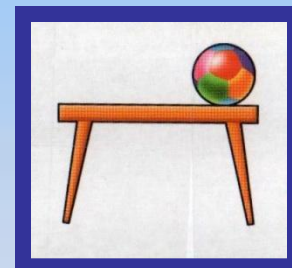
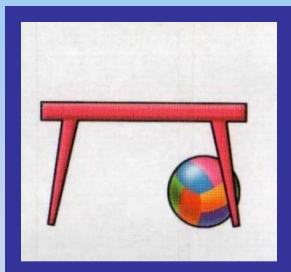
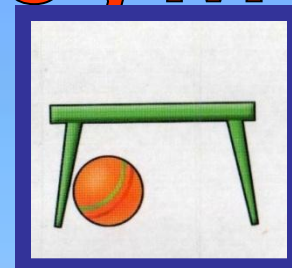
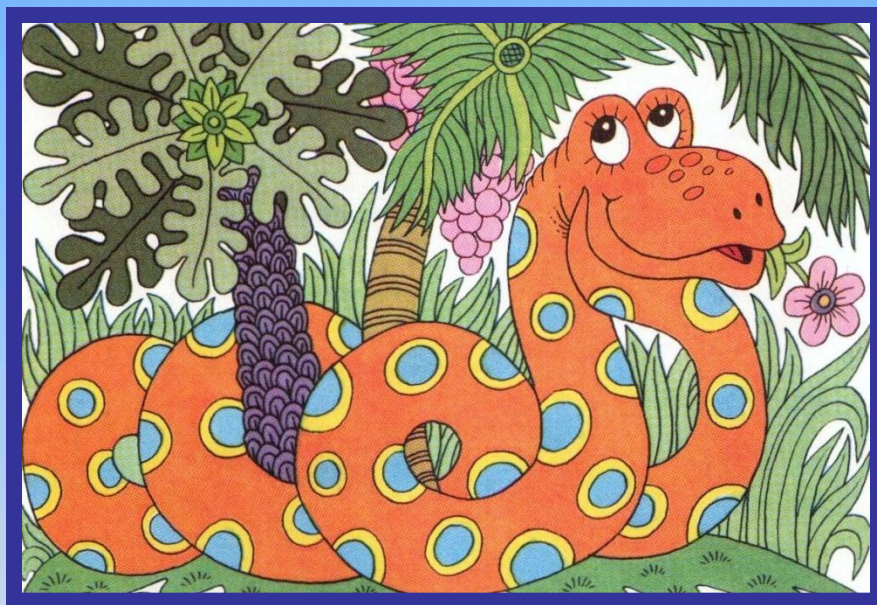
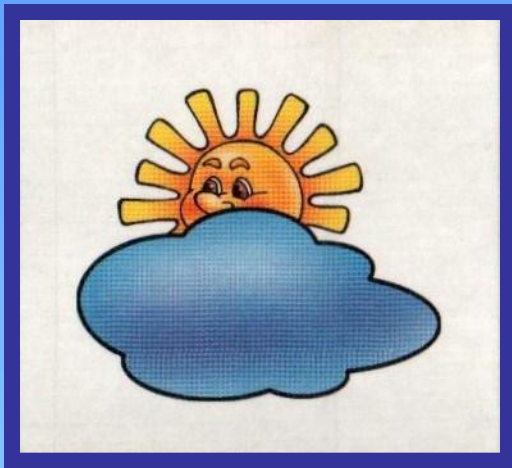


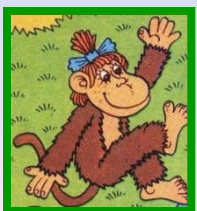
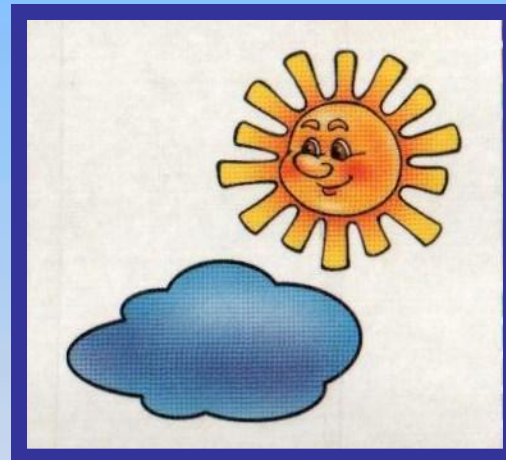
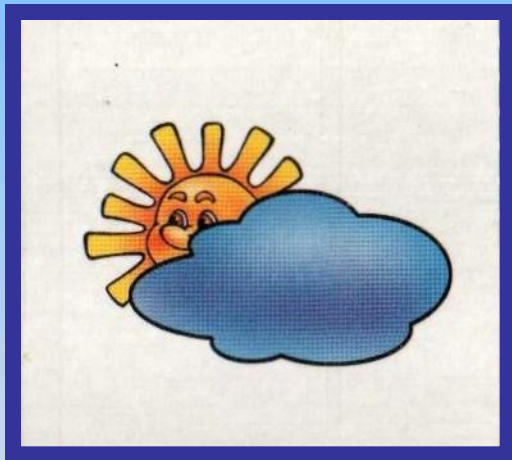
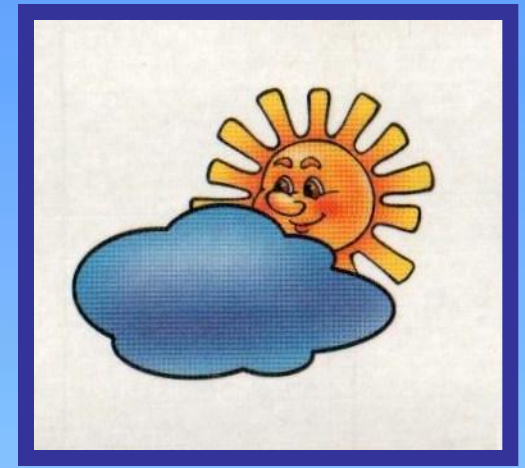
# ЗАРЯДКА ДЛЯ РОЗВУМУ



Логічна гра  
«Знайди зайве»"



# Завдання 1

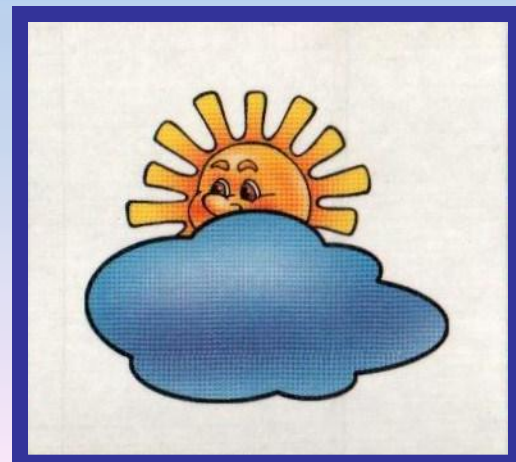
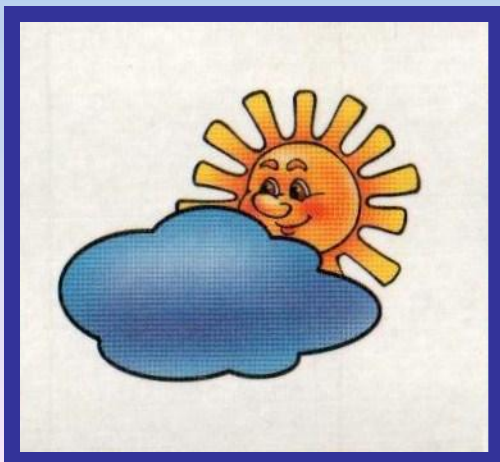
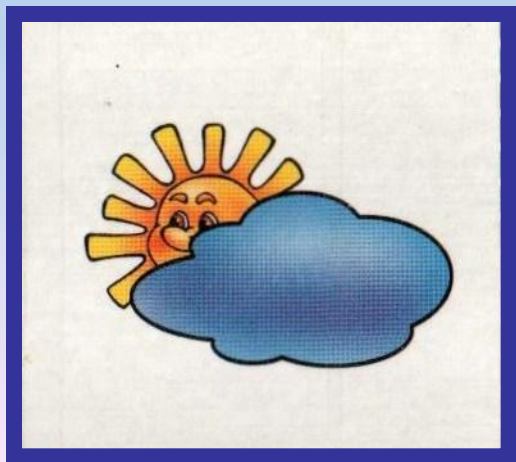


# Знайди зайве

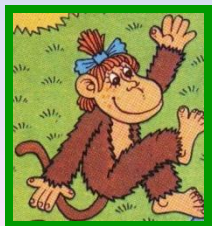
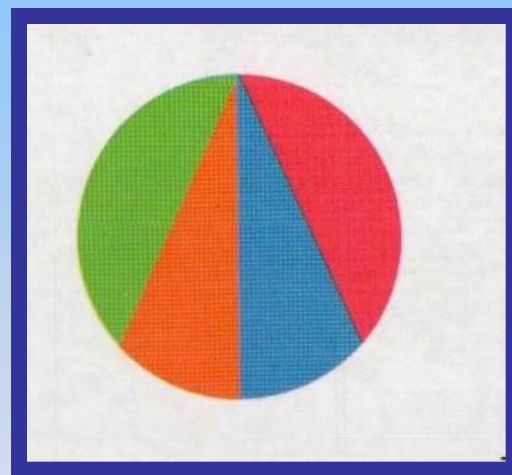
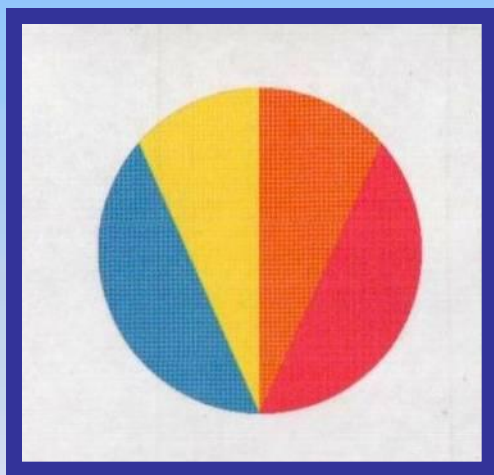
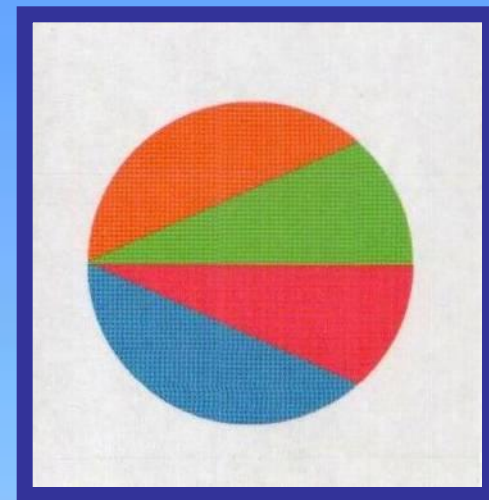
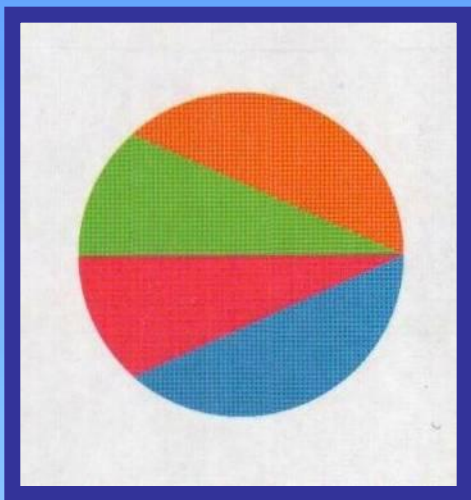




# Правильна відповідь



# Завдання 2

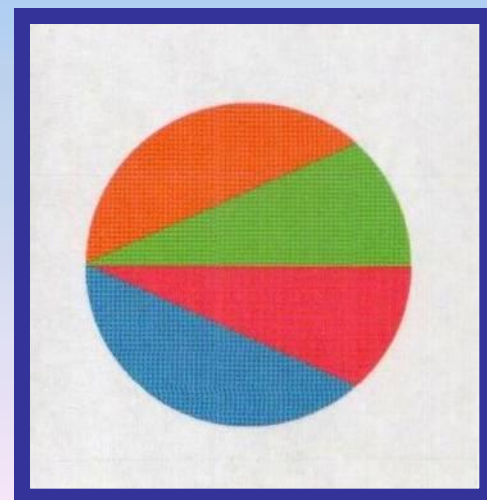
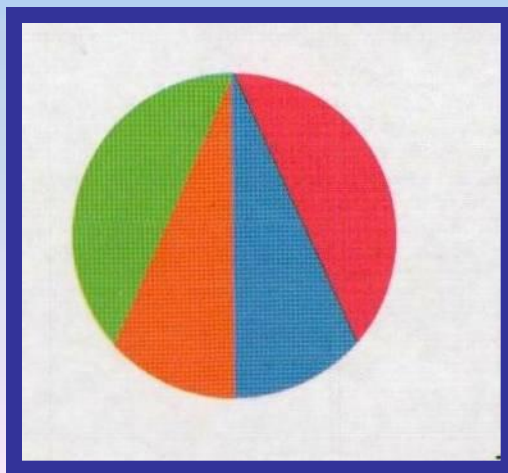
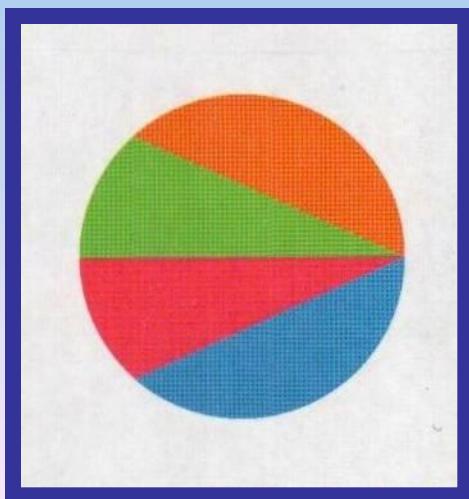
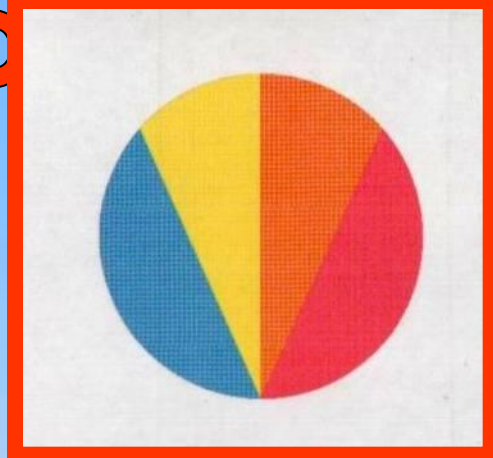


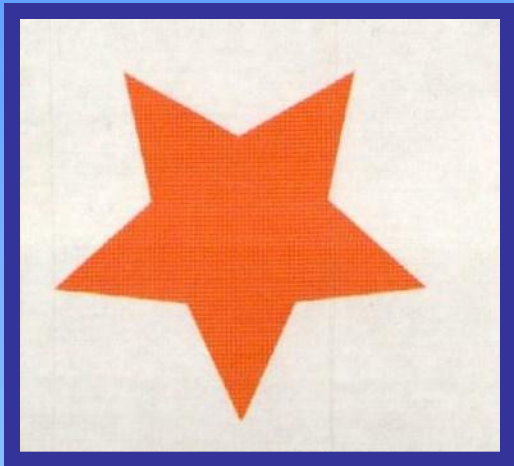
# Знайди зайве



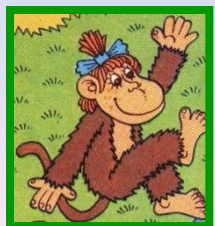
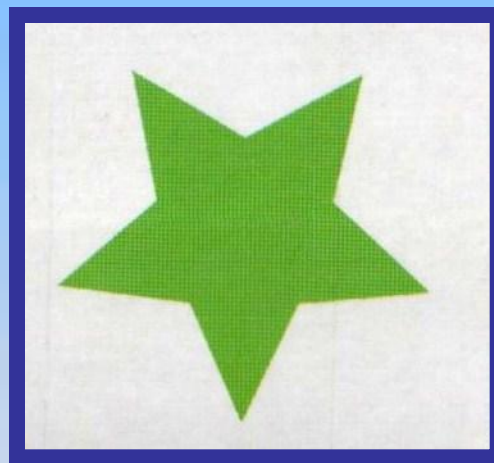
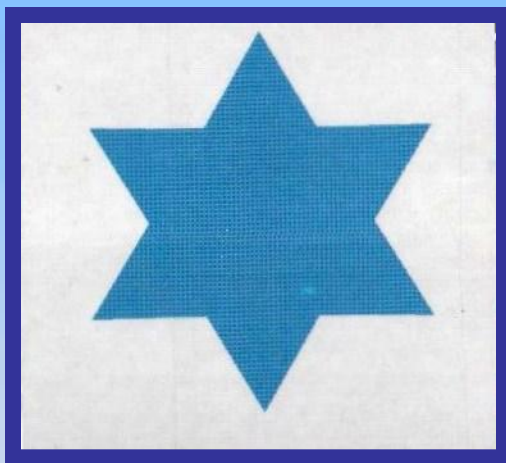


# Правильна відповідь





Завдання 3

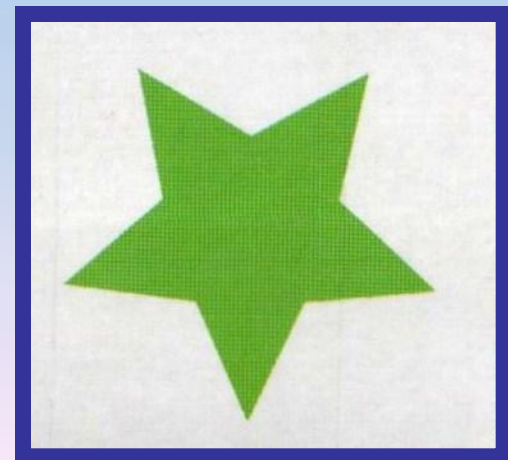
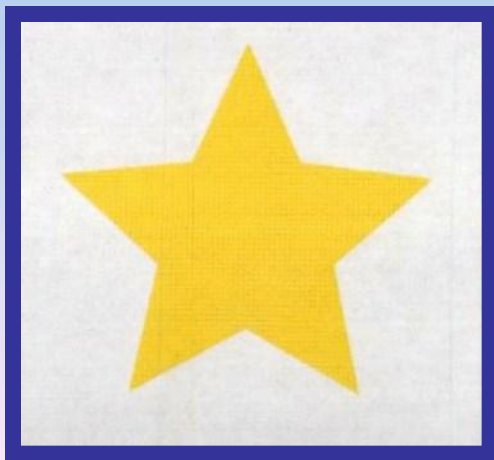
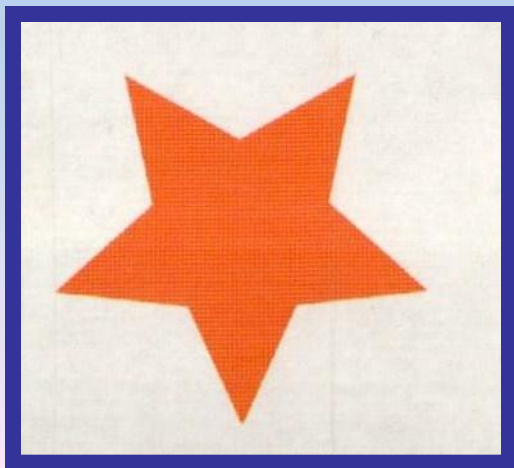


Знайди зайве

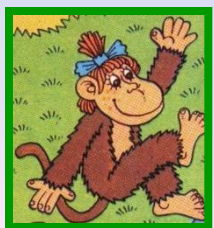
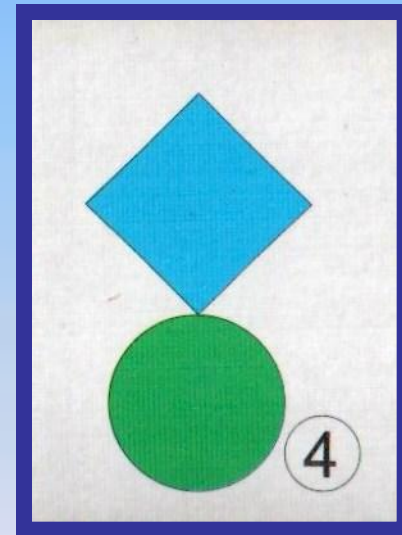
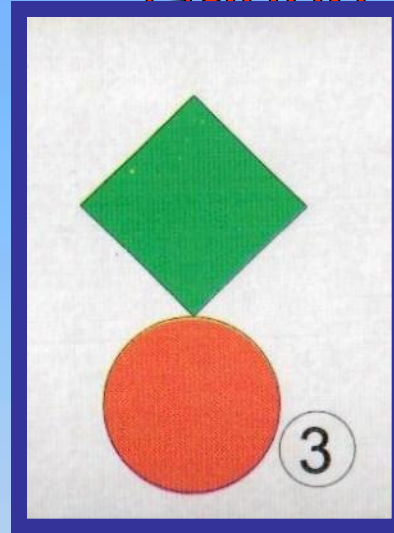
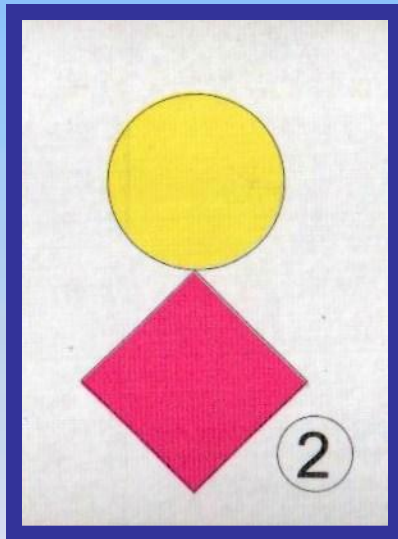
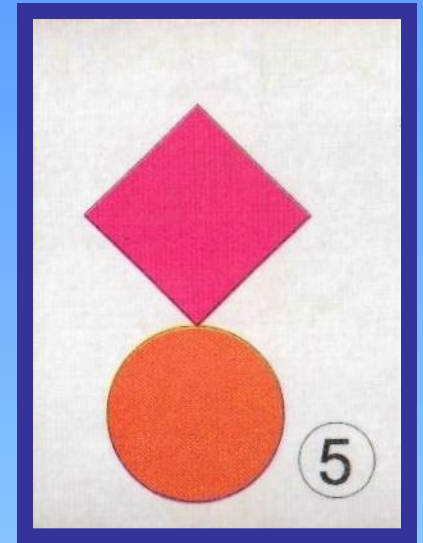
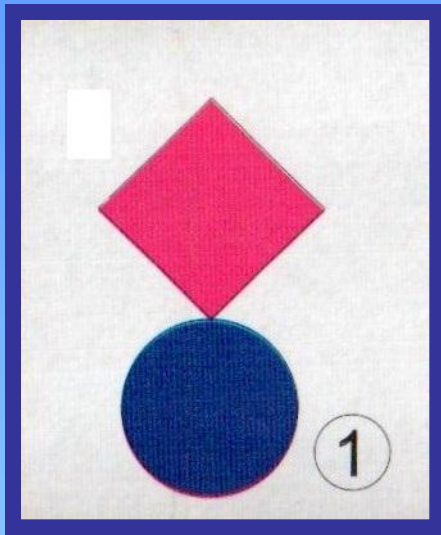




# Правила на відповідь



# Завдання 4



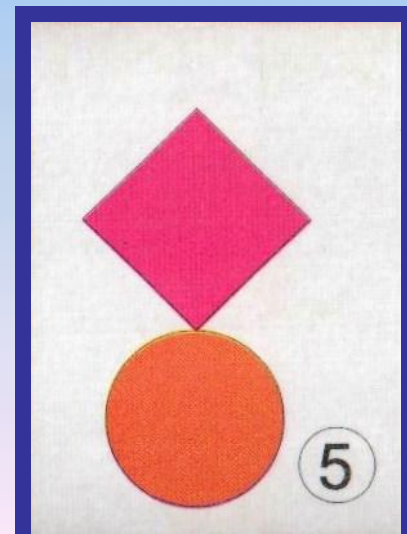
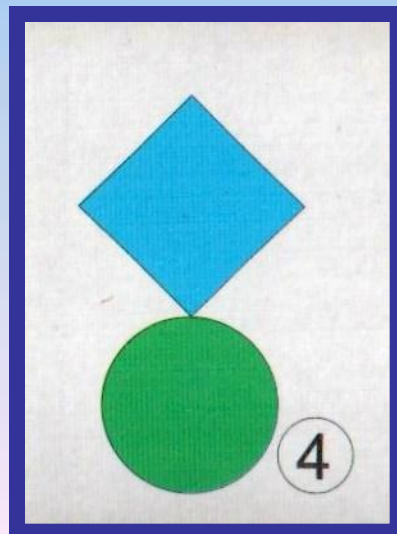
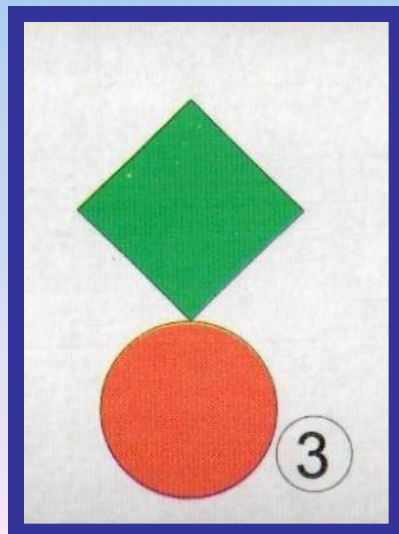
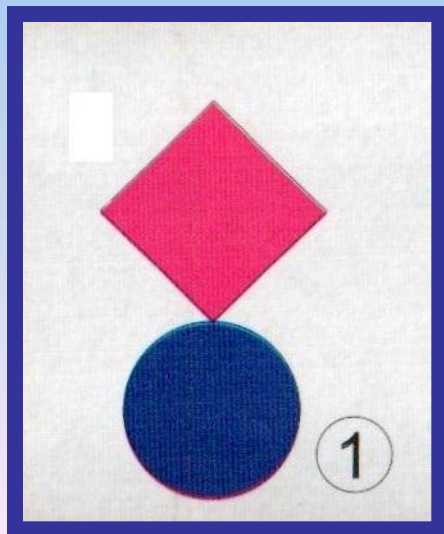
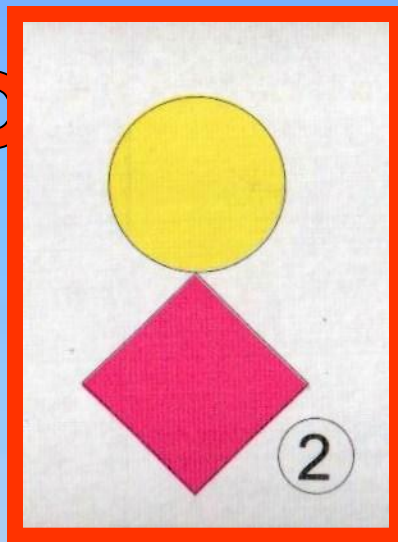
# Знайди зайве



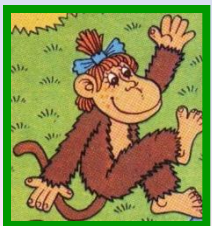
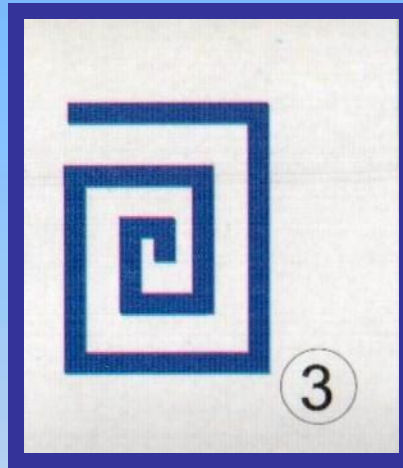
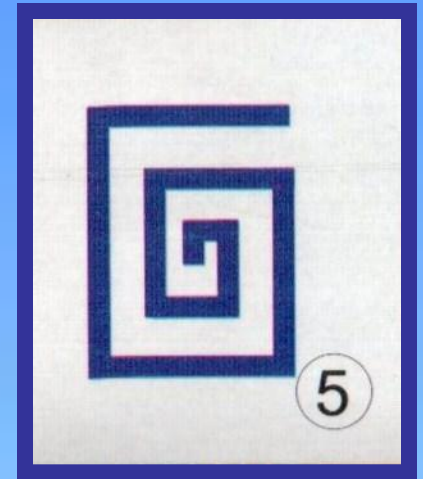
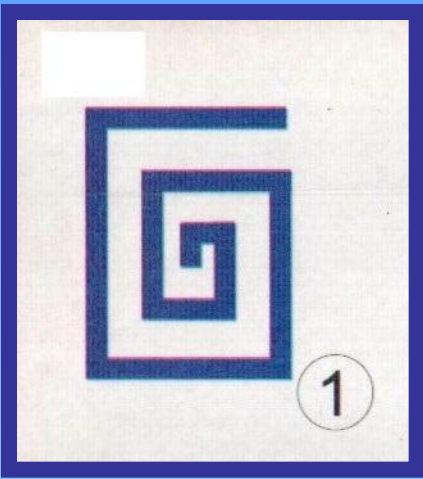




# Правильна відповідь



# Завдання 5

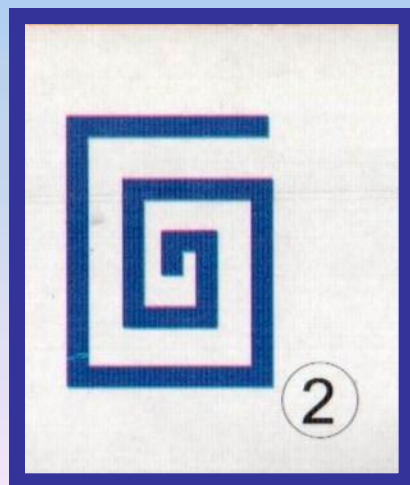
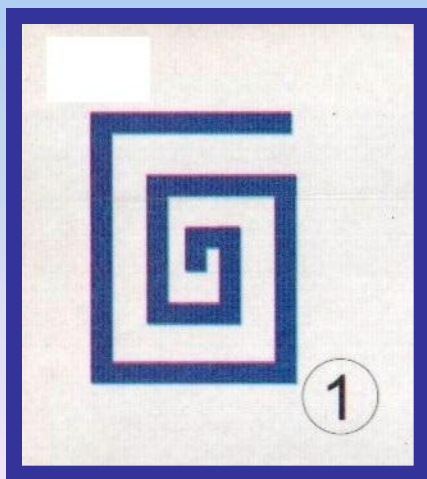
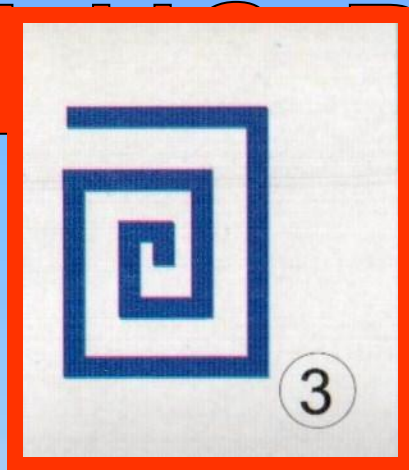


# Знайди зайве

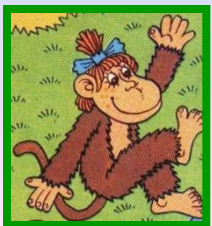
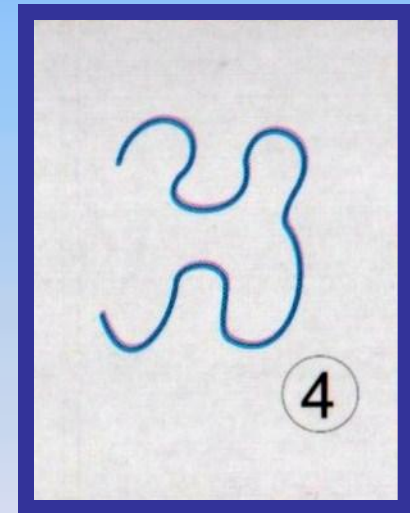
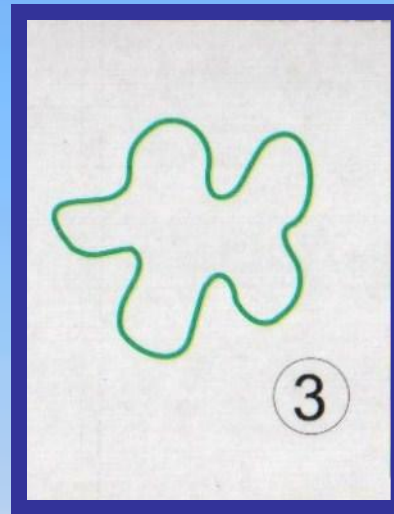
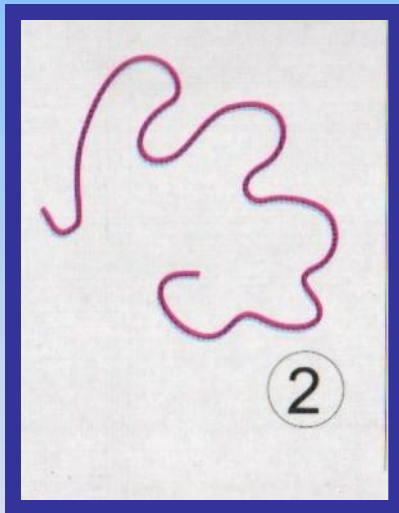
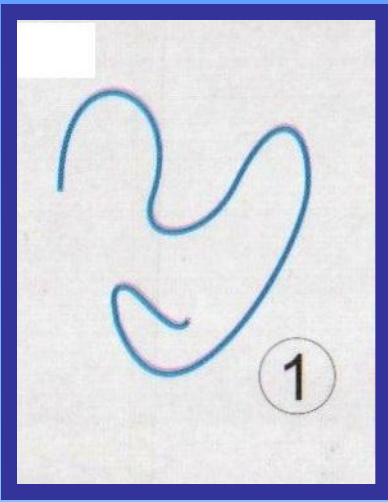




# Правила відповідь



# Завдання 6

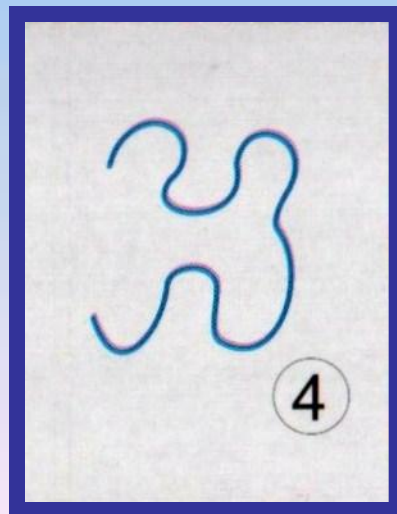
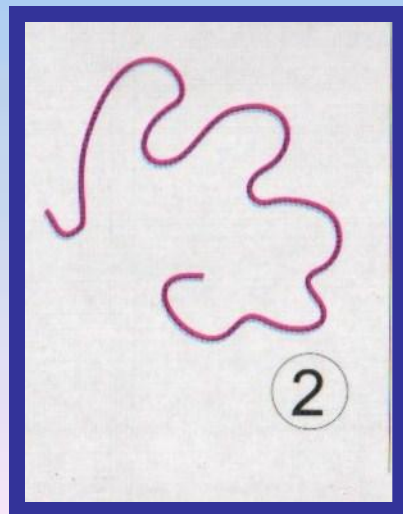
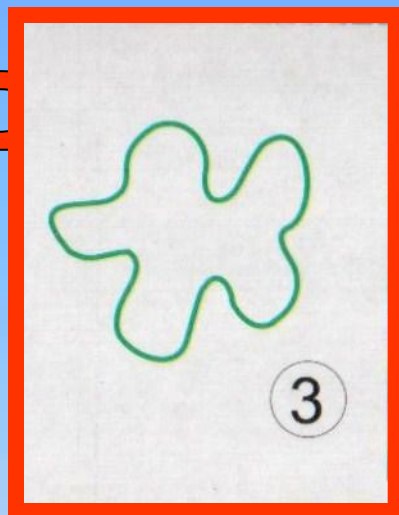


# Знайди зайве

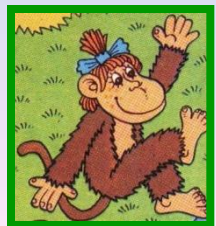
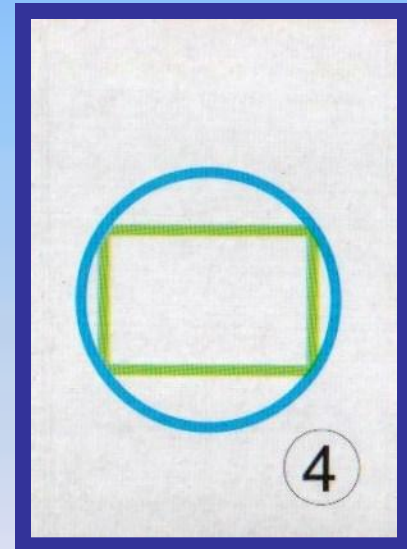
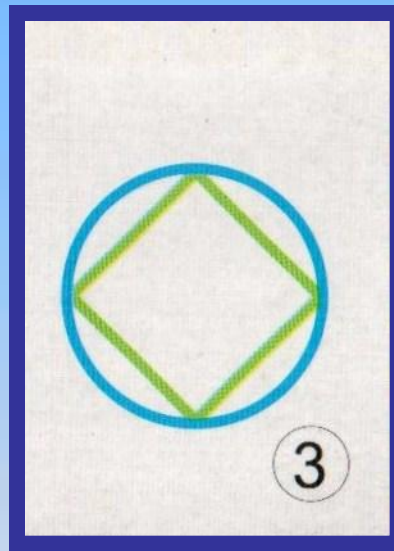
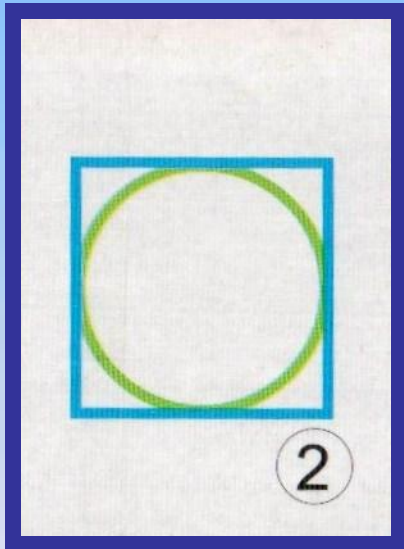
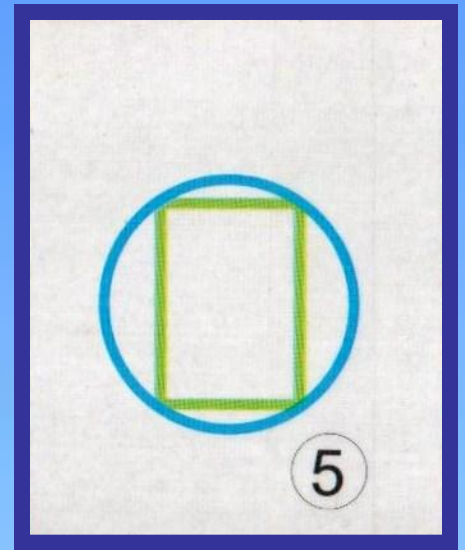
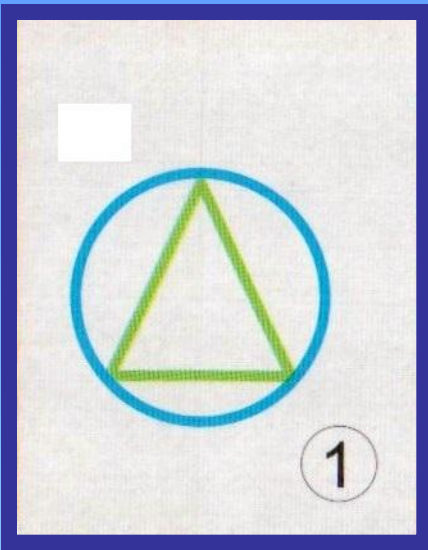




# Правила відповідь



# Завдання 7

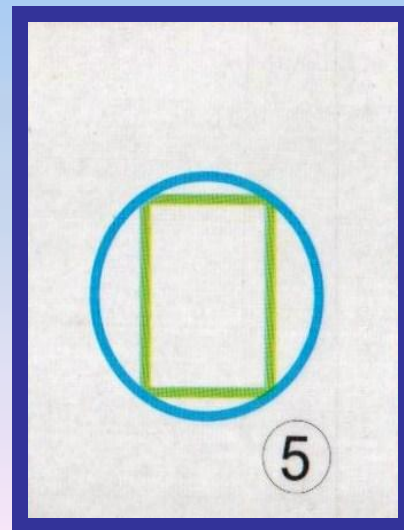
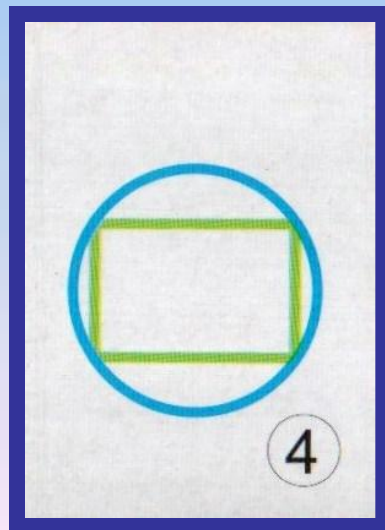
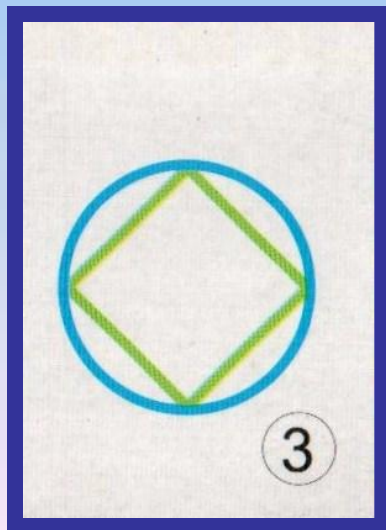
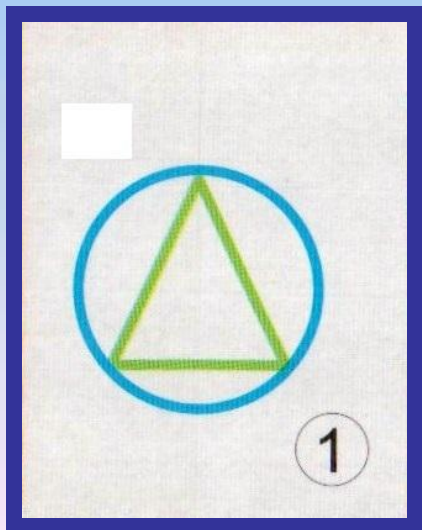
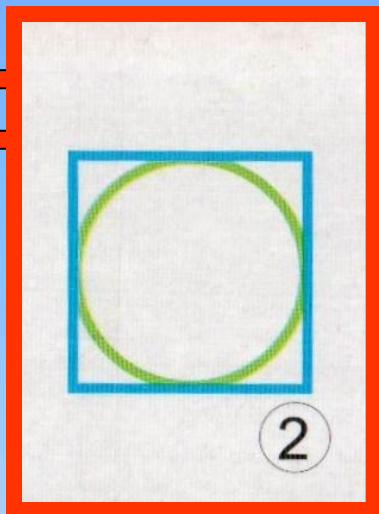


# Знайди зайве

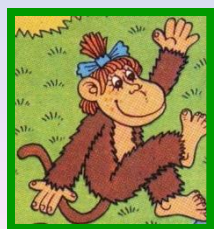
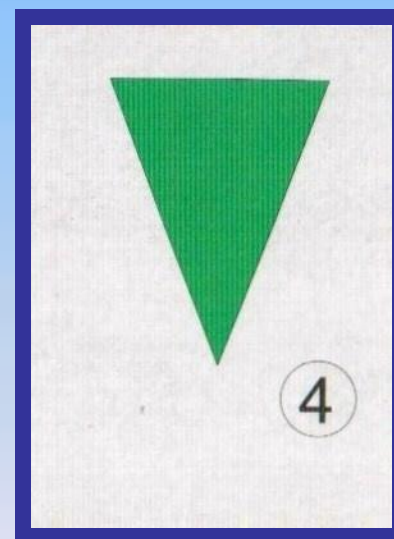
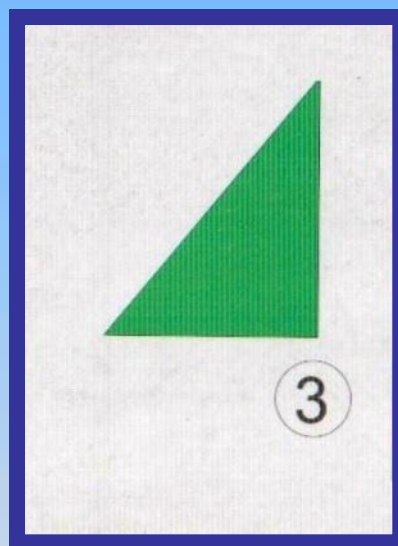
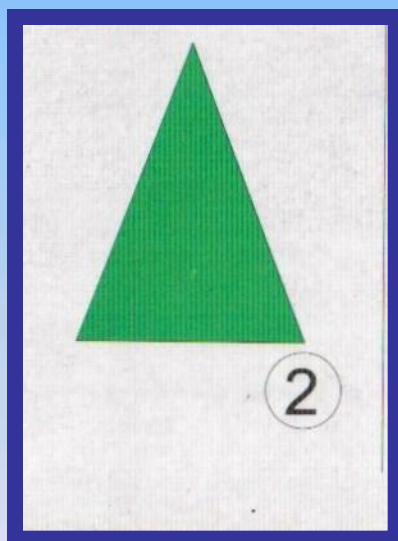
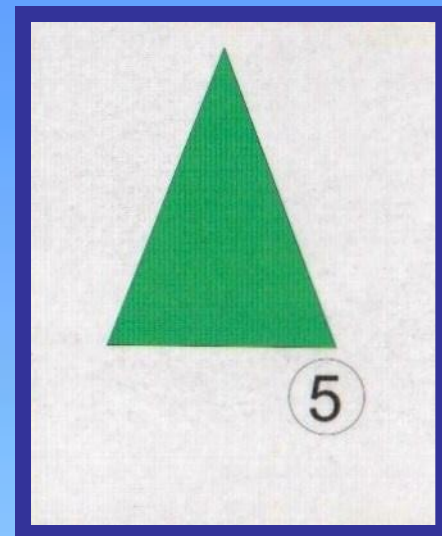
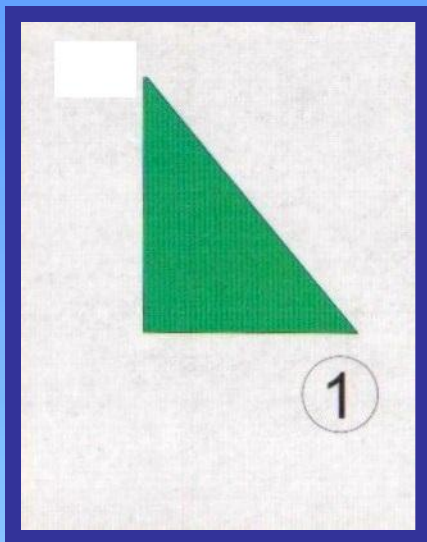




# Правила відповідь



# Завдання 8



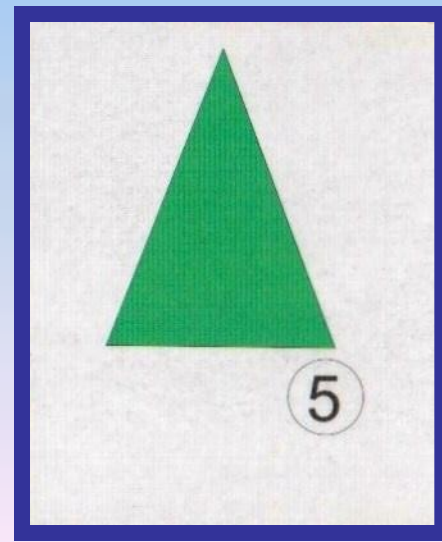
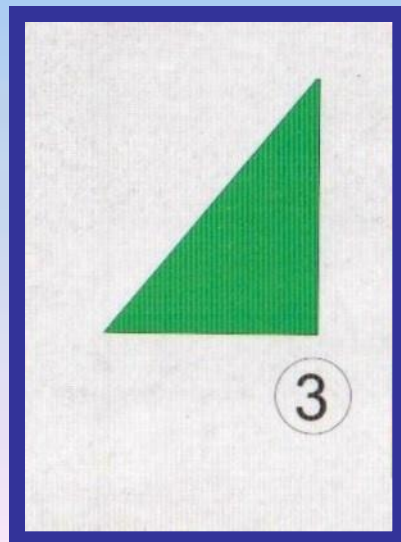
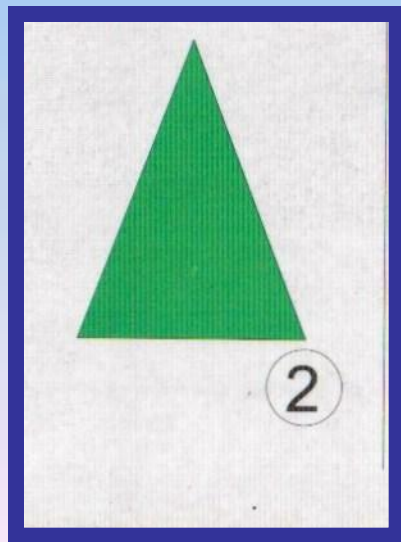
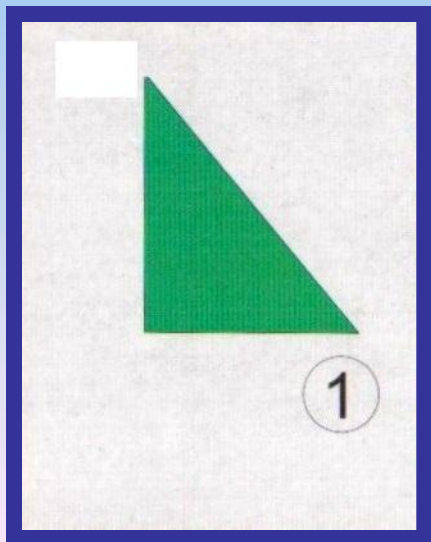
# Знайди зайве







# Правила відповідь



# Завдання 9

25

1

54

5

41

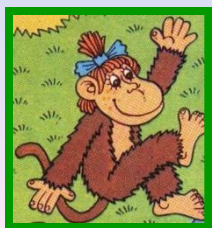
2

33

3

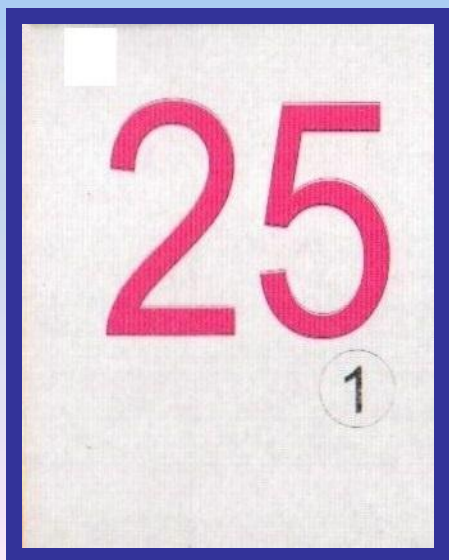
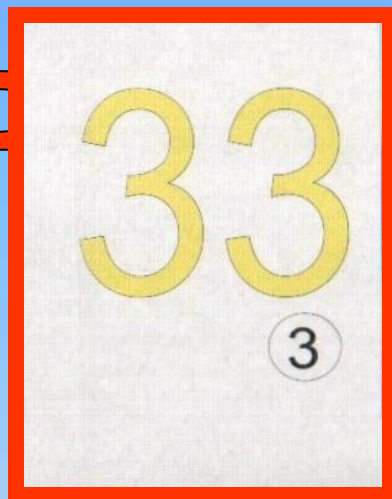
62

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)