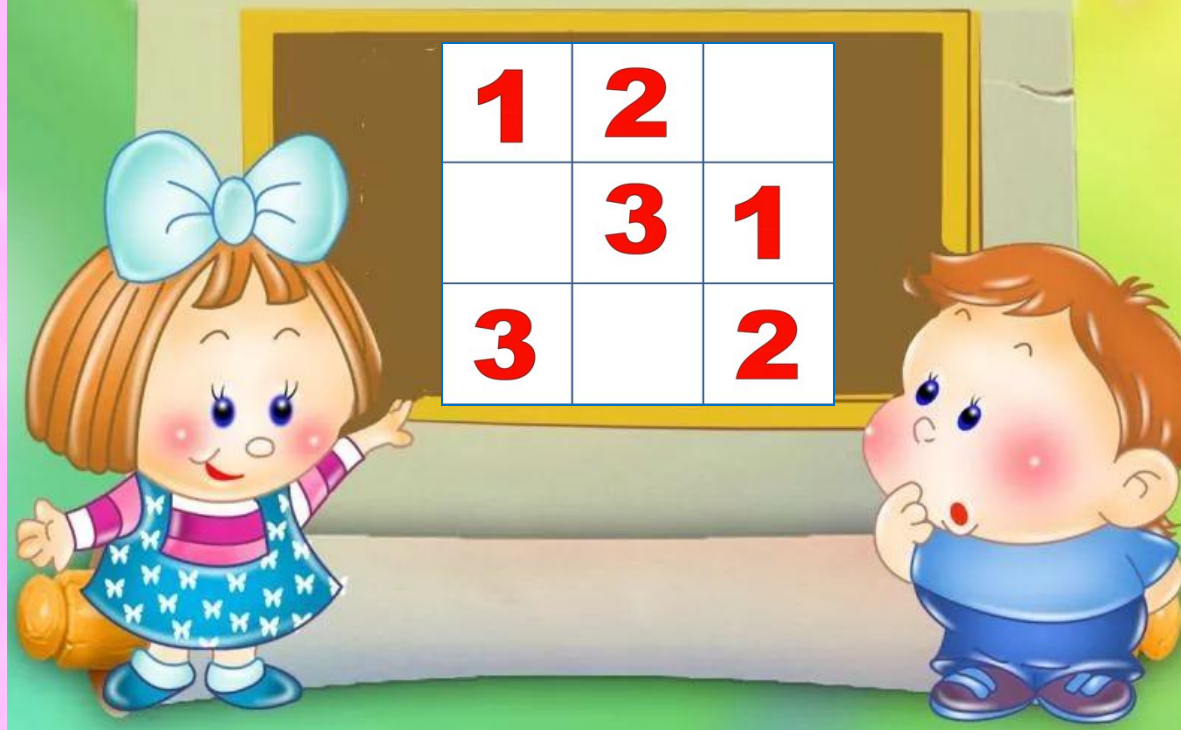


Интерактивная дидактическая игра «СУДОКУ»



Разработала Меркулова Елена Анатольевна

Цель игры: развитие логического мышления

у детей старшего дошкольного возраста.

Задачи: развивать у детей познавательные процессы: внимание, память, мышление; закреплять знания цифр, плоских и объёмных геометрических фигур, цвета; упражнять в ориентировке на микроплоскости.

Правила: На игровом поле из 9 (16) клеток необходимо разместить цифры и геометрические фигуры так, чтобы в каждом столбике и строке

1	2	
	3	1
3		2

1

2

3

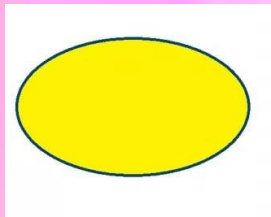
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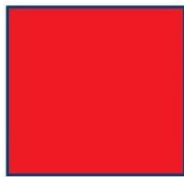
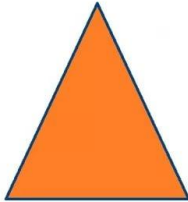

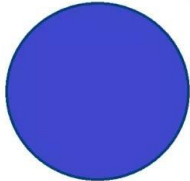
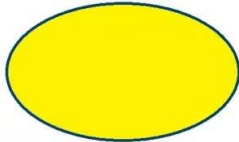
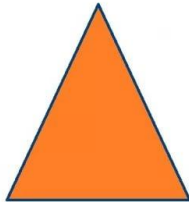
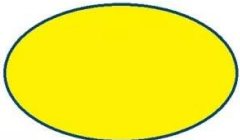
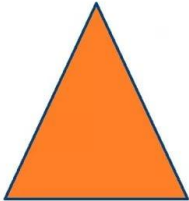


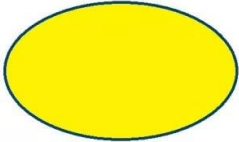

1	2	3	
	4	1	2
4	3		1
2		4	3

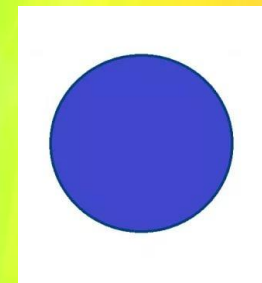
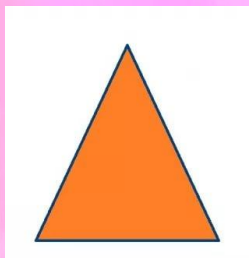
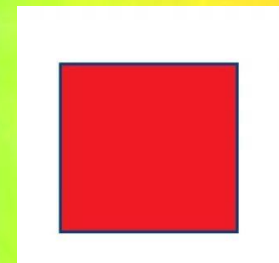
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3



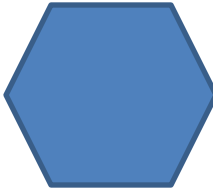
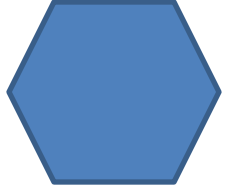
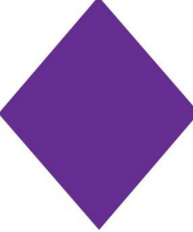

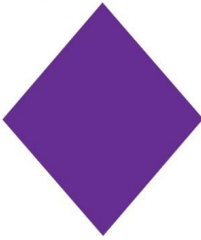



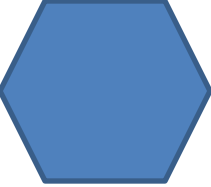
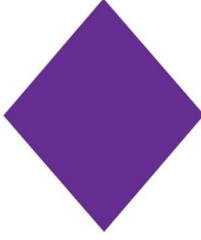
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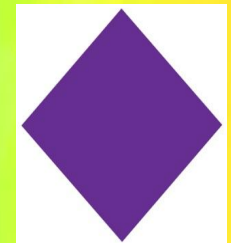
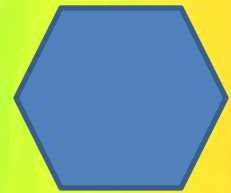


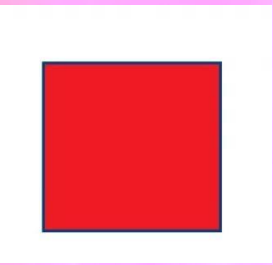
			
			
			
			

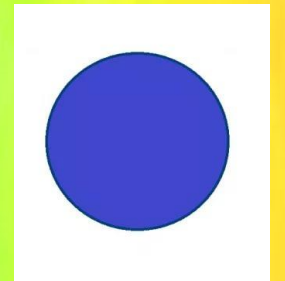
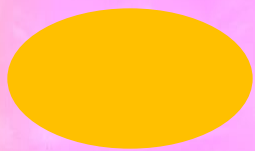


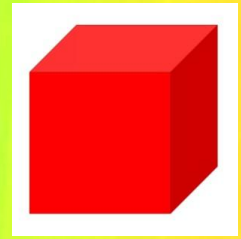
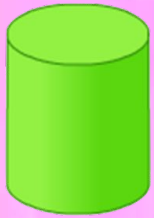


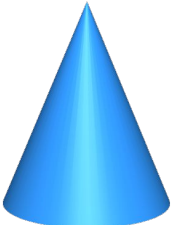
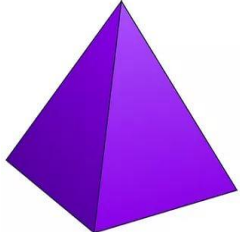
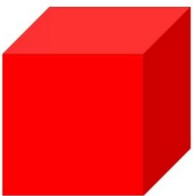
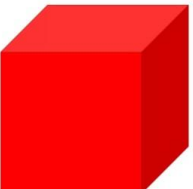
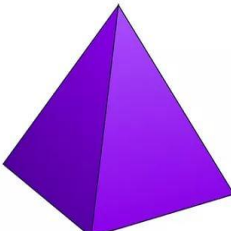
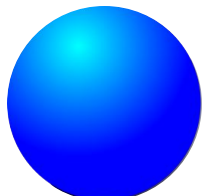
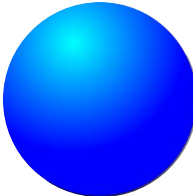

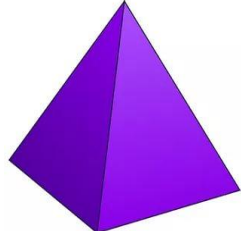
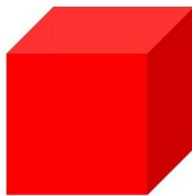

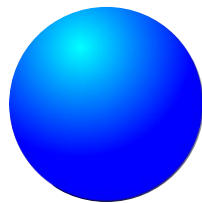
			
			
			
			

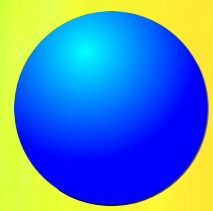
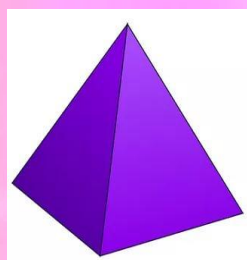




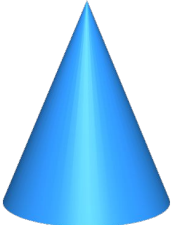

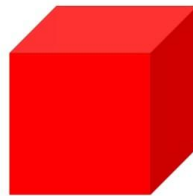
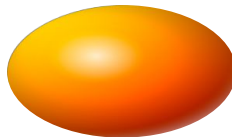
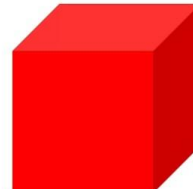
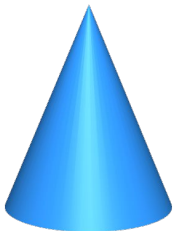

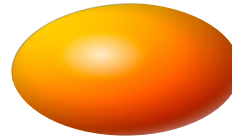
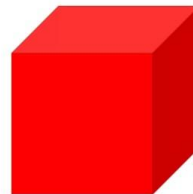
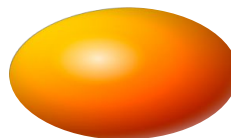
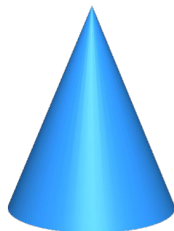



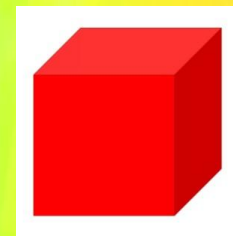
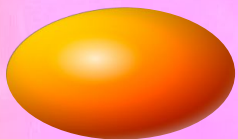
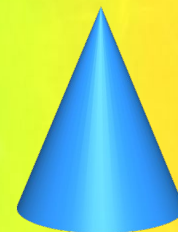








Молодцы!

