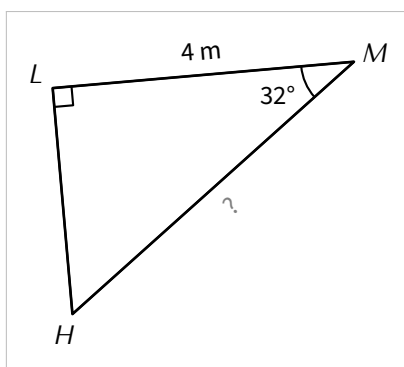
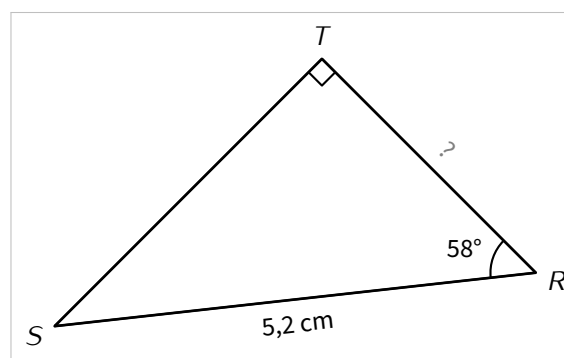
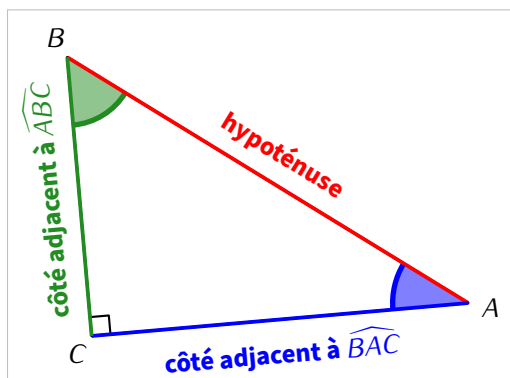
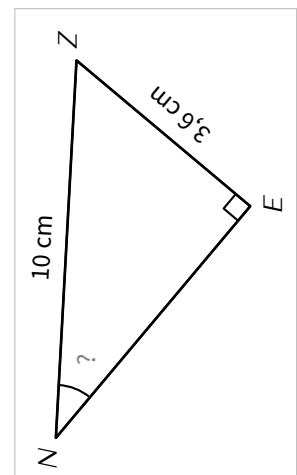
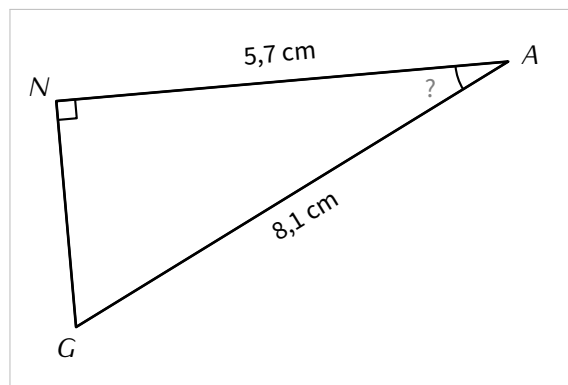
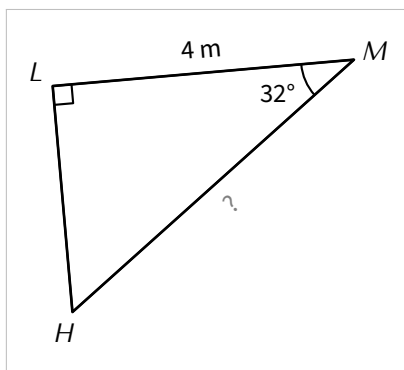
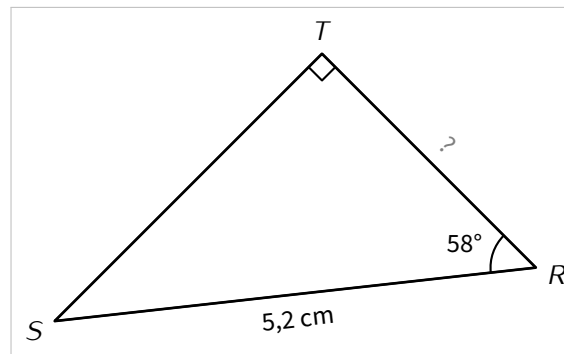
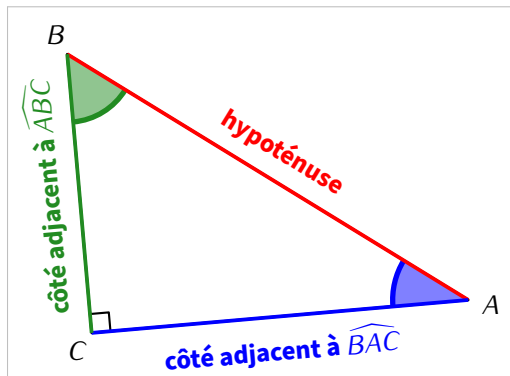
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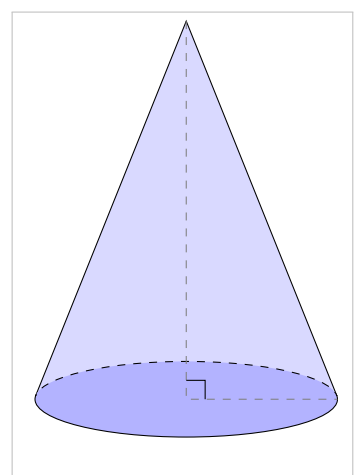
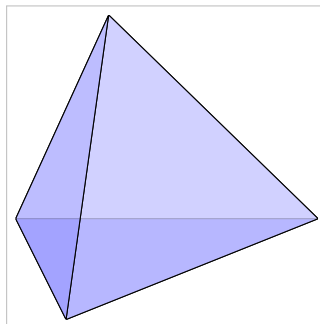
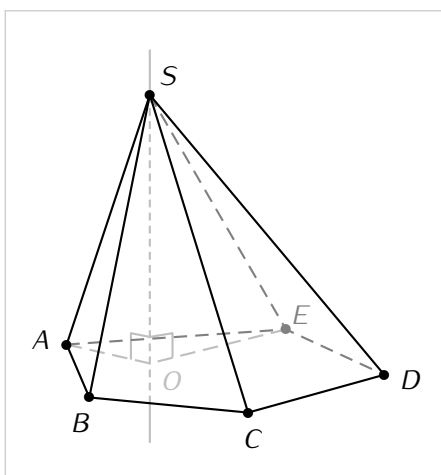
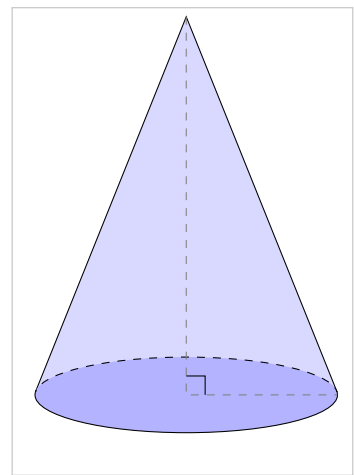
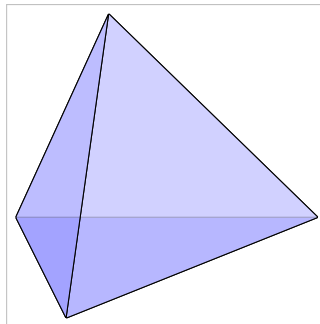
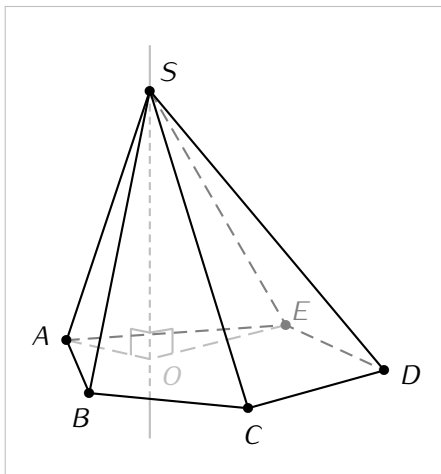
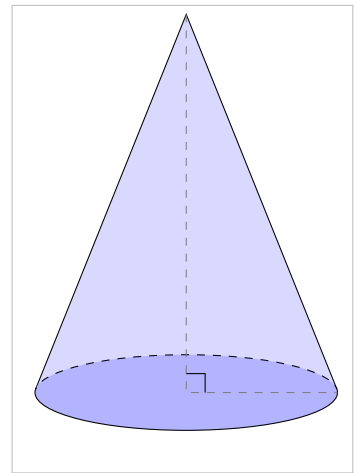
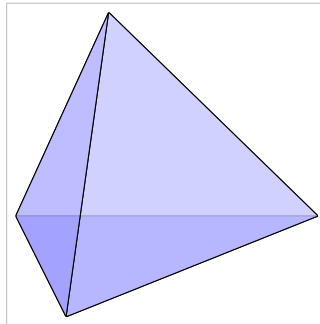
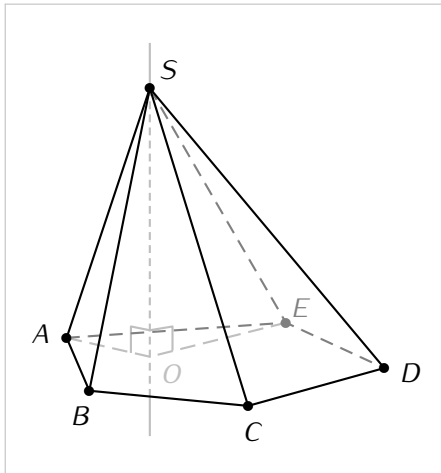
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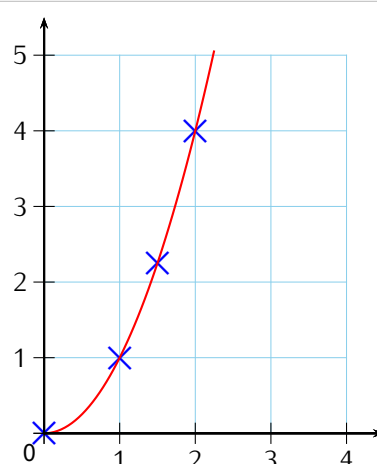
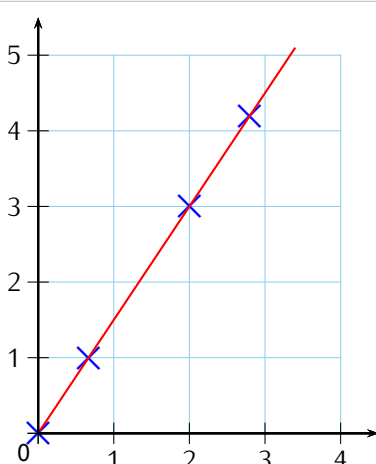
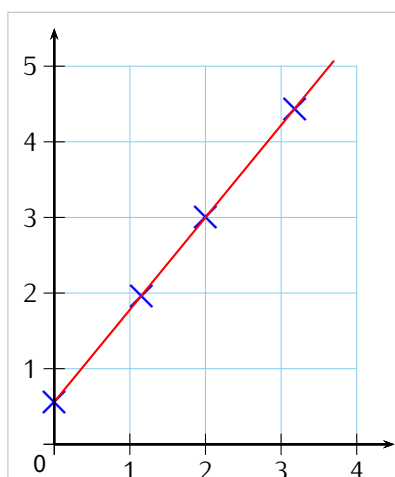
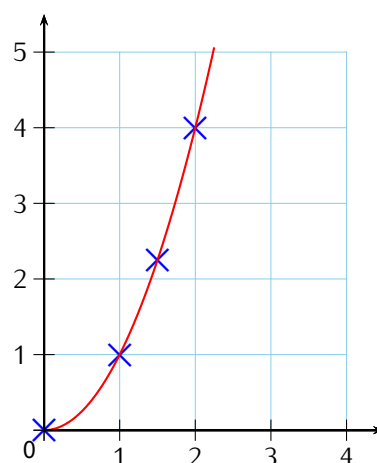
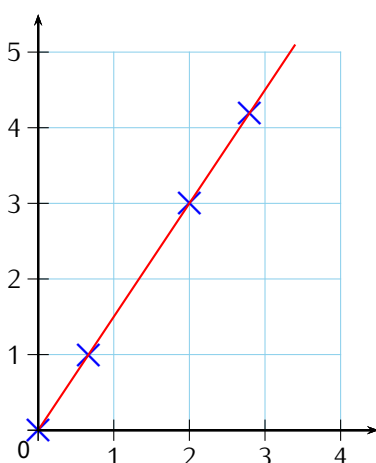
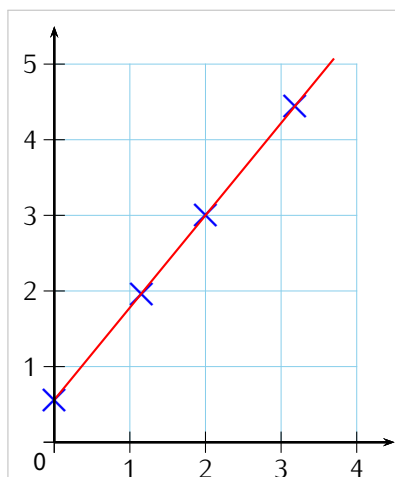
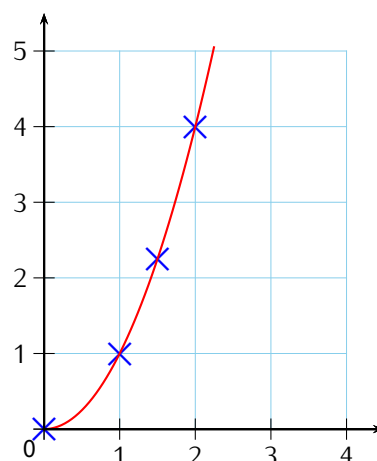
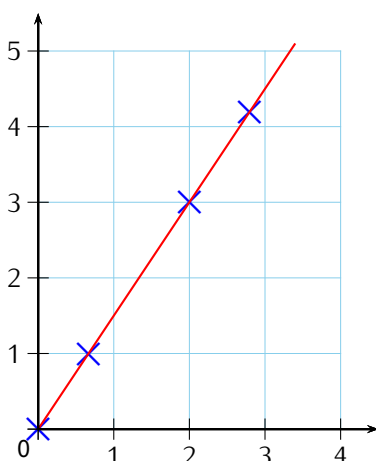
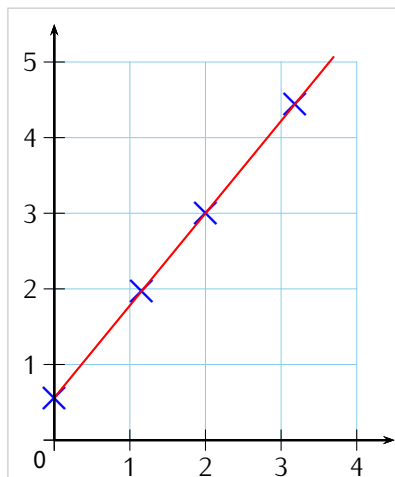
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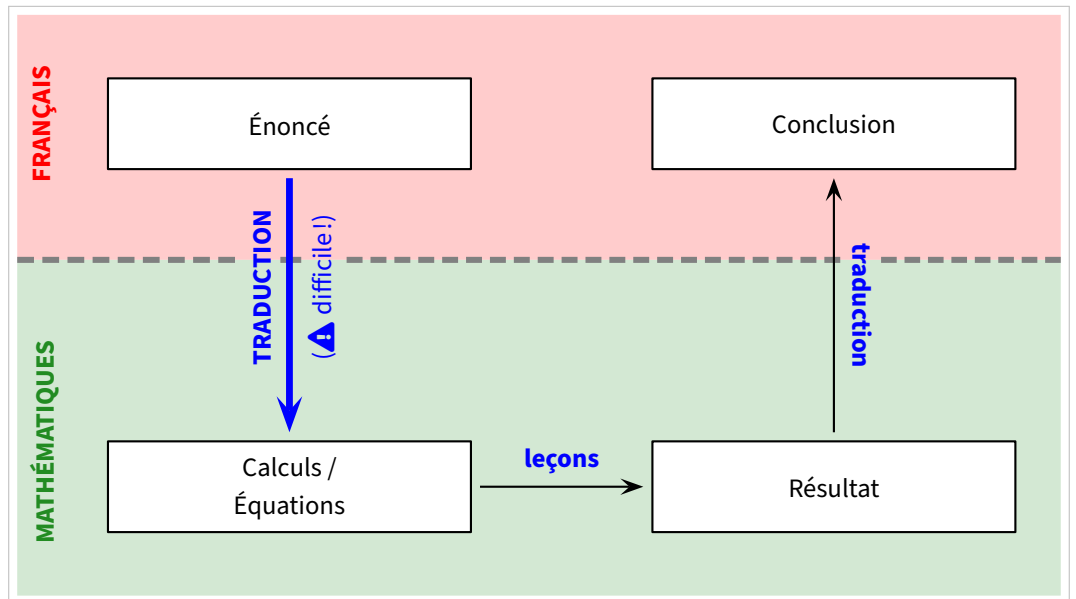
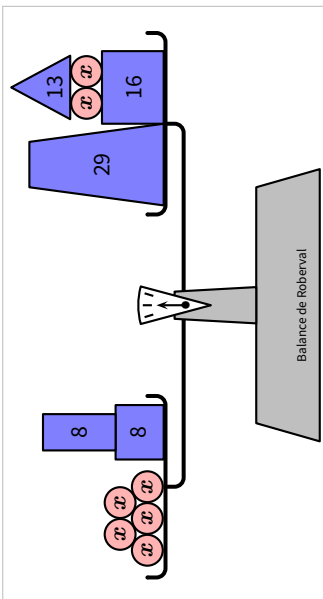
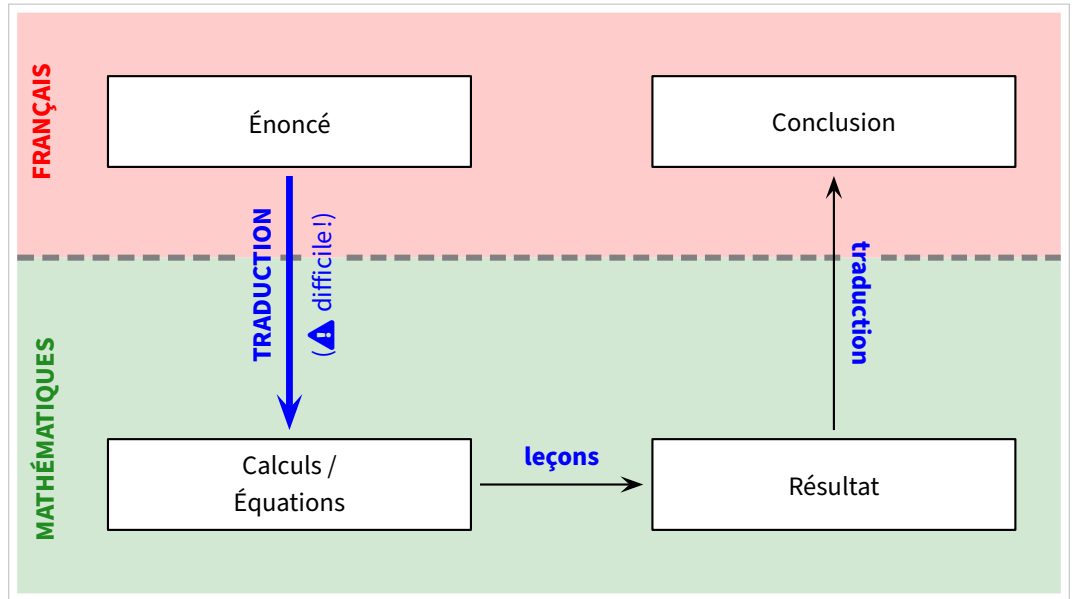
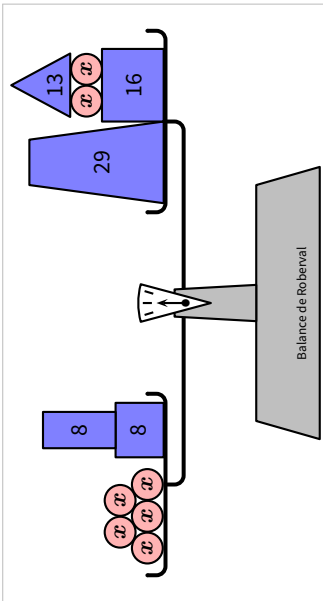
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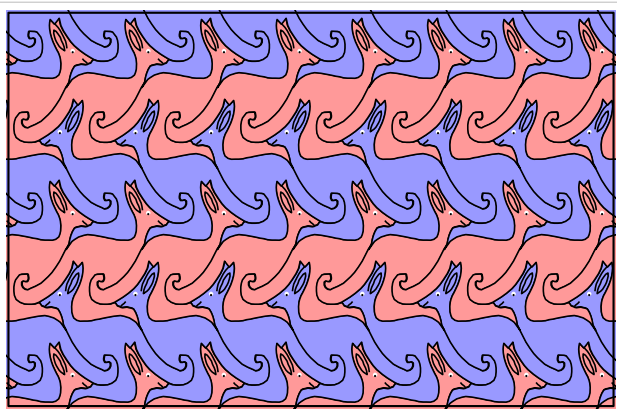
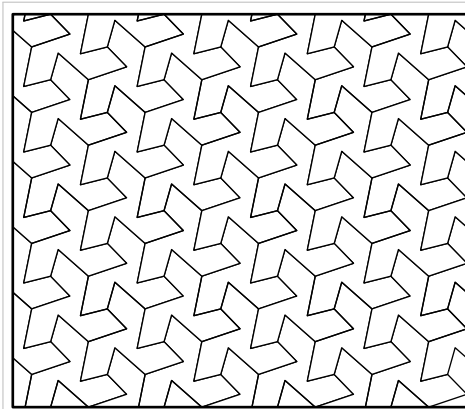
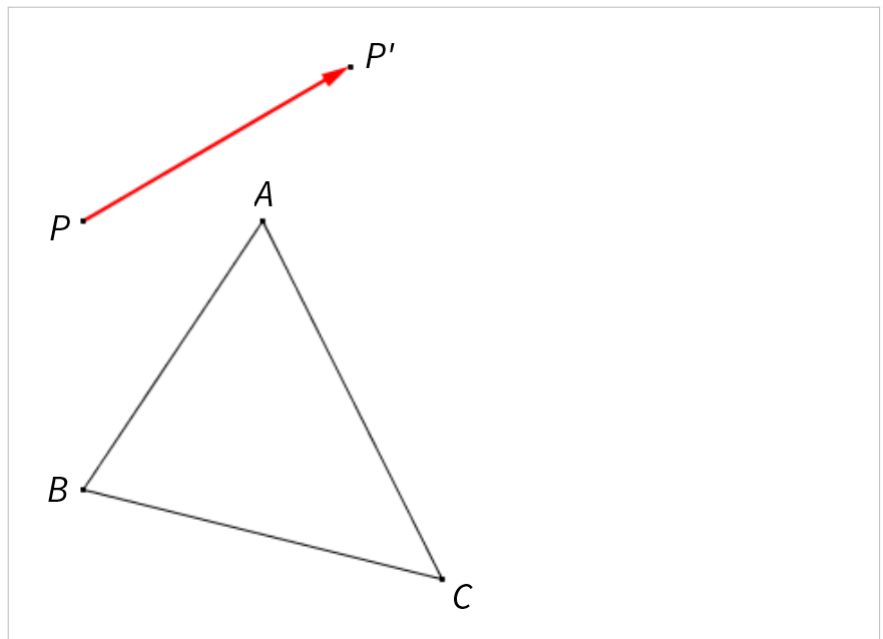
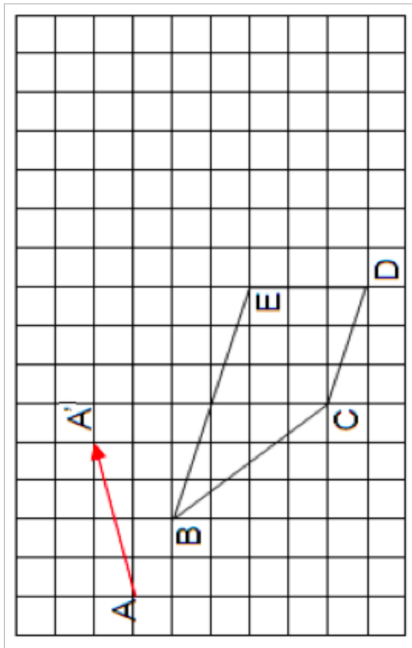
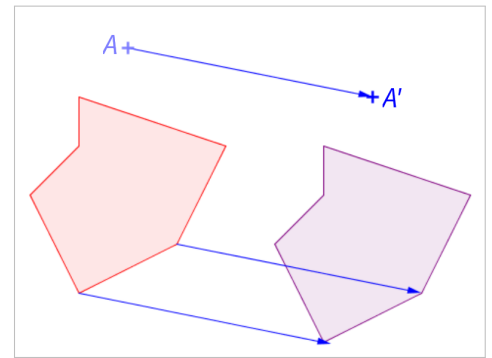
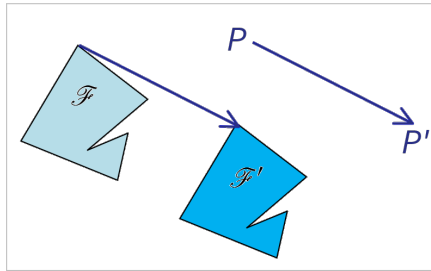
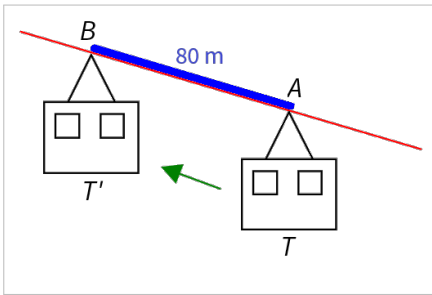
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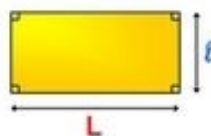






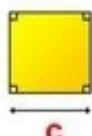
AIRES

RECTANGLE



$$\mathcal{A} = L \times l$$

CARRÉ



$$\mathcal{A} = c \times c = c^2$$

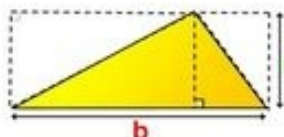
CERCLE - DISQUE



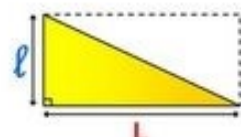
$$P = 2\pi r$$

$$\mathcal{A} = \pi r^2$$

TRIANGLES



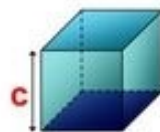
$$\mathcal{A} = \frac{b \times h}{2}$$



$$\mathcal{A} = \frac{L \times l}{2}$$

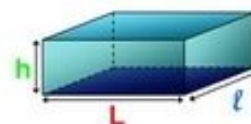
VOLUMES

CUBE



$$V = c \times c \times c = c^3$$

PARALLELEPIPEDE RECTANGLE



$$V = L \times l \times h$$

PRISME DROIT



$$V = \mathcal{A}_{\text{Base}} \times h$$

CYLINDRE DE REVOLUTION



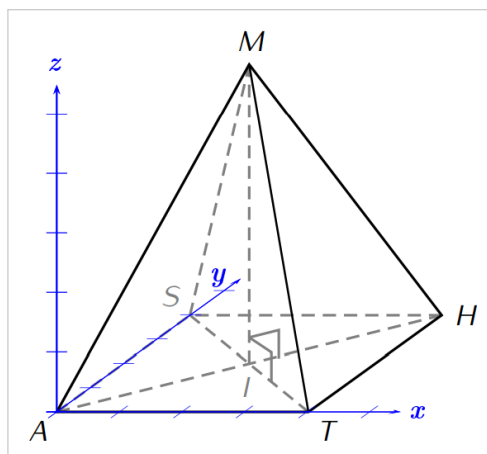
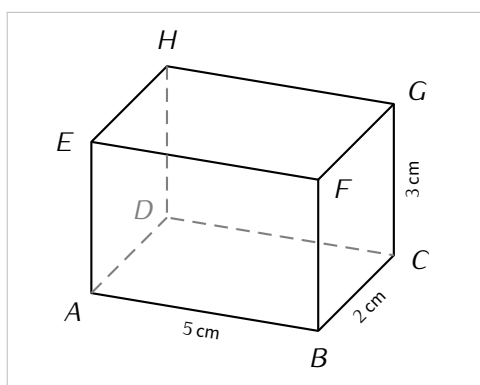
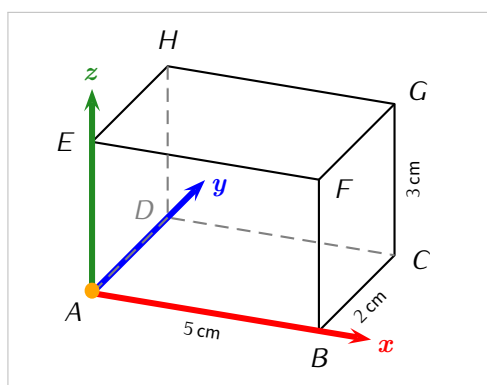
PYRAMIDE



CONE DE REVOLUTION



$$V = \frac{\mathcal{A}_{\text{Base}} \times h}{3}$$



Mouvement

- » avancer de 15
- » tourner de ↻ de 45 degrés
- » tourner de ↻ de 30 degrés
- » s'orienter à 90
- » aller à x : 0 y : 0

Apparence

- » dire Hello! pendant 2 secondes
- » dire Hello!
- » penser à Hmm.. pendant 2 secondes
- » penser à Hmm..
- » ajouter 10 à la taille
- » mettre à 100 % de la taille initiale

Stylo

- » effacer tout
- » stylo en position d'écriture
- » relever le stylo
- » mettre la couleur ● pour le stylo
- » ajouter 1 à la taille du stylo
- » choisir la taille 1 pour le stylo

Contrôle

- » attendre 1 secondes
- » répéter 4 fois
- » si alors
- » si alors
sinon
- » répéter jusqu'à

Opérateur

- » +
- » -
- » *
- » /
- » nombre aléatoire entre 1 et 20
- » < / > / =
- » et / ou
- » regroupe coucou les quatrièmes

Capteurs

- » demander Quelle valeur et attendre
- » réponse
- » touche espace ▼ pressé?

Données

- » Créer une variable
- » ma variable
- » mettre ma_variable ▼ à 0
- » ajouter à ma_variable ▼ 1
- » montrer la variable ma_variable ▼
- » cacher la variable ma_variable ▼

Événements

- » quand est cliqué
- » Quand espace ▼ est pressé