

E. M. Katz

MATEMATICA VESELĂ

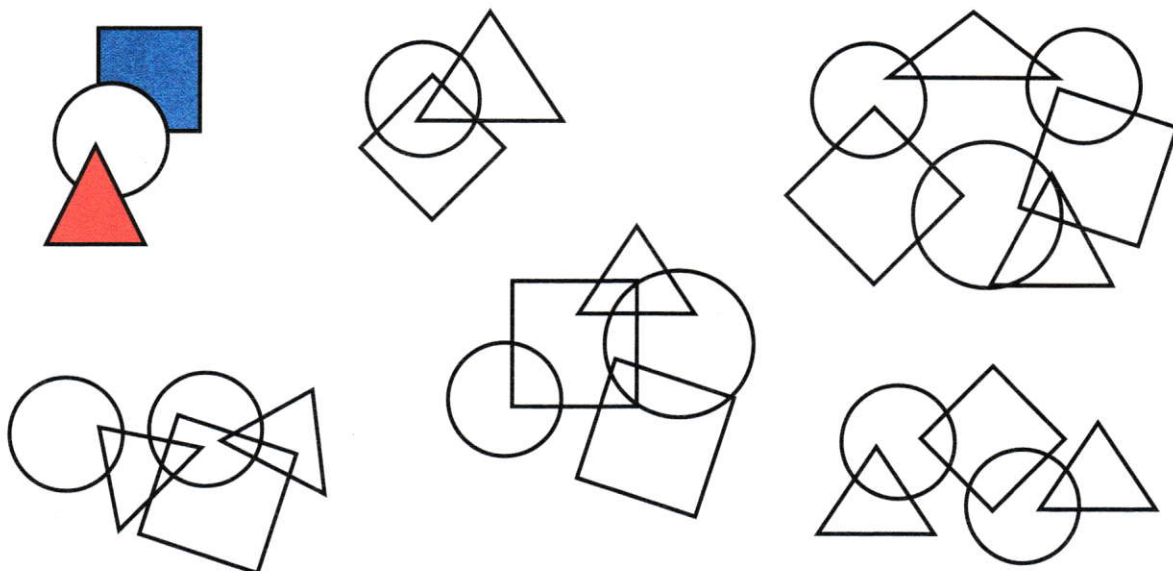
7 ani +

Caiet de jocuri logico-matematice

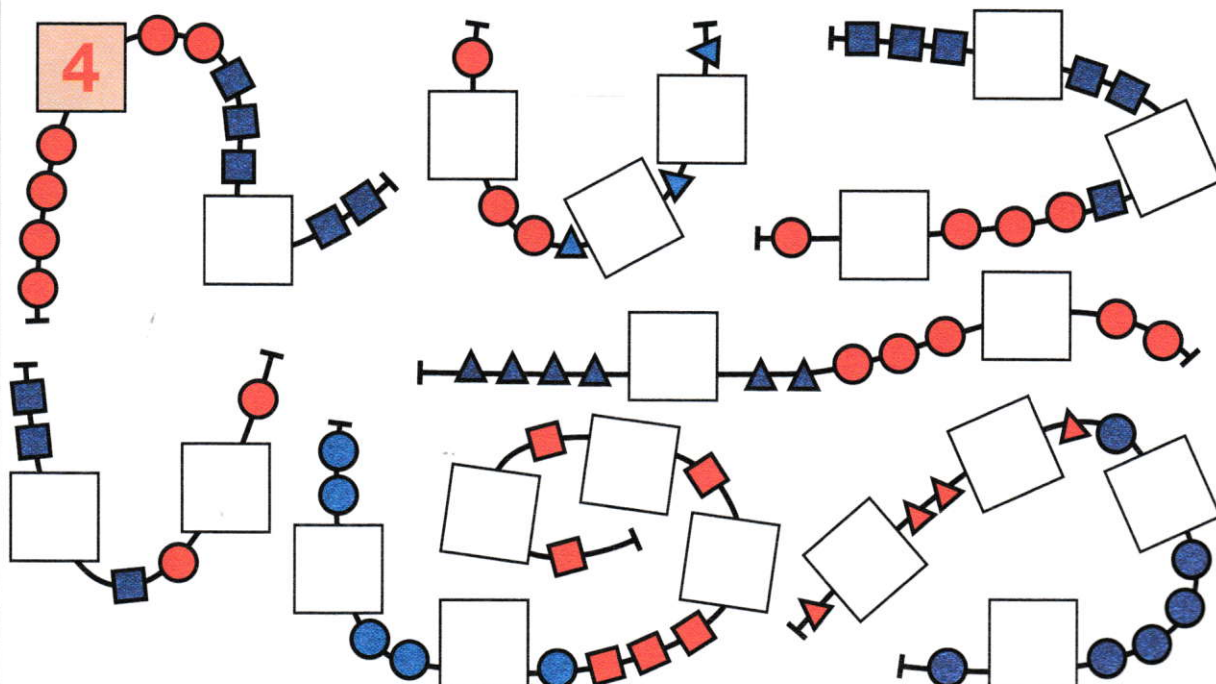




Colorează figurile așa încât cercurile
să fie peste pătrate, dar sub triunghiuri.

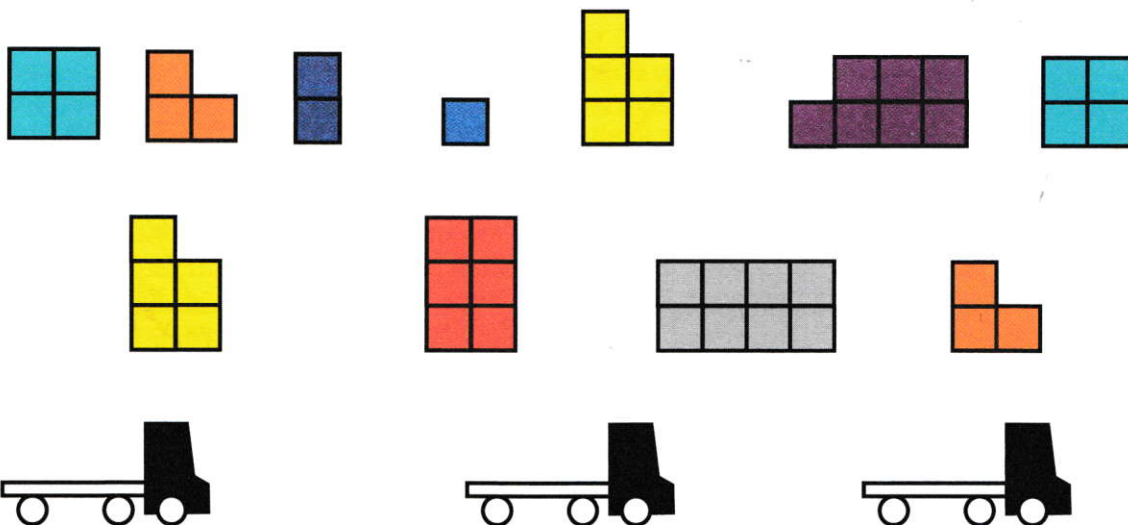


În fiecare șirag sunt 10 mărgelile roșii
și 10 albastre. Câte lipsesc?





Distribuie cutiile așa încât
în fiecare camion să fie 15.



Care încărcătură e în plus?



Pune semnele «+» și «-»
așa încât socotelile să fie corecte.

$$3 \bigcirc 2 \bigcirc 1 = 6$$

$$3 \bigcirc 2 \bigcirc 1 = 4$$

$$3 \bigcirc 2 \bigcirc 1 = 2$$

$$3 \bigcirc 2 \bigcirc 1 = 0$$

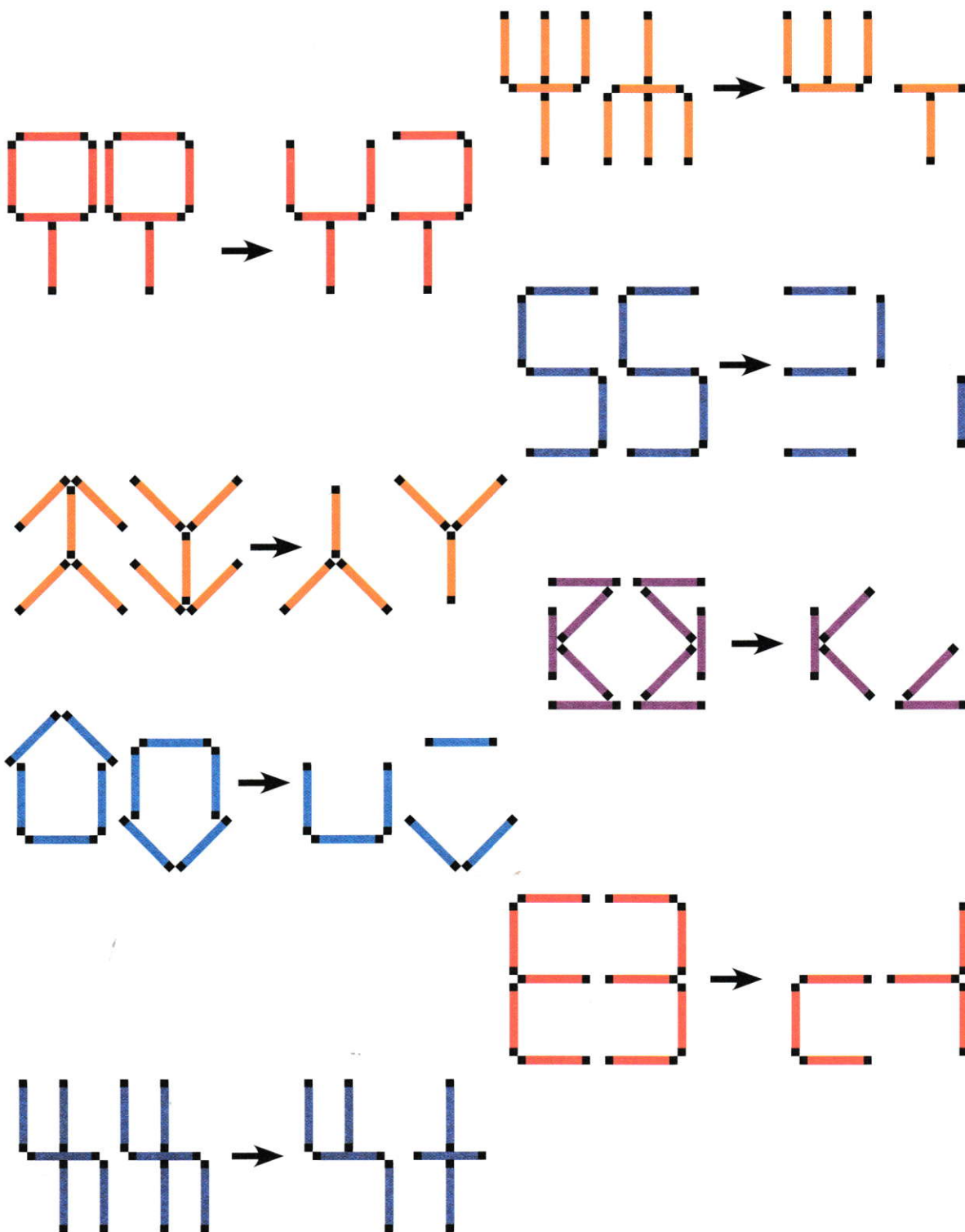
$$4 \bigcirc 3 \bigcirc 2 \bigcirc 1 = 4$$

$$4 \bigcirc 3 \bigcirc 2 \bigcirc 1 = 2$$

$$4 \bigcirc 3 \bigcirc 2 \bigcirc 1 = 6$$

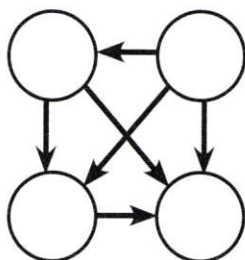
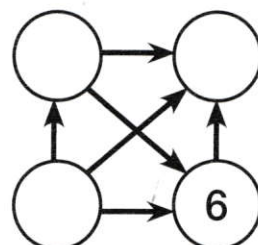
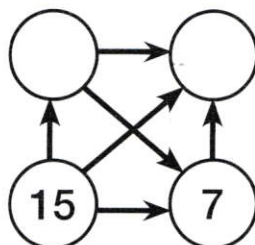
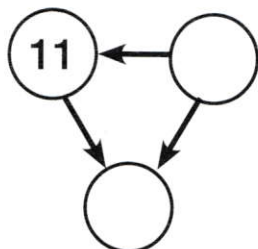
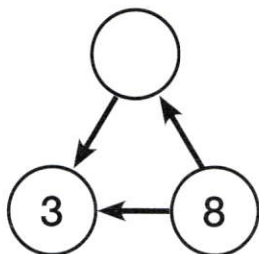


Mira a făcut mai multe desene din 10 bețe, dar apoi unele au dispărut. Poți să le completezi?

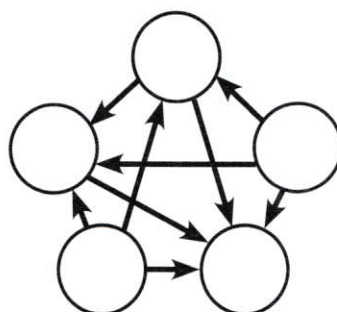




Săgețile merg de la cifra mai mare la cifra mai mică. Scrie cifrele lipsă.



7, 11, 3, 8



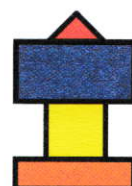
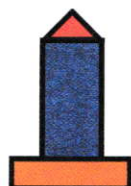
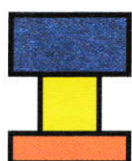
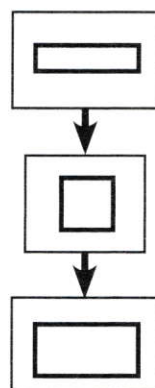
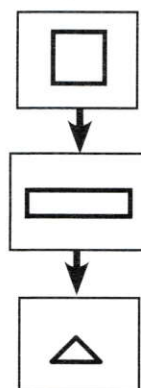
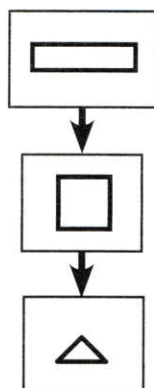
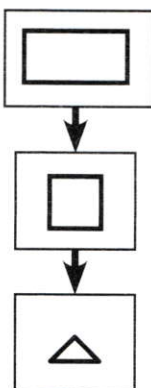
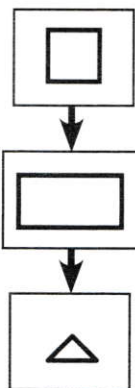
4, 17, 21,
9, 19



Unește turnurile cu schema după care au fost construite.

START

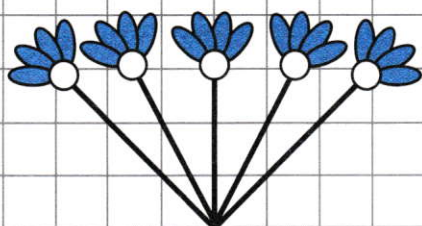
FINIȘ



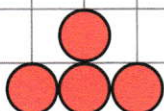
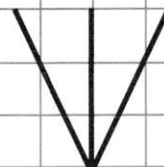
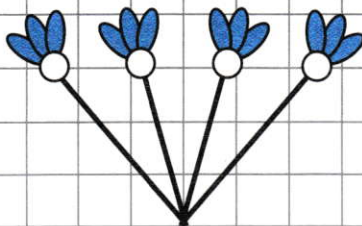
Încercuiește turnurile care nu au schemă.



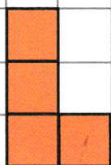
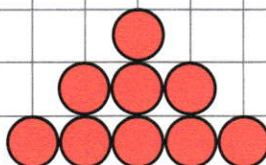
Continuă secvențele.



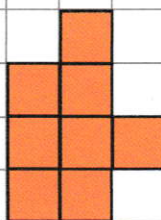
20



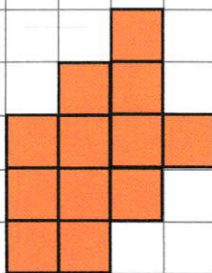
4



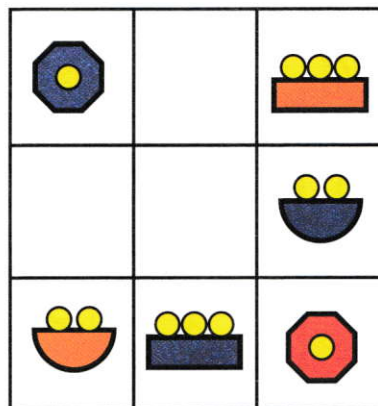
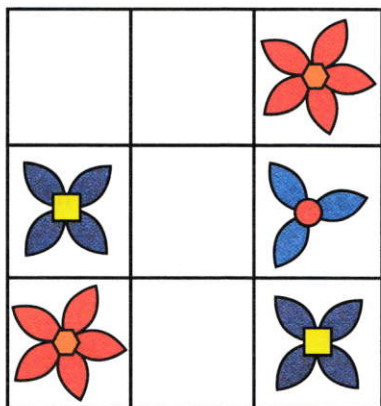
4



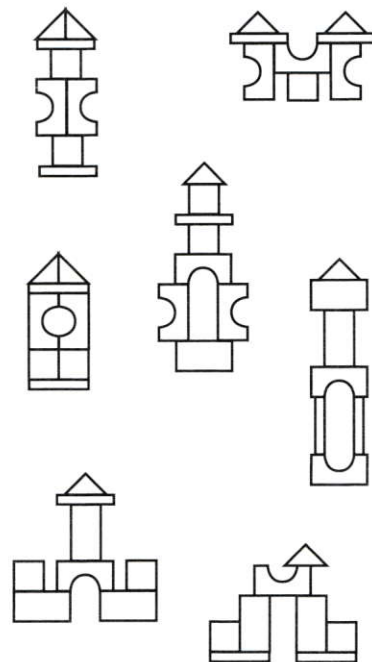
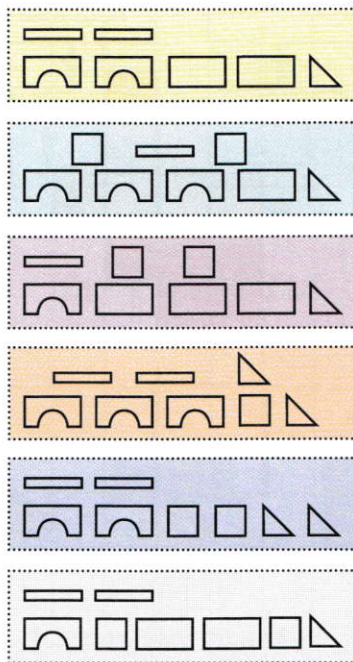
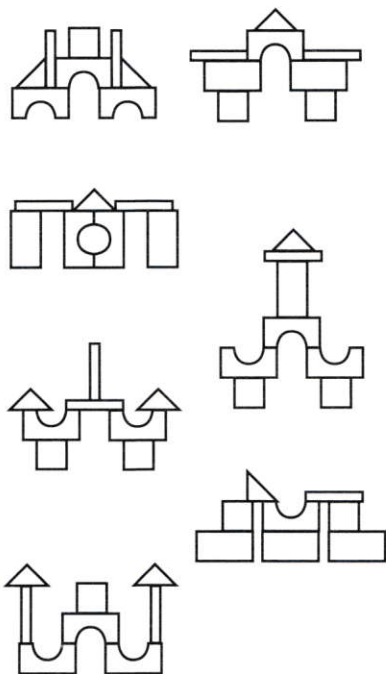
8



Completează pătratele magice
pe fiecare rând și pe fiecare coloană.
Forma, culoarea și numărul de componente
trebuie să fie diferite.

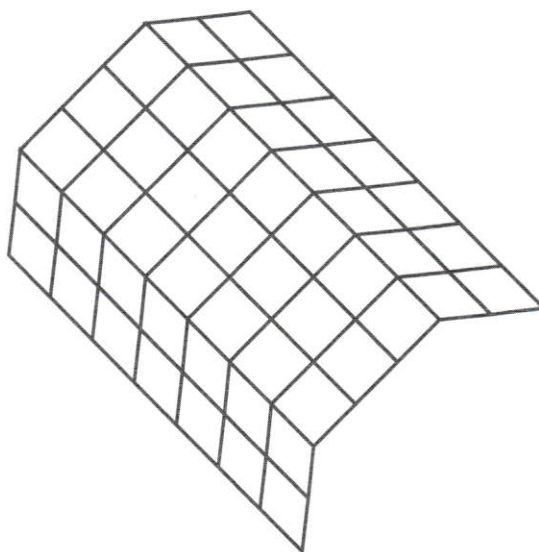
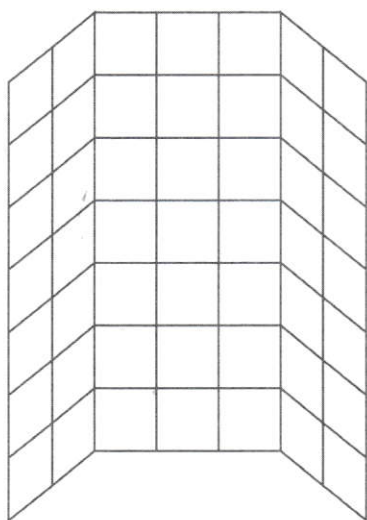
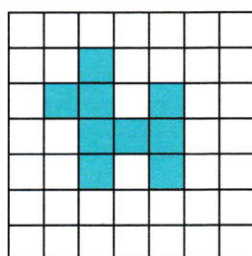
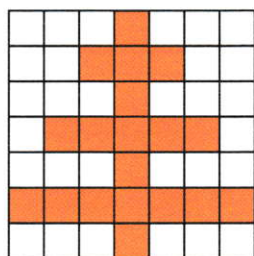
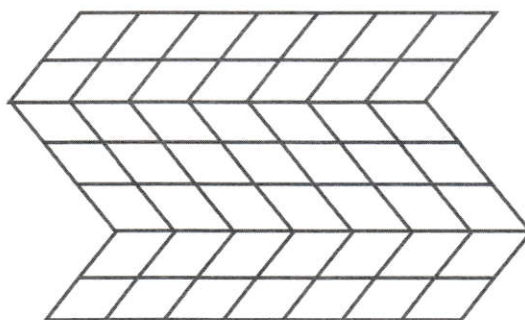
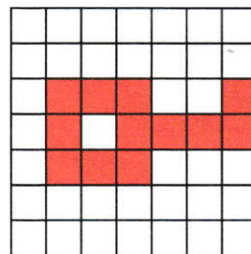
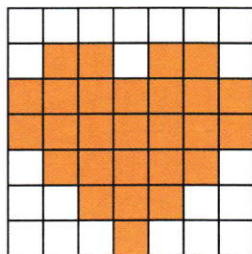
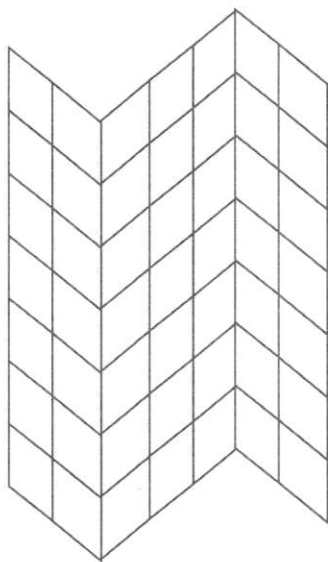


Unește și marchează cu aceeași culoare construcțiile cu setul potrivit de elemente componente.



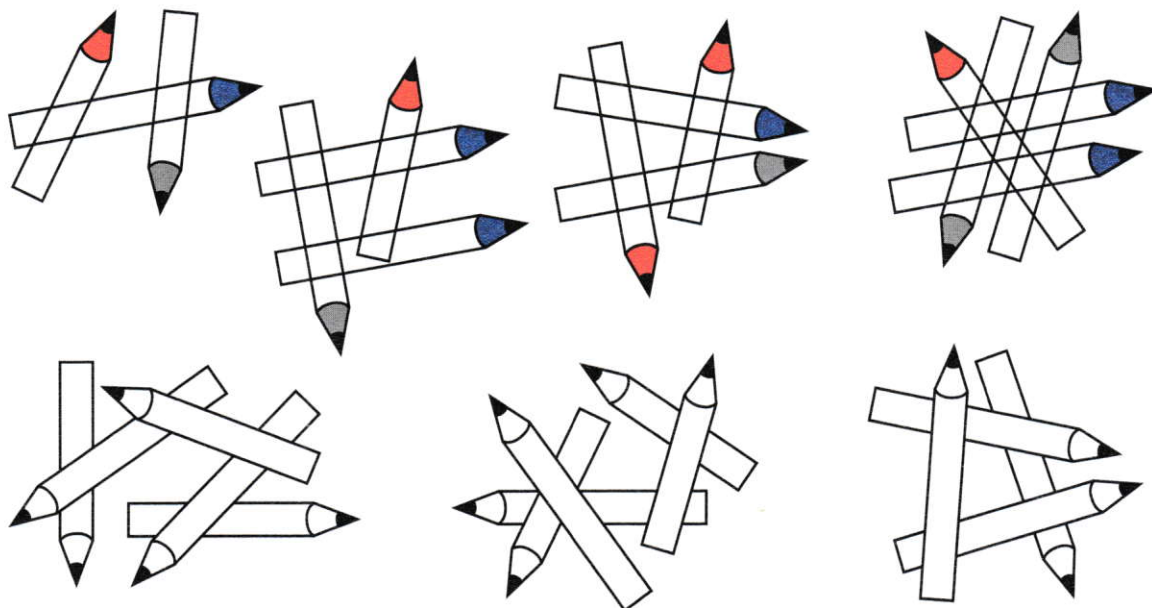


Colorează eșarfele după model.

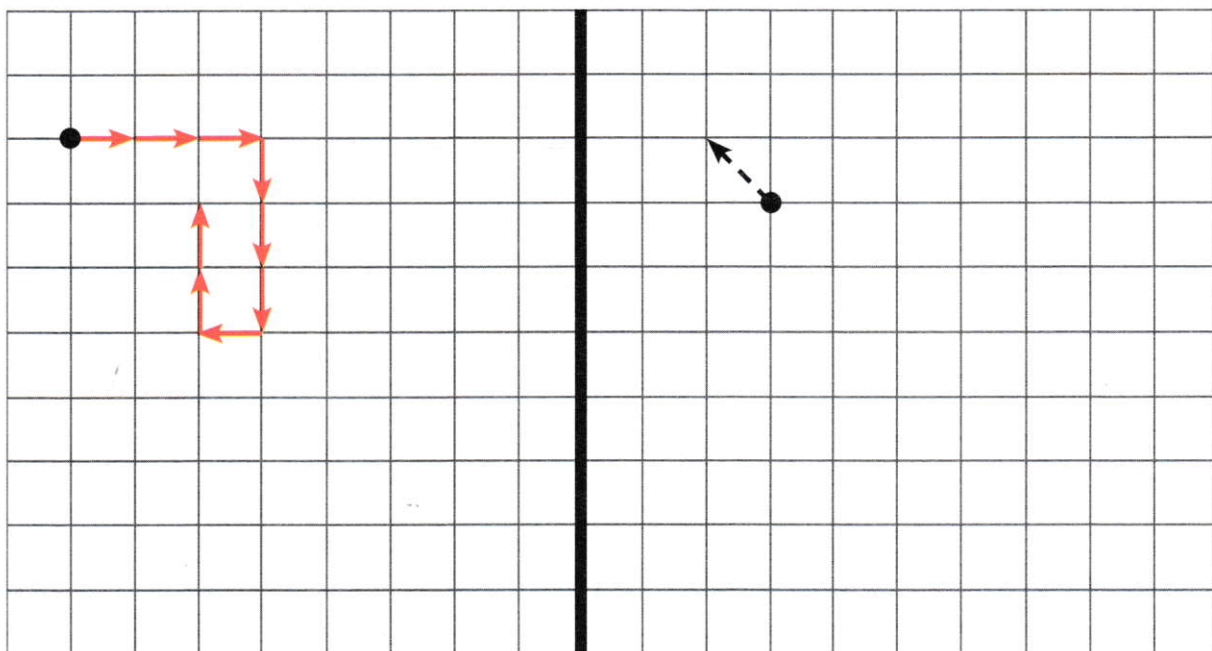




Colorează creioanele astfel încât cele albastre să fie peste cele roșii, dar sub cele gri.



Desenează traseul prin căsuțe.



3 → 3 ↓ 1 ← 2 ↑ 1 ← 2 ↓ 1 ← 3 ↑

1 ↖ 1 ↗ 1 ↘ 1 ↙ 4 ↓ 2 ↗ 1 ↑ 2 ↘



Colorează borcanele cu același conținut în aceeași culoare.

