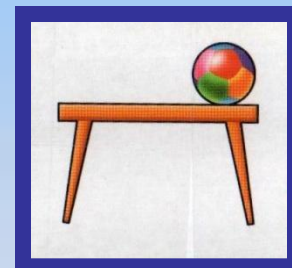
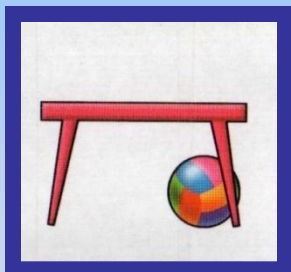
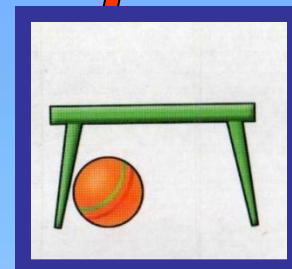
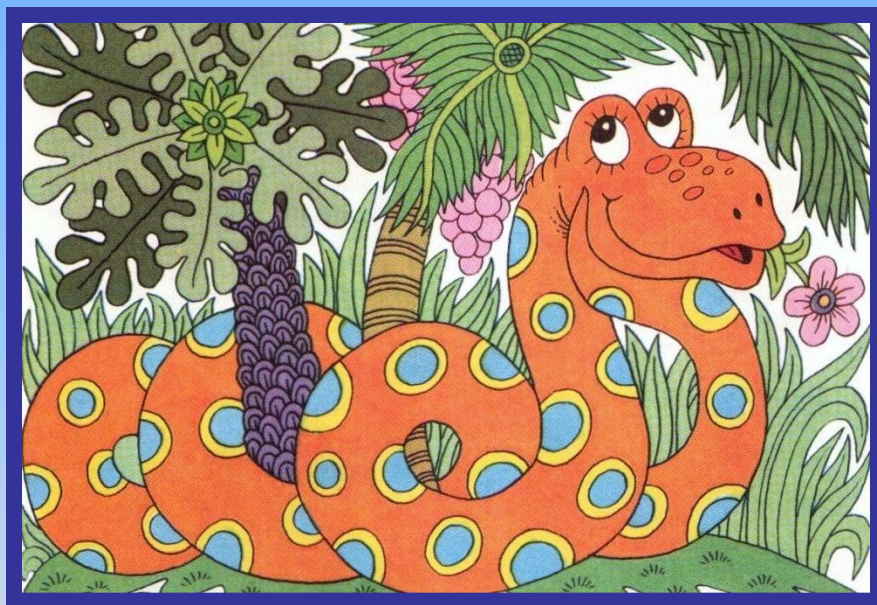
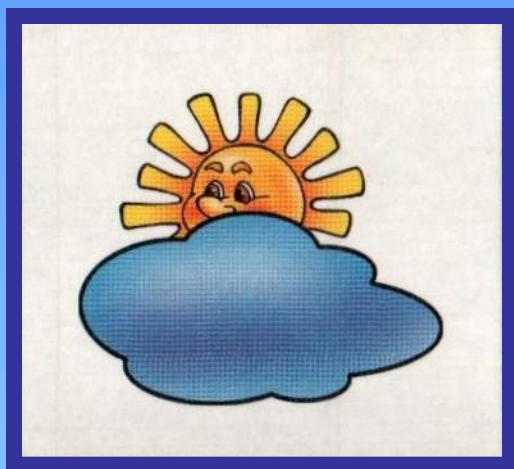


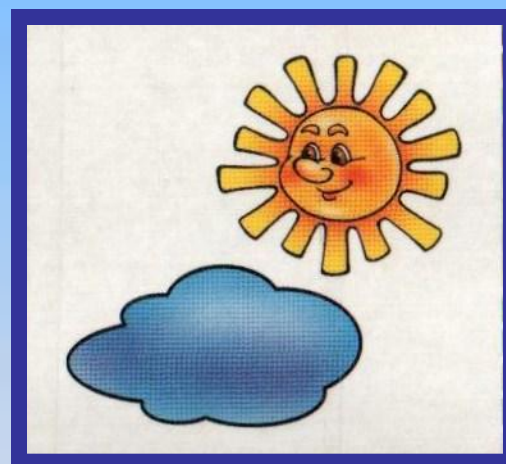
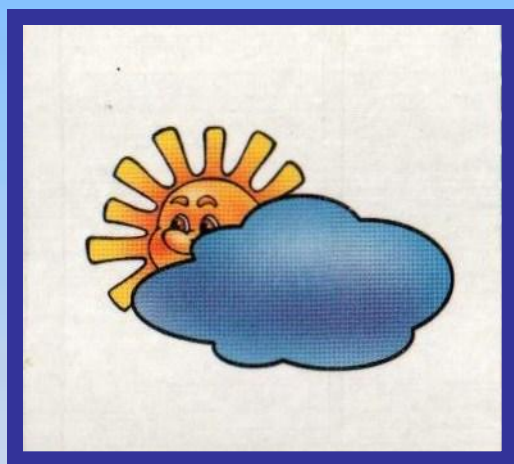
ЗАРЯДКА ДЛЯ РОЗУМУ



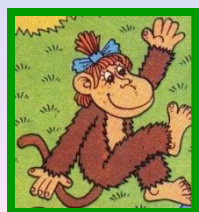
Логічна гра
«Знайди зайве»"



Завдання 1

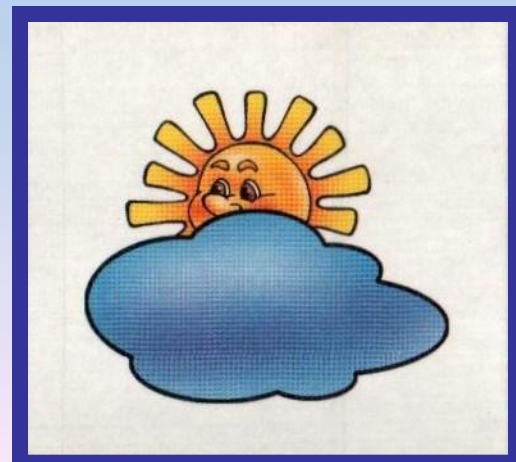
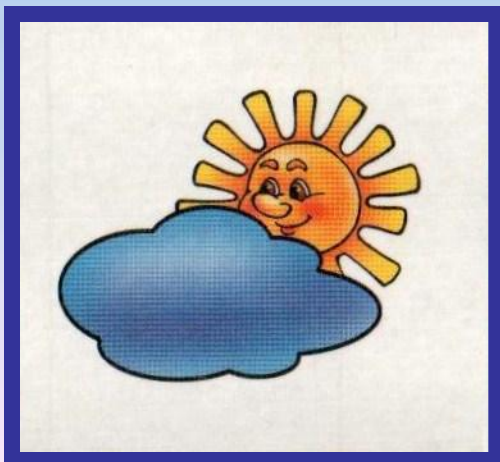
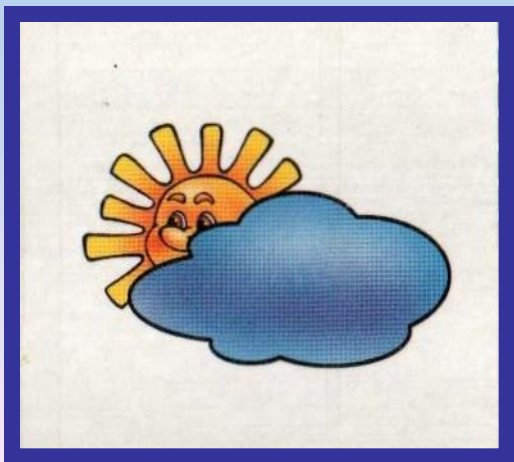
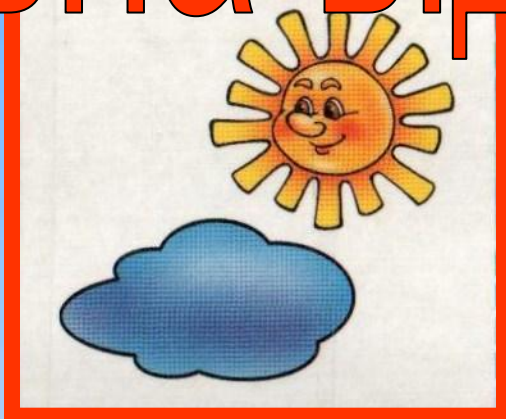


Знайди зайве

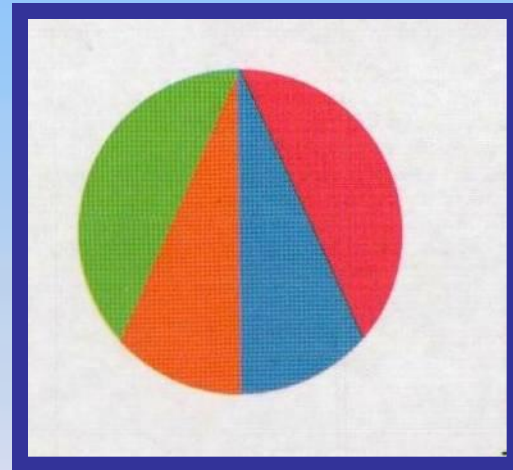
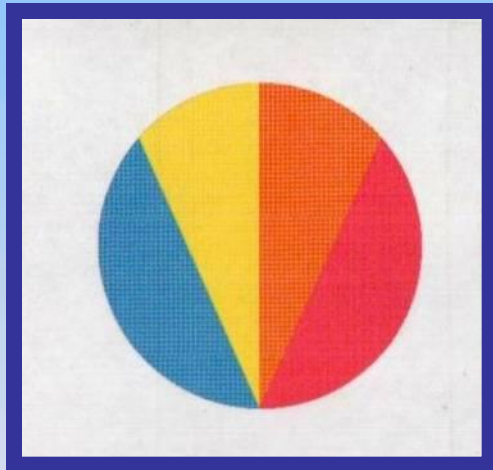
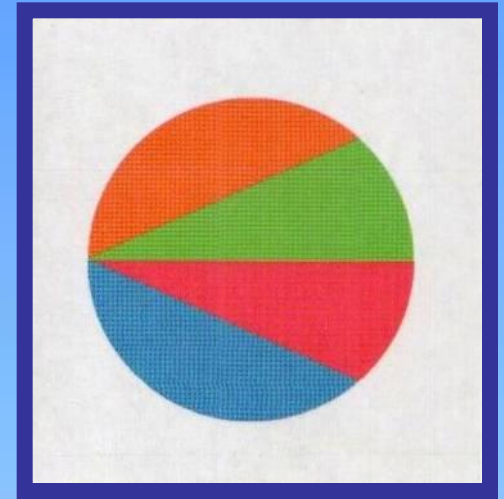
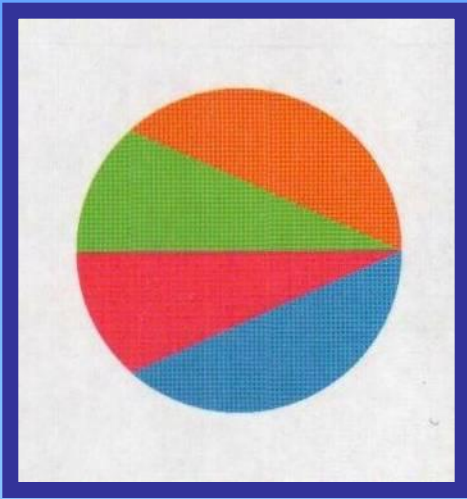




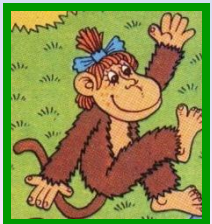
Правильна відповідь



Завдання
2

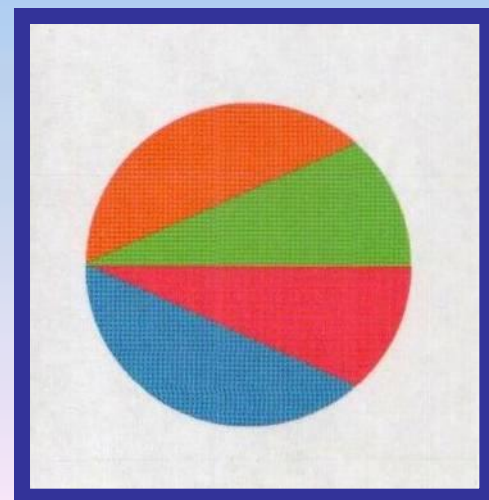
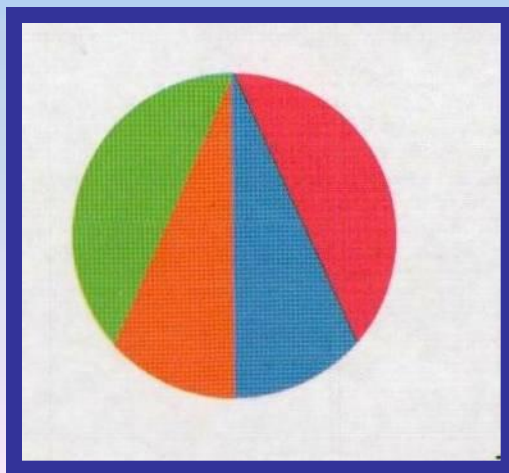
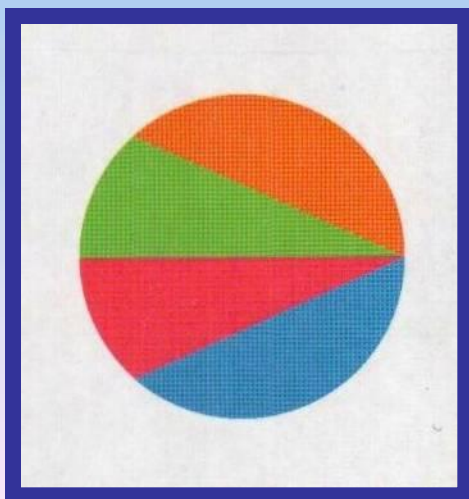
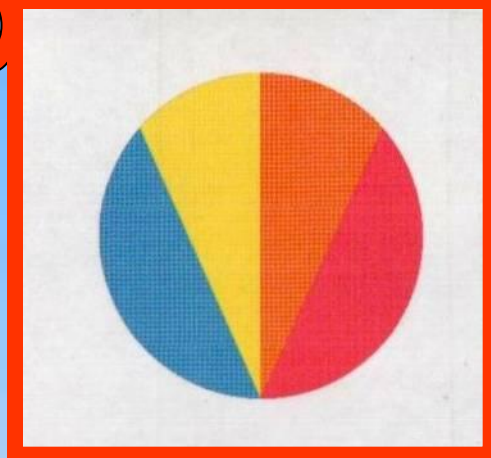


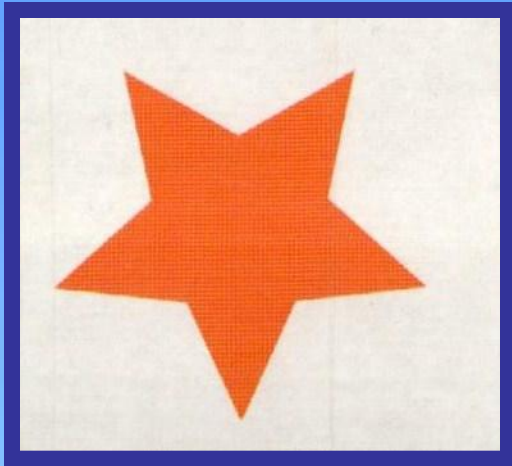
Знайди зайве



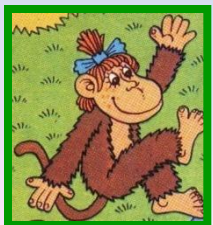
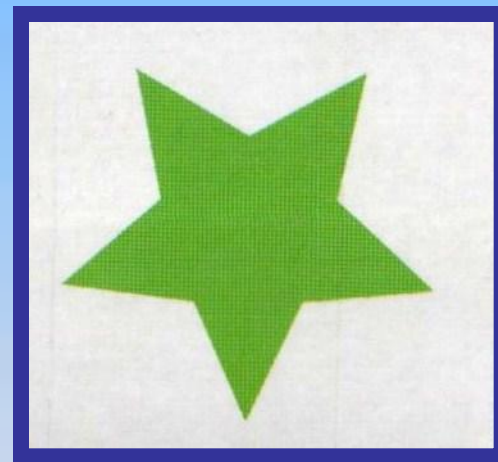


Правильна відповідь





Завдання
3

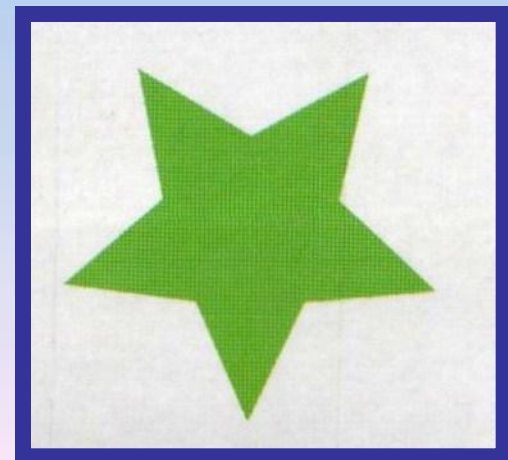
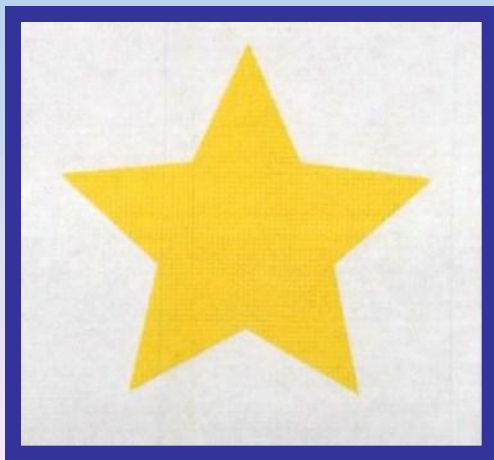
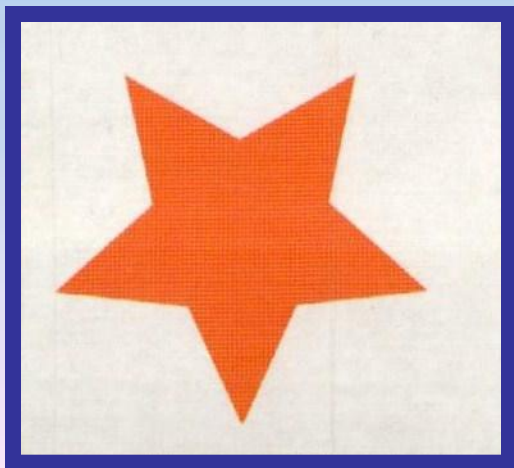
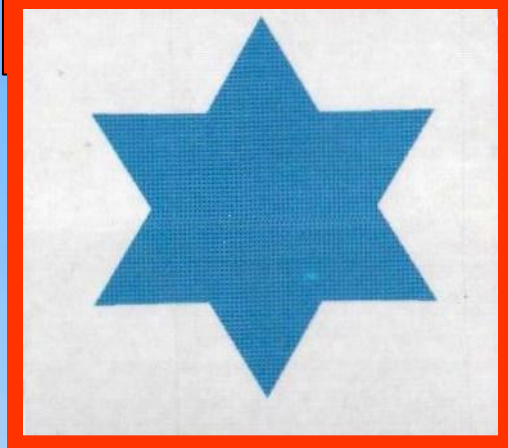


Знайди зайве



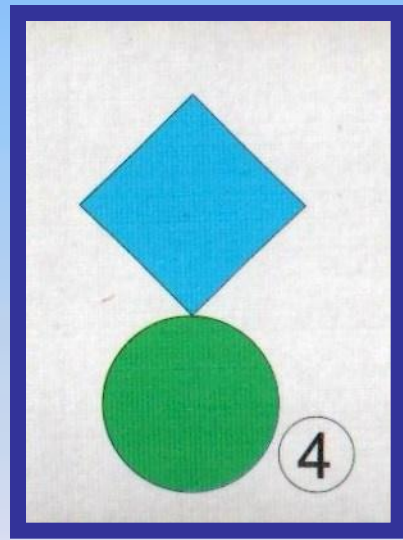
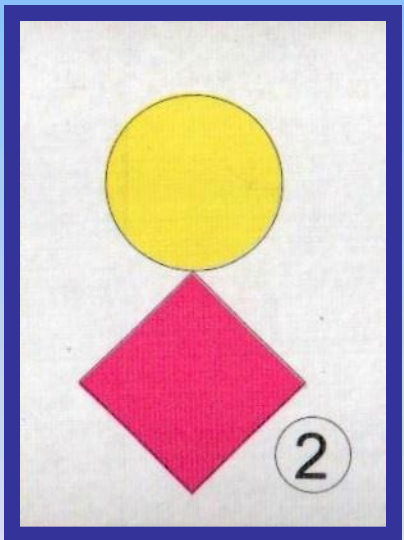
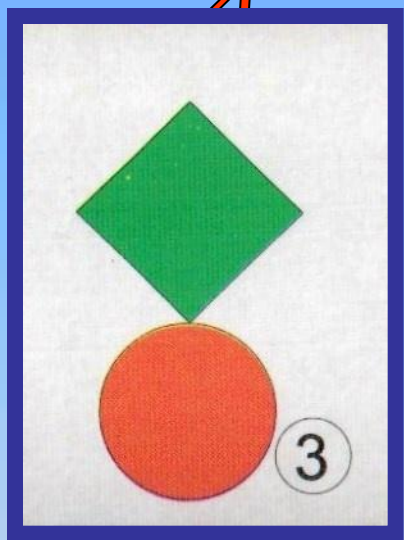
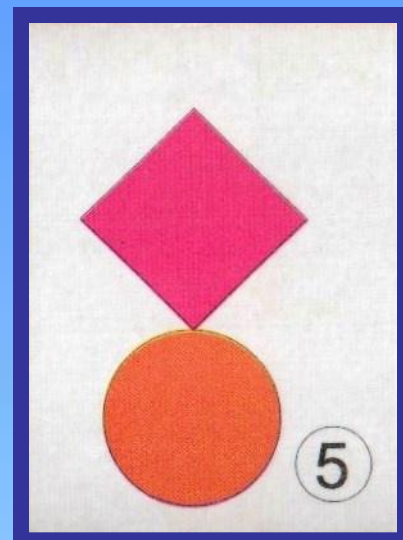
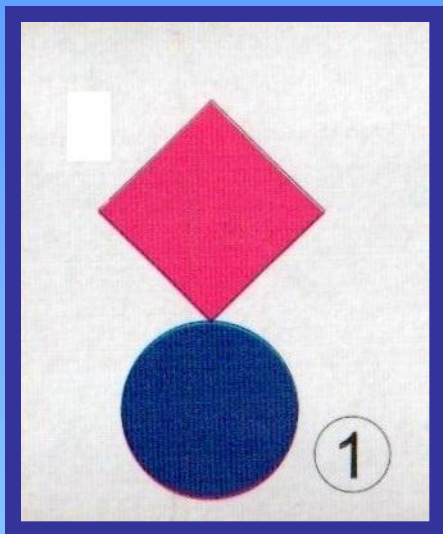


Правильна відповідь

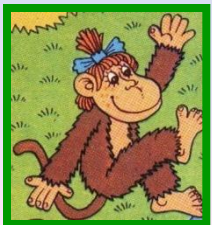


завдання

1

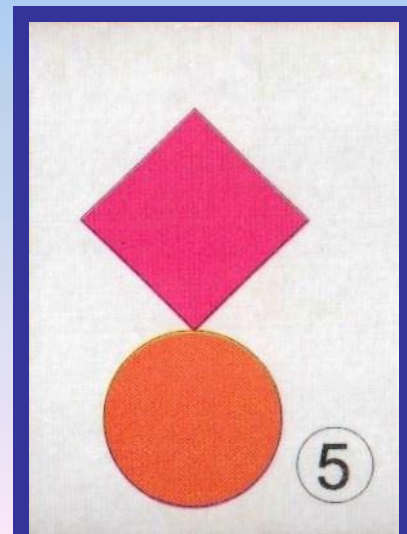
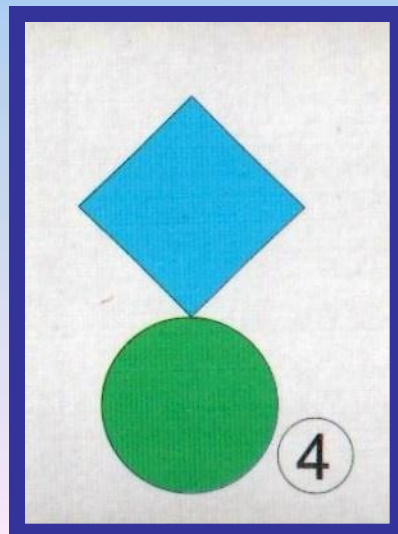
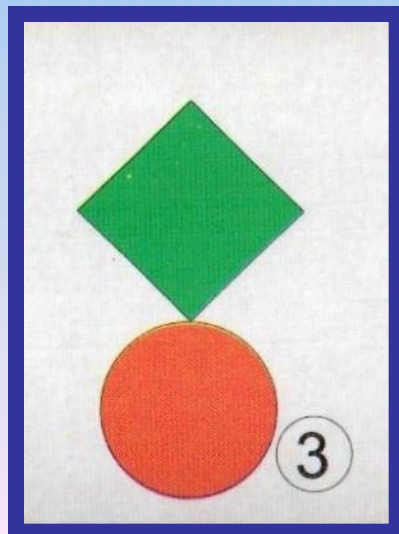
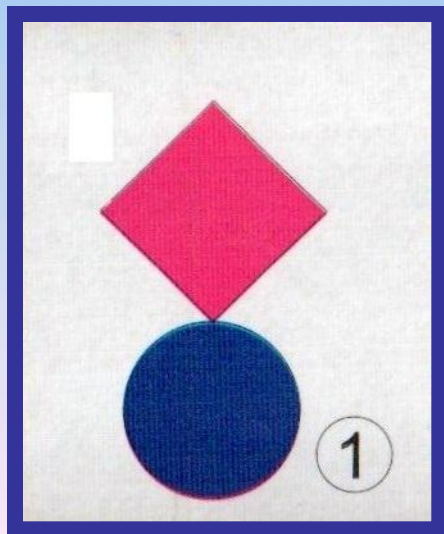
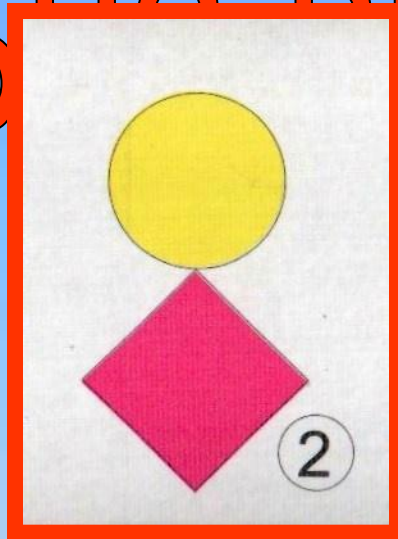


Знайди зайве

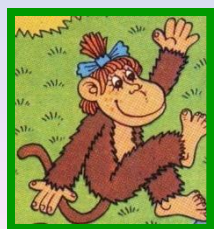
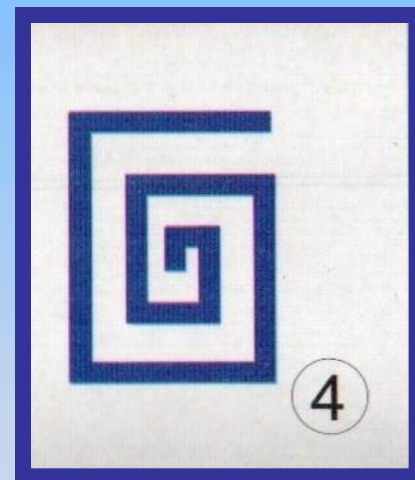
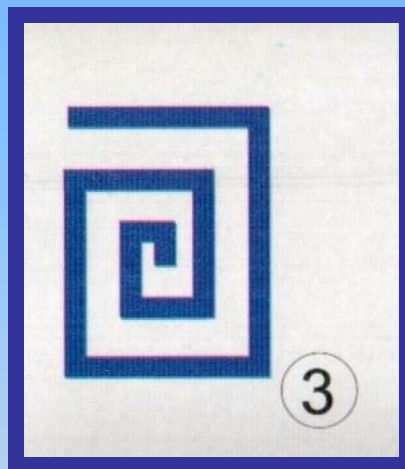
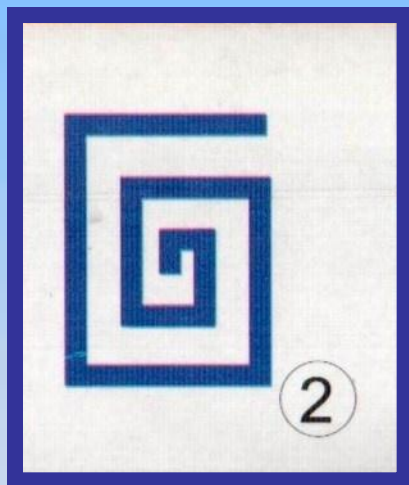




Правильна відповідь

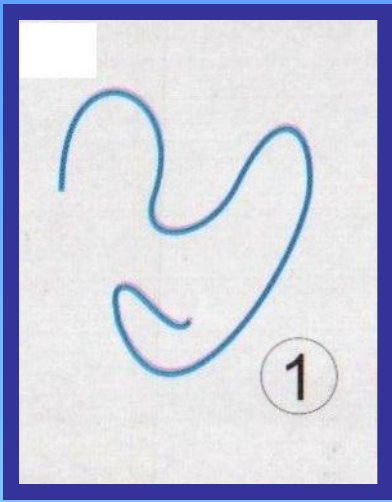


завдання
5

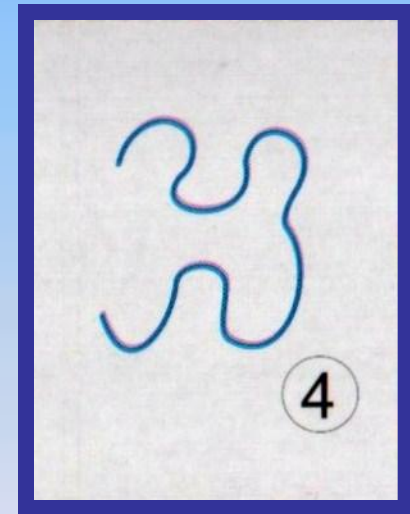
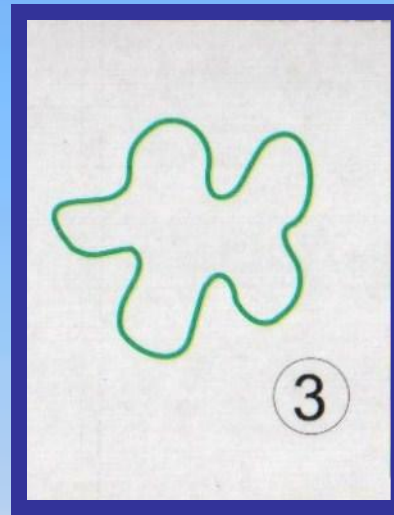
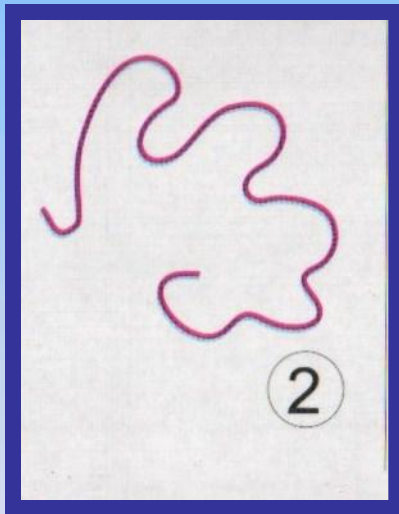


Знайди зайве





Завдання 6

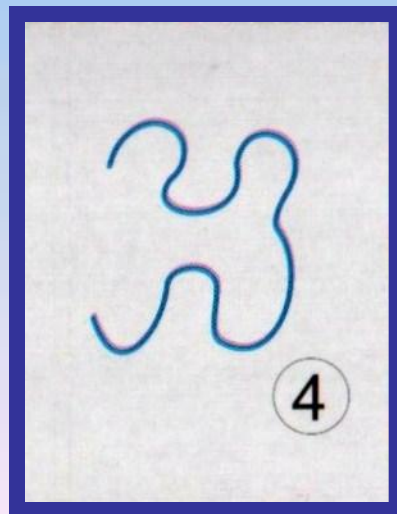
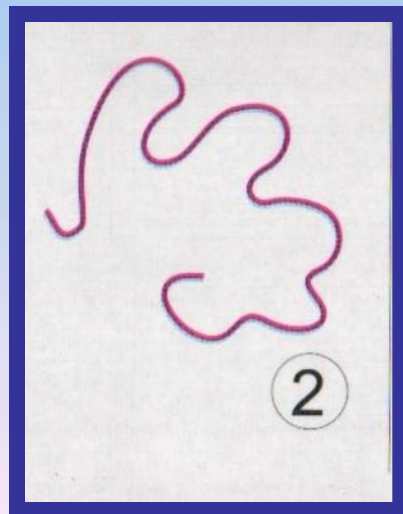
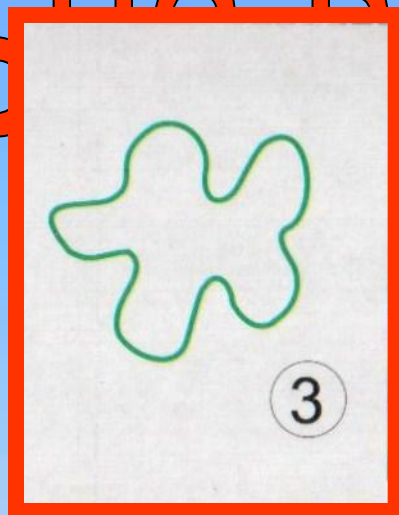


Знайди зайве

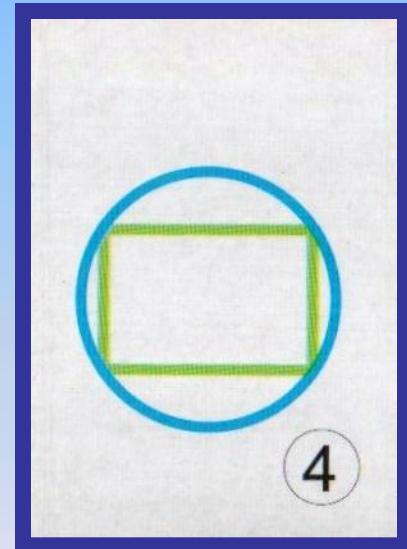
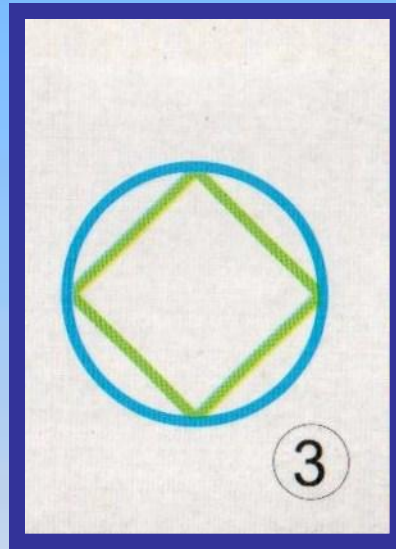
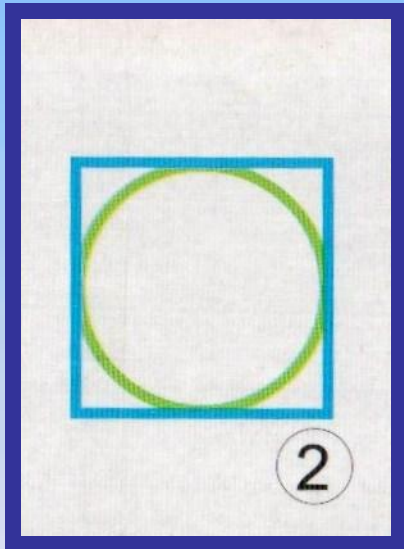
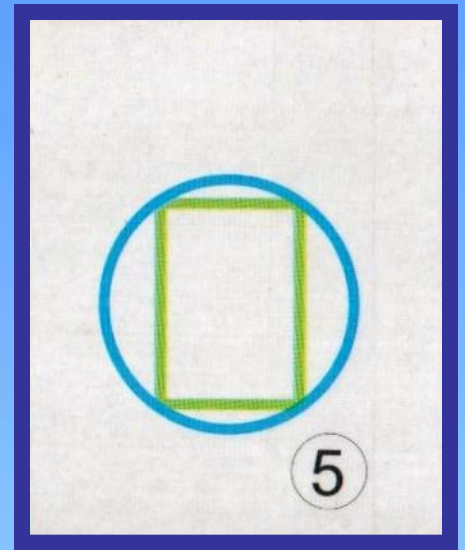
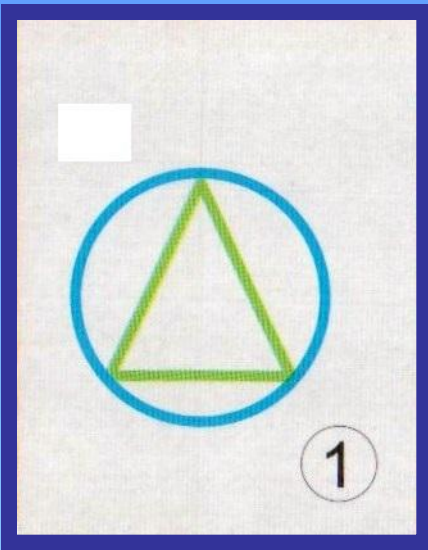




Правильна відповідь



Завдання 7

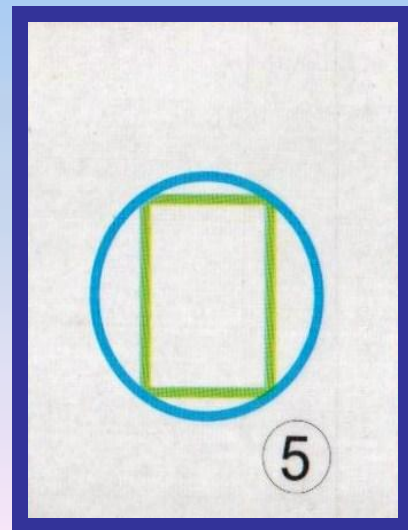
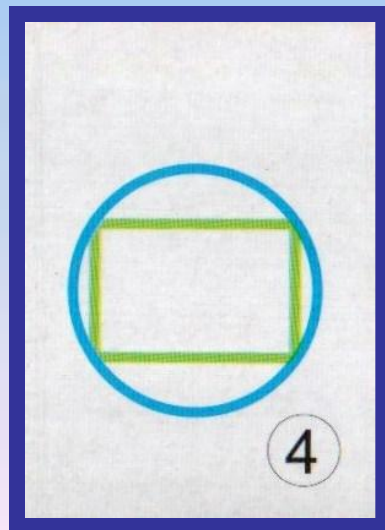
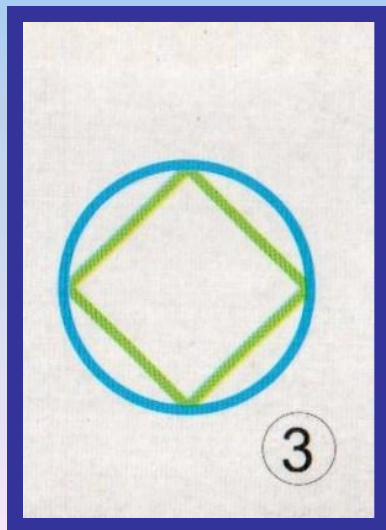
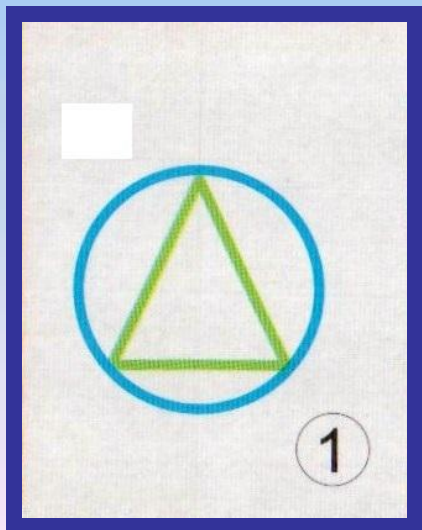
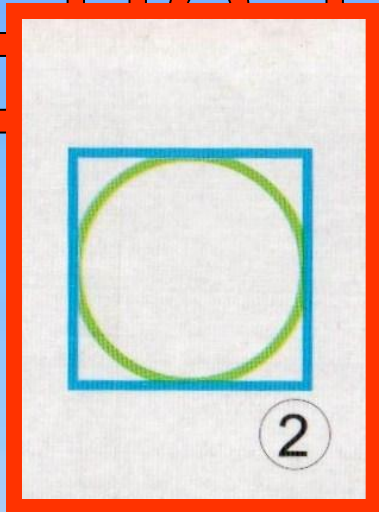


Знайди зайве

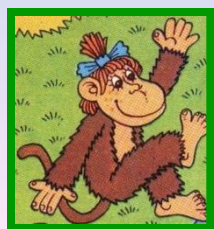
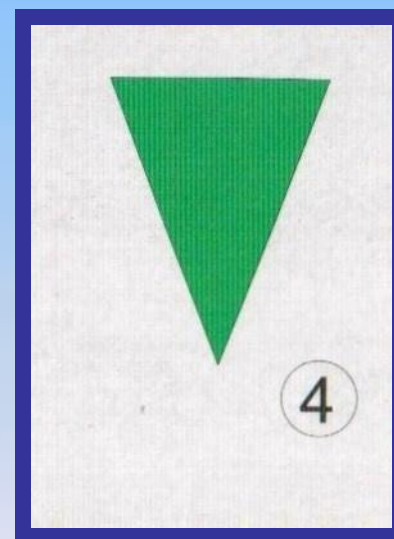
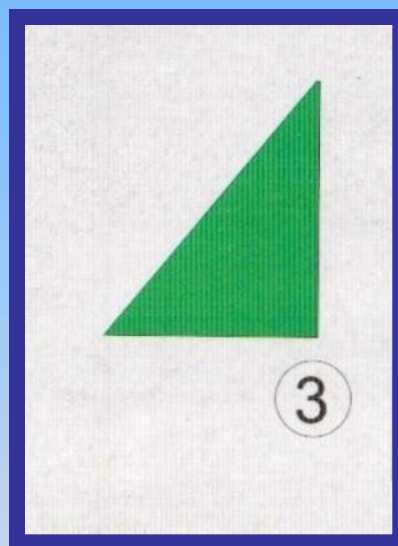
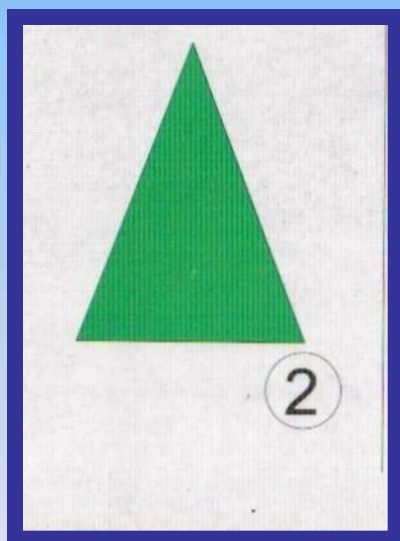
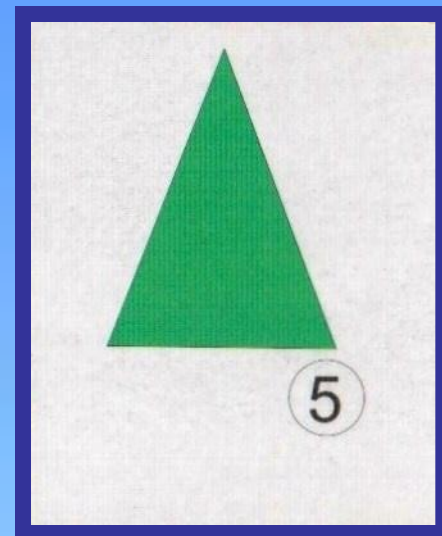
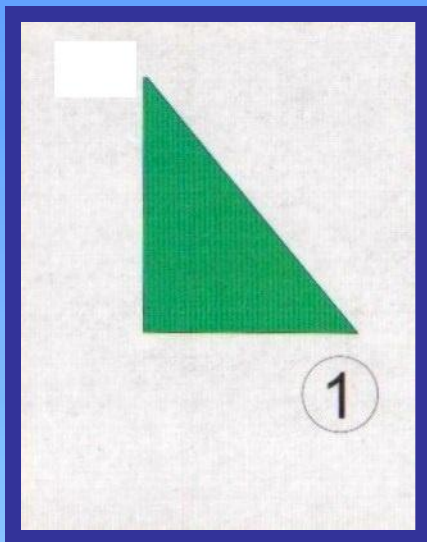




Правильна відповідь



Завдання
8

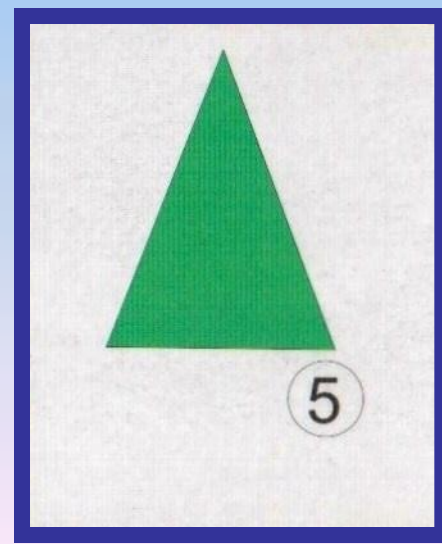
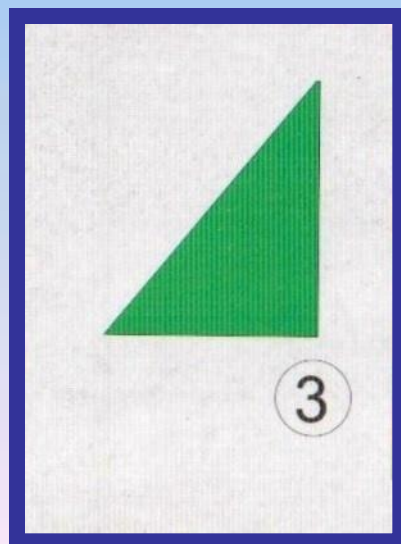
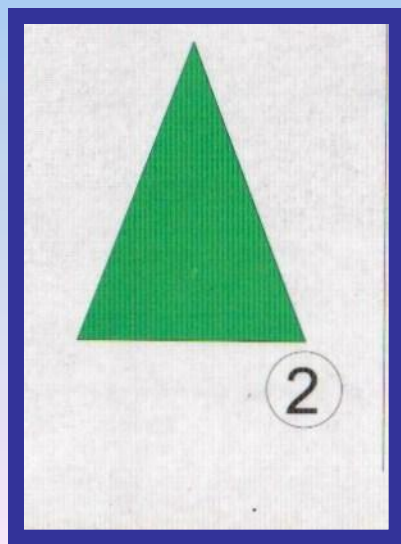
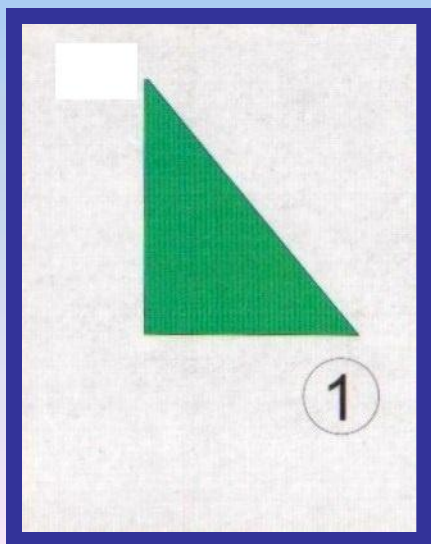


Знайди зайве





Правильна відповідь



Завдання
9

25

1

54

5

41

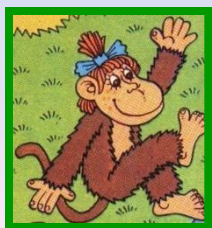
2

33

3

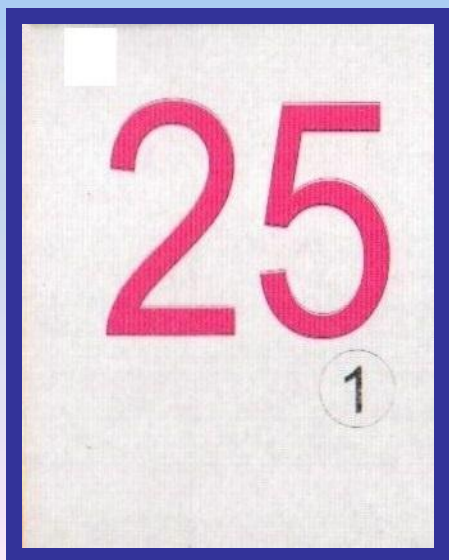
62

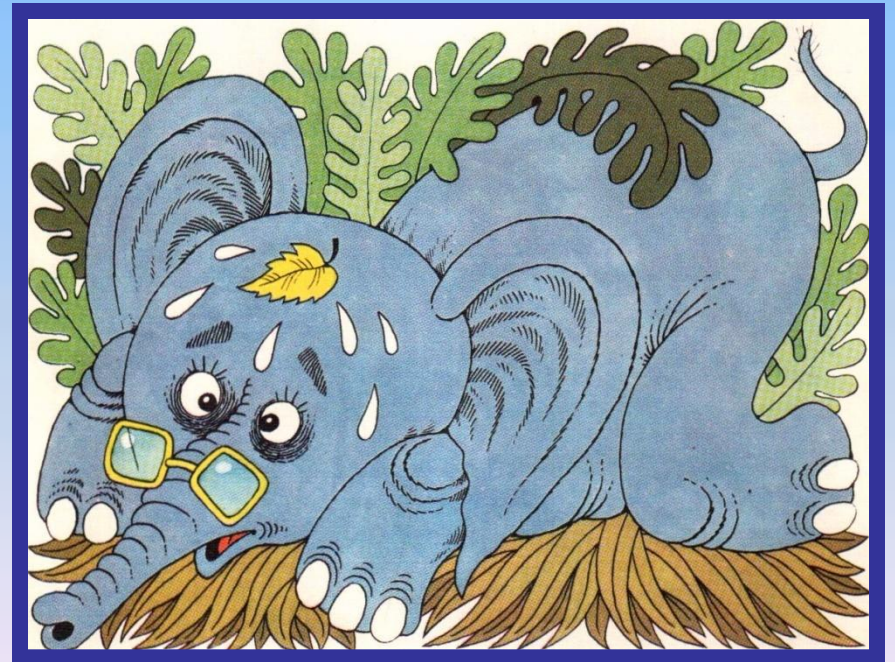
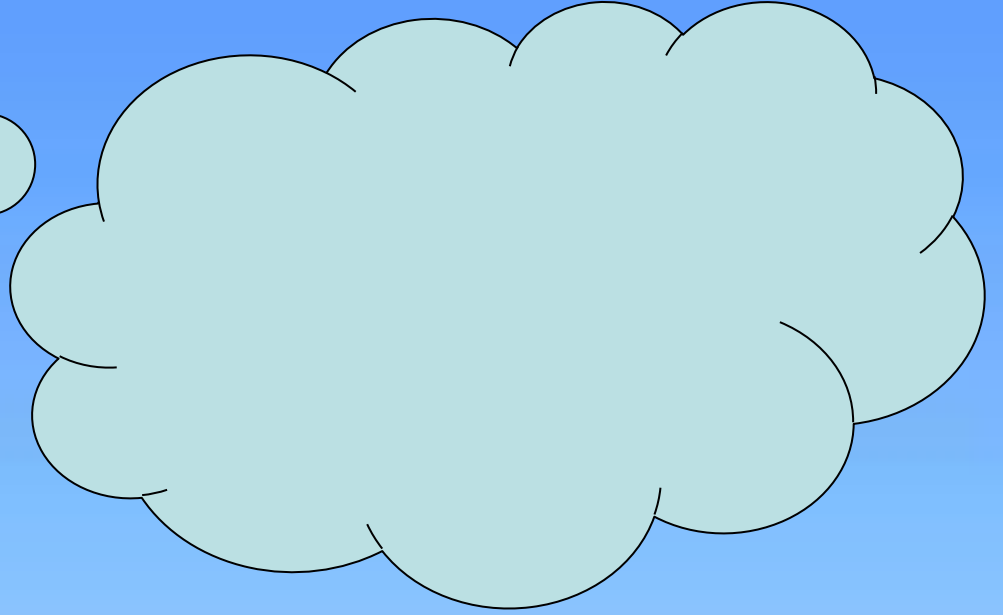
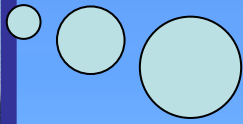
4





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)