



## **MEMORY DELLE RIME**

**Stampare le tessere e incollarle sul cartoncino.**

**Osservarle, nominarle, colorarle e tagliarle.**

**Disporre tutte le tessere capovolte sul tavolo.**

**A turno ciascun giocatore gira due tessere,  
nominandole e facendole vedere anche agli avversari.**

**Lo scopo è quello di abbinare due immagini  
che finiscano con la stessa sillaba e che quindi facciano rima.**



Scuola dell'infanzia  
S. GIUSEPPE



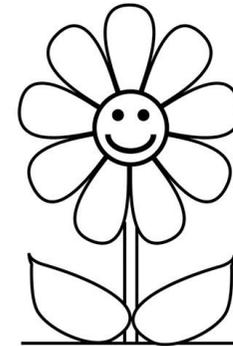
PALLA



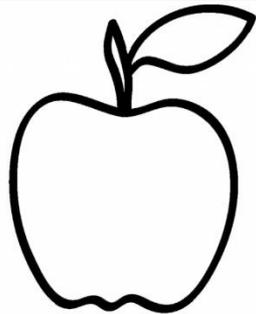
FARFALLA



CUORE



FIORE



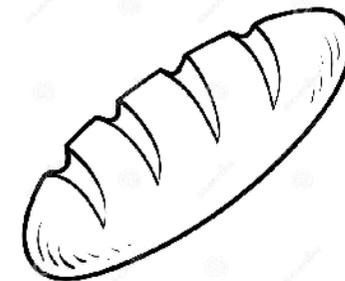
MELA



CANDELA



CANE



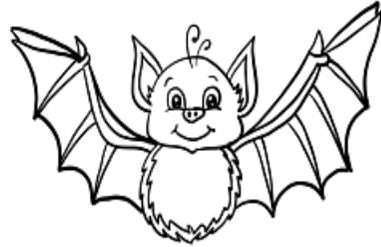
PANE



Scuola dell'infanzia  
S. GIUSEPPE



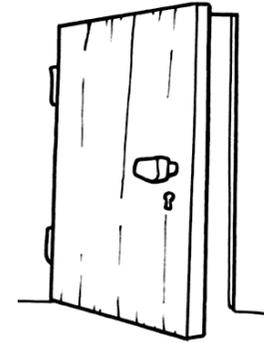
OMBRELLO



PIPISTRELLO



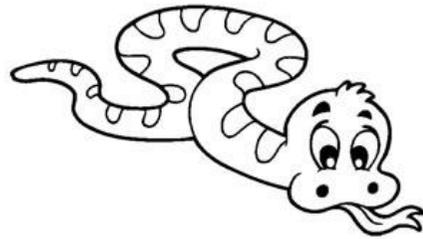
TORTA



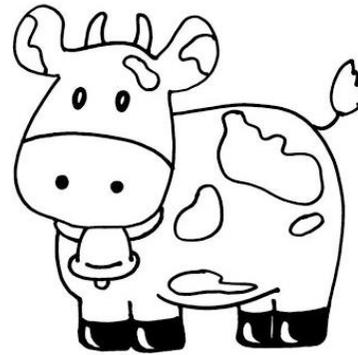
PORTA



DENTE



SERPENTE



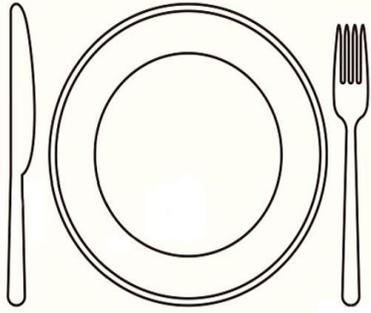
MUCCA



ZUCCA



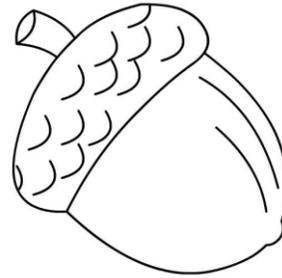
Scuola dell'infanzia  
S. GIUSEPPE



PIATTO



GATTO



GHIANDA



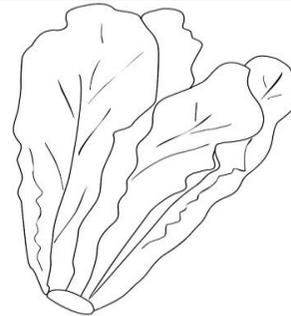
PANDA



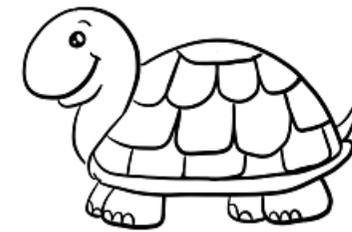
VELA



TELA



LATTUGA



TARTARUGA

