

MA.2

C

Furma e spazi**Matematisar e preschentear**

- 2. Las scolaras ed ils scolars san faudar, skizzar, disegnar e construir figuras sco era barattar e controllar preschentaziuns da la geometria planiva.**

renviaments

MA.2.C.2

Las scolaras ed ils scolars ...

1	a	<ul style="list-style-type: none"> » san far permez figuras simmetricas cun faudar (p.ex. triangul, quadrat, rectangul, rudè, plantas, animals). » san tagliar cun la forsch sdrivlas, chantuns e radundezzas e rimnan experientschas cun tagls da siluetta. 	
	b	<ul style="list-style-type: none"> » san smesar la surfatscha da quadrats e rectanguls (p.ex. faudar in rectangul en quatter sdrivlas tuttina grondas e dar colur a duas da quatter sdrivlas). 	
	c	<ul style="list-style-type: none"> » san faudar quadrats, rectanguls, rudels en 2, 4, 8 u 16 parts tuttina grondas. 	
	d	<ul style="list-style-type: none"> » san faudar tenor instrucziun en maletgs (p.ex. ina bartga). 	
2	e	<ul style="list-style-type: none"> » san disegnar rectanguls cun varts inditgadas. » san disegnar, midar e descriver surfatschas d'ornament cun il circul e la lingera. 	
	f	<ul style="list-style-type: none"> » san disegnar cun retagls, circul e geotriangul (p.ex. lingias parallelas, anguls dretgs, trianguls rectangulars, quadrats e rectanguls). 	
3	g	<ul style="list-style-type: none"> » san chapir, descriver e controllar faudaziuns, skizzas e dissegns. » san transportar anguls e mesirar anguls cun il geotriangul. » san disegnar, midar ed arranschar furmas al computer. » san dar e midar cumonds per disegnar furmas en in sistem da programmar sco era descriver ils effects (p.ex. enavant, volver a sanestra, enavant). 	MI.2.2.f
	h	<ul style="list-style-type: none"> » san disegnar verticalas, bisecantas e verticalas centralas cun il geotriangul. » san construir bisecantas, verticalas centralas e trianguls regulars cun il circul e la lingera. » san disegnar figuras al computer. 	
	i	<ul style="list-style-type: none"> » san skizzar figuras e relaziuns geometricas e far dissegns cun il geotriangul ed il circul ubain cun ina software da geometria dinamica (p.ex. disegnar u construir in parallelogram cun a, b e h_a). 	
	j	<ul style="list-style-type: none"> » san descriver preschentaziuns e construcziuns geometricas en lingua tecnica. 	