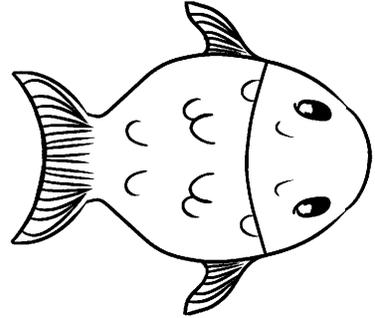
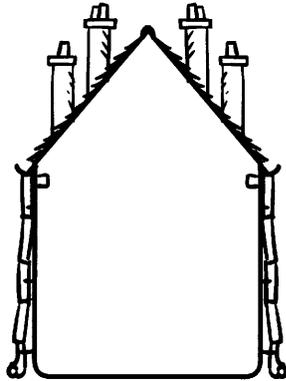
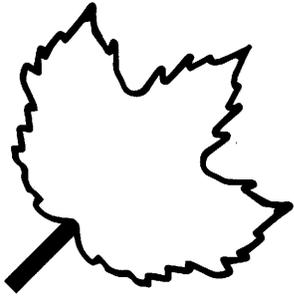
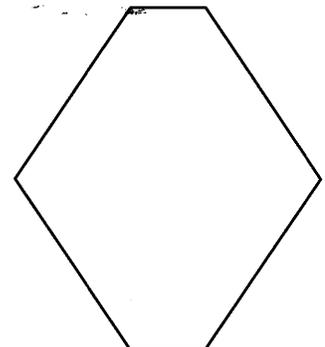
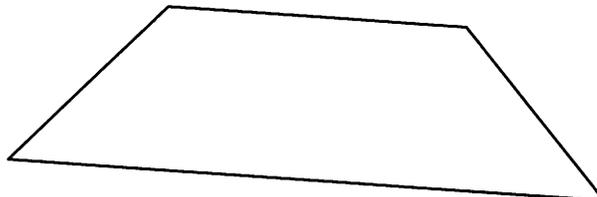
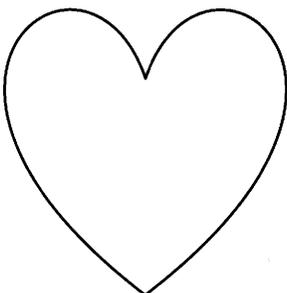
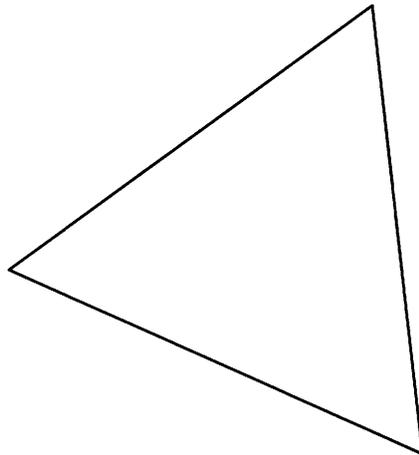
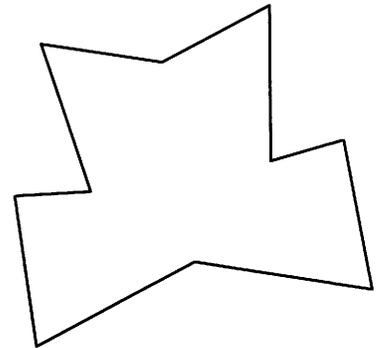
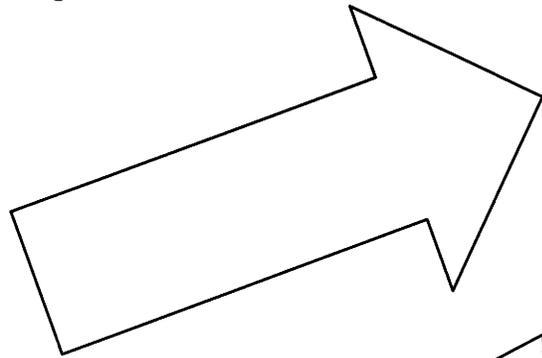
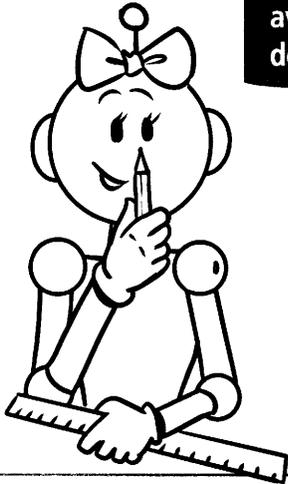


1 Trace en rouge l'axe de symétrie de chaque dessin.

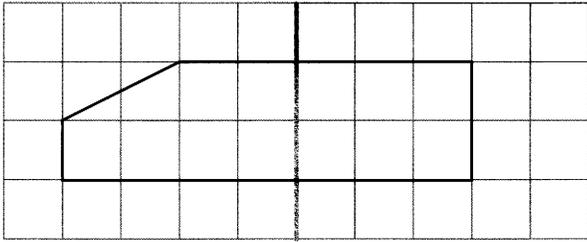
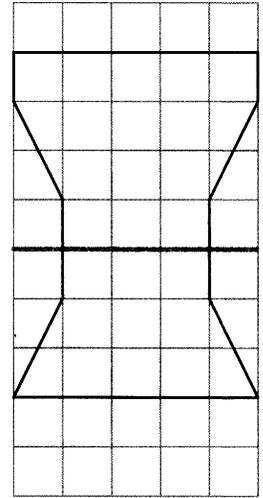
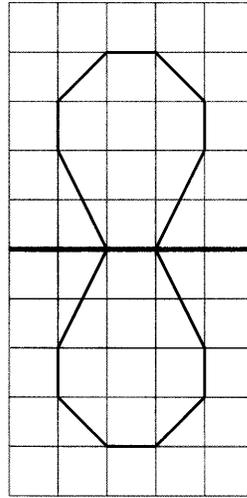
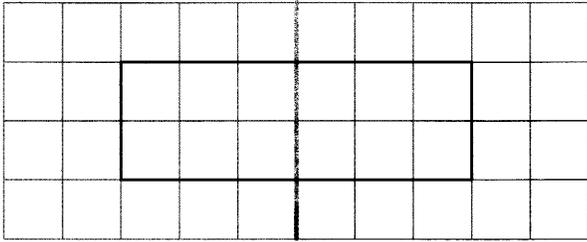


2 Trace en rouge le (ou les) axe(s) de symétrie de chaque figure.

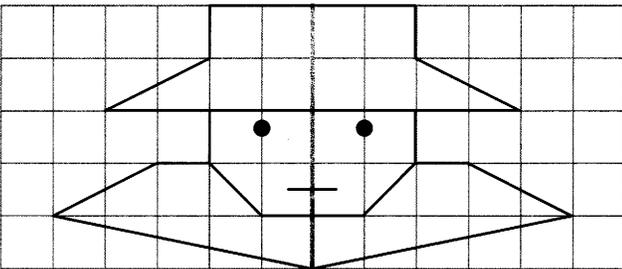
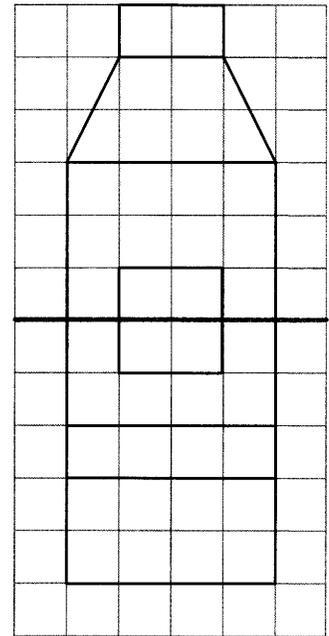
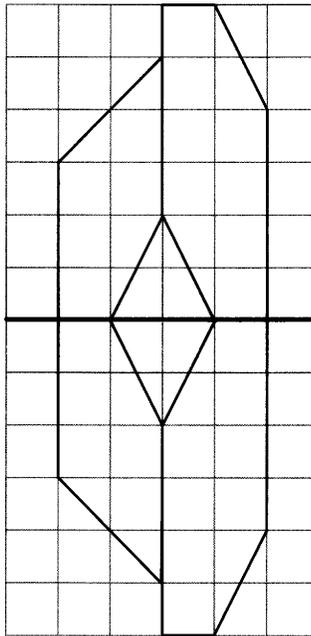
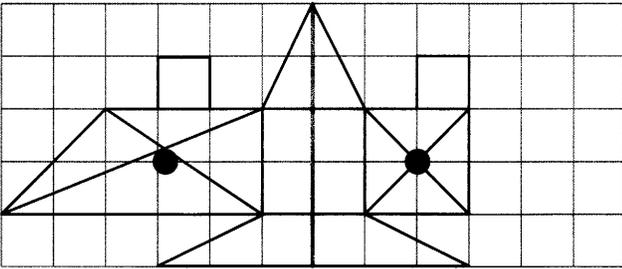
Attention !
Certaines figures peuvent
avoir plusieurs axes
de symétrie.



1 Colorie les figures si le trait vert est un axe de symétrie.



2 Colorie les figures si le trait vert est un axe de symétrie.



3 Tirobot a effacé les 3 axes de symétrie. Retrouve-les et trace-les en rouge.

