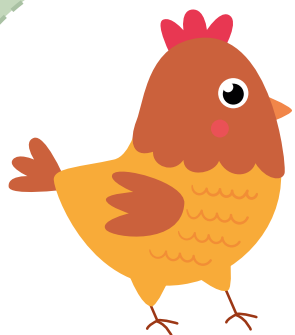
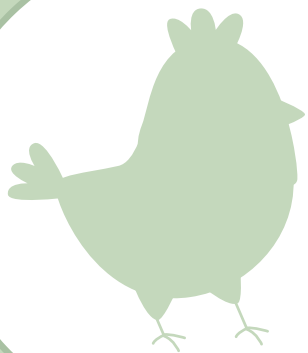


3 GRY



LOTERYJKI PRZEDSZKOLAKA

WiR



E-book **Loteryjki przedszkolaka** zawiera 3 propozycje gier do ćwiczenia pamięci i percepcji wzrokowej, koncentracji i koordynacji ręka-oko. Każdy zestaw zawiera 4 plansze oraz 24 żetony z obrazkami przedstawiające obiekty bliskie otoczeniu dziecka lub sylaby otwarte ze spółgłoskami P, M, B, L.

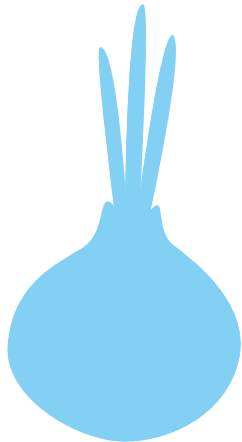
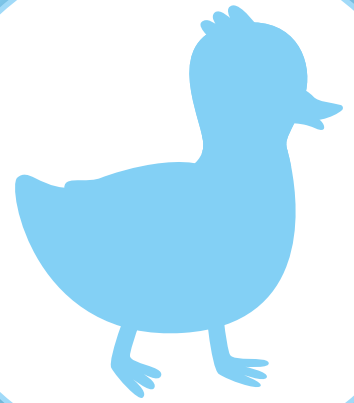
Wariant 1. (dla jednego gracza)

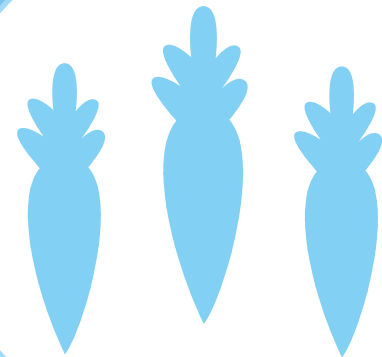
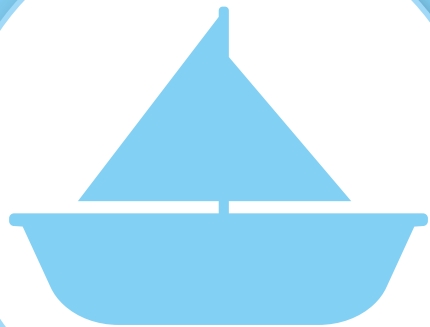
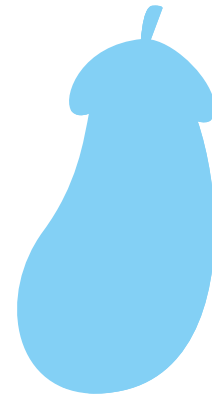
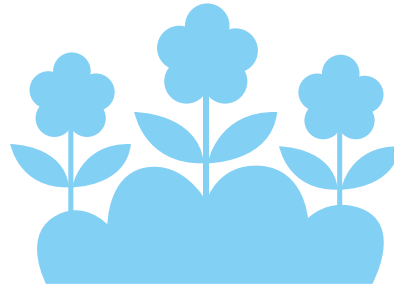
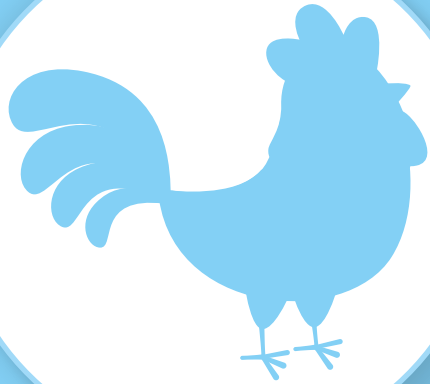
Gracz otrzymuje jedną planszę i sześć pasujących do niej żetonów. Zadaniem gracza jest dopasowanie żetonów z obrazkami do ich cieni (do konturów lub do takich samych sylab tworzących proste zdania do przedstawionej ilustracji) na planszy. Gracz umieszcza żetony w odpowiednich miejscach na planszy.

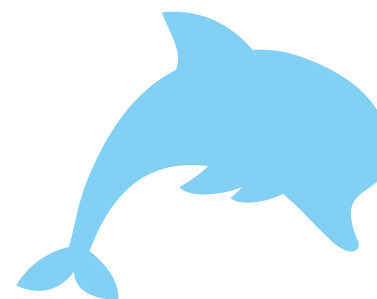
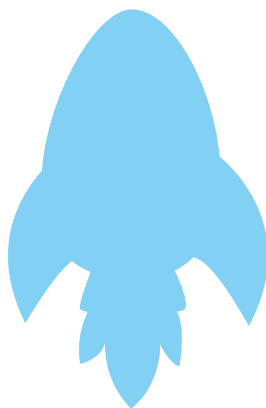
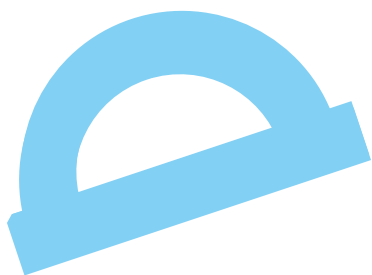
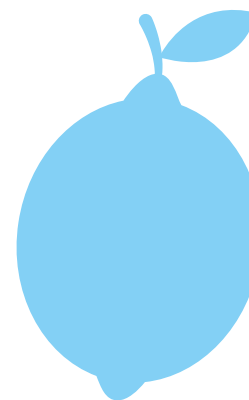
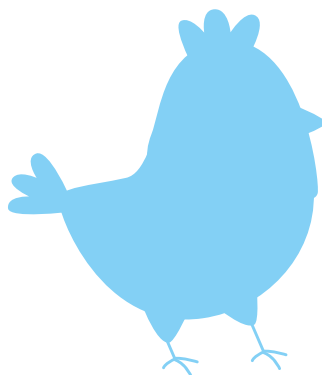
Wariant 2. (dla dwóch lub więcej graczy)

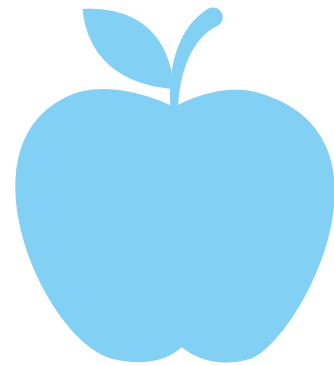
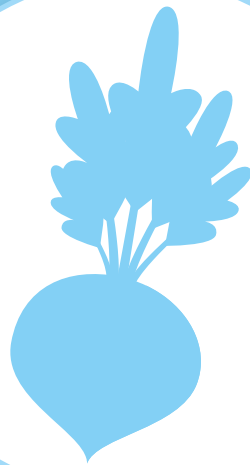
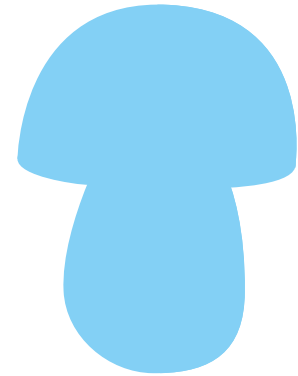
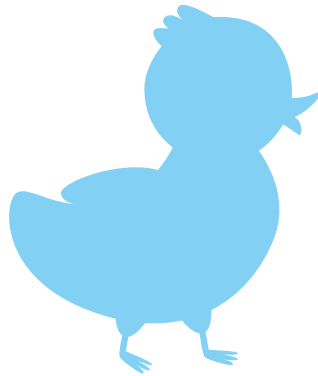
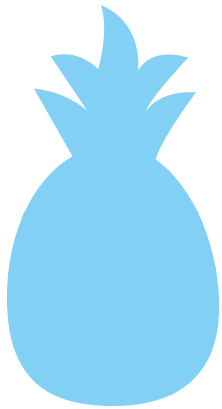
Każdy z graczy otrzymuje jedną planszę. Pasujące do plansz wymieszane żetony układamy obrazkami do dołu na środku stołu. Gracze po kolei odkrywają jeden z żetonów i próbują dopasować znajdujący się na nim obrazek do cieni (do konturów lub do takich samych sylab) na swojej planszy. Jeśli ilustracja (lub sylaba) znajdująca się na żetonie nie pasuje do planszy gracza, żeton wraca na swoje miejsce. Zabawę wygrywa gracz, który jako pierwszy zbierze wszystkie żetony pasujące do jego planszy.

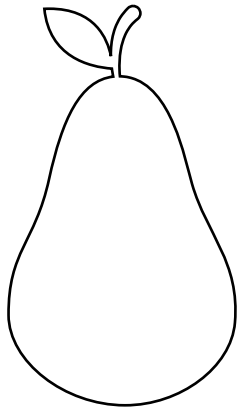
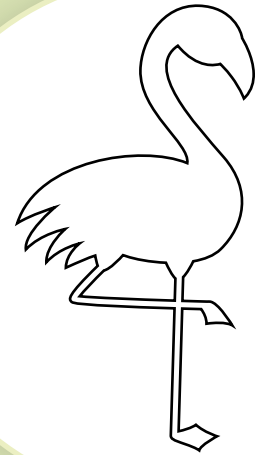
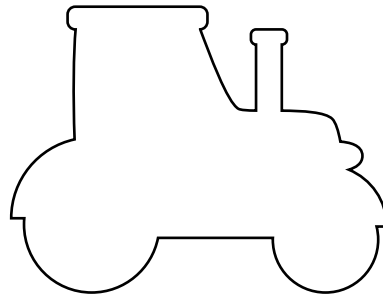


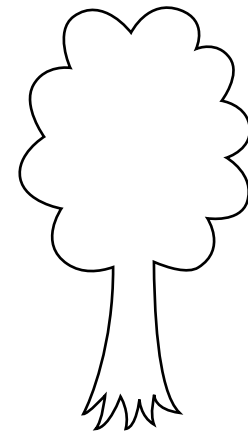
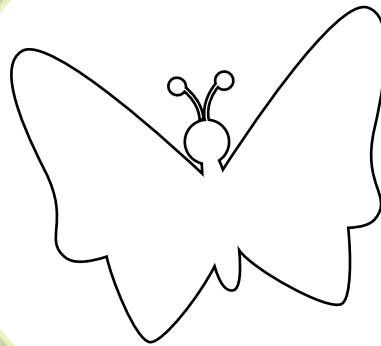
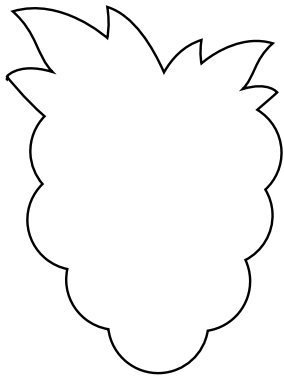
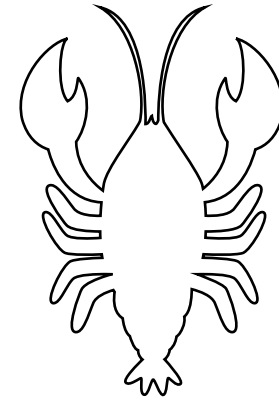
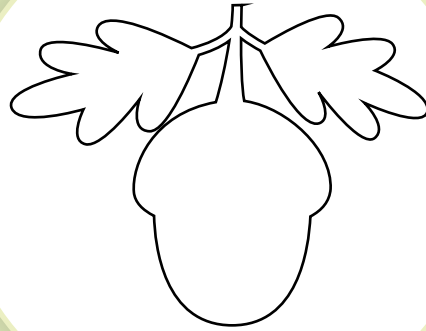
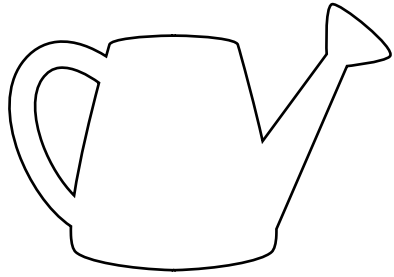


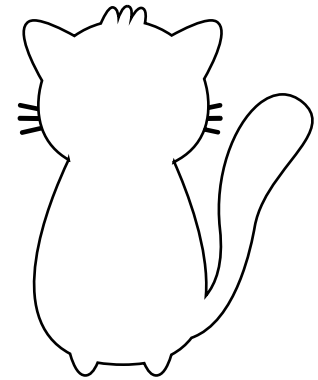
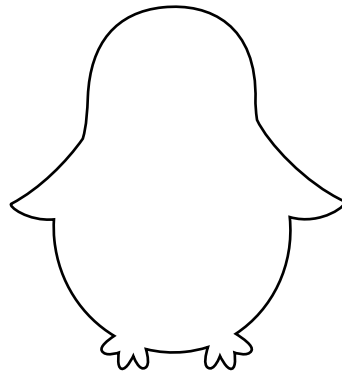
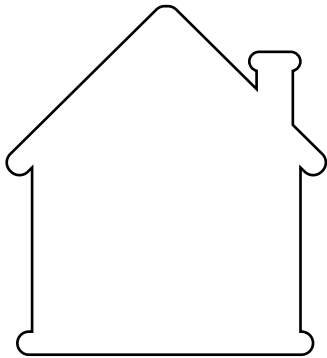
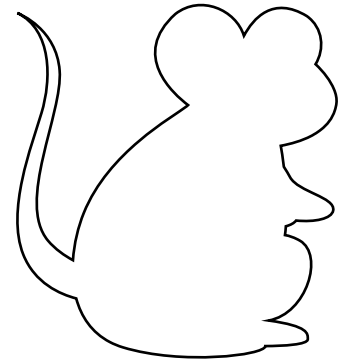
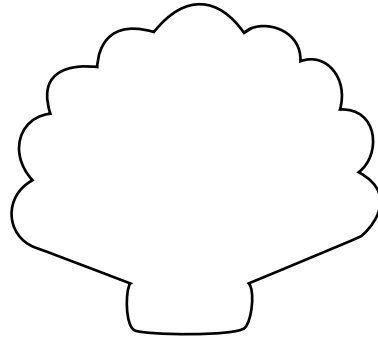
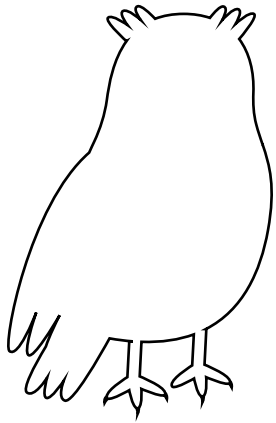


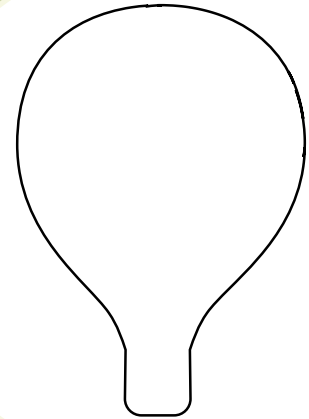
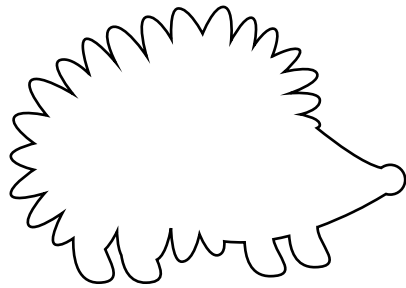
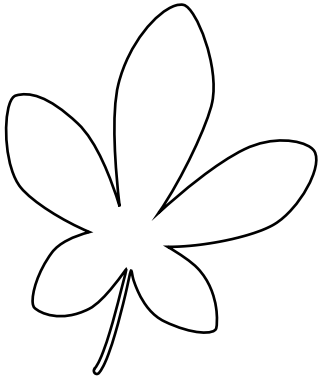
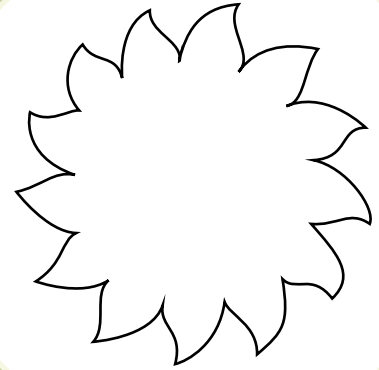
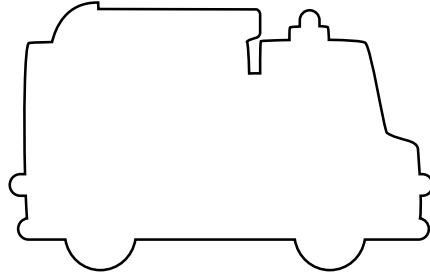
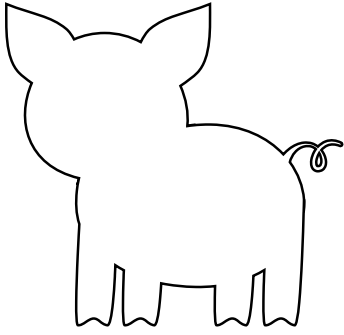














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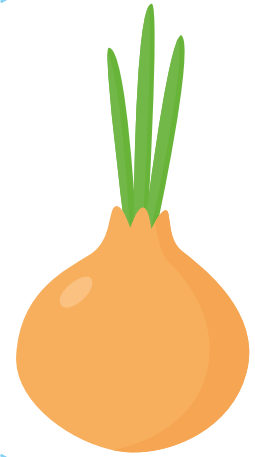
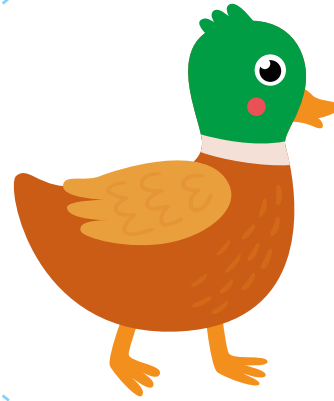
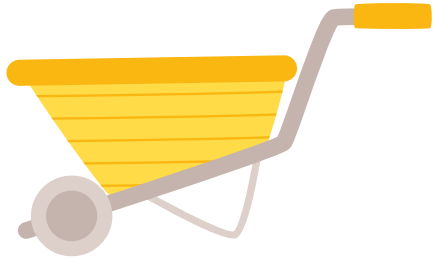
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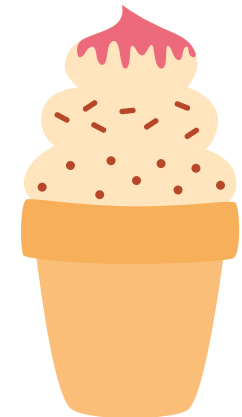
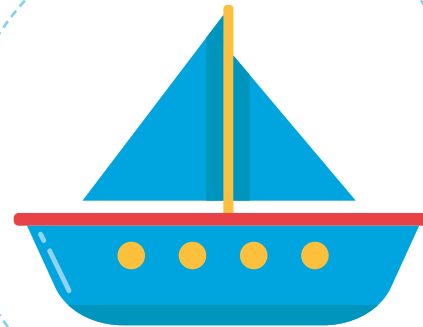
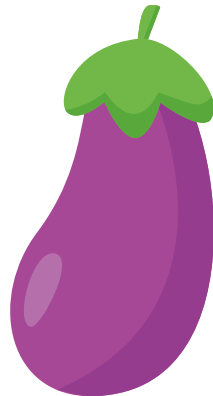
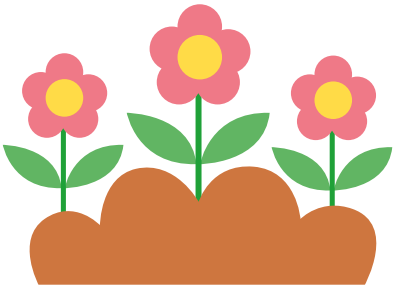
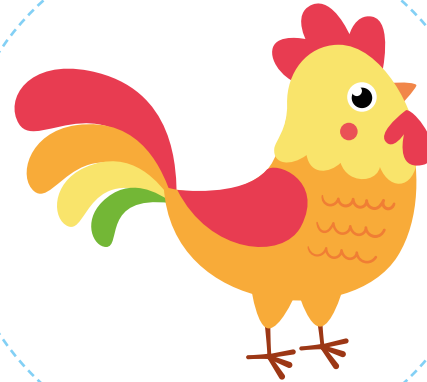
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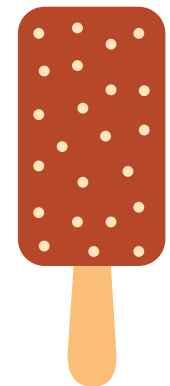
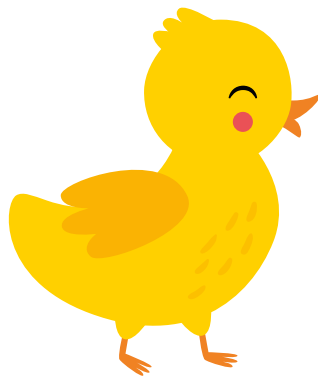
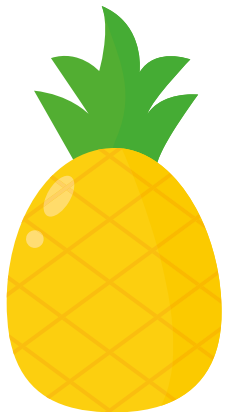
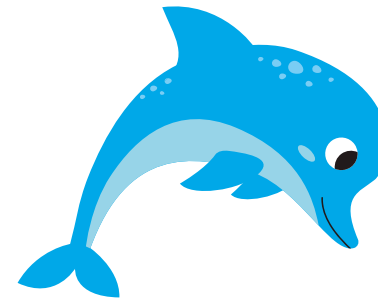
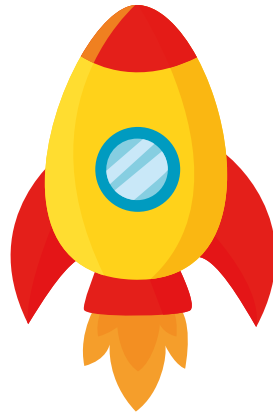
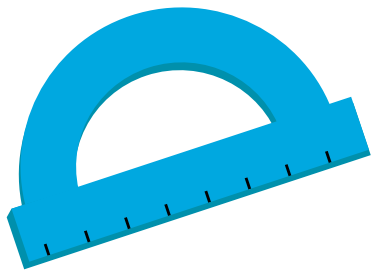
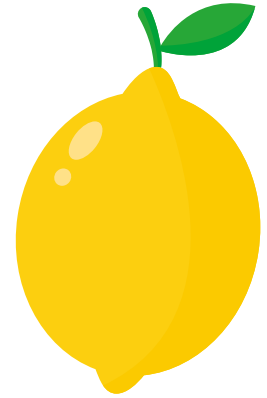
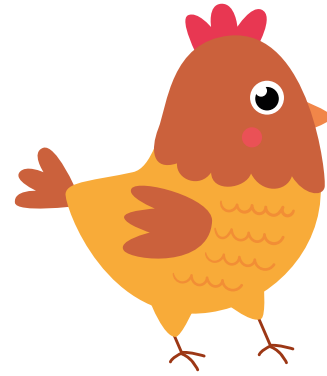
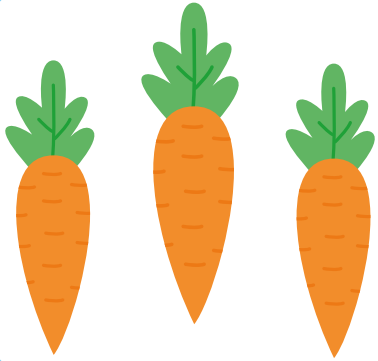
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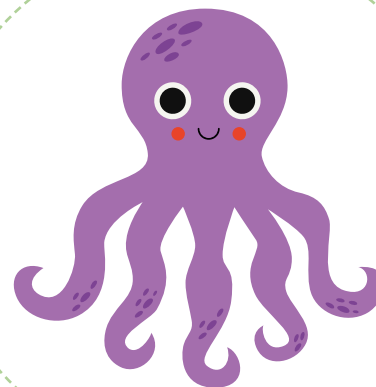
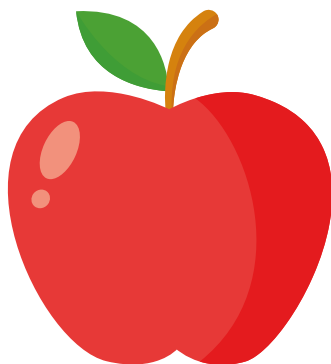
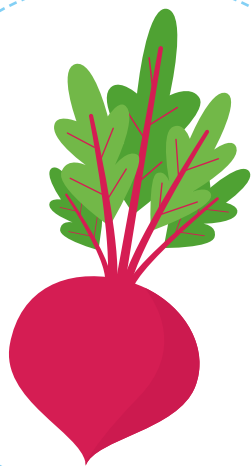
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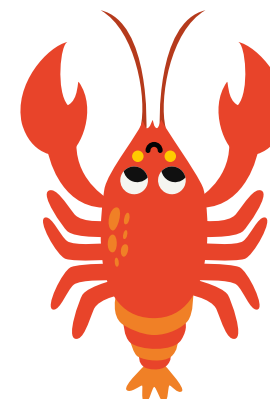
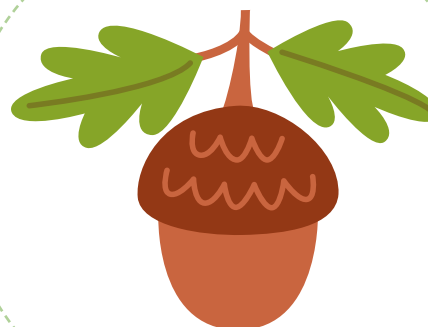
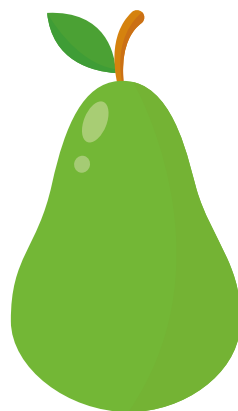
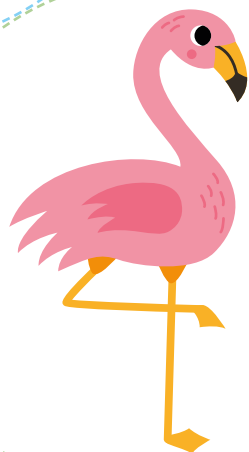
Obrázky
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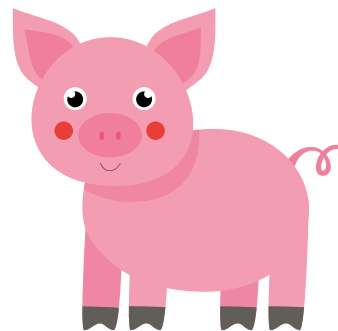
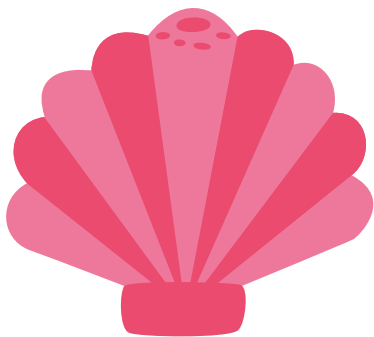
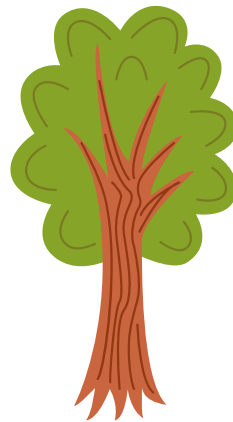
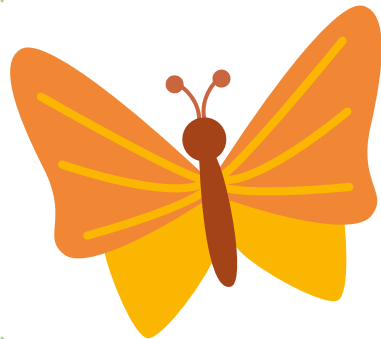
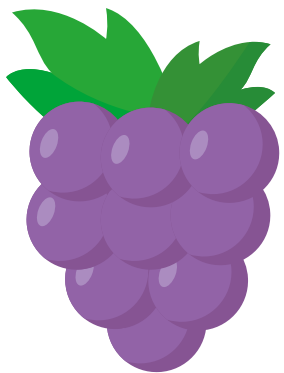


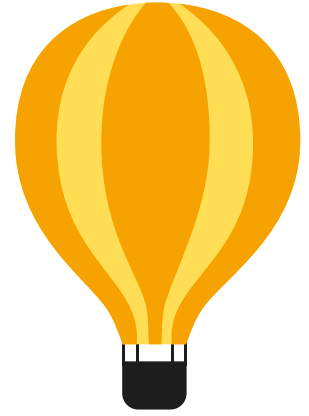
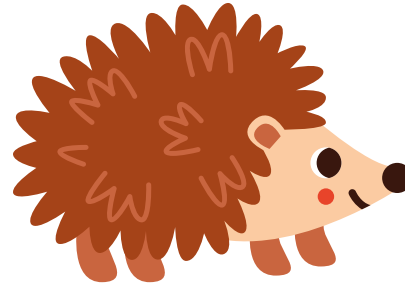
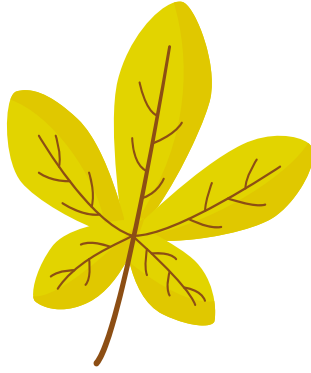
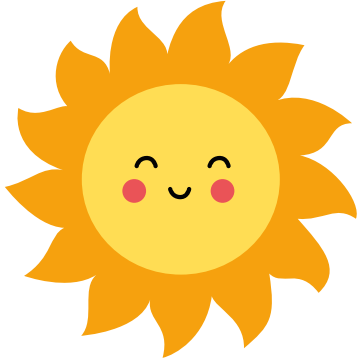




Obrazki
do gry
z konturem.









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Sylaby do plansz nr 11, 12, 13, 14.

WIĘCEJ DARMOWYCH MATERIAŁÓW DO POBRANIA ZNAJDZIESZ NA:

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WiR

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