



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.**



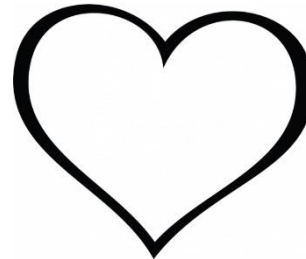
Scuola dell'infanzia
S. GIUSEPPE



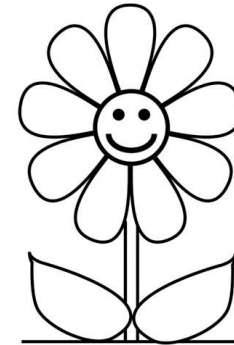
PALLA



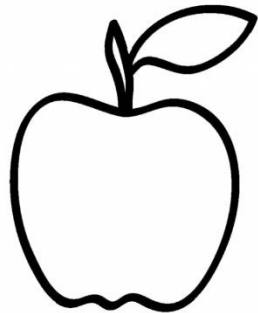
FARFALLA



CUORE



FIORE



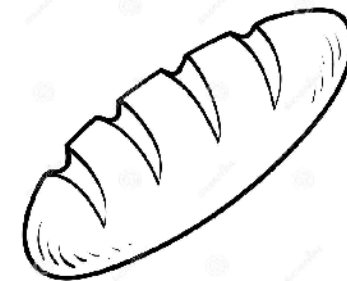
MELA



CANDELA



CANE



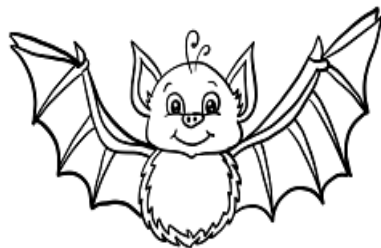
PANE



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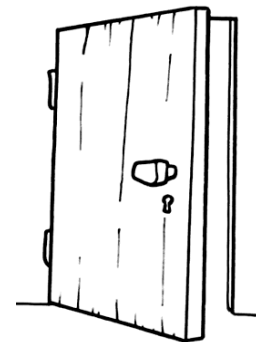
OMBRELLO



PIPISTRELLO



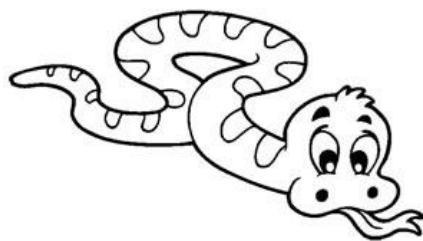
TORTA



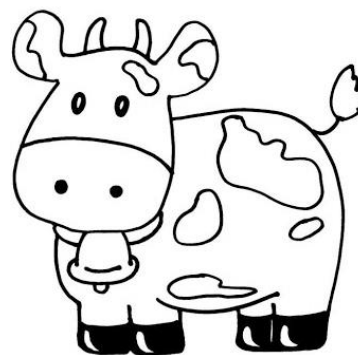
PORTA



DENTE



SERPENTE



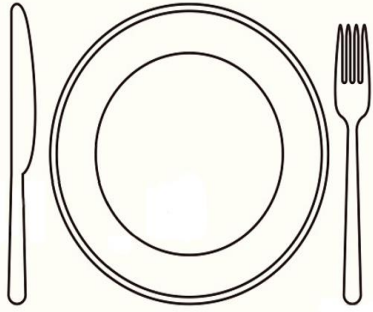
MUCCA



ZUCCA



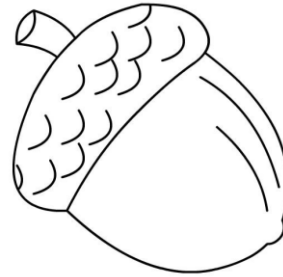
Scuola dell'infanzia
S. GIUSEPPE



PIATTO



GATTO



GHIANDA



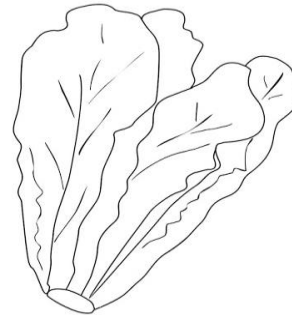
PANDA



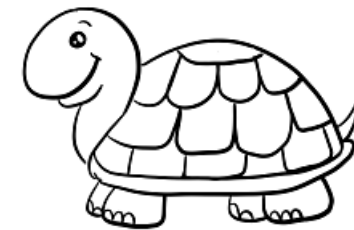
VELA



TELA



LATTUGA



TARTARUGA

