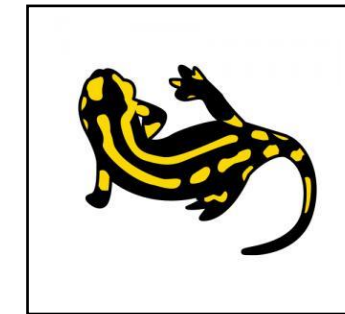
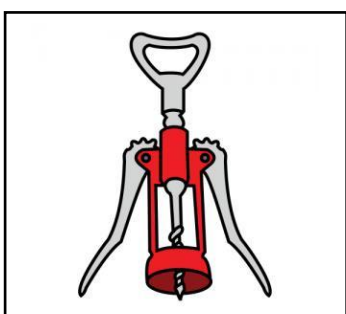
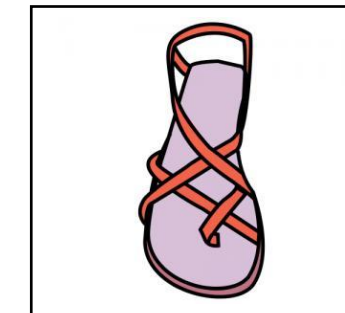
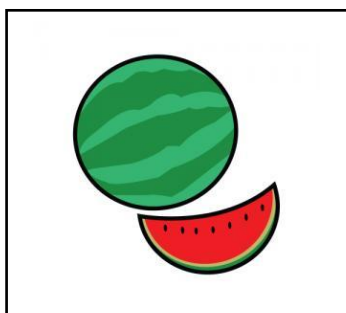
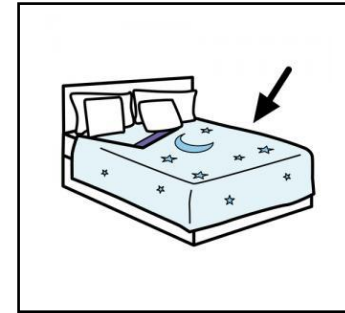
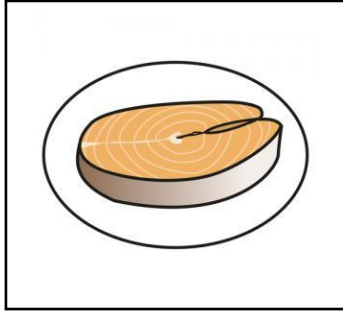
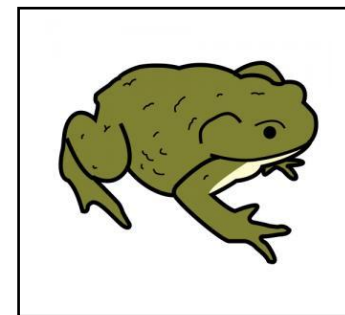
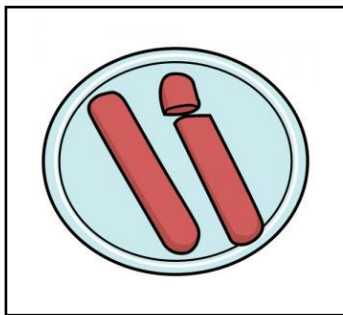
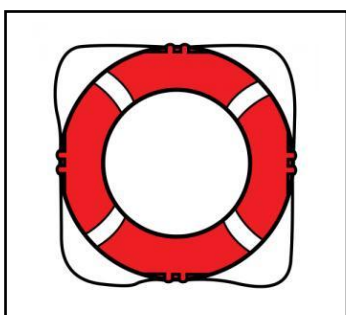
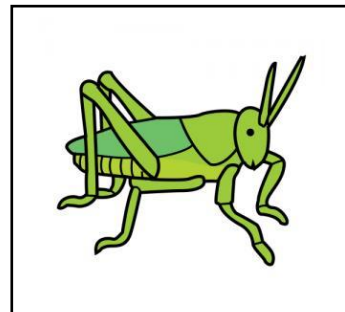
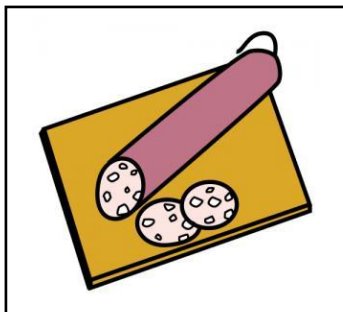
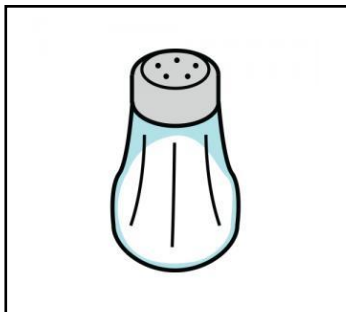
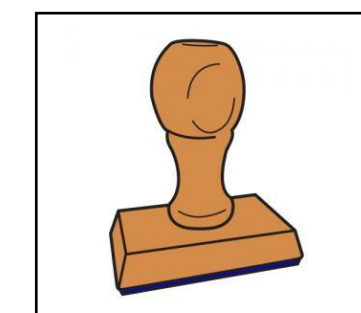
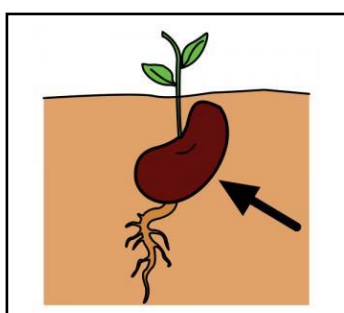
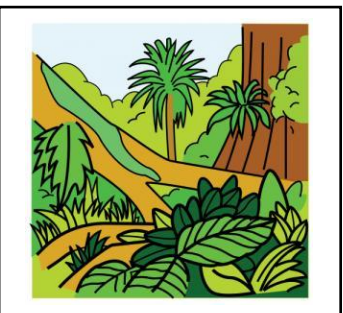
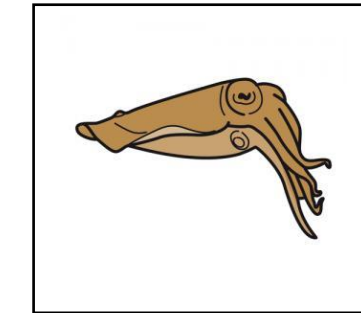
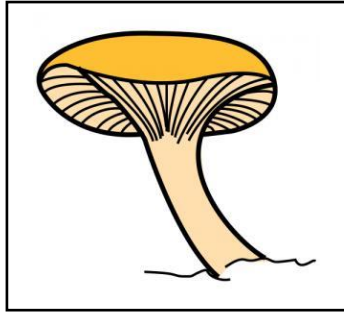
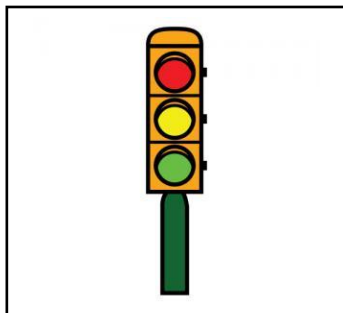
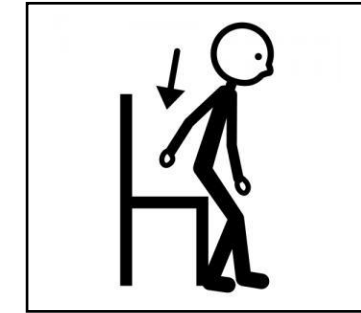
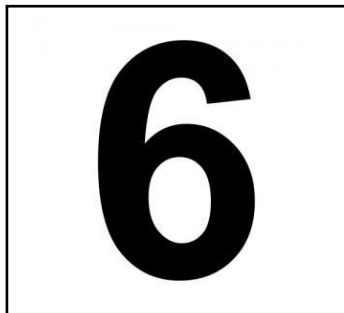
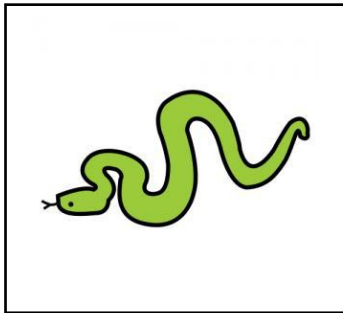
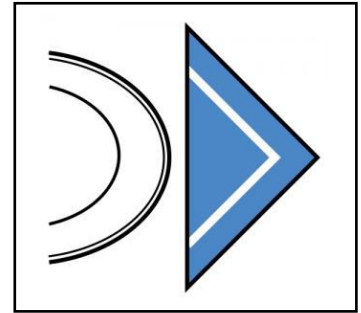
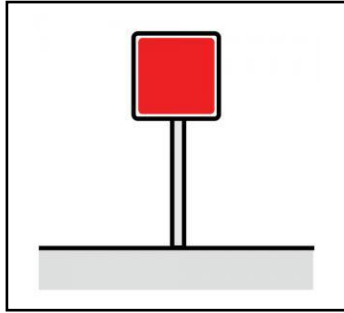
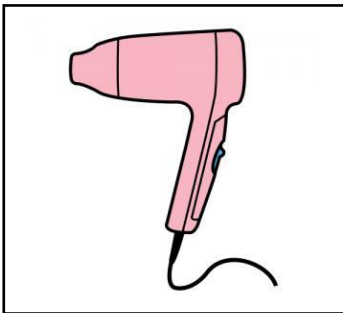
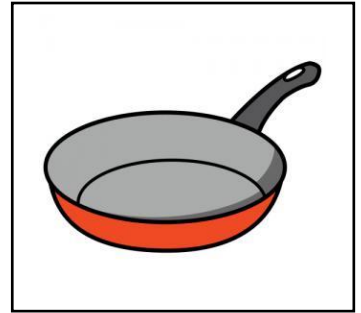
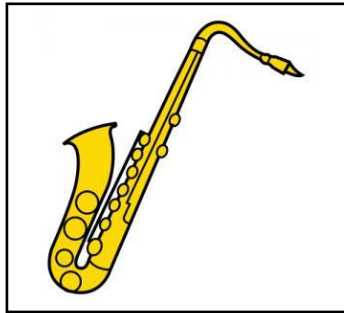
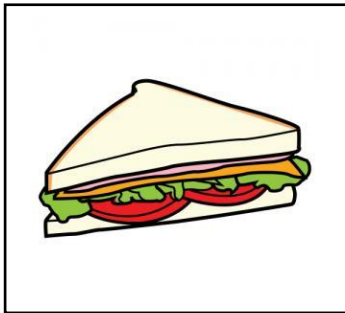
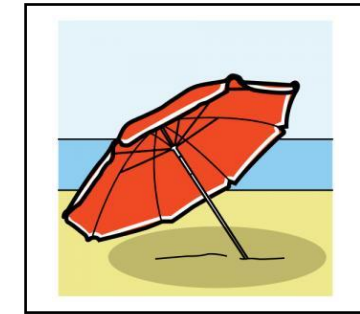
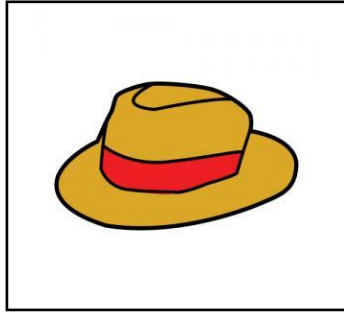
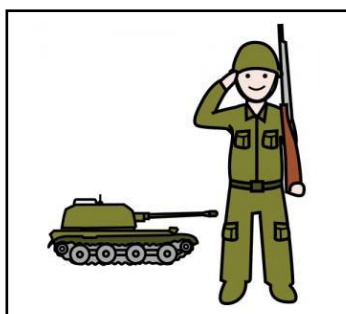
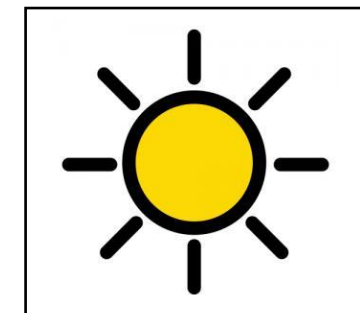
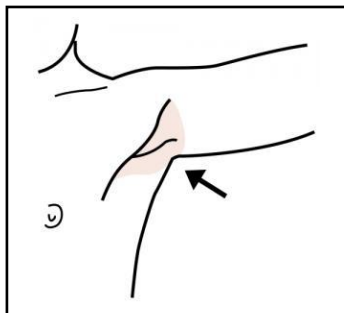
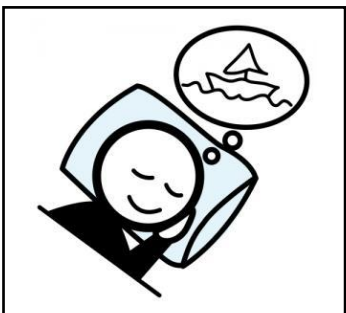
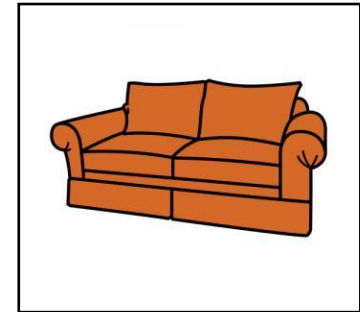
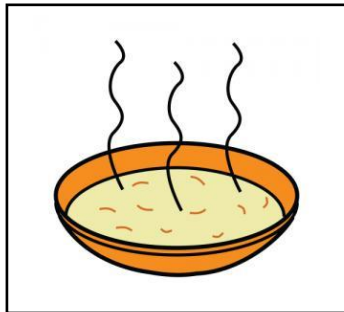
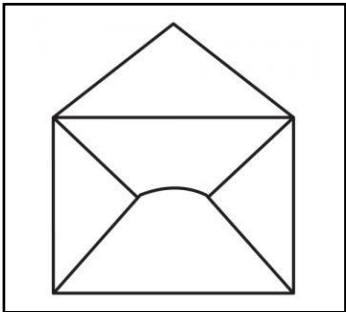
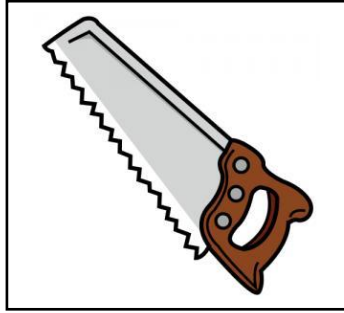
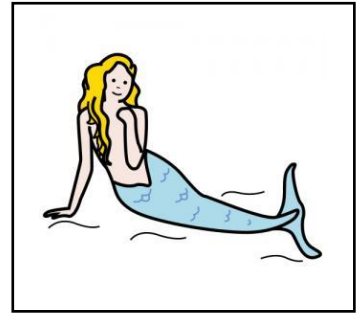
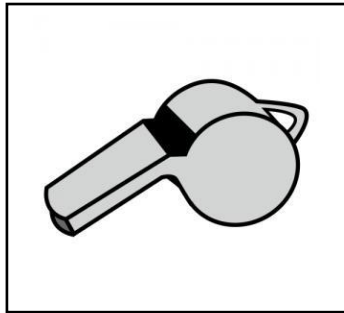
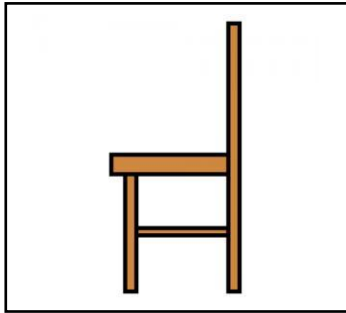
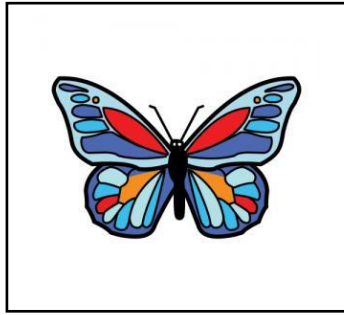
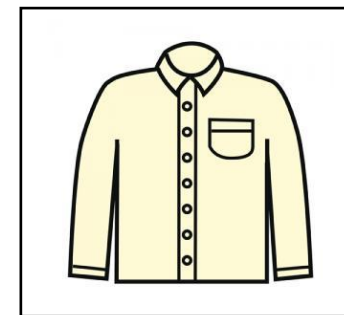
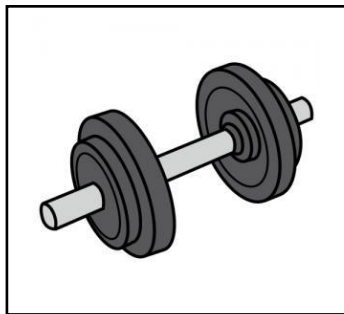
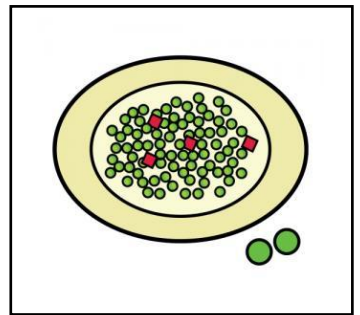
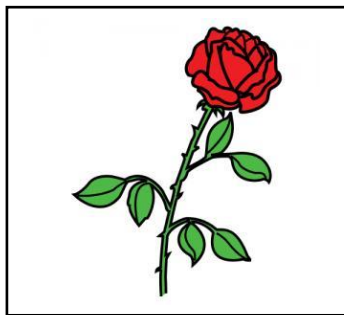
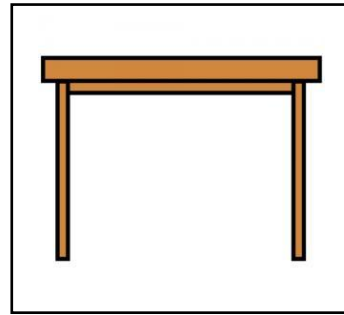
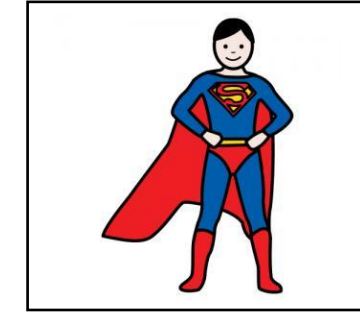
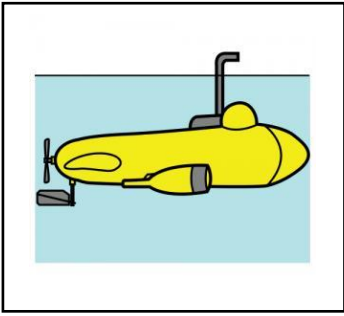
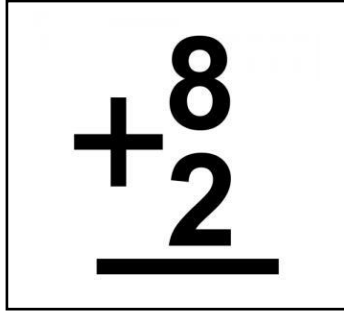
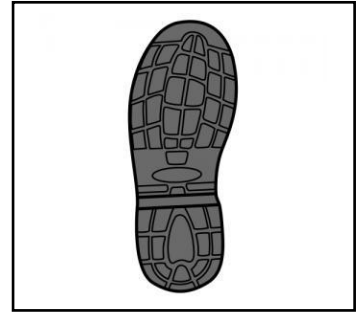
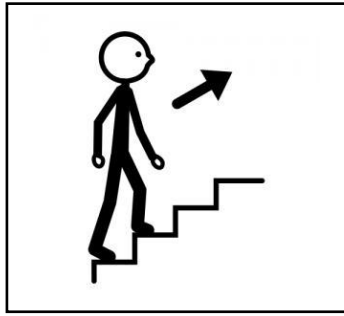
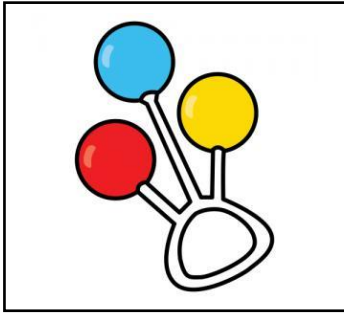


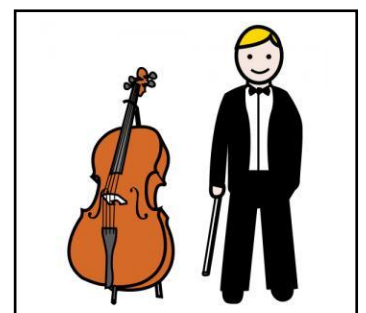
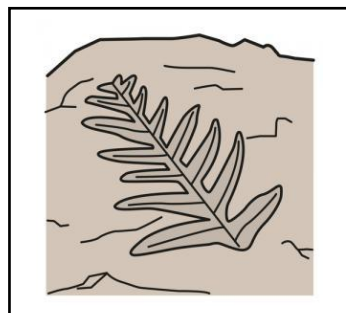
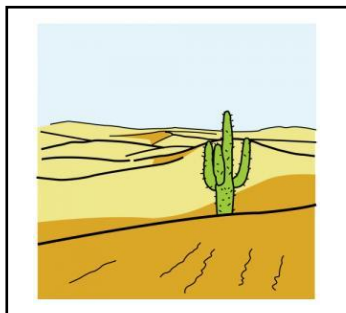
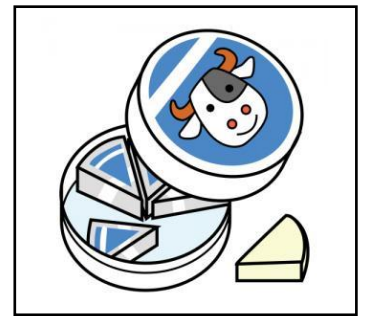
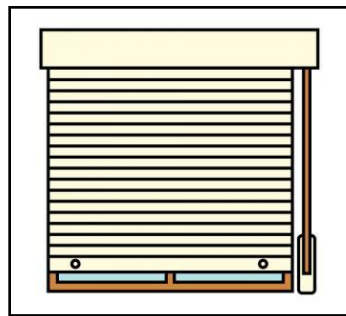
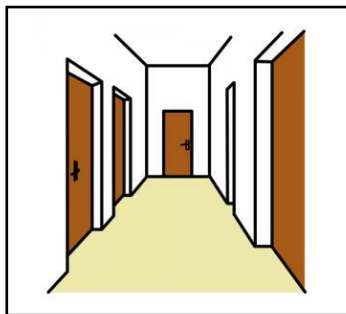
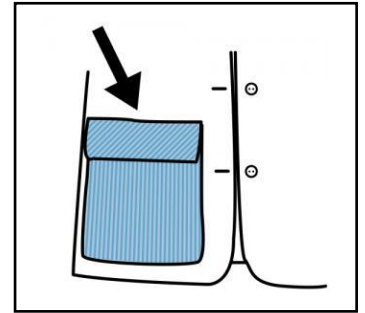
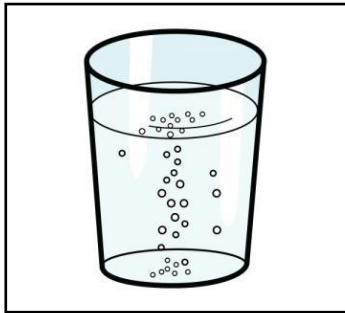
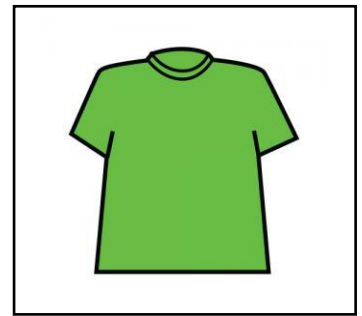
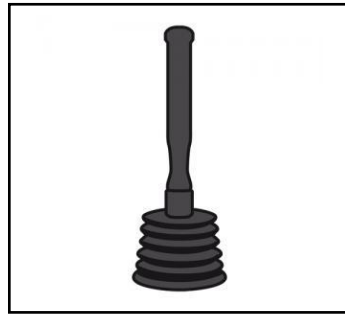
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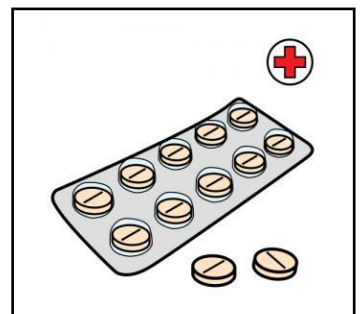
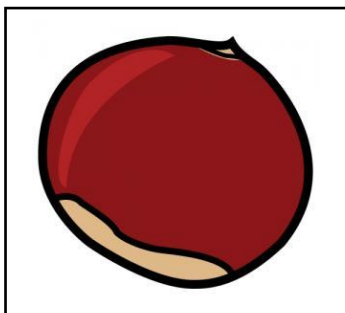
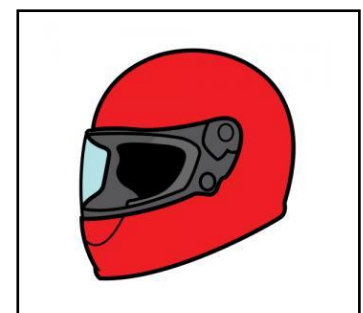
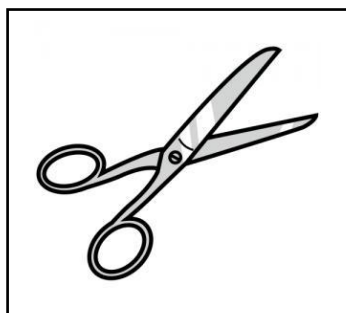
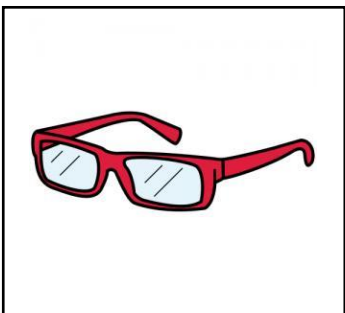
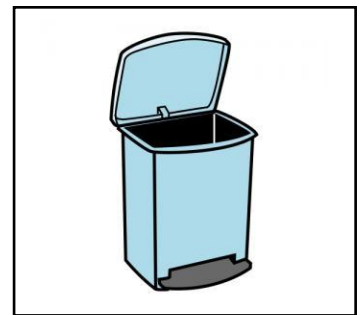
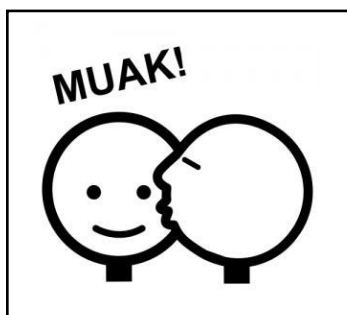
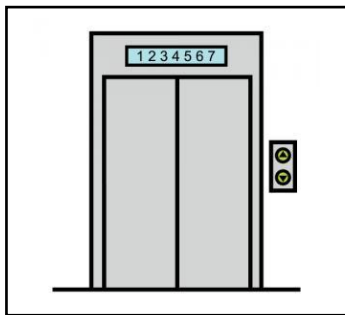
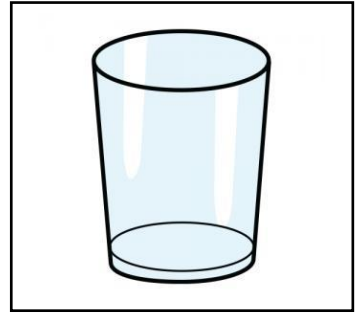
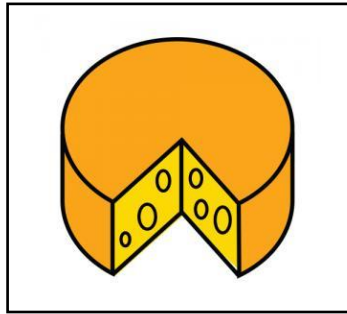
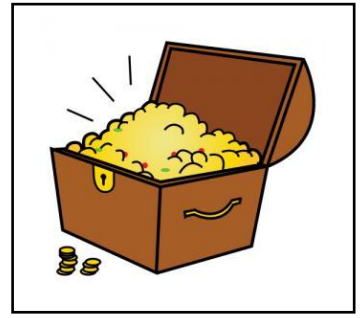
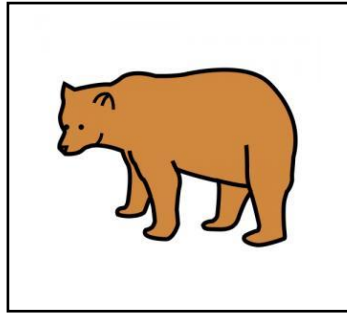
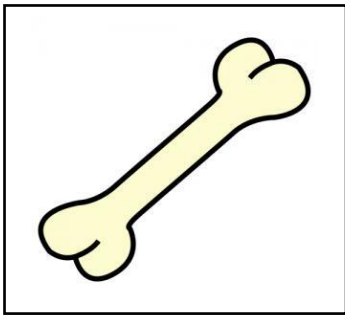


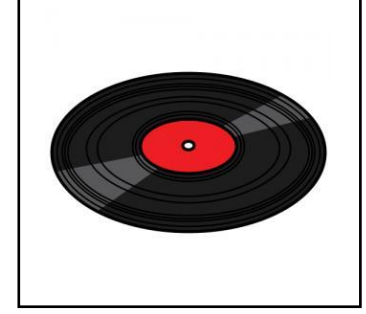
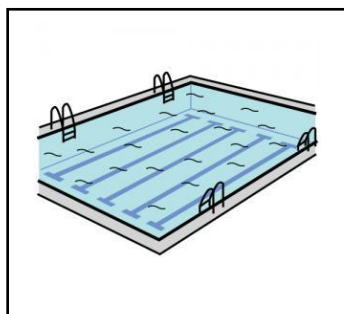
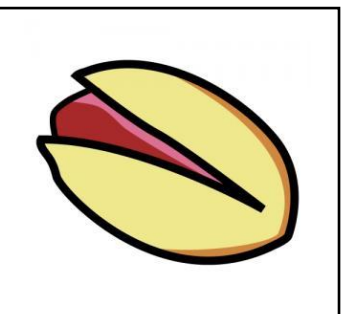
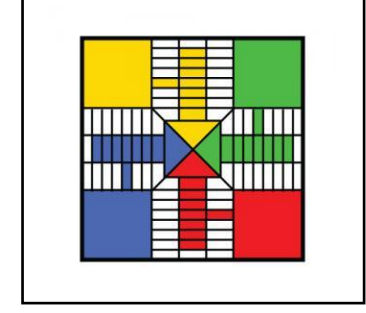
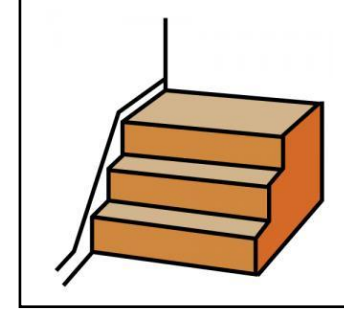
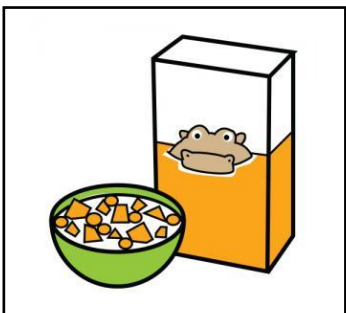
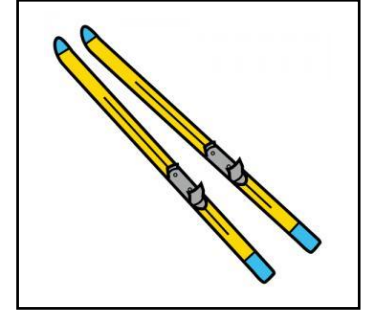
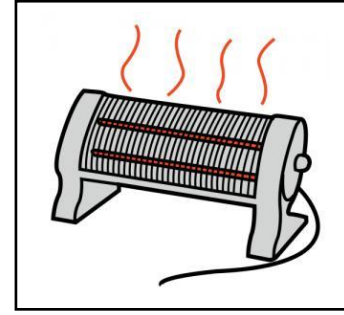
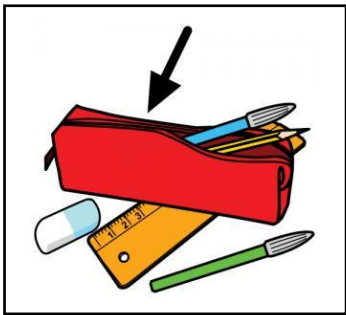
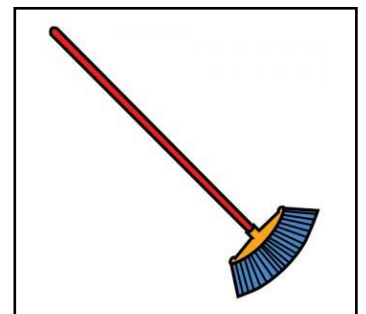
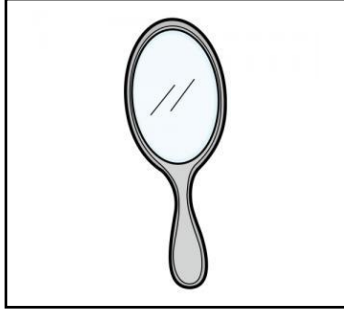
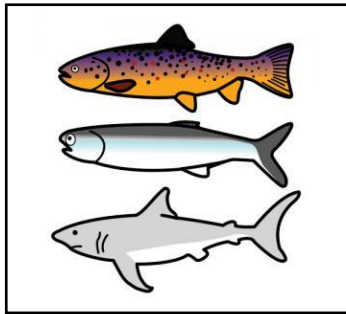
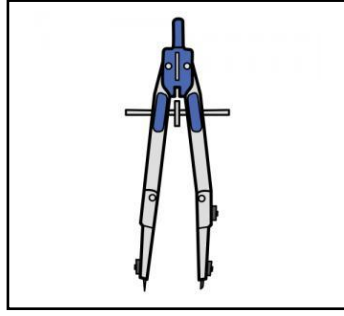
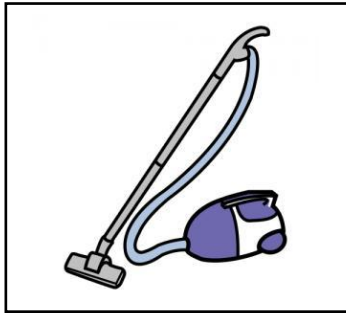


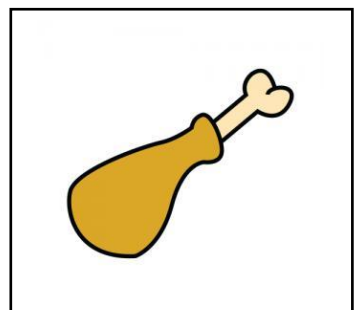
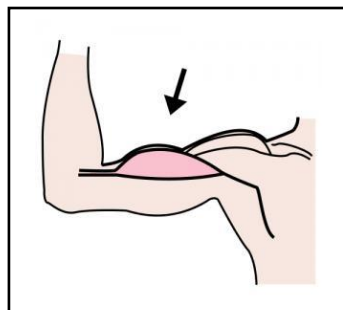
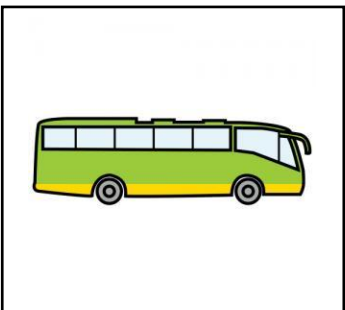
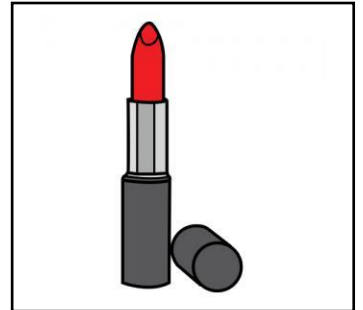
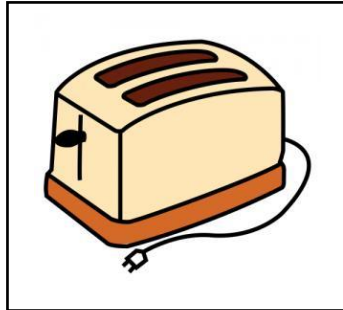
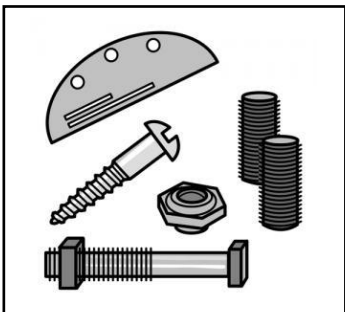
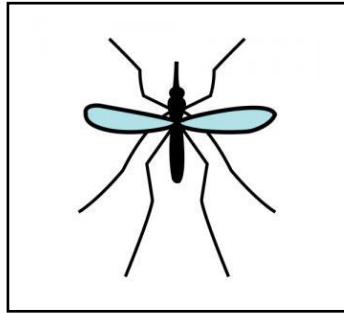
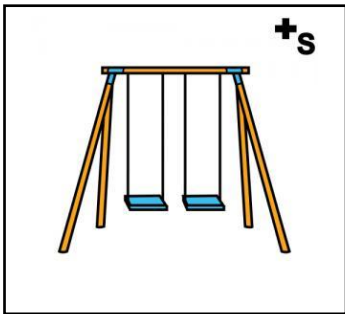
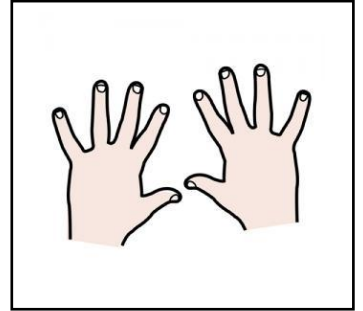
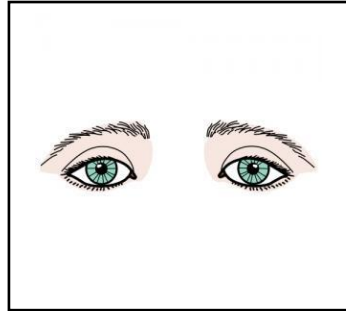
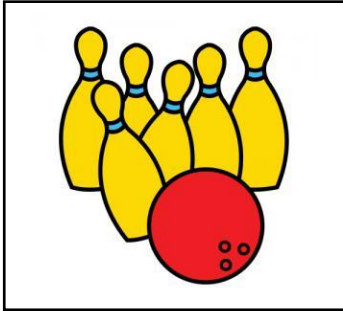
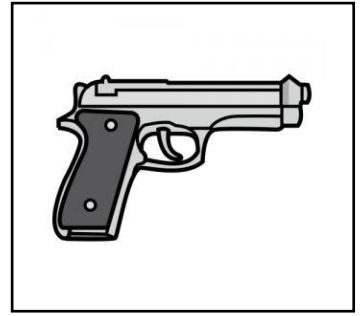
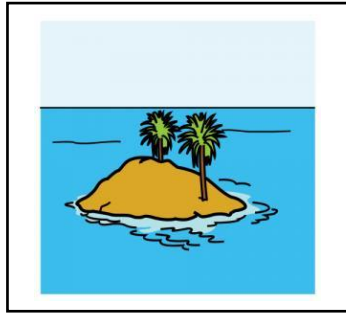
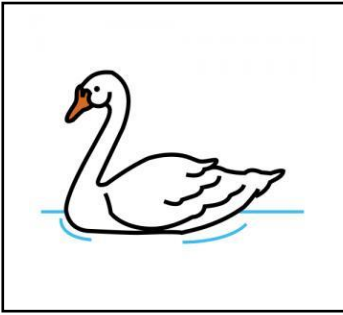












Outras posibilidades de xogo:

-Escoller unha das páxinas do documento e xogar a adiviñar as palabras a través da súa descrición.

Por exemplo: “Utensilio no que se garda a sal” e o neno/a terá que dicir “salero”.

-Outra posibilidade é o xogo “¿Qué soy yo?”, poñendo na fronte unha das imaxes do documento (sen mirala) e, a través das descricións da outra persoa adiviñar a palabra.

-Se se duplican algunhas imaxes do documento, tamén se podería xogar ao memory. Nel, cada vez que se levante unha imaxe terase que dicir o nome da mesma e así sucesivamente ata ir formando todas as parellas de imaxes.

-Outra actividade podería ser nomear todas as palabras dunha das páxinas do documento nun tempo limitado, por exemplo 30 segundos (cronometrados).

Se se dispón dun spinner, poderíanse nomear as palabras antes de que o spinner pare de xirar.

-O xogo da “Bomba” tamén é outra alternativa. Consiste en fabricar unha bomba caseira e, posteriormente, ir pasándoa entre varias persoas (poden ser 2 ou 3) ata que esa bomba explote (ponse o seu tempo de explosión nun cronómetro). A única premisa do xogo é que cada vez que se pase a bomba dunha persoa a outra, deberase dicir unha palabra con /S/ (pódese ter algunha das páxinas do documento presentes).

-Outra tarefa tamén podería ser clasificar as imaxes do documento en “saquiños” segundo a vogal que acompañe a /S/. É dicir, clasificar as palabras que empezan ou conteñen: sa, se, si, so, su.