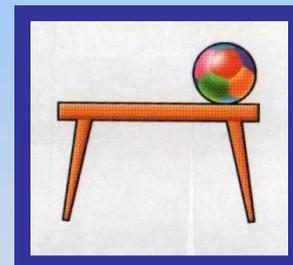
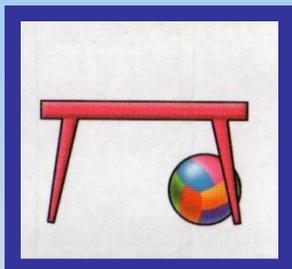
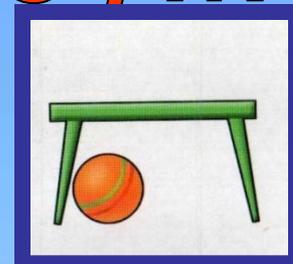
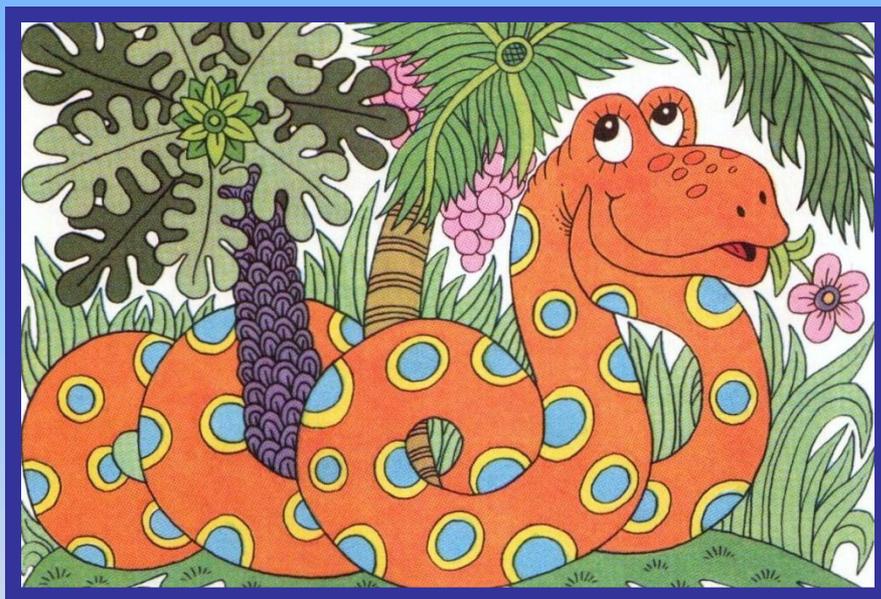
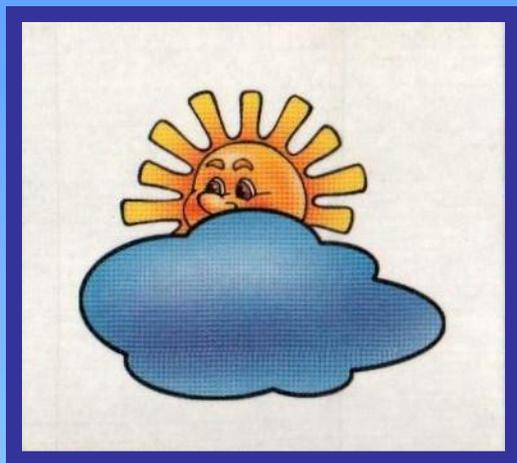


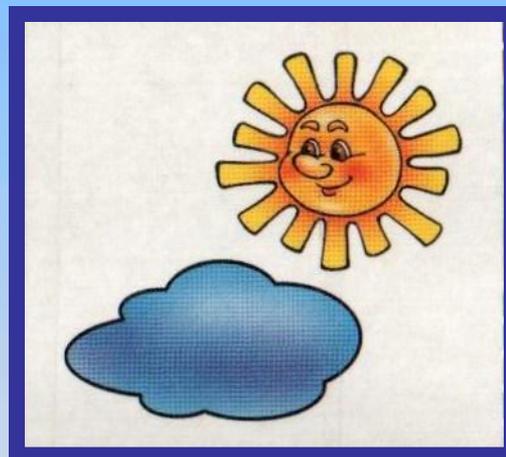
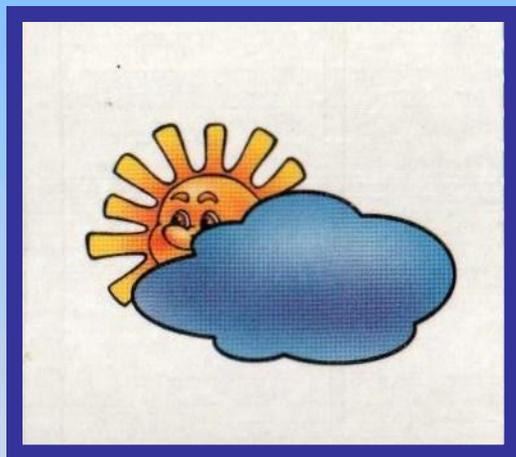
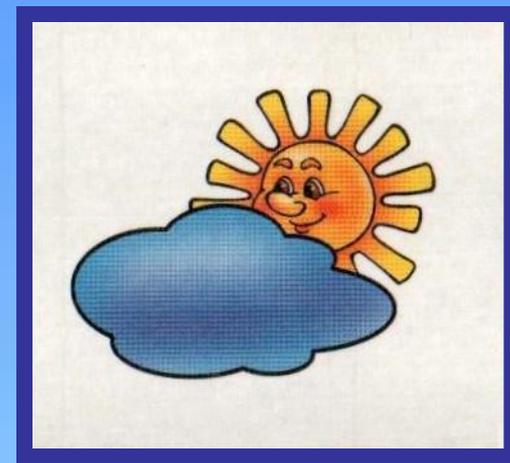
# ЗАРЯДКА ДЛЯ РОЗВУМУ



Логічна гра  
«Знайди зайве»"



# Завдання 1

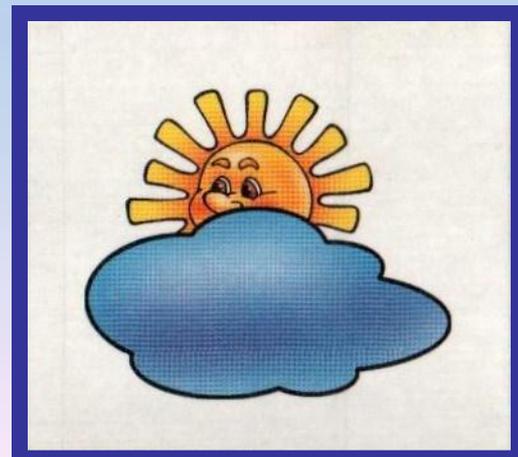
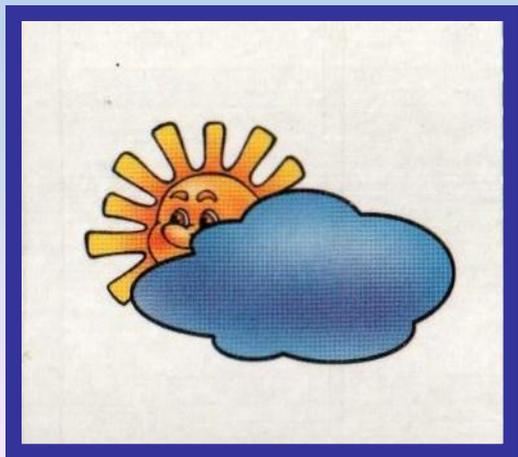
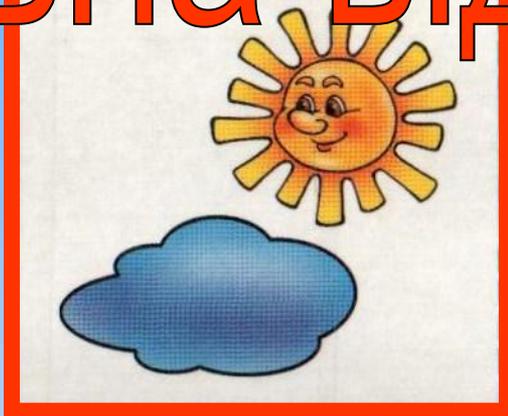


# Знайди зайве

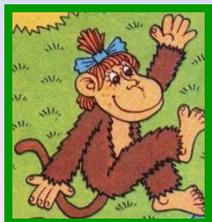
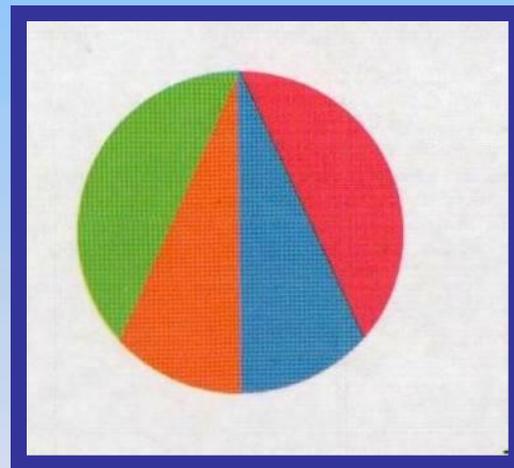
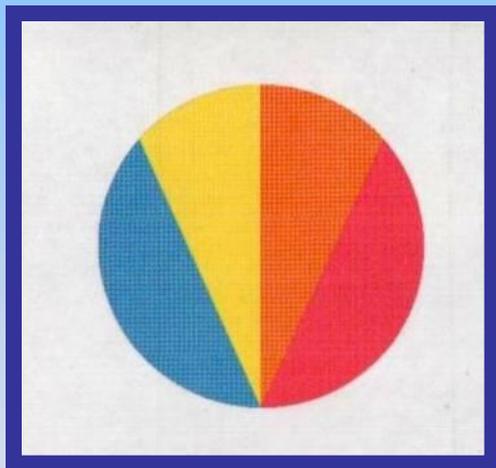
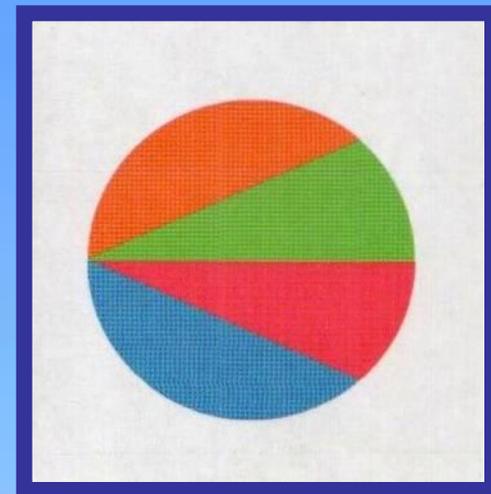
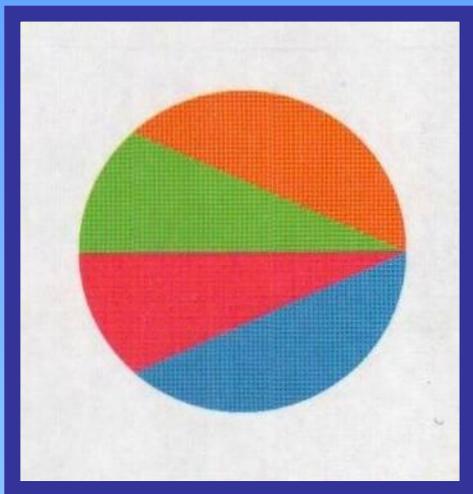




# Правильна відповідь



# Завдання 2

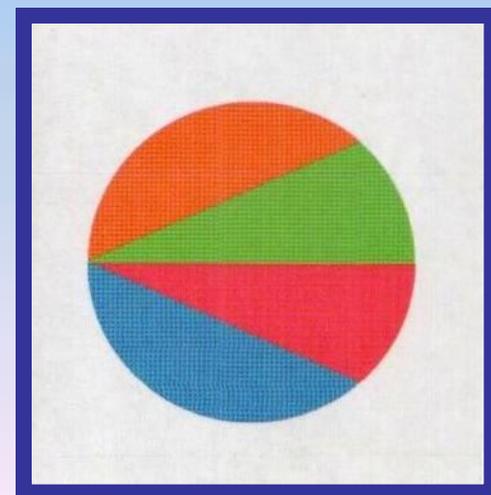
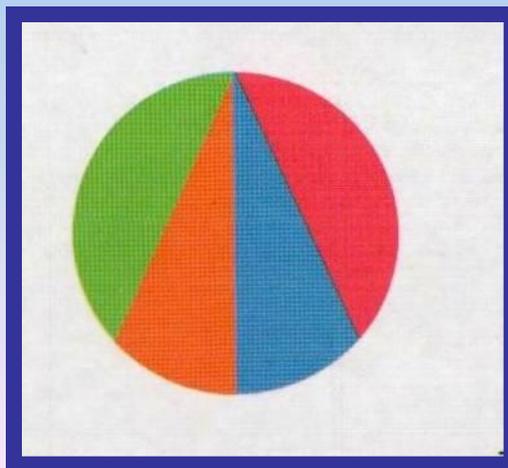
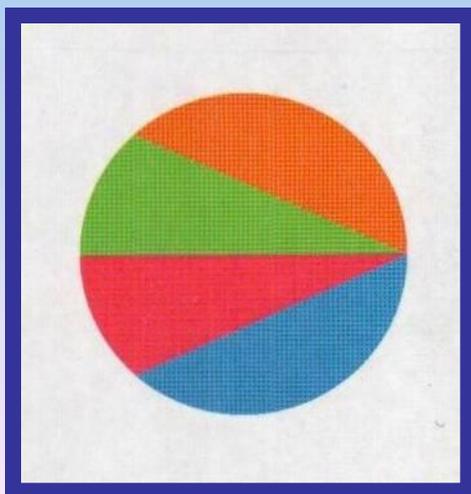
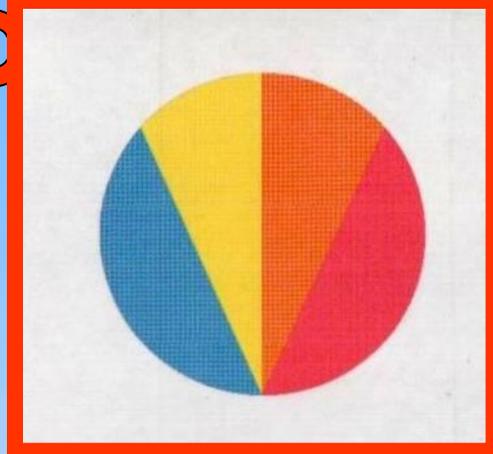


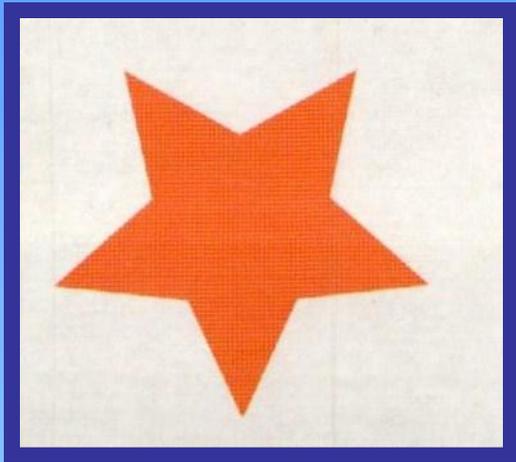
# Знайди зайве



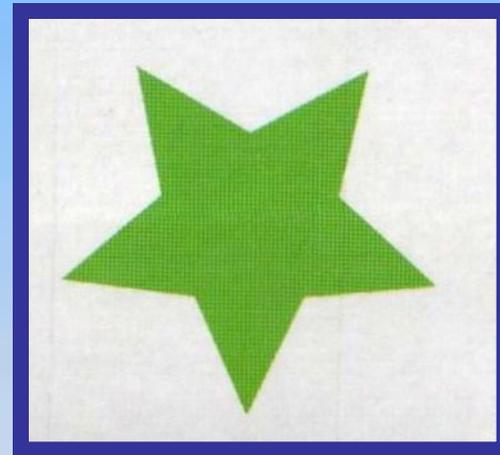
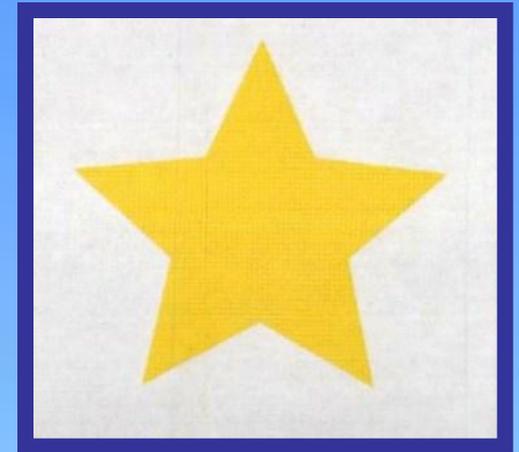


# Правильна відповідь





Завдання 3

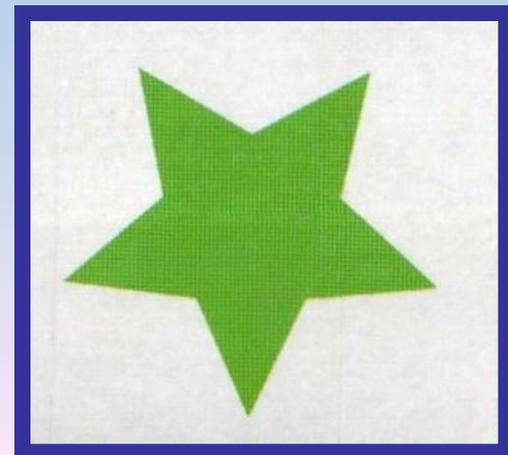
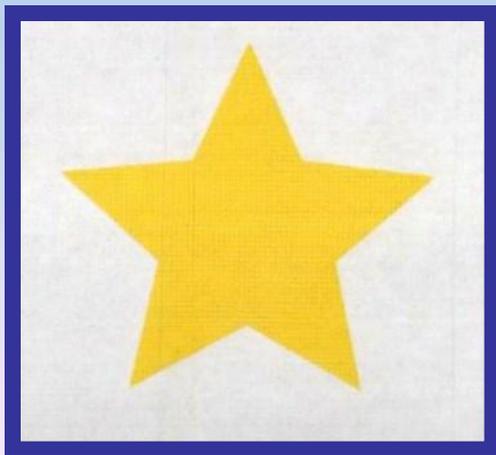
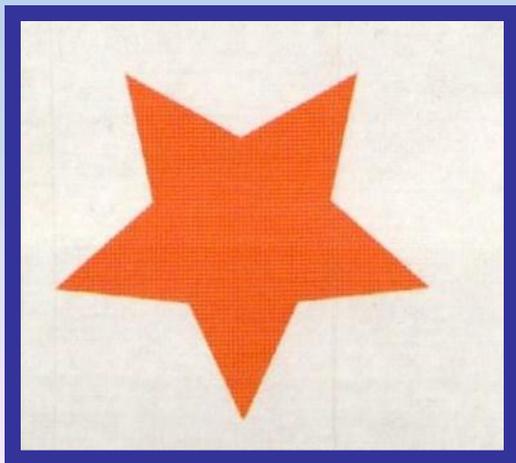
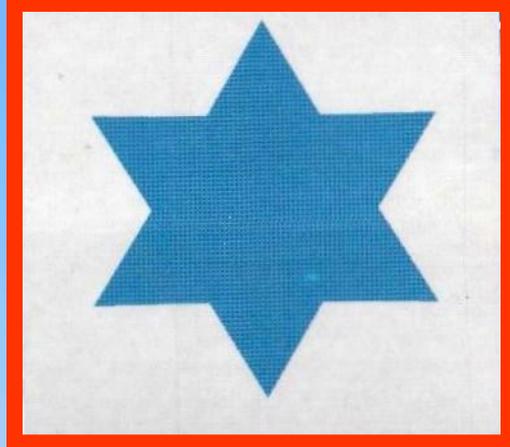


Знайди зайве

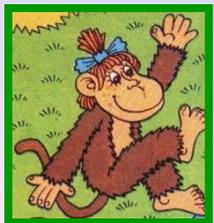
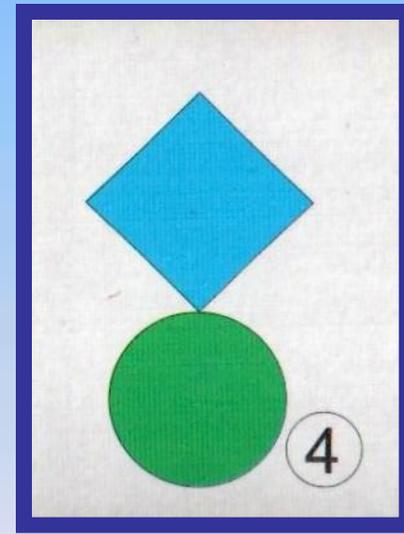
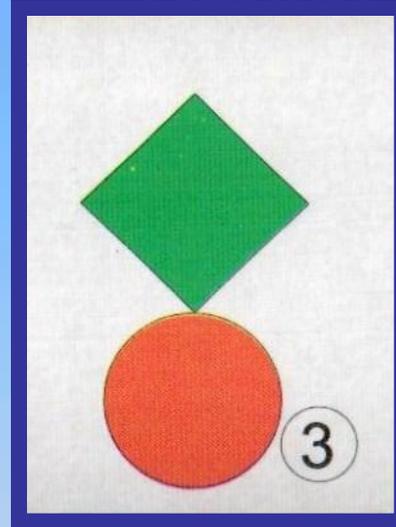
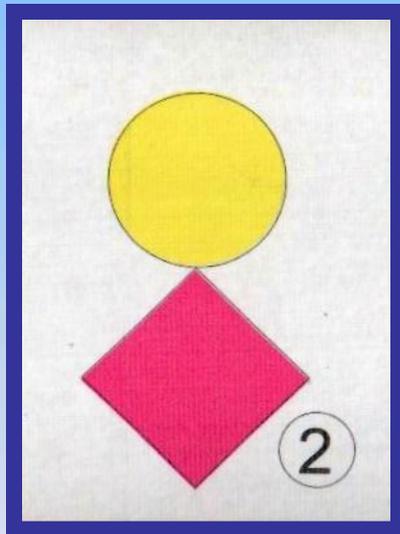
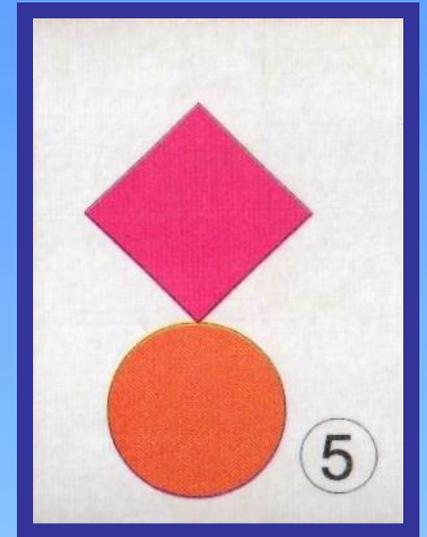
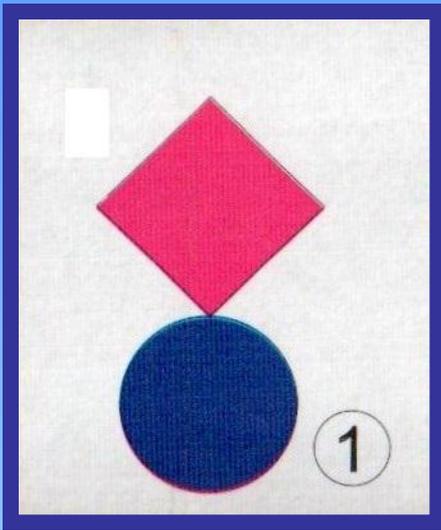




# Правила на відповідь



# Завдання 4

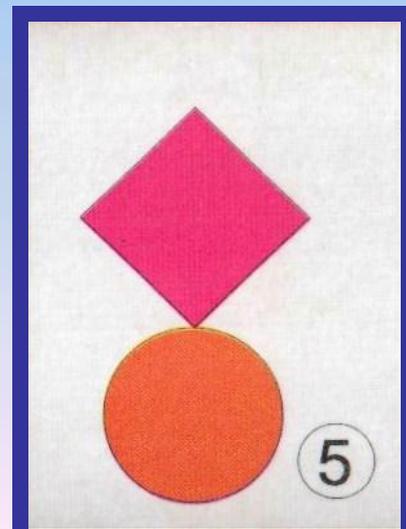
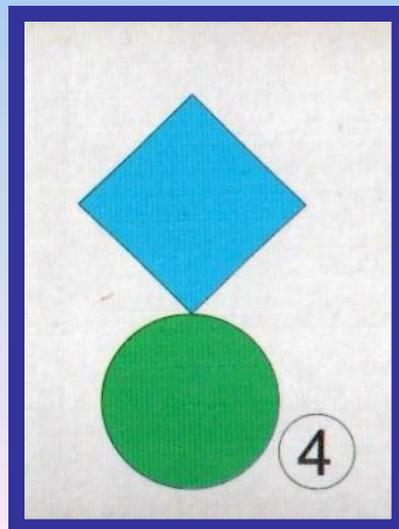
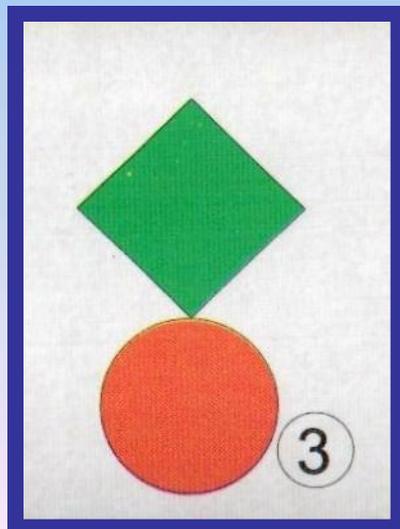
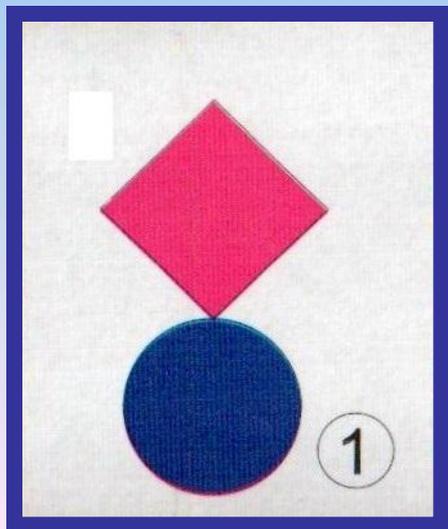
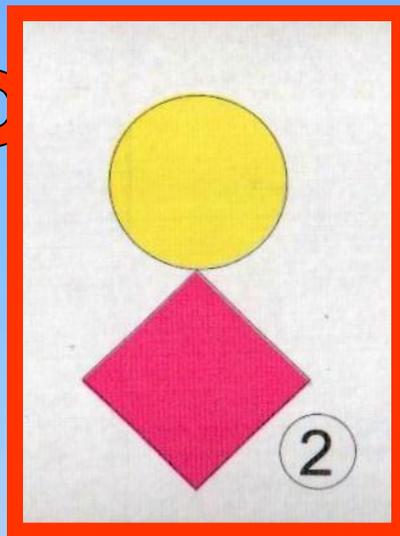


# Знайди зайве

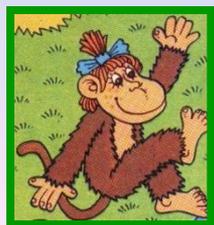
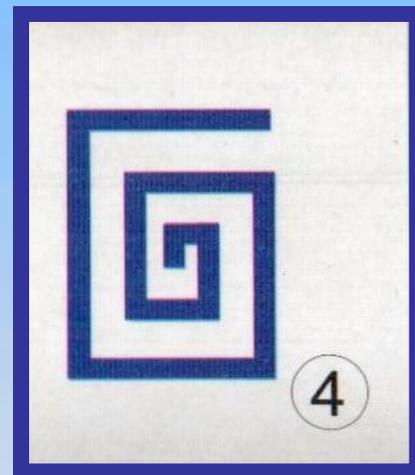
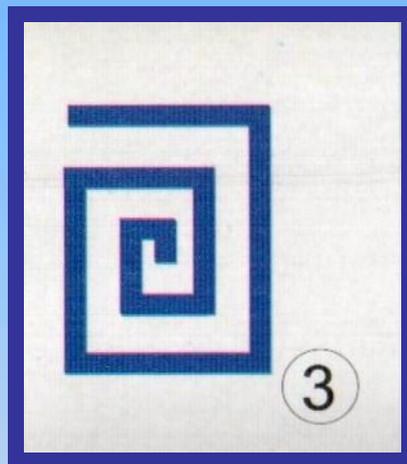
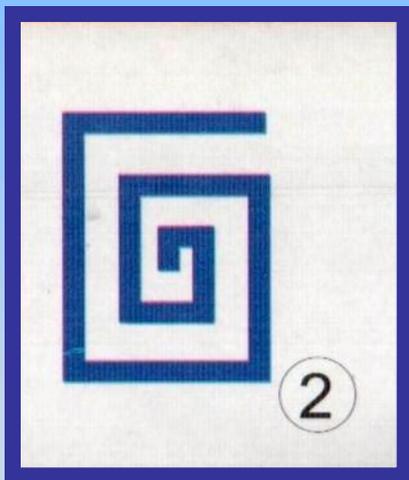




# Правильна відповідь

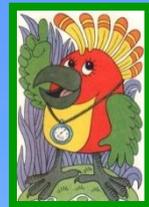


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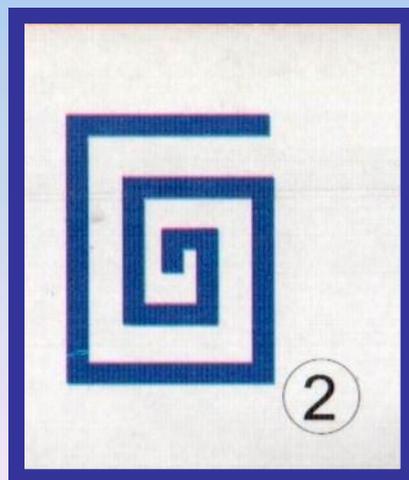
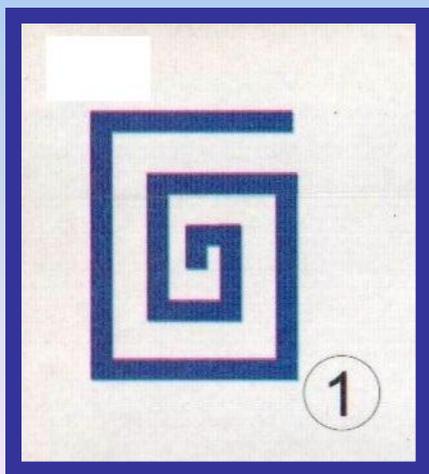
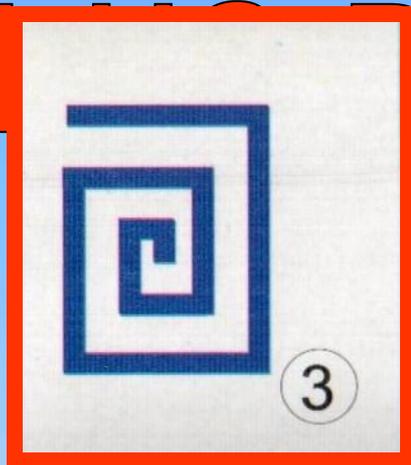


# Знайди зайве

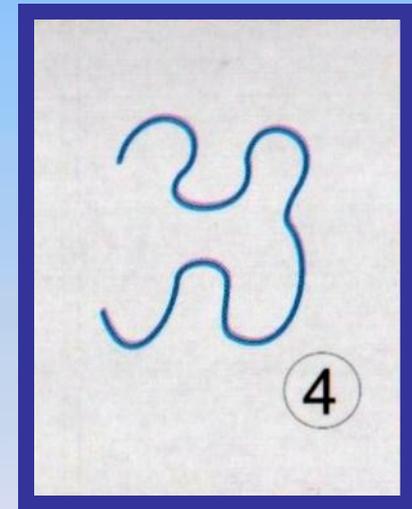
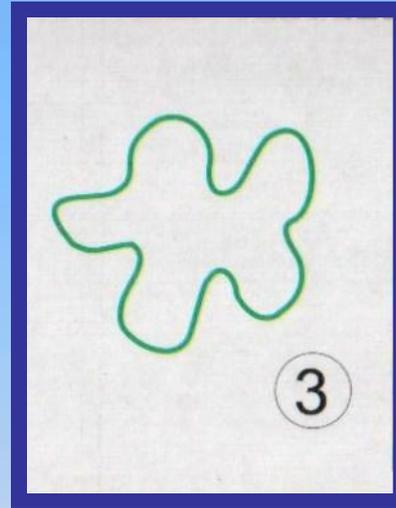
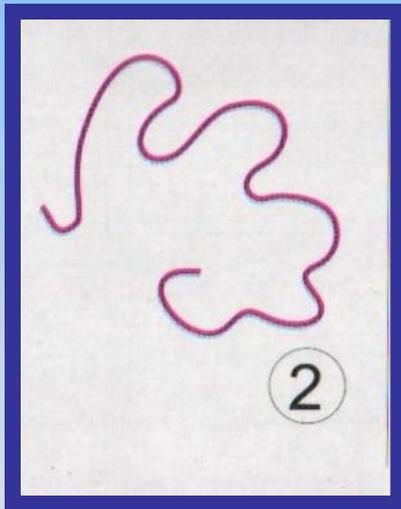
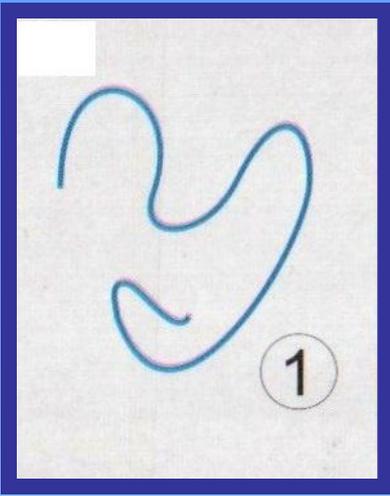




# Правила відповідь



# Завдання 6

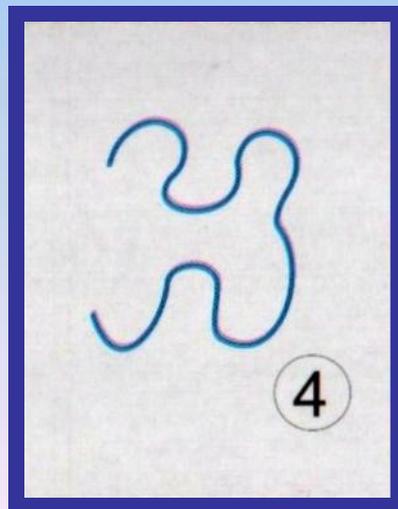
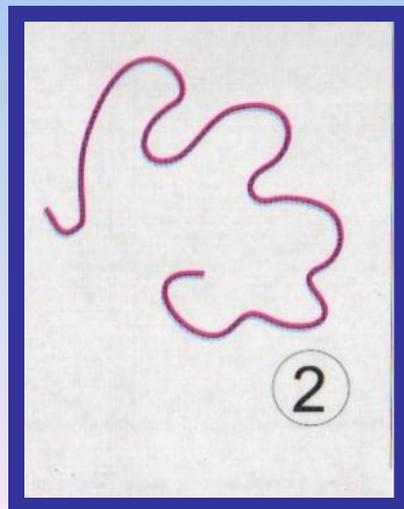
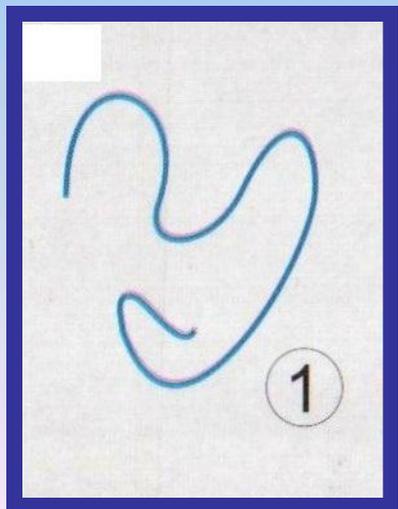
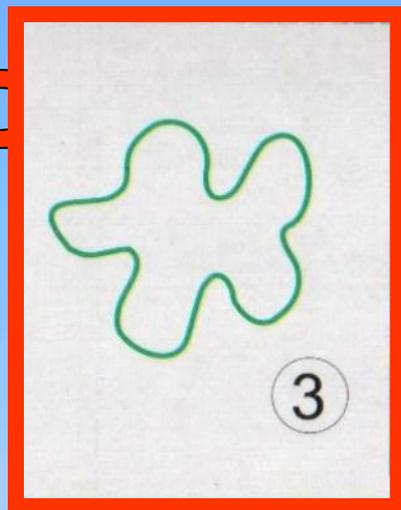


# Знайди зайве

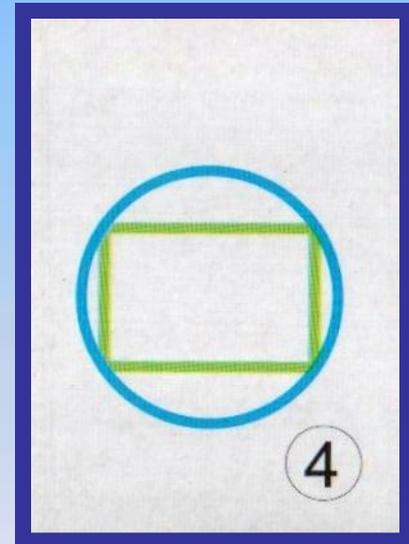
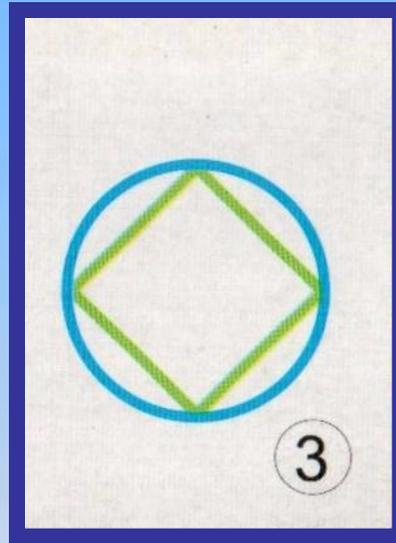
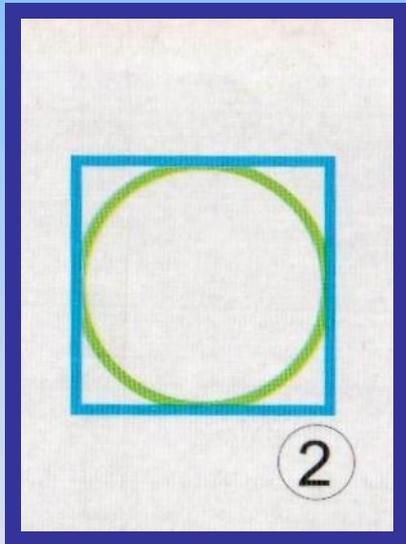
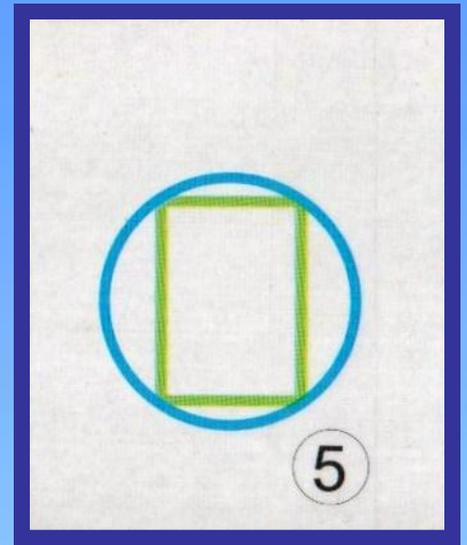
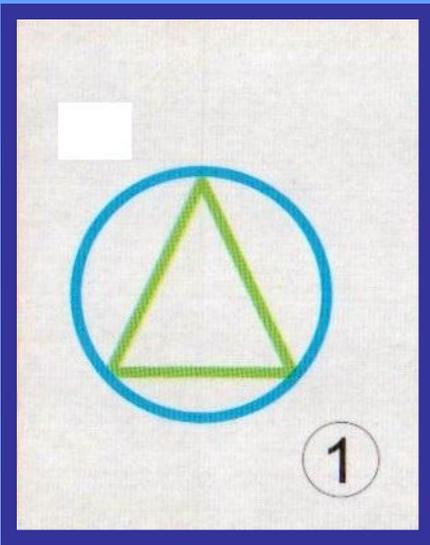




# Правила відповідь

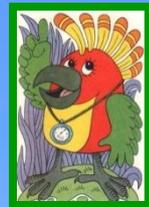


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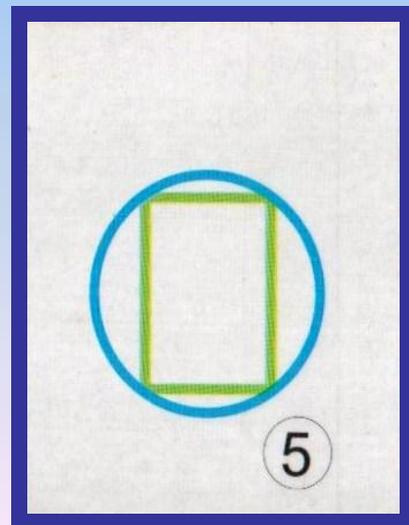
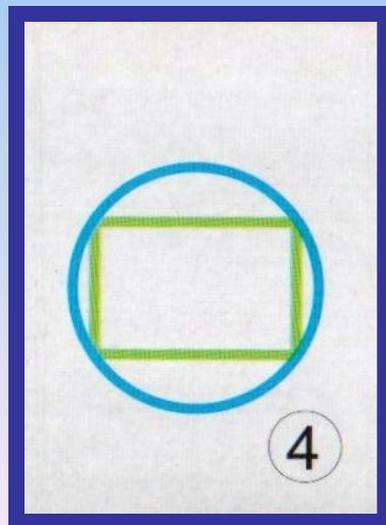
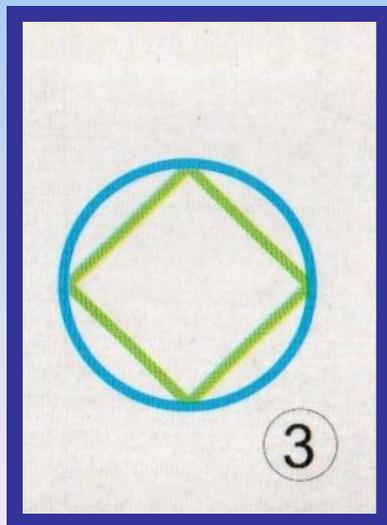
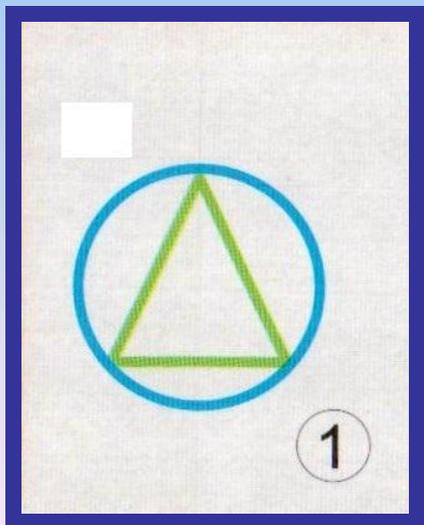
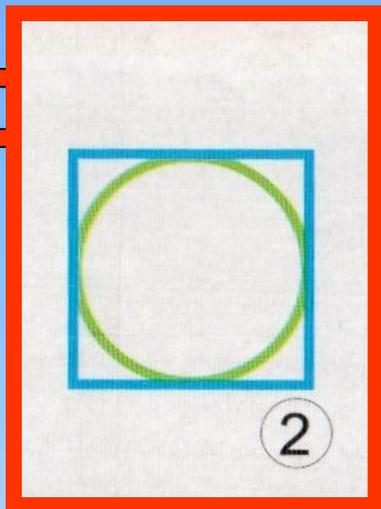


# Знайди зайве

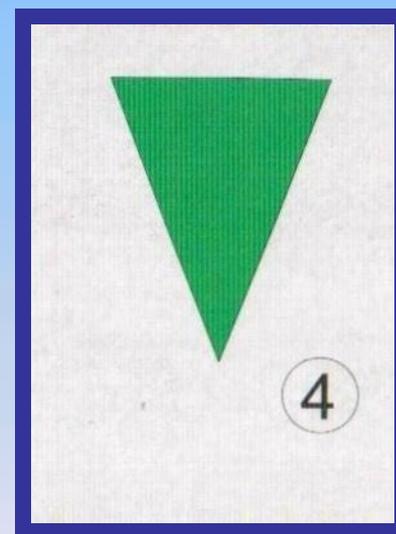
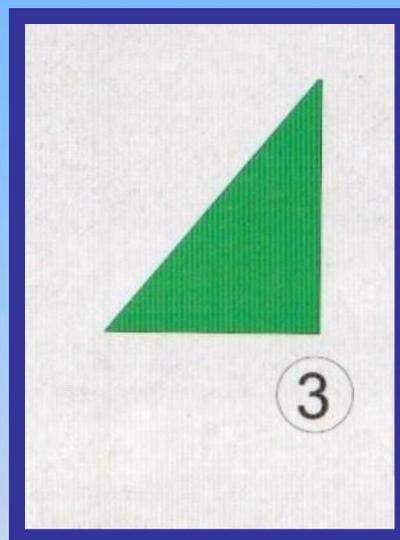
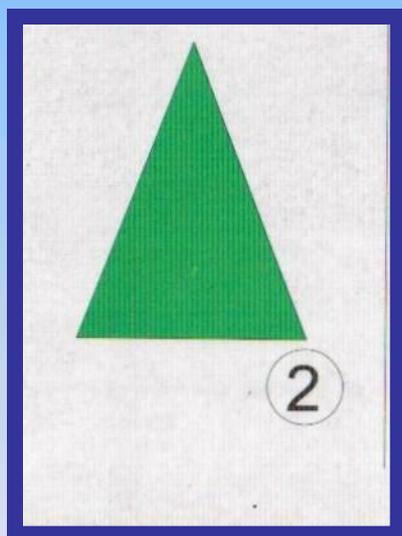
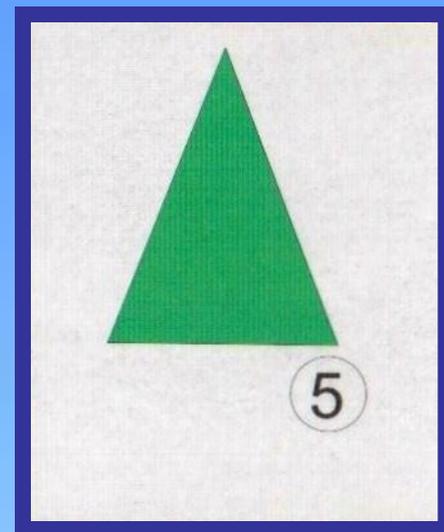
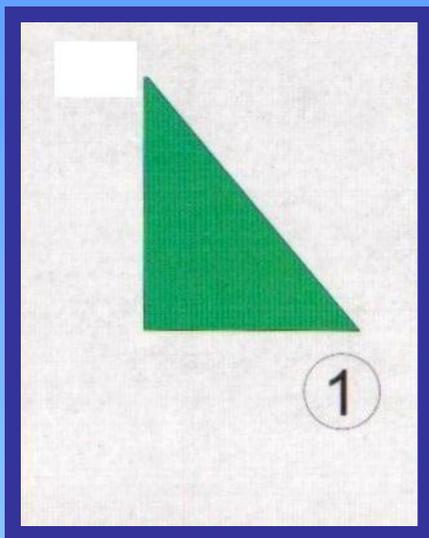




# Правила відповідь



# Завдання 8

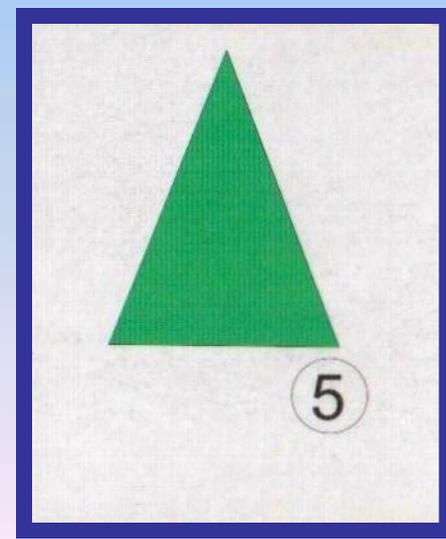
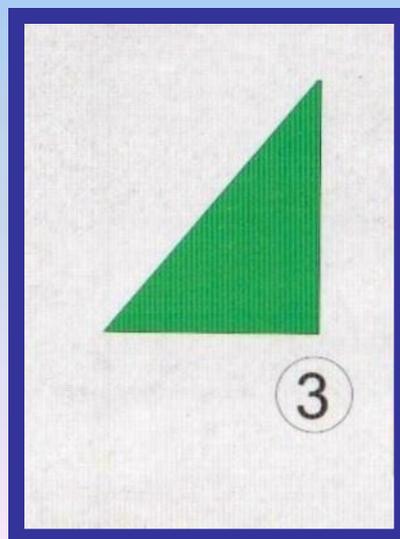
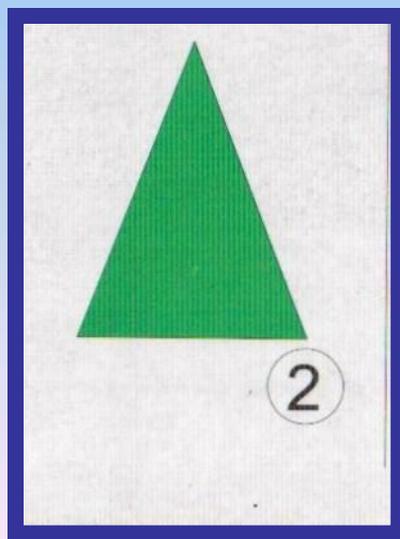
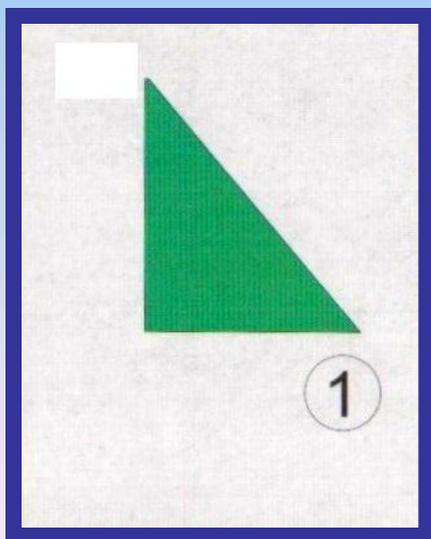
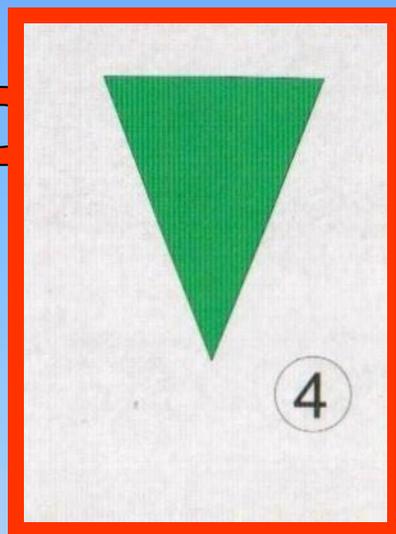


# Знайди зайве





# Правила відповідь



# Завдання 9

25

1

54

5

41

2

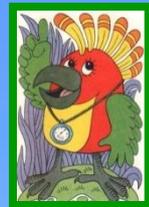
33

3

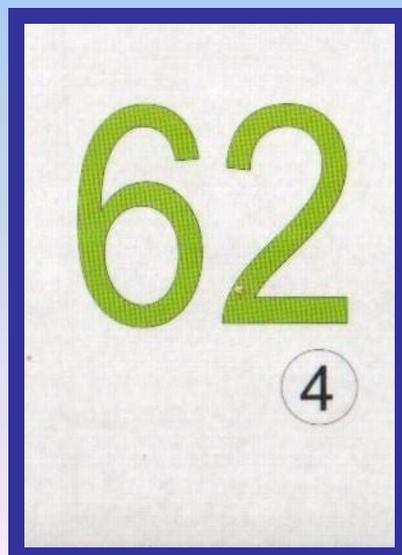
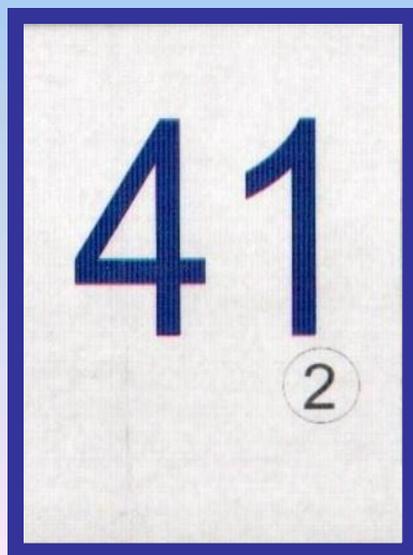
62

4



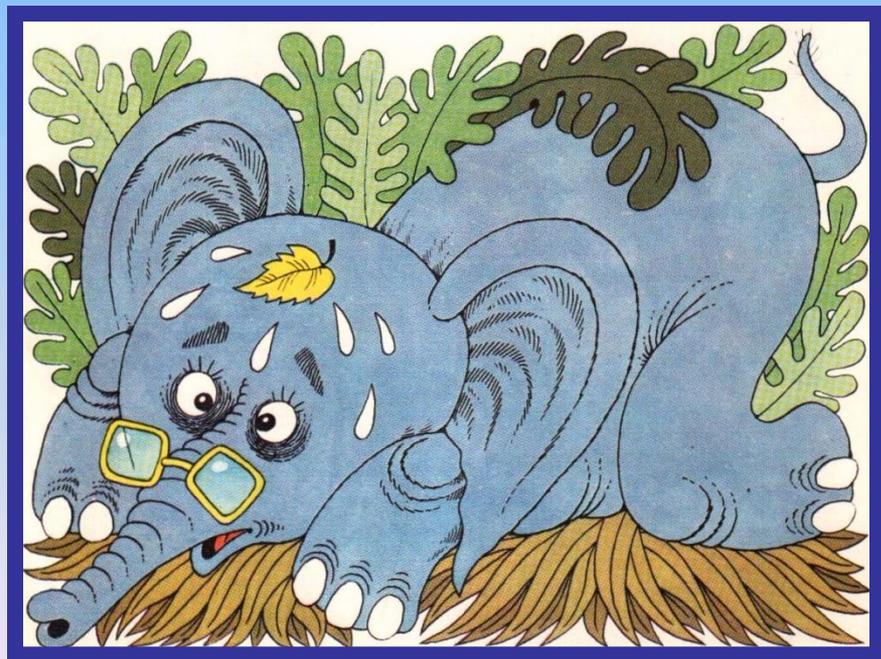


# Правила відповідь





Кінець гри



Составитель игры: Козлова Светлана

Список использованных источников иллюстративного материала:

1. Настольно-печатные развивающие игры в папке «Что не подходит?»,  
Издательство: «Весна – Дизайн», 2004.
2. Настольно-печатные развивающие игры в папке «Готовимся к школе: Что лишнее?» - Киров, «ОАО Радуга», 2001.
3. Г. Остер Зарядка для хвоста – Тверь, «Век-2», 1992.
4. <http://images.yandex.ru/> (фоны для презентаций)