

N.B. STAMPA FRONTE/RETRO, RITAGLIA, PLASTIFICA E GIOCA!

Un solo mazzo, tanti giochi diversi: con queste carte la matematica diventa ogni volta una nuova avventura!

Gioco 1: Le 10 colonne

Materiale: tutte le carte mischiate.

Preparazione: sul banco crea 10 colonne etichettate 1-10 (puoi usare i numeri stampati come intestazioni).

Regole :

Metti il mazzo mischiato sul tavolo. L'alunno pesca una carta alla volta e la posiziona sotto la colonna corrispondente (es. pesca la carta con 7 puntini → va sotto colonna 7). Continua fino a completare le colonne.

Gioco 2: Treno dei numeri

Materiale: tutte o parte delle carte.

Preparazione: mischiare e distribuire alcune carte sul banco.

Regole:

Disponi davanti all'alunno un set misto di carte (ad es. 10 carte casuali). Chiedi di mettere in fila le carte in ordine crescente (da 1 a 10) usando qualsiasi rappresentazione.

Gioco 3: Fai 10

Materiale: carte 1–10 di tutte le famiglie.

Preparazione: decidere il target (es. 10).

Regole:

Il/la docente mostra la carta-obiettivo “10” o comunica il target con simbolo CAA. L'alunno sceglie 2 carte che messe insieme fanno 10 (es. $4 + 6$; oppure $5 + 5$; o semplicemente la carta 10). Se la somma è corretta, conserva le carte; altrimenti si rimettono nel mazzo.

Gioco 4: Scontro numerico

Materiale: dividere tutte le carte in due mazzi uguali (ogni giocatore un mazzo).

Regole:

Ogni giocatore scopre la prima carta del proprio mazzo. Chi ha il numero maggiore prende entrambe le carte (vincendo un punto). In caso di pareggio (stesso numero), si mette una carta coperta e poi una scoperta per il “duello”.

Vince chi alla fine ha più carte.

Le carte sono sempre le stesse, ma i giochi e le possibilità sono tantissimi, dai sfogo alla tua fantasia!

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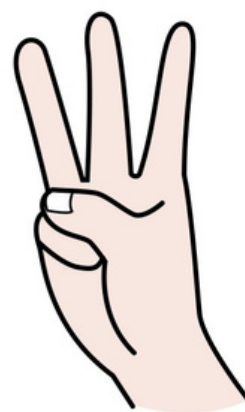
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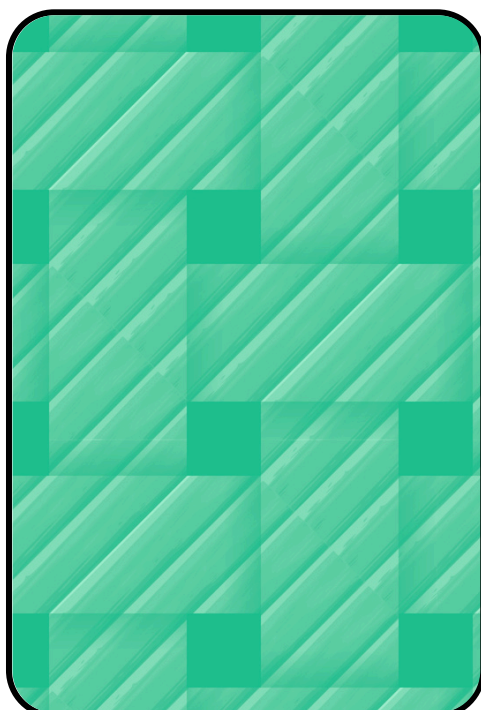
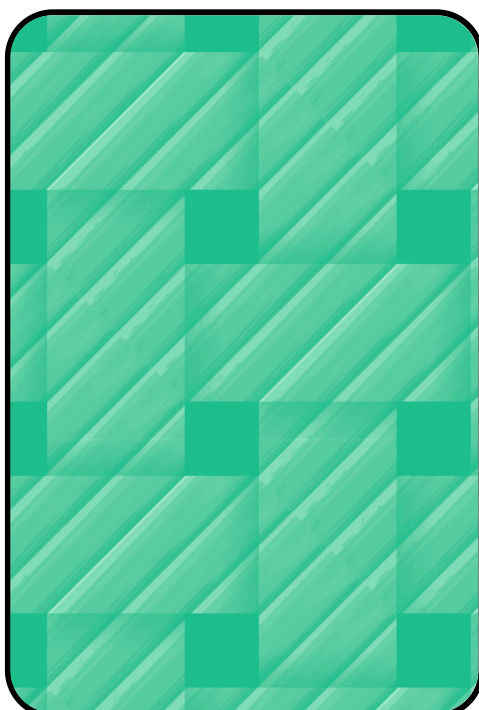
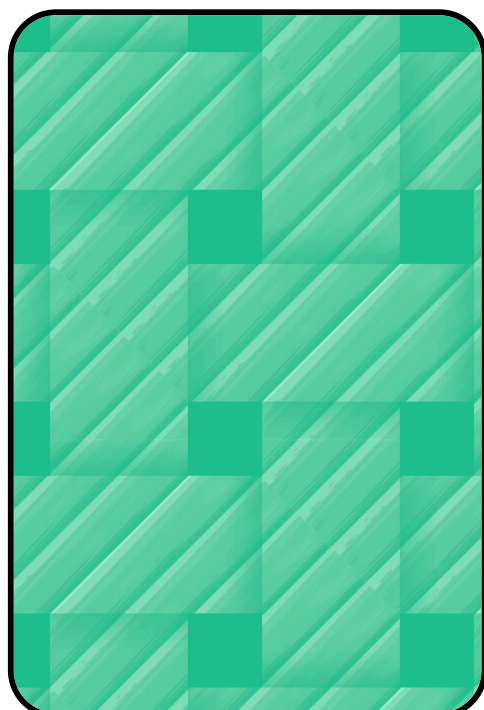
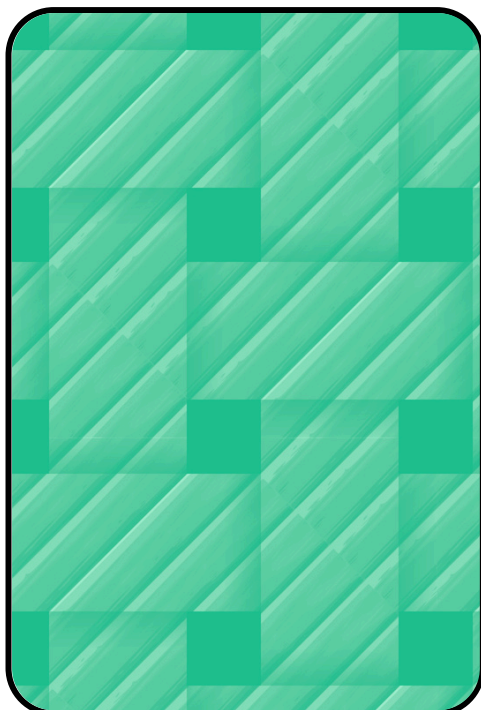
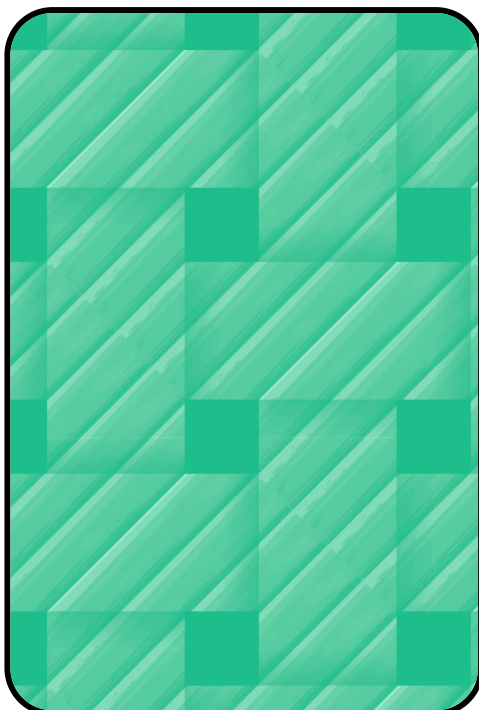
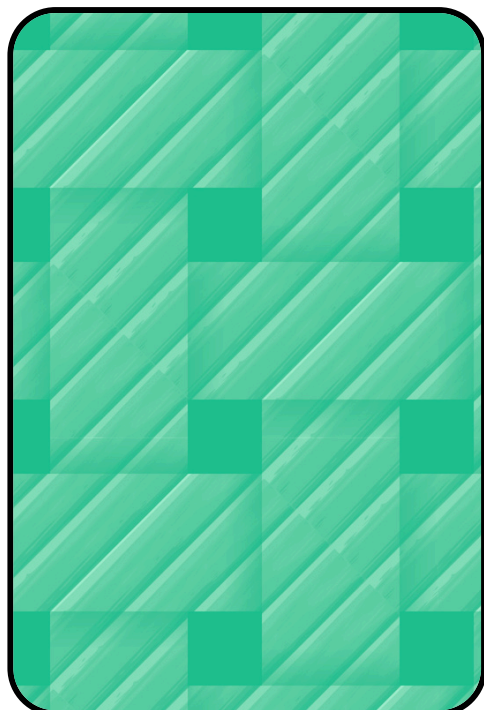
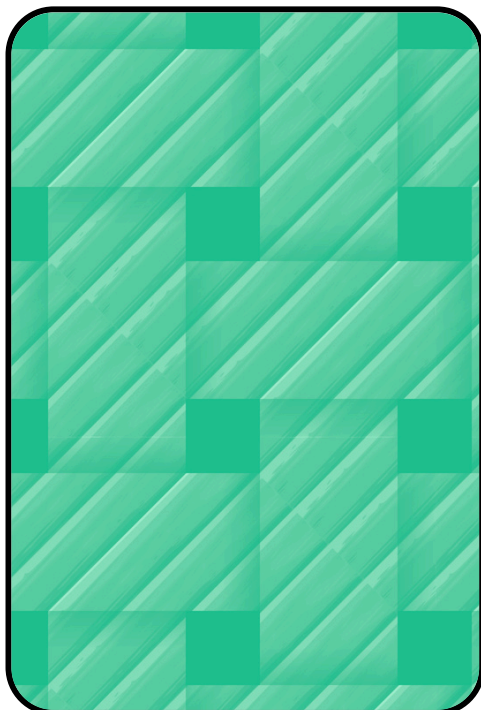
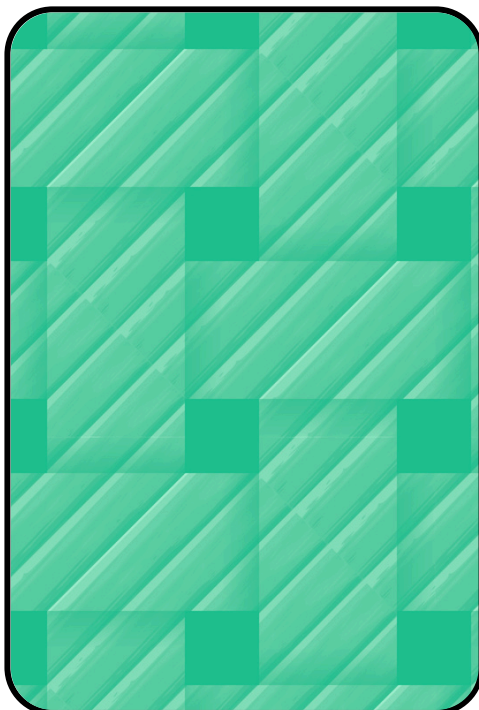
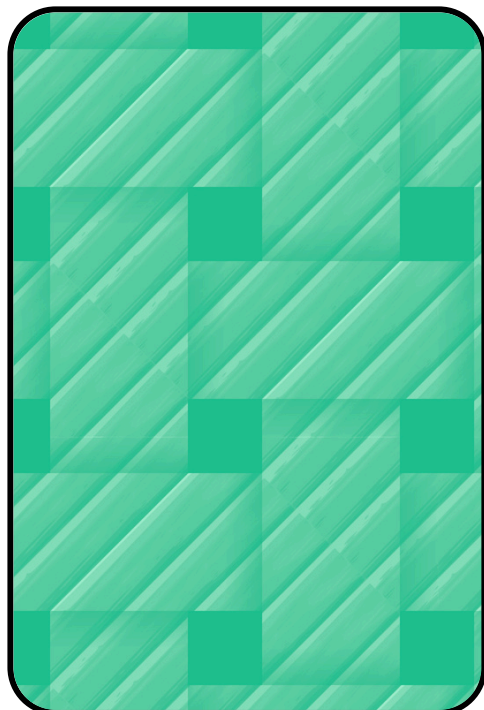
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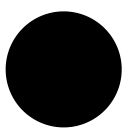
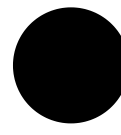
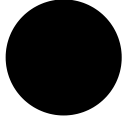
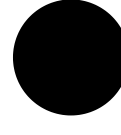
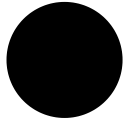
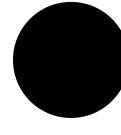
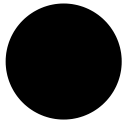
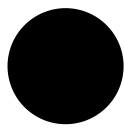
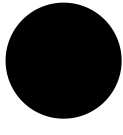
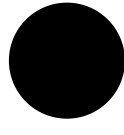
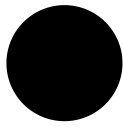
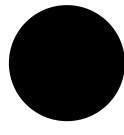
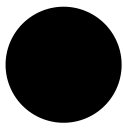
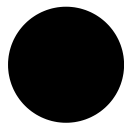
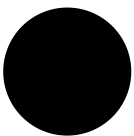
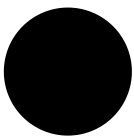
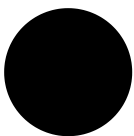
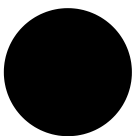
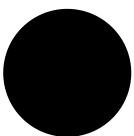
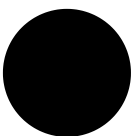
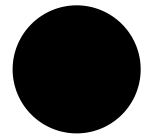
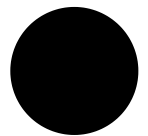
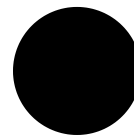
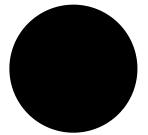
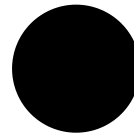
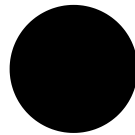
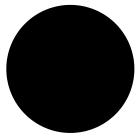
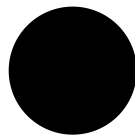
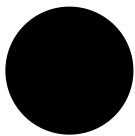
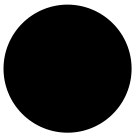
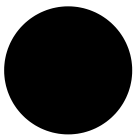
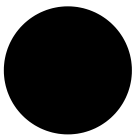
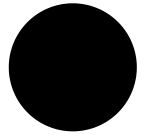
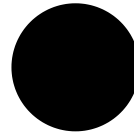
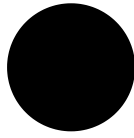
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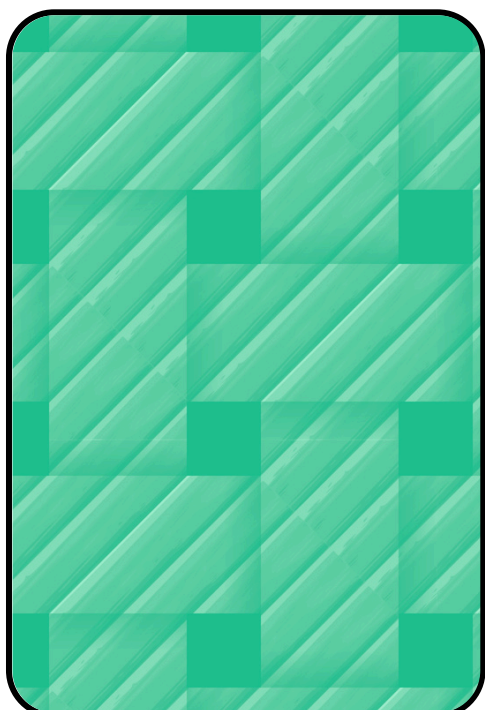
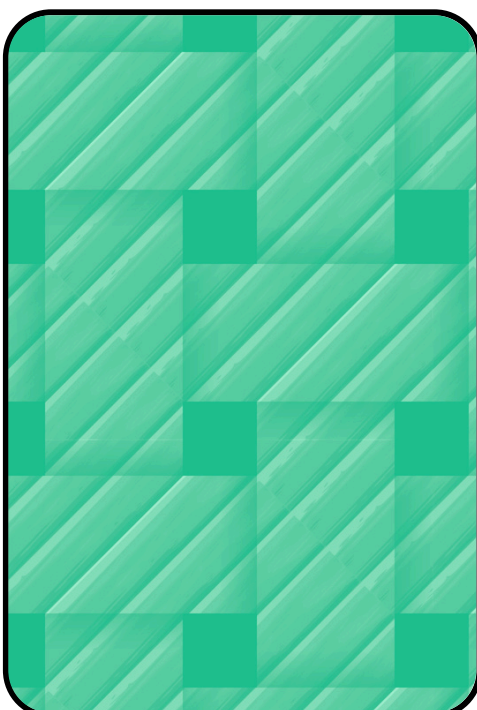
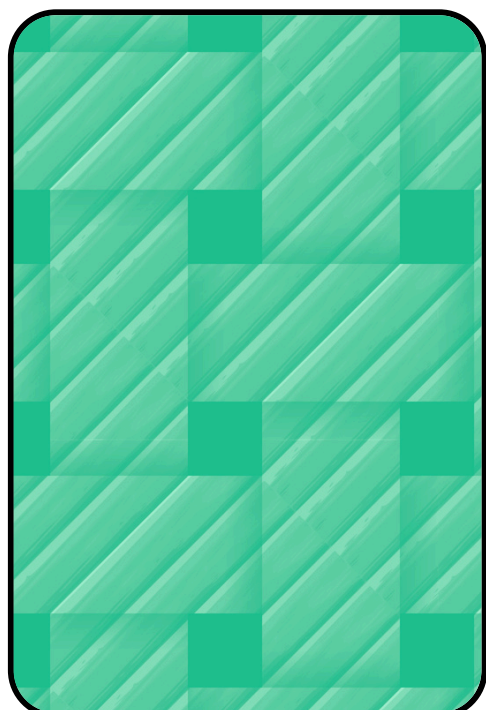
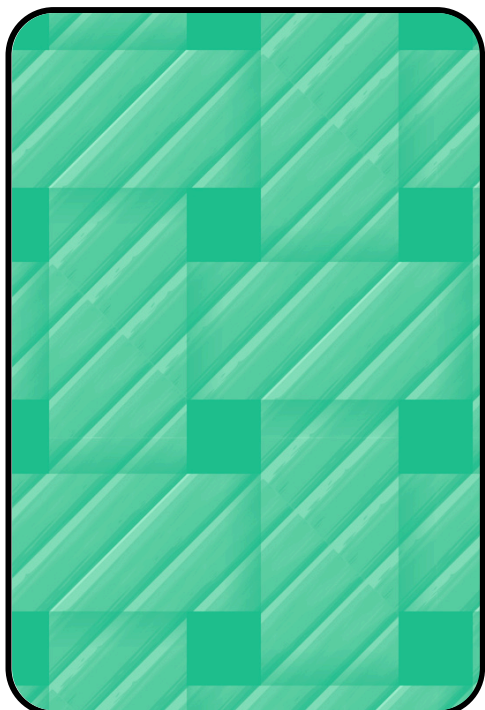
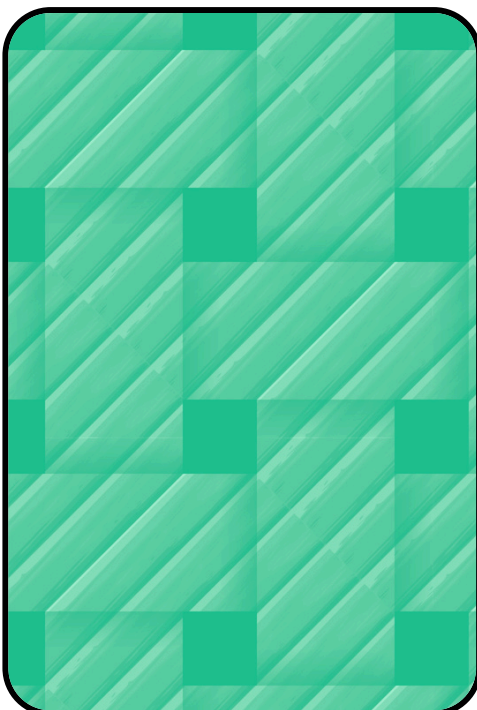
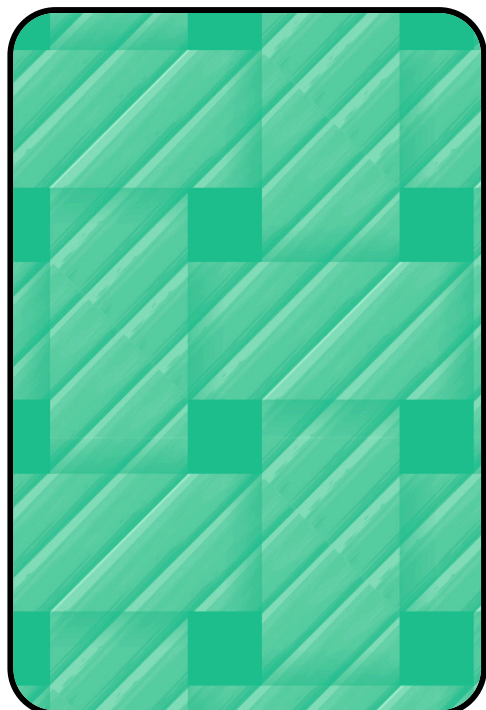
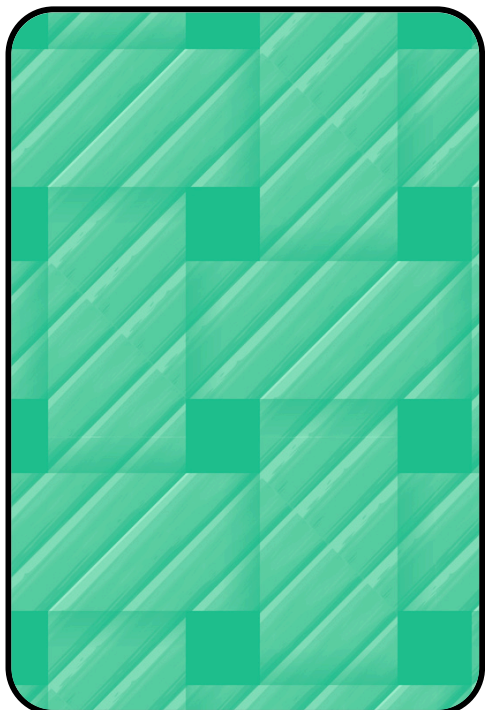
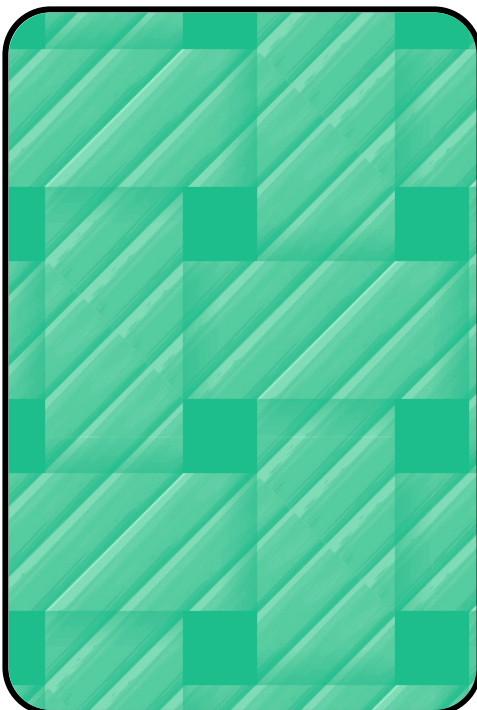
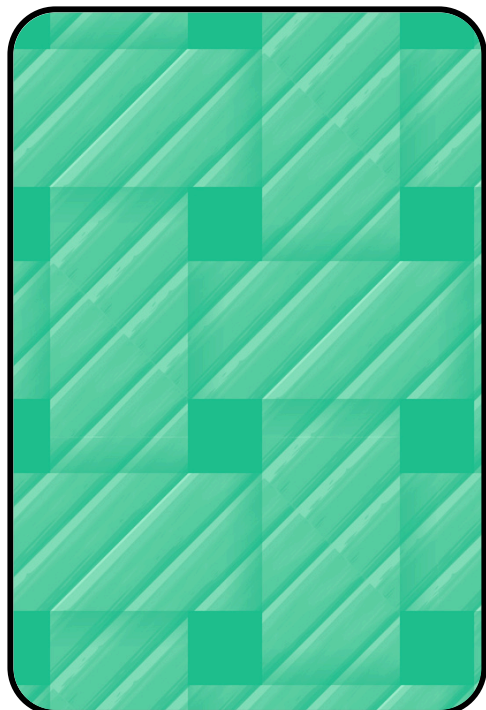


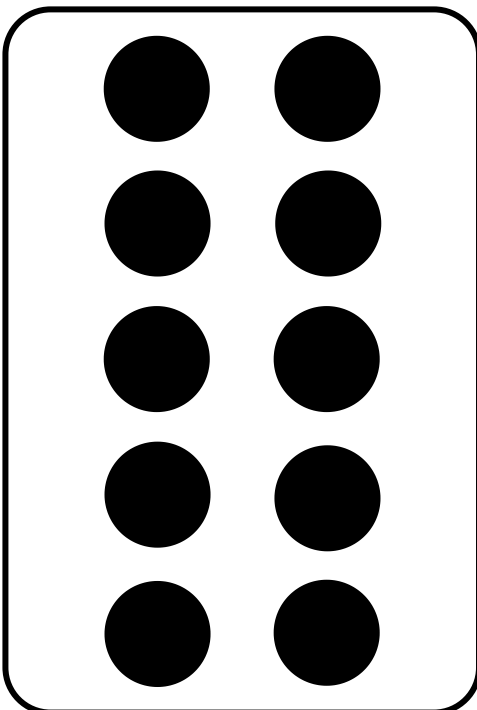
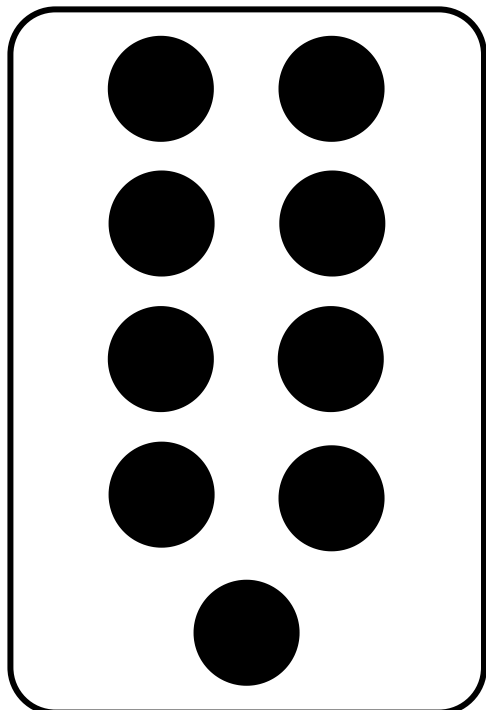


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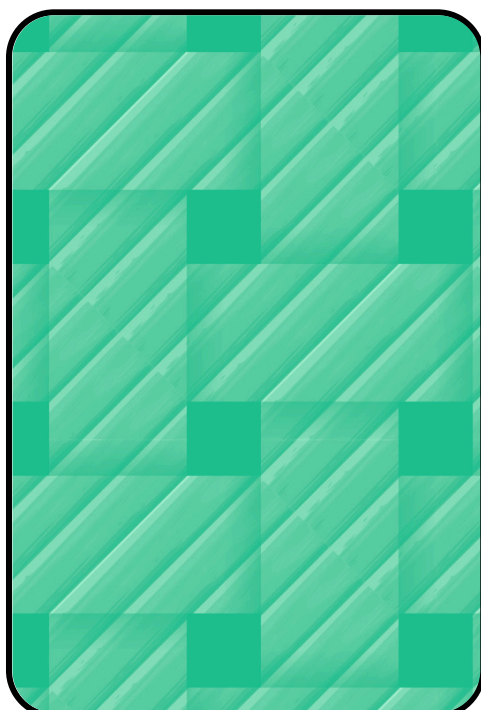
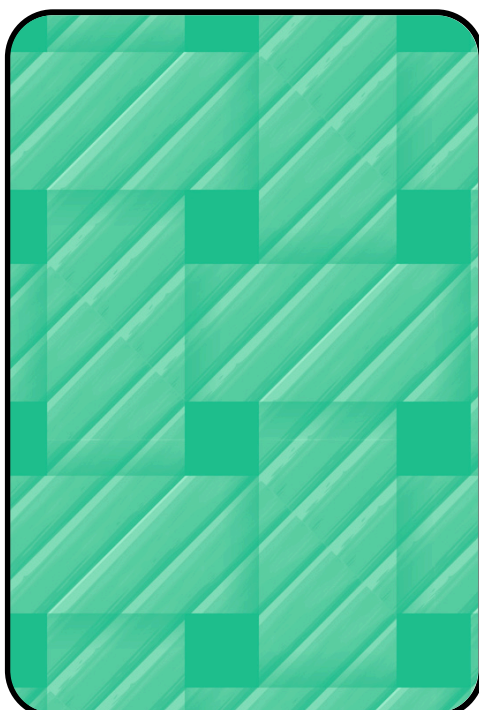
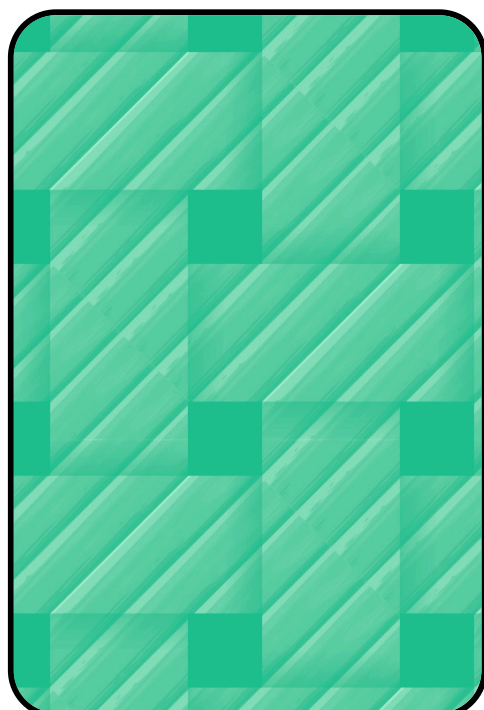
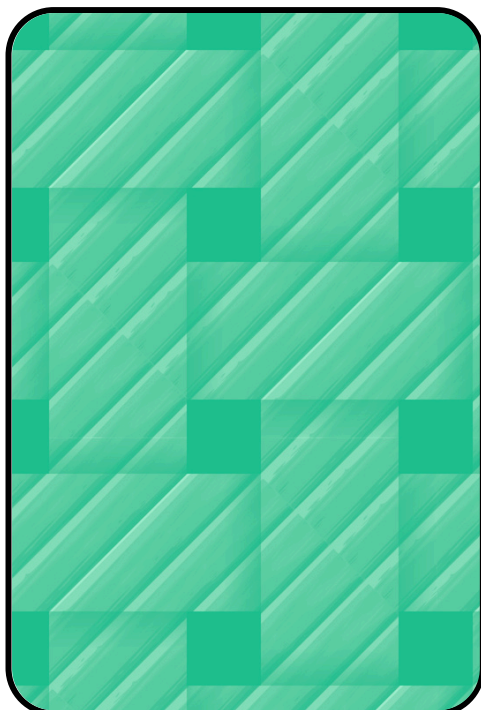
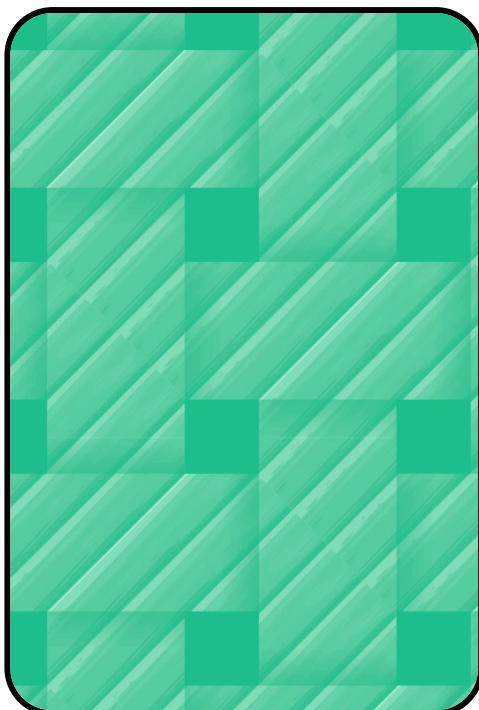
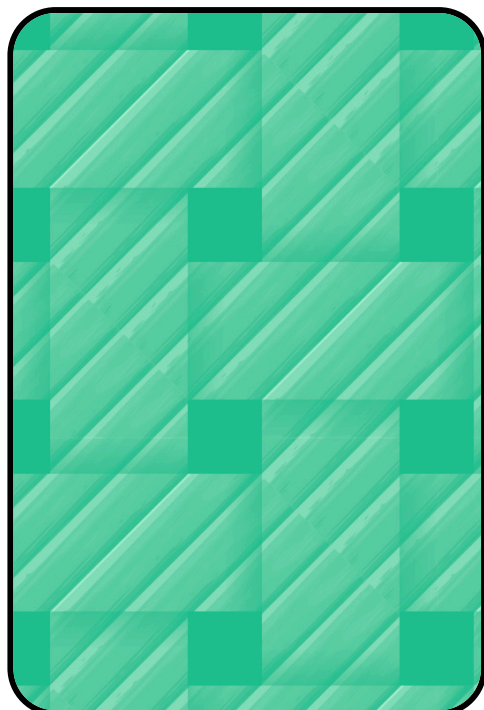
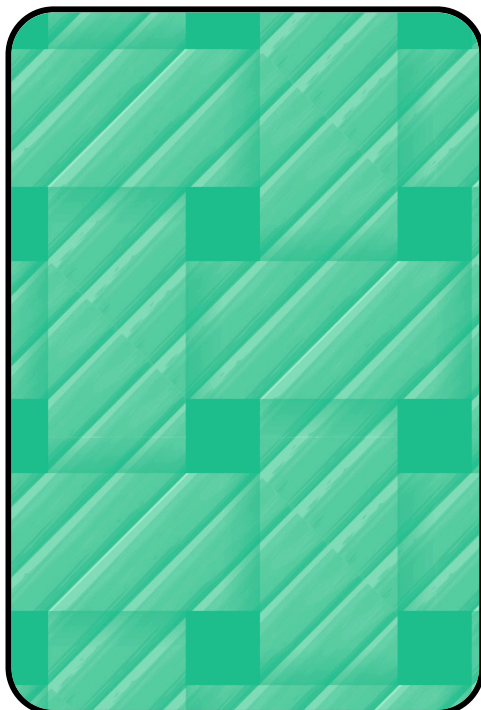
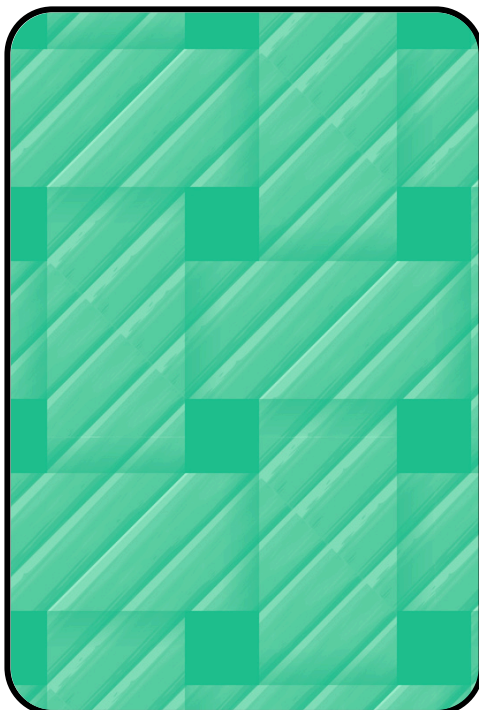
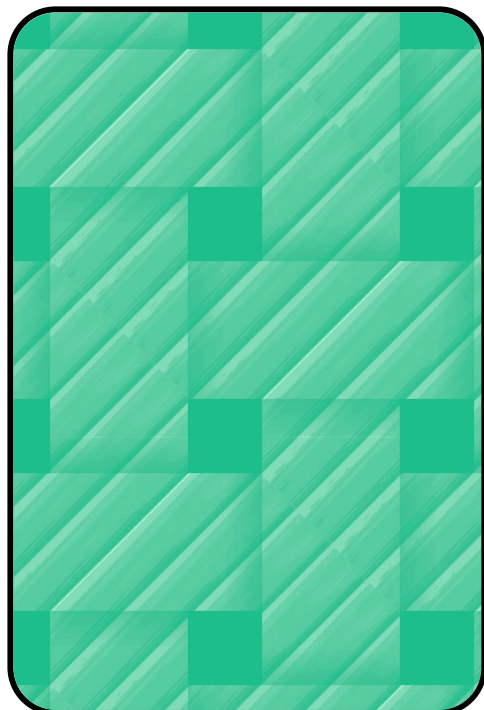
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