

# LE MATERIEL DE GEOMETRIE



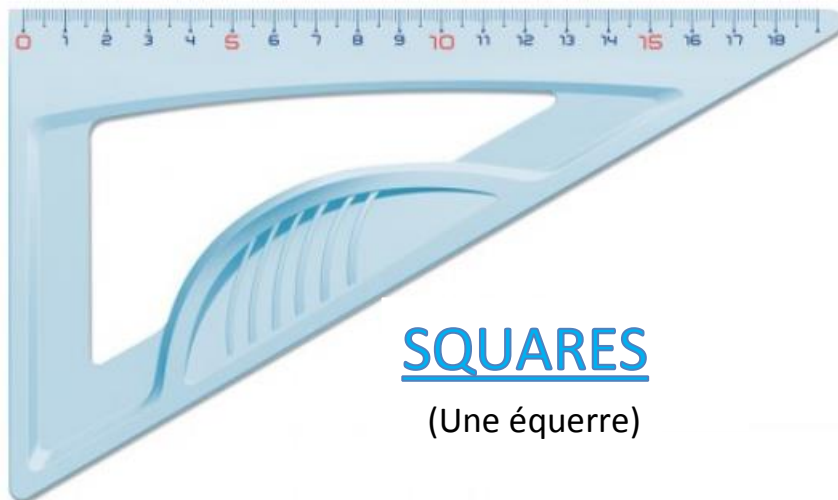
PROTRACTOR

(Un rapporteur)



COMPASS

(Un compas)



SQUARES

(Une équerre)



RULER

(Une règle)