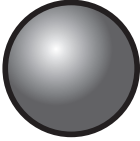
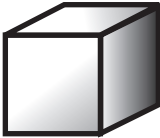

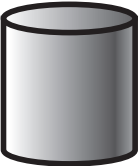




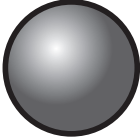
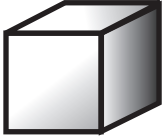
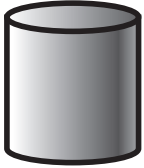

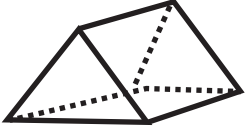
Relacionando objetos y cuerpos 3D

1. Dibuja y pinta 3 objetos similares a cada uno de estos cuerpos 3D.

2. Observa las siguientes figuras 3D.

Marca con una cruz la figura 3D que tiene: una cara basal, un vértice y su cara lateral es una superficie curva.

				
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