

**Guia de atividades do jogo**

# **CRUZANDO IDEIAS**

## **FIGURA FUNDO**

# 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**

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### **Design gráfico**

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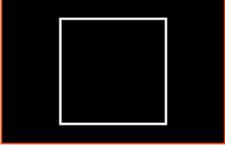
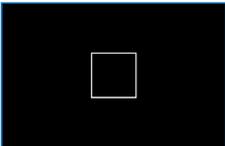
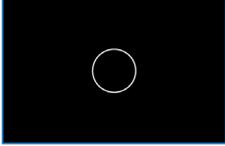
Carlos Nascimento

Jersey Giuliano

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## CRUZANDO IMAGENS

JULIO MONTOU O TABULEIRO DA SEGUINTE FORMA.

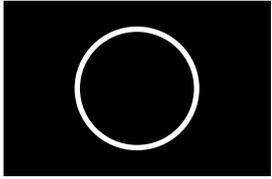
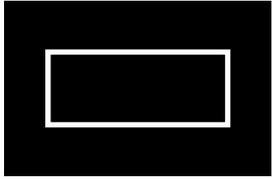
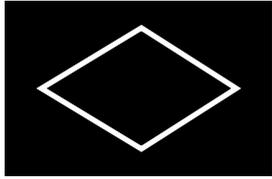
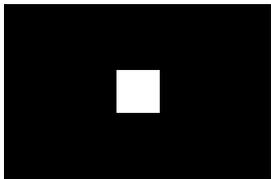
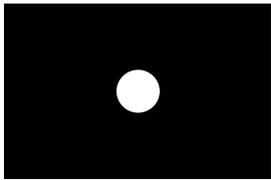
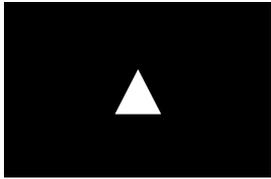
				
				
				
				
				

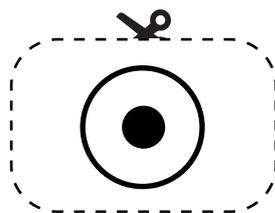
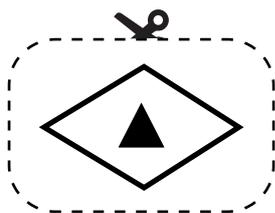
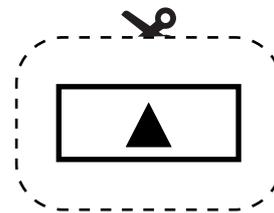
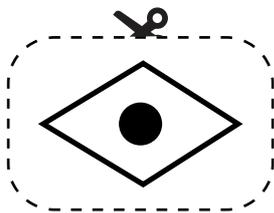
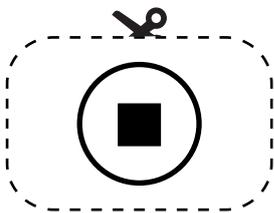
- A) MARQUE X NO LOCAL EM QUE A PEÇA  DEVE SER COLOCADA NO TABULEIRO.
- B) FAÇA UM CÍRCULO NO LOCAL EM QUE A PEÇA  DEVE SER COLOCADA NO TABULEIRO.
- C) PINTE O LOCAL EM QUE A PEÇA  DEVE SER COLOCADA NO TABULEIRO.
- D) TRACE UMA RETA VERMELHA SOBRE A COLUNA E A LINHA EM QUE SERÃO COLOCADAS PEÇAS COM UM QUADRADO.

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### CRIANDO JOGOS

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

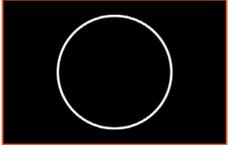
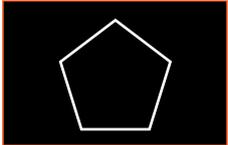
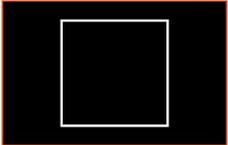
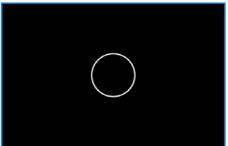
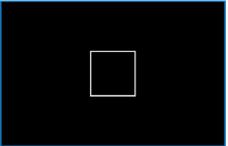
			
			
			
			



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## FORMAS GEOMÉTRICAS

OBSERVE COMO ROBERTO MONTOU O TABULEIRO. DESENHE COMO ELE DEVERÁ MONTAR AS PEÇAS.

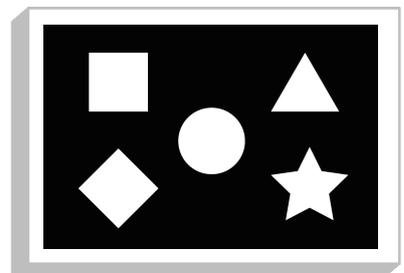
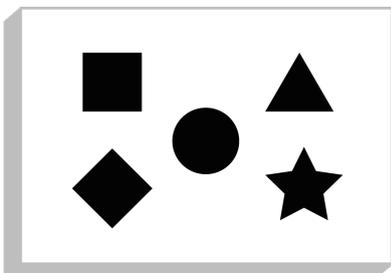
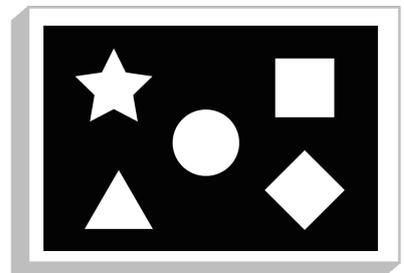
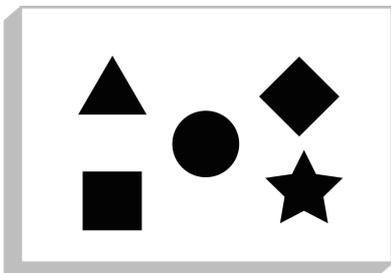
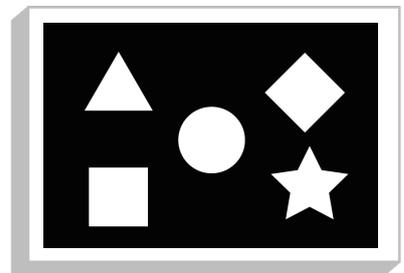
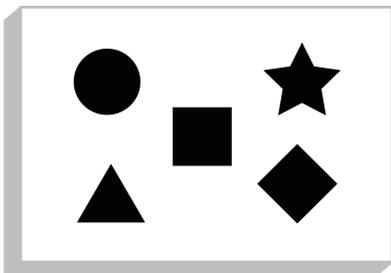
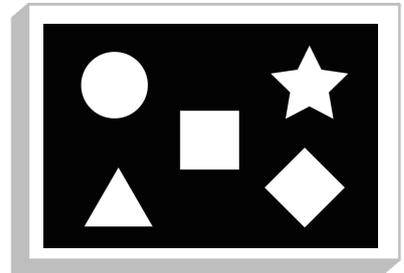
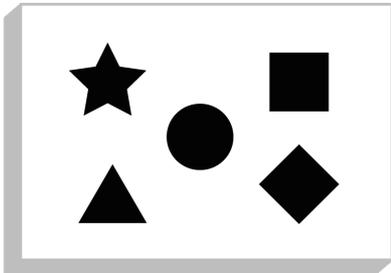
A) QUANTAS PEÇAS POSSUEM APENAS UMA FORMA GEOMÉTRICA DESENHADA?

B) QUANTAS PEÇAS POSSUEM DUAS FORMAS GEOMÉTRICAS DESENHADAS?

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## PEÇAS GÊMEAS

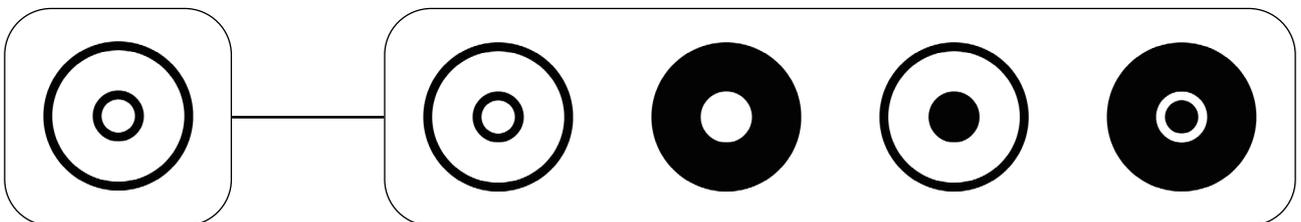
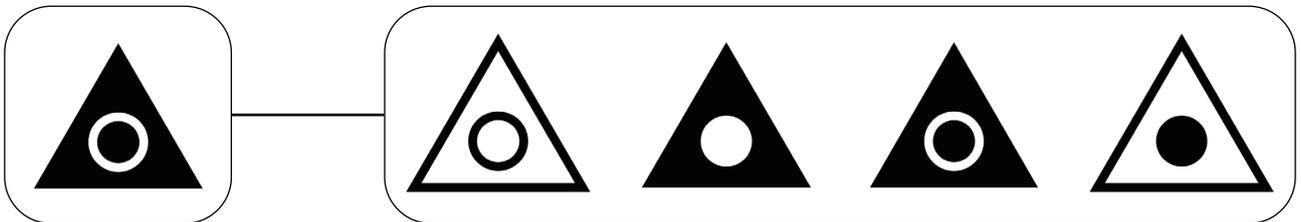
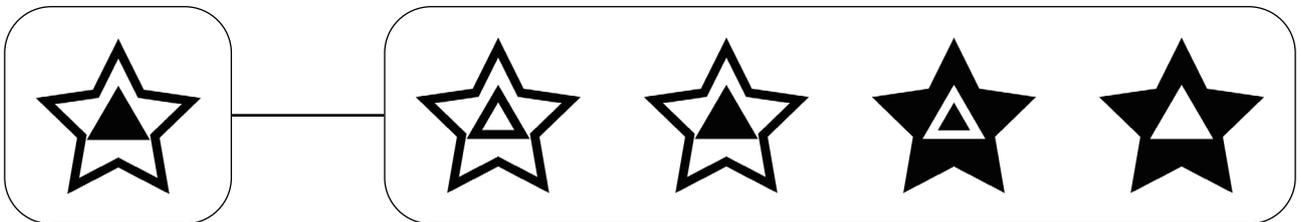
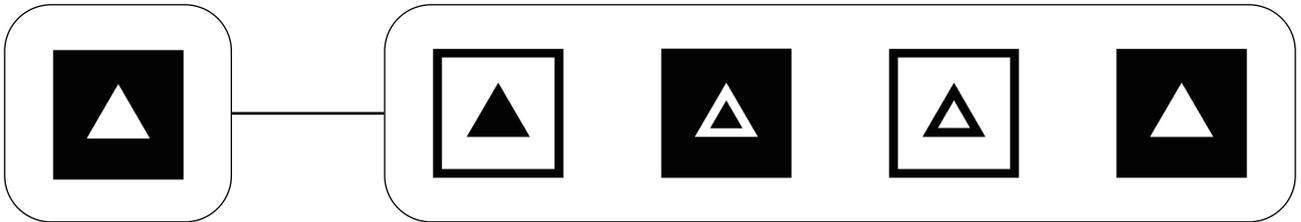
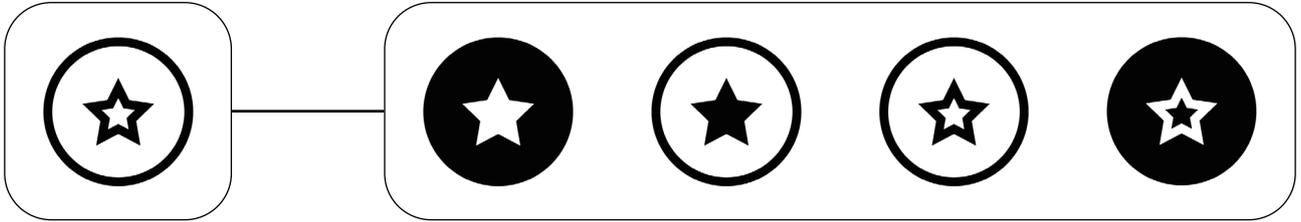
LIGUE AS PEÇAS IGUAIS.



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### DENTRO E FORA

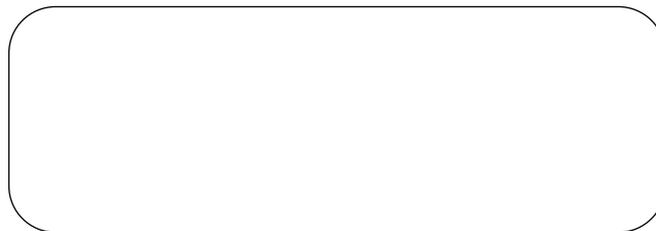
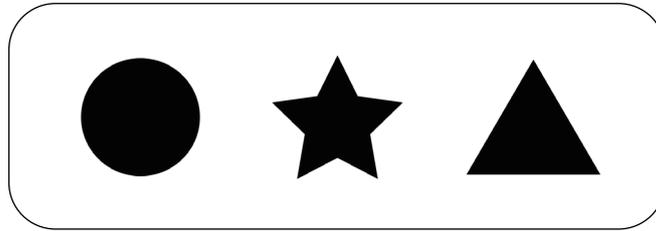
ENCONTRE UMA IMAGEM IGUAL À QUE ESTÁ DESTACADA.



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## SENHA SECRETA

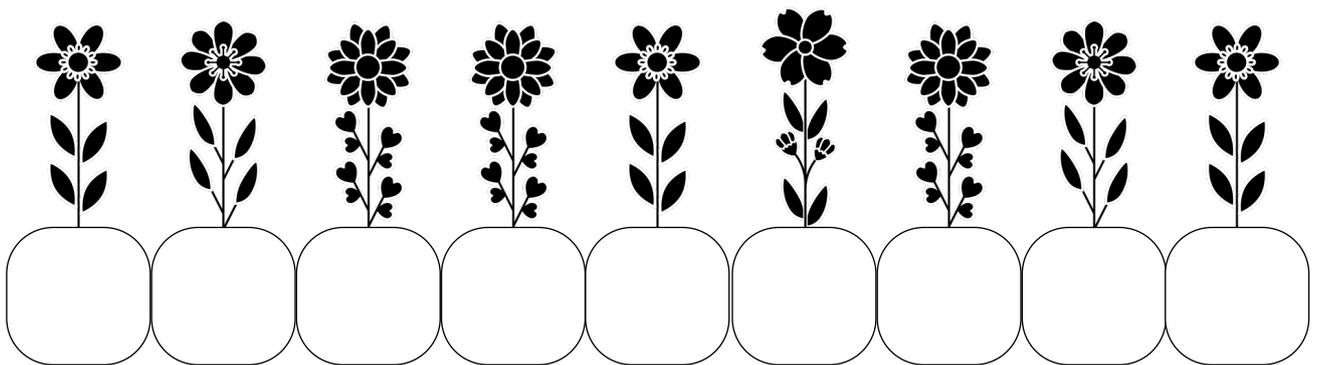
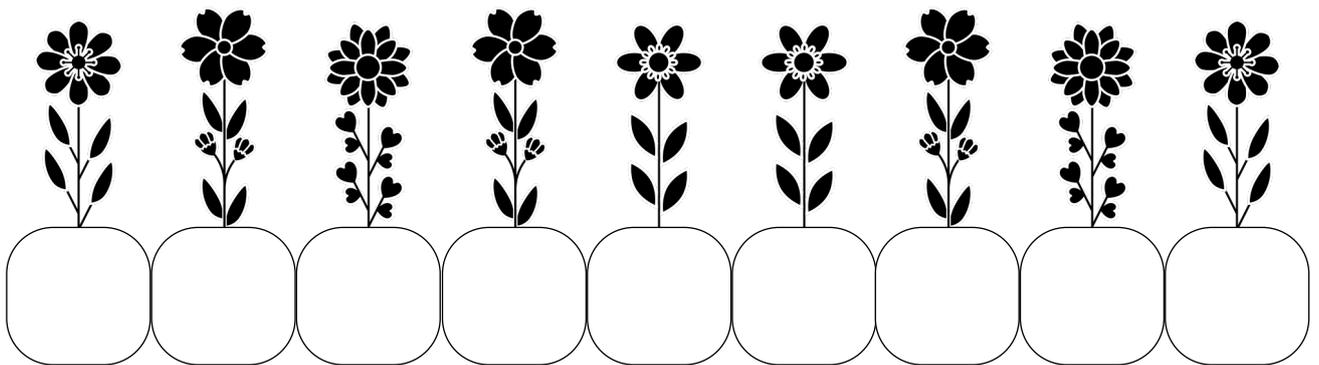
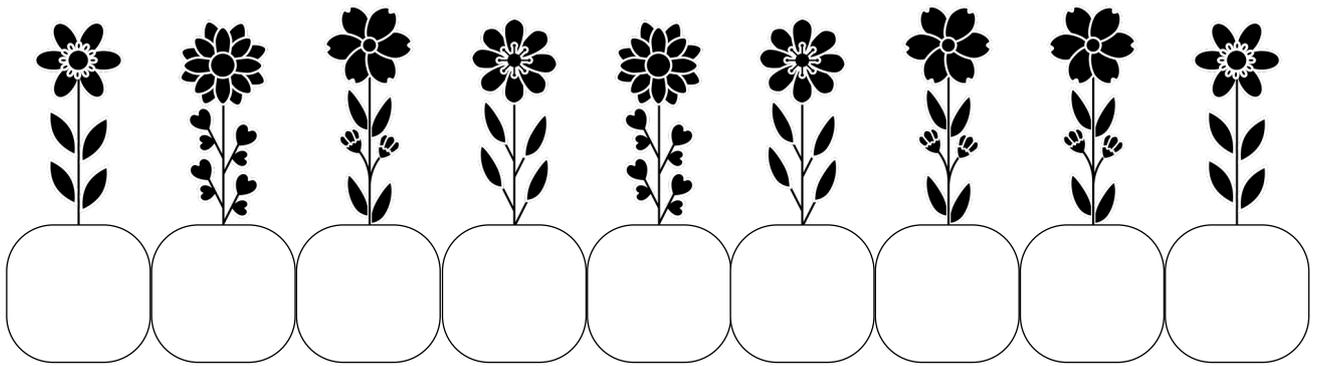
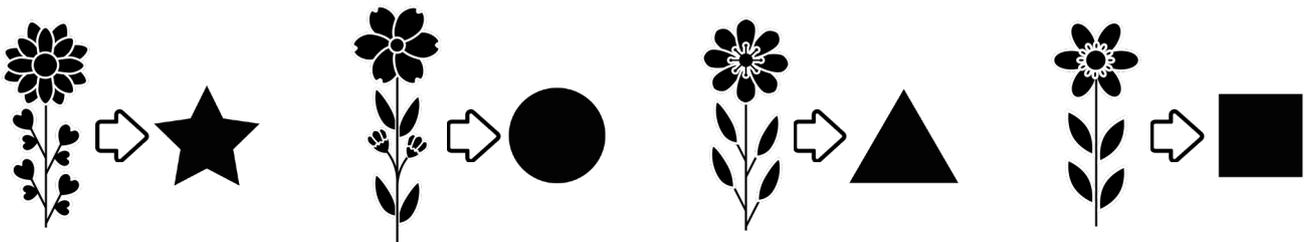
LARISSA CRIOU UMA SENHA USANDO AS FIGURAS GEOMÉTRICAS: CÍRCULO, TRIÂNGULO E ESTRELA. TENDE DESVENDAR A SENHA DESENHANDO COMBINAÇÕES POSSÍVEIS NOS QUADROS.



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### FORMAS E FLORES

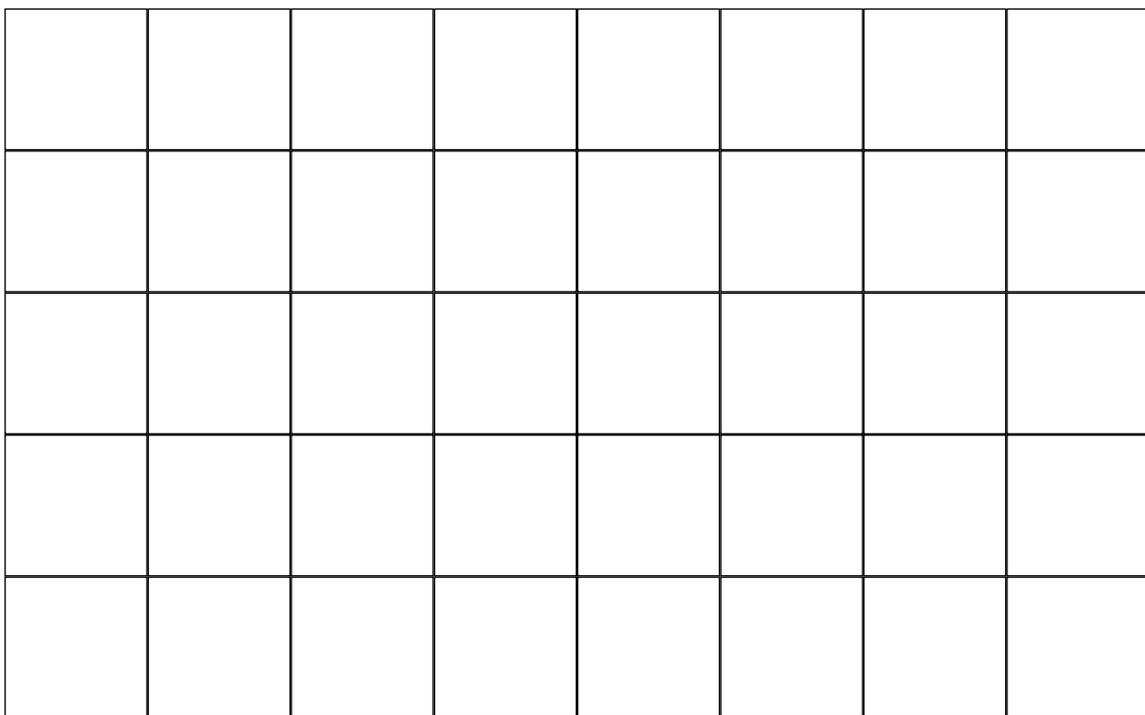
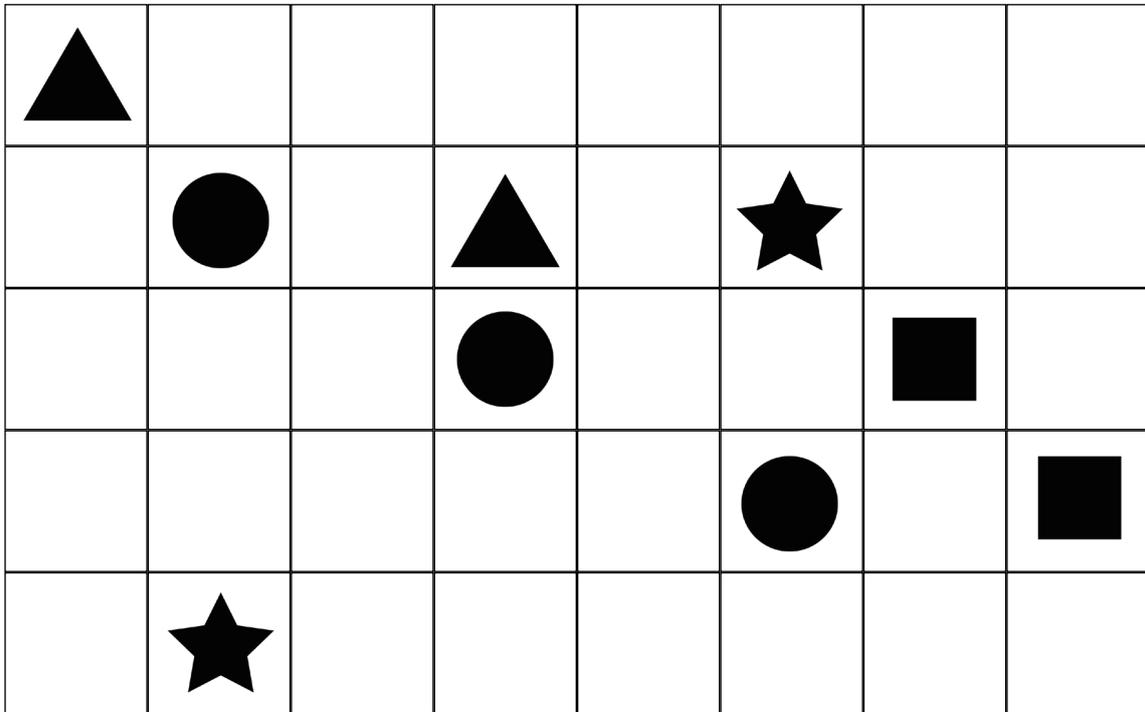
E SE, DE REPENTE, TODAS AS FLORES VIRASSEM AS FIGURAS DO JOGO? OBSERVE QUAL FORMA CADA FLOR VIRA E DESENHE AS FORMAS QUE HAVERIAM NESSE JARDIM.



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### CADA COISA EM SEU LUGAR

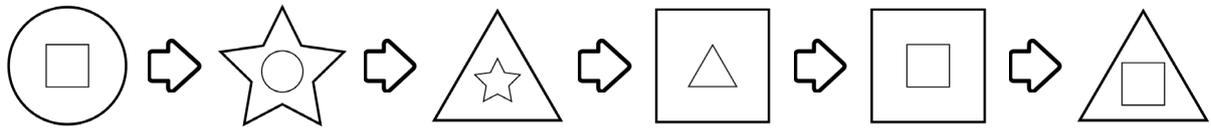
OBSERVE A POSIÇÃO DAS FIGURAS E DESENHE IGUAL.

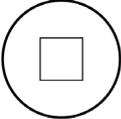
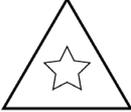
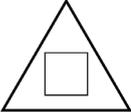
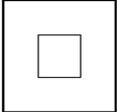


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### CAMINHO DAS FORMAS

FAÇA UM CAMINHO LIGANDO AS FIGURAS NA SEQUÊNCIA ILUSTRADA.



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## QUEM SOU EU?

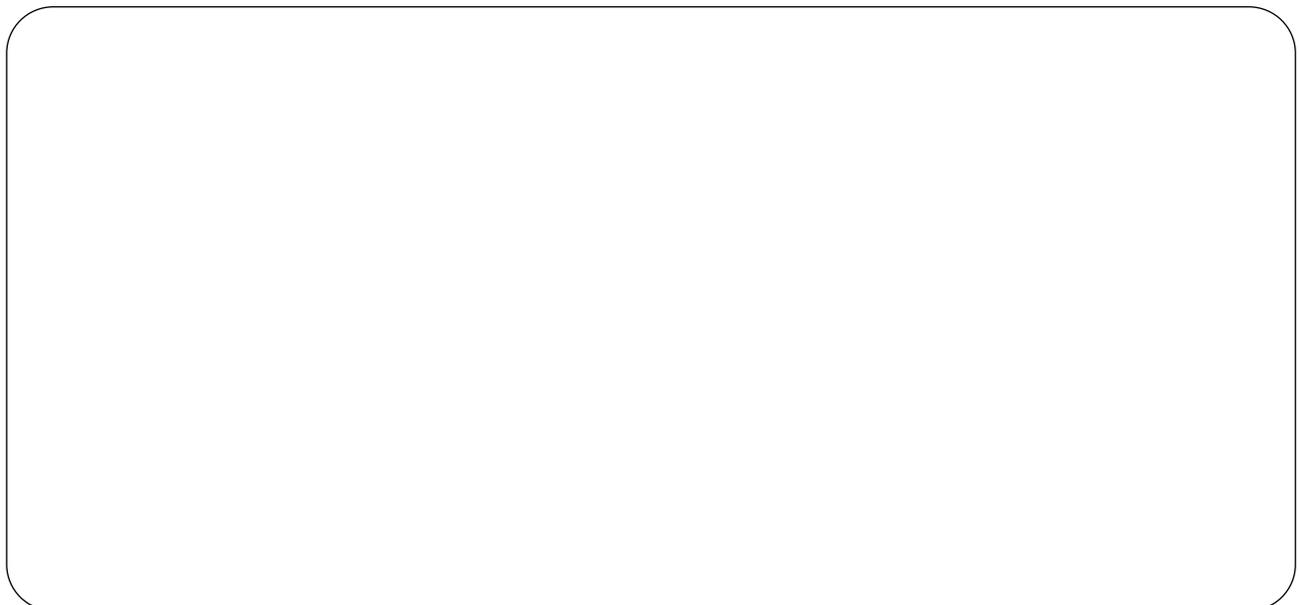
LEIA A CHARADA E DESENHE A FORMA QUE ESTÁ SENDO DESCRITA.

SOU UMA FORMA REDONDA COMO O SOL  
E COMO A BOLA QUE ROLA PELA RUA,  
REDONDA COMO A CARA CHEINHA DA LUA.

TENHO QUATRO LADOS IGUAIS,  
SOU UMA FORMA E SOU SEU AMIGO,  
PODE FAZER VÁRIOS DESENHOS COMIGO.

SOU UMA FORMA COM TRÊS LADOS,  
TENHO TAMBÉM TRÊS BIQUINHOS,  
POSSO SER ATÉ BICO DE PASSARINHO.

AGORA, FAÇA UM DESENHO USANDO AS FORMAS GEOMÉTRICAS QUE VOCÊ  
DESCOBRIU.





# CRUZANDO IDEIAS



**IDEA JOGOS PEDAGÓGICOS LTDA**

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