

# TANGRAM



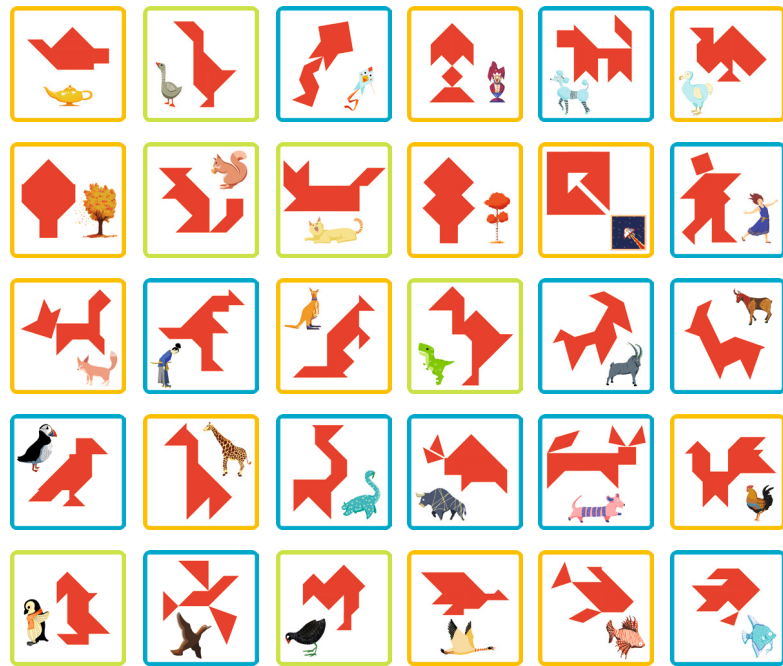
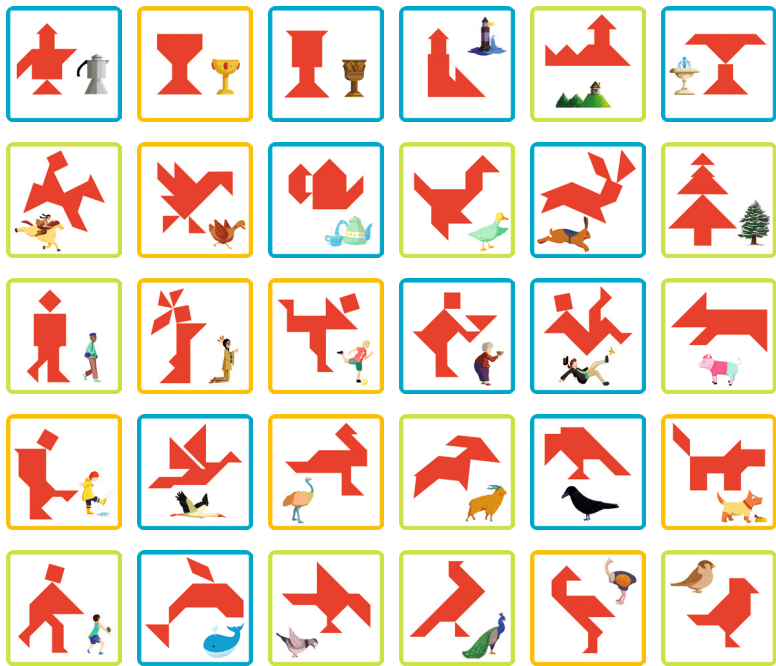
6-99

ANS YEARS  
ANOS JAHRE




# SOLOGIC








 De 6 à 99 ans


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 1 joueur

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1 Tangram composé de 7 pièces de bois, 120 cartes numérotées.



 **But du jeu :** Effectuer des figures en utilisant les 7 formes de son tangram.

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**Déroulement du jeu :** L'enfant prend une carte et cherche à en reproduire la figure à l'aide des 7 pièces en bois. Lorsqu'il pense l'avoir réalisée correctement, il vérifie la solution correspondante à la fin de ce livret.

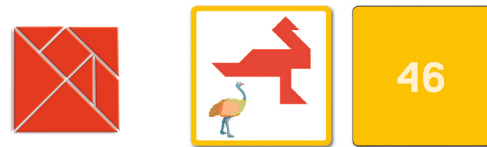
 From 6 to 99 years


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 1 player

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1 Tangram composed of 7 wooden pieces, 120 numbered cards.



 **Aim of the game:** To create forms using the 7 shapes in the tangram puzzle.

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**How to play:** The child takes a card and tries to replicate the form using the 7 wooden pieces.

Once the child thinks they've completed it correctly, they can check the corresponding solution at the end of this booklet.



Denk- und Geduldsspiel

# TANGRAM

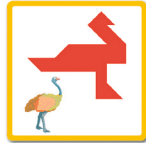


6 bis 99 Jahre



1 Spieler

1 Tangram bestehend aus 7 Holzteilen, 120 nummerierte Karten.



**Ziel des Spiels:** Mithilfe der 7 Tangramformen Figuren legen.

**Spielablauf:** Das Kind nimmt eine Karte und versucht, die Figur mithilfe der 7 Holzteile nachzubilden.

Wenn es glaubt, die Aufgabe erfüllt zu haben, überprüft es die entsprechende Lösung am Ende dieses Heftes.



Juego de reflexión y paciencia

# TANGRAM

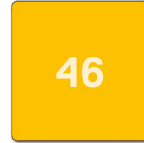


De 6 a 99 años



1 jugador

1 Tangram compuesto por 7 piezas de madera, 120 cartas numeradas.



**Objetivo del juego:** reproducir las figuras utilizando las 7 formas del tangram.

**Desarrollo del juego:** el niño coge una carta e intenta reproducir la figura con ayuda de las 7 piezas de madera.

Cuando cree haberlo conseguido, comprueba la solución correspondiente al final de este folleto.



Gioco di riflessione e di pazienza

# TANGRAM

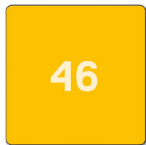


Da 6 a 99 anni



1 giocatore

1 Tangram composto da 7 pedine di legno, 120 carte numerate.



**Scopo del gioco:** realizzare le figure utilizzando le 7 forme del proprio Tangram.

**Svolgimento del gioco:** il bambino prende una carta e cerca di riprodurre la figura con l'aiuto delle 7 pedine di legno.

Quando pensa di averla realizzata correttamente, verifica la soluzione corrispondente alla fine di questo libretto.



Jogo de reflexão e de paciência

# TANGRAM

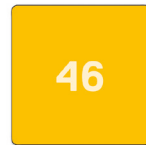


Dos 6 aos 99 anos



1 jogador

1 Tangram composto de 7 peças de madeira, 120 cartas enumeradas.



**Objetivo do jogo:** Representar figuras com as 7 peças do quebra-cabeças chinês (Tangram).

**Como jogar:** A criança escolhe uma carta e procura reproduzir a figura nela representada com as 7 peças de madeira.

Depois de ter terminado, verificar a solução correspondente no final deste folheto.



Denk- en geduldspel

# TANGRAM

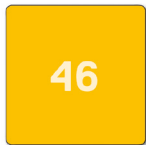


6 tot 99 jaar



1 speler

1 Tangram met 7 houten stukken, 120 genummerde kaarten.



**Doel van het spel:** Figuren vormen met de 7 stukken van het tangram.

**Spelverloop:** Het kind pakt een kaart en probeert de figuur na te maken met behulp van de 7 houten stukken.

Wanneer hij denkt dat hij klaar is, controleert hij de bijbehorende oplossing achter in dit boekje.



Ett spel som kr ver eftertanke och t lamod **TANGRAM**

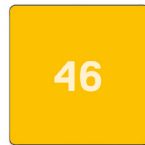


Fr n 6 till 99  r



1 spelare

1 tangram best ende av 7 tr brickor, 120 numrerade kort.



**Spelets m l:** Att skapa figurer genom att anv nda de 7 formerna i sitt tangram.

**Spelets g ng:** Barnet tar ett kort och f rs ker  terskapa figuren med hj lp av de 7 tr brickorna.

Sedan  r det bara att j mf ra med den motsvarande l sningen l ngst bak i h ftet.



Et spil, hvor du skal tænke dig godt om og have tålmodighed

# TANGRAM

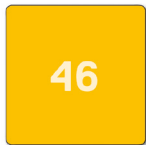


Fra 6 til 99 år



1 spiller

1 tangram bestående af 7 træbrikker og 120 nummererede kort.



**Spillets formål:** At lave figurer af de 7 tangram-former.

**Sådan foregår spillet:** Barnet tager et kort og forsøger at lave figuren ved hjælp af de 7 træbrikker.

Når han/hun mener at være færdig, tjekker man med løsningen bagest i dette hæfte.



Игра на вдумчивость и усидчивость

# TANGRAM

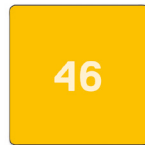


С 6 до 99 лет



1 игрок

1 танграм из 7 деревянных деталей, 120 пронумерованных карточек.

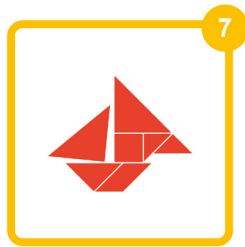
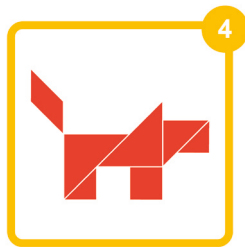
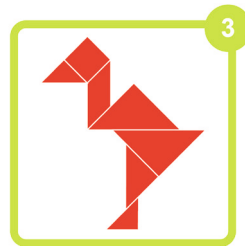


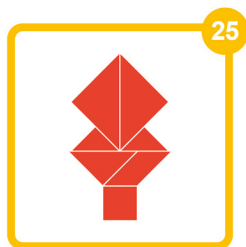
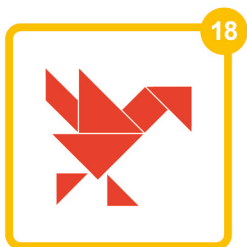
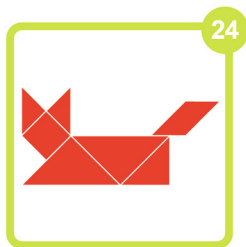
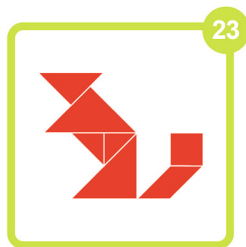
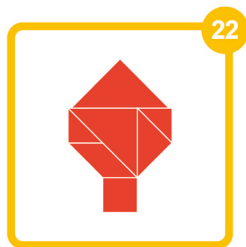
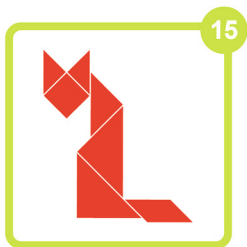
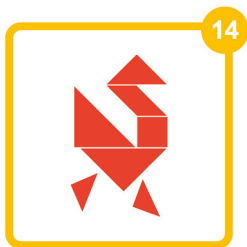
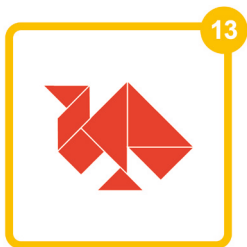
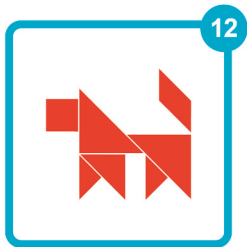
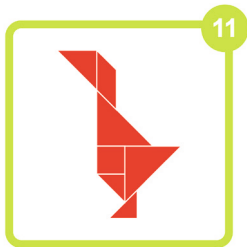
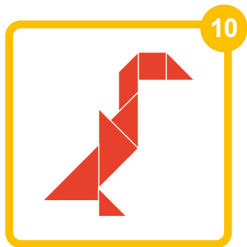
**Цель игры:** складывать фигурки, используя 7 геометрических элементов своего танграма.

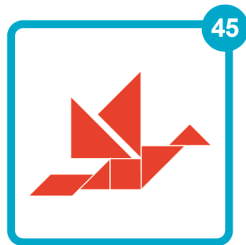
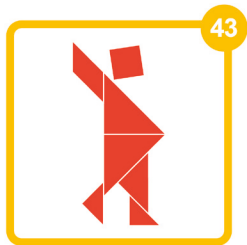
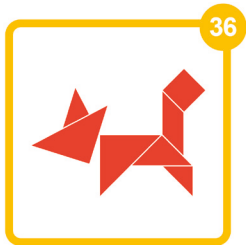
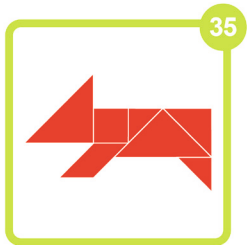
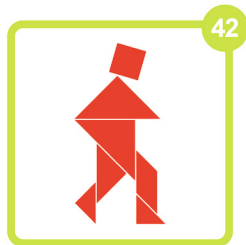
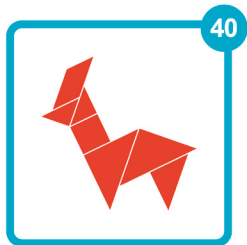
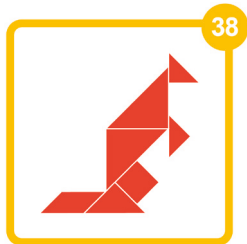
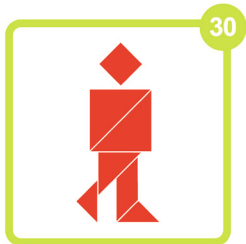
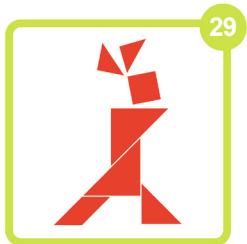
**Ход игры:** Ребенок берет карточку и пытается воспроизвести изображение, используя 7 деревянных деталей.

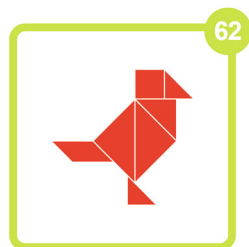
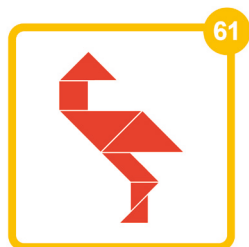
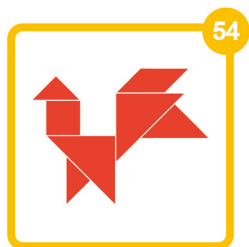
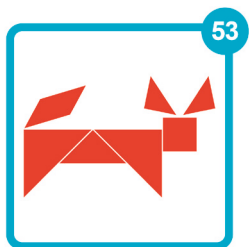
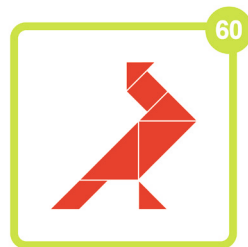
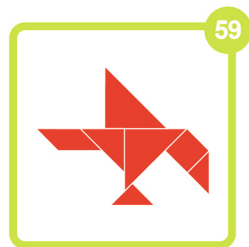
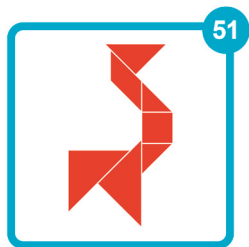
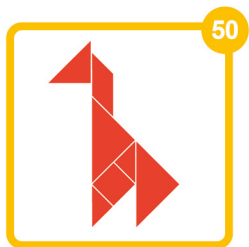
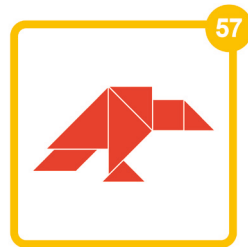
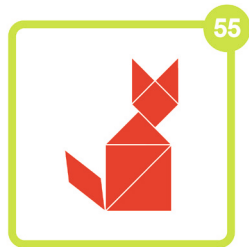
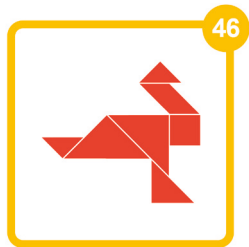
Если ребенок считает, что задание выполнено правильно, он проверяет результат по соответствующему решению в конце брошюры.

# SOLUTIONS

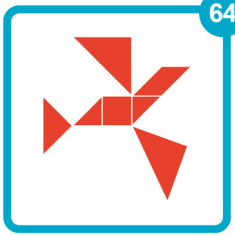








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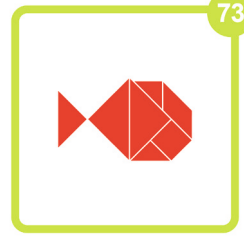
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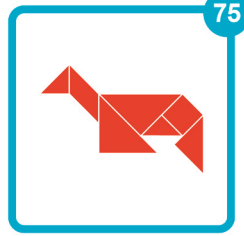
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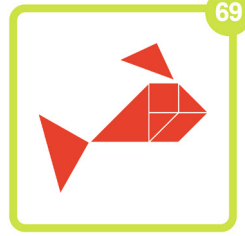
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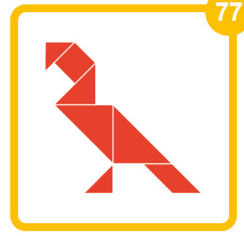
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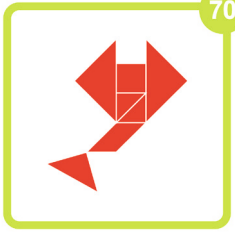
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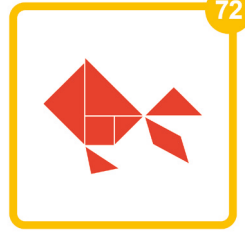
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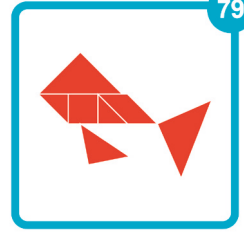
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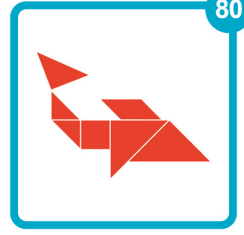
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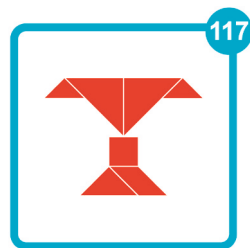
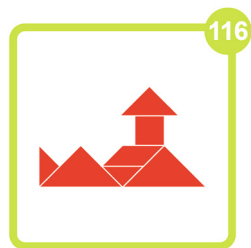
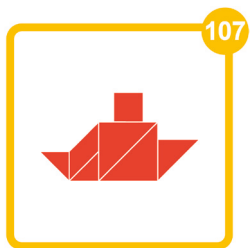
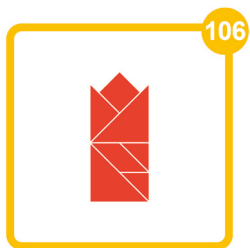
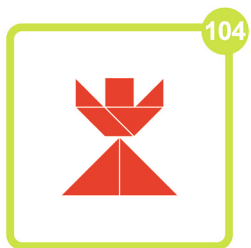
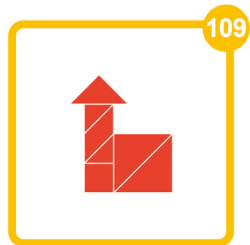
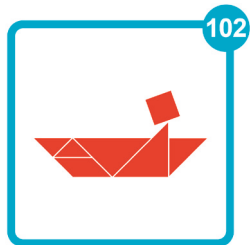
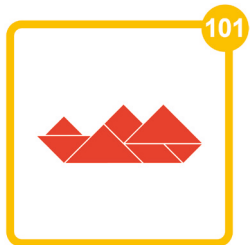
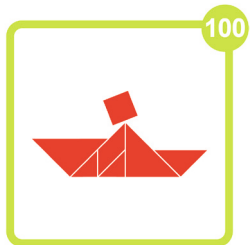


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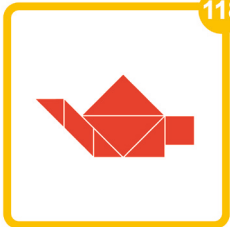


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119



120



# TANGRAM



DJ08470



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