

"BINGO"



1.

JENTA STÅR. HUNDEN HOPPER.

"TO-ORDSSETNINGER MED BEVEGELSESVORB."

Dette bingospillet inngår i et større materiale som består av et memoryspill, to bingospill og fire arbeidsbøker.

Birgitta Palmertz.

"TO-ORDSSETNINGER MED BEVEGELSESVORB".

Arbeidsgangen, slik jeg har tenkt meg den:

1. Presentasjon av utvalgte begrep/ord.
2. Memory og BINGO 1.
3. Arbeidsbok 1, 2, 3.
4. BINGO 2.
5. Arbeidsbok 4, som kan brukes som en diagnostisk prøve.

BINGOSPILLET.

Klipp ut ordkortene. Finn fram noe å markere med, f.eks. rekneklosser.

Del ut spilleplate til hver elev. Læreren har "ordkortene" og "leser opp" et kort om gangen. Lettest blir det om læreren tegner meningen. Vanskeligere blir det dersom en lar elevene lese "ordkortene" (eller skriver dem på tavla) eller en lar elevene munnavlese meningen.

Elevene ser etter om de har tilsvarende bilde på platen sin. Dersom de har det, markeres denne ruten (f.eks. med en reknekloss).

"BINGO" får den eleven som først har markert samtlige seks ruter.

Er bingospillet for vanskelig for noen elever, kan disse øve ved å forsøke å legge rett "ordkort" på rett bilde på spilleplaten - uten å konkurrere.

En kan også øve gjenkjenning av ordbildene ved å spille memory med bingospillets og memoryspillets "ordkort".

Birgitta Palmertz.

Spill-kort. Klipp ut!

Jenta hopper.

Gutten hopper.

Hunden hopper.

Jenta løper.

Gutten løper.

Hunden løper.

Spill-kort. Klipp ut!

Jenta går.

Gutten går.

Hunden går.

Jenta står.

Gutten står.

Hunden står.

Spill-kort. Klipp ut!

Jenta ligger.

Gutten ligger.

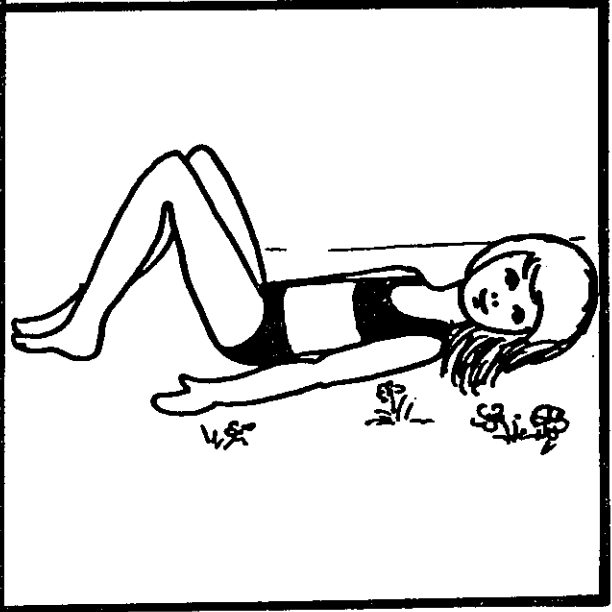
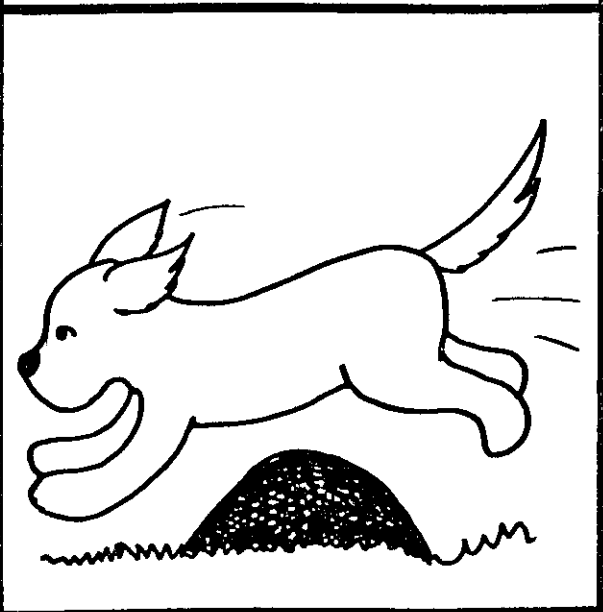
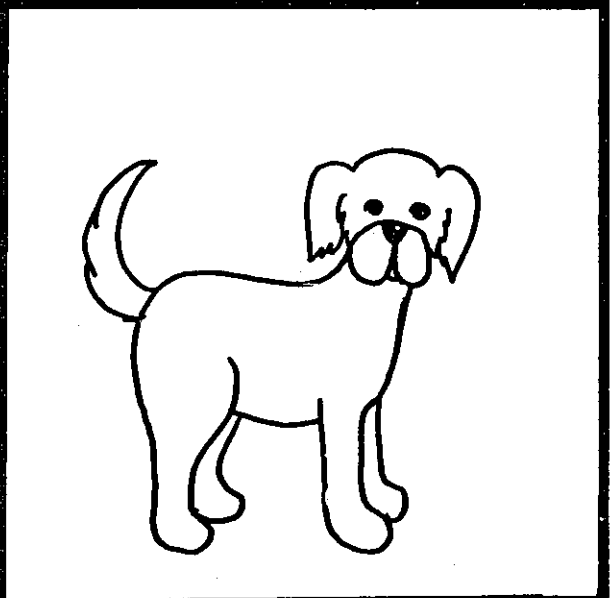
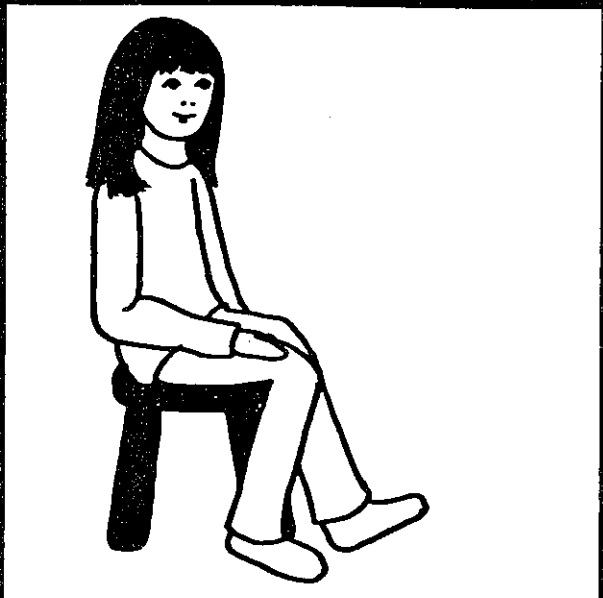
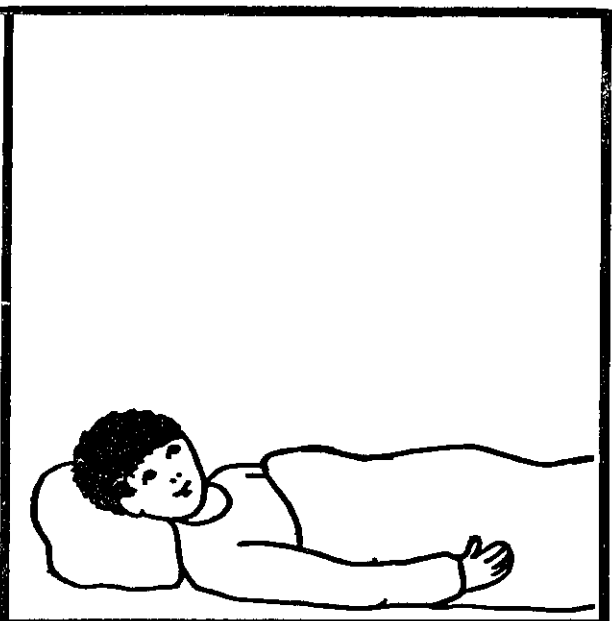
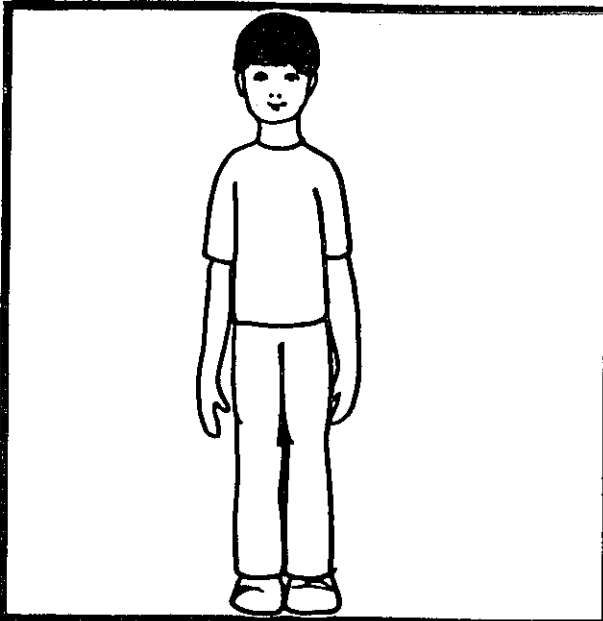
Hunden ligger.

Jenta sitter.

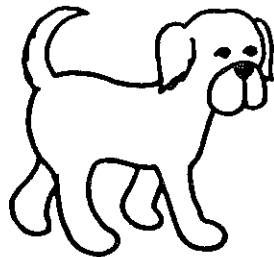
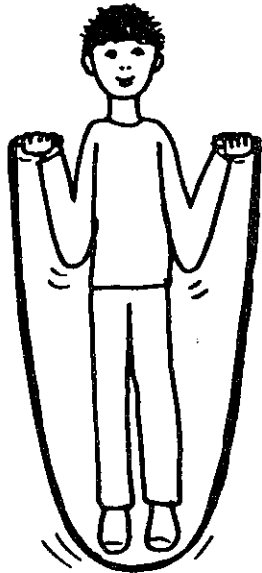
Gutten sitter.

Hunden sitter.

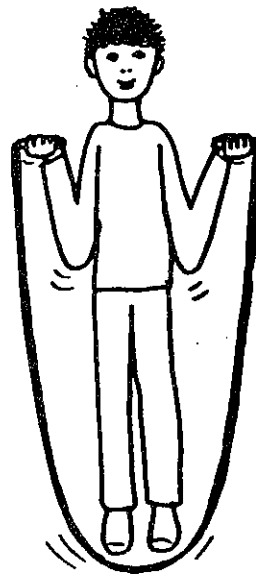
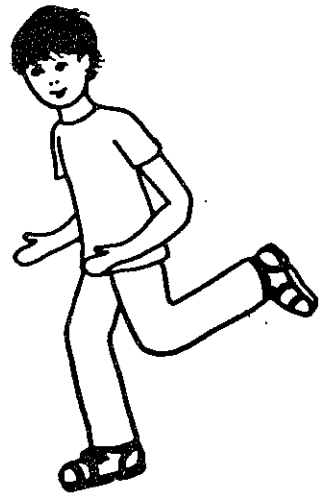
Spille-plate 1



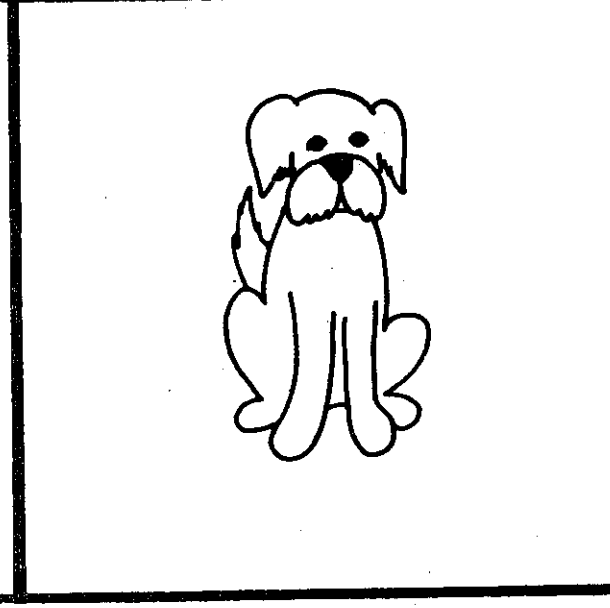
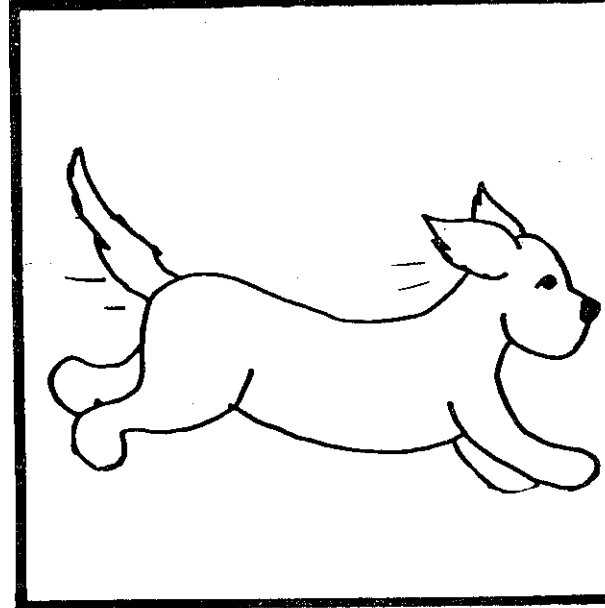
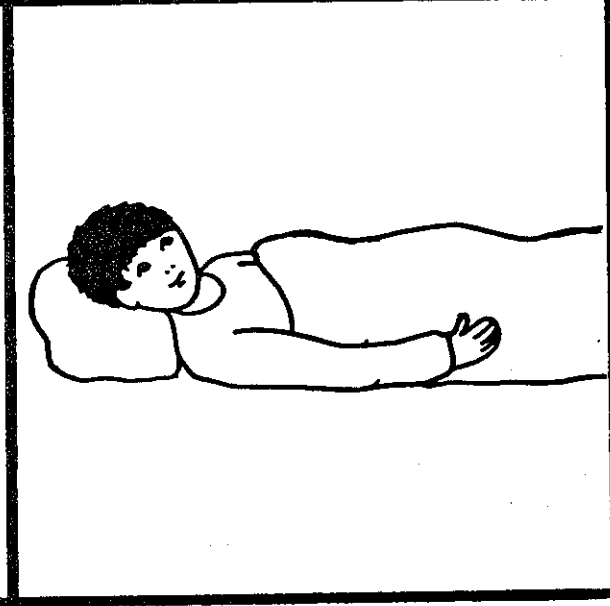
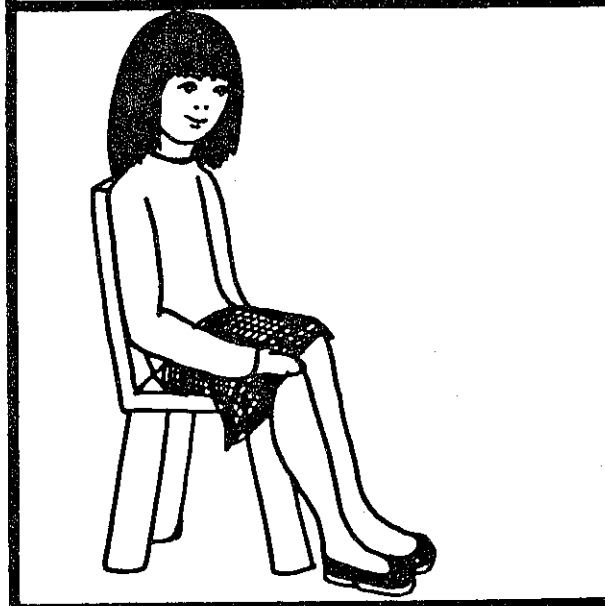
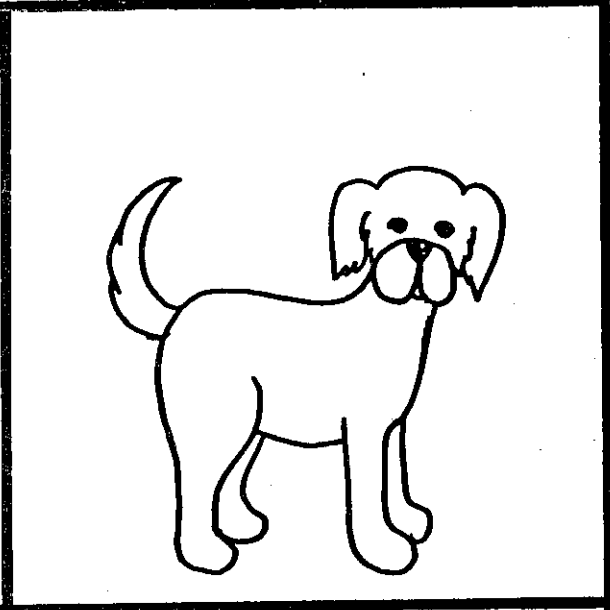
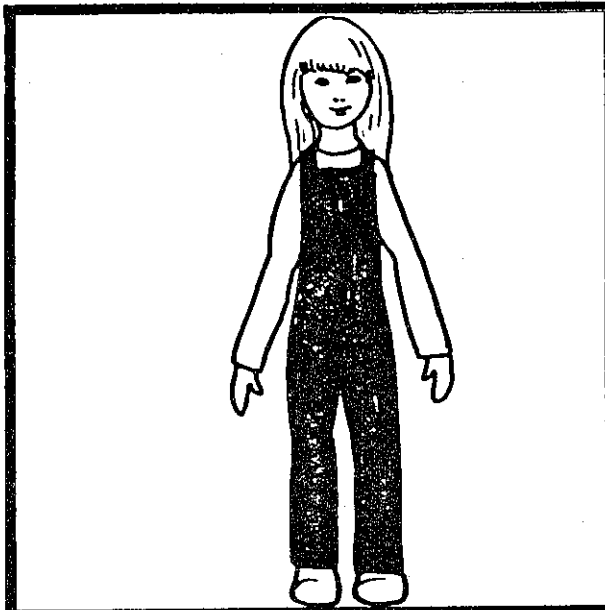
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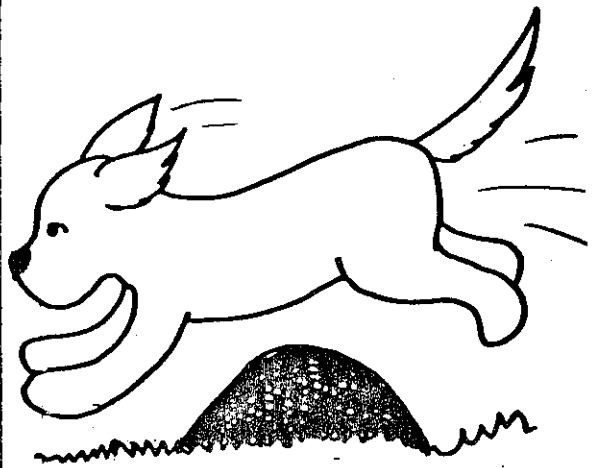
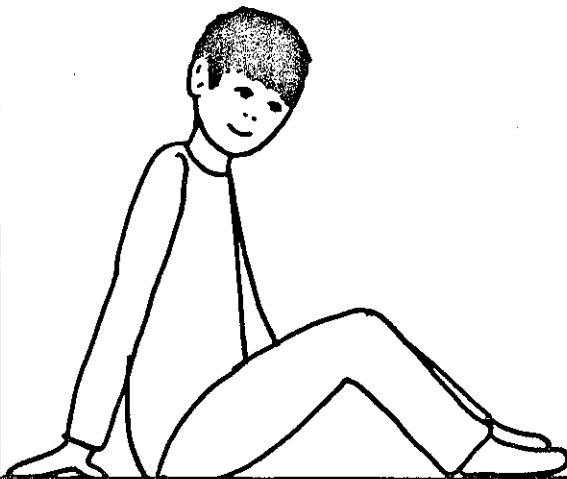
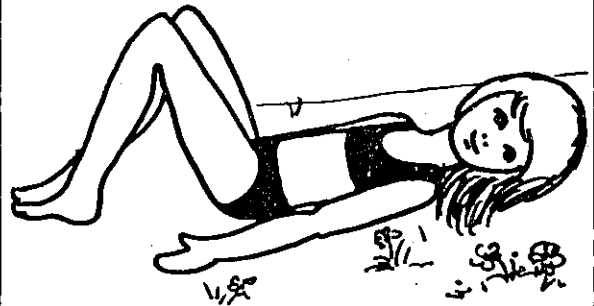
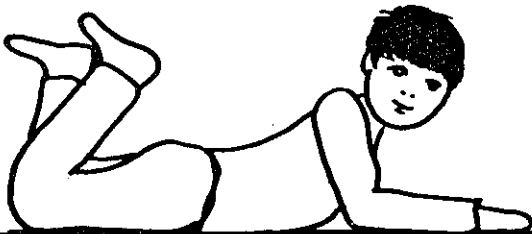
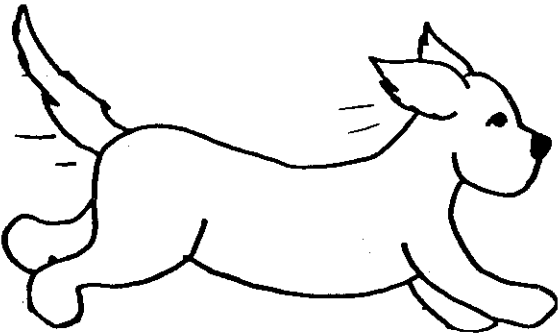
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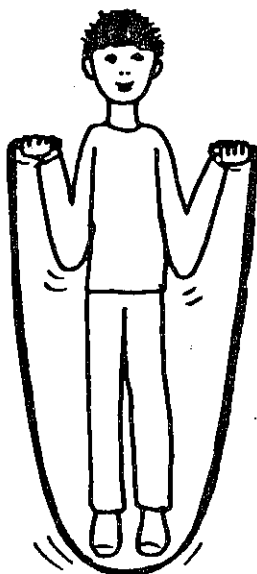
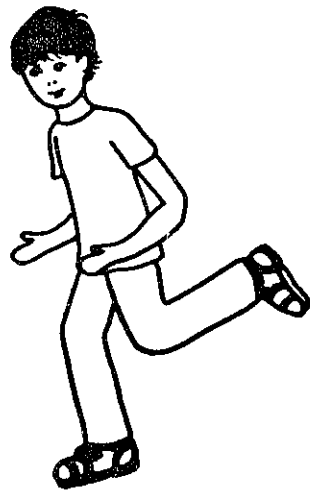
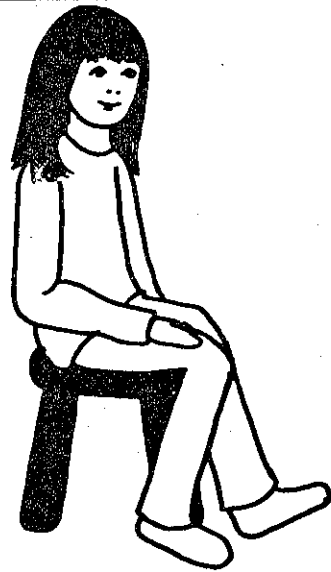
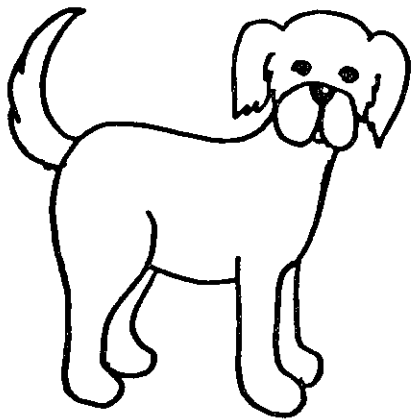
Spille-plate 4



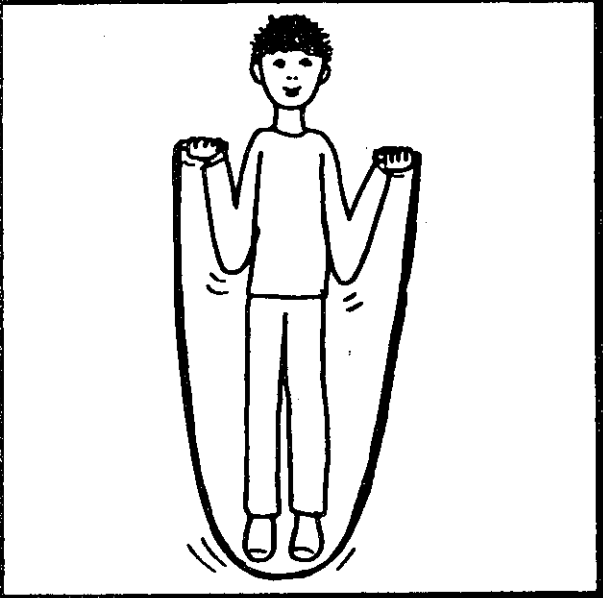
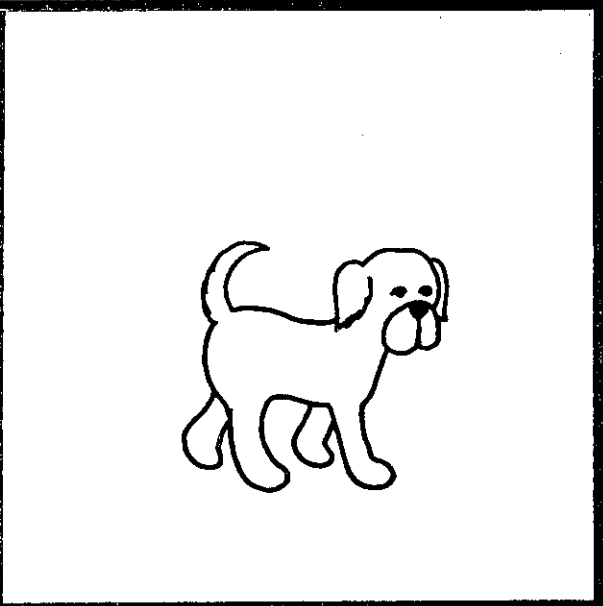
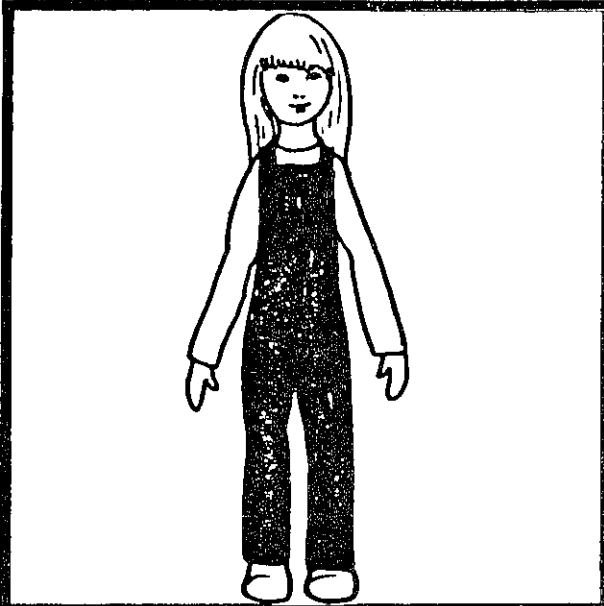
Spille-plate 5



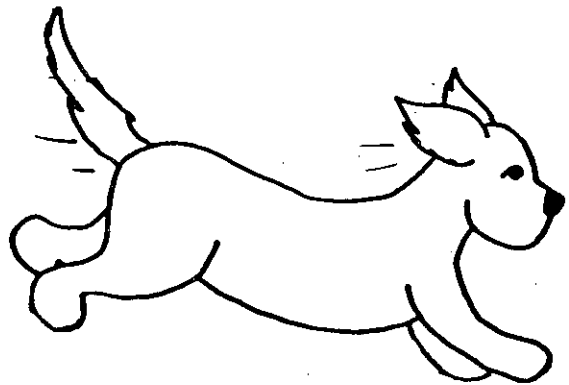
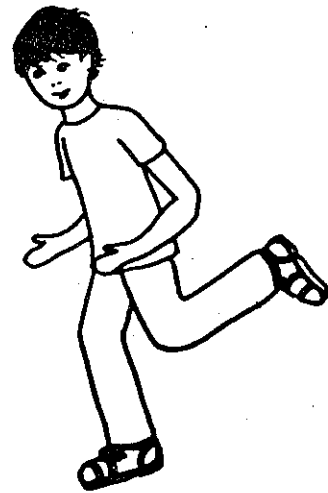
Spille-plate 6



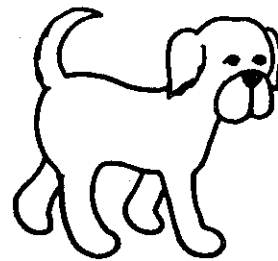
Spille-plate 7



Spille-plate 8



Spille-plate 9



Spille-plate 10

