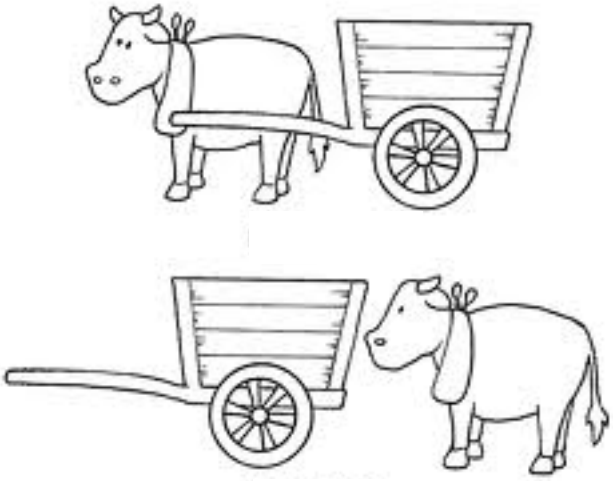
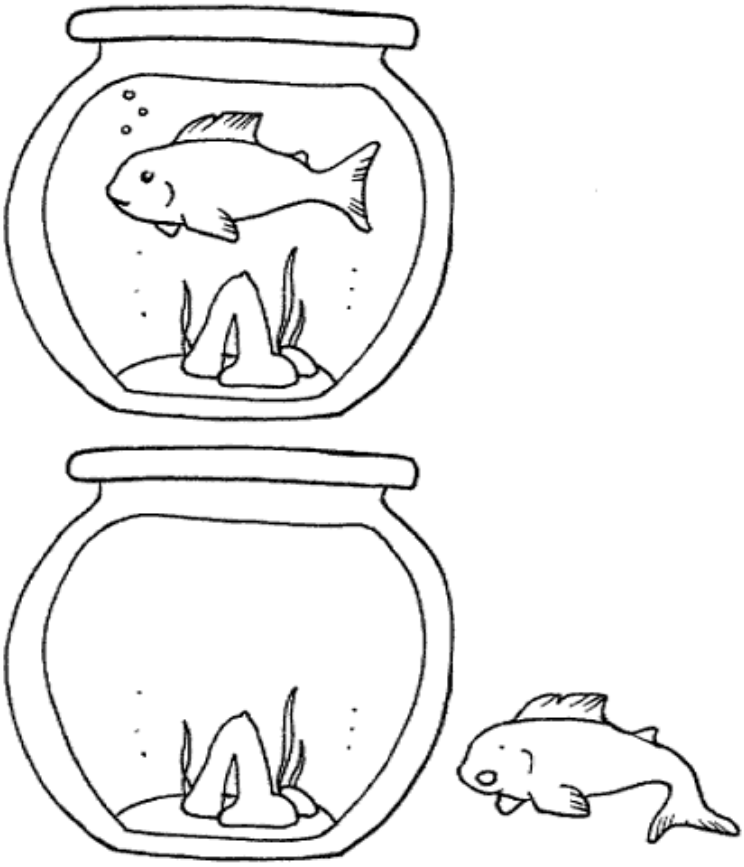
PRIMA DEI NUMERI

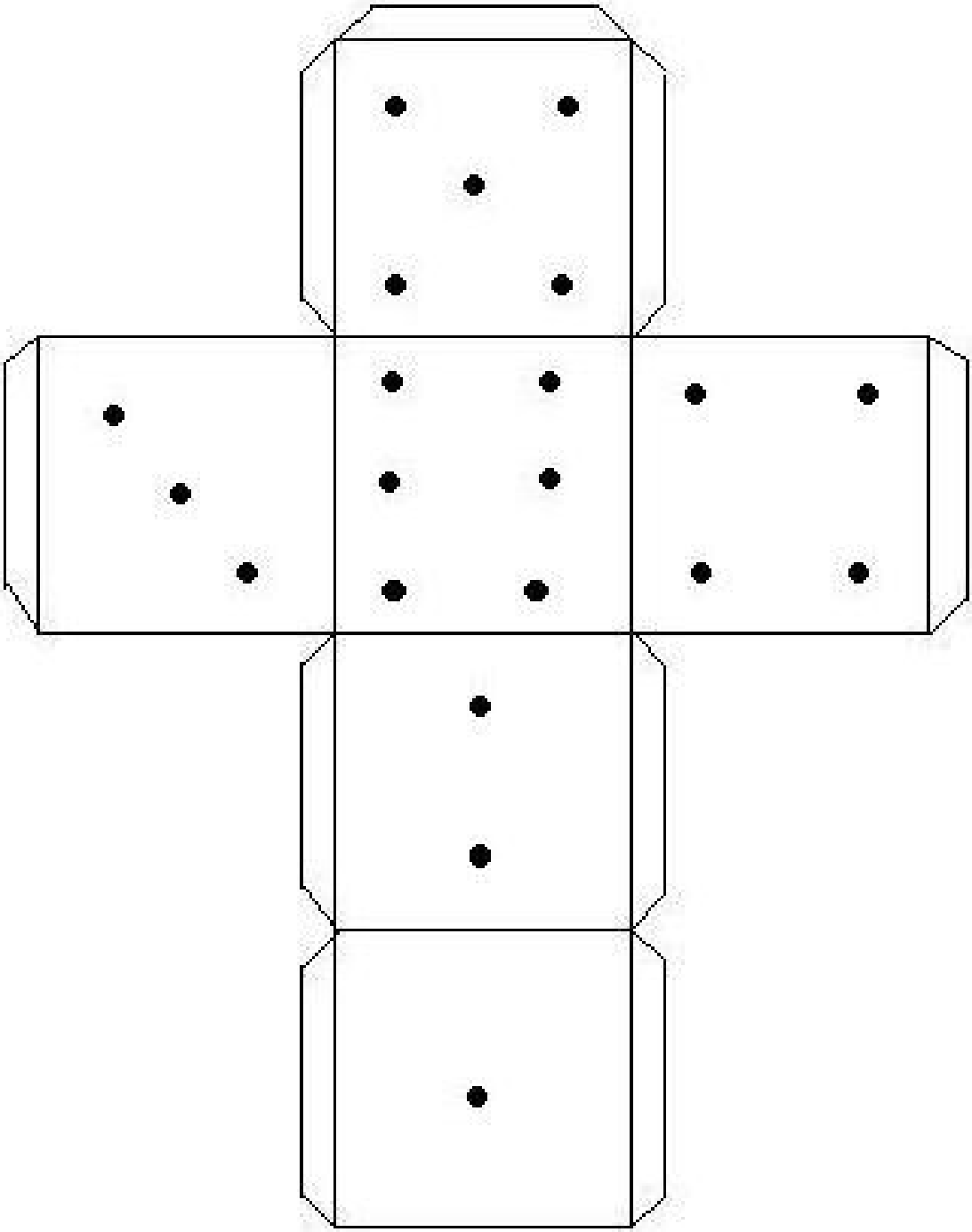
COLORA IL BUE DAVANTI AL CARRO.



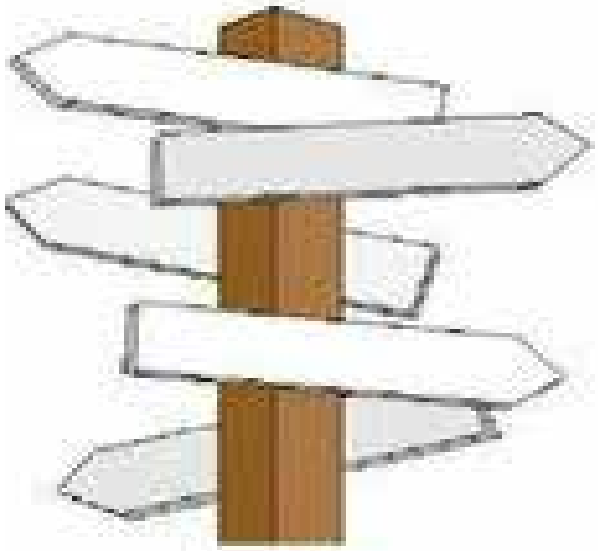
COLORA IL PESCE FUORI DAL VASO.



RITAGLIA E COSTRUISCI IL DADO.

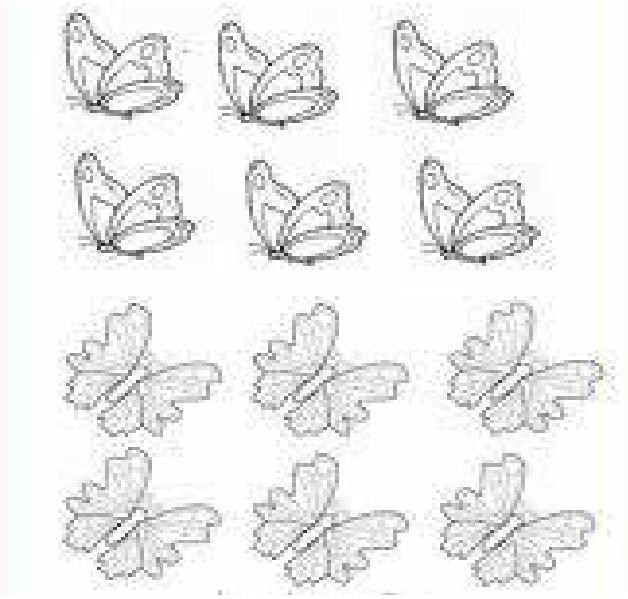


COLORA DI ROSSO LE FRECCE CHE TI PORTANO A SINISTRA.

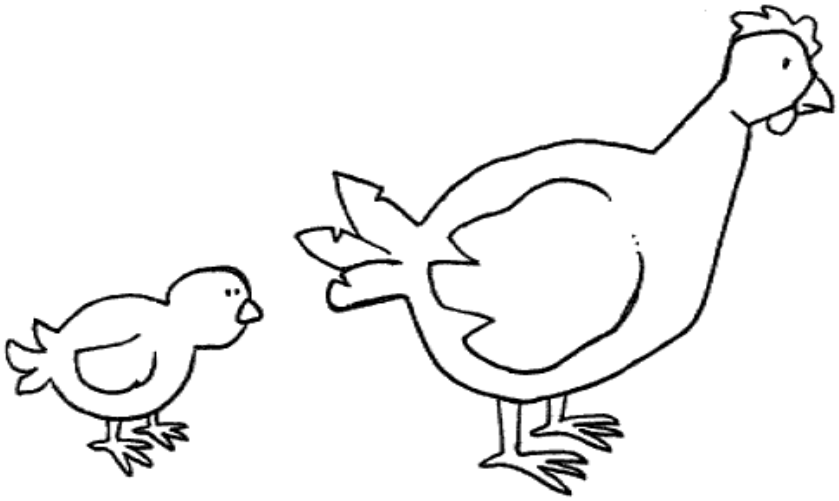


COLORA DI ROSSO E GIALLO LE FARFALLE CHE VANNO A SINISTRA
COLORA DI AZZURRO E VIOLA LE FARFALLE CHE VANNO A DESTRA

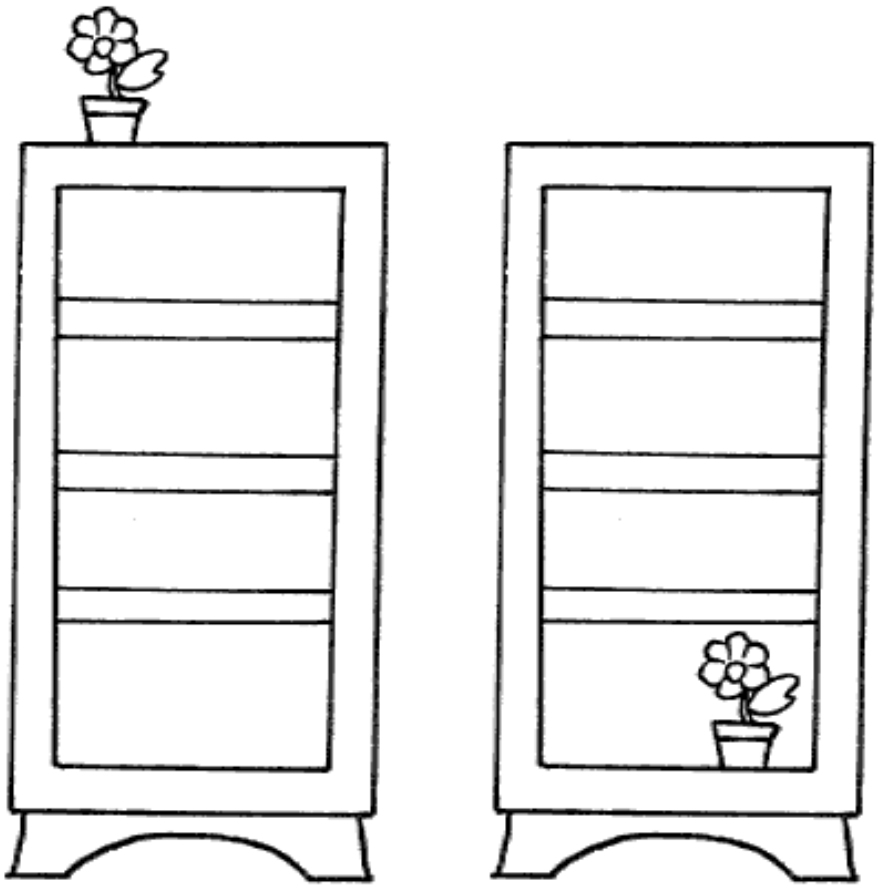
COLORA LE FARFALLE CHE SI DIRIGONO A DESTRA.



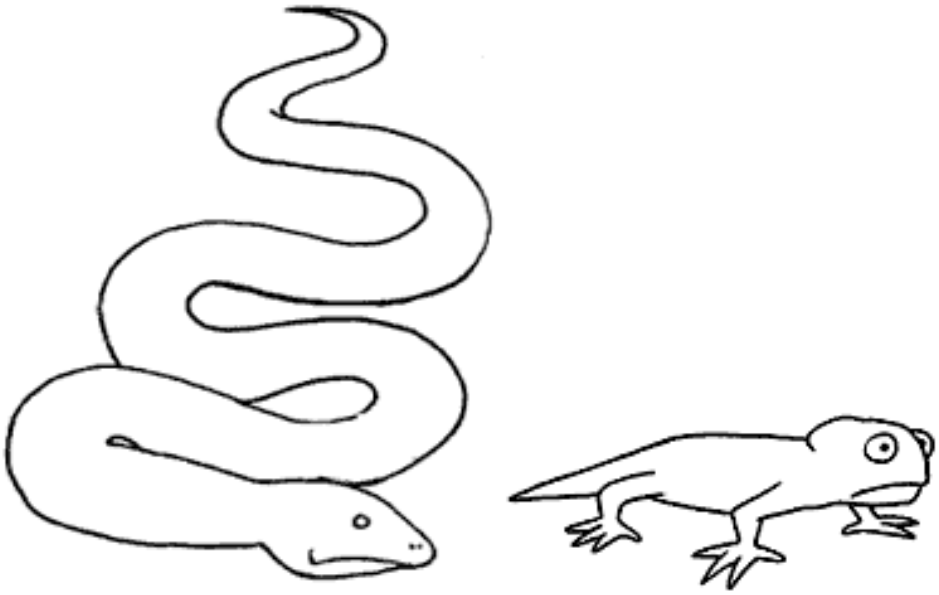
CHI VIENE PRIMA E CHI VIENE DOPO. COLORA CHI E' VENUTO PRIMA.



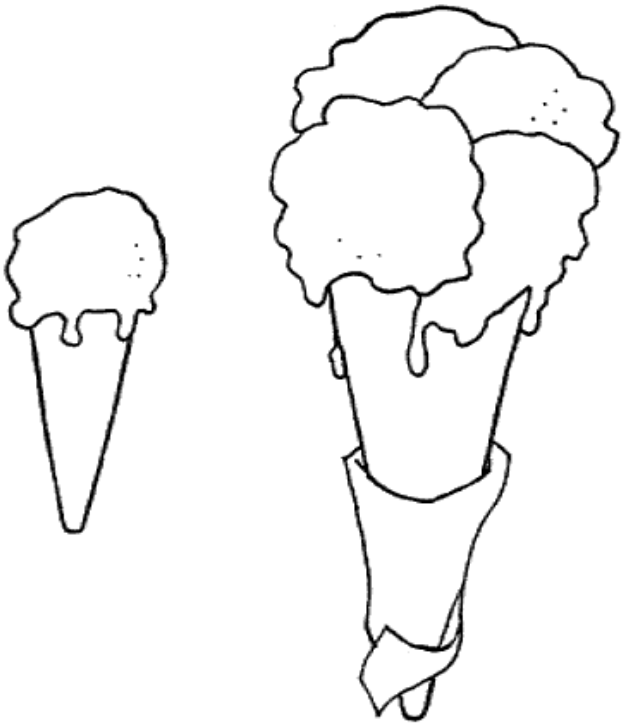
COLORA IL VASO CHE E' IN ALTO



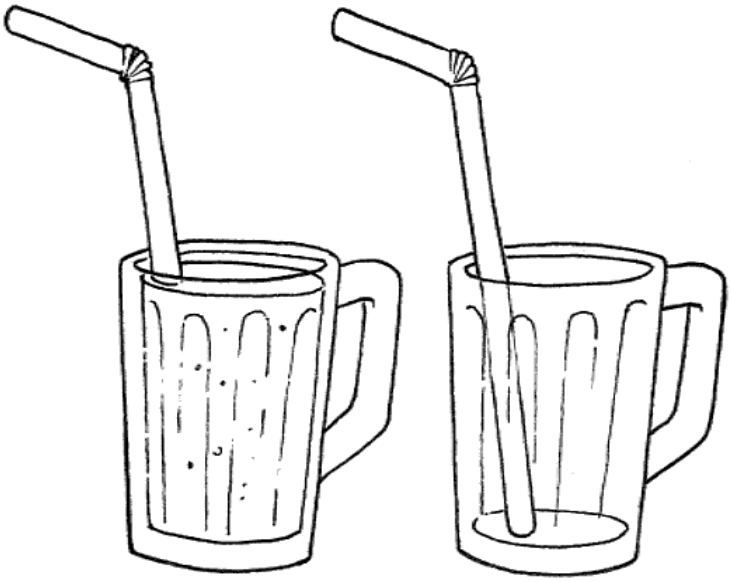
COLORA L'ANIMALE PIU' LUNGO.



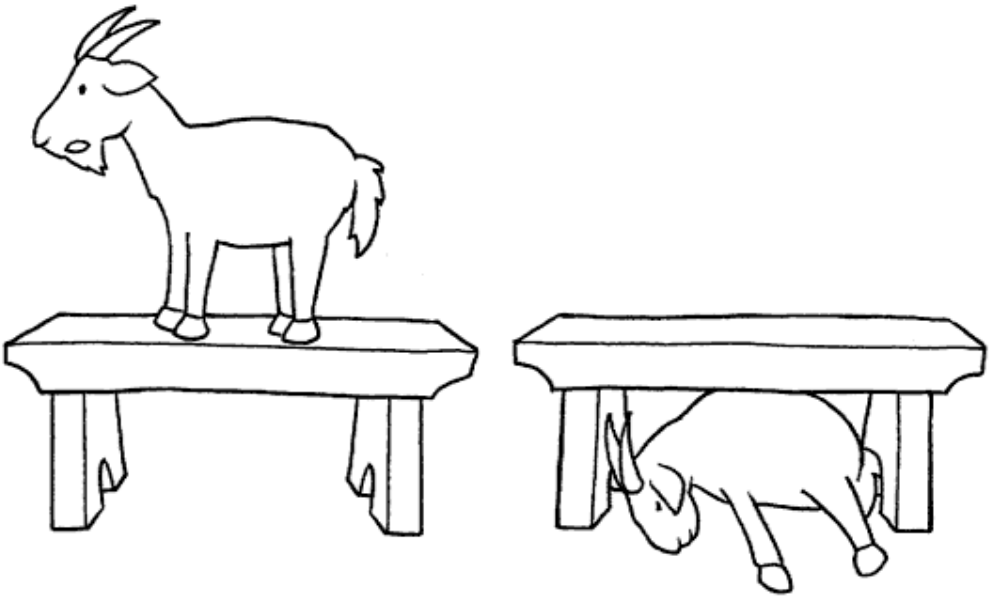
COLORA IL GELATO PIU' PICCOLO.



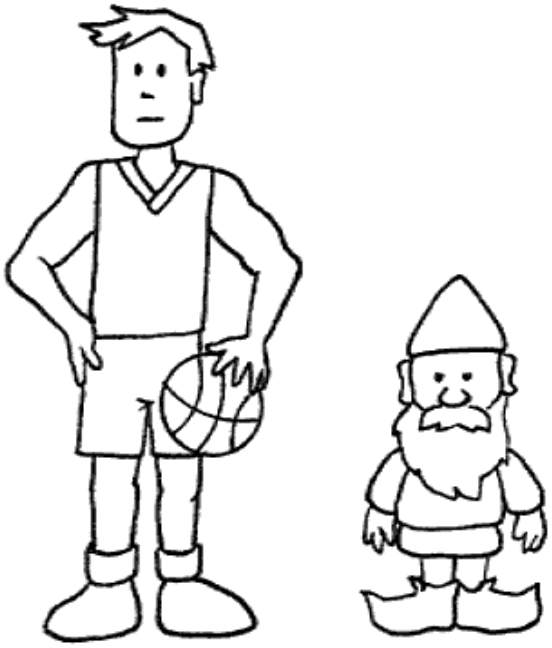
COLORA IL BICCHIERE PIENO.



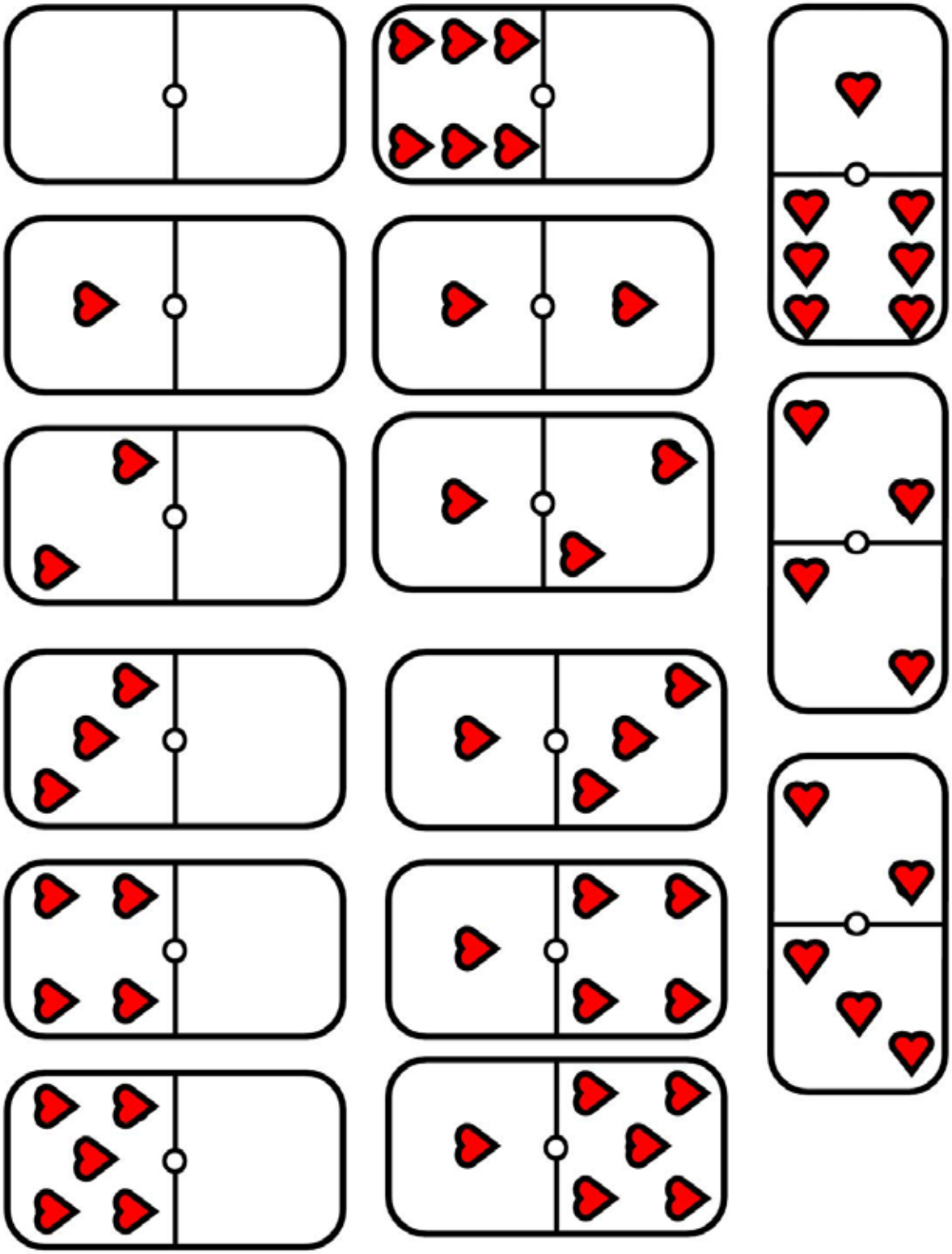
COLORA LA CAPRA SOTTO LA PANCA.

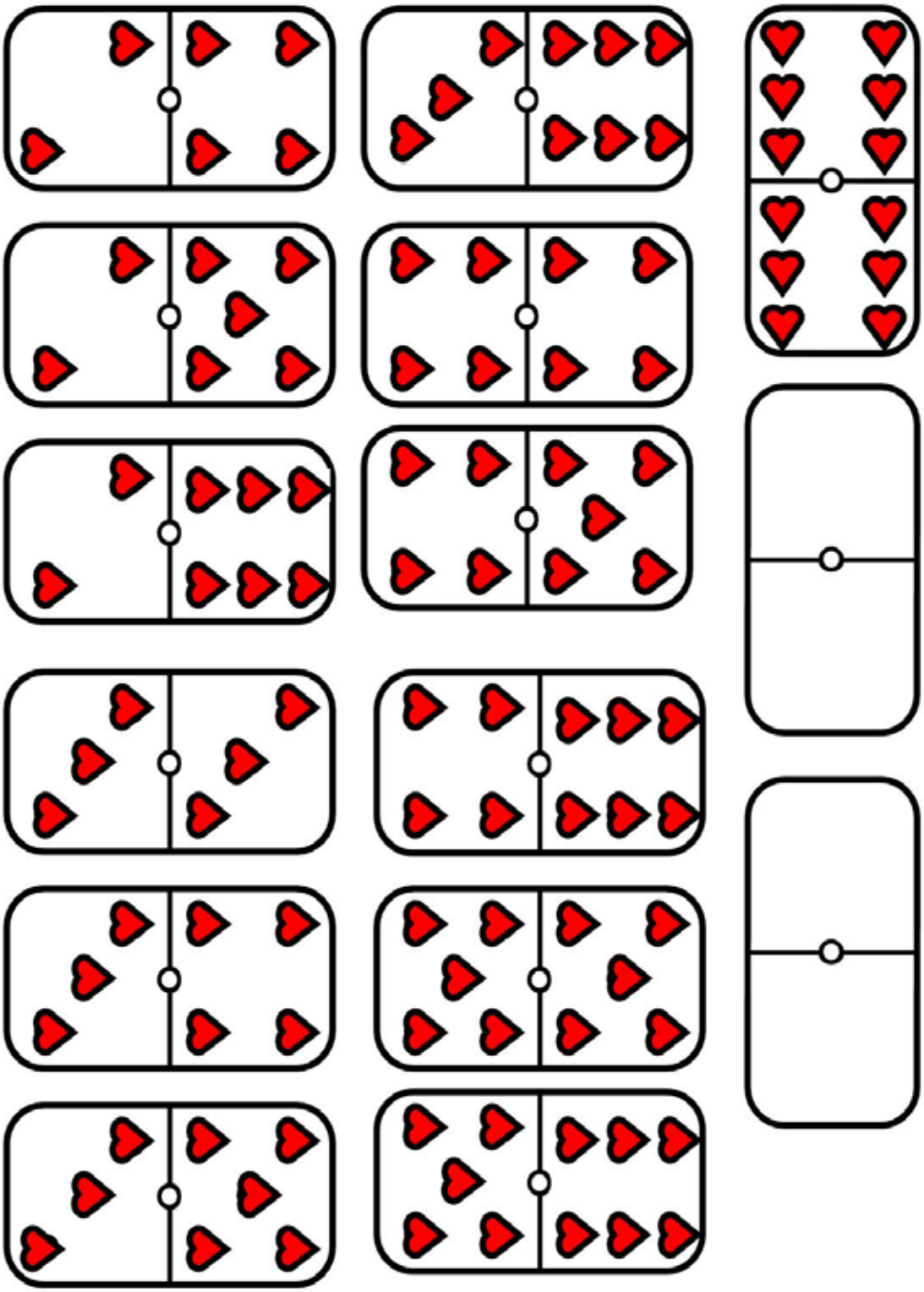


COLORA LA PERSONA PIU' BASSA.

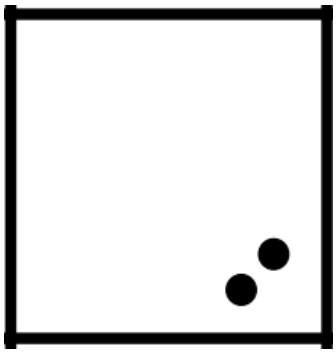
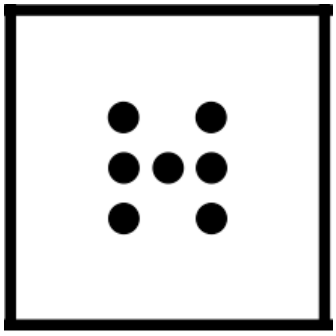
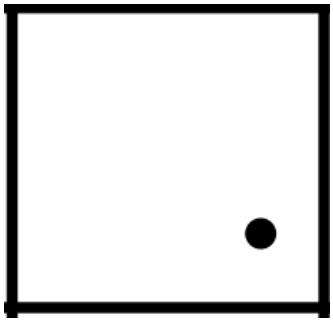


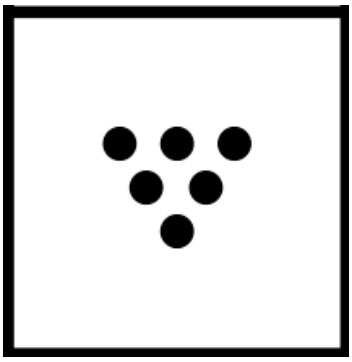
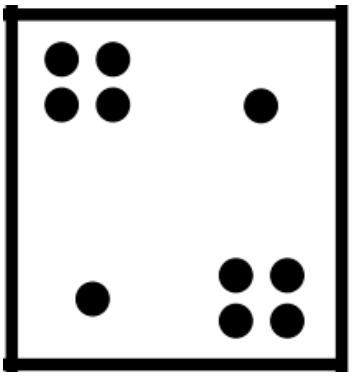
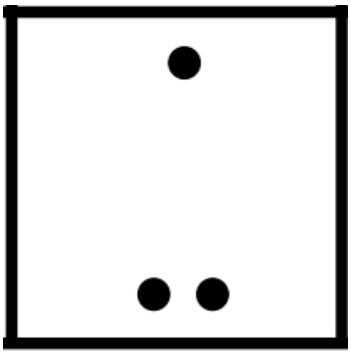
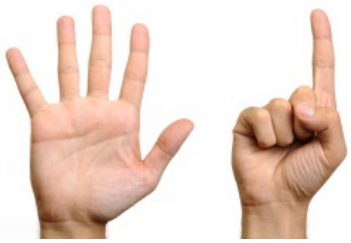
IL GIOCO DEL DOMINO.

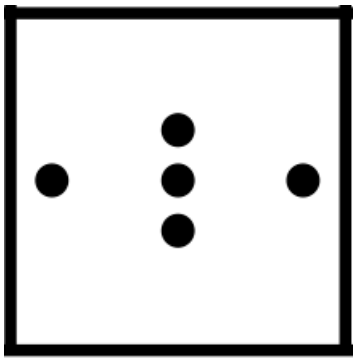
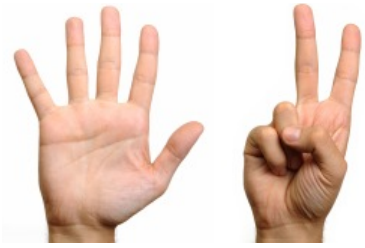
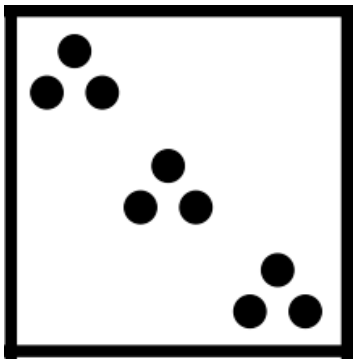
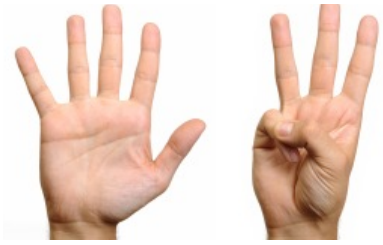
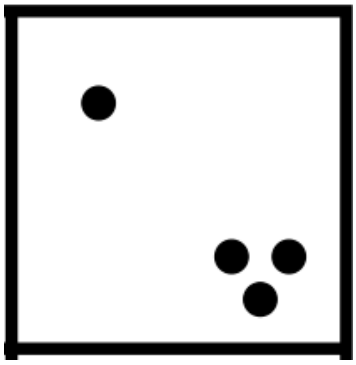
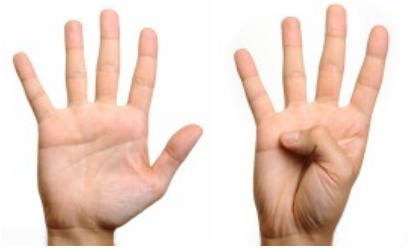


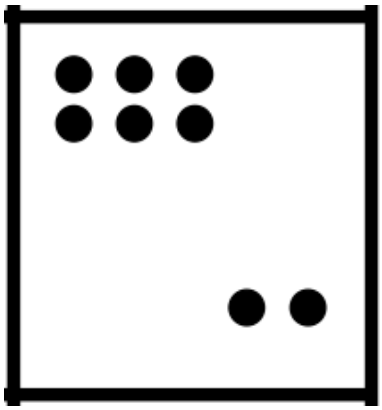
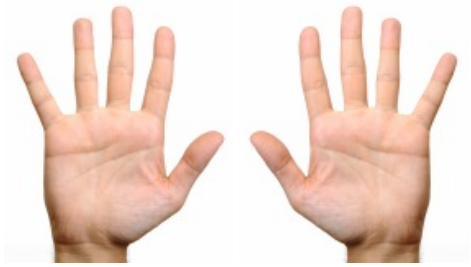


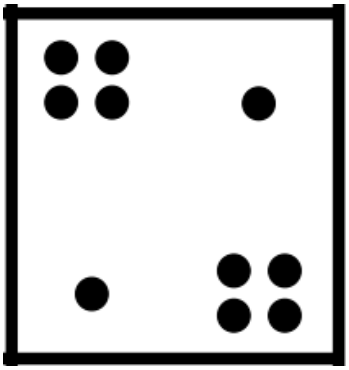
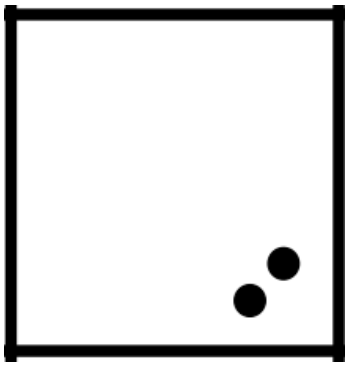
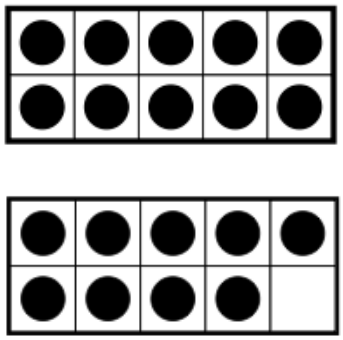
RITAGLIA LE CARTE, MISCHIALE E ACCOPPIALE CON LE QUANTITA' CORRISPONDENTI

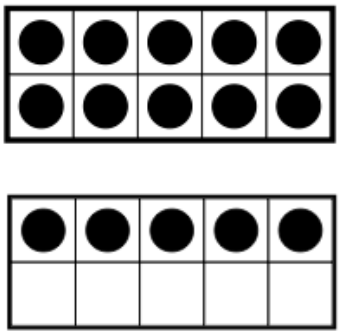
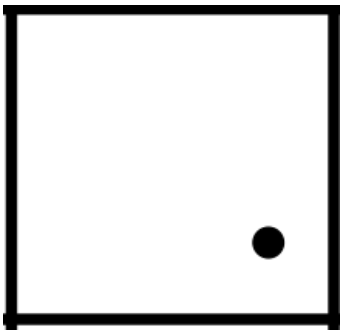
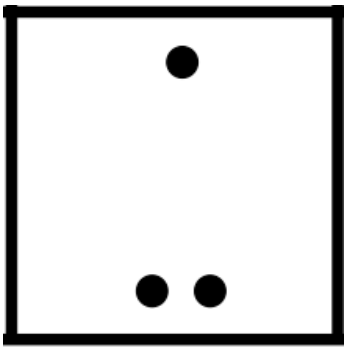
IO HO 	CHI HA UNO?
IO HO 	CHI HA DUE?
IO HO 	CHI HA TRE?

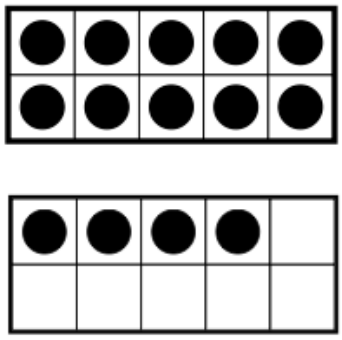
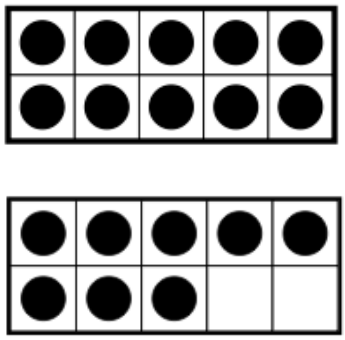
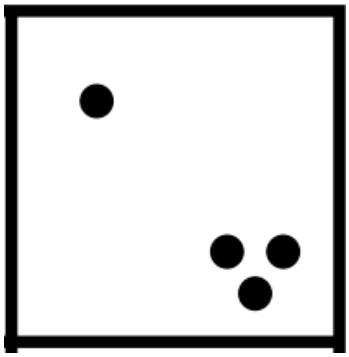
IO HO 	CHI HA QUATTRO?
IO HO 	CHI HA CINQUE?
IO HO 	CHI HA SEI? 

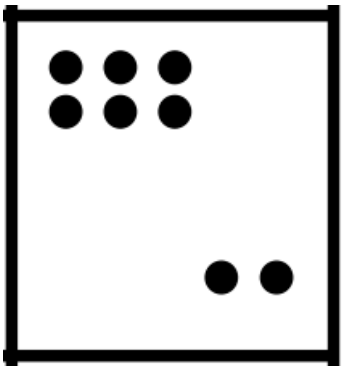
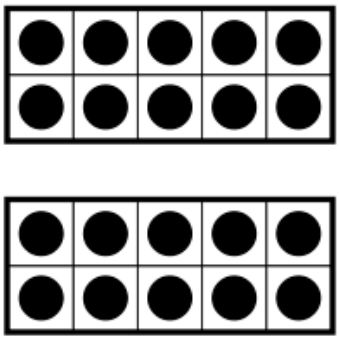
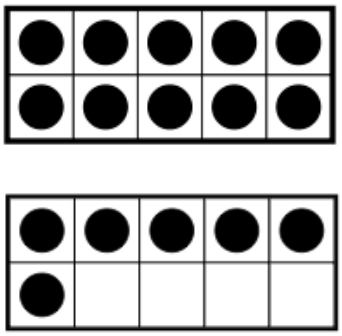
IO HO 	CHI HA SETTE? 
IO HO 	CHI HA OTTO? 
IO HO 	CHI HA NOVE? 

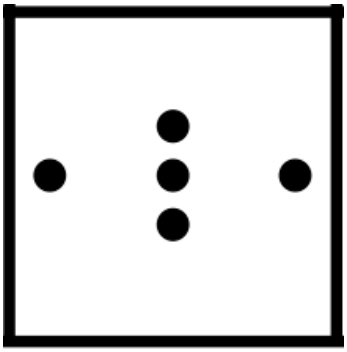
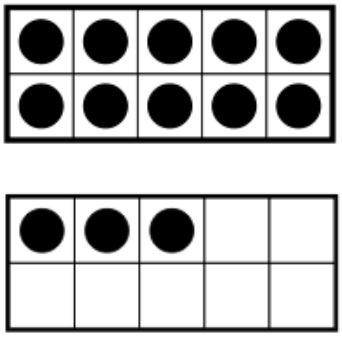
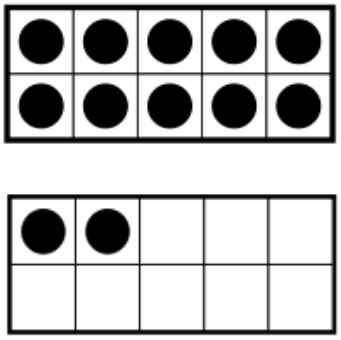
IO HO 	CHI HA DIECI? 

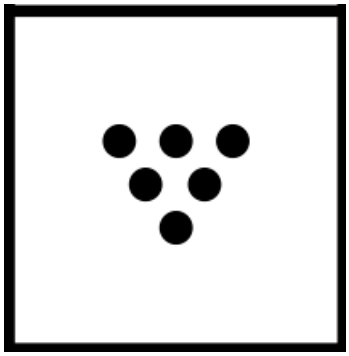
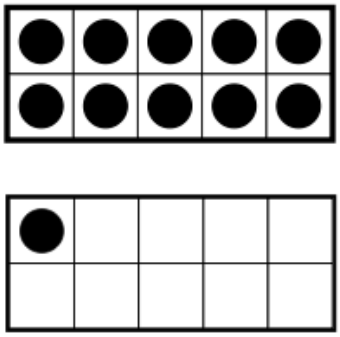
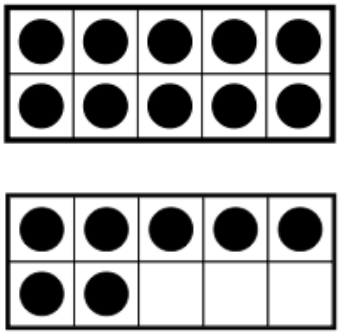
IO HO 	CHI HA UNO?
IO HO 	CHI HA DUE?
IO HO 	CHI HA TRE?

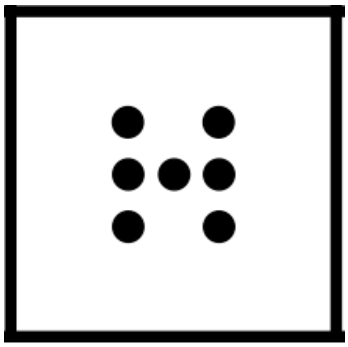
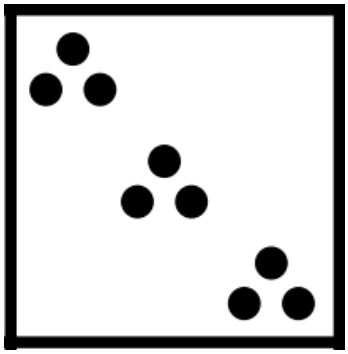
IO HO 	CHI HA QUATTRO?
IO HO 	CHI HA CINQUE?
IO HO 	CHI HA SEI?

IO HO 	CHI HA SETTE?
IO HO 	CHI HA OTTO?
IO HO 	CHI HA NOVE?

IO HO 	CHI HA DIECI?
IO HO 	CHI HA UNDICI?
IO HO 	CHI HA DODICI?

IO HO 	CHI HA TREDICI?
IO HO 	CHI HA QUATTORDICI?
IO HO 	CHI HA QUINDICI?

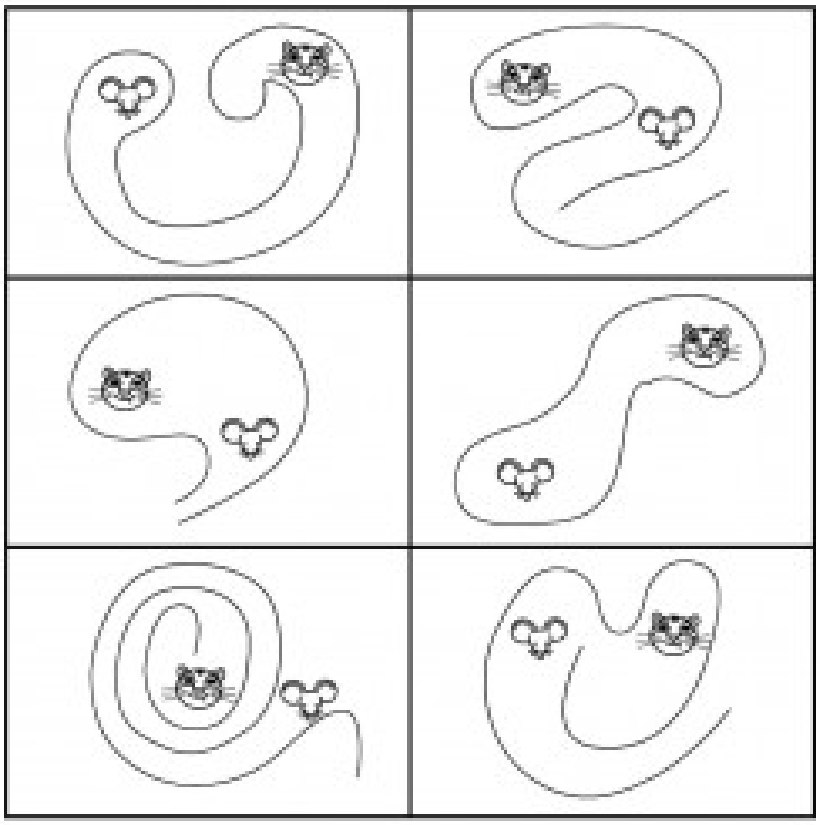
IO HO 	CHI HA SEDICI?
IO HO 	CHI HA DICIASETTE?
IO HO 	CHI HA DICIOTTO?

IO HO 	CHI HA DICIANNOVE?
IO HO 	CHI HA VENTI?

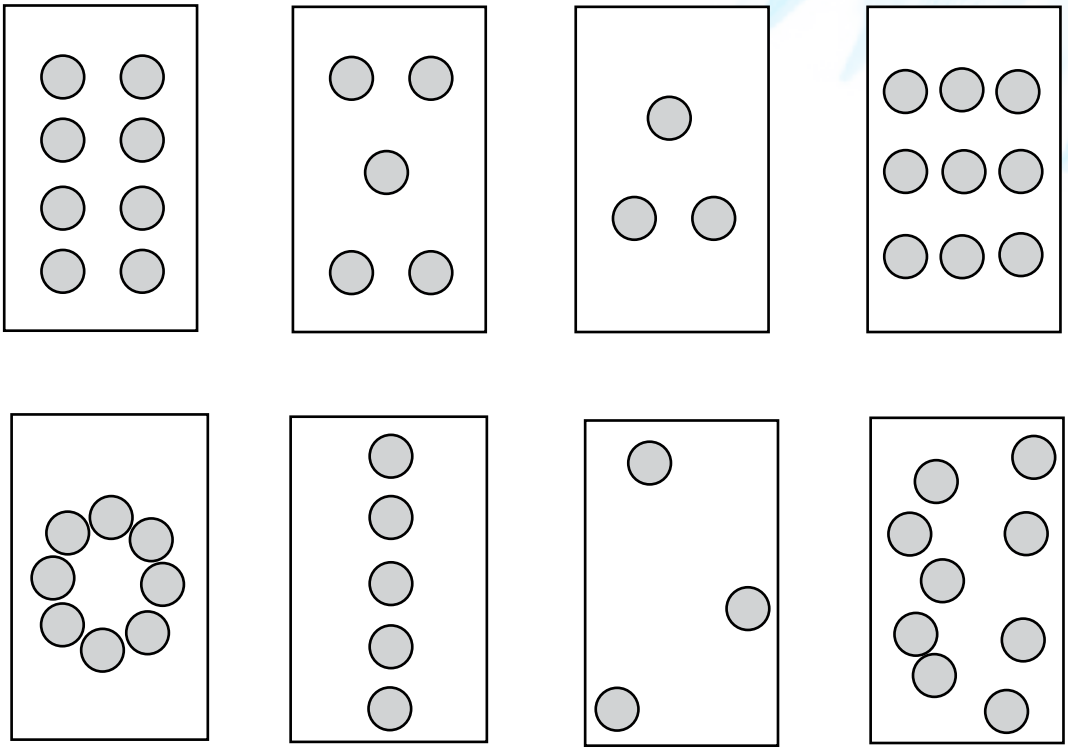
APERTO-CHIUSO

IL TOPINO RIUSCIRA' A SCAPPARE DAL GATTO AFFAMATO?

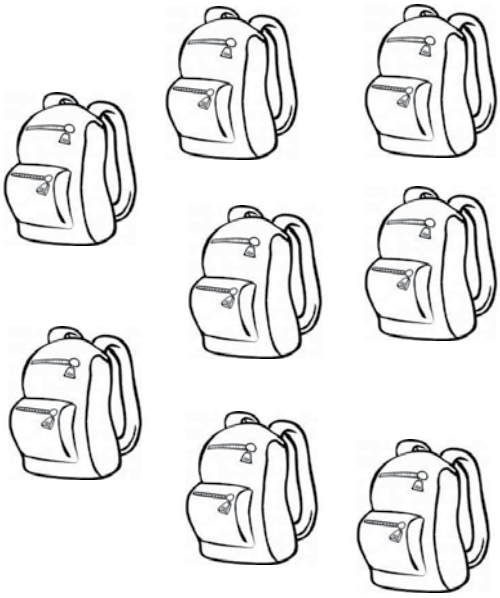
RIPASSA COL COLORE *ROSSO* LA LINEA *CHIUSA* DOVE IL TOPINO NON PUO' SCAPPARE E CON IL COLORE *VERDE* LA LINEA *APERTA* DOVE IL TOPINO PUO' SCAPPARE



QUANTI PALLINI VEDI?

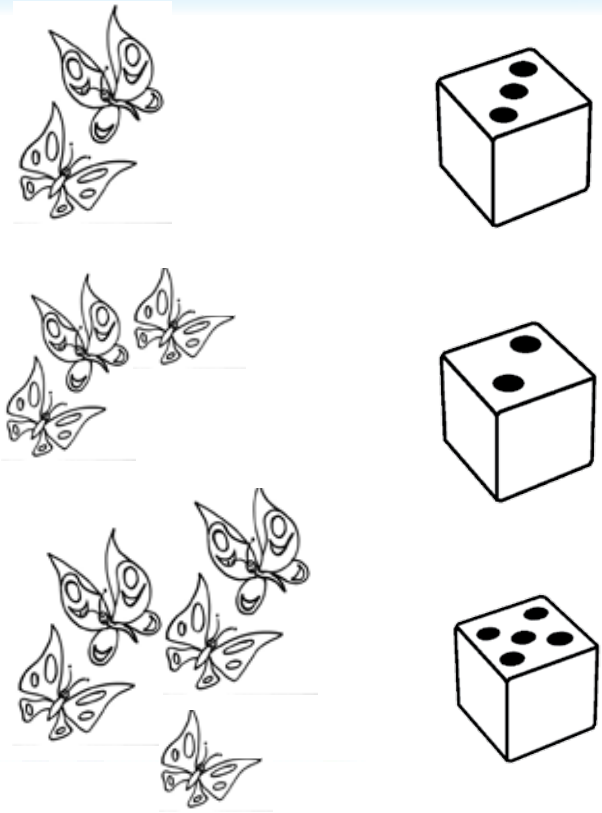


QUANTE ZAINI VEDI?



5	8	6	10	3

ABBINA LE FARFALLE AL NUMERO SUL DADO

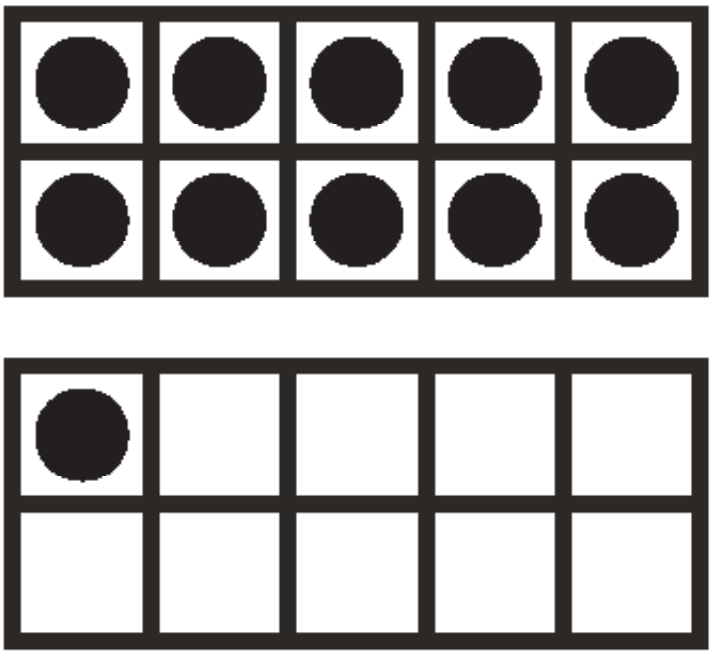


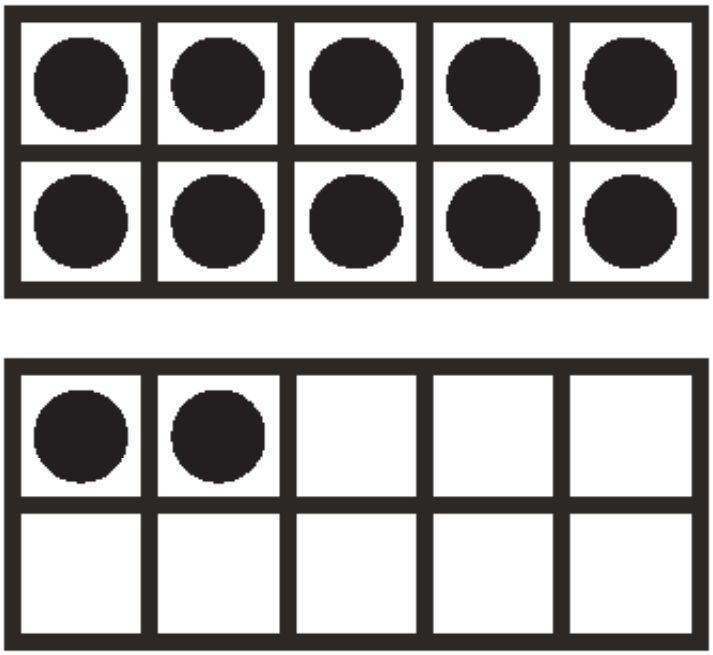
PRIMA DEI NUMERI

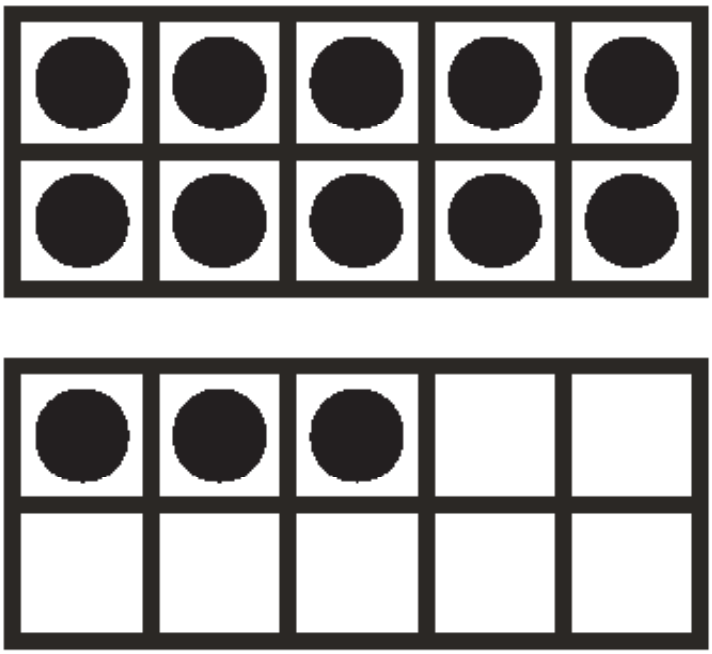
COME SI GIOCA CON QUESTE CARTE

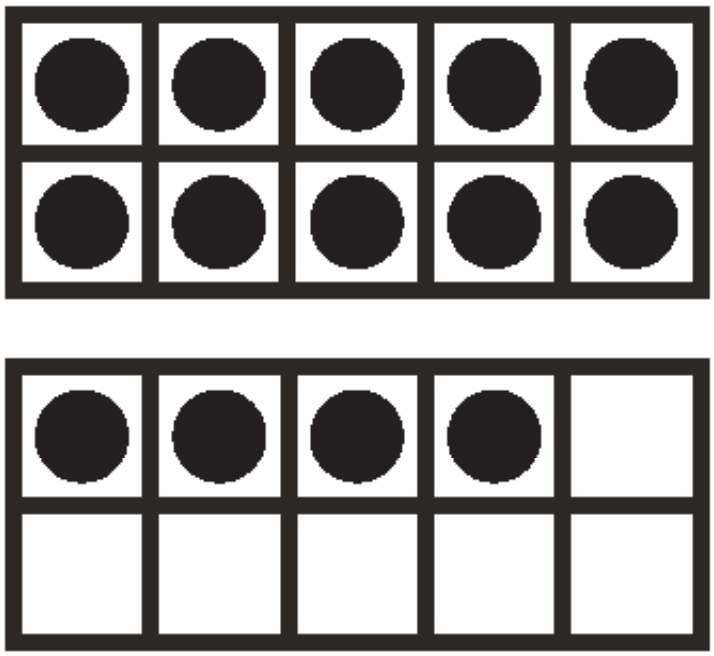
Queste cinque possono esseere stampate su un cartoncino e tagliate a metà.
Mostrando ogni pagina si dovrà si dovrà chiedere:
- Quanti sono?
- Quanti sono maggiori di 10?

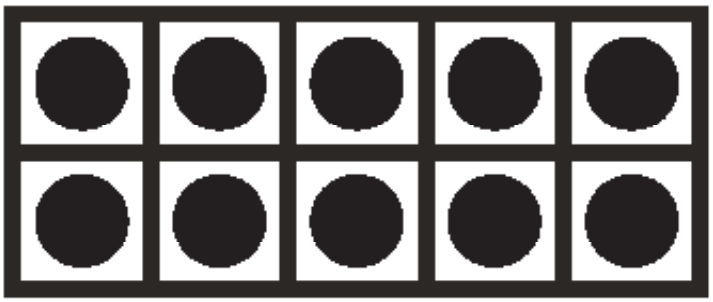
Il tempo a disposizione per vedere le carte e rispondere, dovrebbe scendere ma mano fino ad arrivare a soli tre secondi. Altre domande sulle relazioni più complesse possono essere: il numero è
- Uno più di
- Uno meno di
- Due più di
- Due meno di
- Quanto manca a fare venti?
- Quanto manca a fare quindici?
- Pari o dispari?
- Doppio o quasi doppio? (esempio: se si mostra il numero 17,gli studenti devono rispondere 9+8)

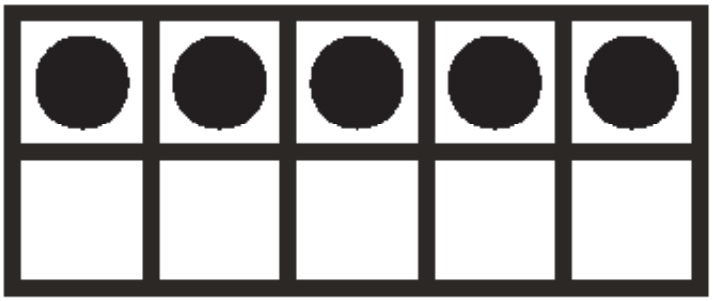


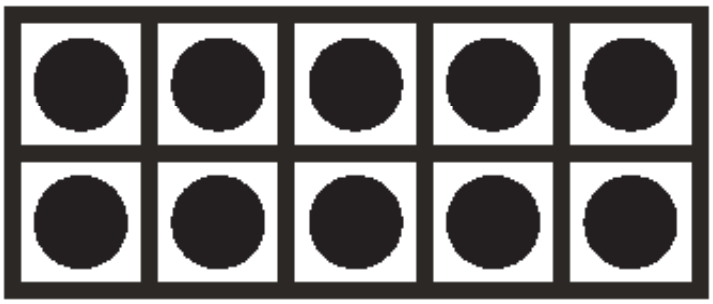


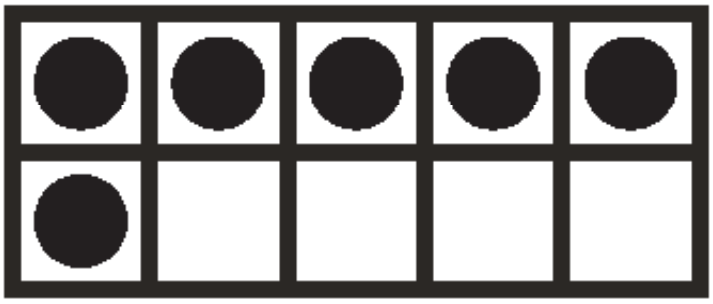


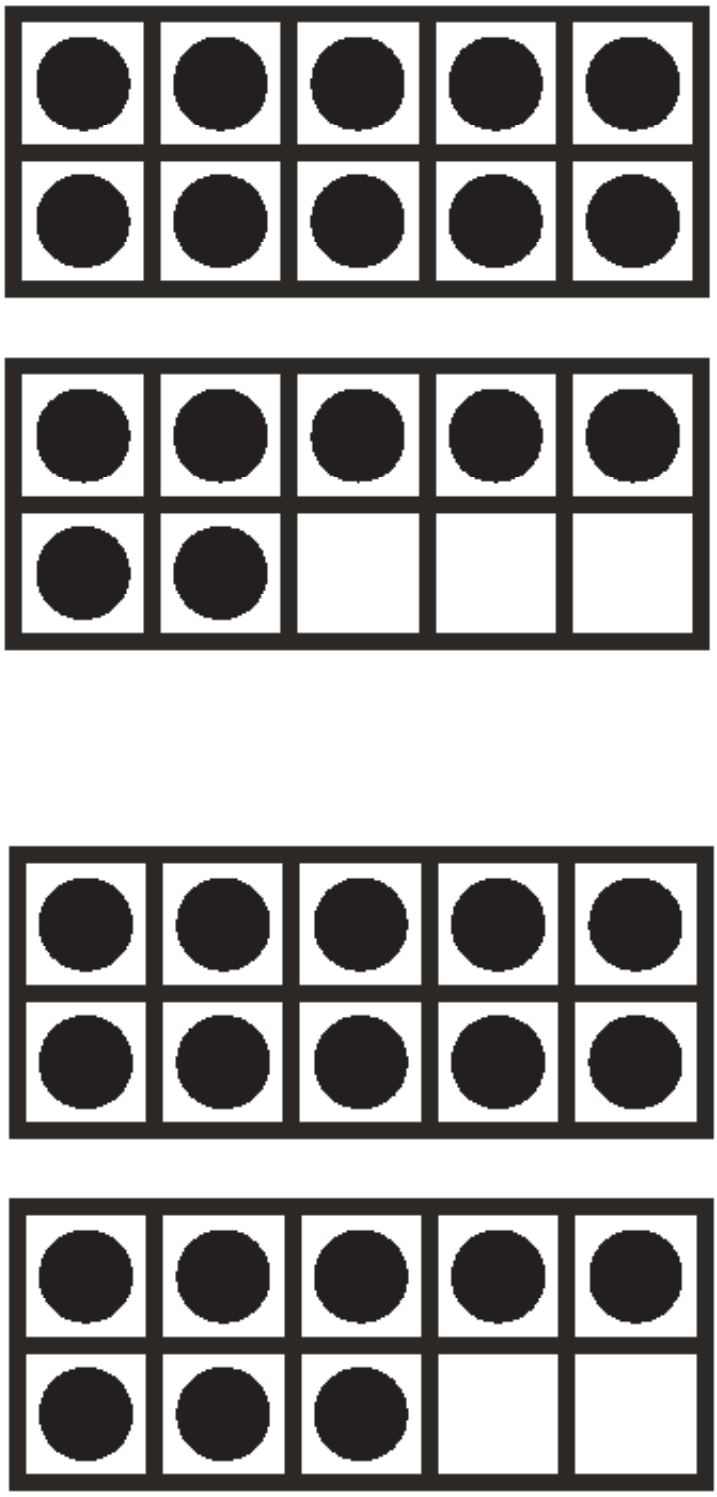


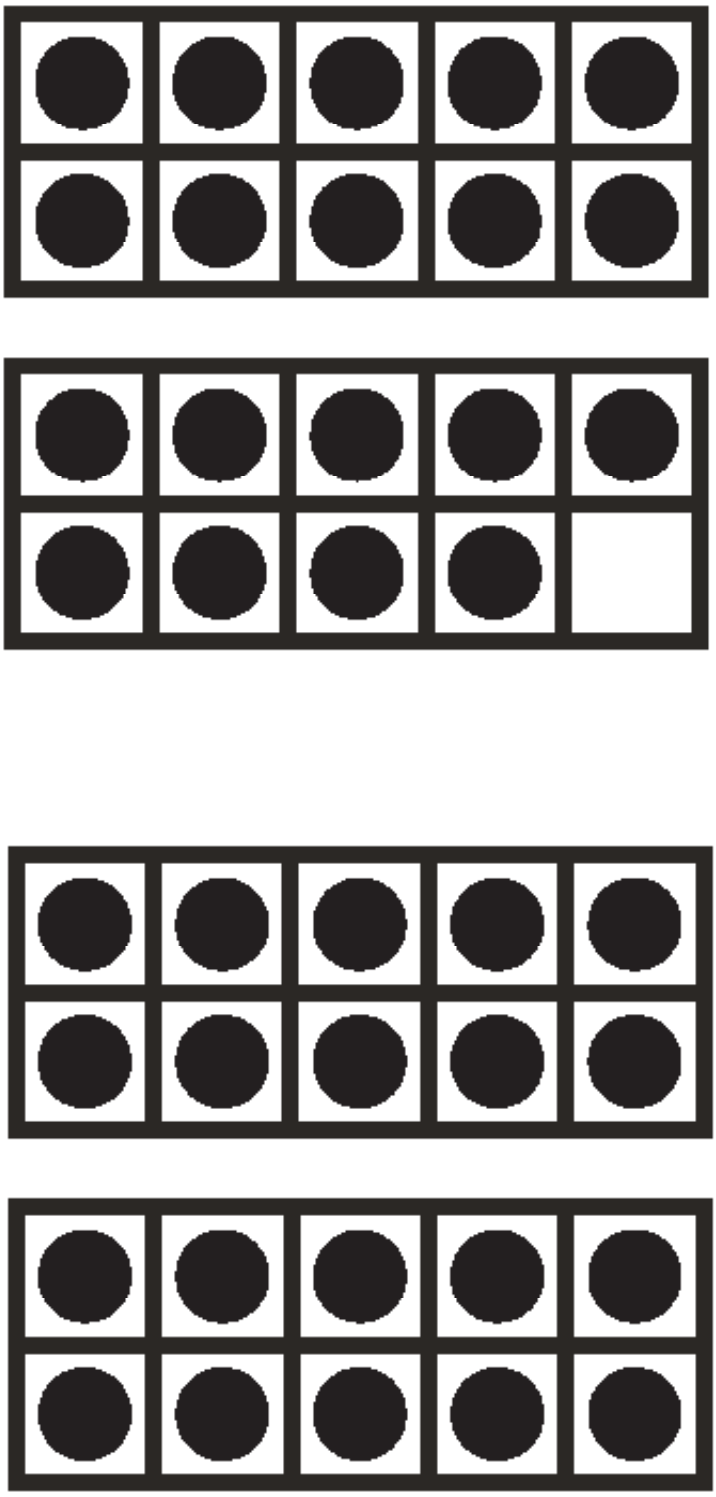


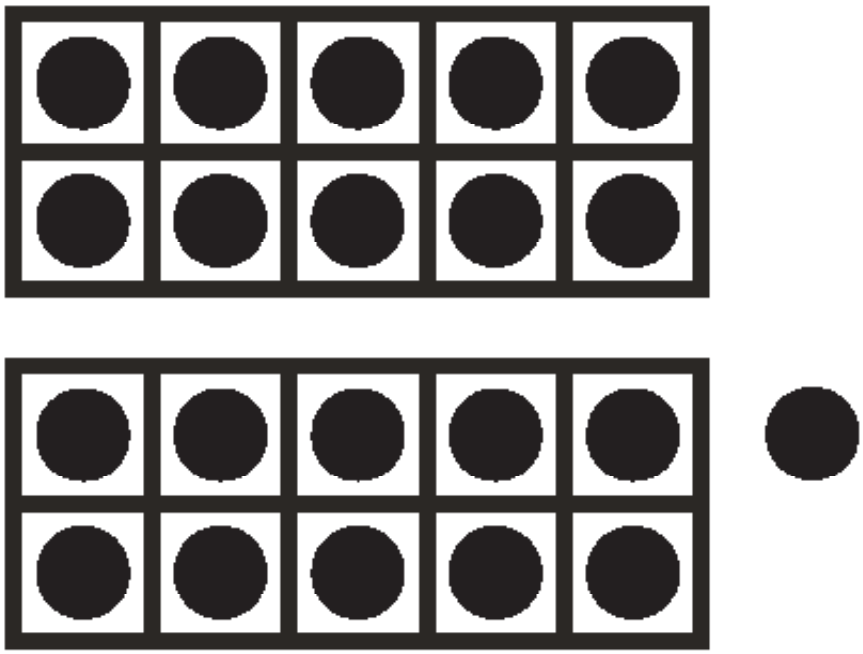


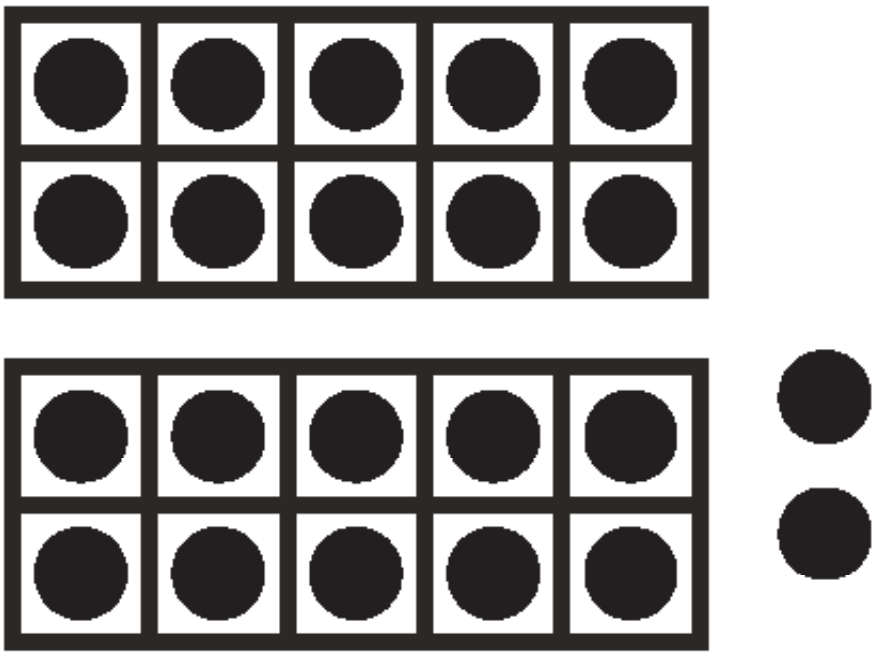












PRIMA DEI NUMERI

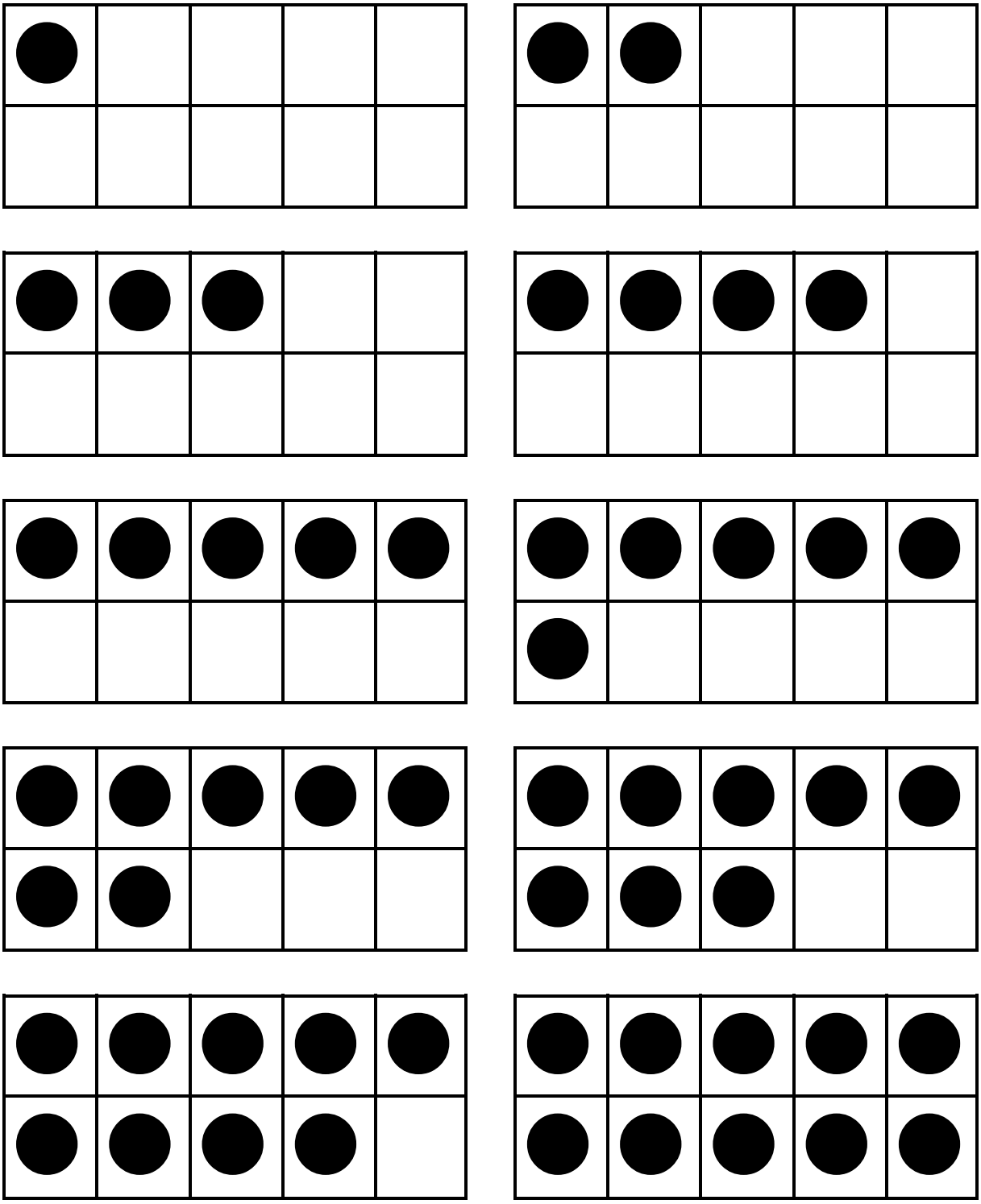
COME SI GIOCA CON QUESTE CARTE

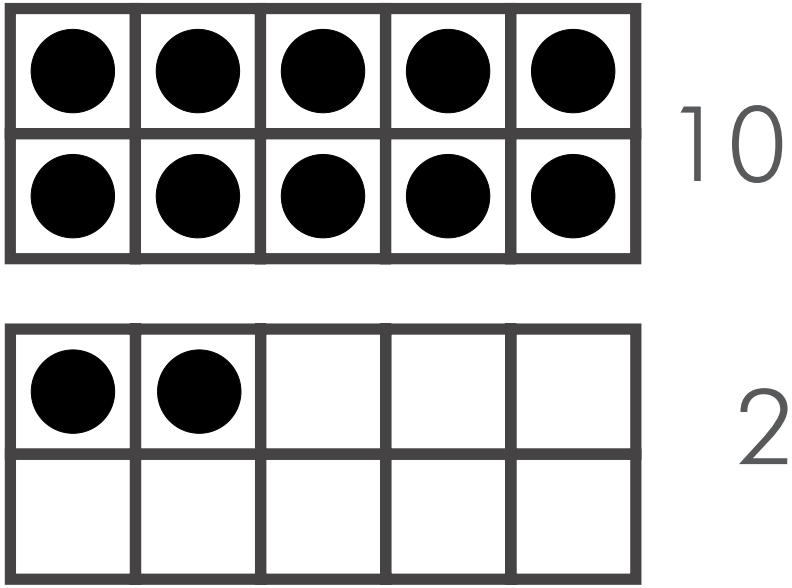
Questi tre giochi estremamenti popolari sono stati ideati per aiutare i giovani studenti nel riconoscimento dei numeri e delle relazioni numeriche utilizzando le carte Ten Frames: particolari carte divise in dice quadratini di cui alcuni riempiti da un pallino nero (ogni carta quindi va da 1 a 10 a seconda dei quadratini riempiti).

Il primo gioco si chiama Ten Frame Fish (I*a pesca dei Ten Frames).* ai bambini vengono date sette carte (cinque carte se i bambini che giocano sono in quattro o più di quattro). Le carte rimanenti vengono messe sul tavolo o sul pavimento a faccia in giù.
I bambini osservano le carte che hanno in mano ed eliminano quelle che formano una coppia. I bambini poi procedono a turni a chiedere agli altrti giocatori la carta che consentirebbe loro di formare l'ultima coppia mancante. Se il giocatore a cui viene fatta la richiesta non ha tale carta, il giocatore che ha fatto la domanda pesca una carta dal mazzo sul tavolo. Il gioco continua fino a quando uno dei giocatori riesce ad accoppiare ed eliminare tutte le carte che ha in mano.

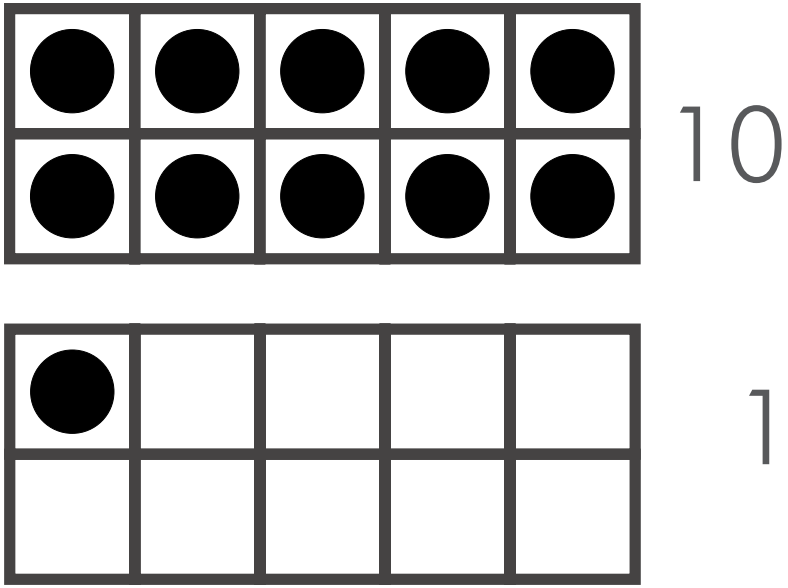
Per giocare a Ten Frame Memory *(la memoria dei Ten Frames),* l'insegnate deve semplicemente utilizzare due liste di carte con i numeri da 1 a 10, per un totale di 20 carte. I bambini sparpagliano le venti carte sul pavimentoo sul tavolo,con la faccia in giù. Poi a turno girane due carte alla volta cercando di formare coppie di numeri uguali. Se ci riescono, le carte vengono tolte dal tavolo. Se non ci riescono, le carte voltate vengono rimesse di nuovo faccia all'ingiù e il gioco continua finchè tutte le coppie vengono formate.

Per giocare a Ten Frame War *(la guerra dei Ten Frames),* ogni bambino gioca con un solo avversario. Il tavolo da gioco viene diviso in due. Ogni bambino mostra una carta. I bambini quindi confrontano le due carte e quello che ha in mano il numero più alto (o più basso, a scelta) si tiene entrambe le carte. Si continua così finchè non finisce il tempo a disposizione. Alla fine, il bambino che ha più carte in suo possesso vince.

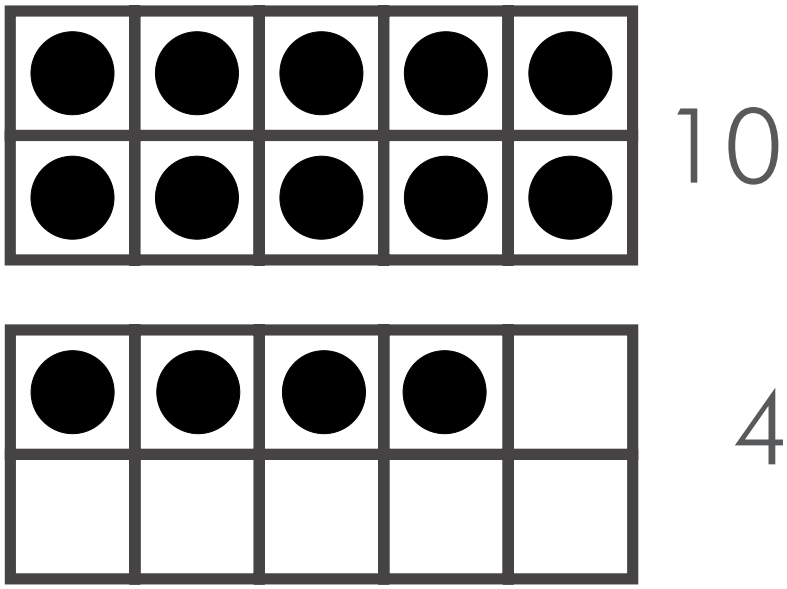




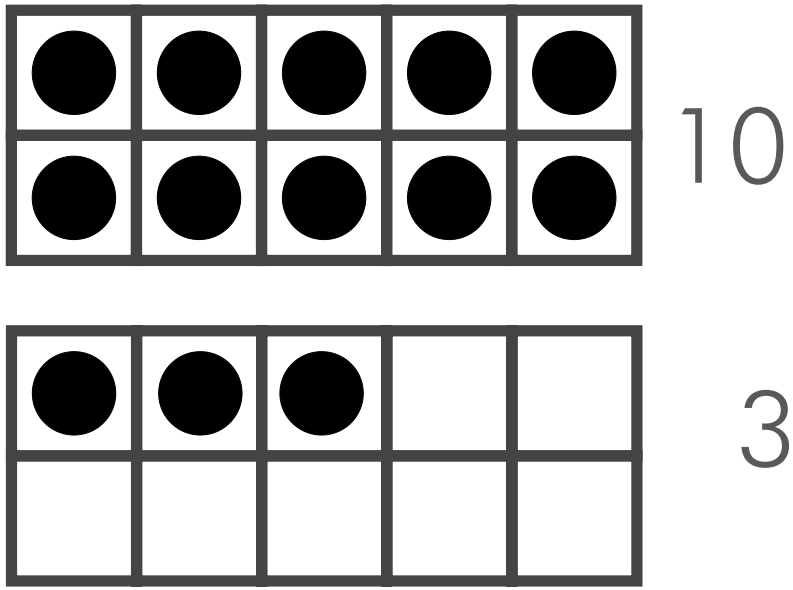
12



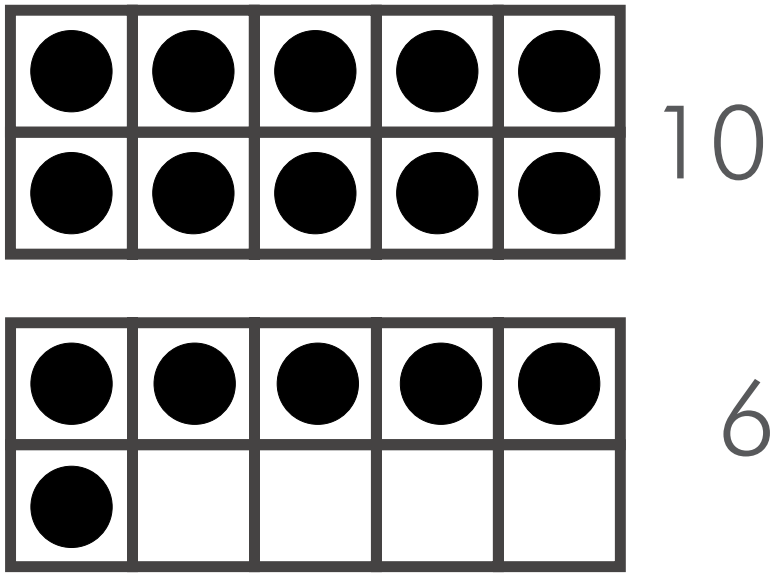
11



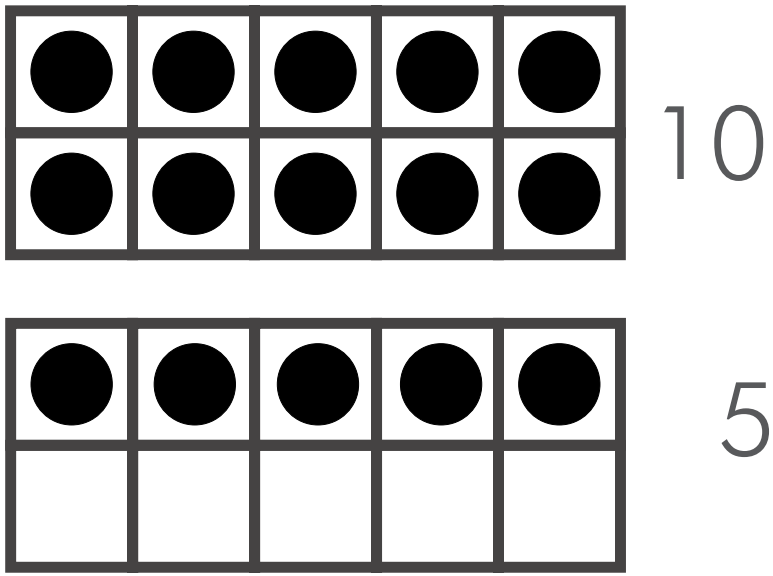
14



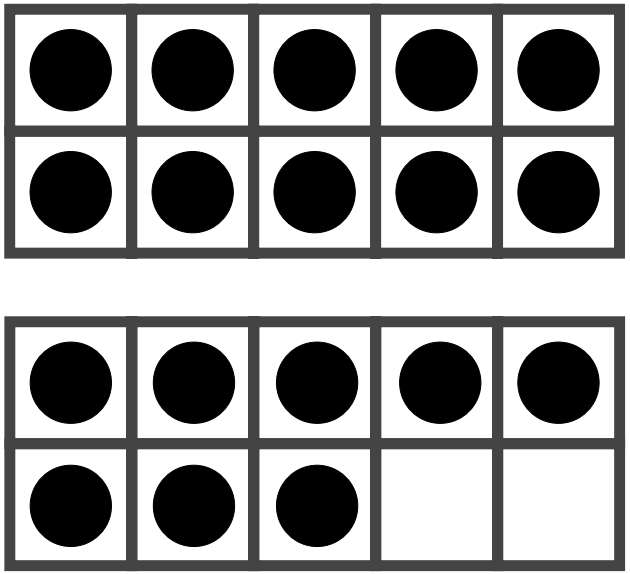
13



16



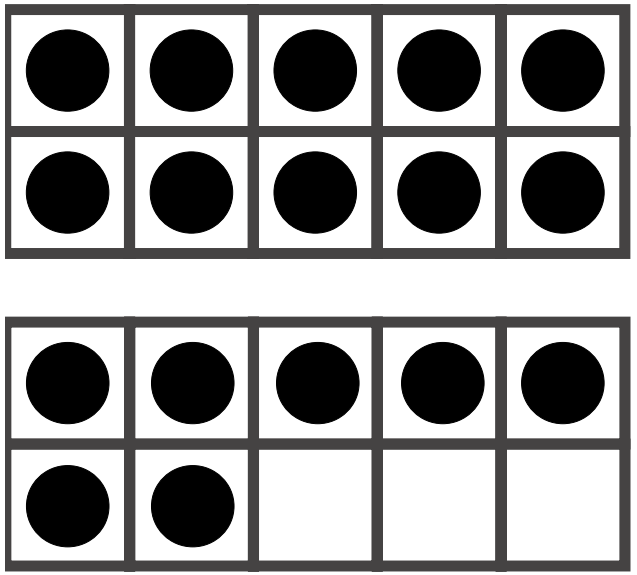
15



10

8

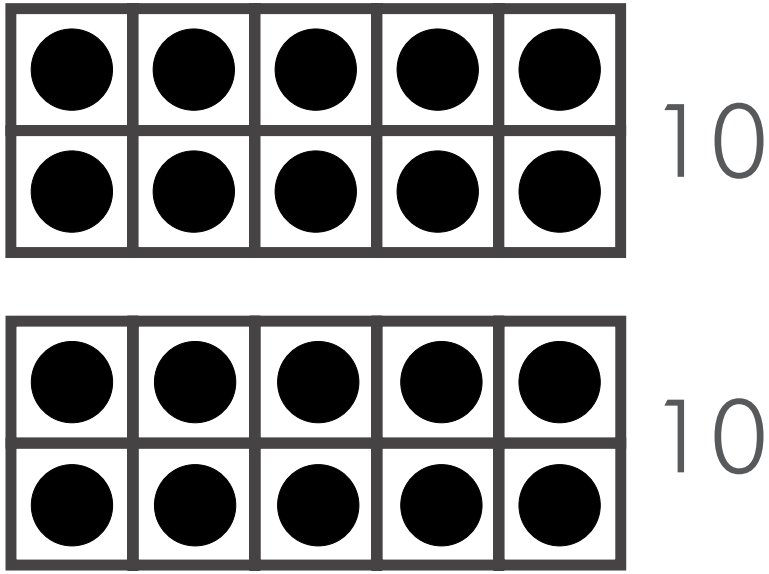
18



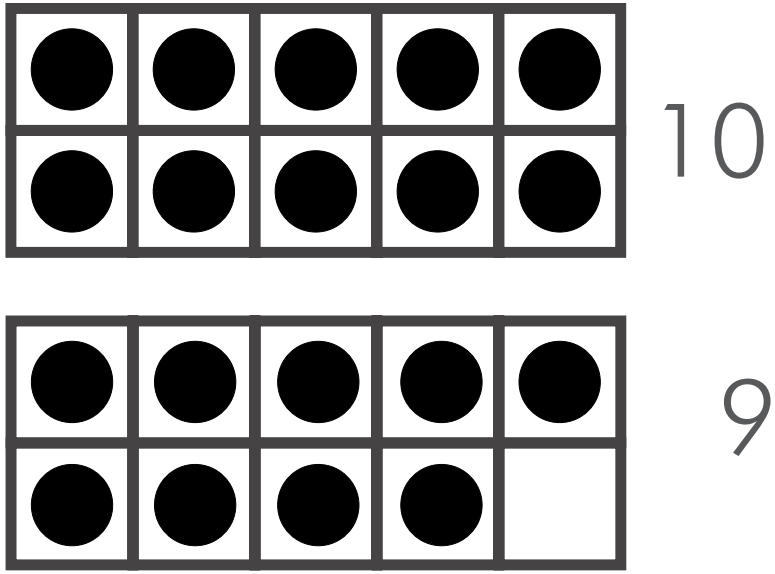
10

7

17



20



19