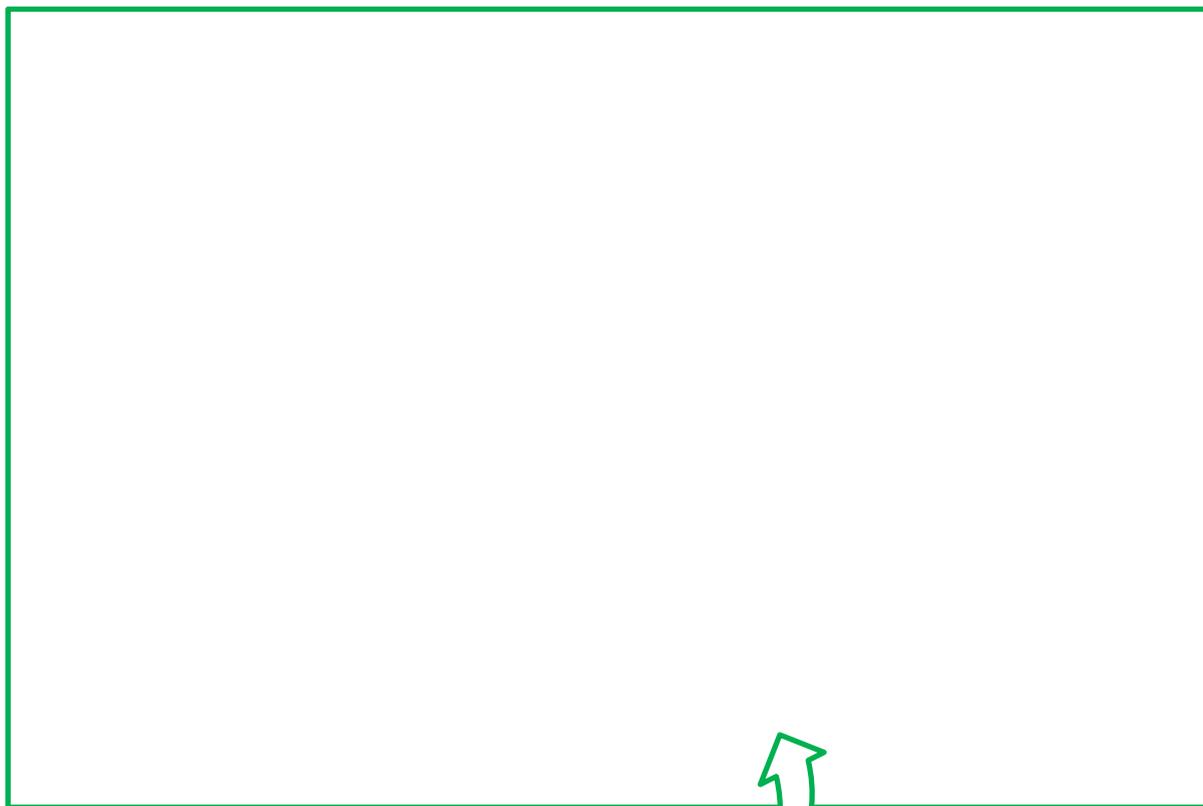
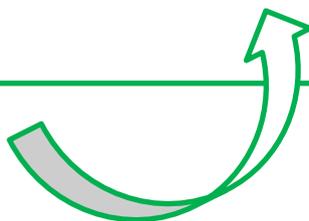
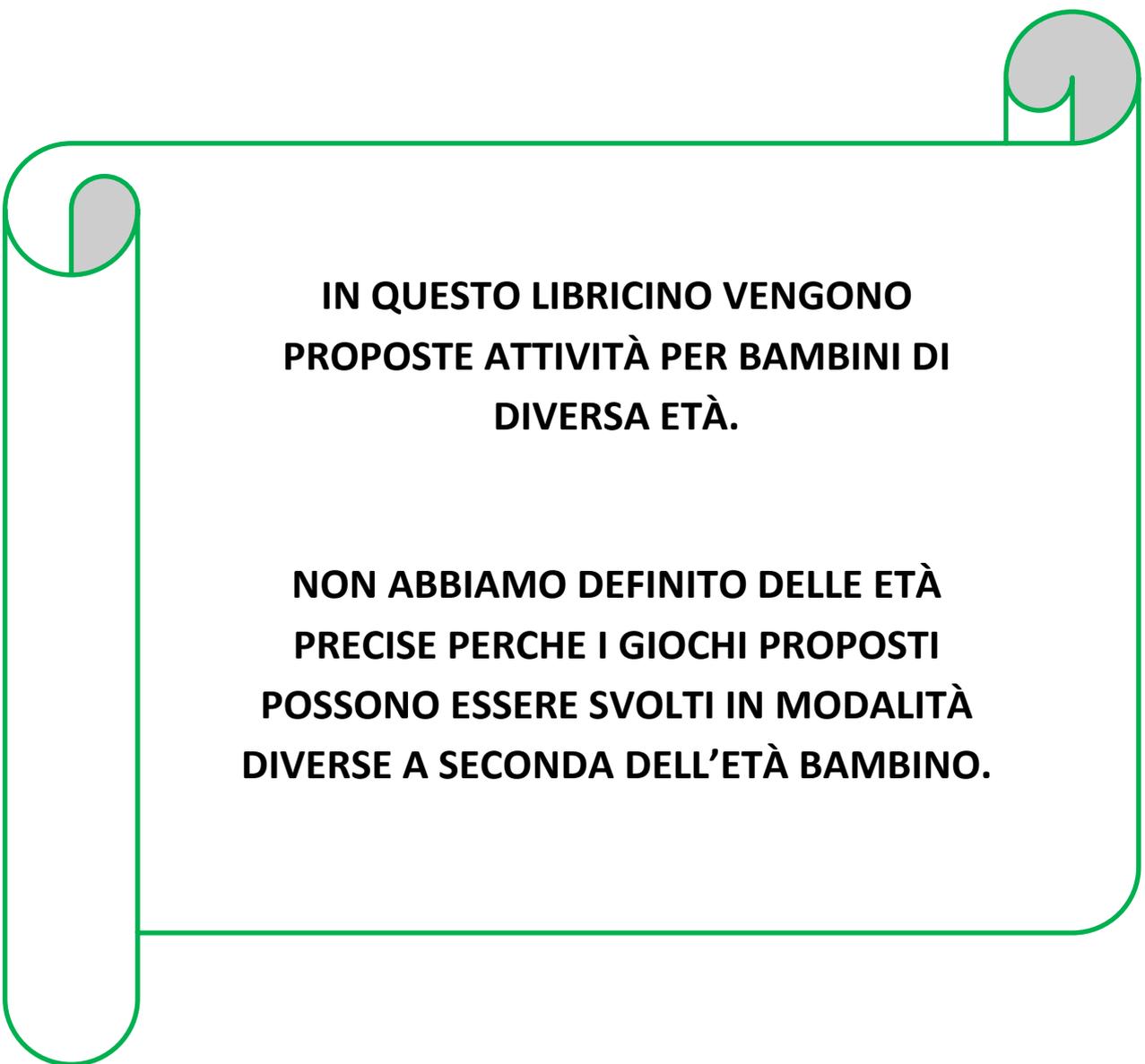


QUESTO LIBRICINO È DI



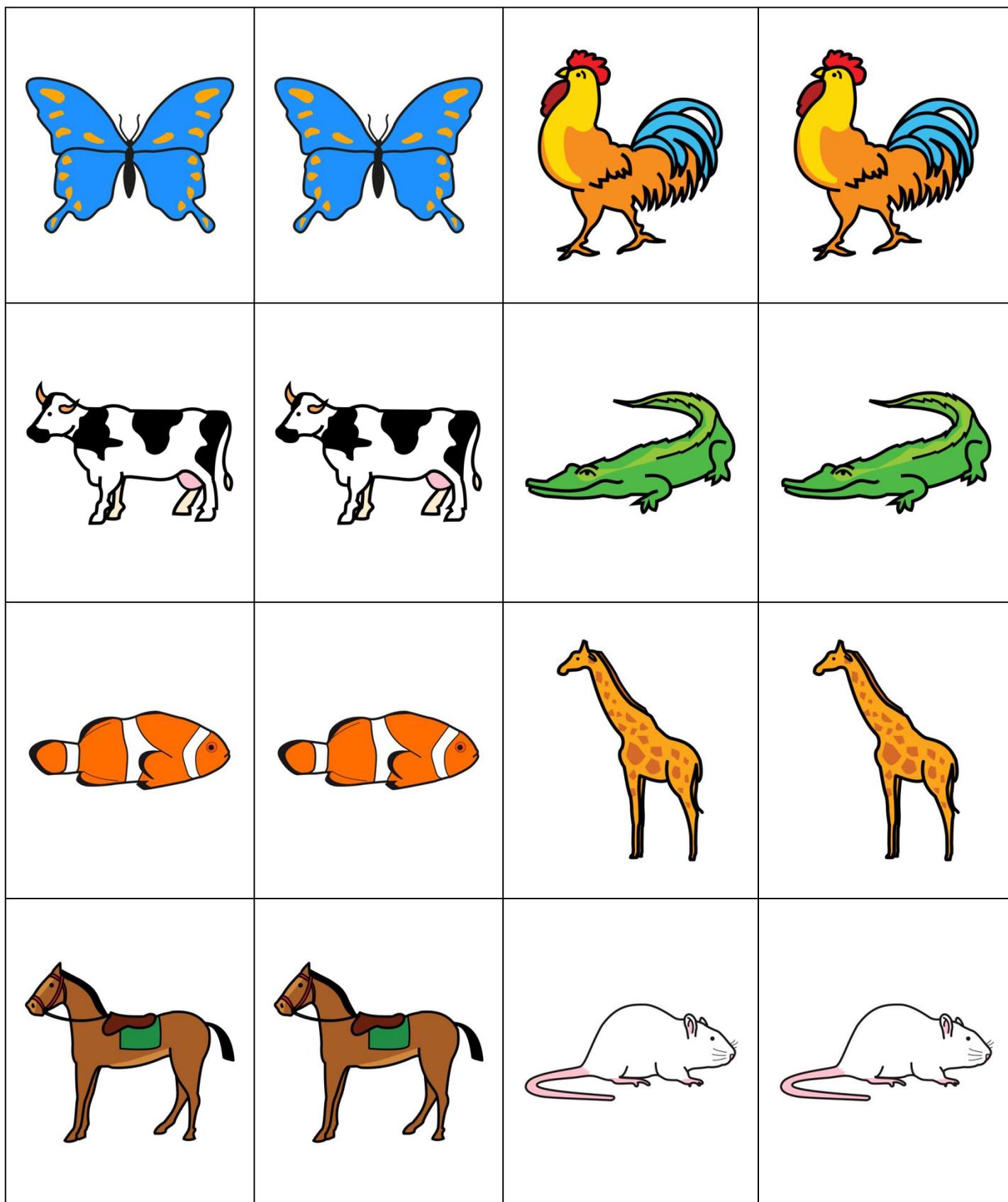
E QUI CI SONO IO



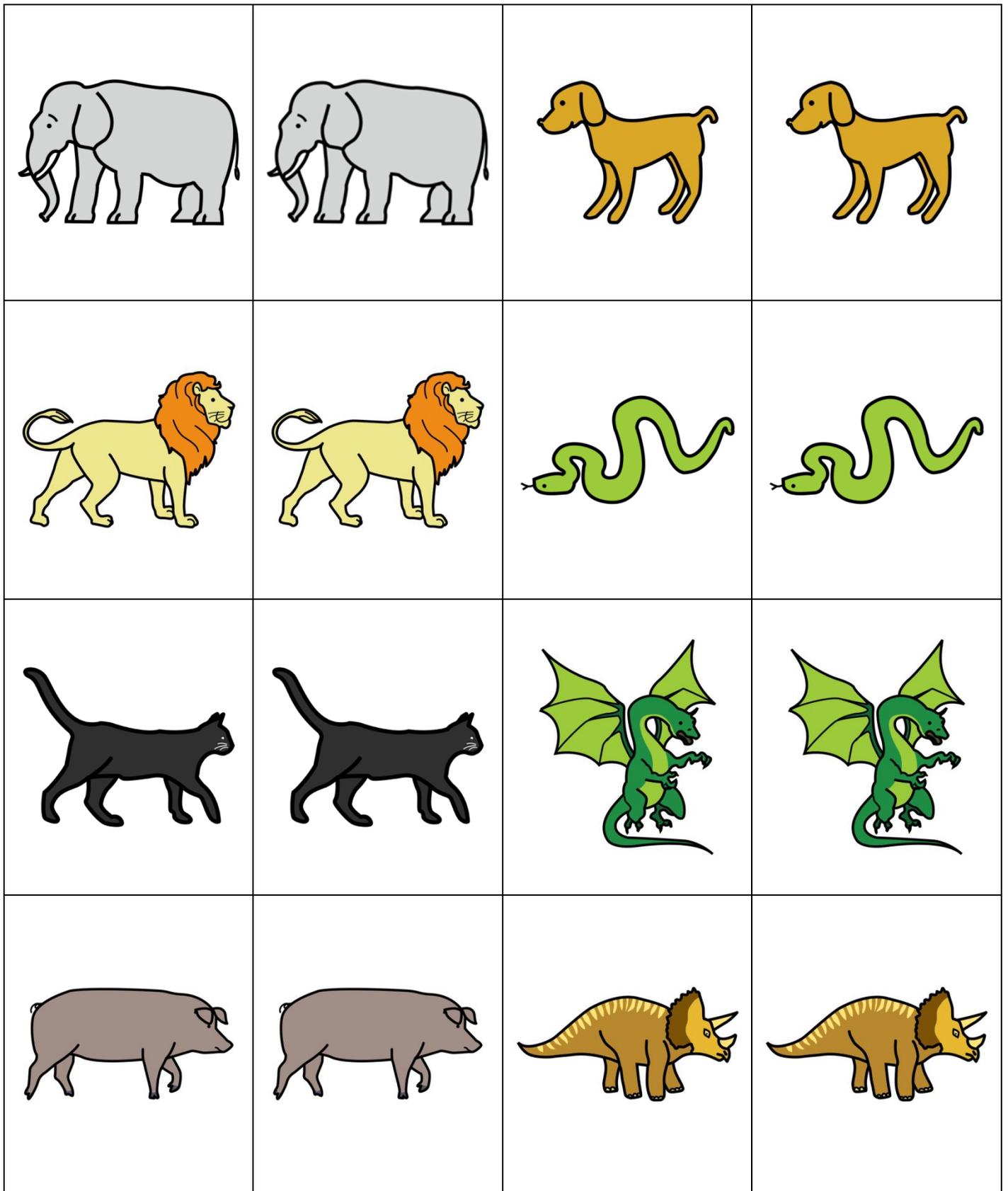


**IN QUESTO LIBRICINO VENGONO
PROPOSTE ATTIVITÀ PER BAMBINI DI
DIVERSA ETÀ.**

**NON ABBIAMO DEFINITO DELLE ETÀ
PRECISE PERCHÉ I GIOCHI PROPOSTI
POSSONO ESSERE SVOLTI IN MODALITÀ
DIVERSE A SECONDA DELL'ETÀ BAMBINO.**

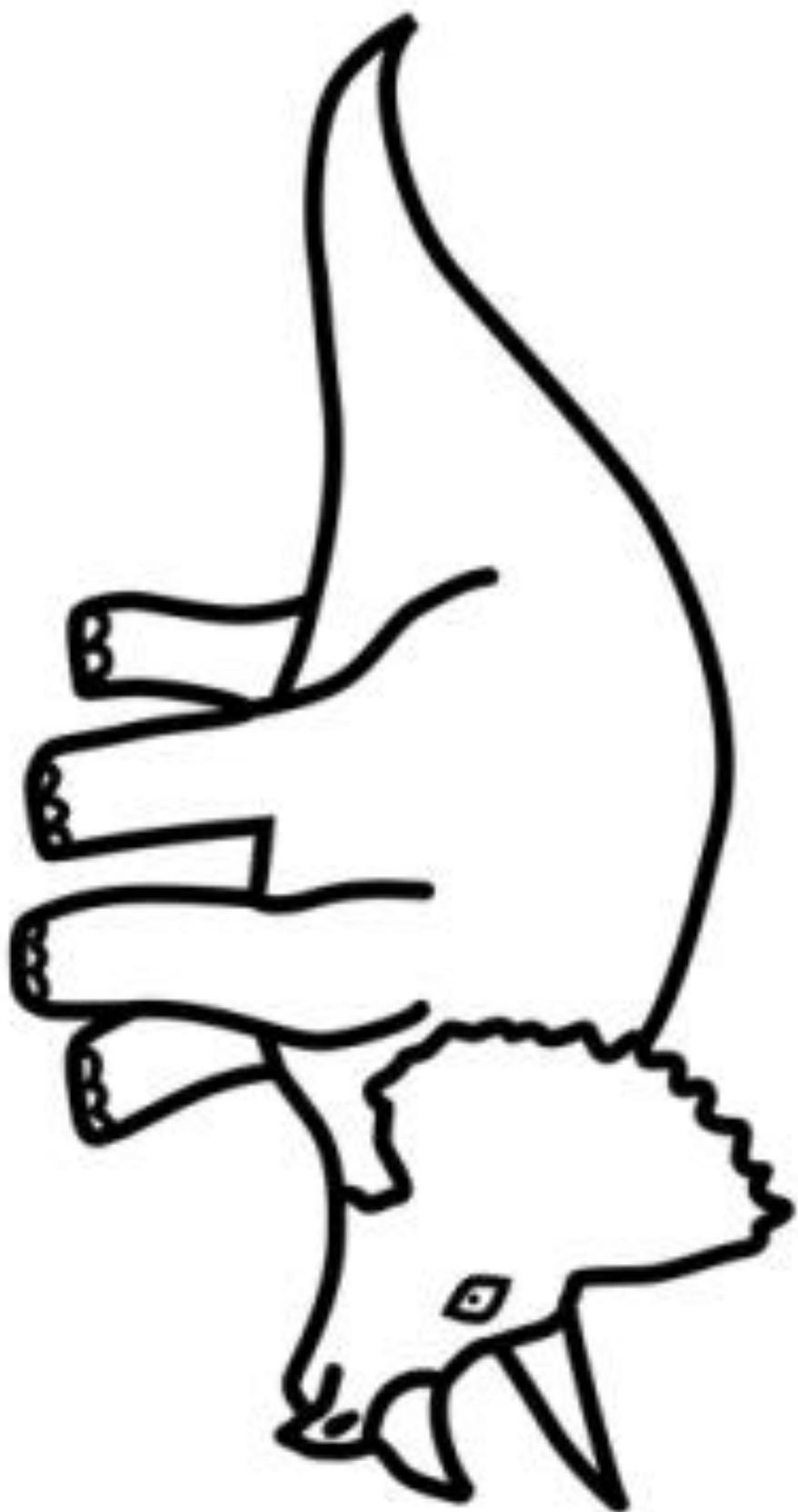


TESSERE ANIMALI (DA RITAGLIARE): UTILI PER GIOCARE AL MEMORY O PER SEMPLICI ACCOMPPIAMENTI PER I BAMBINI PIÙ PICCOLI.

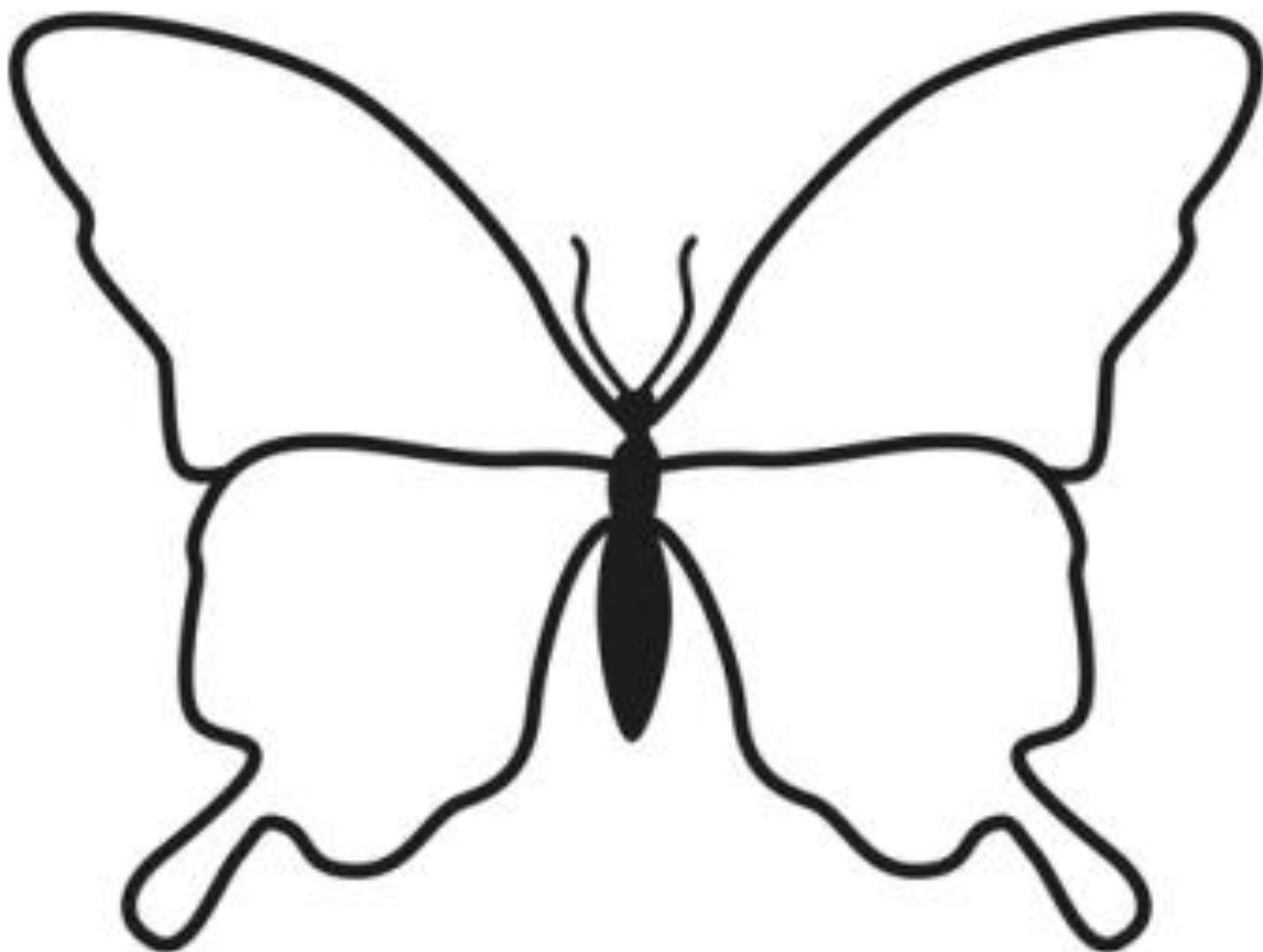


TESSERE ANIMALI (DA RITAGLIARE): UTILI PER GIOCARE AL MEMORY O PER SEMPLICI ACCOMPIAMENTI PER I BAMBINI PIÙ PICCOLI.

COLORA IL DINOSAURO



COLORA LA FARFALLA



NOTE PER I GRANDI

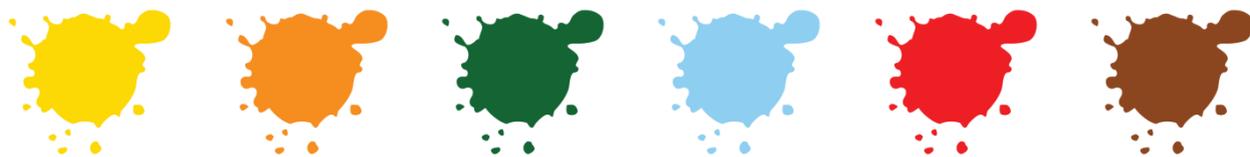
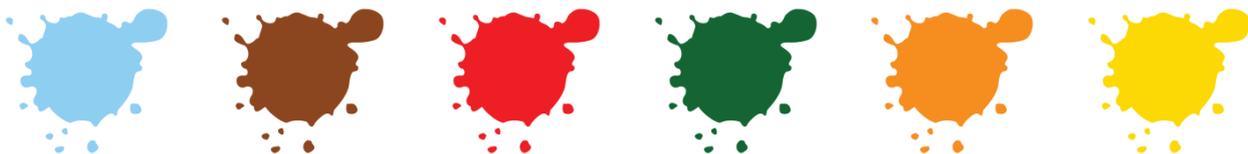
**LE SCHEDE CON LE STRADE POSSONO
ESSERE SVOLTE UTILIZZANDO I DADI
DA COSTRUIRE.**

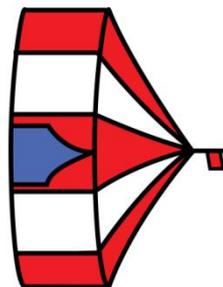
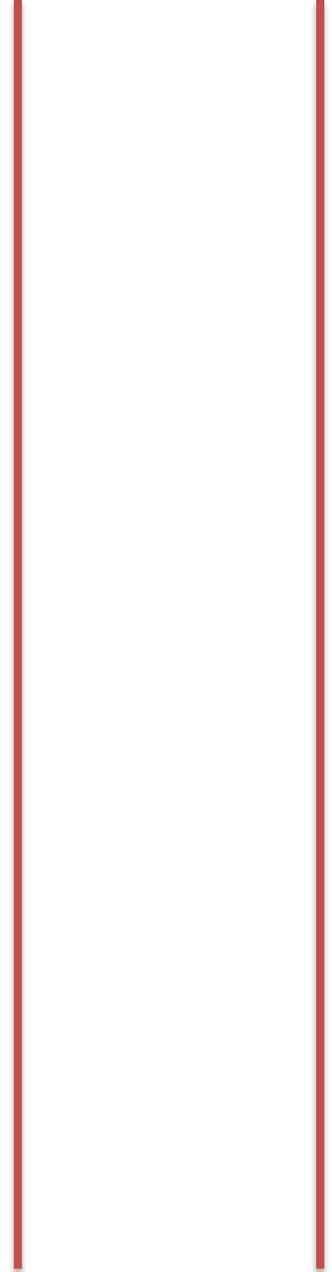
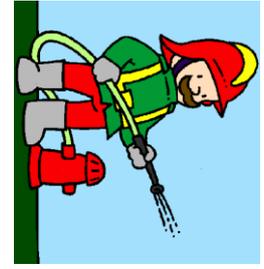
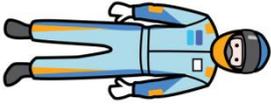
**IN QUESTO MODO IL GIOCO
DIVENTERÀ UN PO' PIÙ DIVERTENTE
PER I BAMBINI.**

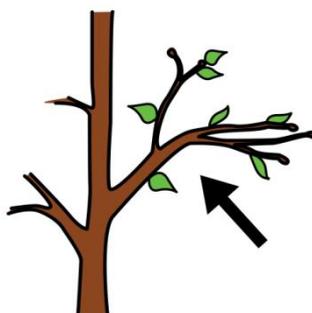
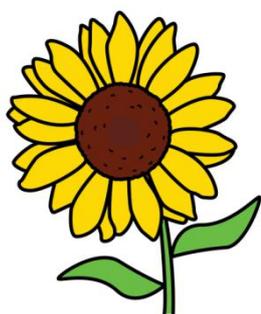
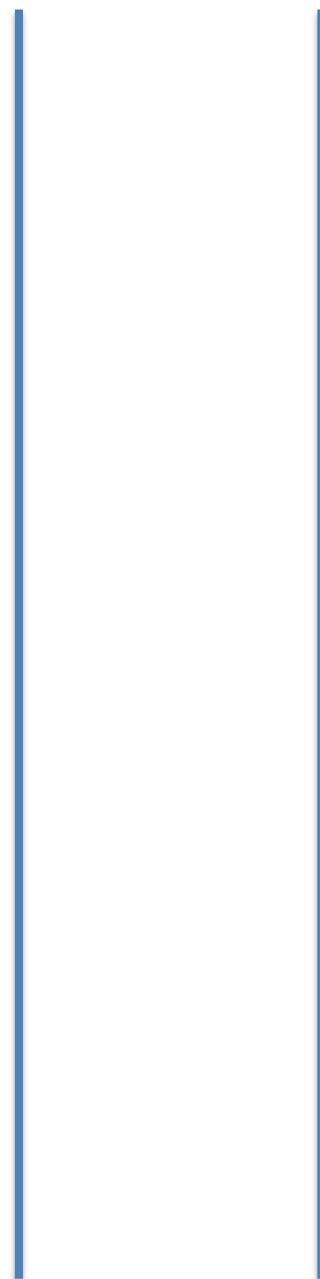
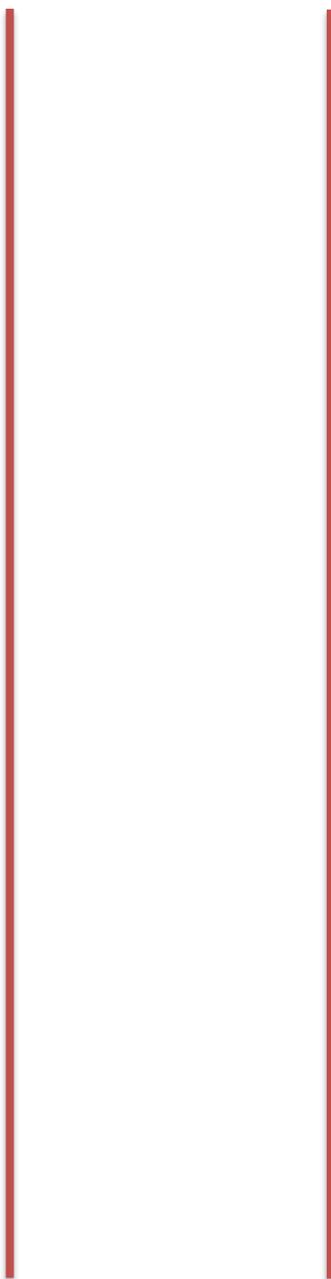
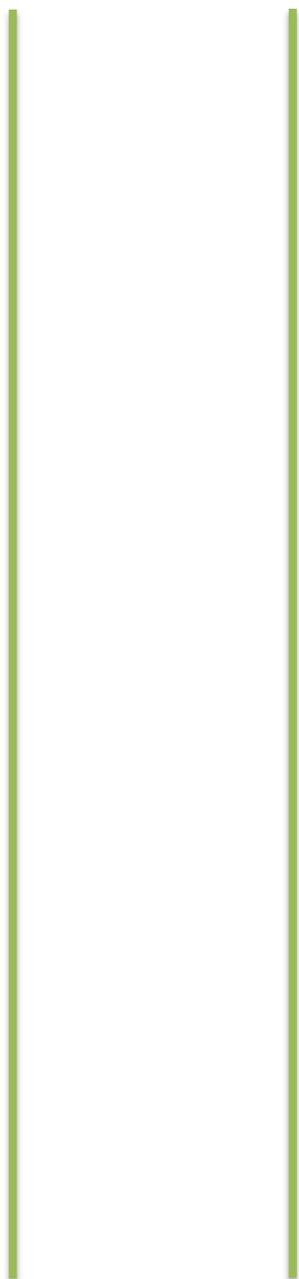
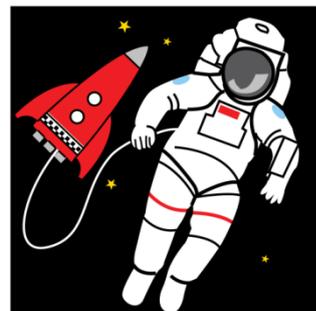
**TROVERETE I DADI NELLE PAGINE
SUCCESSIVE.**

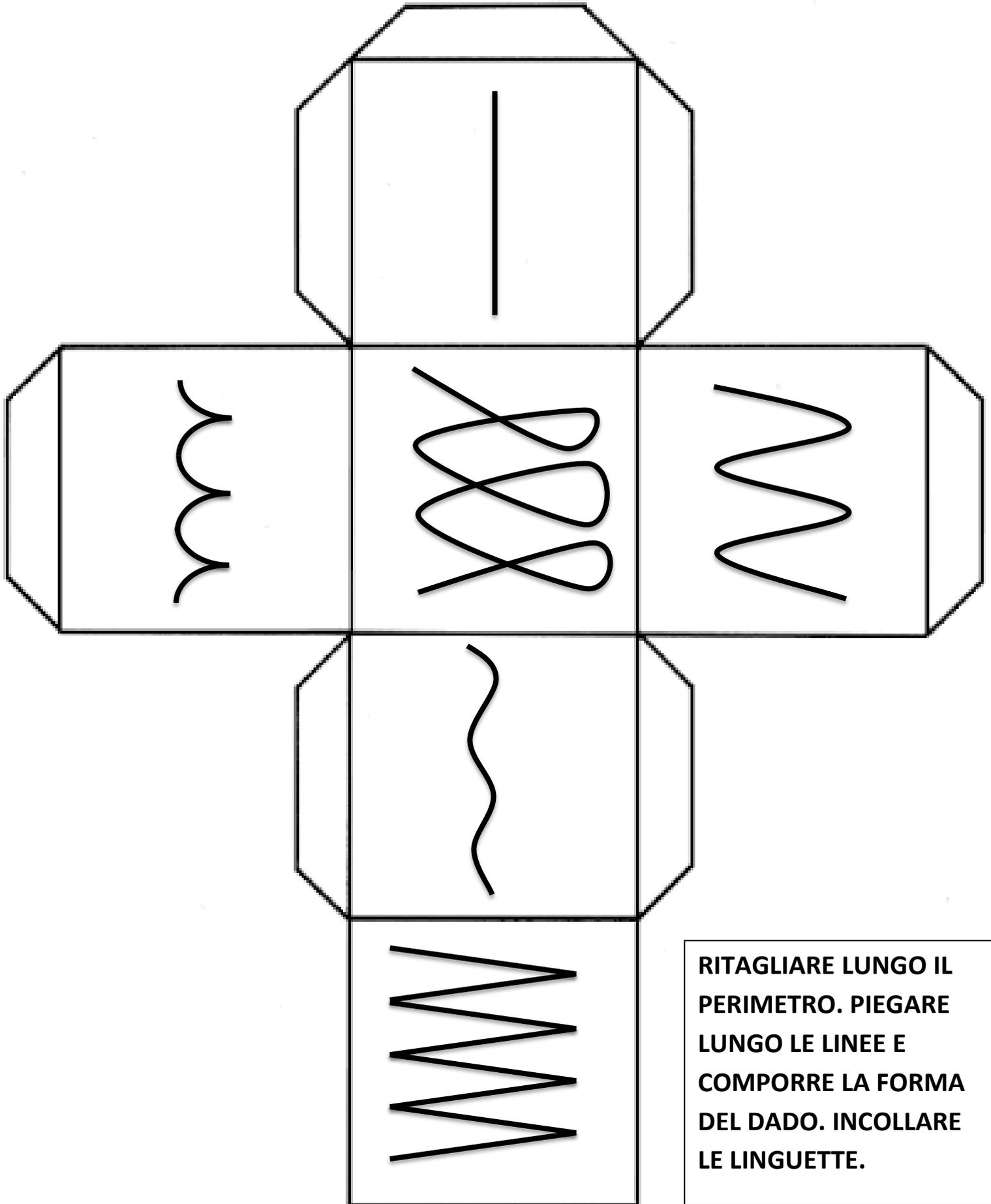
**L'USO DEI DADI PUÒ ESSERE SINGOLO
O DOPPIO. AL DADO CON DISEGNATI I
DIVERSI TRATTI GRAFICI PUÒ ESSERE
AGGIUNTO ANCHE IL DADO CON LE
VARIABILI DEL COLORE.**

**VALUTATE A SECONDA DELL'ETÀ DEL
BAMBINO SE UTILIZZARE I DADI,
QUALE DADO, O SE LASCIARLO LIBERO
DI FARE LE SCHEDE E I GIOCHI COME
PREFERISCE (DALLA PRIMA
ELEMENTARE POSSONO COSTRUIRE E
UTILIZZARE TUTTI E DUE I DATI).**

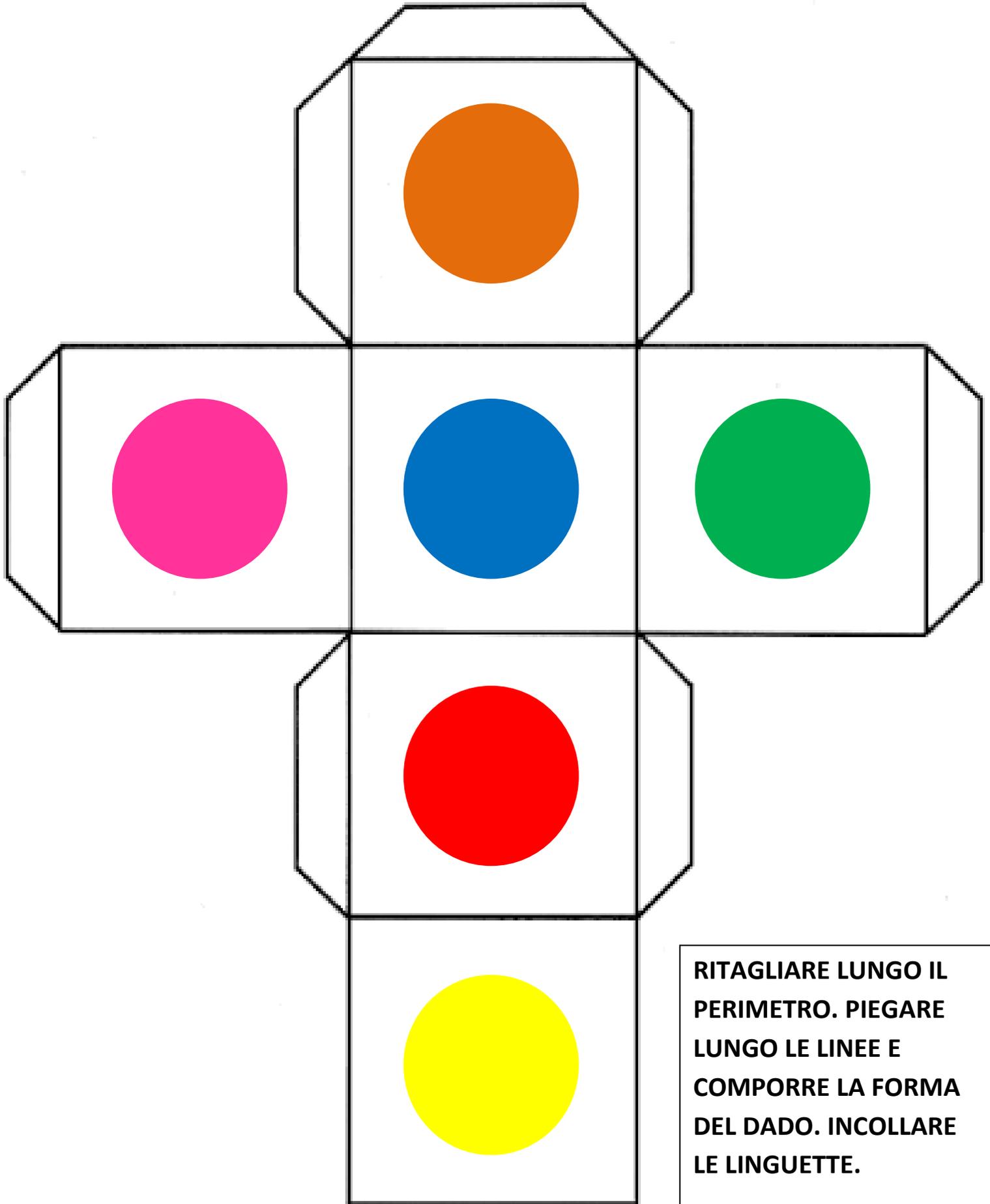








RITAGLIARE LUNGO IL PERIMETRO. PIEGARE LUNGO LE LINEE E COMPORRE LA FORMA DEL DADO. INCOLLARE LE LINGUETTE.



RITAGLIARE LUNGO IL PERIMETRO. PIEGARE LUNGO LE LINEE E COMPORRE LA FORMA DEL DADO. INCOLLARE LE LINGUETTE.

	Red	Green	Yellow	Cyan	Orange	Grey	Pink	Blue	White	Brown
☁										
⚡										
➔										
○										
♥										
+										
☾										
□										
★										
😊										

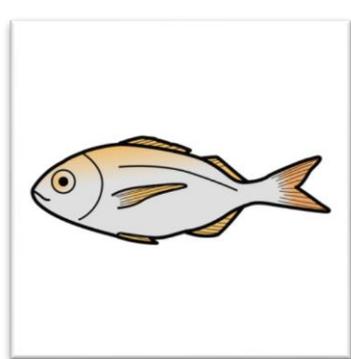
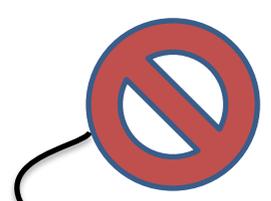
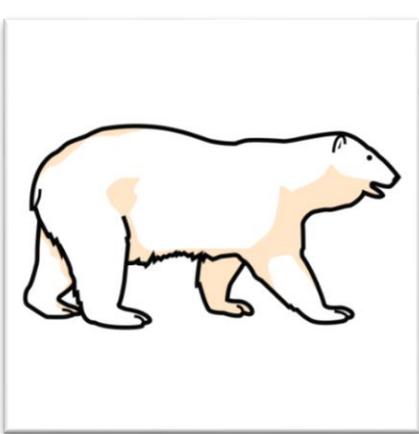


- 1 NAVE DA 4 CASELLE
- 2 NAVI DA 3 CASELLE
- 1 NAVE DA 2 CASELLE
- 2 NAVI DA 1 CASELLA

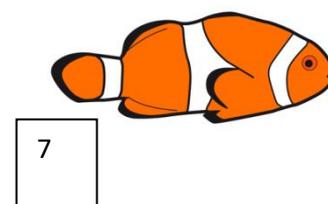
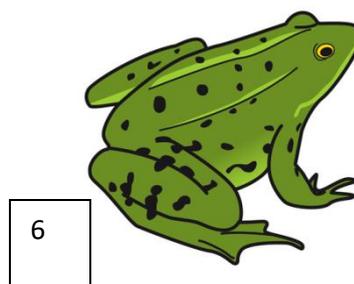
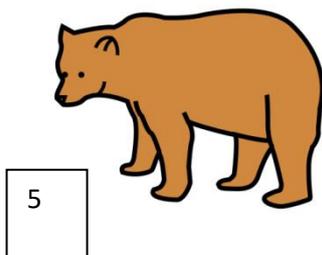
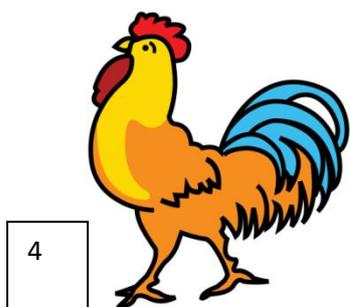
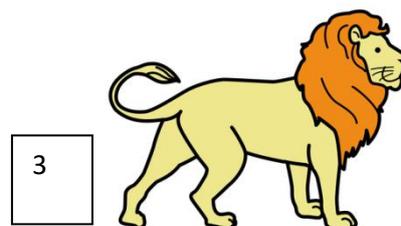
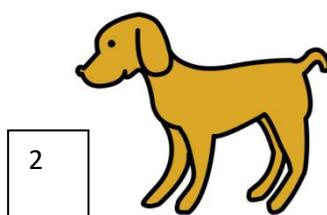
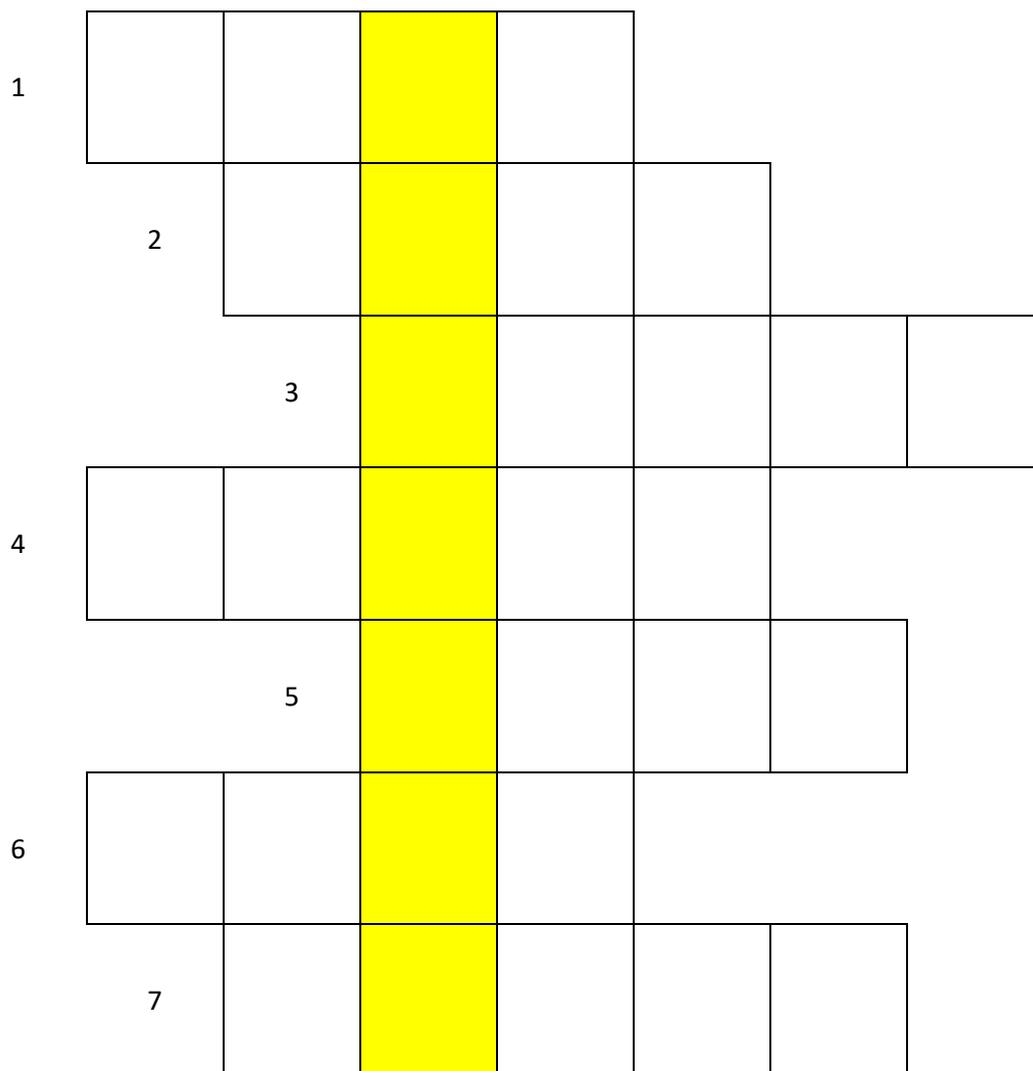
										
										
										
										
										
										
										
										
										
										



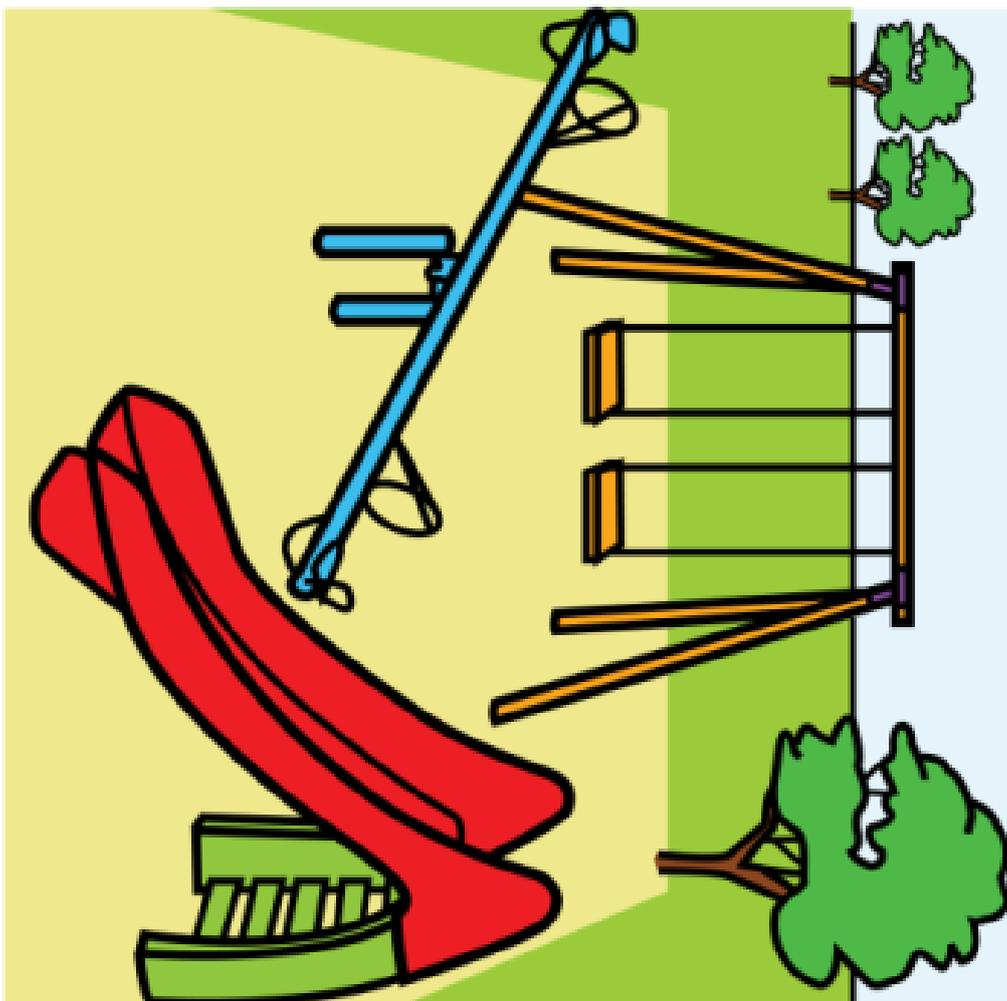
1 NAVE DA 4 CASELLE
 2 NAVI DA 3 CASELLE
 1 NAVE DA 2 CASELLE
 2 NAVI DA 1 CASELLA



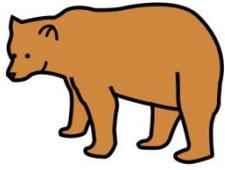
INSERISCI IL NOME DEGLI ANIMALI NELLE CASELLE. LA LETTERE CHE USCIRANNO NELLA COLONNA GIALLA INDICHERANNO IL NOME DI UN GIOCO.



COLORA IL PARCO GIOCHI COME IN FIGURA



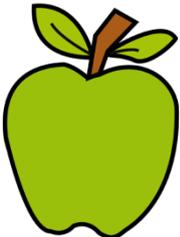
COLLEGA LE IMMAGINI AI NOMI



BANANA



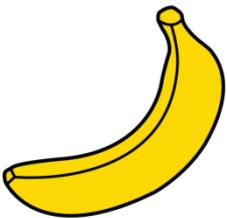
APE



PALLA



ORSO



PIZZA



MELA

**COLLEGA LE
LETTERE UGUALI**

B

A

I

E

O

S

T

A

B

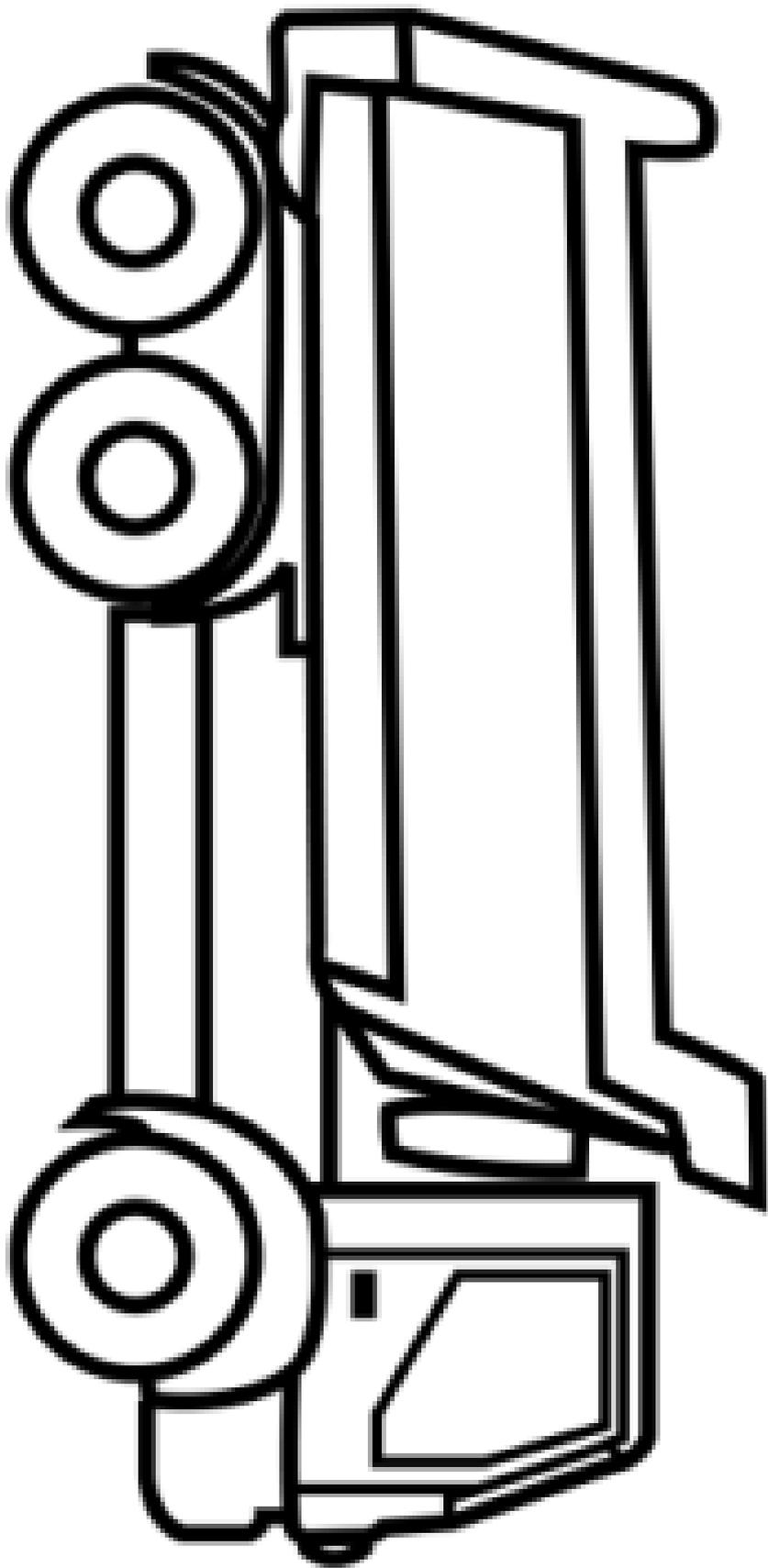
E

T

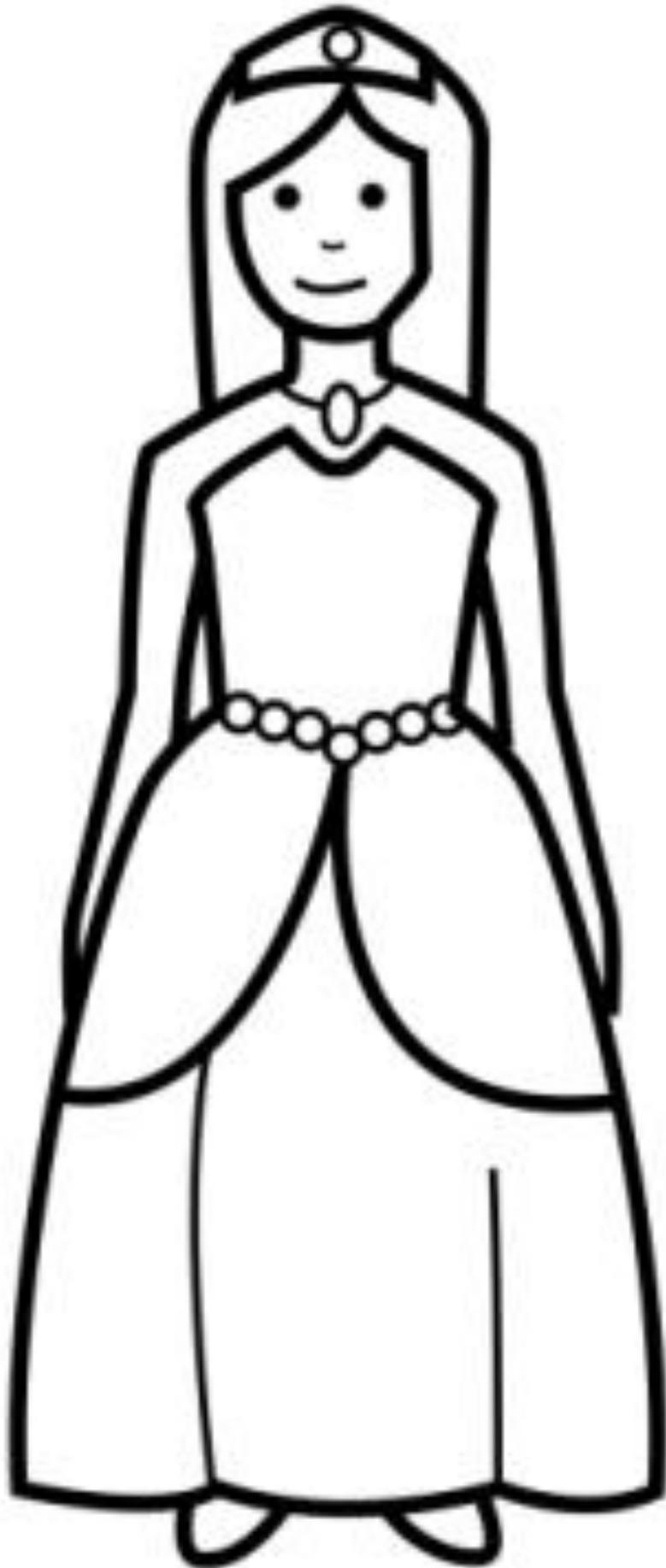
S

I

O

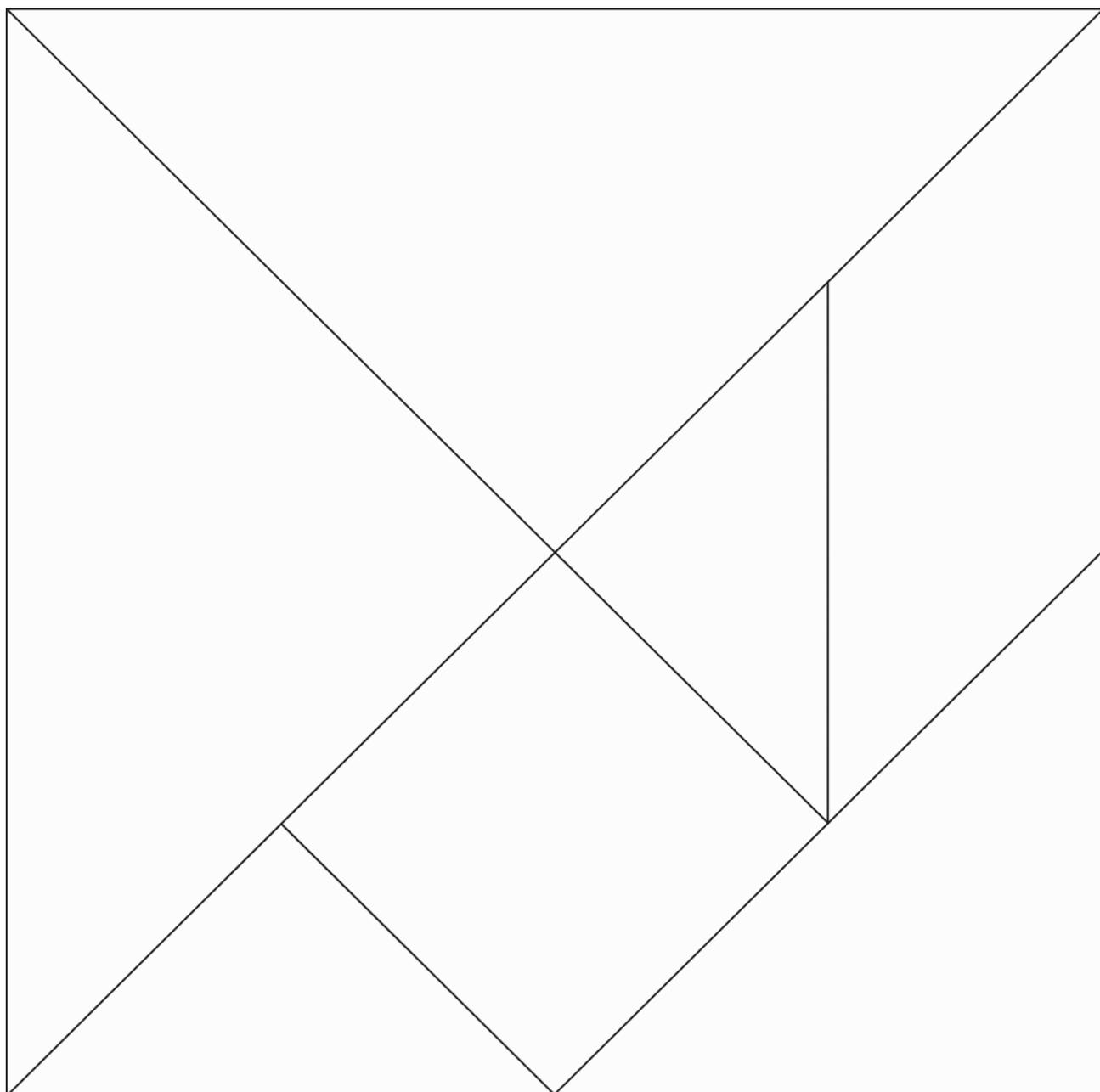


COLORA LA PRINCIPESSA



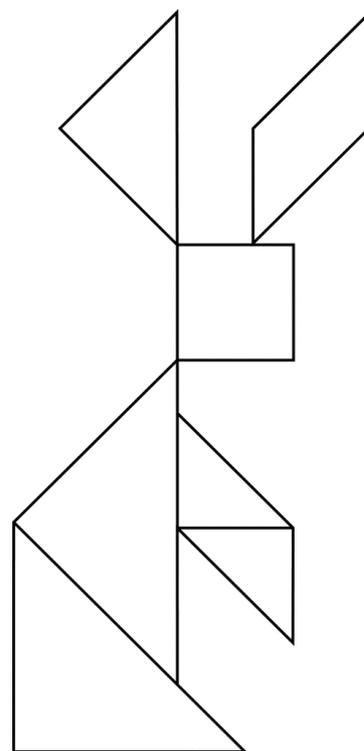
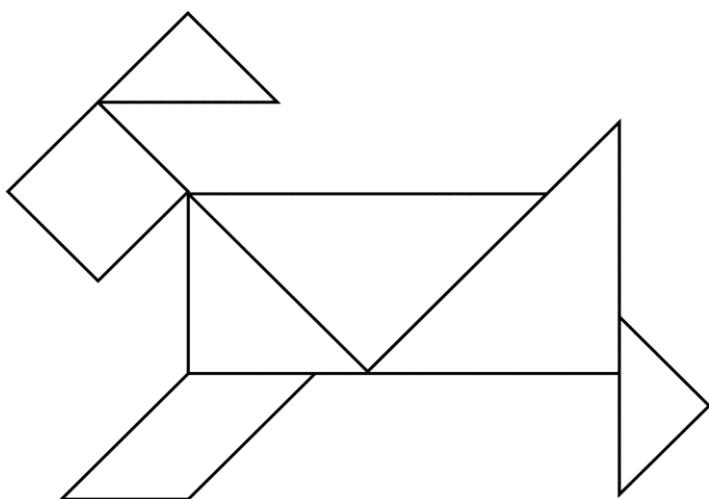
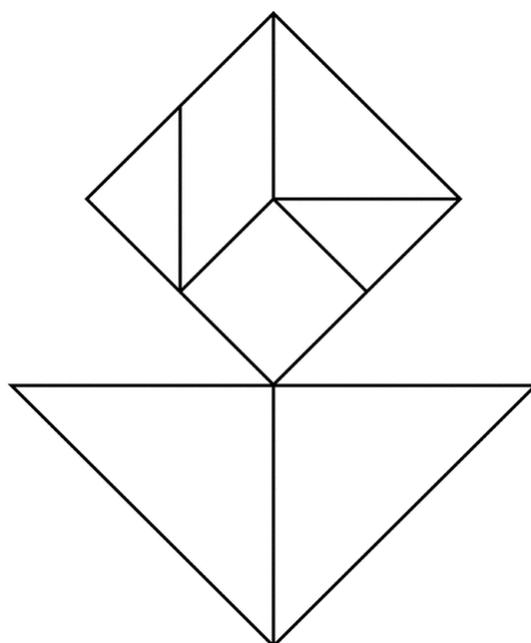
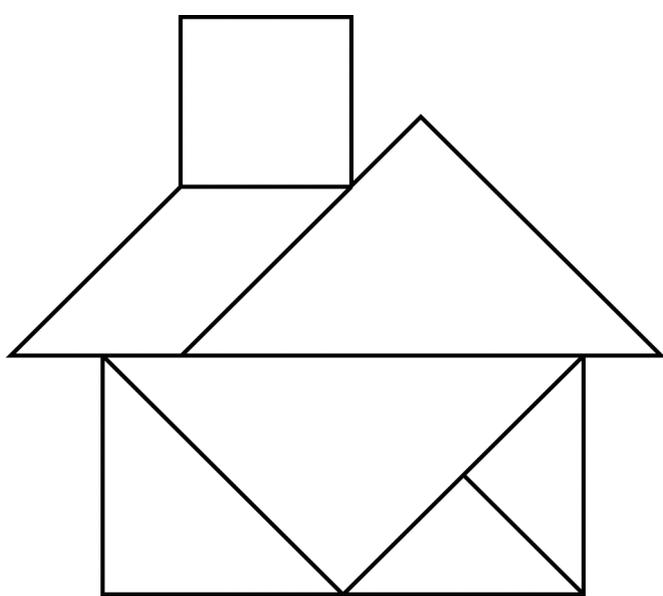
TANGRAM

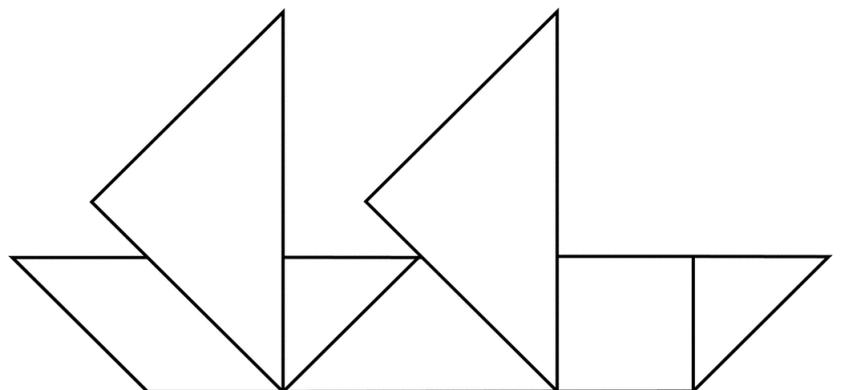
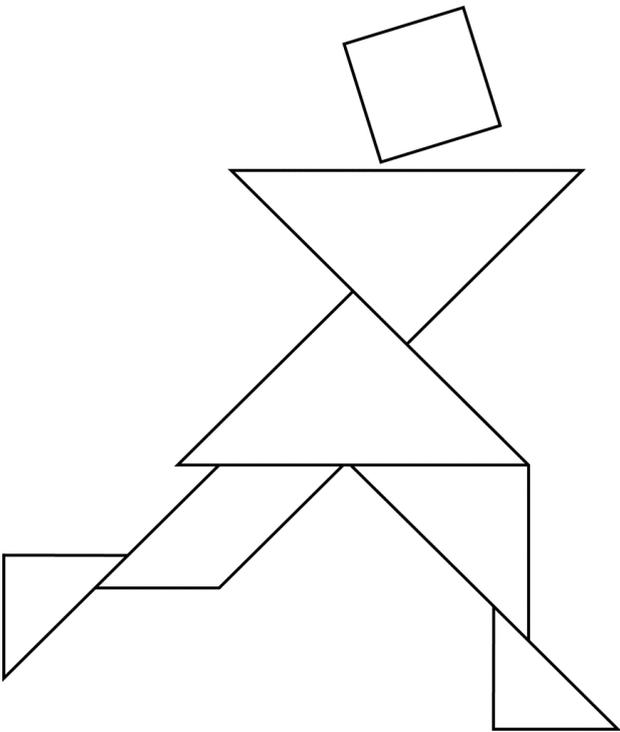
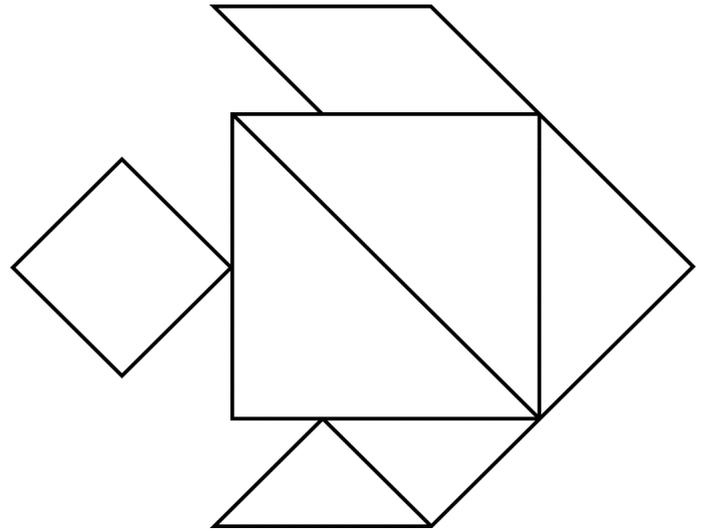
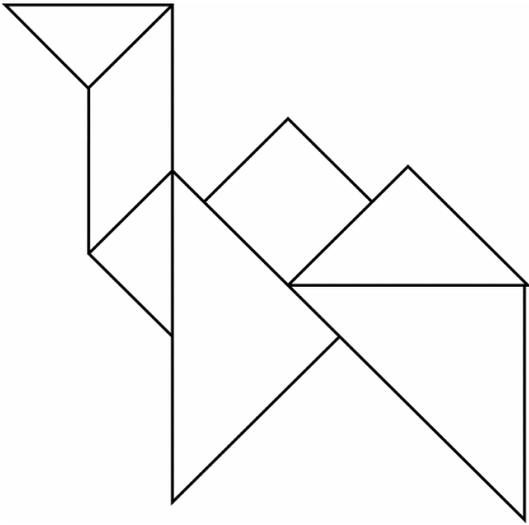
COLORATE IL TANGRAM A VOSTRO PIACIMENTO
CON COLORI TUTTI DIFFERENTI. RITAGLIATE LE
VARIE FIGURE PER OTTENERE LE DIVERSE FORME.

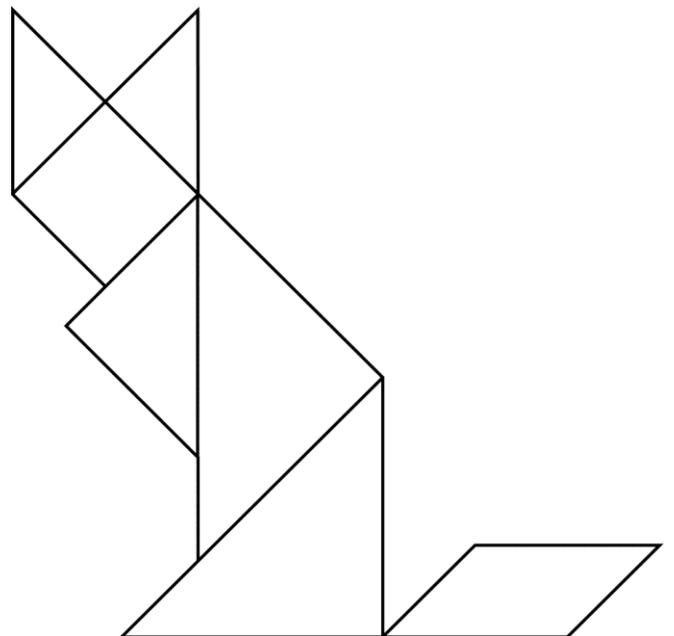
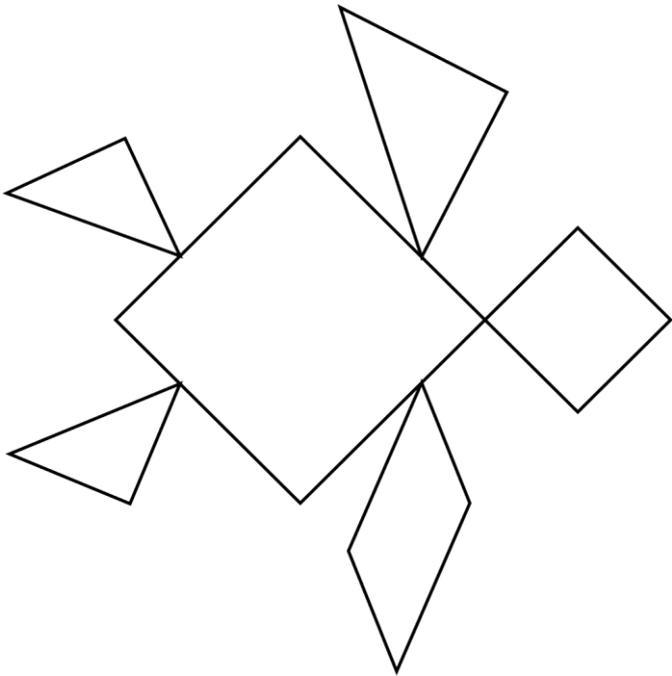
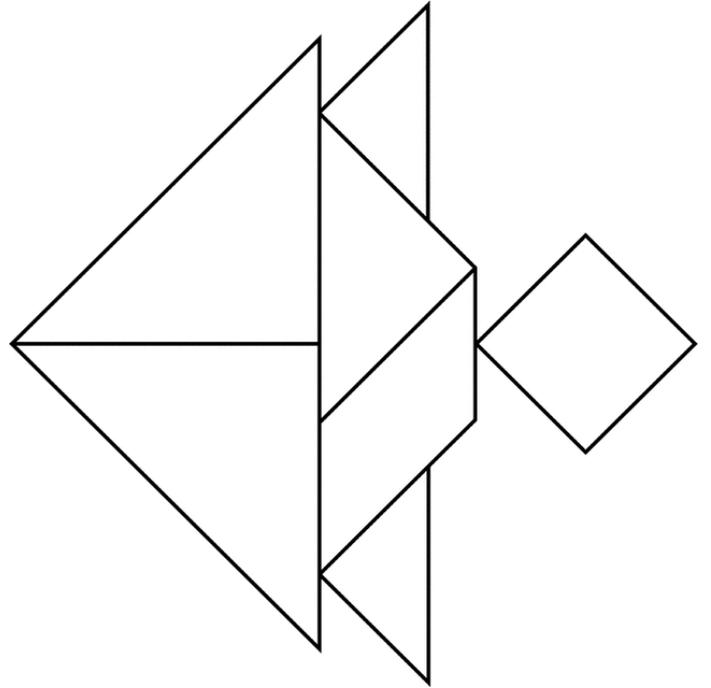
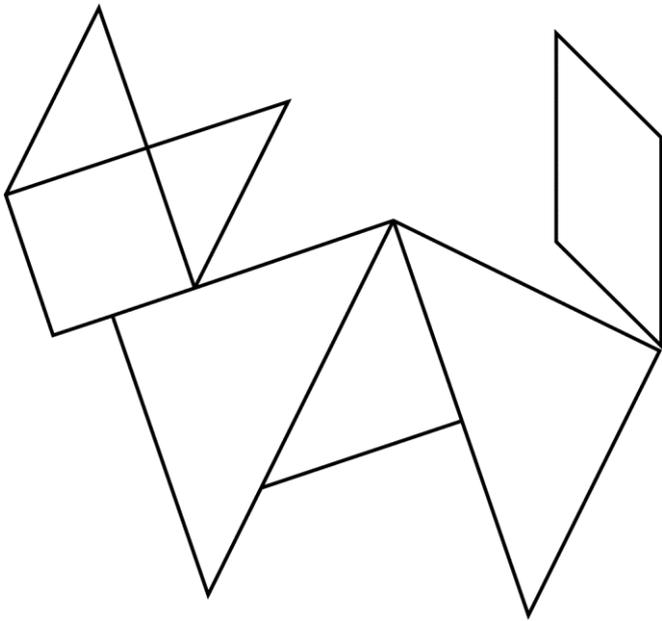


ECCO VARIE PROPOSTE PER COSTRUIRE CON IL TANGRAM.

I PIÙ GRANDI POTRANNO PROVARE A RIPRODURRE LE IMMAGINI COPIANDOLE DAL MODELLO, I PIÙ PICCOLI POTRANNO INVECE POSIZIONARE LE FIGURE SOPRA IL MODELLO (MODELLO E FORME DEVONO AVERE LE STESSA DIMENSIONI). PER I PIÙ PICCOLI ANCORA POTETE AIUTARLI COLORANDO IL MODELLO CON GLI STESSI COLORI DELLE SINGOLE FIGURE DEL TANGRAM ((MODELLO E FORME DEVONO AVERE LE STESSA DIMENSIONI)).







**ESEMPI PER I PIÙ PICCOLI
CON DIMENSIONI
CORRETTE DELLE FORME.**

