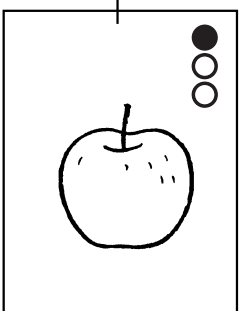
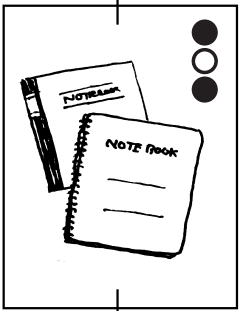
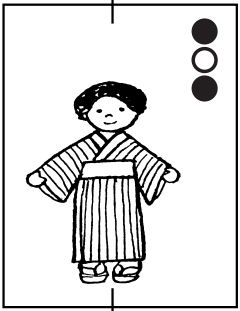
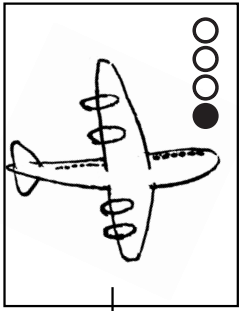
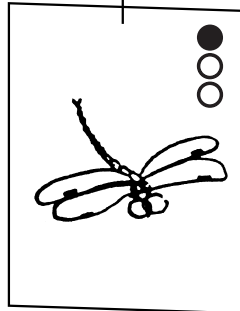
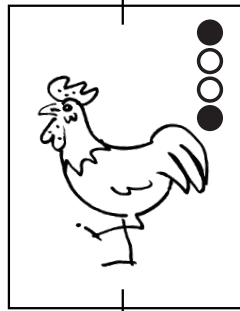
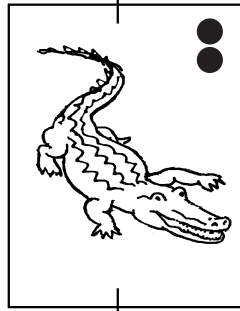
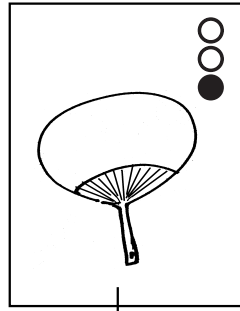
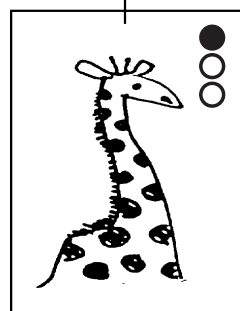
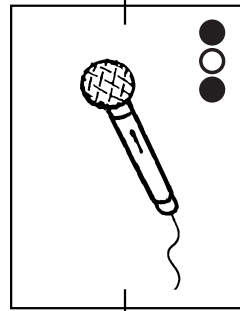
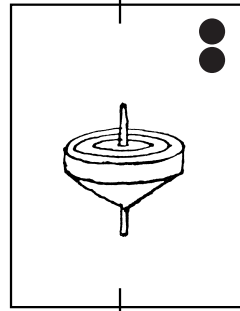
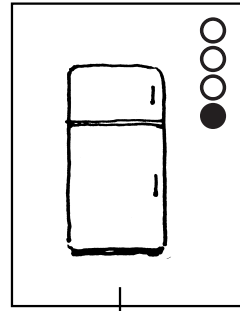
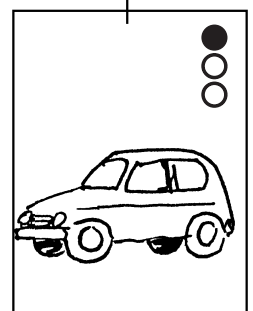
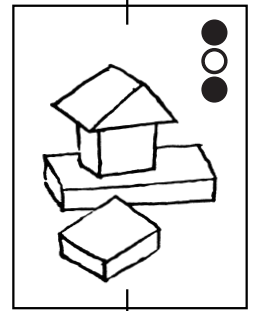
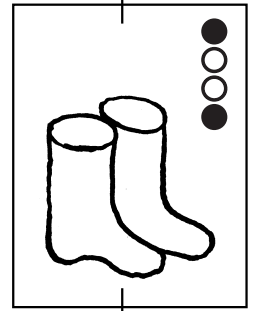
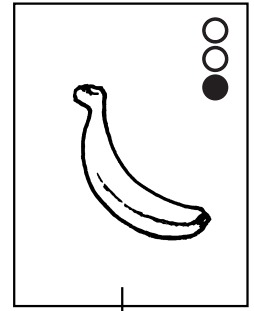


1) 絵の単語を言わせ、例解を見て考えさせること。  
2) きまりに気づかない場合は、絵の単語を続けて言わ  
せてしりとりた気づかせる。  
3) 困難な場合もくり返し試行。

a) 音節を解とする記号体験。中でもしりとりは子どもにホト  
ユーな遊びである。  
b) 問題の規則性を教えずに気づかせる、分析的な思考  
体験となる。

特定用具: 不要  
Date:



どーしてつなごう？

