

Profesora Valentina

# MATECRAFT

FIGURAS 2D Y 3D

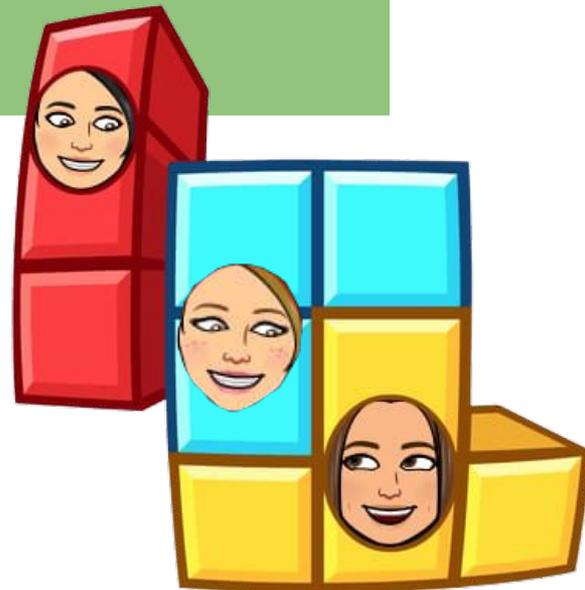


# PARA HOY:

LIVE



- ❑ CONOCER LOS VÉRTICES Y LADOS
- ❑ CLASIFICAR FIGURAS 2D



Semana 2 proyecto "MATECRAFT"

# FIGURAS 2D

Son figuras **planas y cerradas**, es decir no tienen volumen. Tienen **lados y vértices**.



Esto, no es una figura 2D porque no es cerrada



Cuadrado



Círculo



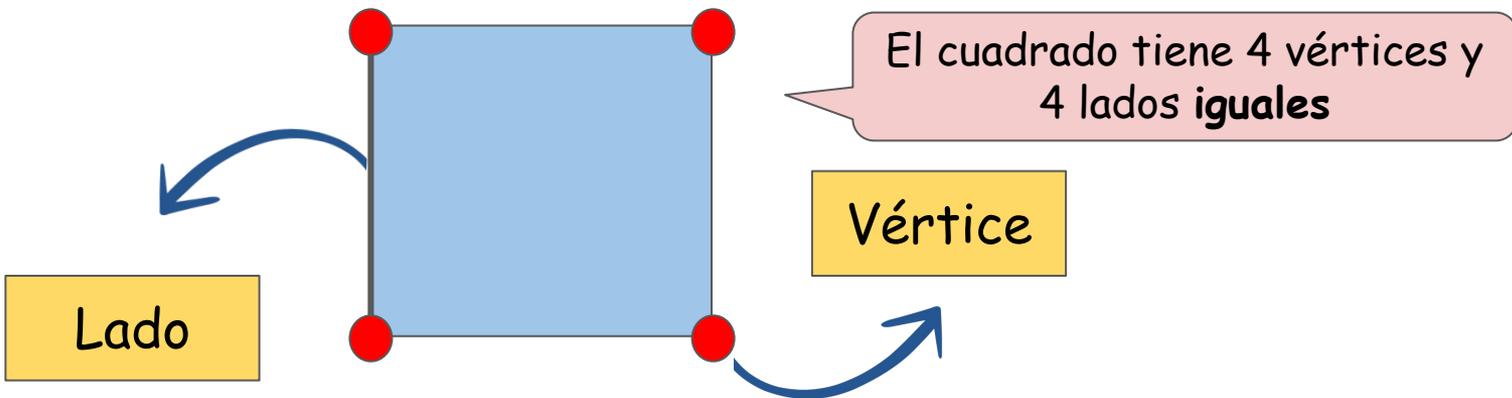
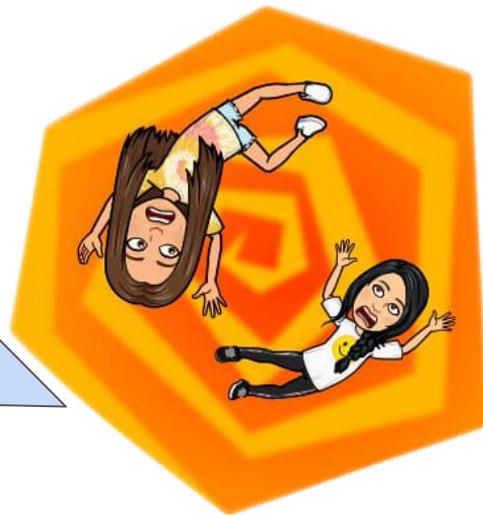
Triángulo



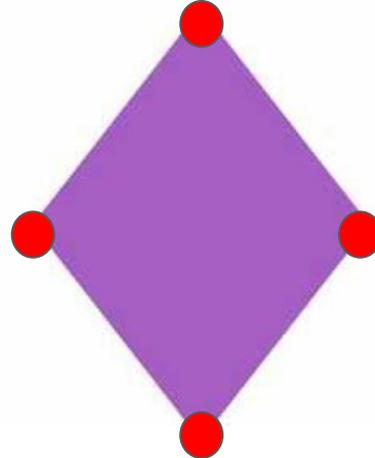
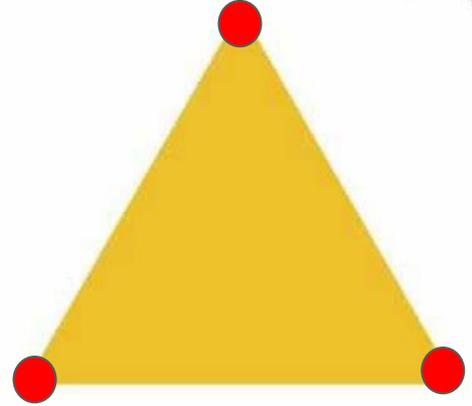
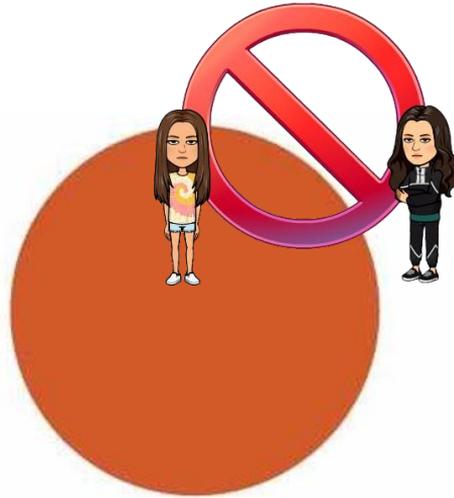
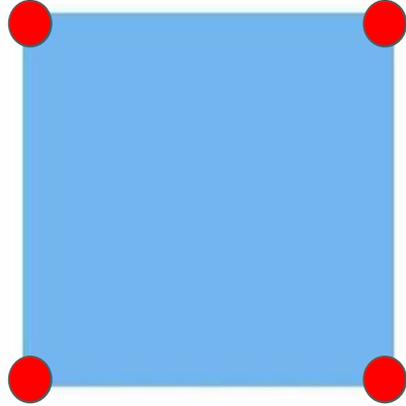
Rectángulo

El punto donde se unen dos líneas se llama VÉRTICE.  
Es decir, las esquinas de las figuras se llaman vértices.

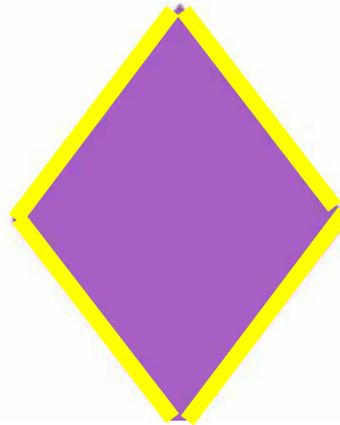
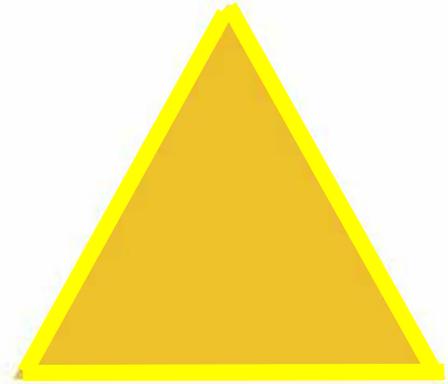
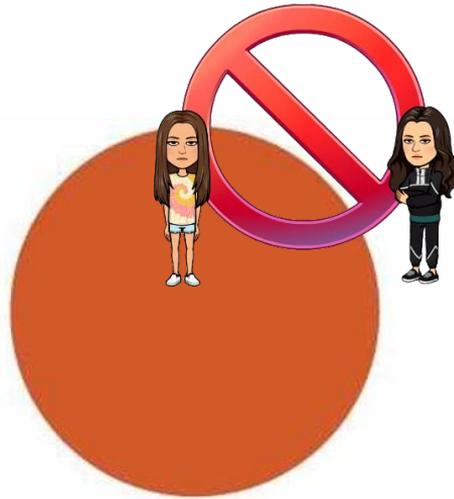
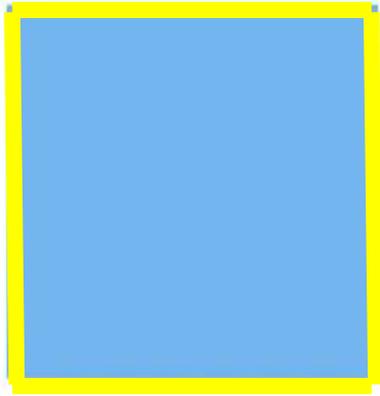
Las líneas que forman las figuras las llamaremos LADOS.



# Vertices



# Lados



A large, colorful circular bubble containing two cartoon girls. One girl has long brown hair and is wearing a yellow and white patterned shirt and blue shorts. The other girl has long black hair in a braid and is wearing a white shirt with a yellow pattern and black pants. They both have surprised or concerned expressions.

Pero... y ¿qué pasa con el círculo?

El círculo **NO** tiene vértices y tampoco lados. Esto pasa porque todos los lados tienen un inicio y un final, pero en el círculo no podemos encontrar el inicio ni el final



**Rectas**

**Curvas**

Más de 2  
vértices

Menos de 2  
vértices

**Tiene lados**

**No tiene  
lados**

**¡¡Hasta aquí por hoy!!**  
**Ahora puedes relajarte y jugar a algo que te**  
**guste**



Profesora Valentina

# MATECRAFT

## FIGURAS 2D Y 3D

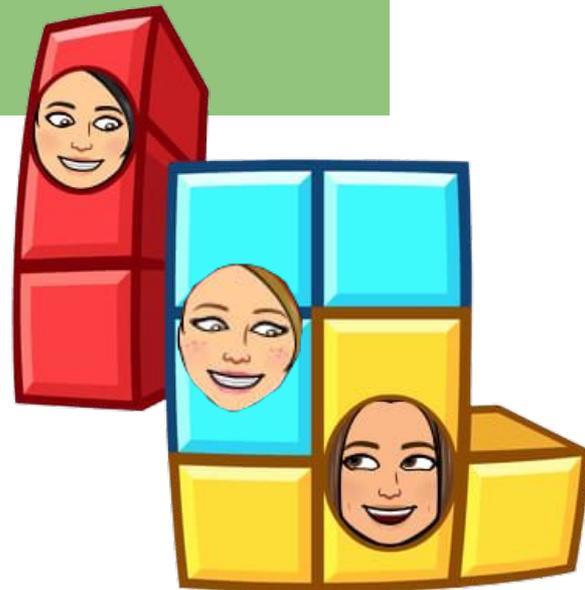


# PARA HOY:

LIVE



- ❑ IDENTIFICAR VÉRTICES
- ❑ CLASIFICAR FIGURAS 3D

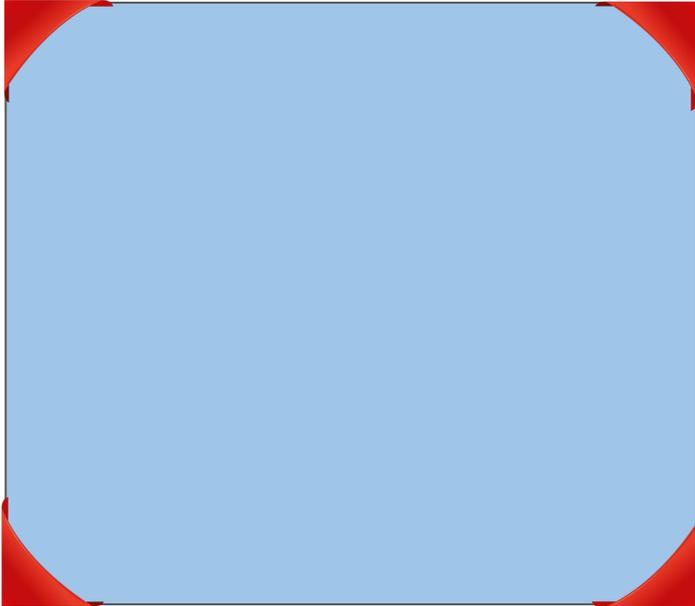


Semana 2 proyecto "MATECRAFT"

# VERTICE

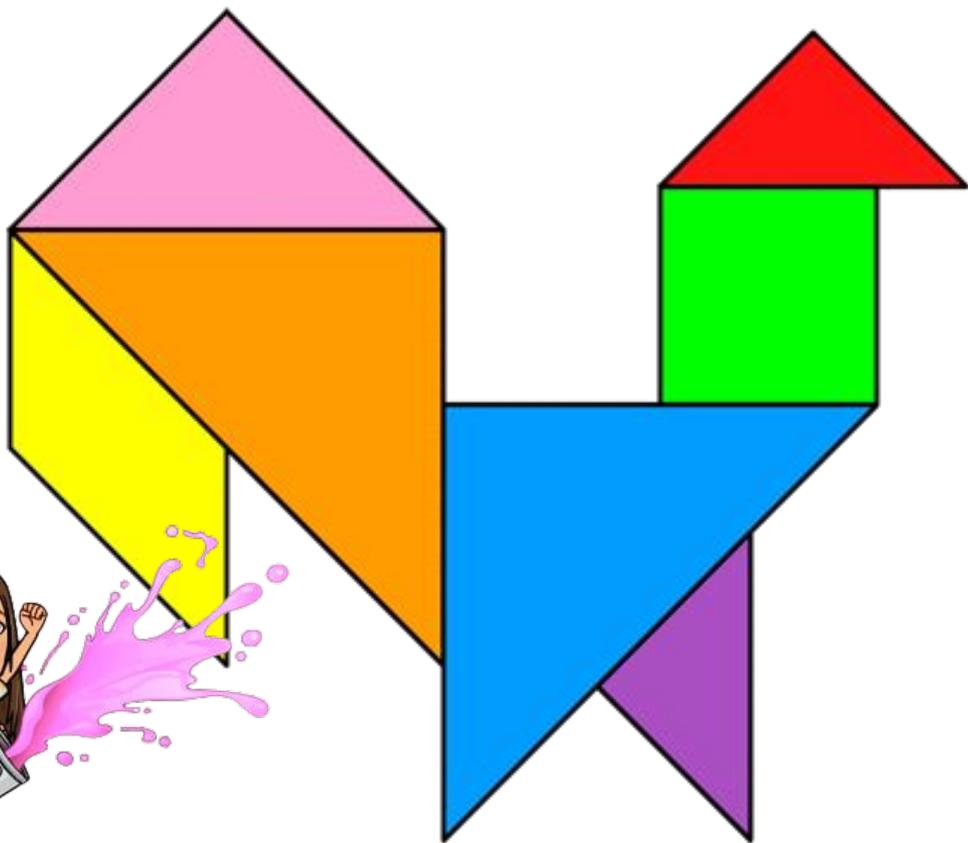


Recuerdo que los vértices son las esquinas, donde se unen dos lados



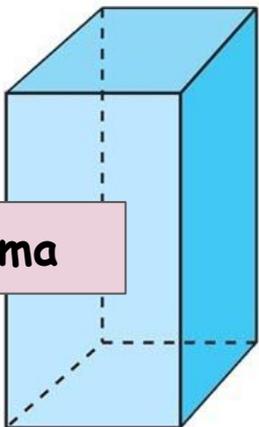
**Desafío: Descubre las figuras escondidas en esta sombra de tangramas**



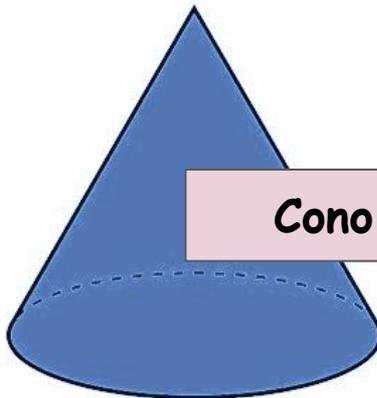


# FIGURAS 3D

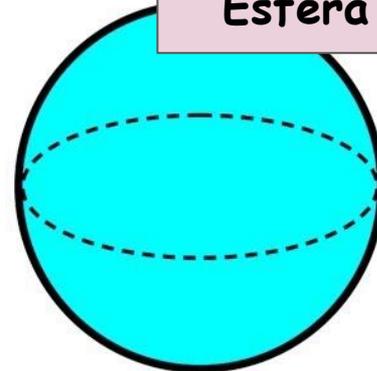
Prisma



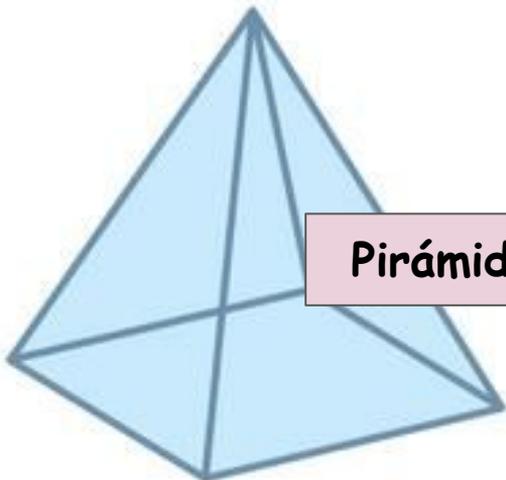
Cono



Esfera



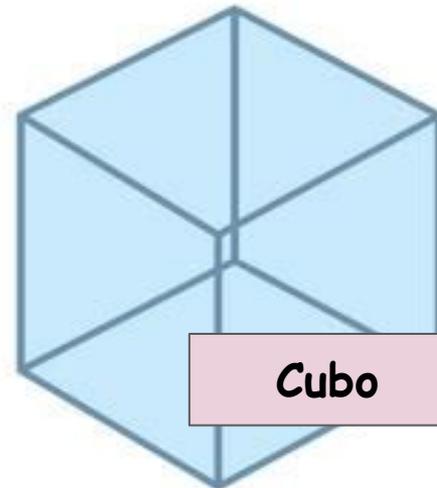
Pirámide



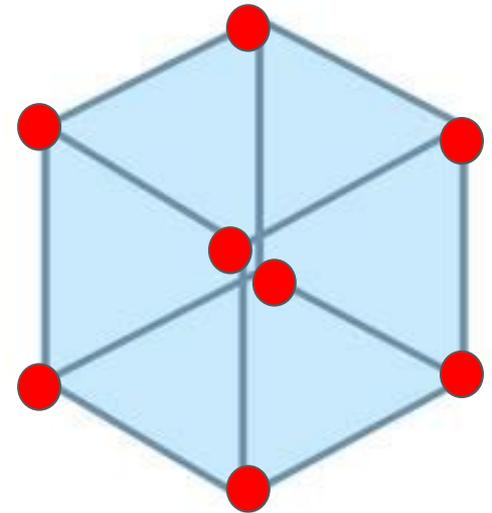
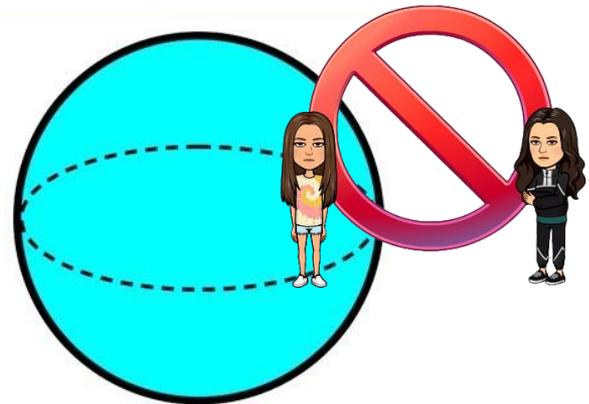
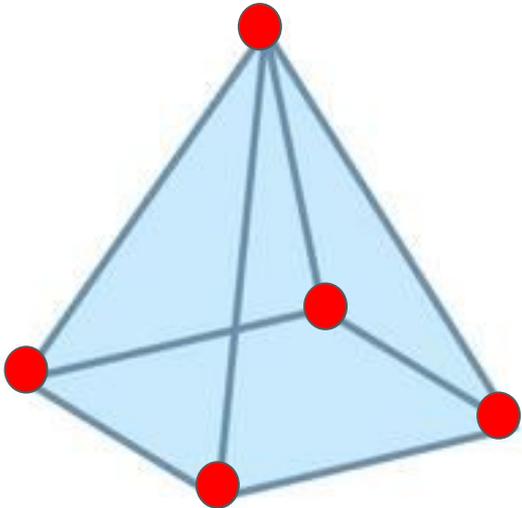
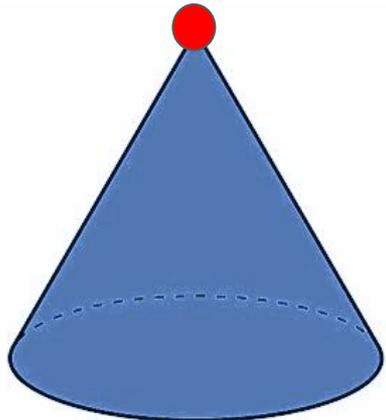
Cilindro



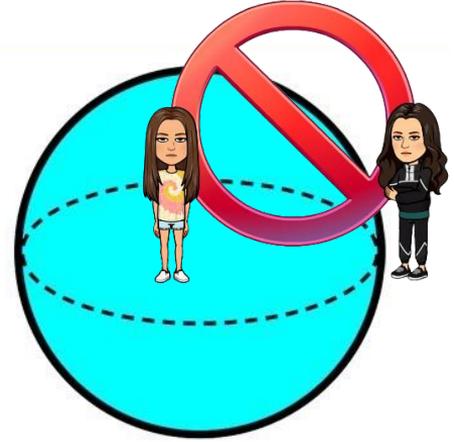
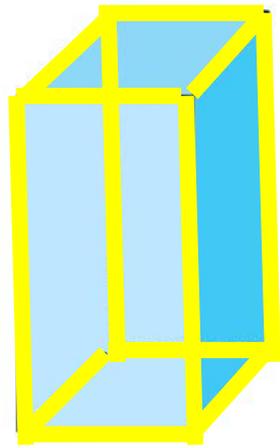
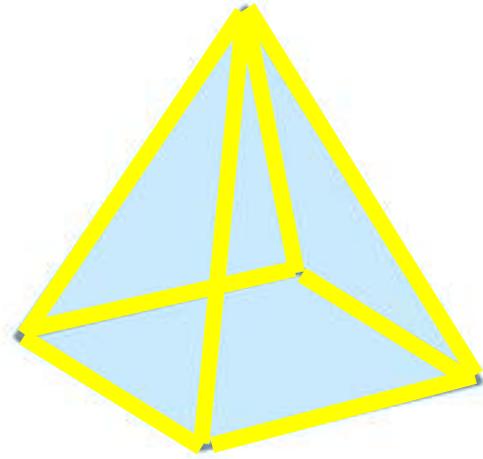
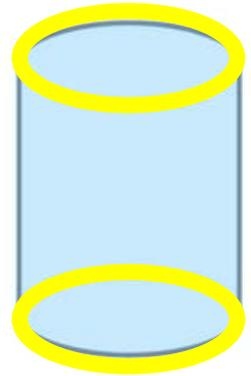
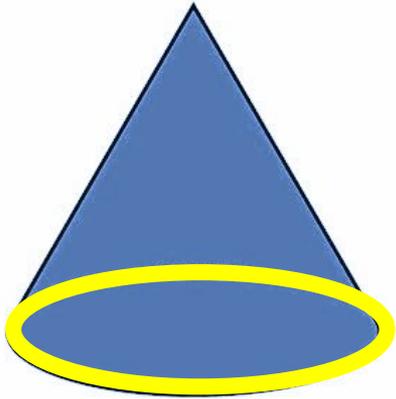
Cubo



# Vertices



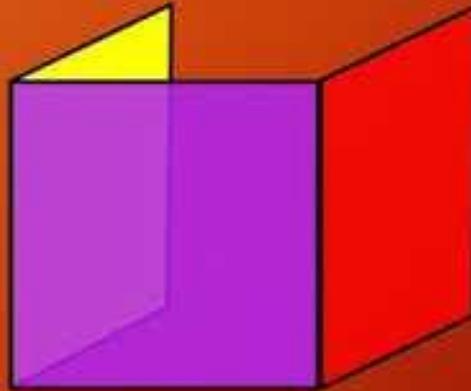
# Aristas

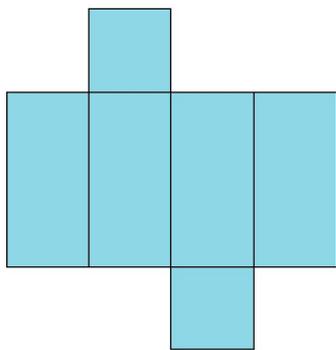


# Caras

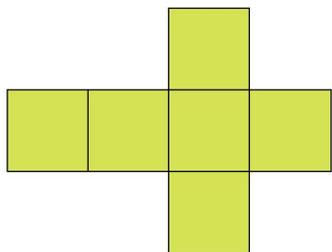
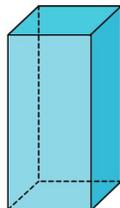
## CARAS

superficies planas que limitan el cuerpo geométrico.

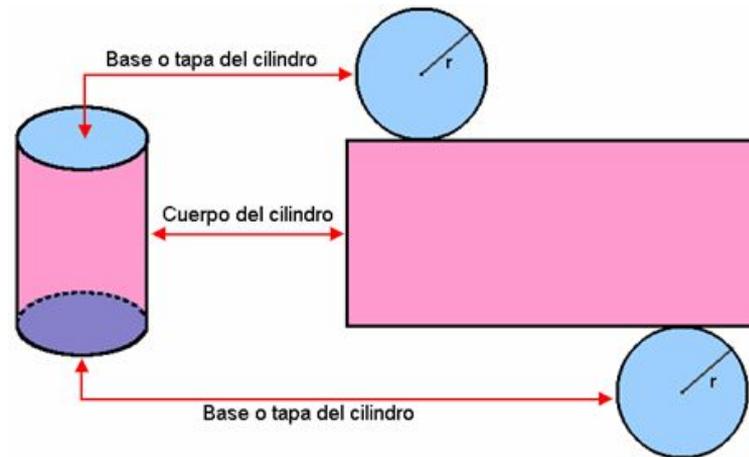
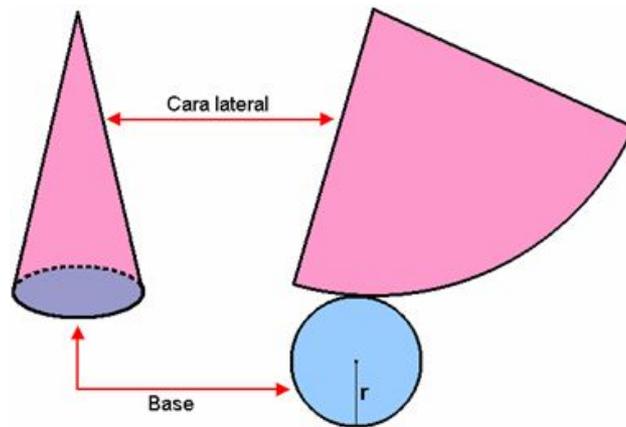
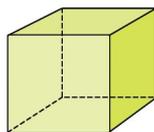




Prisma de base cuadrada



Cubo



Tiene  
aristas

No tiene  
aristas

Tiene  
aristas  
rectas

Tiene  
aristas  
curvas

Más de 2  
vértices

Menos de 2  
vértices

**¡¡Hasta aquí por hoy!!**  
**Ahora puedes relajarte y jugar a algo que te**  
**guste**

