

## APPARIER UNE FIGURE GEOMETRIQUE A SON PROGRAMME DE CONSTRUCTION - Fiche 1

<p>A.</p> <p>Draw a rectangle ABCD.</p>	<p>B.</p> <p>Draw a circle and a ray of this circle. The center is O.</p>	<p>C.</p> <p>Draw a square ABCD. Place a point O inside the square. Join A, O and B with a ruler.</p>	<p>D.</p> <p>Draw a triangle ABC where <math>AB = AC</math>.</p>
<p>E.</p> <p>Draw a rectangle triangle ABC.</p>	<p>F.</p> <p>Draw a circle of center O. Draw diameter BC. Place a point A on the circle. Join the segments BA and CA.</p>	<p>G.</p> <p>Draw a circle of center O. Place two points B and C on the circle. Draw the rays OB and OC.</p>	<p>H.</p> <p>Draw a rectangle ABCD and the diagonals.</p>
<p>I.</p> <p>Draw a circle of center O and diameter AB.</p>	<p>J.</p> <p>Draw a rectangle ABCD. Place a point O outside the rectangle. Join point A, O and B with a ruler.</p>	<p>K.</p> <p>Draw a square ABCD and the diagonals.</p>	<p>L.</p> <p>Draw two perpendicular segments AB and CD. Join the points A, B, C and D.</p>

*Ce document (fiche 1 et fiche 2) est accompagné :*

*- de 12 fichiers image (une image par figure géométrique), dénommés **1- Figure 1** à **1- Figure 12***

*- de 12 fichiers MP3 (un fichier MP3 par programme de construction), dénommés **1- Programme A** à **1- Programme L**.*