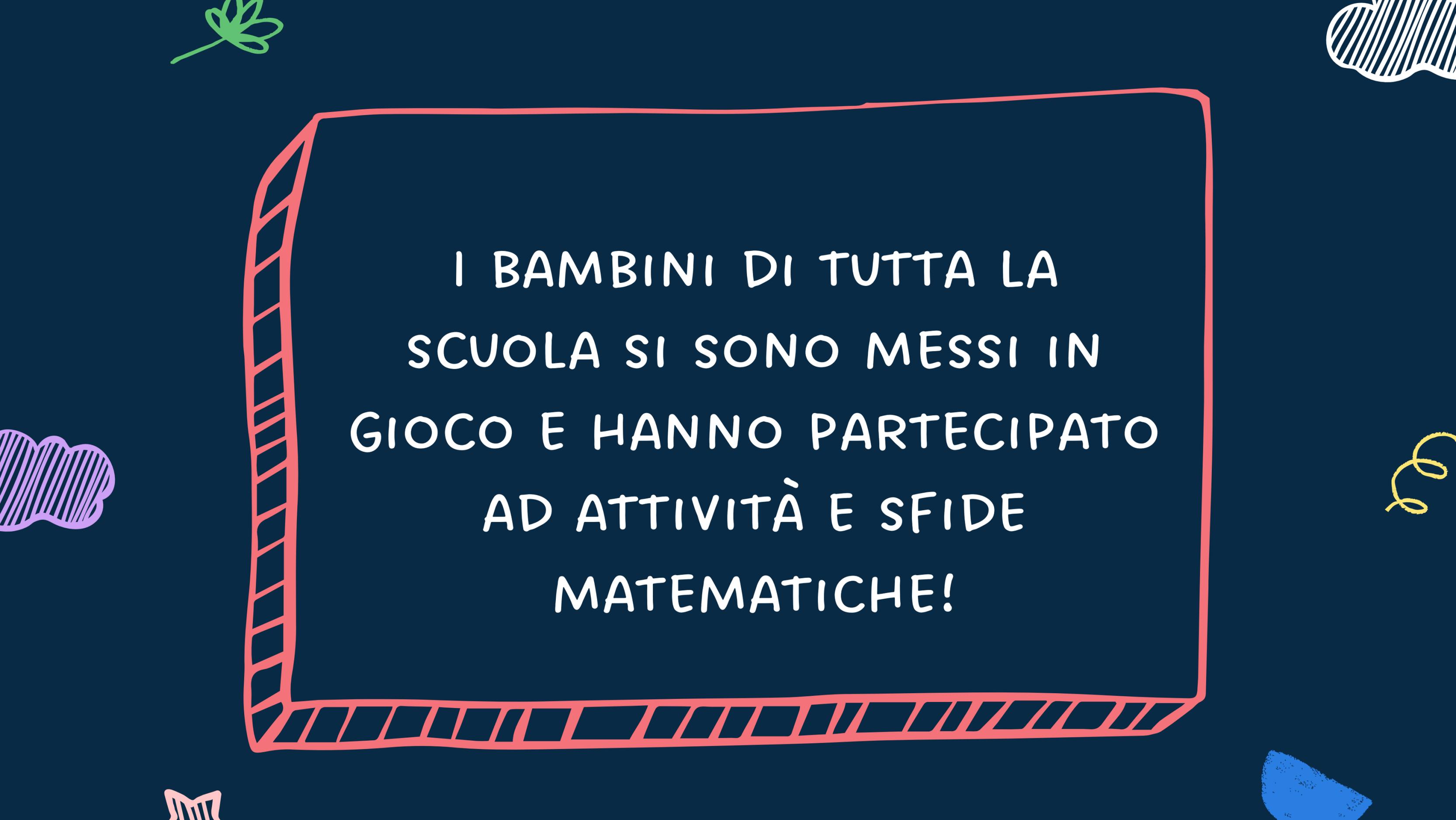


LA SCUOLA PRIMARIA DI CARNATE  
PRESENTA...

La festa della  
matematica  
- PI GRECO DAY -

14 MARZO 2024

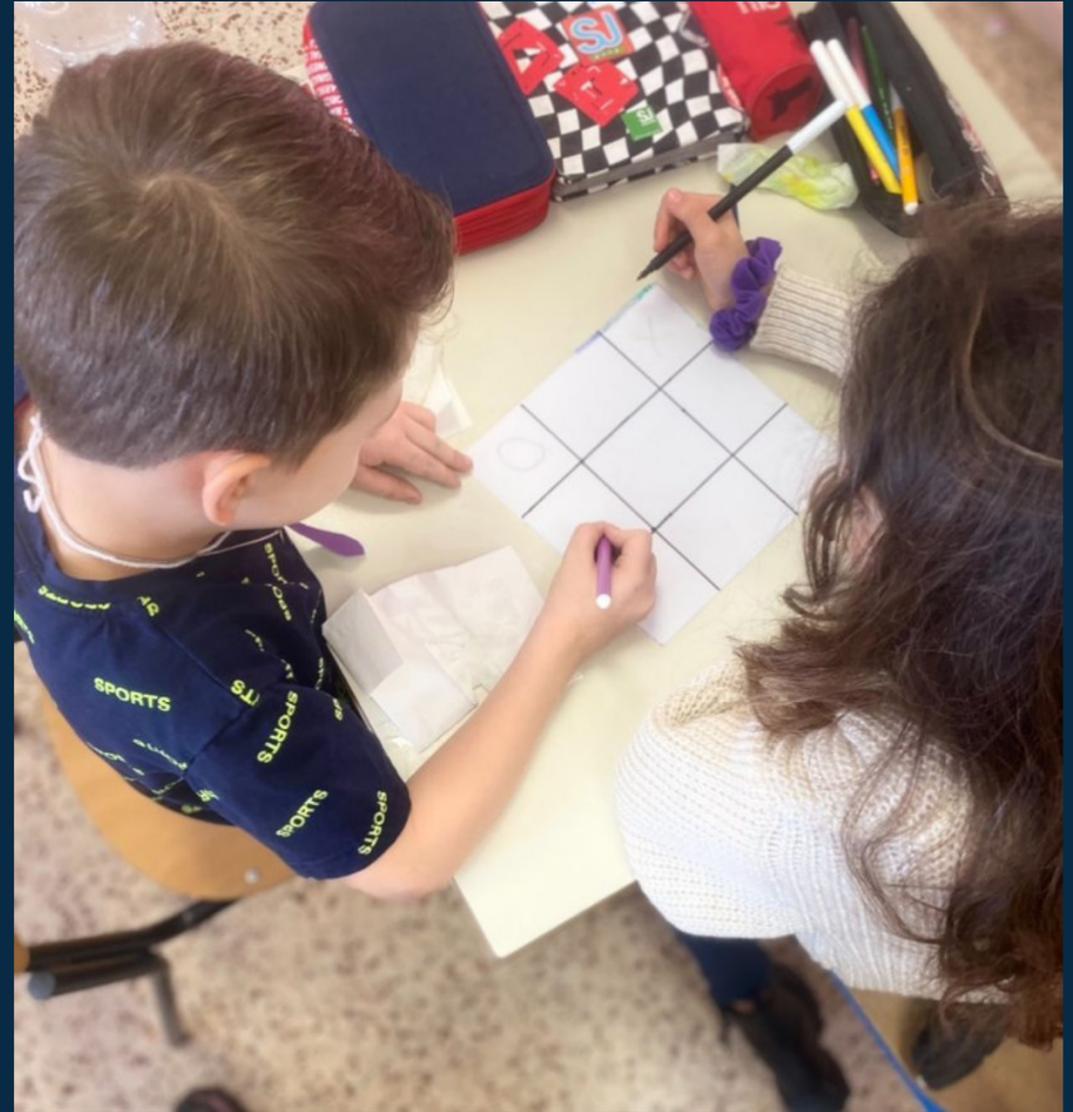
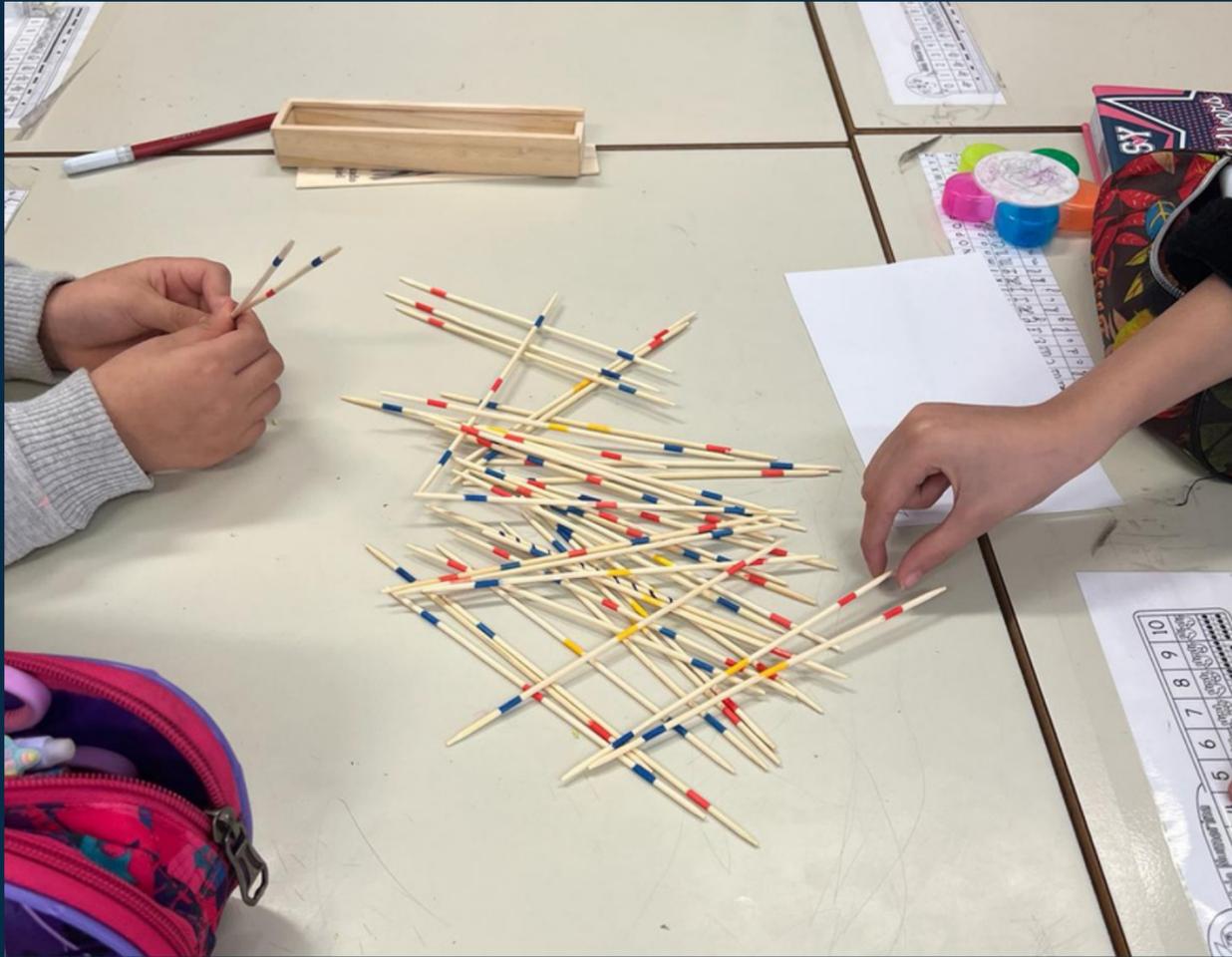


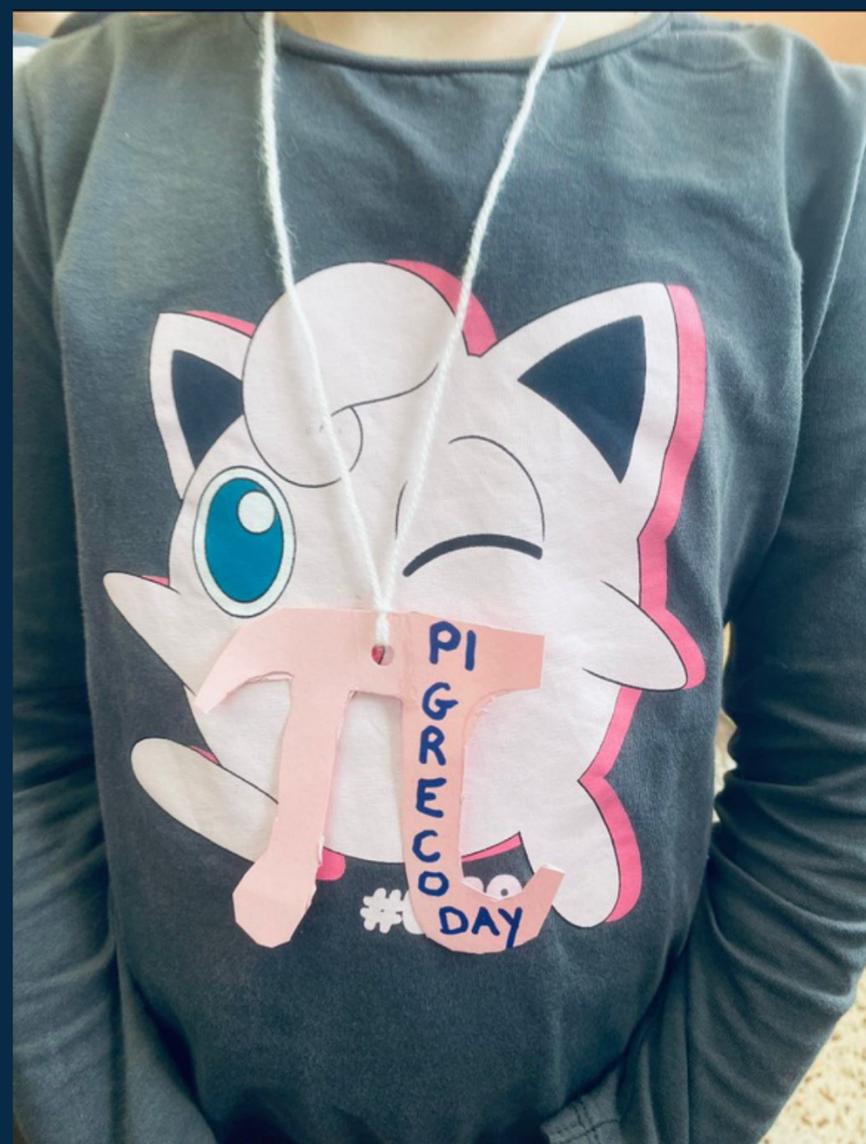
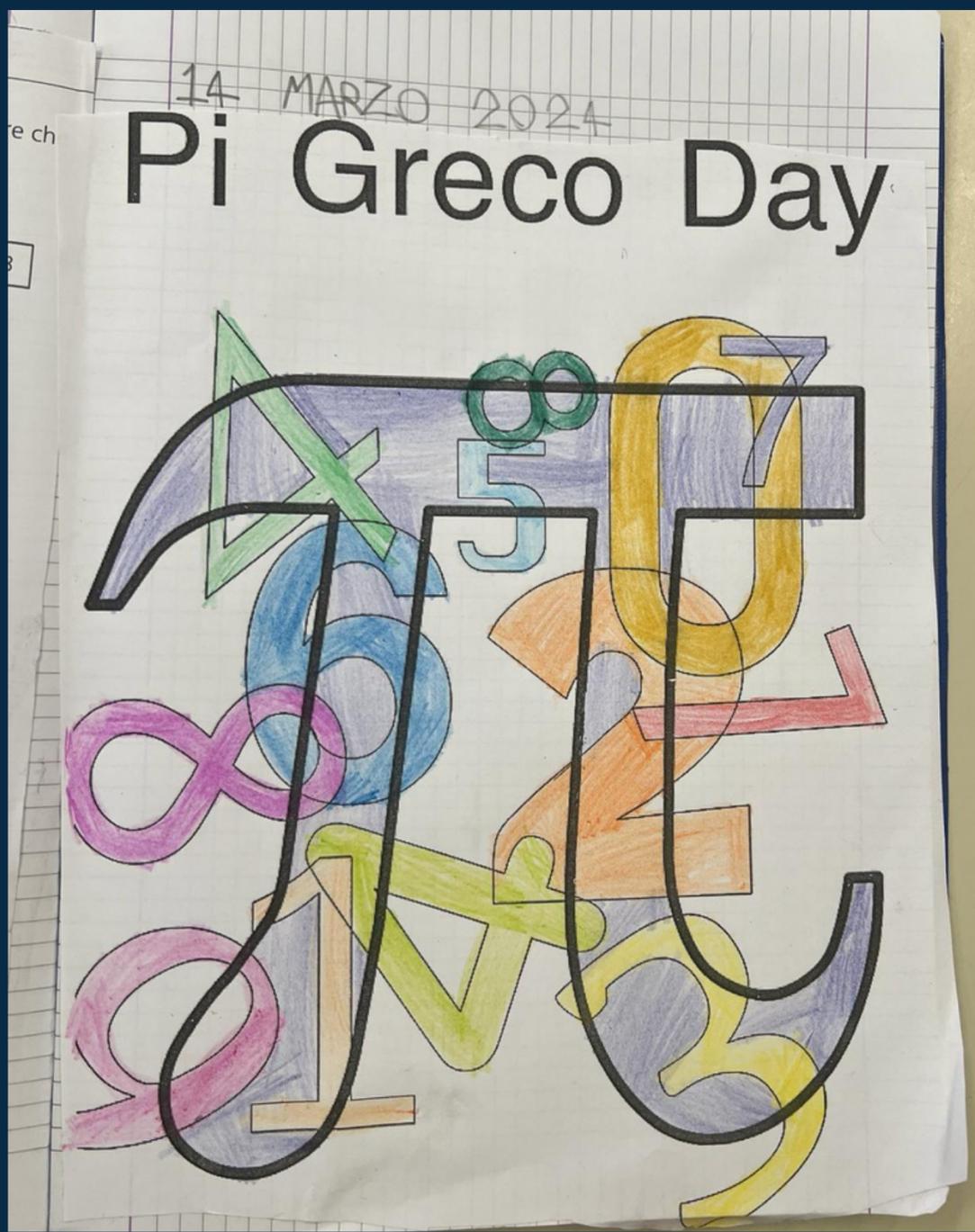


I BAMBINI DI TUTTA LA  
SCUOLA SI SONO MESSI IN  
GIOCO E HANNO PARTECIPATO  
AD ATTIVITÀ E SFIDE  
MATEMATICHE!

# CLASSI PRIME



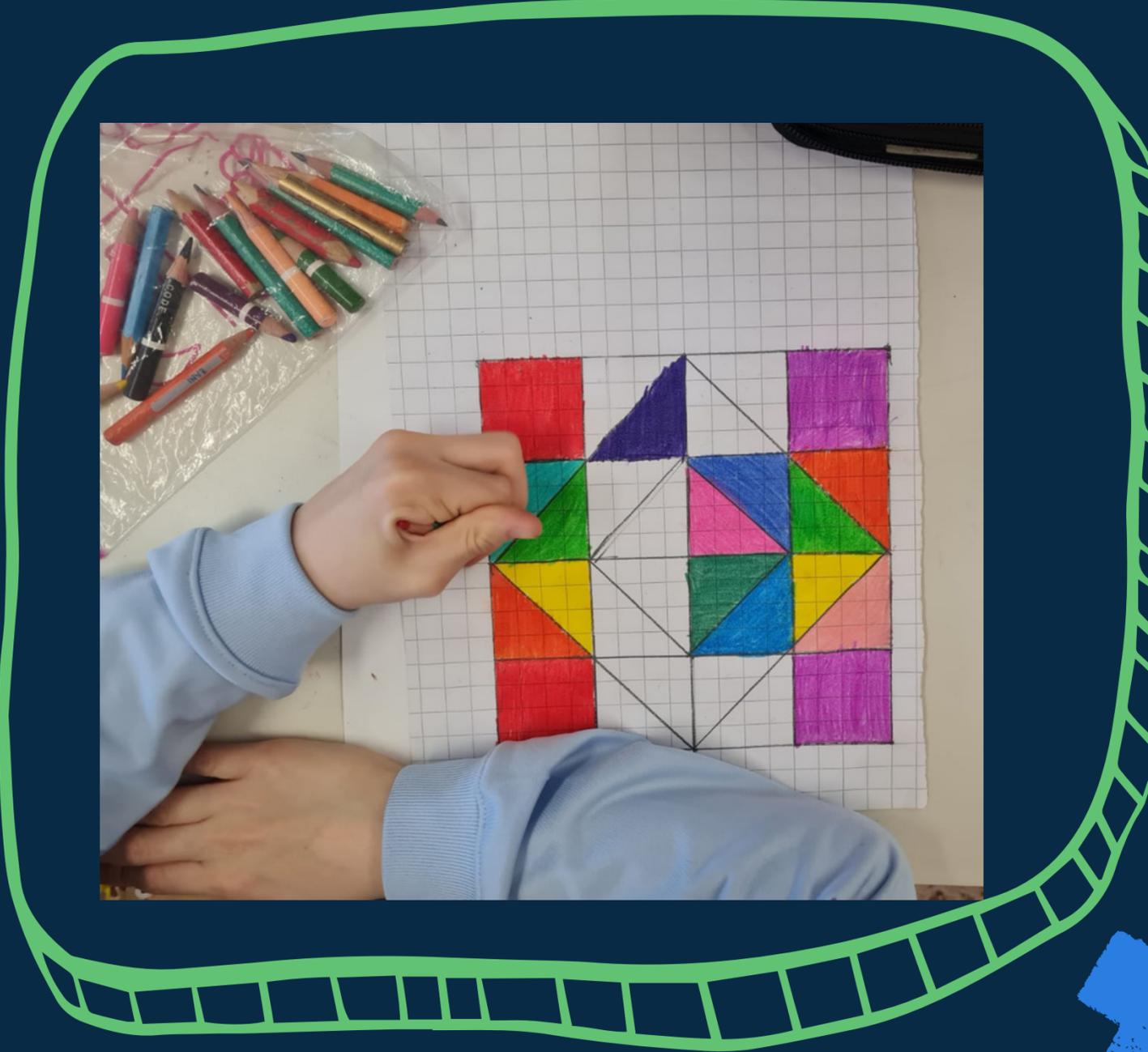
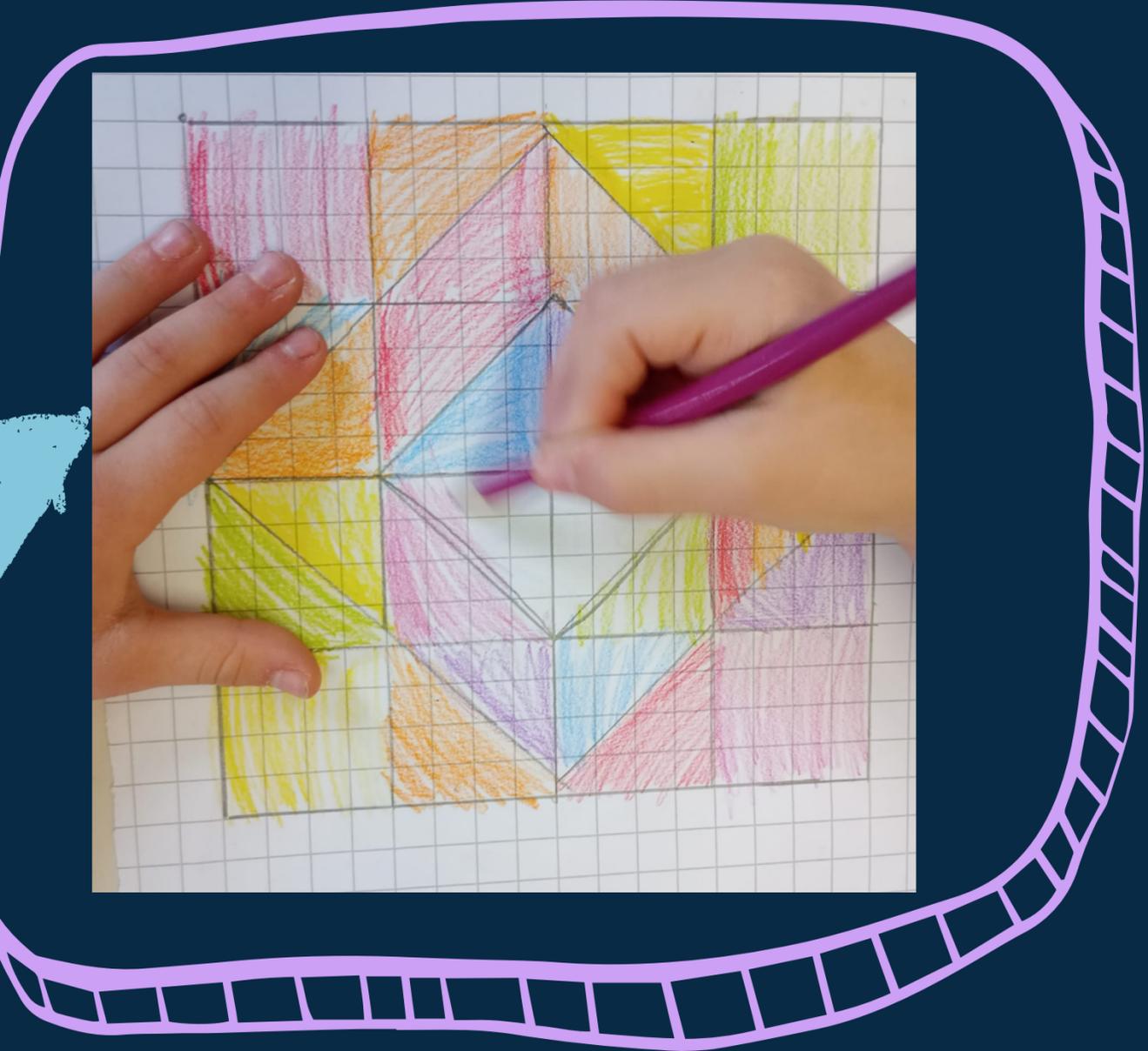
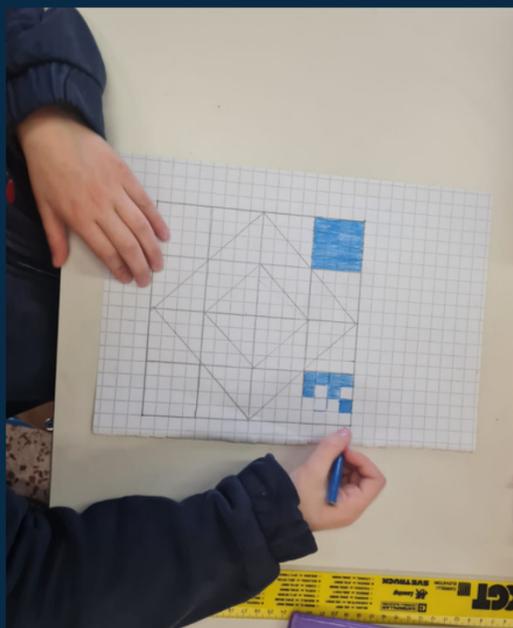
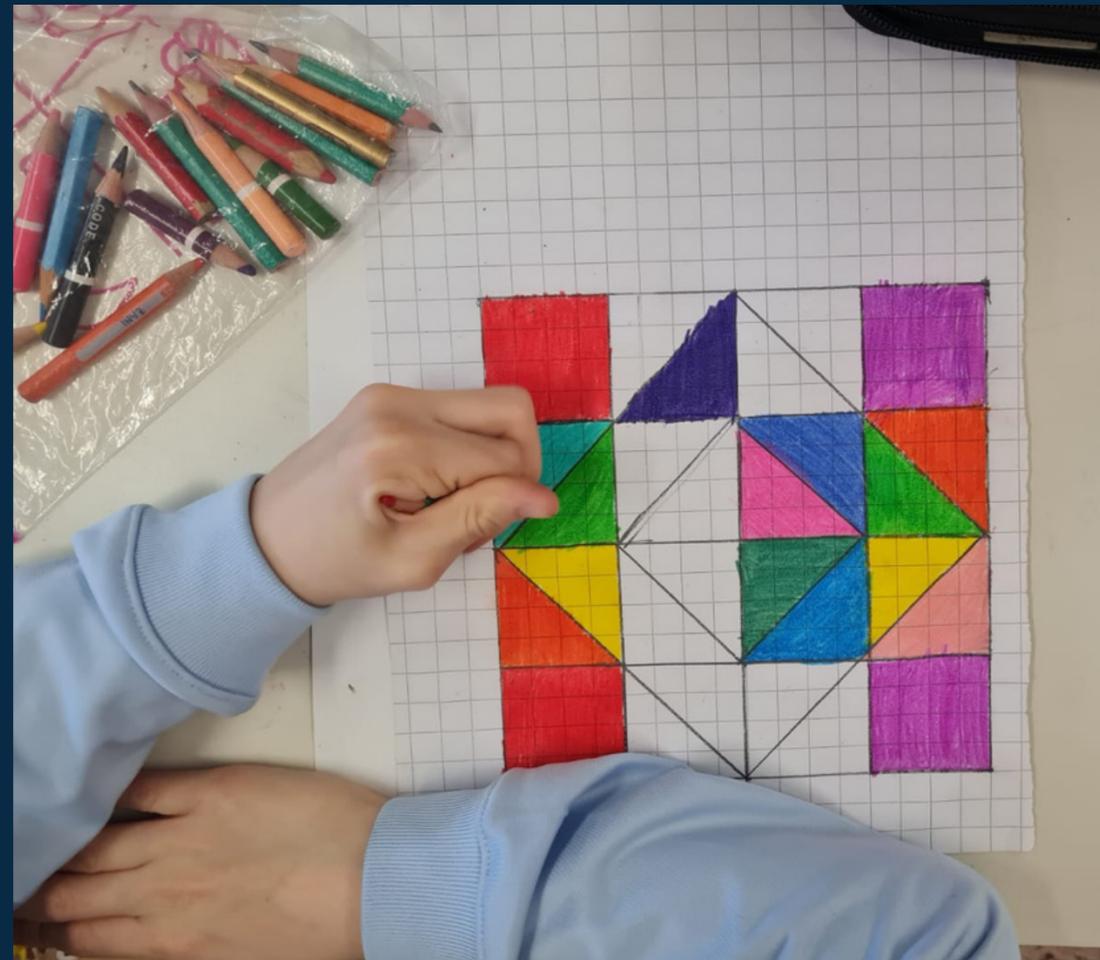
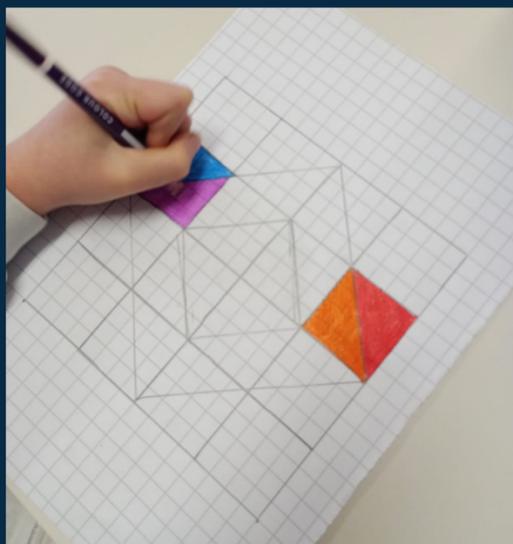
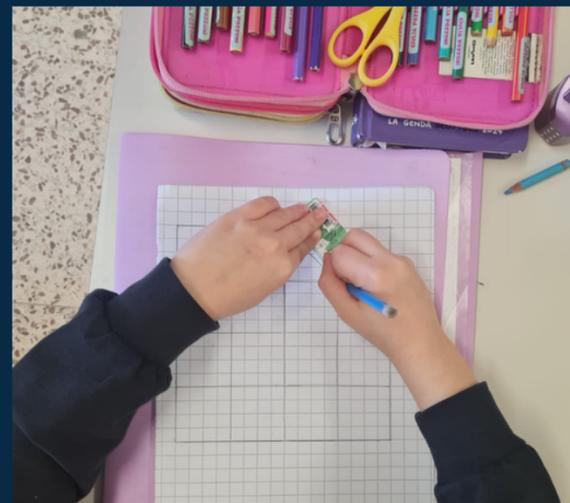
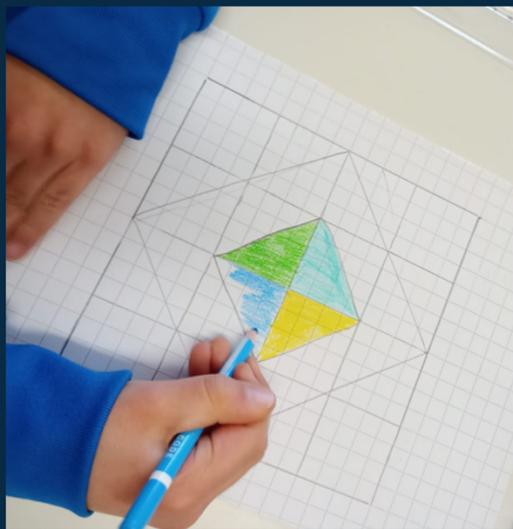
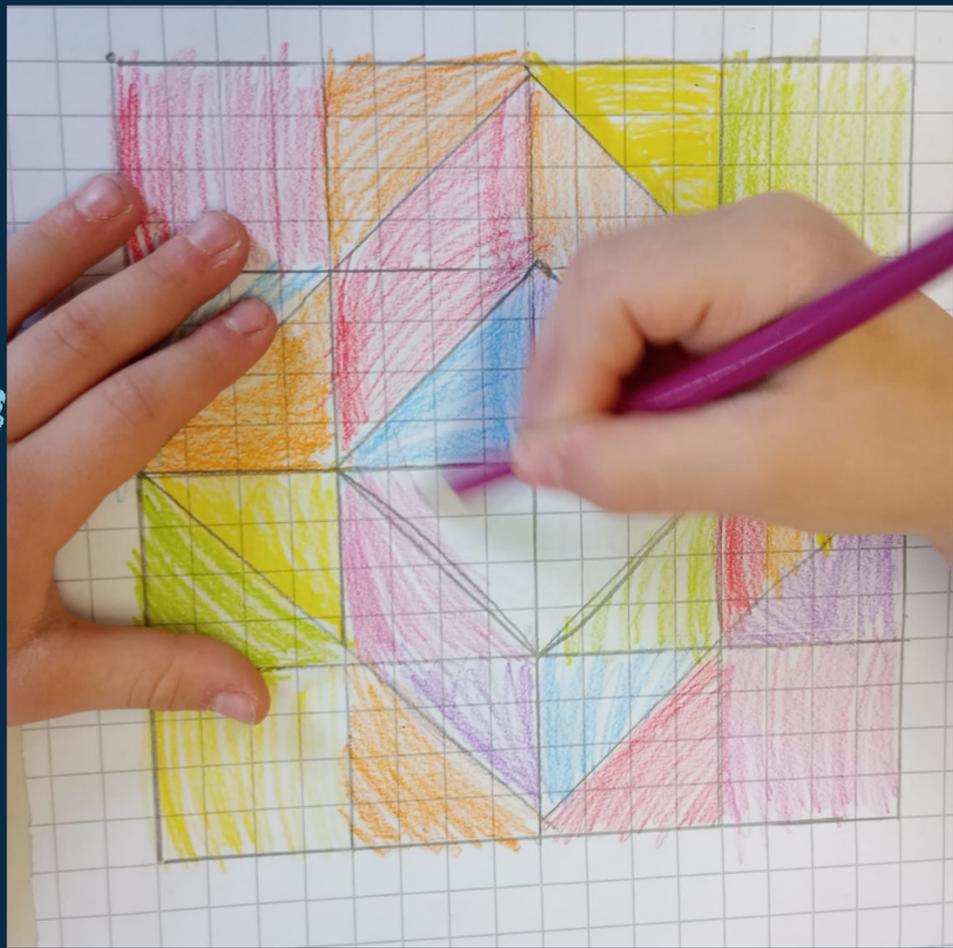


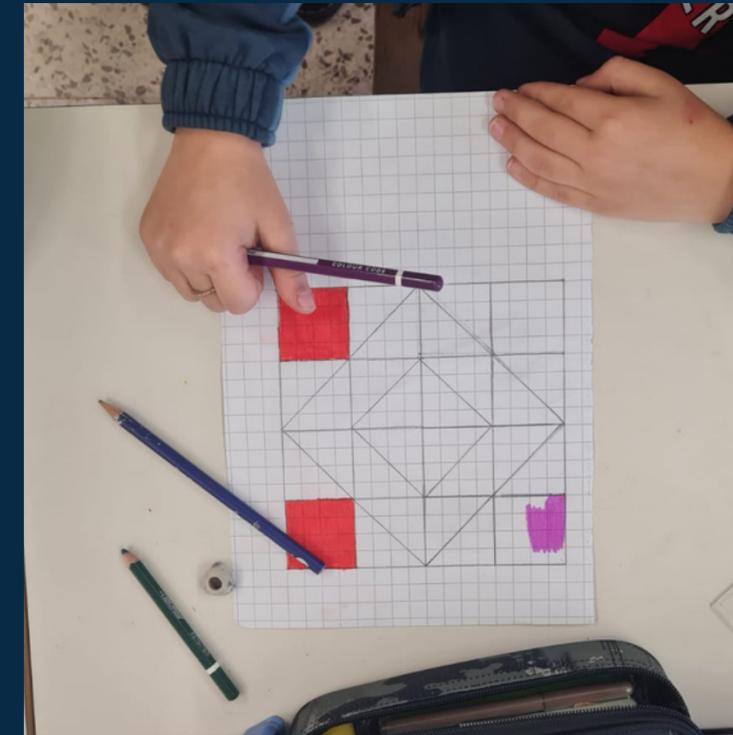


14 MARZO 2024  
FESTA DELLA MATEMATICA  
"CHI IMPARA A FATICARE DIVENTA  
FELICE...))

# CLASSI SECONDE







CLASSI  
TERZE



3-14

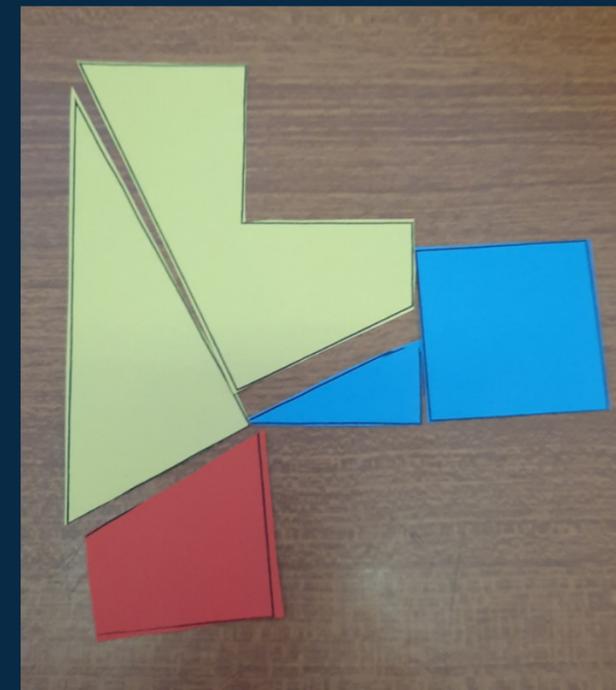
# FESTA DELLA MATEMATICA

14 MARZO

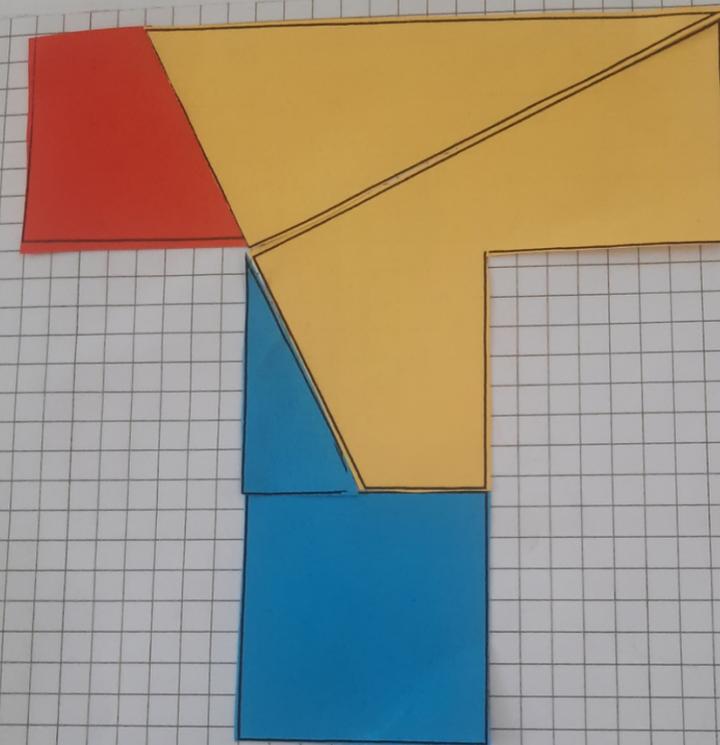


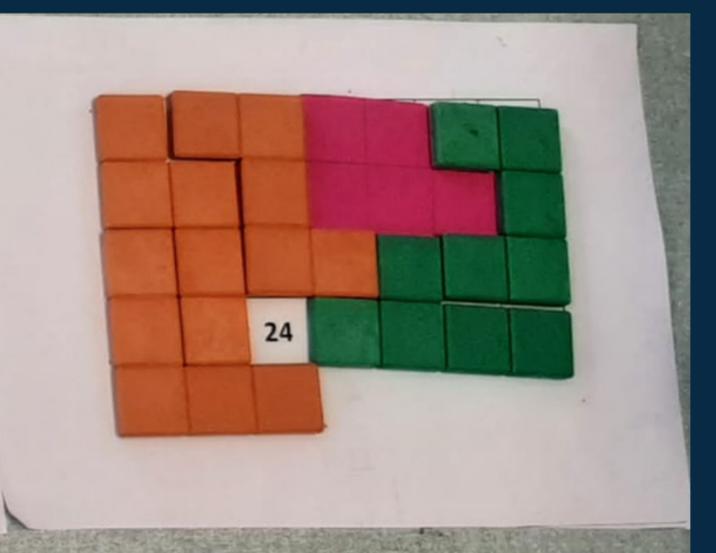
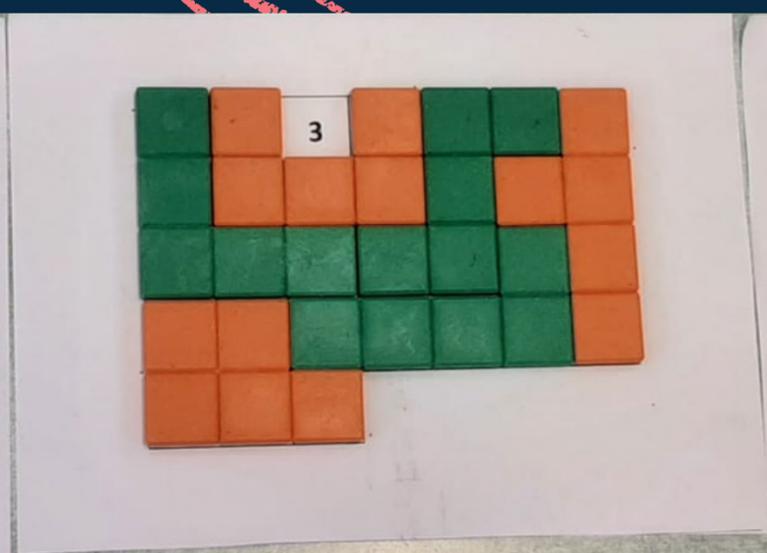
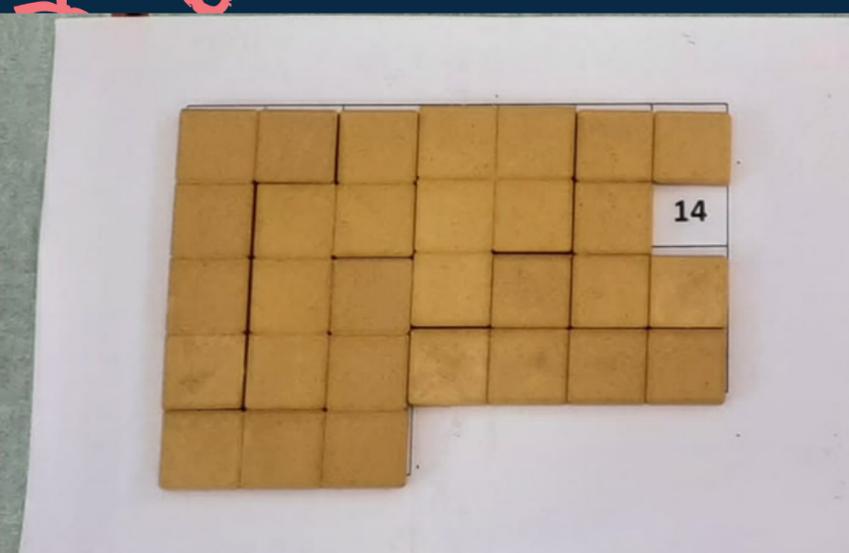
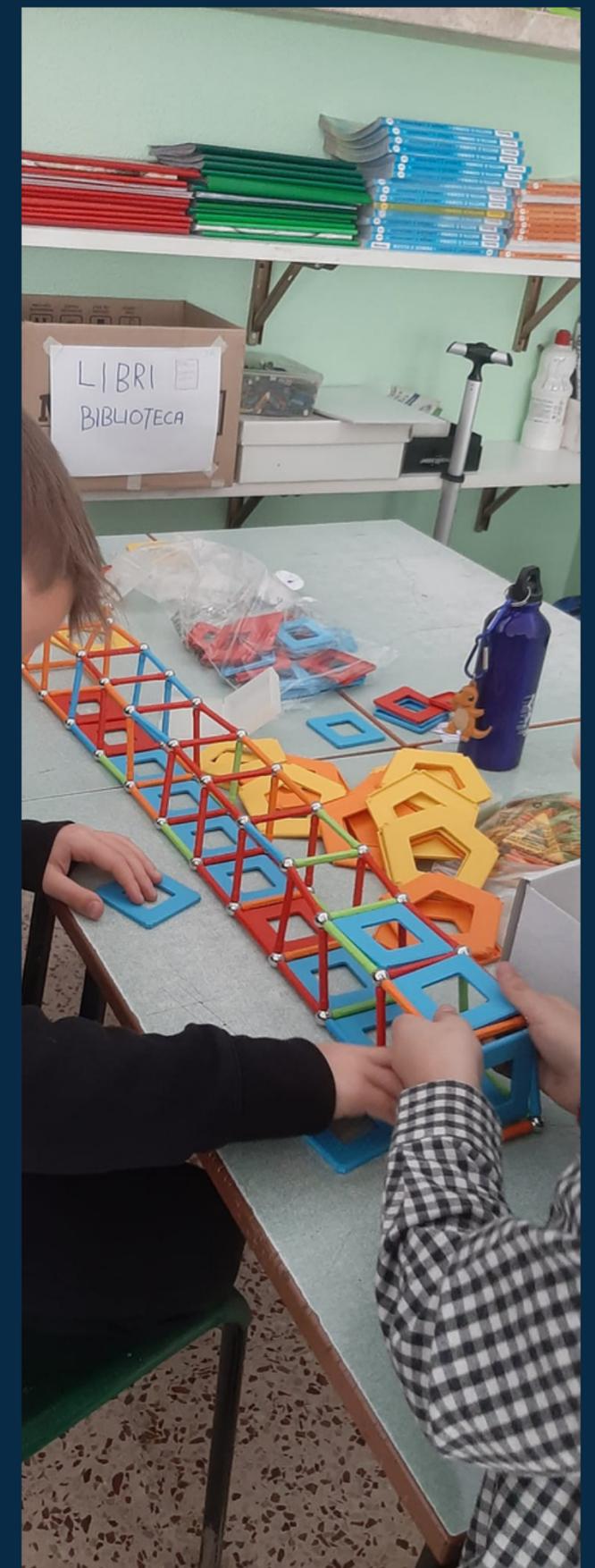
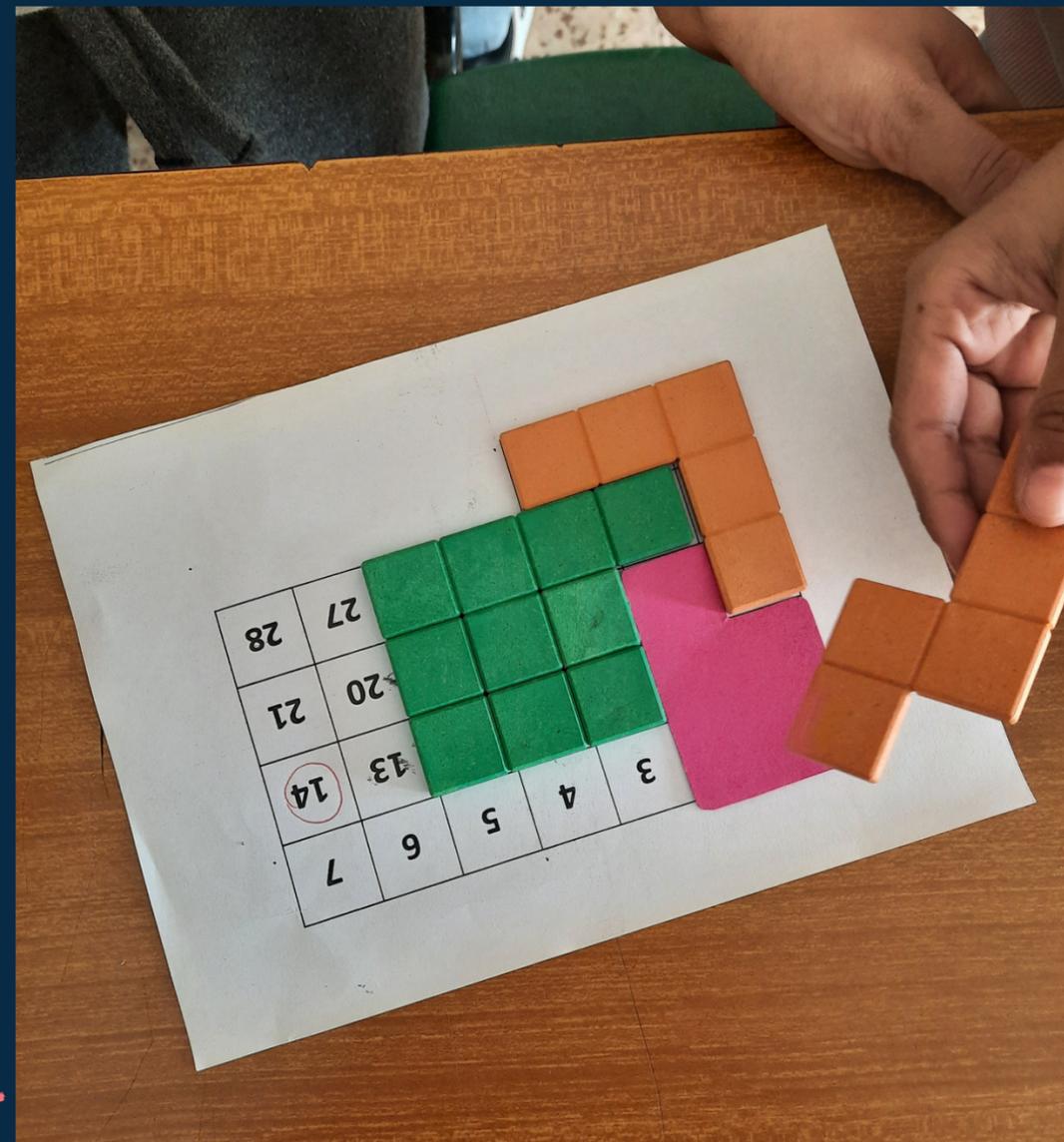
# $\pi$

PIGRECO DAL



**PROBLEMA 2**  
**LE FORME DELLE STANZE DEL CASTELLO**  
Ritaglia le figure e prova a costruire le 8 stanze del castello.  
Attenti: le stanze hanno forme strane .....

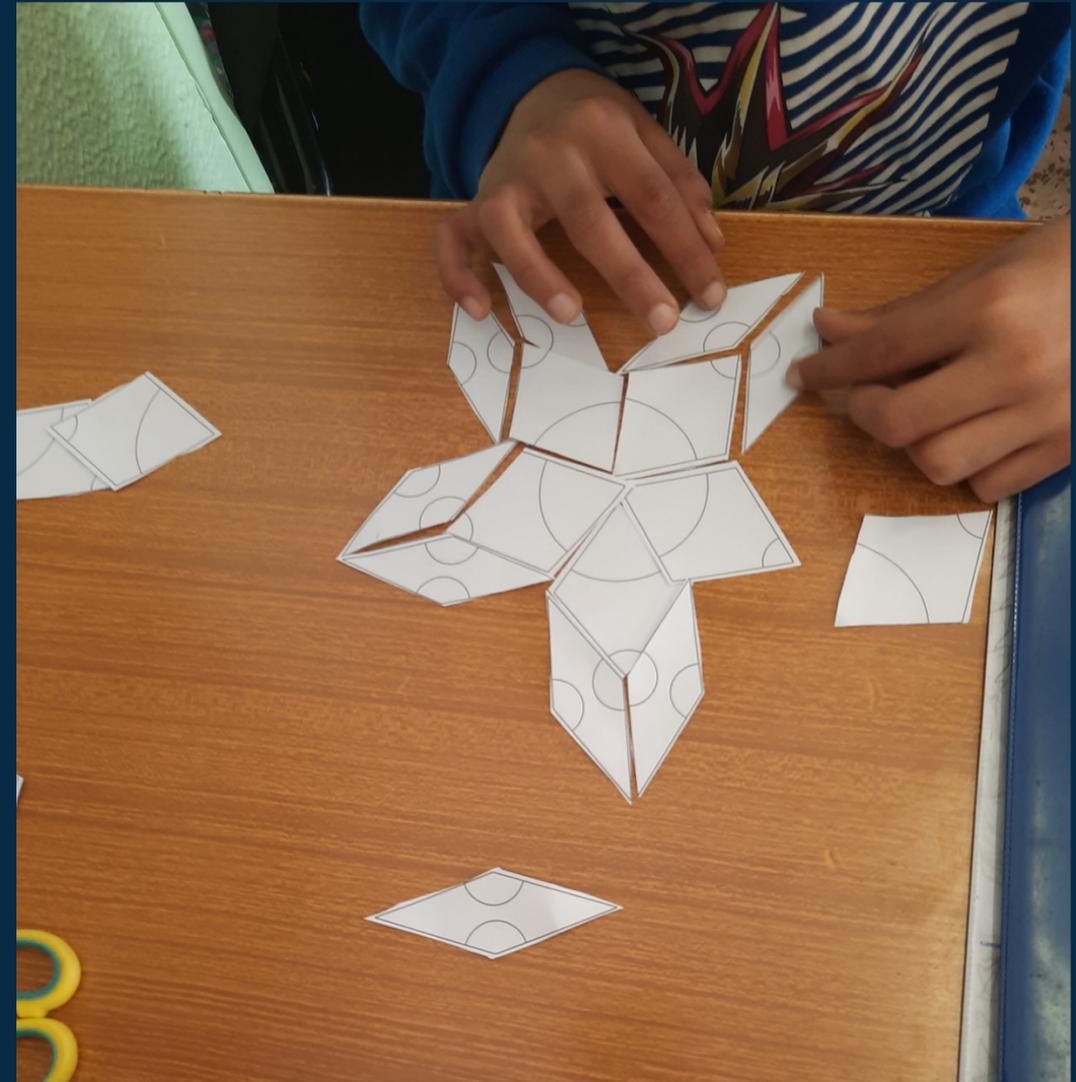
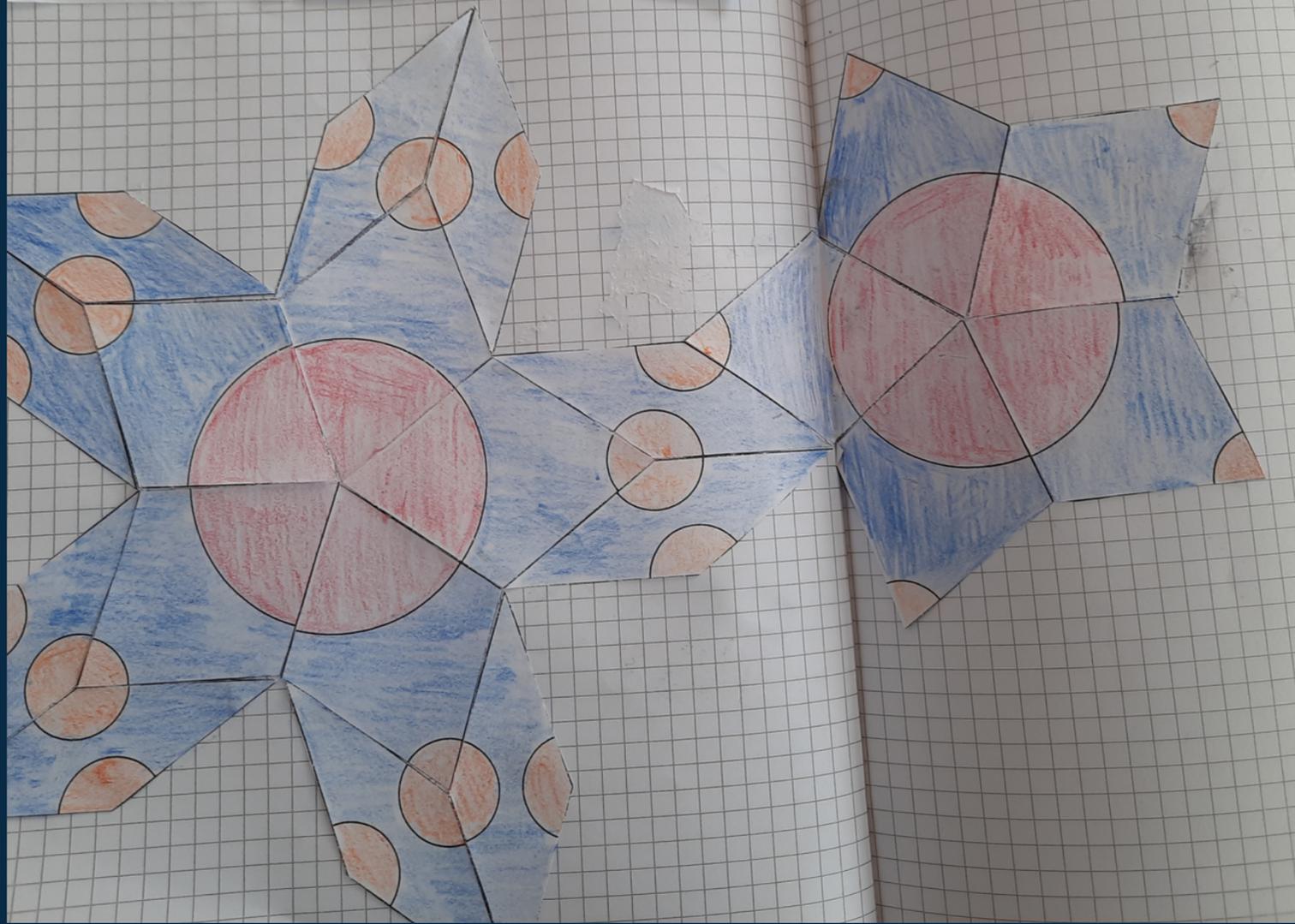




### PROBLEMA 3

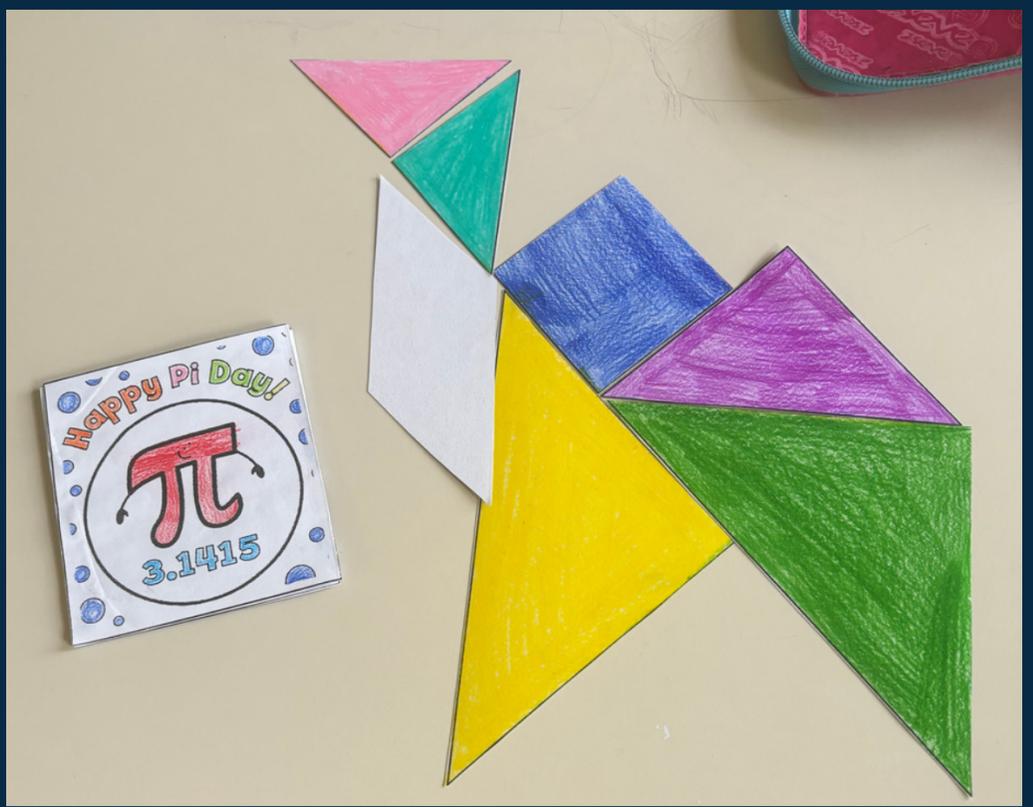
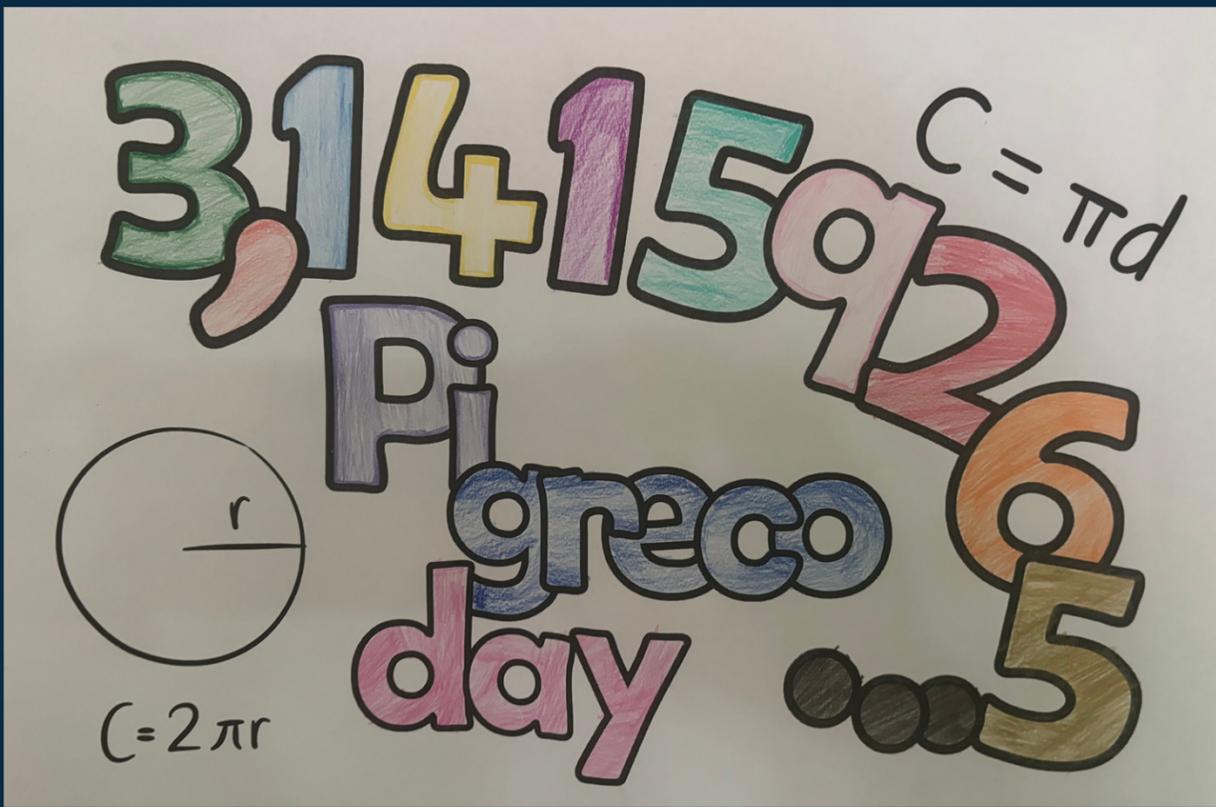
#### UN PAVIMENTO SPECIALE

Ritaglia le piastrelle speciali e usale per creare un bellissimo pavimento. Ricorda che per creare un pavimento è necessario: non lasciare buchi e spazi tra le piastrelle e non sovrapporre le piastrelle tra loro. Fai attenzione anche alle linee curve presenti sulle piastrelle: è possibile creare un pavimento accostando le piastrelle in modo da non interrompere mai le linee curve.





# CLASSI QUARTE

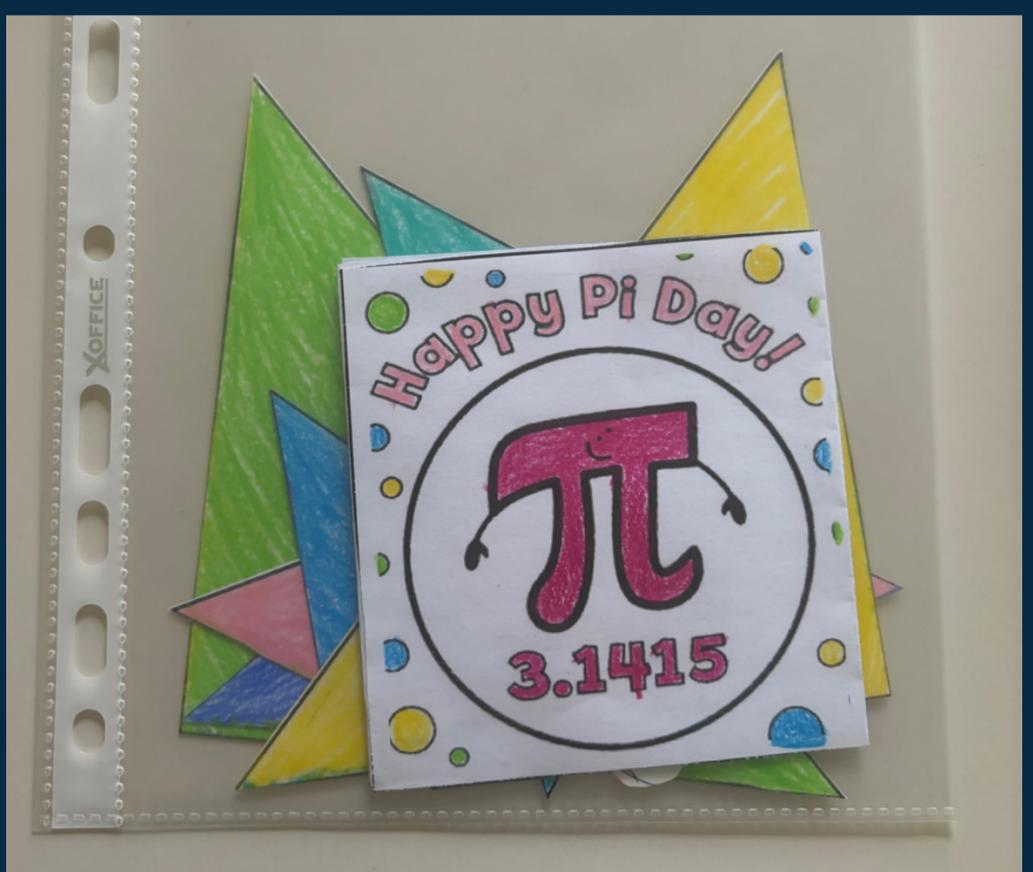


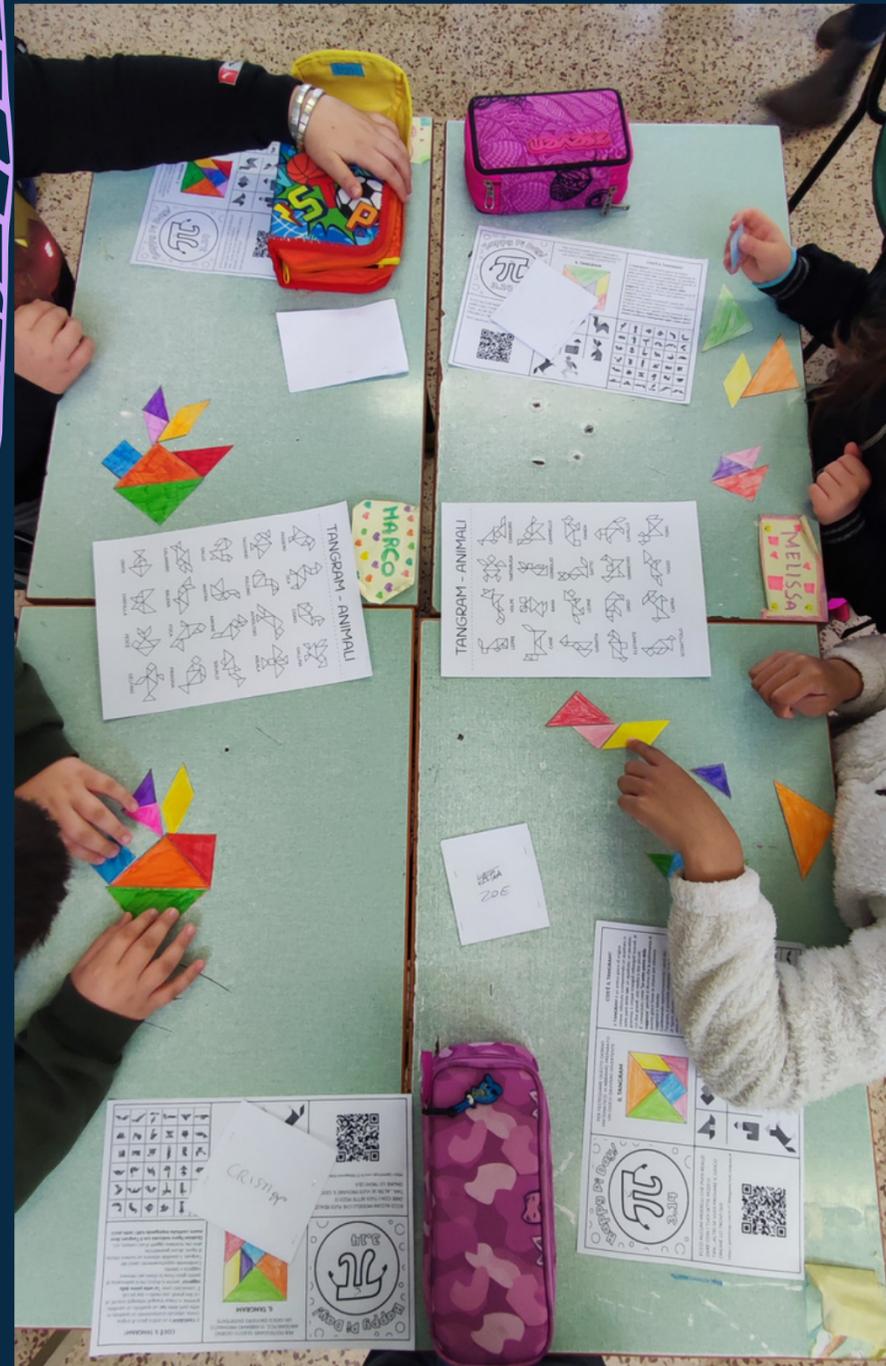
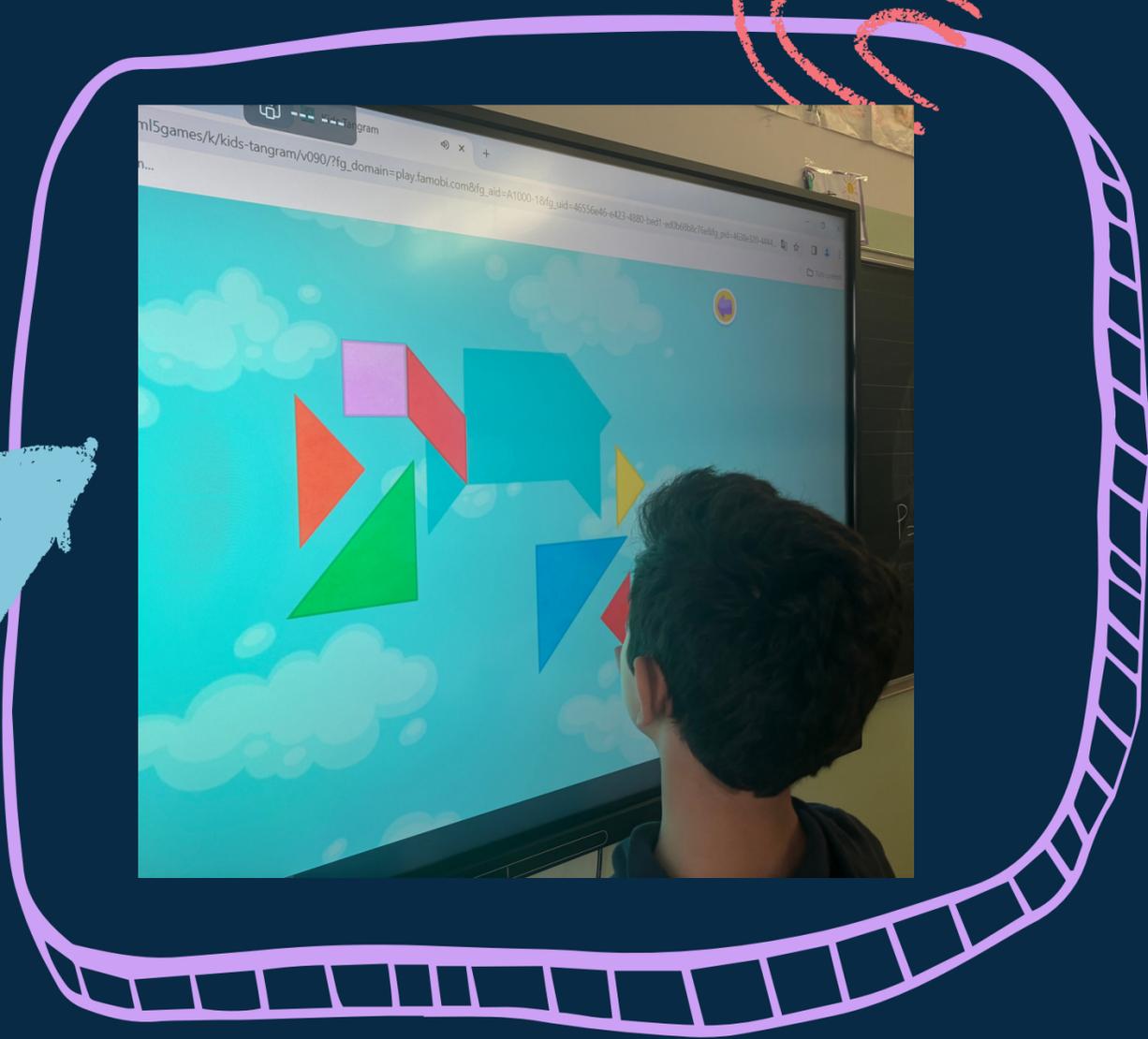
PER FESTEGGIARE QUESTO GIORNO MATEMATICO, VI ABBIAMO PREPARATO UN GIOCO DAVVERO DIVERTENTE

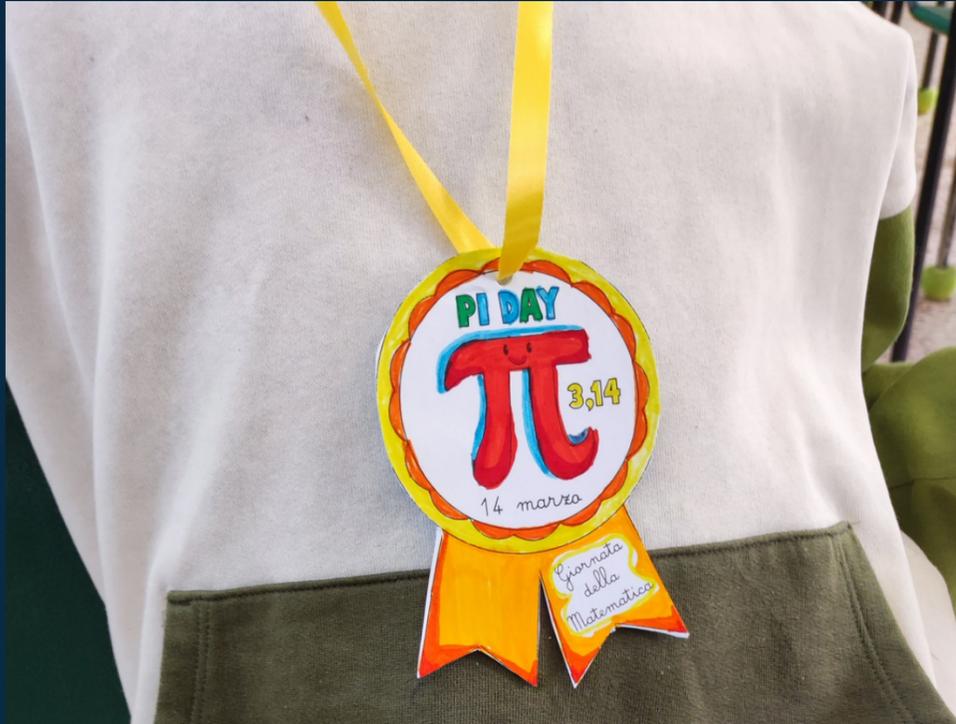
### IL TANGRAM

**COS'È IL TANGRAM?**  
 Il TANGRAM è un antico gioco di origine cinese, ottenuto scomponendo un quadrato in sette parti dette **tan**: un quadrato, un parallelogramma, e cinque triangoli rettangoli isosceli, di cui due grandi, uno medio e due piccoli. E' conosciuto come "Le sette pietre della saggezza" perché si diceva che la padronanza di questo gioco fosse la chiave per ottenere saggezza e talento. Combinando opportunamente i pezzi del Tangram, è possibile ottenere un numero infinito di figure, alcune geometriche, altre che ricordano oggetti d'uso comune, ecc. Qualsiasi figura realizzata con il Tangram deve essere costituita impiegando tutti i sette pezzi.

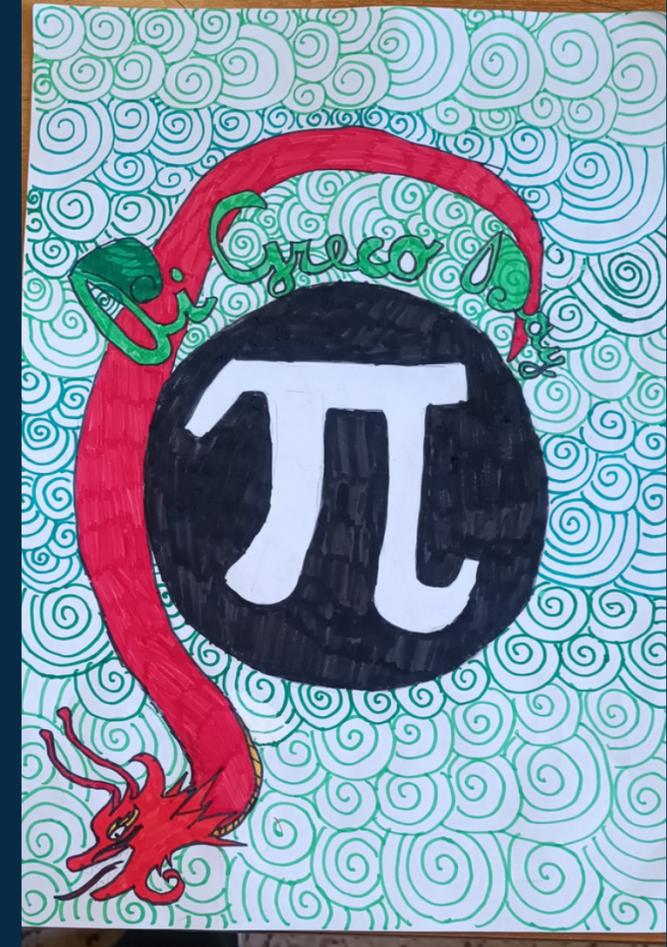
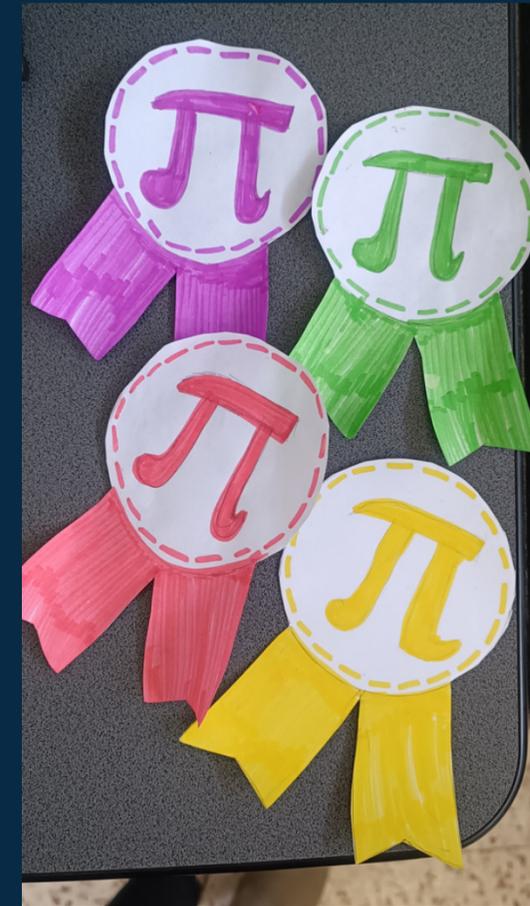
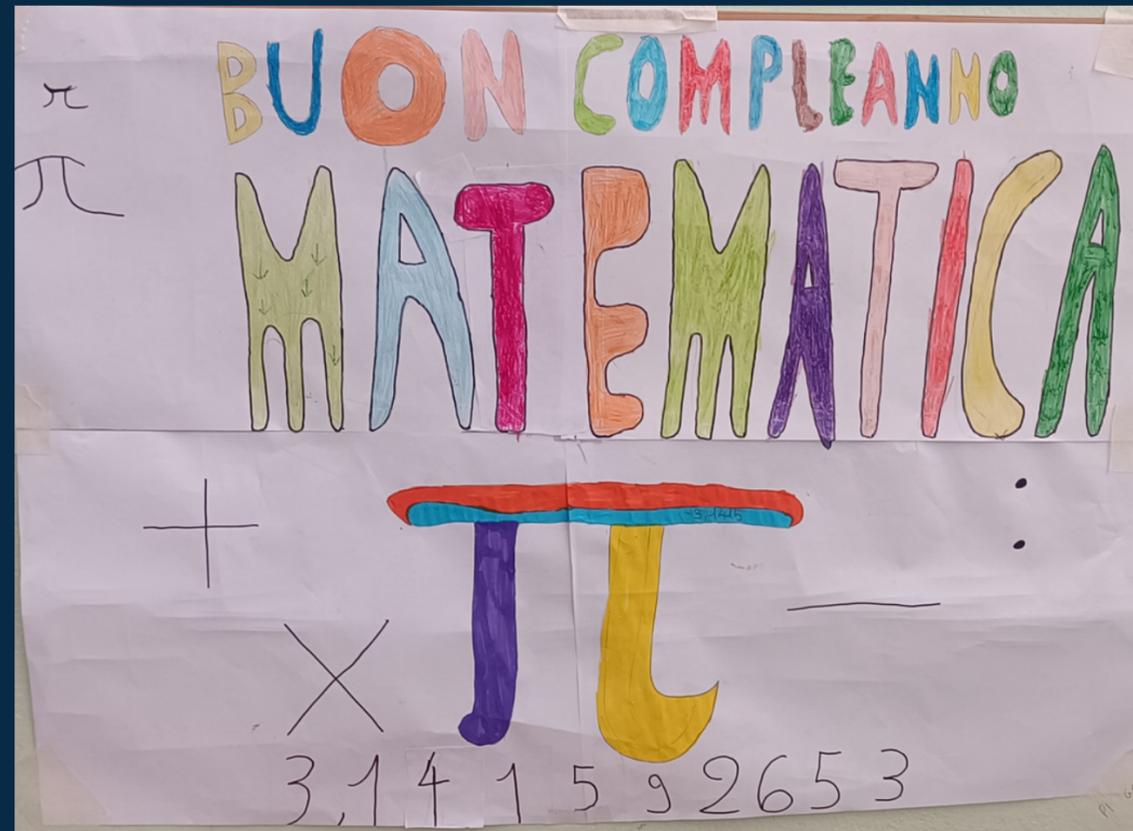
ECCO ALCUNI MODELLI CHE PUOI REALIZZARE CON I TUOI SETTE PEZZI O TAN....ALTRI SE VUOI PROVARE IL GIOCO ONLINE LO TROVI QUI:  
<https://gameforge.com/it-IT/littlegames/kids-tangram/#>

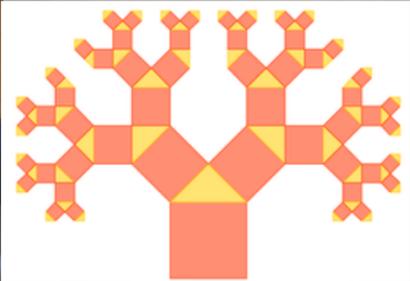
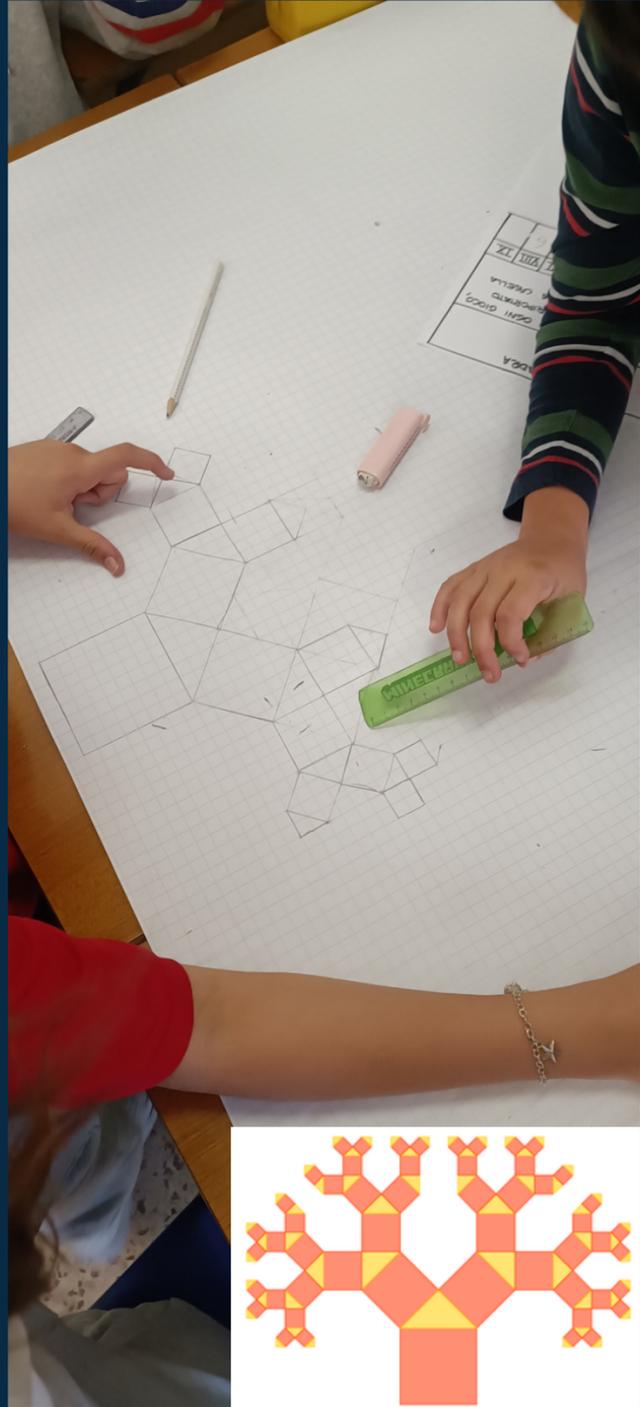
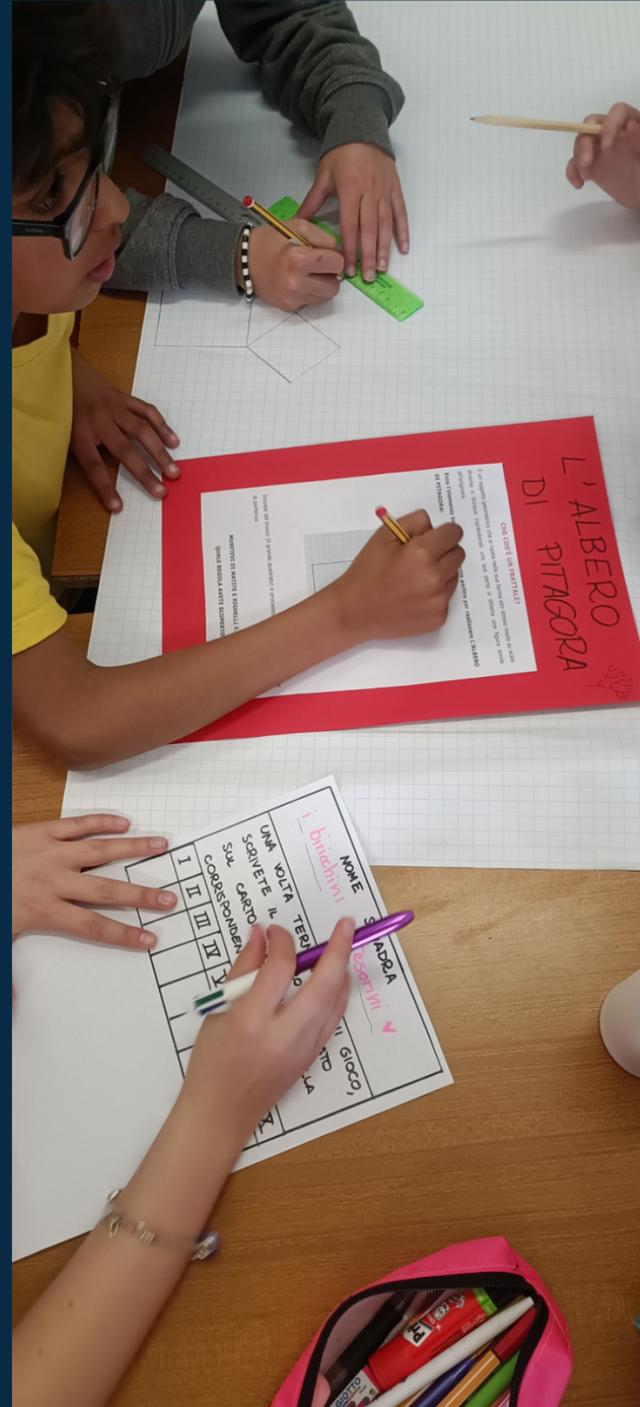
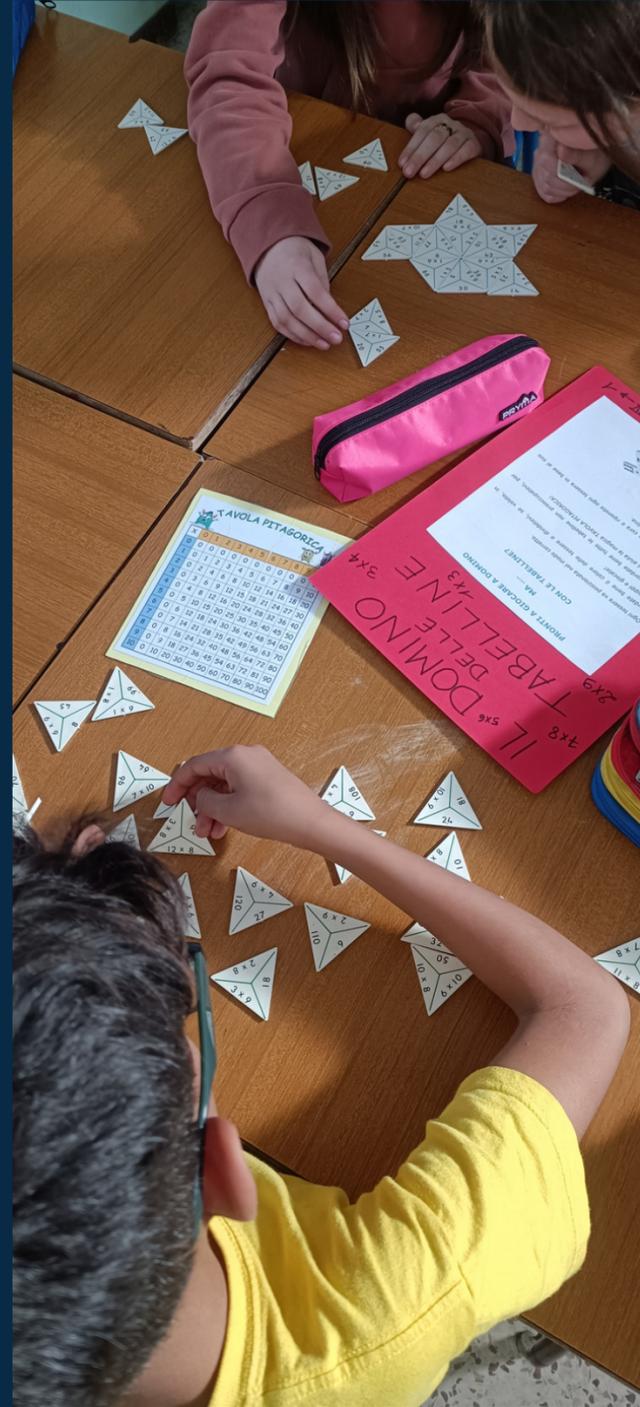
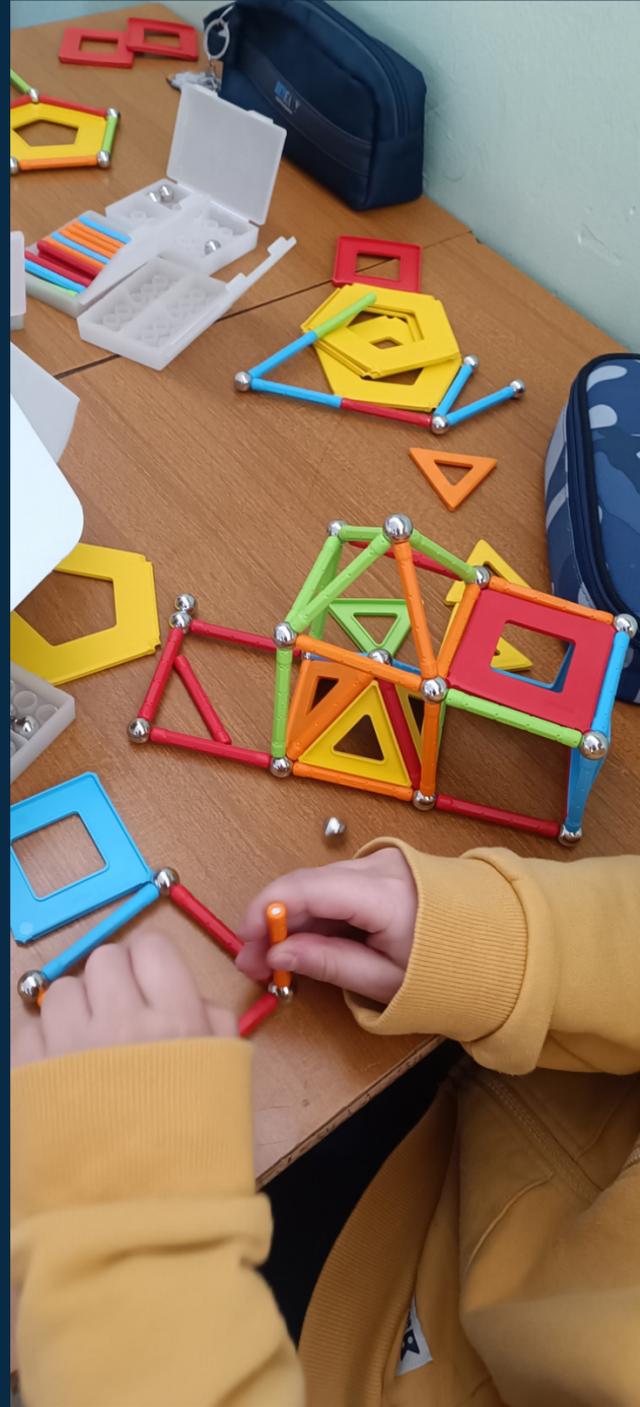


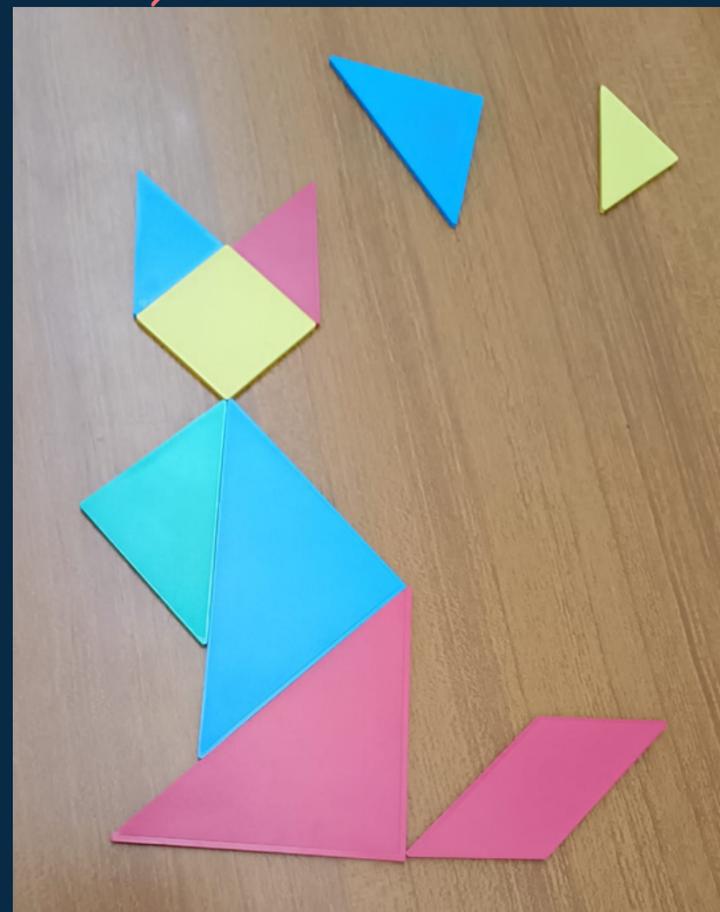
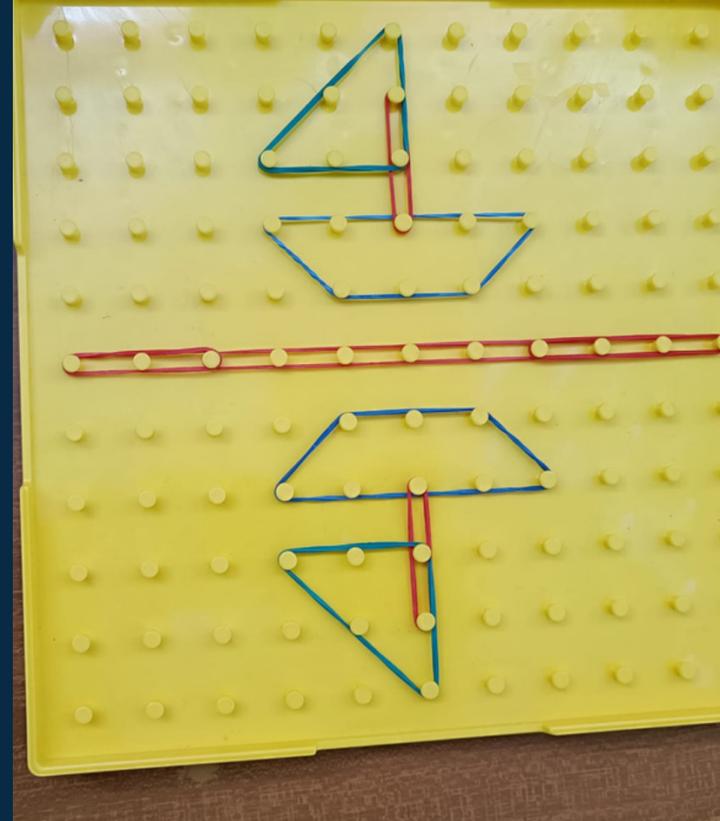
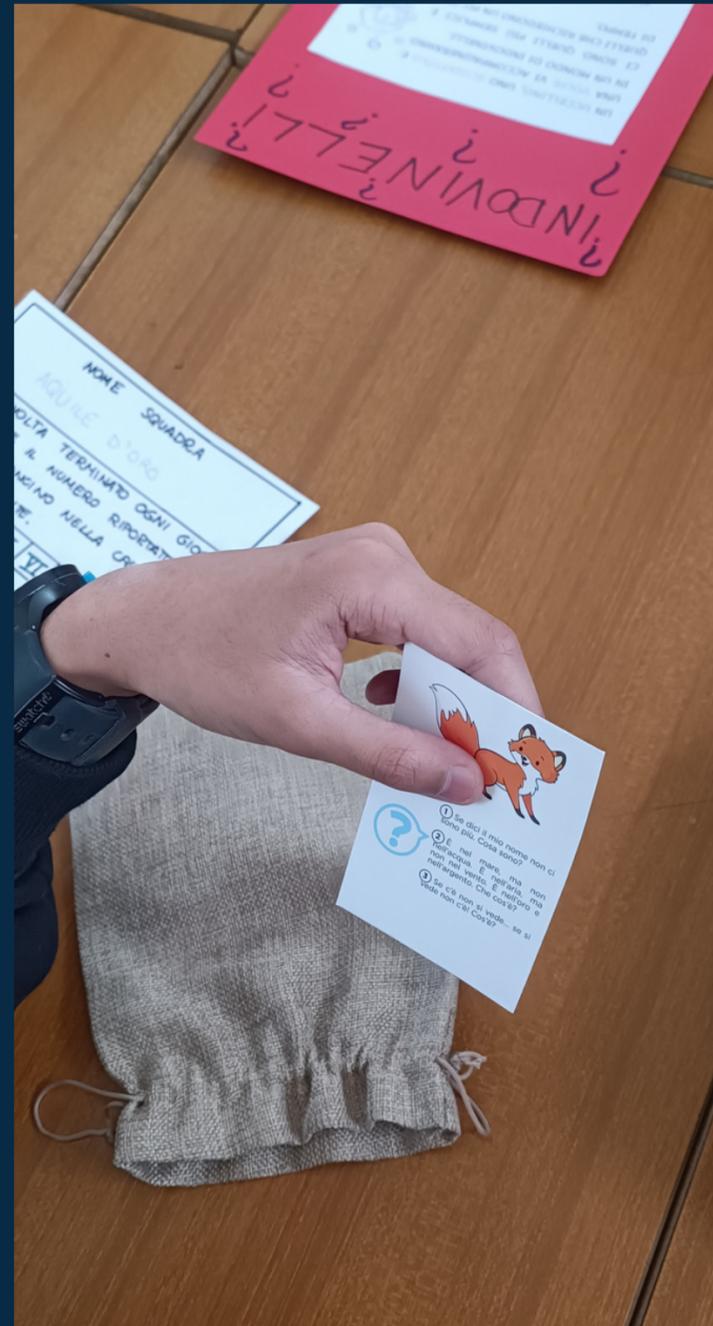
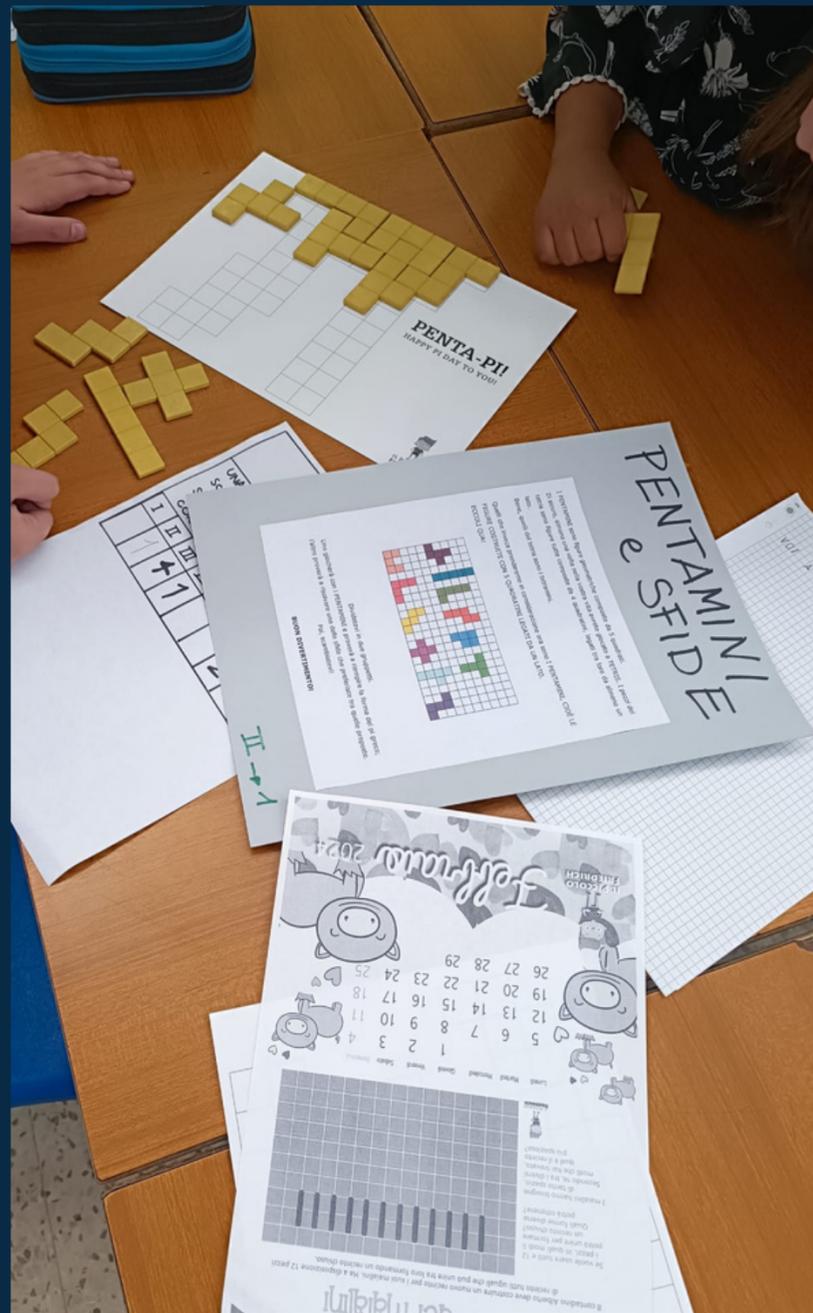




# CLASSI QUINTE





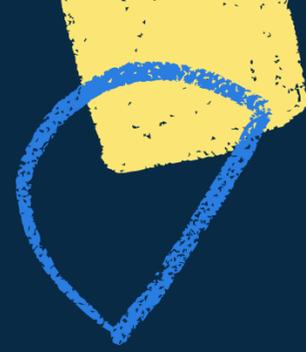


Usare la fantasia



Stupirsi

Immaginare



Giocare

Divertirsi



Imparare



Collaborare

Emozionarsi



Scoprire

Inventare





"L'ALGEBRA È GENEROSA,  
SPESSO CI DÀ PIÙ DI QUANTO  
LE CHIEDIAMO"



(D'ALAMBERT)

