Система „Знамогика“

Материали за експериментиране и приложение

На 7 - Учебна тетрадка № 1 - МЕТ

1 1 1 1 1 1 1 1 1 1 1 1

2 2 2 2 2 2 2 2 2 2 2

3 3 3 3 3 3 3 3 3 3 3

4 4 4 4 4 4 4 4 4 4 4

5 5 5 5 5 5 5 5 5 5 5

6 6 6 6 6 6 6 6 6 6

7 7 7 7 7 7 7 7 7 7

8 8 8 8 8 8 8 8 8 8

9 9 9 9 9 9 9 9 9 9

10 10 10 10 10 10 10

11 11 11 11 11 11 11 11

12 12 12 12 12 12 12

13 13 13 13 13 13 13

14 14 14 14 14 14 14

15 15 15 15 15 15 15

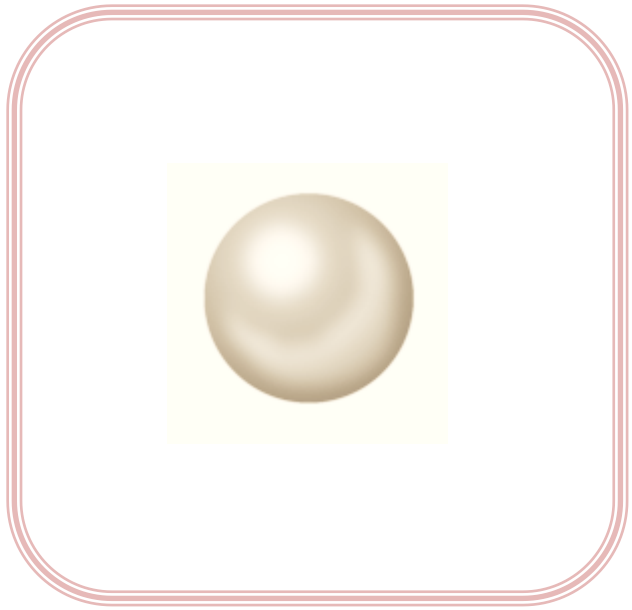
16 16 16 16 16 16 16

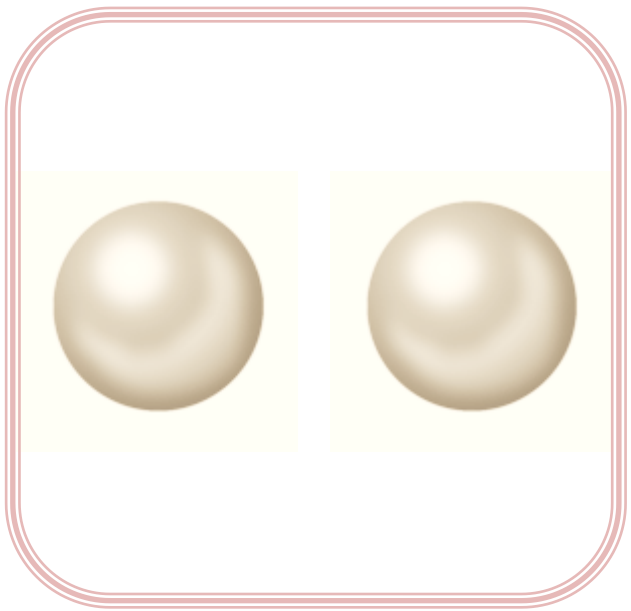
17 17 17 17 17 17 17

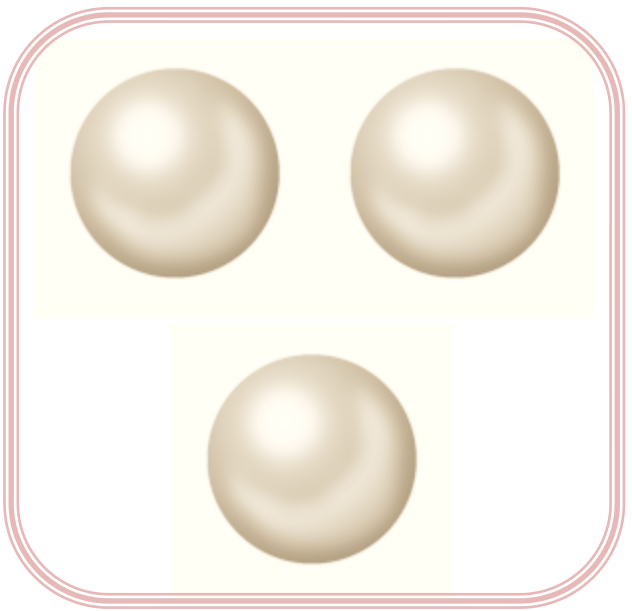
18 18 18 18 18 18 18

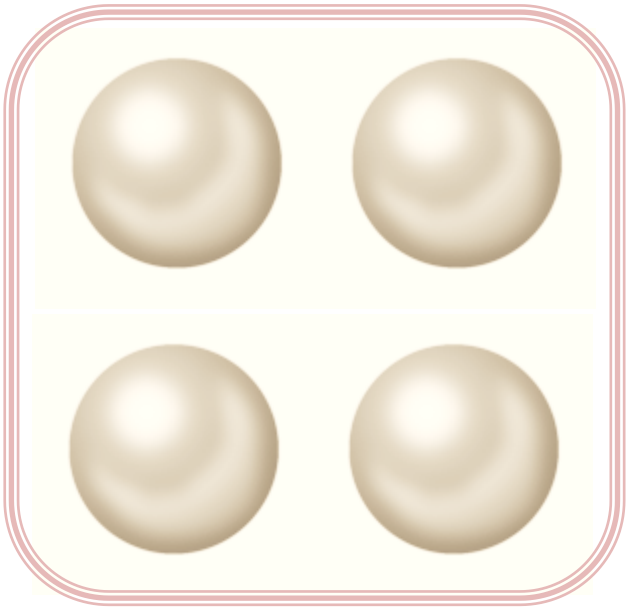
19 19 19 19 19 19 19

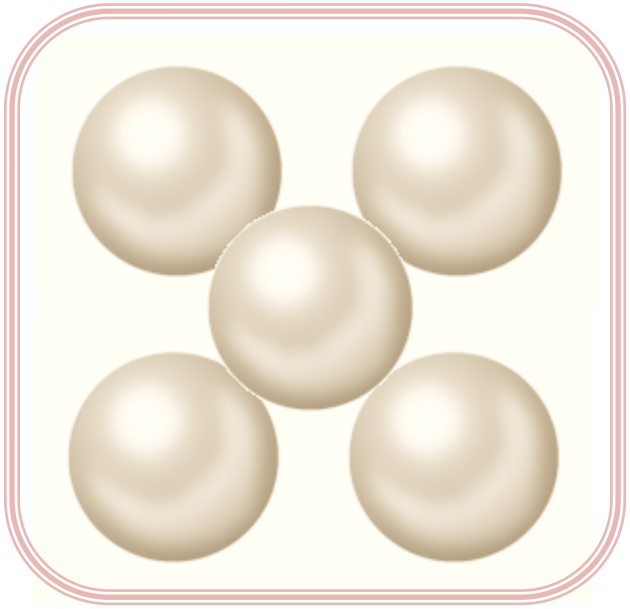
20 20 20 20 20 20 20

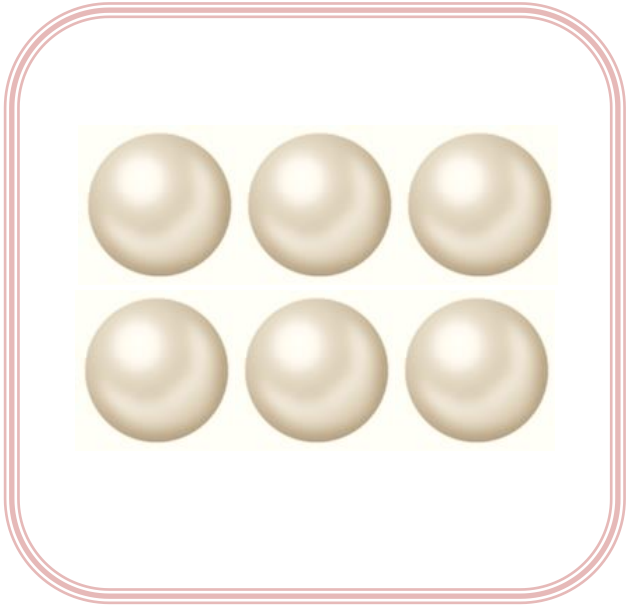


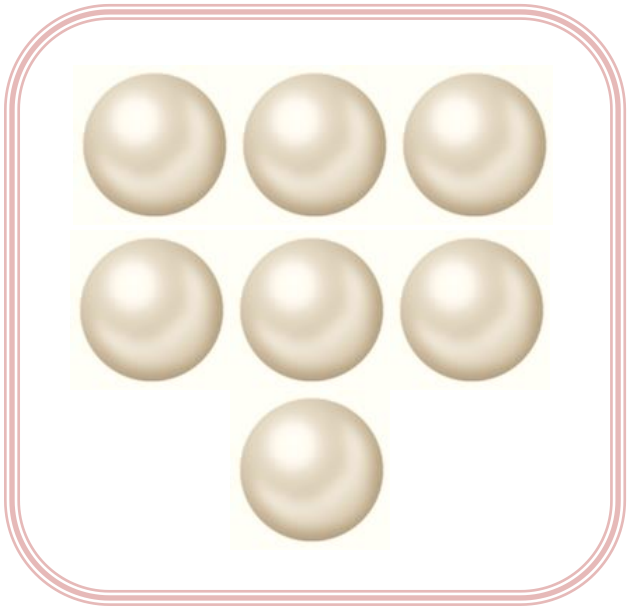


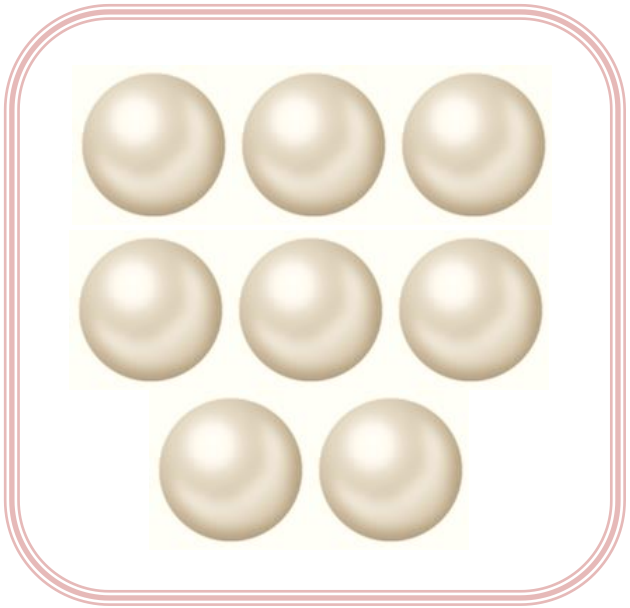


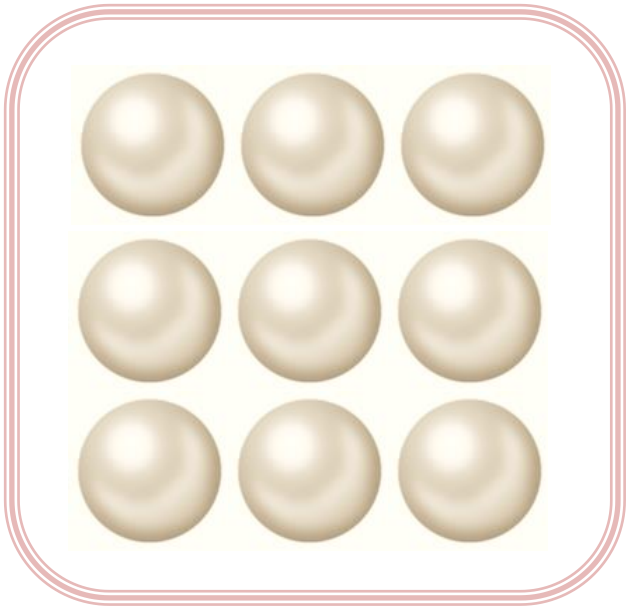


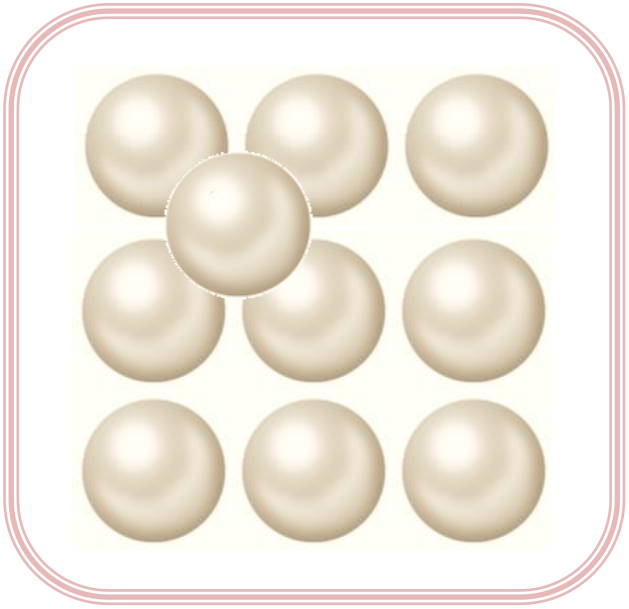


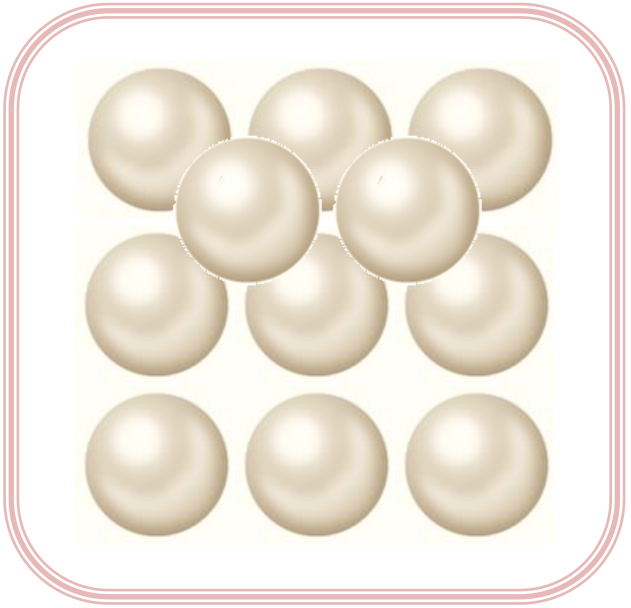


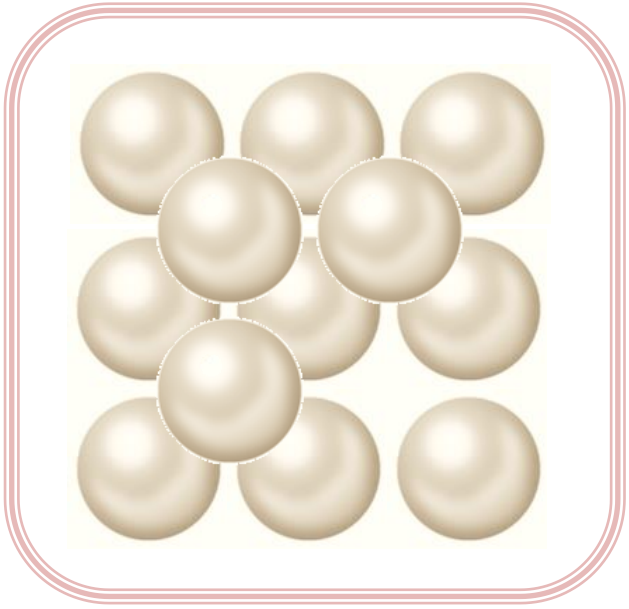


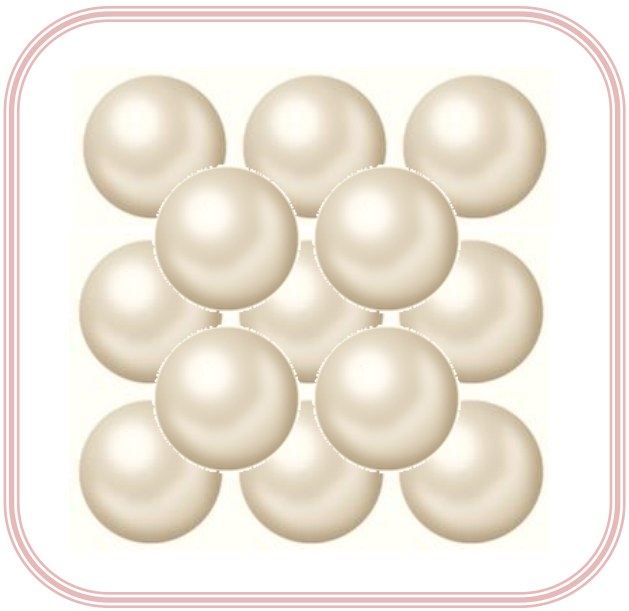
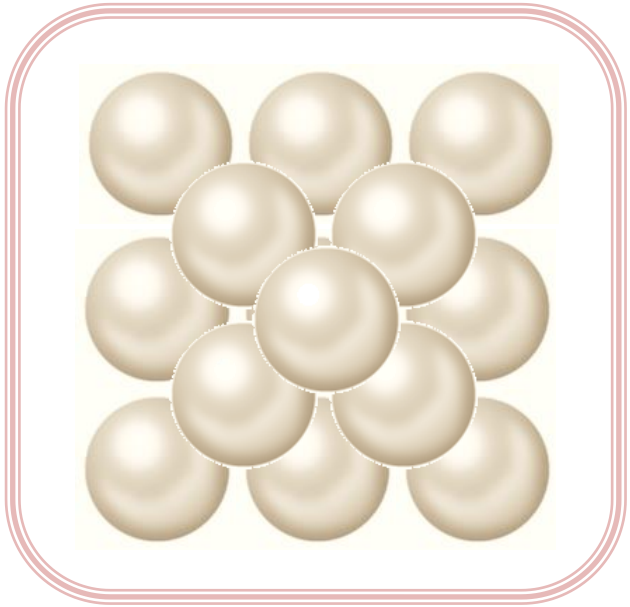
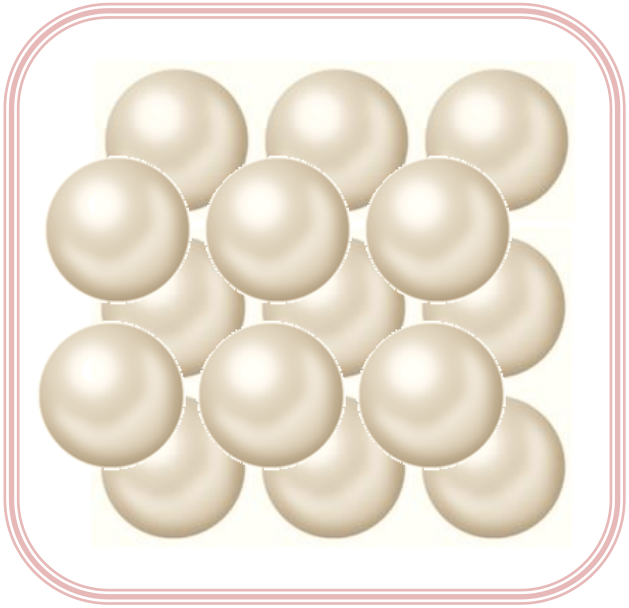
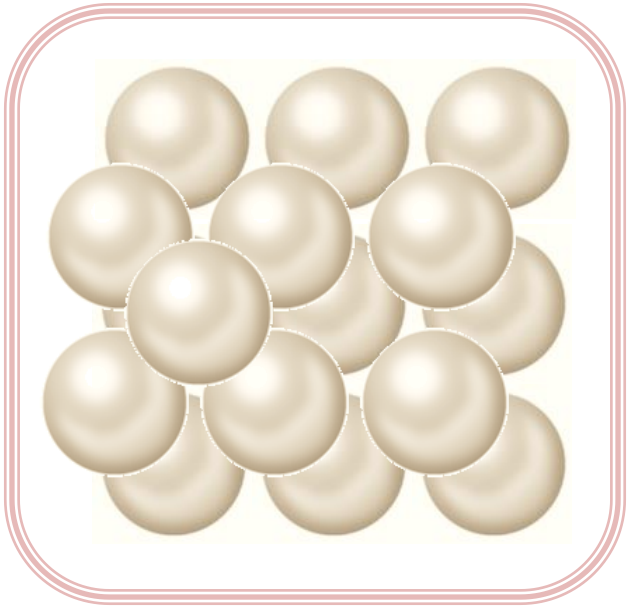
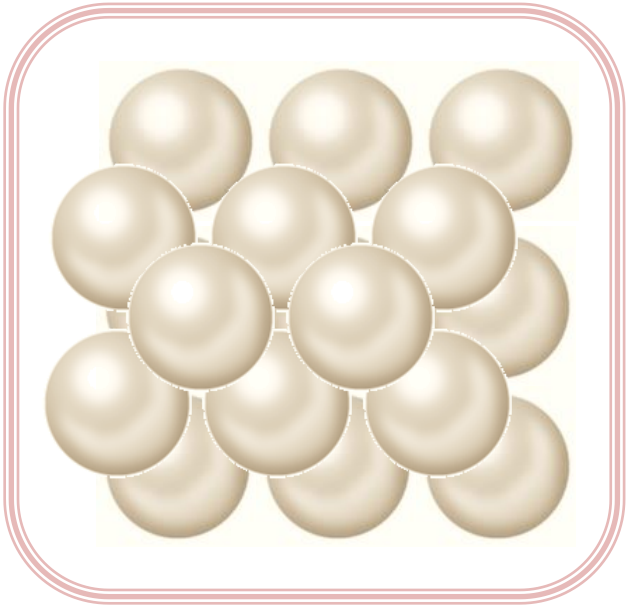
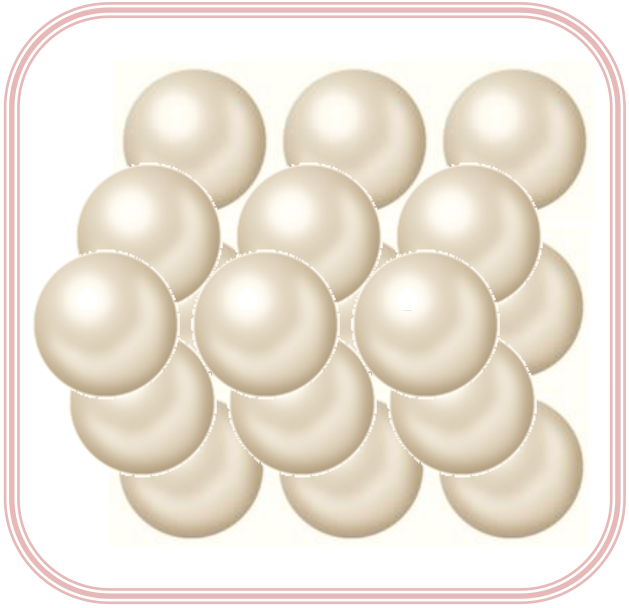


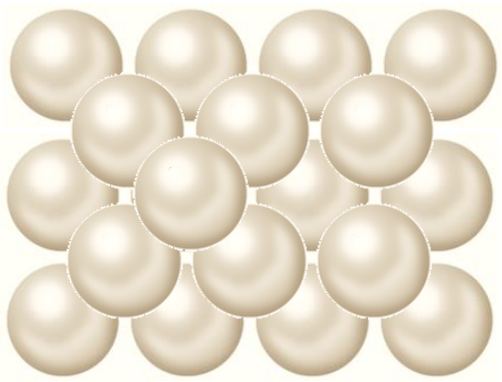


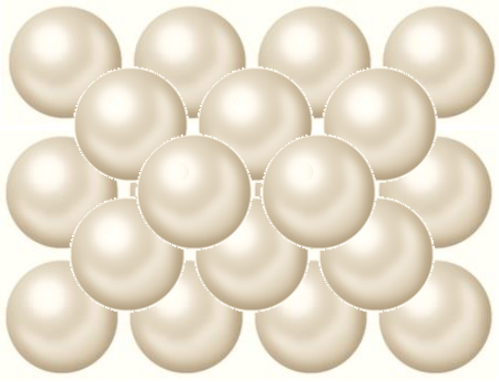








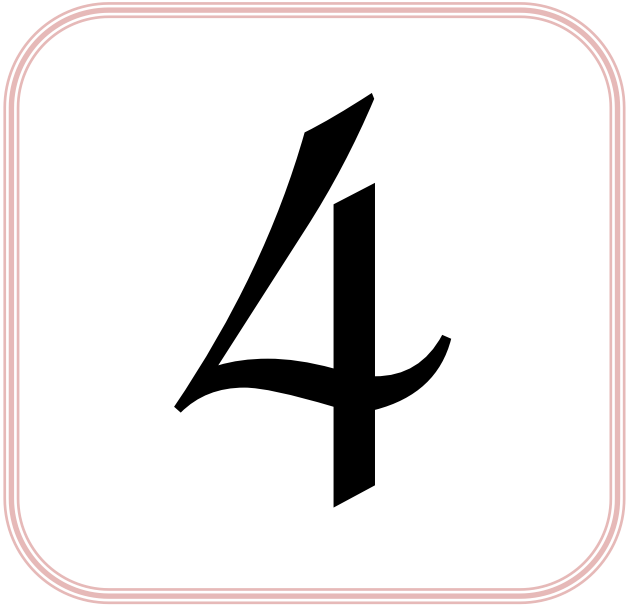


МЕП **Ариел: 3D** Лото ‹Перли›


1

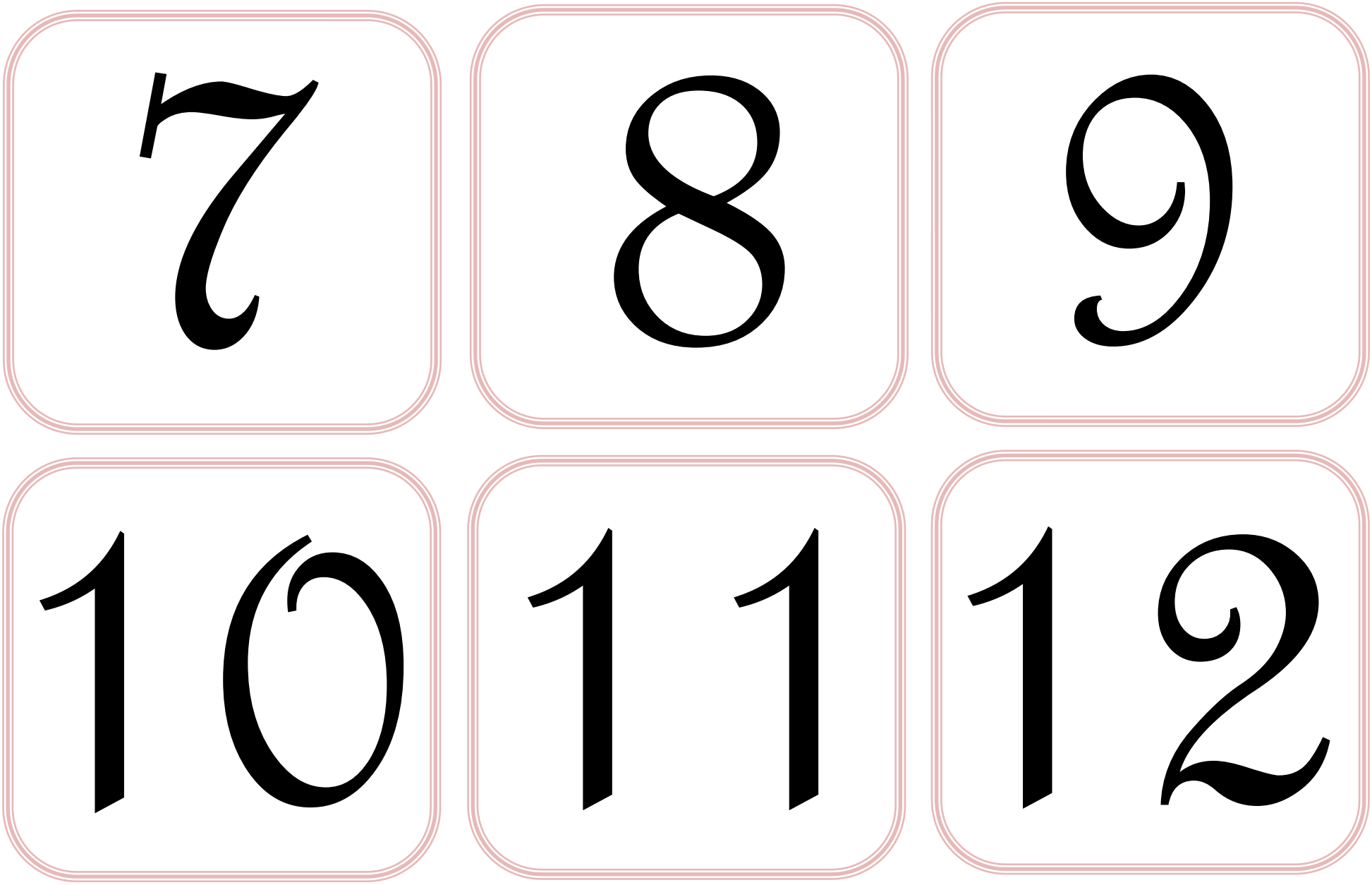

2


3


4


5


6


7
8
9
10
11
12


13


14


15


16


17


18

1920

МЕП **Ариел: 3D** Лото ‹Перли›

Загадката на Себастиан: С кое число се отключва ковчежето?

МЕП **Ариел – Амонит** – Броене с прескачане – Брой през __ , по __-ки.

Загадката на Себастиан: *С кое число се отключва ковчежето?*

МЕП **Ариел – Амонит** – Броене с прескачане – Брой през __ , нечетни.

Загадката на Себастиан: *С кое число се отключва ковчежето?*

МЕП **Ариел – Амонит** – Броене с прескачане – Брой през __ , брой по __-ки.

Загадката на Себастиан: С кое число се отключва ковчежето?

МЕП **Ариел** – **Амонит** – Броене с прескачане – Брой през __.

Загадката на Себастиан: *С кое число се отключва ковчежето?*

МЕП **Ариел – Амонит** – Броене с прескачане – Брой през __ , по __-ки.

Загадката на Себастиан: *С кое число се отключва ковчежето?*

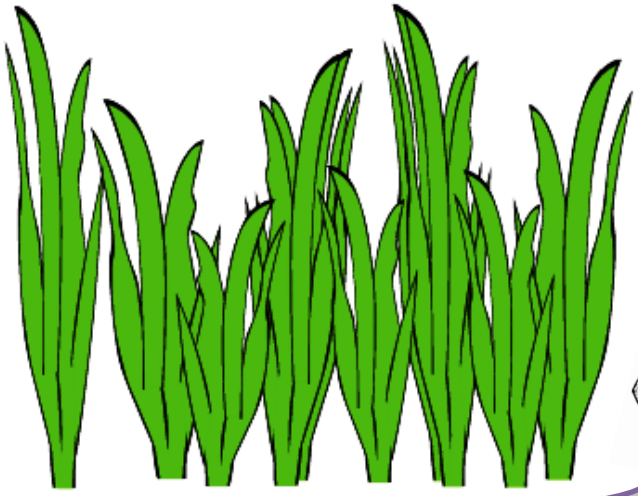
МЕП **Ариел – Амонит** – Броене с прескачане – Брой през __.

Загадката на Себастиан: *С кое число се отключва ковчежето?*

МЕП **Ариел – Амонит** – Броене с прескачане – Брой през __ , брой по __-ци.

Загадката на Себастиан: *С кое число се отключва ковчежето?*

МЕП **Ариел** – **Амонит** – Броене с прескачане – Брой през __.



=3+ __ = 5+1

+4= __ +6=

=4+ __ =7+

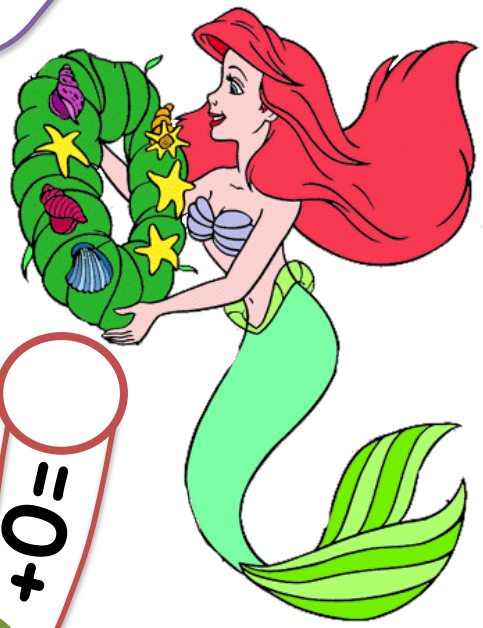
2+3= __ +5=

__ 8

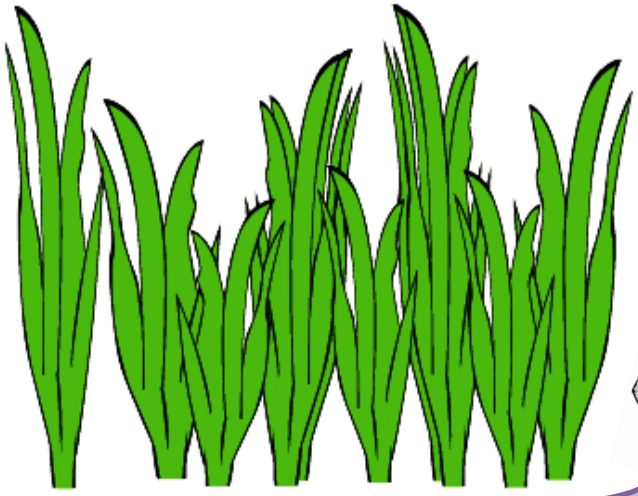
__ 6

+10=

+0=



МЕП - **Наутилуси**– Кой ще стигне пръв?



=4+ __ = 5+2

+2= __ +5=

=6+ __ =3+

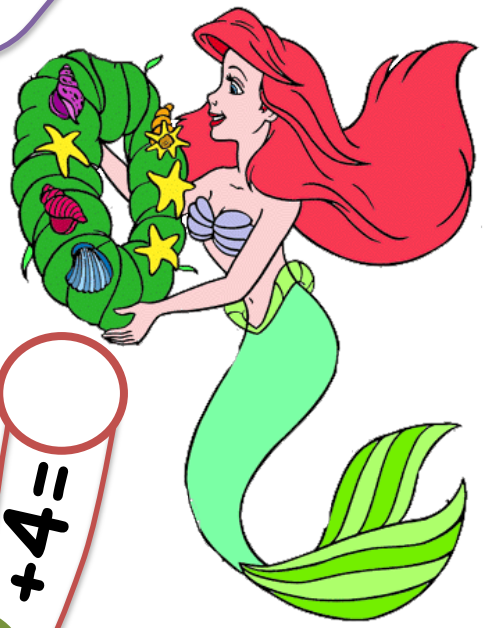
3+4= __ +6=

__ 7

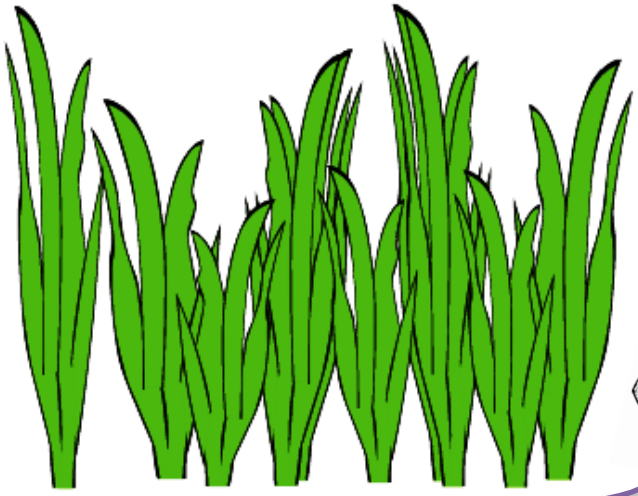
9 __

+12=

+4=



МЕП - **Наутилуси**– Кой ще стигне пръв?



=4+ __ = 3+2

+3= __ +0=

=5+ __ =0+

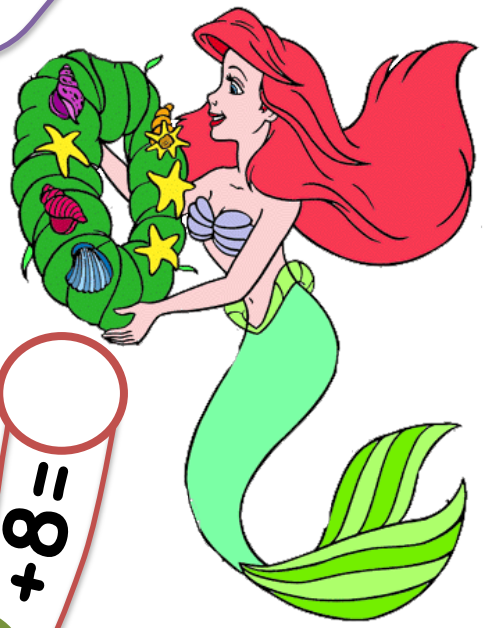
2+4= __ +5=

__ 9

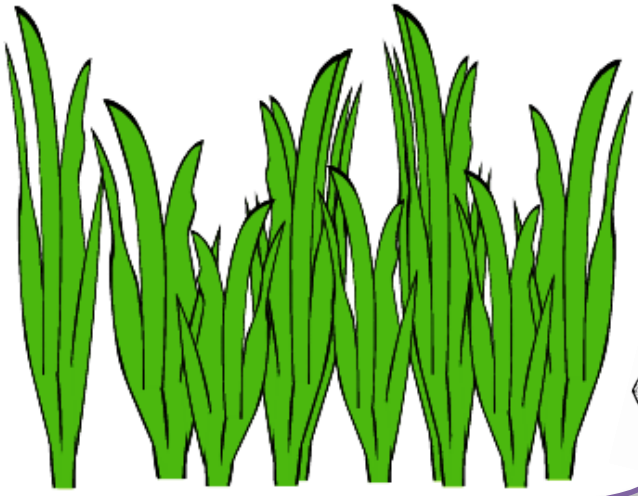
5 __

+11=

+8=



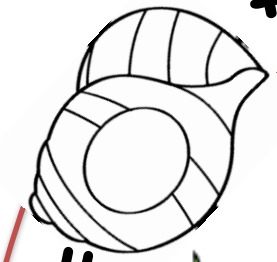
МЕП - **Наутилуси**– Кой ще стигне пръв?

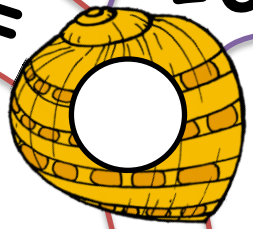


=24+ __ = 5+12

+2= __ +5=

=6+ __ =3+





3+14= __ +26=

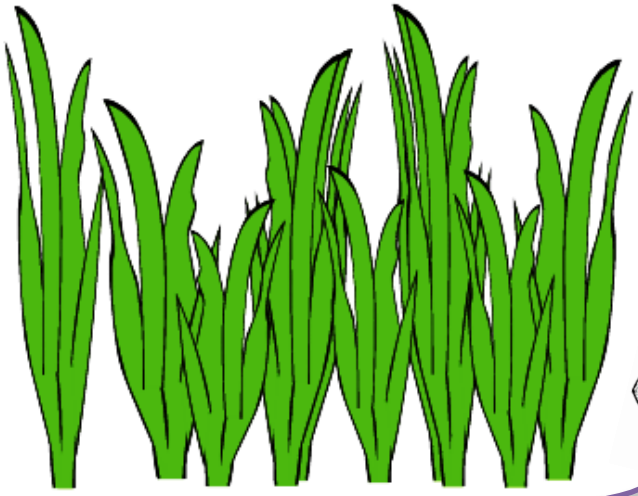
__
17

__
21

-11=

+18=

МЕП - **Наутилуси**– Кой ще стигне пръв?



=4+ __ = 5+25

+12= __ +2=

=3+ __ =13+

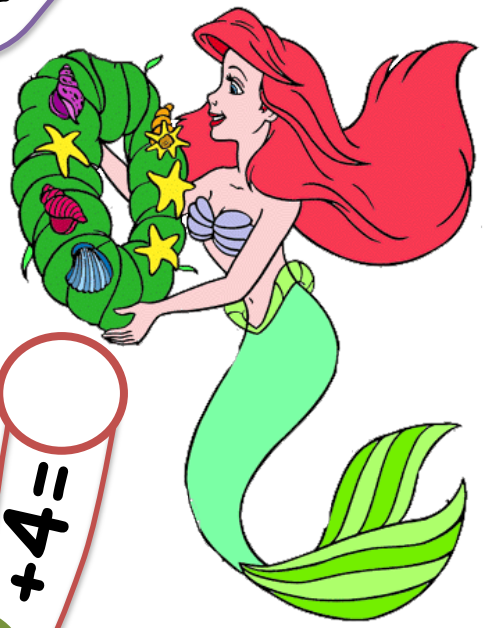
3+23= __ +10=

27

19

+32=

+4=



МЕП - **Наутилуси**– Кой ще стигне пръв?

Вариант 1

20+11

15+27

22+16

9+16

15+14

25+23

14+17

8+36

13+25

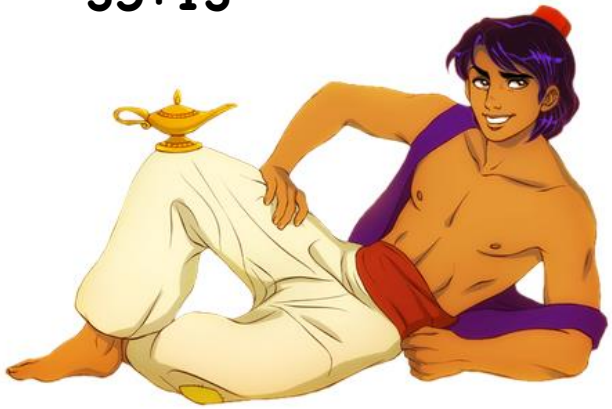
18+7

9+33

35+13

МЕП **Вълшебната лампа на Аладин**

Коя е вълшебната лампа? Пресметни, за да откриеш.
Вълшебната лампа е тази, чийто резултат е число, което не се повтаря с резулатите от другите лампи.



Вариант **2**

23-7

32-11

50-16

42-18

40-16

42-12

21-13

30-9

35-27

49-15

47-23

37-21

МЕТ **Вълшебната лампа на Аладин**

Коя е вълшебната лампа? Пресметни, за да откриеш.
Вълшебната лампа е тази, чийто резултат е число, което не се повтаря с резулатите от другите лампи.

Вариант **3**

45-28

18+17

50-26

31+10

26+9

7+34

32+13

41-36

43-38

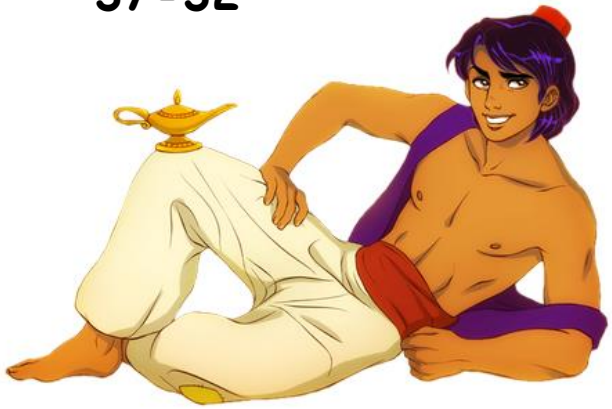
8+16

29-12

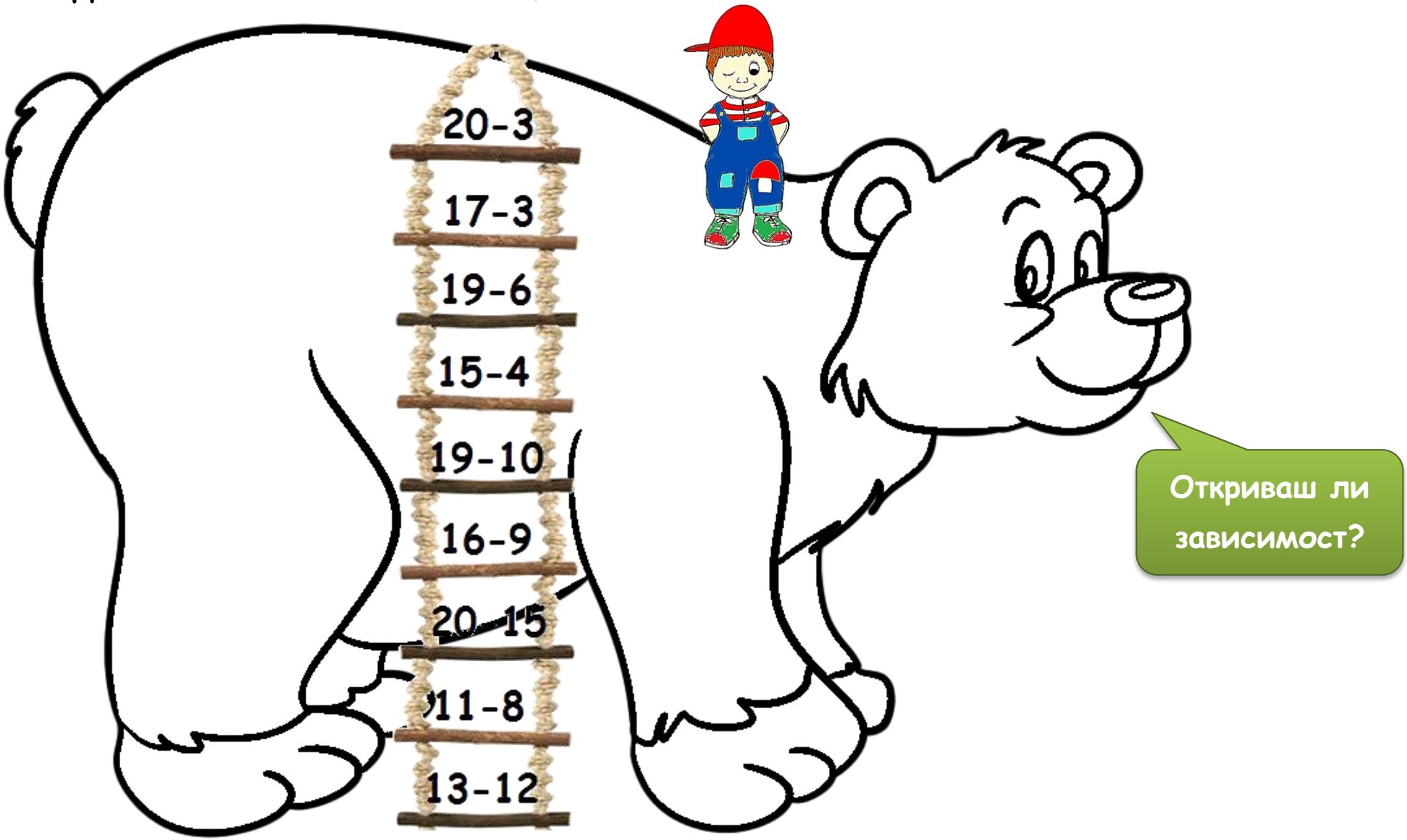
37-32

МЕП **Вълшебната лампа на Аладин**

Коя е вълшебната лампа? Пресметни, за да откриеш.
Вълшебната лампа е тази, чийто резултат е число, което не се повтаря с резулатите от другите лампи.



Помогни на Гъбарко да слезе по стълбата на мечока, като решиш задачите на всяко стъпало.



МЕП **Гъбарко – По стълбата на мечока** – изваждане до 20

Помогни на Гъбарко да слезе по стълбата на мечока, като решиш задачите на всяко стъпало.

МЕП **Гъбарко – По стълбата на мечока** – изваждане до 50

Помогни на Гъбарко да се качи на стълбата на мечока, като решиш задачите на всяко стъпало.

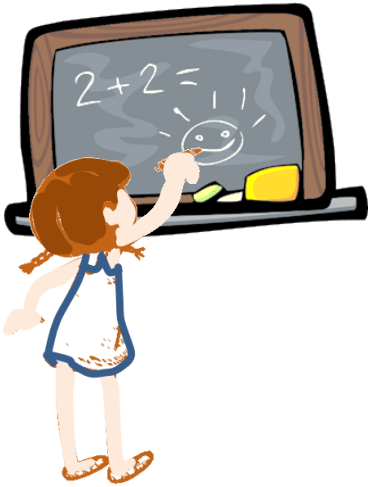
МЕП **Гъбарко – По стълбата на мечока** – събиране до 20

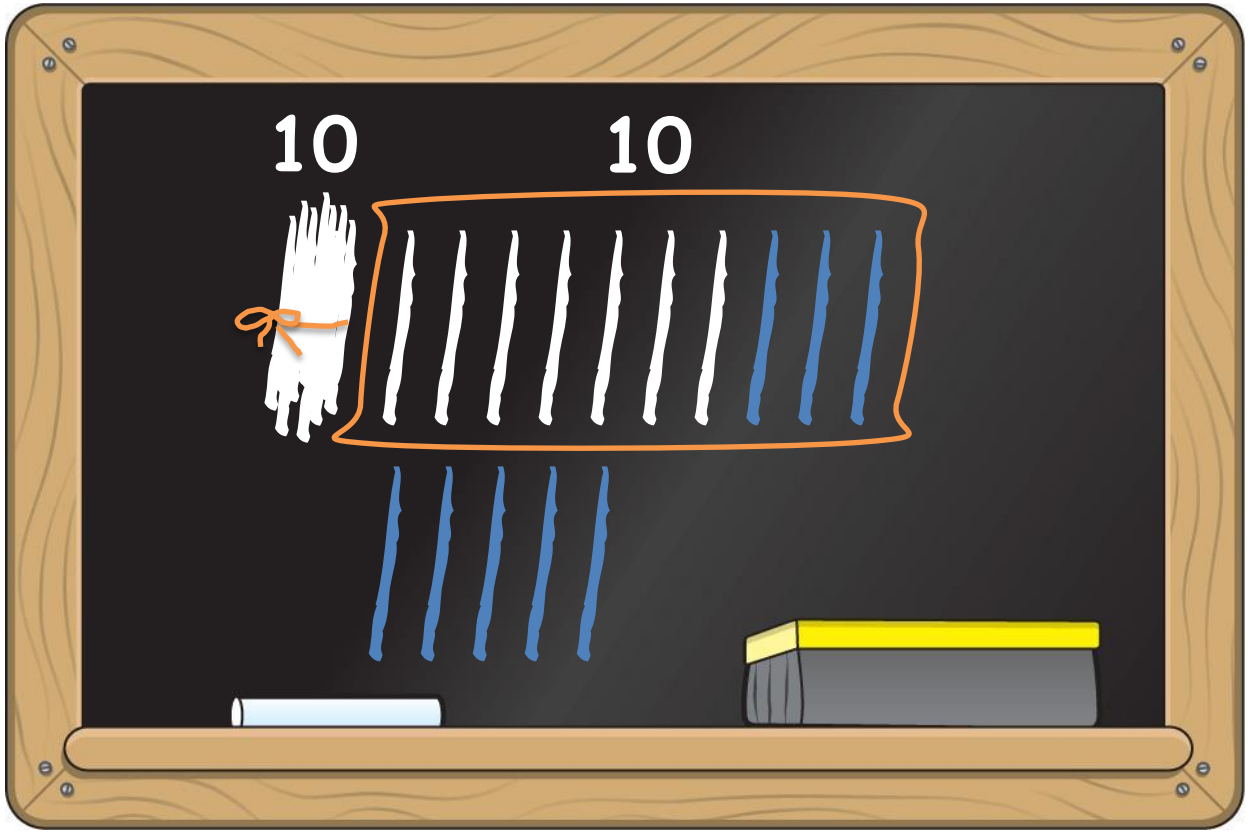
Помогни на Гъбарко да се качи на стълбата на мечока, като решиш задачите на всяко стъпало.

Откриваш ли зависимост?

МЕП **Гъбарко – По стълбата на мечока** – събиране до 50

Задачи с чертички – събиране с дописване



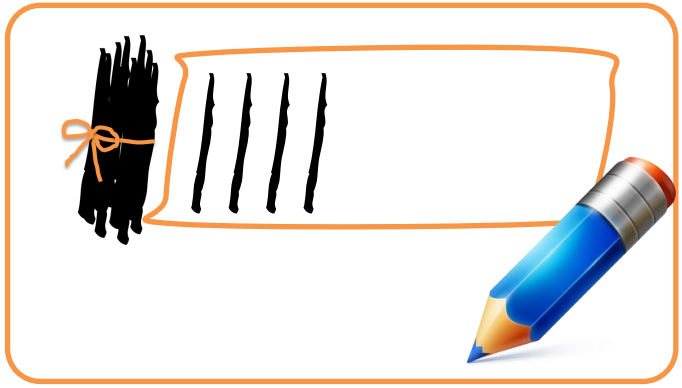


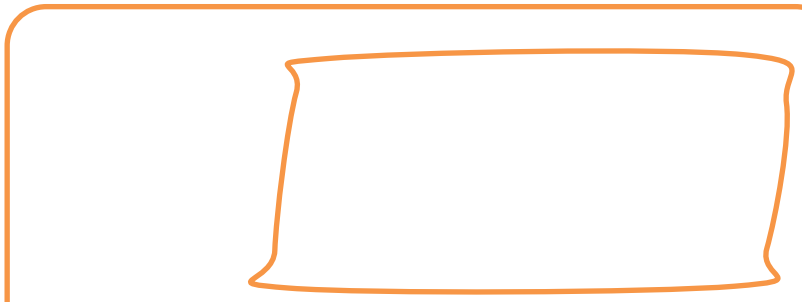
17 + 8 = ___

20 + _ = ___

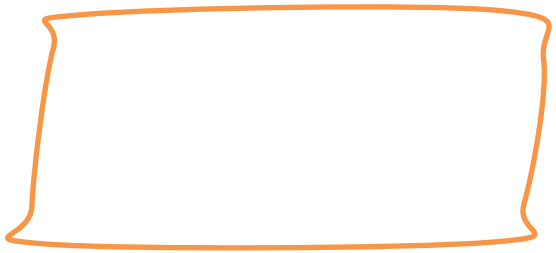
Сега си ти... Дорисувай толкова чертички, колкото показва второто събираемо, и реши задачата.

14 + 9 = ___





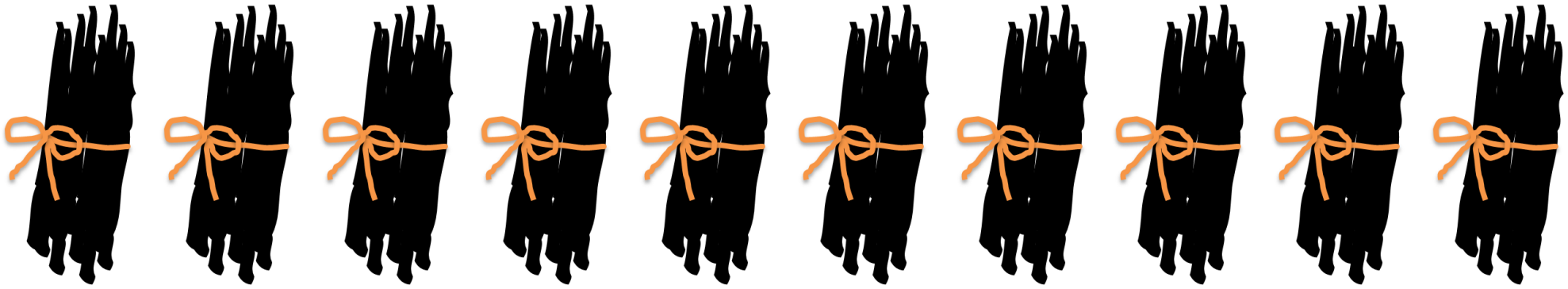
18 + 7 = ___

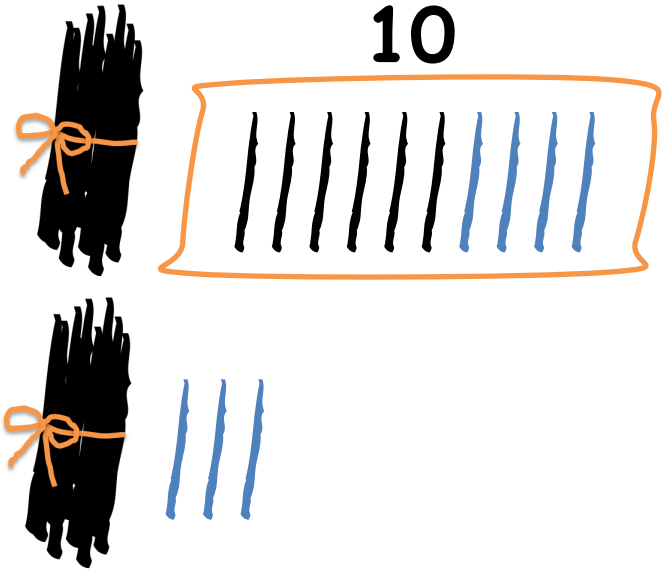


15 + 9 = ___

25 + 7 = ___

38 + 6 = ___





$$16 + 17 =$$

$$= 16 + 10 + 7 =$$

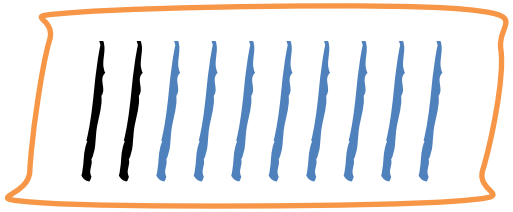
$$= 26 + 7 = \_\_\_$$

$$15 + 19 =$$

$$= 15 + 10 + 9 =$$

$$= 25 + 9 = \_\_\_$$

10



$12 + 19 =$

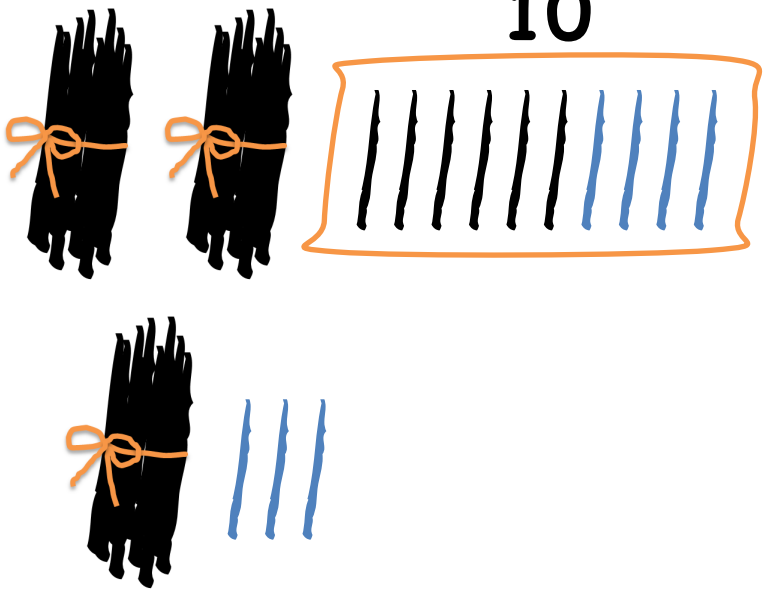
$= 12 + 10 + 9 =$

$= 22 + 9 = \_\_\_$

$15 + 15 =$

$= 15 + 10 + 5 =$

$= 25 + 5 = \_\_\_$



$$26 + 17 =$$

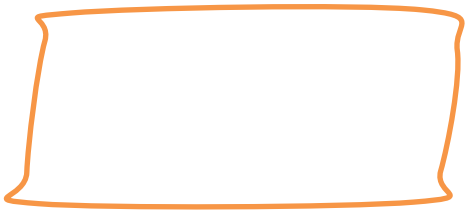
$$= 26 + 10 + 7 =$$

$$= 36 + 7 = \_\_\_$$

$$21 + 14 =$$

$$= 21 + 10 + 4 =$$

$$= 31 + 4 = \_\_\_$$



$$24 + 19 =$$

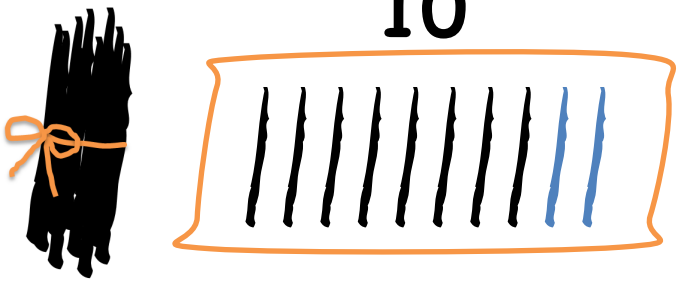
$$= 24 + 10 + 9 =$$

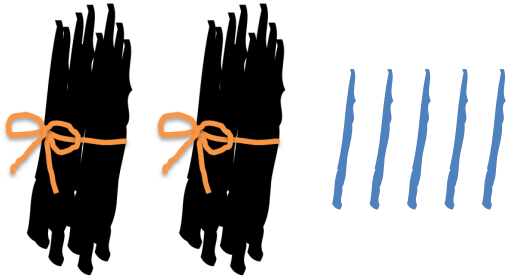
$$= 34 + 9 = \_\_\_$$

$$26 + 16 =$$

$$= 26 + 10 + 6 =$$

$$= 36 + 6 = \_\_\_$$





$$18 + 27 =$$

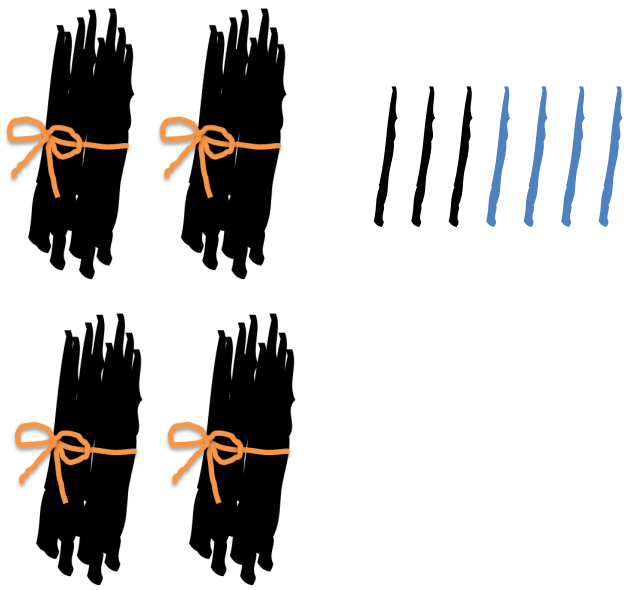
$$= 18 + 20 + 7 =$$

$$= 38 + 7 = \_\_\_$$

$$15 + 29 =$$

$$= 15 + 20 + 9 =$$

$$= \_\_\_ + \_\_\_ = \_\_\_$$



23 + 24 =

= 20 + 3 + 20 + 4 =

= 40 + 3 + 4 = ___

27 + 21 =

= 20 + _ + 20 + _ =

= 40 + _ + _ = ___

___ + ___ =

= _____ =

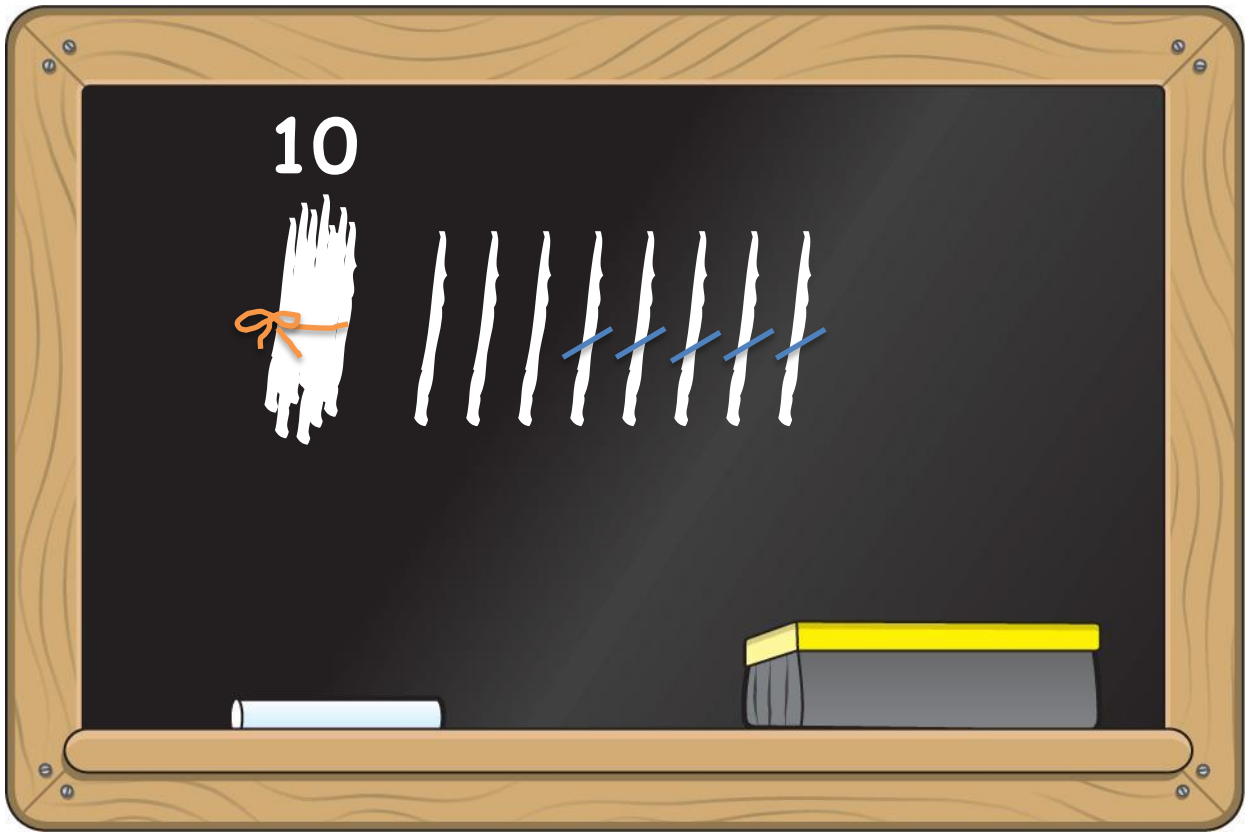
= _____ = ___

___ + ___ =

= _____ =

= _____ = ___

Задачи с чертички – изваждане със задраскване



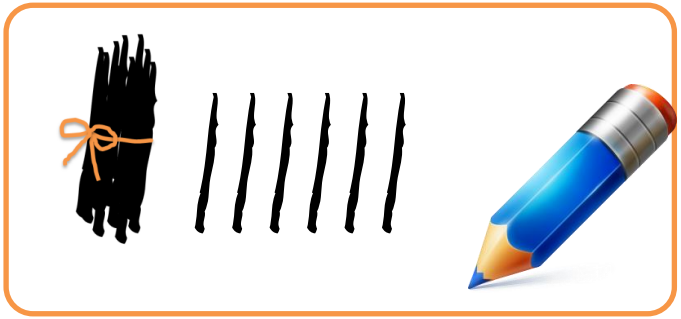
18 - 5 = ___

8 - 5 = _

10 + 3 = ___

Сега си ти... Задраскай толкова чертички, колкото показва умалителя, и реши задачата.

16 - 4 = ___

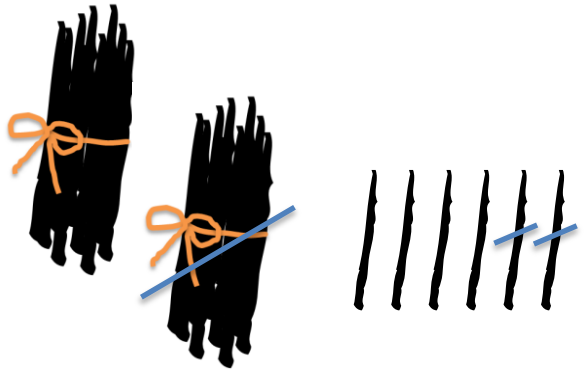


16 - 3 = ___

17 - 5 = ___

18 - 4 = ___

15 - 5 = ___



26 - 12 = ___

12 = 10 + 2

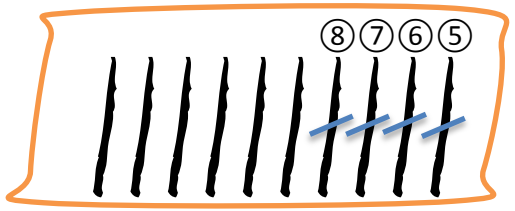
___ = 10 + _

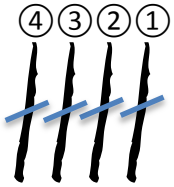
28 - 15 = ___

15 = 10 + _

___ = 10 + _

10





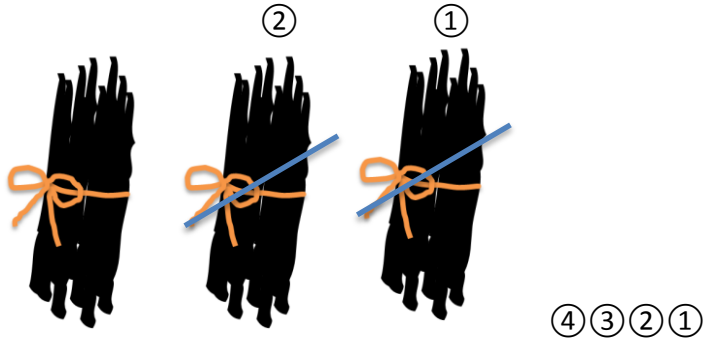
24 - 18 = ___

18 = 10 + 8

10

23 - 19 = ___

19 = 10 + _



36 - 24 = ___

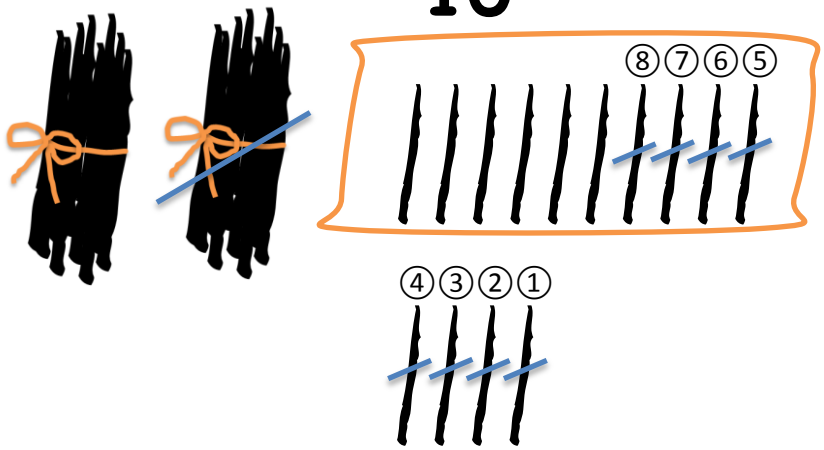
24 = 20 + 4

___ = 10 + _

39 - 25 = ___

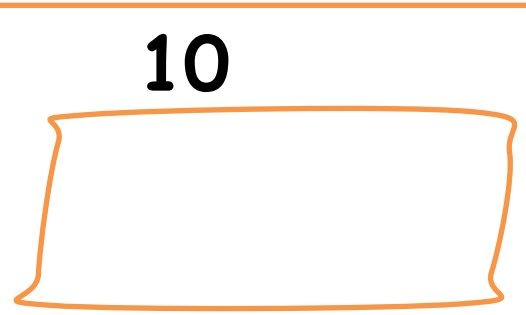
25 = 20 + _

___ = 10 + _



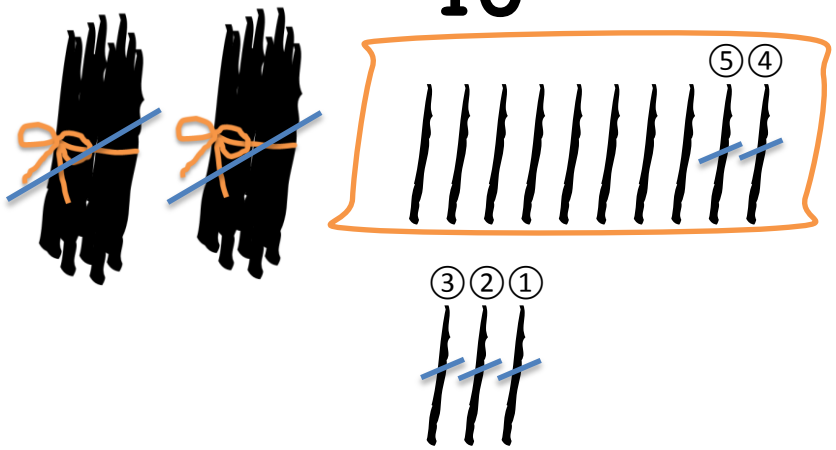
34 - 18 = ___

18 = 10 + 8



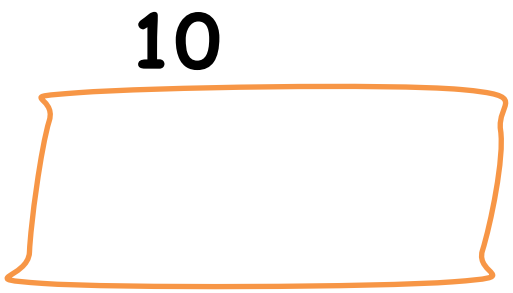
32 - 19 = ___

19 = 10 + _



33 - 25 = ___

25 = 20 + 5



42 - 27 = ___

27 = 20 + _

10

___ - ___ = ___

___ = ___ + _

10

___ - ___ = ___

___ = ___ + _

___ - ___ = ___

___ = ___ + ___

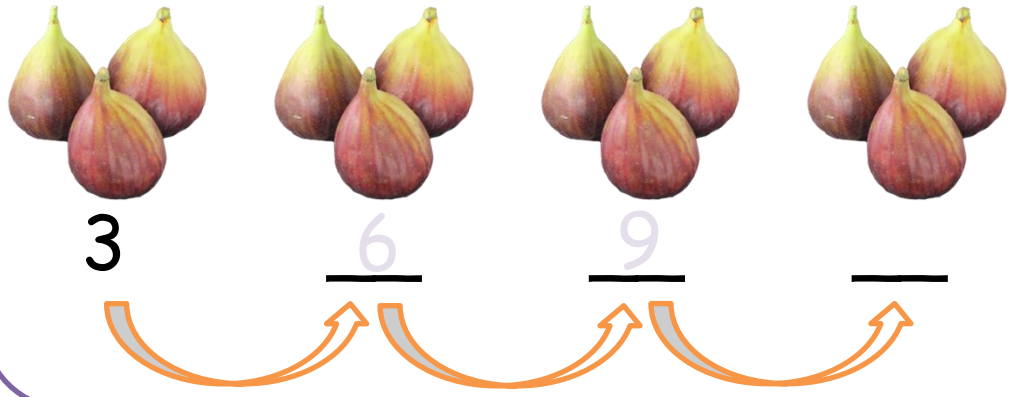
___ = ___ + ___

___ - ___ = ___

___ = ___ + ___

___ = ___ + ___

Броене с проследяване (до 20)



2 ___ ___ ___ ___ ___ ___ Общо: ___

___ ___ ___ ___ ___ ___ Общо: ___

Пресметни сбора на числата, като проследиш редицата от числа.

2 3 1 4 2 1 0 5 Общо: _____

1 2 2 3 5 2 1 4 Общо: _____

2 6 1 3 2 1 4 0 Общо: _____

5 3 0 2 2 1 0 4 Общо: _____

0 4 1 4 1 1 0 5 Общо: _____

2 3 2 3 2 3 2 3 Общо: _____

6 1 1 4 2 1 0 5 Общо: _____

МЕП **Малкия Мук** – Колко са смокините?

Колко са вътре? (до 20)

+ 2 = 15 15 – 2 = ___

В делвата има ____ златни монети.

+ 2 = 15 _____

+ 5 = 18 _____

+ 3 = 17 _____

+ 12 = 19 _____

+ 11 = 20 _____

+ 9 = 15 _____

- 2 = 15 _____

- 6 = 12 _____

- 5 = 14 _____

- 8 = 11 _____

- 7 = 13 _____

- 12 = 6 _____

- 13 = 5 _____

- 10 = 8 _____

- 1 = 10 _____

МЕП **Малкия Мук** - В делвата

Колко са вътре? (до 50)

+ 12 = 25 25 – 12 = ___

В делвата има ____ златни монети.

+ 22 = 35 _____

+ 32 = 48 _____

+ 17 = 41 _____

+ 29 = 50 _____

+ 26 = 35 _____

+ 8 = 23 _____

МЕП **Малкия Мук** - В делвата

- 20 = 15 _____

- 12 = 25 _____

- 27 = 18 _____

- 29 = 12 _____

- 39 = 6 _____

- 2 = 40 _____

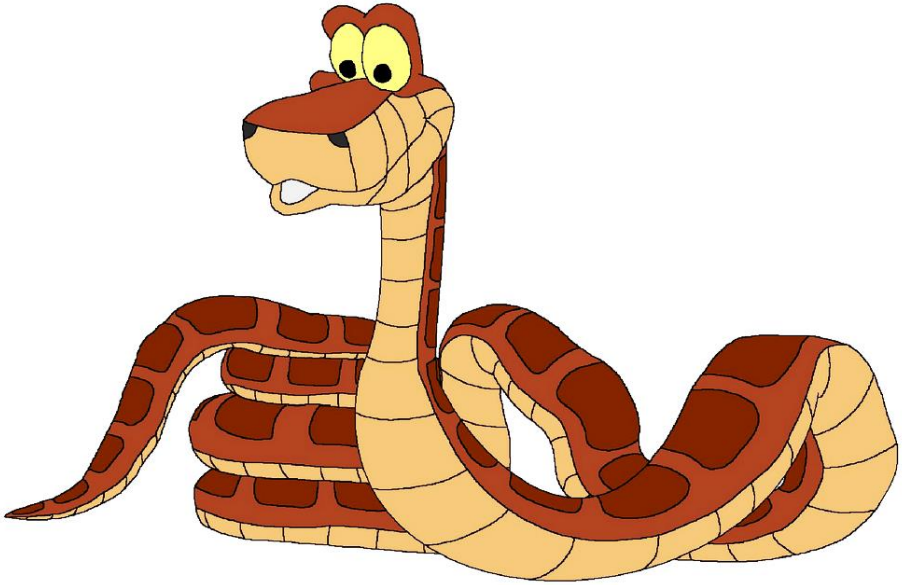
- 30 = 17 _____

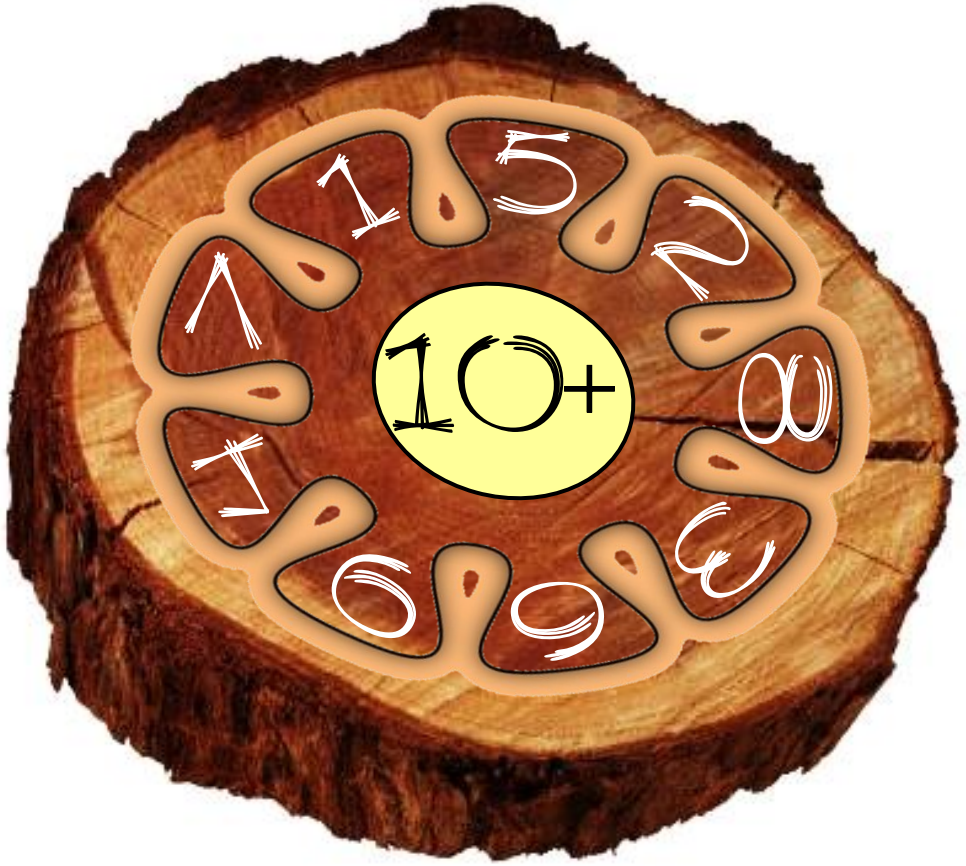
- 13 = 15 _____

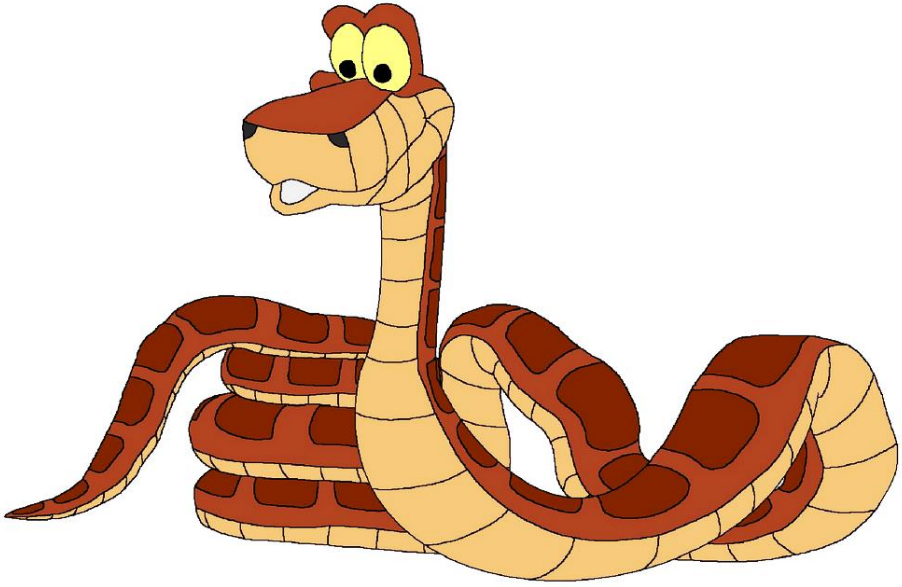
- 41 = 9 _____

МЕП **Малкия Мук** - В делвата

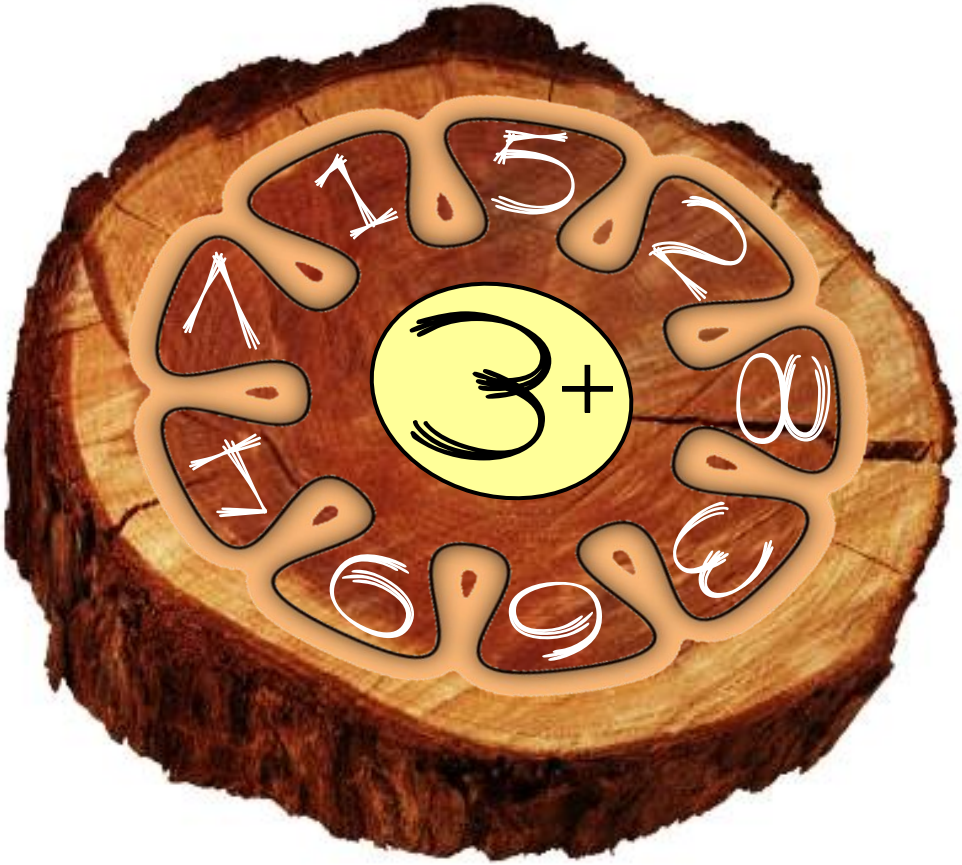
МЕП **Маугли** – Математическа розетка

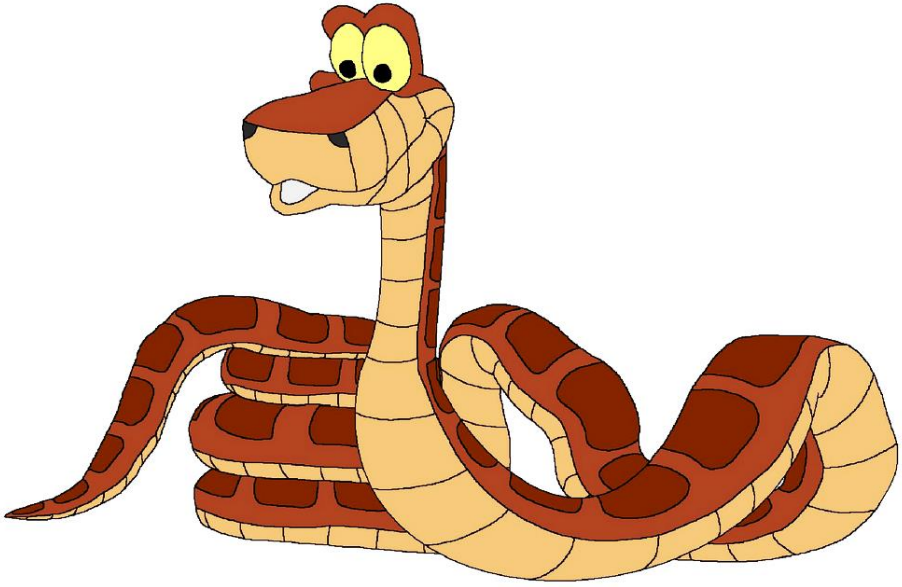






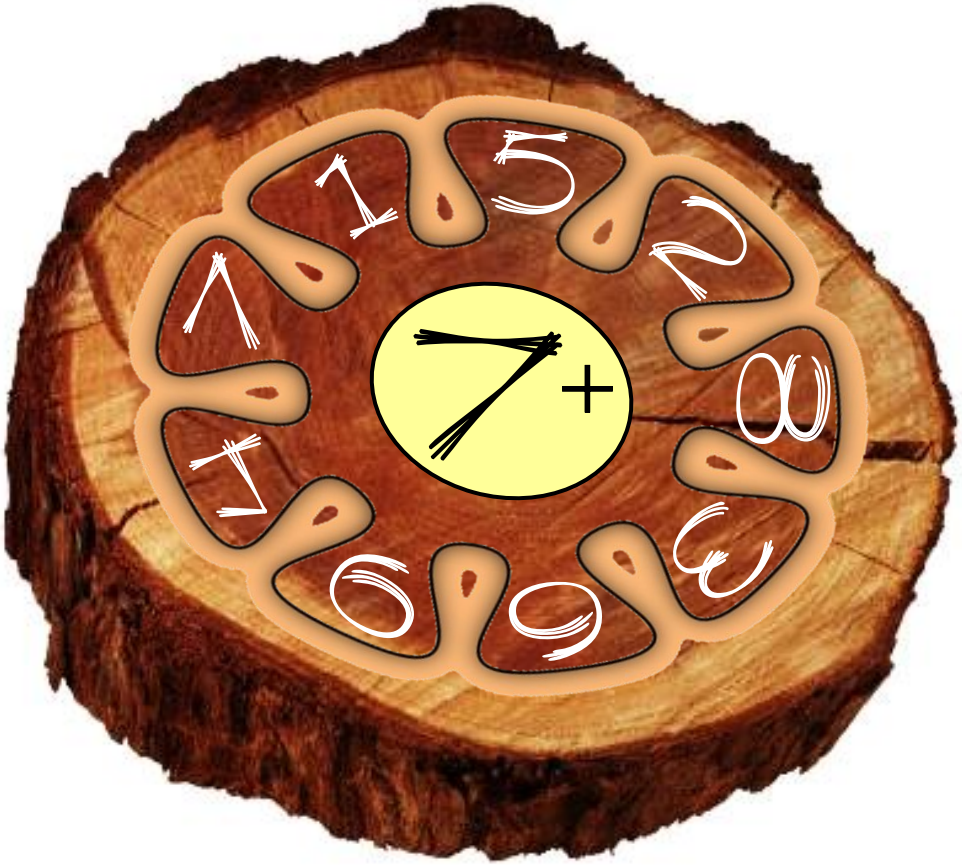
МЕП **Маугли** – Математическа розетка



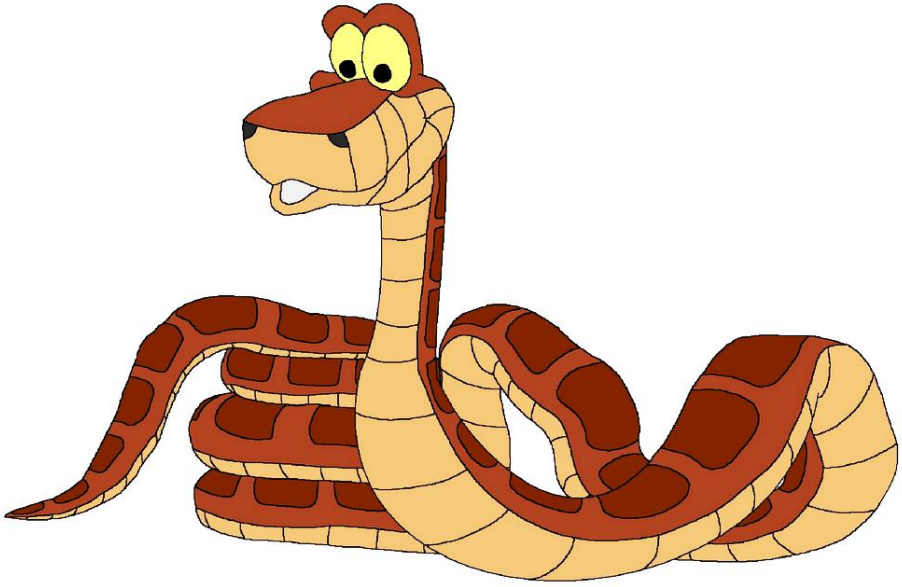


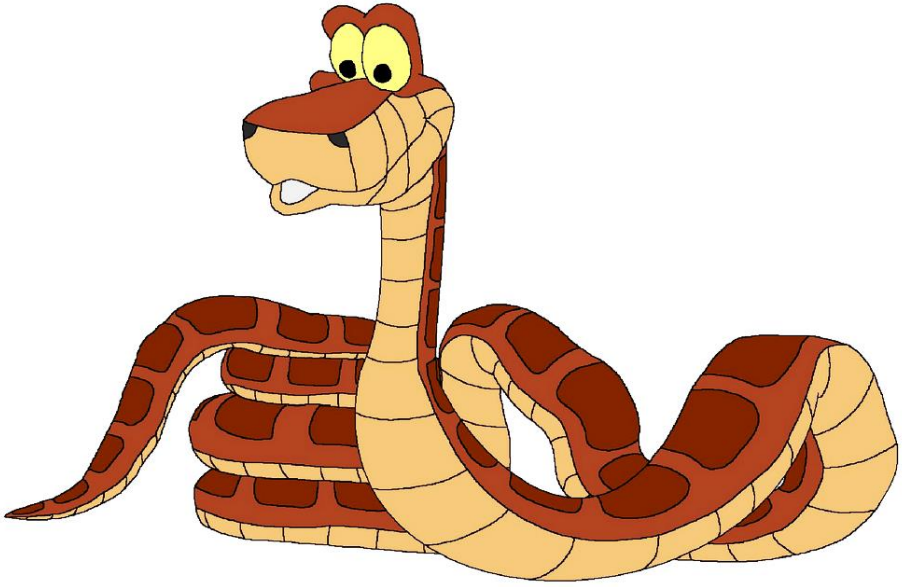
МЕП **Маугли** – Математическа розетка

МЕП **Маугли** – Математическа розетка

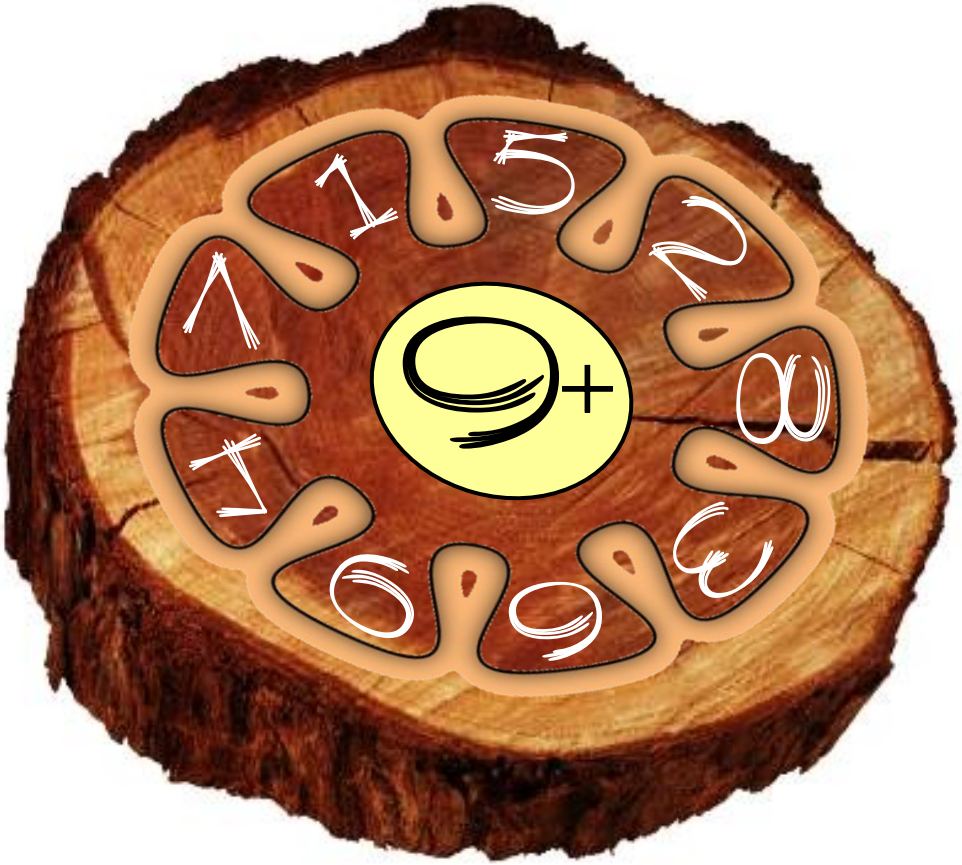


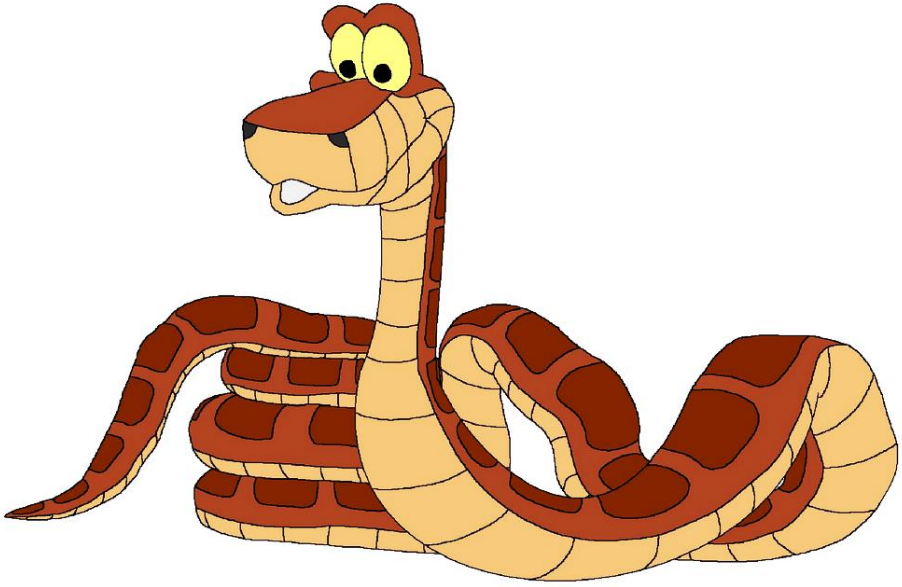
МЕП **Маугли** – Математическа розетка



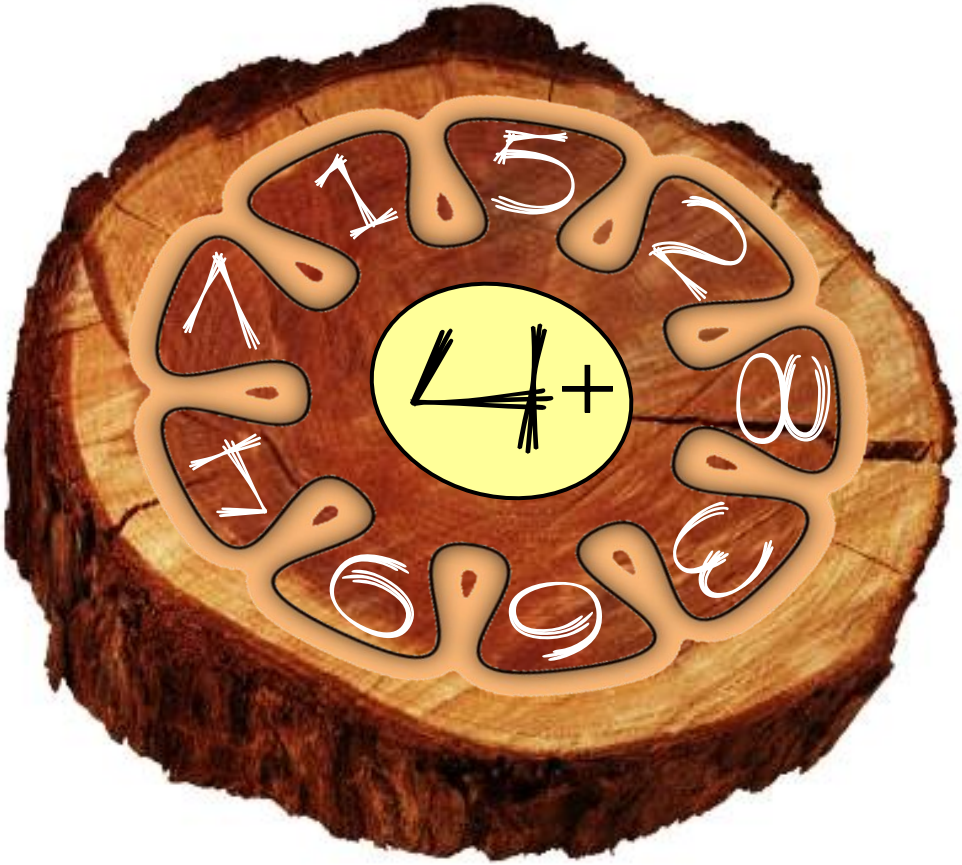


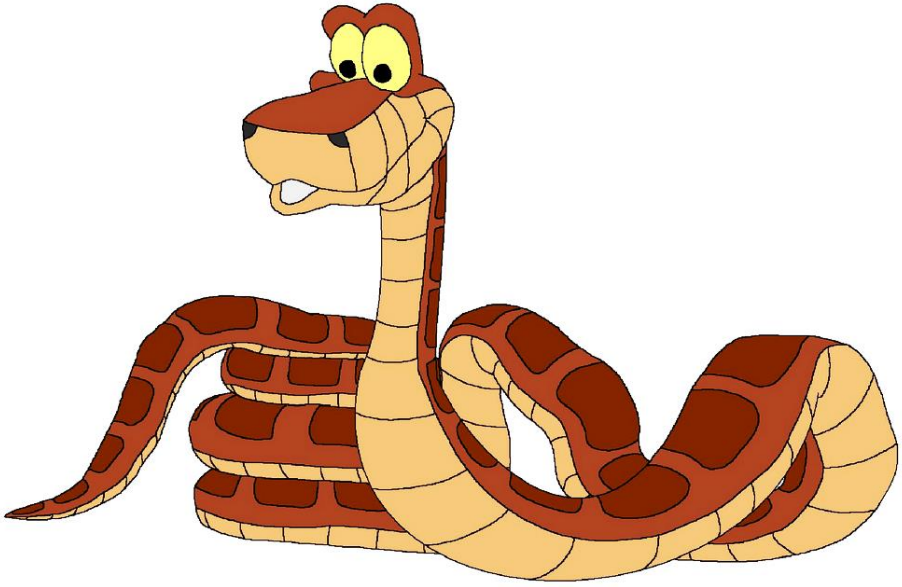
МЕП **Маугли** – Математическа розетка



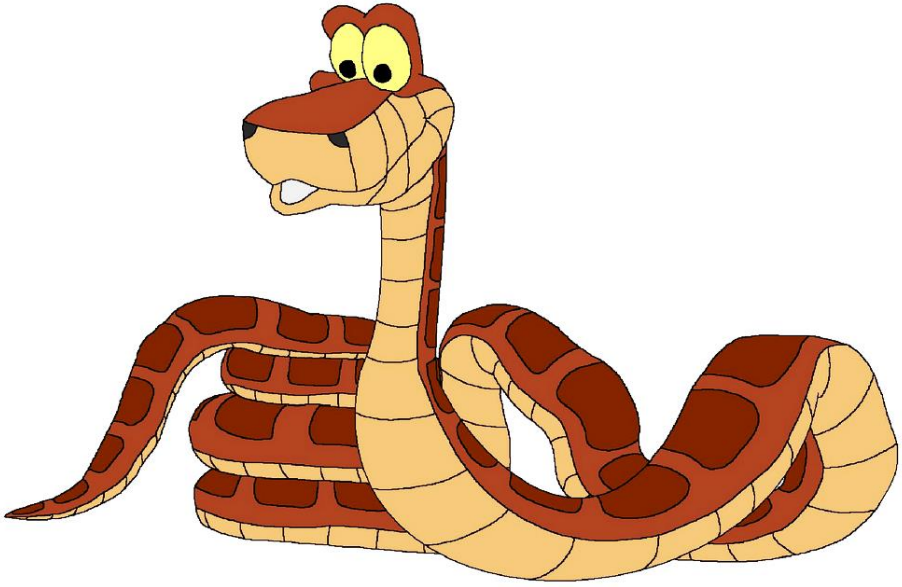


МЕП **Маугли** – Математическа розетка

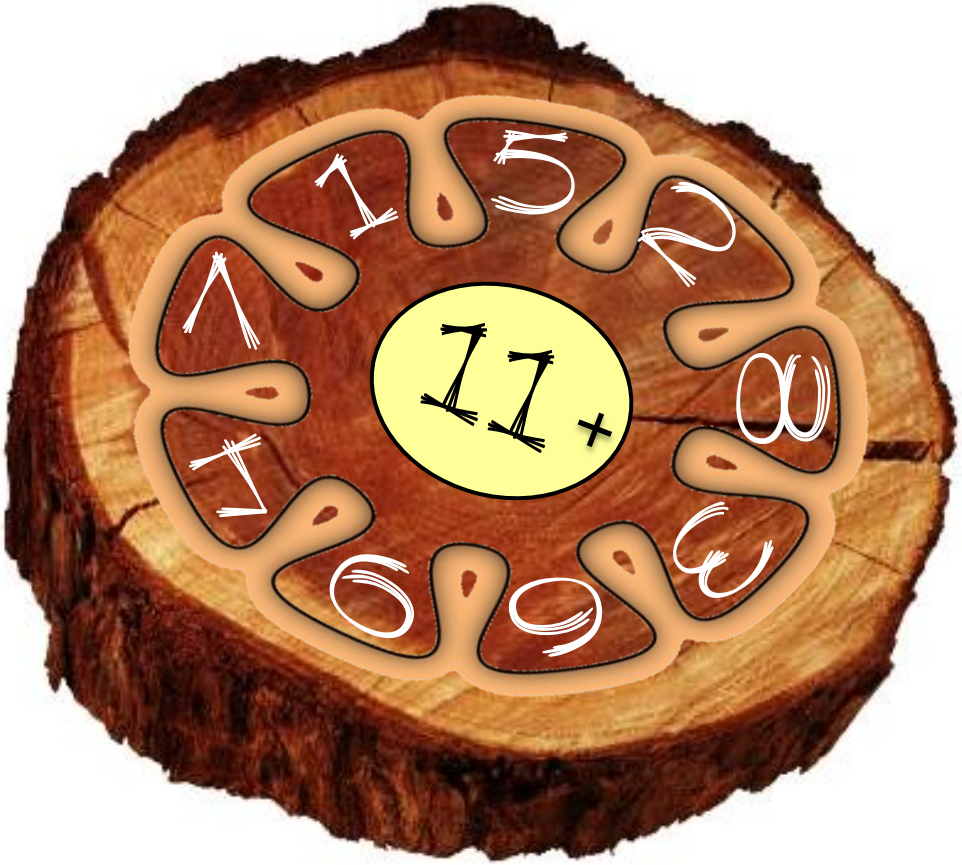


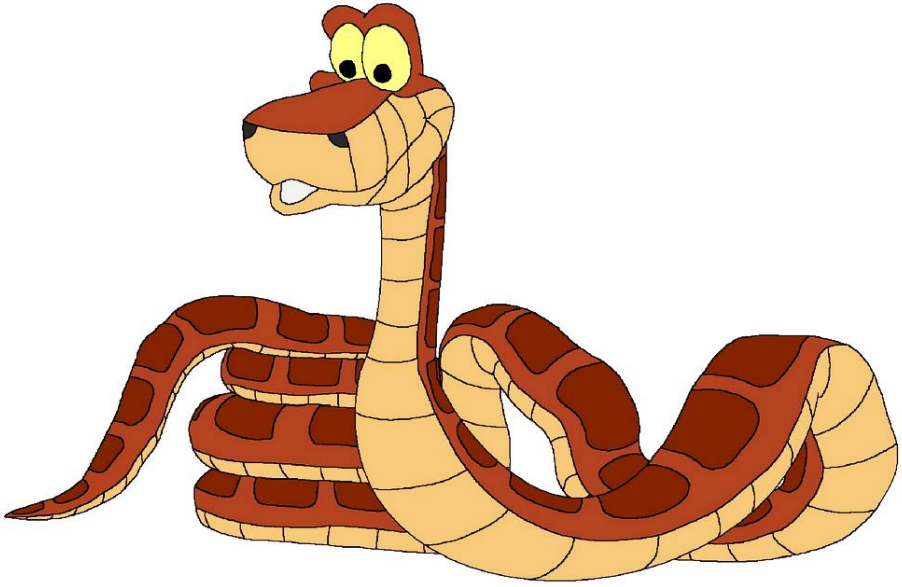


МЕП **Маугли** – Математическа розетка

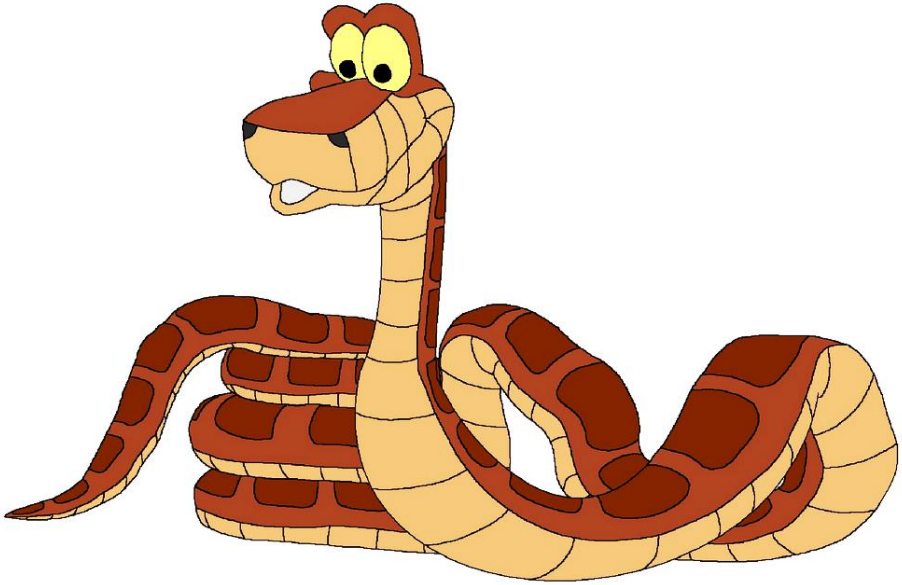


МЕП **Маугли** – Математическа розетка



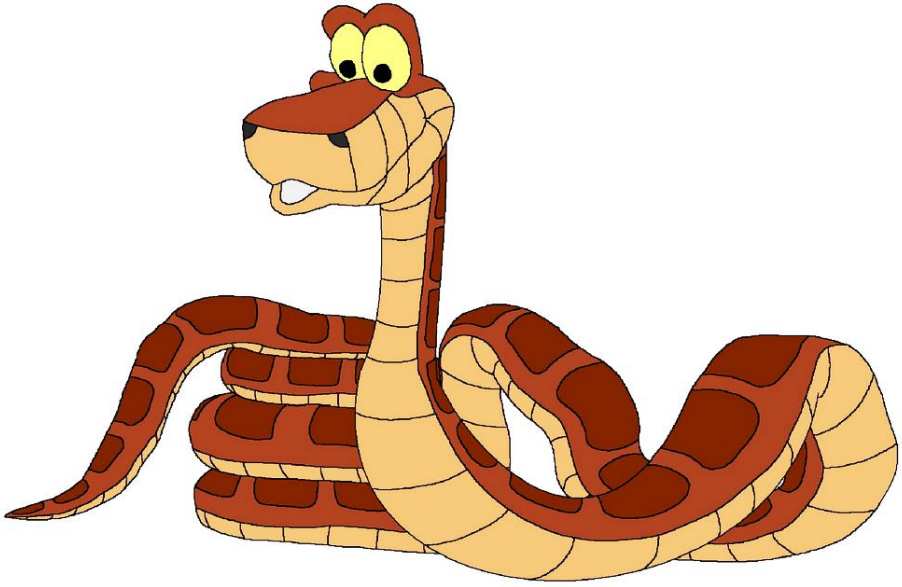


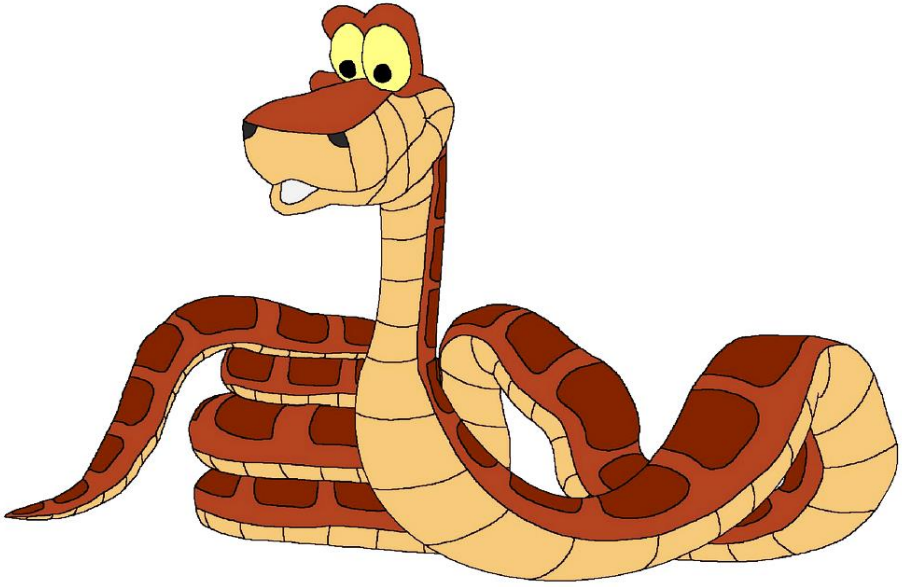
МЕП **Маугли** – Математическа розетка



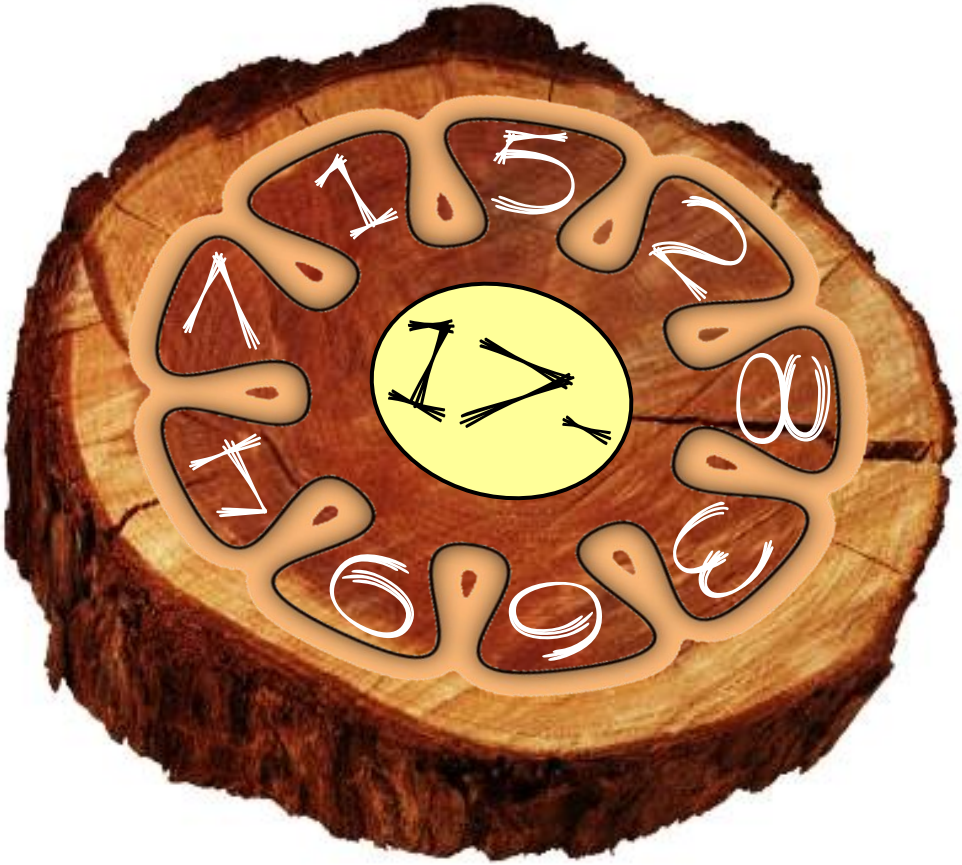
МЕП **Маугли** – Математическа розетка

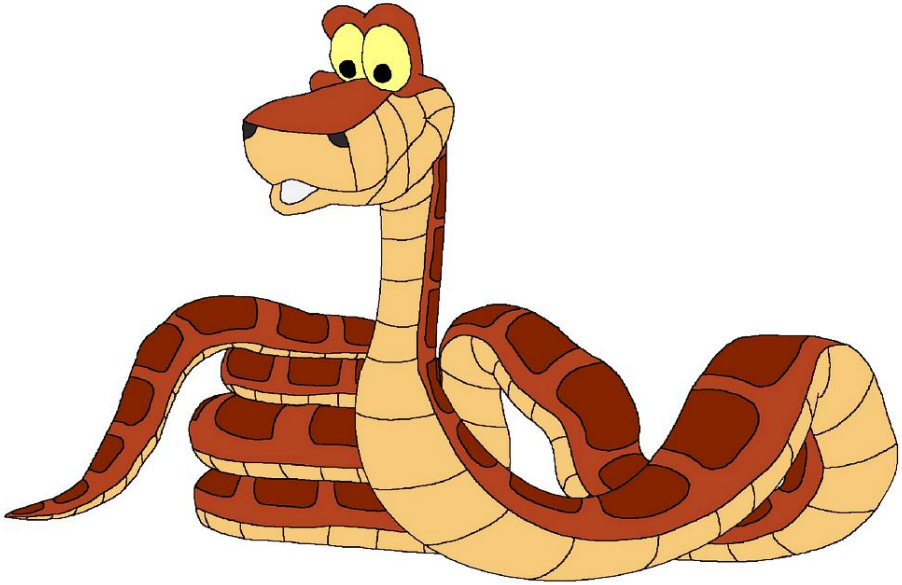
МЕП **Маугли** – Математическа розетка



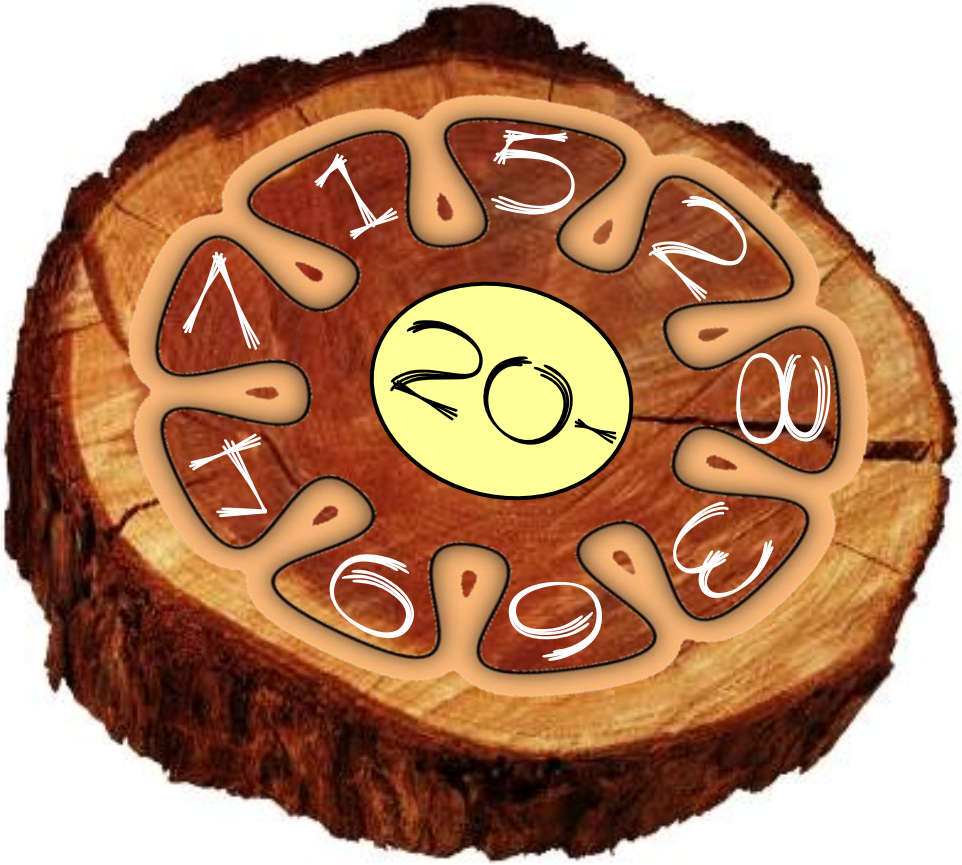


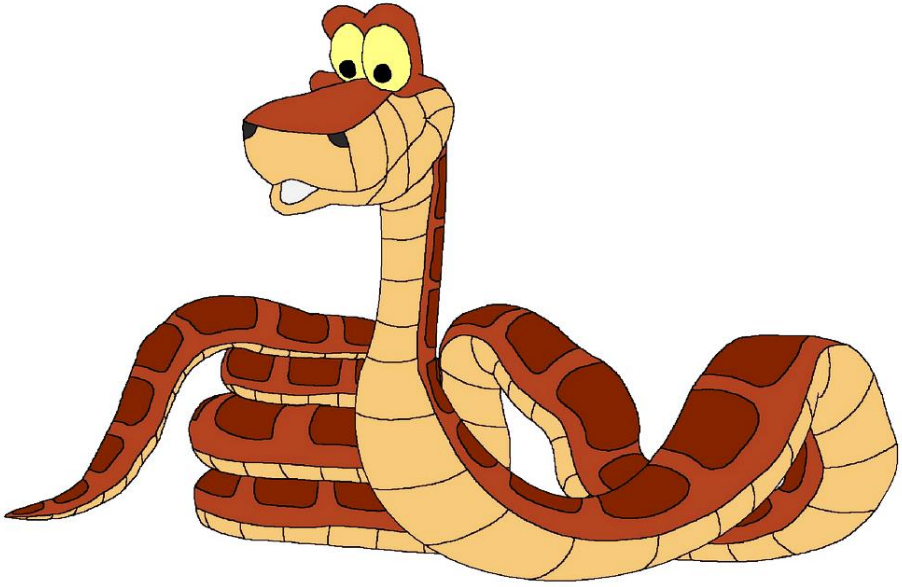
МЕП **Маугли** – Математическа розетка



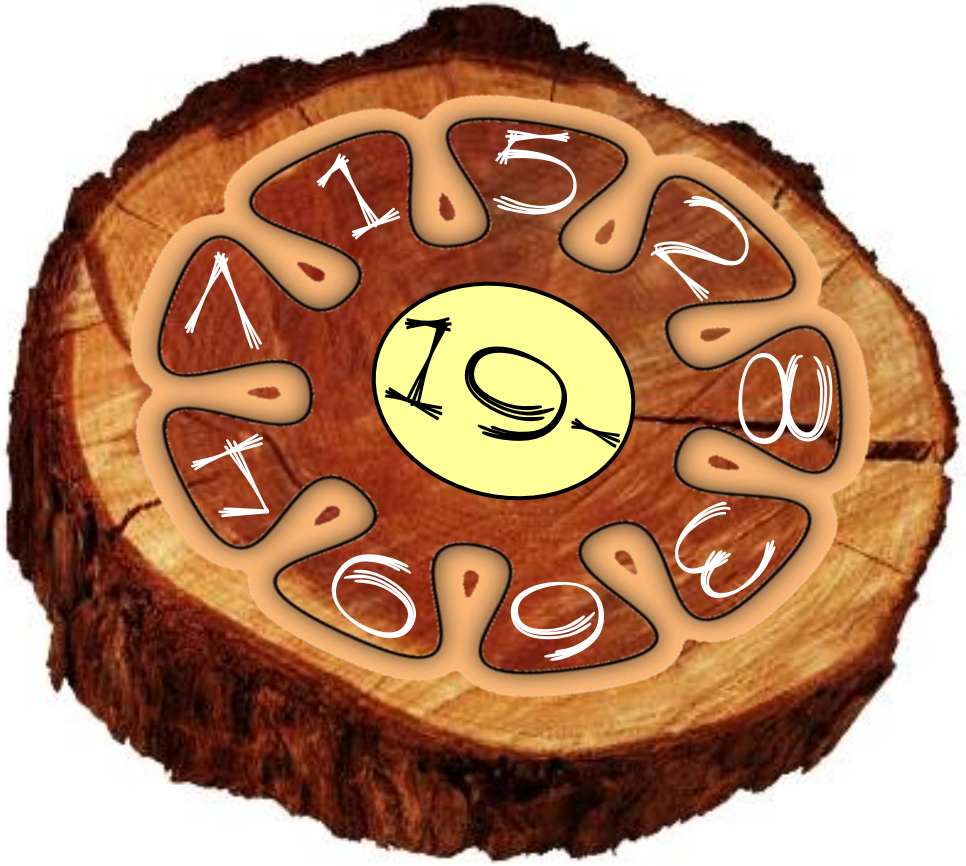


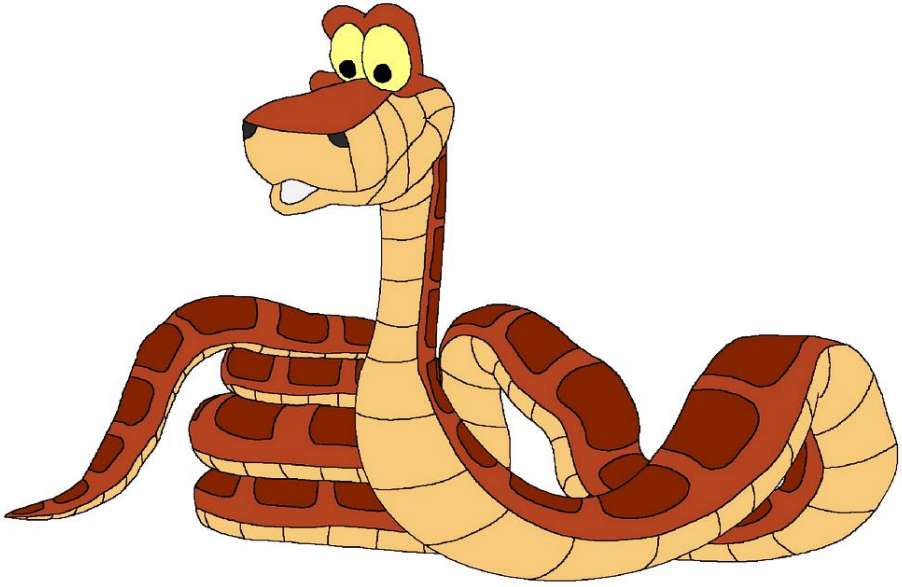
МЕП **Маугли** – Математическа розетка



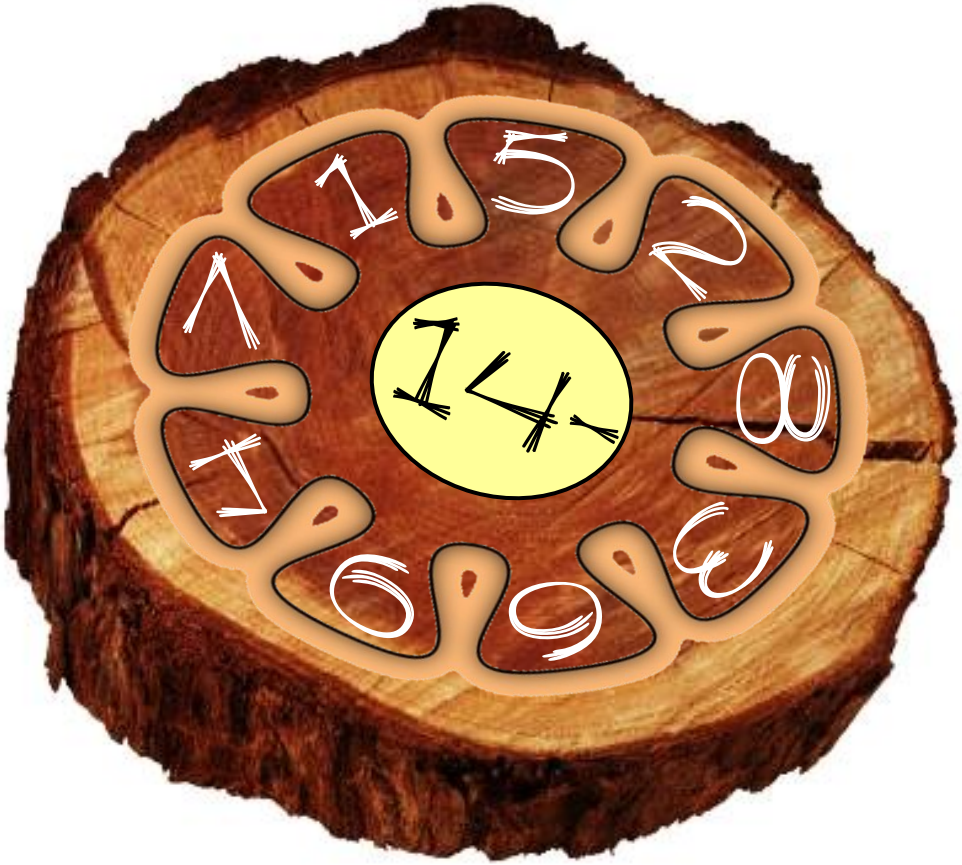


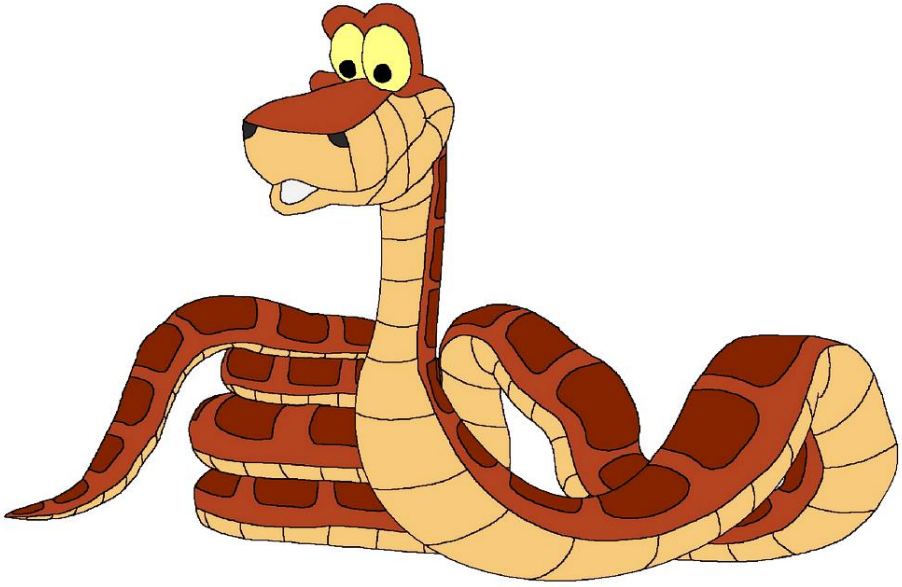
МЕП **Маугли** – Математическа розетка





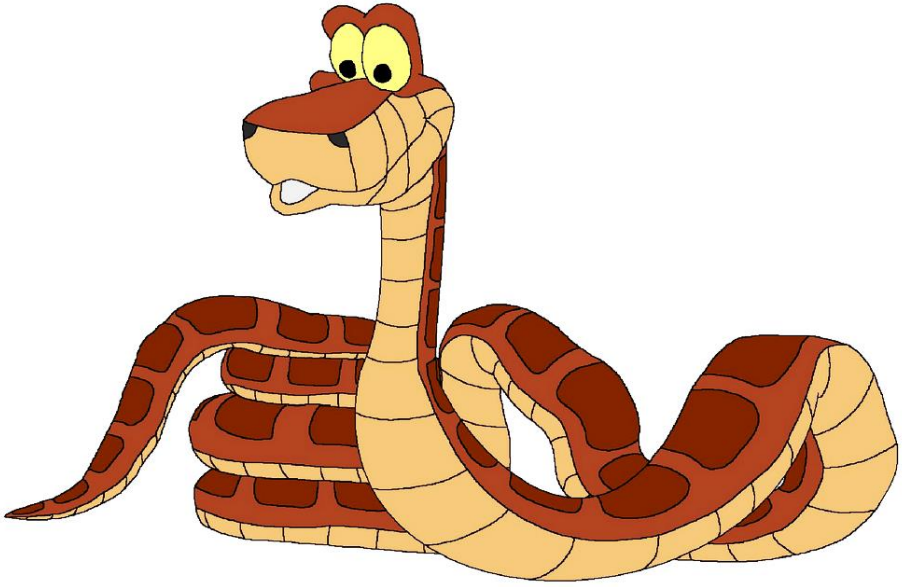
МЕП **Маугли** – Математическа розетка



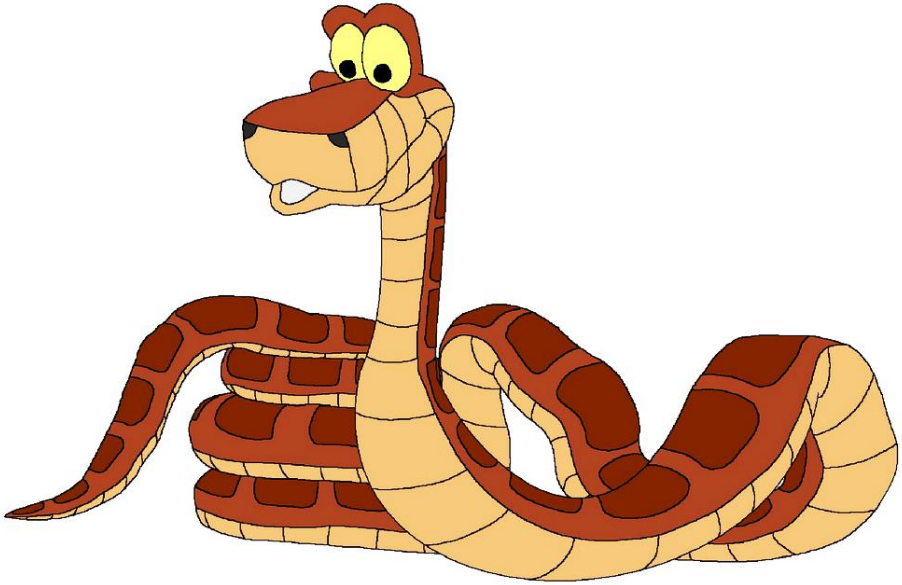


МЕП **Маугли** – Математическа розетка

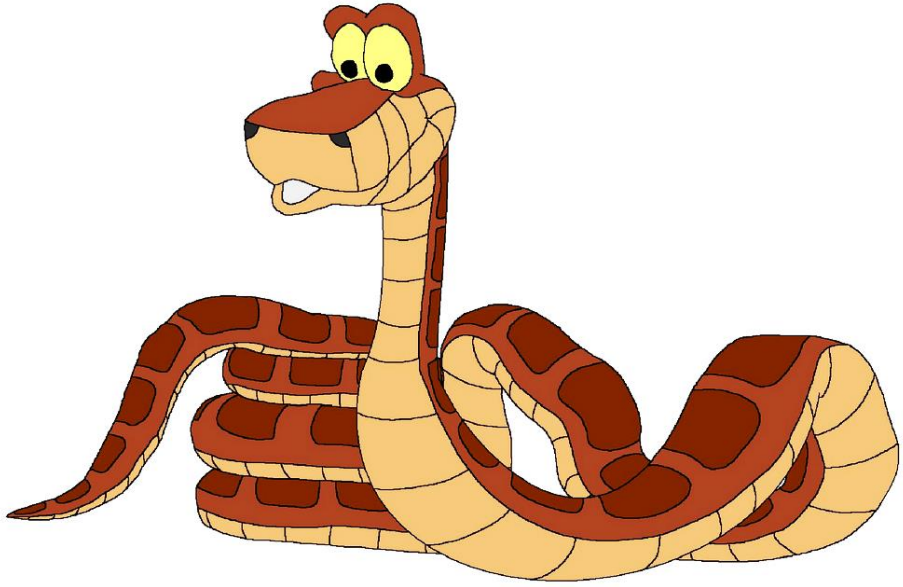
МЕП **Маугли** – Математическа розетка

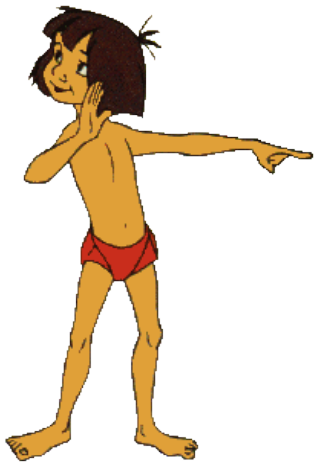


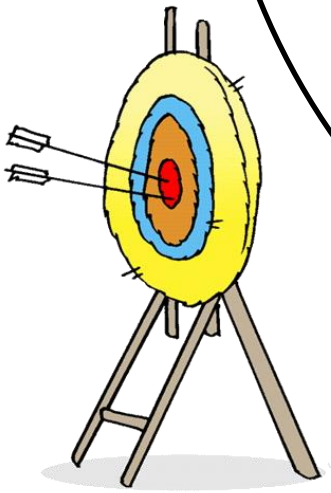
МЕП **Маугли** – Математическа розетка

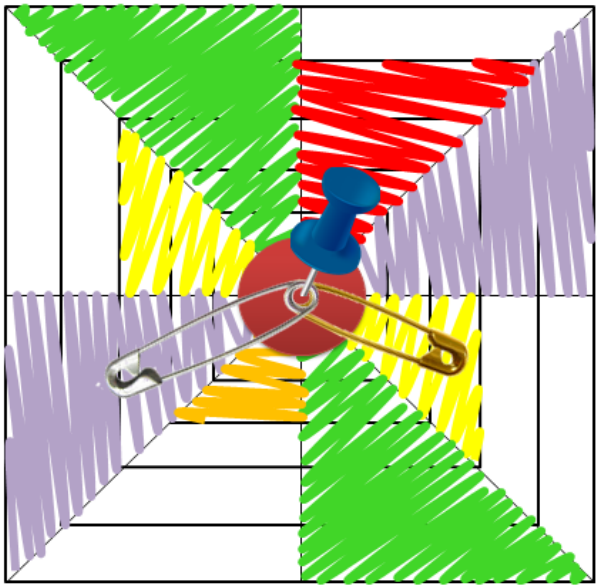


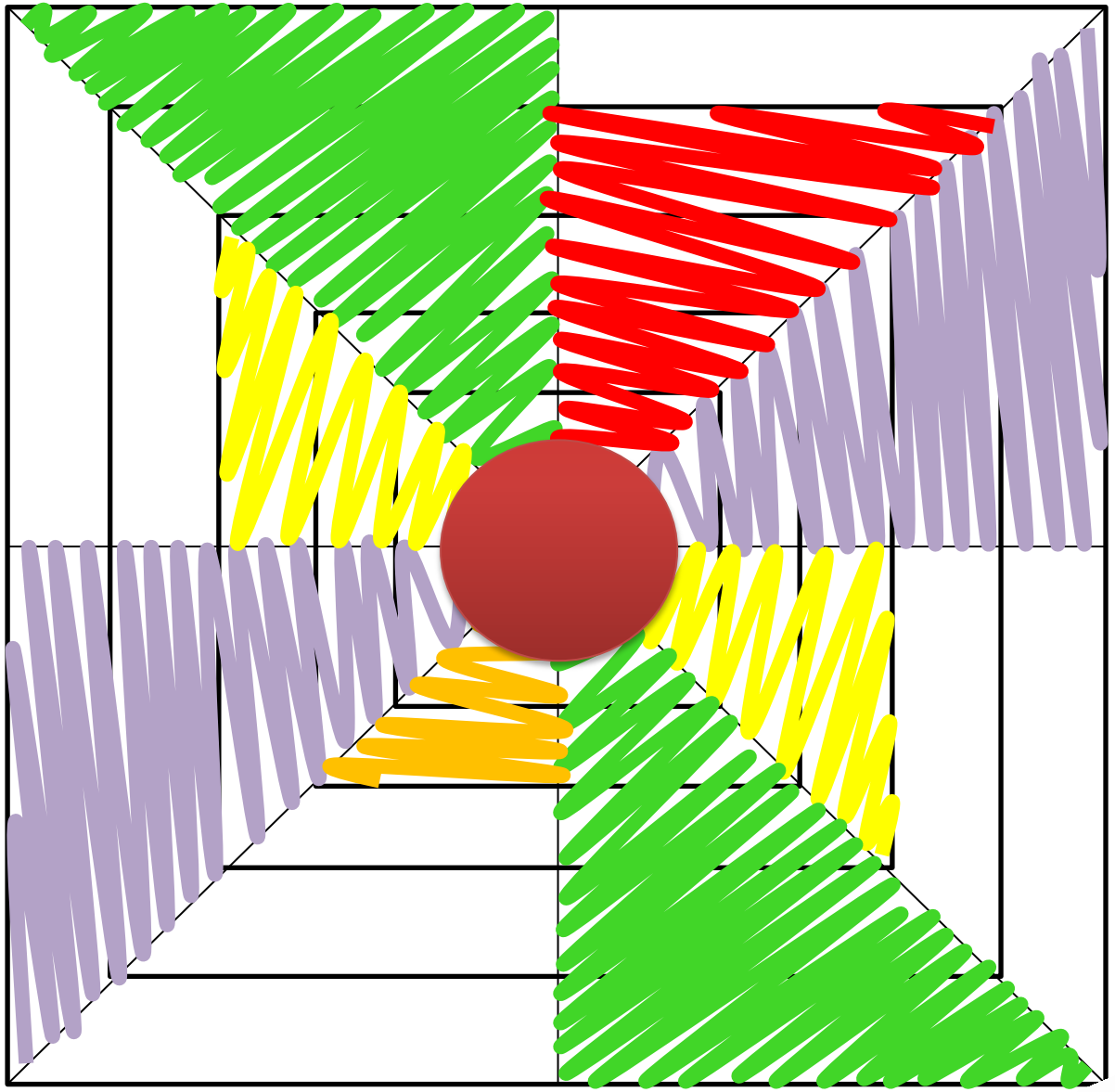
МЕП **Маугли** – Математическа розетка

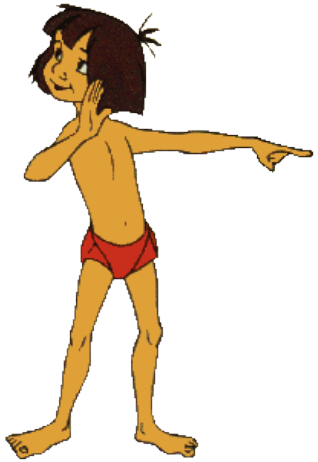


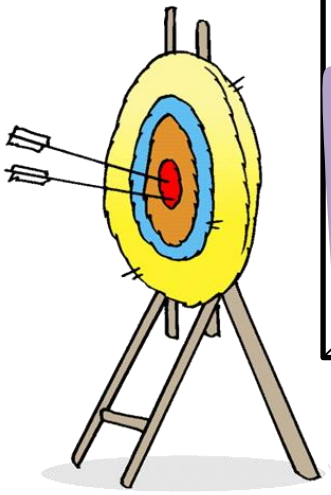












Игра „Зависи от големината“

Изрежи мишената. Не ти трябват стрелички. Всъщност, тя ще ти послужи за друго. Намери 2 безопасни игли с различен цвят и пинче за коркова дъска. С тяхна помощ ще си направиш пумпал. Виж картинката, за да разбереш как да поставиш безопасните игли и пинчето. За начало на играта поставяш двете безопасни игли една над друга. После ги пинкваш (спомни си как задвижваше пумпала с молив в центъра на игралното поле и въртящ се кламер в „Знам и мога на 5“). Всяка безопасна игла ще посочи определено поле – част от кръга или квадрата. Кое е дробното число, на което отговаря това поле? Напиши го і цветен молив (в цвета на полето).

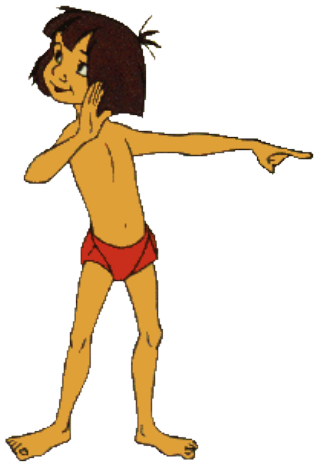
Сравни дробните числа, като поставиш **<** **=** или **>**.

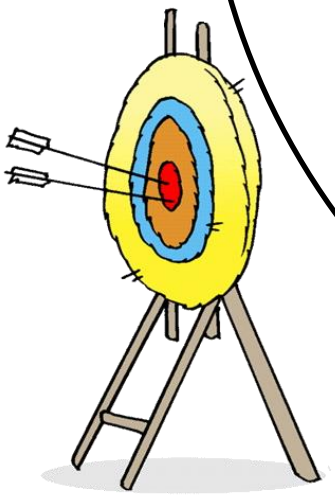
Пример: $\frac{1}{8}$ от  **>** $\frac{1}{8}$ от 

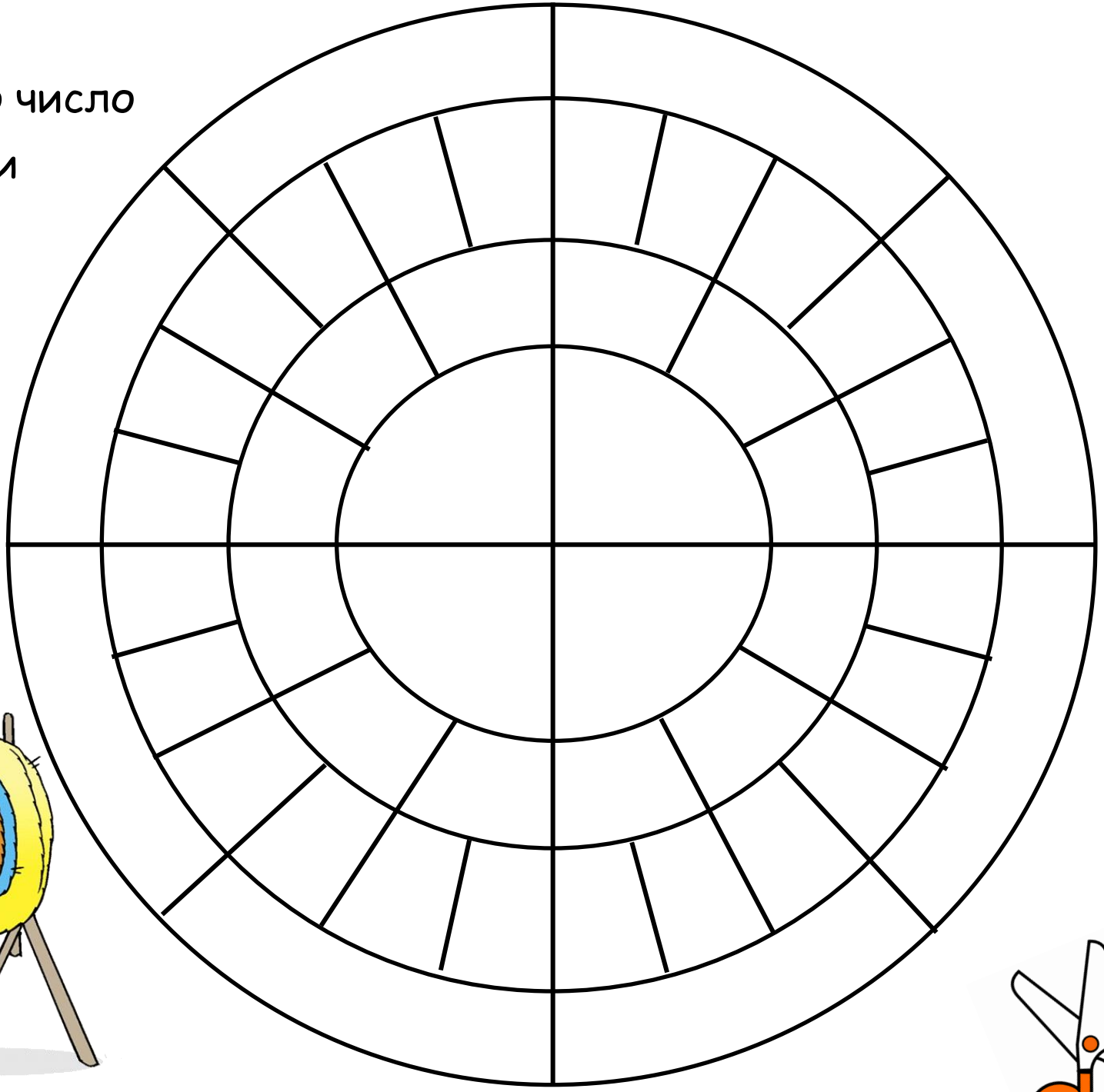
$\frac{1}{8}$ от  **=** $\frac{1}{8}$ от  .

Надпиши с дробно число всяка част и оцвети всеки пръстен в различен цвят.

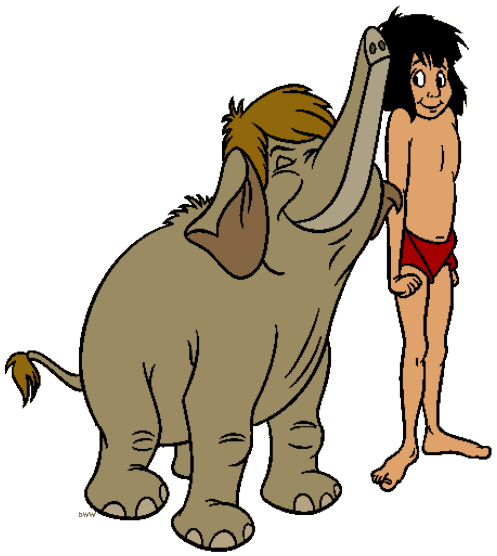
1. Играй на стрелички. Всяко попадение носи толкова точки, колкото показва знаменателя на дробта.

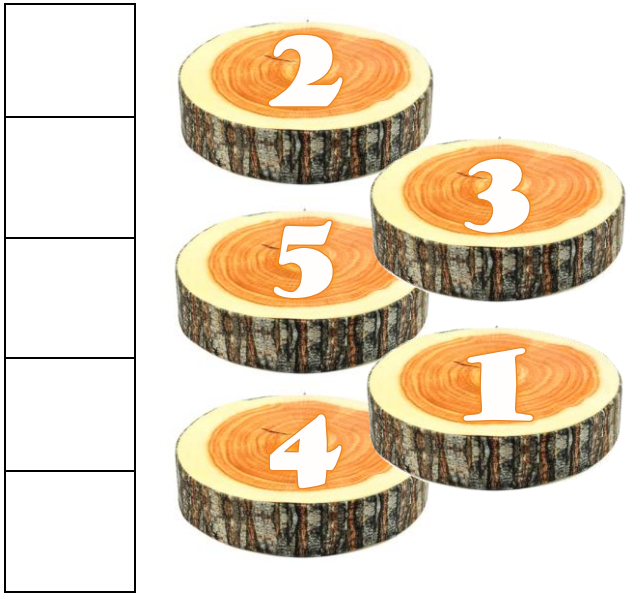


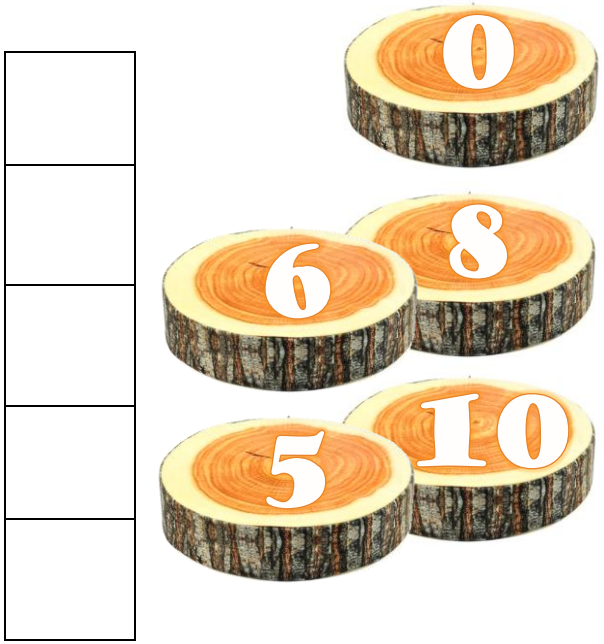


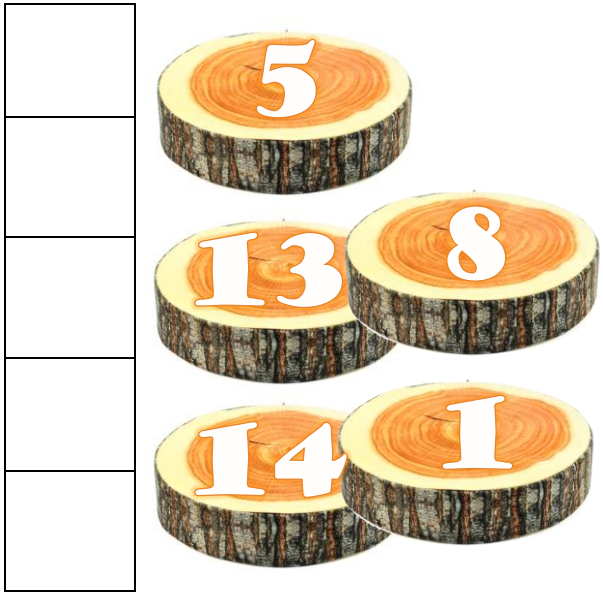


2. Разрежи и се опитай да подредиш отново сам(а).

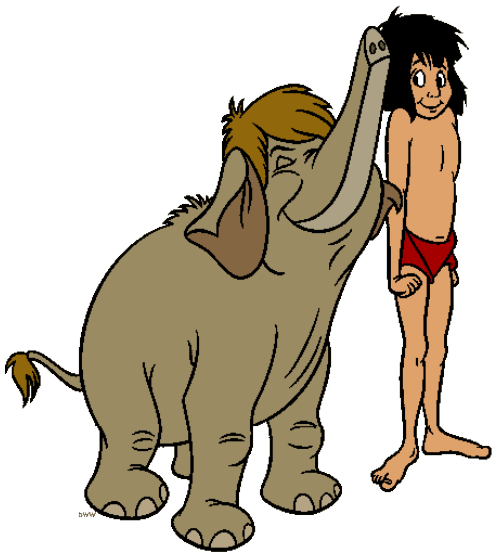


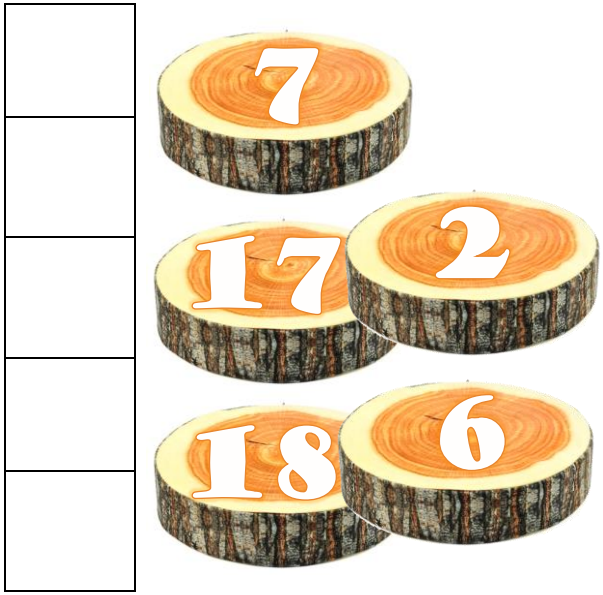


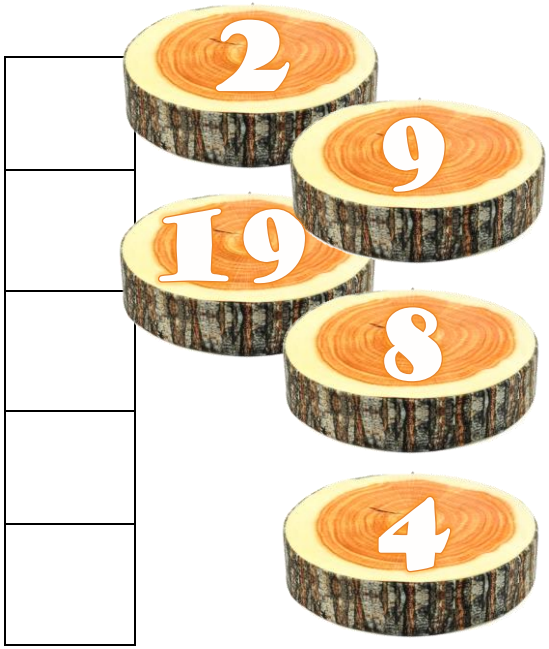




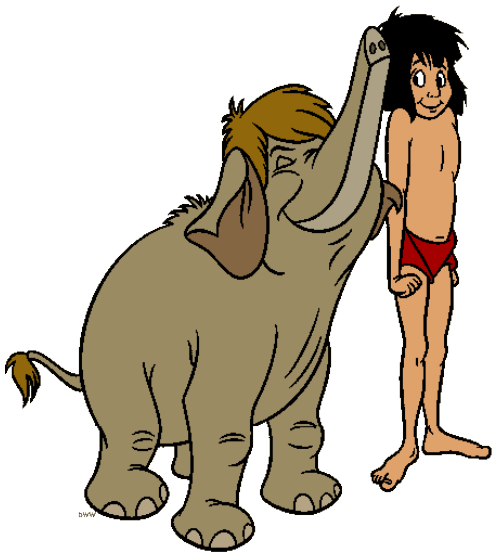
МЕП **Маугли -Подреди по големина** (до 20)

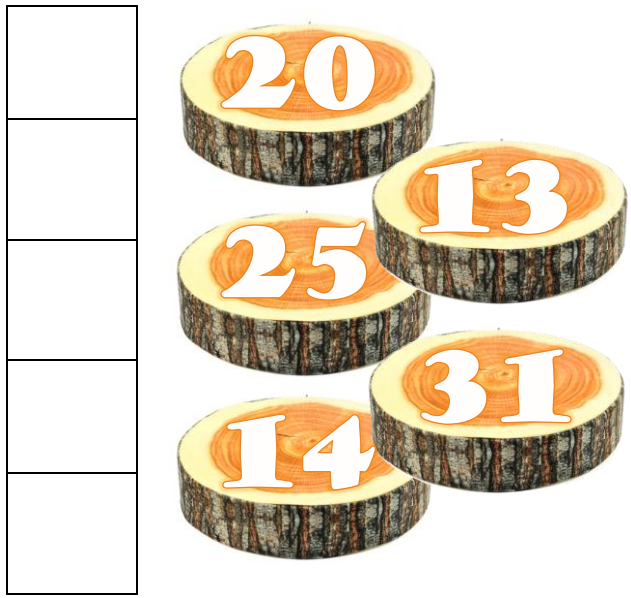


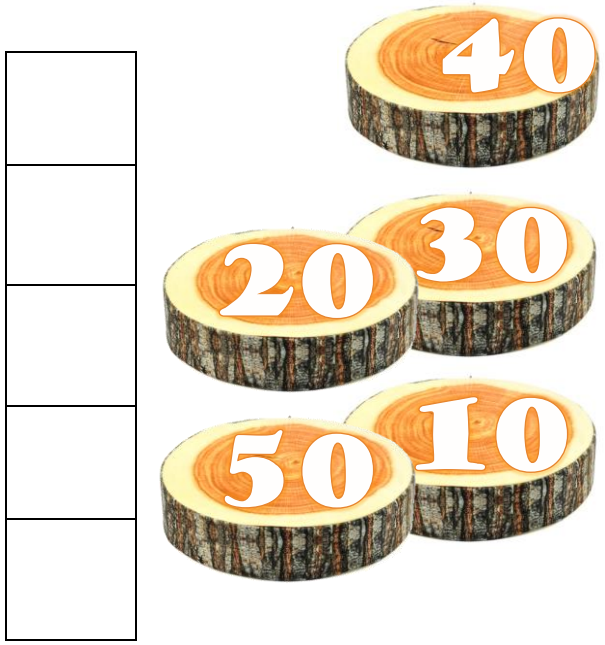


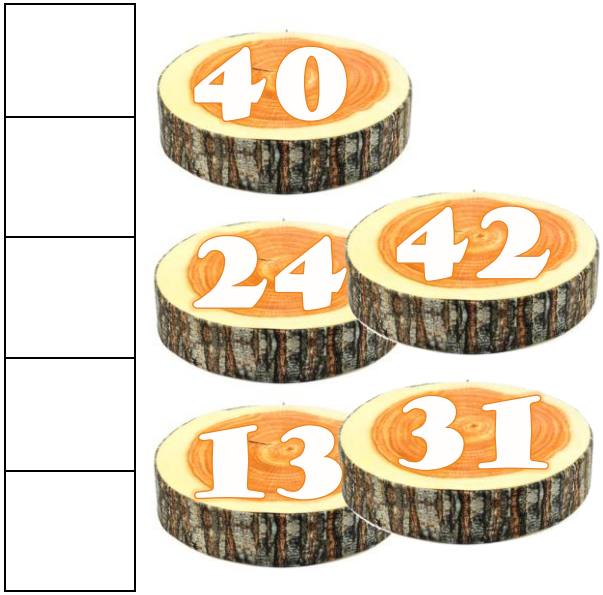


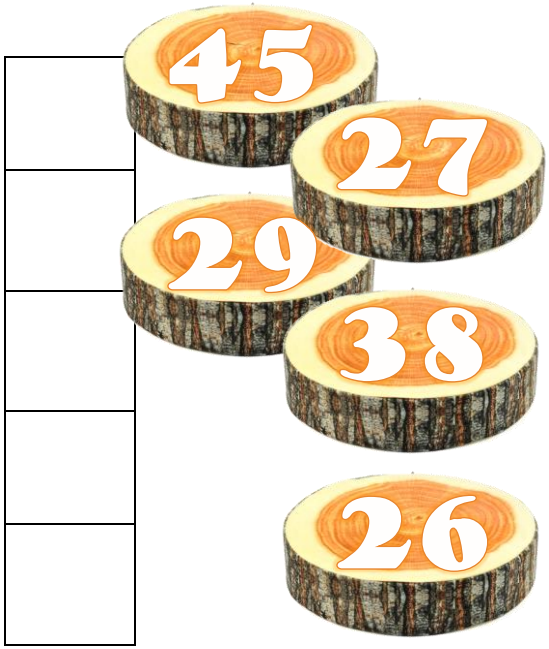
МЕП **Маугли - Подреди по големина** (до 20)



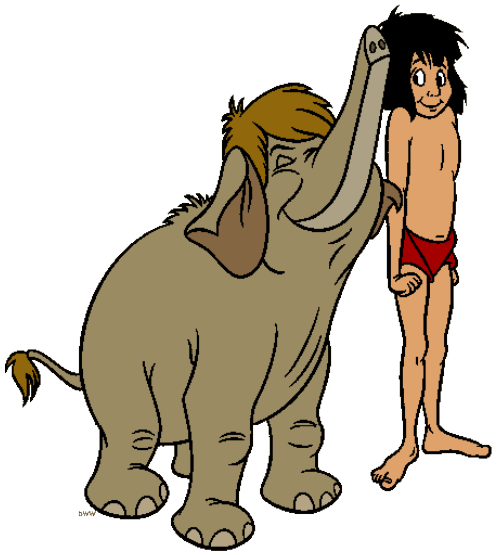


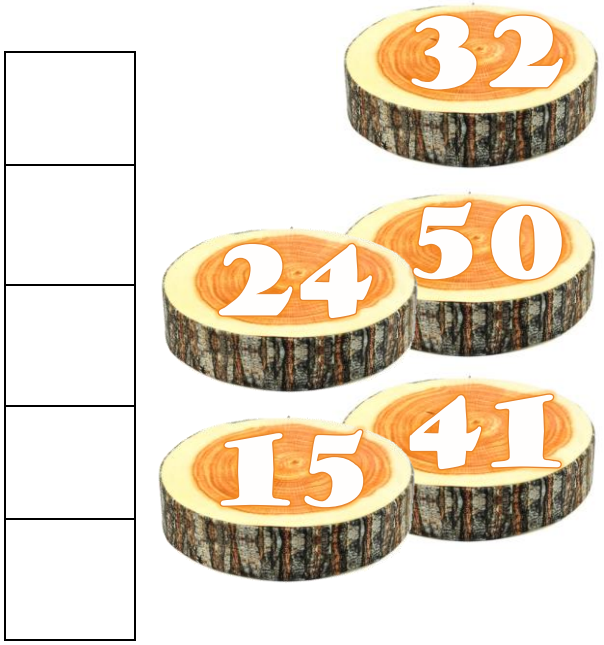


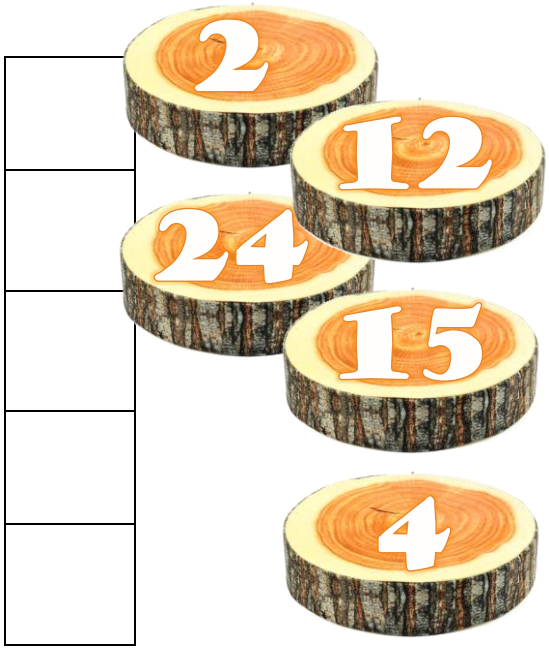




МЕП **Маугли – Подреди по големина** (до 50)

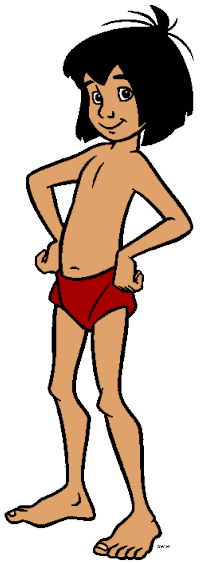






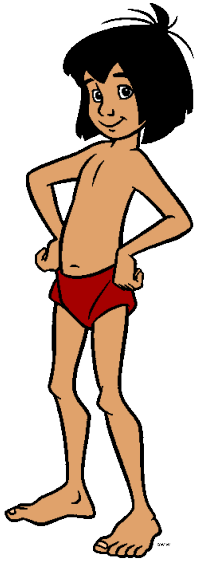
МЕП **Маугли – Подреди по големина** (до 50)

Напиши в тетрадката си задачите, които Маугли ти е показал по пътечките от пънчета.



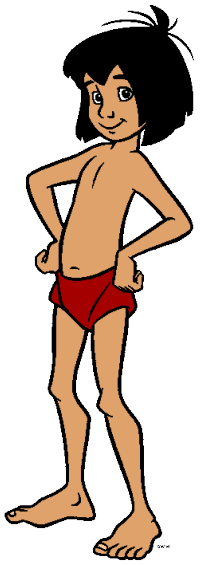
МЕП **Маугли – Скачане по пънчетата** (числова редица до 20) - събиране

Напиши в тетрадката си задачите, които Маугли ти е показал по пътечките от пънчета.



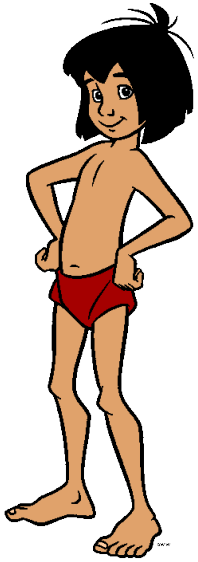
МЕП **Маугли – Скачане по пънчетата** (числова редица до 20) - изваждане

Напиши в тетрадката си задачите, които Маугли ти е показал по пътечките от пънчета.

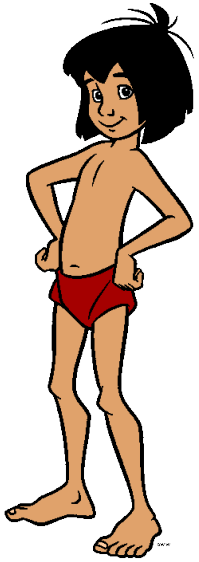


МЕП **Маугли – Скачане по пънчетата** (числова редица до 50) - събиране

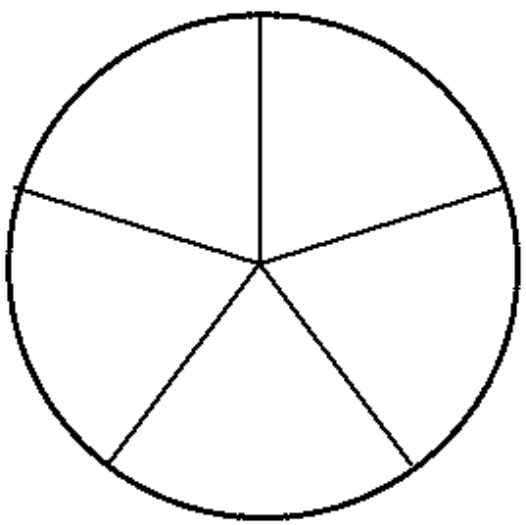
Напиши в тетрадката си задачите, които Маугли ти е показал по пътечките от пънчета.

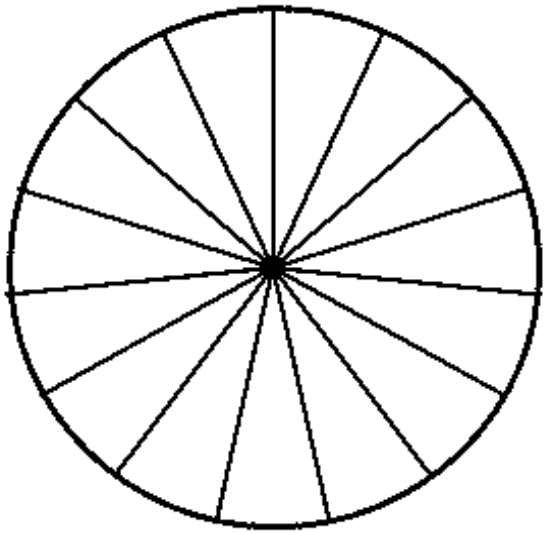


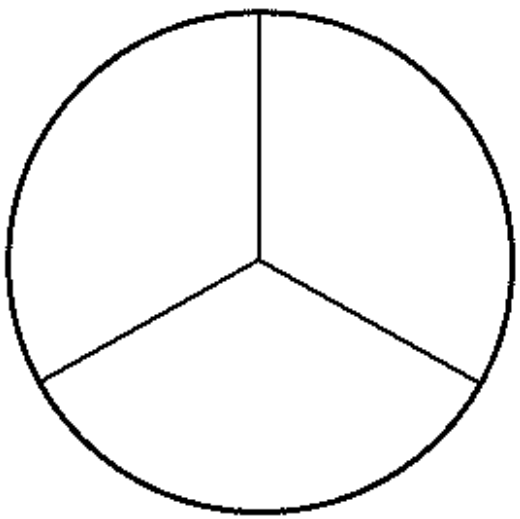
МЕП **Маугли – Скачане по пънчетата** (числова редица до 50) - изваждане

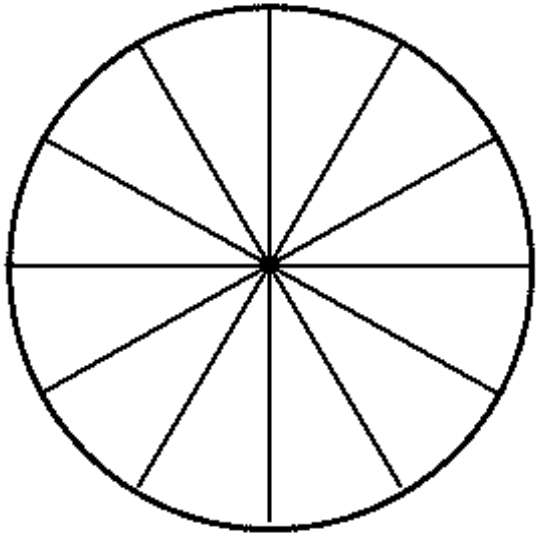


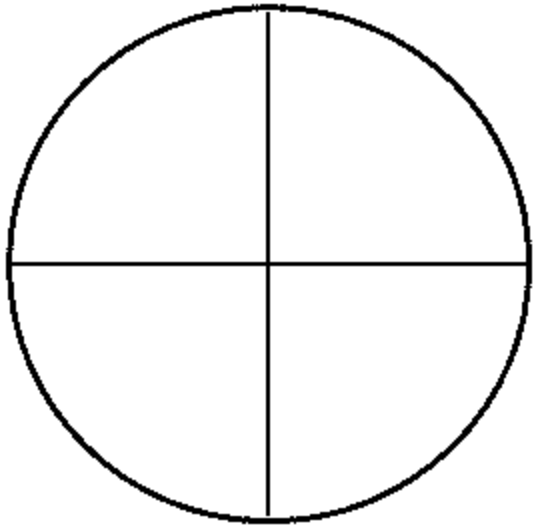
МЕП **Маугли – Скачане по пънчетата** – Направи си сам задачи

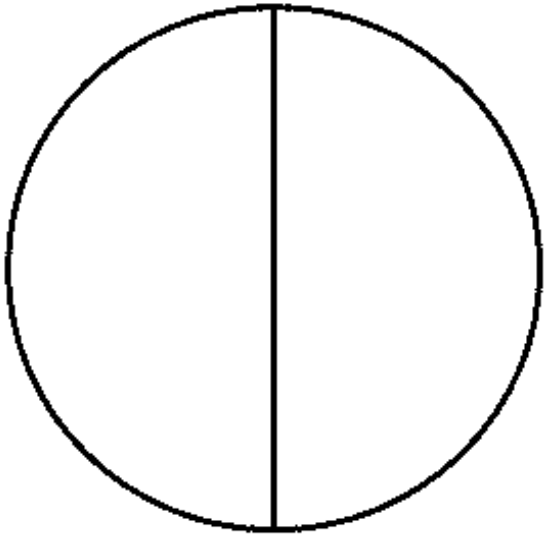


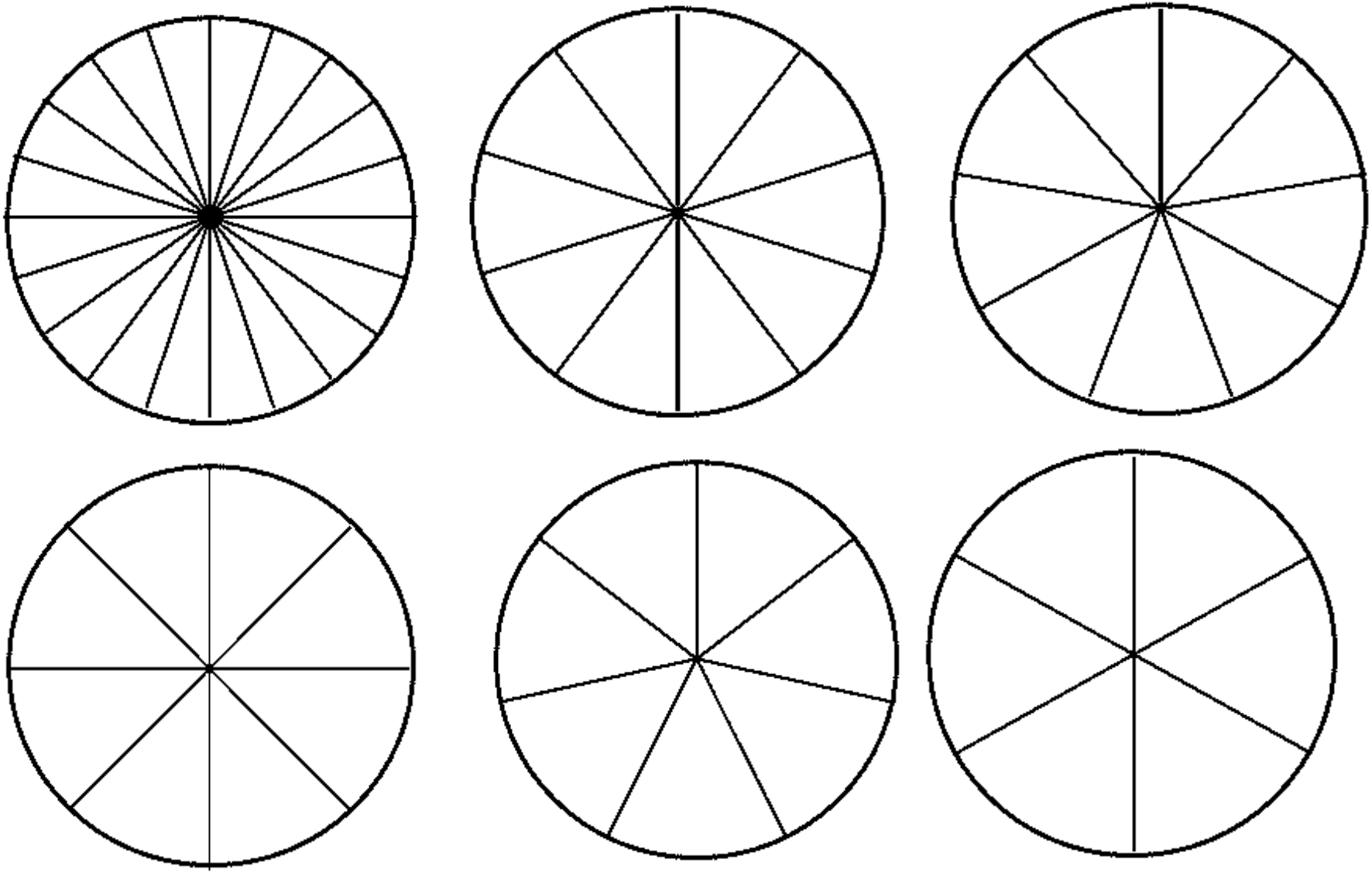


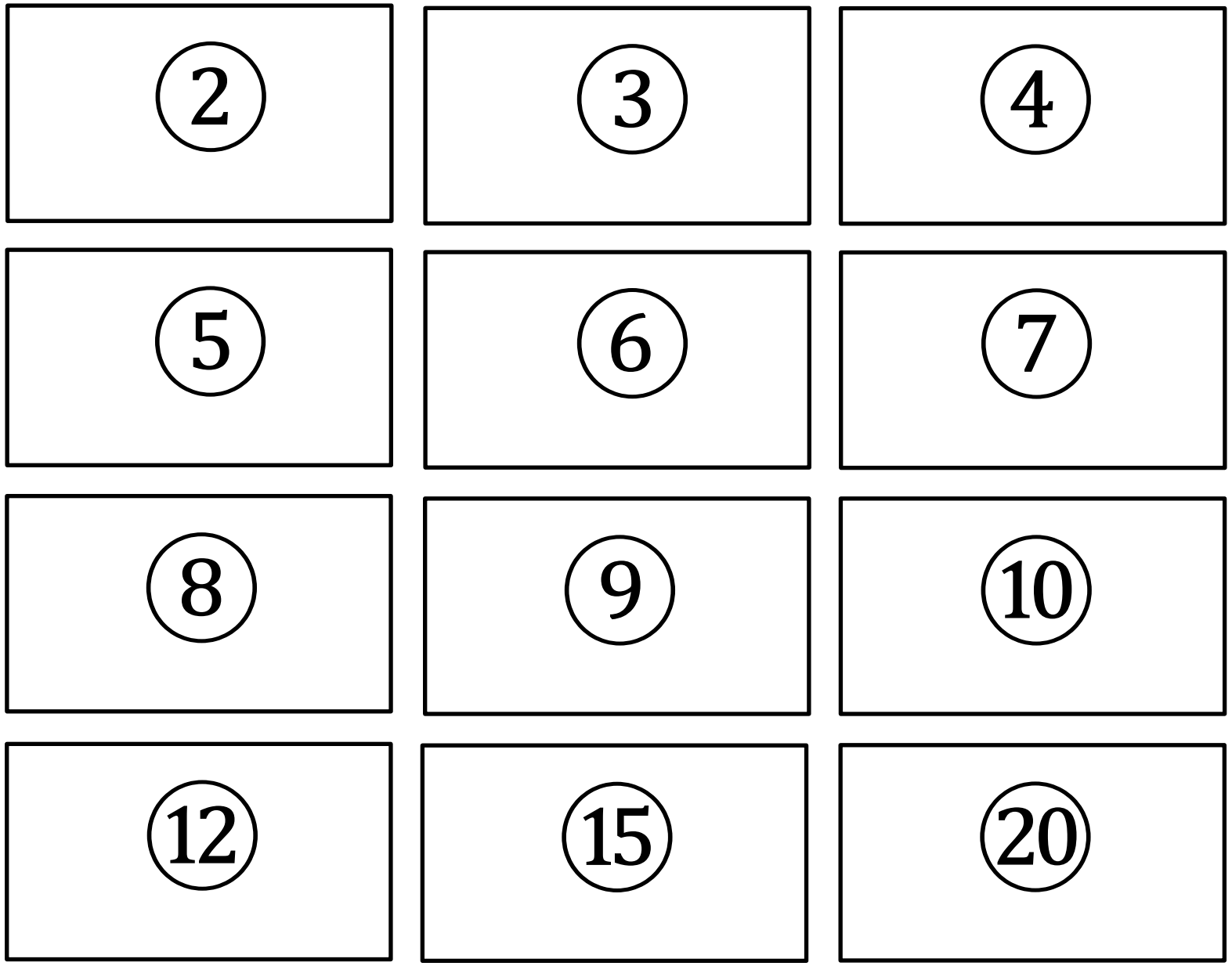











2
3
4
5
6
7
8
9
10
12
15
20

Дробно табло – Работа в екип

Нужни са:

1. Цветни моливи.
2. Клечки за зъби (12 броя).
3. Лепило.
4. Корково табло и пинчета.

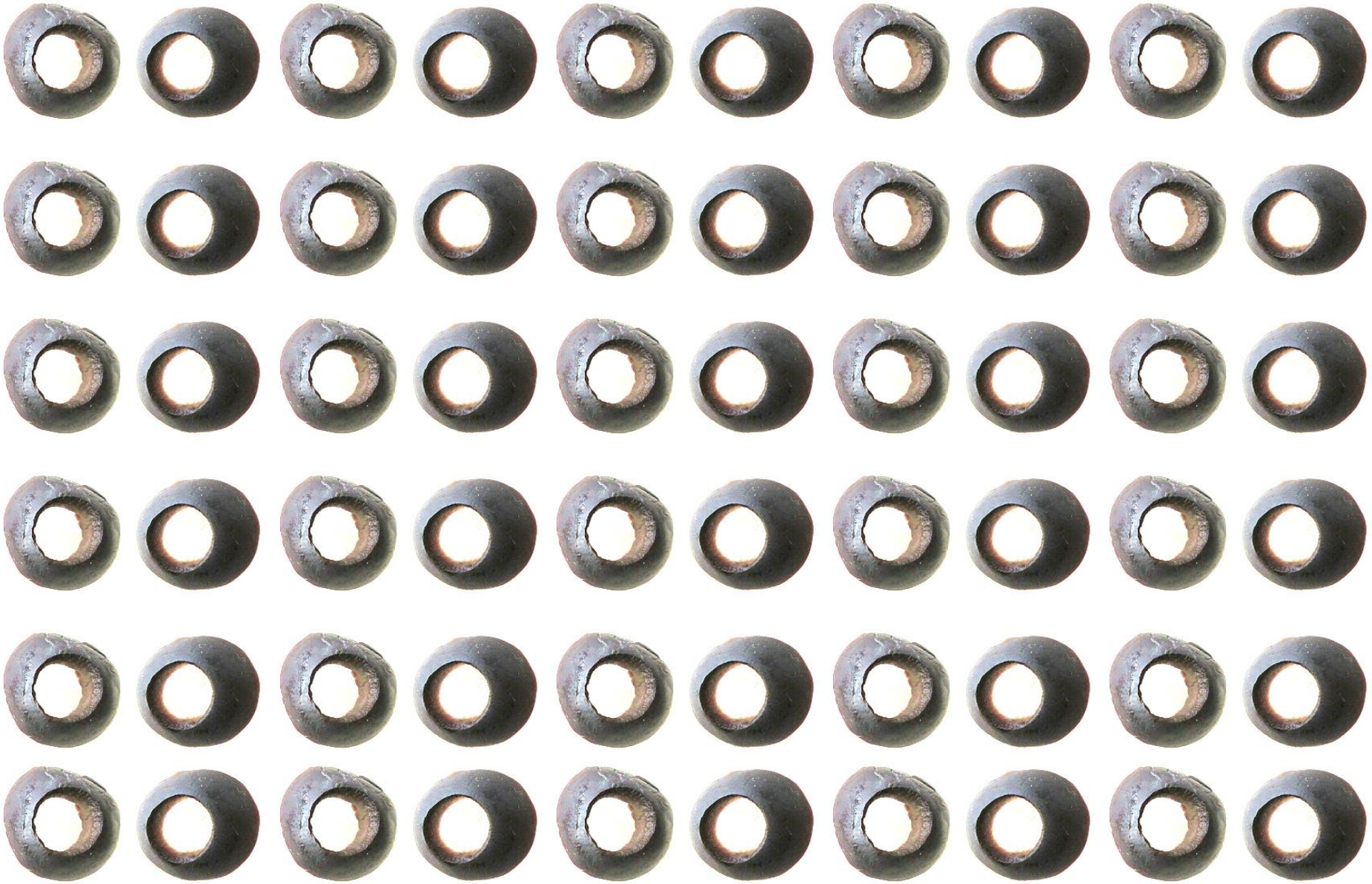
Алгоритъм на действие:

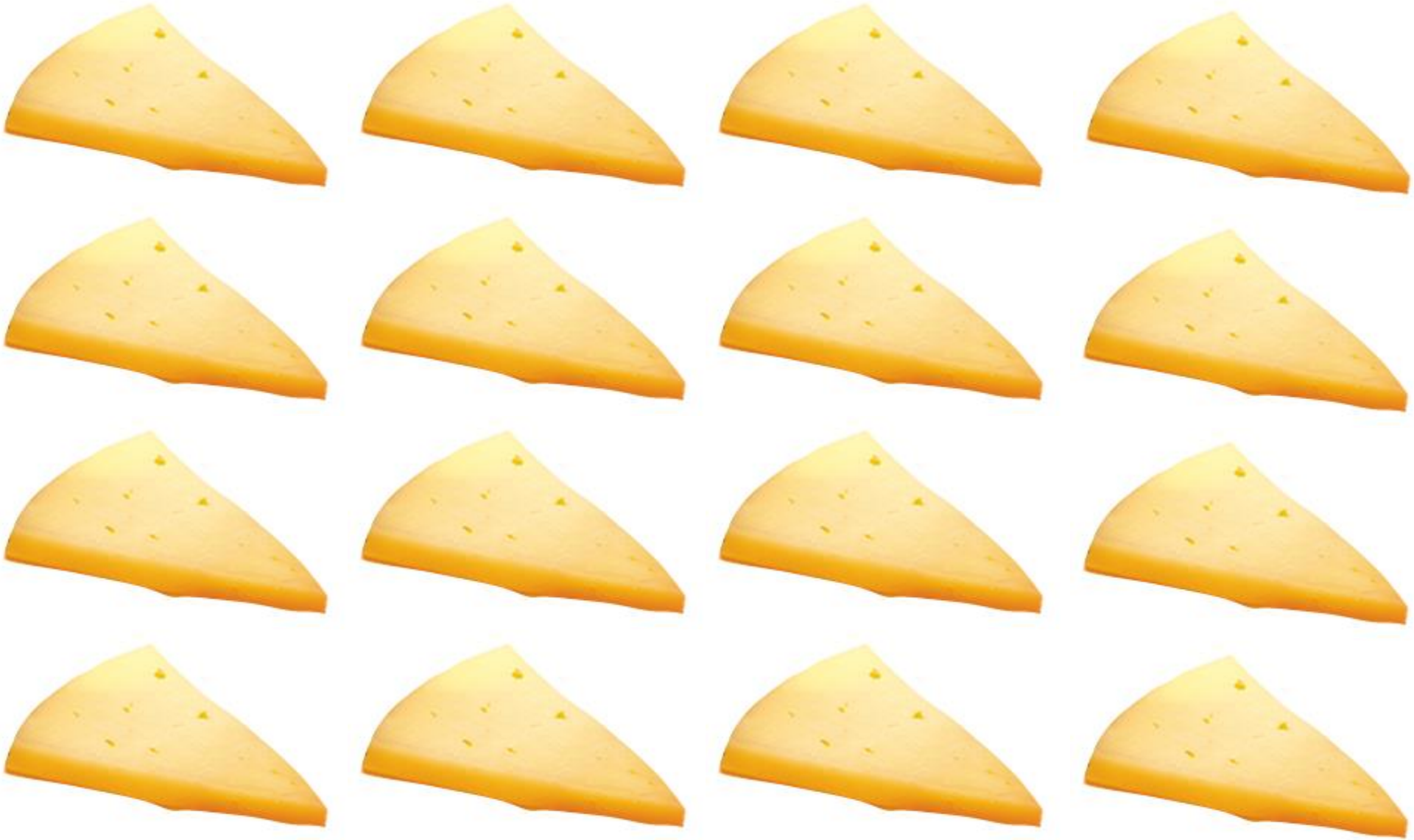
1. Пребройте от колко части се състои всеки кръг. Напишете дробното число във всяка част.
2. Оцветете 12-те кръга в 12 различни цвята.
3. За всеки кръг трябва да се направи знаменце. Изберете в какъв цвят да оцветите знаменцата. Числото върху знаменцето да е

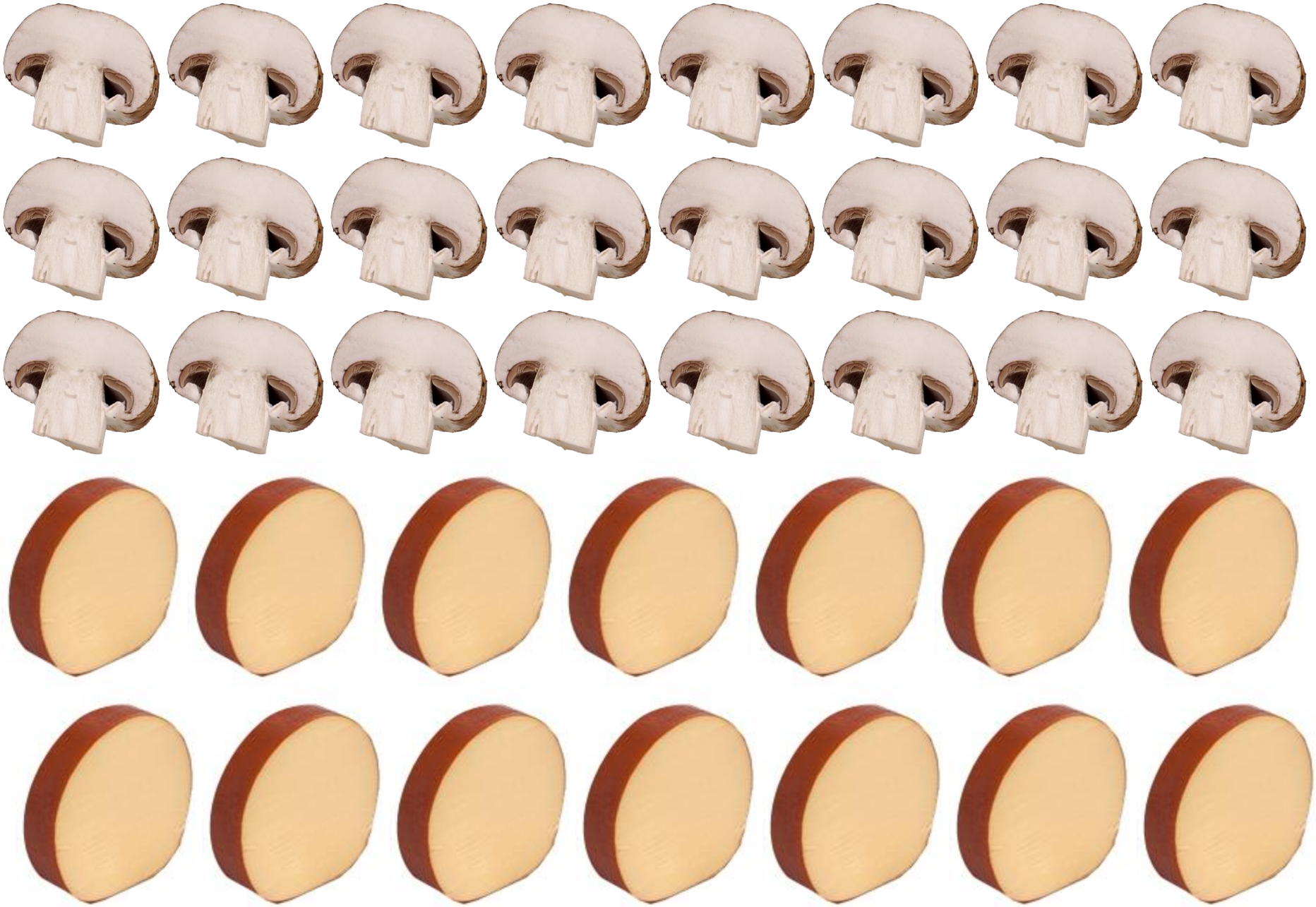
равно на знаменателите на дробните числа в кръга. Например, знаменце 7 и кръг с дробни числа със знаменател 7 да са в жълто.

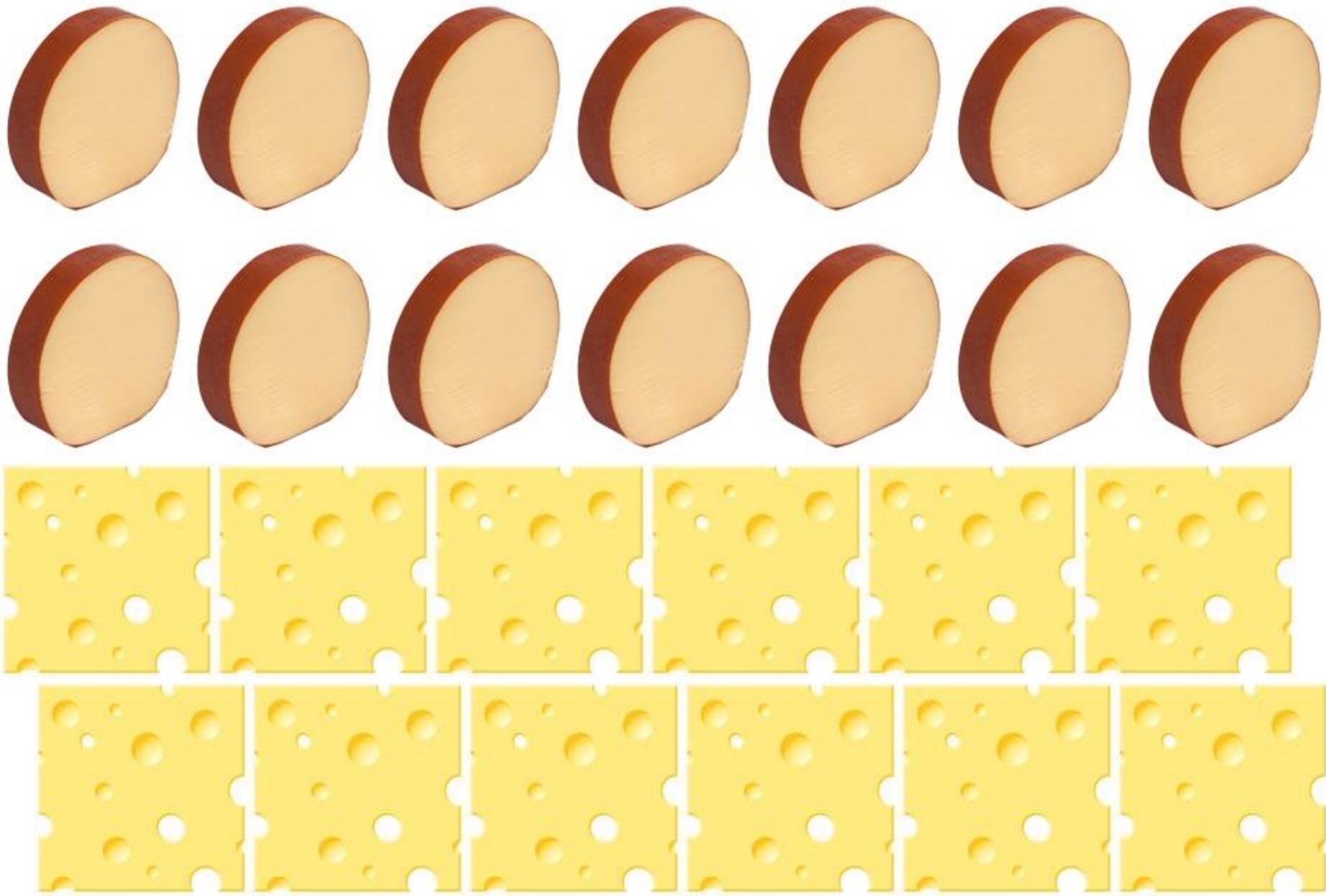
4. Изрежете оцветените листчета за знаменцата и ги залепете в горната част на клечките за зъби.

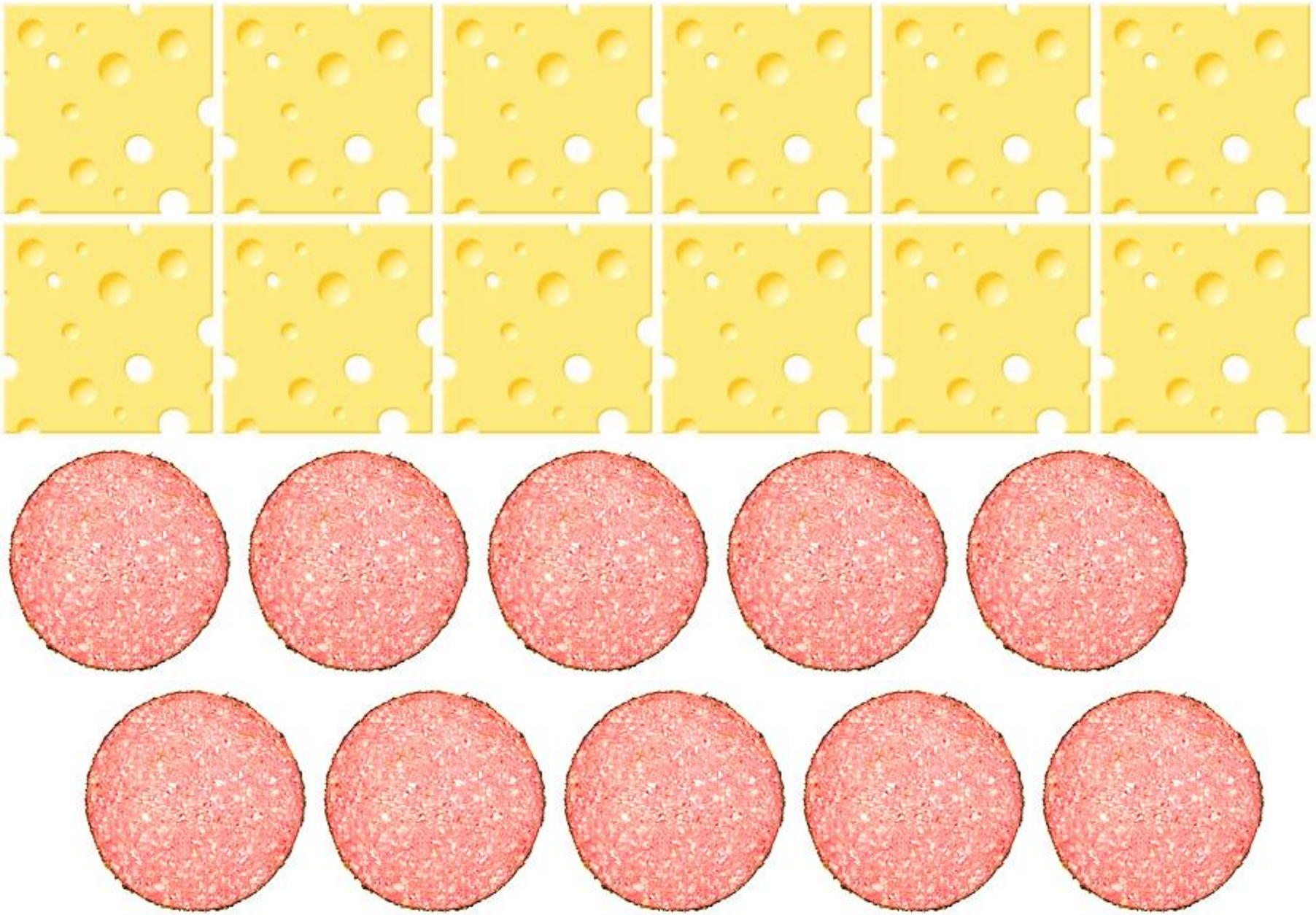
5. Закрепете с пинчета листовете (с цветните кръгове) върху корковото табло. Забийте в центъра на всеки кръг неговото знаменце.
6. Игра: Едно дете да размени знаменцата (без другите да гледат). Поправете грешката.

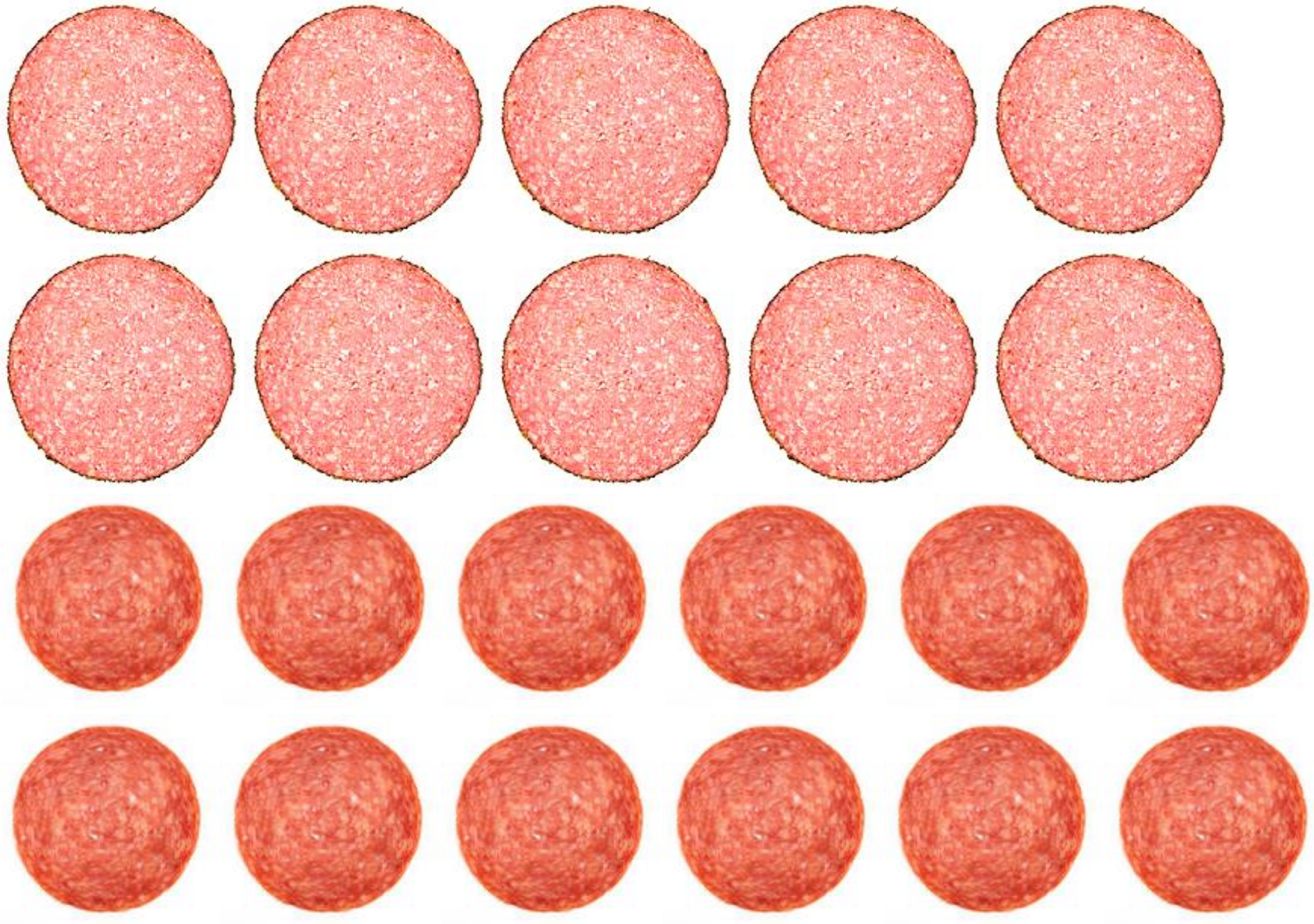


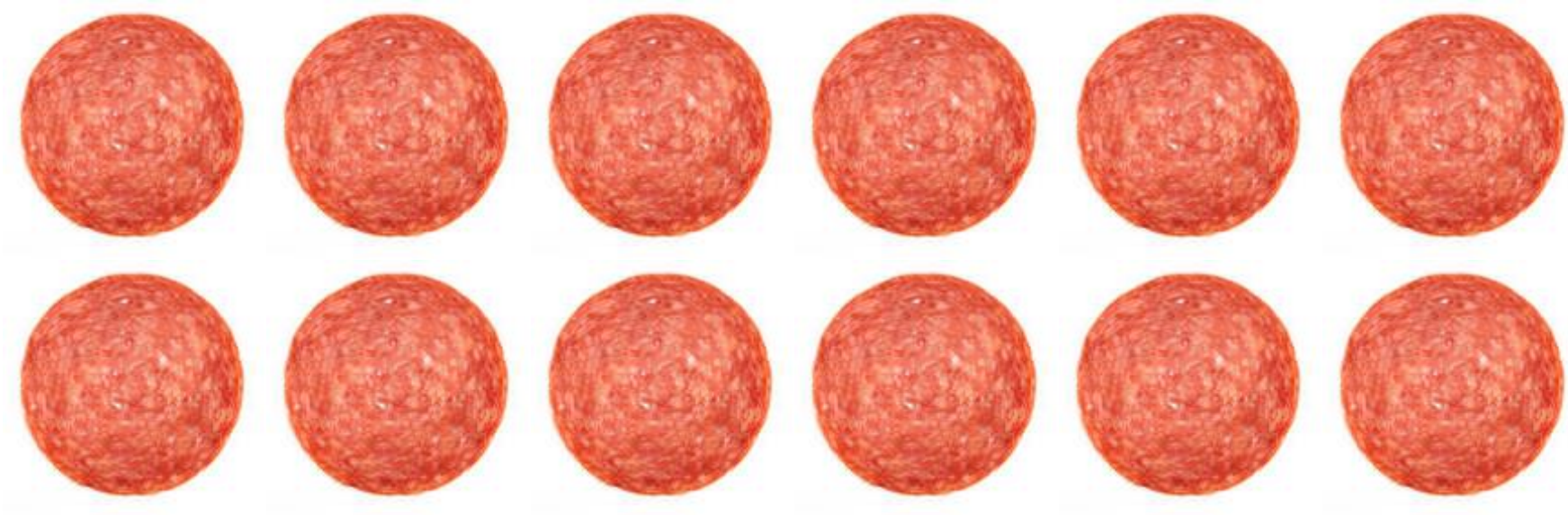












Игра „Направи си пица"

Изрежи и подреди пици по свой вкус. Поиграй си с дроби, като разрежеш пиците на части. Пробвай различни варианти на съотношение – нали затова са дробите ☺.

	1	2	3	4	5
1					
2					
3					
4					
5					

	6	7	8	9	10
1					
2					
3					
4					
5					

МЕП **Цар на таблиците** – откриване на съответствия и зависимости

	1	2	3	4	5
11					
12					
13					
14					
15					

	6	7	8	9	10
6					
7					
8					
9					
10					

МЕП **Цар на таблиците** – откриване на съответствия и зависимости

	11	12	13	14	15
11					
12					
13					
14					
15					

	6	7	8	9	10
11					
12					
13					
14					
15					

МЕП **Цар на таблиците** – откриване на съответствия и зависимости

	1	3	5	7	9
1					
3					
5					
7					
9					

	2	4	6	8	10
2					
4					
6					
8					
10					

МЕП **Цар на таблиците** – откриване на съответствия и зависимости