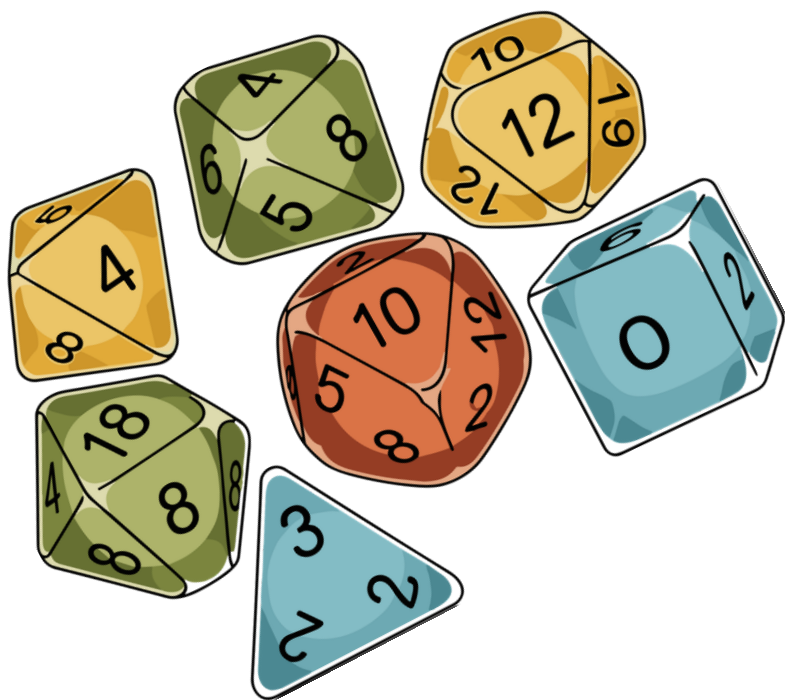


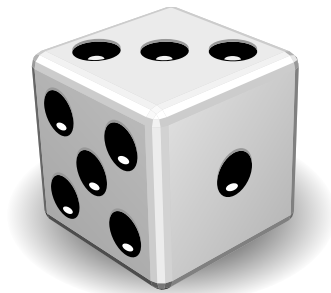


Mała kostka wielkie pomysły



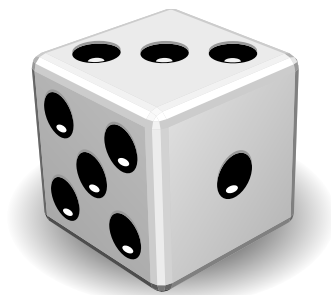
Agnieszka Besser-Krysiak

RZUĆ KOŚĆMI



	Jestem eTwinnerem od?
	Mój ukochany projekt eTwinning to...?
	Osoba, która kojarzy mi się z eTwinningiem to...
	Cecha, która sprawiła, że jestem nauczycielem?
	Jutro zamierzam...
	Kości kojarzą mi się z...?

RZUĆ KOŚĆMI



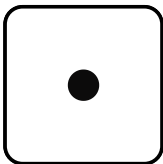
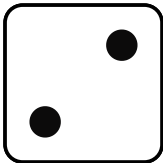
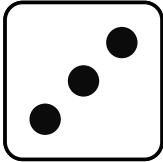
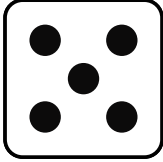
WYTURLAJ ROBOTA



	KORPUS	NOGI	GŁOWA	RĘKA	LOGO



WYTURLAJ

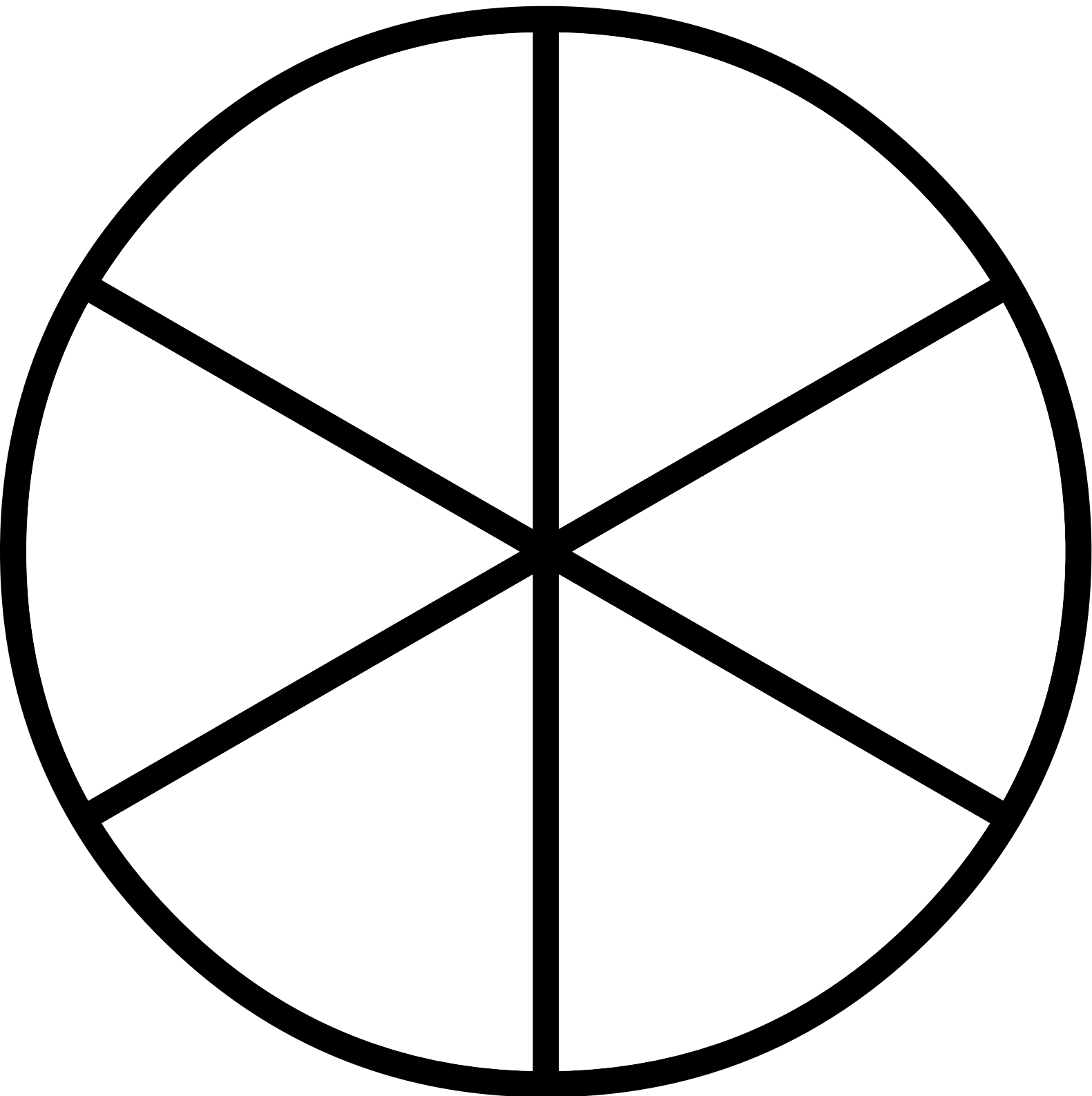
					
					
					
					
					
					

Kołówka

Gra stolikowa

Każda osoba przy stoliku otrzymuje kartę z kołem podzielonym na 6 części.

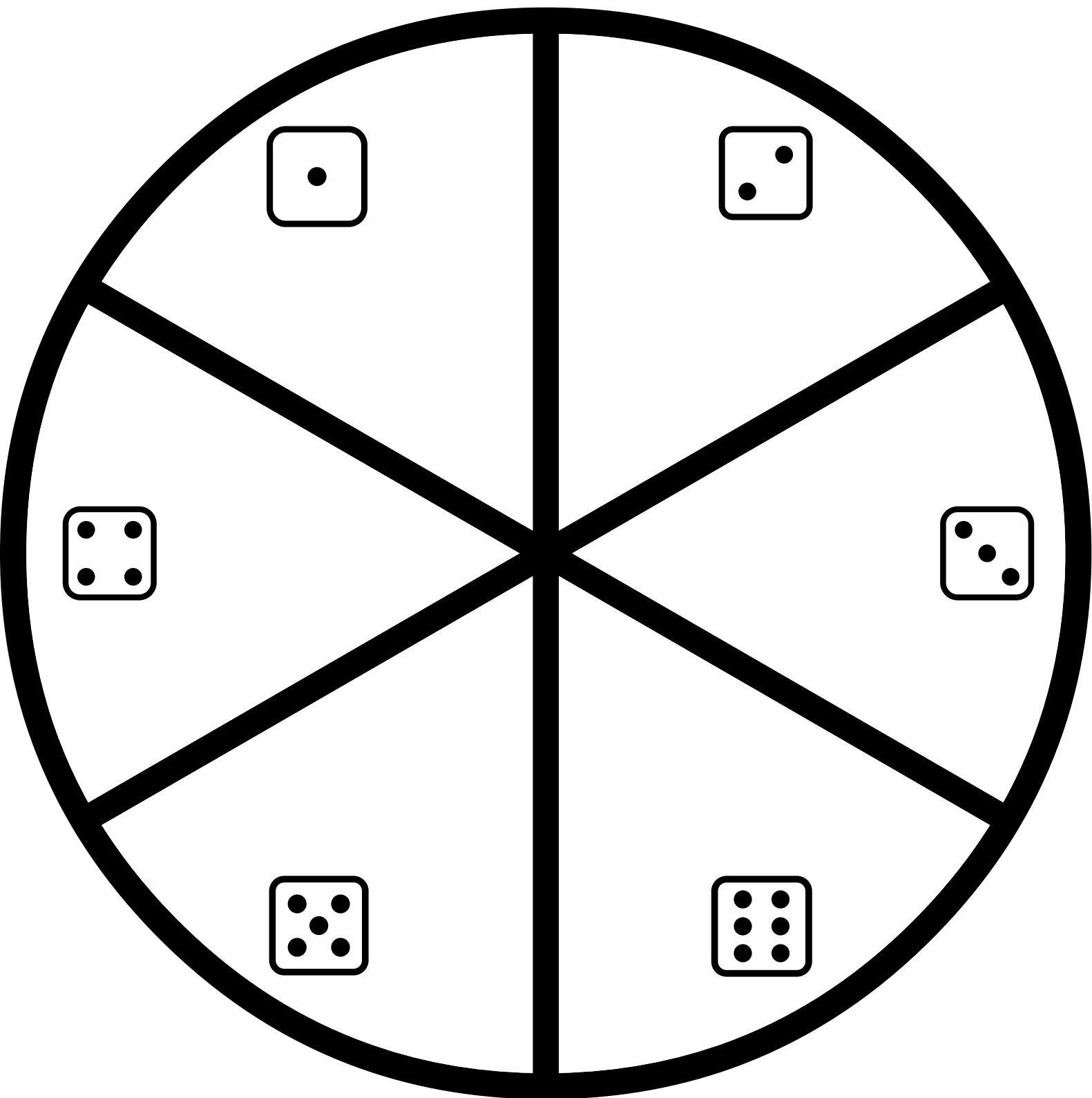
- gracze kolejno rzucają kostką, wyrzuconą liczbę oczek wpisują do jednej z części koła
- jeżeli wyrzucą liczbę, którą już wcześniej wpisali przekazują kostkę sąsiadowi
- wygrywa ten, kto pierwszy zapełni swoje koło

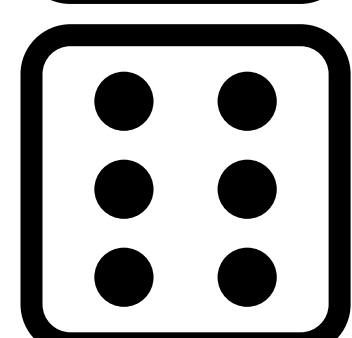
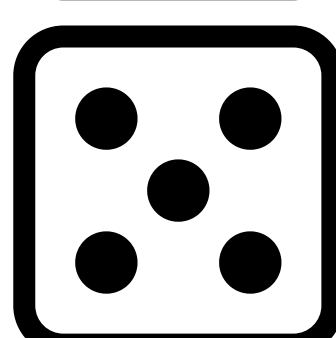
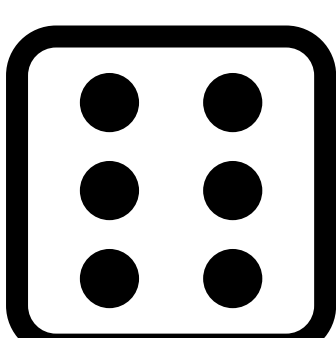
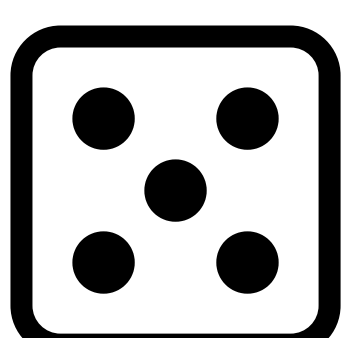
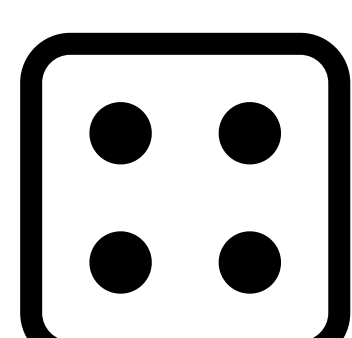
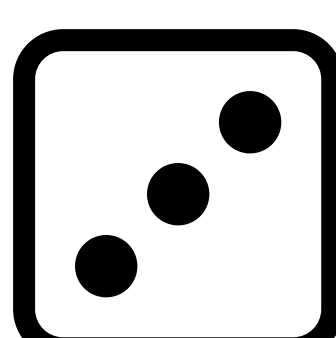
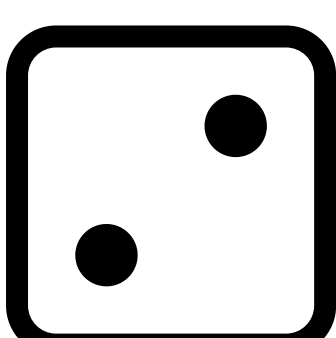
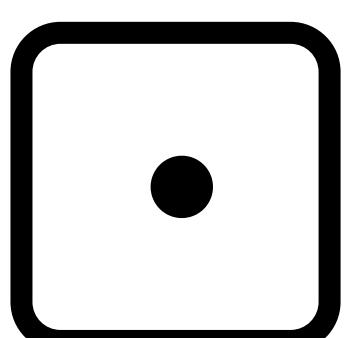
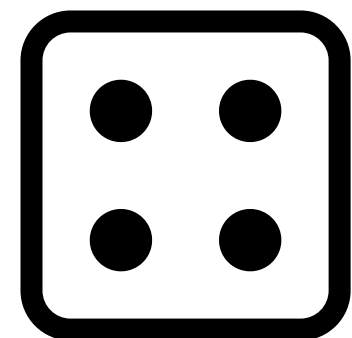
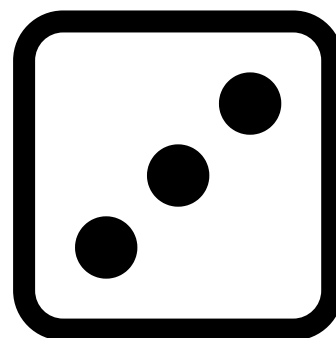
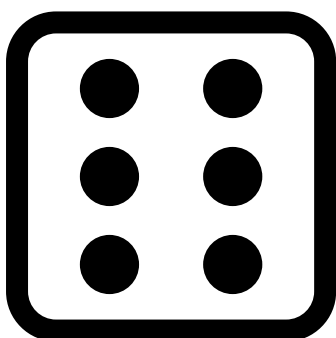
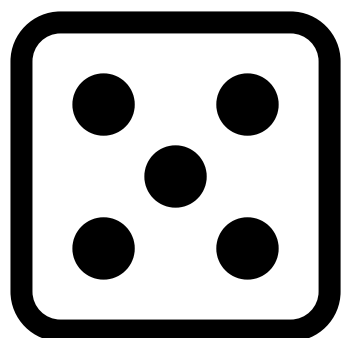
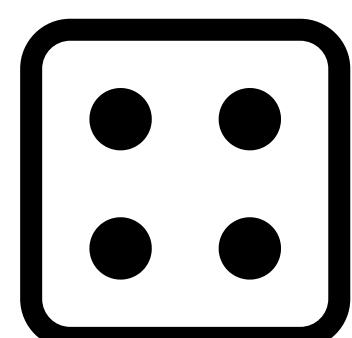
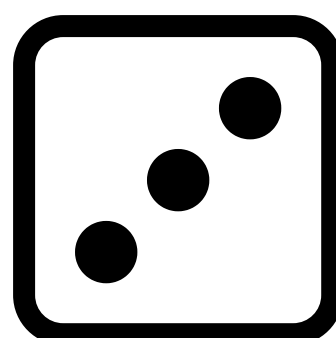
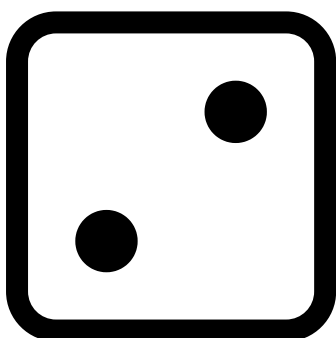
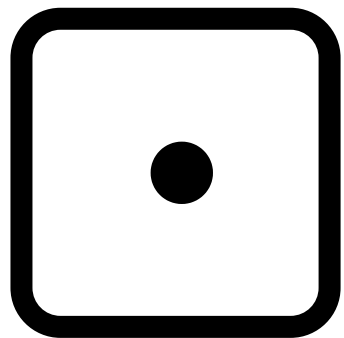
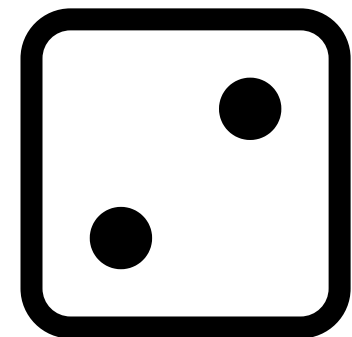
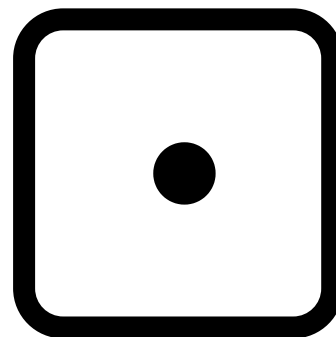
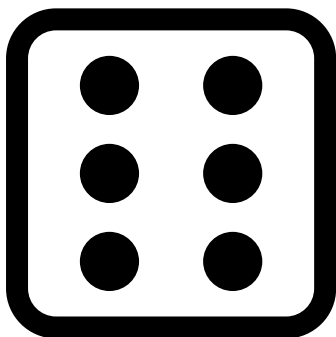
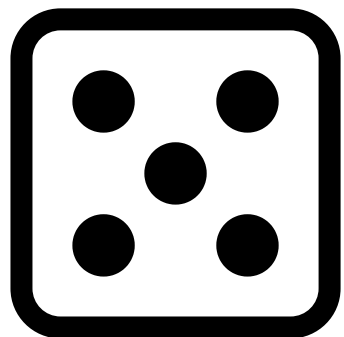
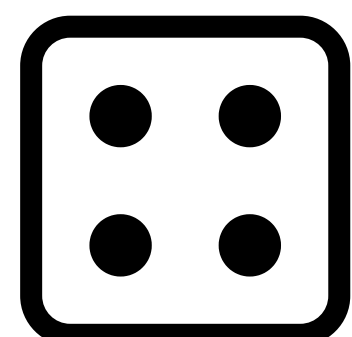
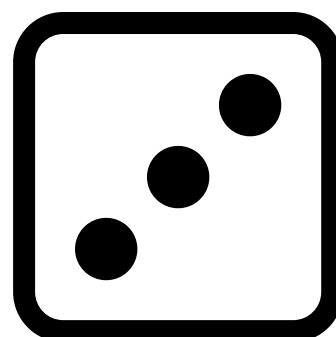
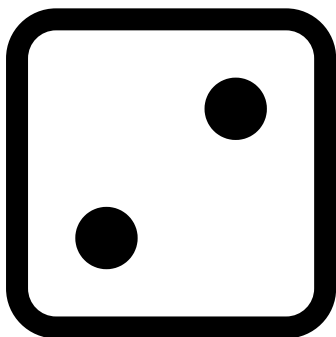
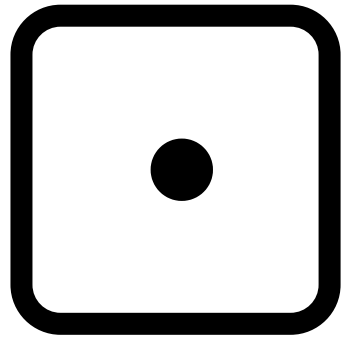


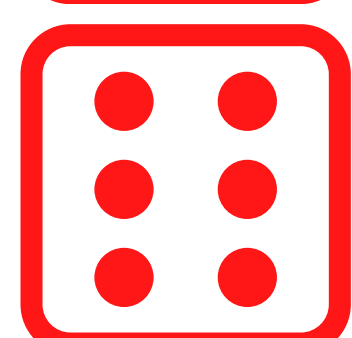
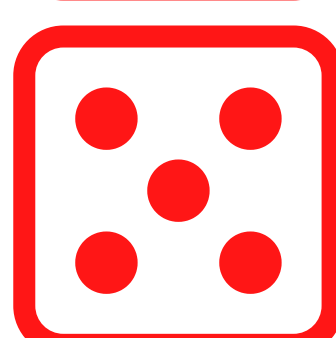
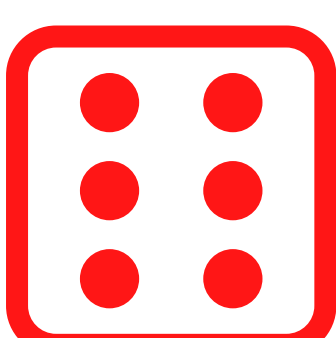
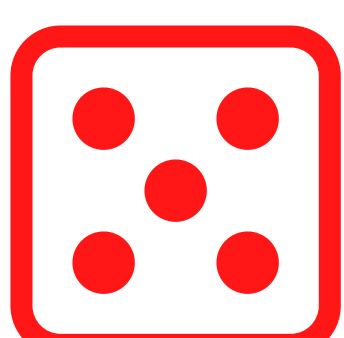
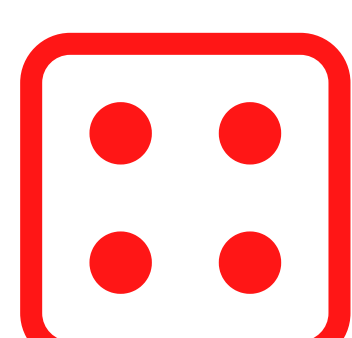
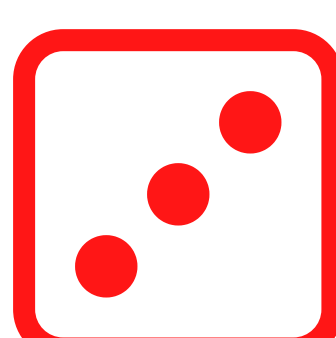
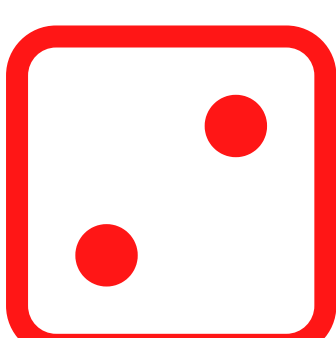
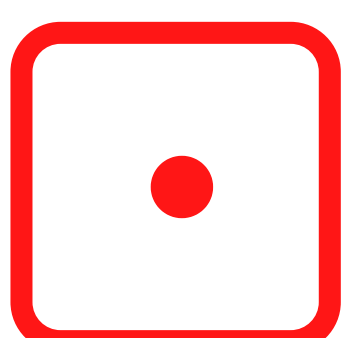
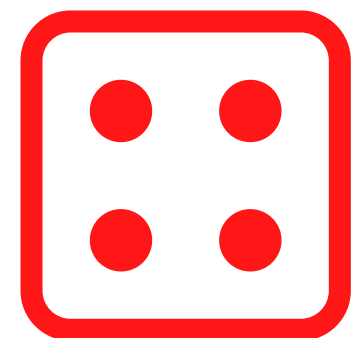
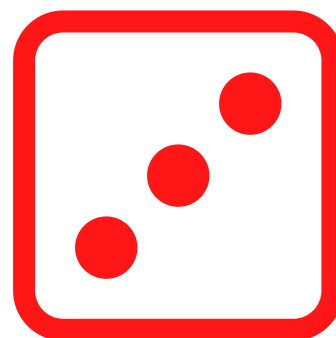
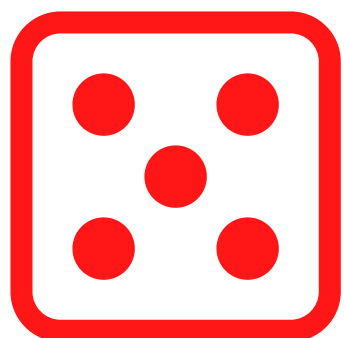
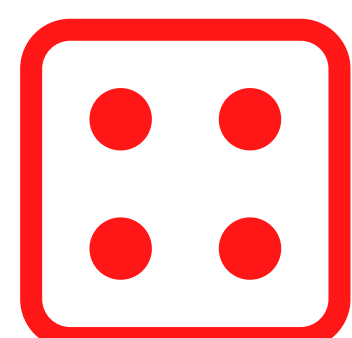
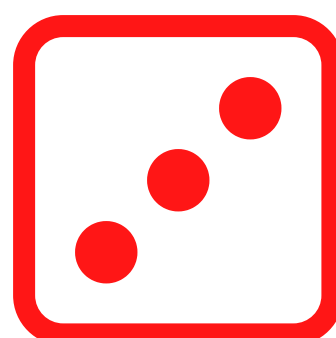
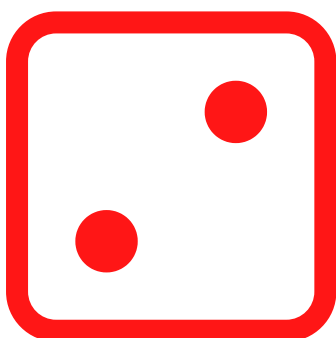
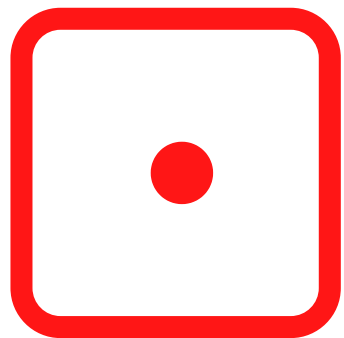
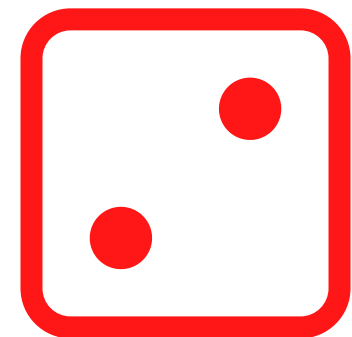
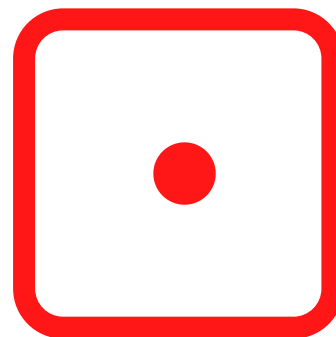
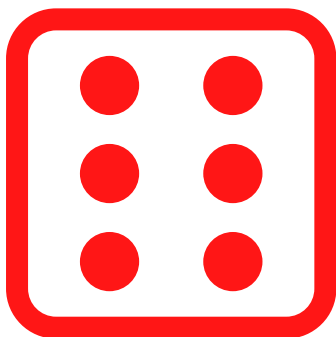
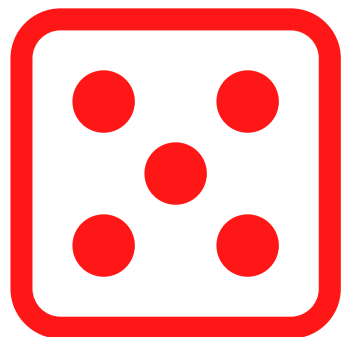
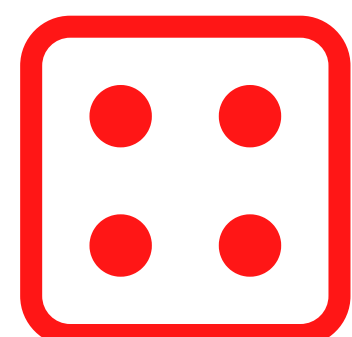
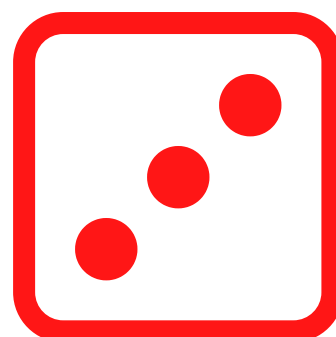
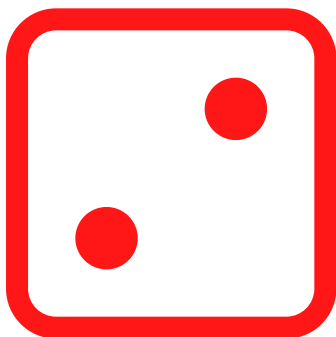
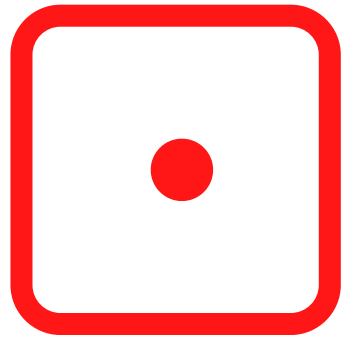
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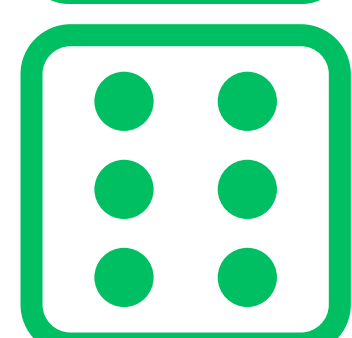
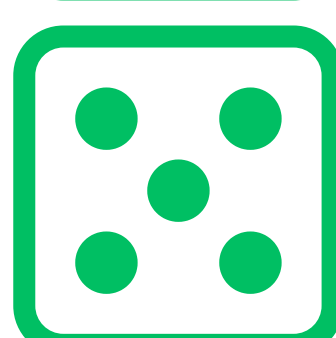
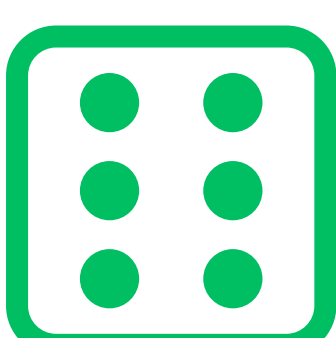
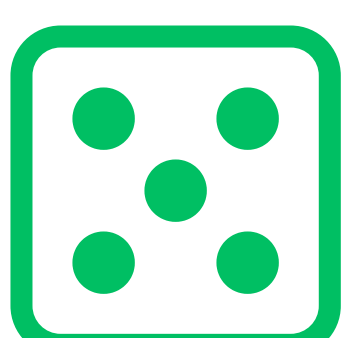
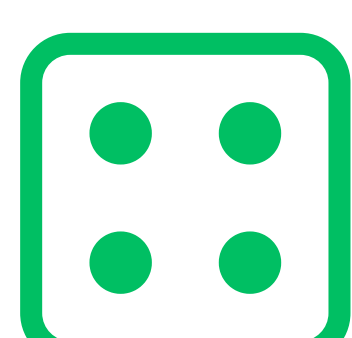
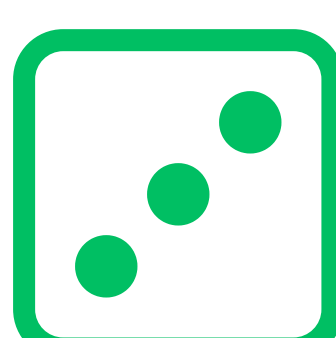
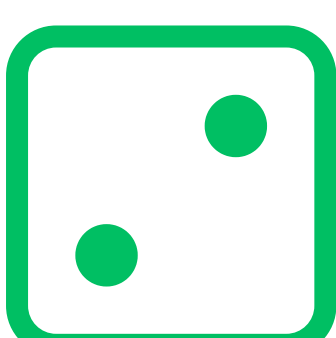
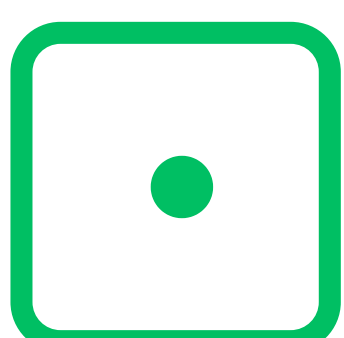
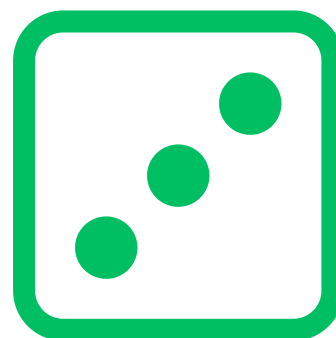
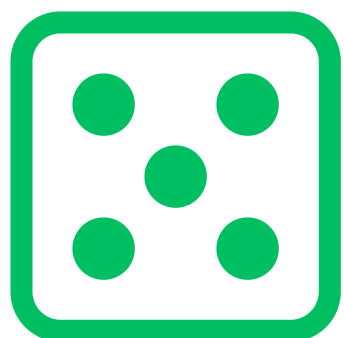
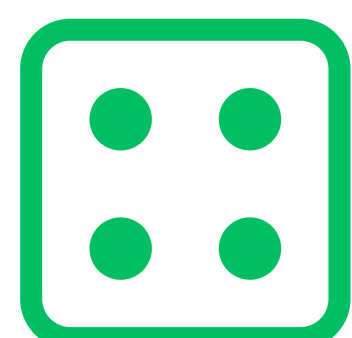
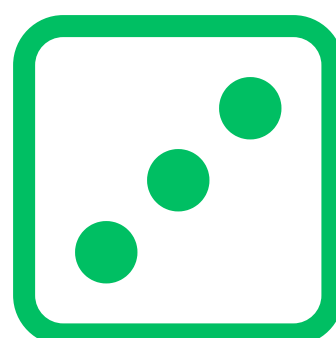
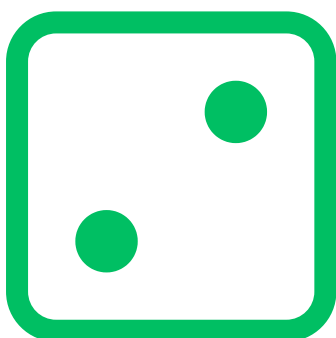
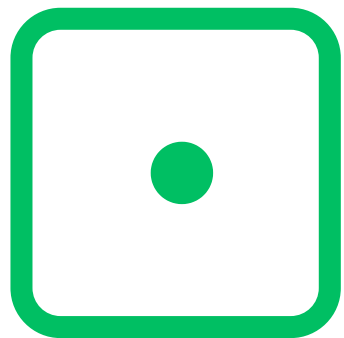
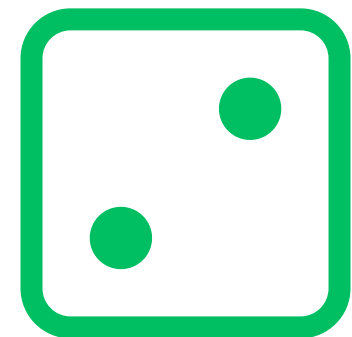
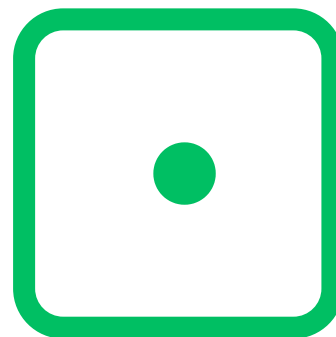
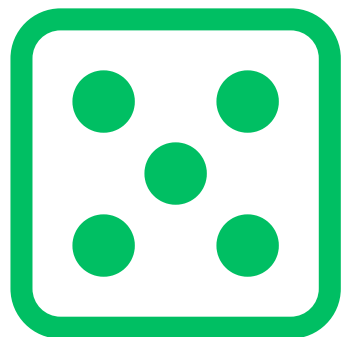
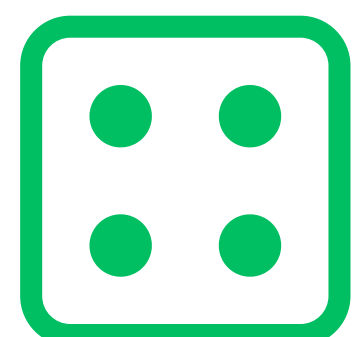
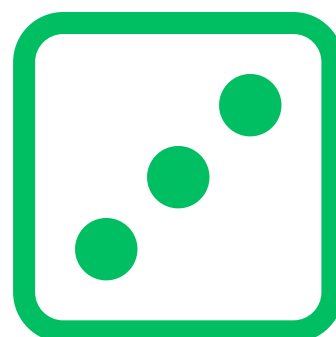
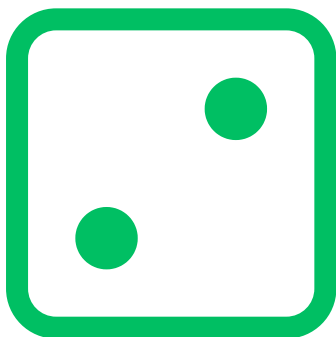
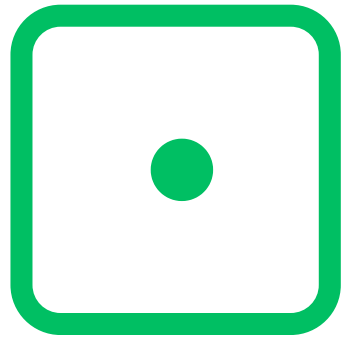
wariant II

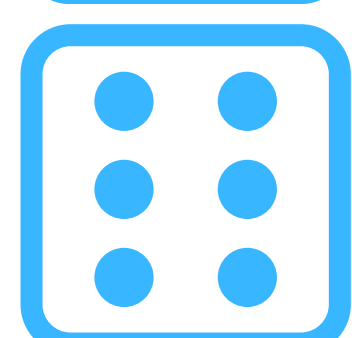
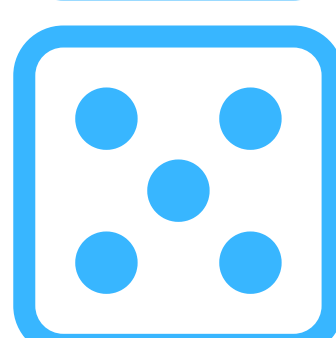
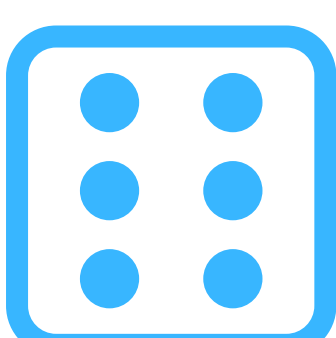
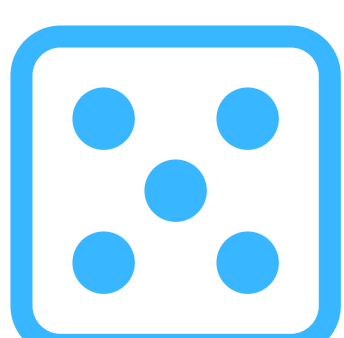
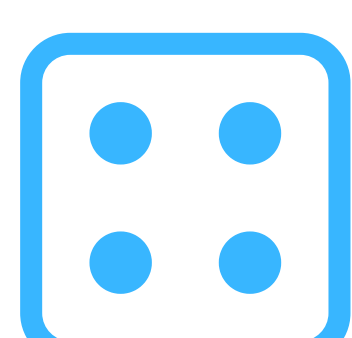
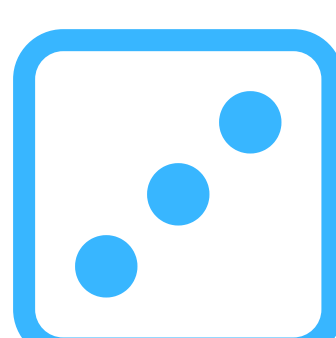
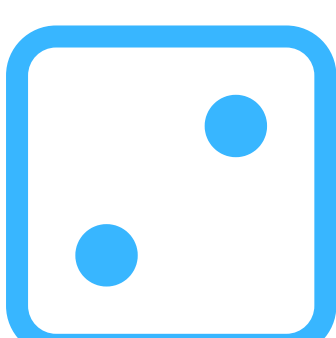
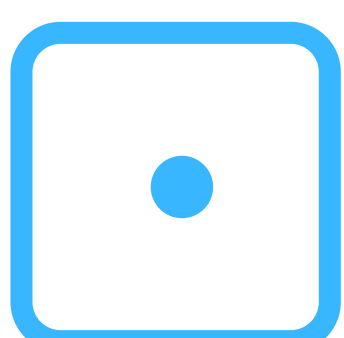
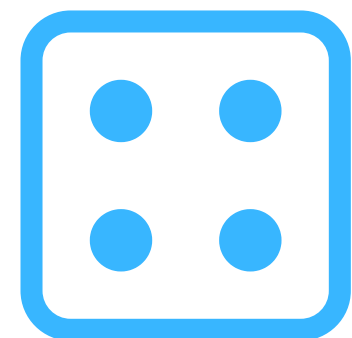
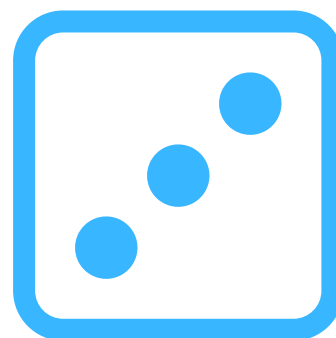
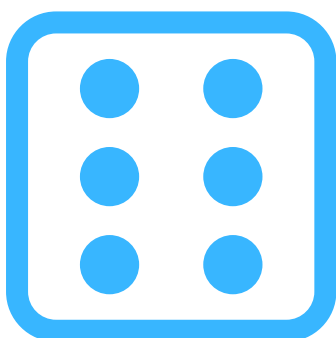
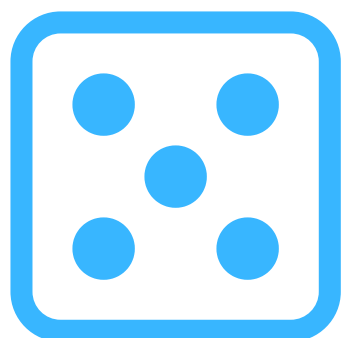
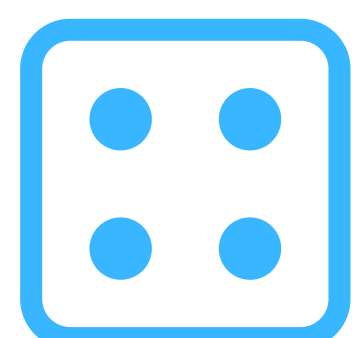
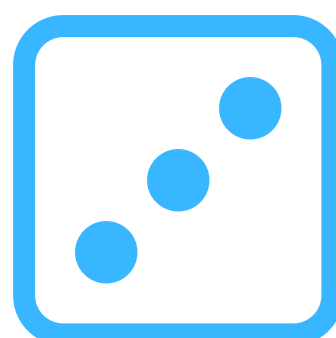
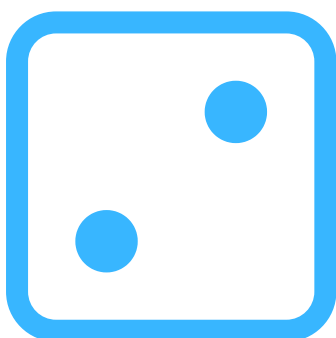
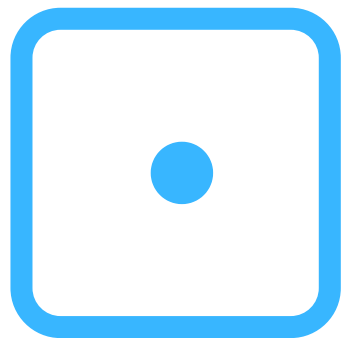
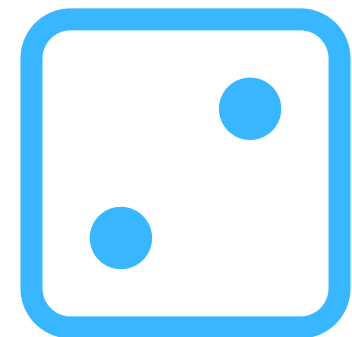
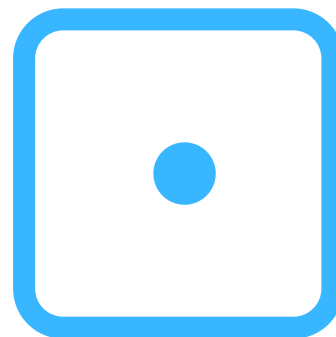
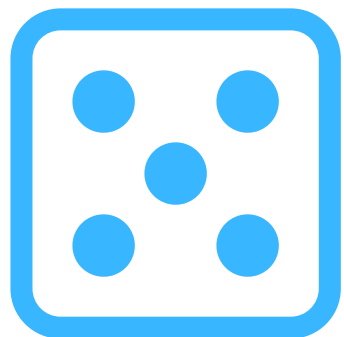
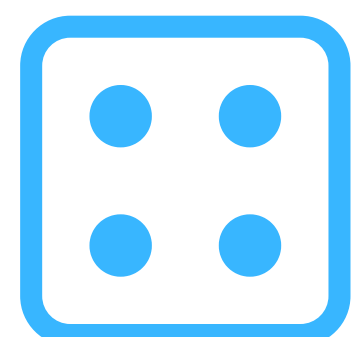
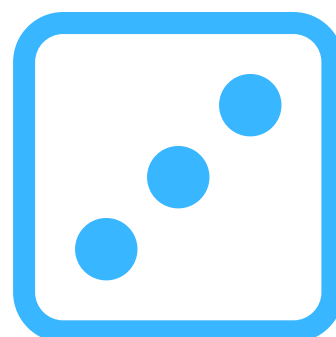
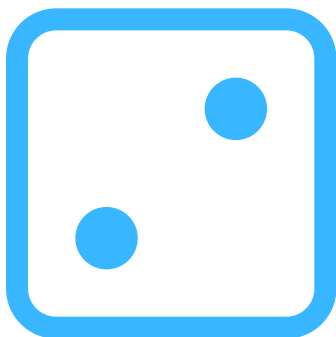
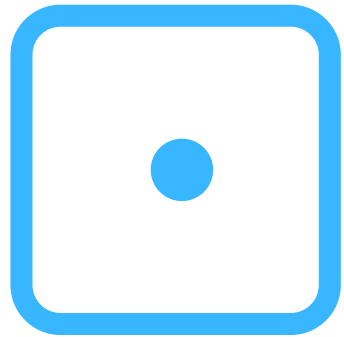
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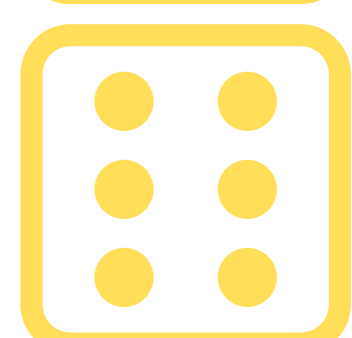
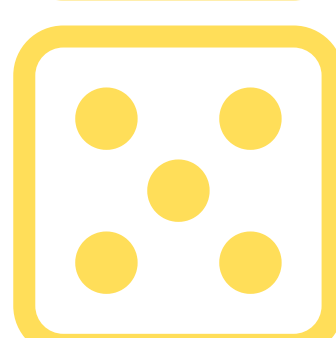
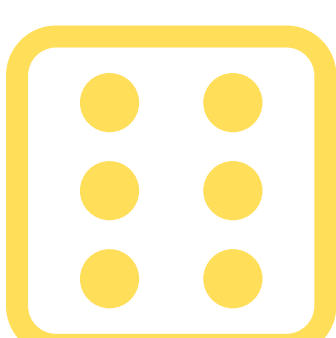
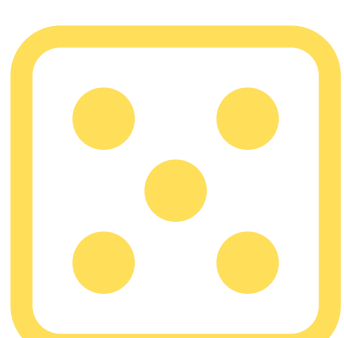
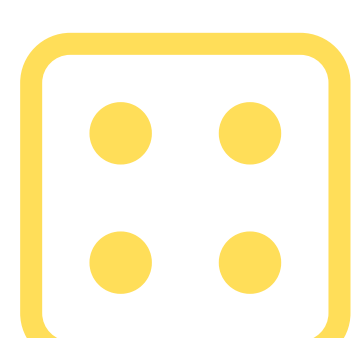
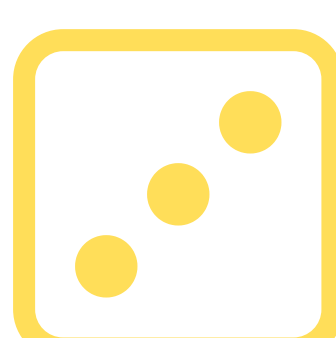
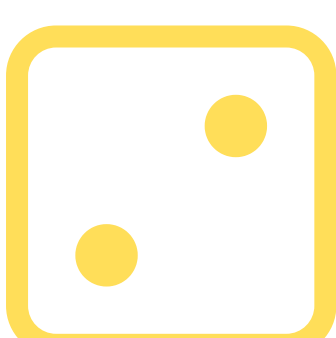
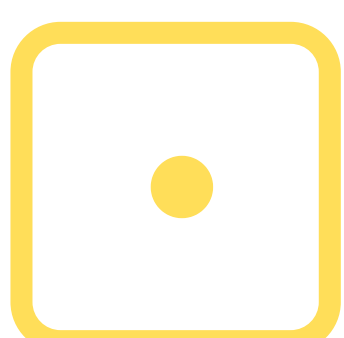
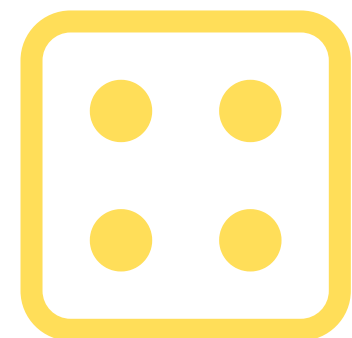
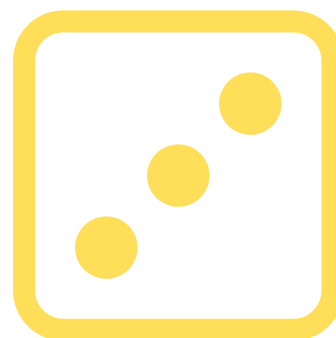
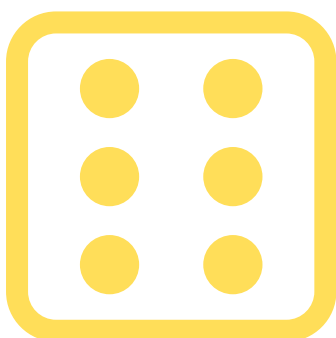
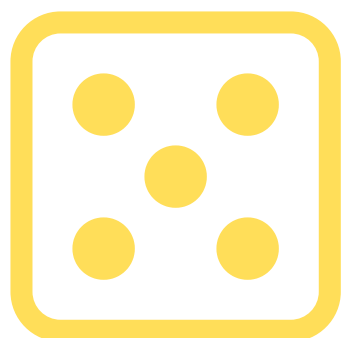
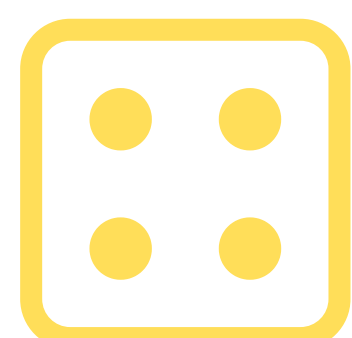
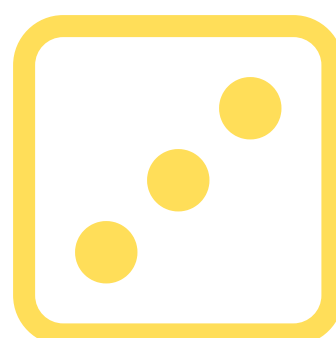
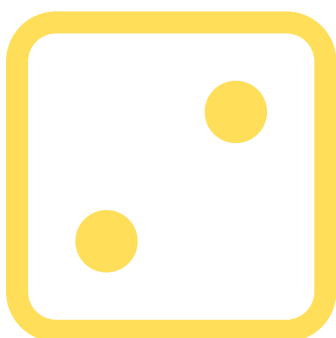
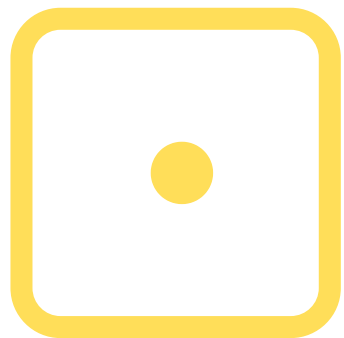
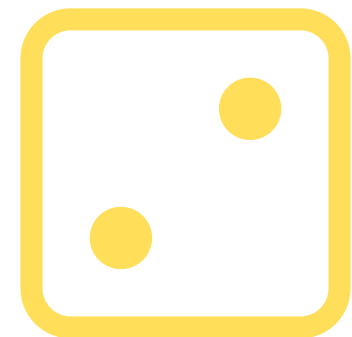
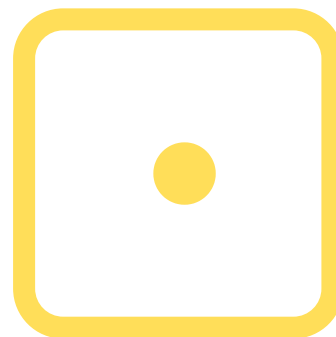
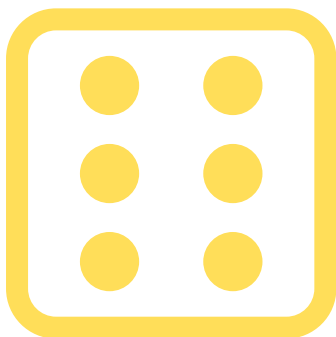
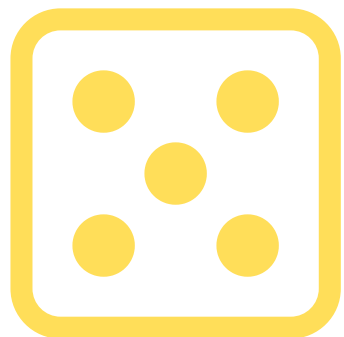
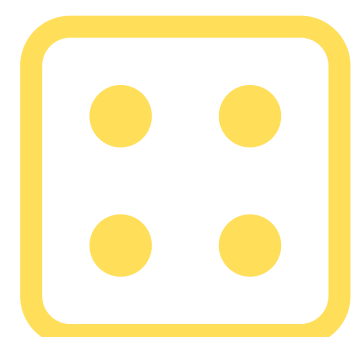
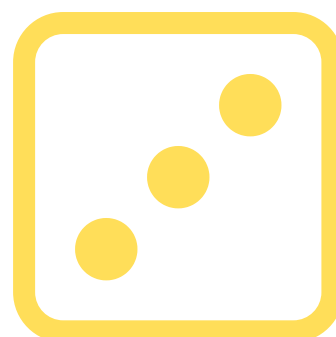
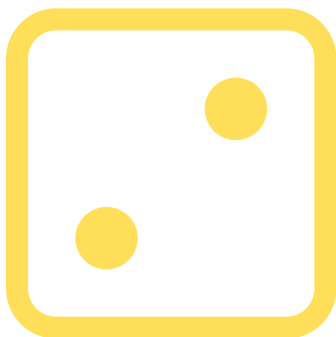
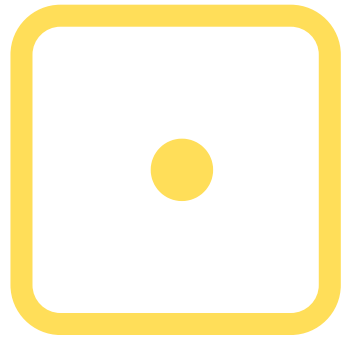


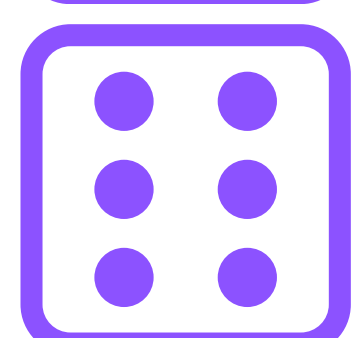
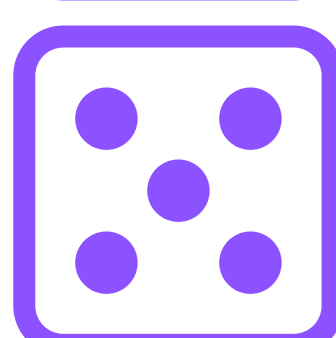
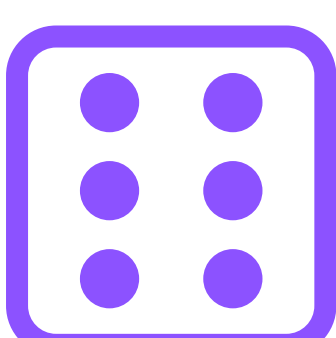
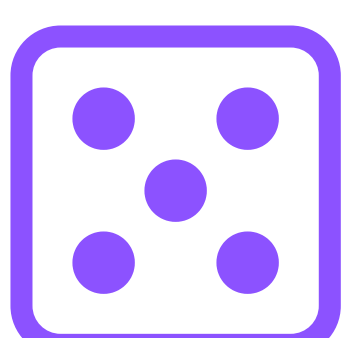
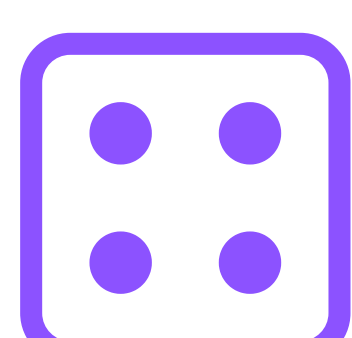
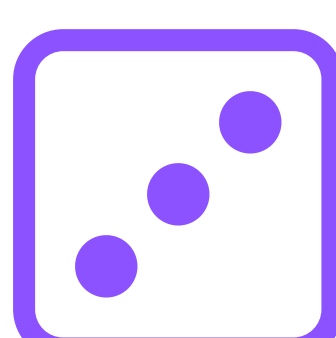
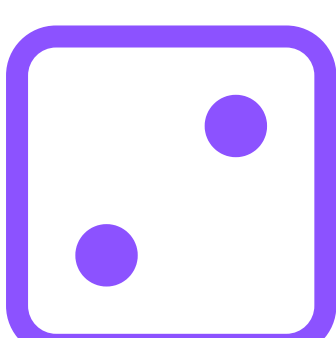
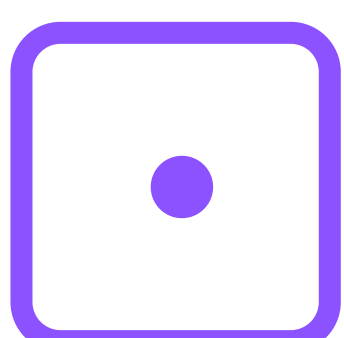
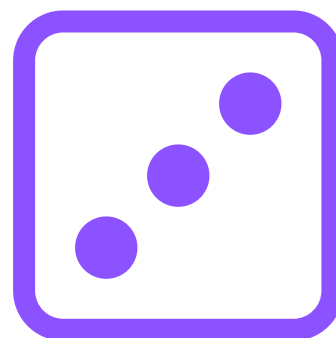
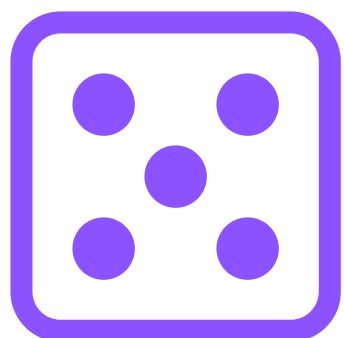
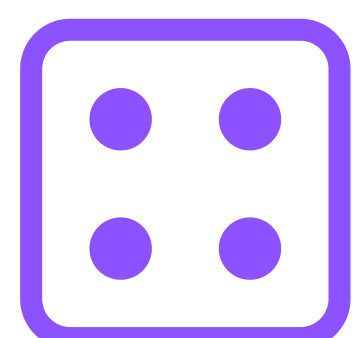
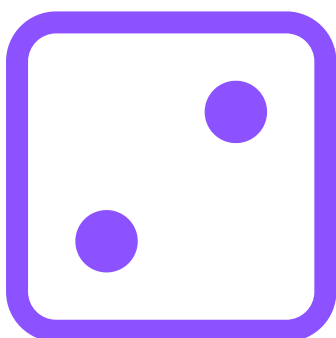
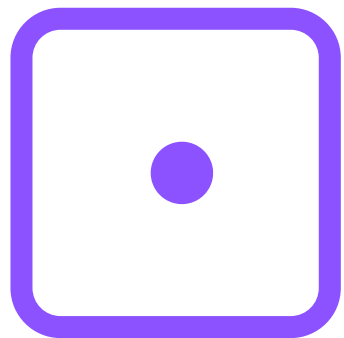
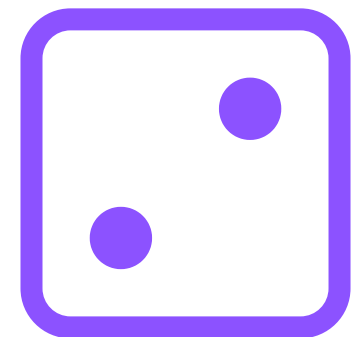
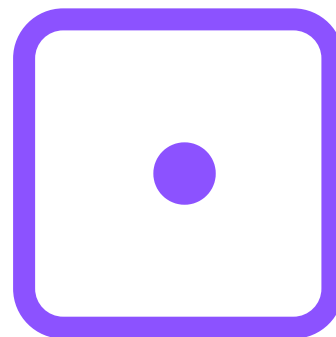
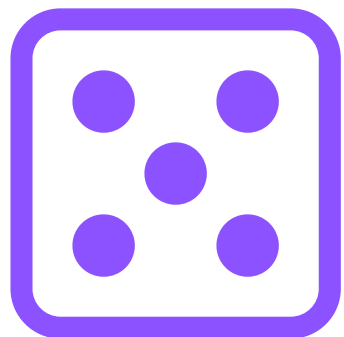
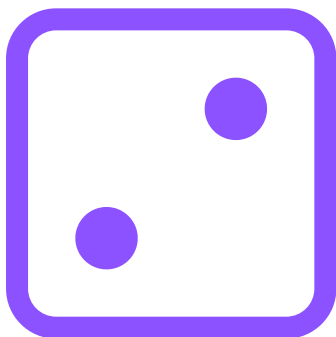
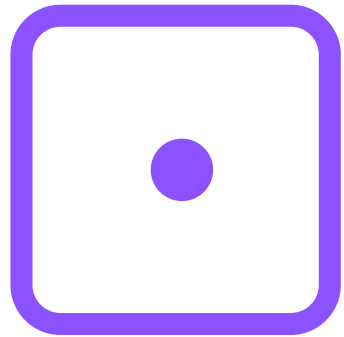


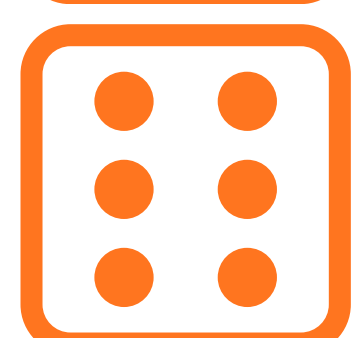
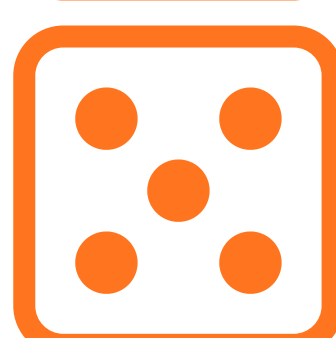
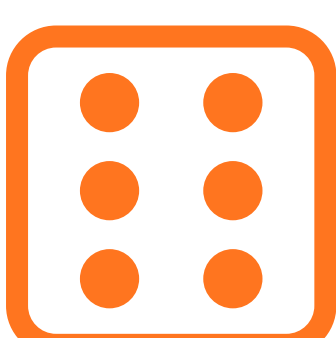
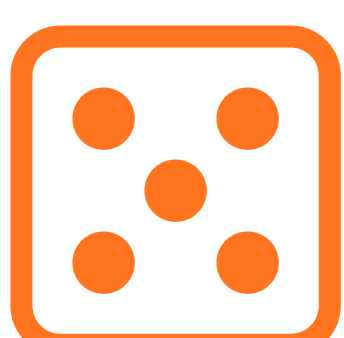
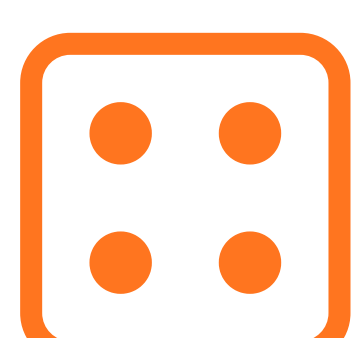
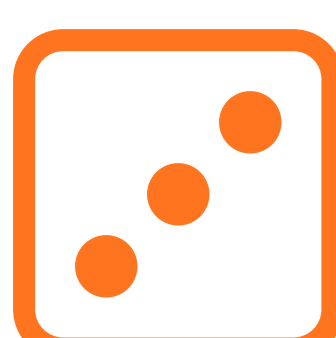
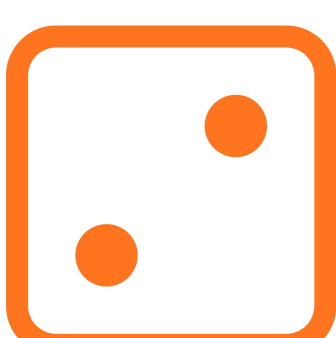
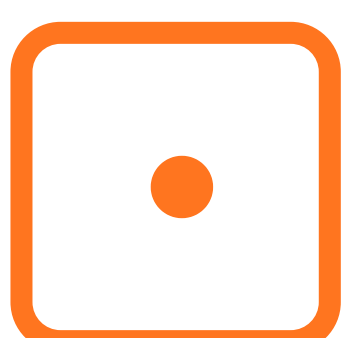
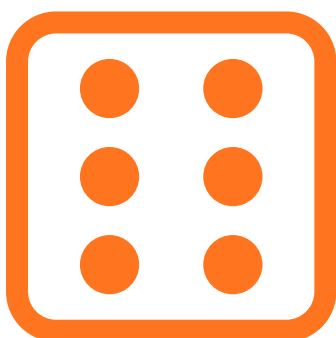
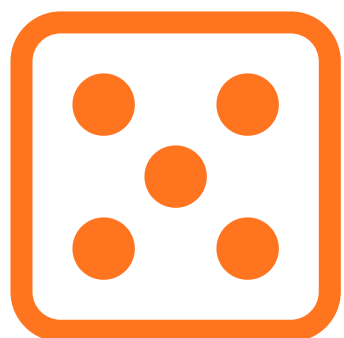
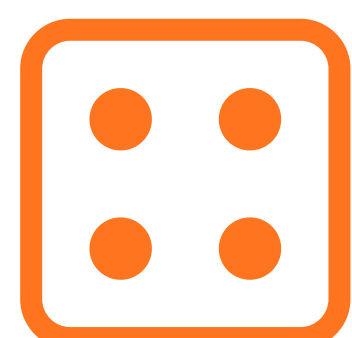
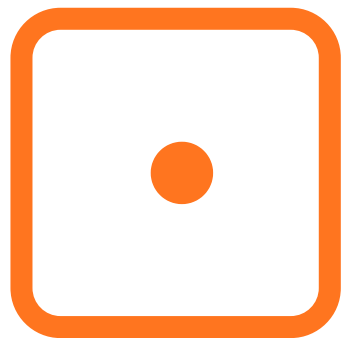
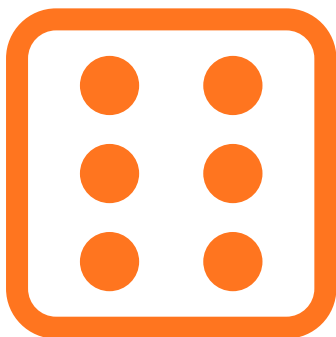
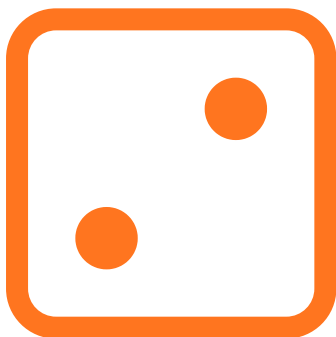
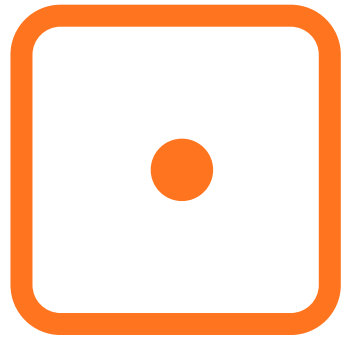


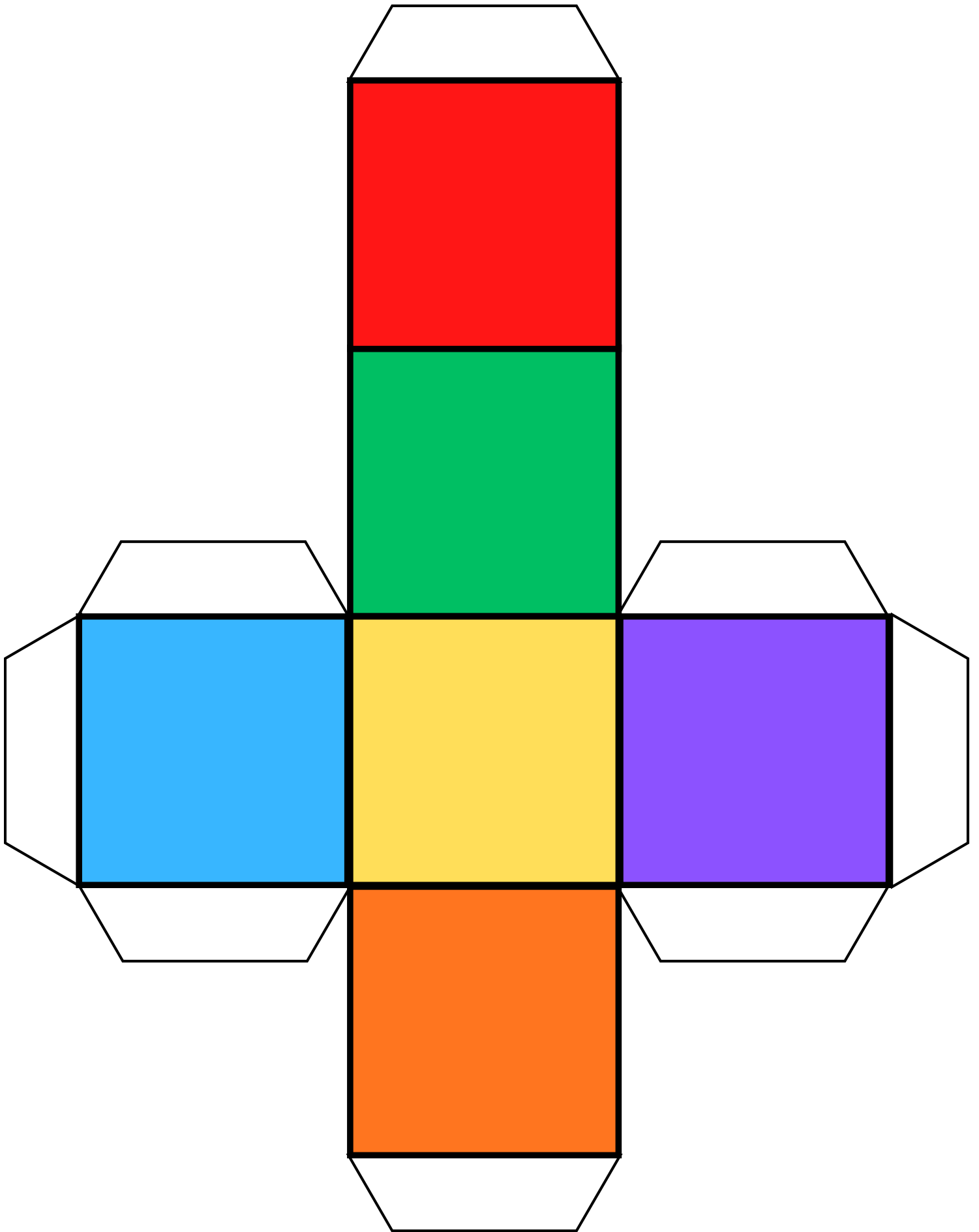








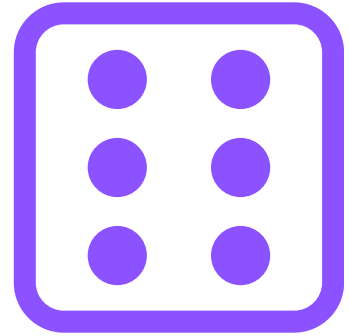
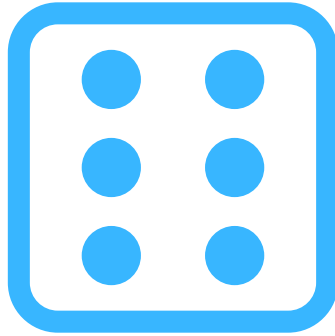
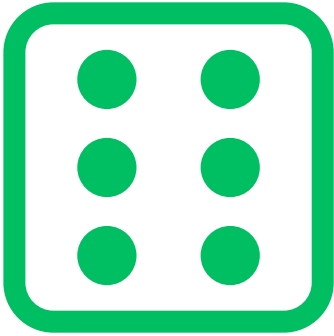




“Trzy po trzy”

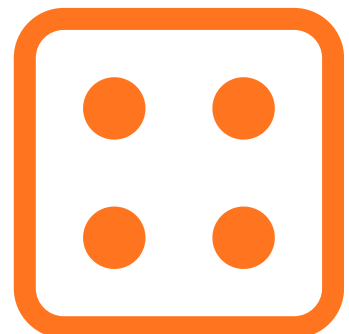
- **Trzy kości taka sama wartość różne kolory**

Przykład:



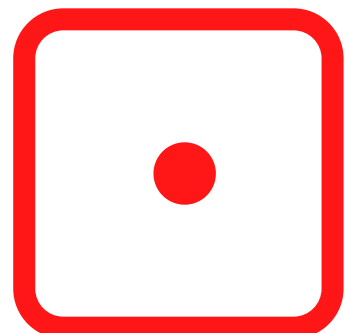
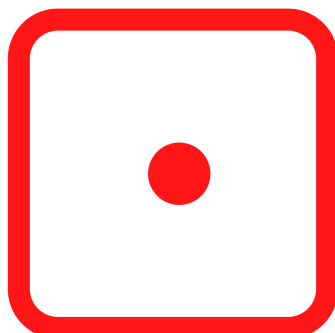
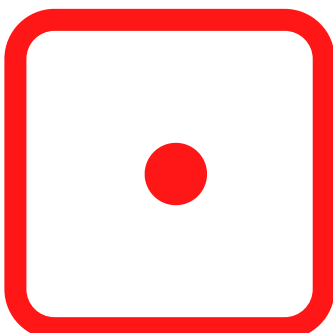
- **Trzy kości taki sam kolor, wartości rosnące o 1**

Przykład:



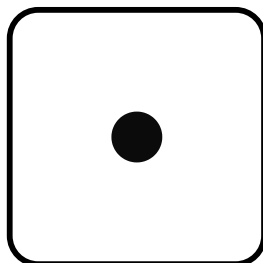
- **Trzy kości taki sam kolor i ta sama wartość**

Przykład:

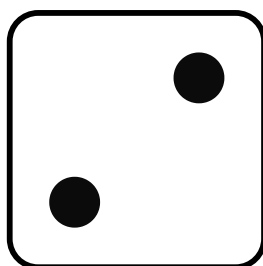




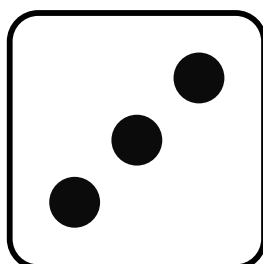
Halo przerwa



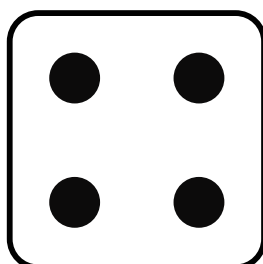
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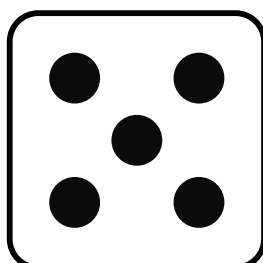
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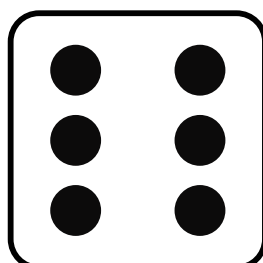
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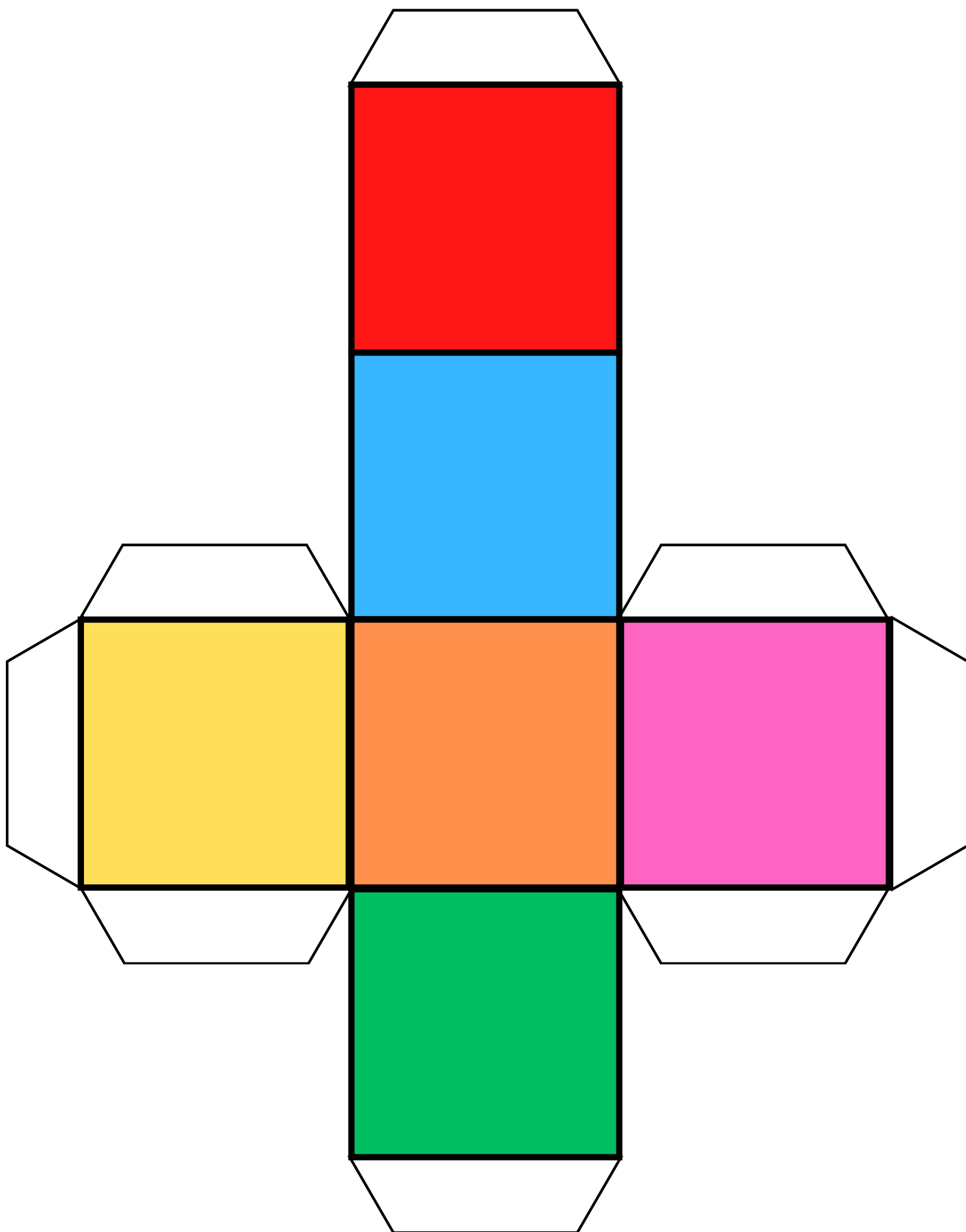


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Daltońskie kolorowe dni tygodnia



Poniedziałek

Wtorek

Piątek

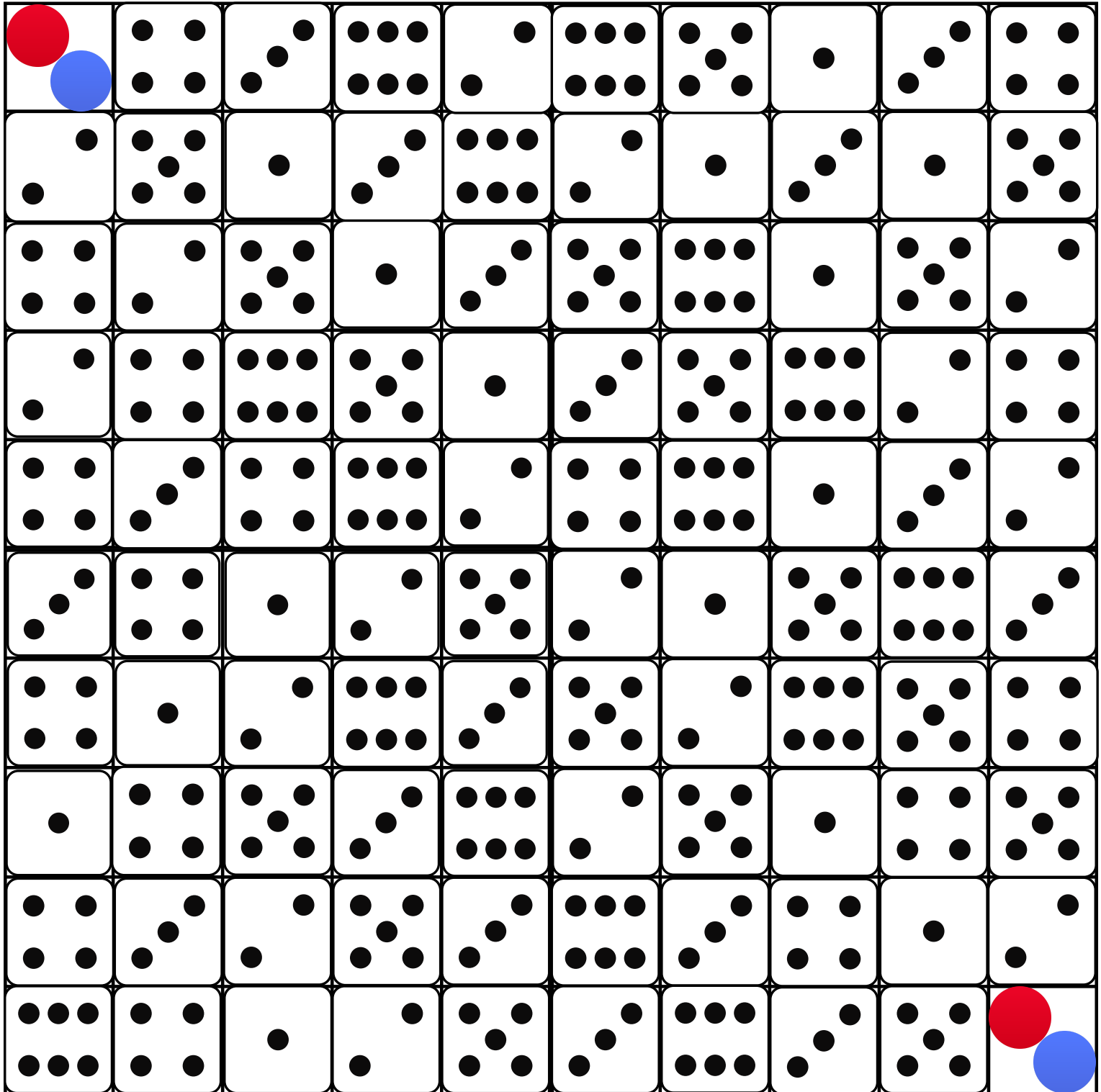
Środa

Sobota

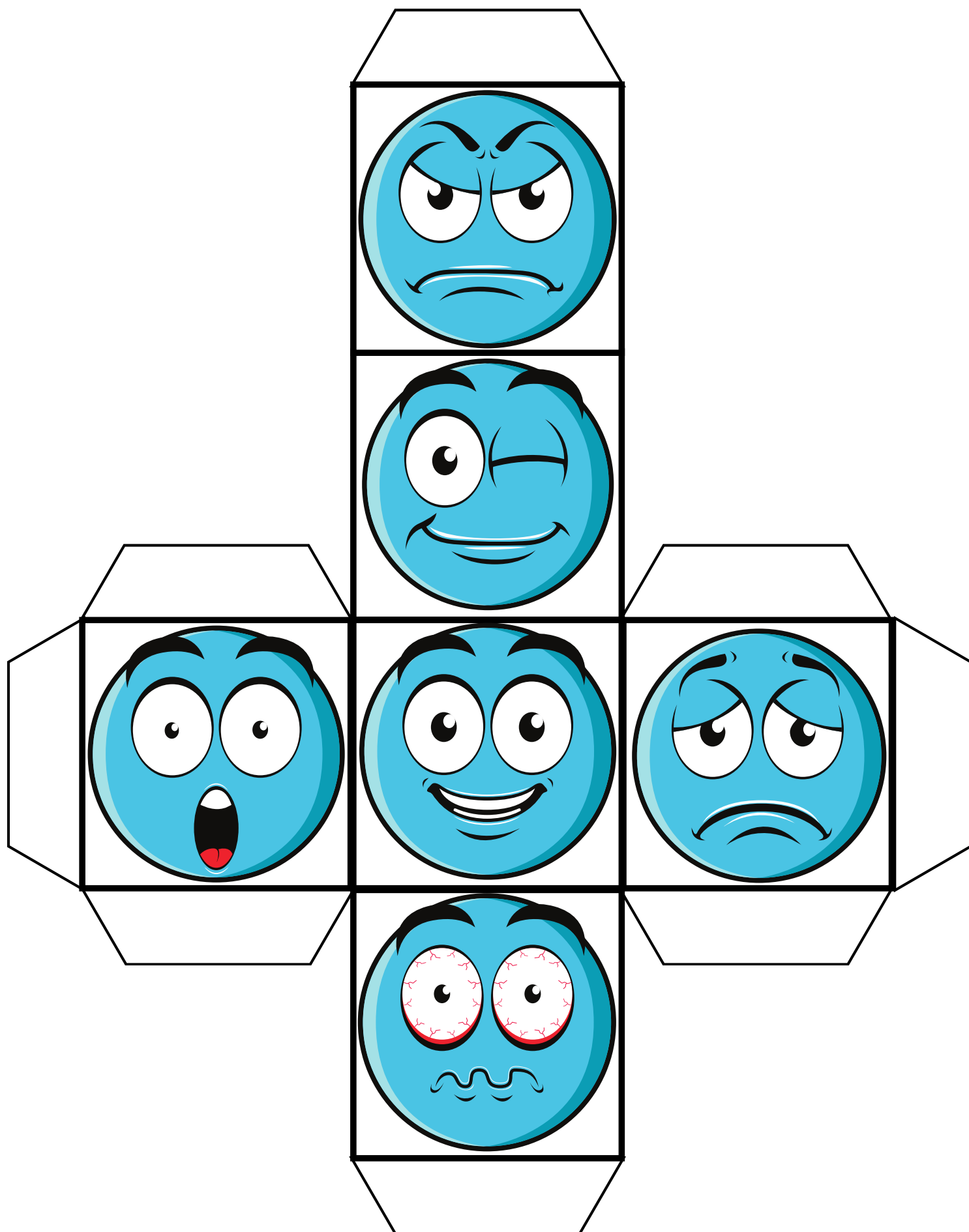
Czwartek

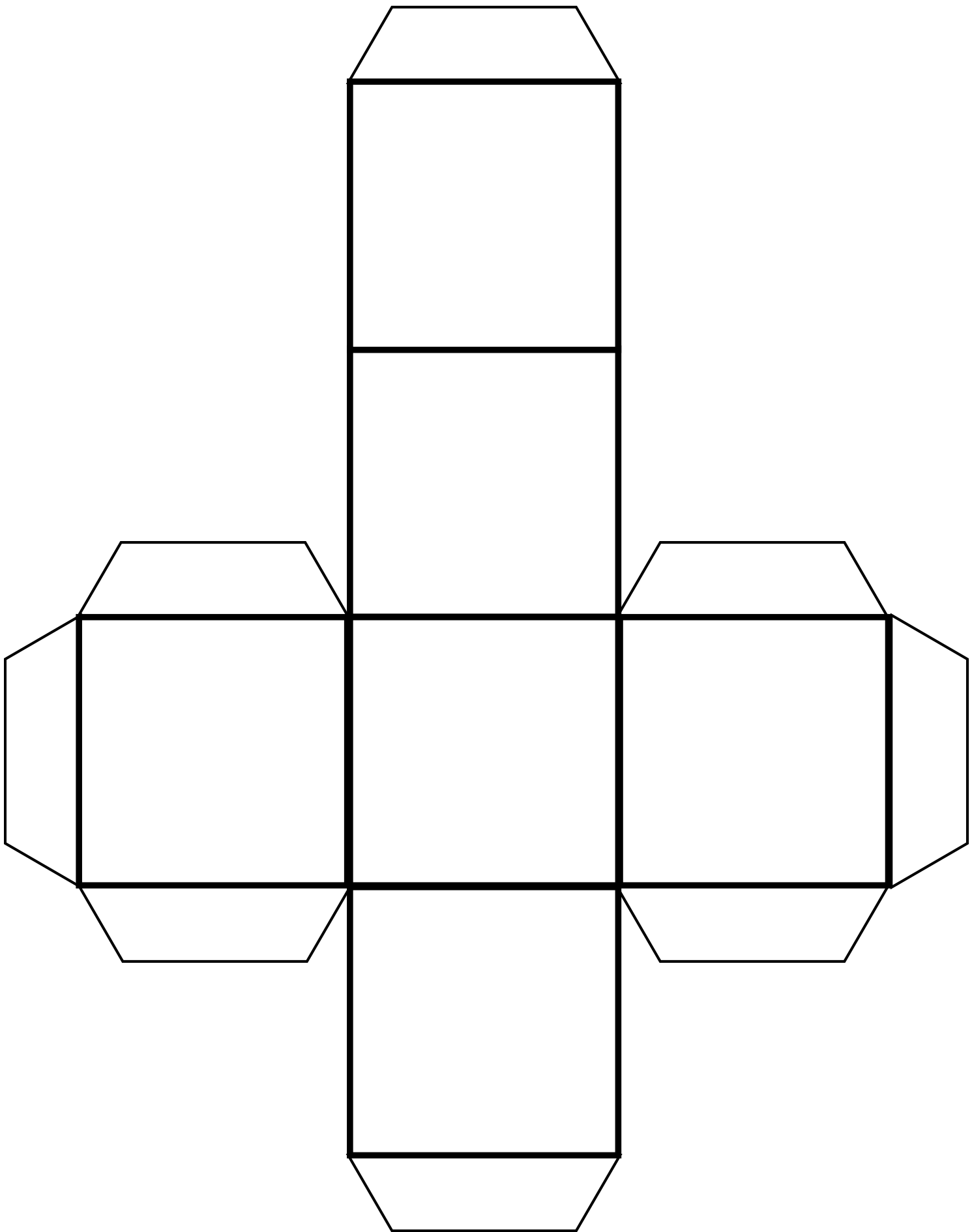
"Tor z kostek"

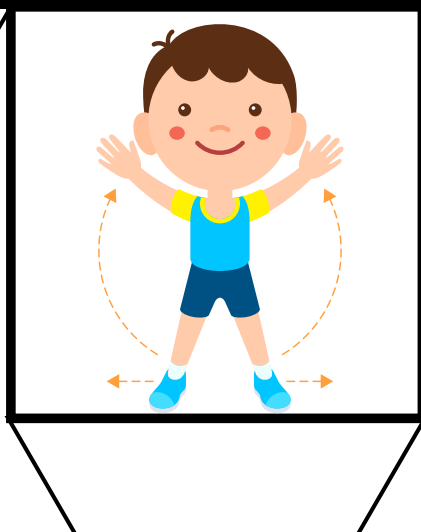
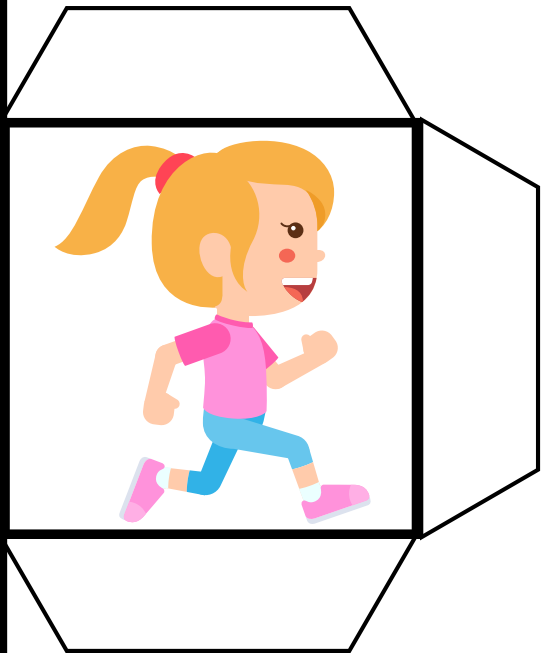
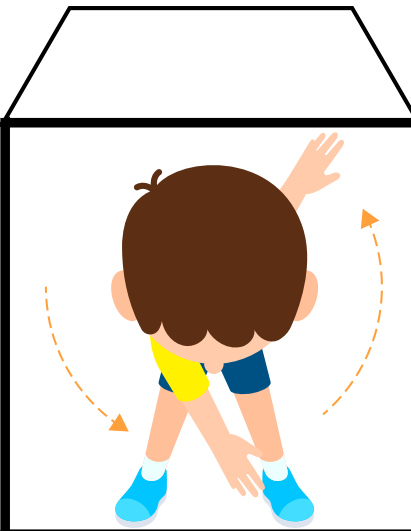
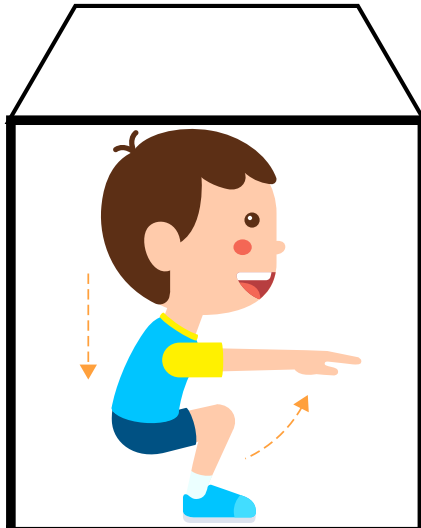
Celem gry jest jak najszybsze pokonanie trasy z jednego narożnika planszy do drugiego. Gracz rzuca 4 kostkami, a potem wyszukuje na planszy pola z odpowiadającymi oczkami i układa z nich "węża". Jeśli na kilku kostkach wypadnie taki sam symbol, gracz może układać tor również po przekątnej. Wygrywa oczywiście ten, kto pierwszy dotrze do pola celu.



Kostki emocji - bohater z książki







Dziękuję za spotkanie



**Po więcej inspiracji
zapraszam na stronę:**



oraz do kontaktu ze mną:
czechy.krysiak@gmail.com