



**DOPO
SCUOLA** 24
Gioco, Impara e Divertiti

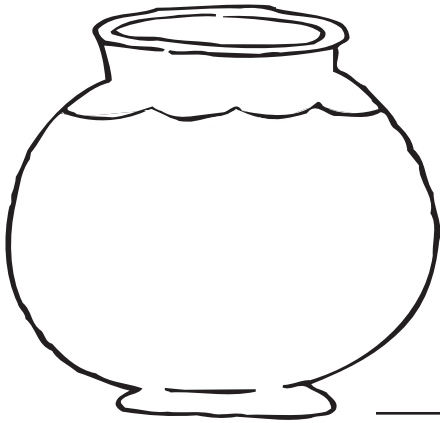


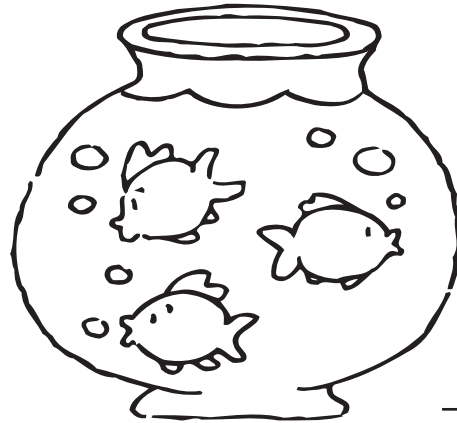
Schede didattiche

Matematica prescolare 1

0 Zero

Indicazioni: Cerchia gli acquari senza pesci al loro interno. Scrivi 0 sulla linea accanto a esse.





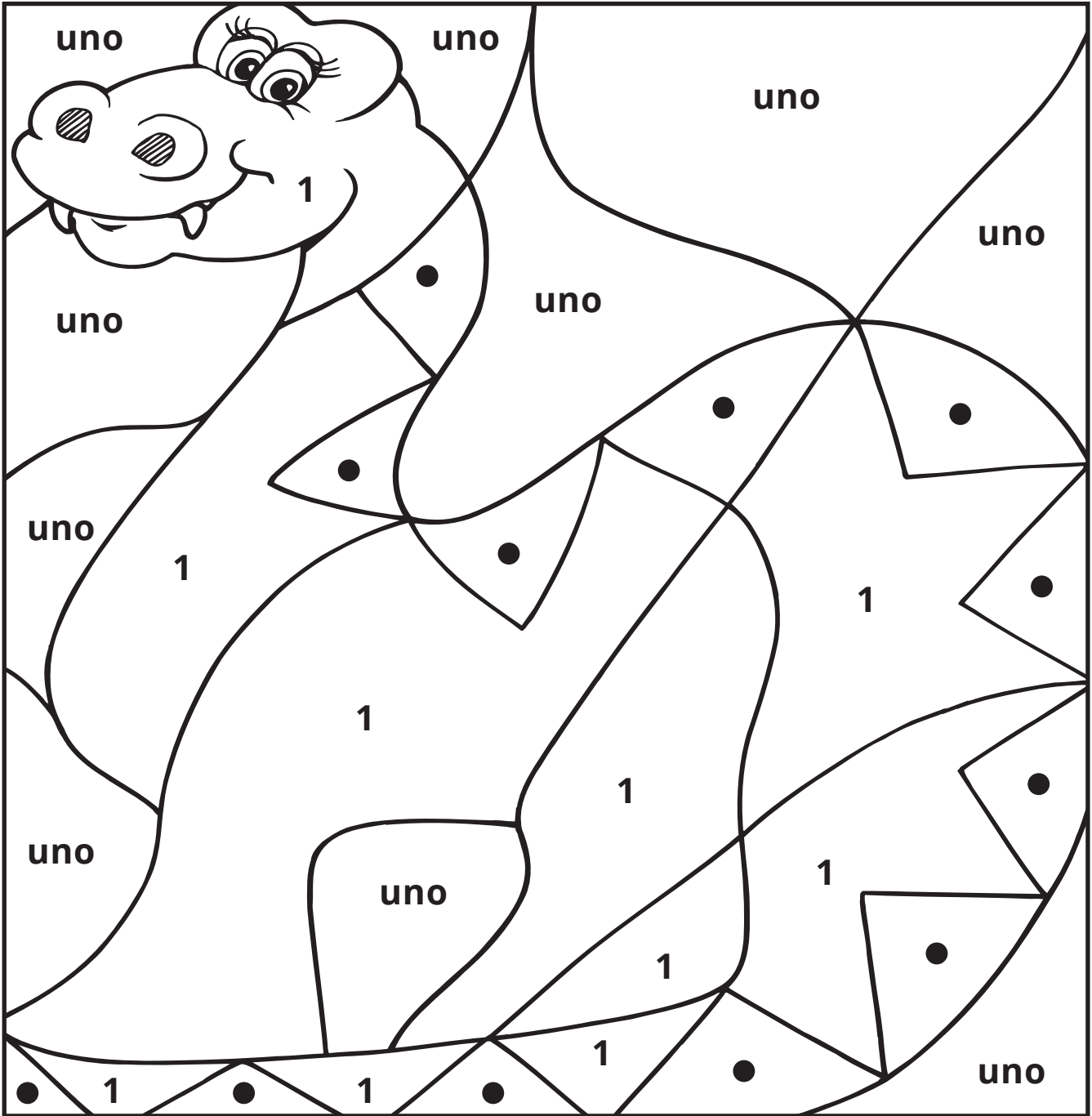




1 UNO

Indicazioni: Colora gli spazi: 1 = verde

● = marrone, e "uno" = blu.

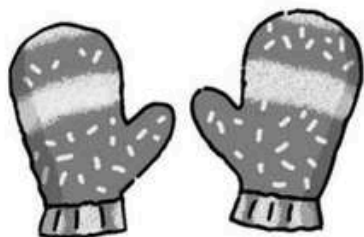


2 ●● Due

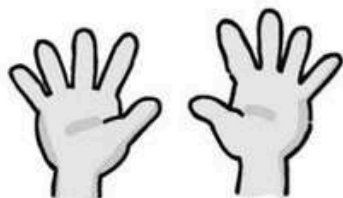
Indicazioni: Disegna una linea per abbinare ogni numero 2 a un gruppo di 2 cose.



2



2



2

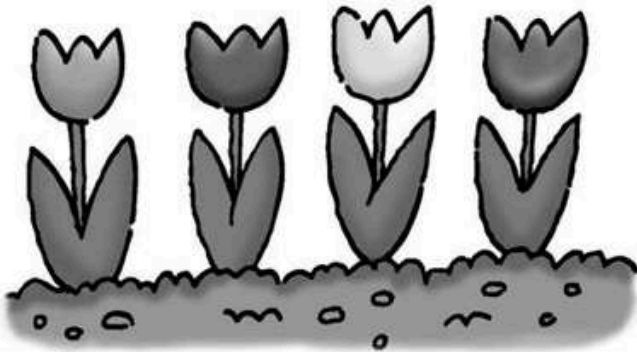
3 ●●● Tre

Indicazioni: Cerchia 3 biscotti di ogni tipo da mettere nel barattolo dei biscotti.

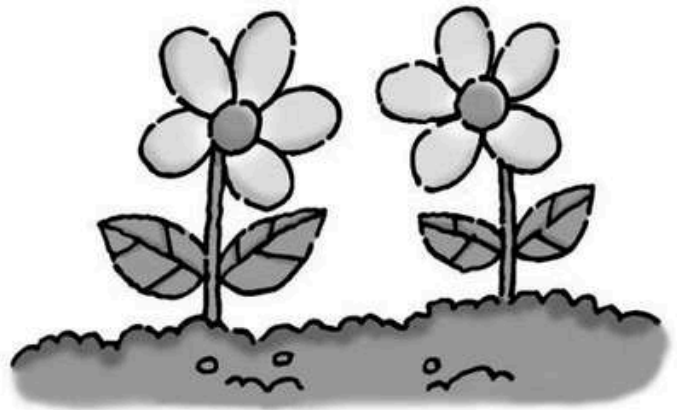


4 ●●●● Quattro

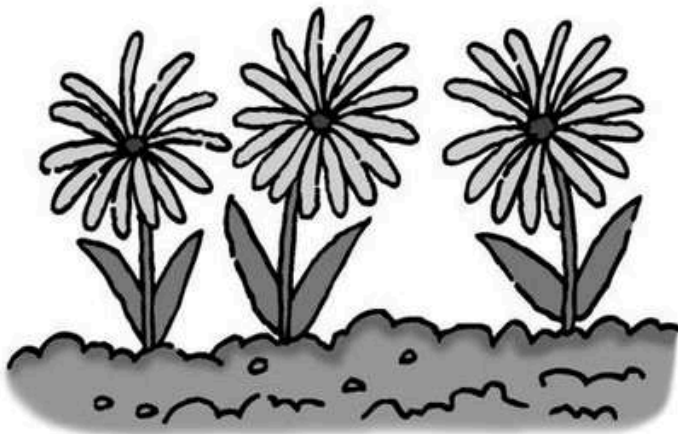
Indicazioni: Conta i fiori in ogni gruppo. Cerchia il numero che indica quanti sono.



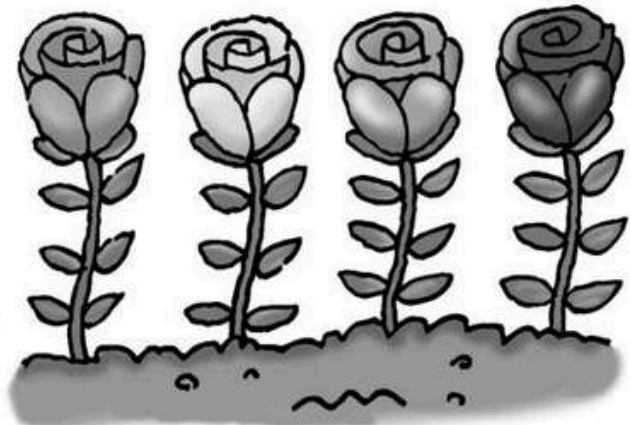
2 3 4



2 3 4



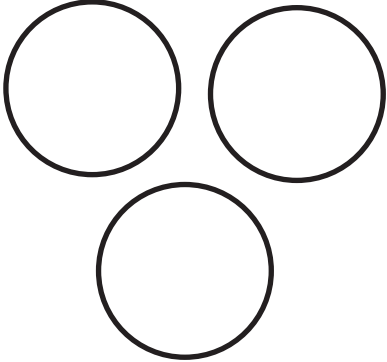
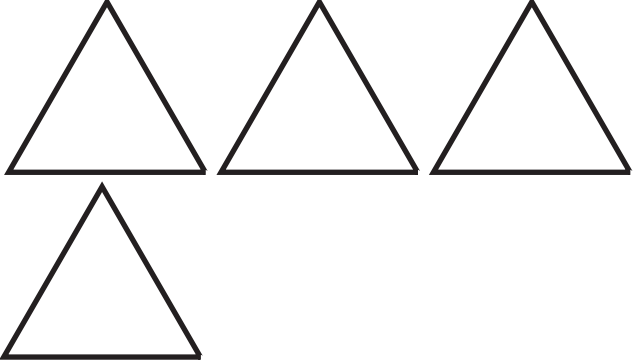
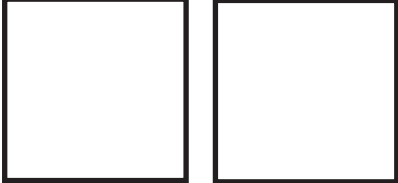
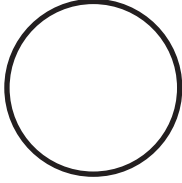
2 3 4



2 3 4

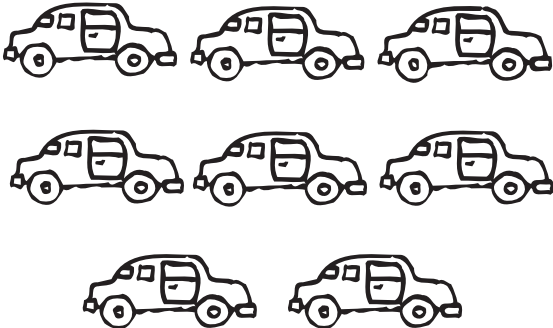
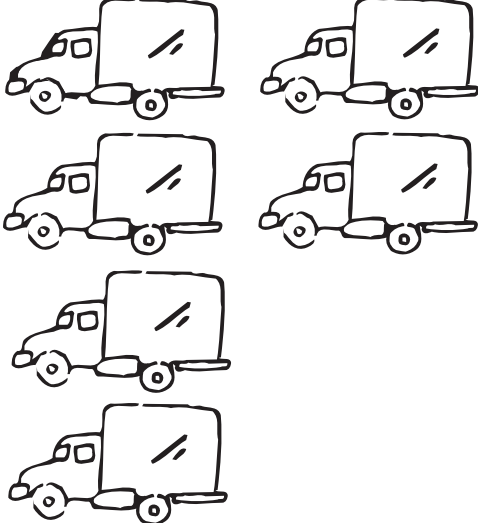
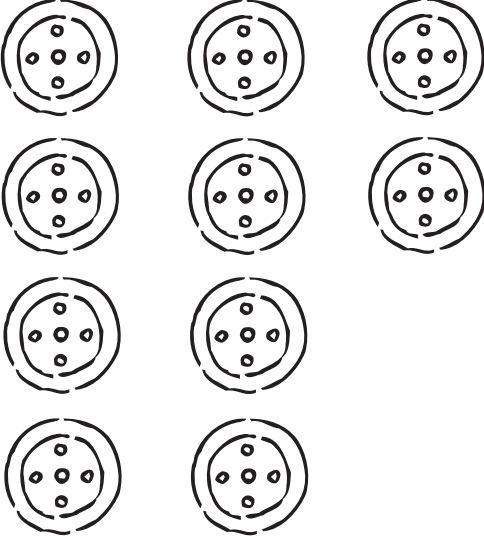
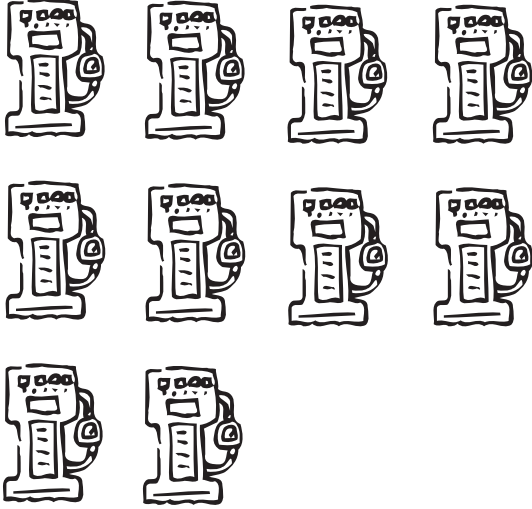
5 ●●●●●Cinque

Indicazioni: Conta le forme in ogni scatola. Disegna altre in modo che ogni scatola ne abbia 5. Scrivi 5 su ogni linea.

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 <hr/>	 <hr/>

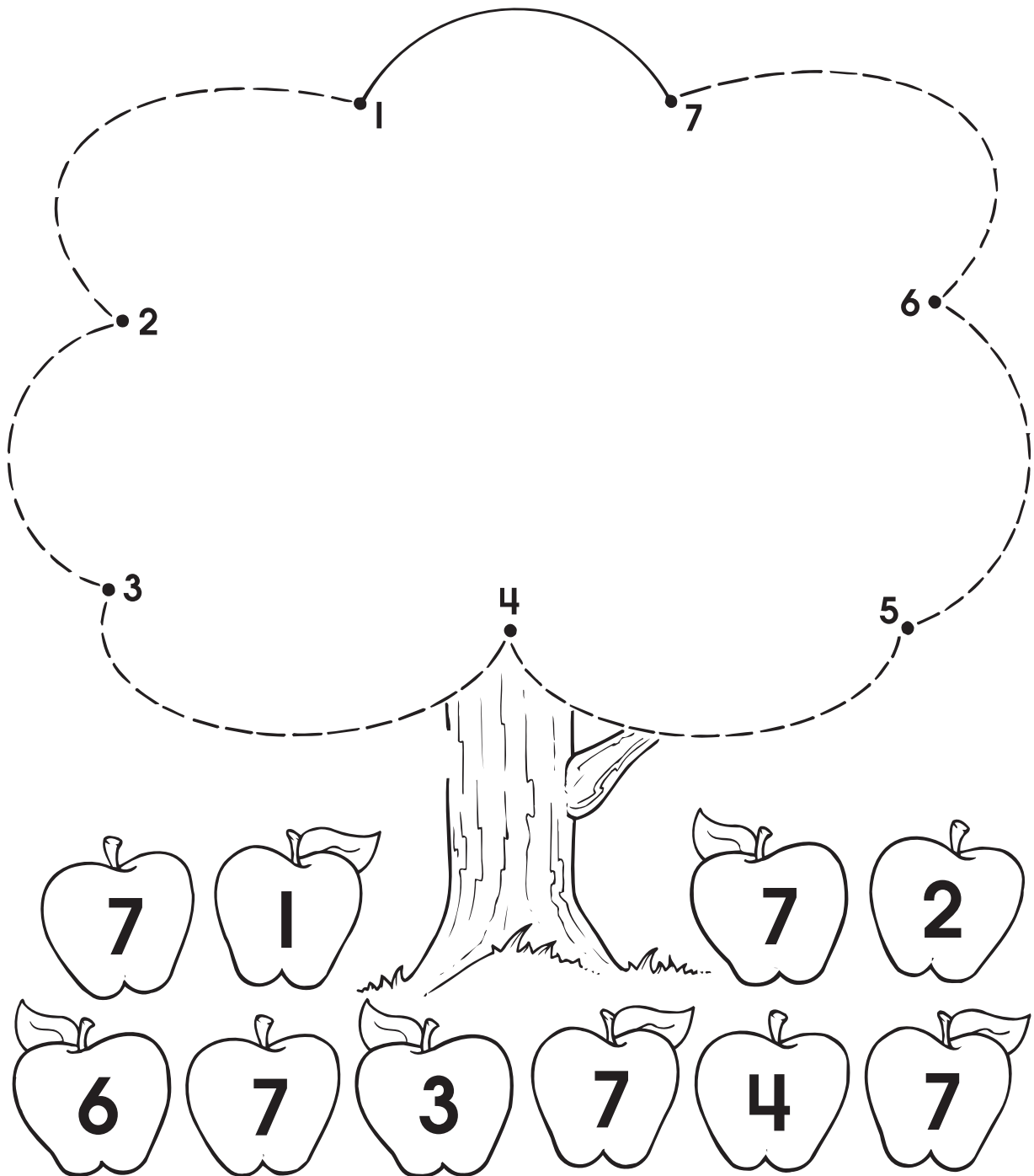
6 ●●● Sei

Indicazioni: Cerchia 6 cose in ogni scatola. Scrivi il numero 6 su ogni linea.

 <p>_____</p>	 <p>_____</p>
 <p>_____</p>	 <p>_____</p>

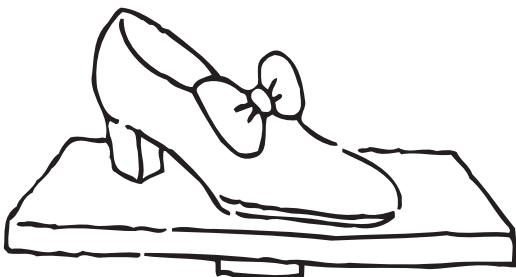
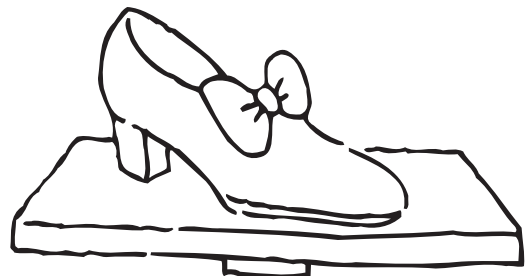
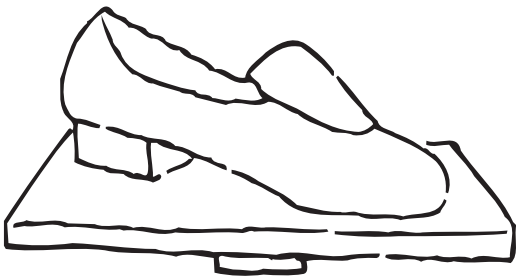
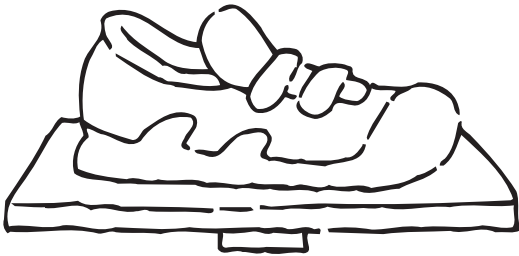
7 Sette

Indicazioni: Collega i numeri da 1 a 7. Cerchia ogni mela con il numero 7.
Colora l'immagine.



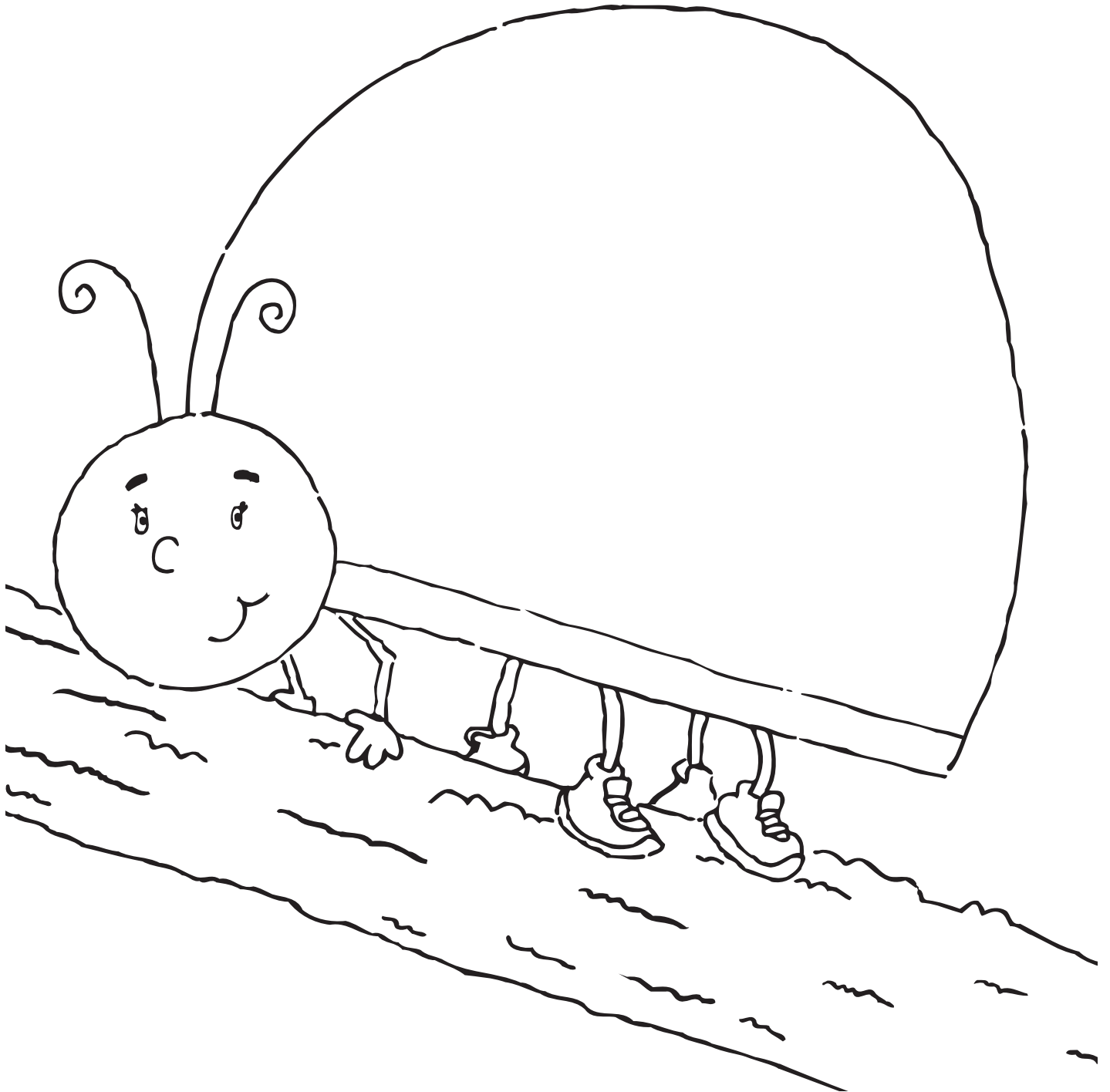
8 Otto

Indicazioni: Abbinare queste 8 scarpe a coppie. Disegna una linea per abbinare ogni scarpa a sinistra con una scarpa uguale a destra.



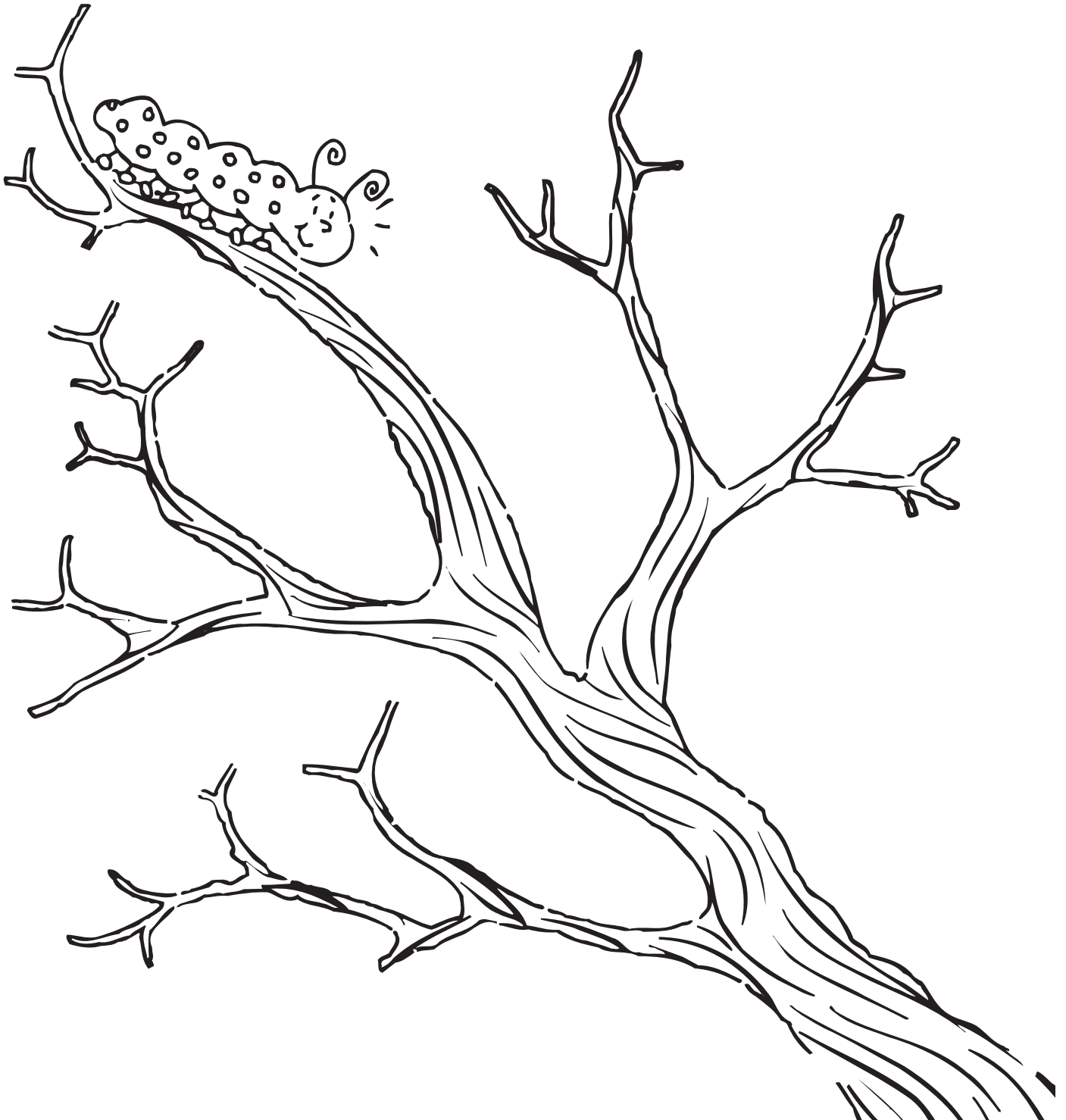
9 Nove

Indicazioni: Disegna 9 punti neri sul dorso della coccinella.



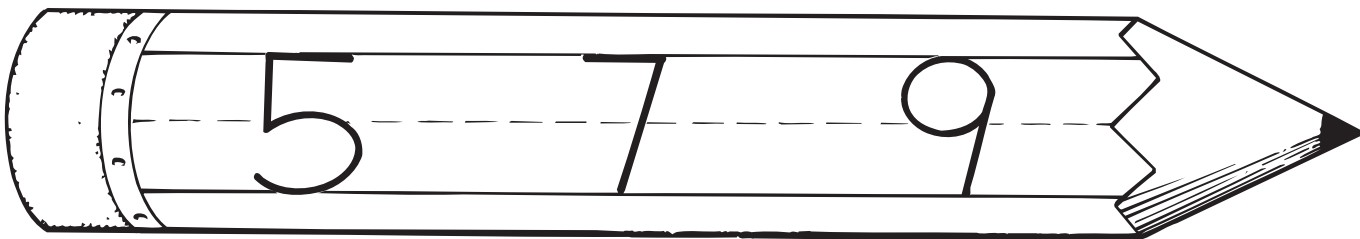
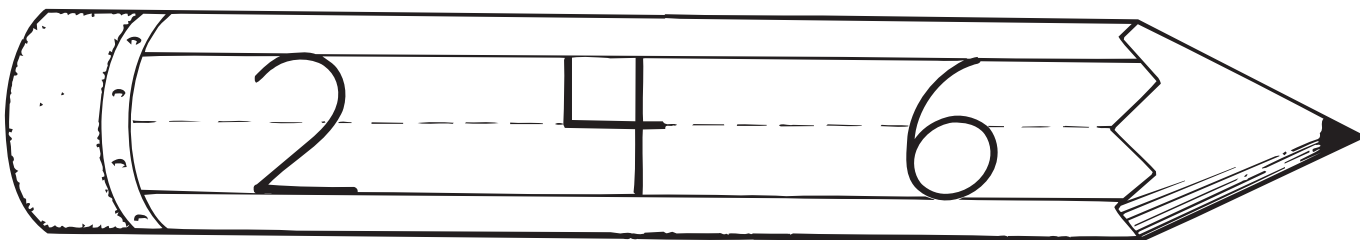
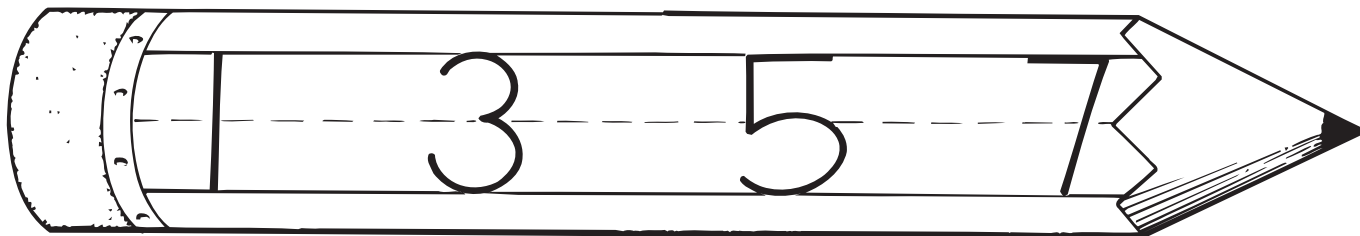
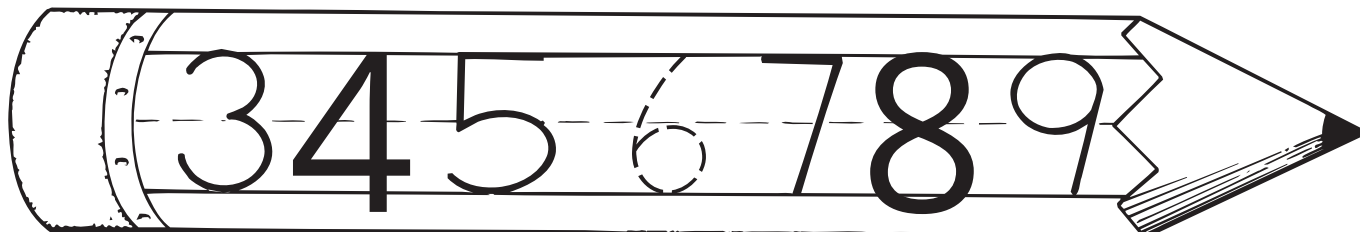
10 Dieci

Indicazioni: Disegna 10 foglie sui rami per farle mangiare al bruco.



Ripasso Numeri da 0 a 10

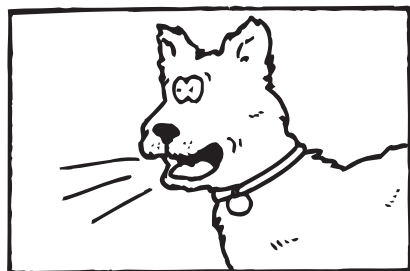
Indicazioni: Scrivi i numeri mancanti su ogni matita.



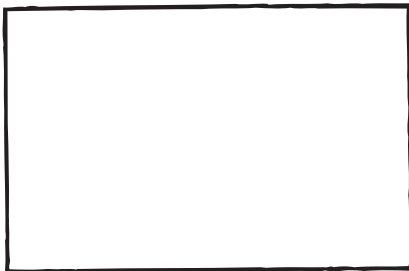
Prima, Poi, Ultima

Indicazioni: Disegna una linea alla casella che mostra la parte mancante della storia. Colora la storia.

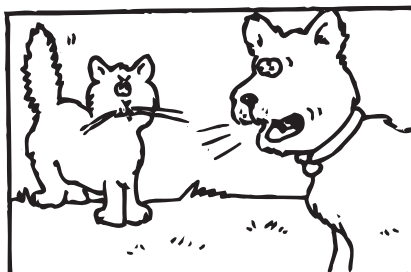
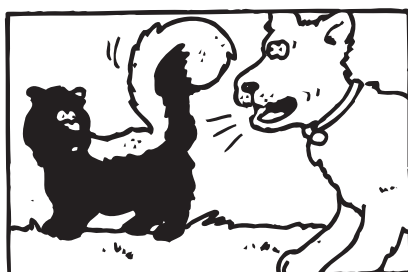
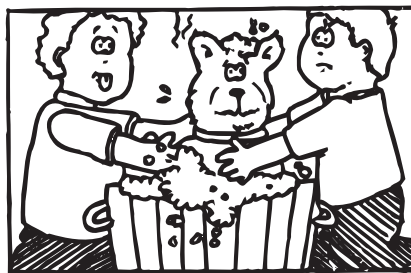
1



2



3



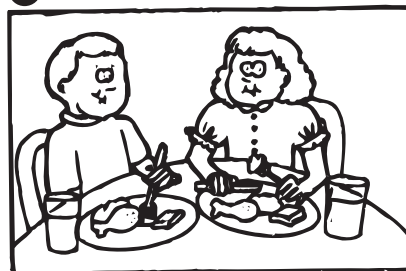
1



2



3

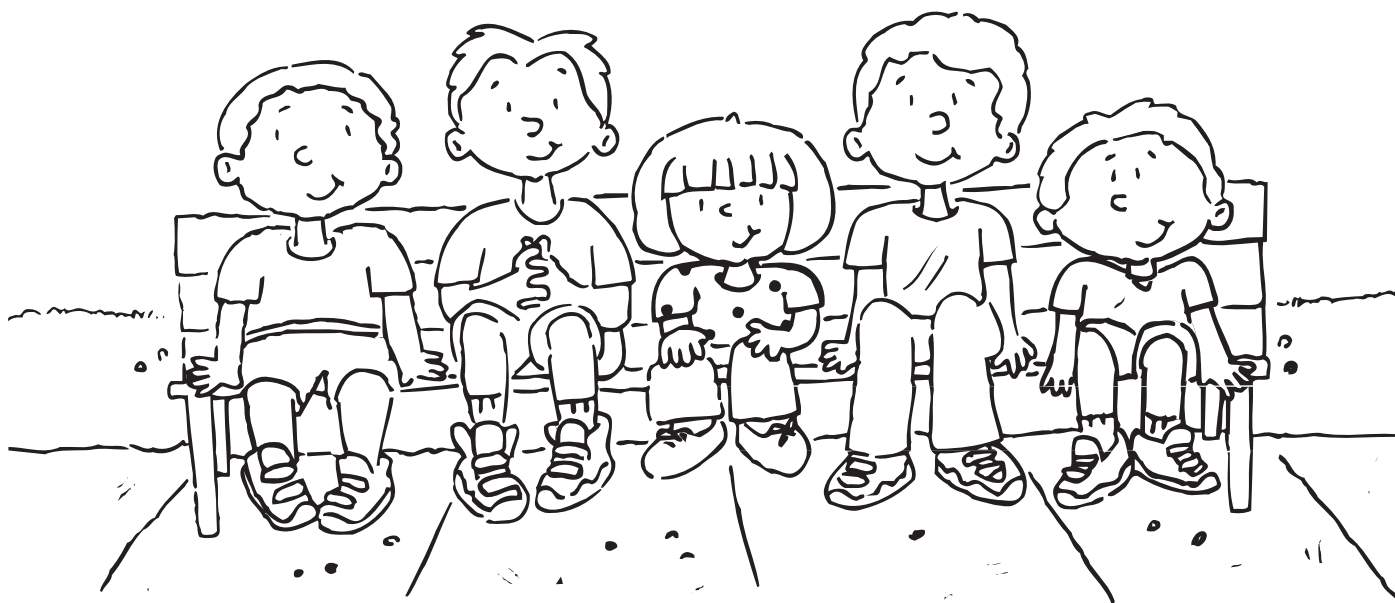


Numeri Ordinali

Indicazioni: Cerchia la terza persona in fila. Disegna una linea sotto la seconda persona.



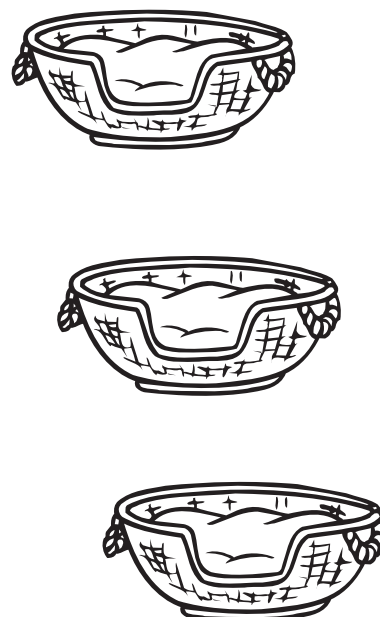
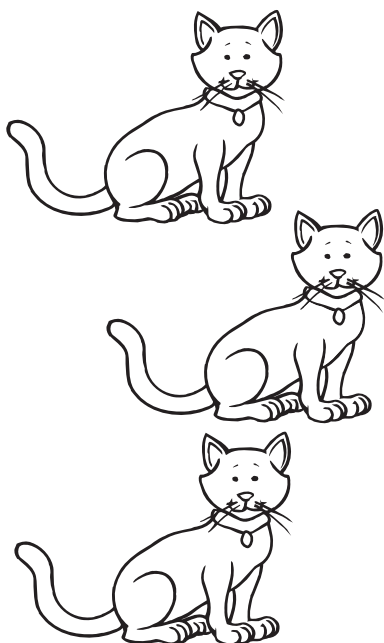
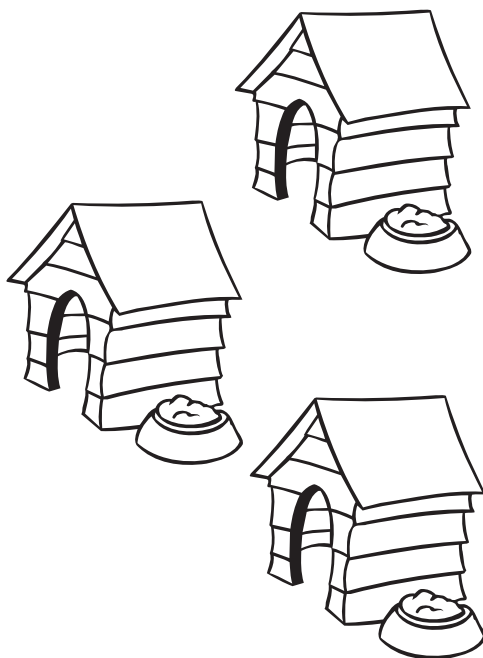
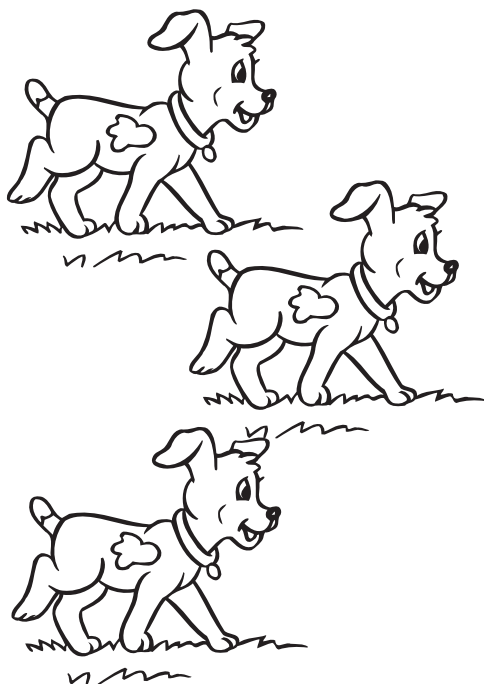
Indicazioni: Disegna una X sulla prima persona sulla panchina. Disegna un cappello sulla quinta persona.



Corrispondenza Uno a Uno

Ogni animale ha bisogno di una casa.

Indicazioni: Disegna una linea per abbinare ogni animale a una casa.



Sequenze

Indicazioni: Completa le sequenze numeriche. Alla fine della fila, scrivi il numero successivo.

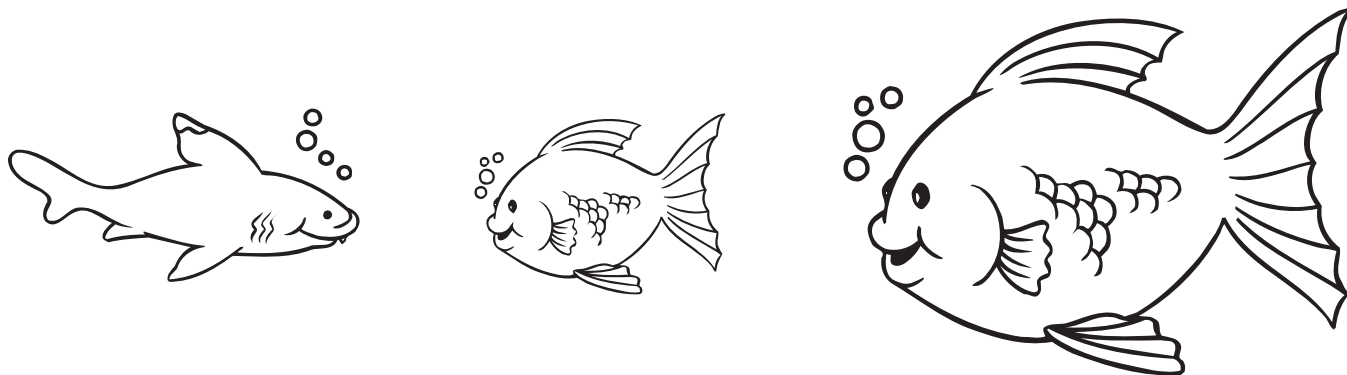
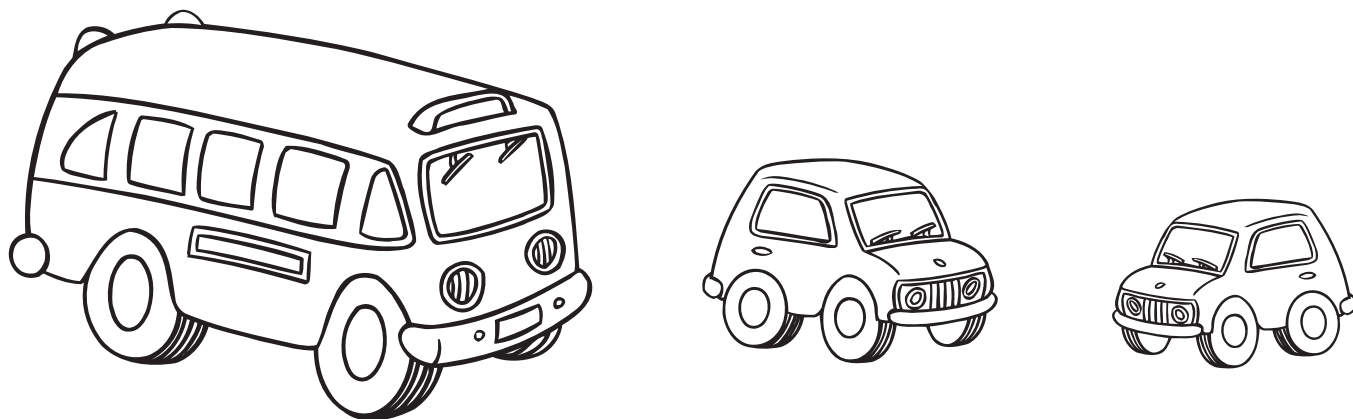
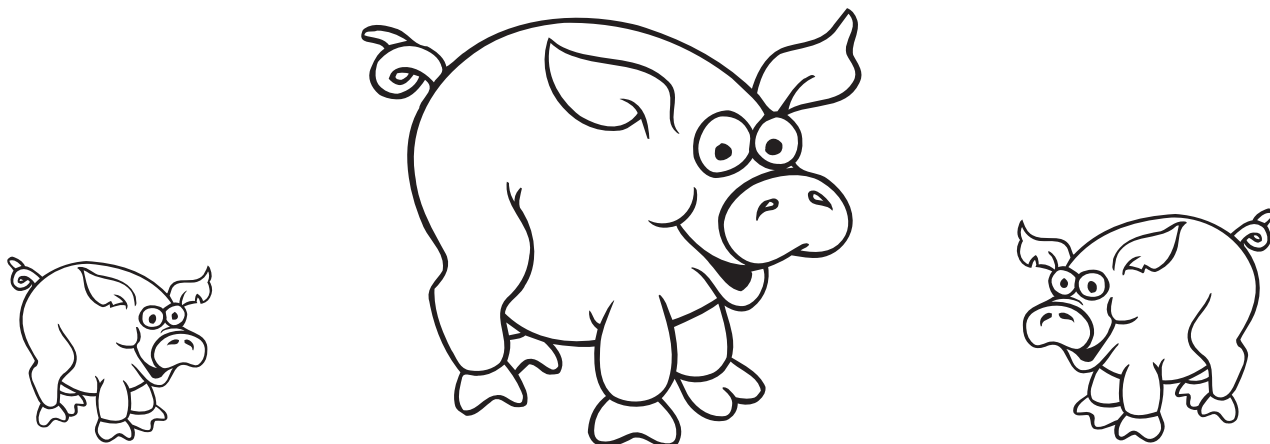
1 2 1 2 1 _____

3 4 4 3 4 _____

8 7 8 7 8 _____

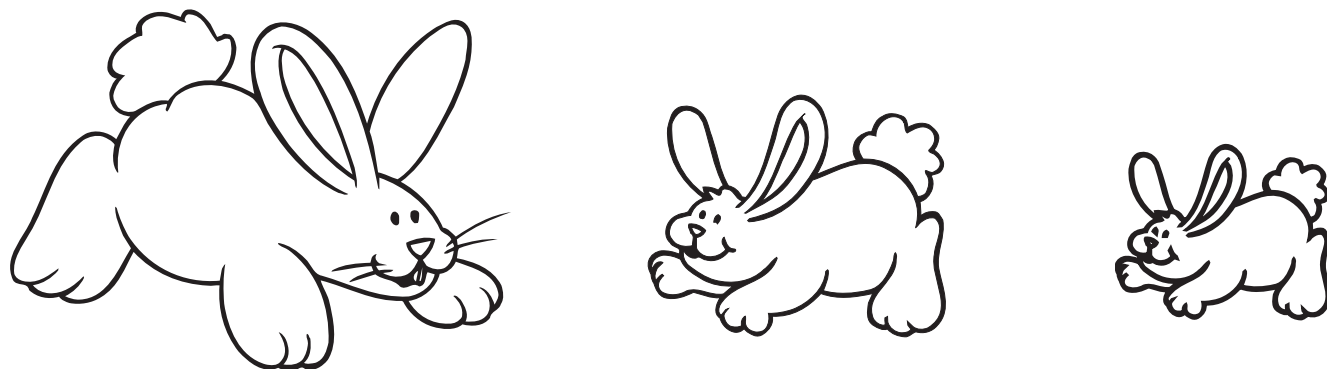
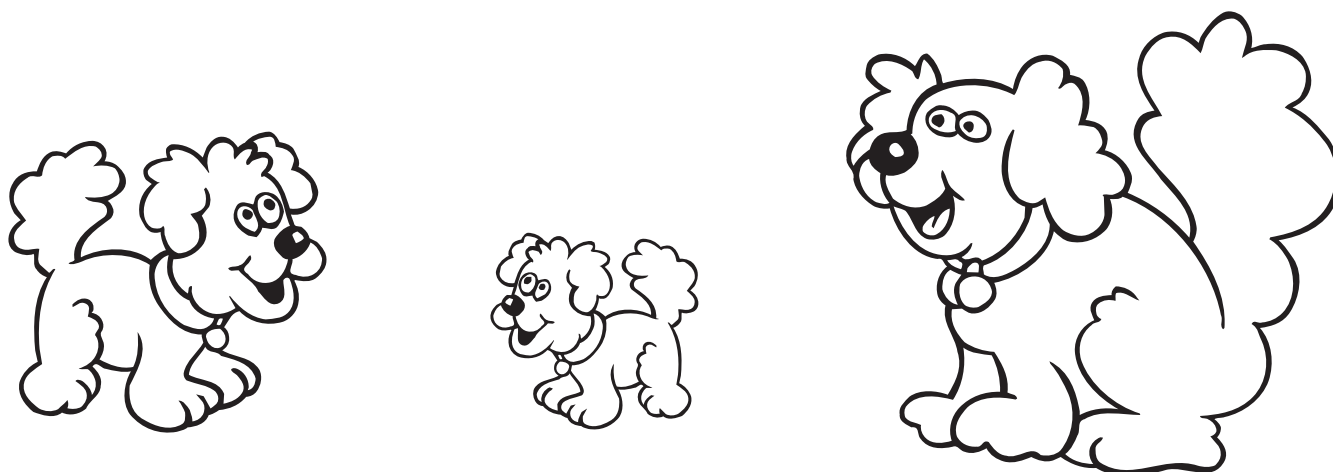
Contrari

Indicazioni: Cerchia le cose che sono grandi.



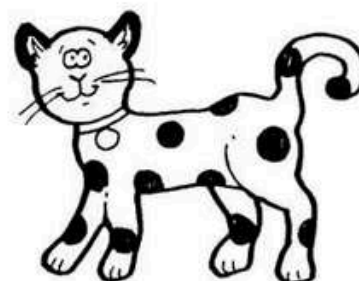
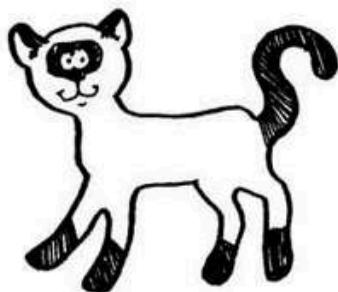
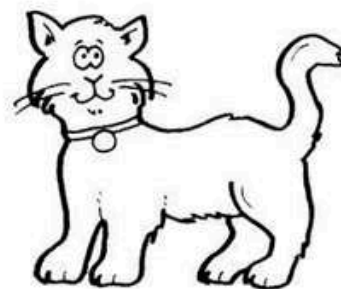
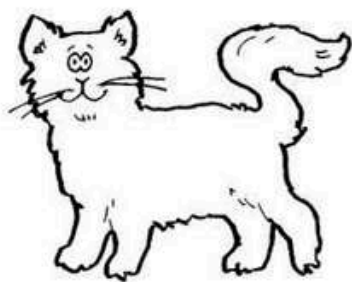
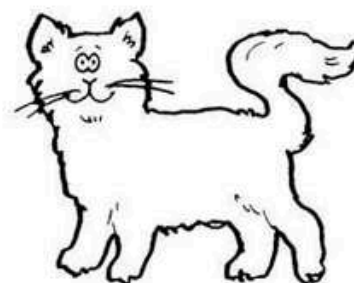
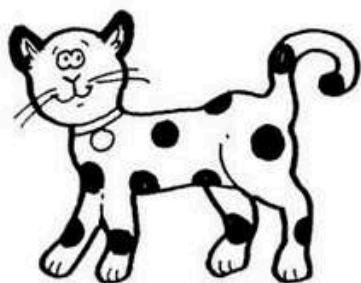
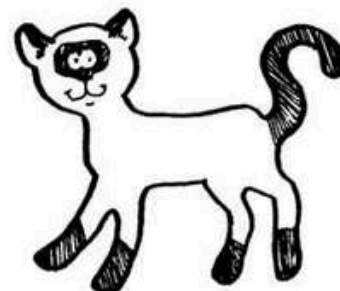
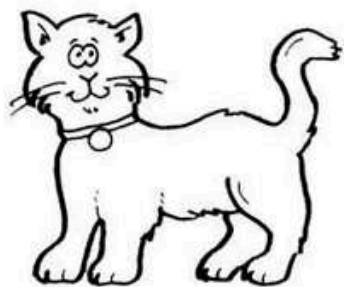
Contrari

Indicazioni: Cerchia le cose che sono piccole.



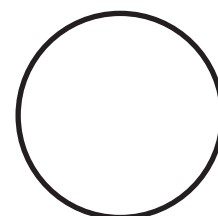
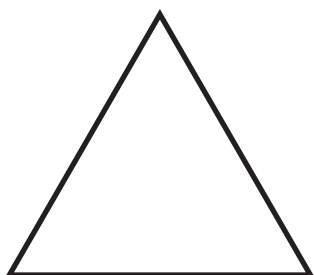
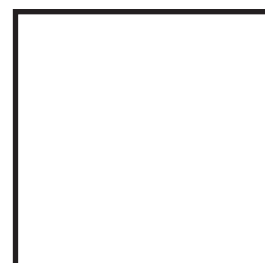
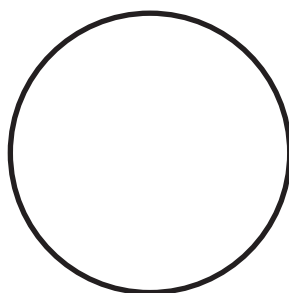
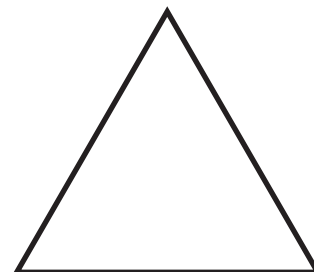
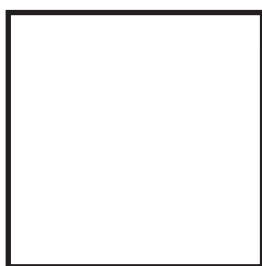
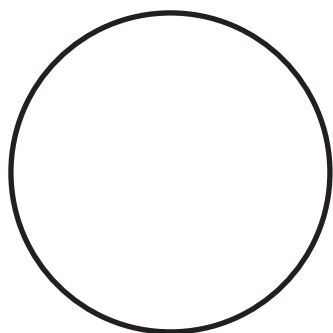
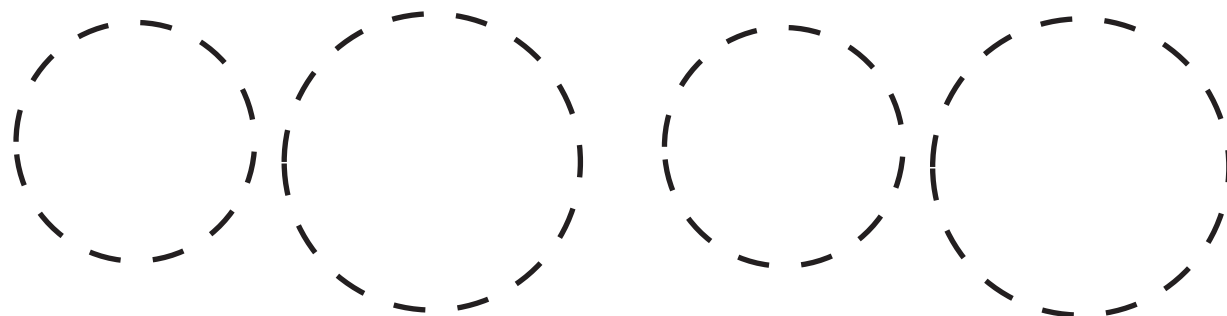
Uguale e Diverso

Indicazioni: Disegna delle linee per mostrare quali immagini sono esattamente uguali.



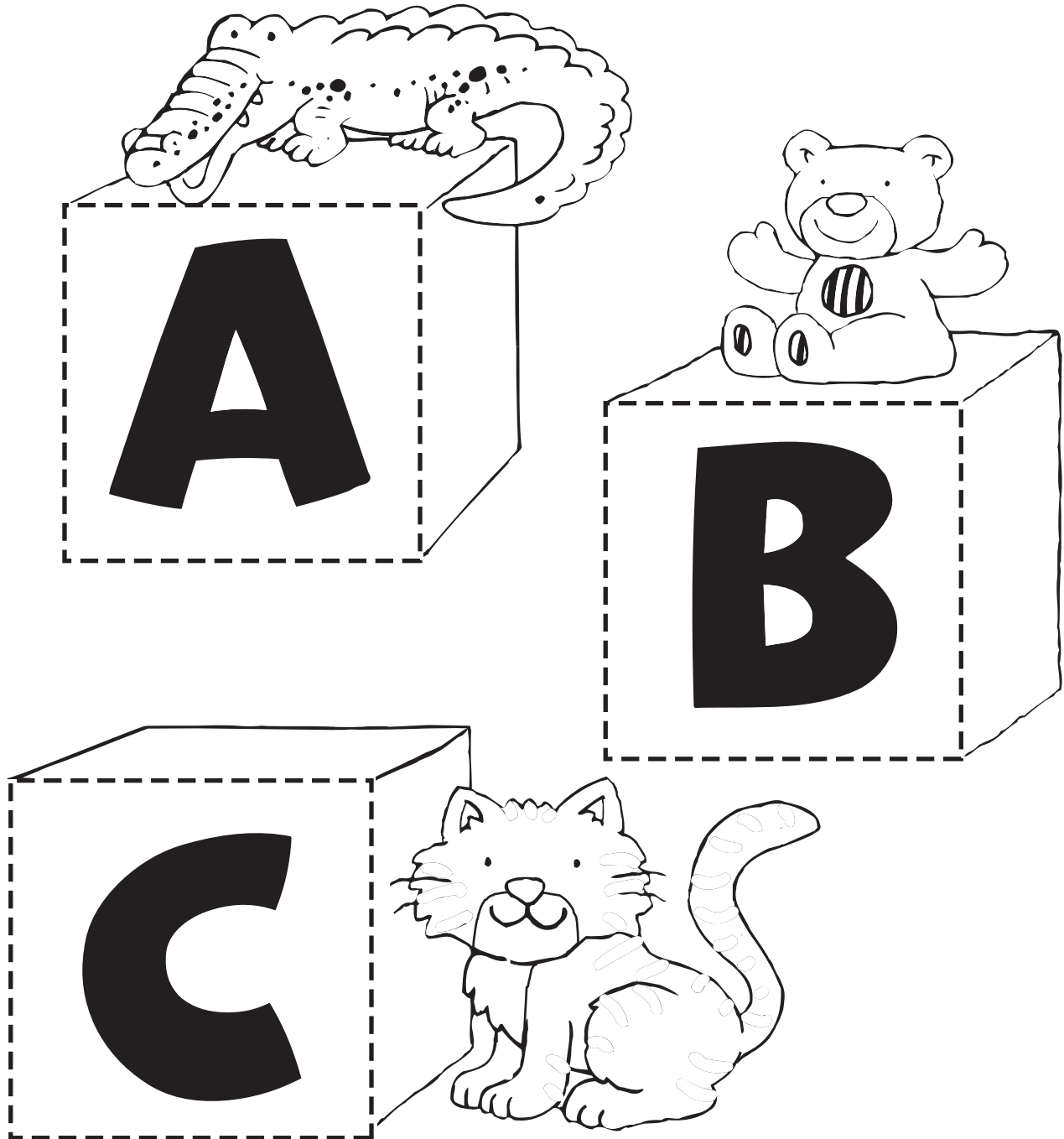
Forme

Indicazioni: Traccia i cerchi. Colora i cerchi.



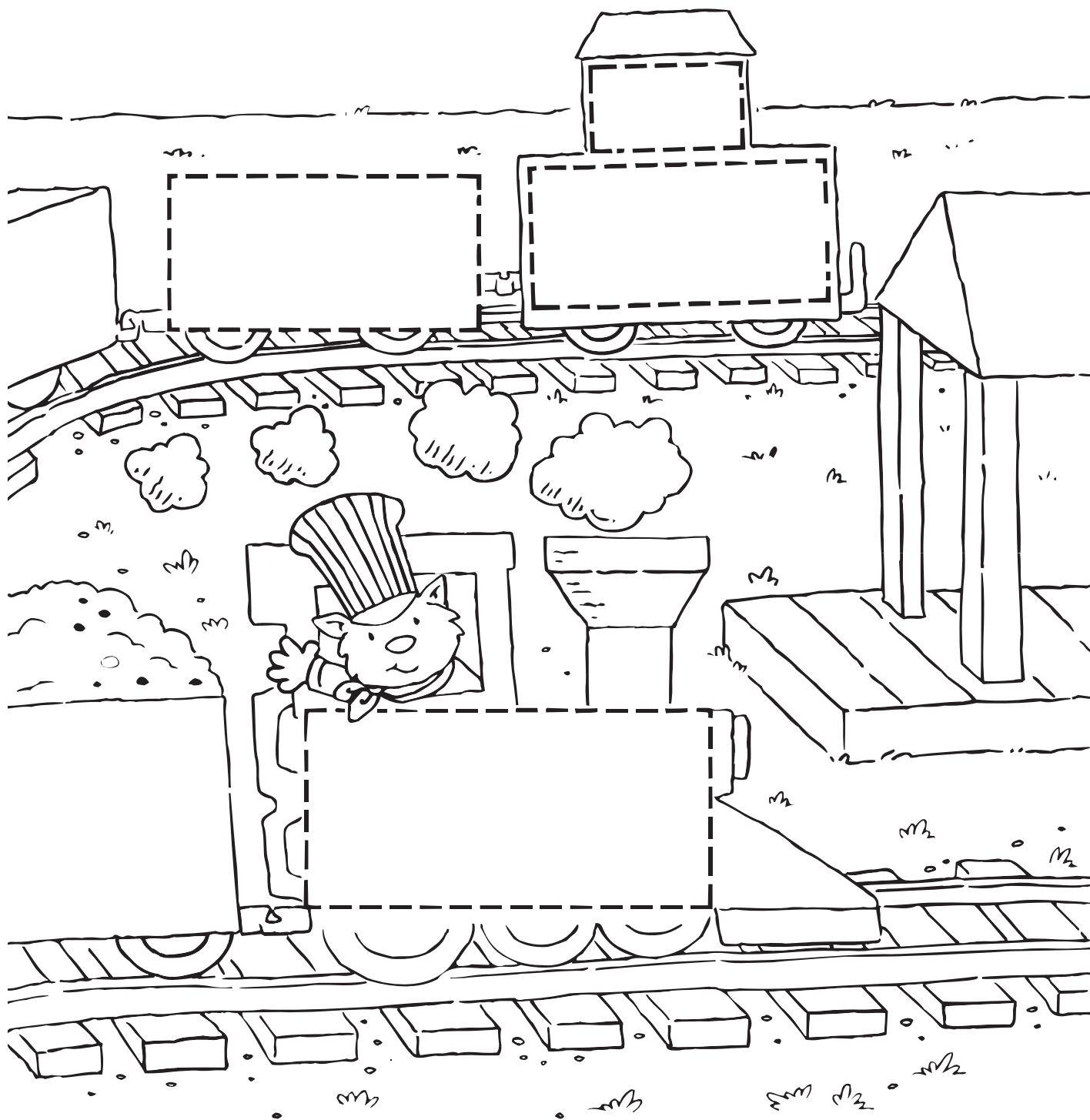
Forme

Indicazioni: Questa immagine contiene dei quadrati. Traccia i quadrati.



Forme

Indicazioni: Questa immagine contiene dei rettangoli. Traccia i rettangoli.
Colora l'immagine.



Forme

Indicazioni: I triangoli hanno 3 lati. Colora i triangoli.

