**GEOM 2 Se repérer sur un quadrillage**

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|  | ***Je sais ma leçon si…*** |
| ***GEOM 2*** | ➊ *Je sais repérer une case ou un point dans un quadrillage.* |
| ➋ *Je sais coder la position d’un objet dans un quadrillage.* |

Pour situer une case ou un point sur un quadrillage, un plan ou une carte, on utilise d’abord le code horizontal puis le code vertical.

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| --- | --- | --- | --- | --- | --- | --- |
| 6 | 5 | 4 | 3 | 2 | 1 |  |
|  |  |  |  |  |  | a |
|  |  |  | ▲ |  |  | b |
|  |  |  |  |  |  | c |
|  |  |  |  |  |  | d |
|  |  |  |  |  |  | e |

Case ▲ → ( 3 , b )

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| a | | b | | c | | d | | e | | f | |  | |  |
|  |  | |  | |  | |  | |  | |  | | 1  2  3  4  5 | |
|  |  | |  | |  | |  | |  | |  | |
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|  |  | |  | |  | |  | |  | |  | |

*Nœud* ● → ( c , 3 )