

**Guia de atividades do jogo**

# **CRUZANDO IDEIAS**

**CORES E FORMAS**

# CRUZANDO IDEIAS

## Guia de atividades do jogo

A coleção Cruzando Ideias consiste em atividades que ajudam a melhorar e a desenvolver habilidades cognitivas e motoras.

Este guia traz diversas atividades baseadas no jogo Cruzando Ideias com o objetivo de proporcionar à criança outras possibilidades para desenvolver raciocínio, atenção, memória e coordenação motora.

Agora é só imprimir!

### **Autoria**

Rosemara Custódio Vicente

### **Design gráfico**

Iago Albuquerque

Leticia Lippe

### **Ilustração**

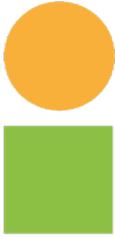
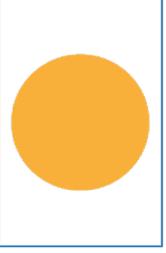
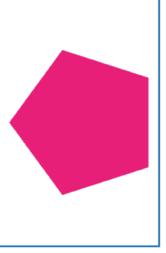
Carlos Nascimento

Jersey Giuliano

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### CERTO OU ERRADO?

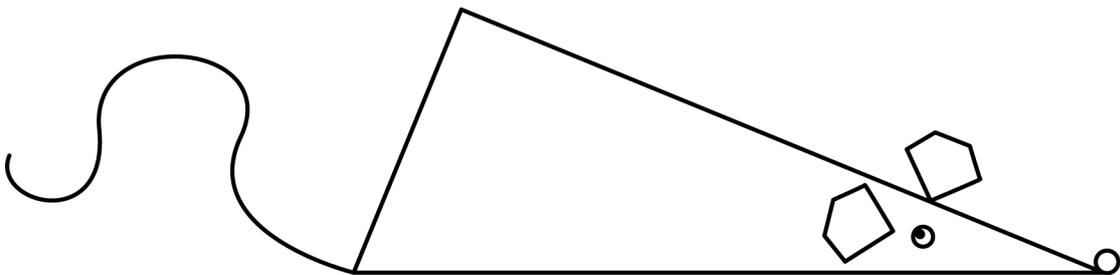
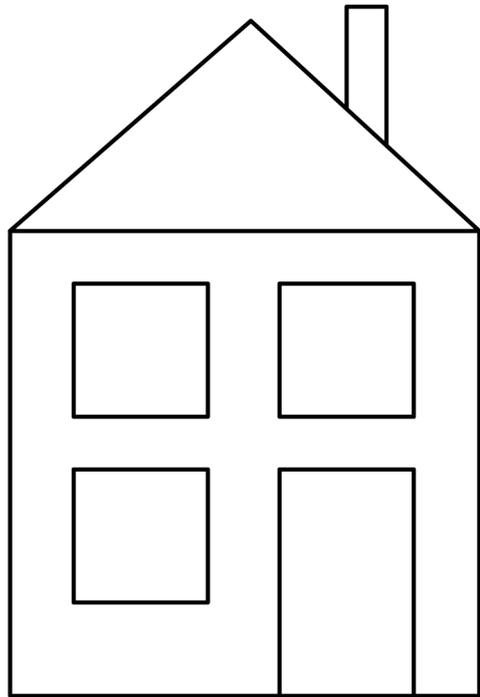
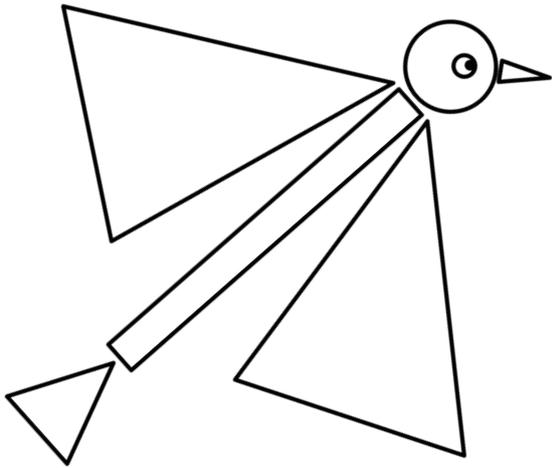
OBSERVE O JOGO MONTADO. MARQUE X NAS PEÇAS QUE FORAM COLOCADAS NOS LOCAIS ERRADOS.

NOME: \_\_\_\_\_ DATA: \_\_\_\_/\_\_\_\_/\_\_\_\_

## TRÊS PONTAS

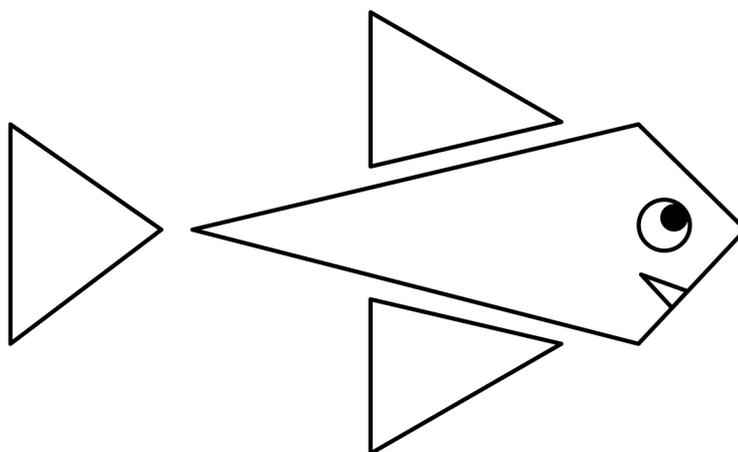
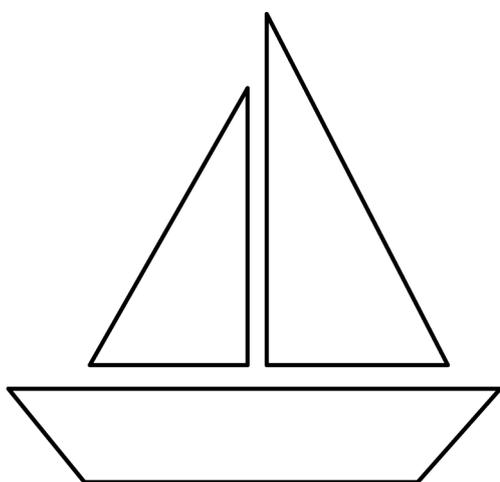
PINTE SOMENTE OS TRIÂNGULOS.



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## TRÊS PONTAS

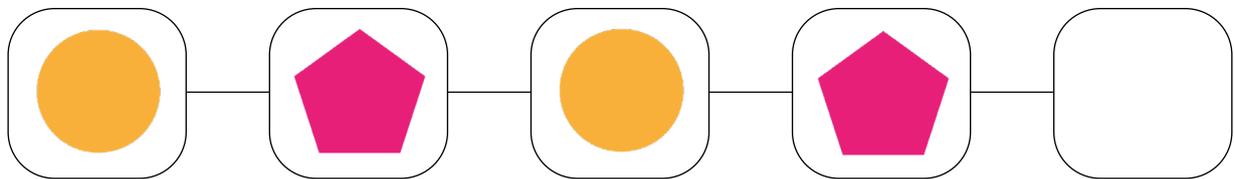
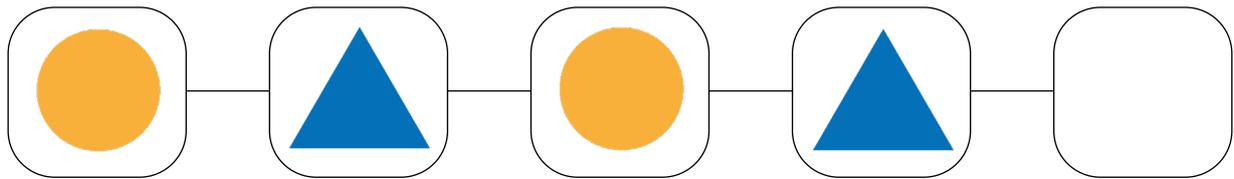
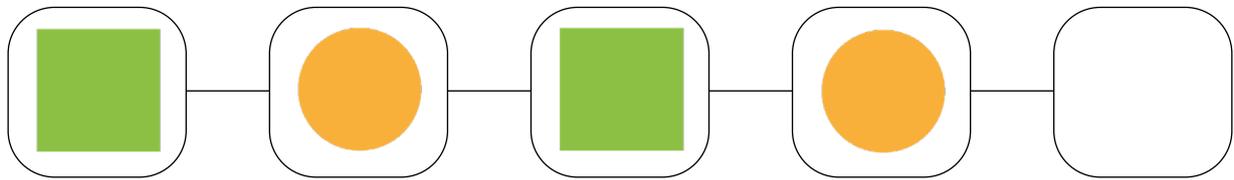
PINTE SOMENTE OS TRIÂNGULOS.



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### QUADRADO, BOLINHA, QUADRADO...

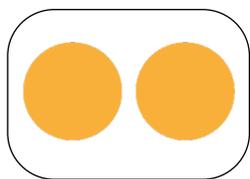
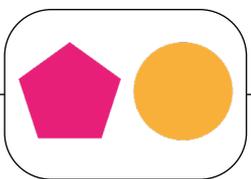
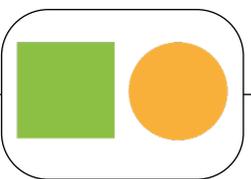
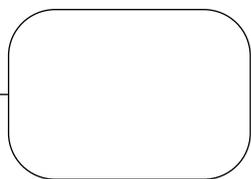
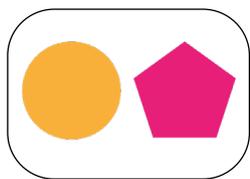
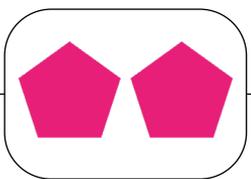
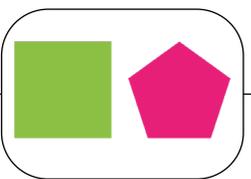
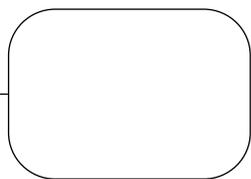
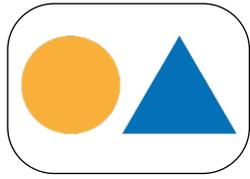
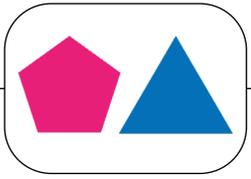
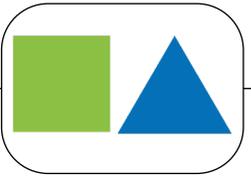
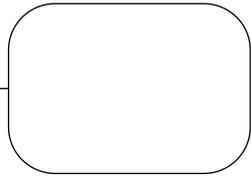
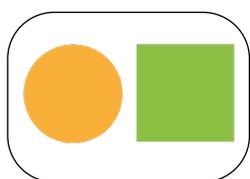
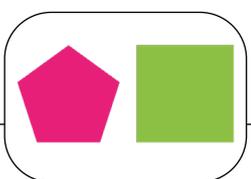
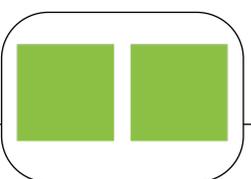
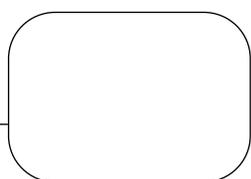
RECORTE AS PEÇAS E PREENCHA AS SEQUÊNCIAS.

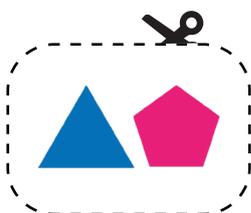
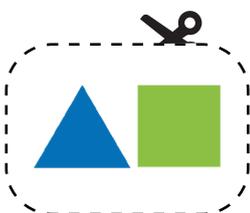


NOME: \_\_\_\_\_ DATA: \_\_\_\_/\_\_\_\_/\_\_\_\_

## A SEQUÊNCIA É?

RECORTE E COLE PARA COMPLETAR A SEQUÊNCIA COM AS PEÇAS DO JOGO.

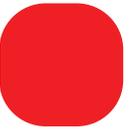
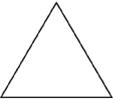
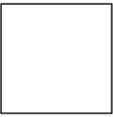
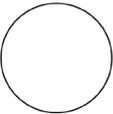
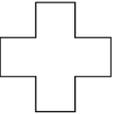
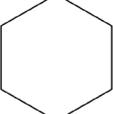
			
			
			
			

			
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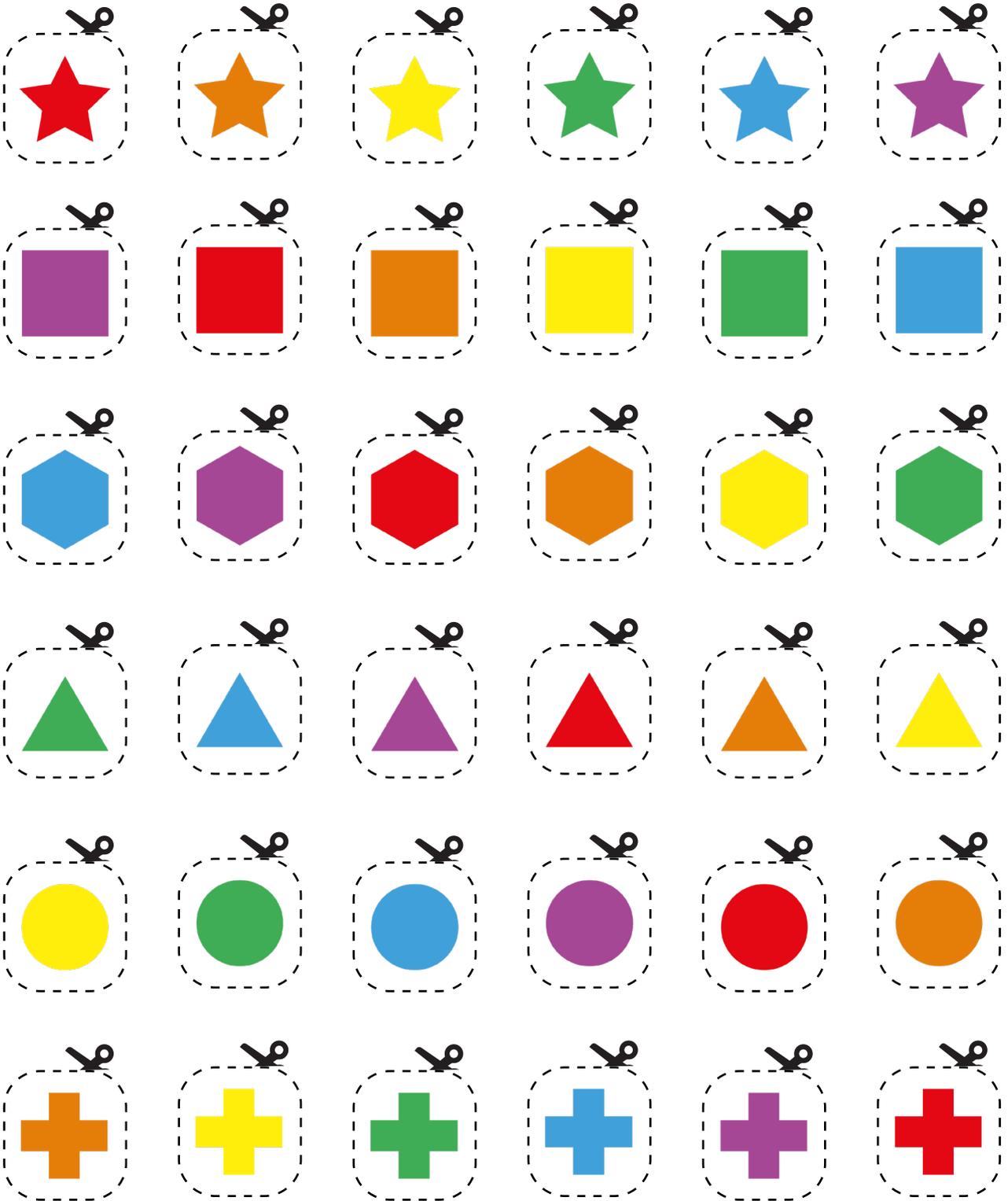
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## JOGO NOVO

RECORTE AS PEÇAS E PREENCHA O TABULEIRO.

NOME: \_\_\_\_\_ DATA: \_\_\_\_/\_\_\_\_/\_\_\_\_



NOME: \_\_\_\_\_ DATA: \_\_\_\_/\_\_\_\_/\_\_\_\_

## RECONHECENDO AS FIGURAS

PINTE AS FIGURAS GEOMÉTRICAS DE ACORDO COM A LEGENDA.



TRIÂNGULO



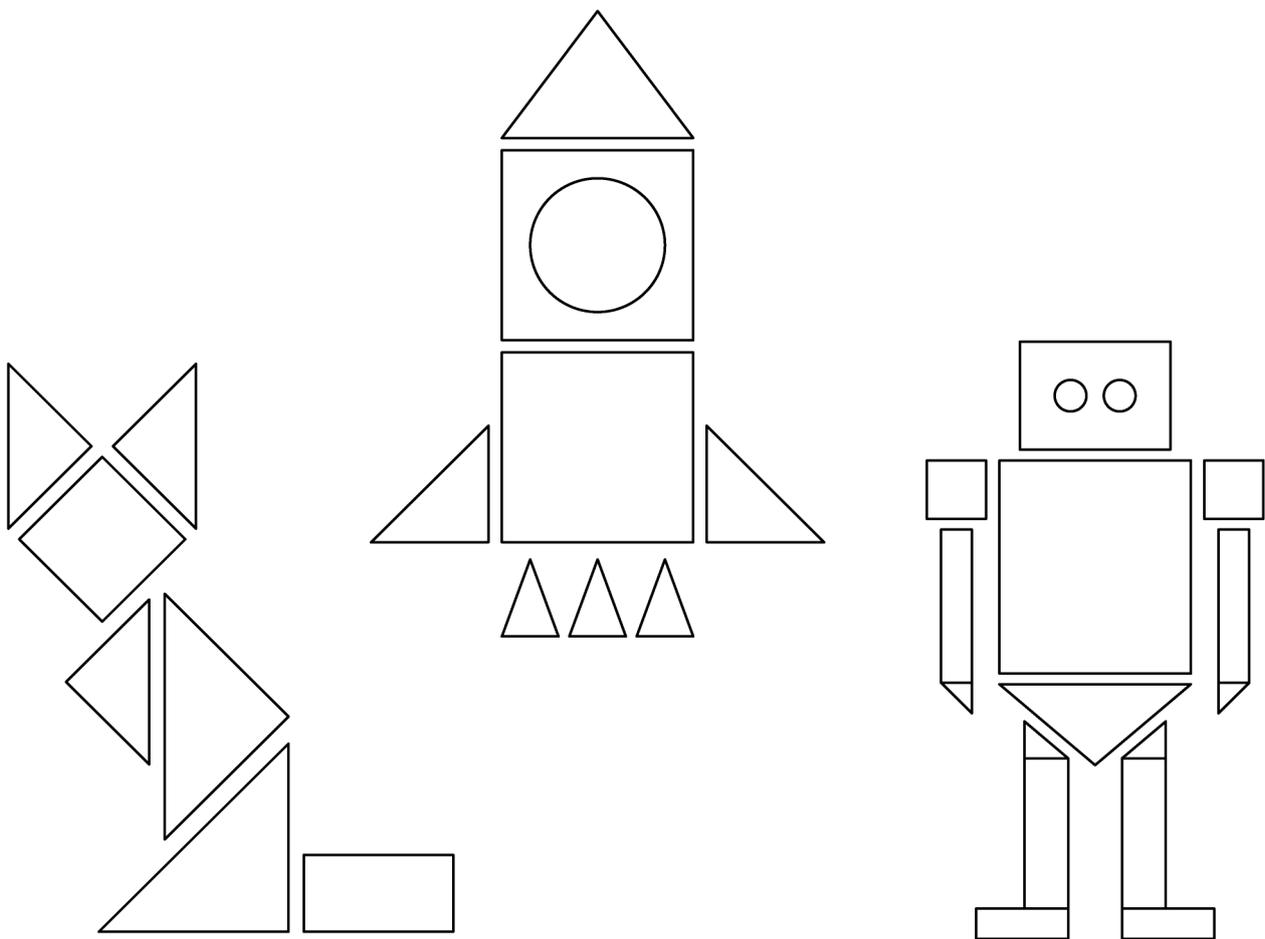
RETÂNGULO



QUADRADO



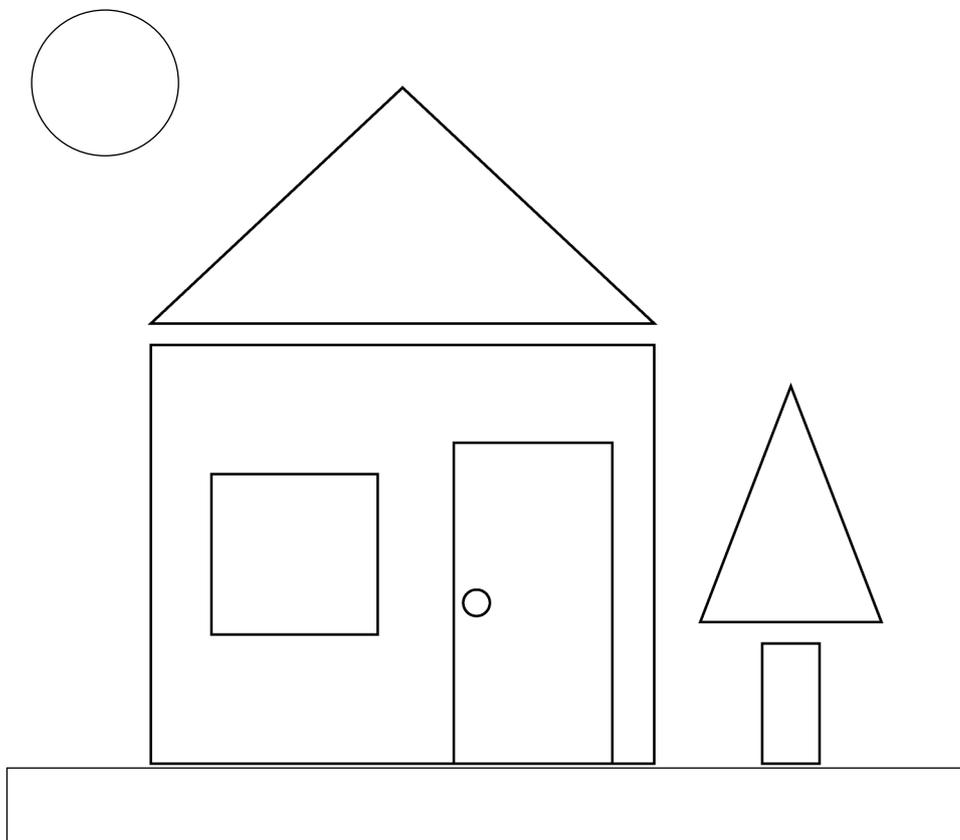
CÍRCULO



NOME: \_\_\_\_\_ DATA: \_\_\_\_/\_\_\_\_/\_\_\_\_

## CONTANDO FIGURAS

LUCAS FEZ UM DESENHO TRAÇANDO FIGURAS GEOMÉTRICAS.



NESSE DESENHO É POSSÍVEL IDENTIFICAR:

A) QUANTOS QUADRADOS?

B) QUANTOS RETÂNGULOS?

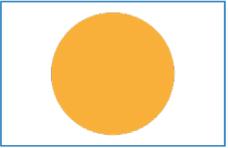
C) QUANTOS TRIÂNGULOS?

D) QUANTOS CÍRCULOS?

NOME: \_\_\_\_\_ DATA: \_\_\_\_/\_\_\_\_/\_\_\_\_

## FIGURAS GEOMÉTRICAS

ROBERTO MONTOU O TABULEIRO DA SEGUINTE FORMA.

- A) MARQUE X NOS LOCAIS EM QUE A PEÇA   PODE SER COLOCADA NO TABULEIRO.
- B) FAÇA UM CÍRCULO NOS LOCAIS EM QUE A PEÇA   PODE SER COLOCADA NO TABULEIRO.
- C) PINTE OS LOCAIS EM QUE A PEÇA   PODE SER COLOCADA NO TABULEIRO.
- D) TRACE UMA RETA VERMELHA SOBRE A LINHA E A COLUNA EM QUE SERÃO COLOCADAS AS PEÇAS COM O DESENHO DE UM QUADRADO.
- E) QUAIS FIGURAS GEOMÉTRICAS FORAM TRABALHADAS NESSE JOGO?



TRIÂNGULO



CÍRCULO



PENTÁGONO



TRAPÉZIO



QUADRADO

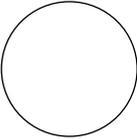
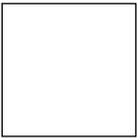
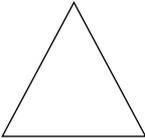


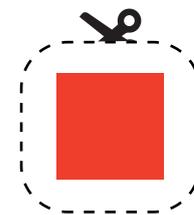
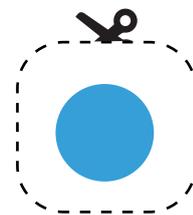
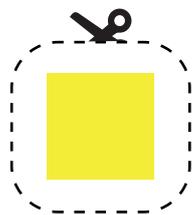
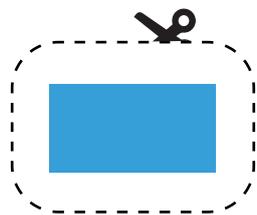
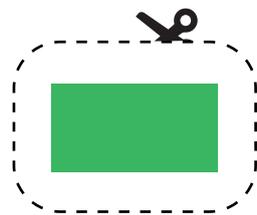
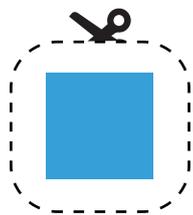
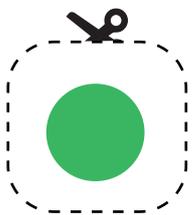
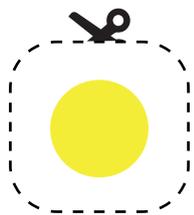
RETÂNGULO

NOME: \_\_\_\_\_ DATA: \_\_\_\_/\_\_\_\_/\_\_\_\_

### CRIANDO JOGOS

RAFAEL CRIOU UM NOVO TABULEIRO. RECORTE E COLE AS PEÇAS ONDE ELAS DEVERÃO SER COLOCADAS.

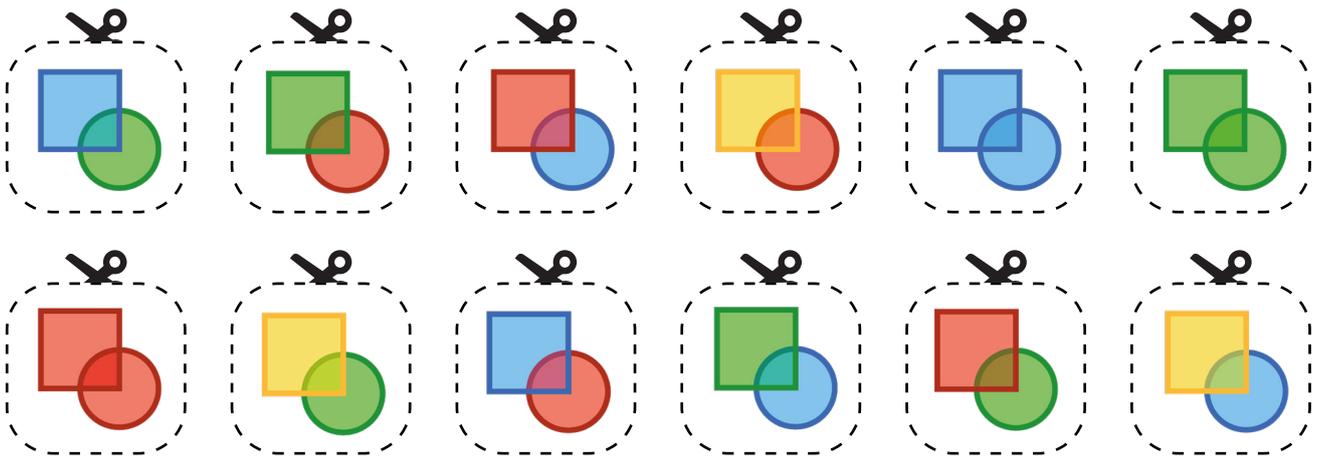


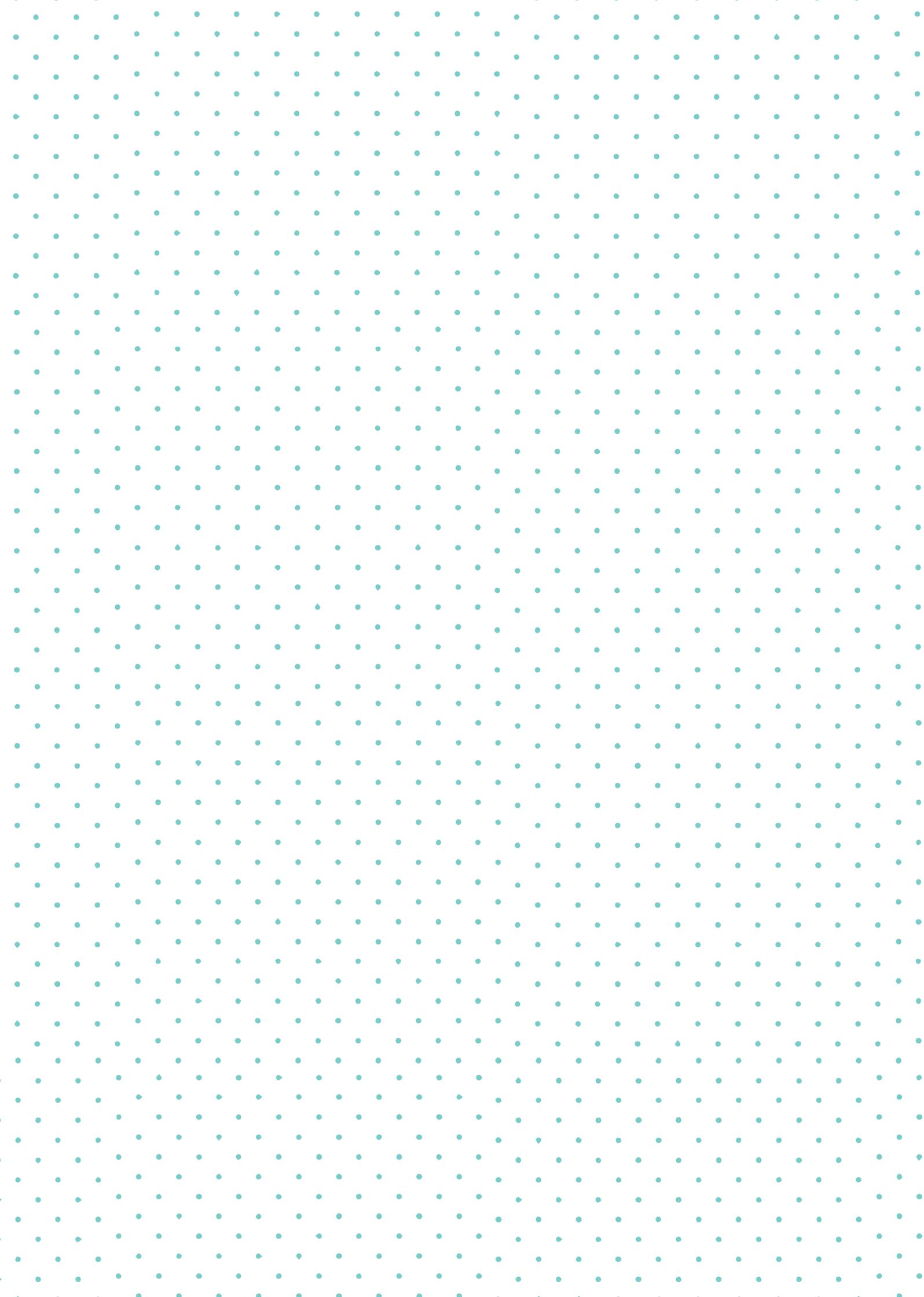
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## CÍRCULOS E QUADRADOS

RECORTE AS PEÇAS E COLE NO TABULEIRO.





# CRUZANDO IDEIAS



**IDEA JOGOS PEDAGÓGICOS LTDA**

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