



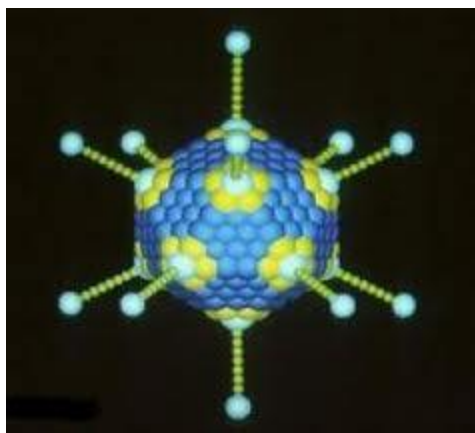
СИМЕТРИИ СИМЕЛЪНИ

изследване и приложения

Тони Чехларова Евгения Сендова
Неда Чехларова Койя Чехларова



Красота и хармония



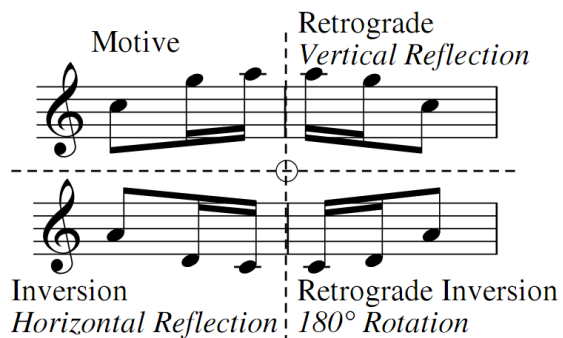
в природата





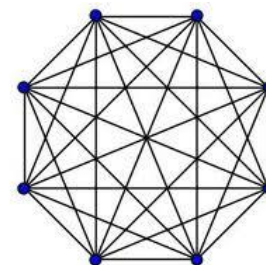
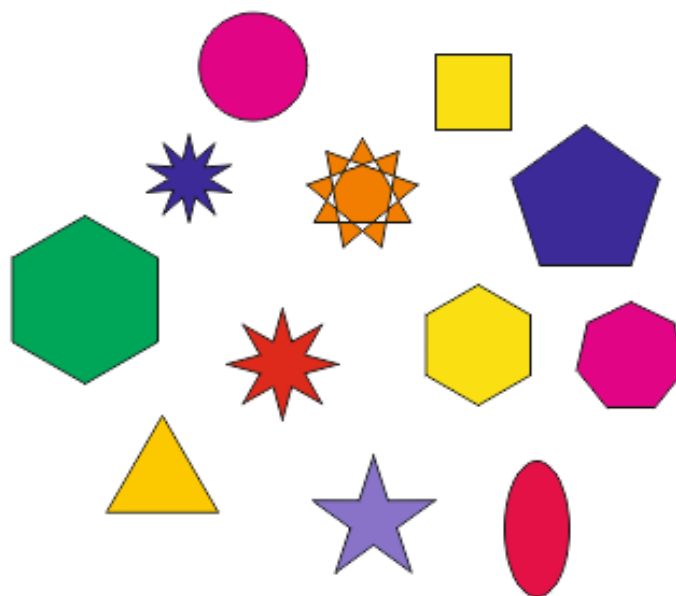
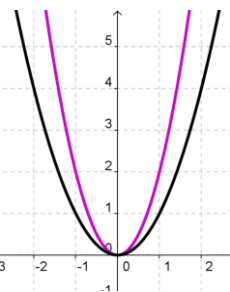
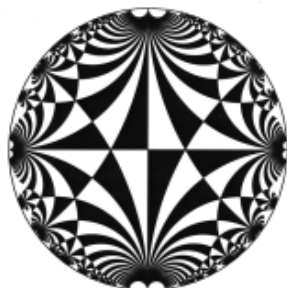
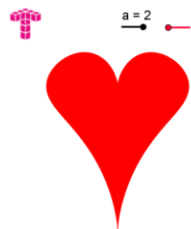
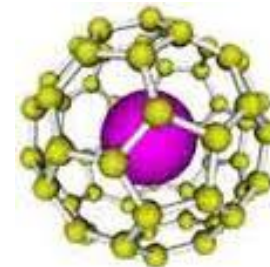
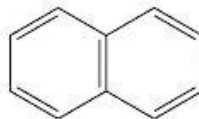
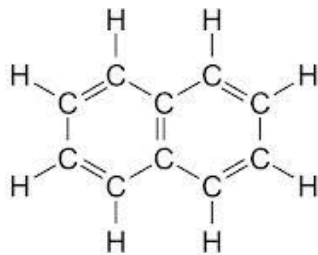
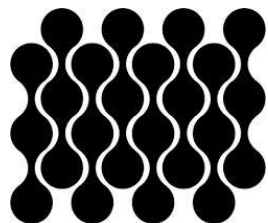
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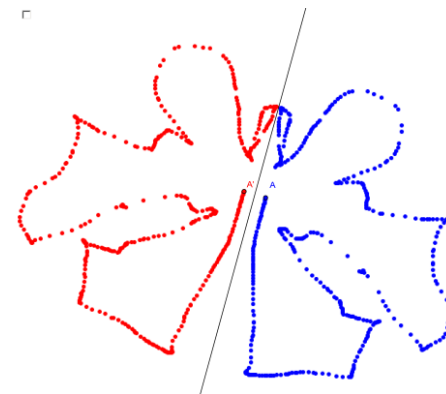
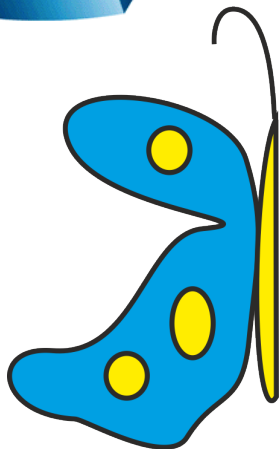
в изобразителното, музикалното и танцовото изкуство





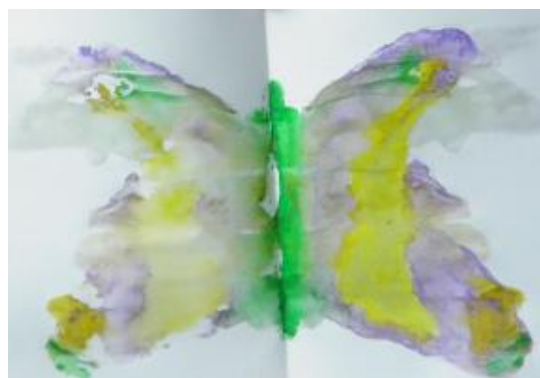


Осева симетрия

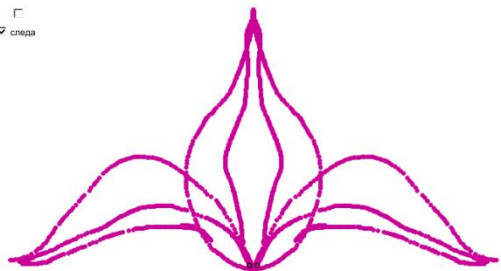


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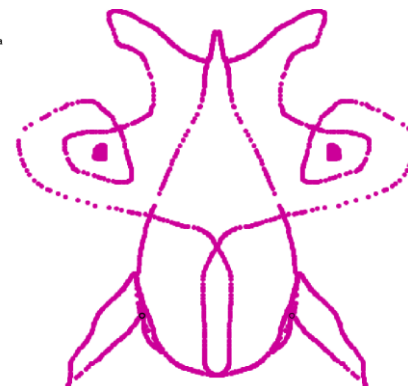
☐ ☒ следа



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[ggb](#)

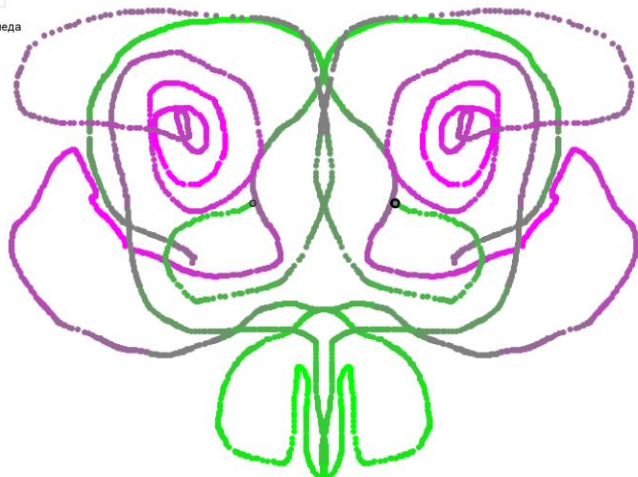
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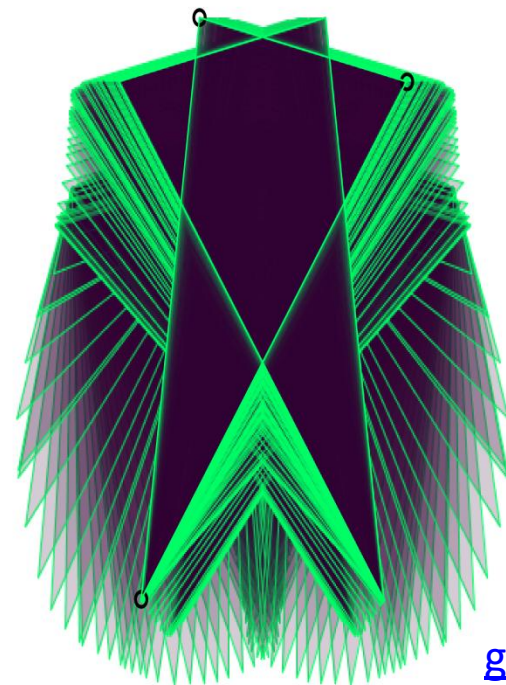
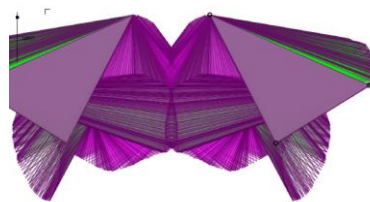
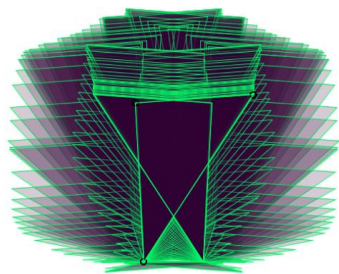
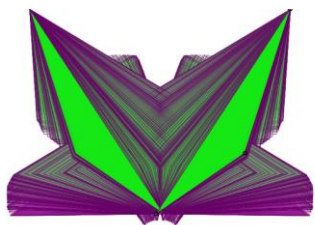
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☐ ☒ следа



☐ ☒ следа

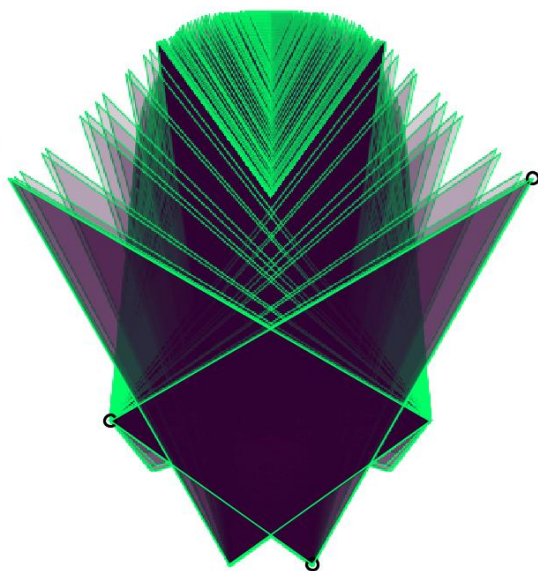
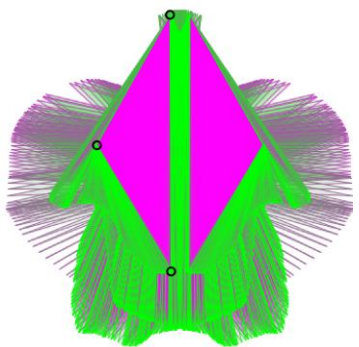
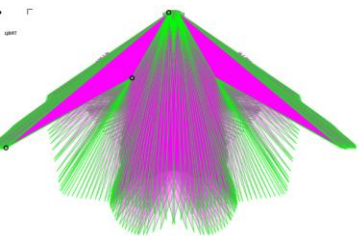
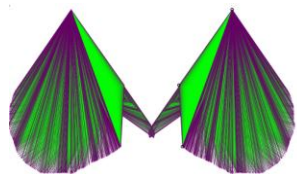




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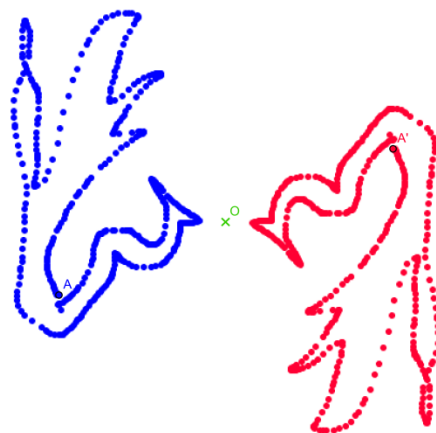




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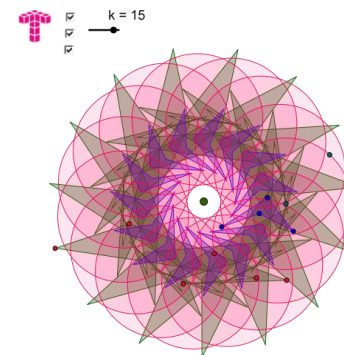
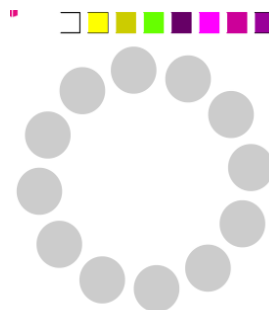
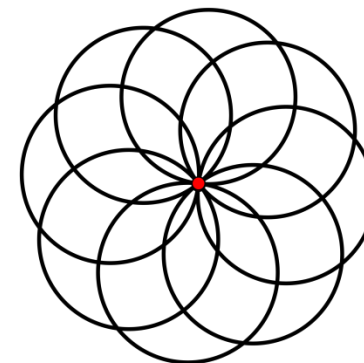
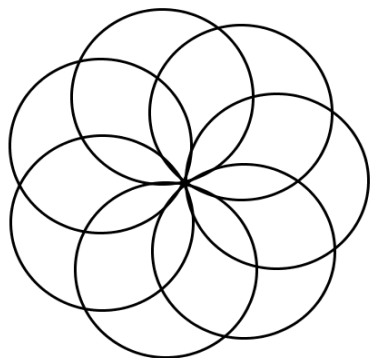
Централна симетрия



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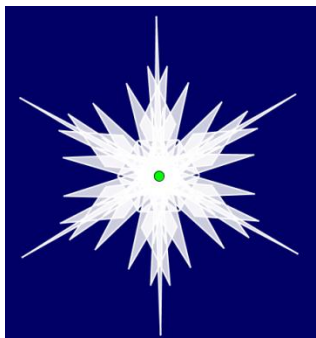
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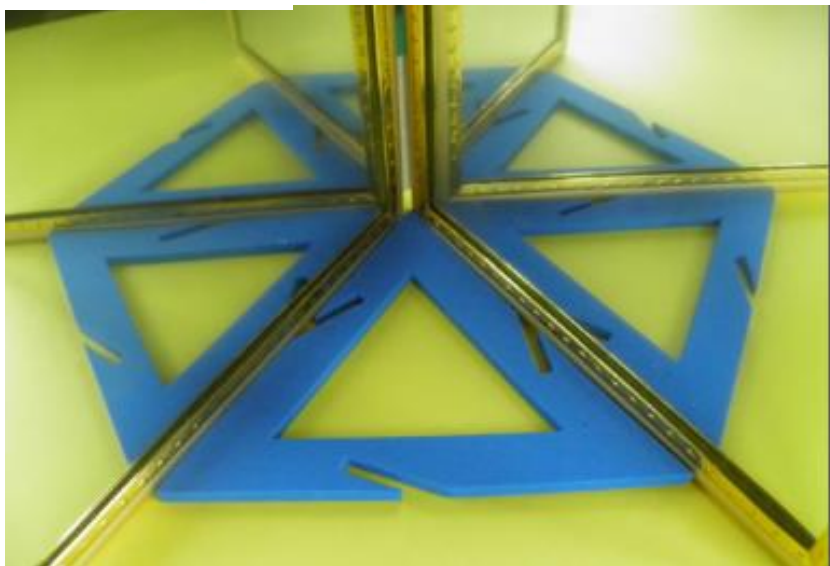
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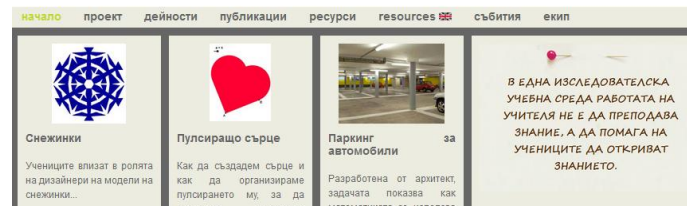
Снежинка и ротационна симетрия



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mathematics and science for life



<http://www.math.bas.bg/omi/mascil/>

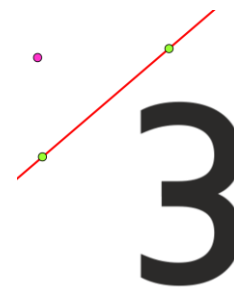
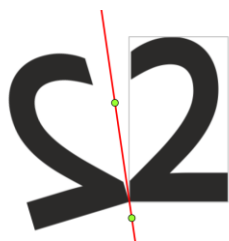
Цифри и симетрии



0 1 2 3 4 5



6 7 8 9



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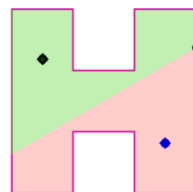
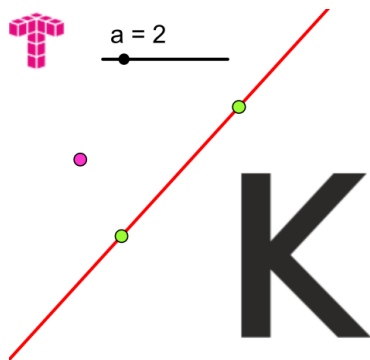
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Букви и симетрии

Е Г В Т И Х К
А Z

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<http://www.math.bas.bg/omi/cabinet/content/bg/html/d20053.html>



Палиндром

Палиндромът е една или няколко думи или числа, които се четат по един и същ начин отляво надясно и отдясно наляво.

боб

101

бял хляб

дебел лебед



Кодиране и симетрии



RNHOMQBX

РРАДЛОЛА

БХНТБМЭТБМ

хгвмонн

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Кодирай името си.

K O Y A Y O K
K O Y A Y O K

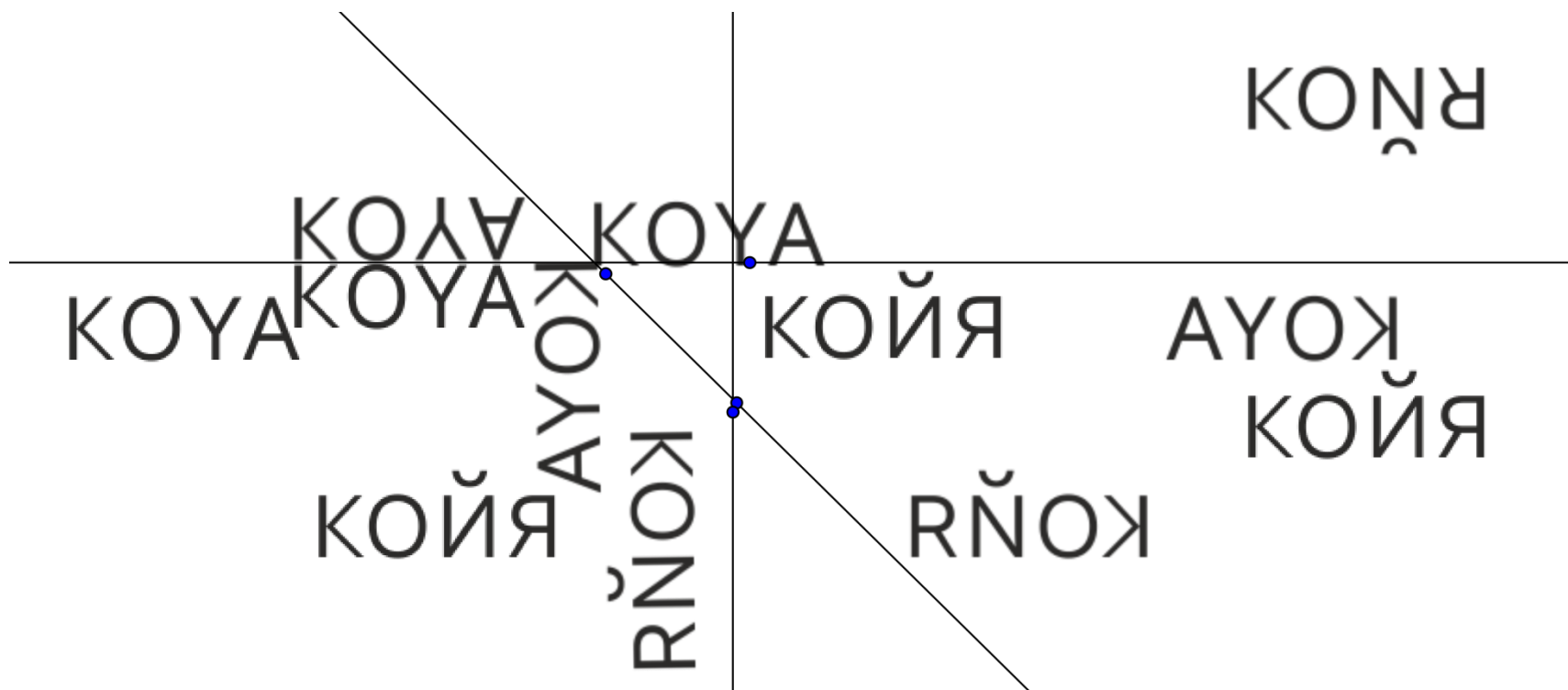
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Y O Y O Y O

A Y O K O Y A
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K K
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Y Y
O O
Y Y
K K

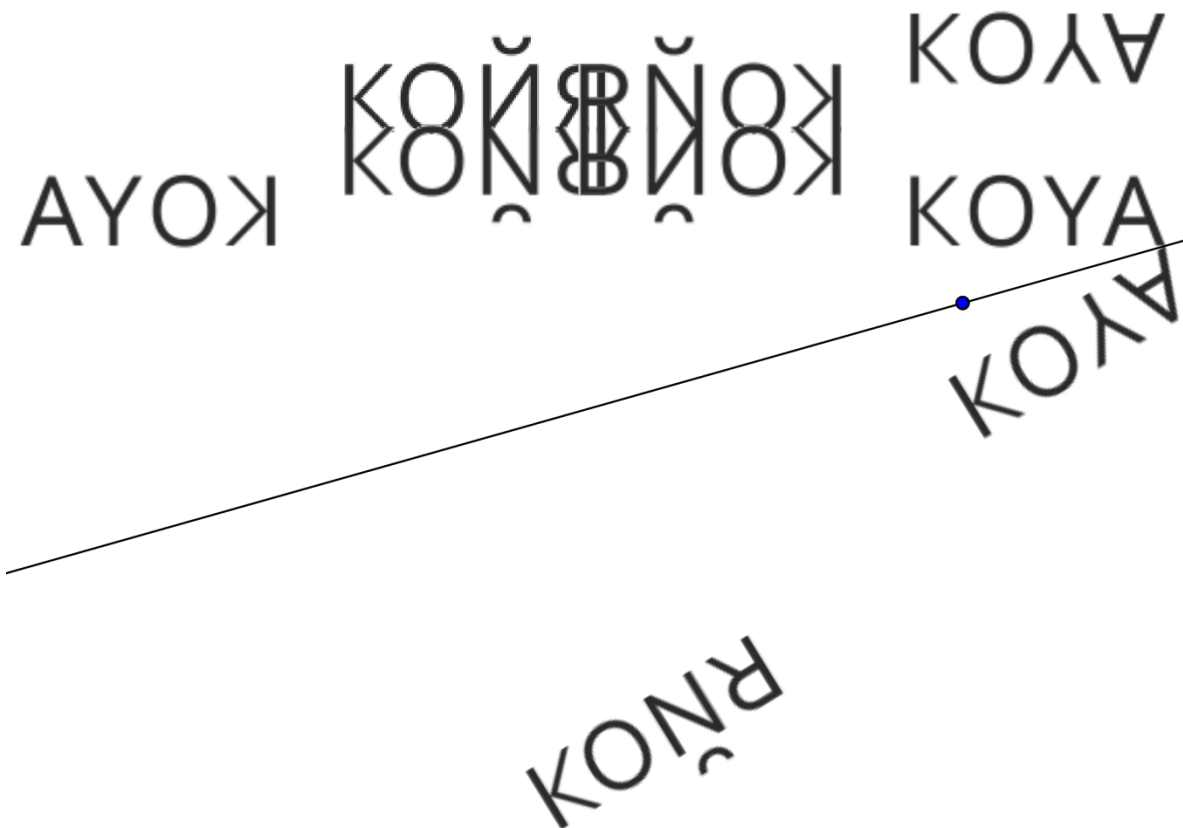
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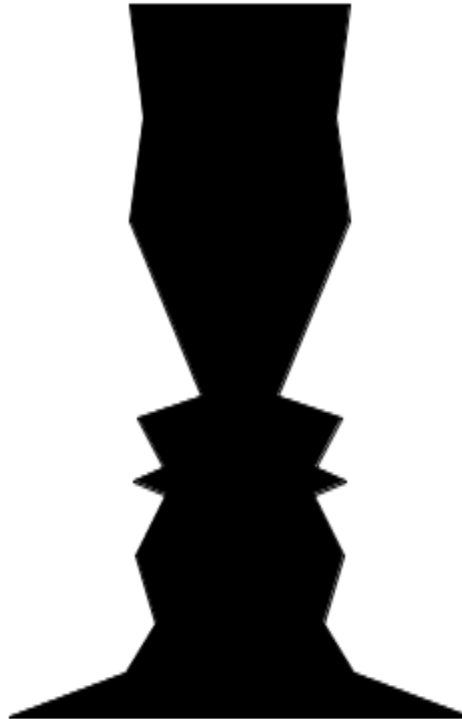




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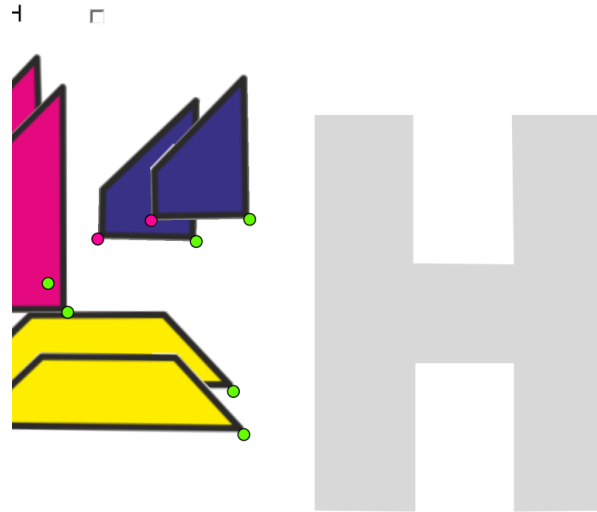


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ggb



“Н” пъзел



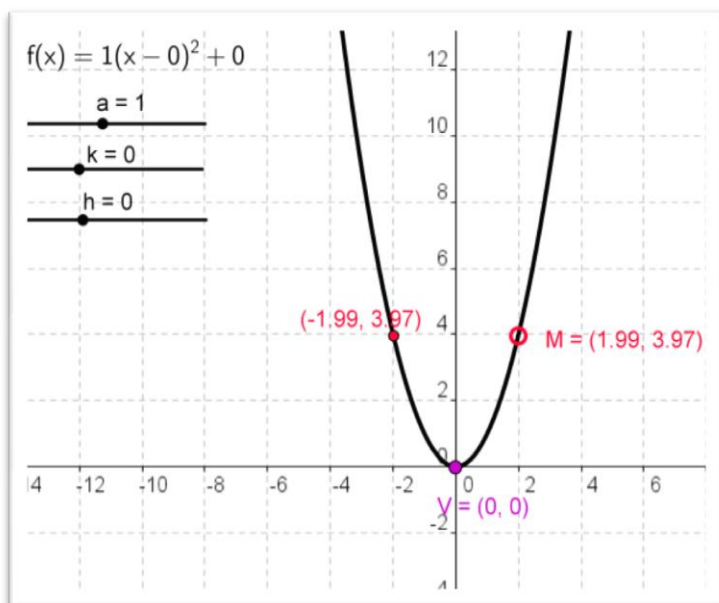
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С плочките на “Н” пъзела направи
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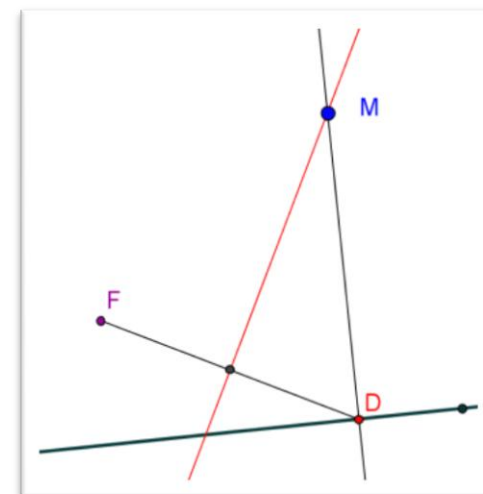
Математически етюд “Аз и огледалният ми образ”



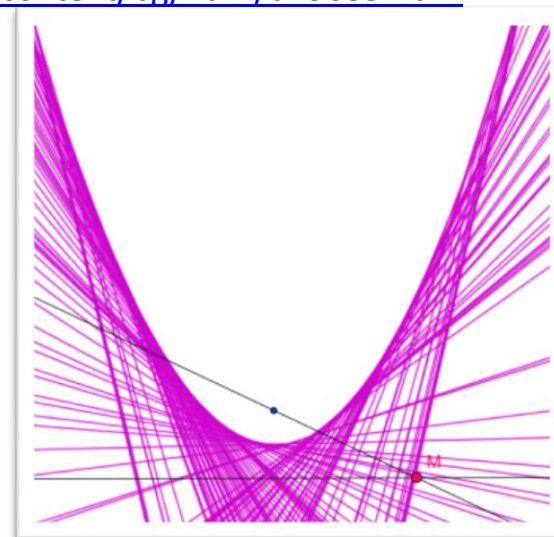
Изследвания с парабола



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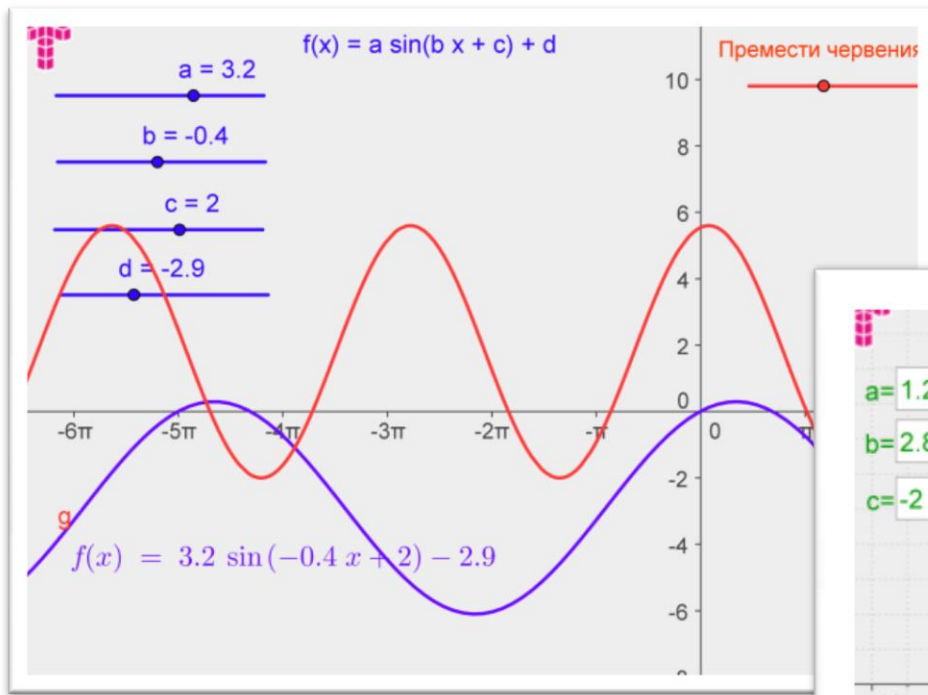


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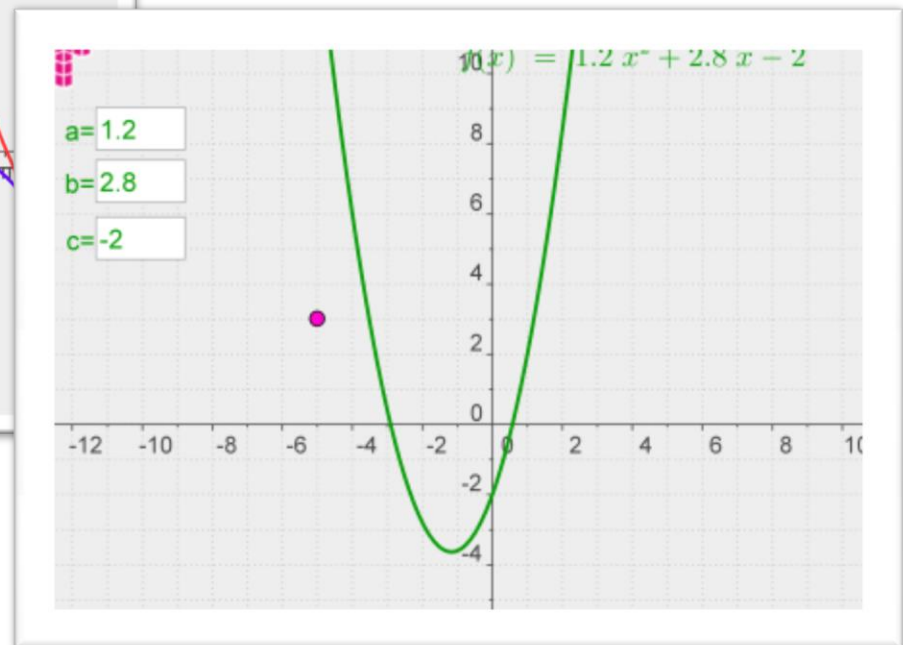


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Игри с графики на функции



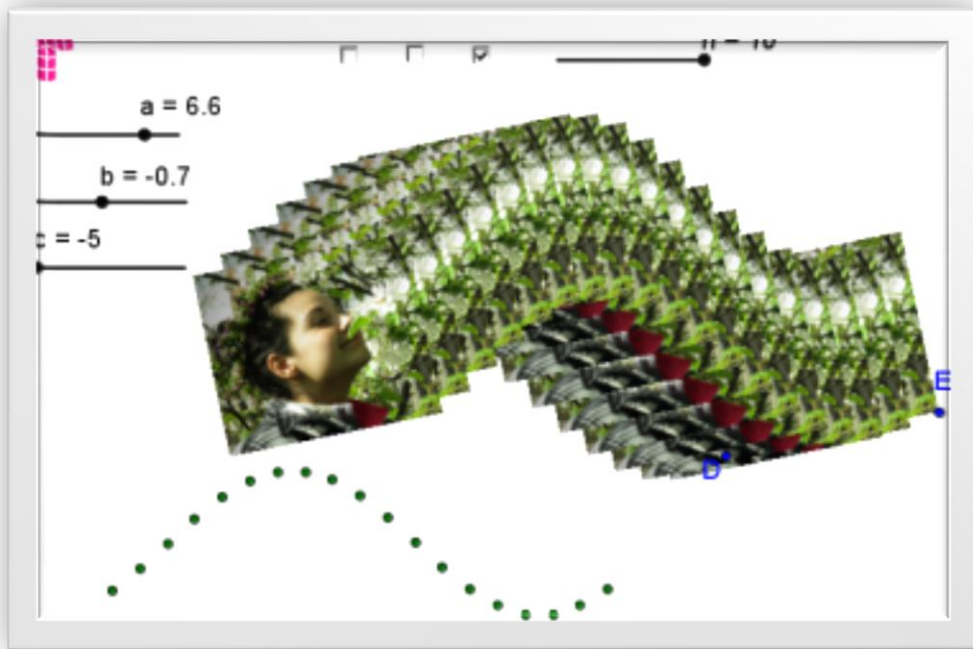
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Функциите в помощ на дизайнерите



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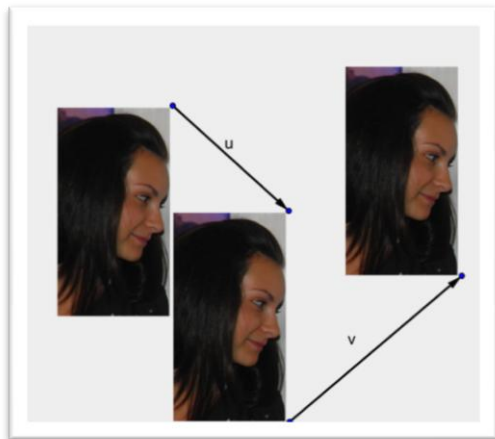
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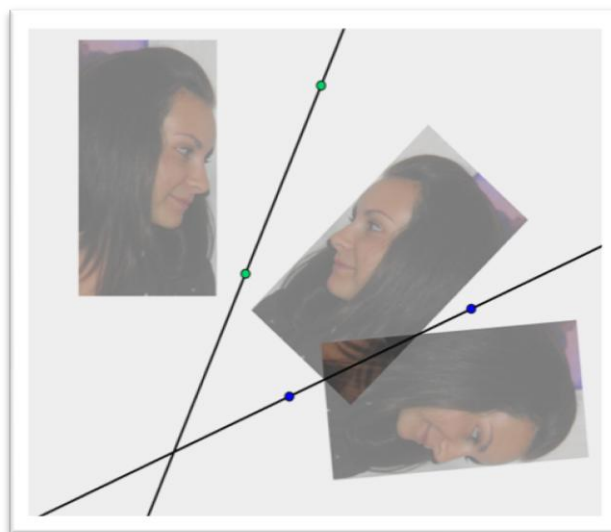
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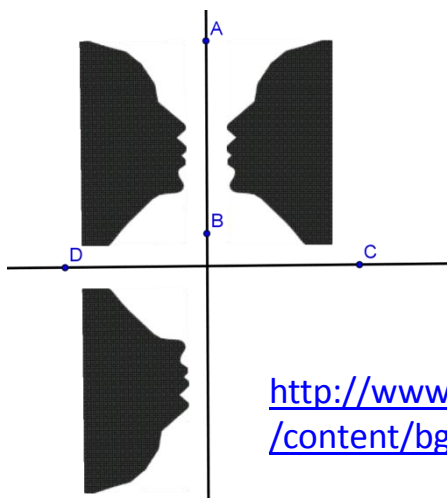
Исследования с произведения на еднаквости



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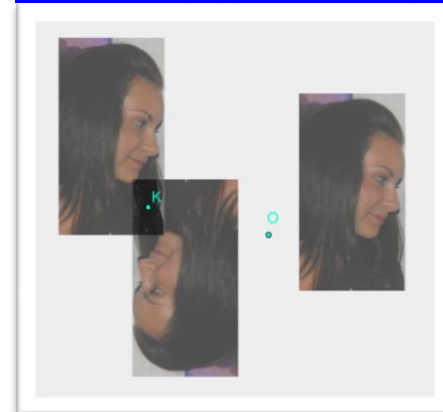


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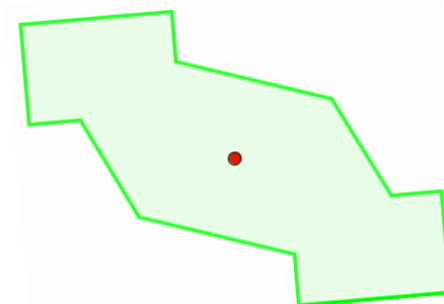
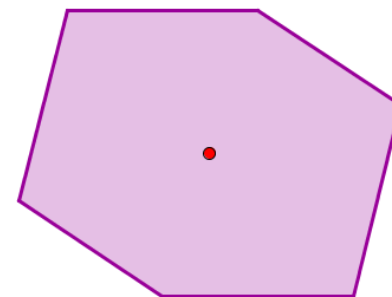
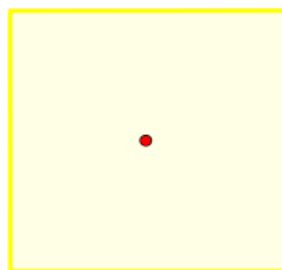
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Стратегия за победа

Всеки от играчите поставя върху масата последователно по един кръг. Победител е играчът, който последен постави кръг.



<http://www.math.bas.bg/omi/cabinet/content/bg/html/d24003.html>



- Изследвай за стратегия за победа.
- Предложи твой модел за маса, при която може да се използва откритата стратегия.
- Предложи модел за маса, при която не може да се използва откритата стратегия.



Благодарим!