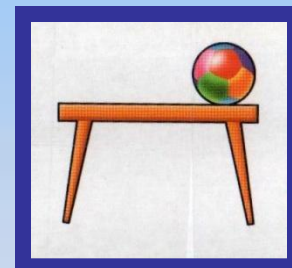
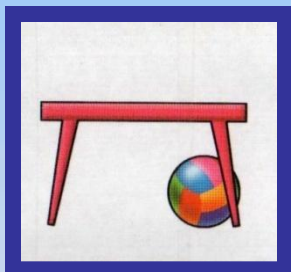
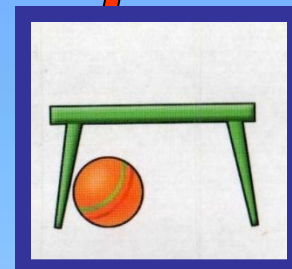
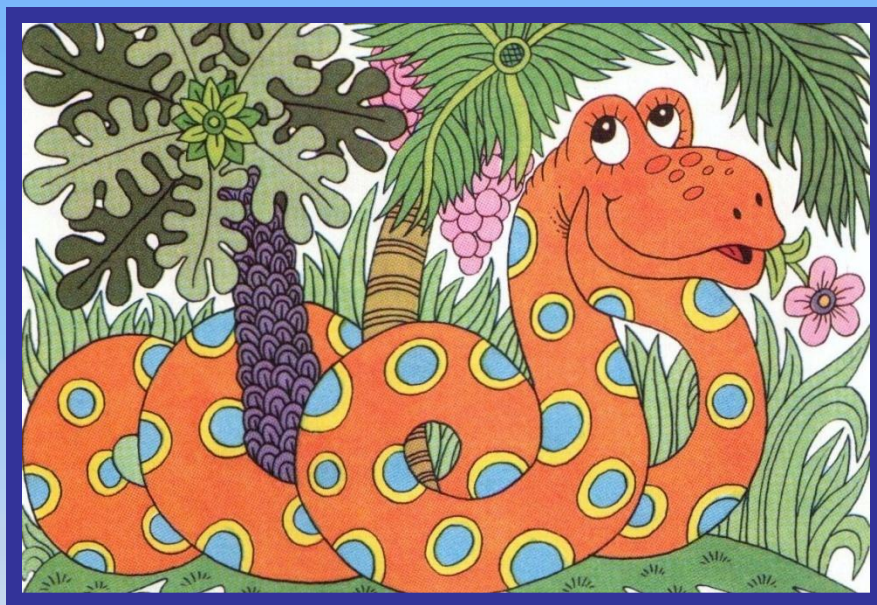
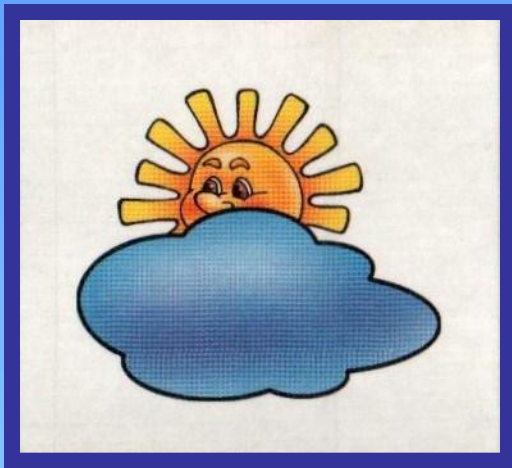


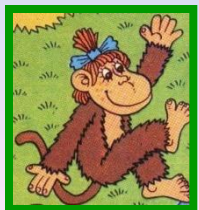
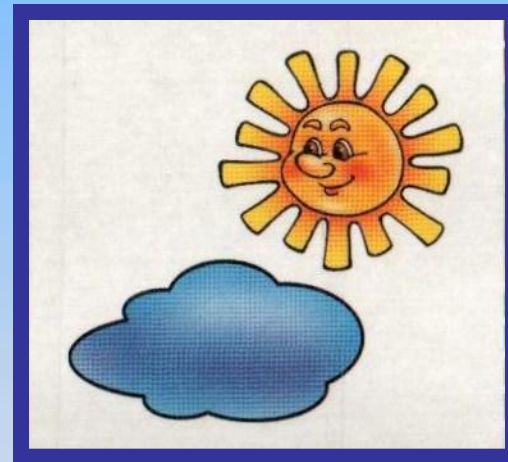
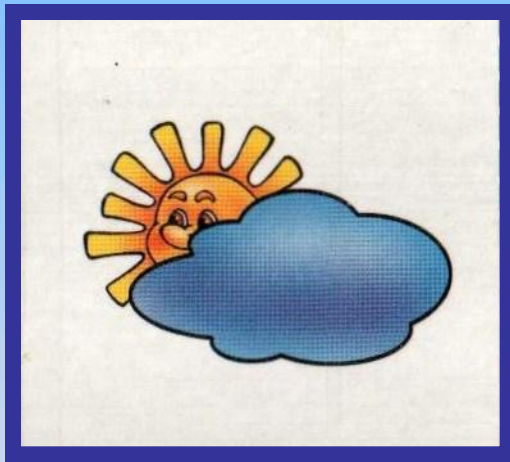
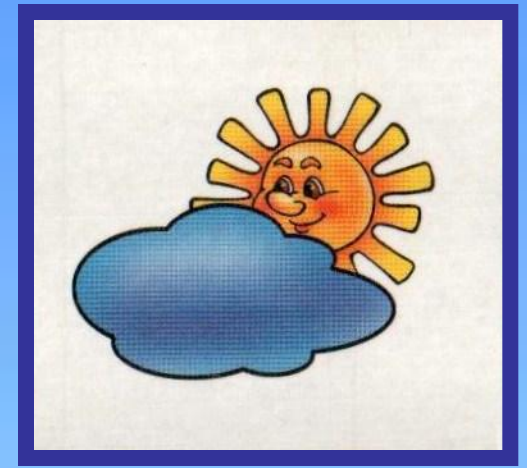
# ЗАРЯДКА ДЛЯ РОЗУМУ



Логічна гра  
«Знайди зайве»"



# Завдання 1

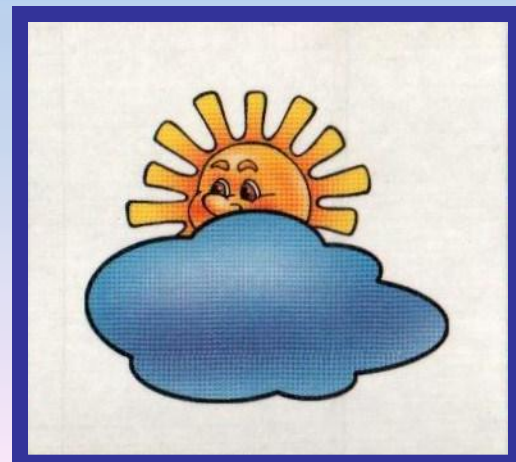
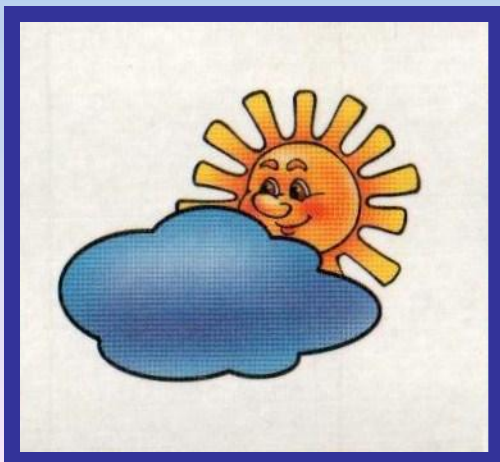
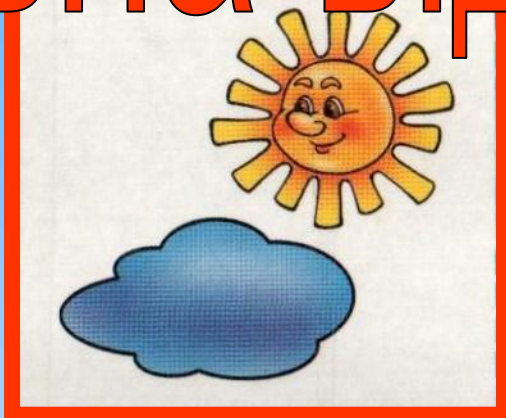


# Знайди зайве

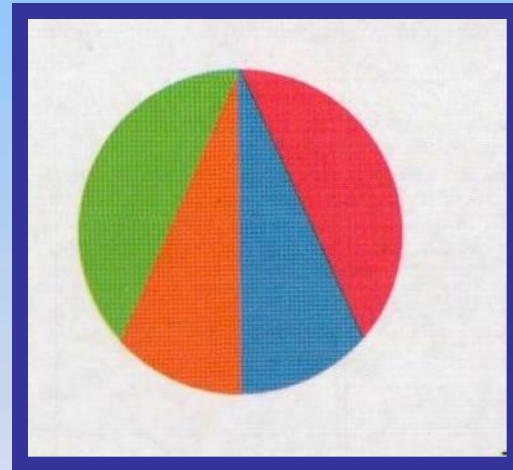
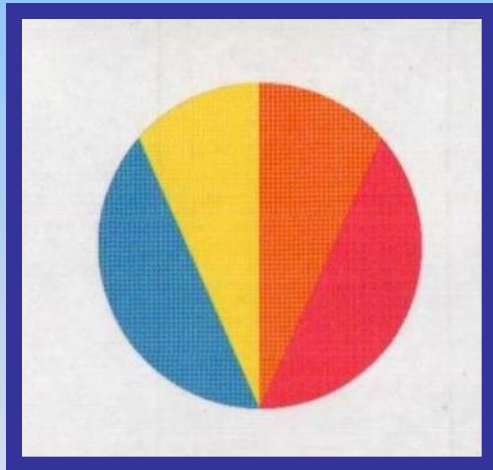
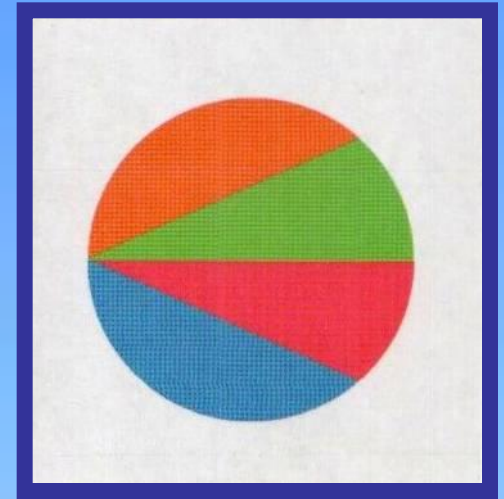
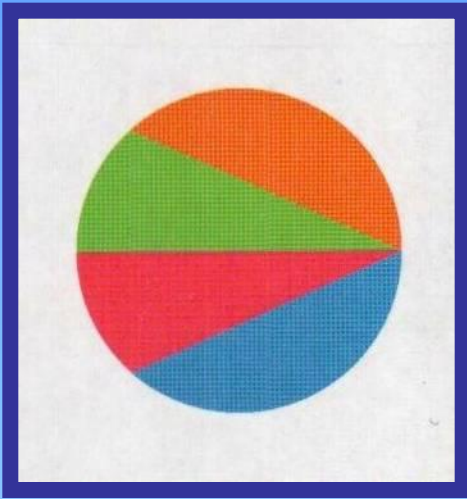




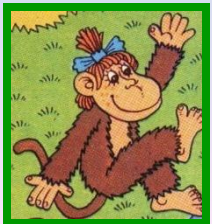
# Правильна відповідь



Завдання  
2

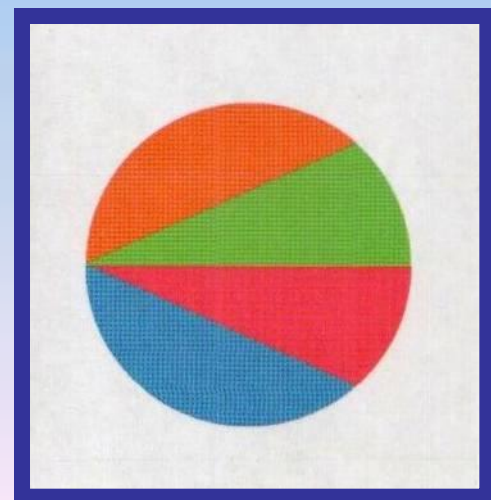
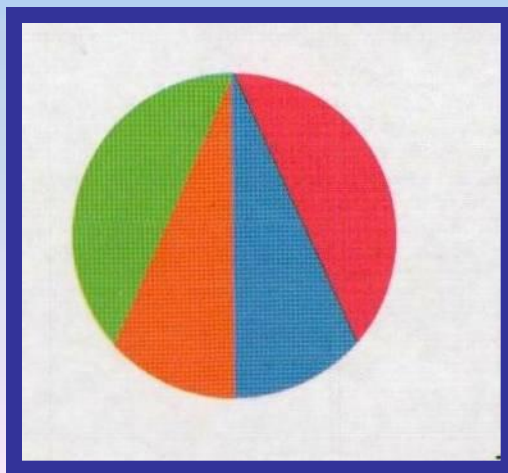
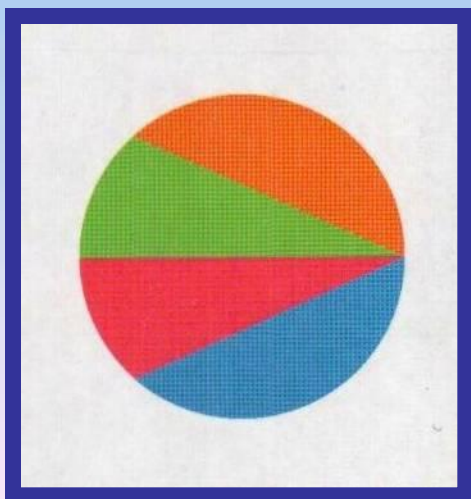
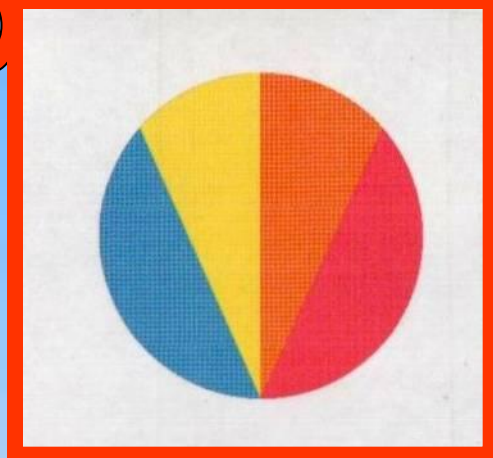


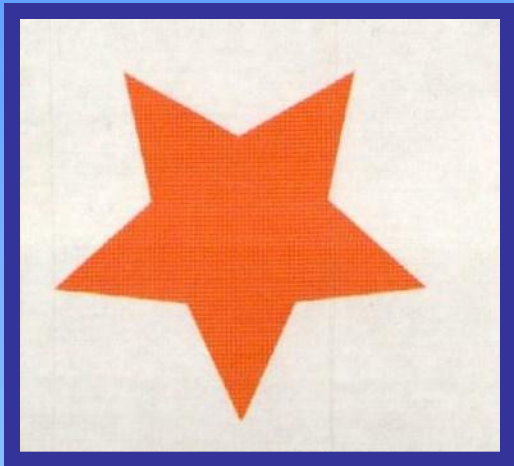
Знайди зайве



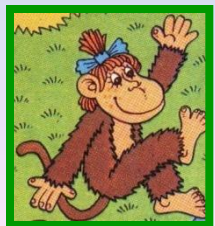
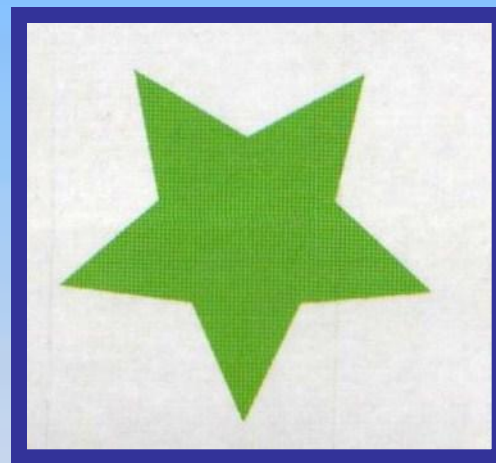
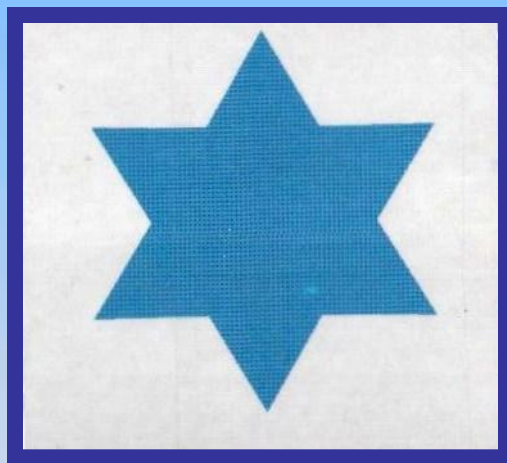


# Правильна відповідь





Завдання  
3

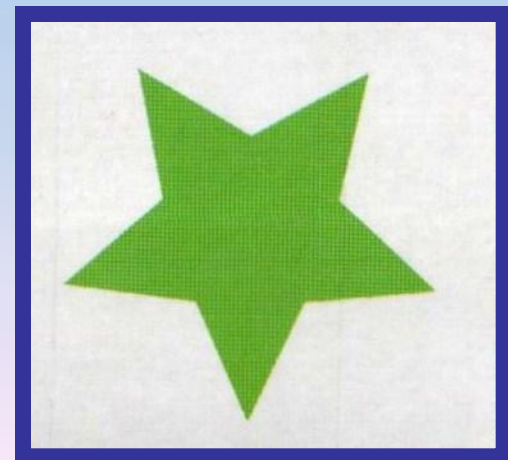
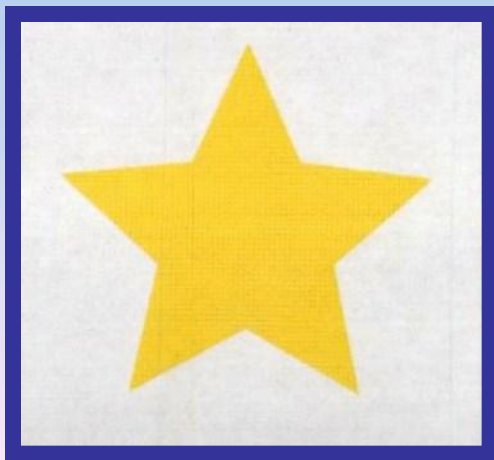
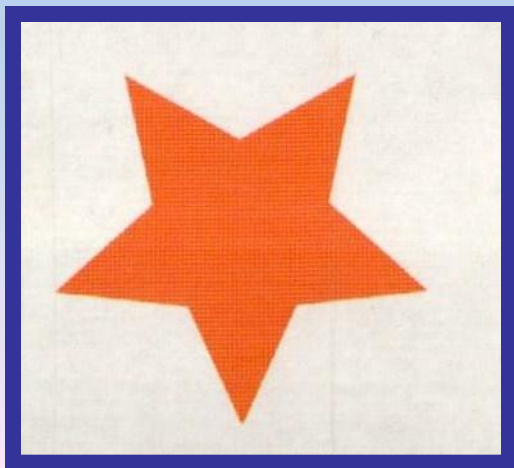
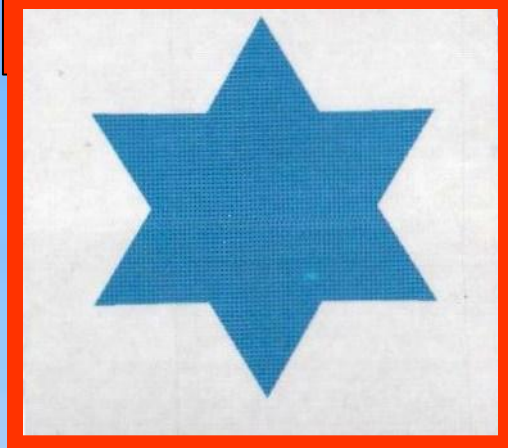


Знайди зайве



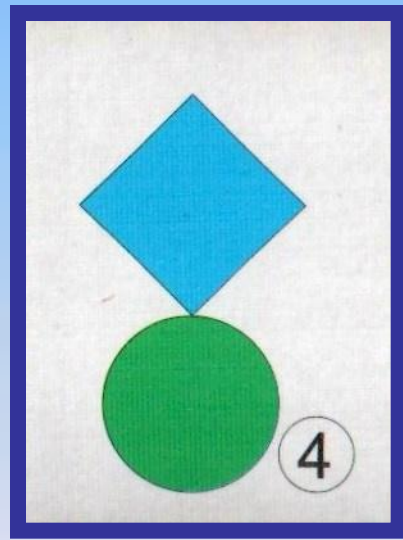
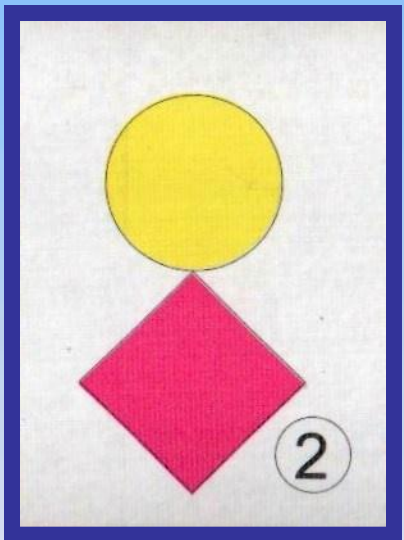
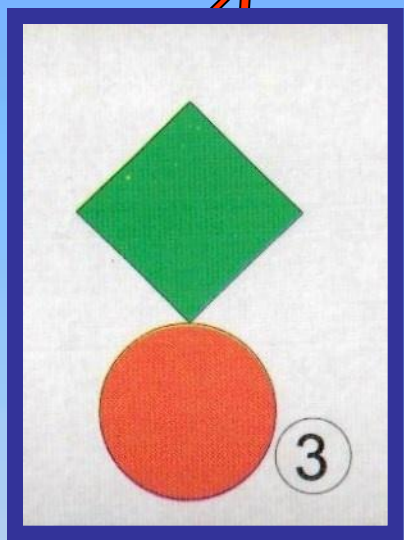
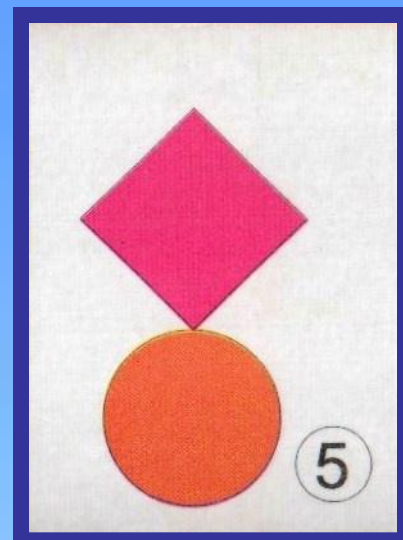
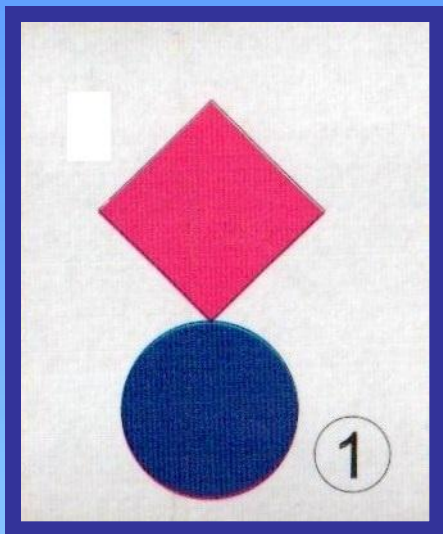


# Правильна відповідь

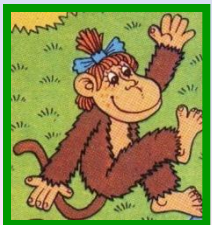


завдання

1



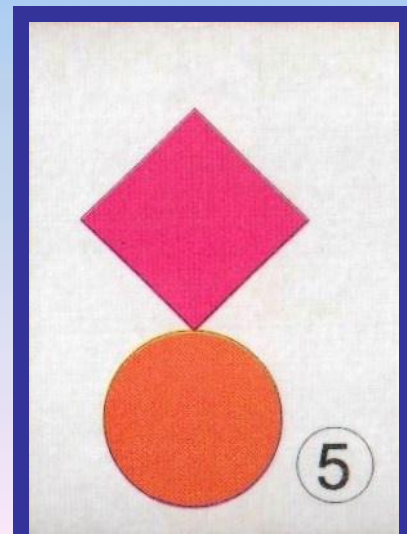
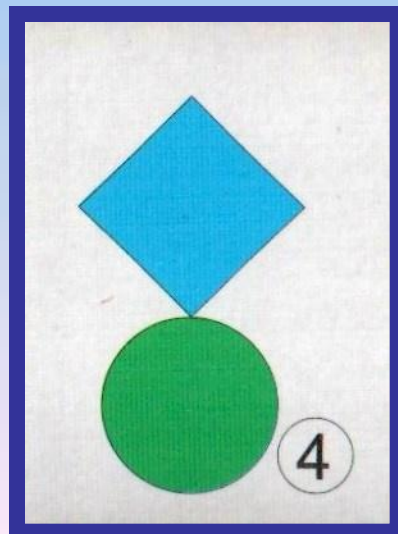
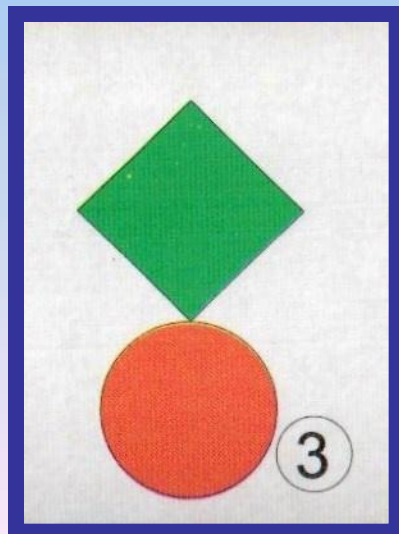
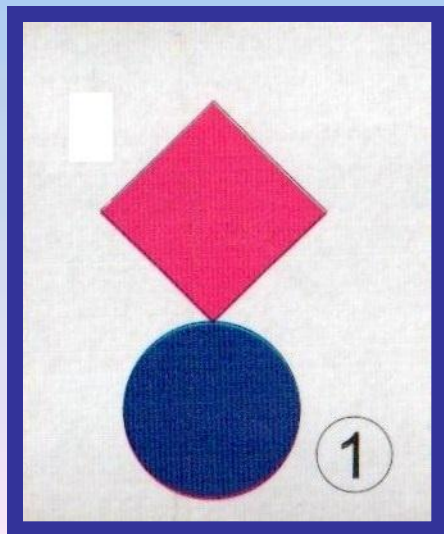
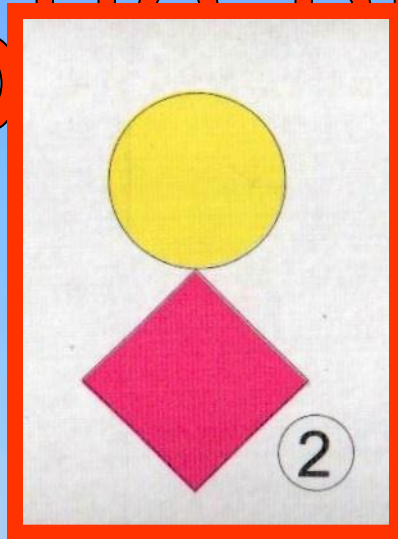
Знайди зайве



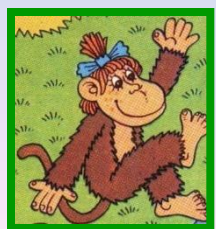
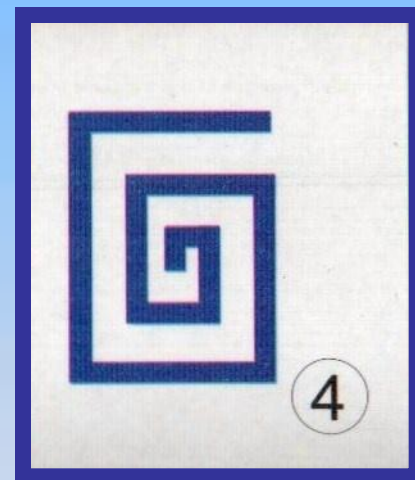
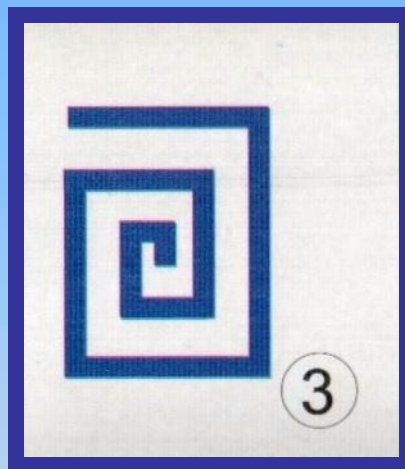




# Правильна відповідь



завдання  
5

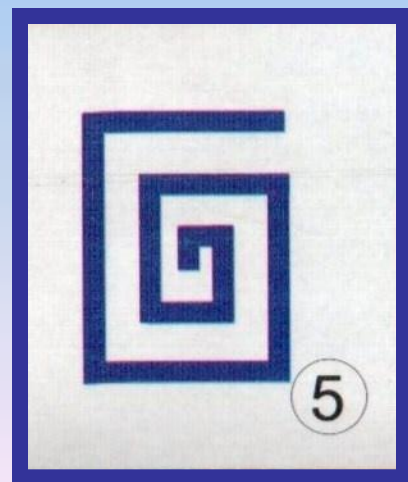
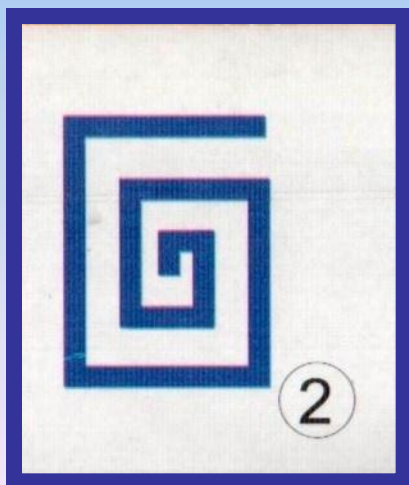
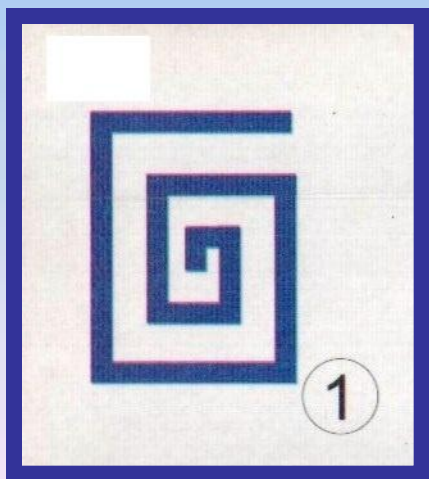
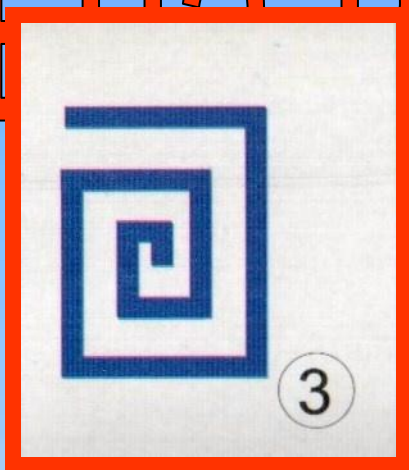


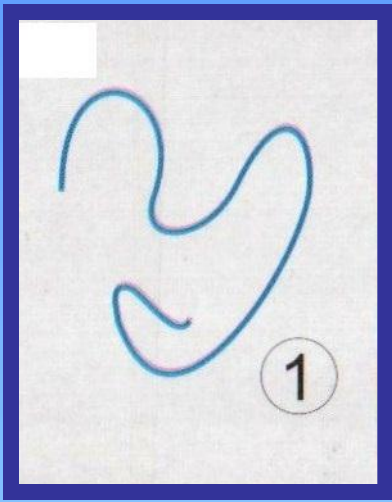
Знайди зайве



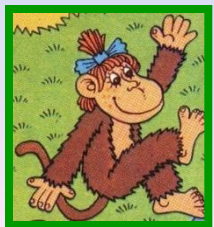
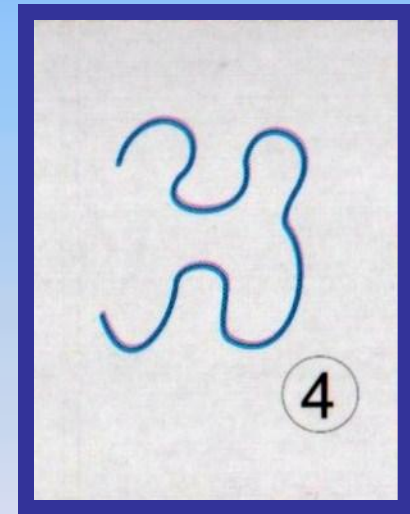
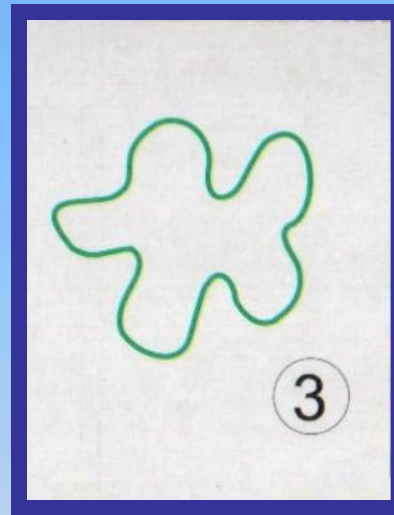
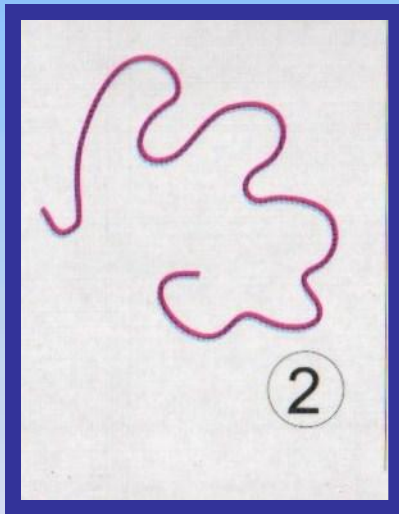


# Правила відповідь





Завдання  
6

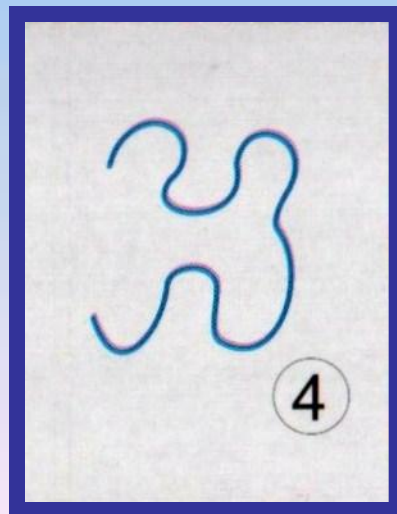
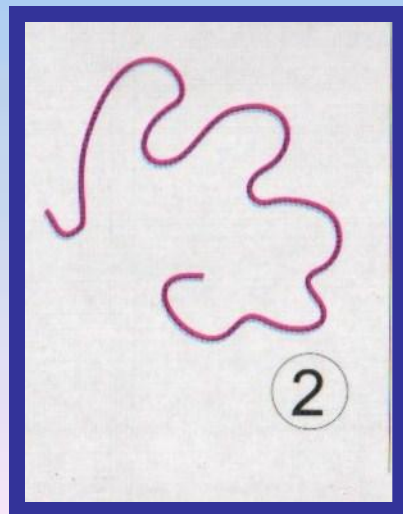
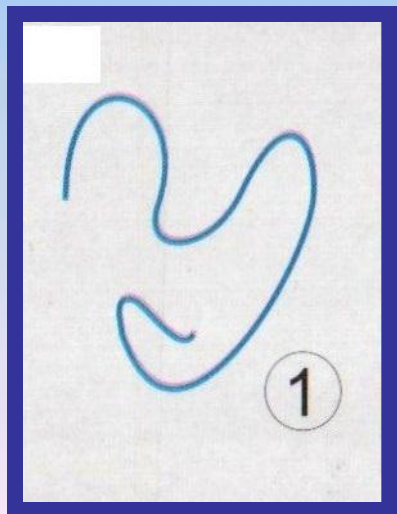
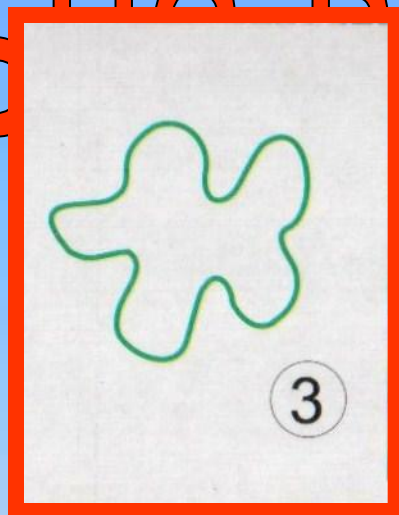


Знайди зайве

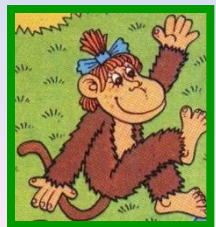
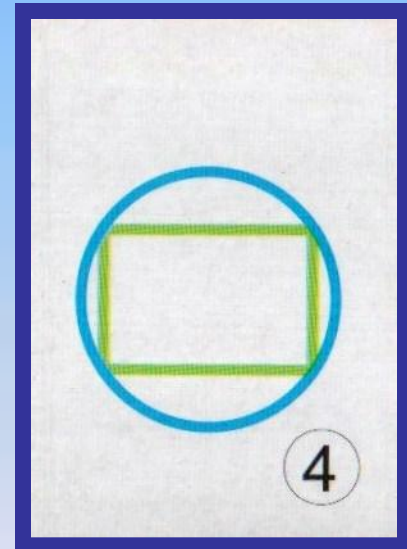
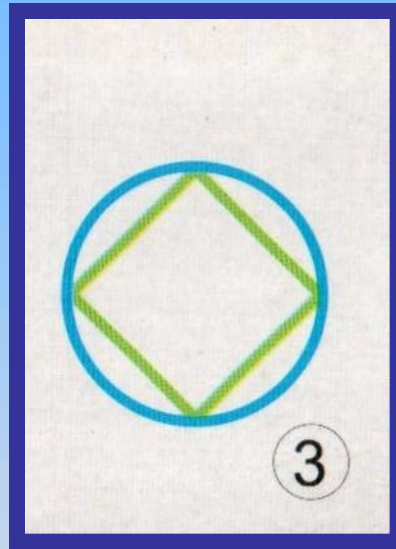
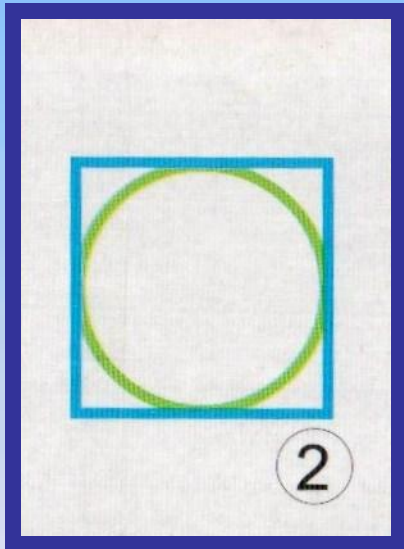
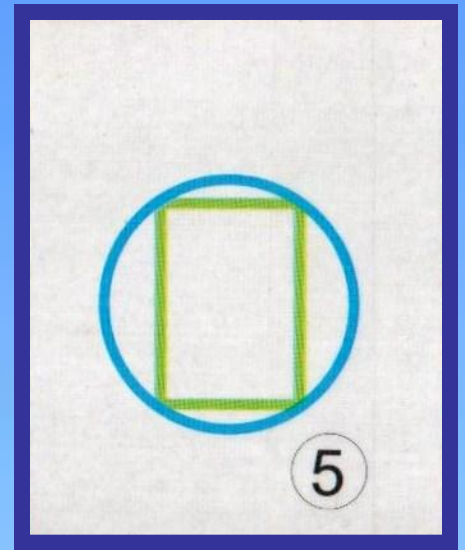
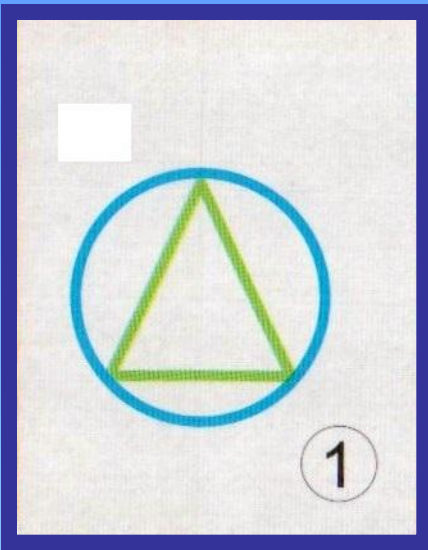




# Правильна відповідь



# Завдання 7

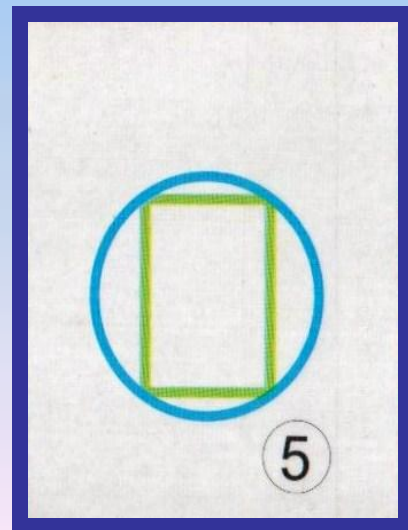
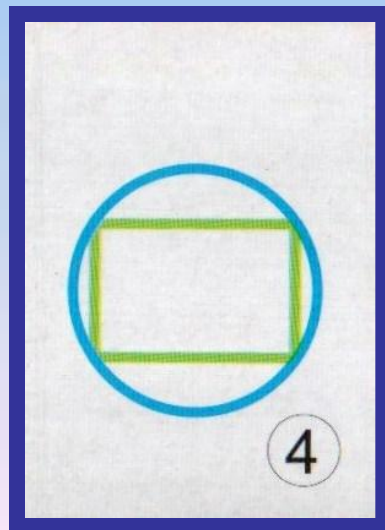
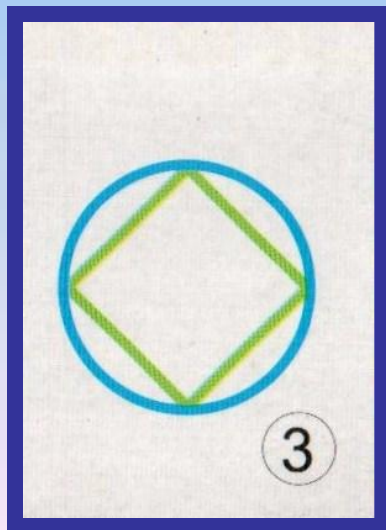
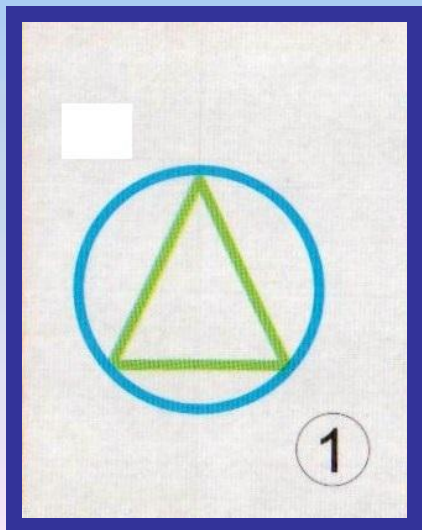
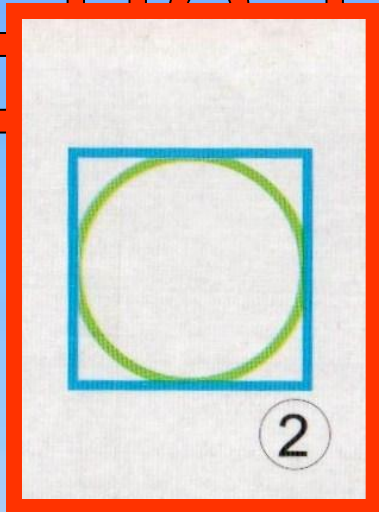


# Знайди зайве

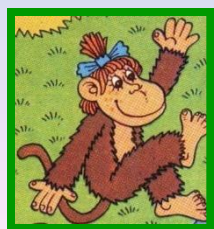
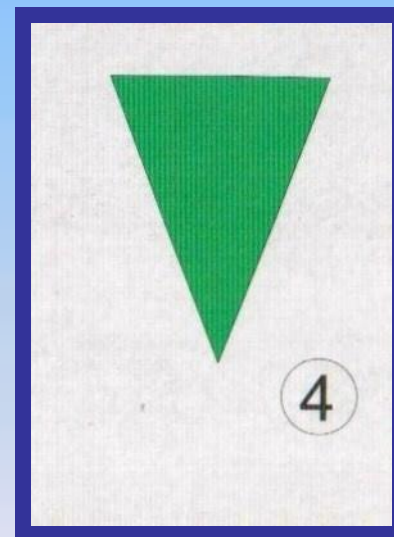
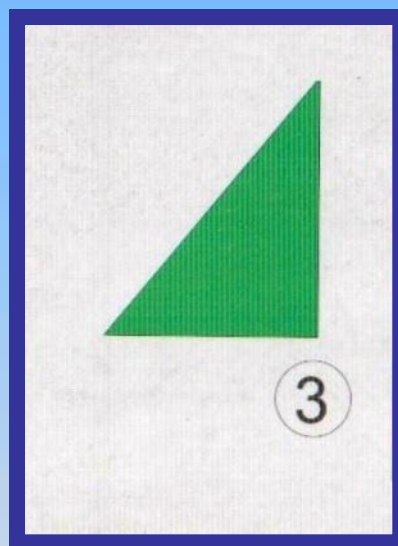
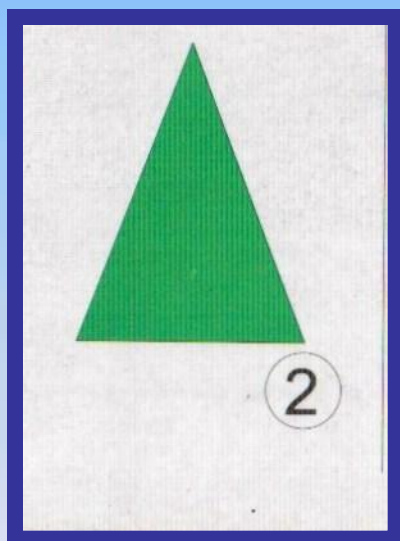
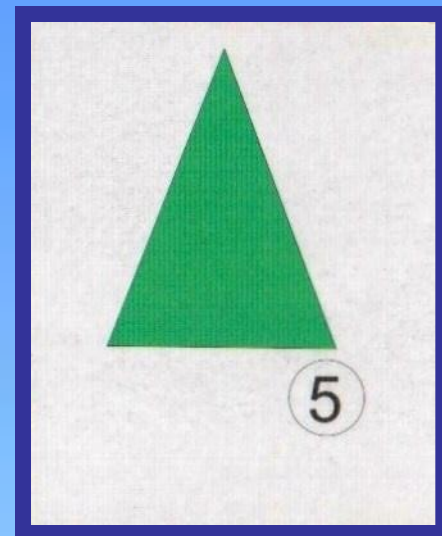
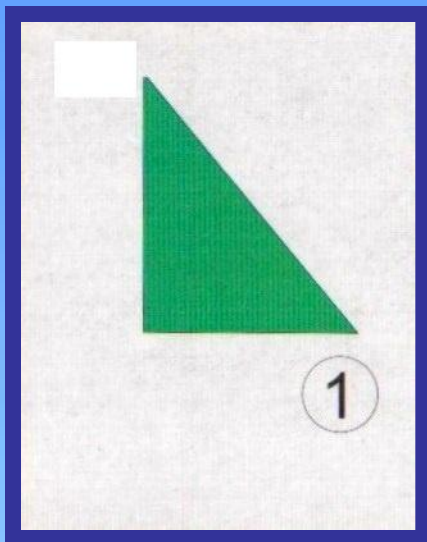




# Правильна відповідь



Завдання  
8



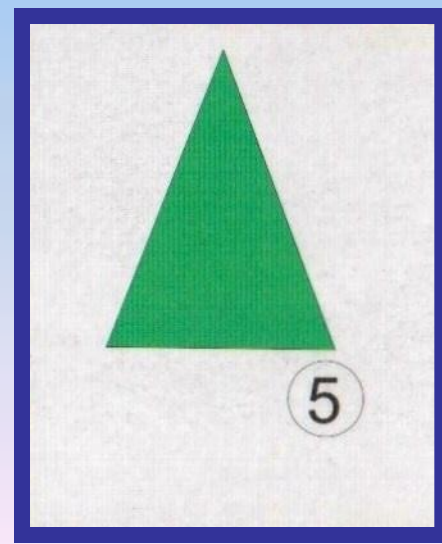
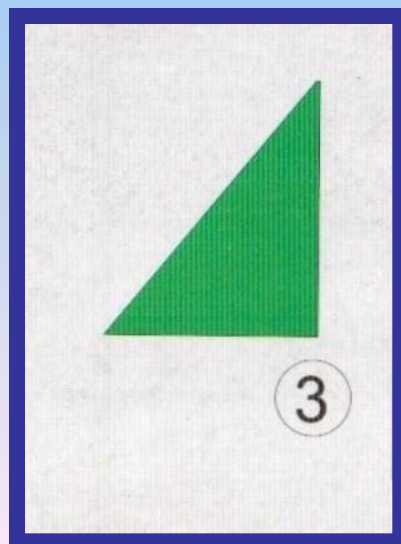
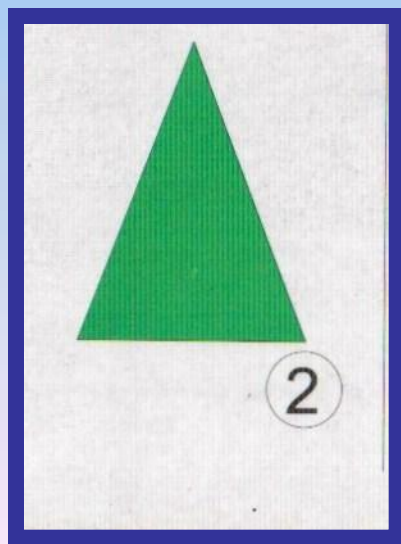
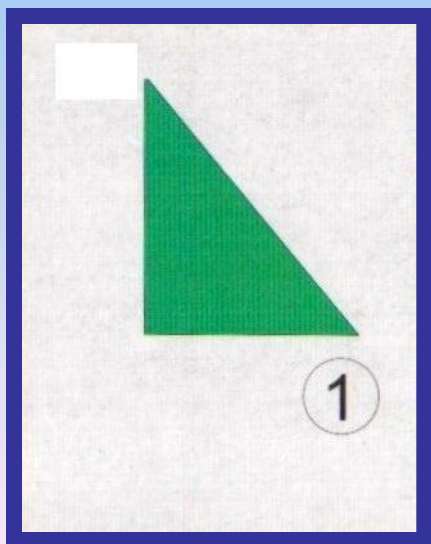
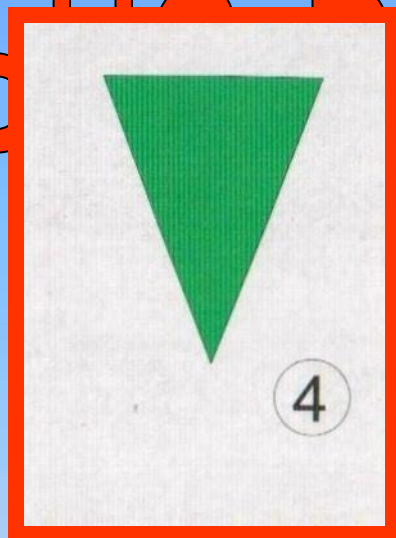
Знайди зайве







# Правильна відповідь



Завдання  
9

25

1

54

5

41

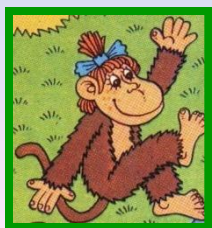
2

33

3

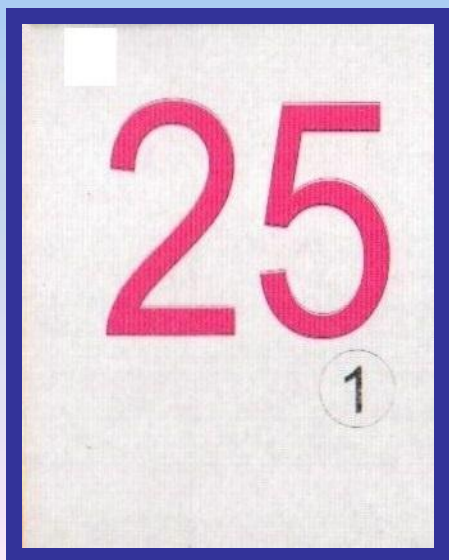
62

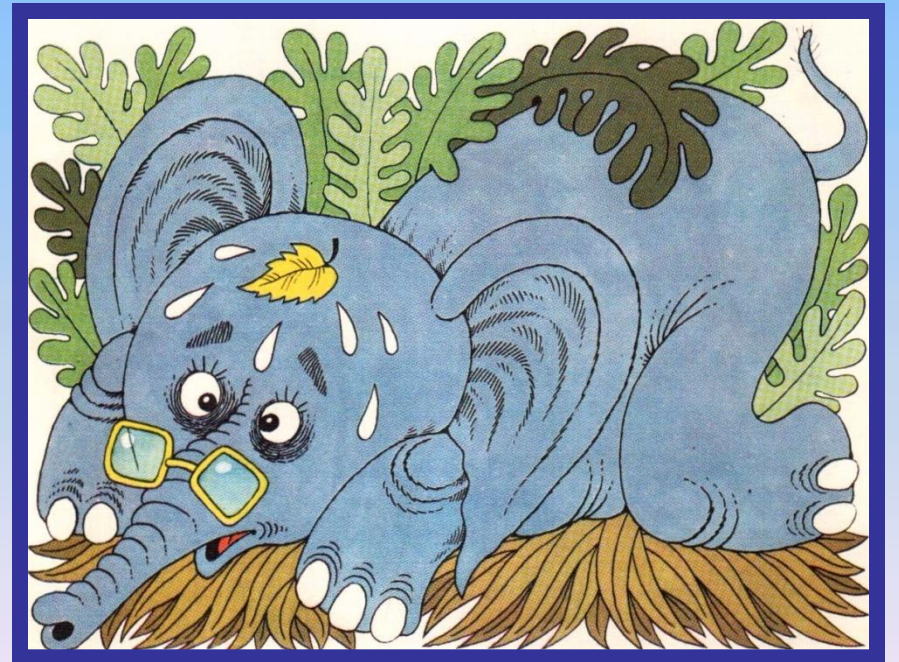
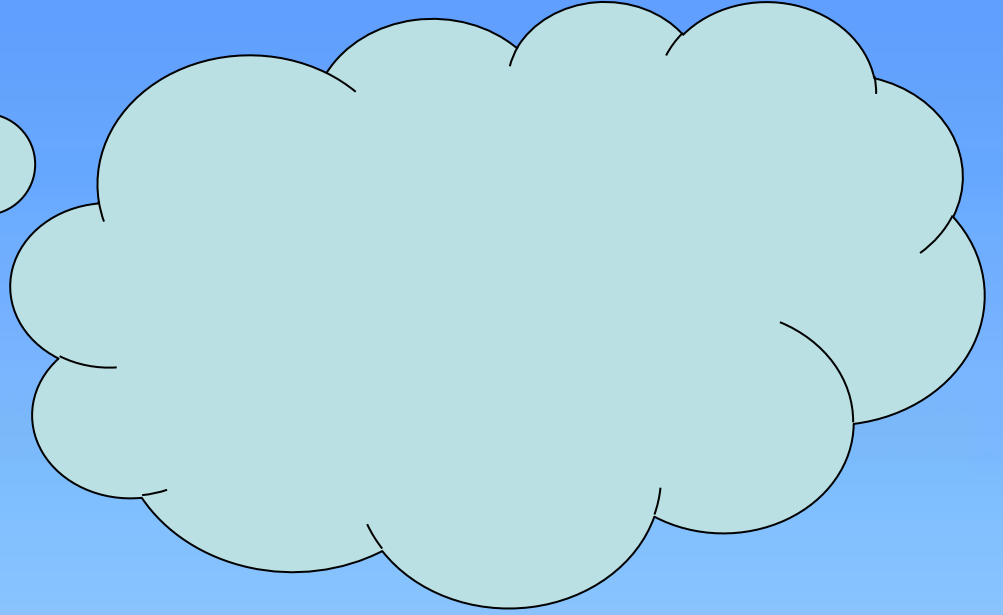
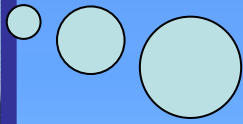
4





# Правильна відповідь





Кінець гри

Составитель игры: Козлова Светлана

Список использованных источников иллюстративного материала:

1. Настольно-печатные развивающие игры в папке «Что не подходит?»,  
Издательство: «Весна – Дизайн», 2004.
2. Настольно-печатные развивающие игры в папке «Готовимся к школе: Что лишнее?» - Киров, «ОАО Радуга», 2001.
3. Г. Остер Зарядка для хвоста – Тверь, «Век-2», 1992.
4. <http://images.yandex.ru/> (фоны для презентаций)