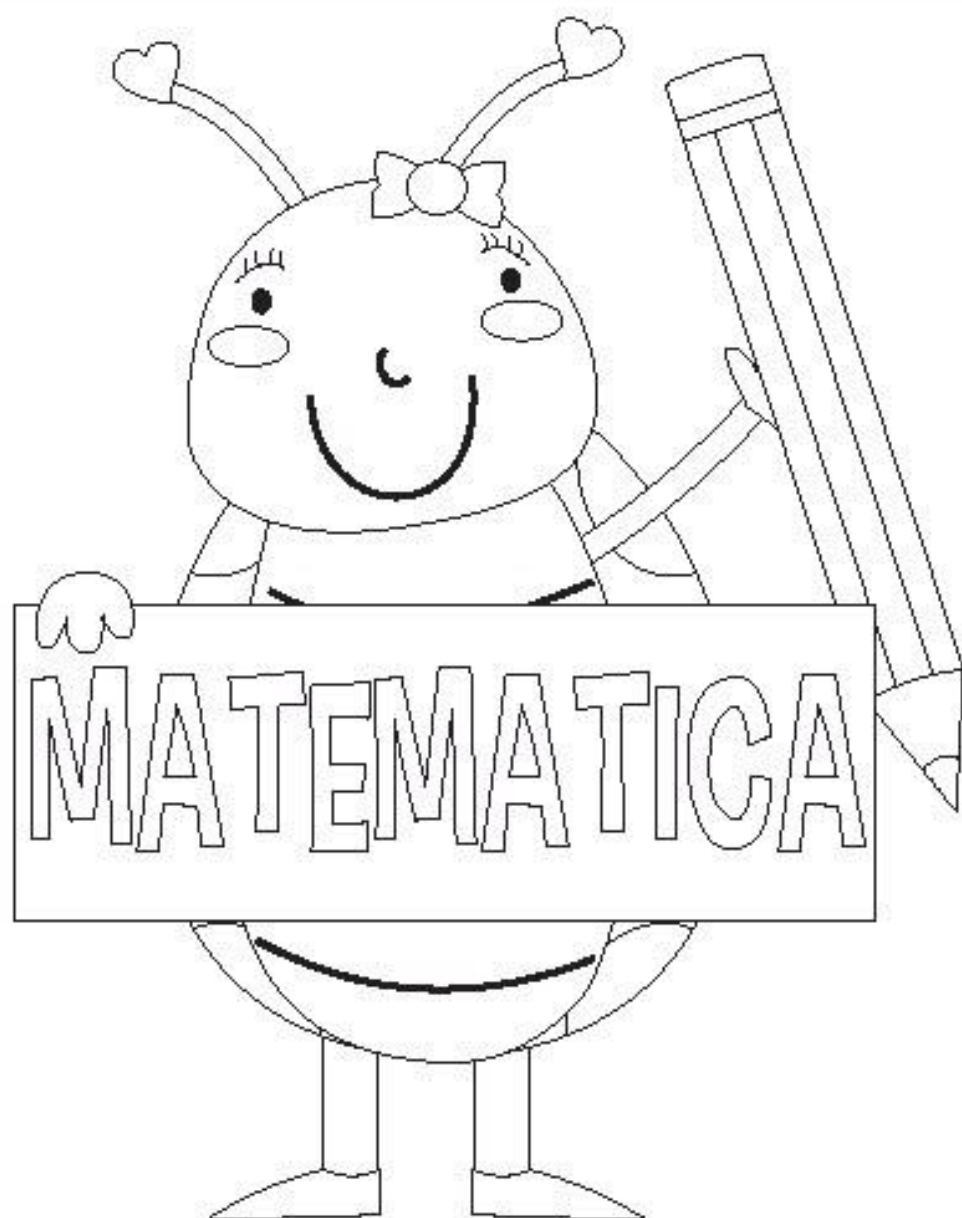


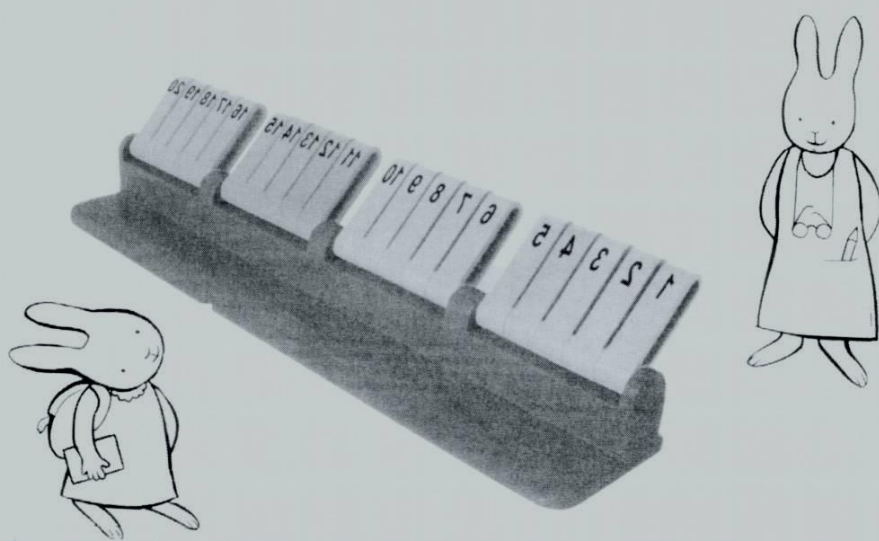


Alunno/a _____

Classe _____

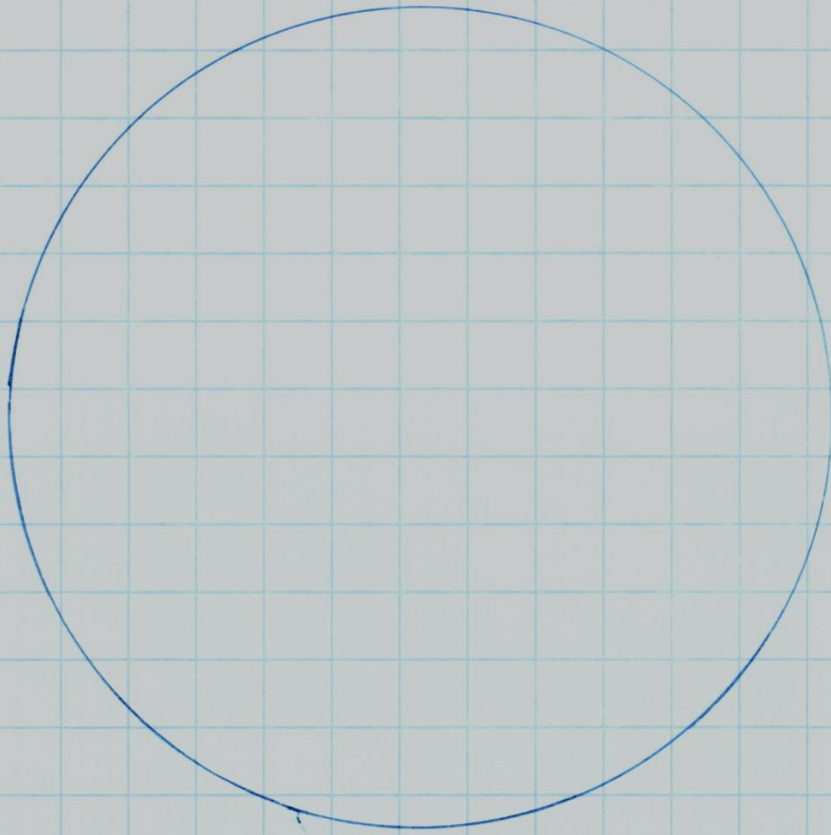
a. s. _____

Ins. _____



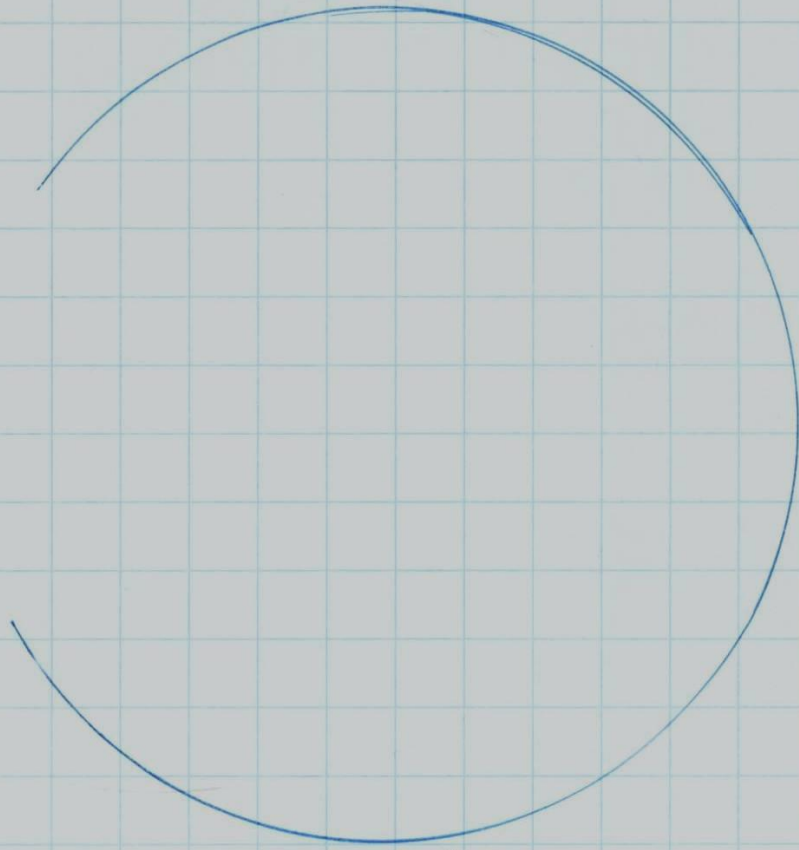
CASSANO,

GIROTONDO CHIUSO



IL GIROTONDO È
UNA LINEA CHIUSA.

DISEGNA

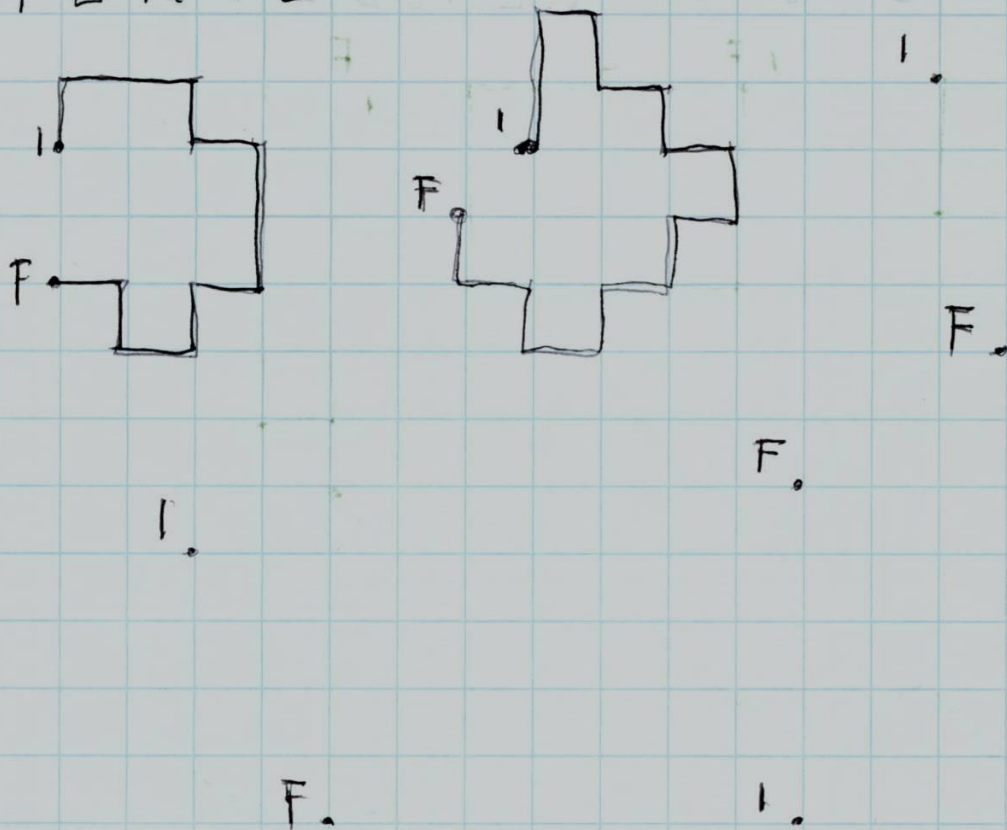


ORA IL GIROTONDO È
UNA LINEA APERTA.

DISSEGNA UNA LINEA
CHIUSA

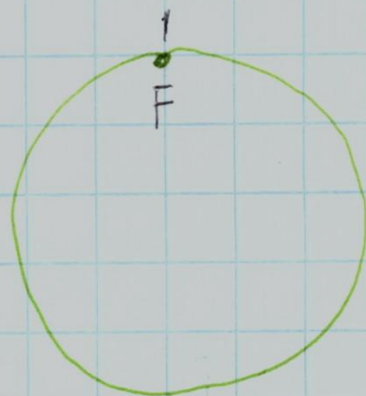
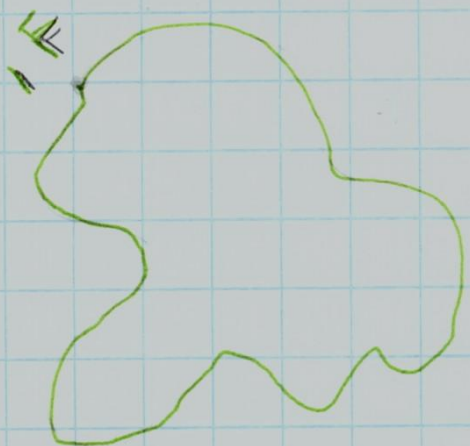
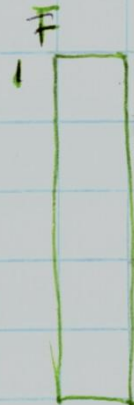
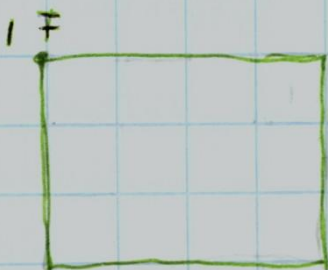
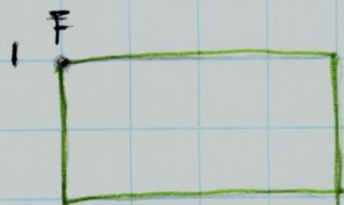
DISSEGNA UNA LINEA
APERTA

DISEGNA TANTE LINEE
APERTE



LE LINEE APERTE
HANNO UN INIZIO E
UNA FINE.

DI SEGNA TANTE LINEE
CHIUSE DI VERDE

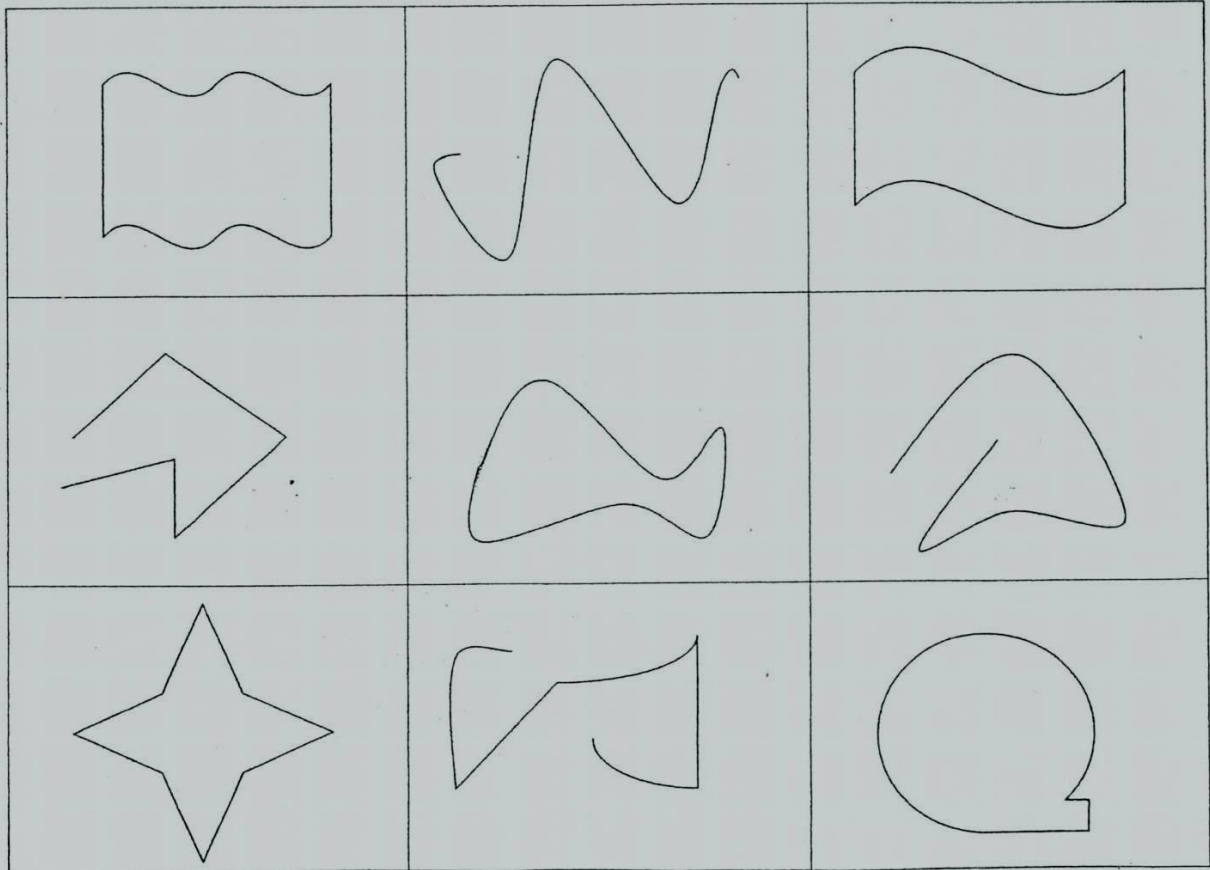


NELLE LINEE CHIUSE
L'INIZIO E LA FINE
COINCIDONO.

RIPASSA LE LINEE 34

LINEA APERTA → G (ROSSO)

LINEA CHIUSA → C (VERDE)



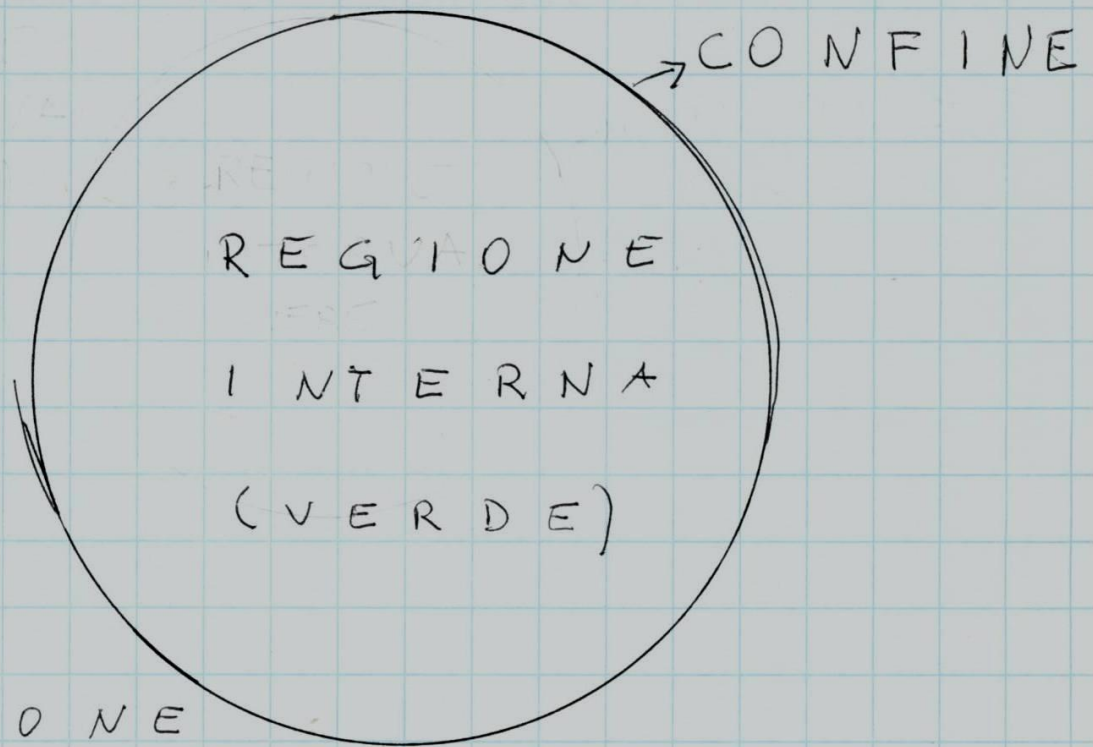
DISEGNA LINEE

APERTE G CHIUSE O



CASSANO,

REGIONE E CONFINE



REGIONE
ESTERNA
(GIALLO)

OGNI LINEA CHIUSA

SI CHIAMA CONFINE

OGNI CONFINE FORMA:

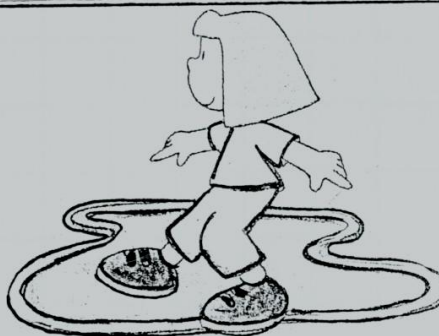
- UNA REGIONE INTERNA
(DENTRO) 

UNA REGIONE ESTERNA
FUORI .

I SALTI DI ROSSANA

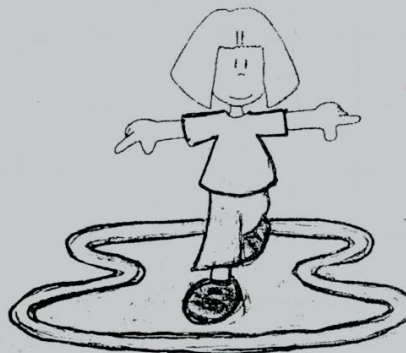
ROSSANA SALTELLA SULLA
LINEA CHIUSA.

E' SULLA LINEA DI CONFINE



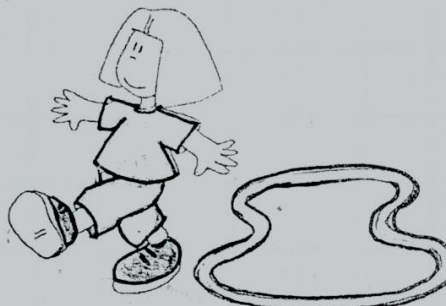
ORA SALTELLA DENTRO
LO SPAZIO RACCHIUSO
DALLA LINEA DI CONFINE.

E' NELLA REGIONE INTERNA

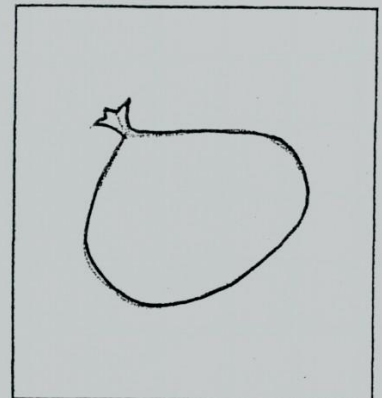
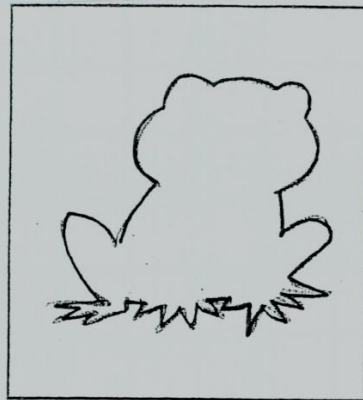
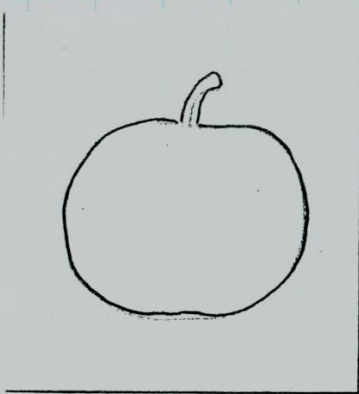


ROSSANA SALTELLA FUORI
DALLA LINEA DI CONFINE.

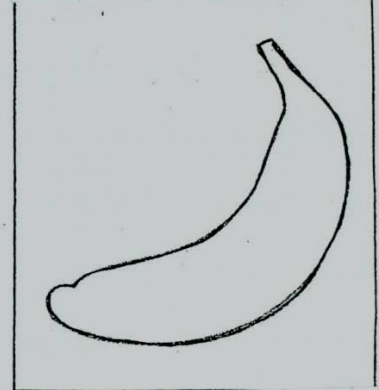
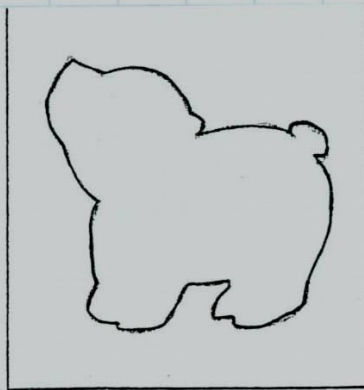
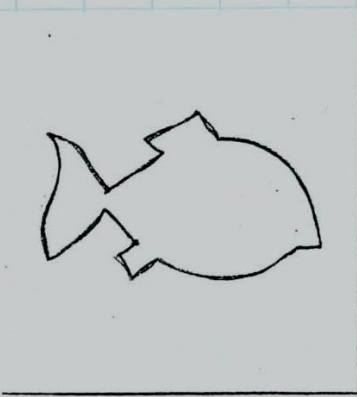
E' NELLA REGIONE ESTERNA



COLORA IL CONFINI
DI ROSSO E LA REGIONE
LA REGIONE INTERNA
DI VERDE.



COLORA IL CONFINO
DI ROSSO E DALLA REGIONE
LA REGIONE ESTERNA
DI GIALLO.



*Cosa ci serve
per imparare a calcolare?*

*...Basterà saper usare bene
le nostre mani!*



Per cominciare
bisogna imparare
il nome dei numeri ...

Poi impareremo a contare le cose!

IMPARO A MEMORIA

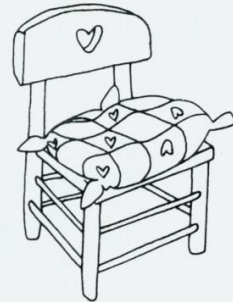
1 Presentazione di immagini gancio.

CONOSCERE LE CIFRE E IL NOME DELLE CIFRE

Ogni numero ha un nome



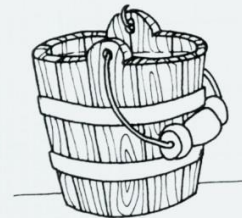
1
pino



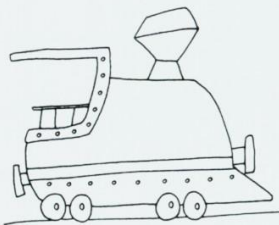
6
sedia



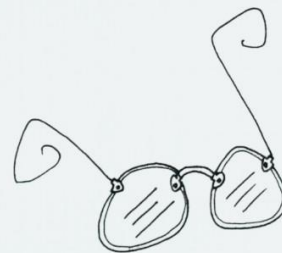
2
bue



7
secchio



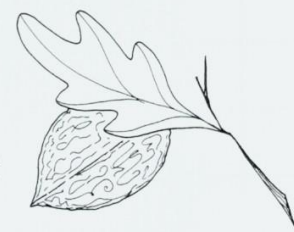
3
treno



8
occhiali



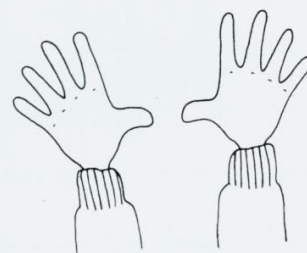
4
gatto



9
noce



5
cicogna



10
dita

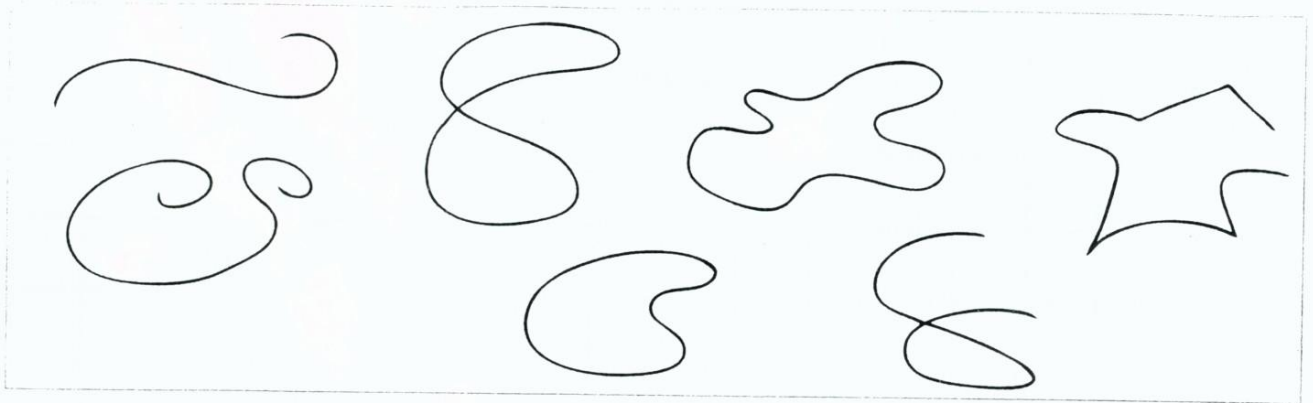
DISEGNA UN LAGHETTO
DENTRO ALCUNI PESCI
FUORI UN PESCATORE.

LINEE E FIGURE

VERIFICA

Ripasso di rosso le linee aperte e di blu quelle chiuse.

TRA 8 PAG.

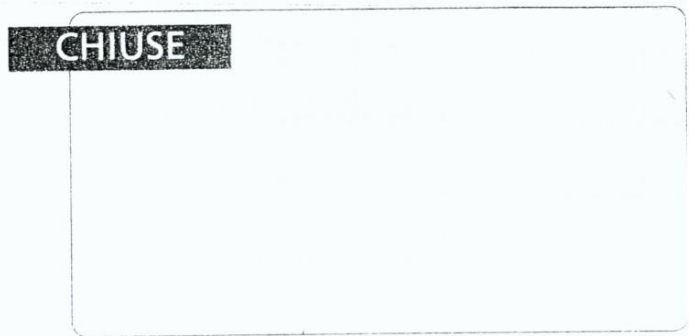


Disegno due linee aperte e due linee chiuse.

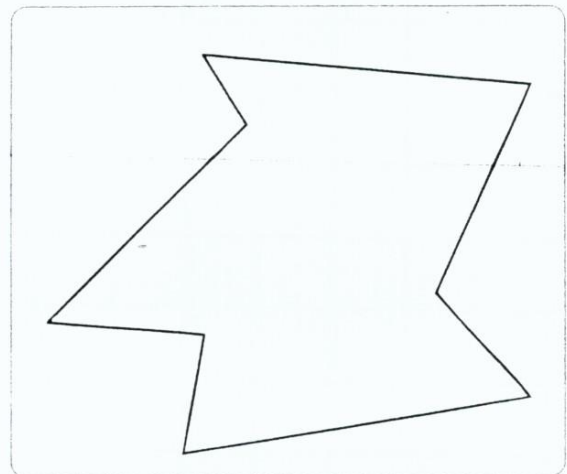
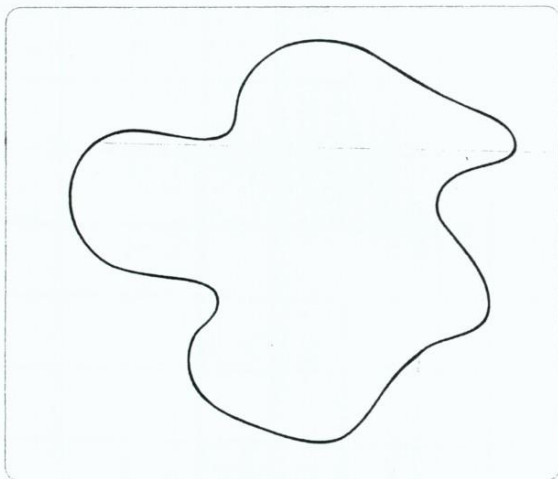
APERTE



CHIUSE

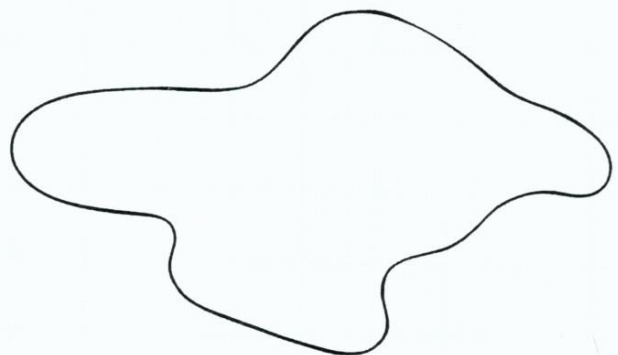


Coloro la regione interna di azzurro e di verde quella esterna.



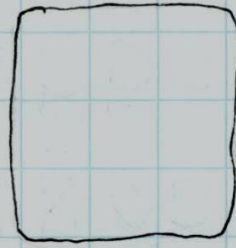
Disegno e coloro:

- una farfalla nella regione interna;
- un bruco nella regione esterna.
- una formica sul confine.

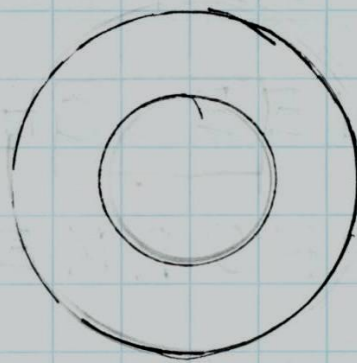


IL CONFINE DEGLI
OGGETTI

TEMPERINO



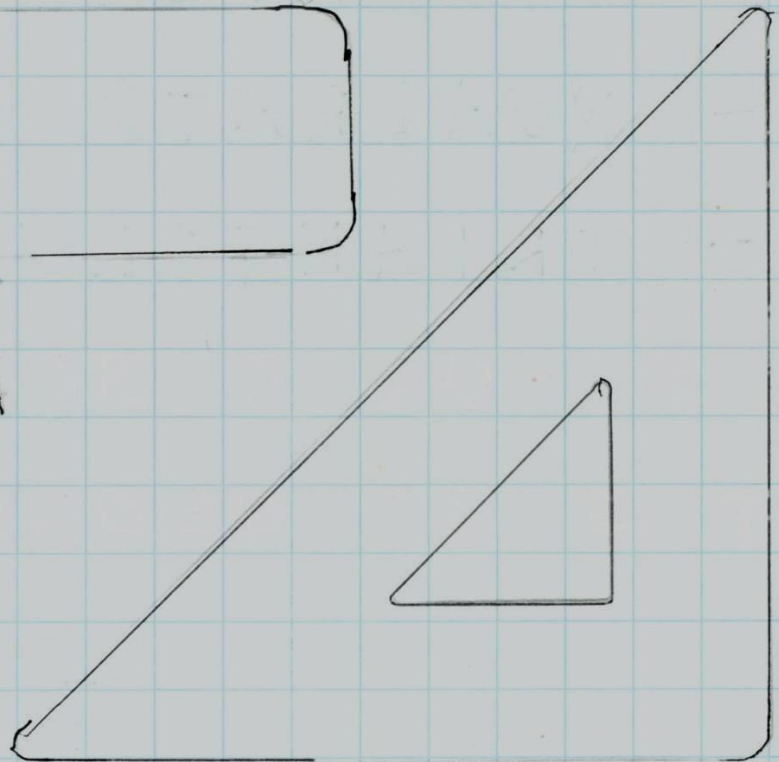
SCOTCH



RIGHELLO



SQUADRA



VERBALIZZO E

IMPARO

GLI OGGETTI HANNO

PER CONFINI UNA

LINEA CHIUSA.

LE LINEE CHIUSE

HANNO FORME DIVERSE.

- RETTANGOLO

- CERCHIO

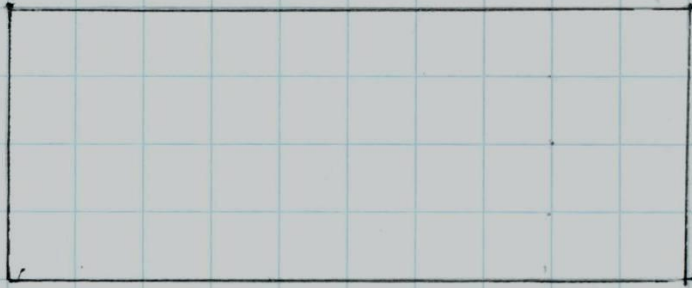
- QUADRATO

- TRIANGOLO.

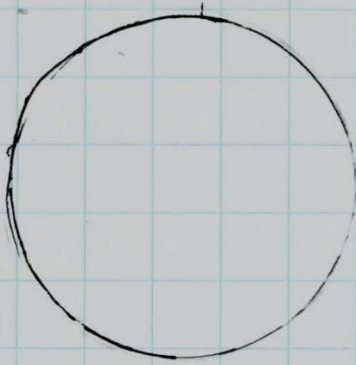
LE FORME SONO

FIGURE GEOMETRICHE.

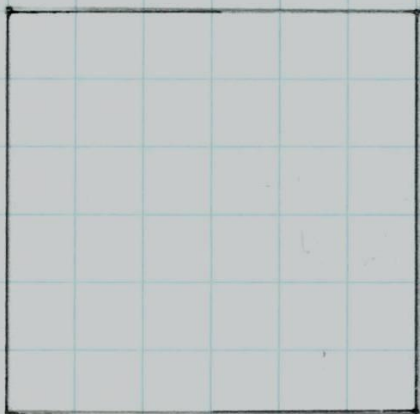
DALLE FORME ... ALLE FIGURE GEOMETRICHE



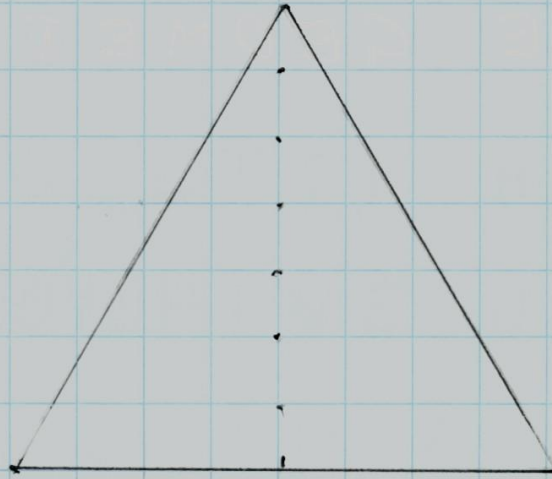
RETTANGOLO



CERCHIO



QUADRATO



TRIANGOLO

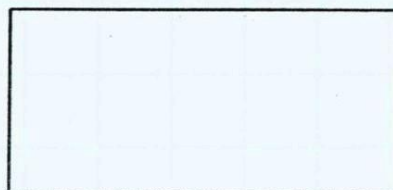
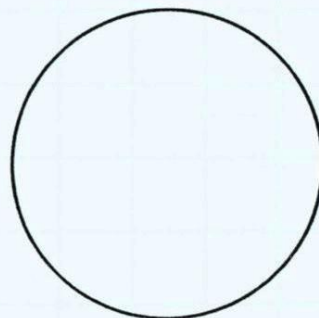
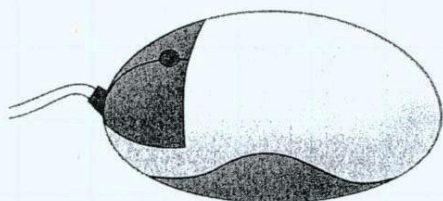
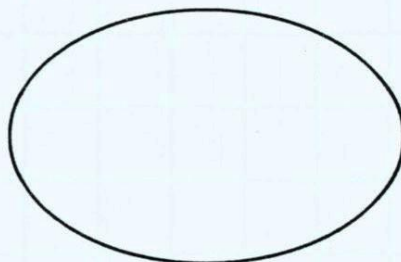
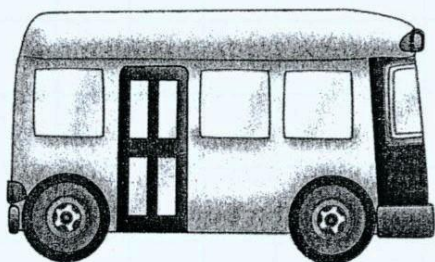
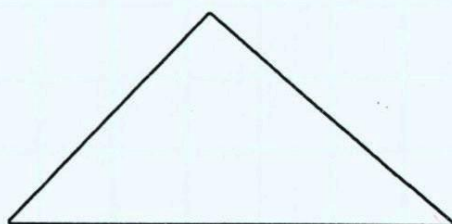
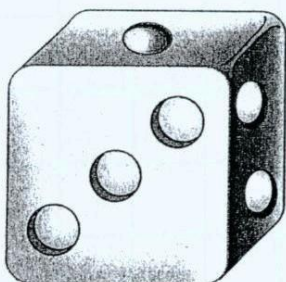
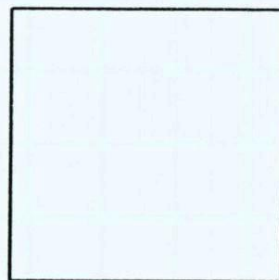
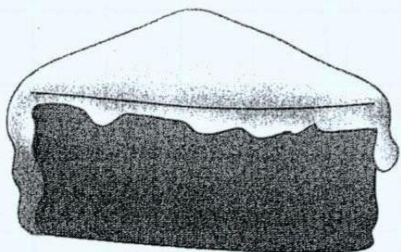
QUESTE SONO FIGURE
GEOMETRICHE PIANE.

DATA

QUANTE IMPRONTE...

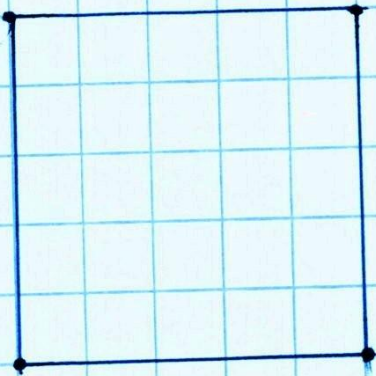
6

Collega ogni oggetto alla sua impronta e colorala.



LE FORME GEOMETRICHE PIANE

UNISCI I PUNTINI



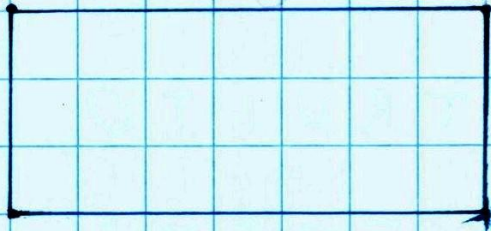
HAI COSTRUITO
UNA FORMA
GEOMETRICA:

È UN QUADRATO.

DISEGNA OGGETTI DI

FORMA QUADRATA.

UNISCI I PUNTINI



HAI

COSTRUITO

UNA FORMA

GEOMETRICA:

È IL RETTANGOLO.

DISEGNA OGGETTI DI

FORMA RETTANGOLARE

UNISCI I PUNTINI

PIANE

HAI

COSTRUITO

UNA FORMA

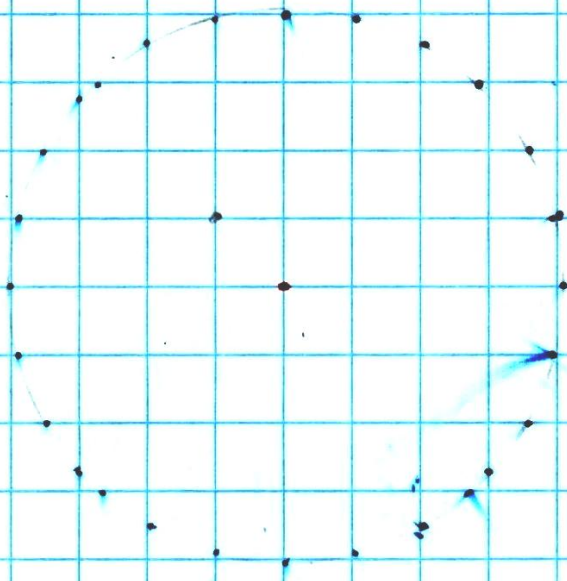
GEOMETRICA:

È UN TRIANGOLO.

DISEGNA OGGETTI DI

FORMA TRIANGOLARE.

UNISCI I PUNTINI



HAI

COSTRUITO

UNA FORMA

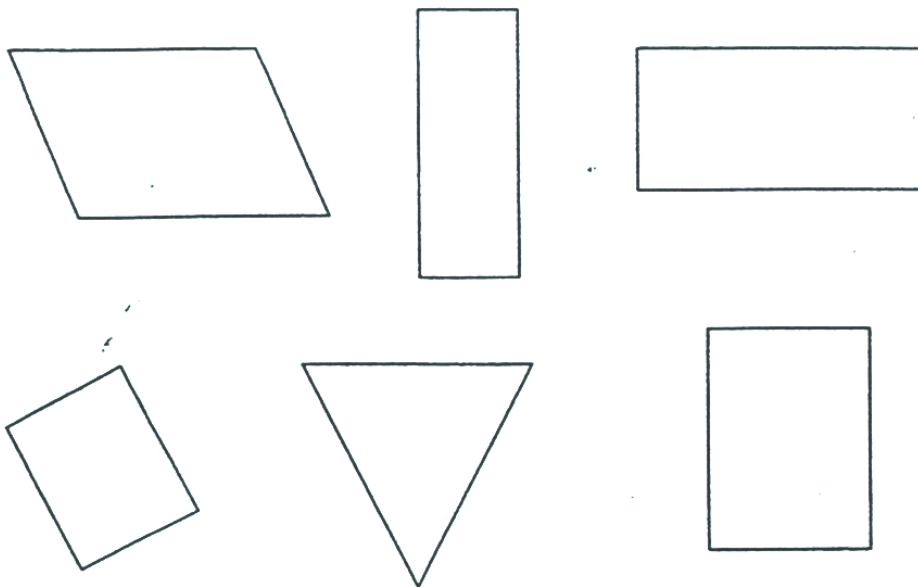
GEOMETRICA:

UN CERCHIO.

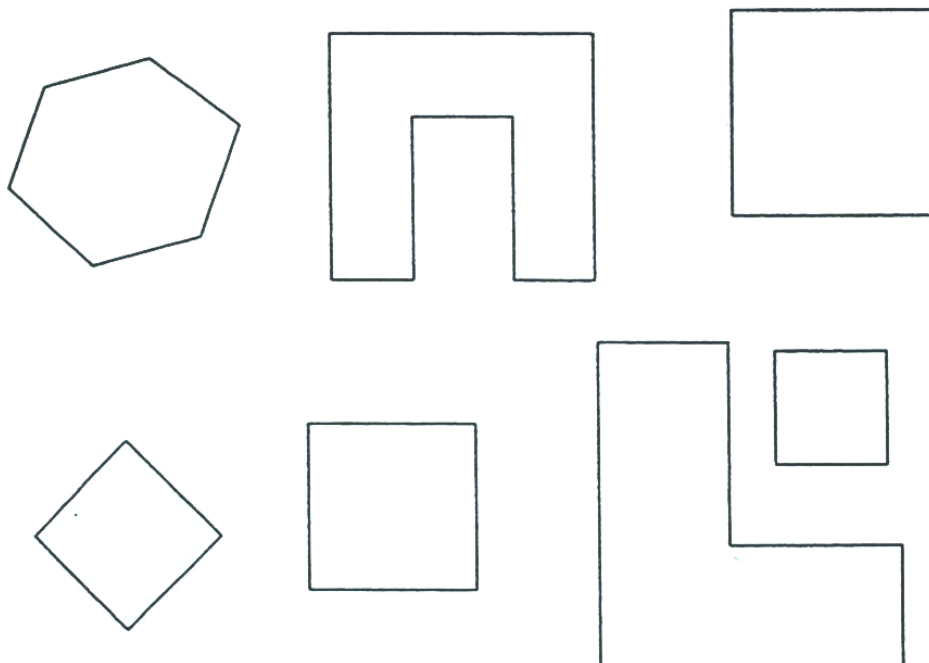
DISEGNA OGGETTI DI

FORMA CIRCOLARE.

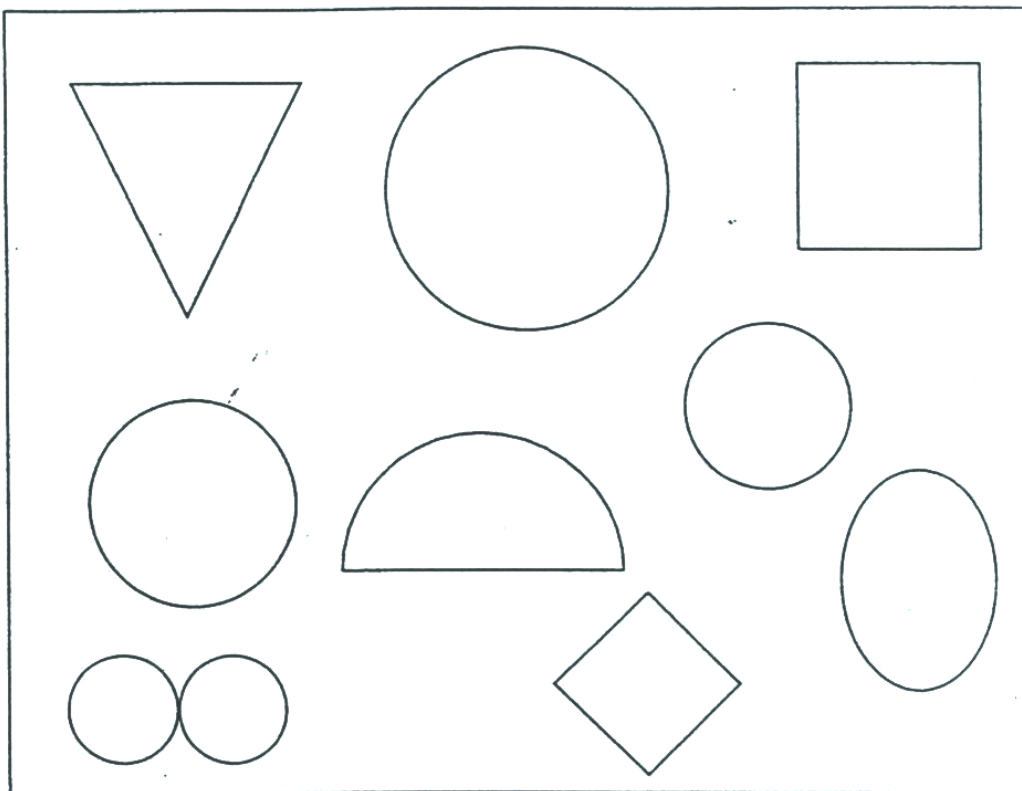
1 COLORA DI BLU LE FORME RETTANGOLARI.



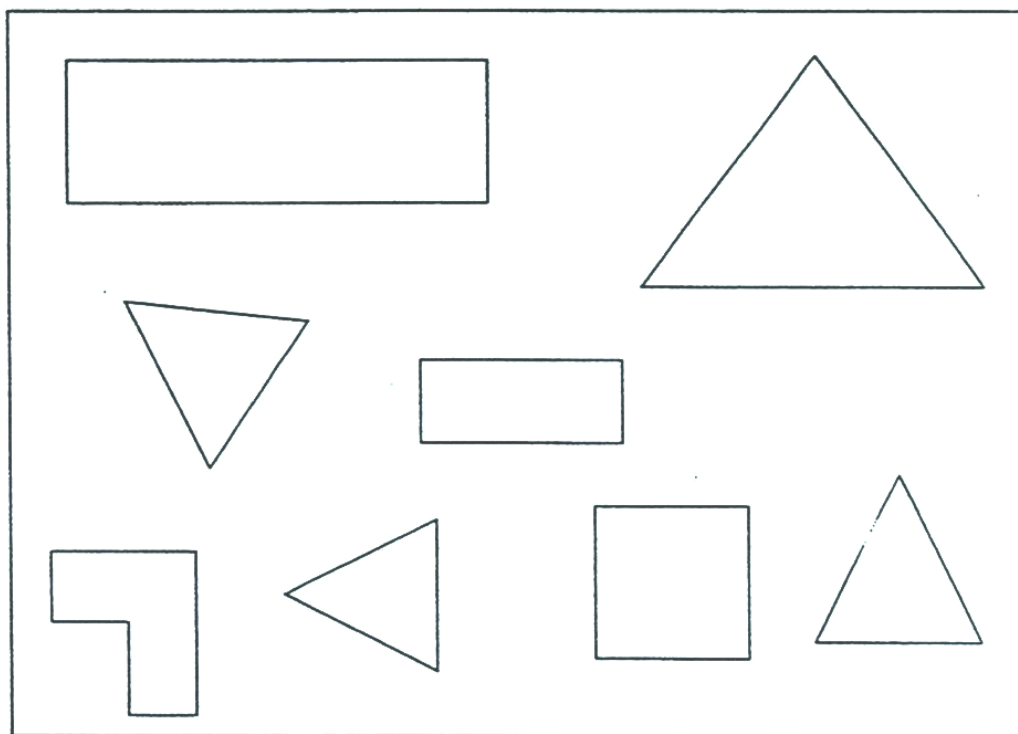
2 COLORA DI ROSSO LE FORME QUADRATE.



1 COLORA DI GIALLO LE FIGURE ROTONDE.



2 COLORA DI VERDE LE FIGURE TRIANGOLARI.



CASSANO,

VERIFICA

SCRIVI IL NOME GIU
STO SOTTO OGNI
FIGURA.

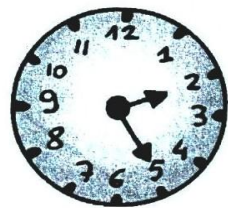
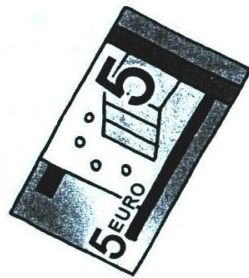
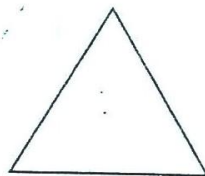
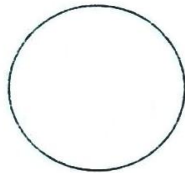
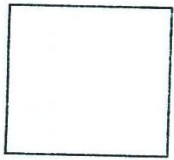
UNISCI POI OGNI
FIGURA ALL'OGGETTO
CHE LO RICORDA

RETTANGOLO

QUADRATO

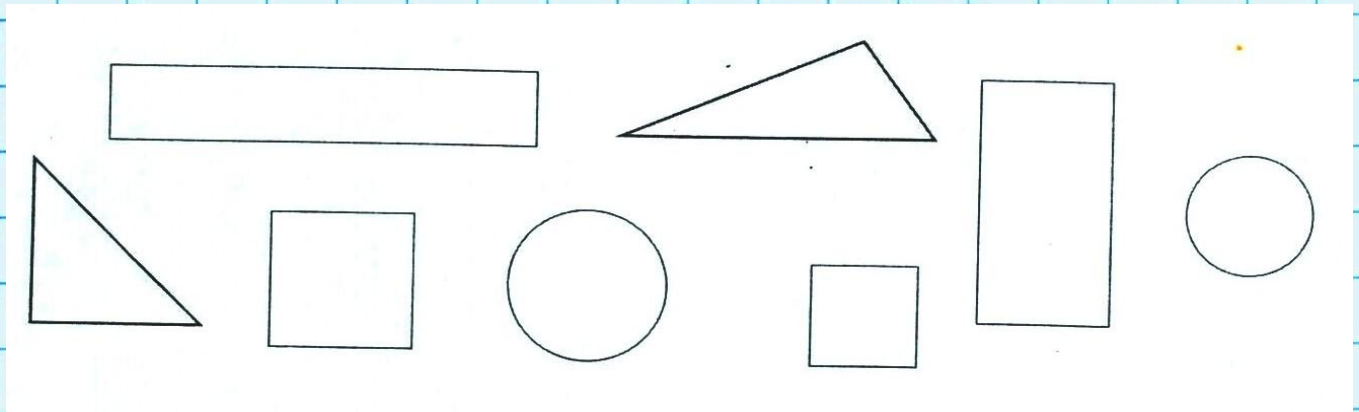
CERCHIO

TRIANGOLO



COLORA

- DI ROSSO I QUADRATI
- DI VERDE I RETTANGOLI
- DI GIALLO I TRIANGOLI
- DI AZZURRO I CERCHI.

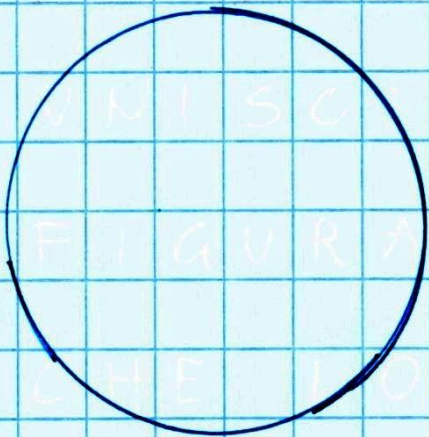


CASSANO,

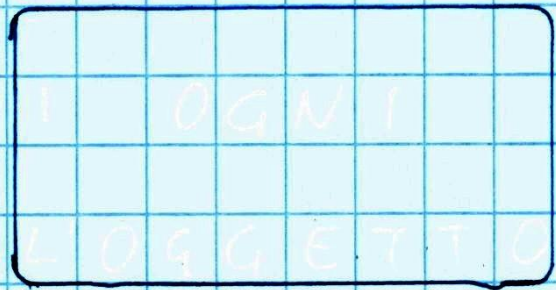
ITALIA BLOCCHI LOGICI:

LE CARATTERISTICHE

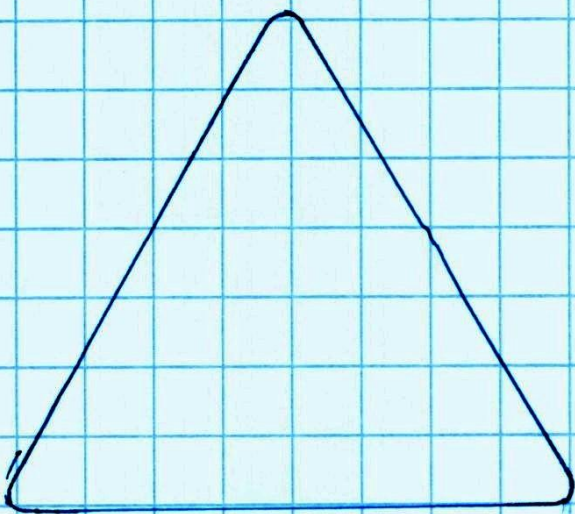
LA FORMA



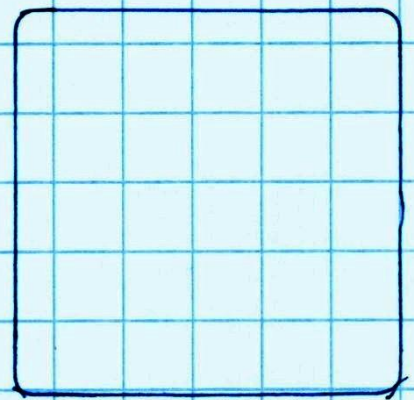
CERCHIO



RETTANGOLO



TRIANGOLO

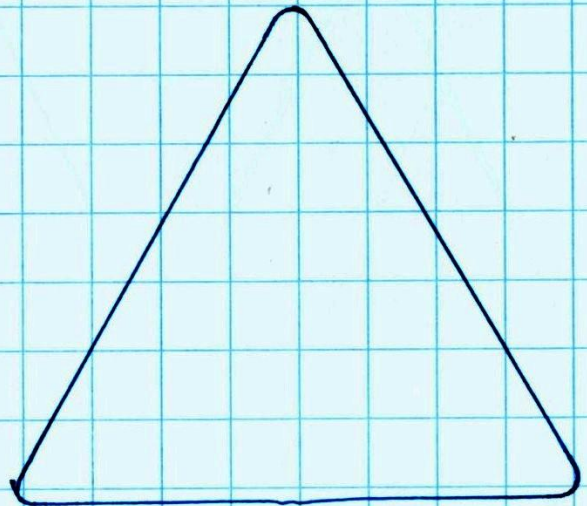
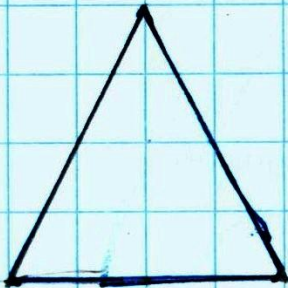
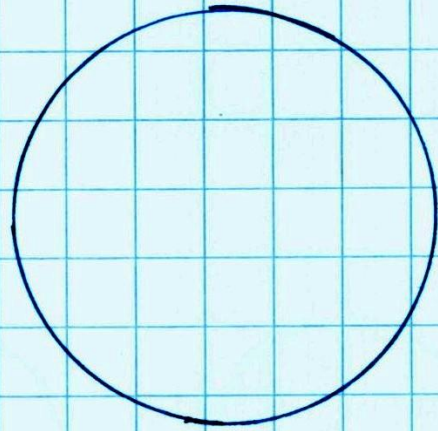
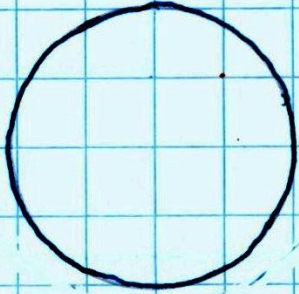


QUADRATO

LA GRANDEZZA

PICCOLO

GRANDE



I BLOCCHI LOGICI:

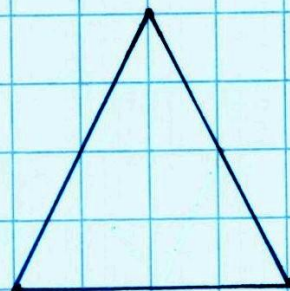
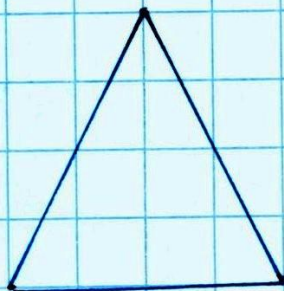
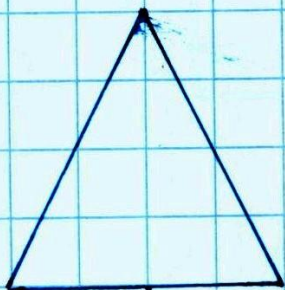
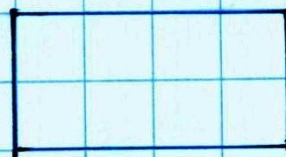
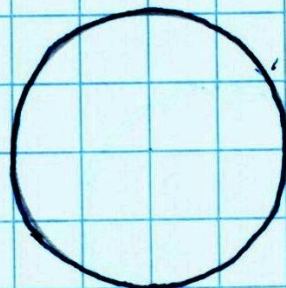
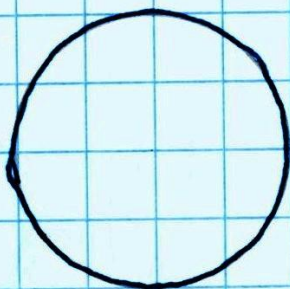
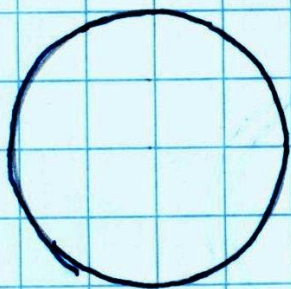
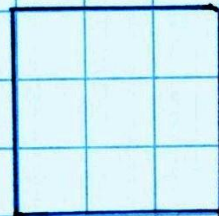
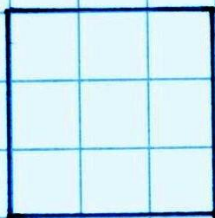
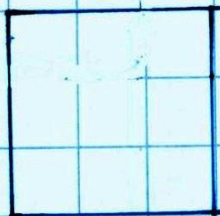
LE CARATTERISTICHE

IL COLORE

ROSSO

BLU

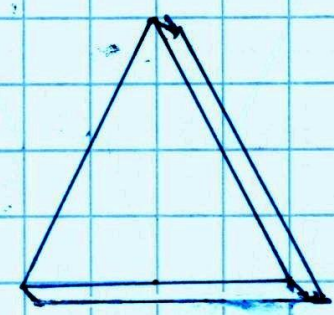
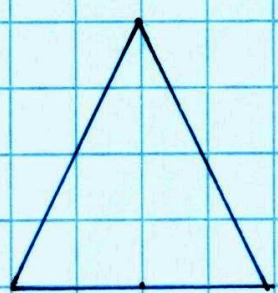
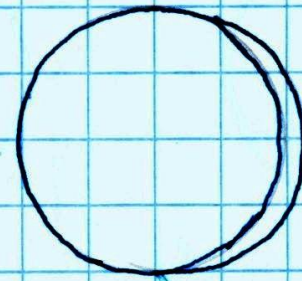
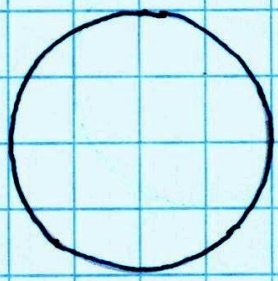
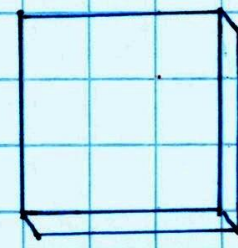
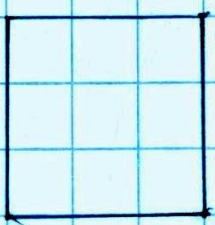
GIALLO



LO SPESSORE

SOTTILE

SPES SO



LE QUALITA' DEI BLOCCHI LOGICI

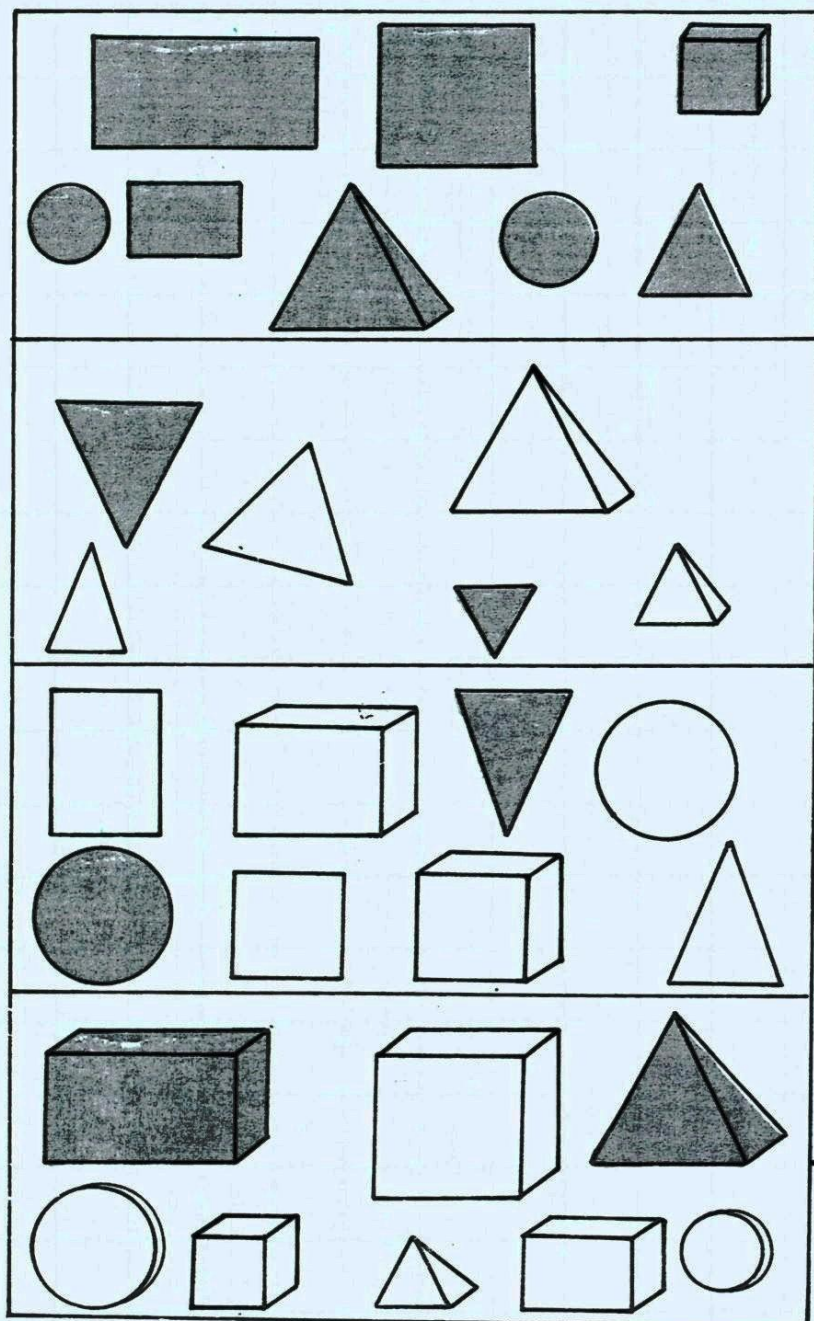
FORMA - TRIANGOLO - CERCHIO - QUADRATO - RETTANGOLO	GRANDEZZA - PICCOLO - GRANDE
COLORE - ROSSO - BLU - GIALLO	SPESSORE - SOTTILE - SPESSO

SCHEDA N. 27

BLOCCHI LOGICI

OSSERVA E SCOPRI

Scrivi nel cartellino che cosa hanno in comune.



SIMBOLI PER GIOCARE
CON I BLOCCHI LOGICI.

NUMERO FORME: 4 (QUATTRO)

$\bigcirc \rightarrow C$ $\square \rightarrow R$ $\square \rightarrow Q$ $\triangle \rightarrow T$

NUMERO COLORI 3 (TRE)



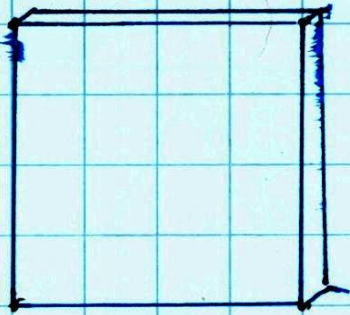
BLOCCO GRANDE: G

BLOCCO PICCOLO: P

BLOCCO SPESSEO: S

BLOCCO SOTTILE: S

OSSERVA IL BLOCCO
ED ELENCA LE
CARATTERISTICHE CON
I SIMBOLI.

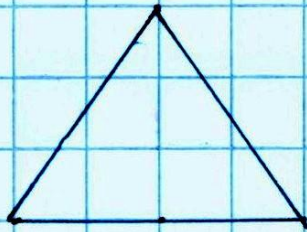


È: Q

È: R

È: C

È: S

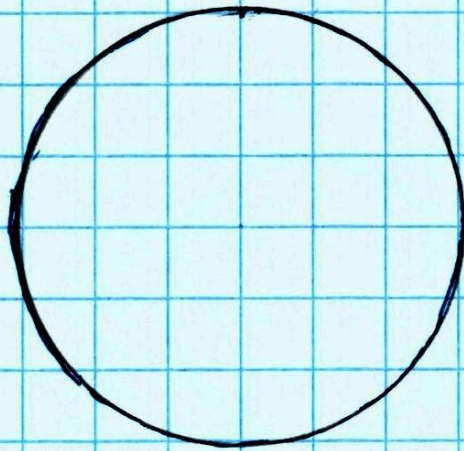


E: T

E: B

E: P

E: S



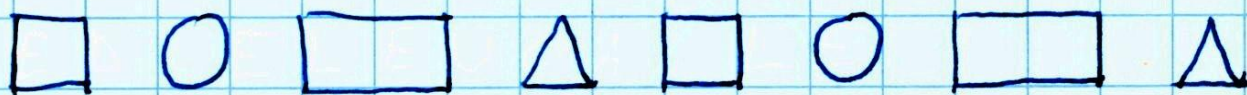
E: C

E: G

E: G

E: S

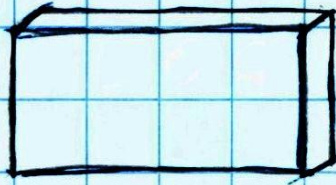
COMPLETA LA PAGINA



CARATTERISTICHE

IL SIMBOLO

PER CASA AMO DUE

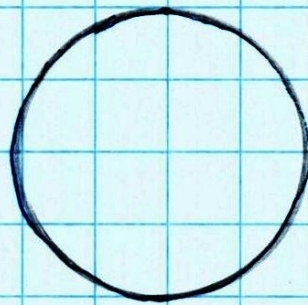


E: R

E: 

E:

E:



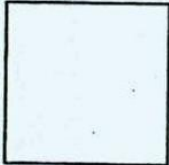
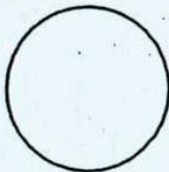
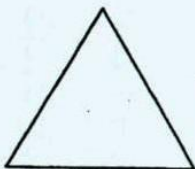
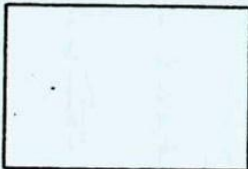
E:

E: 

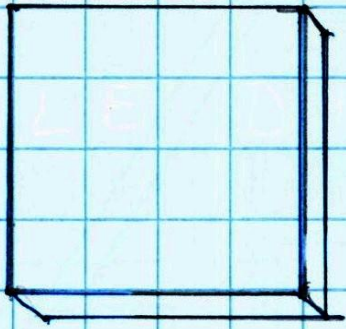
E:

E:

DISEGNA LE FIGURE NELLE CASELLE
E COLORA COME INDICATO.

COLORE FORMA	ROSSO	BLU	GIALLO
			
			
			
			

CONFRONTIAMO DUE BLOCCHI LOGICI



È: Q

È: Q

È: G

È: S



È: R

È: R

È: G

È: S

SONO SIMILI PER

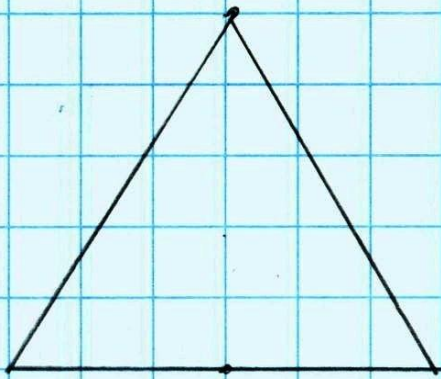
GRANDEZZA o DIMENSIONE

E COLORE.

SONO DIVERSI PER

FORMA E SPESORE.

ANCORA

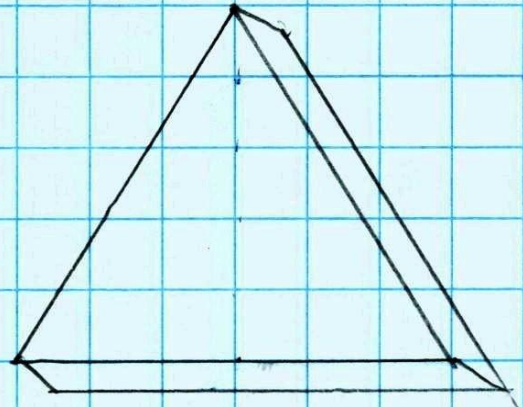


È: T

È: G

È: G

È: S



È: T

È: B

È: G

È: S

SONO SIMILI PER

FORMA E DIMENSIONE,

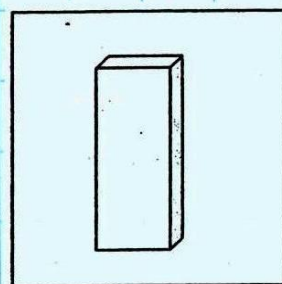
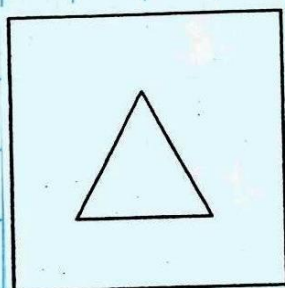
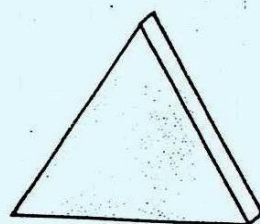
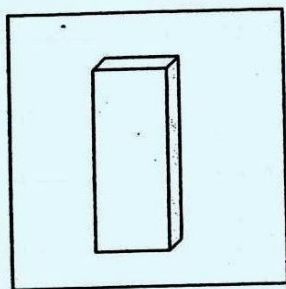
SONO DIVERSI PER

COLORE E SPESORE.

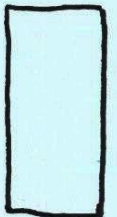
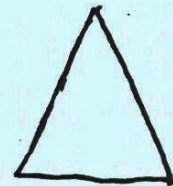
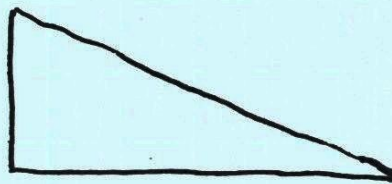
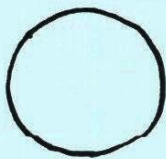
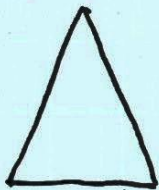
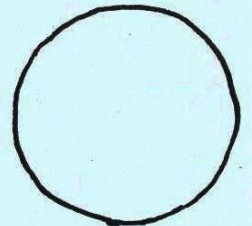
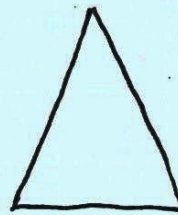
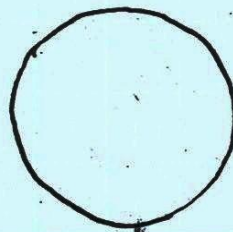
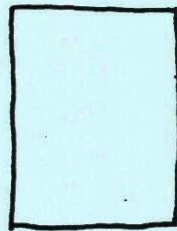
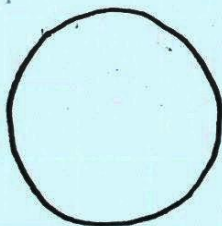
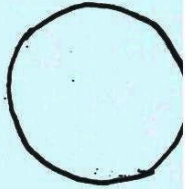
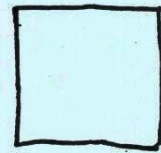
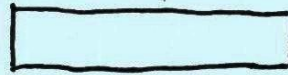
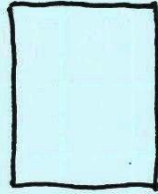
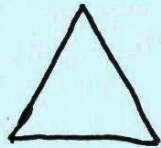
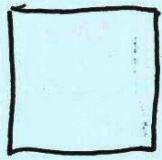
CASSANO,

NOVEMBRE 2013

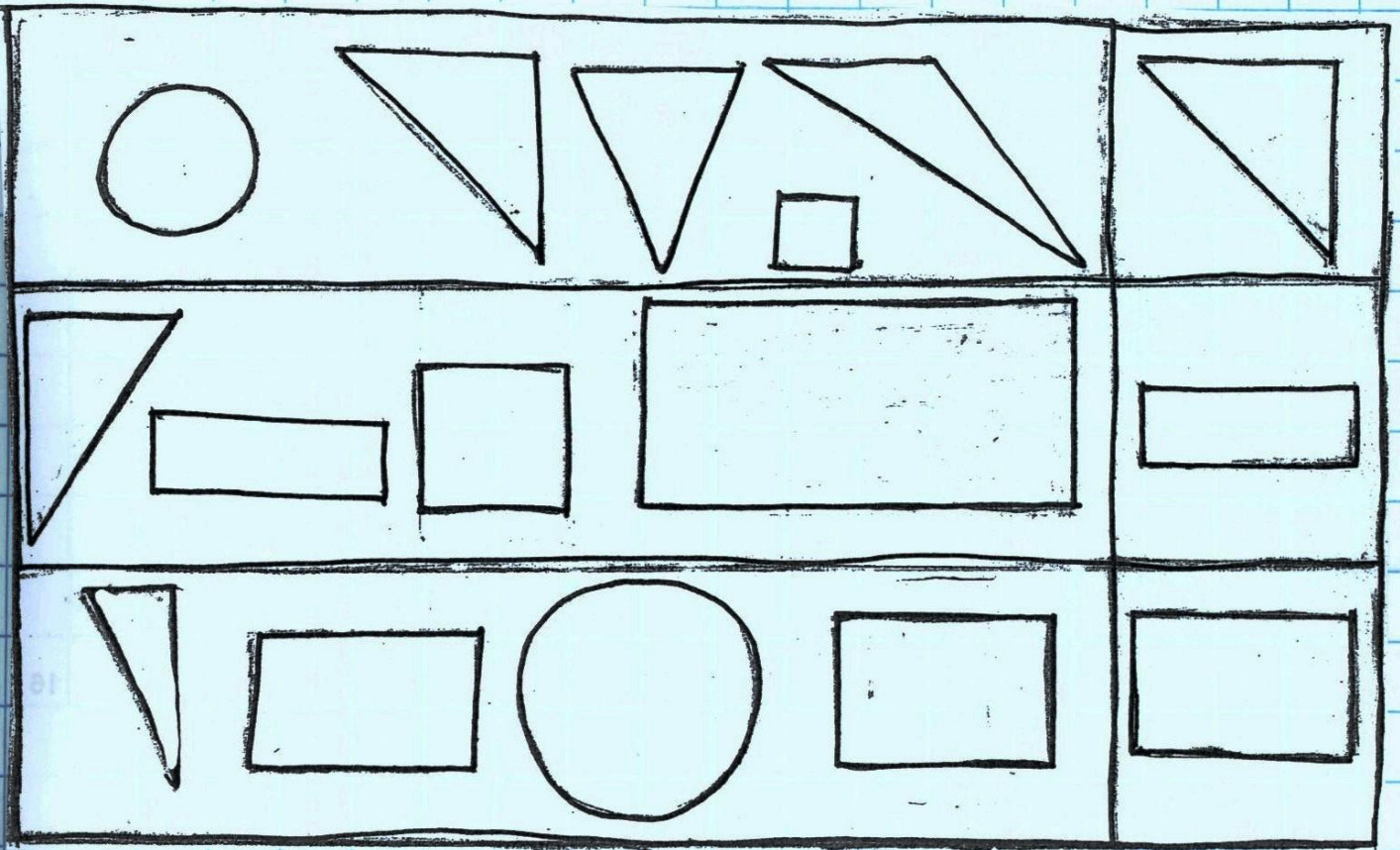
SCOPRI LE SOMIGLIANZE
E LE DIFFERENZE



COLORA LE FIGURE
SIMILI AL MODELLO.



COLORA LE FIGURE DIVERSE DAL MODELLO



CACCIA AL BLOCCO.

DISEGNA IL BLOCCO

SECONDO LE PROPRIETÀ.

È: C

È: G

È: P

È: S

È: C

È: G

È: G

È: S

CACCIA AL BLOCCO

E: Q

E: R

E: P

E: S

E: R

E: G

E: G

E: S

E: C

E: R

E: P

E: S

E: C

E: B

E: G

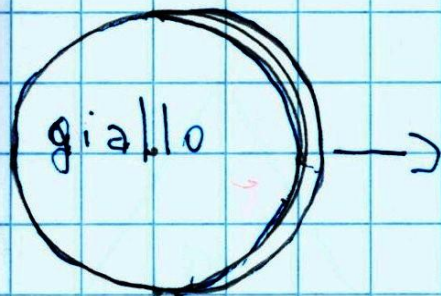
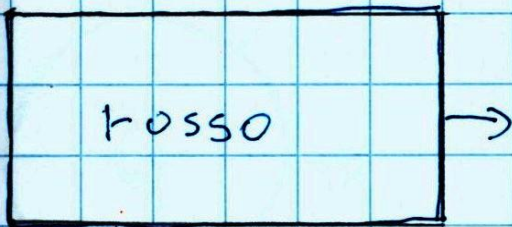
E: S

CASSANO,

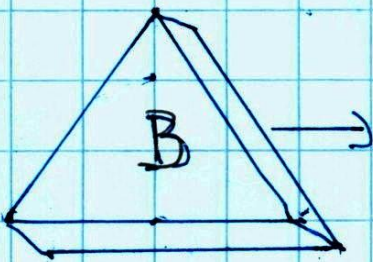
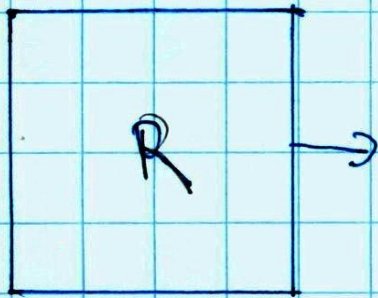
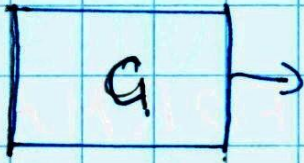
NOVEMBRE 2013

IL GIOCO DEL CAMBIO.

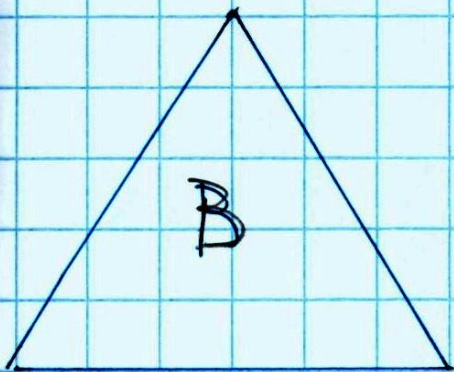
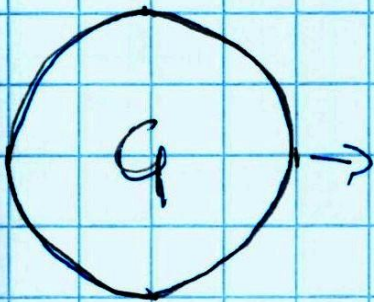
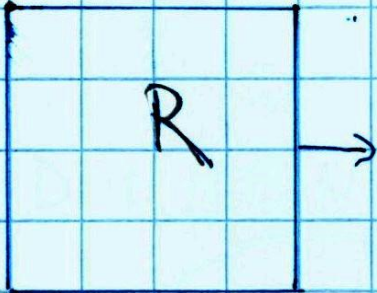
CAMBIA SOLO LA FORMA.



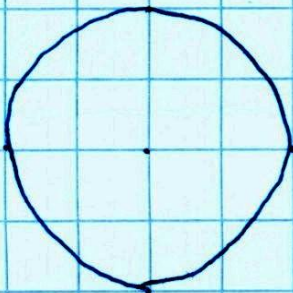
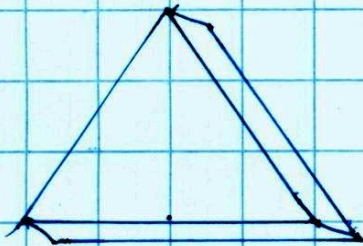
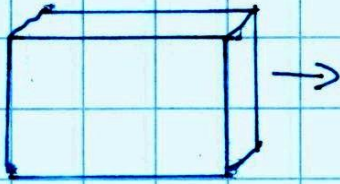
CAMBIA SOLO IL COLORE.



CAMBIA SOLO LA
DIMENSIONE



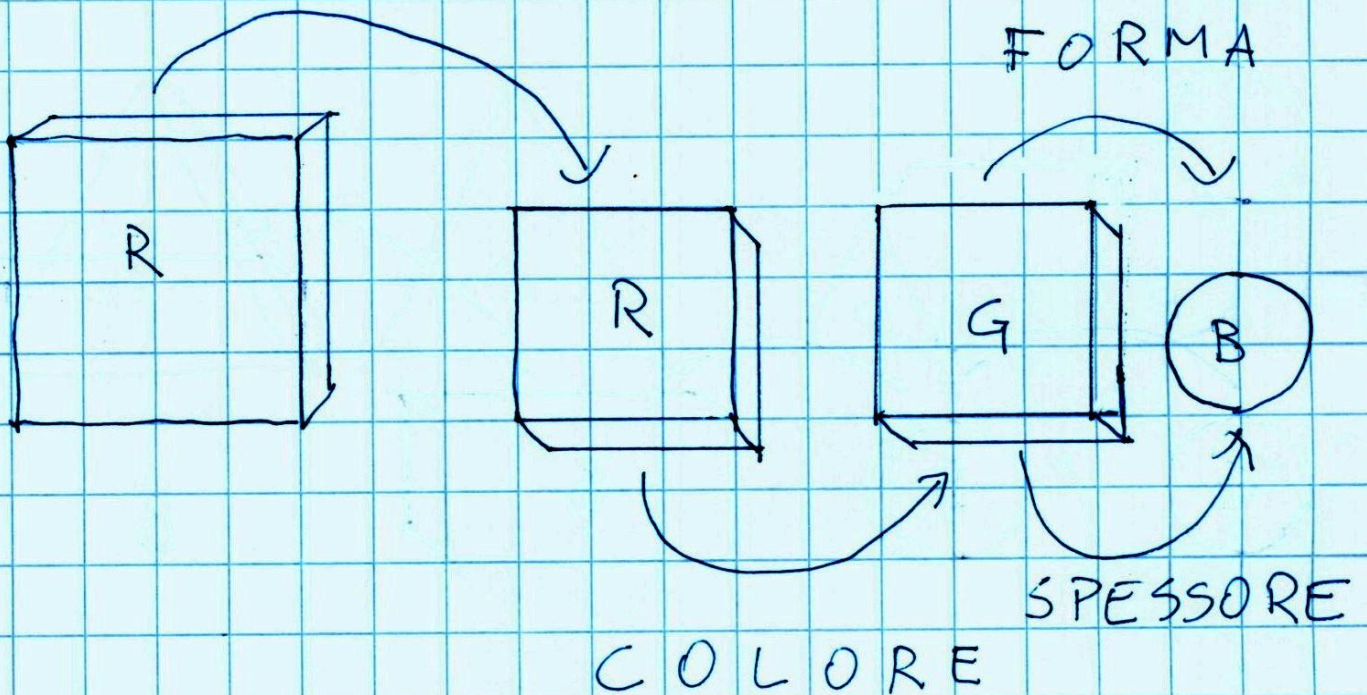
CAMBIA SOLO LO
SPESORE,



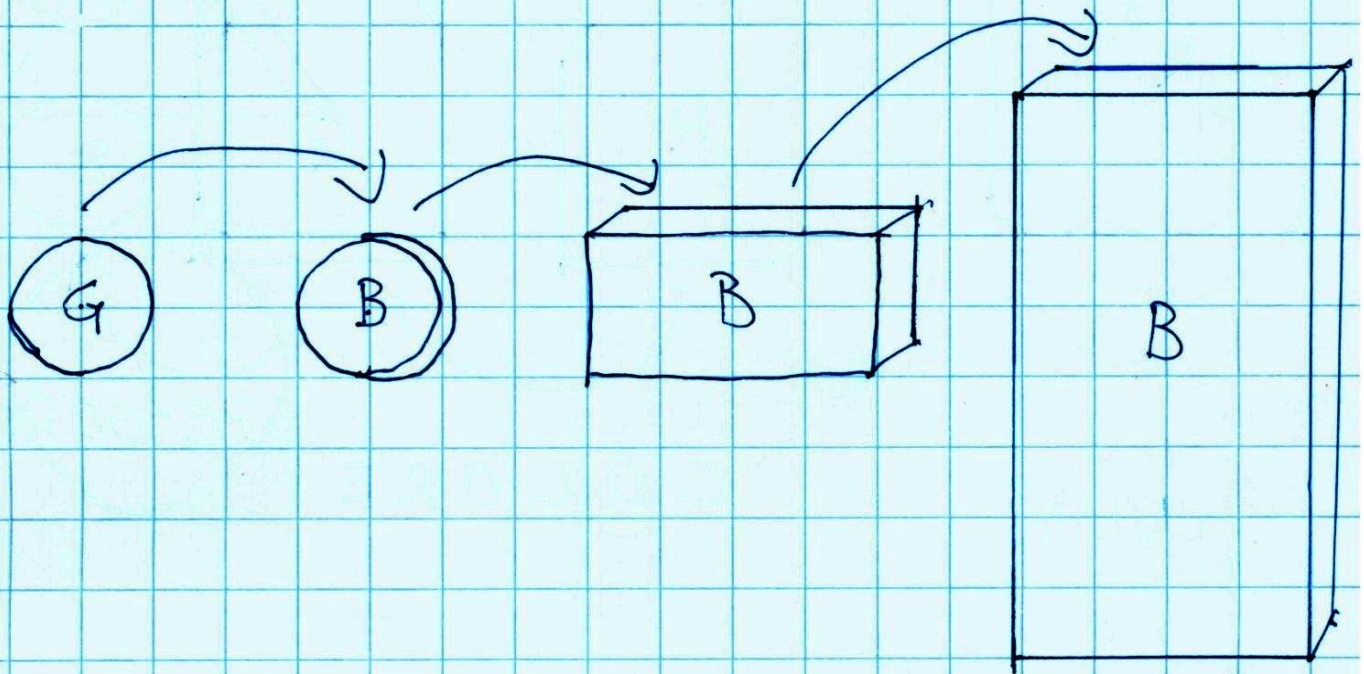
QUALE CARATTERISTICA
È CAMBIATA?

CAMBIA? OTTOBRE, 1984, 2000

UNA SOLA CARATTERISTICA
DIMENSIONE



PER CASA
SCOPRI I CAMBI
COME HAI FATTO A
SCUOLA

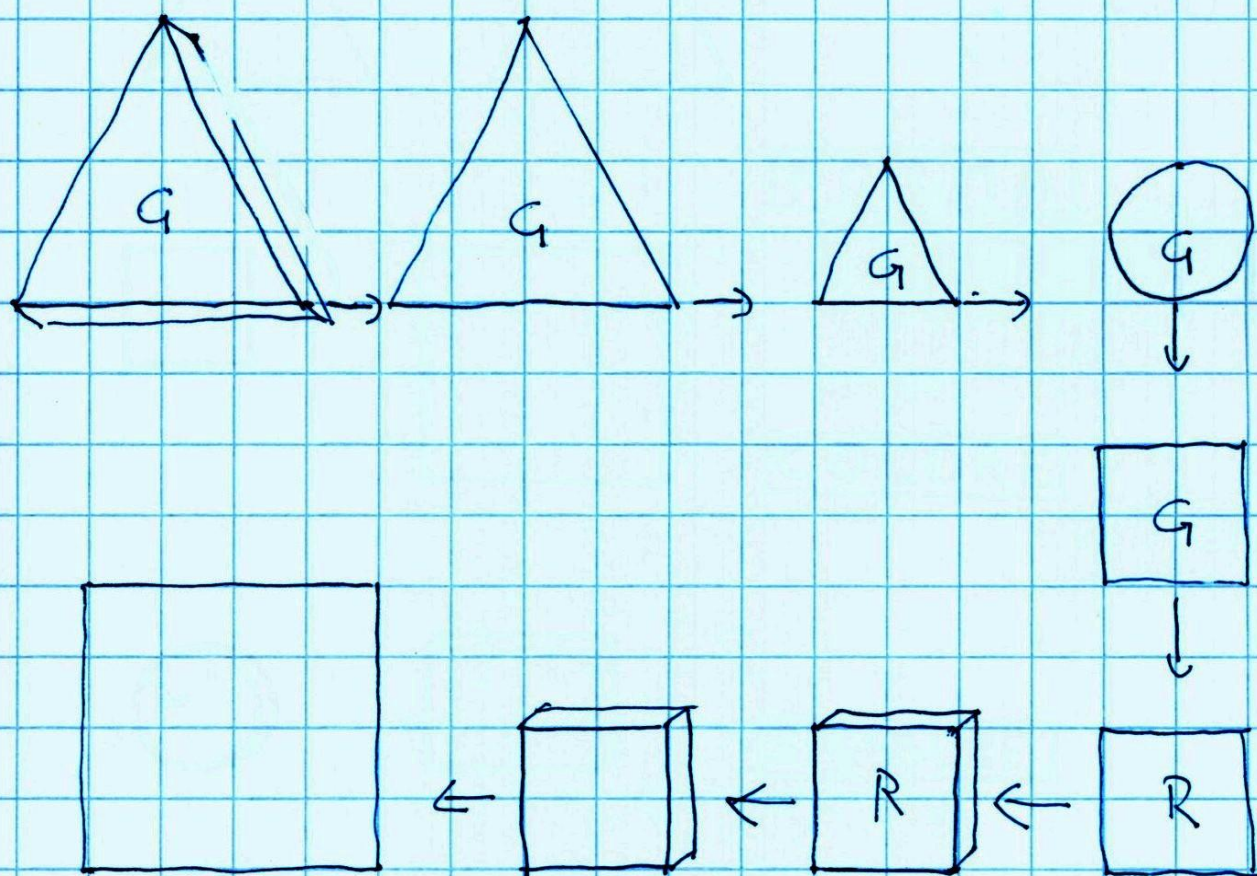


CASSANO CA NOVEMBRE 2013

IL GIOCO DEL DOMINO:

CAMBIA OGNI VOLTA

UNA SOLA CARATTERISTICA



PER CASA

INVENTA TU UN GIOCO

DEL DOMINO COME HAI

FATTO A SCUOLA.