

DIGA QUEM EU SOU

Recorte as cartas, cole-as em cartolina e plastifique-as.

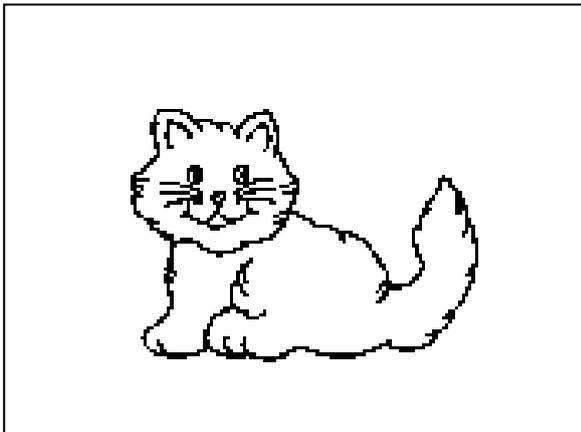
1. A turma será dividida em dois times (A X B).
2. Um aluno do time “A” escolherá um dos adversários do time “B” e lhe mostrará uma carta com o desenho ou o nome.
3. O aluno escolhido deverá pegar a carta com o devido nome ou desenho. Caso acerte, marcará um ponto para o time dele.
4. Depois é a vez do time B escolher o adversário e lhe mostrar a carta
5. Ganha o jogo quem fizer mais pontos.

Sugestão:

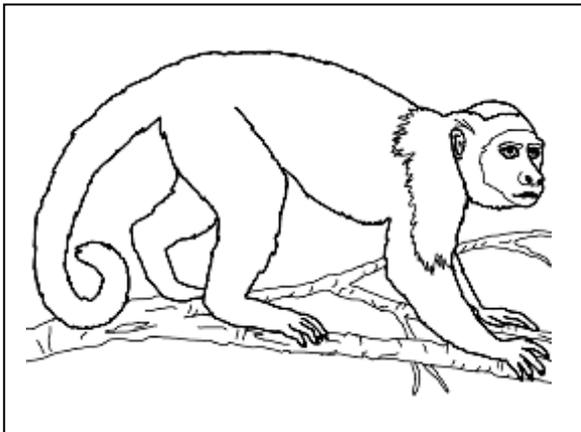
- As cartas servem também para o jogo da memória.



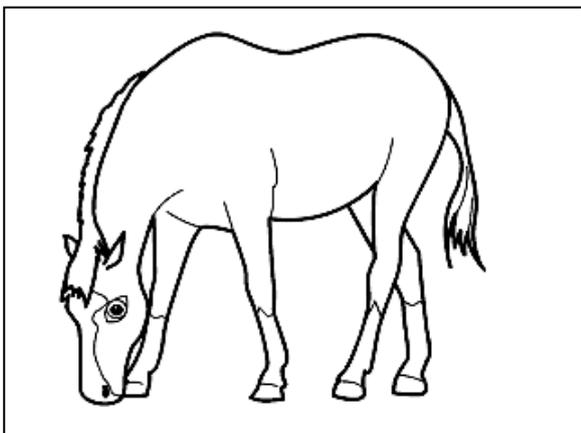
LOBO



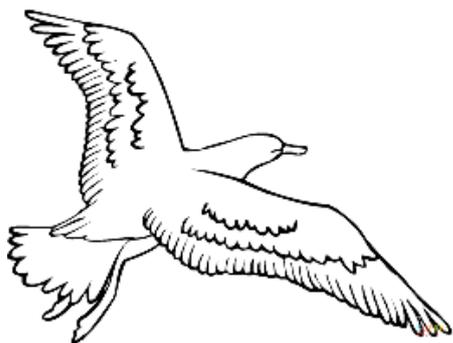
GATO



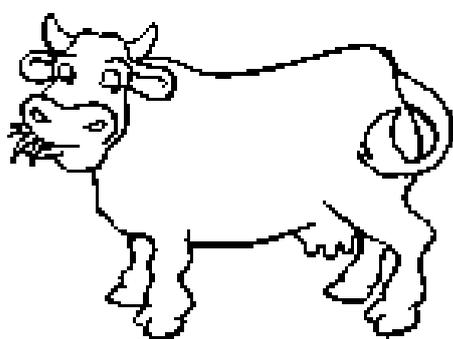
MACACO



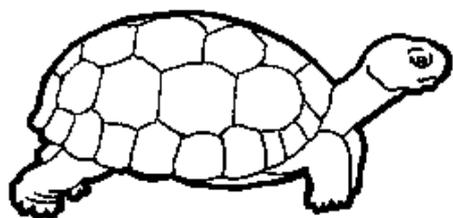
CAVALO



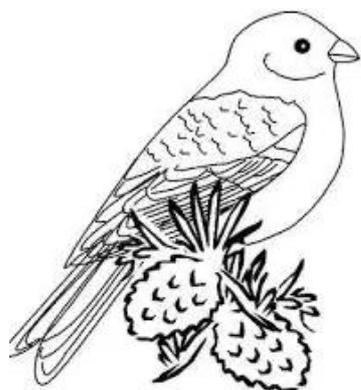
GAIVOTA



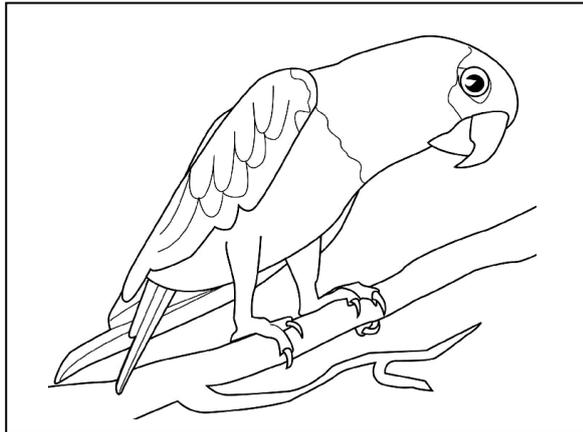
VACA



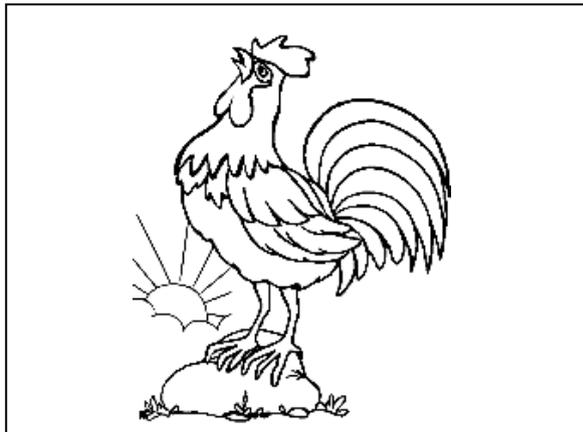
JABUTI



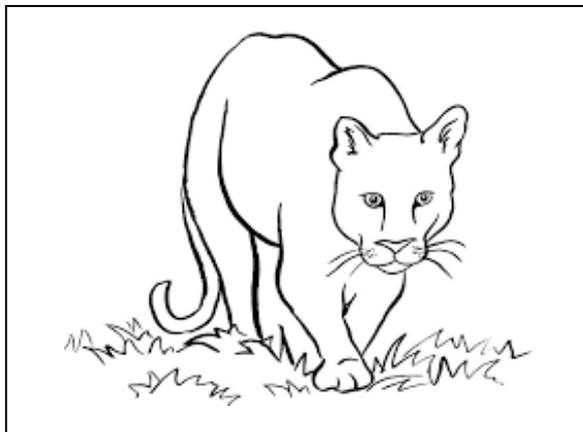
SABIÁ



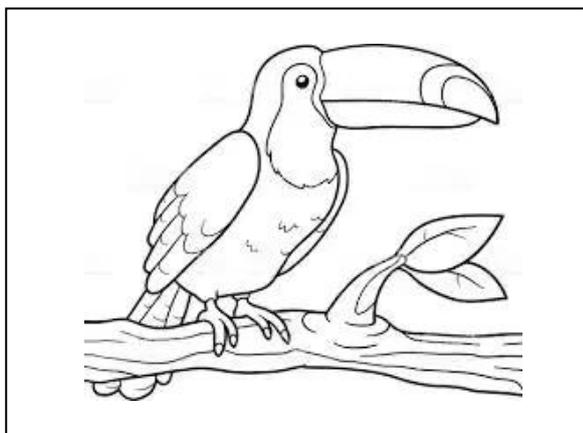
PAPAGAIO



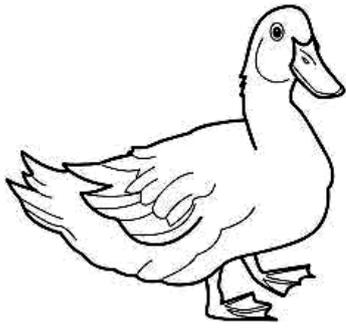
GALO



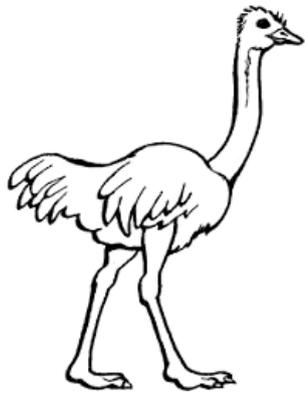
PUMA



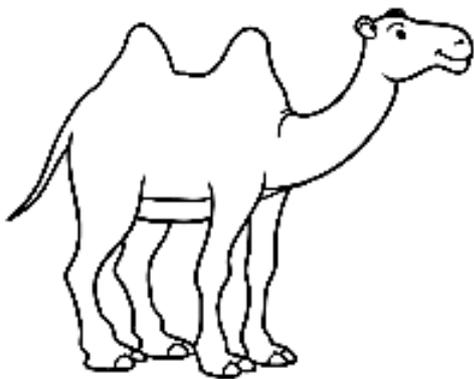
TUCANO



PATO



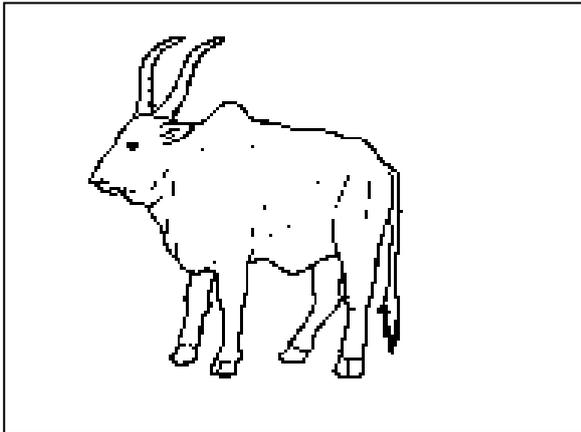
EMA



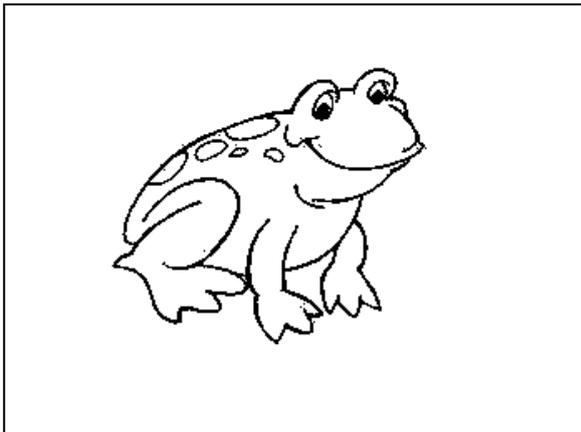
CAMELO



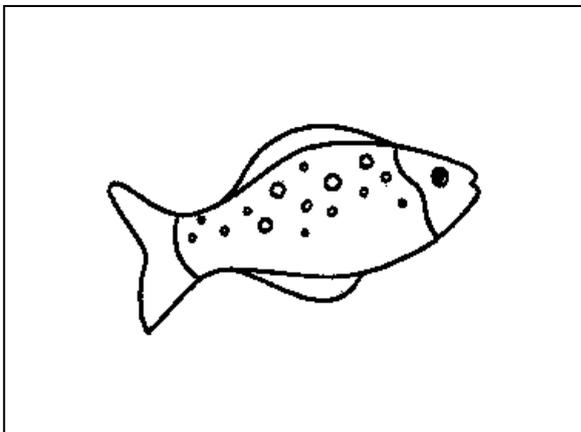
RATO



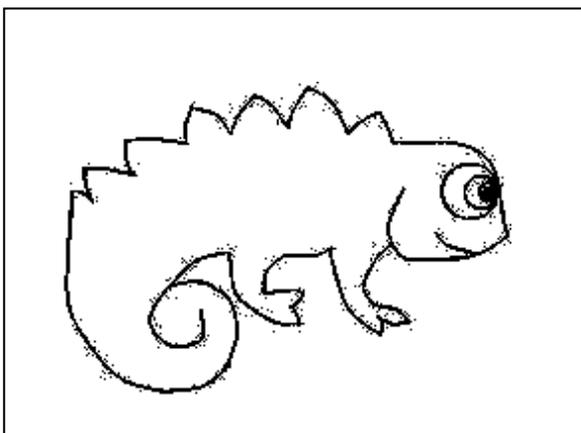
ZEBU



SAPO



PEIXE



CAMALEÃO