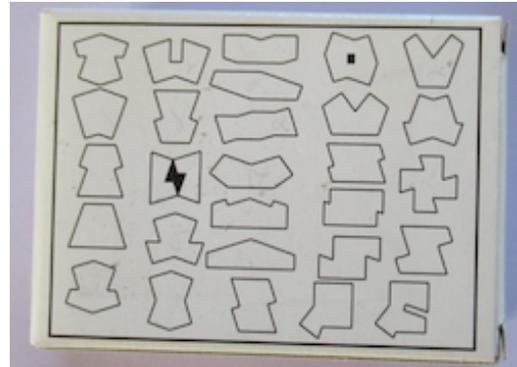
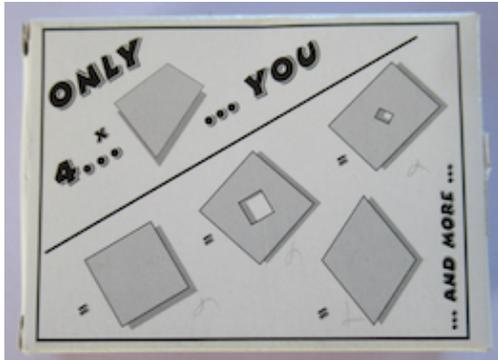


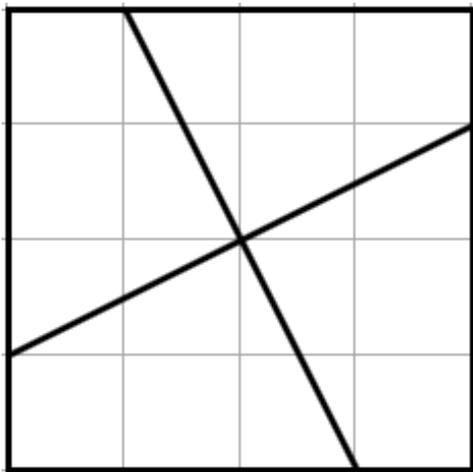
## ONLY YOU

Ce jeu édité par « kubi-games.germany » a été acheté au début des années 2000 dans un magasin de jeux.



Quatre pièces identiques sont utilisées pour réaliser des polygones dessinés au recto et au verso de la boîte. L'envie est venue de comprendre comment ceux-ci ont été imaginés et d'en imaginer d'autres.

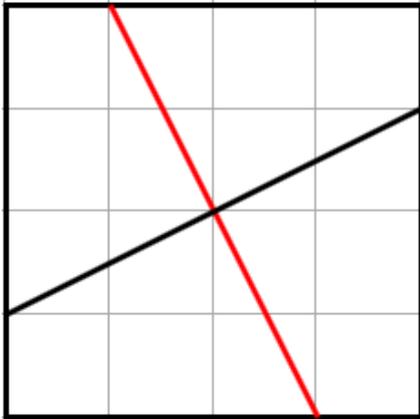
Les mots « **ONLY YOU** » présents sur l'emballage ont été conservés pour nommer ce puzzle.



Cette version réalisée sur quadrillage facilite la création d'autres exemplaires du jeu dans des matériaux divers.

## RÉALISATION DE FORMES SYMÉTRIQUES EN UTILISANT LES QUATRE PIÈCES

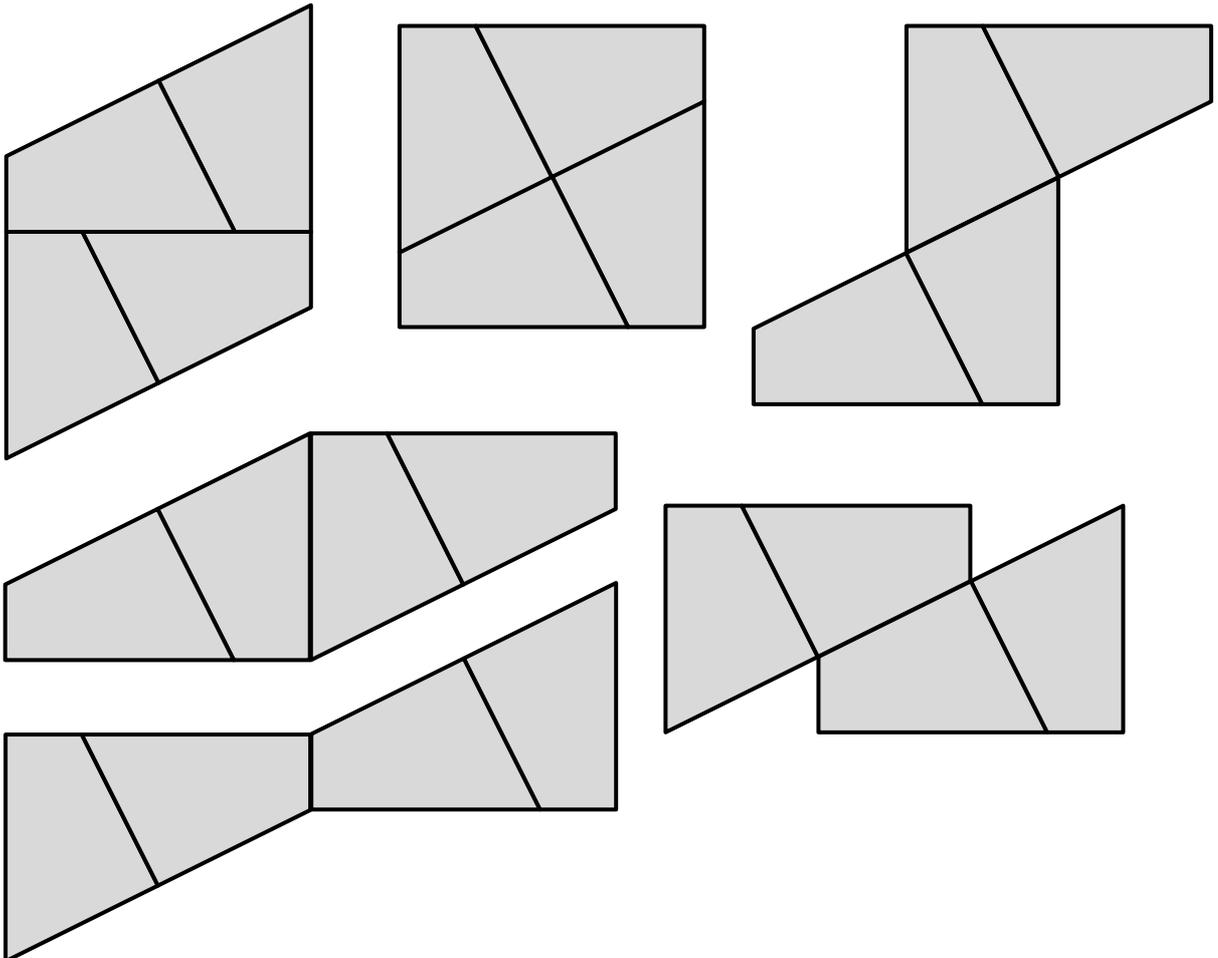
*Les pistes de recherche explorées peuvent être proposées à des élèves. Les propositions de ce document n'ont pas l'ambition de l'exhaustivité.*

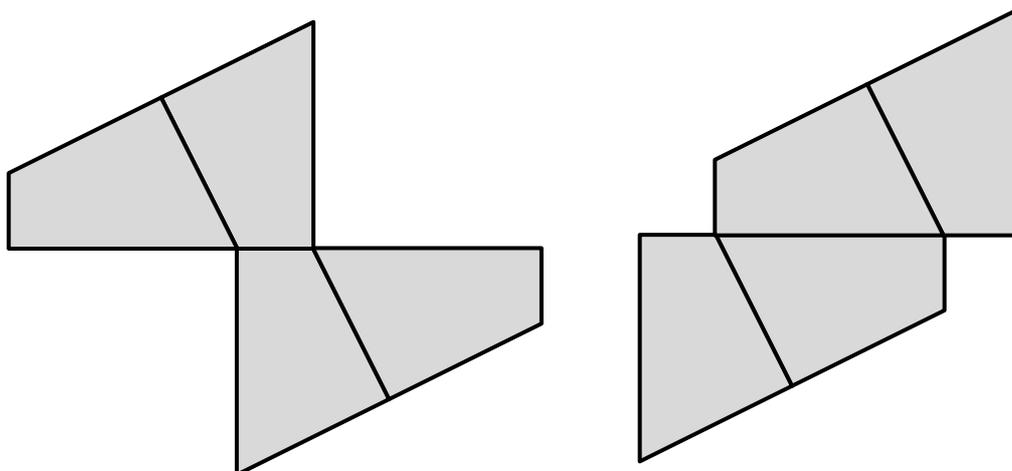


Le segment rouge partage le carré en deux trapèzes rectangles superposables.

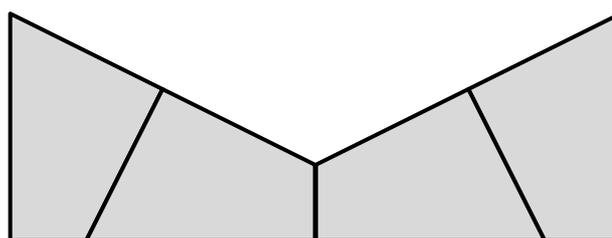
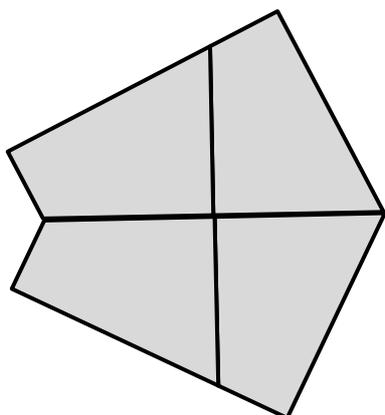
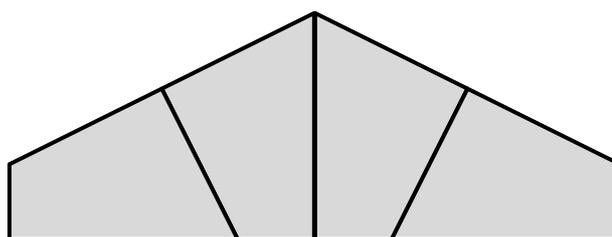
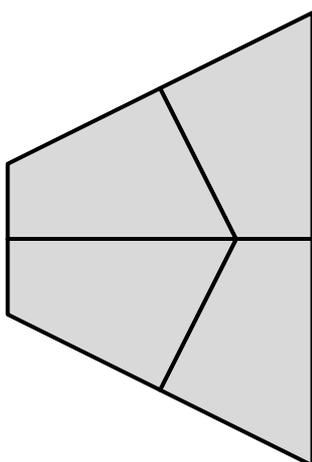
Nous allons envisager leurs assemblages symétriques.

**Avec une symétrie centrale**

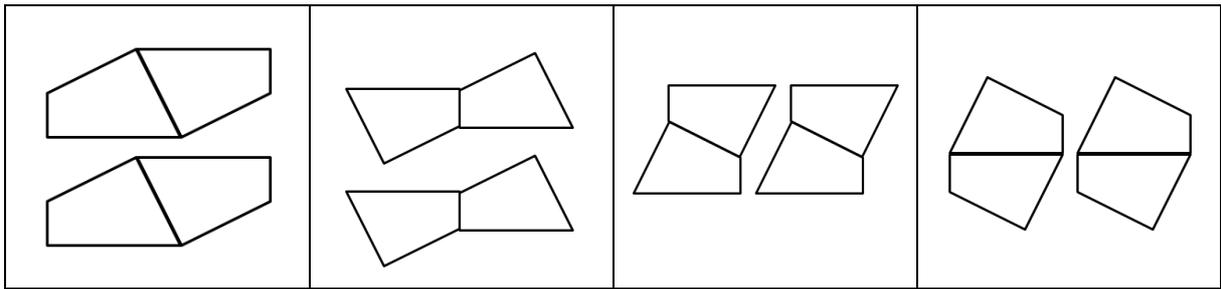




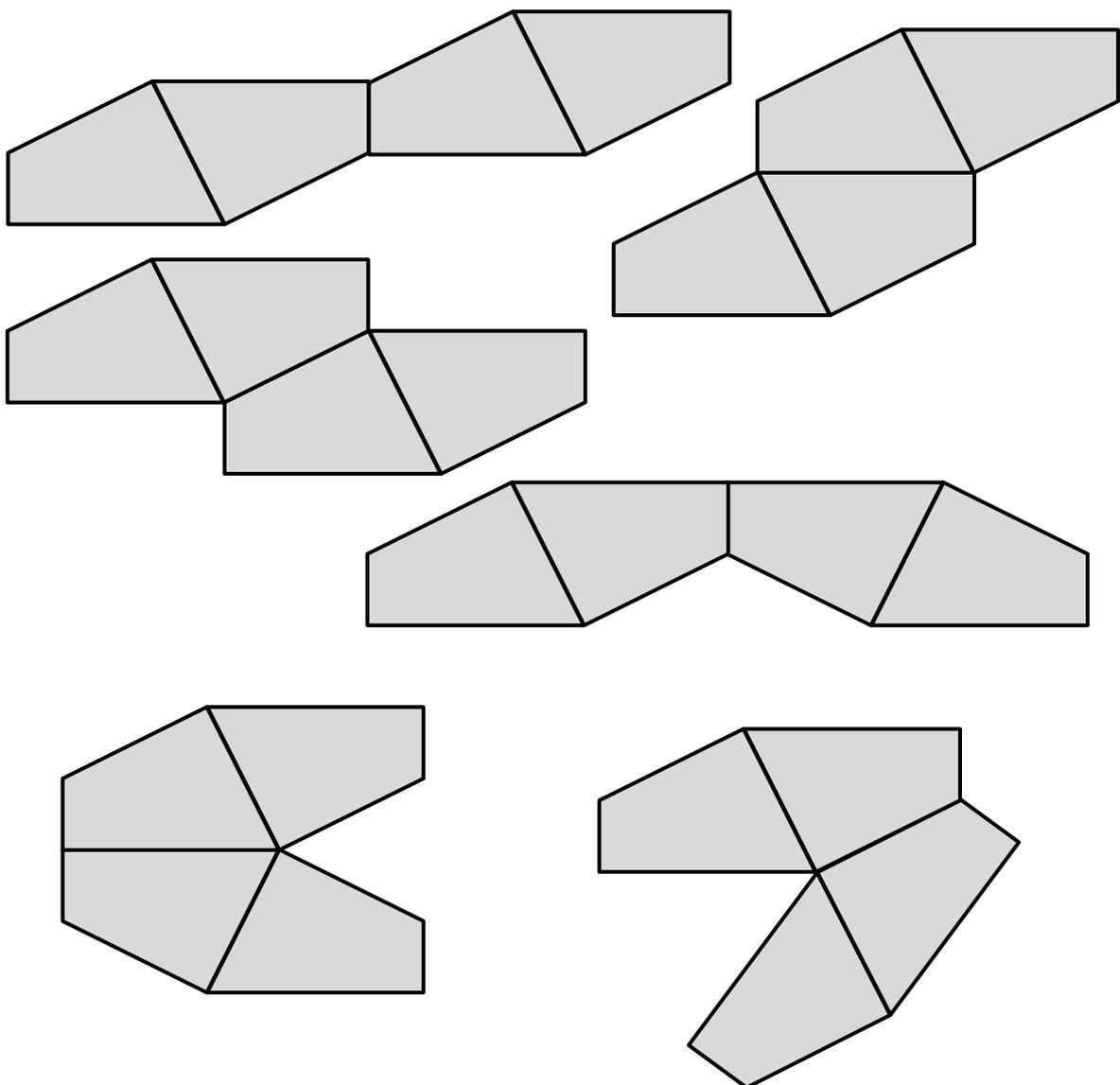
**Avec une symétrie axiale**

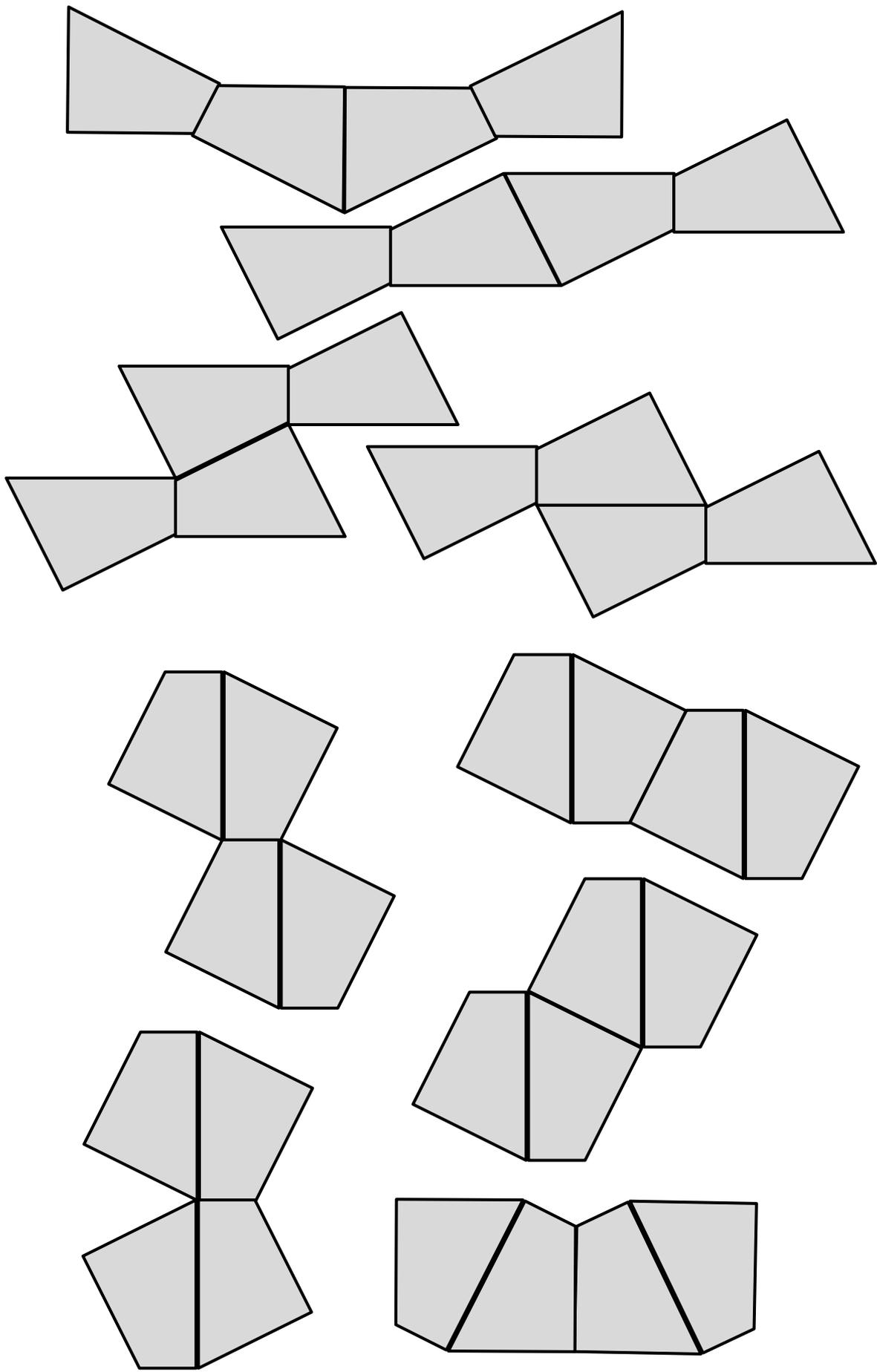


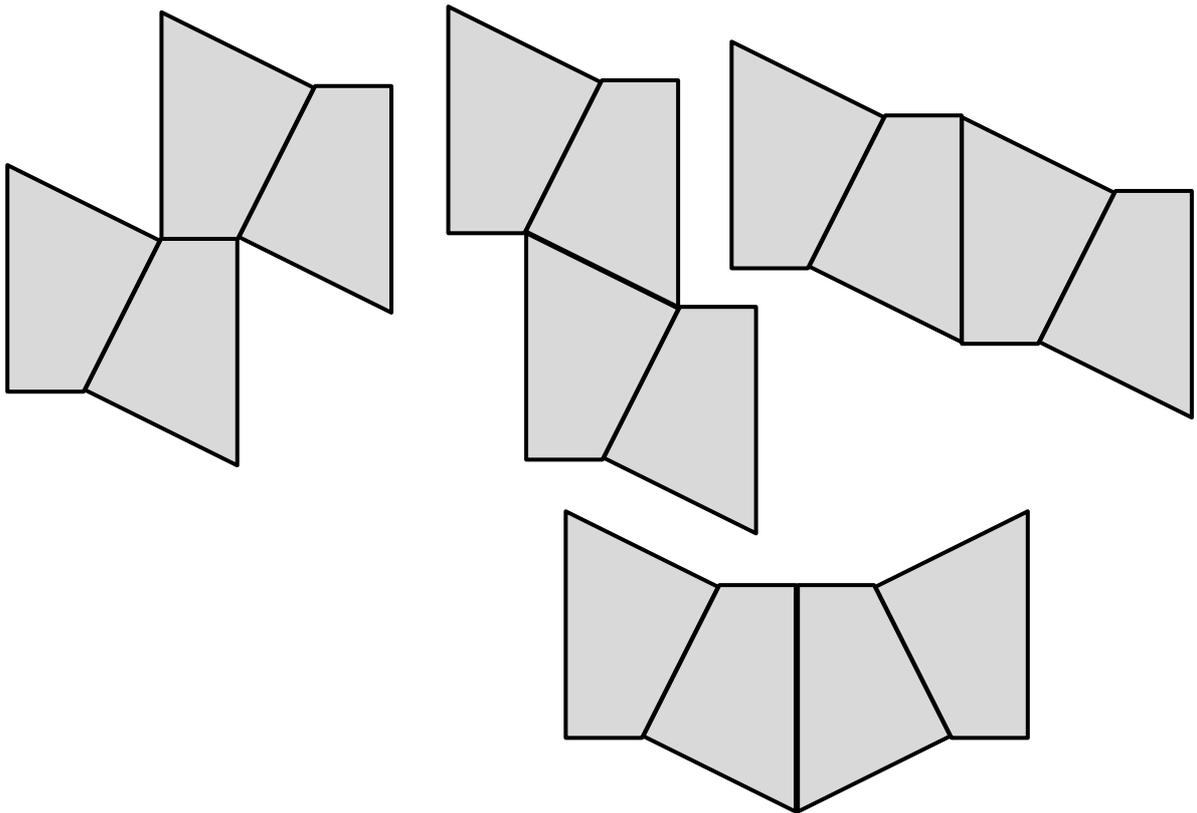
## Utilisation de paires d'assemblages de deux pièces



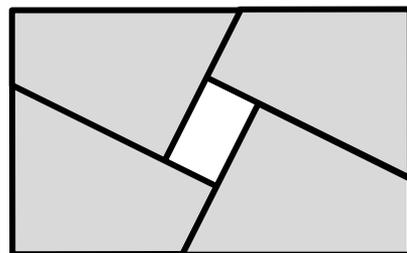
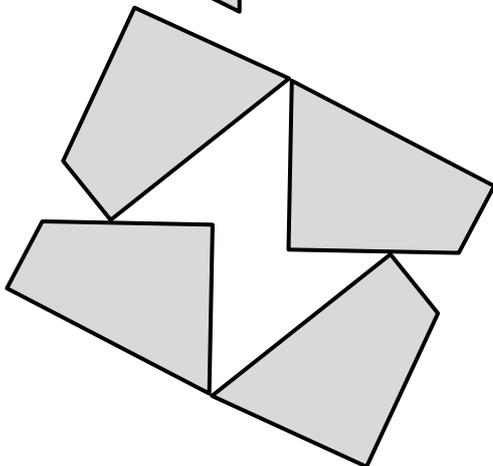
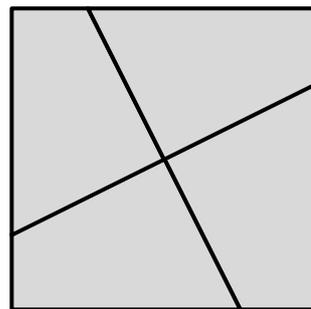
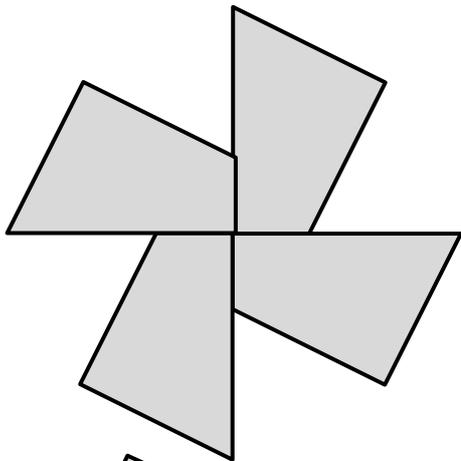
Pour ces quatre exemples les placements symétriques des ensembles de pièces fournissent des formes admettant un centre ou un axe de symétrie.

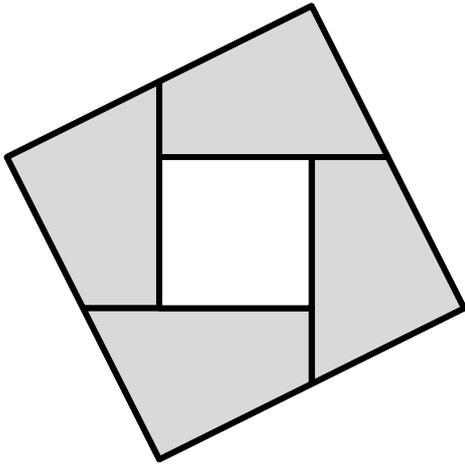






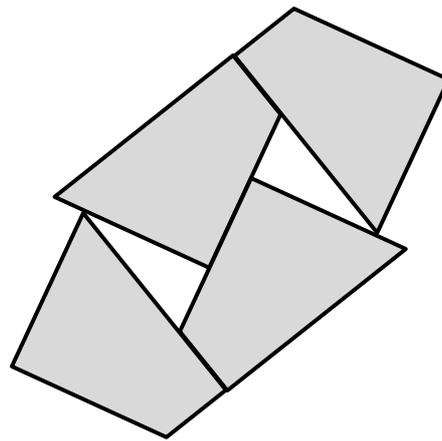
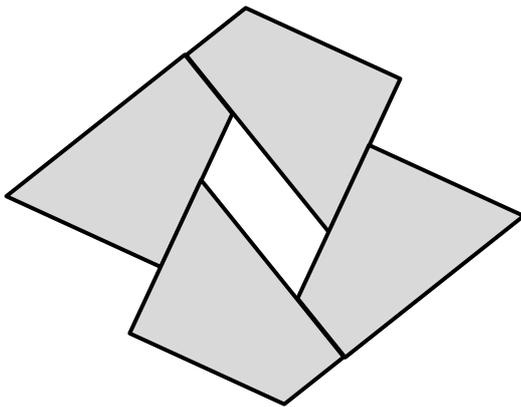
**Placements symétriques autour d'un point**





Ce placement des pièces est à mettre en relation avec le puzzle de Perigal visualisant le théorème de Pythagore.

<https://www.geogebra.org/m/rmmhvrkn>

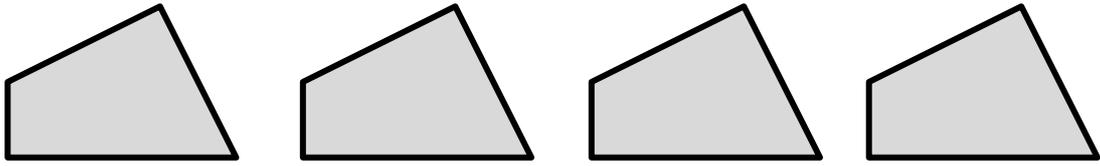


### **Et maintenant, jouons !**

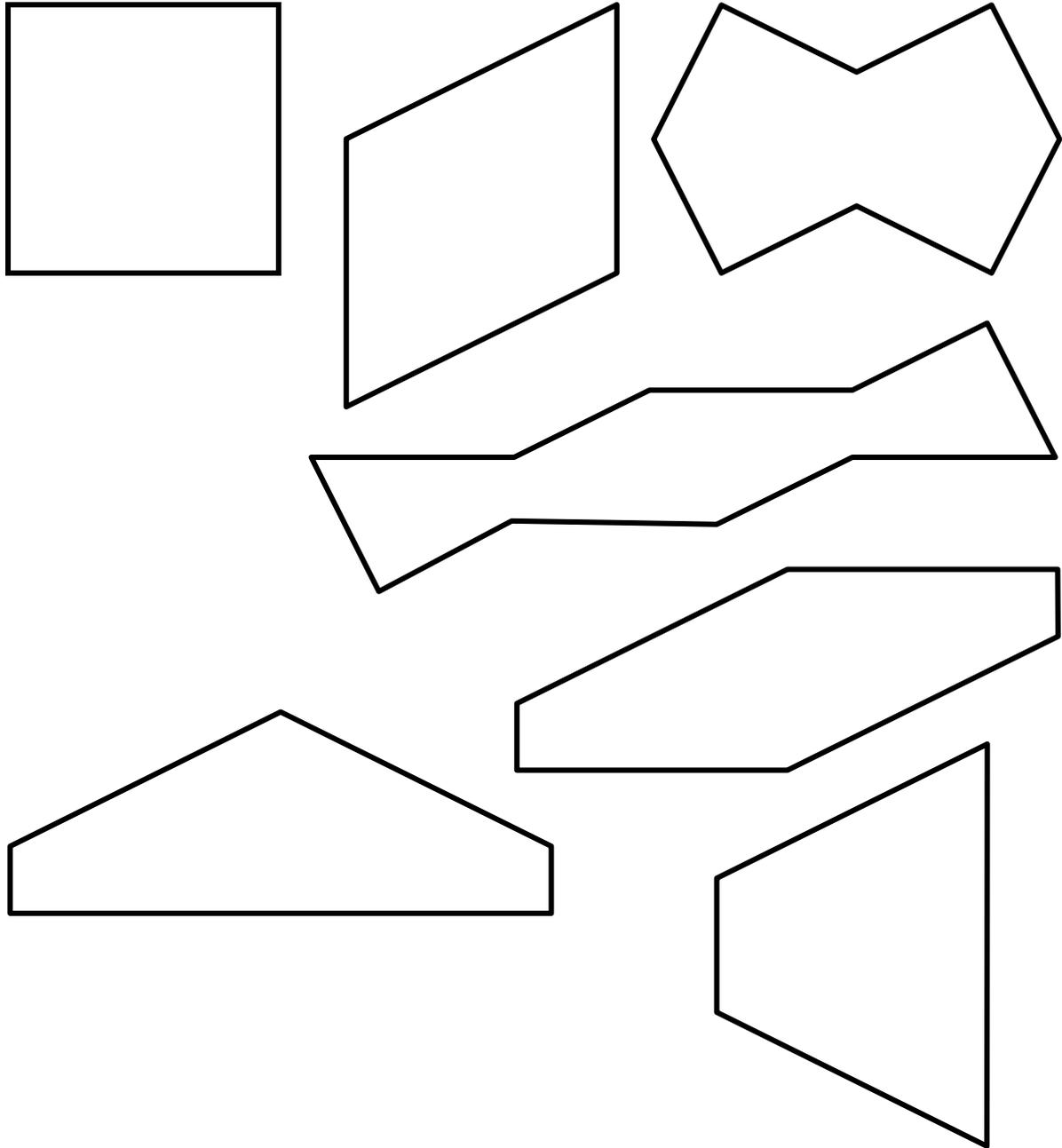
Les pages 8 à 11 proposent des formes à recouvrir. La recherche sera facilitée en pensant à ce qui est proposé pages précédentes.

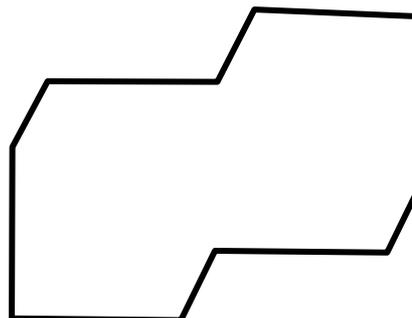
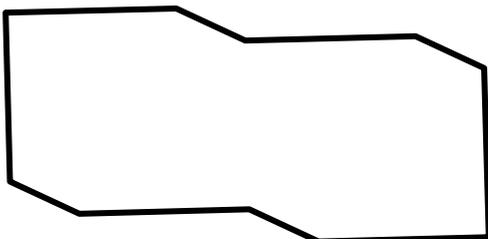
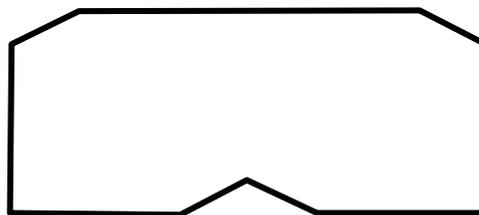
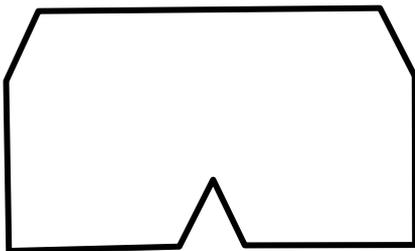
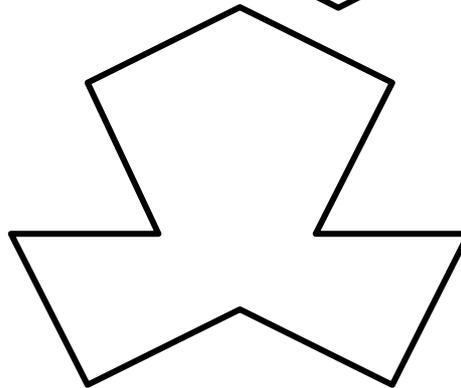
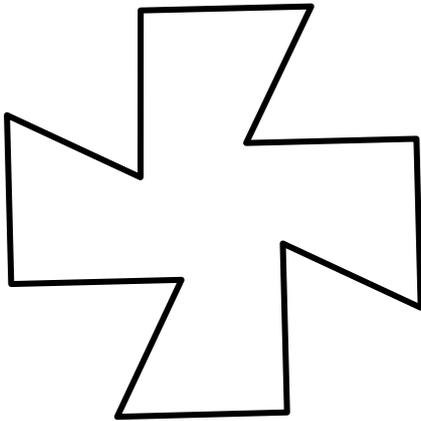
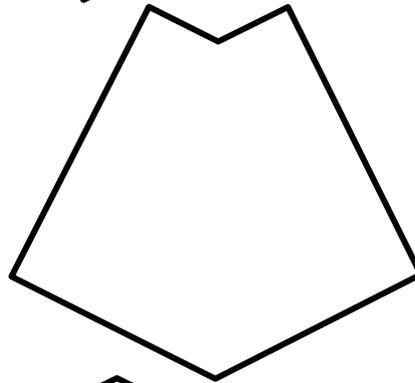
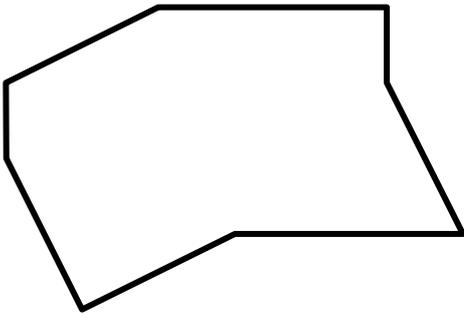
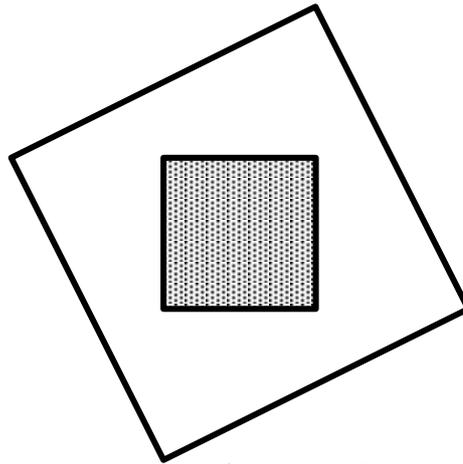
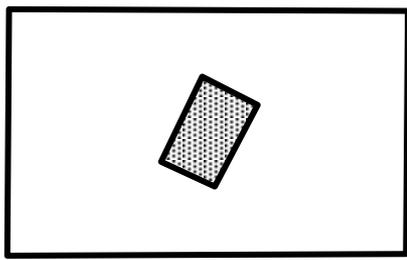
Les pages 12 à 15 proposent des recouvrements de ces formes.

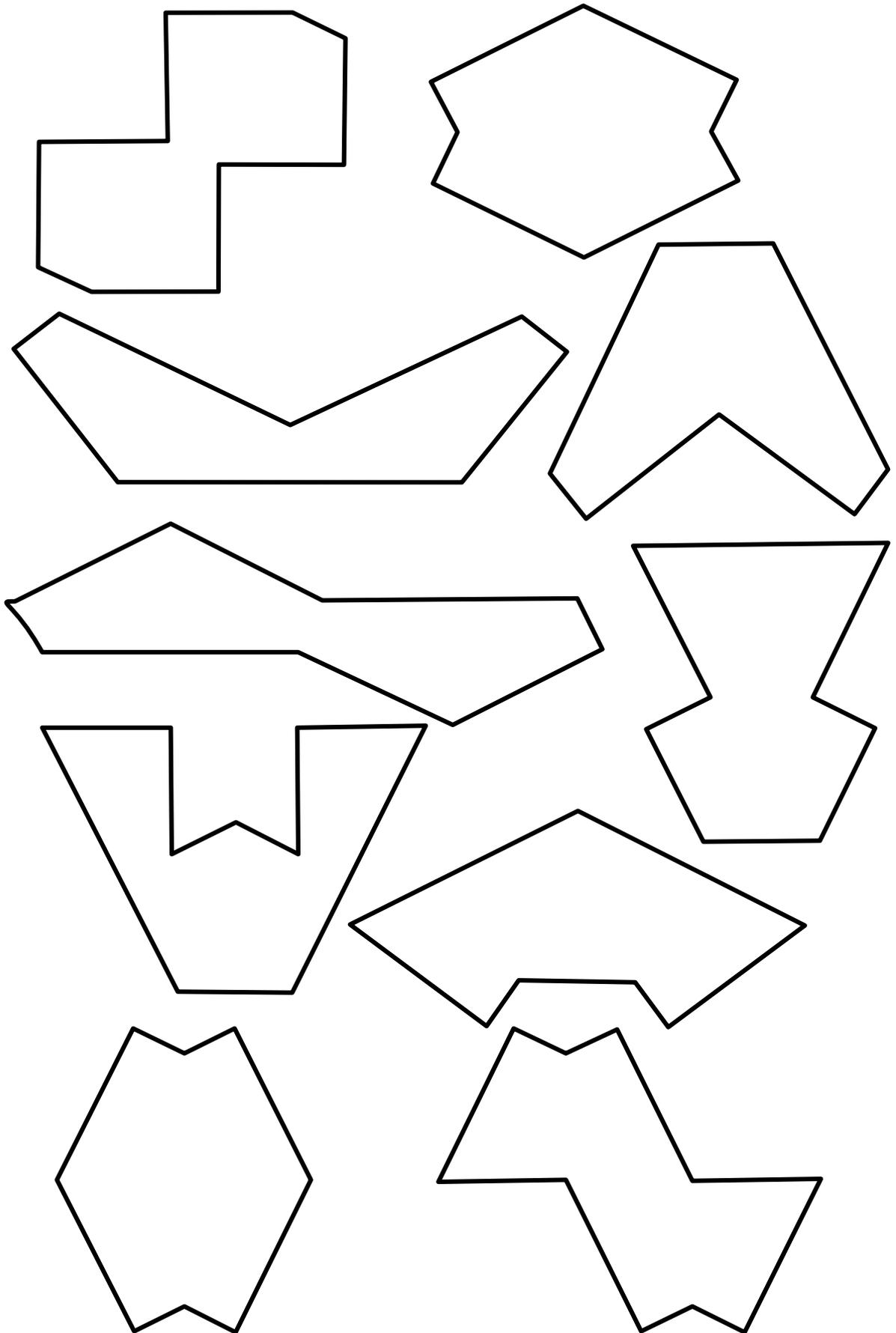
## PUZZLE ONLY YOU – FORMES À RECOUVRIR

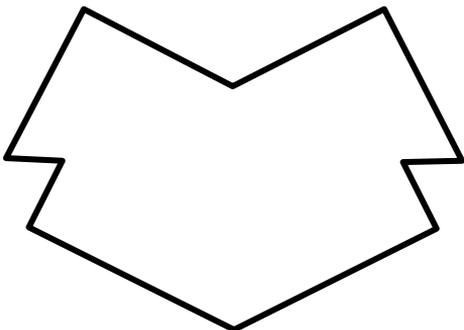
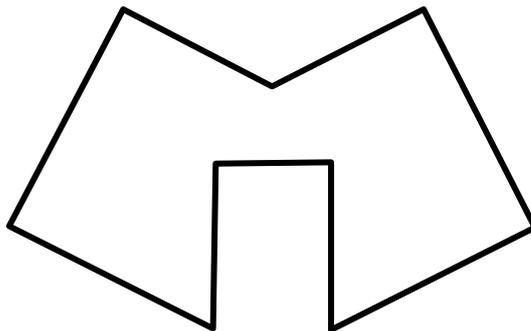
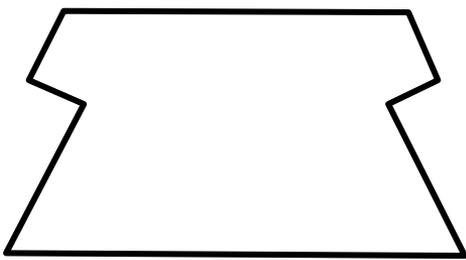
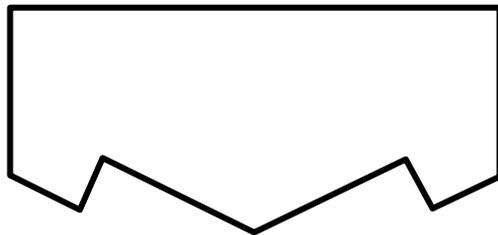
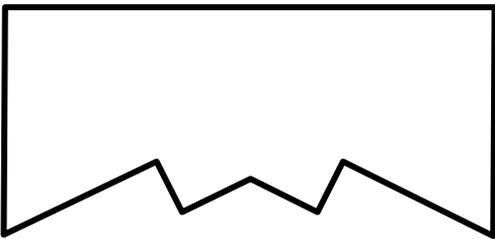
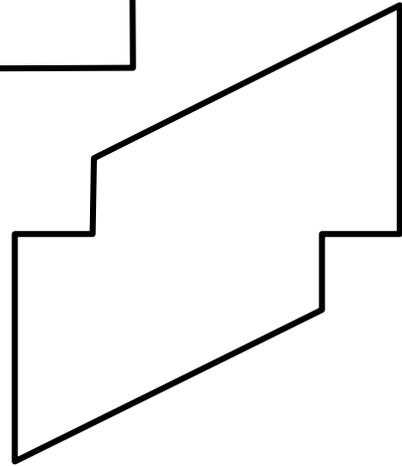
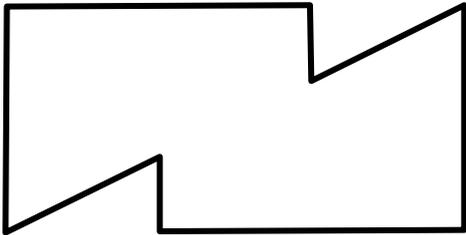
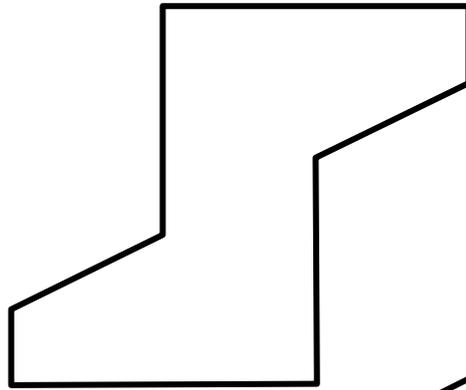
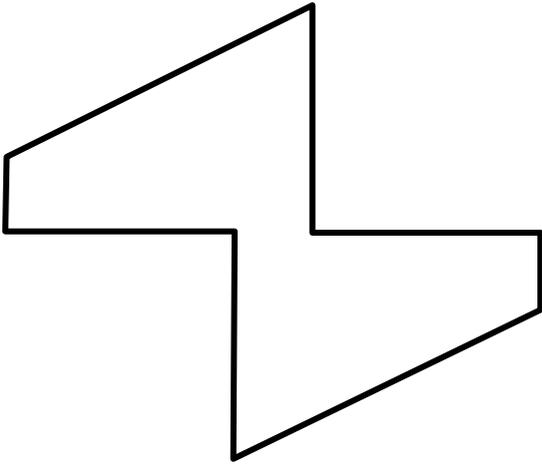


Des polygones à recouvrir avec les quatre pièces









## PUZZLE ONLY YOU – FORMES RECOUVERTES

