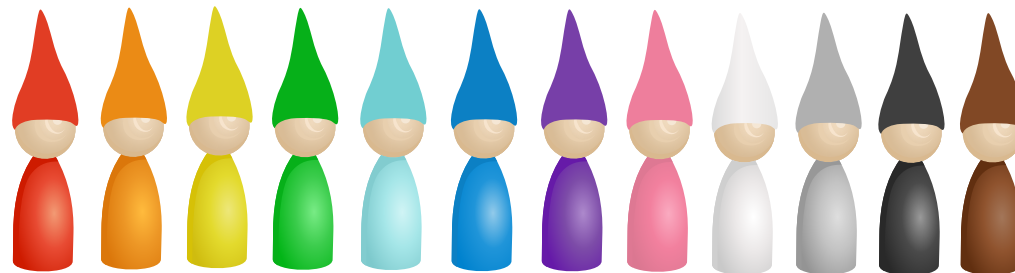


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Na co je hra zaměřena:

Toto je cvičení pro rozvoj prostorového myšlení.

Pomocí těchto cvičení pomáháte dětem zlepšovat prostorovou orientaci a rozvíjet jejich pozornost a myšlení. Práce se soustavou souřadnic má celkově pozitivní vliv na rozvoj kognitivních schopností. Při plnění úkolů si děti vytvářejí analytickou základnu přichozích informací. Naše souřadnice jsou psány velkým písmem na kartičkách a zahrnují všechna písmena anglické abecedy, díky čemuž si můžete upevnit správné umístění a pojmenování jednotlivých písmen.

Co je vše potřeba při hře:

Sada obsahuje 9 listů se základními poli a list s kartičkami se souřadnicemi.

Ke hře potřebujete:

1. Trpaslíci v čepicích 12 ks.
2. Hrací pole s úkolem.

Jak hrát:

Vždy se ujistěte, že dítě zadanému úkolu rozumí.

K tomu je třeba, aby dítě dostalo potřebné instrukce:

- Podívej se, před tebou je Chaloupka. To není obyčejná Chaloupka. Nyní si každý trpaslík musí najít svůj vlastní byteček.

Existuje několik způsobů, jak naučit dítě chápat soustavu souřadnic a snadno najít jejich průsečík.

Na začátku si dítě vezme kartičku se souřadnicemi, přečte písmeno a pojmenuje číslo. Vezme si dvě tužky, jednu dá na písmeno špičkou dolů a druhou na číslo tuho doleva. Povíme dítěti, že by mělo tužkami pohybovat současně a místo, kde se setkají, bude bodem, kde se souřadnice protínají.

Ve chvíli, kdy je pro dítě snadné splnit výše uvedený úkol, můžete ho požádat, aby cestu obkreslilo pomocí prstíčků. Dítě dá jeden prstíček na písmeno a druhý na číslo a stejně jako předtím kreslí neviditelnou čáru, dokud se prstíčky nedotknou.

Ve třetí fázi dítě najde průsečík bez pomoci prstů, ale tak, že správnou buňku určí podle oka.

Jakmile dítě zvládne tuto dovednost a pochopí algoritmus, můžete přejít k hlavní části hry.

Před dítětem jsou trpaslíci uspořádáni do řady, herní deska s úkolem a kartičkou.

Dítě musí uhodnout určený „byteček“, najít ho a ukázat na políčku, poté umístit trpaslíka určité barvy do správného políčka.

Dítě si vezme kartičku, pojmenuje písmeno a číslo, vyhledá souřadnice, podívá se na barvu trpaslíka, vezme ho a umístí na správné místo na poli. Při prvním pokusu je nejlepší kartičky rozstříhat a postupně je dítěti nabízet. Potom můžete použít pole s kartičkami, aniž byste je museli rozstříhat.

Přejeme Vám mnoho zábavy při hraní a dosáhnout vynikajících výsledků.

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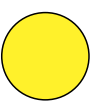
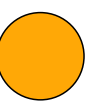
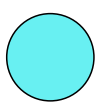
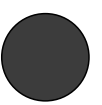
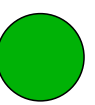
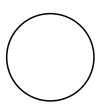
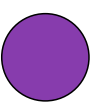
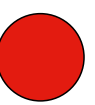
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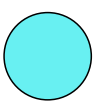
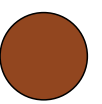

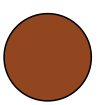
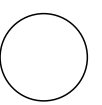
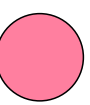
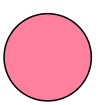
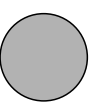
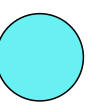
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Odovědi

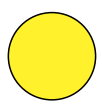
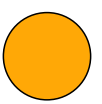
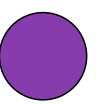
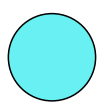

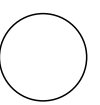
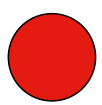
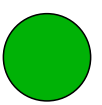
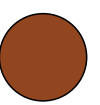
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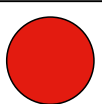
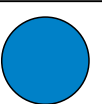
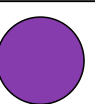
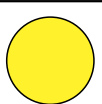
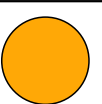
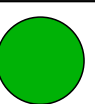
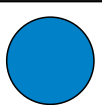
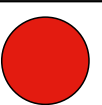
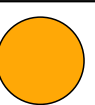
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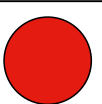
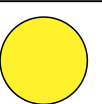
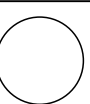
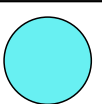
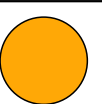
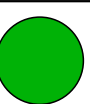
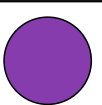
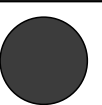
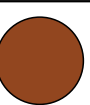
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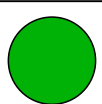
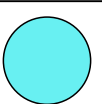
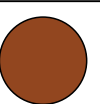
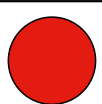
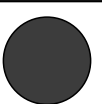
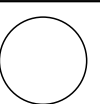
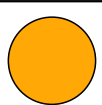
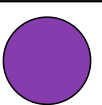
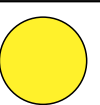
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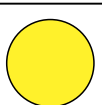
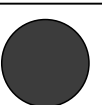
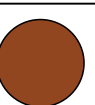
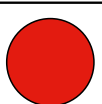
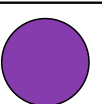
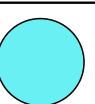
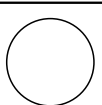
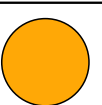
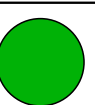
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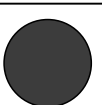
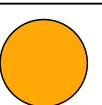
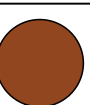
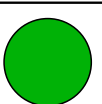
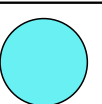
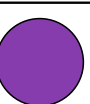
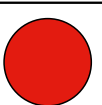
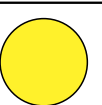
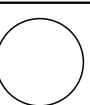
6

	P	Q	R
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2			
3			

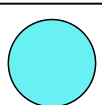
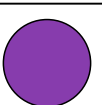
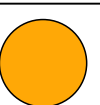
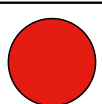
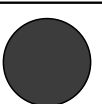
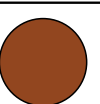
7

	S	T	U
1			
2			
3			

8

	V	W	X
1			
2			
3			

9

	X	Y	Z
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2			
3	