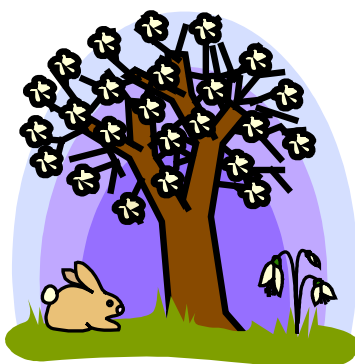


# Risorse in simboli

Raccolte a tema - Livello ●●●●

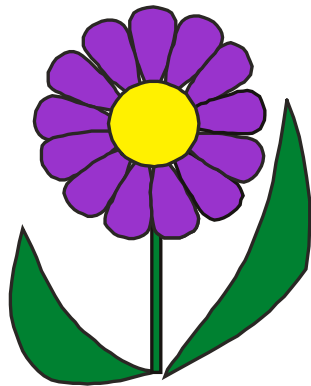
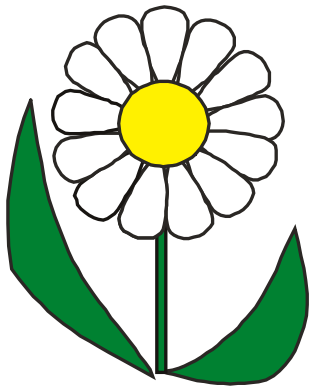
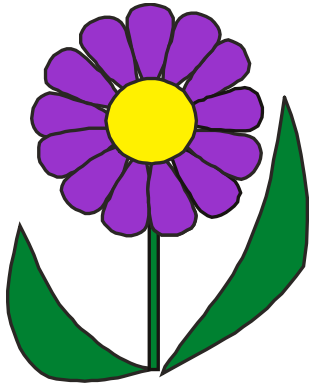
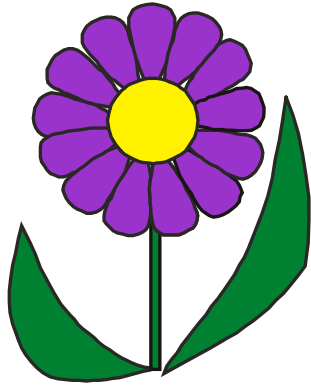
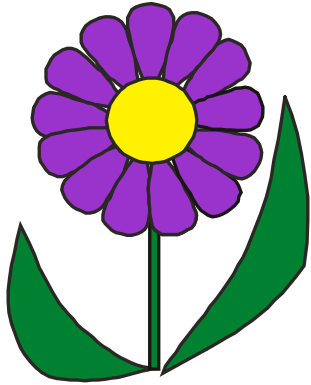
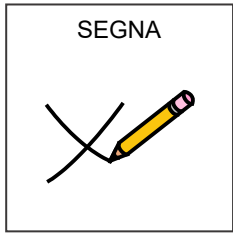
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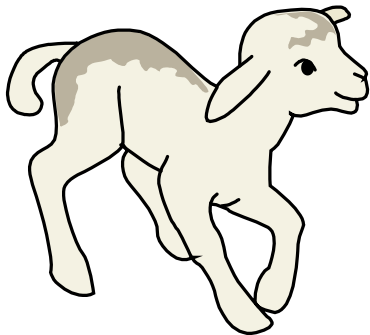
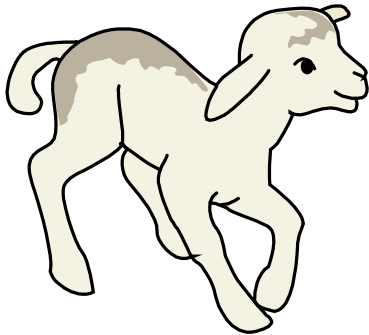
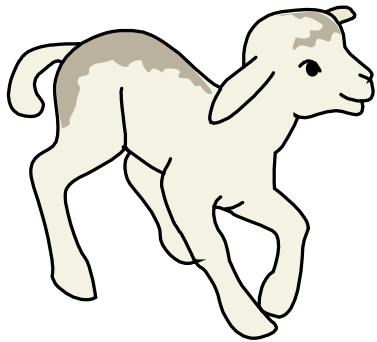
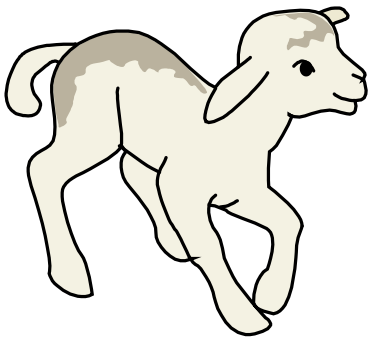
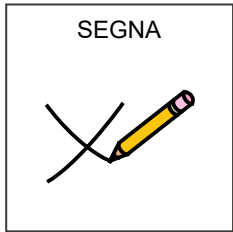


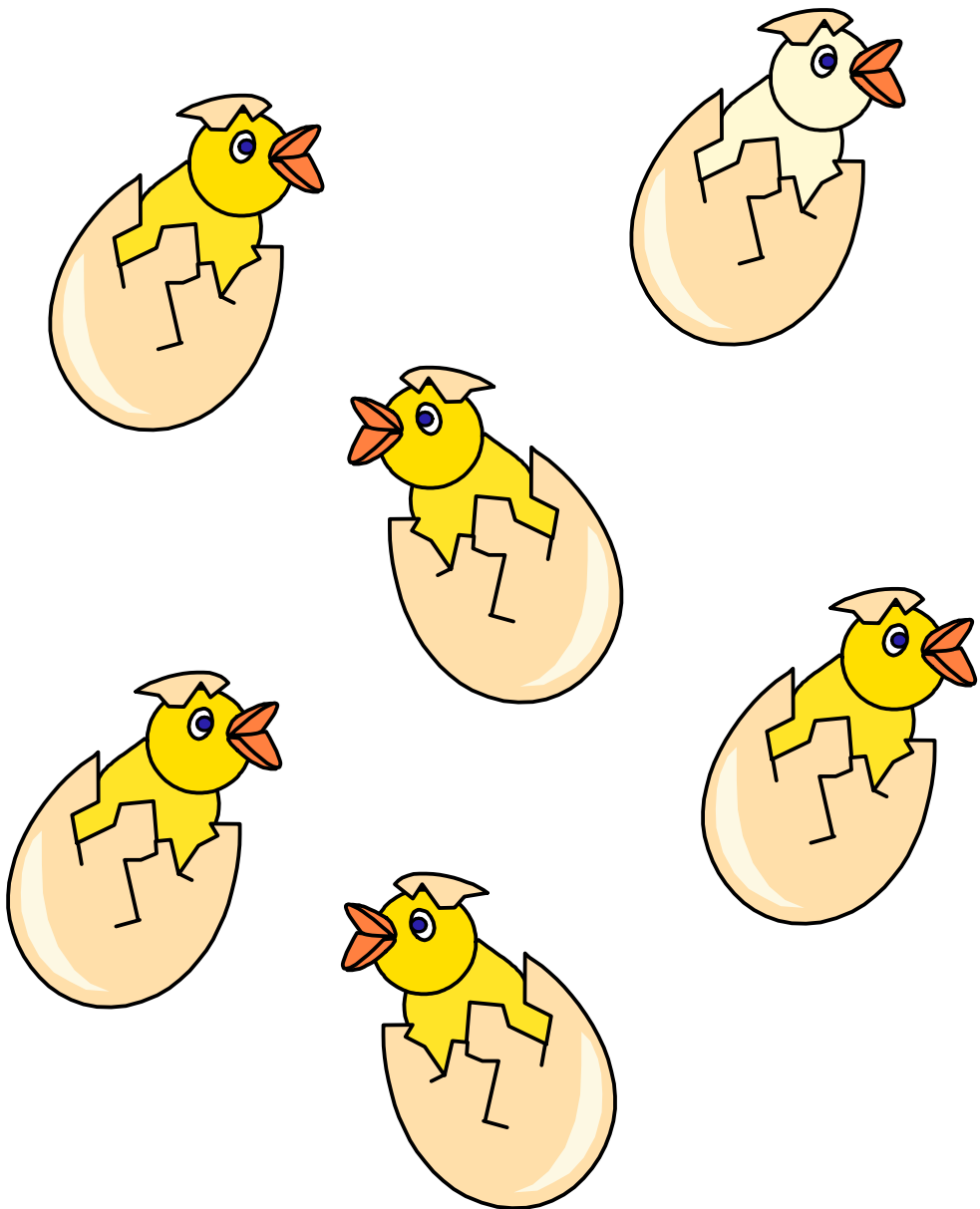
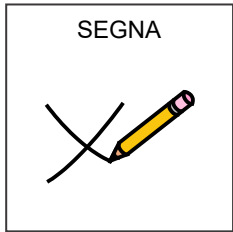
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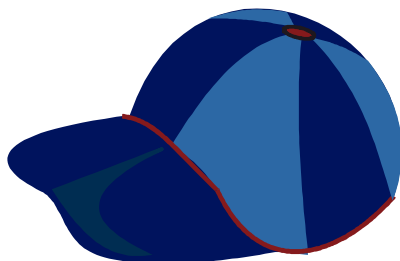
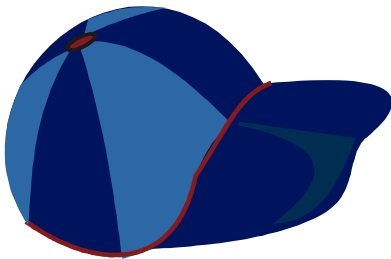
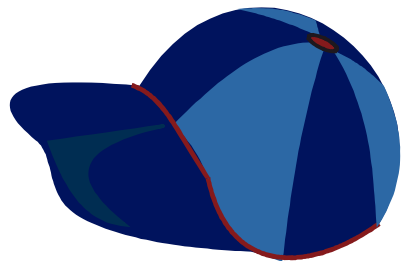
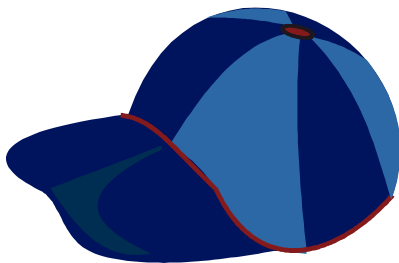
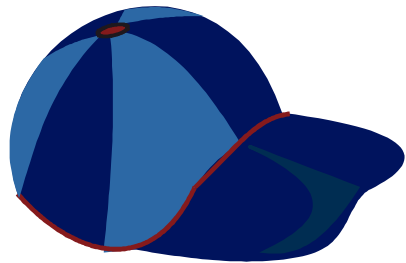
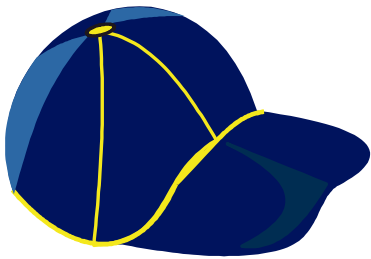
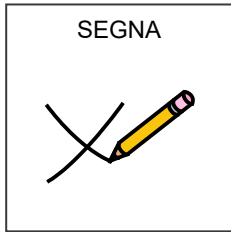
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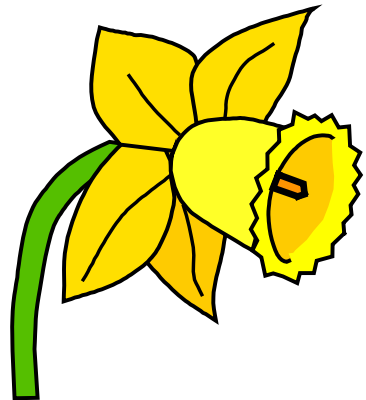
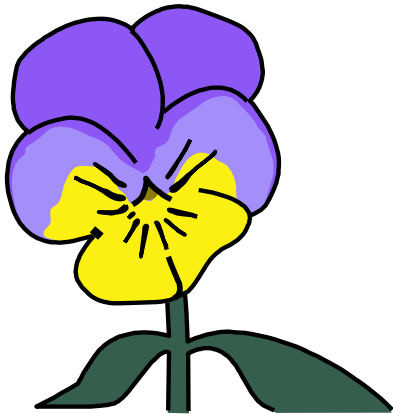
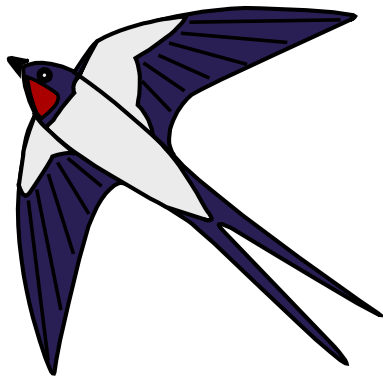
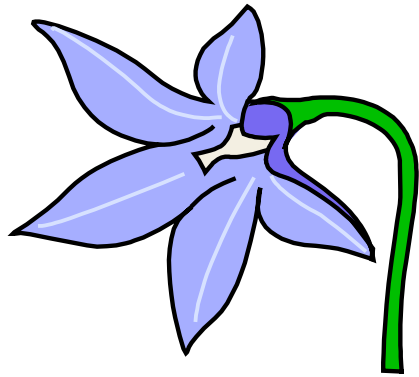
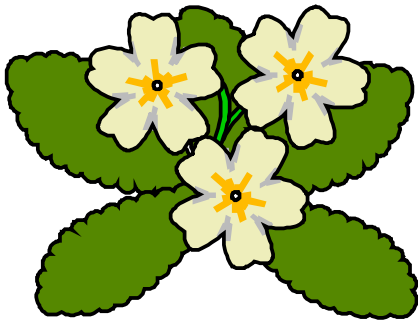
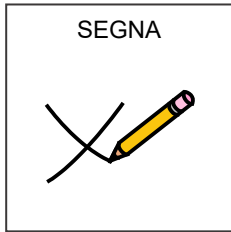
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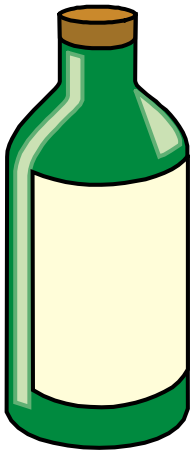
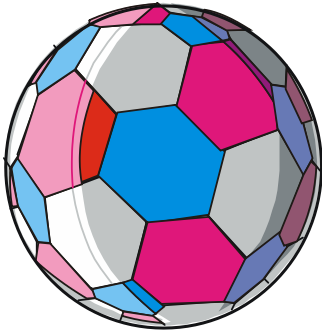
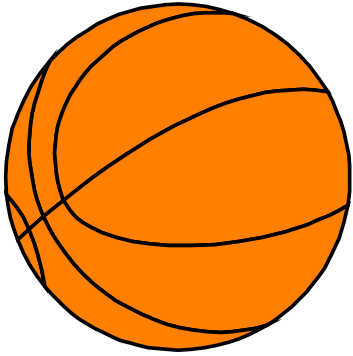
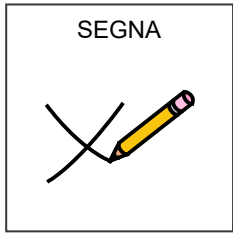




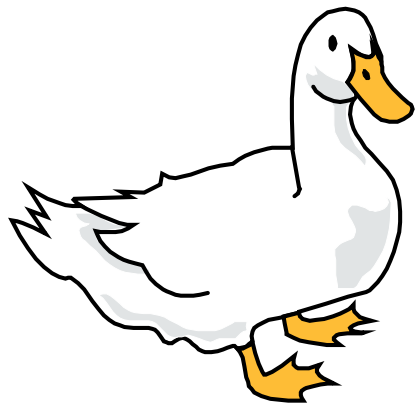
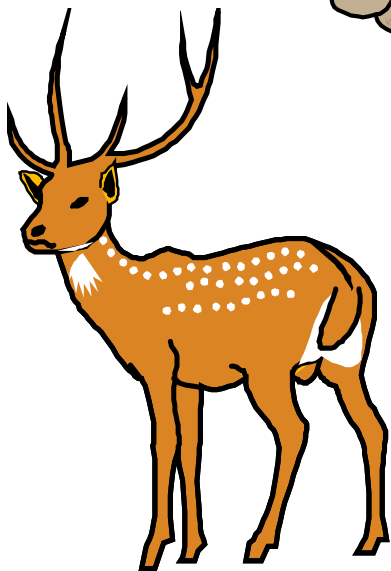
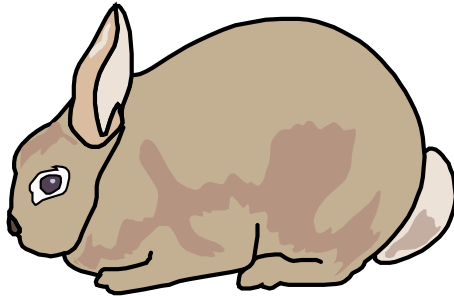
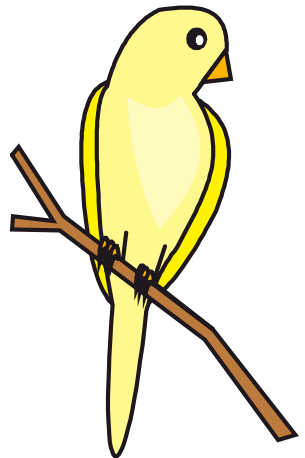
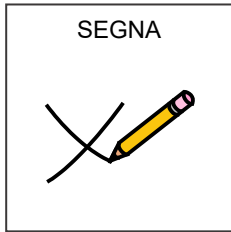


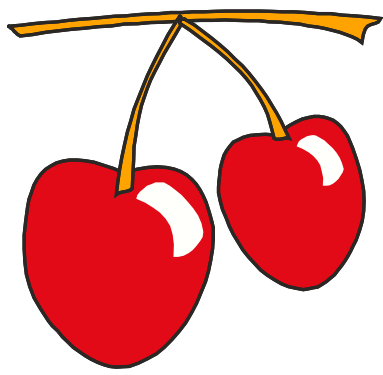
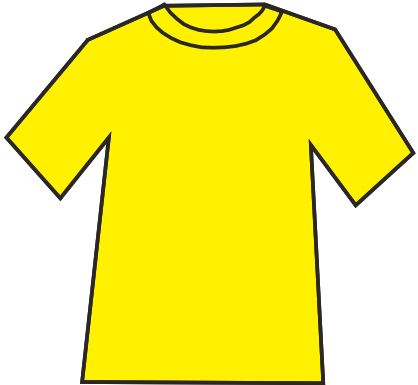
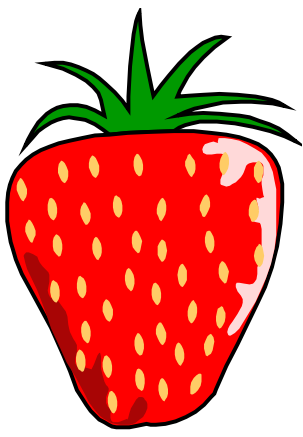
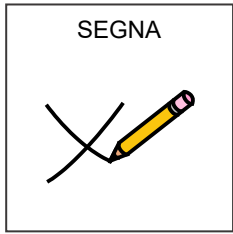




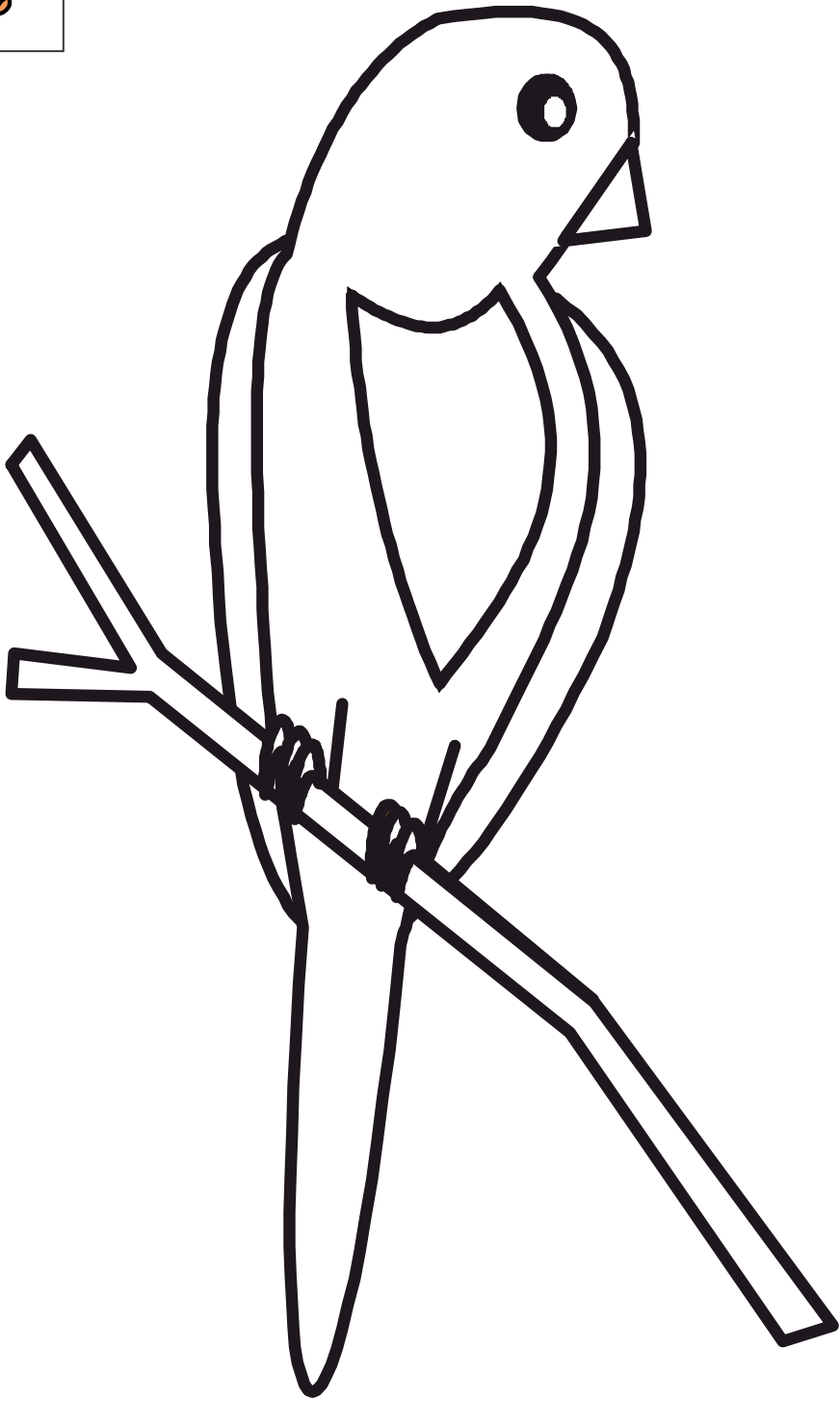




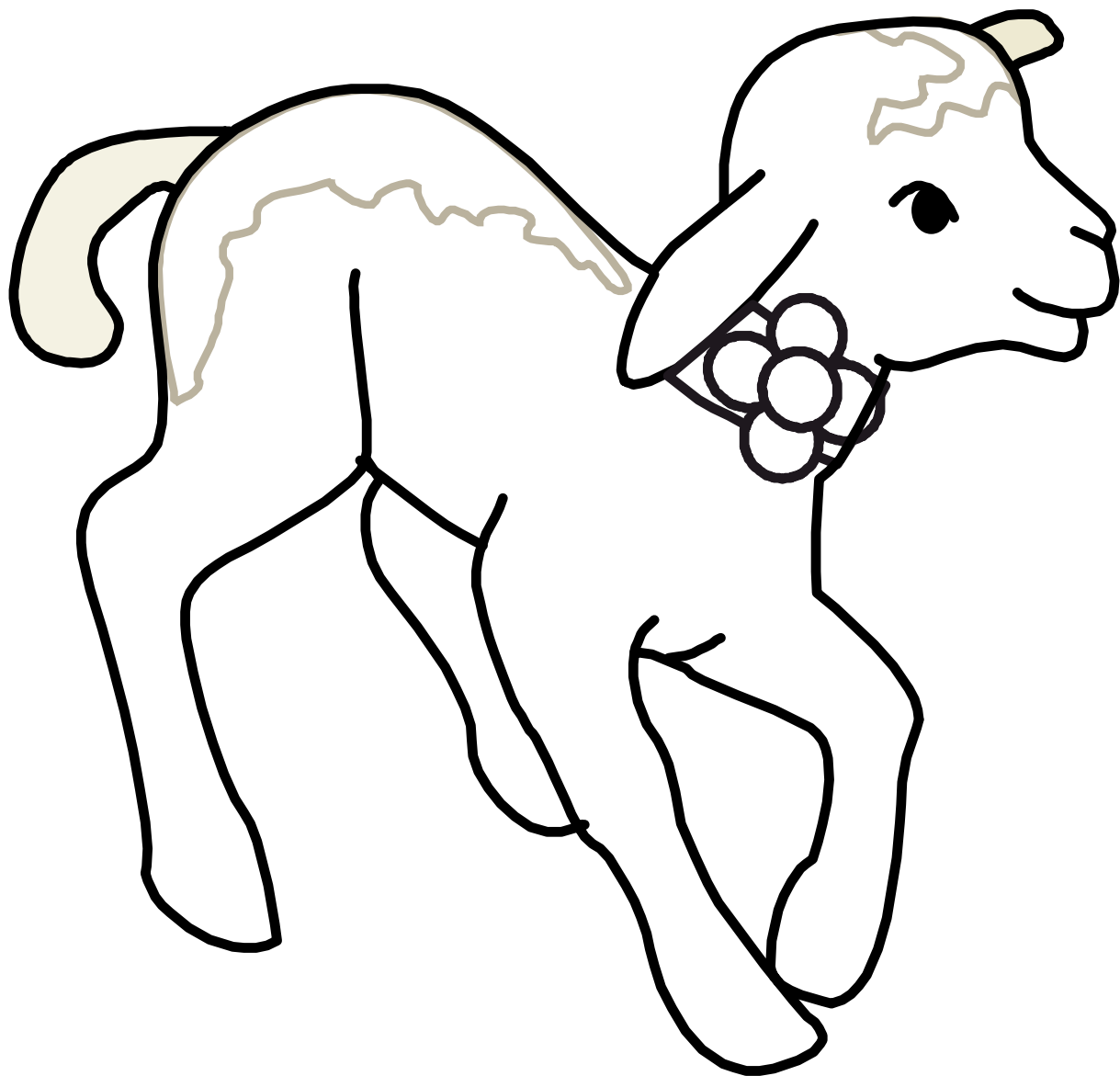




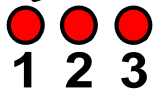
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COLORA

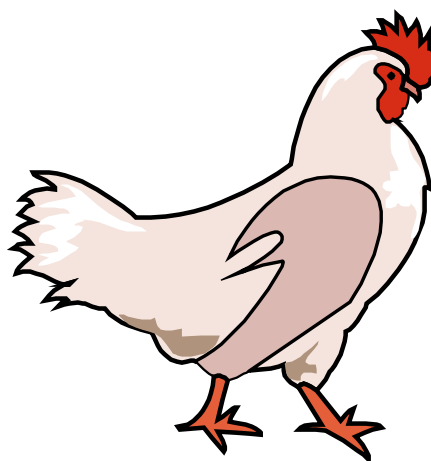
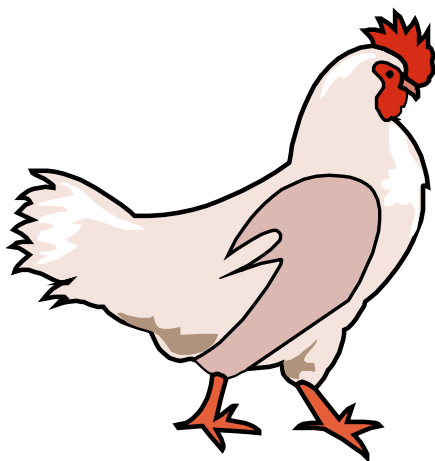
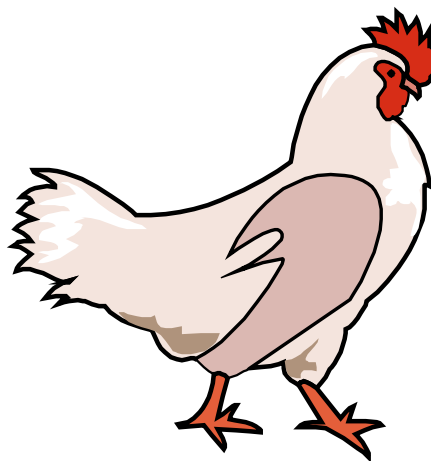
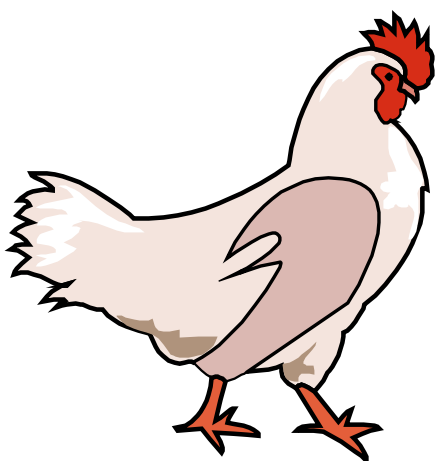
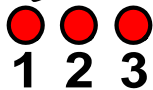


CONTA



<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
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CONTA



1

2

3

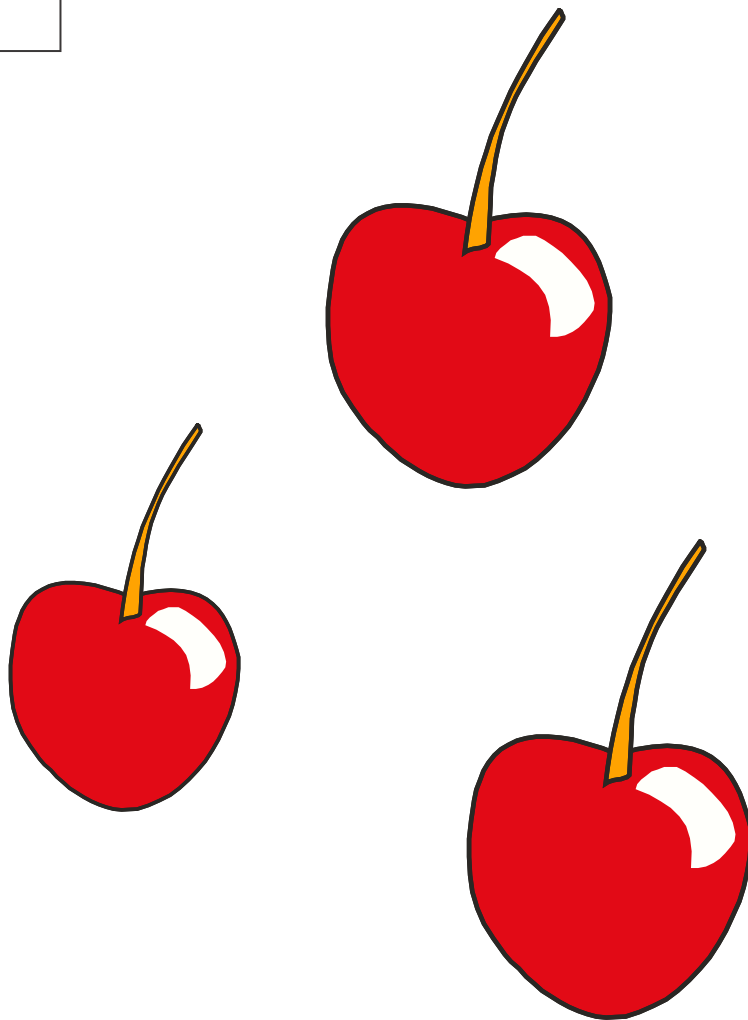
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CONTA



1 2 3

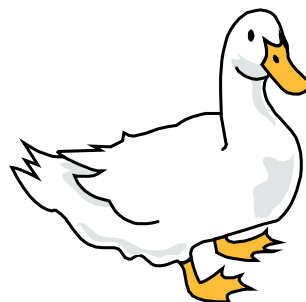
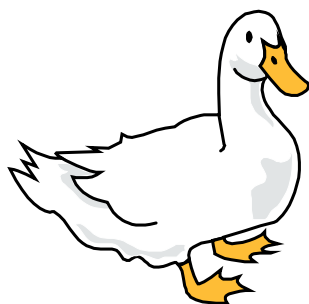
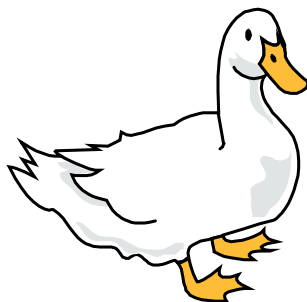
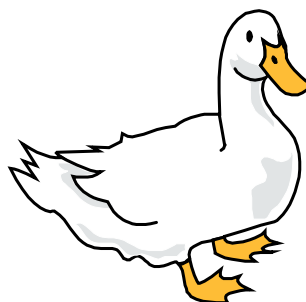
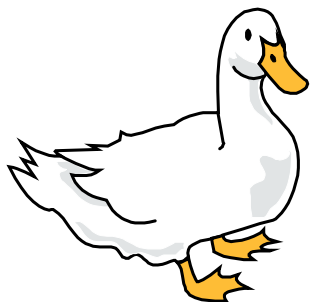


<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
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CONTA



1 2 3



1

2

3

4

5



CONTA

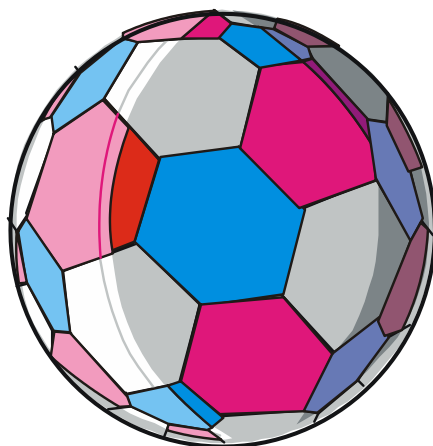
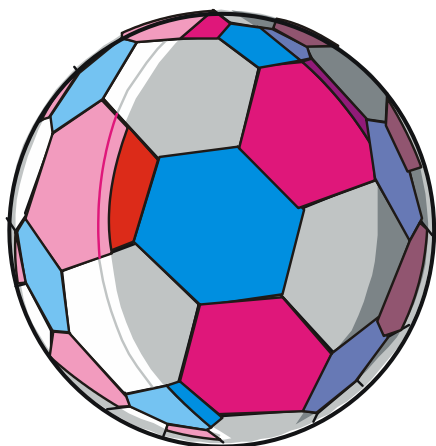
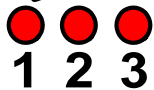


1 2 3



1	2	3	4	5
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CONTA



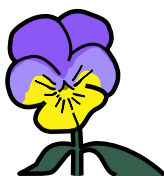
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
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Ritaglia queste tessere. Nella prossima pagina andranno incollate quelli pertinenti alla primavera.

RITAGLIA



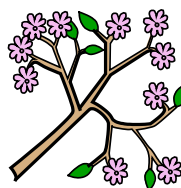
VIOLETTA



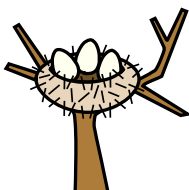
CAPPOTTO



RAMO FIORITO



NIDO



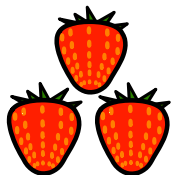
UOVO DI PASQUA



NEVE



FRAGOLE



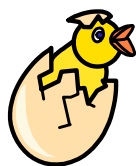
PRIMAVERA



SCIARPA



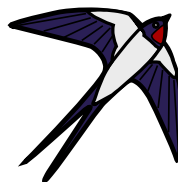
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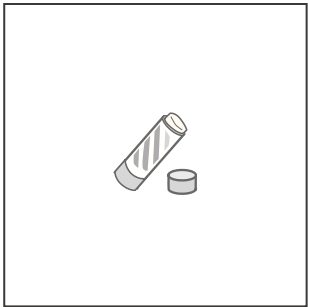
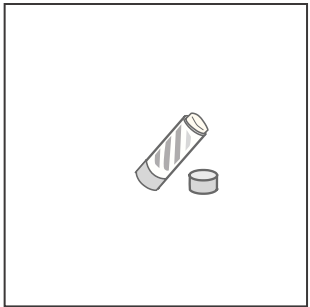
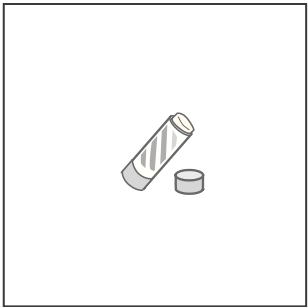
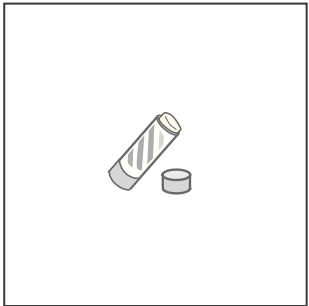
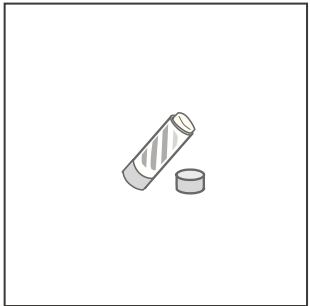
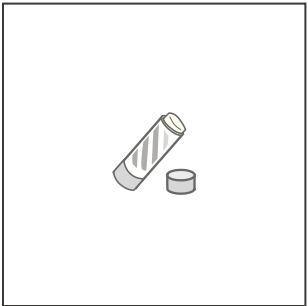
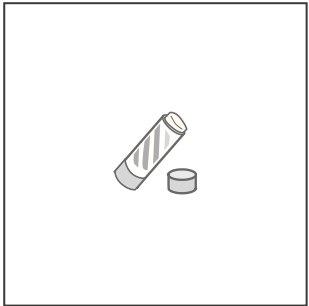
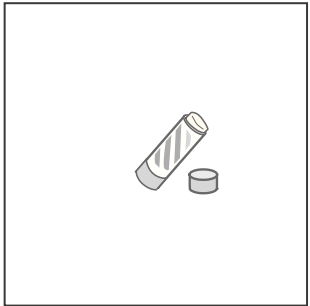
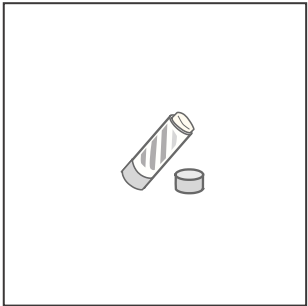
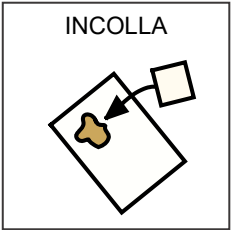


BEL TEMPO



RONDINE





## **Tombola di primavera**

Stampate due copie della prima tabella:

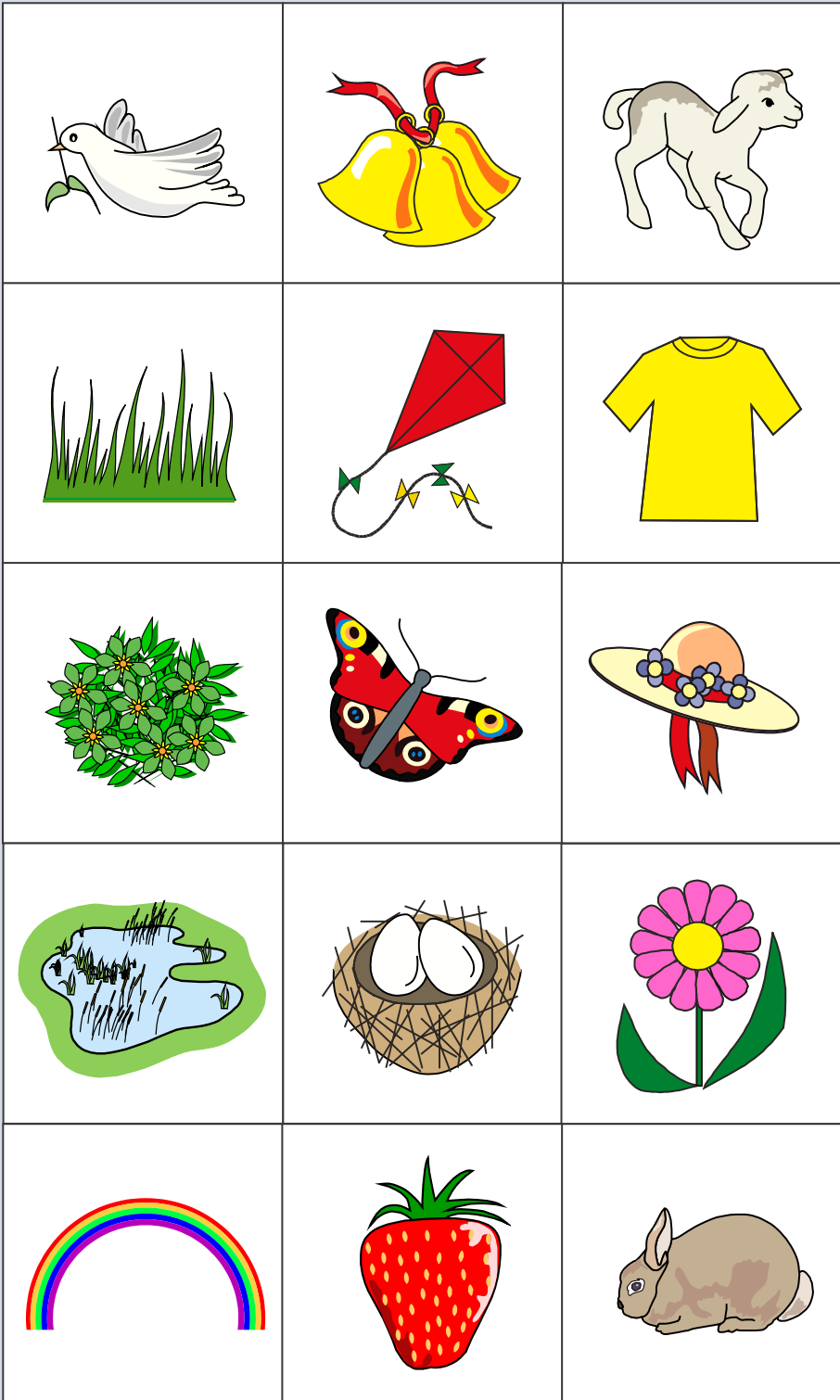
- una vi servirà come tabellone di controllo della tombola,
- dalla seconda ritaglierete le carte da estrarre.

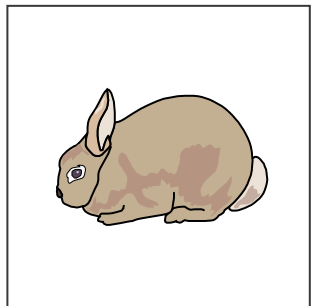
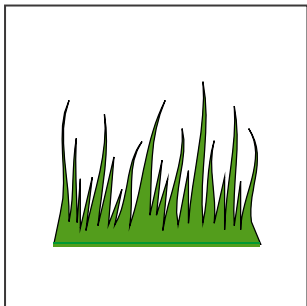
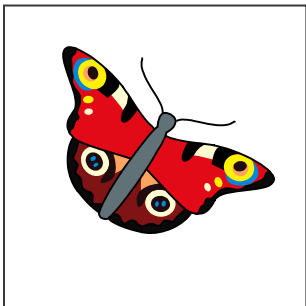
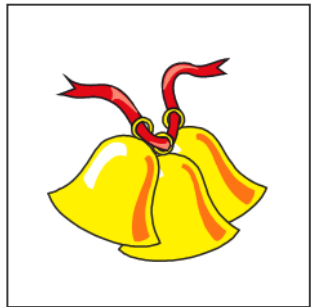
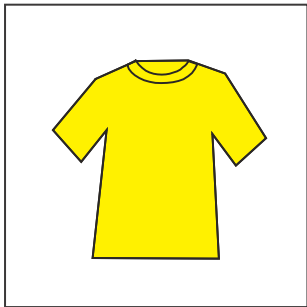
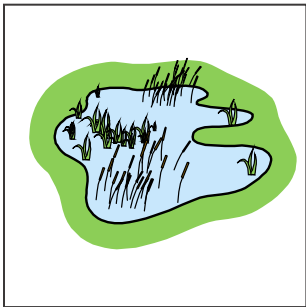
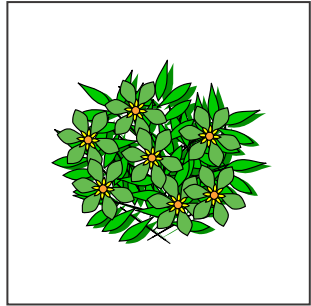
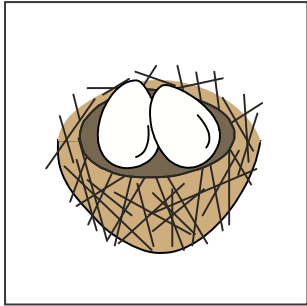
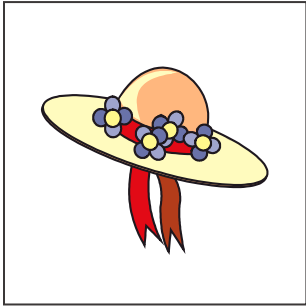
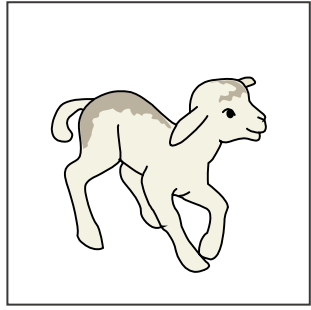
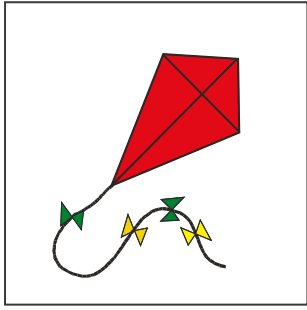
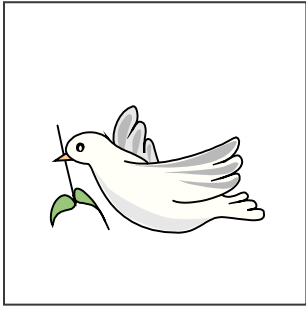
Stampate poi le 10 piccole cartelline che saranno distribuite una per ciascun giocatore.

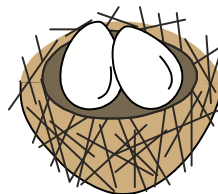
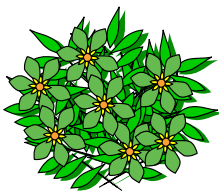
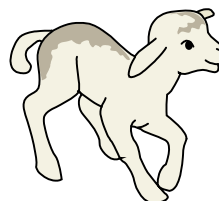
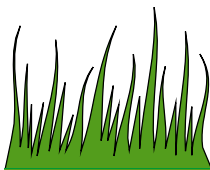
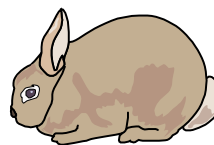
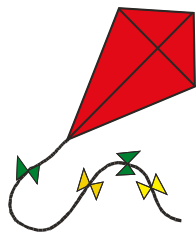
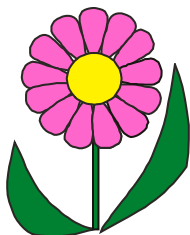
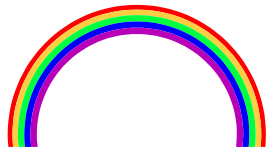
Per un supporto di maggiore durata e resistenza, plastificate tutto il materiale.

## **Suggerimento**

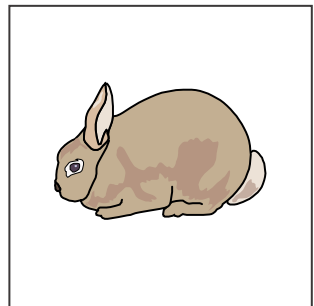
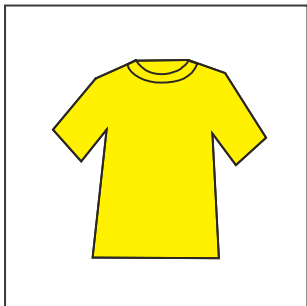
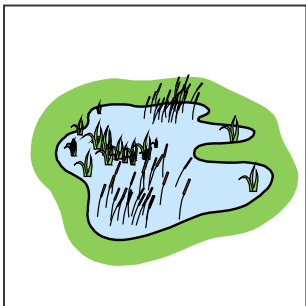
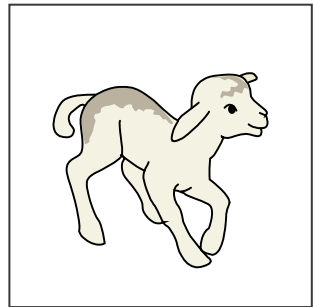
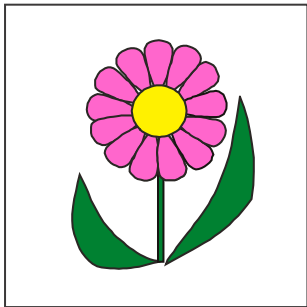
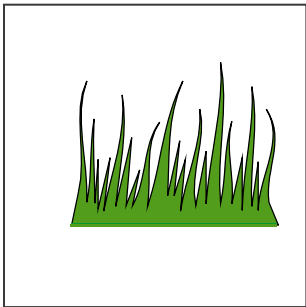
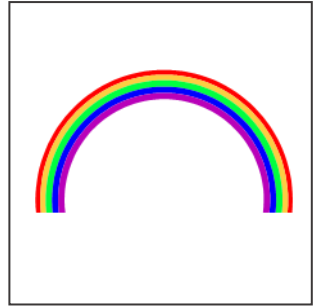
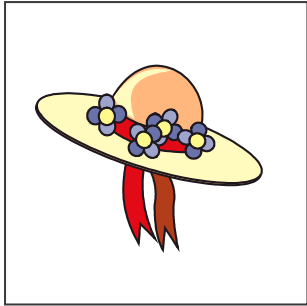
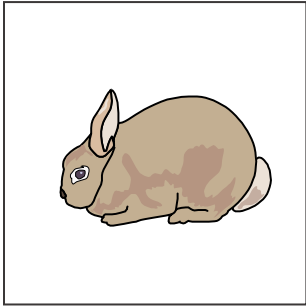
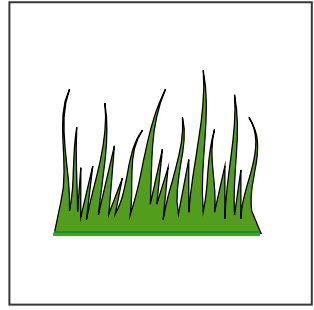
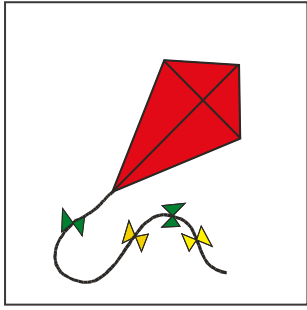
Se il bambino ha un certo impaccio motorio e, nel mettere sulla tessera estratta il normale fagiolo o bottone, rischia di spostare gli altri, usate plastilina ammorbidita e suggeritegli di premerla sulla tessera estratta; si attaccherà al foglio e sarà più difficile da muovere accidentalmente.

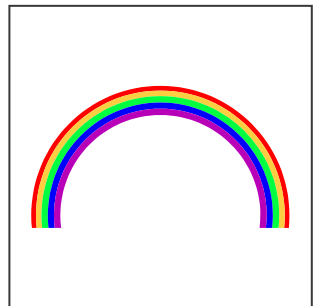
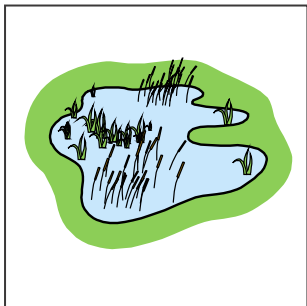
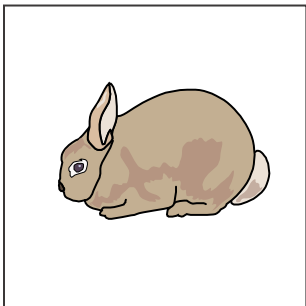
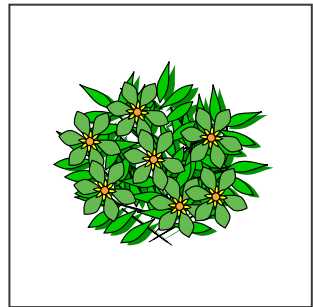
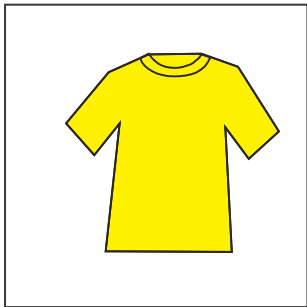
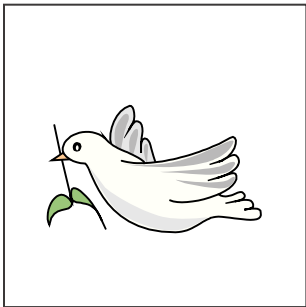
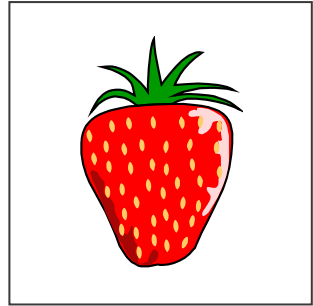
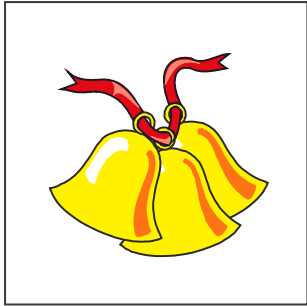
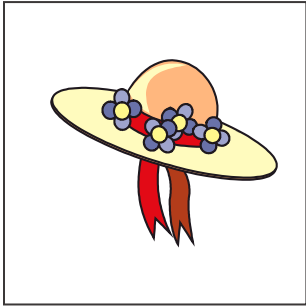
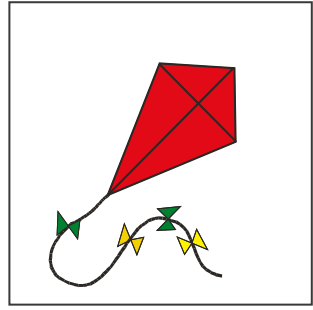
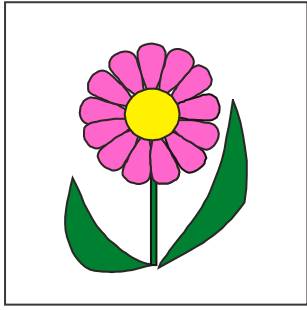
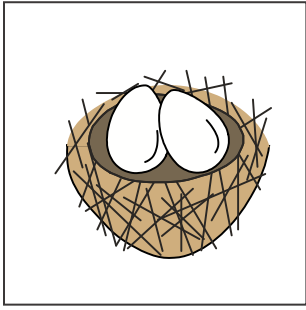


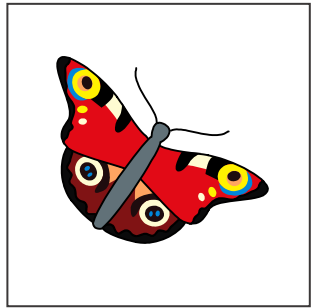
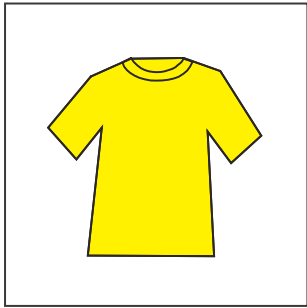
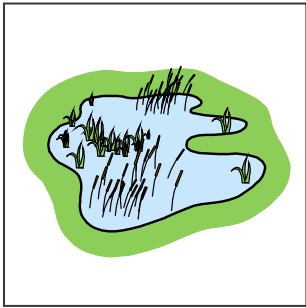
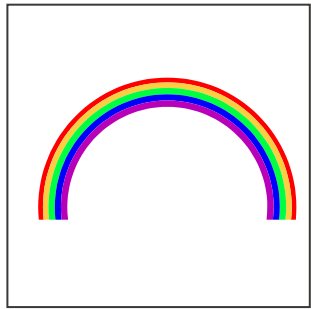
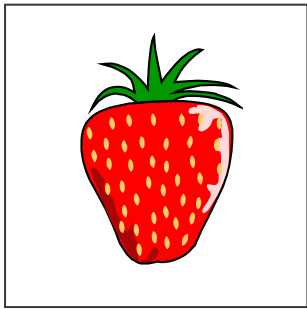
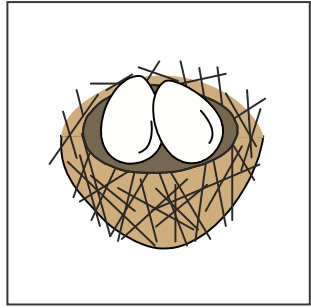
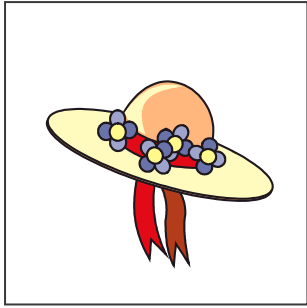
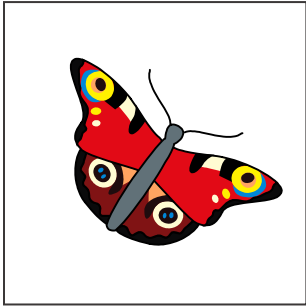
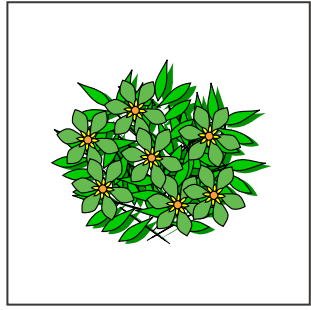
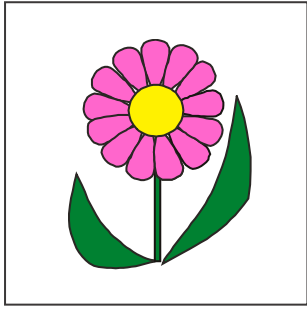












## Memory

Ritagliate le carte e plastificatele.

Per rendere il materiale più gradevole ponete un foglio colorato sul retro del foglio con le tessere e plastificate insieme.

In questo modo, quando le carte saranno coperte risulteranno più graziose.

Il gioco classico del memory prevede che le carte rimangano tutte coperte sul tavolo e, a turno, i giocatori ne scoprono due alla ricerca delle coppie.

Chi sbaglia passa il turno, chi trova due carte giuste continua un altro turno.

