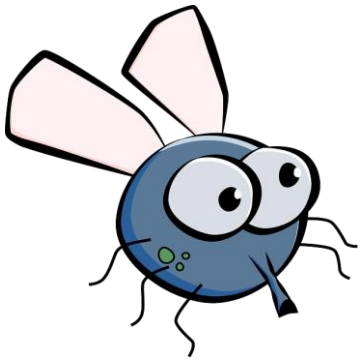
Załącznnik nr 3 – gra tradycyjna. Ortograficzne memory z h/ch – Łapka na muchy.

Tradycyjna gra opierająca się na zasadach memory. Karty rozkładamy na dywanie lub ławce. Zadaniem uczniów jest odnalezienie takich samych kart, połączenie ich w pary. Warunkiem jest dobieranie kart zawierających dwa takie same wyrazy z trudnością ortograficzną (wyrazy z h/ch).
Dodatkową atrakcją mogą być wykorzystane do tej gry klapki na muchy. Uczniowie w parach czy mniejszych grupach otrzymują klapki na muchy, szukają par, po ich odnalezieniu naśladują bzyczenie muchy, dotykają wybranych kart, po czym zabierają je i otrzymuja punkt.
Wyobrażają sobie, że muchy usiadły na dwóch takich samych kartach, zawierających jednakowe wyrazy.
Jeżeli nie mamy klapek na muchy, możemy użyć kart z klapkami, wtedy to nimi dzieci zakrywają karty z takimi samymi wyrazami.

Druga wersja gry może być utrudniona, wtedy karty są odwrócone, dalej gra toczy się na zasadach memory.

20 kart z wyrazami i muchami.
4 karty z klapkami na muchy.



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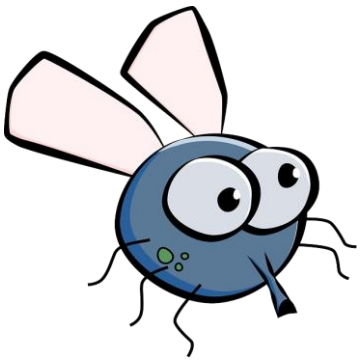

hałas

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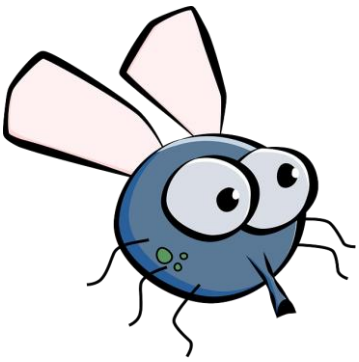
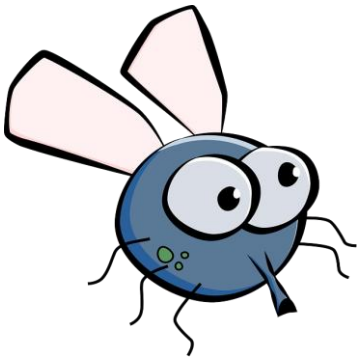


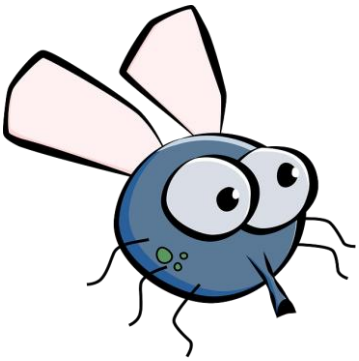
hałas

chata



błahostka

chata



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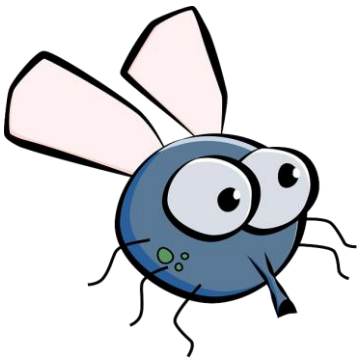
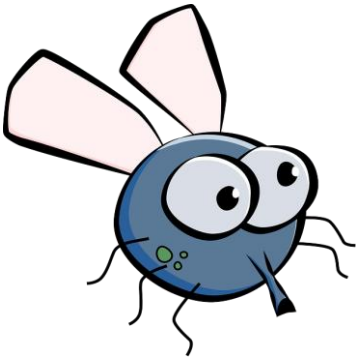


historia

historia



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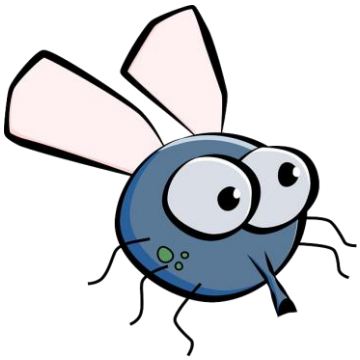

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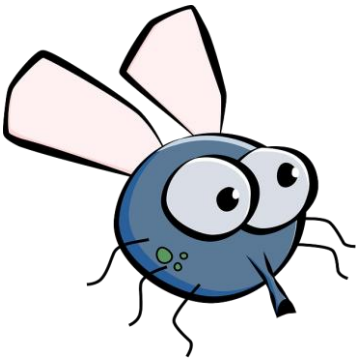

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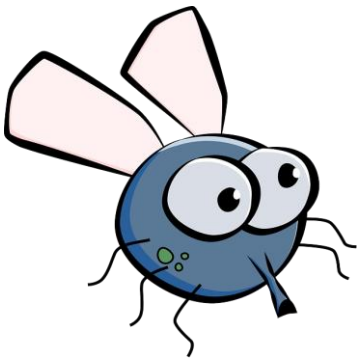
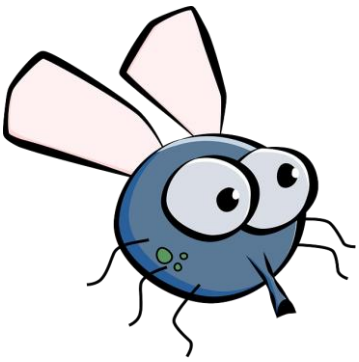


chleb

chleb



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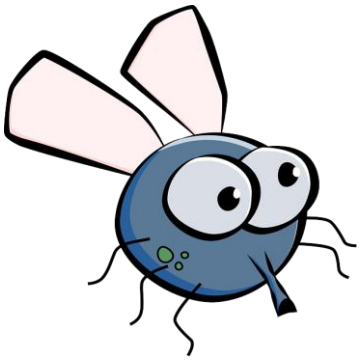
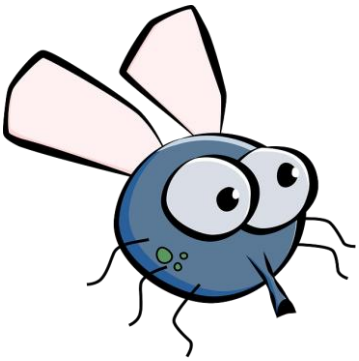
chleb



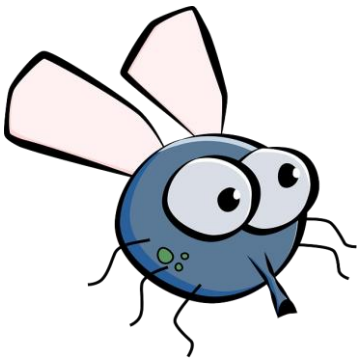
humor

chleb



humor

chryzantemy



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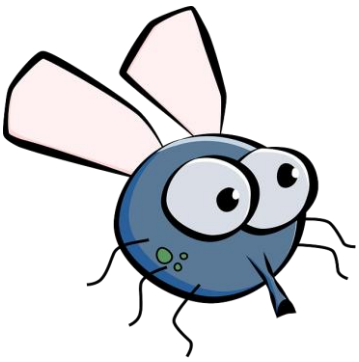
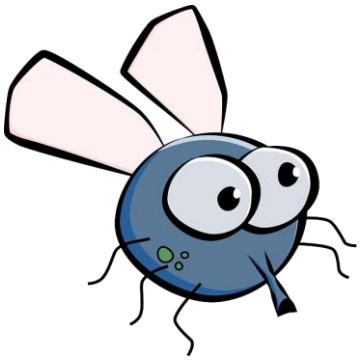
hamulec



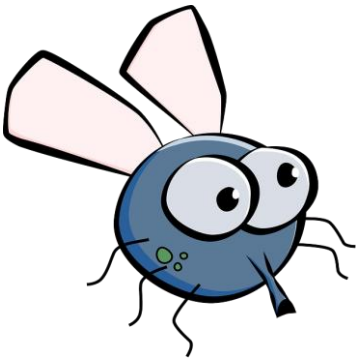
chryzantemy

mucha



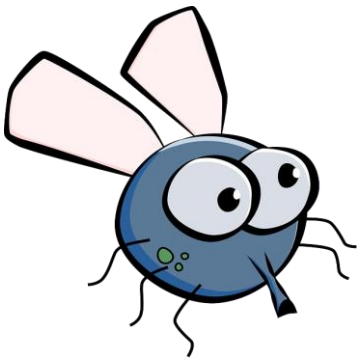
druh

druh



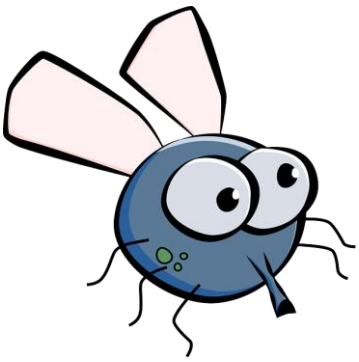
mucha

chwast



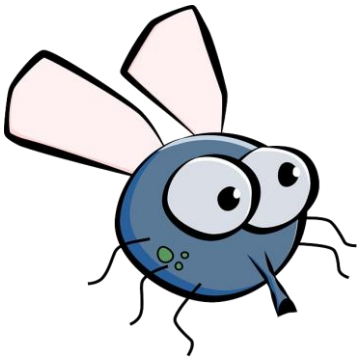
wahadło

chwast



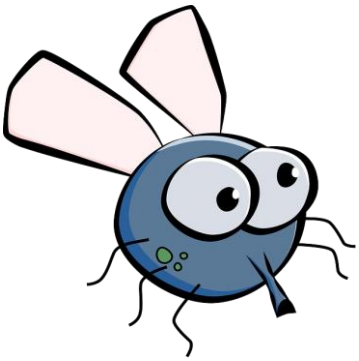
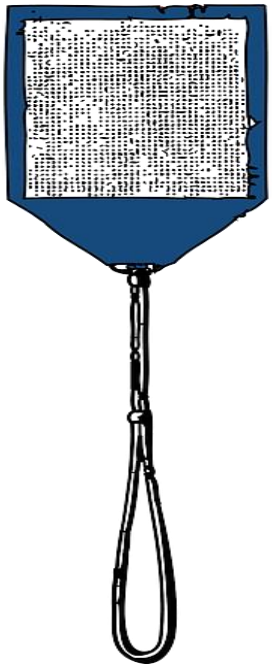
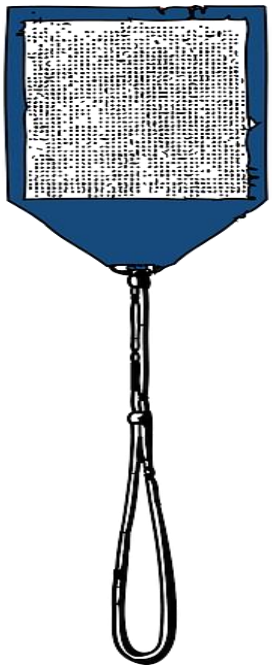
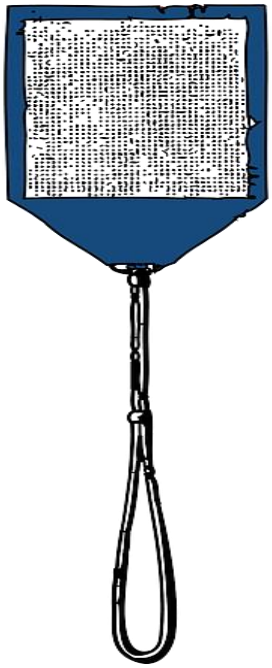
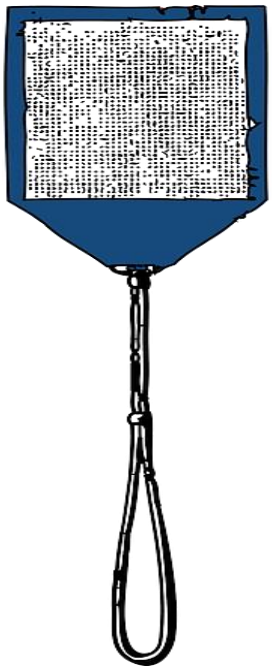
wahadło

chomik



harcerz

chomik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