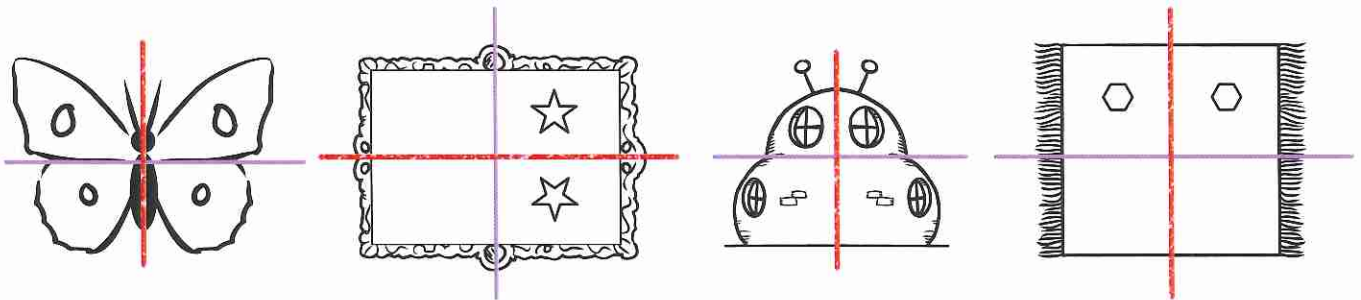
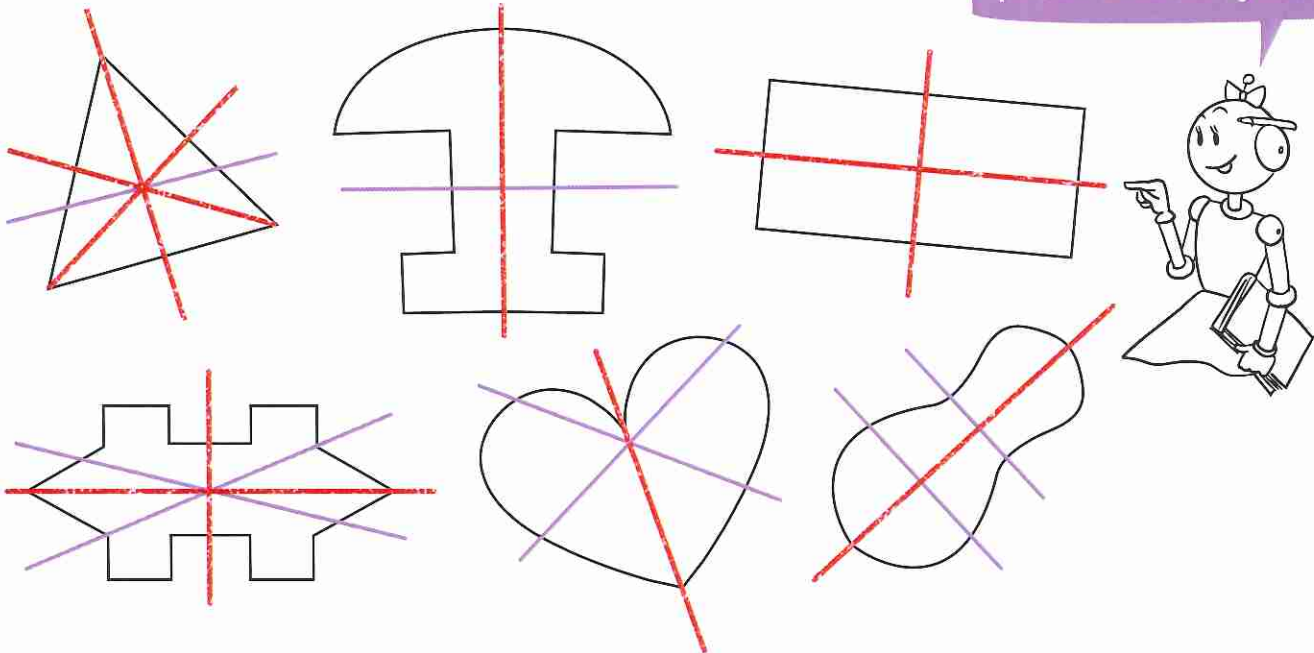


1 Repasse en rouge l'axe de symétrie.

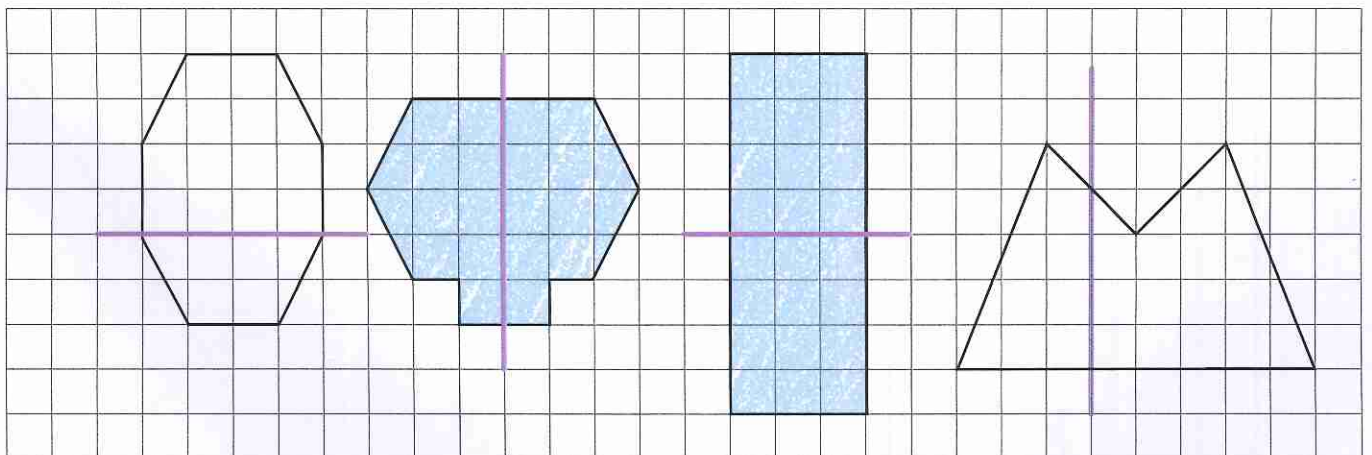


2 Repasse en rouge les axes de symétrie.

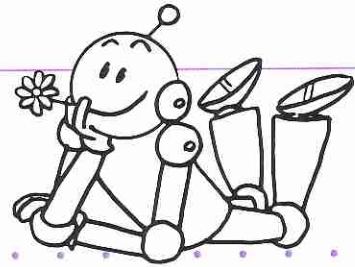
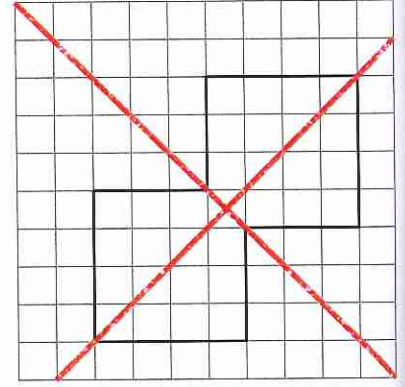
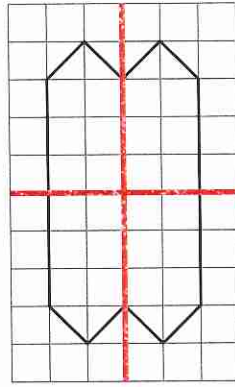
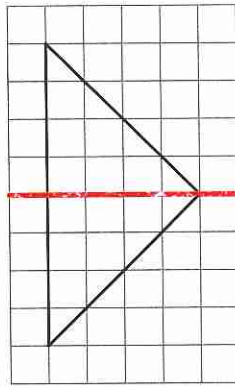
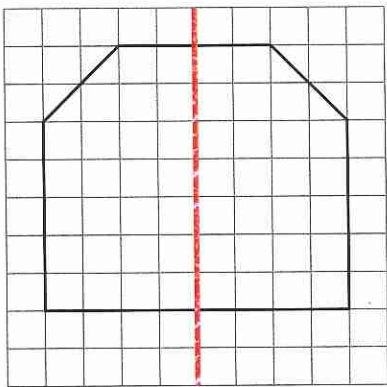
Attention ! Il peut y avoir plusieurs axes de symétrie !



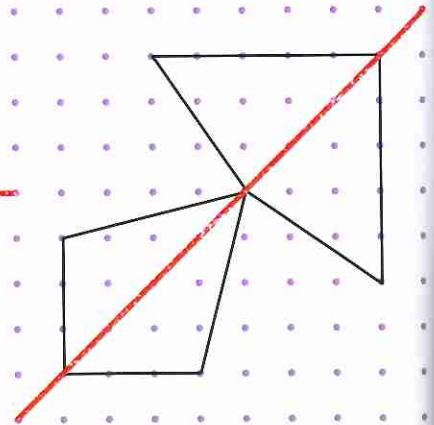
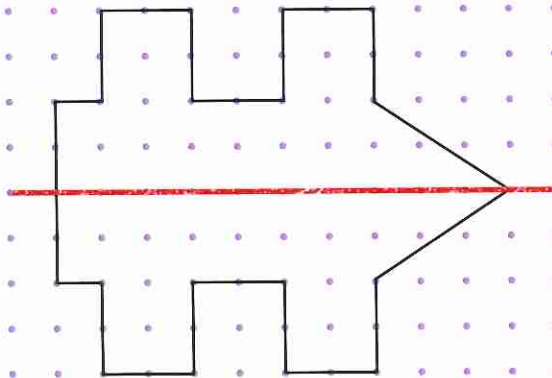
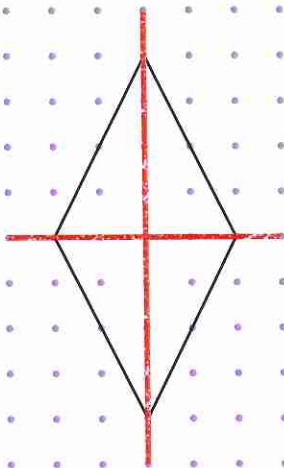
3 Colorie les figures si le trait violet est un axe de symétrie.



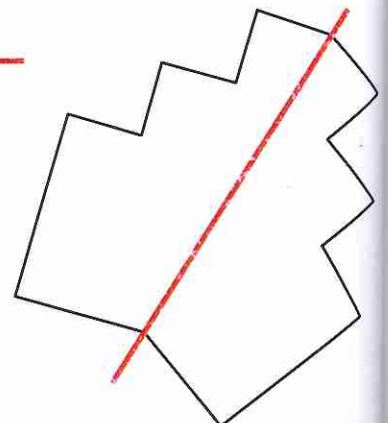
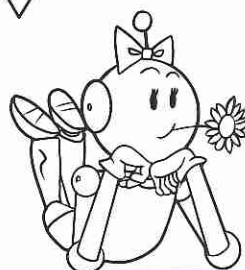
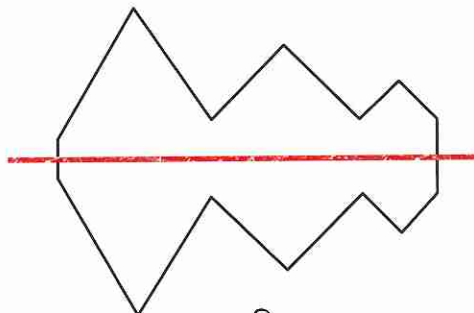
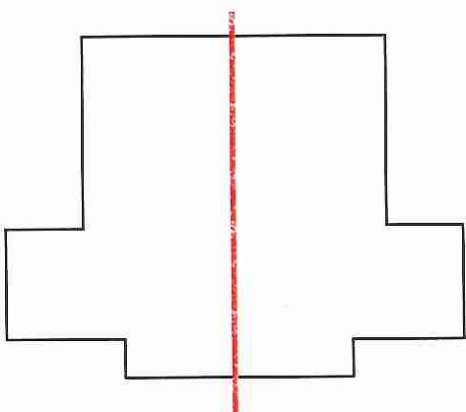
1 Trace les axes de symétrie.



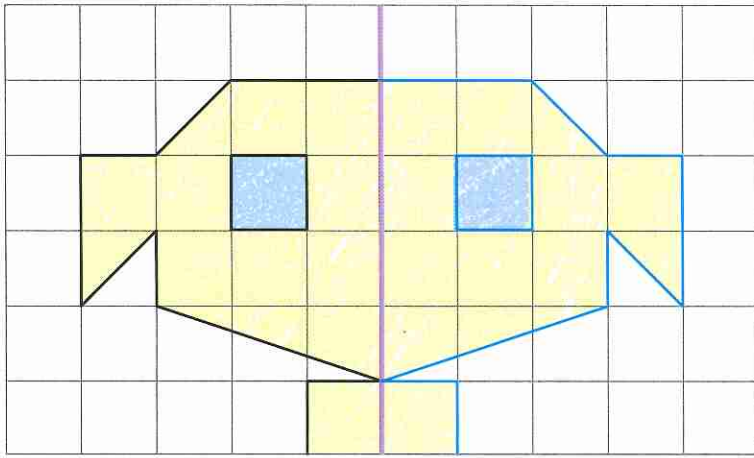
2 Trace les axes de symétrie.



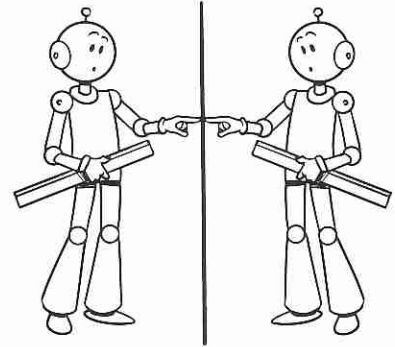
3 Trace les axes de symétrie.



1 Complète cette figure par symétrie, puis colorie.

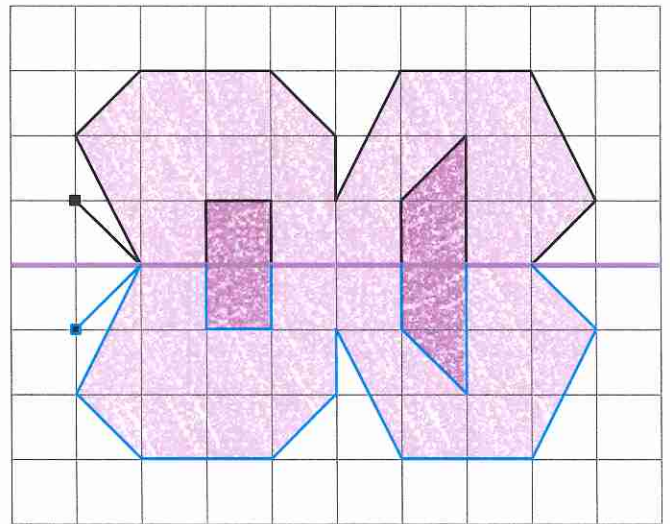
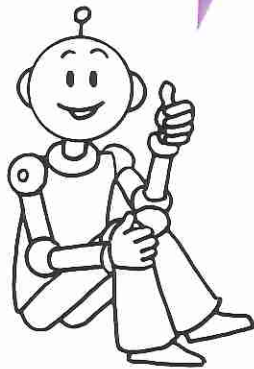


Compte bien tes carreaux à partir de l'axe de symétrie !

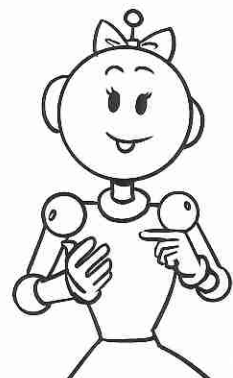
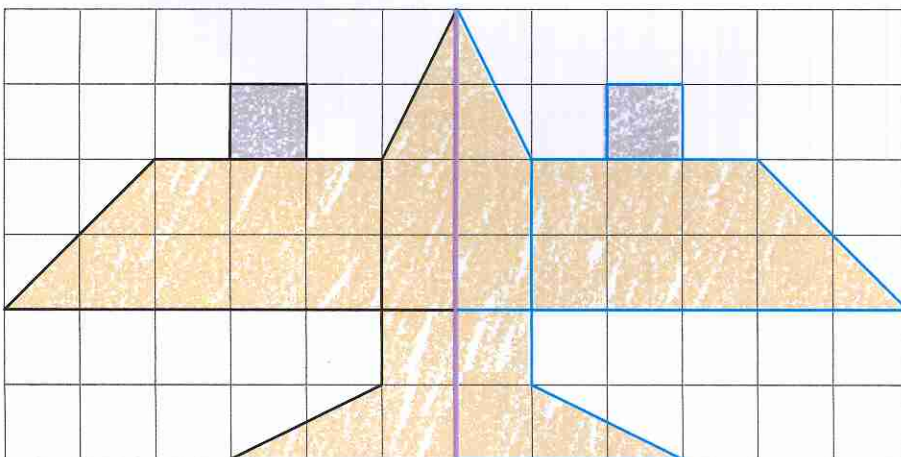


2 Complète cette figure par symétrie, puis colorie.

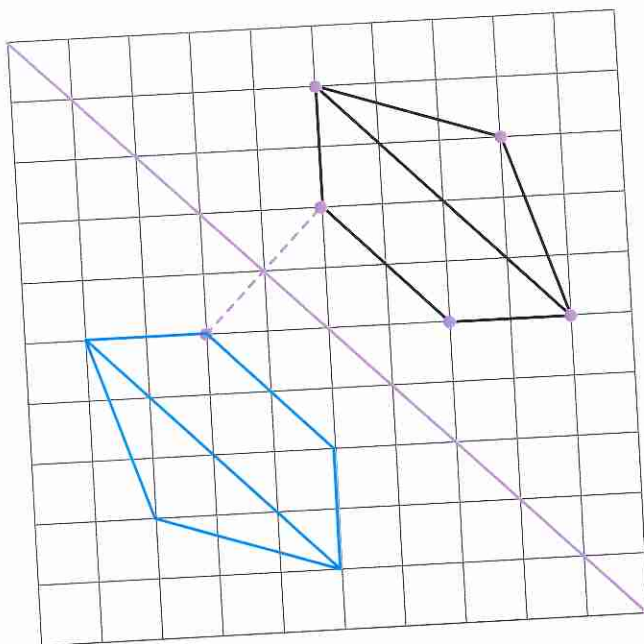
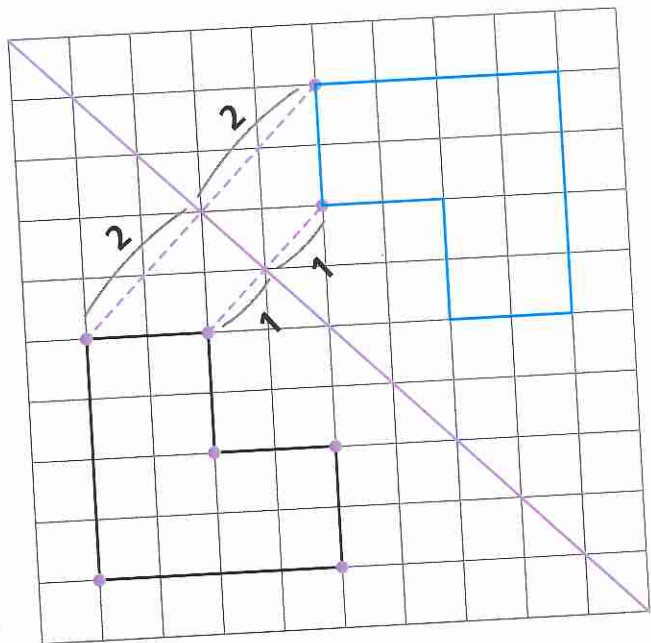
Attention ! L'axe de symétrie est horizontal.  
Ton dessin va donc s'inverser vers le bas.



3 Complète cette figure par symétrie, puis colorie.



1 Trace le symétrique de ces figures par rapport à leur axe de symétrie.



2 Trace le symétrique de cette figure par rapport à son axe de symétrie.

