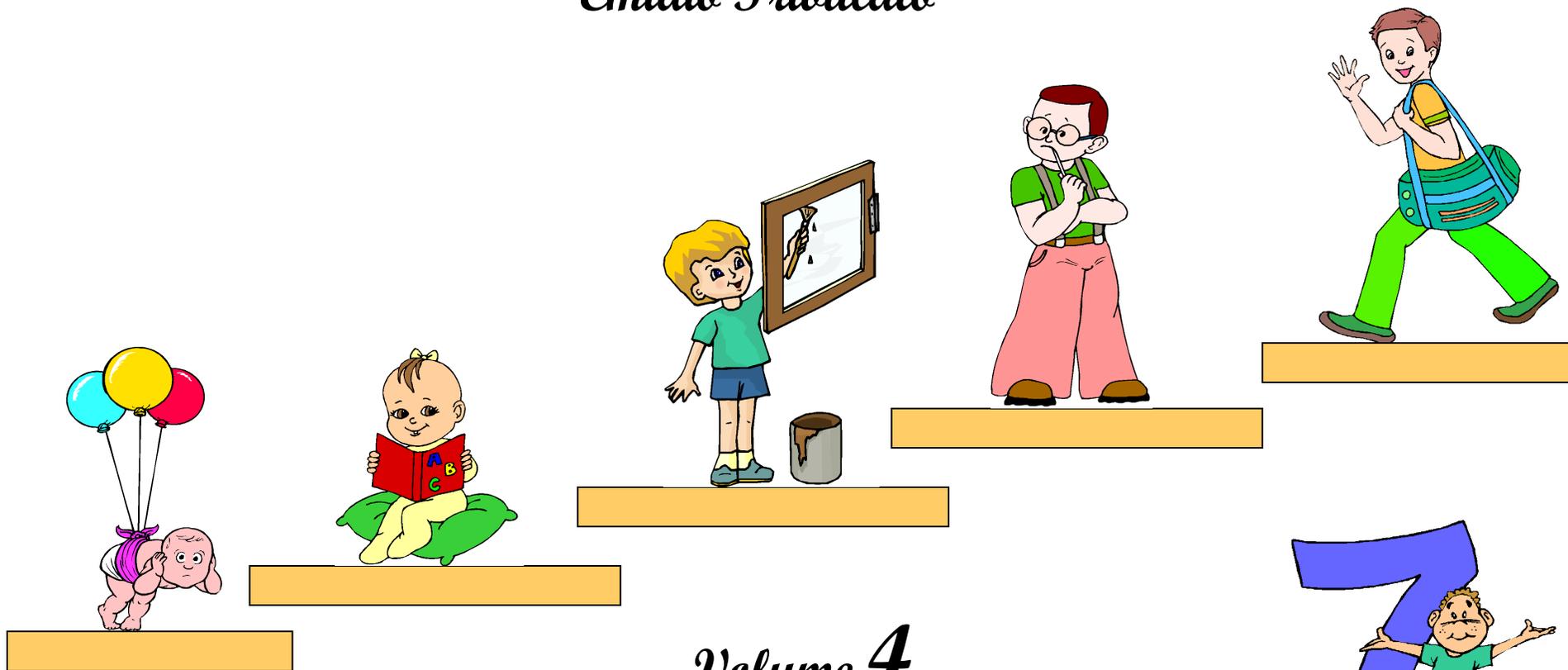


# VOGLIA DI CRESCERE

PROGRAMMA BASE PER LO SVILUPPO LOGICO E COGNITIVO

*Emidio Tribulato*



*Volume 4*

*Livello*

Centro studi LOGOS - ONLUS - Messina



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# “ VOGLIA DI CRESCERE ”

*PROGRAMMA BASE PER LO SVILUPPO LOGICO E COGNITIVO*

*Emidio Tribulato*

## INDICE

*MOLTIPLICARE  
LINGUAGGIO: FRASI LUNGHE*

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**Vol. IV**

**Livello 7**

## INDICE E SIGLATURA

Per avere una visione immediata di come procede, nel minore, l'apprendimento è bene che questo venga evidenziato mediante dei simboli.

E' fondamentale, infatti, che l'educatore abbia presente, in ogni momento, quali schede o attività siano dal bambino conosciute, sconosciute o in via di acquisizione. Ciò per evitare di farlo confrontare con temi troppo complessi senza aver prima consolidato gli apprendimenti più semplici, o di far ripetere inutilmente schede e attività da lui perfettamente conosciute e quindi superate.

Si consiglia pertanto di siglare sia le singole schede che le attività globali indicate nell'indice sottostante indicando con:

 un puntino l'inizio dell'apprendimento;

 una crocetta, le schede o le attività in cui il bambino dà risposte esatte ma senza il commento verbale minimo richiesto, ad esempio il nome dell'oggetto;

 un cerchio che circonda una crocetta, per indicare le schede o le attività in cui il bambino dà un commento verbale minimo.

 un quadrato che include un cerchio ed una crocetta, per indicare le schede o le attività di cui il bambino ha completato l'apprendimento.

### LIVELLI DI APPRENDIMENTO

• MOLTIPLICARE

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• LINGUAGGIO: FRASE LUNGHE

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# “VOGLIA DI CRESCERE”

*PROGRAMMA BASE PER LO SVILUPPO LOGICO E COGNITIVO*

*MOLTIPLICARE*

## MOLTIPLICARE

Il concetto del moltiplicare è sicuramente uno dei concetti più complessi che l'alunno di scuola elementare è costretto ad affrontare.

Gli autori per semplificarlo hanno cercato varie strategie, con risultati più o meno apprezzabili. Anche noi, dovendoci occupare di bambini con difficoltà nell'apprendimento abbiamo voluto rendere il più semplice possibile il concetto di moltiplicazione mediante l'ausilio di uno stratagemma : lo specchio.

Quando un oggetto è posto davanti ad uno o più specchi, in questi vengono riflesse delle quantità che sono in rapporto alla quantità degli oggetti ed al numero degli specchi.

Ad esempio la quantità due, in uno specchio rimane due, in due specchi diventa quattro, in tre sei e così via.

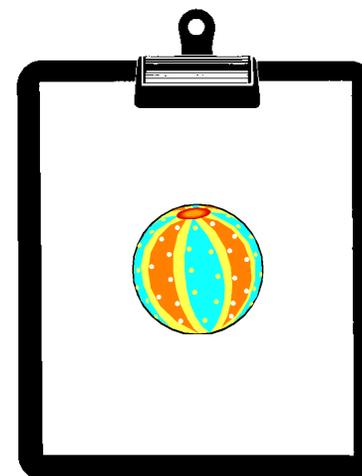
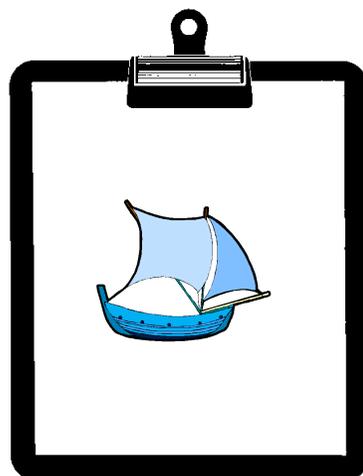
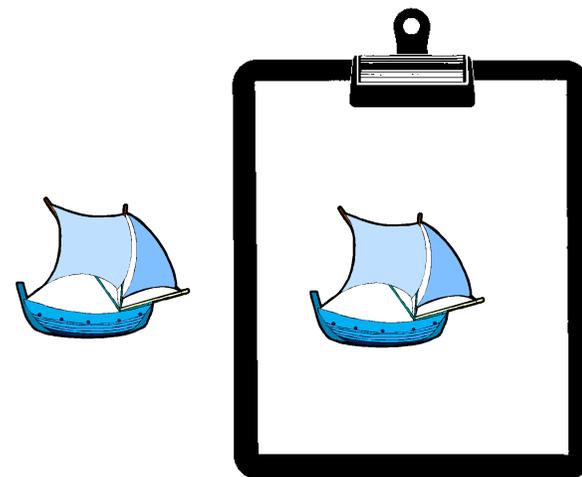
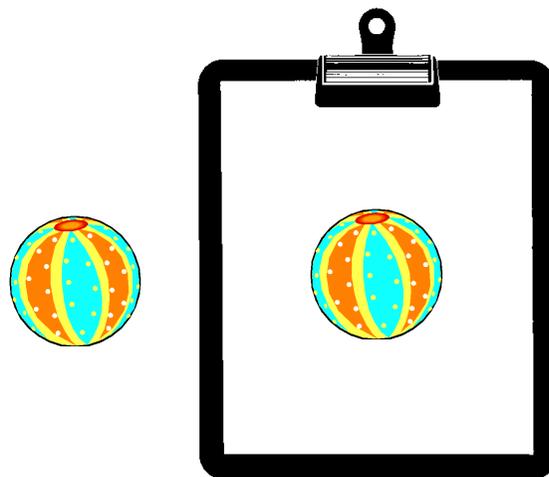
### UTILIZZAZIONE

L'educatore farà vedere al bambino l'oggetto e gli specchi in cui questo si riflette. Chiederà quindi al bambino di osservare, contare e riferire tutto ciò che viene riflesso, cercandolo nelle risposte a scelta multipla.

Il bambino si accorgerà che, se è presente un solo specchio, la quantità rimane invariata, mentre se sono presenti più specchi la quantità sarà moltiplicata in rapporto al numero di questi.

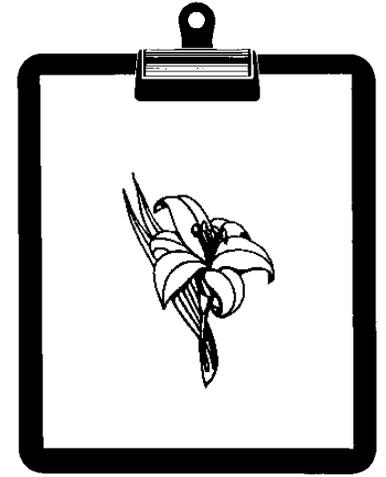
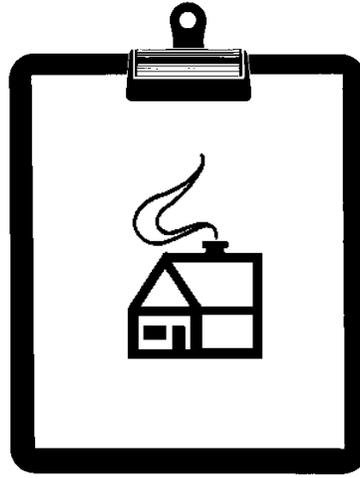
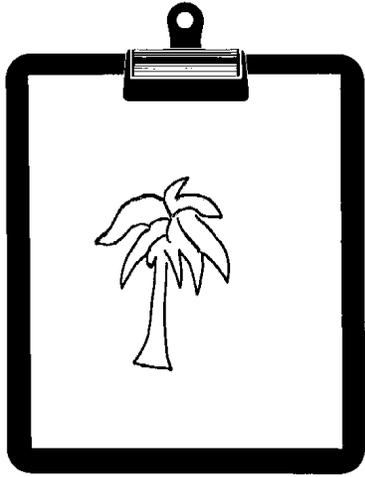
### ETA' MENTALE DI RIFERIMENTO

Sette anni



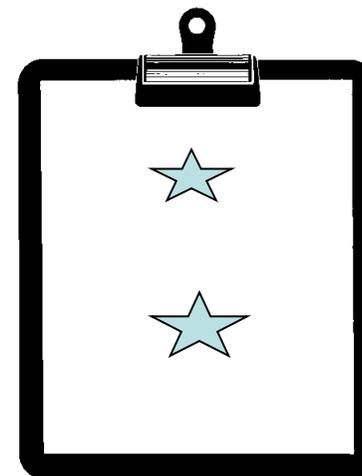
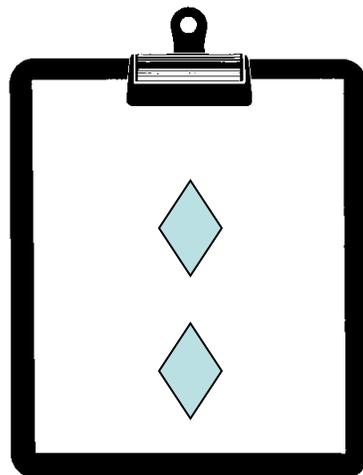
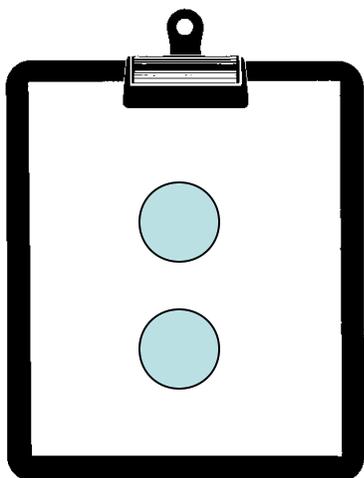
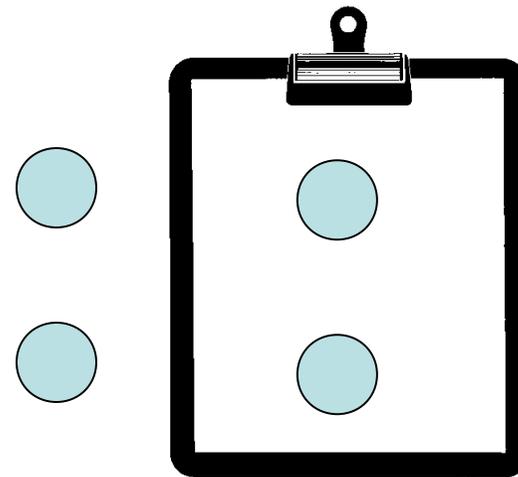
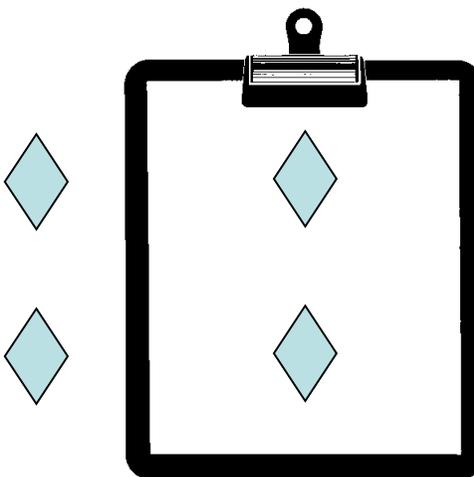
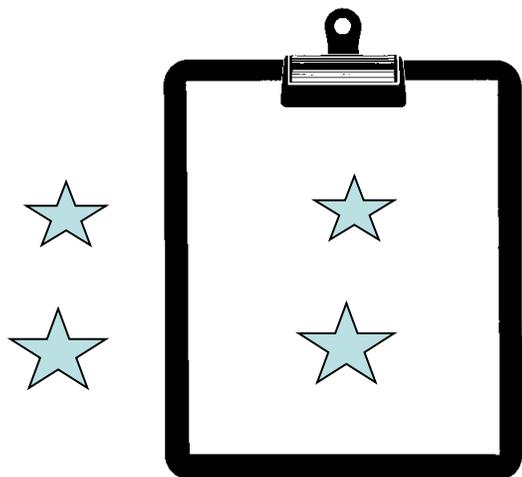
MOLTIPLICARE

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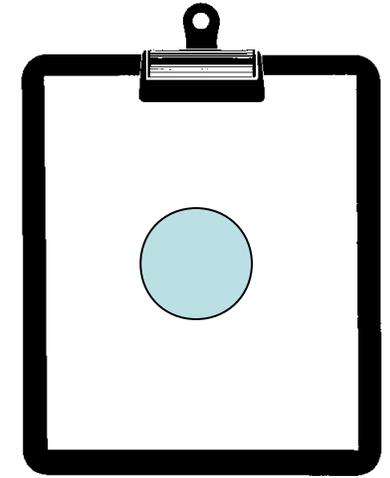
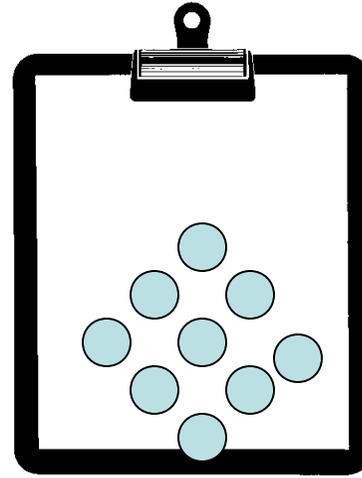
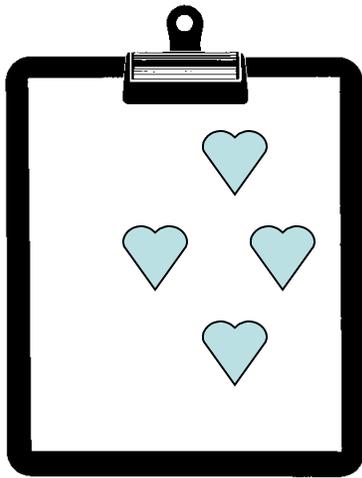
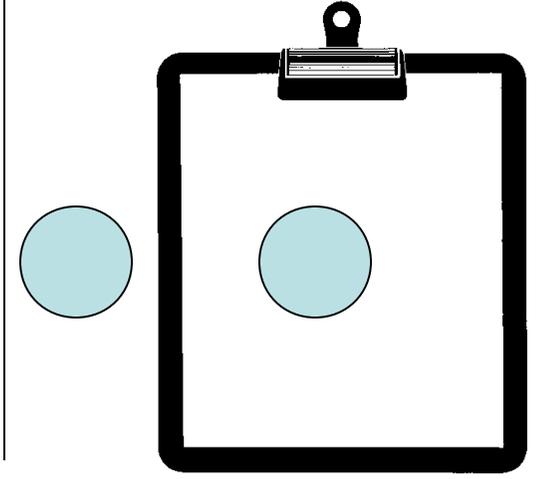
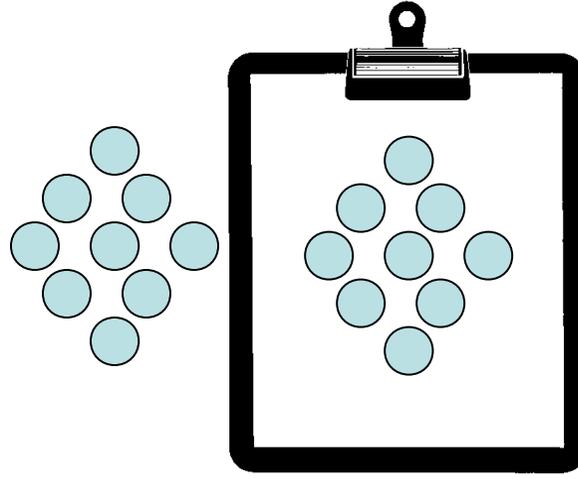
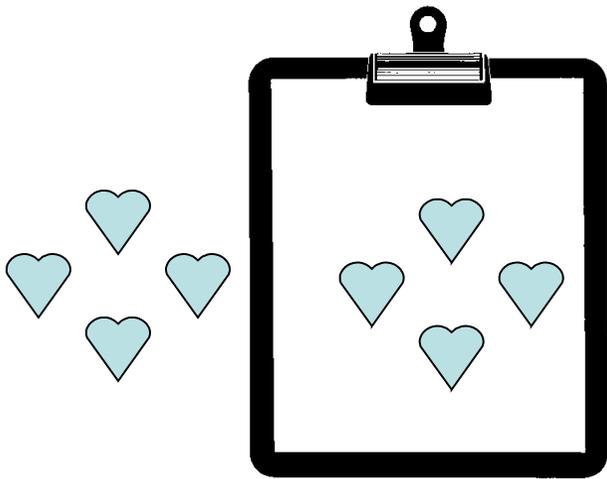
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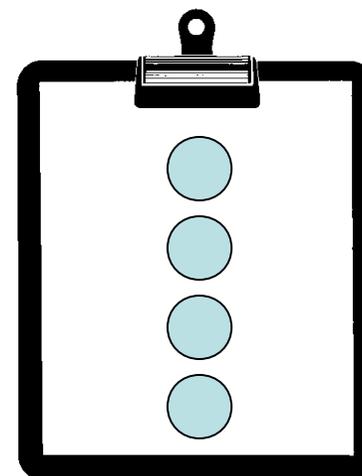
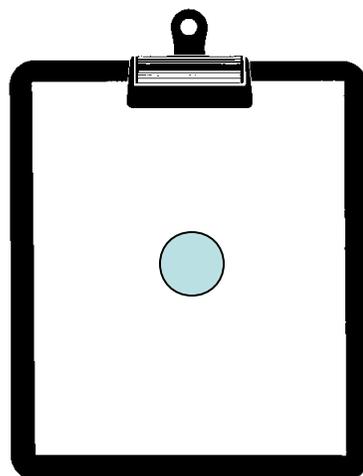
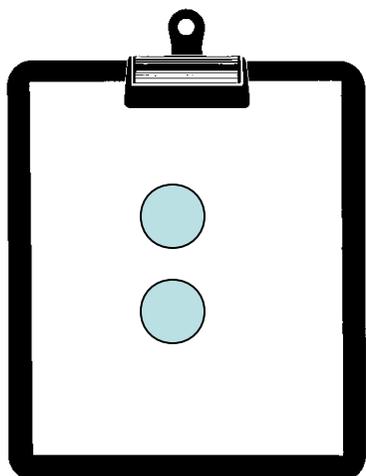
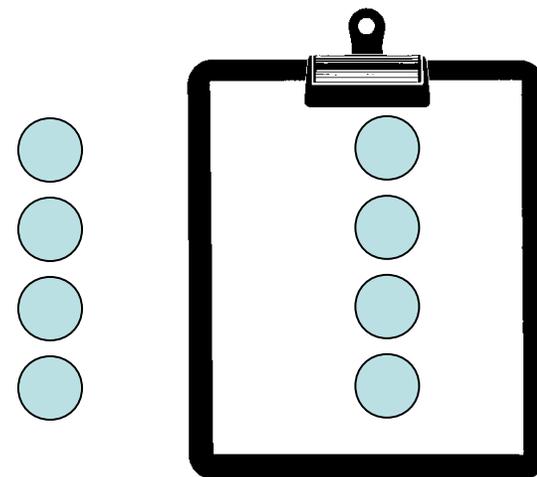
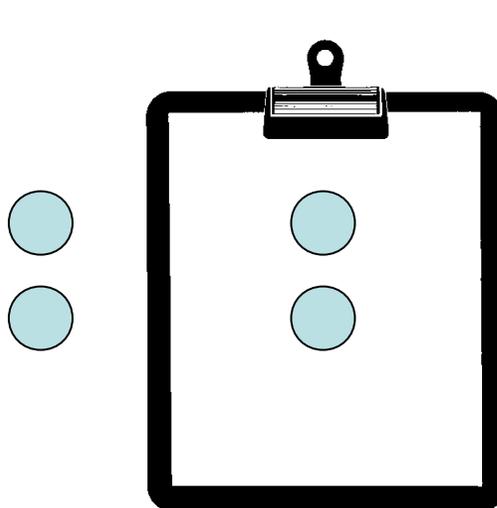
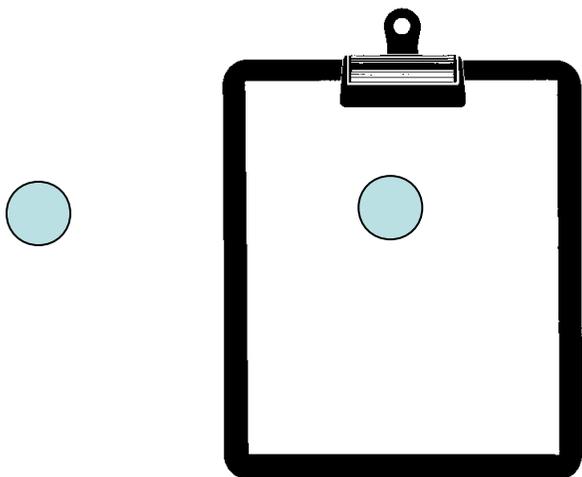
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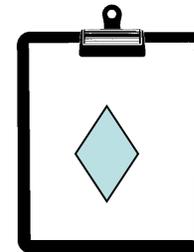
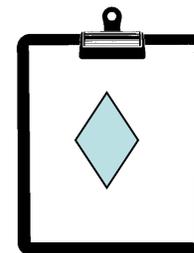
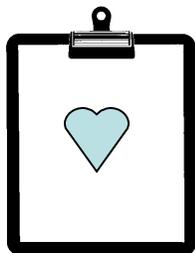
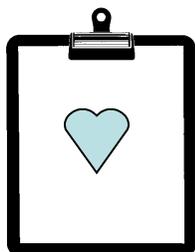
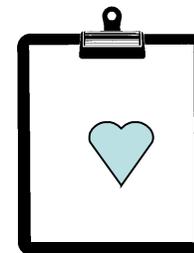
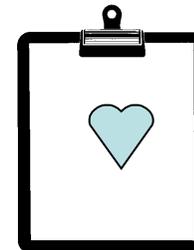
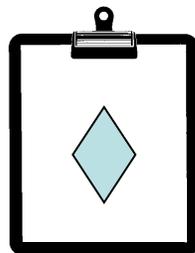
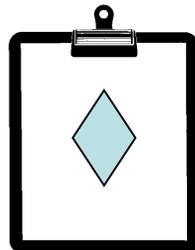
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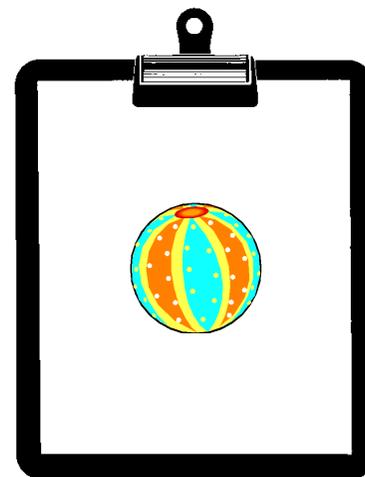
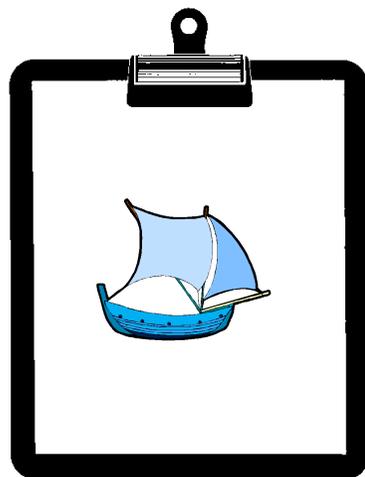
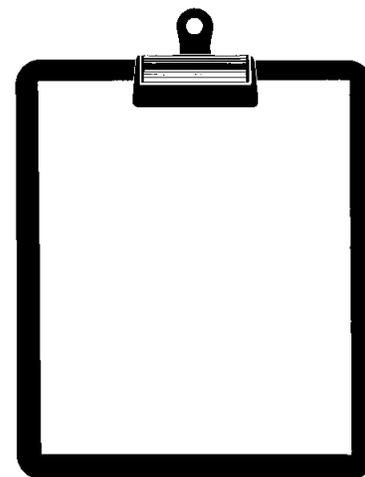
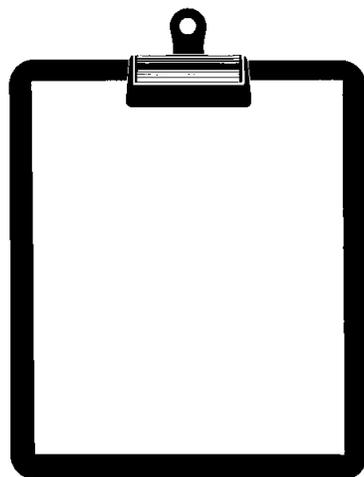
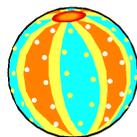
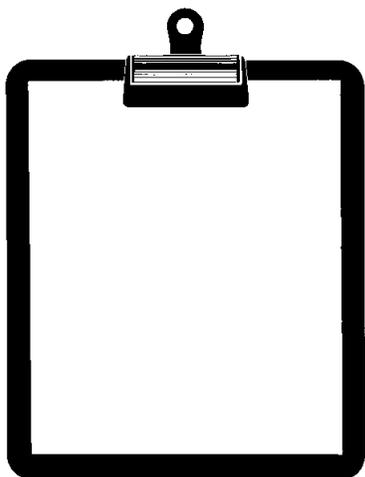
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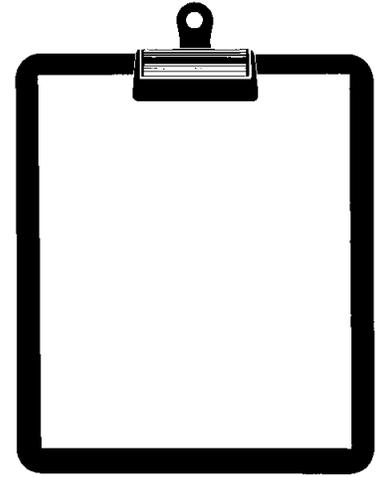
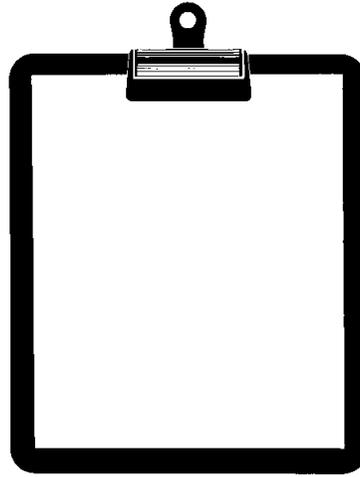
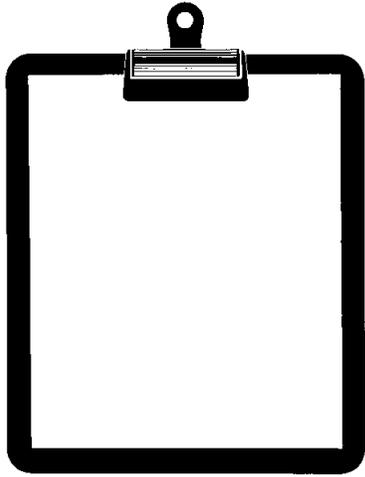
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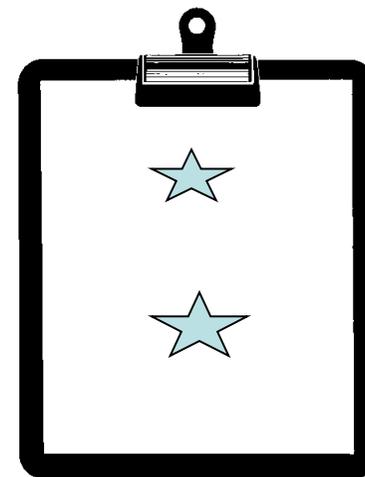
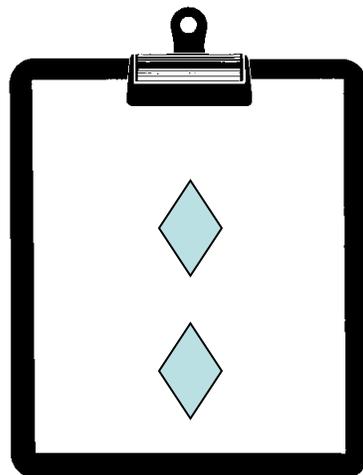
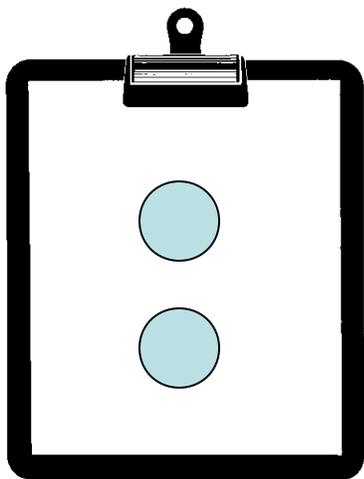
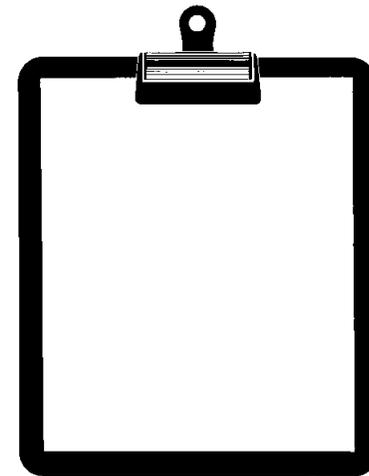
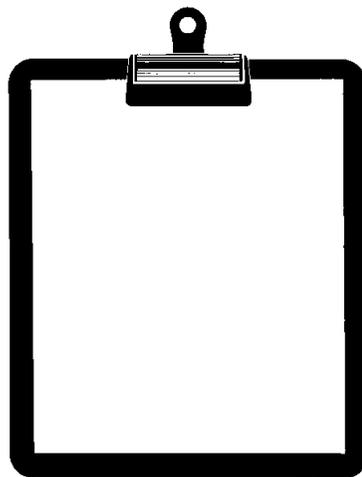
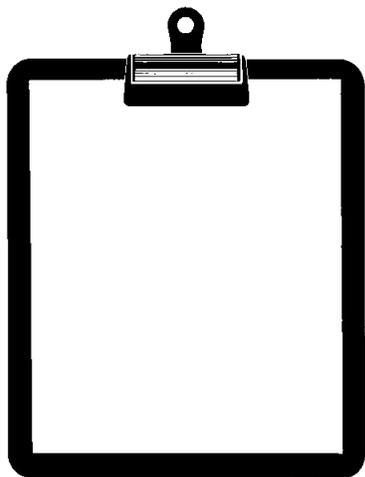
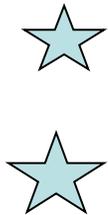
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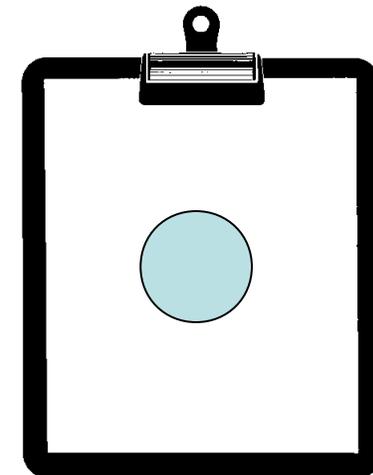
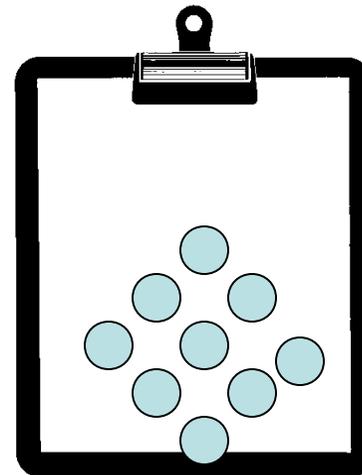
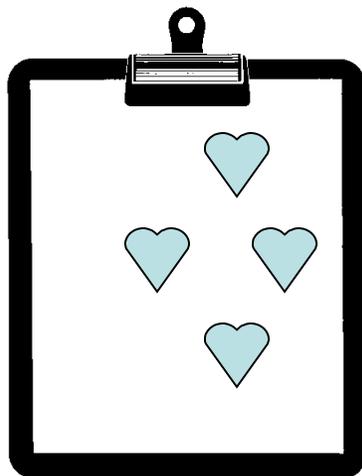
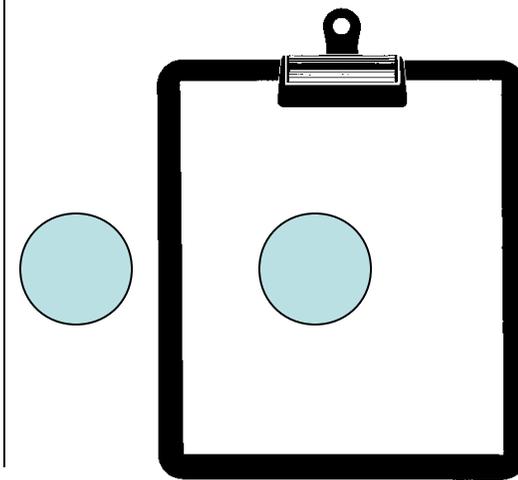
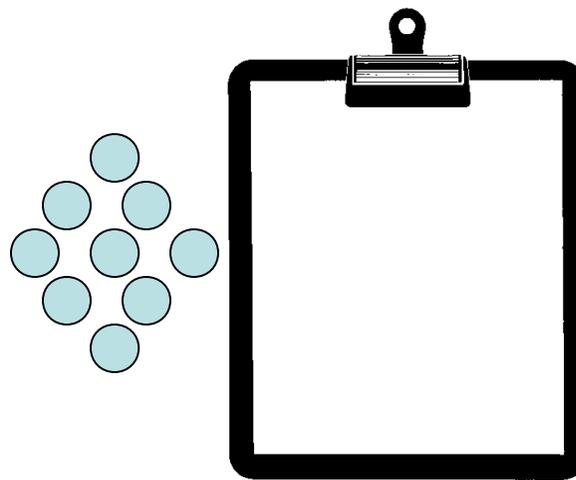
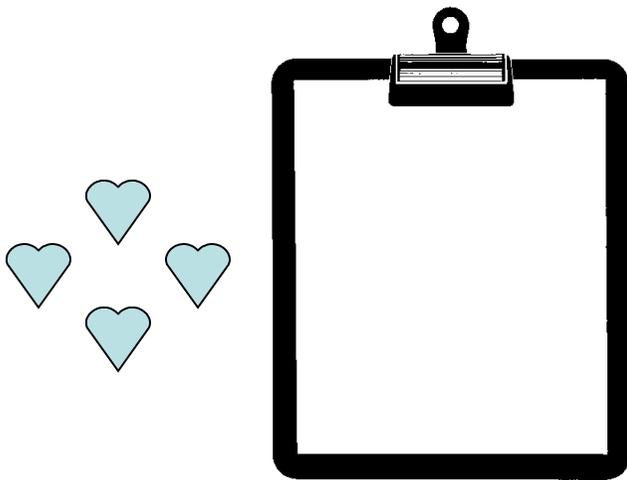
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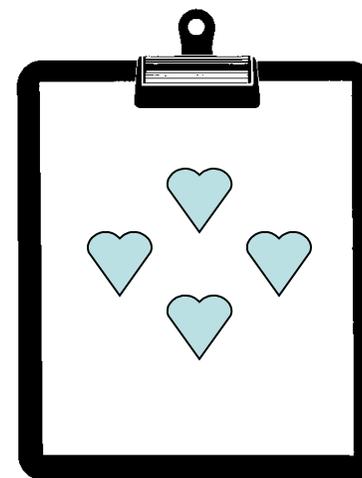
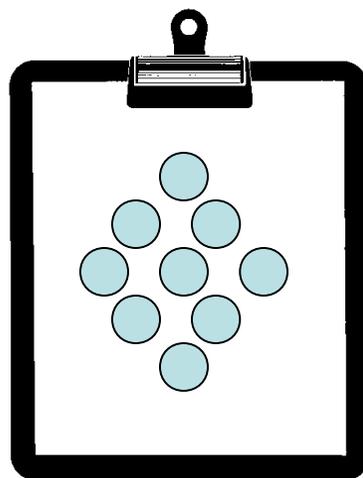
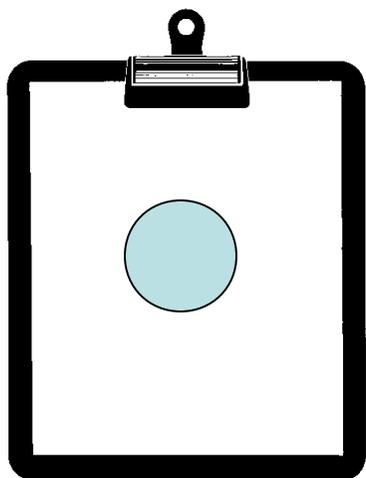
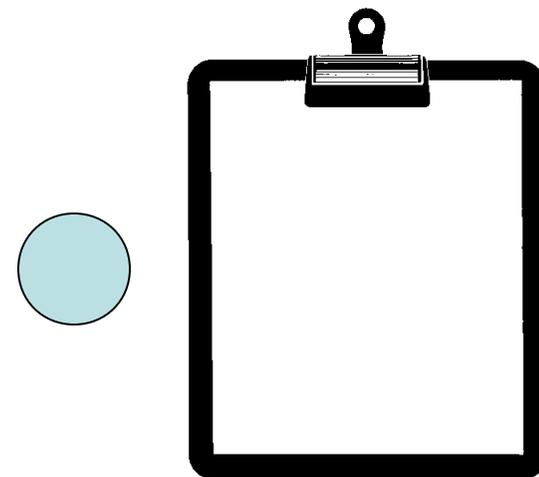
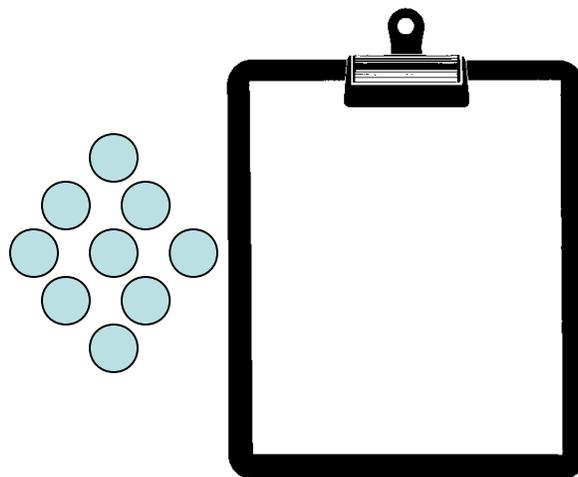
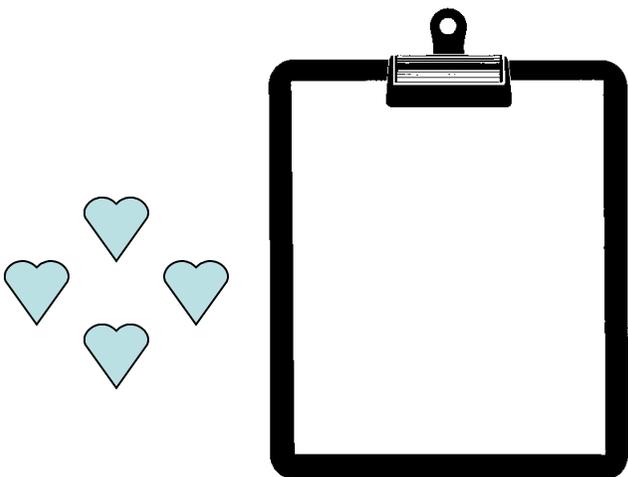
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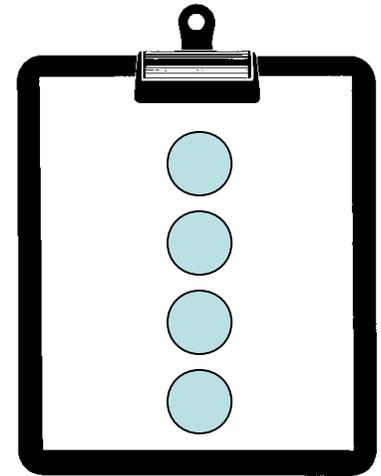
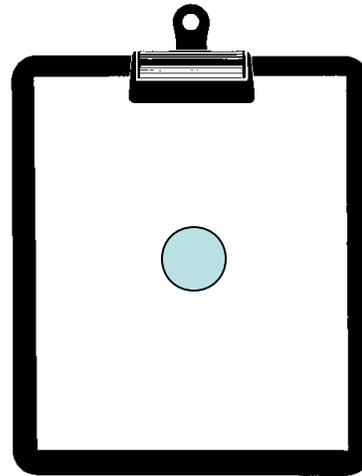
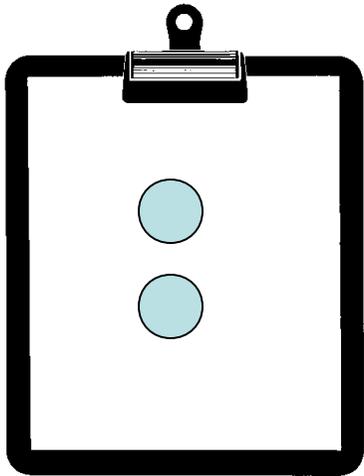
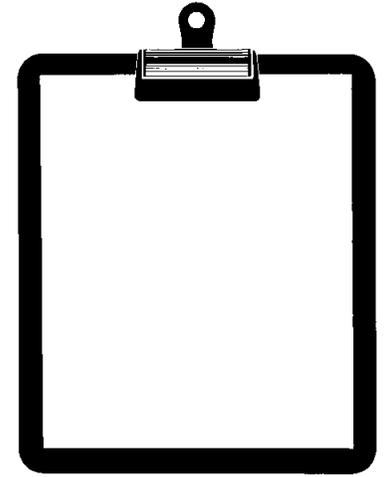
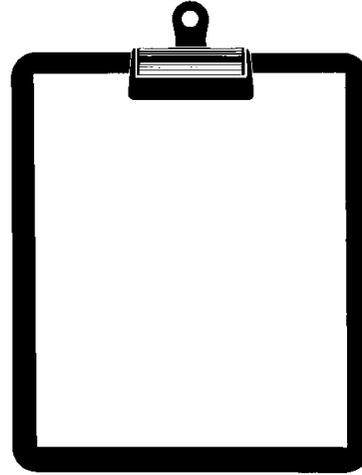
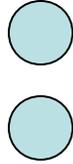
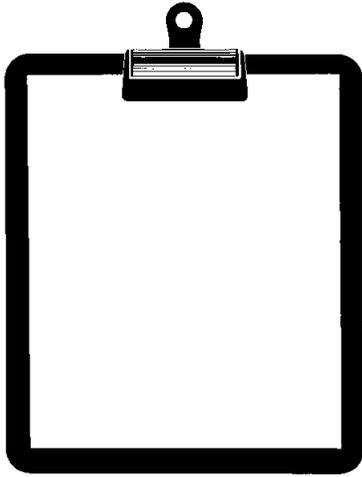
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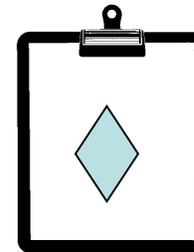
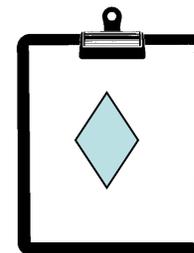
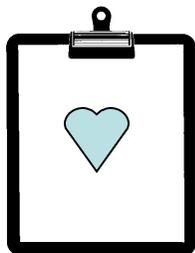
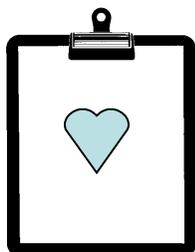
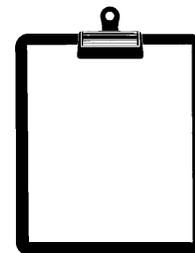
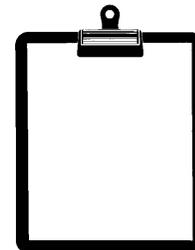
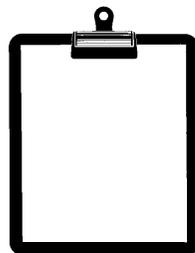
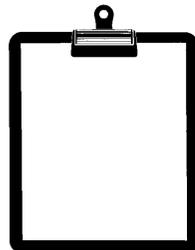
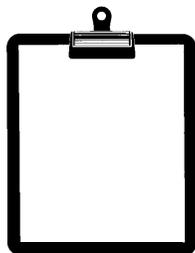
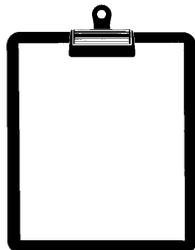
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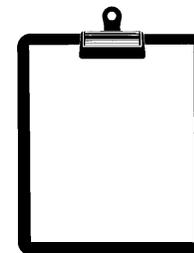
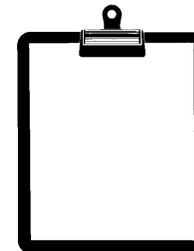
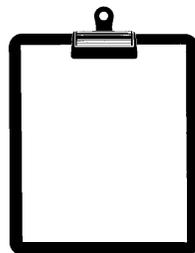
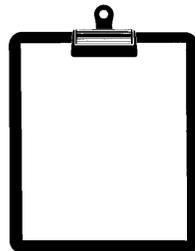
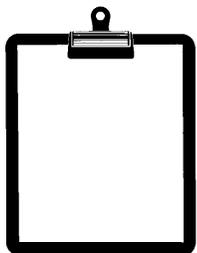
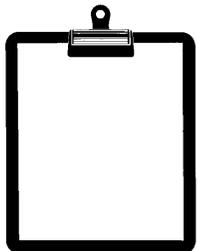
MOLTIPLICARE

Far ricercare la soluzione nella parte bassa della scheda.



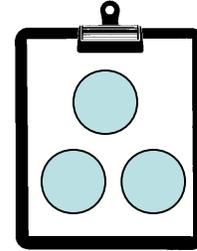
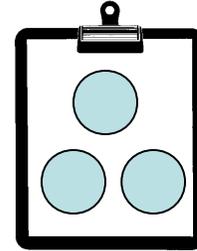
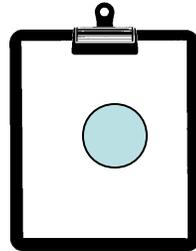
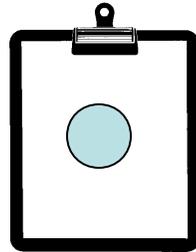
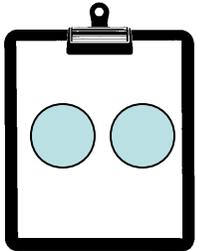
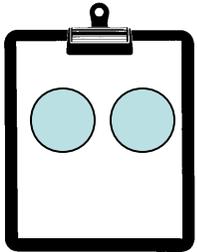
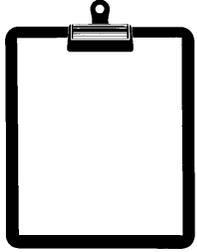
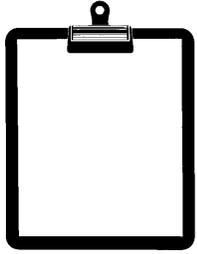
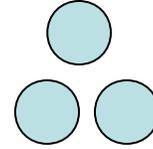
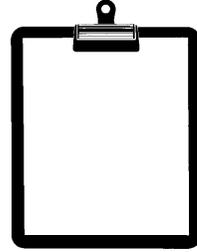
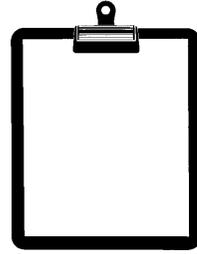
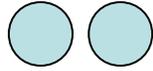
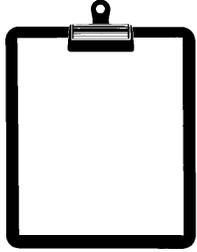
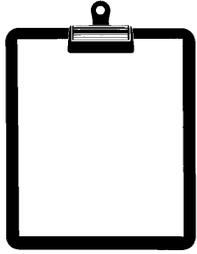
MOLTIPLICARE

Far ricercare la soluzione nella parte bassa della scheda.



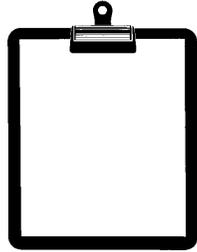
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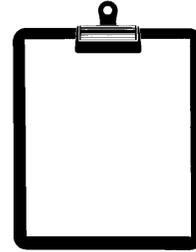


MOLTIPLICARE

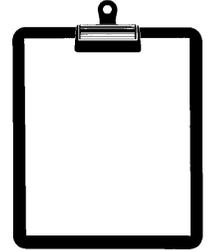
Far ricercare la soluzione nella parte bassa della scheda.



**1 x 1**

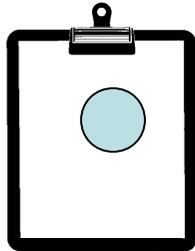


**1 x 1**



**1 x 1**

**1**



**1**

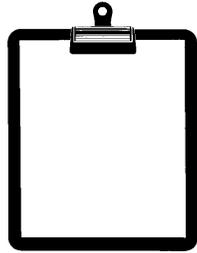


**1**

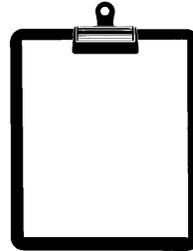
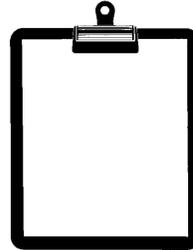


MOLTIPLICARE

Far ricercare la soluzione nella parte bassa della scheda.



**1 x 1**

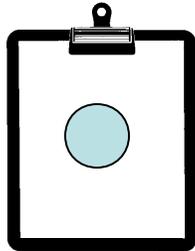


**1 x 2**

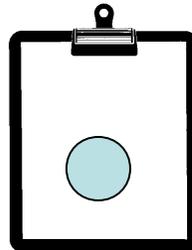
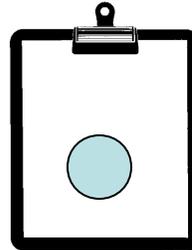


**1 x 3**

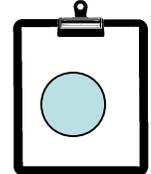
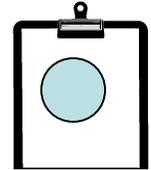
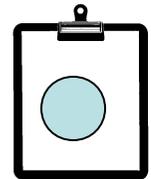
**1**



**2**

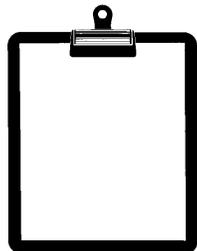


**3**

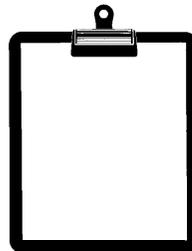
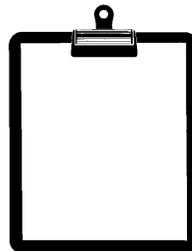


**MOLTIPLICARE**

Far ricercare la soluzione nella parte bassa della scheda.



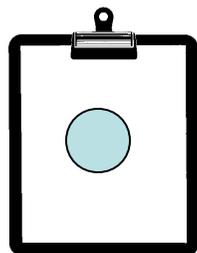
**1 x 1**



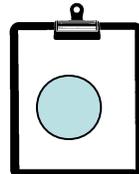
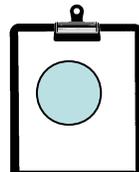
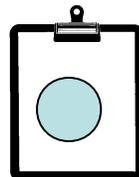
**1 x 2**



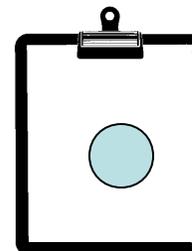
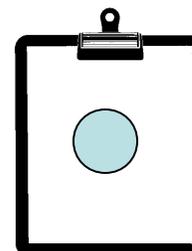
**1 x 3**



**1**



**3**



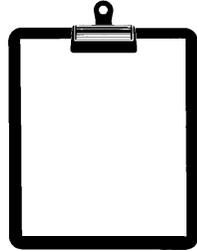
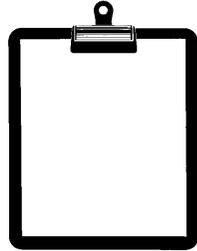
**2**

**MOLTIPLICARE**

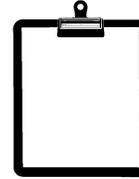
Far ricercare la soluzione nella parte bassa della scheda.



**1 x 2**



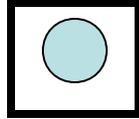
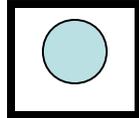
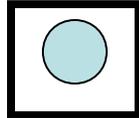
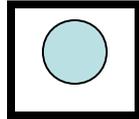
**1 x 3**



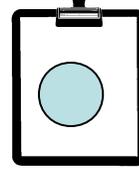
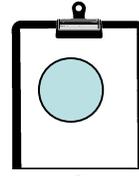
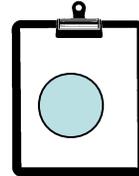
**1x4**



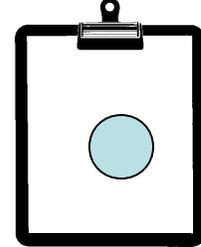
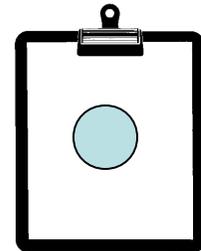
**4**



**3**



**2**



MOLTIPLICARE

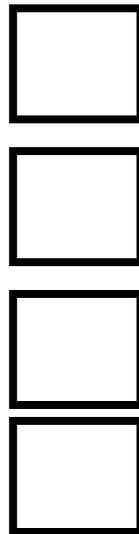
Far ricercare la soluzione nella parte bassa della scheda.



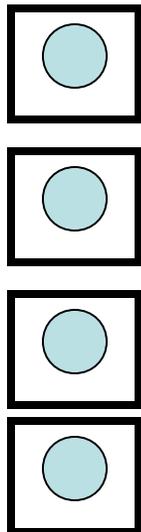
**1 x 3**



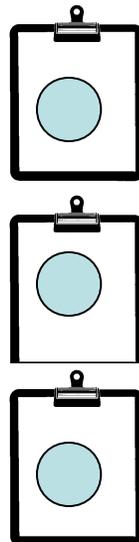
**1x4**



**1x5**

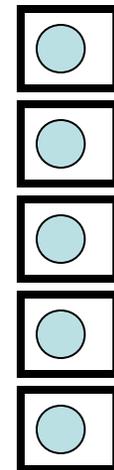


**4**



**3**

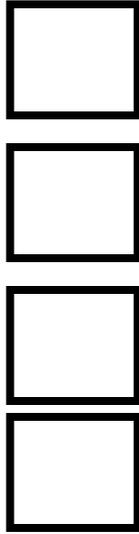
**5**



MOLTIPLICARE

Far ricercare la soluzione nella parte bassa della scheda.

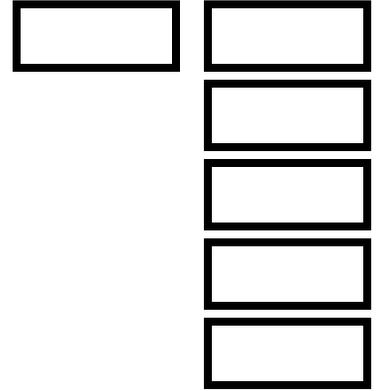
**1x4**



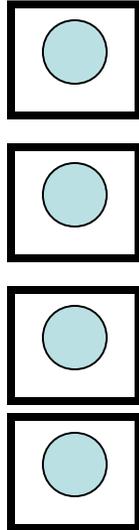
**1x5**



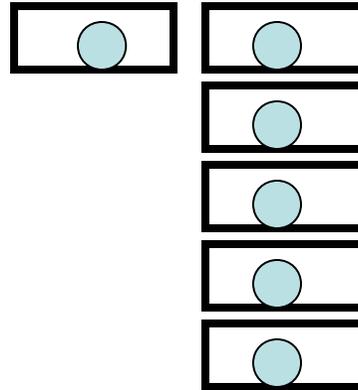
**1x6**



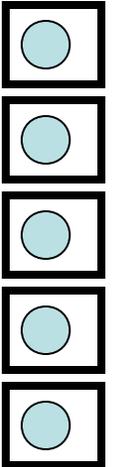
**4**



**6**



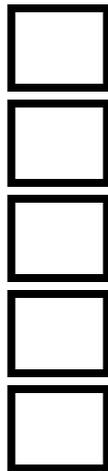
**5**



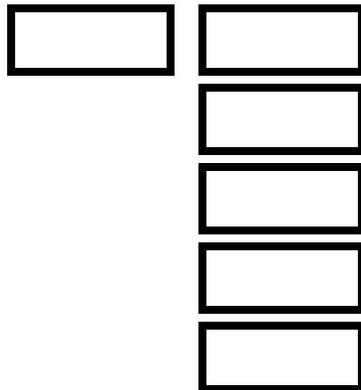
MOLTIPLICARE

Far ricercare la soluzione nella parte bassa della scheda.

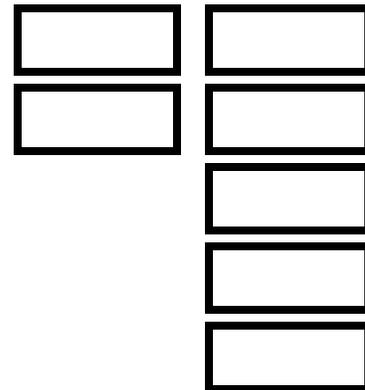
**1x5**



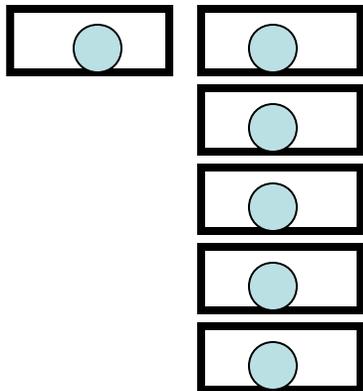
**1x6**



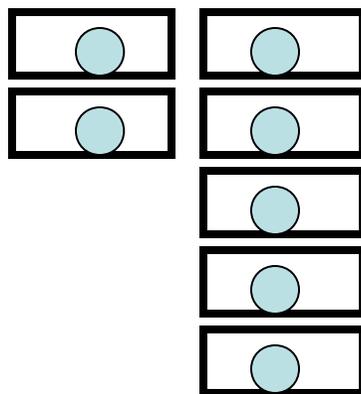
**1x7**



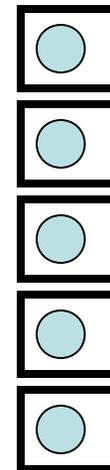
**6**



**7**

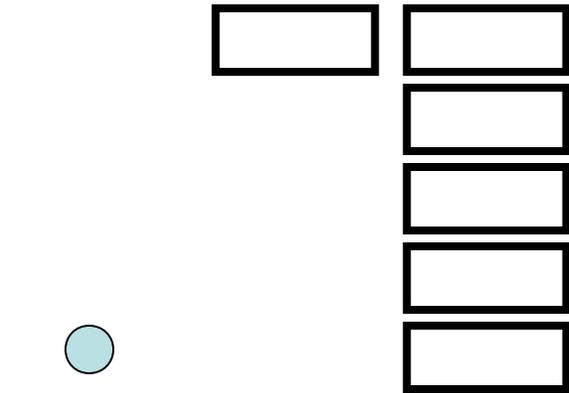


**5**

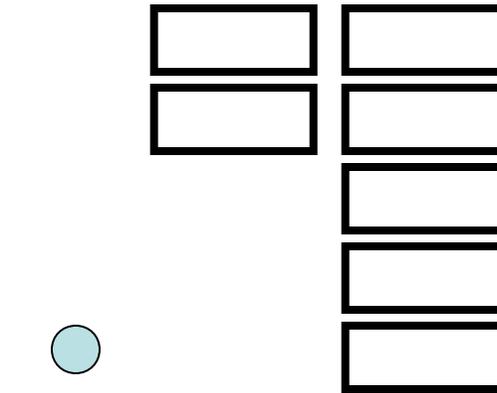


MOLTIPLICARE

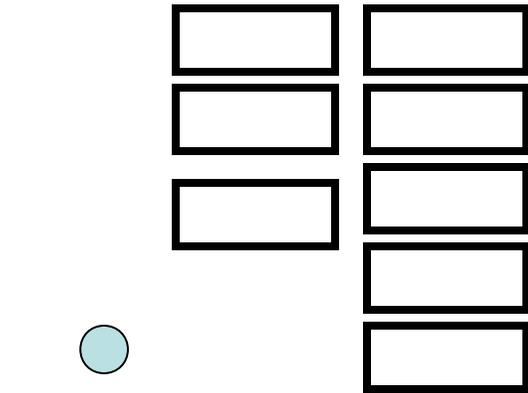
Far ricercare la soluzione nella parte bassa della scheda.



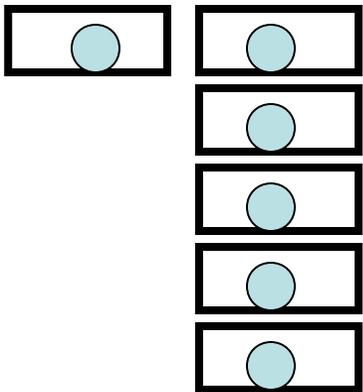
**1x6**



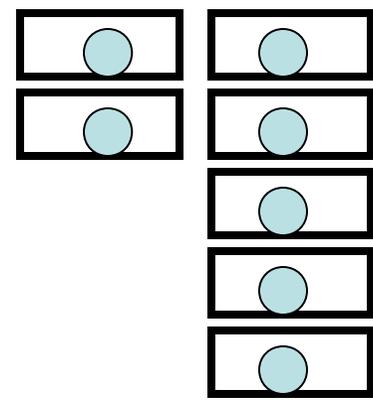
**1x7**



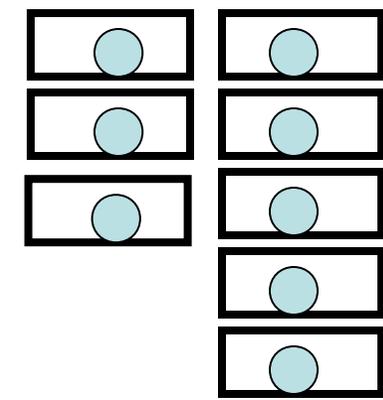
**1x8**



**6**



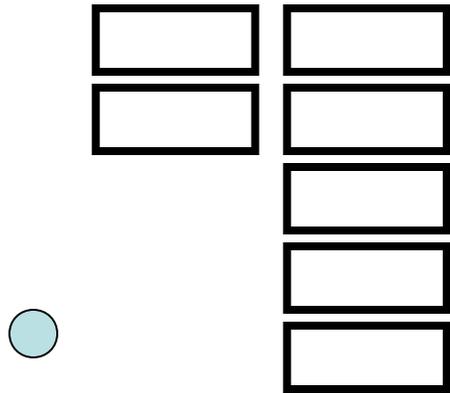
**7**



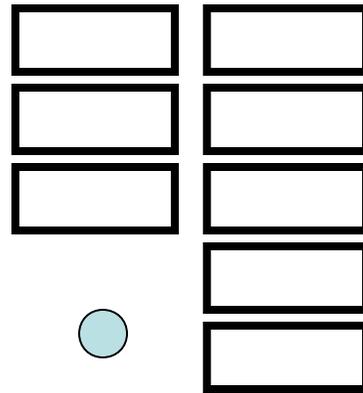
**8**

MOLTIPLICARE

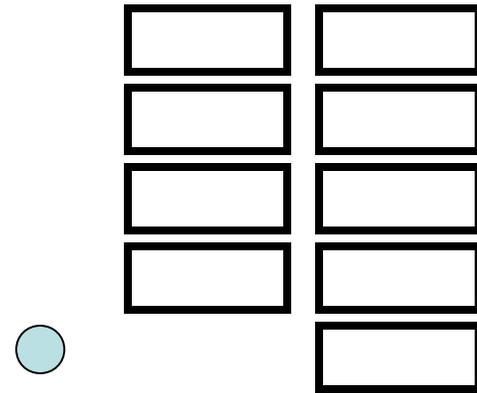
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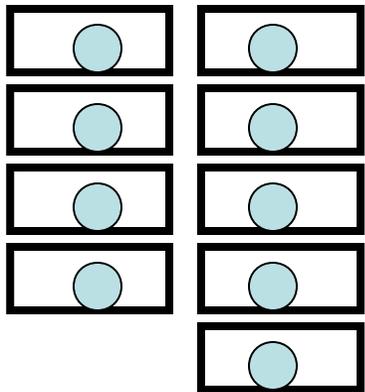
**$1 \times 7$**



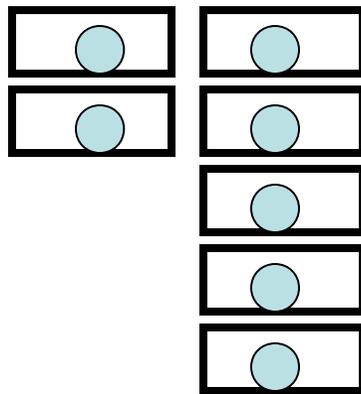
**$1 \times 8$**



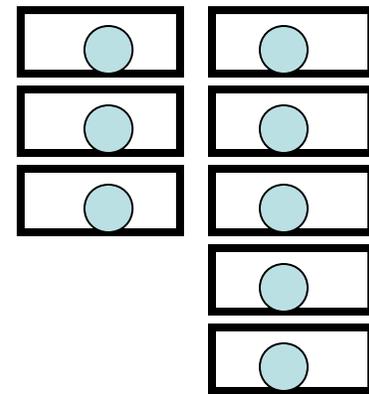
**$1 \times 9$**



**9**



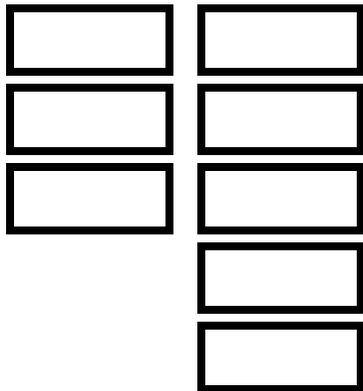
**7**



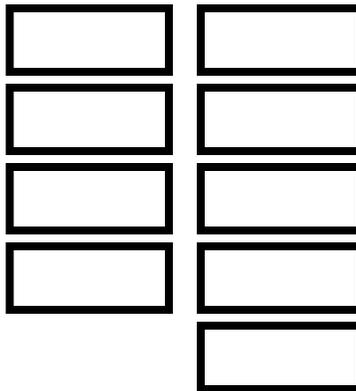
**8**

MOLTIPLICARE

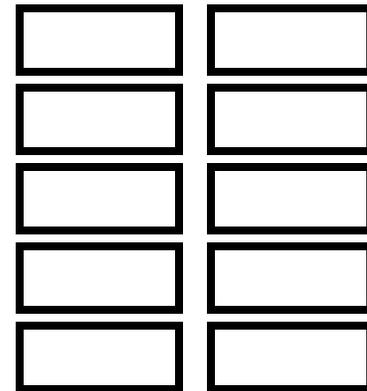
Far ricercare la soluzione nella parte bassa della scheda.



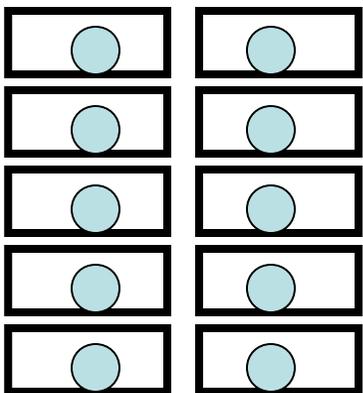
$1 \times 8$



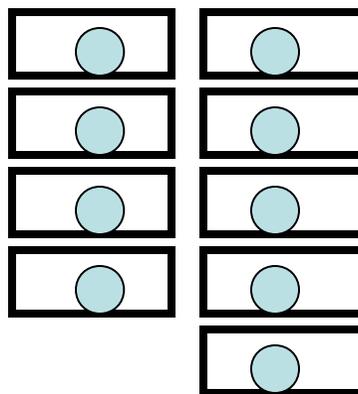
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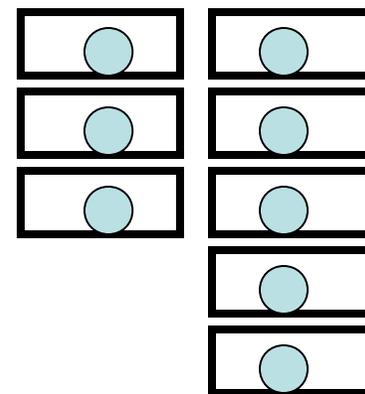
$1 \times 10$



$10$



$9$



$8$

MOLTIPLICARE

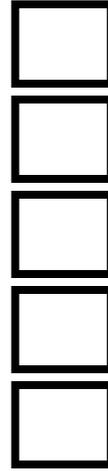
Far ricercare la soluzione nella parte bassa della scheda.



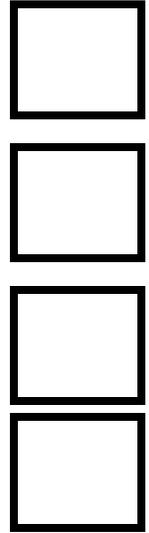
**1 x 3**



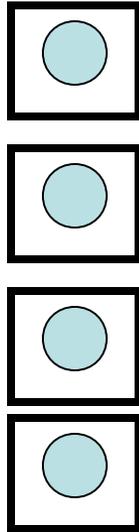
**1x5**



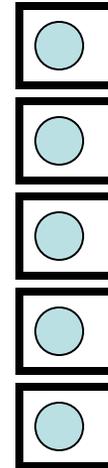
**1x4**



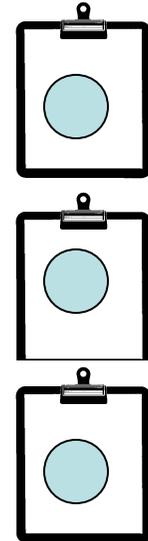
**4**



**5**

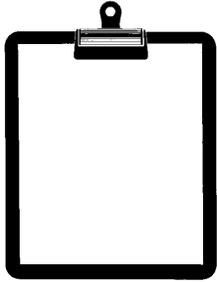


**3**



MOLTIPLICARE

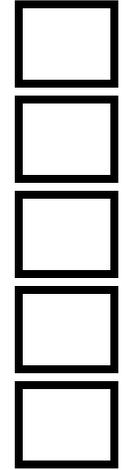
Far ricercare la soluzione nella parte bassa della scheda.



**1 x 1**

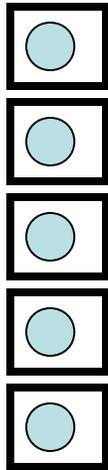


**1x3**

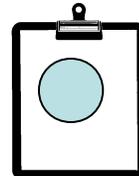
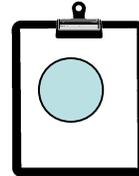
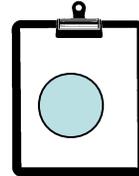


**1x5**

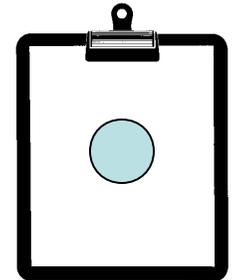
**5**



**3**

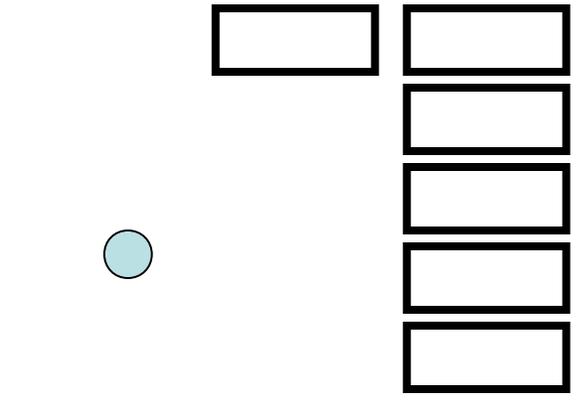


**1**

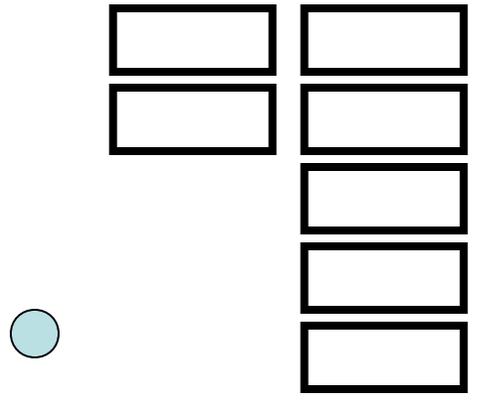


MOLTIPLICARE

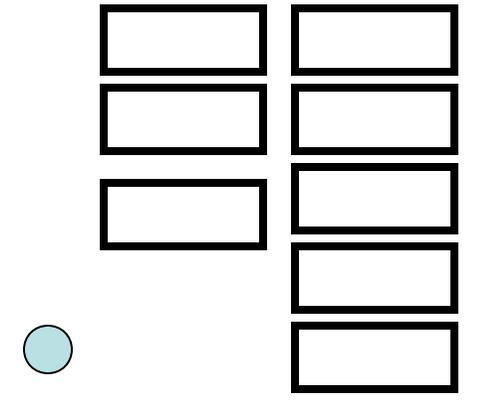
Far ricercare la soluzione nella parte bassa della scheda.



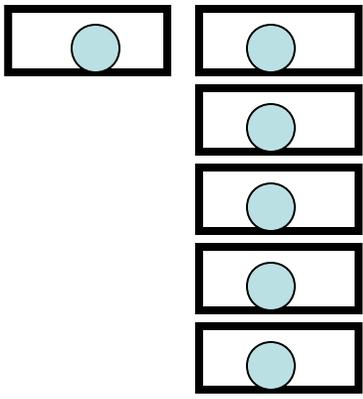
**1x6**



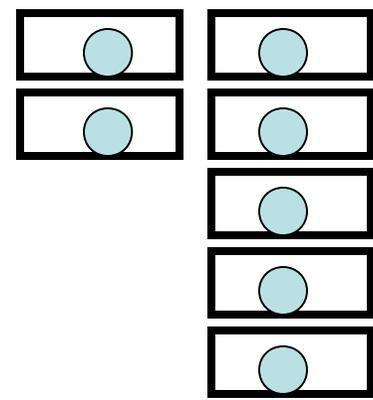
**1x7**



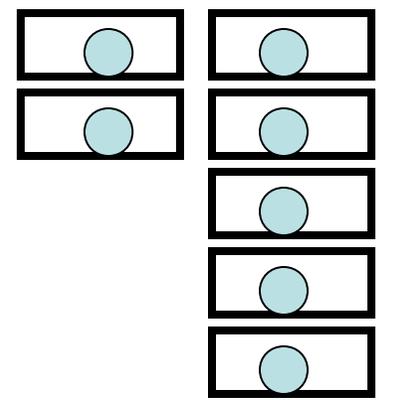
**1x8**



**6**



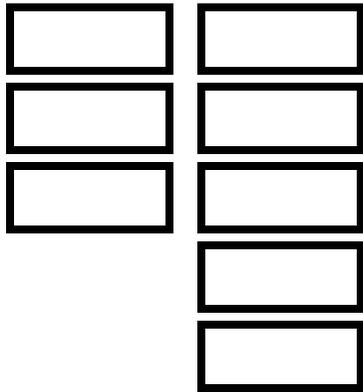
**7**



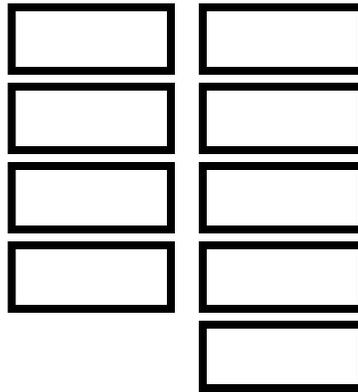
**8**

MOLTIPLICARE

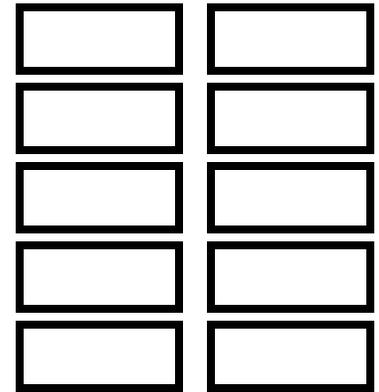
Far ricercare la soluzione nella parte bassa della scheda.



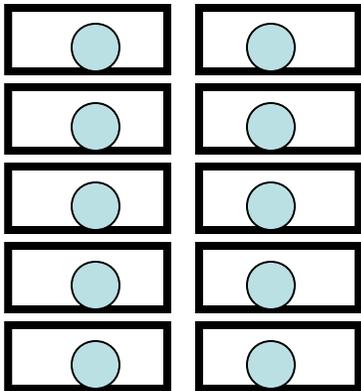
**1x8**



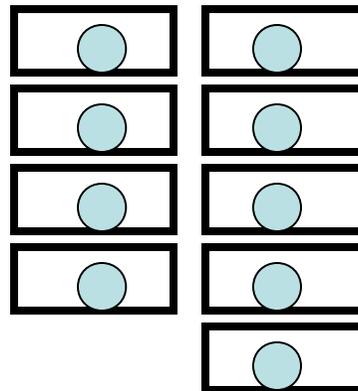
**1x9**



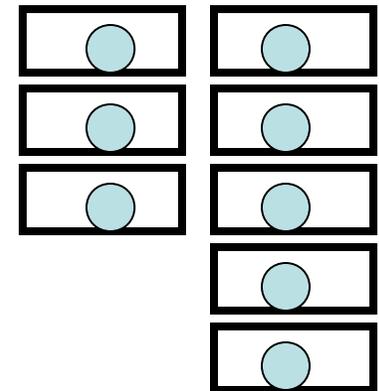
**1x10**



**10**



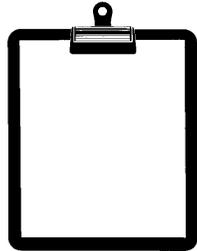
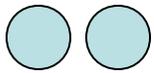
**9**



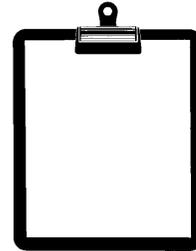
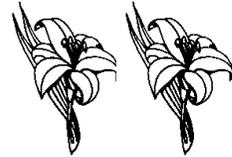
**8**

MOLTIPLICARE

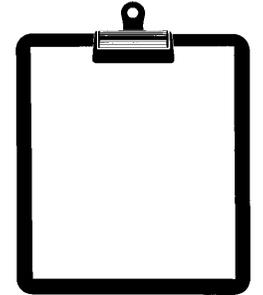
Far ricercare la soluzione nella parte bassa della scheda.



**2 x 1**

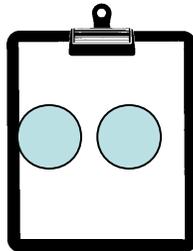


**2 x 1**



**2 x 1**

**2**



**2**

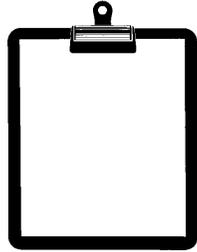
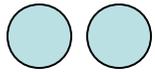


**2**

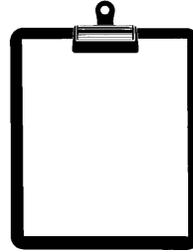
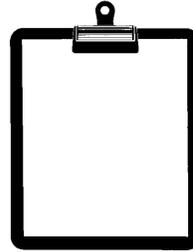
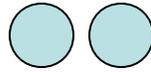


**MOLTIPLICARE**

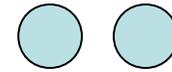
Far ricercare la soluzione nella parte bassa della scheda.



**2 x 1**

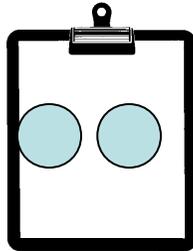


**2 x 2**

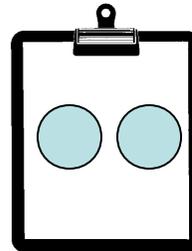
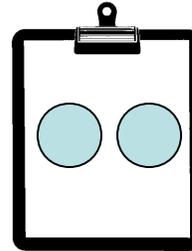


**2 x 3**

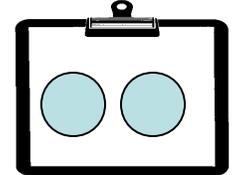
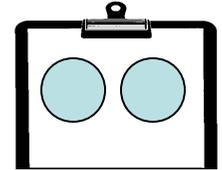
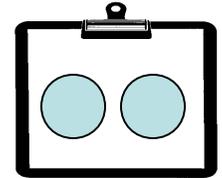
**2**



**4**

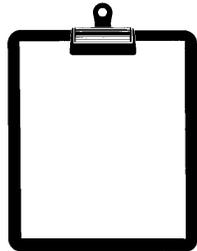
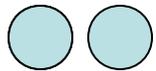


**6**

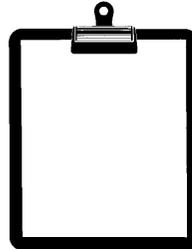
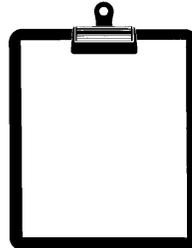
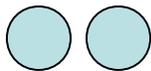


**MOLTIPLICARE**

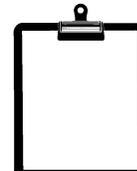
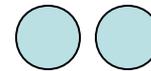
Far ricercare la soluzione nella parte bassa della scheda.



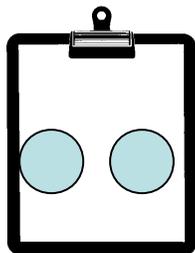
**2 x 1**



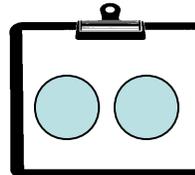
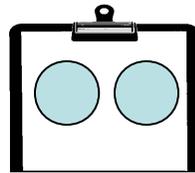
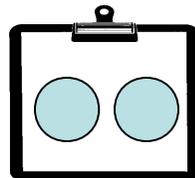
**2 x 2**



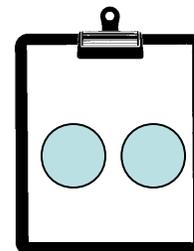
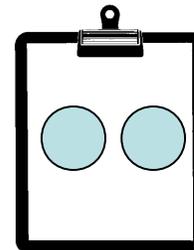
**2 x 3**



**2**



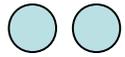
**6**



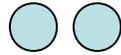
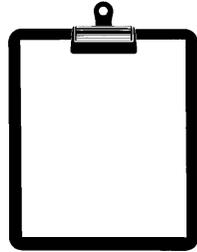
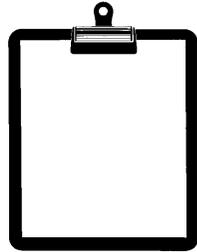
**4**

MOLTIPLICARE

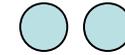
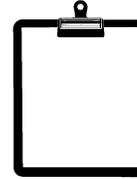
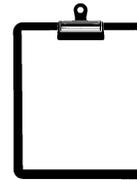
Far ricercare la soluzione nella parte bassa della scheda.



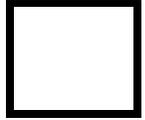
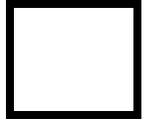
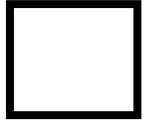
$2 \times 2$



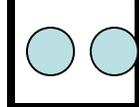
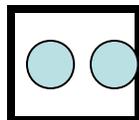
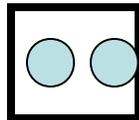
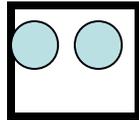
$2 \times 3$



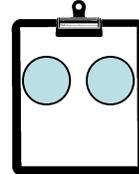
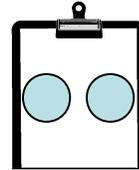
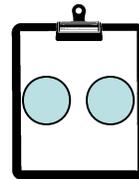
$2 \times 4$



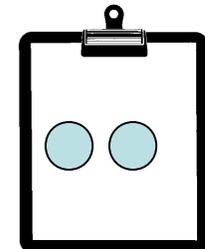
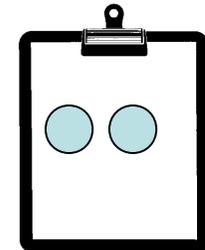
8



6

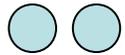


4

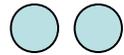


MOLTIPLICARE

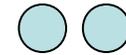
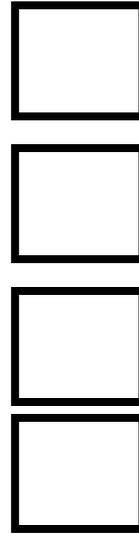
Far ricercare la soluzione nella parte bassa della scheda.



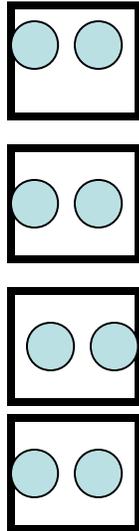
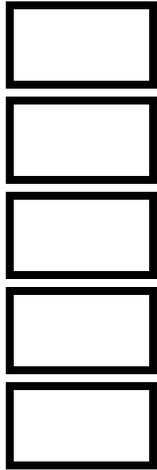
$2 \times 3$



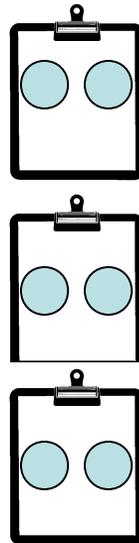
$2 \times 4$



$2 \times 5$

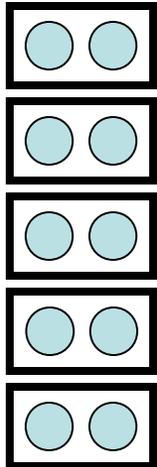


8



6

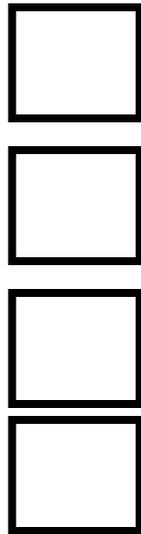
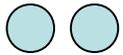
10



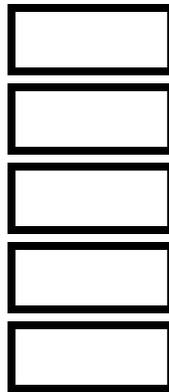
MOLTIPLICARE

Far ricercare la soluzione nella parte bassa della scheda.

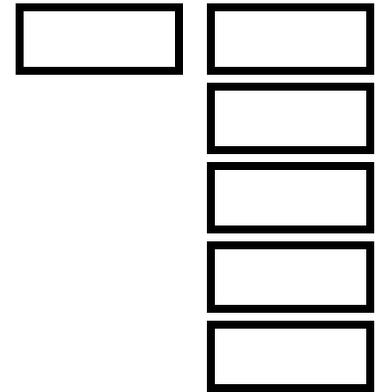
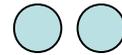
**2x4**



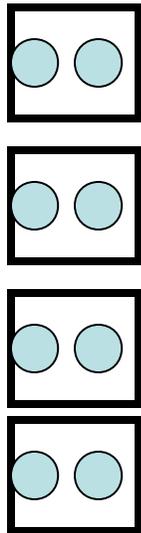
**2x5**



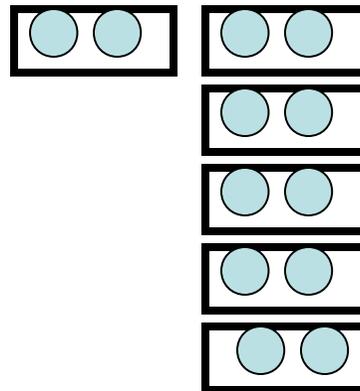
**2x6**



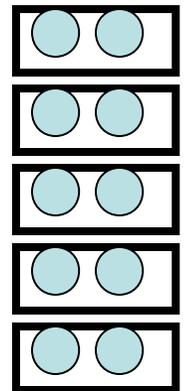
**8**



**12**

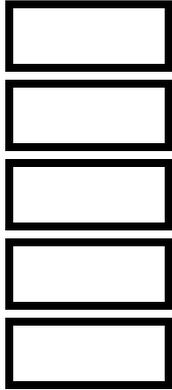
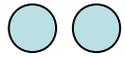


**10**

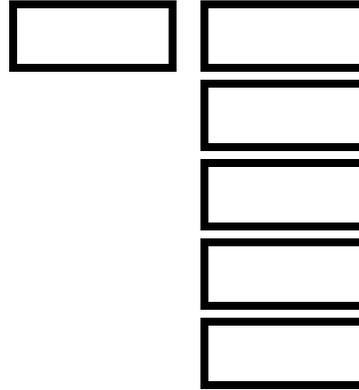
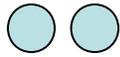


MOLTIPLICARE

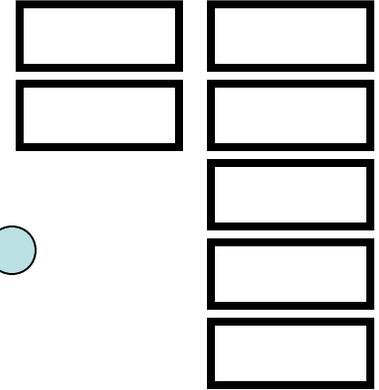
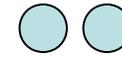
Far ricercare la soluzione nella parte bassa della scheda.



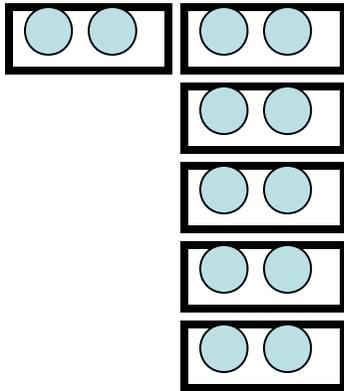
**2x5**



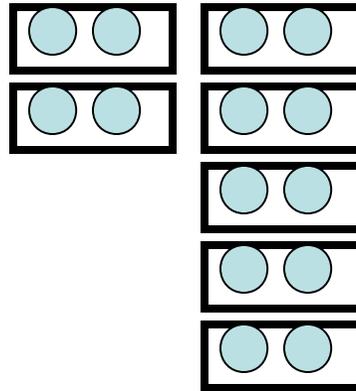
**2x6**



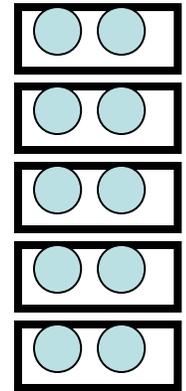
**2x7**



**12**



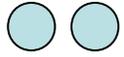
**14**



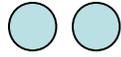
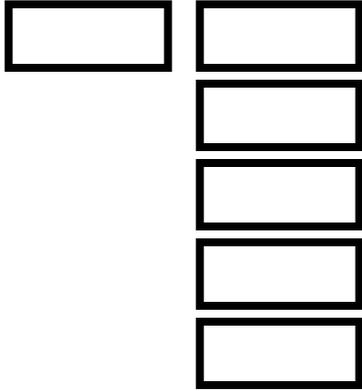
**10**

MOLTIPLICARE

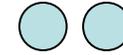
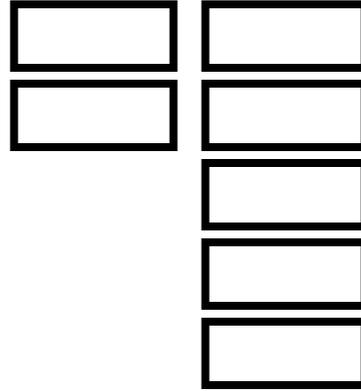
Far ricercare la soluzione nella parte bassa della scheda.



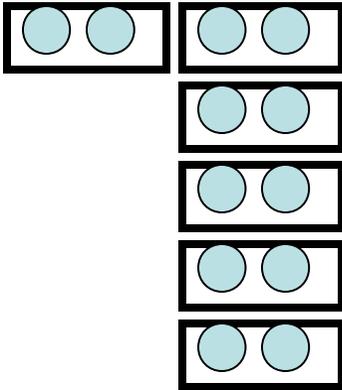
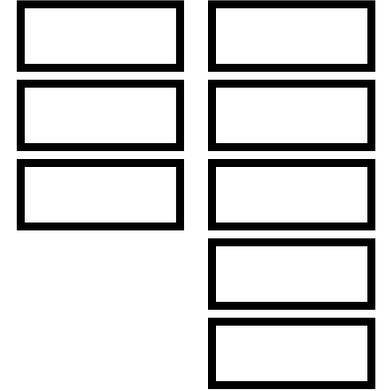
**2x6**



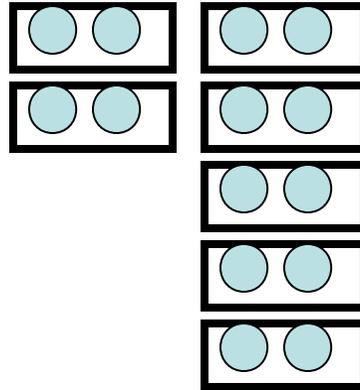
**2x7**



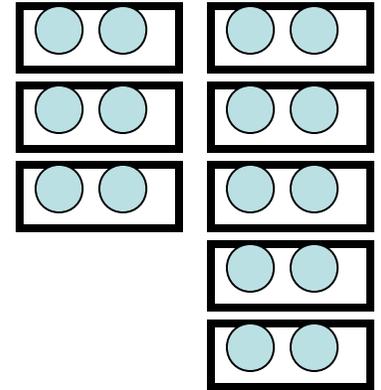
**2x8**



**12**



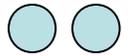
**14**



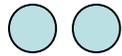
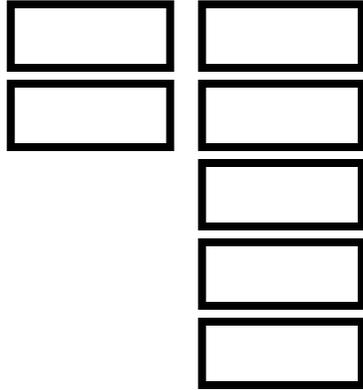
**16**

MOLTIPLICARE

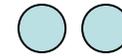
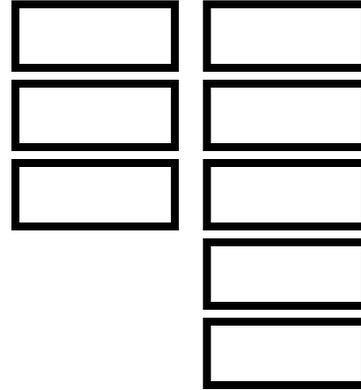
Far ricercare la soluzione nella parte bassa della scheda.



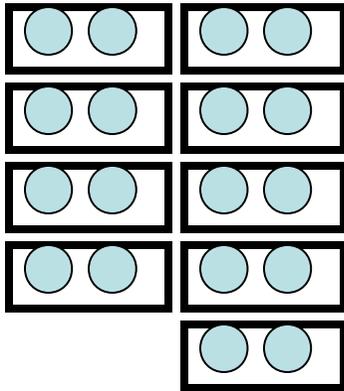
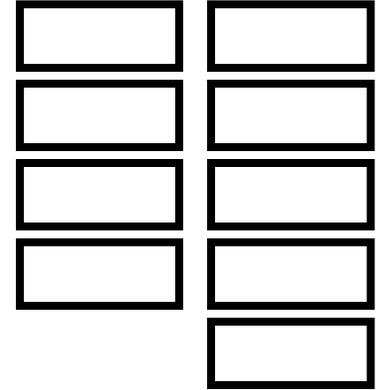
**2x7**



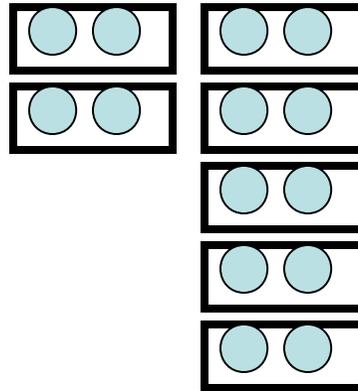
**2x8**



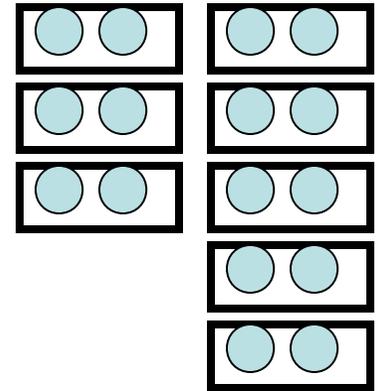
**2x9**



**18**



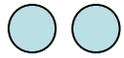
**14**



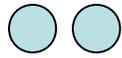
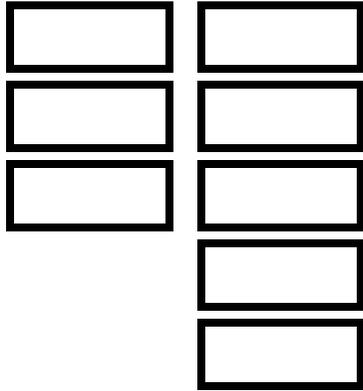
**16**

MOLTIPLICARE

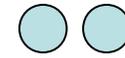
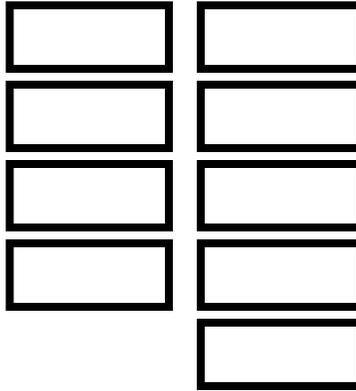
Far ricercare la soluzione nella parte bassa della scheda.



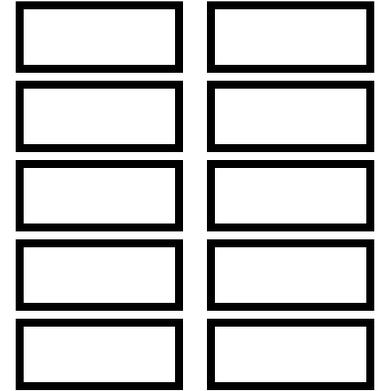
**2x8**



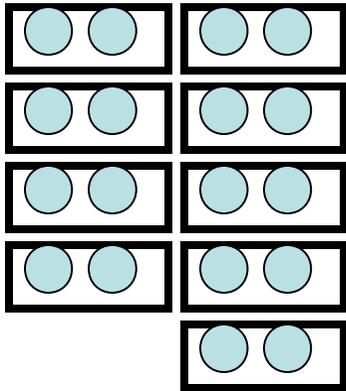
**2x9**



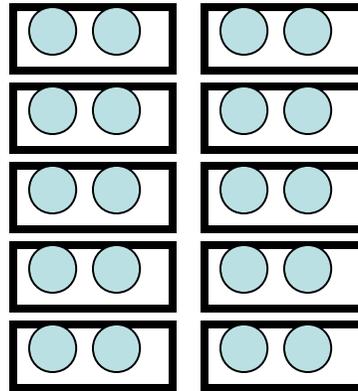
**2x10**



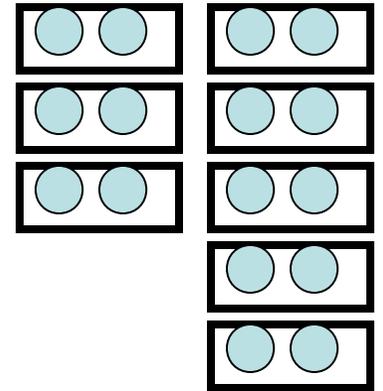
**18**



**20**

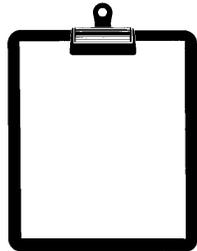
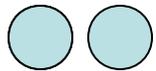


**16**

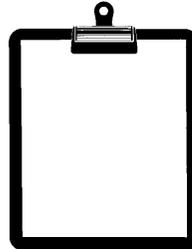
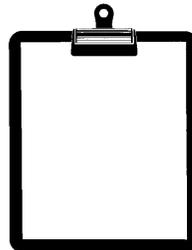
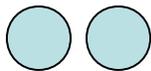


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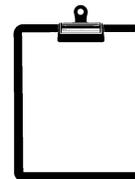
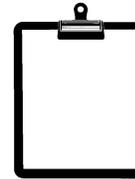
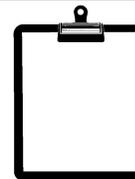
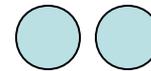
Far ricercare la soluzione nella parte bassa della scheda.



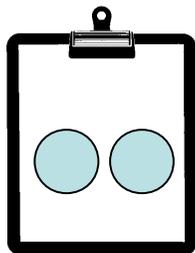
**2 x 1**



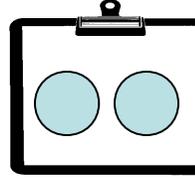
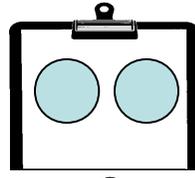
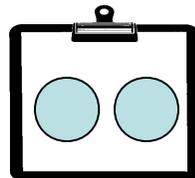
**2 x 2**



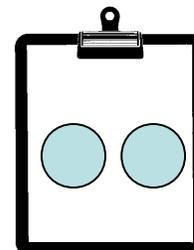
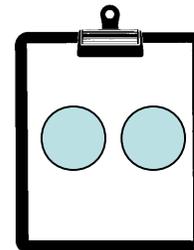
**2 x 3**



**2**



**6**

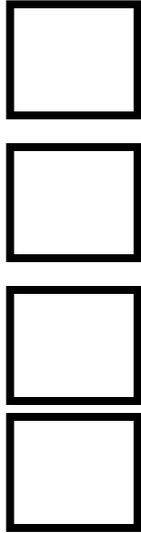
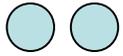


**4**

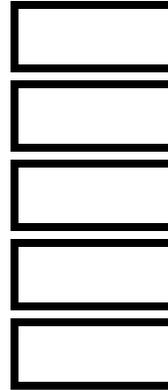
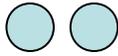
**MOLTIPLICARE**

Far ricercare la soluzione nella parte bassa della scheda.

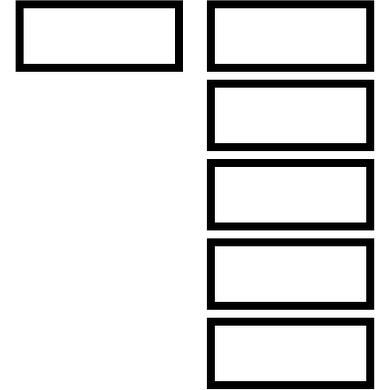
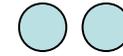
**2x4**



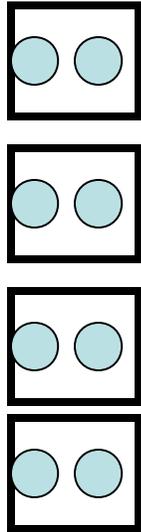
**2x5**



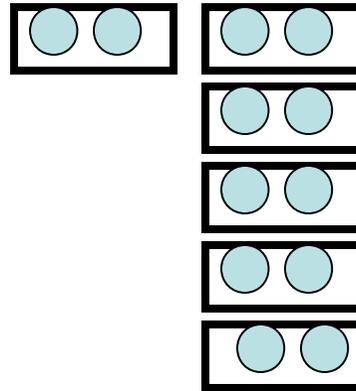
**2x6**



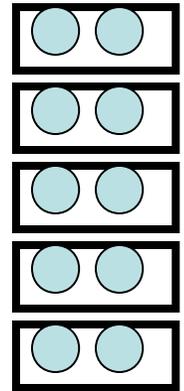
**8**



**12**

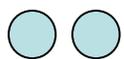


**10**

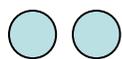
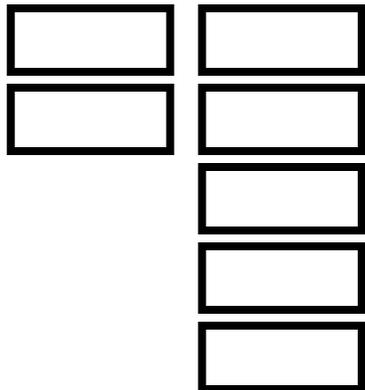


MOLTIPLICARE

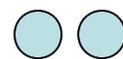
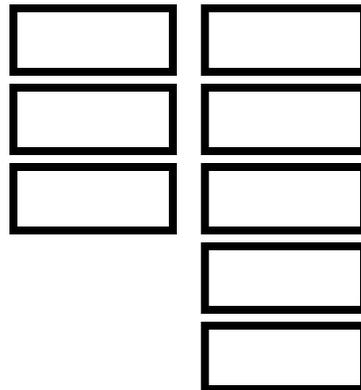
Far ricercare la soluzione nella parte bassa della scheda.



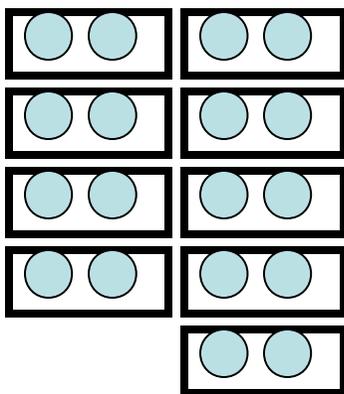
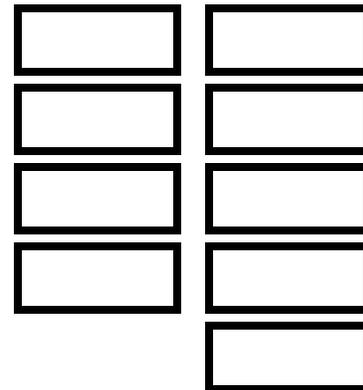
$2 \times 7$



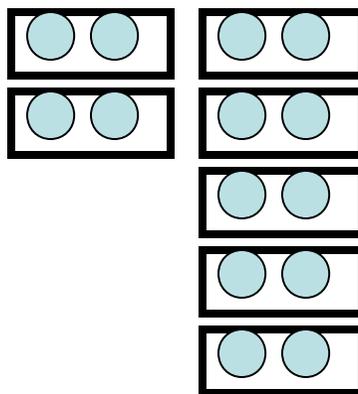
$2 \times 8$



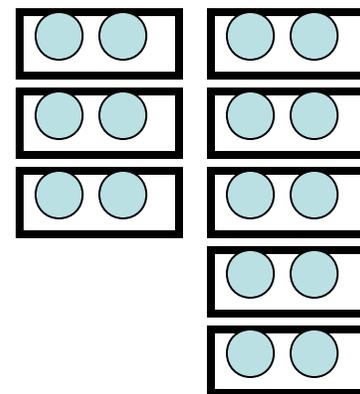
$2 \times 9$



18



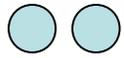
14



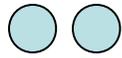
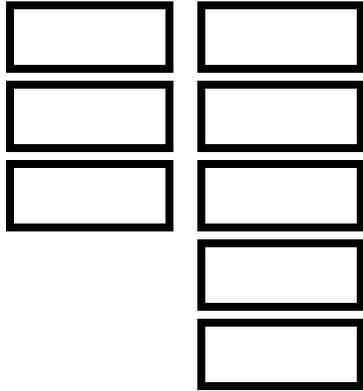
16

MOLTIPLICARE

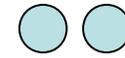
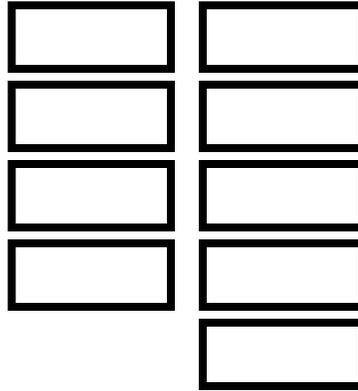
Far ricercare la soluzione nella parte bassa della scheda.



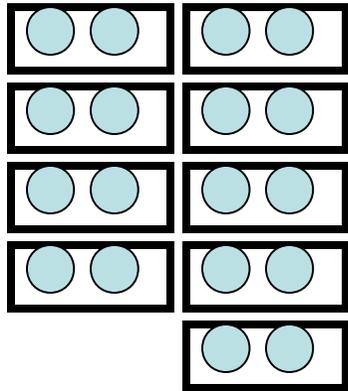
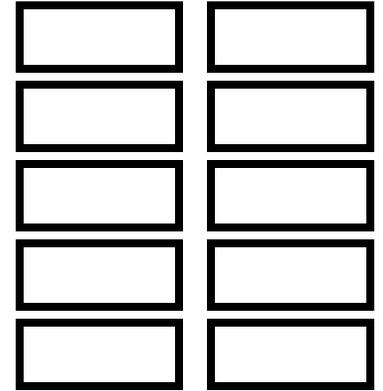
**2x8**



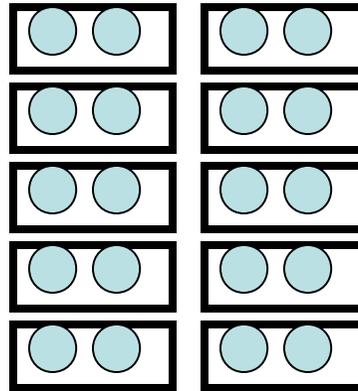
**2x9**



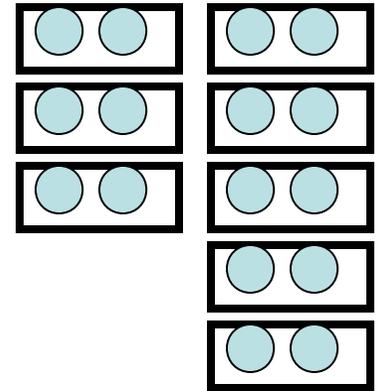
**2x10**



**18**



**20**



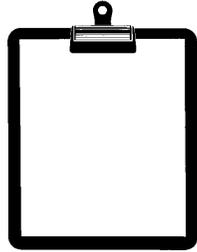
**16**

MOLTIPLICARE

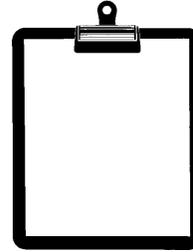
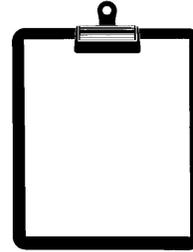
Far ricercare la soluzione nella parte bassa della scheda.



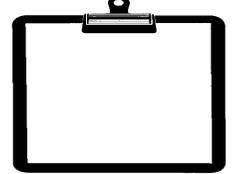
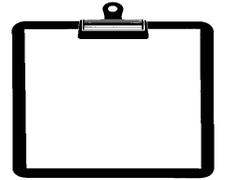
$$3 \times 1$$



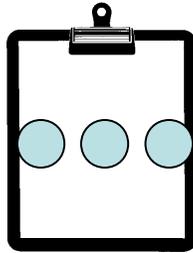
$$3 \times 2$$



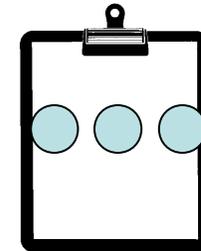
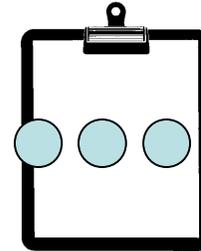
$$3 \times 3$$



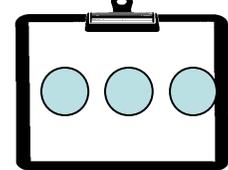
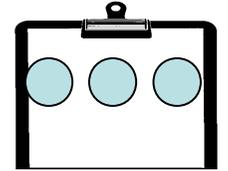
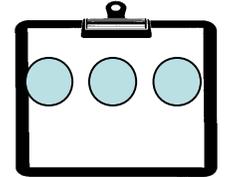
3



6



9

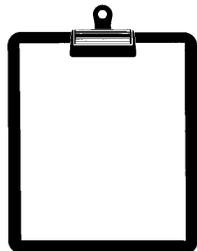


MOLTIPLICARE

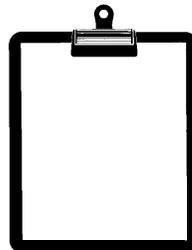
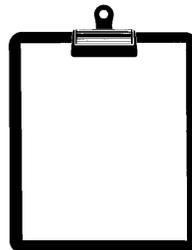
Far ricercare la soluzione nella parte bassa della scheda.



$$3 \times 1$$



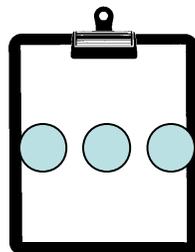
$$3 \times 2$$



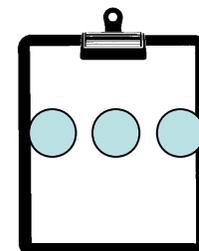
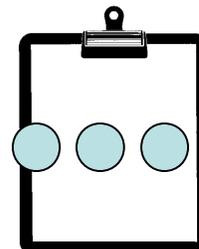
$$3 \times 3$$



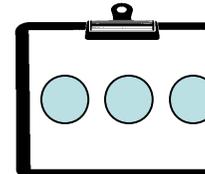
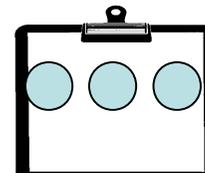
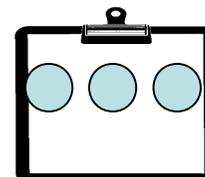
3



6



9

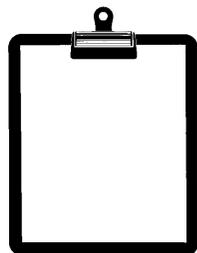


MOLTIPLICARE

Far ricercare la soluzione nella parte bassa della scheda.



$$3 \times 2$$



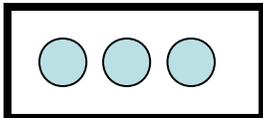
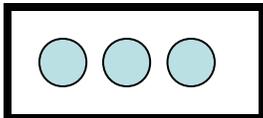
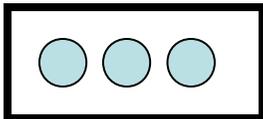
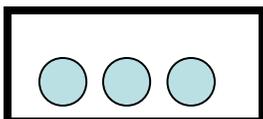
$$3 \times 3$$



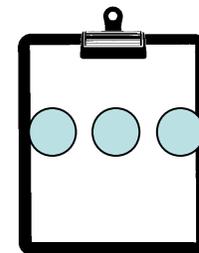
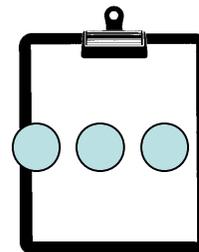
$$3 \times 4$$



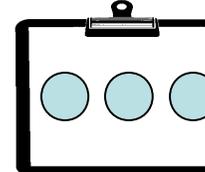
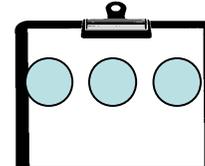
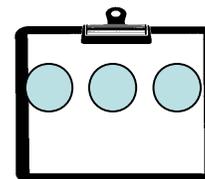
12



6

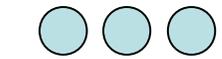


9

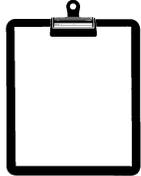


MOLTIPLICARE

Far ricercare la soluzione nella parte bassa della scheda.



$$3 \times 3$$



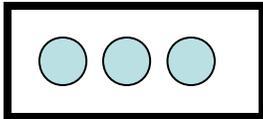
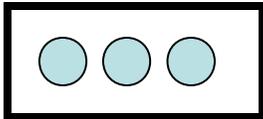
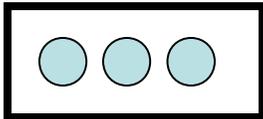
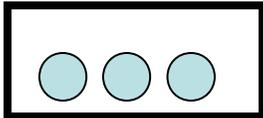
$$3 \times 4$$



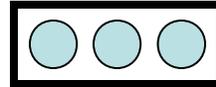
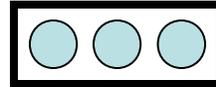
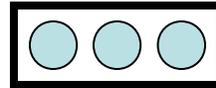
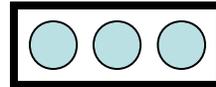
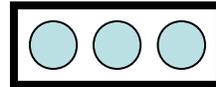
$$3 \times 5$$



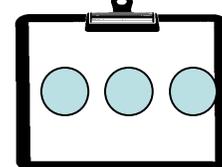
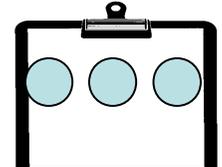
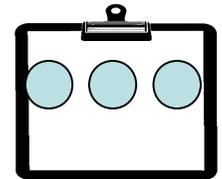
12



15



9

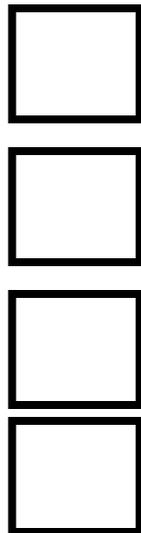


MOLTIPLICARE

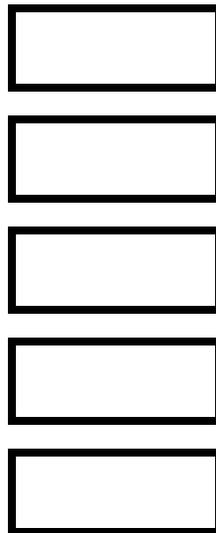
Far ricercare la soluzione nella parte bassa della scheda.



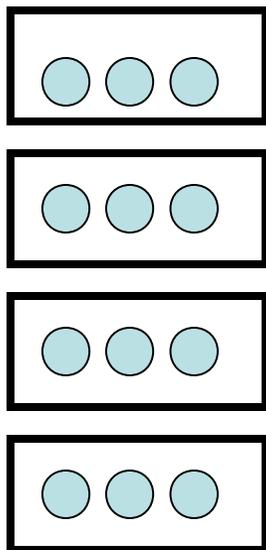
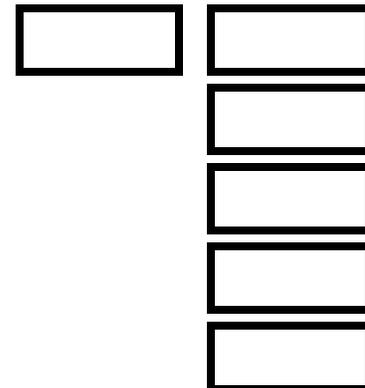
**3x4**



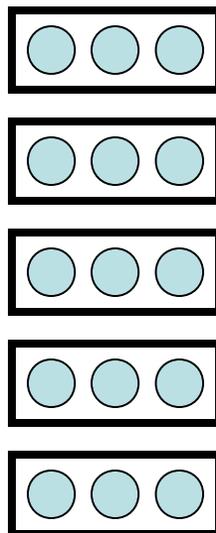
**3x5**



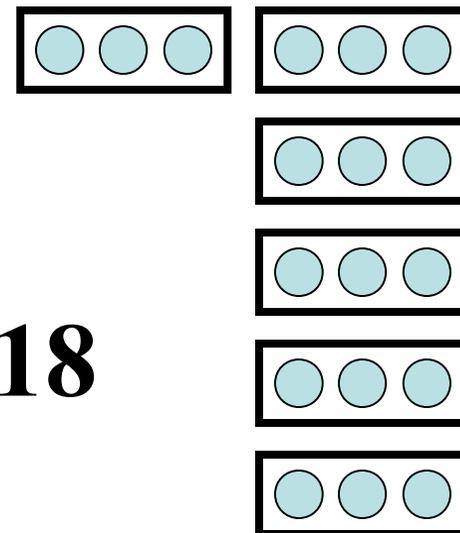
**3x6**



**12**



**15**



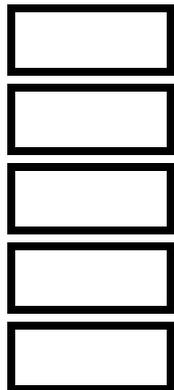
**18**

MOLTIPLICARE

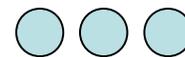
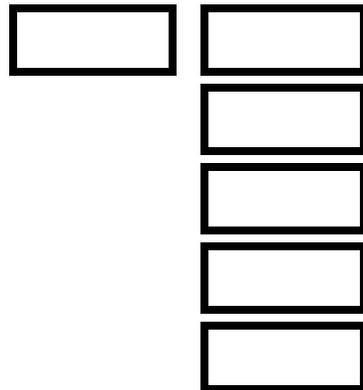
Far ricercare la soluzione nella parte bassa della scheda.



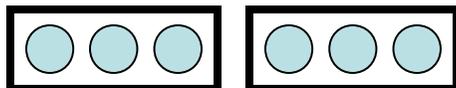
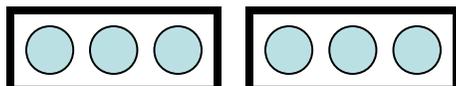
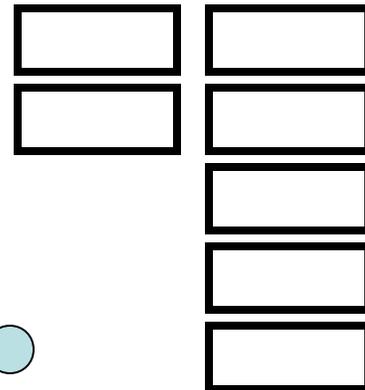
**3x5**



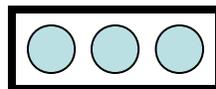
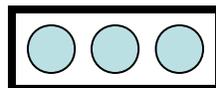
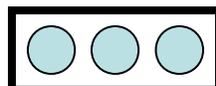
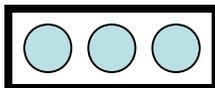
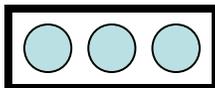
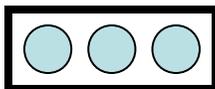
**3x6**



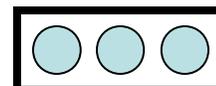
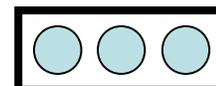
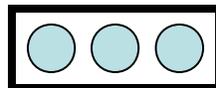
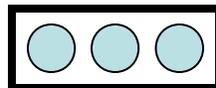
**3x7**



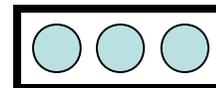
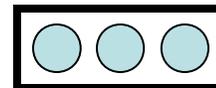
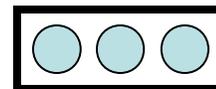
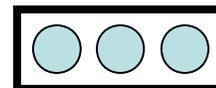
**21**



**15**

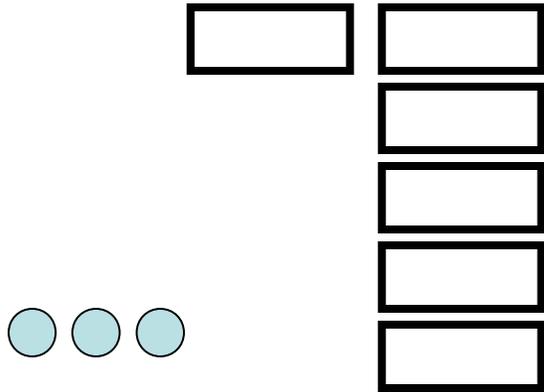


**18**

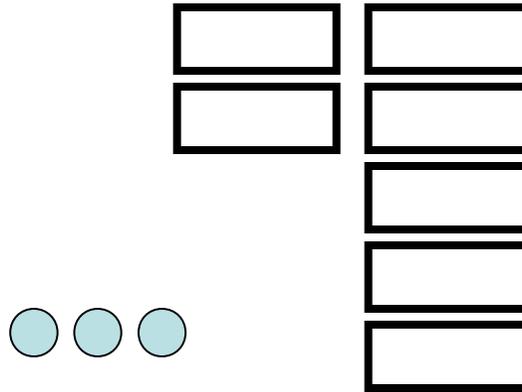


MOLTIPLICARE

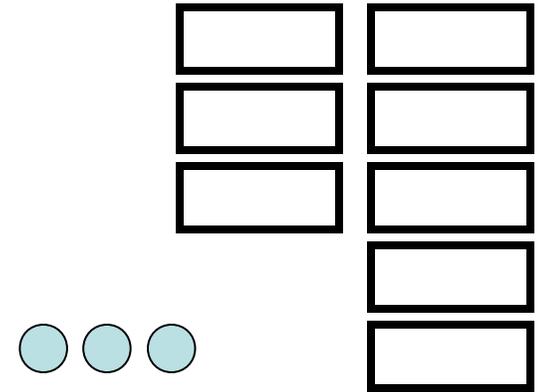
Far ricercare la soluzione nella parte bassa della scheda.



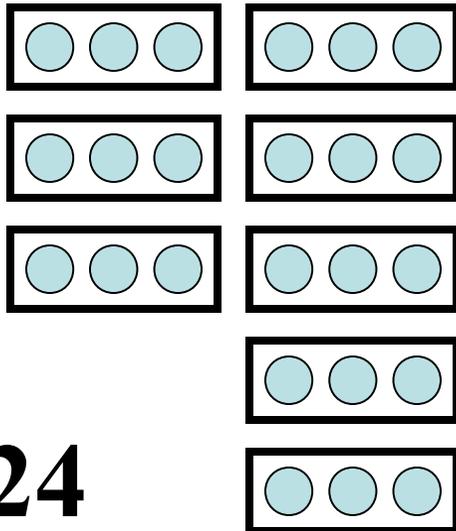
**3x6**



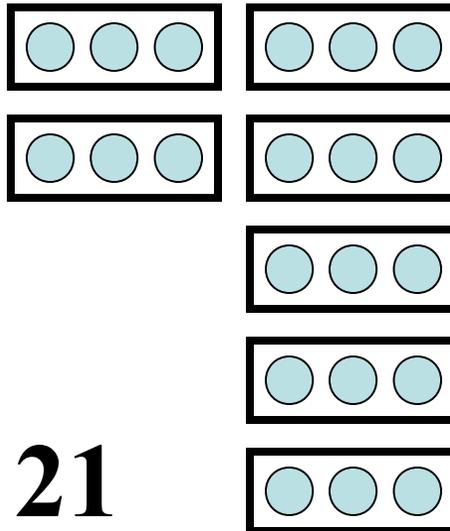
**3x7**



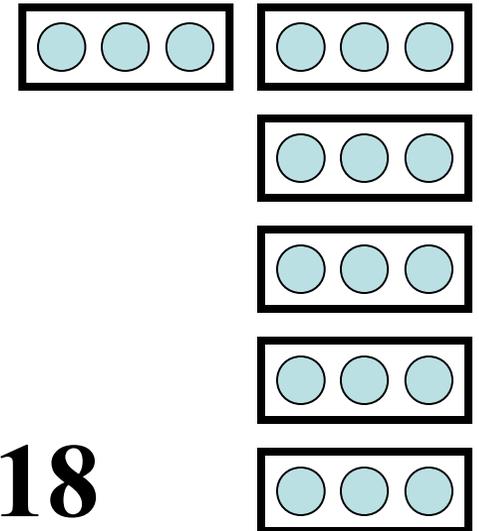
**3x8**



**24**



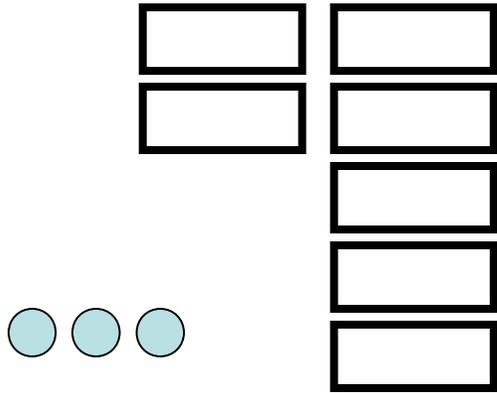
**21**



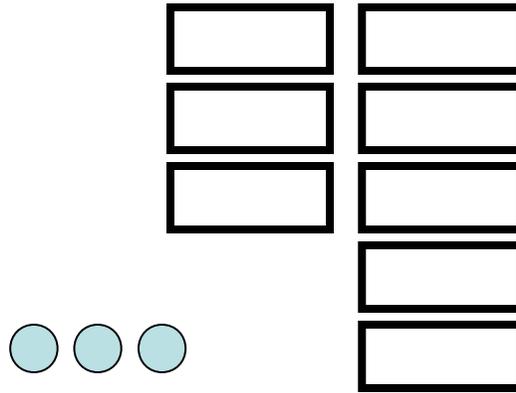
**18**

MOLTIPLICARE

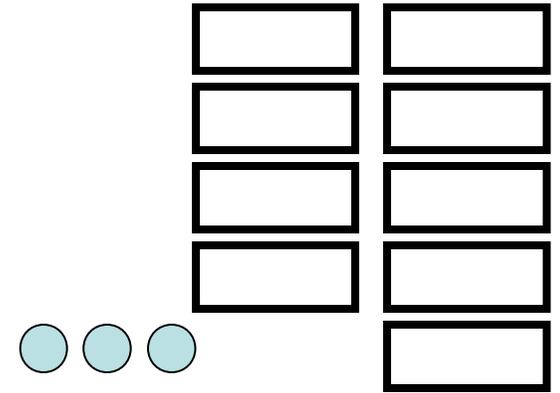
Far ricercare la soluzione nella parte bassa della scheda.



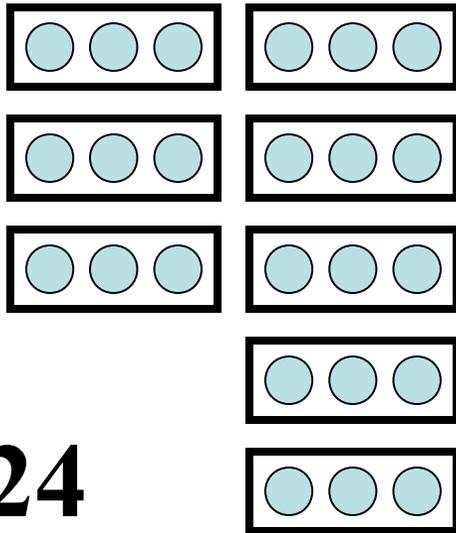
$$3 \times 7$$



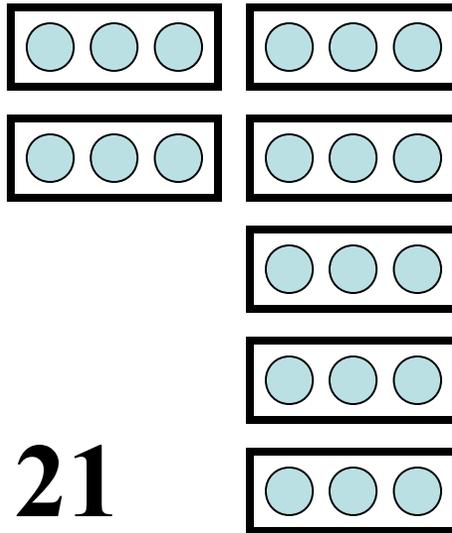
$$3 \times 8$$



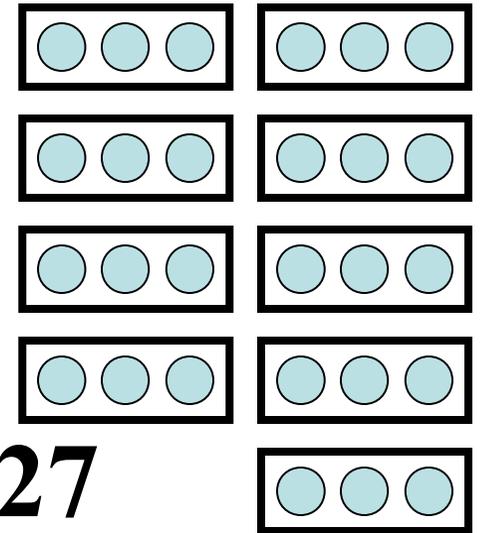
$$3 \times 9$$



24



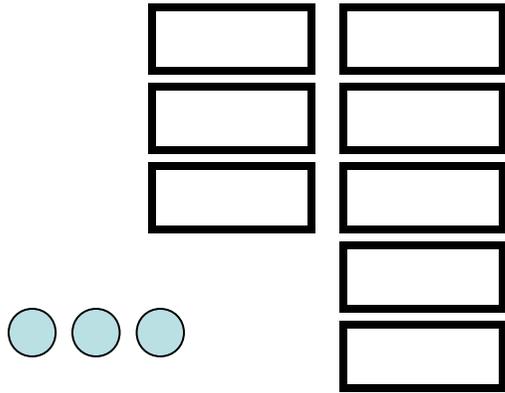
21



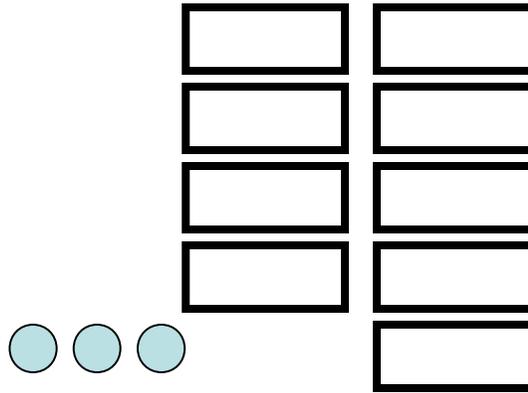
27

MOLTIPLICARE

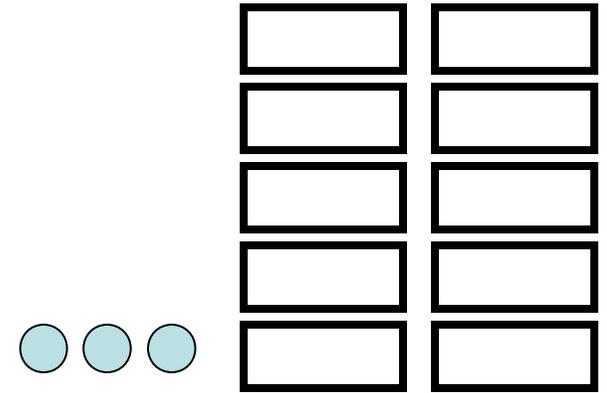
Far ricercare la soluzione nella parte bassa della scheda.



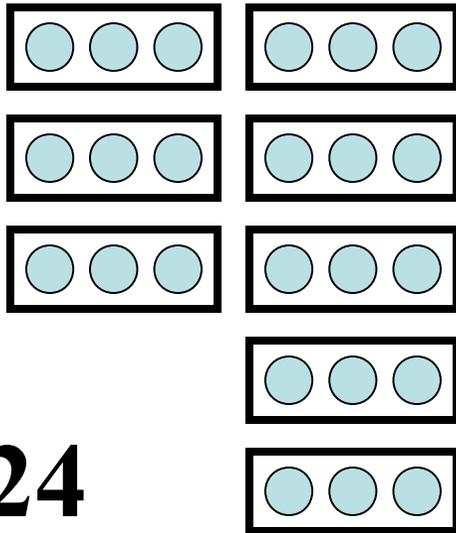
$$3 \times 8$$



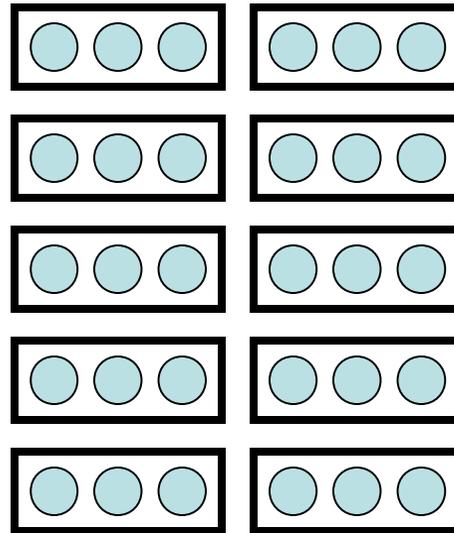
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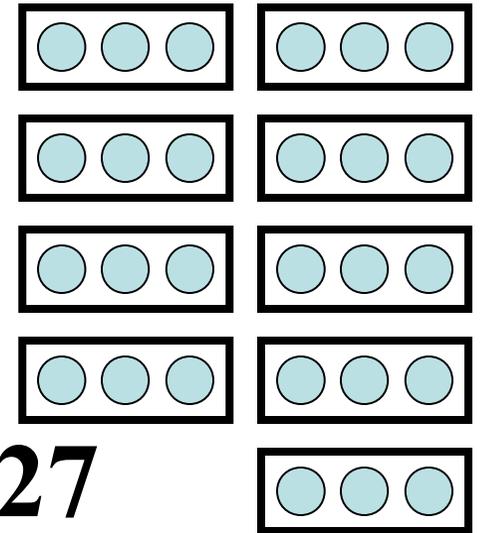
$$3 \times 10$$



$$24$$



$$30$$



$$27$$

MOLTIPLICARE

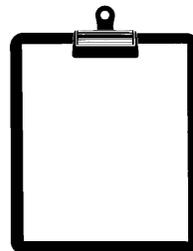
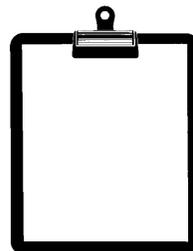
Far ricercare la soluzione nella parte bassa della scheda.



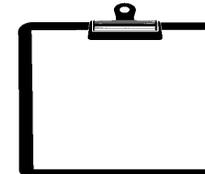
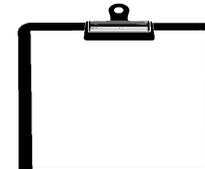
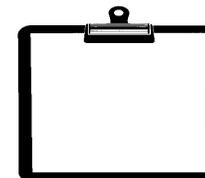
$$3 \times 1$$



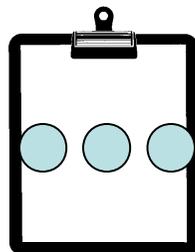
$$3 \times 2$$



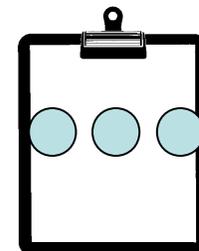
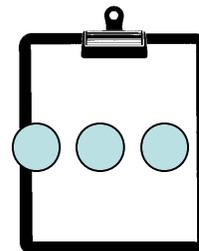
$$3 \times 3$$



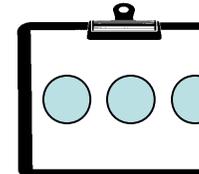
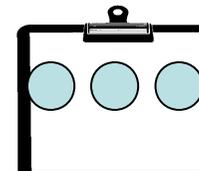
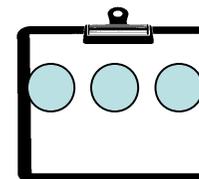
3



6

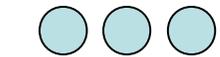


9



MOLTIPLICARE

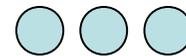
Far ricercare la soluzione nella parte bassa della scheda.



$$3 \times 3$$



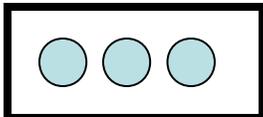
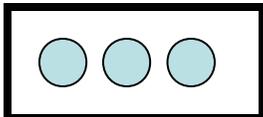
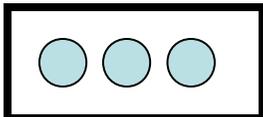
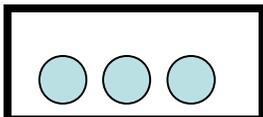
$$3 \times 4$$



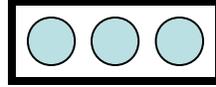
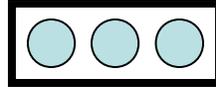
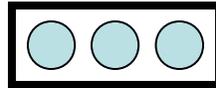
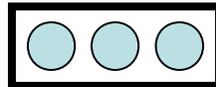
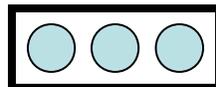
$$3 \times 5$$



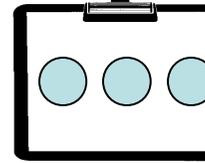
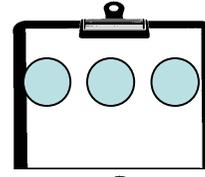
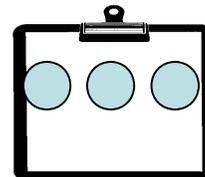
12



15



9

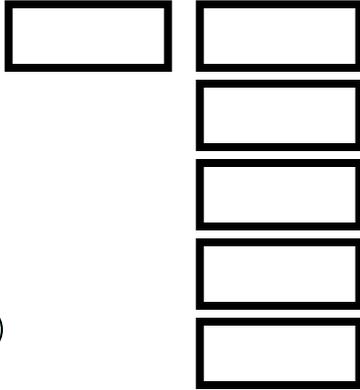


MOLTIPLICARE

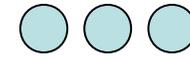
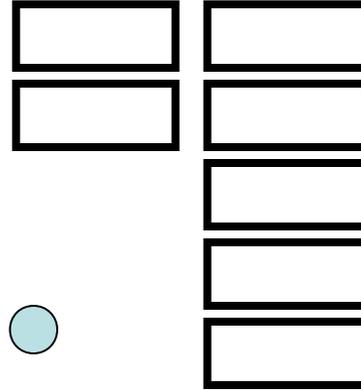
Far ricercare la soluzione nella parte bassa della scheda.



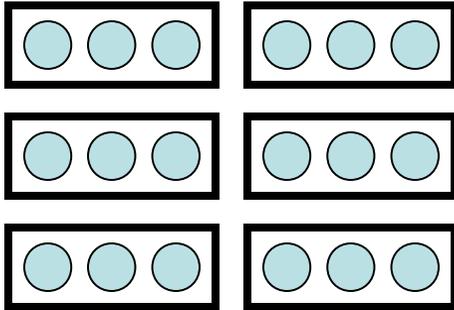
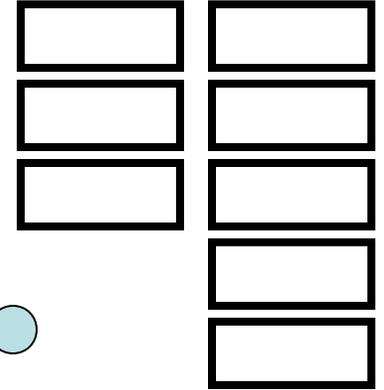
**3x6**



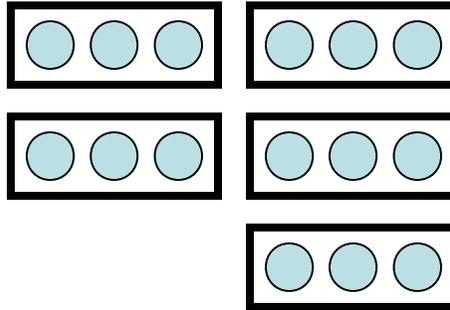
**3x7**



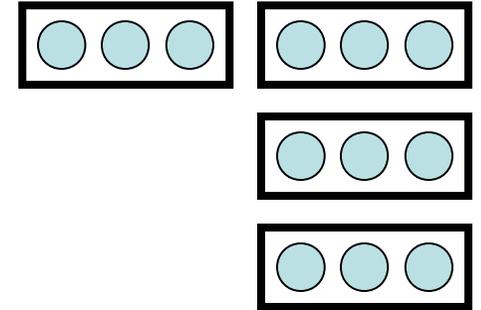
**3x8**



**24**



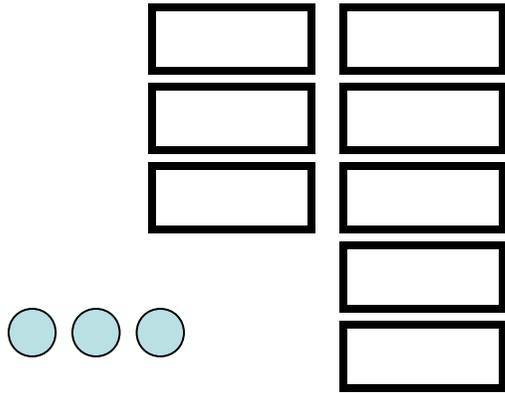
**21**



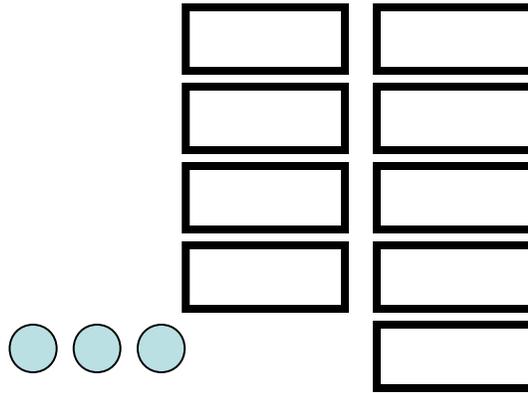
**18**

MOLTIPLICARE

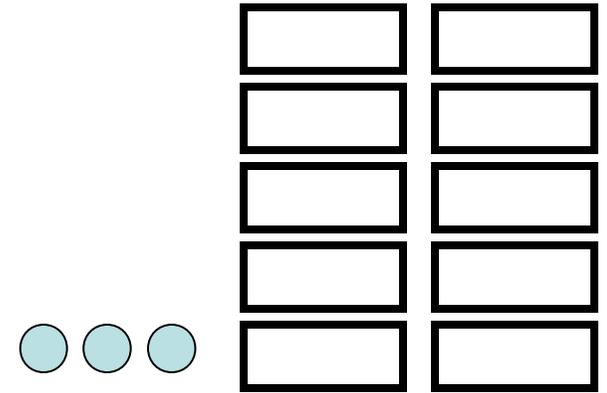
Far ricercare la soluzione nella parte bassa della scheda.



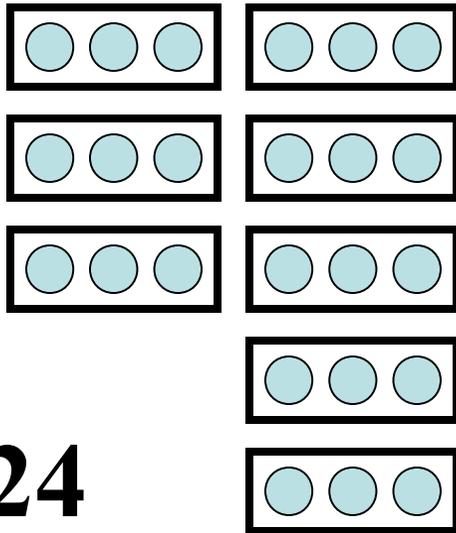
$$3 \times 8$$



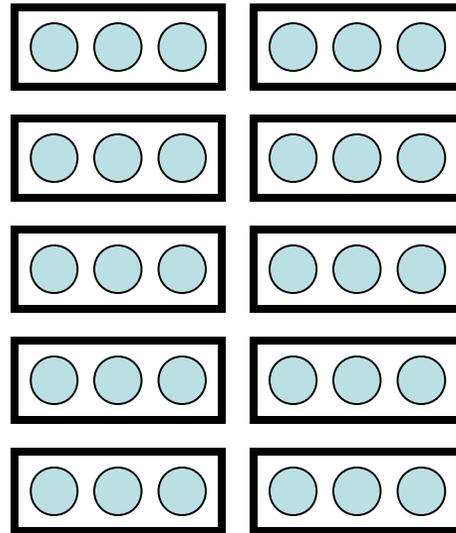
$$3 \times 9$$



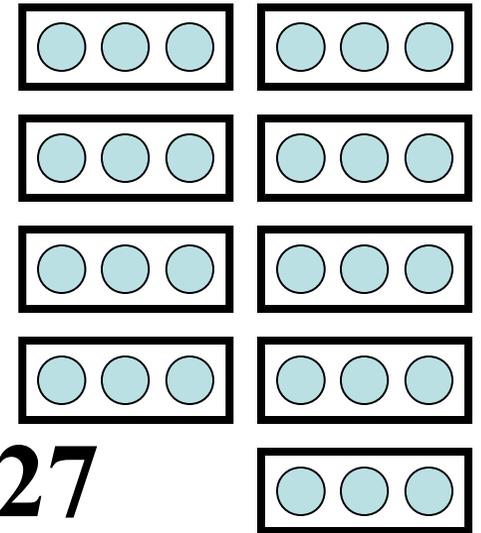
$$3 \times 10$$



$$24$$



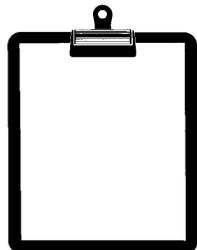
$$30$$



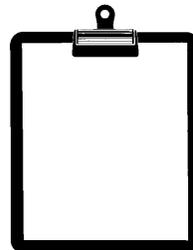
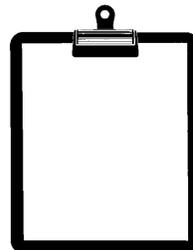
$$27$$

MOLTIPLICARE

Far ricercare la soluzione nella parte bassa della scheda.



**1 x 1**

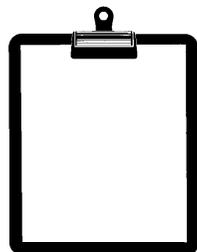


**1 x 2**

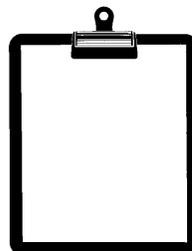
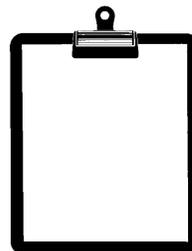


**1 x 3**

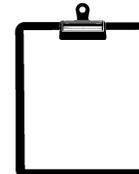
**1**



**2**

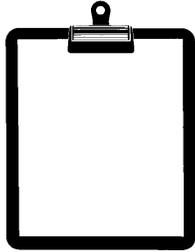


**3**

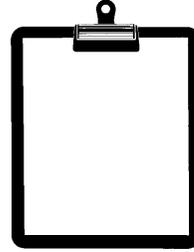
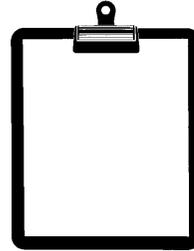


**MOLTIPLICARE**

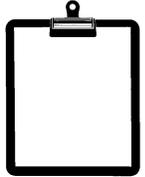
Far ricercare la soluzione nella parte bassa della scheda.



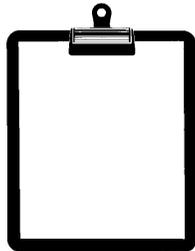
**1 x 1**



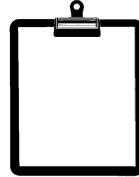
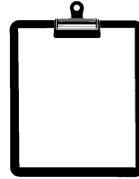
**1 x 2**



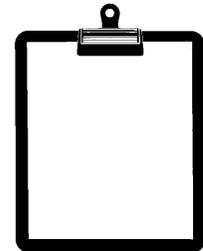
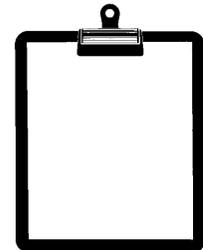
**1 x 3**



**1**



**3**



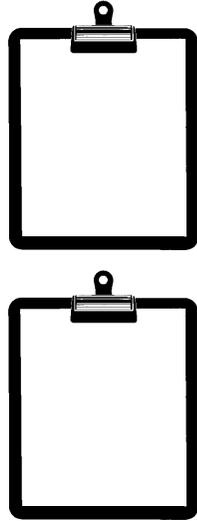
**2**

**MOLTIPLICARE**

Far ricercare la soluzione nella parte bassa della scheda.



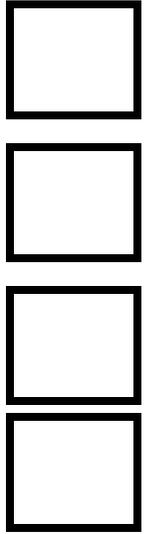
**1 x 2**



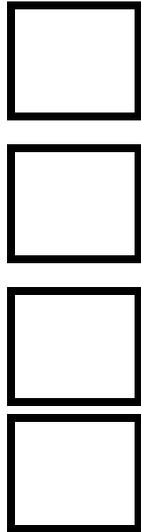
**1 x 3**



**1 x 4**



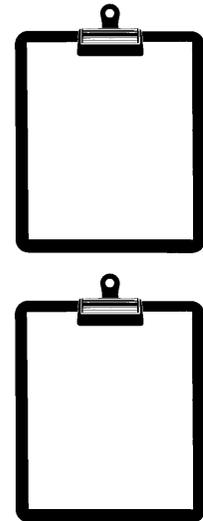
**4**



**3**



**2**



MOLTIPLICARE

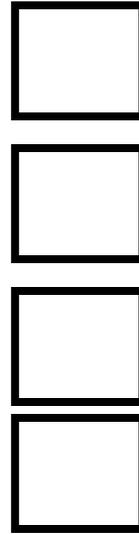
Far ricercare la soluzione nella parte bassa della scheda.



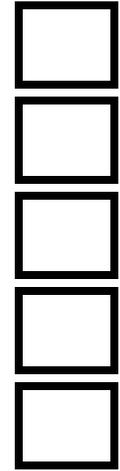
**1 x 3**



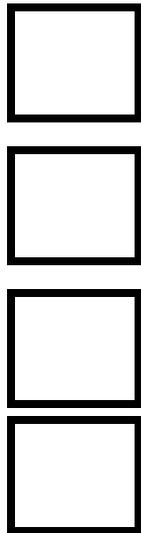
**1x4**



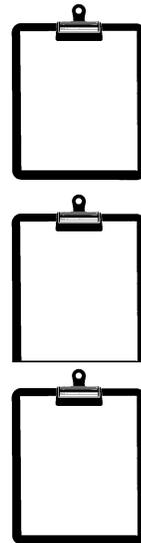
**1x5**



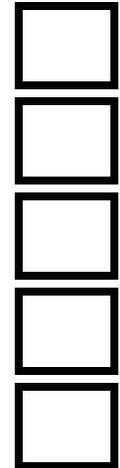
**4**



**3**



**5**



MOLTIPLICARE

Far ricercare la soluzione nella parte bassa della scheda.

**1x4**




**1x5**




**1x6**




**4**


**6**


**5**


MOLTIPLICARE

Far ricercare la soluzione nella parte bassa della scheda.

**1x5**




**1x6**




**1x7**



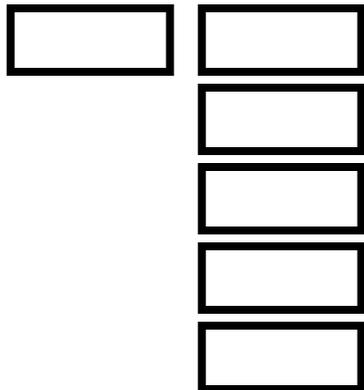

**6**


**7**

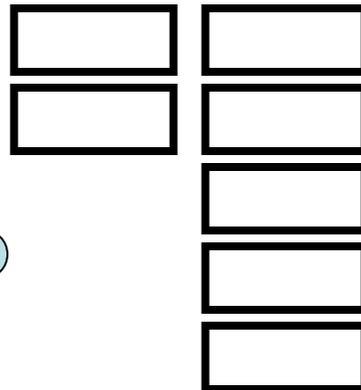

**5**


MOLTIPLICARE

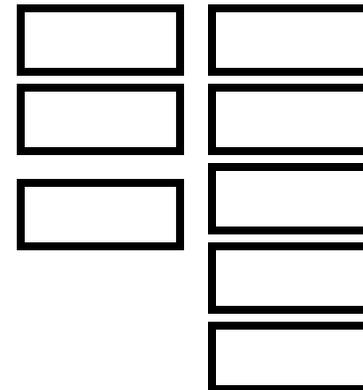
Far ricercare la soluzione nella parte bassa della scheda.



**1x6**

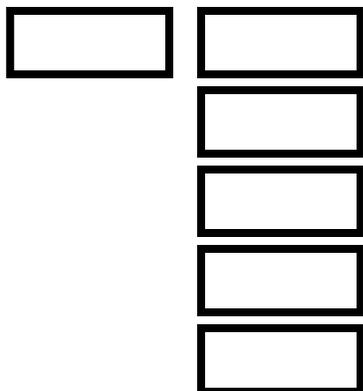


**1x7**

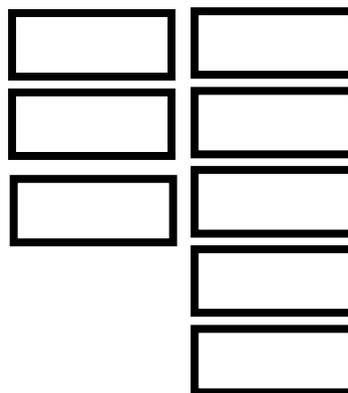


**1x8**

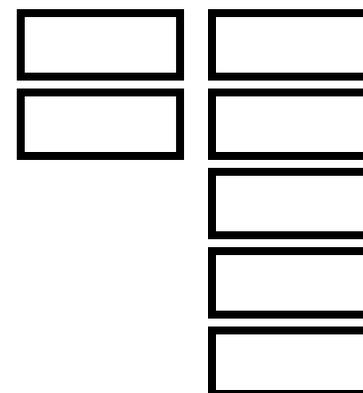
**6**



**8**

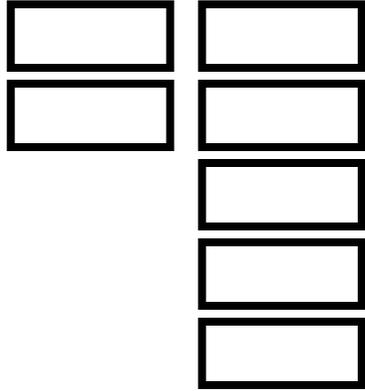


**7**

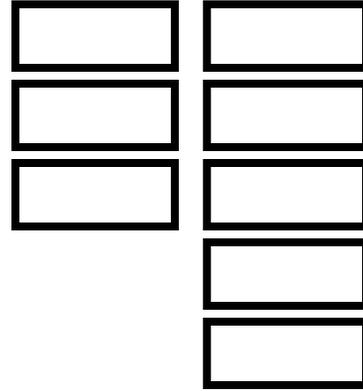


MOLTIPLICARE

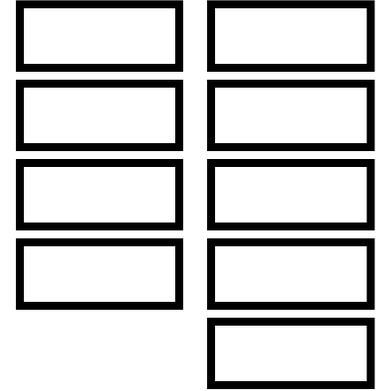
Far ricercare la soluzione nella parte bassa della scheda.



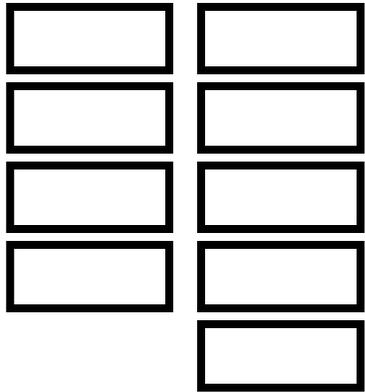
**1x7**



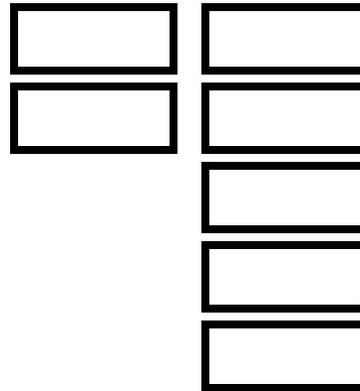
**1x8**



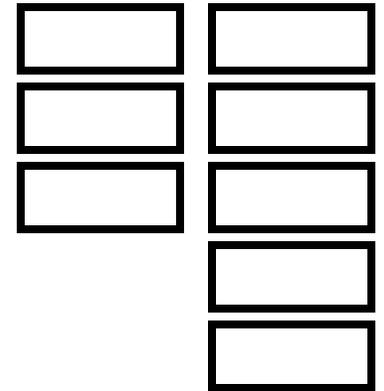
**1x9**



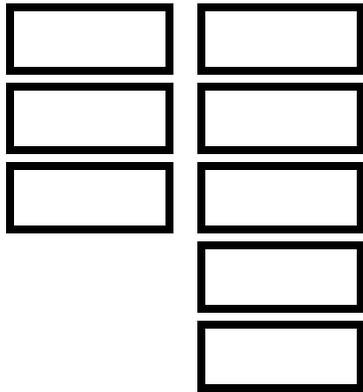
**9**



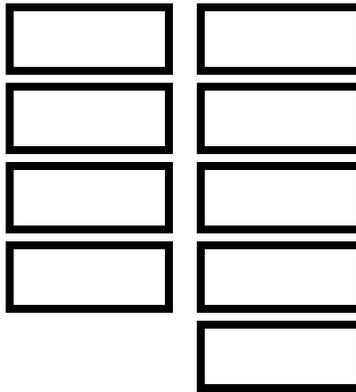
**7**



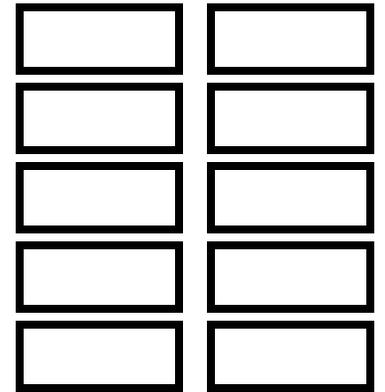
**8**



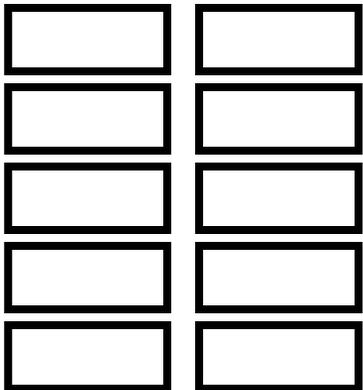
**1x8**



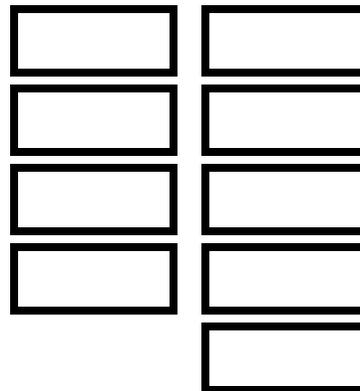
**1x9**



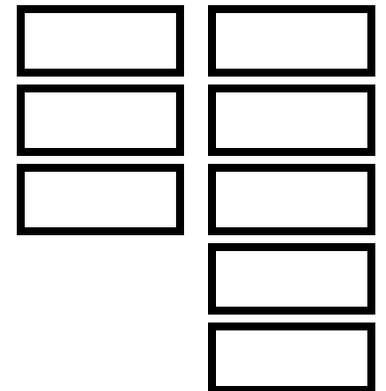
**1x10**



**10**



**9**



**8**

MOLTIPLICARE

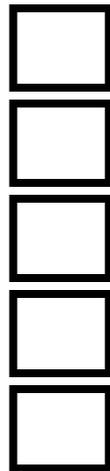
Far ricercare la soluzione nella parte bassa della scheda.



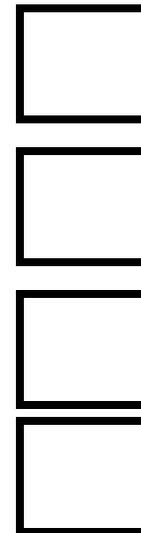
**1 x 3**



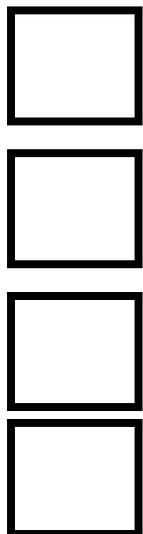
**1x5**



**1x4**



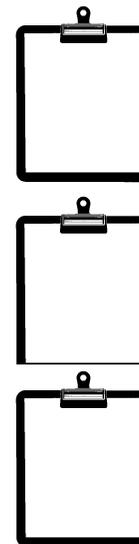
**4**



**5**

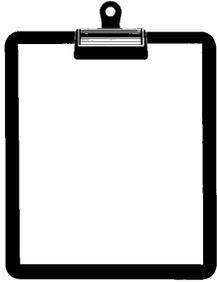


**3**



MOLTIPLICARE

Far ricercare la soluzione nella parte bassa della scheda.



**1 x 1**



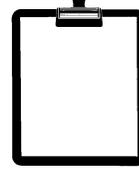
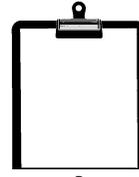
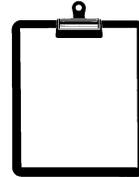
**1x3**



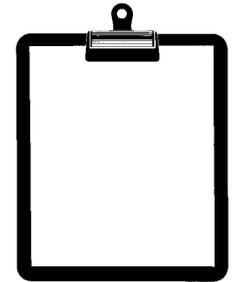
**1x5**



**5**



**3**



**1**

**MOLTIPLICARE**

Far ricercare la soluzione nella parte bassa della scheda.




**1x6**




**1x7**




**1x8**

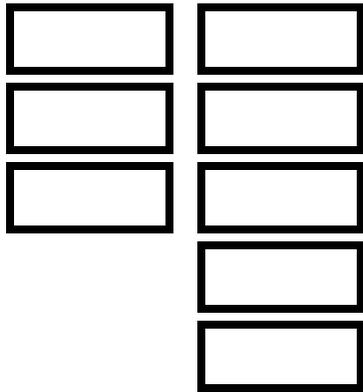
**6**


**7**

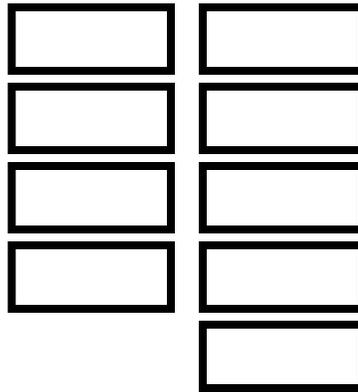

**8**


MOLTIPLICARE

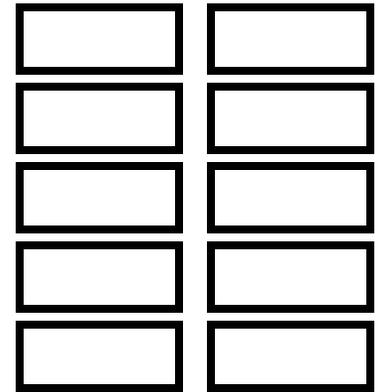
Far ricercare la soluzione nella parte bassa della scheda.



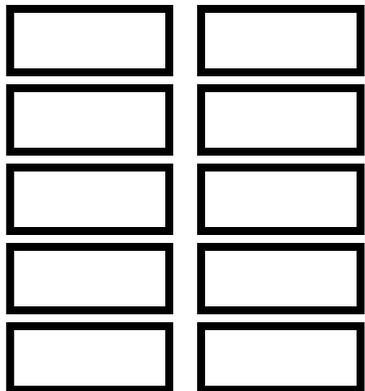
**1x8**



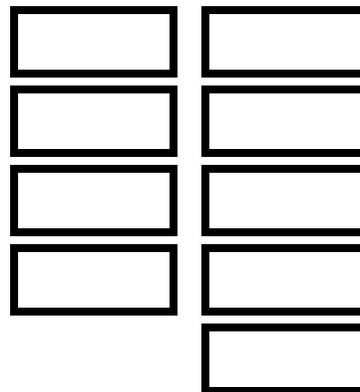
**1x9**



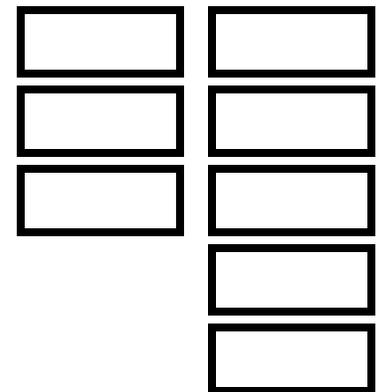
**1x10**



**10**



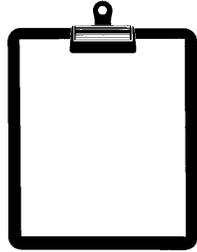
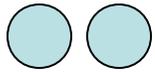
**9**



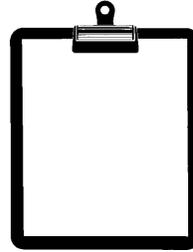
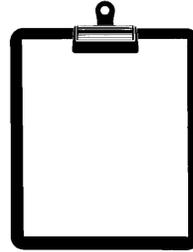
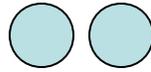
**8**

MOLTIPLICARE

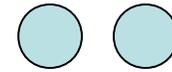
Far ricercare la soluzione nella parte bassa della scheda.



**2 x 1**

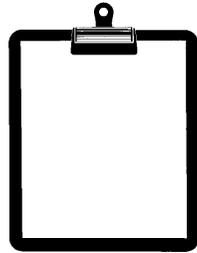


**2 x 2**

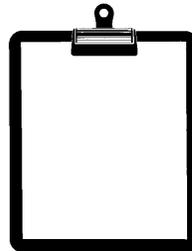
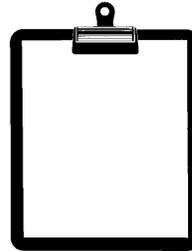


**2 x 3**

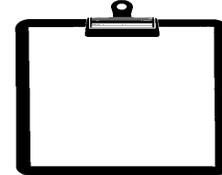
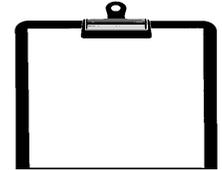
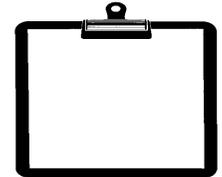
**2**



**4**

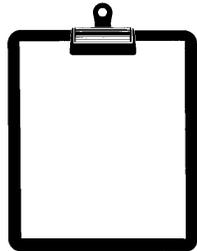
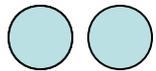


**6**

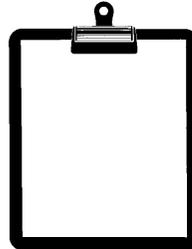
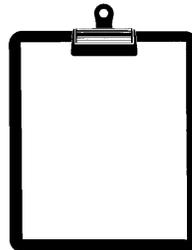
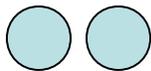


**MOLTIPLICARE**

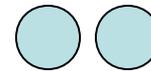
Far ricercare la soluzione nella parte bassa della scheda.



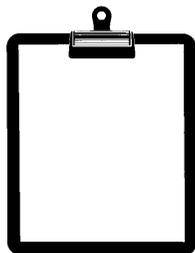
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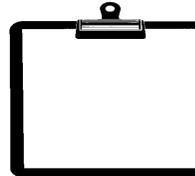
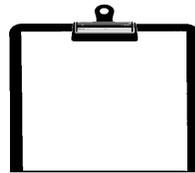
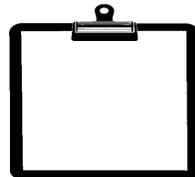
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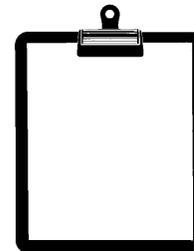
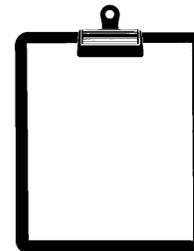
**2 x 3**



**2**



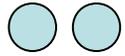
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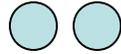
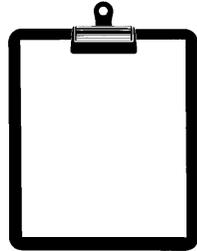
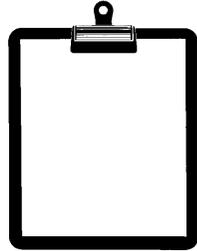
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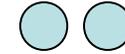
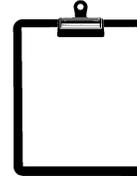
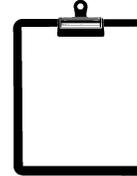
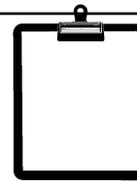
Far ricercare la soluzione nella parte bassa della scheda.



$2 \times 2$



$2 \times 3$



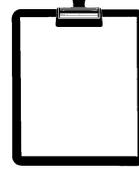
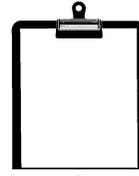
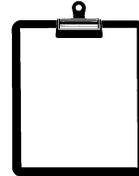
$2 \times 4$



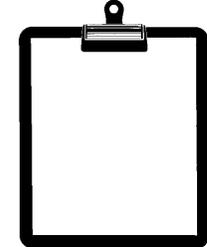
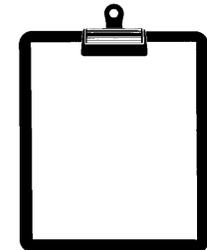
8



6

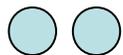


4

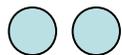


MOLTIPLICARE

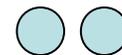
Far ricercare la soluzione nella parte bassa della scheda.



$2 \times 3$



$2 \times 4$



$2 \times 5$



8



6



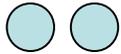
10



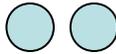
MOLTIPLICARE

Far ricercare la soluzione nella parte bassa della scheda.

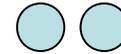
**2x4**




**2x5**




**2x6**



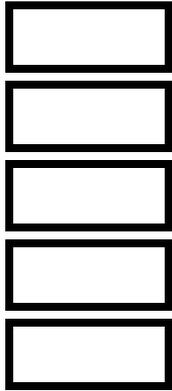
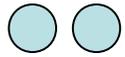

**8**


**12**

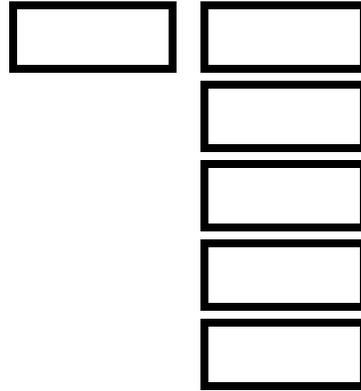
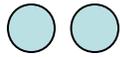

**10**


MOLTIPLICARE

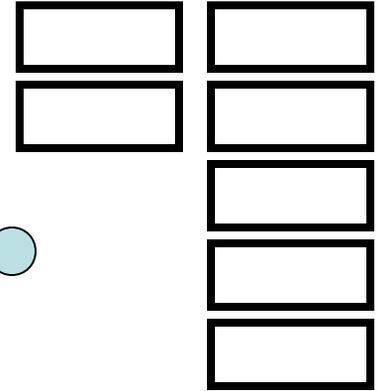
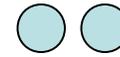
Far ricercare la soluzione nella parte bassa della scheda.



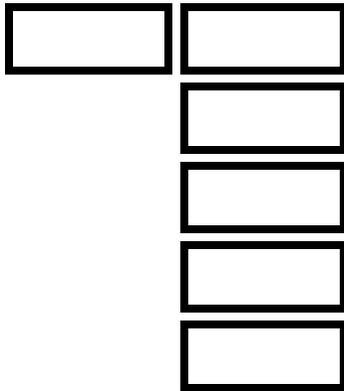
**2x5**



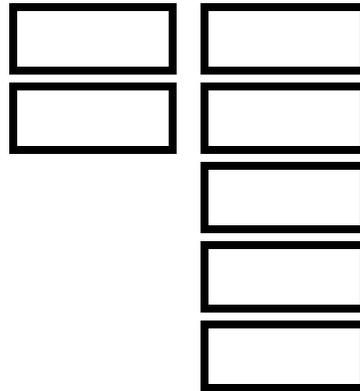
**2x6**



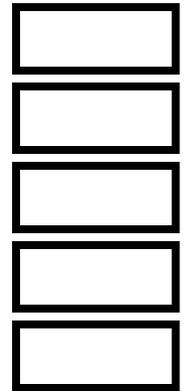
**2x7**



**12**



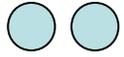
**14**



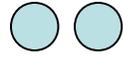
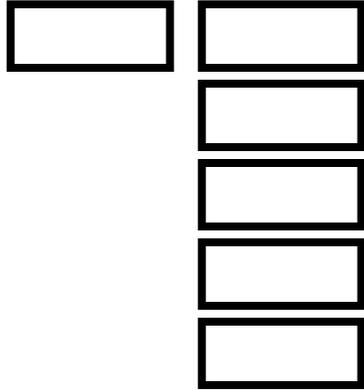
**10**

MOLTIPLICARE

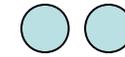
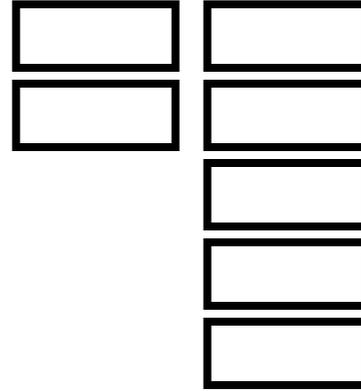
Far ricercare la soluzione nella parte bassa della scheda.



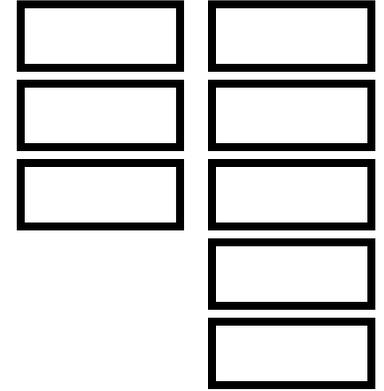
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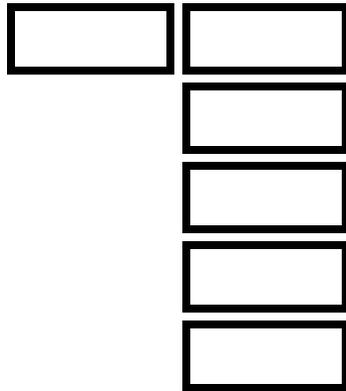
**2x7**



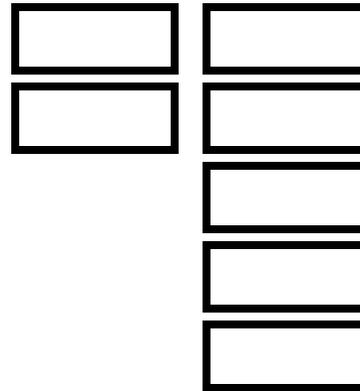
**2x8**



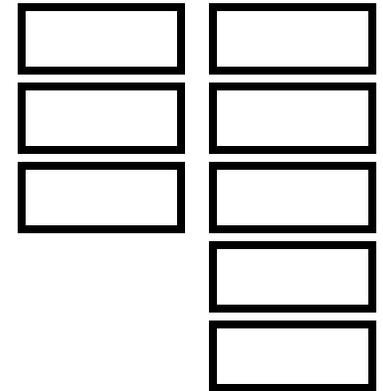
**12**



**14**

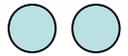


**16**

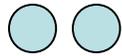
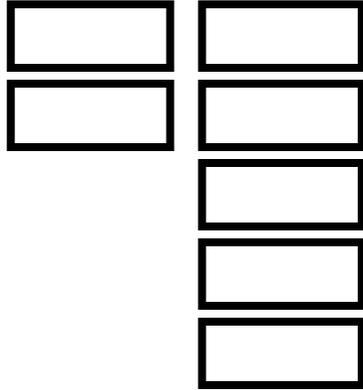


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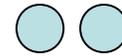
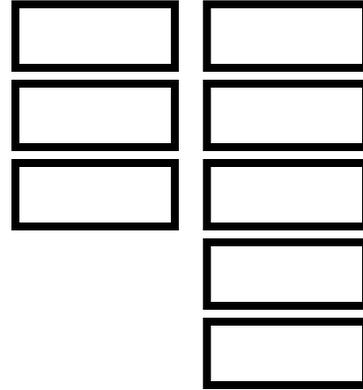
Far ricercare la soluzione nella parte bassa della scheda.



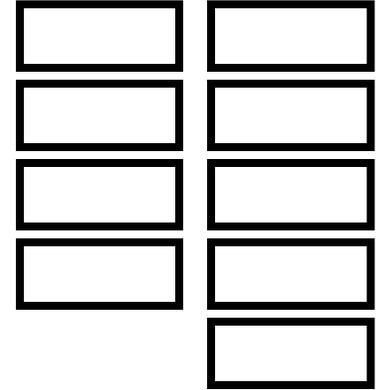
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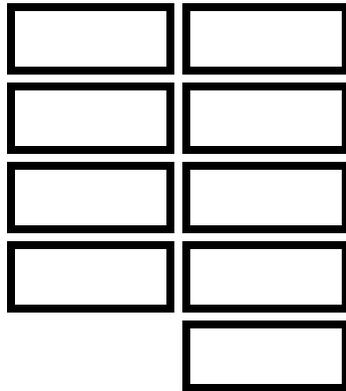
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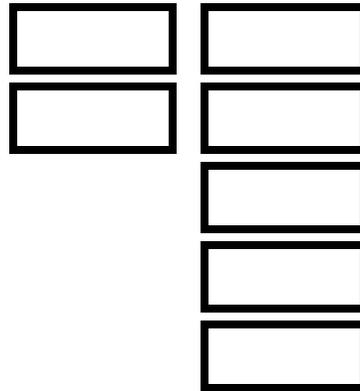
**2x9**



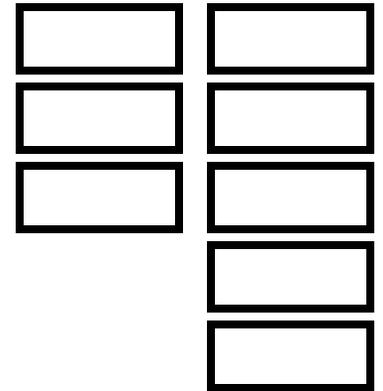
**18**



**14**

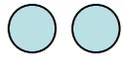


**16**

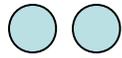
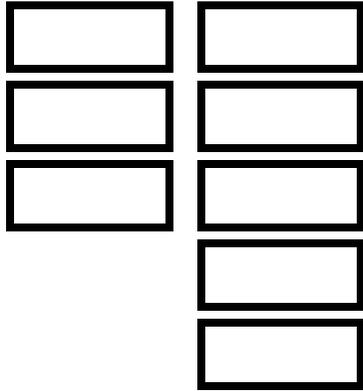


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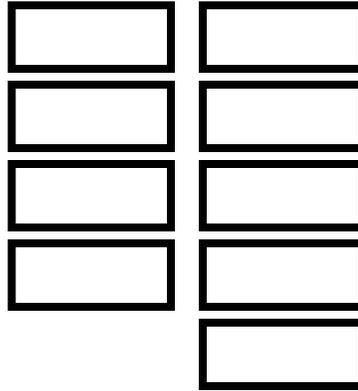
Far ricercare la soluzione nella parte bassa della scheda.



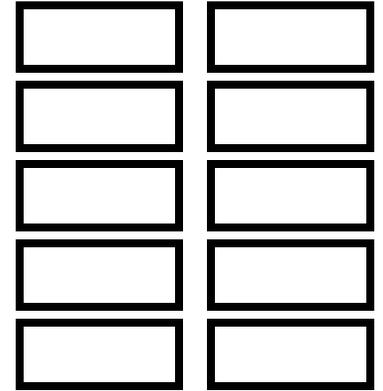
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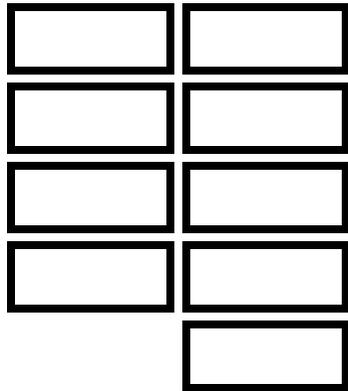
**2x9**



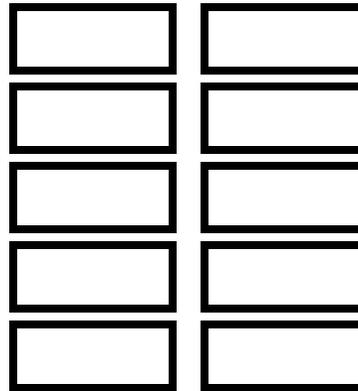
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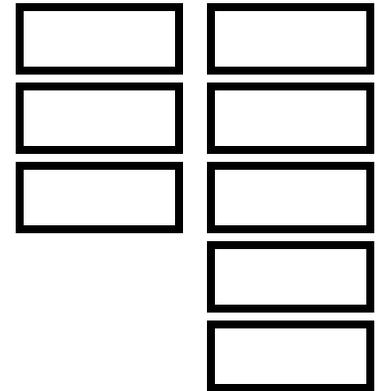
**18**



**20**

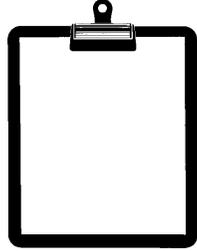
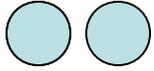


**16**

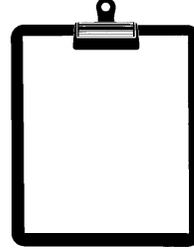
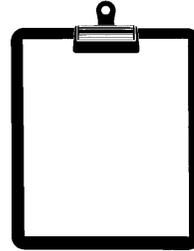
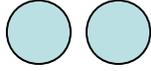


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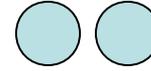
Far ricercare la soluzione nella parte bassa della scheda.



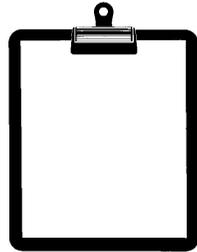
**2 x 1**



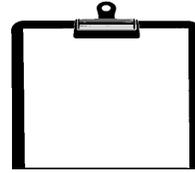
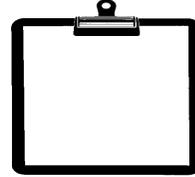
**2 x 2**



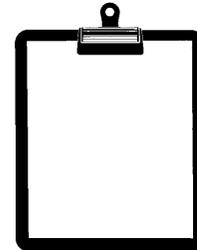
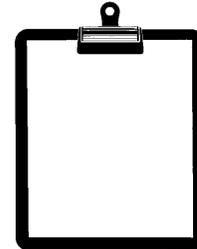
**2 x 3**



**2**



**6**

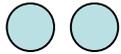


**4**

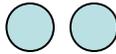
**MOLTIPLICARE**

Far ricercare la soluzione nella parte bassa della scheda.

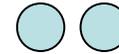
**2x4**




**2x5**




**2x6**



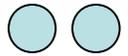

**8**


**12**

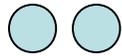
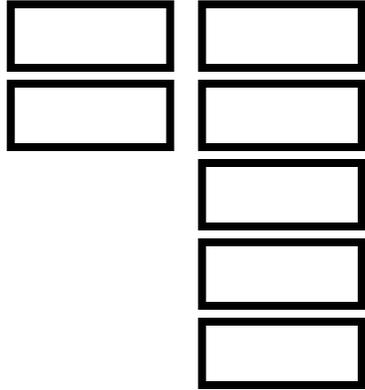

**10**


MOLTIPLICARE

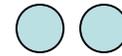
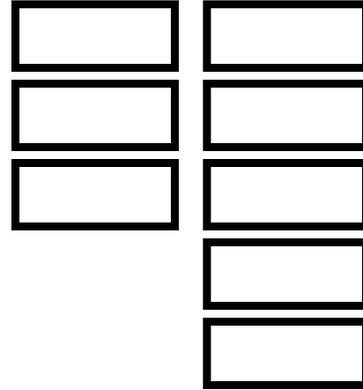
Far ricercare la soluzione nella parte bassa della scheda.



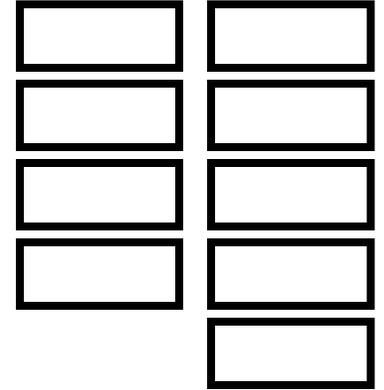
**2x7**



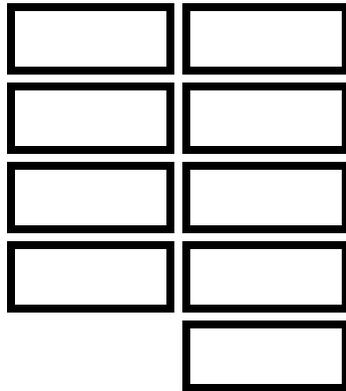
**2x8**



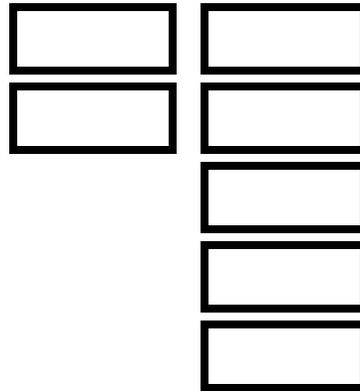
**2x9**



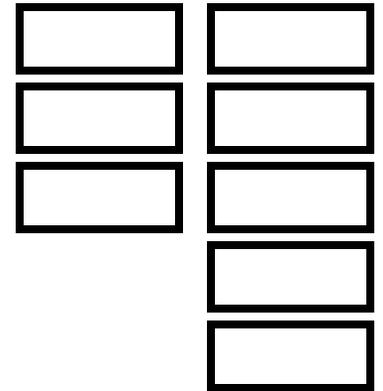
**18**



**14**

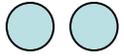


**16**

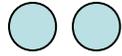
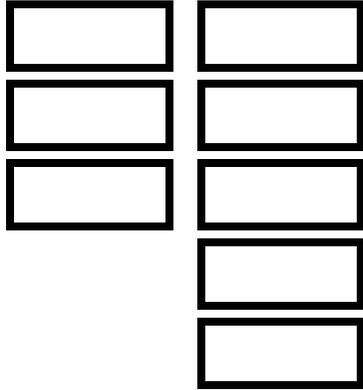


MOLTIPLICARE

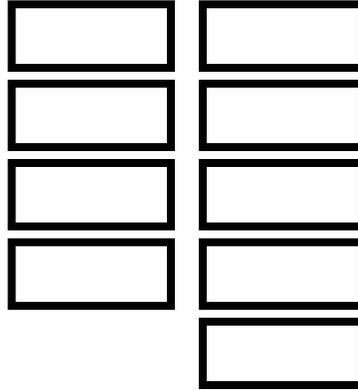
Far ricercare la soluzione nella parte bassa della scheda.



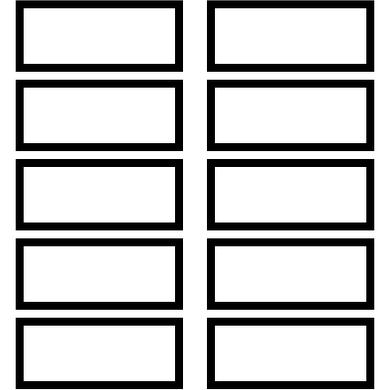
**2x8**



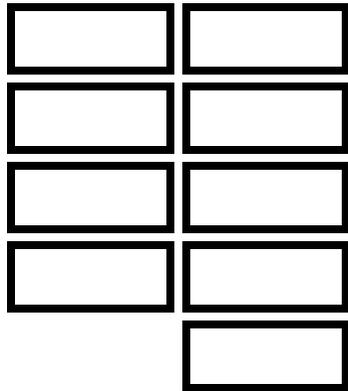
**2x9**



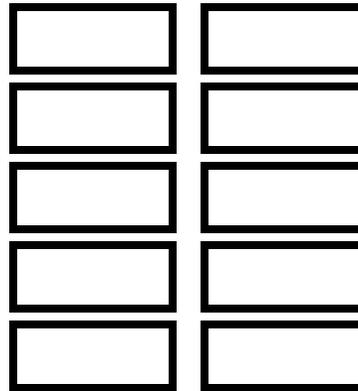
**2x10**



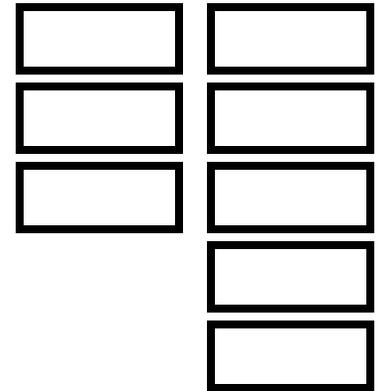
**18**



**20**



**16**

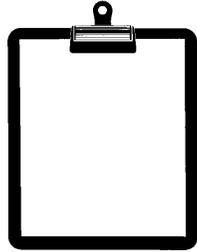


MOLTIPLICARE

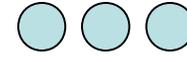
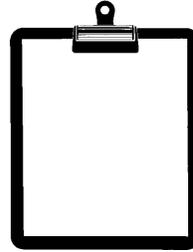
Far ricercare la soluzione nella parte bassa della scheda.



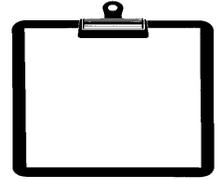
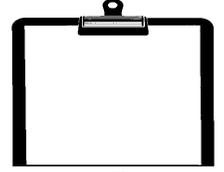
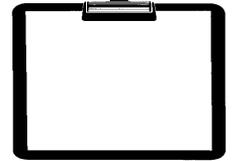
$$3 \times 1$$



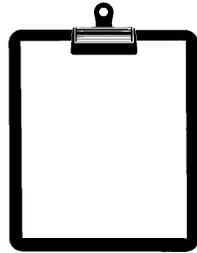
$$3 \times 2$$



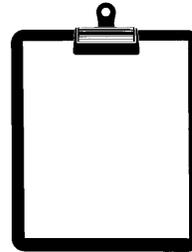
$$3 \times 3$$



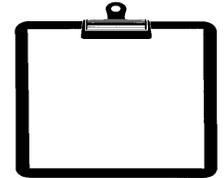
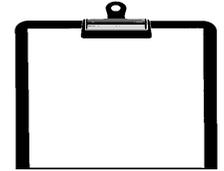
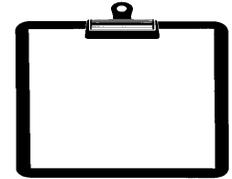
3



6



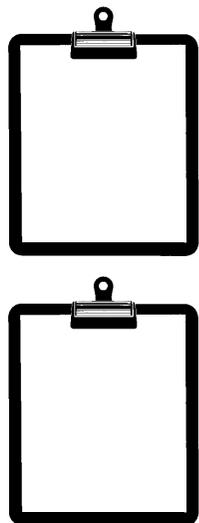
9



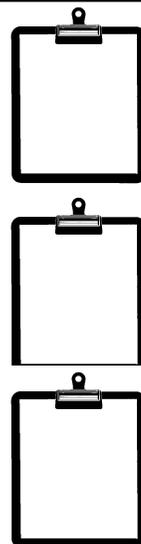
MOLTIPLICARE

Far ricercare la soluzione nella parte bassa della scheda.

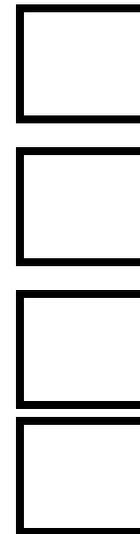
● ● ●  
**3 x 2**



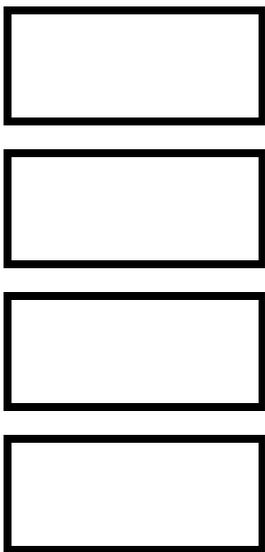
● ● ●  
**3 x 3**



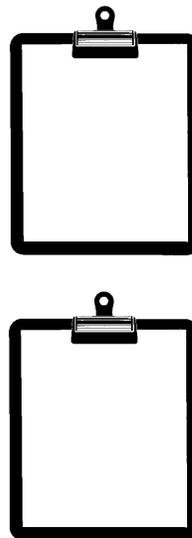
● ● ●  
**3x4**



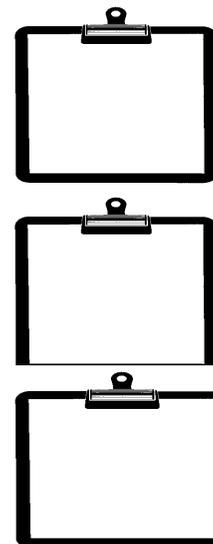
**12**



**6**



**9**



MOLTIPLICARE

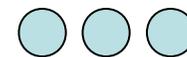
Far ricercare la soluzione nella parte bassa della scheda.



$$3 \times 3$$



$$3 \times 4$$



$$3 \times 5$$



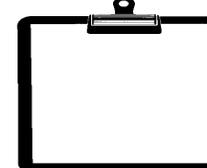
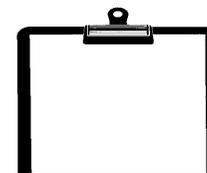
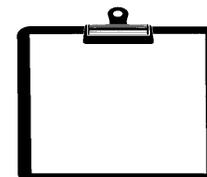
12



15



9



MOLTIPLICARE

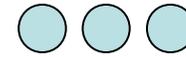
Far ricercare la soluzione nella parte bassa della scheda.



**3x4**




**3x5**

**3x6**


**12**


**15**


**18**


MOLTIPLICARE

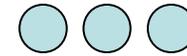
Far ricercare la soluzione nella parte bassa della scheda.



**3x5**




**3x6**

**3x7**



**21**


--

**15**


--	--

**18**


MOLTIPLICARE

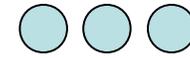
Far ricercare la soluzione nella parte bassa della scheda.



**3x6**




**3x7**

**3x8**



**24**



**21**


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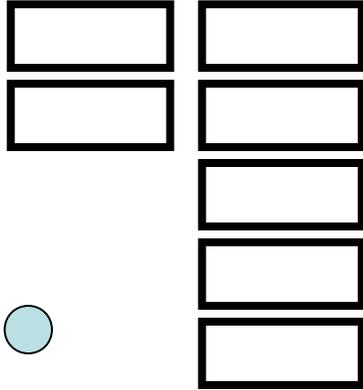
**18**


MOLTIPLICARE

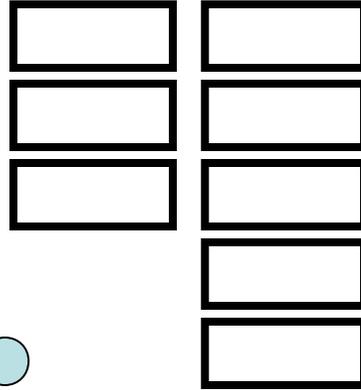
Far ricercare la soluzione nella parte bassa della scheda.



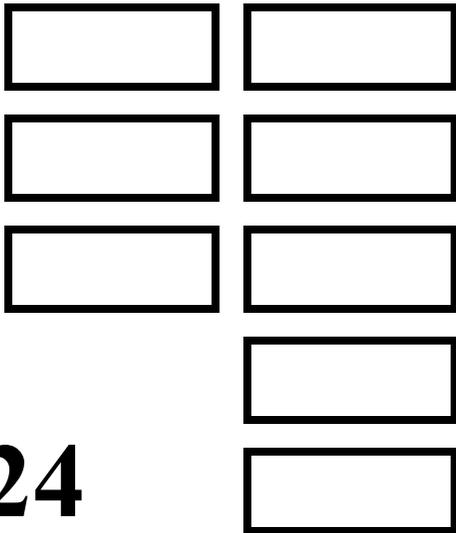
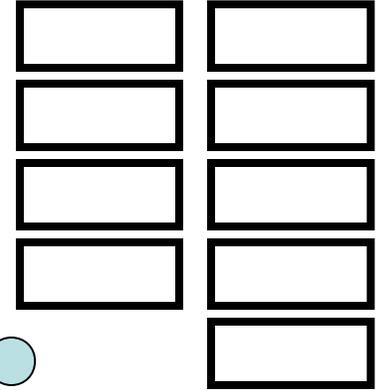
$3 \times 7$



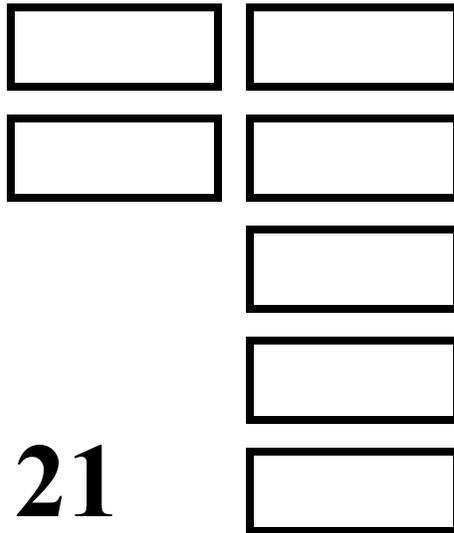
$3 \times 8$



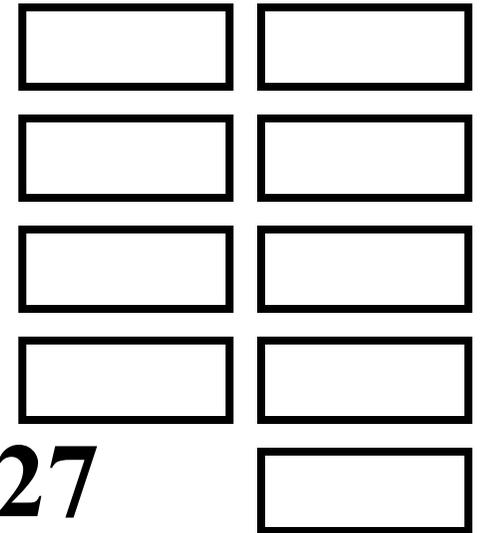
$3 \times 9$



24



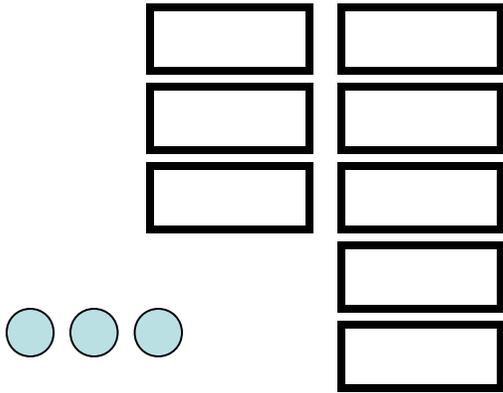
21



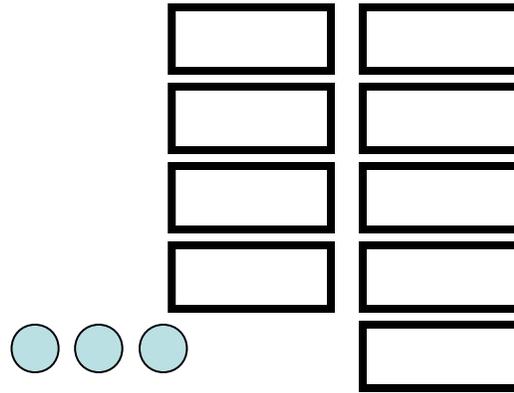
27

MOLTIPLICARE

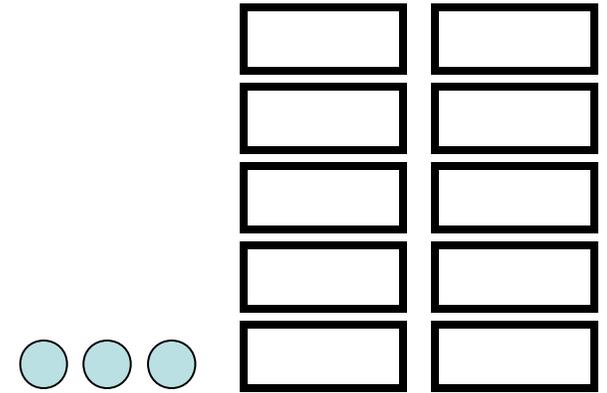
Far ricercare la soluzione nella parte bassa della scheda.



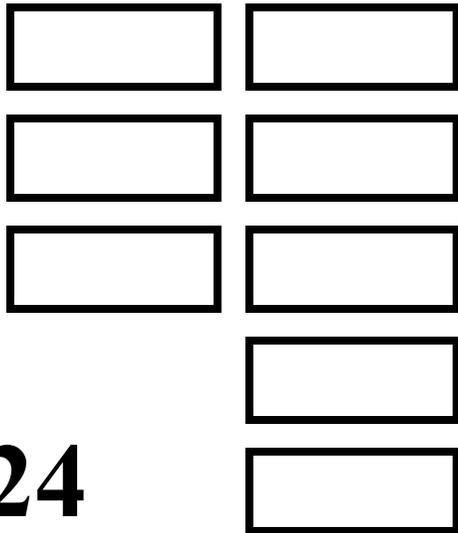
$3 \times 8$



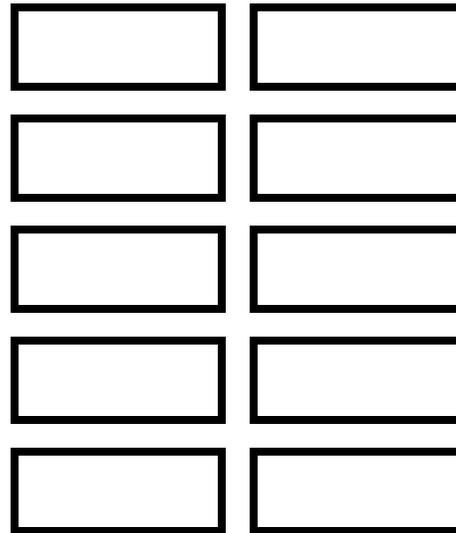
$3 \times 9$



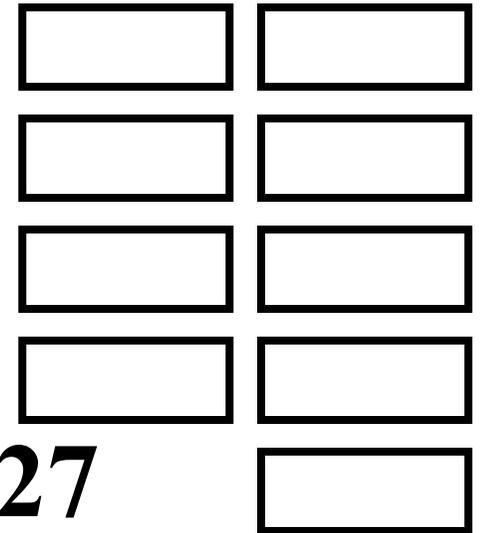
$3 \times 10$



24



30



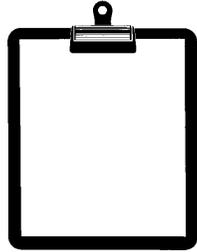
27

MOLTIPLICARE

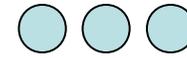
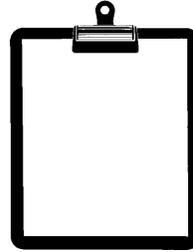
Far ricercare la soluzione nella parte bassa della scheda.



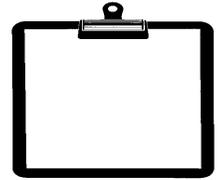
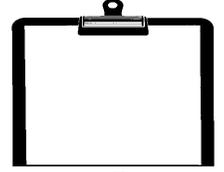
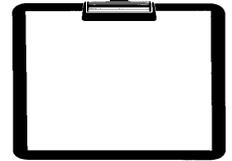
$$3 \times 1$$



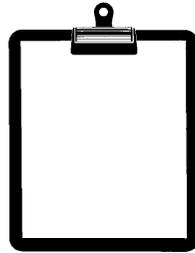
$$3 \times 2$$



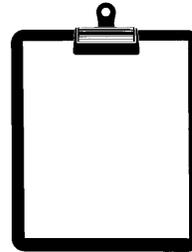
$$3 \times 3$$



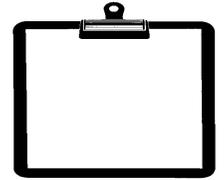
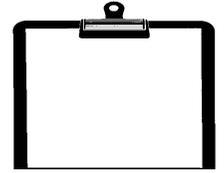
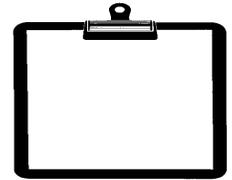
3



6



9



MOLTIPLICARE

Far ricercare la soluzione nella parte bassa della scheda.



$$3 \times 3$$



$$3 \times 4$$



$$3 \times 5$$



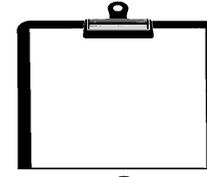
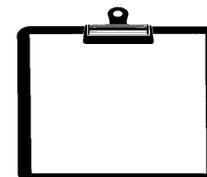
12



15

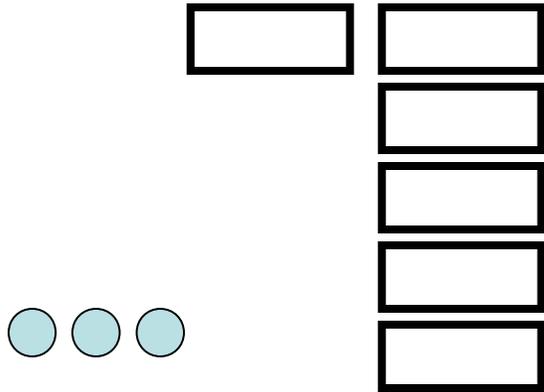


9

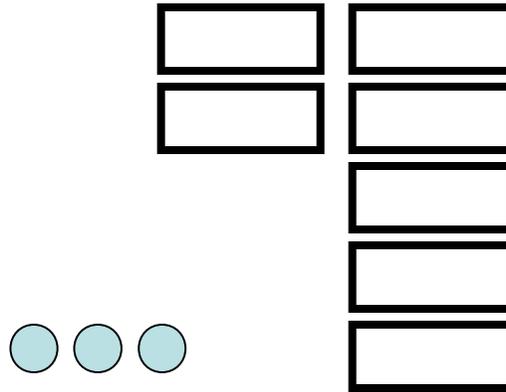


MOLTIPLICARE

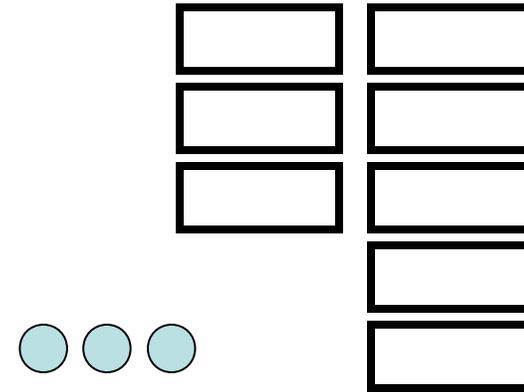
Far ricercare la soluzione nella parte bassa della scheda.



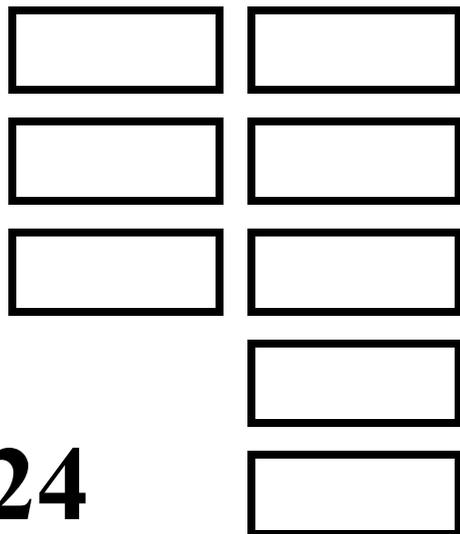
**3x6**



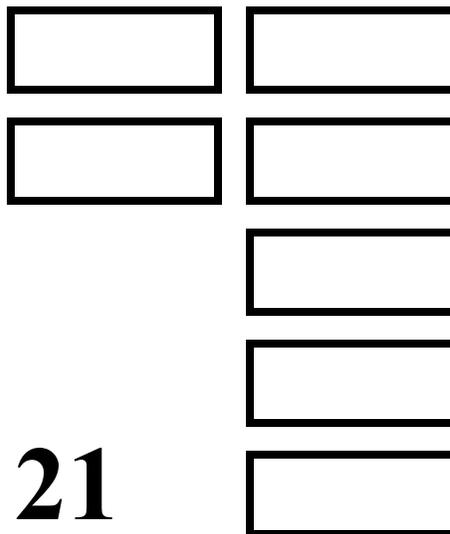
**3x7**



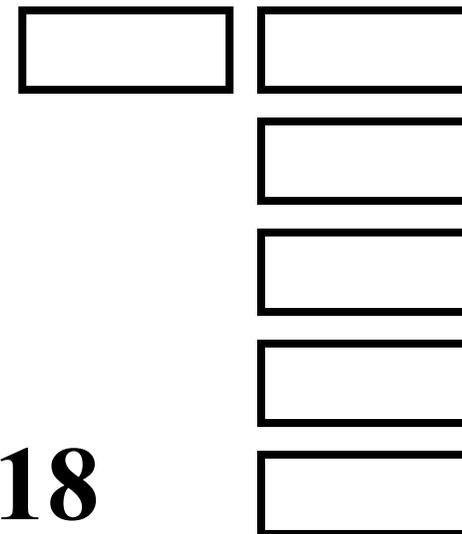
**3x8**



**24**



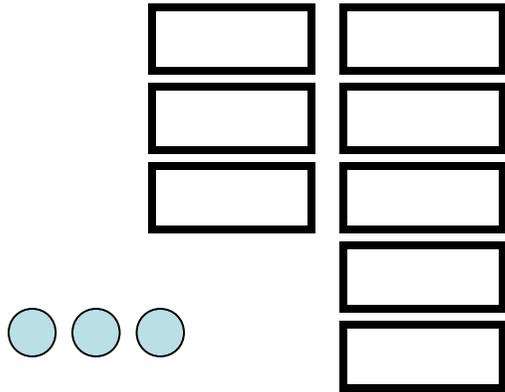
**21**



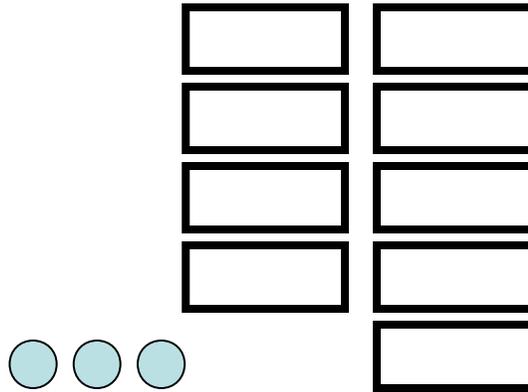
**18**

MOLTIPLICARE

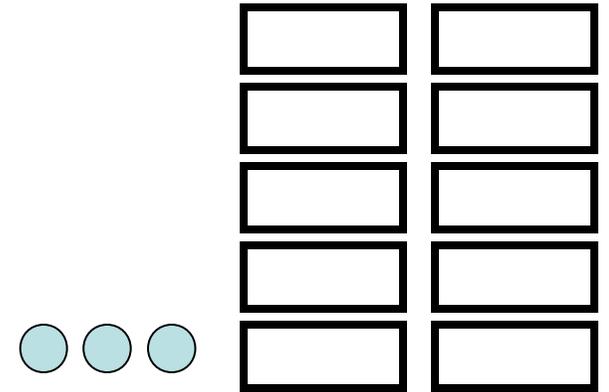
Far ricercare la soluzione nella parte bassa della scheda.



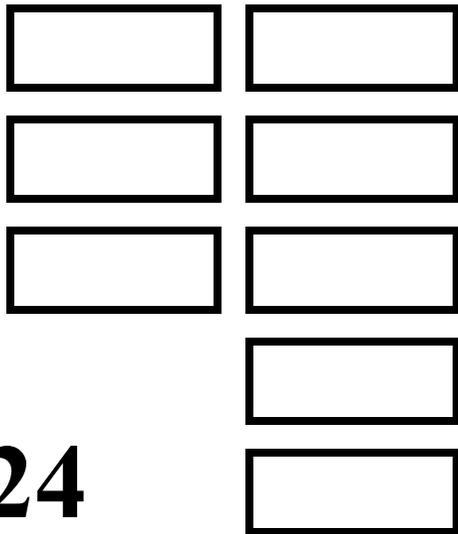
$3 \times 8$



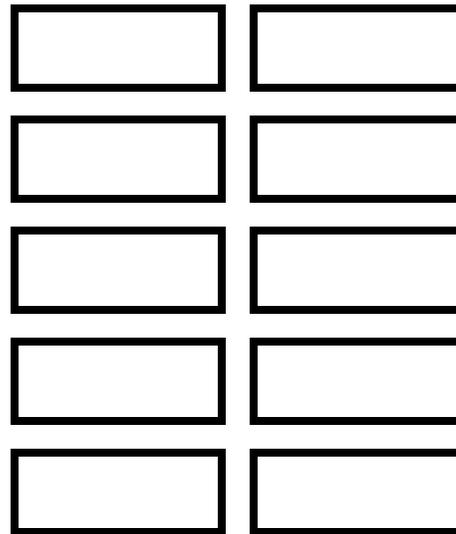
$3 \times 9$



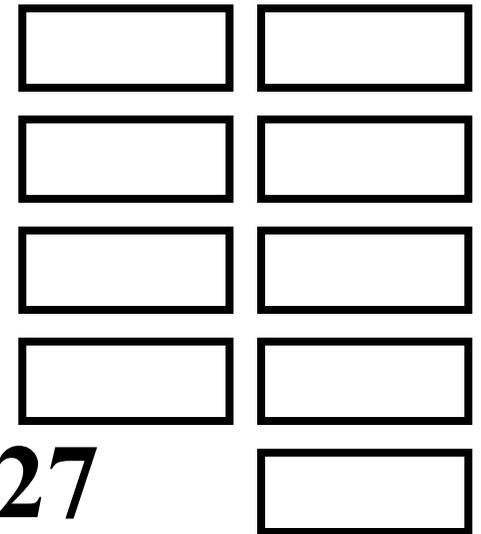
$3 \times 10$



24



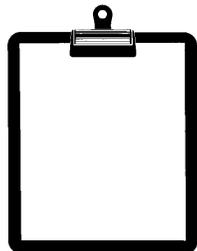
30



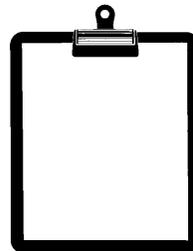
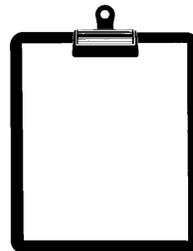
27

MOLTIPLICARE

Far ricercare la soluzione nella parte bassa della scheda.



**1 x 1**



**1 x 2**



**1 x 3**

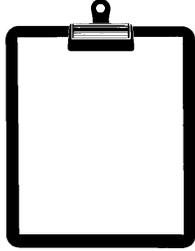
**1**

**2**

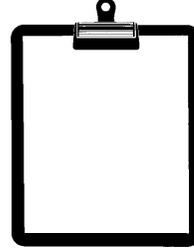
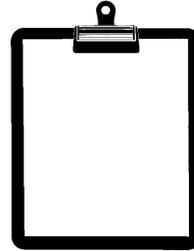
**3**

**MOLTIPLICARE**

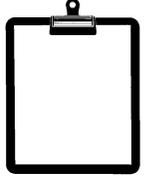
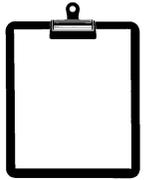
Far ricercare la soluzione nella parte bassa della scheda.



**1 x 1**



**1 x 2**



**1 x 3**

**1**

**3**

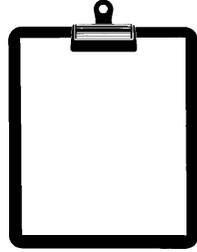
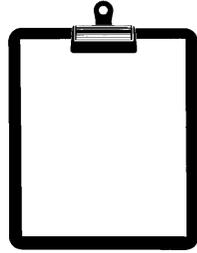
**2**

**MOLTIPLICARE**

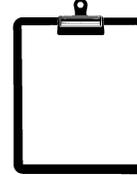
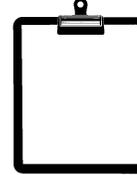
Far ricercare la soluzione nella parte bassa della scheda.



$1 \times 2$



$1 \times 3$



$1 \times 4$



**4**

**3**

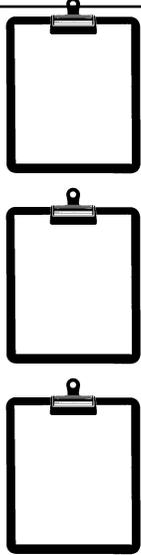
**2**

MOLTIPLICARE

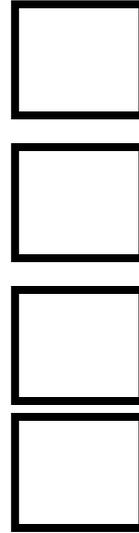
Far ricercare la soluzione nella parte bassa della scheda.



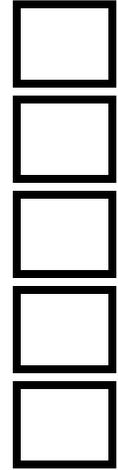
**1 x 3**



**1x4**



**1x5**



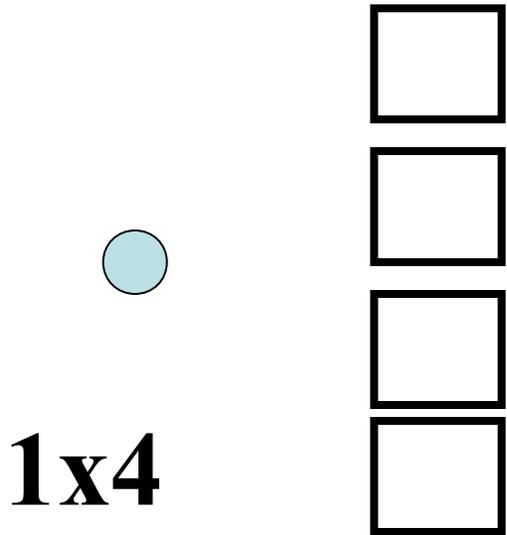
**4**

**3**

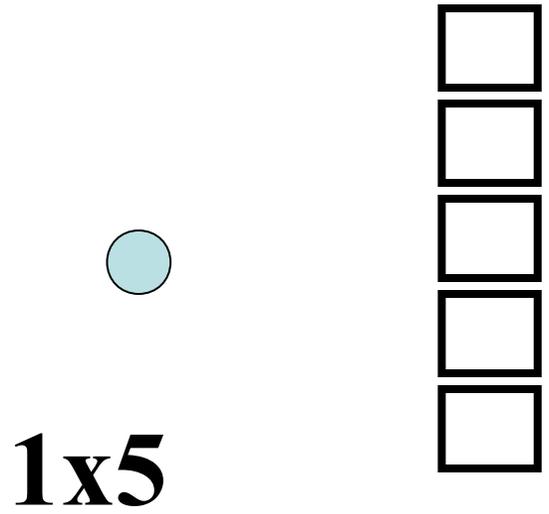
**5**

**MOLTIPLICARE**

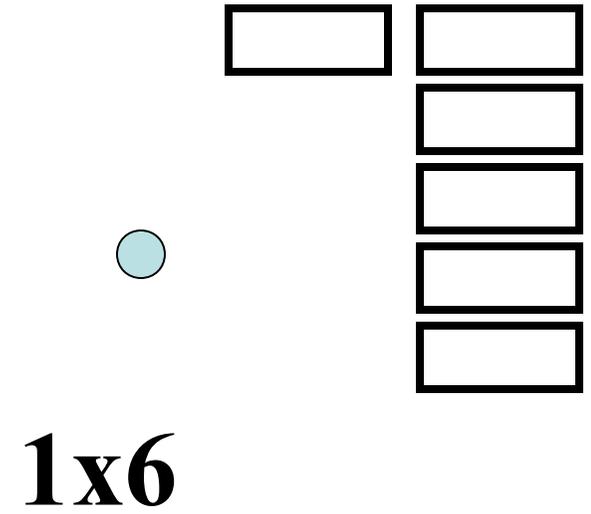
Far ricercare la soluzione nella parte bassa della scheda.



**1x4**



**1x5**



**1x6**

**4**

**6**

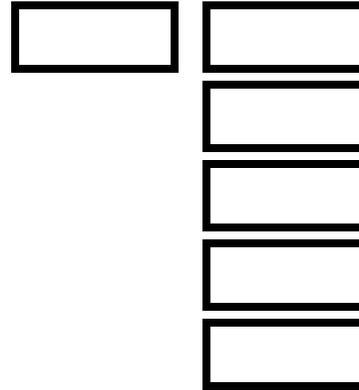
**5**

**MOLTIPLICARE**  
Far ricercare la soluzione nella parte bassa della scheda.

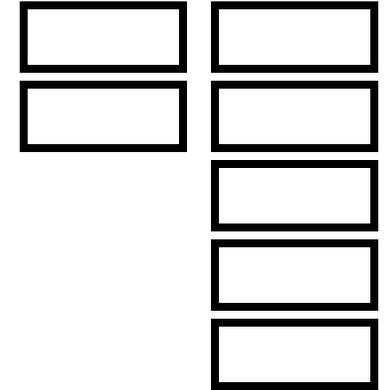
**1x5**



**1x6**



**1x7**



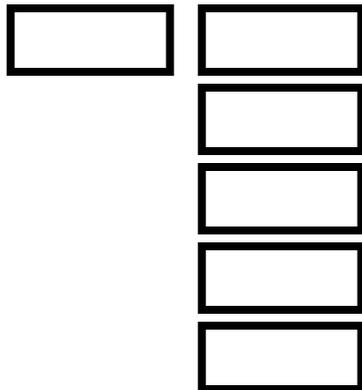
**6**

**7**

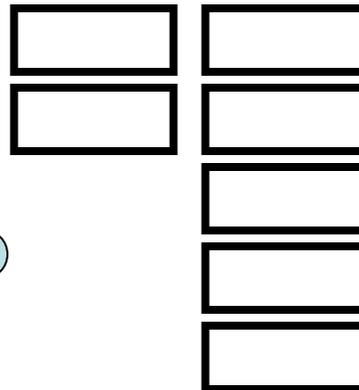
**5**

MOLTIPLICARE

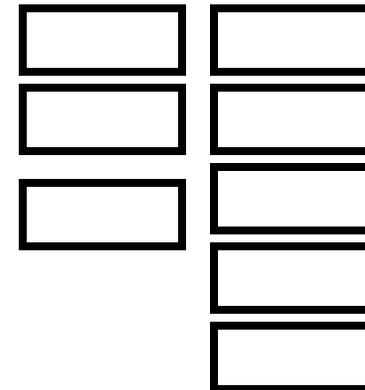
Far ricercare la soluzione nella parte bassa della scheda.



**1x6**



**1x7**



**1x8**

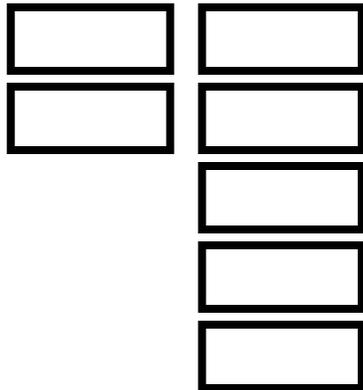
**6**

**7**

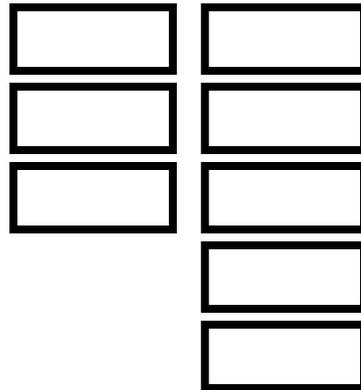
**8**

MOLTIPLICARE

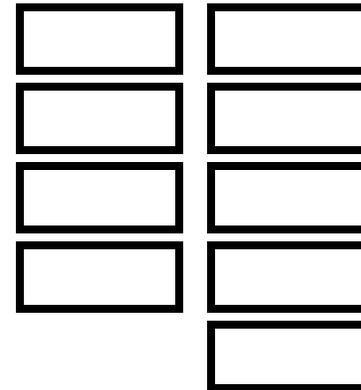
Far ricercare la soluzione nella parte bassa della scheda.



**1x7**



**1x8**



**1x9**

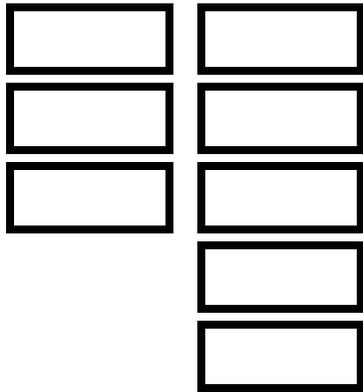
**9**

**7**

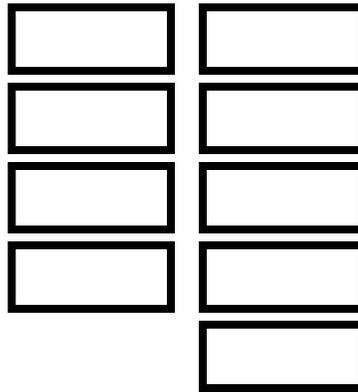
**8**

MOLTIPLICARE

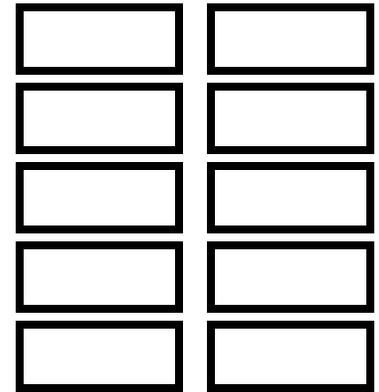
Far ricercare la soluzione nella parte bassa della scheda.



**1x8**



**1x9**



**1x10**

**10**

**9**

**8**

MOLTIPLICARE

Far ricercare la soluzione nella parte bassa della scheda.



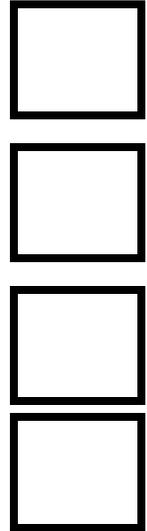
$$1 \times 3$$



$$1 \times 5$$



$$1 \times 4$$



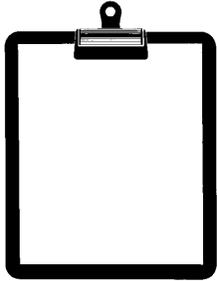
**4**

**5**

**3**

MOLTIPLICARE

Far ricercare la soluzione nella parte bassa della scheda.



**1 x 1**



**1x3**



**1x5**

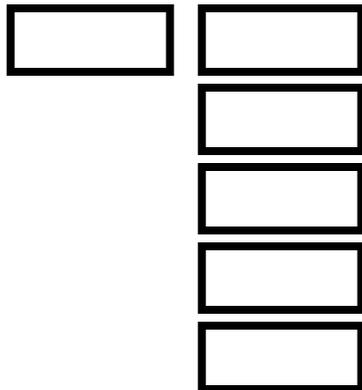
**5**

**3**

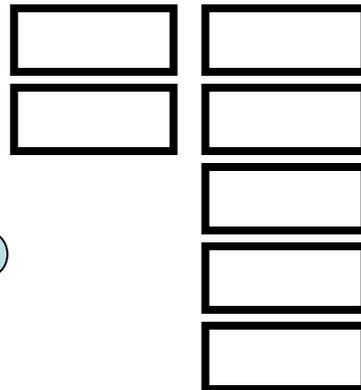
**1**

**MOLTIPLICARE**

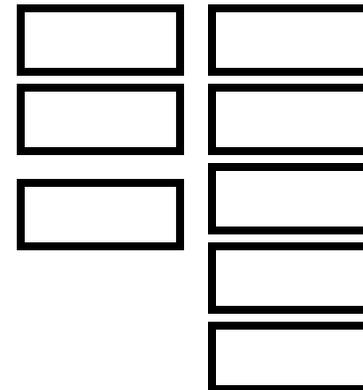
Far ricercare la soluzione nella parte bassa della scheda.



**1x6**



**1x7**



**1x8**

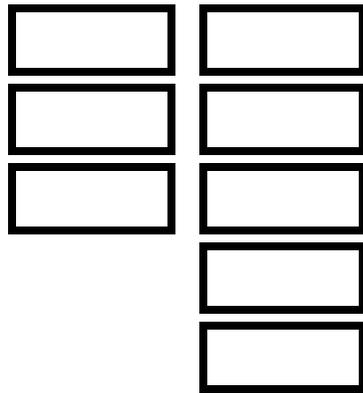
**6**

**7**

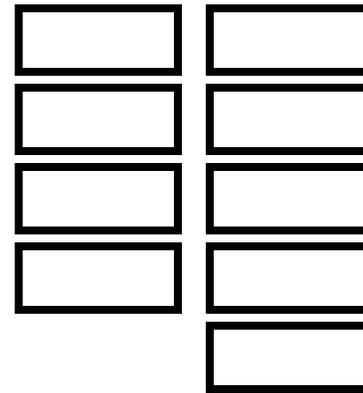
**8**

MOLTIPLICARE

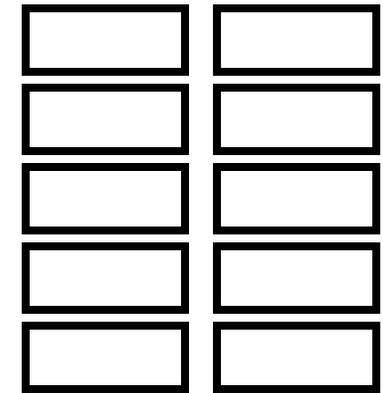
Far ricercare la soluzione nella parte bassa della scheda.



**1x8**



**1x9**



**1x10**

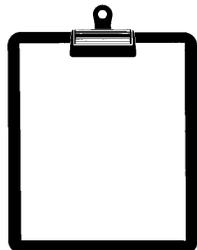
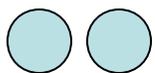
**10**

**9**

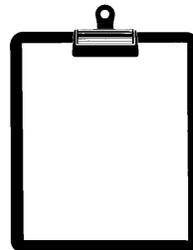
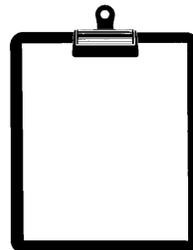
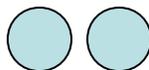
**8**

MOLTIPLICARE

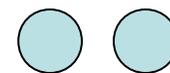
Far ricercare la soluzione nella parte bassa della scheda.



$$2 \times 1$$



$$2 \times 2$$



$$2 \times 3$$

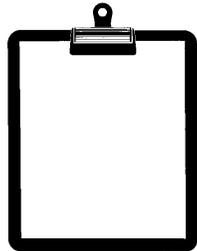
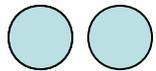
**2**

**4**

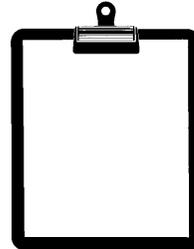
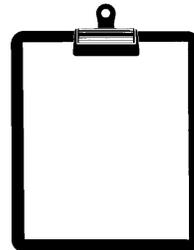
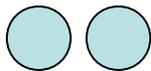
**6**

MOLTIPLICARE

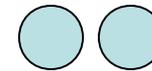
Far ricercare la soluzione nella parte bassa della scheda.



**2 x 1**



**2 x 2**



**2 x 3**

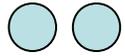
**2**

**6**

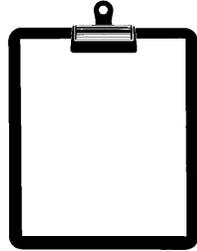
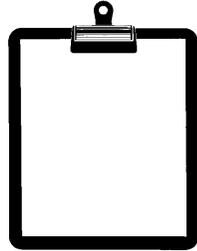
**4**

**MOLTIPLICARE**

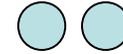
Far ricercare la soluzione nella parte bassa della scheda.



$2 \times 2$



$2 \times 3$



$2 \times 4$



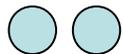
8

6

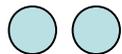
4

MOLTIPLICARE

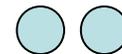
Far ricercare la soluzione nella parte bassa della scheda.



$2 \times 3$



$2 \times 4$



$2 \times 5$



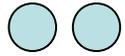
8

6

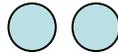
10

MOLTIPLICARE

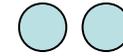
Far ricercare la soluzione nella parte bassa della scheda.




**2x4**




**2x5**




**2x6**

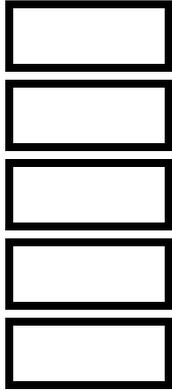
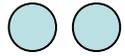
**8**

**12**

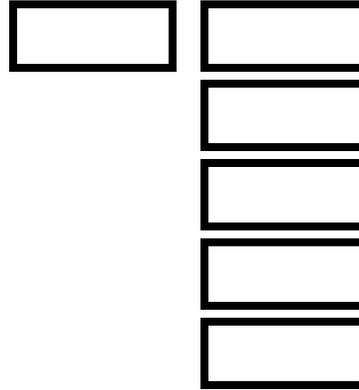
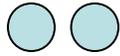
**10**

MOLTIPLICARE

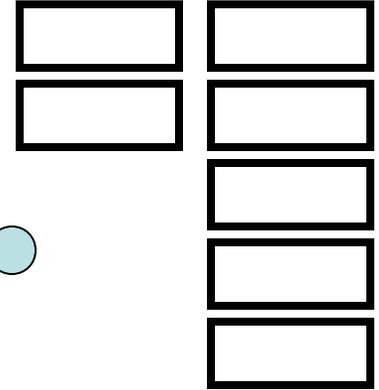
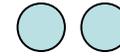
Far ricercare la soluzione nella parte bassa della scheda.



**2x5**



**2x6**



**2x7**

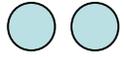
**12**

**14**

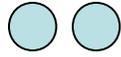
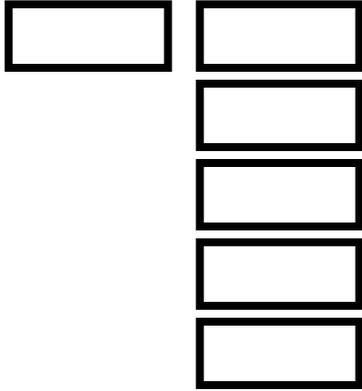
**10**

MOLTIPLICARE

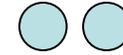
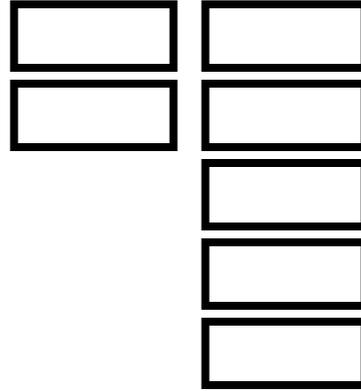
Far ricercare la soluzione nella parte bassa della scheda.



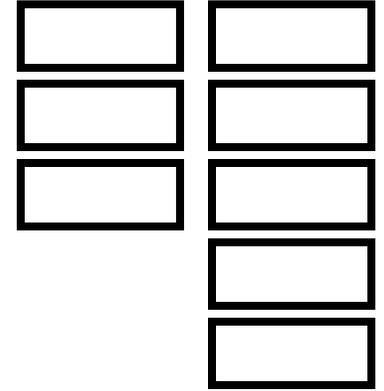
**2x6**



**2x7**



**2x8**



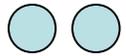
**12**

**14**

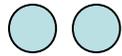
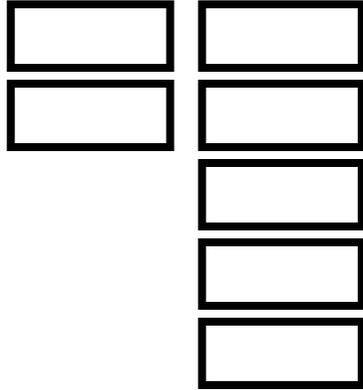
**16**

MOLTIPLICARE

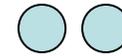
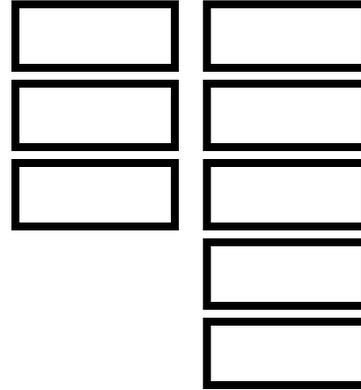
Far ricercare la soluzione nella parte bassa della scheda.



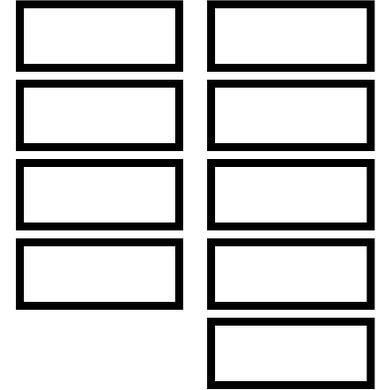
$2 \times 7$



$2 \times 8$



$2 \times 9$



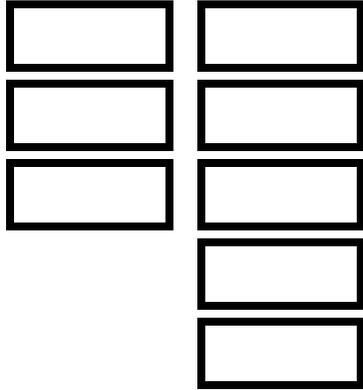
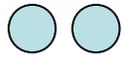
18

14

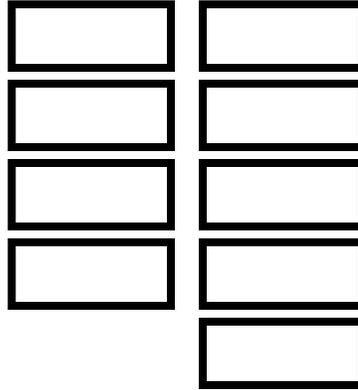
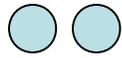
16

MOLTIPLICARE

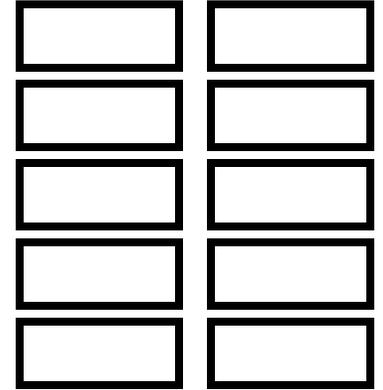
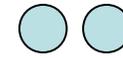
Far ricercare la soluzione nella parte bassa della scheda.



$$2 \times 8$$



$$2 \times 9$$



$$2 \times 10$$

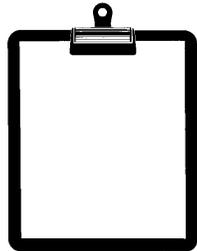
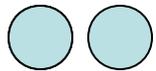
**18**

**20**

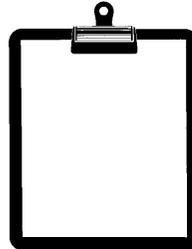
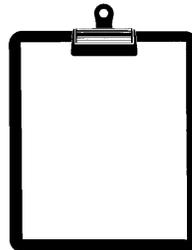
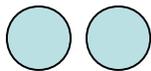
**16**

MOLTIPLICARE

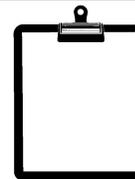
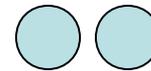
Far ricercare la soluzione nella parte bassa della scheda.



**2 x 1**



**2 x 2**



**2 x 3**

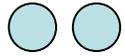
**2**

**6**

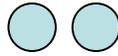
**4**

MOLTIPLICARE

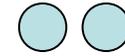
Far ricercare la soluzione nella parte bassa della scheda.



**2x4**

**2x5**

**2x6**

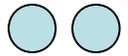

**8**

**12**

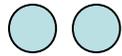
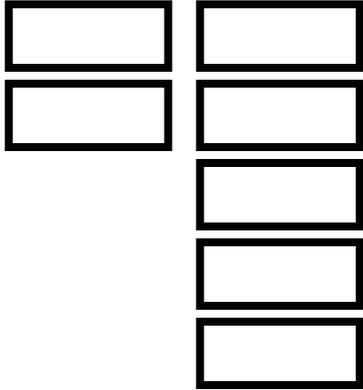
**10**

MOLTIPLICARE

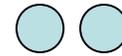
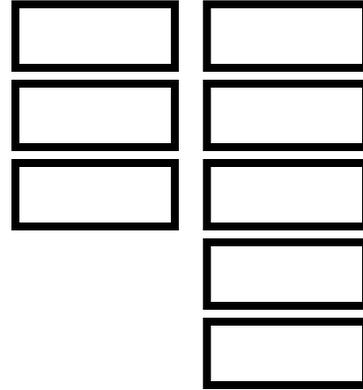
Far ricercare la soluzione nella parte bassa della scheda.



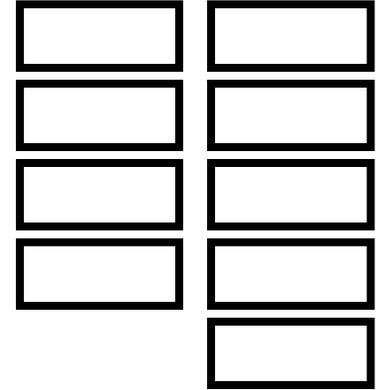
$2 \times 7$



$2 \times 8$



$2 \times 9$



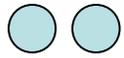
**18**

**14**

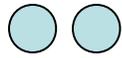
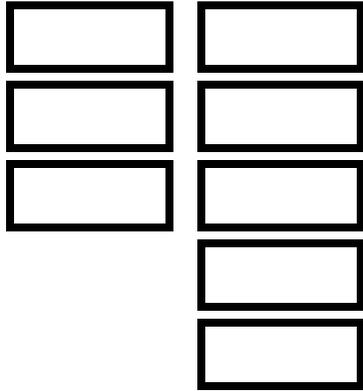
**16**

MOLTIPLICARE

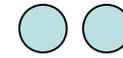
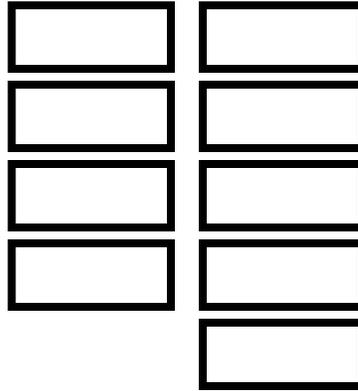
Far ricercare la soluzione nella parte bassa della scheda.



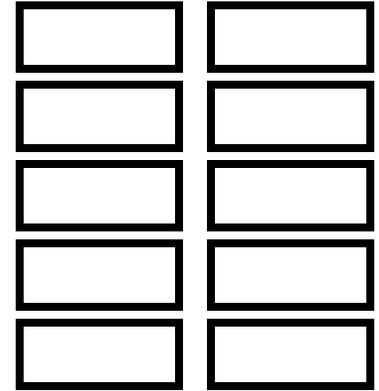
$2 \times 8$



$2 \times 9$



$2 \times 10$



18

20

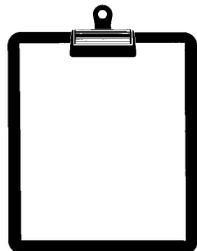
16

MOLTIPLICARE

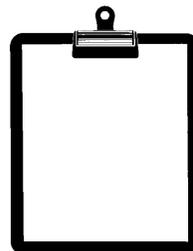
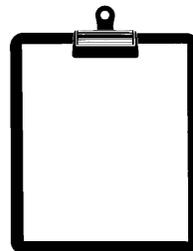
Far ricercare la soluzione nella parte bassa della scheda.



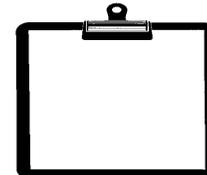
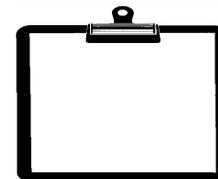
$$3 \times 1$$



$$3 \times 2$$



$$3 \times 3$$



**3**

**6**

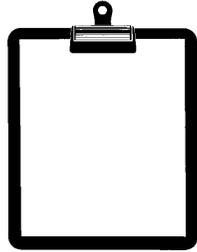
**9**

MOLTIPLICARE

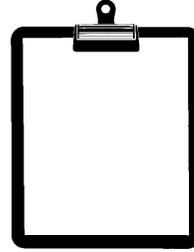
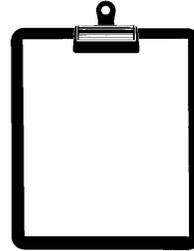
Far ricercare la soluzione nella parte bassa della scheda.



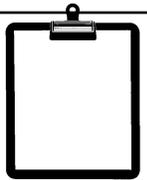
$$3 \times 1$$



$$3 \times 2$$



$$3 \times 3$$



**3**

**6**

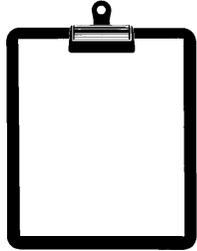
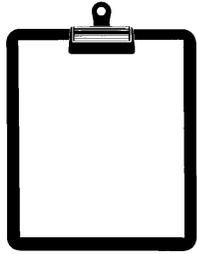
**9**

MOLTIPLICARE

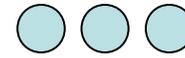
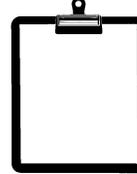
Far ricercare la soluzione nella parte bassa della scheda.



$$3 \times 2$$



$$3 \times 3$$



$$3 \times 4$$



12

6

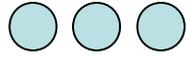
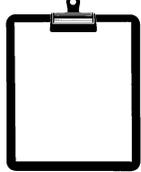
9

MOLTIPLICARE

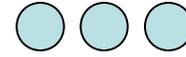
Far ricercare la soluzione nella parte bassa della scheda.



$$3 \times 3$$



$$3 \times 4$$



$$3 \times 5$$



**12**

**15**

**9**

MOLTIPLICARE

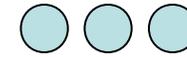
Far ricercare la soluzione nella parte bassa della scheda.



**3x4**




**3x5**

**3x6**


**12**

**15**

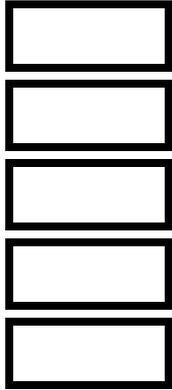
**18**

MOLTIPLICARE

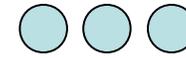
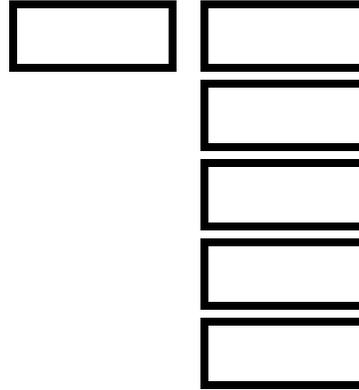
Far ricercare la soluzione nella parte bassa della scheda.



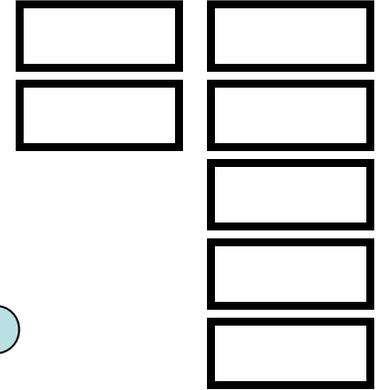
$$3 \times 5$$



$$3 \times 6$$



$$3 \times 7$$



**21**

**15**

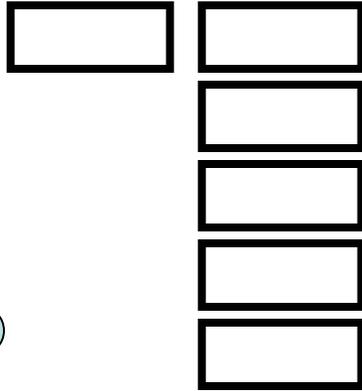
**18**

MOLTIPLICARE

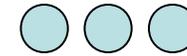
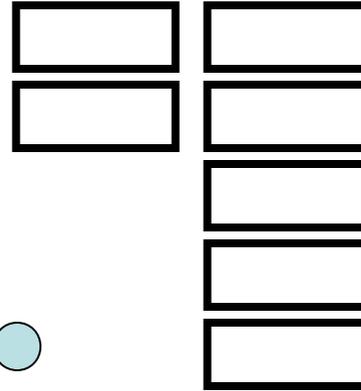
Far ricercare la soluzione nella parte bassa della scheda.



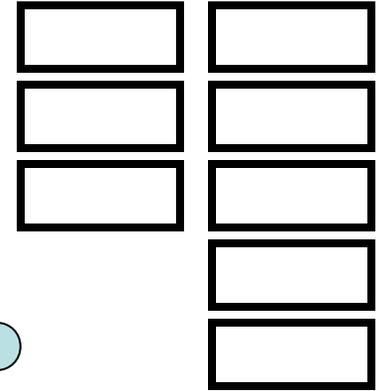
**3x6**



**3x7**



**3x8**



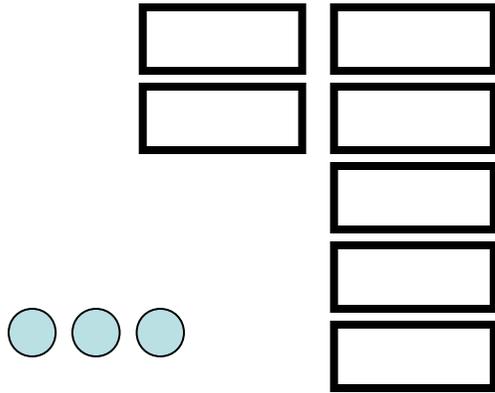
**24**

**21**

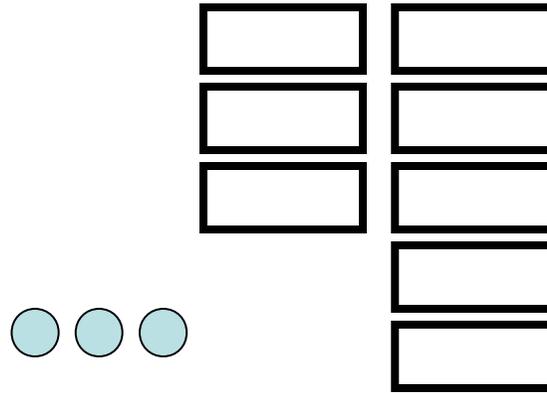
**18**

MOLTIPLICARE

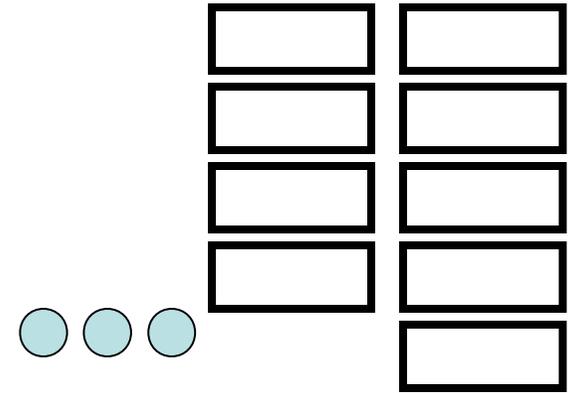
Far ricercare la soluzione nella parte bassa della scheda.



$$3 \times 7$$



$$3 \times 8$$



$$3 \times 9$$

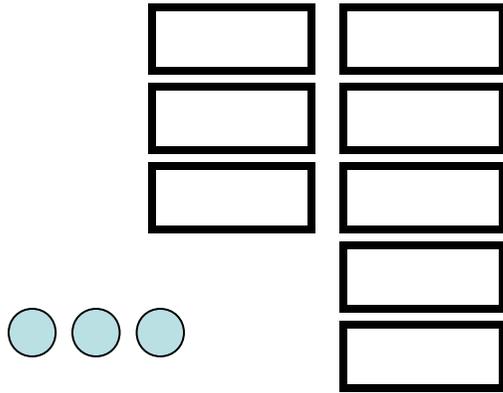
**24**

**21**

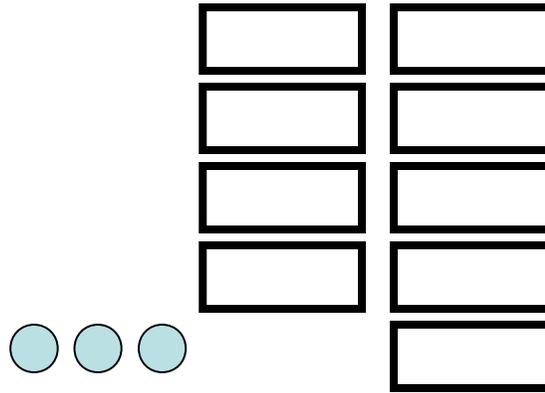
**27**

MOLTIPLICARE

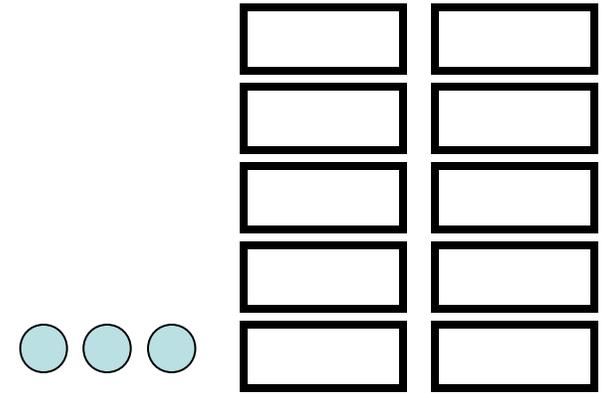
Far ricercare la soluzione nella parte bassa della scheda.



$$3 \times 8$$



$$3 \times 9$$



$$3 \times 10$$

**24**

**30**

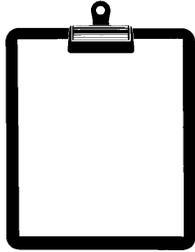
**27**

MOLTIPLICARE

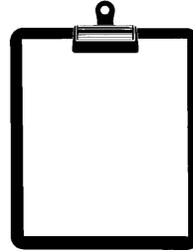
Far ricercare la soluzione nella parte bassa della scheda.



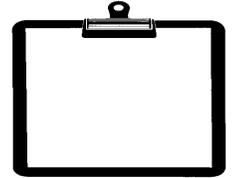
$$3 \times 1$$



$$3 \times 2$$



$$3 \times 3$$



**3**

**6**

**9**

MOLTIPLICARE

Far ricercare la soluzione nella parte bassa della scheda.



$$3 \times 3$$



$$3 \times 4$$



$$3 \times 5$$



**12**

**15**

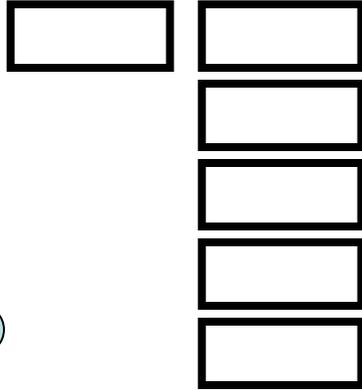
**9**

MOLTIPLICARE

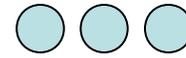
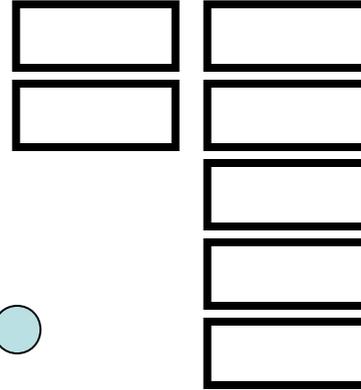
Far ricercare la soluzione nella parte bassa della scheda.



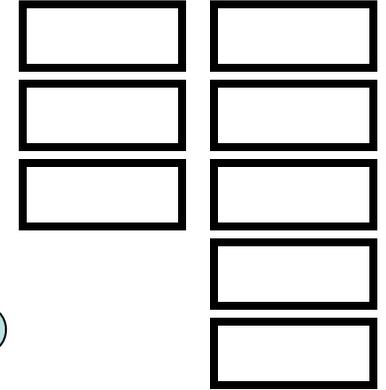
**3x6**



**3x7**



**3x8**



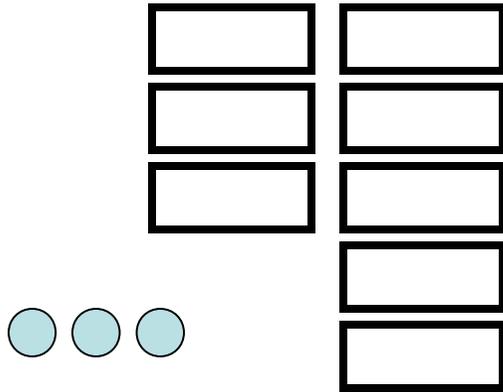
**24**

**21**

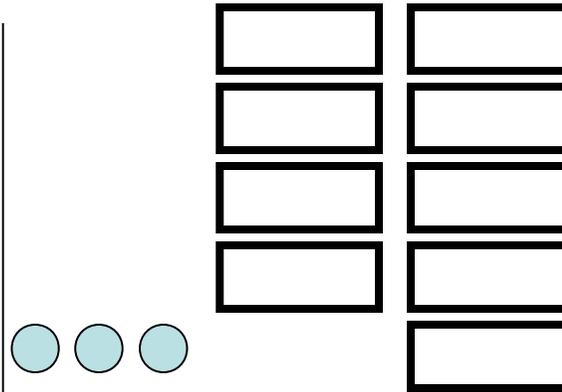
**18**

MOLTIPLICARE

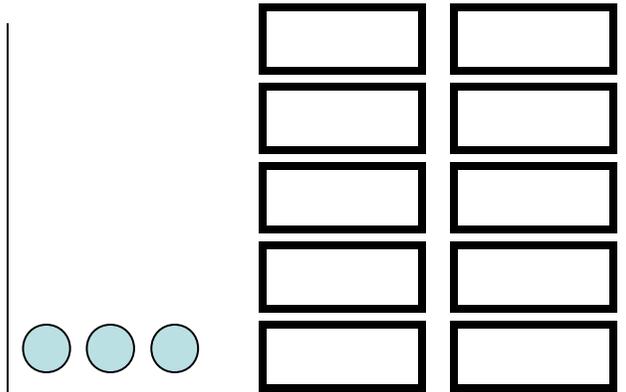
Far ricercare la soluzione nella parte bassa della scheda.



$$3 \times 8$$



$$3 \times 9$$



$$3 \times 10$$

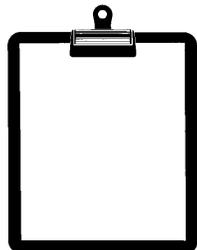
**24**

**30**

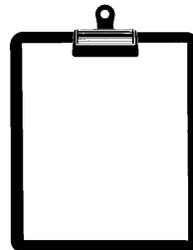
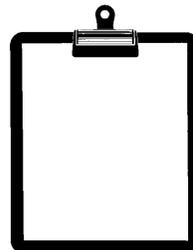
**27**

MOLTIPLICARE

Far ricercare la soluzione nella parte bassa della scheda.



**1 x 1**



**1 x 2**

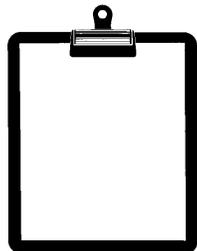


**1 x 3**

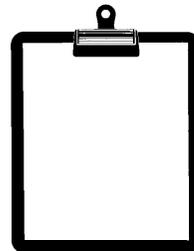
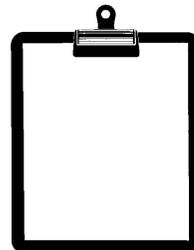


**MOLTIPLICARE**

Chiedere al bambino il risultato della moltiplicazione.



**1 x 1**



**1 x 2**



**1 x 3**

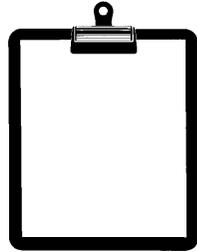
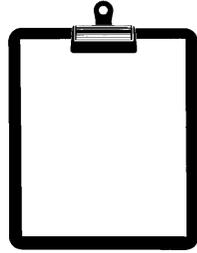


**MOLTIPLICARE**

Chiedere al bambino il risultato della moltiplicazione.



**1 x 2**



**1 x 3**



**1x4**



**MOLTIPLICARE**

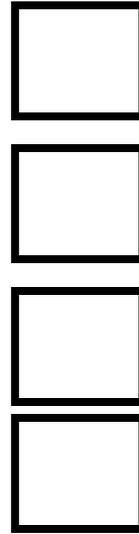
Chiedere al bambino il risultato della moltiplicazione.



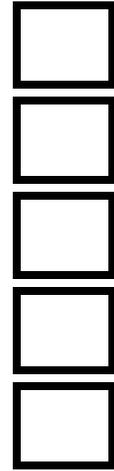
**1 x 3**



**1x4**



**1x5**

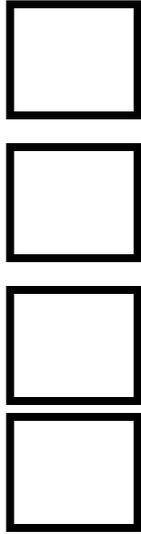


**MOLTIPLICARE**

Chiedere al bambino il risultato della moltiplicazione.



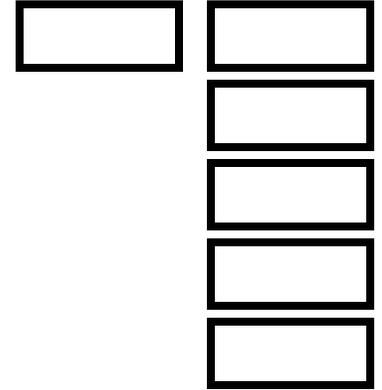
**1x4**



**1x5**



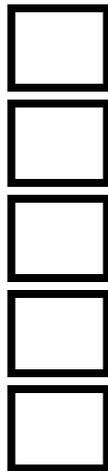
**1x6**



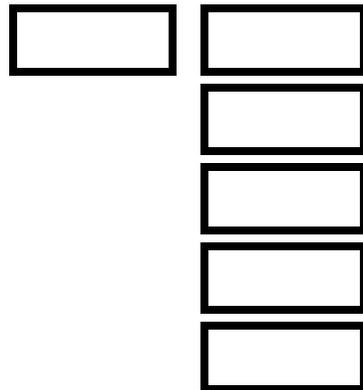
MOLTIPLICARE

Chiedere al bambino il risultato della moltiplicazione.

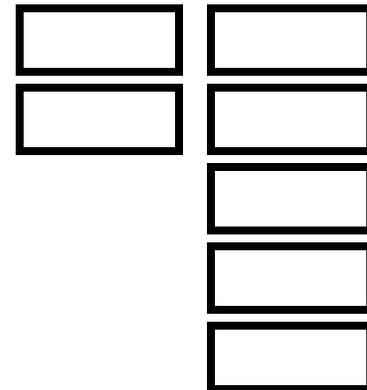
**1x5**



**1x6**

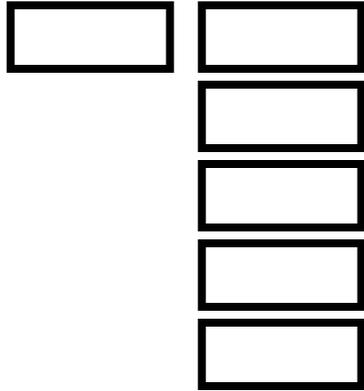


**1x7**

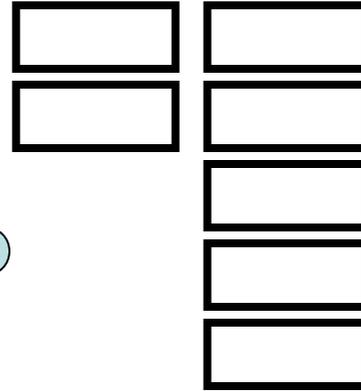


MOLTIPLICARE

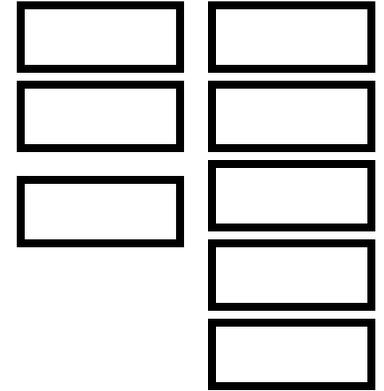
Chiedere al bambino il risultato della moltiplicazione.



**1x6**



**1x7**

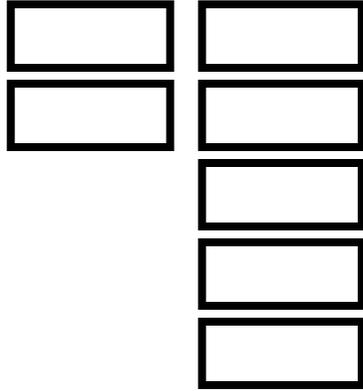


**1x8**

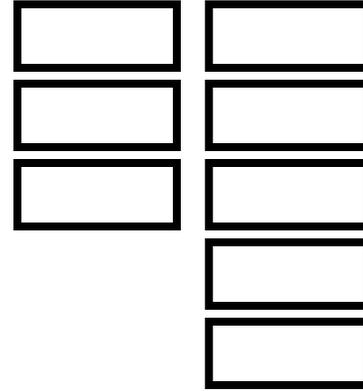


MOLTIPLICARE

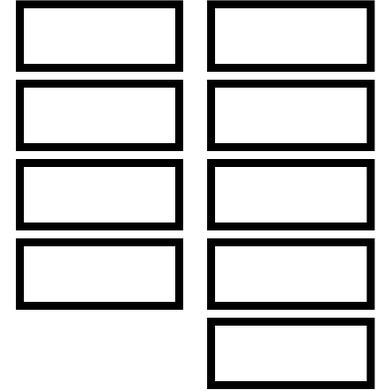
Chiedere al bambino il risultato della moltiplicazione.



**1x7**



**1x8**

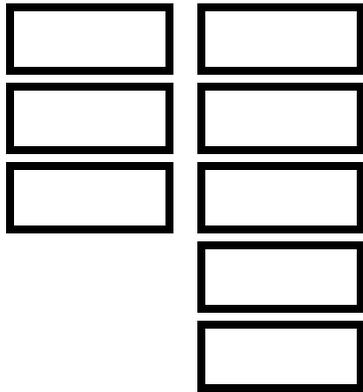


**1x9**

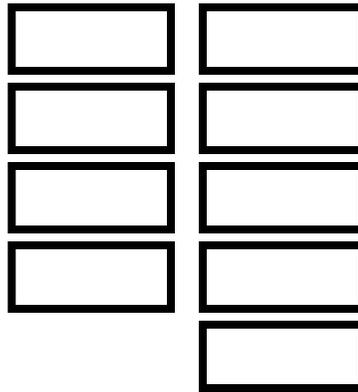


MOLTIPLICARE

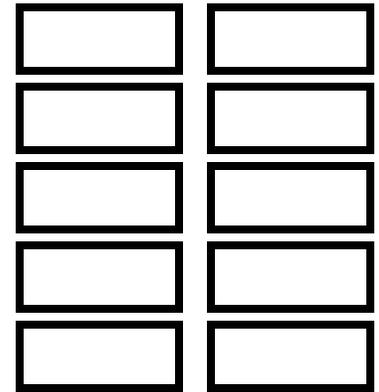
Chiedere al bambino il risultato della moltiplicazione.



**1x8**



**1x9**



**1x10**

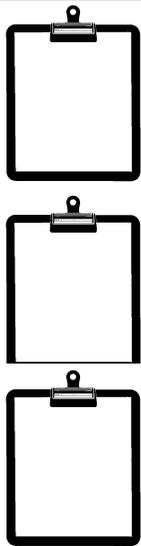


MOLTIPLICARE

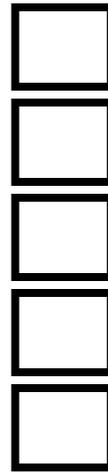
Chiedere al bambino il risultato della moltiplicazione.



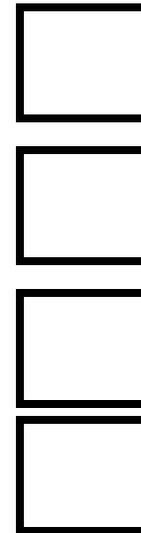
$1 \times 3$



$1 \times 5$

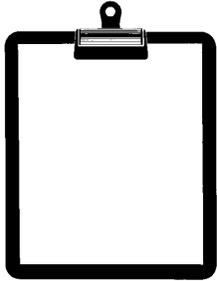


$1 \times 4$

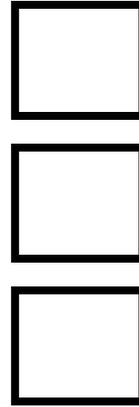


MOLTIPLICARE

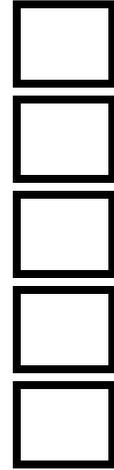
Chiedere al bambino il risultato della moltiplicazione.



**1 x 1**



**1x3**

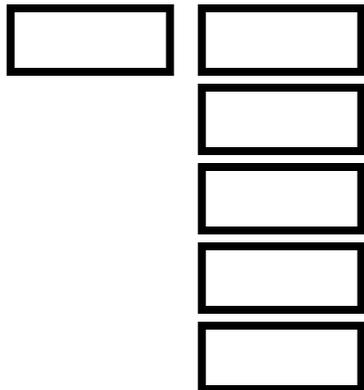


**1x5**

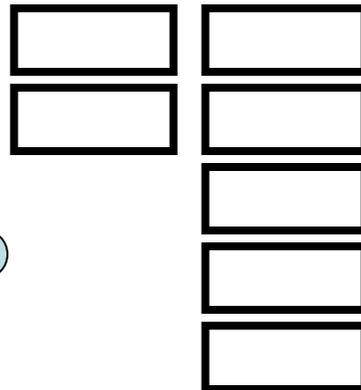


**MOLTIPLICARE**

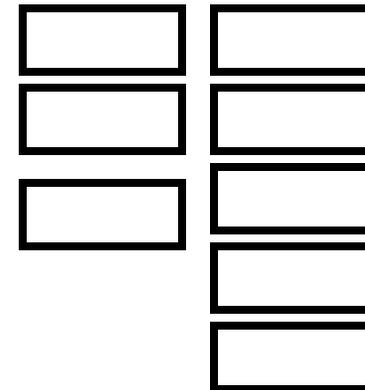
Chiedere al bambino il risultato della moltiplicazione.



**1x6**



**1x7**

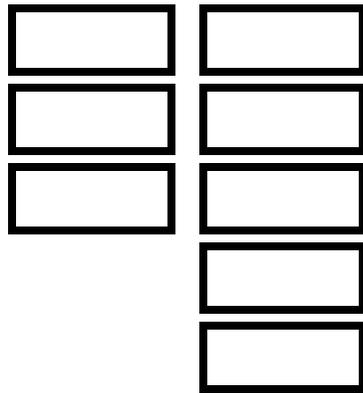


**1x8**

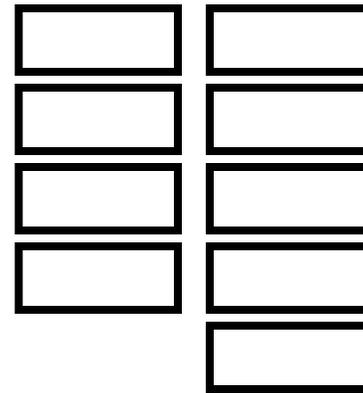


MOLTIPLICARE

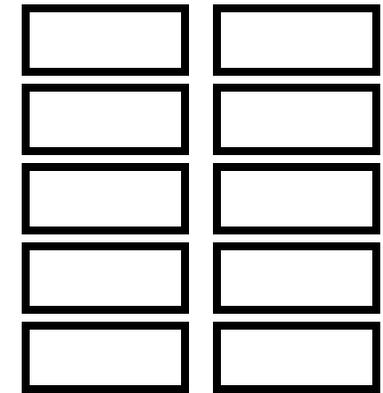
Chiedere al bambino il risultato della moltiplicazione.



**1x8**



**1x9**

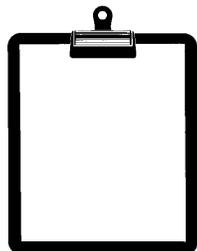
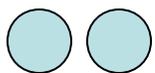


**1x10**

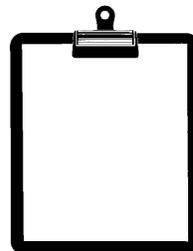
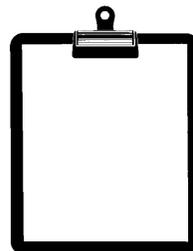
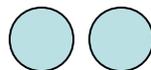


MOLTIPLICARE

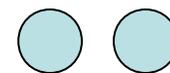
Chiedere al bambino il risultato della moltiplicazione.



$$2 \times 1$$



$$2 \times 2$$

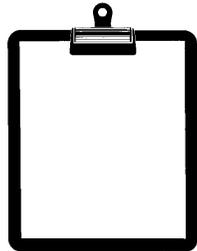
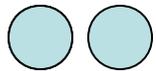


$$2 \times 3$$

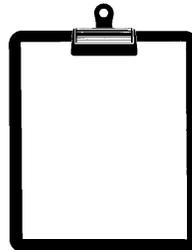
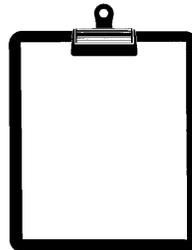
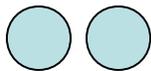


MOLTIPLICARE

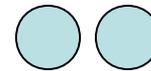
Chiedere al bambino il risultato della moltiplicazione.



**2 x 1**



**2 x 2**

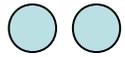


**2 x 3**

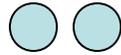
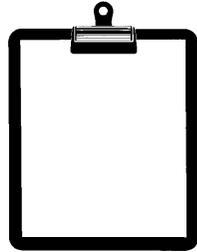
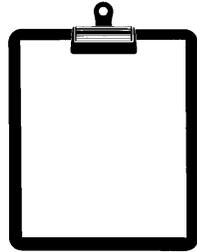


**MOLTIPLICARE**

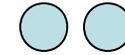
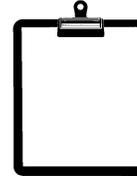
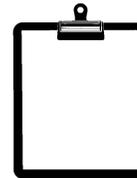
Chiedere al bambino il risultato della moltiplicazione.



$2 \times 2$



$2 \times 3$

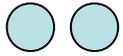


$2 \times 4$

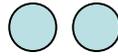
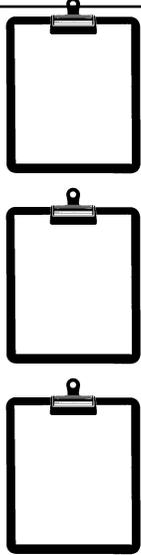


MOLTIPLICARE

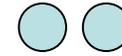
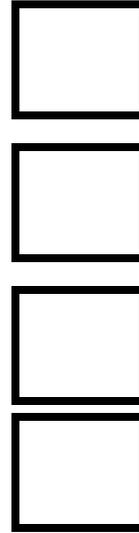
Chiedere al bambino il risultato della moltiplicazione.



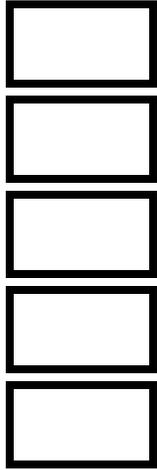
$2 \times 3$



$2 \times 4$

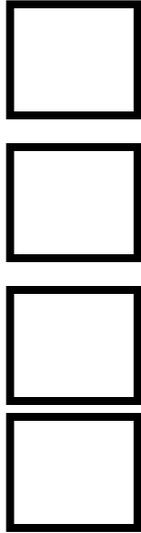
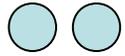


$2 \times 5$

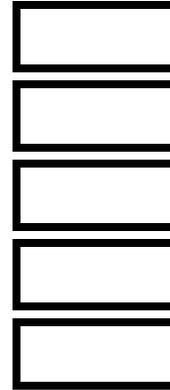
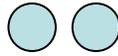


MOLTIPLICARE

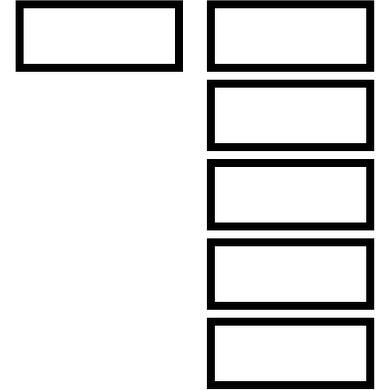
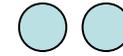
Chiedere al bambino il risultato della moltiplicazione.



**2x4**



**2x5**

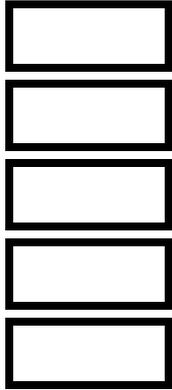
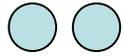


**2x6**

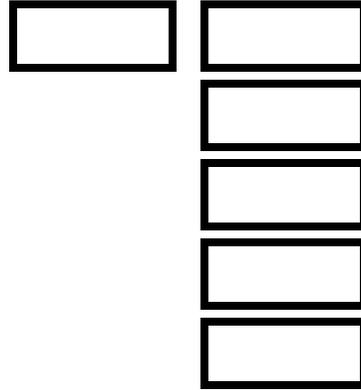
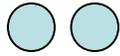


MOLTIPLICARE

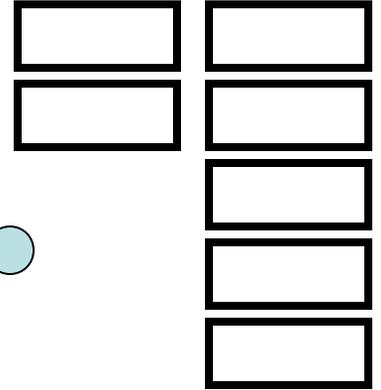
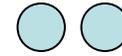
Chiedere al bambino il risultato della moltiplicazione.



**2x5**



**2x6**

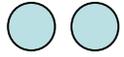


**2x7**

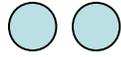
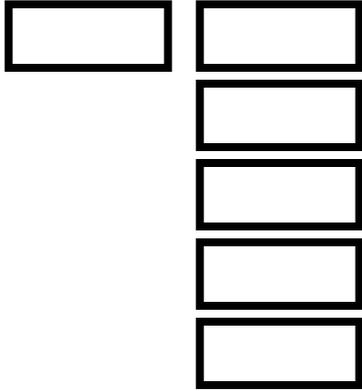


MOLTIPLICARE

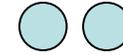
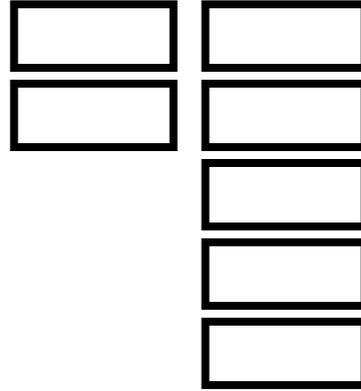
Chiedere al bambino il risultato della moltiplicazione.



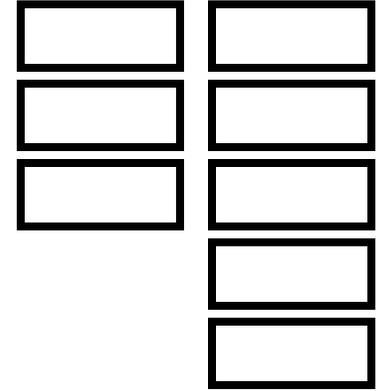
**2x6**



**2x7**

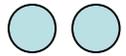


**2x8**

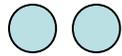
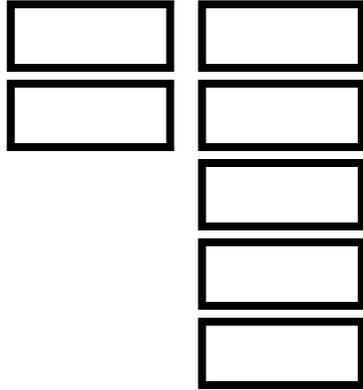


MOLTIPLICARE

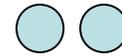
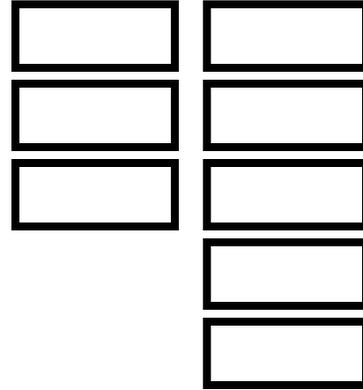
Chiedere al bambino il risultato della moltiplicazione.



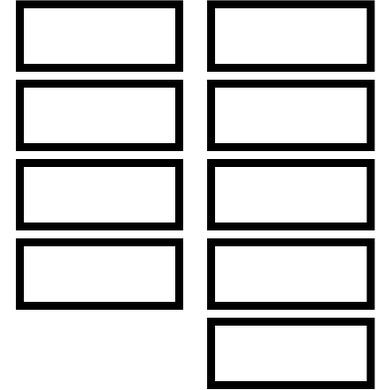
**2x7**



**2x8**

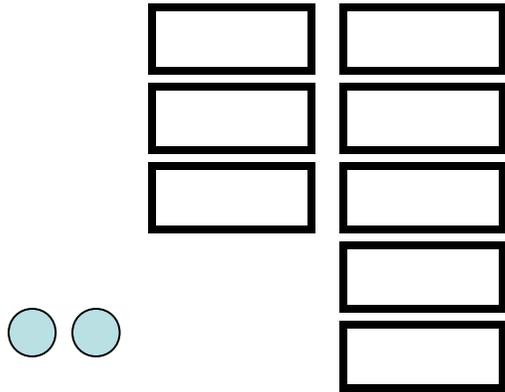


**2x9**

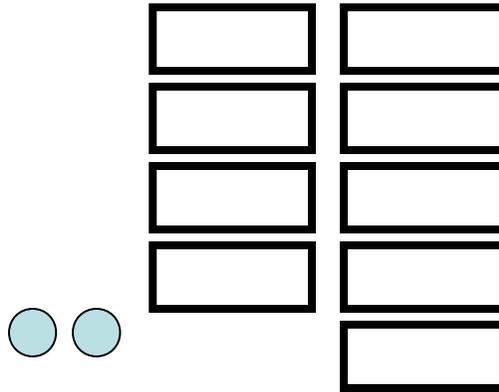


MOLTIPLICARE

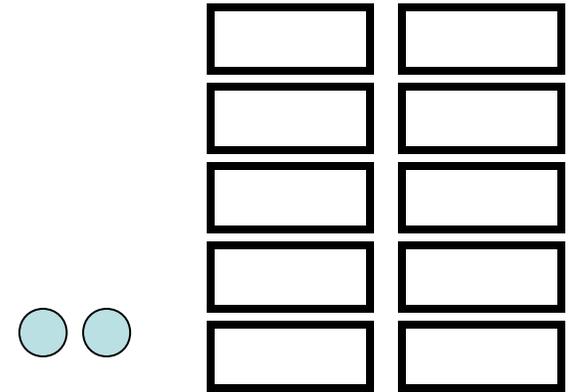
Chiedere al bambino il risultato della moltiplicazione.



$2 \times 8$



$2 \times 9$

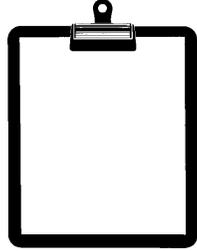
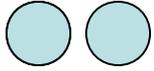


$2 \times 10$

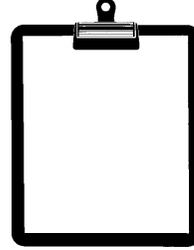
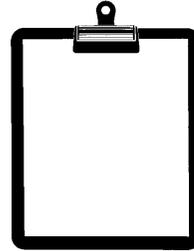
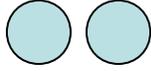


MOLTIPLICARE

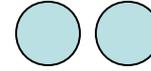
Chiedere al bambino il risultato della moltiplicazione.



**2 x 1**



**2 x 2**

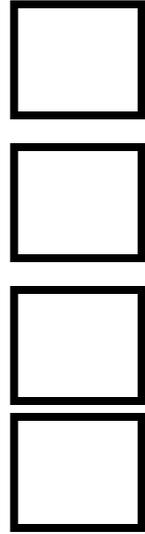
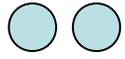


**2 x 3**

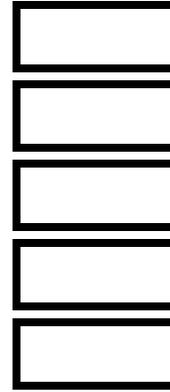
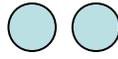


MOLTIPLICARE

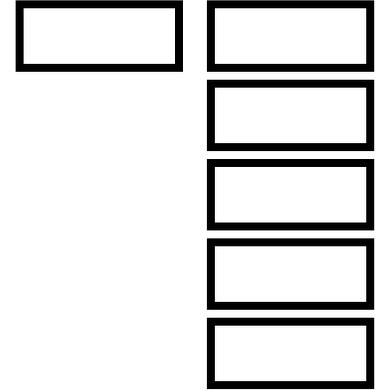
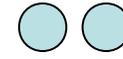
Chiedere al bambino il risultato della moltiplicazione.



**2x4**



**2x5**

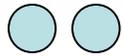


**2x6**

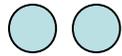
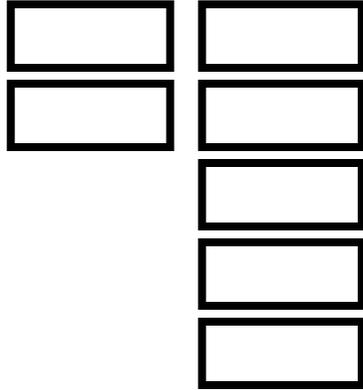


MOLTIPLICARE

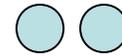
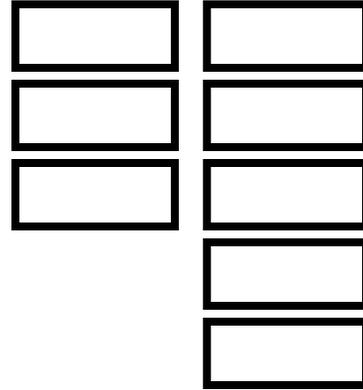
Chiedere al bambino il risultato della moltiplicazione.



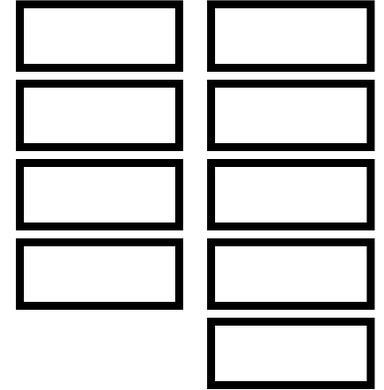
**2x7**



**2x8**

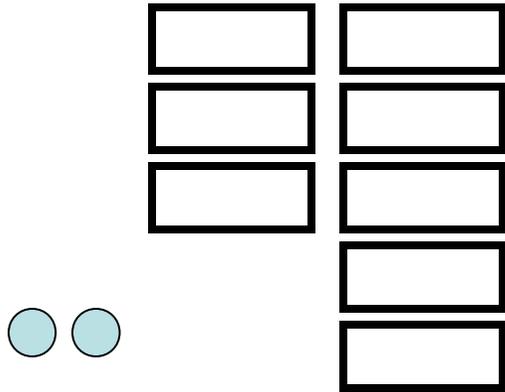


**2x9**

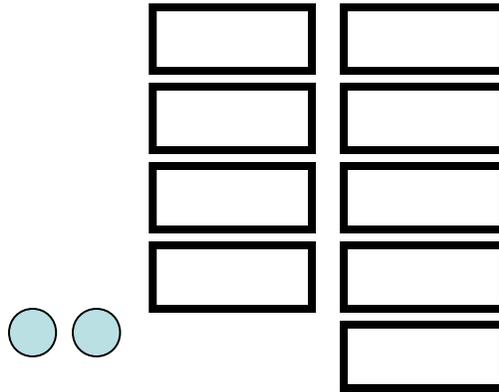


MOLTIPLICARE

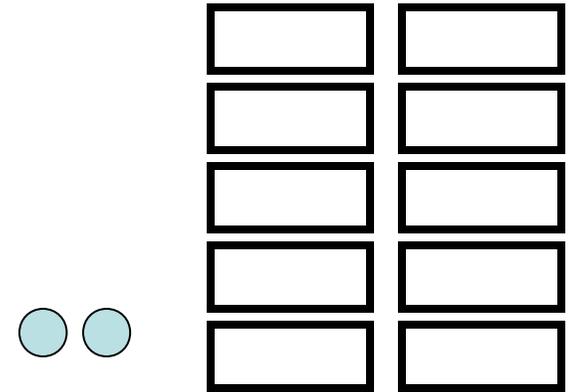
Chiedere al bambino il risultato della moltiplicazione.



$$2 \times 8$$



$$2 \times 9$$



$$2 \times 10$$

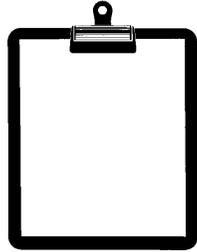


MOLTIPLICARE

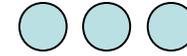
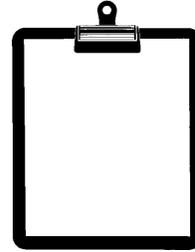
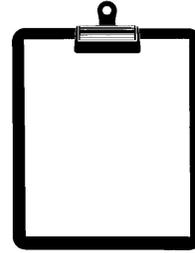
Chiedere al bambino il risultato della moltiplicazione.



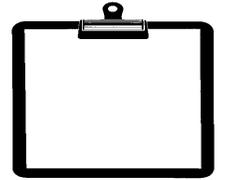
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$$3 \times 2$$



$$3 \times 3$$

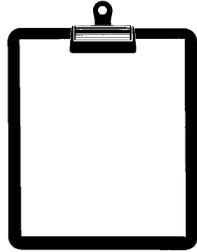


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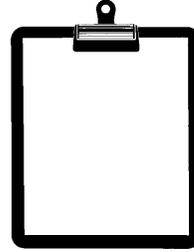
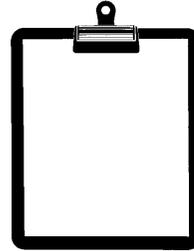
Chiedere al bambino il risultato della moltiplicazione.



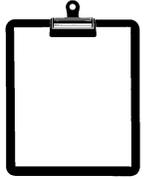
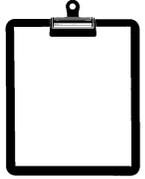
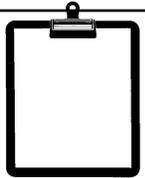
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$$3 \times 2$$



$$3 \times 3$$

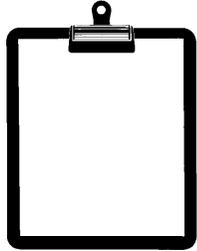
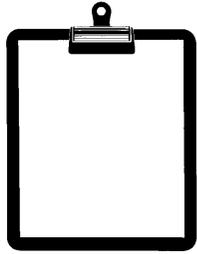


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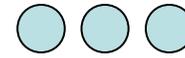
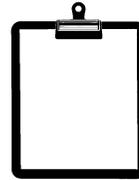
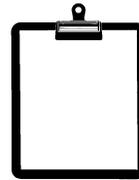
Chiedere al bambino il risultato della moltiplicazione.



$$3 \times 2$$



$$3 \times 3$$



$$3 \times 4$$



MOLTIPLICARE

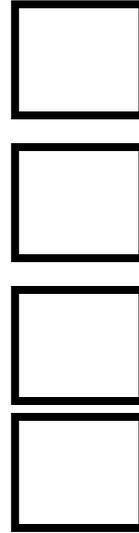
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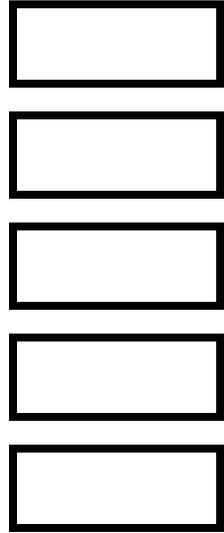
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$$3 \times 4$$



$$3 \times 5$$



MOLTIPLICARE

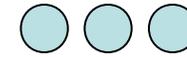
Chiedere al bambino il risultato della moltiplicazione.



**3x4**




**3x5**

**3x6**

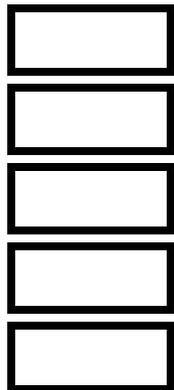



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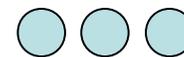
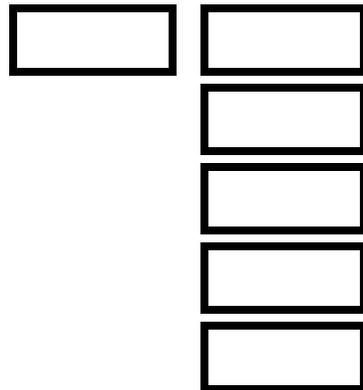
Chiedere al bambino il risultato della moltiplicazione.



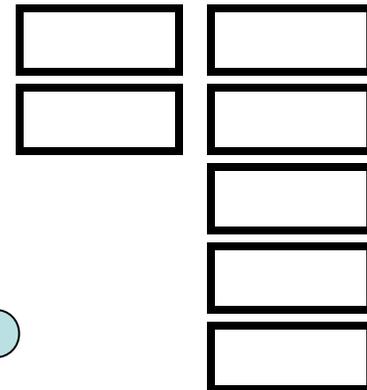
**3x5**



**3x6**



**3x7**



MOLTIPLICARE

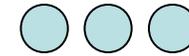
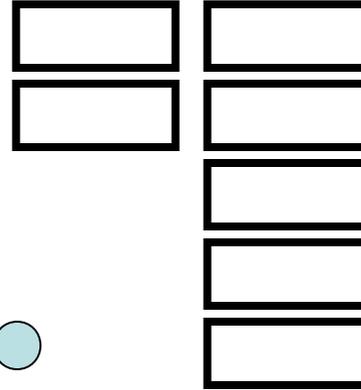
Chiedere al bambino il risultato della moltiplicazione.



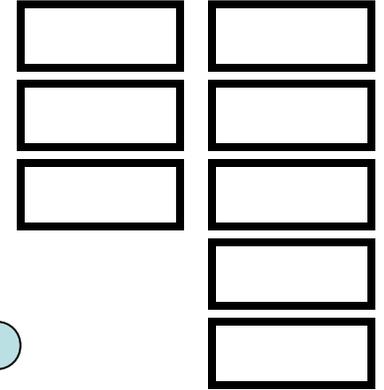
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**3x7**

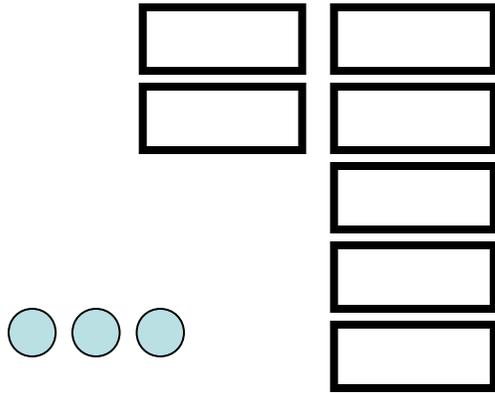


**3x8**

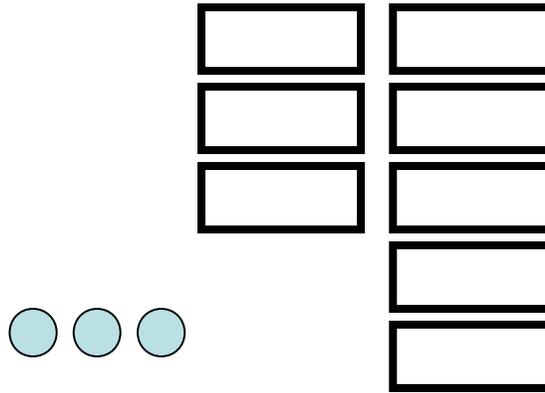


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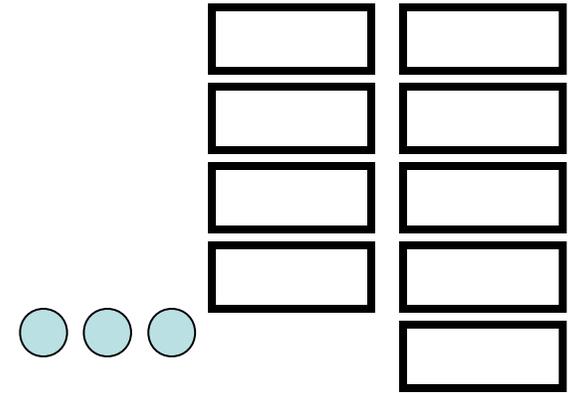
Chiedere al bambino il risultato della moltiplicazione.



$3 \times 7$



$3 \times 8$

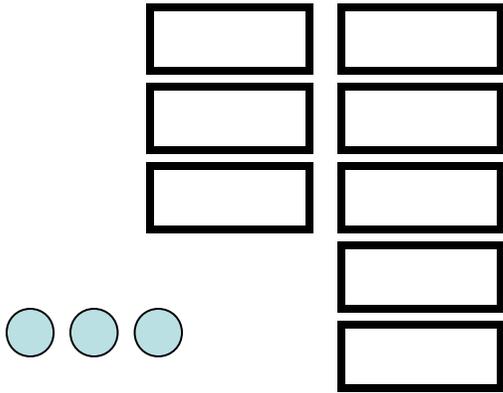


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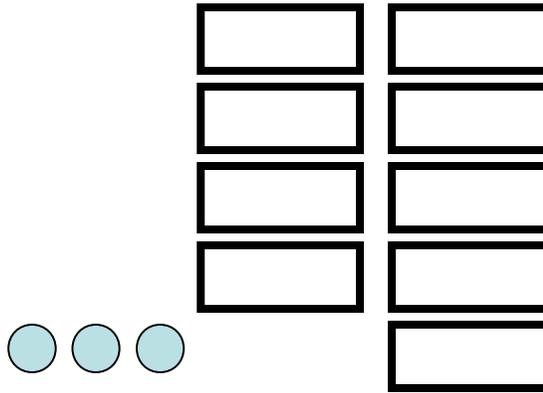


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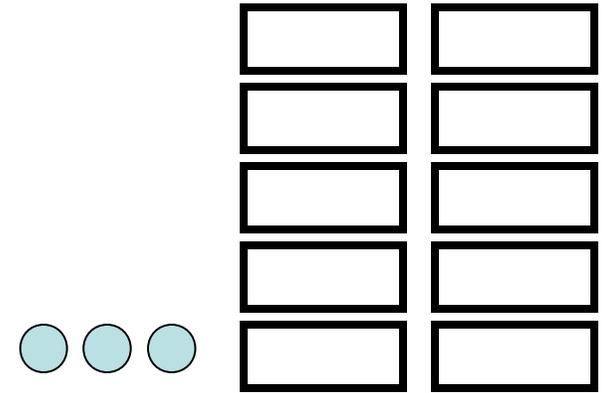
Chiedere al bambino il risultato della moltiplicazione.



$$3 \times 8$$



$$3 \times 9$$



$$3 \times 10$$

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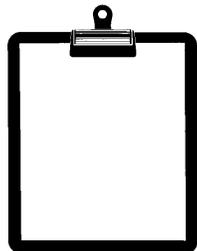
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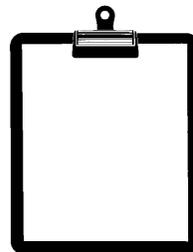
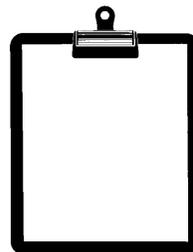
Chiedere al bambino il risultato della moltiplicazione.



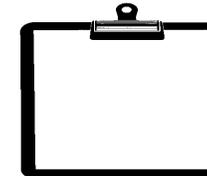
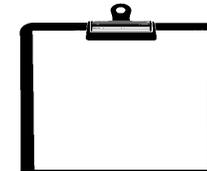
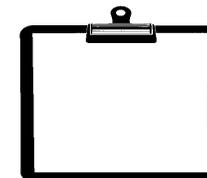
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MOLTIPLICARE

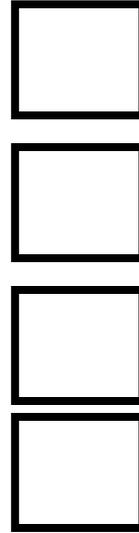
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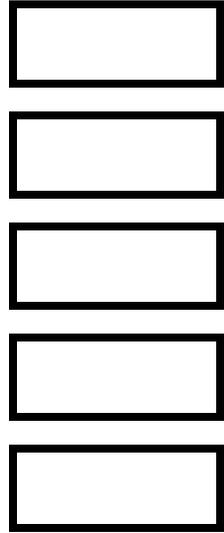
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$$3 \times 4$$



$$3 \times 5$$

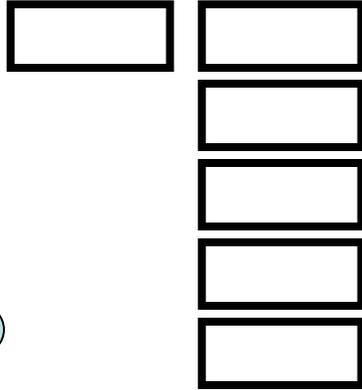


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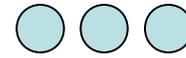
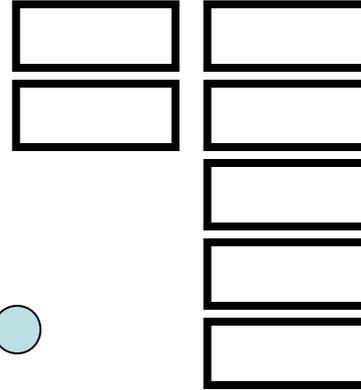
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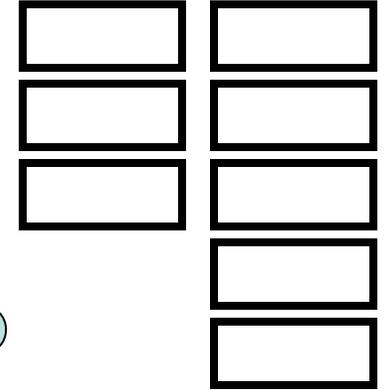
**3x6**



**3x7**

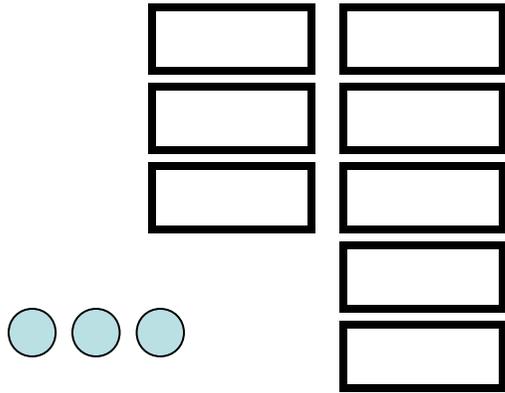


**3x8**

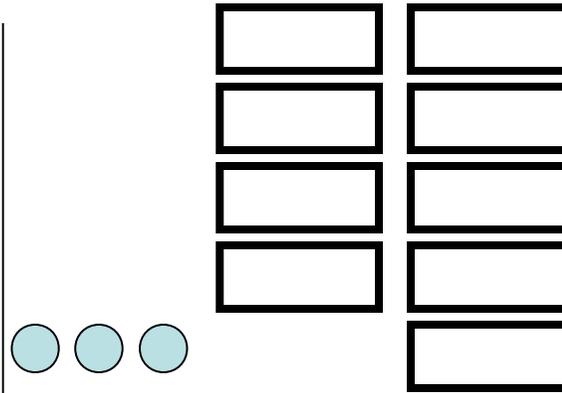


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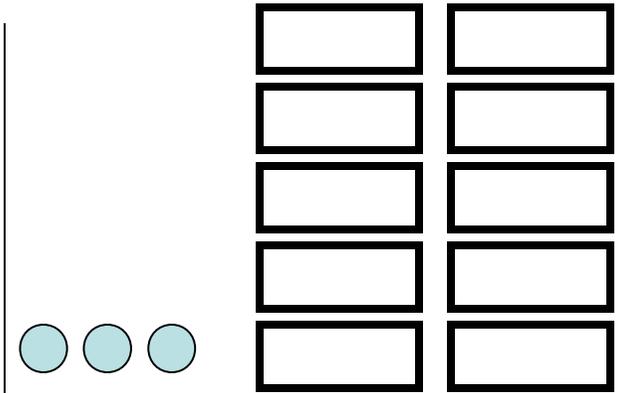
Chiedere al bambino il risultato della moltiplicazione.



$3 \times 8$



$3 \times 9$



$3 \times 10$

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MOLTIPLICARE

Chiedere al bambino il risultato della moltiplicazione.

# “ VOGLIA DI CRESCERE ”

*PROGRAMMA BASE PER LO SVILUPPO LOGICO E COGNITIVO*

*LINGUAGGIO: FRASI LUNGHE*

## LINGUAGGIO: FRASI LUNGHE

La stimolazione del linguaggio espressivo viene enormemente facilitata se il soggetto viene stimolato ad esprimersi attraverso una immagine da commentare.

In questo fascicolo sono presenti numerosi soggetti che compiono un'azione.

### UTILIZZAZIONE

Per procedere in maniera adeguata si faranno vedere le immagini una alla volta e si chiederà di commentarle riferendo sia il soggetto che l'azione che questi compie.

Per aiutare la costruzione di questa si potranno fare delle domande che siano inizialmente di tipo descrittivo; successivamente si aiuterà il bambino nella verbalizzazione dell'azione compiuta.

Ad esempio: “ **Cosa vedi**”? Si attende la risposta :“ **Una bambina**”.

E poi: “**Cosa fa questa bambina**” ? Si aspetta la risposta :“**Piange** “.

Adesso diciamo la frase per intero: “ **Cosa vedi in questa immagine**”?

Risposta: “ **Una bambina che piange**”.

La frase scritta serve all'educatore per verificare che il commento verbale del bambino sia completo. Non è necessario pertanto che egli dica la stessa frase ma soltanto che esprima un concetto della stessa complessità di quello scritto.

### ETÀ DI RIFERIMENTO

Questa schede vanno somministrate ai soggetti di età mentale o di sviluppo linguistico espressivo di almeno sette anni.



Stimolare il bambino ad una frase del tipo:  
**“Vedo una ragazza con la racchetta da tennis  
in mano”.**



Stimolare il bambino ad una frase del tipo:  
**“ Vedo una bambina che gioca con i piedi in una  
pozzanghera ”**

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo una bambina che salta lanciando coriandoli”.**



Stimolare il bambino ad una frase del tipo:  
**“ Vedo una ragazza che corre sui pattini a rotelle ”.**

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
“Vedo un bambino che dorme appoggiato su una scrivania”.



Stimolare il bambino ad una frase del tipo:  
“Vedo una bimba seduta per terra che legge una favola”.

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo una bimba con un cappello e un bastone, seduta su un sasso”.**



Stimolare il bambino ad una frase del tipo:  
**“Vedo un ragazzino che corre felice”.**

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo una ragazzina con una gonna corta che balla con le mani in alto”.**



Stimolare il bambino ad una frase del tipo:  
**“Vedo una bimba seduta per terra che lancia una pallina in aria”.**

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo una ragazza con il vestitino corto che parla con un ragazzo”.**



Stimolare il bambino ad una frase del tipo:  
**“ Vedo una bimba con la bocca aperta che strilla e piange”.**

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



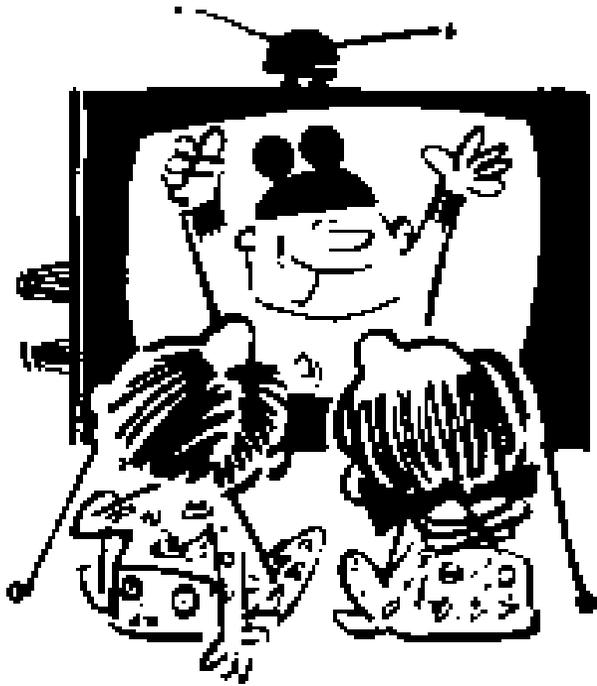
Stimolare il bambino ad una frase del tipo:  
**“Vedo un ragazzo con un berretto in testa  
seduto a tavola che mangia”.**



Stimolare il bambino ad una frase del tipo:  
**“Vedo un ragazzo con un berretto in testa seduto a tavola  
che mangia”.**

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



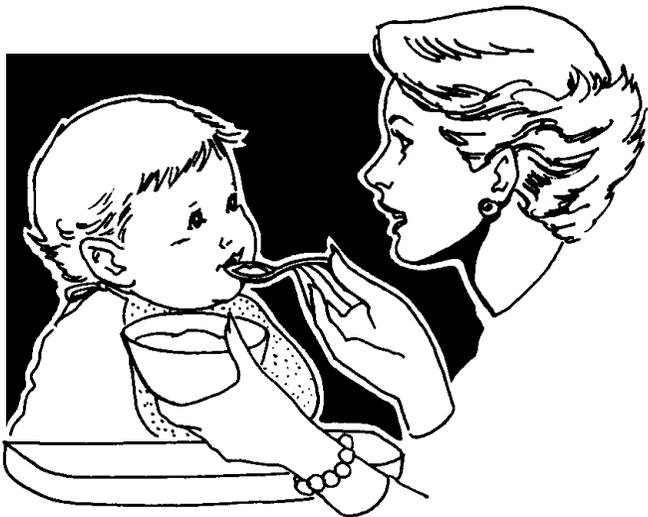
Stimolare il bambino ad una frase del tipo:  
“Vedo due bimbi seduti per terra che guardano la televisione”.



Stimolare il bambino ad una frase del tipo:  
“Vedo un bambino che gioca a calcio con il pallone”.

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
"Vedo una mamma che dà la pappa al suo bimbo".



Stimolare il bambino ad una frase del tipo:  
"Vedo una ragazza che suona il flauto leggendo lo spartito."

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
“Vedo un ragazzo che tiene in una mano una canna da pesca e un pesce”.



Stimolare il bambino ad una frase del tipo:  
“Vedo un ragazzo insieme ad una ragazza che leggono un libro”.

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
“Vedo una bimba che ha in mano un mazzo di fiori ed una bambolina”.



Stimolare il bambino ad una frase del tipo:  
“Vedo un soldato con una tuta mimetica, che tiene in mano il fucile”.

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo una donna con i capelli raccolti che odora un mazzolino di fiori”.**



Stimolare il bambino ad una frase del tipo:  
**“Vedo una bambina con due cagnolini neri e uno bianco”.**

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo un bambino che ha un berretto ed una sciarpa sciare sulla neve”.**



Stimolare il bambino ad una frase del tipo:  
**“Vedo una mamma ed un papà che fanno il bagnetto al loro bimbo”.**

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo dei bambini in una mensa che mangiano e bevono ”.**



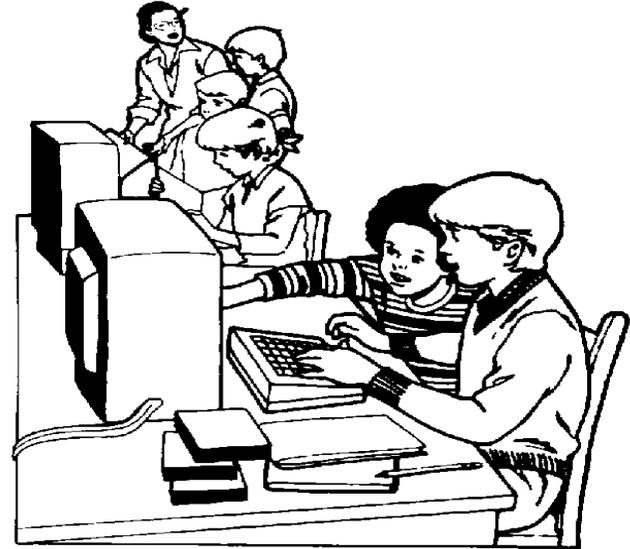
Stimolare il bambino ad una frase del tipo:  
**“ Vedo una bimba seduta ed una in piedi che tiene un palloncino ”.**

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo una mamma che stringe a se e coccola il suo bambino”.**



Stimolare il bambino ad una frase del tipo:  
**“Vedo dei bambini che studiano, seduti davanti al computer”.**

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo una bimba seduta su un passeggino che tiene le braccia aperte”.**



Stimolare il bambino ad una frase del tipo:  
**“Vedo una ragazzina che sta lanciando una palla di neve”.**

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
“Vedo un bimbo che festeggia, con la torta, il suo compleanno”.



Stimolare il bambino ad una frase del tipo:  
“Vedo una bimba, seduta per terra, che sta aprendo un regalo”.

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo un papà che tiene in braccio il suo bambino”.**



Stimolare il bambino ad una frase del tipo:  
**“ Vedo una bimba che gioca con le pentoline”.**

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo un bambino che salta per prendere la palla ”.**



Stimolare il bambino ad una frase del tipo:  
**“ Vedo un dottore con gli occhiali che visita un neonato ”.**

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
“Vedo una ragazzina con la gonna che va in  
biciuletta ”.



Stimolare il bambino ad una frase del tipo:  
“ Vedo dei bambini che leggono i libri seduti su delle  
sedie”.

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo un’infermiera che dà il latte con il biberon ad un neonato ”.**



Stimolare il bambino ad una frase del tipo:  
**“ Vedo un bimbo, con i capelli neri, che cammina con l’aiuto del girello ”.**

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



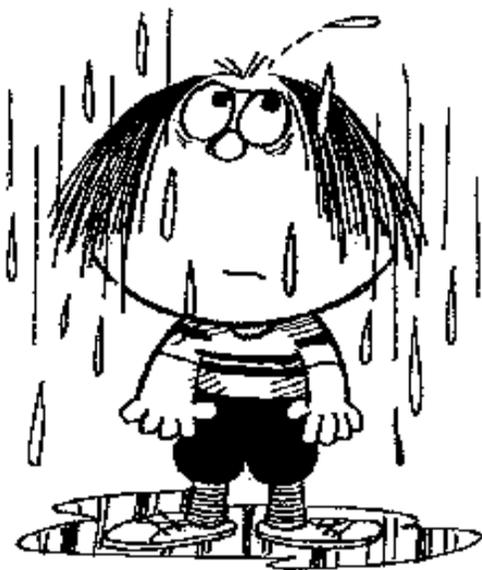
Stimolare il bambino ad una frase del tipo:  
“Vedo una bambina, con i fiocchi in testa, che tiene in  
mano un orsacchiotto”.



Stimolare il bambino ad una frase del tipo:  
“Vedo un ragazzo in acqua che sorride e saluta con la  
mano”.

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo un bimbo, tutto triste, che si bagna sotto la pioggia”.**



Stimolare il bambino ad una frase del tipo:  
**“Vedo un ragazzino che tiene in braccio un cagnolino bianco”.**

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



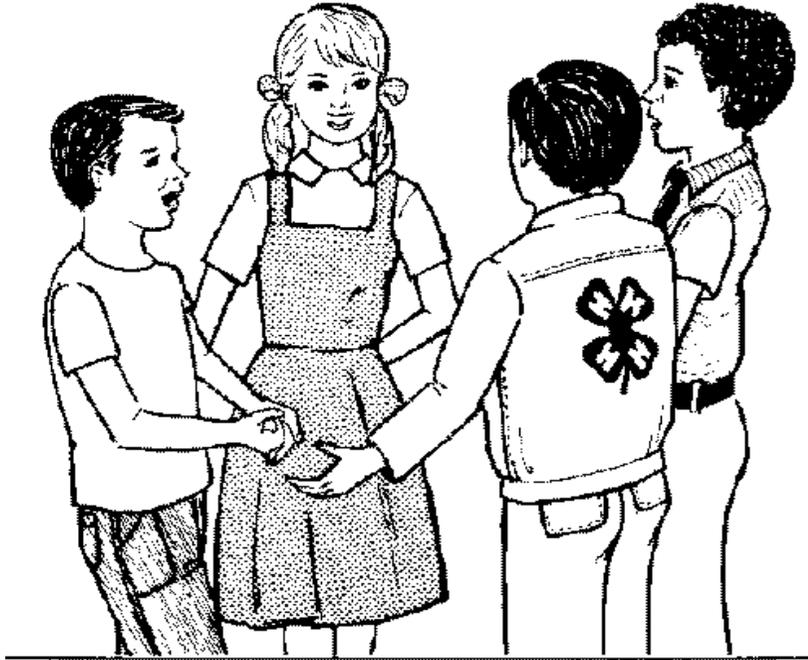
Stimolare il bambino ad una frase del tipo:  
“Vedo una ragazza seduta che sta guardando una lettera”.



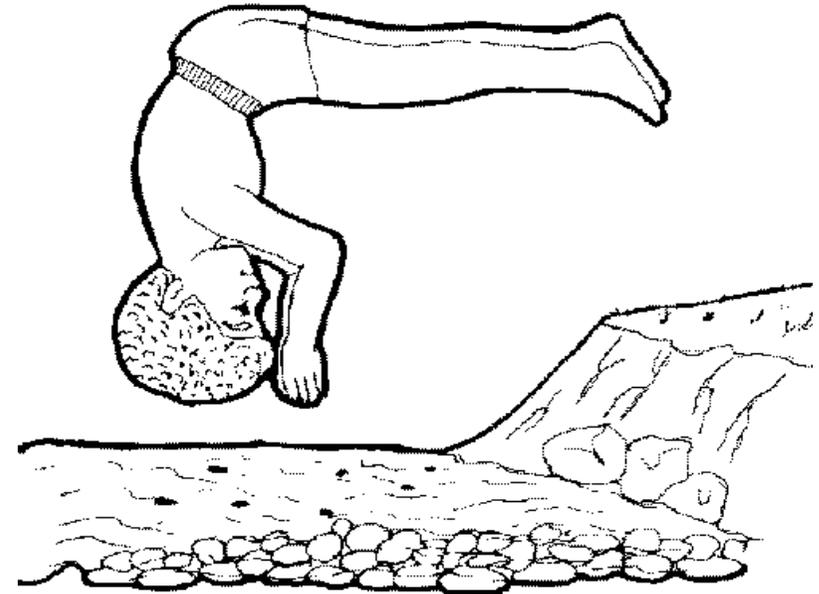
Stimolare il bambino ad una frase del tipo:  
“ Vedo un bimbo vestito da contadino con un rastrello in mano ”.

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



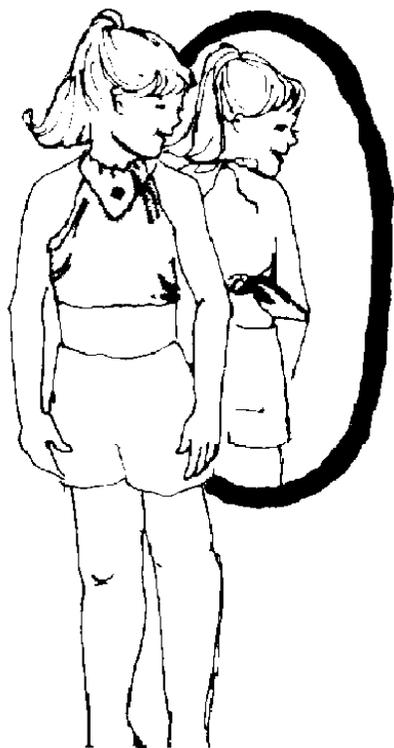
Stimolare il bambino ad una frase del tipo:  
**“Vedo tre ragazzi e una ragazza che stanno  
chiacchierando”.**



Stimolare il bambino ad una frase del tipo:  
**“ Vedo un bambino che si tuffa nel mare da una  
scogliera”.**

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



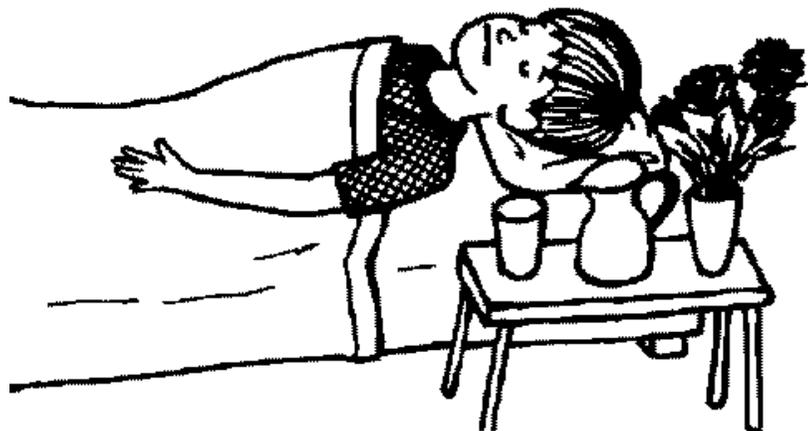
Stimolare il bambino ad una frase del tipo:  
**“Vedo una ragazzina, con la coda di cavallo, che si guarda allo specchio”.**



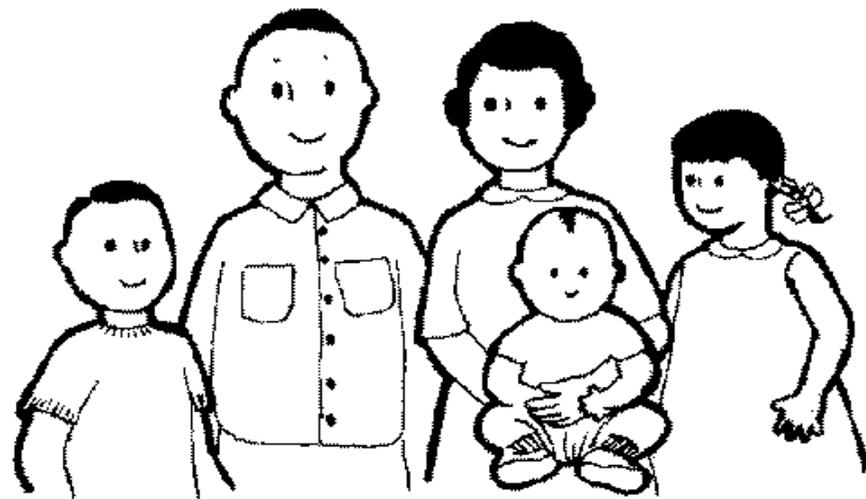
Stimolare il bambino ad una frase del tipo:  
**“Vedo un bambino con le braccia conserte in piedi nella sua cameretta”.**

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



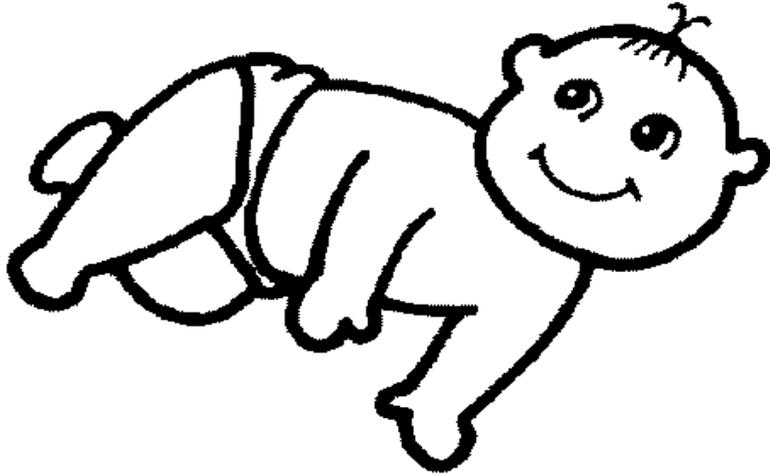
Stimolare il bambino ad una frase del tipo:  
**“Vedo un bambino a letto che dorme,  
con i fiori nel comodino”.**



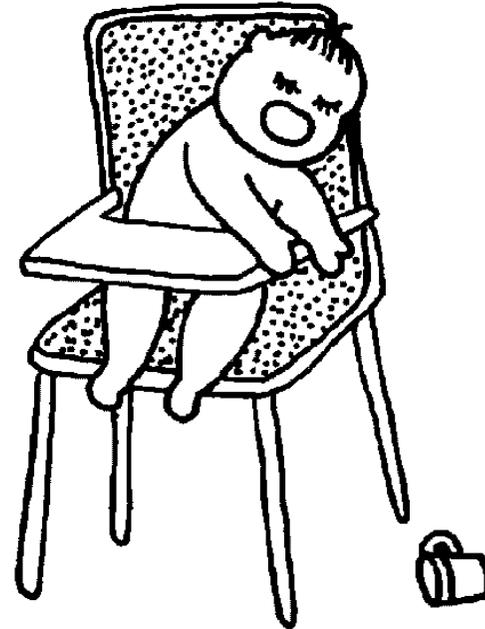
Stimolare il bambino ad una frase del tipo:  
**“Vedo una famiglia composta da mamma , papà e  
tre figli”.**

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
“Vedo un bimbo con il pannolino che corre felice per terra”.



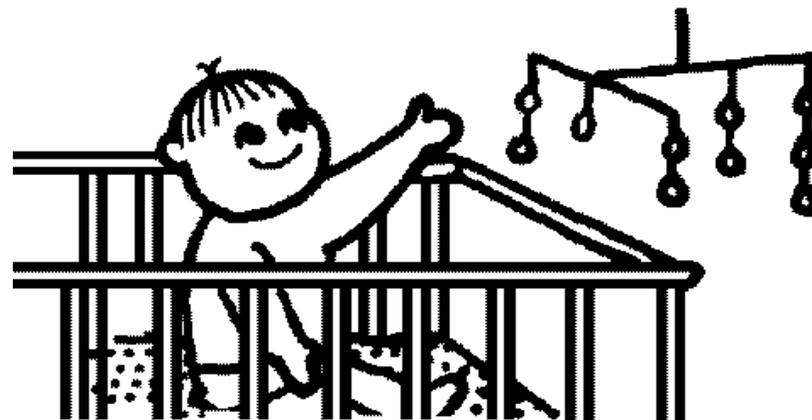
Stimolare il bambino ad una frase del tipo:  
“Vedo un bimbo su un seggiolone che lancia una tazzina a terra”.

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



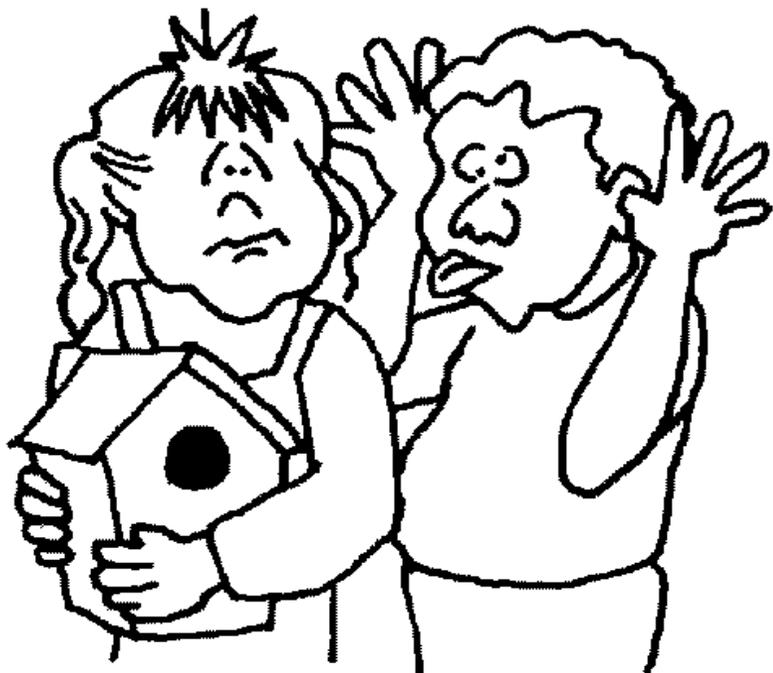
Stimolare il bambino ad una frase del tipo:  
**“Vedo un bimbo con il pannolino che piange e strilla con la bocca aperta”.**



Stimolare il bambino ad una frase del tipo:  
**“Vedo un neonato nella sua culla che cerca di prendere dei giocattolini”.**

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo un bambino maleducato che fa le smorfie ad una bambina ”.**



Stimolare il bambino ad una frase del tipo:  
**“ Vedo una mamma che cucina insieme al marito ed alla figlia ”.**

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo un pinguino con i guanti ed un cappello che scivola sulla neve”.**



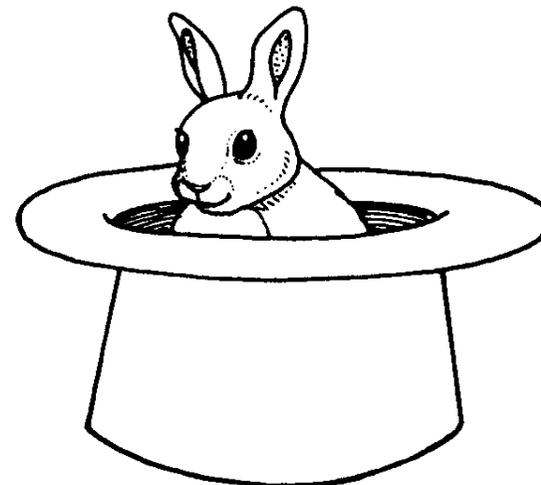
Stimolare il bambino ad una frase del tipo:  
**“Vedo un pinguino con sciarpa e cappello, che costruisce un pupazzo di neve”.**

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo un orsetto che guarda un fiore che  
tiene in una zampa ”.**



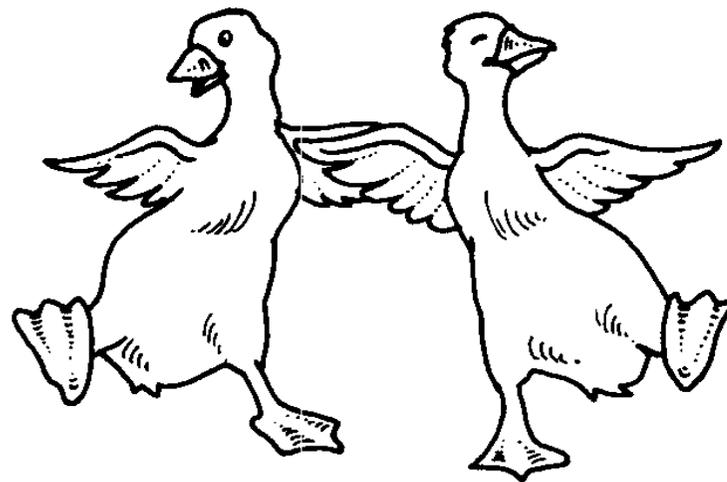
Stimolare il bambino ad una frase del tipo:  
**“ Vedo un coniglio con le orecchie a punta dentro un  
grande il cilindro ”.**

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



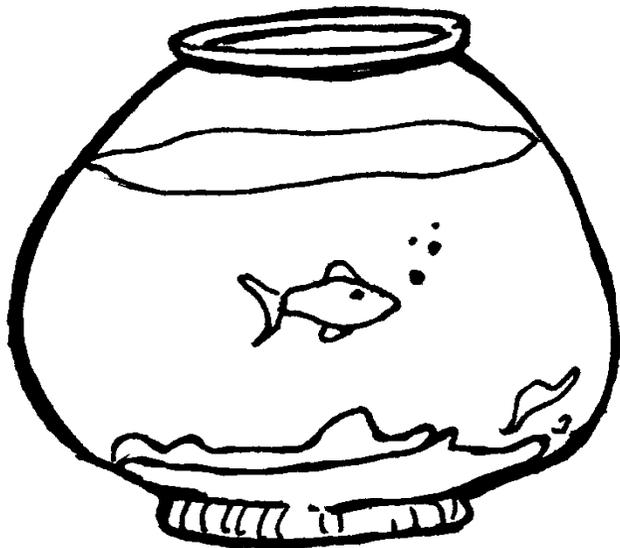
Stimolare il bambino ad una frase del tipo:  
“Vedo un orsetto con un fiocco che saluta con una zampa ”.



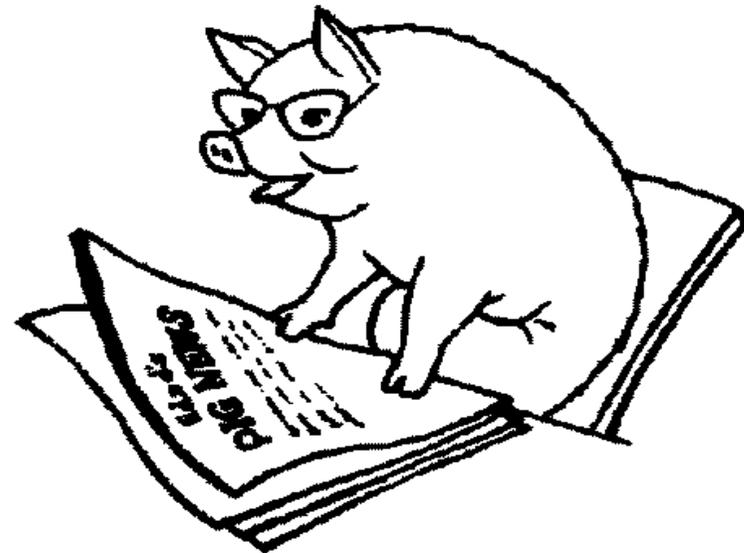
Stimolare il bambino ad una frase del tipo:  
“ Vedo due oche che ballano felici con le ali aperte ”.

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



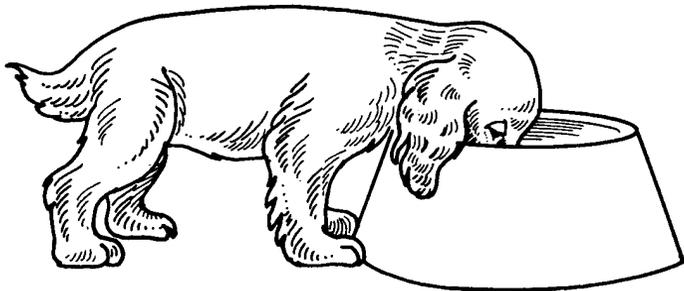
Stimolare il bambino ad una frase del tipo:  
“Vedo un pesce che nuota dentro la sua bocca”.



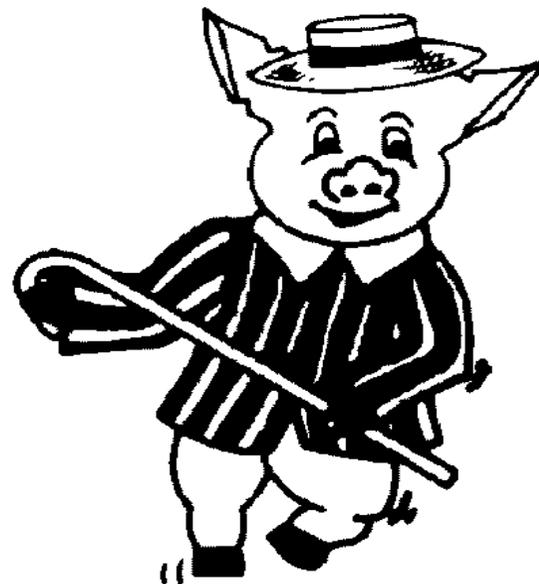
Stimolare il bambino ad una frase del tipo:  
“Vedo un maiale che legge il giornale”.

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



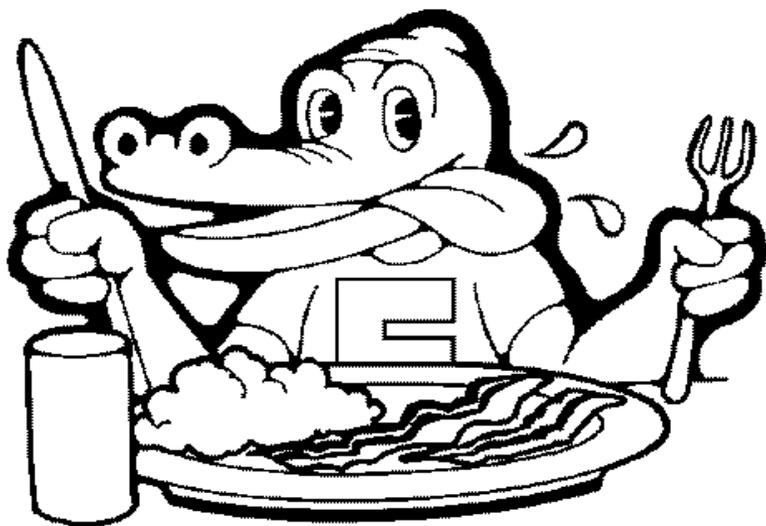
Stimolare il bambino ad una frase del tipo:  
**“Vedo un cane che mangia la sua pappa nella ciotola ”.**



Stimolare il bambino ad una frase del tipo:  
**“ Vedo un maialino con un cappello , una giacca a righe ed un bastone ”.**

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
“Vedo un cocodrillo che mangia con  
forchetta e coltello”.



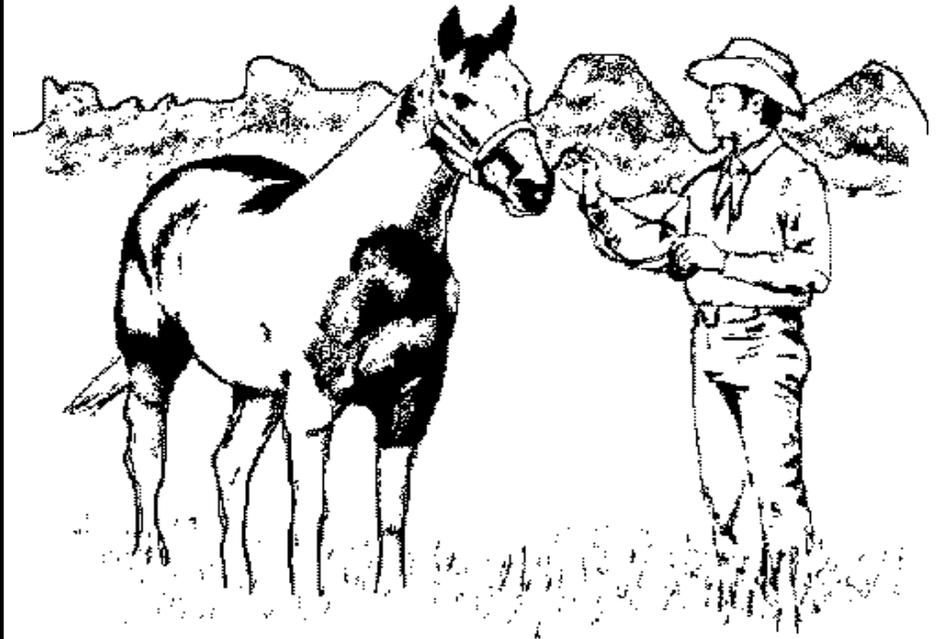
Stimolare il bambino ad una frase del tipo:  
“ Vedo un coniglio che salta con una carota in spalla ”.

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo un pesce che salta fuori dall’acqua ”.**



Stimolare il bambino ad una frase del tipo:  
**“ Vedo un cow boy che accarezza un cavallo ”.**

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
“Vedo degli sposi che tagliano la torta nuziale”.



Stimolare il bambino ad una frase del tipo:  
“Vedo una coppia di sposi che ballano guardandosi negli occhi”.

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo un ragazzo che bacia sulla guancia una ragazza ”.**



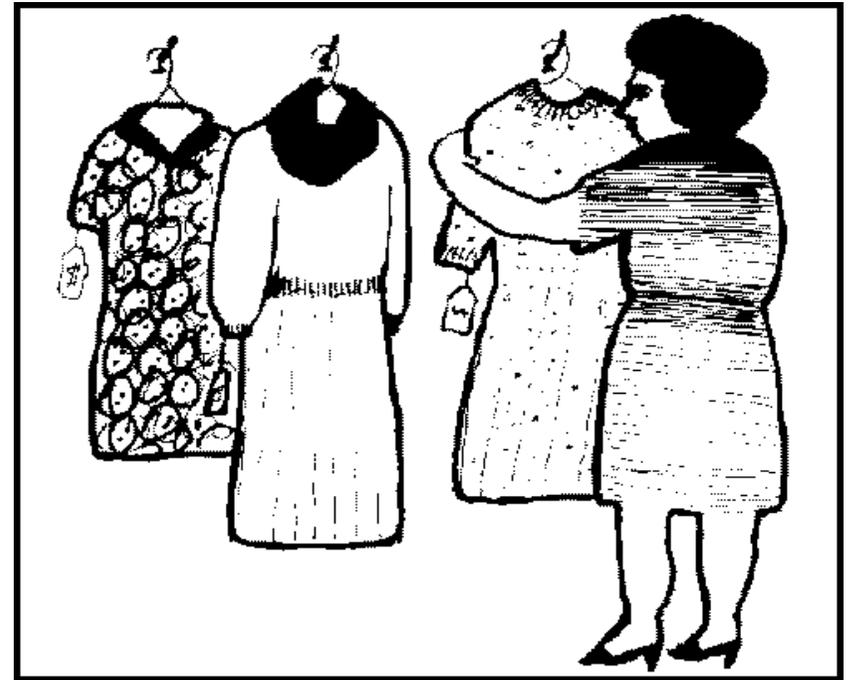
Stimolare il bambino ad una frase del tipo:  
**“ Vedo un uomo che mangia una mela che ha raccolto ”.**

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
“Vedo due anziani che portano dei regali in mano”.



Stimolare il bambino ad una frase del tipo:  
“Vedo una donna che sceglie un vestito da acquistare”.

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo un uomo che getta una lattina in un cestino ”.**



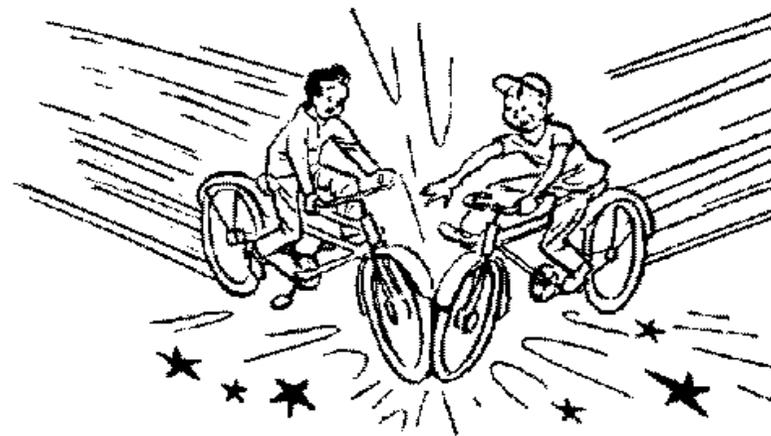
Stimolare il bambino ad una frase del tipo:  
**“ Vedo un uomo che sbadiglia con la mano davanti alla bocca ”.**

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



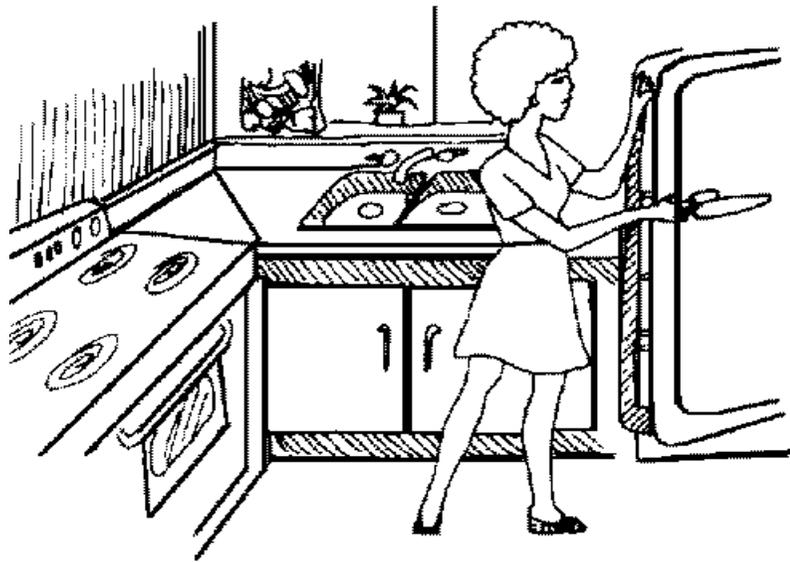
Stimolare il bambino ad una frase del tipo:  
**“Vedo una donna che fa la spesa al supermercato con il carrello ”.**



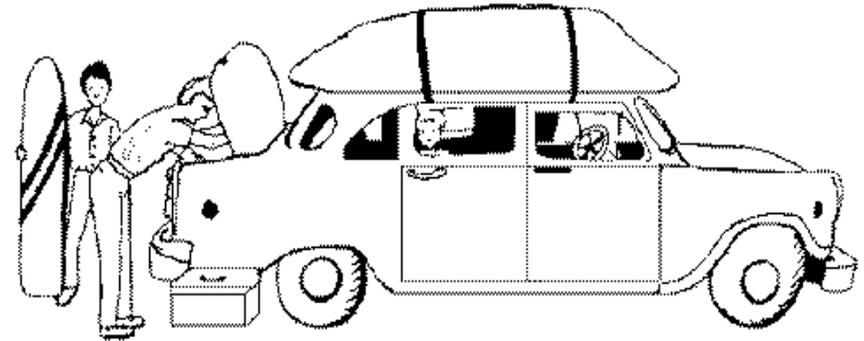
Stimolare il bambino ad una frase del tipo:  
**“ Vedo due ragazzi in bicicletta che si scontrano ”.**

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



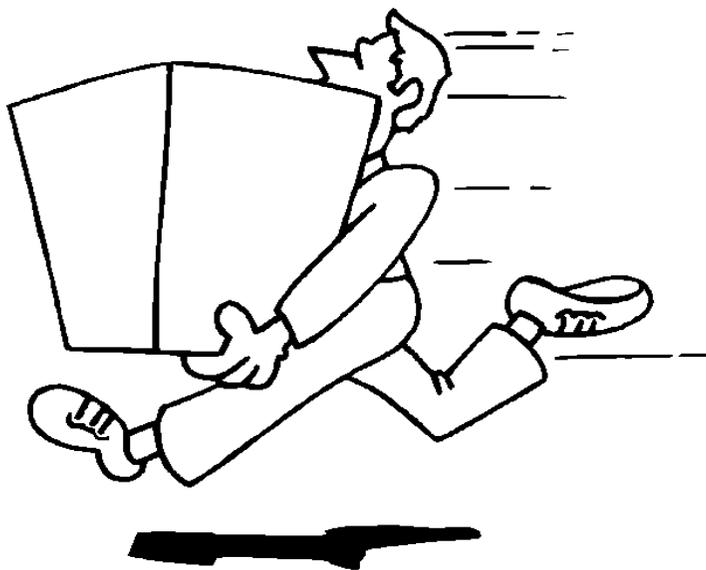
Stimolare il bambino ad una frase del tipo:  
**“Vedo una donna in cucina che sta aprendo il frigorifero ”.**



Stimolare il bambino ad una frase del tipo:  
**“ Vedo due uomini che sistemano le valigie nel bagagliaio dell’auto ”.**

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



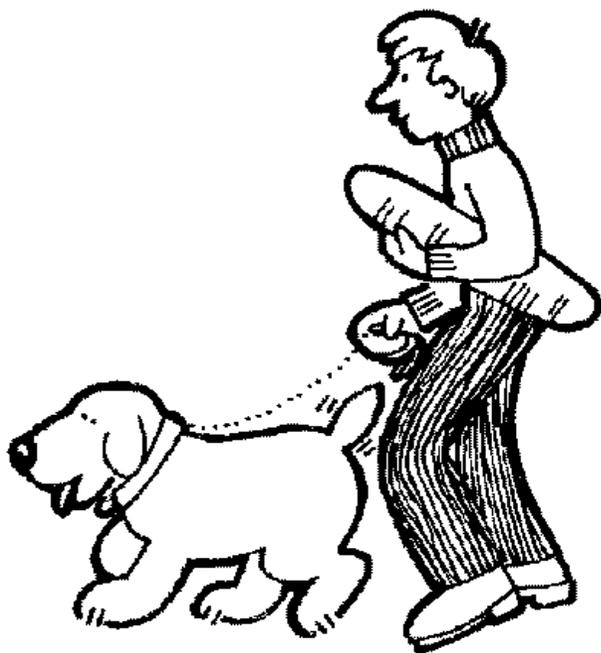
Stimolare il bambino ad una frase del tipo:  
**“Vedo un uomo che corre con un pacco grande in mano ”.**



Stimolare il bambino ad una frase del tipo:  
**“ Vedo un uomo e una donna che parlano seduti sulla seggiovia ”.**

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo un uomo che porta a spasso il cane tenendo il pane sotto braccio ”.**



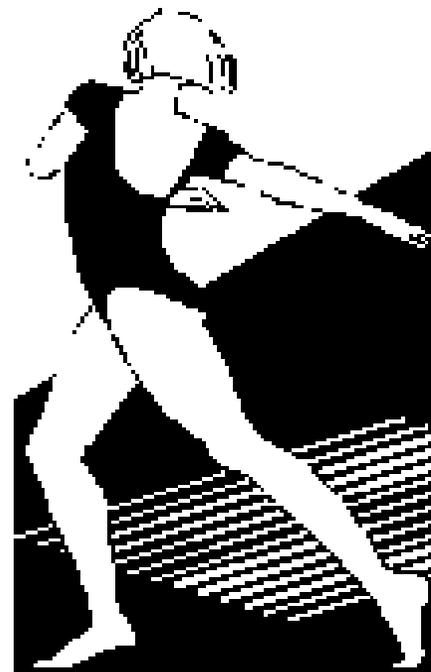
Stimolare il bambino ad una frase del tipo:  
**“ Vedo un ragazzo ed una ragazza che portano insieme un secchio ”.**

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo una ragazza che fa ginnastica sollevando una gamba ”.**



Stimolare il bambino ad una frase del tipo:  
**“ Vedo una ragazza che balla a piedi nudi ”.**

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



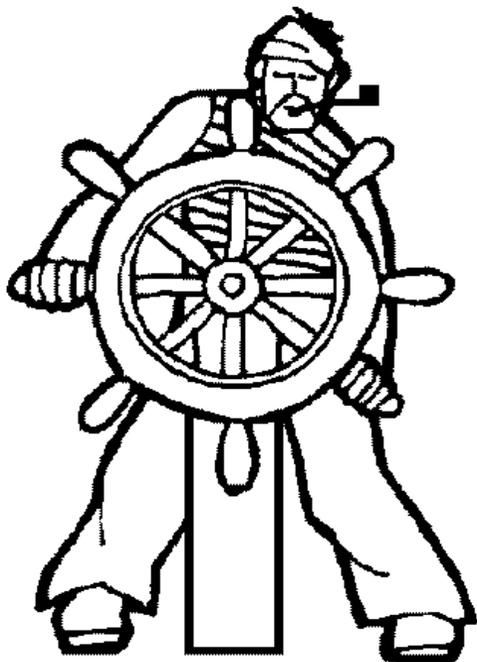
Stimolare il bambino ad una frase del tipo:  
**“Vedo una donna che prende appunti mentre parla al telefono”.**



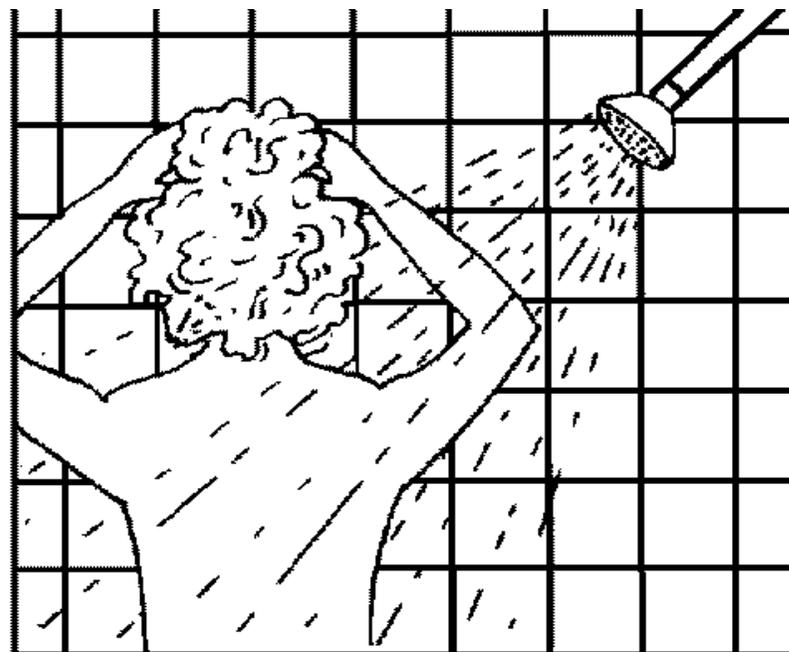
Stimolare il bambino ad una frase del tipo:  
**“Vedo una donna preoccupata con le mani sul viso”.**

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo un uomo con la pipa in bocca che governa con il timone la nave”.**



Stimolare il bambino ad una frase del tipo:  
**“Vedo una donna che si insapona i capelli mentre fa la doccia”.**

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo una ragazza che fa delle riprese con la telecamera”.**



Stimolare il bambino ad una frase del tipo:  
**“Vedo una donna che mette i panni sporchi in lavatrice”.**

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



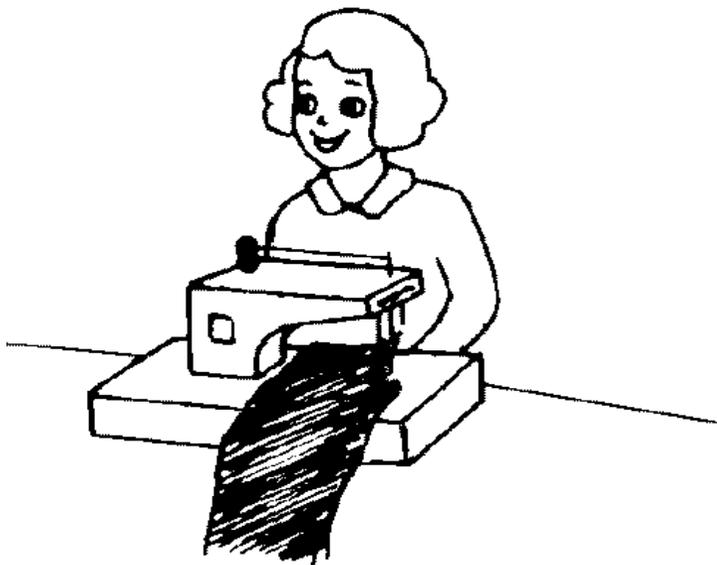
Stimolare il bambino ad una frase del tipo:  
**“Vedo un uomo che taglia l’erba nel giardino”.**



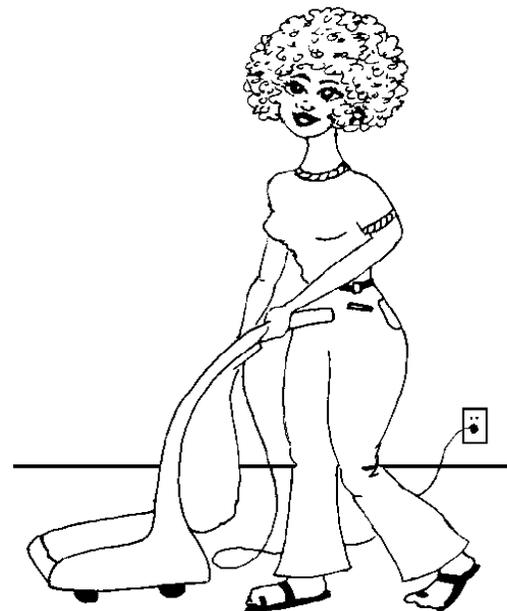
Stimolare il bambino ad una frase del tipo:  
**“Vedo un uomo che dirige l’orchestra con la bacchetta in mano”.**

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo una donna che lavora con la macchina da cucire”.**



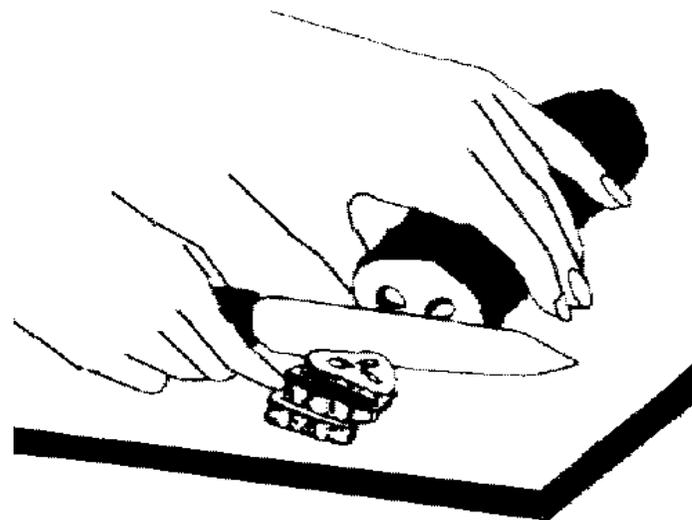
Stimolare il bambino ad una frase del tipo:  
**“Vedo una ragazza che pulisce il pavimento con la lucidatrice”.**

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



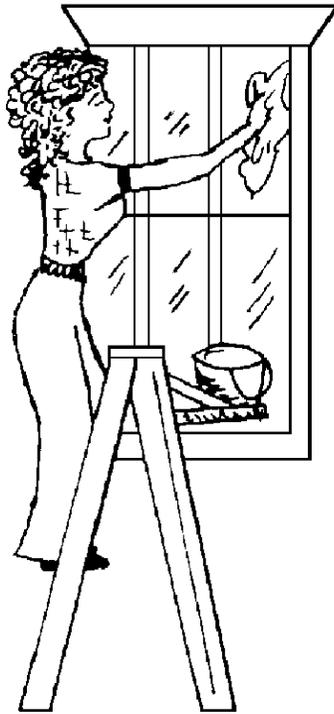
Stimolare il bambino ad una frase del tipo:  
**“Vedo un uomo sistemare delle piante in dei vasi”.**



Stimolare il bambino ad una frase del tipo:  
**“Vedo delle mani di donna che tagliano un cetriolo sul tagliere”.**

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



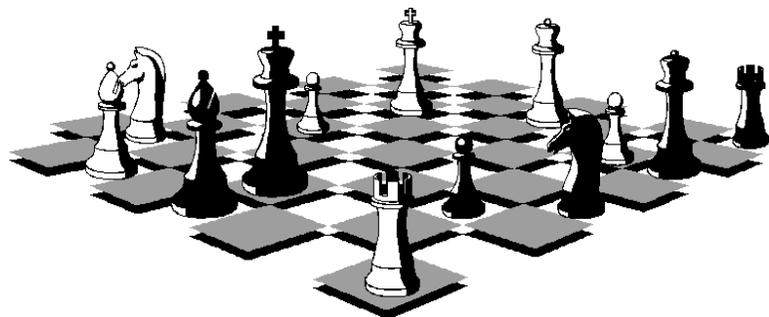
Stimolare il bambino ad una frase del tipo:  
“Vedo una donna su una scale che pulisce i vetri”.



Stimolare il bambino ad una frase del tipo:  
“Vedo un pompiere che spegne il fuoco con l’acqua”.

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
“Vedo una scacchiera con delle pedine bianche e nere”.



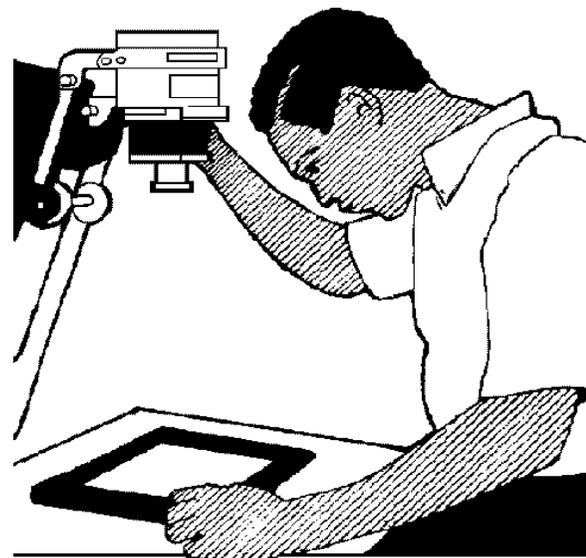
Stimolare il bambino ad una frase del tipo:  
“Vedo una giostra con degli aeroplani che girano”.

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo un orsacchiotto di peluche con un fiocco al collo ”.**



Stimolare il bambino ad una frase del tipo:  
**“ Vedo un fotografo che ingrandisce una foto ”.**

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo una canottiera a righe orizzontali ”.**



Stimolare il bambino ad una frase del tipo:  
**“ Vedo una donna che dà un pallone a tre bambini”.**

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



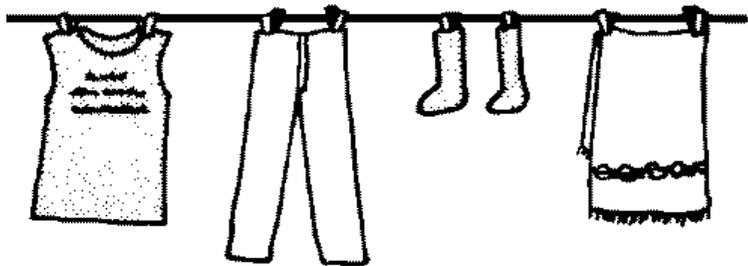
Stimolare il bambino ad una frase del tipo:  
**“Vedo un maglioncino appeso ad una gruccia ”.**



Stimolare il bambino ad una frase del tipo:  
**“ Vedo un paio di pantaloni lunghi con una tasca”.**

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo della biancheria appesa ad un filo con delle mollette”.**



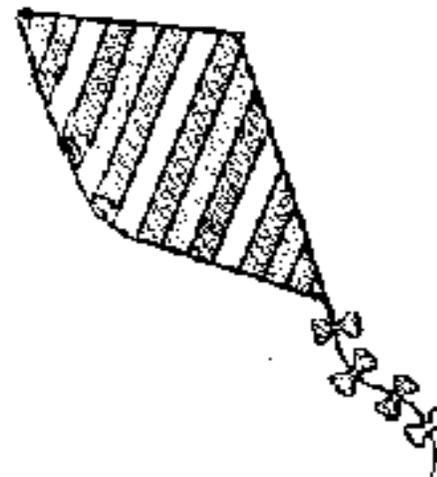
Stimolare il bambino ad una frase del tipo:  
**“ Vedo un elmetto con sopra delle lunghe piume ”.**

## LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.



Stimolare il bambino ad una frase del tipo:  
**“Vedo un aereo volare nel cielo in mezzo ad una nuvola ”.**



Stimolare il bambino ad una frase del tipo:  
**“ Vedo un aquilone a strisce volare nell’aria ”.**

### LINGUAGGIO: FRASI LUNGHE

Far commentare ogni immagine con una frase simile a quella indicata.