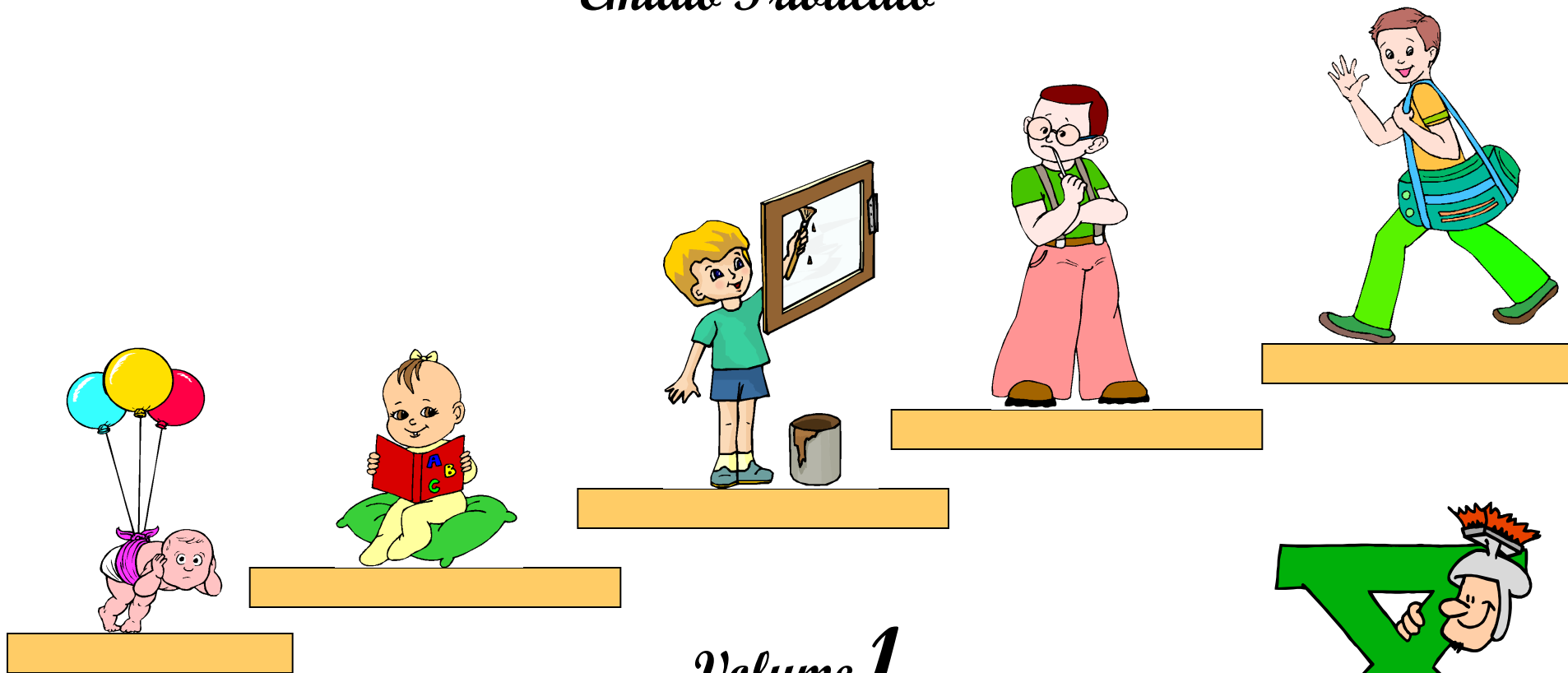


VOGLIA DI CRESCERE

PROGRAMMA BASE PER LO SVILUPPO LOGICO E COGNITIVO

Emidio Tribulato



Volume 1

Livello

Centro studi *LOGOS* - *ONLUS* - Messina



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“ VOGLIA DI CRESCERE ”

PROGRAMMA BASE PER LO SVILUPPO LOGICO E COGNITIVO

Emidio Tribulato

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INTRUSO*

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RIPRODURRE



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Vol. I


Livello 10


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

SCHEDA CULTURALI

INTRUSO

RIPRODURRE

“ VOGLIA DI CRESCERE ”

PROGRAMMA BASE PER LO SVILUPPO LOGICO E COGNITIVO

SCHEDE CULTURALI

SCHEDE CULTURALI

Queste schede hanno lo scopo di fornire al ragazzo delle informazioni culturali di base, riguardanti gli oggetti, le parti del corpo, l'alimentazione, i mestieri ed i servizi principali: la posta, la banca, la stampa, la polizia, ecc.. Ciò mediante un sistema a scelta multipla incrociata, senza l'ausilio d'immagini, in modo tale che il ragazzo utilizzi soprattutto gli elementi linguistici presenti nella frase e nelle risposte.

UTILIZZAZIONE

SCHEDE A SCELTA MULTIPLA INCROCIATA

L'utilizzazione di queste schede è molto semplice. Il ragazzo, dopo aver letto il contenuto della frase presente nella parte sinistra della scheda, dovrà associarla ad una delle risposte presenti nella parte destra. In tal modo, mediante un sistema a scelta multipla incrociata potrà più facilmente trovare la risposta esatta ed effettuare l'autocorrezione.

SCHEDE A SCELTA APERTA

In un secondo momento, per completare l'apprendimento le stesse schede sono presentate a scelta aperta o libera. In queste il ragazzo dovrà dare la risposta esatta senza l'aiuto delle risposte prefissate.

ETA' DI RIFERIMENTO

Dieci anni di età cronologica o mentale.

Se il sole è alto nel cielo, capisco che è...

Il tramonto.

Se il sole è ad oriente, capisco che è...

Mezzogiorno

Se il sole è ad occidente, capisco che è..

L'alba

SCHEDE CULTURALI

Far trovare nella parte destra della scheda la risposta più idonea.

Se voglio rimanere snello e forte...

Devo alimentarmi con molta frutta e cibi non grassi.

Se sono troppo magro e voglio ingrassare un po'...

Devo mangiare cibi nutrienti e ricchi di calorie.

Se voglio rimanere sano...

Faccio molta ginnastica

SCHEDE CULTURALI

Far trovare nella parte destra della scheda la risposta più idonea.

Lo scienziato che studia le stelle e i corpi celesti con potenti telescopi è...

Geologo

Studia le rocce e la storia fisica del nostro pianeta...

Astronomo

Studia il clima e la meteorologia della terra

Meteorologo

SCHEDE CULTURALI

Far trovare nella parte destra della scheda la risposta più idonea.

Nella ferrovia, per far viaggiare tanti treni sugli stessi binari, evitando che si scontrino e facendo in modo che siano in perfetto orario vi sono...

I capo stazione

Servono a far partire i treni e badano che gli orari siano rispettati...

Gli ingegneri del traffico

Guida il treno mediante un ampio pannello di comando...

Il macchinista

SCHEDE CULTURALI

Far trovare nella parte destra della scheda la risposta più idonea.

Nella biblioteca, è molto importante prendere nota di ogni libro che entra o esce e sistemarlo nel giusto ordine.
Per questo c'è...

Il rilegatore

Chi sceglie quali libri far entrare nella biblioteca è...

L'impiegato archivista

Chi rilega i libri, per evitare che si sciupino, è...

Il bibliotecario

SCHEDE CULTURALI

Far trovare nella parte destra della scheda la risposta più idonea.

Ogni giornale, ha un capo che stabilisce con i suoi collaboratori quali notizie mettere in rilievo e come commentarle nel modo più opportuno...

Giornalista

Raccoglie e scrive sui fatti che accadono nel mondo...

Compositore

Scrive i testi e i titoli con l'indicazione dei caratteri da usare...

Direttore

SCHEDE CULTURALI

Far trovare nella parte destra della scheda la risposta più idonea.

Per chiedere un prestito in banca
mi rivolgo...

Allo sportello cambiali

Per depositare in banca oggetti o documenti
di valore vado...

All'ufficio fidi

Per pagare delle cambiali vado...

Nelle cassette di
sicurezza

SCHEDE CULTURALI

Far trovare nella parte destra della scheda la risposta più idonea.

Per trovare i giacimenti di petrolio nel sottosuolo servono...

Chimici

Per far funzionare la raffineria servono...

Ingegneri

Per trasformare il petrolio in colori, concimi, materie plastiche e detersivi, servono...

Geologi

SCHEDE CULTURALI

Far trovare nella parte destra della scheda la risposta più idonea.

Il progetto di una casa, preparato dagli architetti e dagli ingegneri viene sviluppato...

Funzionari e tecnici del comune

L'impianto elettrico di una casa viene preparato...

Ufficio tecnico

Il controllo sulle norme igieniche è tecnico viene effettuato...

Elettricisti

SCHEDE CULTURALI

Far trovare nella parte destra della scheda la risposta più idonea.

Prepara gli oroscopi secondo la data di nascita...

Astronomo

Studia il movimento delle stelle e degli astri...

Astrologo

Il proprietario o l'amministratore di una banca...

Banchiere

SCHEDE CULTURALI

Far trovare nella parte destra della scheda la risposta più idonea.

Chi stampa un libro è...

Il tipografo

Chi disegna un libro è...

L'illustratore

Chi mette insieme pellicole e testi composti
e corretti è...

L'impaginatore

SCHEDE CULTURALI

Far trovare nella parte destra della scheda la risposta più idonea.

Per curare una piccola escoriazione...

Vado in ospedale.

Per curare una piccola ferita...

Vado da un medico

Per curare una frattura o una profonda
ferita...

Vado dalla mamma

SCHEDE CULTURALI

Far trovare nella parte destra della scheda la risposta più idonea.

Nei cantieri navali, vi è un ufficio dove vengono studiate le forme delle nuove navi e tutti i particolari delle macchine e dell'arredamento, è l'ufficio...

Ufficio progetti

In un vasto capannone si disegnano tutti i pezzi in grandezza naturale. I modelli così costruiti, vengono passati all'officina meccanica. Questo reparto si chiama...

Officina

I modelli, consegnati dalla sala a tracciare vengono fatti in ferro e acciaio in ...

Sala a tracciare

SCHEDE CULTURALI

Far trovare nella parte destra della scheda la risposta più idonea.

Con un chilometro misuro la strada.
Con un millimetro misuro ...

Un quaderno

Con un metro misuro la casa.
Con un centimetro misuro...

La punta di una matita

Con un millimetro misuro uno spillo.
Con un metro misuro...

Una parete

SCHEDE CULTURALI

Far trovare nella parte destra della scheda la risposta più idonea.

La posta viaggia mediante...

Con aerei, treni, navi

La posta leggera: lettere, cartoline e giornali
viene recapitata...

Camion postali

I pacchi e gli altri oggetti pesanti vengono
recapitati...

Dal portalettere

SCHEDE CULTURALI

Far trovare nella parte destra della scheda la risposta più idonea.

La casa deve poggiare su solide...

Fondamenta

Il cemento armato viene utilizzato soprattutto
per...

Le pareti

Mattoni calce e cemento servono soprattutto
per...

Struttura portante o
scheletro della casa

SCHEDE CULTURALI

Far trovare nella parte destra della scheda la risposta più idonea.

Per cercare il petrolio sottoterra usiamo...

La trivella

Per raffinarlo e trasformarlo in tanti prodotti
utili come benzina e nafta, usiamo...

L'oleodotto

Per trasferire il petrolio dai pozzi alle
raffinerie usiamo...

La raffineria

SCHEDE CULTURALI

Far trovare nella parte destra della scheda la risposta più idonea.

Tagliando i tronchi si ottengono...

La carta, il cellophane e
le fibre tessili

Utilizzando i rami e i ritagli, macinandoli e
impastandoli con colle e prodotti chimici,
si fabbricano...

Il legno truciolato

Con la farina del legno, si ottiene la cellulosa
e dalla cellulosa...

Le tavole

SCHEDE CULTURALI

Far trovare nella parte destra della scheda la risposta più idonea.

In albergo accorre alle chiamate degli ospiti...

Il barman

Prepara i pasti...

Il cameriere

Prepara per i clienti aperitivi e cocktail...

Il cuoco

SCHEDE CULTURALI

Far trovare nella parte destra della scheda la risposta più idonea.

L'ufficio dove si chiedono spiegazioni è...

L'ufficio postale

L'ufficio dove si va a fare il certificato di residenza è...

L'ufficio informazioni

L'ufficio dove ci si reca per spedire un vaglia o un telegramma e...

L'ufficio anagrafe del comune.

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Far esprimere verbalmente la risposta più idonea.

Se voglio rimanere snello e forte...



Se sono troppo magro e voglio ingrassare un po'...



Se voglio rimanere sano...



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Lo scienziato che studia le stelle e i corpi celesti con potenti telescopi è...



Studia le rocce e la storia fisica del nostro pianeta...



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Scrive i testi e i titoli con l'indicazione dei caratteri da usare...



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Far esprimere verbalmente la risposta più idonea.

Per chiedere un prestito in banca
mi rivolgo...



Per depositare in banca oggetti o documenti
di valore vado...



Per pagare delle cambiali vado...



SCHEDE CULTURALI

Far esprimere verbalmente la risposta più idonea.

Per trovare i giacimenti di petrolio nel
sottosuolo servono...



Per far funzionare la raffineria servono...



Per trasformare il petrolio in colori, concimi,
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Prepara gli oroscopi secondo la data di nascita...



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Il proprietario o l'amministratore di una banca...



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Con un millimetro misuro ...



Con un metro misuro la casa.
Con un centimetro misuro...



Con un millimetro misuro uno spillo.
Con un metro misuro...



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Far esprimere verbalmente la risposta più idonea.

La posta viaggia mediante...



La posta leggera: lettere, cartoline e giornali viene recapitata...



I pacchi e gli altri oggetti pesanti vengono recapitati...



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Far esprimere verbalmente la risposta più idonea.

La casa deve poggiare su solide...



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Per cercare il petrolio sottoterra usiamo...



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Per trasferire il petrolio dai pozzi alle raffinerie usiamo...



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Far esprimere verbalmente la risposta più idonea.

Tagliando i tronchi si ottengono...



Utilizzando i rami e i ritagli, macinandoli e impastandoli con colle e prodotti chimici, si fabbricano...



Con la farina del legno, si ottiene la cellulosa e dalla cellulosa...



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In albergo accorre alle chiamate degli ospiti...



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“ VOGLIA DI CRESCERE ”

PROGRAMMA BASE PER LO SVILUPPO LOGICO E COGNITIVO

INTRUSO

INTRUSO

I legami logici con cui possiamo collegare gli oggetti, le forme geometriche e gli esseri viventi, sono numerosissimi.

Sono legami di uso, forma, specie, caratteristiche, funzione ecc.

Le categorie logiche che così formiamo servono notevolmente alla crescita intellettuale, culturale e sociale.

Far scoprire ai ragazzi questa possibilità, significa non solo stimolarli alla scoperta delle funzioni più specifiche del pensiero umano, ma anche abituarli a guardare con occhi più attenti e critici la realtà che li circonda.

In questo decimo livello, accanto a schede in cui bisogna mettere insieme figure che hanno caratteristiche simili escludendo l'elemento diverso, ve ne sono altre in cui sono presenti degli elementi chiamati *indicatori*. Questi, come dice la stessa parola, indicano le modalità (colore, forma, grandezza, direzione, ecc.) della figura a cui si accompagnano. In questo caso l'intruso è dato dalla figura che non segue le caratteristiche date dall'*indicatore*.

UTILIZZAZIONE

Prima fase.

L'educatore chiederà qual è l'elemento estraneo o che non segue le direttive fornite dall'indicatore e spiegherà il motivo che ha spinto il ragazzo ad escludere quell'elemento.

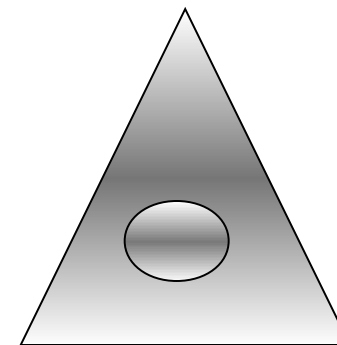
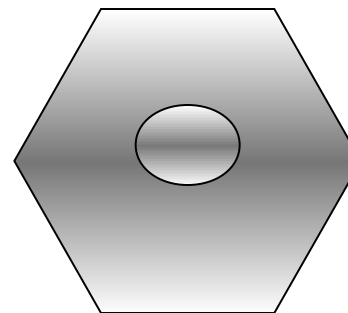
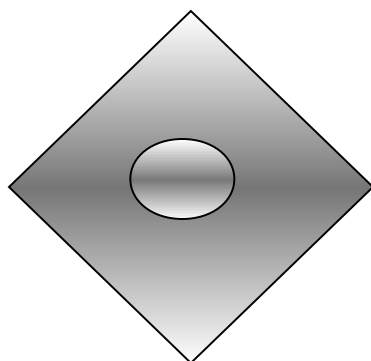
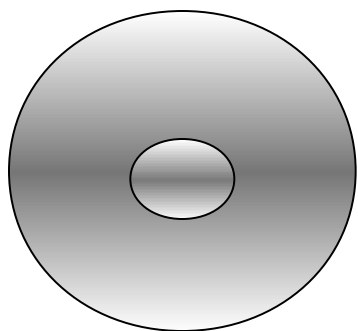
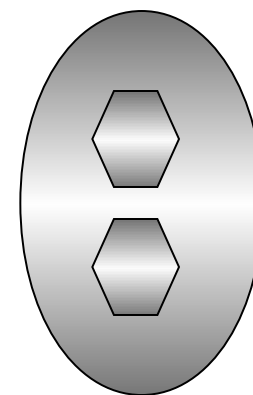
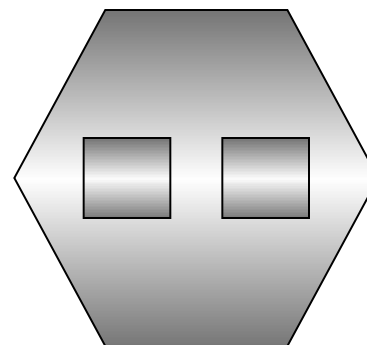
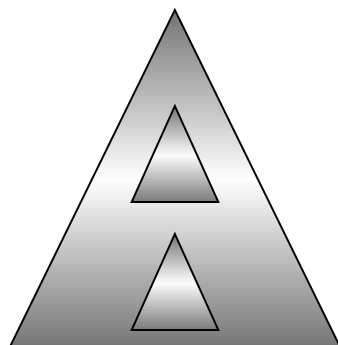
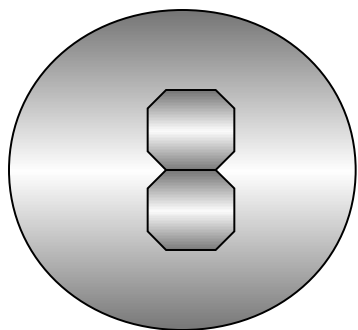
Seconda fase.

In una fase successiva sarà il ragazzo stesso a spiegare i motivi della scelta effettuata.

Dopo ogni scheda sono presenti le soluzioni, con le relative spiegazioni.

ETA' MENTALE DI RIFERIMENTO

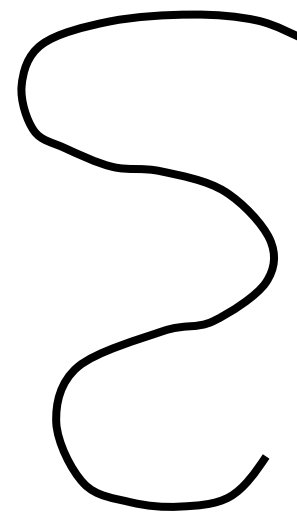
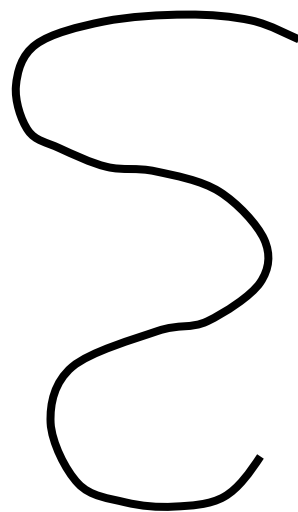
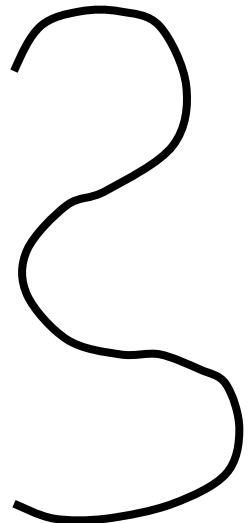
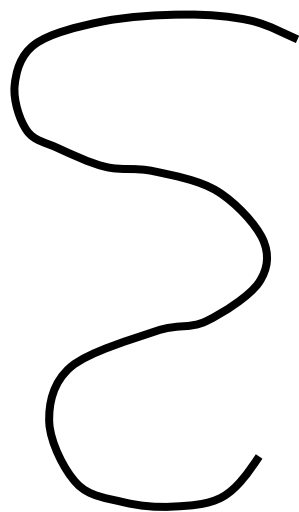
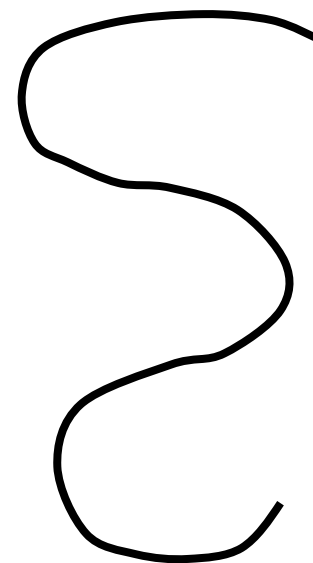
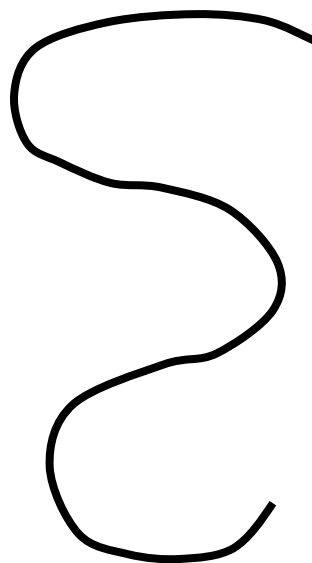
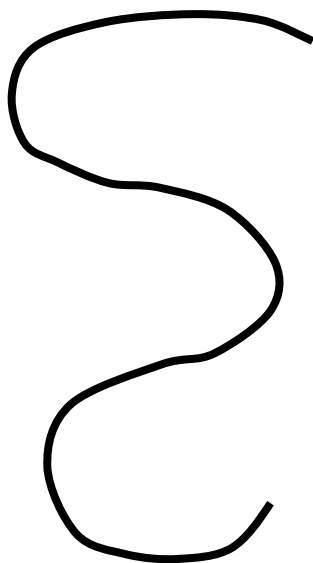
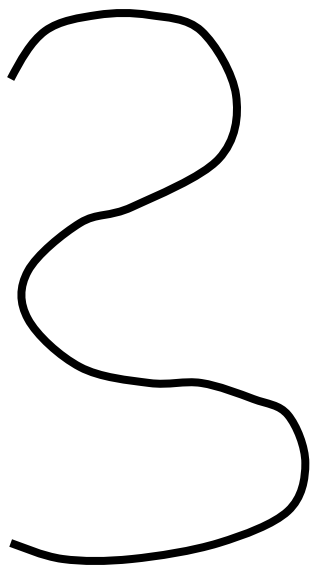
Dieci anni e oltre di età cronologica o mentale.



SCHEDA N° 1

INTRUSO

Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.

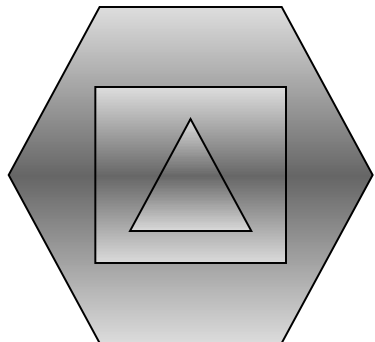


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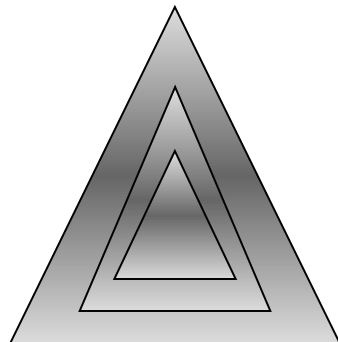
INTRUSO

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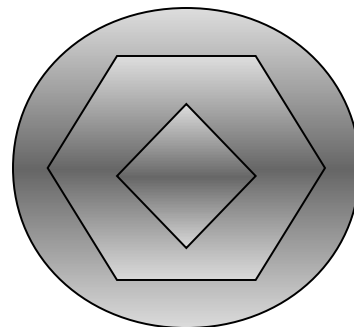
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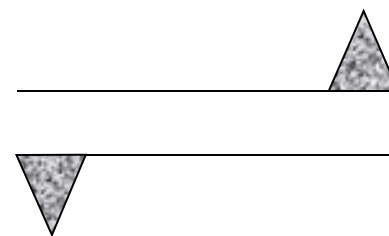
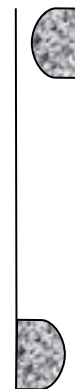
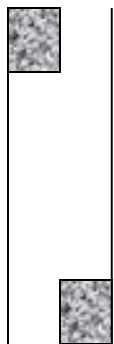
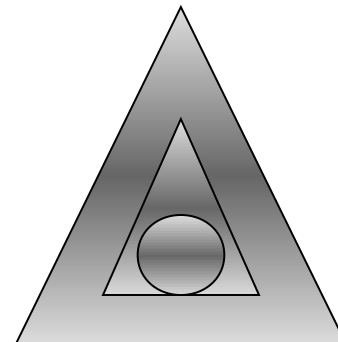
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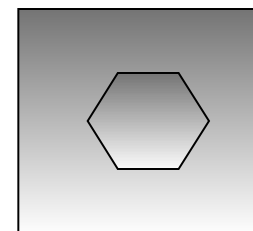
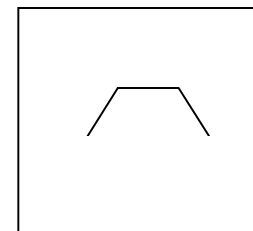
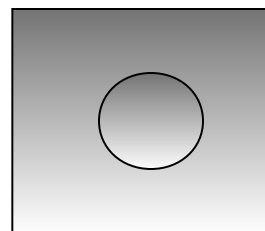
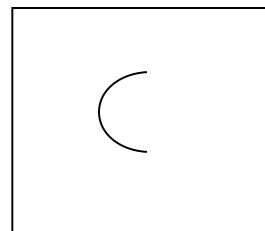
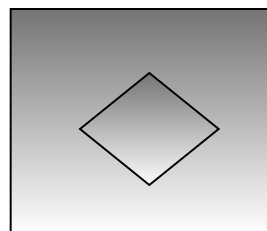
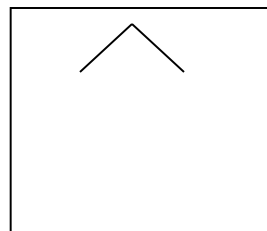
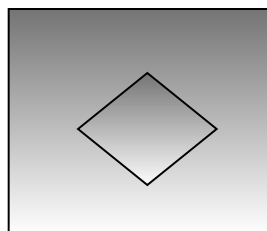
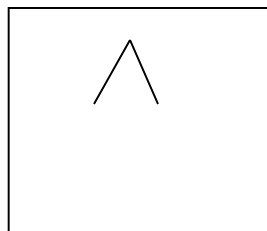
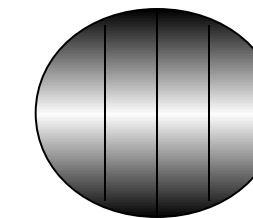
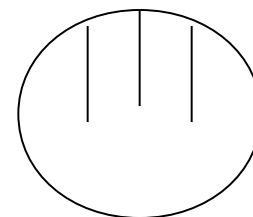
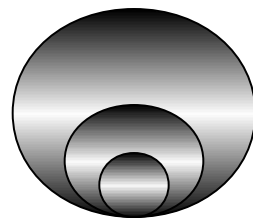
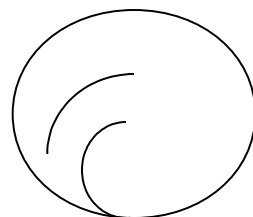
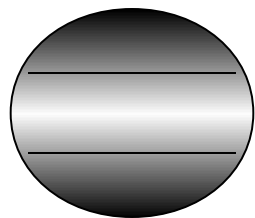
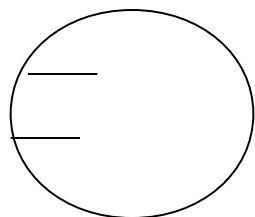
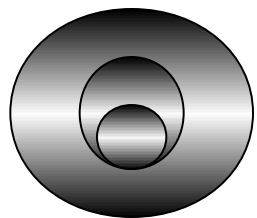
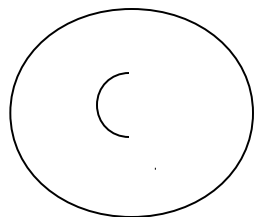
3 2 1



SCHEDA N° 3

INTRUSO

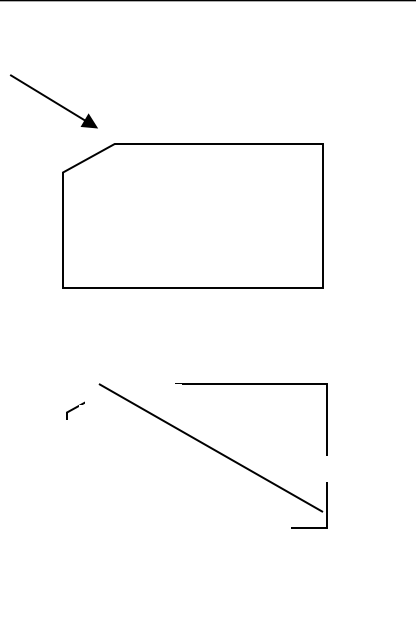
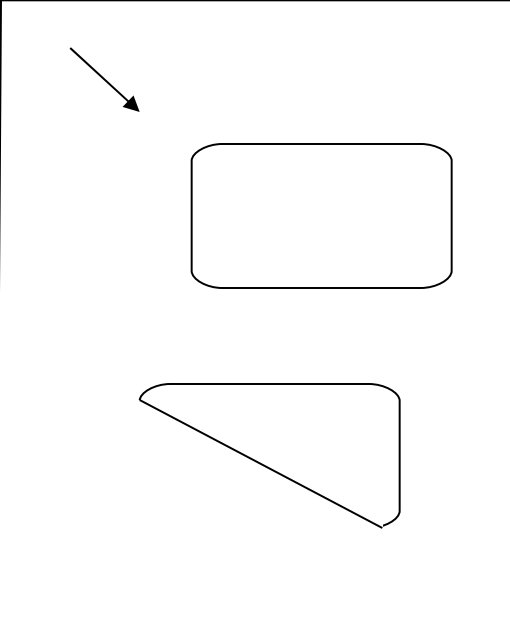
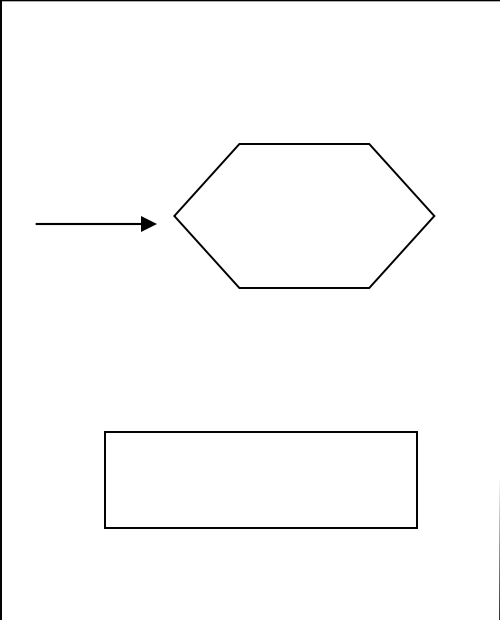
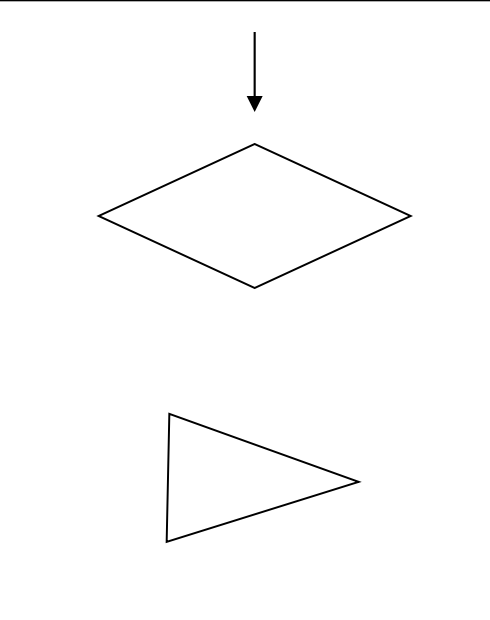
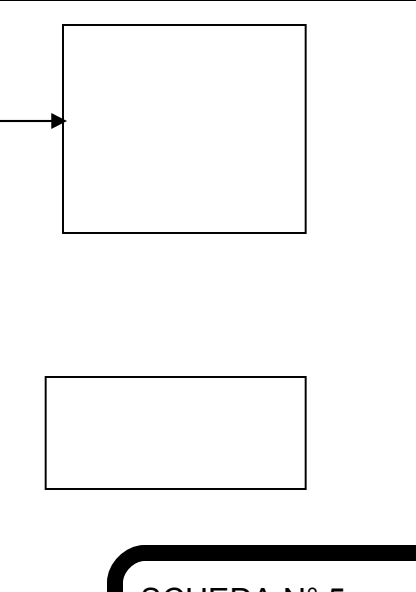
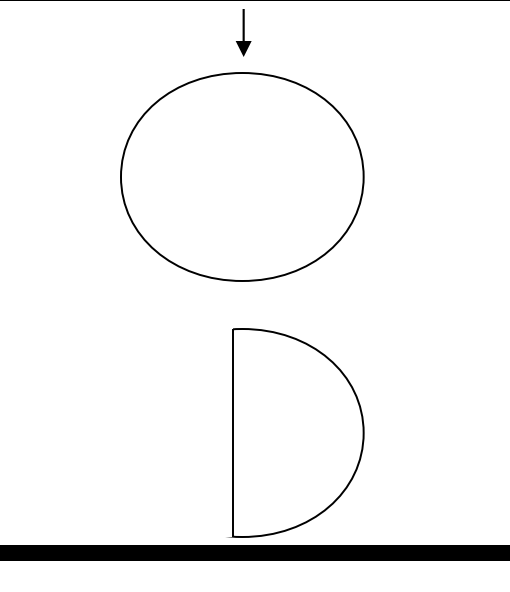
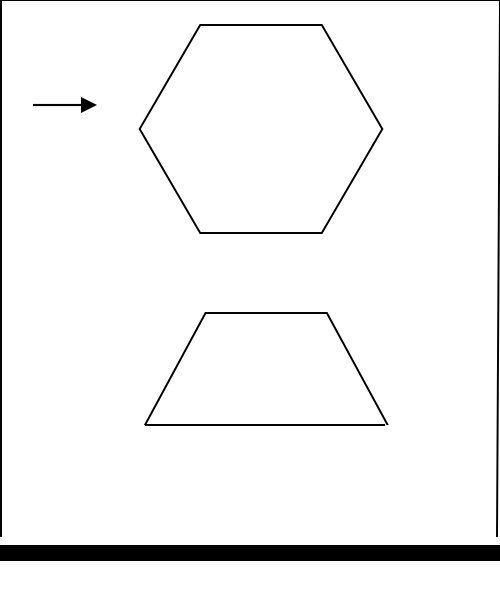
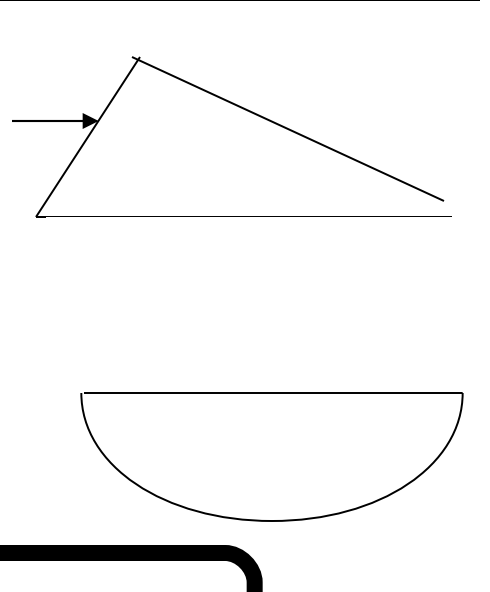
Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



SCHEDA N° 4

INTRUSO

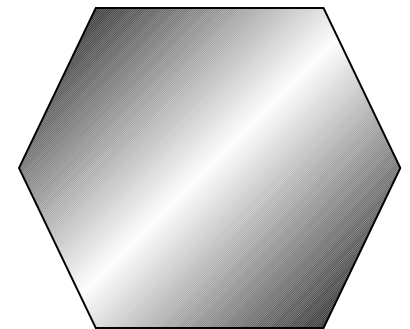
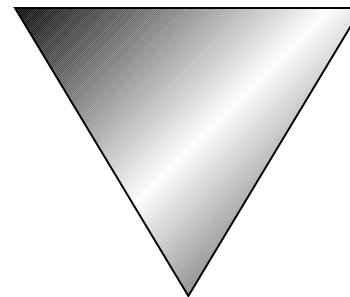
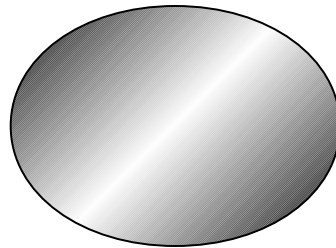
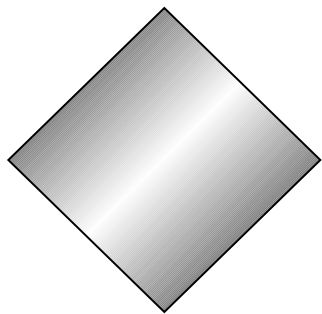
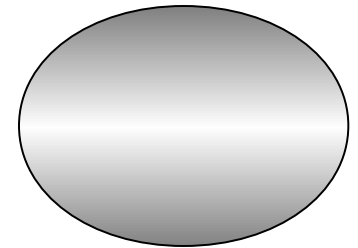
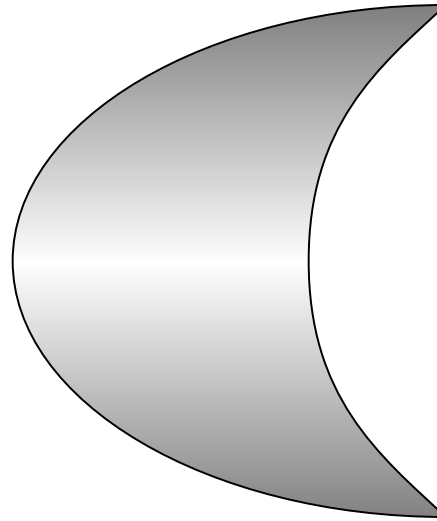
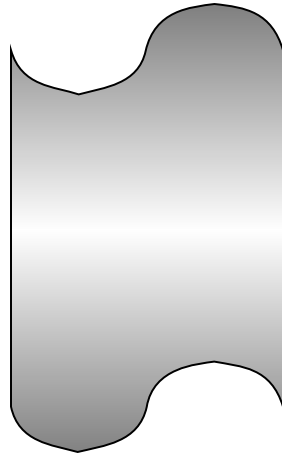
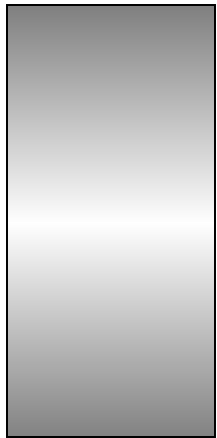
Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.

SCHEDA N° 5

INTRUSO

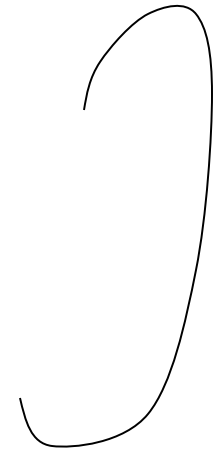
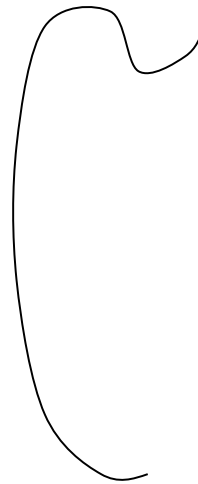
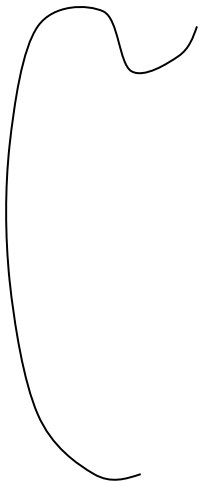
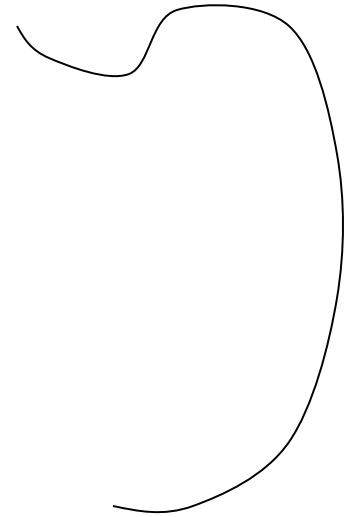
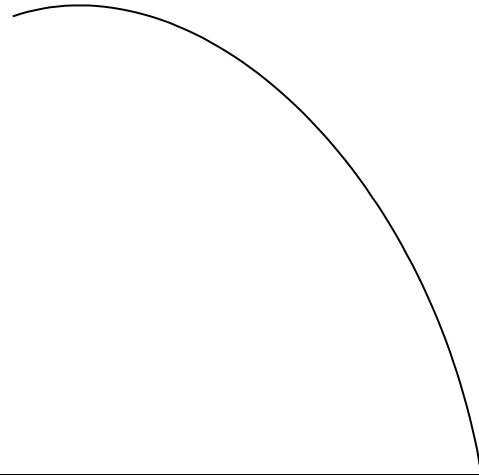
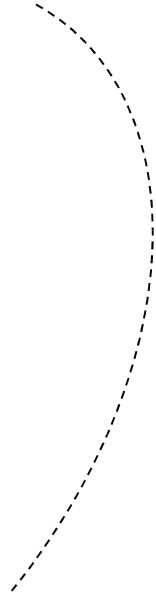
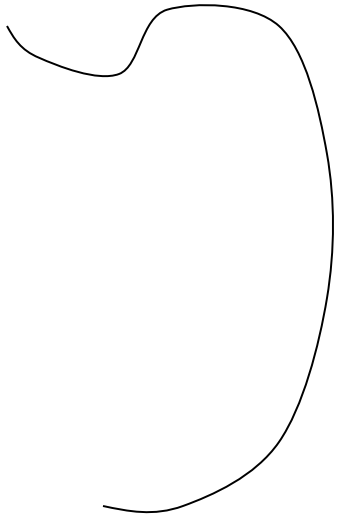
Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



SCHEDA N° 6

INTRUSO

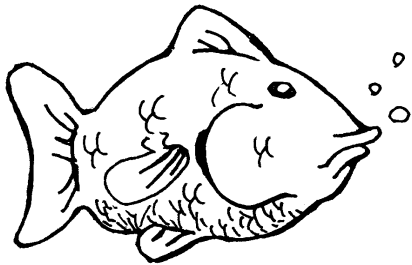
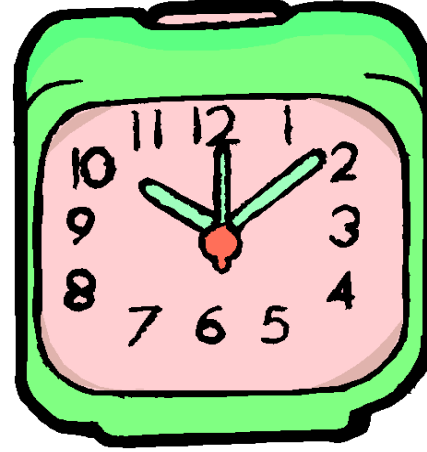
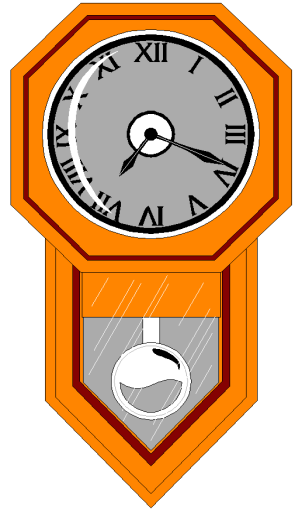
Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



SCHEDA N° 7

INTRUSO

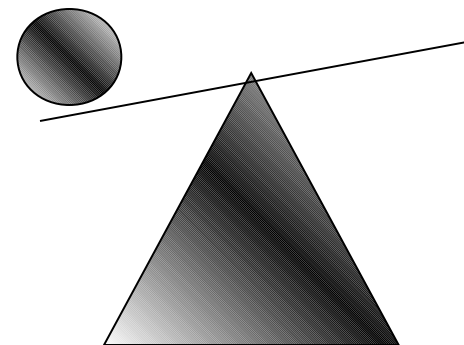
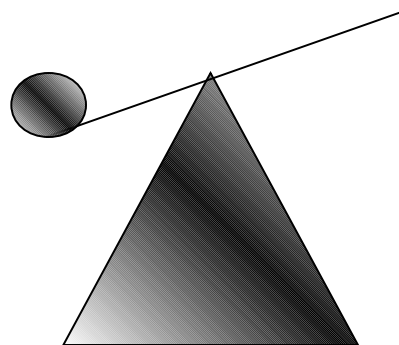
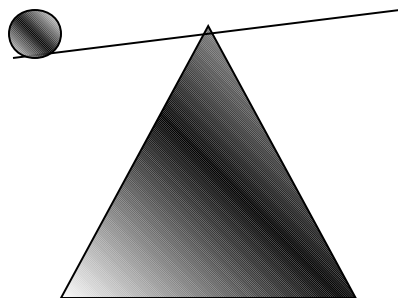
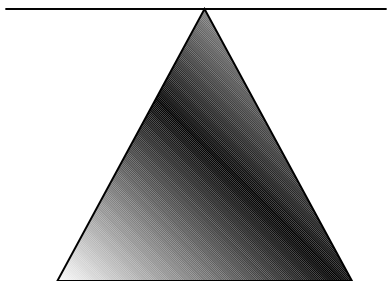
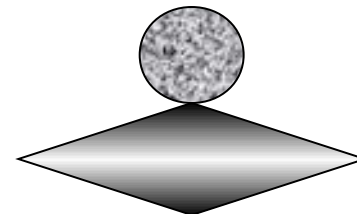
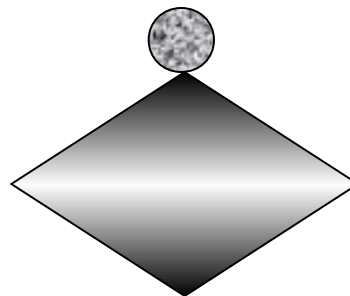
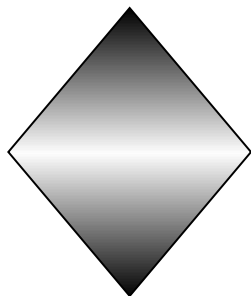
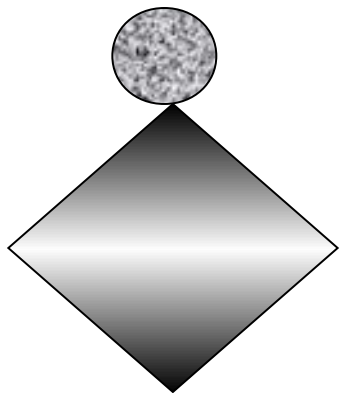
Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



SCHEDA N° 8

INTRUSO

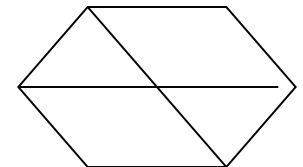
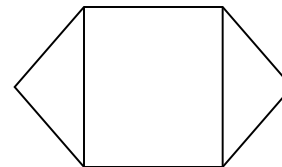
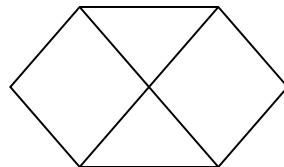
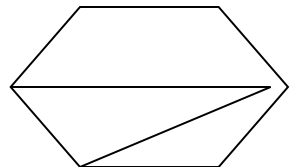
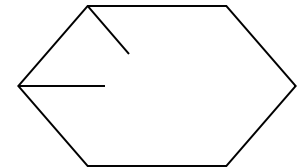
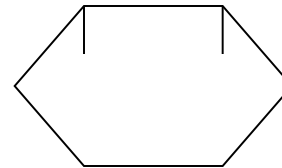
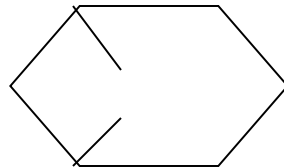
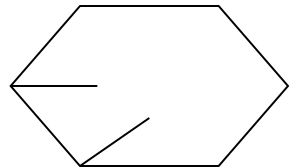
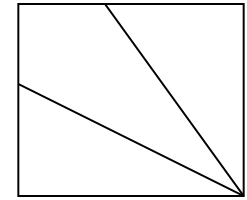
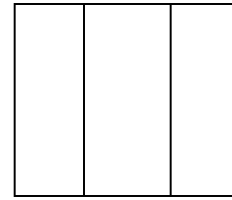
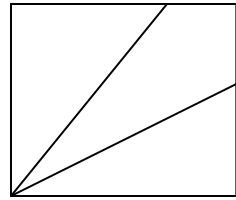
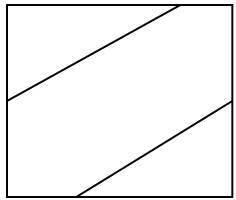
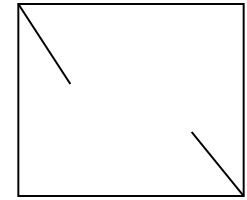
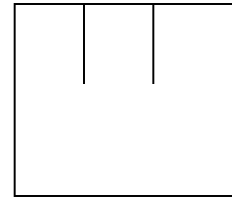
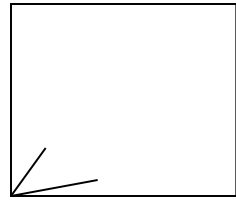
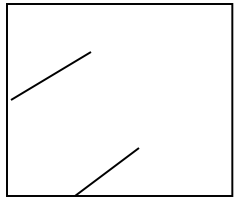
Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



SCHEDA N° 9

INTRUSO

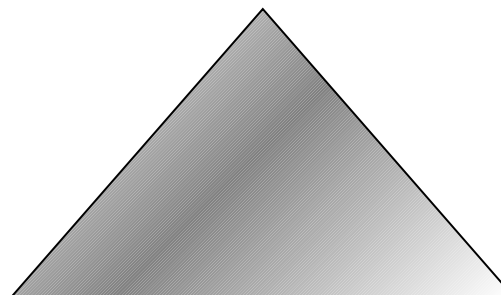
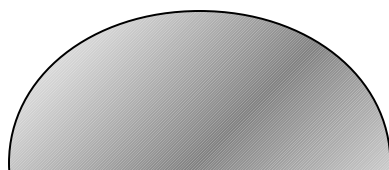
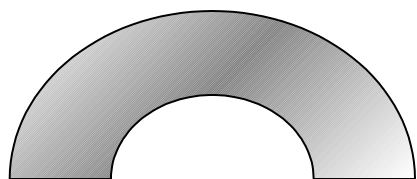
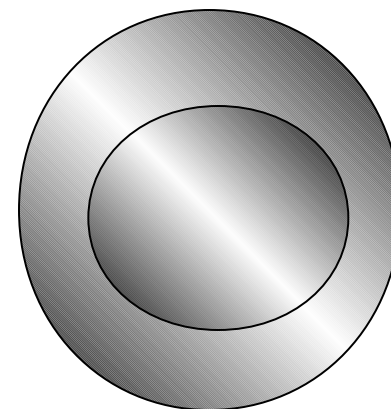
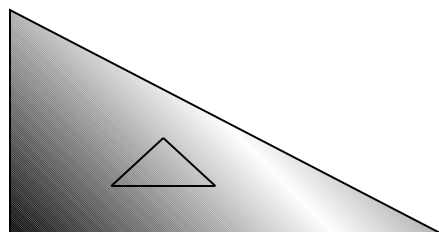
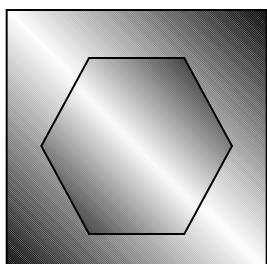
Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



SCHEDA N° 10

INTRUSO

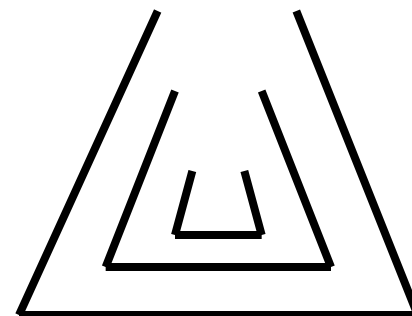
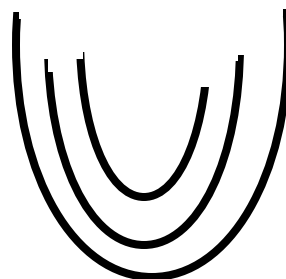
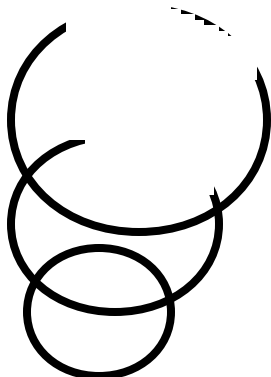
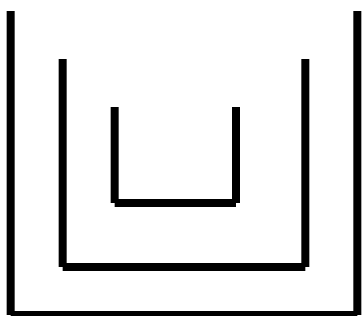
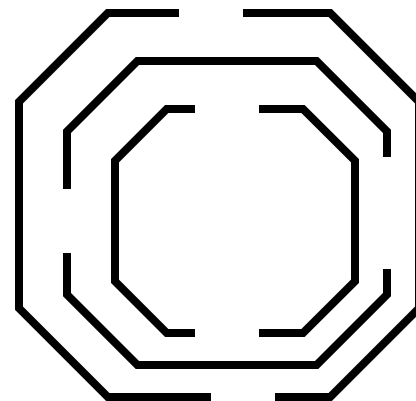
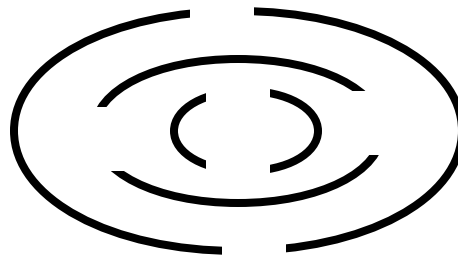
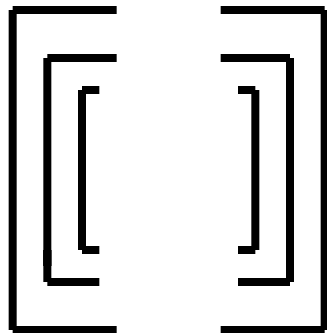
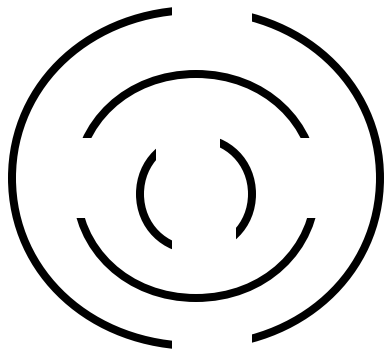
Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



SCHEDA N° 11

INTRUSO

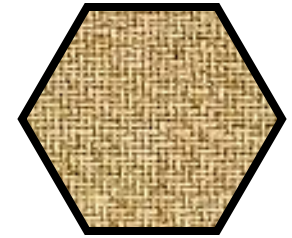
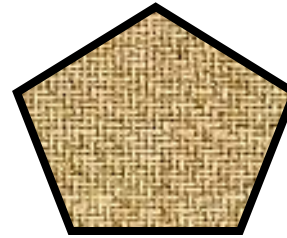
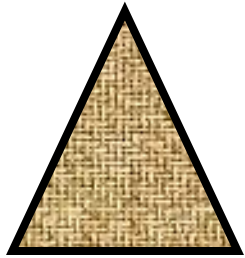
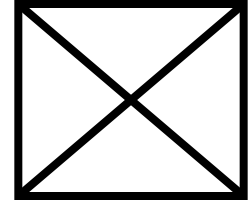
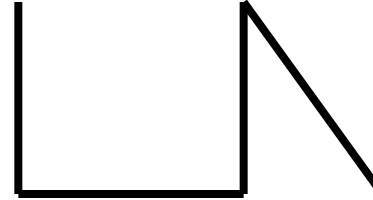
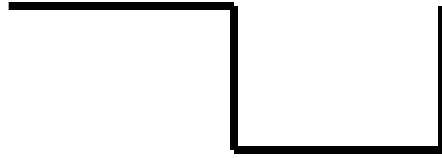
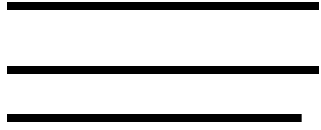
Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



SCHEDA N° 12

INTRUSO

Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



Arancia

Pera

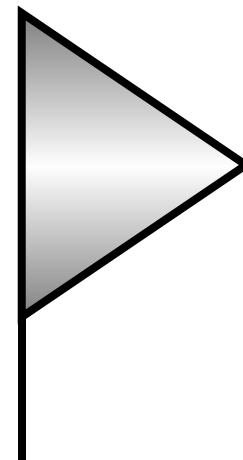
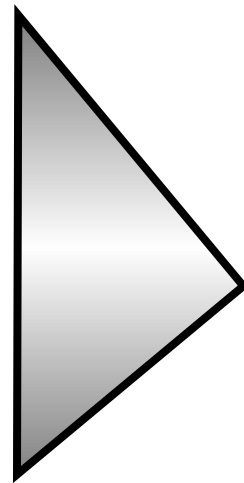
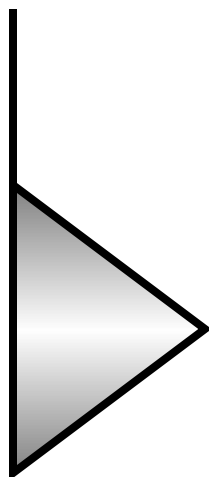
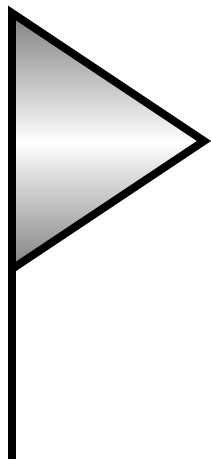
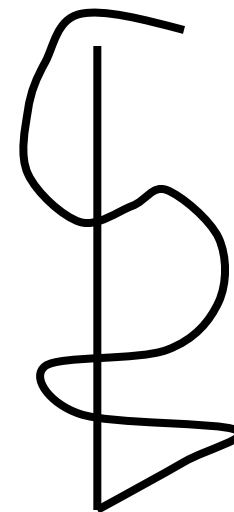
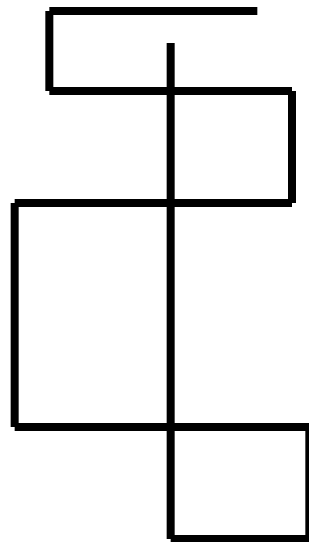
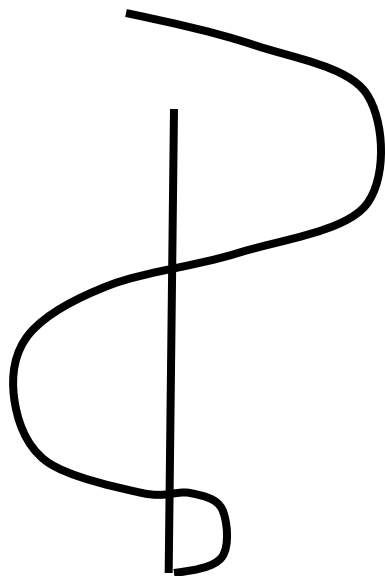
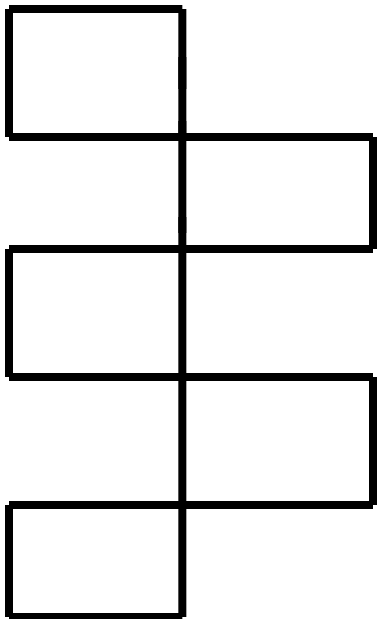
Limone

Mandarino

SCHEDA N° 13

INTRUSO

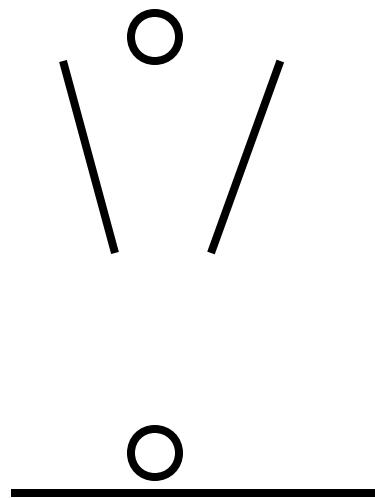
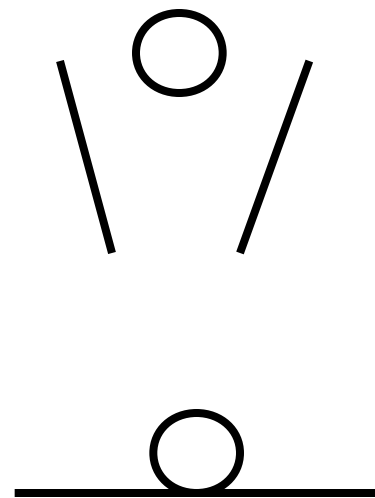
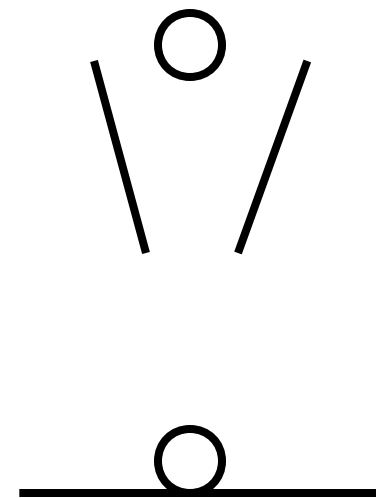
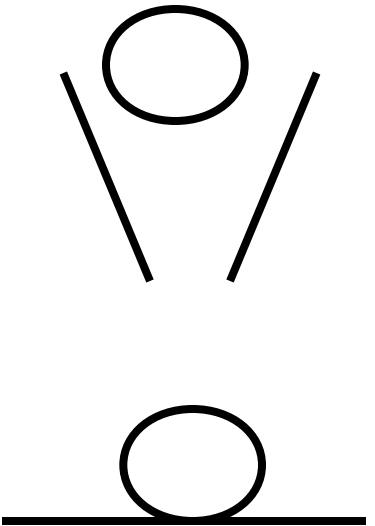
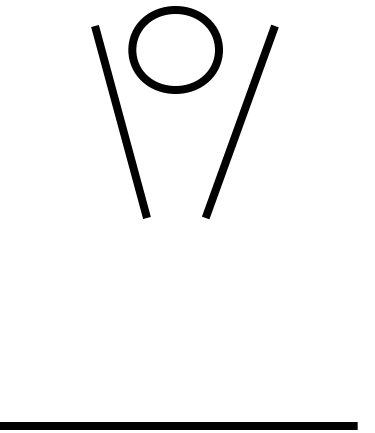
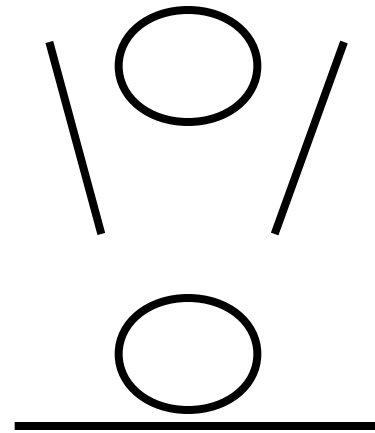
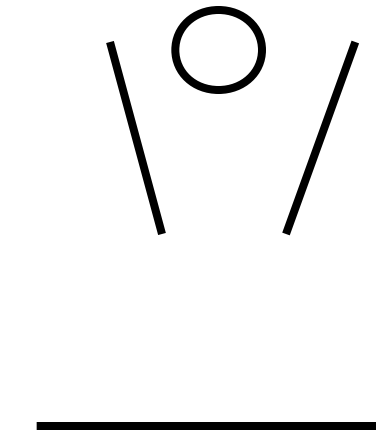
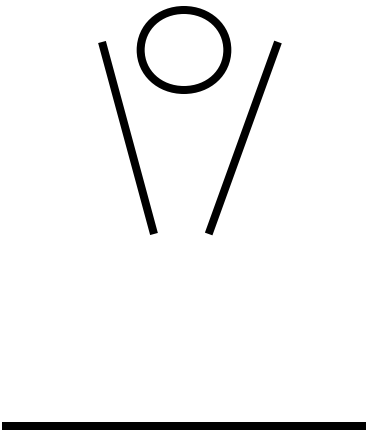
Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



SCHEDA N° 14

INTRUSO

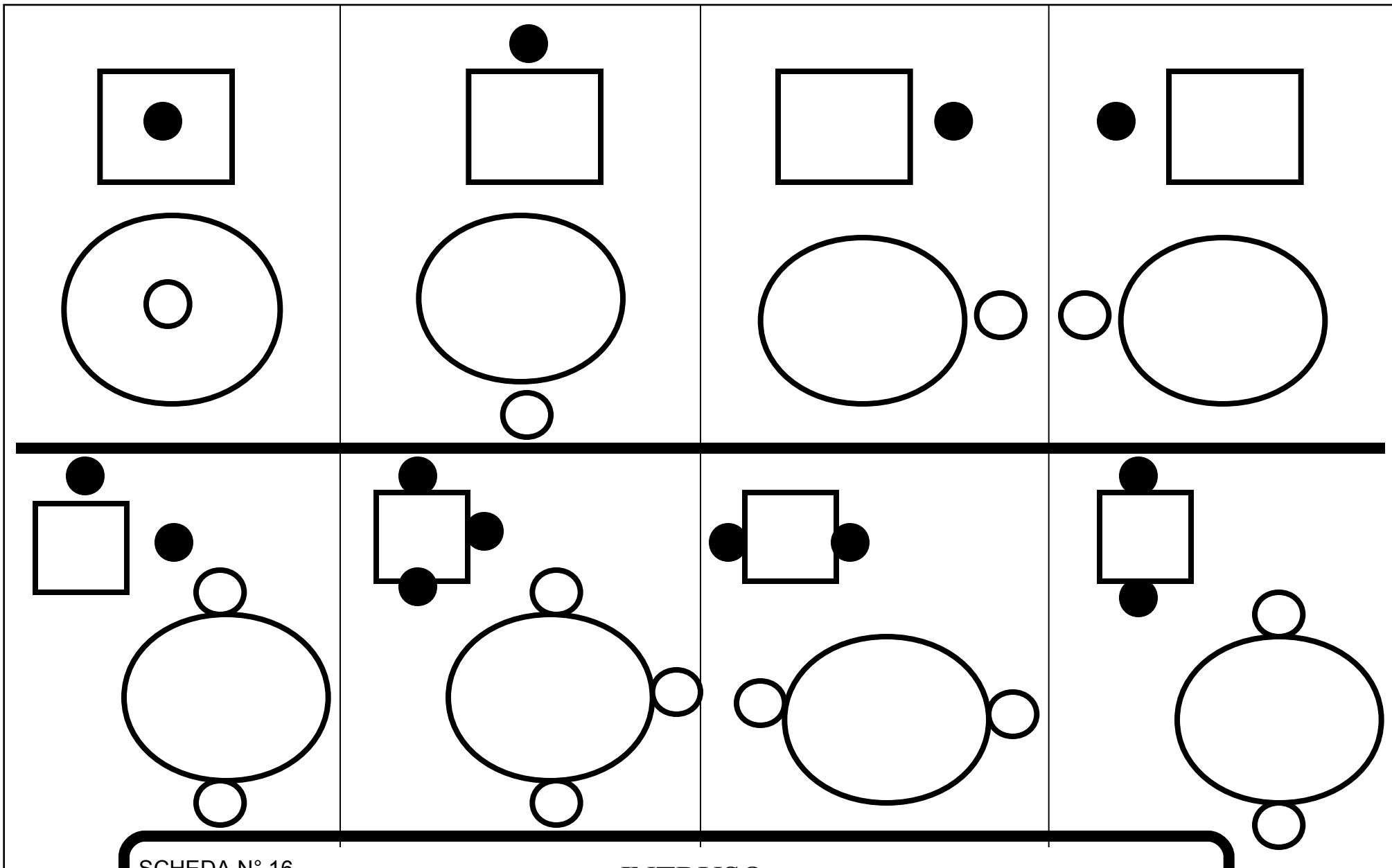
Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.

SCHEDA N° 15

INTRUSO

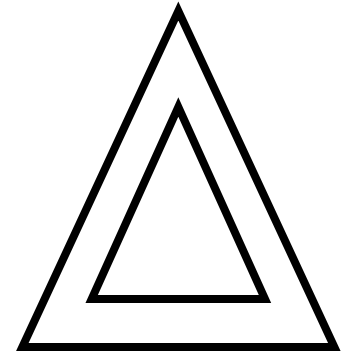
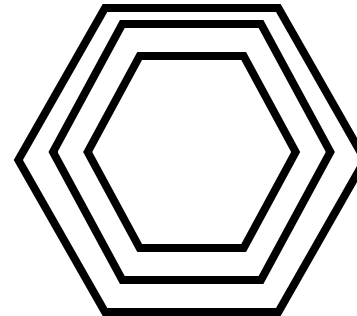
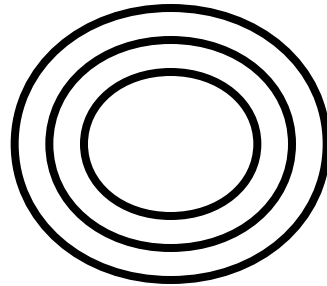
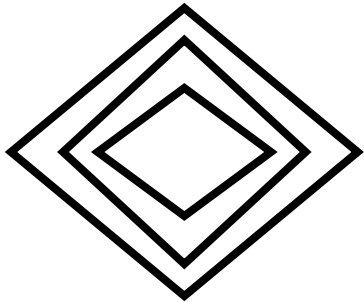
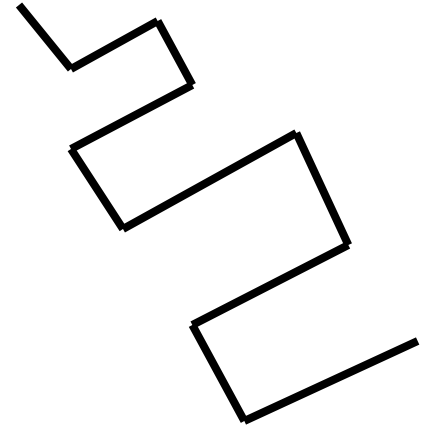
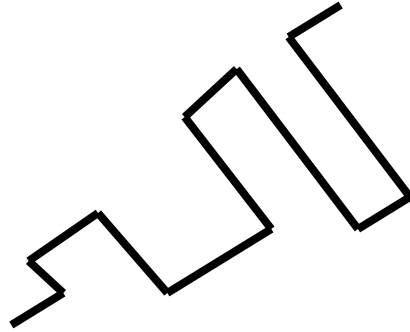
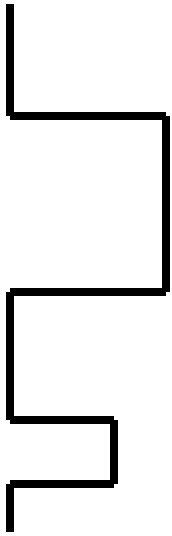
Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



SCHEDA N° 16

INTRUSO

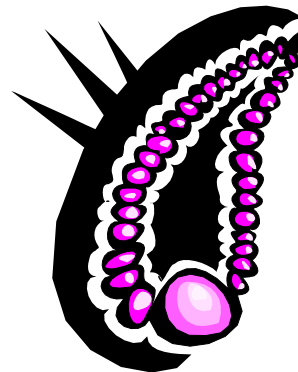
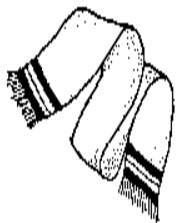
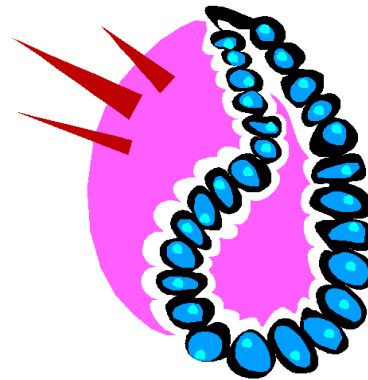
Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



SCHEDA N° 17

INTRUSO

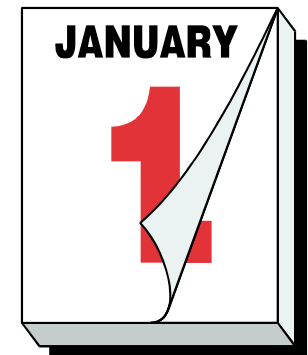
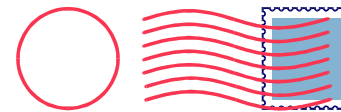
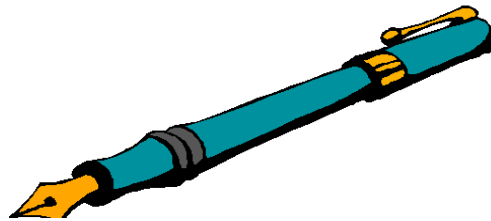
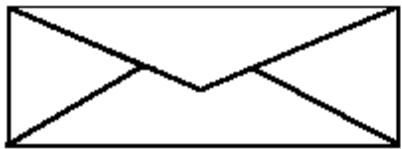
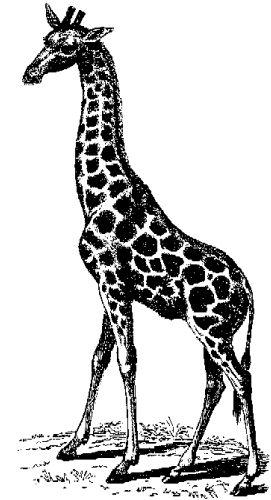
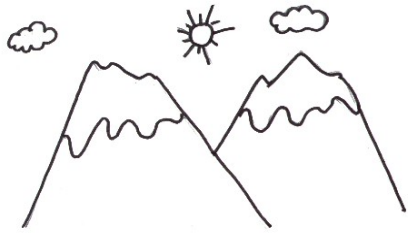
Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



SCHEDA N° 18

INTRUSO

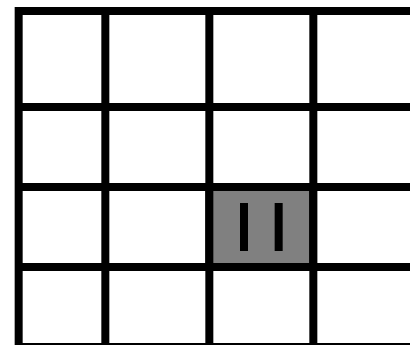
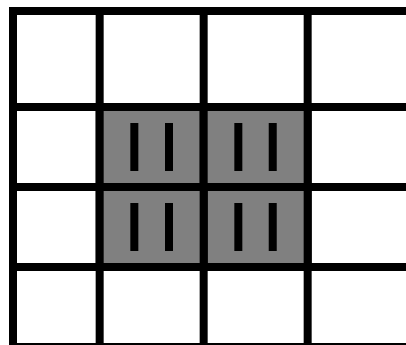
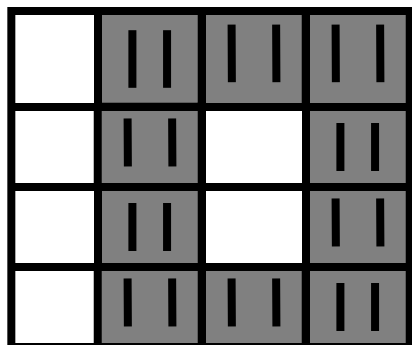
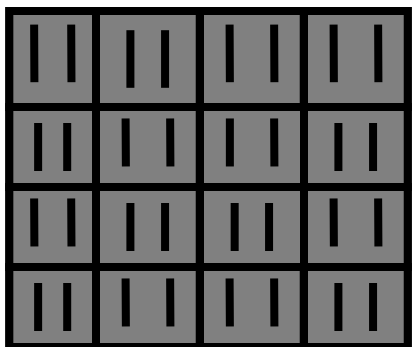
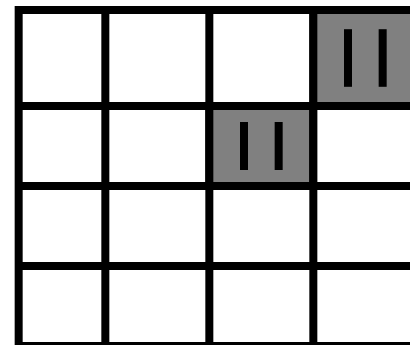
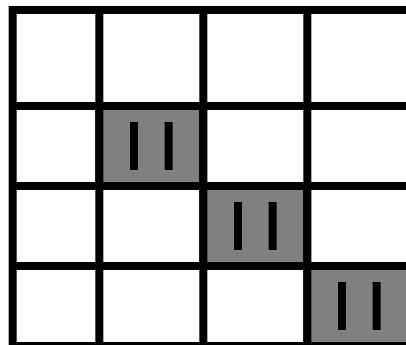
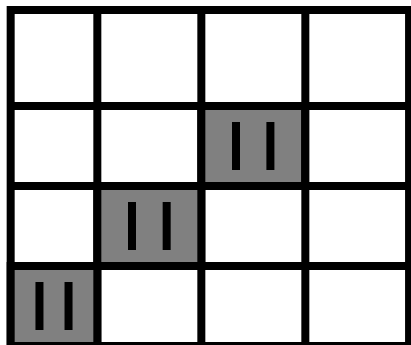
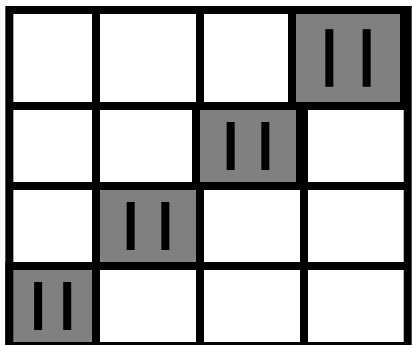
Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



SCHEDA N° 19

INTRUSO

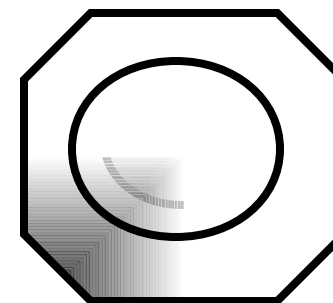
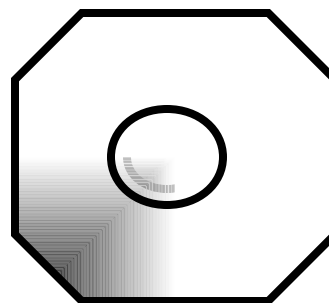
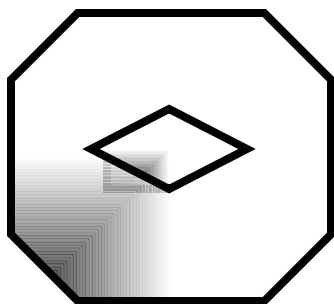
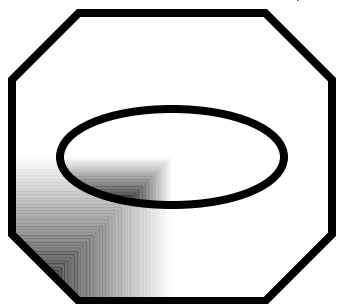
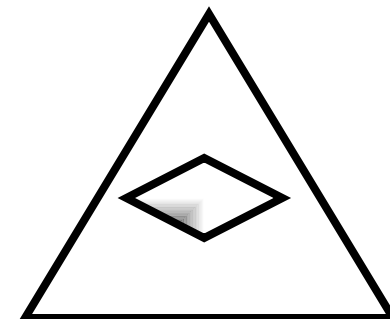
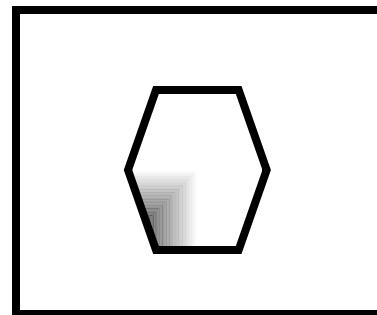
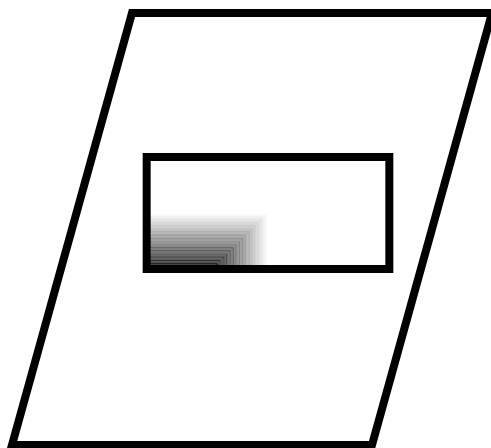
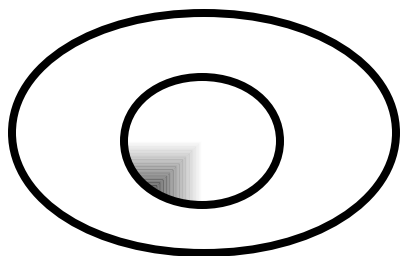
Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



SCHEDA N° 20

INTRUSO

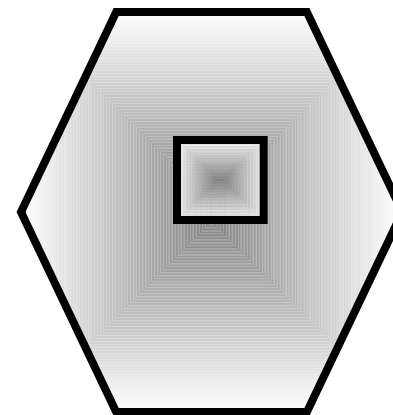
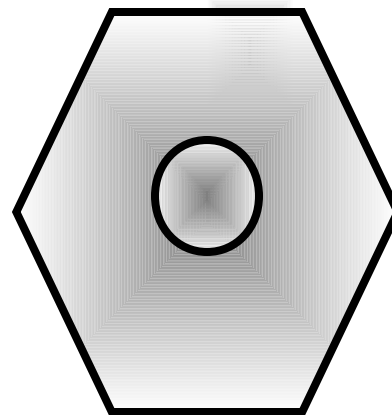
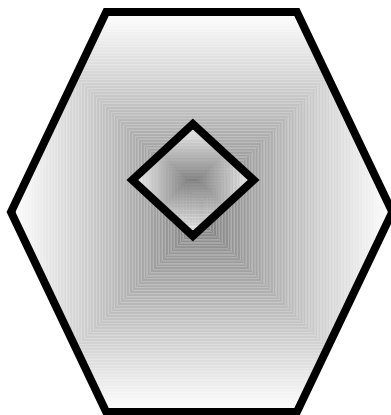
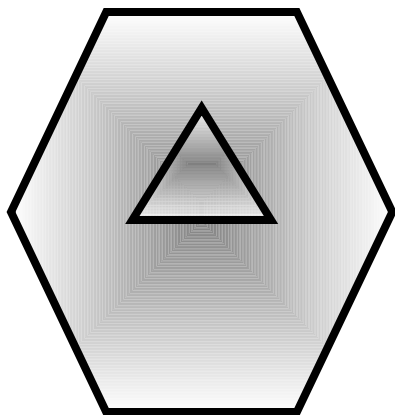
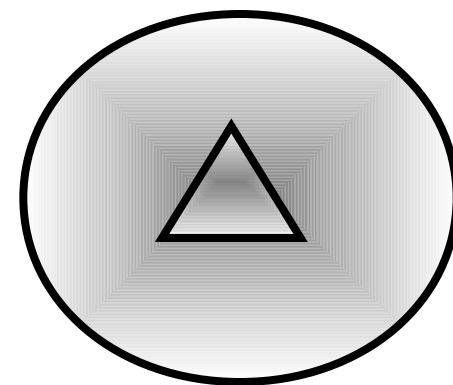
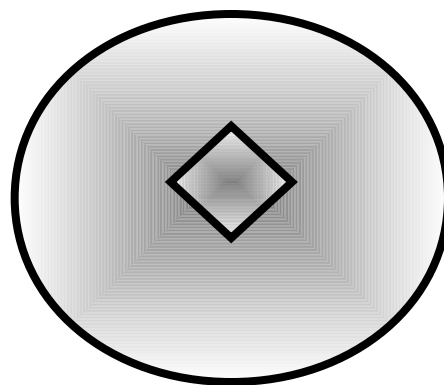
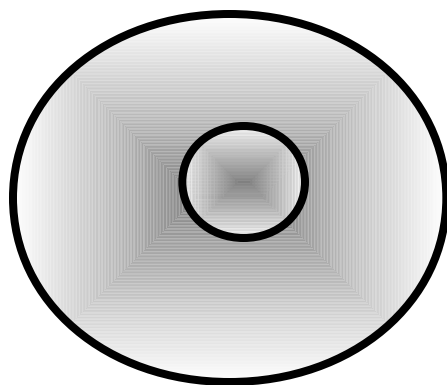
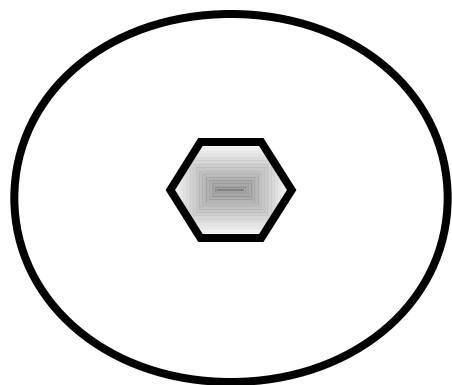
Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



SCHEDA N° 21

INTRUSO

Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



SCHEDA N° 22

INTRUSO

Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.

2

3

5

6

1

1

3

4

0

2

10

5

5

4

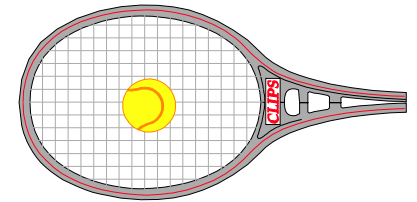
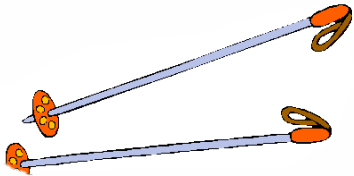
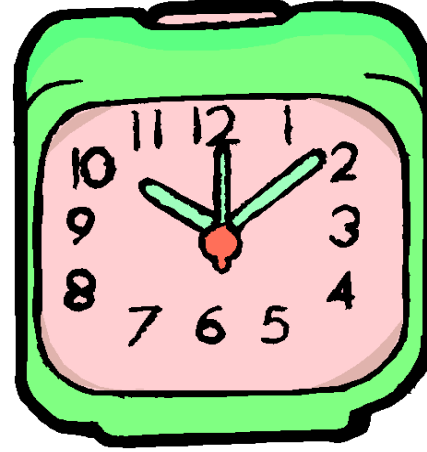
15

10

SCHEDA N° 23

INTRUSO

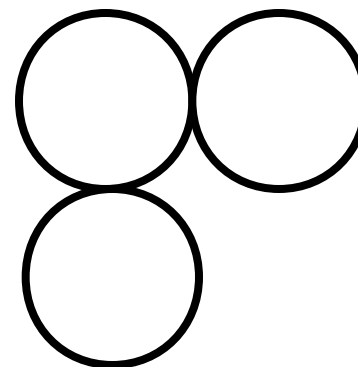
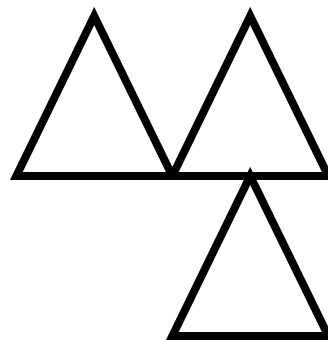
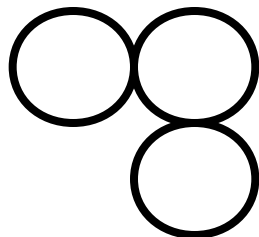
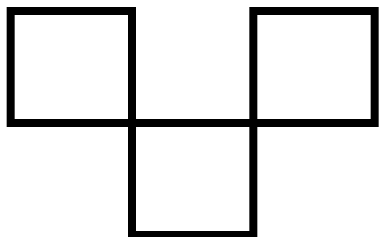
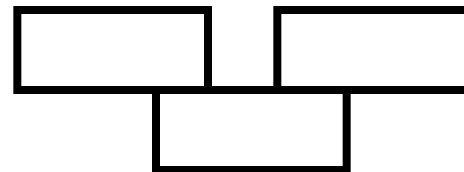
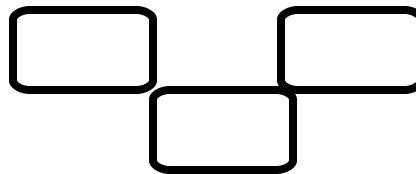
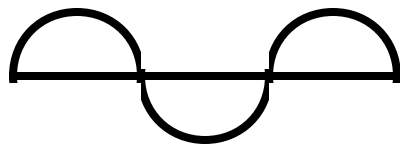
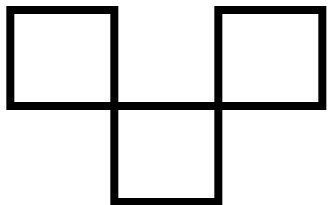
Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



SCHEDA N° 24

INTRUSO

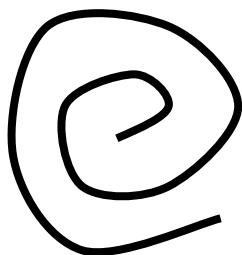
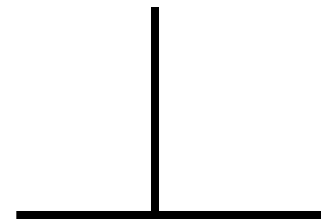
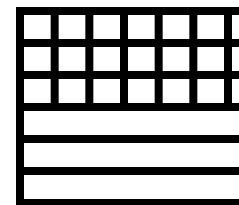
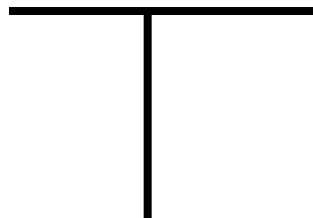
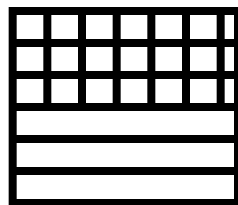
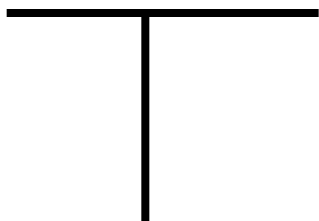
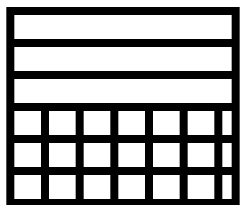
Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



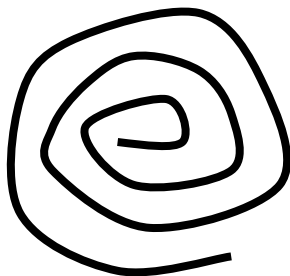
SCHEDA N° 25

INTRUSO

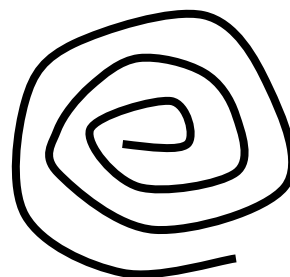
Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



3



4



5

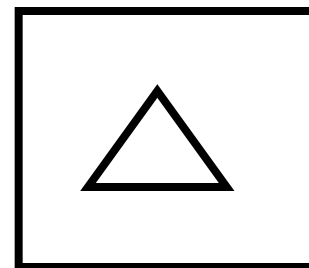
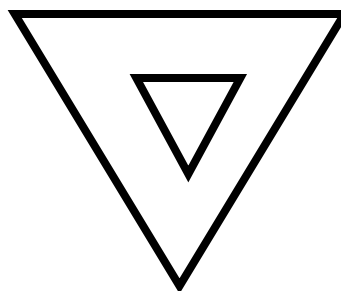
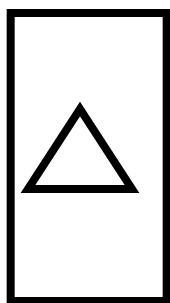
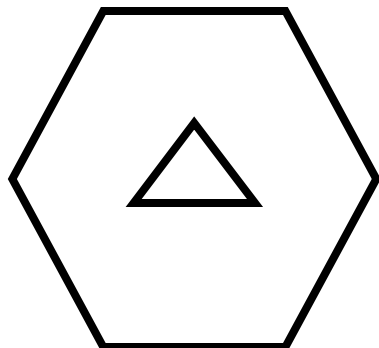
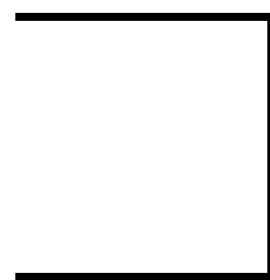
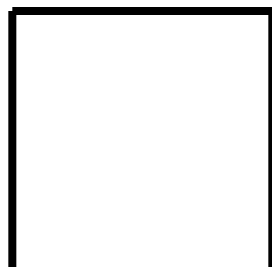
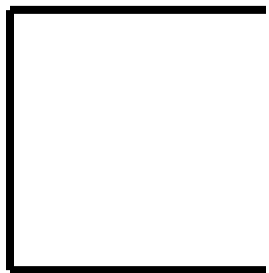
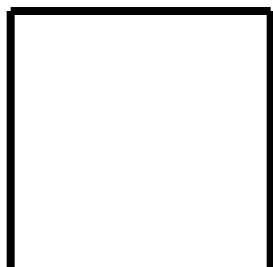


2

SCHEDA N° 26

INTRUSO

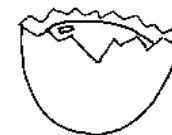
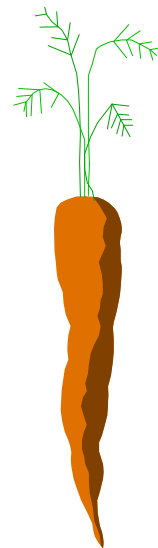
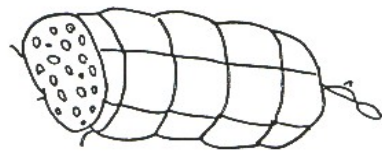
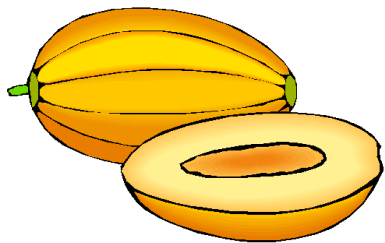
Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



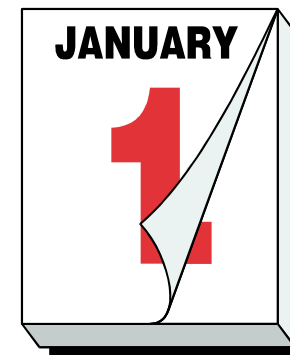
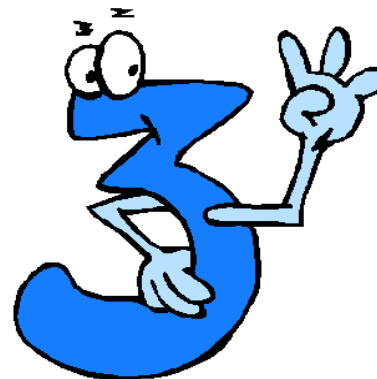
SCHEDA N° 27

INTRUSO

Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



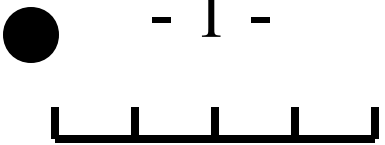

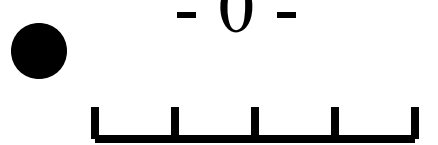

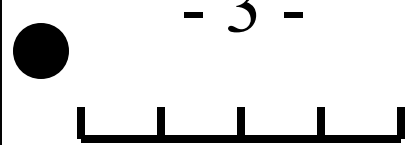

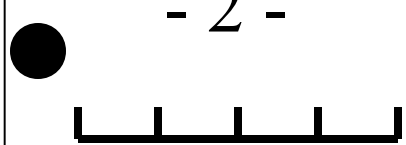





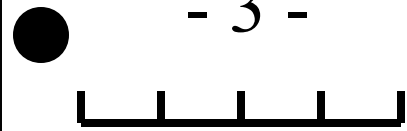



Lunedì



SCHEDA N° 28

INTRUSO

Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.

<p>- 1 -</p>  <p></p>	<p>- 0 -</p>  <p></p>	<p>- 3 -</p>  <p></p>	<p>- 2 -</p>  <p></p>
<p>- 1 -</p>  <p></p>	<p>- 2 -</p>  <p></p>	<p>- 3 -</p>  <p></p>	<p>- 1 -</p>  <p></p>

SCHEDA N° 29

INTRUSO

Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.

1 →



← 2



← 1



3 →



5



4



6



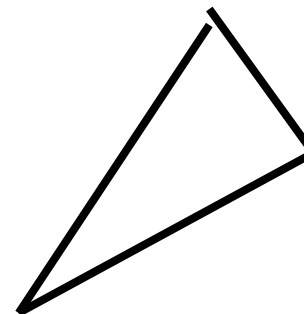
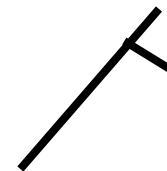
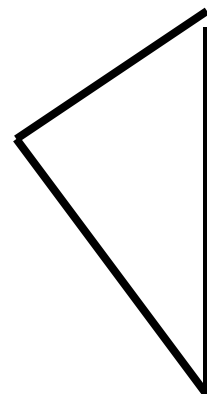
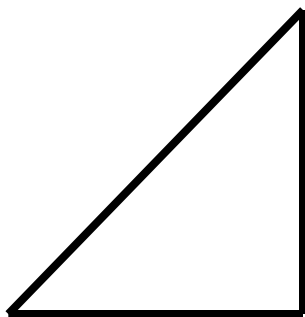
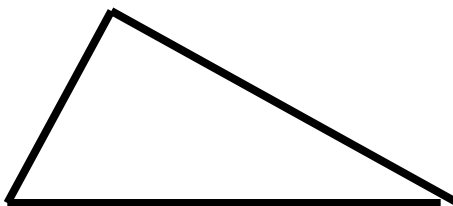
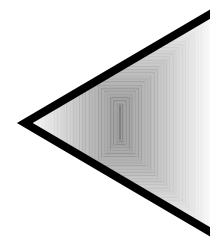
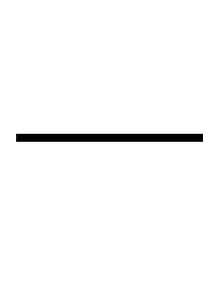
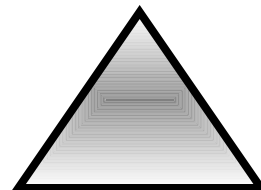
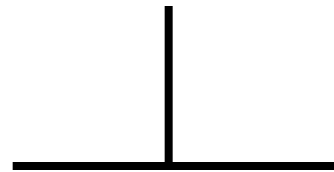
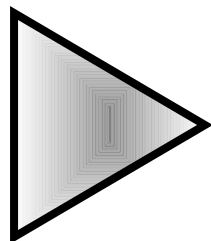
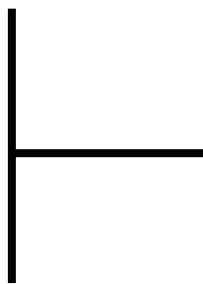
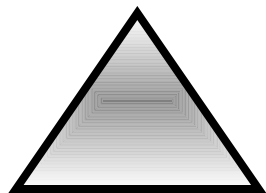
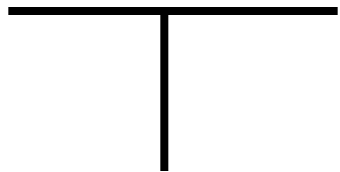
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SCHEDA N° 30

INTRUSO

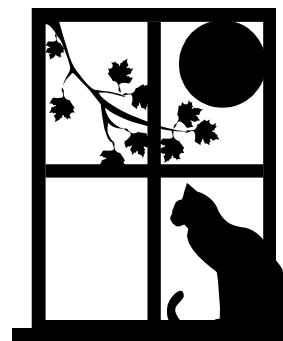
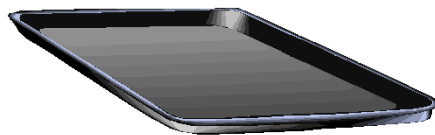
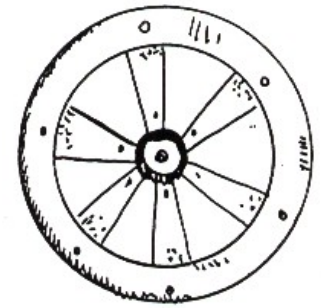
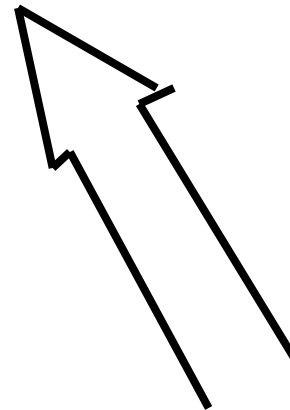
Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



SCHEDA N° 31

INTRUSO

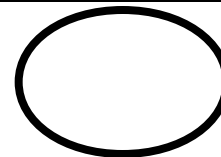
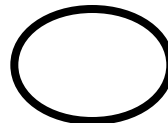
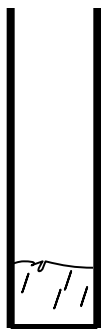
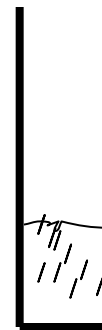
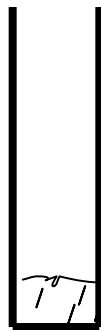
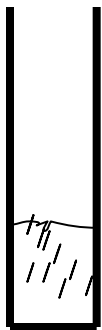
Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



SCHEDA N° 32

INTRUSO

Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.



SCHEDA N° 33

INTRUSO

Cercare in ogni gruppo l'elemento "Intruso" motivando la risposta.

SCHEDA N° 1

A - Le due figure che si trovano all'interno, sono tutte staccate, tranne che nel primo riquadro.

B - Tutte le figure all'esterno, sono formate da linee spezzate, tranne nel primo riquadro.

SCHEDA N° 2

A - L'orientamento delle linee curve è uguale in tutti i riquadri, tranne che nel primo.

B - L'orientamento di tutte le figure è uguale in tutti i riquadri, tranne che nel secondo.

SCHEDA N° 3

A - I numeri che stanno sopra le figure sottostanti, indicano il numero dei lati, tranne che nel quarto riquadro.

B - L'elemento collegato alle linee parallele, si trova all'interno di esse, tranne che nel primo riquadro.

SCHEDA N° 4

A - Prolungando le linee che si trovano nell'indicatore, si ottengono le figure sottostanti, tranne che nel primo riquadro

B - Continuando le linee che si trovano nell'indicatore, si ottengono le figure sottostanti, tranne che nel primo riquadro.

SCHEDA N° 5

A - La freccia presente nell'indicatore, taglia e fa scomparire metà delle figure.

L'intruso si trova nel terzo riquadro.

B - La freccia presente nell'indicatore, taglia e fa scomparire metà delle figure.

L'intruso si trova nel quarto riquadro.

SCHEDA N° 6

A - Tutte le figure sono formate da linee curve, tranne il rettangolo.

B - Tutte le figure sono formate da linee spezzate, tranne il cerchio.

SCHEDA N° 7

A - Tutte le linee sono continue, tranne che nel secondo riquadro in cui sono tratteggiate.

B - Tutte le linee sono continue, tranne che nel secondo riquadro in cui sono tratteggiate.

SCHEDA N° 8

A - Tutti gli orologi sono delle sveglie, tranne l'orologio a pendolo.

B - Tutti sono pesci, tranne la balena che è un mammifero.

SCHEDA N° 9

A - La figura sottostante viene più o meno schiacciata in base alla presenza e alla grandezza della pallina che sta sopra.

L'intruso è nel primo riquadro.

B - La bilancia resta in equilibrio, o pende da un lato, in rapporto alla presenza e alla grandezza della pallina sovrastante.

L'intruso è nel quarto riquadro.

SCHEDA N° 10

A - Continuando le linee che si trovano nell'indicatore si ottiene la figura sottostante, tranne che nel quarto riquadro.

B - Continuando le linee che si trovano nell'indicatore si ottiene la figura sottostante, tranne che nel primo riquadro.

SCHEDA N° 11

A - In tutti i riquadri vi sono due figure uguali, una dentro l'altra, tranne che nel primo riquadro in cui vi è un quadrato con all'interno un esagono.

B - L'andamento di tutte le figure tende verso l'alto, tranne che nel rettangolo.

SCHEDA N° 12

A - Gli elementi che compongono tutte le figure, si incastrano a forma di labirinto, tranne che nel secondo riquadro in cui lasciano uno spazio centrale.

B - Tutte le linee sono decrescenti verso l'alto, tranne che nel secondo riquadro.

SCHEDA N° 13

A - I segmenti presenti in alto, indicano il numero dei lati della figura sottostante, tranne che nel terzo riquadro.

B - L'arancia, il limone e il mandarino sono agrumi. La pera no.

SCHEDA N° 14

A - L'intruso è nel primo riquadro, poiché in questo, la linea sovrastante inizia e finisce nel segmento sottostante. Nelle altre no.

B - L'intruso è nel terzo riquadro, in quanto la linea spezzata si unisce all'inizio e alla fine del segmento sottostante. Nelle altre no.

SCHEDA N° 15

A - L'intruso è nel quarto riquadro, in quanto la palla non sarebbe potuta passare dall'imbuto che è più stretto.

B - L'intruso è nel terzo riquadro, in quanto la pallina sarebbe potuta scendere in basso, ma non è scesa.

SCHEDA N° 16

A - Il puntino dell'indicatore corrisponde alla posizione del cerchietto, tranne che nel secondo riquadro.

B - I puntini dell'indicatore corrispondono alla posizione dei cerchietti, tranne che nel primo riquadro.

SCHEDA N° 17

A - L'intruso è nel terzo riquadro, in quanto la linea spezzata è formata da segmenti tutti uguali. Le altre linee spezzate sono formate da segmenti di lunghezza diversa.

B - L'intruso è nel quarto riquadro, in quanto vi è una figura doppia. In tutti gli altri riquadri vi sono figure triple.

SCHEDA N° 18

A - L'intruso è il vestito, in quanto è l'unico indumento che si indossa sul busto. Gli altri si indossano al collo.

B - L'intruso è la cintura, in quanto si indossa alla vita; mentre la collana, il colletto, la sciarpa si indossano al collo.

SCHEDA N° 19

A - L'intruso è la giraffa, in quanto lo zaino e lo stambecco si possono collegare alla montagna. La giraffa invece vive in pianura.

B - L'intruso è il calendario, in quanto il francobollo e la penna si possono collegare con la busta da lettera.

SCHEDA N° 20

A - L'intruso è nel terzo riquadro, in quanto gli elementi tratteggiati hanno una direzione diversa dagli altri.

B - L'intruso è nel secondo riquadro, in quanto le parti tratteggiate assumono una forma diversa rispetto alle altre.

SCHEDA N° 21

A - L'intruso è nel primo riquadro, in quanto in questo sono rappresentate due figure curve.

B - L'intruso è nel secondo riquadro, in quanto all'interno dell'esagono vi è una figura con i lati mentre gli altri esagoni hanno all'interno delle figure circolari.

SCHEDA N° 22

A - L'intruso è nel secondo riquadro, in quanto è l'unico con due figure uguali.

B - L'intruso è nel terzo riquadro, in quanto è l'unico esagono che ha all'interno una figura senza lati.

SCHEDA N° 23

A - L'intruso è nel primo riquadro, in quanto la differenza tra i numeri è 1. Negli altri la differenza è sempre 2.

B - L'intruso è nel secondo riquadro, in quanto la differenza tra i numeri è 2. Negli altri è 5.

SCHEDA N° 24

A - L'intruso è l'orologio da polso, in quanto tutti gli altri sono orologi da tavolo.

B - L'intruso è il tamburo, in quanto è uno strumento musicale, tutti gli altri sono oggetti sportivi.

SCHEDA N° 25

A - Gli elementi che compongono tutte le figure sono collegate per il vertice, tranne i rettangoli del quarto riquadro.

B - La disposizione delle figure geometriche è simile tranne che nel primo riquadro.

SCHEDA N° 26

A - Le linee orizzontali e verticali dell'indicatore, corrispondono alla linea orizzontale e verticale della figura sottostante, tranne che nel terzo riquadro.

B - I giri della spirale corrispondono al numero sottostante, tranne che nel terzo riquadro.

SCHEDA N° 27

A - Il quadrato è aperto in direzione della freccia, tranne che nel primo riquadro.

B - Le figure interne ed esterne sono diverse l'una dall'altra, tranne che nel terzo riquadro.

SCHEDA N° 28

A - Tutti gli alimenti sono rotti o tagliati, tranne la carota che è intera.

B - L'intruso è lo zero, in quanto non si trova nel calendario.

SCHEDA N° 29

A - Il numero sovrastante indica quanti passi deve compiere la pallina, l'errore si trova nel quarto riquadro.

B - Il numero sovrastante indica quanti passi deve compiere la pallina, l'errore si trova nel primo riquadro.

SCHEDA N° 30

A - Il numero sovrastante e la freccia indicano la quantità e la direzione dello spostamento, l'errore si trova nel secondo riquadro.

B - Il numero sovrastante indica gli spostamenti che deve effettuare la pallina anche tornando indietro.

L'errore si trova nel quarto riquadro.

SCHEDA N° 31

A - Le linee orizzontali e verticali dell'indicatore, corrispondono alla base e all'altezza del triangolo, tranne che nel primo riquadro.

B - Le linee orizzontali e verticali dell'indicatore, corrispondono alla base e all'altezza del triangolo, tranne che nel secondo riquadro.

SCHEDA N° 32

A - La casetta, la tenda e la freccia hanno una forma appuntita. L'intruso è la ruota che ha una forma circolare.

B - Il quadro, il vassoio e la finestra hanno una forma rettangolare. L'intruso è la casetta che ha la forma appuntita.

SCHEDA N° 33

A - Il numero delle palline presenti nell'indicatore, corrisponde alla quantità di acqua presente nel vaso sottostante, tranne che nel secondo riquadro.

B - La grandezza della pallina, corrisponde alla quantità di acqua del vaso sottostante, tranne che nel secondo riquadro.

“ VOGLIA DI CRESCERE ”

PROGRAMMA BASE PER LO SVILUPPO LOGICO E COGNITIVO

SEQUENZE LOGICHE

SEQUENZE LOGICHE

Il presentare al ragazzo molte sequenze logiche, lo aiuta non solo ad acquisire numerosi concetti fondamentali, come l'alternanza, la localizzazione spaziale, il rapporto di causa-effetto, le quantità, l'espansione, la contrazione ecc., ma serve anche a renderlo più maturo e pronto alle richieste insite nei programmi scolastici, in quanto vengono stimolate e sviluppate le capacità intellettive di base, presupposto indispensabile per ogni apprendimento.

Le sequenze logiche richiedono infatti, non solo un buon grado di discriminazione visiva e di astrazione, ma anche la capacità di cogliere i rapporti di consequenzialità e causa ed effetto.

UTILIZZAZIONE DELLE SCHEDE A SCELTA MULTPLA INCROCIATA

Prima fase

In ogni scheda sono proposte tre sequenze. Per ciascuna di esse, l'allievo, seguendo il ragionamento effettuato dall'educatore, dovrà indicare con il dito una delle tre risposte presenti nella parte destra della scheda.

Seconda fase

L'allievo dovrà trovare la risposta esatta senza che l'educatore spieghi le caratteristiche della sequenza.

Terza fase

Il bambino verbalizzerà il ragionamento contenuto nella sequenza e quindi spiegherà i motivi che lo hanno portato a quella scelta.

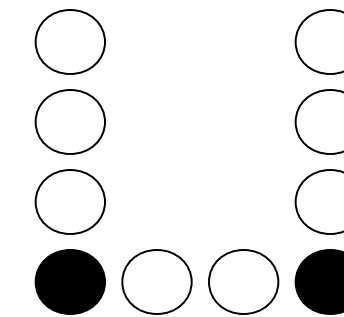
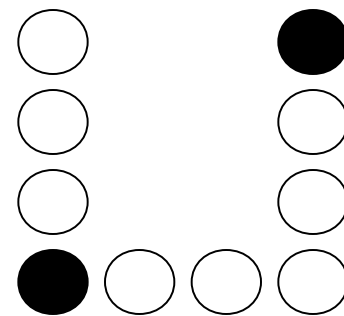
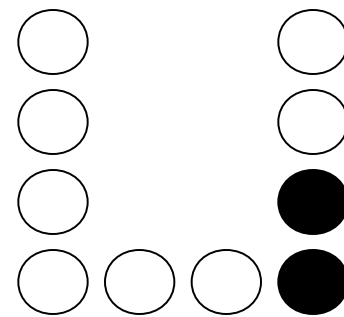
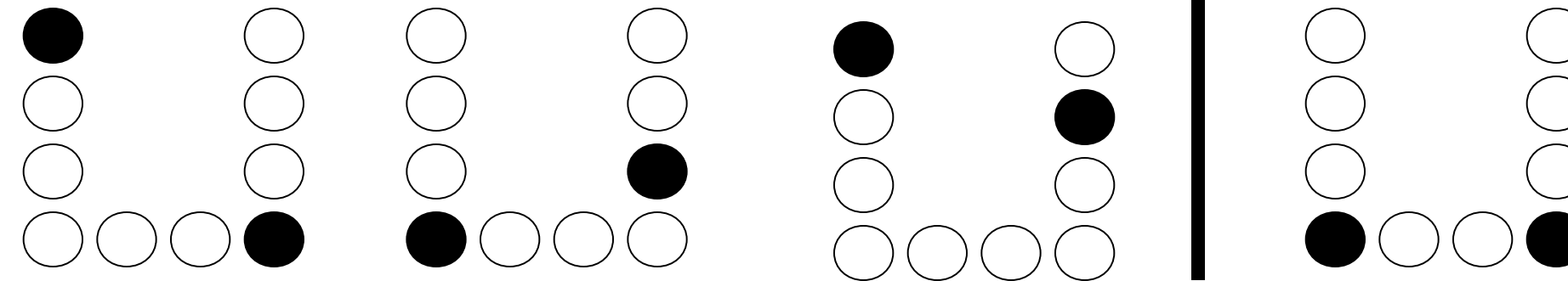
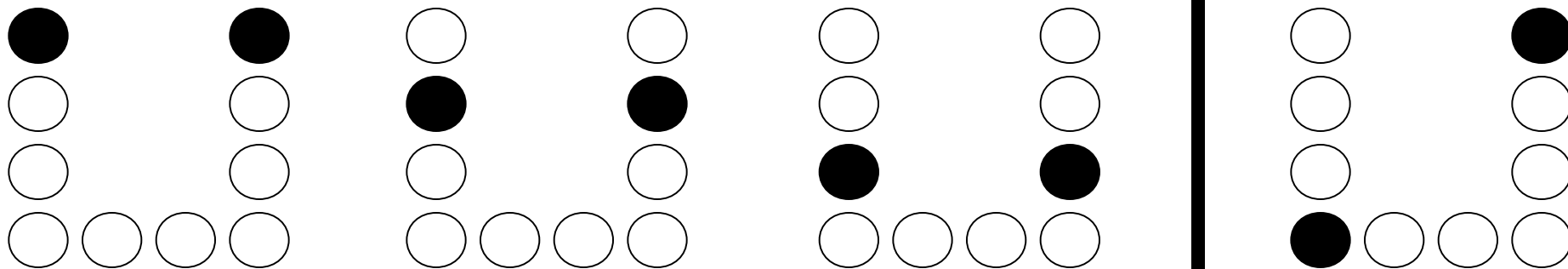
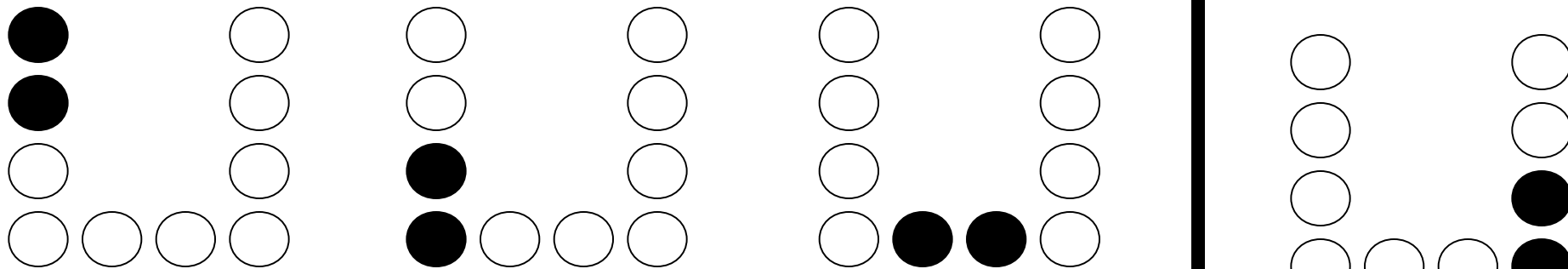
UTILIZZAZIONE DELLE SCHEDE A SCELTA APERTA

Le schede a scelta aperta richiedono maggiori capacità logiche, in quanto sono ipotizzabili tutte le risposte. Per tale motivo vanno effettuate dopo che il ragazzo avrà acquisito una buona padronanza delle schede precedenti.

In queste, egli dovrà disegnare, su un foglio a parte, le risposte ai vari quesiti presentati. Il compito gli sarà reso più facile in quanto si tratta sequenze a lui già note.

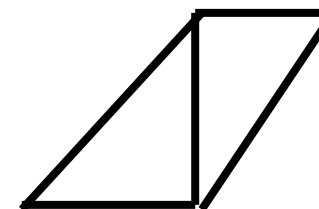
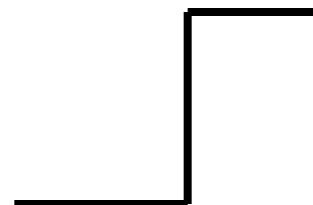
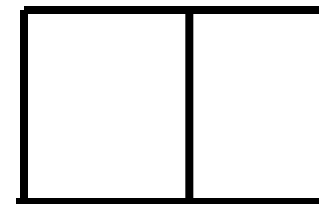
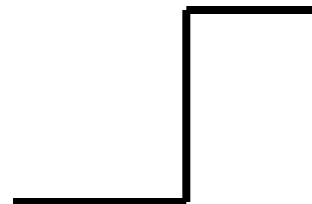
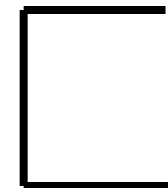
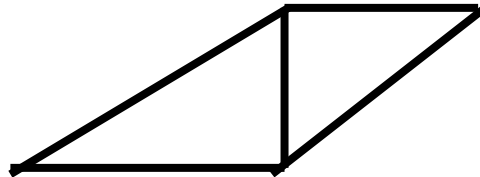
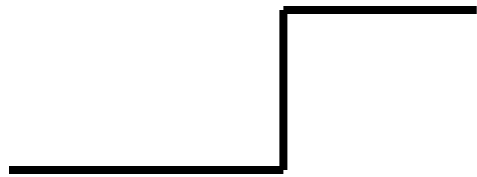
ETÀ di riferimento

Dieci anni e oltre di età cronologica o mentale.



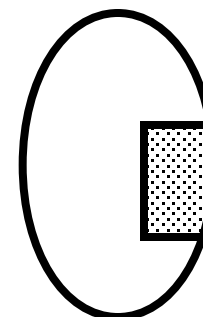
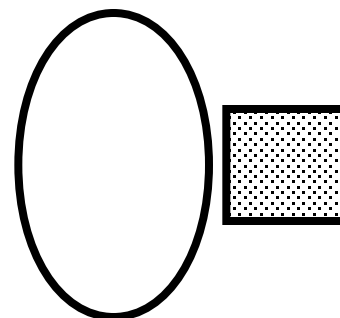
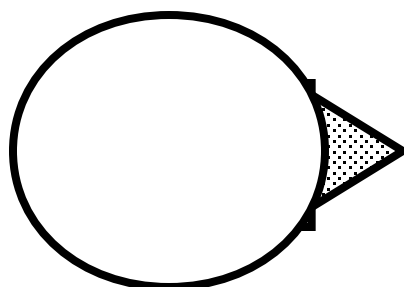
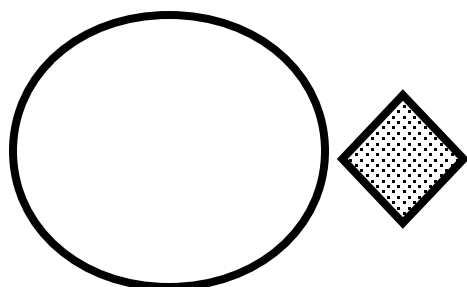
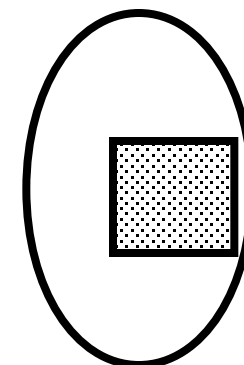
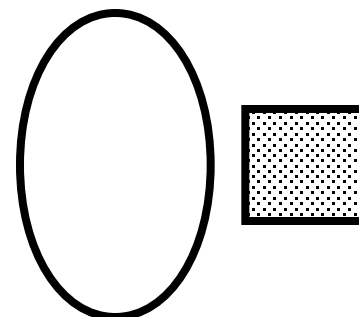
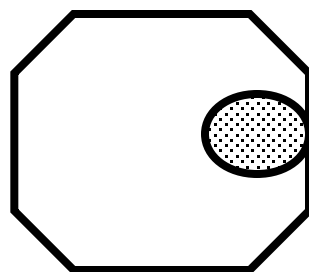
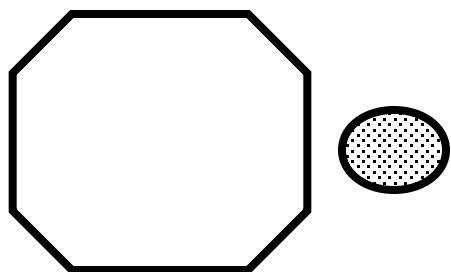
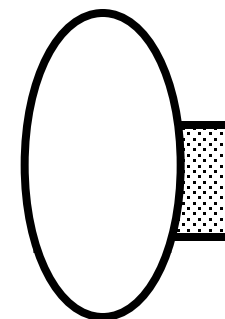
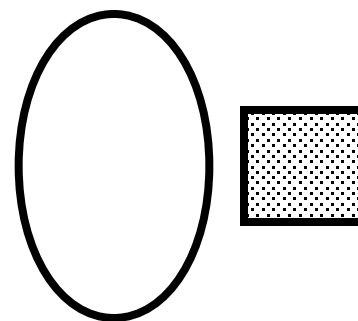
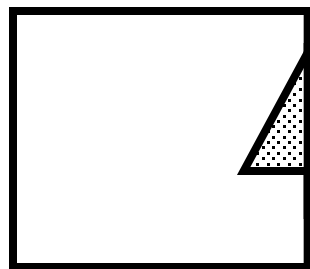
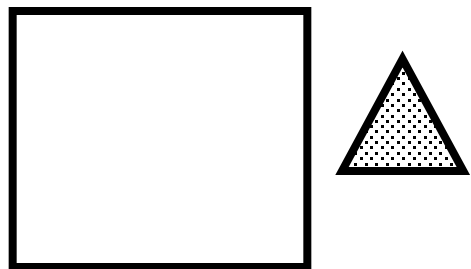
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.



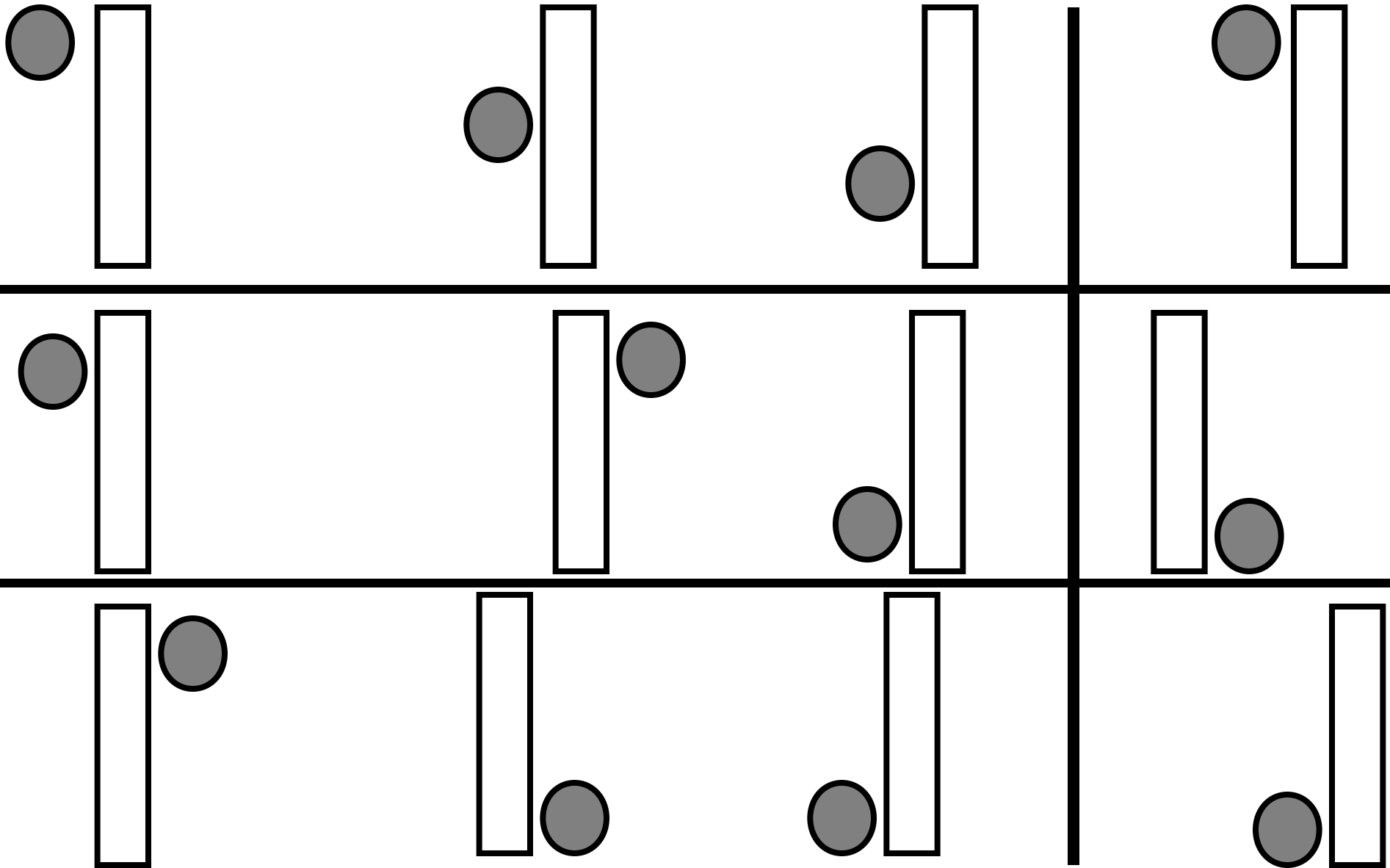
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.



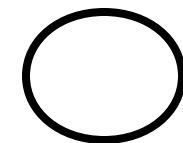
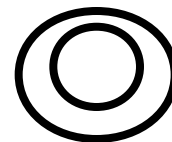
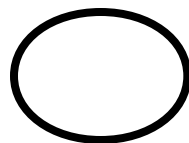
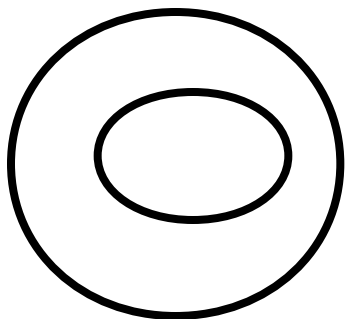
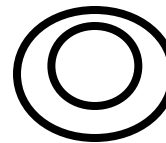
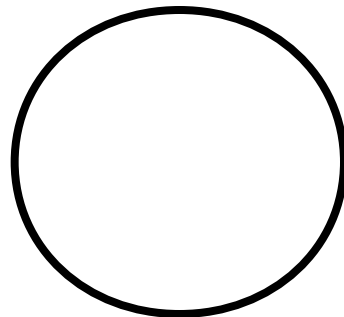
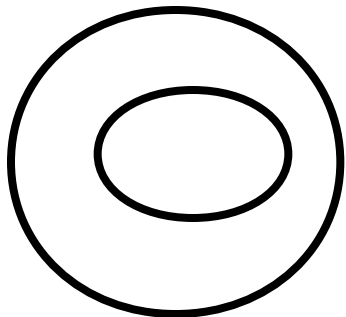
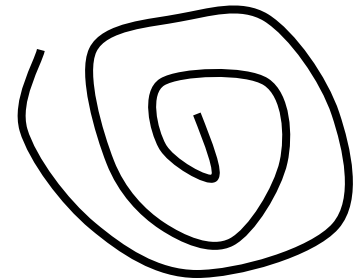
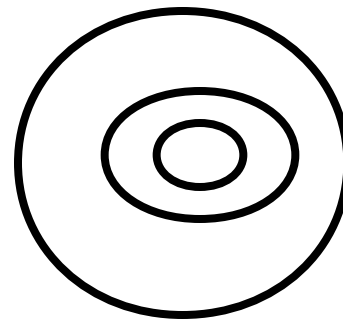
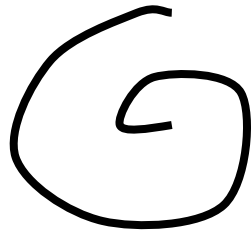
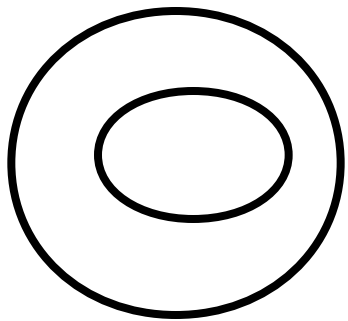
SEQUENZE LOGICHE

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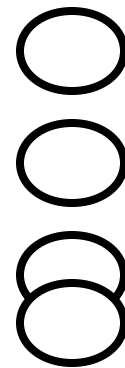
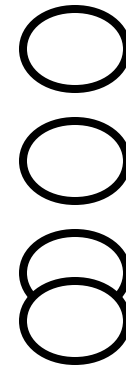
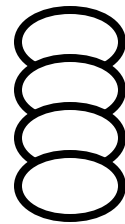
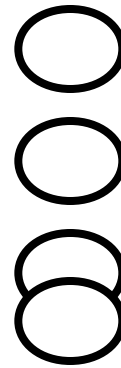
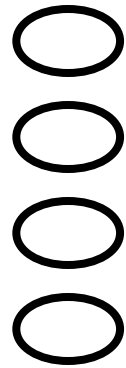
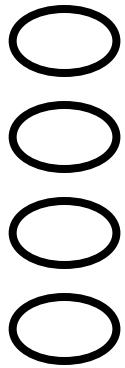
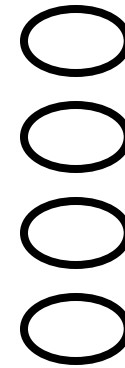
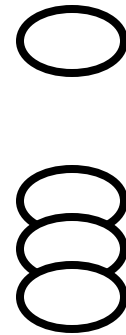
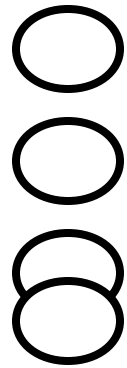
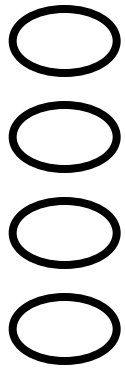
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.



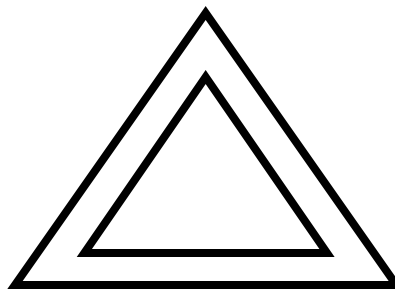
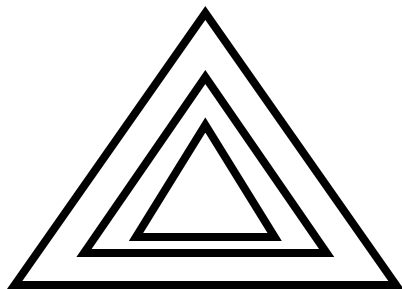
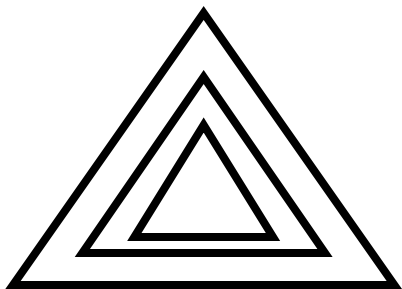
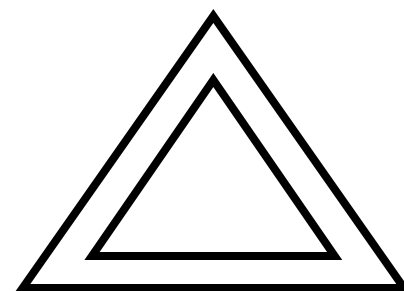
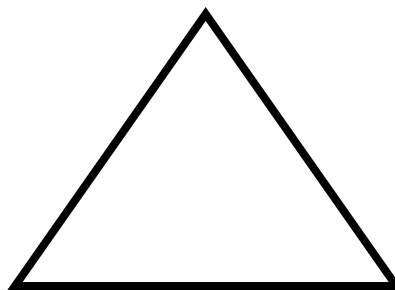
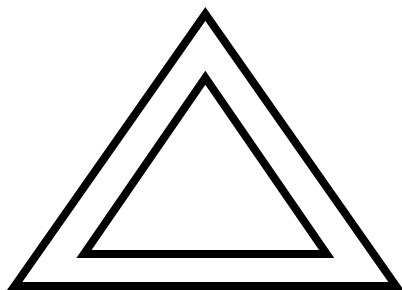
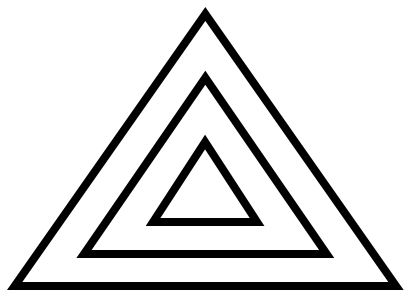
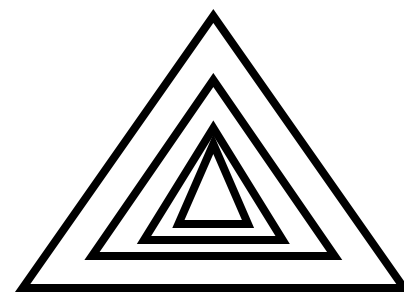
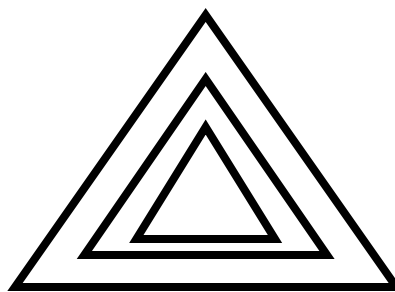
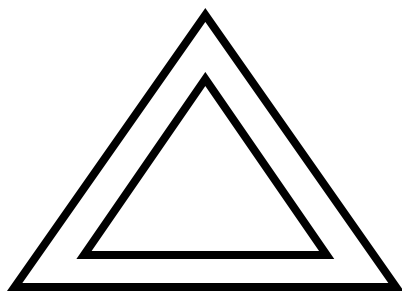
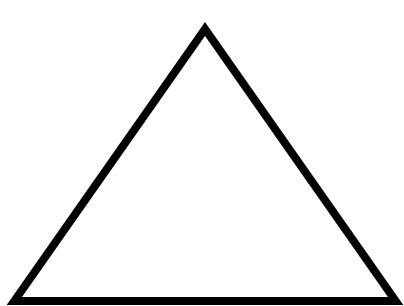
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.



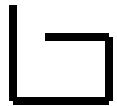
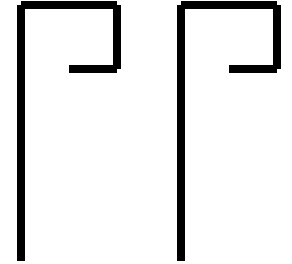
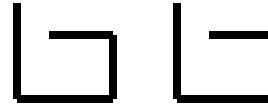
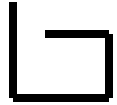
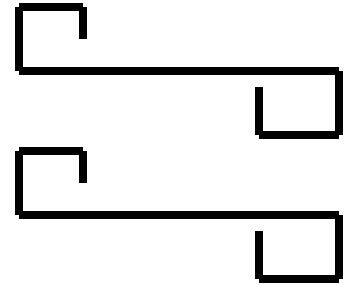
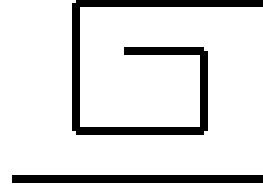
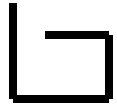
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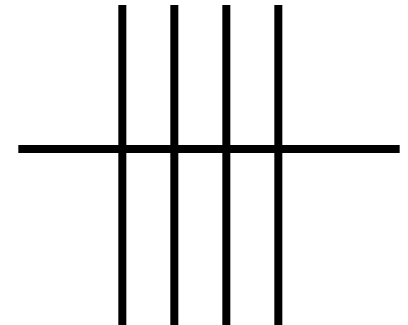
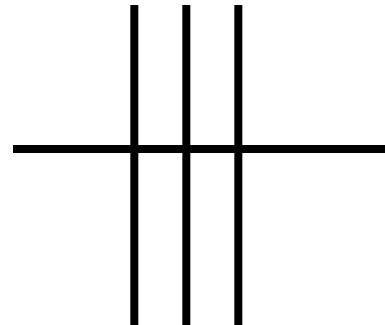
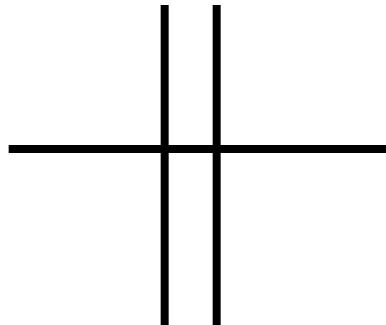
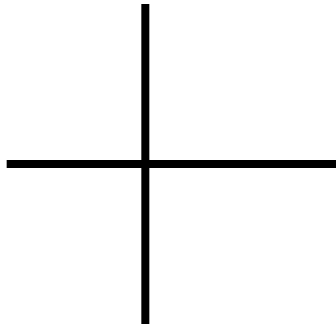
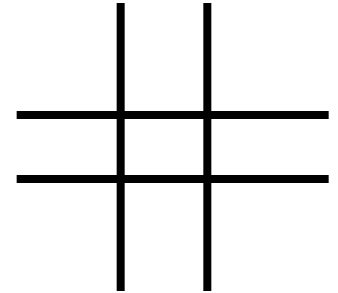
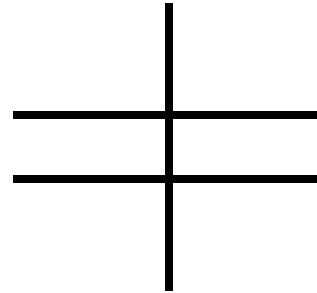
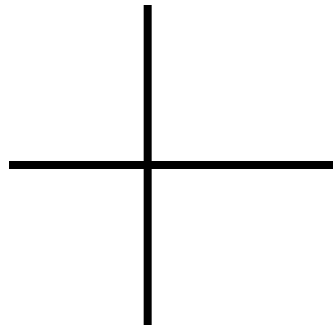
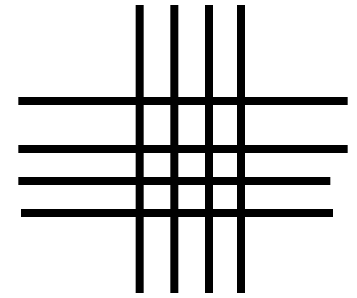
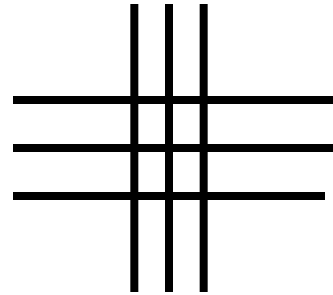
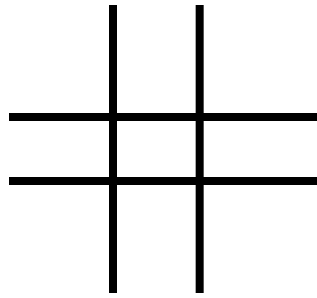
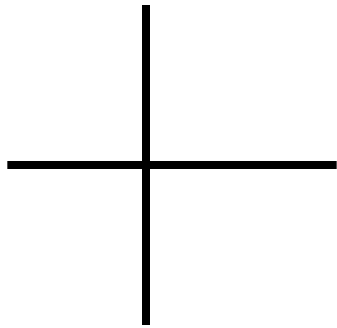
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.



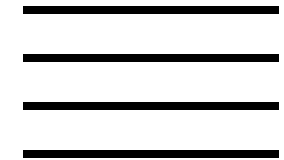
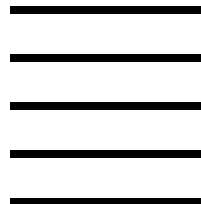
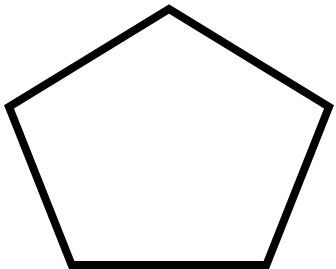
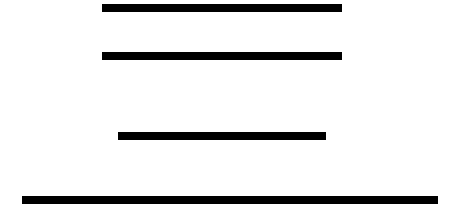
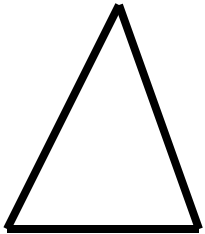
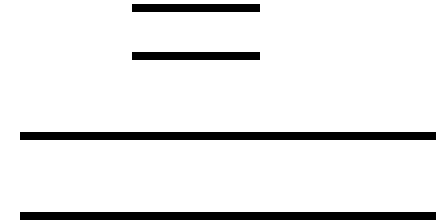
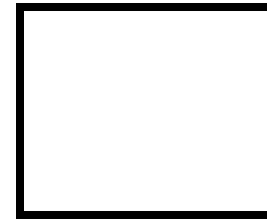
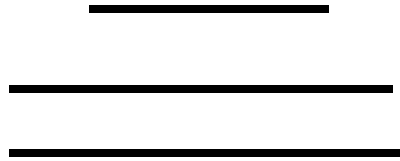
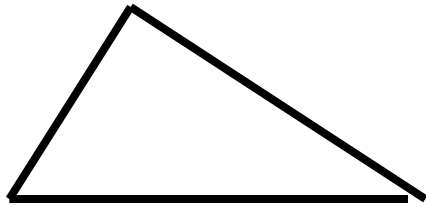
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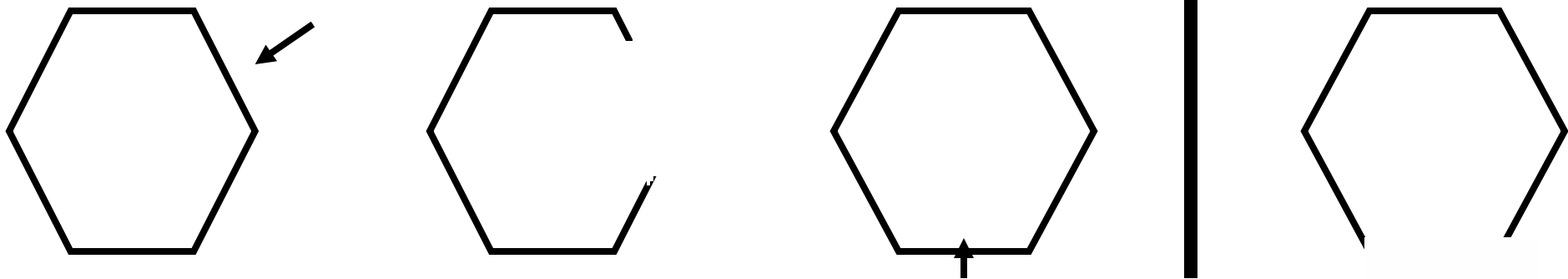
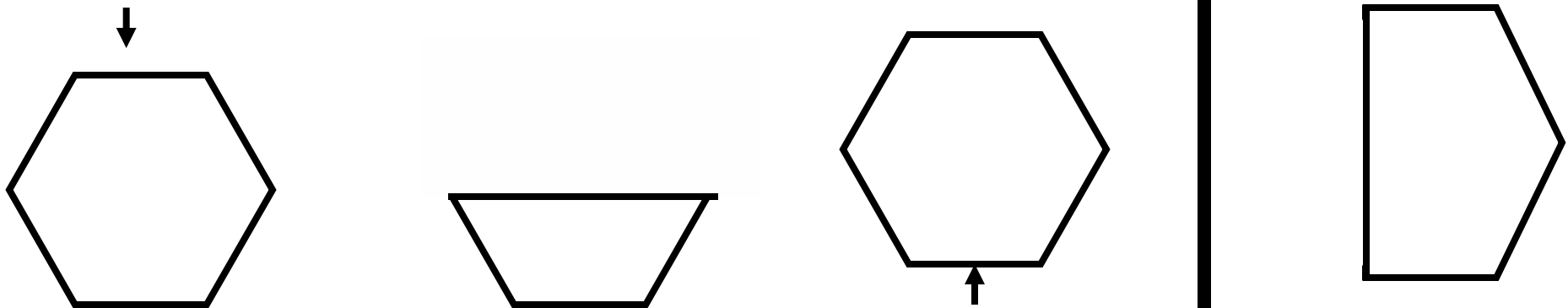
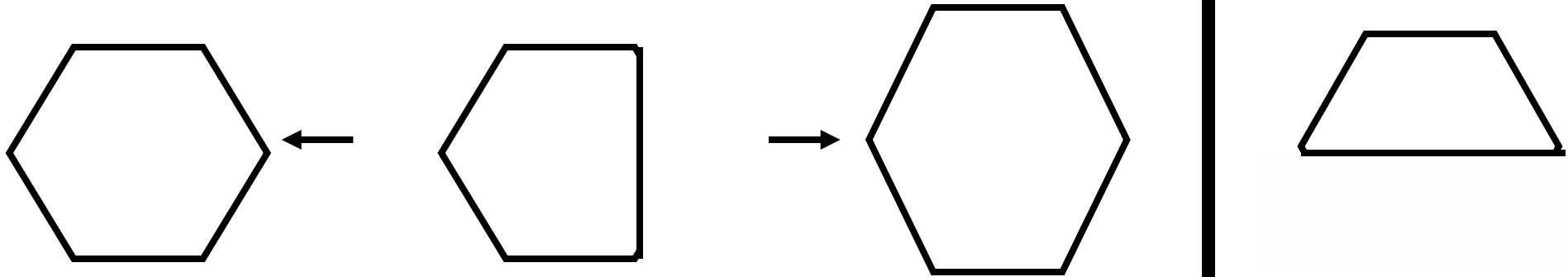
SEQUENZE LOGICHE

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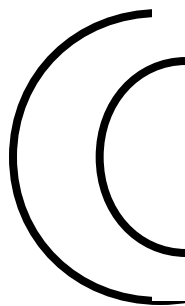
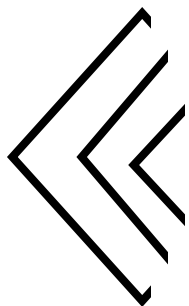
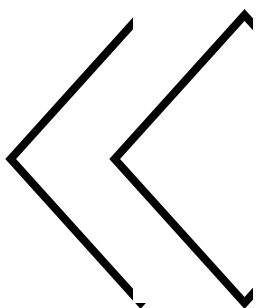
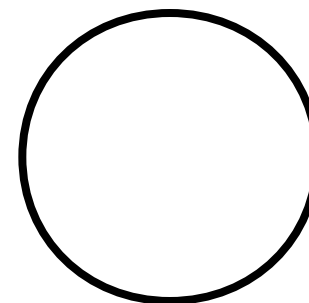
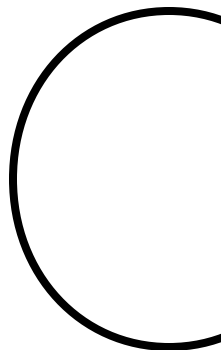
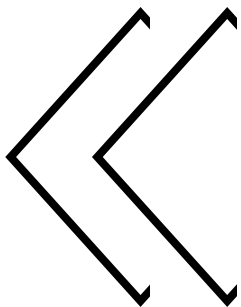
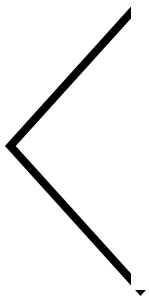
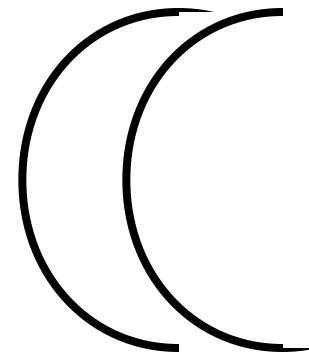
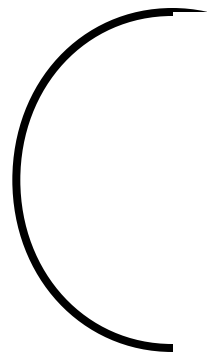
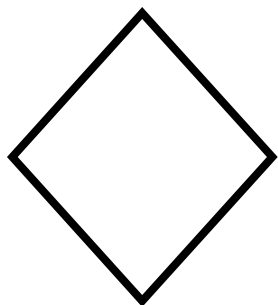
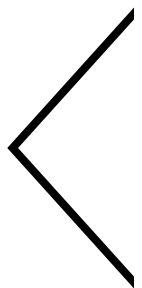
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.



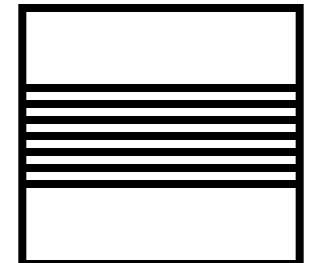
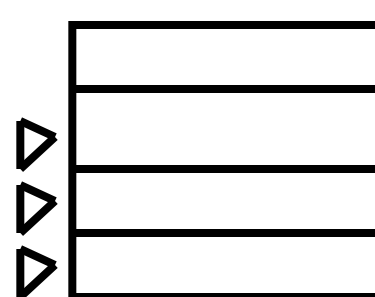
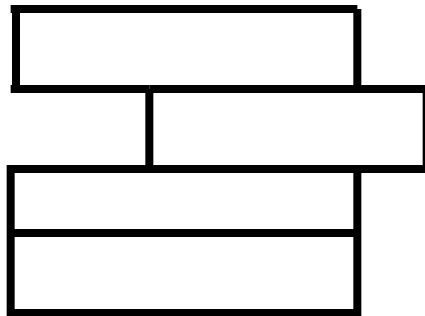
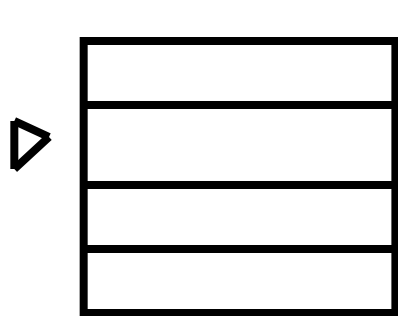
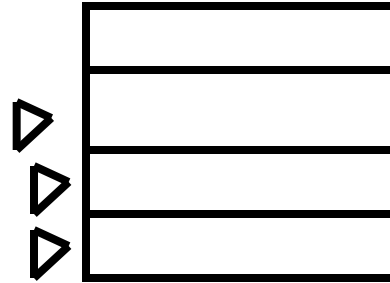
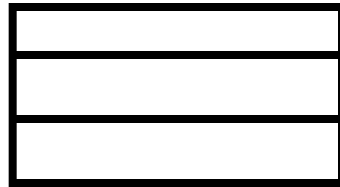
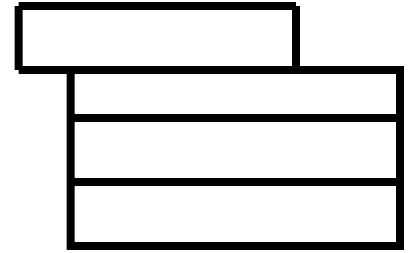
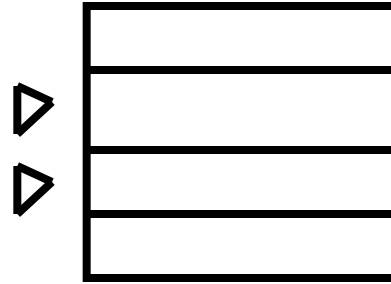
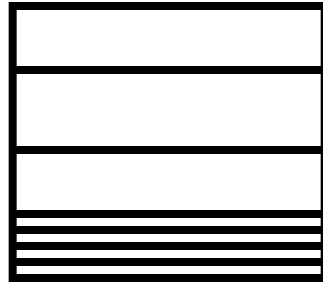
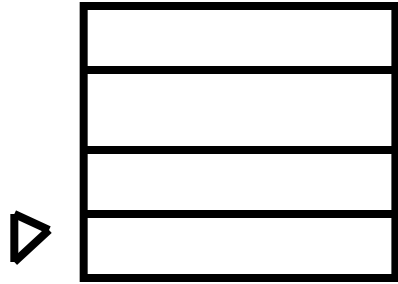
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.



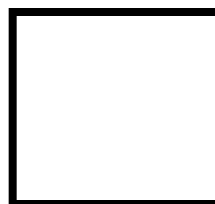
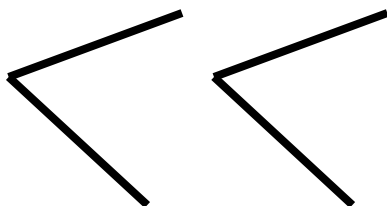
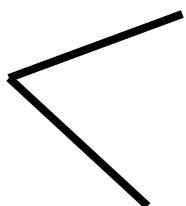
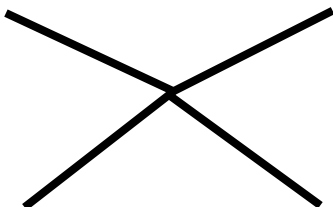
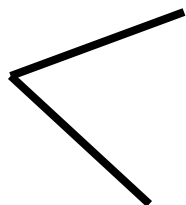
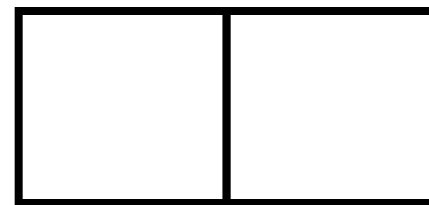
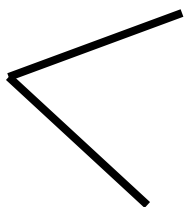
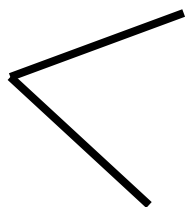
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.



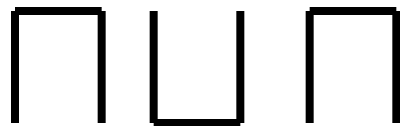
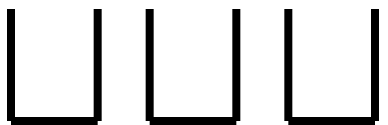
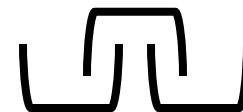
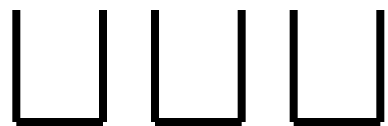
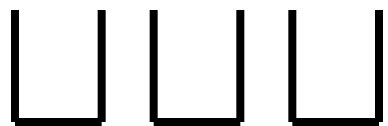
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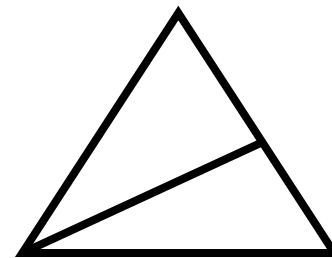
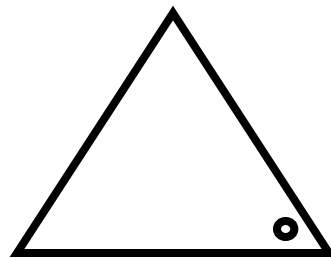
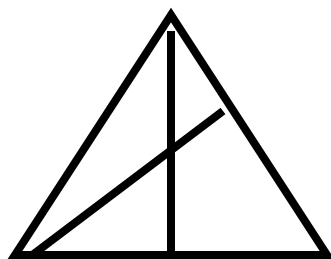
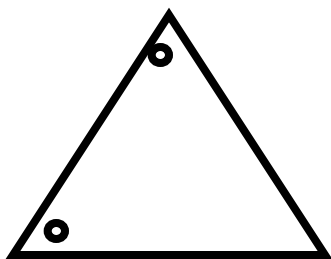
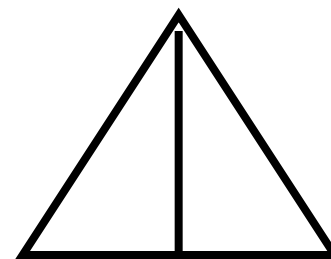
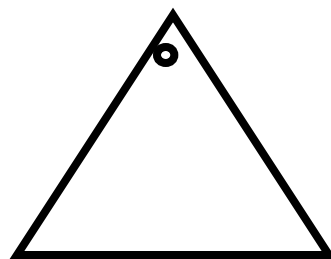
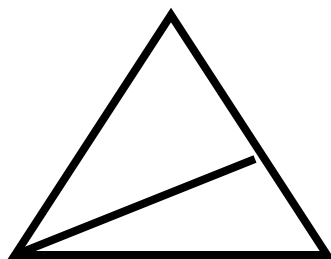
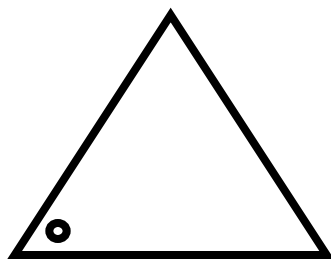
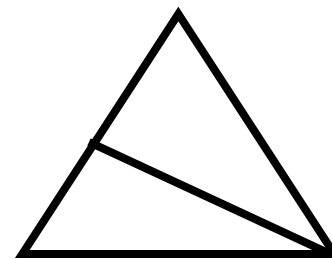
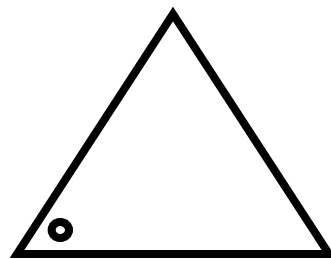
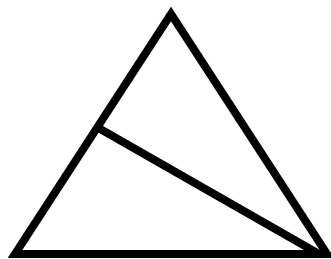
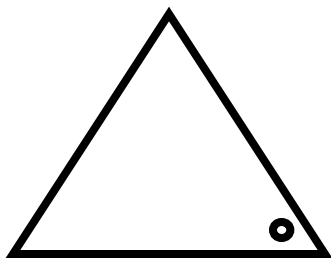
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.



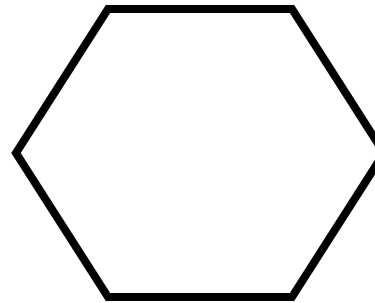
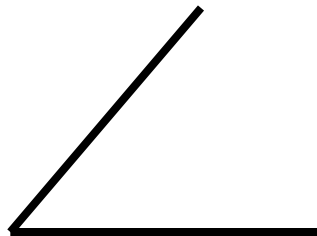
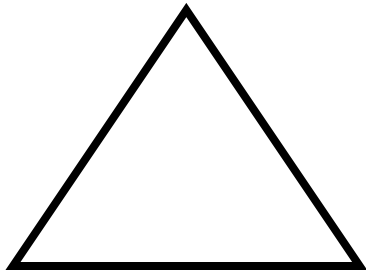
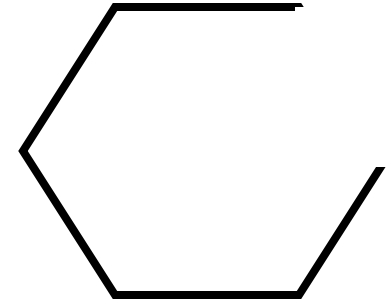
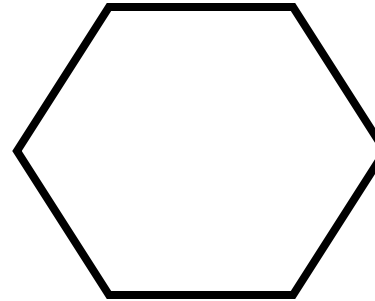
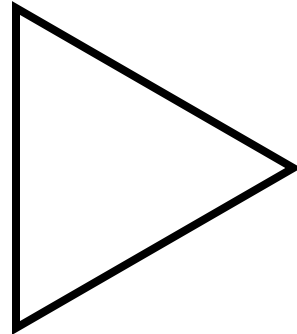
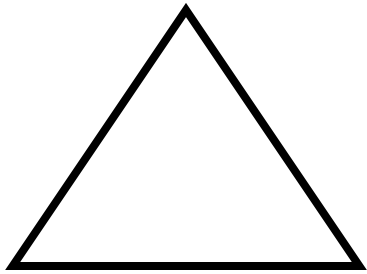
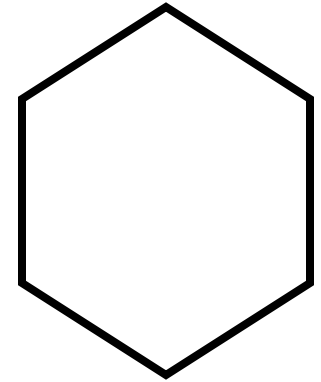
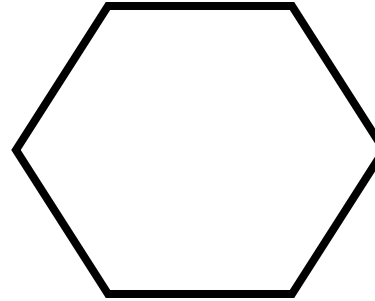
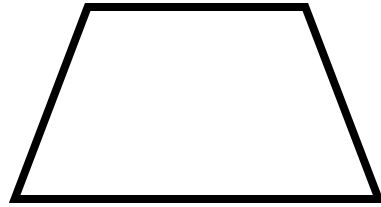
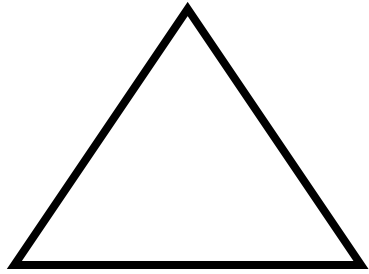
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.



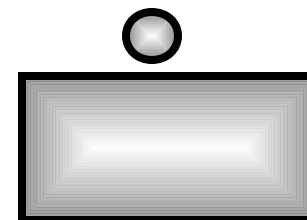
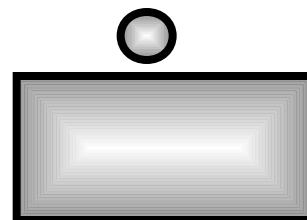
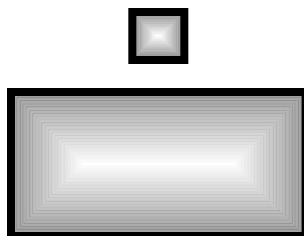
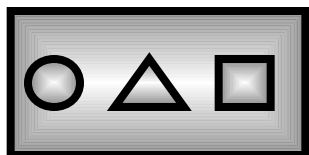
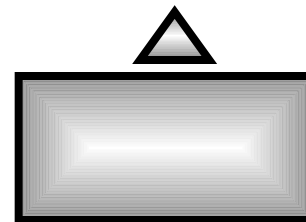
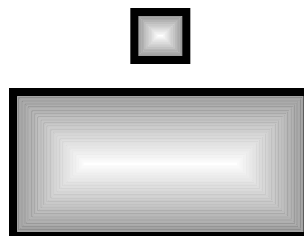
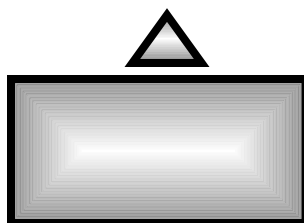
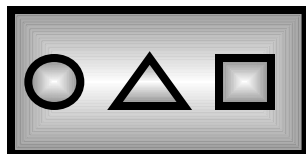
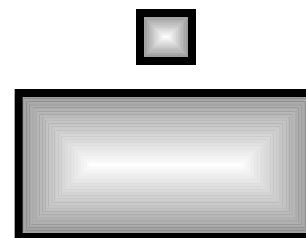
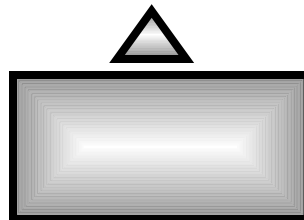
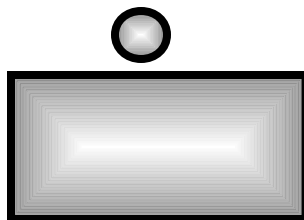
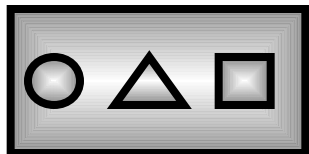
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.



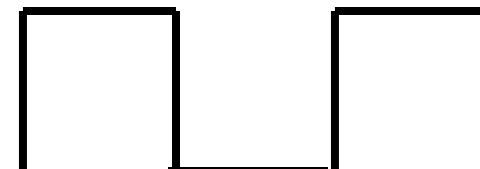
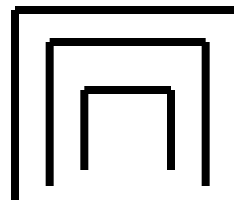
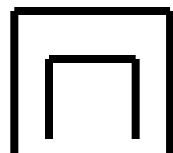
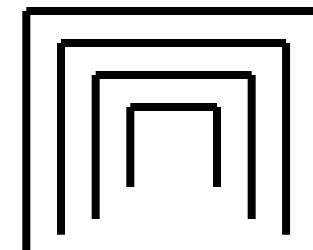
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.



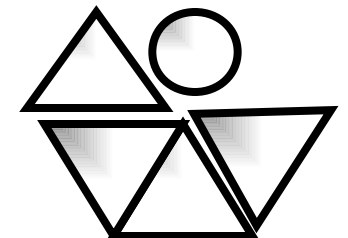
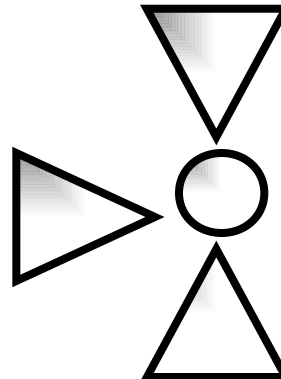
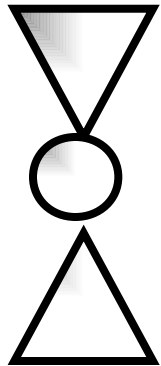
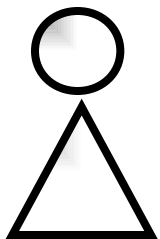
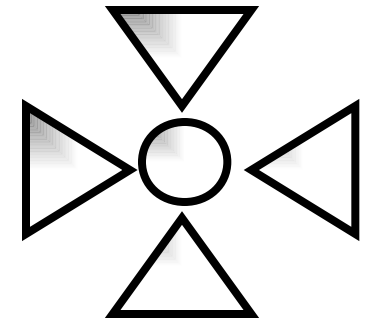
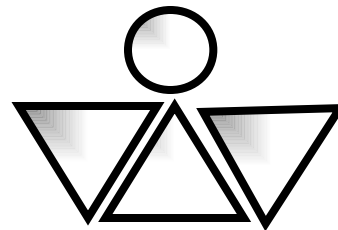
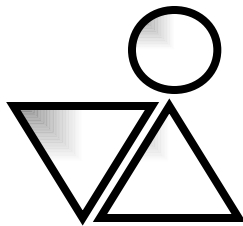
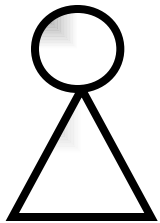
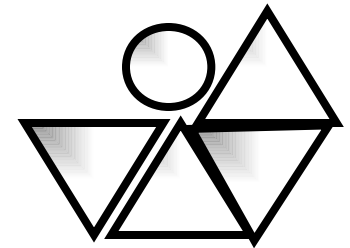
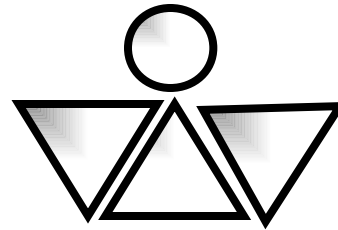
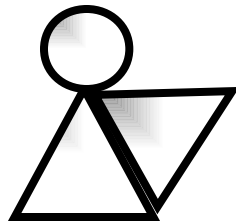
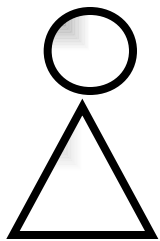
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.



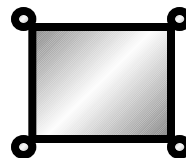
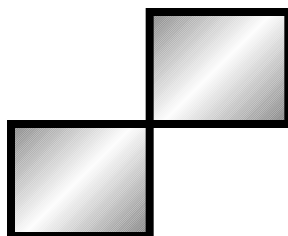
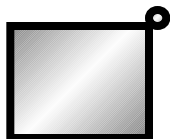
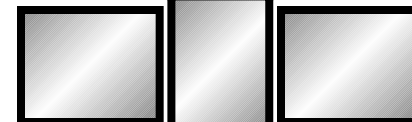
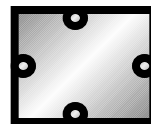
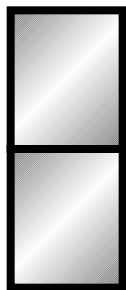
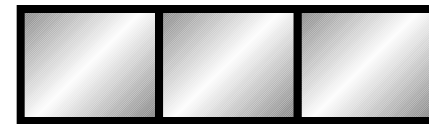
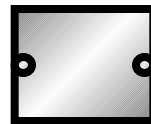
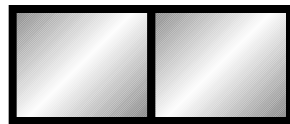
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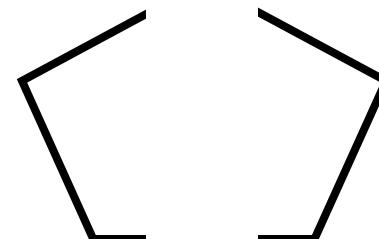
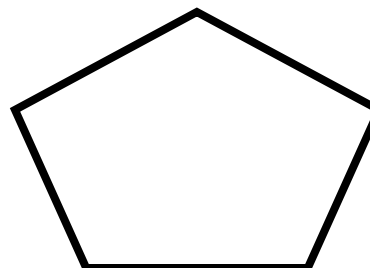
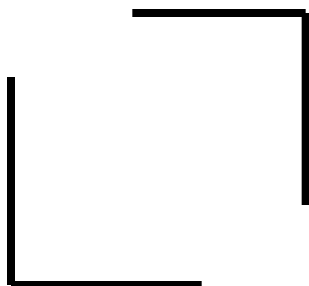
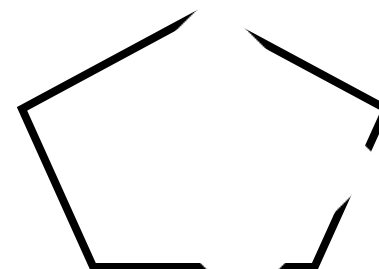
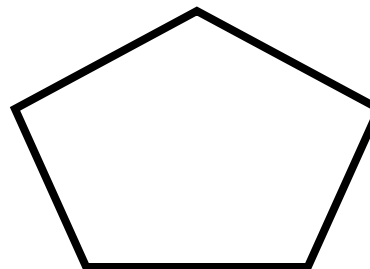
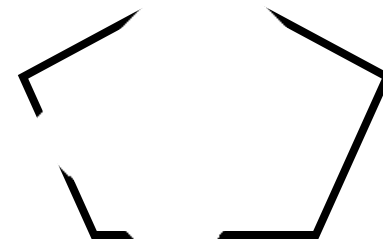
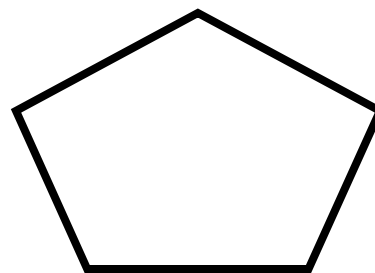
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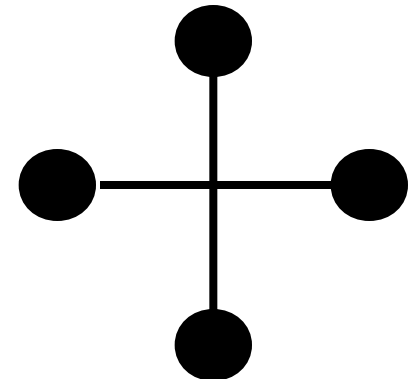
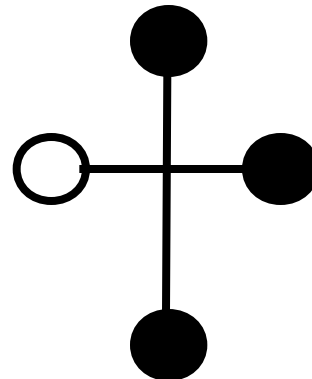
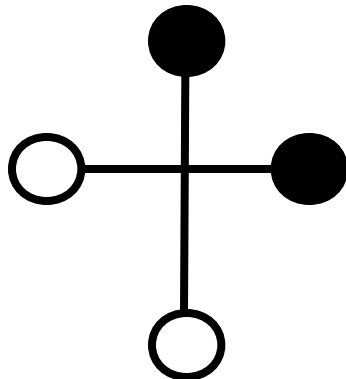
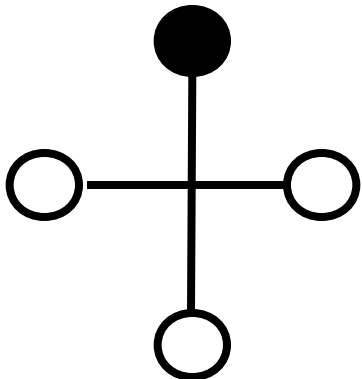
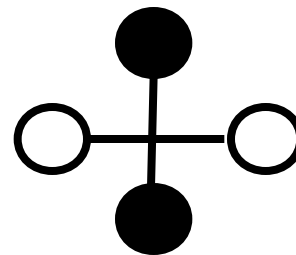
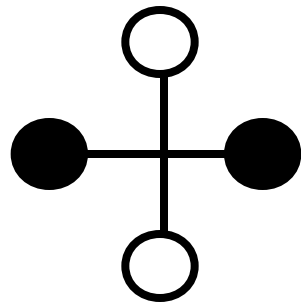
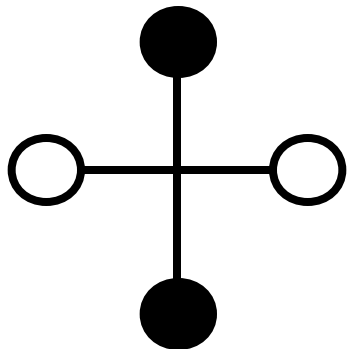
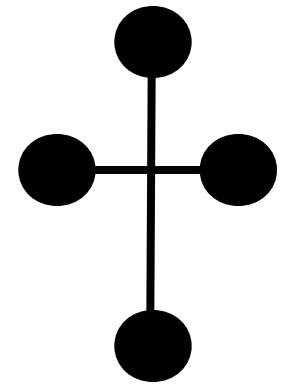
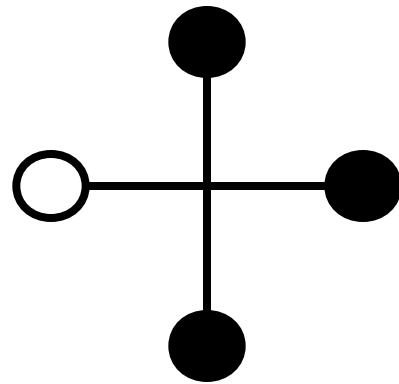
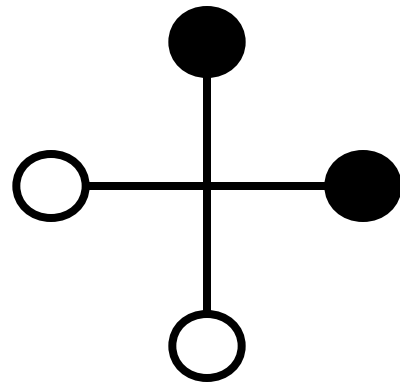
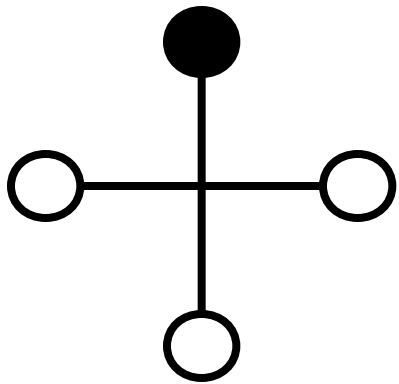
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.



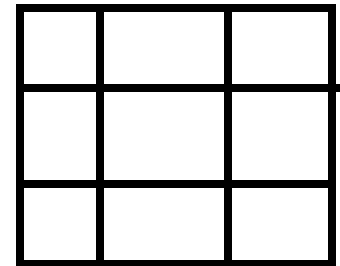
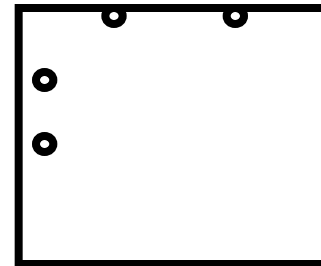
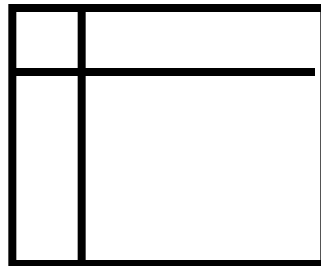
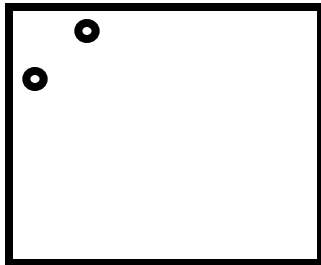
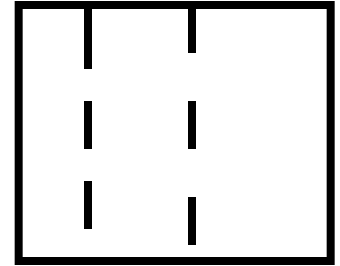
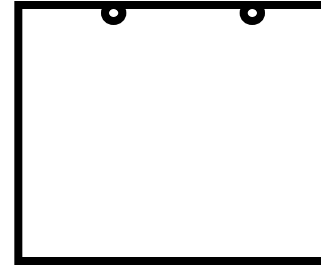
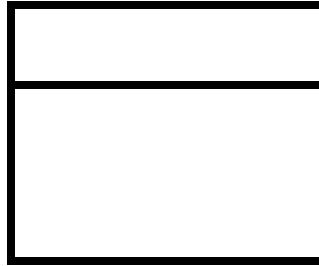
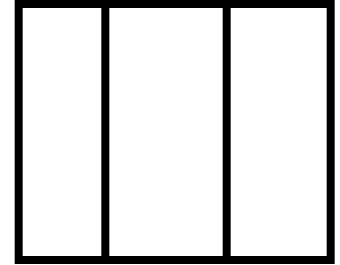
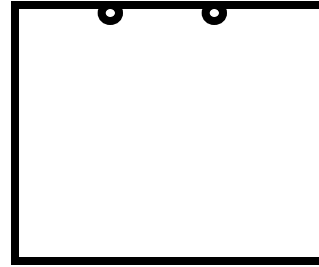
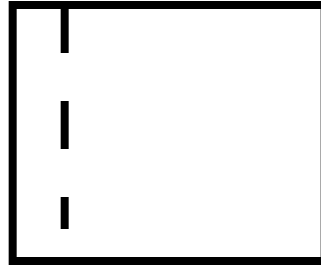
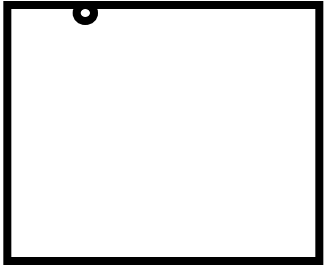
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.



SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.



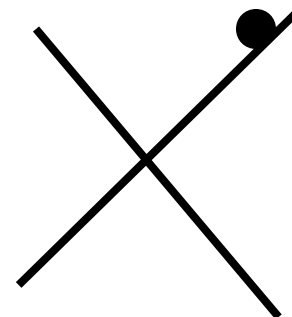
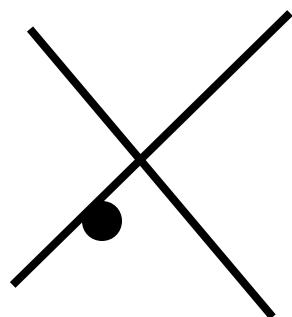
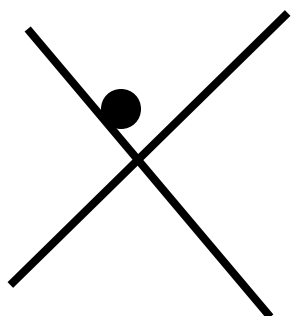
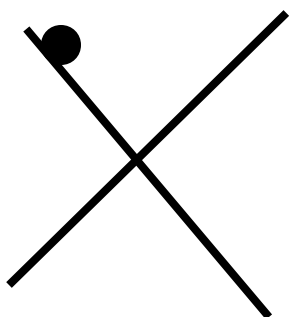
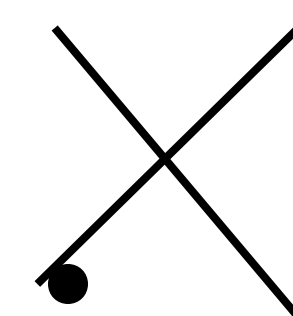
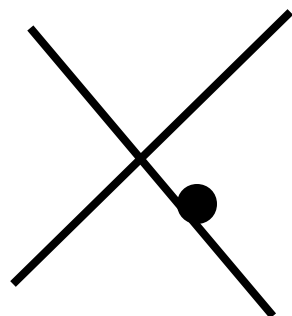
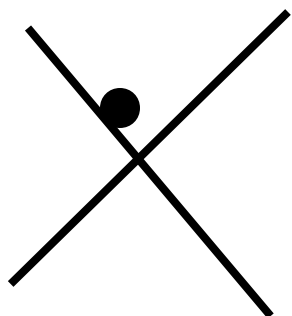
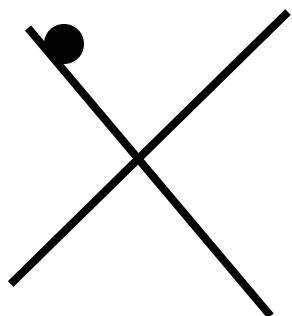
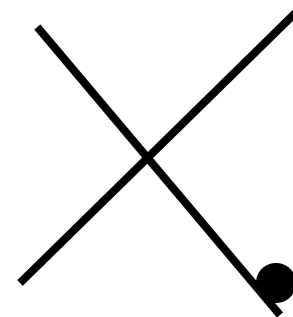
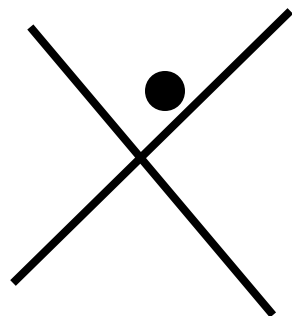
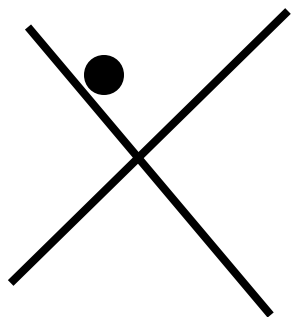
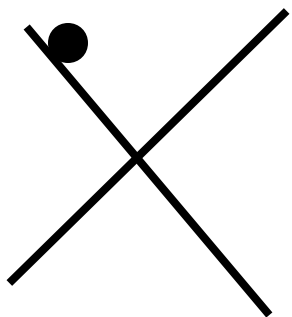
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.



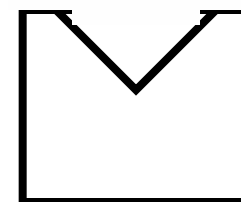
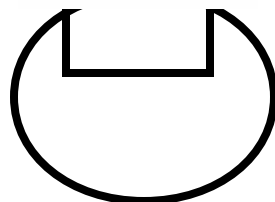
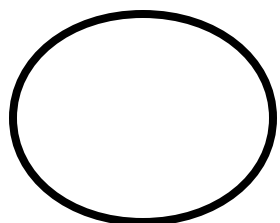
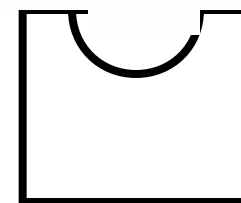
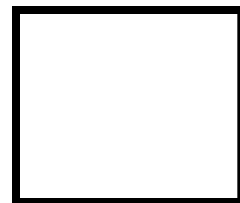
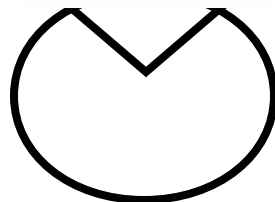
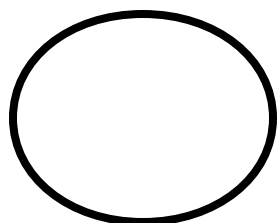
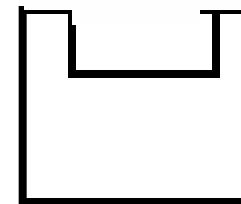
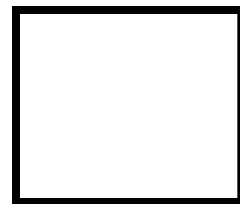
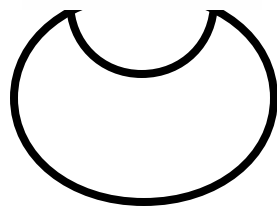
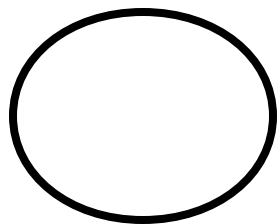
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.



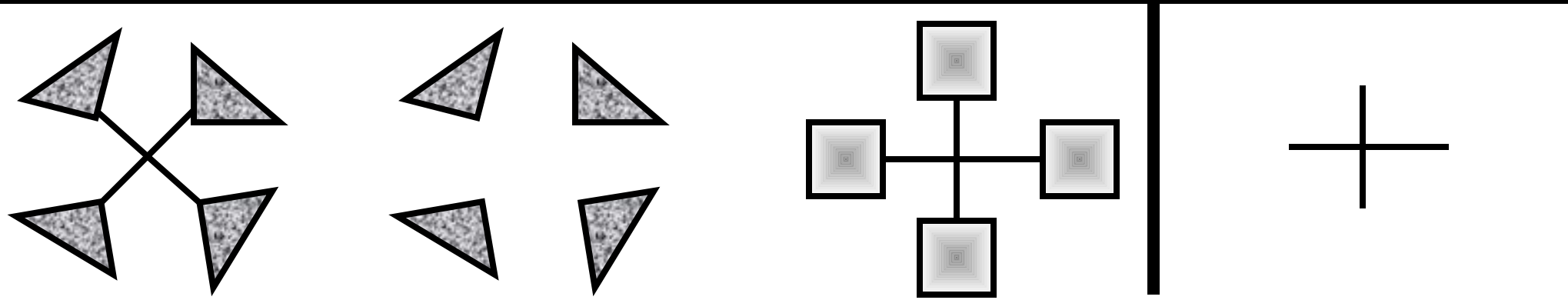
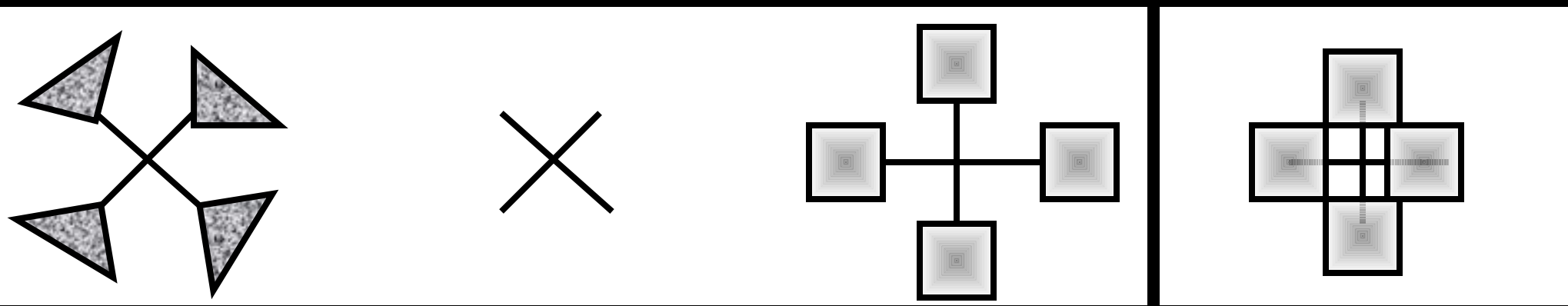
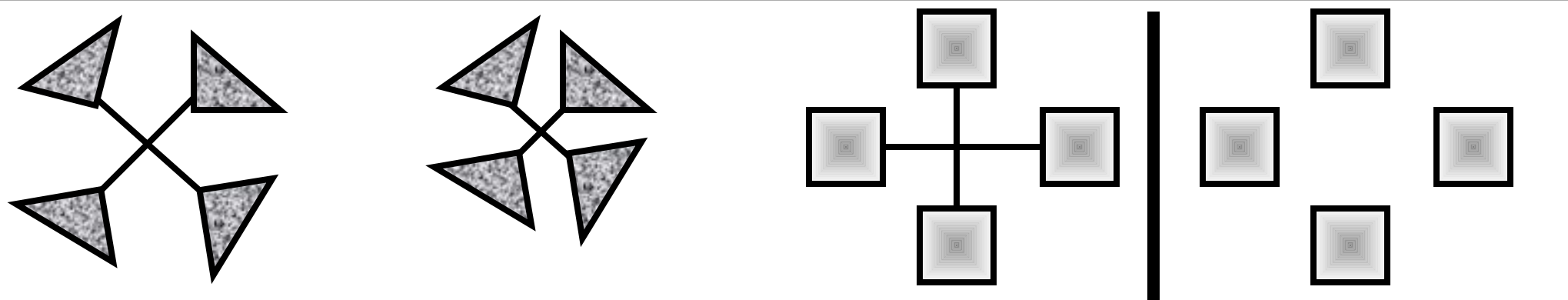
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.



SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.

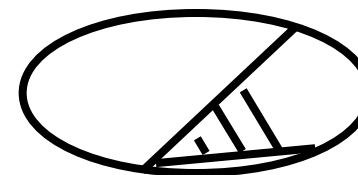
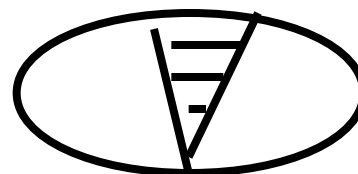
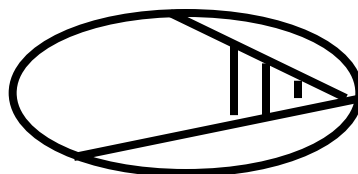
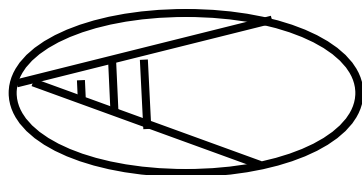
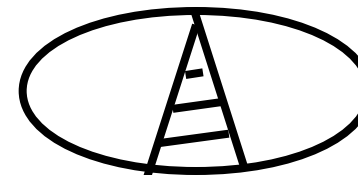
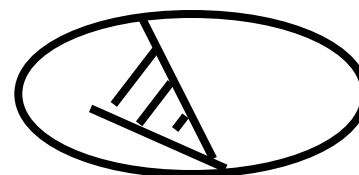
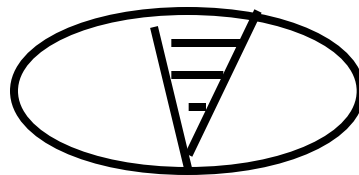
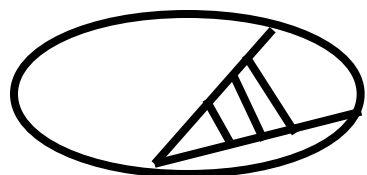
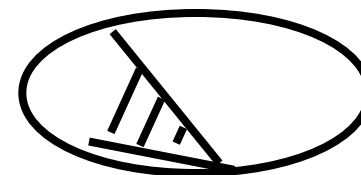
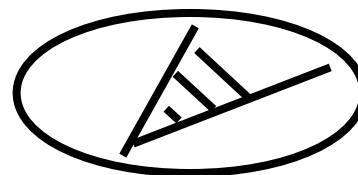
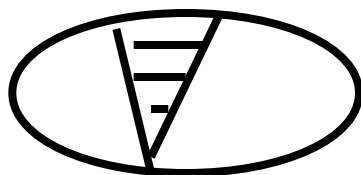
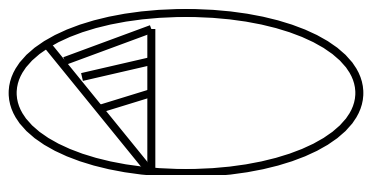


SEQUENZE LOGICHE
 Seguendo il ragionamento logico, presente nella parte sinistra della scheda,
 trovare a destra la soluzione più idonea.



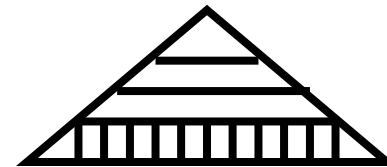
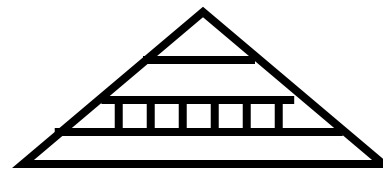
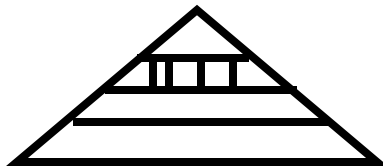
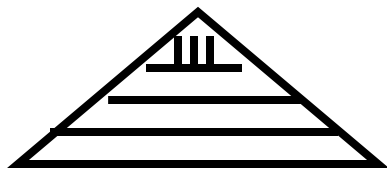
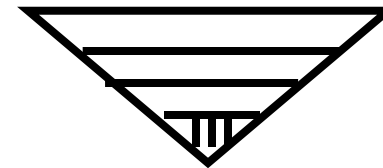
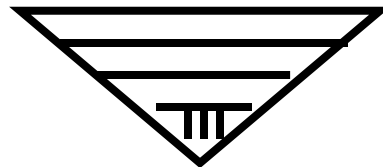
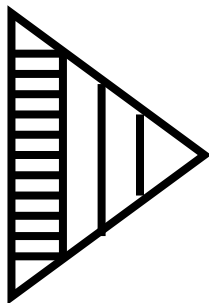
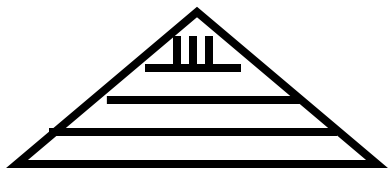
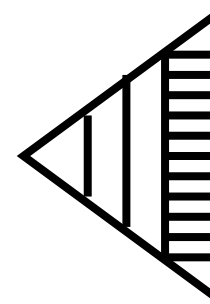
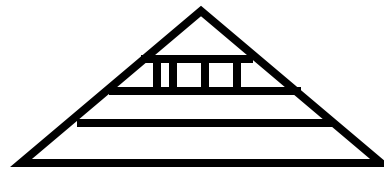
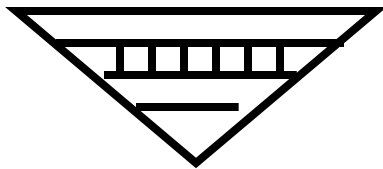
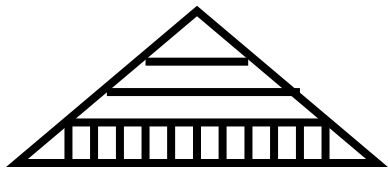
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.



SEQUENZE LOGICHE

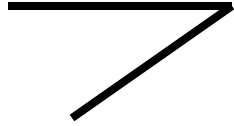
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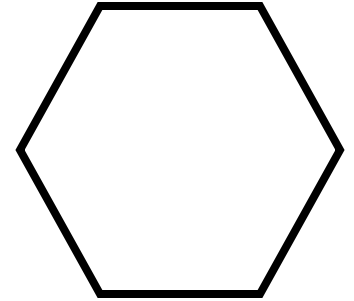
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.

2



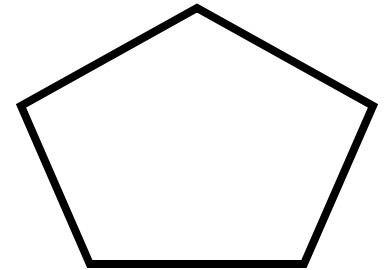
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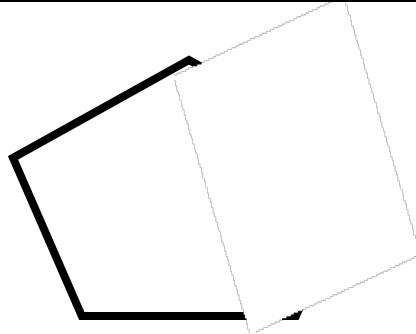
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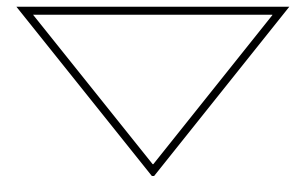
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3

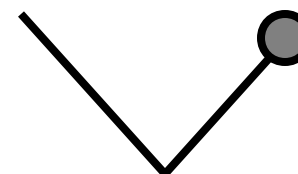
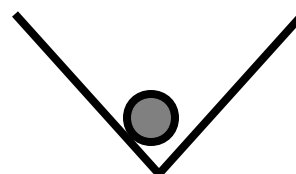
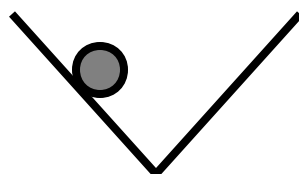
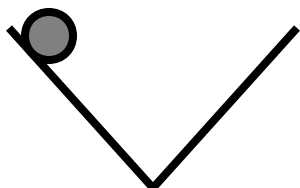
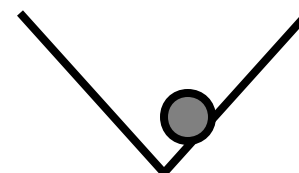
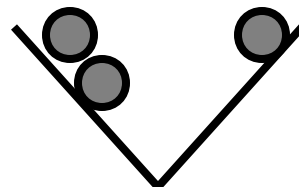
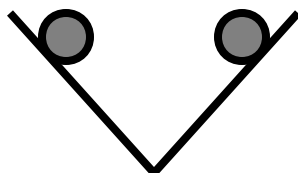
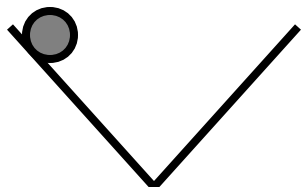
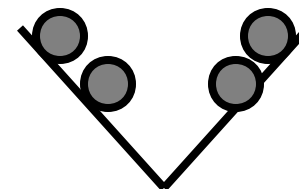
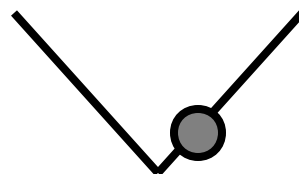
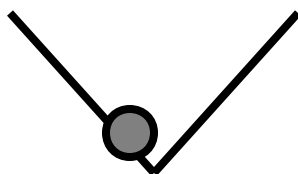
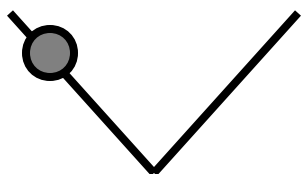


5



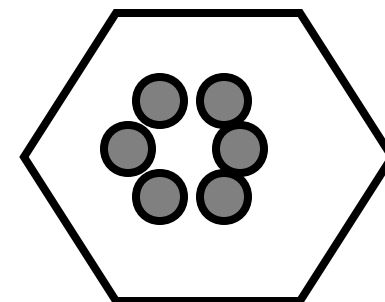
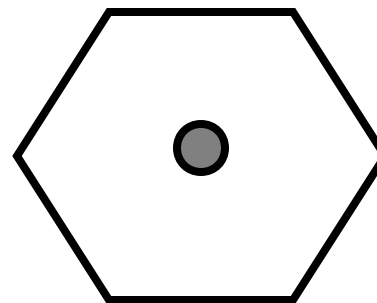
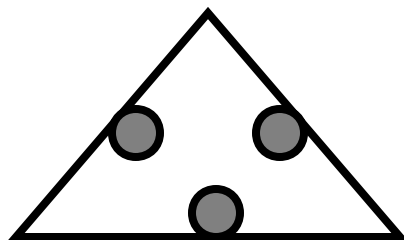
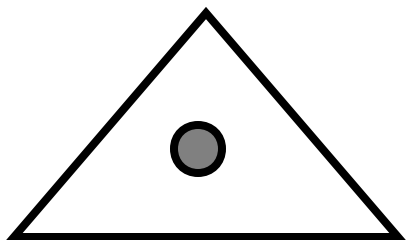
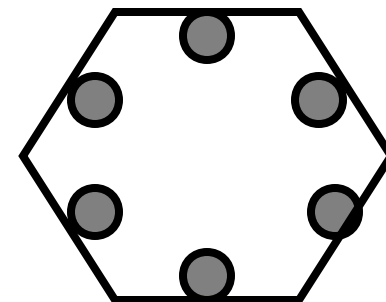
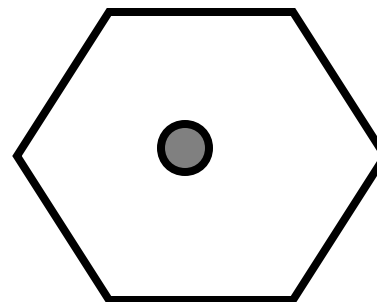
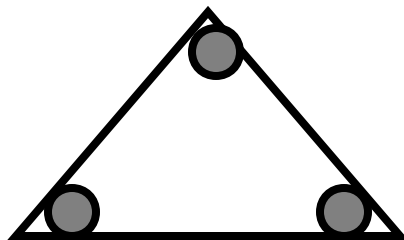
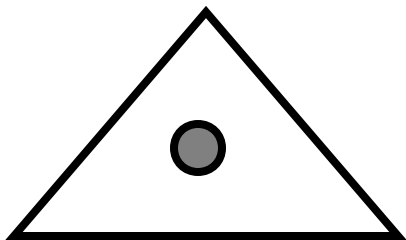
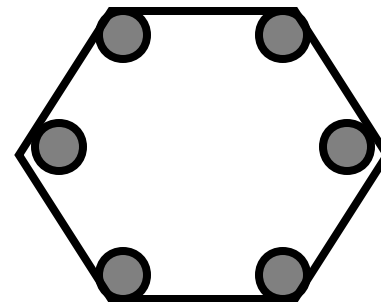
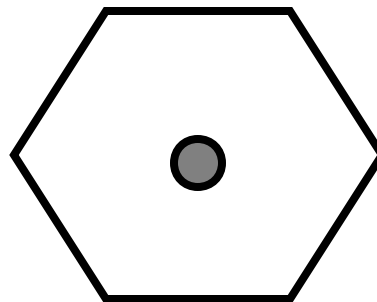
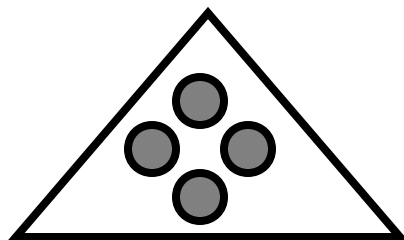
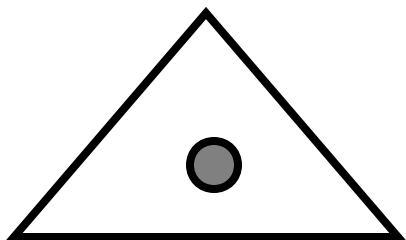
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.



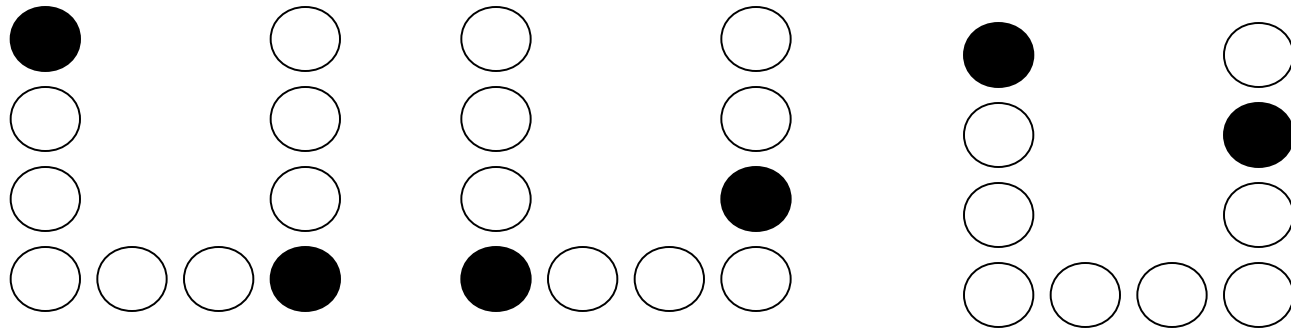
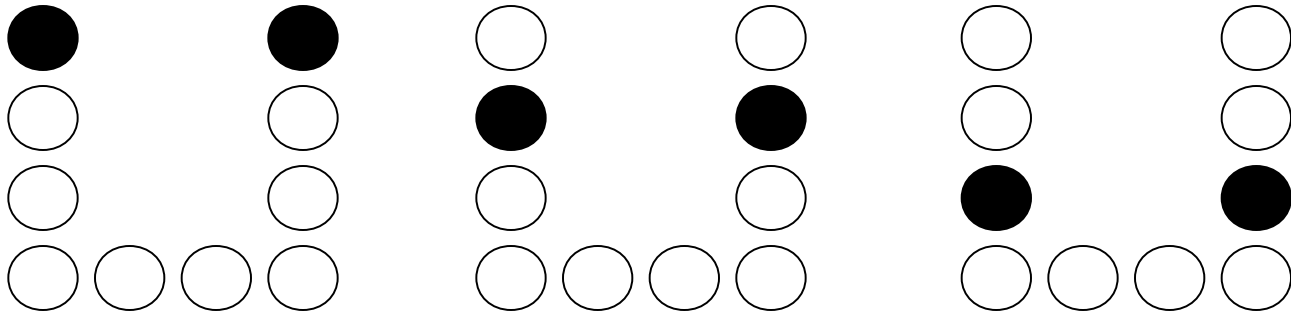
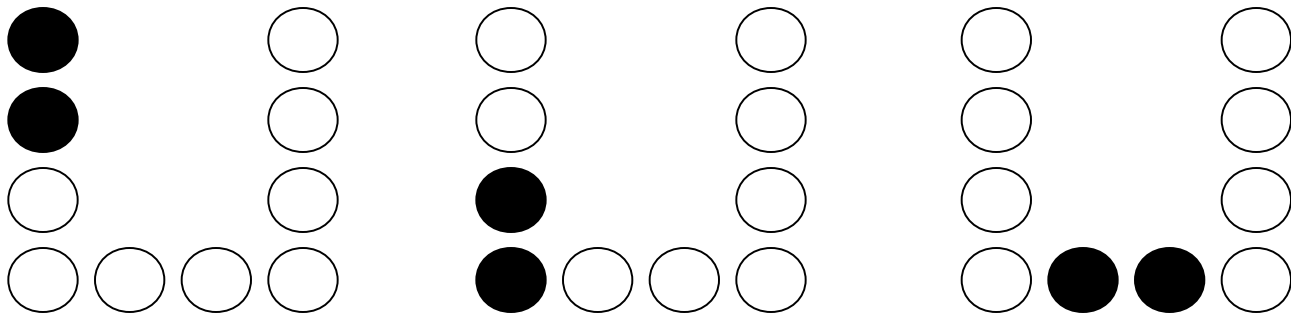
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.



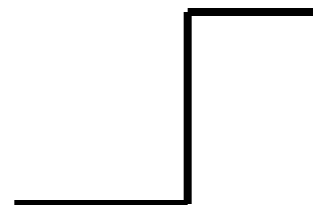
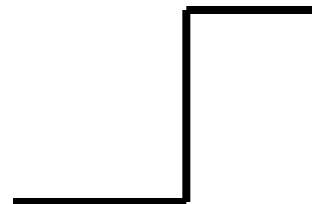
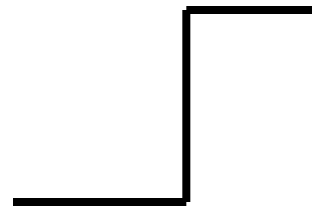
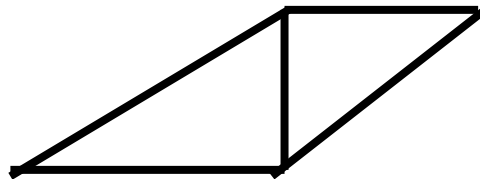
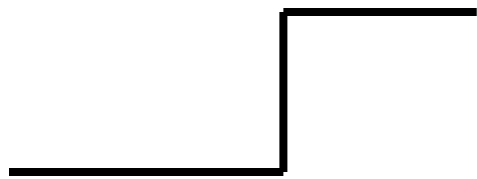
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, trovare a destra la soluzione più idonea.



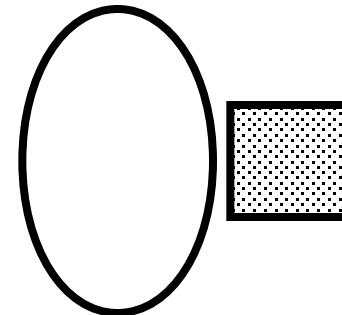
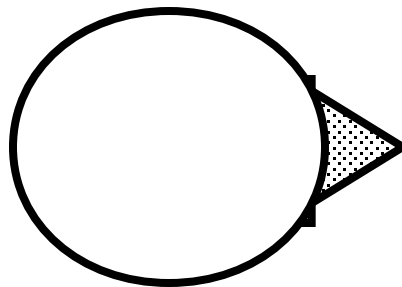
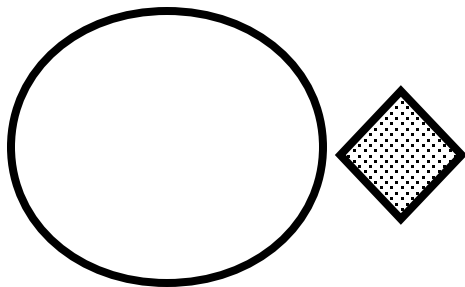
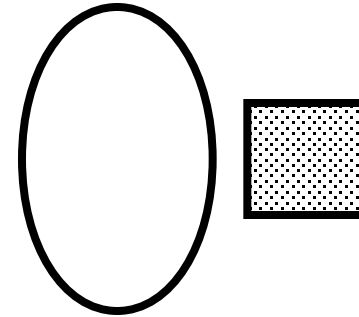
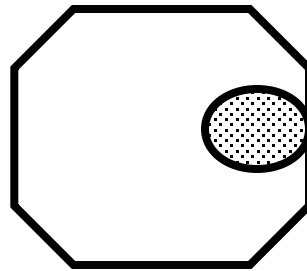
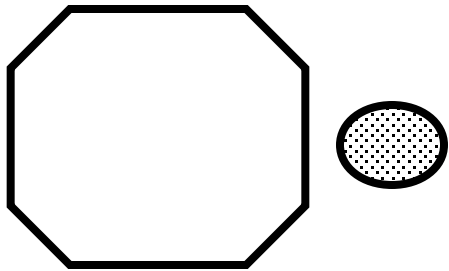
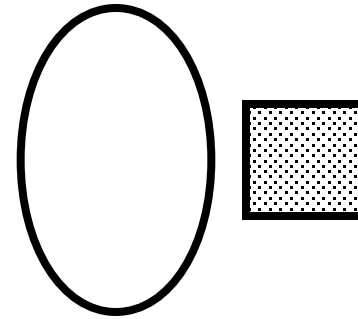
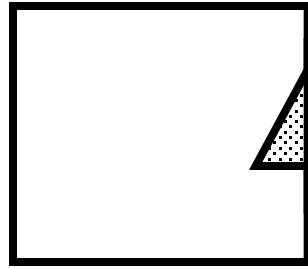
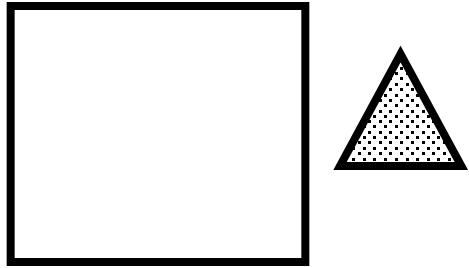
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, disegnare su un foglio a parte la soluzione più idonea.



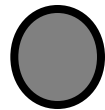
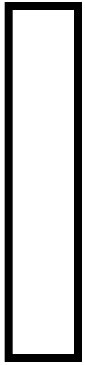
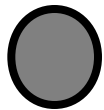
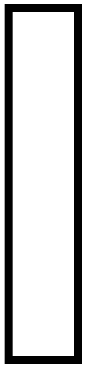
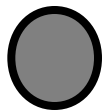
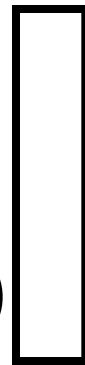
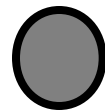
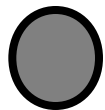
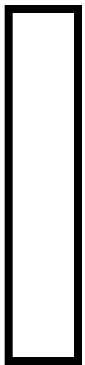
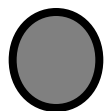
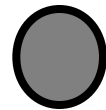
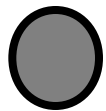
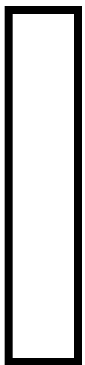
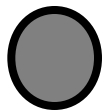
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, disegnare su un foglio a parte la soluzione più idonea.



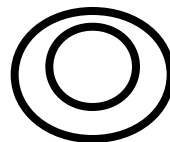
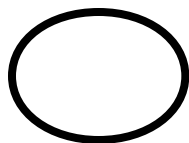
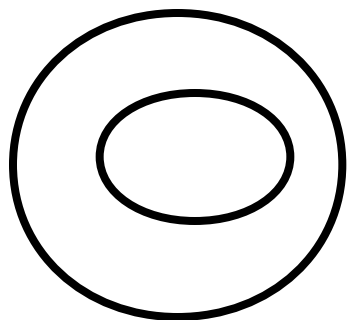
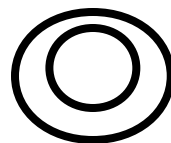
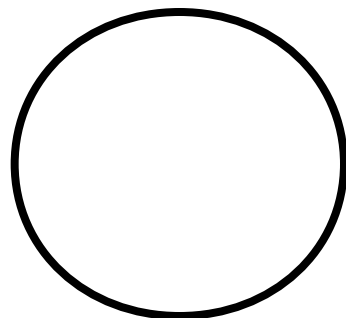
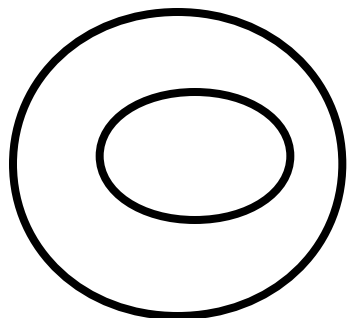
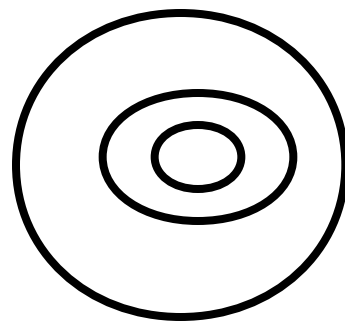
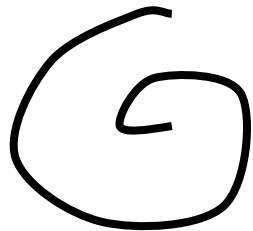
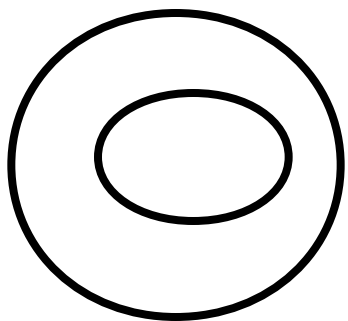
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, disegnare su un foglio a parte la soluzione più idonea.



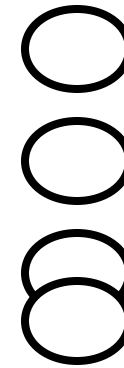
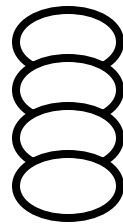
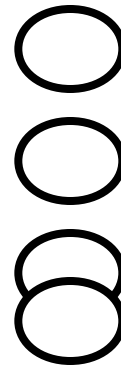
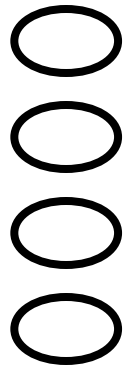
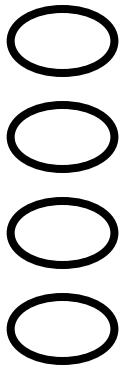
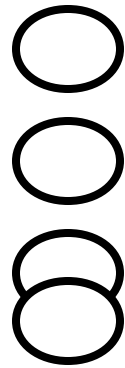
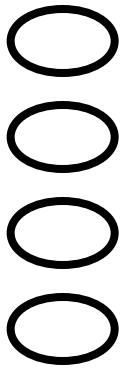
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, disegnare su un foglio a parte la soluzione più idonea.



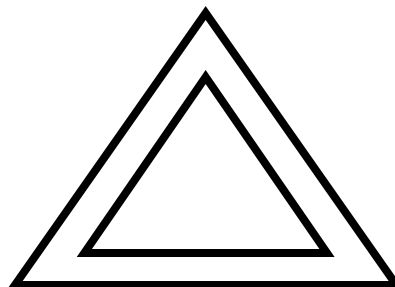
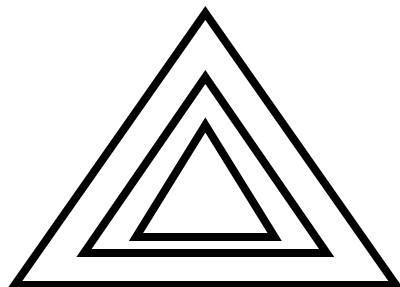
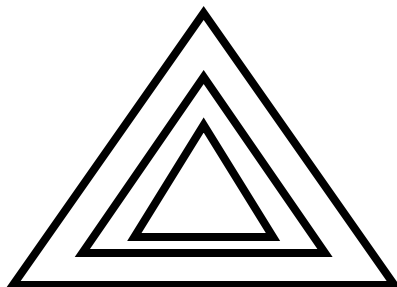
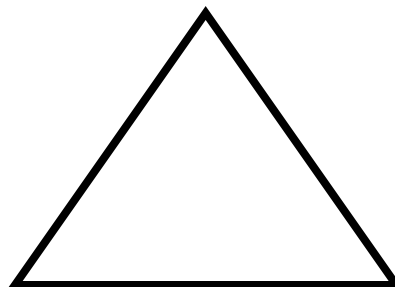
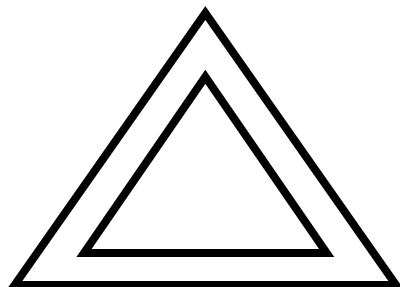
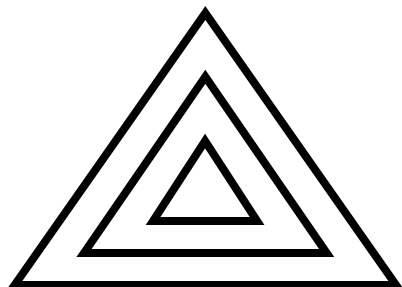
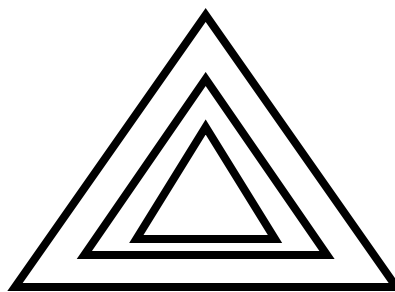
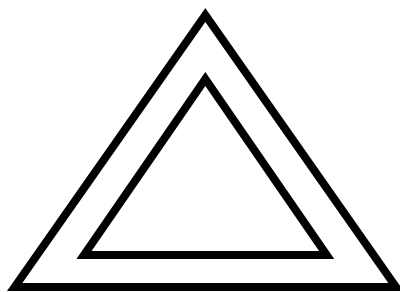
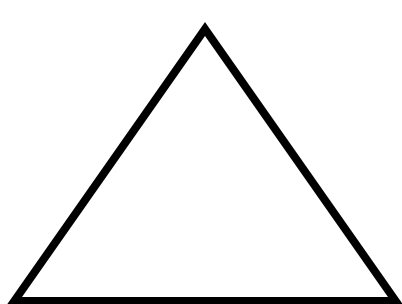
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, disegnare su un foglio a parte la soluzione più idonea.



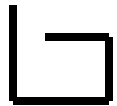
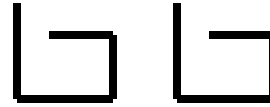
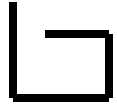
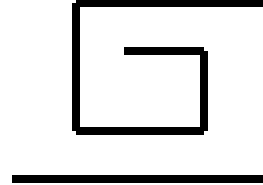
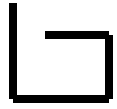
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, disegnare su un foglio a parte la soluzione più idonea.



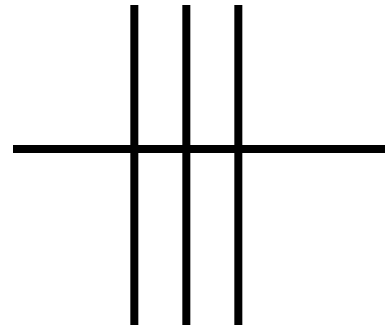
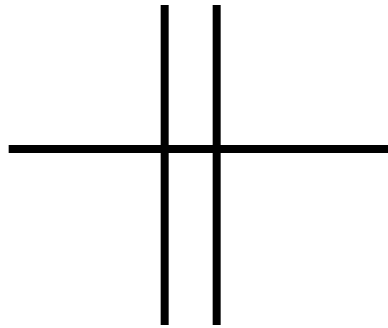
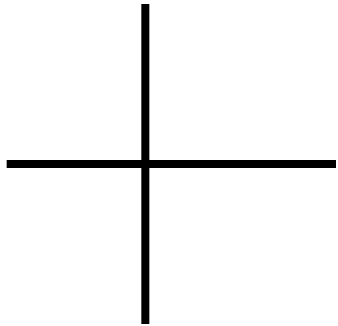
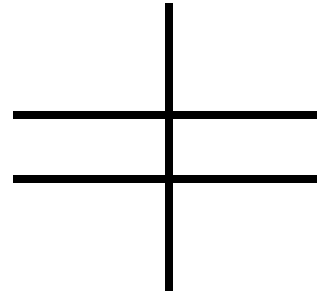
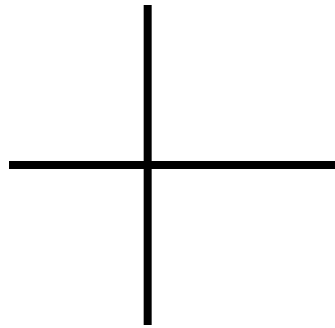
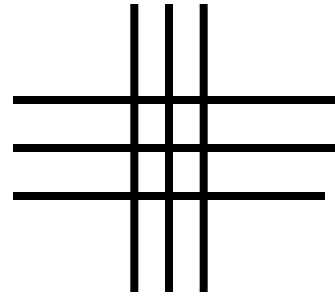
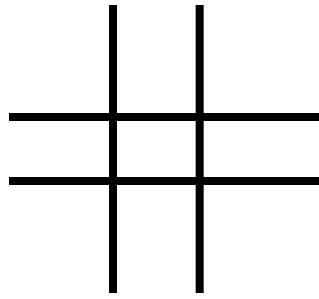
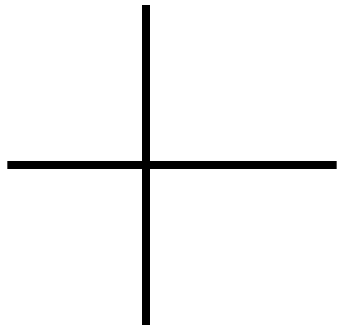
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, disegnare su un foglio a parte la soluzione più idonea.



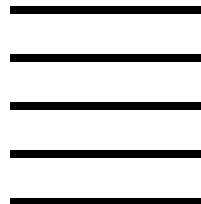
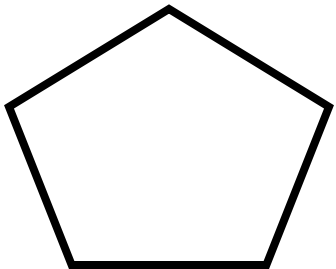
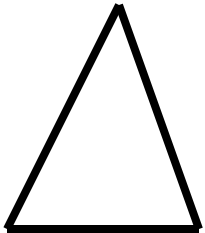
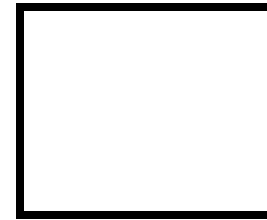
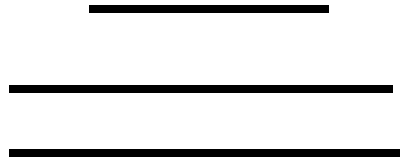
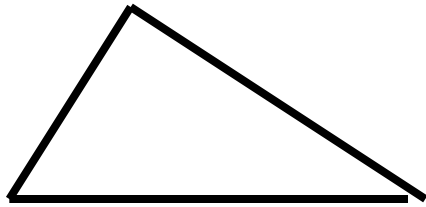
SEQUENZE LOGICHE

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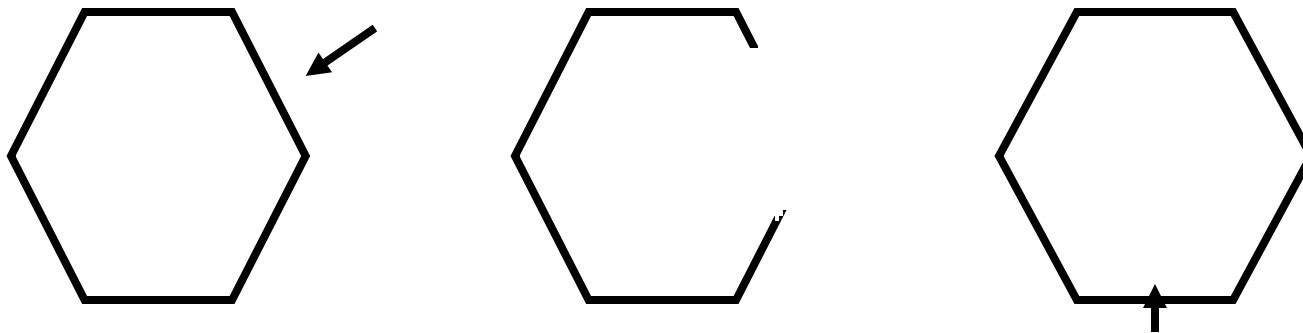
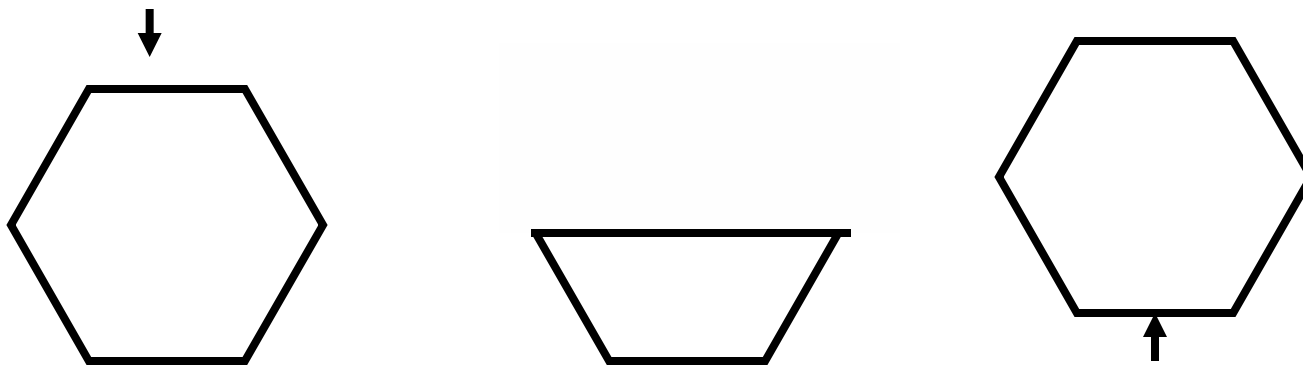
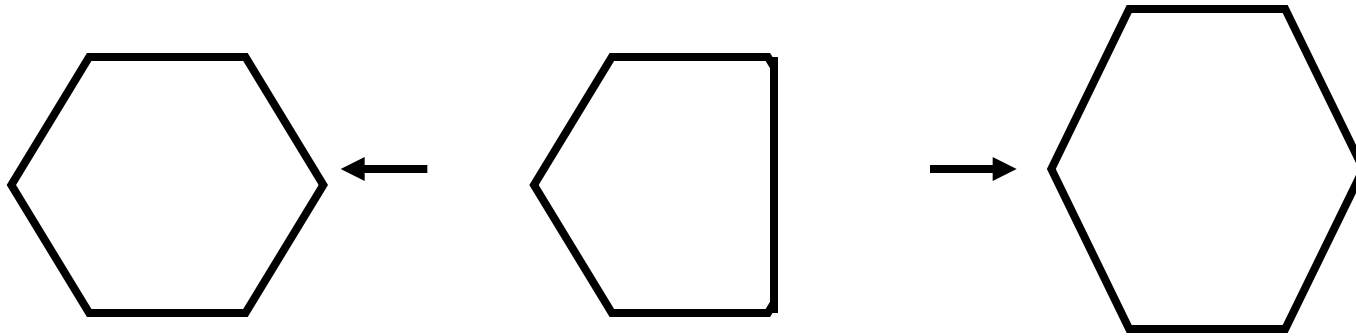
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, disegnare su un foglio a parte la soluzione più idonea.



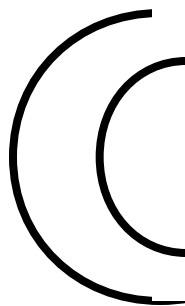
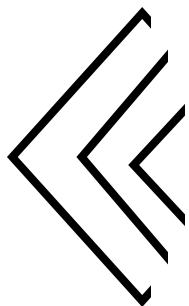
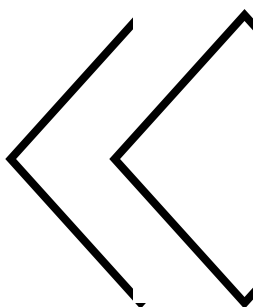
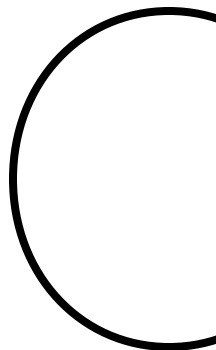
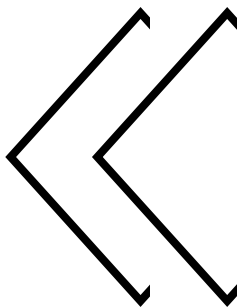
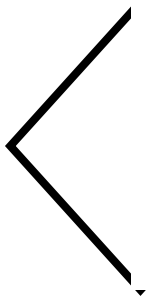
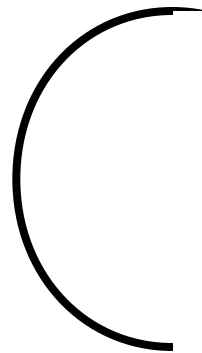
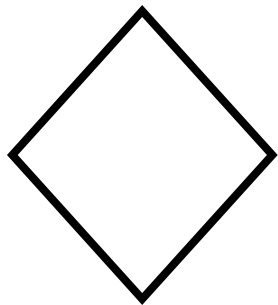
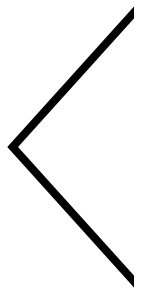
SEQUENZE LOGICHE

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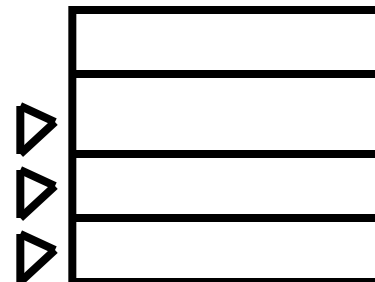
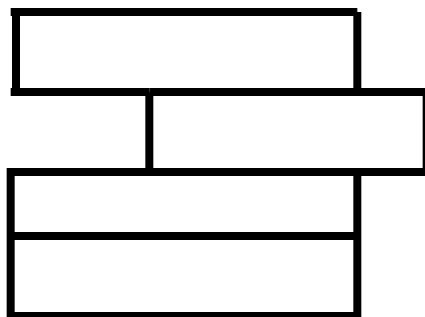
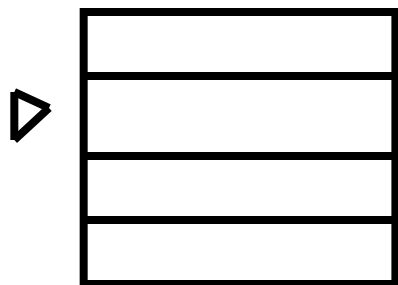
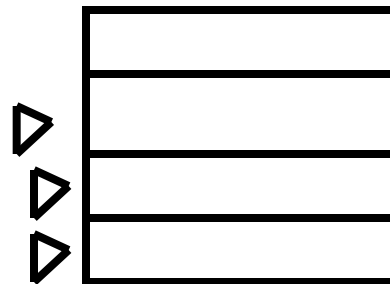
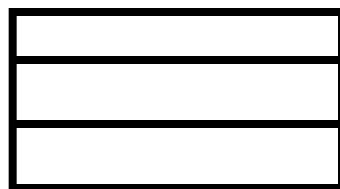
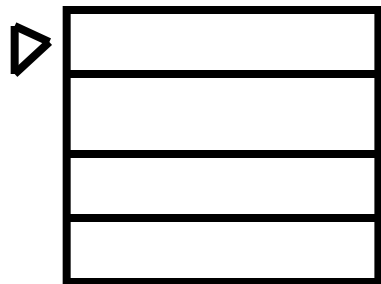
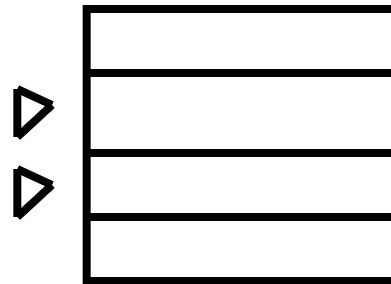
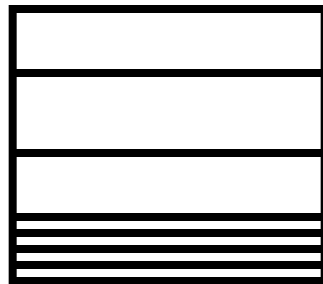
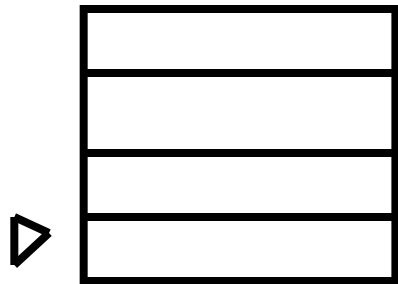
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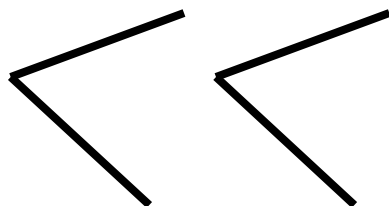
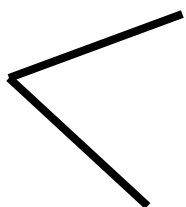
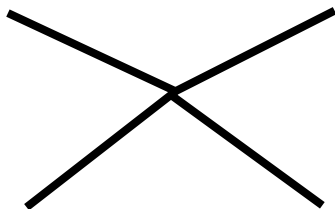
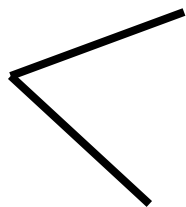
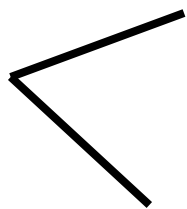
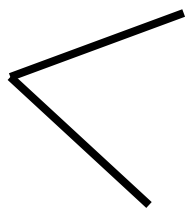
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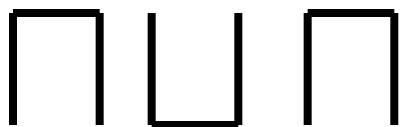
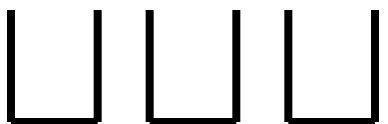
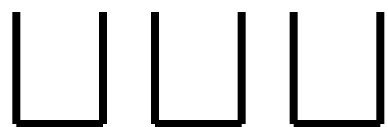
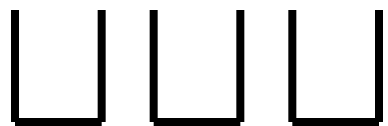
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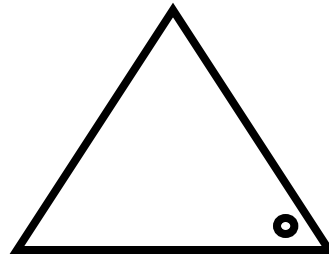
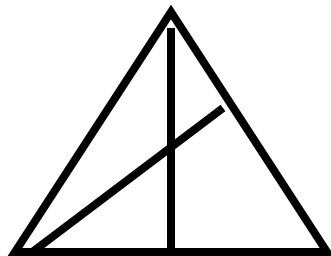
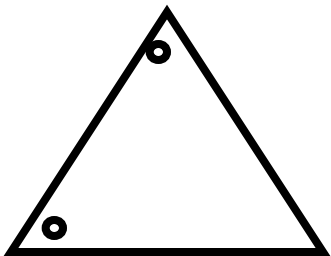
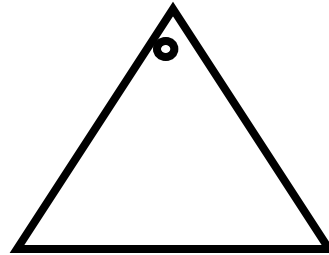
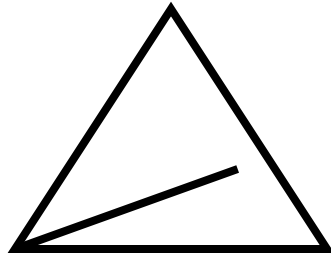
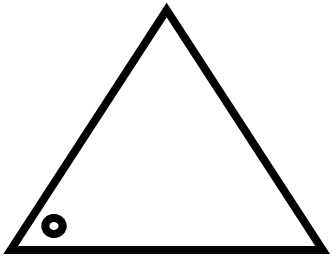
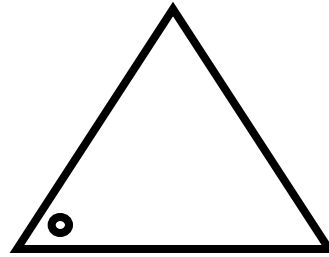
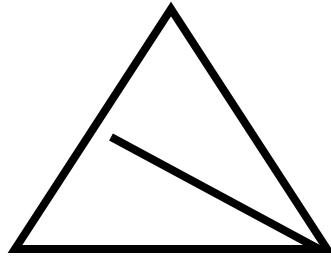
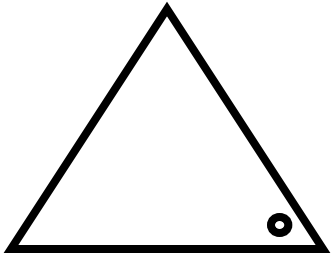
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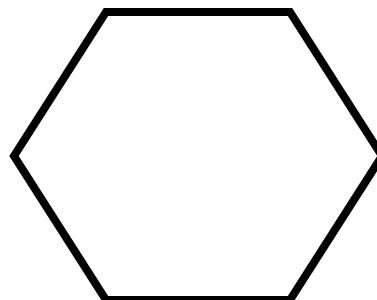
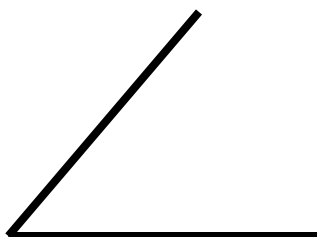
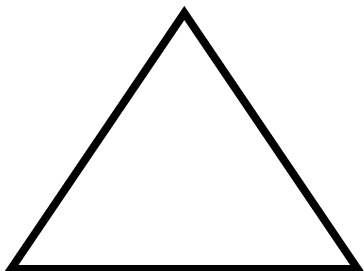
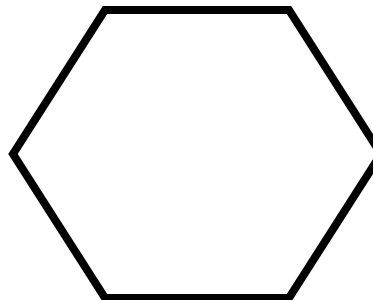
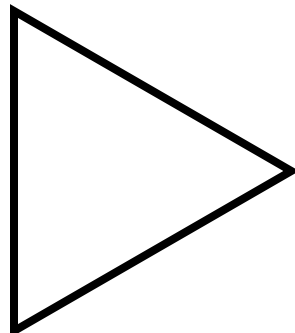
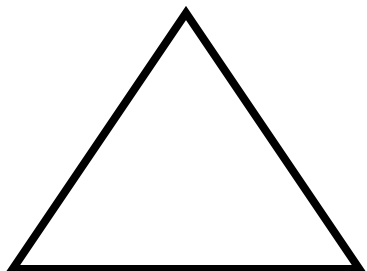
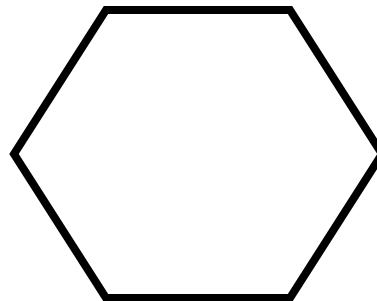
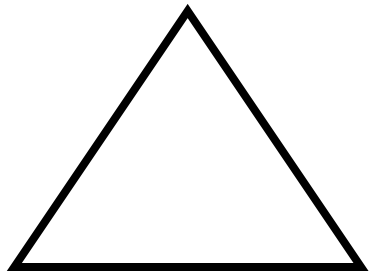
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Seguendo il ragionamento logico, presente nella parte sinistra della scheda, disegnare su un foglio a parte la soluzione più idonea.



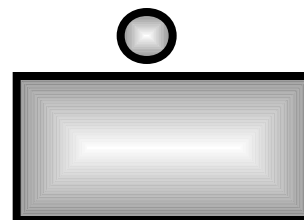
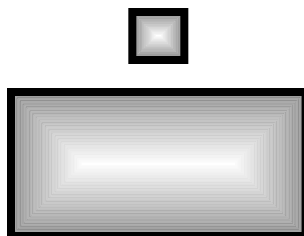
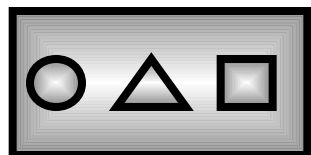
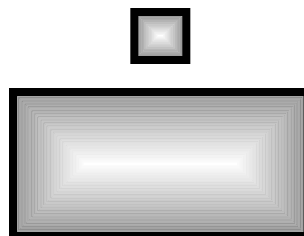
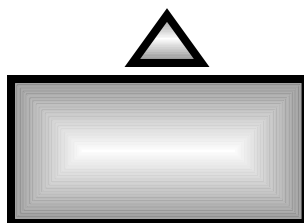
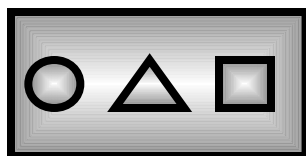
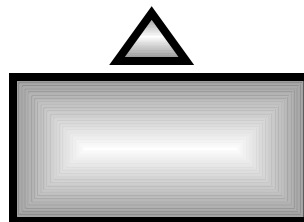
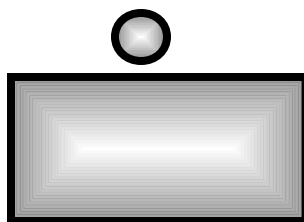
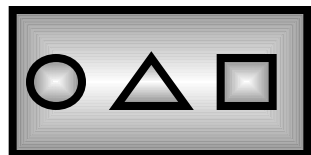
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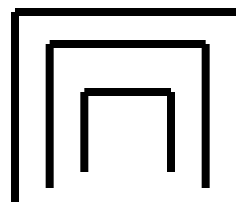
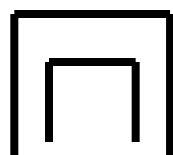
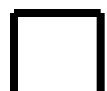
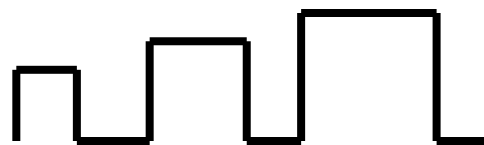
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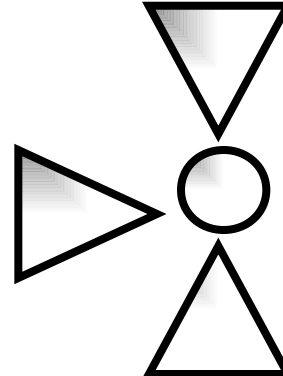
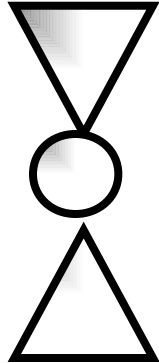
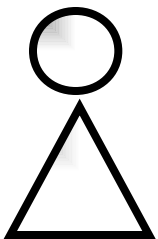
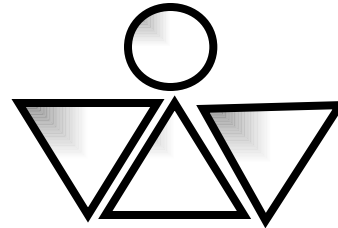
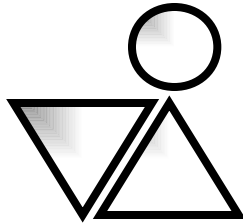
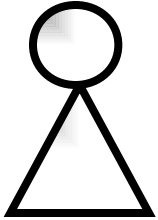
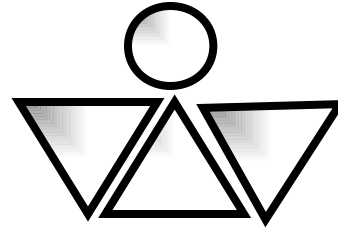
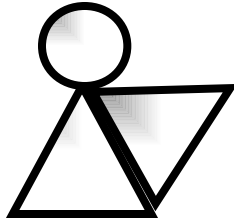
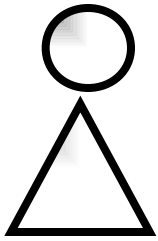
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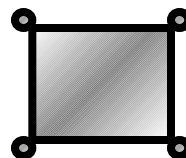
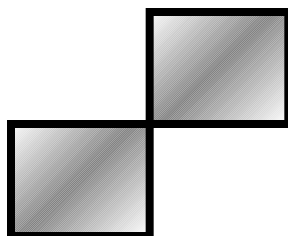
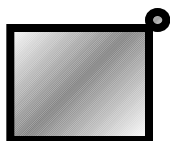
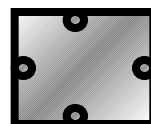
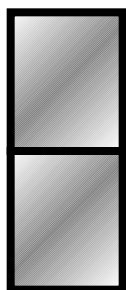
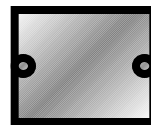
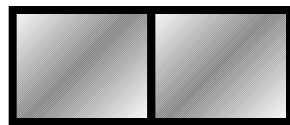
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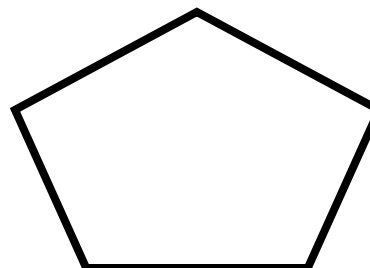
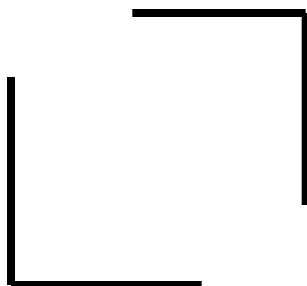
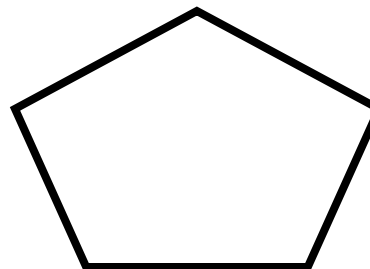
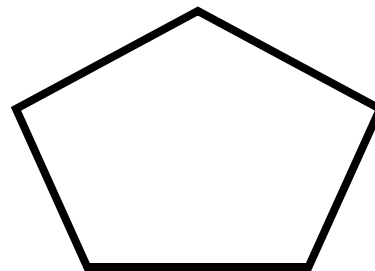
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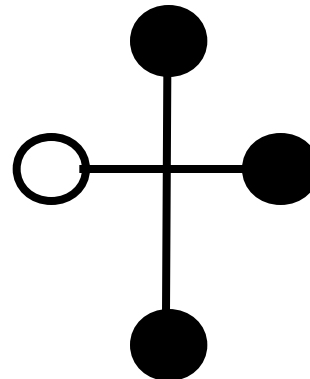
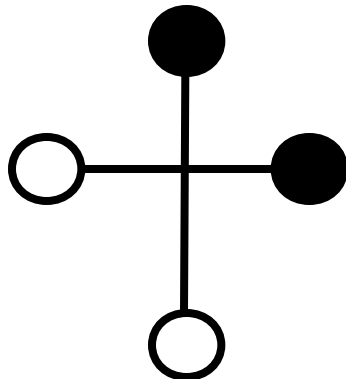
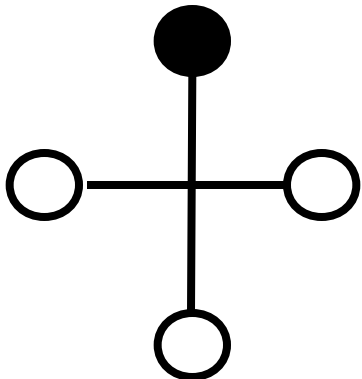
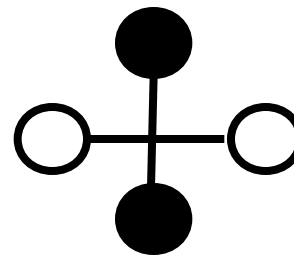
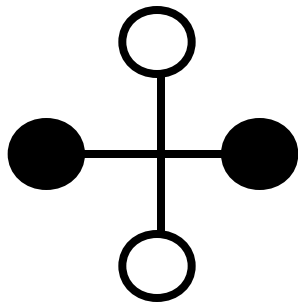
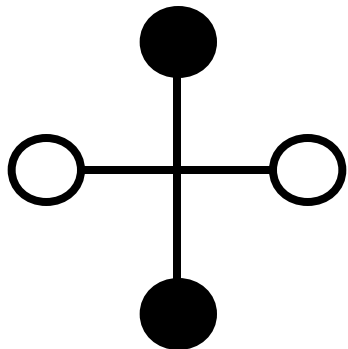
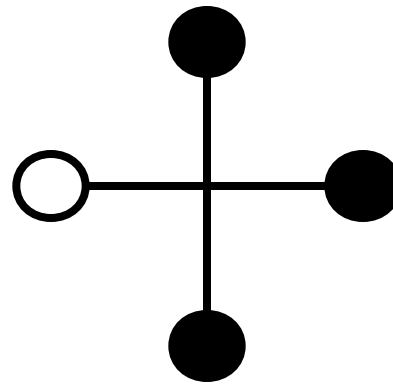
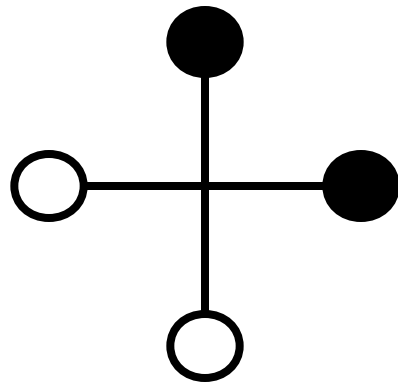
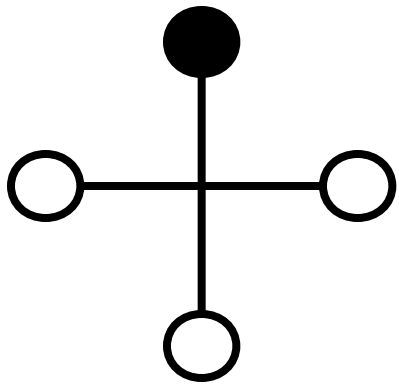
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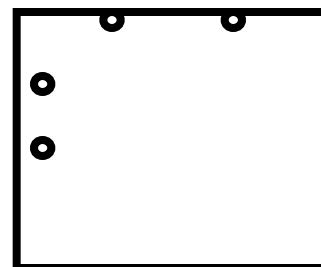
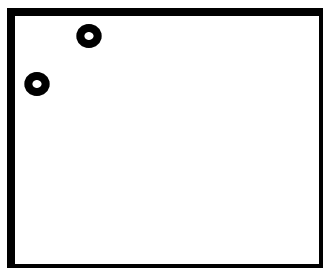
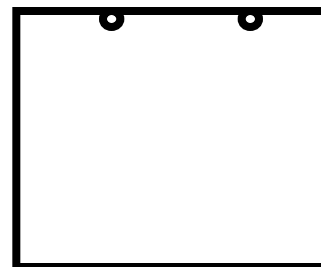
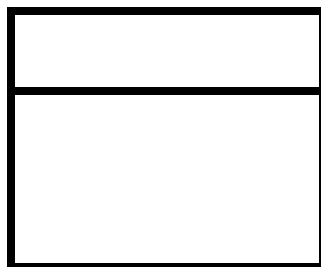
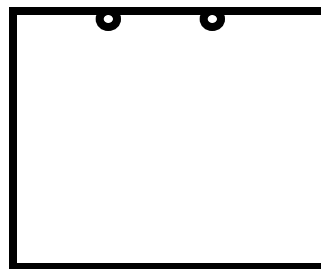
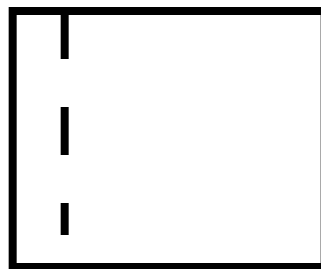
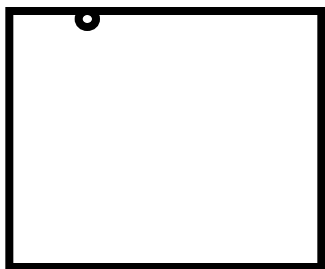
SEQUENZE LOGICHE

Seguendo il ragionamento logico, presente nella parte sinistra della scheda, disegnare su un foglio a parte la soluzione più idonea.



SEQUENZE LOGICHE

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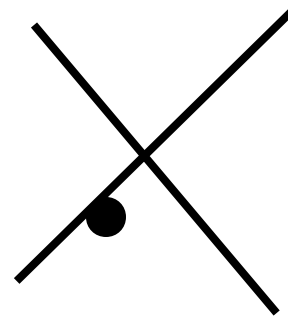
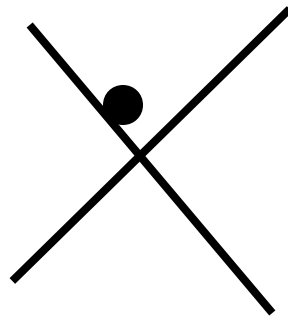
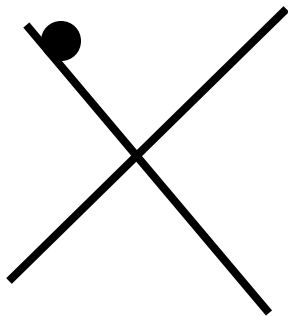
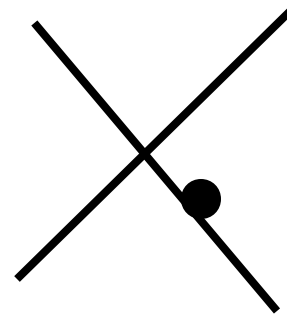
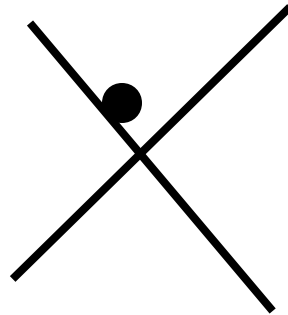
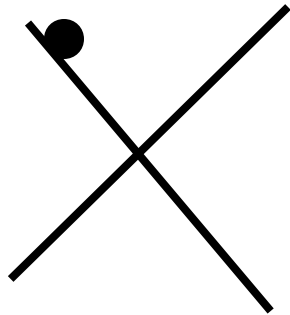
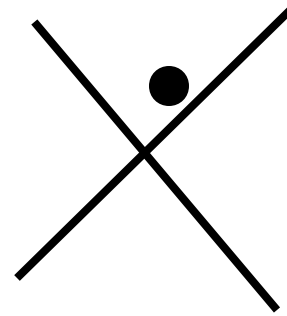
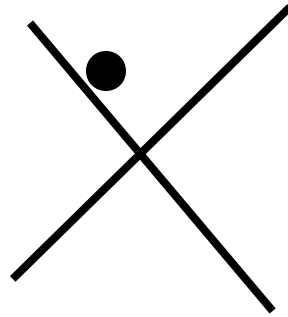
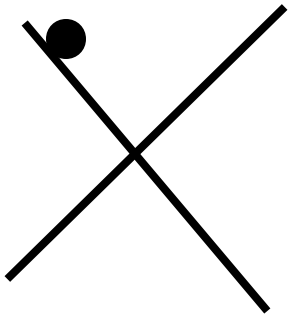
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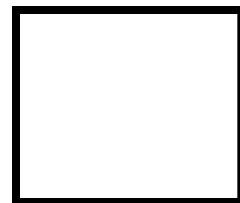
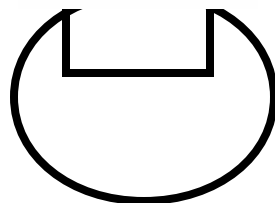
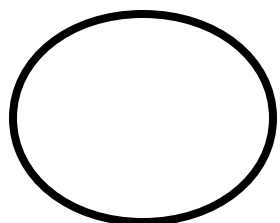
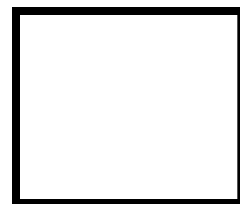
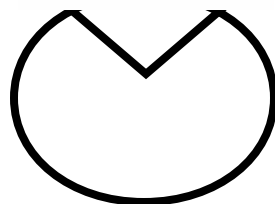
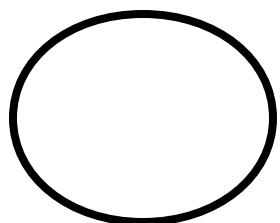
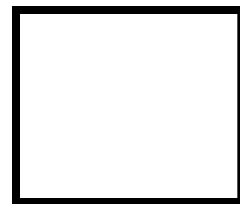
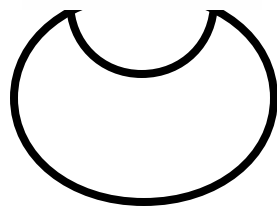
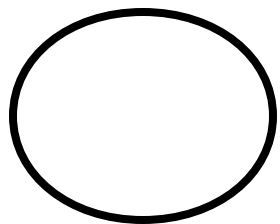
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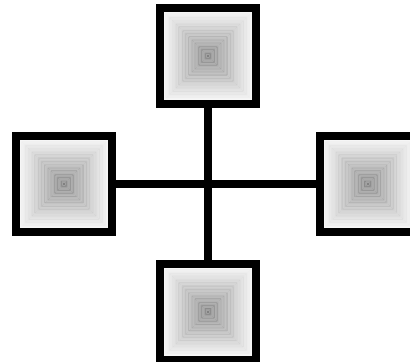
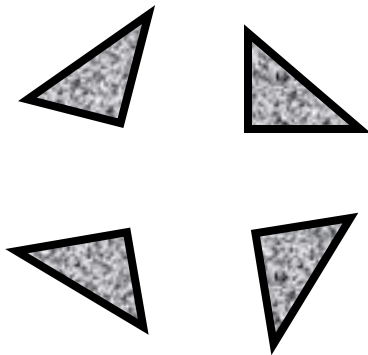
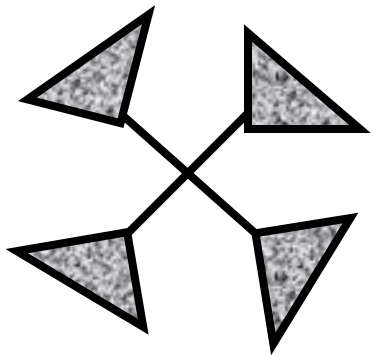
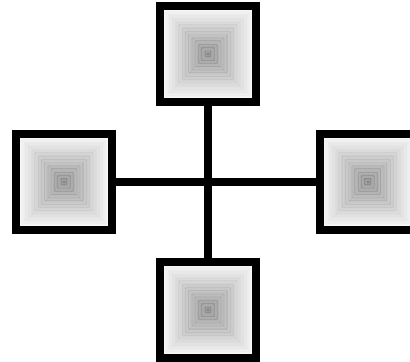
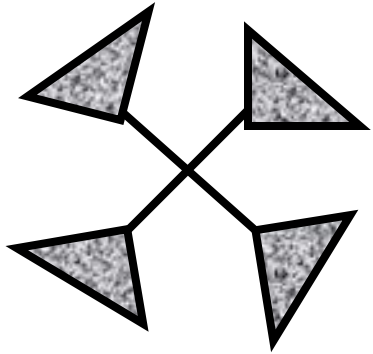
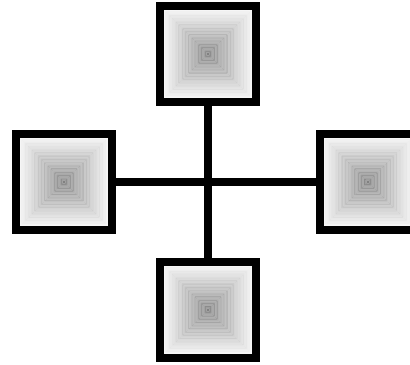
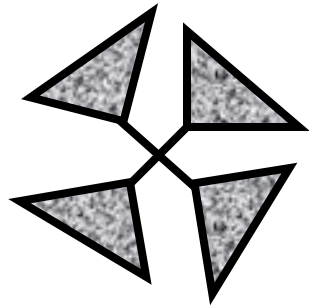
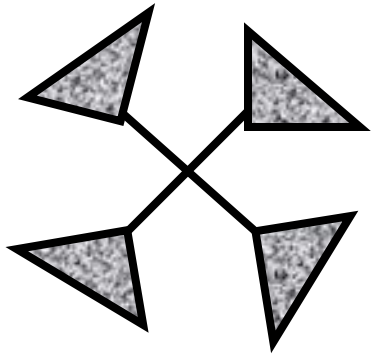
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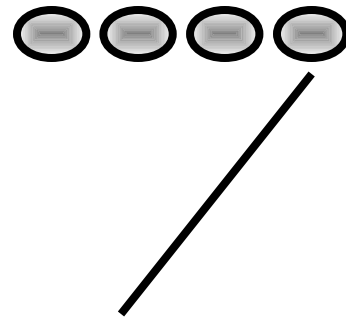
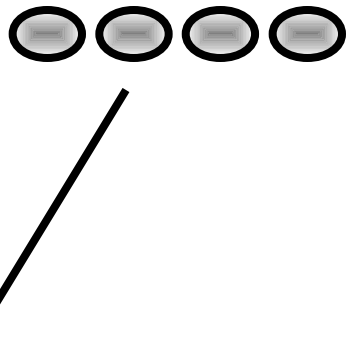
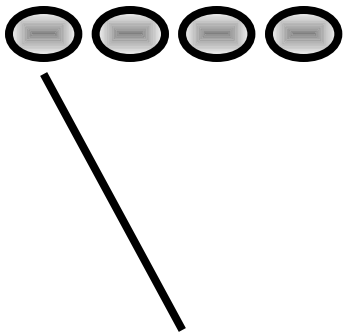
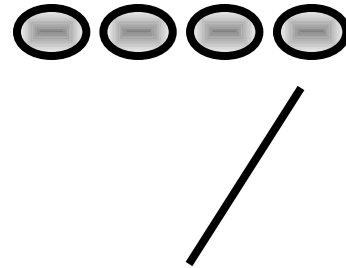
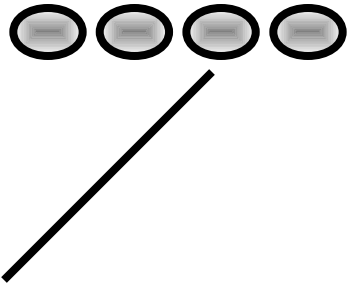
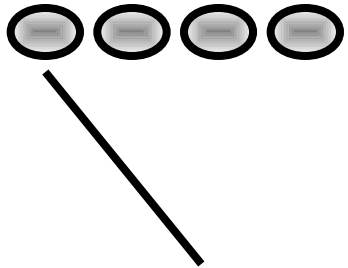
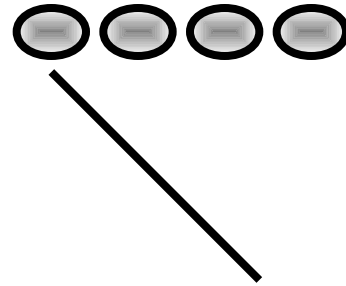
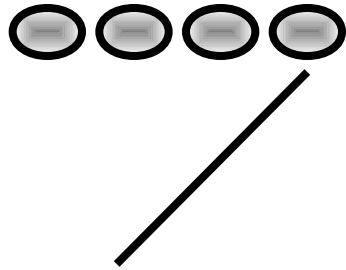
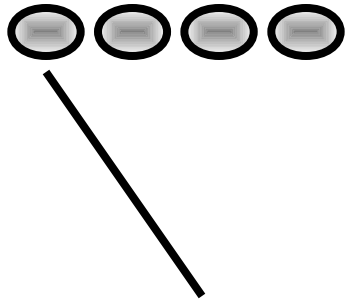
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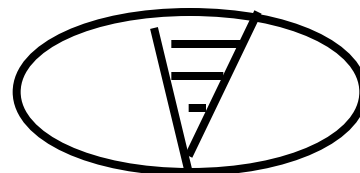
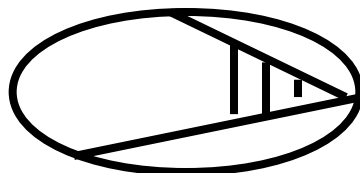
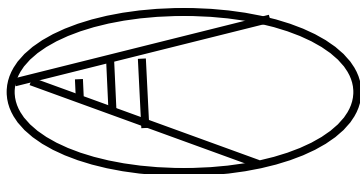
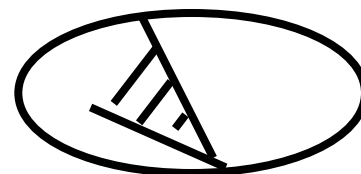
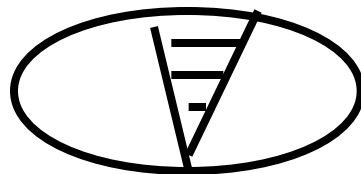
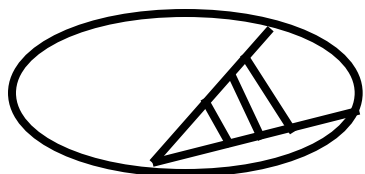
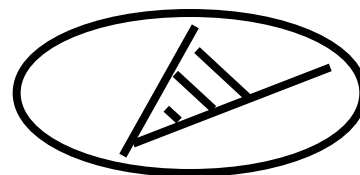
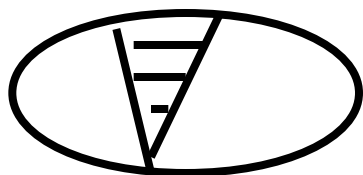
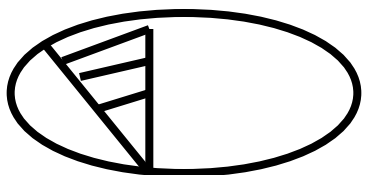
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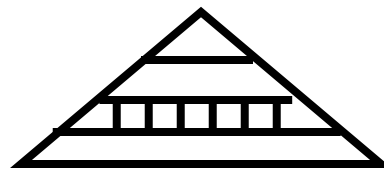
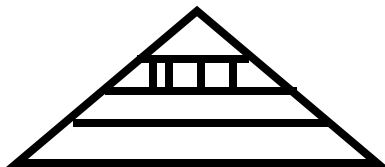
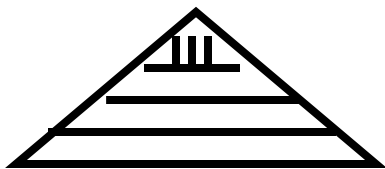
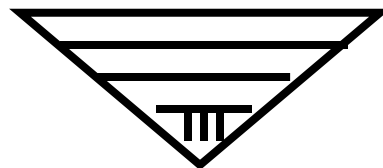
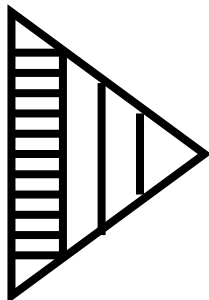
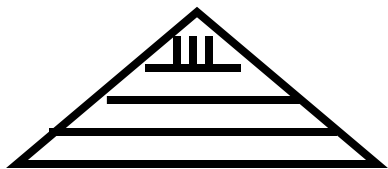
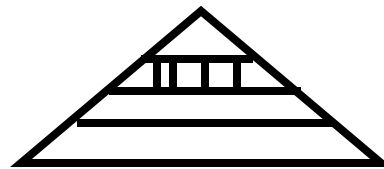
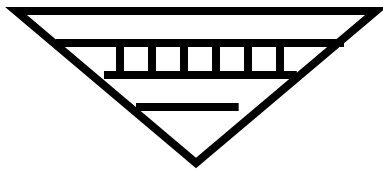
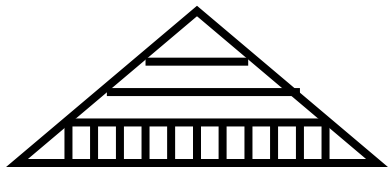
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SEQUENZE LOGICHE

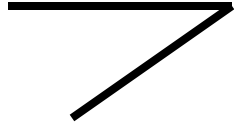
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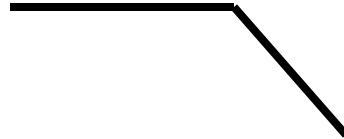
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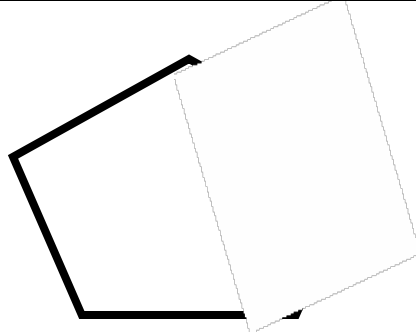
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6



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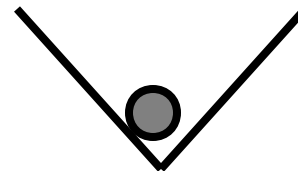
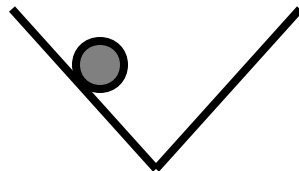
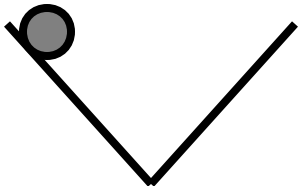
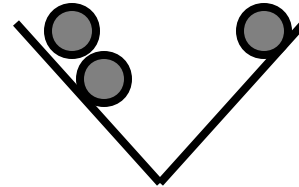
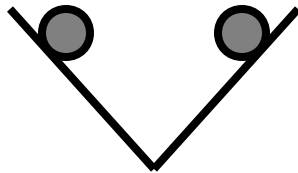
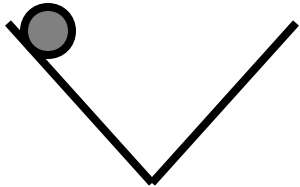
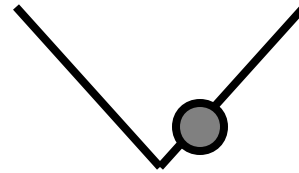
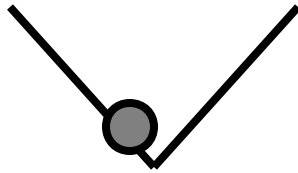
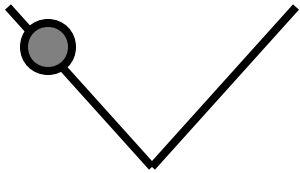


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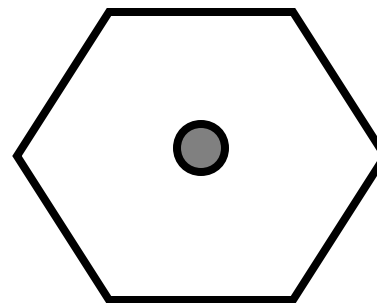
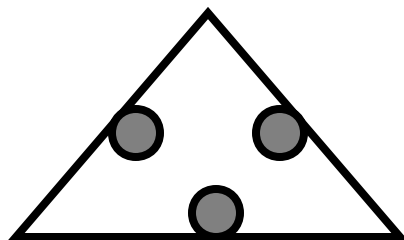
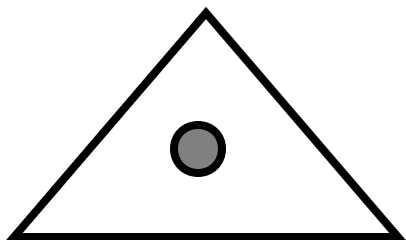
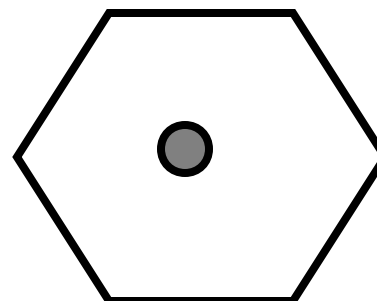
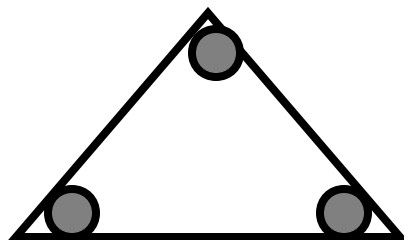
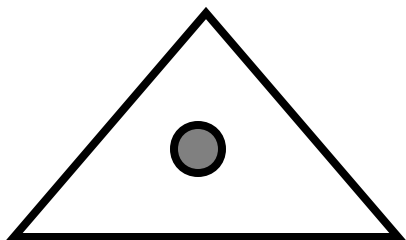
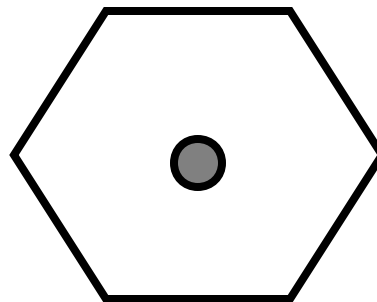
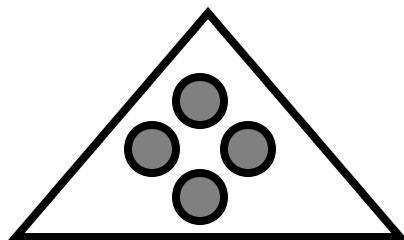
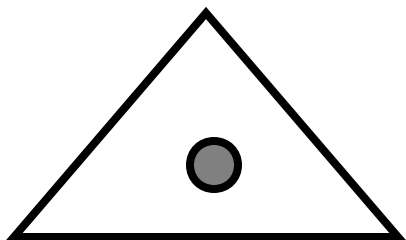
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“ VOGLIA DI CRESCERE ”

PROGRAMMA BASE PER LO SVILUPPO LOGICO E COGNITIVO

RIPRODURRE

RIPRODURRE

La capacità di riprodurre dei segni grafici comporta il coinvolgimento di diverse aree cerebrali. Il soggetto, infatti, non solo deve riuscire a percepire in modo corretto l'elemento grafico che cade sotto i suoi sensi mediante un'analisi delle sue caratteristiche: forma, dimensione, orientamento nello spazio, numero di elementi, rapporti reciproci ecc., ma deve avere anche la capacità di rappresentarselo mentalmente, prima ancora di coinvolgere, coordinandoli correttamente, i centri della motilità fine, deputati alla sua rappresentazione grafica.

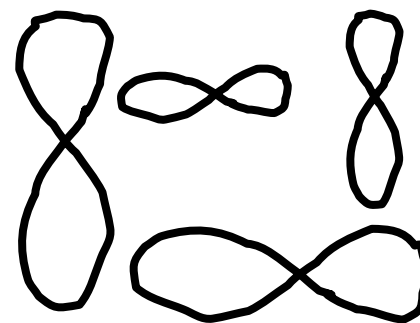
Pertanto in quest'attività, sono tutte queste potenzialità mentali, che vengono ad essere stimolate e sviluppate e non soltanto quelle riguardanti la coordinazione occhio-mano.

UTILIZZAZIONE

Far rappresentare, su un foglio a parte, ogni elemento grafico presente nelle singole schede tenendo presente non tanto la perfezione grafica, quanto la presenza o meno degli elementi caratteristici di ogni singola forma (dimensione, grandezza, posizione nello spazio, numero di elementi ecc.).

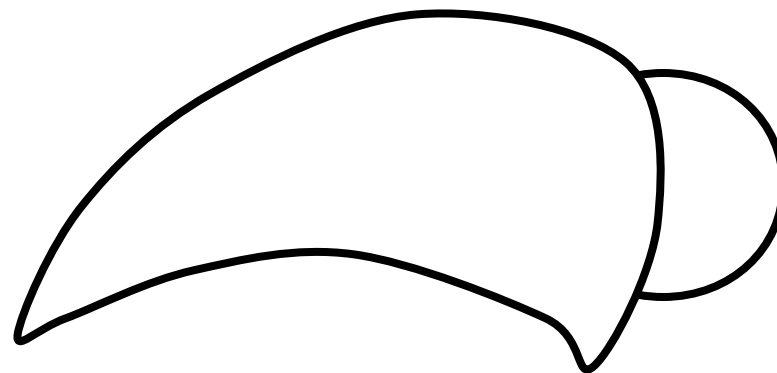
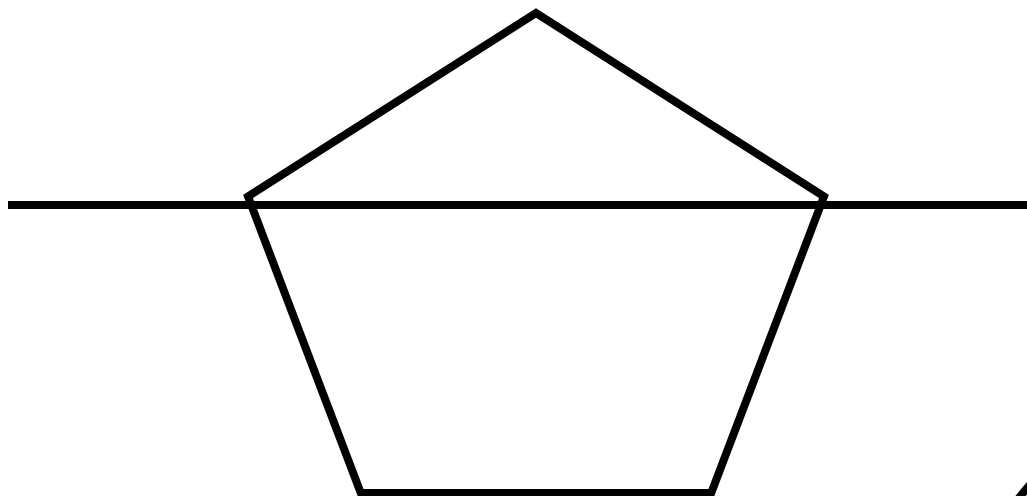
ETÁ MENTALE DI RIFERIMENTO

Dieci anni e oltre.



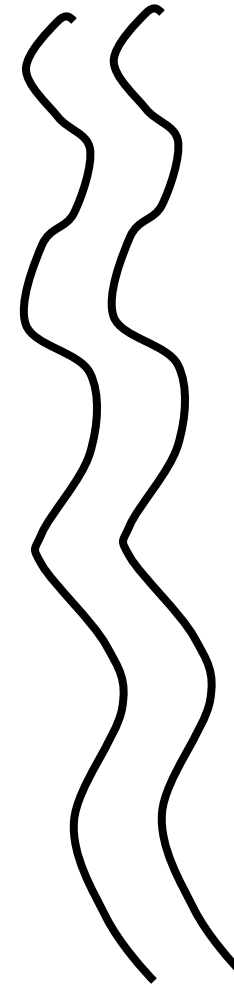
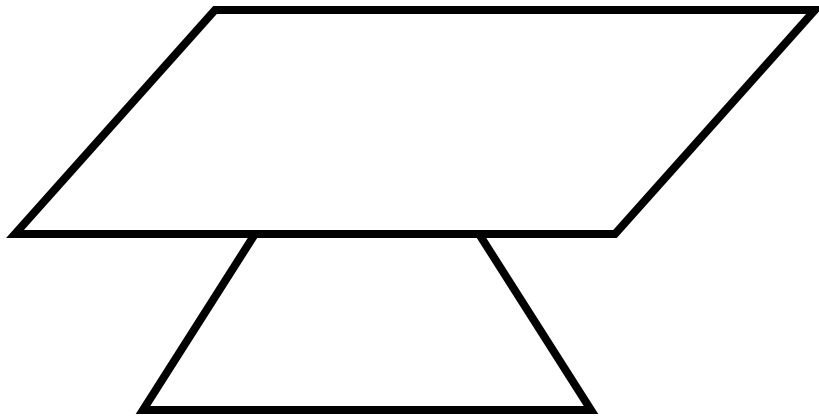
RIPRODURRE

Far riprodurre, su un foglio a parte, ogni elemento grafico presente nella scheda.



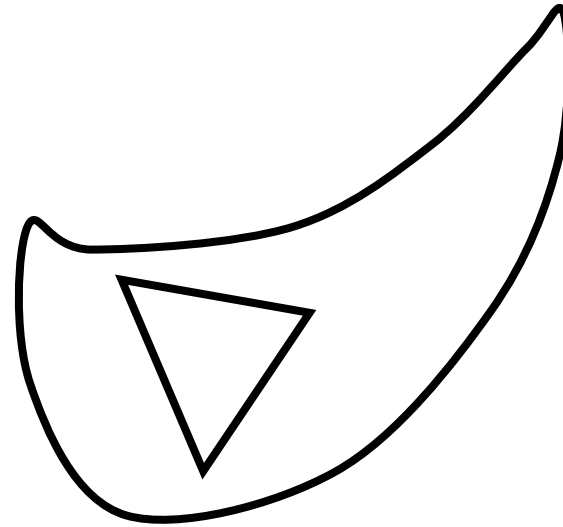
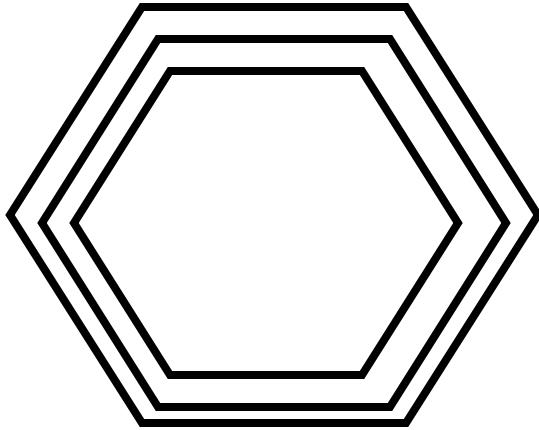
RIPRODURRE

Far riprodurre, su un foglio a parte, ogni elemento grafico presente nella scheda.



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