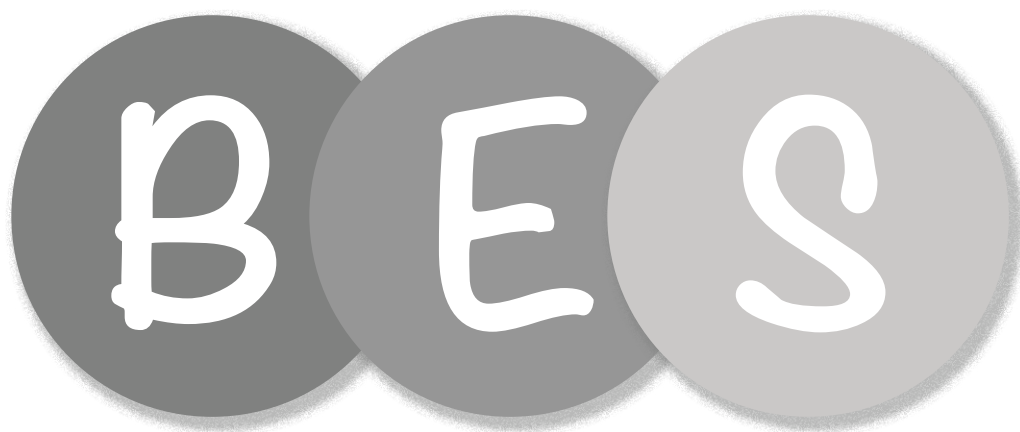


APPROFONDIMENTO



Bisogni
Educativi
Speciali

RITA SABATINI

Per gli insegnanti della Scuola dell'Infanzia

Autrice: Rita Sabatini

Responsabile editoriale: Massimo Rubino

Coordinamento Redazionale: Ester Orbino

Progetto grafico e impaginazione: Ester Orbino

Copertina: Matteo Chesi

Stampa: Arti Grafiche Italo Cernia

Trav. Antonino Pio, 64

80126 - Napoli

Tel. 081 7283392

e-mail: ilrubino@tin.it

www.edizioniilrubino.it

EmmErre Libri

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Competenza linguistica

da pag. 3 a pag. 18

Schema corporeo

da pag. 19 a pag. 26

Competenza motoria

da pag. 27 a pag. 38

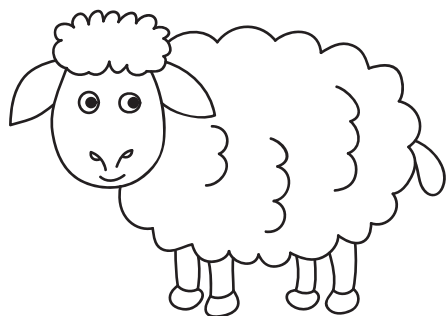
Competenza percettiva

da pag. 39 a pag. 60

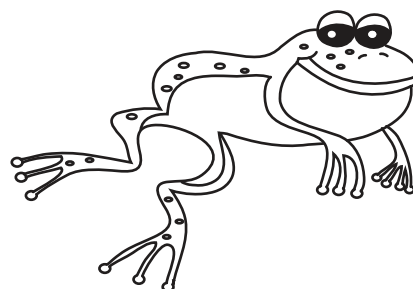
Competenza logico-matematica

da pag. 61 a pag. 79

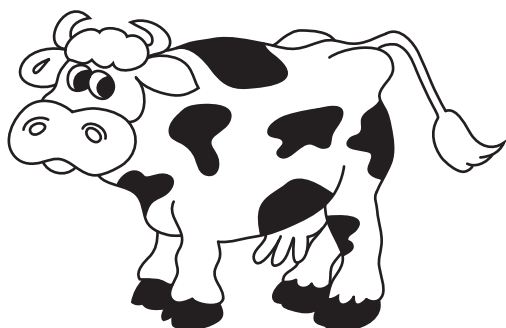
I VERSI DEGLI ANIMALI



BEE



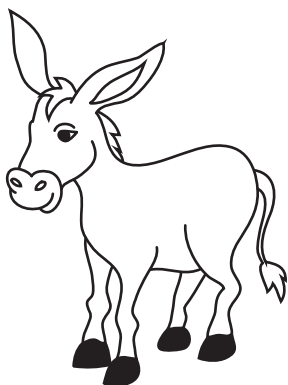
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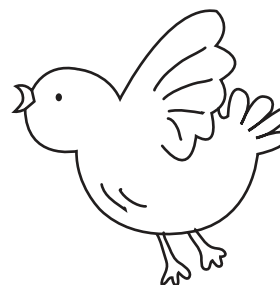
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COMPETENZA LINGUISTICA

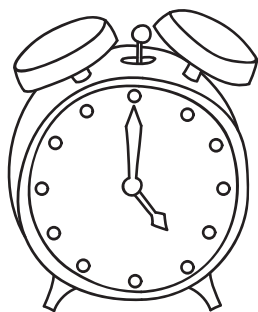
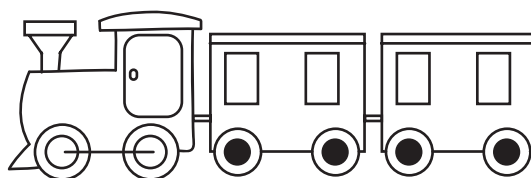
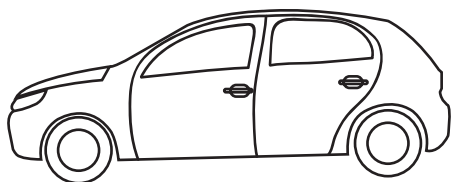
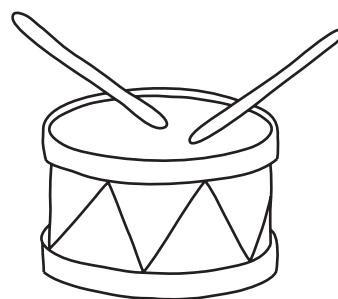
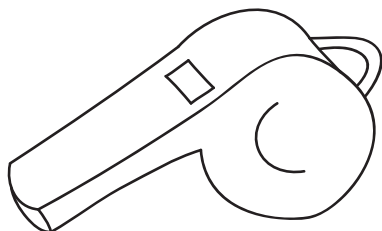
INDICATORE

Produrre correttamente i suoni richiesti.

ATTIVITÀ

Colora il disegno. Che verso fanno questi animali?

RUMORI

**DRIN****CIUF CIUF****BRUM BRUM****TUM TUM****FIUUU****TIC TAC**

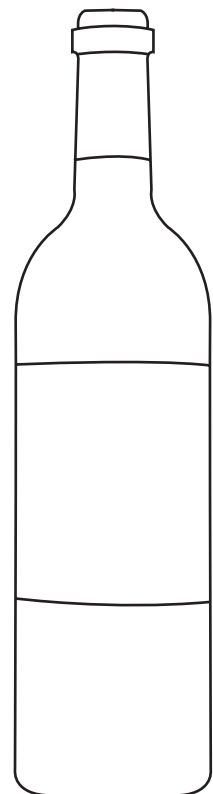
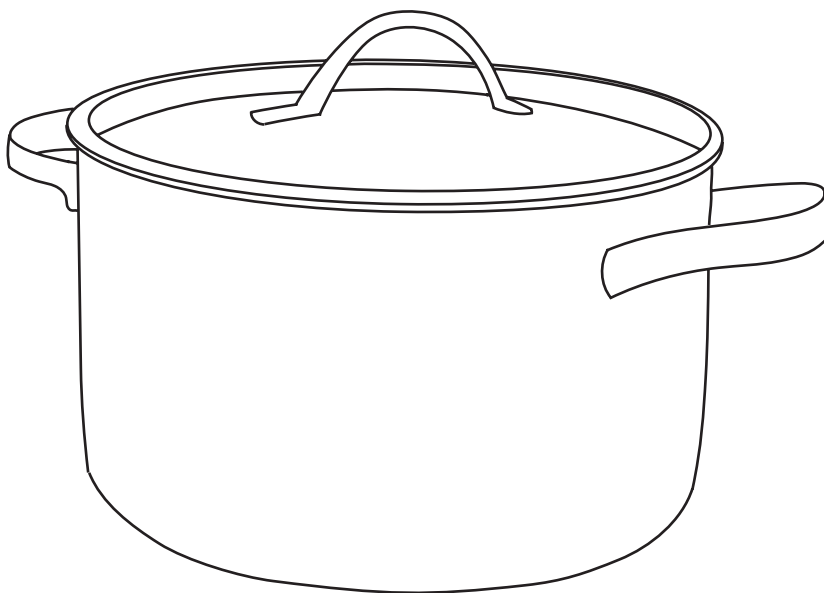
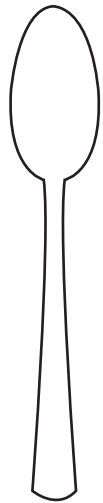
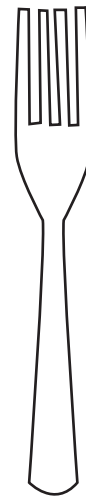
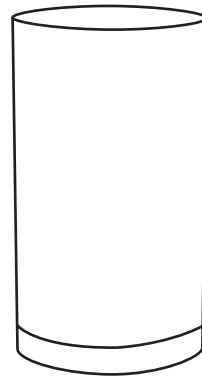
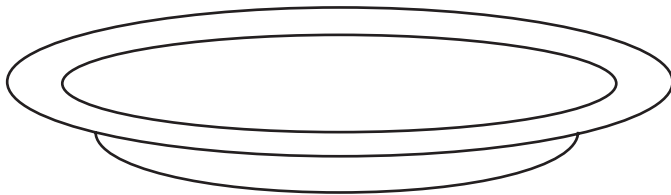
INDICATORE

Produrre correttamente i suoni richiesti.

ATTIVITÀ

Colora il disegno. Che suono fanno questi oggetti?

IN CUCINA



COMPETENZA LINGUISTICA

INDICATORE

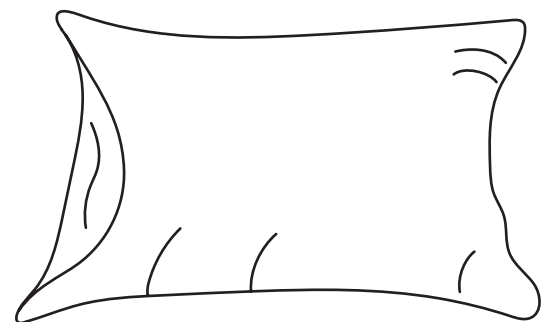
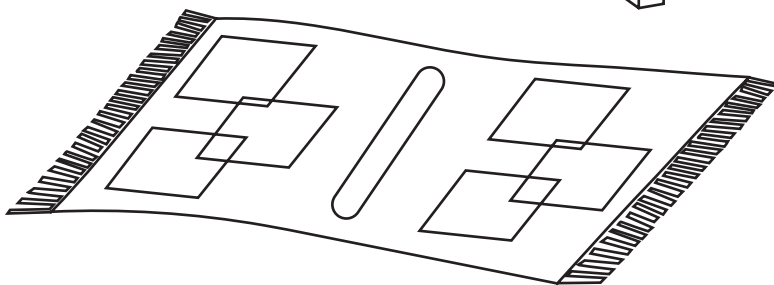
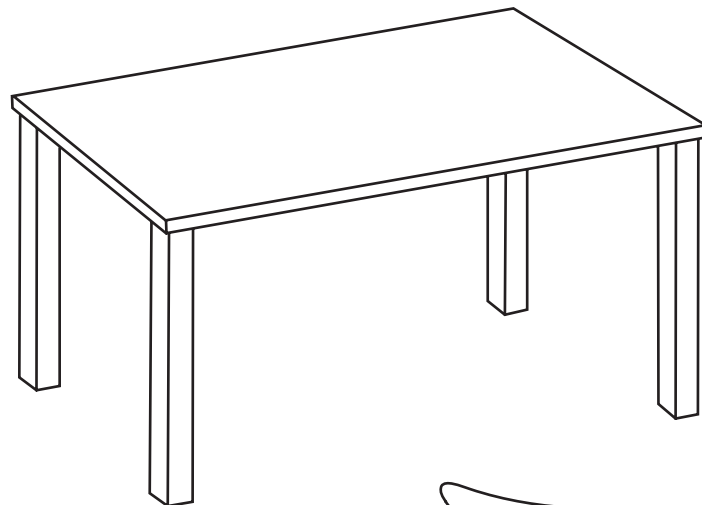
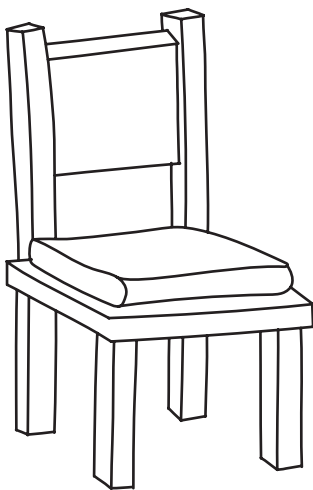
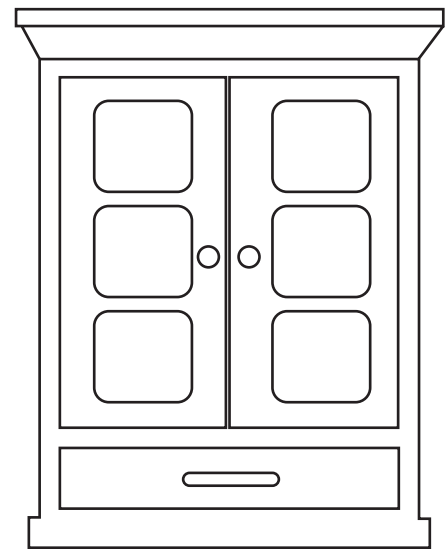
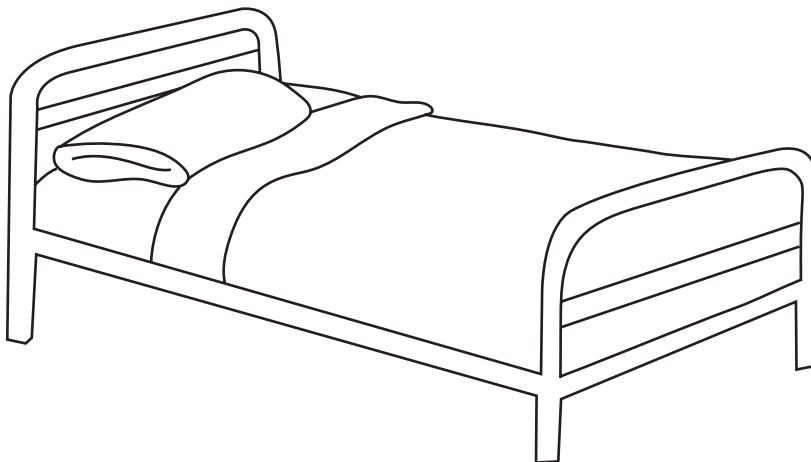
Abbinare la parola corrispondente ad un'immagine.

ATTIVITÀ

Colora i disegni e nomina gli oggetti rappresentati.

IN CAMERA

COMPETENZA LINGUISTICA



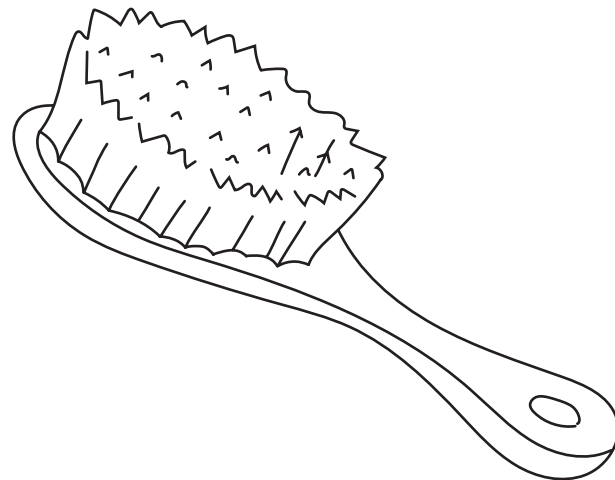
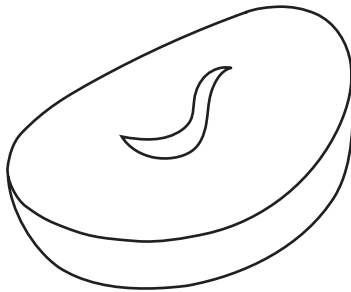
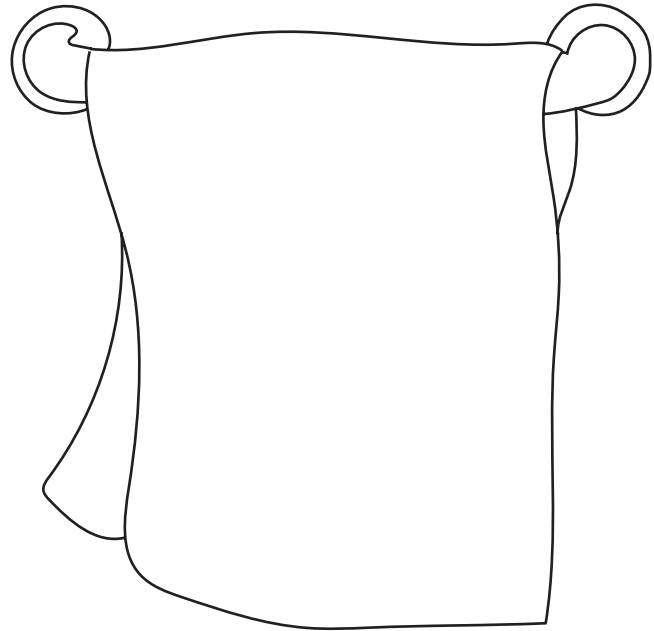
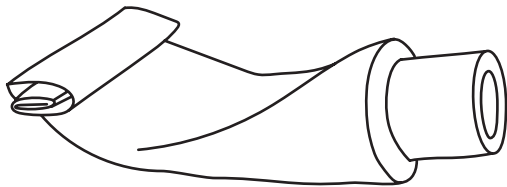
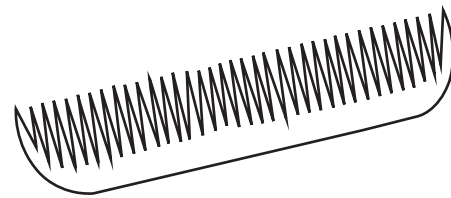
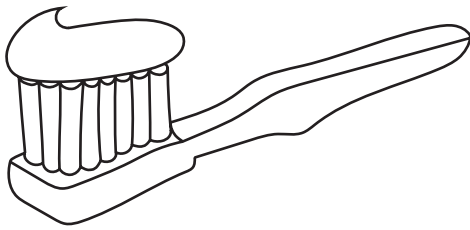
INDICATORE

Abbinare la parola corrispondente ad un'immagine.

ATTIVITÀ

Colora i disegni e nomina gli oggetti rappresentati.

IN BAGNO



COMPETENZA LINGUISTICA

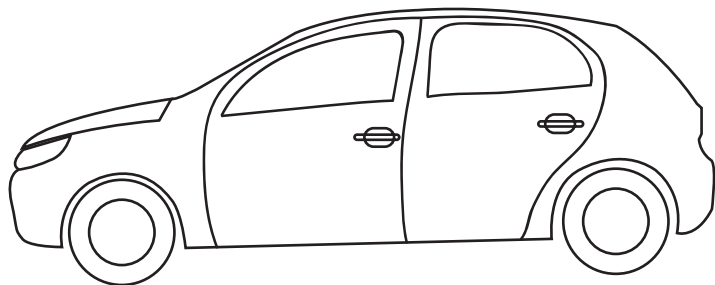
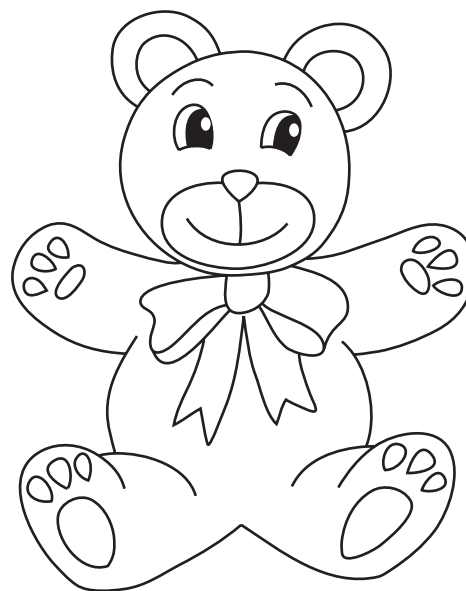
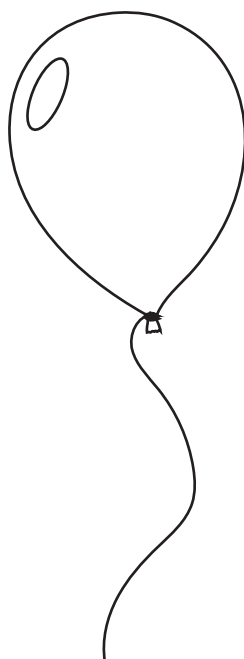
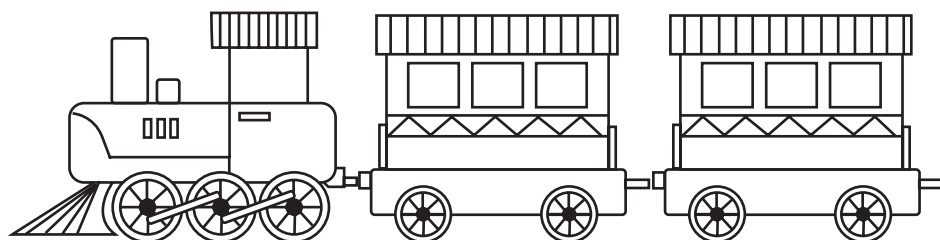
INDICATORE

Abbinare la parola corrispondente ad un'immagine.

ATTIVITÀ

Colora i disegni e nomina gli oggetti rappresentati.

IL GIOCO



COMPETENZA LINGUISTICA

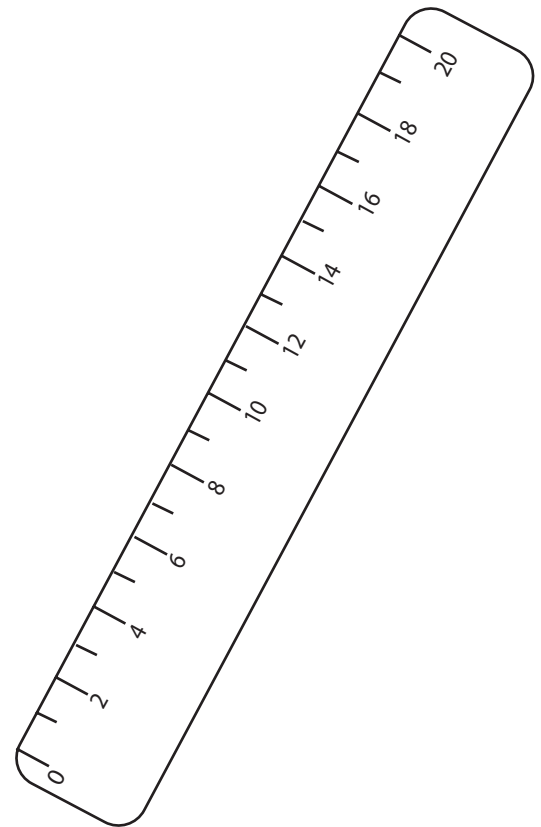
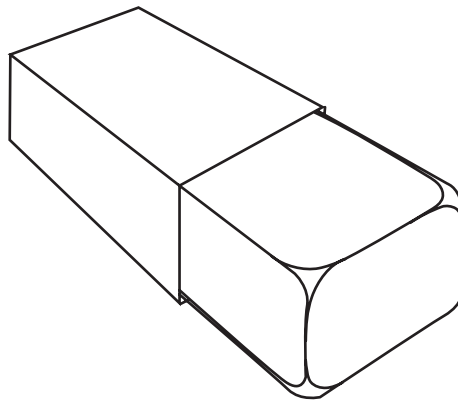
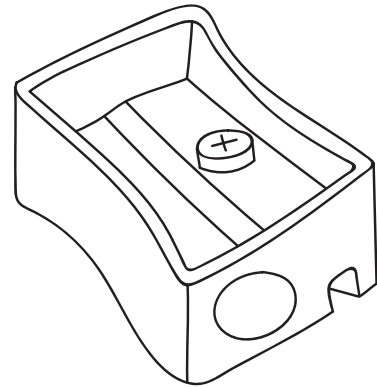
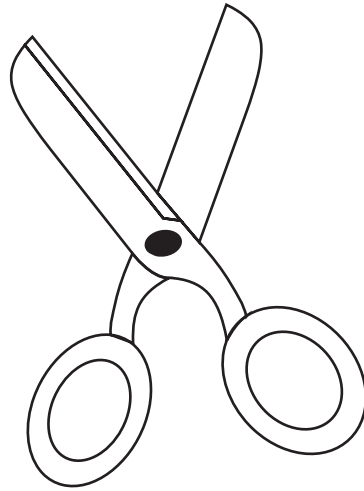
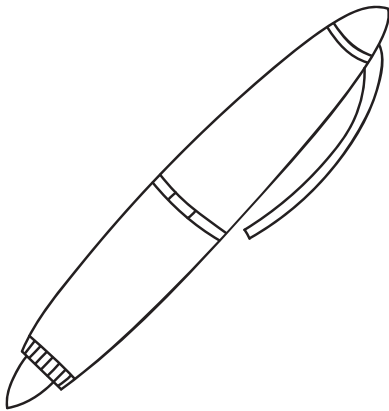
INDICATORE

Abbinare la parola corrispondente ad un'immagine.

ATTIVITÀ

Colora i disegni e nomina gli oggetti rappresentati.

LA SCUOLA



COMPETENZA LINGUISTICA

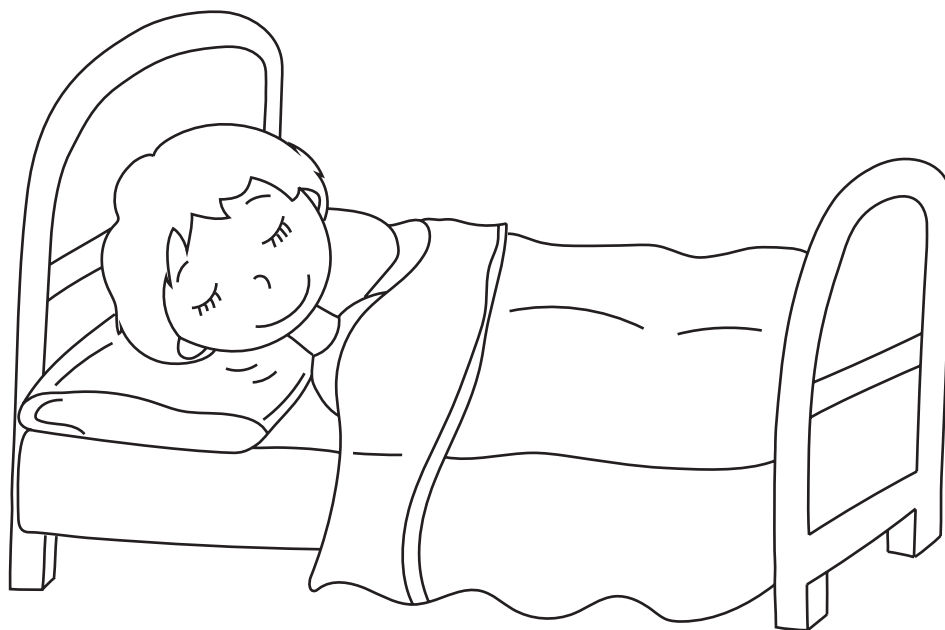
INDICATORE

Abbinare la parola corrispondente ad un'immagine.

ATTIVITÀ

Colora i disegni e nomina gli oggetti rappresentati.

DESCRIVI L'IMMAGINE



COMPETENZA LINGUISTICA



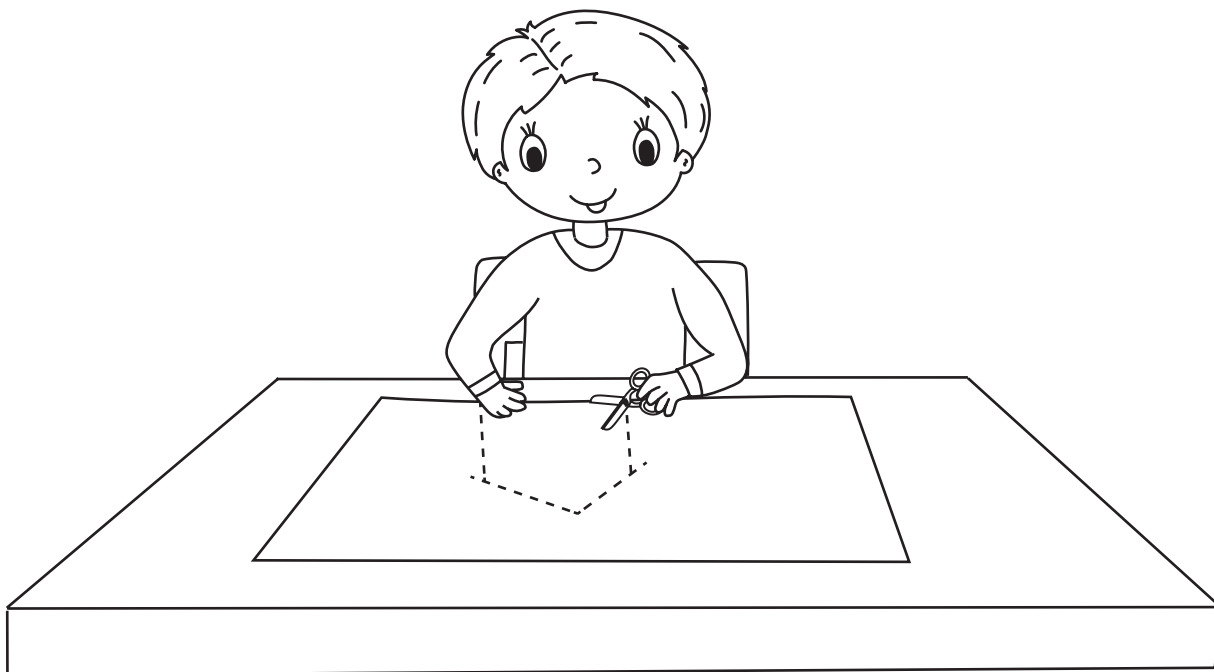
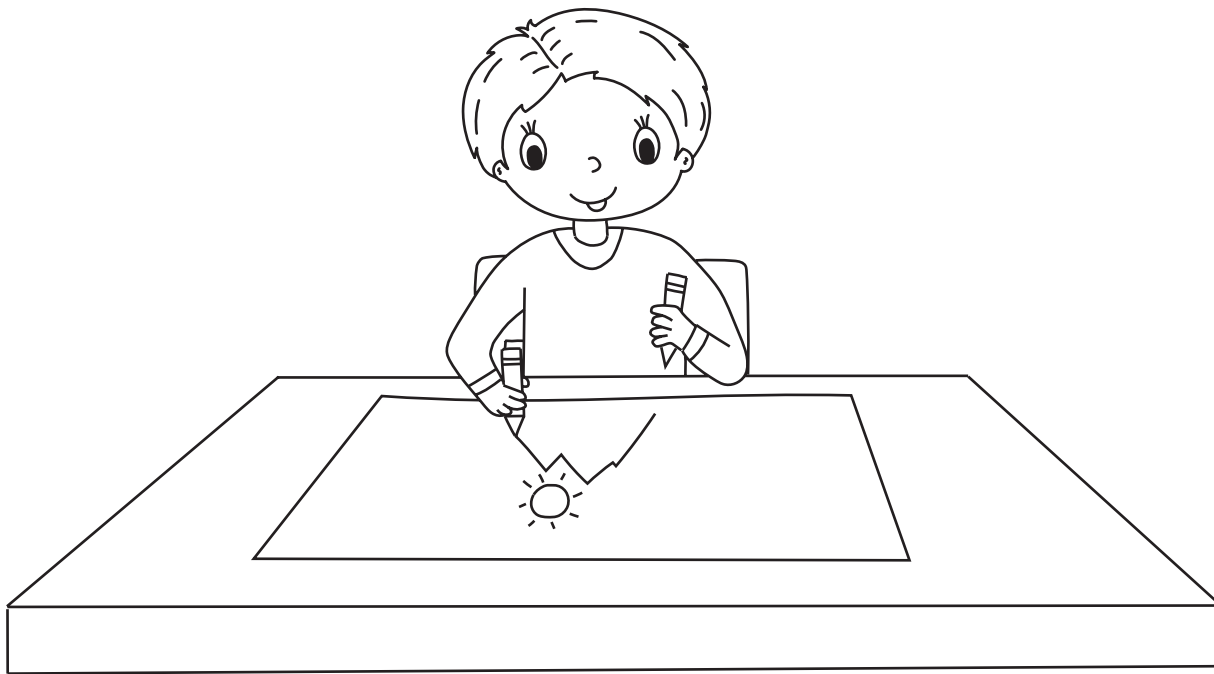
INDICATORE

Descrivere un'immagine.

ATTIVITÀ

Colora i disegni. Che cosa stanno facendo questi bambini?

DESCRIVI L'IMMAGINE



COMPETENZA LINGUISTICA

INDICATORE

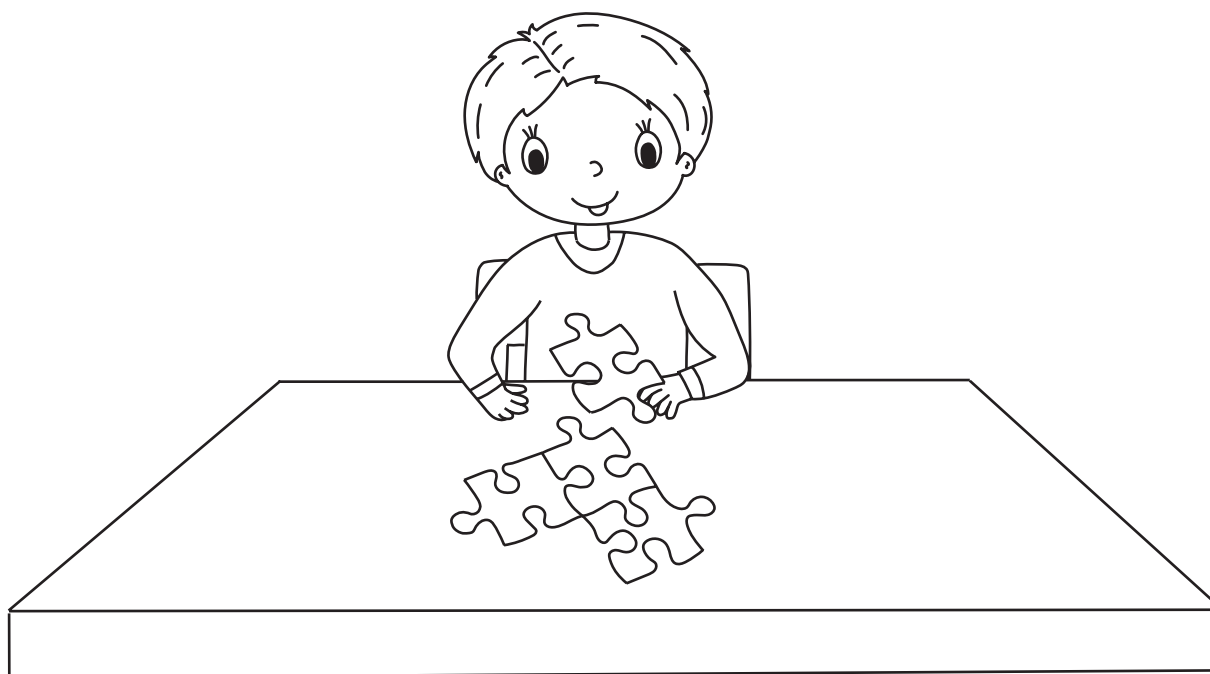
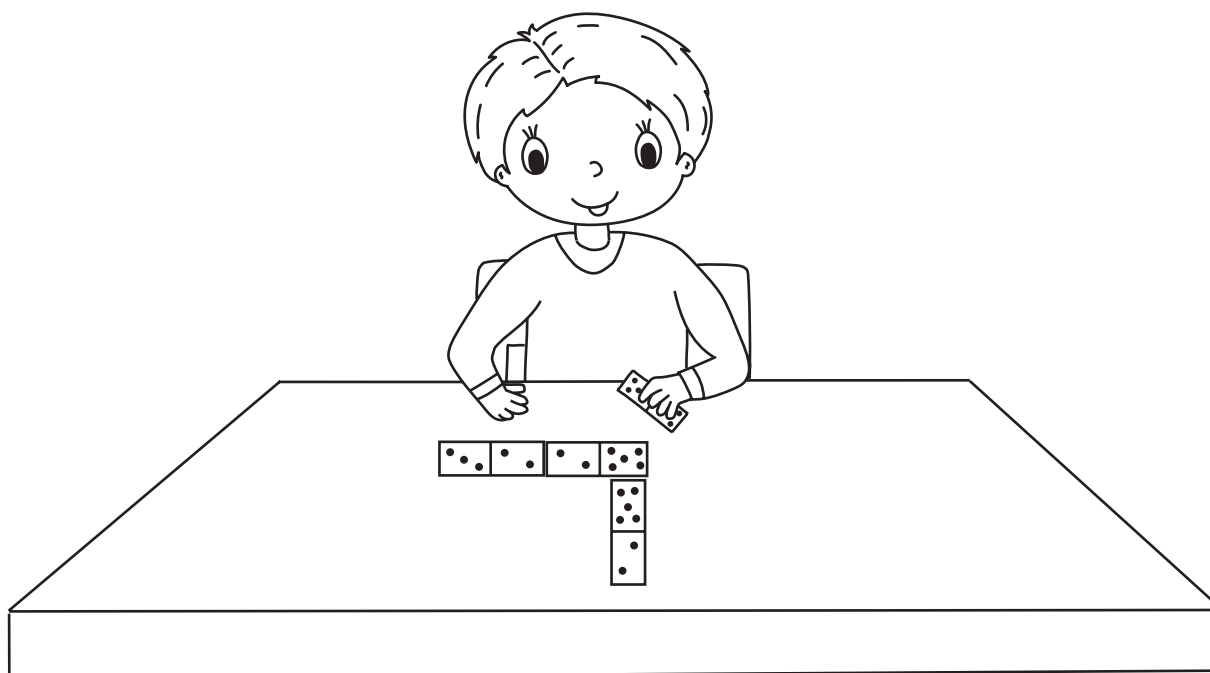
Descrivere un'immagine.

ATTIVITÀ

Colora i disegni. Che cosa stanno facendo questi bambini?

DESCRIVI L'IMMAGINE

COMPETENZA LINGUISTICA



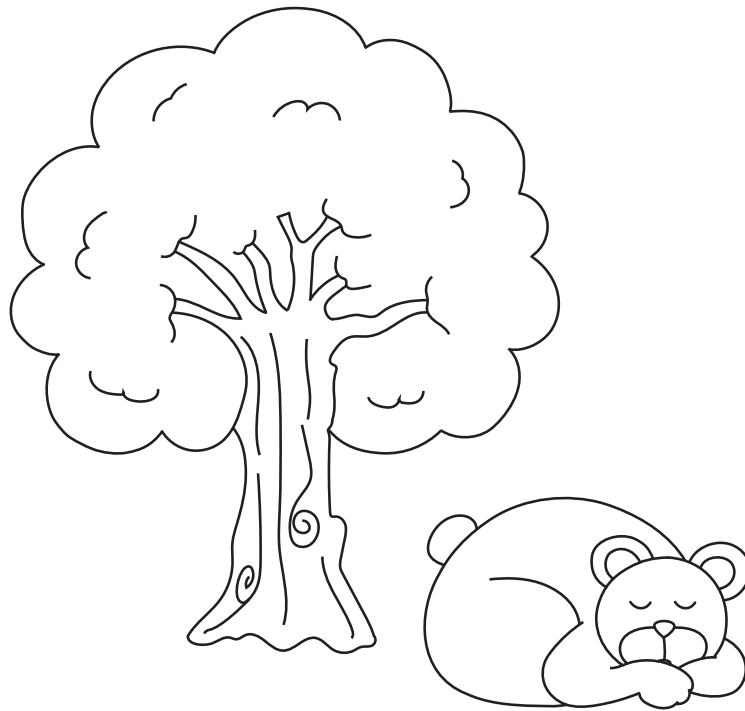
INDICATORE

Descrivere un'immagine.

ATTIVITÀ

Colora i disegni. Che cosa stanno facendo questi bambini?

DESCRIVI L'IMMAGINE



COMPETENZA LINGUISTICA

INDICATORE

Descrivere un'immagine.

ATTIVITÀ

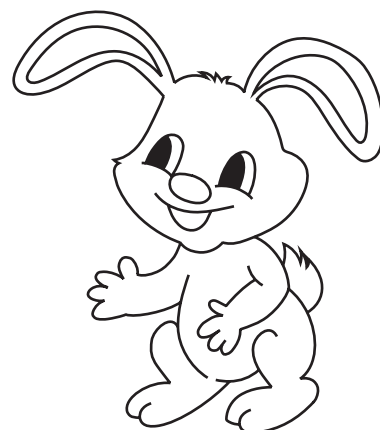
Colora i disegni. Che cosa sta facendo l'orso?

IL CONIGLIETTO TOMMY

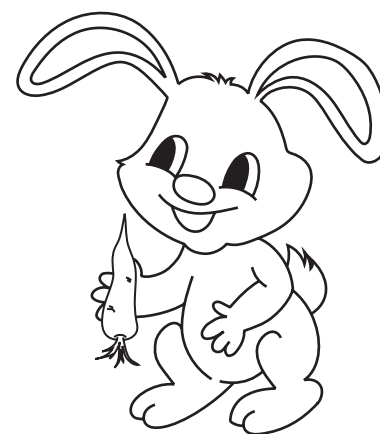
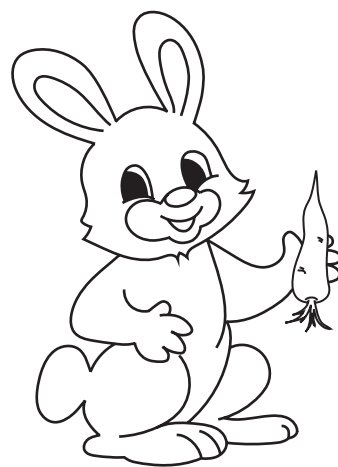
COMPETENZA LINGUISTICA



IL CONIGLIETTO TOMMY STA FACENDO UNA PASSEGGIATA NEL PRATO.



INCONTRA IL SUO AMICO FIOCCO E INSIEME GIOCANO A PALLONE.



POI FANNO MERENDA CON UNA BELLA CAROTA.

INDICATORE

Racconta una semplice storia utilizzando le immagini.

ATTIVITÀ

Colora i disegni e racconta la storia del coniglietto Tommy.

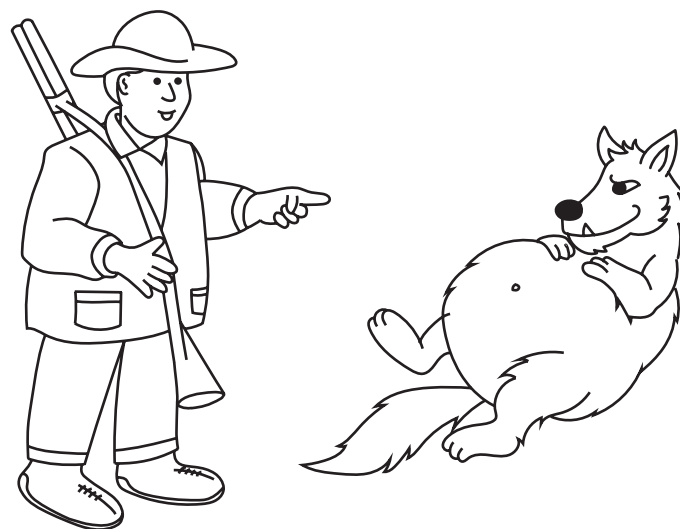
CAPPUCETTO ROSSO



CAPPUCETTO ROSSO ARRIVA A CASA DELLA NONNA.



IL LUPO MANGIA CAPPUCETTO ROSSO.



IL CACCIATORE SALVA CAPPUCETTO ROSSO E LA NONNA.

COMPETENZA LINGUISTICA

INDICATORE

Racconta una semplice storia utilizzando le immagini.

ATTIVITÀ

Colora i disegni e racconta la storia di Cappuccetto Rosso.

UN CONIGLIETTO BIANCO

COMPETENZA LINGUISTICA



**C'ERA UN CONIGLIETTO
BIANCO E FURBETTO
CHE MANGIAVA CAROTINE
TUTTE LE MATTINE.**

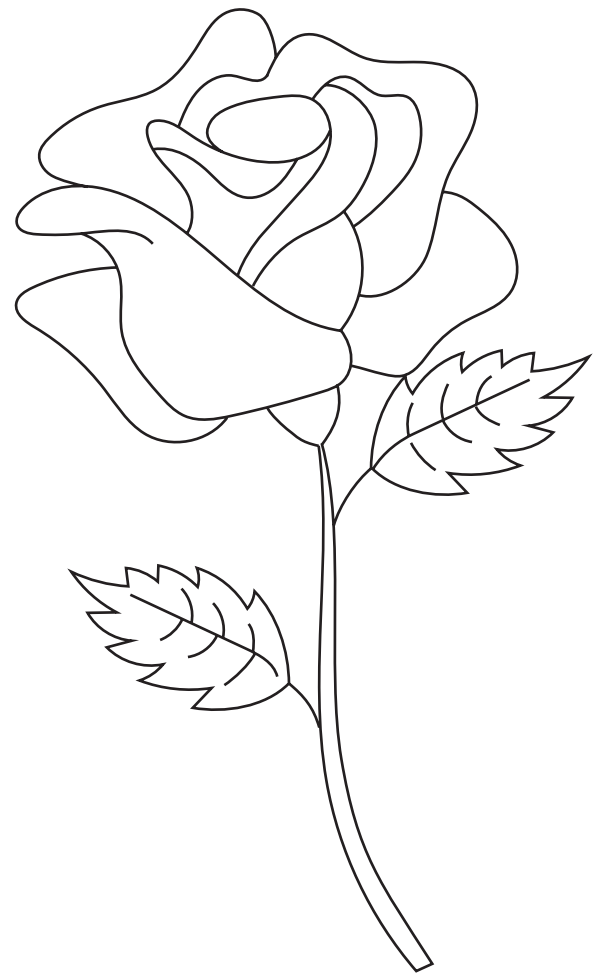
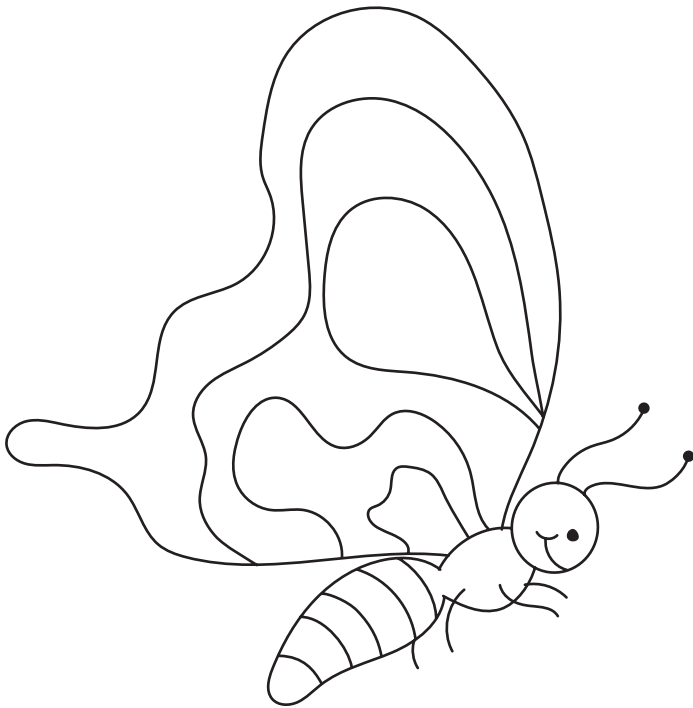
INDICATORE

Memorizza una semplice filastrocca.

ATTIVITÀ

Colora il disegno e impara la filastrocca.

LA FARFALLA LALLA



COMPETENZA LINGUISTICA

LALLA È UNA FARFALLA,
OGNI MATTINA BALLA
E POI SI RIPOSA
SOPRA UNA ROSA.

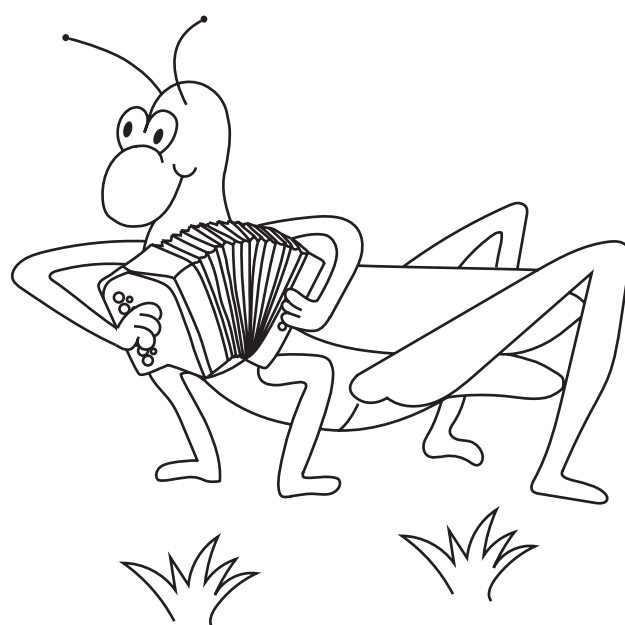
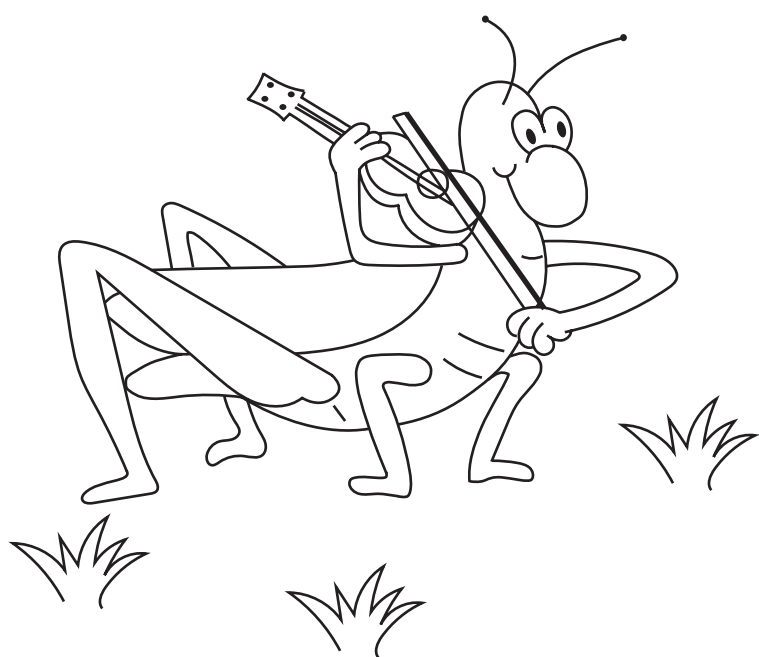
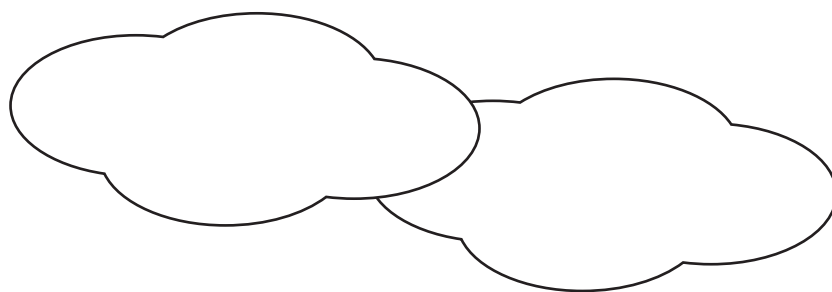
INDICATORE

Memorizza una semplice filastrocca.

ATTIVITÀ

Colora il disegno e impara la filastrocca.

IL GRILLO CARLETTO



COMPETENZA LINGUISTICA

IL GRILLO CARLETTO
SUONA L'ORGANETTO
E IL GRILLO VALENTINO
SUONA IL VIOLINO.

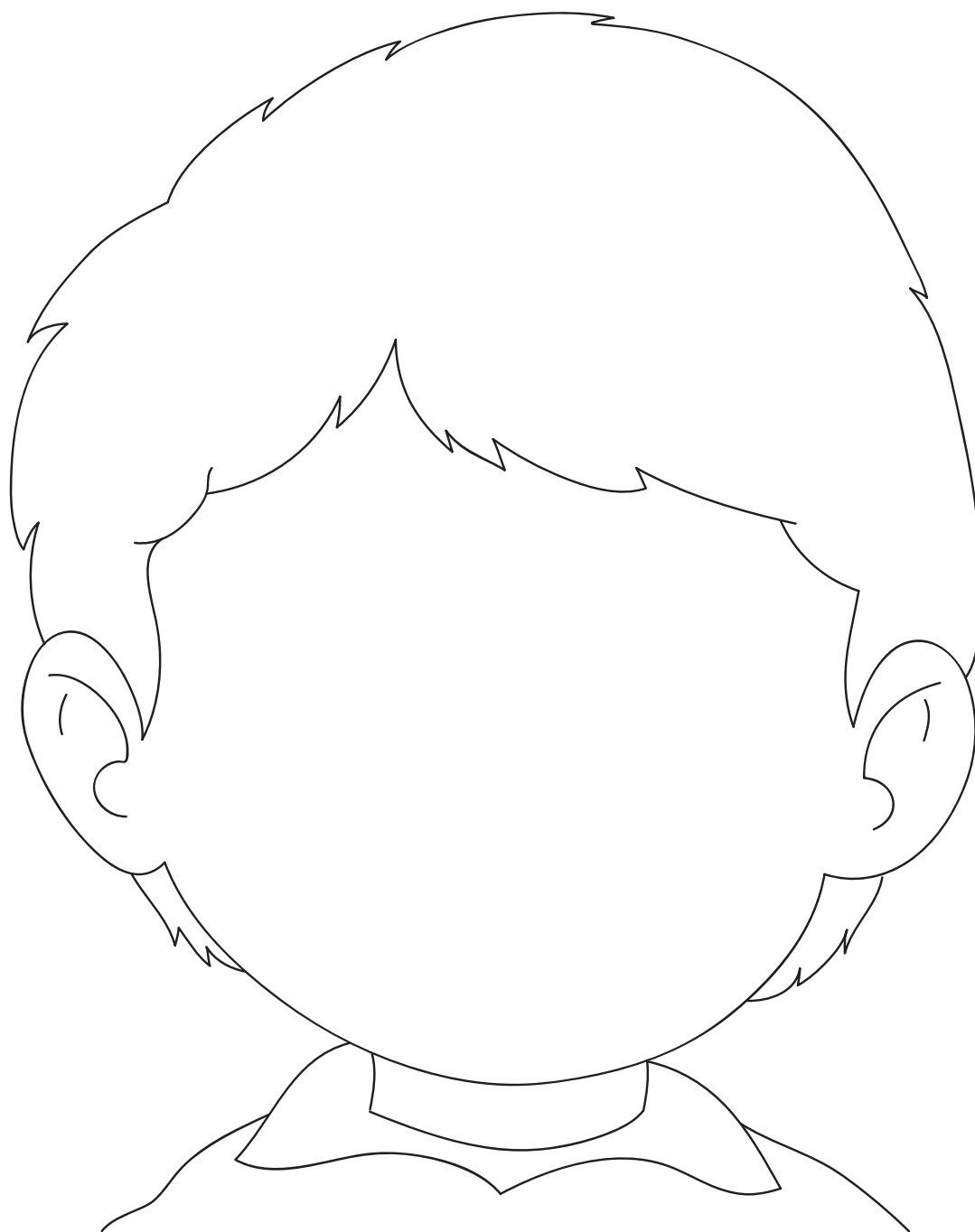
INDICATORE

Memorizza una semplice filastrocca.

ATTIVITÀ

Colora il disegno e impara la filastrocca.

IL VISO



SCHEMA CORPOREO

INDICATORE

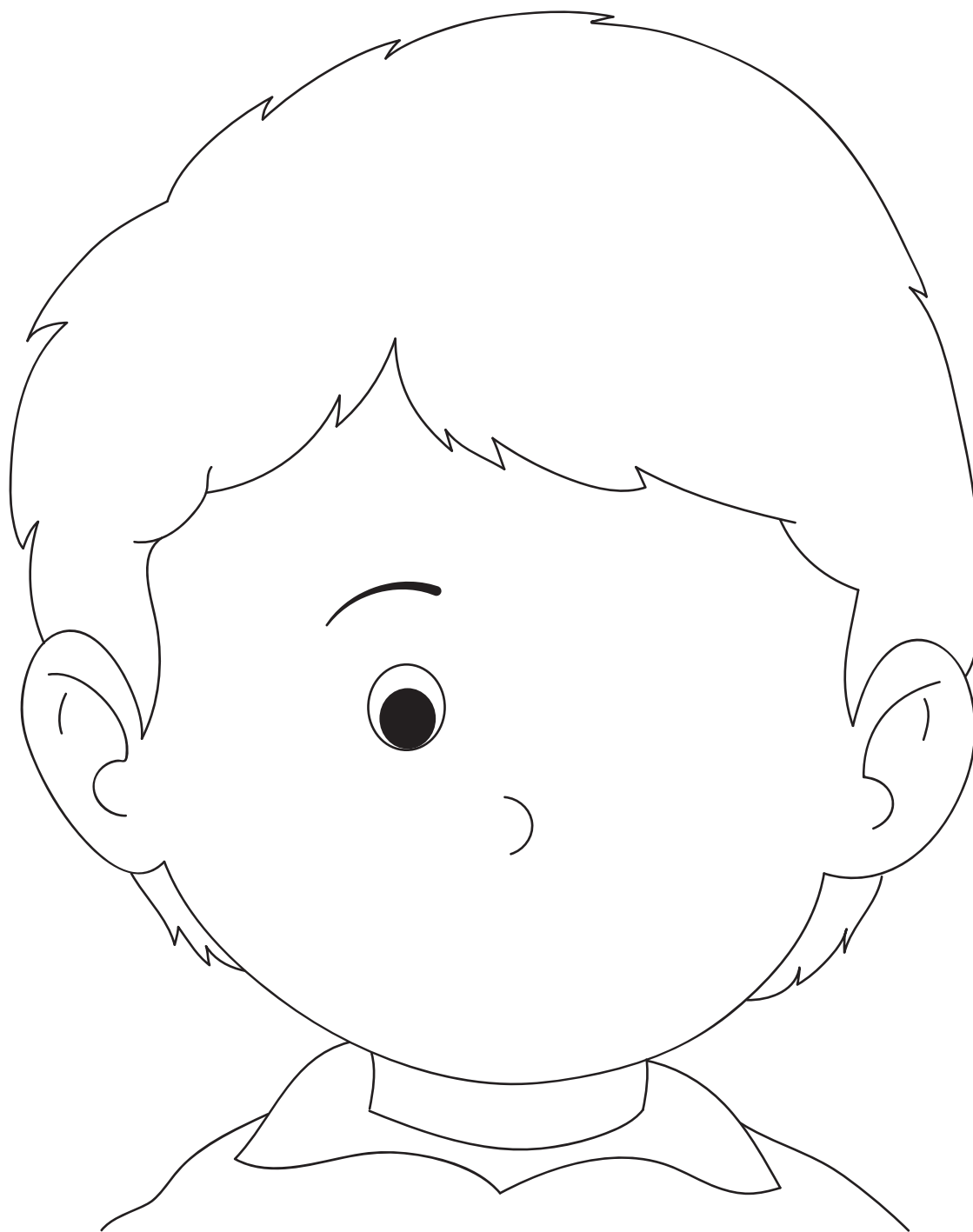
Conoscere le parti del viso.

ATTIVITÀ

Completa il viso e colora il disegno.

COSA MANCA?

SCHEMA CORPOREO



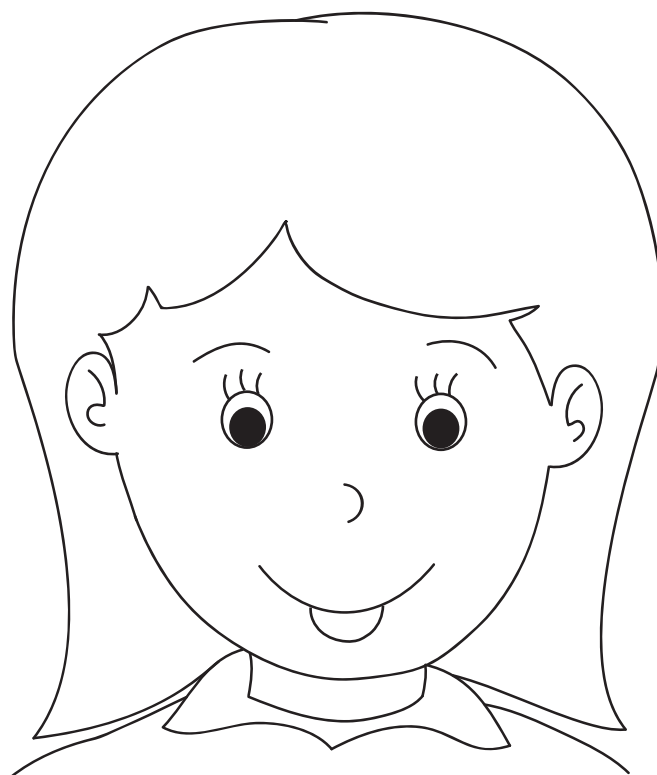
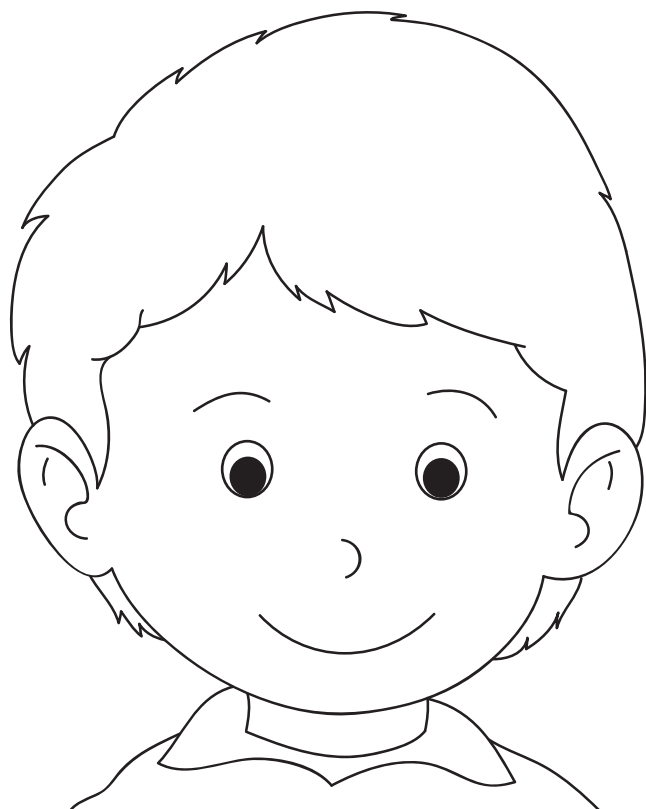
INDICATORE

Conoscere le parti del viso.

ATTIVITÀ

Completa il viso e colora il disegno.

LE PARTI DEL VISO



SCHEMA CORPOREO

INDICATORE

Conoscere le parti del viso.

ATTIVITÀ

Colora il disegno e indica le parti del viso sul bambino e sulla bambina.

IL MIO CORPO

SCHEMA CORPOREO



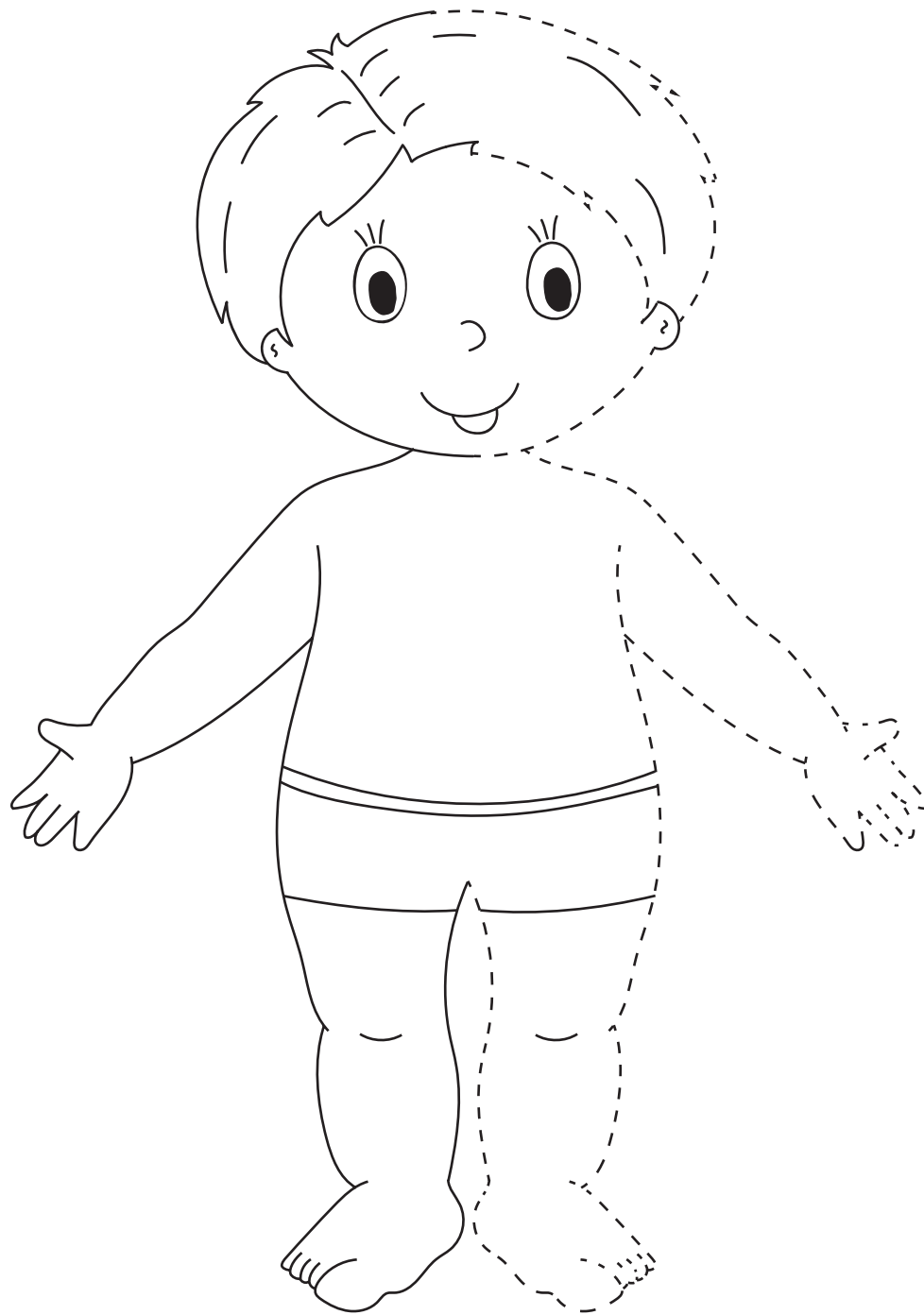
INDICATORE

Conoscere le principali parti del corpo.

ATTIVITÀ

Completa il disegno e coloralo.
Come si chiamano le parti del corpo?

IL MIO CORPO



SCHEMA CORPOREO

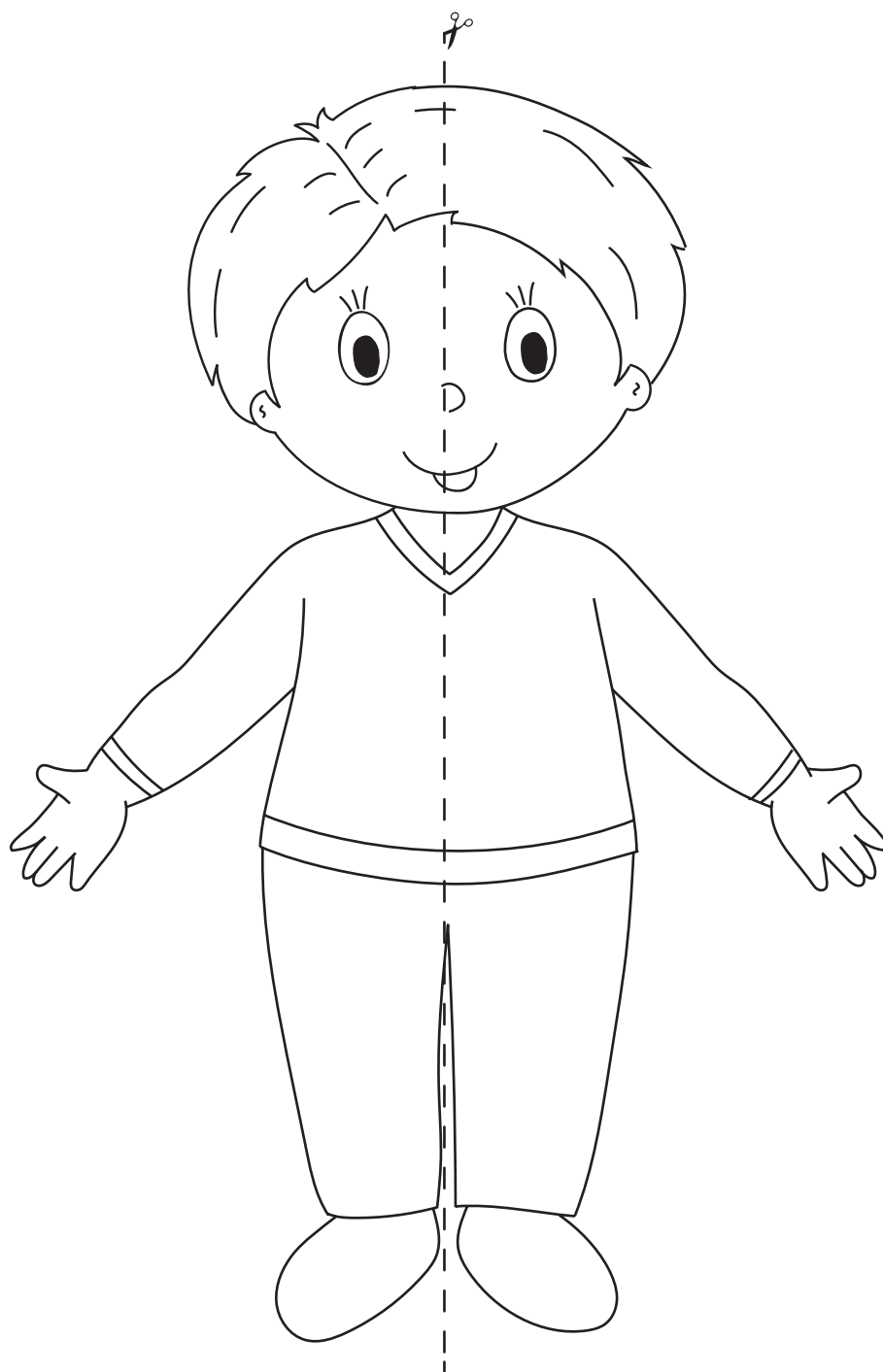
INDICATORE

Conoscere le principali parti del corpo.

ATTIVITÀ

Completa il disegno ripassando la linea tratteggiata e coloralo.
Come si chiamano le parti del corpo?

IL MIO CORPO



SCHEMA CORPOREO

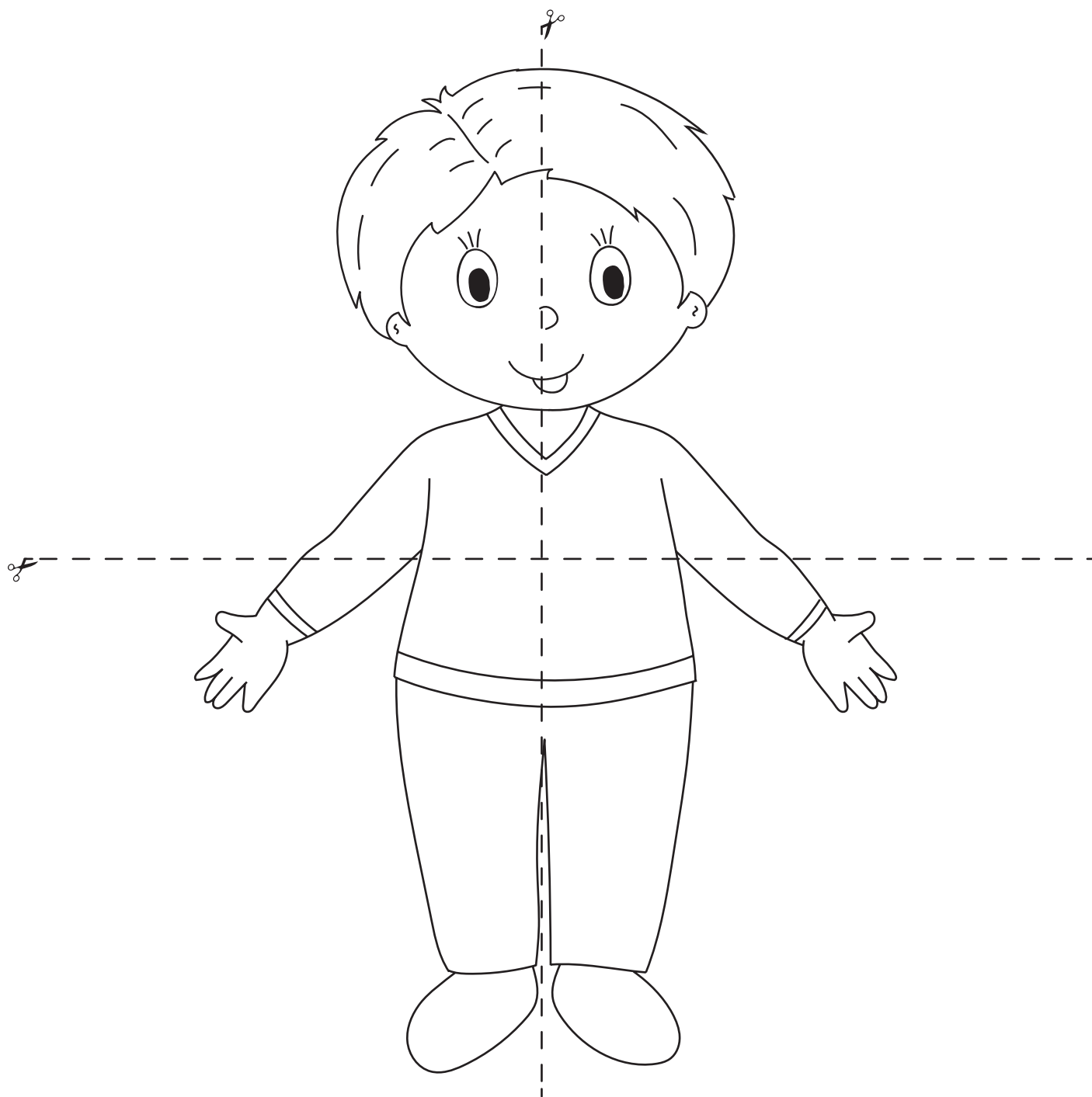
INDICATORE

Conoscere le principali parti del corpo.

ATTIVITÀ

Colora il disegno, taglialo lungo i tratteggi e poi ricomponi il bambino.
Come si chiamano le parti principali del corpo?

IL MIO CORPO



SCHEMA CORPOREO

INDICATORE

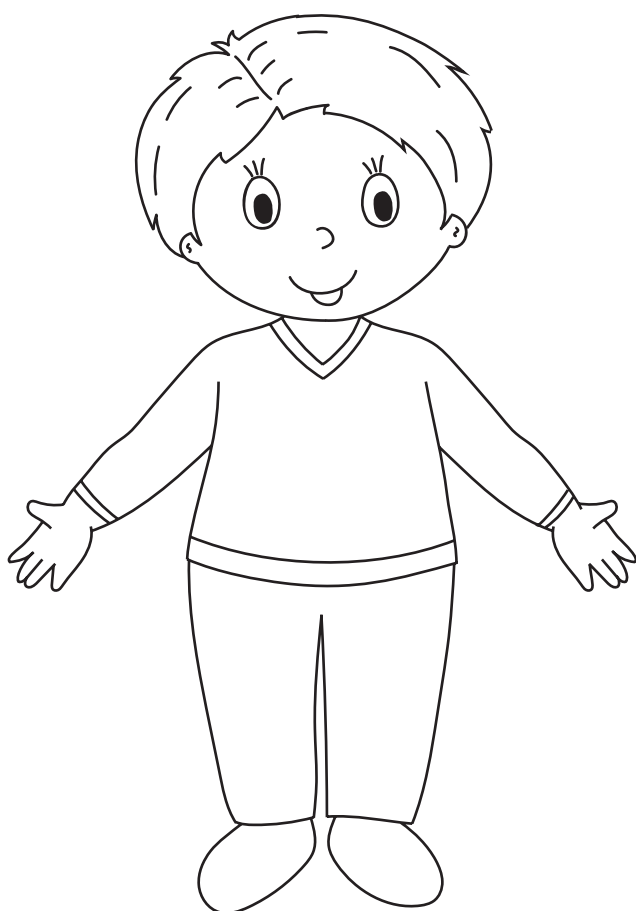
Conoscere le principali parti del corpo.

ATTIVITÀ

Colora il disegno, taglialo lungo i tratteggi e poi ricomponi il bambino.
Come si chiamano le parti principali del corpo?

FERMO O IN MOVIMENTO?

SCHEMA CORPOREO



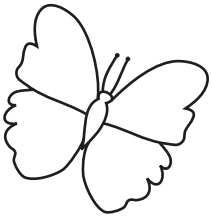
INDICATORE

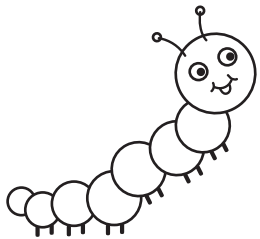
Riconoscere la rappresentazione del corpo fermo e in movimento.

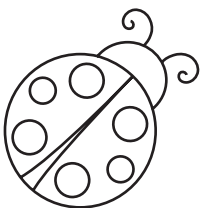
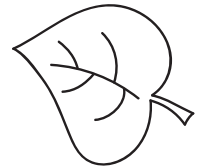
ATTIVITÀ

Colora il disegno e indica qual è il bambino che si sta muovendo.

PERCORSI NEL PRATO









COMPETENZA MOTORIA

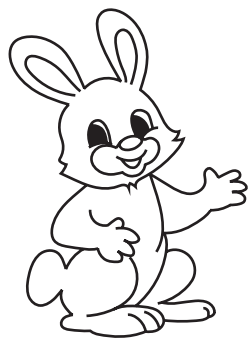
INDICATORE

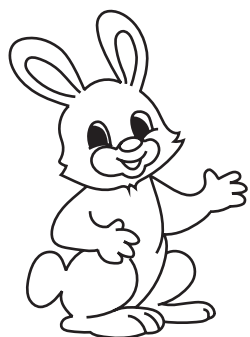
Sviluppare la coordinazione oculo-motoria.

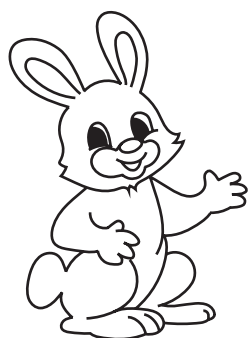
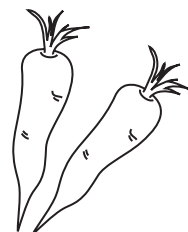
ATTIVITÀ

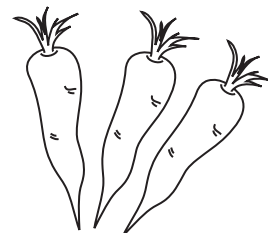
Colora i percorsi.

PERCORSI NEL PRATO









COMPETENZA MOTORIA

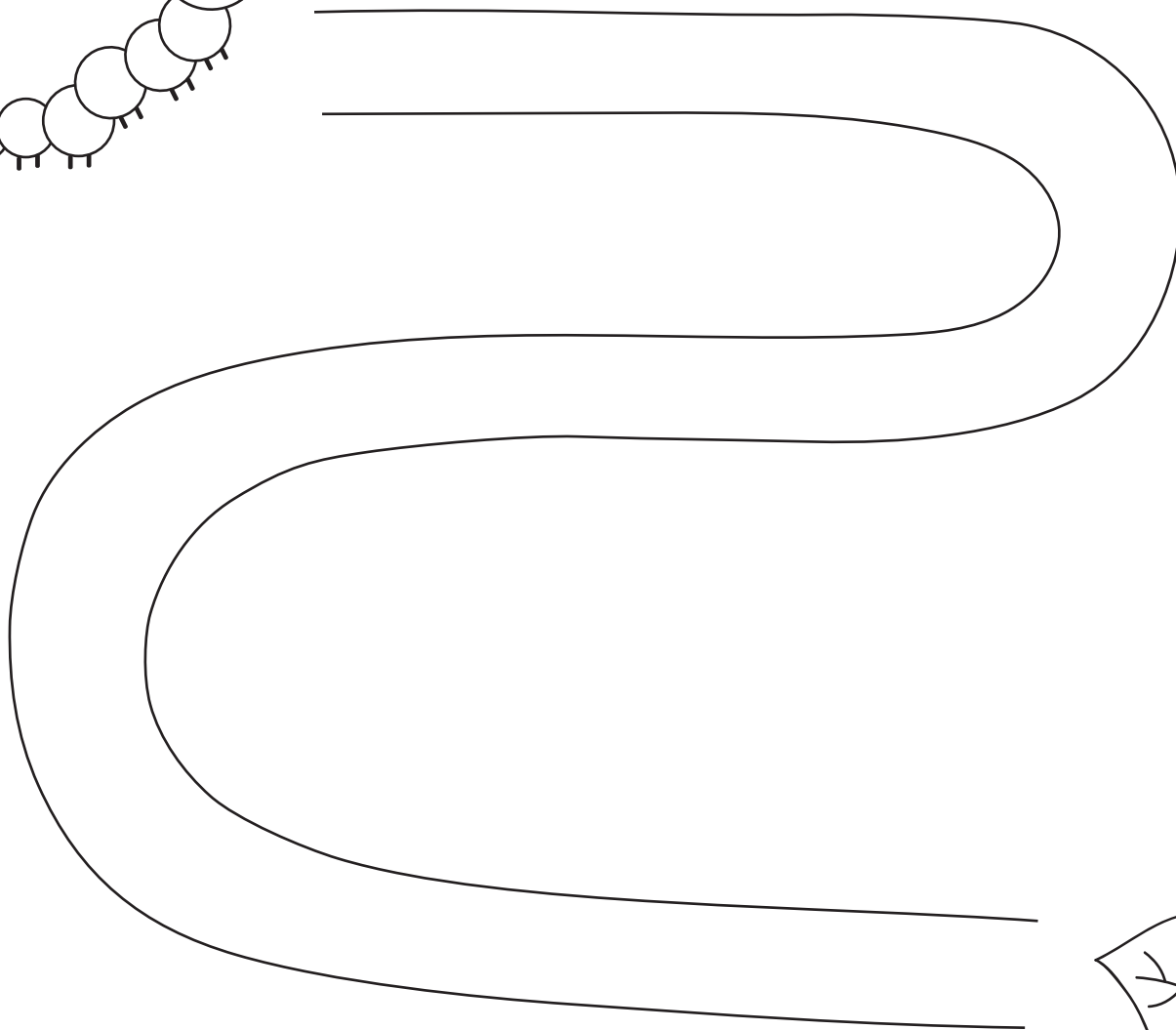
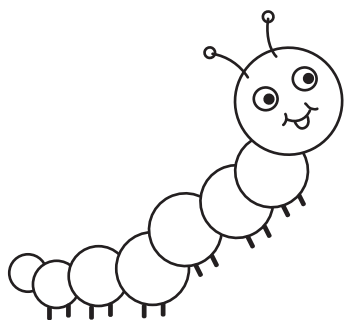
INDICATORE

Sviluppare la coordinazione oculo-motoria.

ATTIVITÀ

Colora i percorsi.

PERCORSI NEL PRATO



COMPETENZA MOTORIA

INDICATORE

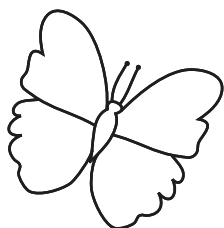
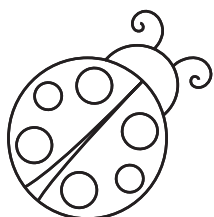
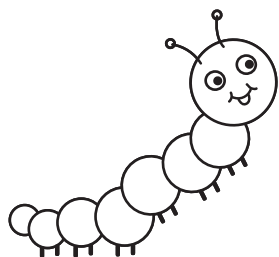
Sviluppare la coordinazione oculo-motoria.

ATTIVITÀ

Colora i percorsi.

PERCORSI NEL PRATO

COMPETENZA MOTORIA



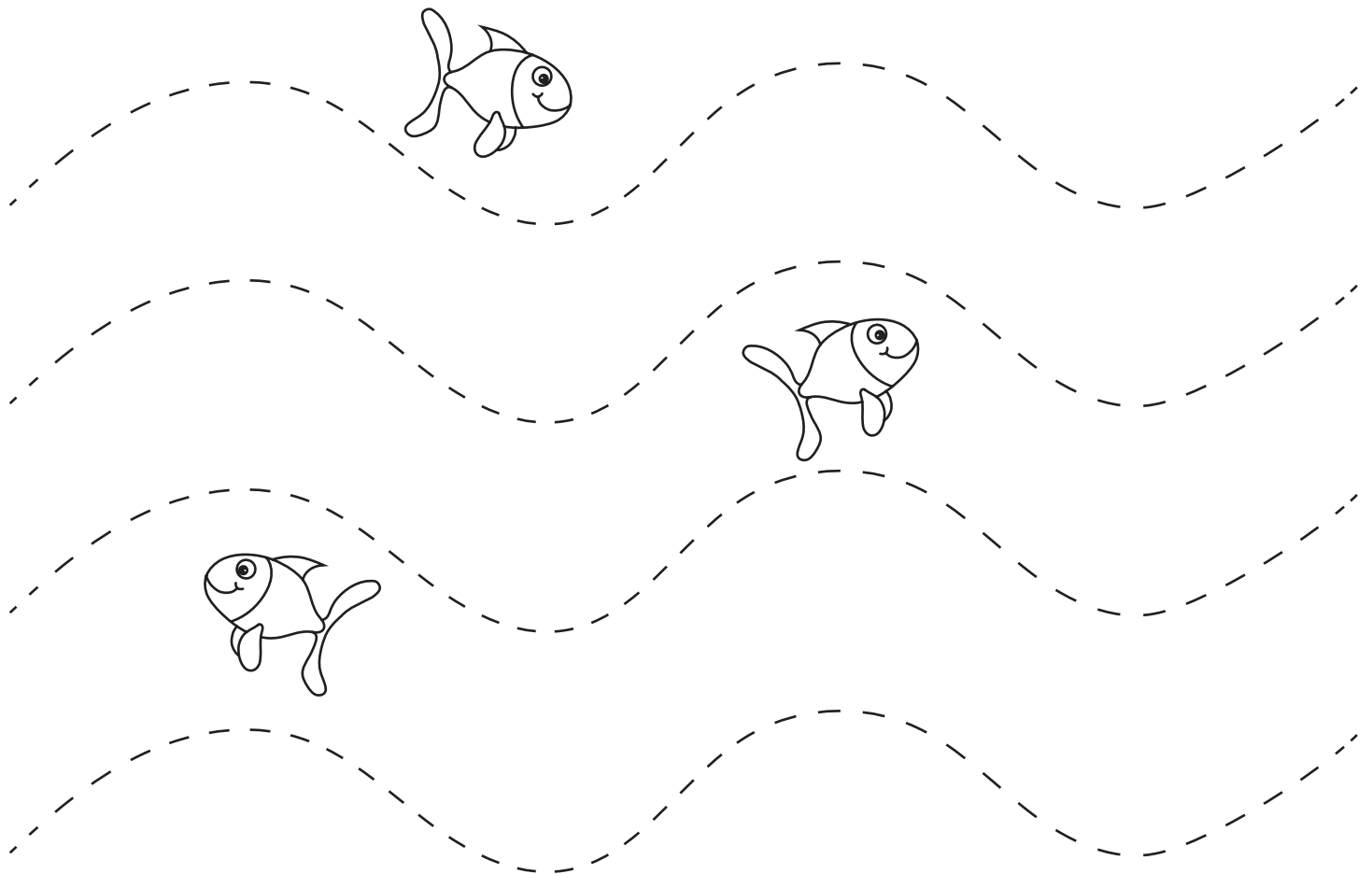
INDICATORE

Sviluppare la coordinazione oculo-motoria.

ATTIVITÀ

Ripassa i tratteggi e colora i disegni.

LE ONDE DEL MARE



COMPETENZA MOTORIA

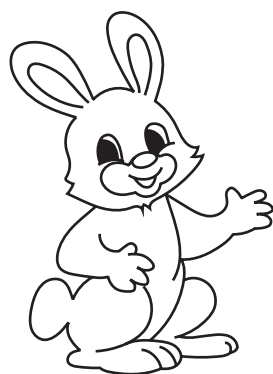
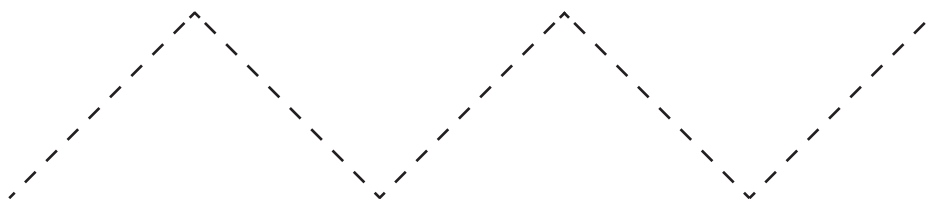
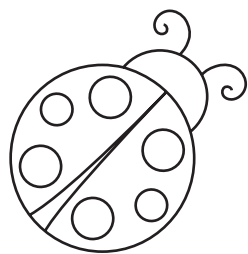
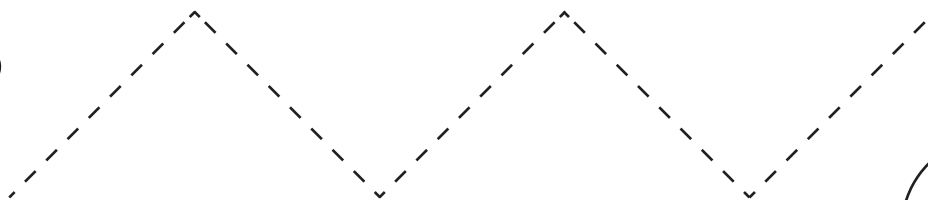
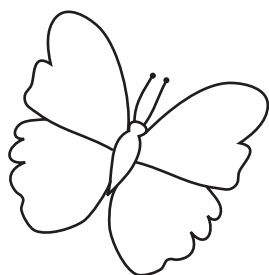
INDICATORE

Sviluppare la coordinazione oculo-motoria.

ATTIVITÀ

Ripassa i tratteggi e colora i disegni.

PERCORSI NEL PRATO



COMPETENZA MOTORIA

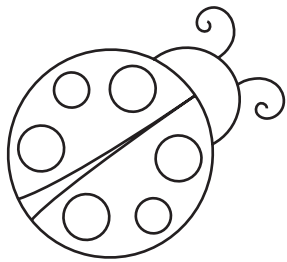
INDICATORE

Sviluppare la coordinazione oculo-motoria.

ATTIVITÀ

Ripassa i tratteggi e colora i disegni.

PERCORSI NEL PRATO



COMPETENZA MOTORIA

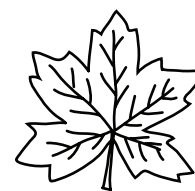
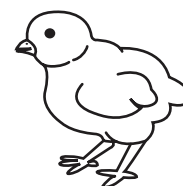
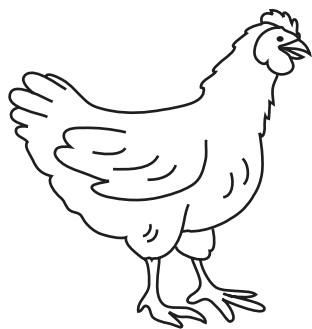
INDICATORE

Sviluppare la coordinazione oculo-motoria.

ATTIVITÀ

Ripassa i tratteggi e colora i disegni.

PERCORSI TRATTEGGIATI



COMPETENZA MOTORIA

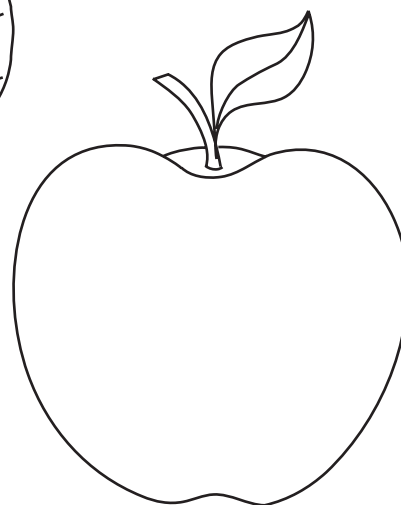
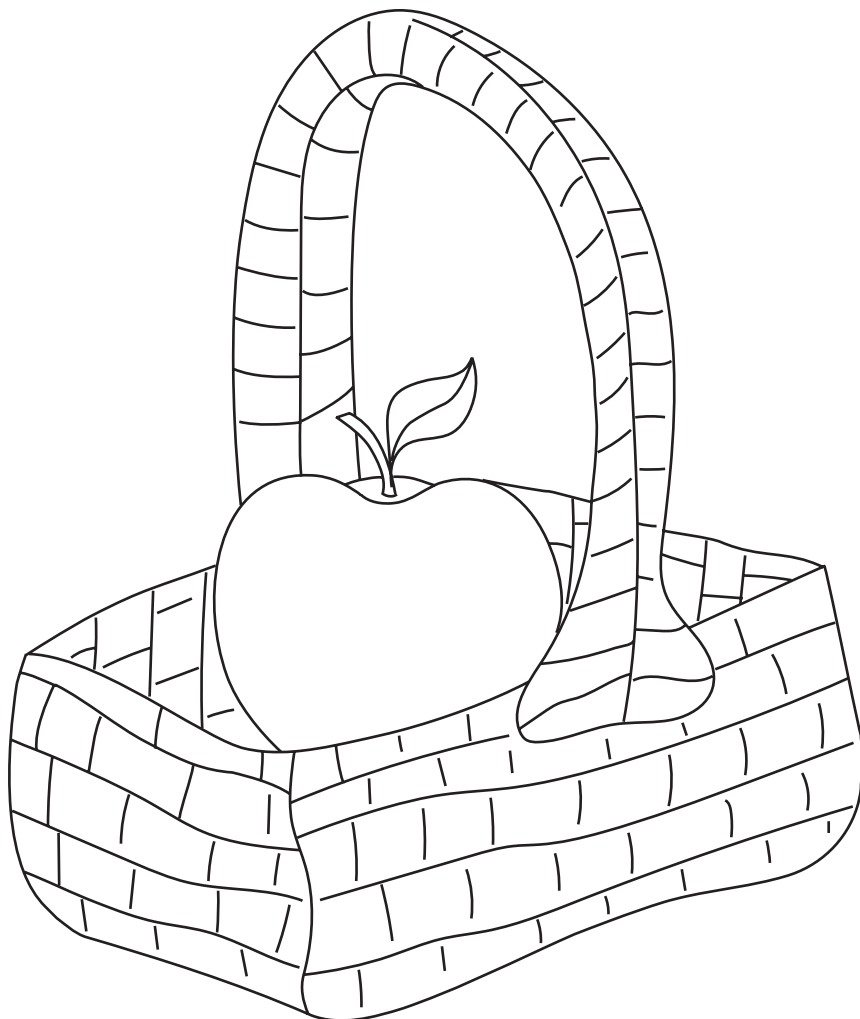
INDICATORE

Sviluppare la coordinazione oculo-motoria.

ATTIVITÀ

Ripassa i tratteggi e colora i disegni.

DENTRO O FUORI?



COMPETENZA MOTORIA

INDICATORE

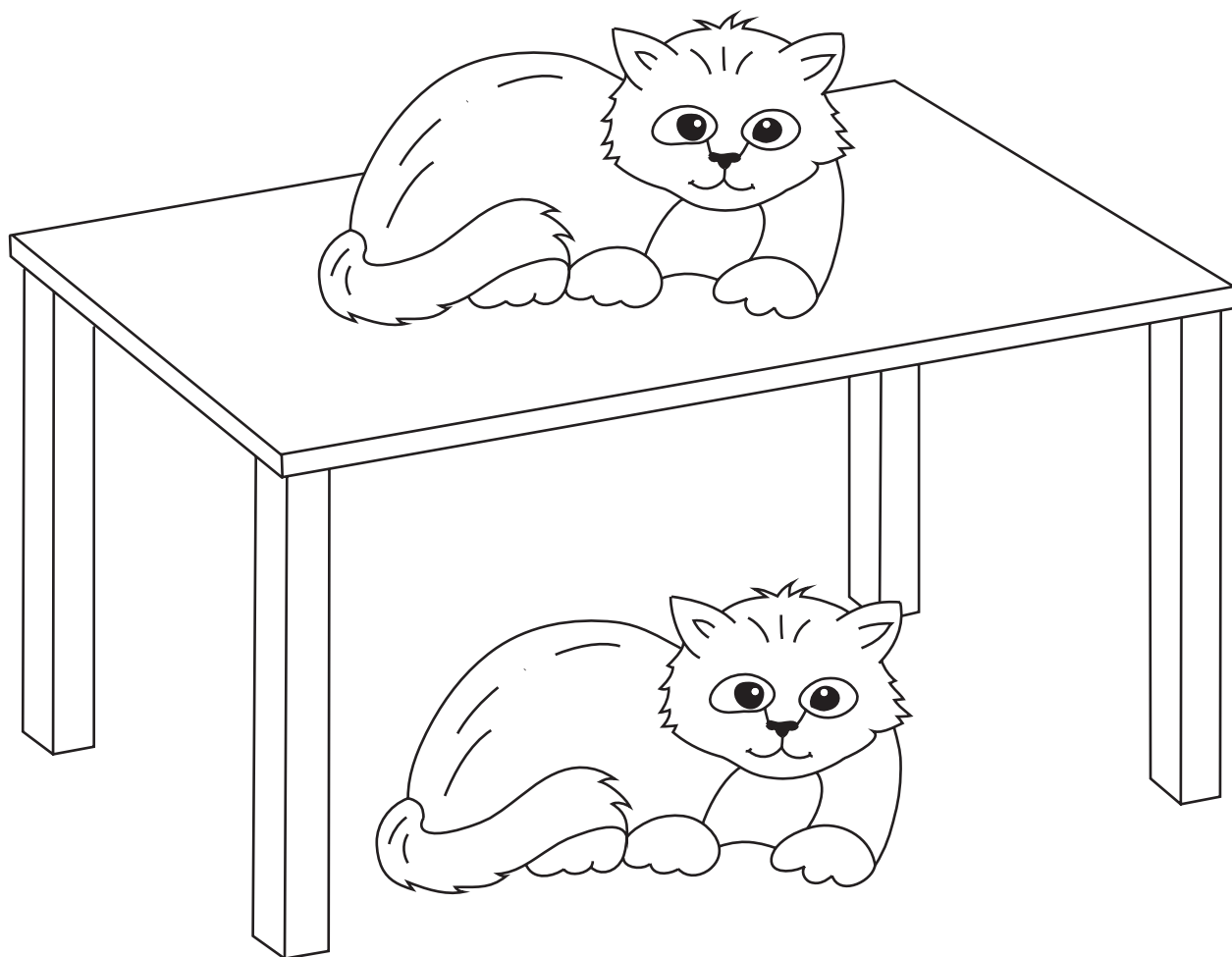
Identificare gli organizzatori spaziali dentro e fuori.

ATTIVITÀ

Colora solo la mela dentro il cestino.

SOPRA O SOTTO?

COMPETENZA MOTORIA



INDICATORE

Identificare gli organizzatori spaziali sopra e sotto.

ATTIVITÀ

Colora solo il gatto sotto il tavolo.

VICINO O LONTANO?



COMPETENZA MOTORIA

INDICATORE

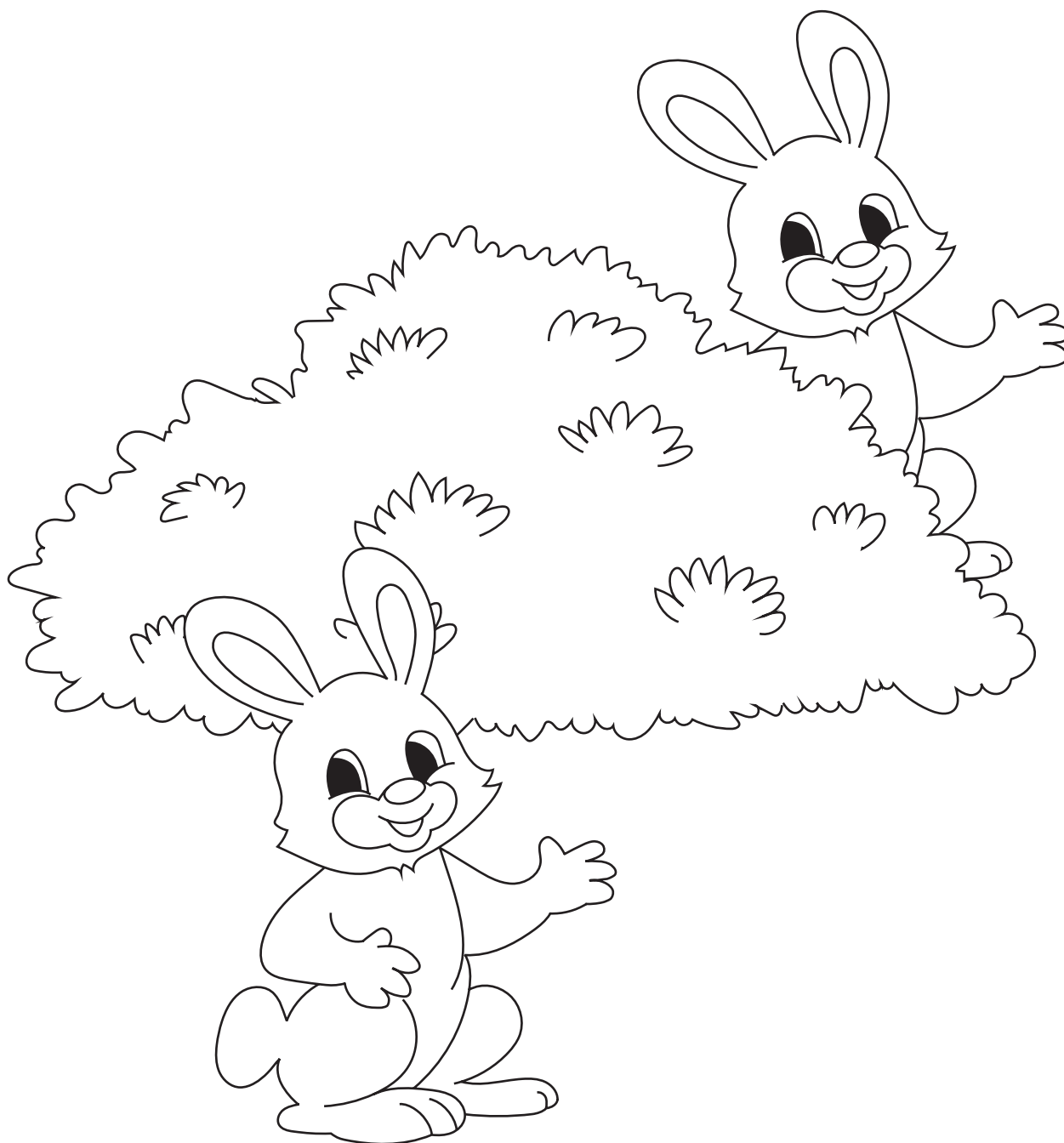
Identificare gli organizzatori spaziali vicino e lontano.

ATTIVITÀ

Colora il bambino lontano dall'albero.

DAVANTI O DIETRO?

COMPETENZA MOTORIA



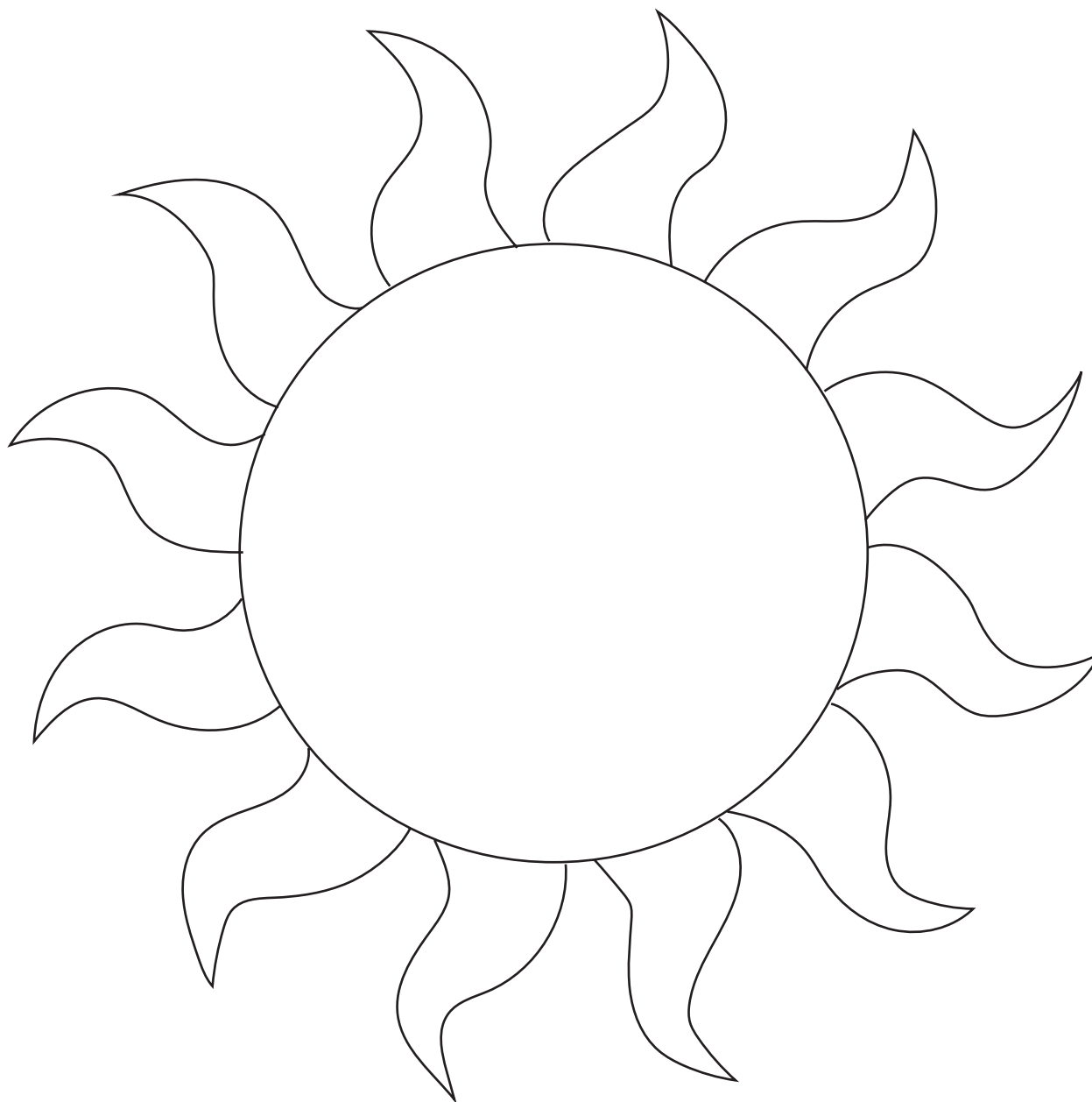
INDICATORE

Identificare gli organizzatori spaziali davanti e dietro.

ATTIVITÀ

Colora solo il coniglio davanti al cespuglio.

IL COLORE GIALLO



COMPETENZA PERCETTIVA

INDICATORE

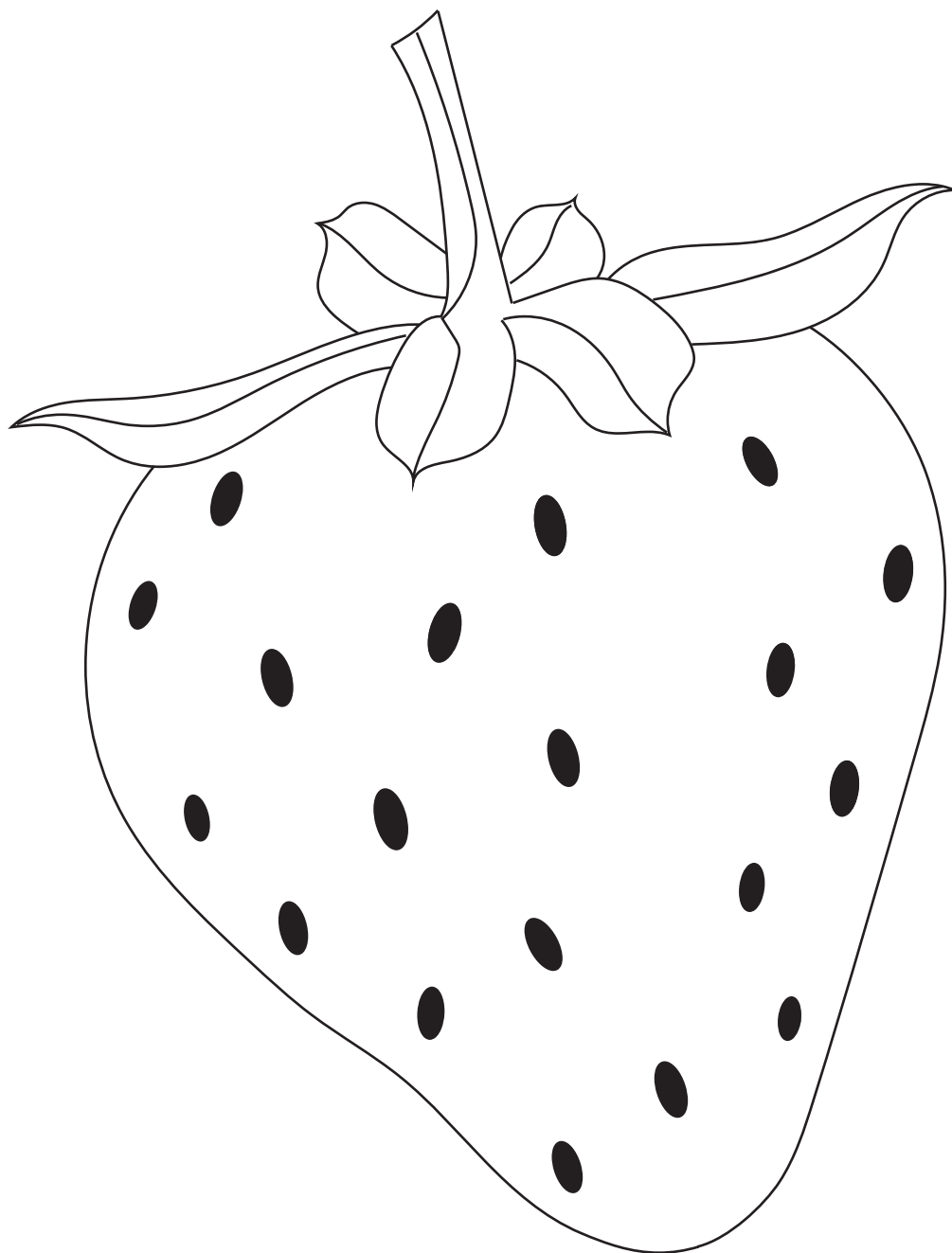
Conoscere il colore giallo.

ATTIVITÀ

Dipingi il sole con i colori a tempera.

IL COLORE ROSSO

COMPETENZA PERCETTIVA



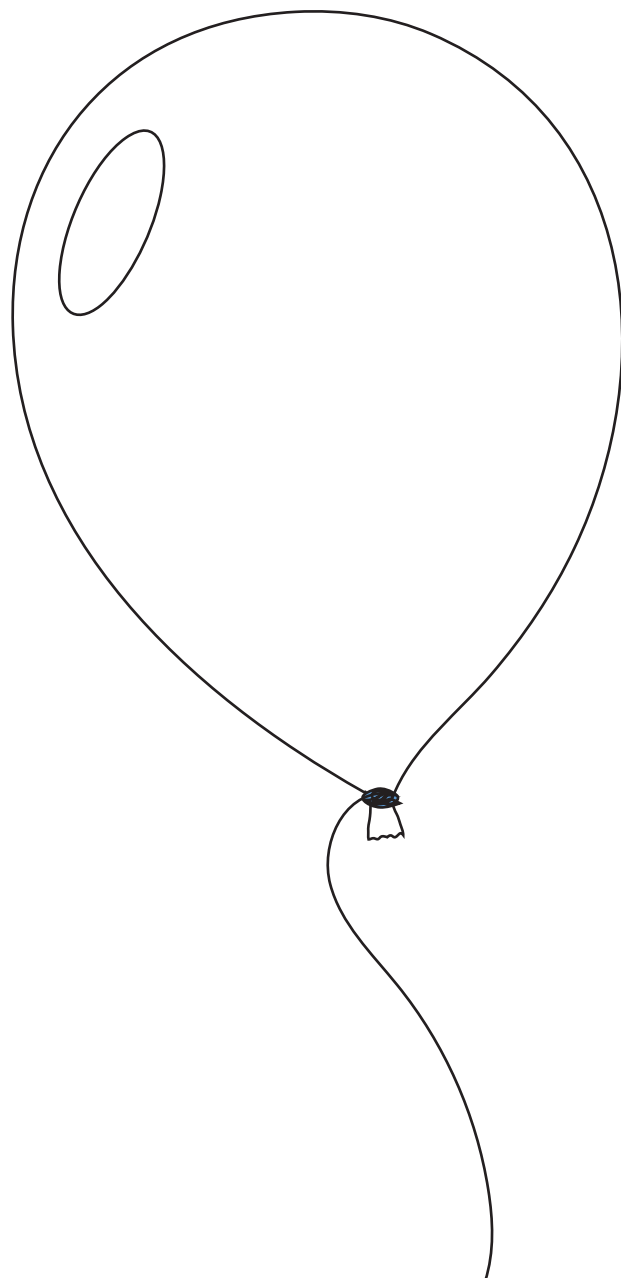
INDICATORE

Conoscere il colore rosso.

ATTIVITÀ

Dipingi la fragola con i colori a tempera.

IL COLORE BLU



COMPETENZA PERCETTIVA

INDICATORE

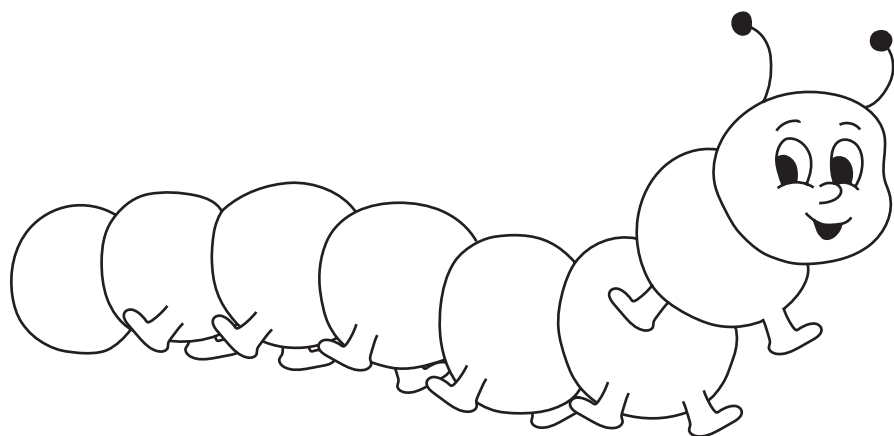
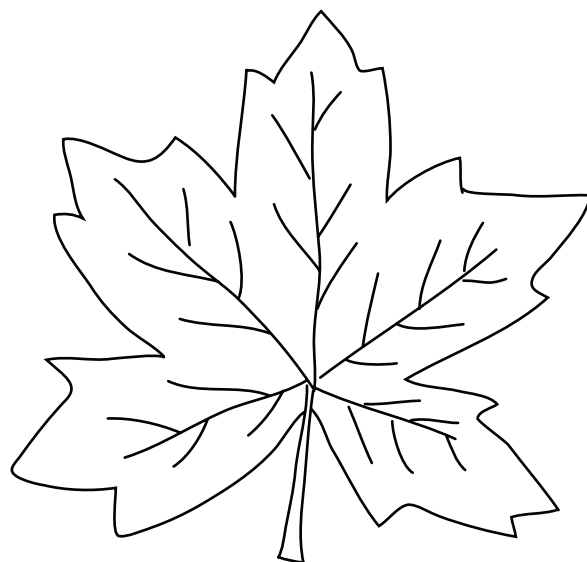
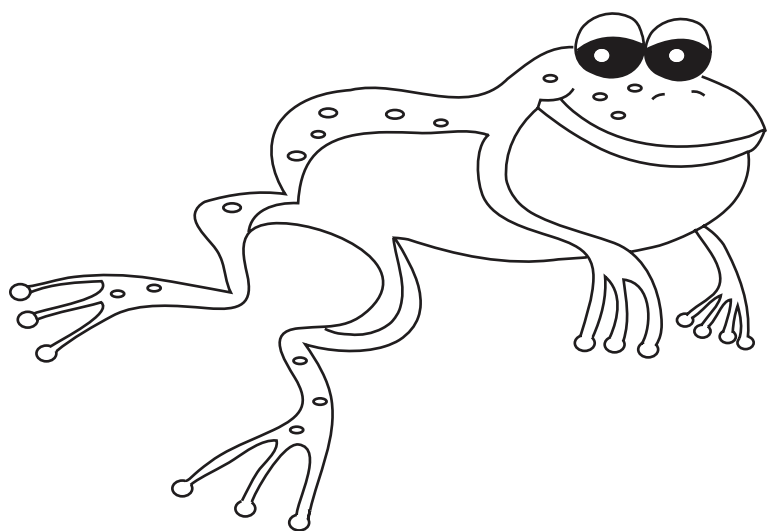
Conoscere il colore blu.

ATTIVITÀ

Dipingi il palloncino con i colori a tempera.

IL COLORE VERDE

COMPETENZA PERCETTIVA



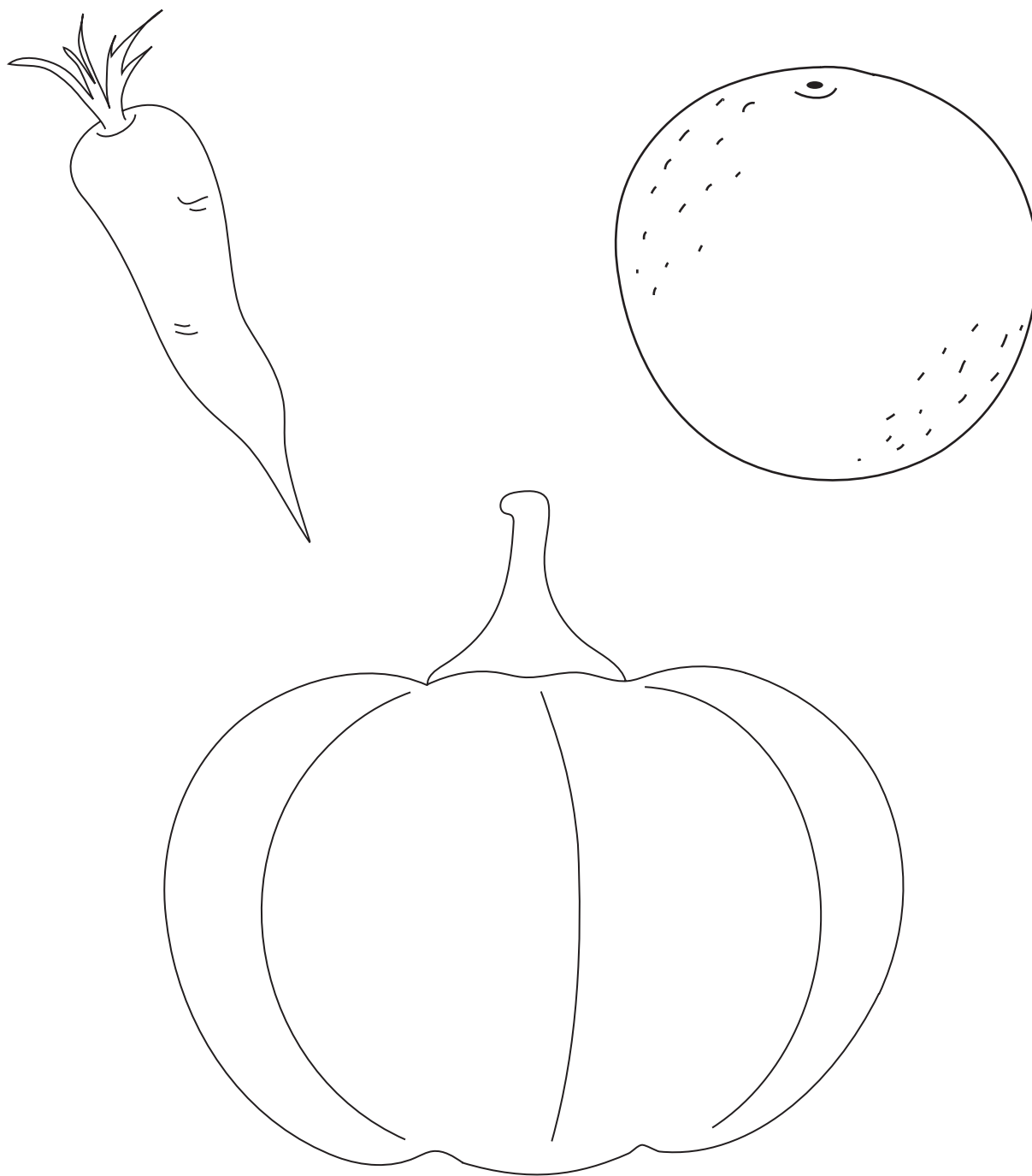
INDICATORE

Conoscere il colore verde.

ATTIVITÀ

Colora i disegni con i pennarelli.

IL COLORE ARANCIONE



COMPETENZA PERCETTIVA

INDICATORE

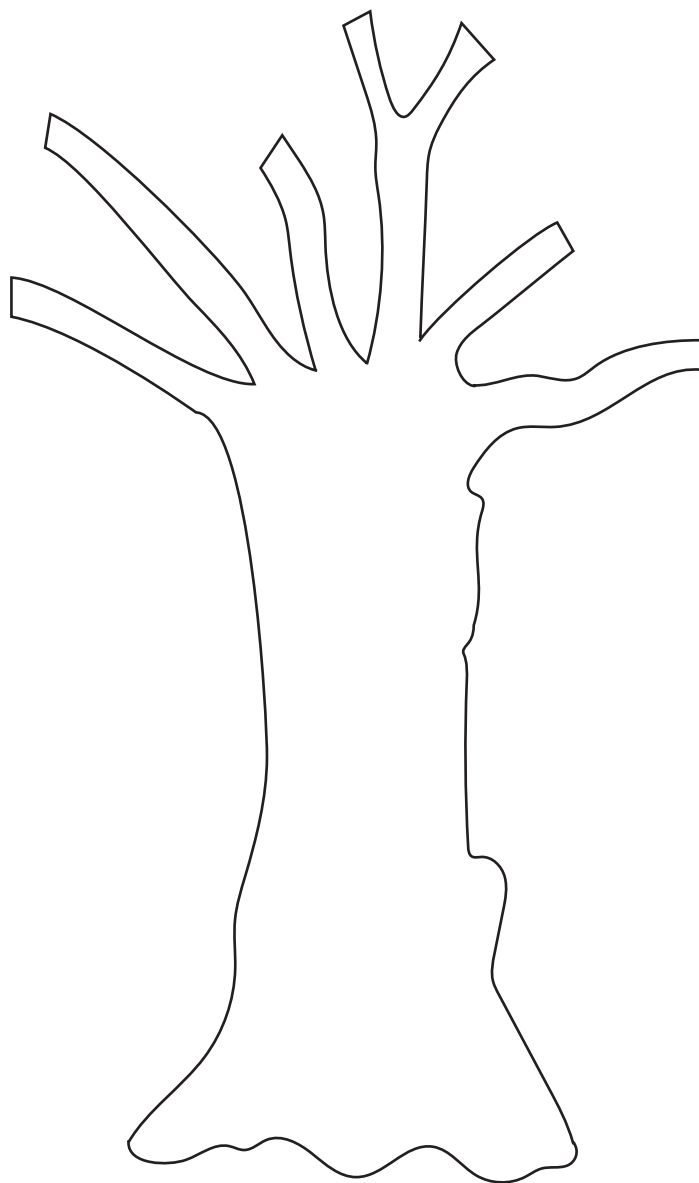
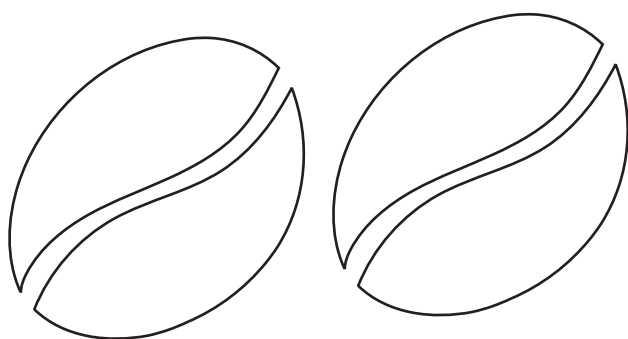
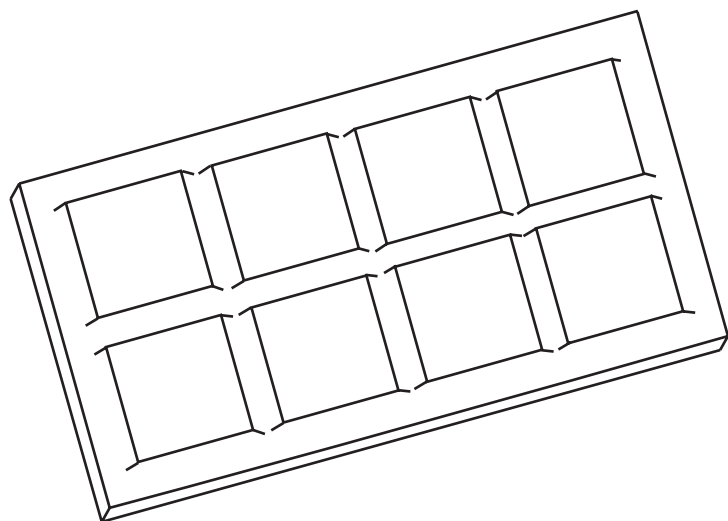
Conoscere il colore arancione.

ATTIVITÀ

Colora i disegni con i pennarelli.

IL COLORE MARRONE

COMPETENZA PERCETTIVA



INDICATORE

Conoscere il colore marrone.

ATTIVITÀ

Colora i disegni con i pennarelli.

IL COLORE VIOLA



COMPETENZA PERCETTIVA

INDICATORE

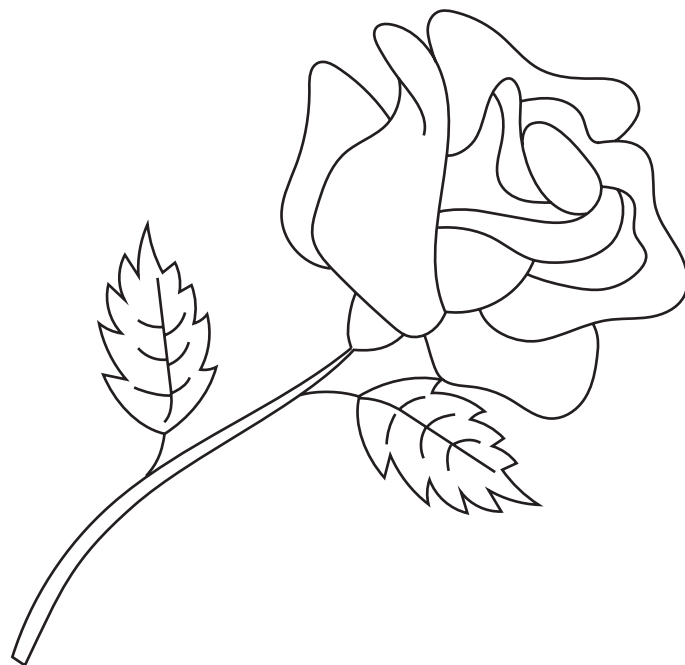
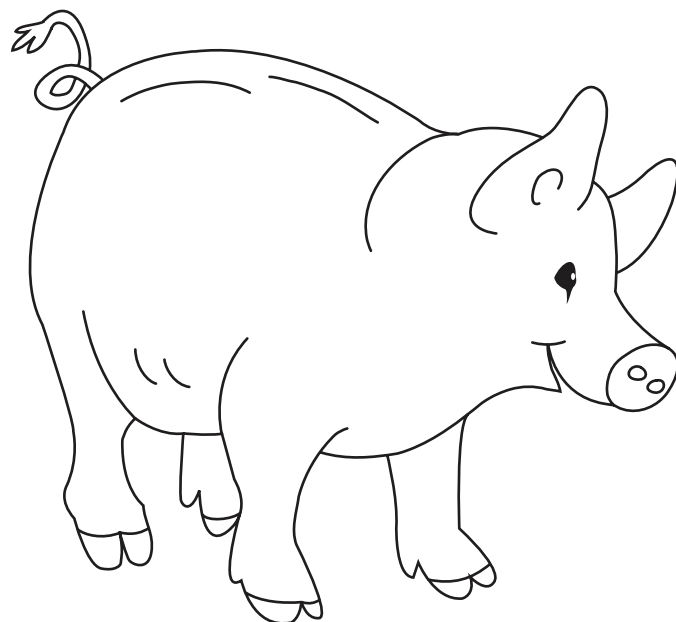
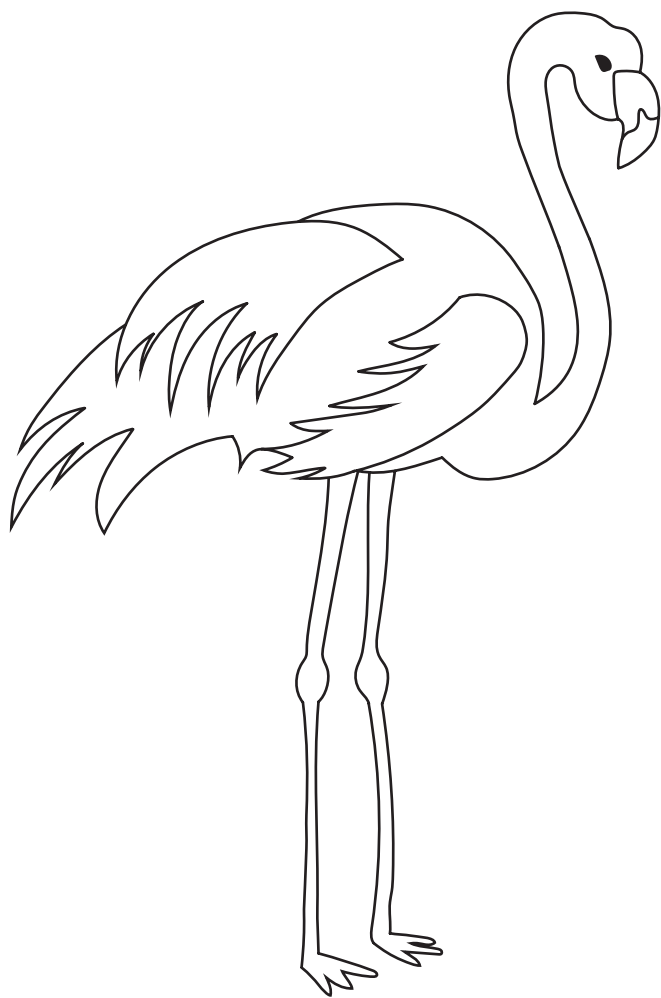
Conoscere il colore viola.

ATTIVITÀ

Colora i disegni con i pennarelli.

IL COLORE ROSA

COMPETENZA PERCETTIVA



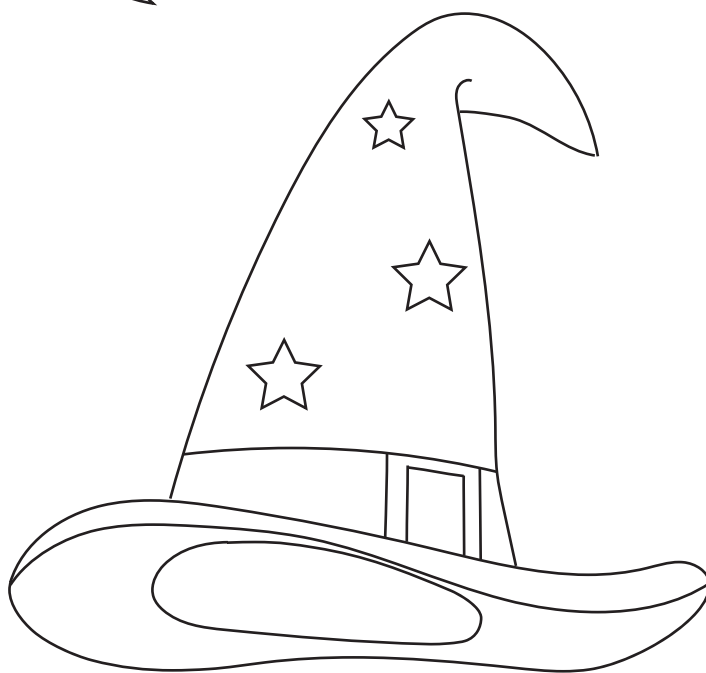
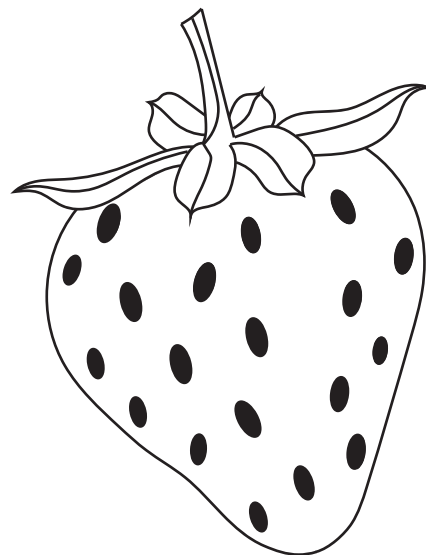
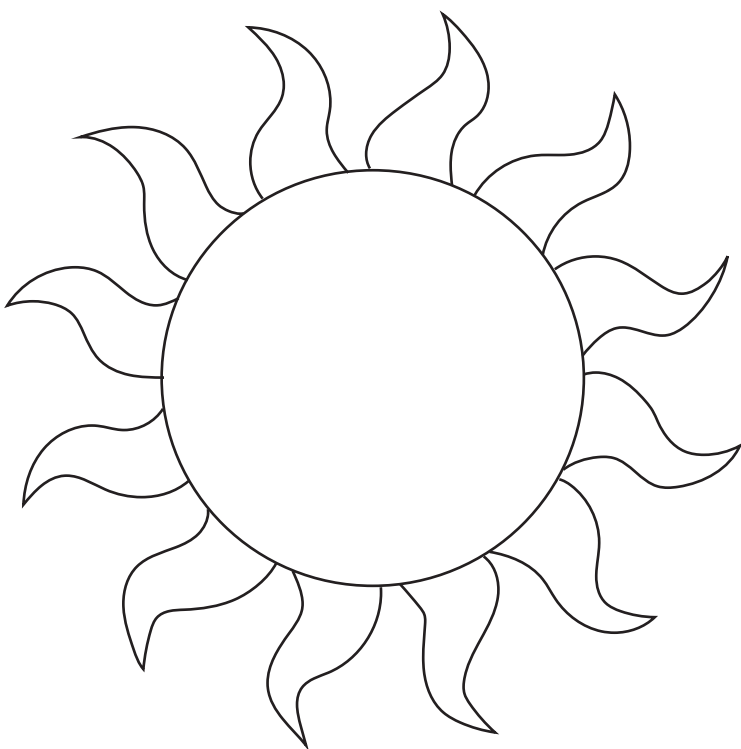
INDICATORE

Conoscere il colore rosa.

ATTIVITÀ

Colora i disegni con i pennarelli.

I COLORI PRIMARI



COMPETENZA PERCETTIVA

INDICATORE

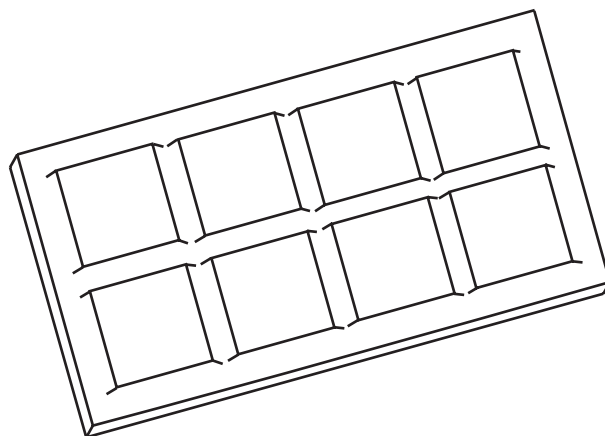
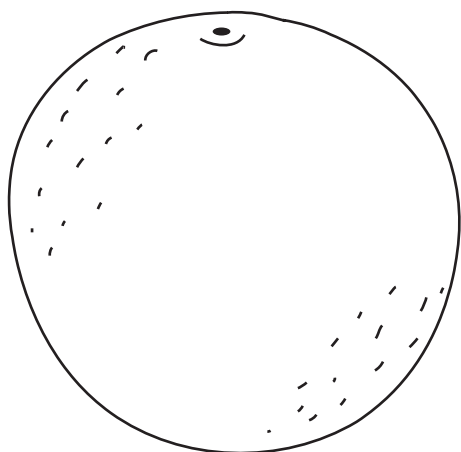
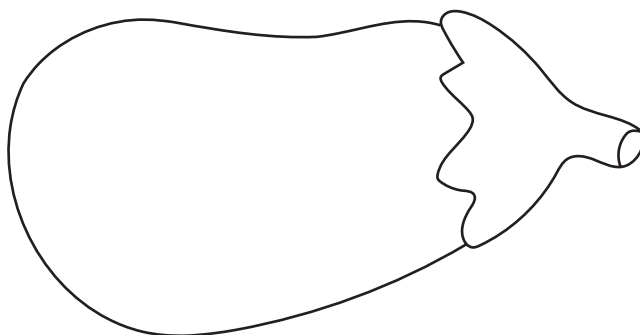
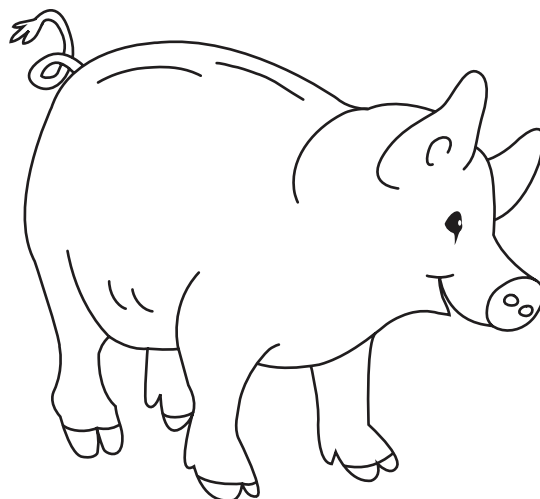
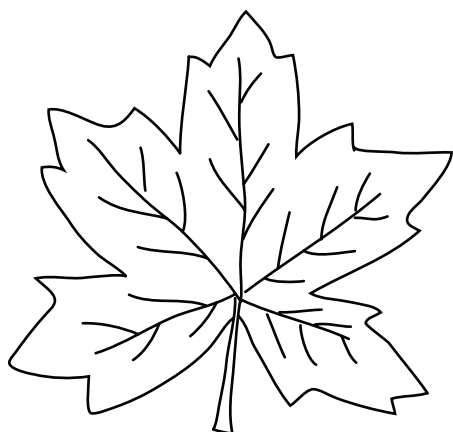
Conoscere i colori primari.

ATTIVITÀ

Colora i disegni con i pennarelli.

I COLORI SECONDARI

COMPETENZA PERCETTIVA



INDICATORE

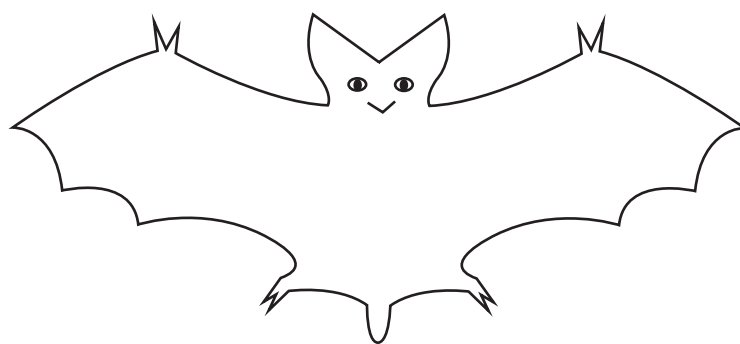
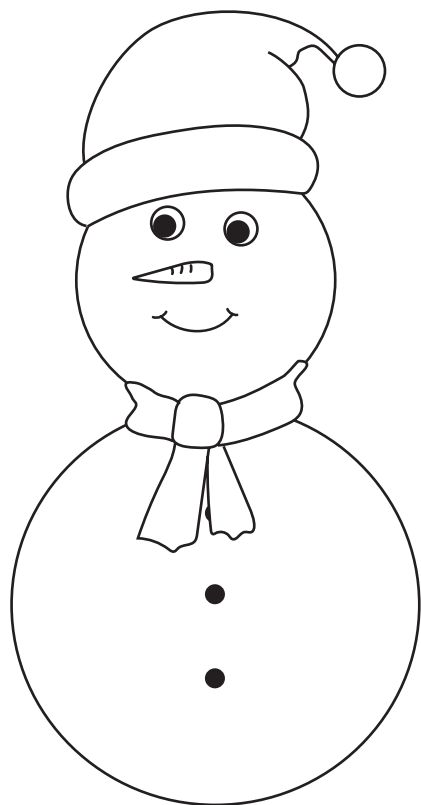
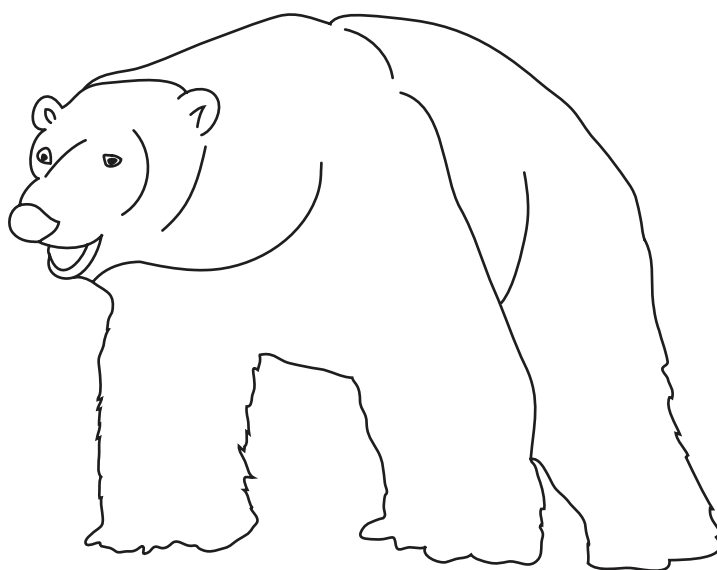
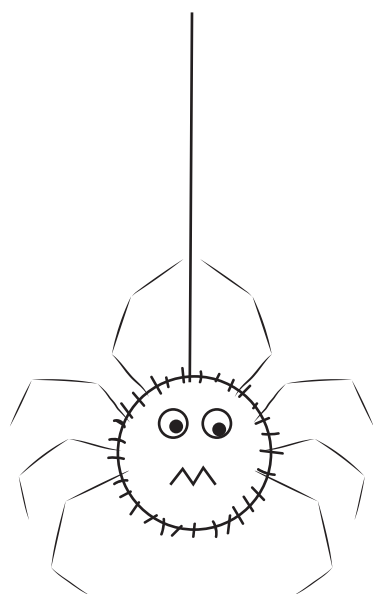
Conoscere i colori secondari.

ATTIVITÀ

Colora i disegni con i pennarelli.

BIANCO E NERO

COMPETENZA PERCETTIVA



INDICATORE

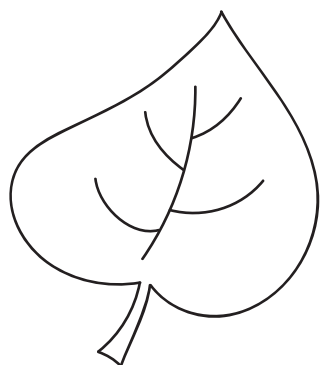
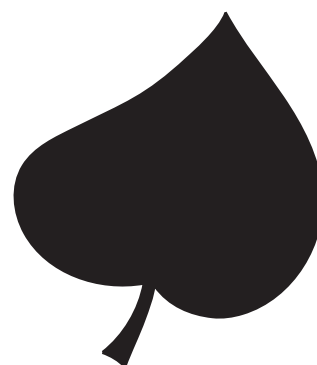
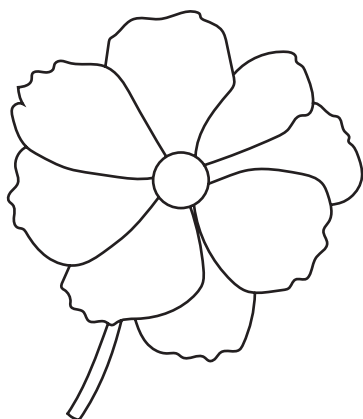
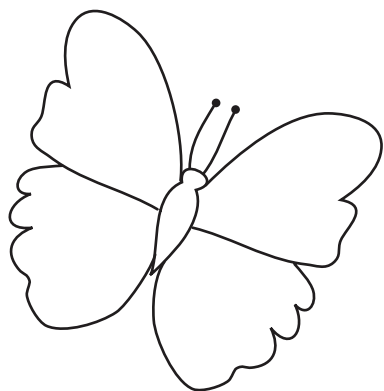
Conoscere i colori bianco e nero.

ATTIVITÀ

Colora i disegni con i pastelli.

LE FORME

COMPETENZA PERCETTIVA



INDICATORE

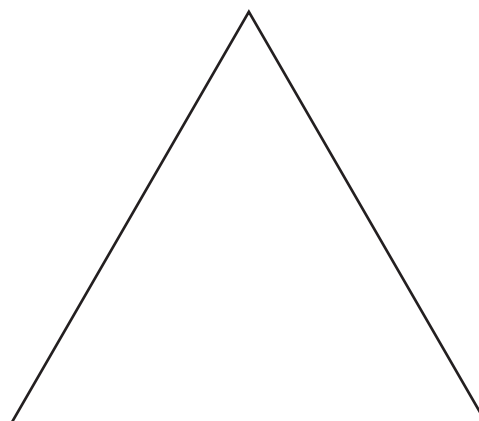
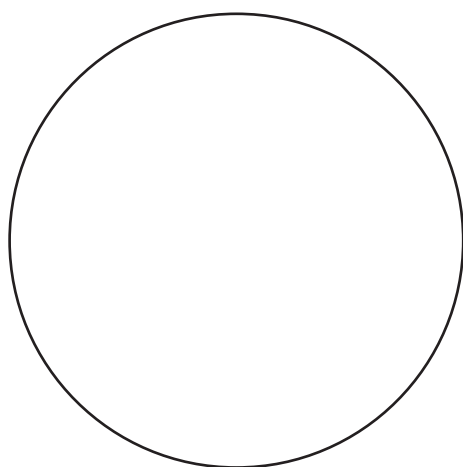
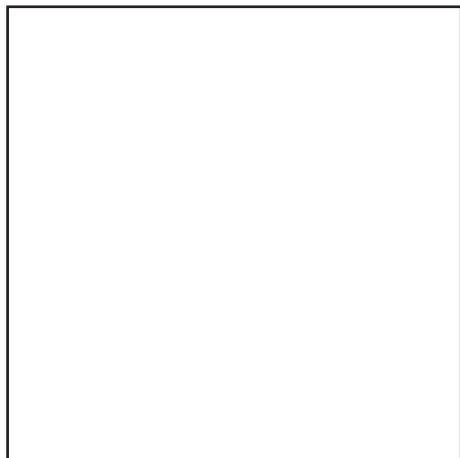
Riconoscere forme uguali.

ATTIVITÀ

Collega ogni disegno con la sua ombra.

LE FIGURE

COMPETENZA PERCETTIVA



INDICATORE

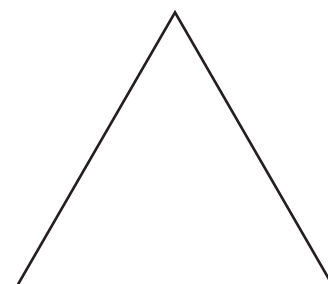
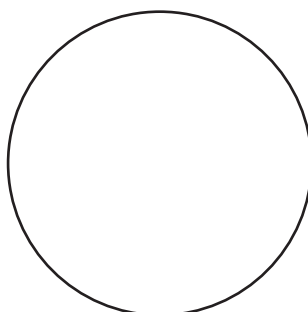
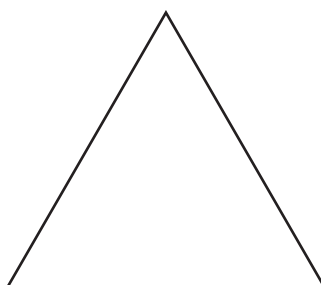
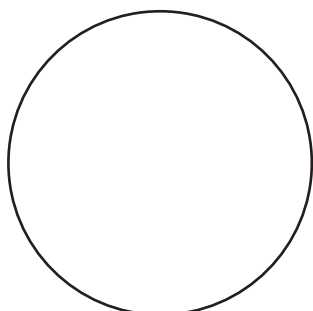
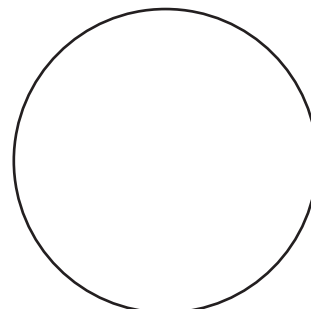
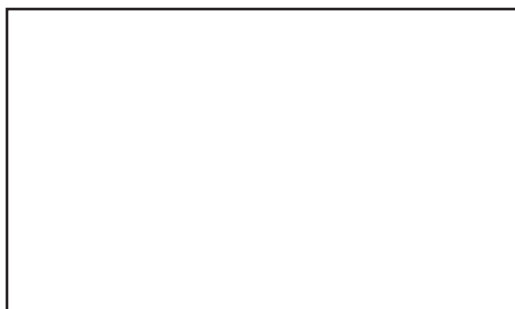
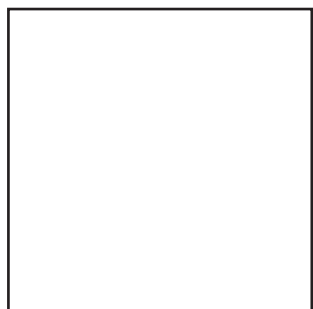
Conoscere le principali figure geometriche.

ATTIVITÀ

Colora le figure.

Sai dire come si chiamano queste figure?

LE FIGURE



COMPETENZA PERCETTIVA

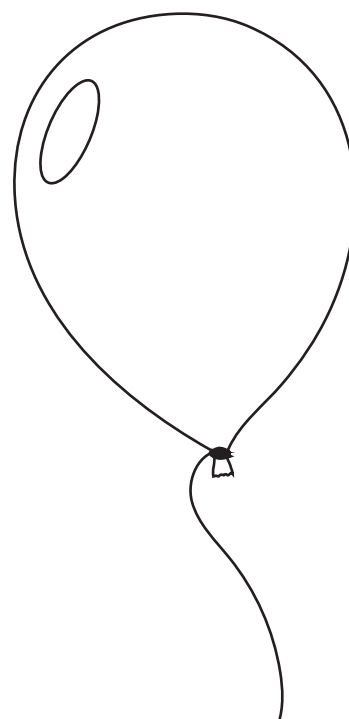
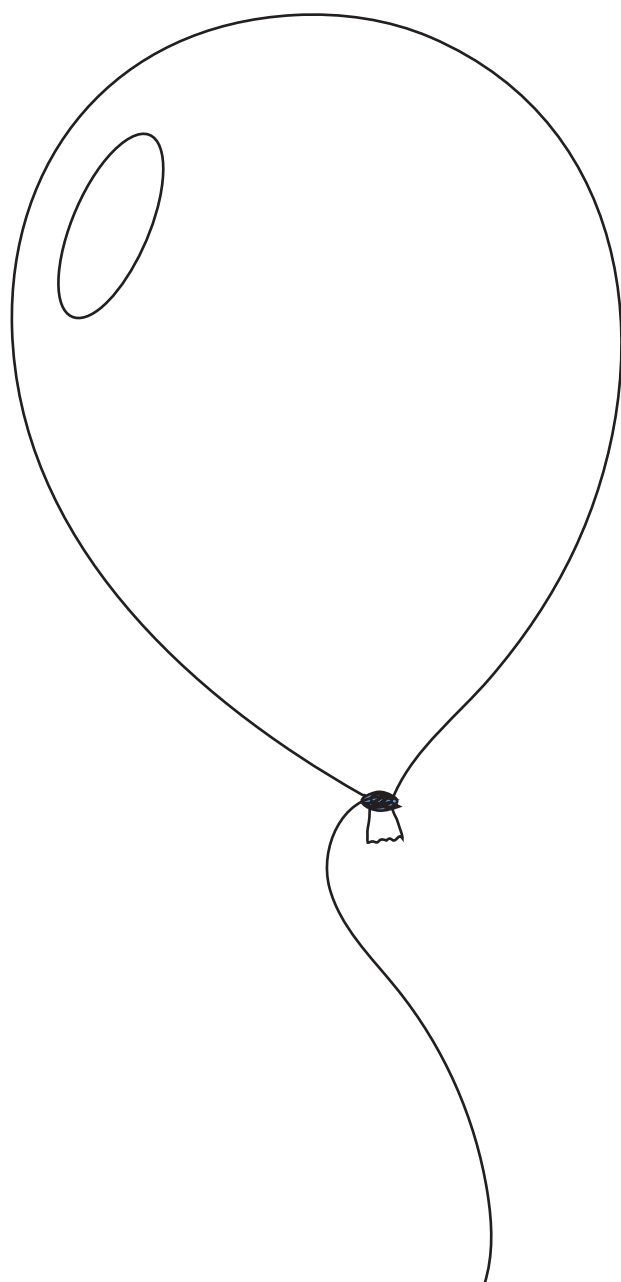
INDICATORE

Conoscere le principali figure geometriche.

ATTIVITÀ

Colora di giallo i cerchi, di rosso i quadrati, di verde i rettangoli e di blu i triangoli.

GRANDE O PICCOLO?



COMPETENZA PERCETTIVA

INDICATORE

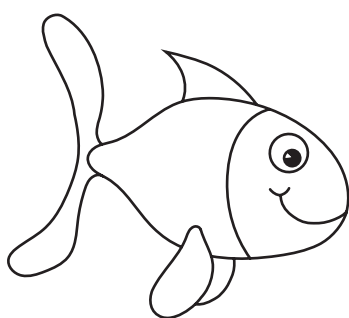
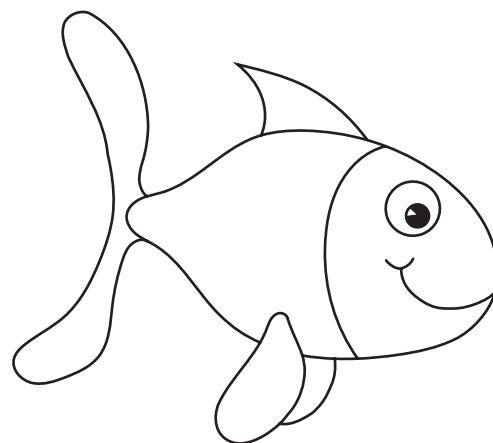
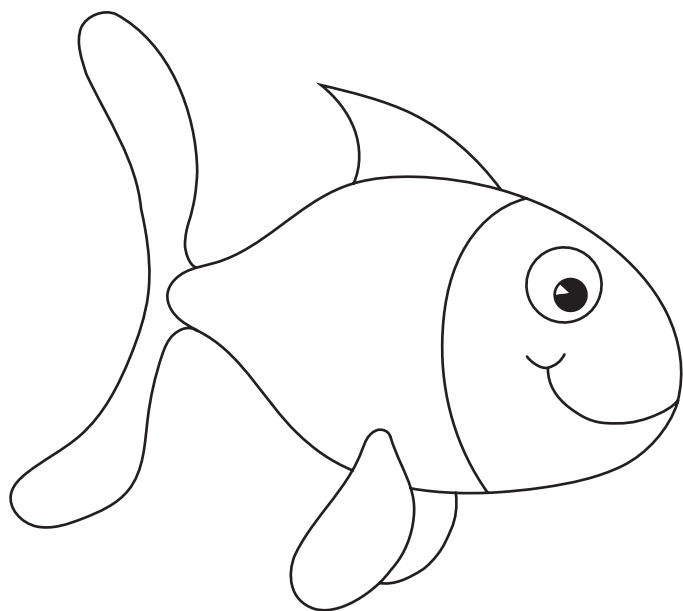
Conoscere la differenza tra grande e piccolo.

ATTIVITÀ

Colora solo il palloncino grande.

GRANDE O PICCOLO?

COMPETENZA PERCETTIVA



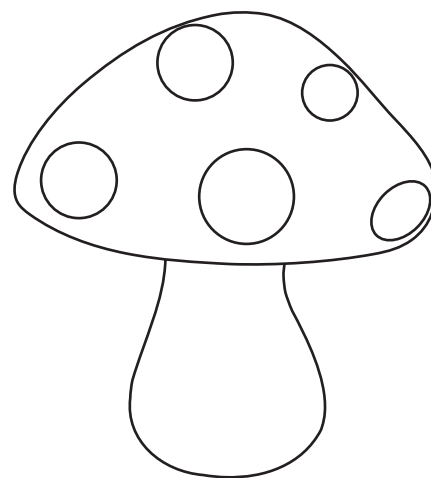
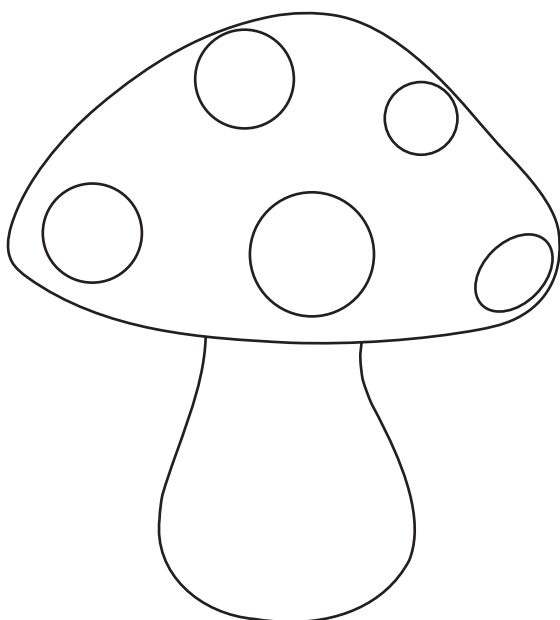
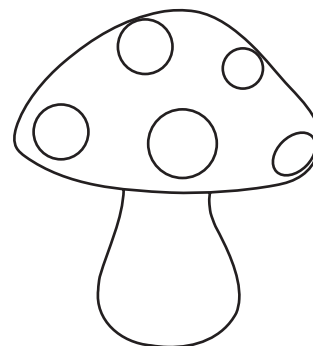
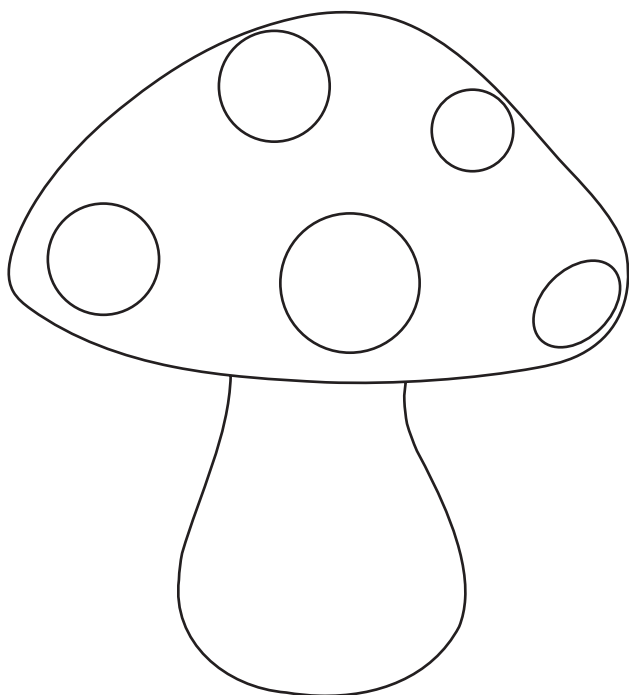
INDICATORE

Conoscere la differenza tra grande e piccolo.

ATTIVITÀ

Colora solo il pesce più grande.

GRANDE O PICCOLO?



COMPETENZA PERCETTIVA

INDICATORE

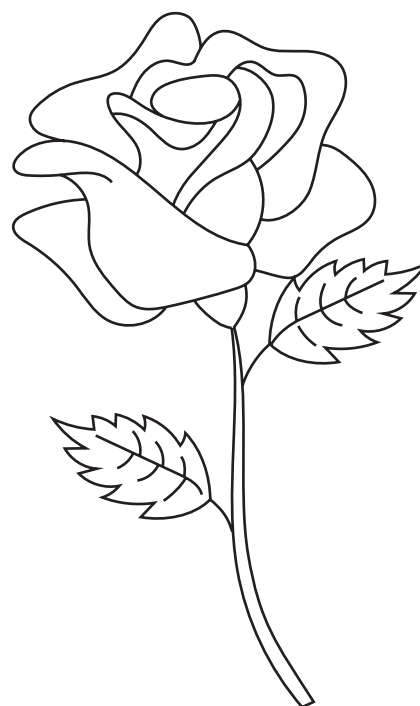
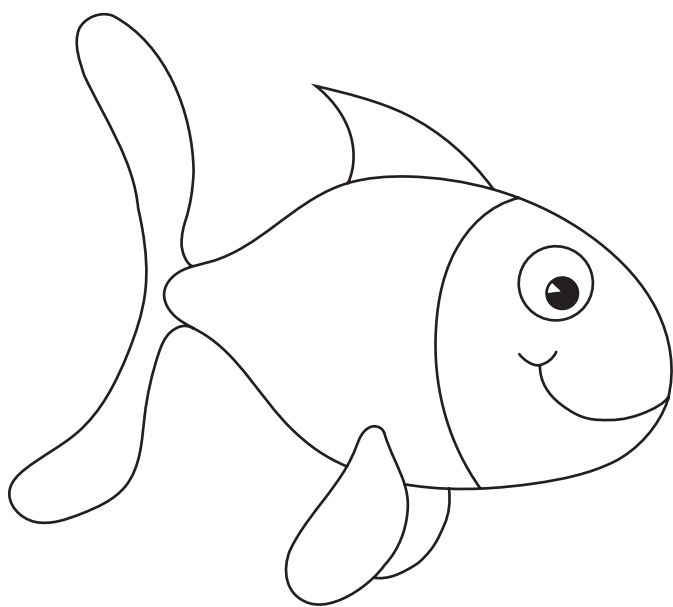
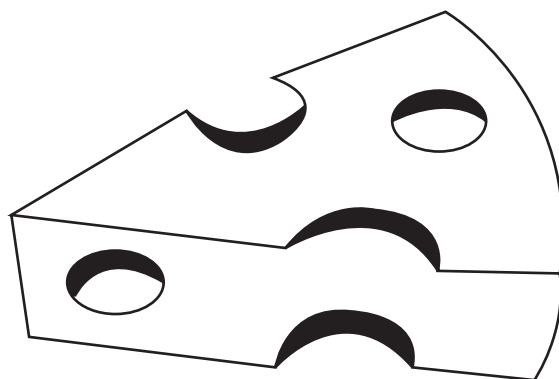
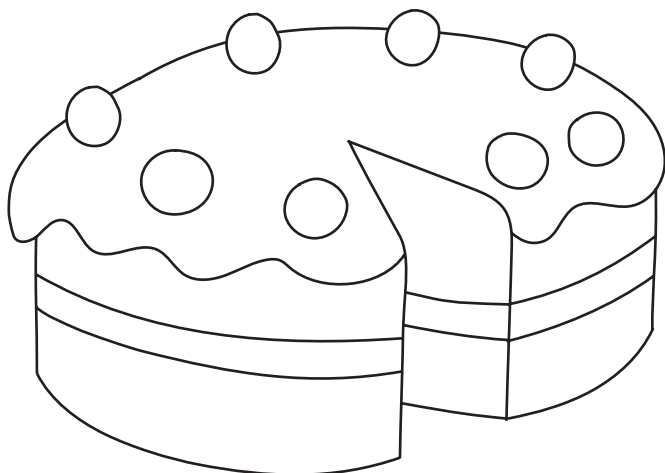
Conoscere la differenza tra grande e piccolo.

ATTIVITÀ

Colora solo il fungo più grande.

L'OLFATTO

COMPETENZA PERCETTIVA



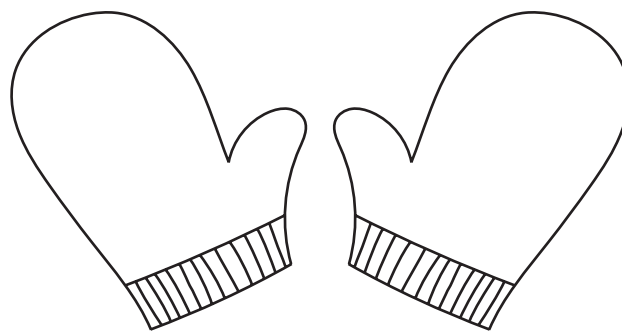
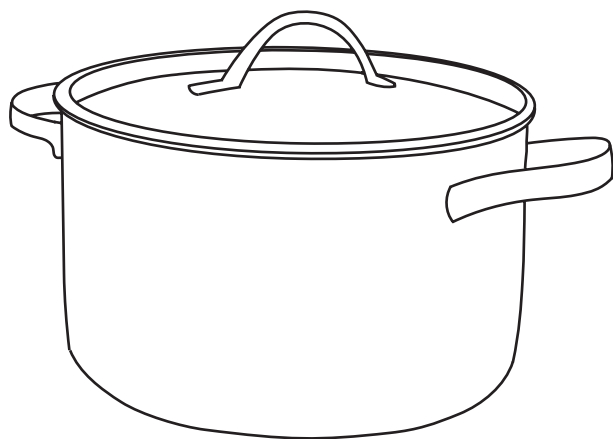
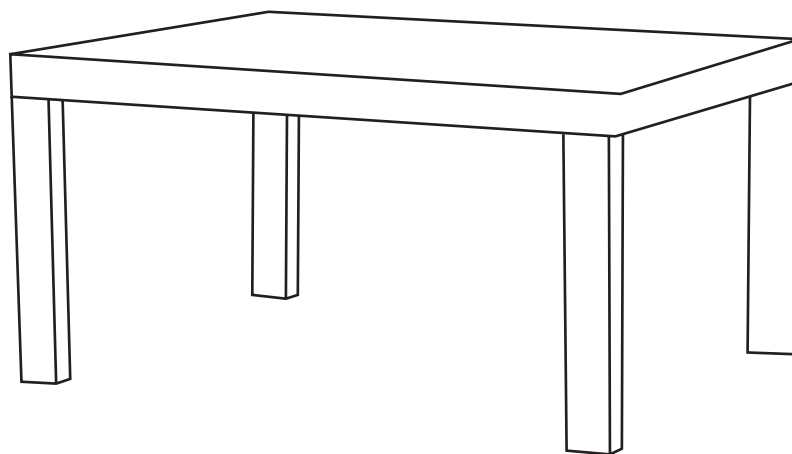
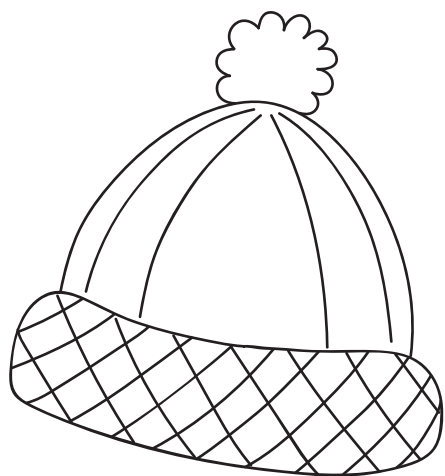
INDICATORE

Conoscere le caratteristiche olfattive.

ATTIVITÀ

Colora i disegni e indica quali sono gli odori gradevoli.

IL TATTO



COMPETENZA PERCETTIVA

INDICATORE

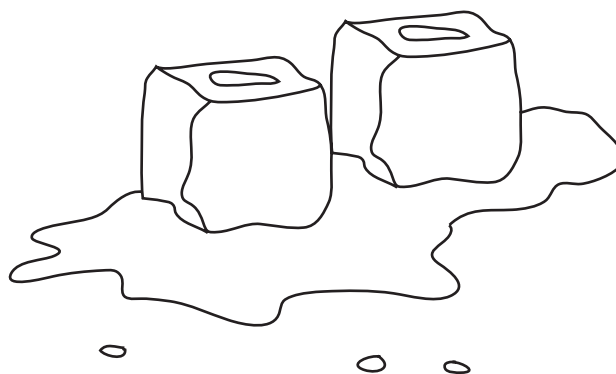
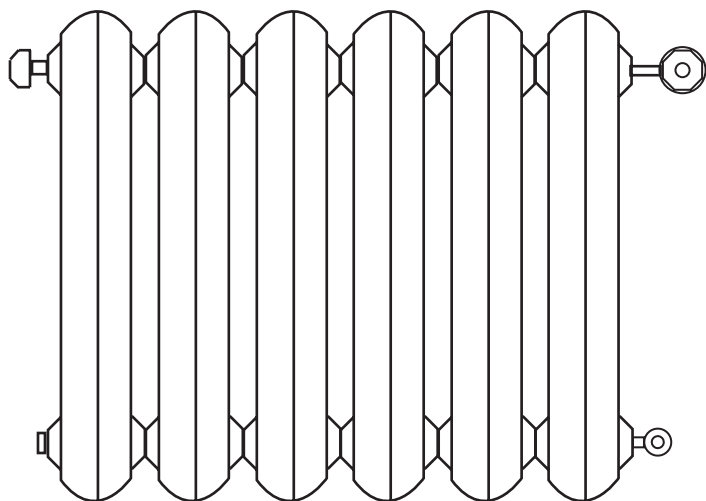
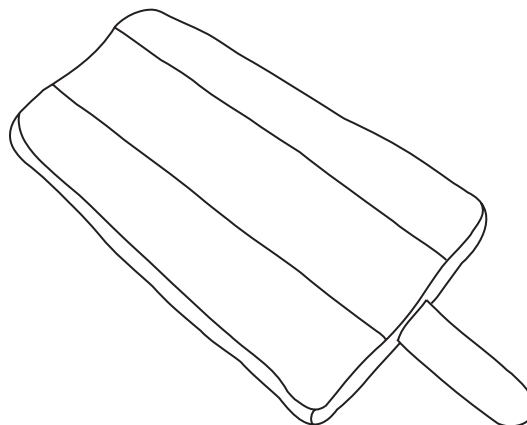
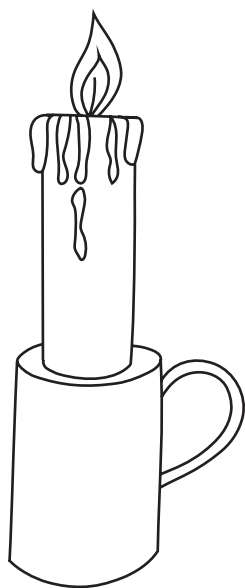
Conoscere le caratteristiche percettive dei materiali.

ATTIVITÀ

Colora i disegni e indica se le cose rappresentate sono dure o morbide.

IL TATTO

COMPETENZA PERCETTIVA



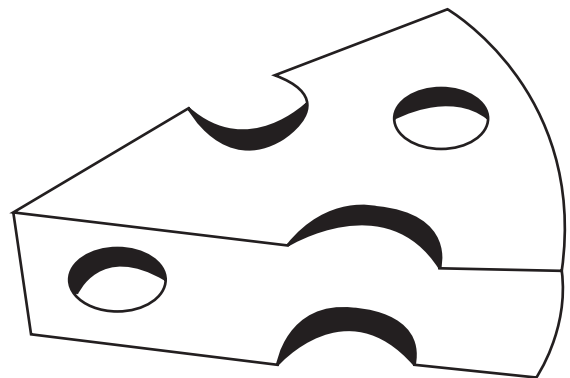
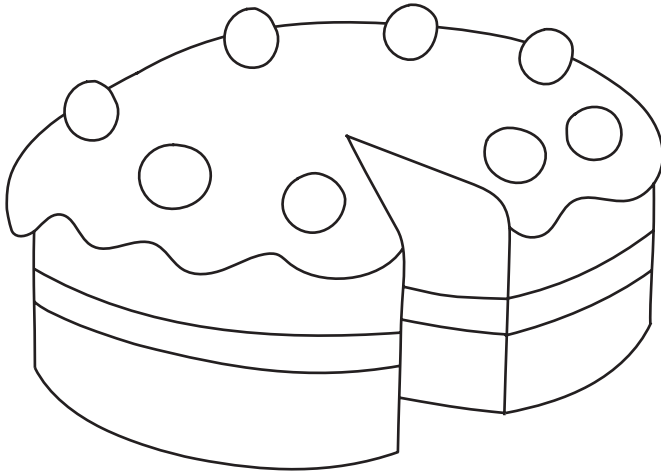
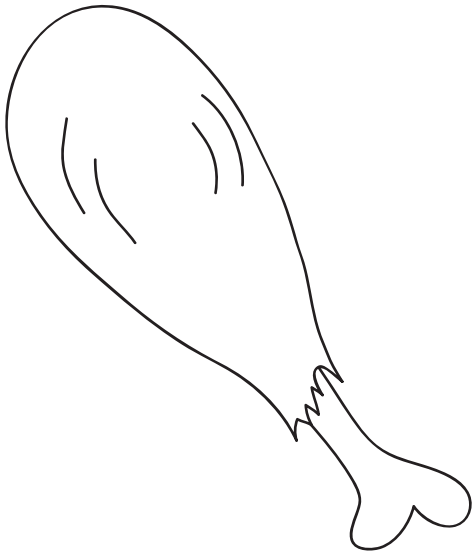
INDICATORE

Conoscere le caratteristiche percettive dei materiali.

ATTIVITÀ

Colora i disegni e indica se le cose rappresentate sono calde o fredde.

IL GUSTO



COMPETENZA PERCETTIVA

INDICATORE

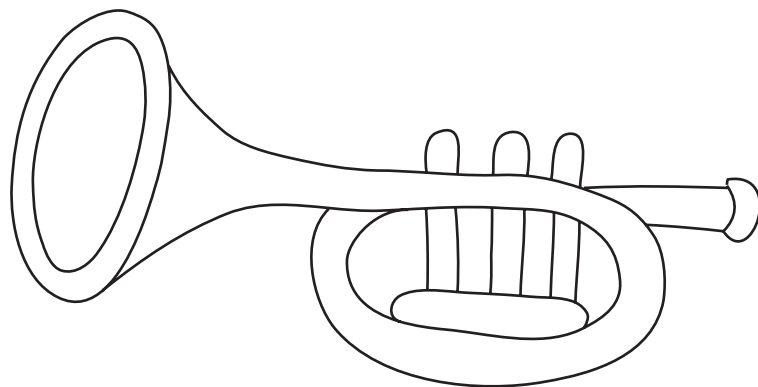
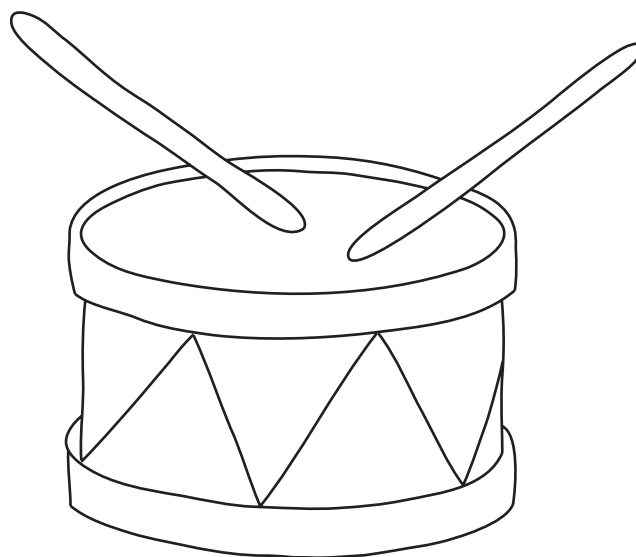
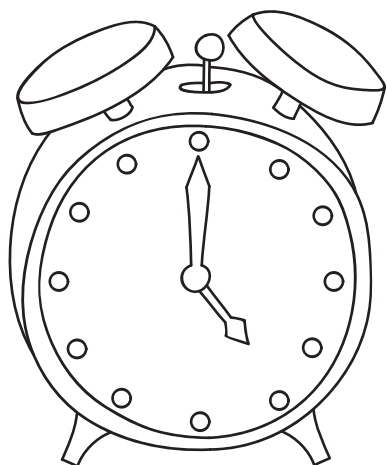
Riconoscere il gusto.

ATTIVITÀ

Colora i disegni e indica se gli alimenti rappresentati sono dolci o salati.

L'UDITO

COMPETENZA PERCETTIVA



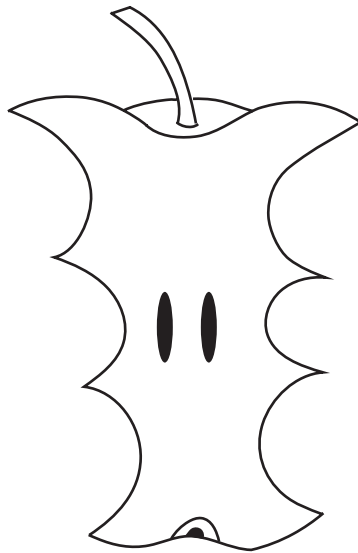
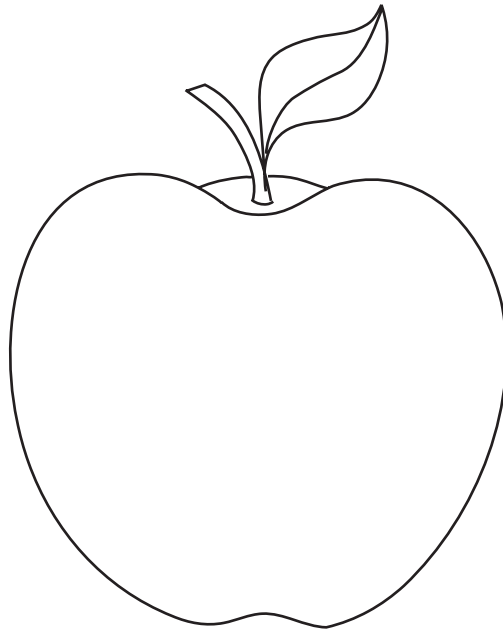
INDICATORE

Riconoscere oggetti che possono produrre un suono o un rumore.

ATTIVITÀ

Colora solo le cose che possono produrre un suono o un rumore.

PRIMA E DOPO



COMPETENZA LOGICO-MATEMATICA

INDICATORE

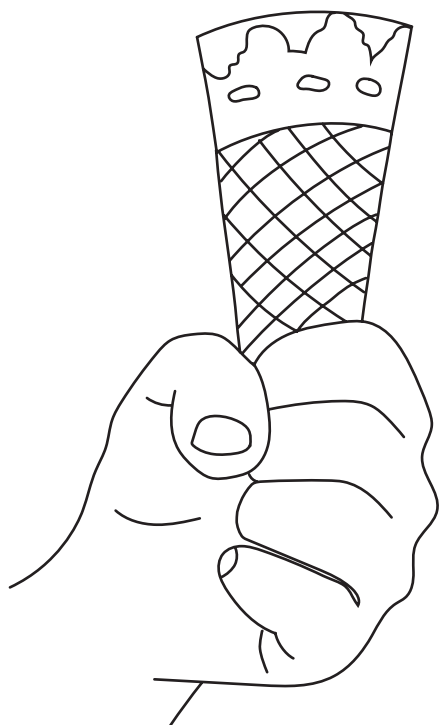
Saper riordinare due sequenze.

ATTIVITÀ

Colora i disegni.
Quale sequenza viene per prima?

PRIMA E DOPO

COMPETENZA LOGICO-MATEMATICA



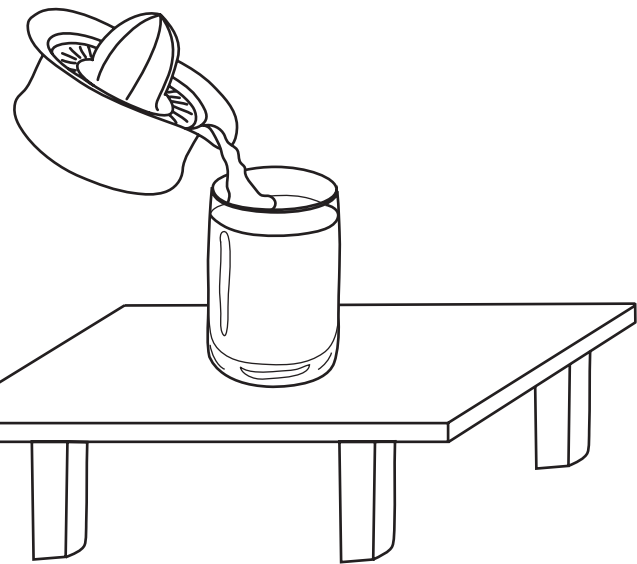
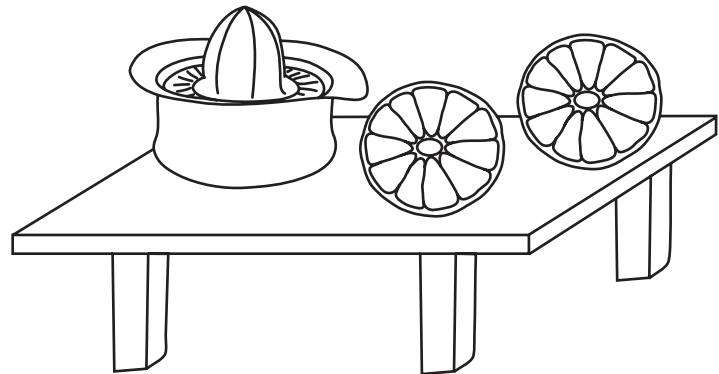
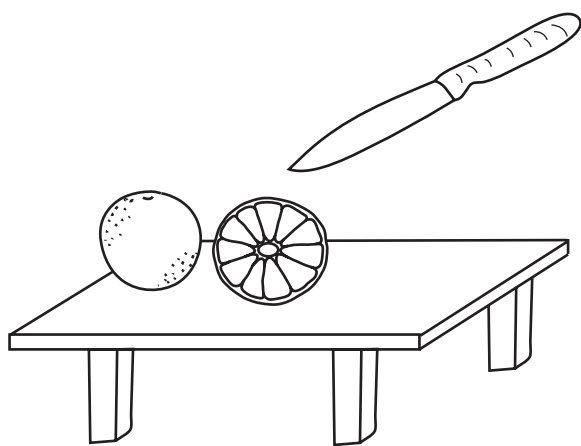
INDICATORE

Saper riordinare tre sequenze.

ATTIVITÀ

Colora i disegni e riordina le sequenze.

PRIMA E DOPO



COMPETENZA LOGICO-MATEMATICA

INDICATORE

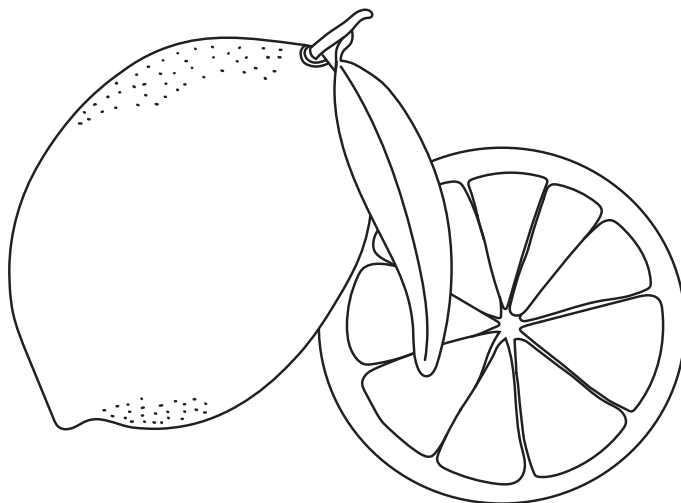
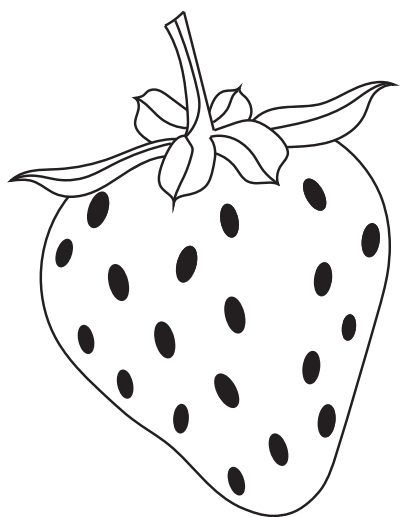
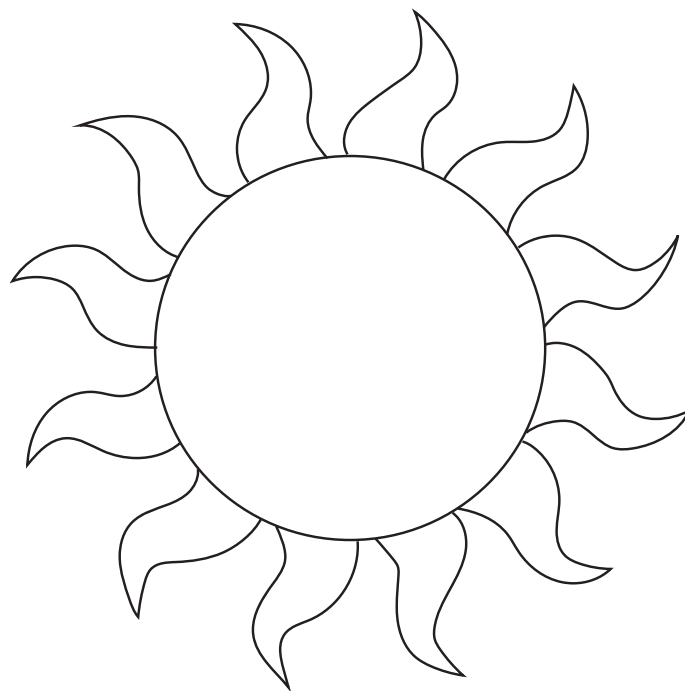
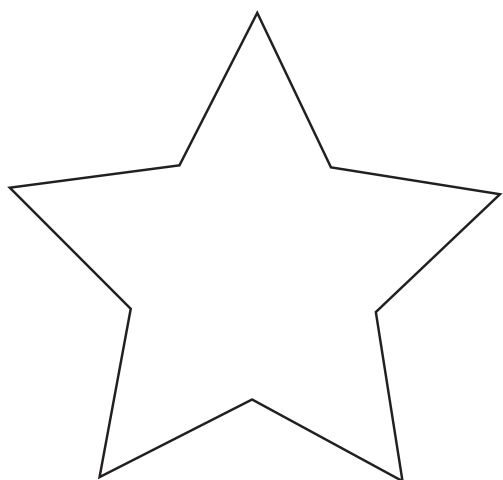
Saper riordinare tre sequenze.

ATTIVITÀ

Colora i disegni e riordina le sequenze.

CLASSIFICA PER COLORE

COMPETENZA LOGICO-MATEMATICA



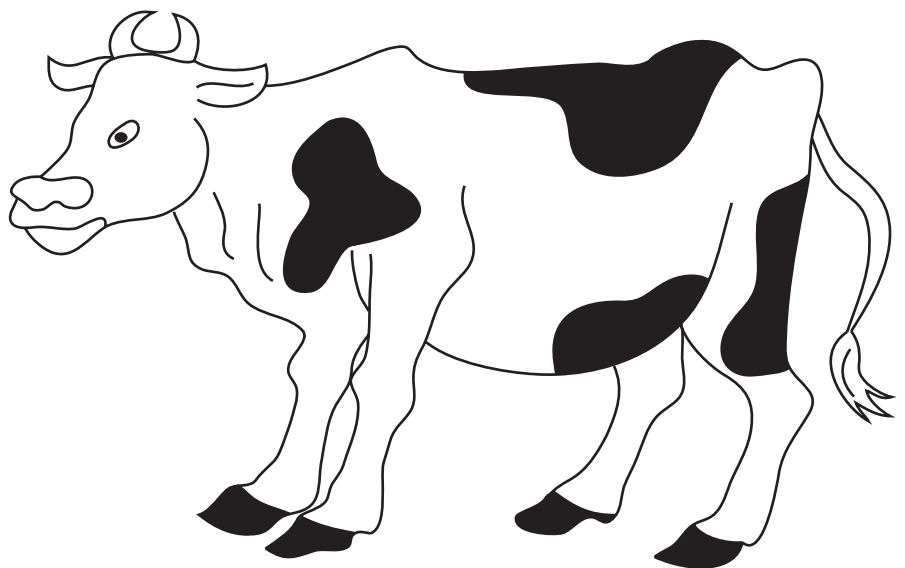
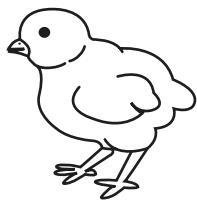
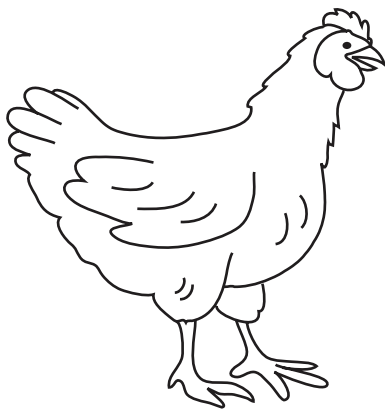
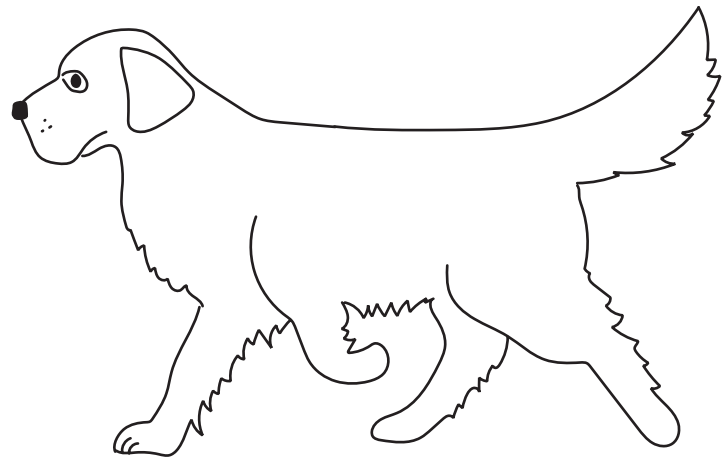
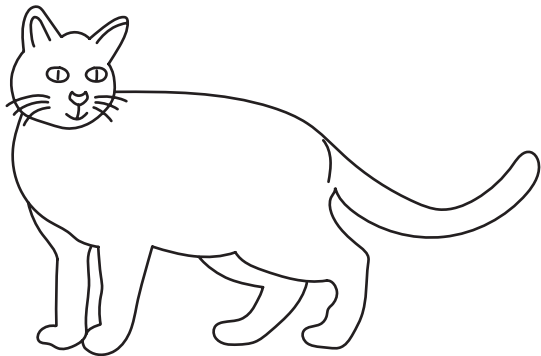
INDICATORE

Classificare in base ad una caratteristica.

ATTIVITÀ

Colora solo le cose gialle.

BIPEDI E QUADRUPEDI



COMPETENZA LOGICO-MATEMATICA

INDICATORE

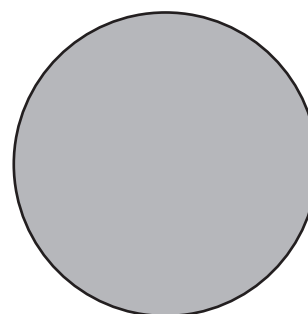
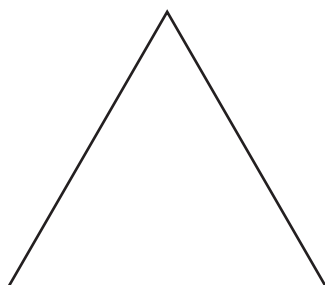
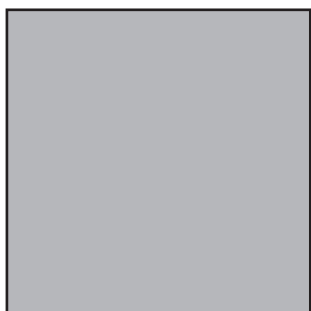
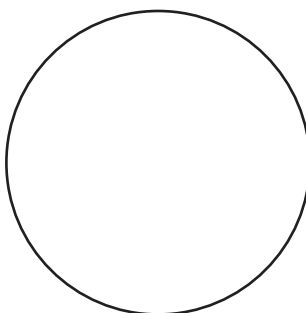
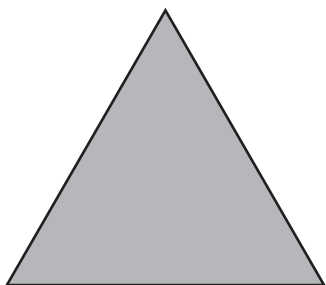
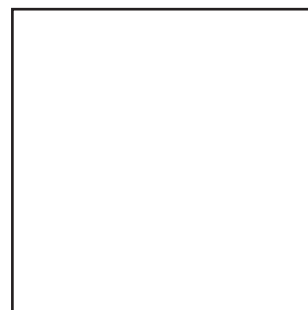
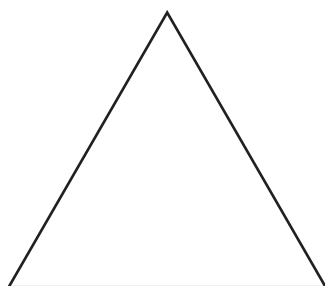
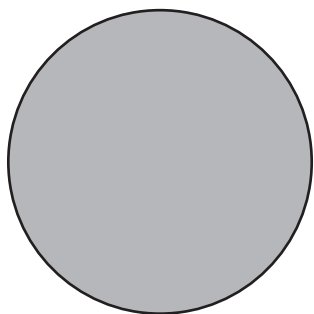
Classificare in base ad una caratteristica.

ATTIVITÀ

Colora solo gli animali che hanno quattro zampe.

OCCHIO ALLE FIGURE

COMPETENZA LOGICO-MATEMATICA



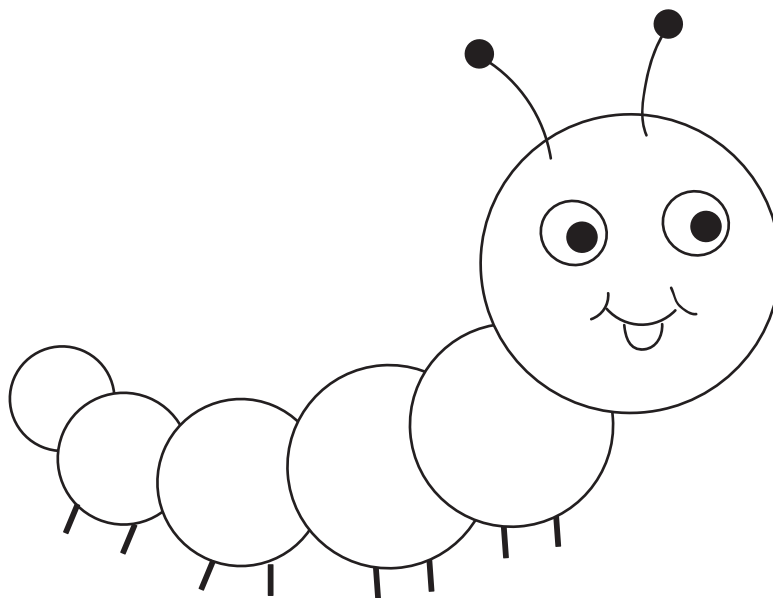
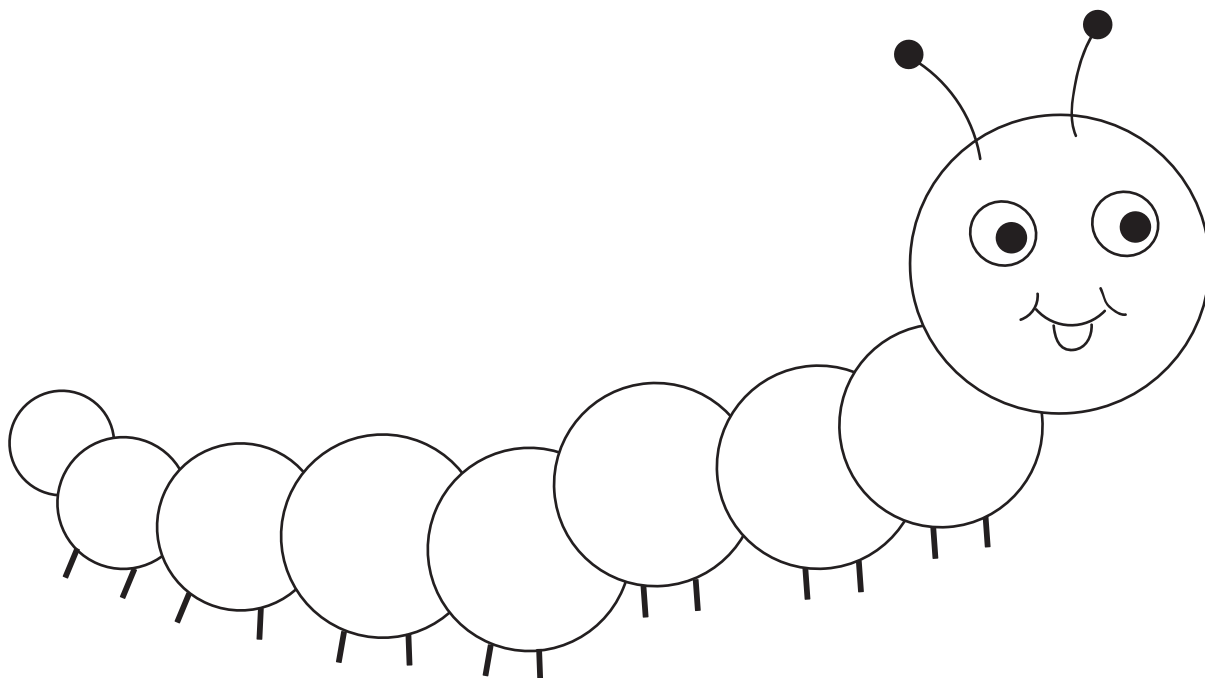
INDICATORE

Classificare in base a due caratteristiche.

ATTIVITÀ

Disegna una X sui cerchi grigi.

LUNGO O CORTO?



COMPETENZA LOGICO-MATEMATICA

INDICATORE

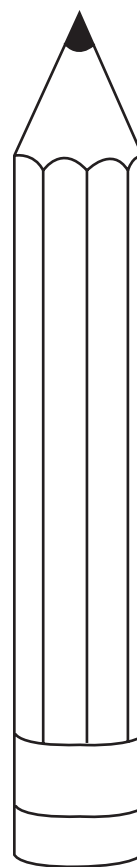
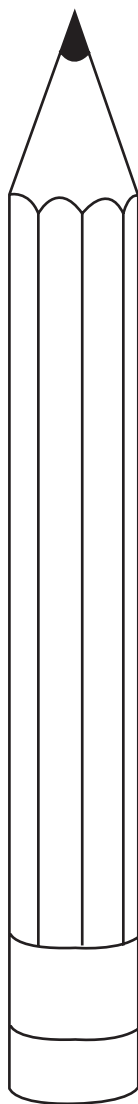
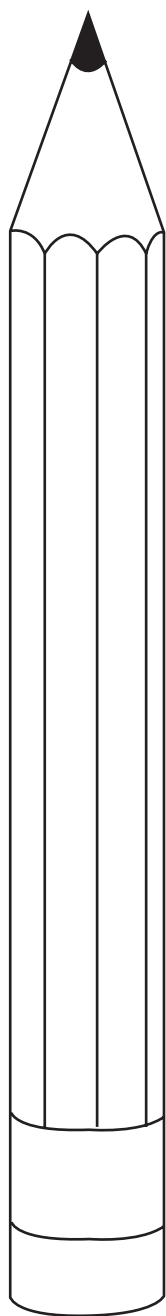
Riconoscere la differenza tra lungo e corto.

ATTIVITÀ

Colora il bruco più lungo.

LUNGO O CORTO?

COMPETENZA LOGICO-MATEMATICA



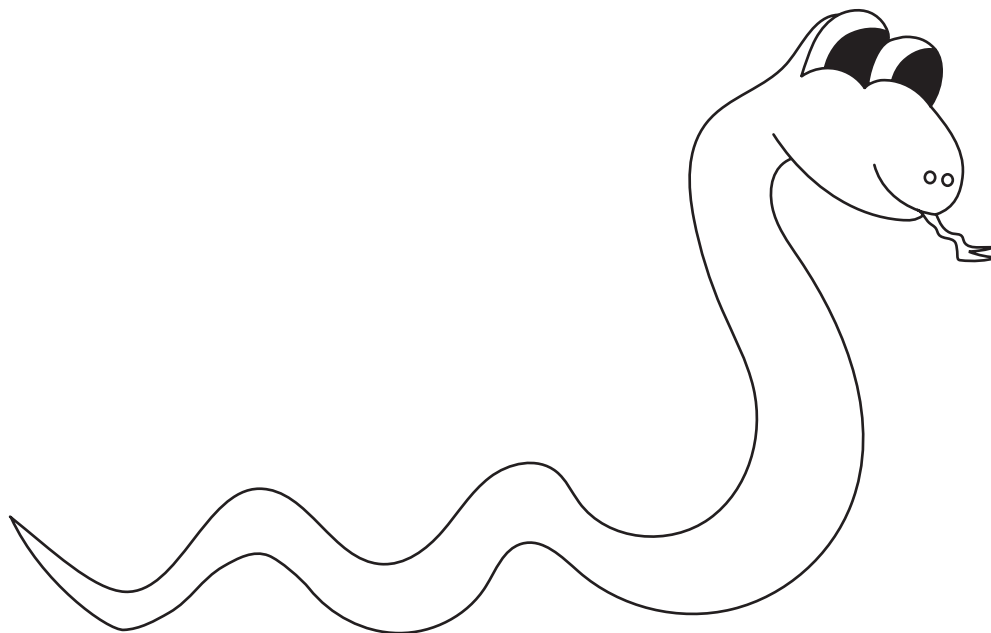
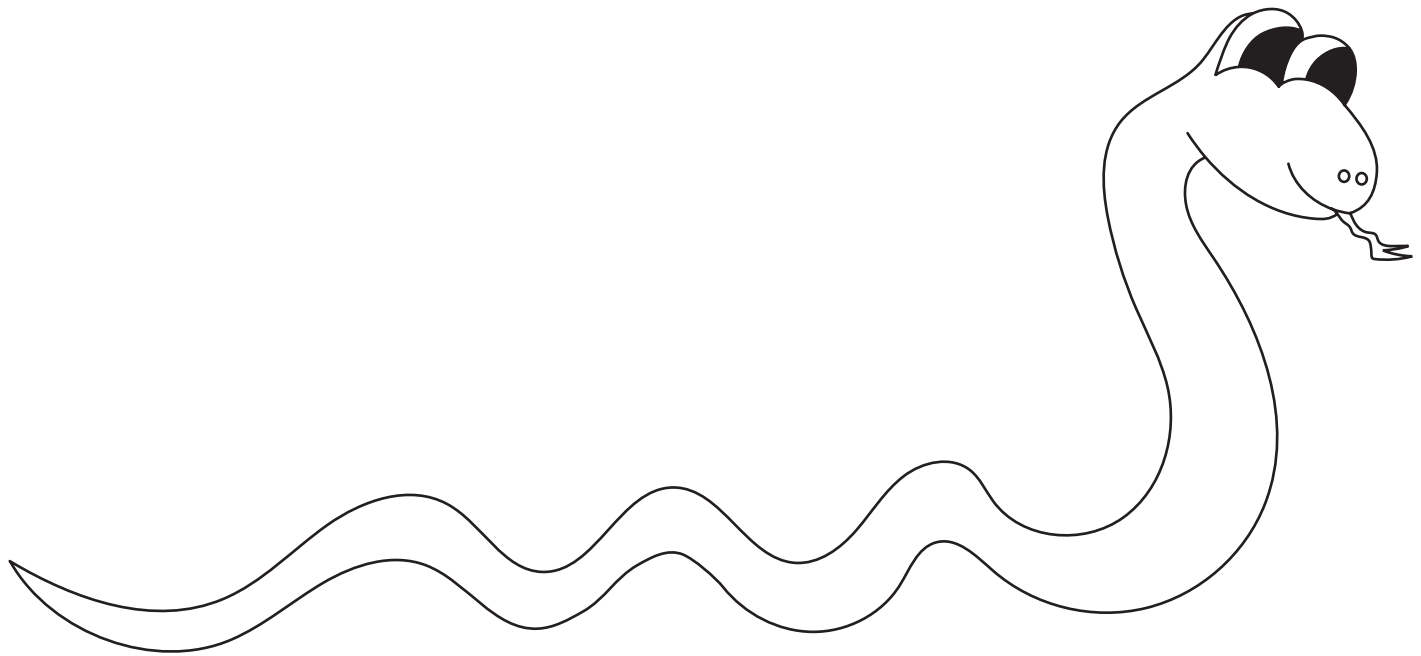
INDICATORE

Riconoscere la differenza tra lungo e corto.

ATTIVITÀ

Colora la matita più lunga.

LUNGO O CORTO?



COMPETENZA LOGICO-MATEMATICA

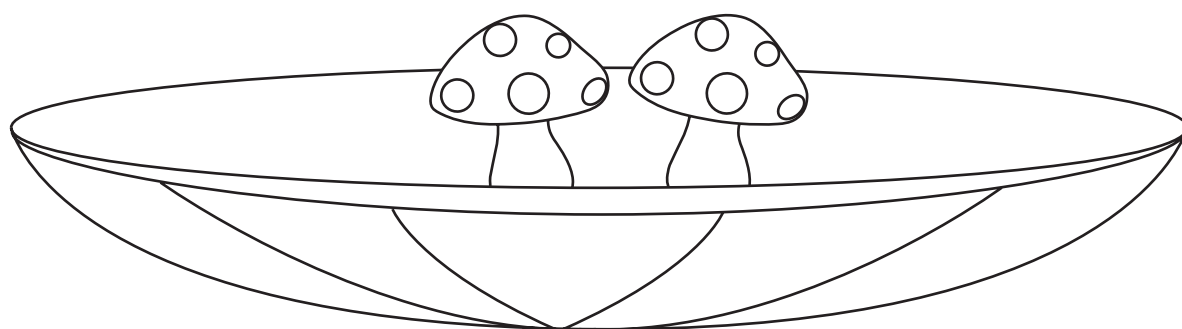
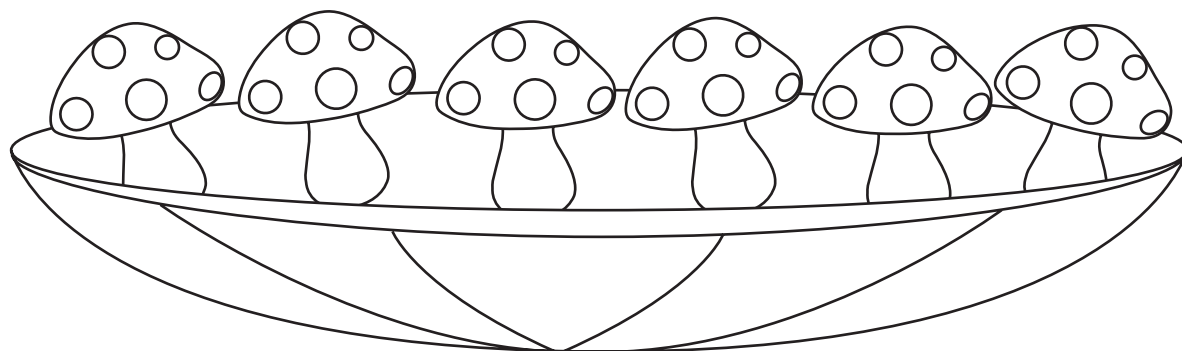
INDICATORE

Riconoscere la differenza tra lungo e corto.

ATTIVITÀ

Colora il serpente più corto.

TANTI O POCHI?



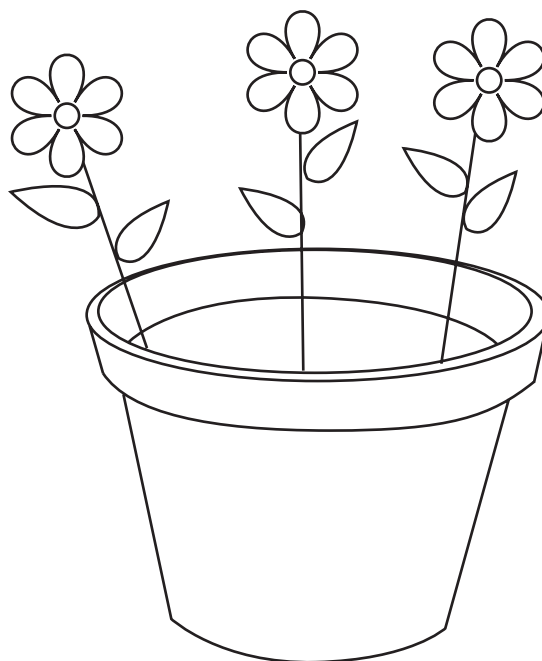
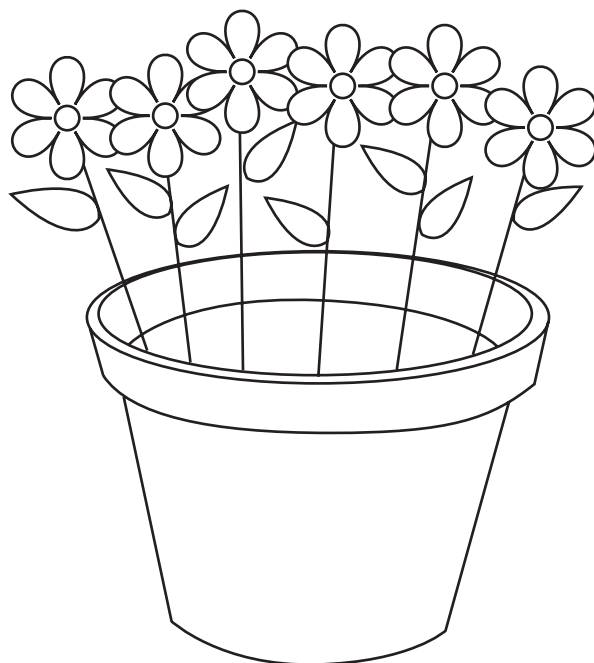
INDICATORE

Riconoscere la differenza tra tanti o pochi.

ATTIVITÀ

Colora solo il cesto che ha tanti funghi.

TANTI O POCHI?



INDICATORE

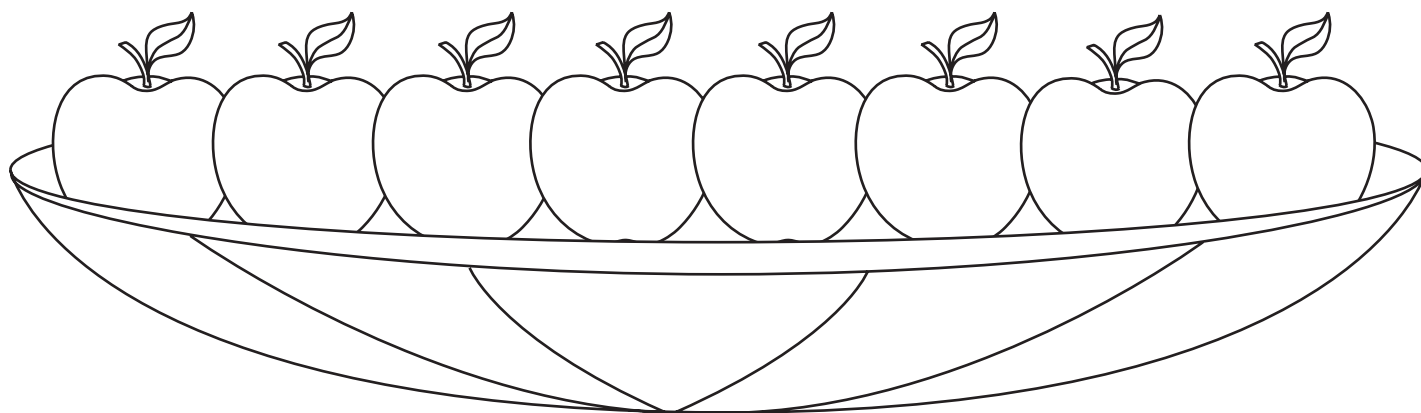
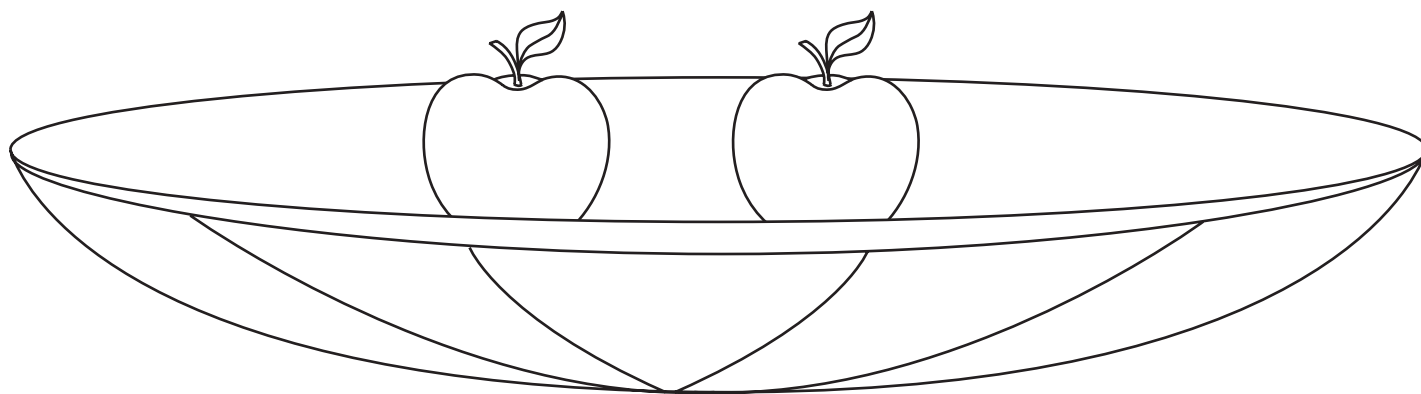
Riconoscere la differenza tra tanti o pochi.

ATTIVITÀ

Colora solo il cesto che ha pochi fiori.

TANTI O POCHI?

COMPETENZA LOGICO-MATEMATICA



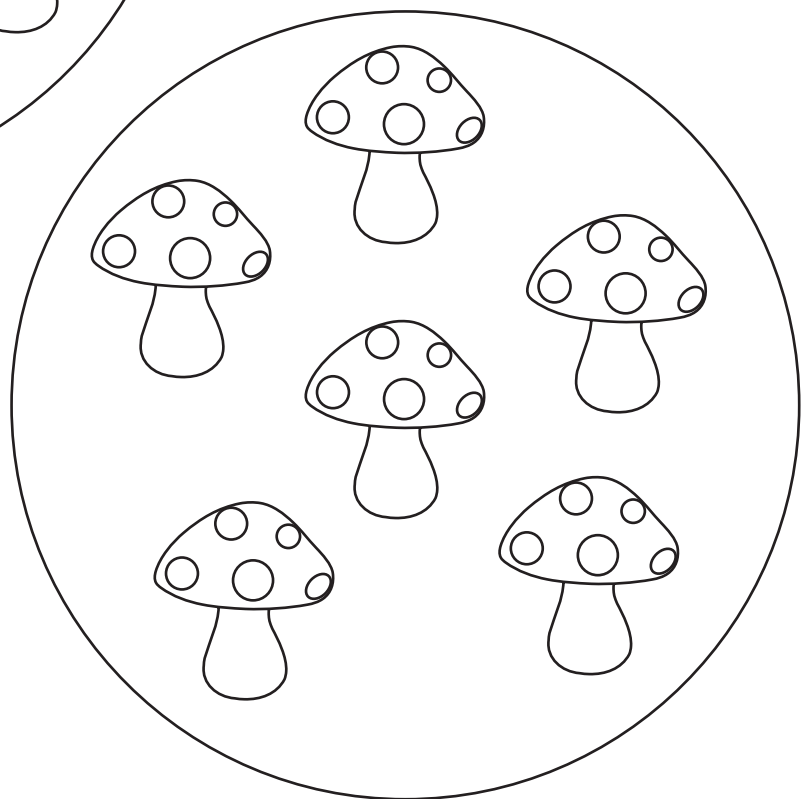
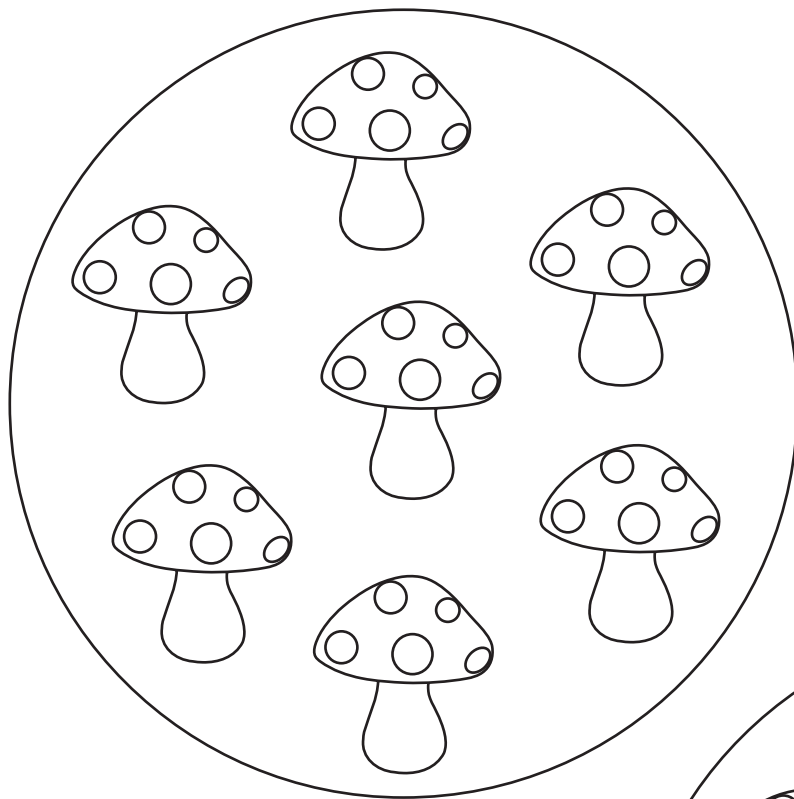
INDICATORE

Riconoscere la differenza tra tanti o pochi.

ATTIVITÀ

Colora solo il cesto che ha tante mele.

MAGGIORE O MINORE?



COMPETENZA LOGICO-MATEMATICA

INDICATORE

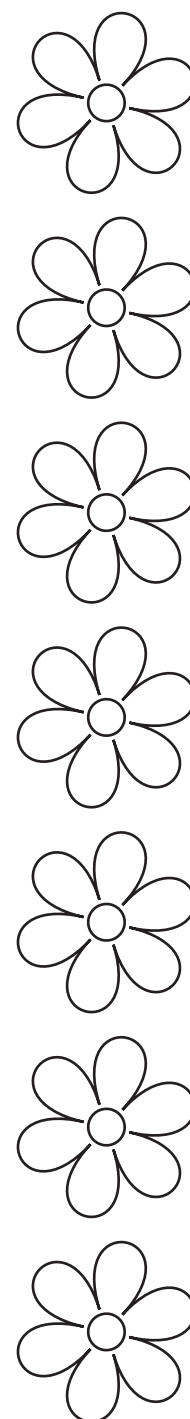
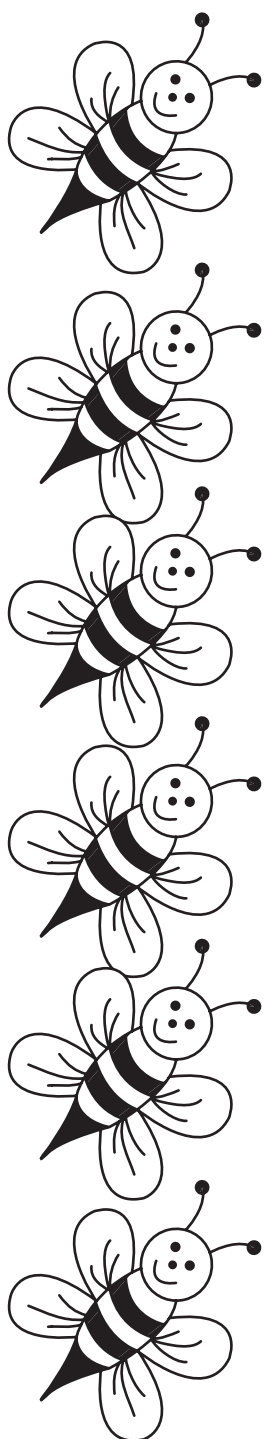
Riconoscere la differenza tra maggiore o minore.

ATTIVITÀ

Colora solo l'insieme con il numero maggiore di funghi.

DI PIÙ O DI MENO?

COMPETENZA LOGICO-MATEMATICA



INDICATORE

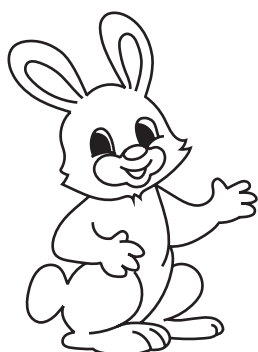
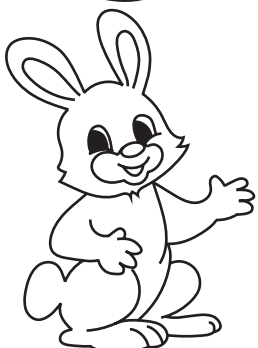
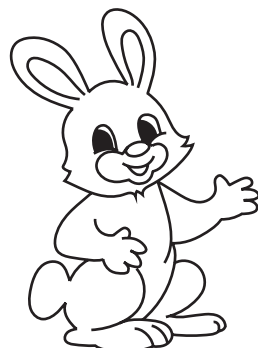
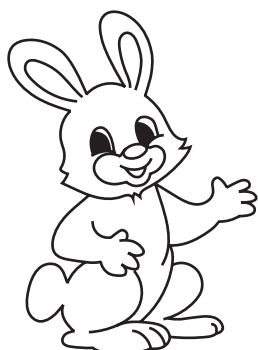
Effettuare la corrispondenza tra due quantità.

ATTIVITÀ

Collega ogni ape ad un fiore.
Sono di più le api o i fiori?

DI PIÙ O DI MENO?

COMPETENZA LOGICO-MATEMATICA



INDICATORE

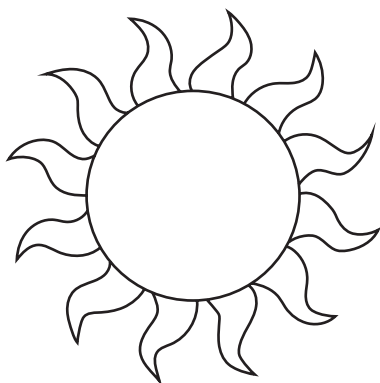
Effettuare la corrispondenza tra due quantità.

ATTIVITÀ

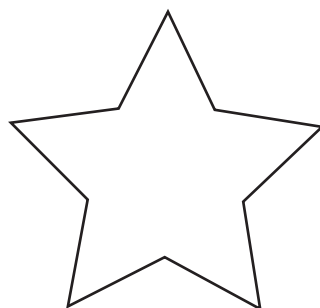
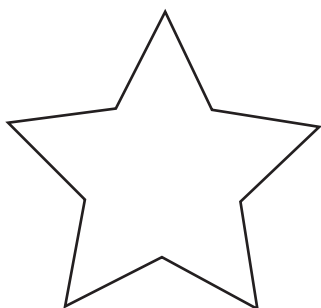
Collega ogni coniglio ad una carota.
Sono di più i conigli o le carote?

I NUMERI

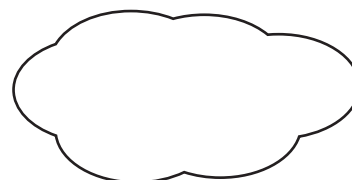
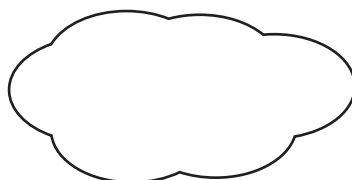
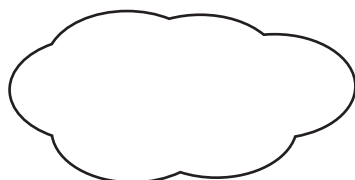
1



2



3



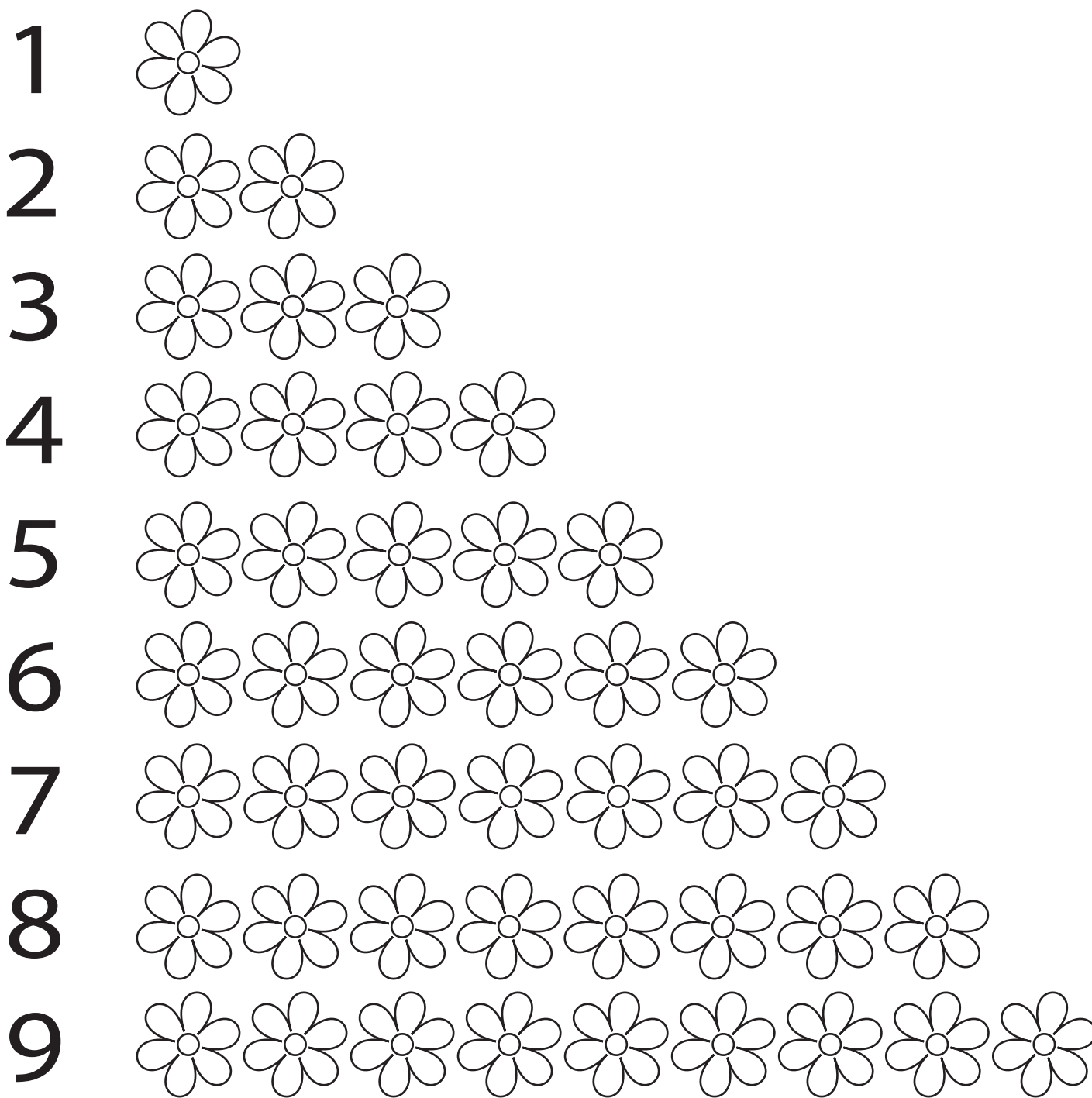
INDICATORE

Numerare fino a 3.

ATTIVITÀ

Colora e conta i disegni.

I NUMERI



COMPETENZA LOGICO-MATEMATICA

INDICATORE

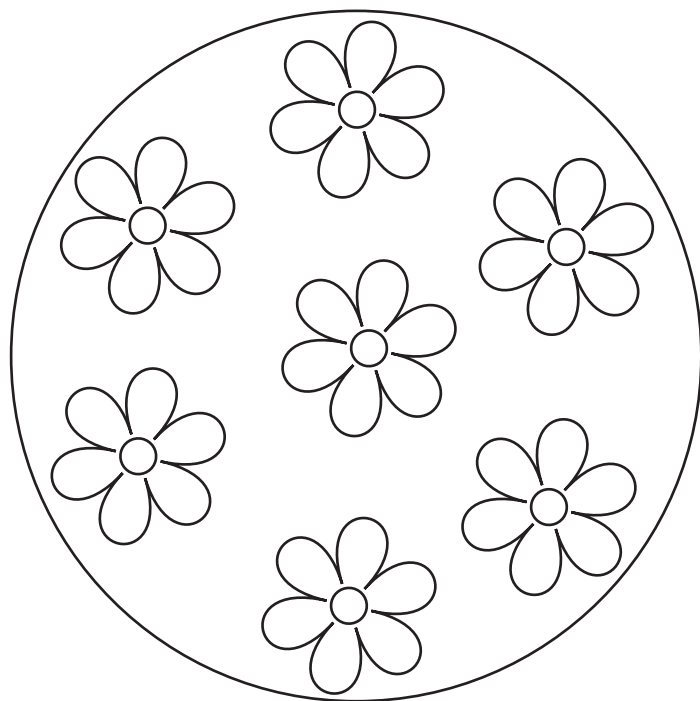
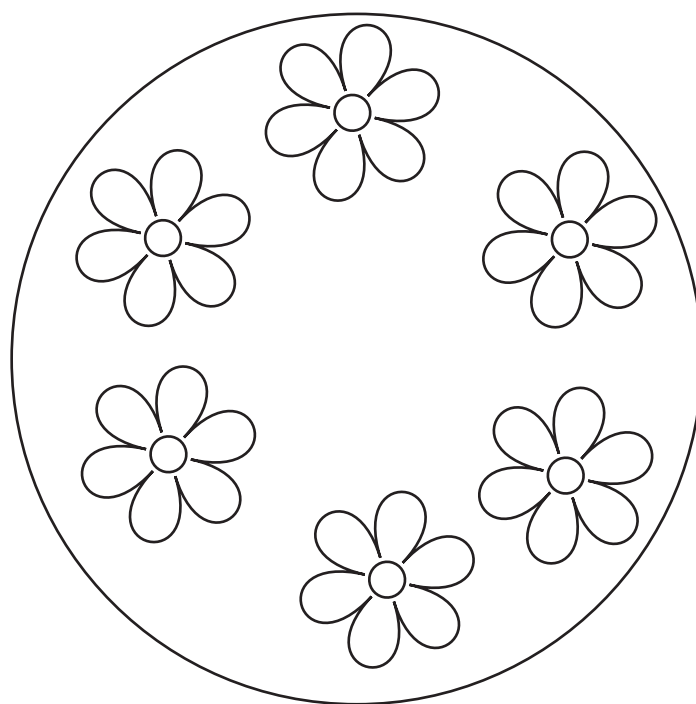
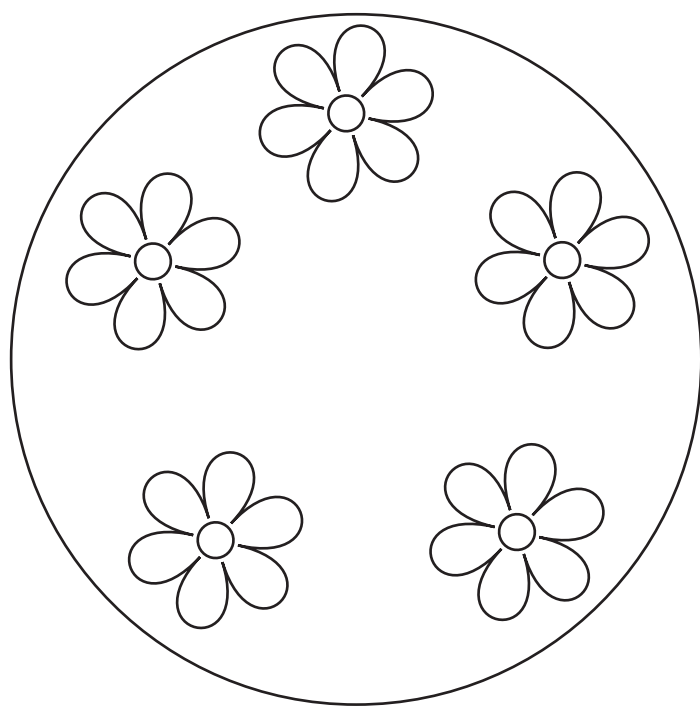
Numeralo entro la decina.

ATTIVITÀ

Colora e conta i fiori.

NUMERIAMO

COMPETENZA LOGICO-MATEMATICA



INDICATORE

Numerare entro la decina.

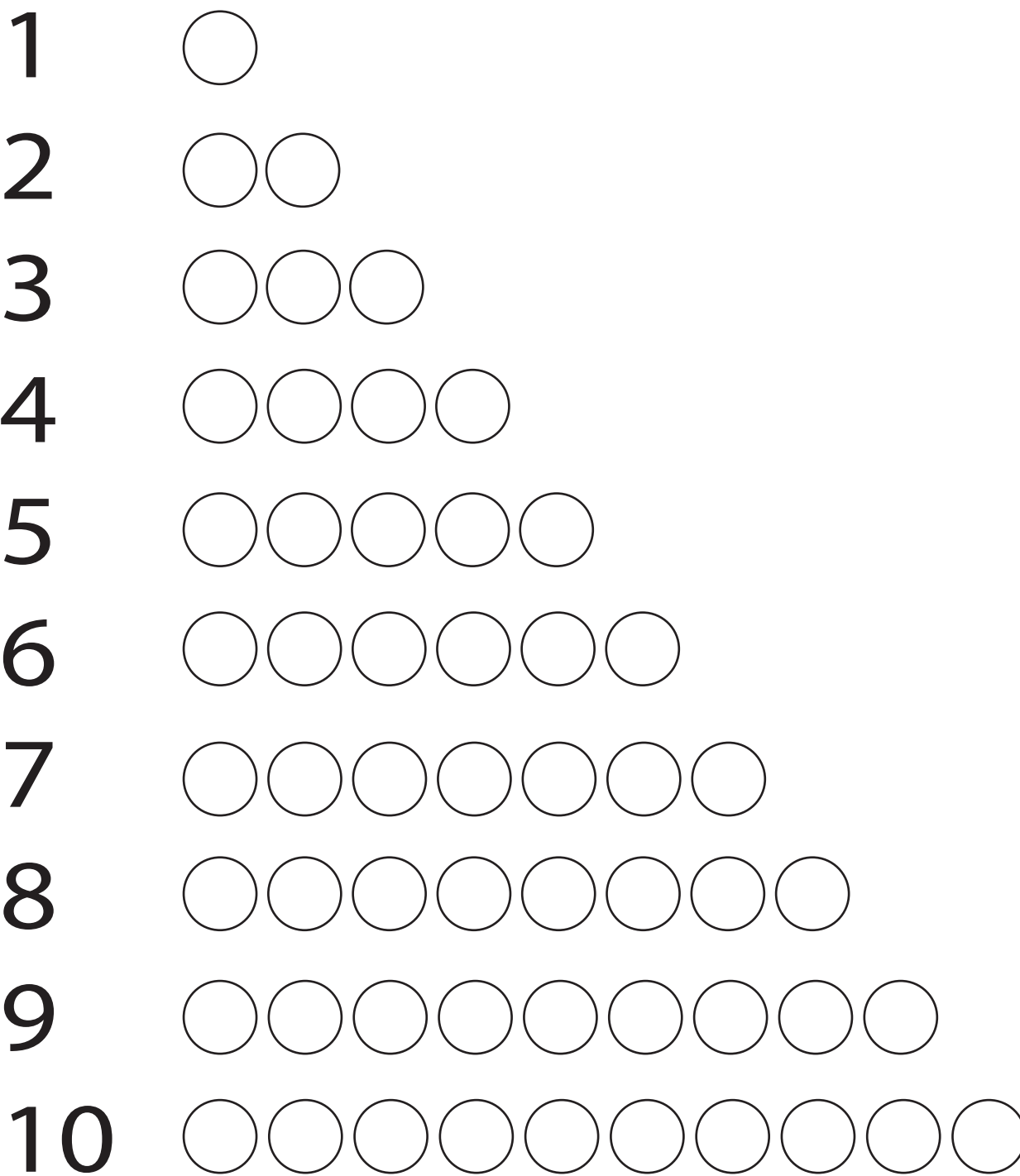
ATTIVITÀ

Colora i disegni e conta quanti fiori ci sono in ogni insieme.

NUMERIAMO

COMPETENZE LOGICO-MATEMATICHE

COMPETENZA LOGICO-MATEMATICA



INDICATORE

Numeriamo entro la decina.

ATTIVITÀ

Colora e conta le palline.