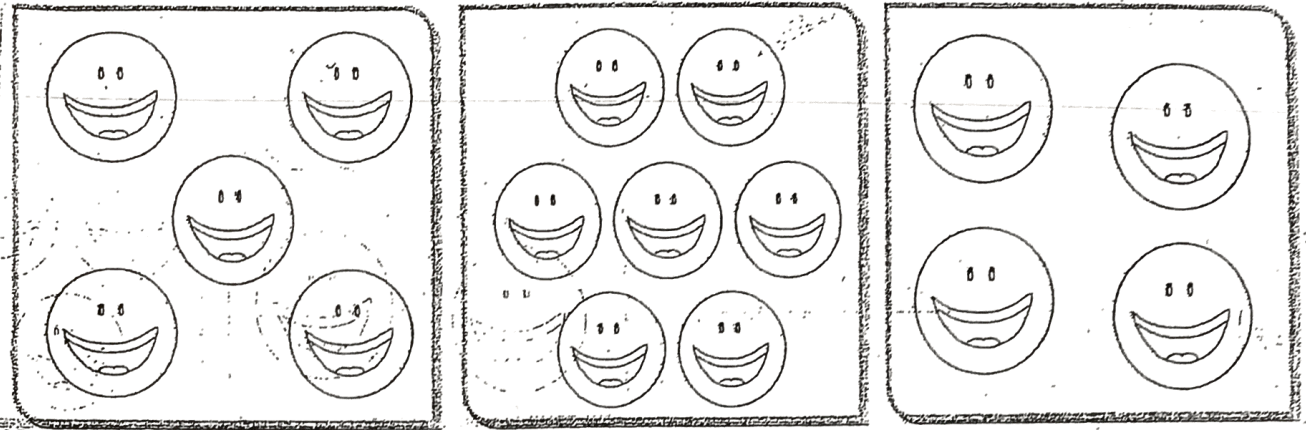
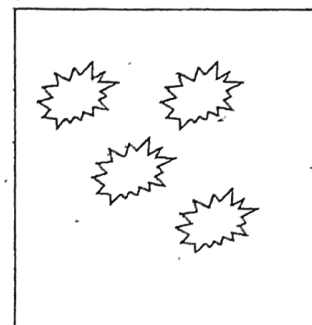
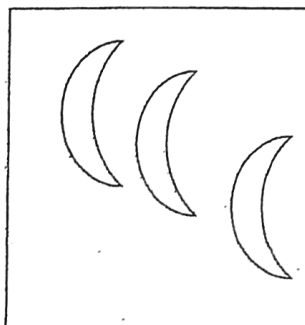
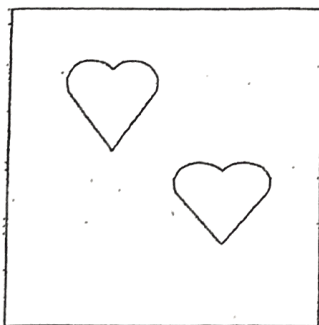
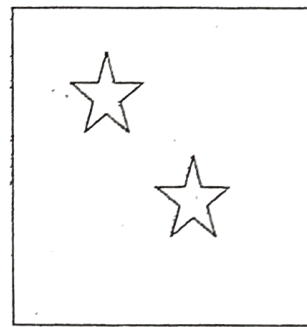
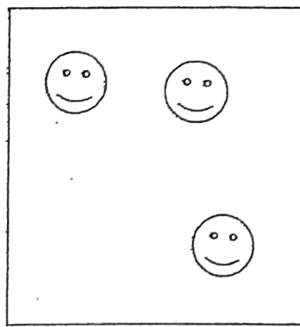
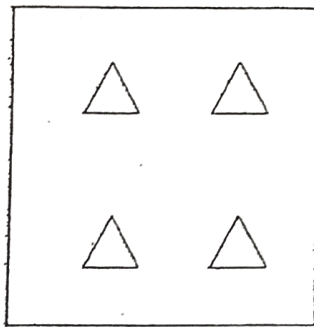


NUMERO

1) COLORA GLI OGGETTI DEL RIQUADRO CON TANTI ELEMENTI

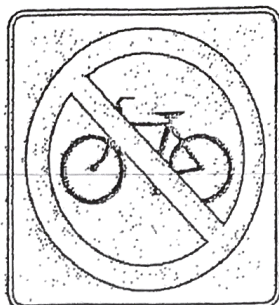


2) COLLEGA I GRUPPI CHE CONTENGONO LA STESSA QUANTITA' DI OGGETTI



3) COLORA SOLO I SIMBOLI CHE INDICANO I NUMERI

3



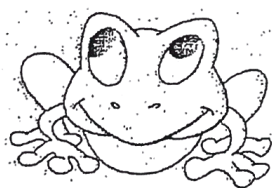
7

C

4

E

2



4) UNISCI IL DISEGNO AL NUMERO



2



3



2



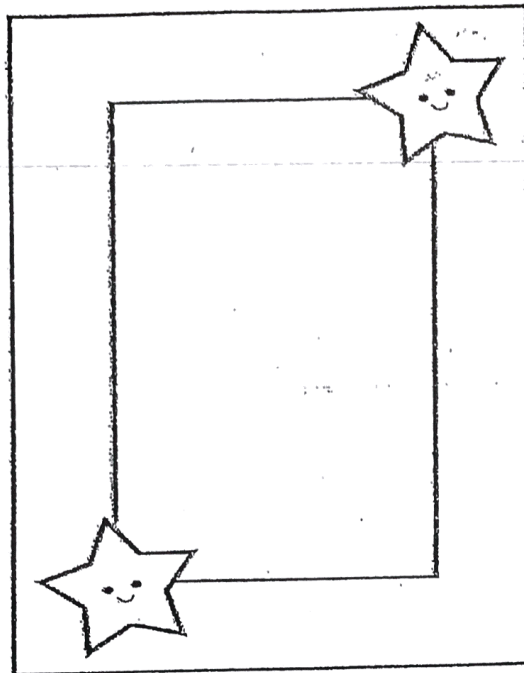
1

5) COLORA UN RETTANGOLINO PER OGNI ANIMALE

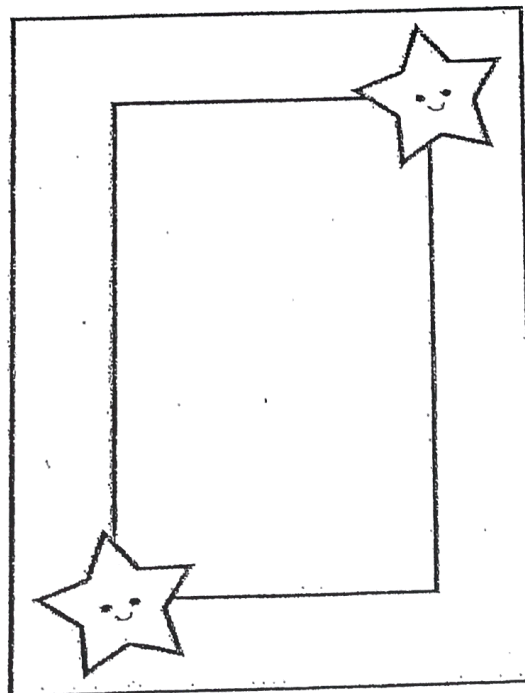




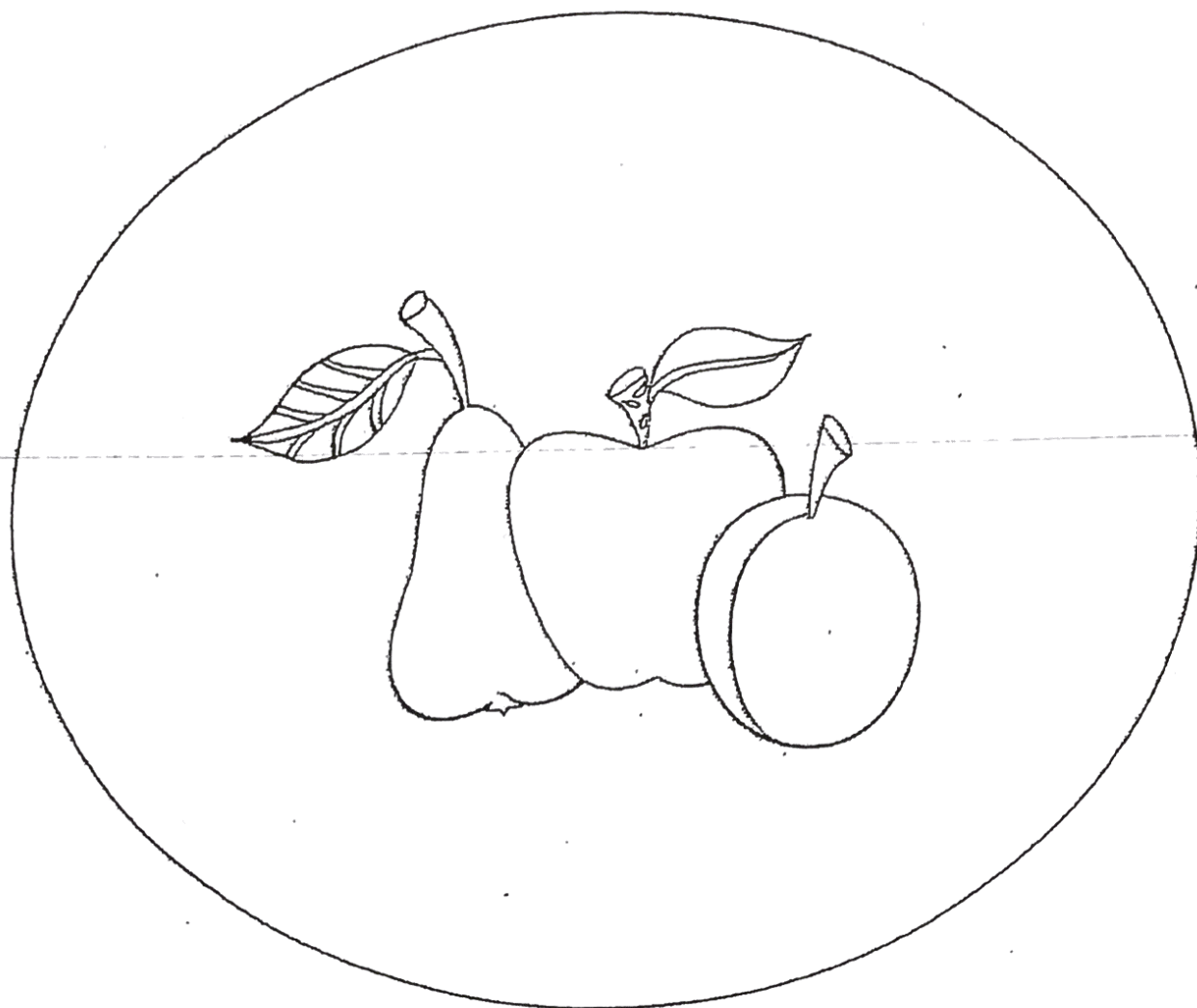
6) DISEGNA NELLA CORNICE L'ANIMALE CHE APPARE DI MENO



7) DISEGNA NELLA CORNICE L'ANIMALE CHE APPARE DI PIU'



8) CONTA I FRUTTI E COLLEGALI AL NUMERO CORRISPONDENTE

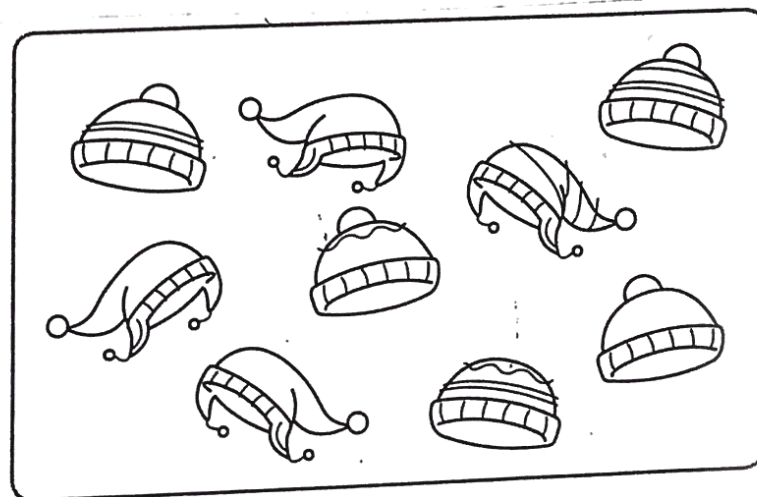
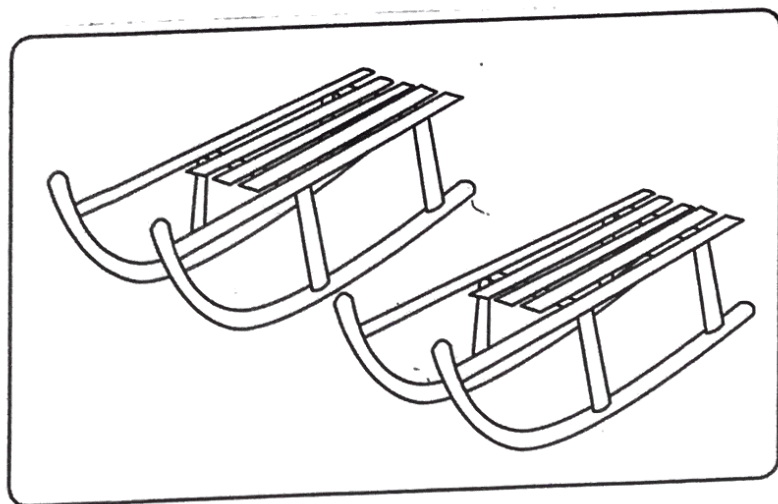


2

4

3

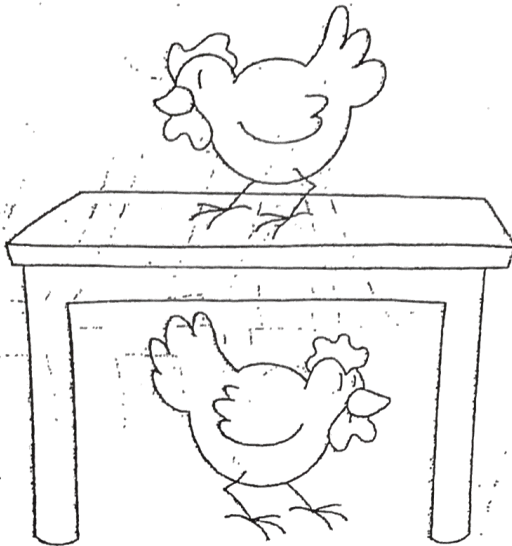
9) DISEGNA SUL FILO TANTE PERLINE QUANTI SONO GLI ELEMENTI DI OGNI GRUPPO.



SPAZIO E FIGURE

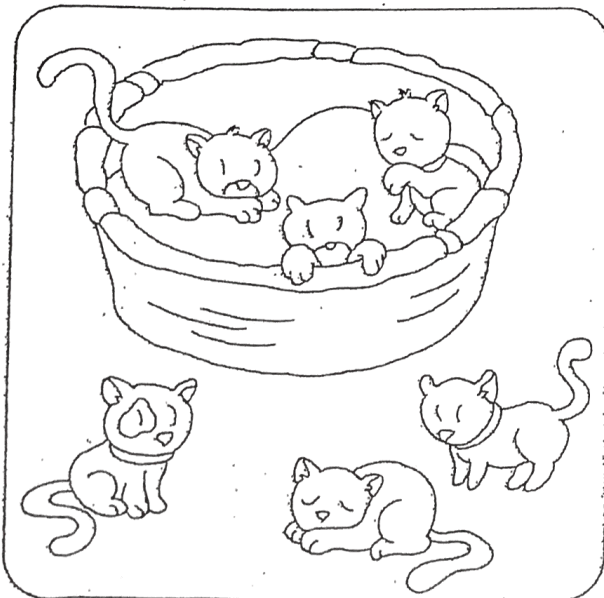
1) COLORA:

• la gallina sotto il tavolo.

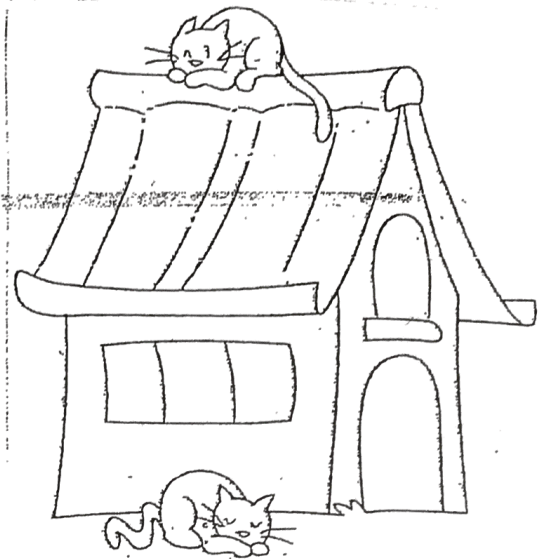


2) COLORA:

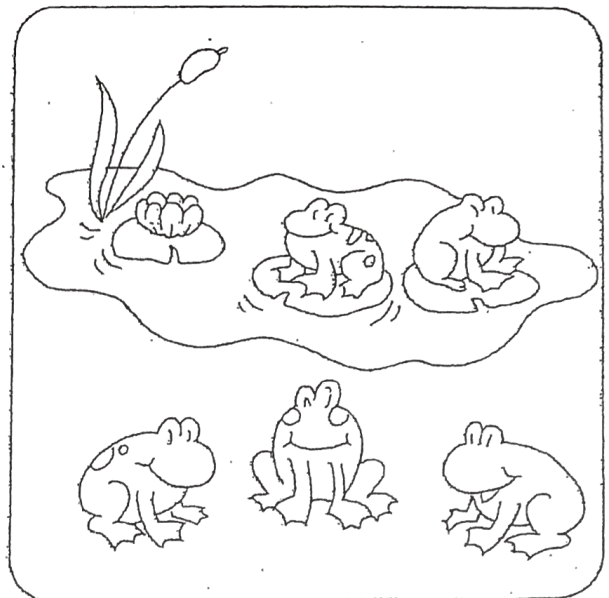
• i gattini dentro la cesta.



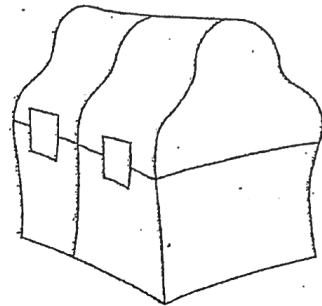
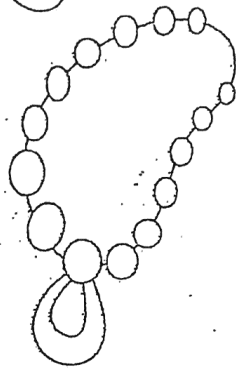
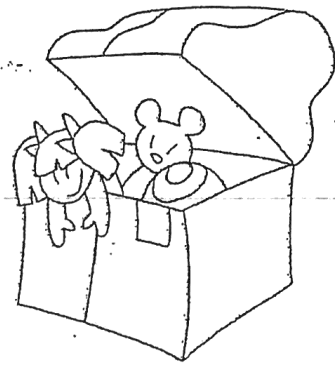
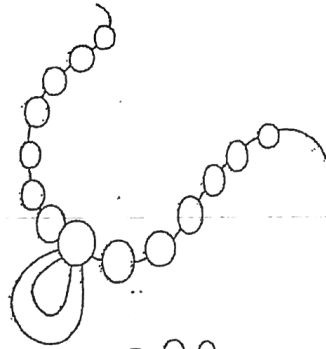
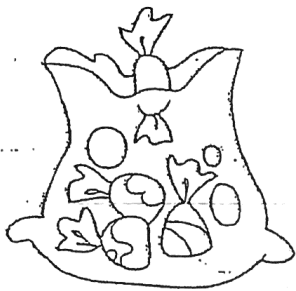
• il gatto sopra il tetto.



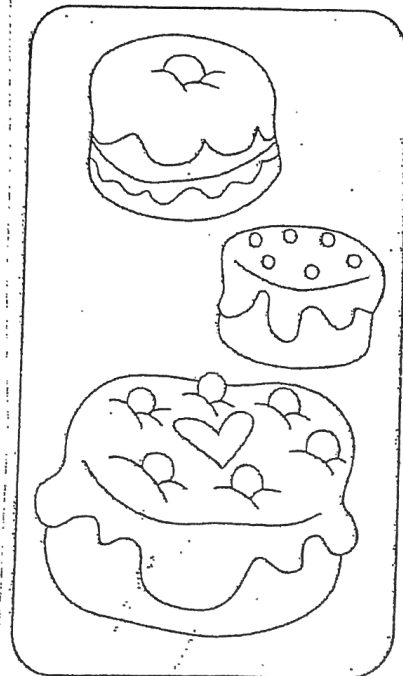
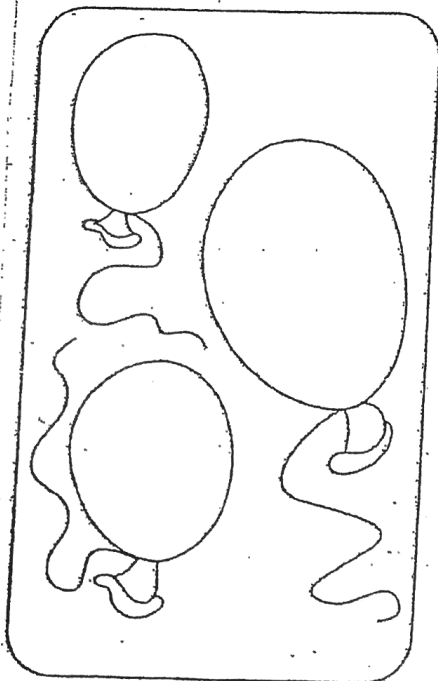
• le rane fuori dallo stagno.



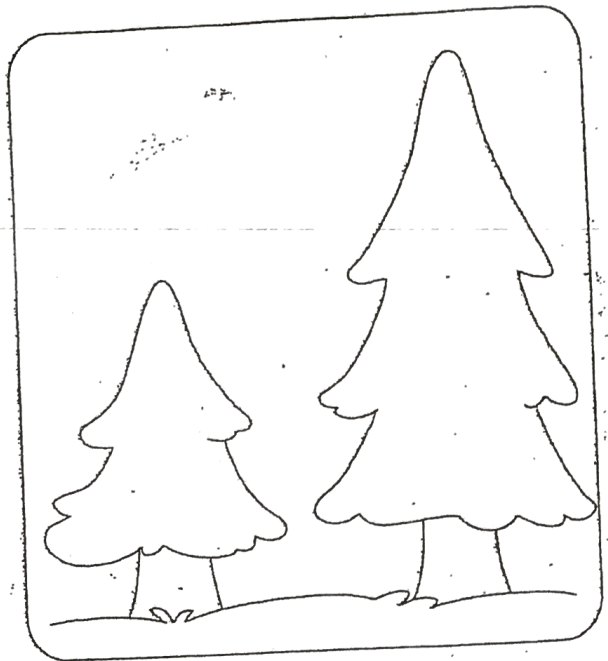
3) COLORA GLI OGGETTI APERTI



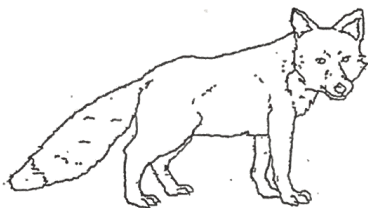
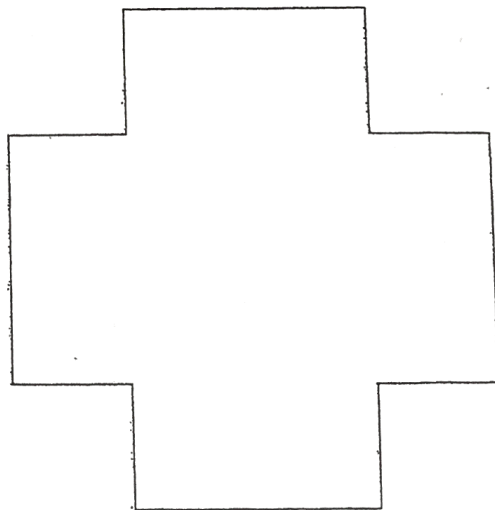
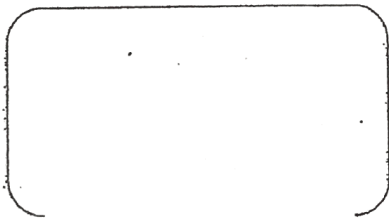
4) COLORA NEL PRIMO RIQUADRO L'ELEMENTO PIU' GRANDE E NEL SECONDO RIQUADRO L'ELEMENTO PIU' PICCOLO.



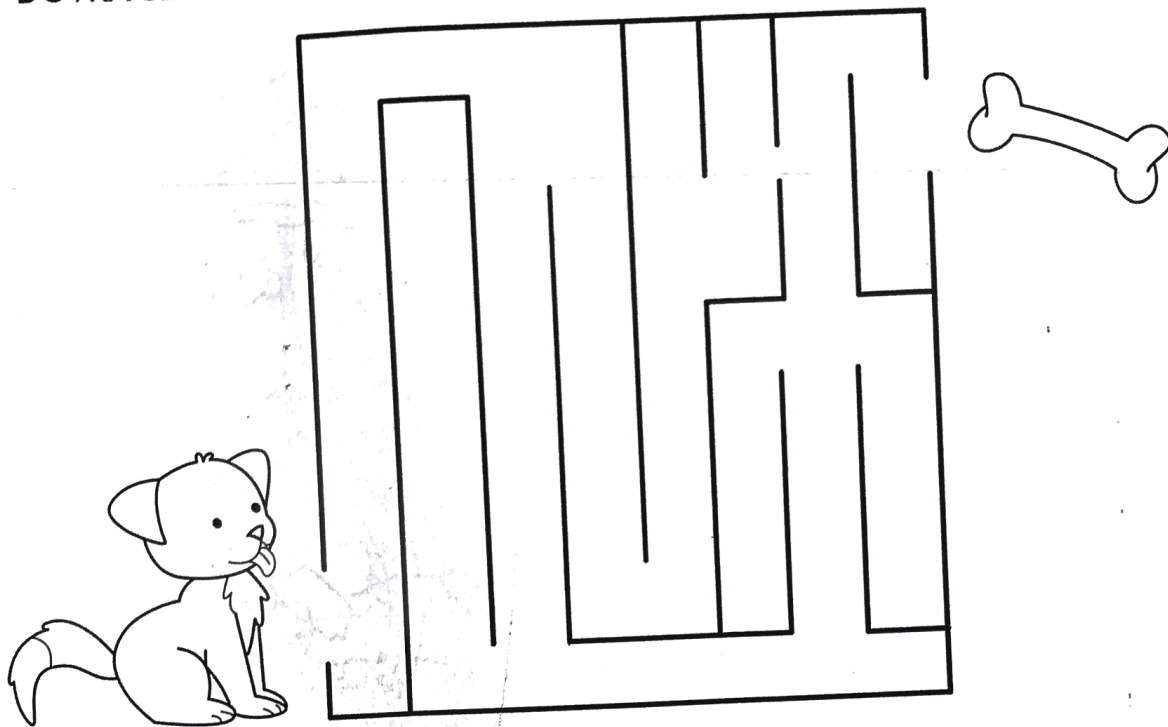
5) COLORA IL PALAZZO PIU' ALTO E IL PINO PIU' BASSO



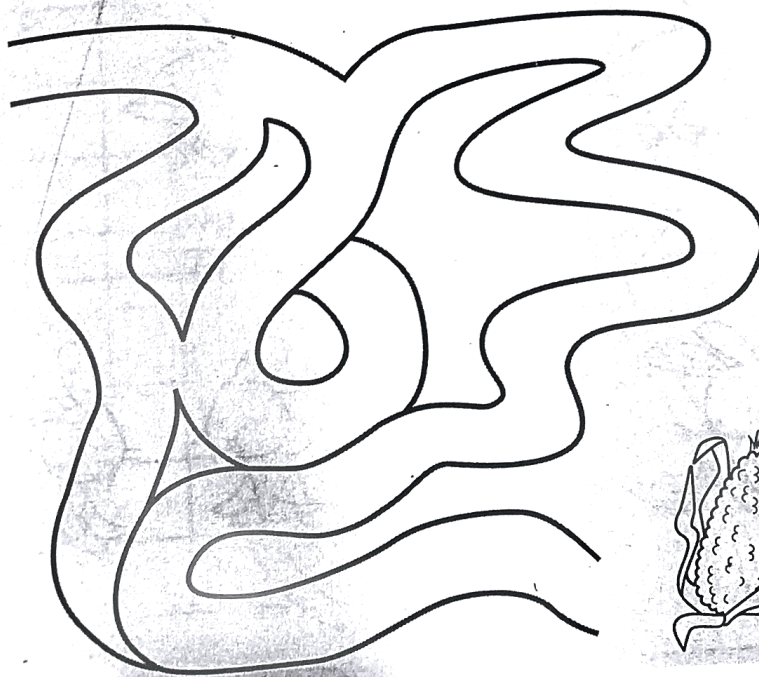
6) DISEGNA UNA PECORELLA NELLO SPAZIO IN CUI IL LUPO NON PUO' ENTRARE.



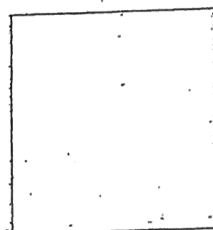
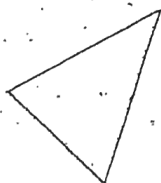
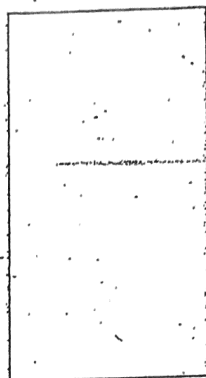
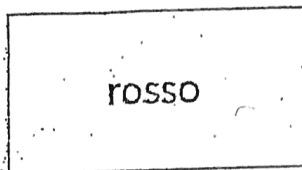
7) TRACCIA CON UN COLORE LA STRADA CHE IL CANE LEO
DOVRÀ SEGUIRE PER ARRIVARE ALL'OSSO.



TRACCIA CON UN COLORE LA STRADA CHE LA GALLINA CAMILLA
DOVRÀ SEGUIRE PER ARRIVARE ALLA PANNOCCHIA.

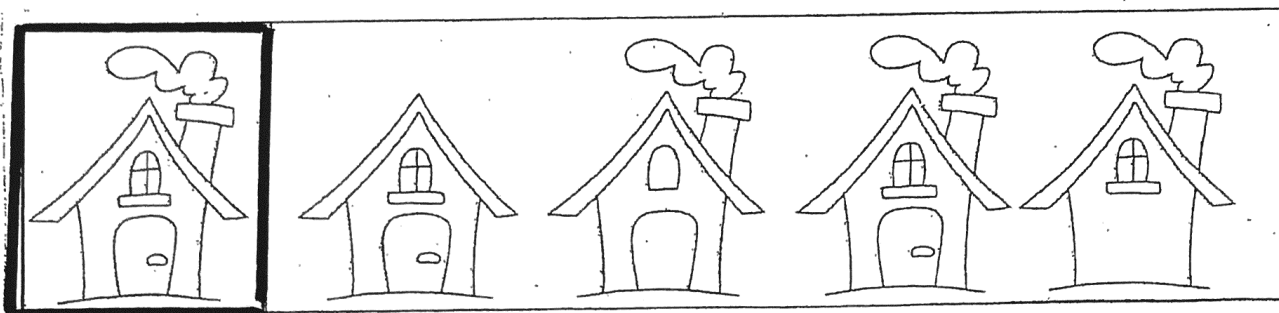


8) COLORA LE FIGURE COME INDICATO



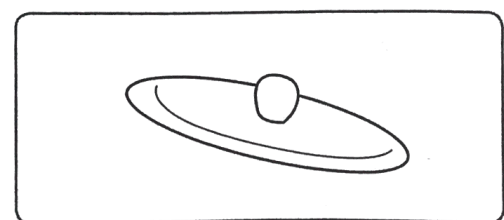
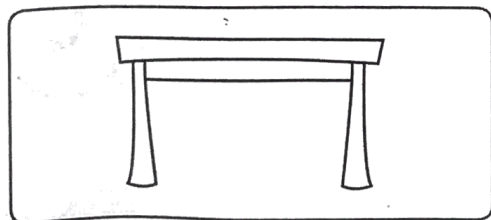
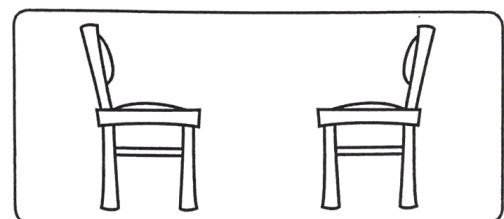
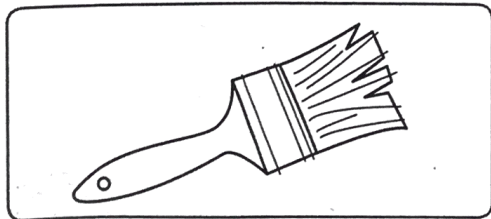
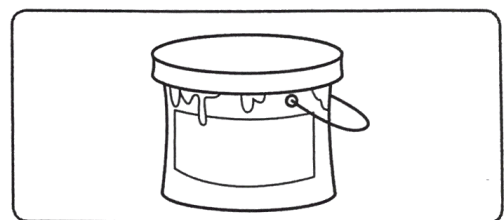
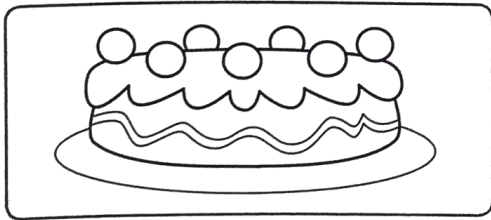
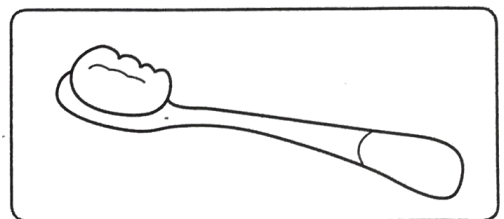
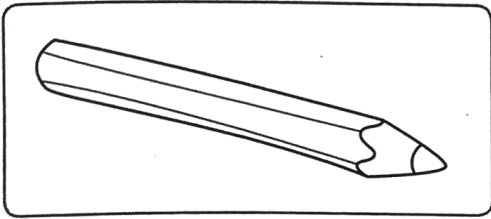
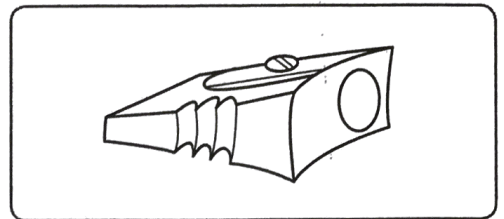
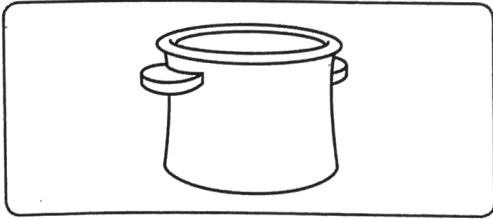
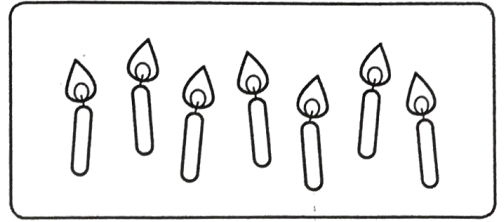
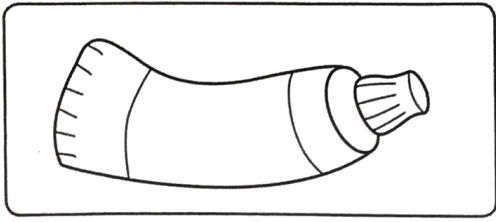
RELAZIONI DATI E PREVISIONI

1) COLORA L'ELEMENTO UGUALE AL MODELLO

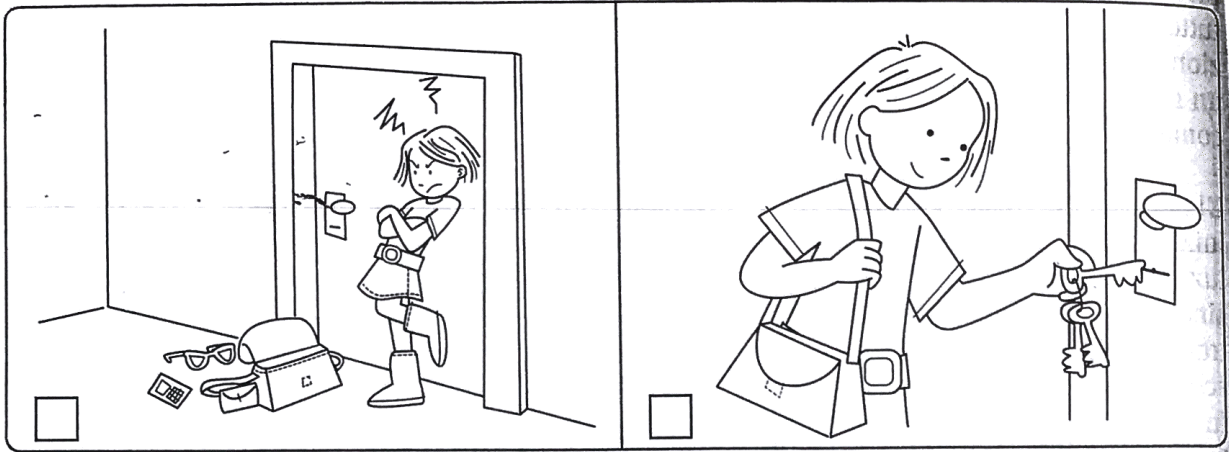


RELAZIONI

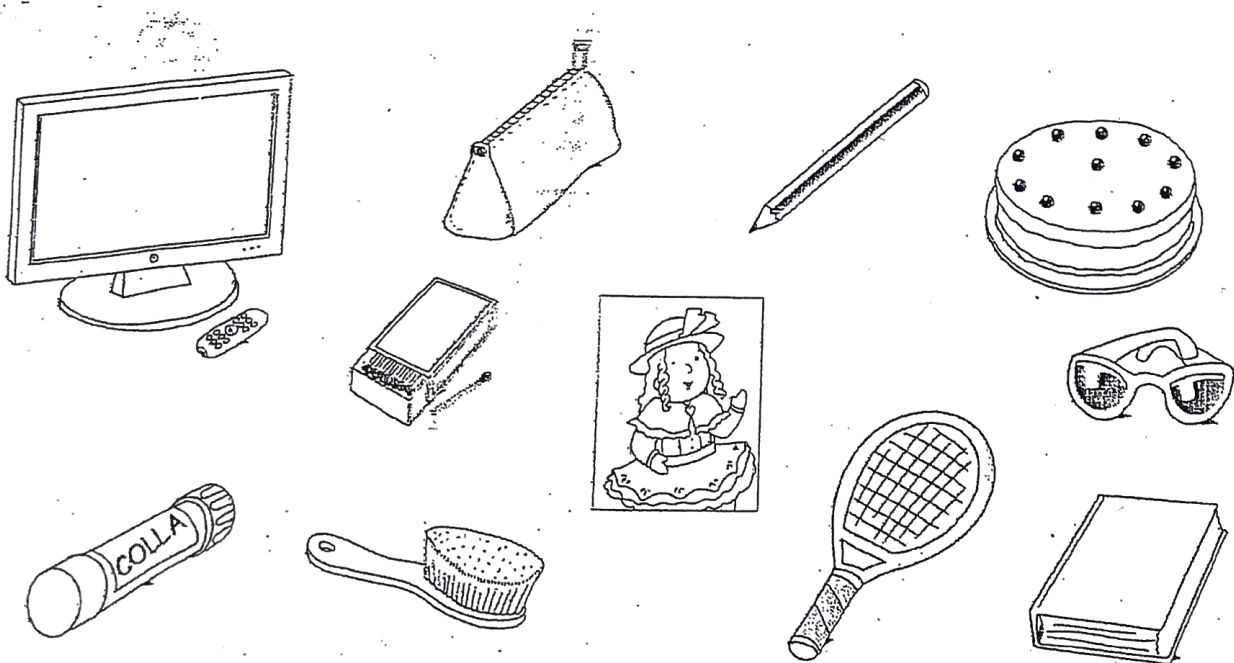
2) COLLEGA CON UNA → GLI ELEMENTI CHE STANNO BENE INSIEME.



3) Indica ogni volta con una X chi è in difficoltà e prova a spiegare a voce che cosa è successo.

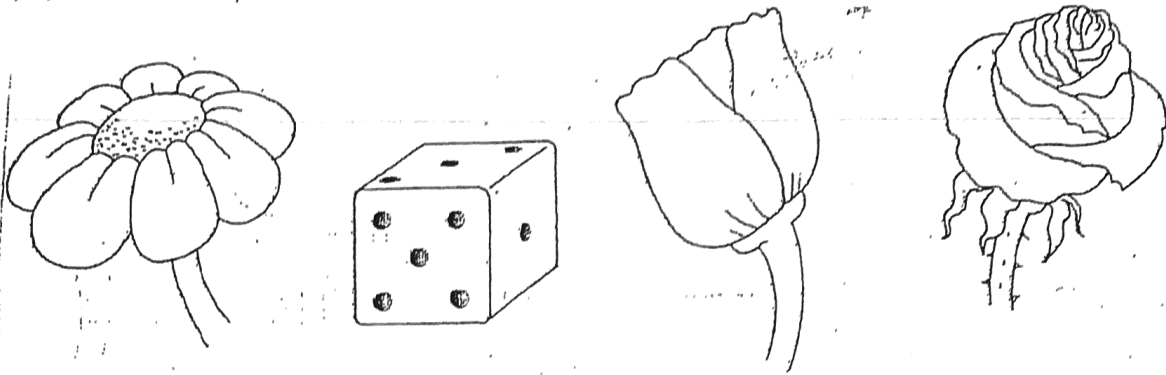


4) CIRCONDA GLI OGGETTI CHE USI A SCUOLA

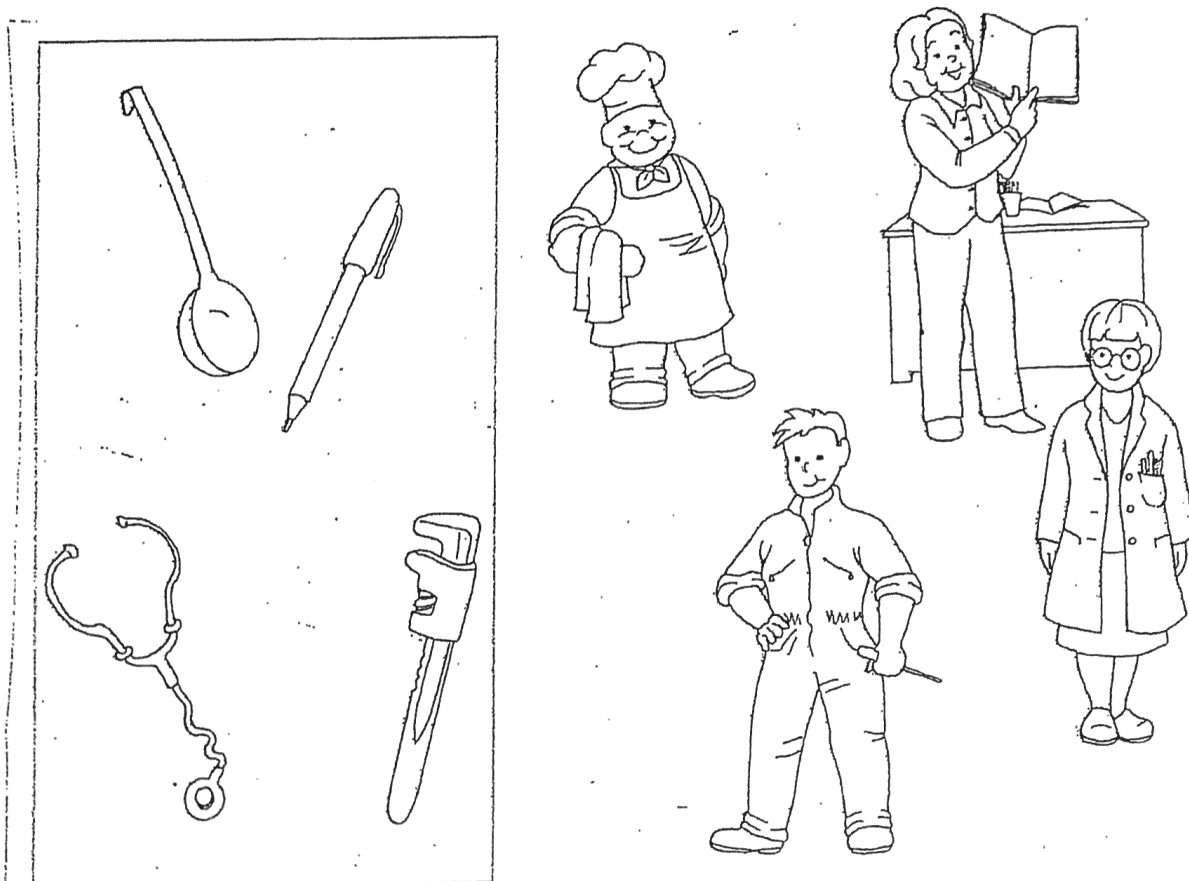


5

5) CANCELLA CON UNA CROCE L'ELEMENTO CHE NON STA BENE CON GLI ALTRI



6) COLLEGA CON UNA FRECCIA OGNI STRUMENTO ALLA PERSONA CHE LO USA



INDICA QUALE PERSONA DEVE RISOLVERE UN PROBLEMA METTENDO
UNA X NEL RIQUADRO

7)

