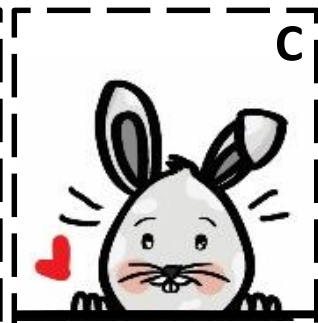
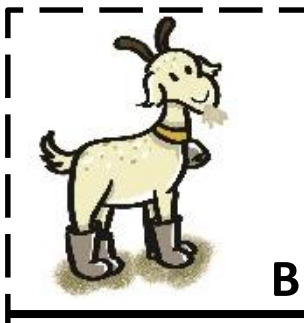
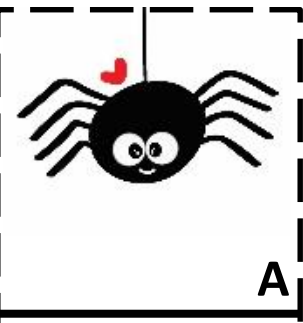


VAMOS BRINCAR E APRENDER?

Basta seguir o passo a passo, convidar os amigos e se divertir!

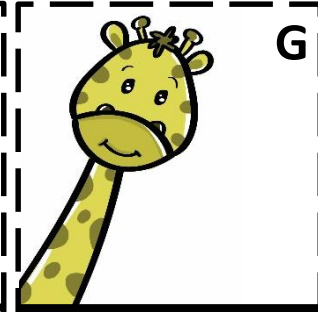
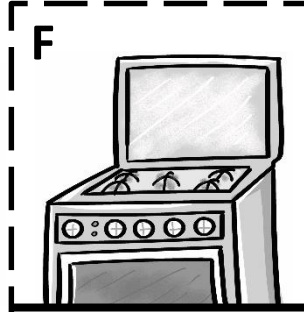
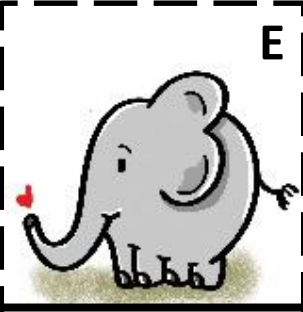
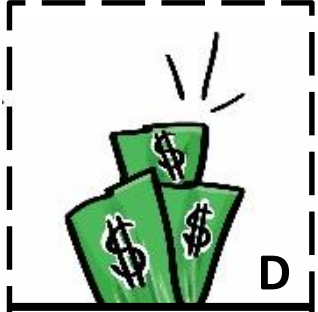


A

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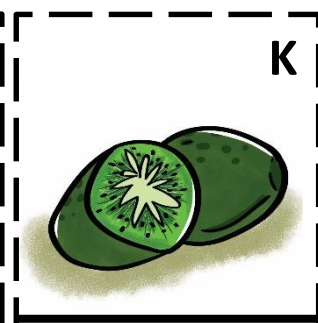
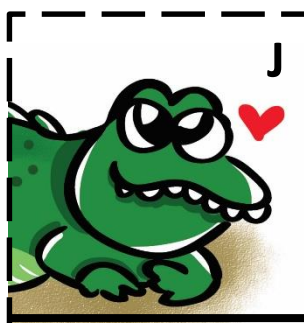
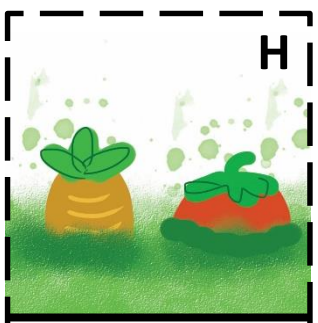


E

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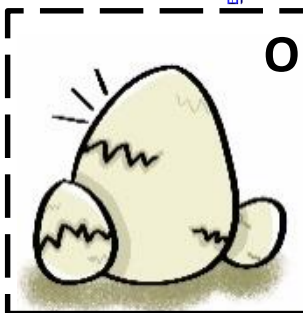
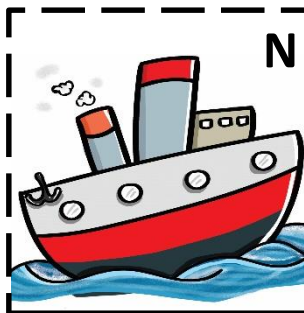
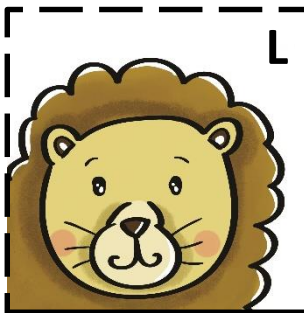
I

J

K

L

ESTE ENCARTÉ É PARTE INTEGRANTE DO LIVRO "FONEMAFABETIZANDO", NÃO PODENDO SER REPRODUZIDO OU COMERCIALIZADO SEPARADAMENTE SEM A PRÉVIA AUTORIZAÇÃO DA EDITORA EM PROSA & VERSO EIRELI

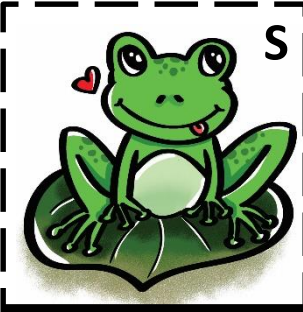
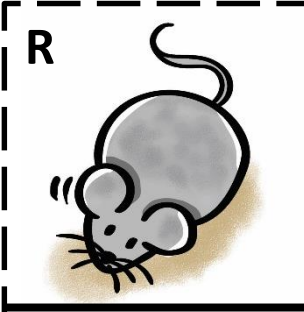
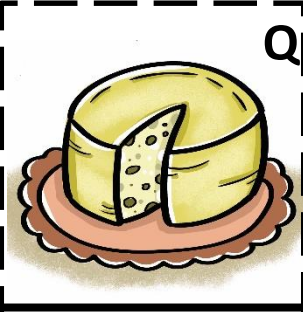
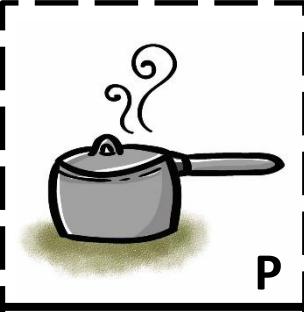


M

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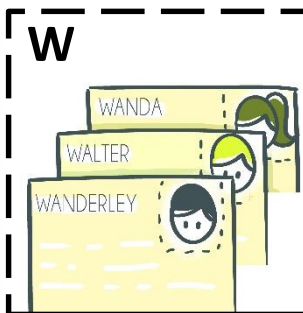
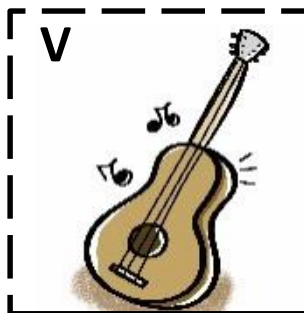
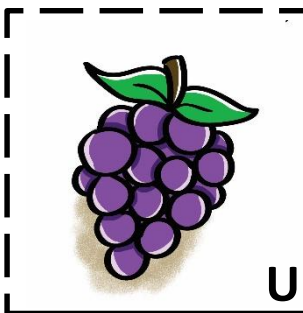
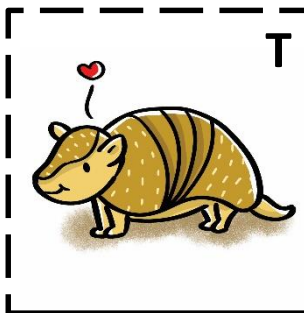


Q

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S

T



U

V

W

X

Passo a passo (para 2, 3 ou 4 jogadores):

- Recorte as peças seguindo a linha pontilhada.
 - Embaralhe-as.
 - Distribua 7 peças para cada jogador. O restante das peças (se houver) deve ficar num monte, sobre a mesa, com a face voltada para baixo.
 - Quem estiver com a peça coringa deve começar.
- Caso ninguém a tenha, deve-se, um por um recorrer ao monte até que algum jogador a encontre e possa dar início a partida.
- O objetivo do jogo é relacionar as figuras e suas letras iniciais, formando uma corrente.
 - Se o jogador da vez não tiver nenhuma peça que possa relacionar, deve recorrer ao monte. Se as peças do monte já tiverem acabado, o jogador deve passar a vez para o próximo e assim sucessivamente.
 - Vence a partida aquele que conseguir encaixar todas as suas peças na corrente.

