

SCUOLA DELL'INFANZIA

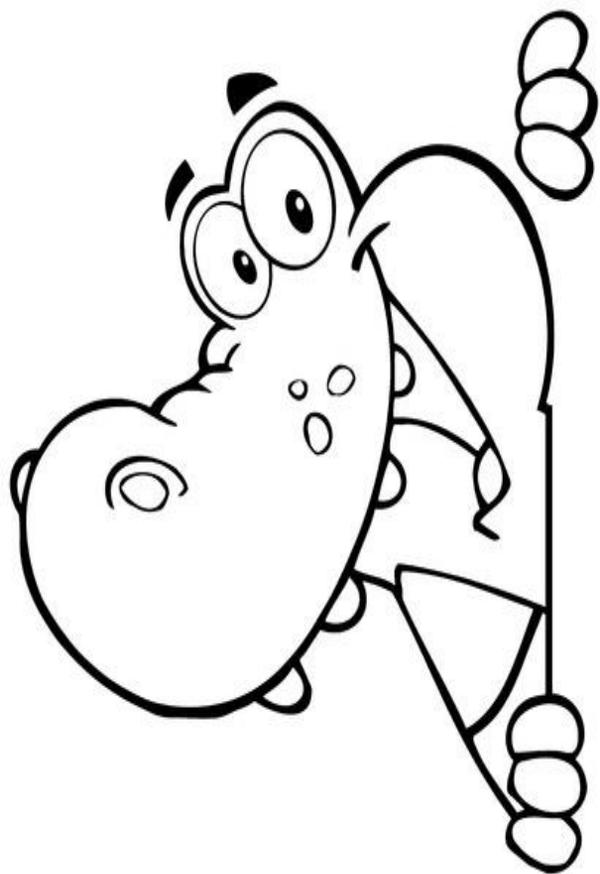
Schede operative



LA CASA
DEI NUMERI

I NUMERI A
COLPO D'OCCHIO.

ADESSO CI DIVERTIAMO.
VAI CON I GIOCHI. UNA
DOMANDA. MI SAI DIRE
QUANTI CAPELLI HA
INTESTA UNA PERSONA
CON LA ZUCCA PELATA?



A CURA DI VINCENZO RICCIO

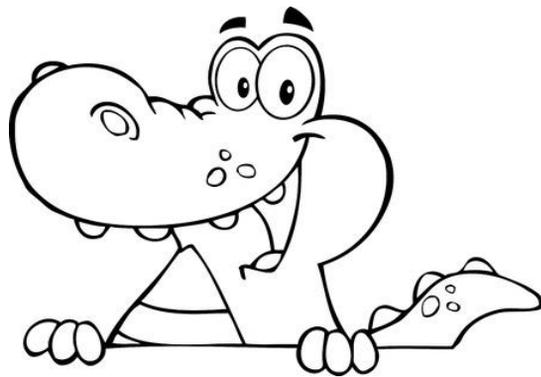
Disegni di Michelangelo Pace
Da www.123rf.com

da www.fantasiaweb.it

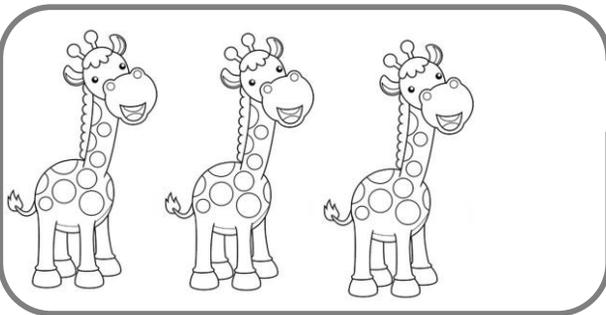
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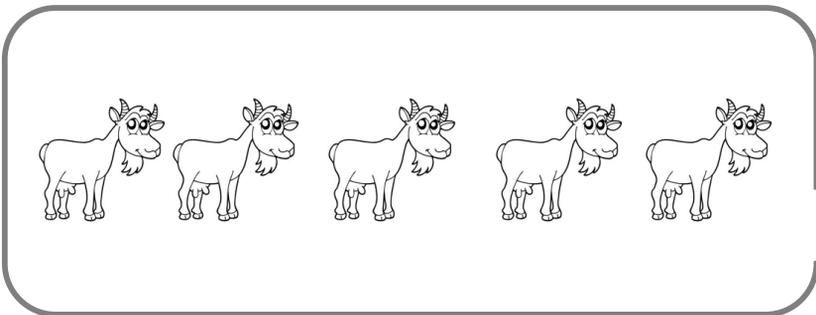
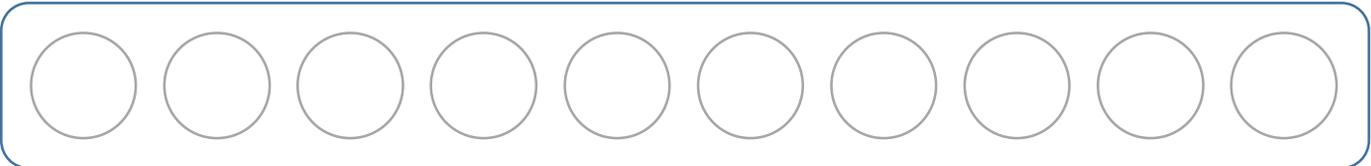
TI RICORDI COME MI CHIAMO? IL
MIO NOME è CON **3 CO**.
CONTIANO.
CO CO CO.



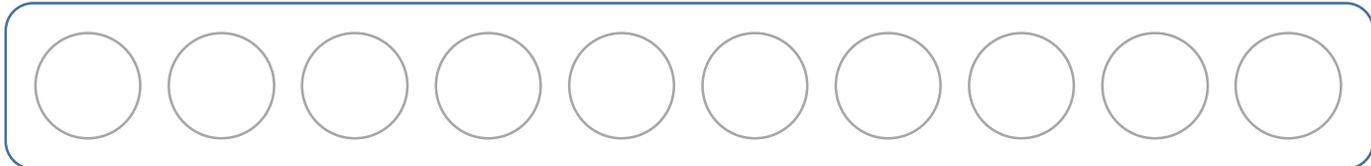
GIOCO. A COLPO D'OCCHIO. DEVI SCOPRIRE IL PIÙ VELOCE
POSSIBILE QUANTI ANIMALI CI SONO IN OGNI RECINTO.
UNISCI CON LA MATITA OGNI ANIMALE AD UNA PALLI. CONTA E
COLORA LE PALLINE. RIPASSARE IL NUMERO. COLORA GLI ANIMALI.



3

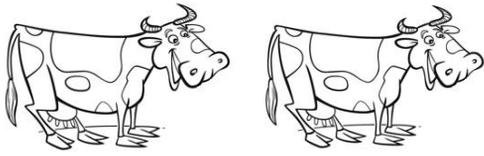
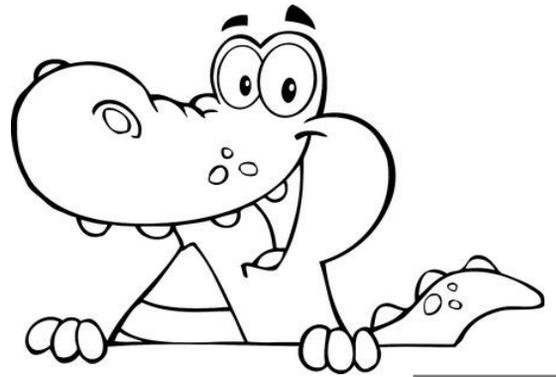


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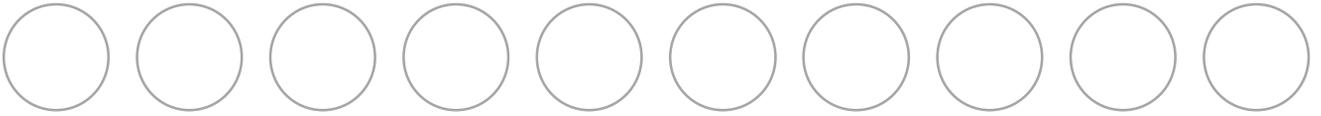


LE QUANTITÀ NUMERICHE. LEGGERE IL FUMETTO. ACCERTARSI CHE I BAMBINI ABBIANO
CAPITO LA SPIEGAZIONE FACENDO DEGLI ESEMPLI.

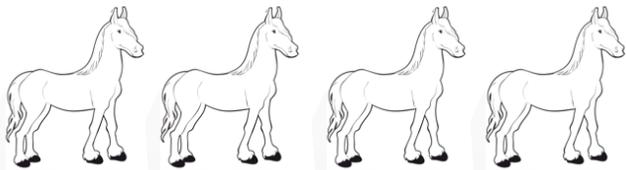
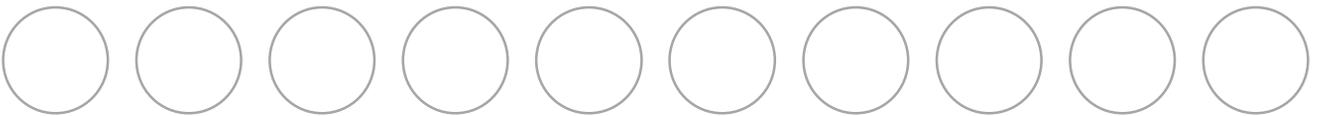
GIOCHIAMO ANCORA



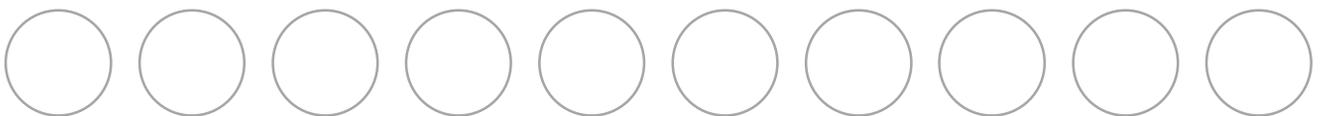
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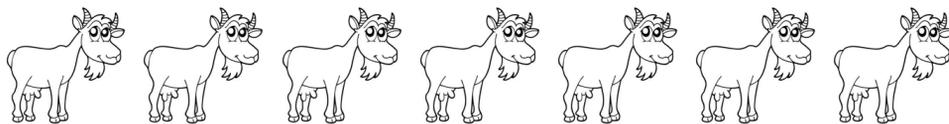
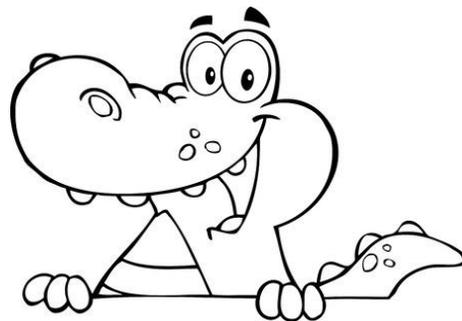


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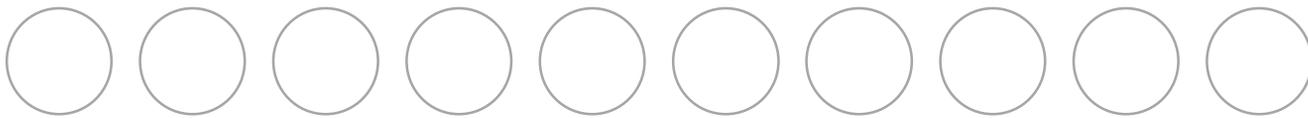


LE QUANTITÀ NUMERICHE. LEGGERE IL FUMETTO. ACCERTARSI CHE I BAMBINI ABBIANO CAPITO LA SPIEGAZIONE FACENDO DEGLI ESEMPLI.

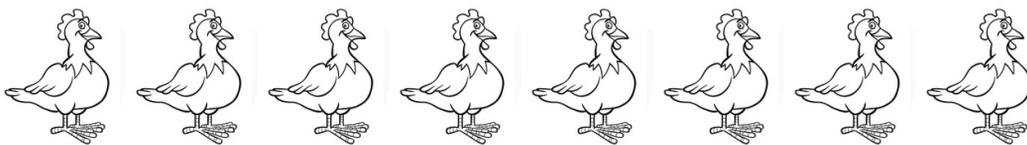
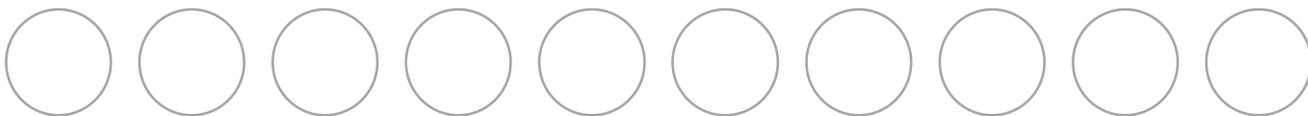
GIOCHIAMO ANCORA



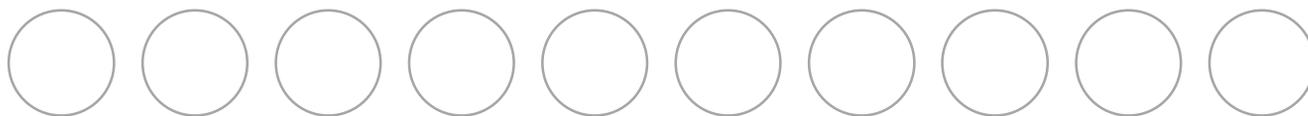
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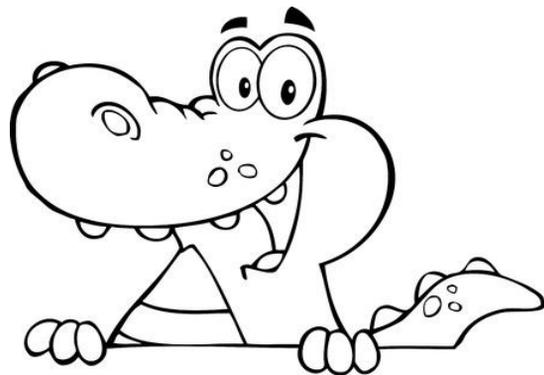


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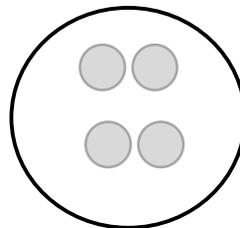
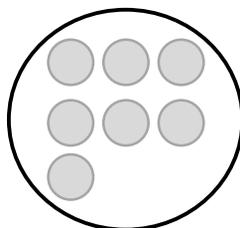


LE QUANTITÀ NUMERICHE. LEGGERE IL FUMETTO. ACCERTARSI CHE I BAMBINI ABBIANO CAPITO LA SPIEGAZIONE FACENDO DEGLI ESEMPLI.

QUESTO È IL GIOCO
DELL'UGUALE.
UNISCI IL RECENTO DI ANIMALI
AL RECENTO CHE HA LO STESSO
NUMERO DI PALLINE.

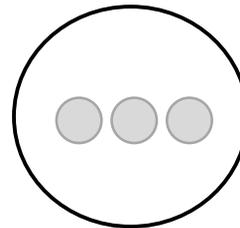
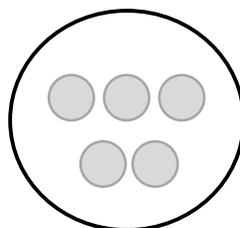


A large circle containing seven line-drawn cows. To the right of the circle is a grey square with the white number 7.



A large circle containing four line-drawn sheep. To the left of the circle is a grey square with the white number 4. A dashed line connects this square to the circle with 4 balls.

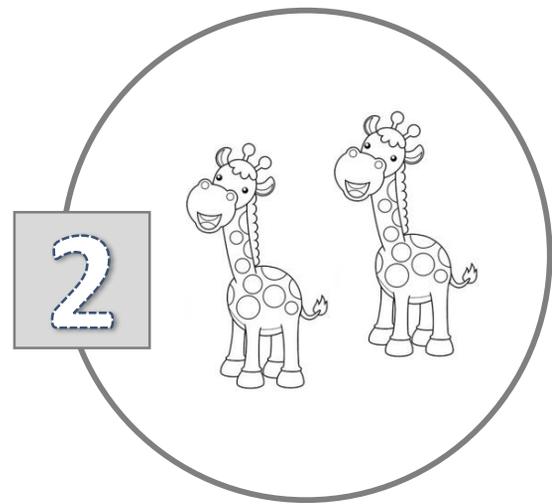
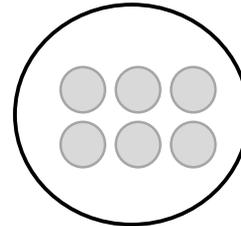
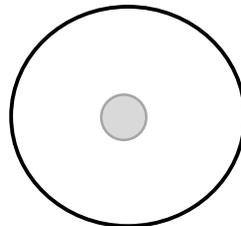
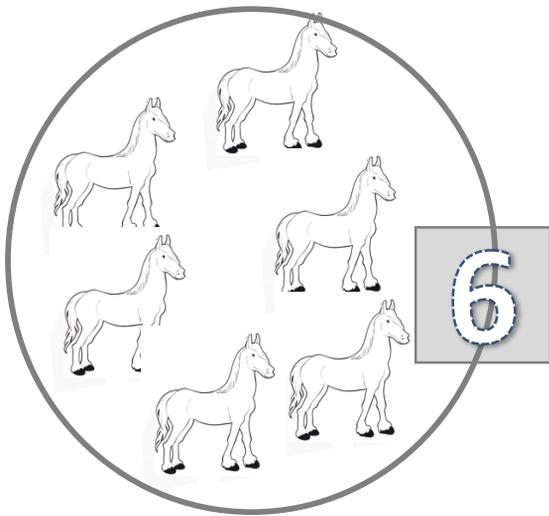
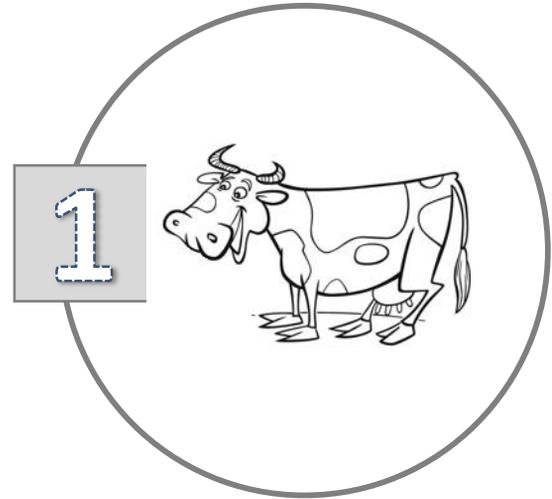
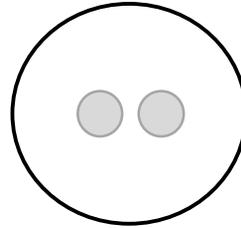
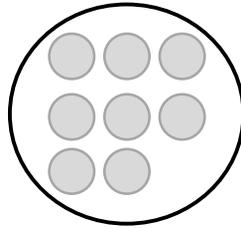
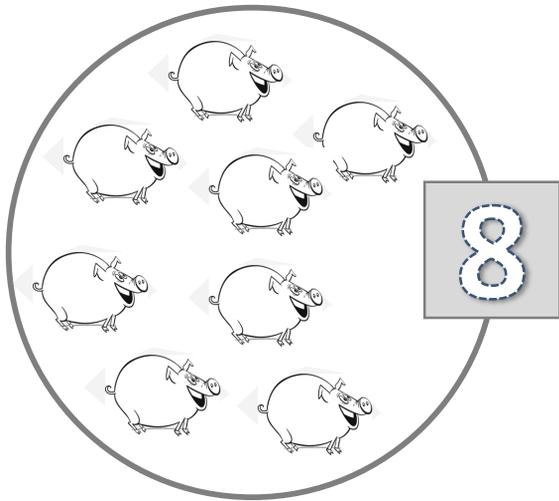
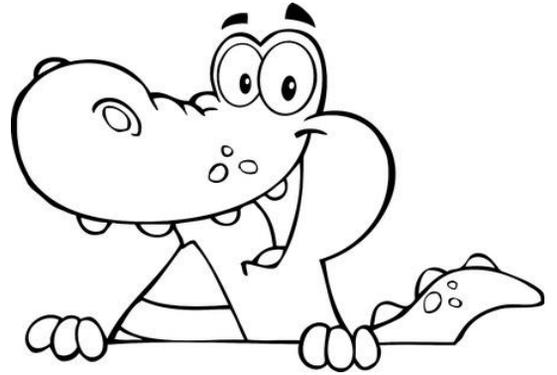
A large circle containing five line-drawn chickens. To the right of the circle is a grey square with the white number 5.



A large circle containing three line-drawn cows. To the left of the circle is a grey square with the white number 3.

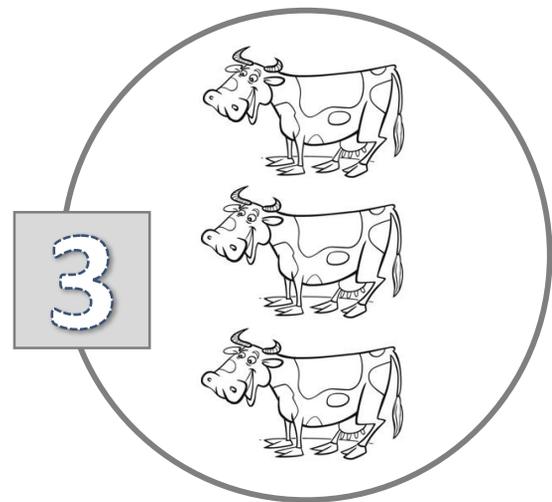
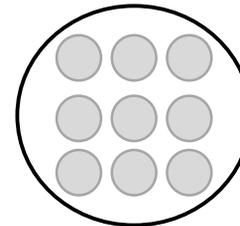
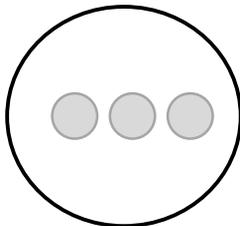
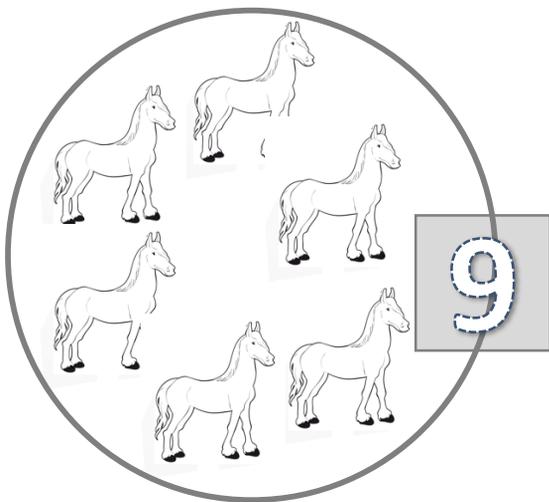
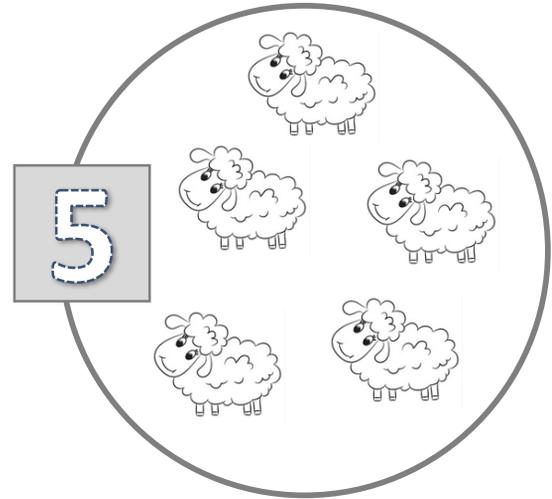
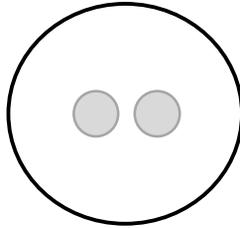
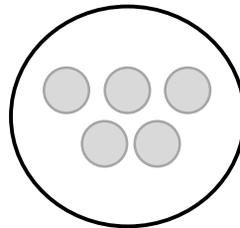
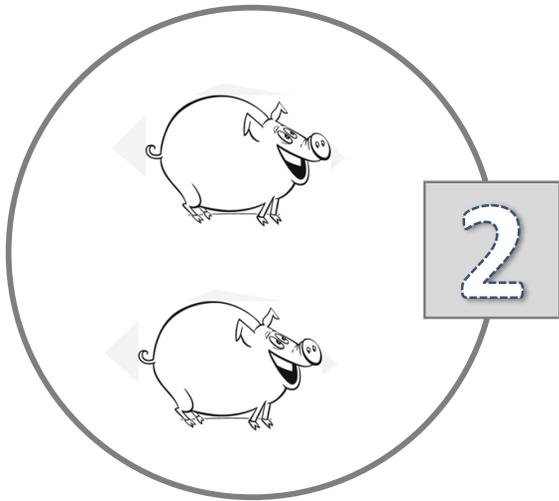
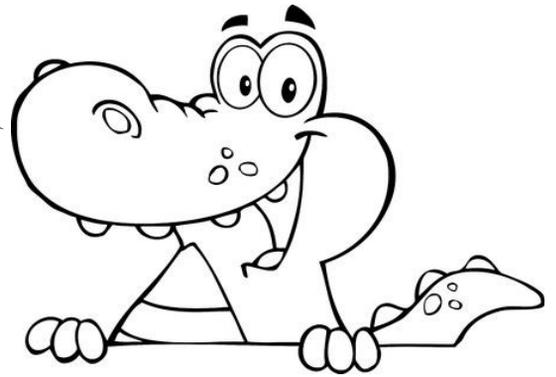
LE QUANTITÀ NUMERICHE. LEGGERE IL FUMETTO. ACCERTARSI CHE I BAMBINI ABBIANO CAPITO LA SPIEGAZIONE FACENDO DEGLI ESEMPLI.

ANCORA IL GIOCO DELL'UGUALE.



LE QUANTITÀ NUMERICHE. LEGGERE IL FUMETTO. ACCERTARSI CHE I BAMBINI ABBIANO CAPITO LA SPIEGAZIONE FACENDO DEGLI ESEMPLI.

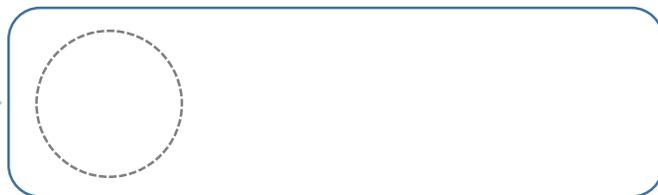
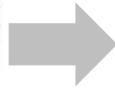
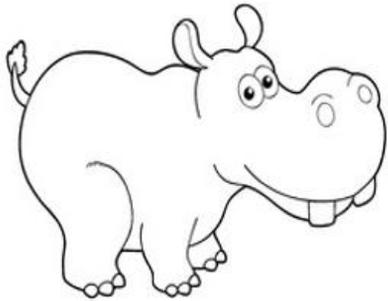
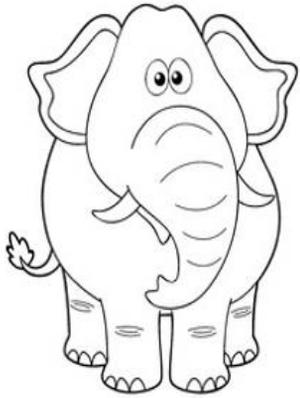
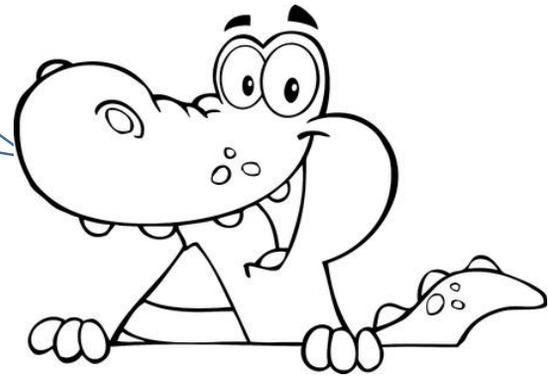
ANCORA IL GIOCO DELL'UGUALE.



LE QUANTITÀ NUMERICHE. LEGGERE IL FUMETTO. ACCERTARSI CHE I BAMBINI ABBIANO CAPITO LA SPIEGAZIONE FACENDO DEGLI ESEMPLI.

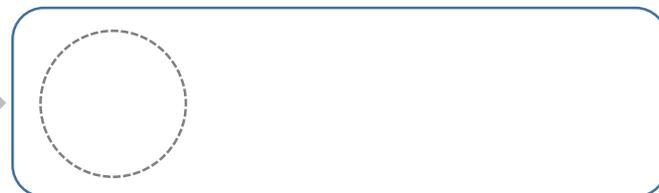
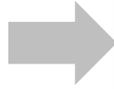
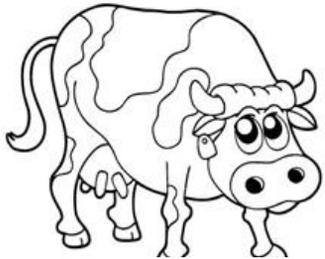
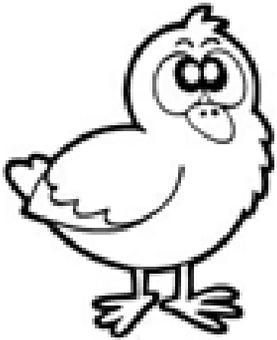
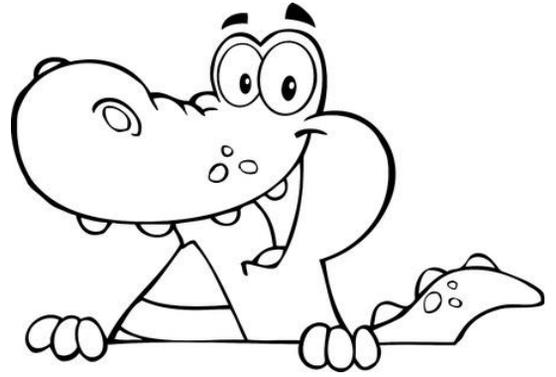
UN ALTRO GIOCO.
GUARDA GUARDA BENE.

CONTA LE ZAMPE DEGLI ANIMALI. PER
OGNI ZAMPA DISEGNA UNA PALLINA. POI
RIPASSA IL NUMERO.



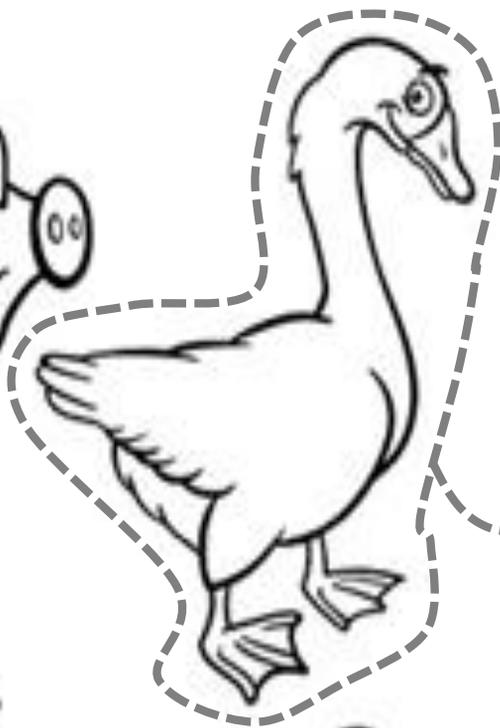
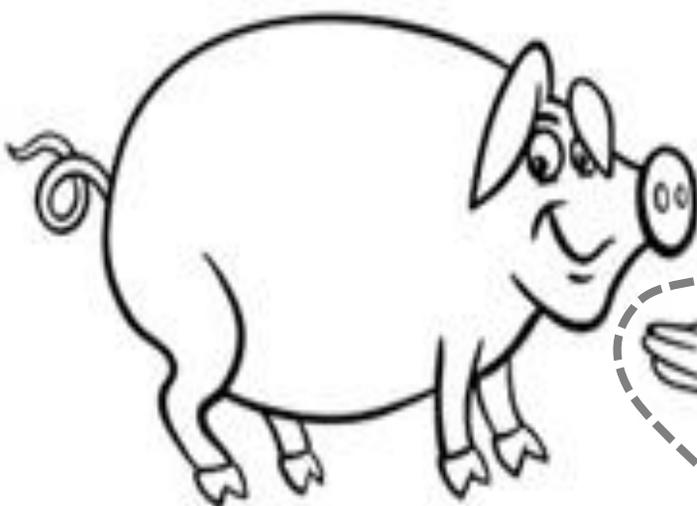
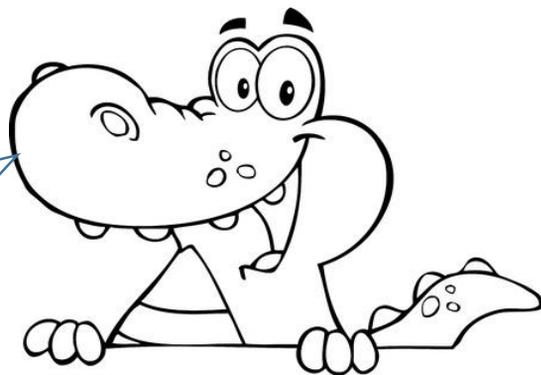
LE QUANTITÀ NUMERICHE. LEGGERE IL FUMETTO. ACCERTARSI CHE I BAMBINI ABBIANO
CAPITO LA SPIEGAZIONE FACENDO DEGLI ESEMPI. COLORARE I DISEGNI.

ANCORA IL GIOCO
GUARDA GUARDA BENE.



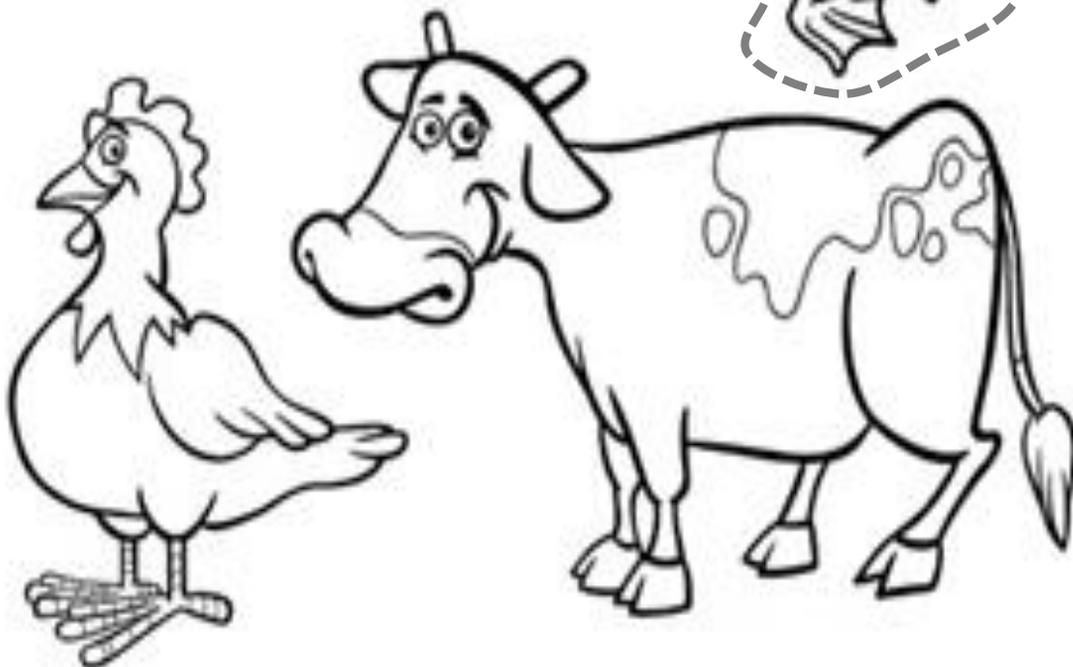
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ANCORA IL GIOCO
GUARDA GUARDA BENE GLI ANIMALI.
CONTA LE ZAMPE E UNISCI OGNI
ANIMALE AL NUMERO GIUSTO



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2

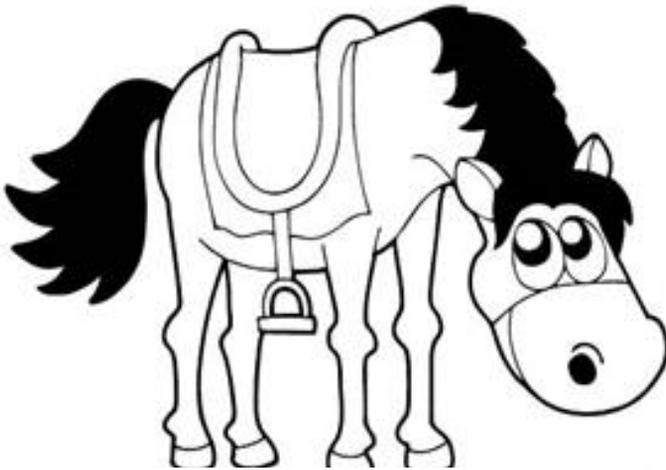
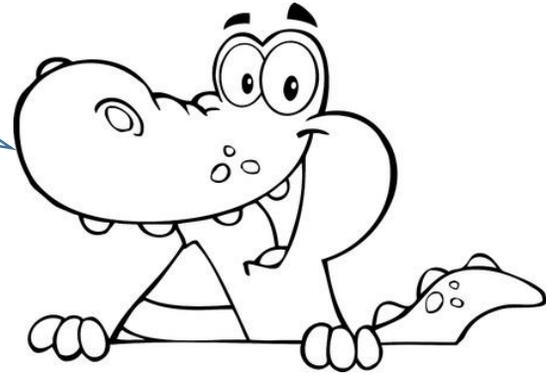


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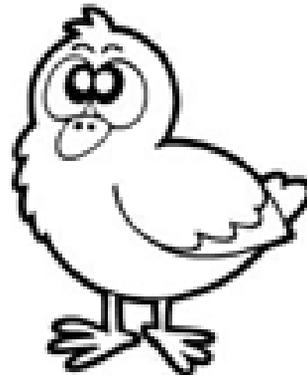
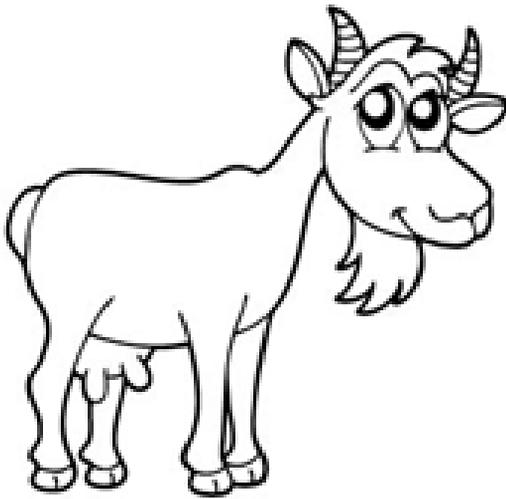
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LE QUANTITÀ NUMERICHE. LEGGERE IL FUMETTO. ACCERTARSI CHE I BAMBINI ABBIANO CAPITO LA SPIEGAZIONE FACENDO DEGLI ESEMPI. COLORARE I DISEGNI.

ANCORA IL GIOCO
GUARDA GUARDA BENE GLI ANIMALI.



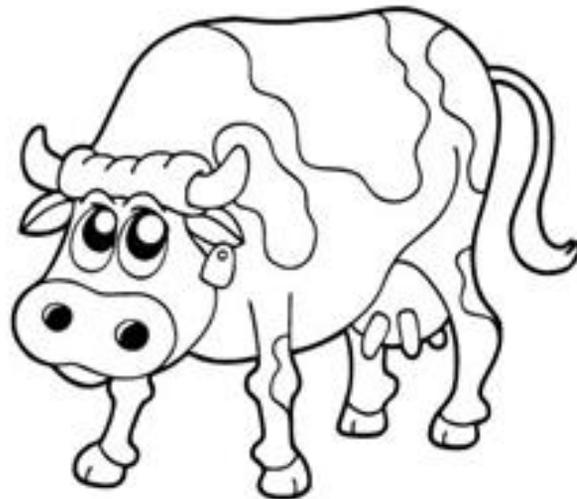
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LE QUANTITÀ NUMERICHE. LEGGERE IL FUMETTO. ACCERTARSI CHE I BAMBINI ABBIANO CAPITO LA SPIEGAZIONE FACENDO DEGLI ESEMPI. COLORARE I DISEGNI.