

Развивающая игра «Найди силуэт животного»

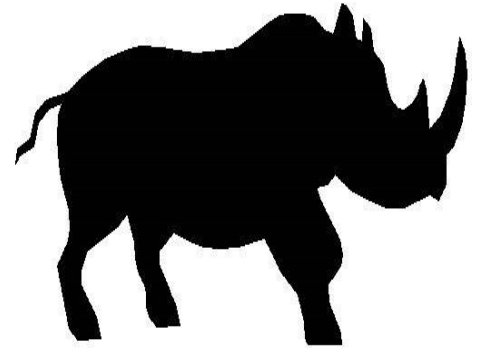
Цель: развитие восприятия



Задание

По порядку, начиная с первого животного, нужно найти его силуэт во втором столбце, и кликнуть по нему левой кнопкой мышки.

1



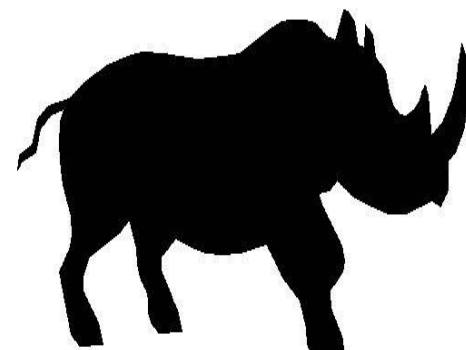
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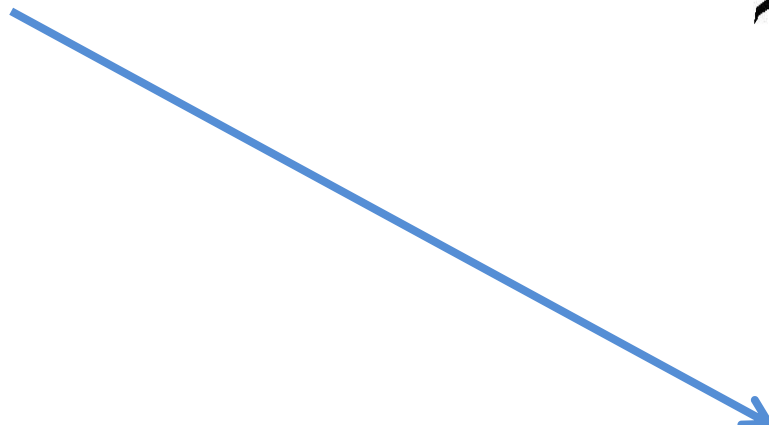
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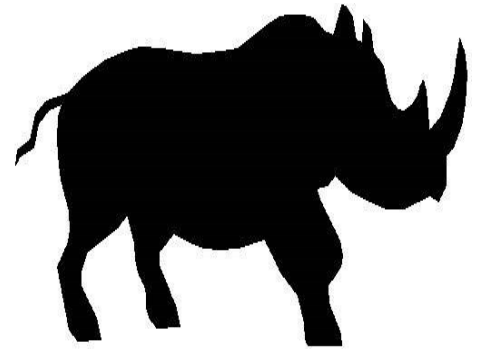
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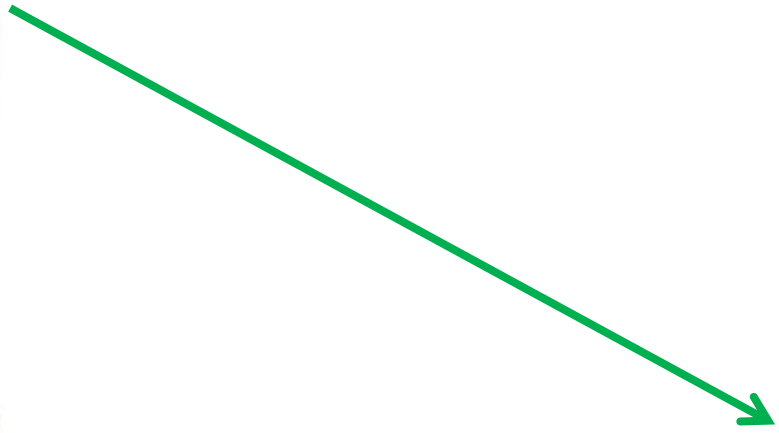
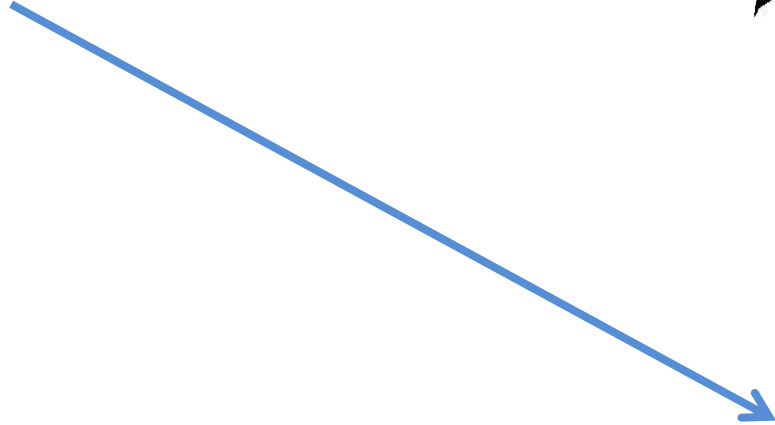
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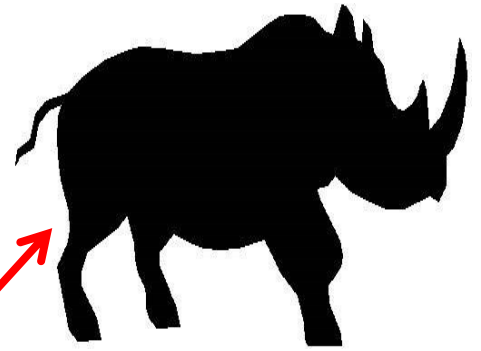
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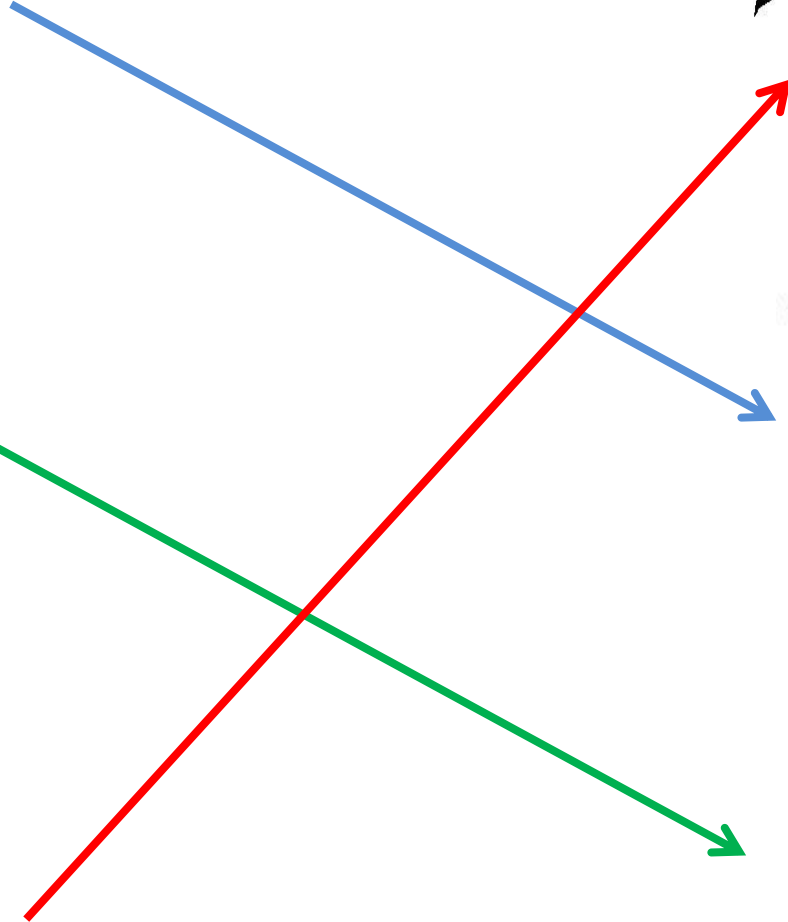
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Молодец!



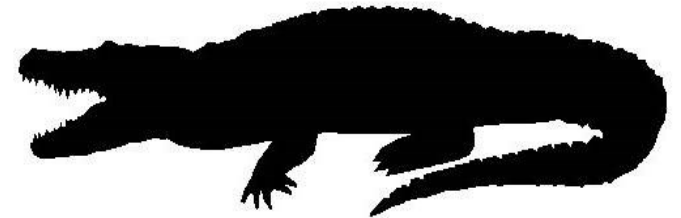
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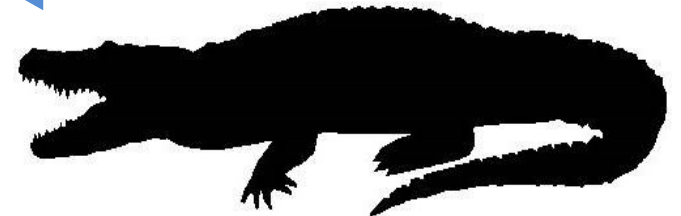
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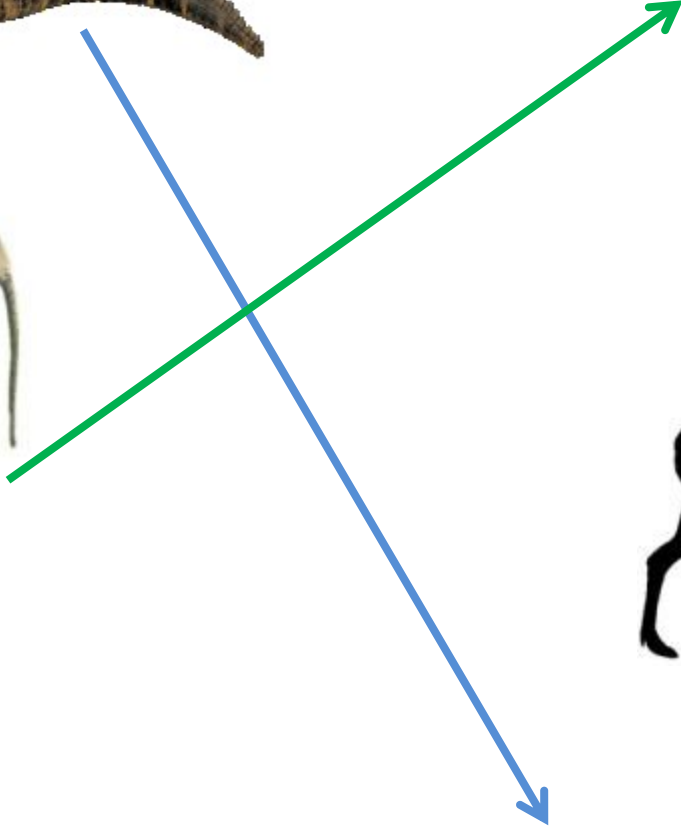
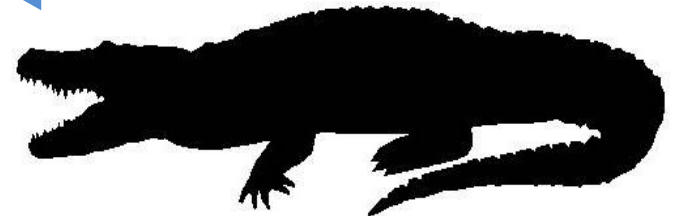
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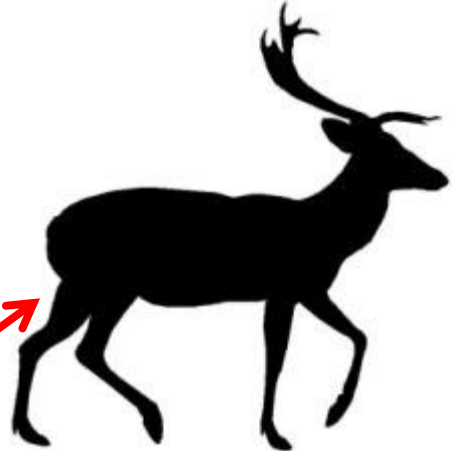
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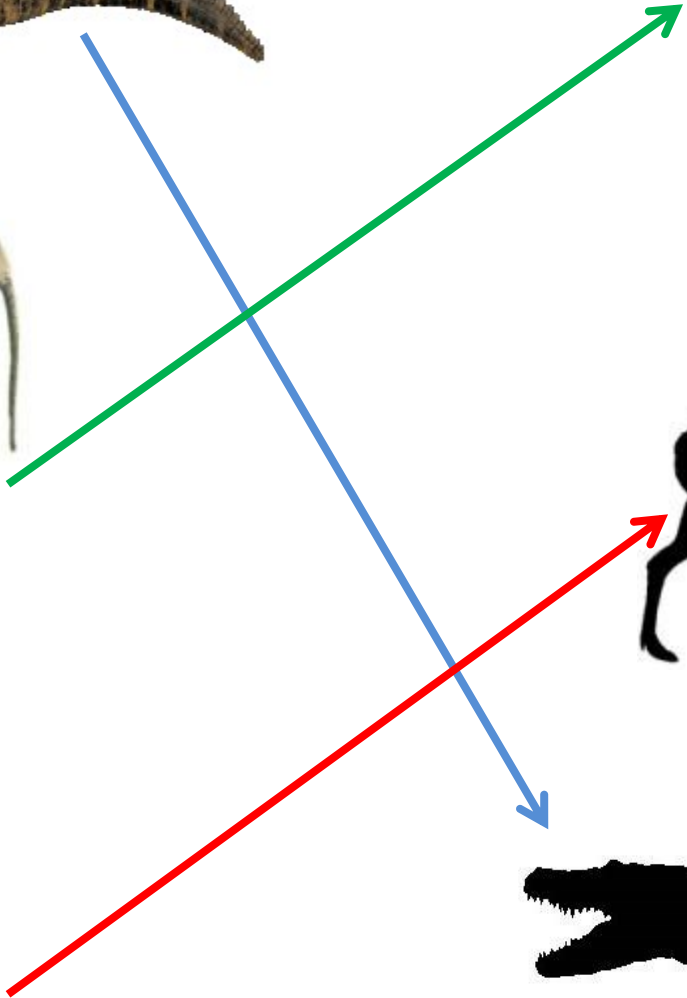
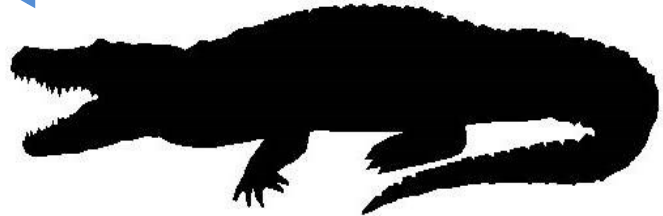
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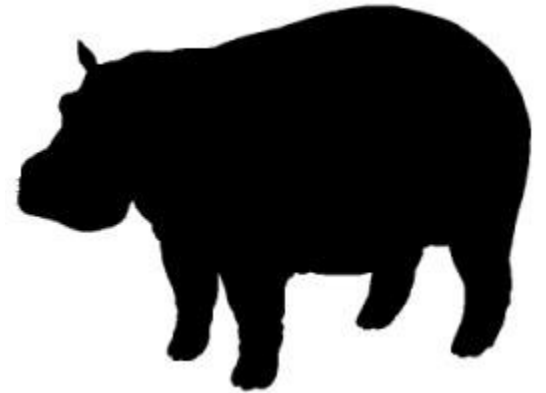
Молодец!



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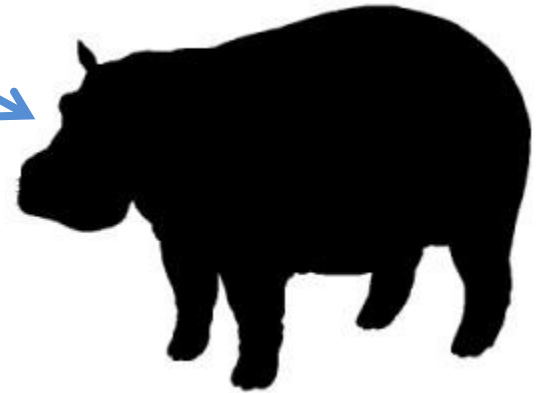
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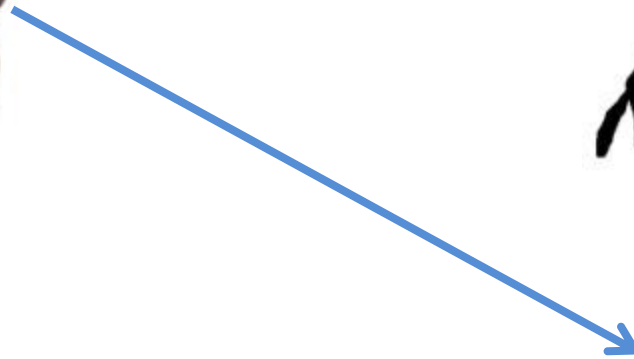
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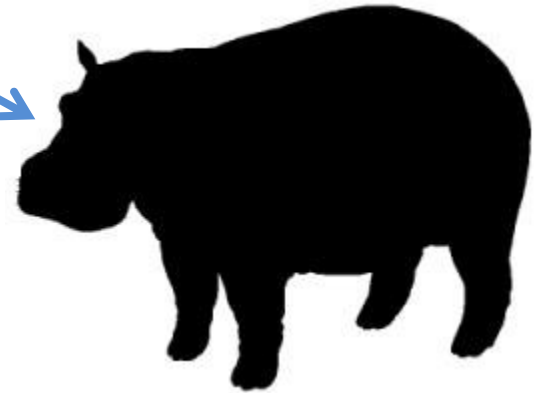
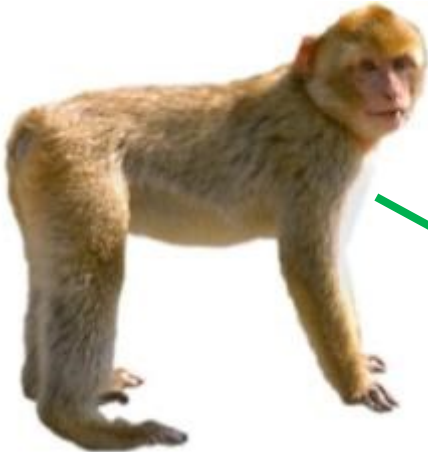
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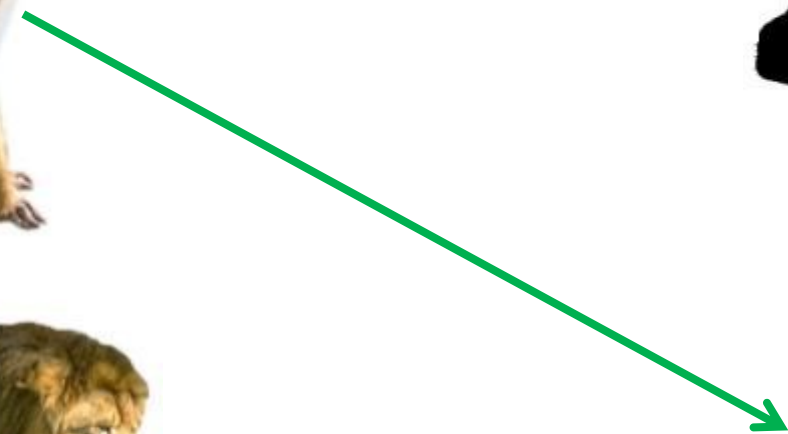
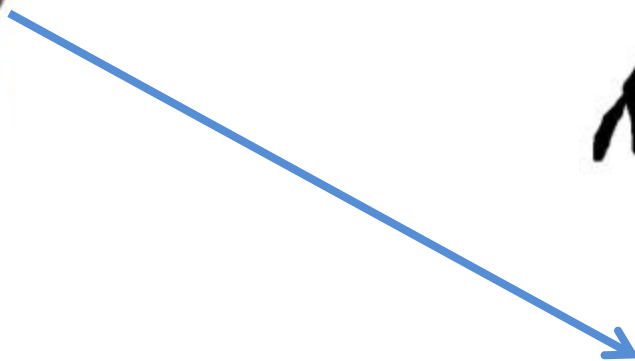
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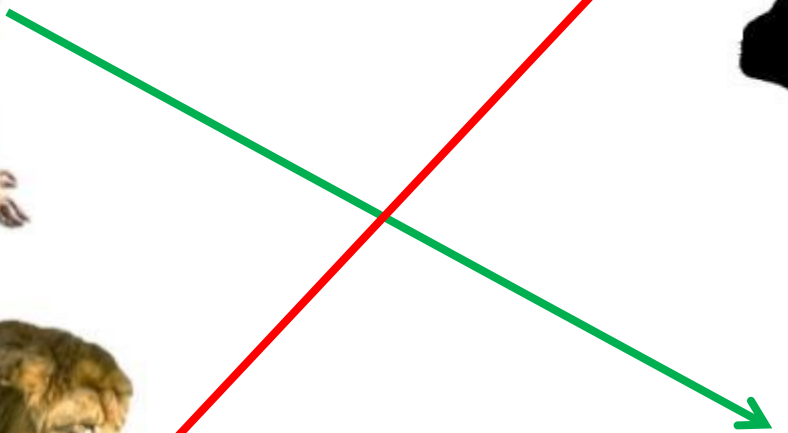
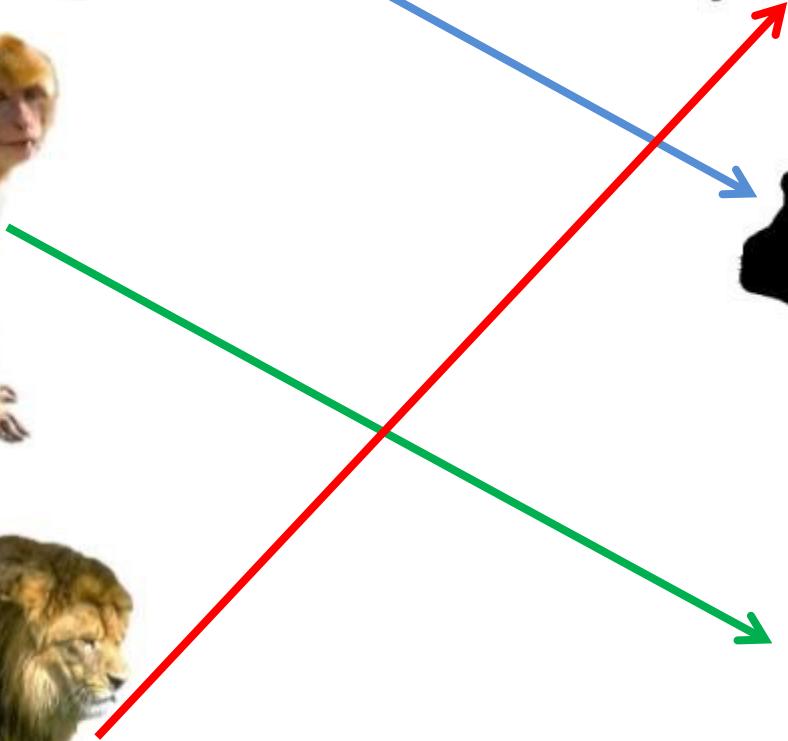
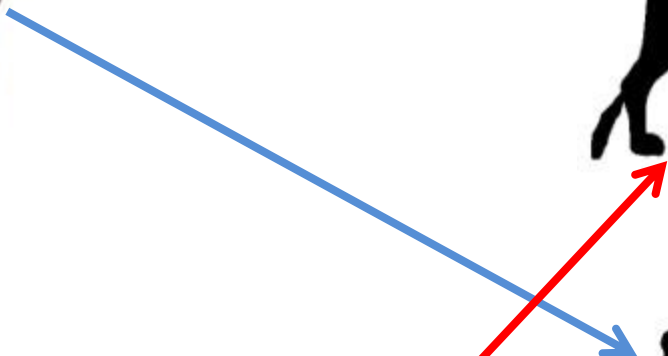
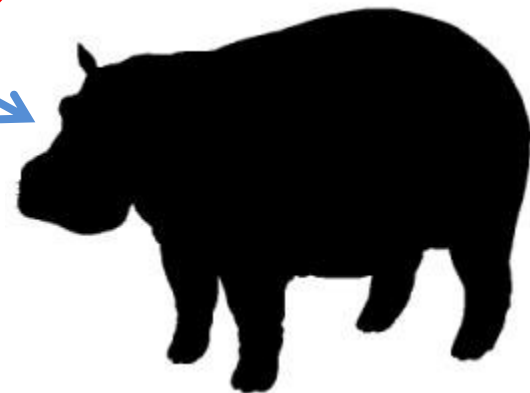
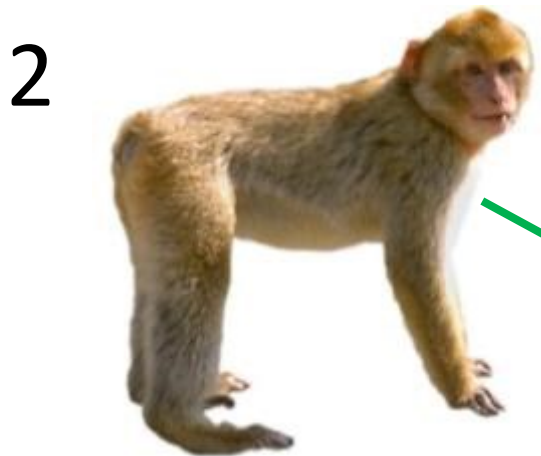


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Молодец!



Конец!

Автор презентации

Соловьева Л.А.