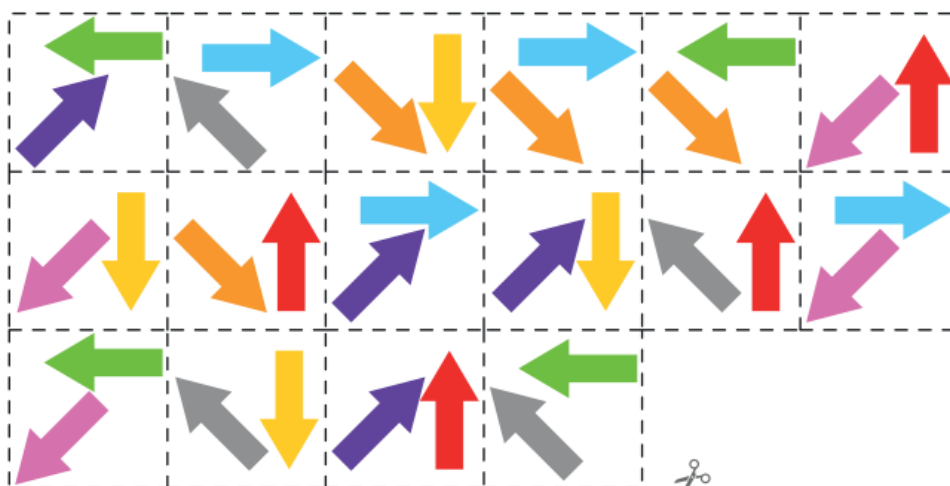
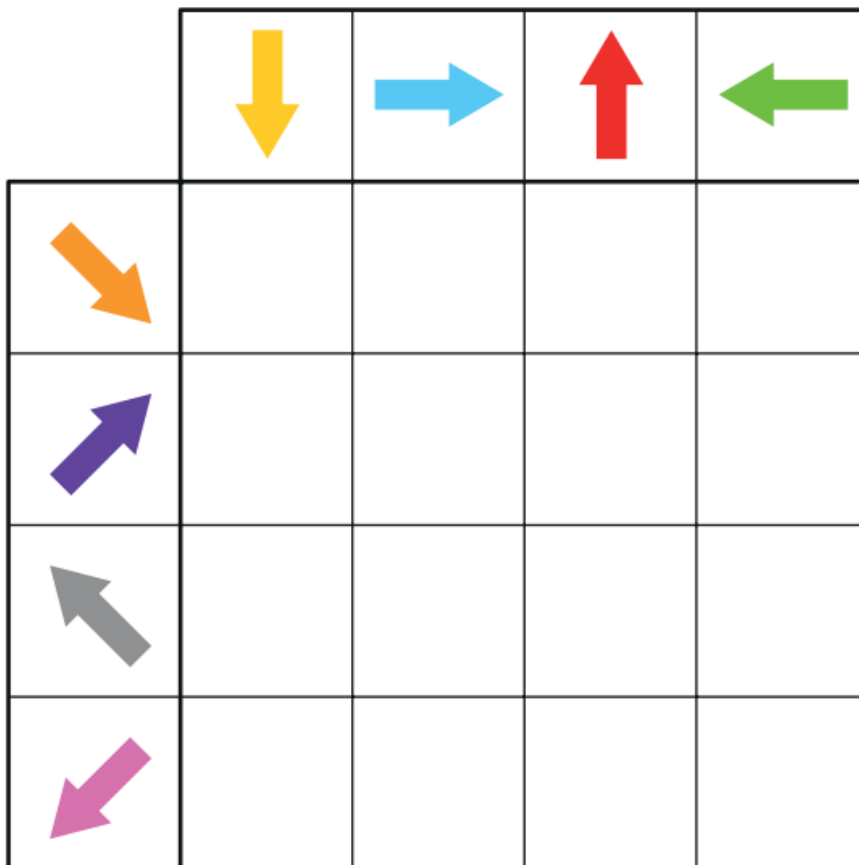


Temat: Ułożenie przedmiotów w przestrzeni – określanie kierunków.

Symetria osiowa. 17-18.06

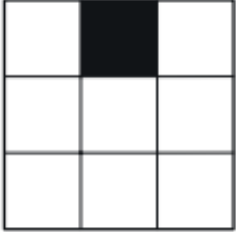
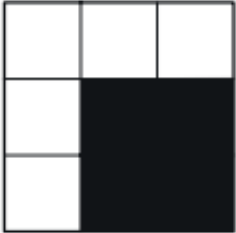
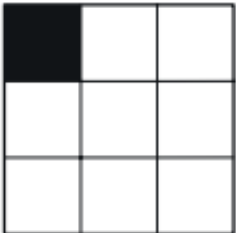
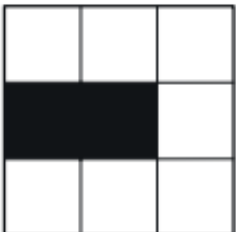
Nauczyciel: Renata Jakubowska

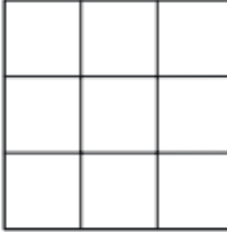
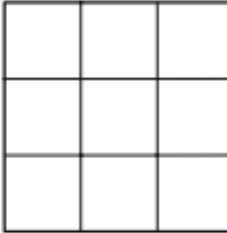
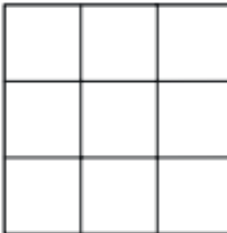
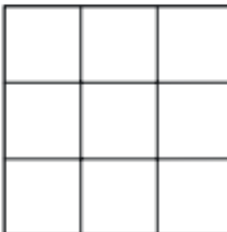
1. Powycinaj kwadraty i umieść je w odpowiednich miejscach. Określ kierunek strzałek.



2. Zaznacz symetrycznie kwadraty.













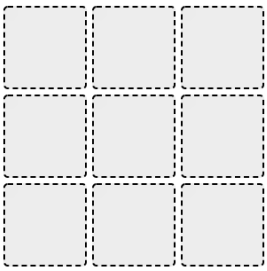



oś symetrii

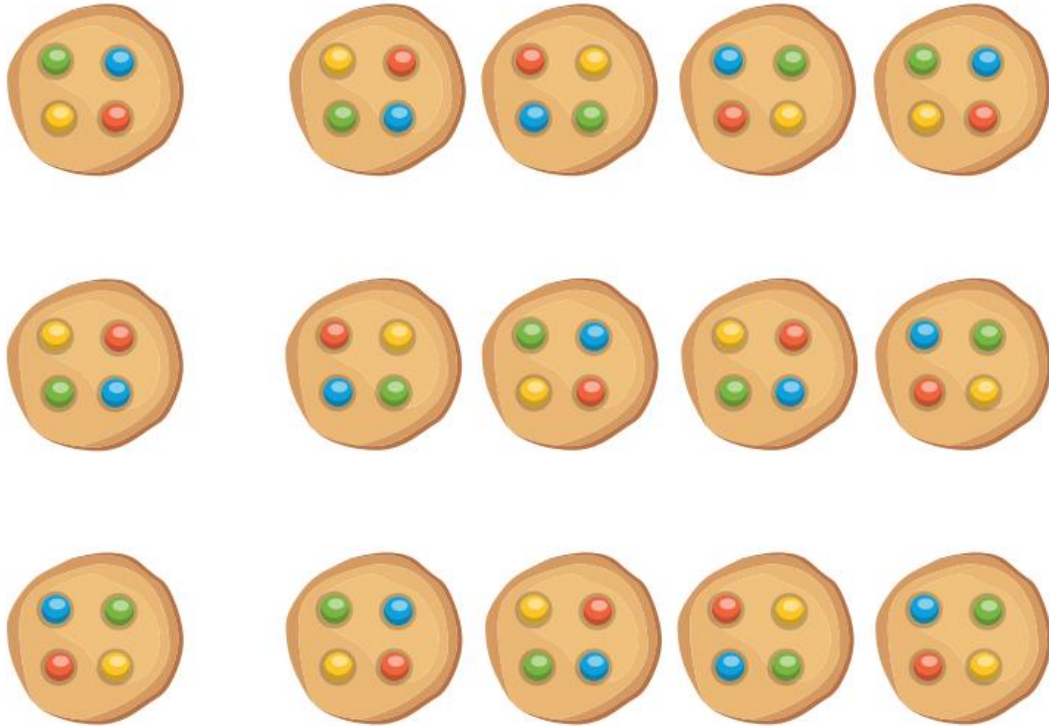





3. Ustaw roboty we właściwych miejscach. Otwórz stronę mTalent. Otwórz program demo percepcja wzrokowa. Wykonaj zadanie 13/23

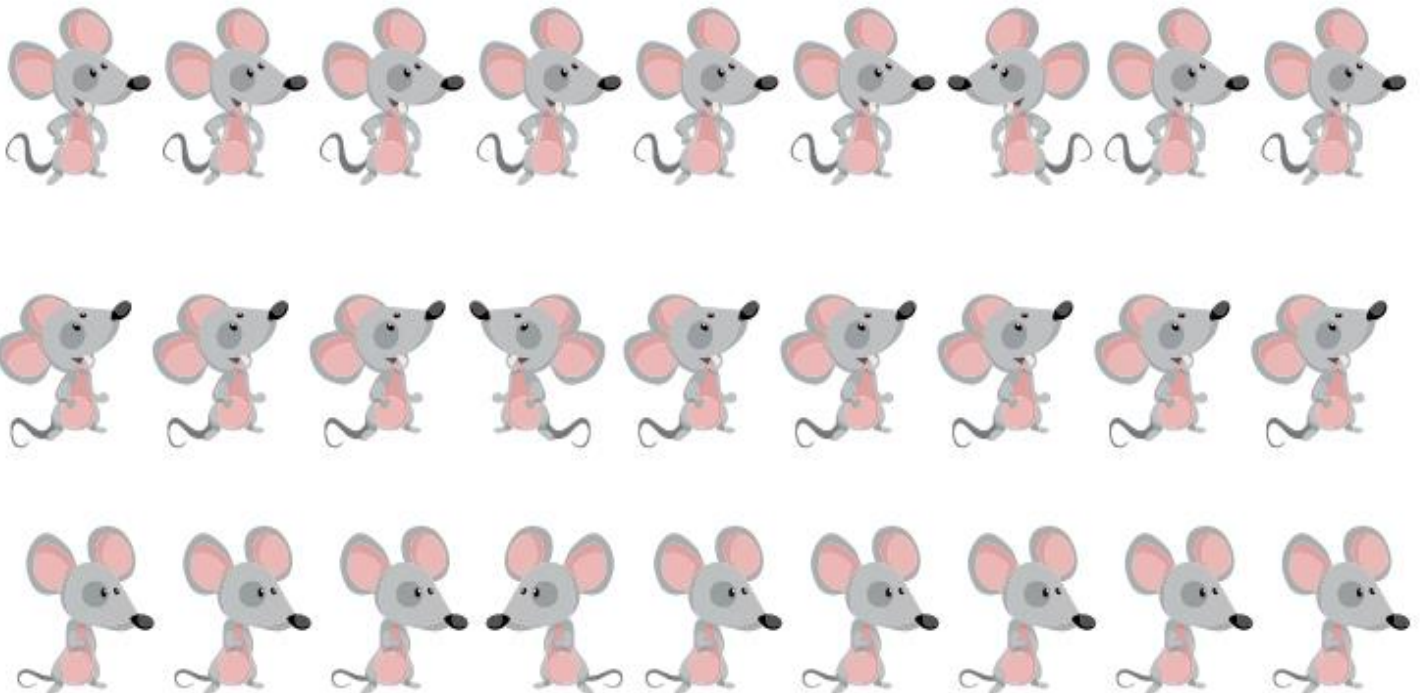
<https://www.mauthor.com/present/5098890448863232>

4. W każdym rzędzie odzyskaj ciasteczko, które ma tak samo ułożone kropki.



5. W każdym rzędzie jest mysz, która nie pasuje do pozostałych. Wskaż ją.



6. Złap cyfry. Otwórz program demo percepcja wzrokowa. Wykonaj zadanie 19/23 oraz 20/23.

<https://www.mauthor.com/present/5098890448863232>

