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Гергана Христова, Искра Тончева-Сачкова

За бъдещите първокласници

Сборник с упражнения
за деца в предучилищна възраст



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Росица Станулова-Бялкова, Гергана Христова,
Искра Тончева-Сачкова

За бъдещите първокласници

Сборник с упражнения
за деца в предучилищна възраст

Сдружение „Училищно настоятелство
на Национален учебен комплекс по култура – Горна баня“
София • 2014

Рецензент: доц. д-р Тотко Татъзов

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Искра Анатолиева Тончева-Сачкова – автори, 2014

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на Национален учебен комплекс по култура – Горна баня“, 2014

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Уважаеми родители,
всички малки и големи, които разглеждате нашето помагало!

Натрупаният опит от работата с деца ни даде възможност да съставим този сборник с авторски и модифицирани упражнения, които биха помогнали да тръгнете по пътя към знанието от предучилищната към училищната степен. Подредени са по сложност на три нива.

Нашата практика показва, че за да бъде пълноценна работата по книжката, е добре:

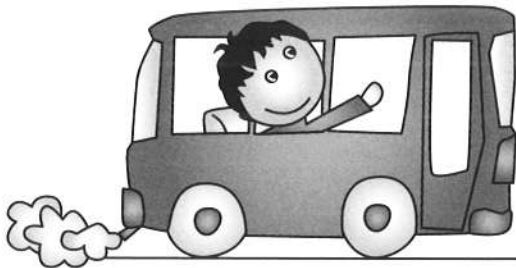
- ❖ да си осигурите удобно и тихо място;
- ❖ да забравите за малко собствените си проблеми;
- ❖ да бъдете партньори с детето си;
- ❖ да имате предвид, че целта на упражненията е да допълните пропуските и да надградите знания;
- ❖ да не допускате механично заучаване на задачите;
- ❖ да се съобразявате с индивидуалните особености на детето си – темперамент, емоционално-волева устойчивост, темп на работа и др.

Тогава ще разберете, че работата с детето променя и самите вас, че се чувствате по-добри и спокойни.

Желаем ви успех!

Подреждане на картини 1

Разгледай внимателно картинките и разбери как учениците започват деня си, като зачертаеш с „X“ поредния номер на картинката върху цифровия ред под нея.



1 2 3 4 5 6



1 2 3 4 5 6



1 2 3 4 5 6



1 2 3 4 5 6



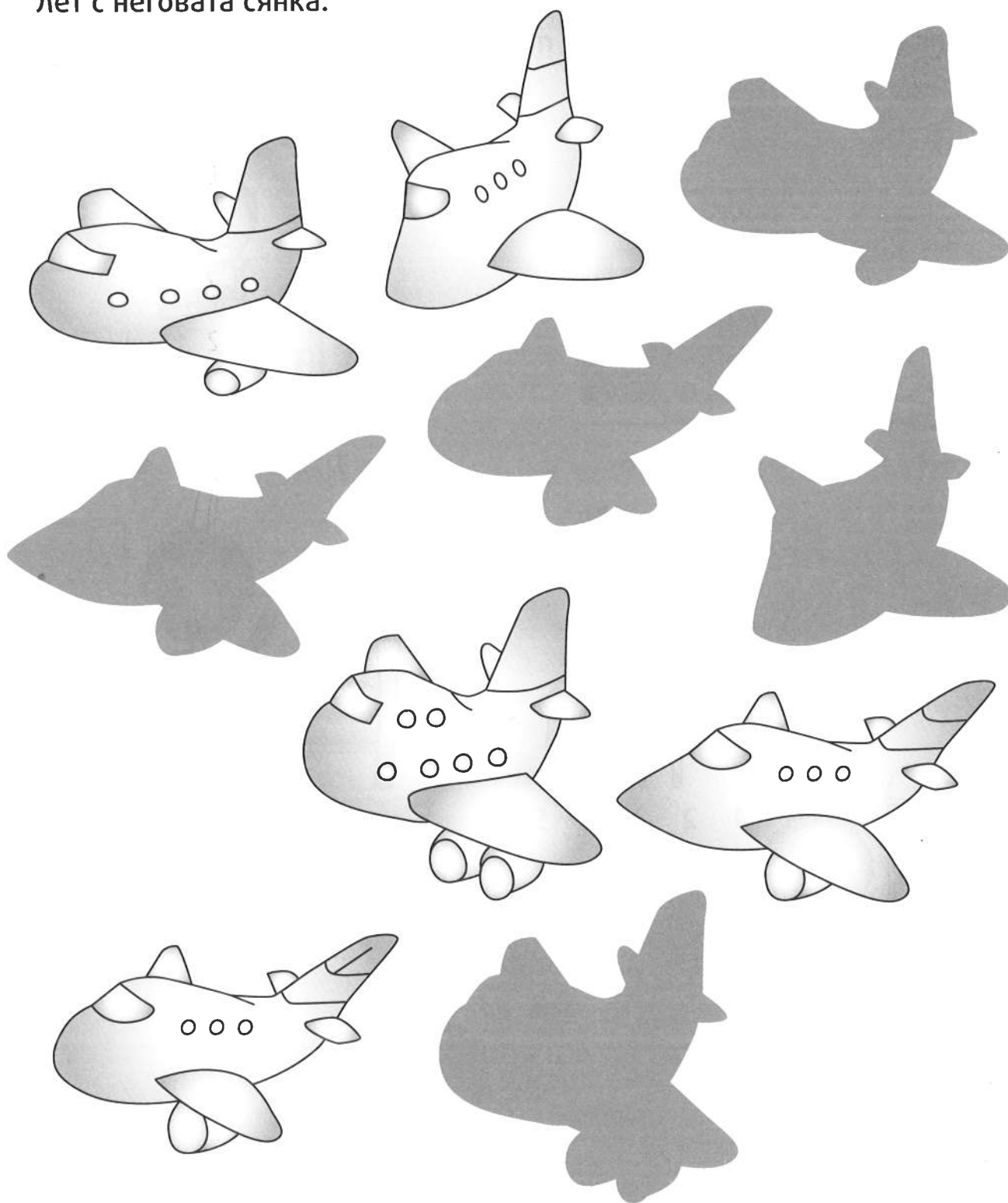
1 2 3 4 5 6



1 2 3 4 5 6

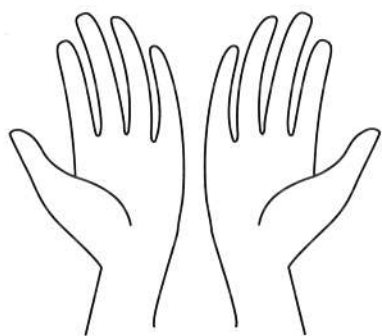
Предмет и сенки 1

Разгледай внимателно самолетите. Свържи с линия всеки самолет с неговата сянка.

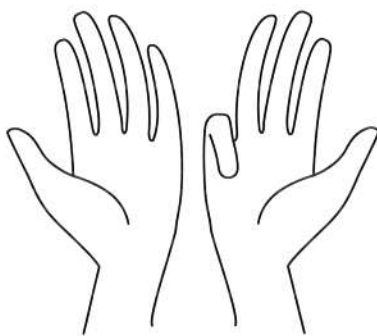


Броене – пръсти

Преброй изправените пръсти на двете ръце във всяка задача и огради съответната цифра, както е показано.



1 2 3 4 5
6 7 8 9 10



1 2 3 4 5
6 7 8 9 10



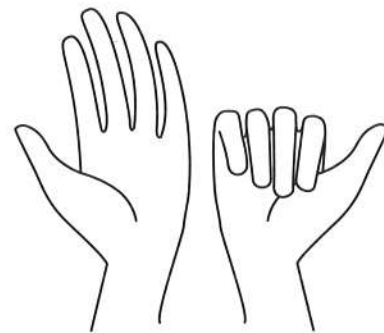
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6 7 8 9 10



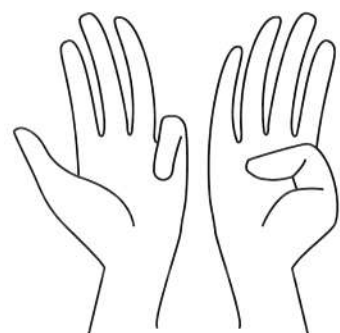
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1 2 3 4 5
6 7 8 9 10



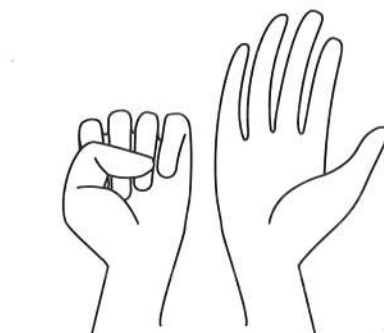
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1 2 3 4 5
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1 2 3 4 5
6 7 8 9 10



1 2 3 4 5
6 7 8 9 10

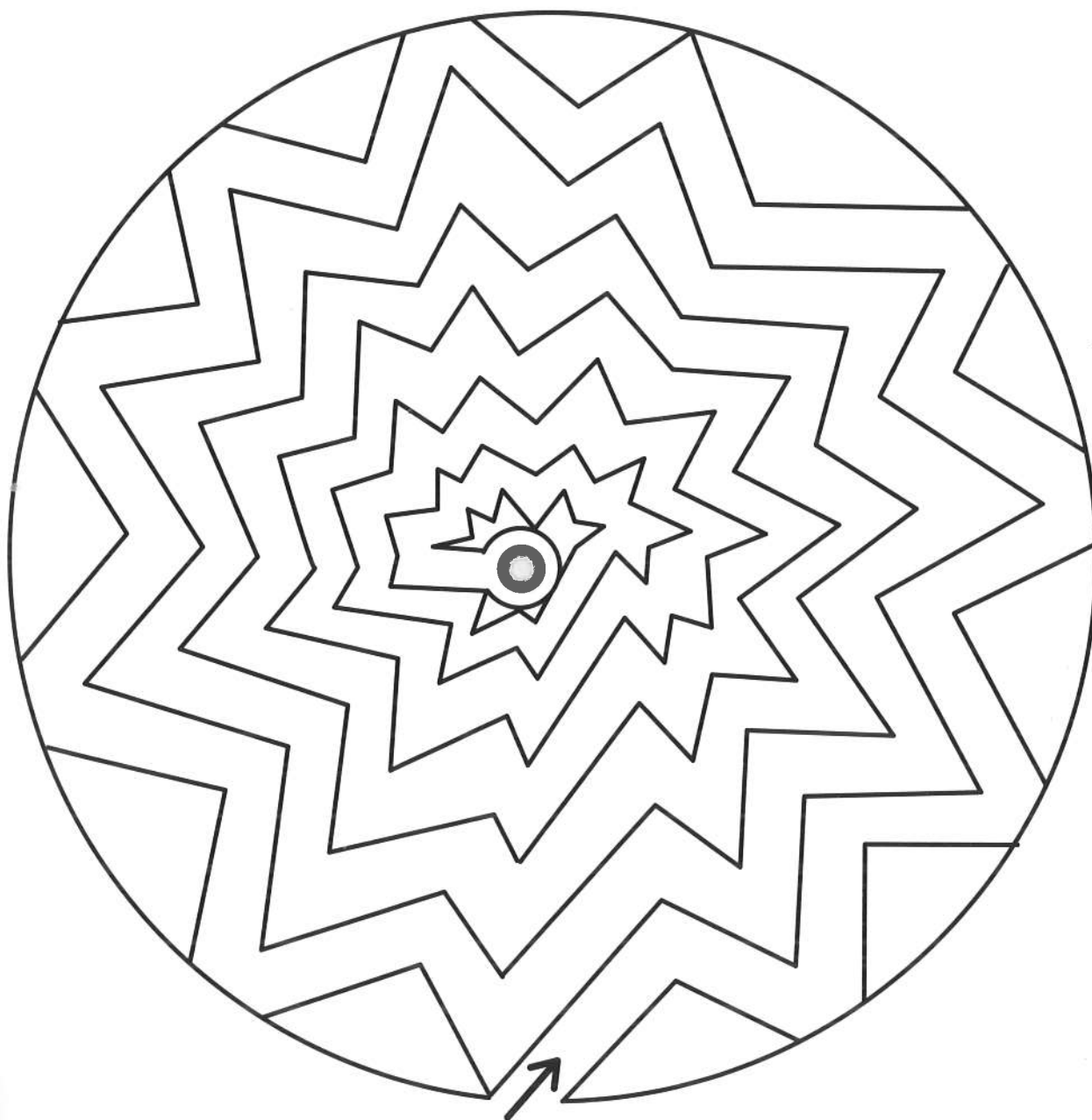
Сричково броене

Помогни на момчето, което ще ходи на разходка в планината да приготи багажа си, като оградиш само тези картинки, в чиито имена се съдържат две и три срички.



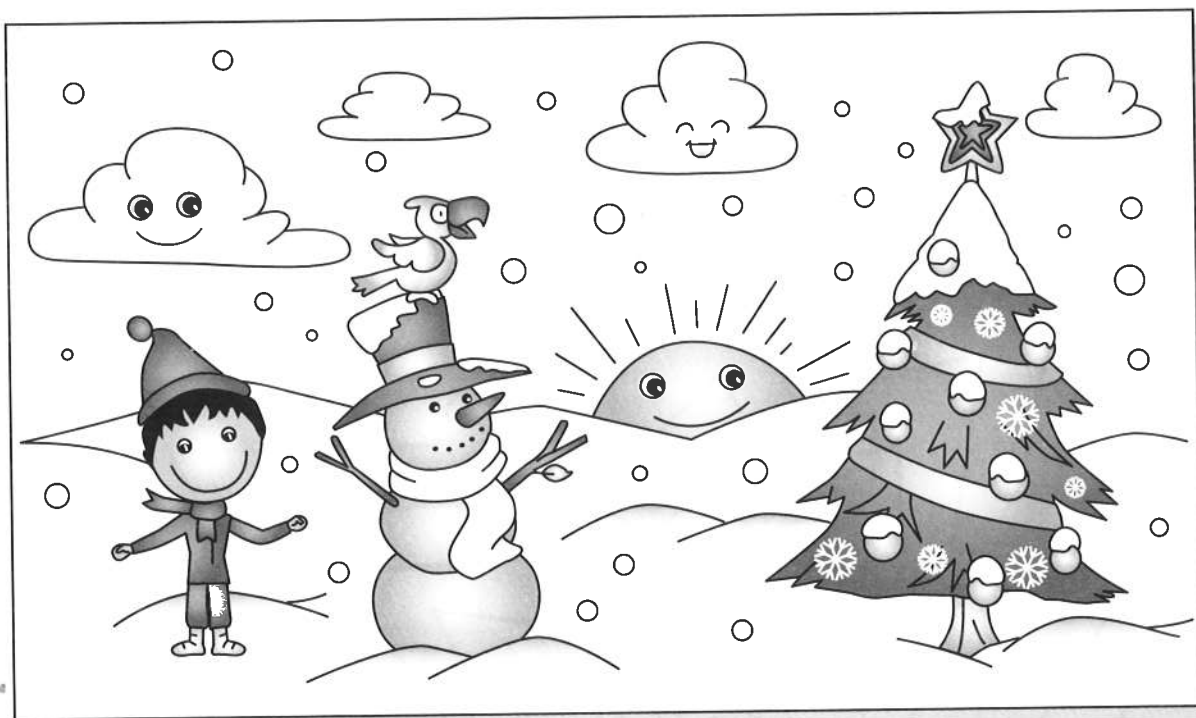
Фина моторика 1

Достигни до топчето в центъра на лабиринта. Внимавай да не докосваш или пресичаш стените на коридора, докато преминаваш през него.



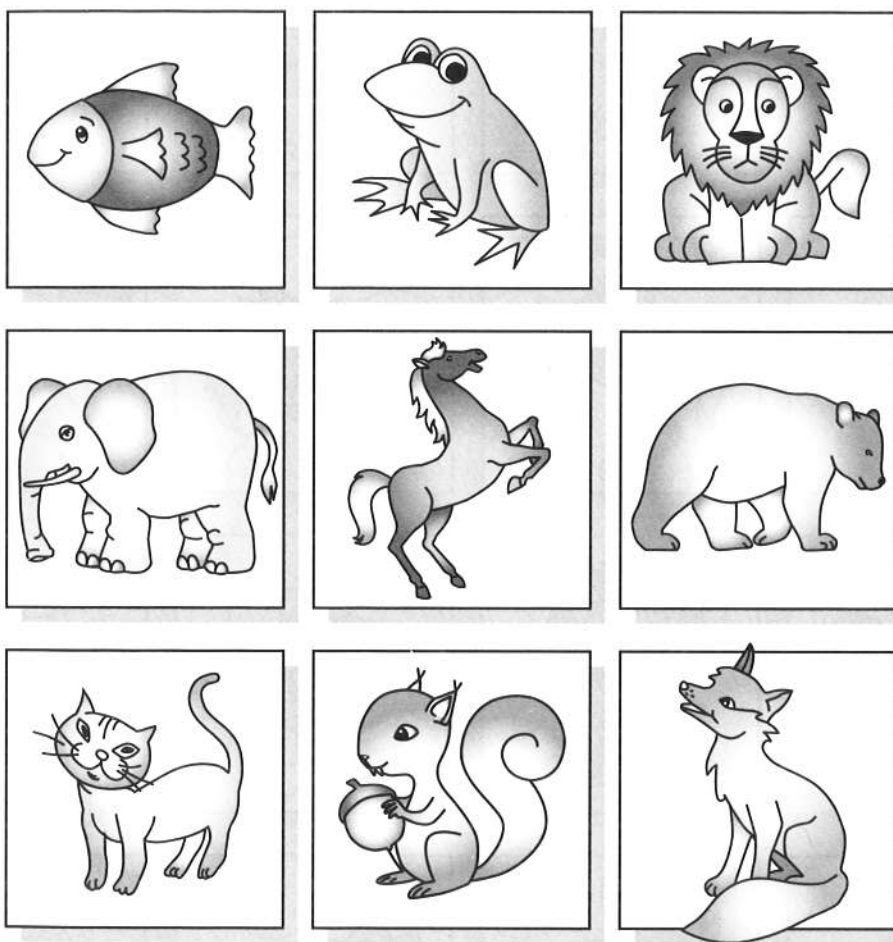
Откриване на разлики 1

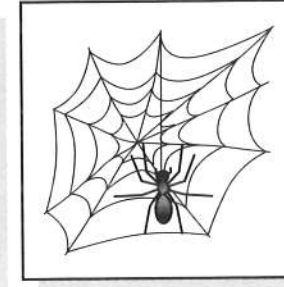
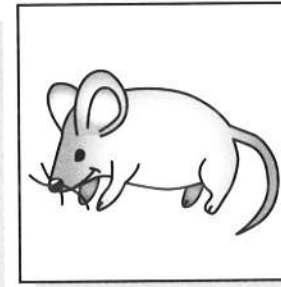
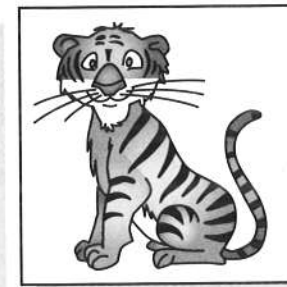
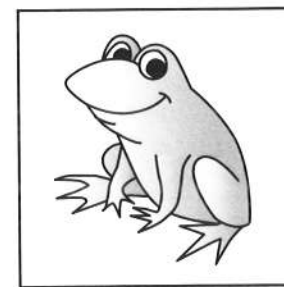
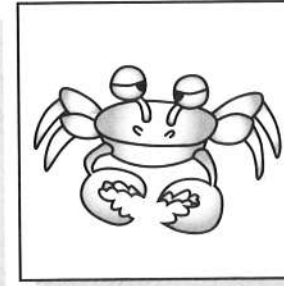
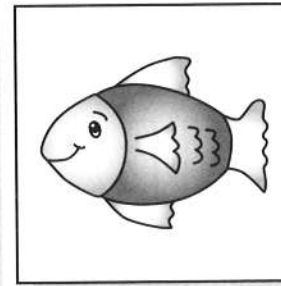
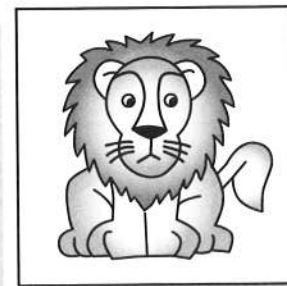
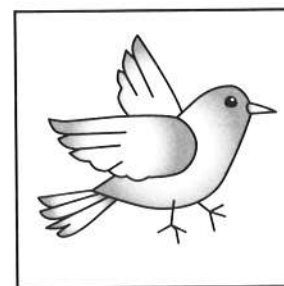
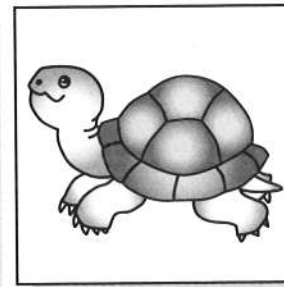
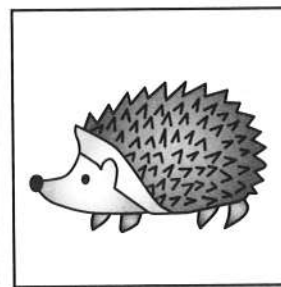
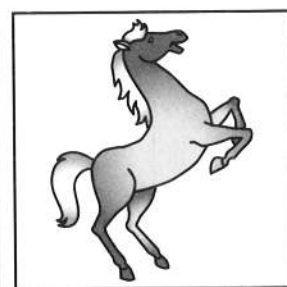
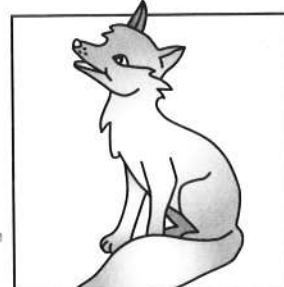
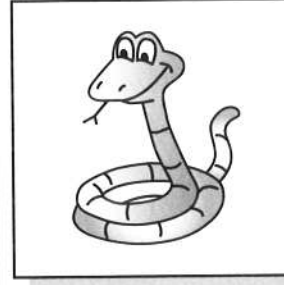
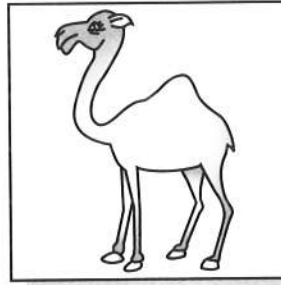
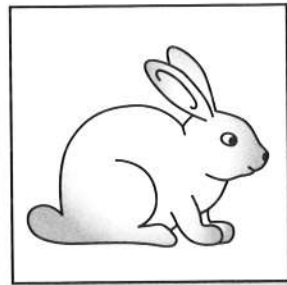
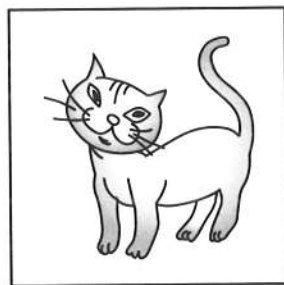
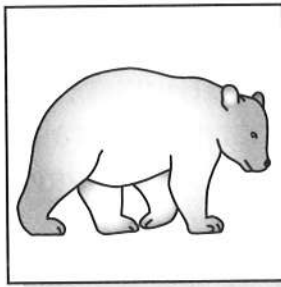
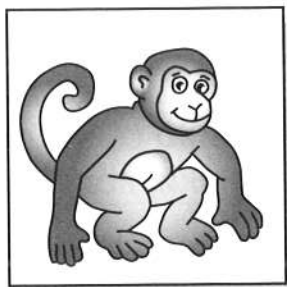
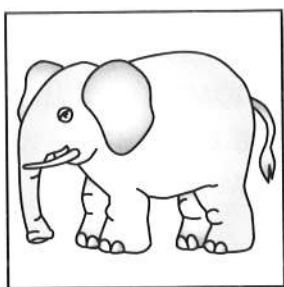
Разгледай внимателно двете картинки. В тях има разлики. Открий ги и ги отбележи.



Памет 1

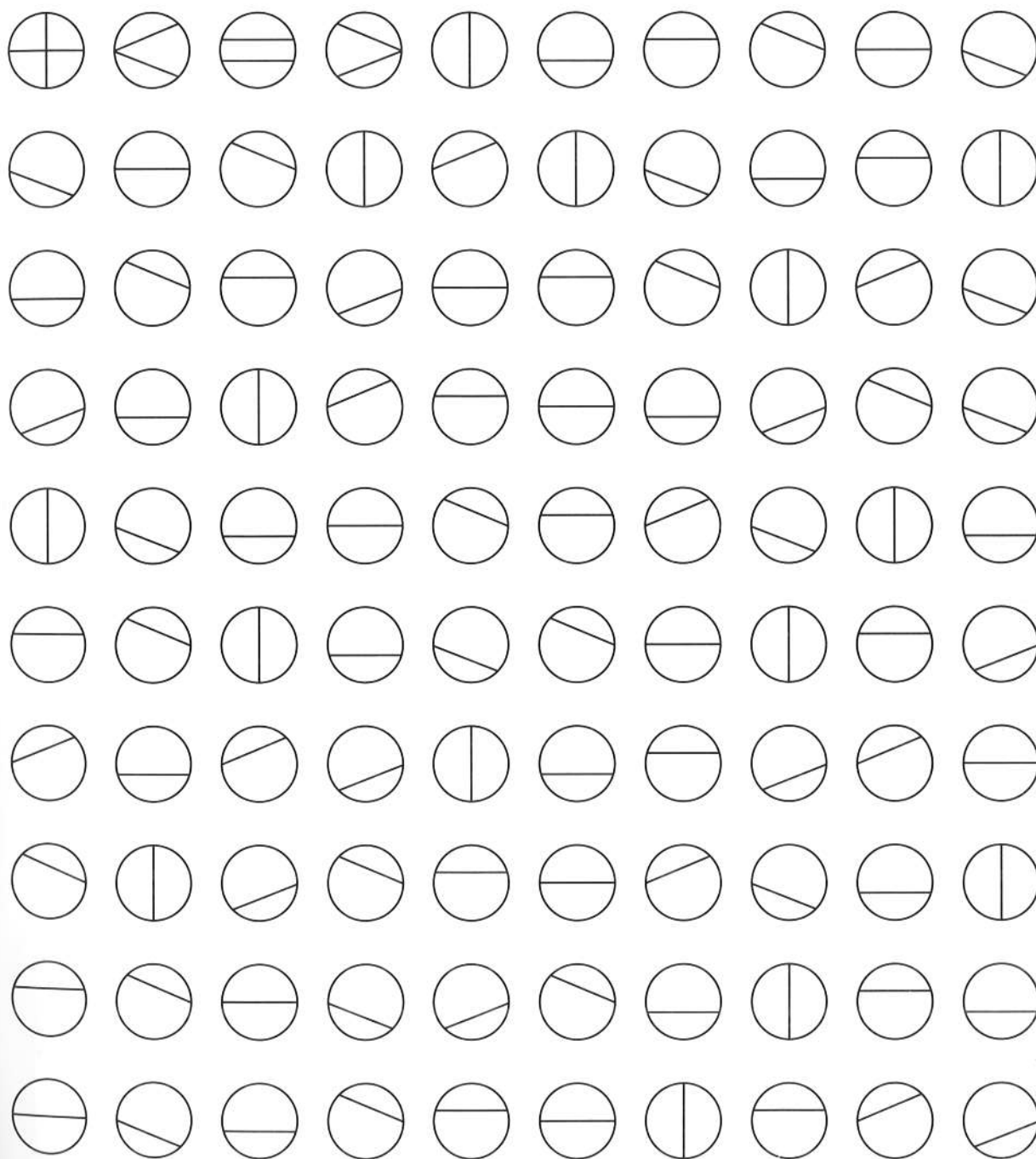
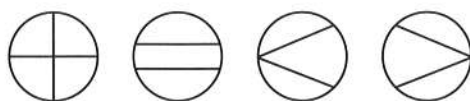
Огледай добре картинките и се постарай да ги запомниш. (Детето се оставя да разглежда таблото за 30 сек.) Сега на следващата страница отбележи с „X“ всички картинки, които запомни.





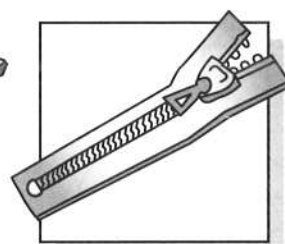
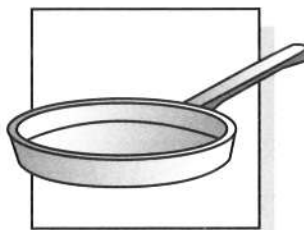
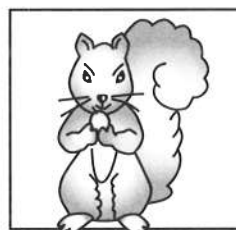
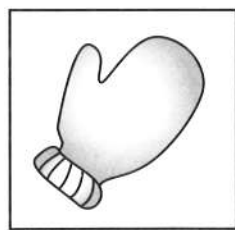
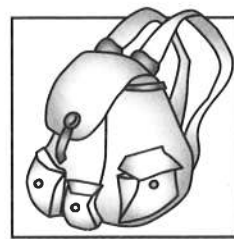
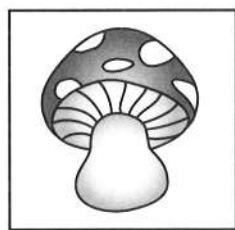
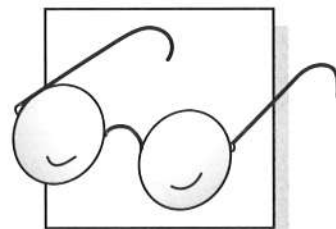
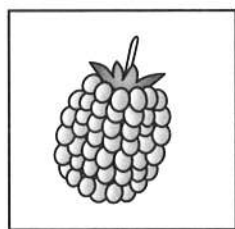
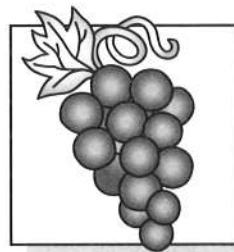
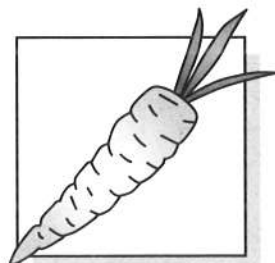
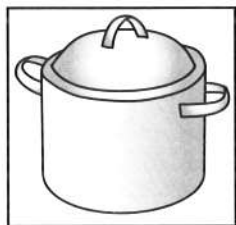
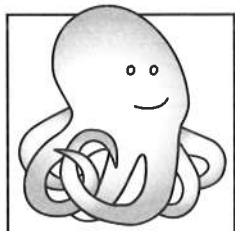
Математически символи

Дорисувай липсващата част от знаците, както е показано.



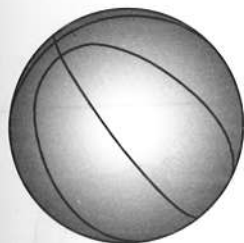
Звукова чувствителност 1

Свържи по двойки картинките, в чиито имена първият звук е еднакъв.



Зрителна точност 1

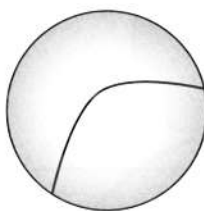
Отбележи с цифрата 1 топките, които могат да минат през баскетболния кош и с цифрата 2 тези, които не могат, както е показано.



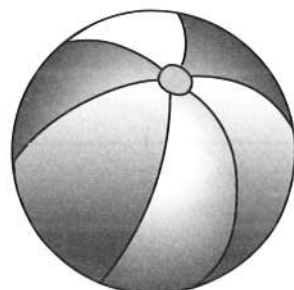
① 2



1 2



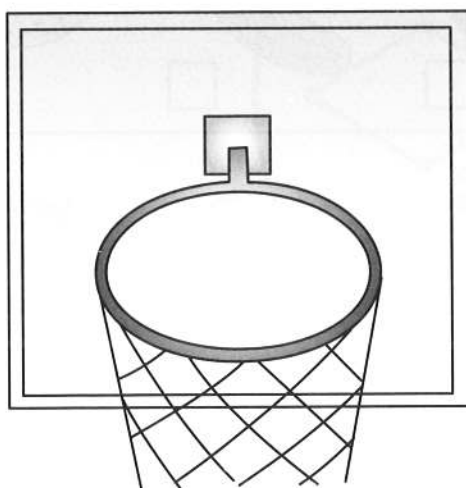
1 2



1 ②



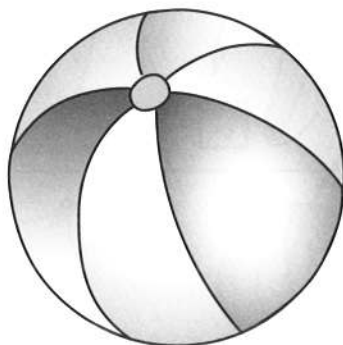
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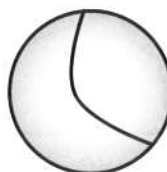
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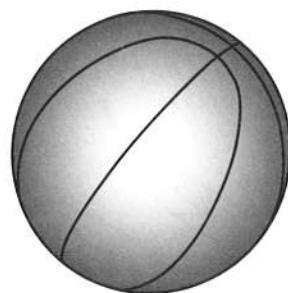
1 2



1 2



1 2



1 2



1 2



1 2



1 2



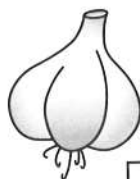
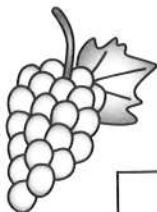
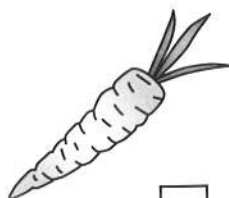
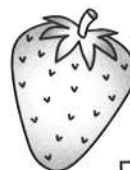
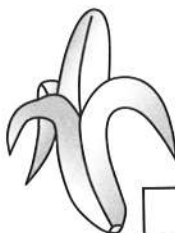
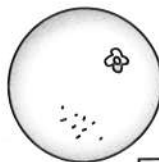
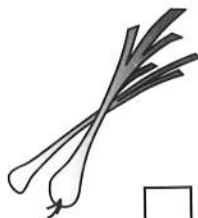
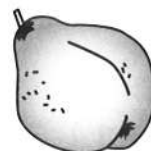
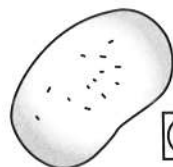
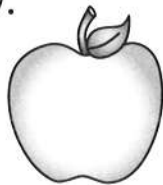
1 2



Формиране на понятия 1

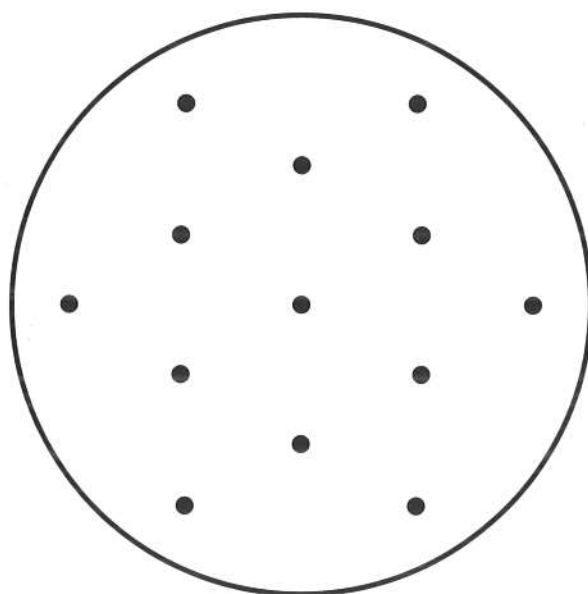
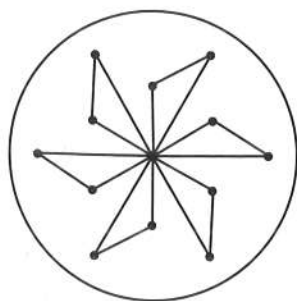
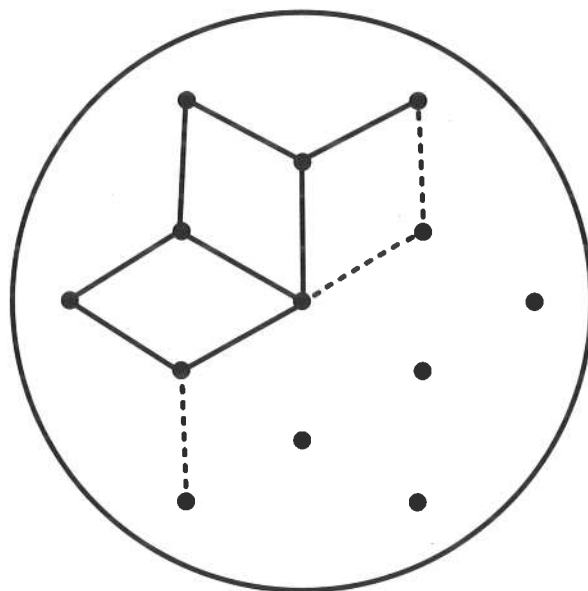
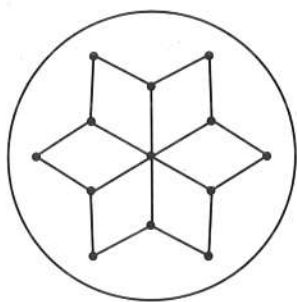
В празното прозорче към всеки плод постави знак $\times$, а към всеки зеленчук $\bigcirc$.

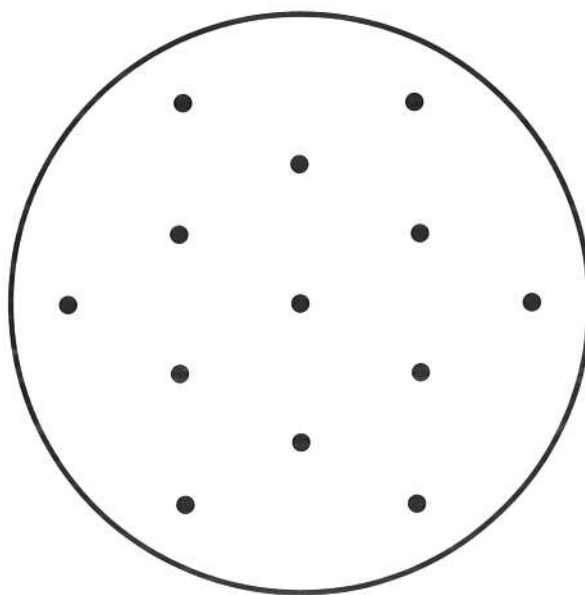
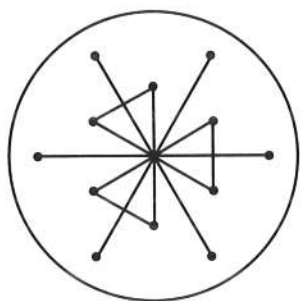
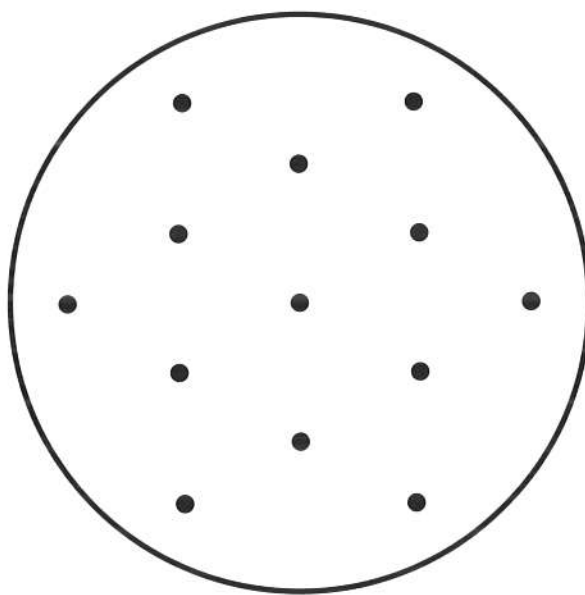
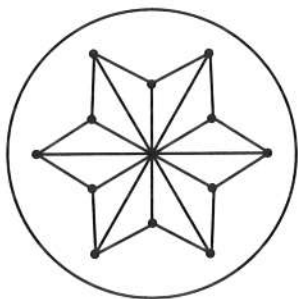
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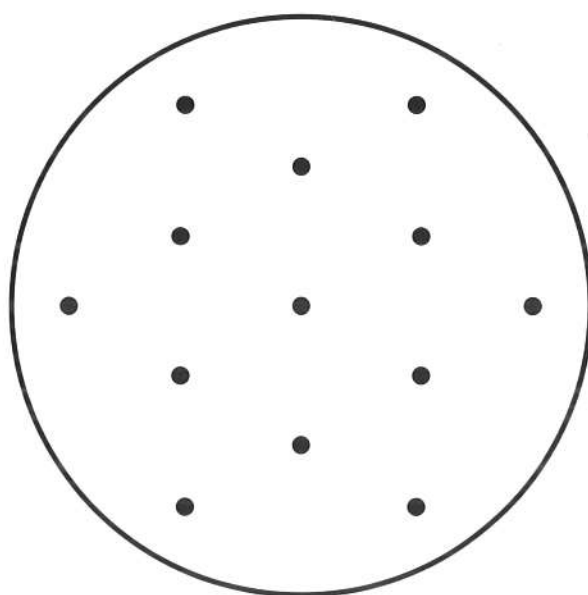
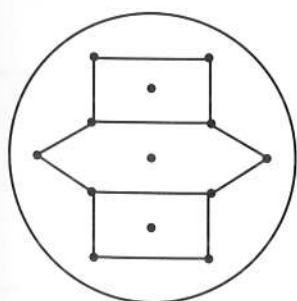
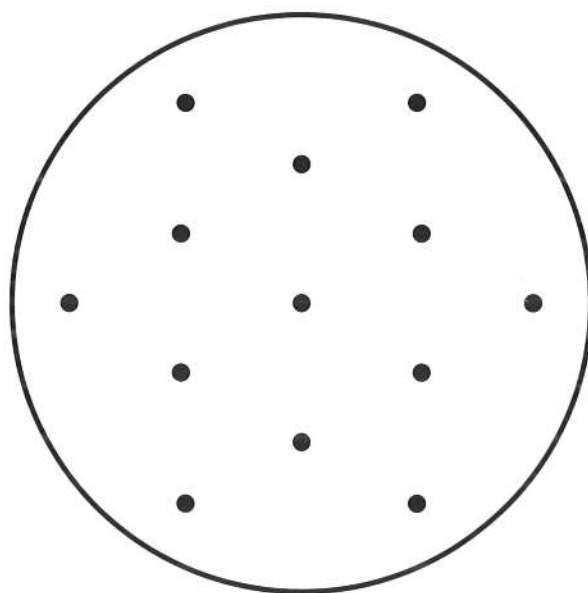
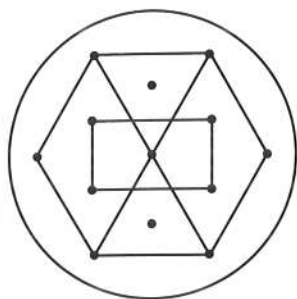


Зрително-моторна координация

Прерисувай фигурата от левия кръг в десния, като свързваш точките, както е показано. Работи внимателно.

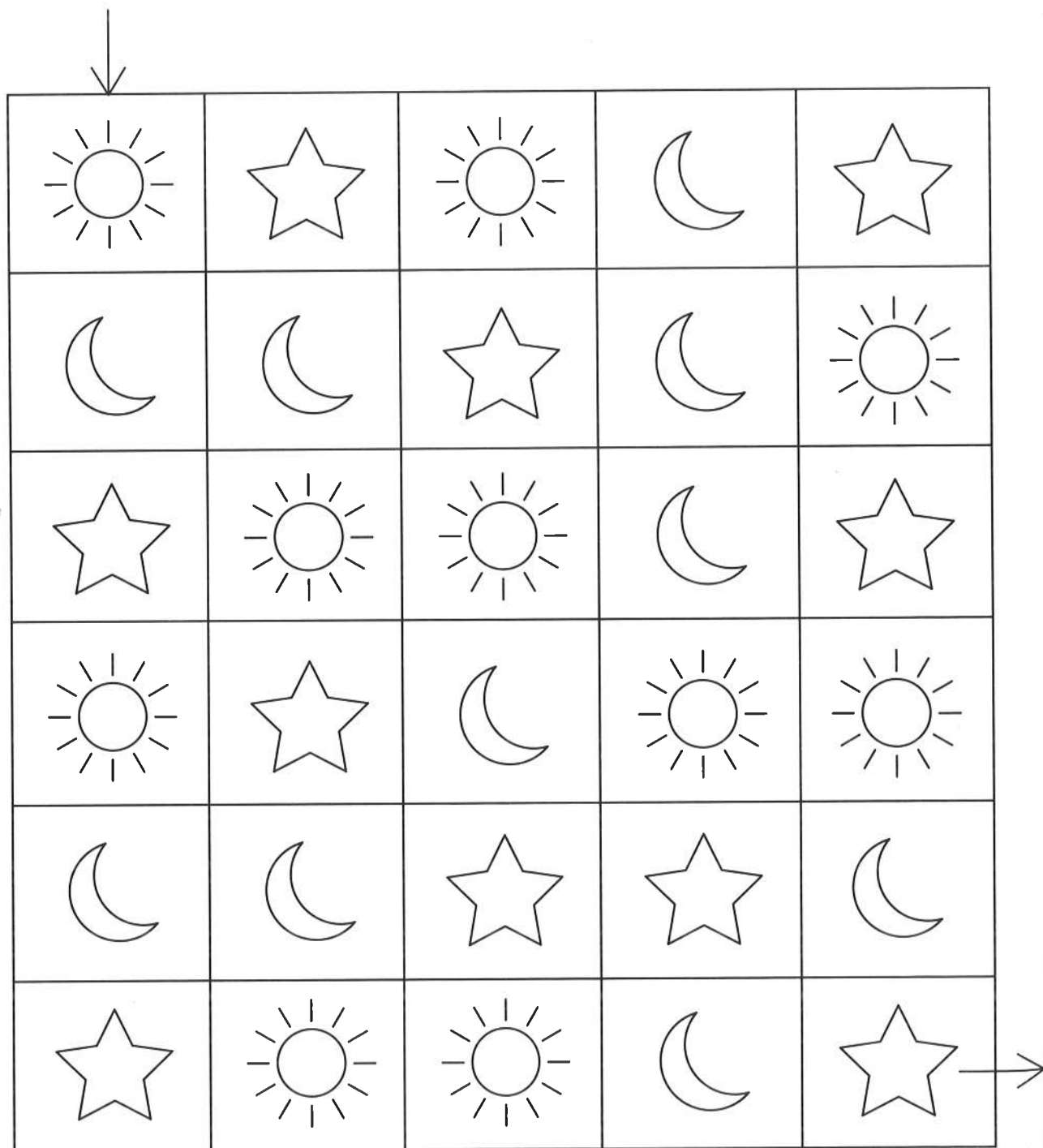






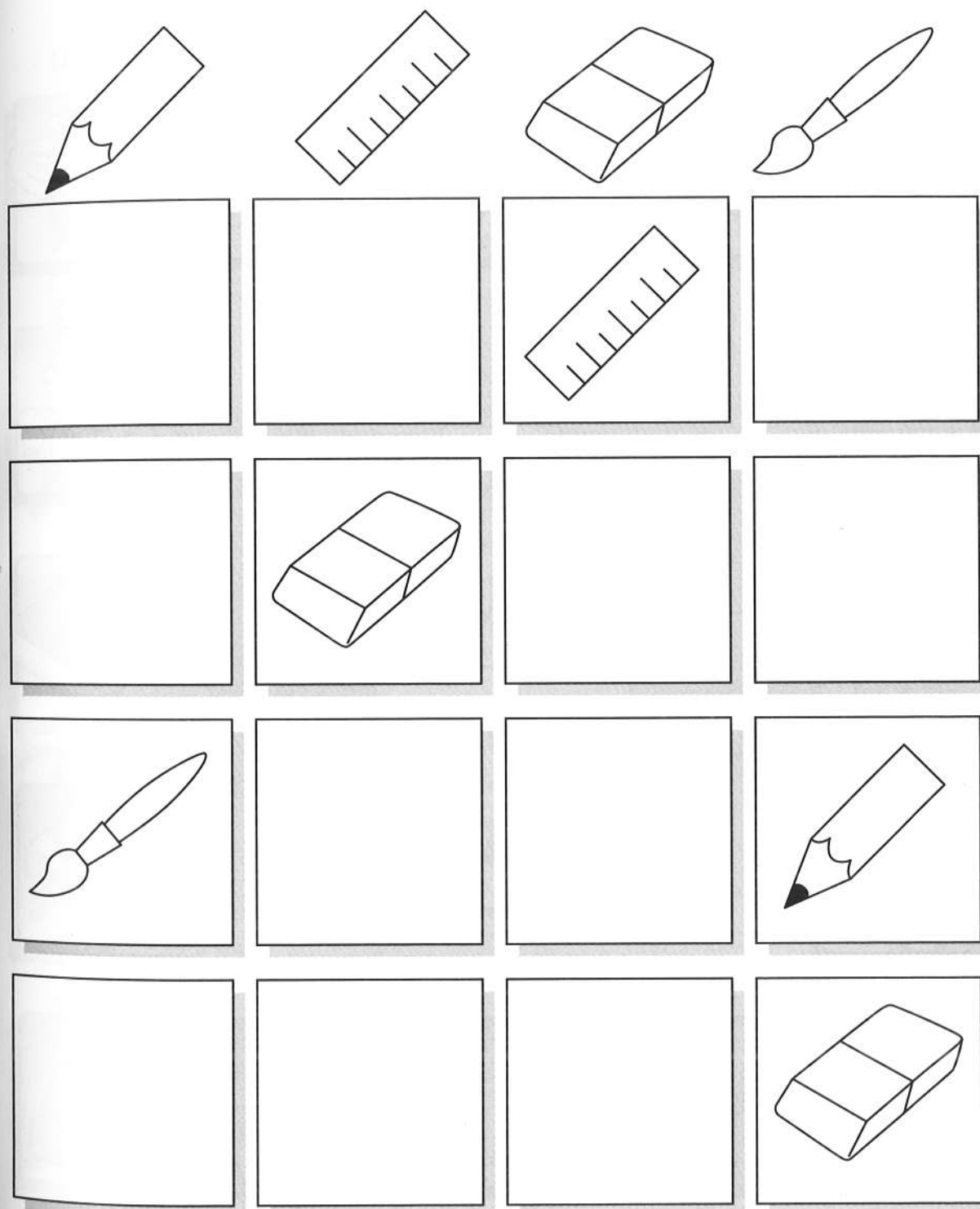
Знакова последователност 1

Очертай пътя от входа до изхода на лабиринта, като спазиш показаната последователност (☀️🌙⭐️) и преминеш през всички фигури от мрежата.



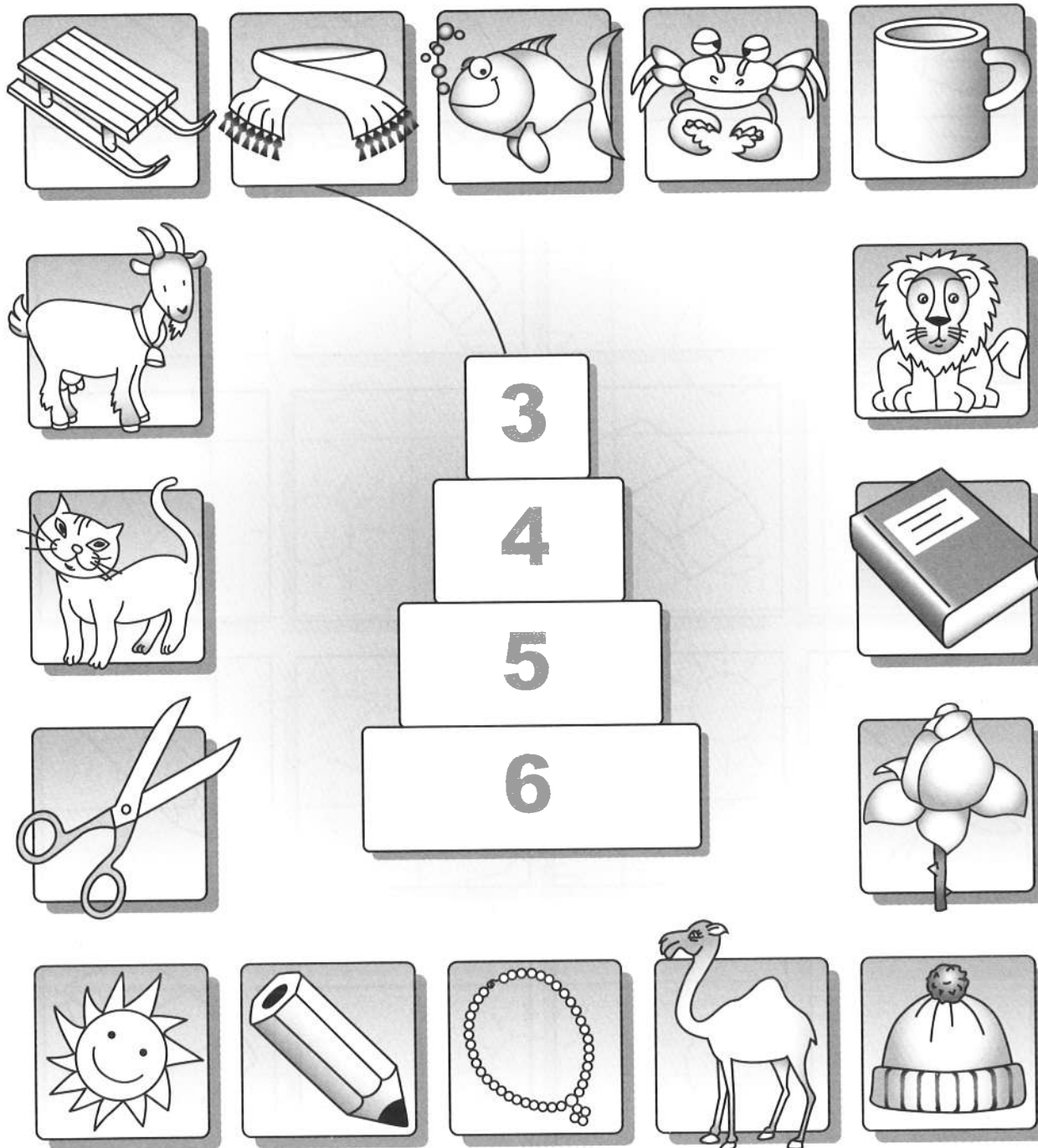
Творческо мислене 1

Нарисувай липсващите предмети така, че във всяка една редица и колонка да има по един от тях.



Звукова пирамида 1

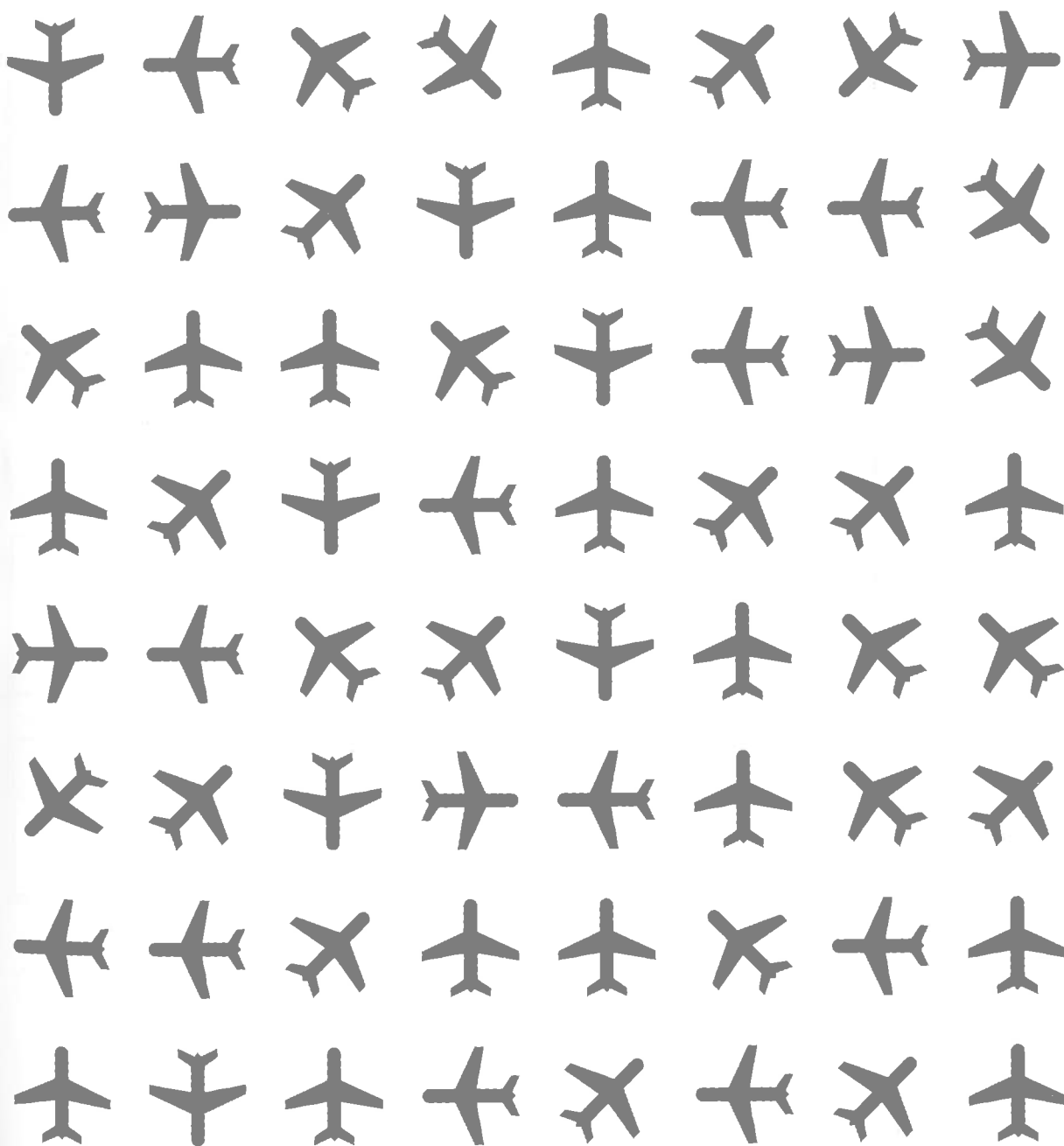
Свържи всяка картинка с този номер от пирамидата, който съответства на броя на звуковете в нейното име.



Концентрация на вниманието 1

Огради самолета, който лети нагоре и подчертай този, който лети наляво, както е показано в образца.

Образец:



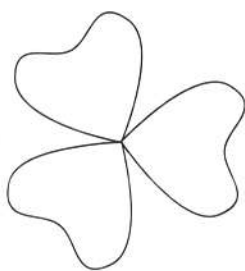
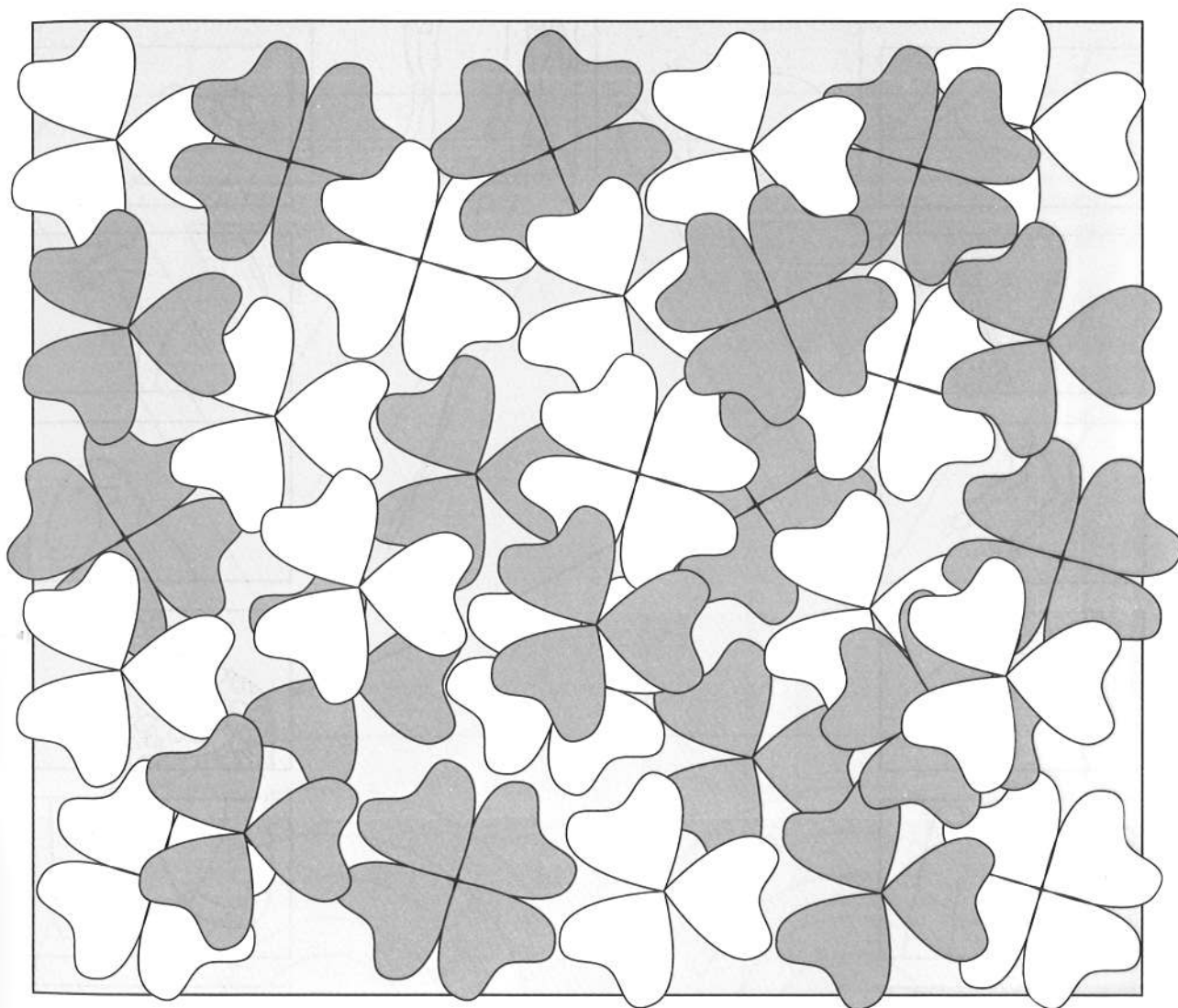
Наблюдателност – пъзел 1

Намери мястото на всяко от парчетата в голямата картина и свържи с линия, както е показано.

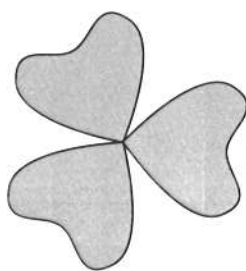


Внимание 1

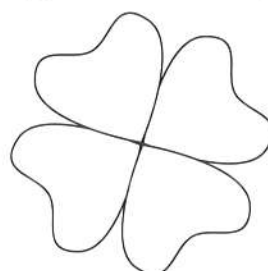
Отбележи по колко детелини от всеки вид има на таблото, като оградиш цифрата на реда отдолу.



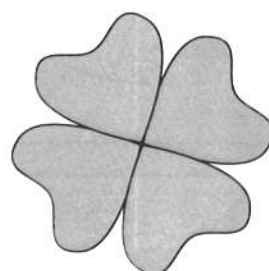
1 2 3 4 5
6 7 8 9 10



1 2 3 4 5
6 7 8 9 10



1 2 3 4 5
6 7 8 9 10

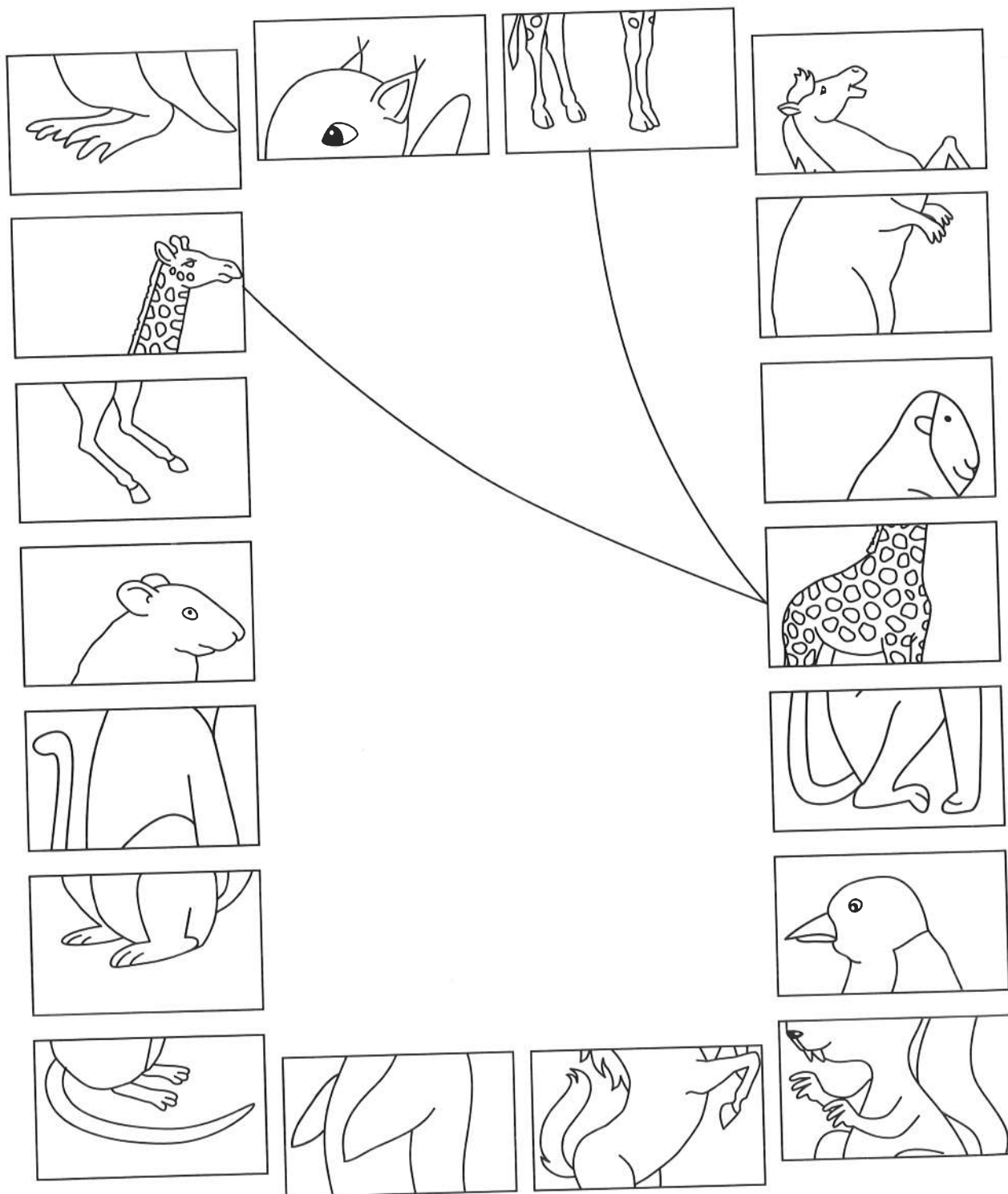


1 2 3 4 5
6 7 8 9 10



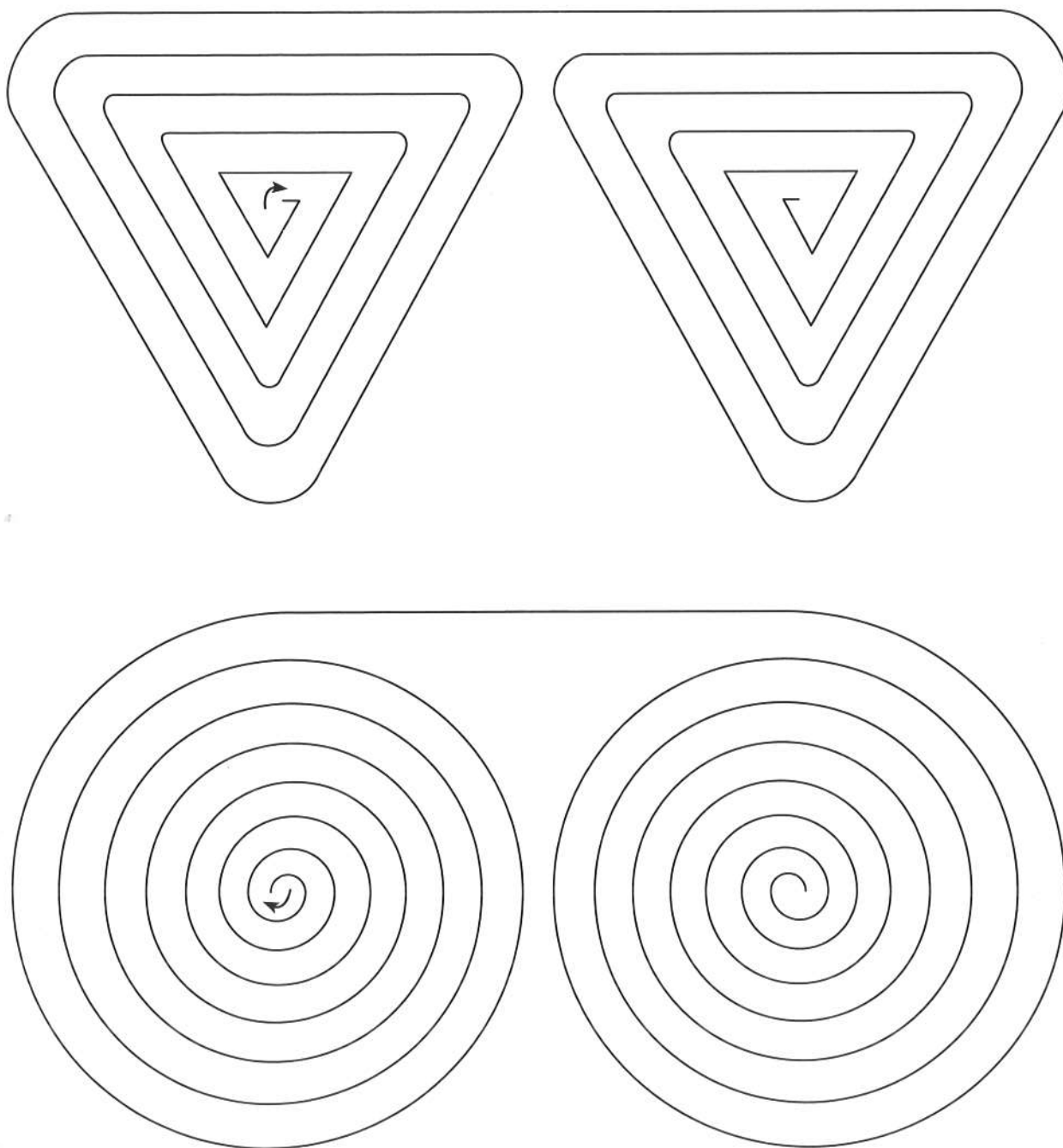
Свързване на части 1

Свържи последователно частите на животните: глава-тяло-крака, както е показано с жирафа.



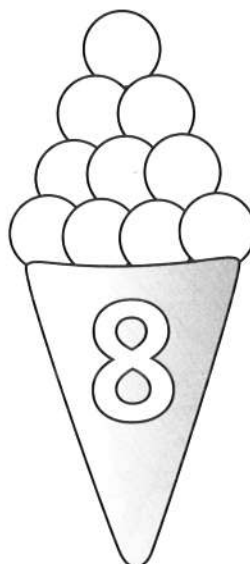
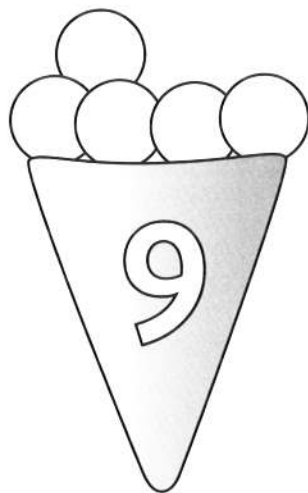
Фина моторика 2

Очертай пътя с плавна непрекъсната линия, като се стараеш да не докосваш и пресичаш коридорите. Началото е означено със стрелка.



Аритметика – сладоледи

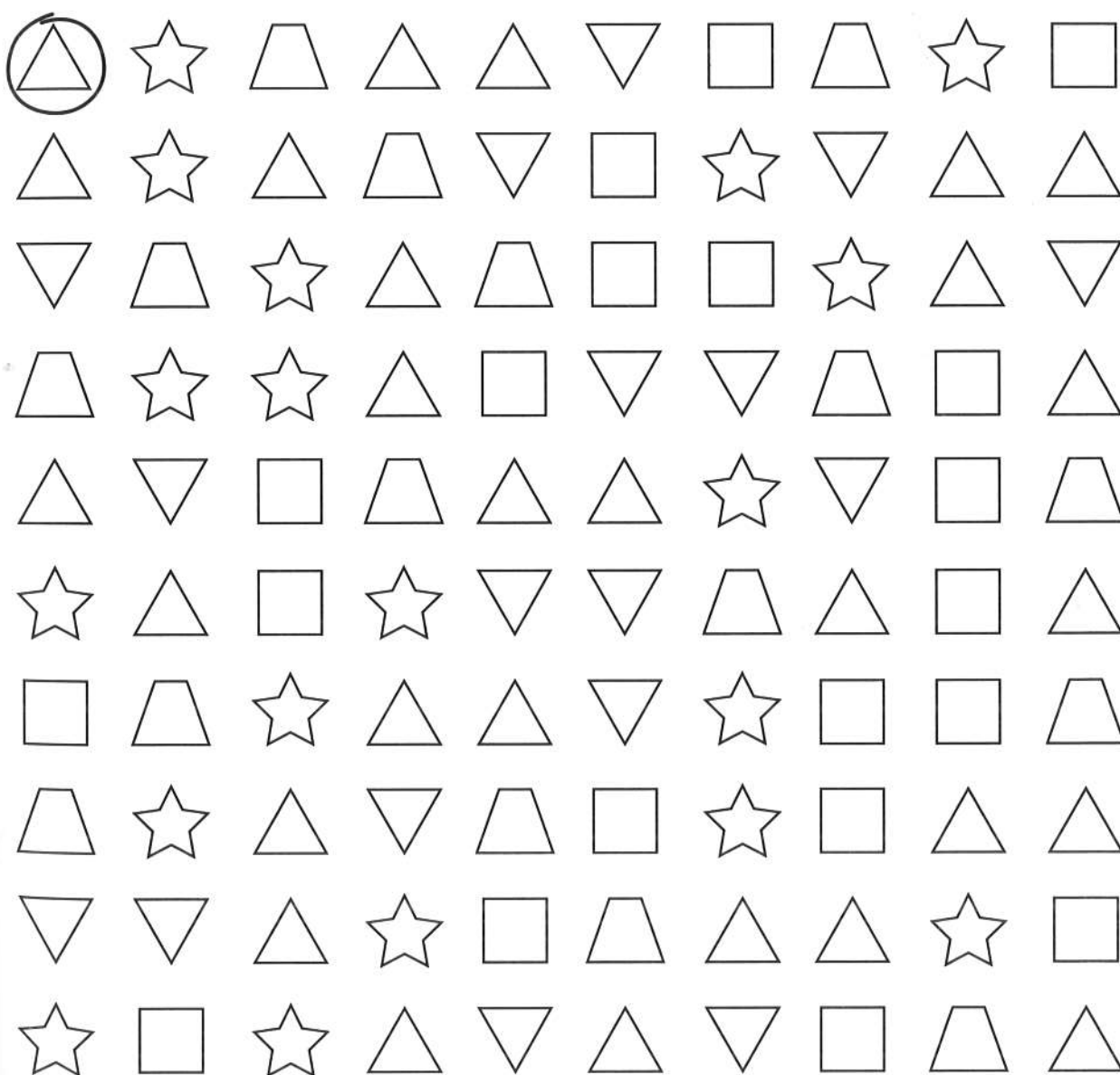
Дорисувай или зачертай толкова топки на сладоледите, колкото е числото върху фунийката.



Знаково ориентиране

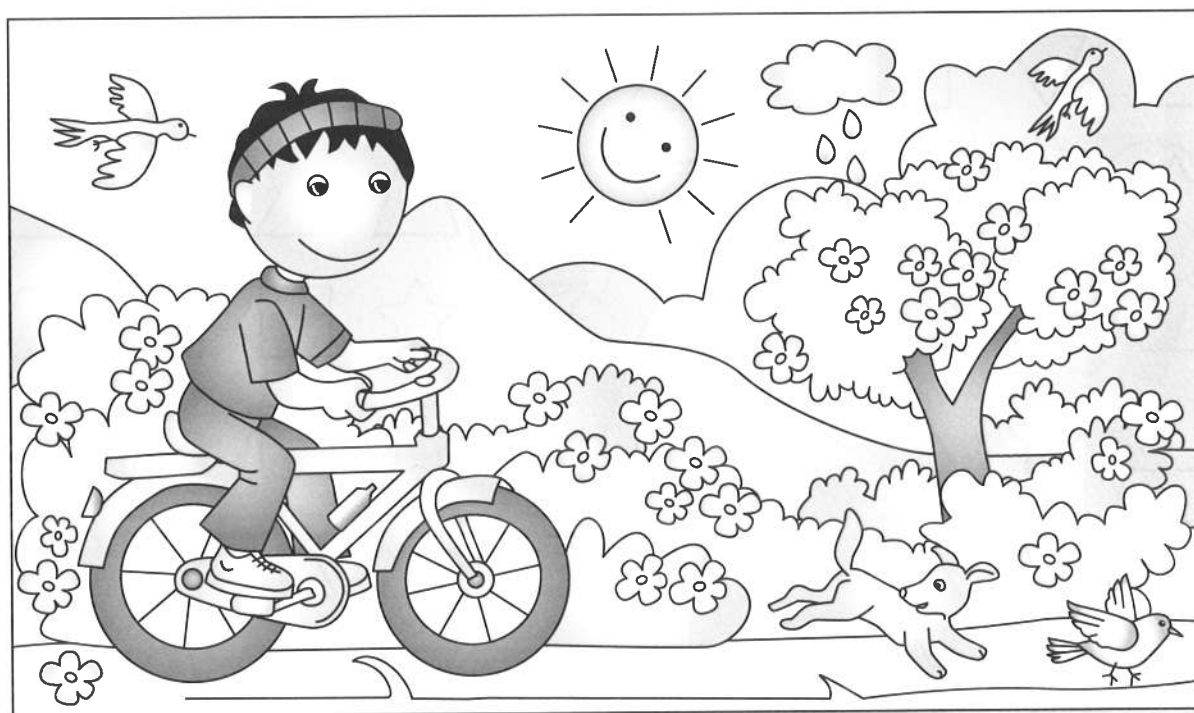
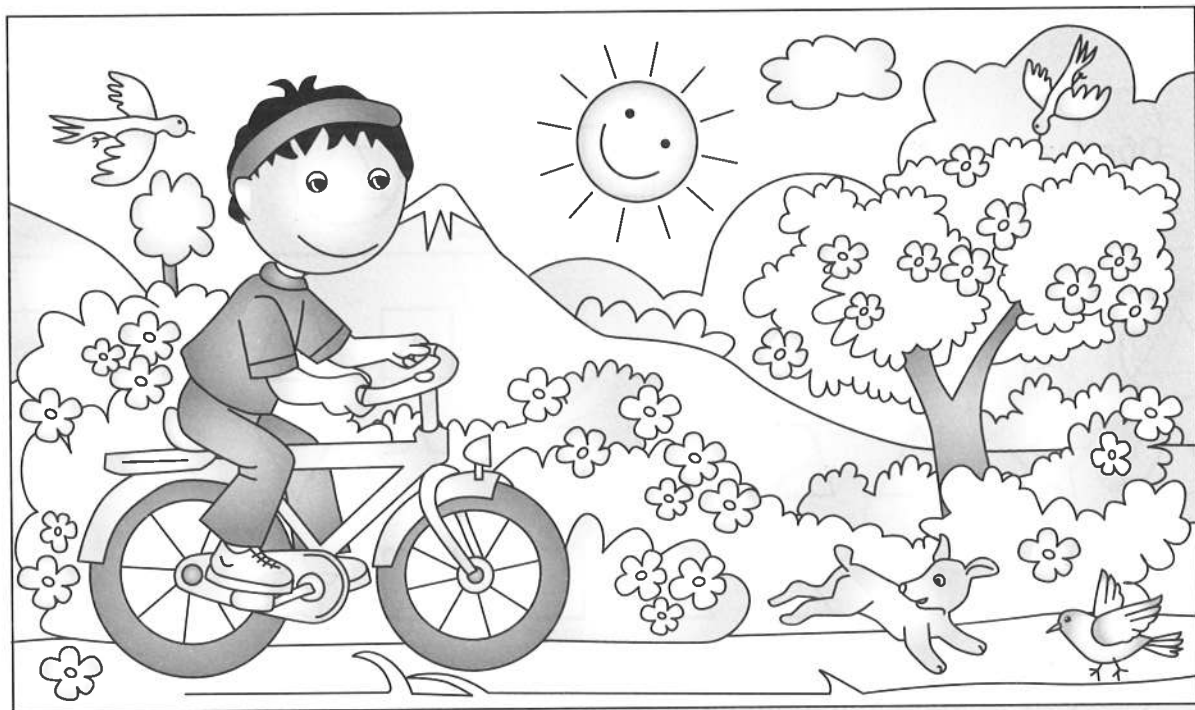
Разгледай внимателно фигурите в образца. В четири от тях има различни знаци, а петата е оградена. Обозначи фигурите по посочения в образца начин. Работи бързо и внимателно.

Образец:



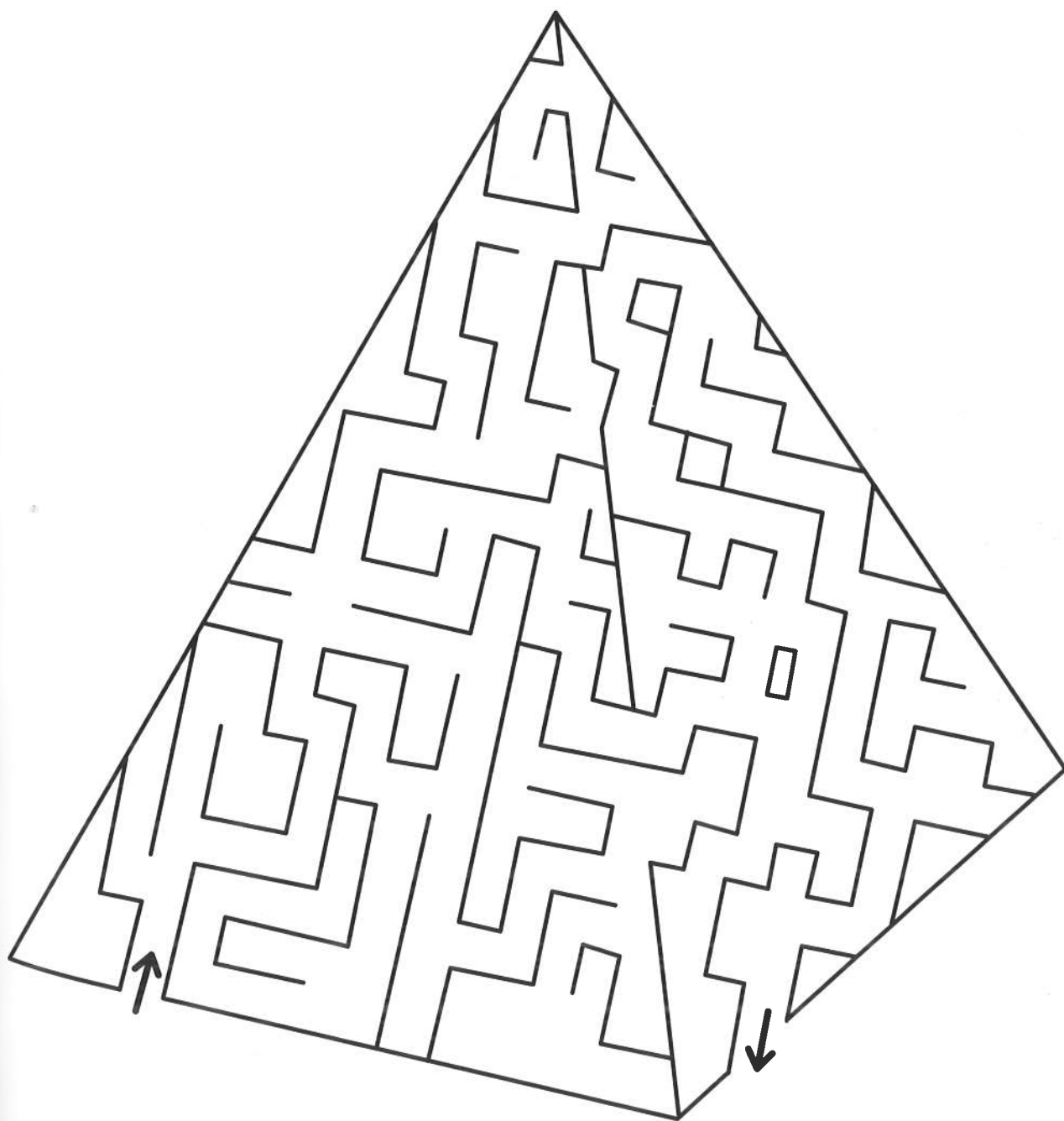
Откриване на разлики 2

Разгледай внимателно двете картинки. В тях има разлики. Открий ги и ги отбележи.



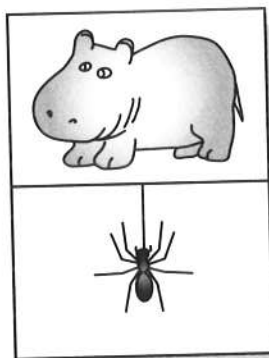
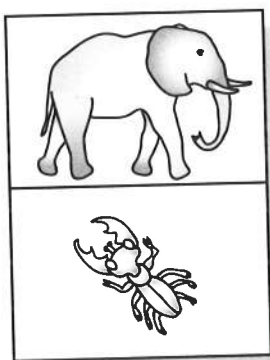
Лабиринт 1

Намери пътя от входа до изхода на лабиринта и го очертай с плавна, непрекъсната линия като се стараеш да не навлизаш в глухи коридори.

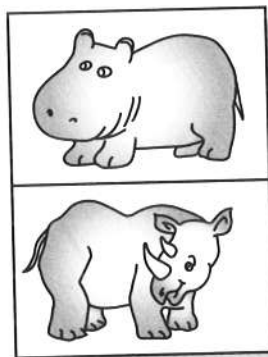


Свързване по аналогия 1

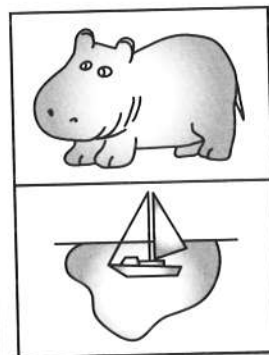
Двете картинки от модела вляво имат връзка помежду си. Избери едно от таблата вдясно, чиито две картинки имат същата връзка и огради цифрата под него.



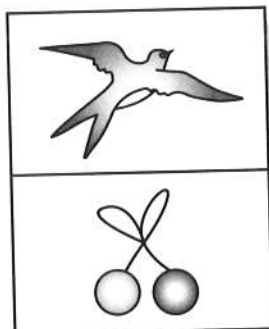
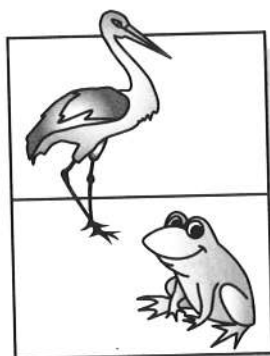
1



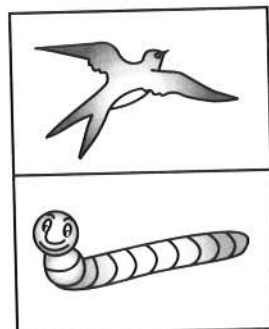
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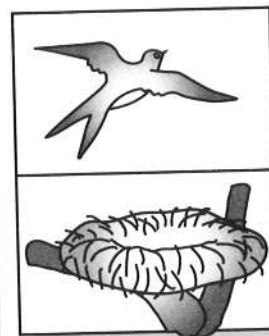
3



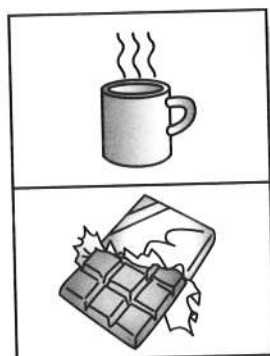
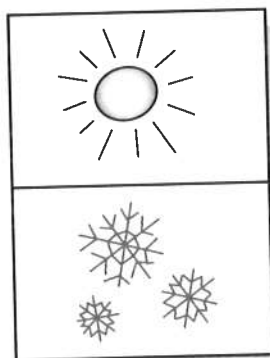
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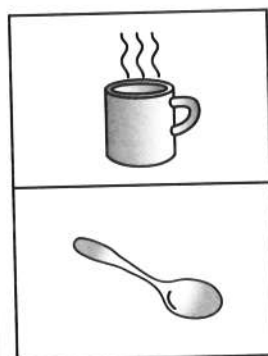
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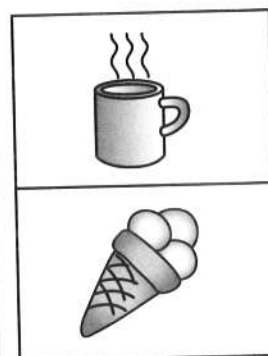
3



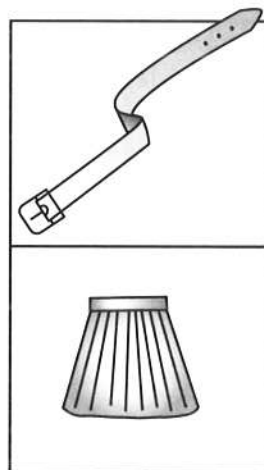
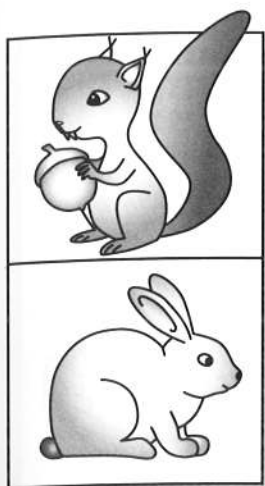
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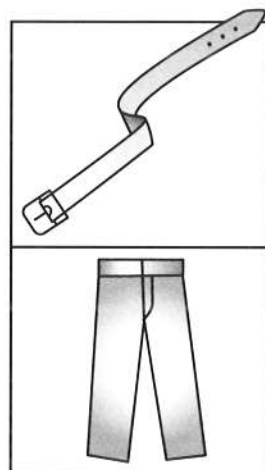
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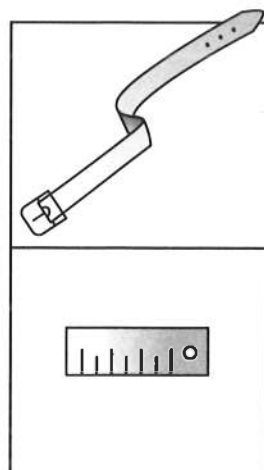
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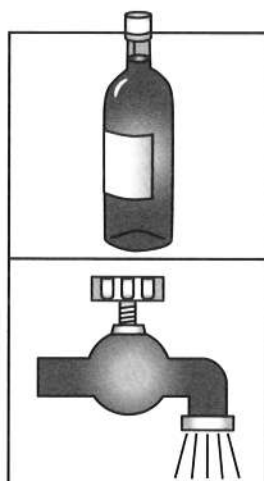
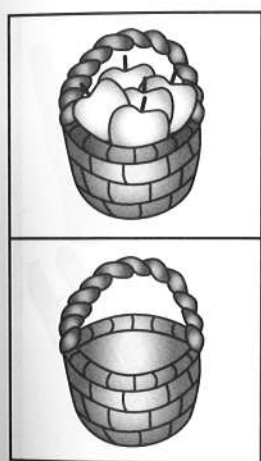
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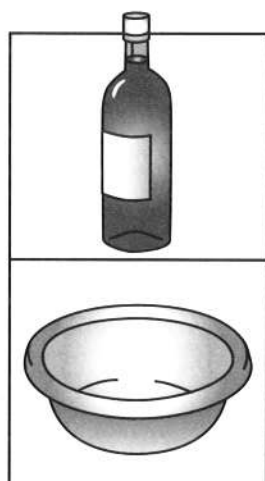
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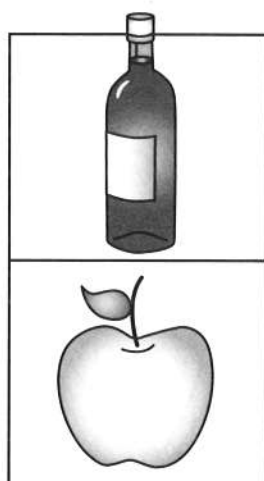
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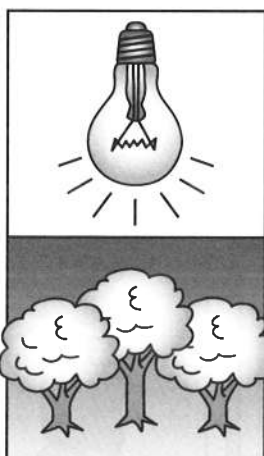
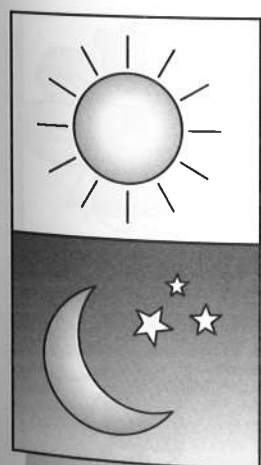
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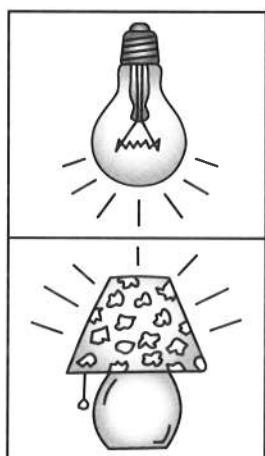
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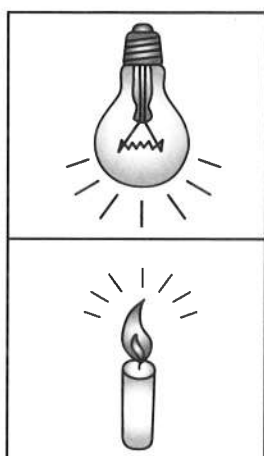
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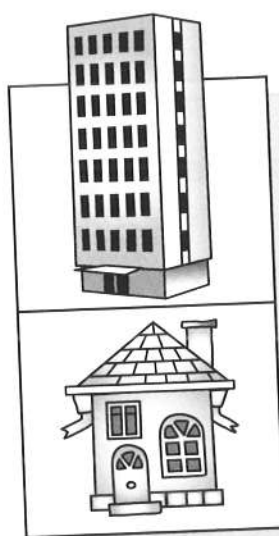
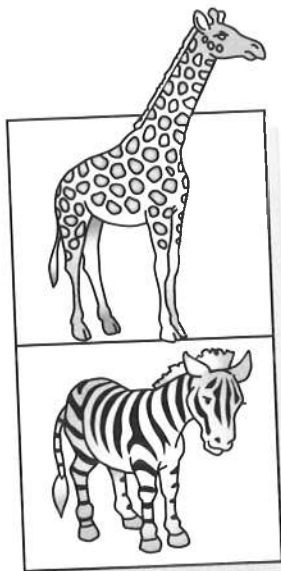


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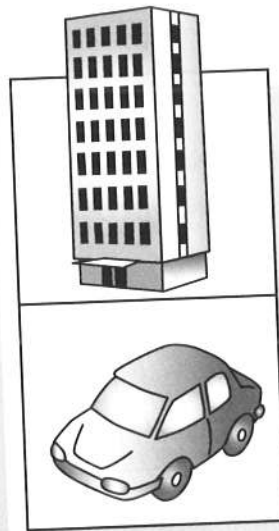


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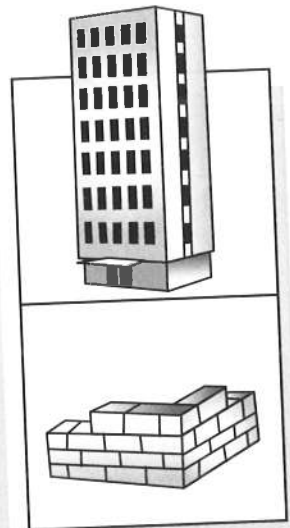




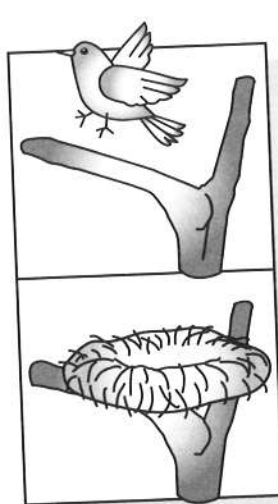
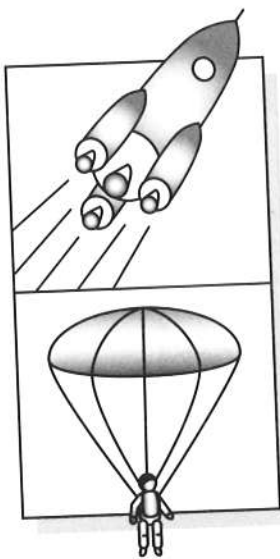
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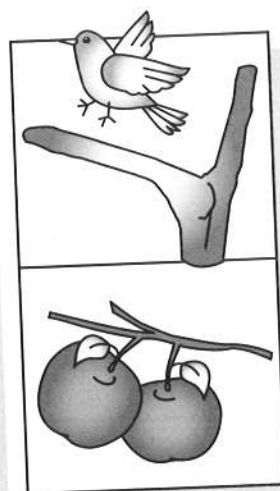
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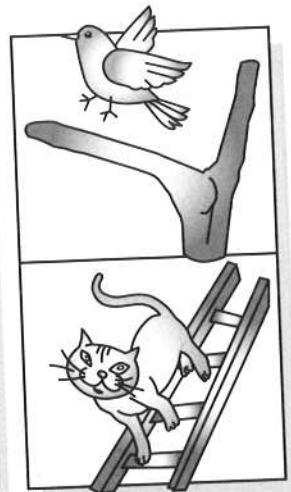
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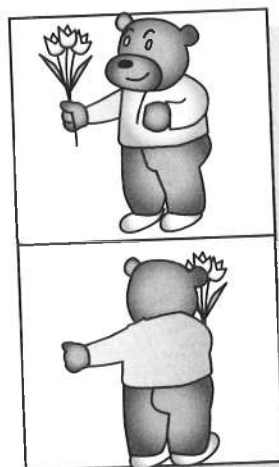
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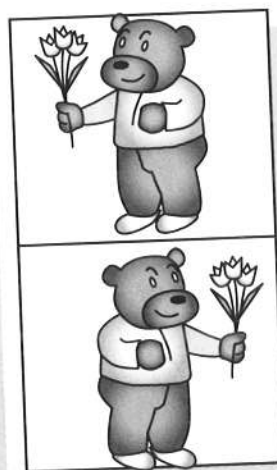
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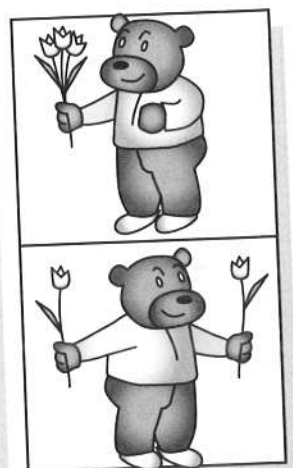
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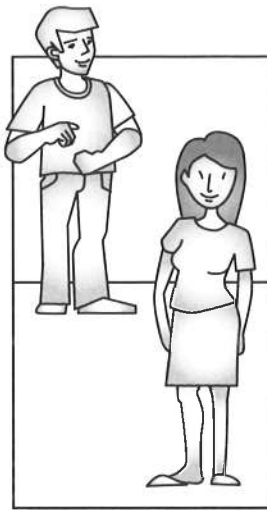
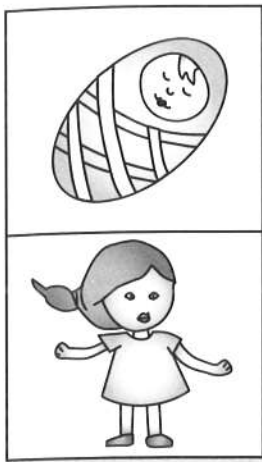
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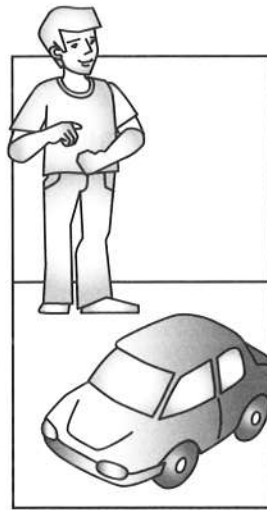
2



3



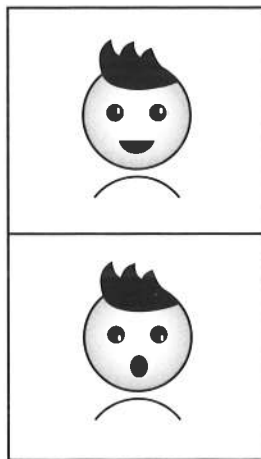
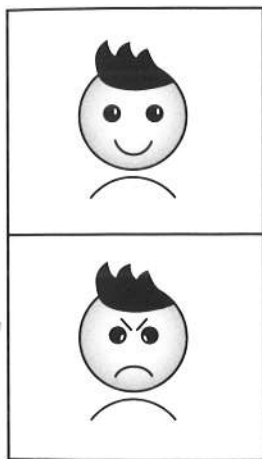
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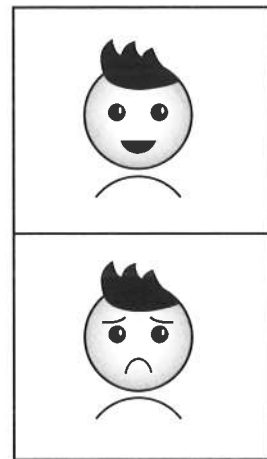
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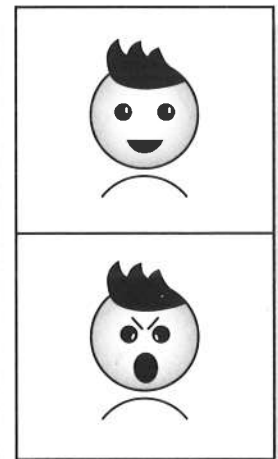
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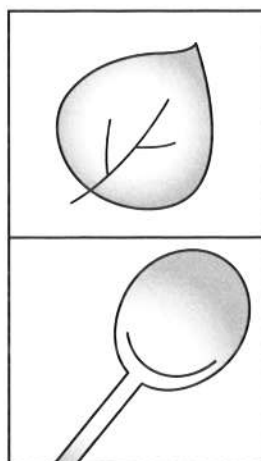
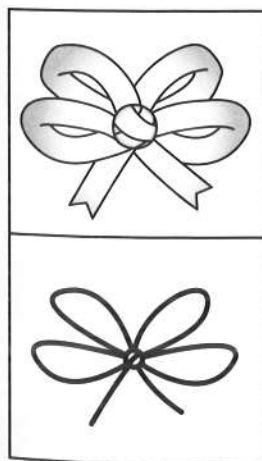
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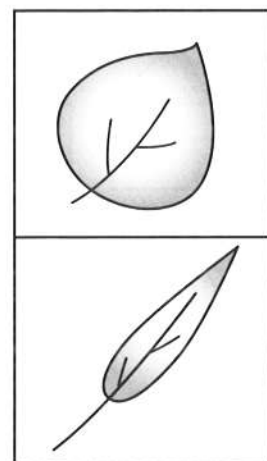
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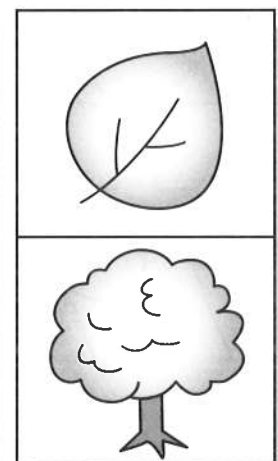
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1



2

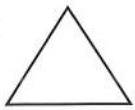


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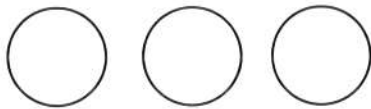


Математически представи 1

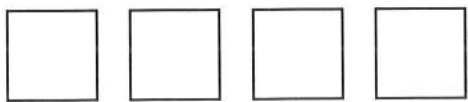
Дорисувай фигурите така, че да получиш редица с брой фигури, равен на цифрата вдясно.



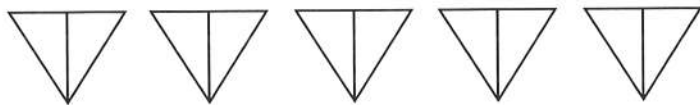
5



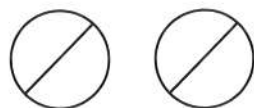
7



9



8



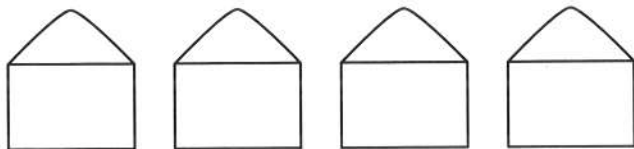
6



3



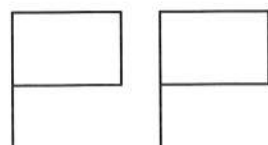
4



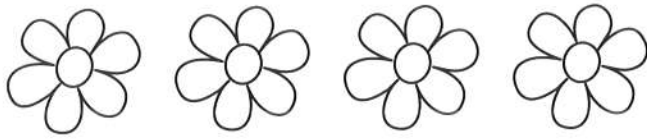
7



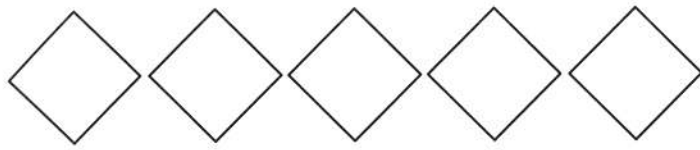
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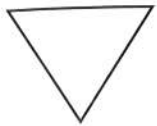
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6



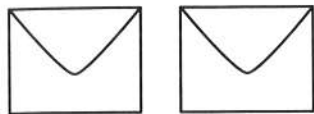
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3



7



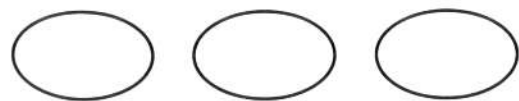
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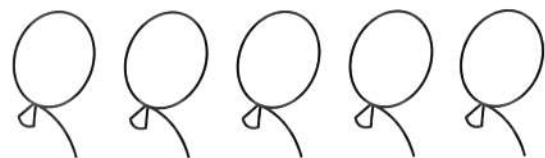
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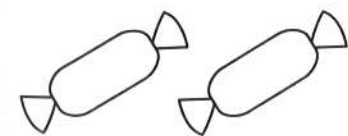
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5



10

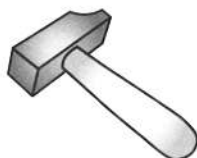


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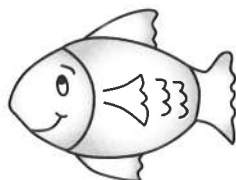


Звукова чувствителност – гласни

Отбележи с X мястото на гласните звукове от името на всяка картина в мрежата от квадратчета под нея, както е показано.



	X	
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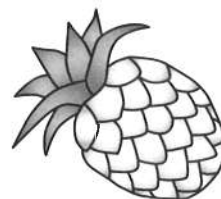
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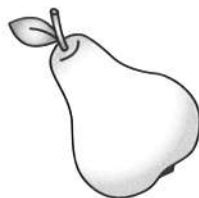
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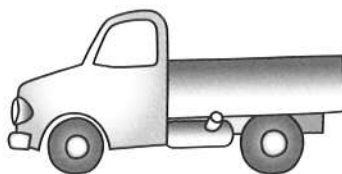
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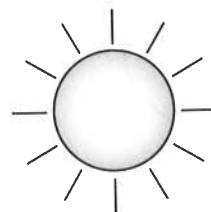
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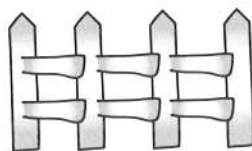
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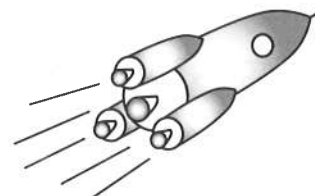
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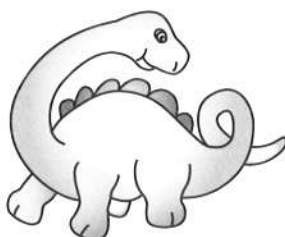
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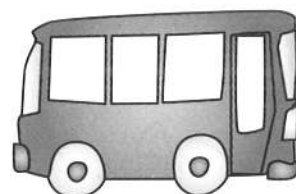
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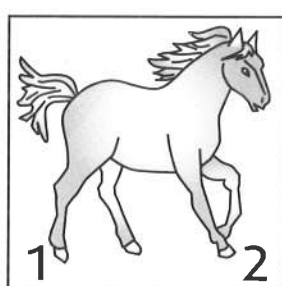
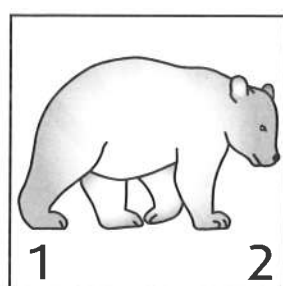
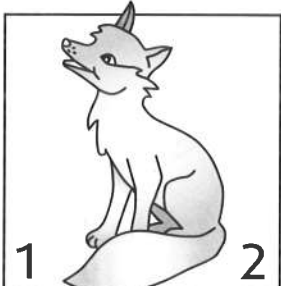
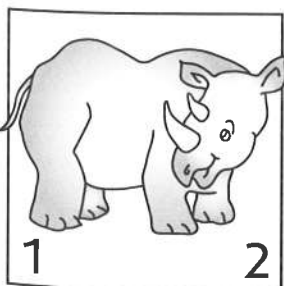
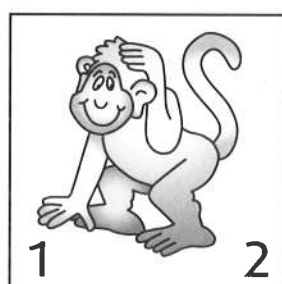
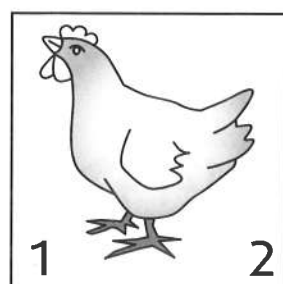
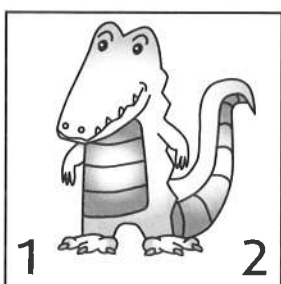
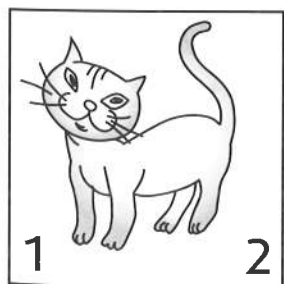
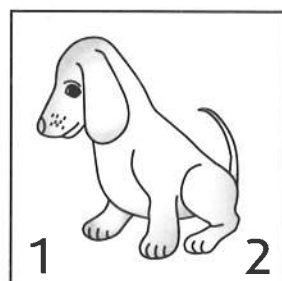
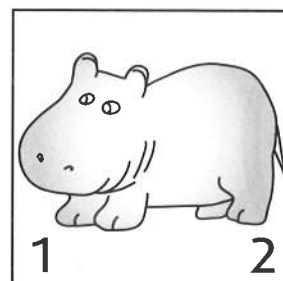
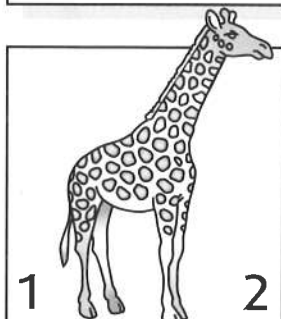
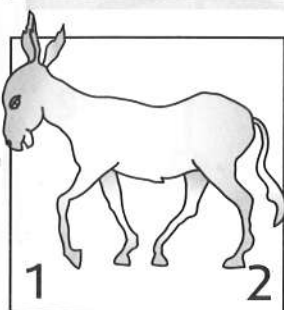
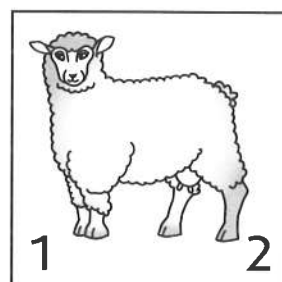
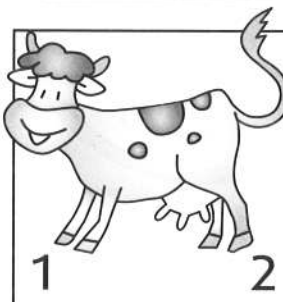
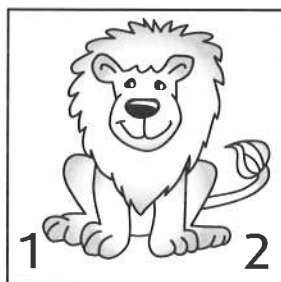
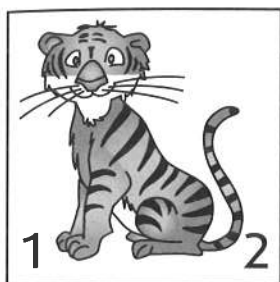
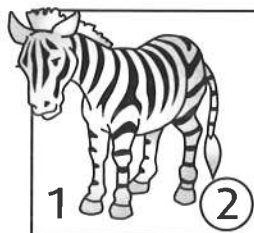
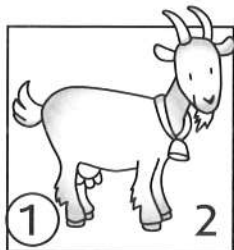


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Формиране на понятия 2

Огради 1 за домашните и 2 за дивите животни, както е показано в образеца.

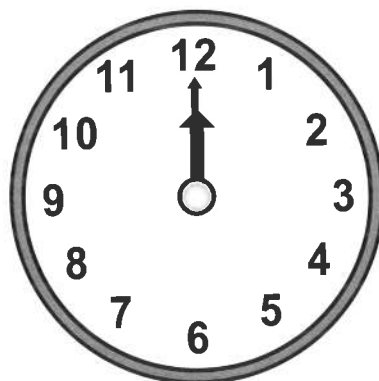
Образец:



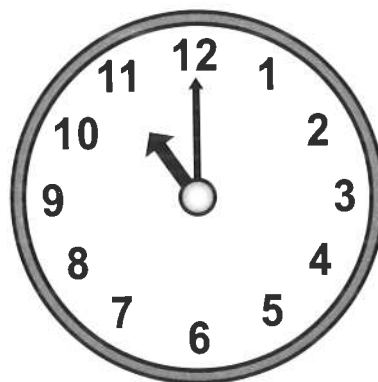
Разпознаване на време 1

Номерирай последователността на часовниците от 1 до 12, като следиш стрелката да е през 1 час и започнеш от 12:00, както е показано в образеца.

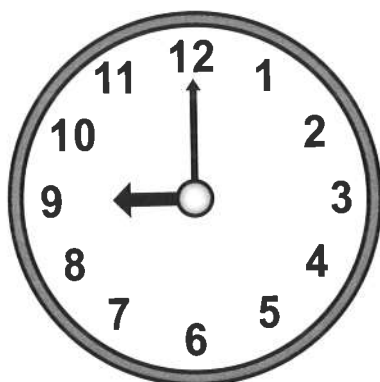
Образец:



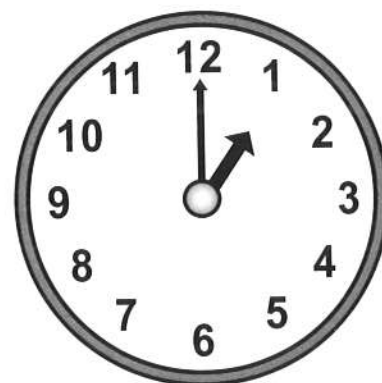
1 2 3 4 5 6 7
8 9 10 11 12



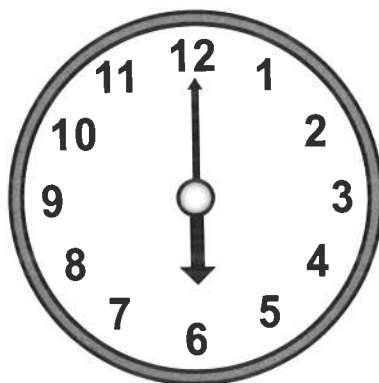
1 2 3 4 5 6 7
8 9 10 11 12



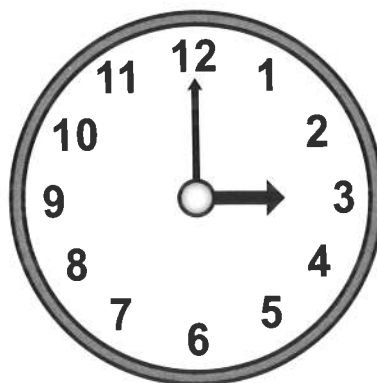
1 2 3 4 5 6 7
8 9 10 11 12



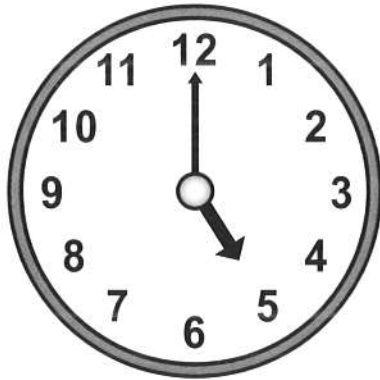
1 2 3 4 5 6 7
8 9 10 11 12



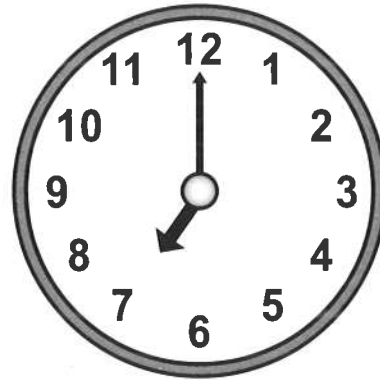
1 2 3 4 5 6 7
8 9 10 11 12



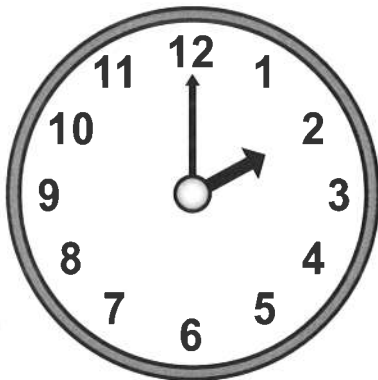
1 2 3 4 5 6 7
8 9 10 11 12



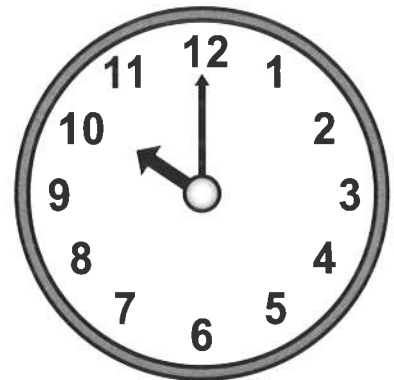
1 2 3 4 5 6 7
8 9 10 11 12



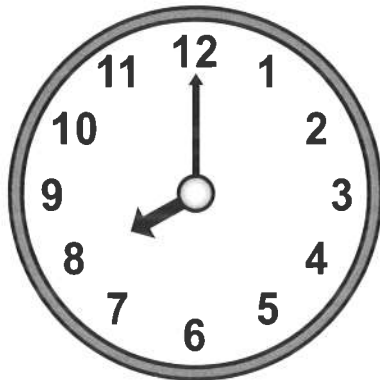
1 2 3 4 5 6 7
8 9 10 11 12



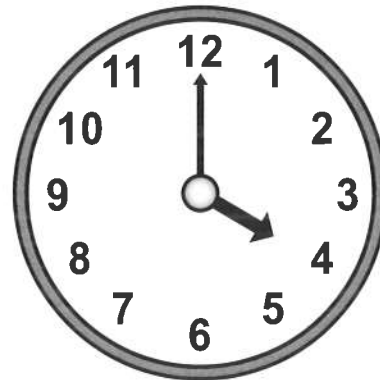
1 2 3 4 5 6 7
8 9 10 11 12



1 2 3 4 5 6 7
8 9 10 11 12



1 2 3 4 5 6 7
8 9 10 11 12

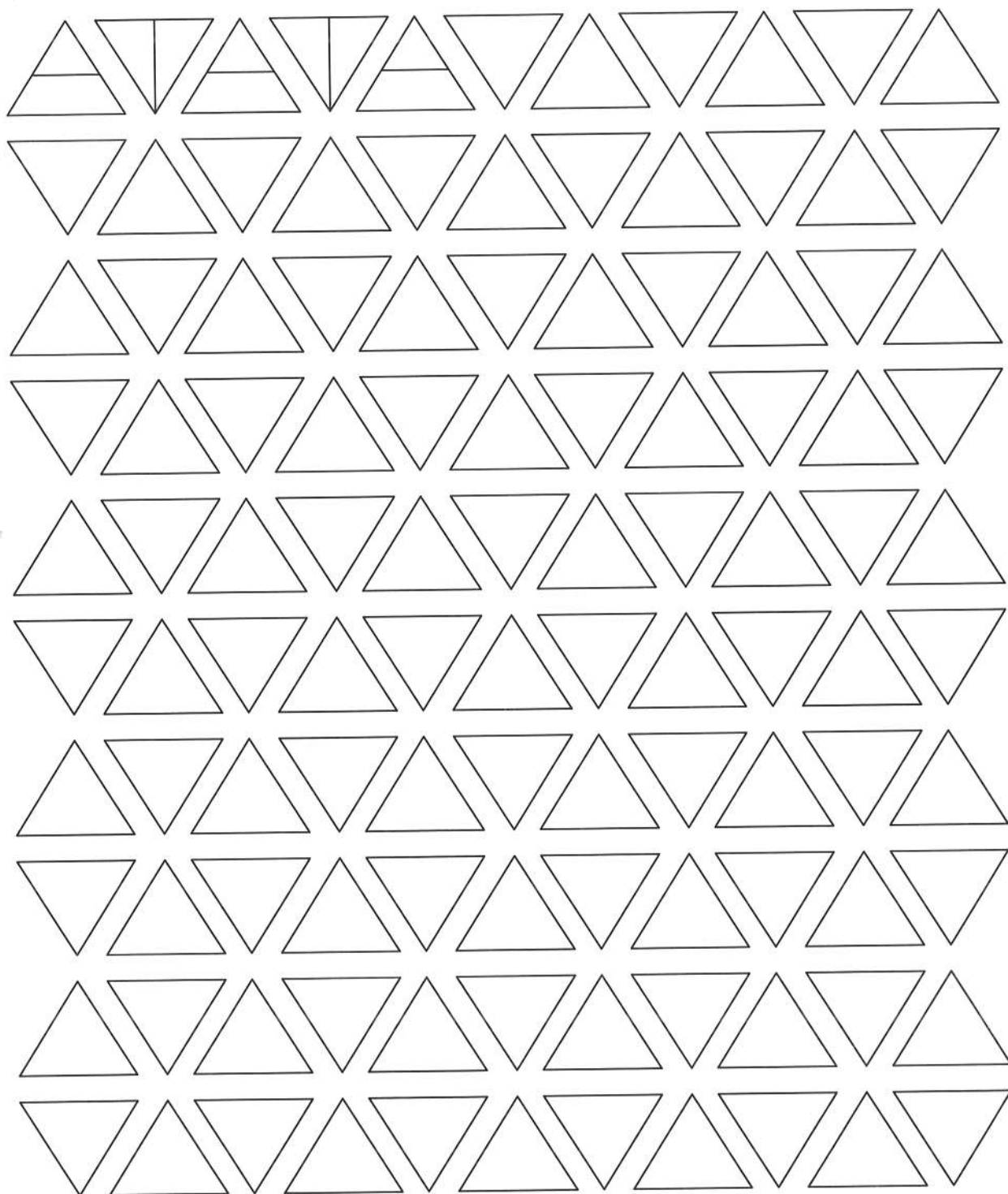


1 2 3 4 5 6 7
8 9 10 11 12



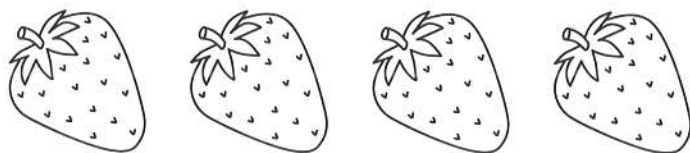
Разпределеност на вниманието 1

Редувай знаците в триъгълниците, както е показано с първите четири. Работи бързо и внимателно.

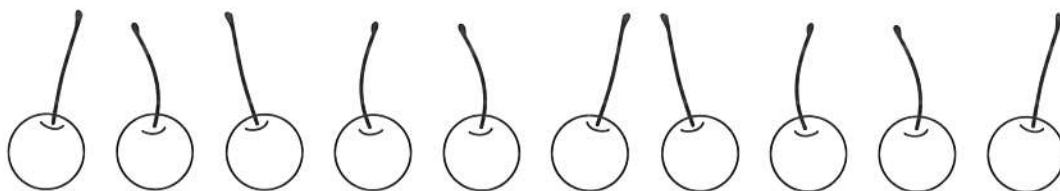


Математически представи 2

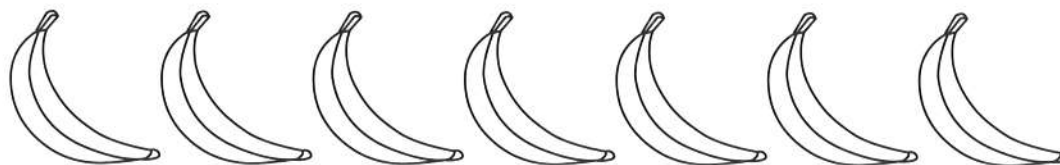
Оцвети плодовете и зеленчуците, които трябва да се извадят, за да се получи брой, равен на цифрата вдясно.



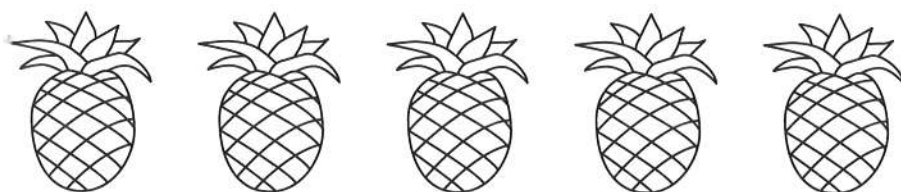
2



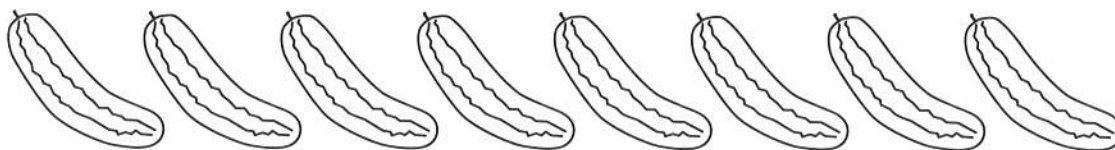
5



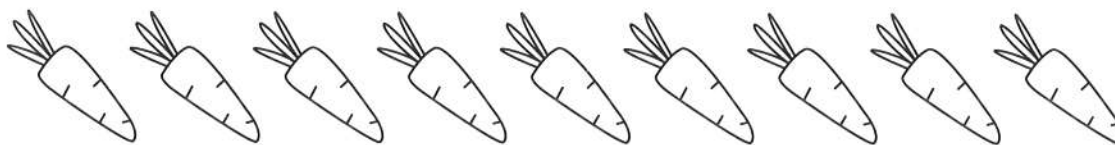
3



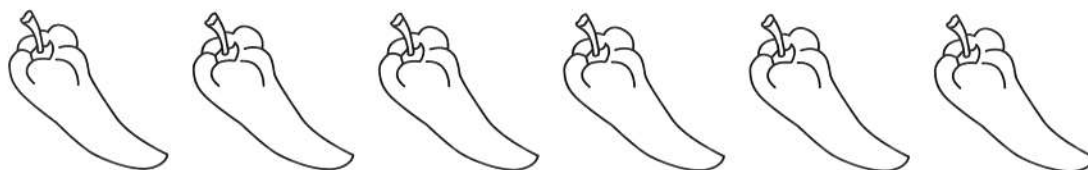
1



4

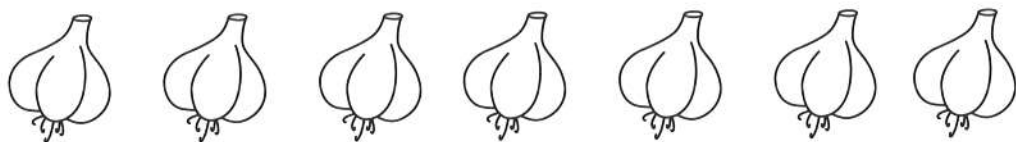


7



2





5



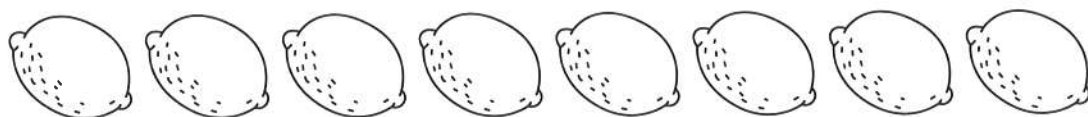
2



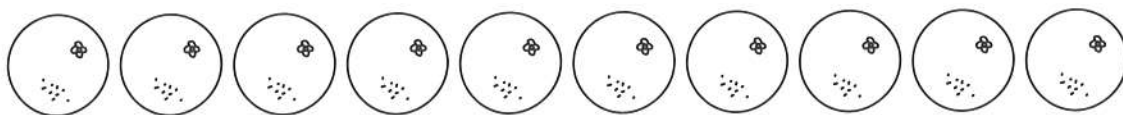
1



3



2



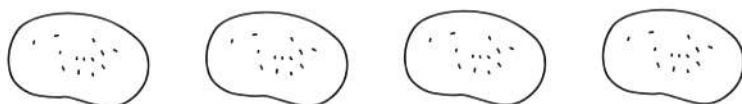
1



2



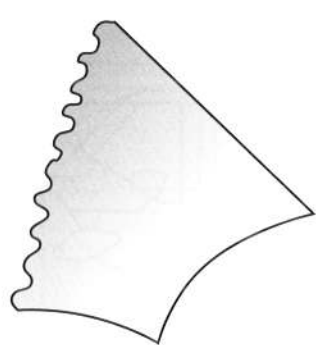
3



1

Мислено подреждане – пъзел 1

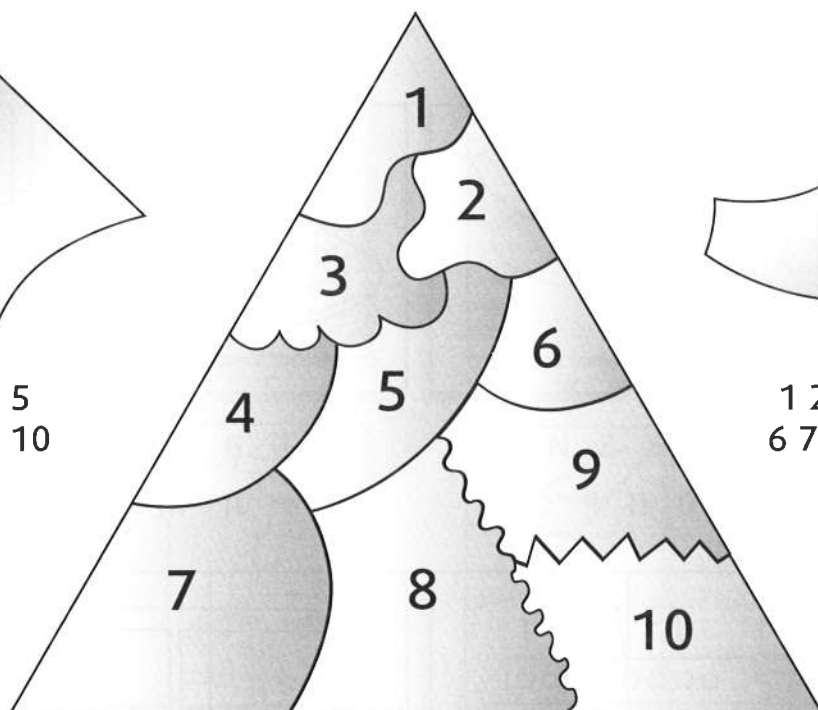
Намери мястото на всяко парче в триъгълната рамка и огради съответната цифра под него.



1 2 3 4 5
6 7 ⑧ 9 10



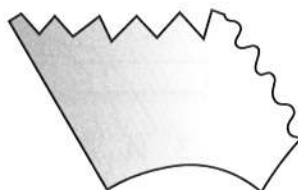
1 2 3 4 5
6 7 8 9 10



1 2 3 4 5
6 7 8 9 10



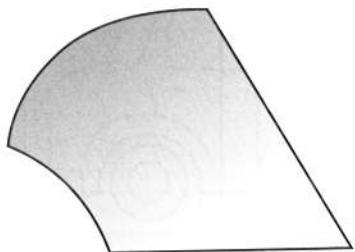
1 2 3 4 5
6 7 8 9 10



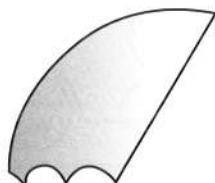
1 2 3 4 5
6 7 8 9 10



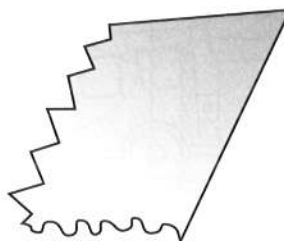
1 2 3 4 5
6 7 8 9 10



1 2 3 4 5
6 7 8 9 10



1 2 3 4 5
6 7 8 9 10



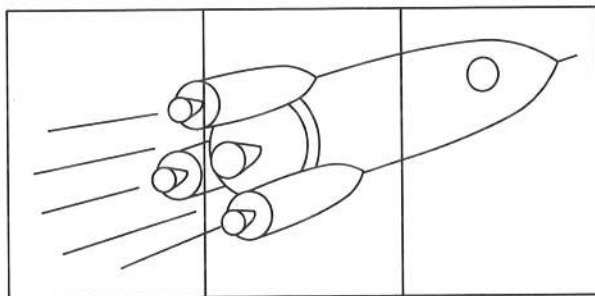
1 2 3 4 5
6 7 8 9 10



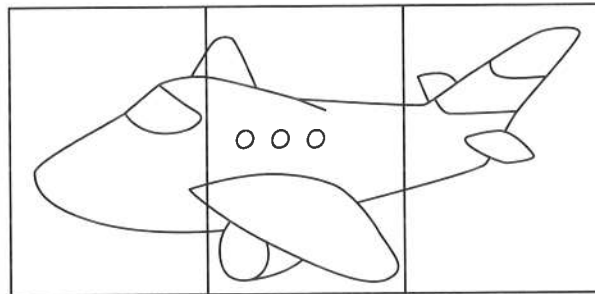
1 2 3 4 5
6 7 8 9 10

Мислено картинно подреждане 1

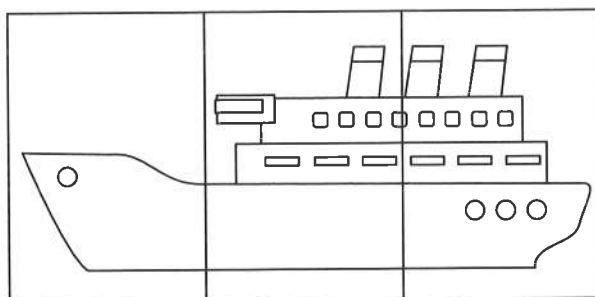
Огради онези букви под всяка цяла картинка, които показват парчетата, от които е съставена.



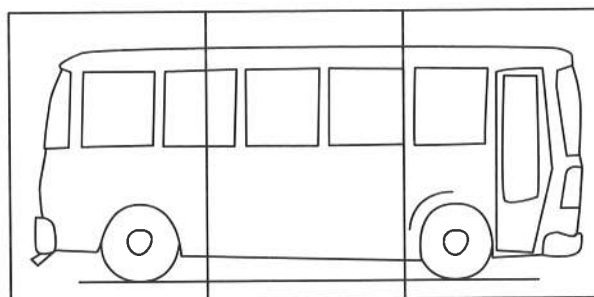
А Б В Г Д Е Ж З И Й
К Л М Н О П Р С



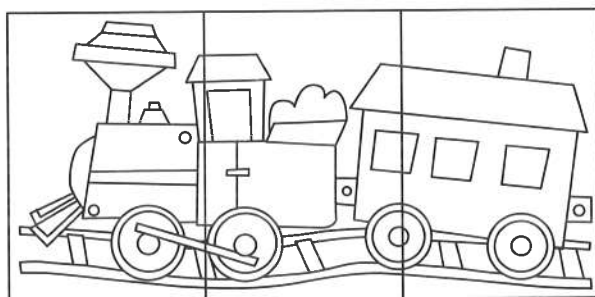
А Б В Г Д Е Ж З И Й
К Л М Н О П Р С



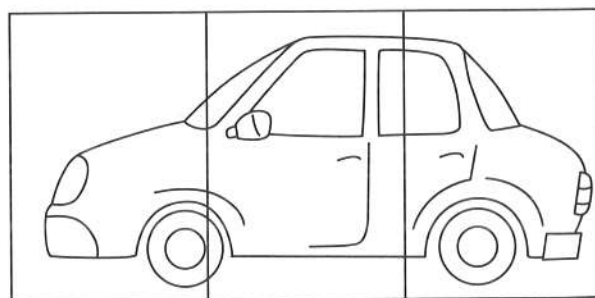
А Б В Г Д Е Ж З И Й
К Л М Н О П Р С



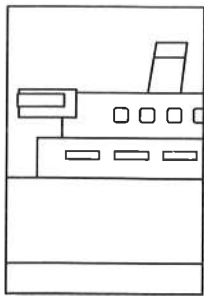
А Б В Г Д Е Ж З И Й
К Л М Н О П Р С



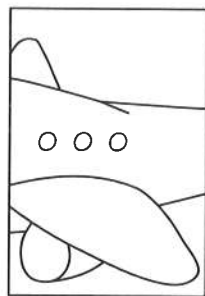
А Б В Г Д Е Ж З И Й
К Л М Н О П Р С



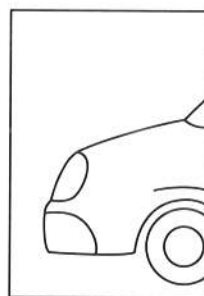
А Б В Г Д Е Ж З И Й
К Л М Н О П Р С



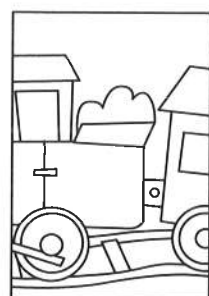
А



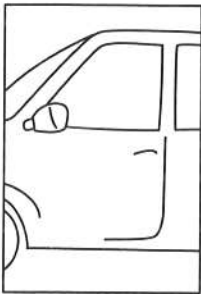
Б



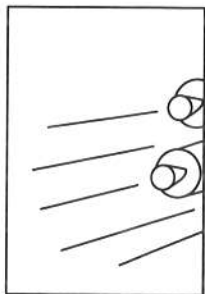
В



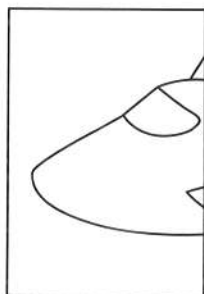
Г



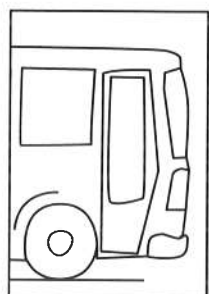
Д



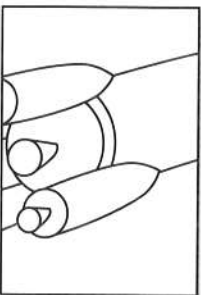
Е



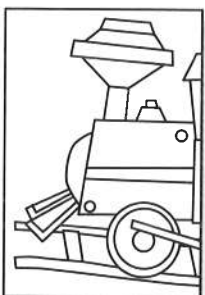
Ж



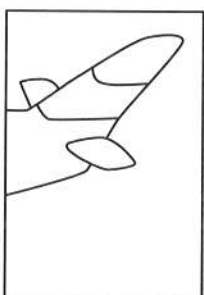
З



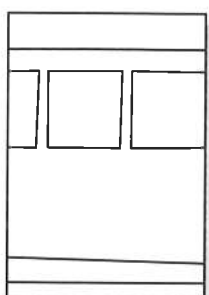
И



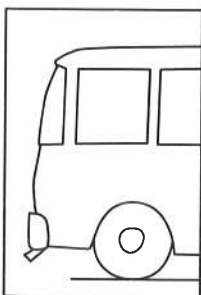
Й



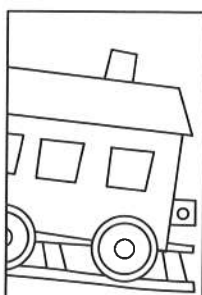
К



Л



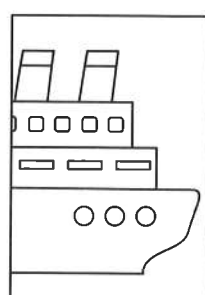
М



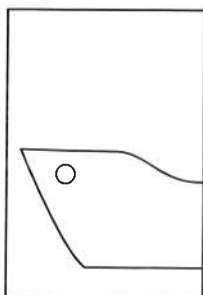
Н



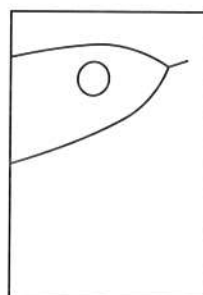
О



П



Р

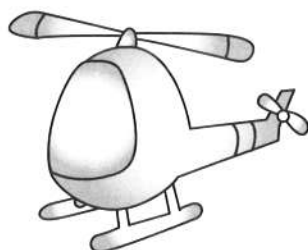
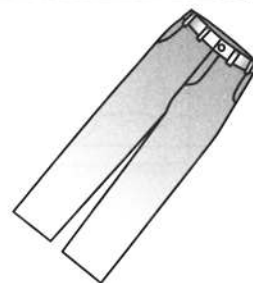
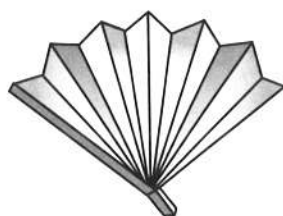
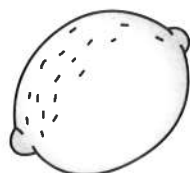
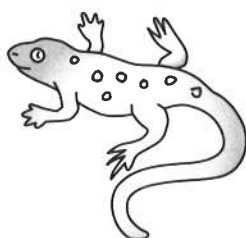
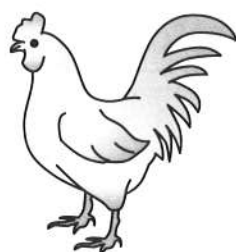
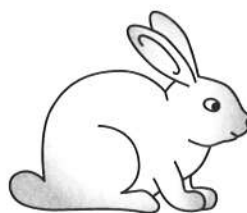
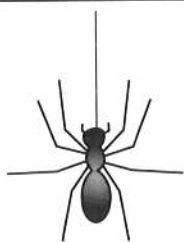
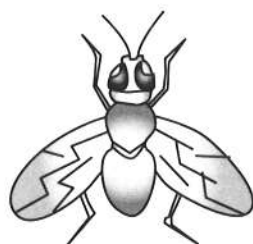
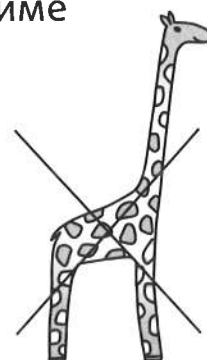
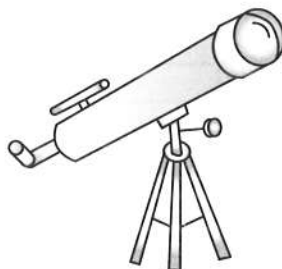


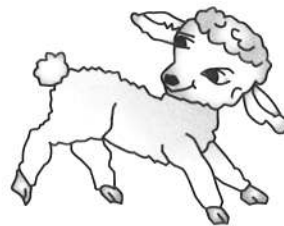
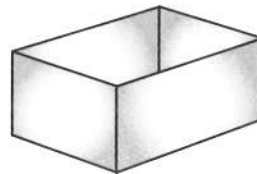
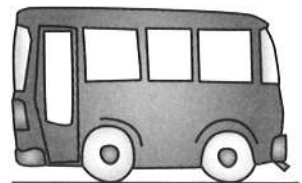
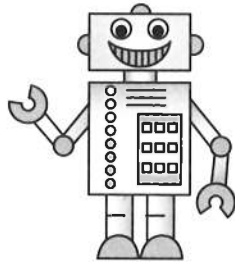
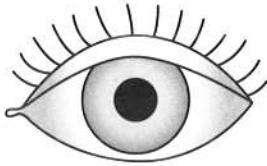
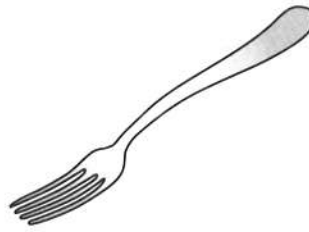
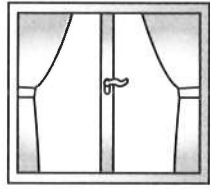
С



Звукова чувствителност 2

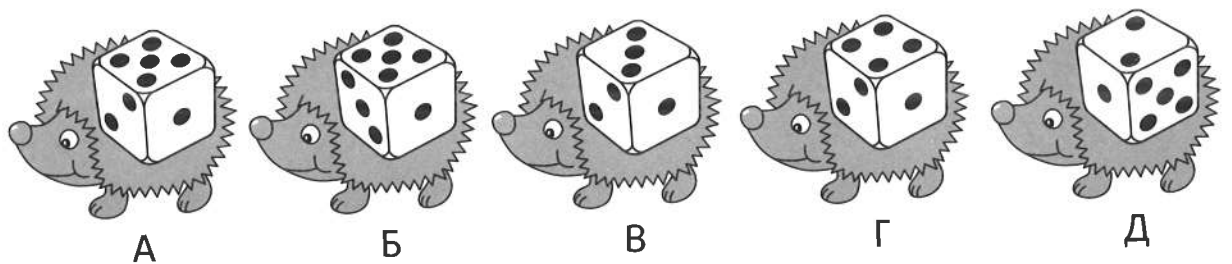
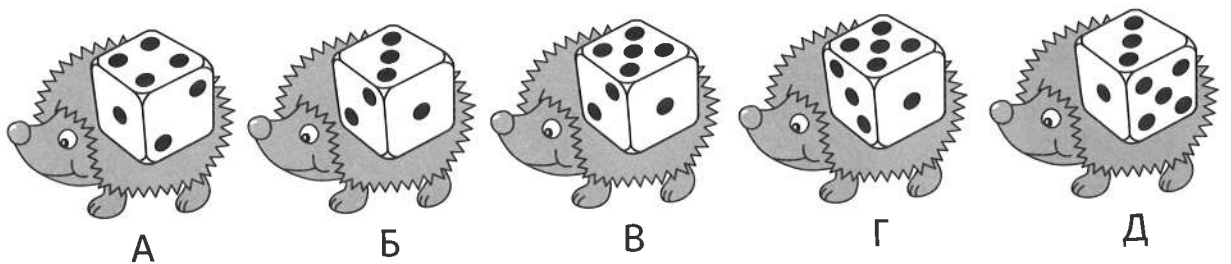
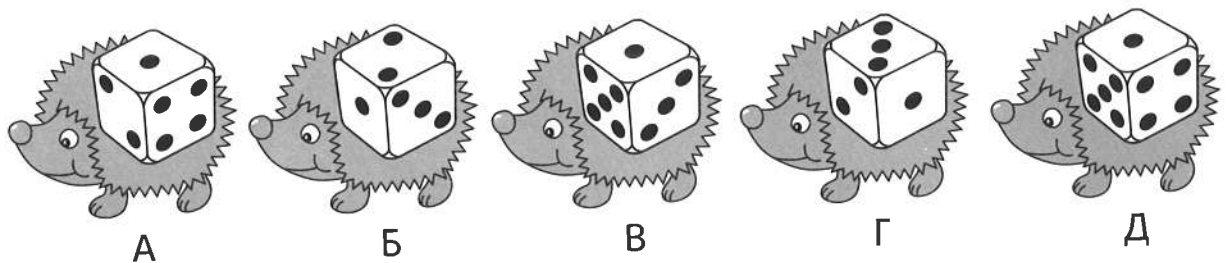
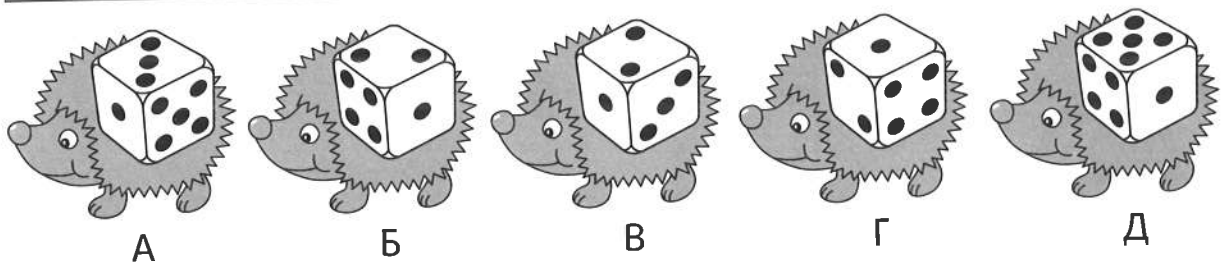
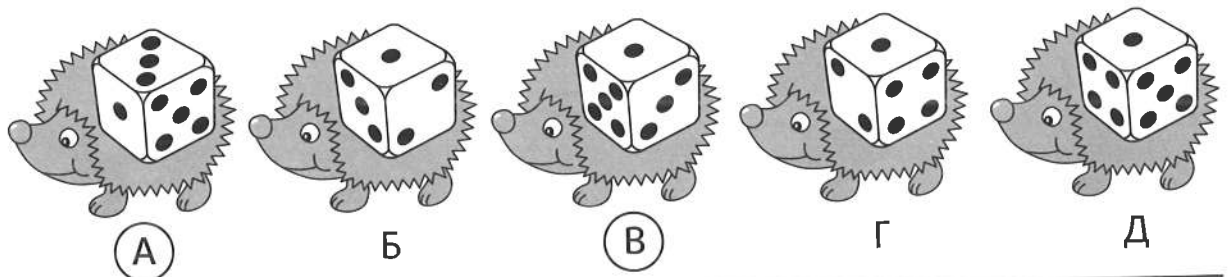
Зачертай с „X“ тази картинка на всеки ред, чието име завършва с различен звук от другите.

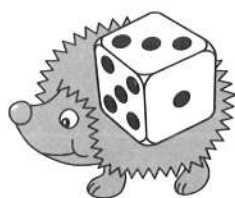




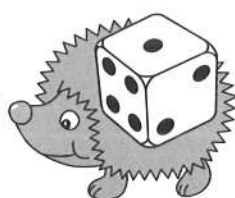
Количествени представи 1

Огради буквичките под тези две таралежчета, които носят зарчета с еднакъв брой точки, както е показано в примера.

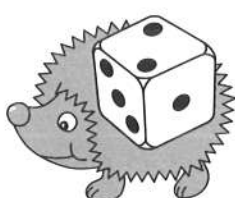




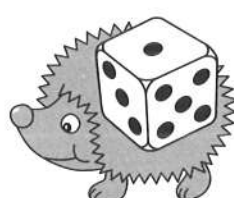
А



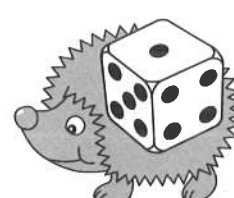
Б



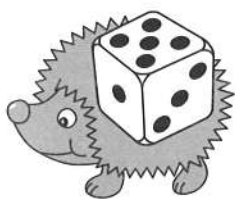
В



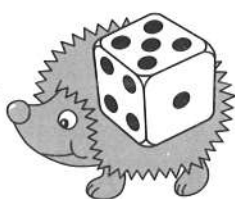
Г



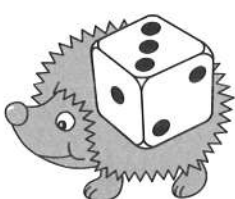
Д



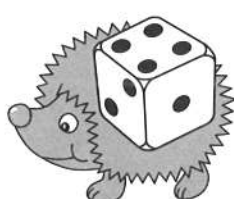
А



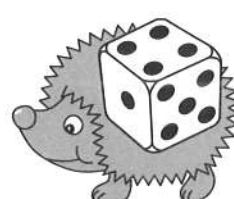
Б



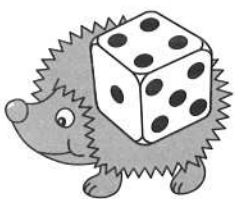
В



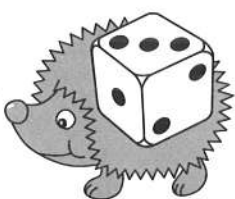
Г



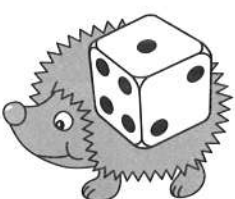
Д



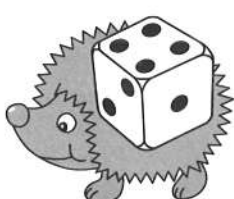
А



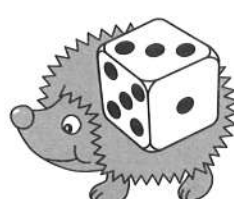
Б



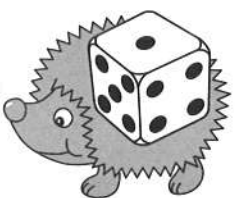
В



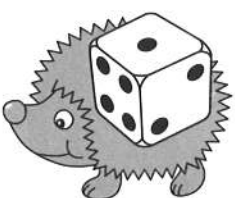
Г



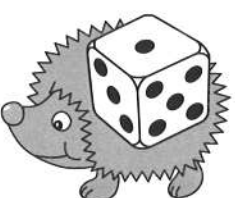
Д



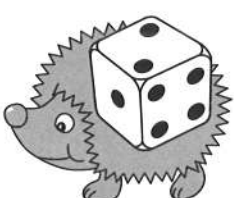
А



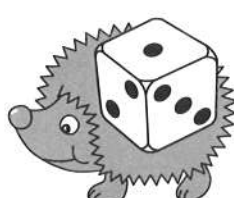
Б



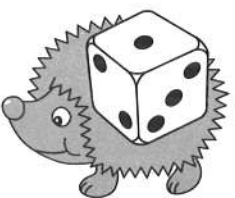
В



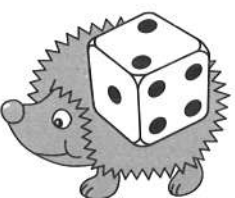
Г



Д



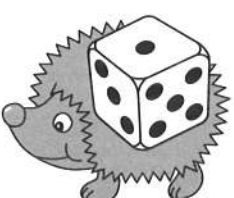
А



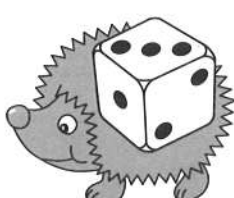
Б



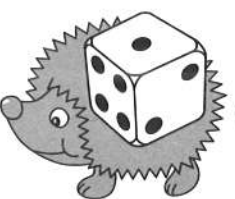
В



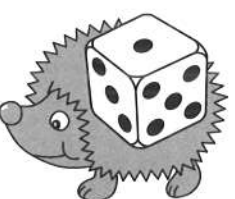
Г



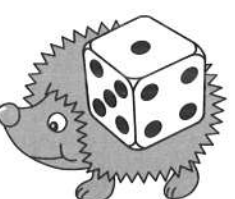
Д



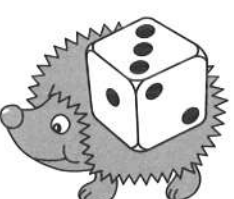
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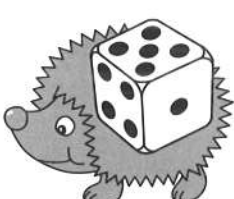
Б



В



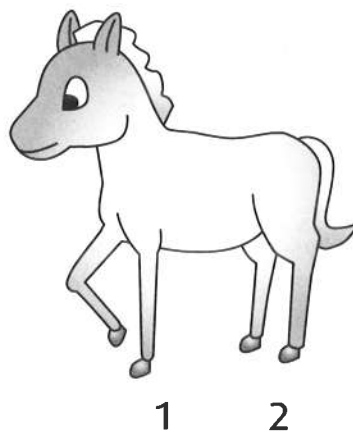
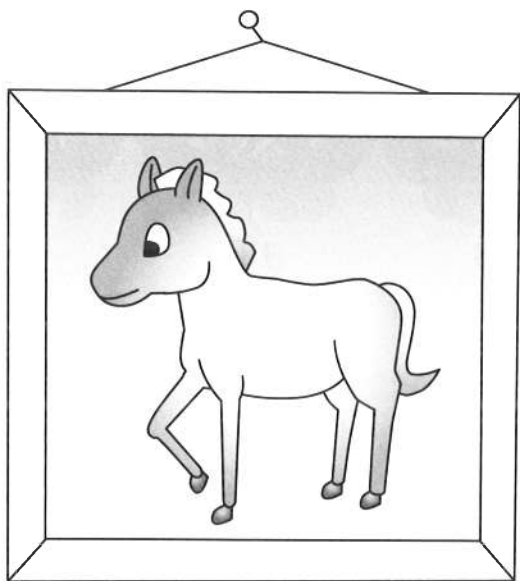
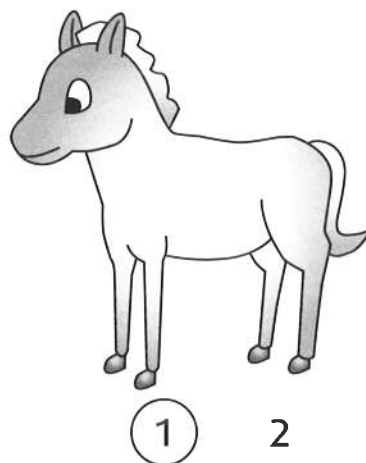
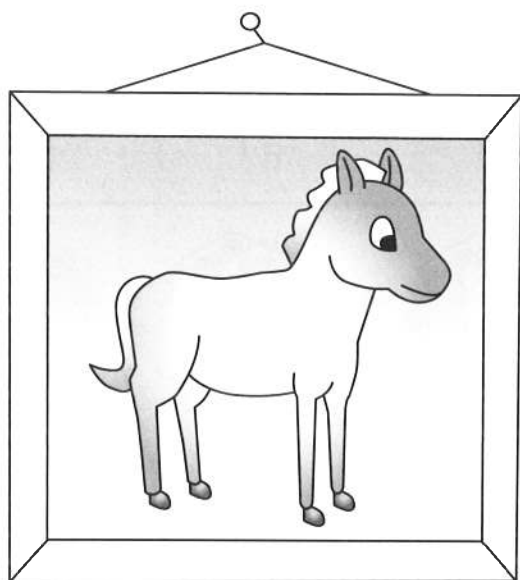
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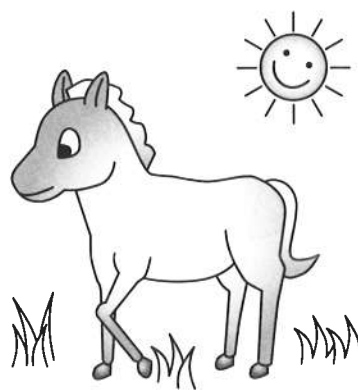
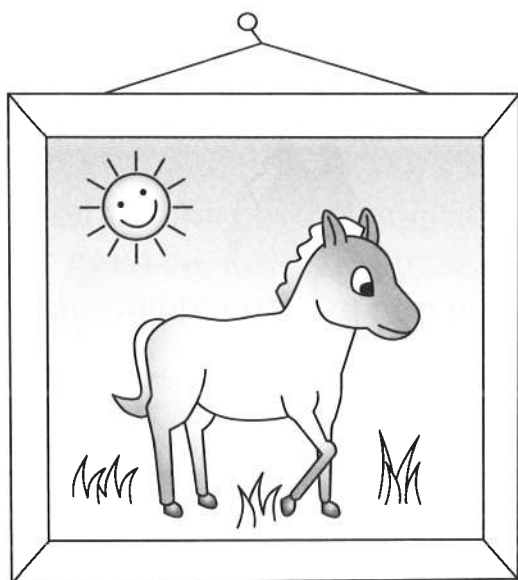


Д

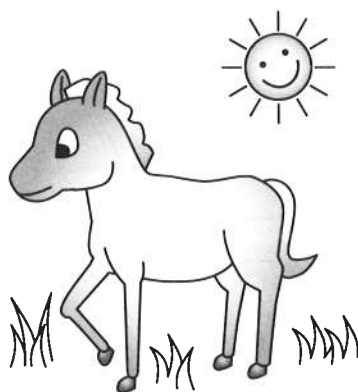
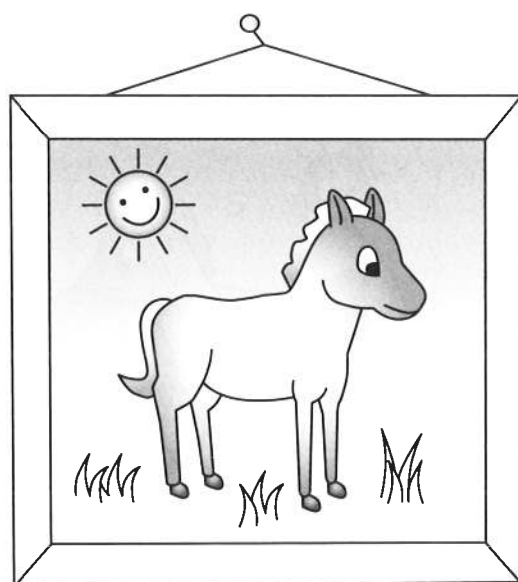
Огледално разпознаване 1

Кое конче се е огледало в огледалото? Ако образът в огледалото е на кончето вдясно, огради цифрата 1, ако не е – огради цифрата 2.

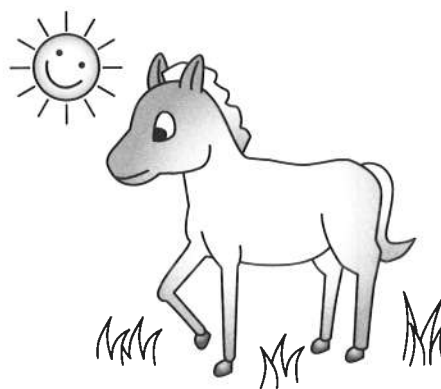
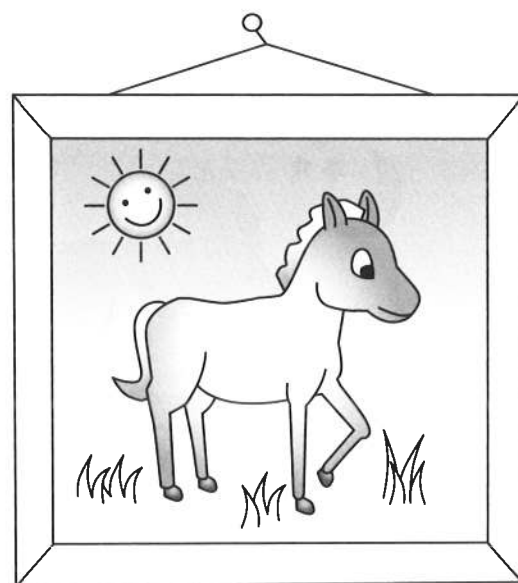




1 2

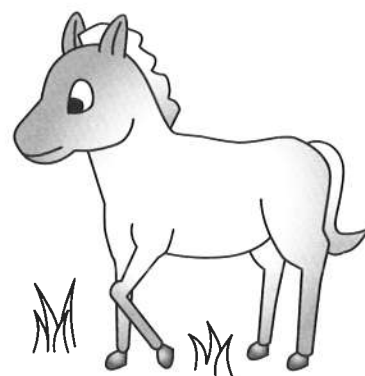
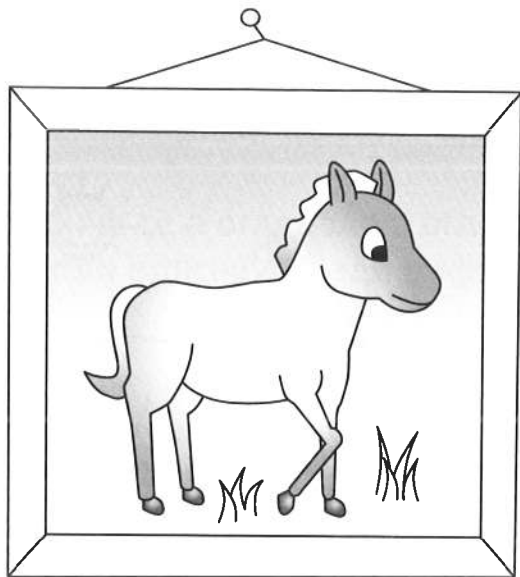


1 2

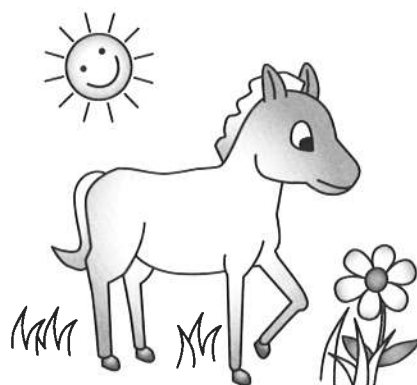
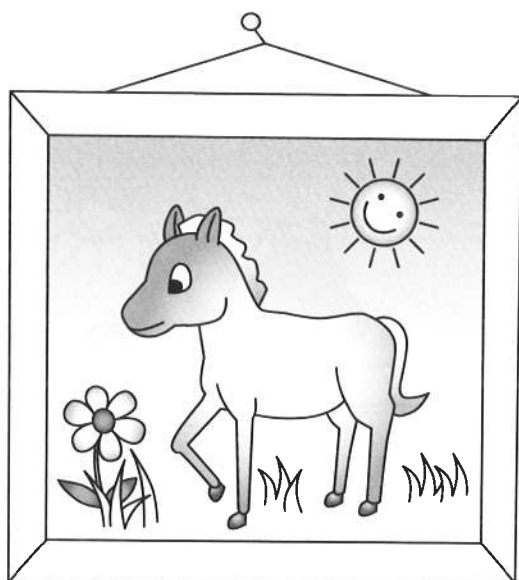


1 2

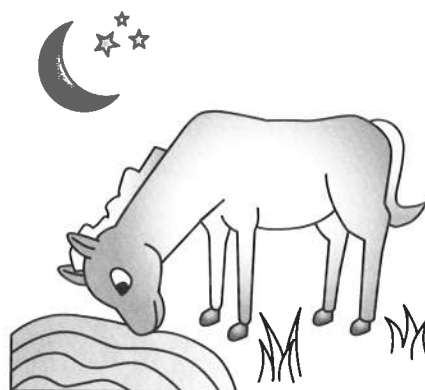
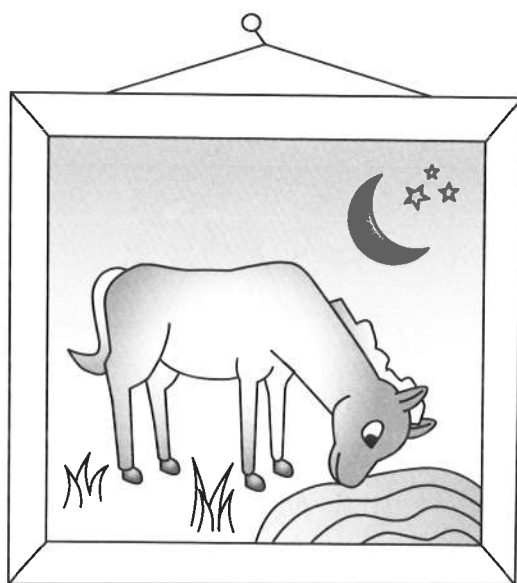




1 2



1 2



1 2

Подреждане на картини 2

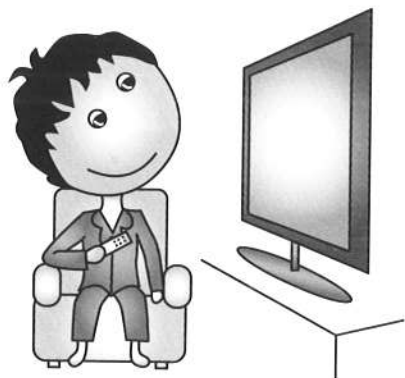
Разгледай внимателно картинките и разбери как учениците завършват деня си, като зачертаеш с „X“ поредния номер на картинката върху цифровия ред под нея.



1 2 3 4 5 6



1 2 3 4 5 6



1 2 3 4 5 6



1 2 3 4 5 6



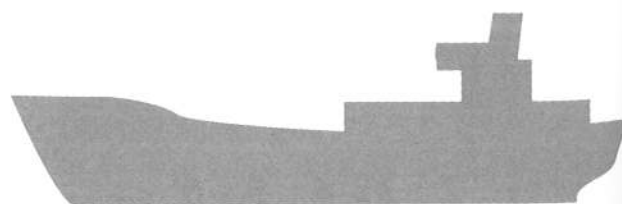
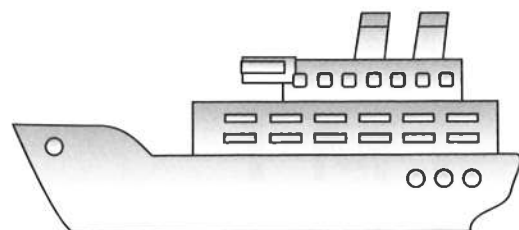
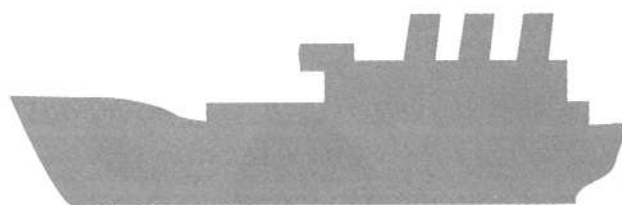
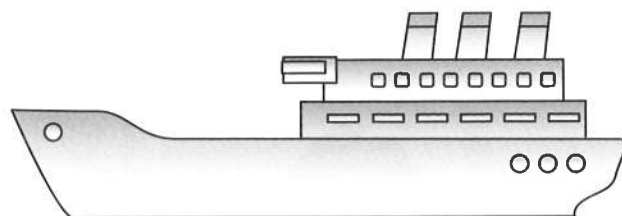
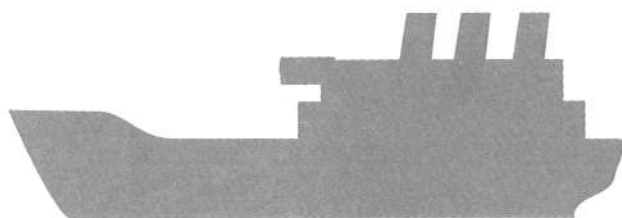
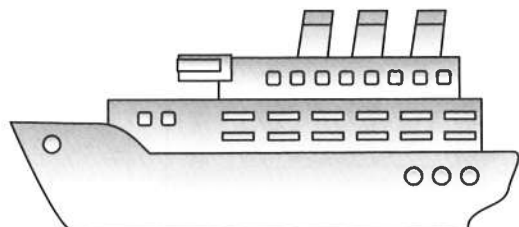
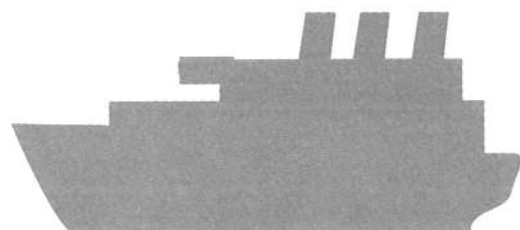
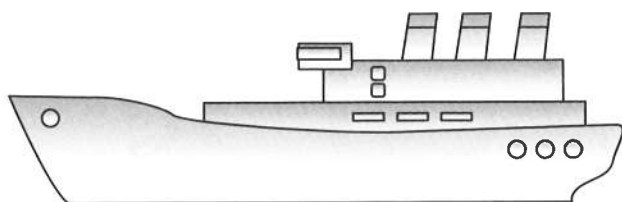
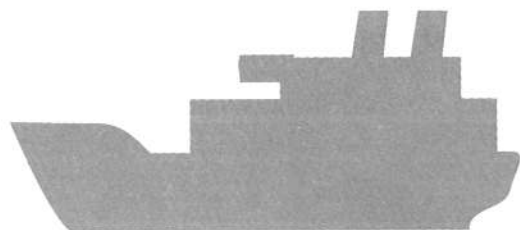
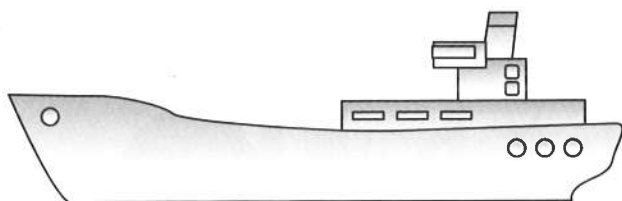
1 2 3 4 5 6



1 2 3 4 5 6

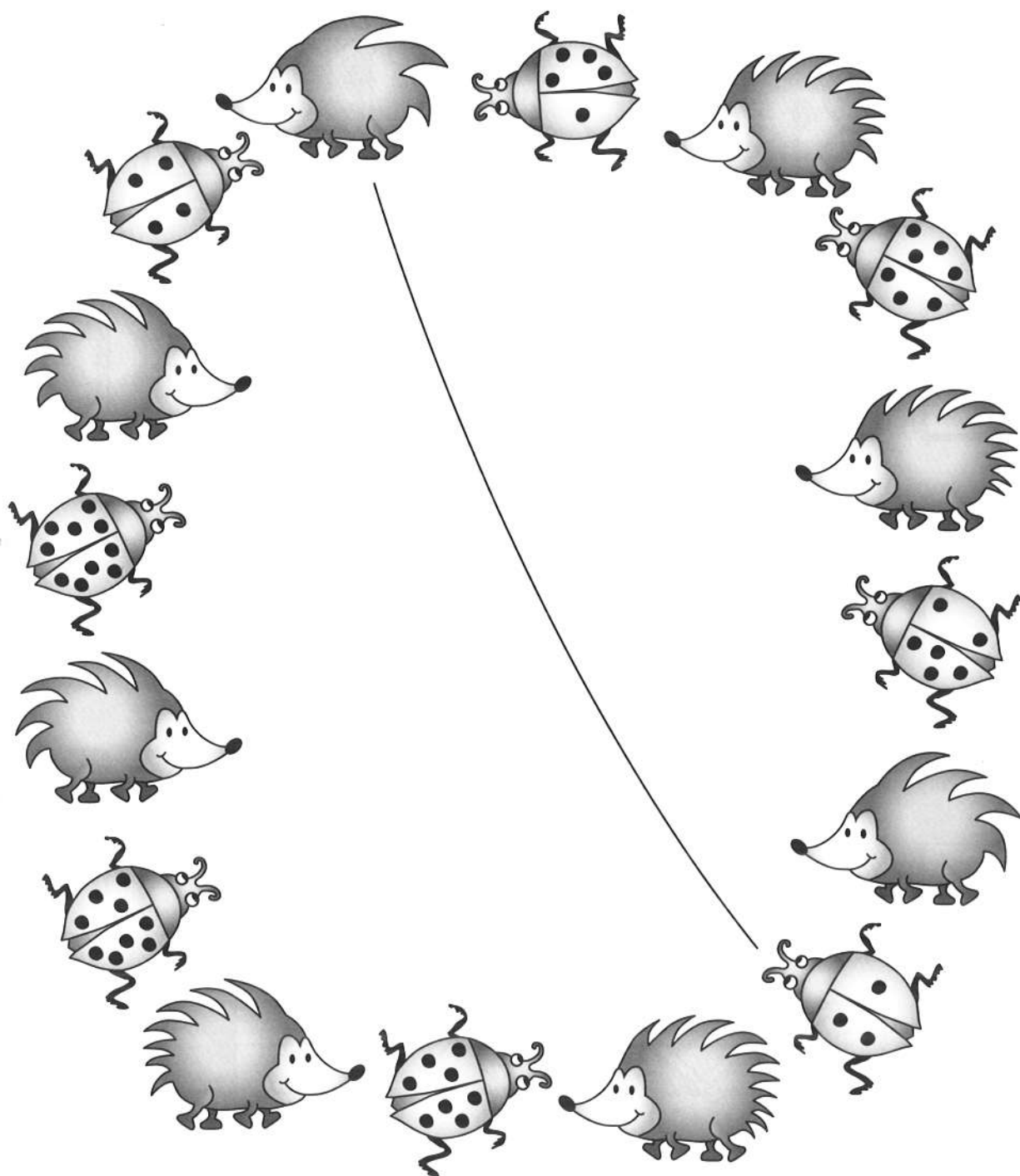
Предмет и сенки 2

Разгледай внимателно корабите. Свържи с линия всеки кораб с неговата сянка.



Групиране по брой

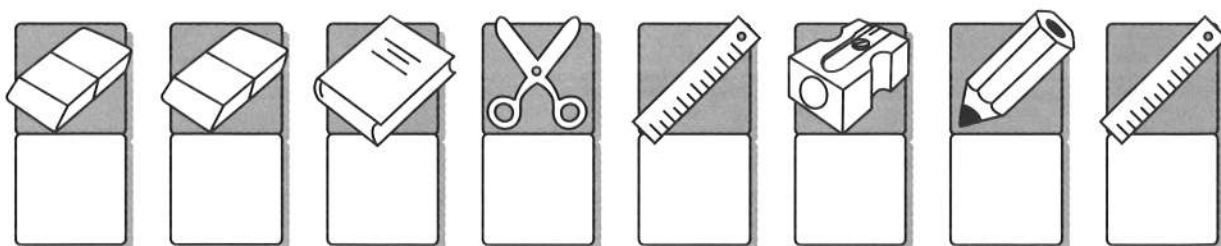
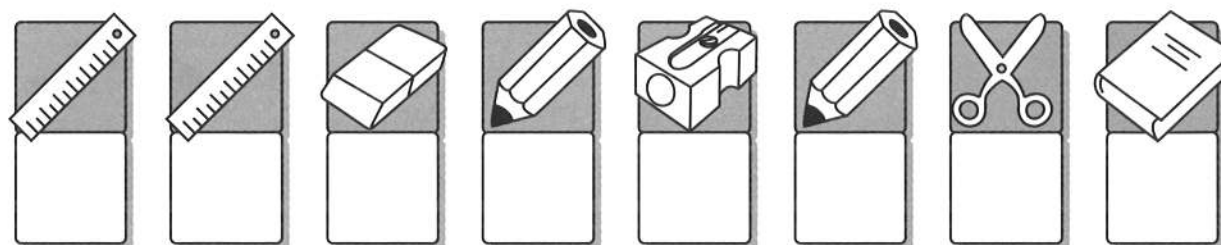
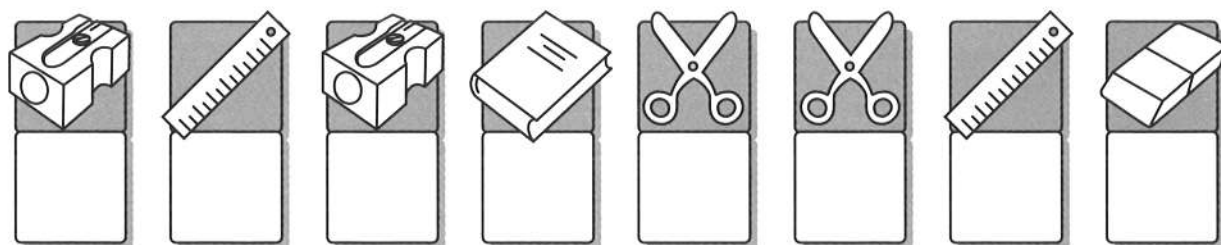
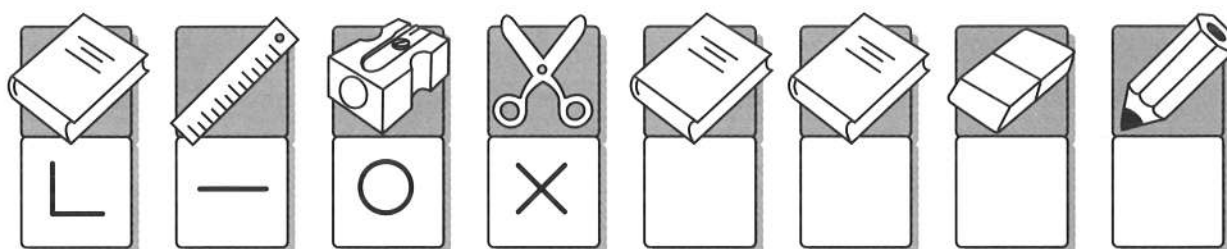
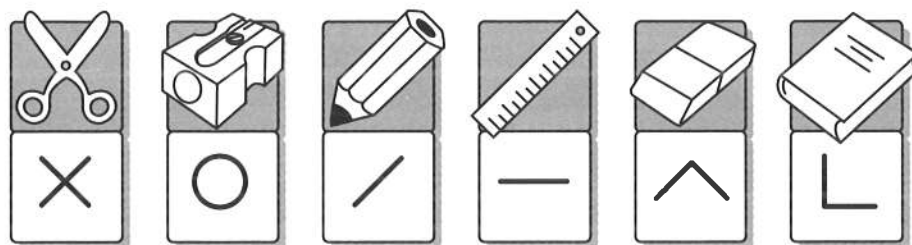
Свържи калинките с таралежите, чиито точки и бодли са с еднакъв брой, както е показано.

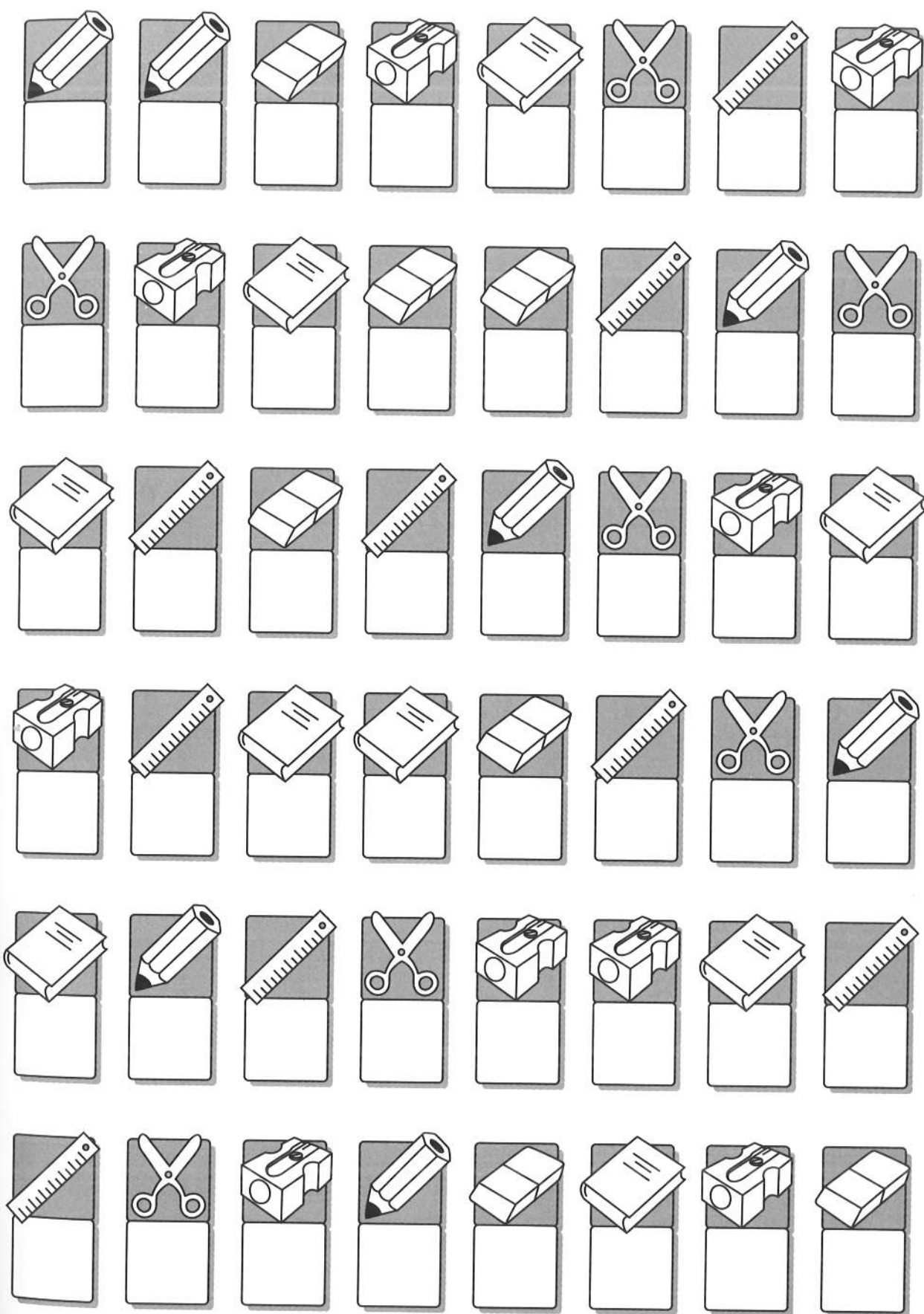


Предметно разпознаване

В празните квадратчета под всеки предмет постави съответния му знак, както е показано в образца

Образец:





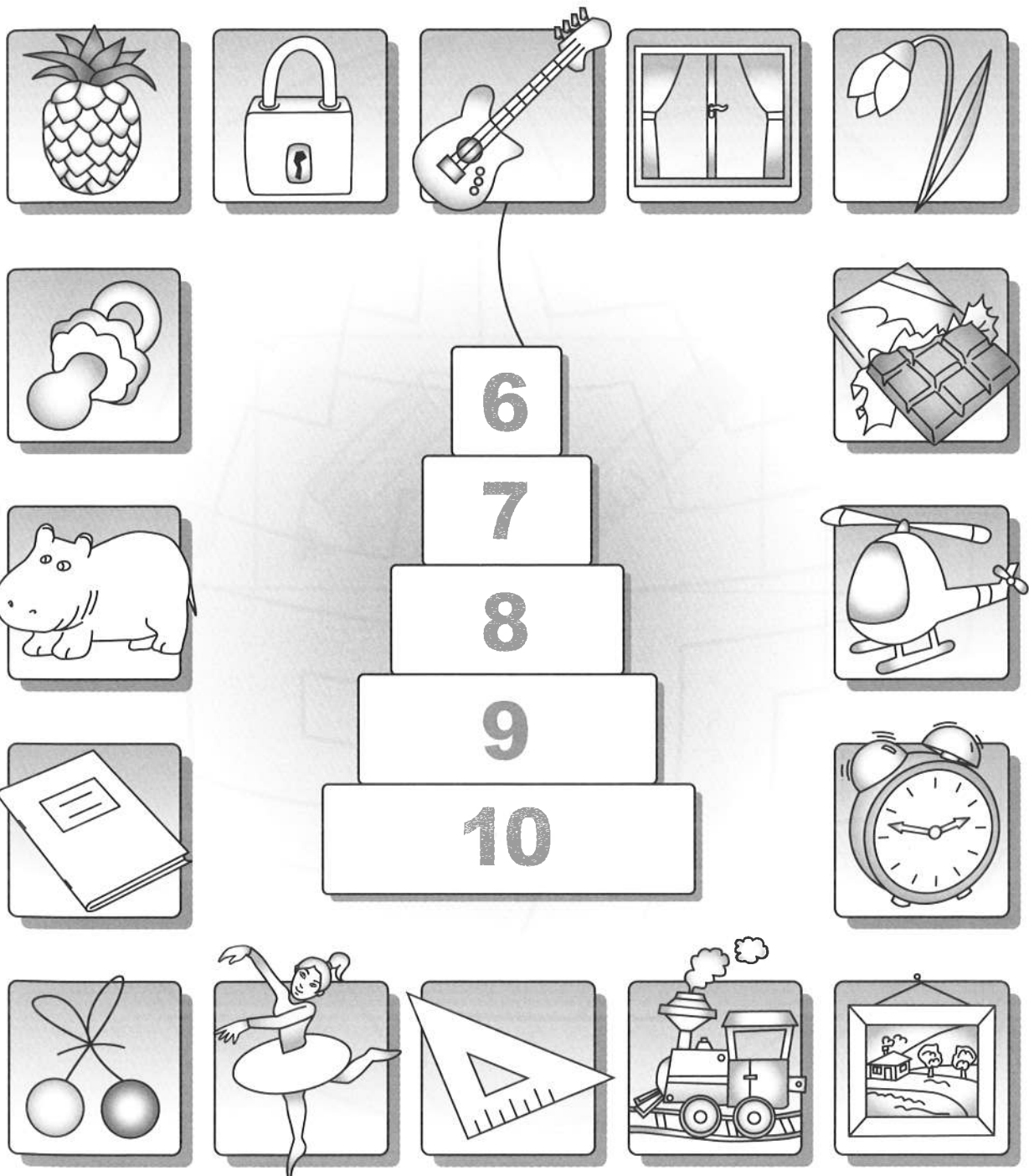
Разпознаване на букви 1

В таблото са скрити букви от българската азбука. Открий всяка буква и я отбележи със заграждане, както е показано.



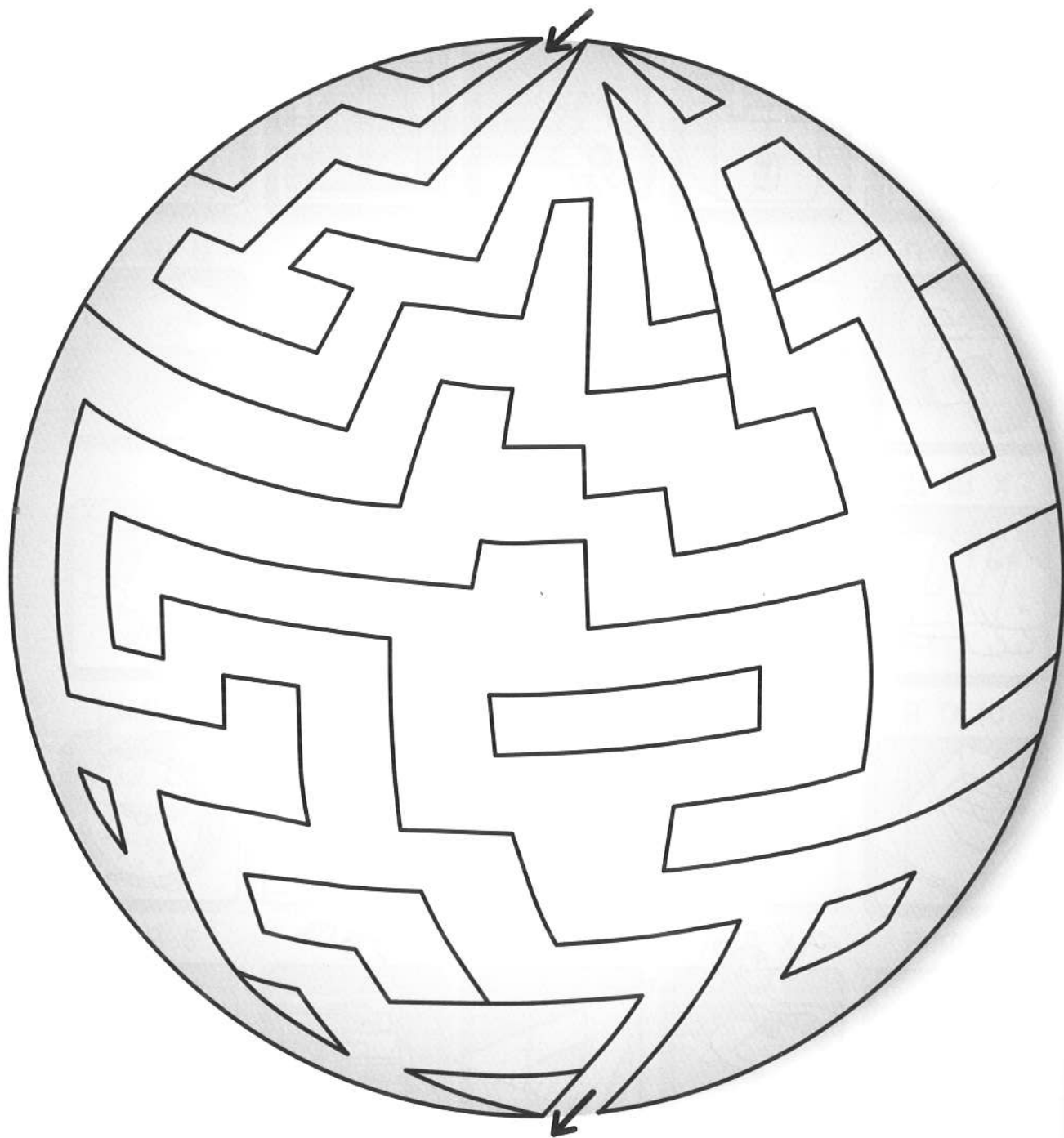
Звукова пирамида 2

Свържи всяка картинка с този номер от пирамидата, който съответства на броя на звуковете в нейното име.



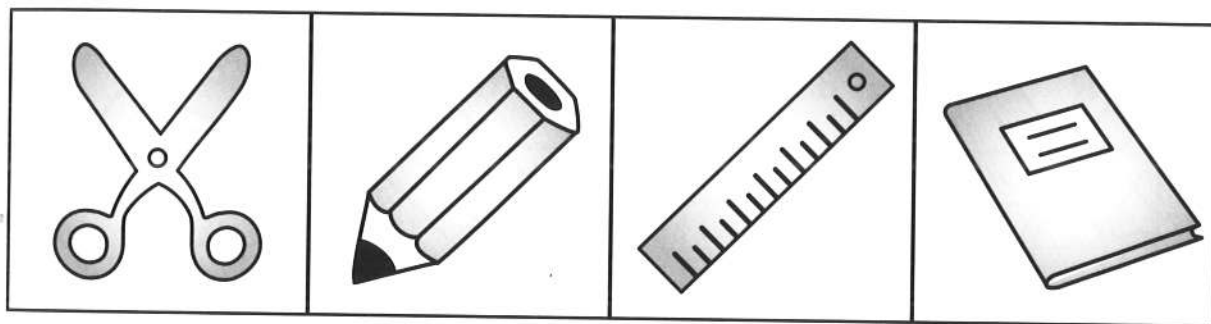
Лабиринт 2

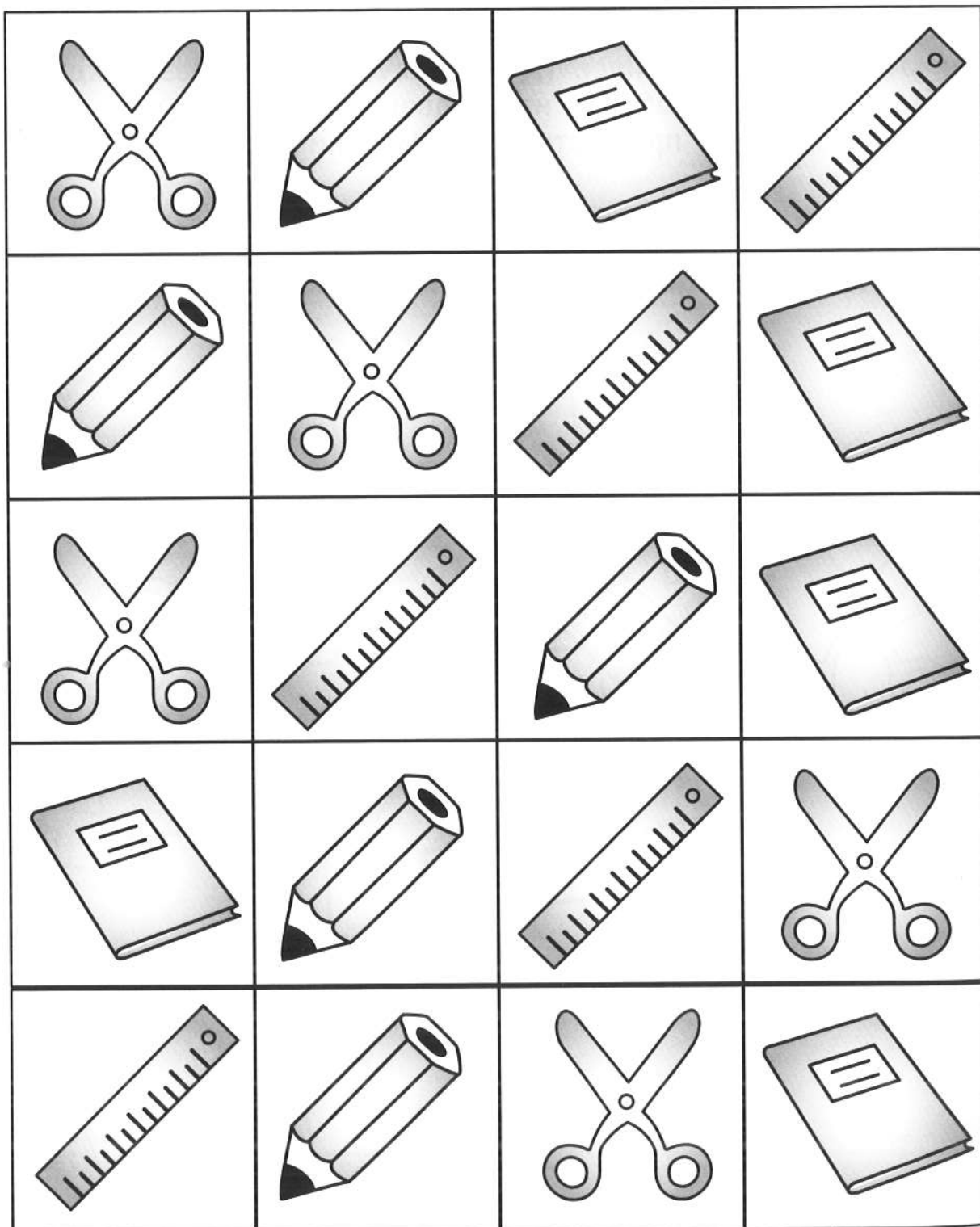
Очертай пътя от входа до изхода на лабиринта с плавна непрекъсната линия, като се стараеш да не навлизаш в глухи коридори.



Образна памет

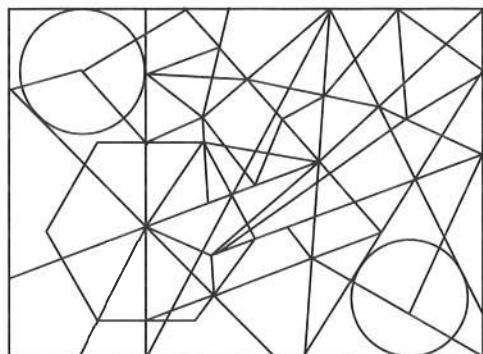
Разгледай внимателно картинките и се опитай да запомниш тяхната последователност. (Детето се оставя да разглежда за около 30 сек.) Сега обърни на следващата страница и на всеки ред отбележи с „X“ предметите с разменени места.



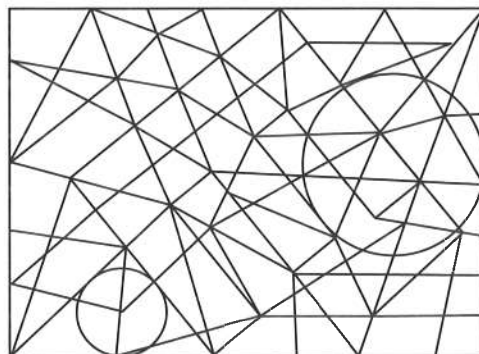


Откриване на букви 1

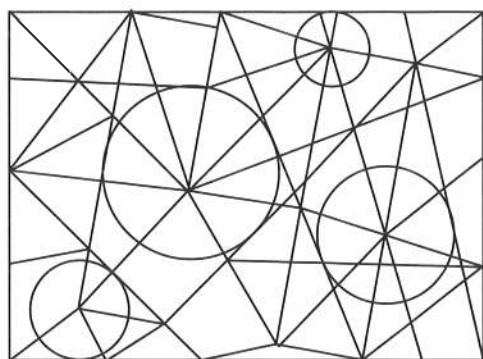
Открий коя е буквата в таблото и я отбележи, както е показано.



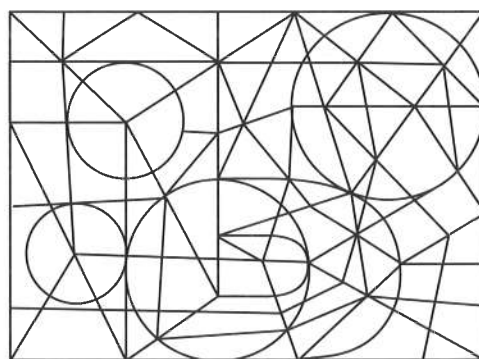
А Ъ О У Е И



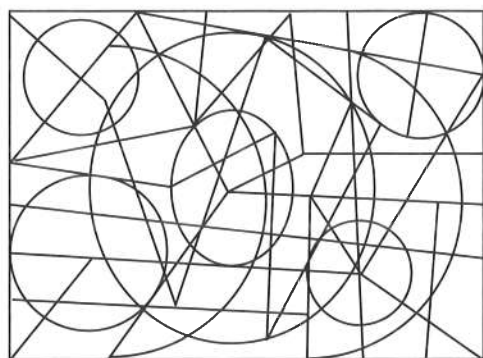
А Ъ О У Е И



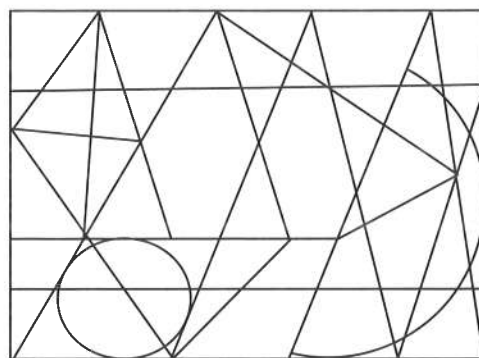
А Ъ О У Е И



А Ъ О У Е И

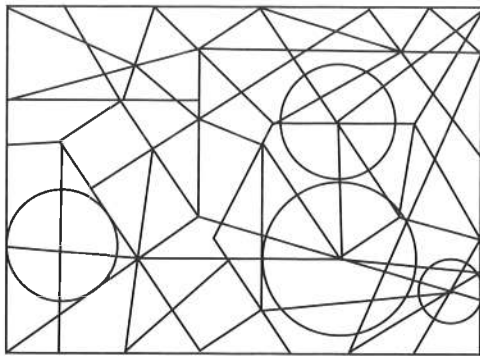


А Ъ О У Е И

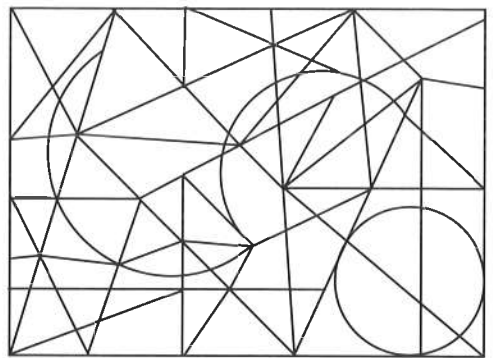


А Ъ О У Е И

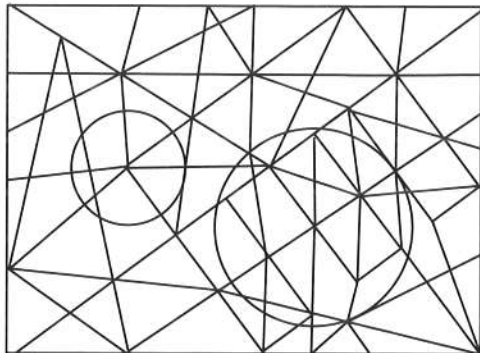




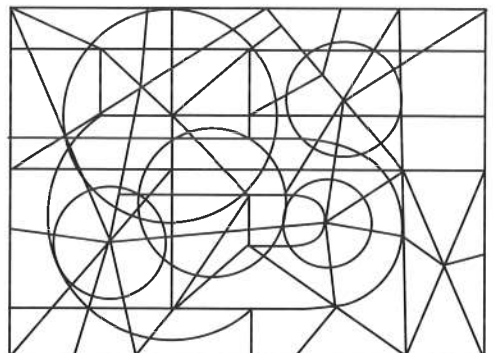
А Ъ О У Е И



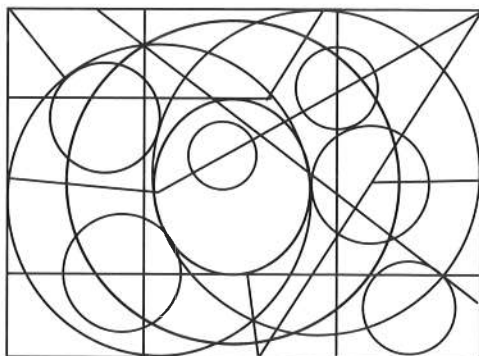
А Ъ О У Е И



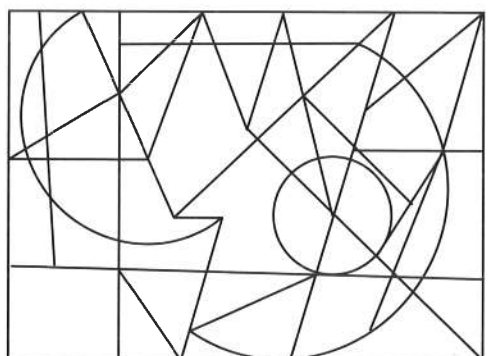
А Ъ О У Е И



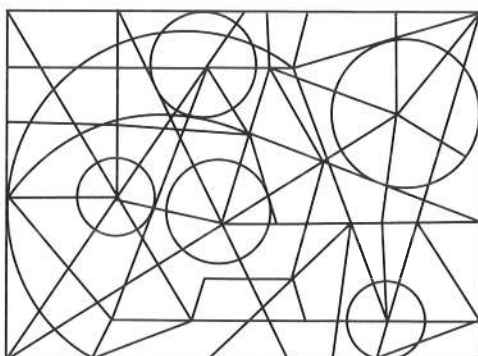
А Ъ О У Е И



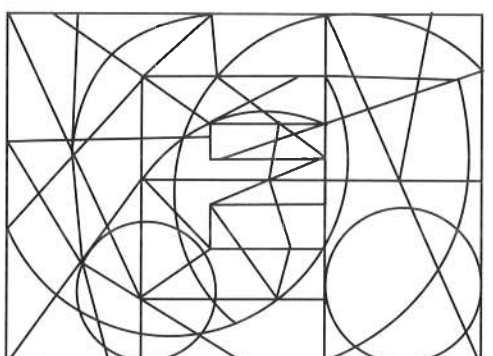
А Ъ О У Е И



А Ъ О У Е И



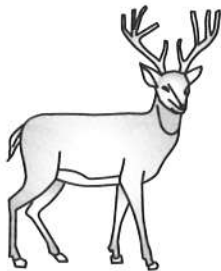
А Ъ О У Е И



А Ъ О У Е И

Звукова чувствителност – Е

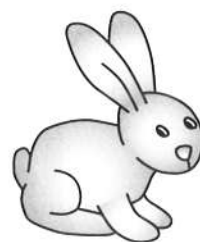
Отбележи с Х мястото на гласния звук „Е“ от името на всяка картинка в мрежата от квадратчета под нея.



×	□	×	□
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□	□	□	□	□	□	□	□	□	□
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□	□	□	□
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□	□	□	□	□	□	□
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□	□	□	□
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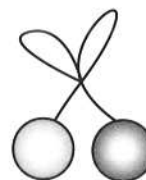
□	□	□	□	□	□	□
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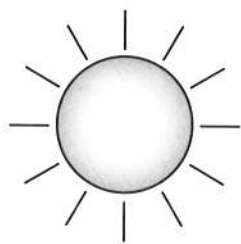
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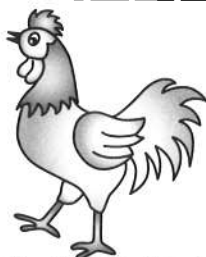
□	□	□	□	□	□	□	□	□	□
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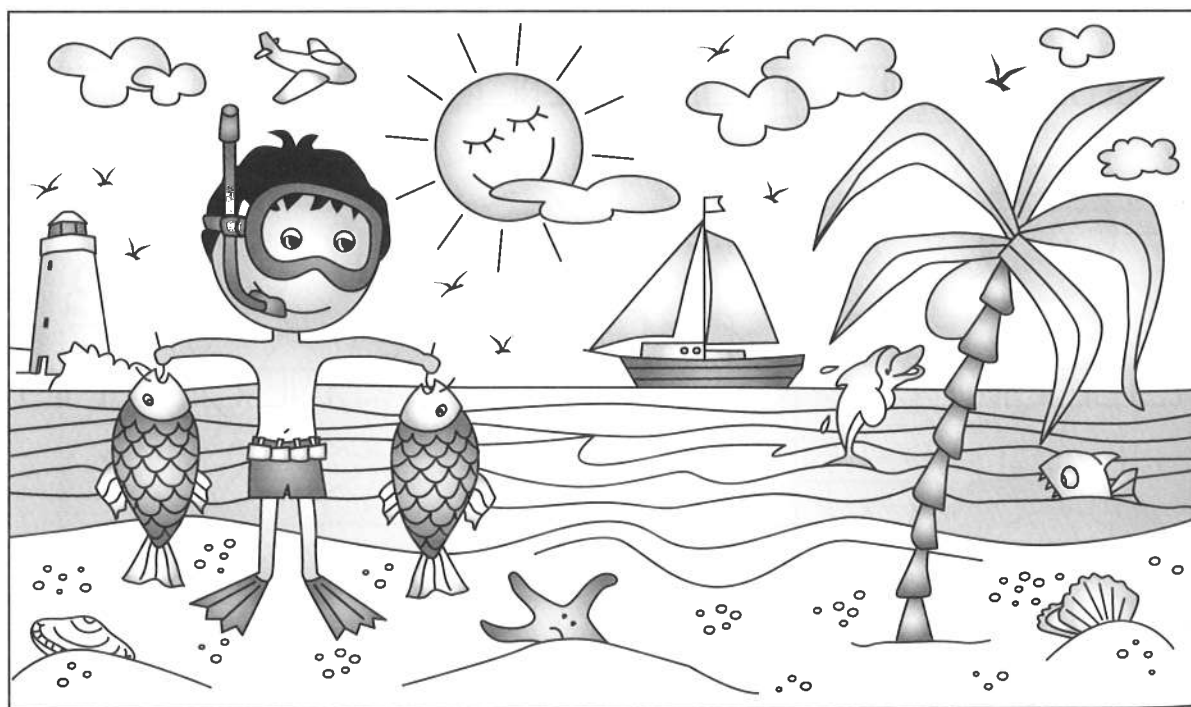
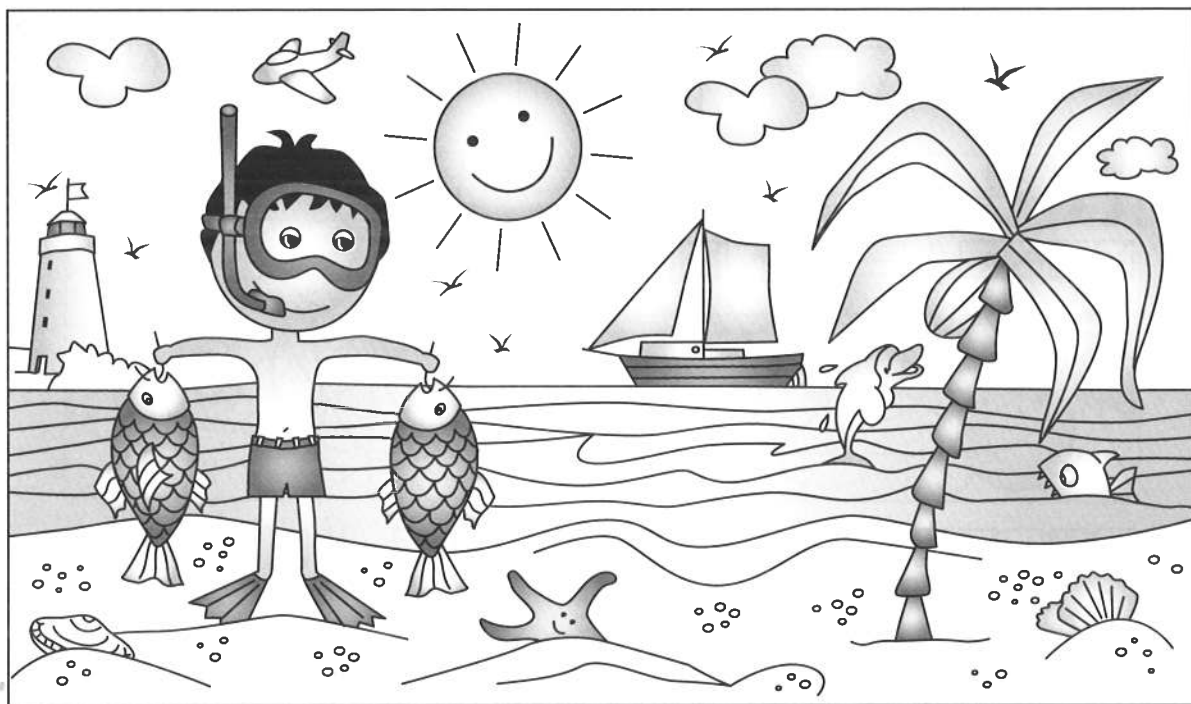
□	□	□	□	□
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□	□	□	□	□	□	□	□	□	□
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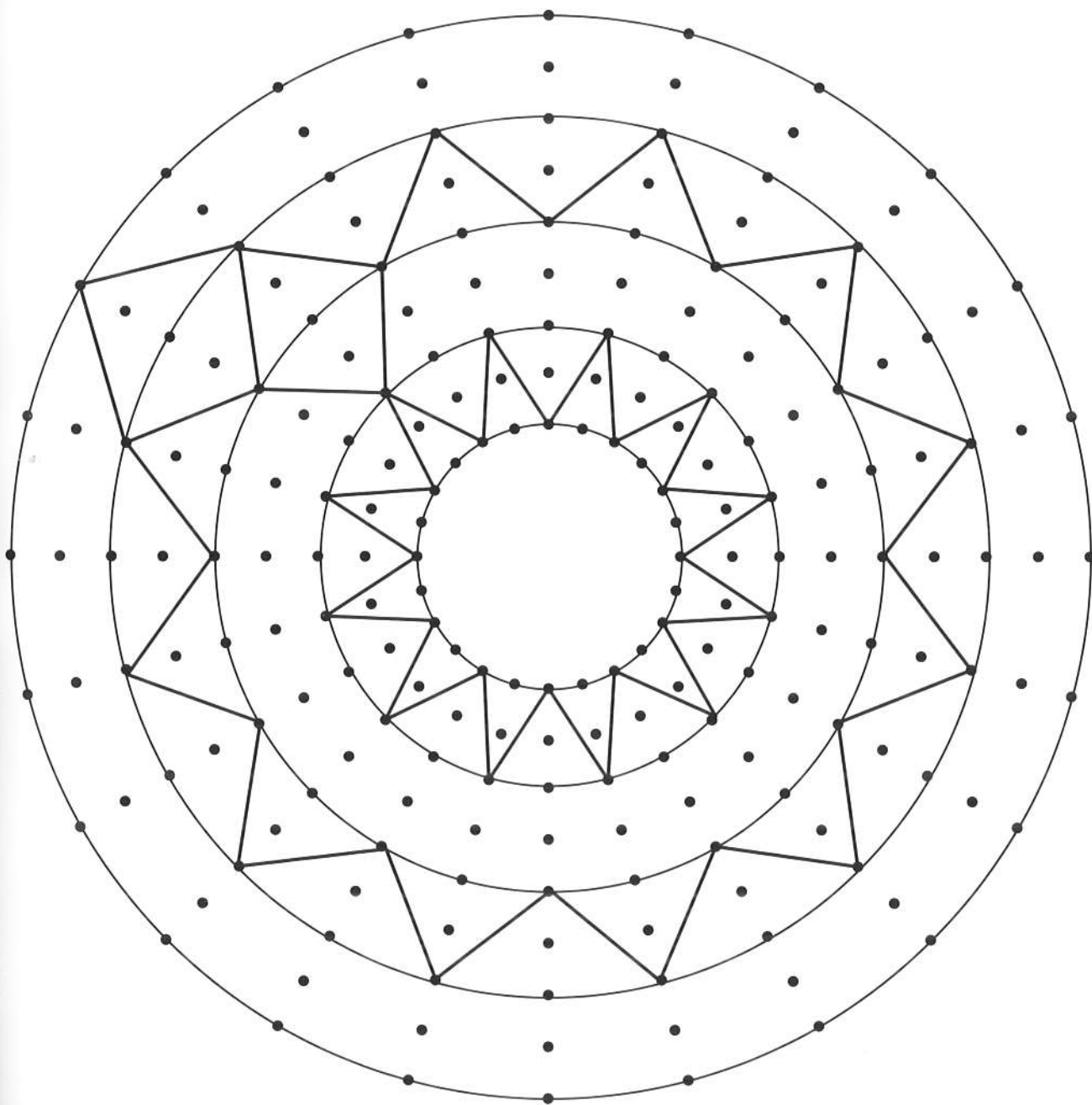
Откриване на разлики 3

Разгледай внимателно двете картинки. В тях има разлики. Открий ги и ги отбележи.



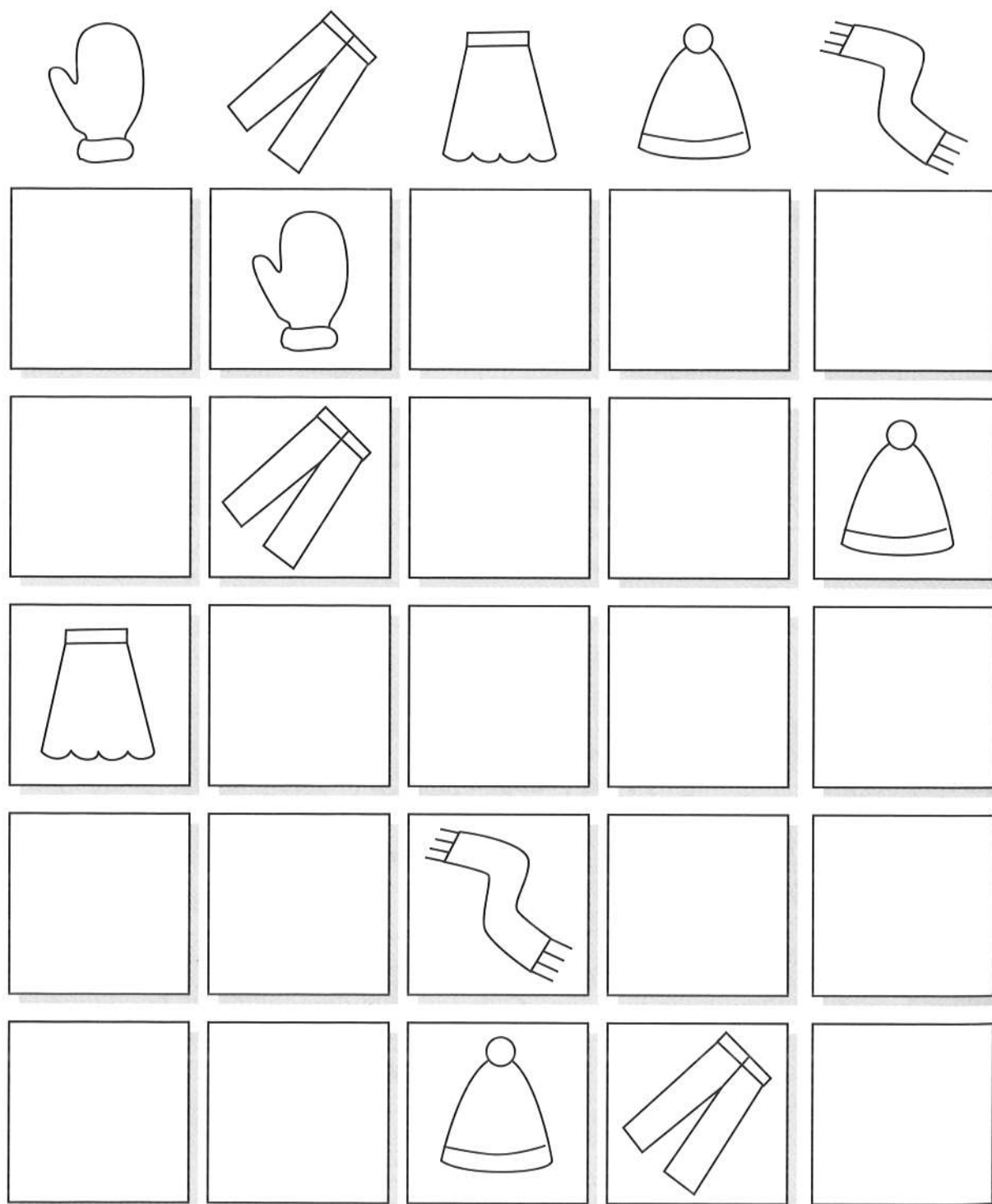
Мандала 1

Довърши украсата на кръговете, както е показано.



Творческо мислене 2

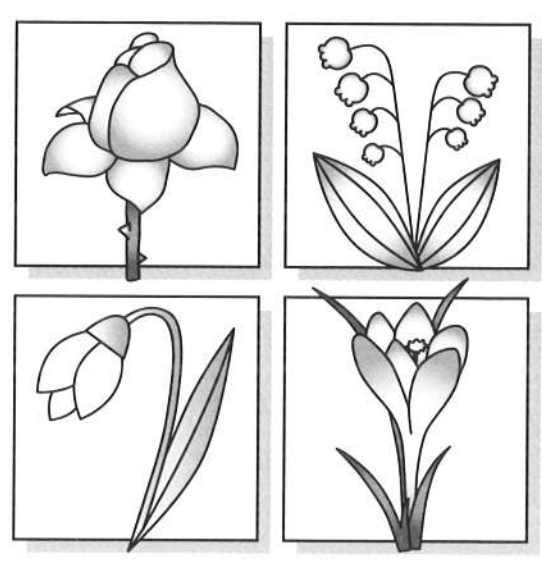
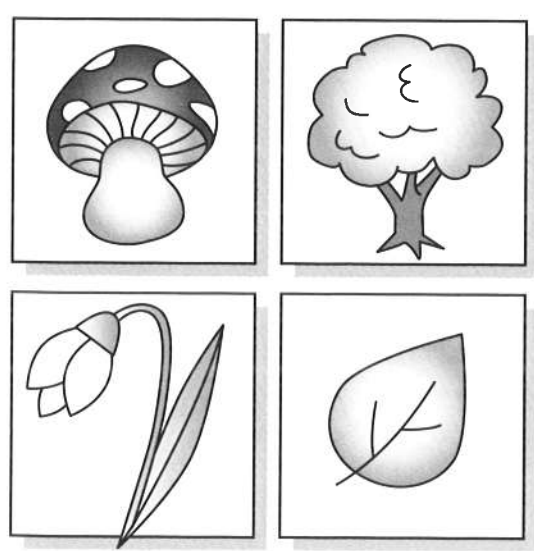
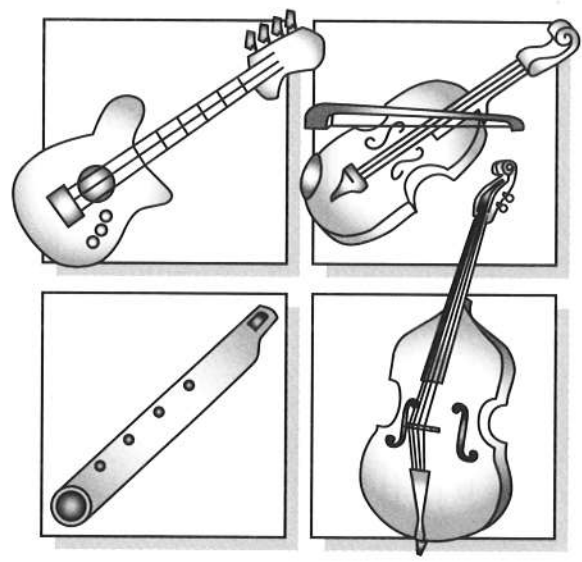
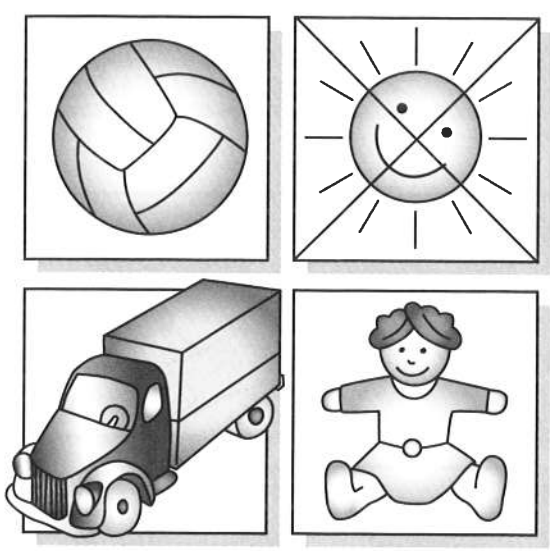
Нарисувай липсващите предмети така, че във всяка една редица и колонка да има по един от тях.

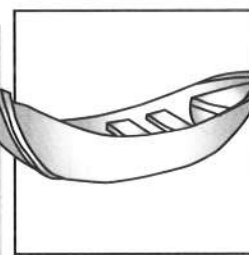
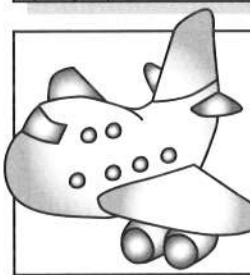
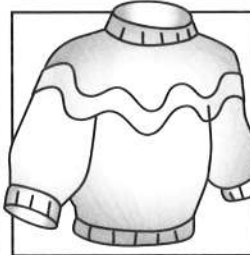
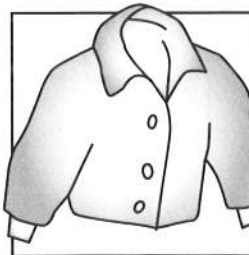
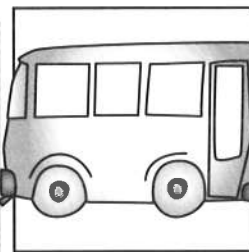
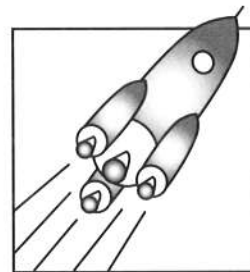
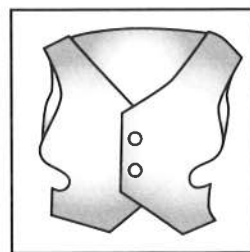
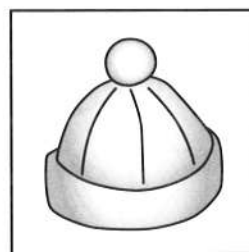
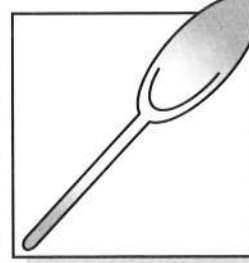
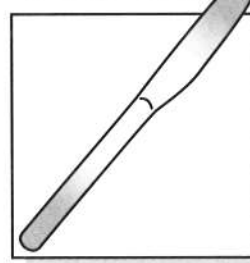
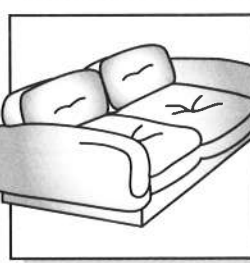
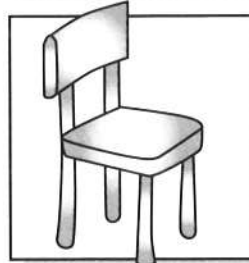
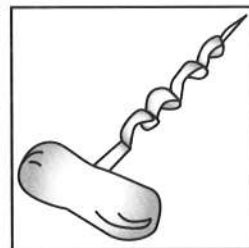
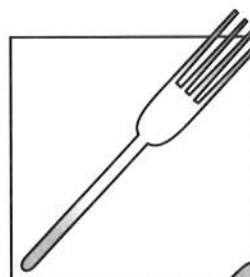
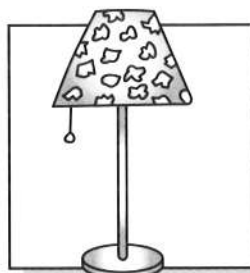
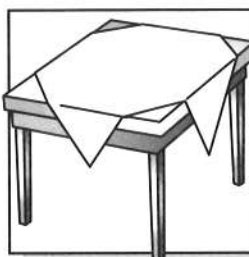
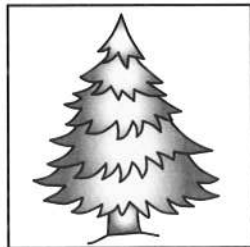
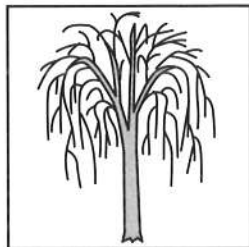
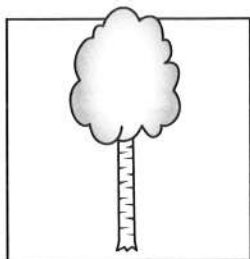
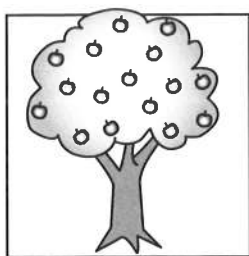


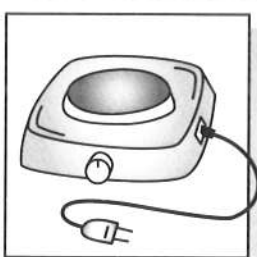
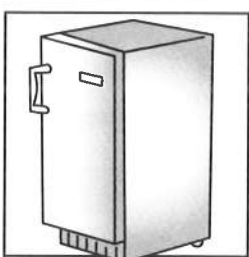
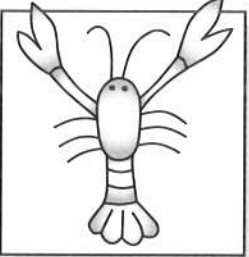
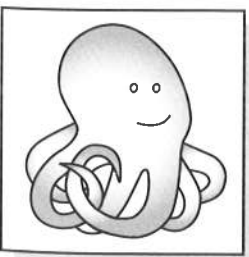
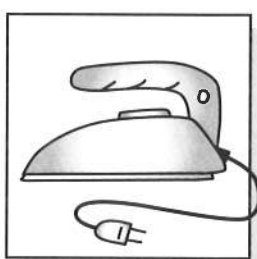
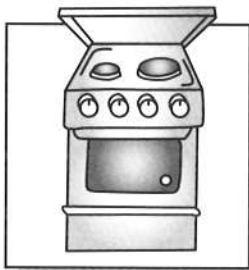
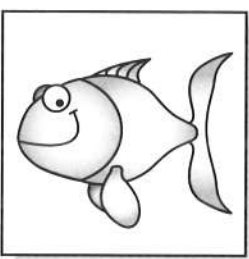
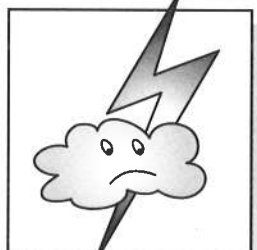
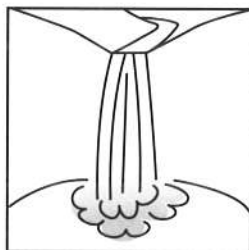
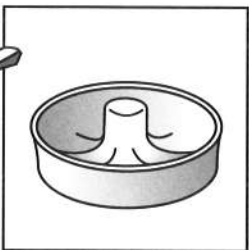
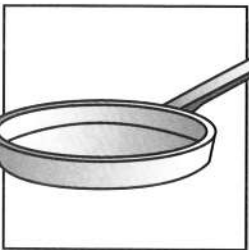
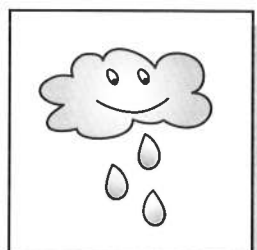
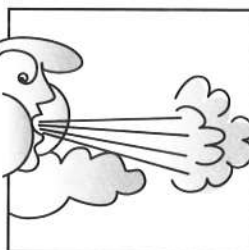
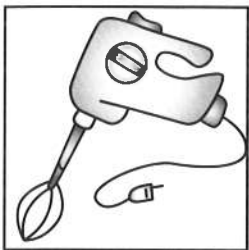
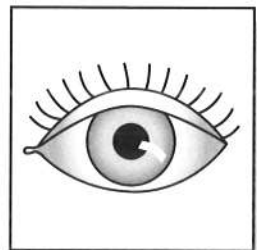
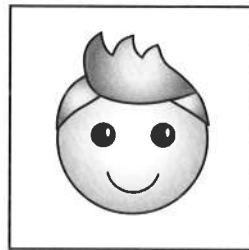
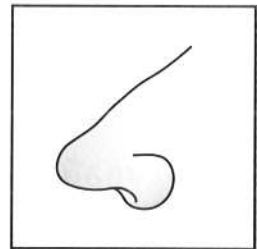
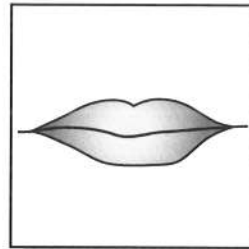
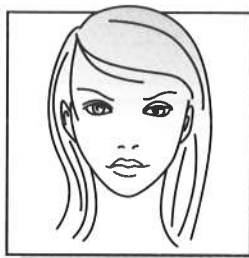
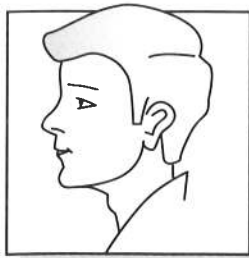
Класификация – четвърто излишно 1

Във всяка мрежа има по един предмет, който не прилича напълно на останалите. Открий кой е той и го отбележи с X, както е показано в образеца.

Образец:



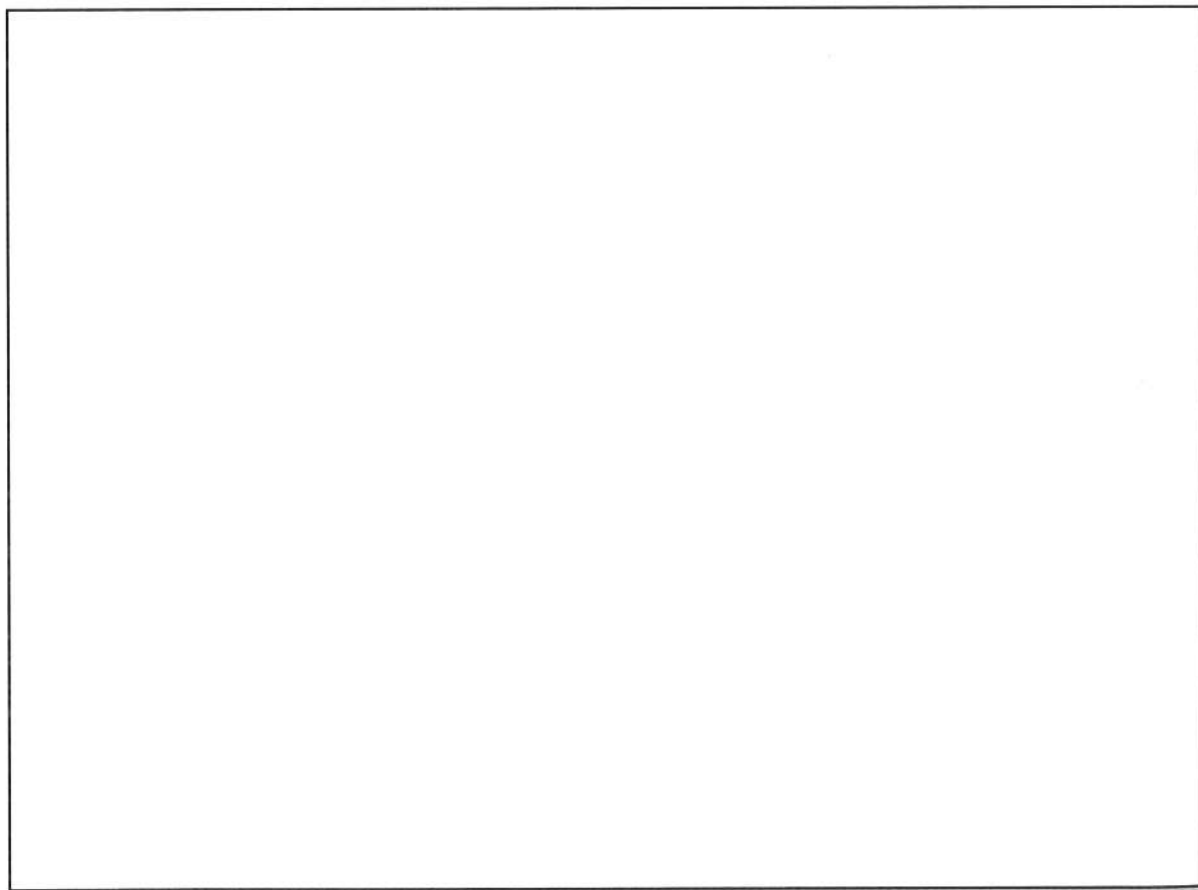
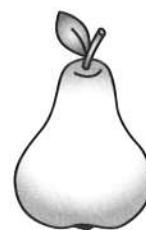
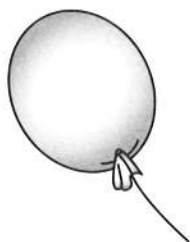
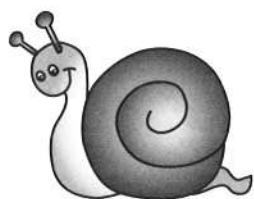




Звукова чувствителност – гатанка 1

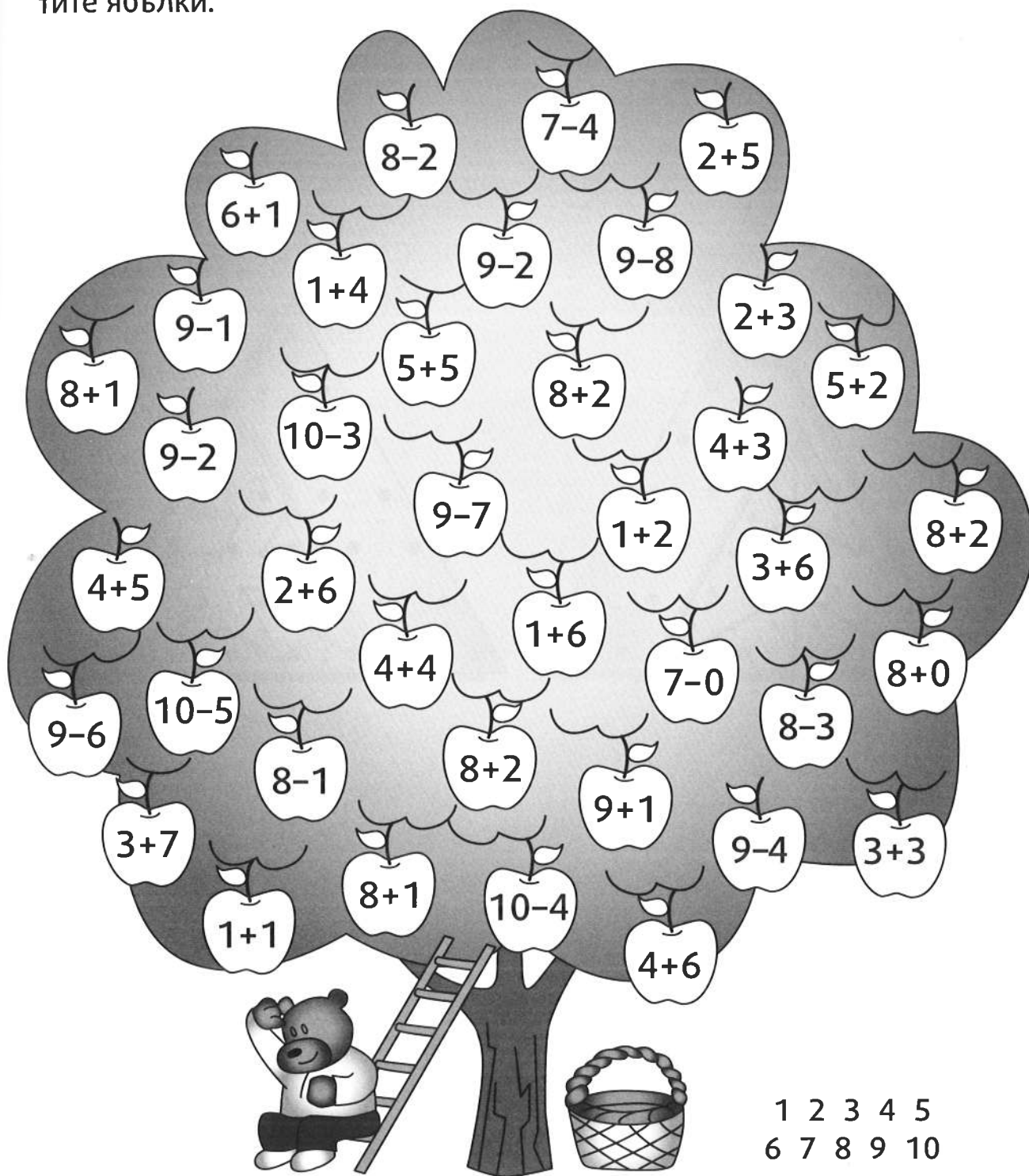
Нарисувай предмета, чието име се състои от първите звукове на думите от картинките. Помогни си, като откриеш отговора на гатанката.

*Намръщен или весел,
той винаги в небето плува.
Пролет, лято, зима, есен,
с ветровете другарува.*



Аритметични действия 1

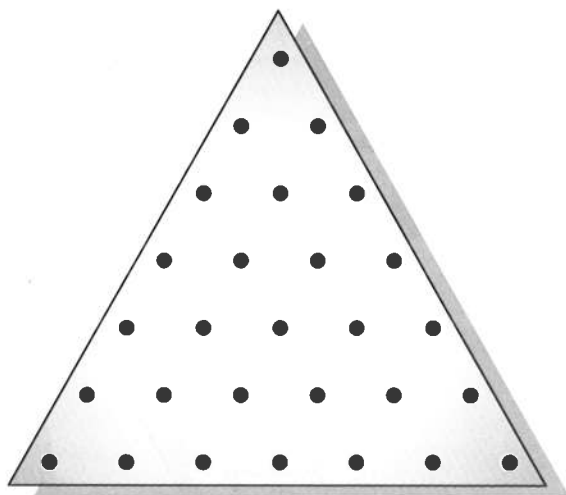
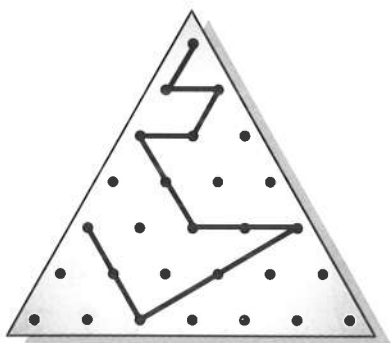
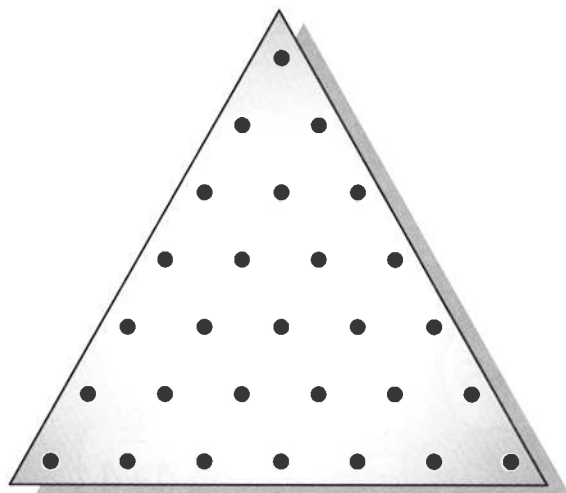
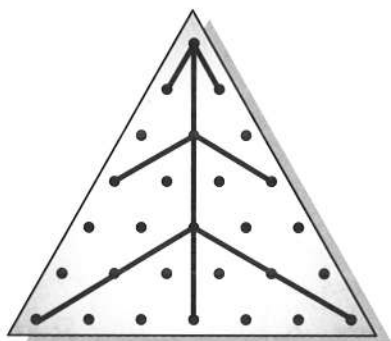
Мечо трябва да откъсне ябълките, чийто сбор или разлика е 7. Оцвети ги и огради цифрата, която показва общия брой на откъснатите ябълки.

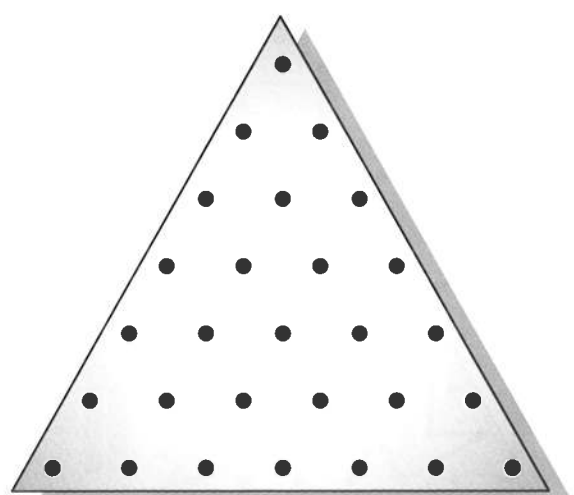
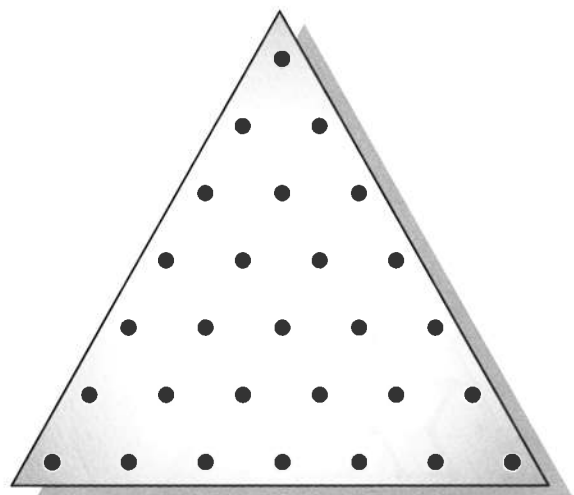
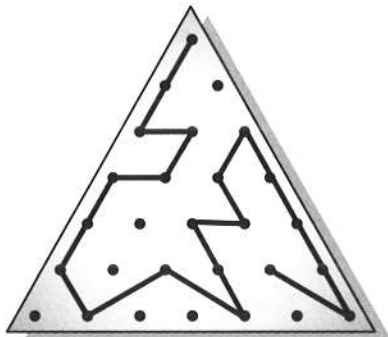
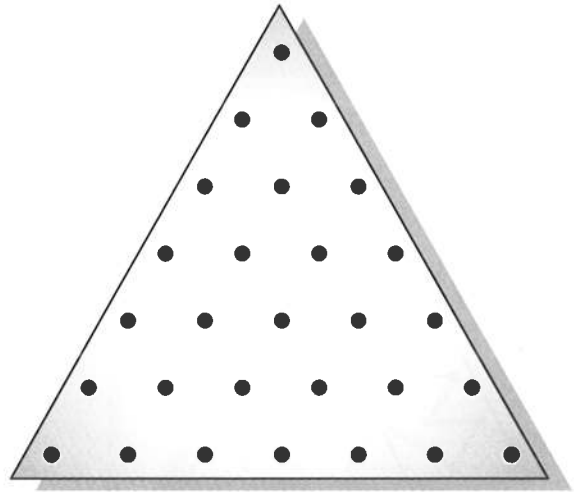
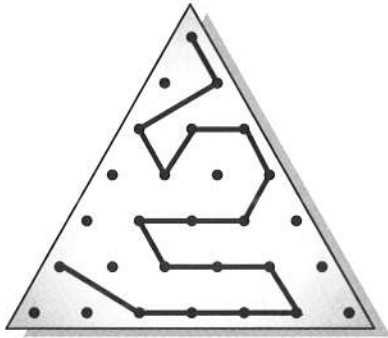


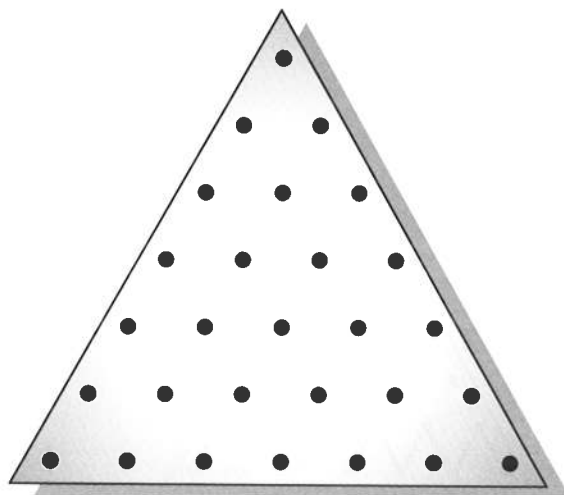
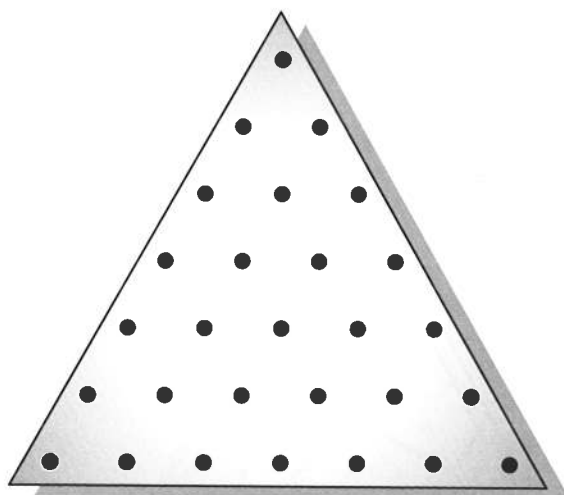
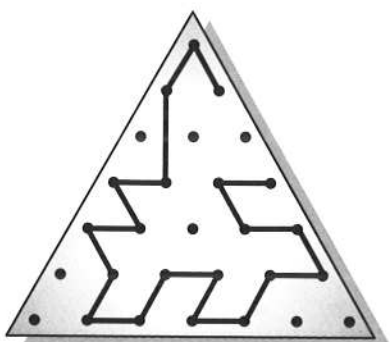
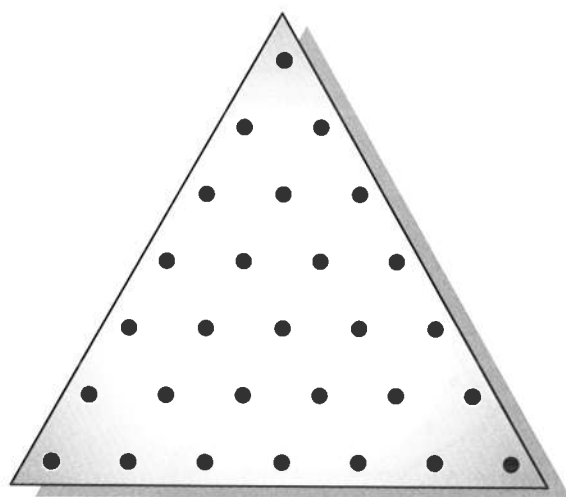
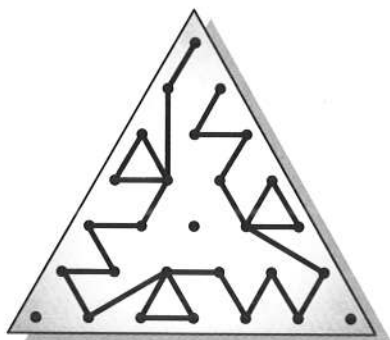
1 2 3 4 5
6 7 8 9 10

Прерисуване в мрежа 1

Разгледай показаните в малката мрежа фигури. Прерисувай ги точно в по-голямата празна мрежа.







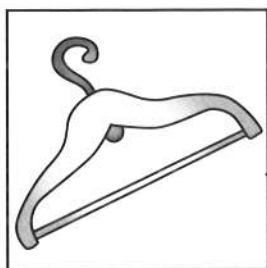
Наблюдателност – пъзел 2

Намери мястото на всяко от парчетата в голямата картина и свържи с линия, както е показано.

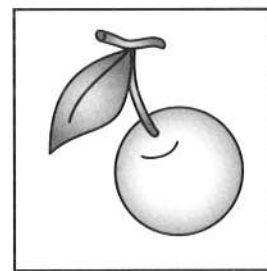
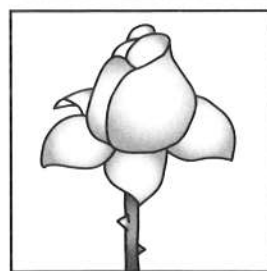
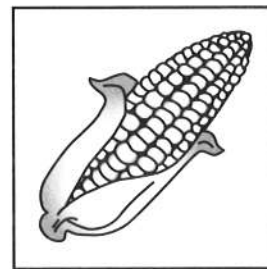
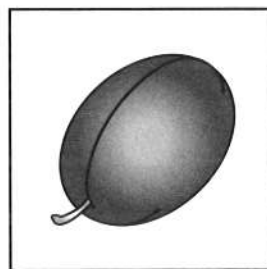
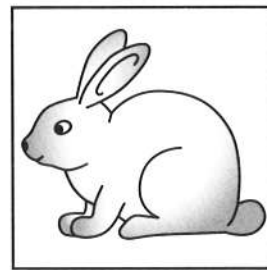
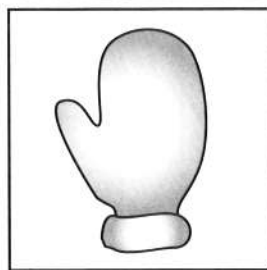
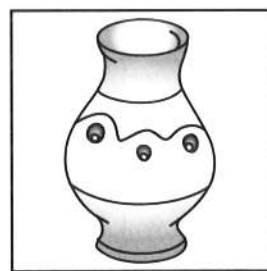
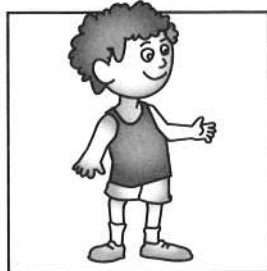
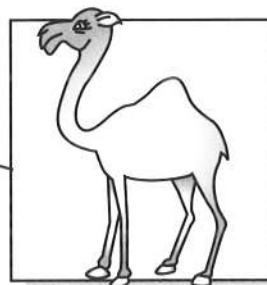


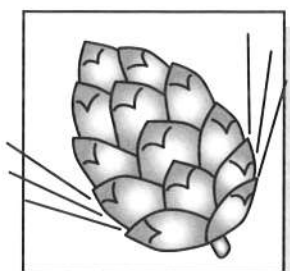
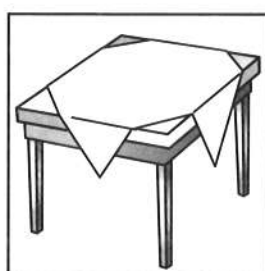
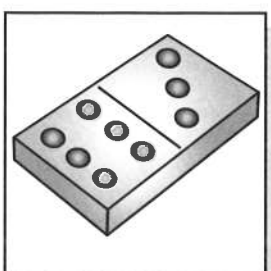
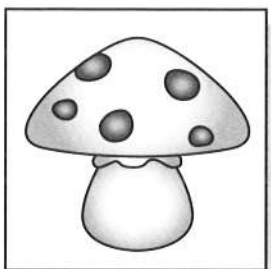
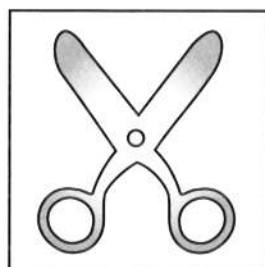
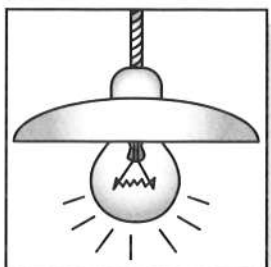
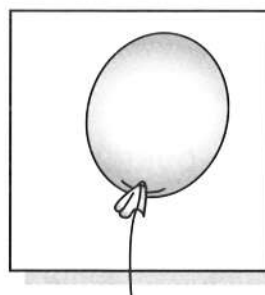
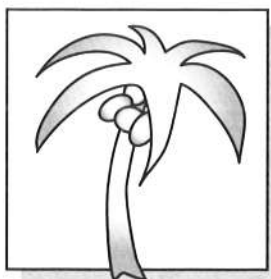
Сричково свързване

Свържи с линия тези две картинки, в чиито имена последната сричка на лявата е първата сричка на дясната, както е показано в образеца.



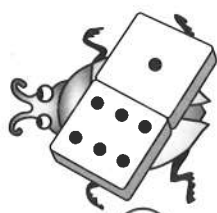
Образец:



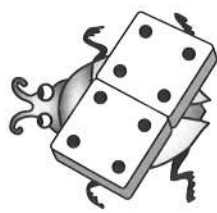


Количествени представи 2

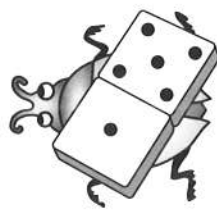
Огради буквичките под тези калинки, които носят на гърба си плочки домино с равен брой точки, както е показано.



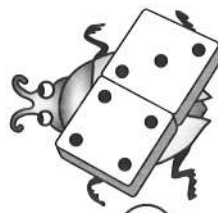
А



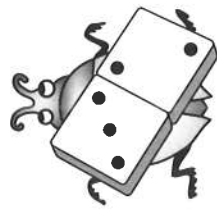
Б



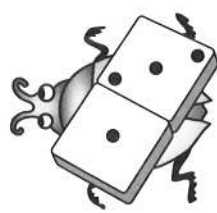
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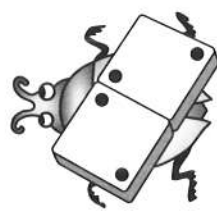
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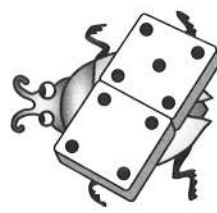
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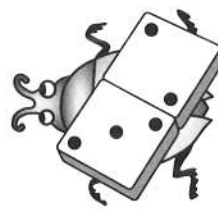
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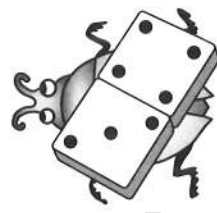
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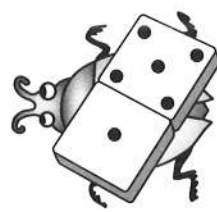
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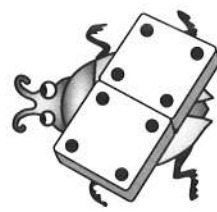
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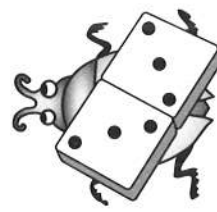
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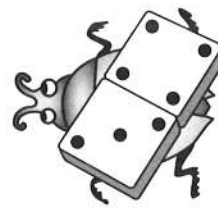
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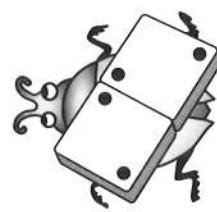
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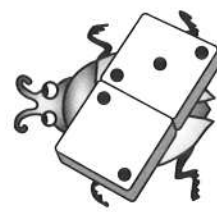
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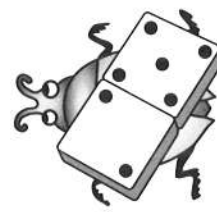
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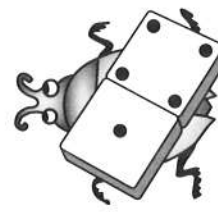
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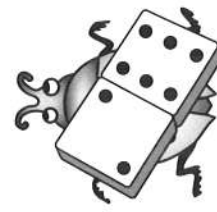
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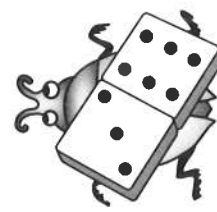
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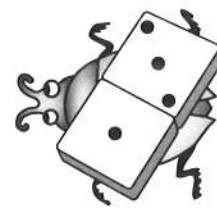
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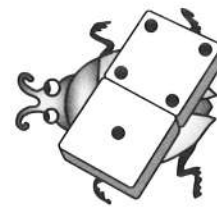
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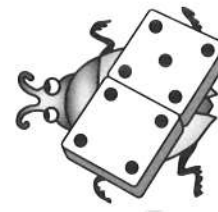
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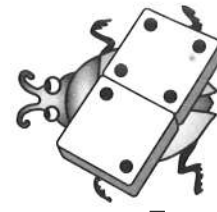
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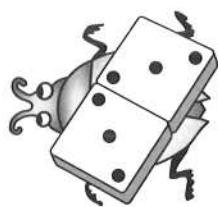


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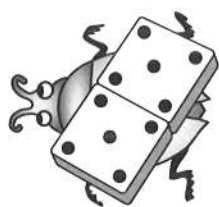


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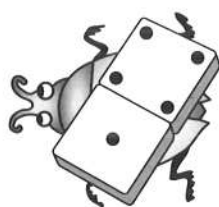




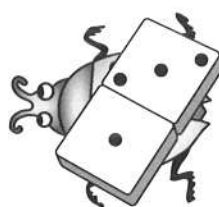
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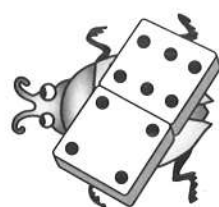
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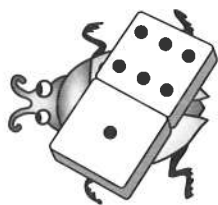
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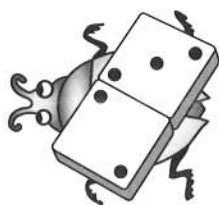
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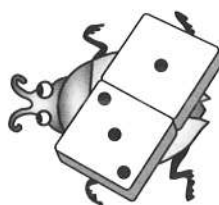
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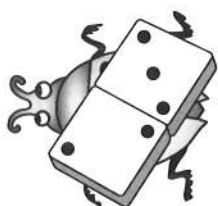
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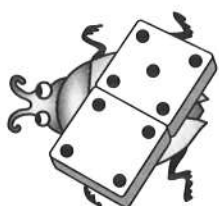
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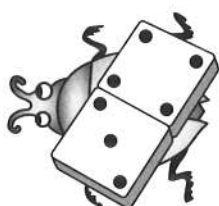
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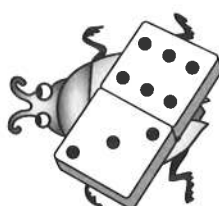
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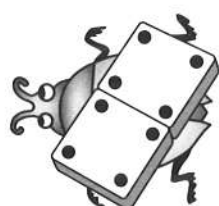
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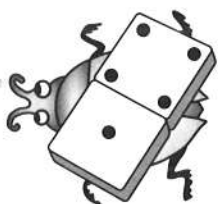
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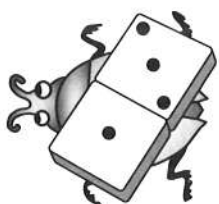
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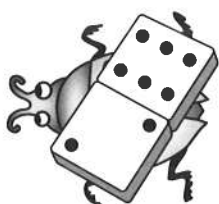
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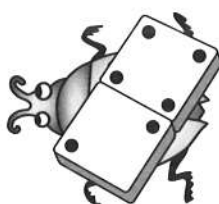
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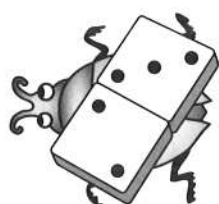
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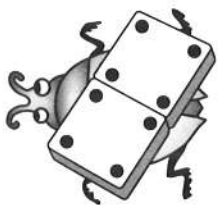
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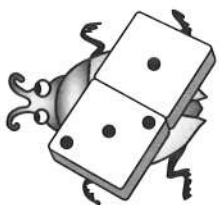
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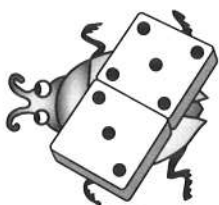
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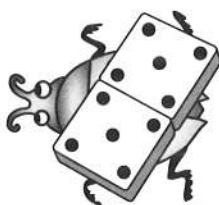
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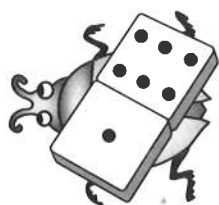
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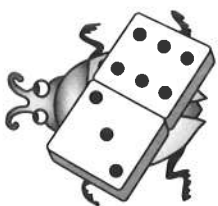
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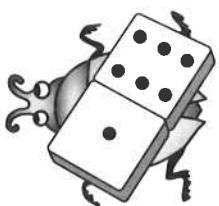
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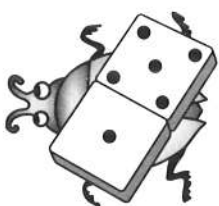
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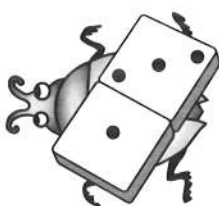
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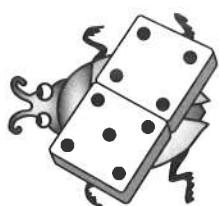
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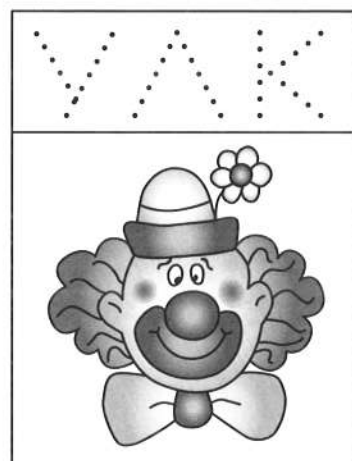
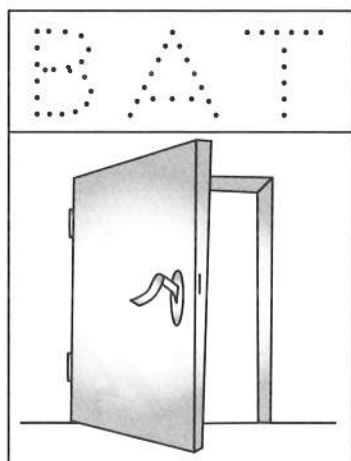
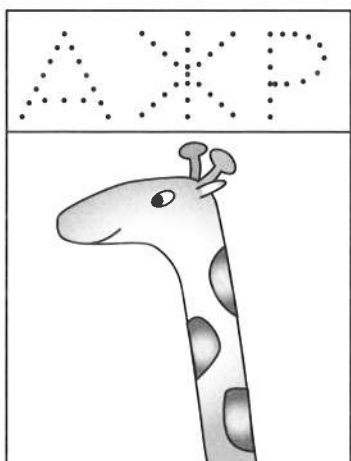
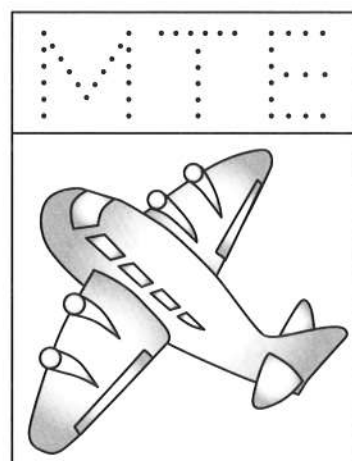
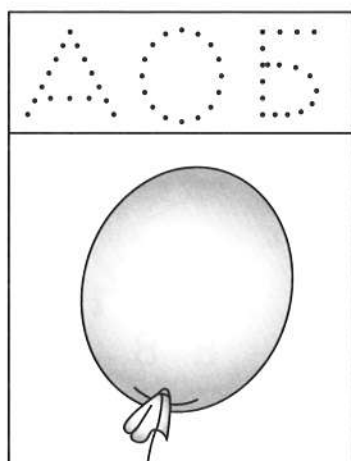
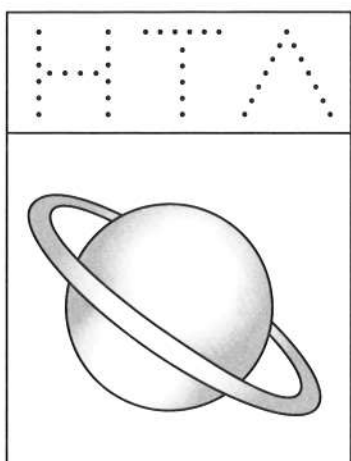
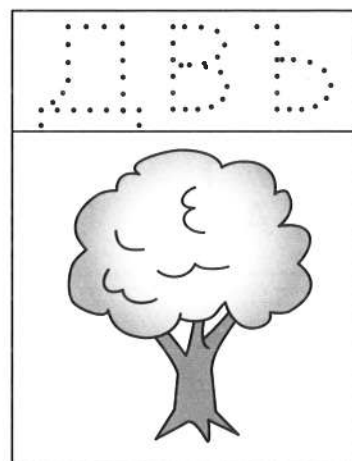
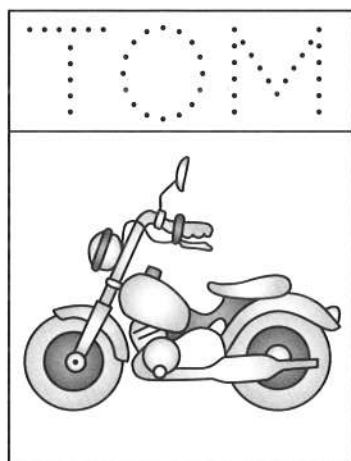
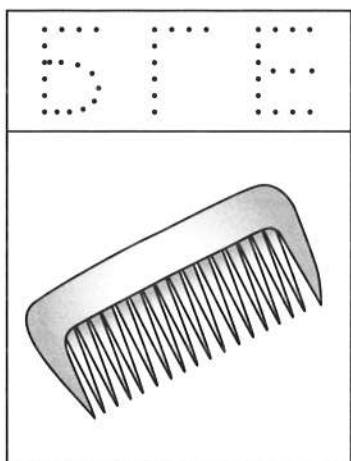
Г



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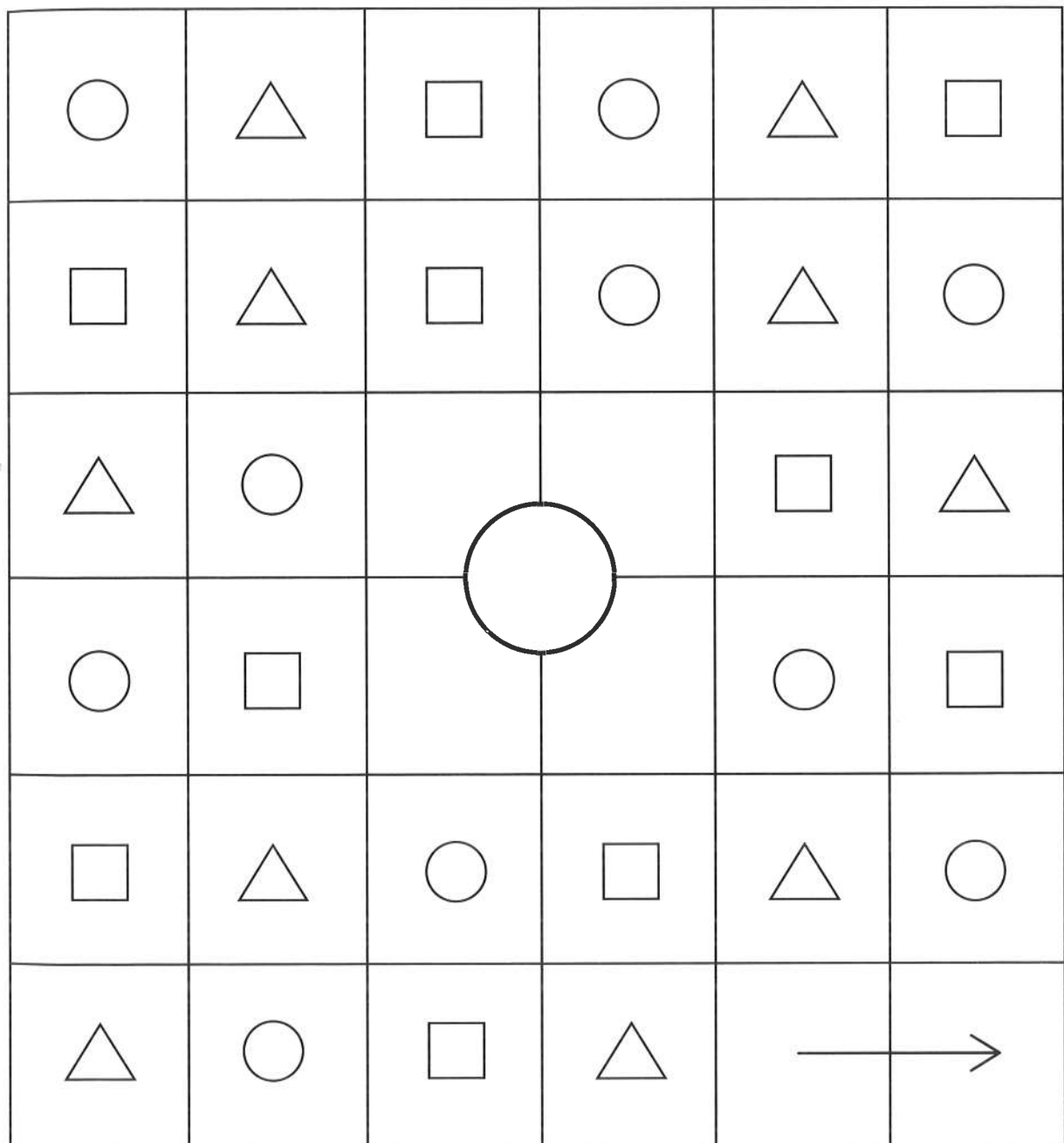
Буквено разпознаване

Напиши буквата на предпоследния звук от името на всяка от картинките.



Знакова последователност 2

Очертай пътя от входа до изхода на лабиринта, като спазиш показаната последователност (○ □ △) и преминеш през всички фигури от мрежата. Внимание: входът е в средата.



Зрителна точност – картини

Разгледай внимателно звездичките. Определи мястото на всяка от тях в рамките, като оградиш цифрата, която съответства на номера ѝ на цифровия ред под избраната рамка.



1 2 3 4 5
6 7 8 9 10



1 2 3 4 5
6 7 8 9 10



1 2 3 4 5
6 7 8 9 10



1 2 3 4 5
6 7 8 9 10



1 2 3 4 5
6 7 8 9 10



1



2



3



4



5



6



7



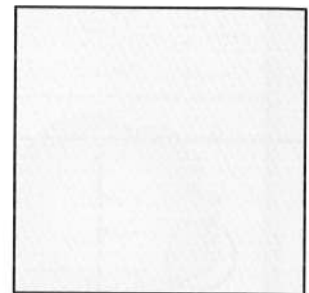
9



8



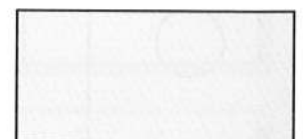
10



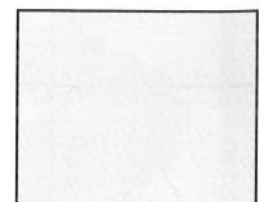
1 2 3 4 5
6 7 8 9 10



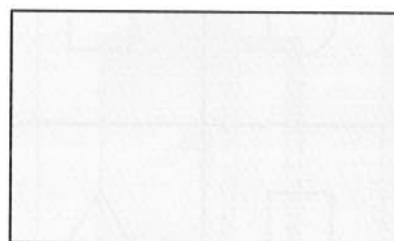
1 2 3 4 5
6 7 8 9 10



1 2 3 4 5
6 7 8 9 10



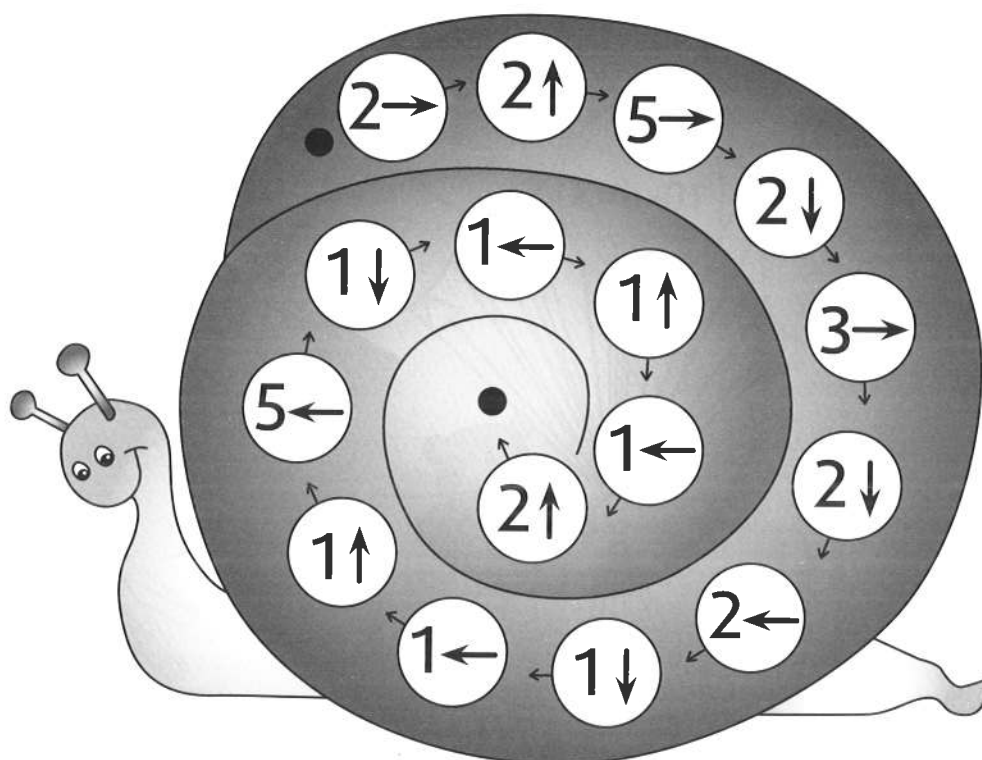
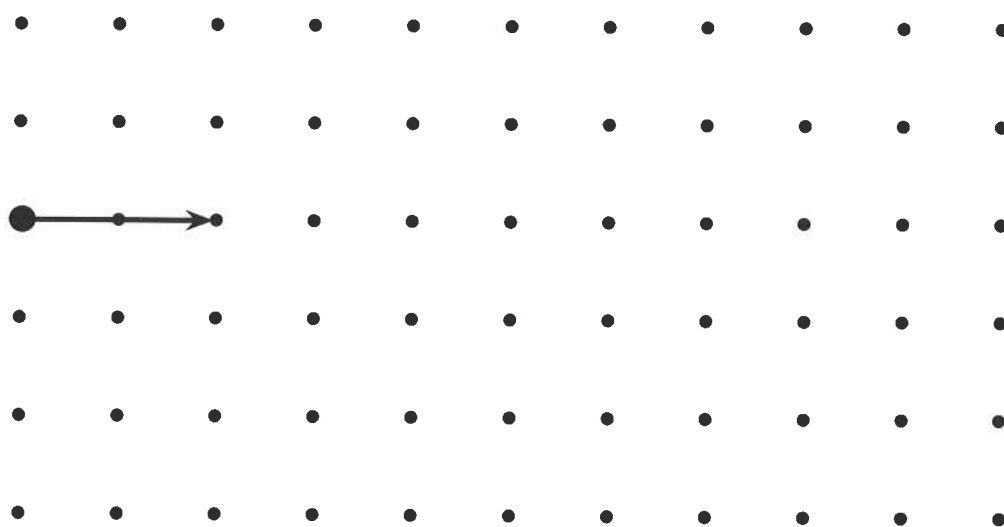
1 2 3 4 5
6 7 8 9 10



1 2 3 4 5
6 7 8 9 10

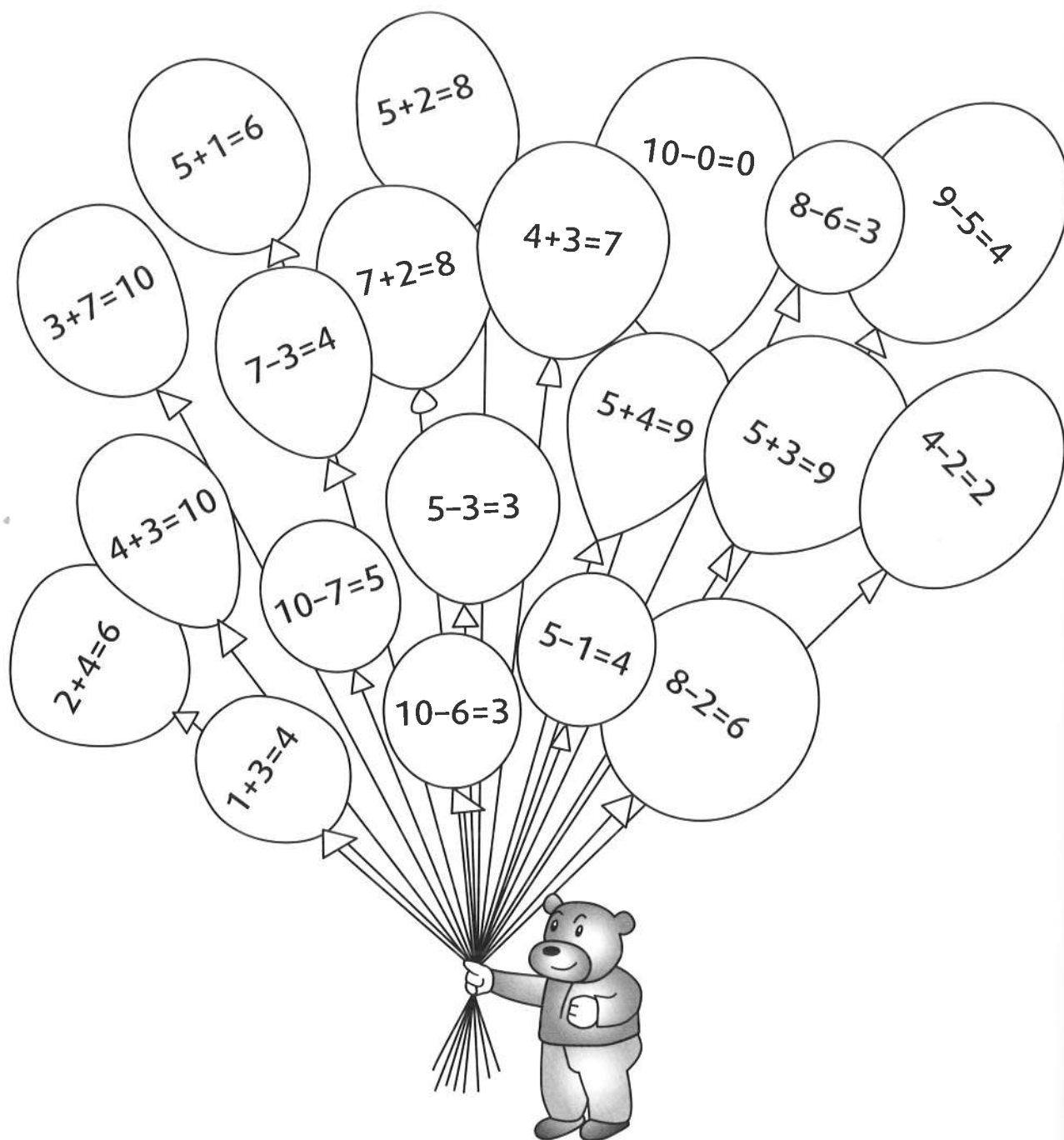
Ориентиране в мрежа 1

Следвай знаците от къщичката на охлюва, като свързваш посочения брой точки с черти и спазваш посоките на стрелките. Започни от голямата точка.



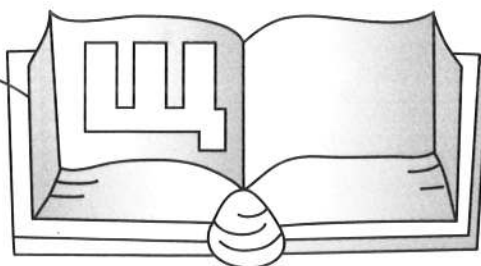
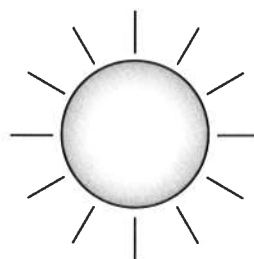
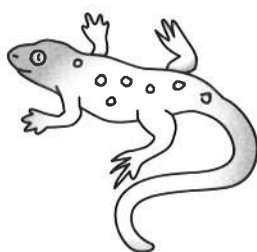
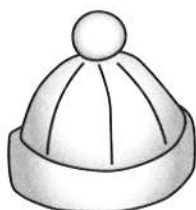
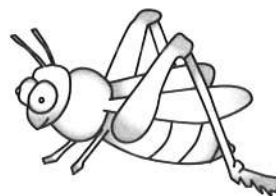
Аритметични действия 2

Мечо носи 20 балона. Оцвети балоните, в които сборът или разликата са верни.



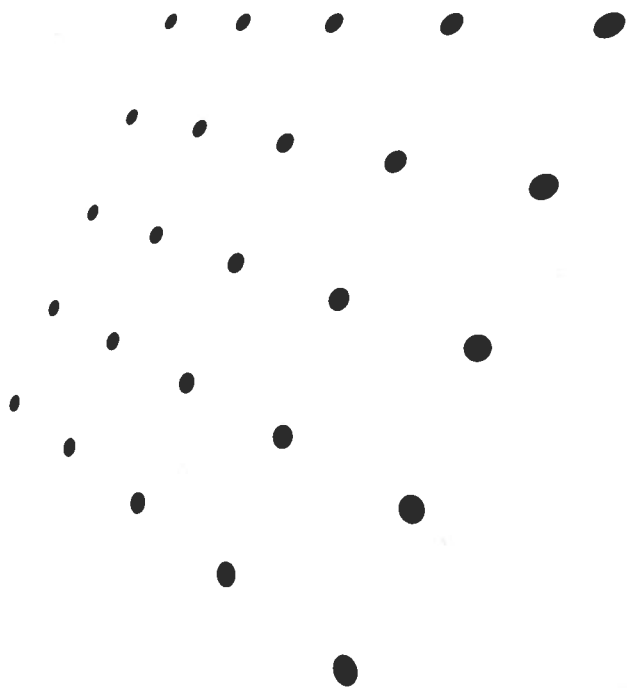
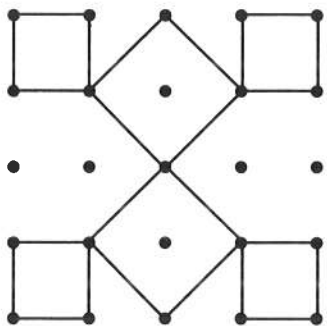
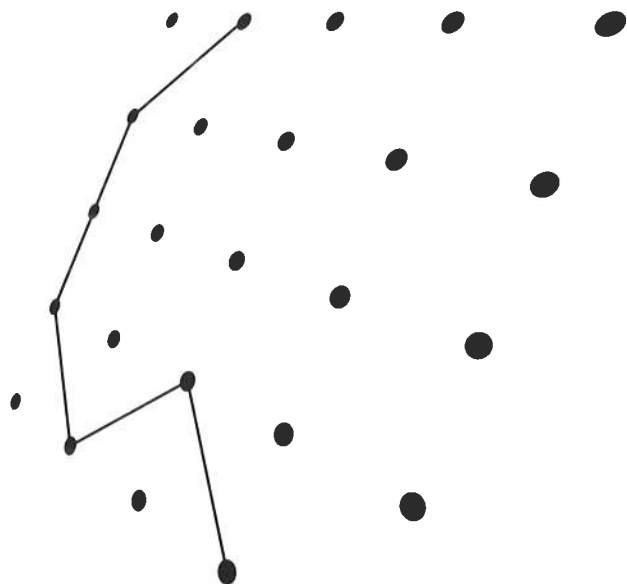
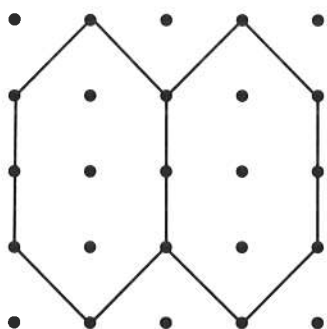
Звукосъчетания 1

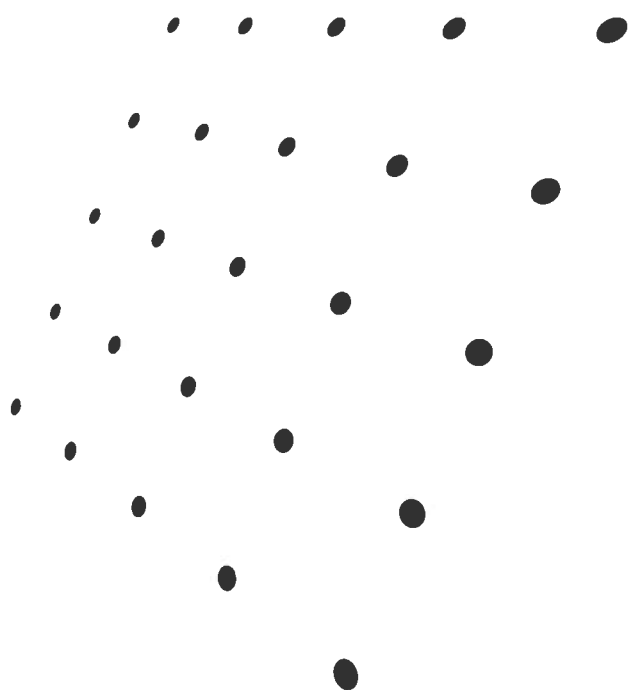
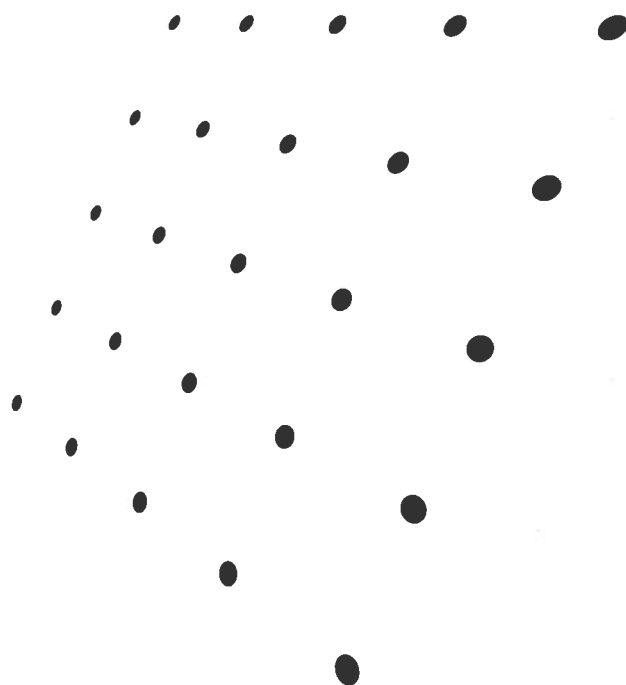
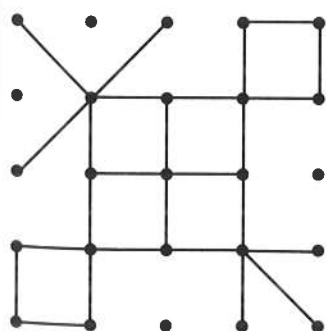
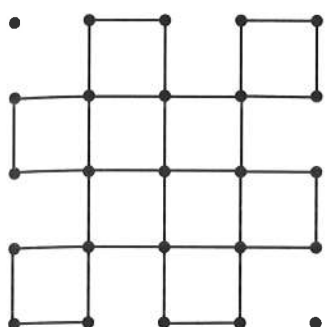
Нареди в книжката онези картинки, в имената на които чуваш Щ,
както е показано.

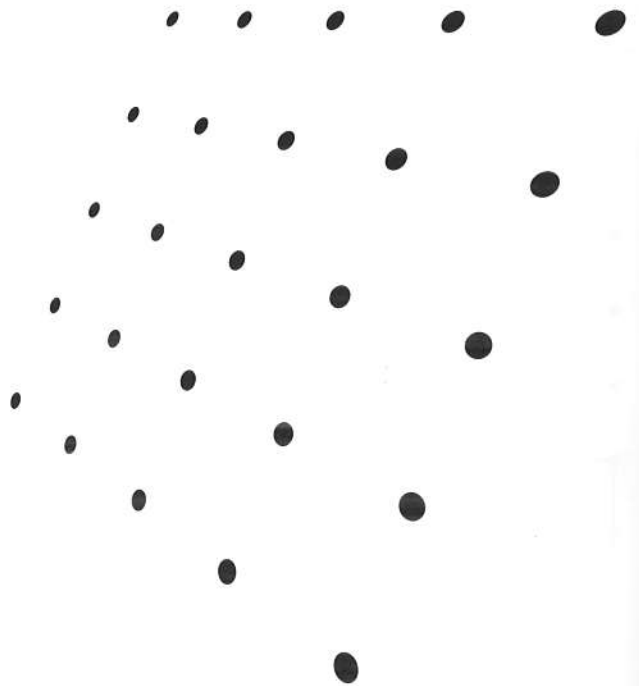
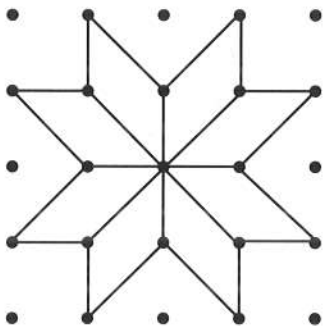
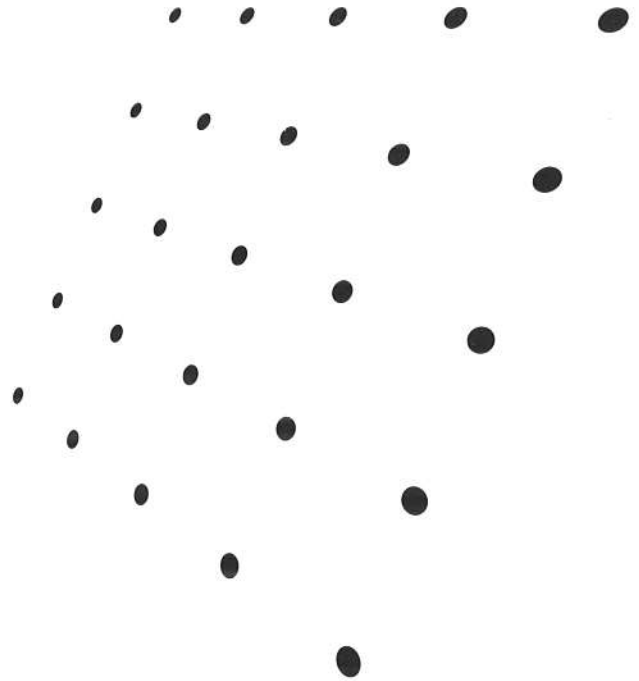
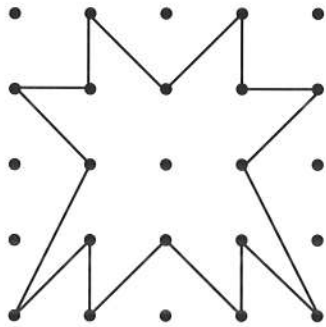


Пренасяне на фигури

Внимателно пренеси фигурата от малката мрежа вляво върху празната мрежа вдясно така, както е показано в образца.



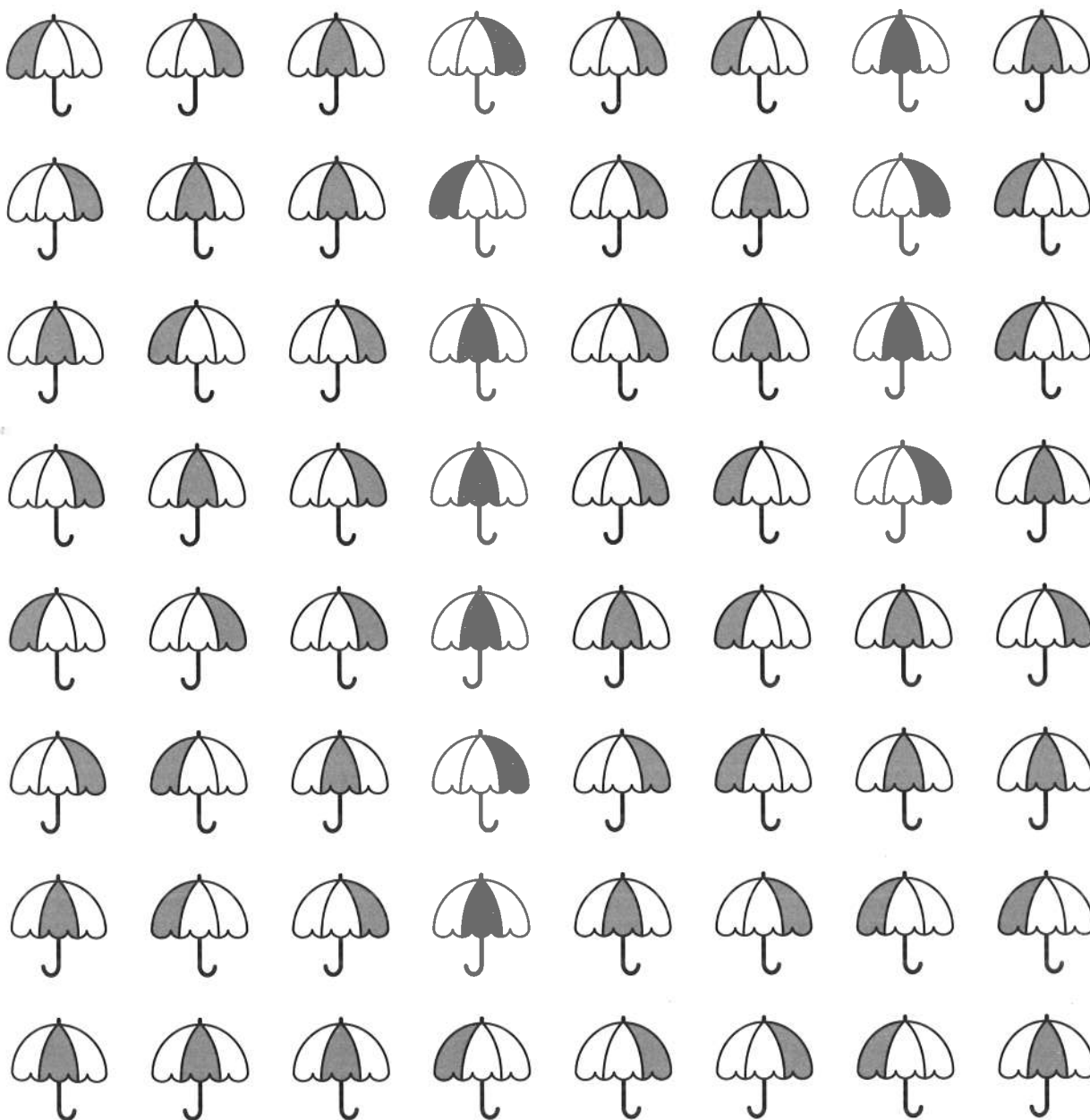




Концентрация на вниманието 2

Огради чадърчетата, които са напълно еднакви с образа така, както е показано. Работи бързо и внимателно!

Образец:



Огледално разпознаване 2

Определи кое животно се е огледало в огледалото и огради цифрата под него.



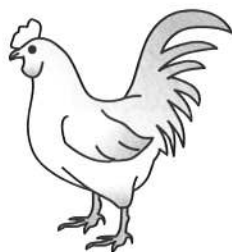
1



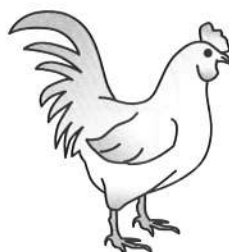
2



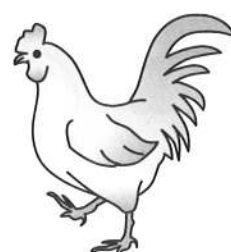
3



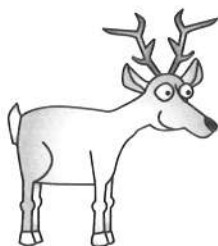
1



2



3



1



2



3





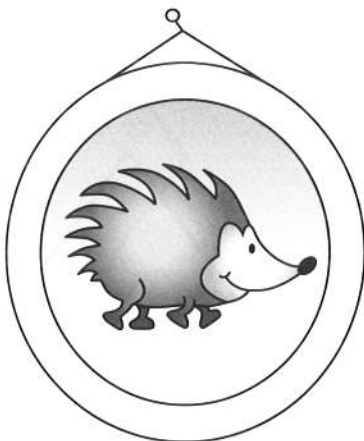
1



2



3



1



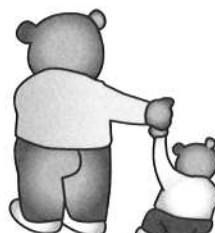
2



3



1



2



3



1



2

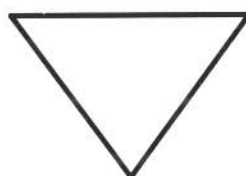
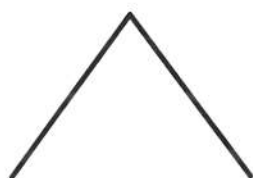
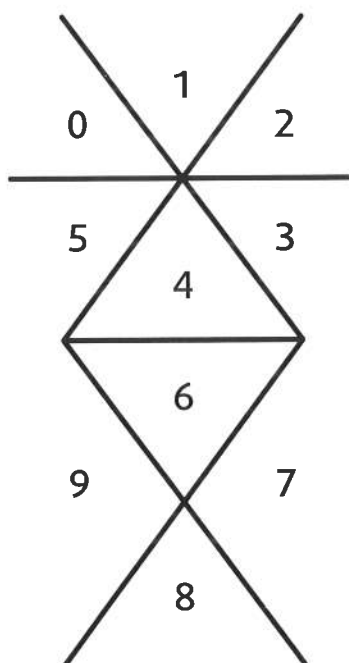
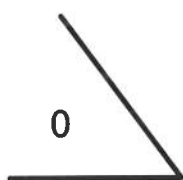


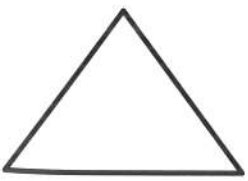
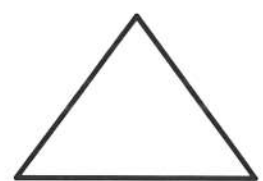
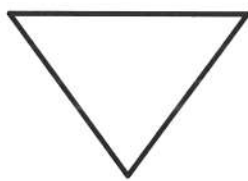
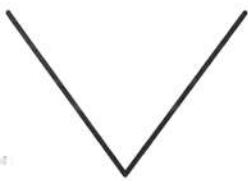
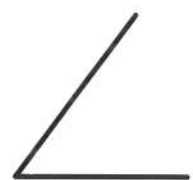
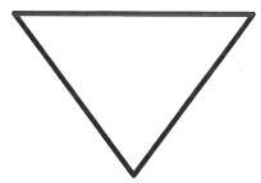
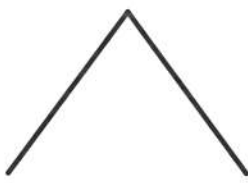
3

Наблюдателност 1

Частите на показаната фигура са означени с цифри от 0 до 9. Означи отделните части със съответната цифра, както е показано с първите две части.

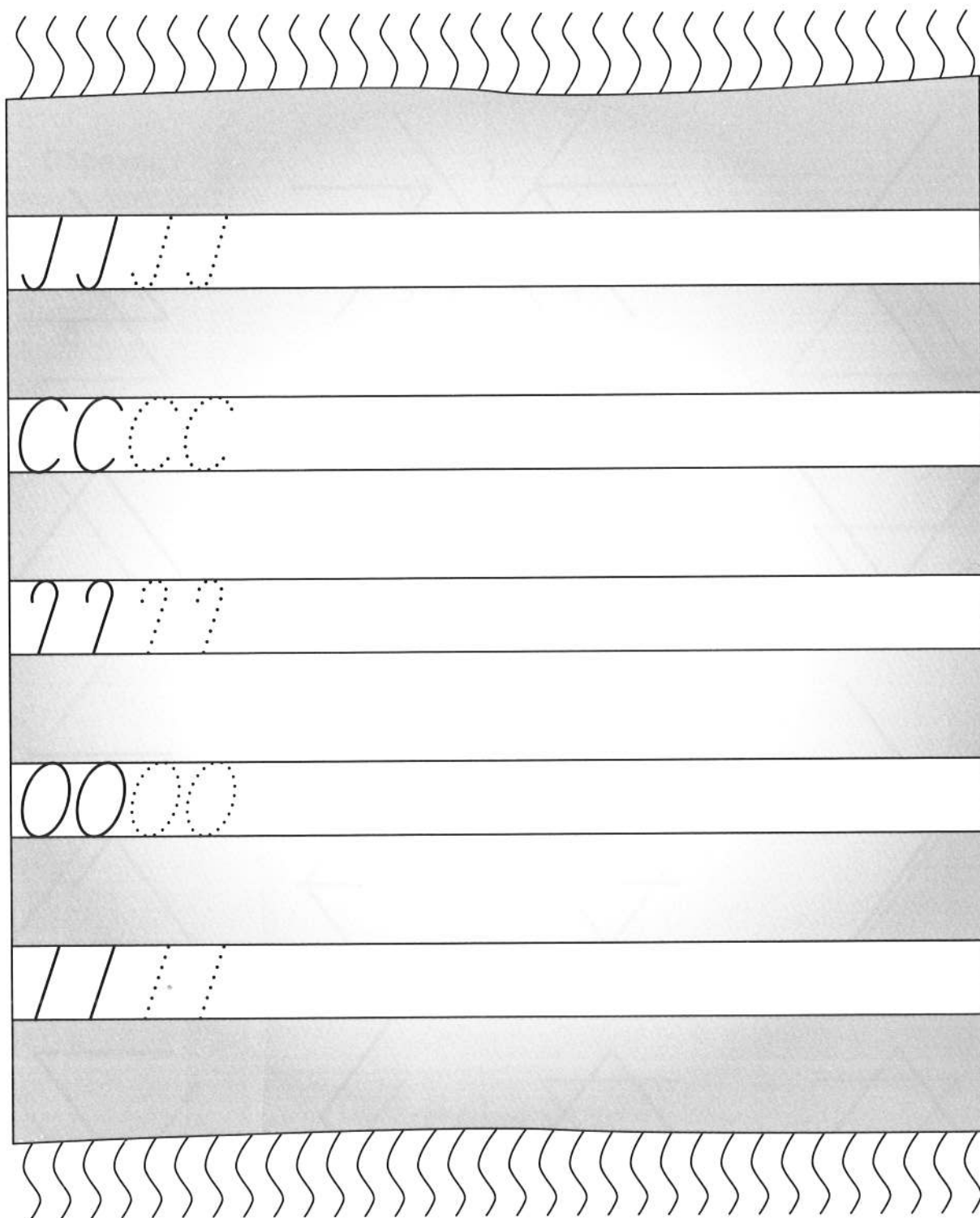
Образец:





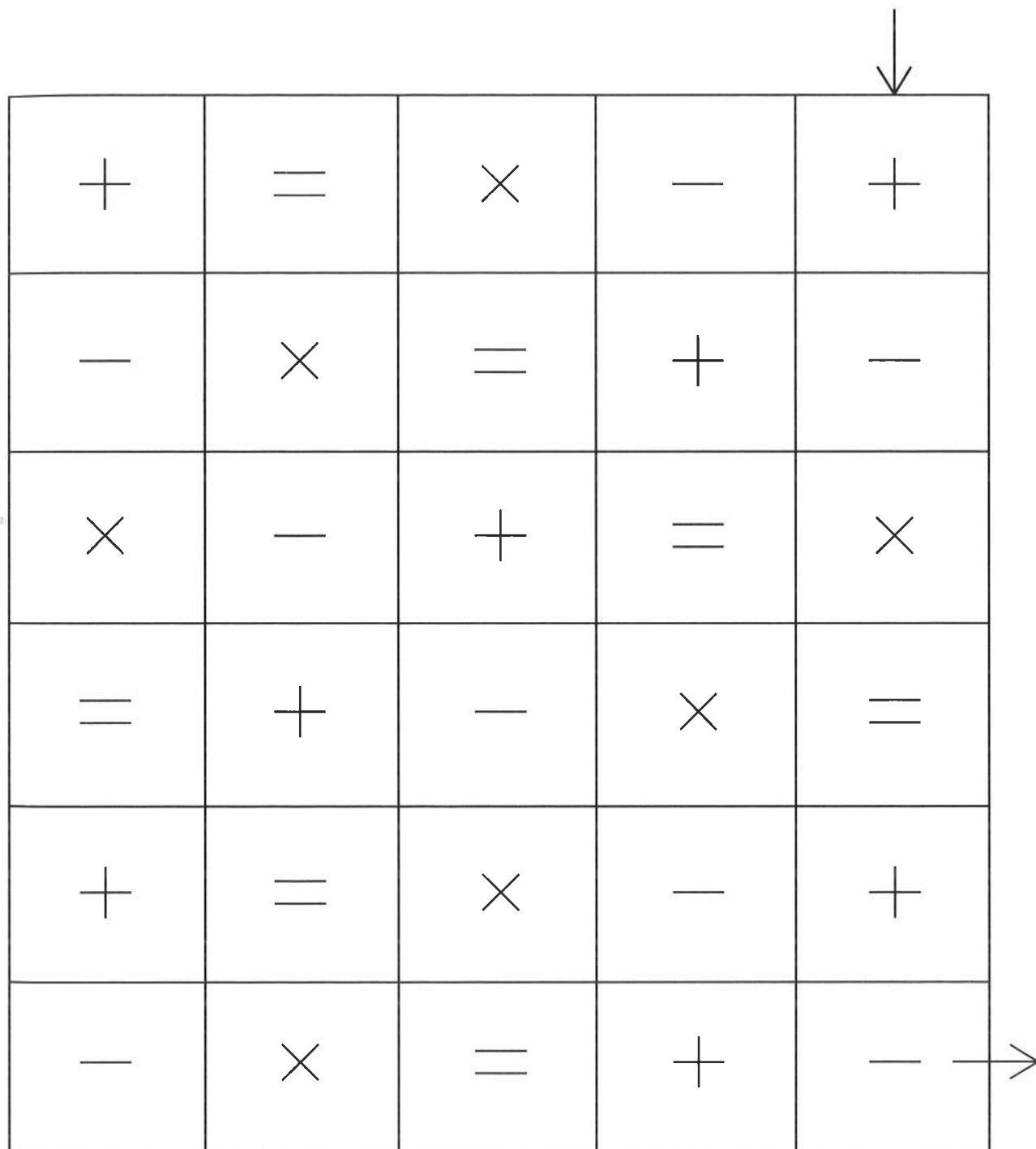
Подготовка за писане 1

Дорисувай украсата на килимчето с показаните елементи.



Знакова последователност 3

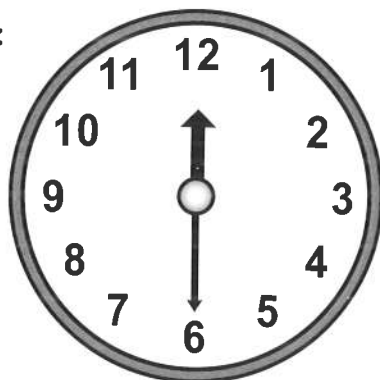
Очертай пътя от входа до изхода на лабиринта, като спазиш показаната последователност (+ − × =) и преминеш през всички фигури от мрежата.



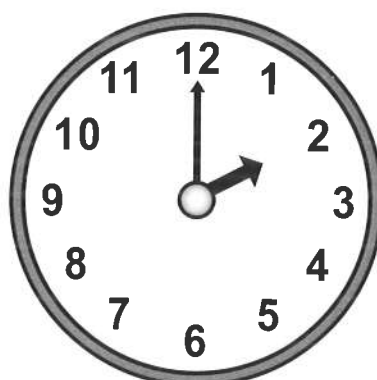
Разпознаване на време 2

Номерирай последователността на часовниците от 1 до 12, като следиш стрелката да е през 30 минути и започнеш от 12:30, както е показано в образца.

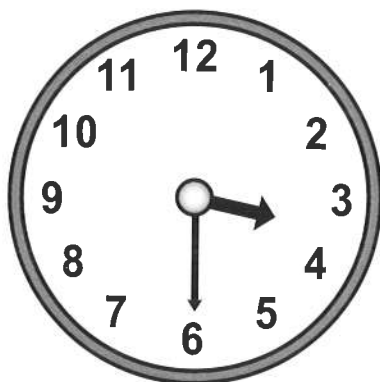
Образец:



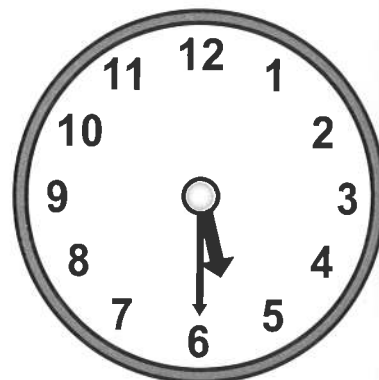
① 2 3 4 5 6 7
8 9 10 11 12



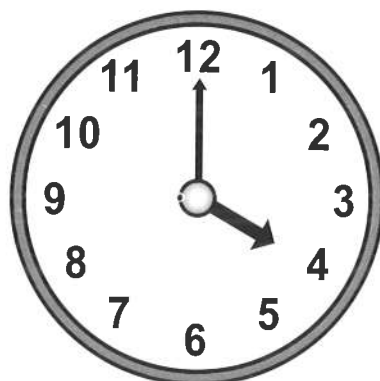
1 2 3 4 5 6 7
8 9 10 11 12



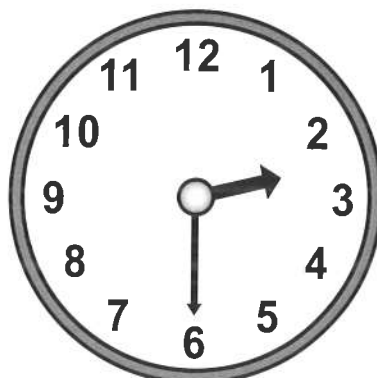
1 2 3 4 5 6 7
8 9 10 11 12



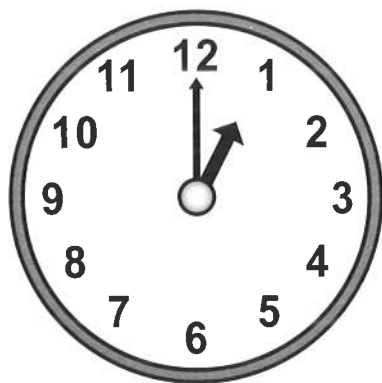
1 2 3 4 5 6 7
8 9 10 11 12



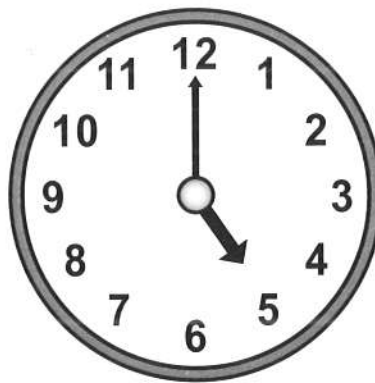
1 2 3 4 5 6 7
8 9 10 11 12



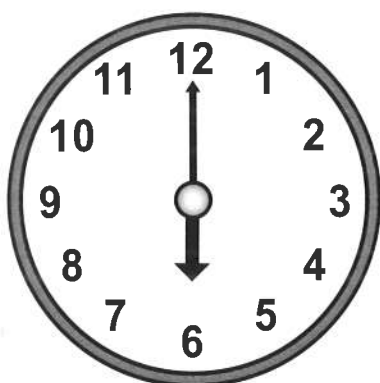
1 2 3 4 5 6 7
8 9 10 11 12



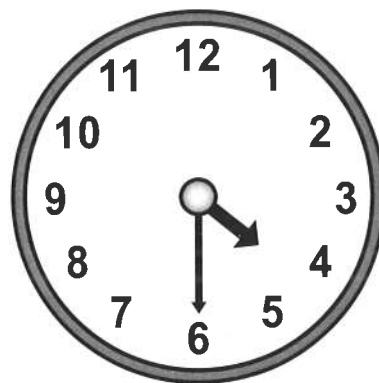
1 2 3 4 5 6 7
8 9 10 11 12



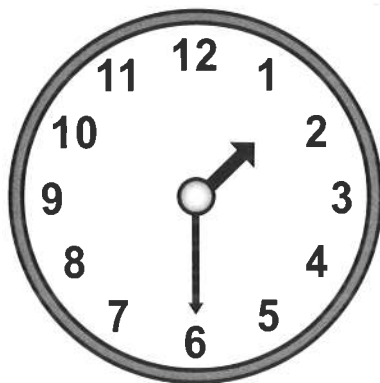
1 2 3 4 5 6 7
8 9 10 11 12



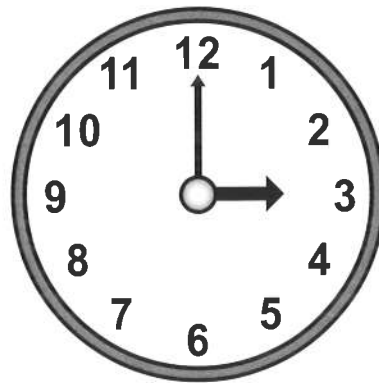
1 2 3 4 5 6 7
8 9 10 11 12



1 2 3 4 5 6 7
8 9 10 11 12



1 2 3 4 5 6 7
8 9 10 11 12



1 2 3 4 5 6 7
8 9 10 11 12

Мислено картинно подреждане 2

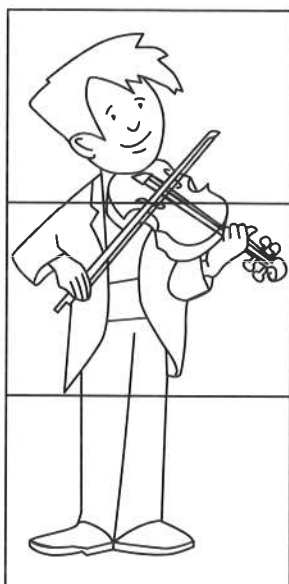
Огради онези букви до всяка цяла картинка, които показват парчетата, от които е съставена.

А Б В Г Д Е



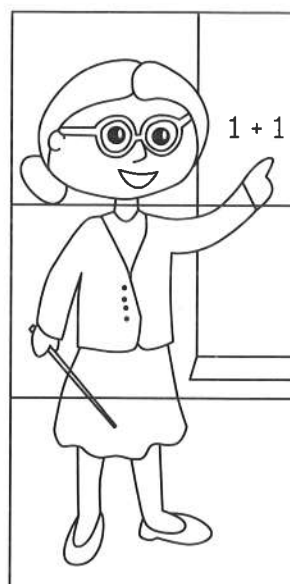
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А Б В Г Д Е



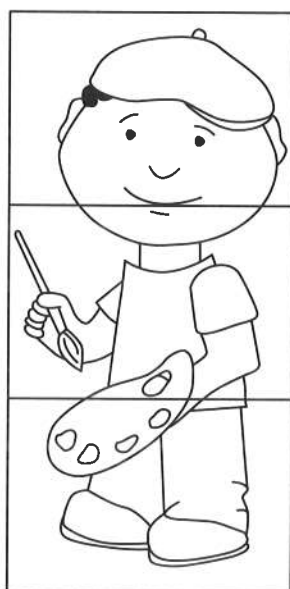
Ж
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П
Р
С

А Б В Г Д Е



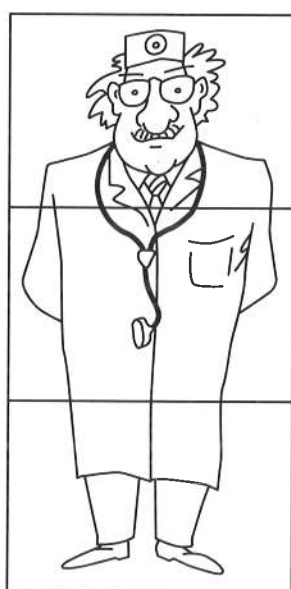
Ж
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С

А Б В Г Д Е



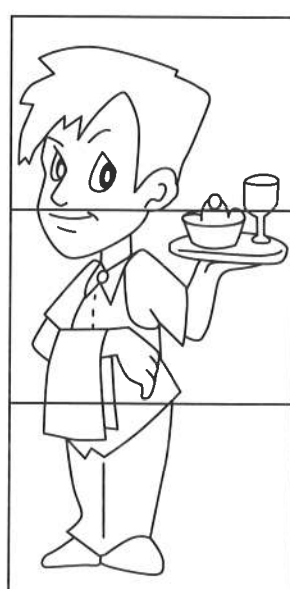
Ж
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Р
С

А Б В Г Д Е

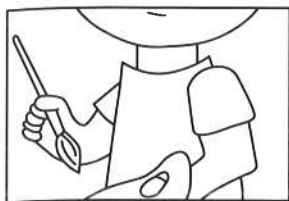


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А Б В Г Д Е



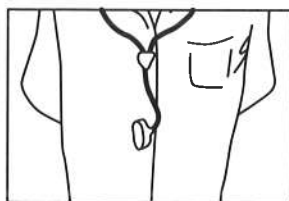
Ж
З
И
Й
К
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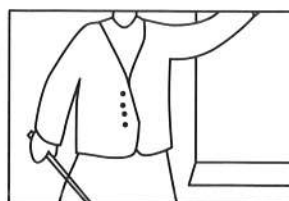
А



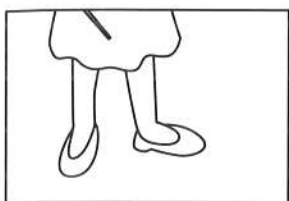
Б



В



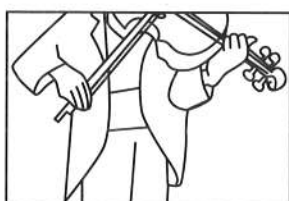
Г



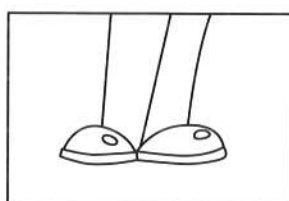
Д



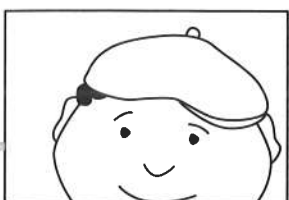
Е



Ж



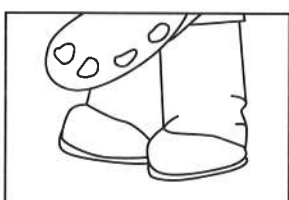
З



И



Й



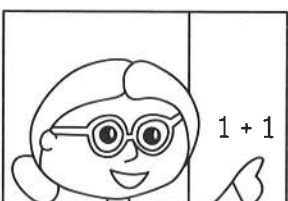
К



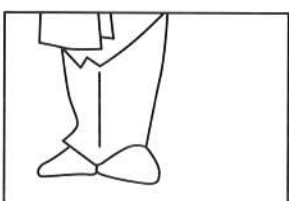
Л



М



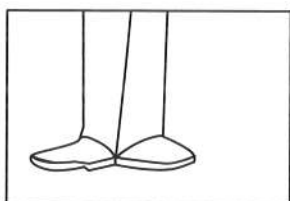
Н



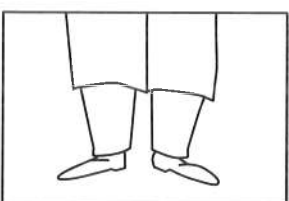
О



П



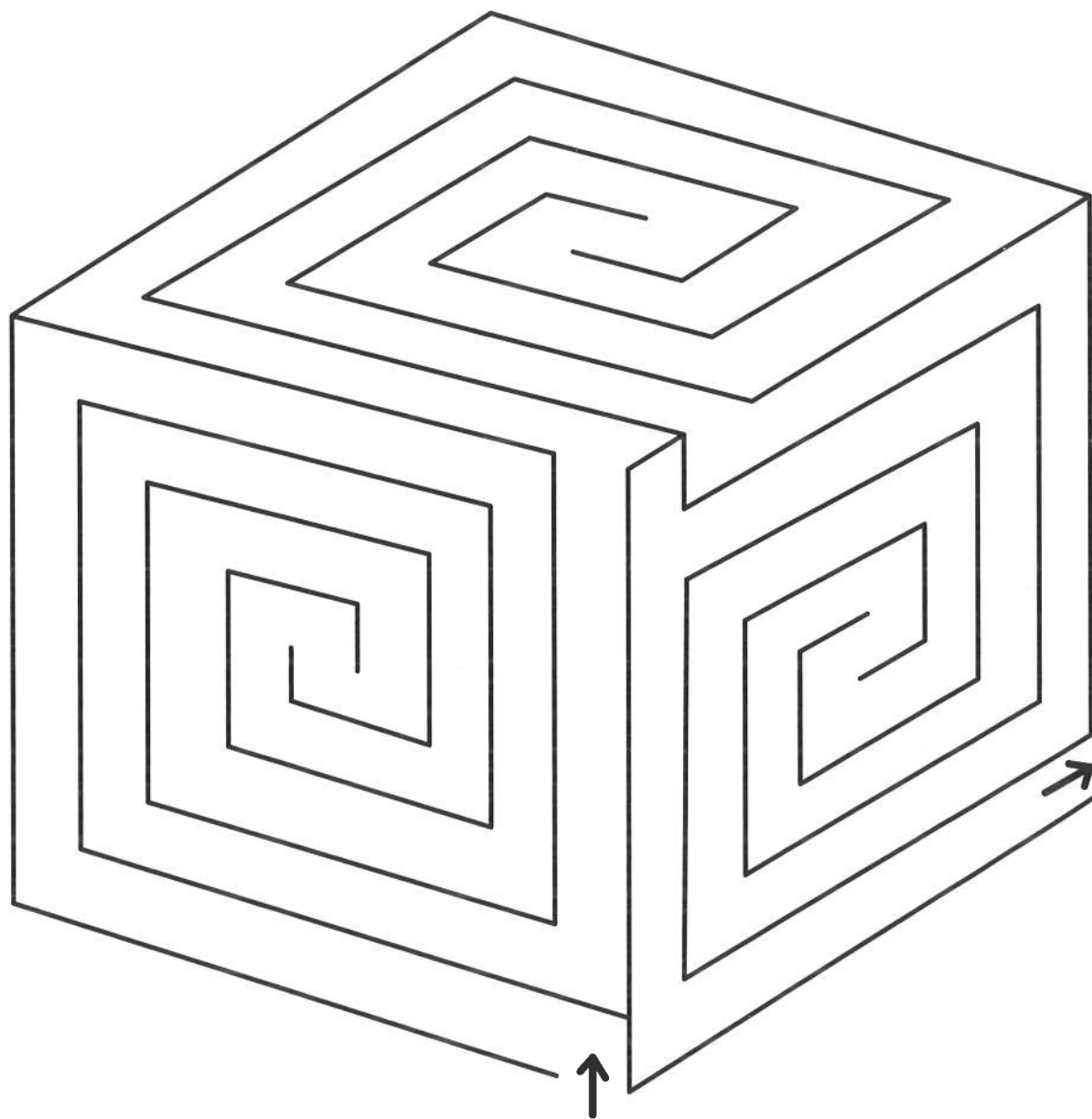
Р



С

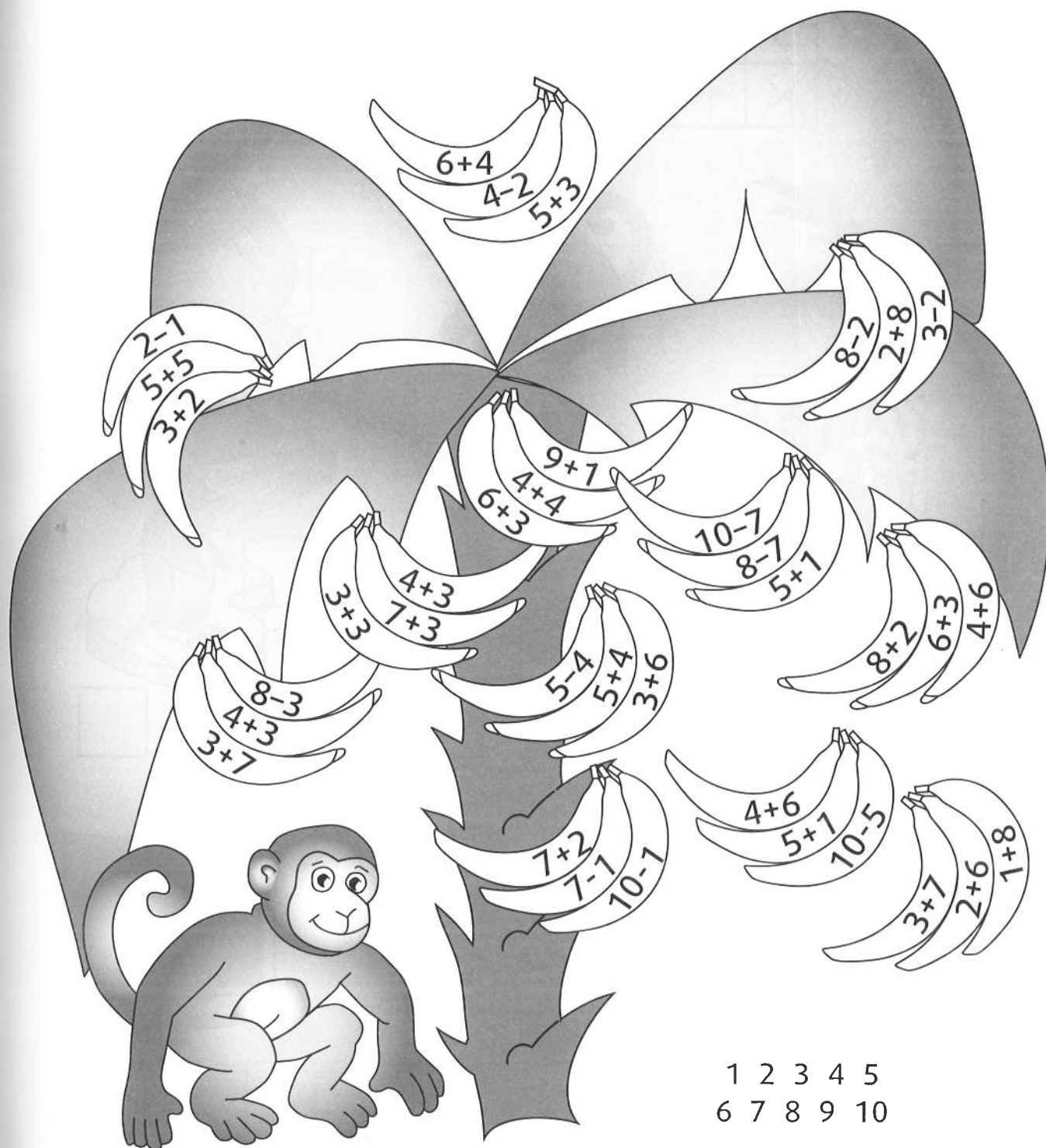
Фина моторика 3

Очертай пътя от стрелката на входа до стрелката на изхода на куба с плавна, непрекъсната линия, като минеш през всички коридори и се стараеш да не докосваш или пресичаш стените им.



Аритметични действия 3

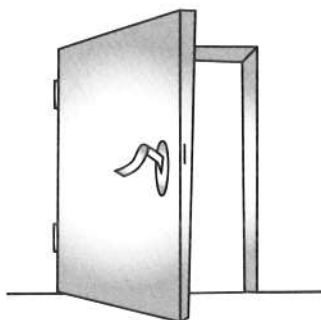
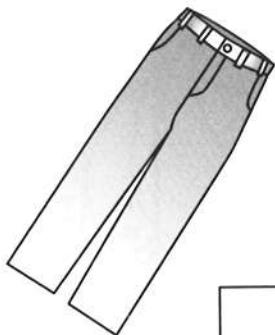
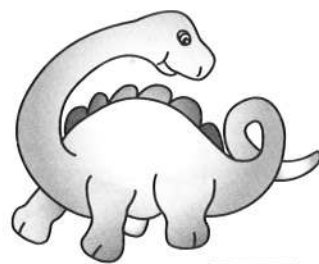
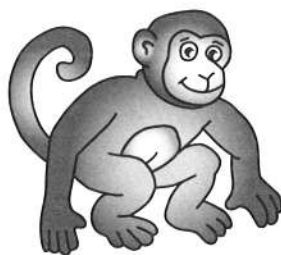
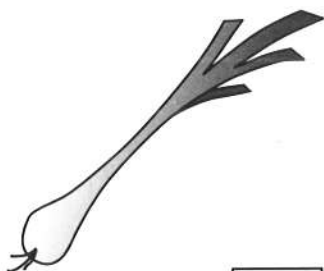
Нахрани маймунката с бананите, които правят сбор 10. Оцвети ги и огради цифрата, която е равна на техния общ брой.

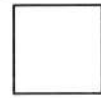
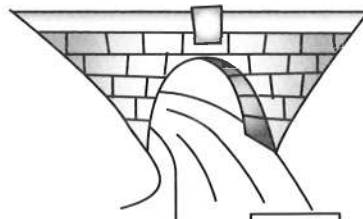
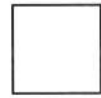
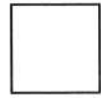
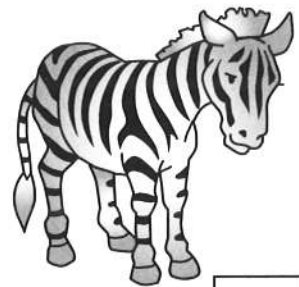
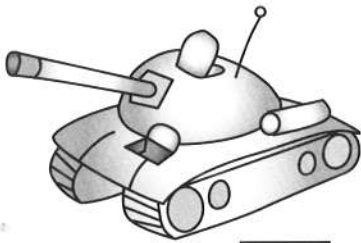
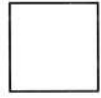
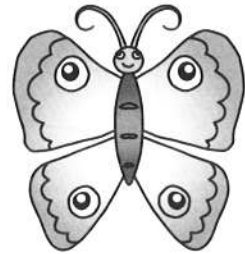
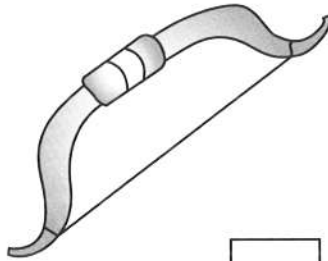
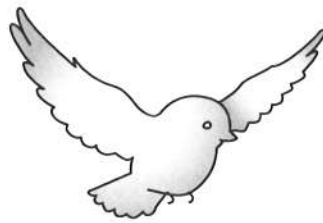
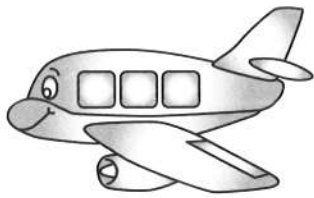


Звуково групиране

Нарисувай в празното прозорче под всяка картинка знака, който отговаря на броя на звуковете в името ѝ.

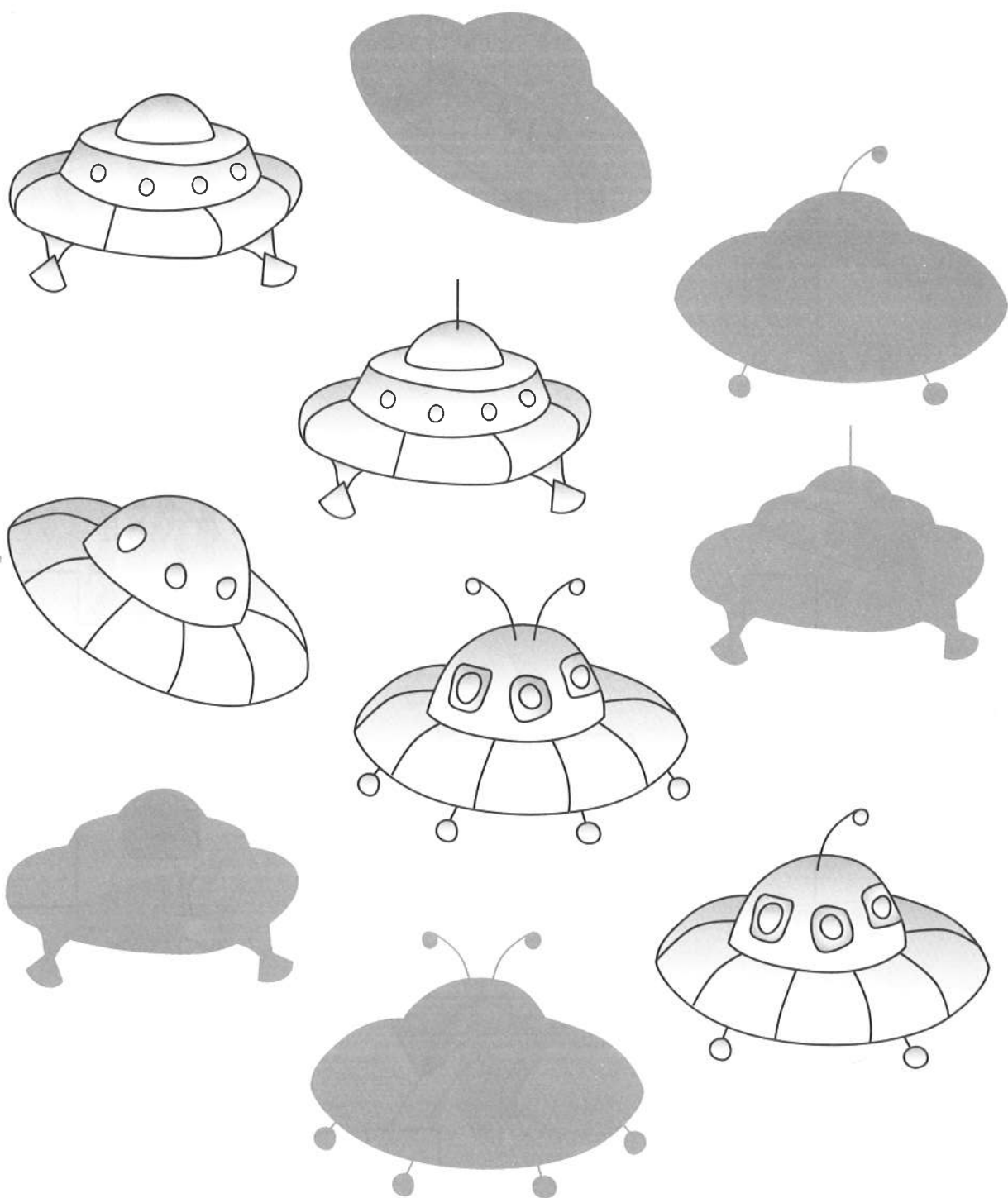
3	4	5	6	7	8	9	10
×	+	=	○	□	△	*	∠





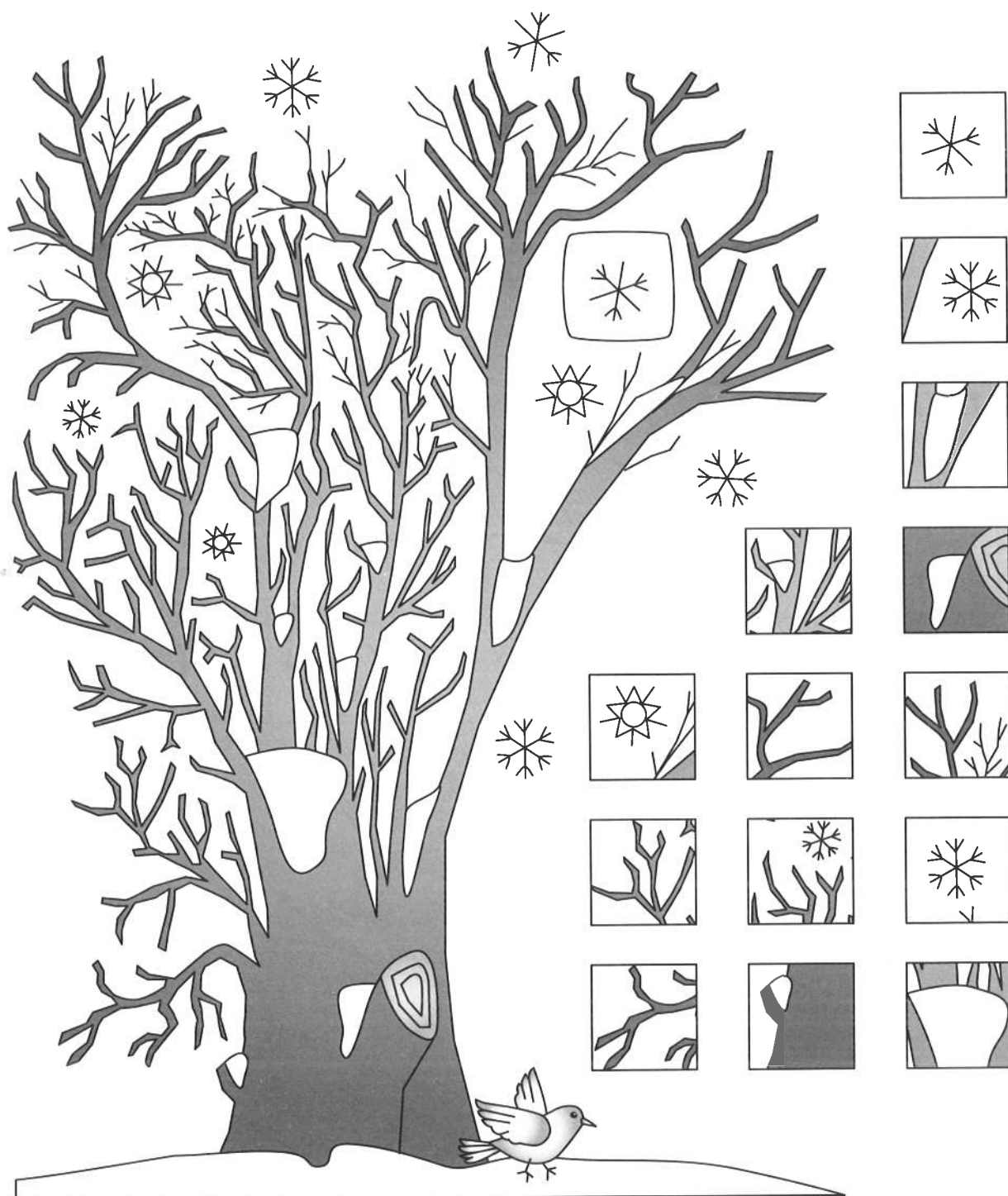
Предмет и сенки 3

Разгледай внимателно космическите кораби. Свържи с линия всеки космически кораб с неговата сянка.



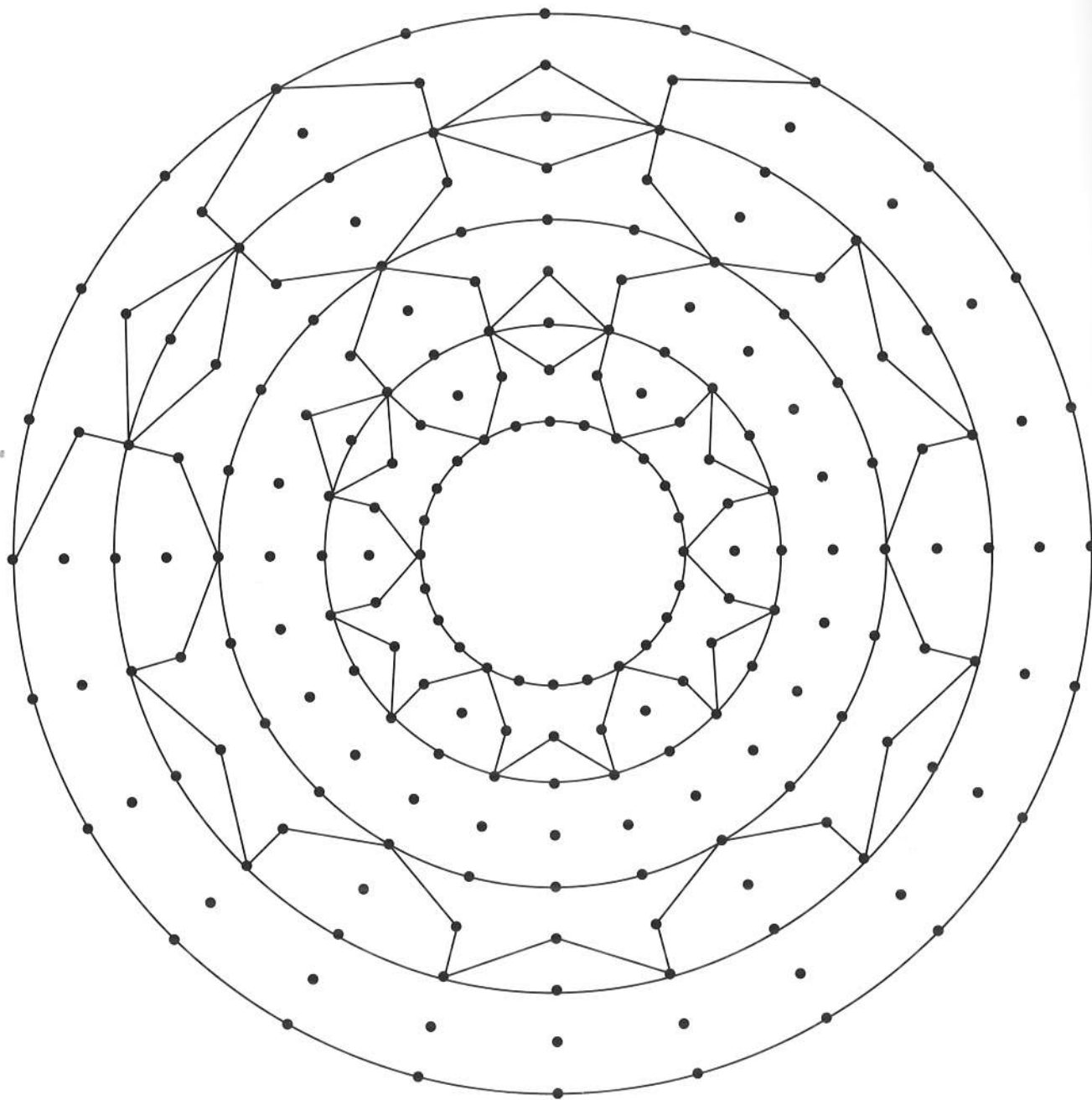
Търсене на скрити предмети 1

Намери дадените елементи и ги огради в картината, както е показано в образеца.



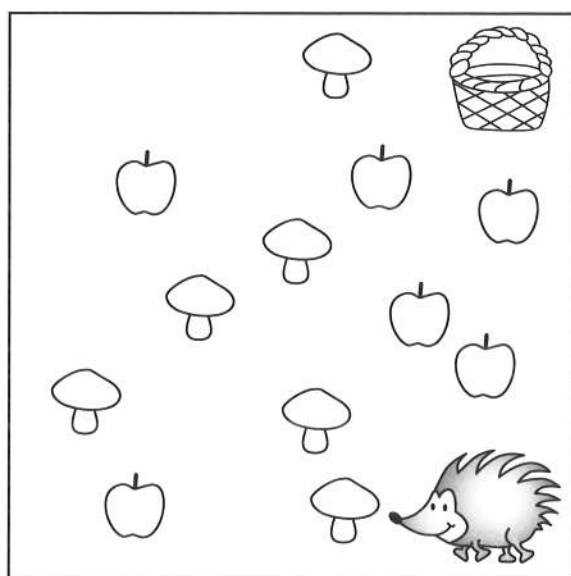
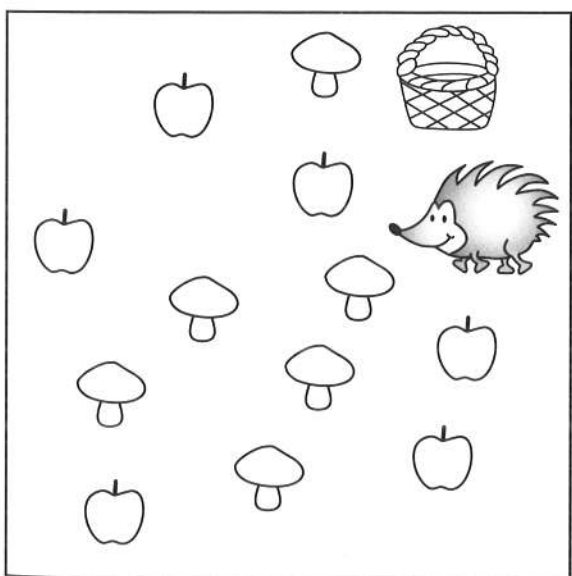
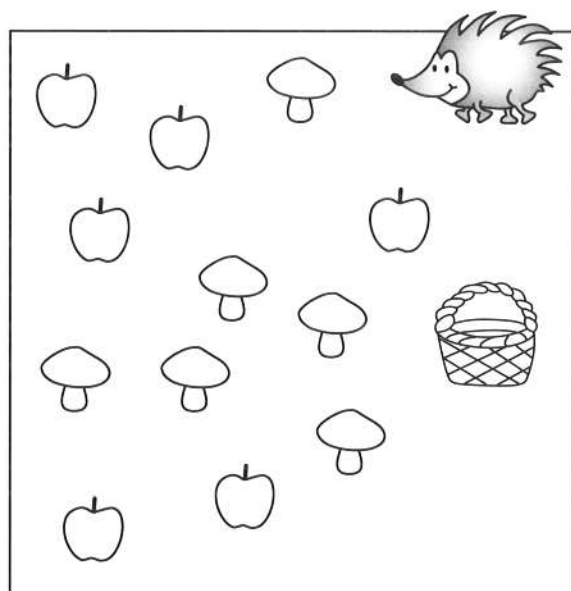
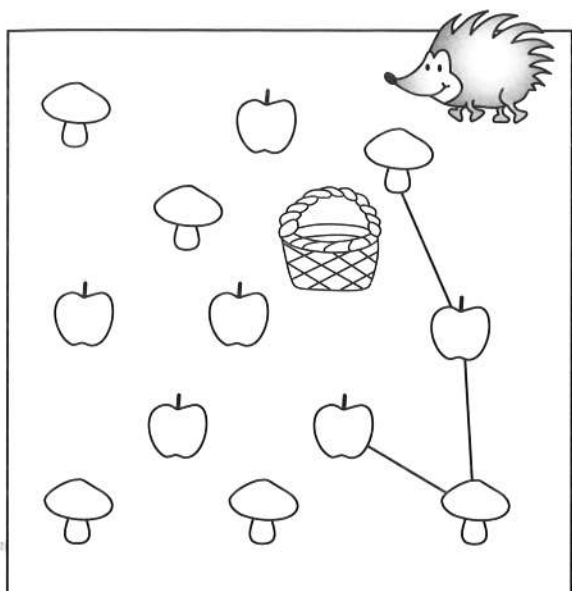
Мандала 2

Довърши украсата на кръговете, както е показано.



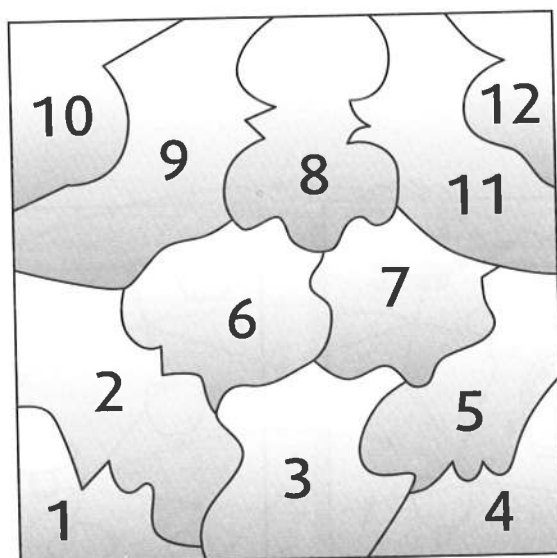
Устойчивост на вниманието

Очертай пътека от таралежа до кошницата, като преминеш през всички гъби и ябълки, без да пресичаш и да преминаваш два пъти по един и същ път. Започни от гъба и редувай с ябълка, както е показано в образца.



Мислено подреждане – пъзел 2

Намери мястото на всяко парче в правоъгълната рамка и огради съответната цифра под него.



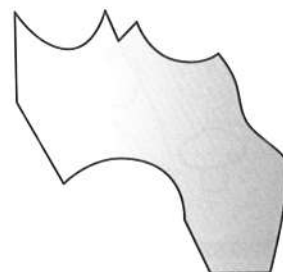
1 2 3 4 5 6 7
8 9 10 11 12



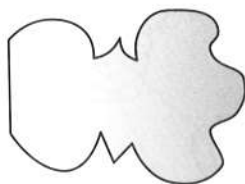
1 2 3 4 5 6 7
8 9 10 11 12



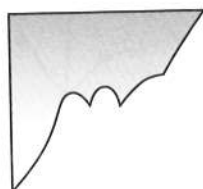
1 2 3 4 5 6 7
8 9 10 11 12



1 2 3 4 5 6 7
8 9 10 11 12



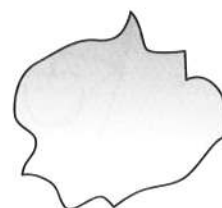
1 2 3 4 5 6 7
8 9 10 11 12



1 2 3 4 5 6 7
8 9 10 11 12



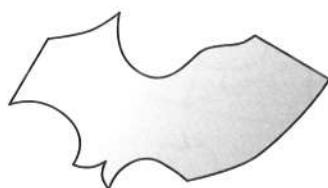
1 2 3 4 5 6 7
8 9 10 11 12



1 2 3 4 5 6 7
8 9 10 11 12



1 2 3 4 5 6 7
8 9 10 11 12



1 2 3 4 5 6 7
8 9 10 11 12



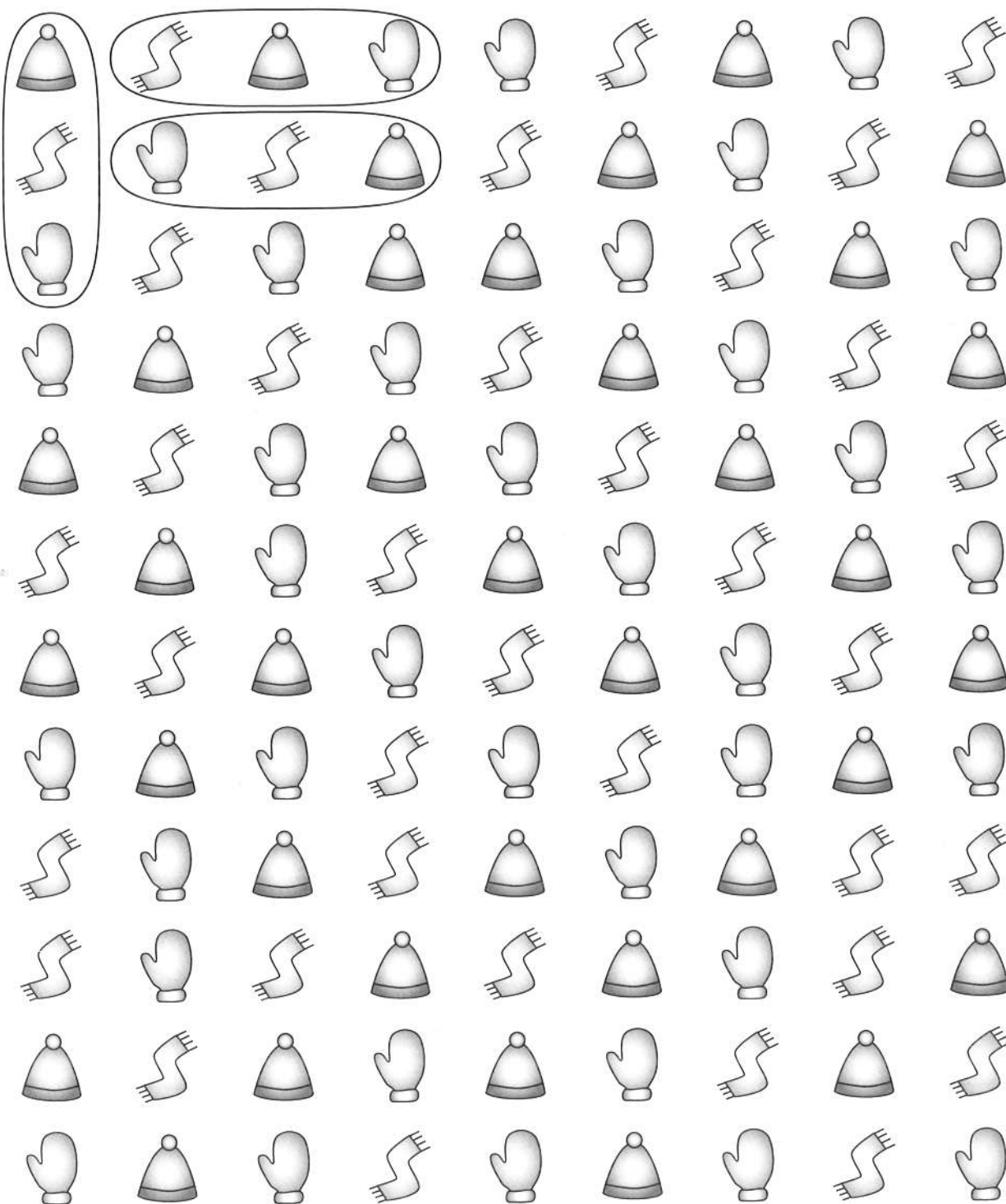
1 2 3 4 5 6 7
8 9 10 11 12



1 2 3 4 5 6 7
8 9 10 11 12

Планиране

Огради всички предмети шапка, шал, ръкавица в групи по три, както е показано в образца.



Аритметика – моливи

Помогни на момчето да подреди разпилените моливи в правилната кутия, като решиш задачите и свържеш, както е показано.



$$8 - 2 =$$

$$2 + 3 =$$

$$2 + 7 =$$

$$4 + 5 =$$

$$2 + 5 =$$

$$9 - 2 =$$

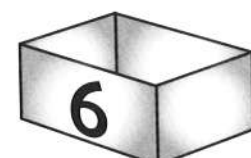
$$3 + 5 =$$

$$5 - 2 =$$

$$1 + 3 =$$

$$5 - 1 =$$

$$6 + 4 =$$



$$1 + 2 =$$

$$3 + 7 =$$

$$2 + 4 =$$

$$3 + 4 =$$

$$10 - 1 =$$

$$2 + 6 =$$

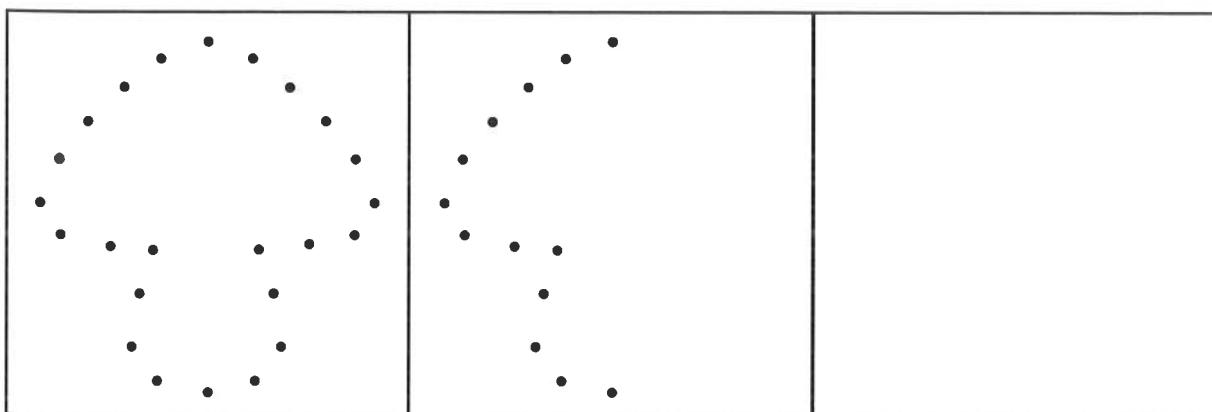
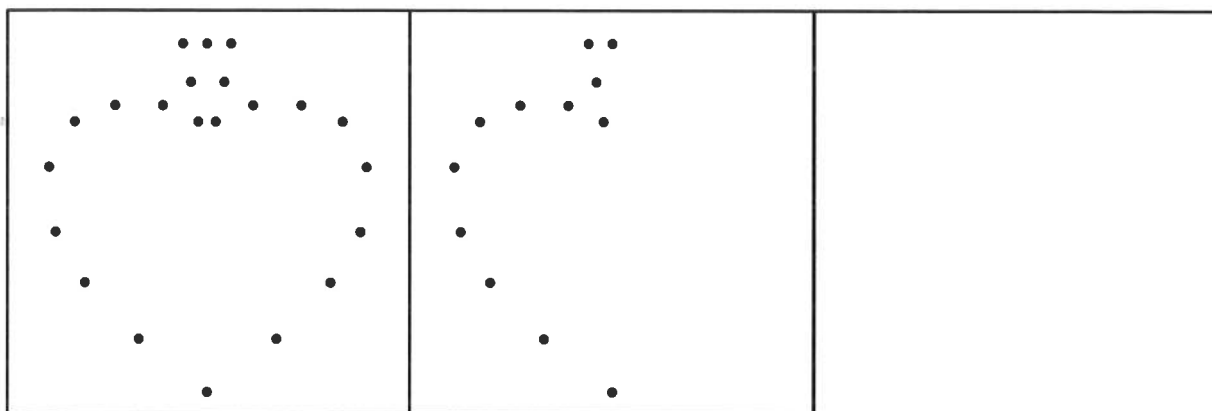
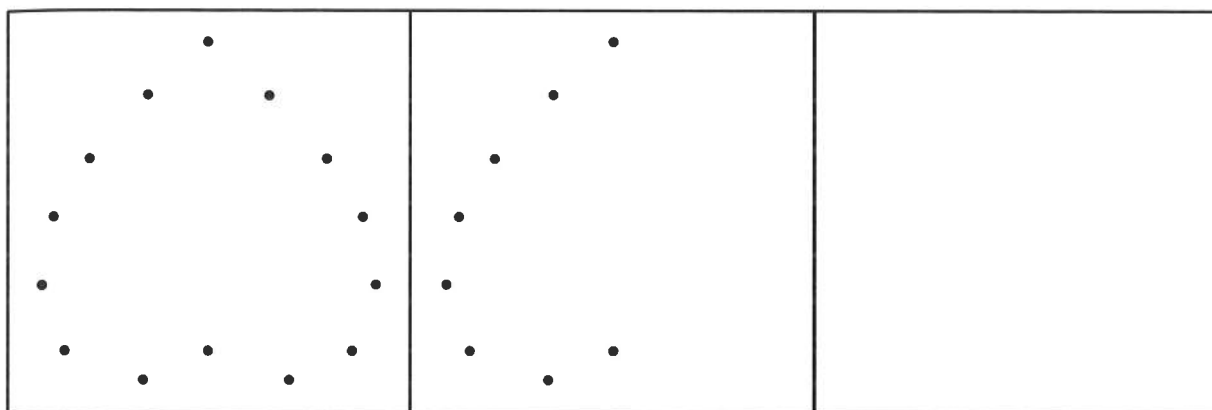
$$7 - 2 =$$

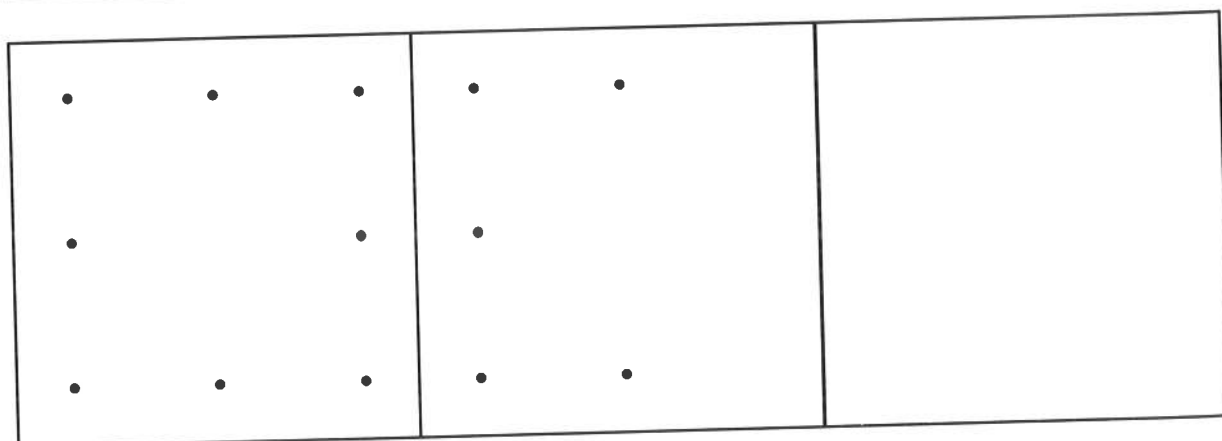
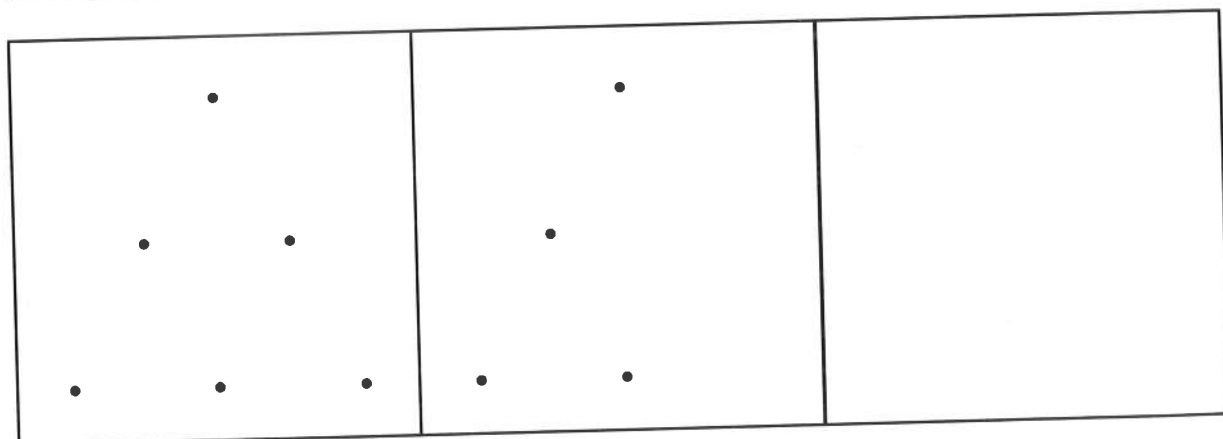
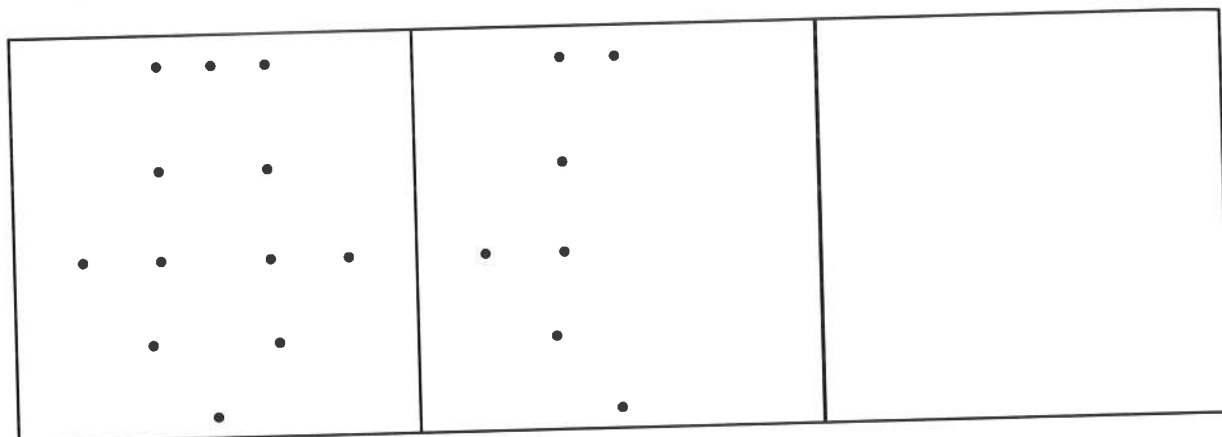
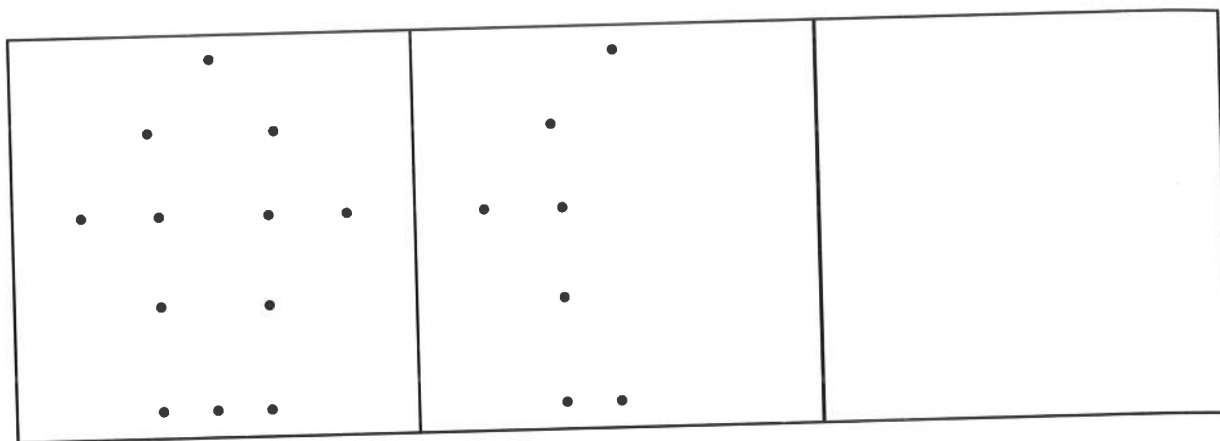
$$4 + 3 =$$

$$3 + 7 =$$

Фигура от точки

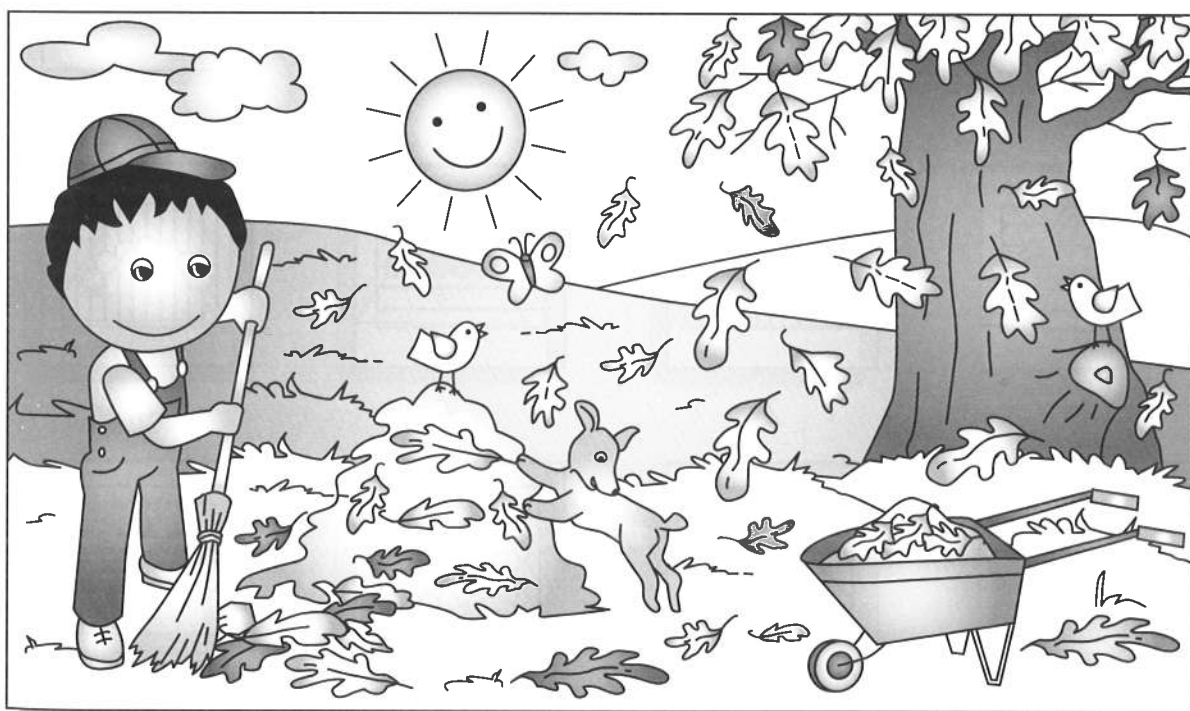
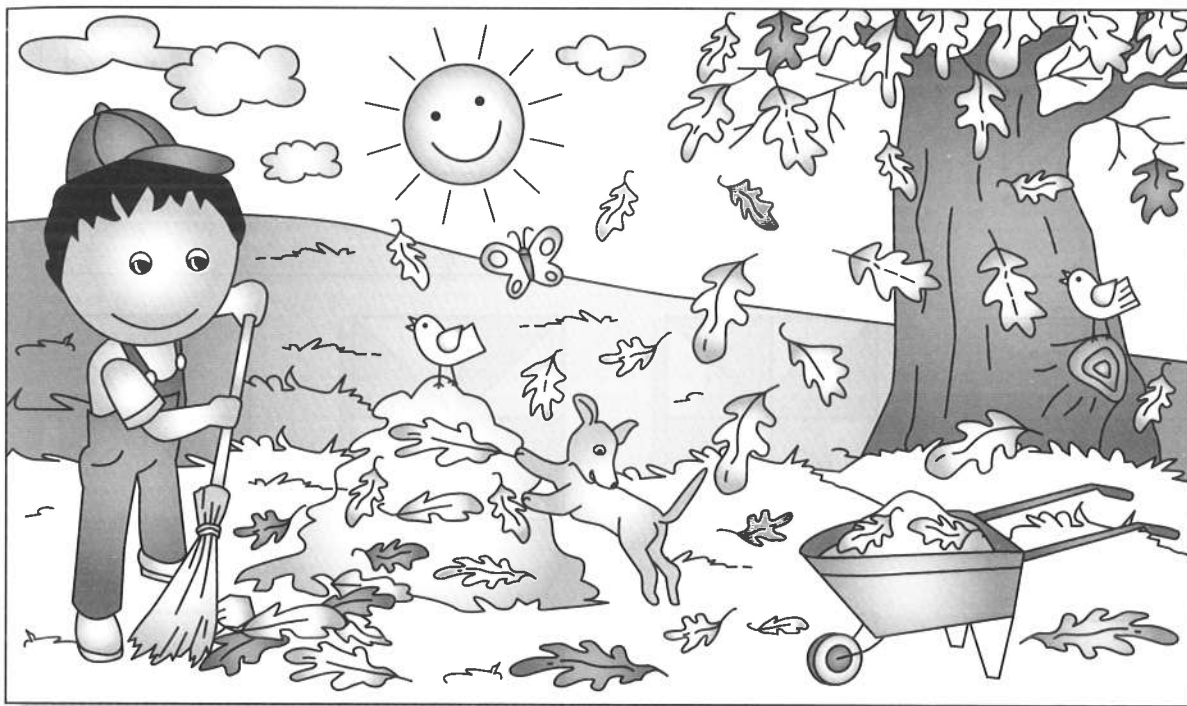
Дорисувай огледалната половина на фигурата от точки, която ти е показана отляво, в средното прозорче. Прерисувай цялата фигура от точки в празното прозорче отдясно.





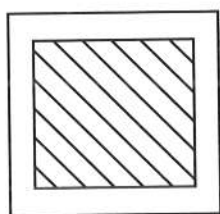
Откриване на разлики 4

Разгледай внимателно двете картинки. В тях има разлики. Открий ги и ги отбележи.

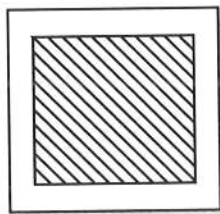


Класификация – четвърто излишно 2

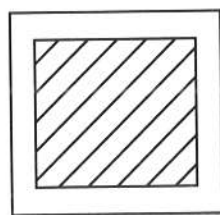
Една от фигурите на всеки ред не е от групата на останалите.
Открий коя е тя и я отбележи, както е показано.



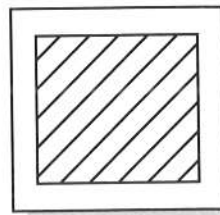
1



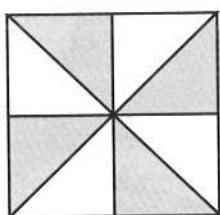
2



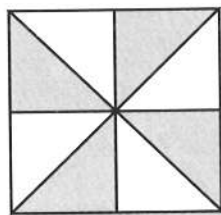
3



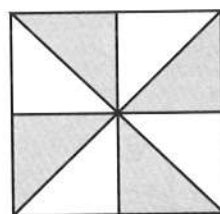
4



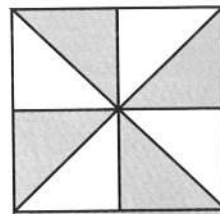
1



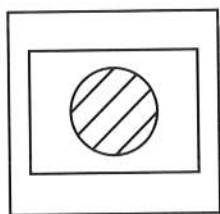
2



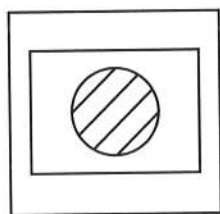
3



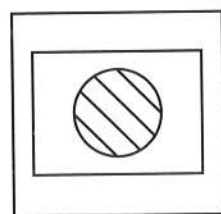
4



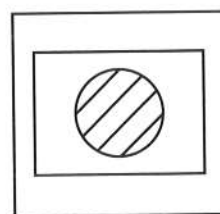
1



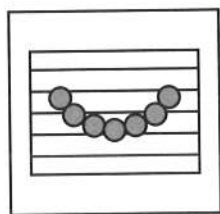
2



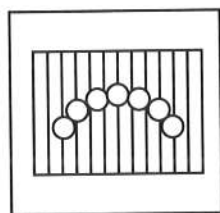
3



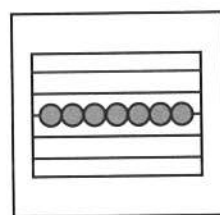
4



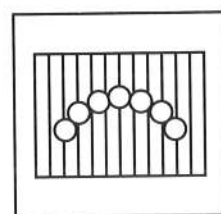
1



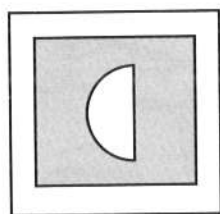
2



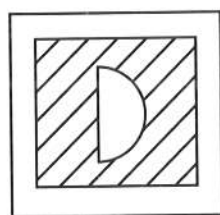
3



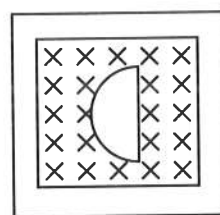
4



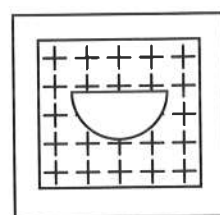
1



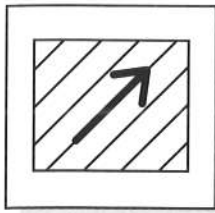
2



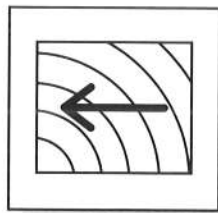
3



4



1



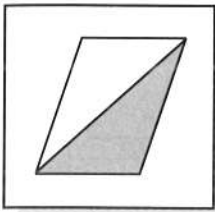
2



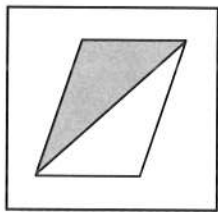
3



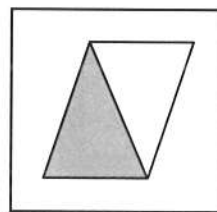
4



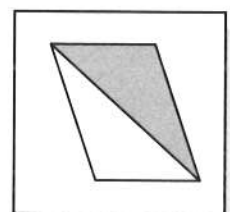
1



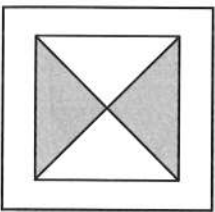
2



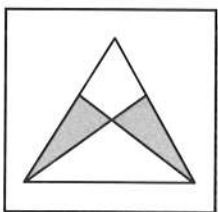
3



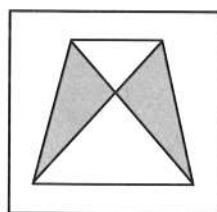
4



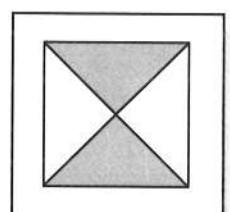
1



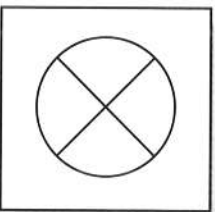
2



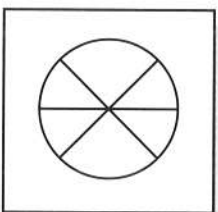
3



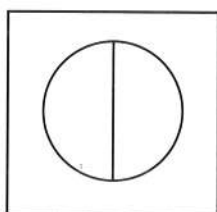
4



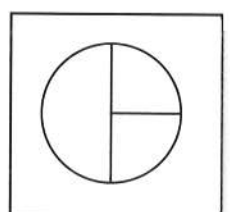
1



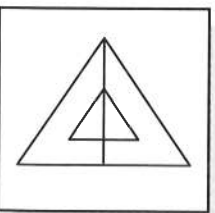
2



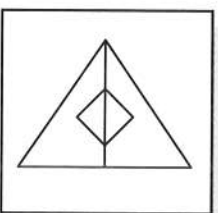
3



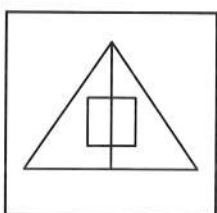
4



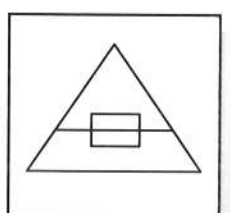
1



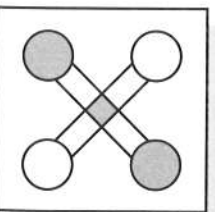
2



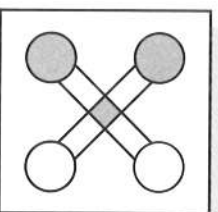
3



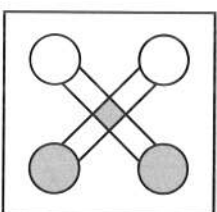
4



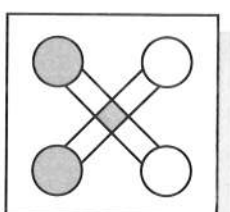
1



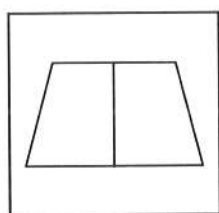
2



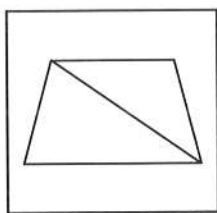
3



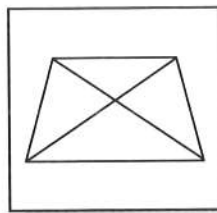
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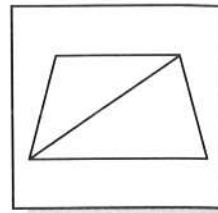
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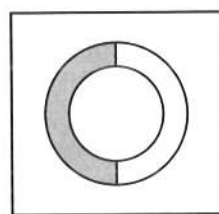
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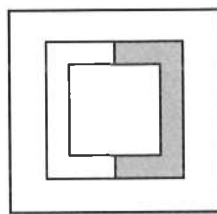
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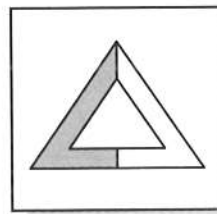
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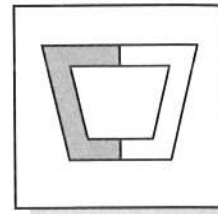
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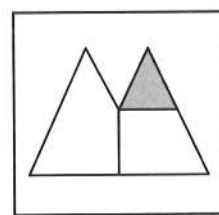
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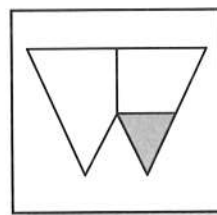
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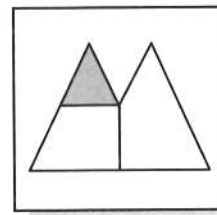
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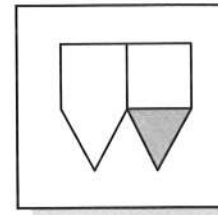
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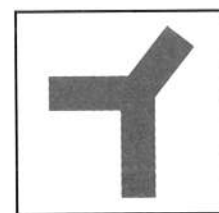
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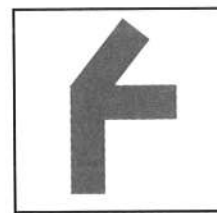
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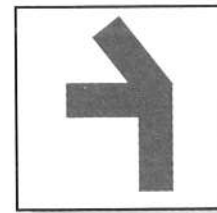
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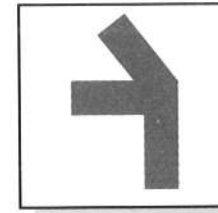
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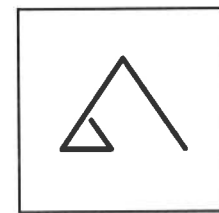
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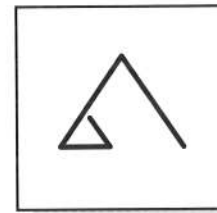
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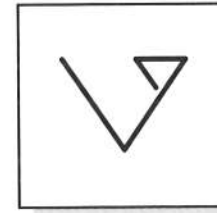
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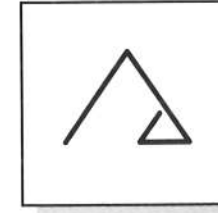
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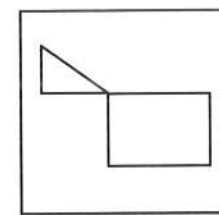
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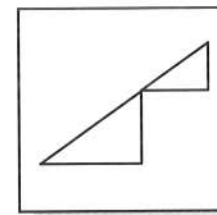
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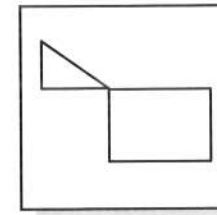
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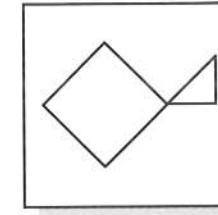
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2



3

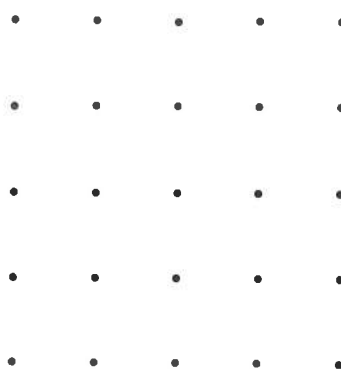
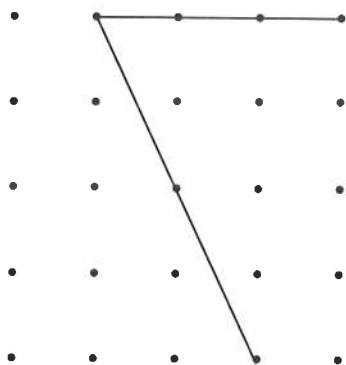
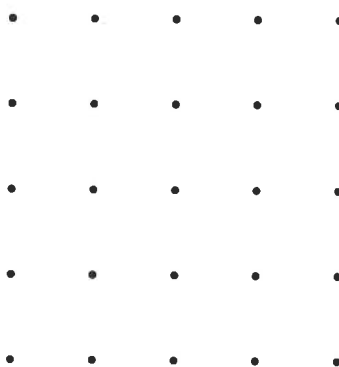
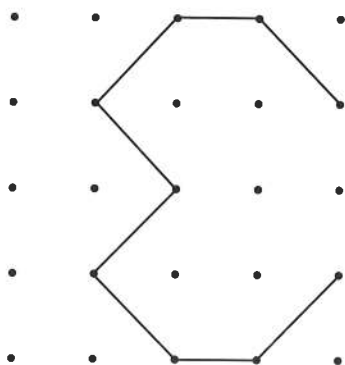
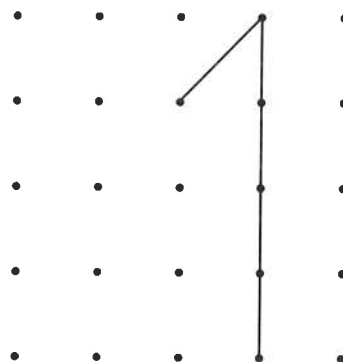
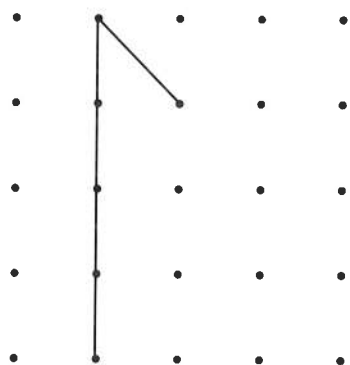


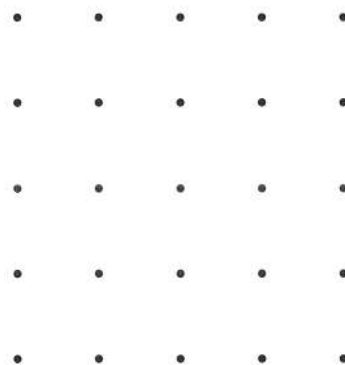
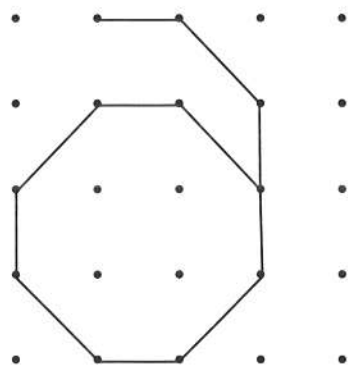
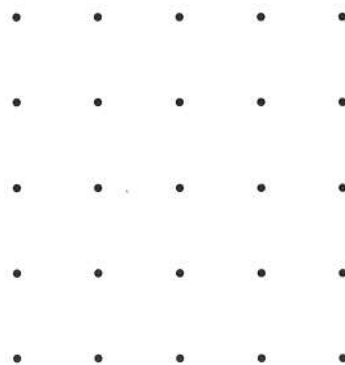
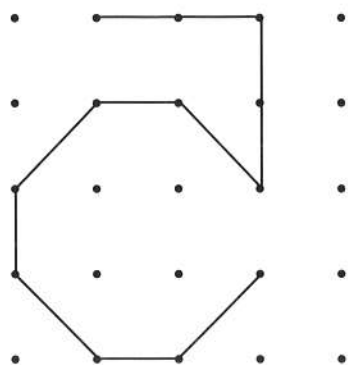
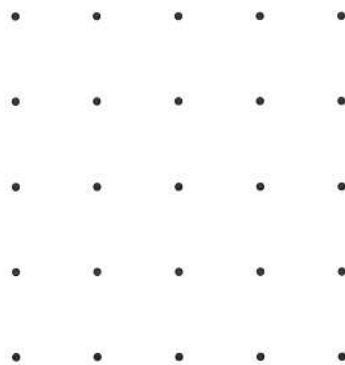
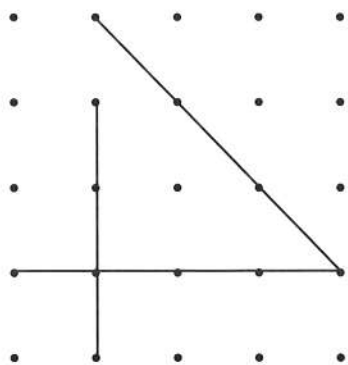
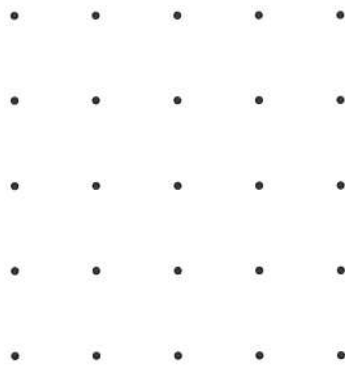
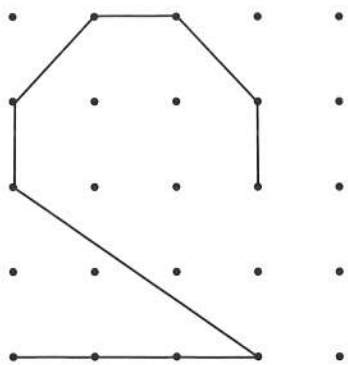
4

Огледално прерисуване 1

Прерисувай огледално фигурата в празната мрежа. Ако работиш вярно, ще получиш правилно изписаната цифра на съответното число, както е показано в образца.

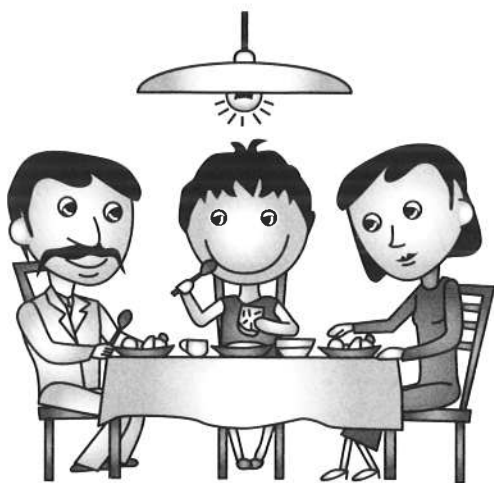
Образец:





Подреждане на картини 3

Разгледай внимателно картинките и подреди последователно действията, като зачертаеш с „X“ поредния номер на картинката върху цифровия ред под нея.



1 2 3 4 5 6



1 2 3 4 5 6



1 2 3 4 5 6



1 2 3 4 5 6



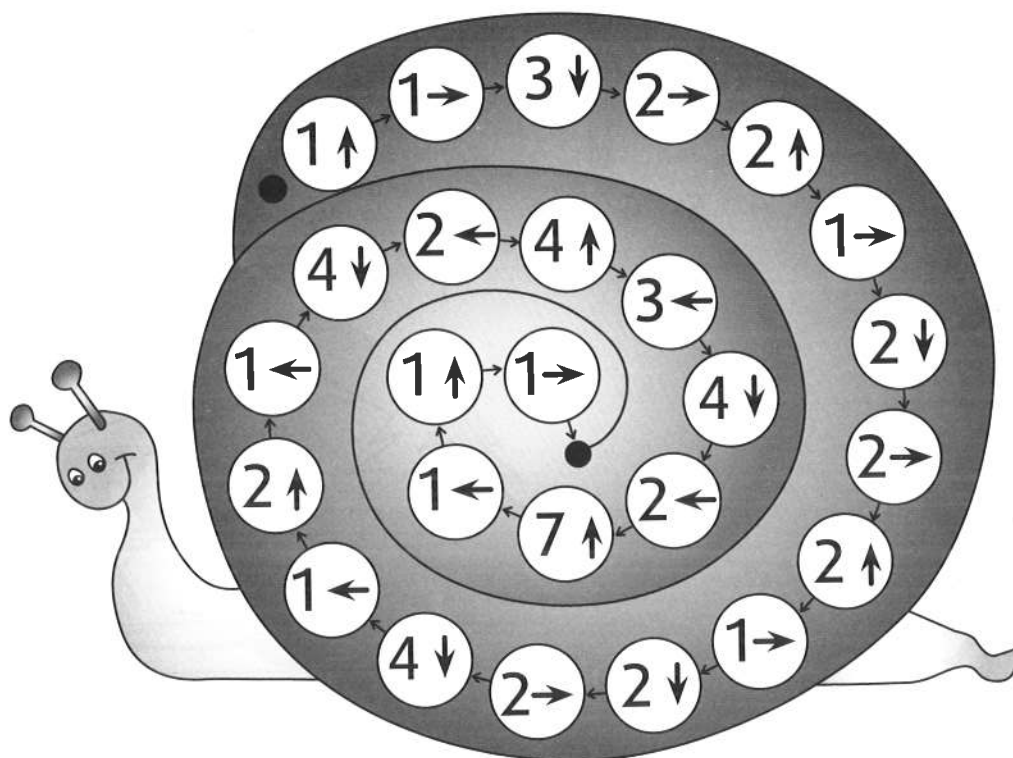
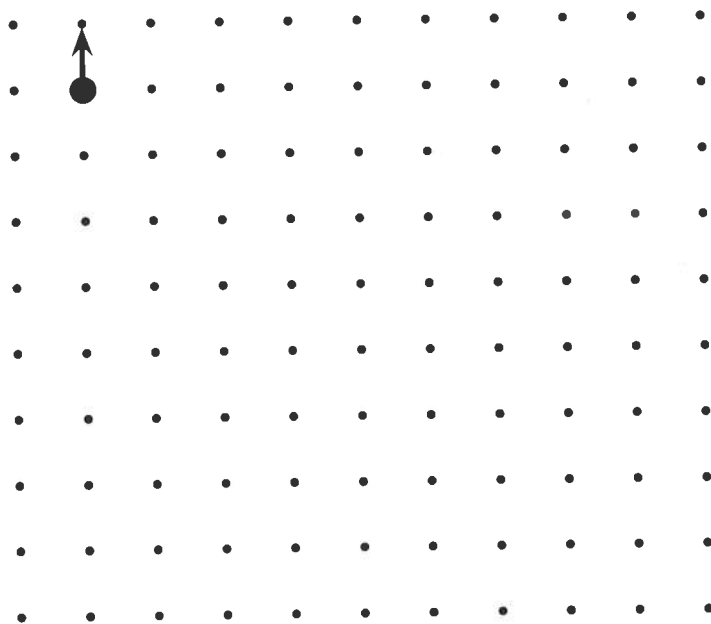
1 2 3 4 5 6



1 2 3 4 5 6

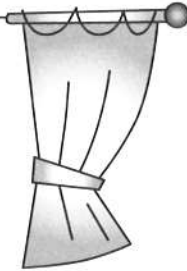
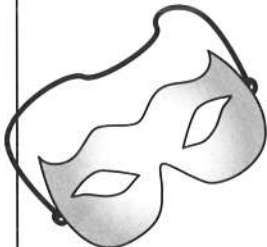
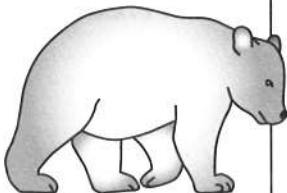
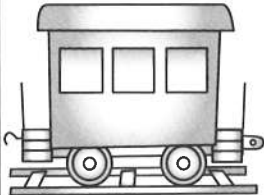
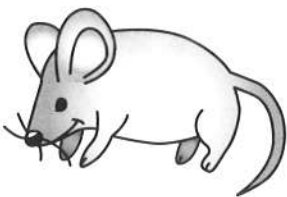
Ориентиране в мрежа 2

Следвай знаците от къщичката на охлюва, като свързваш посочения брой точки с черти и спазваш посоките на стрелките. Започни от голямата точка.



Звукова чувствителност 3

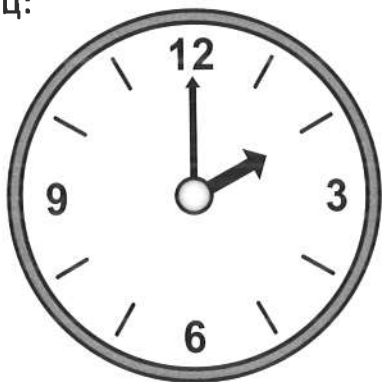
Свържи по двойки картинките, в чиито имена средният звук е еднакъв.

Разпознаване на време 3

Определи колко е часът във всеки един от часовниците, като оградиш верния отговор, както е показано в образеца.

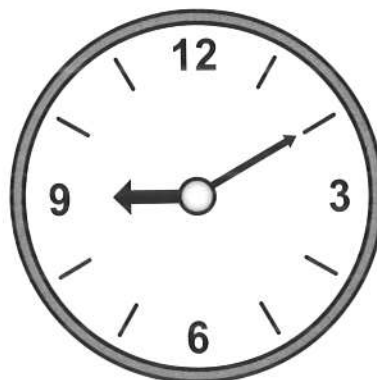
Образец:



2:00

1:00

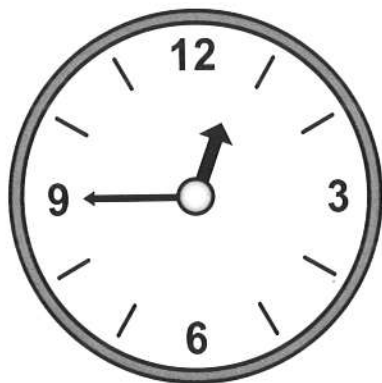
12:00



1:00

2:45

9:10



9:00

12:45

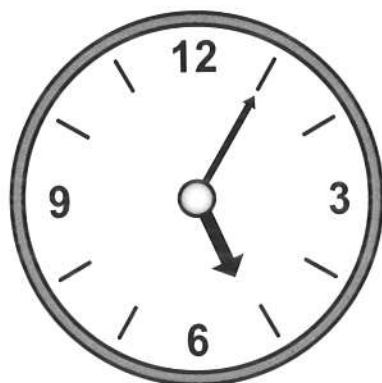
9:15



4:55

5:55

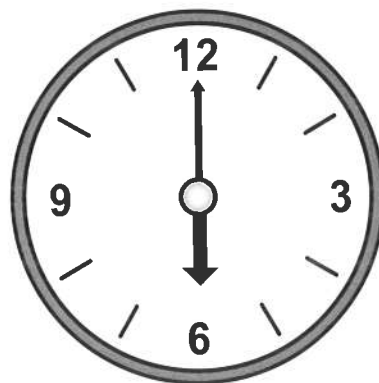
11:20



5:00

5:05

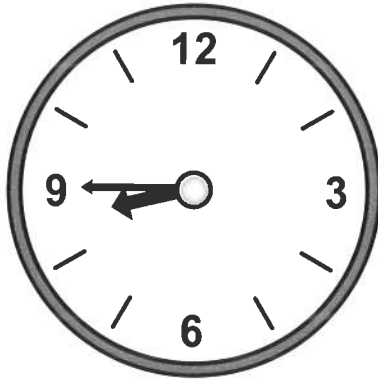
4:05



12:00

12:30

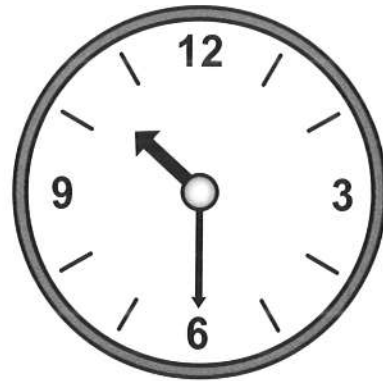
6:00



9:15

9:40

8:45



6:40

6:50

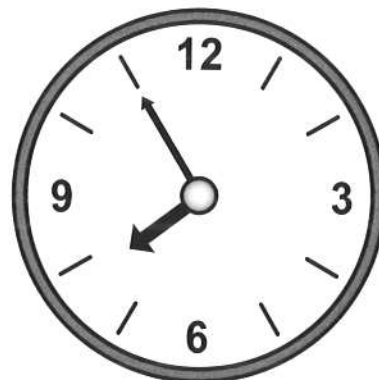
10:30



4:05

5:10

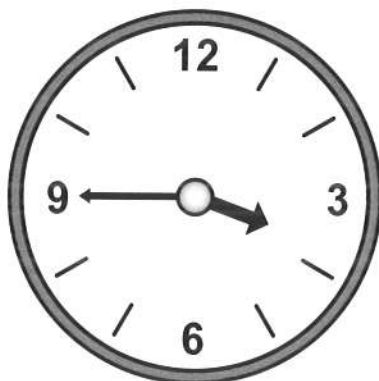
10:20



7:55

8:00

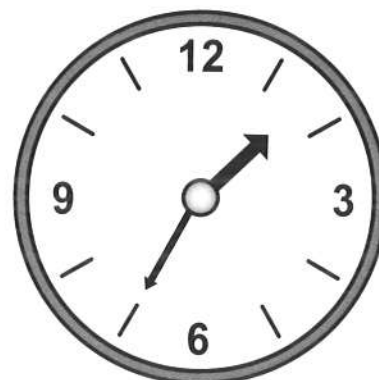
11:40



3:45

9:15

2:45



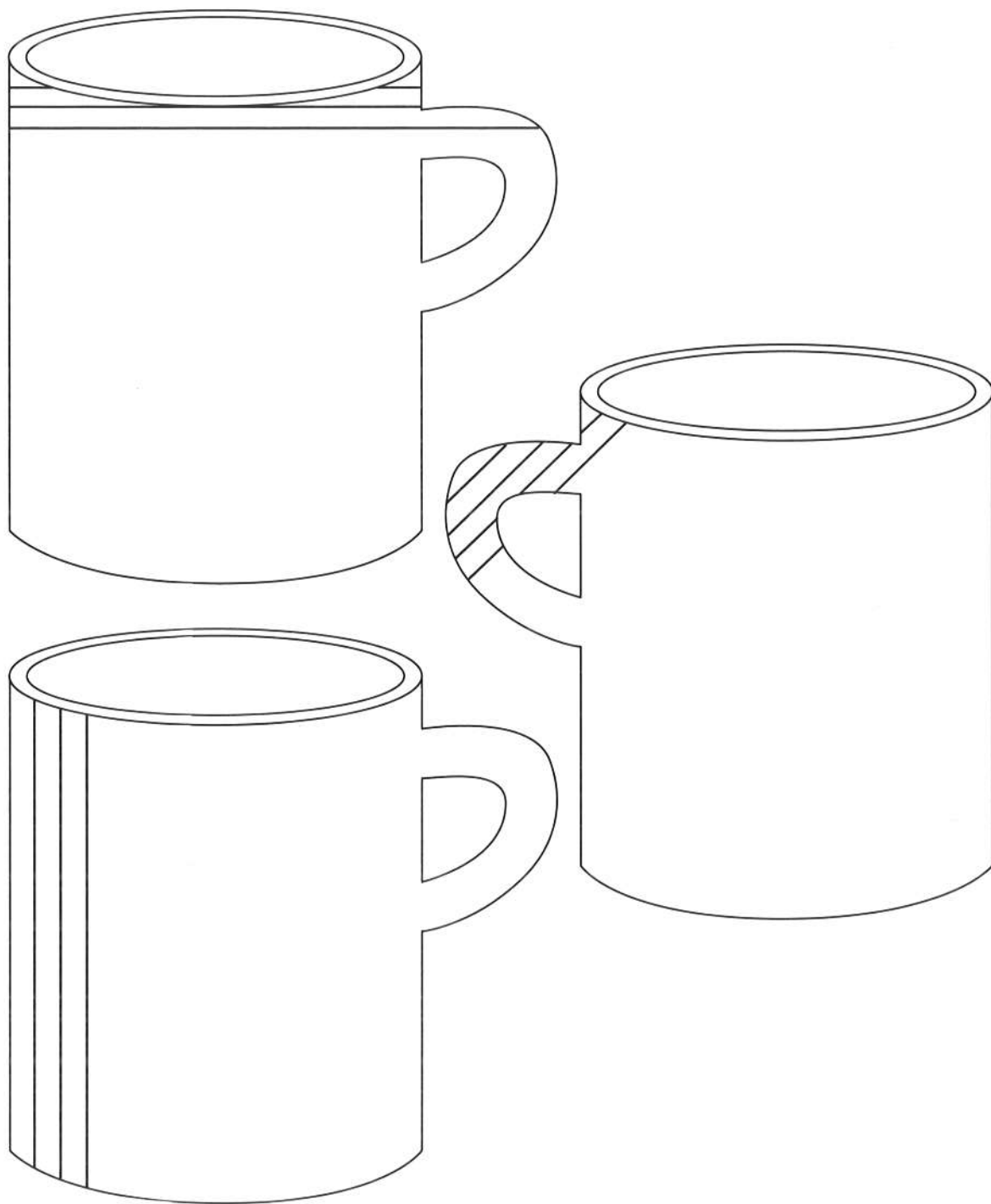
1:30

1:35

1:40

Фина моторика 4

Довърши украсата на чашите, като спазиш даденото разстояние и наклон на чертите, както е показано.



Логическо мислене – фигури 1

Разгледай предметите в реда и колоната на мрежата и открий начина, по който са подредени. Определи мястото на всеки от допълнително предложените предмети, като оградиш съответстващата на мястото му цифра от реда под него, както е показано в образаца.

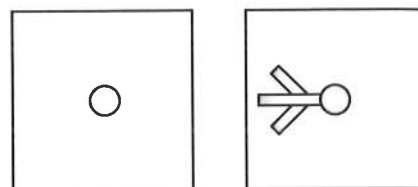
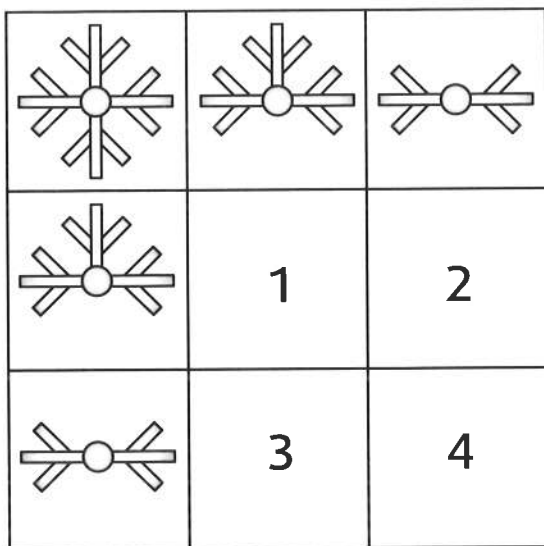
Образец:

		
	1	2
	3	4

	
1 ② 3 4	① 2 3 4
	
1 2 3 ④	1 2 ③ 4

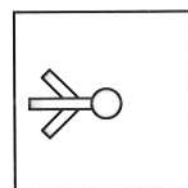
		
	1	2
	3	4

	
1 2 3 4	1 2 3 4
	
1 2 3 4	1 2 3 4

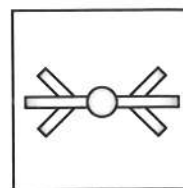


1 2 3 4

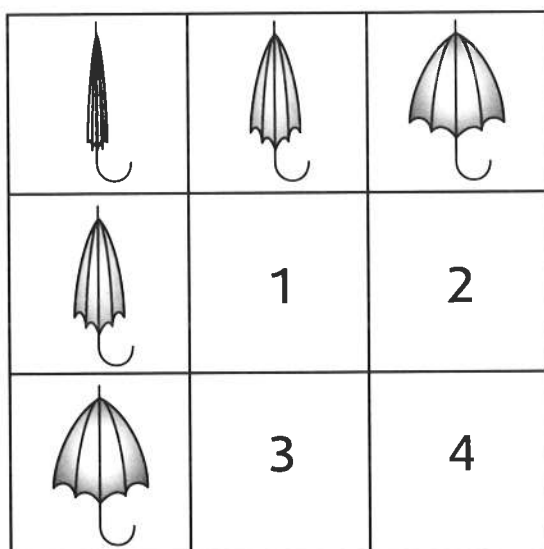
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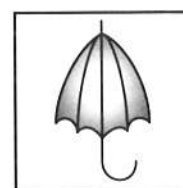
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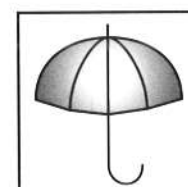
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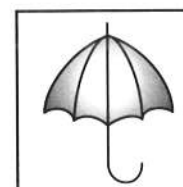
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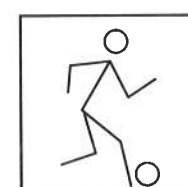
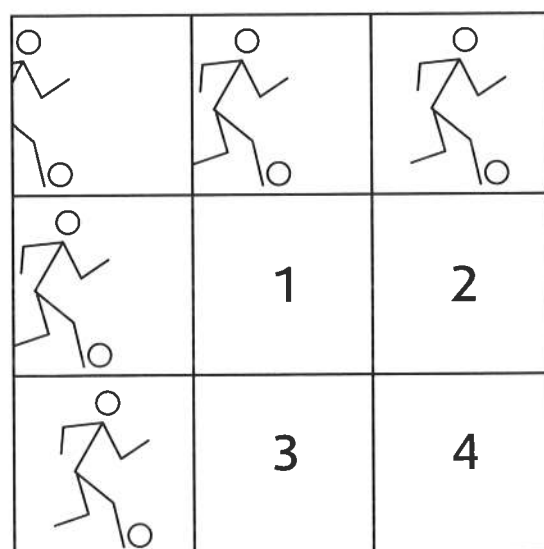
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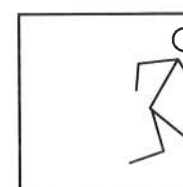
1 2 3 4



1 2 3 4



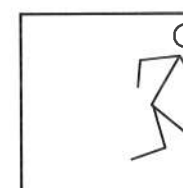
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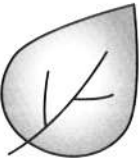
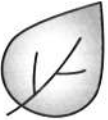
1 2 3 4



1 2 3 4



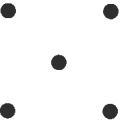
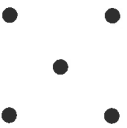
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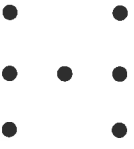
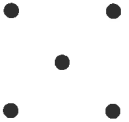
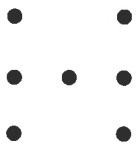
		
	1	2
	3	4

	
1 2 3 4	1 2 3 4
	
1 2 3 4	1 2 3 4

		
	1	2
	3	4

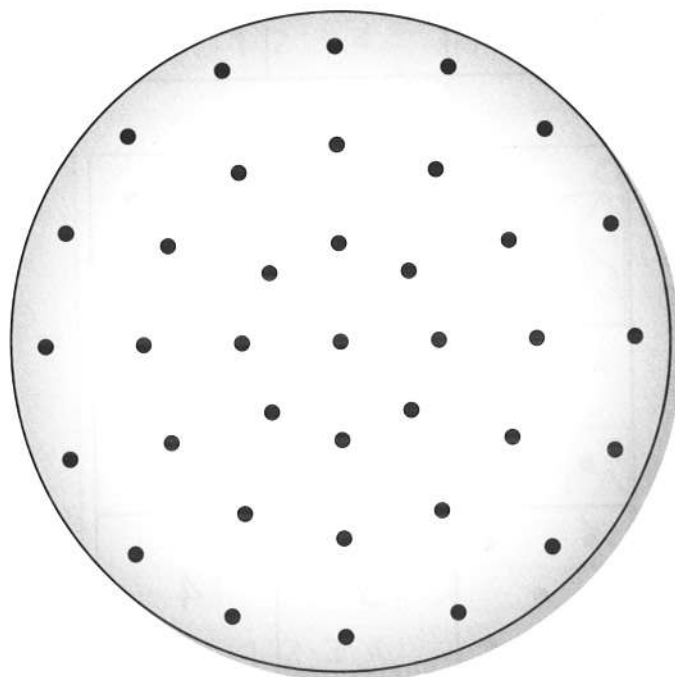
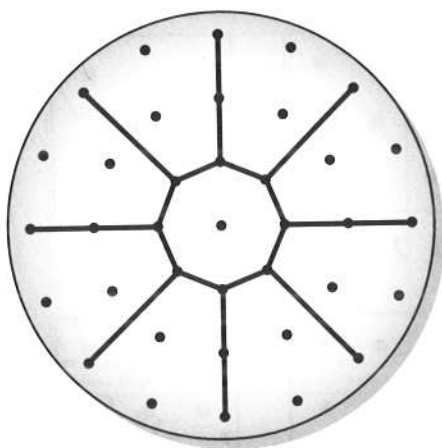
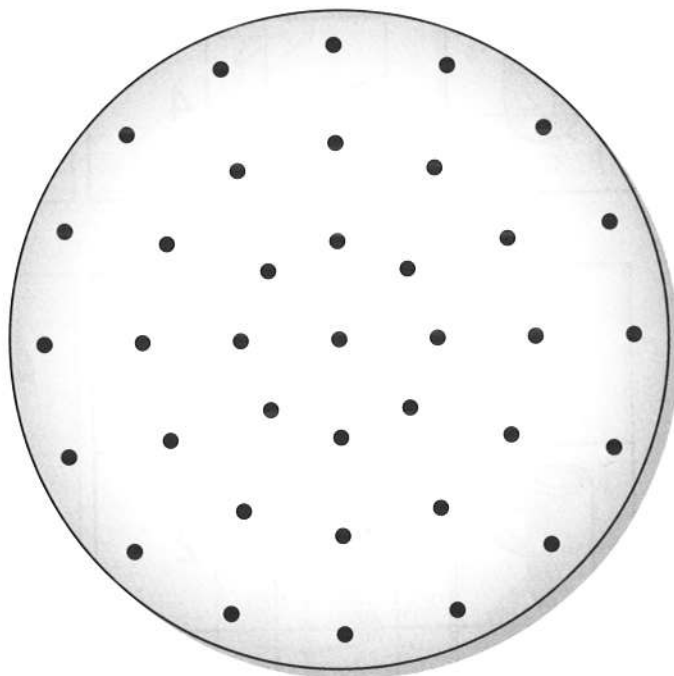
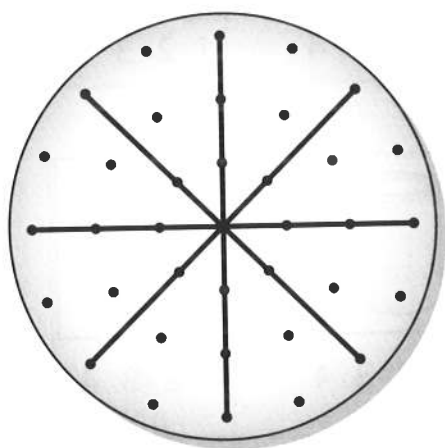
	
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1 2 3 4	1 2 3 4

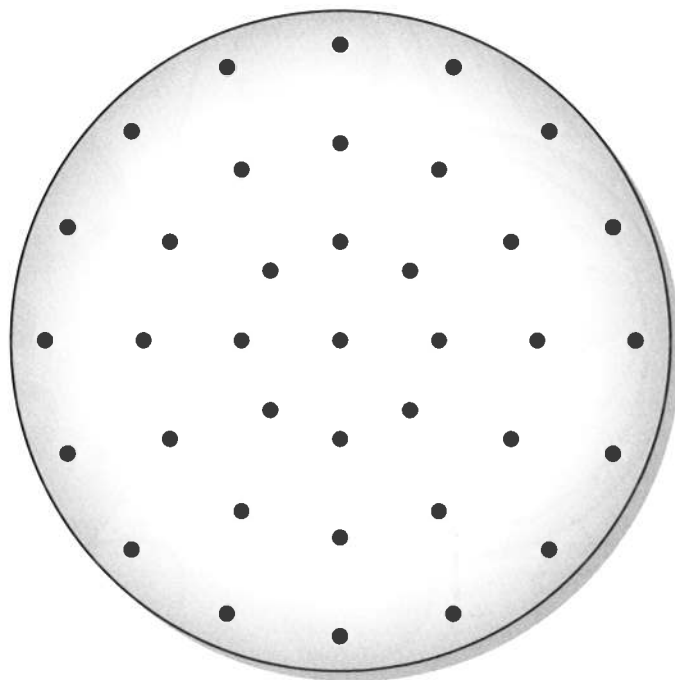
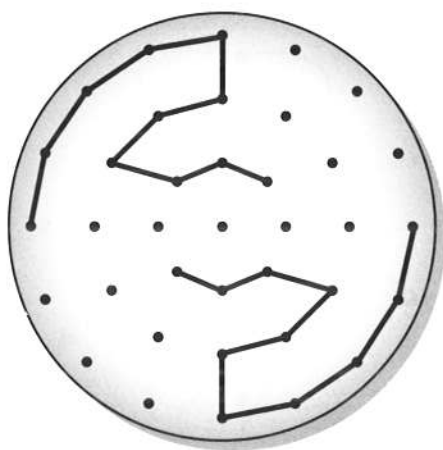
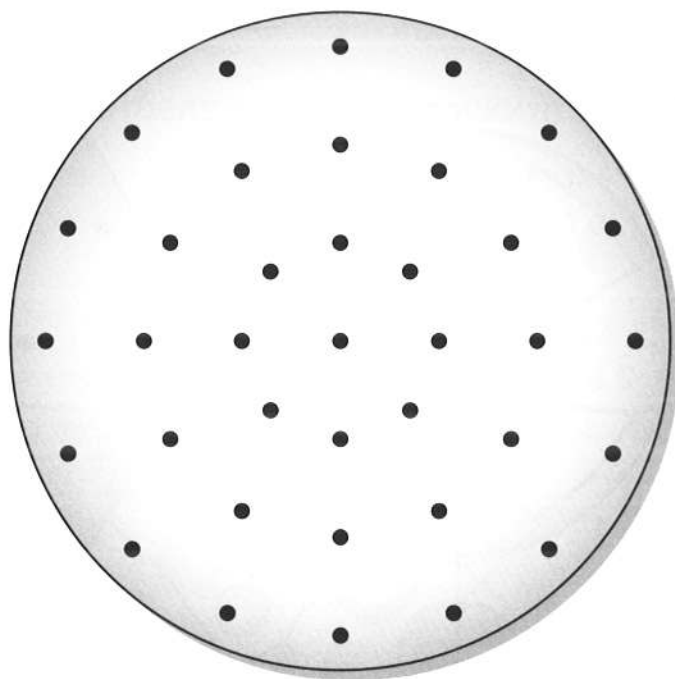
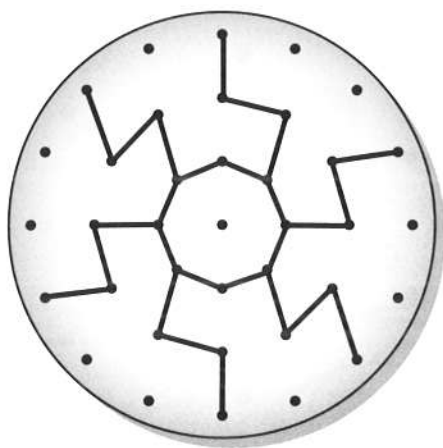
		
	1	2
	3	4

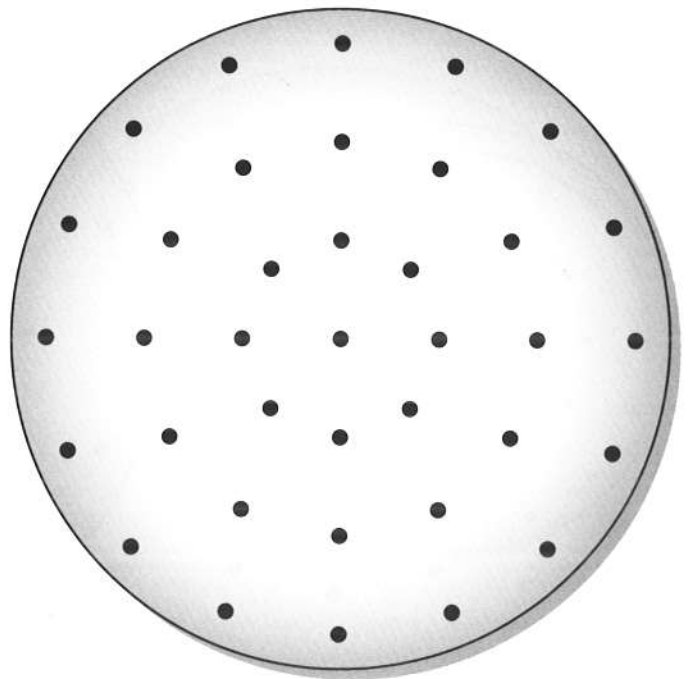
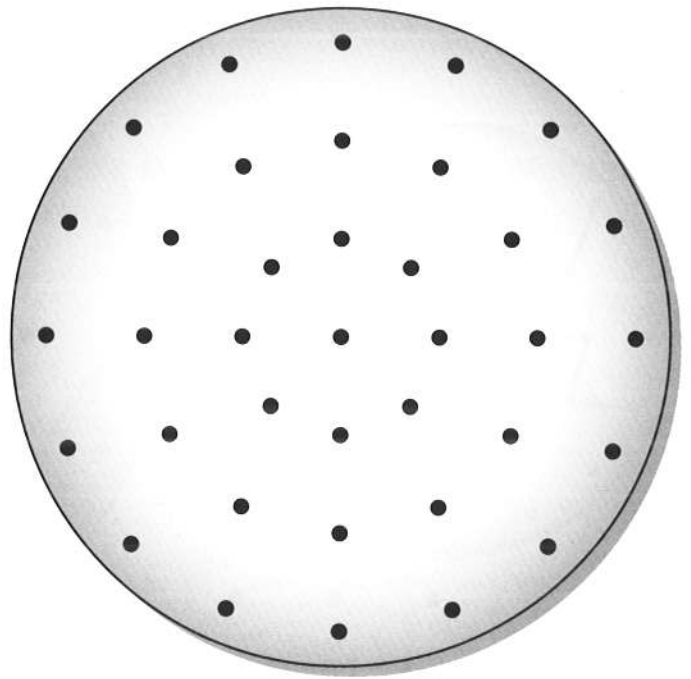
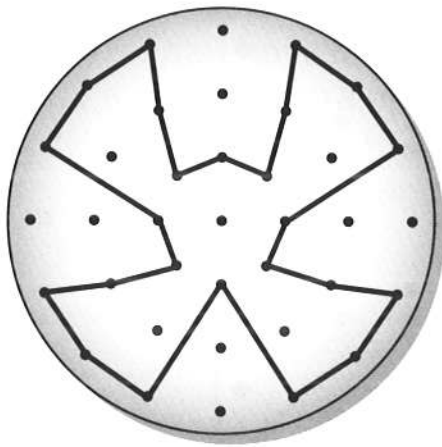
	
1 2 3 4	1 2 3 4
	
1 2 3 4	1 2 3 4

Прерисуване в мрежа 2

Разгледай показаните в малката мрежа фигури. Прерисувай ги точно в по-голямата празна мрежа.

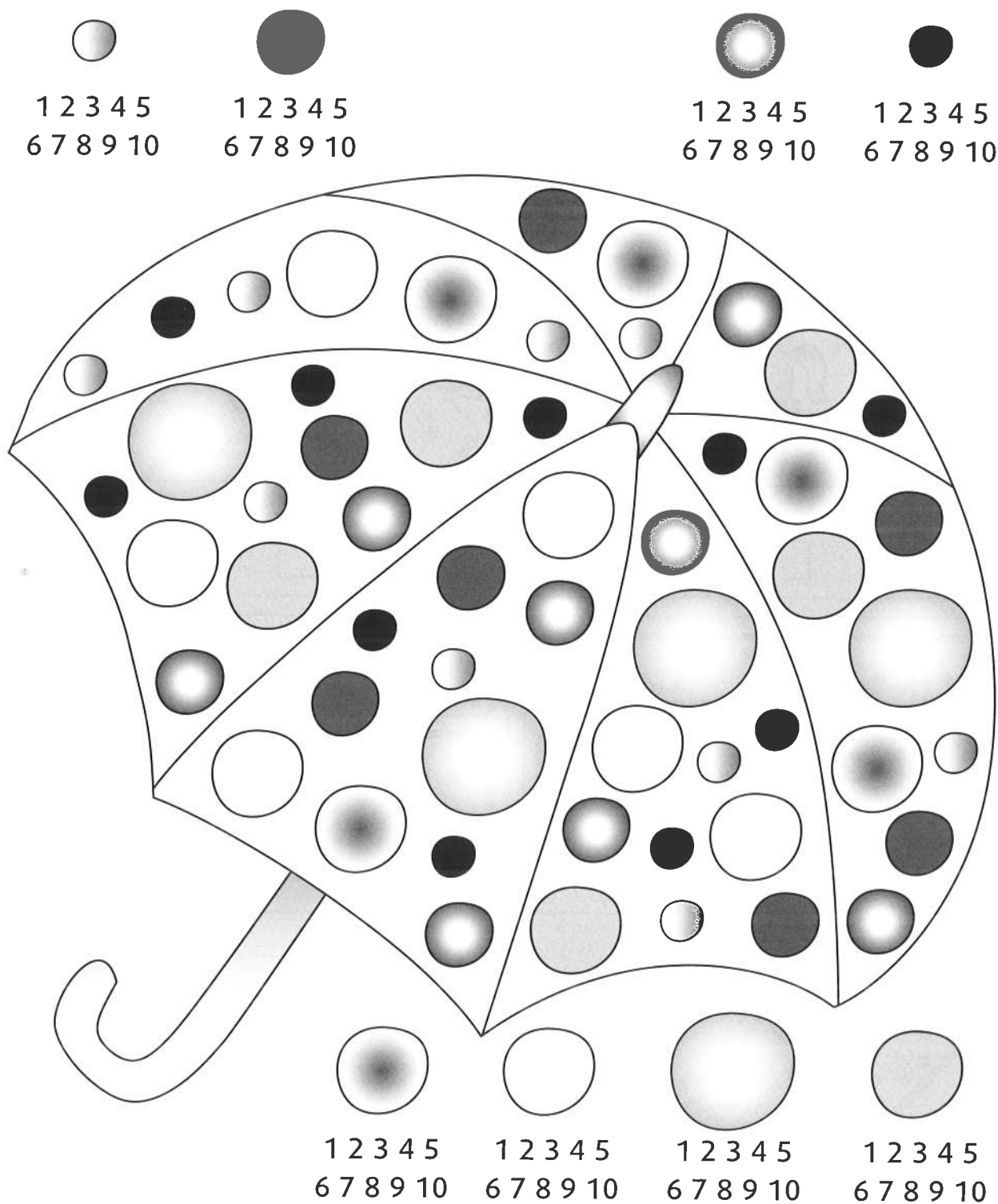






Зрителна точност – чадър

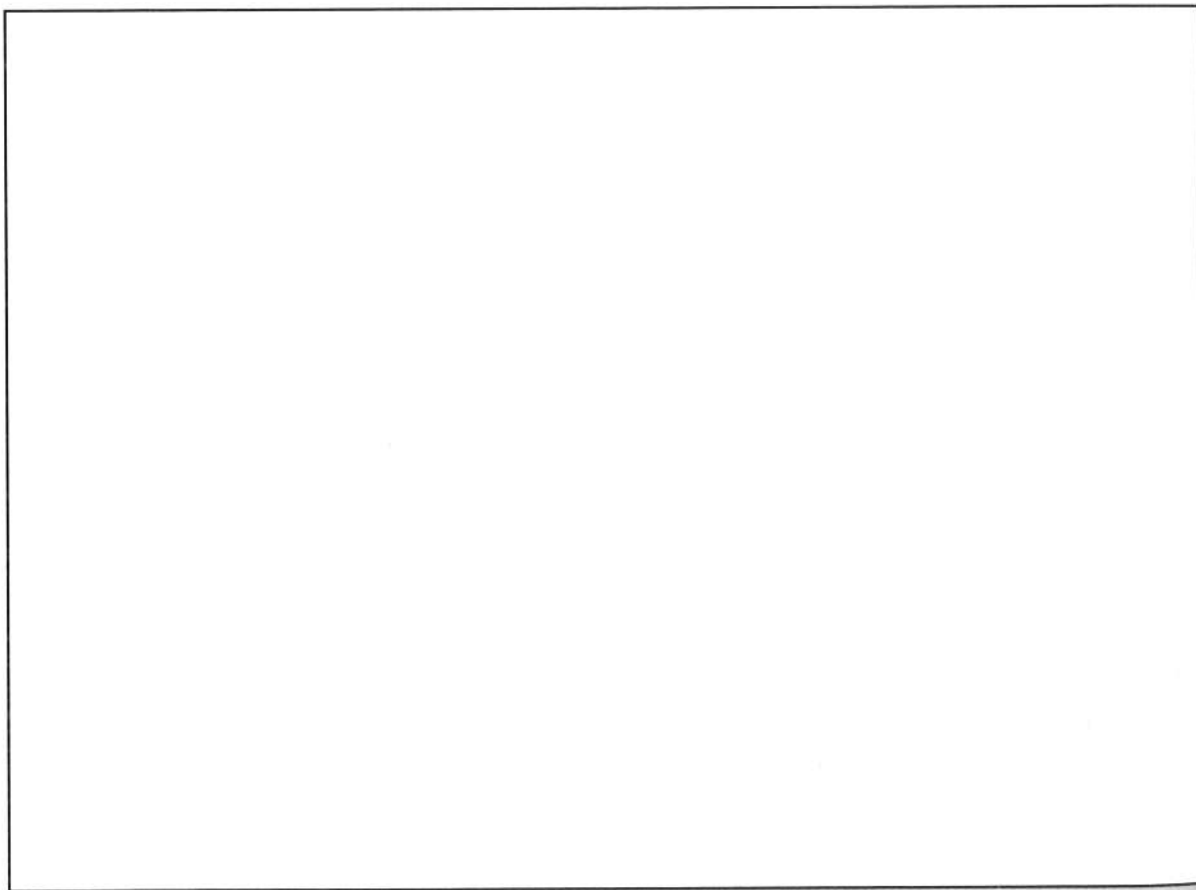
Разгледай внимателно чадъра. Отбележи броя на точките от всеки вид върху цифровия ред.



Звукова чувствителност – гатанка 2

Нарисувай предмета, чието име се състои от вторите звукове на думите от картинките. Помогни си, като откриеш отговора на гатанката.

*Всеки ден рожден
без нея не се получава –
с ягодов или ванилов крем,
ех, че весела забава!*

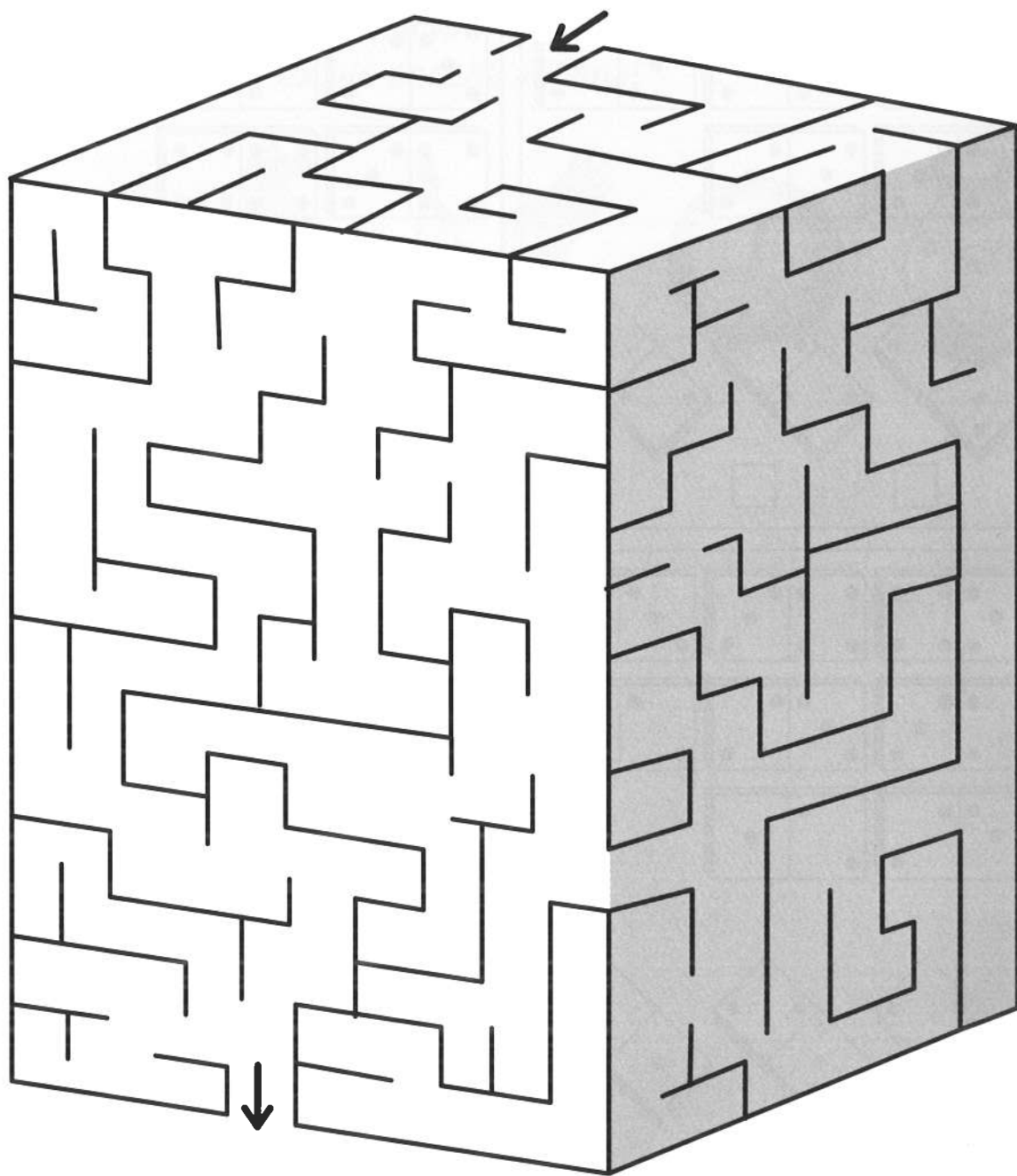


Редове с домино

Едно от прозорчетата в мрежите с домино е празно. Избери вярната плочка отдолу, като я отбележиш с „X“ в полето към нея.

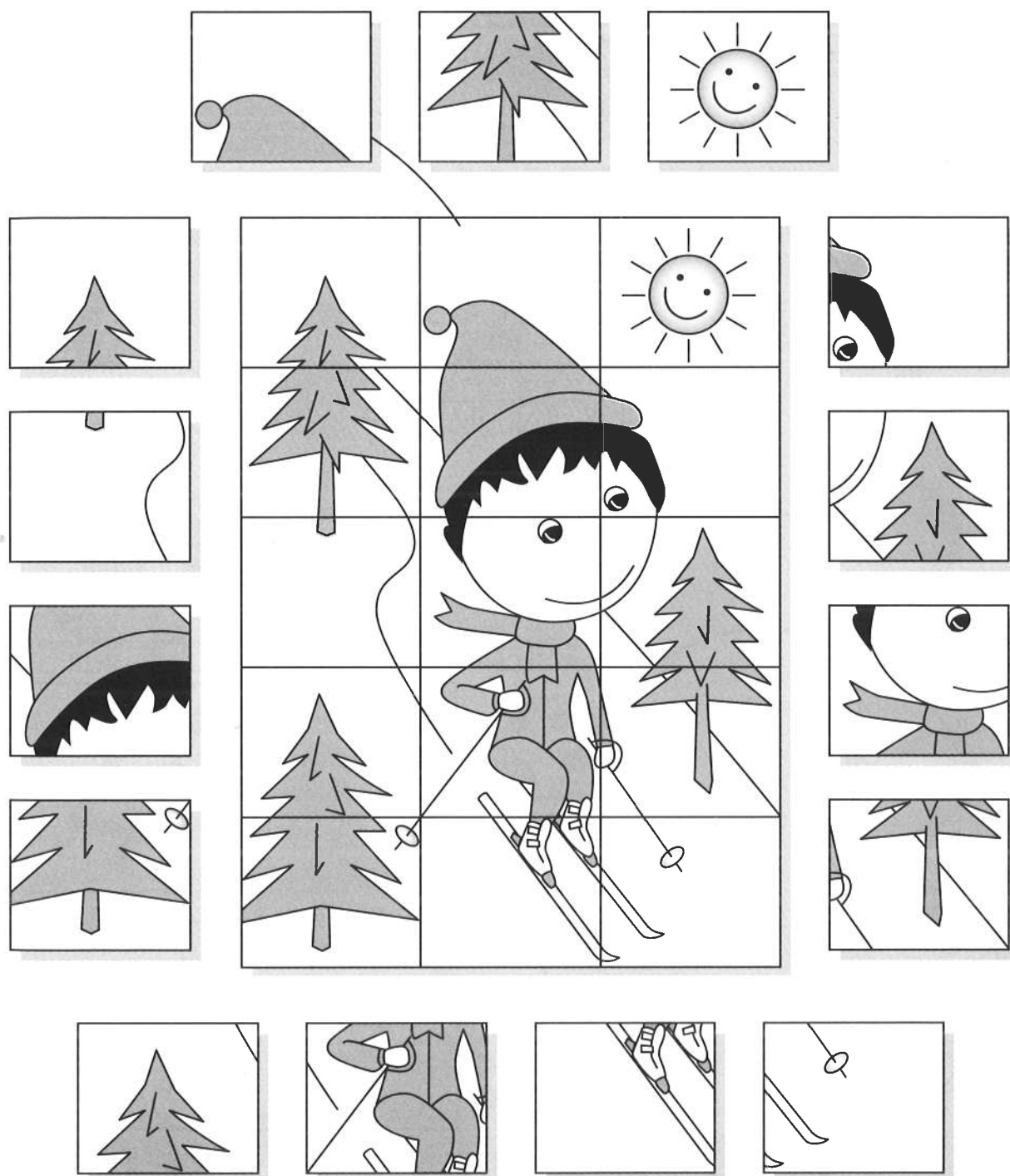
Лабиринт 3

Намери пътя от входа до изхода на лабиринта и го очертай с плавна, непрекъсната линия като се стараеш да не навлизаш в глухи коридори.

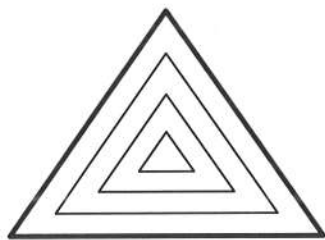


Наблюдателност – пъзел 3

Намери мястото на всяко от парчетата в голямата картина и свържи с линия, както е показано.

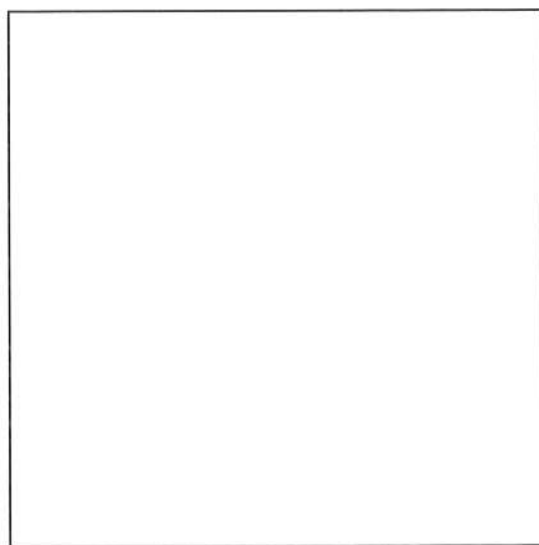
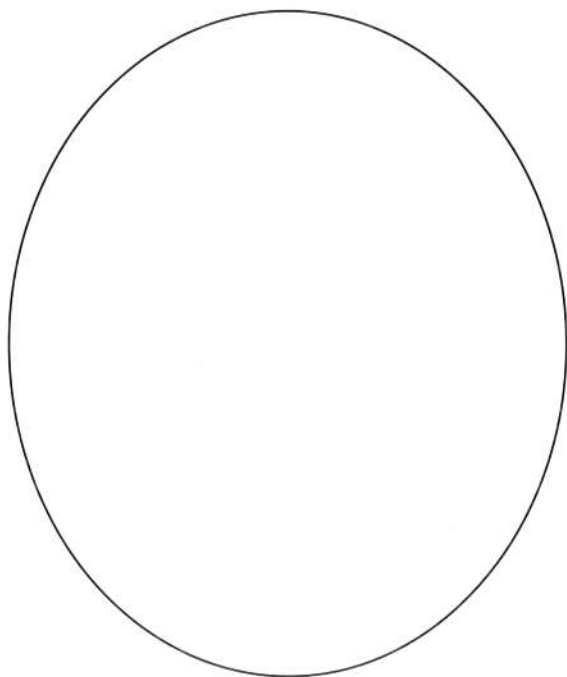
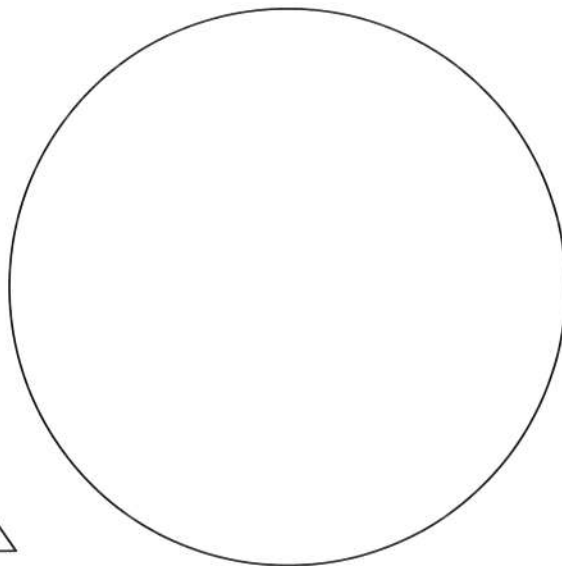
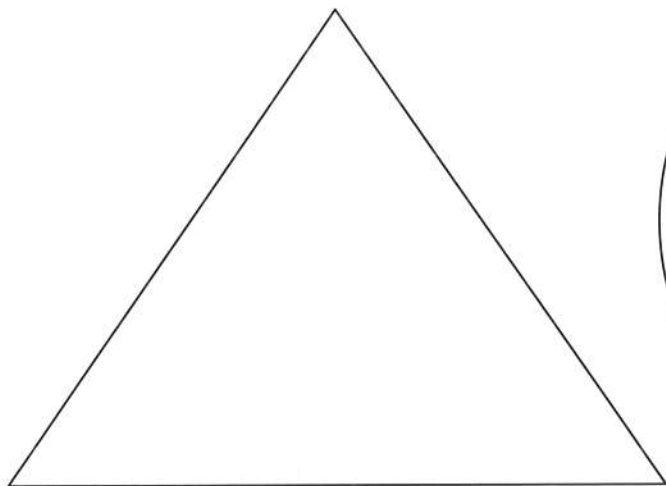


Зрителна точност – геометрия 1



Във всяка от празните геометрични фигури
впиши по още 3 от дадения вид, както е по-
казано в образца.

← Образец



Звукова чувствителност – Ъ

Отбележи с X мястото на гласния звук „Ъ“ от името на всяка картина в мрежата от квадратчета под нея.



□	X	□
---	---	---



□	□	□	□	□	□
---	---	---	---	---	---



□	□	□
---	---	---



□	□	□	□	□	□
---	---	---	---	---	---



□	□	□	□	□	□	□	□	□	□	□	□
---	---	---	---	---	---	---	---	---	---	---	---



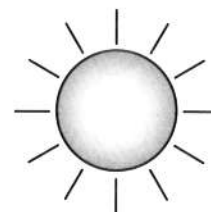
□	□	□	□	□	□
---	---	---	---	---	---



□	□	□	□	□	□
---	---	---	---	---	---



□	□	□
---	---	---



□	□	□	□	□	□	□
---	---	---	---	---	---	---



□	□	□	□	□	□	□
---	---	---	---	---	---	---



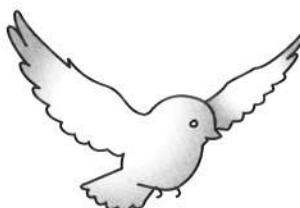
□	□	□	□	□
---	---	---	---	---



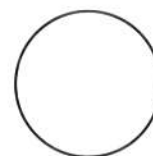
□	□	□	□	□	□
---	---	---	---	---	---



□	□	□	□	□	□	□
---	---	---	---	---	---	---



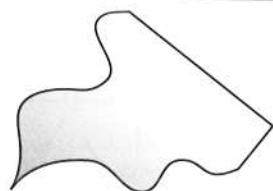
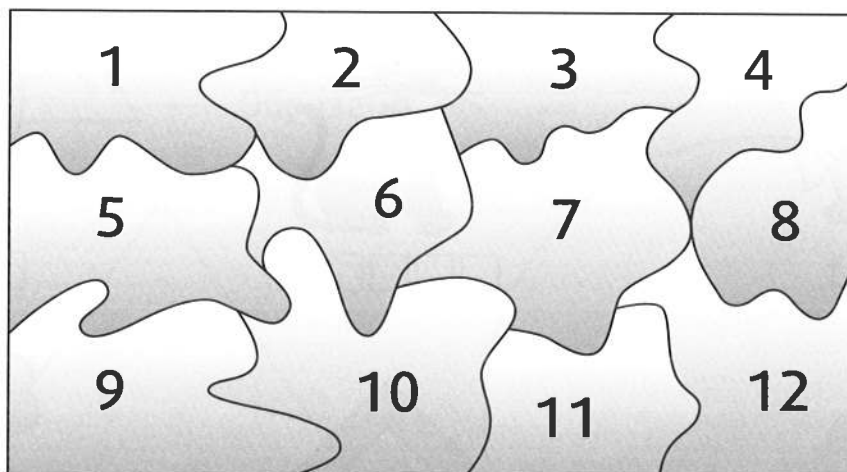
□	□	□	□	□	□
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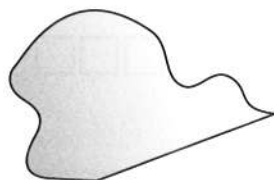
□	□	□	□	□
---	---	---	---	---

Мислено подреждане - пъзел 3

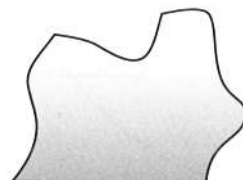
Намери мястото на всяко парче в правоъгълната рамка и огради съответната цифра под него.



1 2 3 ④ 5 6 7
8 9 10 11 12



1 2 3 4 5 6 7
8 9 10 11 12



1 2 3 4 5 6 7
8 9 10 11 12



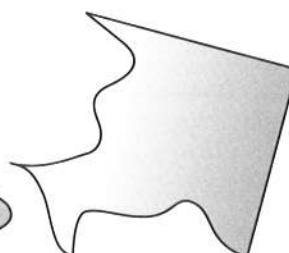
1 2 3 4 5 6 7
8 9 10 11 12



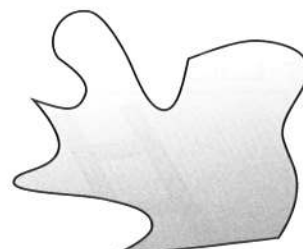
1 2 3 4 5 6 7
8 9 10 11 12



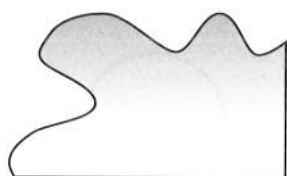
1 2 3 4 5 6 7
8 9 10 11 12



1 2 3 4 5 6 7
8 9 10 11 12



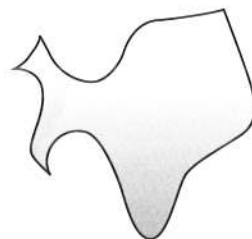
1 2 3 4 5 6 7
8 9 10 11 12



1 2 3 4 5 6 7
8 9 10 11 12



1 2 3 4 5 6 7
8 9 10 11 12



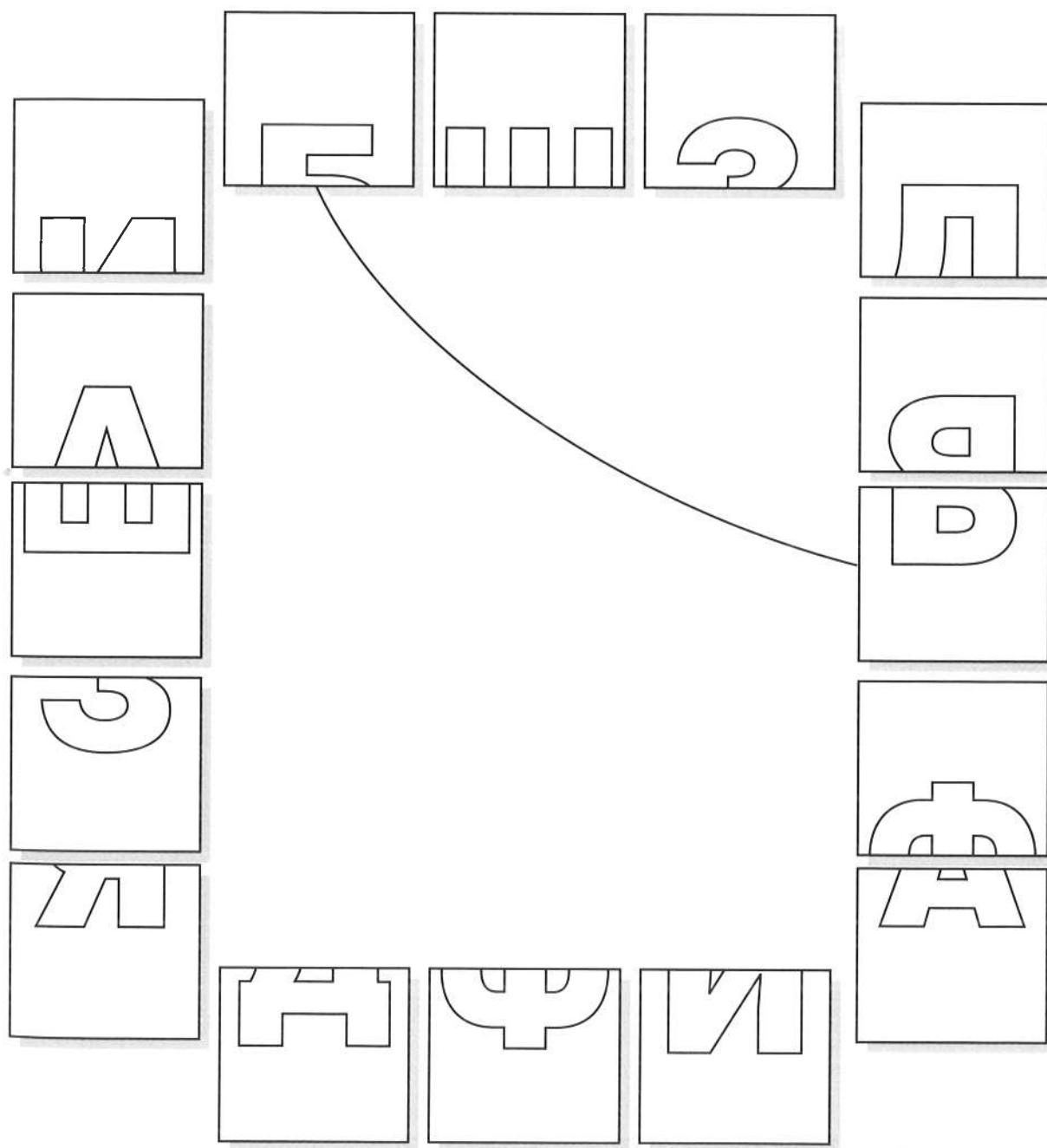
1 2 3 4 5 6 7
8 9 10 11 12

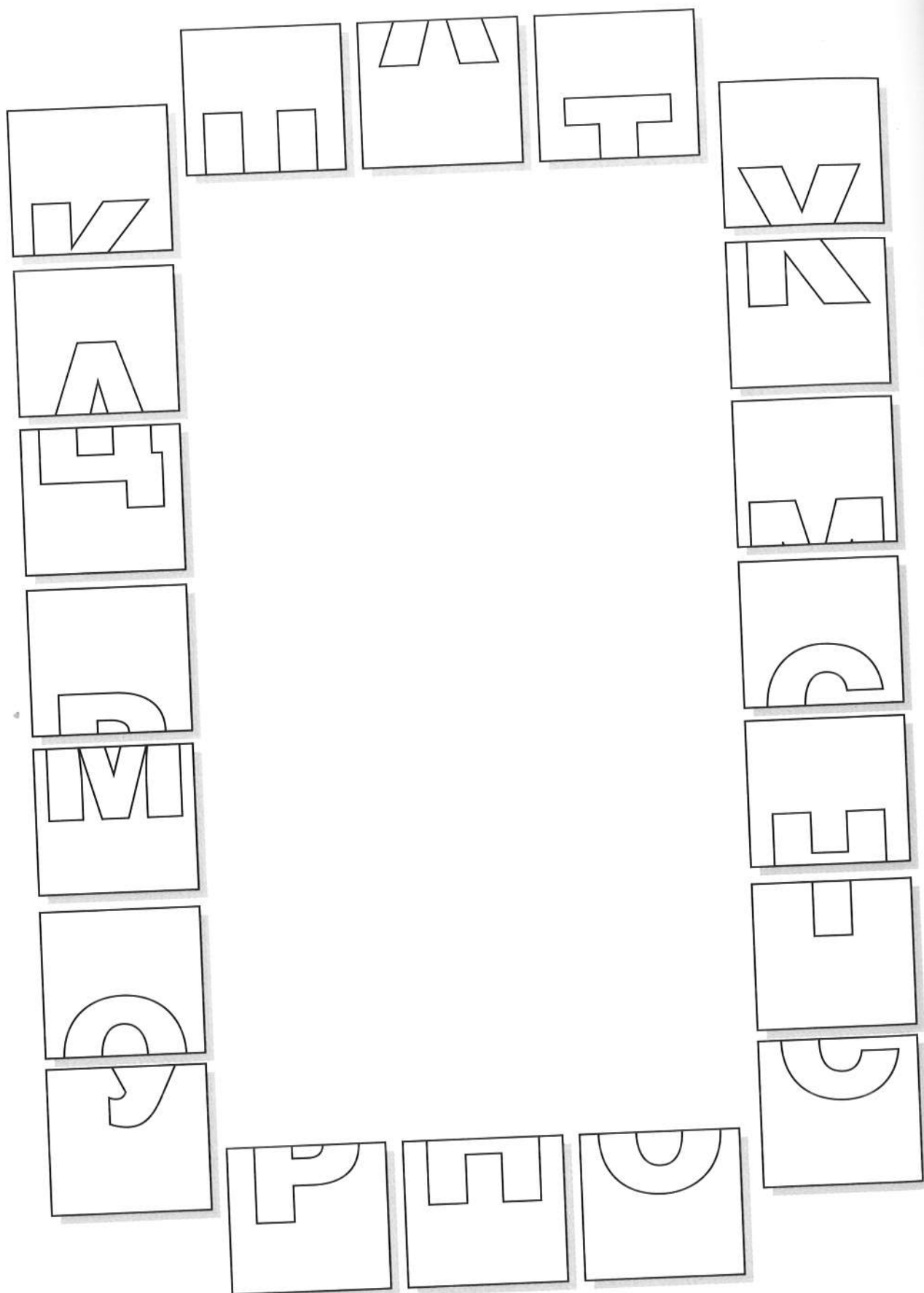


1 2 3 4 5 6 7
8 9 10 11 12

Разпознаване на букви - пъзел

Открий и свържи отделните части от буквите, за да станат цели, както е показано в образца.

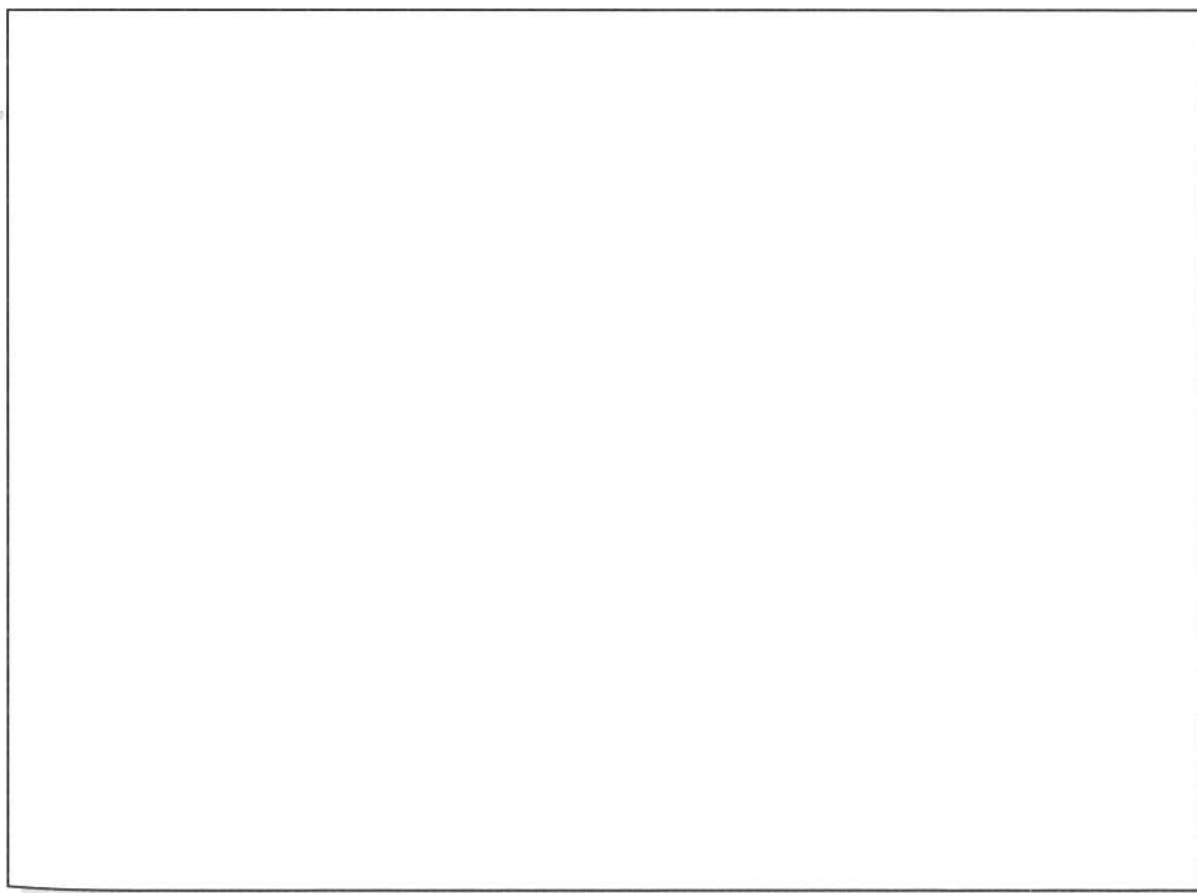
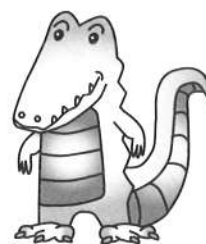
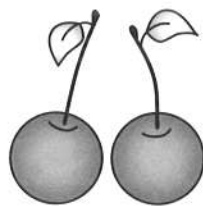
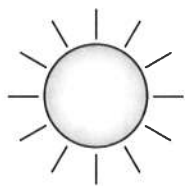
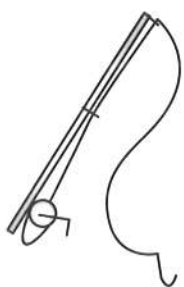




Звукова чувствителност – гатанка 3

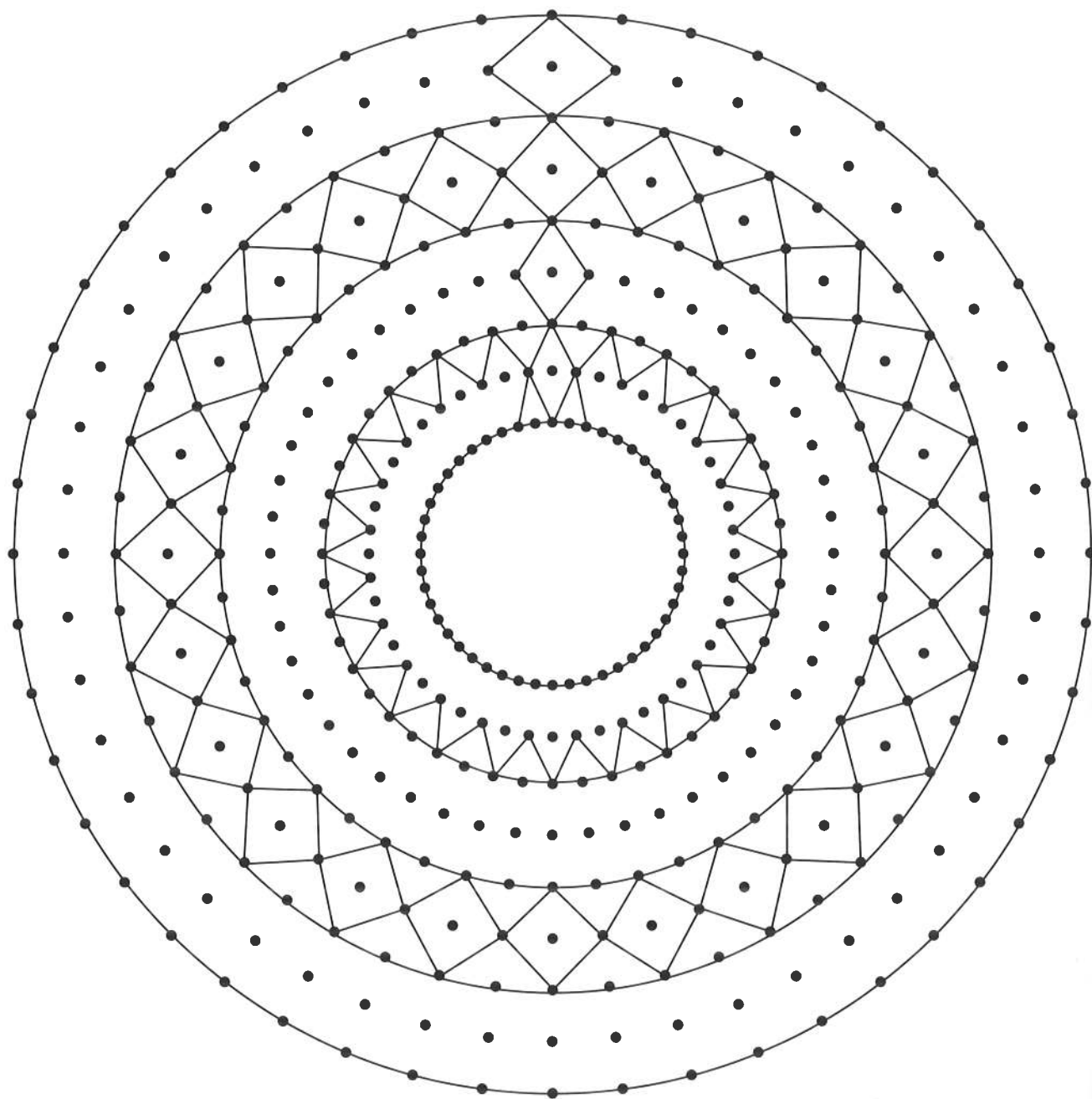
Нарисувай предмета, чието име се състои от третите звукове на думите от картинките. Помогни си, като откриеш отговора на гатанката.

*Пролет се цялото в бяла коприна покрива,
лятото бързо му слънчева дреха ушива,
есен се с жълто елече облича,
зимата в снежна премяна го кичи!*



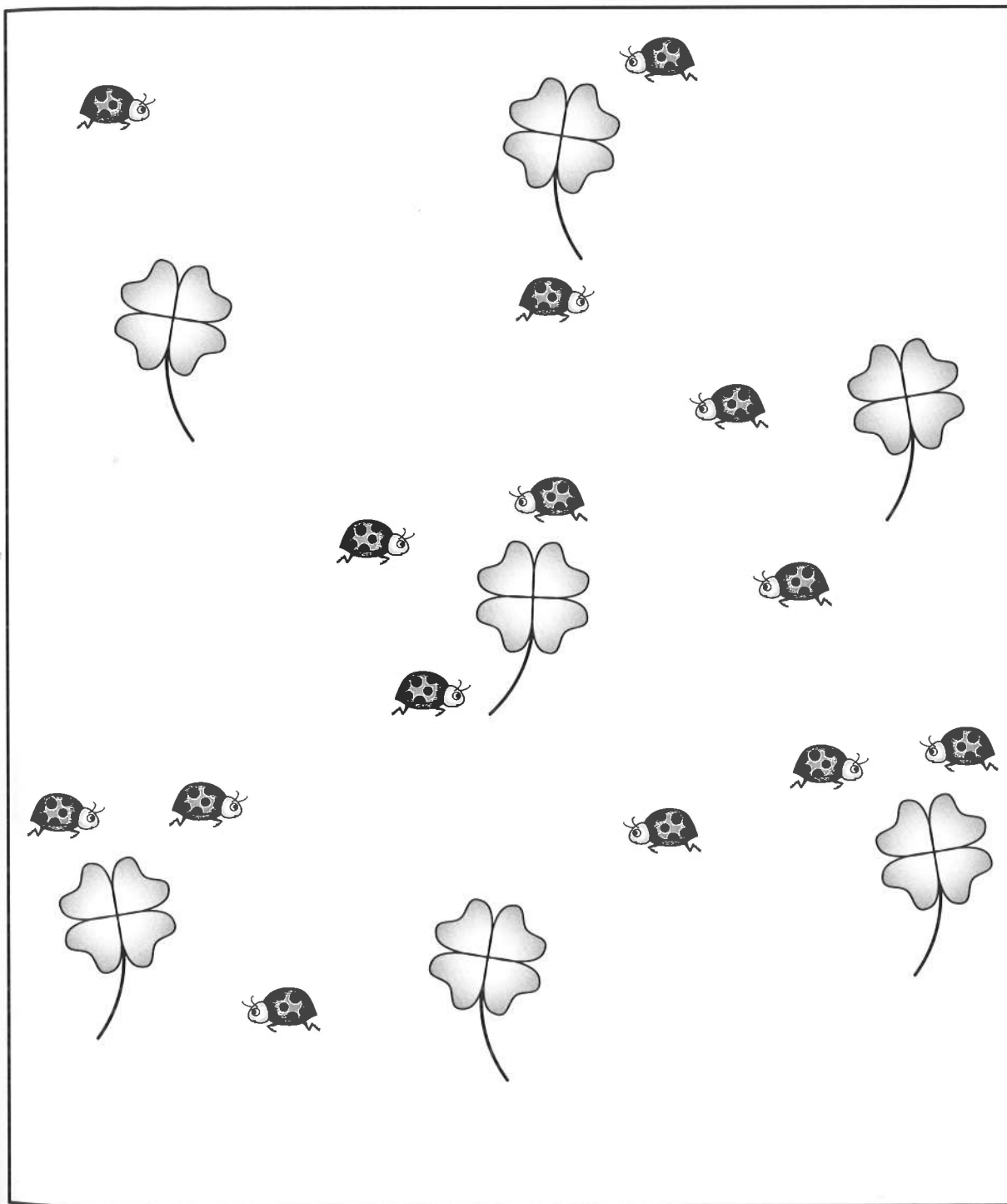
Мандала 3

Довърши украсата на кръговете, както е показано.



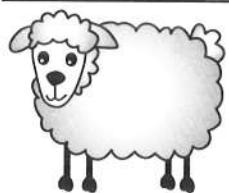
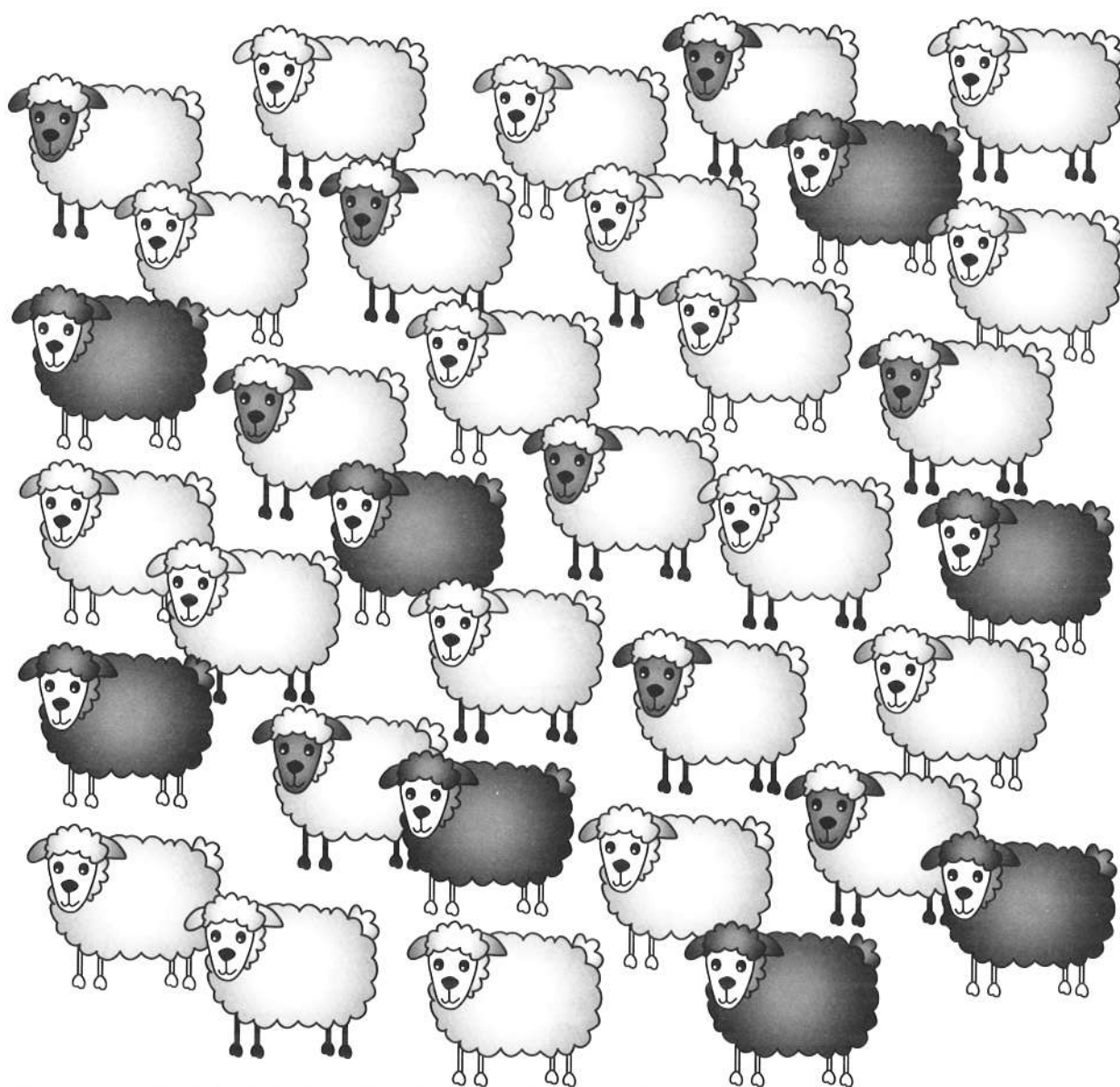
Пространствена ориентация

Раздели картинката с три прави линии на седем части така, че във всяка да има по една детелина и две калинки.

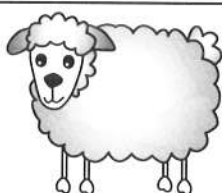


Внимание 2

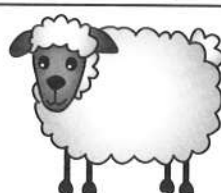
Отбележи по колко овце от всеки вид има на таблото, като оградиш цифрата на реда отдолу.



1 2 3 4 5
6 7 8 9 10



1 2 3 4 5
6 7 8 9 10



1 2 3 4 5
6 7 8 9 10



1 2 3 4 5
6 7 8 9 10

Елха от думи

Коя картинка на кой клон ще отиде според броя на звуковете в нейното име. Нарисувай в кръгчето точния знак, както е показано.



Аритметика – цветя

Реши задачите вярно и оцвети резултата когато е четен – в синьо, а когато е нечетен в червено.

$2 + 3 = \square$ $\square - 2 = \square$ $\square + 2 = 4$

$\square \times \square = 5$ $1 - \square = \square$ $4 + \square = 6$

$1 \times \square = \square$ $5 + \square = 7$ $3 + 6 = \square$

$5 - 2 = \square$ $3 - \square = 1$

$8 - \square = 7$ $4 - 2 = \square$

$\square \times \square = 2$ $\square - \square = \square$

$\square \times 5 = \square$ $4 - \square = \square$ $3 - \square = 1$ $\square - \square = \square$

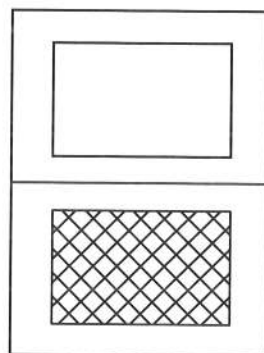
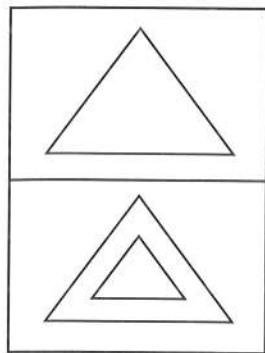
$\square \times 5 = 6$ $4 + 4 = \square$ $2 + \square = \square$

$9 - 2 = \square$ $5 \times 3 = \square$

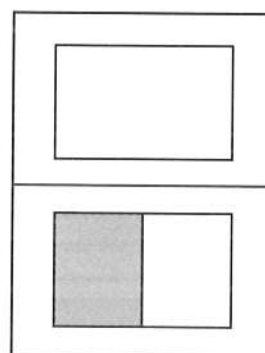
$6 - 7 = \square$ $6 - \square = 3$

Свързване по аналогия 2

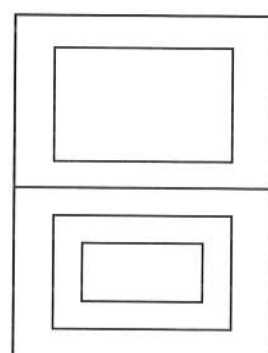
Двете картинки от модела вляво имат връзка помежду си. Избери едно от таблата вдясно, чиито две картинки имат същата връзка и огради цифрата под него.



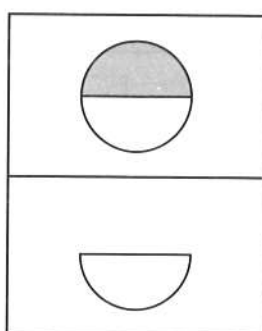
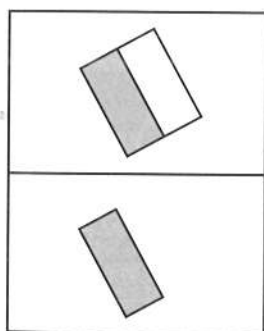
1



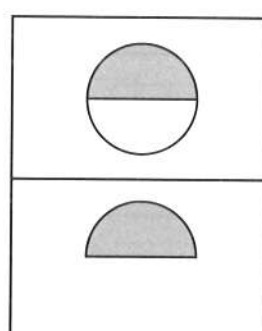
2



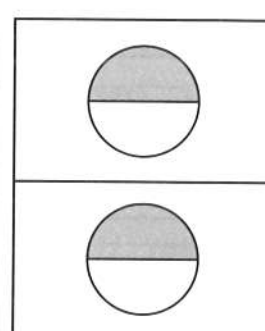
3



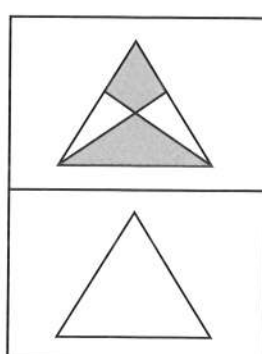
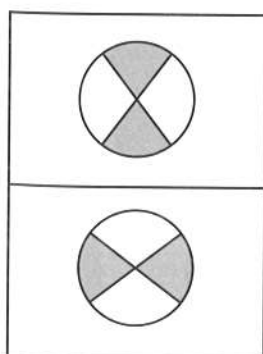
1



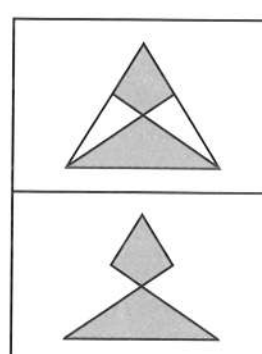
2



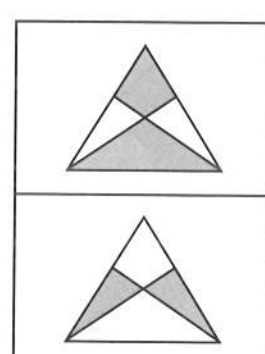
3



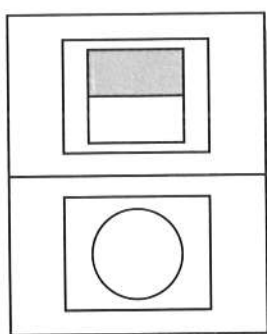
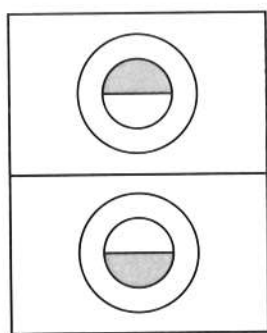
1



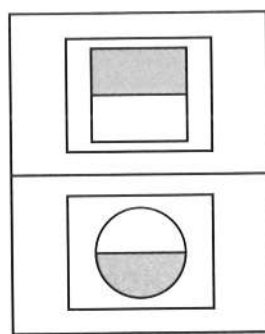
2



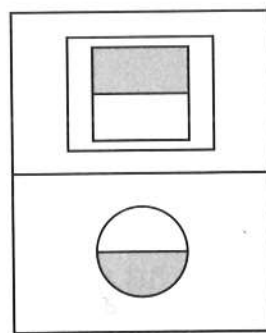
3



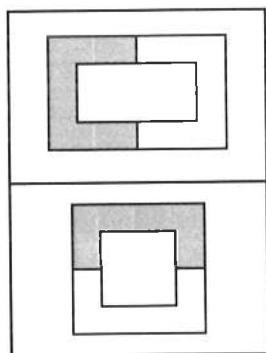
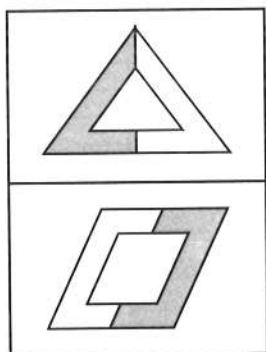
1



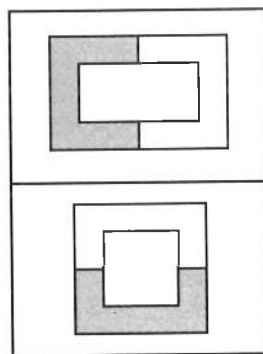
2



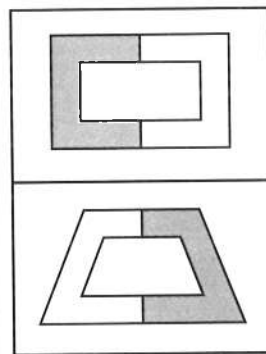
3



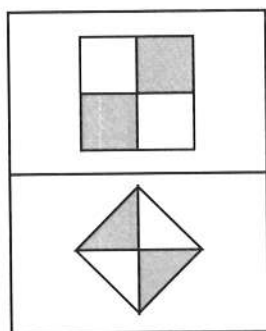
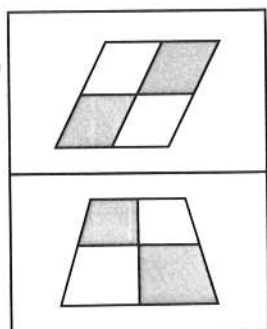
1



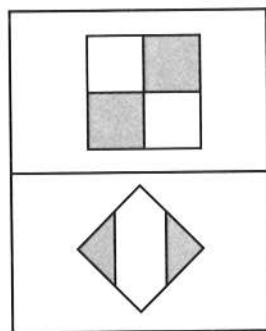
2



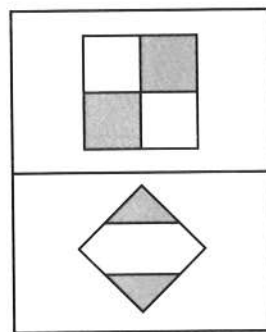
3



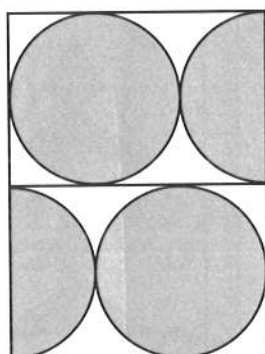
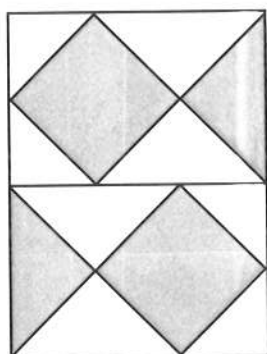
1



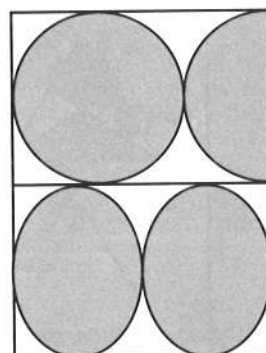
2



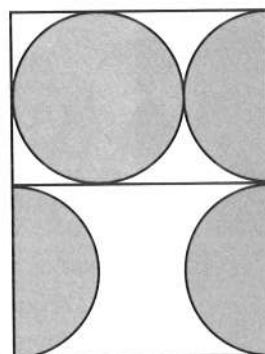
3



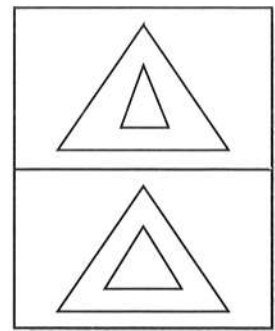
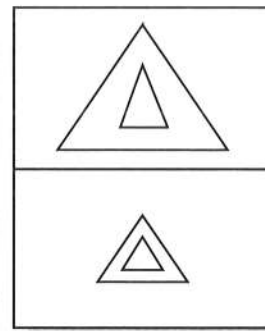
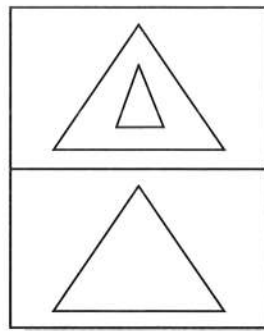
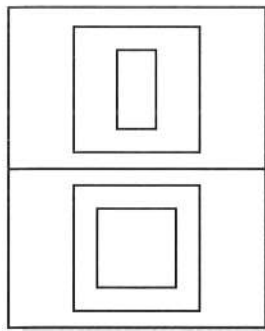
1



2



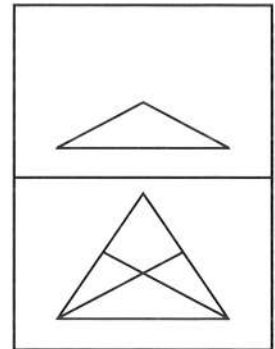
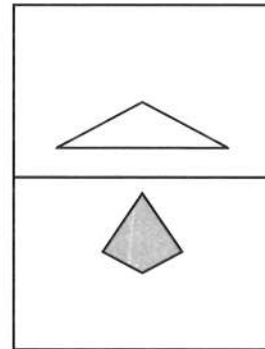
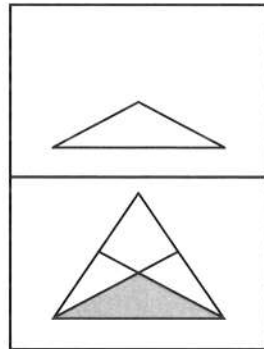
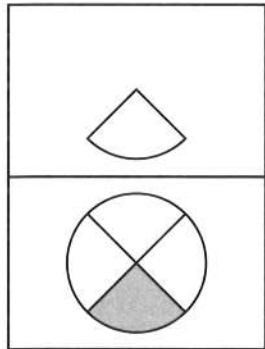
3



1

2

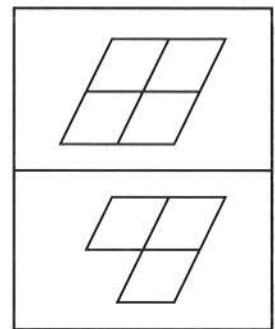
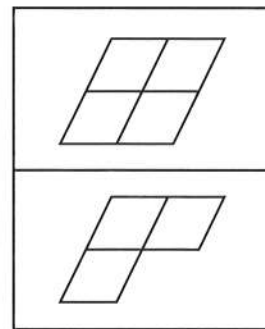
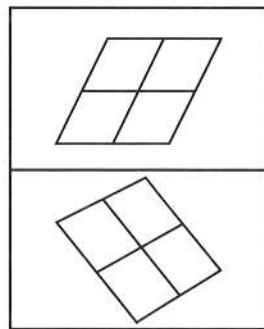
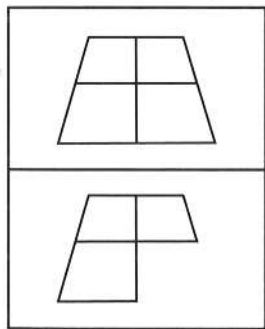
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1

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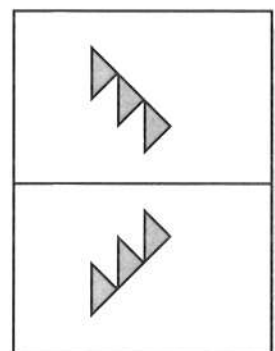
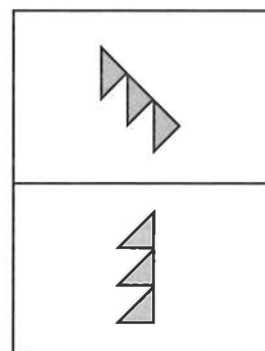
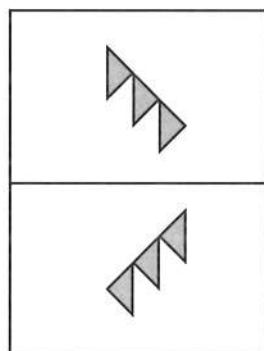
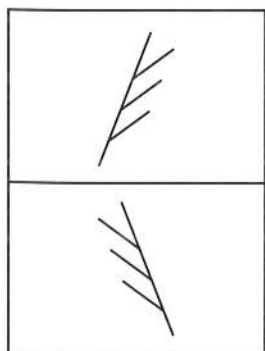
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1

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3



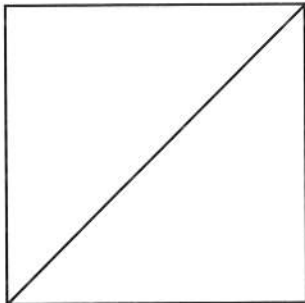
1

2

3

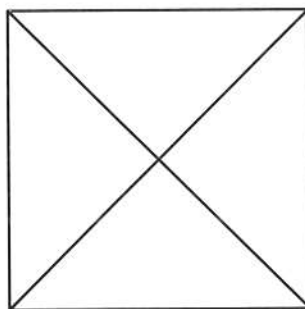
Откриване на фигури

Преброй колко триъгълника и квадрата се съдържат във всяка фигура и отбележи броя им в цифровата редица, както е показано.



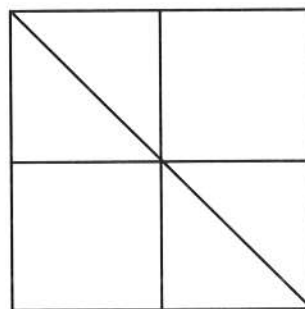
 ① 2 3 4 5 6 7 8 9 10

 1 ② 3 4 5 6 7 8 9 10



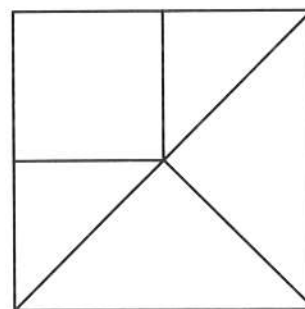
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 1 2 3 4 5 6 7 8 9 10



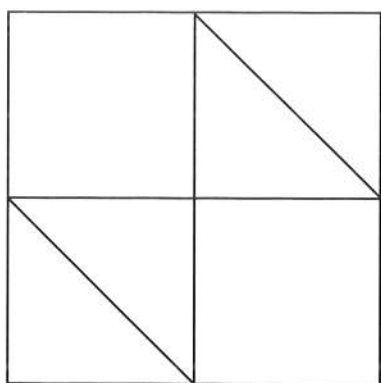
 1 2 3 4 5 6 7 8 9 10

 1 2 3 4 5 6 7 8 9 10



 1 2 3 4 5 6 7 8 9 10

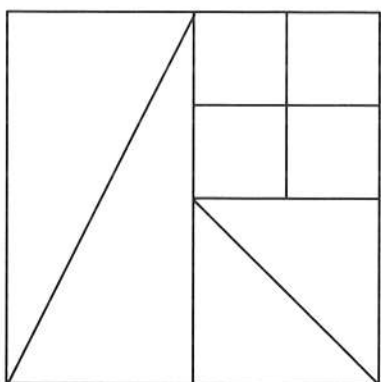
 1 2 3 4 5 6 7 8 9 10



1 2 3 4 5 6 7 8 9 10



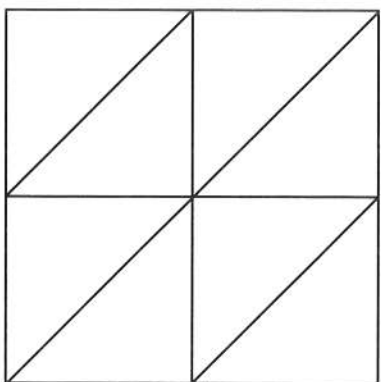
1 2 3 4 5 6 7 8 9 10



1 2 3 4 5 6 7 8 9 10



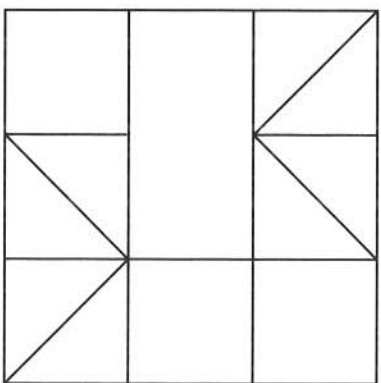
1 2 3 4 5 6 7 8 9 10



1 2 3 4 5 6 7 8 9 10



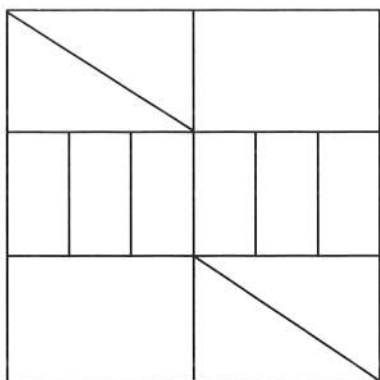
1 2 3 4 5 6 7 8 9 10



1 2 3 4 5 6 7 8 9 10



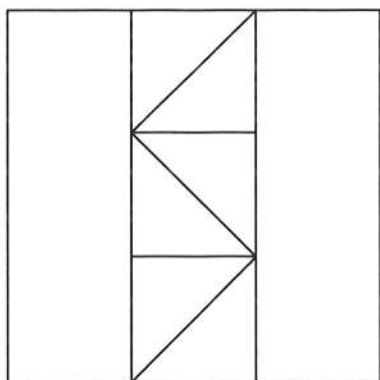
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1 2 3 4 5 6 7 8 9 10



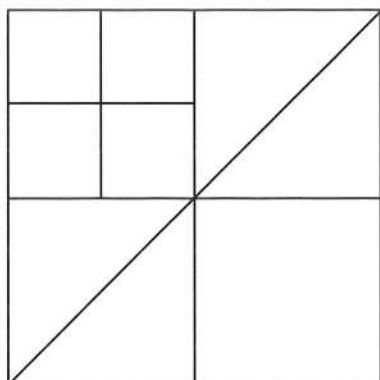
1 2 3 4 5 6 7 8 9 10



1 2 3 4 5 6 7 8 9 10



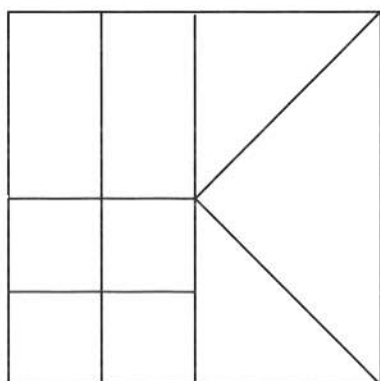
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1 2 3 4 5 6 7 8 9 10



1 2 3 4 5 6 7 8 9 10



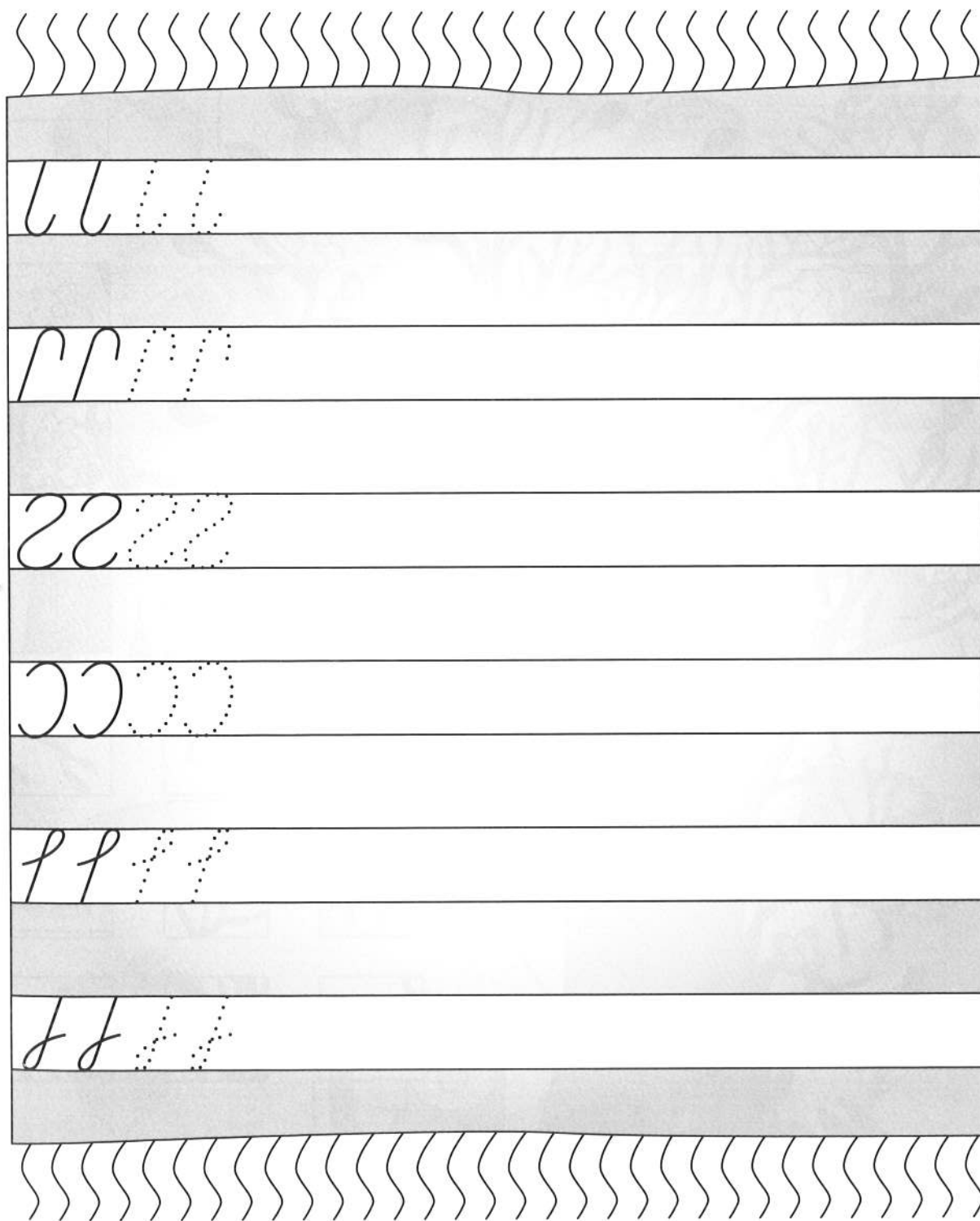
1 2 3 4 5 6 7 8 9 10



1 2 3 4 5 6 7 8 9 10

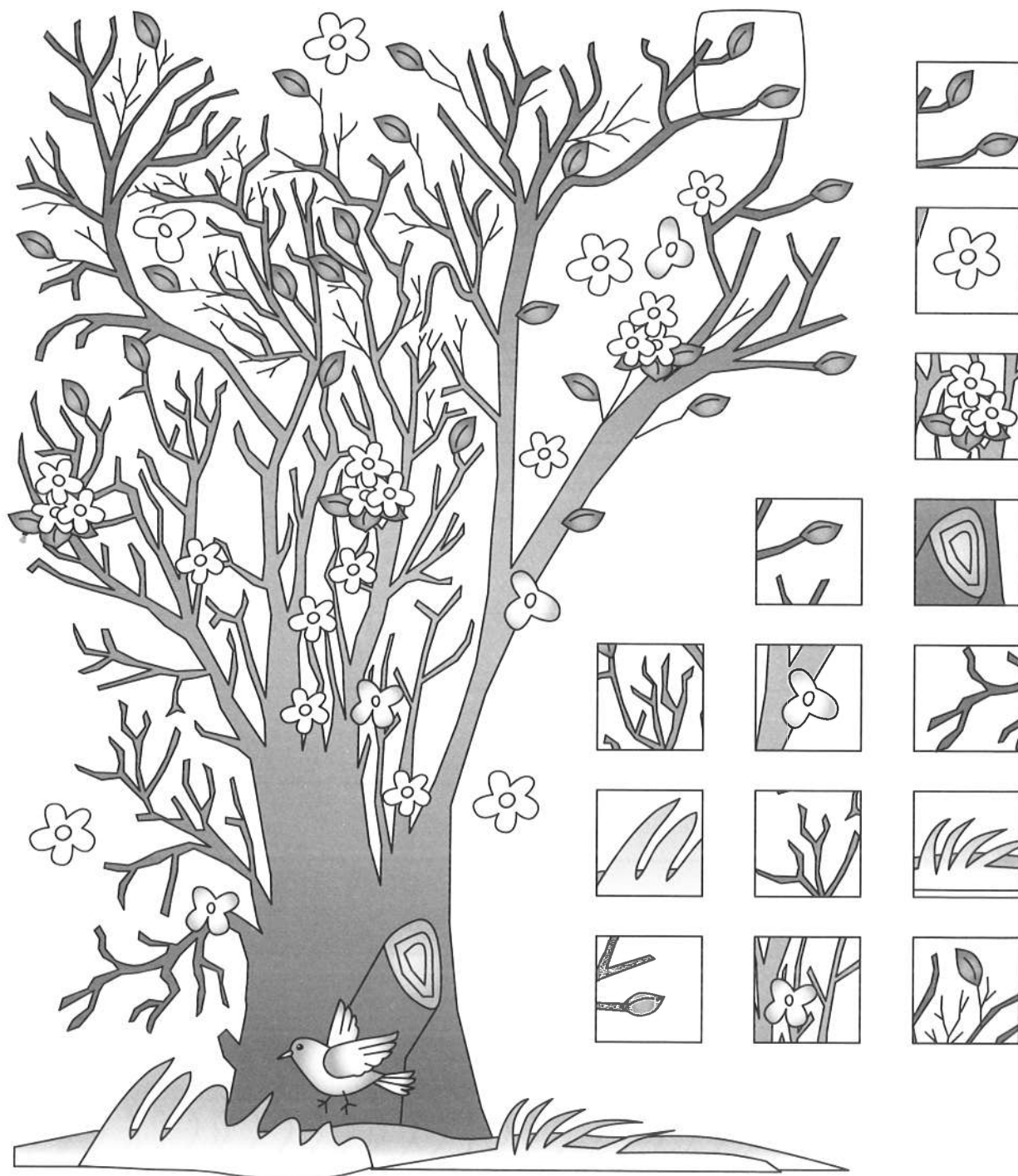
Подготовка за писане 2

Дорисувай украсата на килимчето с показаните елементи.



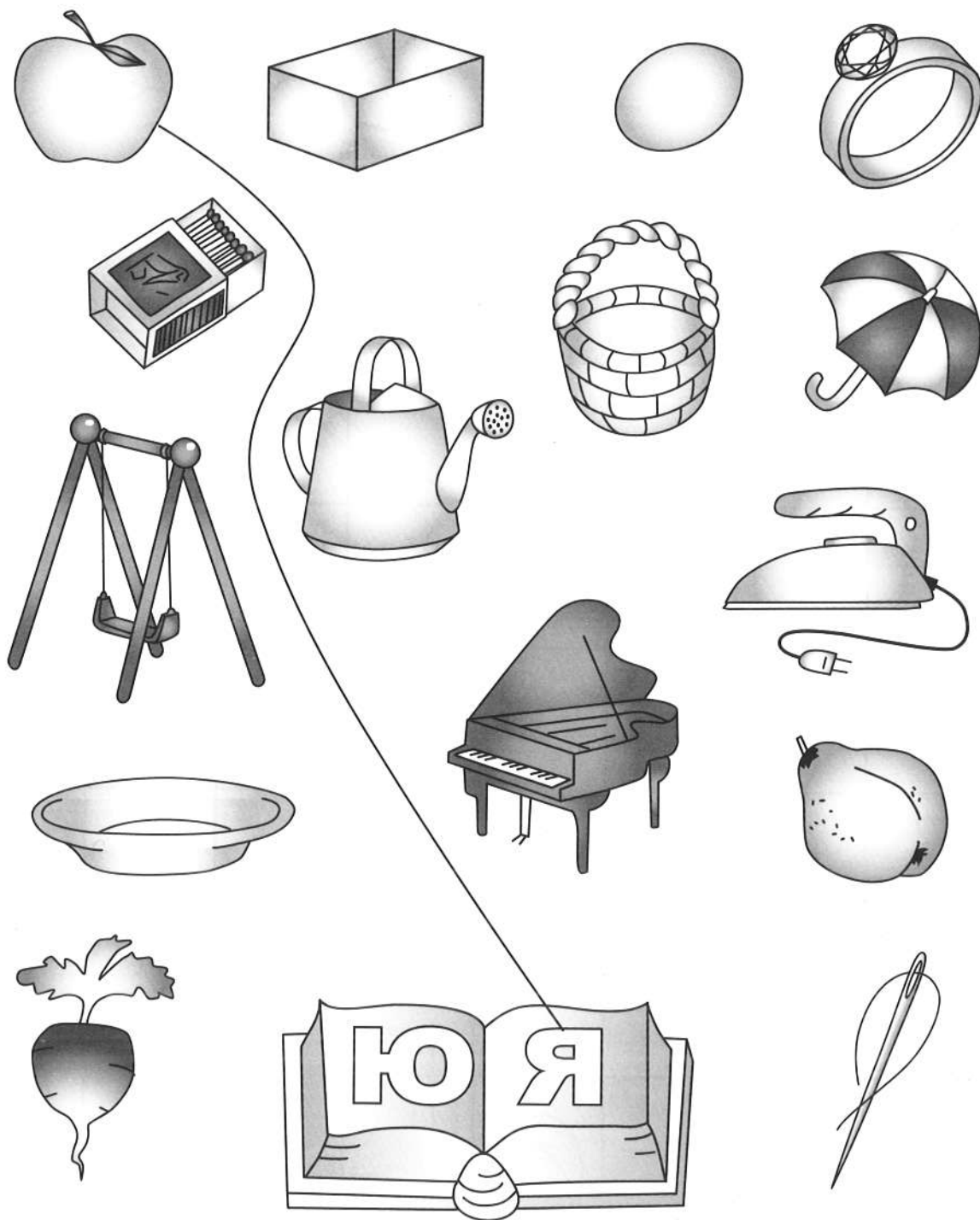
Търсене на скрити предмети 2

Намери дадените елементи и ги огради в картината, както е показано в образца.



Звукосъчетания 2

Нареди в книжката онези картинки, в имената на които чуваш Ю и Я, както е показано.



Времева последователност

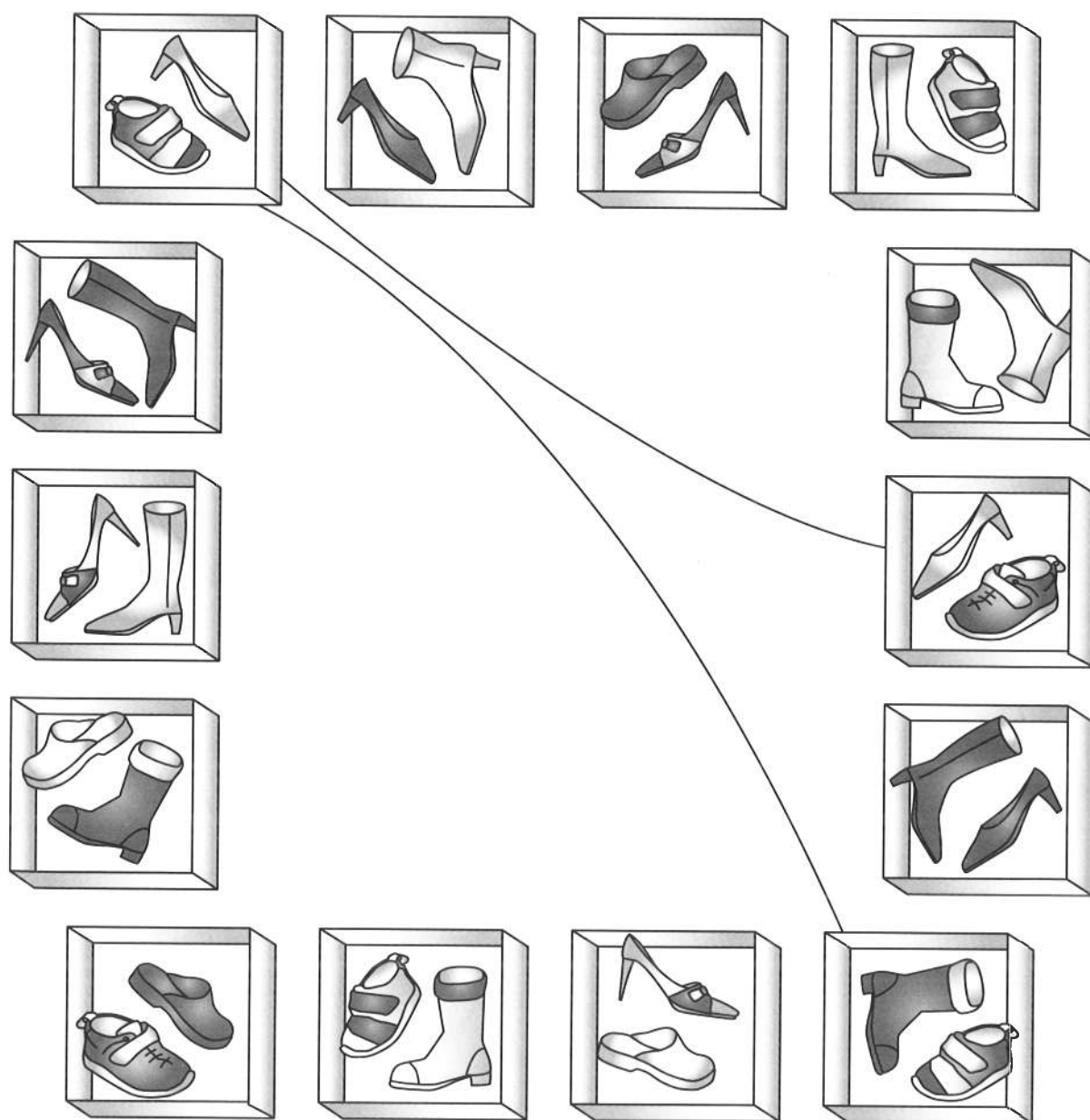
Попълни празните квадратчета в мрежата по-долу, като използваш показаните картинки и спазиш последователността на редуване на сезоните.

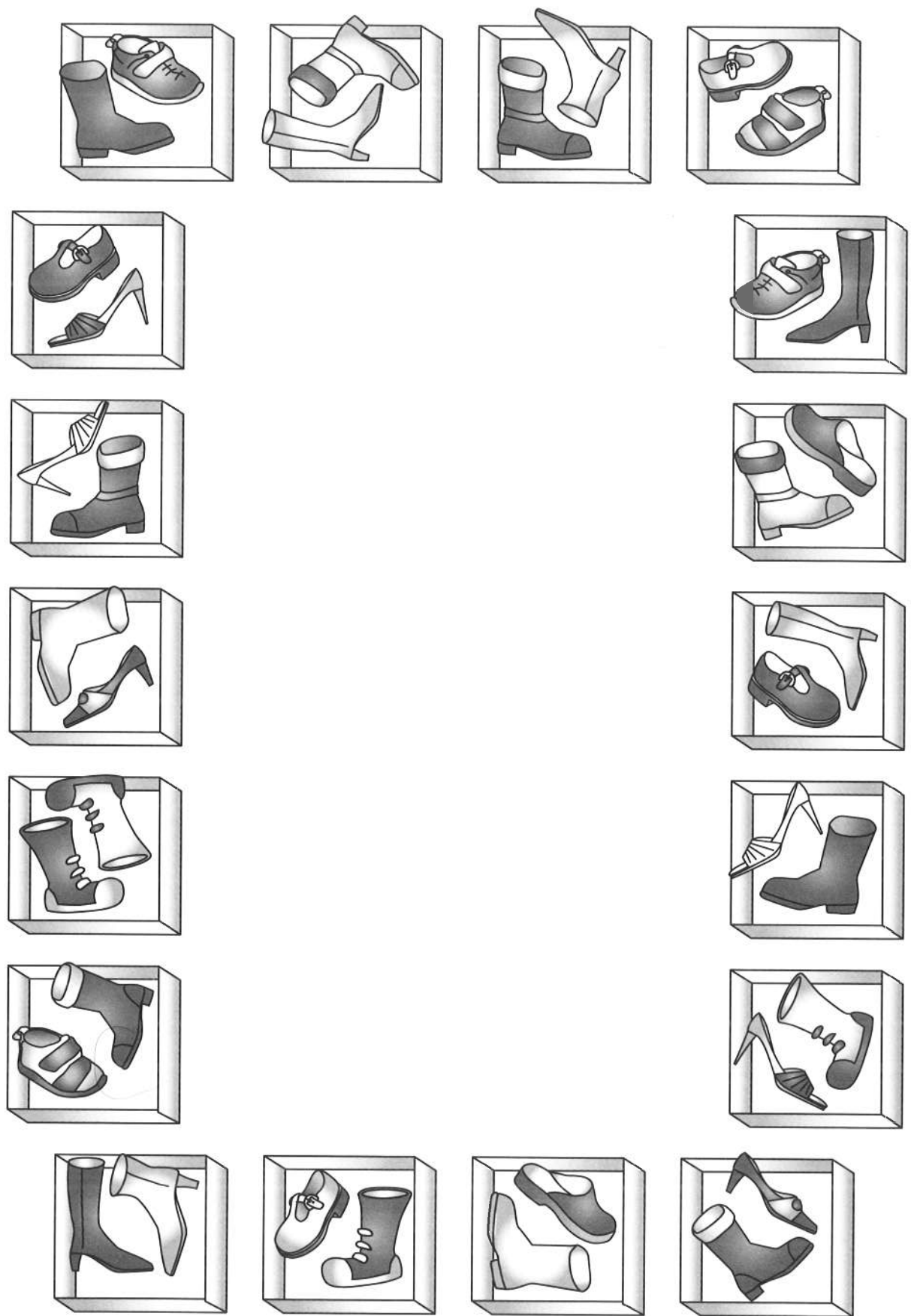


Свързване по двойки

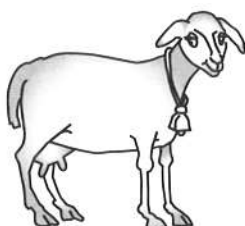
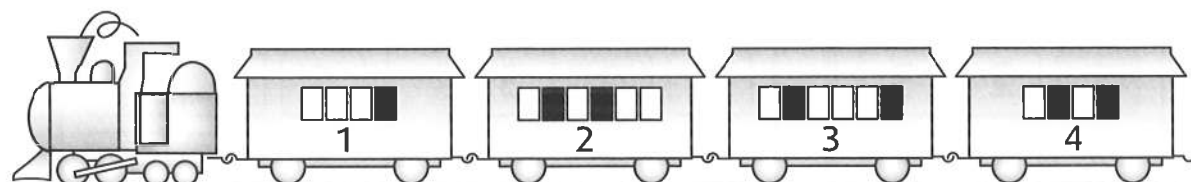
Разгледай поставените в кутиите обувки и ботуши. Свържи с линия онези от тях, които са от един и същ чифт, както е показано в образца.



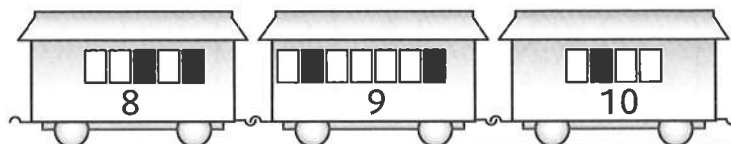
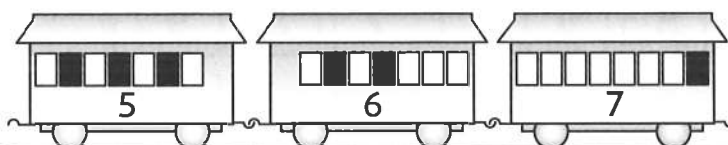


Звукова чувствителност – влак

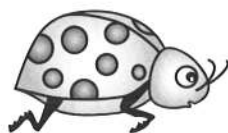
Всяко вагонче има различен брой прозорчета. Някои от тях са затъмнени и отговарят на мястото на звук „А“ в имената на животните от картините. Намери вагона на всяко животно според мястото на гласен звук „А“ в неговото име, както е показано в обреза.



① 2 3 4 5
6 7 8 9 10



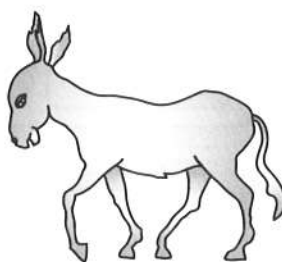
1 2 3 4 5
6 7 8 9 10



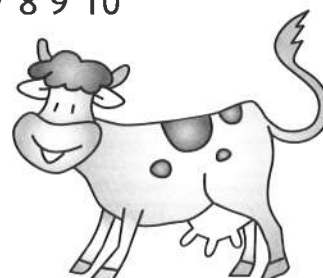
1 2 3 4 5
6 7 8 9 10



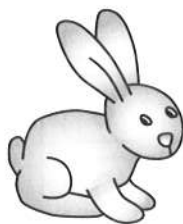
1 2 3 4 5
6 7 8 9 10



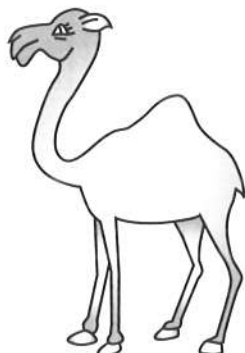
1 2 3 4 5
6 7 8 9 10



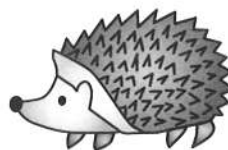
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6 7 8 9 10



1 2 3 4 5
6 7 8 9 10



1 2 3 4 5
6 7 8 9 10



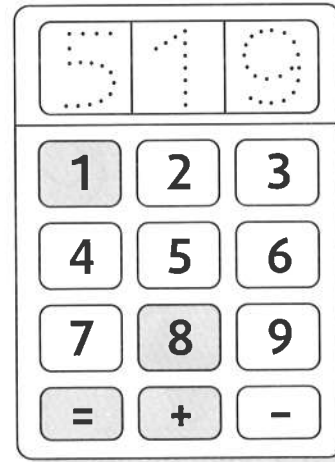
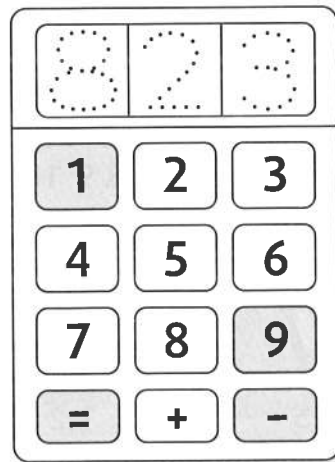
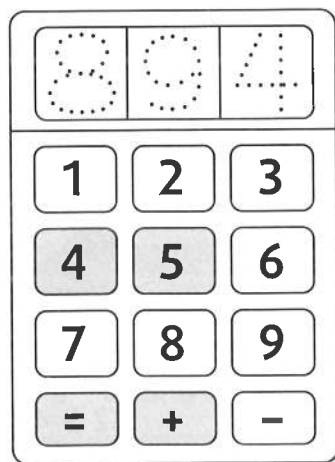
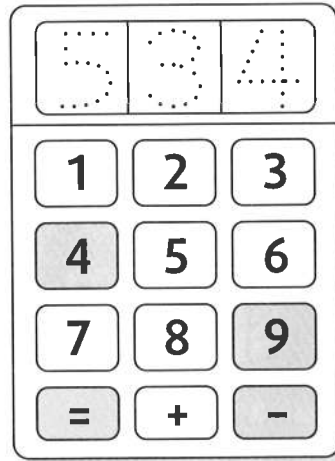
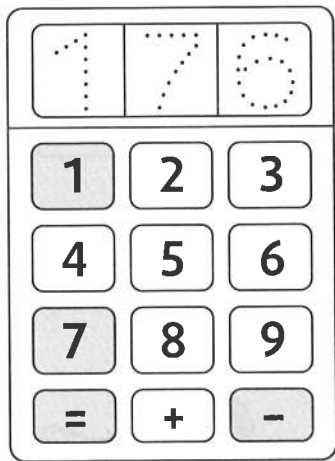
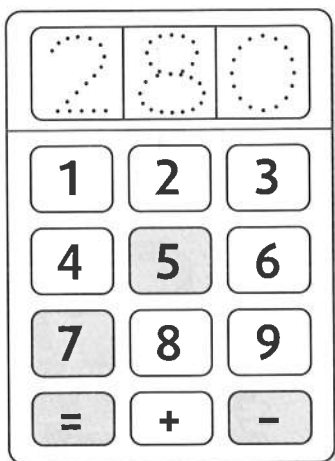
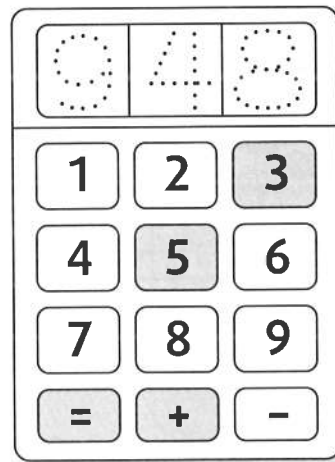
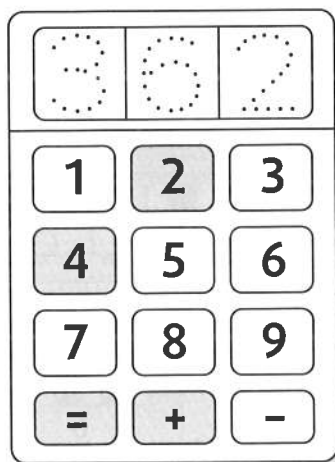
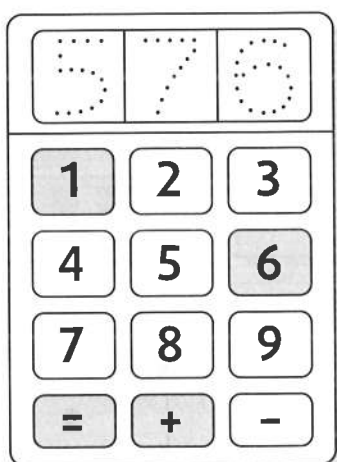
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6 7 8 9 10



1 2 3 4 5
6 7 8 9 10

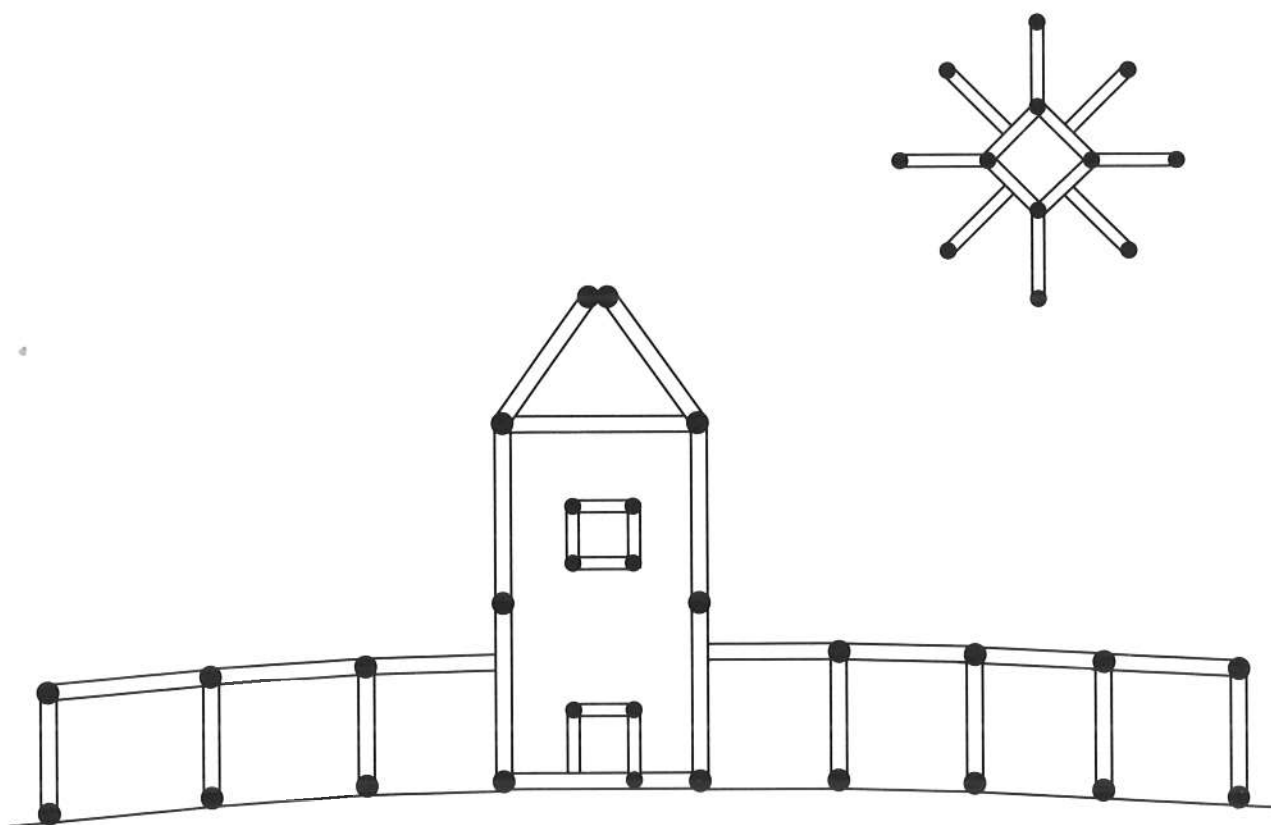
Смятане с калкулатор

Уплътни цифрата, която трябва да показва екранът на калкулатора, според натиснатите копчета.

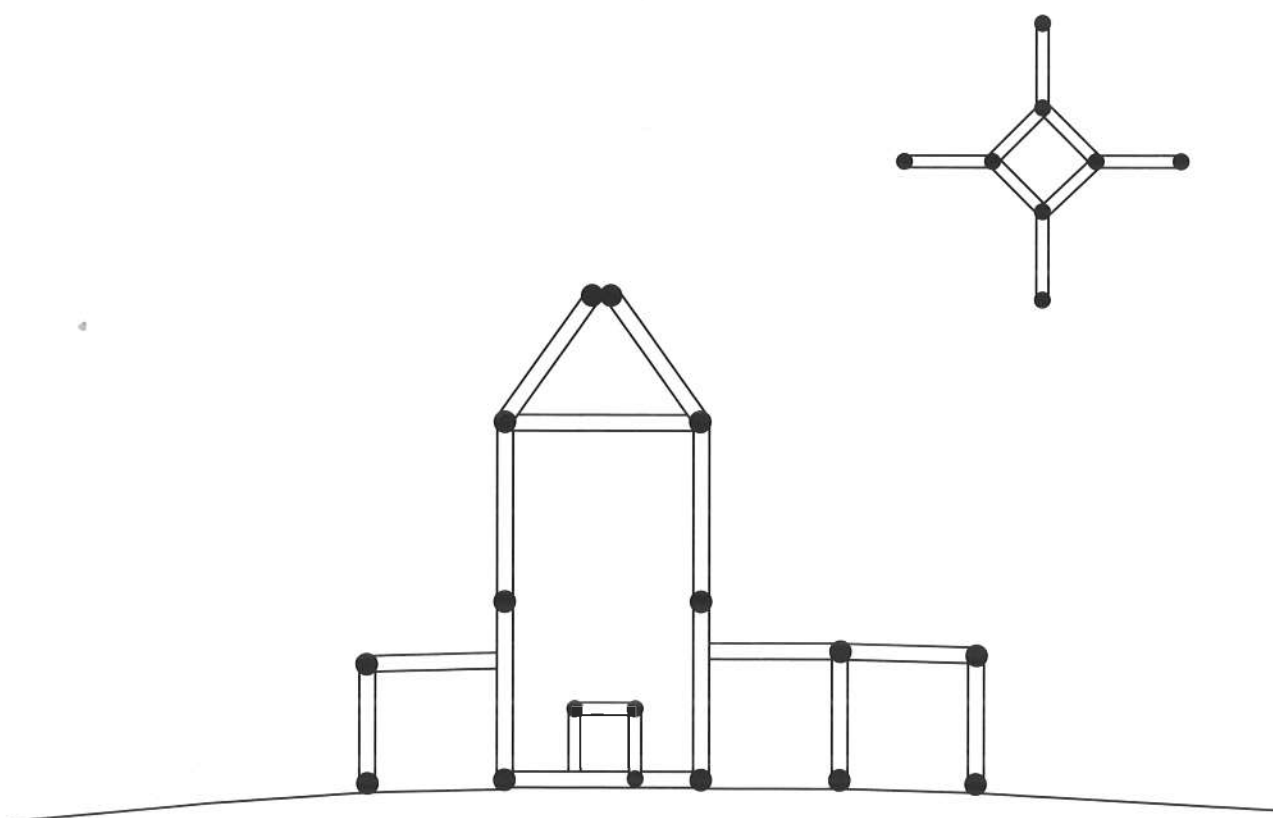


Памет с дорисуване

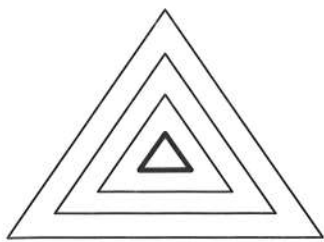
Разгледай внимателно картинката и се опитай да я запомниш.
(Детето се оставя да разглежда картинката за около 30 сек.) Премини на следващата страница.



Дорисуй пропуснатите елементи.

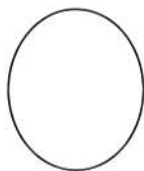
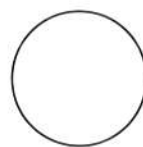
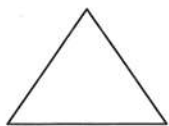


Зрителна точност – геометрия 2



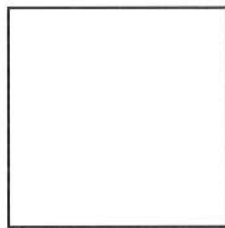
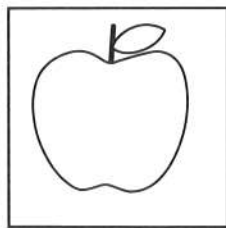
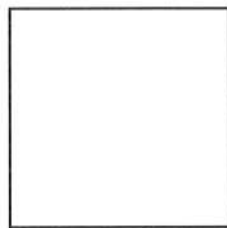
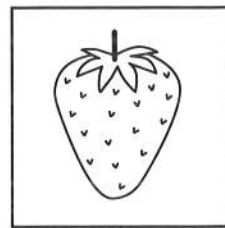
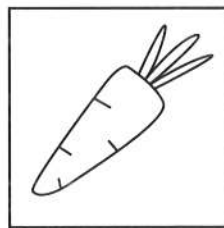
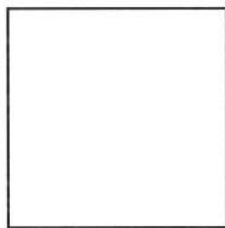
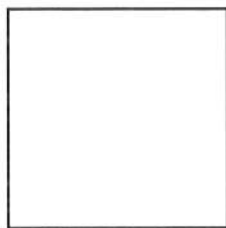
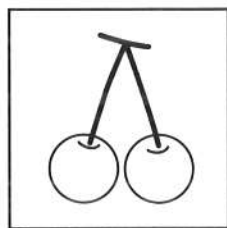
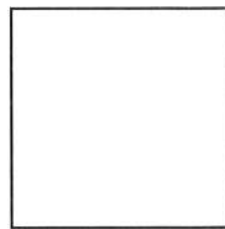
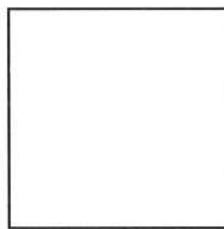
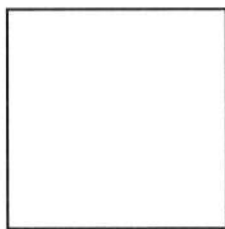
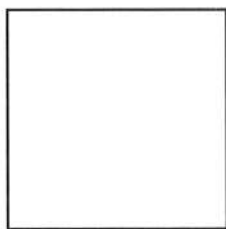
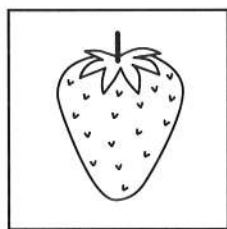
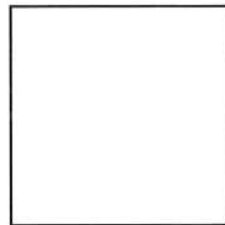
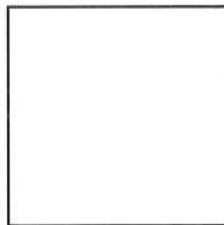
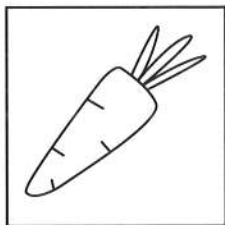
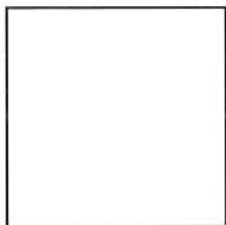
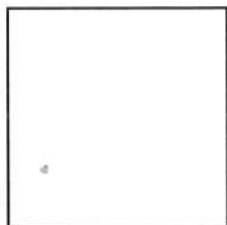
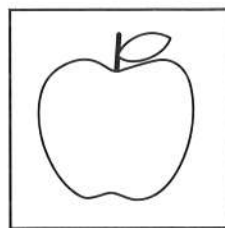
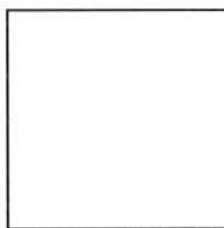
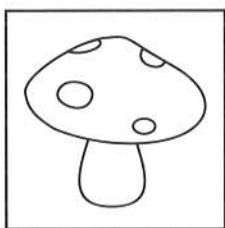
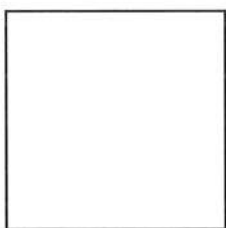
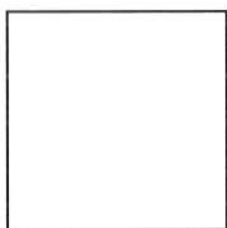
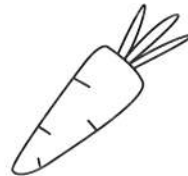
Около всяка от празните геометрични фигури опиши по още 3 от дадения вид, както е показано в образца.

← Образец



Творческо мислене 3

Нарисувай липсващите предмети така, че във всяка една редица и колонка да има по един от тях.

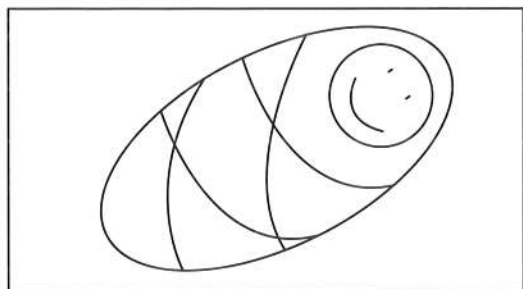


Скрита дума

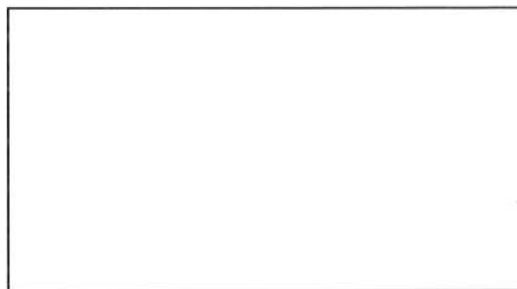
Всяка цифра от цифровия ред показва поредна буква от буквения ред над него. Разбери, какви думи образуват буквите и нарисуй съответните предмети в празните полета, както е показано.

Ц Б Т К Л Е П С В А

2 6 2 6



1 9 6 3 6



П А Т Р Н К С Л З О

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6 10 3 6 2



Г С Ц К Е Н Р Л З Ъ

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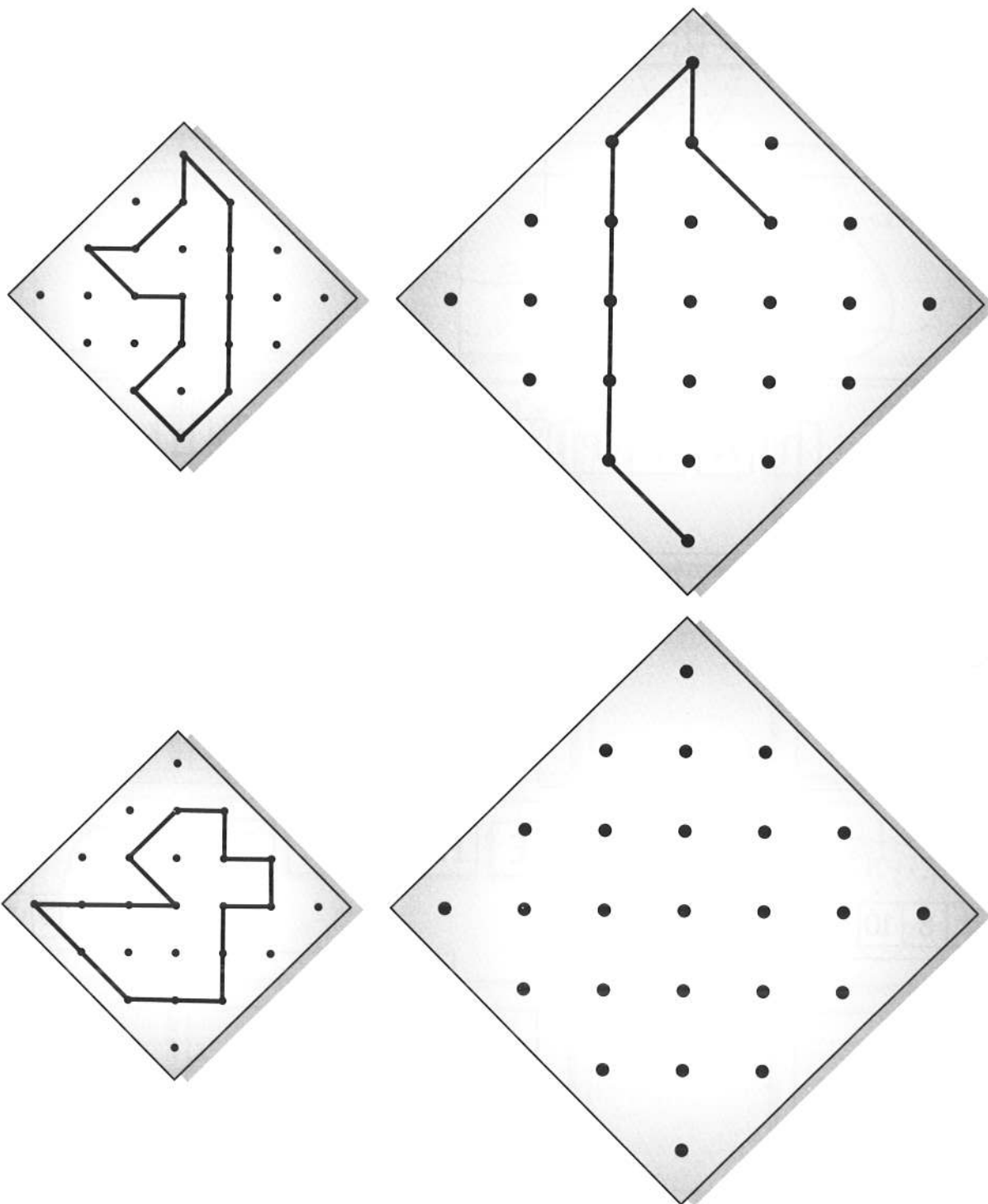


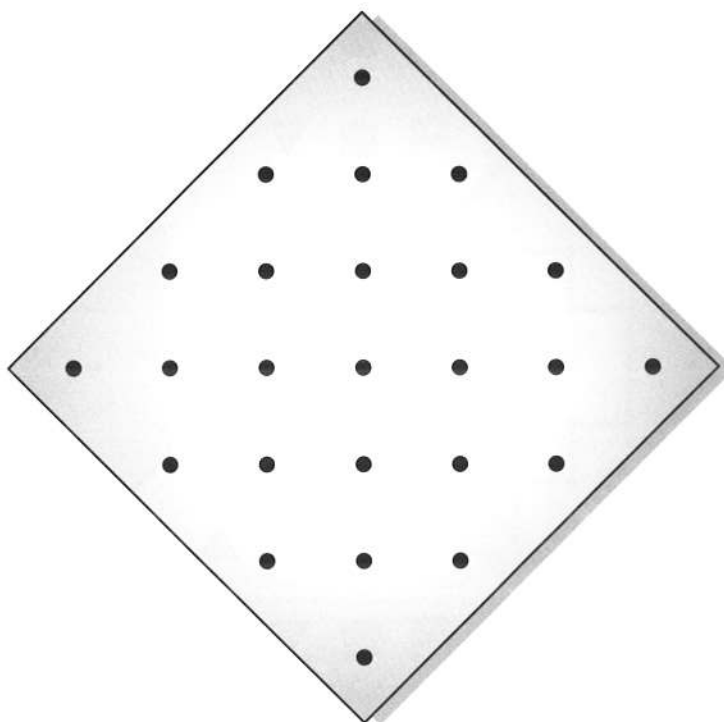
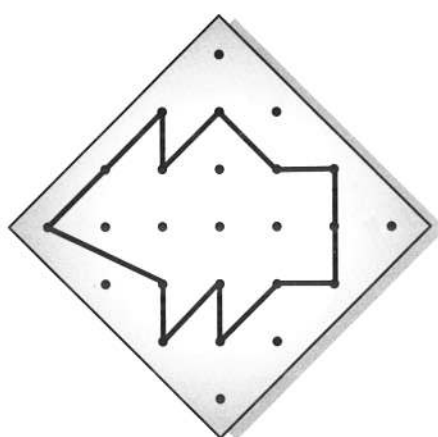
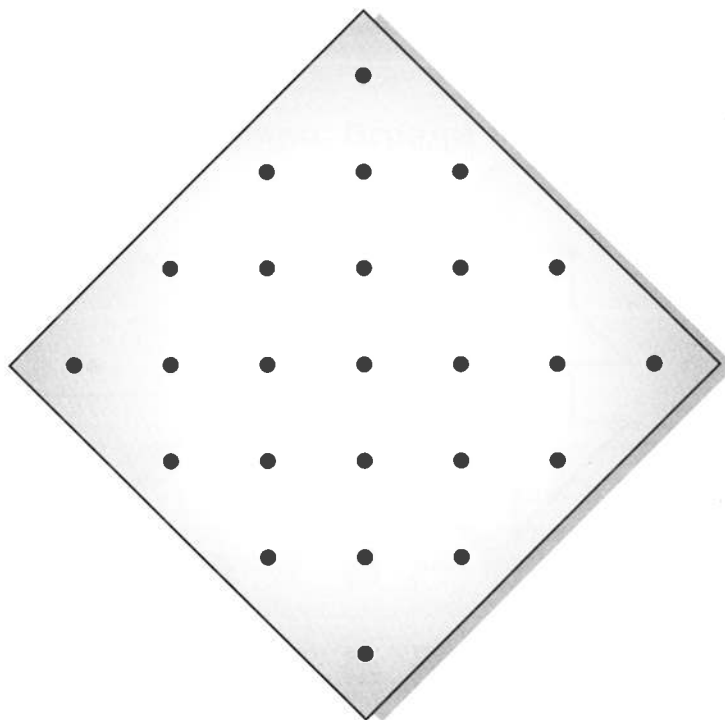
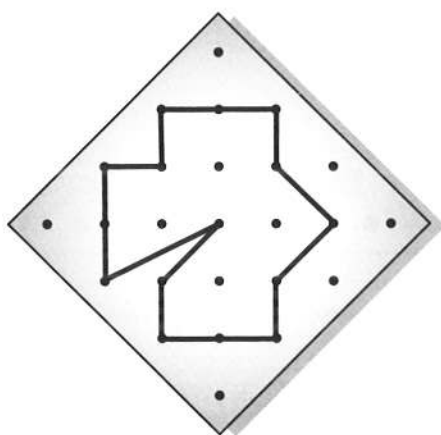
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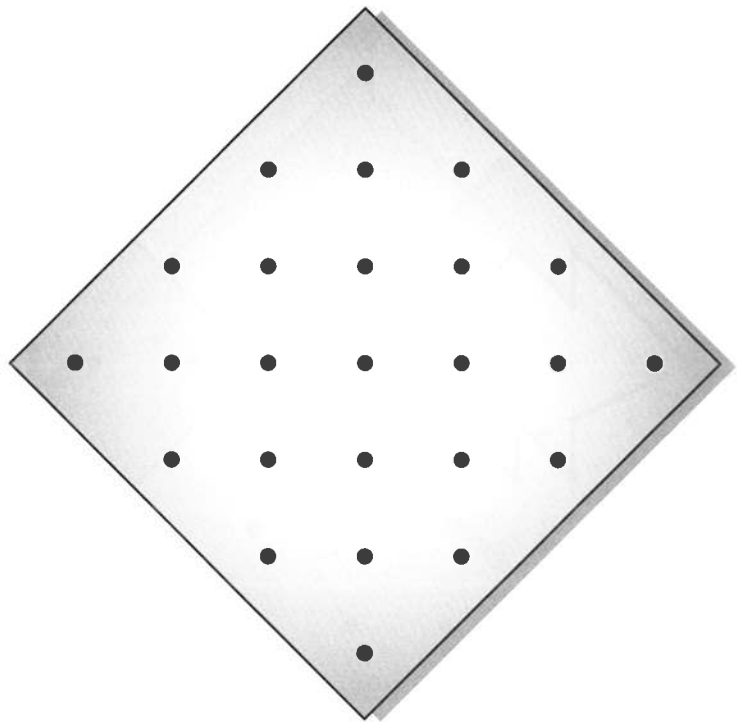
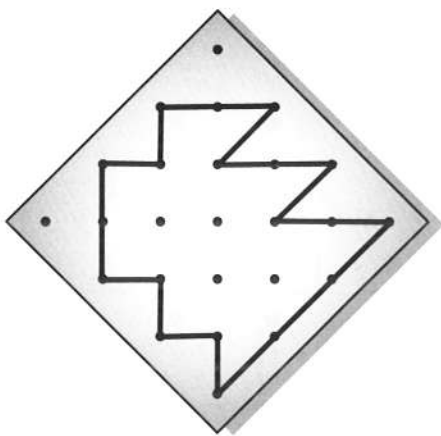
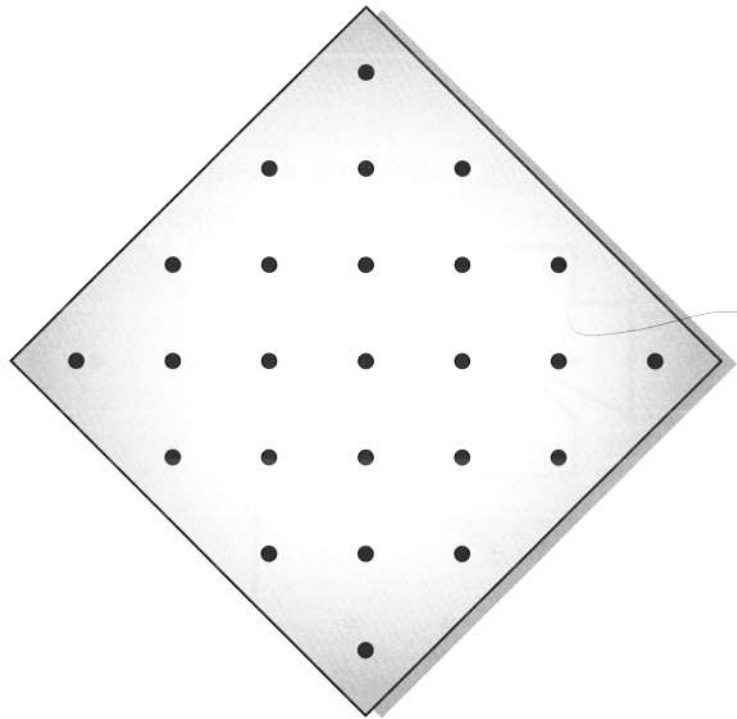
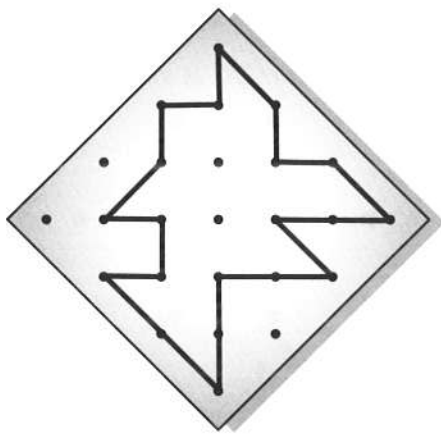


Прерисуване в мрежа 3

Разгледай показаните в малката мрежа фигури. Прерисувай ги огледално в по-голямата празна мрежа, както е показано.







Логическо мислене – знакова редица

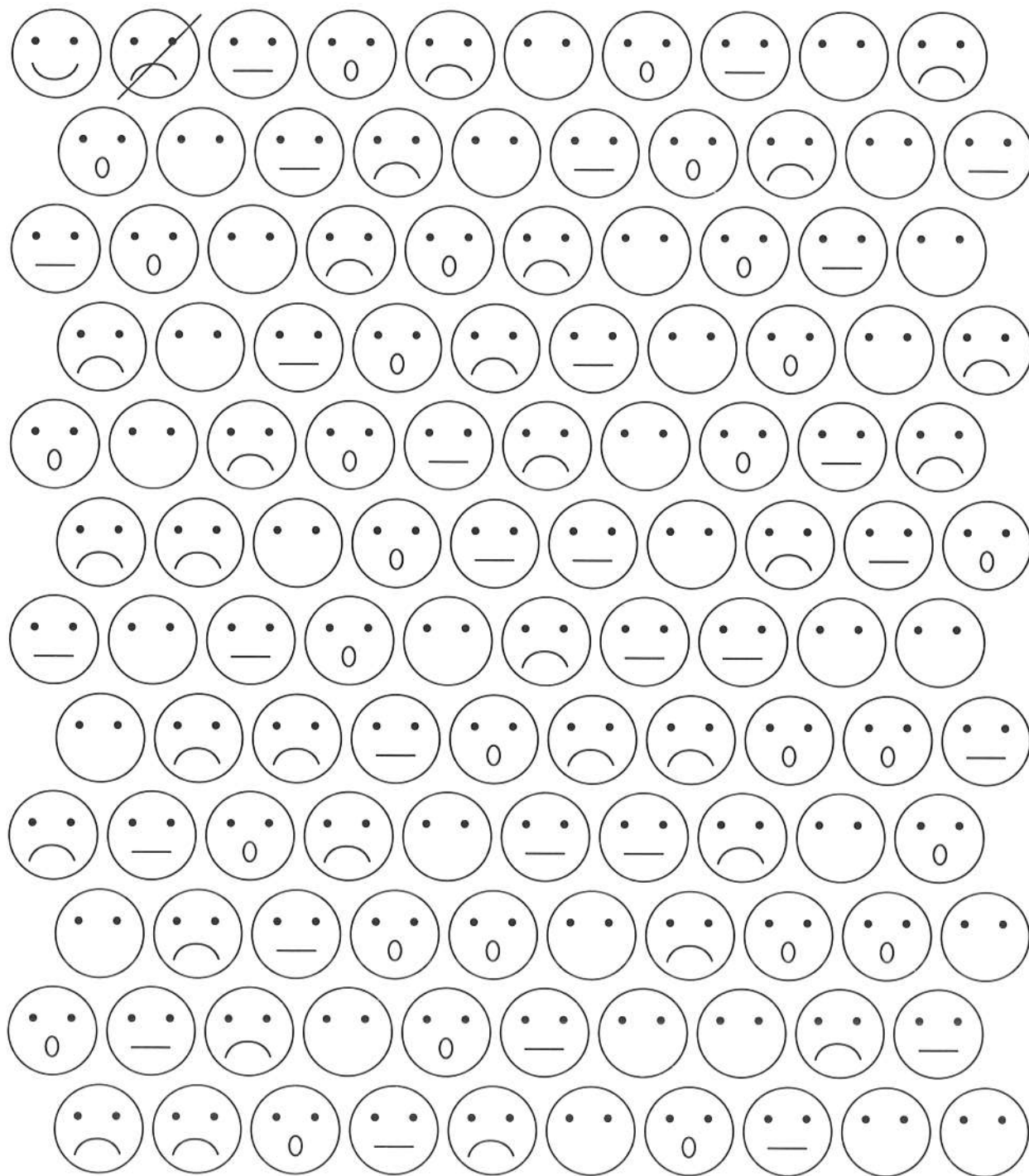
Проследи редуването на знаците вляво. Огради липсващия от тях, както е показано в образца.

Образец:



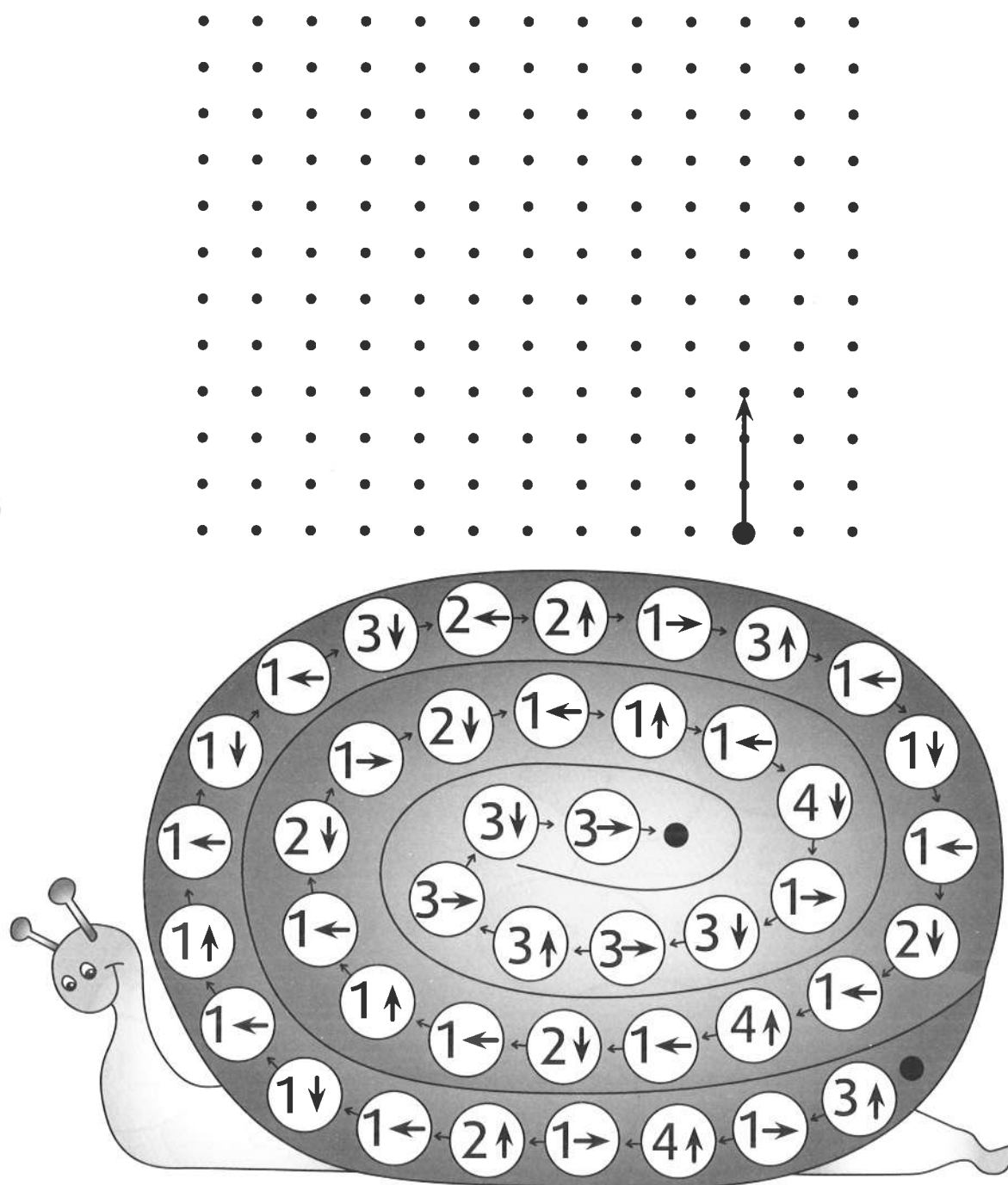
Разпределеност на вниманието 3

Разгледай внимателно лицата. Те са: усмихнати, сърдити, безразлични и учудени. Зачертай сърдитите и довърши усмихнатите лица. Работи бързо и внимателно.



Ориентиране в мрежа 3

Следвай знаците от къщичката на охлюва, като свързваш посочения брой точки с черти и спазваш посоките на стрелките. Започни от голямата точка.

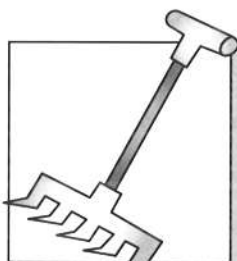


Звукова чувствителност – гъсеница

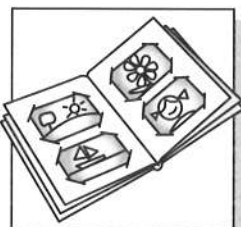
Подреди всички картинки чрез ограждане на съответната цифра така, че последния звук от името на предната да бъде първи звук в името на следващата.



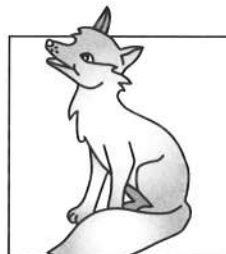
1 2 3 4 5
6 7 8 9 10



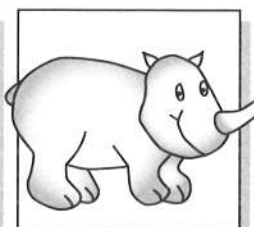
1 2 3 4 5
6 7 8 9 10



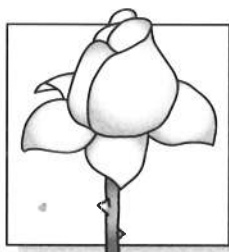
1 2 3 4 5
6 7 8 9 10



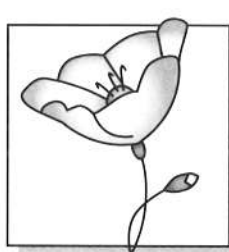
1 2 3 4 5
6 7 8 9 10



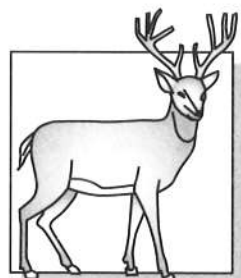
1 2 3 4 5
6 7 8 9 10



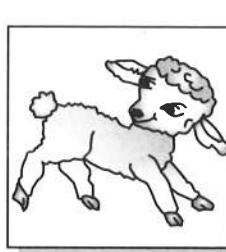
① 2 3 4 5
6 7 8 9 10



1 2 3 4 5
6 7 8 9 10



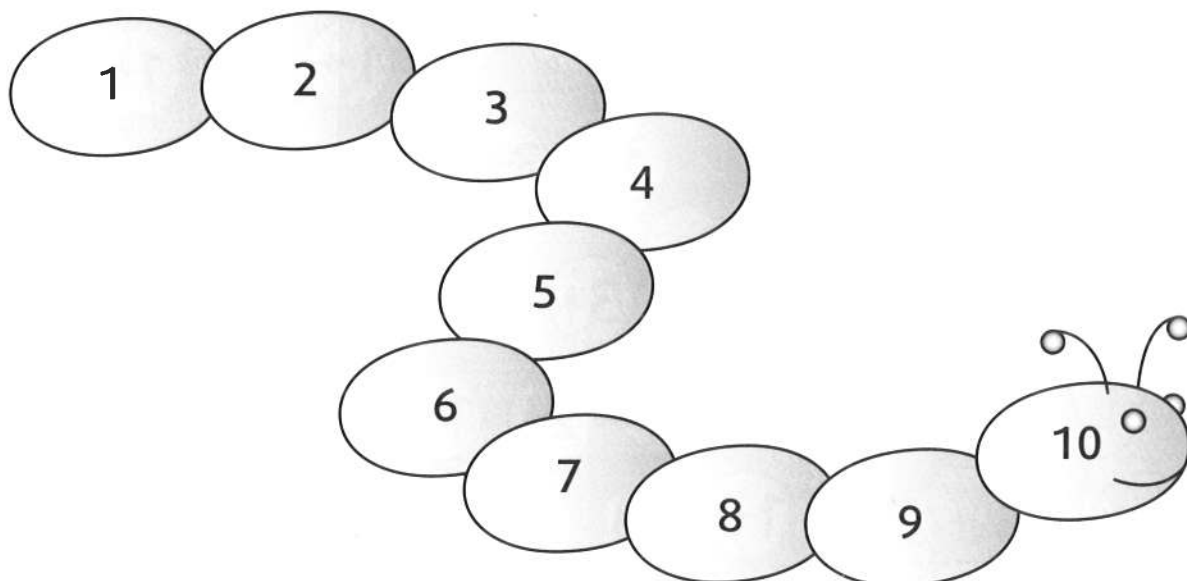
1 2 3 4 5
6 7 8 9 10



1 2 3 4 5
6 7 8 9 10



1 2 3 4 5
6 7 8 9 10

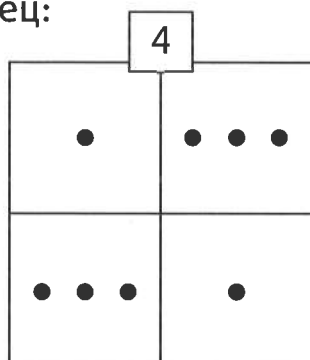


Количествени представи 3

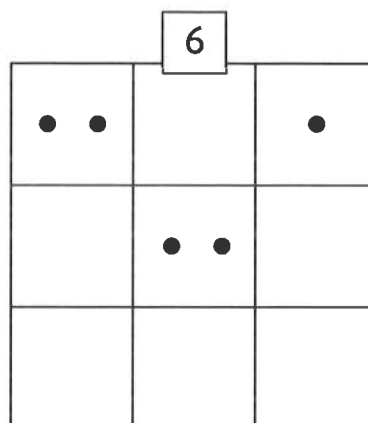
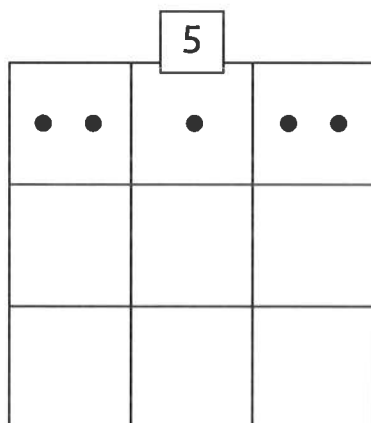
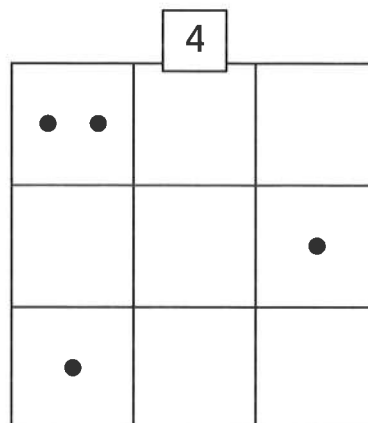
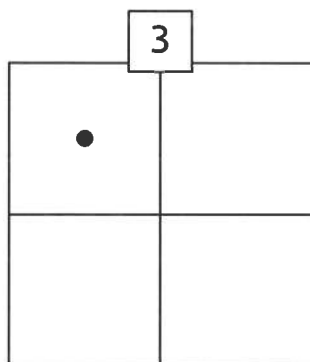
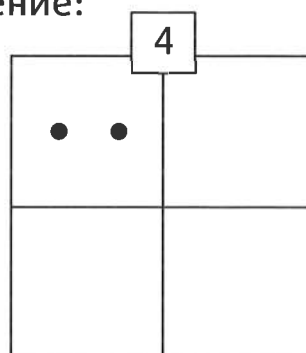
Попълни празните квадратчета от мрежите с такъв брой точки, че по редове и по колони сборът на точките да е равен на числото в прозорчето отгоре.

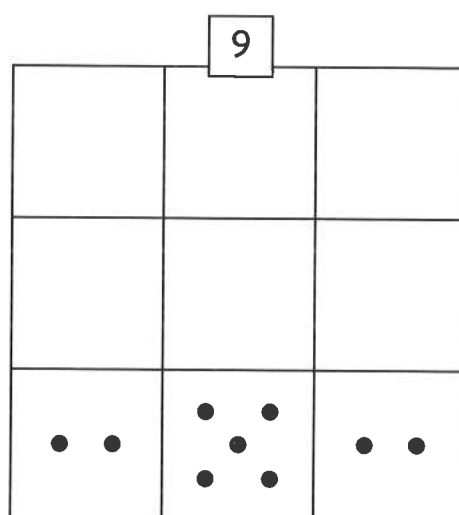
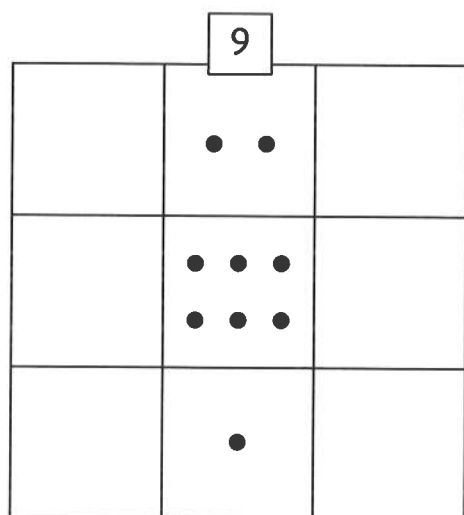
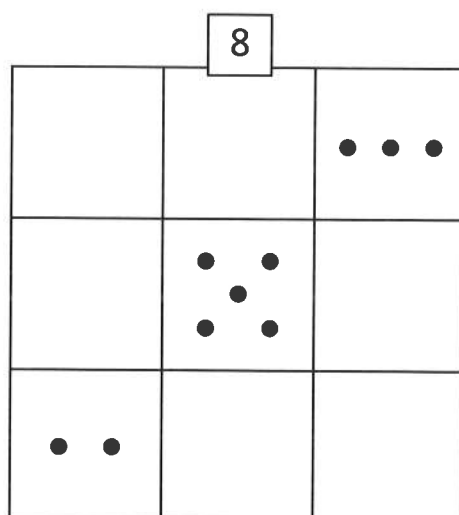
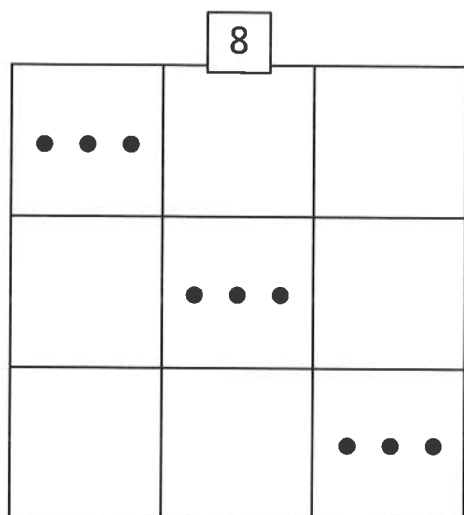
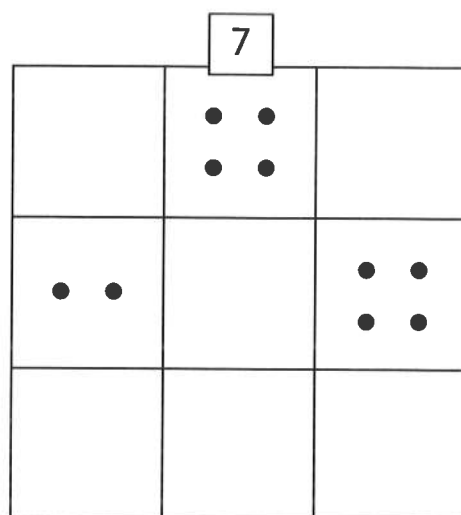
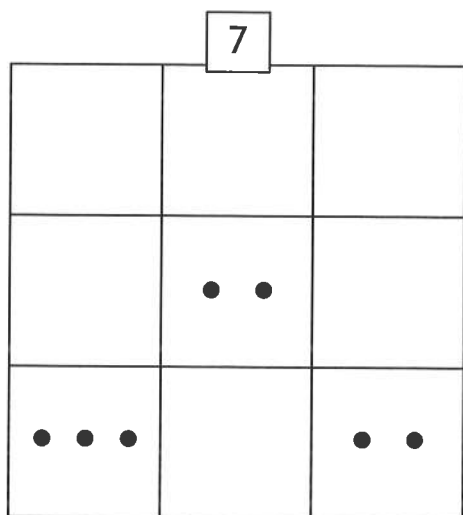
Разгледай образца и изпълни упражнението преди да преминеш към основната задача.

Образец:



Упражнение:





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Росица Станулова-Бялкова, Гертана Христова,
Искра Тончева-Сачкова

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