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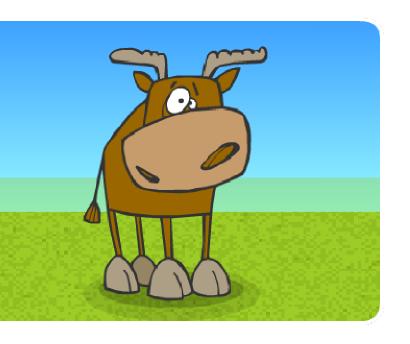


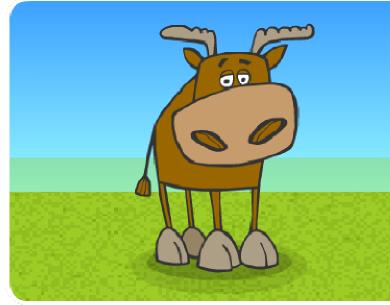










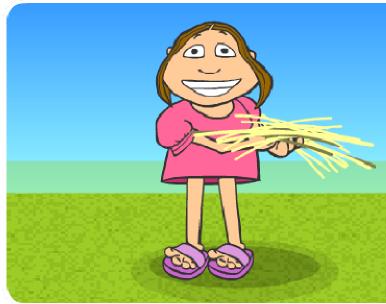












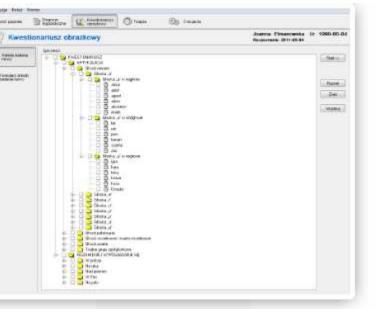


























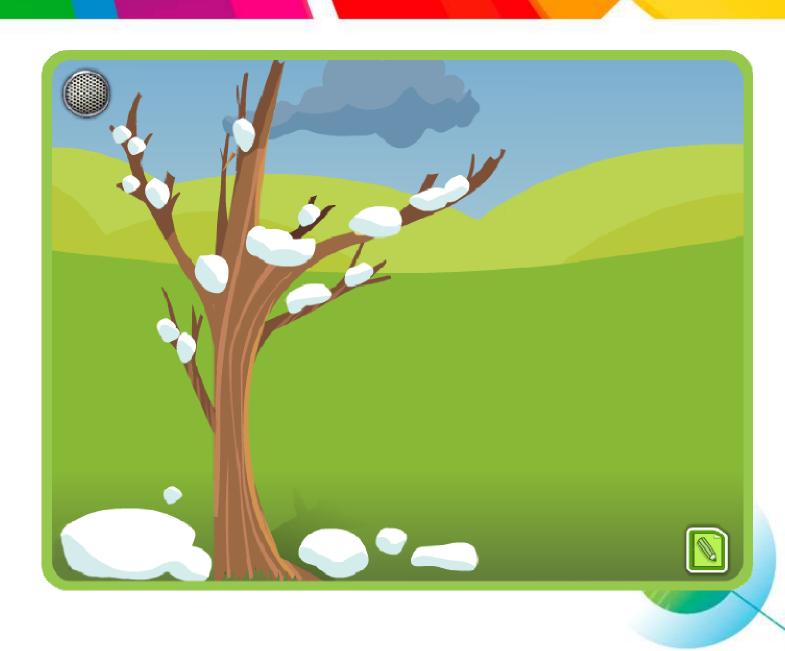


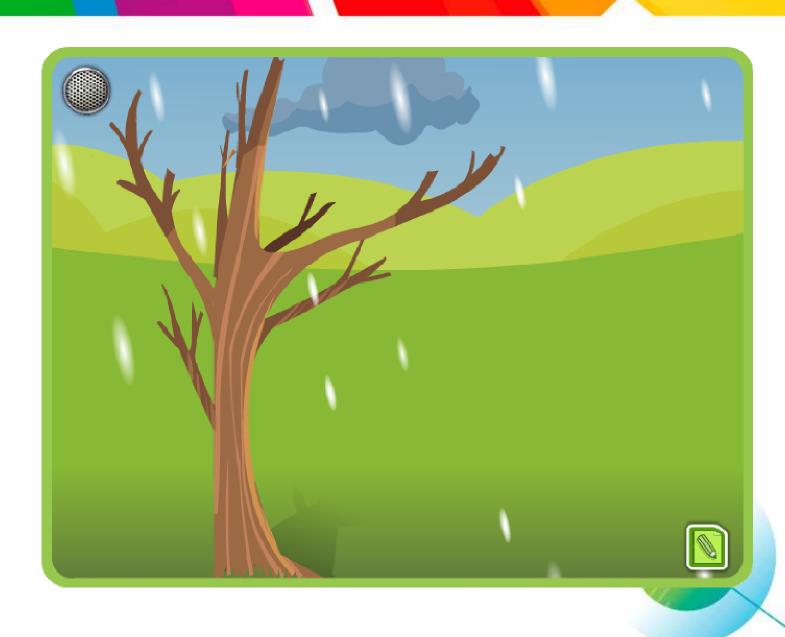


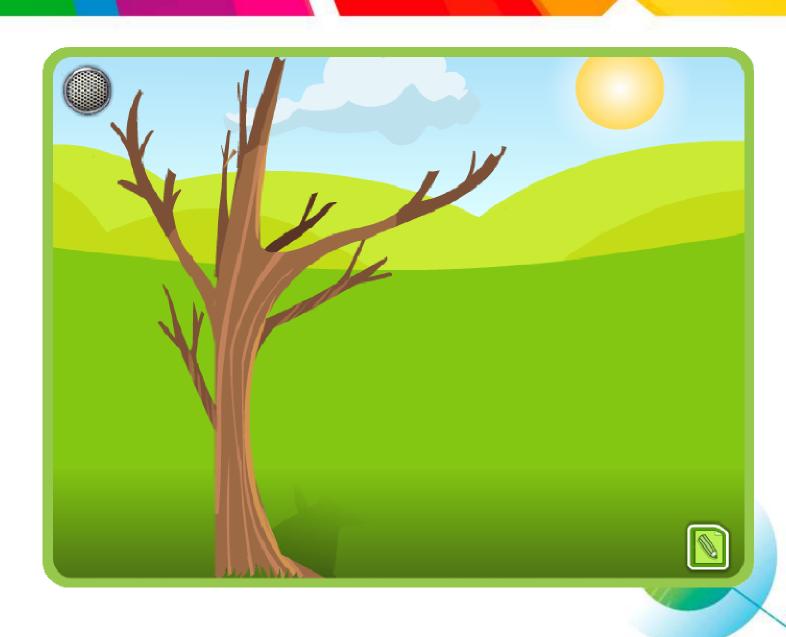


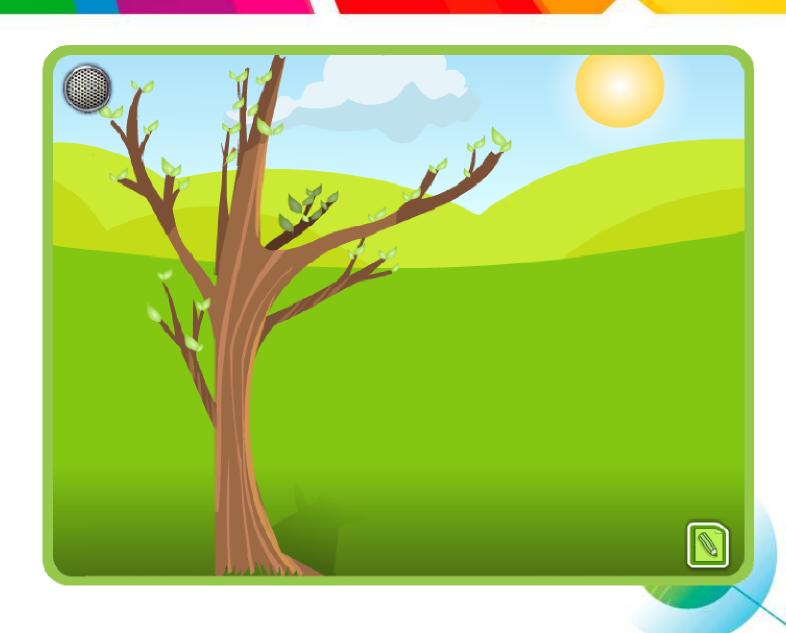


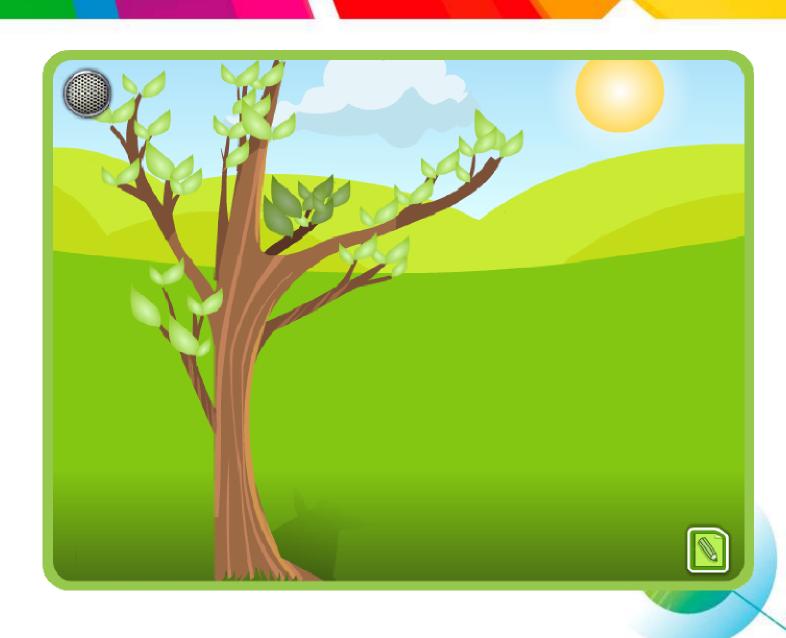


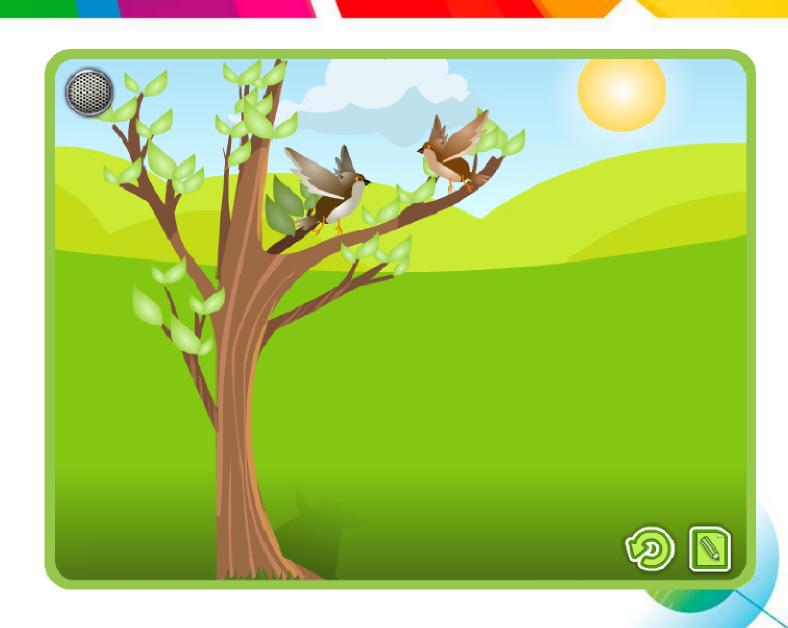












## n human development areas:

Auditory perception
Graphomotoric skills
Lexical skills
Linguistic skills
Manual skills
Mathematical skills
Motor skills
Musical skills
Social skills and emotions
Spatial perception
Visual perception
Thinking skills

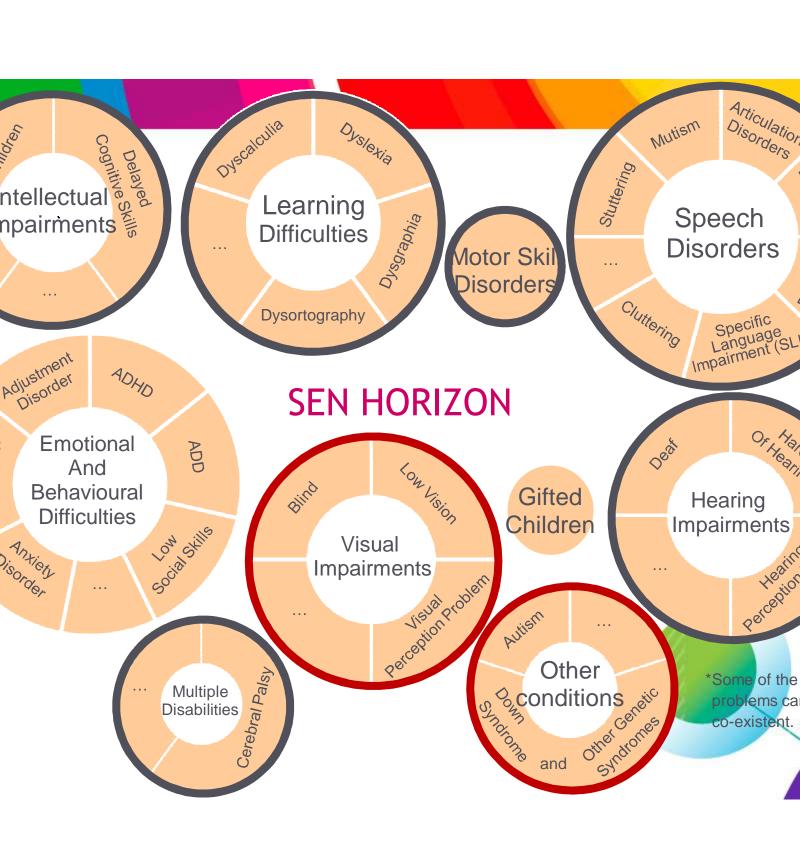
Articulation skills

solution stimulates many more...



COMPLETE SOLUTION FOR EARLY & SPECIAL NEEDS EDUCATION

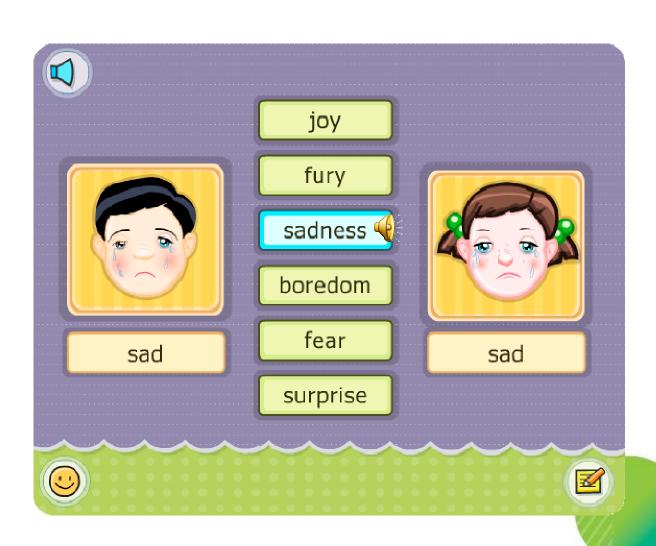
















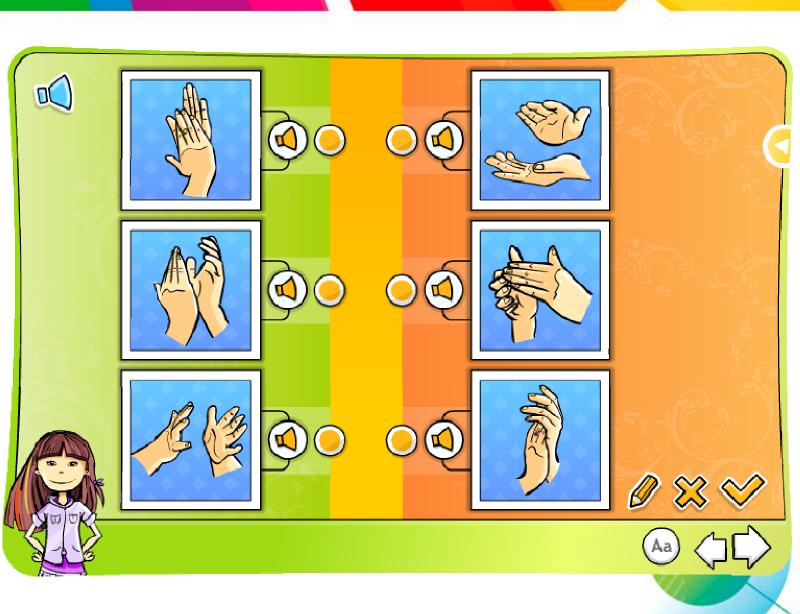




















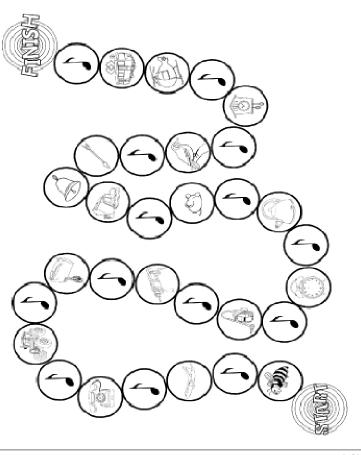




#### LOGO RHYTHMICS

Auditory exercises. Diversification of dynamics.

te a dice, pawns, and play a board game. Go from START to FINISH fast as possible. However, every square has a task you must perform. tate the sound of an object or animal in the picture on the square where is stopped. Consider whether the sound will be loud or quiet — and perform s you like. If you find a note, you can hum a piece of a well-known melody, g or tell a short poem. Have fun!

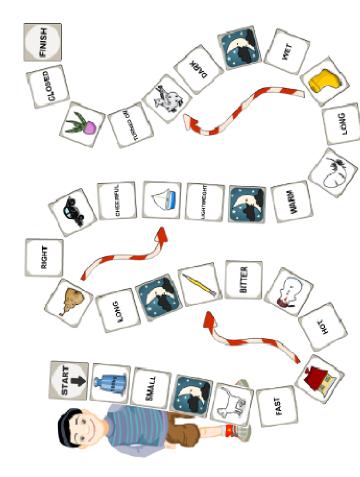




### WORD GAMES 1

Antonymis

Play the game. When you stand on a field with a word, say a word which is appoint meaning. If you fail to say it, you lose a round. If you get an arrow indicating another field, move there. Look out for fields with the moon, you will lose a round.



1 of 1

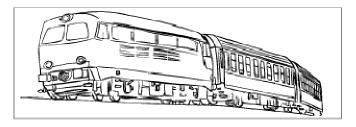


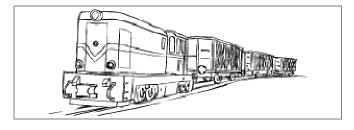
### LOGO RHYTHMICS

Auditory exercises. Diversification of rate.

Cut out the labels and paste each of them on a selected wagon of each train. en, like you would hear at the train station, try to announce the arrival each train at the same pace as such trains run.





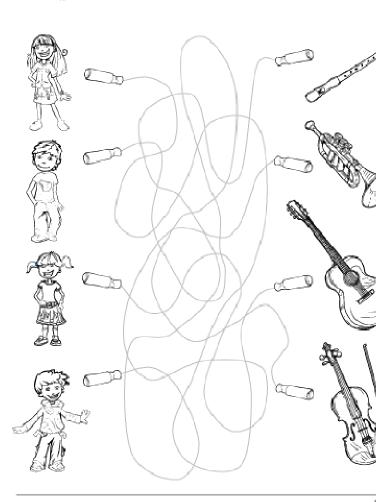




### LOGIO RHYTHMICS

Auditory exercises. Diversification of rate.

 $\mathscr{S}$  Find out what instruments the children play. Colour each skipping rope with a different colour.



1 of 2



WORD GAMES 1

Chronology of events

Cut out and arrange the illustrations in appropriate sequence.













eduSensus

WORD GAMES 1

Simple clauses

imes Cut out the pictures and play a memory game.





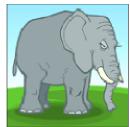
















### LOGO RHYTHMICS

Verbal and musical exercises.

Colour the teddy bear or design a new outfit for the teddy bear. In make up your own melody which fits the text about the teddy bear. If y the Virtual keyboard, or sing.

## Teddy Bear

Here's a little teddy bear sitting on a chair.

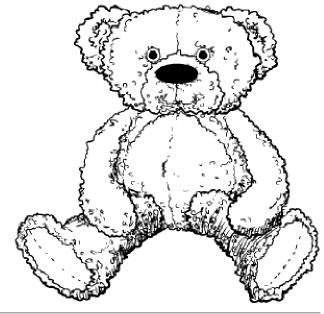
Thinking what to do today. Shall I sing?

Shall I play? Shall I dance?

Who's to say?

Me and you - you and I,
e could figure something out.

Shall we try?



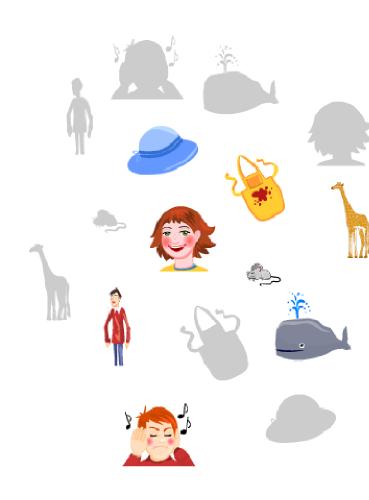


### WORD GAMES 1

Describing pictures - adjectives



Match the picture with its shadow.



1 of 1



## WORD GAMES 1

Simp le clauses

ch the illustration to the rhymes so that they can be completed.

ng, buzzing nearby. Innoying! It's a .....



our trousers seem to be loose, re's one ..... more to use.



rp long needle, little paw. a ..... now I know.



red with black spots on its back s is our favourite .....



fear of venom keeps me awake ve just seen a legless .....



1 of 1



### WORD GAMES 1

Describing pictures - verbs

Cut out and arrange illustrations in the order you do these activities during the day and talk about them.

















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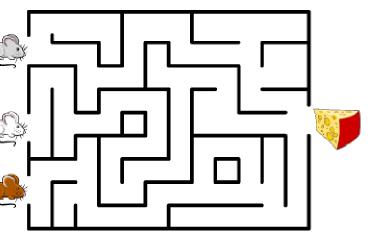


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## WORD GAMES 1

Descriptions applied to nouns

d the mice through the labyrinth to the cheese.

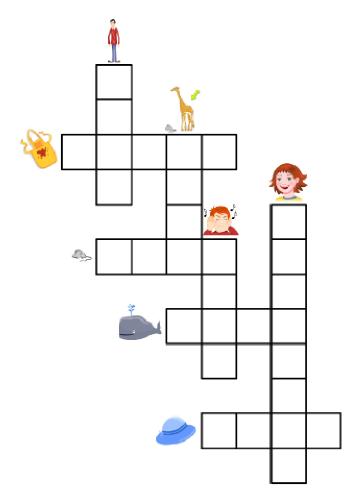




## WORD GAMES 1

Describing pictures - adjectives

## Do the crossword.



1 of 1



## WORD GAMES 1

Describing pictures - verbs

Cut out the pictures and complete the clock with activities you do during day. Talk about them.





## WORD GAMES 1

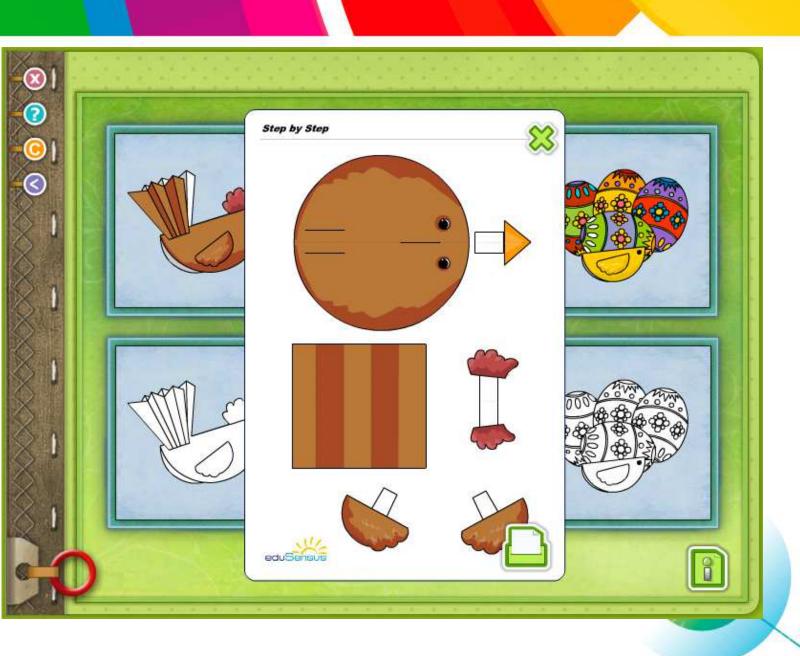
Complex instructions

imes Cut the doll and her clothes out and dress the doll as you like.

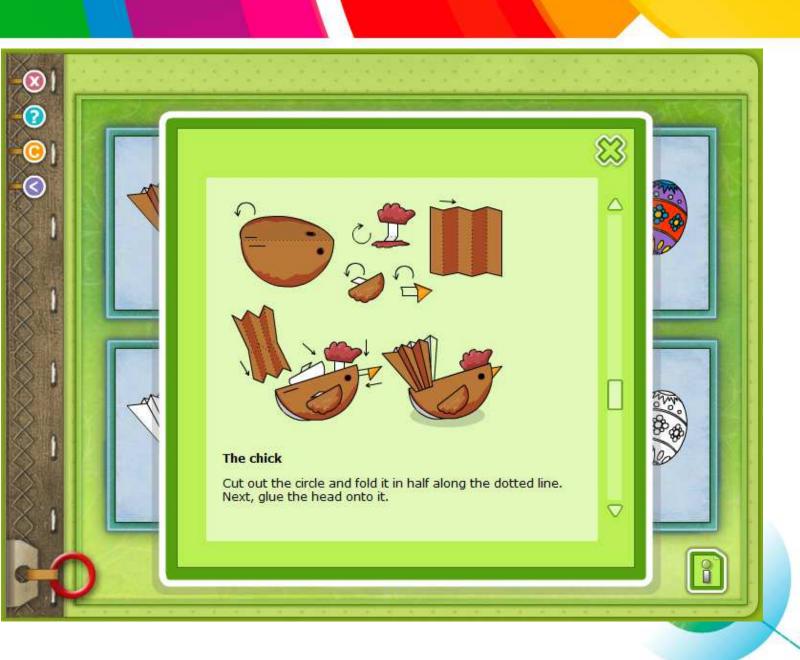


1 of 1











# **Traditional Materials**





























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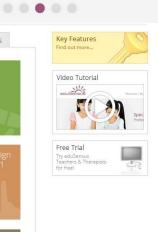


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