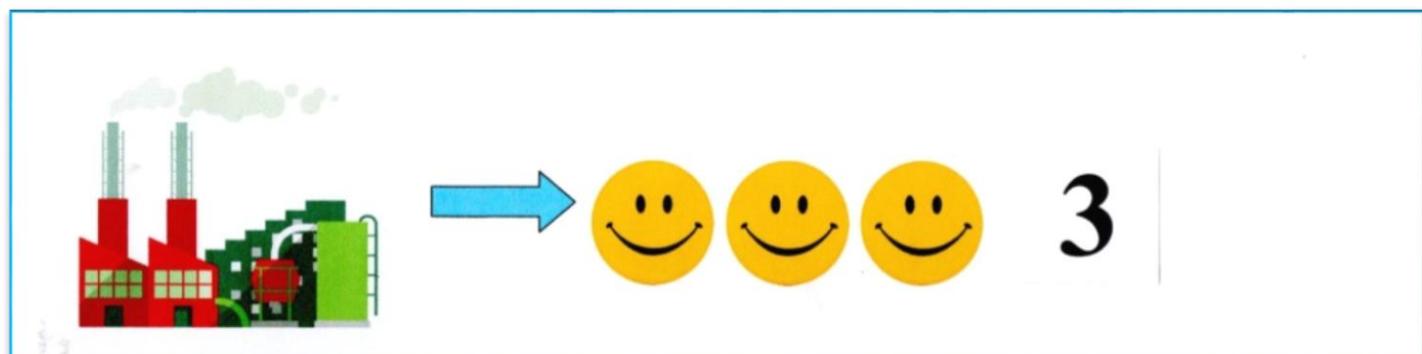
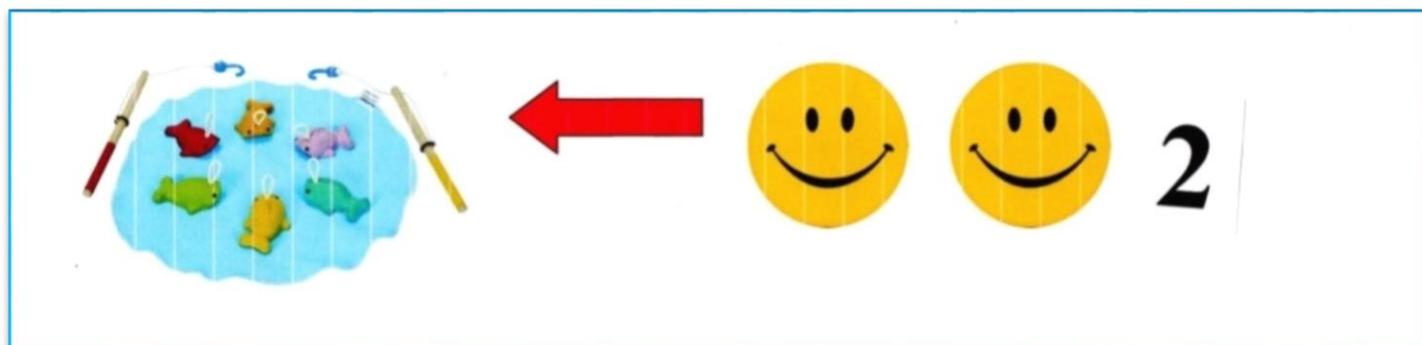
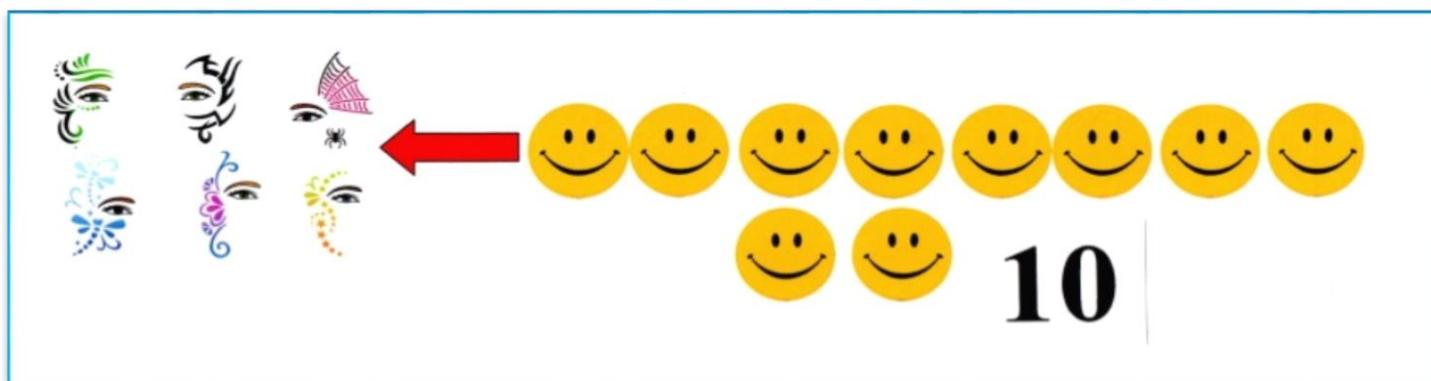


# Сборник дидактических материалов

## (схемы условных обозначений для Большой игры в рамках «Клубного часа»)

Схемы на каждой точке «города»:

Синяя стрелка на схемах – можно заработать, красная стрелка – необходимо заплатить.





4



2



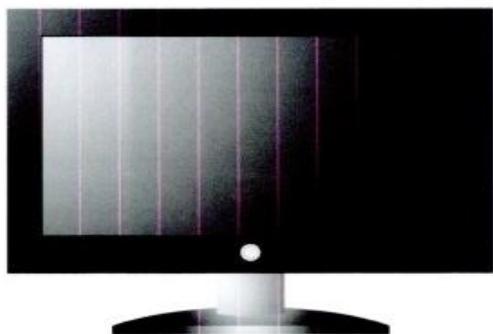
2



1



2



2



1



← 7

→ 3

This block illustrates a subtraction problem. On the left, a photograph shows a chef in a white uniform behind a counter with various pastries, and a customer in a green top looking at the display. To the right of the photo is a red arrow pointing left towards a horizontal row of seven yellow smiley face icons. To the right of these seven icons is the number '7'. Below this row is a blue arrow pointing right towards a horizontal row of three yellow smiley face icons. To the right of these three icons is the number '3'. A vertical line is positioned to the right of the number '3'.



← 5

This block illustrates a subtraction problem. On the left, there is a black camera and a small image of a beach with a palm tree and a blue sky. To the right of these images is a red arrow pointing left towards a horizontal row of five yellow smiley face icons. The bottom half of the image is obscured by a solid yellow horizontal bar.



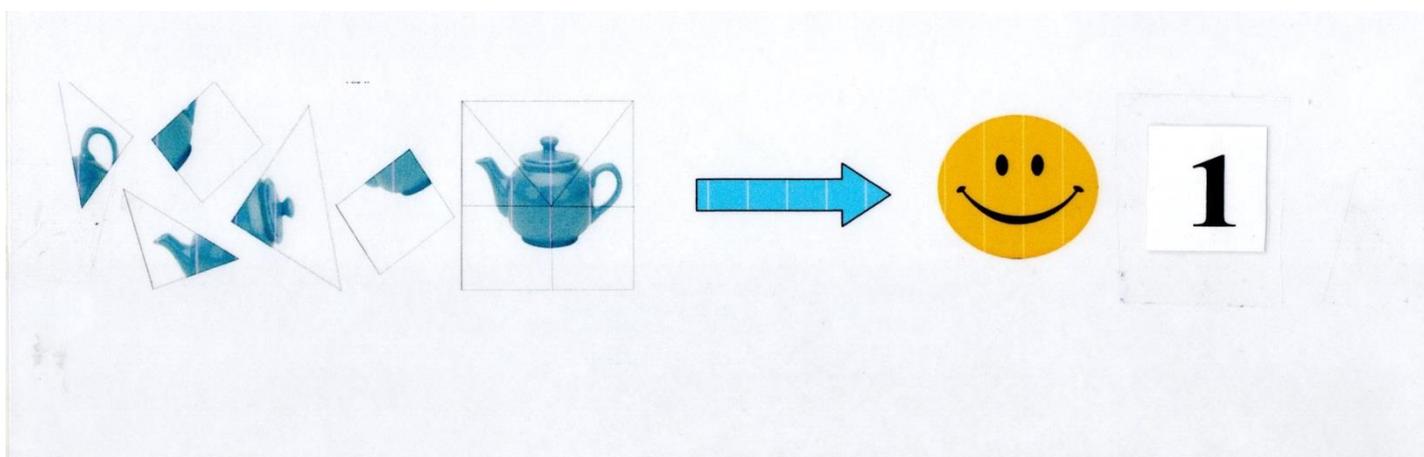
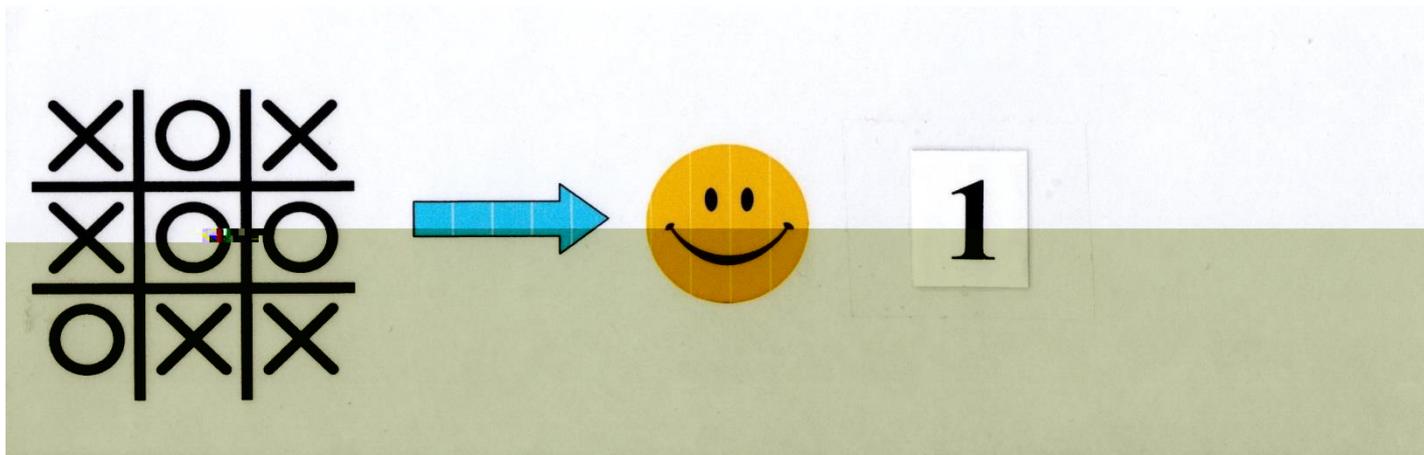
→ 2

This block illustrates a subtraction problem. On the left, there is a cartoon illustration of a woman in a white headscarf and green top washing clothes in a tub, and a tray containing ten small bowls of different types of grains or seeds. To the right of these images is a blue arrow pointing right towards a horizontal row of two yellow smiley face icons. To the right of these two icons is a white square containing the number '2'.

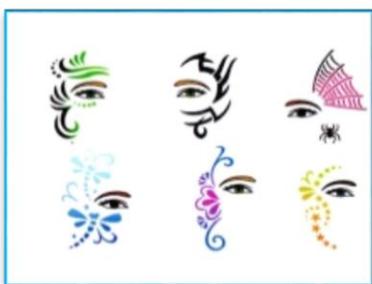


→ 2

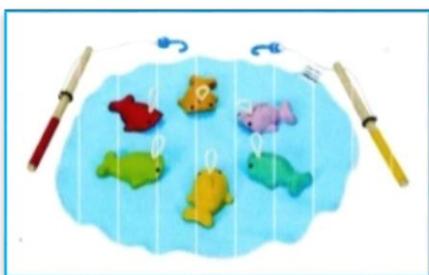
This block illustrates a subtraction problem. On the left, there is a cluster of several red, 3D-style question marks of varying sizes. To the right of these question marks is a blue arrow pointing right towards a horizontal row of two yellow smiley face icons. To the right of these two icons is a white square containing the number '2'.



Условные обозначения точек «города»:



Аквагрим



«Рыбалка»



«Мастерская» (или «Фабрика»)



«Шашечный турнир»



Выиграл – получаешь 4 смайлика

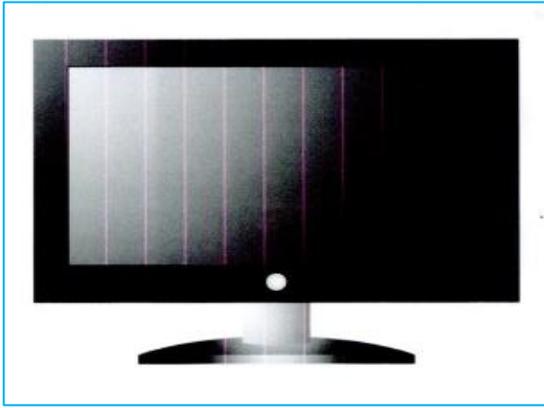
Проиграл – получаешь 2 смайлика



«Боулинг»



«Банк»



«Кинотеатр»



«Магазин»



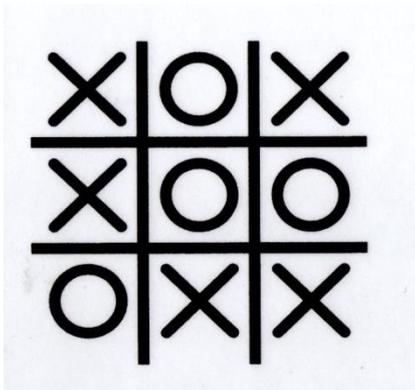
«Фотосалон»



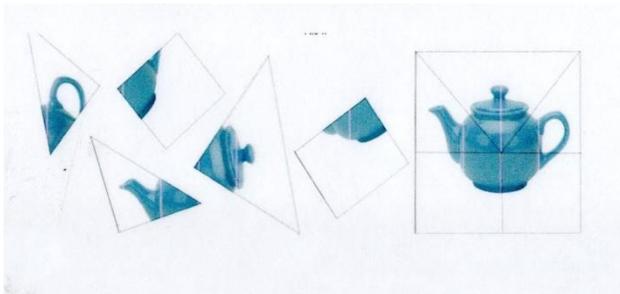
«Наведи порядок»  
(сортировка предметов)



«Подумай и выполни задание»



Игра «Крестики – нолики»



«Собери картинку»