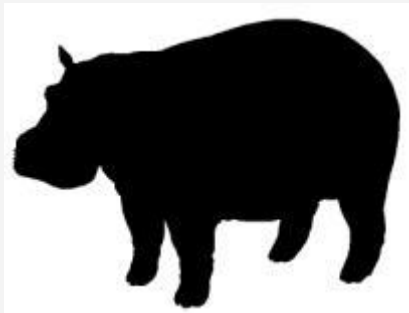


Развивающая игра «Найди силуэт ЖИВОТНОГО»

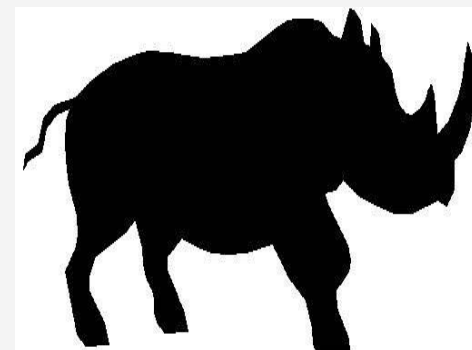
Цель: развитие
восприятия



Задание

По порядку, начиная с первого животного, нужно найти его силуэт во втором столбце, и кликнуть по нему левой кнопкой мышки.

1



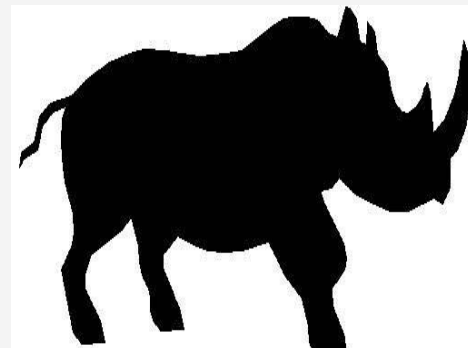
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3



1



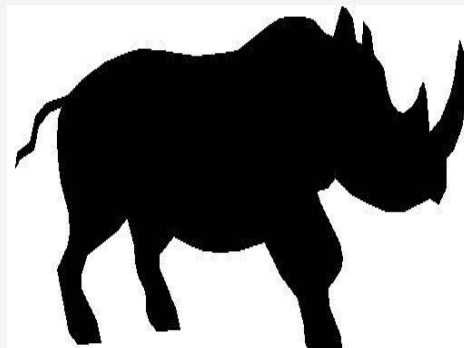
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3



1



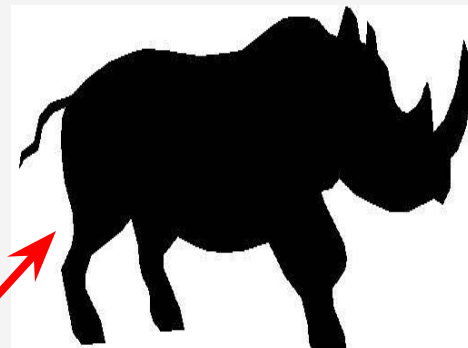
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3



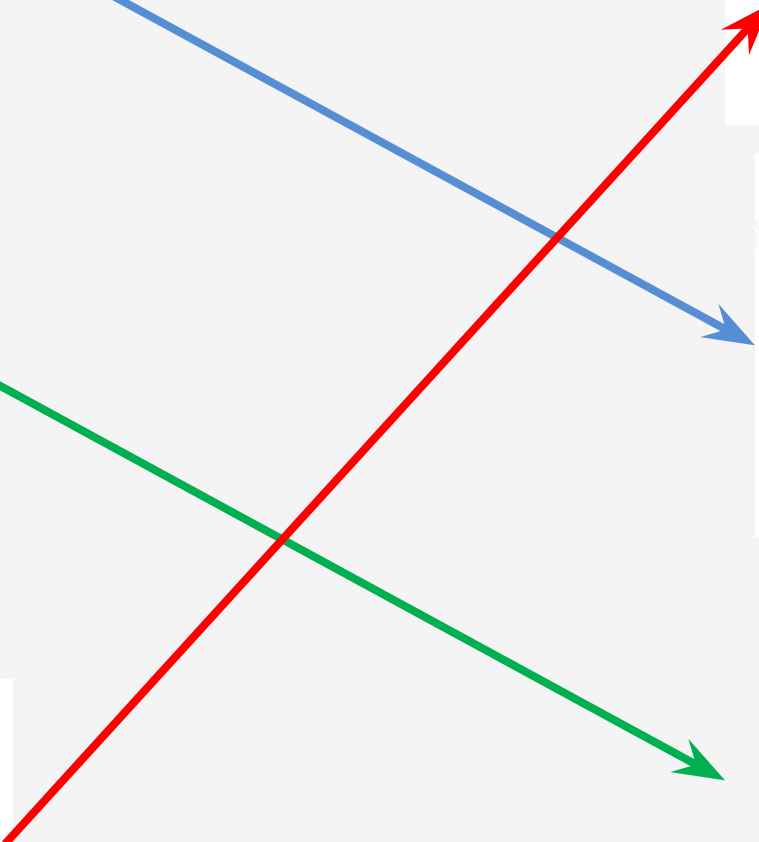
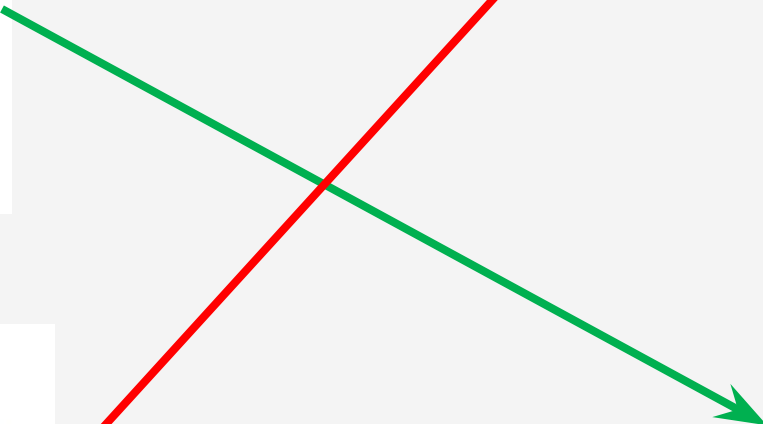
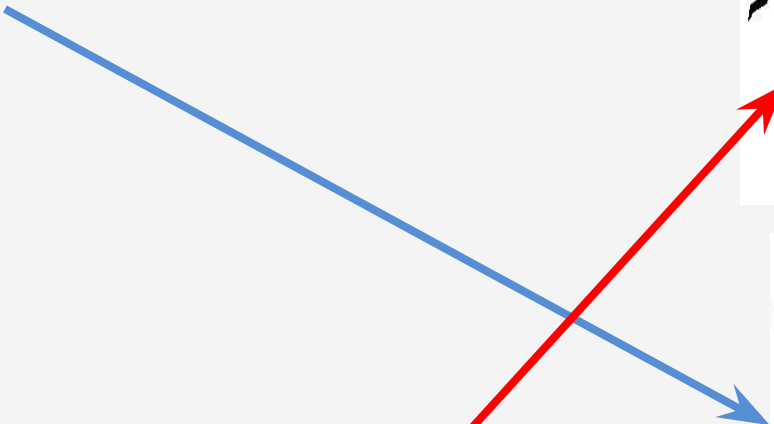
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Молоде

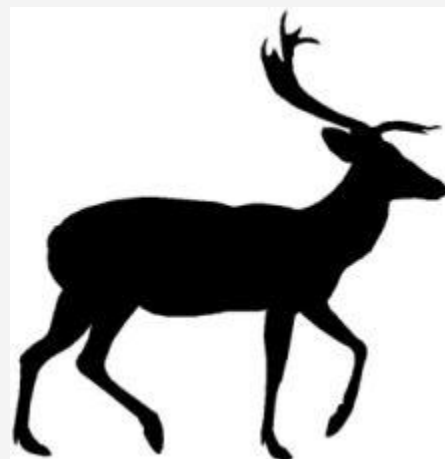


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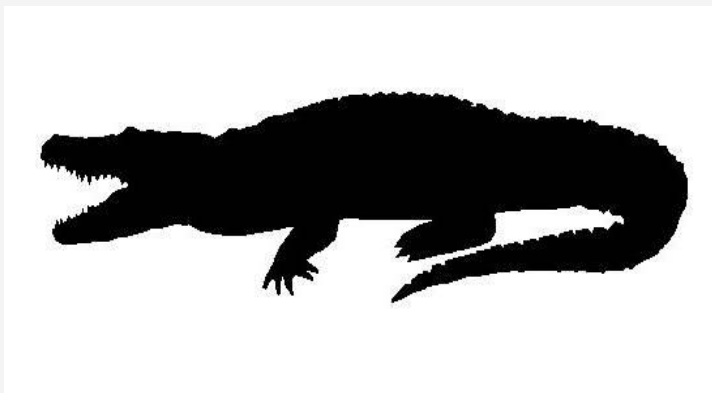
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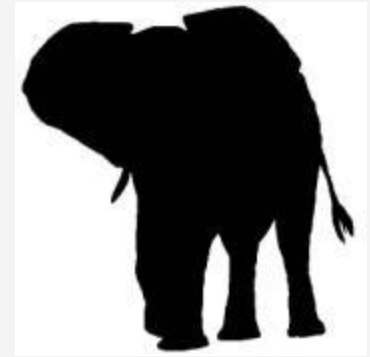
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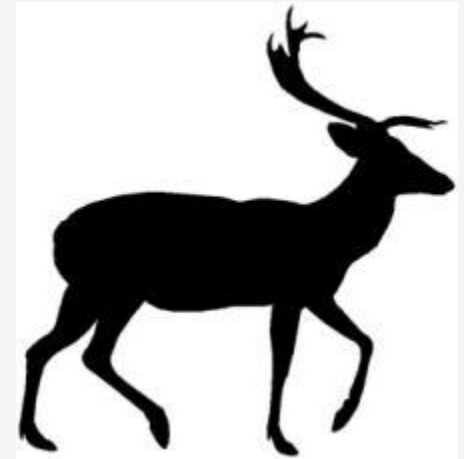
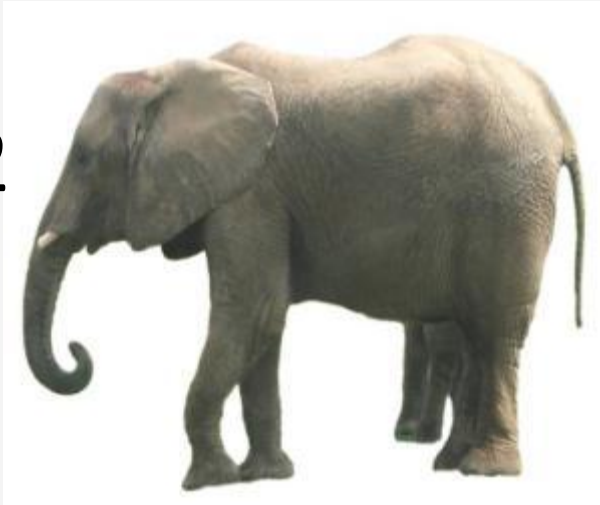
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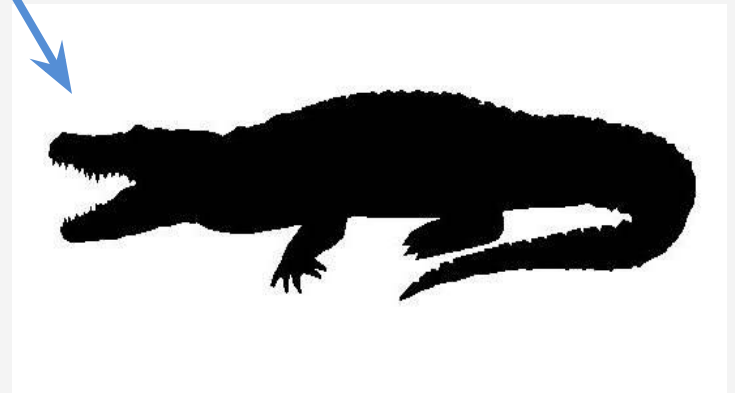
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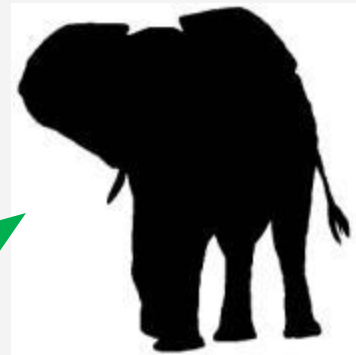
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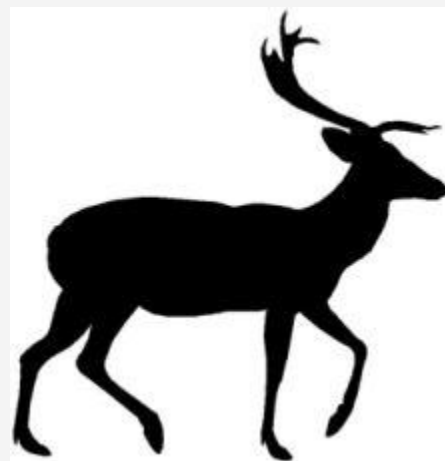
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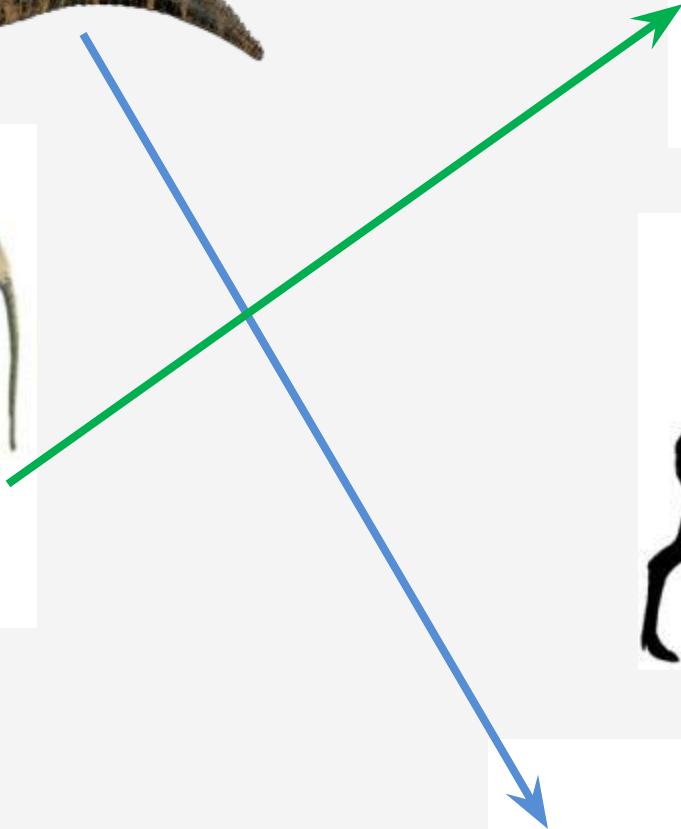
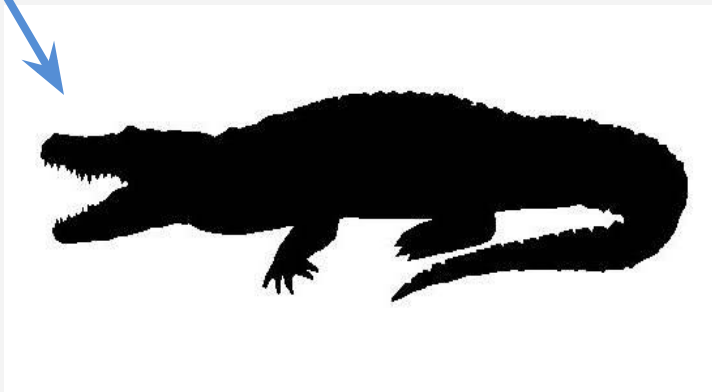
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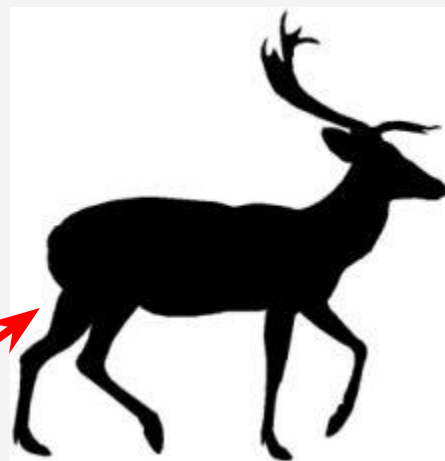
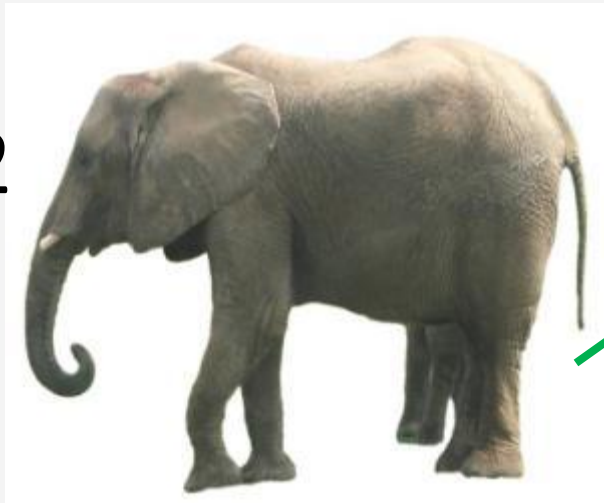
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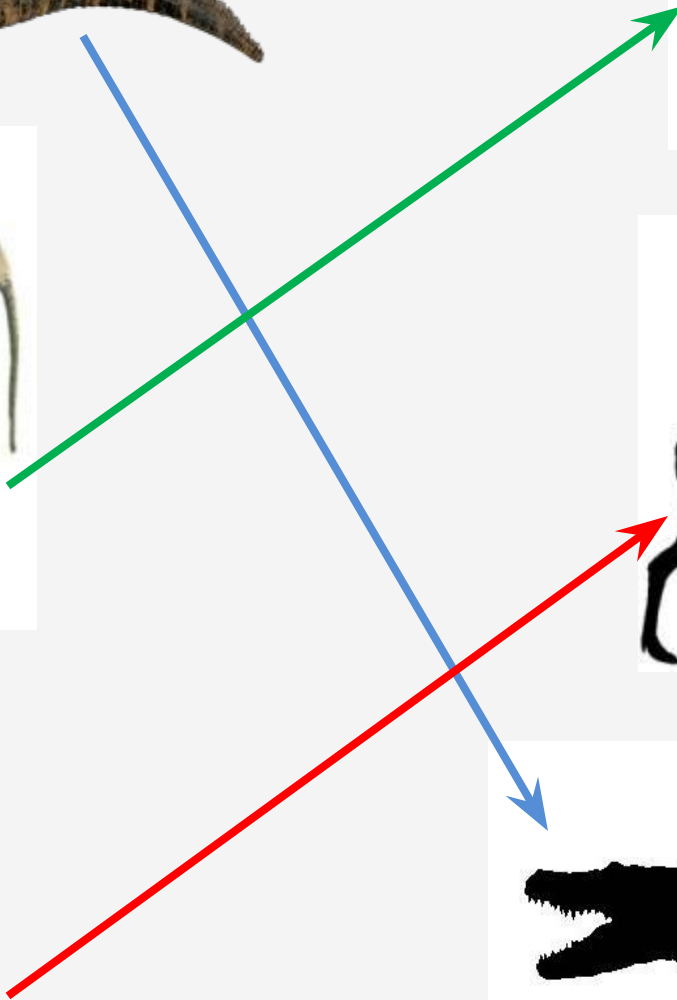
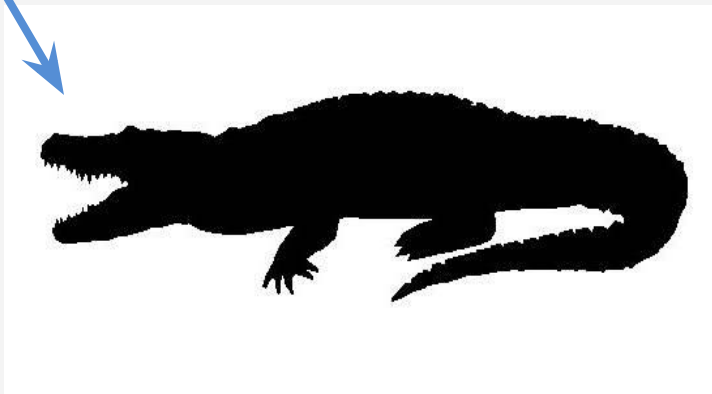
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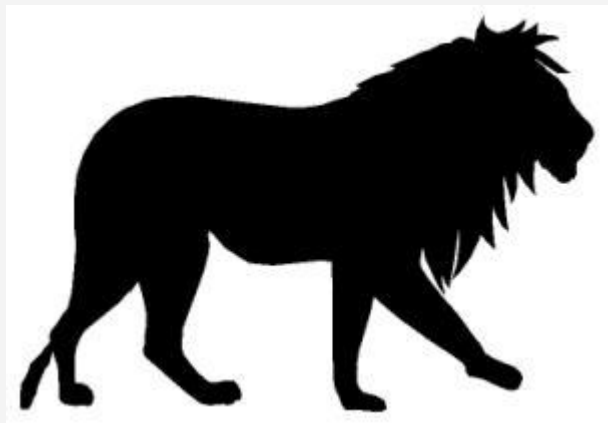


Молоде

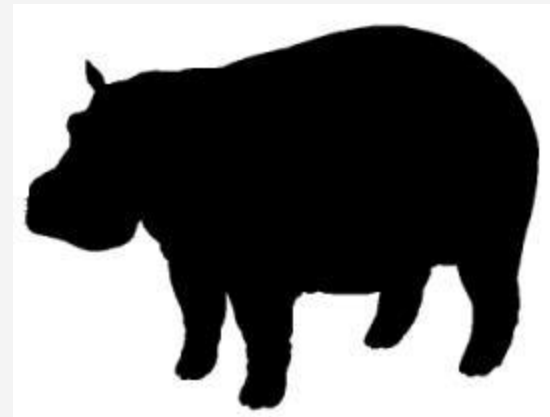


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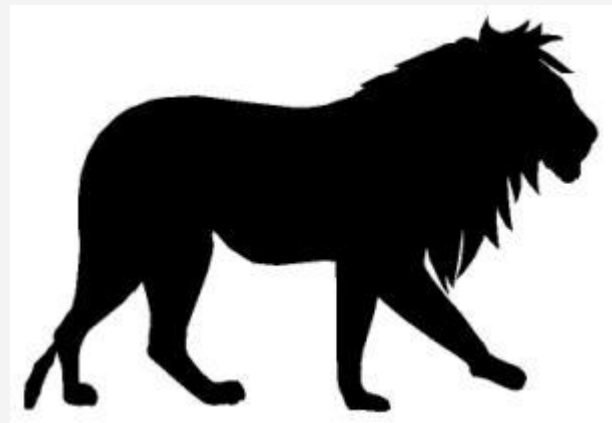
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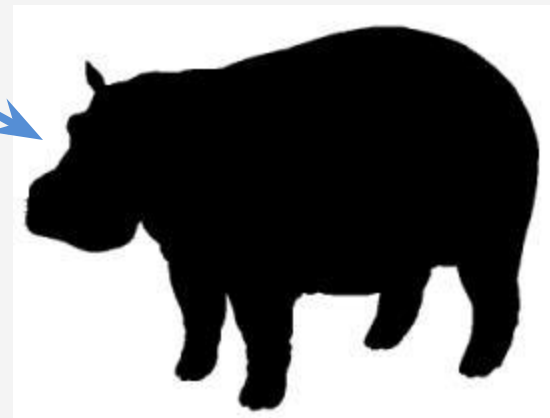
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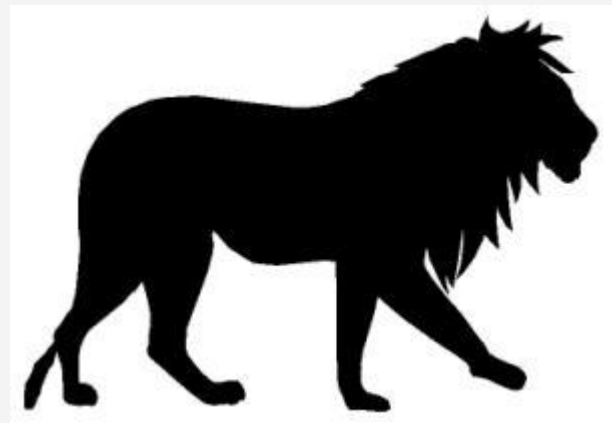
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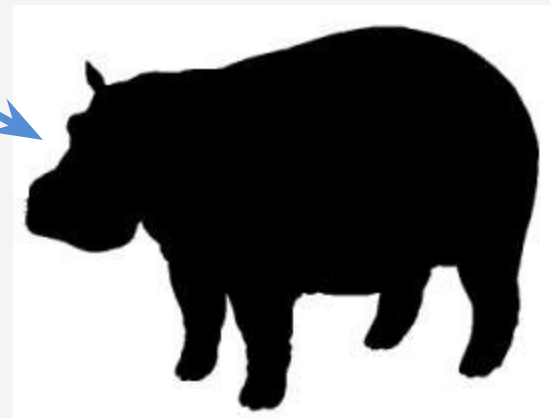
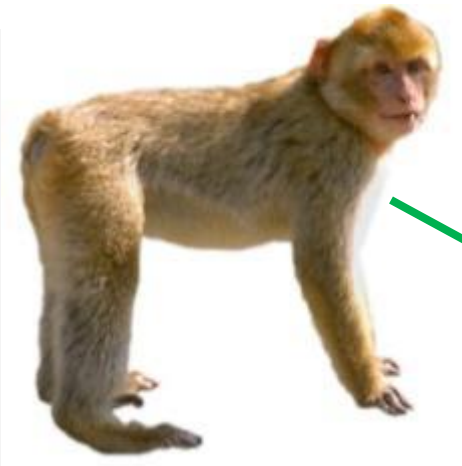
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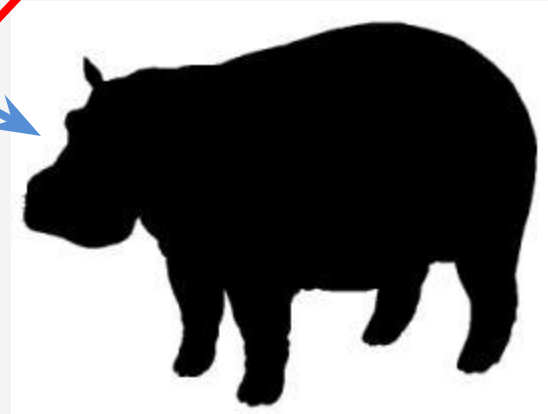
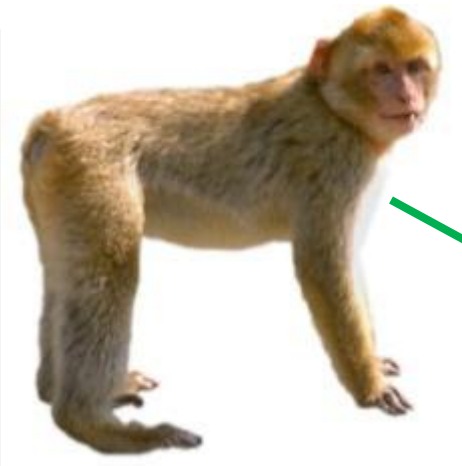
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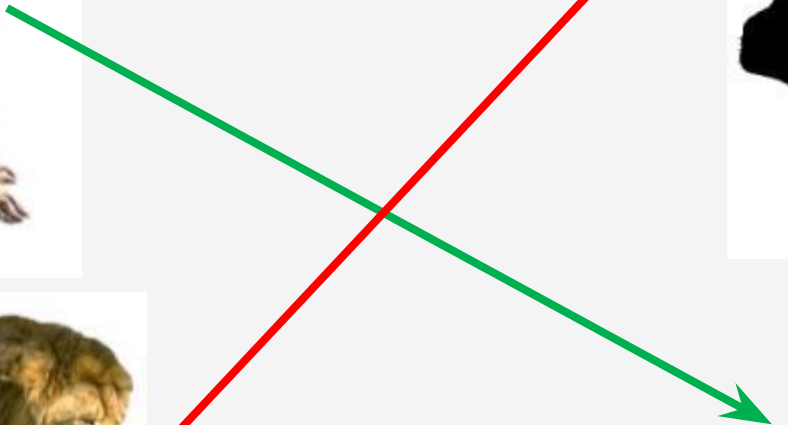
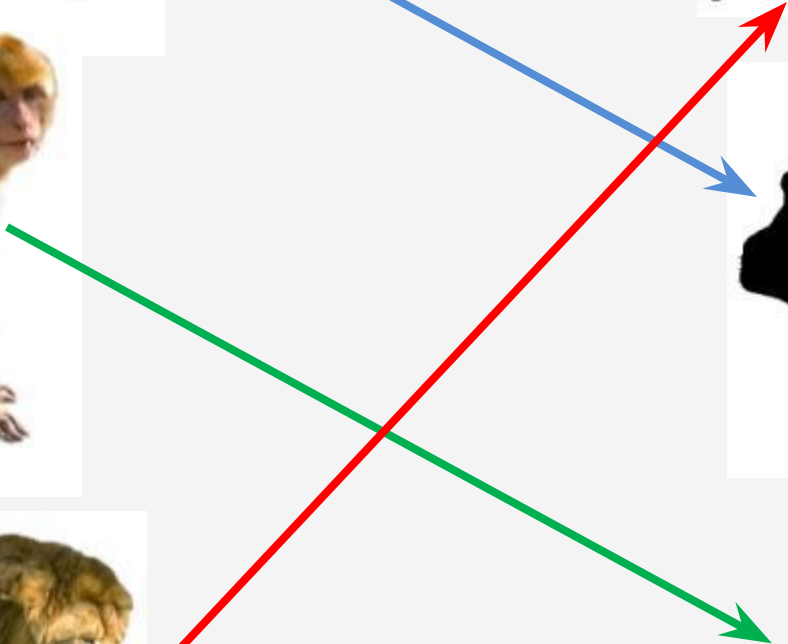
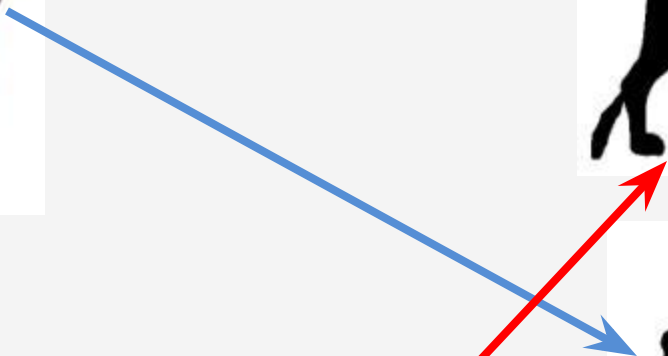
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Молоде



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Конец

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