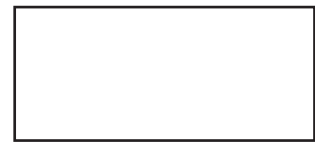
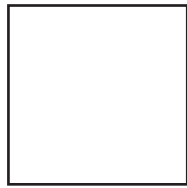
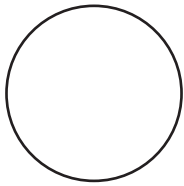
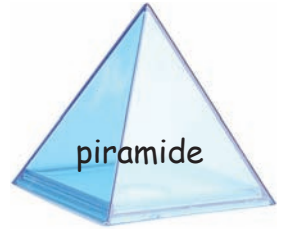


De plattegrond

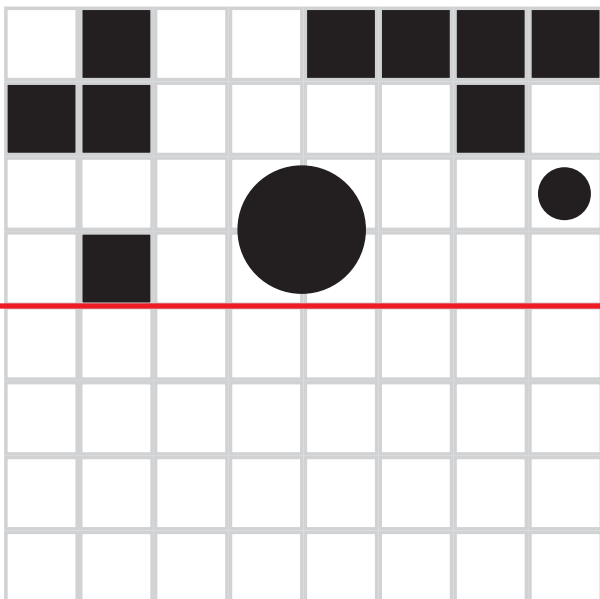
1 Verbind de lichamen met de plattegronden!



2 Probeer nu, de plattegronden zelf te tekenen. Gebruik een geo-driehoek en passer!

balk	piramide	kegel	kubus
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3 Spiegel de plattegronden in de onderste helft!



4 Teken de plattegrond van je klas!

