

JUEGOS DE

C A R N A V A L

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CON PICTOGRAMAS DE ARASAAC



EDUCACIÓN
ESPACIAL
Diana Bericochea

JUEGOS

Memory: ponemos las imágenes boca abajo y por turnos deben levantar dos tarjetas. Si coinciden se las llevan. El que más parejas consiga gana.

Hacer parejas: deben buscar las imágenes iguales y emparejarlas.

Recuerda: Presento varias imágenes, cierran los ojos y quito una imagen. ¿Cuál he quitado? ¿Qué ha cambiado?

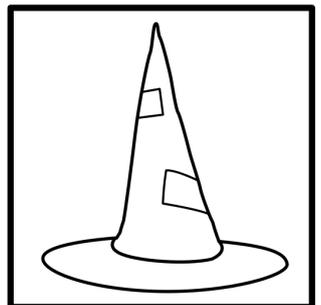
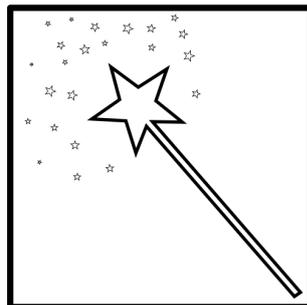
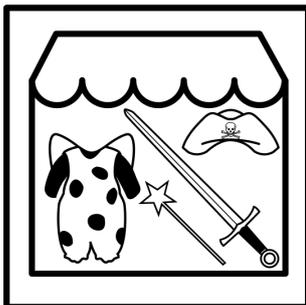
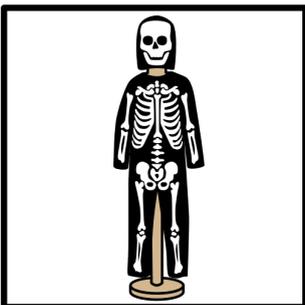
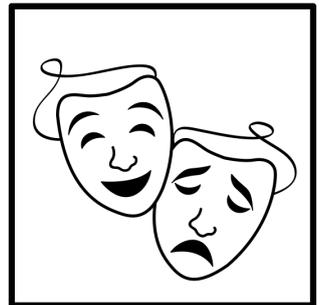
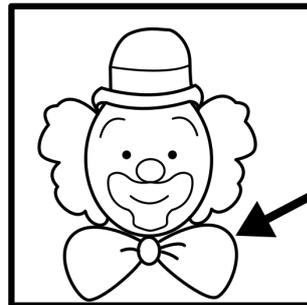
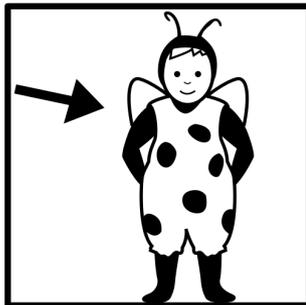
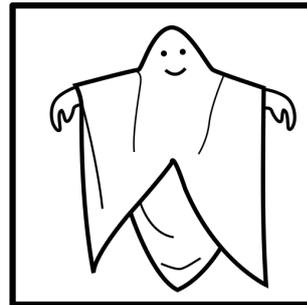
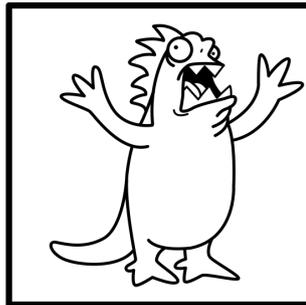
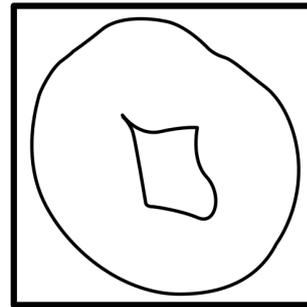
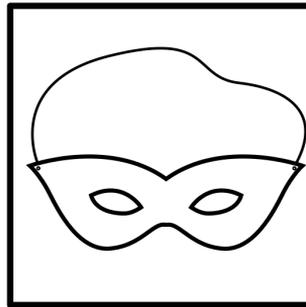
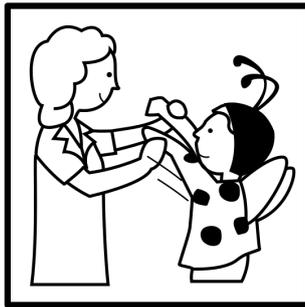
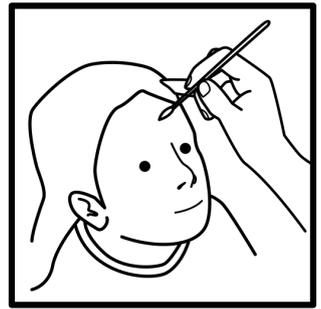
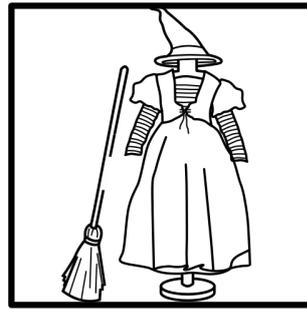
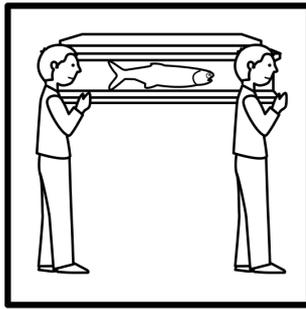
Señala: pongo todas las imágenes en una superficie, y cuando digo el nombre de alguna imagen deben buscarla y señalarla. Le mostraré la imagen modelo al alumno que necesite un referente visual.

Bingo: Podemos colocar las imágenes pequeñas con velcro en una ruleta y repartimos una cartón de bingo a cada niño (distintos o iguales para que todos ganen, deben tachar cada imagen que salta). Si no tenemos ruleta podemos meter las imágenes pequeñas en una cajita e ir sacando sin mirar.

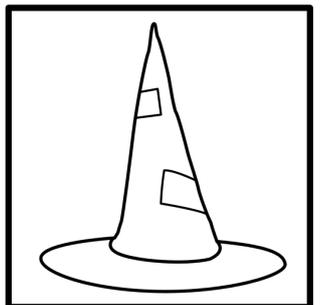
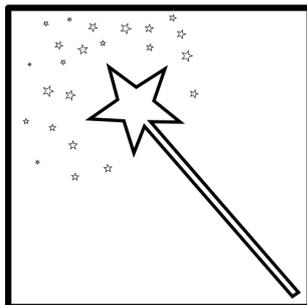
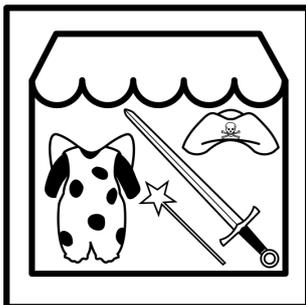
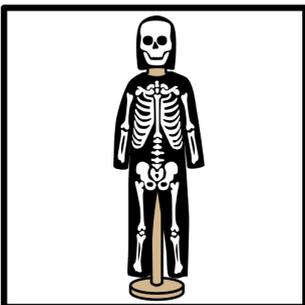
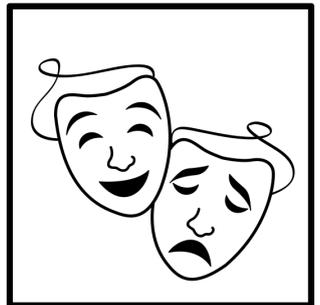
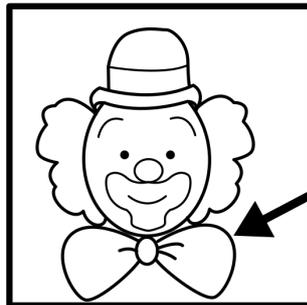
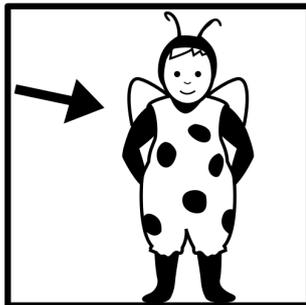
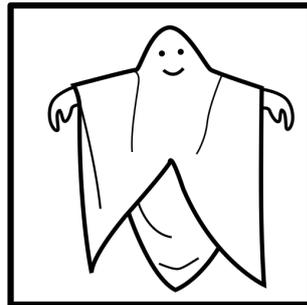
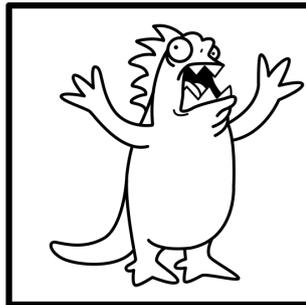
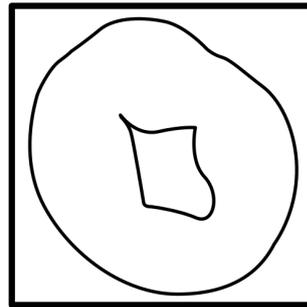
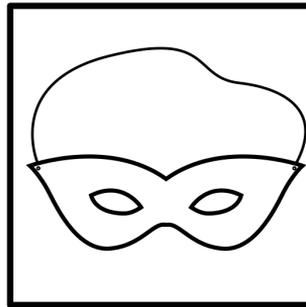
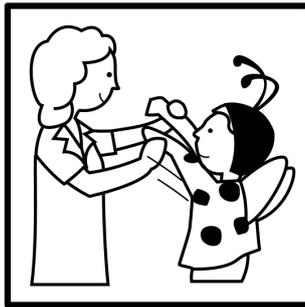
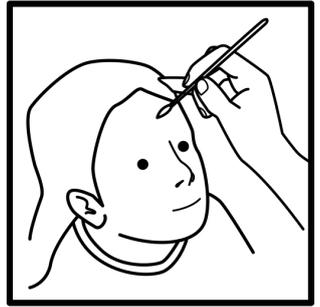
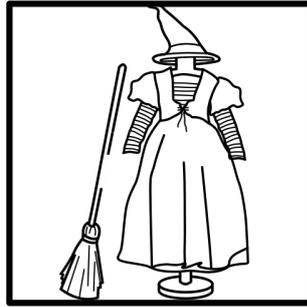
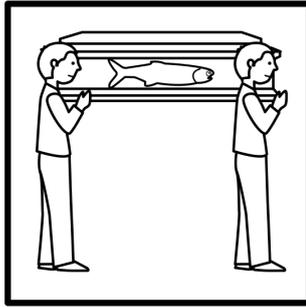
Escucha: Repartimos las imágenes pequeñas entre los alumnos y el profe dice un nombre de una de las imágenes. Los alumnos deben escuchar y el que tenga la imagen dicha debe darle a un pulsador o levantar la mano.

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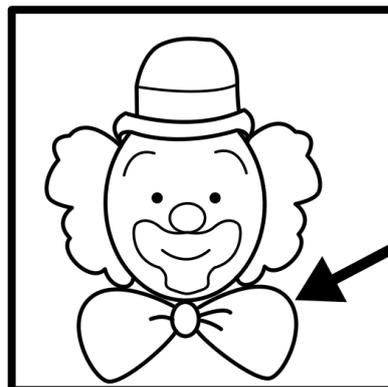
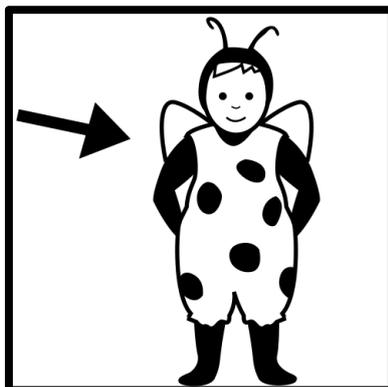
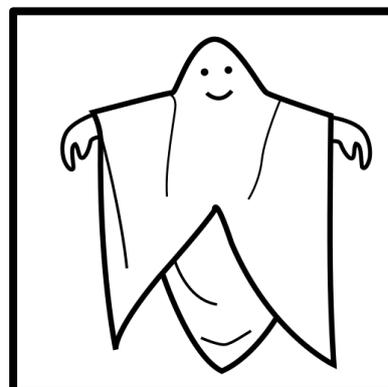
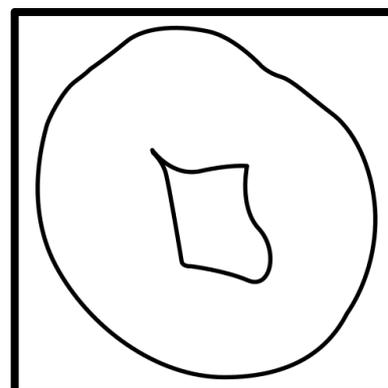
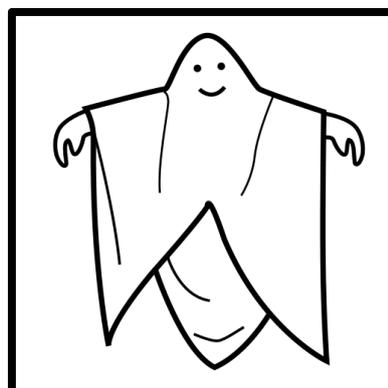
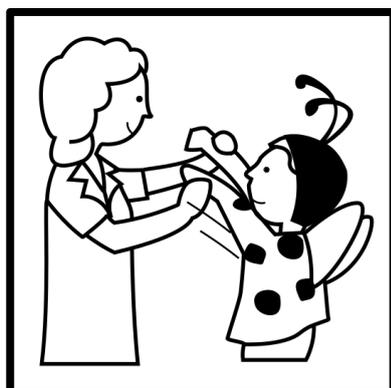
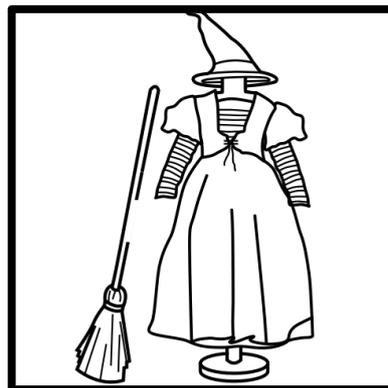
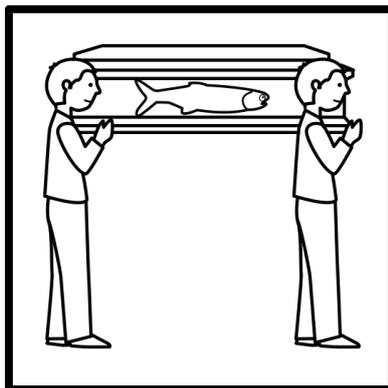
COLOREA, RECORTA Y PLASTIFICA



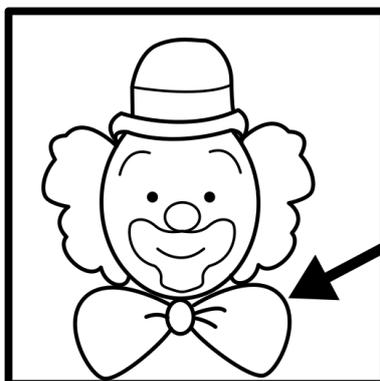
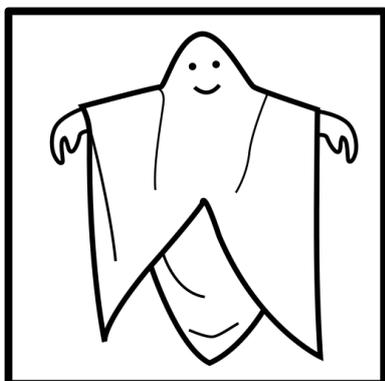
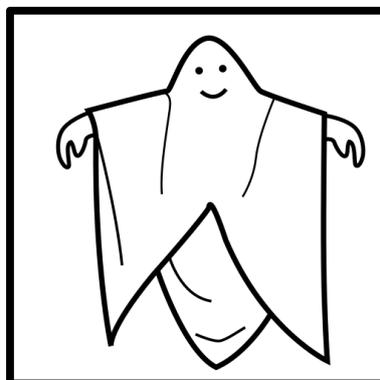
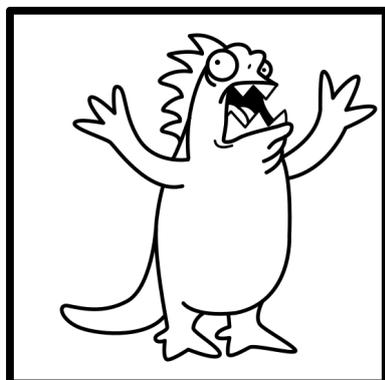
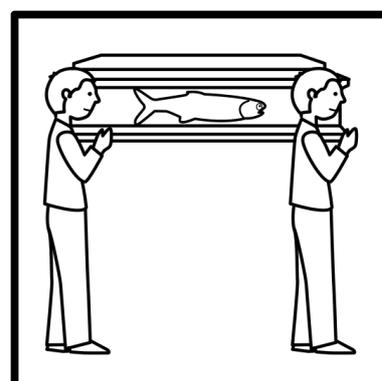
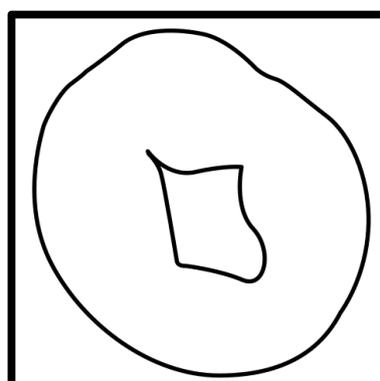
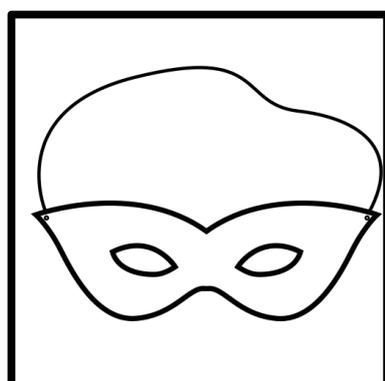
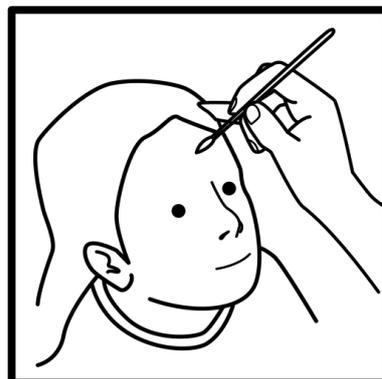
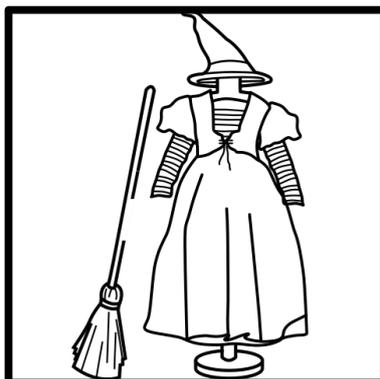
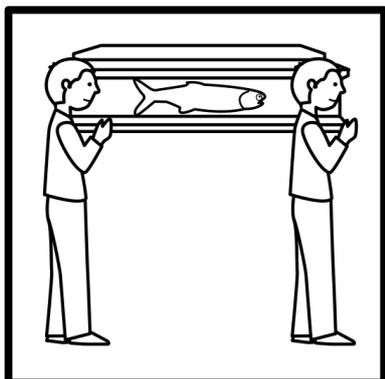
COLOREA, RECORTA Y PLASTIFICA



TACHA LA IMAGEN QUE SALGA



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