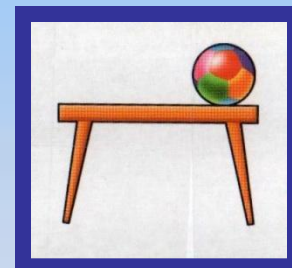
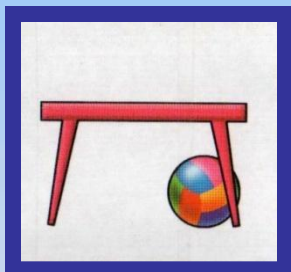
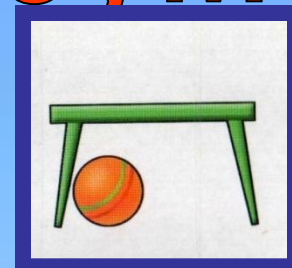
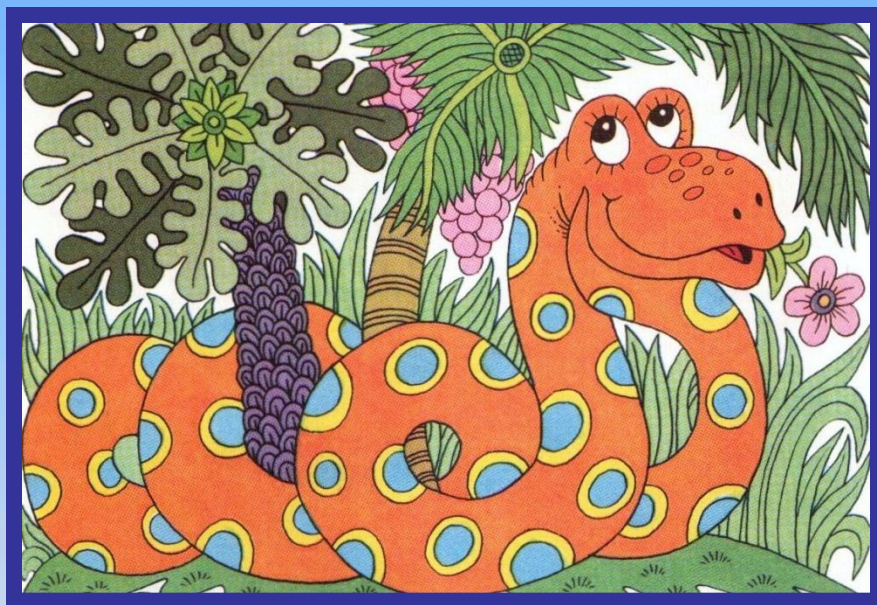
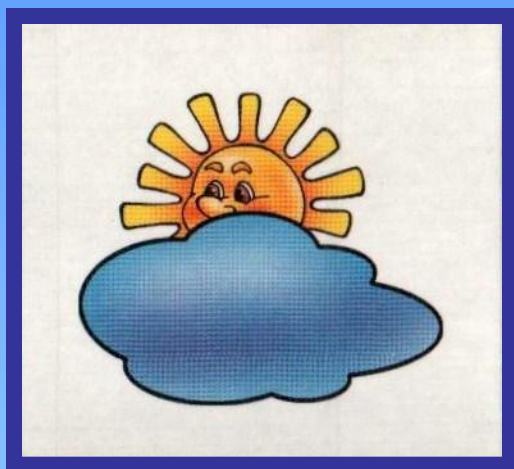


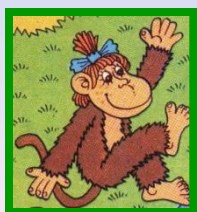
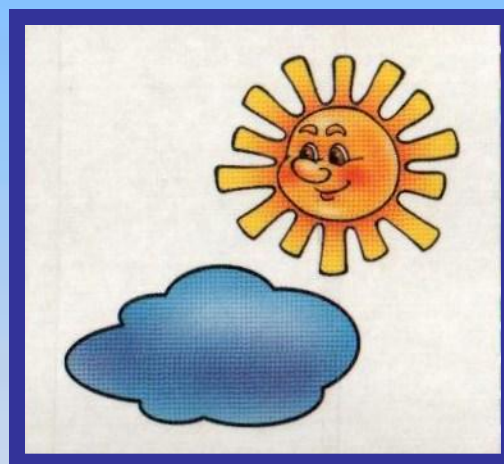
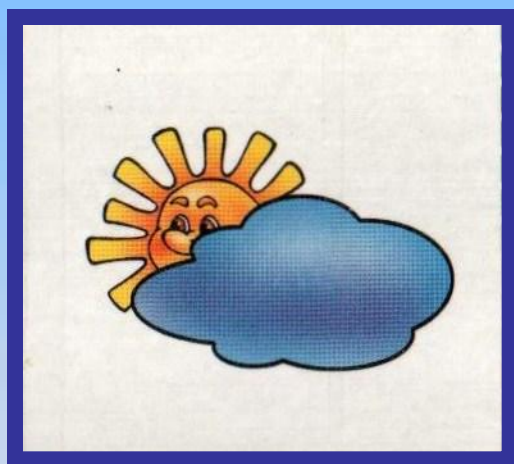
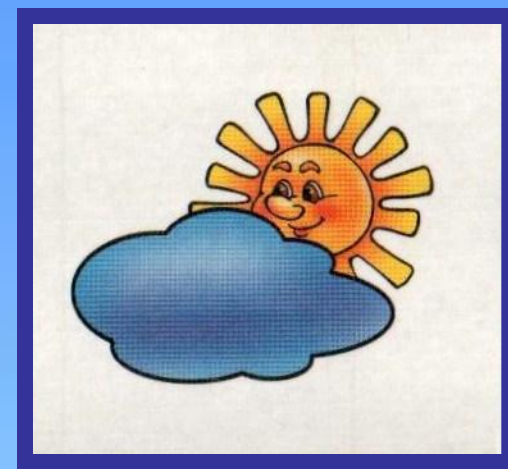
ЗАРЯДКА ДЛЯ РОЗВУМУ



Логічна гра
«Знайди зайве»"



Завдання 1

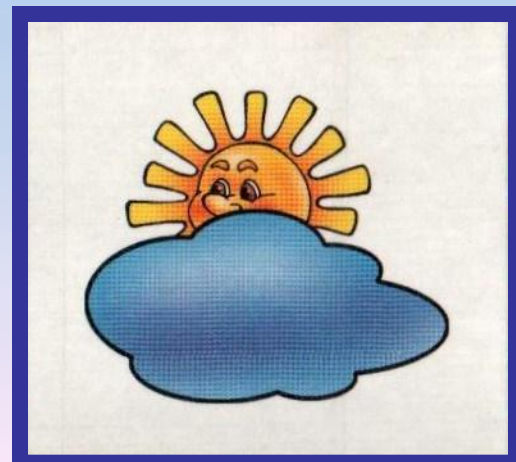
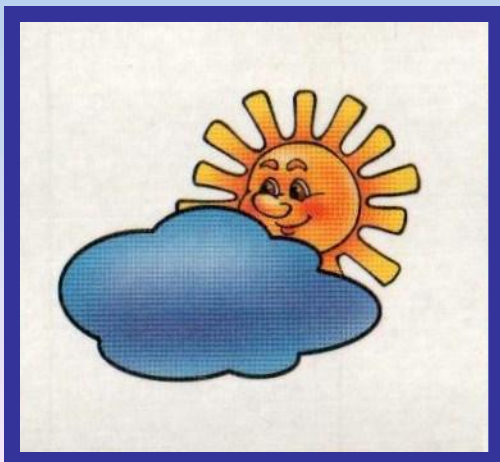
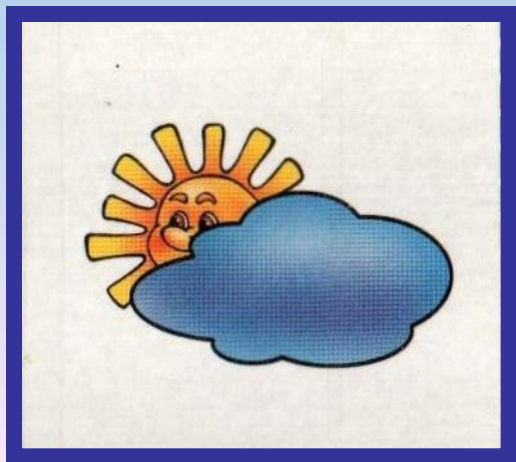


Знайди зайве

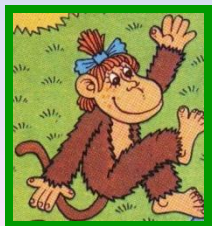
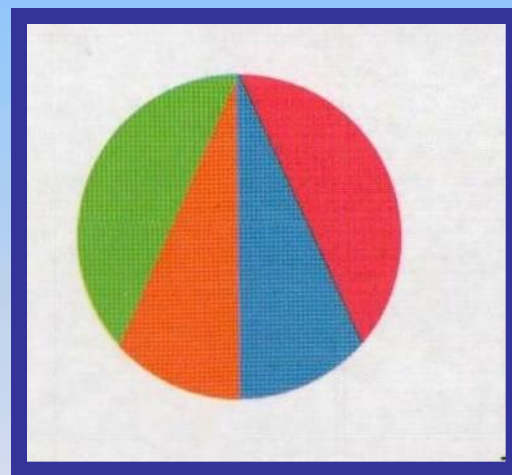
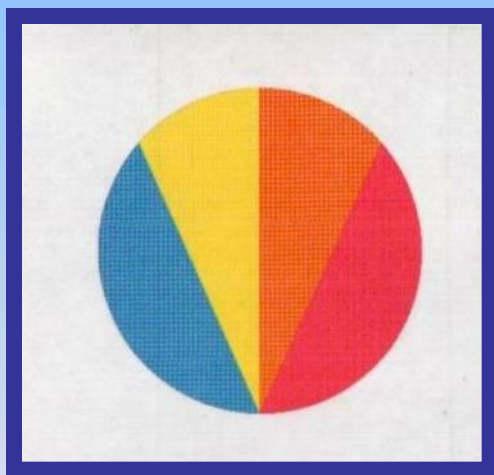
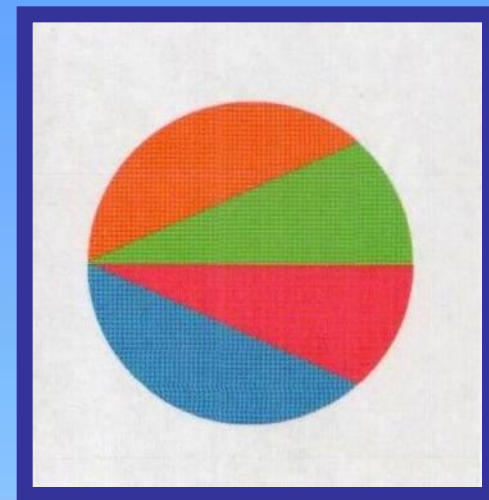
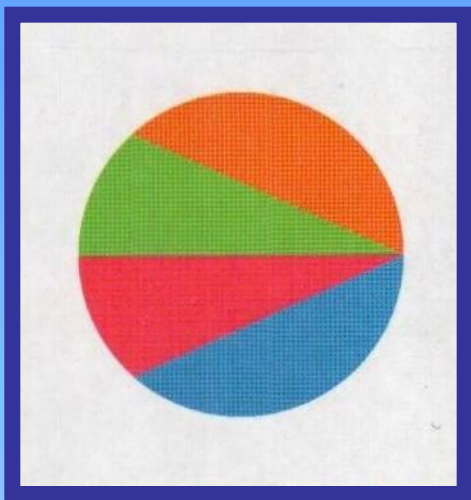




Правильна відповідь



Завдання 2

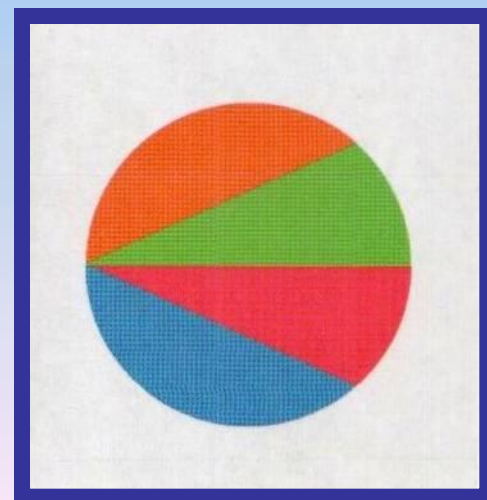
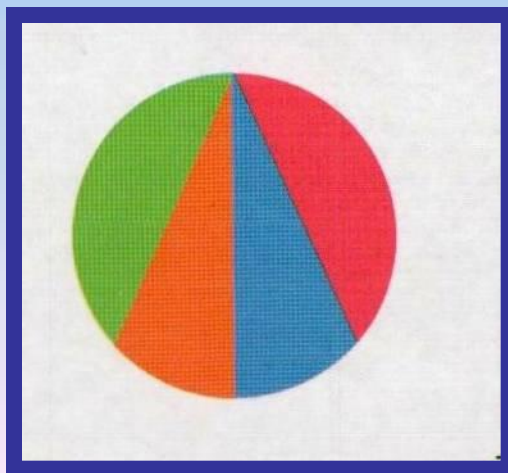
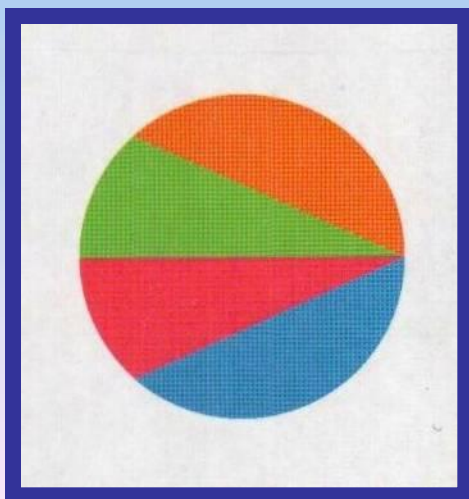
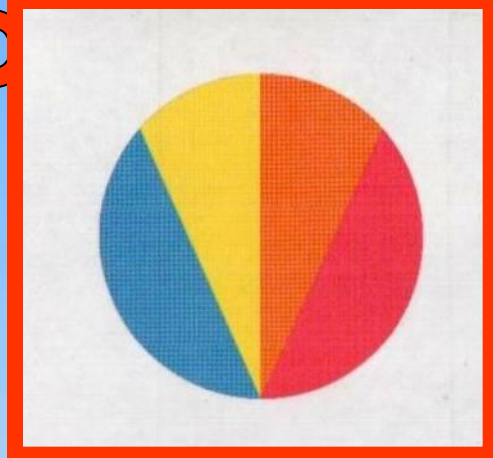


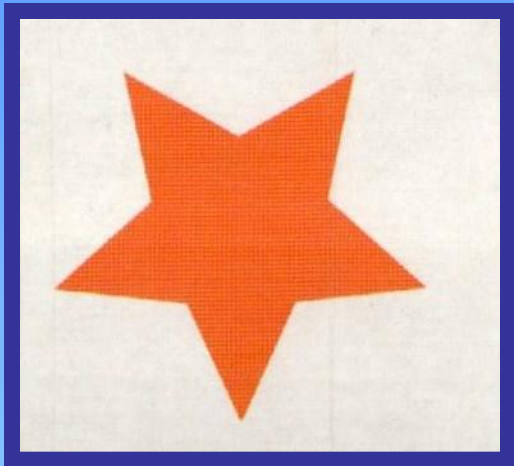
Знайди зайве



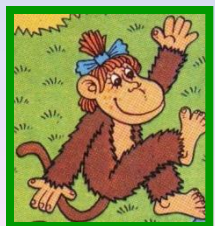
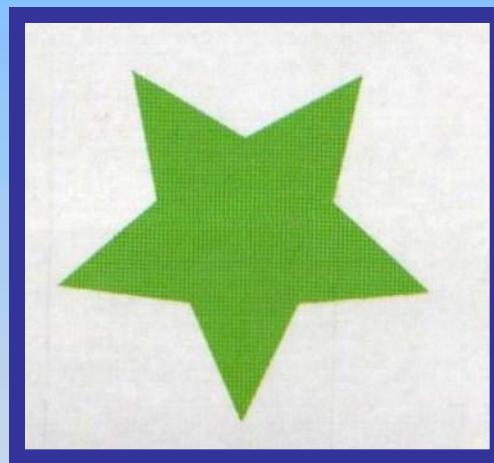
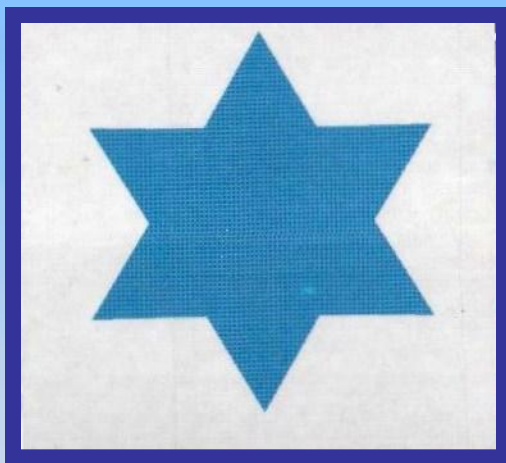


Правильна відповідь





Завдання 3

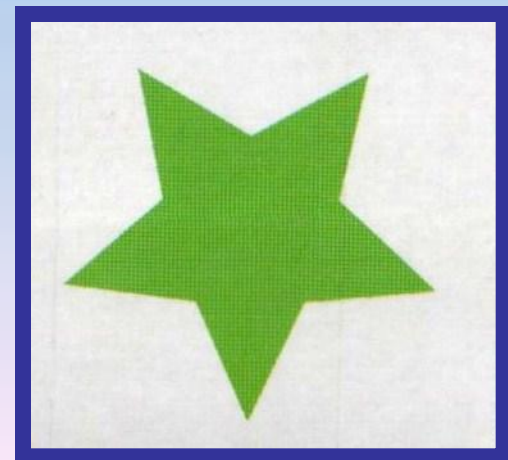
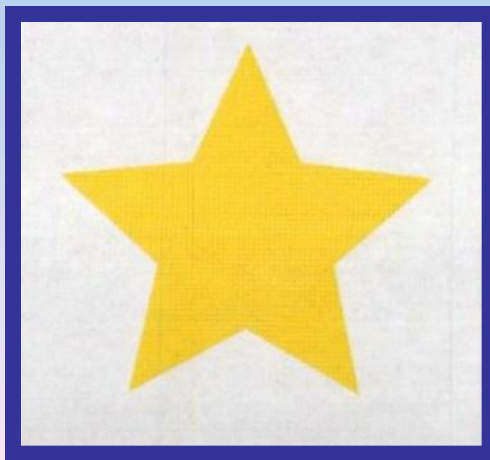
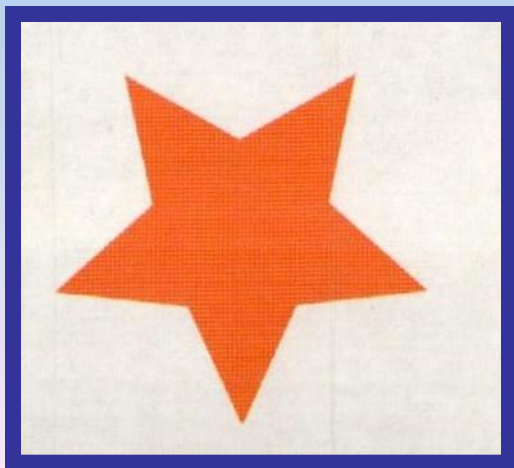
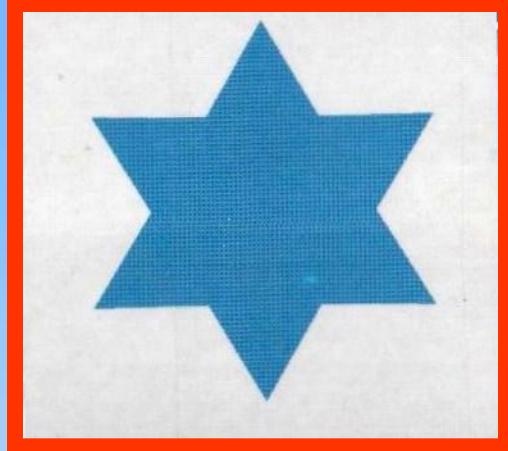


Знайди зайве

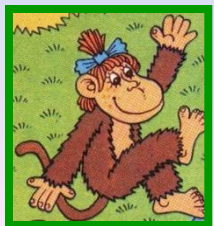
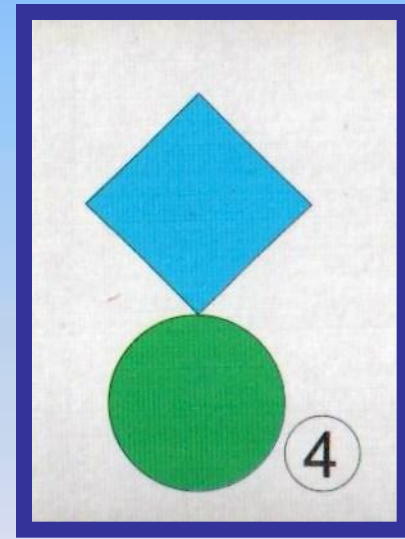
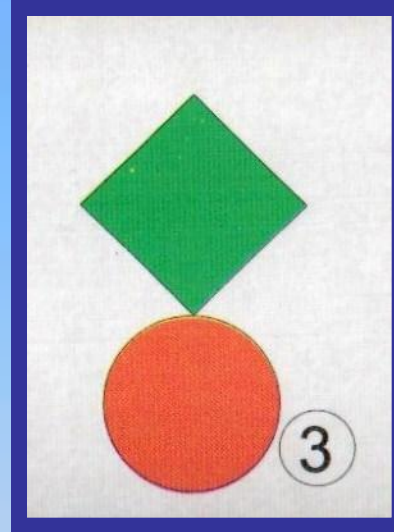
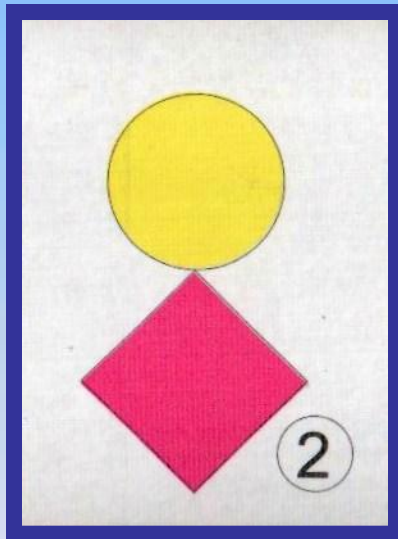
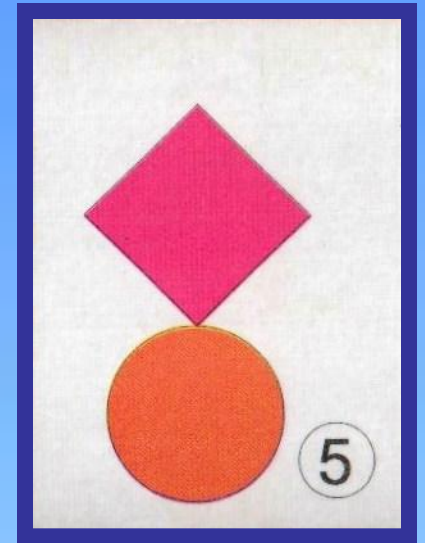
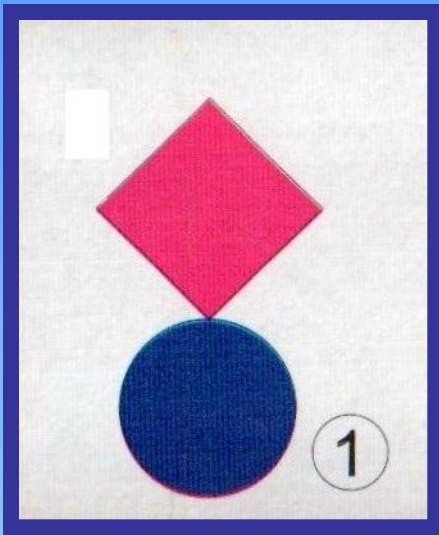




Правила на відповідь



Завдання 4

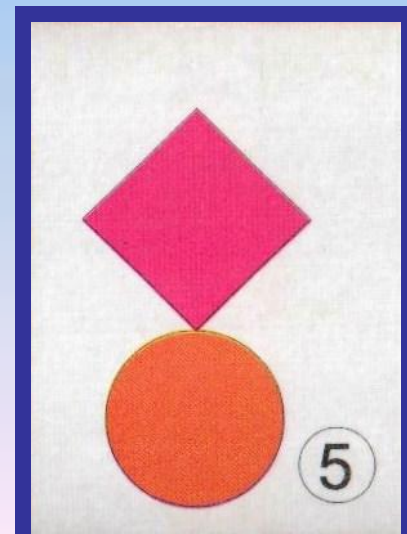
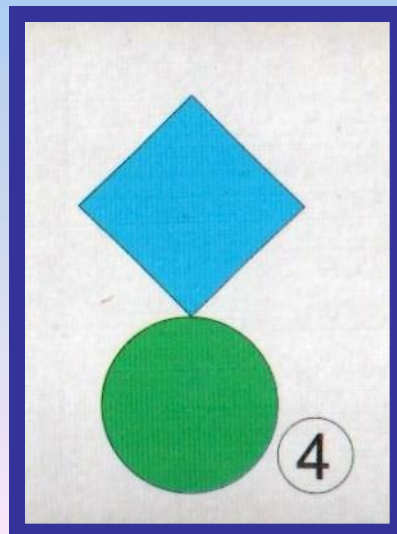
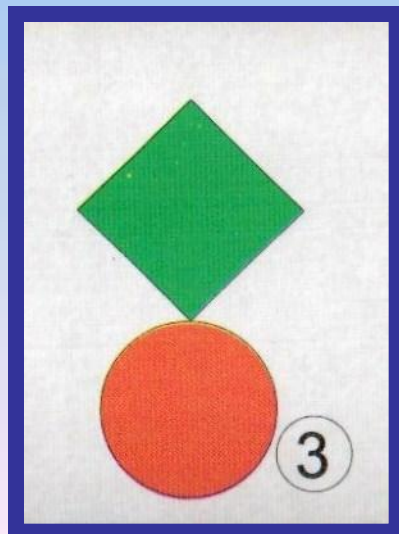
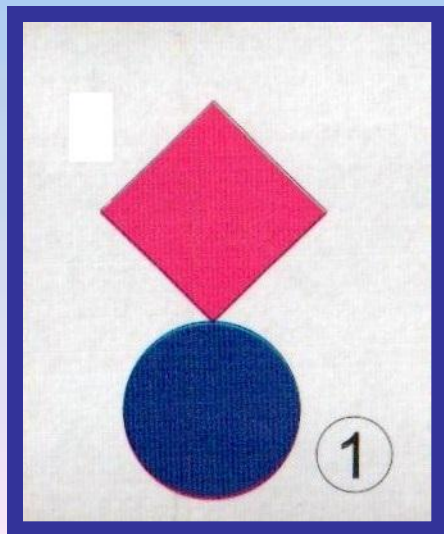
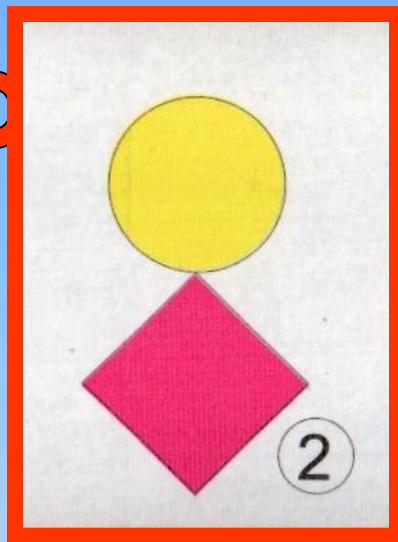


Знайди зайве

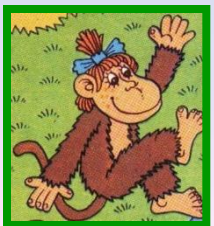
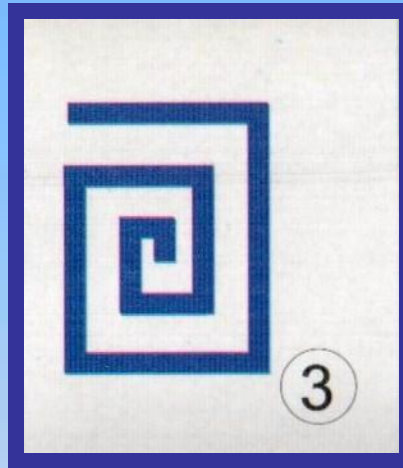
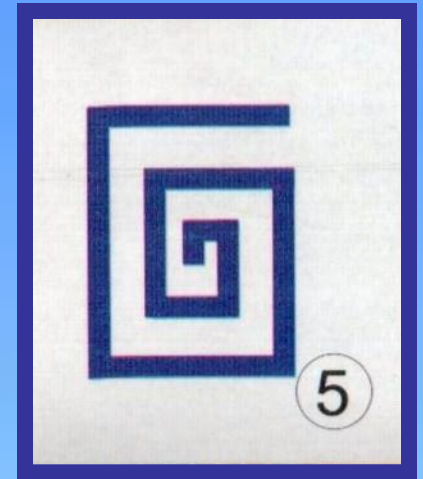




Правильна відповідь



Завдання 5

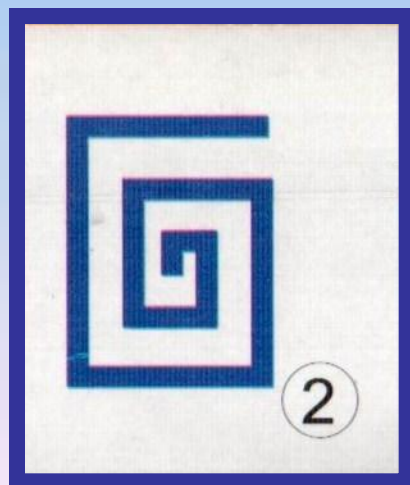
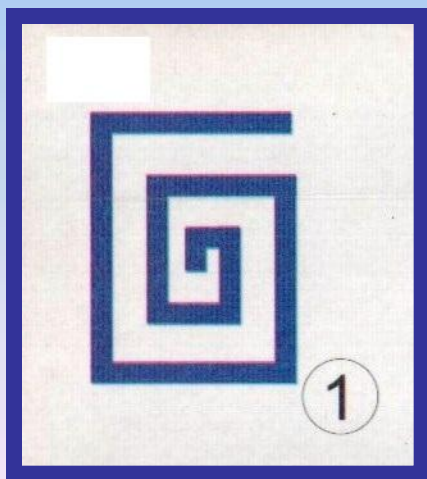
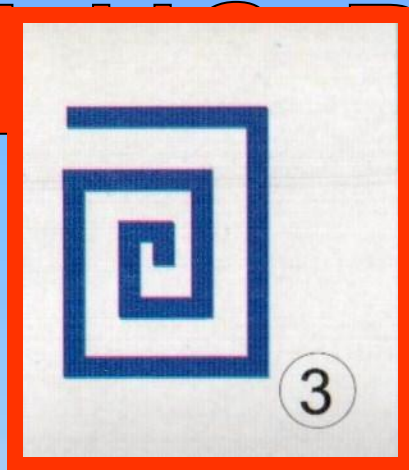


Знайди зайве

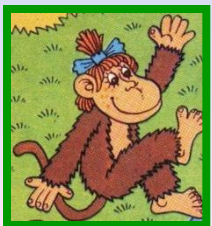
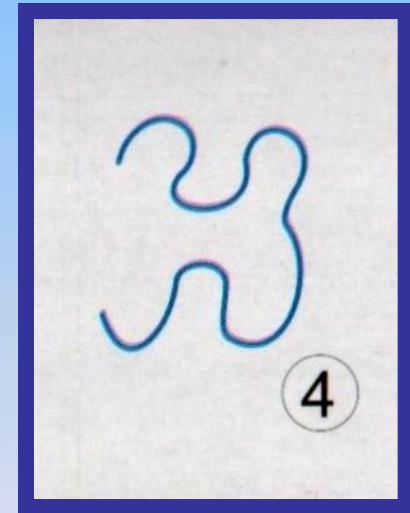
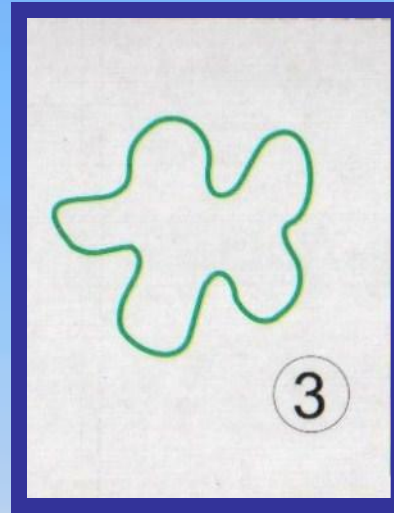
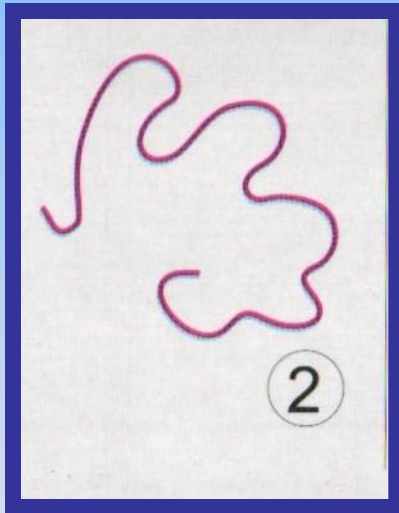
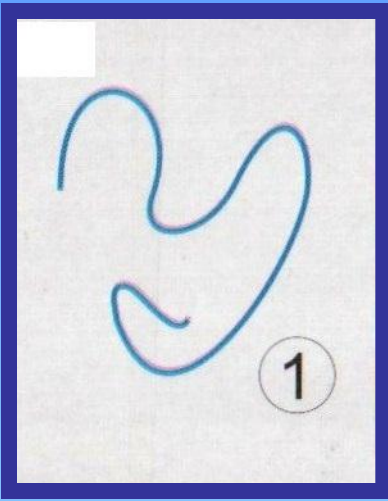




Правила відповідь



Завдання 6

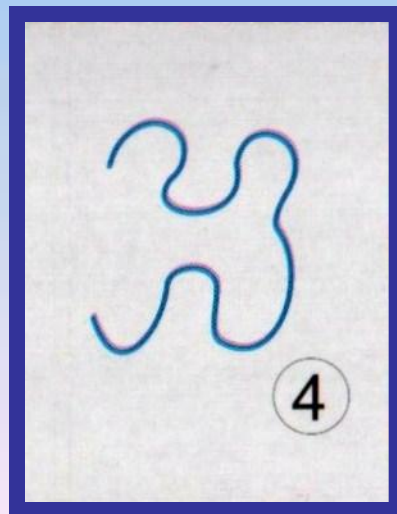
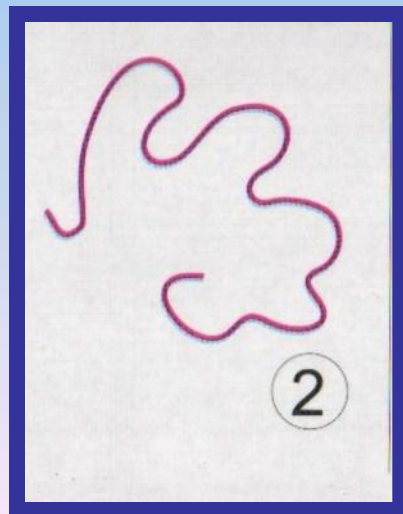
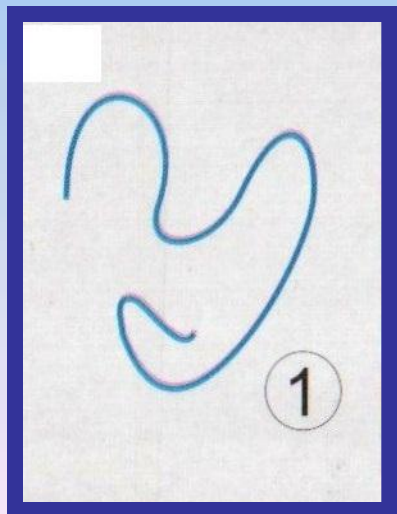
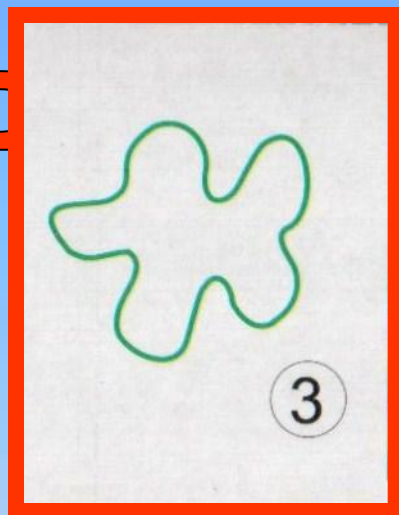


Знайди зайве

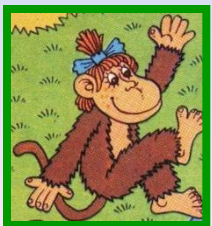
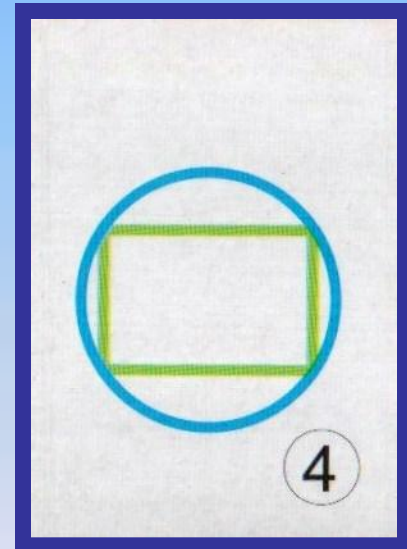
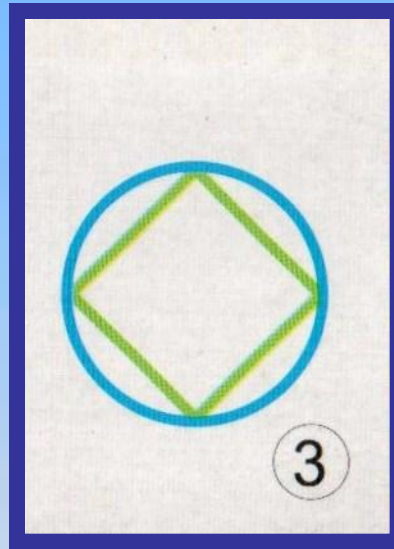
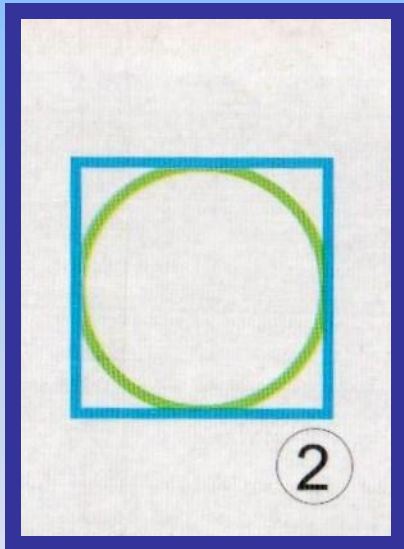
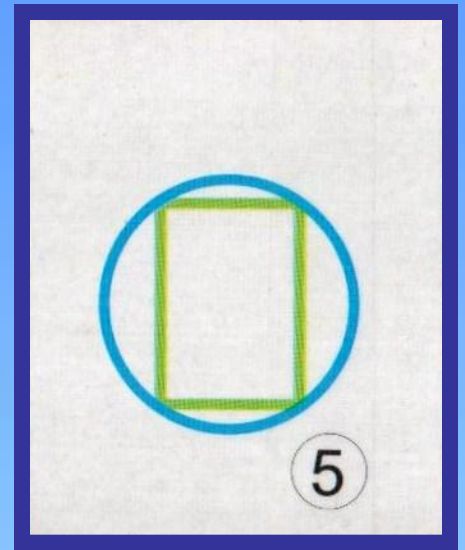
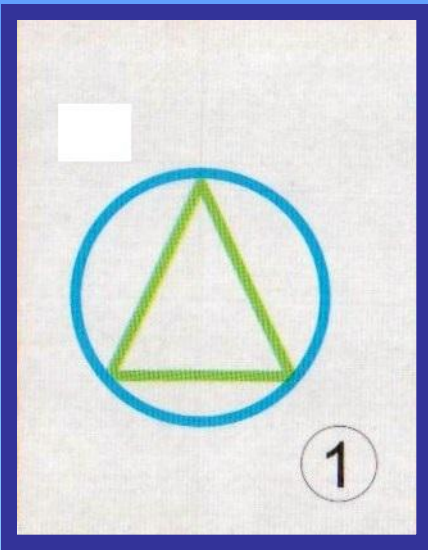




Правила відповідь



Завдання 7

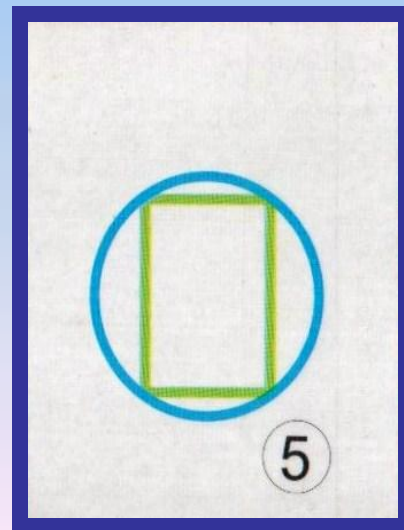
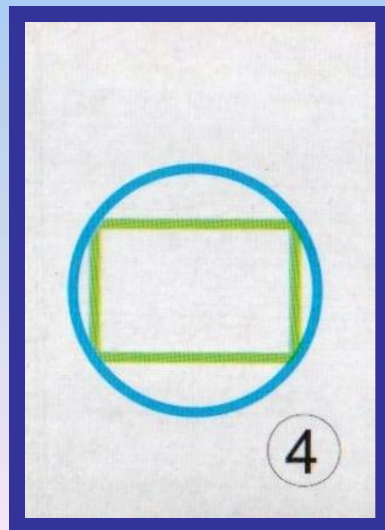
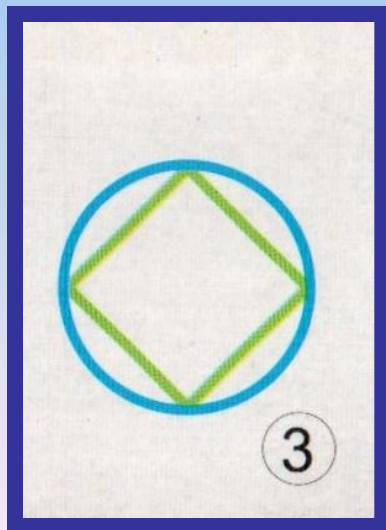
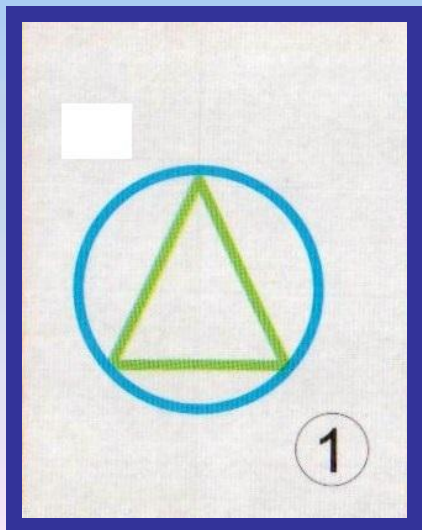
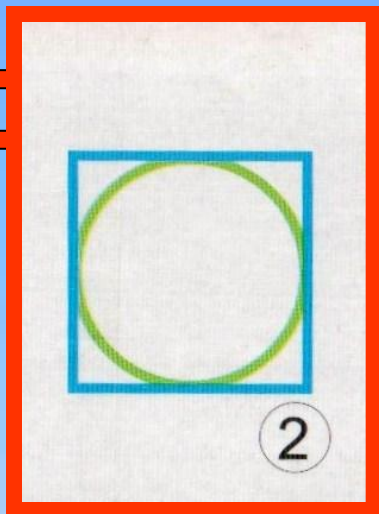


Знайди зайве

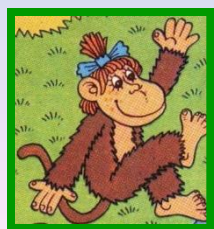
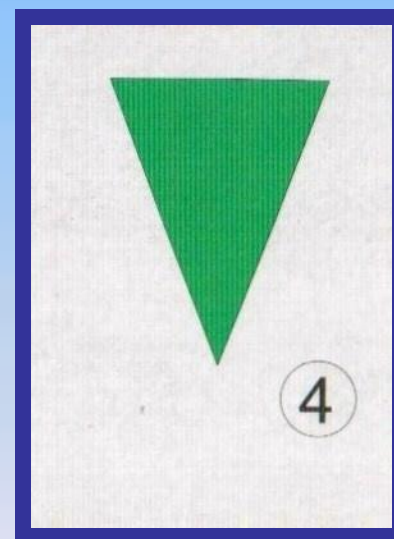
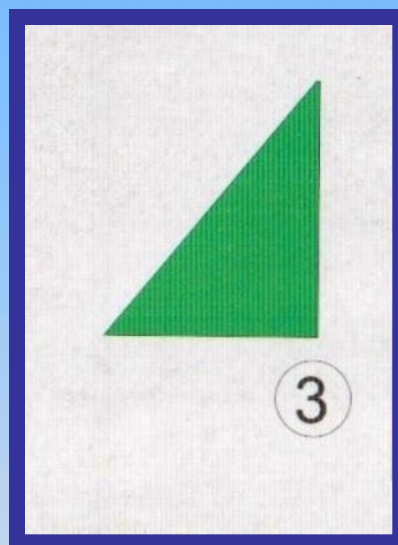
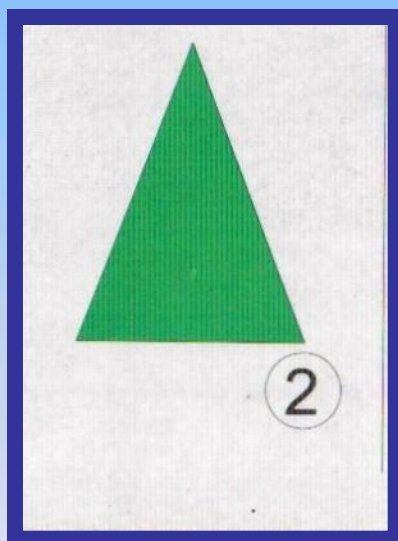
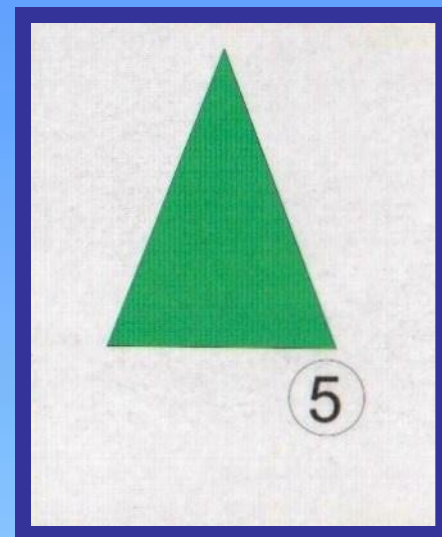
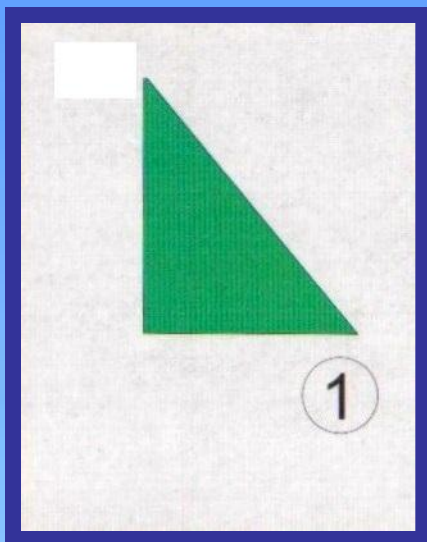




Правила відповідь



Завдання 8

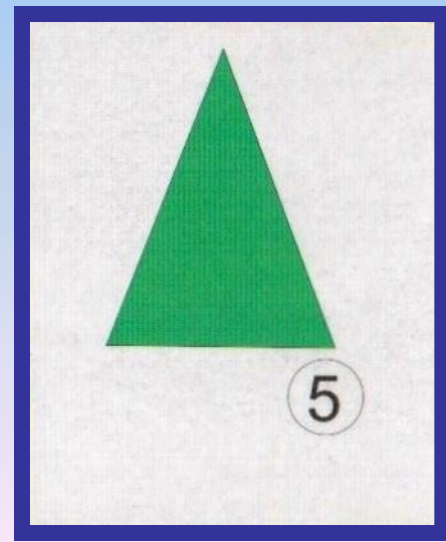
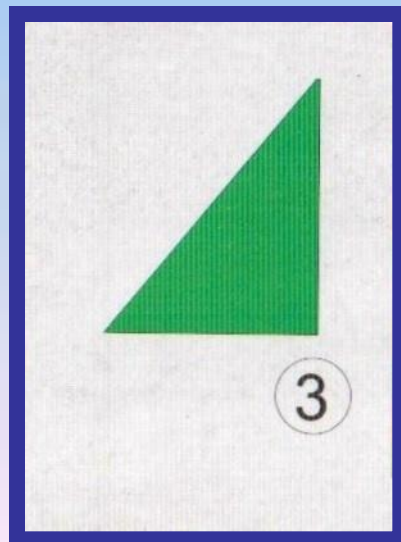
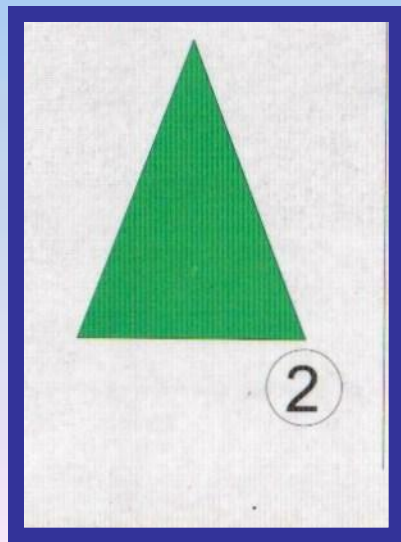
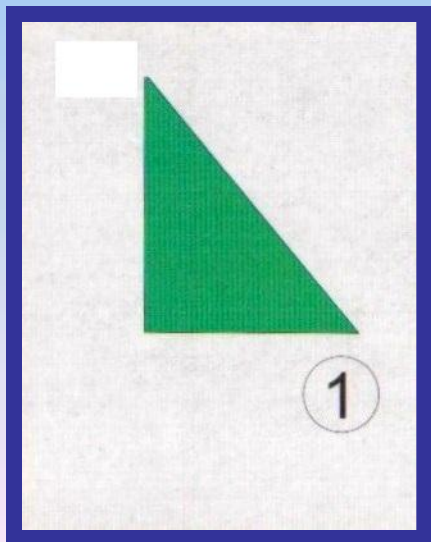
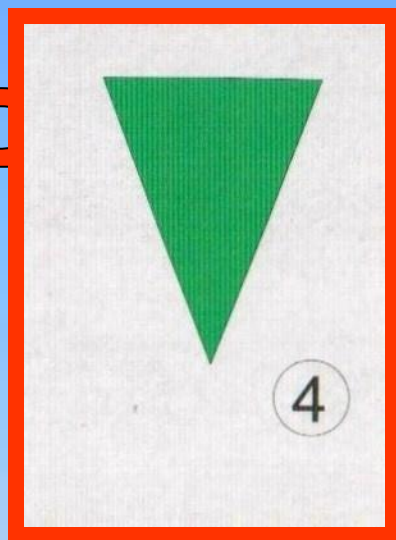


Знайди зайве





Правила відповідь



Завдання 9

25

1

54

5

41

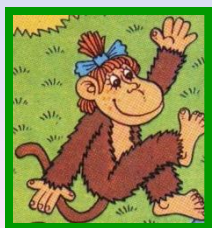
2

33

3

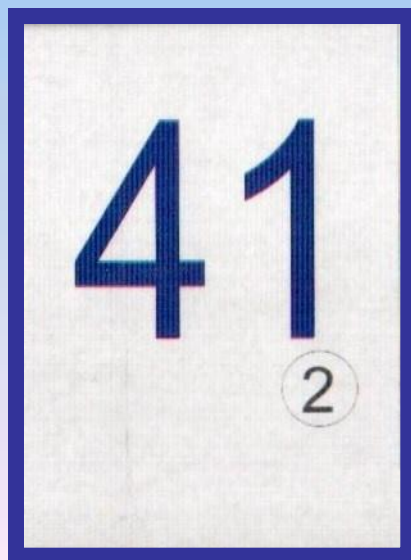
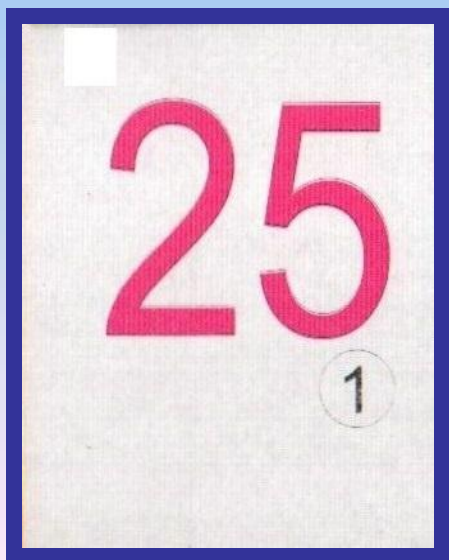
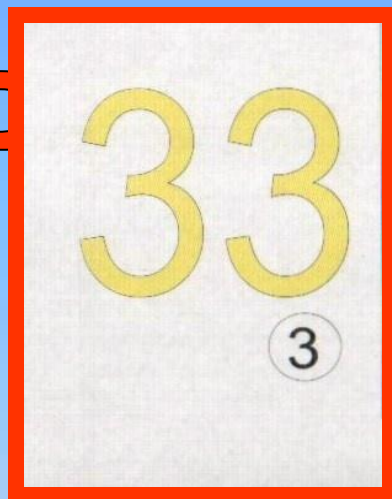
62

4



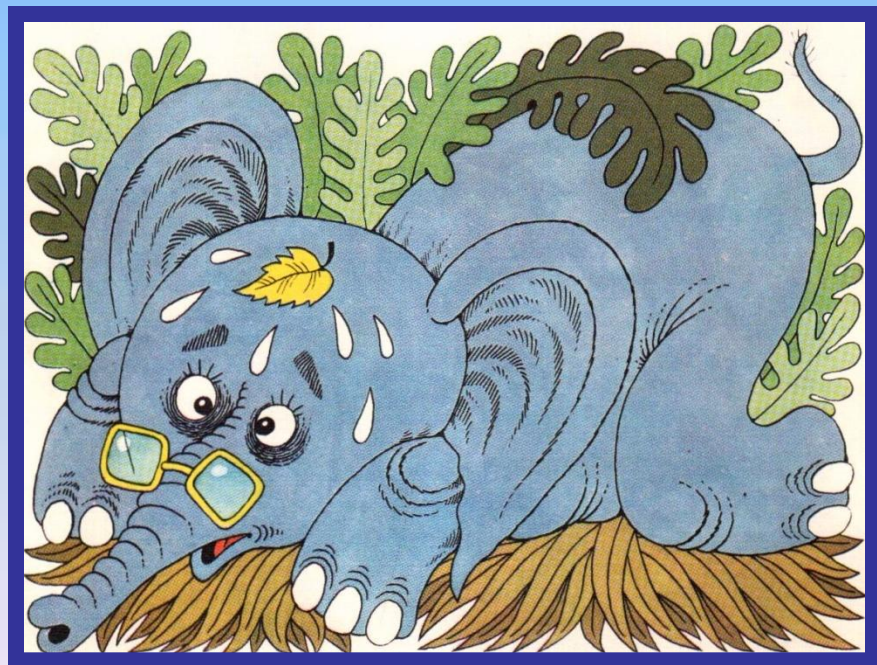


Правила відповідь





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)