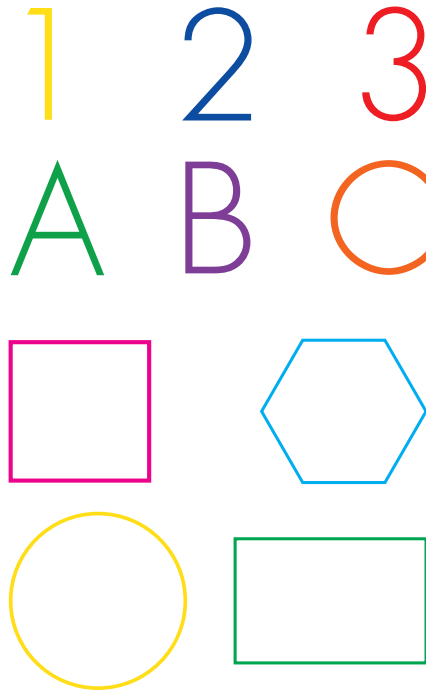




Učenie sa hrou



Inšpirované Metódou
Montessori

OBSAH

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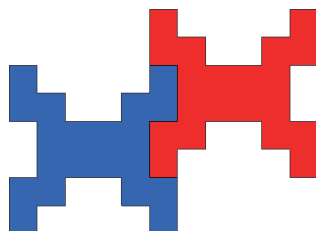
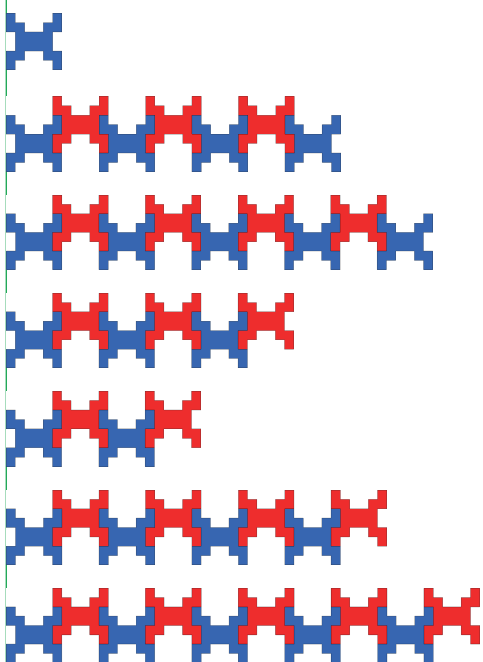
ABECEDA

Postav si písmená	21
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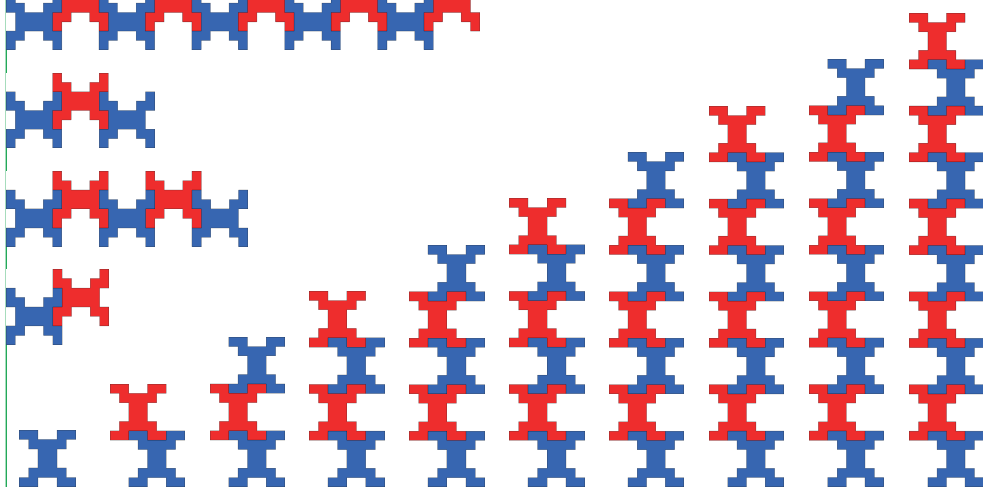
ČÍSLA PODĽA VEĽKOSTI

Postav čiaru

1) Postav čiaru rôznej veľkosti



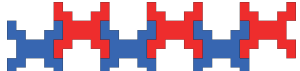


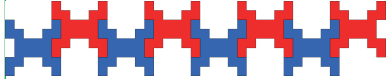
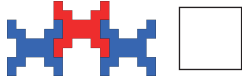
2) Zorad' čiaru vzostupne



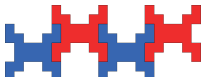
1 2 3 4 5 6 7 8 9 10

3) Prirad' hodnotu každej čiary





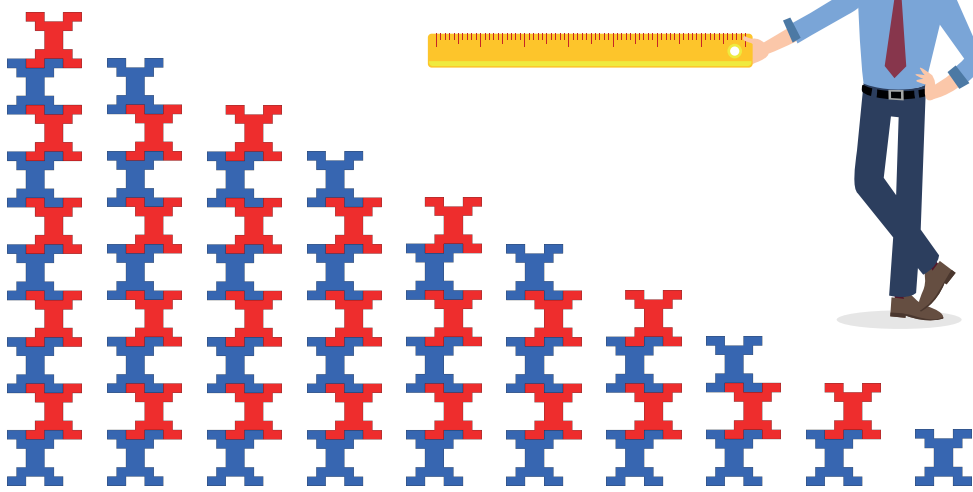
4) Postav svoju vlastnú čiaru začínajúcu zadaným číslom


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5) Zorad' čiary zostupne

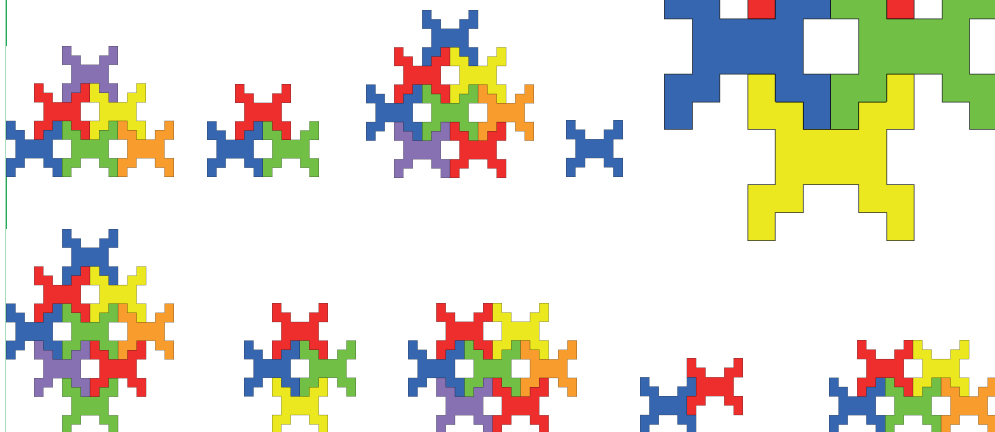




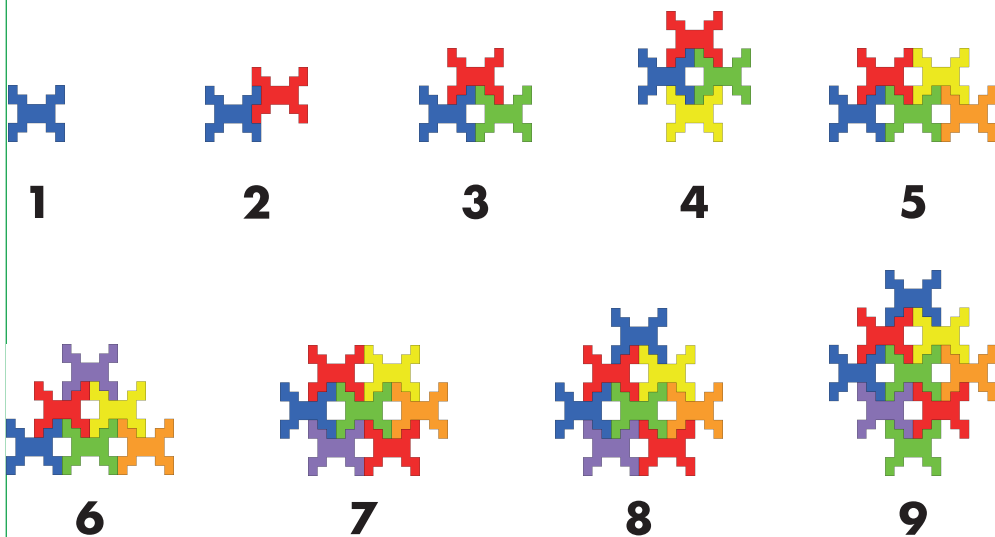
10 **9** **8** **7** **6** **5** **4** **3** **2** **1**

Hraj sa s dielikmi

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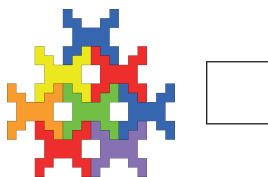
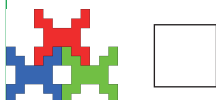
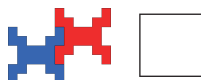
2) Zorad' modely vzostupne



3) Postav 2D modely s použitím nasledujúceho počtu dielikov



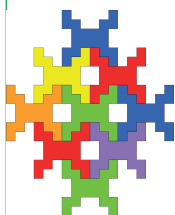
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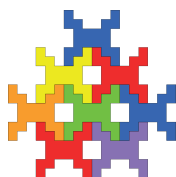
4) So zadaným počtom dielikov postav svoj vlastný výtvor



5) Zorad' jednotlivé modely zostupne



9



8



7



6



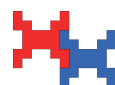
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4



3



2

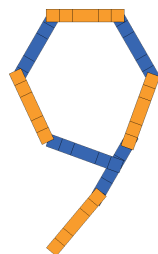
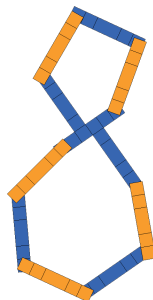
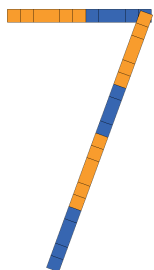
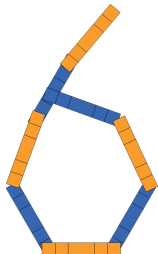
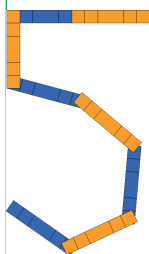
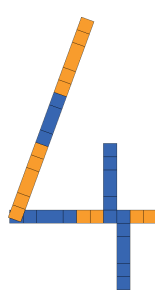
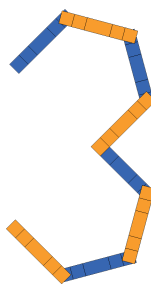
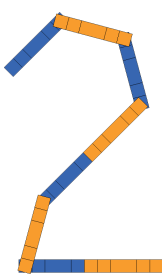
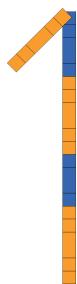
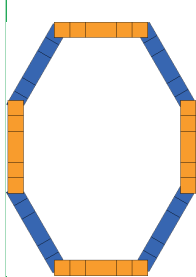
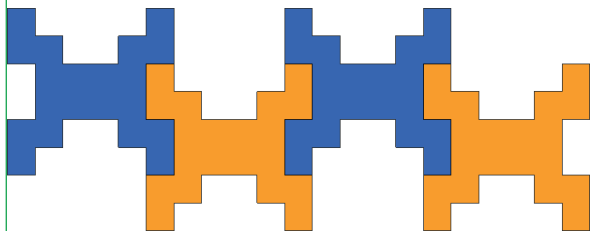
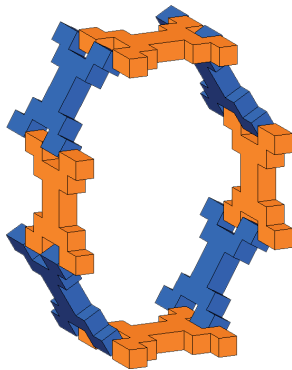


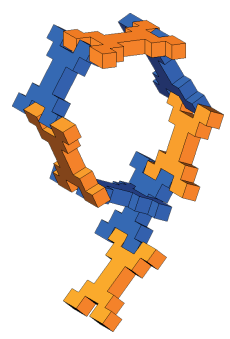
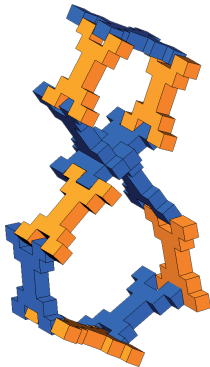
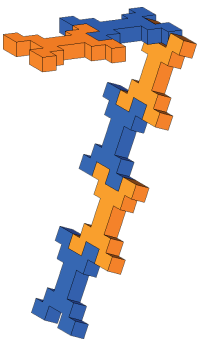
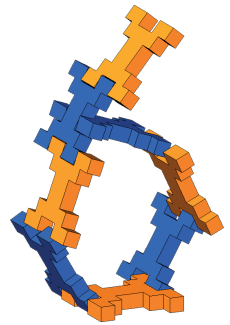
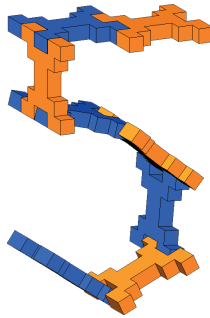
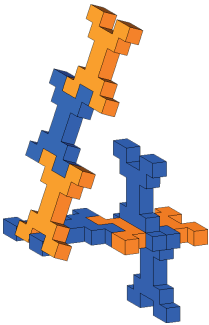
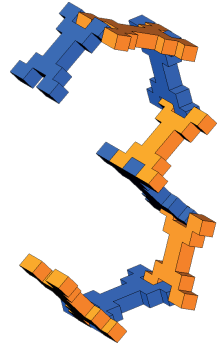
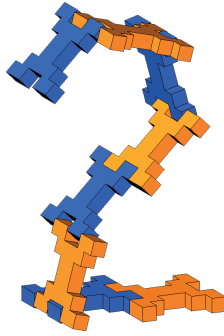
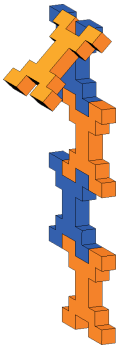
1

ROZOZNÁVANIE ČÍSEL

Postav čísla

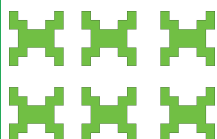
Postav čiaru a ohni do tvarov nasledujúcich čísel



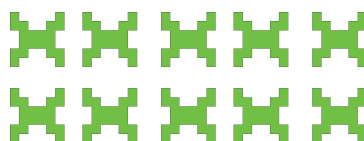
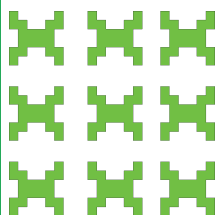
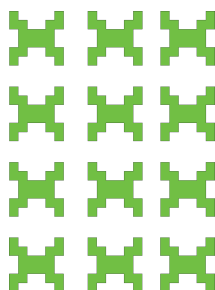


Nauč sa počítat'

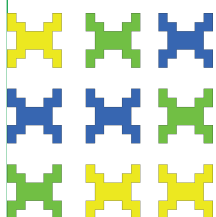
1) Spočítaj dieliky



6



• Spočítaj dieliky každej farby



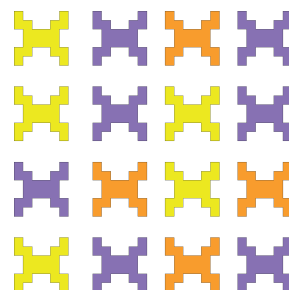
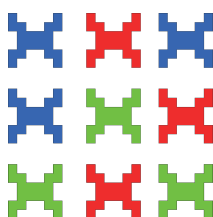
3



3

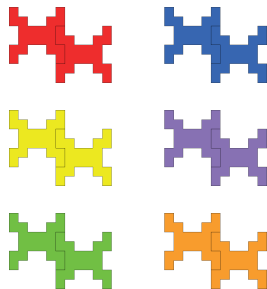
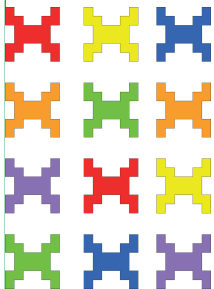
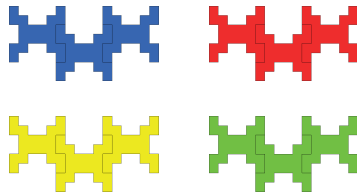
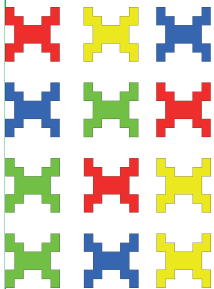


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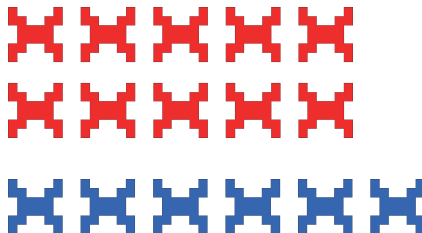
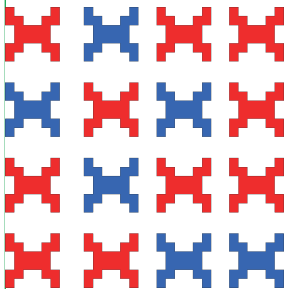


Zoskupenie

• Zoskup dieliky podľa farby



• Zoskup po desiatkach



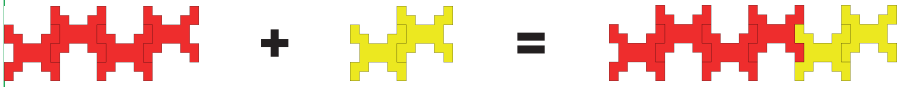
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6

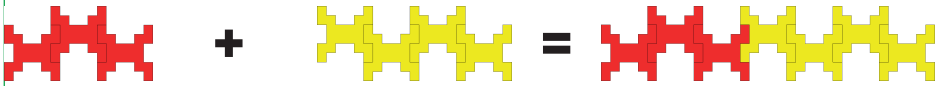
Sčítanie



4

2

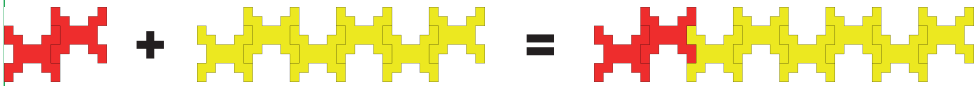
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3

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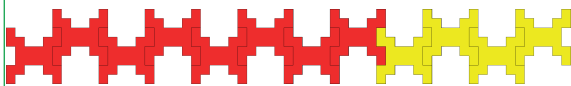
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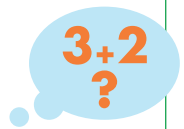


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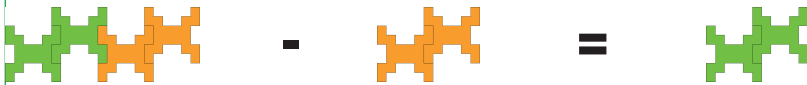
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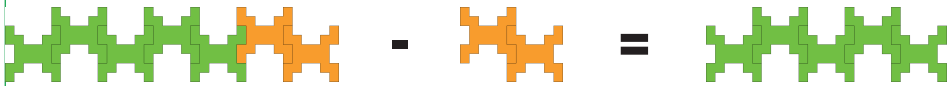
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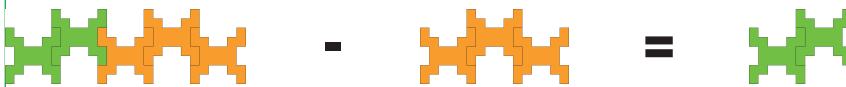
Odčítanie




$4 - 2 = 2$




$7 - 2 = 5$



$5 - 3 = 2$



$8 - 4 = 4$



4

Násobenie

$$\begin{array}{c} \text{X X} \\ \text{X X} \end{array} \times \begin{array}{c} \text{X X X X X} \\ \text{X X X X X} \end{array} = \begin{array}{c} \text{X X X X X} \\ \text{X X X X X} \end{array}$$

2 **5** **10**

$$\begin{array}{c} \text{X X X} \\ \text{X X X} \\ \text{X X X} \end{array} \times \begin{array}{c} \text{X X X} \\ \text{X X X} \\ \text{X X X} \end{array} = \begin{array}{c} \text{X X X} \\ \text{X X X} \\ \text{X X X} \end{array}$$

3 **3** **9**

$$\begin{array}{c} \text{X X} \\ \text{X X} \end{array} \times \begin{array}{c} \text{X X X} \\ \text{X X X} \end{array} = \begin{array}{c} \text{X X X} \\ \text{X X X} \end{array}$$

2 **3** **6**

$$\begin{array}{c} \text{X X X} \\ \text{X X X} \\ \text{X X X} \end{array} \times \begin{array}{c} \text{X X X X} \\ \text{X X X X} \\ \text{X X X X} \end{array} = \begin{array}{c} \text{X X X} \\ \text{X X X} \\ \text{X X X} \end{array}$$

3 **4** **12**

Delenie

$$\begin{array}{c} \text{Blue} \\ \text{Blue} \\ \text{Orange} \\ \text{Orange} \\ \text{Orange} \end{array} \div \begin{array}{c} \text{Blue} \\ \text{Blue} \end{array} = \begin{array}{c} \text{Blue} \\ \text{Blue} \\ \text{Blue} \\ \text{Blue} \\ \text{Blue} \end{array}$$

10 2 5

$$\begin{array}{c} \text{Blue} \\ \text{Blue} \\ \text{Blue} \\ \text{Orange} \\ \text{Orange} \\ \text{Orange} \end{array} \div \begin{array}{c} \text{Blue} \\ \text{Blue} \\ \text{Blue} \end{array} = \begin{array}{c} \text{Blue} \\ \text{Blue} \\ \text{Blue} \end{array}$$

9 3 3

$$\begin{array}{c} \text{Blue} \\ \text{Blue} \\ \text{Blue} \\ \text{Orange} \\ \text{Orange} \end{array} \div \begin{array}{c} \text{Blue} \\ \text{Blue} \\ \text{Blue} \end{array} = \begin{array}{c} \text{Blue} \\ \text{Blue} \end{array}$$

6 3 2

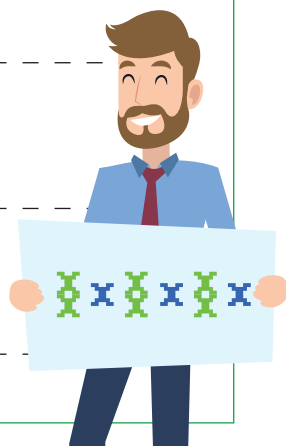
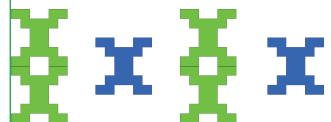
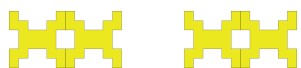
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12 4 3

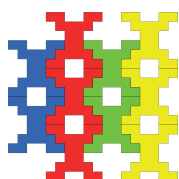
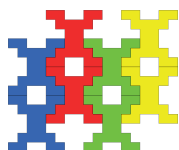
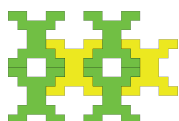
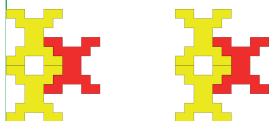
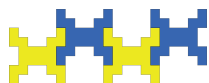
LOGICKÉ MYSLÉNIE

Usporiadanie do postupnosti

1) Pokračuj v postupnosti



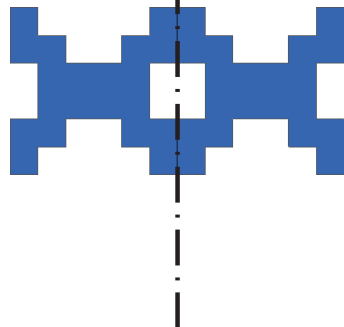
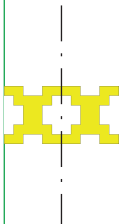
2) Pokračuj v postupnosti pridávaním dielikov správnym spôsobom



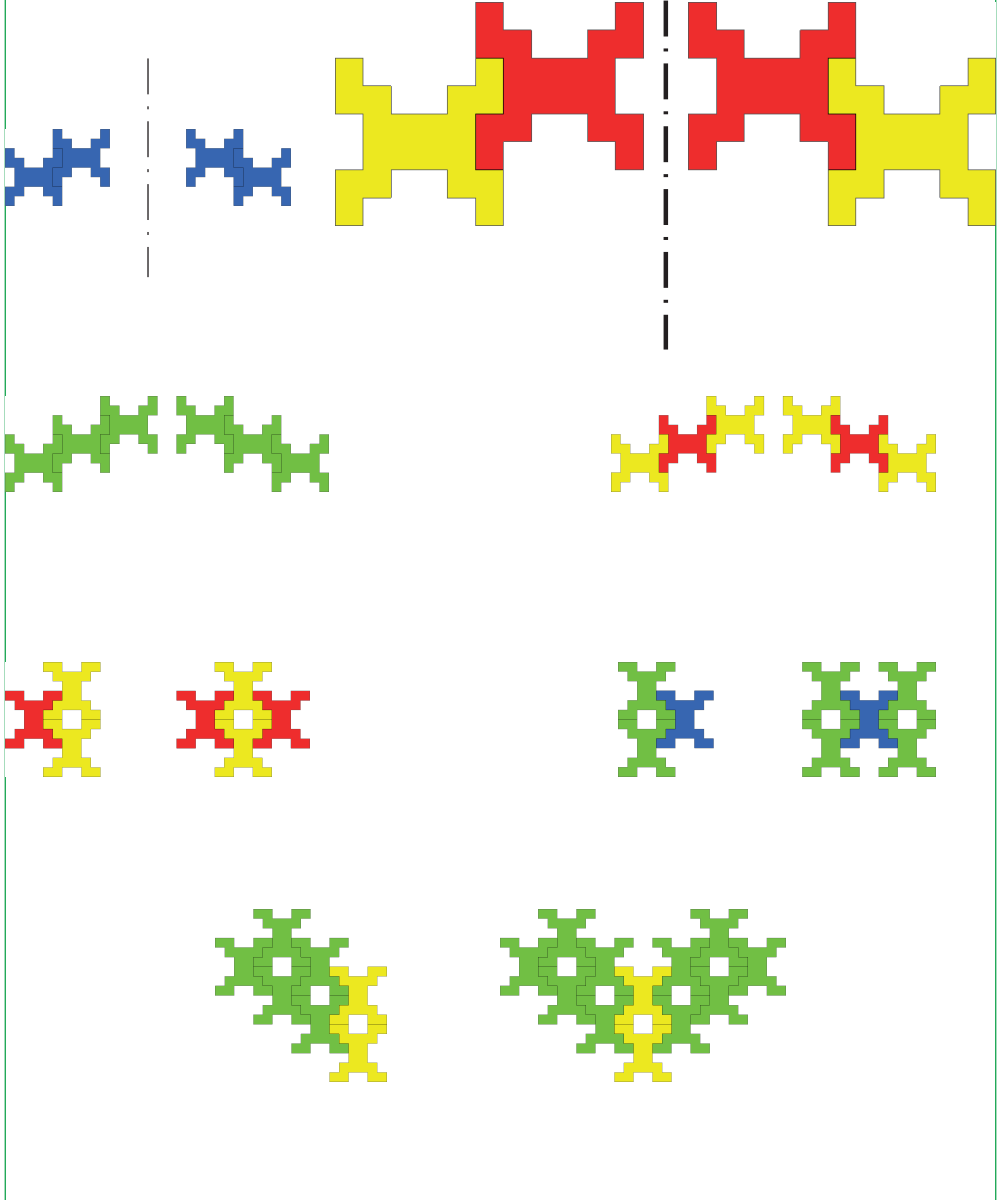
GEOMETRIA

Symetria

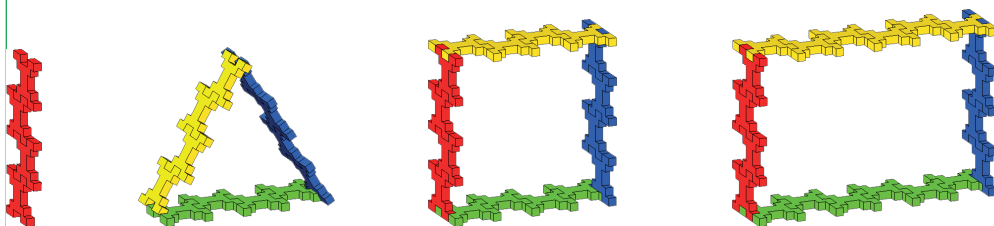
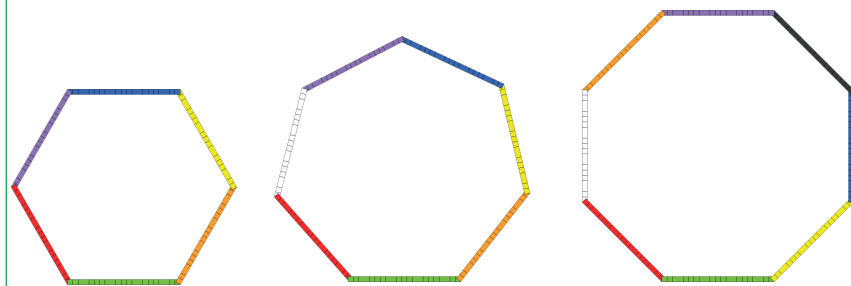
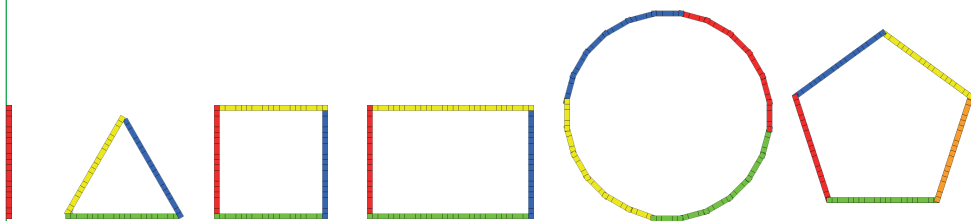
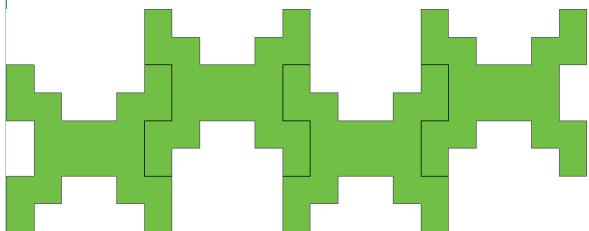
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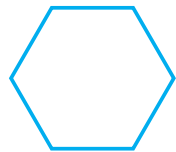
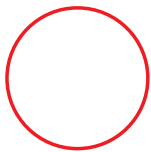
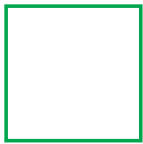
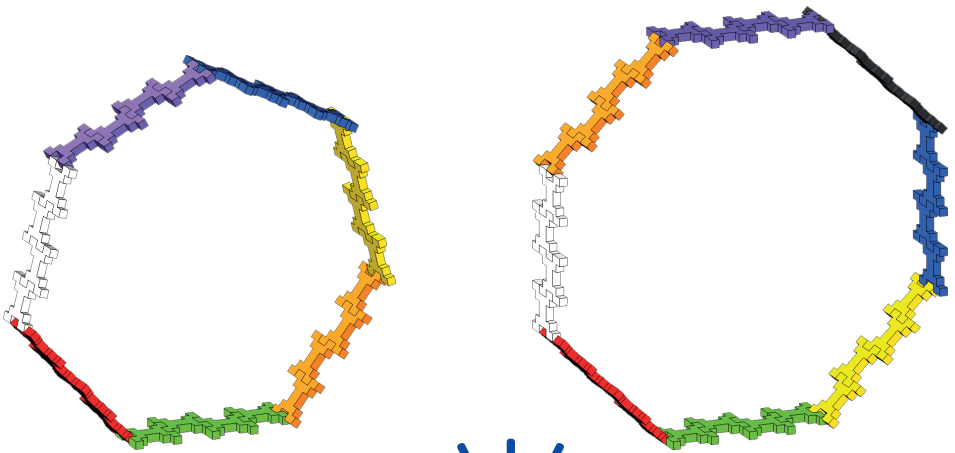
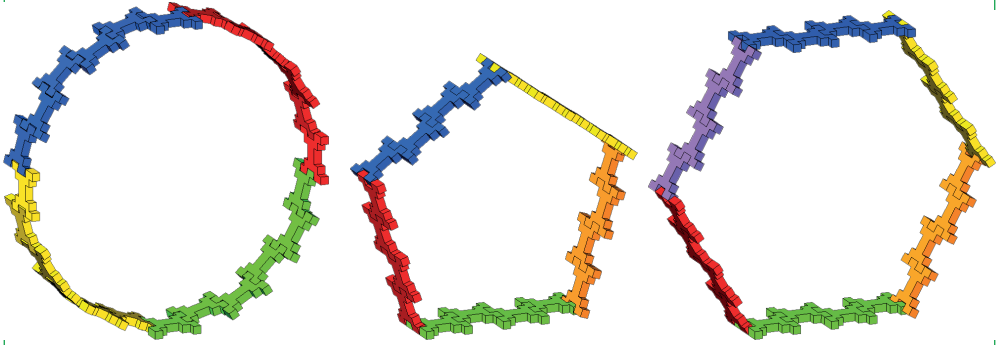


2) Vytvor zrkadlový obraz



Postav si geometrické tvary

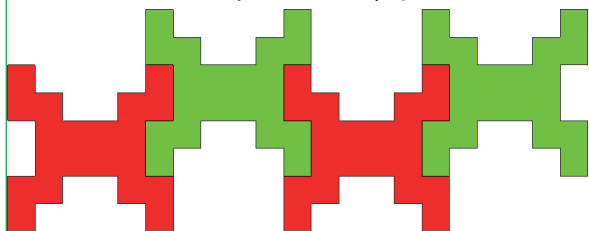




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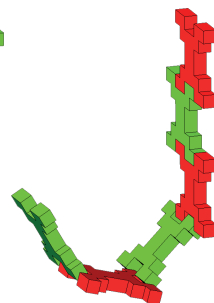
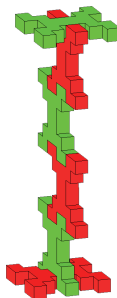
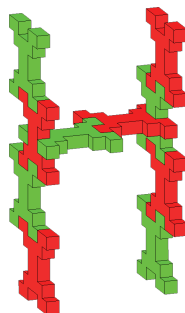
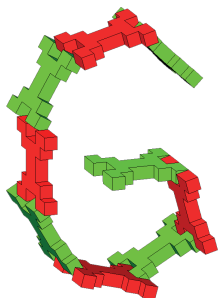
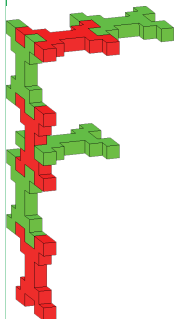
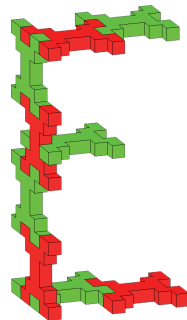
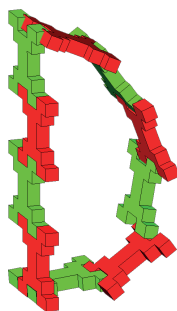
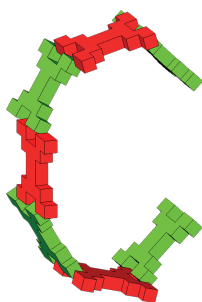
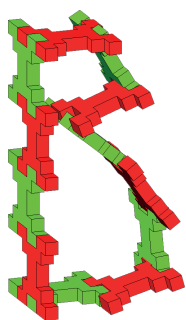
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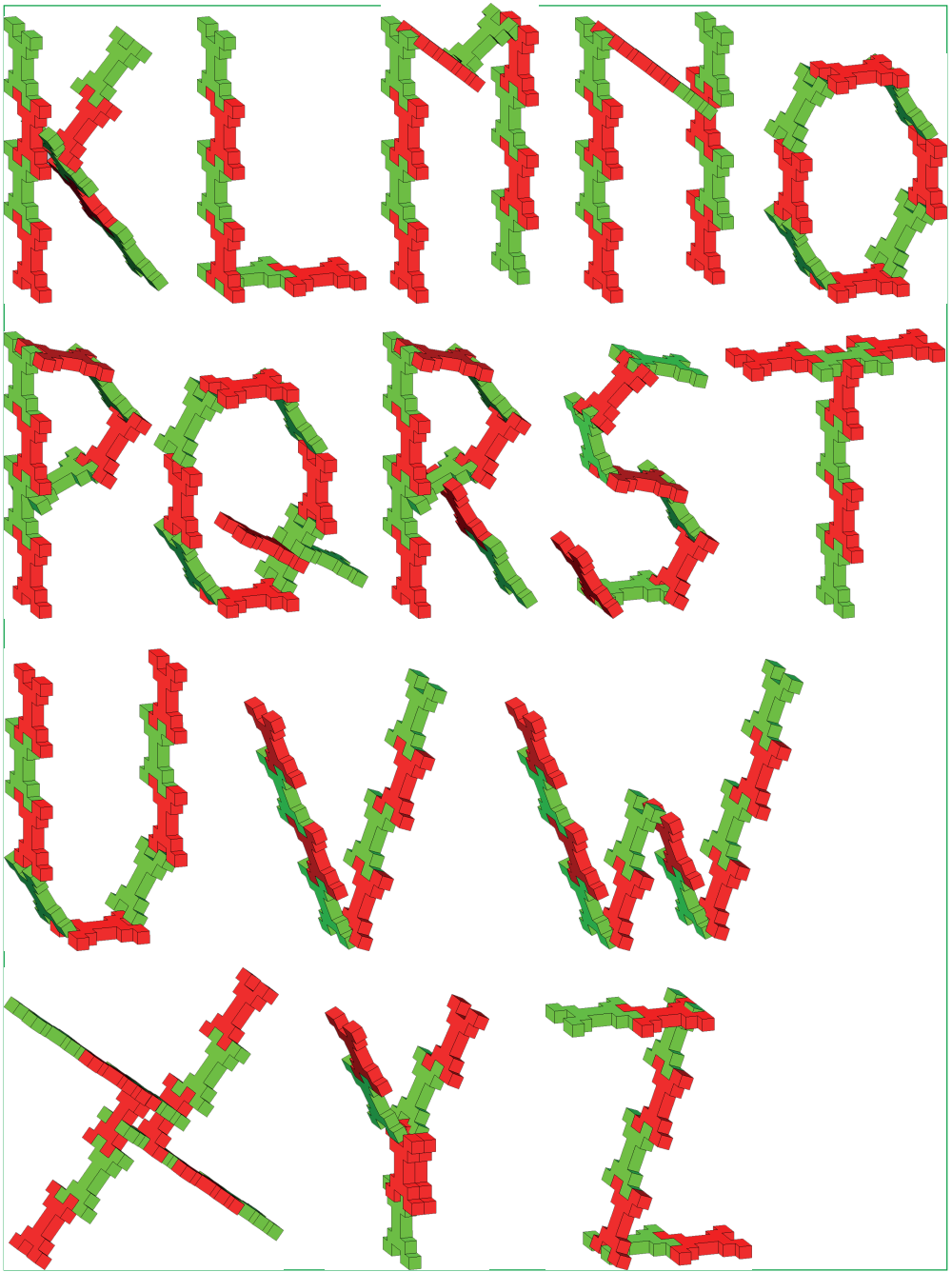
Postav nasledujúce tvary písmen



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