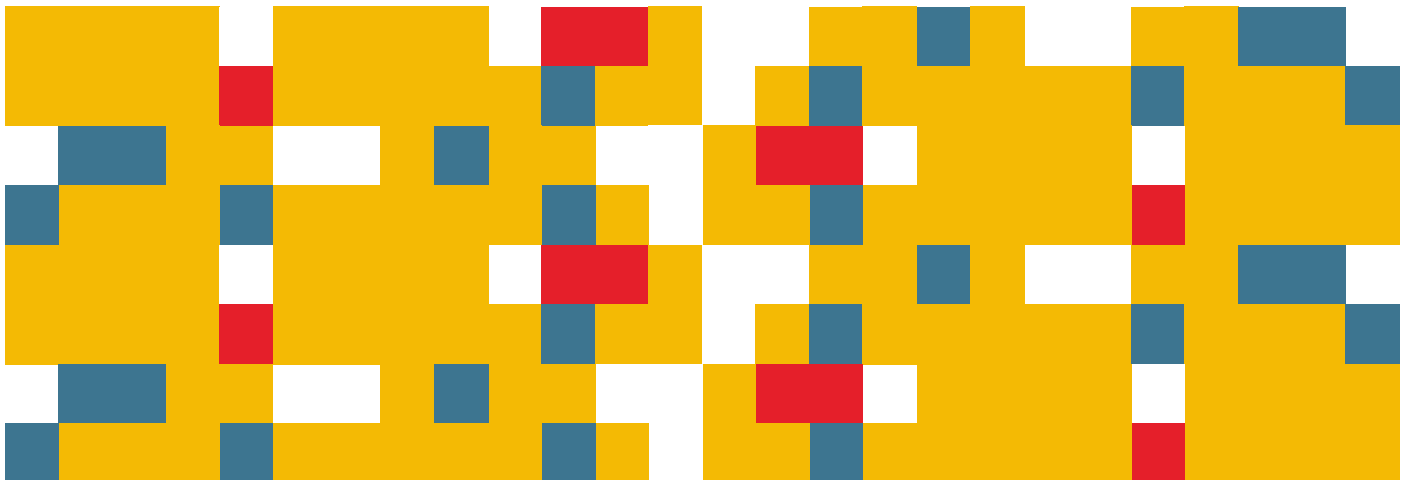
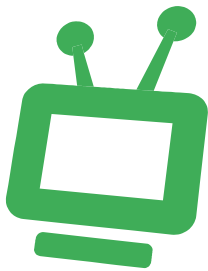




LOGOB X



01 Igre s kockom



PRIPREMA IGRE

Zami si dvi binarne kocke i dvi računске kocke.

TIJEK IGRE

Na radnom listu vidiš magične račune ki se daju riješiti binarnimi i računskimi kockami. Zatim te čekaju dodatne napete matematične zadatke s binarnimi i računskimi kockami.

CILJ

Riješi račun i zapiši ga na priloženi list.

01 Igre s kockom



Sadržaj



2

1



2

3



01 Igre s kockom: Robo - Pachisi



PRIPREMA IGRE

Postavi ploču za igru na sredinu stola, tako da ju svi igrači moru dobro dostignuti. Svaki si neka izabere jednu farbu i postavi sve figure u toj farbi na robotsko parkiralište. Igra se Logo-kockom. Najmladji/a počinje.

TIJEK IGRE

Ako se igrač/ica kocka 110 (to odgovara broju 6), smi postaviti jednu robotsku figuru na štatno polje i se opet kockati. Robotska figura se smi nek toliko poljev voziti u smiru urnoga kazača koliko se je kockalo. Robotske figure se i moru hititi van. U tom slučaju moraju opet u robotsku garažu. Zabrano je da na istom polju stoju dvi robotske figure. Ako zadnja figura stoji pred robotskim kinom, mora se kockati točni broj.

CILJ

Cilj igre je premjestiti sve tri robotske figure s robotskoga parkirališta u robotski kino.

01 Igre s kockom



SADRŽAJ



2



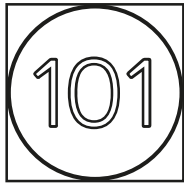
2

1



3

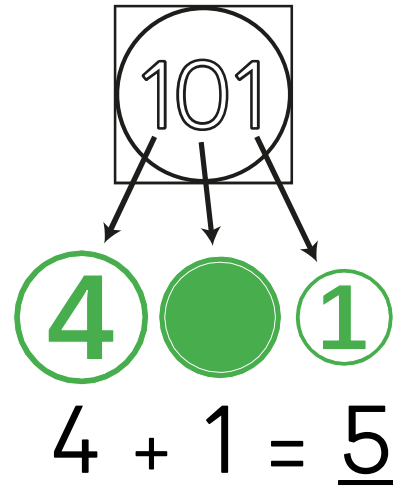
Binarna kocka



Binarne ploče



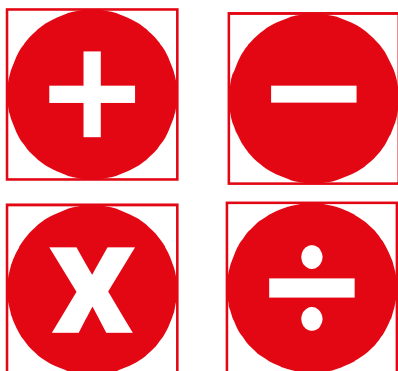
Pretvaranje



	=	
	=	
	=	

	=	
	=	
	=	

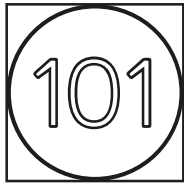
Računske kocke



Računske pelde

			=		
			=		
				=	

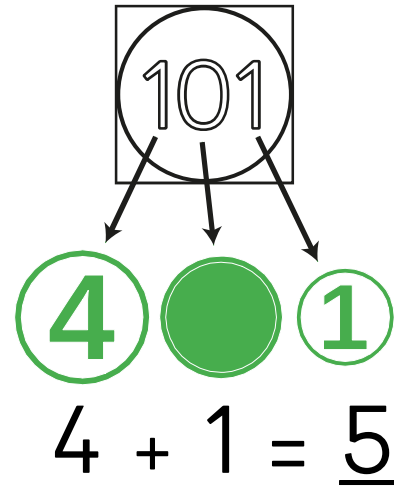
Binarna kocka



Binarne ploče



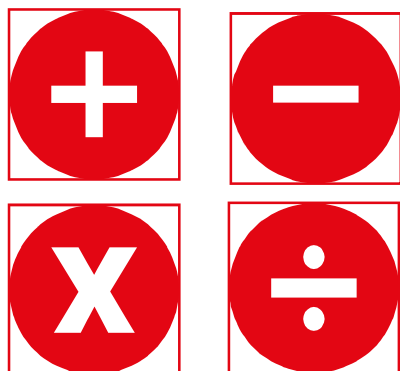
Pretvaranje



001	=	1
010	=	2
110	=	6

011	=	3
100	=	4
101	=	5

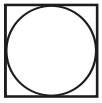
Računske kocke



Računske pelde

110	+	101	=	11	
100	x	011	=	12	
110	100	+	101	=	69

Uput:



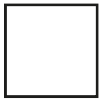
Kockaj se binarnom kockom!



Kockaj se plus-minus-kockom!



Kockaj se kockom za množenje-diljenje!



Napiši svoj rezultat u kvadrat!

				=	
011	101		100	=	
3	5		4	=	31

Kockanje računov

				=					
						=			
						=			
								=	

Magija matematike

			2		12
Početni broj	=			2	
	=				
			Početni broj	=	

Prispodobite svoje rezultate!
To je magija!

Kockanje računov

<input type="text"/>	<input type="text"/>	X÷	<input type="text"/>	=	<input type="text"/>	<input type="text"/>	Ostatak			
<input type="text"/>	<input type="text"/>	X÷	<input type="text"/>	=	<input type="text"/>	<input type="text"/>	Ostatak			
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<input type="text"/>	<input type="text"/>	<input type="text"/>	X÷	<input type="text"/>	=	<input type="text"/>	Ostatak			
<input type="text"/>	<input type="text"/>	<input type="text"/>	X÷	<input type="text"/>	=	<input type="text"/>	Ostatak			
<input type="text"/>	<input type="text"/>	±	<input type="text"/>	X÷	<input type="text"/>	=	<input type="text"/>	Ostatak		
<input type="text"/>	<input type="text"/>	±	<input type="text"/>	±	<input type="text"/>	X÷	<input type="text"/>	=	<input type="text"/>	Ostatak
<input type="text"/>	<input type="text"/>	±	<input type="text"/>	X÷	<input type="text"/>	=	<input type="text"/>	Ostatak		
<input type="text"/>	<input type="text"/>	±	<input type="text"/>	±	<input type="text"/>	X÷	<input type="text"/>	=	<input type="text"/>	Ostatak
<input type="text"/>	<input type="text"/>	<input type="text"/>	±	<input type="text"/>	<input type="text"/>	X÷	<input type="text"/>	=	<input type="text"/>	Ostatak
<input type="text"/>	<input type="text"/>	<input type="text"/>	±	<input type="text"/>	<input type="text"/>	X÷	<input type="text"/>	=	<input type="text"/>	Ostatak

0 2 T a n g r a m



P R I P R E M A I G R E

Igra postoji od devet pločic u jednostavni geometrijski obliki. Ti moraš položiti sve pločice u kvadrat, tako da ga ispuniš.

T I J E K I G R E

Igrač/ica mora sa svimi dijeliti ispuniti kvadrat. Ako to svladaš, te čekaju još daljnje napete zadace (radni listi) s tangramom!

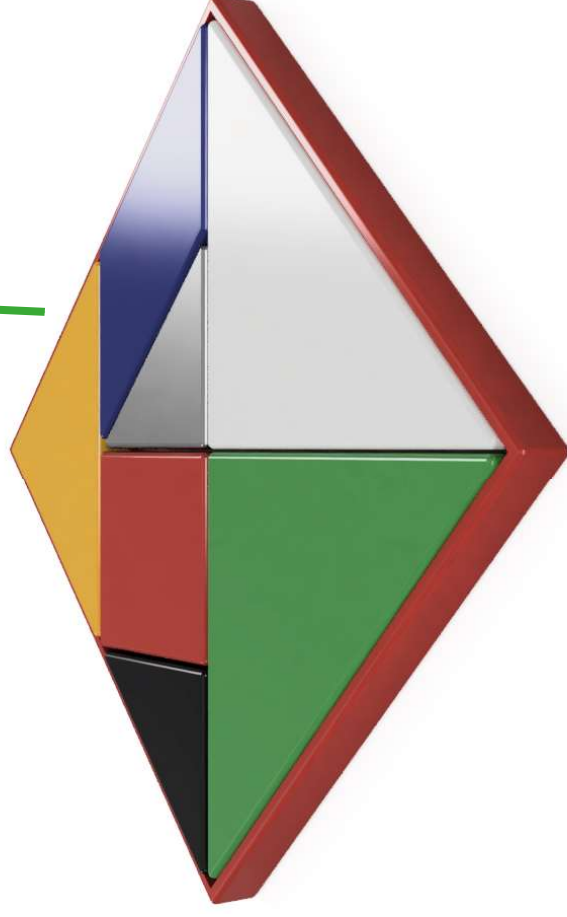
C I L J

Cilj igre je položiti sve pločice u kvadrat.

0 2 T a n g r a m



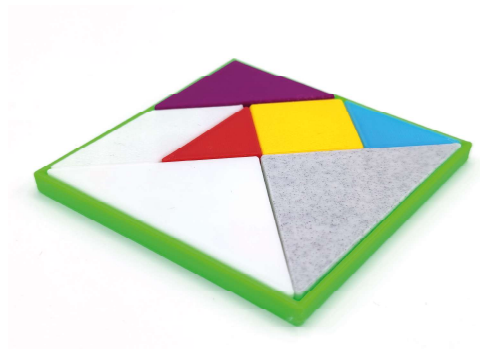
S A D R Ž A J



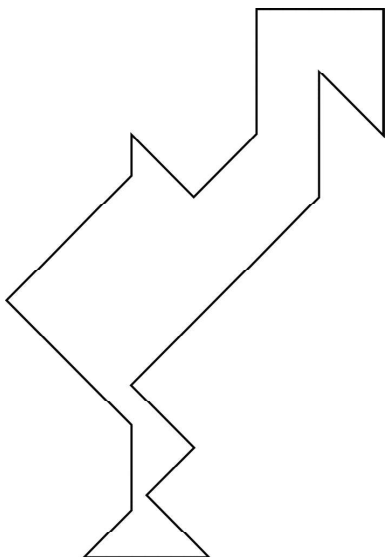
Spoji sedam dijelov tako da stvoriš nacrtane geometrijske figure.

Pravila

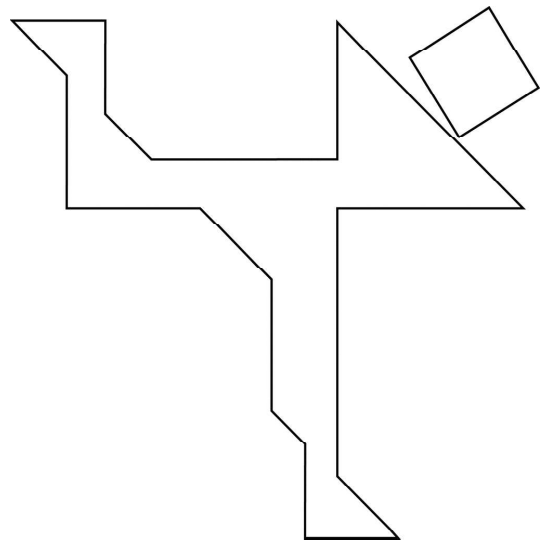
1. Svih 7 pločic se mora koristiti.
2. Pločice ne smu ležati jedna prik druge.
3. Pločice moraju ležati ravno na podlogi.



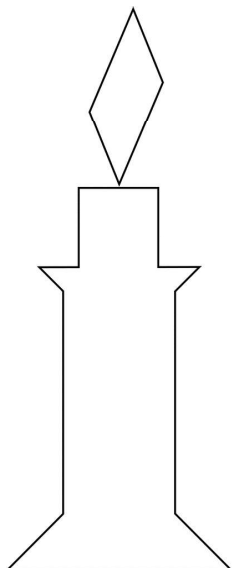
flamingo



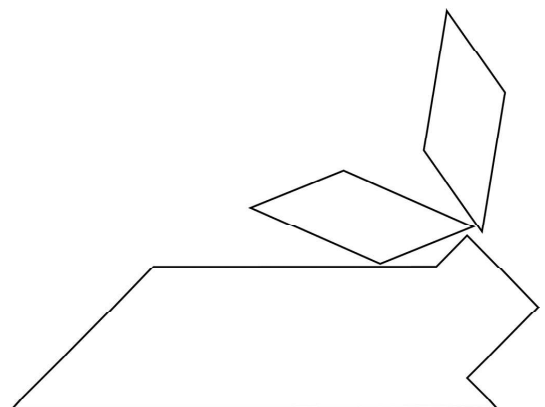
fuzać



svića



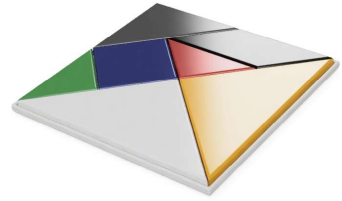
zec



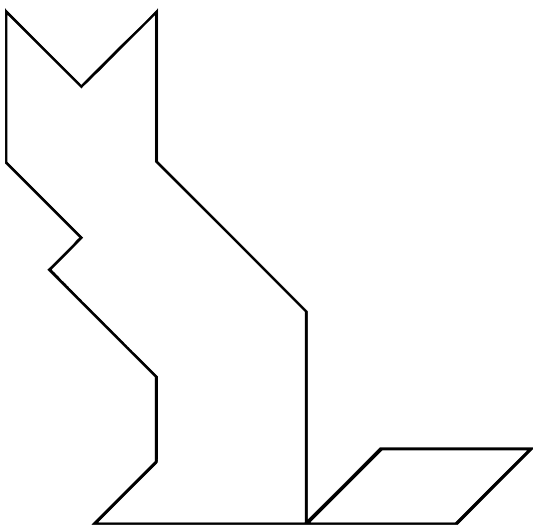
Spoji sedam dijelov tako da stвориш nacrтane geometrijske figure.

Pravila

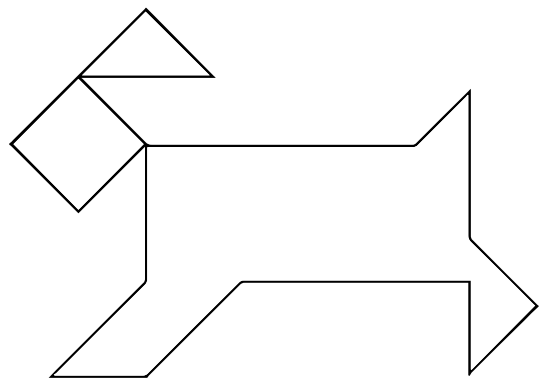
1. Svih 7 pločic se mora koristiti.
2. Pločice ne smu ležati jedna prik druge.
3. Pločice moraju ležati ravno na podlogi.



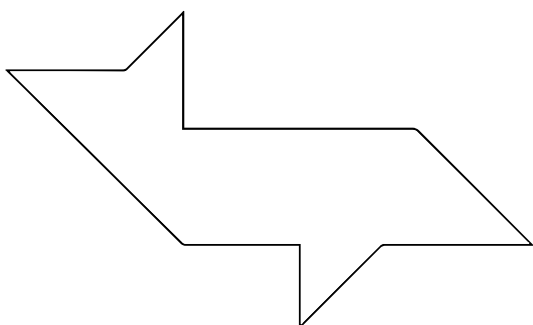
mačka



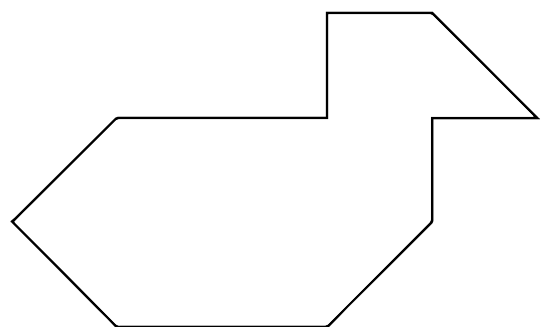
kucak



delfin



raca



03 Oslobođime



PRIPREMA IGRE

Igra „Oslobodi me“ je puzzle. Postavi ploču za igru na sredinu stola, tako da ju svi igrači moru dobro dostignuti. Zamite si jednu zadaću i poredite bloke tako kot je na kipu vidite. Potom se bloki smu nek rivati, ali ne zdignuti.

TIJEK IGRE

Porini bijele bloke gori ili dolje, livo ili desno, tako da črljeni blok najde svoj put izlazu. Ako to svladaš, te čekaju još daljnje napete zadaće (radni listi)!

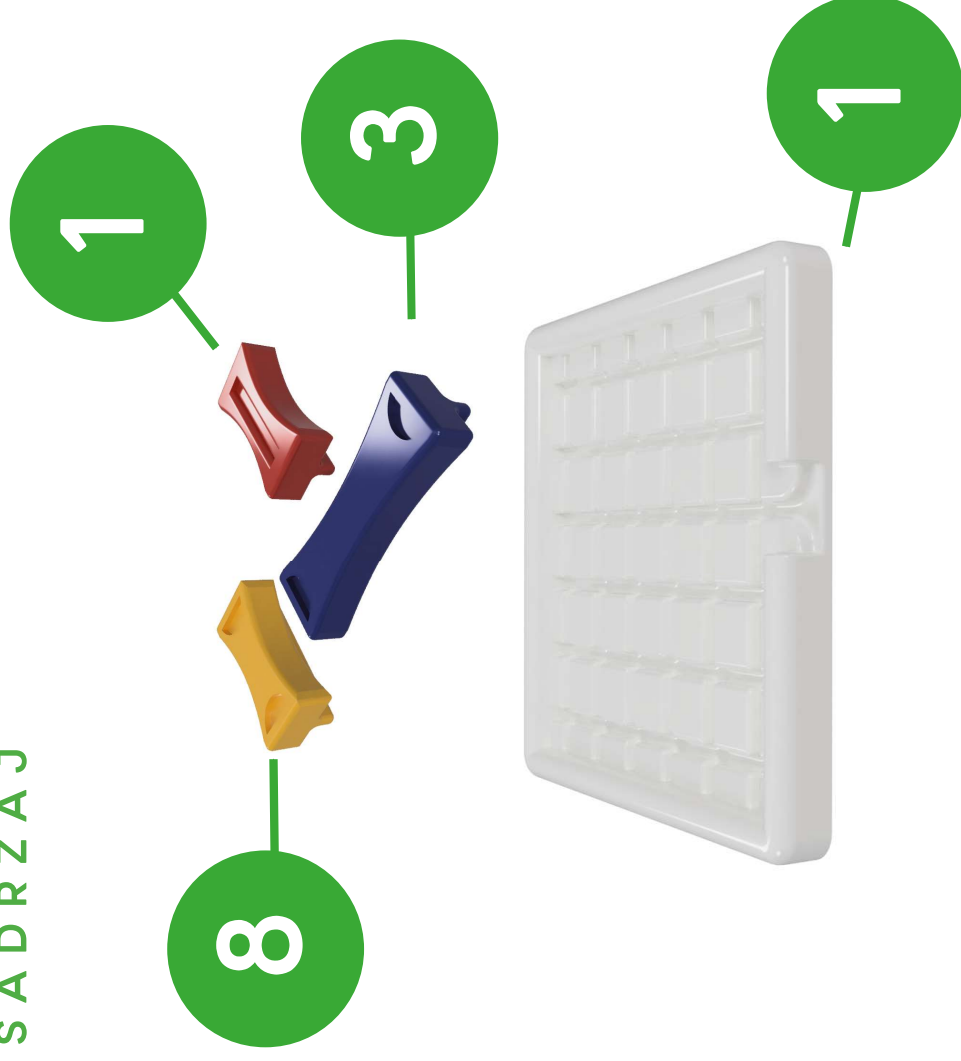
CILJ

Cilj igre je rivanjem osloboditi črljeni blok.

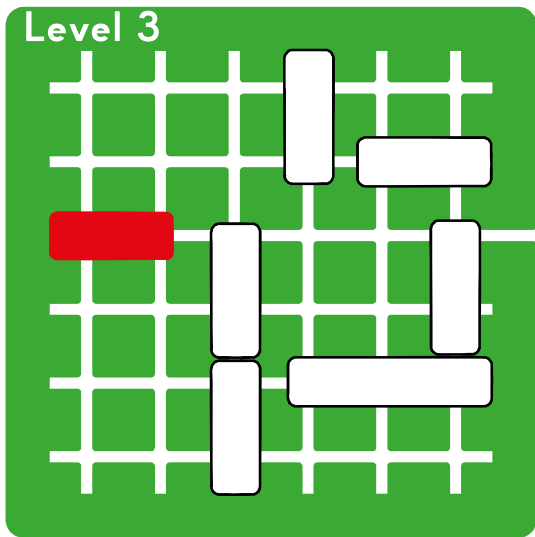
03 Oslobođime



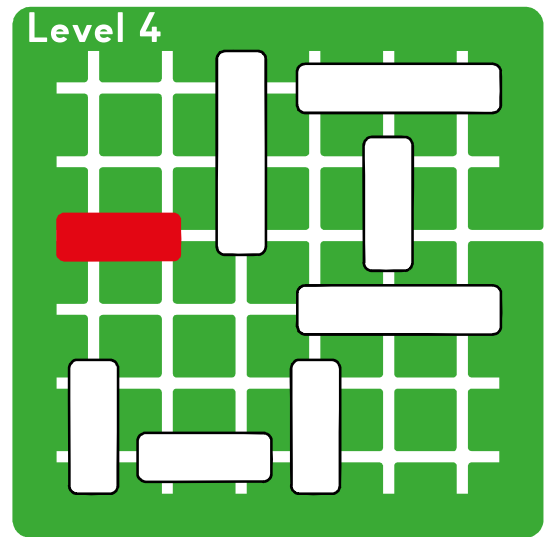
SADRŽAJ



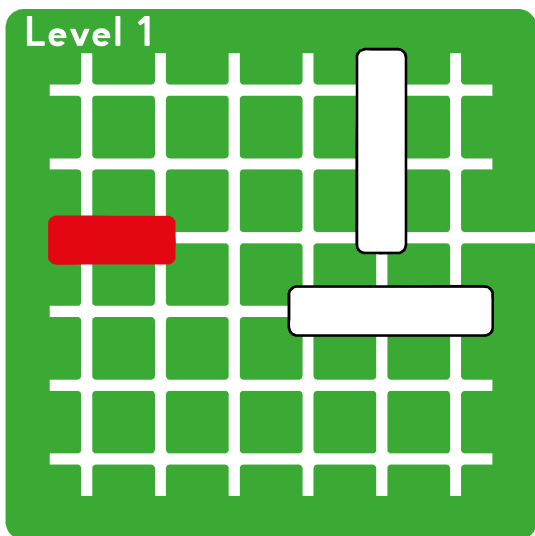
03 Oslobodi me



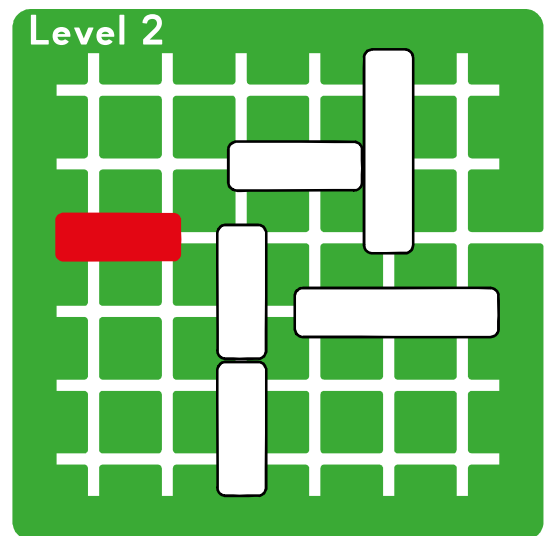
03 Oslobodi me



03 Oslobodi me

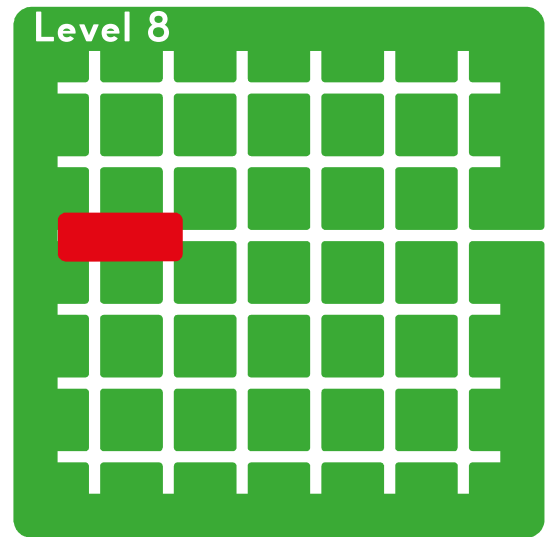
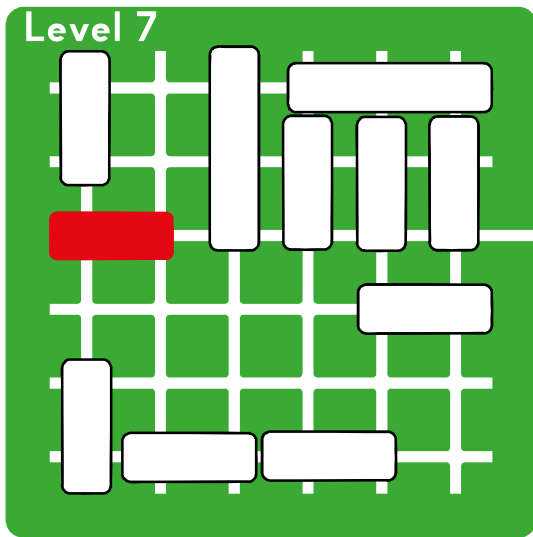


03 Oslobodi me



0 3 O s l o b o d i m e

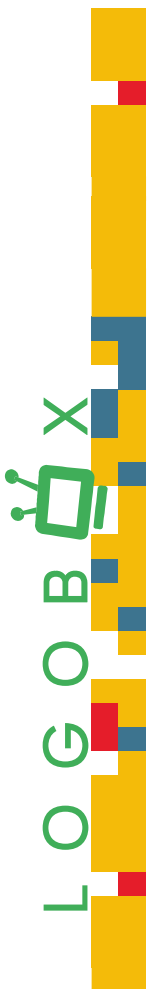
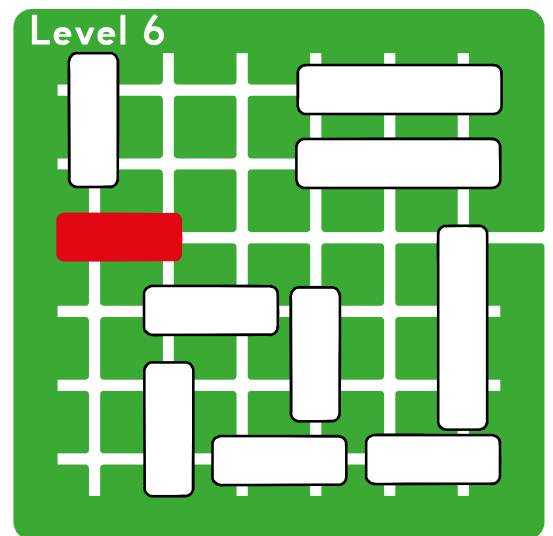
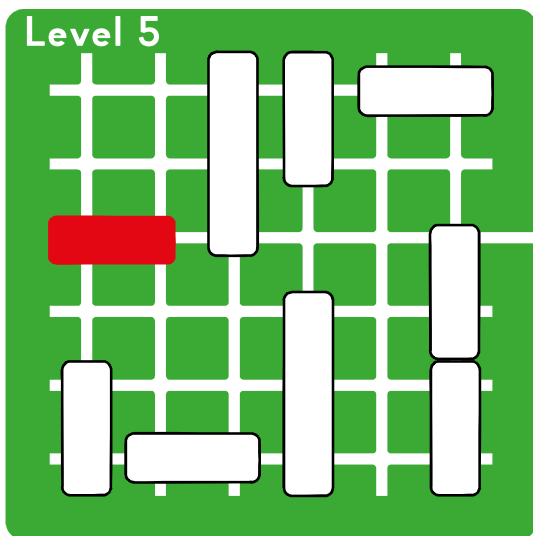
0 3 O s l o b o d i m e



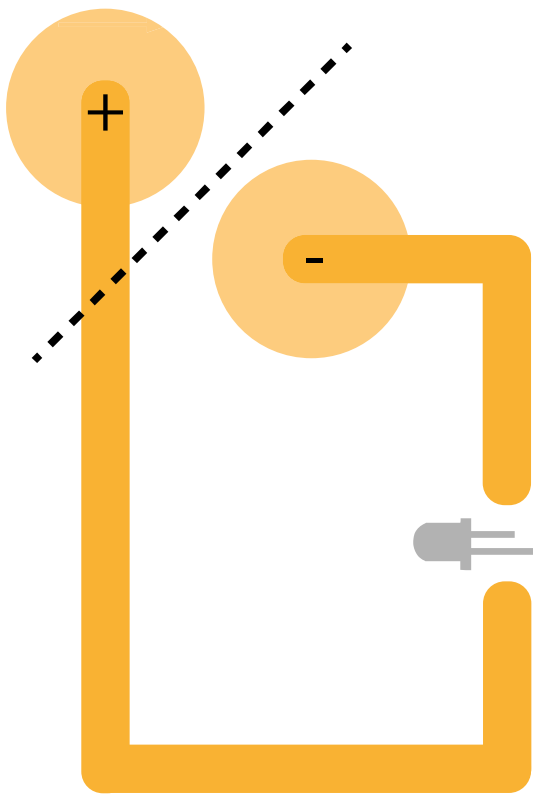
Izmisli si vlašću ganjku!
 Drugi igrač neka ju pokuša riješiti.

0 3 O s l o b o d i m e

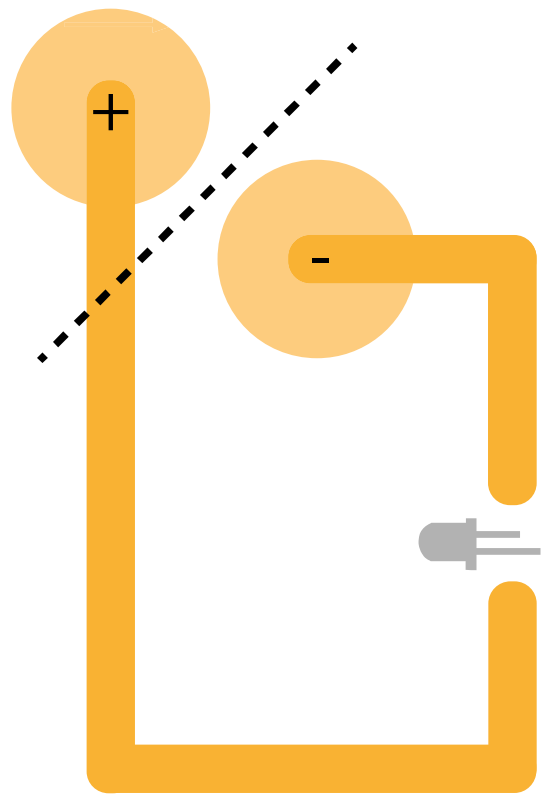
0 3 O s l o b o d i m e



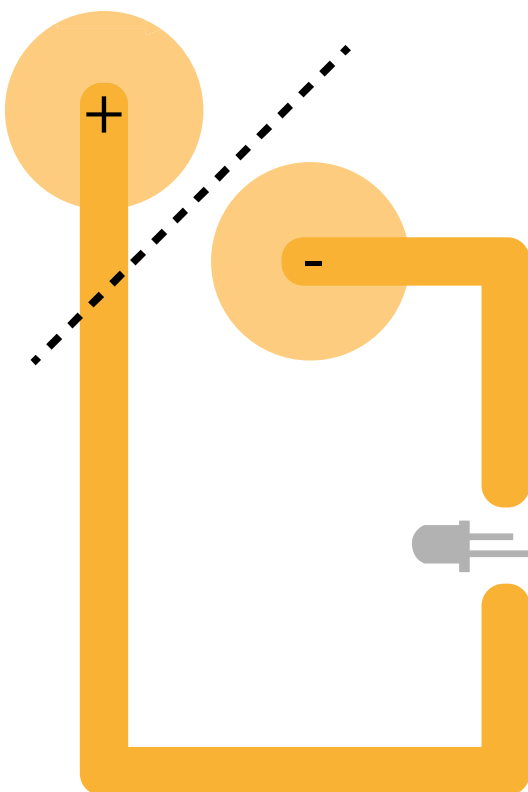
Jednostavni strujni krug



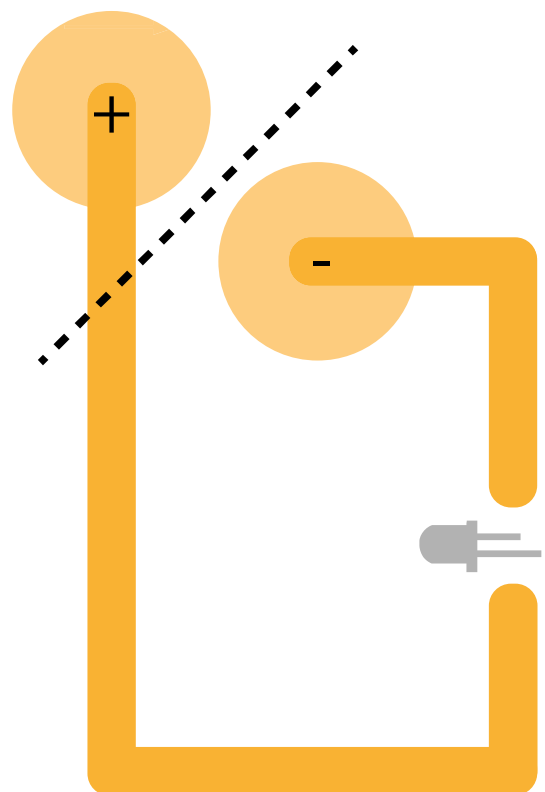
Jednostavni strujni krug



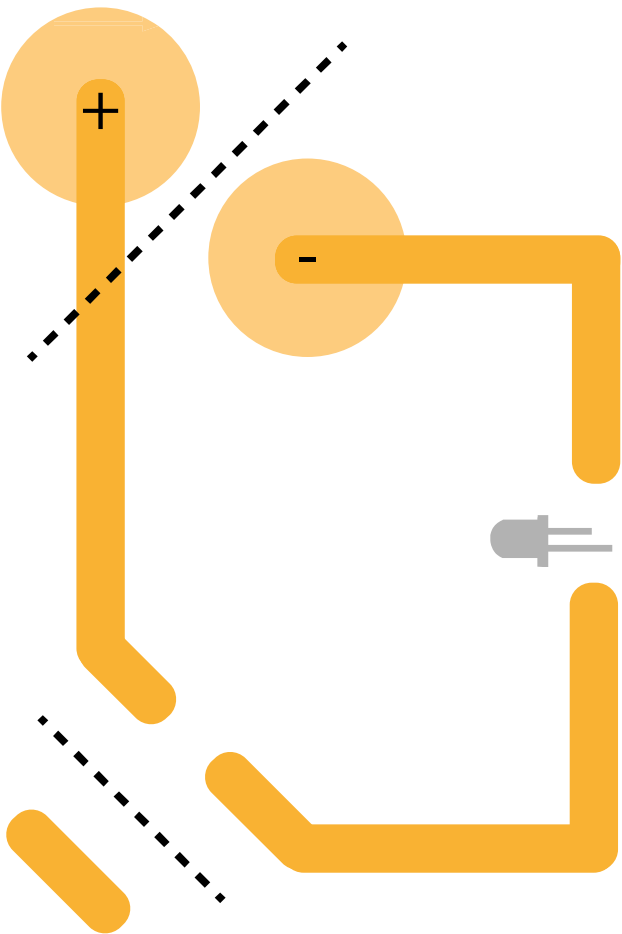
Jednostavni strujni krug



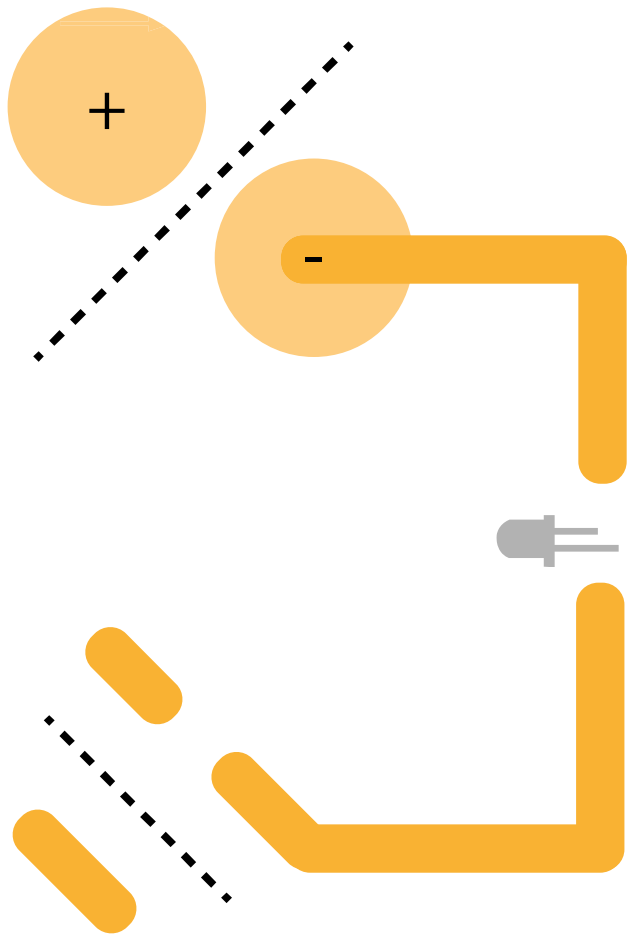
Jednostavni strujni krug



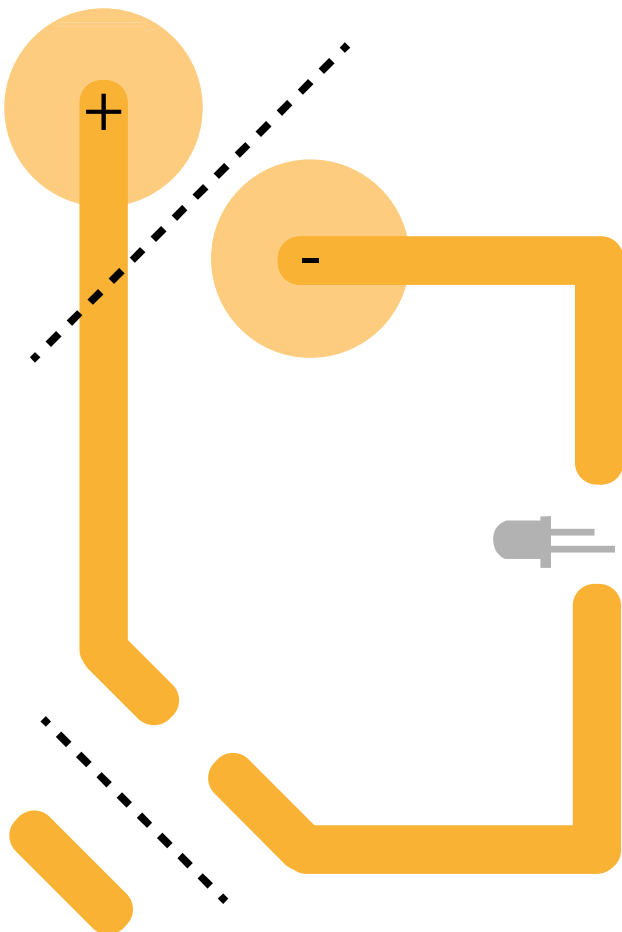
Prekidač



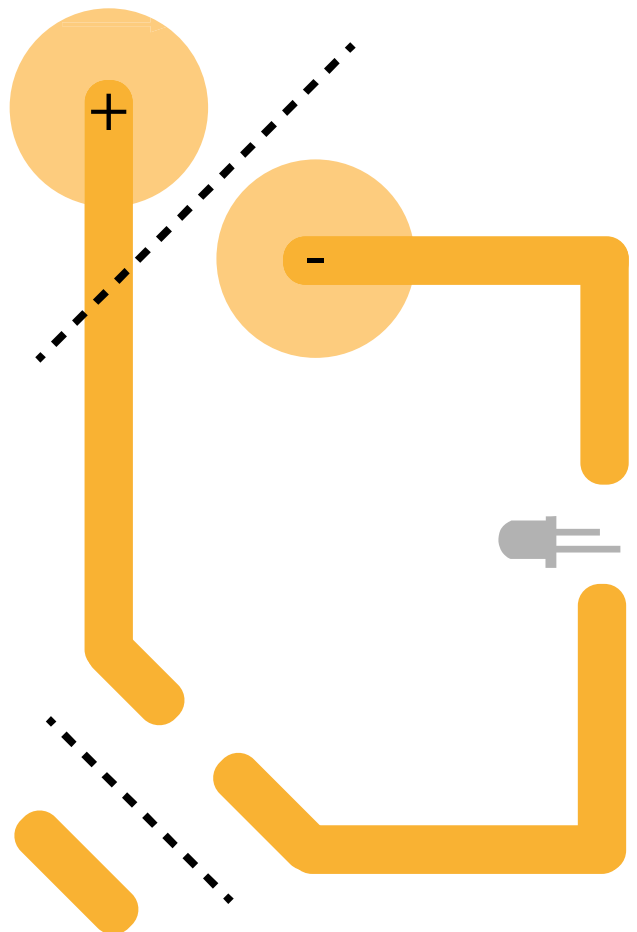
Prekidač



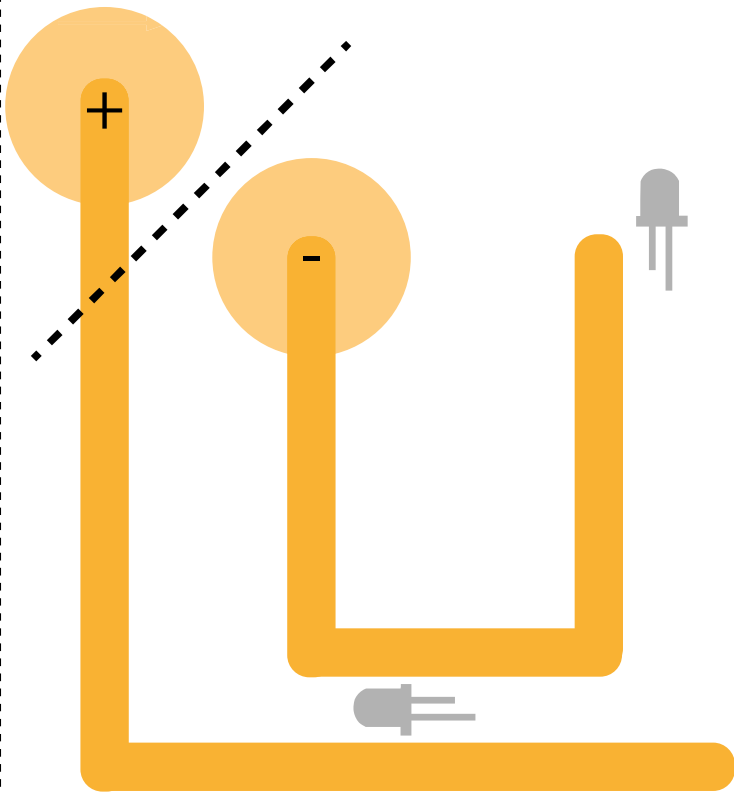
Prekidač



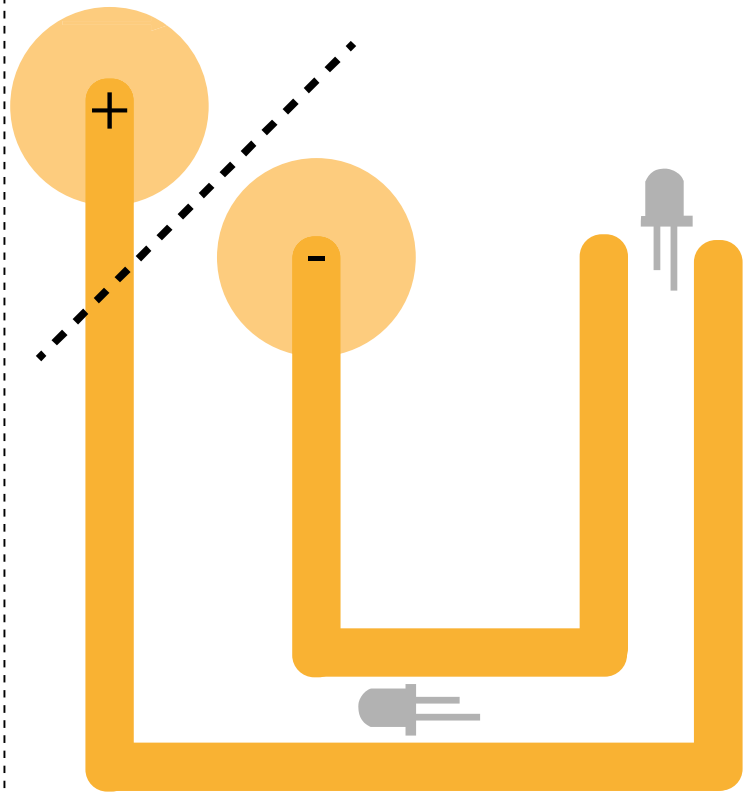
Prekidač



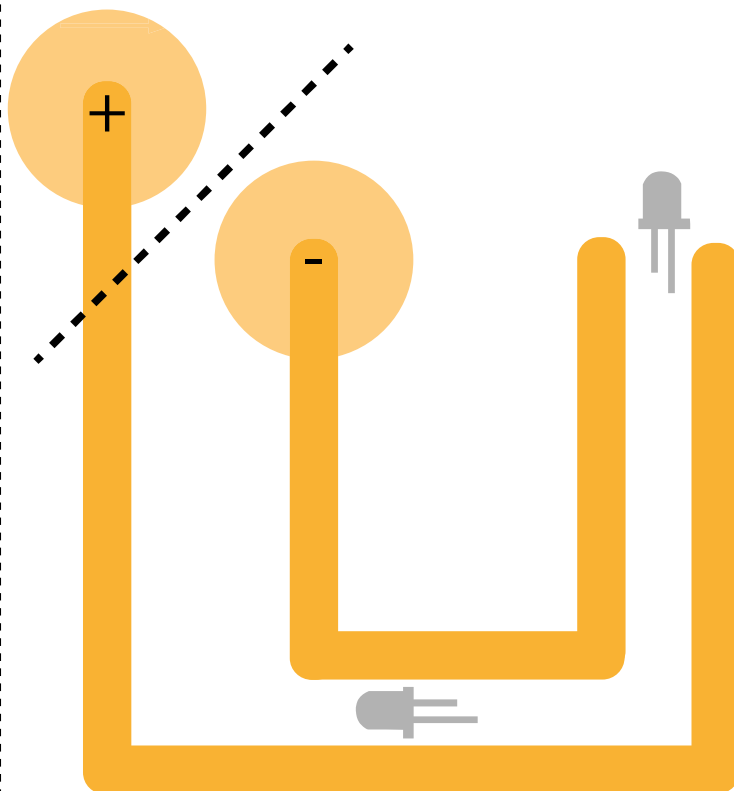
Paralelni strujni krug



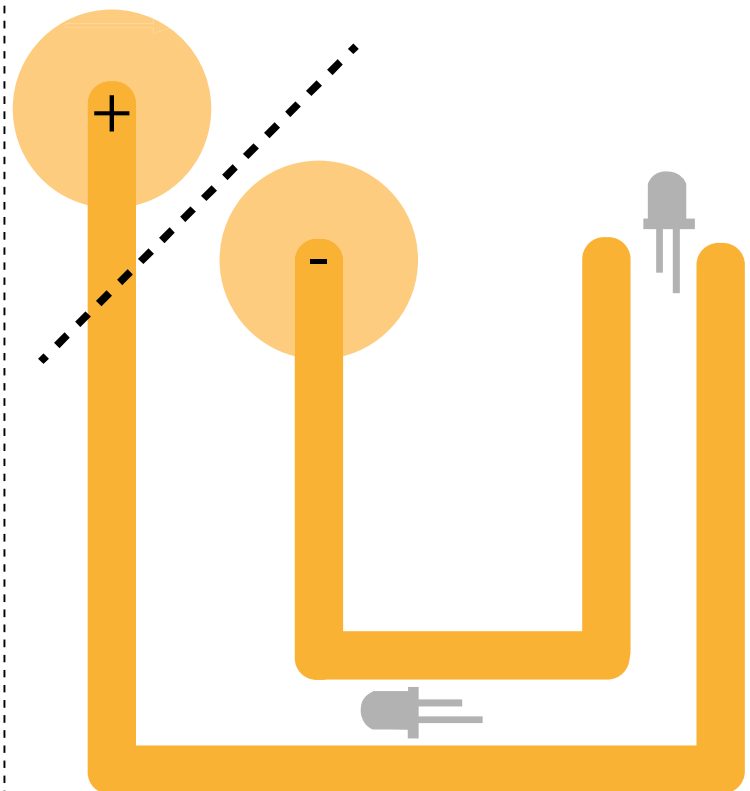
Paralelni strujni krug



Paralelni strujni krug



Paralelni strujni krug

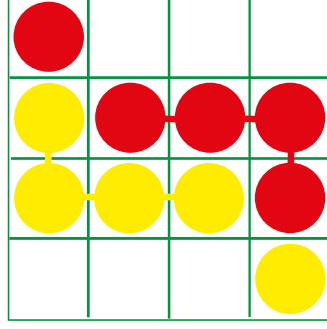


0 5 L - i g r a



P R I P R E M A I G R E

Ploča za igru i figure se na početku moraju pripraviti kot na kipu.



T I J E K I G R E

Igraju se dvimi. Prvi ili prva mora vrći L-figuru na novu poziciju – dizanjem ili okretanjem. Nova pozicija se mora barem za jedno polje razlikovati od mjesta na kom je ležala L-figura. Onda se još more premjestiti jedna od malih figurov, ali to se i more izostaviti. Potom je drugi na redu.

C I L J

Igra je završena ako jedan igrač/ica već ne more najti novu poziciju za svoju L-figuru.

0 5 L - i g r a



S A D R Ž A J

