

PENCERMINAN

Fungsi/kegunaan : Menanamkan konsep pencerminan melalui praktek laboratorium

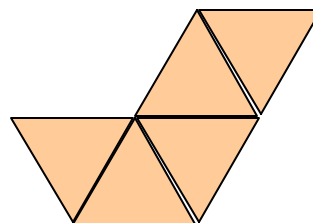
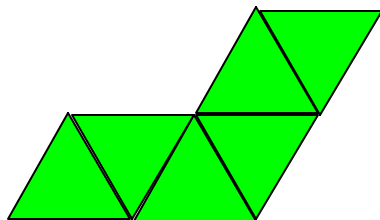
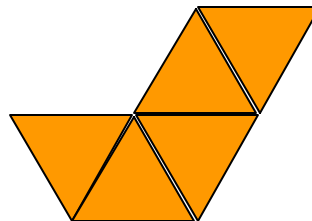
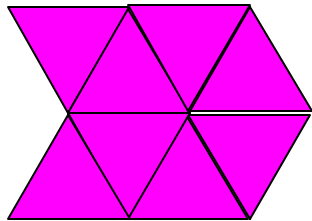
Petunjuk kerja :

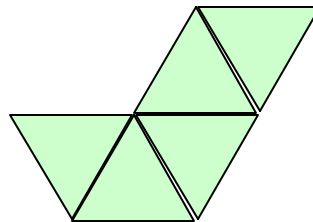
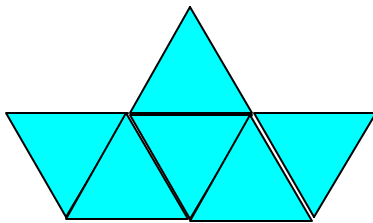
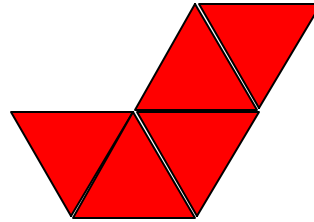
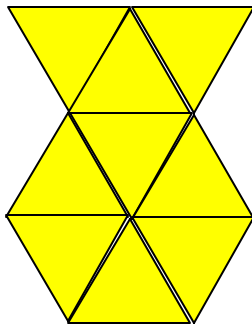
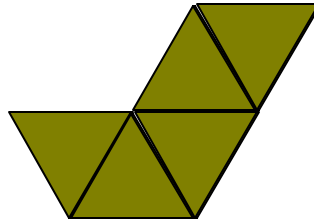
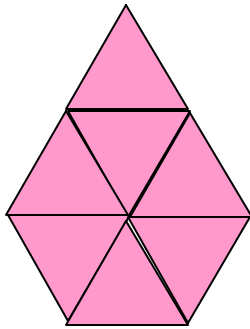
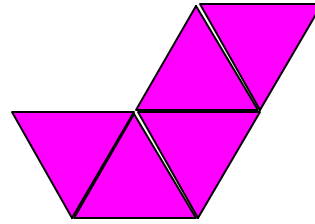
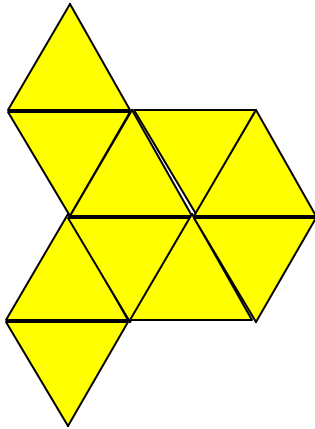
Pada umumnya setiap hari orang selalu menggunakan cermin, misalnya orang menggunakan cermin untuk berhias diri atau untuk kaca spion kendaraan. Mengapa harus digunakan cermin? Tidak lain agar mereka dapat melihat bayangan dirinya atau benda lain pada cermin itu. Demikian pula dalam permainan kartu ini anda akan mendapatkan bermacam-macam bangun/gambar dengan cara meletakkan cermin di sekitar gambar utama. Jadi tugas yang anda lakukan dalam permainan ini adalah : dimanakah anda harus meletakkan cermin pada gambar utama, sehingga terbentuk bangun/gambar lain yang diminta seperti tampak pada kartu-kartu berikutnya. Sebagai contoh, ambillah kartu gambar A, kemudian letakkan cermin sepanjang garis putus-putus, maka akan tampak bangun seperti gambar A_1 .

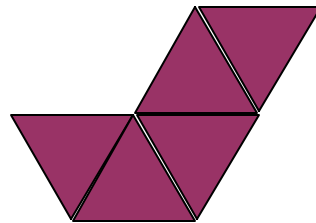
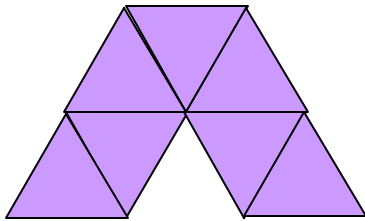
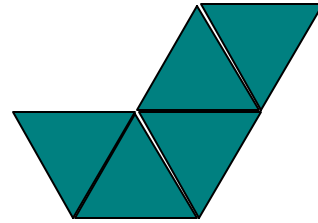
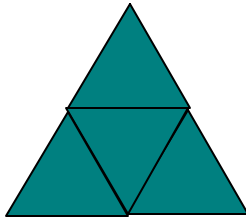
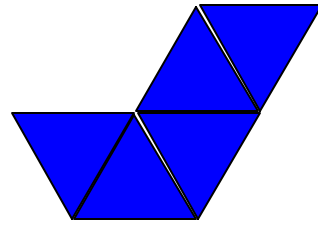
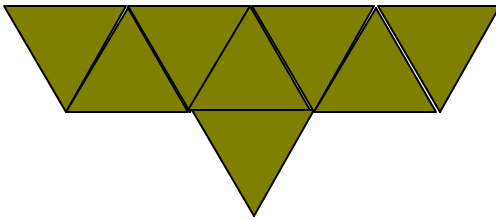
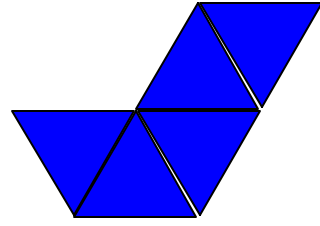
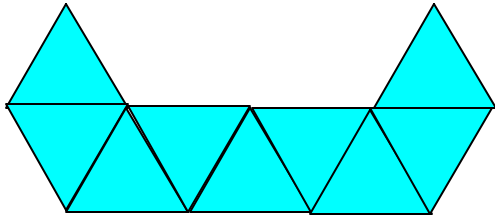
Permainan ini dilengkapi dengan sebuah cermin datar dan 13 buah kartu bergambar. Dalam setiap set kartu terdapat satu kartu utama yang mempunyai huruf A, sedang kartu-kartu lain berindeks, misalnya A_1 , A_2 , A_3 , dst. Berisi gambar-gambar/bangun-bangun yang diminta.

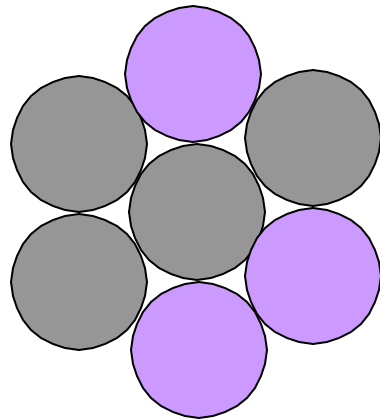
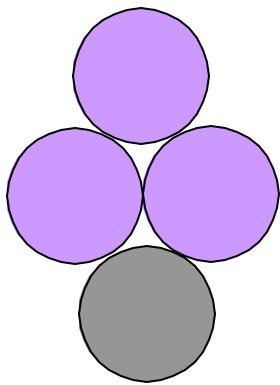
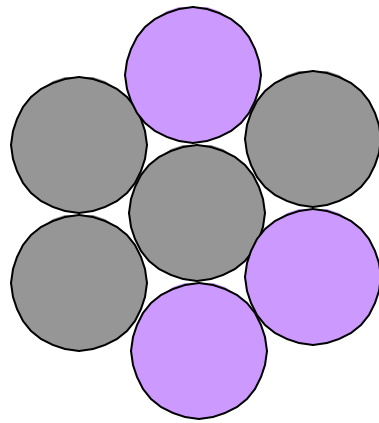
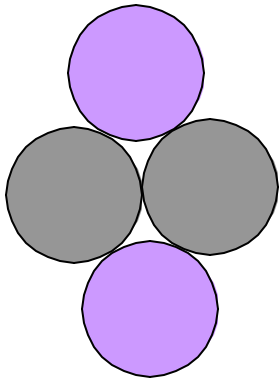
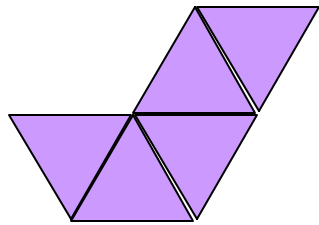
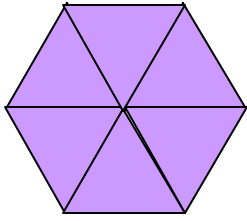
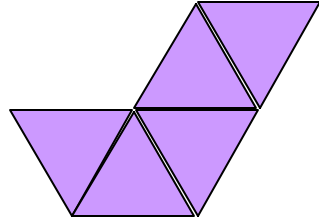
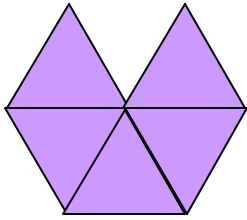
Percobaan 1 :

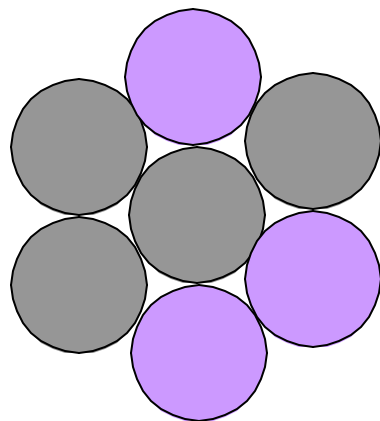
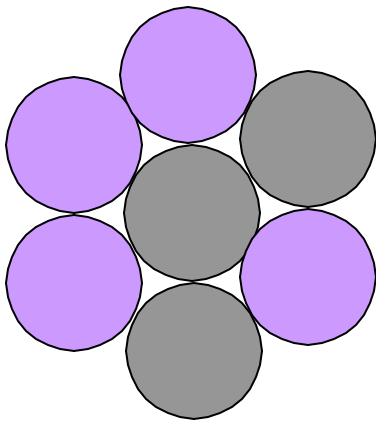
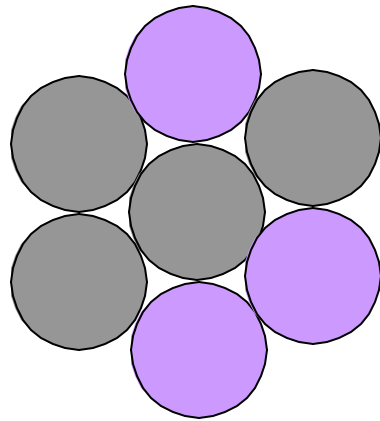
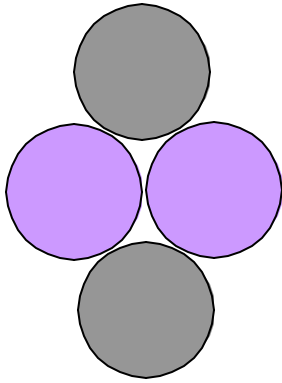
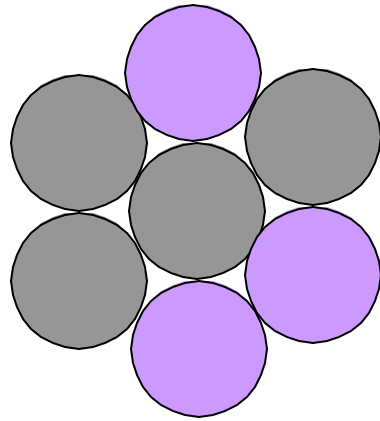
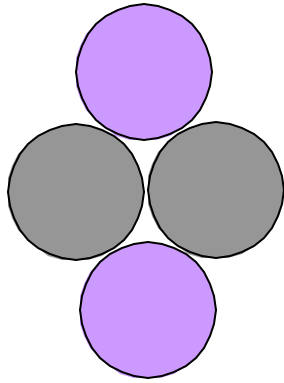
Ambillah kartu gambar A dan sebuah cermin. Di manakah anda harus meletakkan cermin agar diperoleh bangun seperti gambar pada kartu gb. A_1 ?

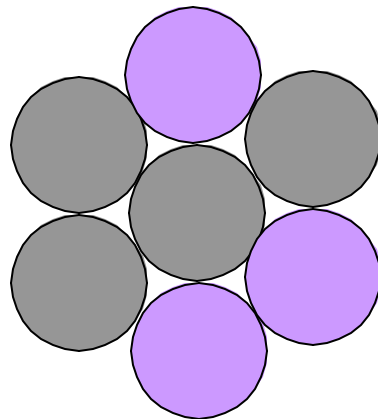
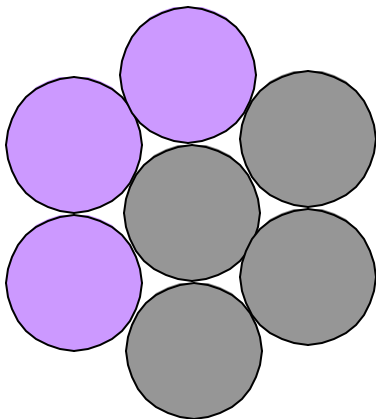
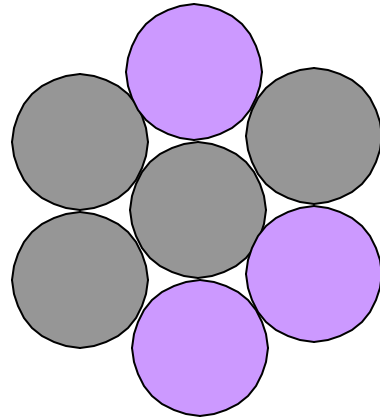
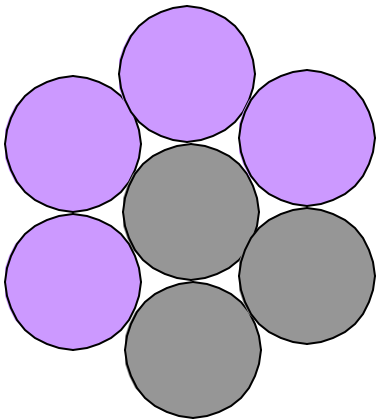
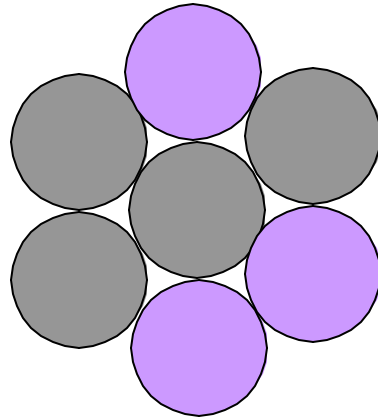
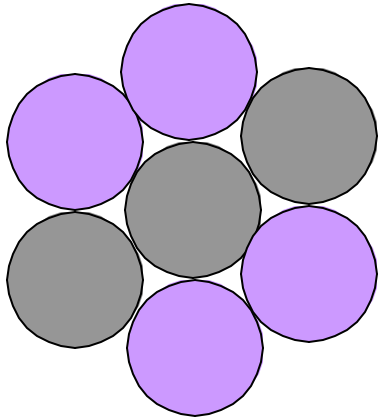


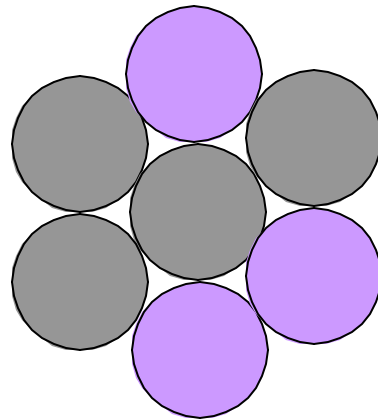
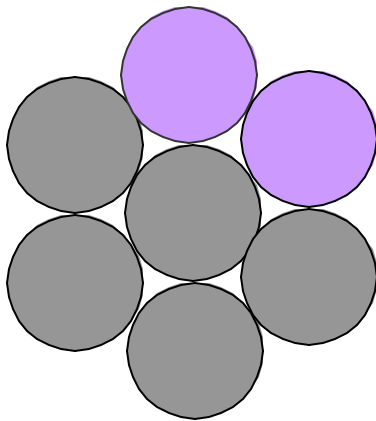
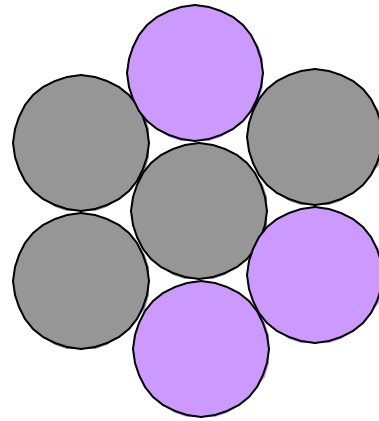
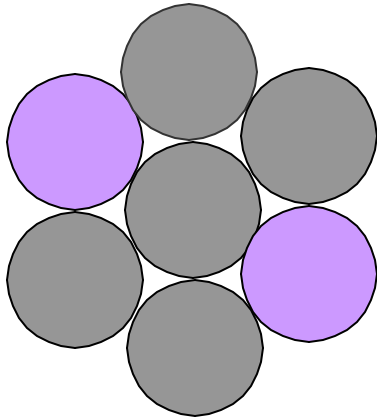
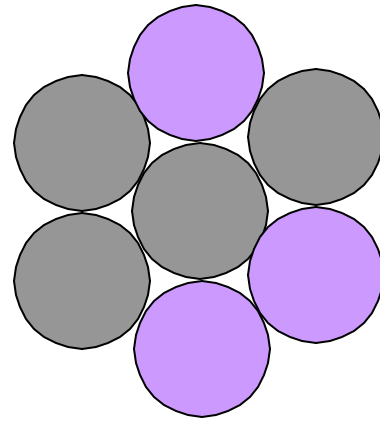
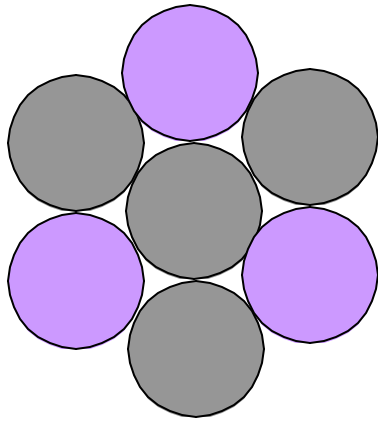


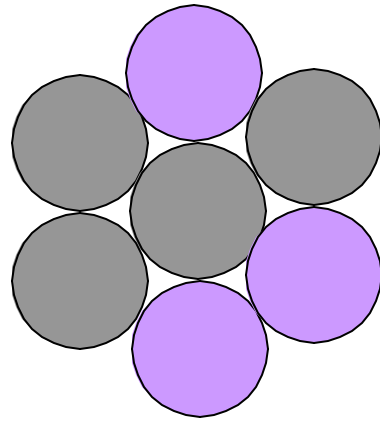
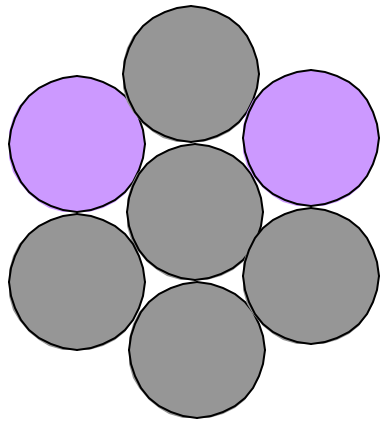












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