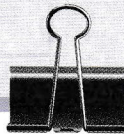


AREA 3

Causa-effetto



Abilità coinvolte

- Attenzione e analisi visiva
- Attivazione di conoscenze pregresse
- Capacità di individuazione e riconoscimento dei nessi di causalità



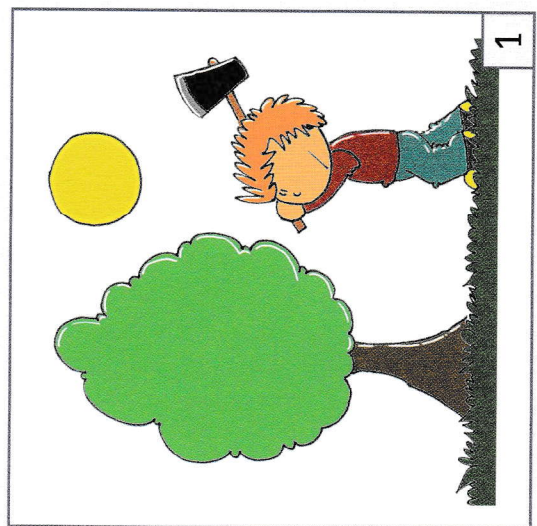
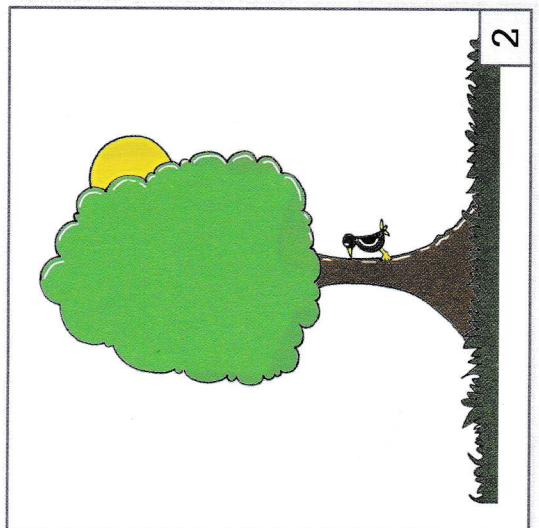
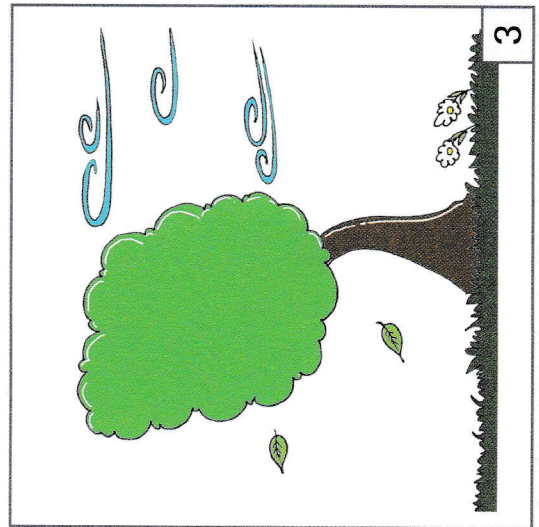
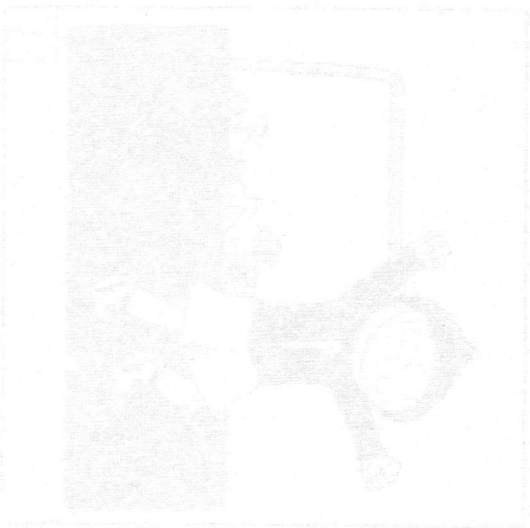
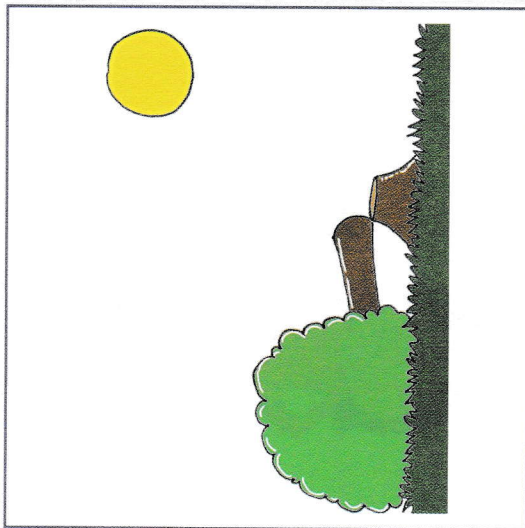
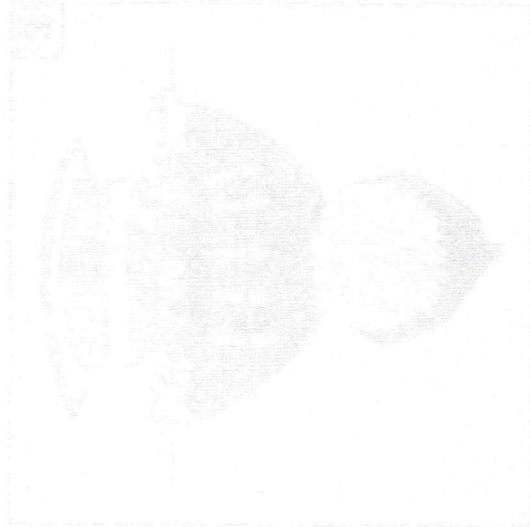
Istruzioni per la somministrazione

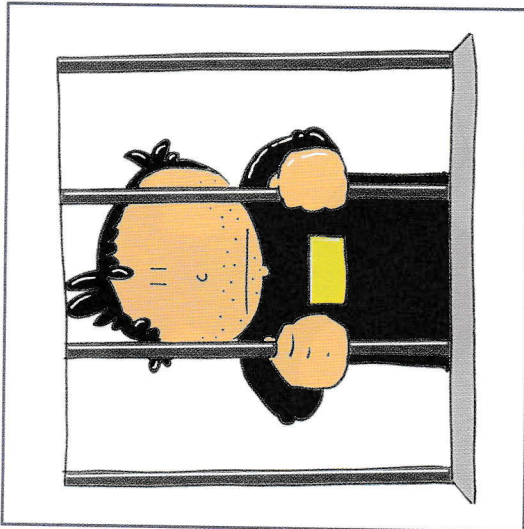
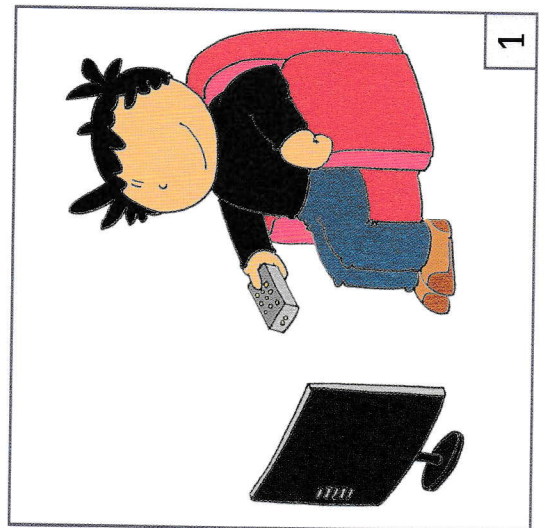
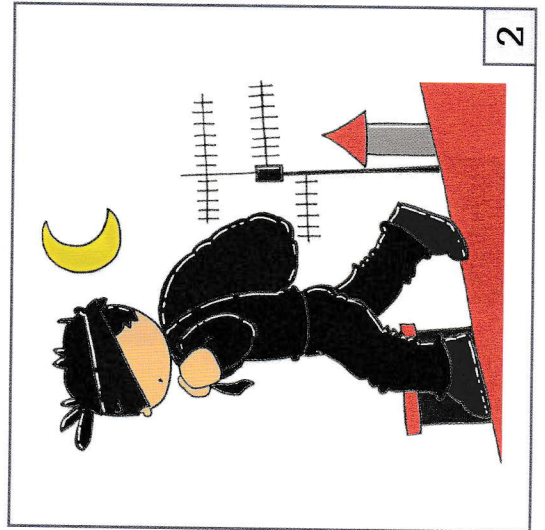
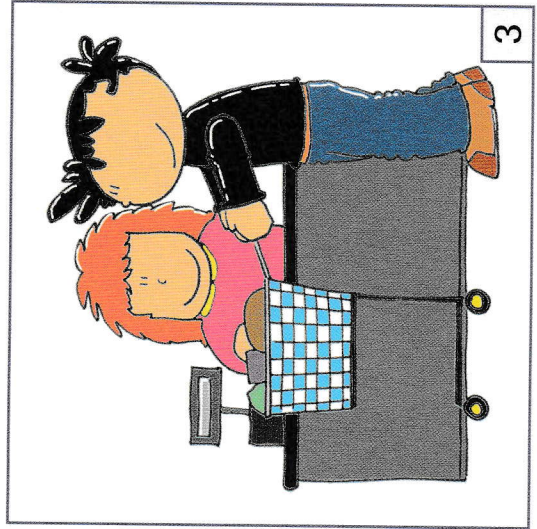
L'operatore mostra al soggetto l'immagine collocata nel riquadro in alto del foglio, invitandolo a osservare attentamente ciò che essa rappresenta e a verbalizzarne i contenuti. Dopodiché mostra le immagini poste nei riquadri in basso e chiede al soggetto di individuare fra le tre opzioni quella in relazione con il modello precedentemente osservato in quanto collegata ad esso da un principio di tipo causale.

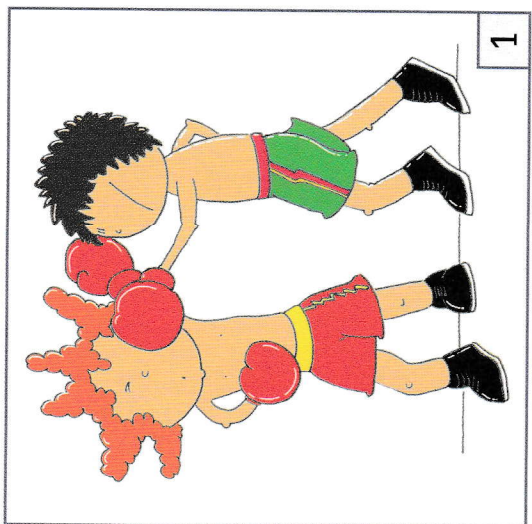
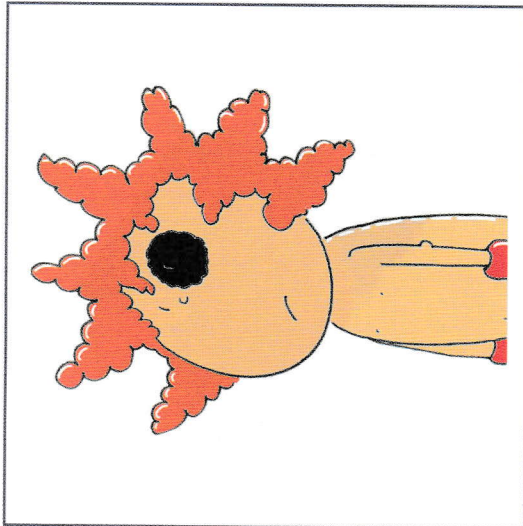


Esempi di consegne

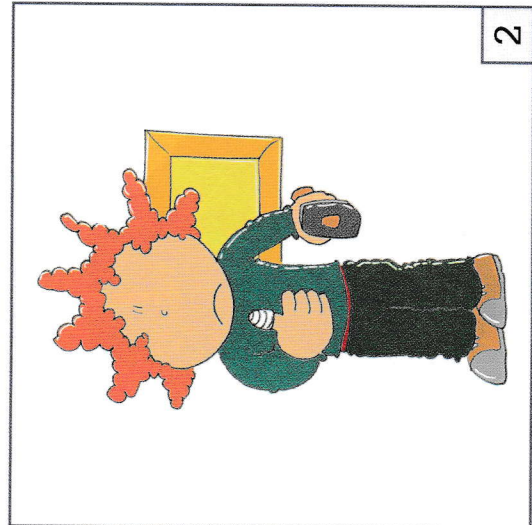
«Osserva attentamente questa immagine e dimmi cosa rappresenta. Ora osserva queste immagini in basso [indicare le tre immagini poste nella parte inferiore del foglio] e scegli quella che la precede.» Con i soggetti più giovani o con presunte difficoltà di comprensione linguistica, l'operatore anziché utilizzare il termine *precede* potrà utilizzare l'espressione *viene prima dell'immagine in alto*, indicando nuovamente l'immagine modello posta sulla parte superiore del foglio. Con i soggetti che presentano difficoltà di natura linguistica sul versante produttivo, l'operatore inviterà alla sola osservazione dell'immagine modello senza chiederne la descrizione.



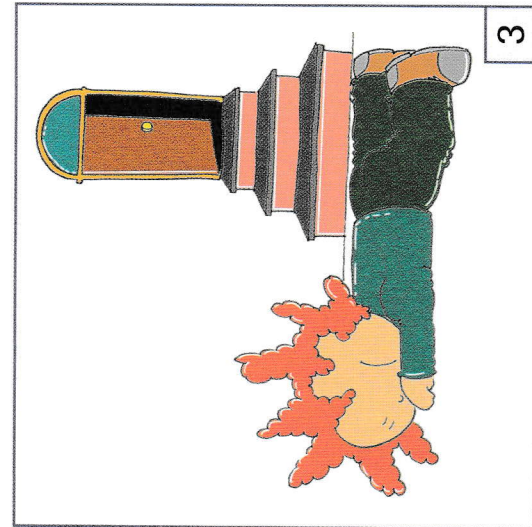




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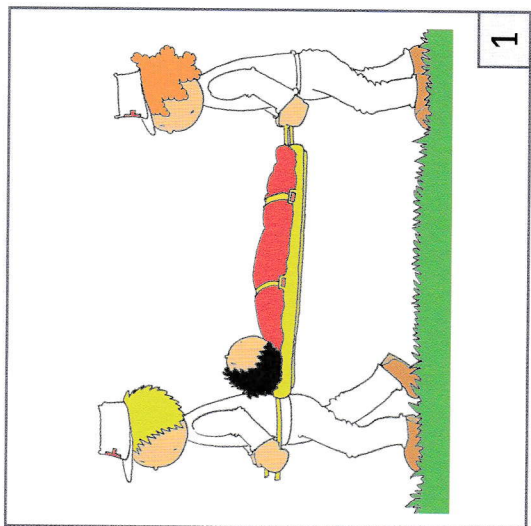
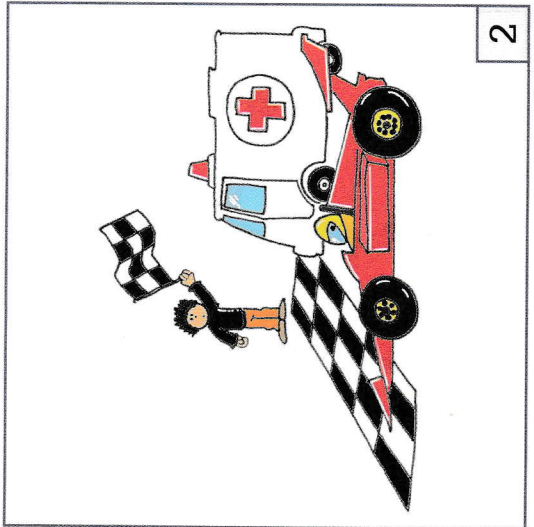
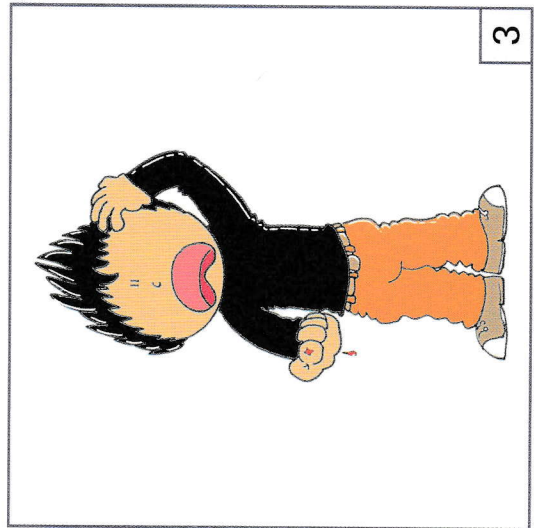
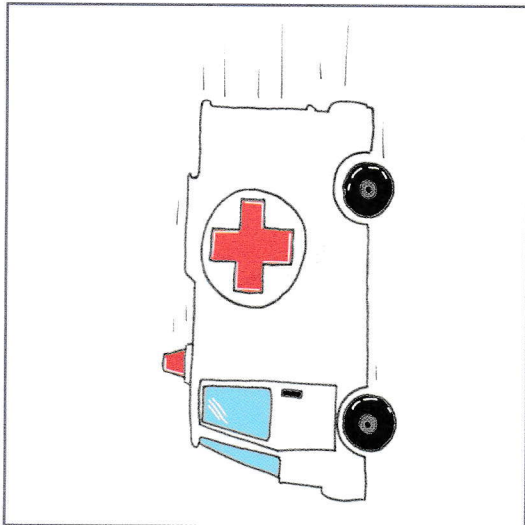
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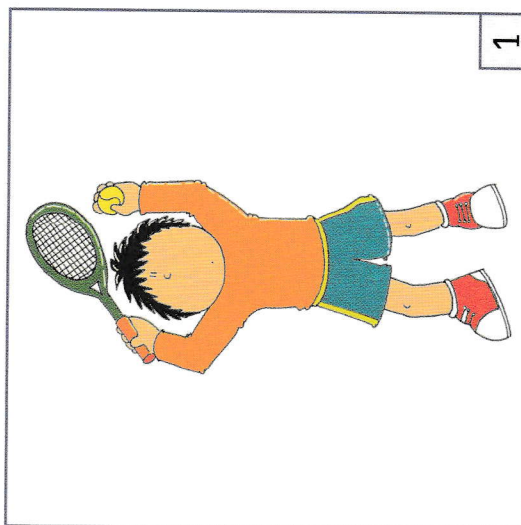
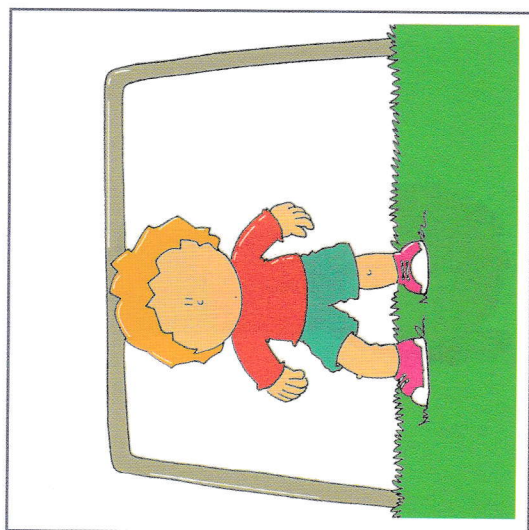


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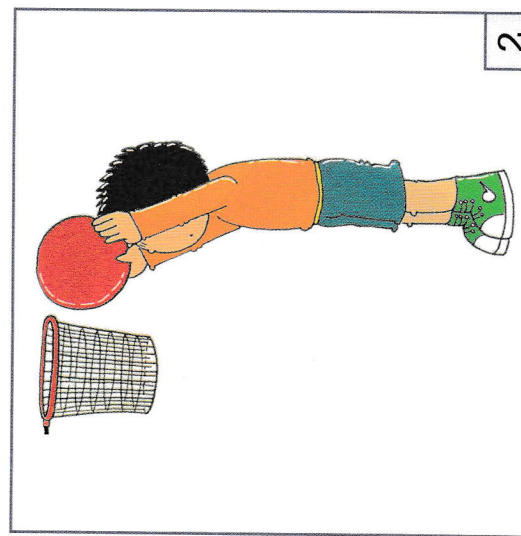
The illustrations are arranged in a sequence from right to left, numbered 1 to 4. Each illustration is contained within a rectangular frame.

- Illustration 1:** A character with orange hair is sitting in a green chair with a yellow blanket. A number '1' is in the top right corner.
- Illustration 2:** The character is sitting at a brown table eating a cupcake. There are other cupcakes on the table. A number '2' is in the top right corner.
- Illustration 3:** The character is running on a patch of grass, wearing a red tracksuit and green shoes. A number '3' is in the top right corner.
- Illustration 4:** The character is standing with their hands clasped in front of them, wearing a green sweater and dark pants. A number '4' is in the top right corner.

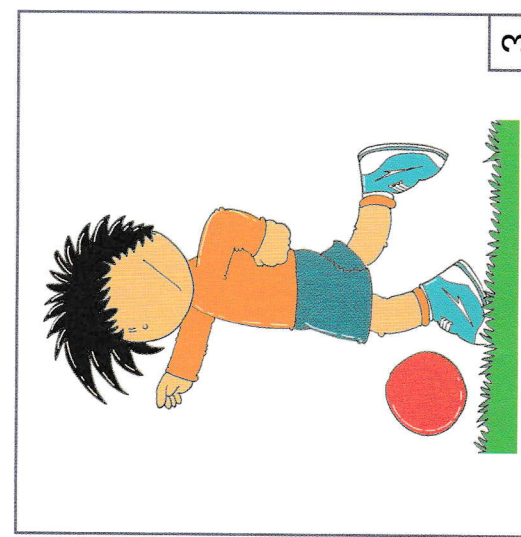




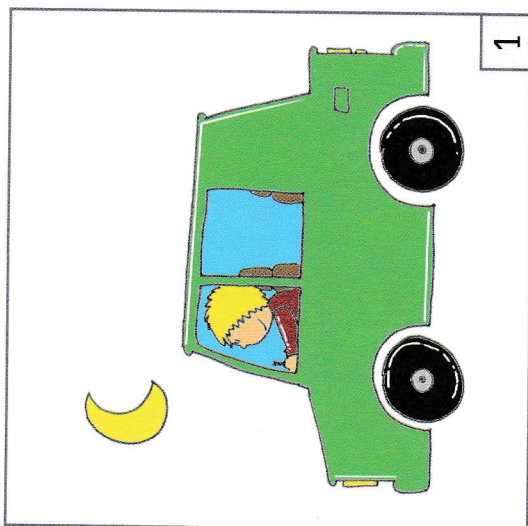
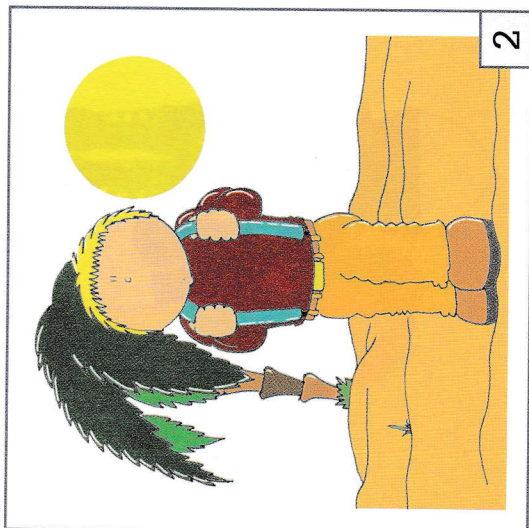
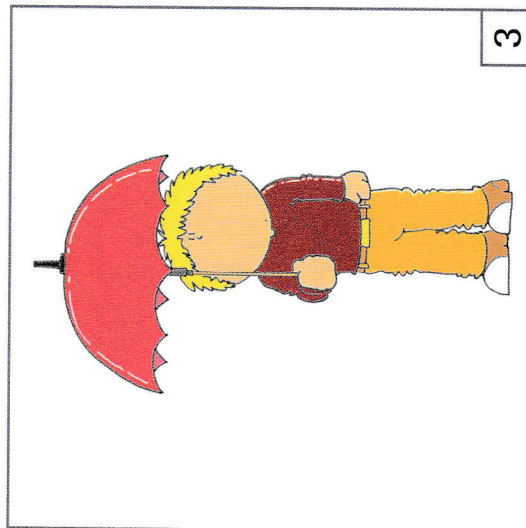
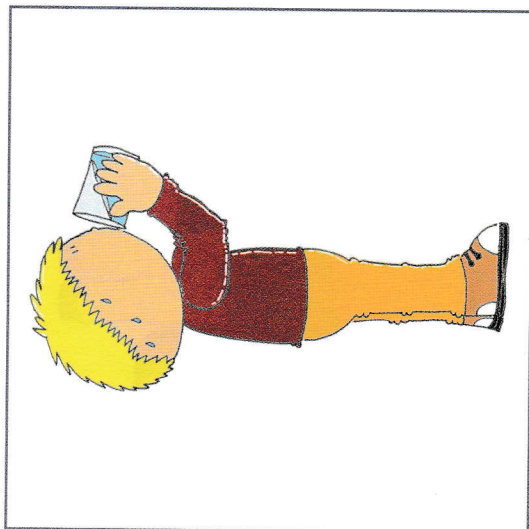
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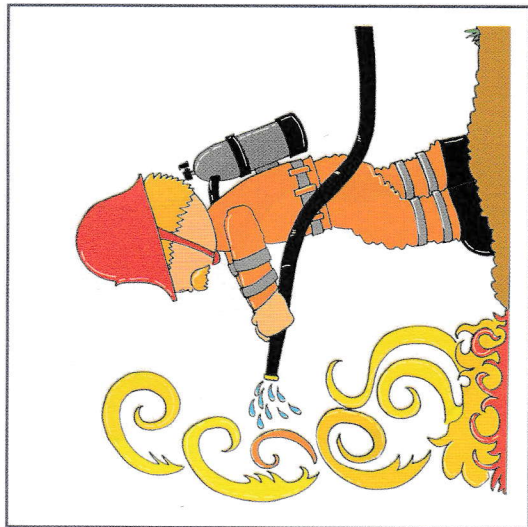
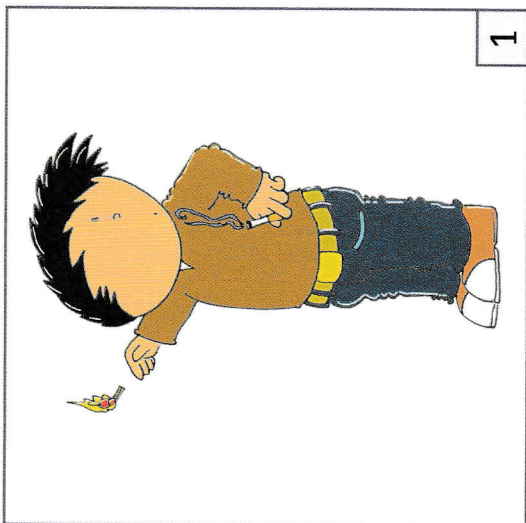
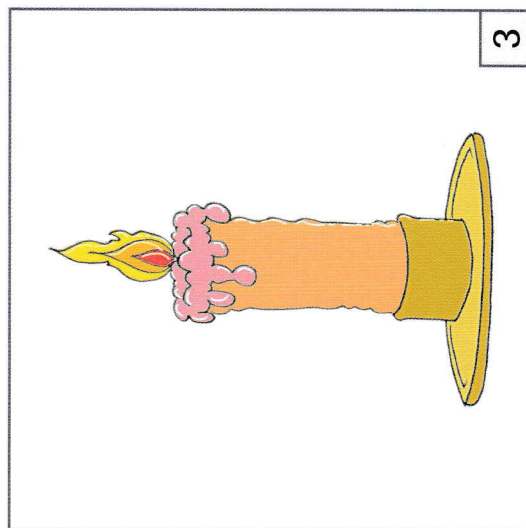
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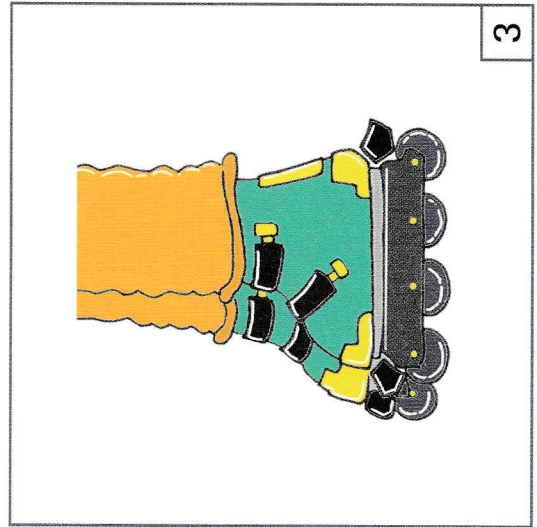
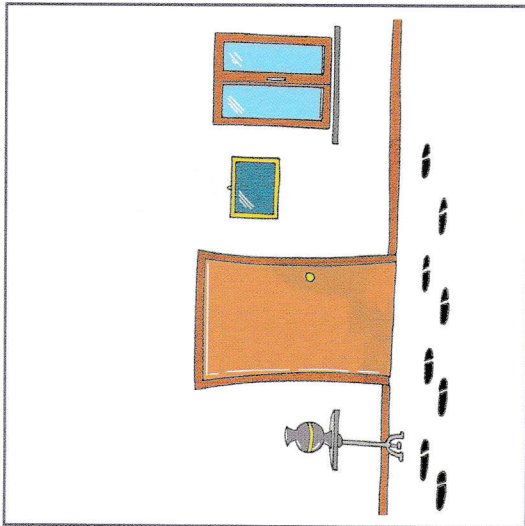


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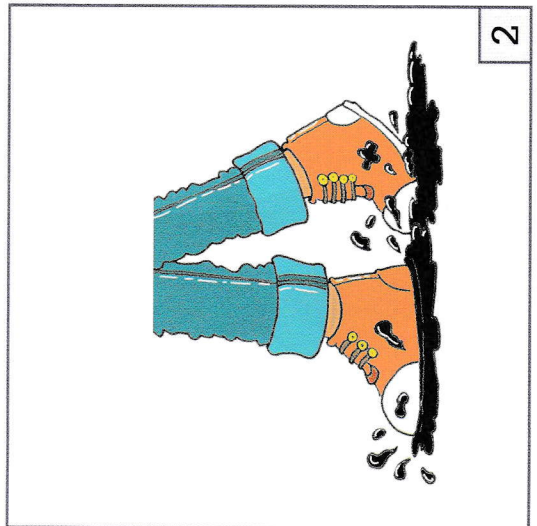
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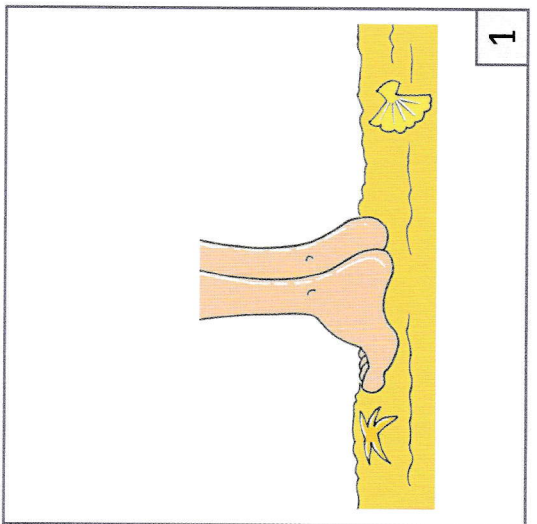




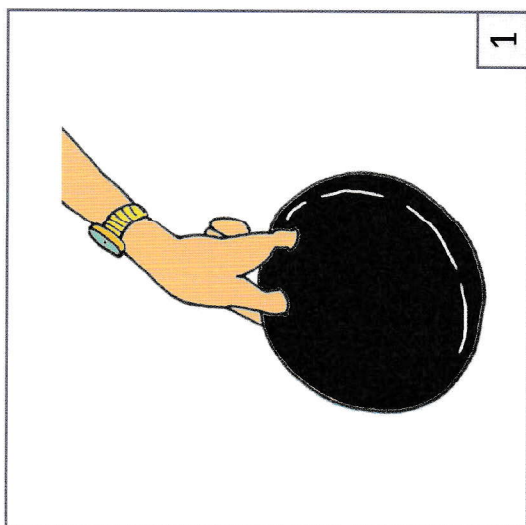
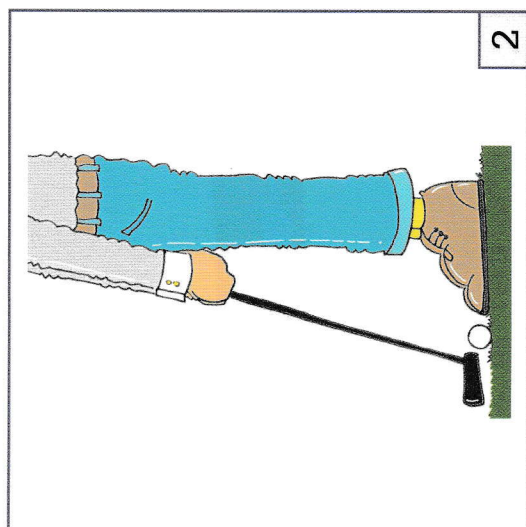
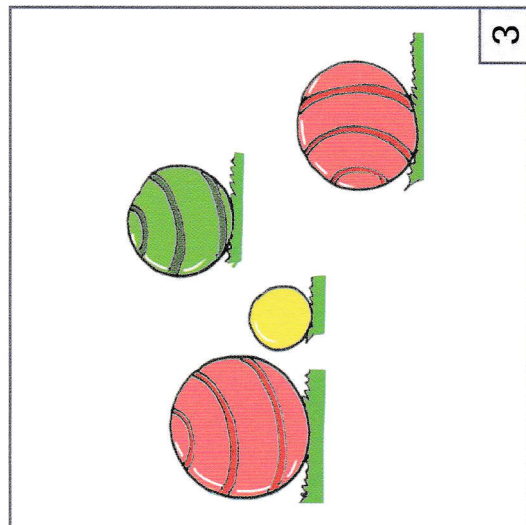
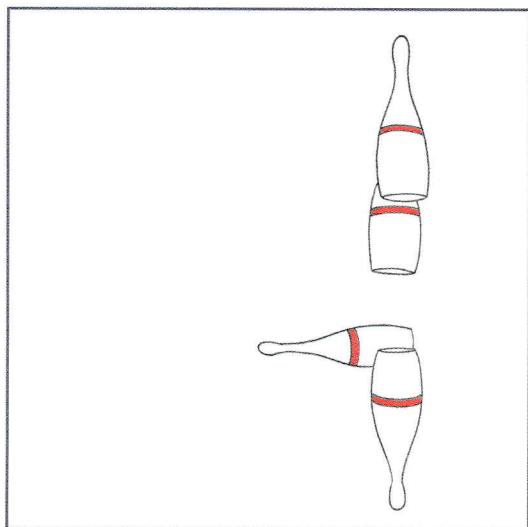
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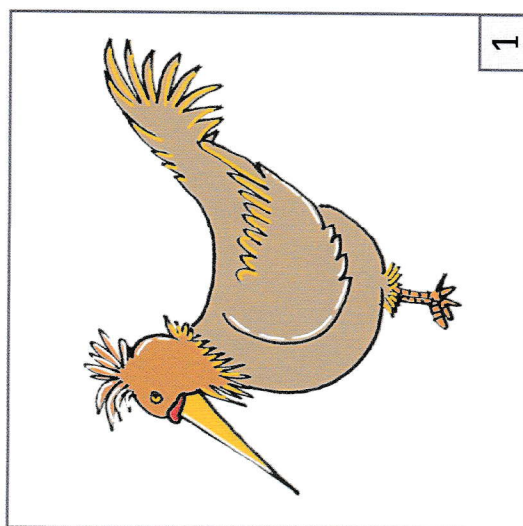
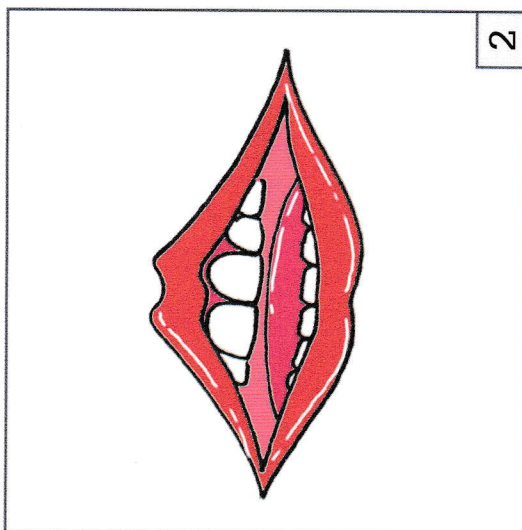
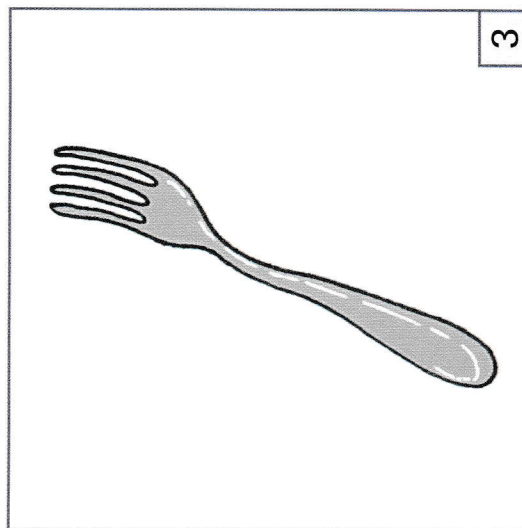
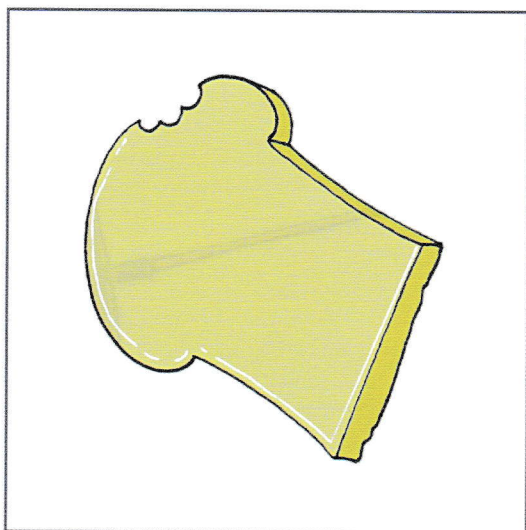


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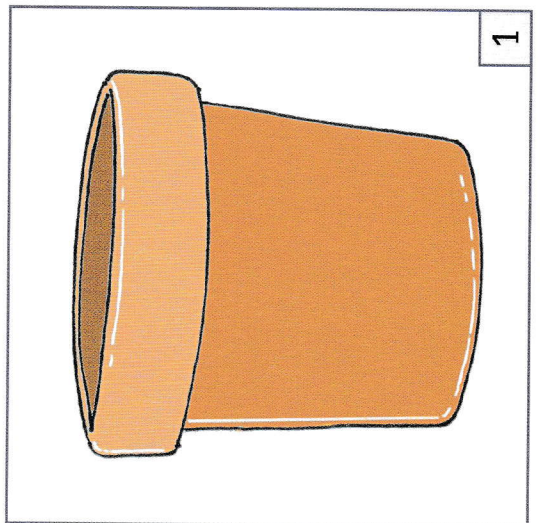
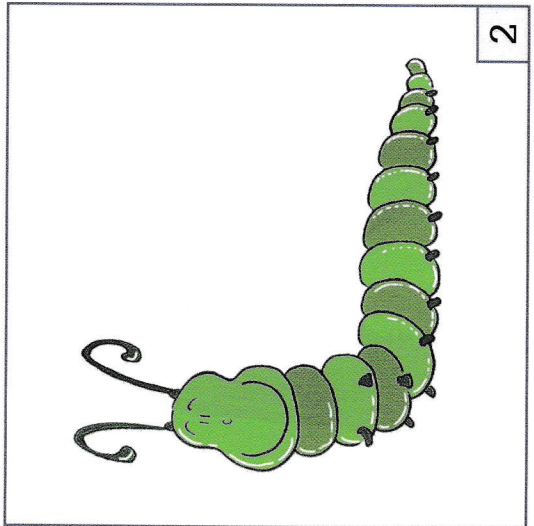
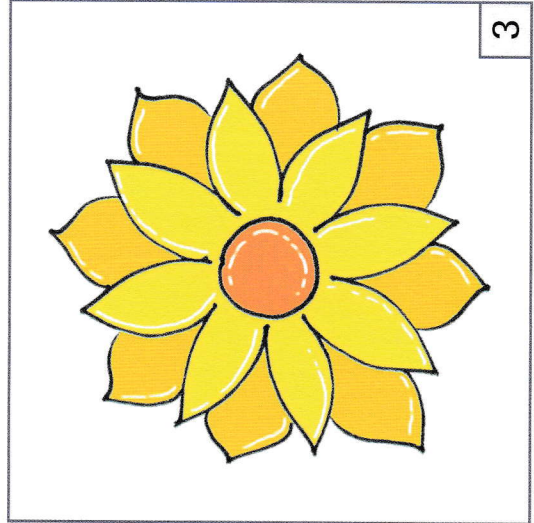
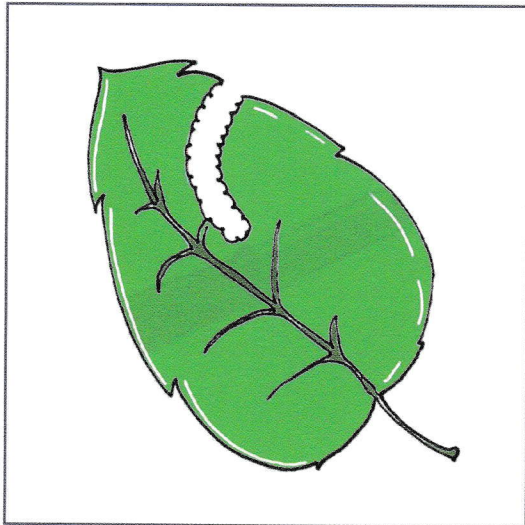




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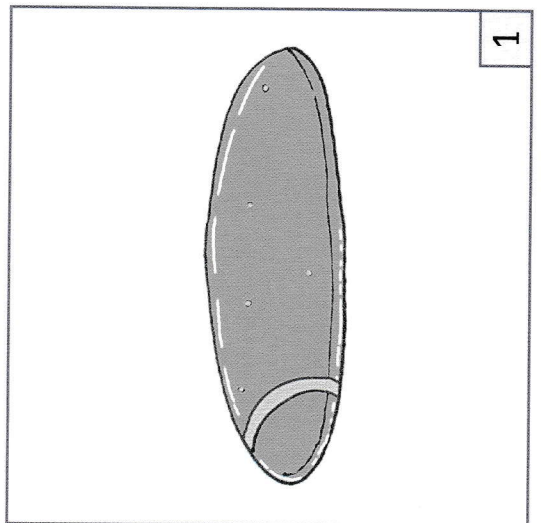
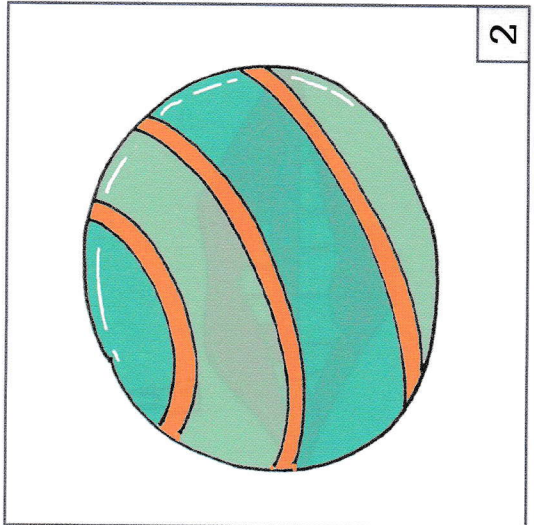
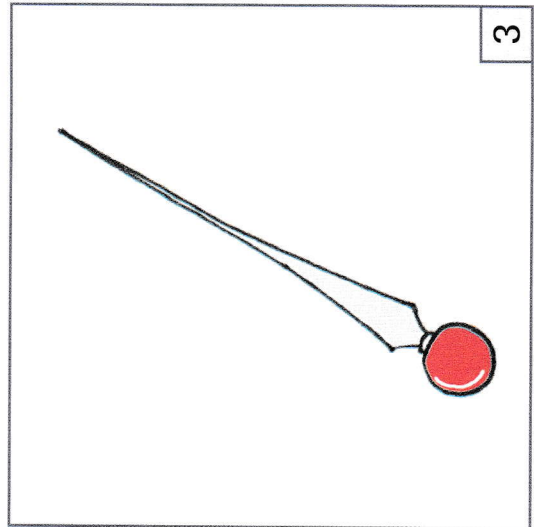
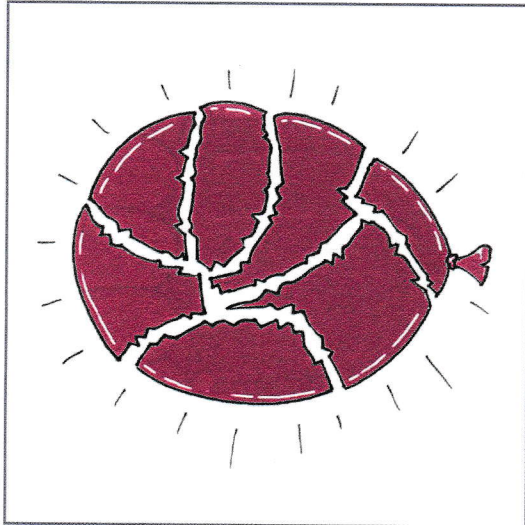
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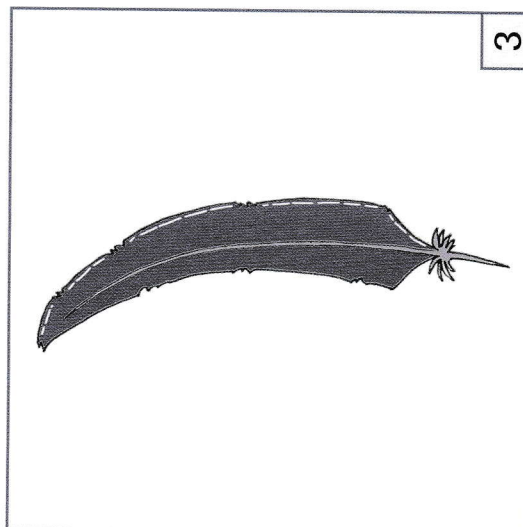
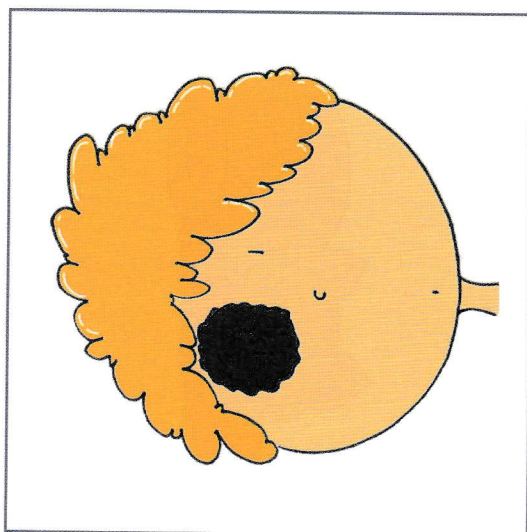
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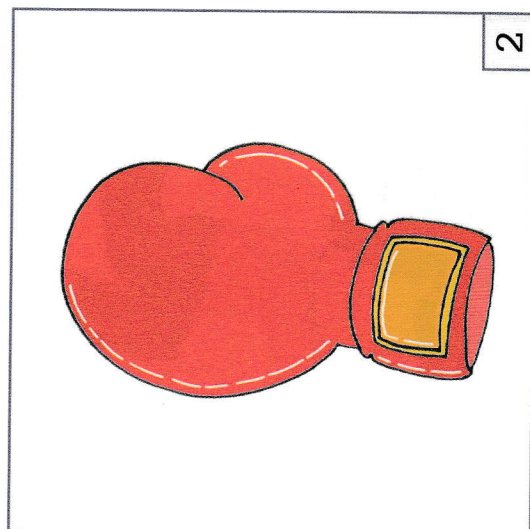
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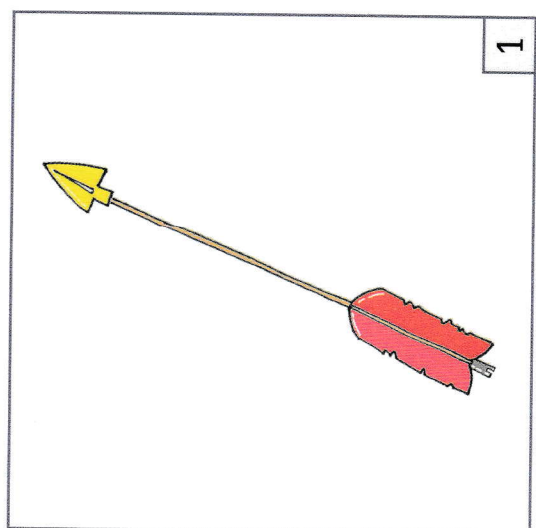
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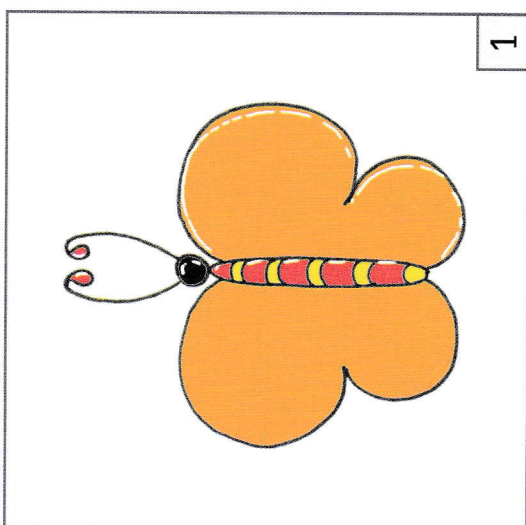
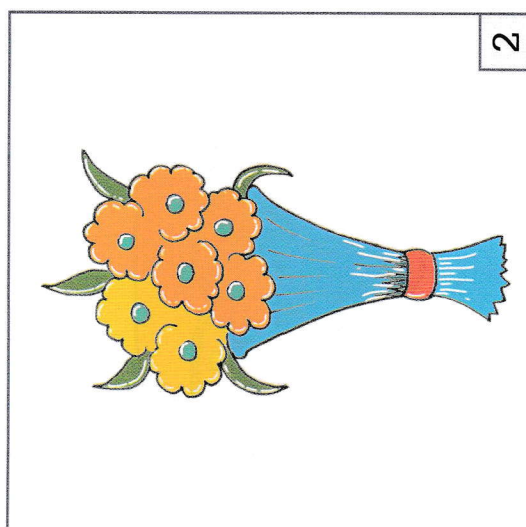
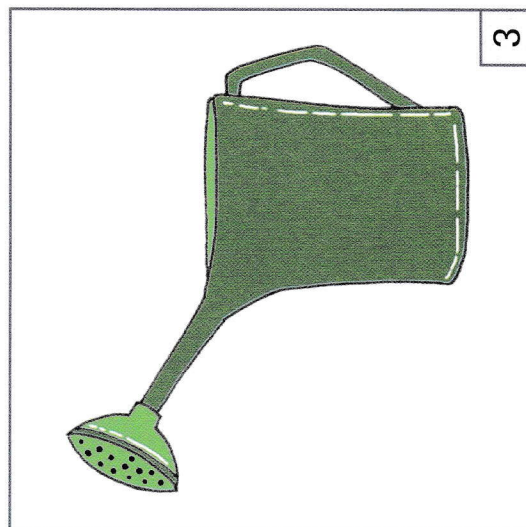
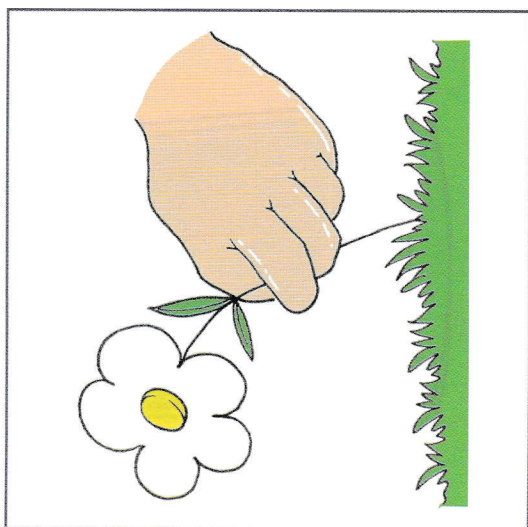
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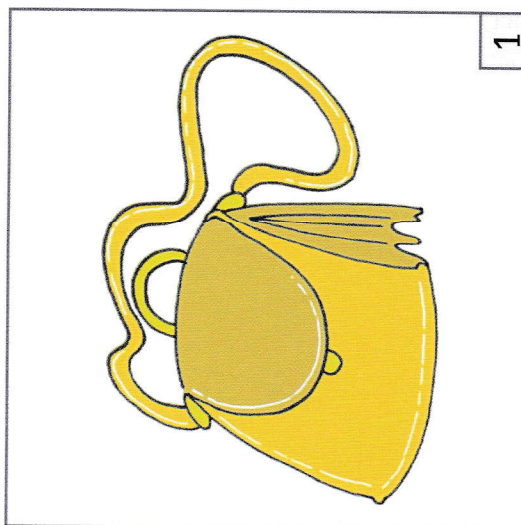
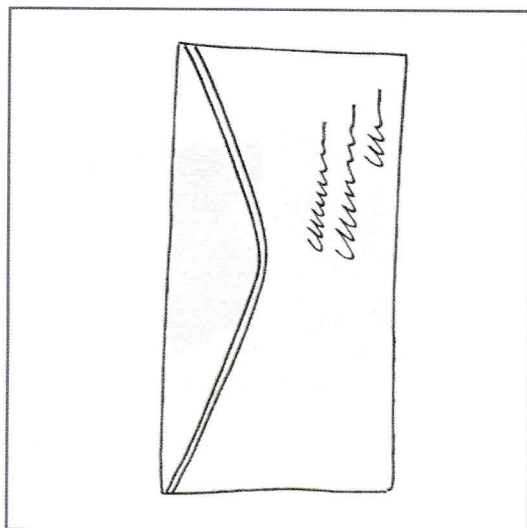


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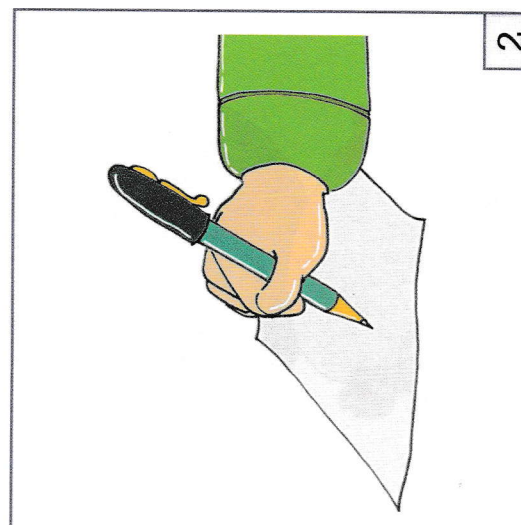


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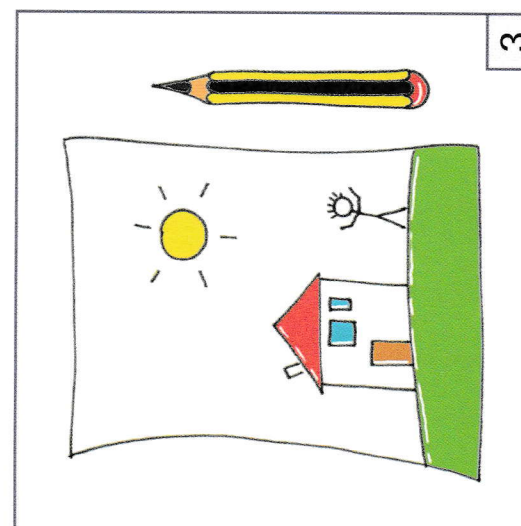




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2



3

