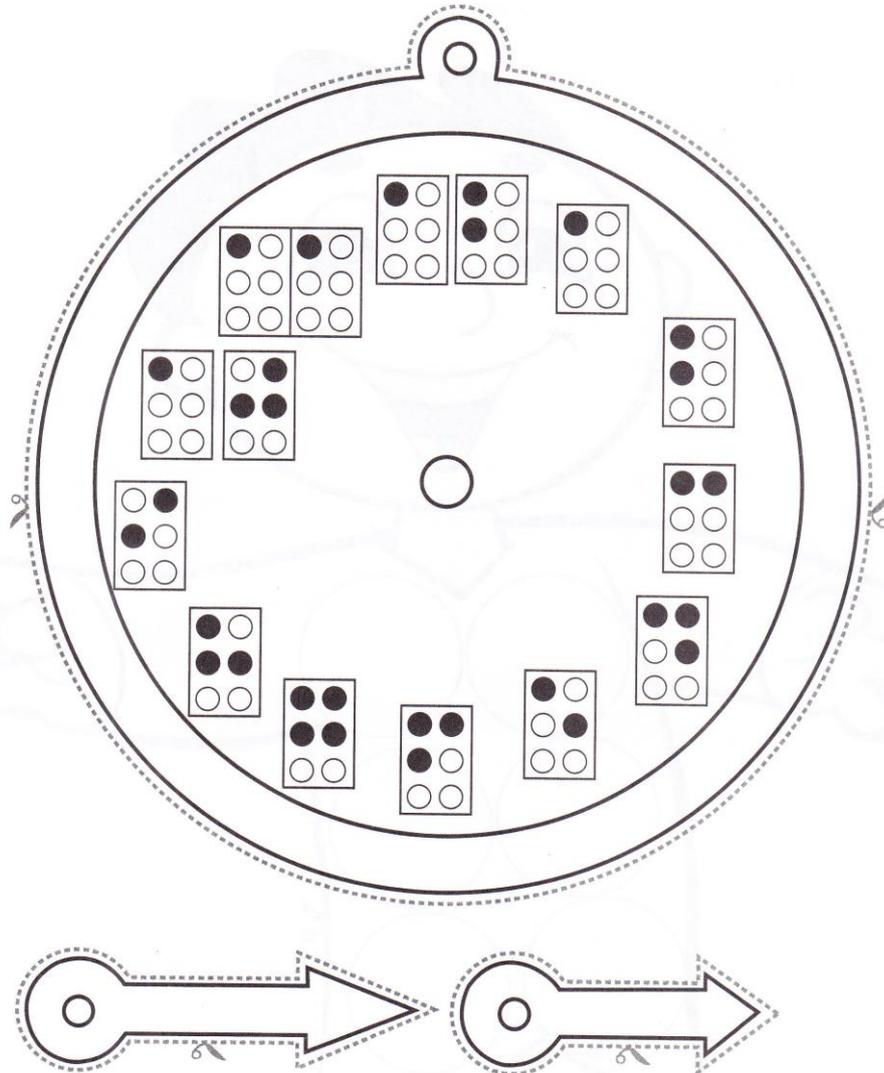


BONECO DE BRAILLE



RELÓGIO EM BRAILLE

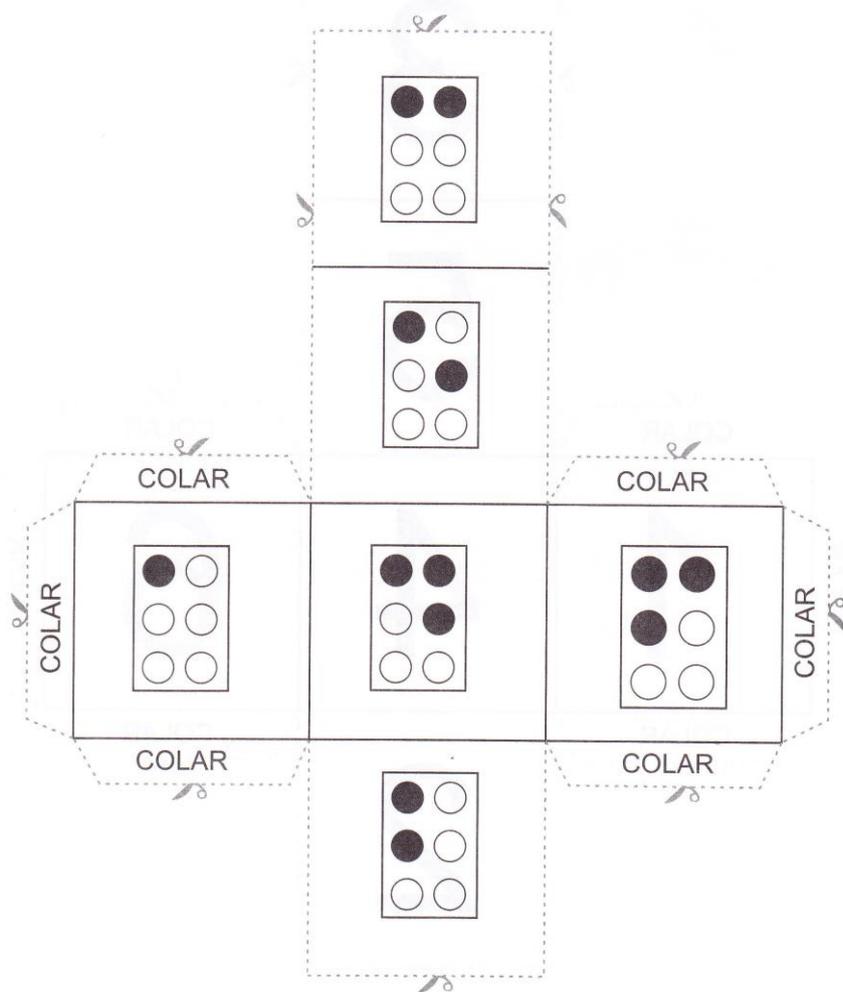


OBJETIVO: PROPORCIONAR O CONHECIMENTO DAS HORAS POR MEIO DE UM RELÓGIO ADAPTADO.

PROFESSOR: USE COLA PLÁSTICA NOS PONTOS PRETOS PARA DEIXÁ-LO EM RELEVO.

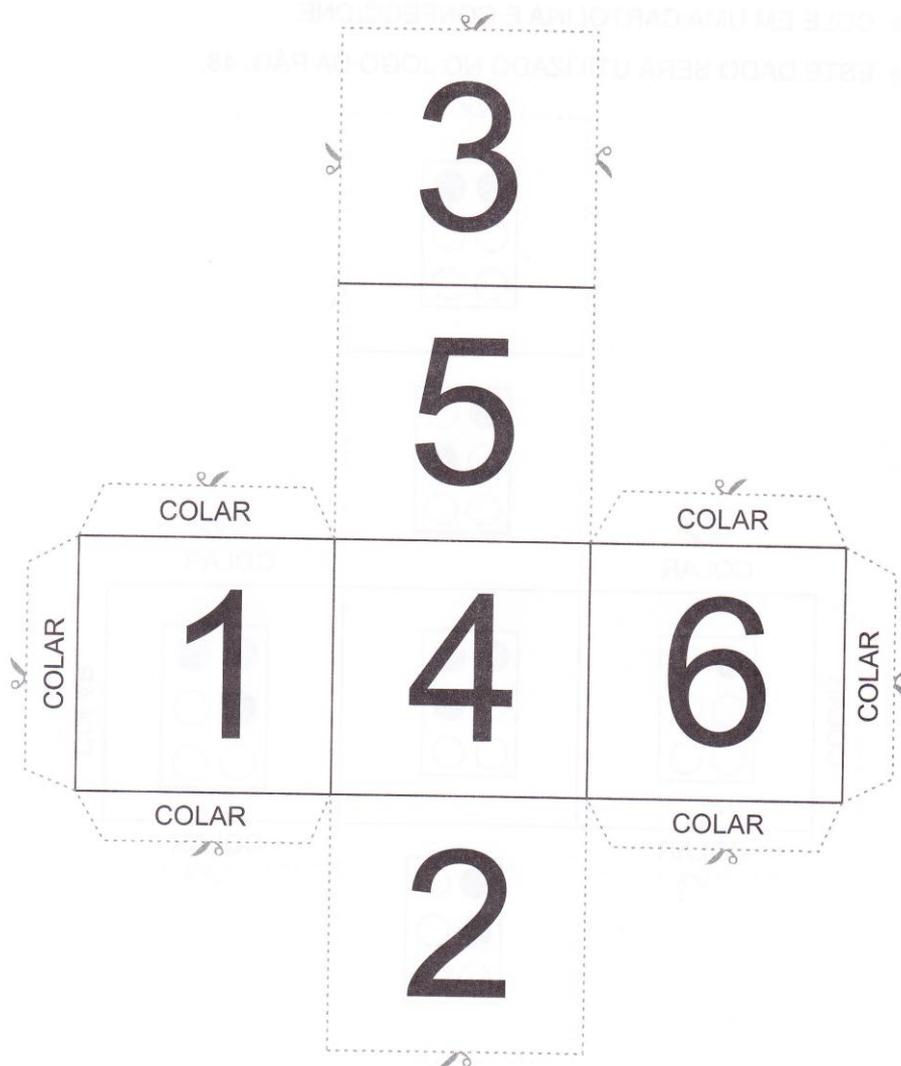
DADO EM BRAILLE

- PARA SER USADO COMO O DADO CONVENCIONAL (PÁG. 46), MAS NÃO SE ESQUEÇA DE DEIXÁ-LO EM ALTO RELEVO COM TINTA PLÁSTICA NOS CÍRCULOS PRETOS.
- COLE EM UMA CARTOLINA E CONFECCIONE.
- ESTE DADO SERÁ UTILIZADO NO JOGO DA PÁG. 48.



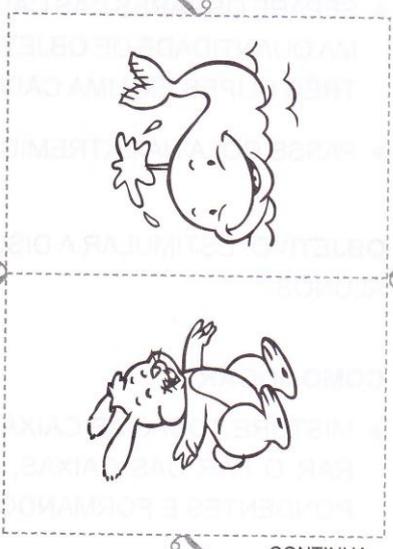
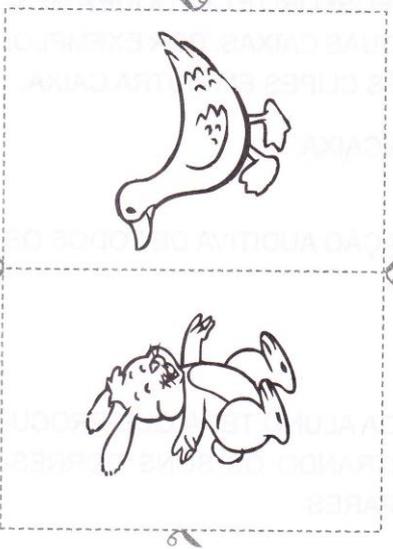
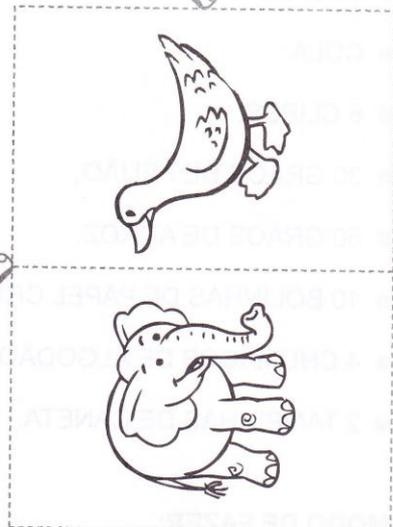
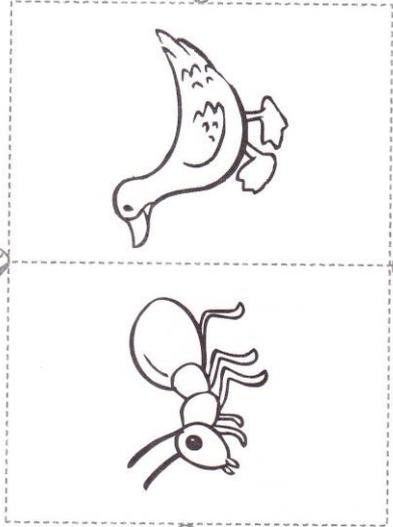
DADO AMPLIADO

- COLE EM UMA CARTOLINA E CONFECCIONE.
- ESTE DADO SERÁ UTILIZADO NO JOGO DA PÁG. 48.



DOMINÓ AMPLIADO DE ANIMAIS

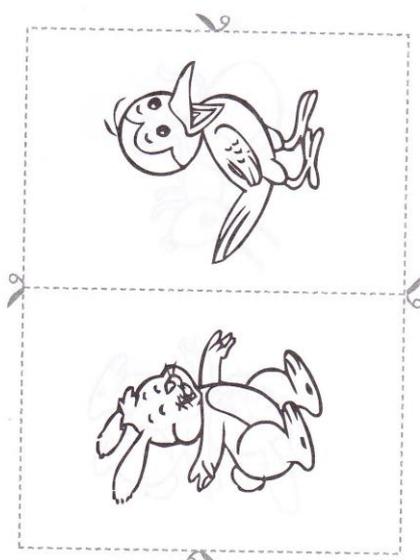
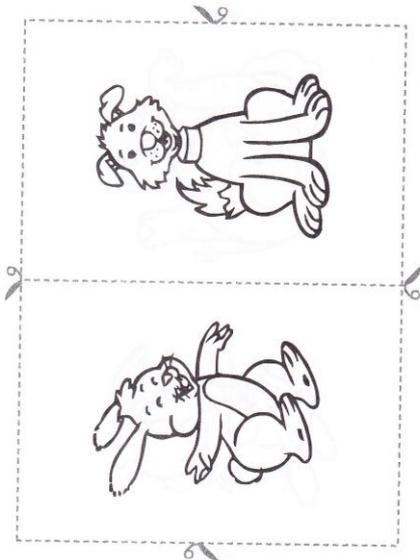
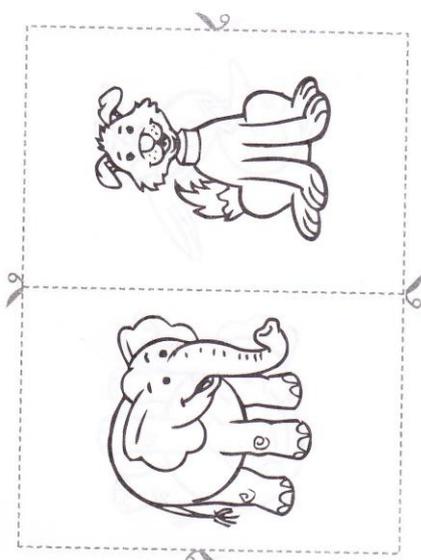
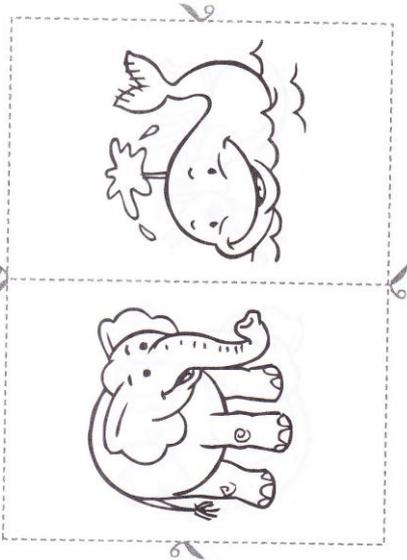
DIVIDIR AS PEÇAS IGUALMENTE CADA ALUNO
COLOCA UMA PEÇA RELACIONANDO COM A FIGURA IGUAL
QUE FOI COLOCADA NA MESA.



CONTINUA...

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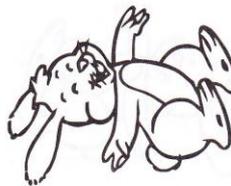
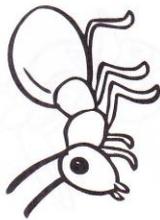
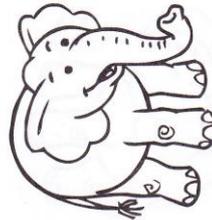
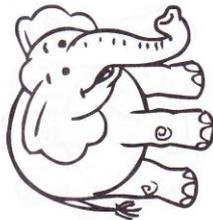
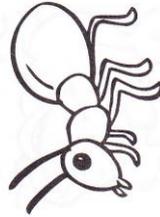
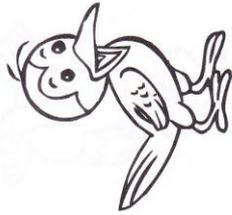
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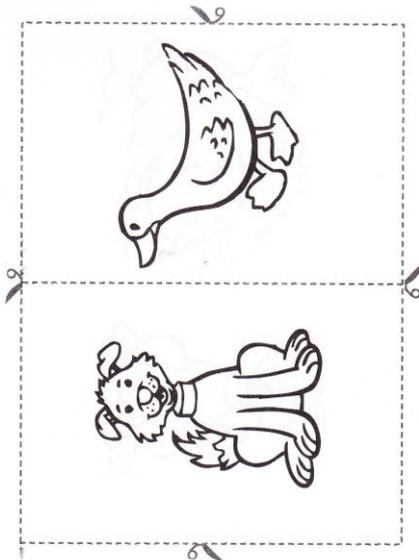
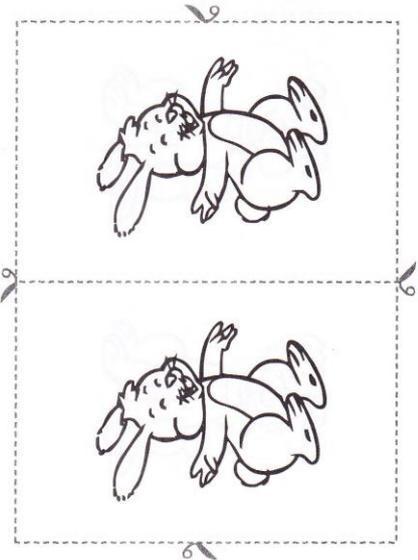
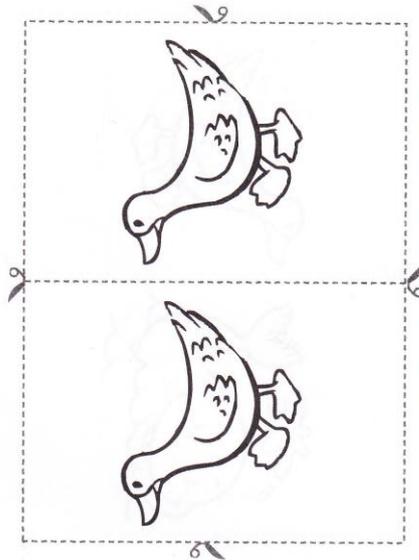
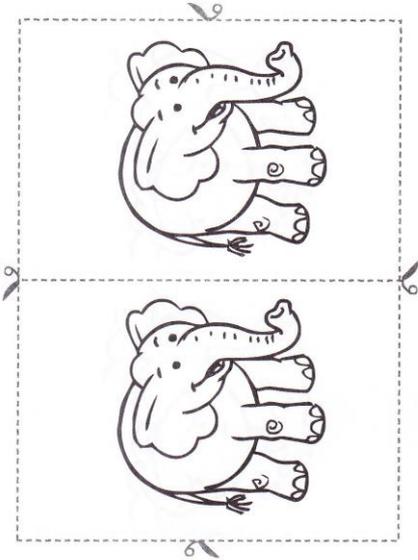
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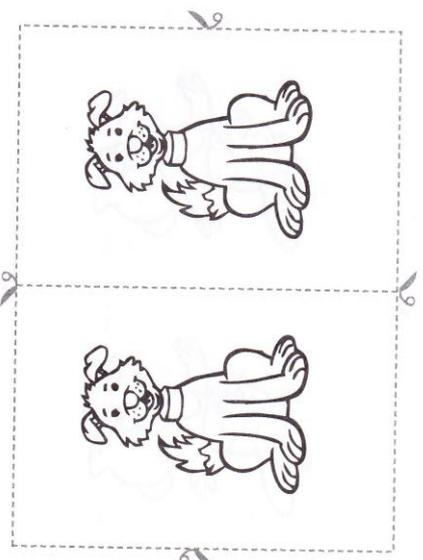
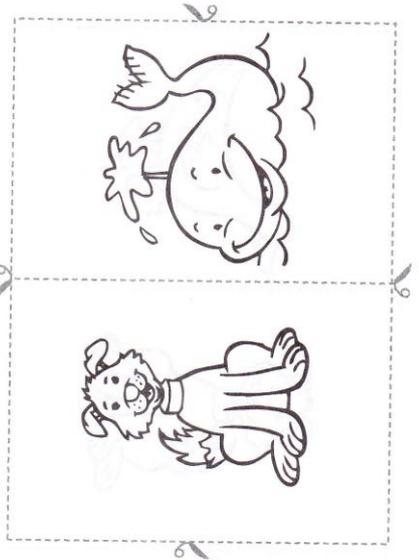
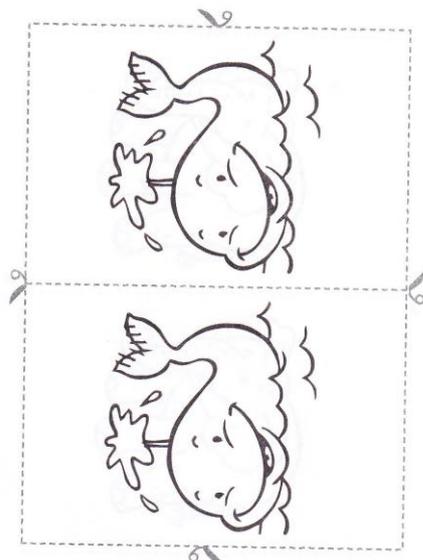
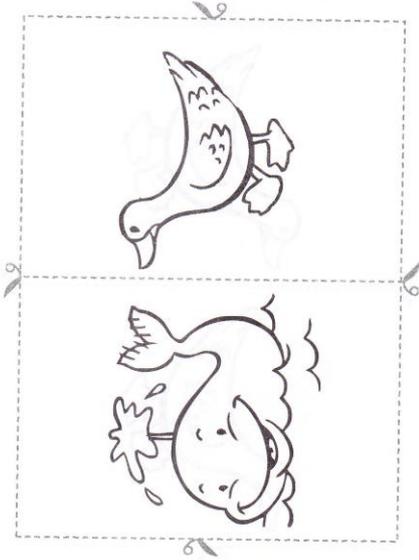
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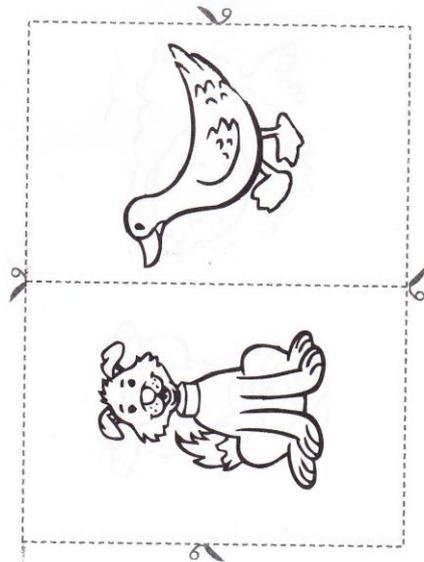
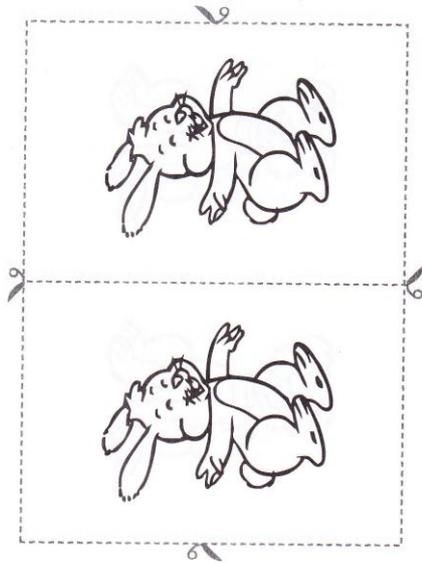
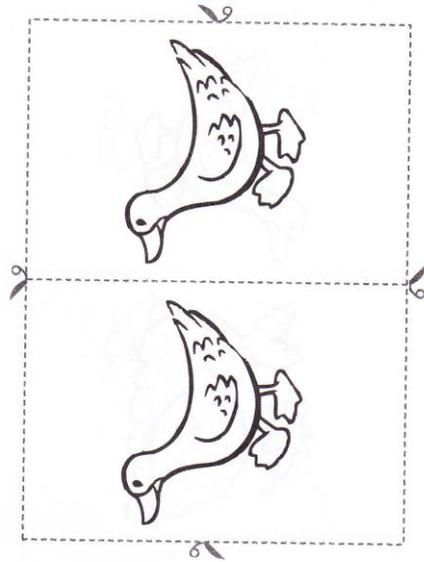
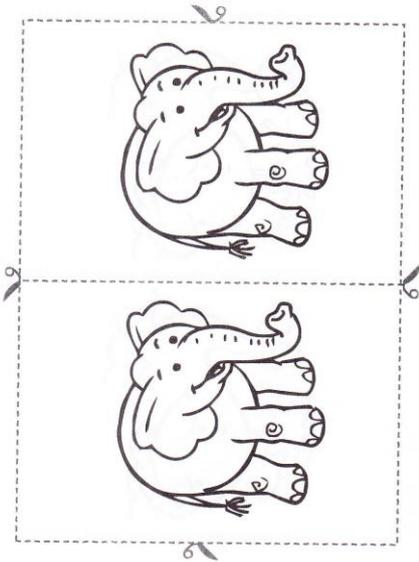


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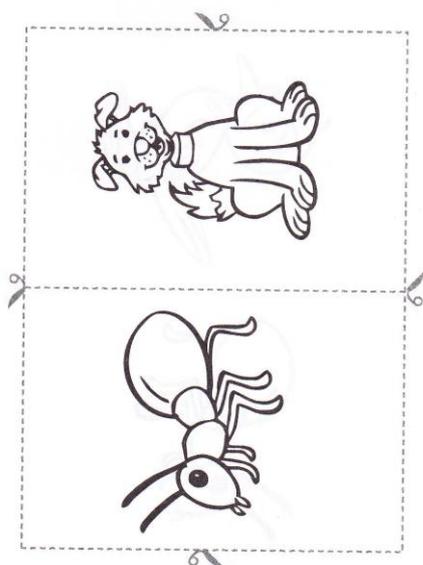
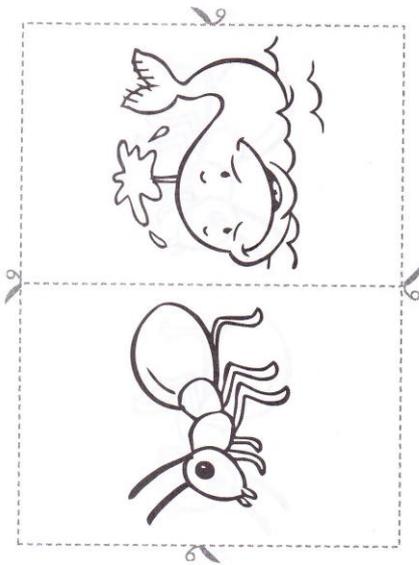
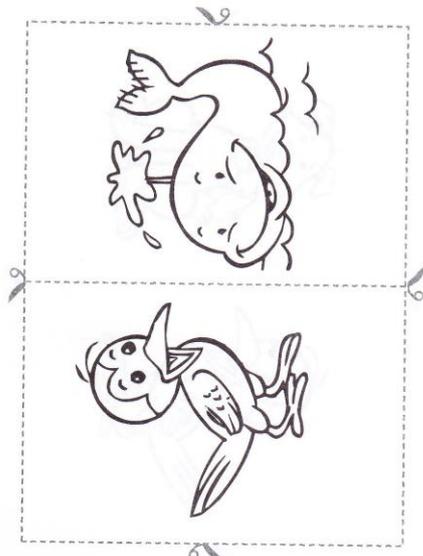
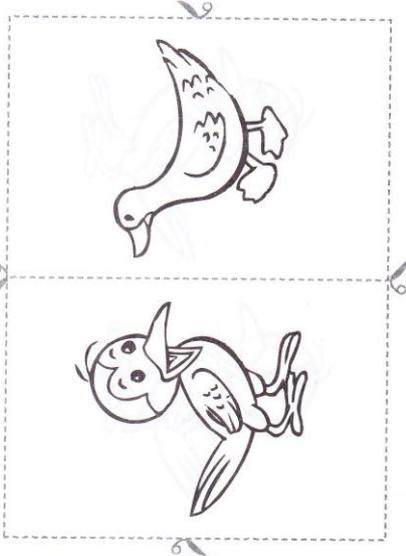
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