



Köszönöm, hogy letöltötted ezt a játékot!

Kérlek, olvasd el a felhasználási feltételeket!

Ezek a játékok személyes felhasználásra készültek! Ingyenesen letölthetőek, ettől függetlenül kérlek, hogy ne változtass rajtuk, és a benne levő képeket máshol ne használd fel, mivel azok jogvédettek!

Játszhattok vele otthon a gyerekekkel, de ha óvónéni, tanítónéni vagy fejlesztő pedagógus vagy, az óvodában, iskolában is korlátlanul használhatod. Ha tetszenek ezek a játékok, ismerőseidnek, barátaidnak is ajánld figyelmükbe az oldalt, hogy ők is letölthessék!

Az oldal anyagait kifejezetten tilos feltölteni más weboldalakra, megosztott felhőszolgáltatás tárhelyre, illetve emailben továbbítani.

Kereskedelmi forgalomba nem hozható!

Köszönöm, hogy engem választottál, nézz be hozzám máskor is!

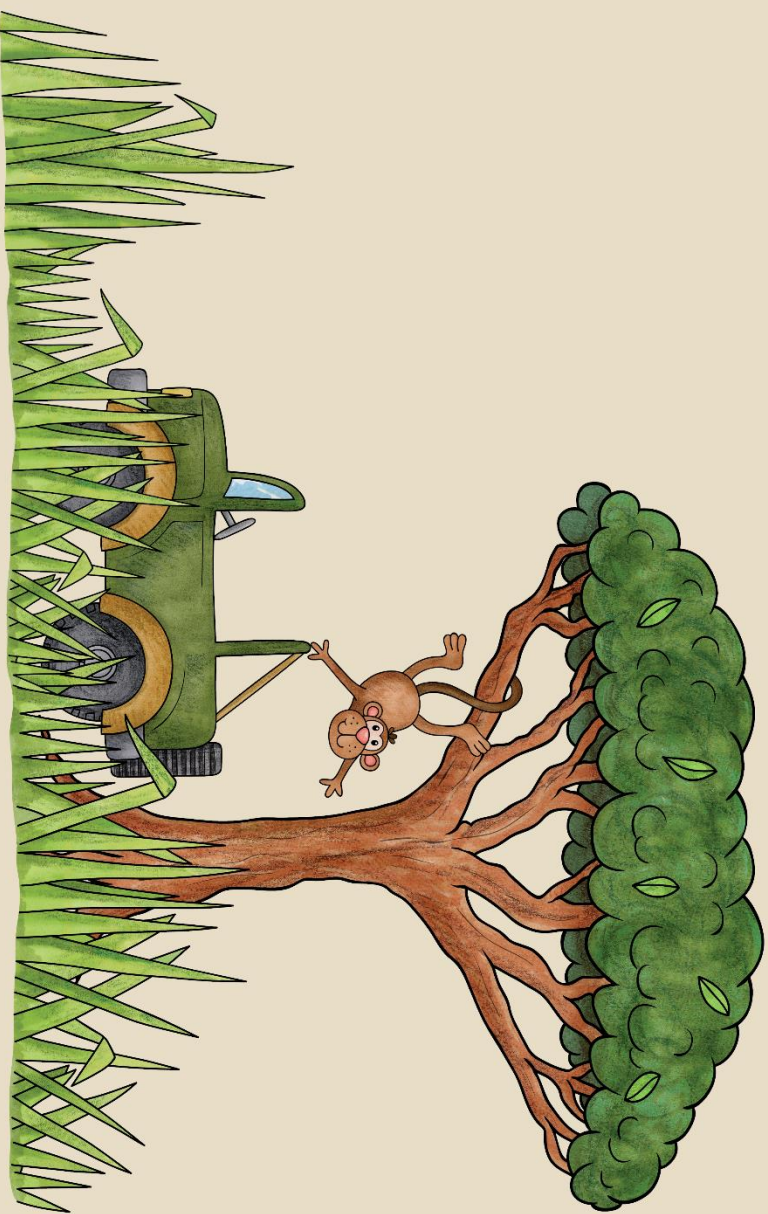
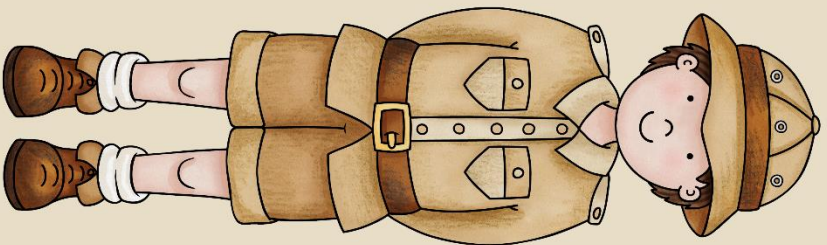
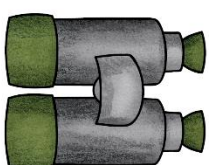
Játsszunk és készüljünk együtt az iskolára!

<https://www.ceruzahegyezo.hu>

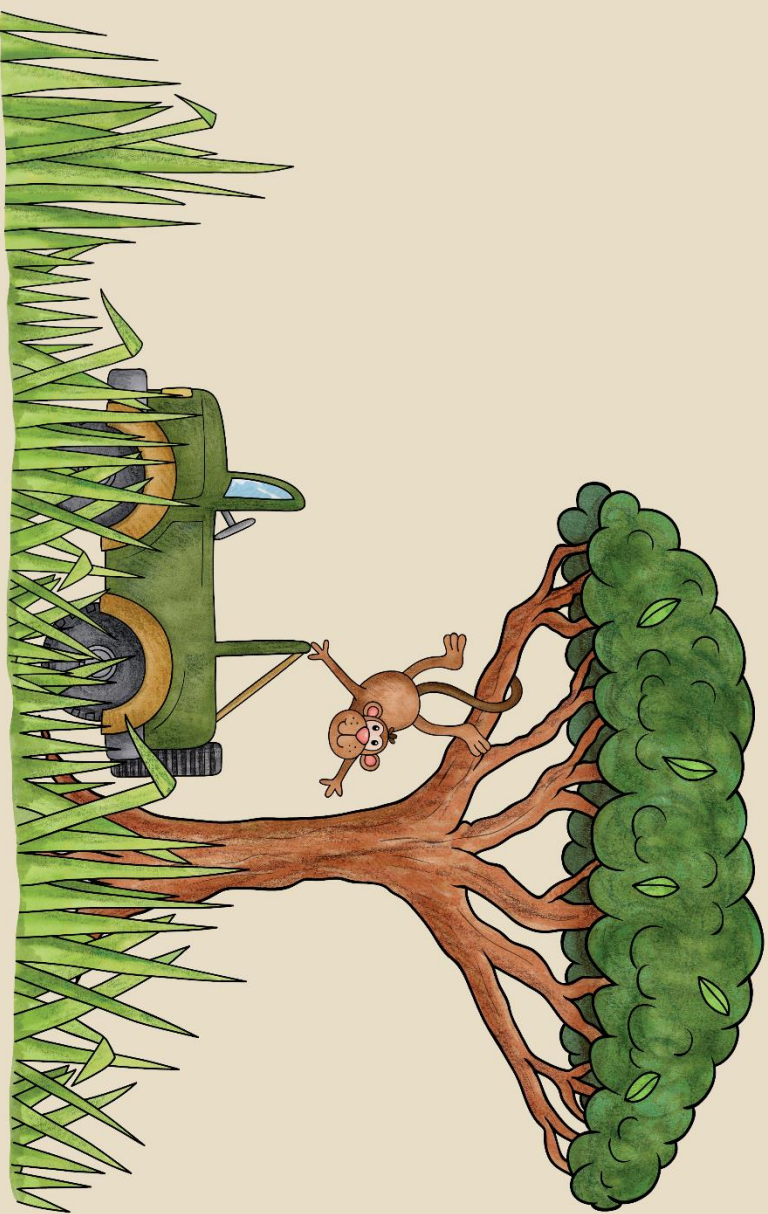
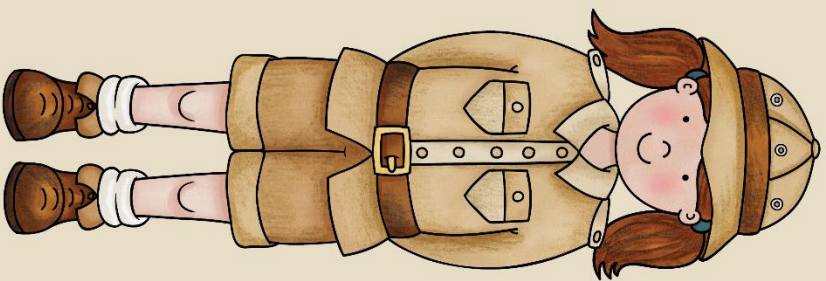
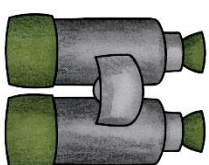
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A játékok készítéséhez használt illusztrációk forrása és azok szerzői jogainak tulajdonosa:

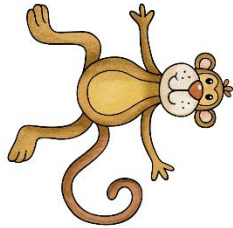
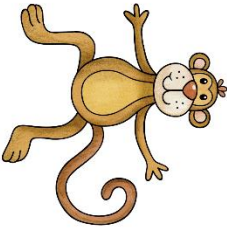
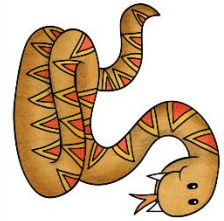
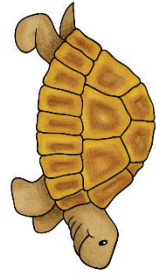
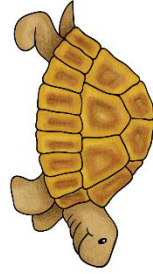
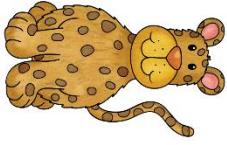
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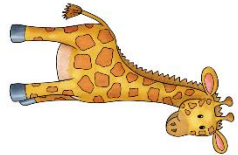
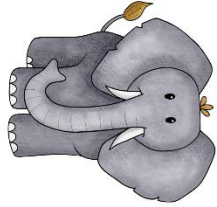
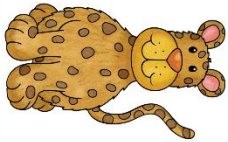
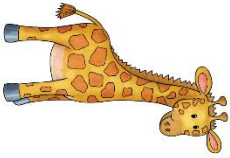
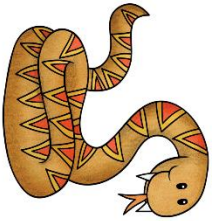
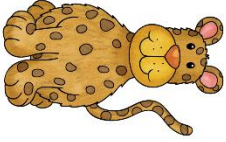
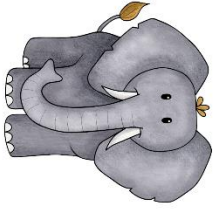


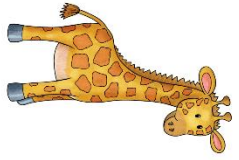
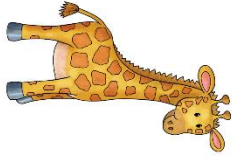
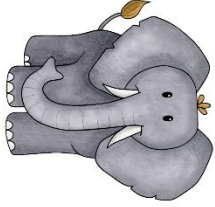
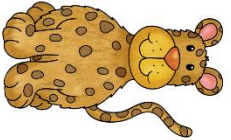
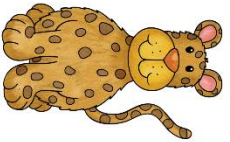
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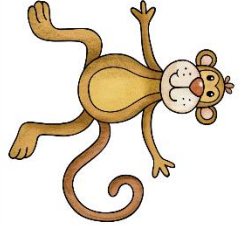
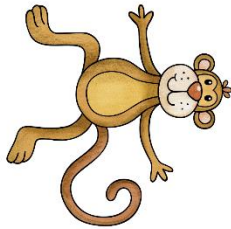
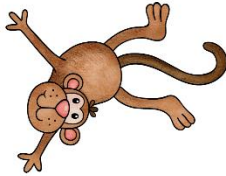
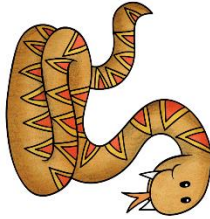
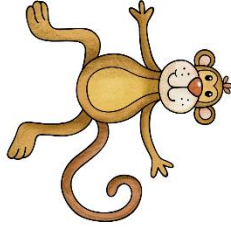
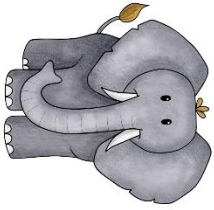
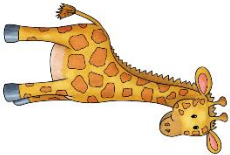
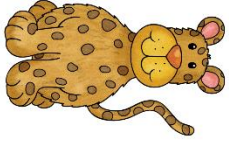


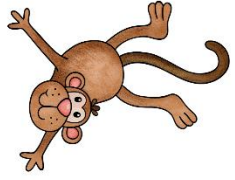
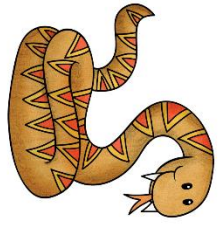
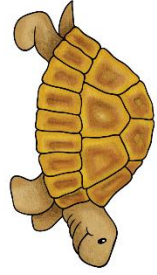
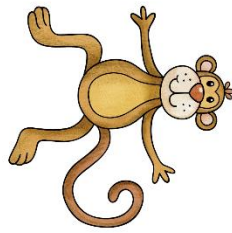
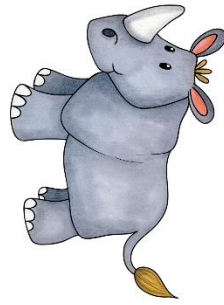
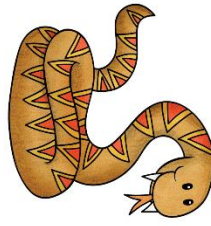
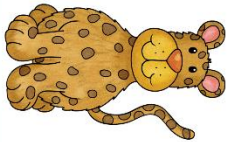
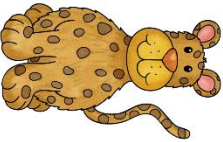
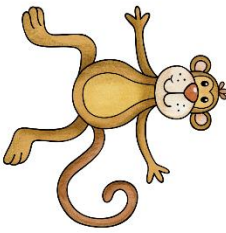
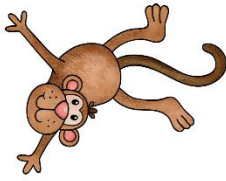
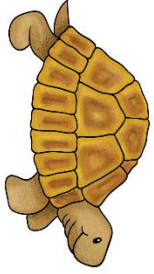
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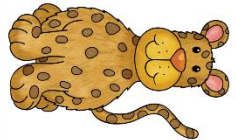
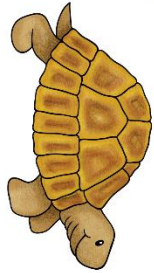
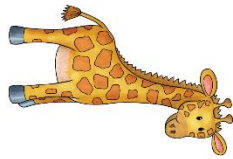
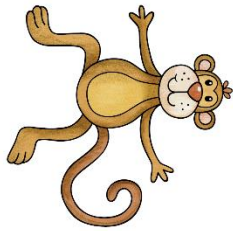
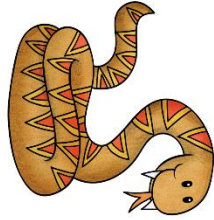
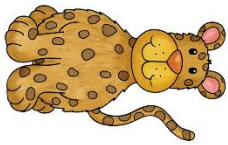
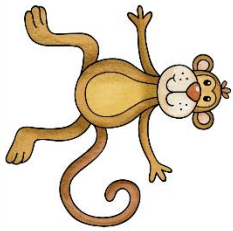
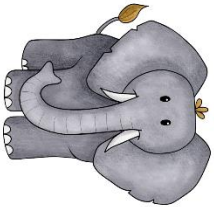
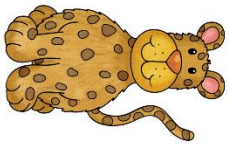


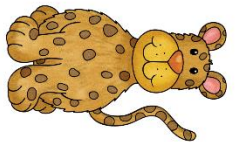
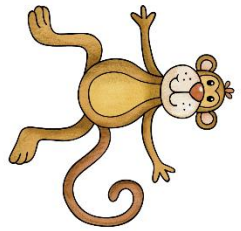
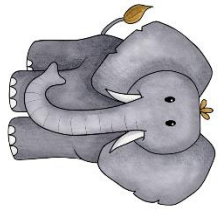
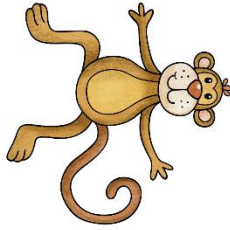
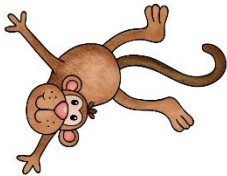
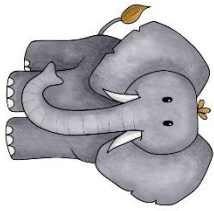
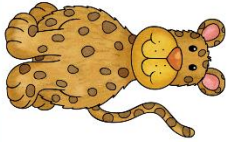
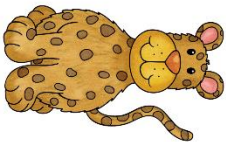
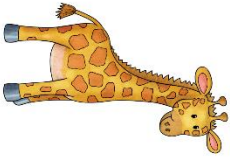
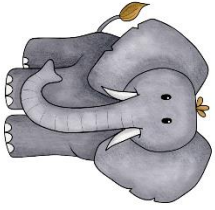


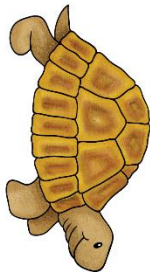
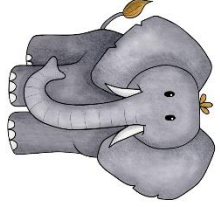
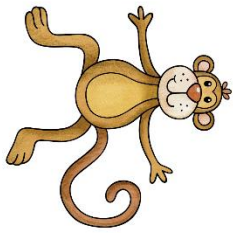
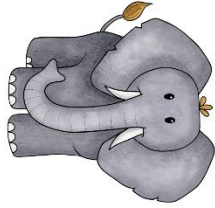
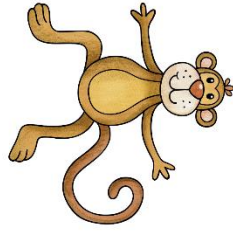
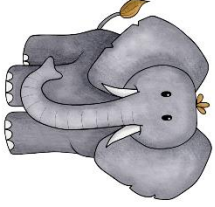
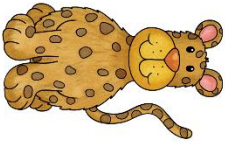
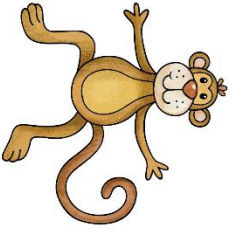


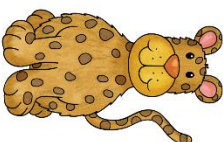
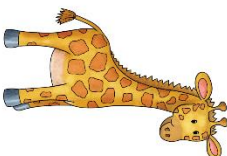
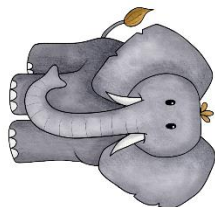
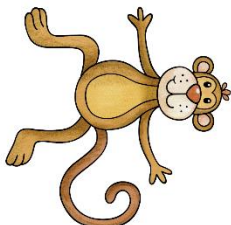
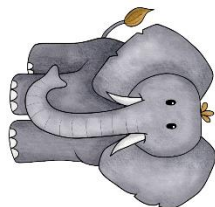
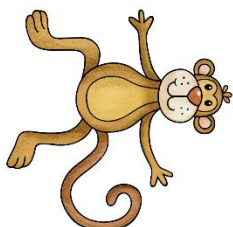
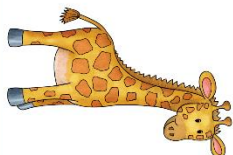
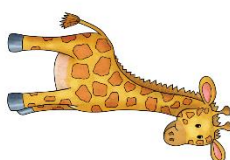


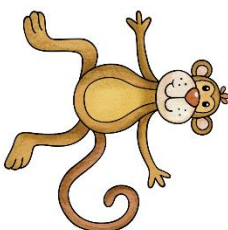
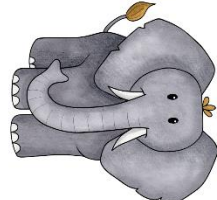
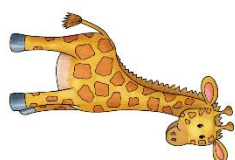
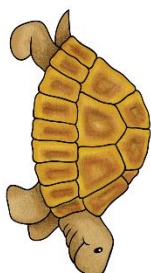
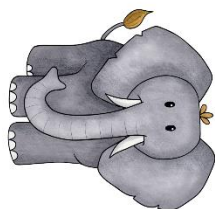
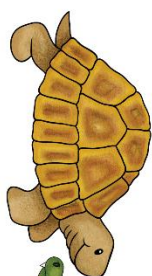


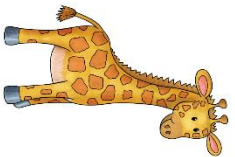
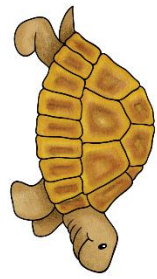
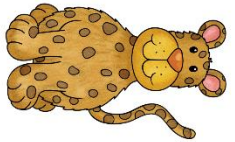
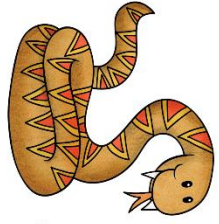
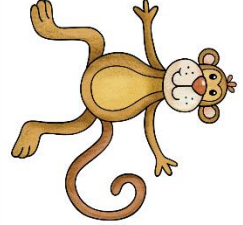
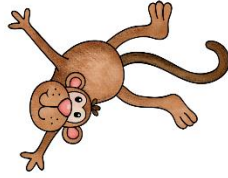
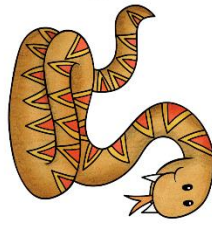
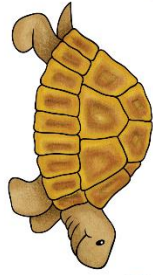
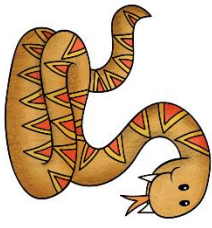
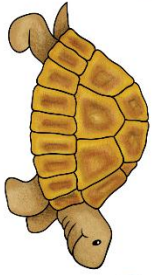
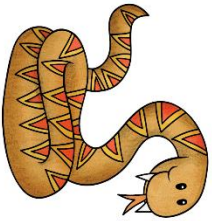
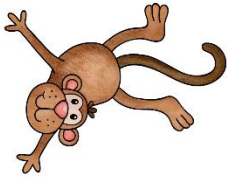
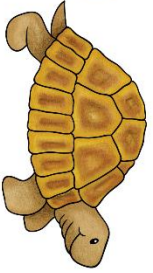


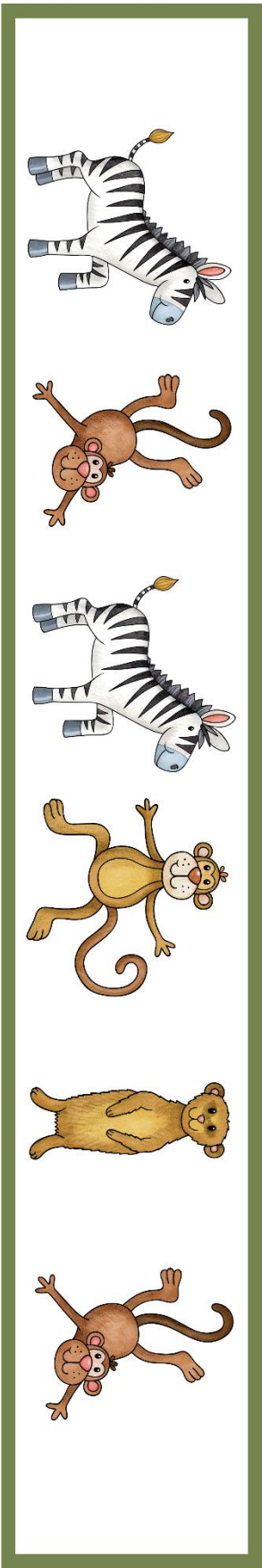


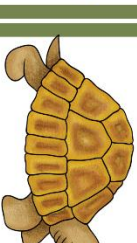
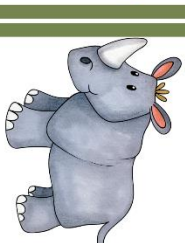
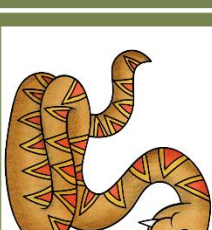
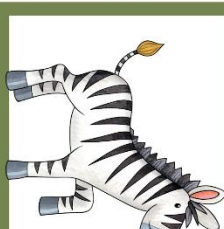
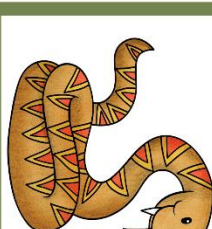
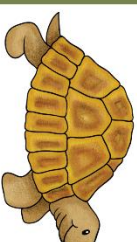
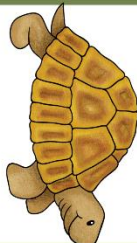
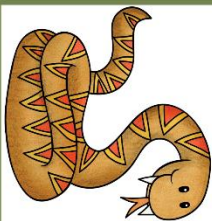


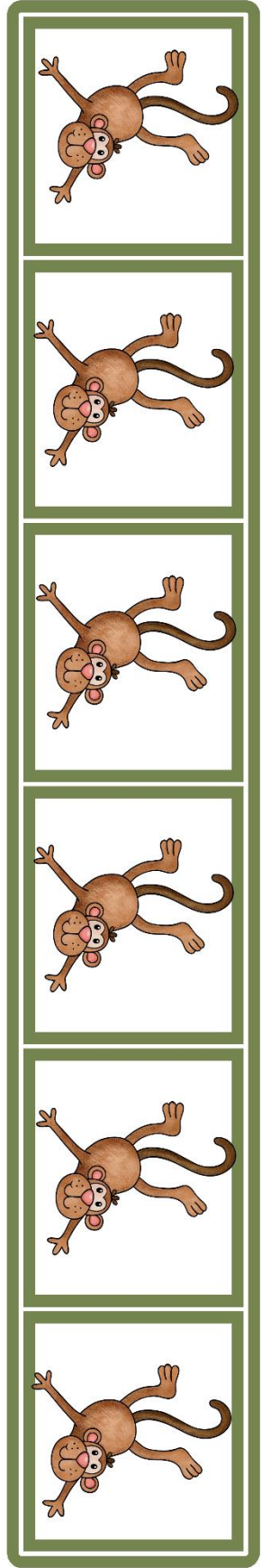
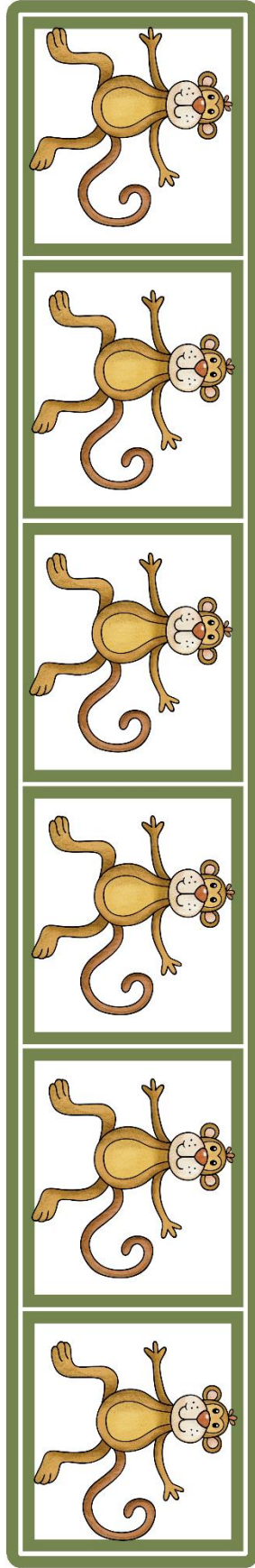
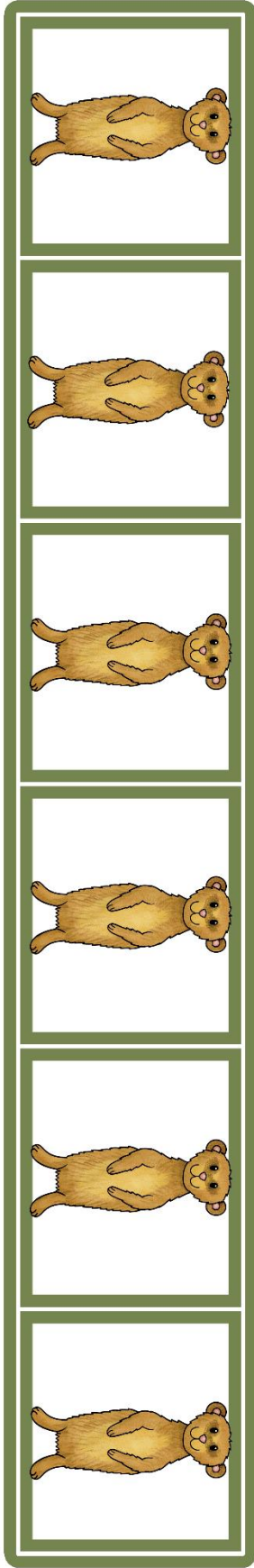
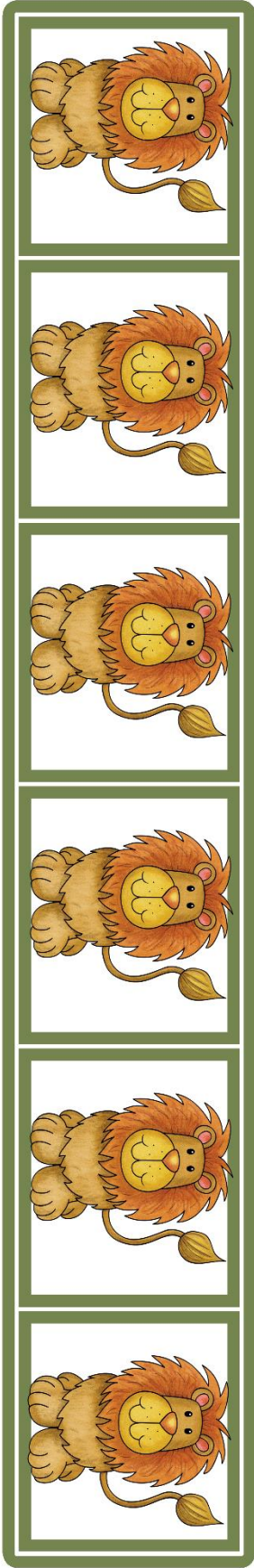


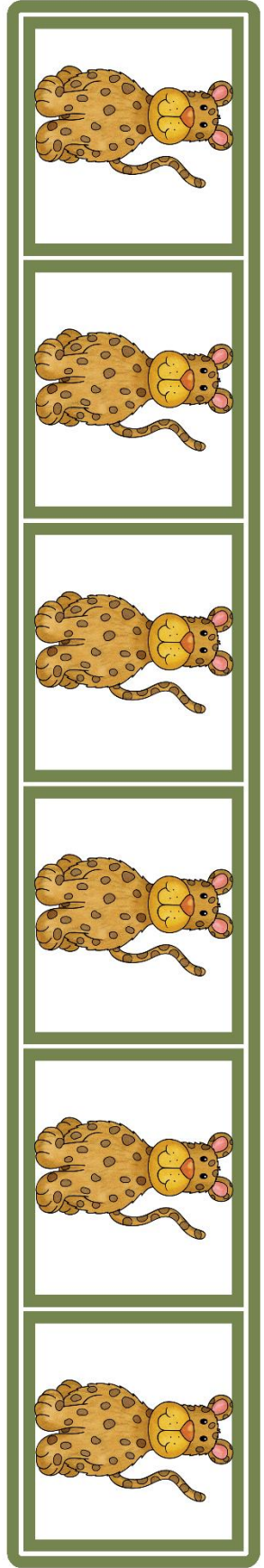
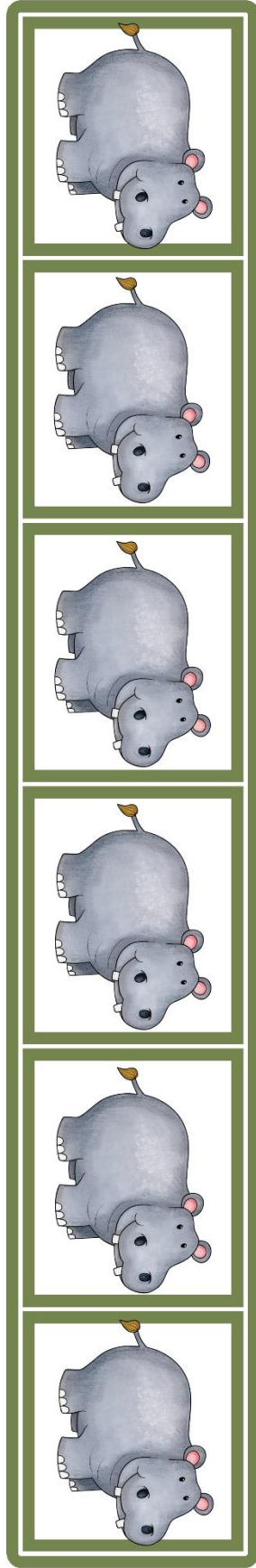
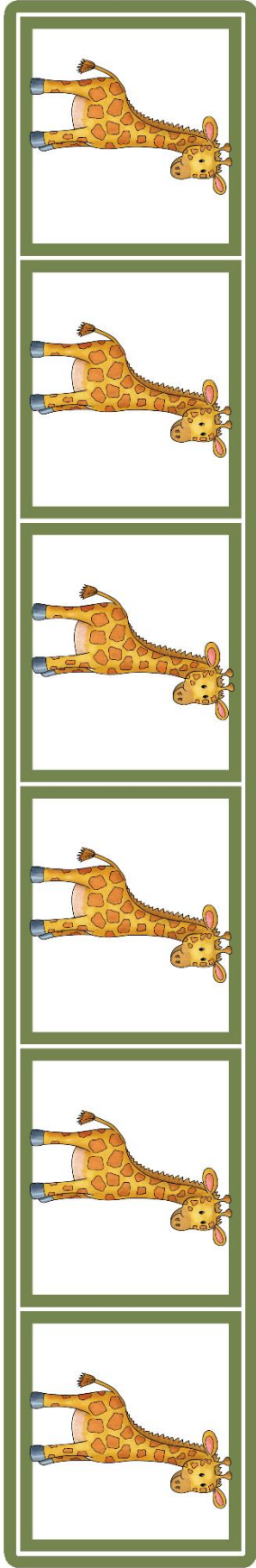
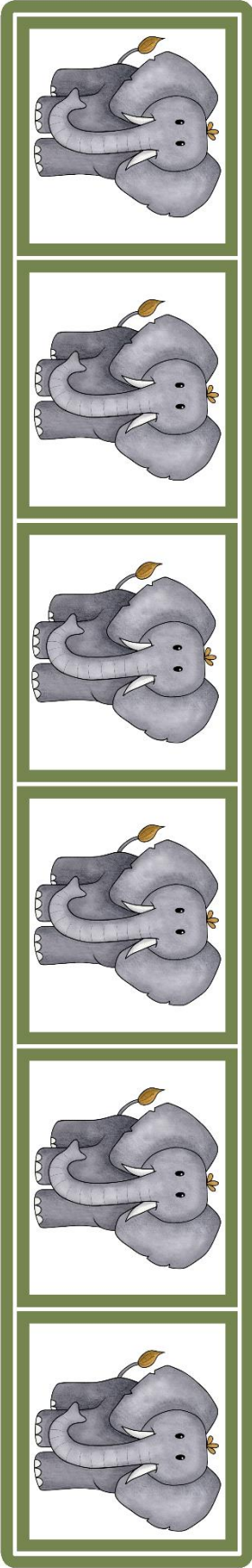














Irány Afrika, irány a szafari park!

A gyerekek sikeres iskolai teljesítményéhez elengedhetetlen, hogy a látottakat, hallottakat pontosan fel tudják idézni, pontosan vissza tudjanak emlékezni. A gyerekeket nagyon érdekli a körülöttük lévő világ, szűkebb és tágabb környezetük. Az Afrikában élő állatokkal gyakran találkozunk az állatkertben, képeskönyvekben, mesékben. Az egyik kis tanítványom különösen vonzódik hozzájuk, kedvence az oroszlán. Ez adta az ötletet ennek a játéknak az elkészítéséhez.

A játék elkészítése:

- Nyomtassátok ki a játékot, vágjátok ki a játék elemeit, majd lamináljátok, így tartósabb lesz.

Játékszabály:

- Minden játékos választ egy játéktáblát. Két féle táblát is találtok a csomagban, az egyikén kislány, a másikon kislány van. Az állatokat ábrázoló kis kártyákat tegyétek középre, például egy tálcára. Játékból elutazunk Afrikába, és a szafari parkban elbújunk a fa mögé, ahonnan megfigyelhetjük az éppen arra sétáló állatokat. Ezek az állatok a nagyobb kártyákon láthatók, három féle nehézségi fokozatú kártyát készítettem, így kisebbekkel és nagyobbakkal is játszhatjátok. Van négy-, öt- és hat állatot ábrázoló kép. Ezekből húzzon egyet minden gyerek, úgy, hogy nem látja a képen szereplő állatokat, csak a kártya hátulját. Ezeket a kártyákat a játéktábla tetején a távcsővel jelölt sávba tegye le. Miután megfordította, kis ideig memorizálja (5-10 mp), majd fordítsa le, és emlékezetből próbálja kirakni a tálcán található kártyákból a látottakat. Ha végzett, a fenti kártya visszafordításával ellenőrizheti, hogy helyesen emlékezett-e. Nemcsak az fontos, hogy megegyezzenek az állatok a feladatkártyán látottakkal, a sorrendnek is stimmelnie kell.