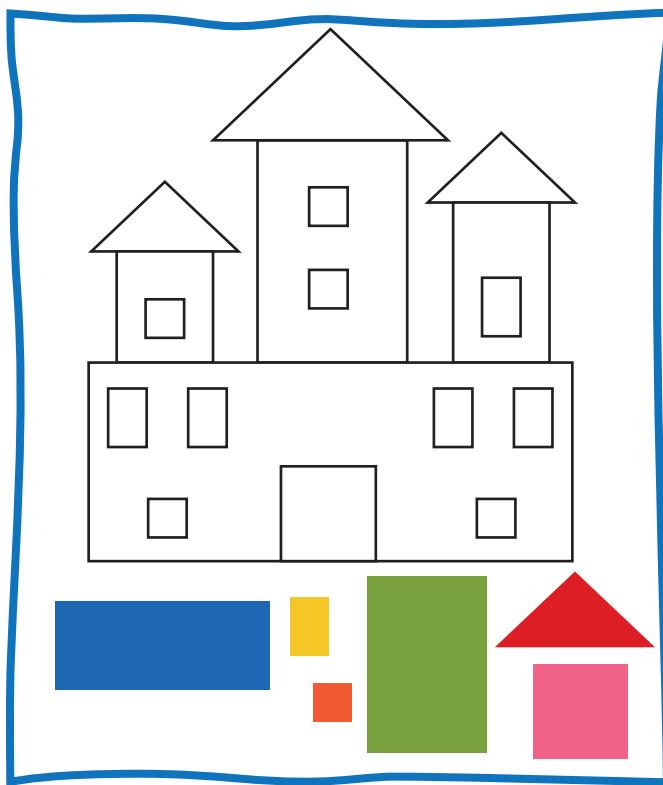
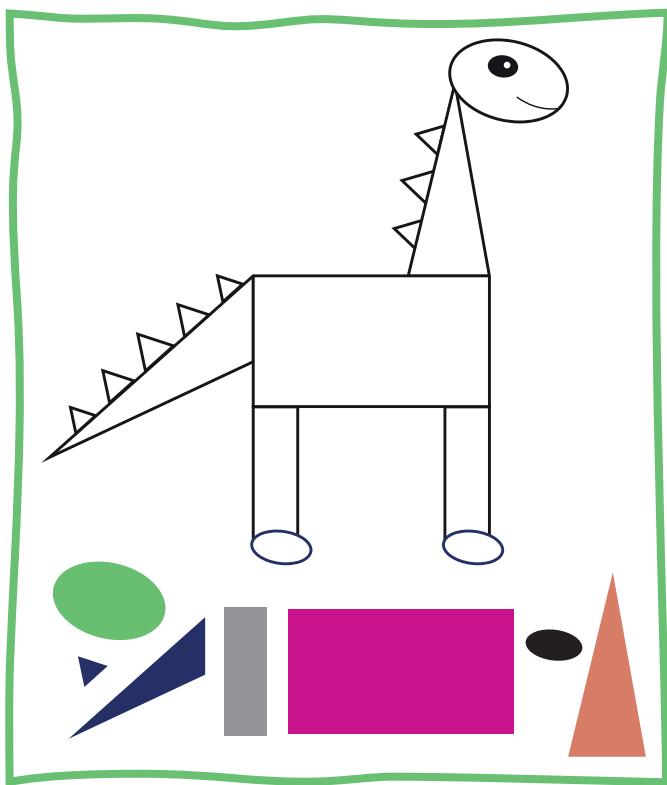
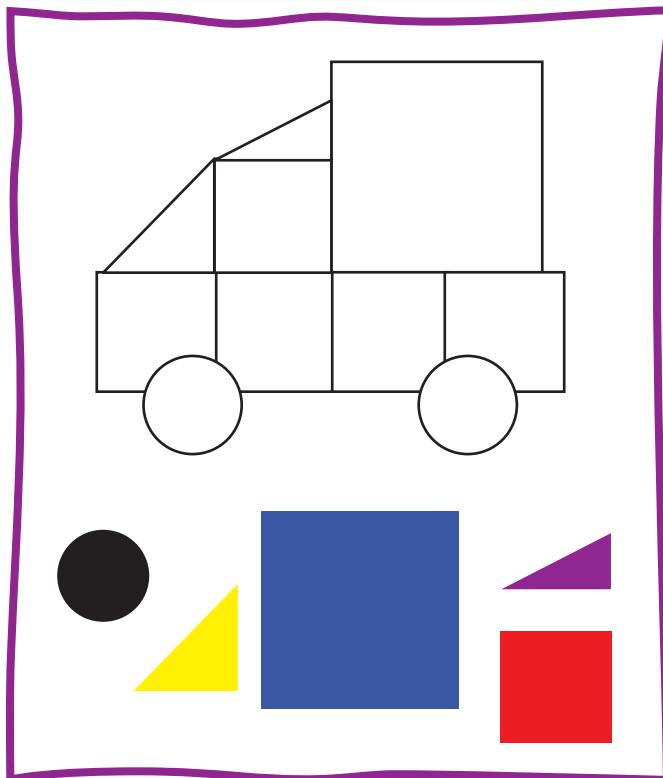
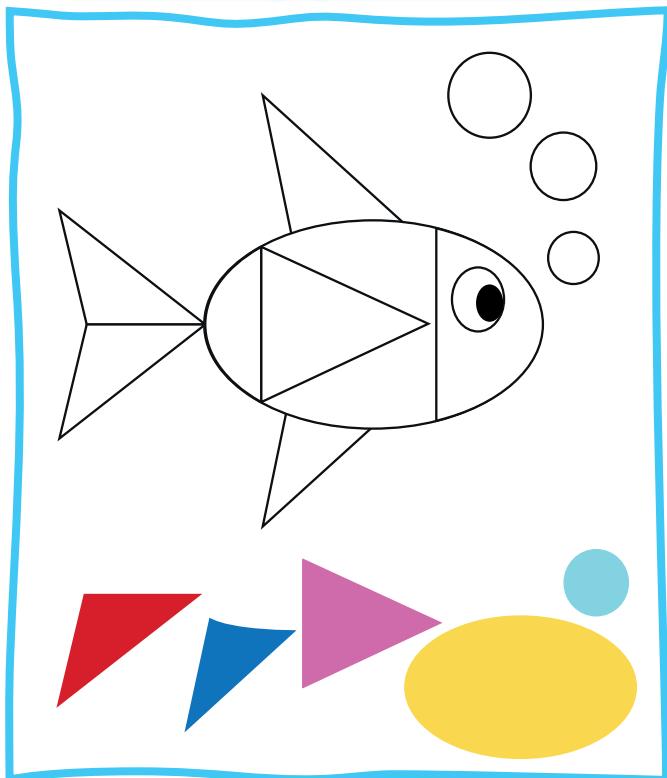




## PARÇA - BÜTÜN İLİŞKİSİ



Aşağıdaki parçalarına ayrılmış görselleri, parçalarıyla aynı renk olacak şekilde boyayalım.

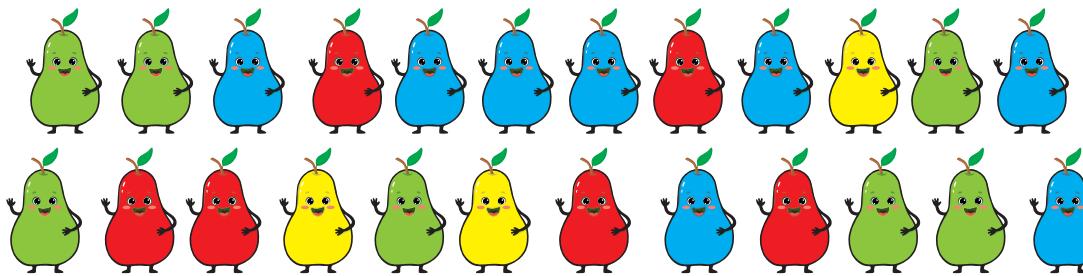




# NESNE SAYMA



Aşağıdaki nesne sayılarını belirleyip nesne sayısı kadar kutuyu boyayalım.



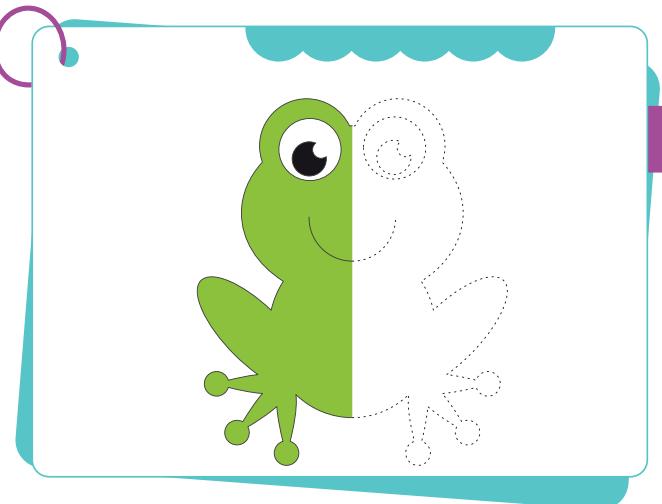
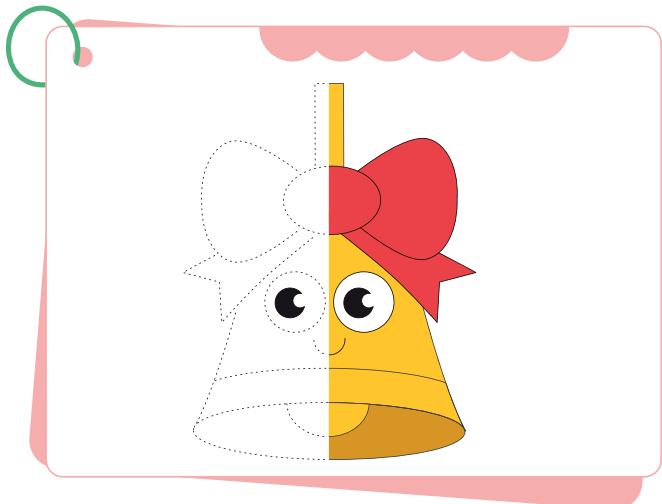
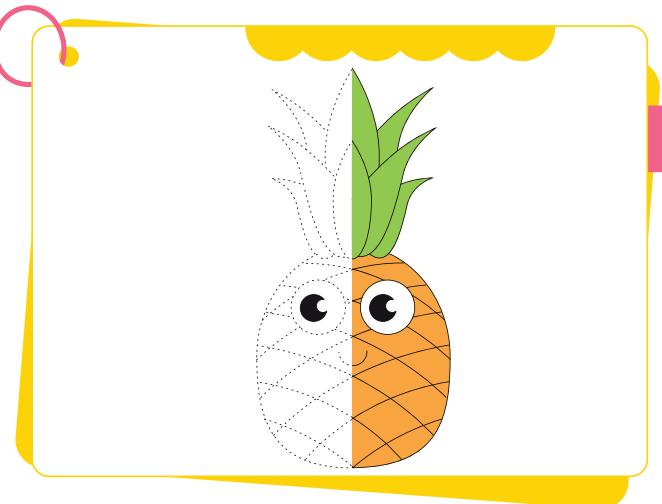
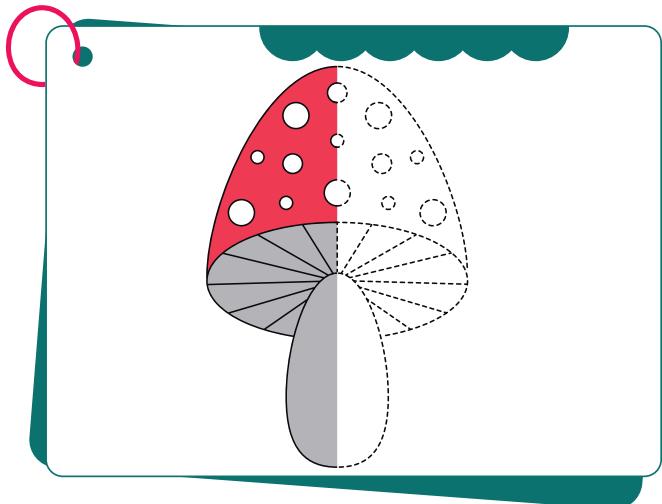
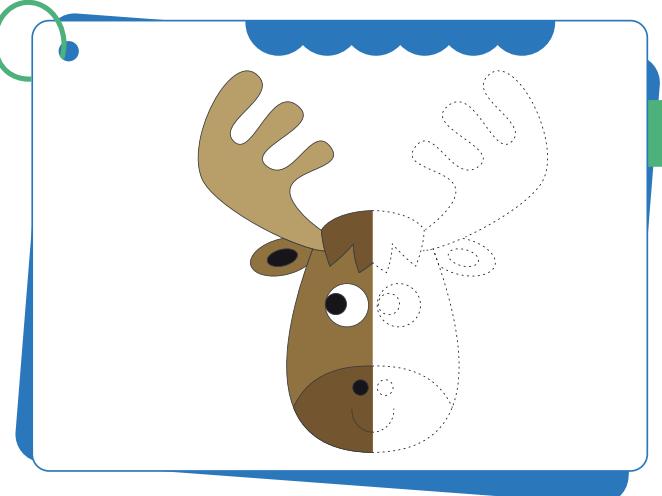
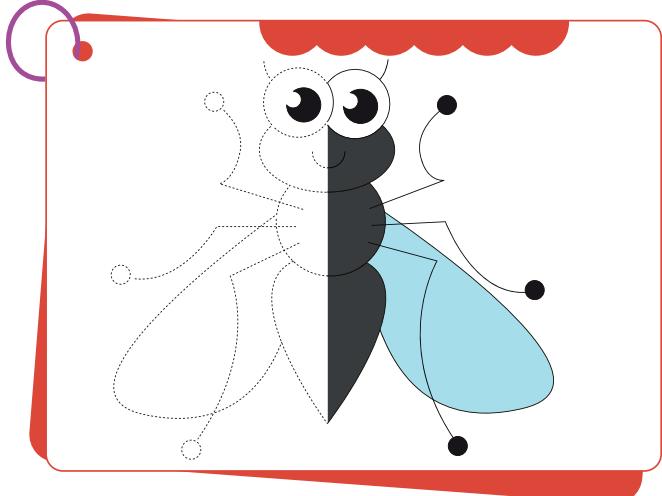
A large 10x4 grid for drawing or writing practice. The columns are labeled with numbers 1 through 10 vertically on the left side. Each row contains four empty boxes for drawing or writing. Row 10 contains four cartoon pears.



# SİMETRİ



Aşağıdaki görsellerin diğer yarısını simetrik boyayalım.





## DİKKAT ÇALIŞMASI



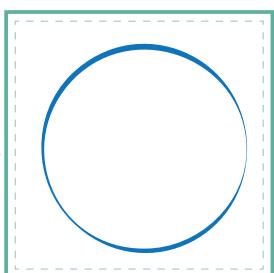
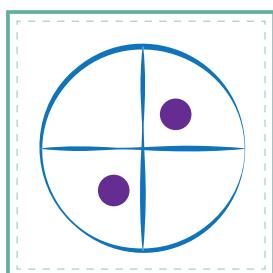
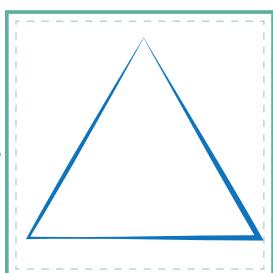
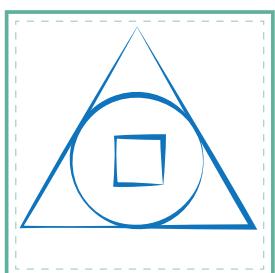
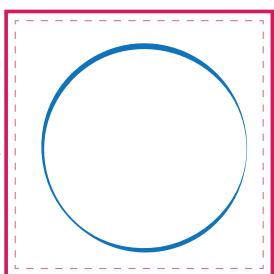
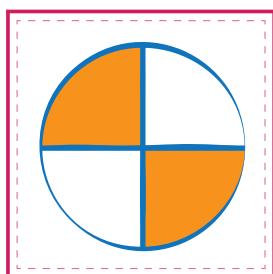
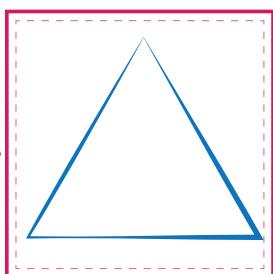
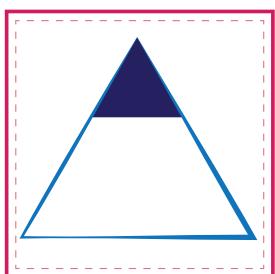
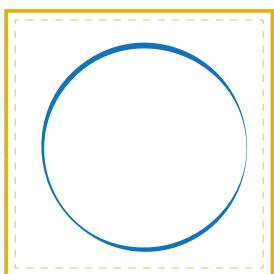
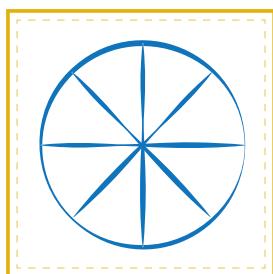
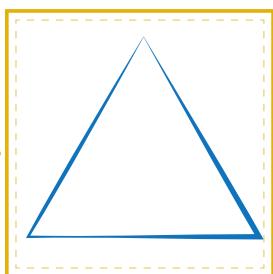
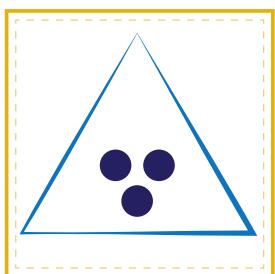
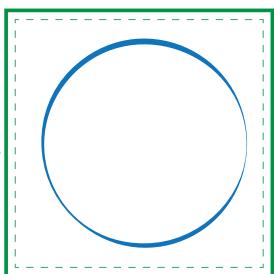
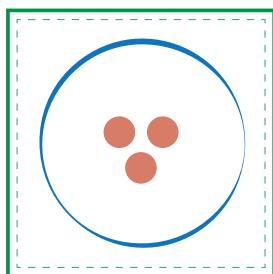
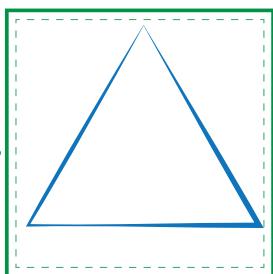
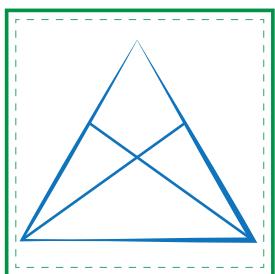
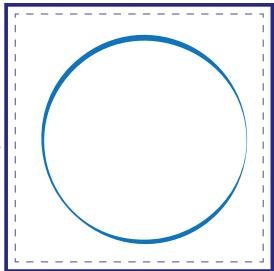
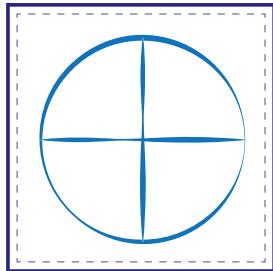
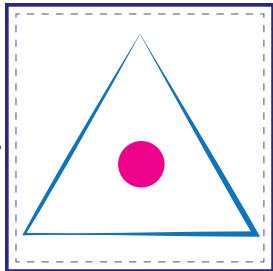
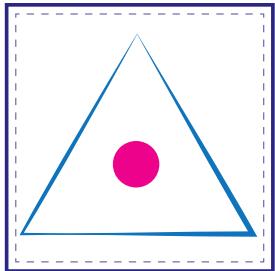
Aşağıdaki tabloda verilen nesnelerin içinden üstte verilen üç nesnenin bir arada olduğu bölümleri örnekteki gibi işaretleyelim.

The grid consists of 100 blue squares arranged in a 10x10 pattern. Each square contains a different colorful illustration. The first square in the top-left corner is highlighted with a red circle, indicating it is the target for the task described in the text above. The other squares contain illustrations such as a watering can, a house, a hedgehog, a ladybug, a potted plant, a bicycle, garden tools, a cloud with rain, a bucket, a frog, a bee, a butterfly, a nest with eggs, a caterpillar, and a windmill.

# EŞ ŞEKİLLER



Aşağıdaki şekillerin eksik kısımlarını çizerek örnekteki gibi tamamlayalım.

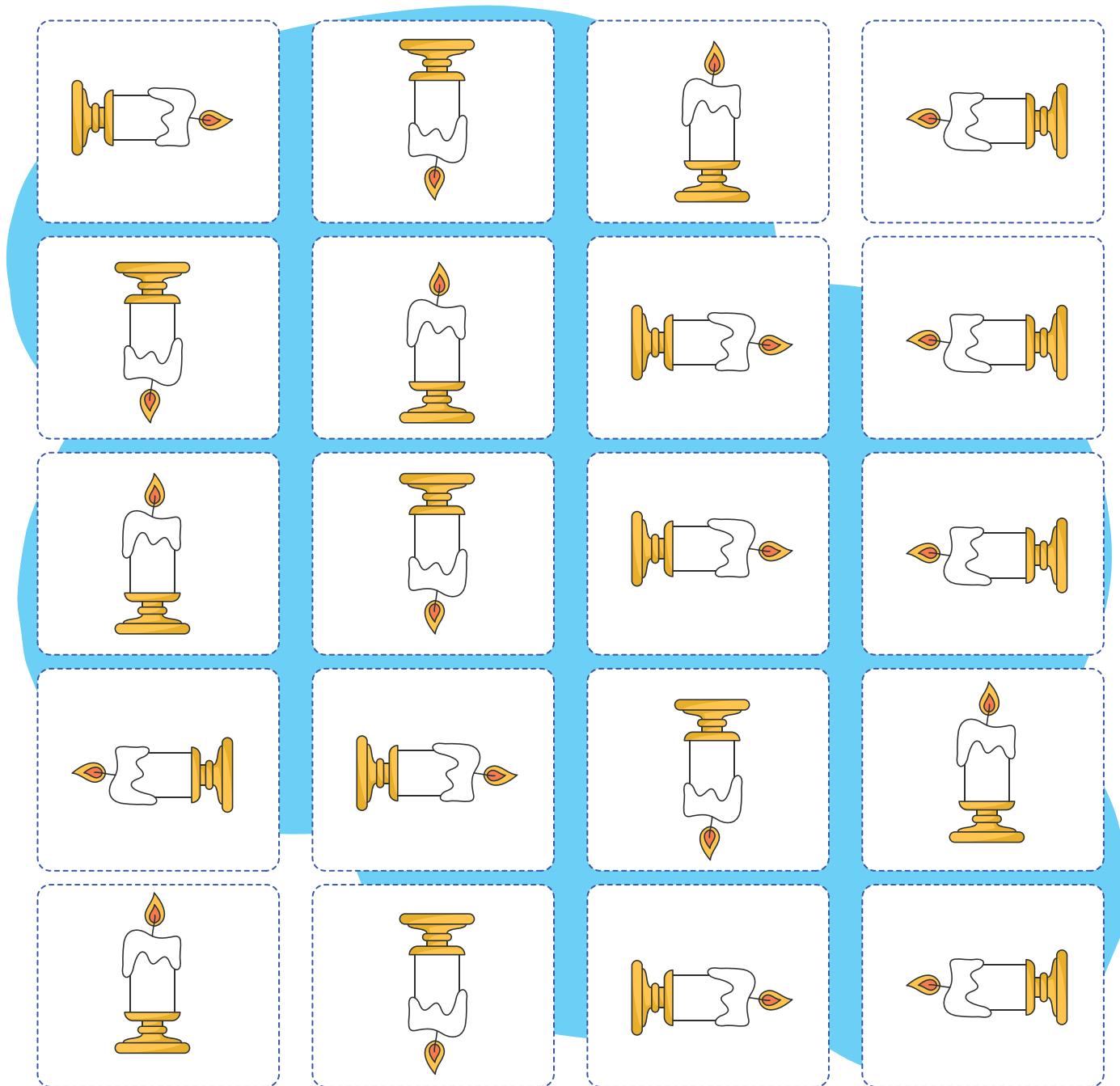
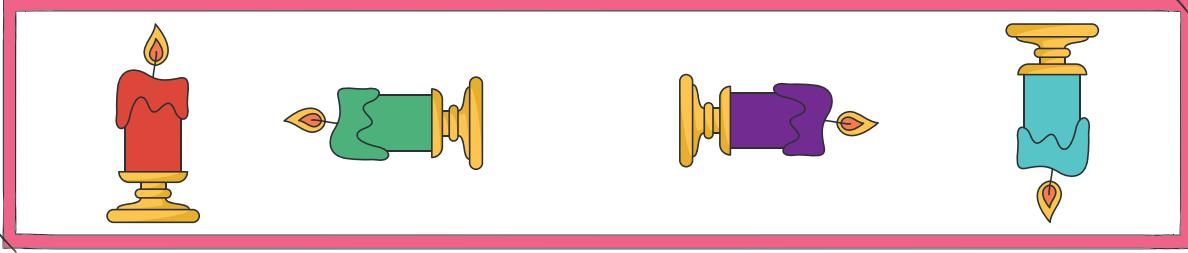




## DİKKAT ÇALIŞMASI



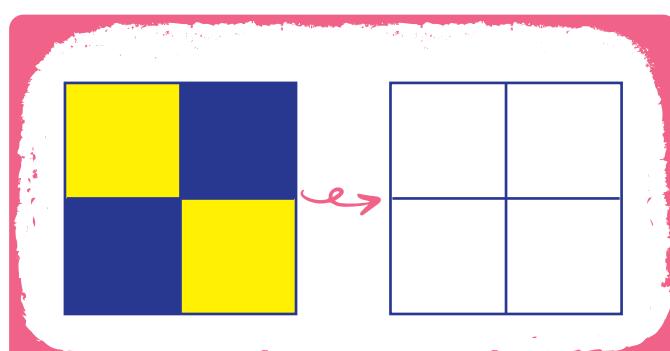
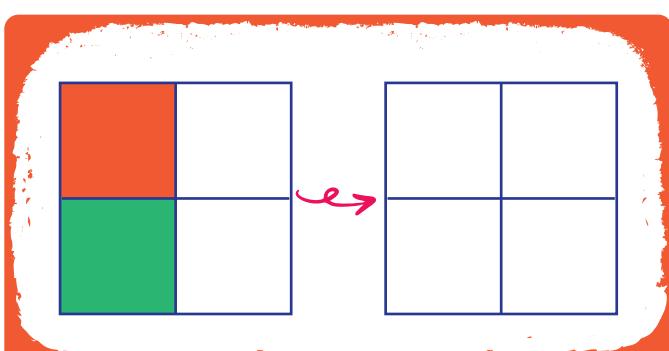
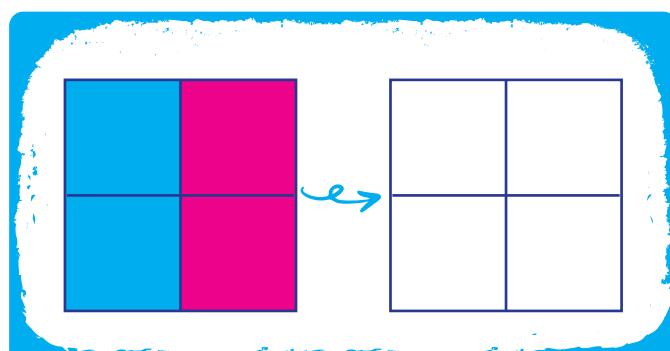
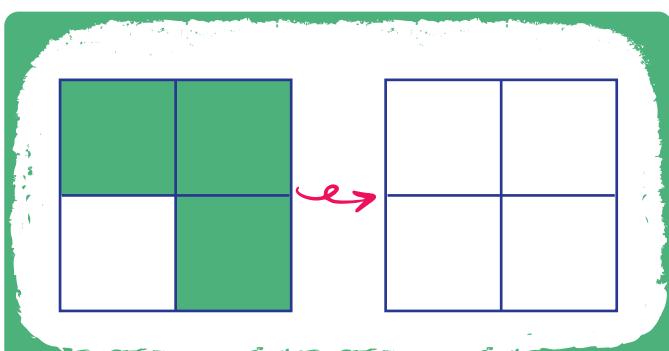
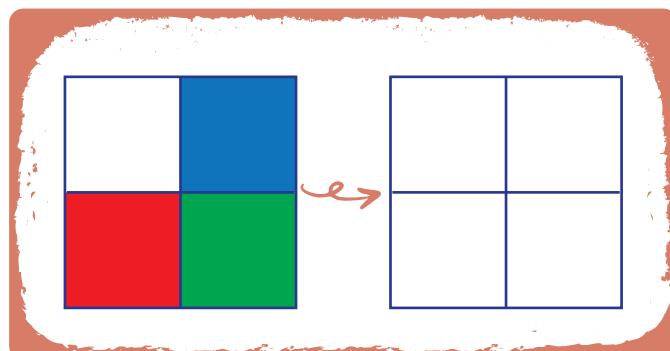
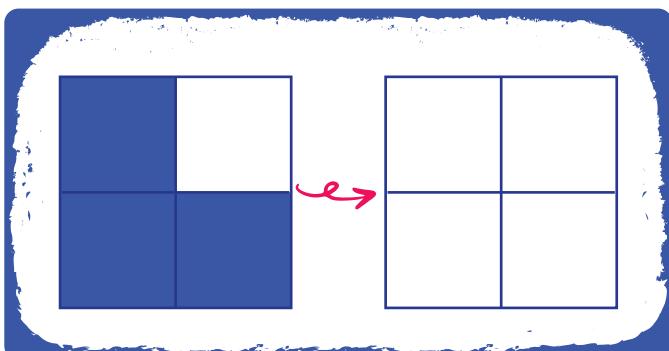
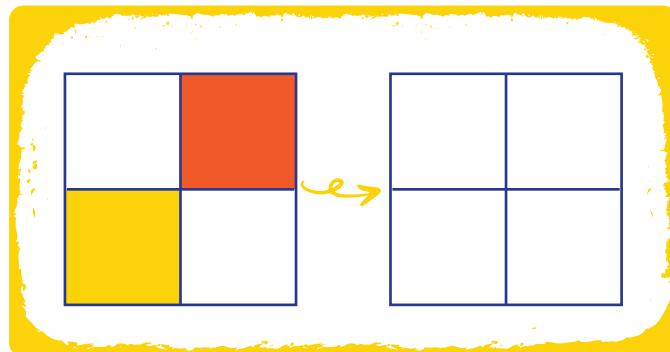
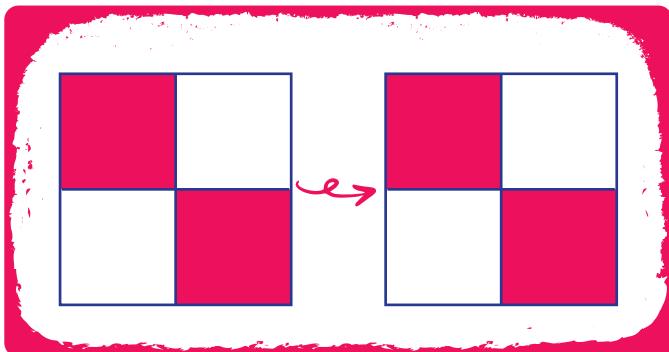
Aşağıdaki mumları örnek verilen mumlardan yararlanarak yönlerine göre boyayalım.



# KODLAMA



Aşağıdaki kutularda verilen boyamaların aynısını boş kutulara örnekteki gibi kodlayalım.

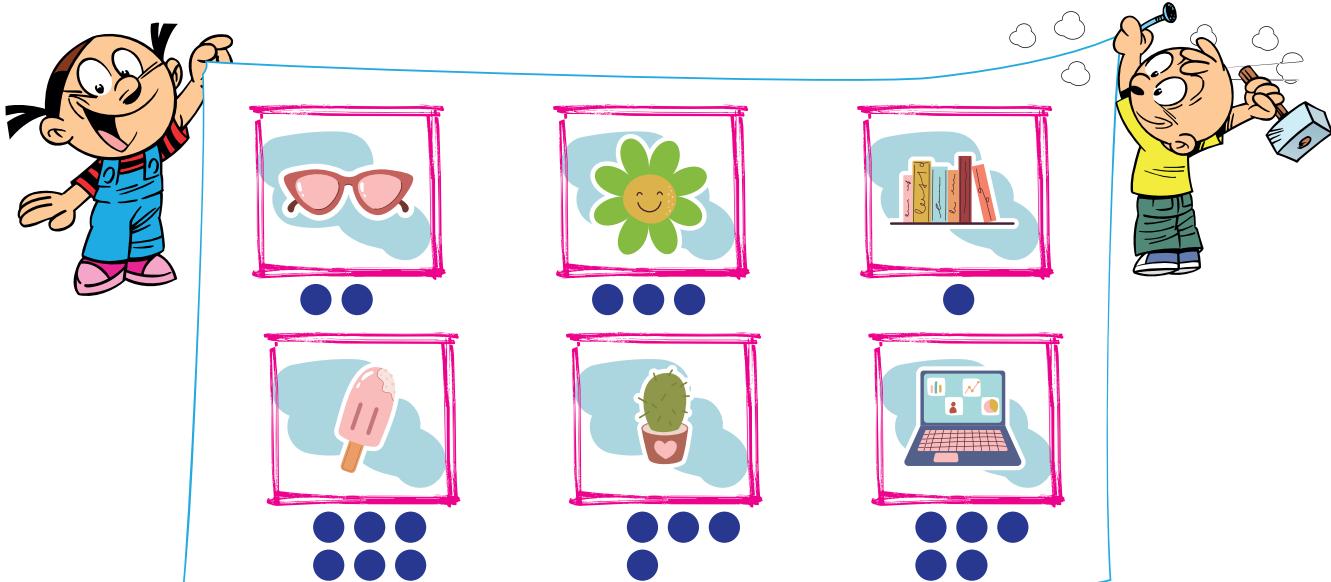




## KODLAMA



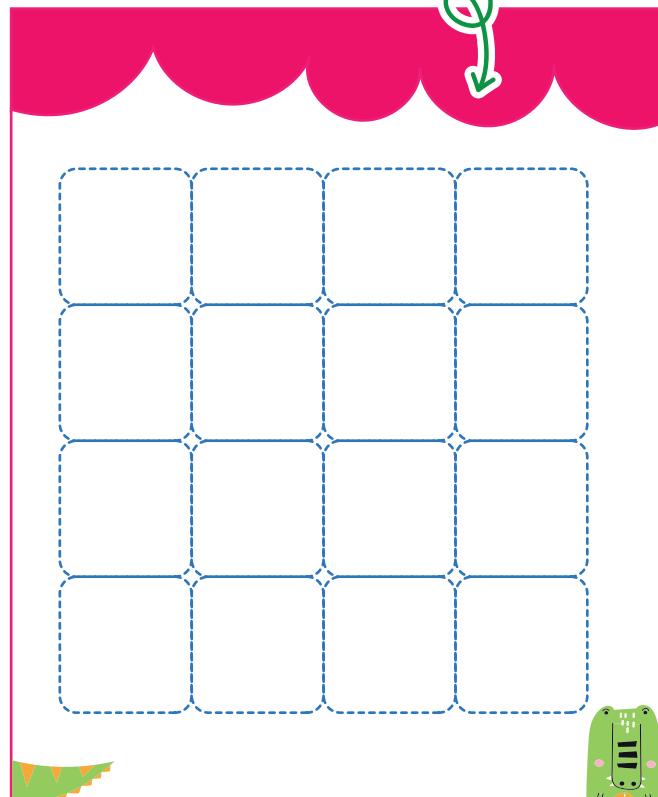
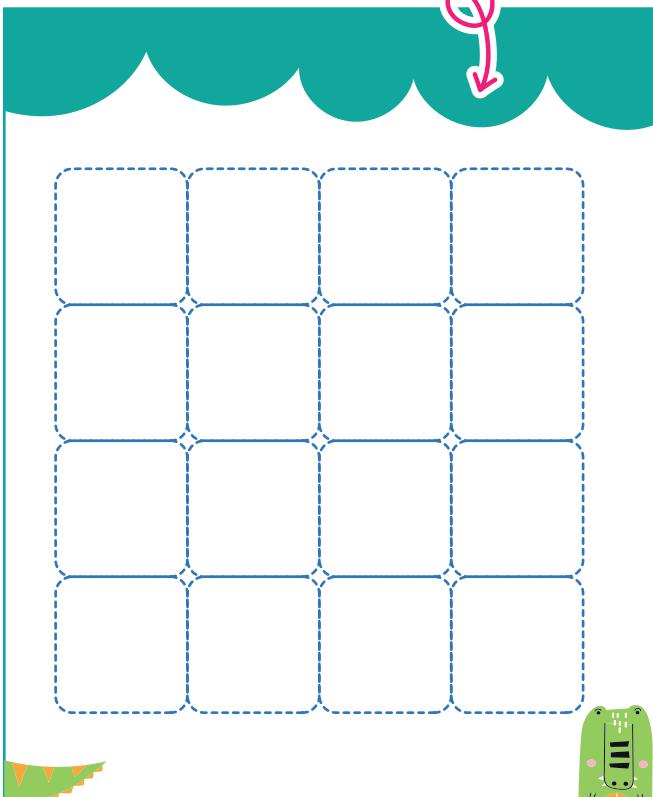
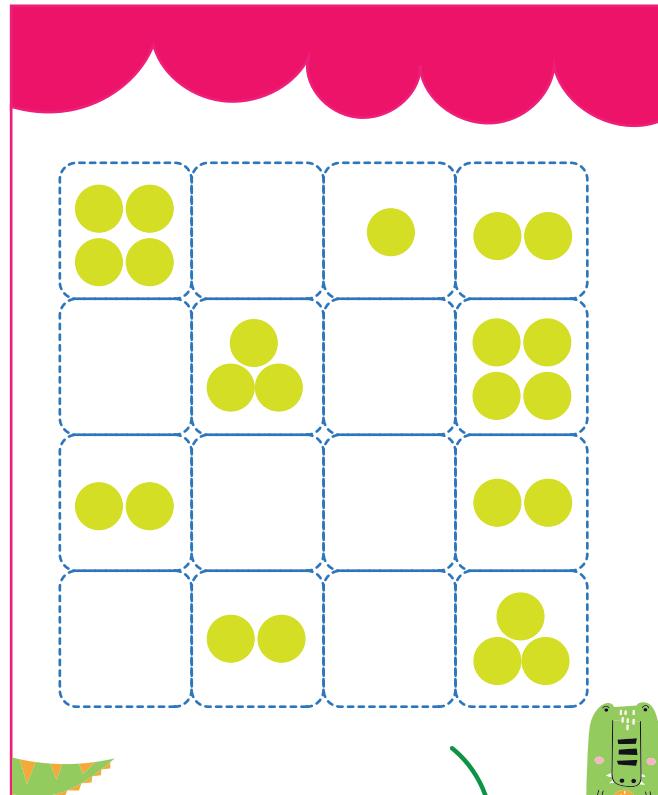
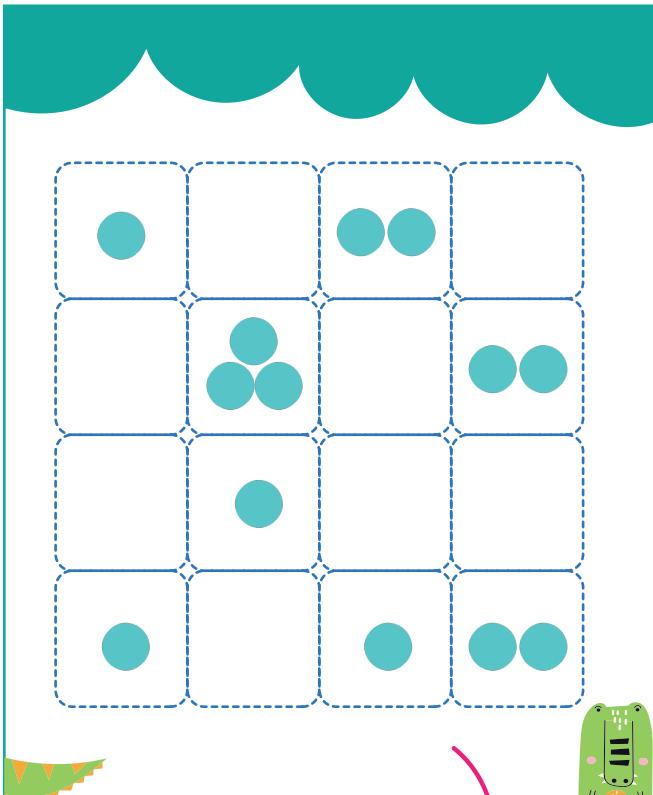
Aşağıdaki varlıklar noktalar ile şifrelenmiştir. Şifreleri örnekteki gibi çözelim.



# KODLAMA



Üstteki tablolarda verilen kodları boş tablolarda kodlayalım.





## KODLAMA



Aşağıdaki tablolarda satır ve sütunları kesişim noktalarında örnekteki gibi kodlayalım.

	● ●	● ●	● ●	● ●
○	● ●	● ●	● ●	● ●

	\\\\	\\\\	\\\\	\\\\
○	\\\\	\\\\	\\\\	\\\\

# KODLAMA



Aşağıda koordinatları verilmiş harfleri konumlandıralım.

A5 → Ü

E3 → S

E4 → E

C8 → K

E5 → V

G2 → H

G3 → E

E8 → O

G4 → M

A9 → M

A6 → L

E10 → U

A7 → K

E9 → R

C6 → Ç

G10 → O

C7 → O

G9 → Ç

E6 → İ

E7 → Y

E11 → M

G6 → D

G7 → E

G11 → K

A8 → E

A10 → İ

1 2 3 4 5 6 7 8 9 10 11 12 13 14

A

B

C

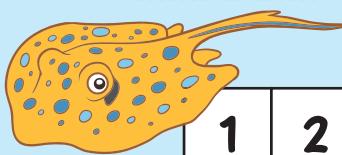
D

E

F

G

H





## KODLAMA



Aşağıdaki görselin aynısını verilen boş tabloya kodlayalım.



	A	B	C	D	E	F	G	H	J	K	L	M
1												
2									■			
3									■			
4									■			
5									■	■		
6									■	■		
7									■	■		
8									■	■		
9									■	■		
10									■	■		
11									■	■		
12									■	■		

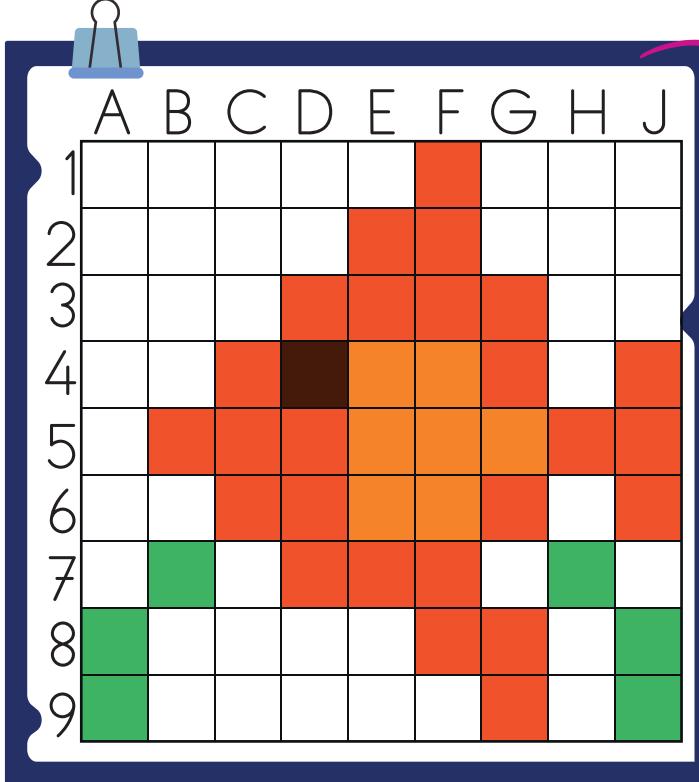


	A	B	C	D	E	F	G	H	J	K	L	M
1												
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												
12												

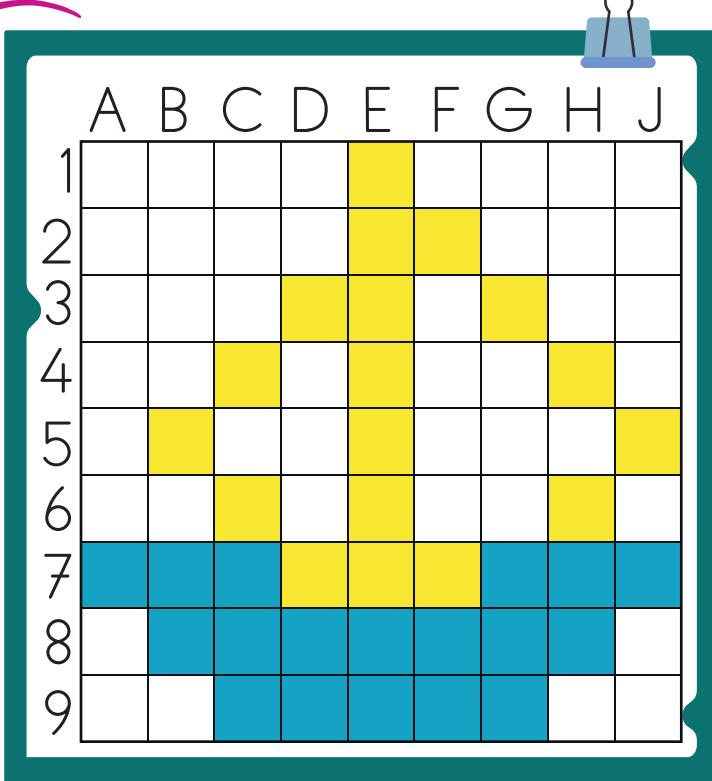
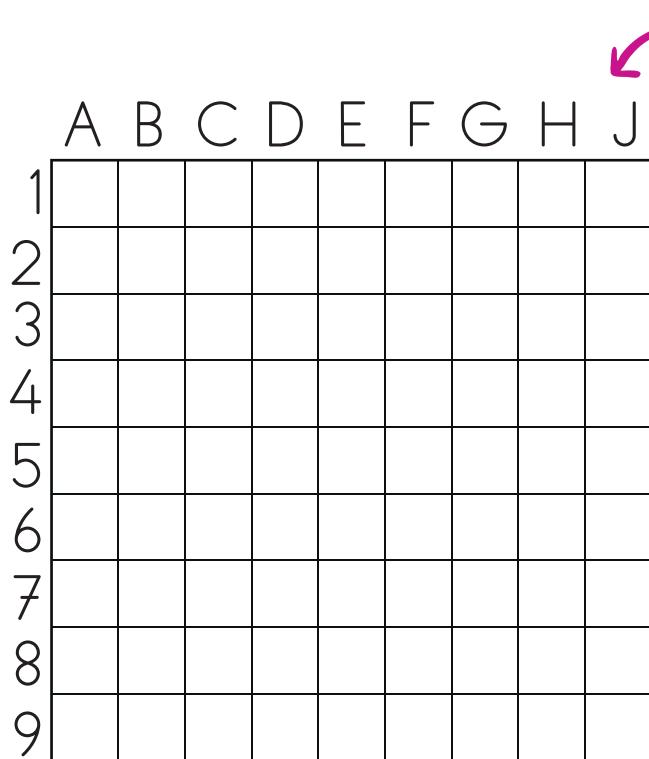




Aşağıdaki görsellerin aynısını verilen boş tabloya kodlayalım.



	A	B	C	D	E	F	G	H	J
1									
2									
3									
4									
5									
6									
7									
8									
9									

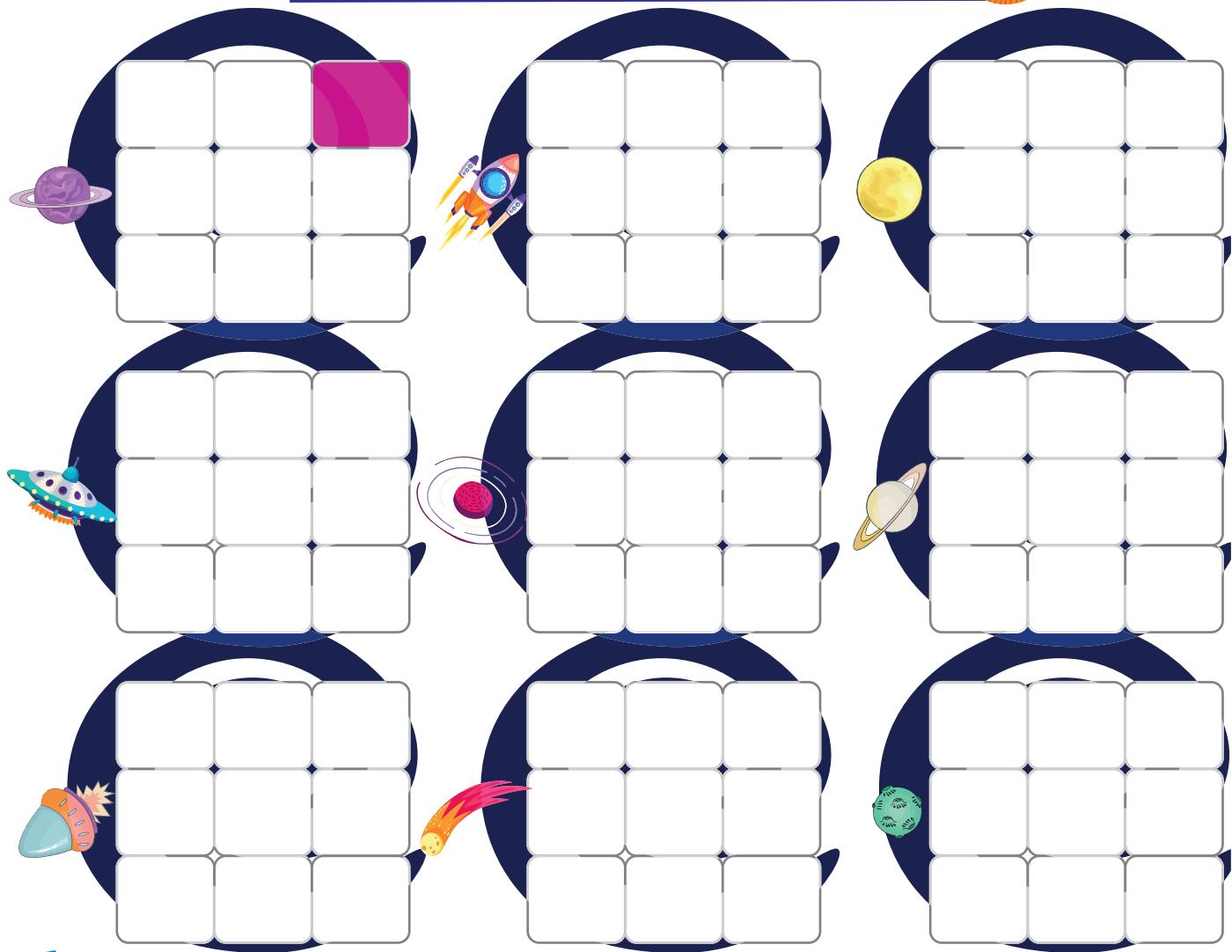
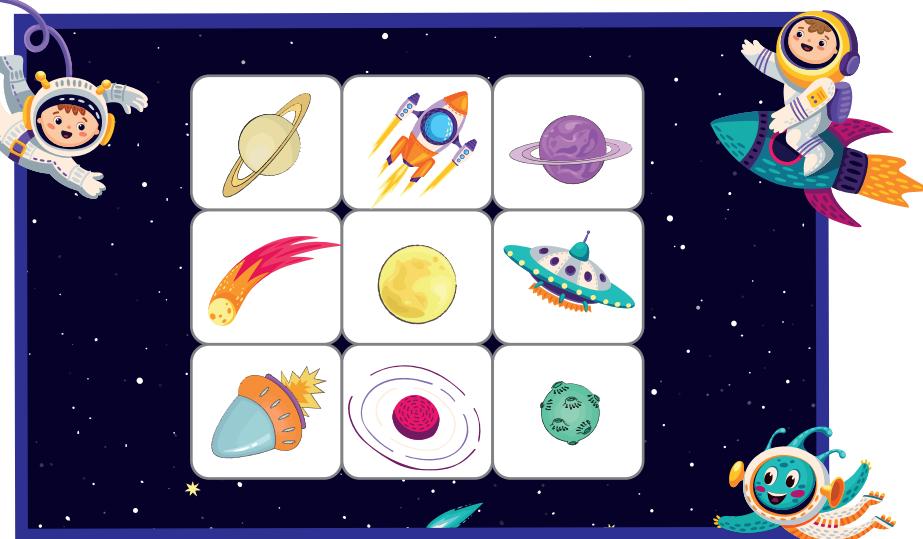




## KODLAMA

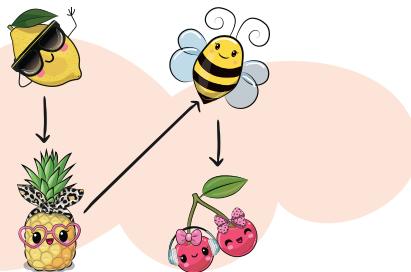


Aşağıdaki nesnelerin koordinatlarını örnekteki gibi kodlayalım.





Sayılarla ilişkilendirilen nesnelerin altında yazan kodları örnekteki gibi okla gösterelim.



**1 - 3 - 4 - 2**



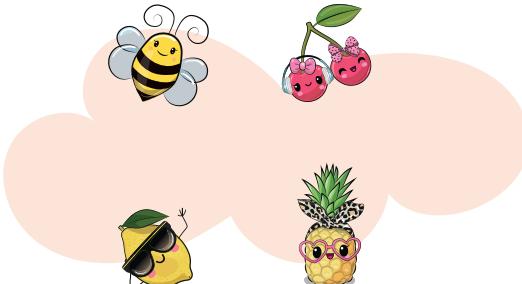
**3 - 2 - 1 - 4**



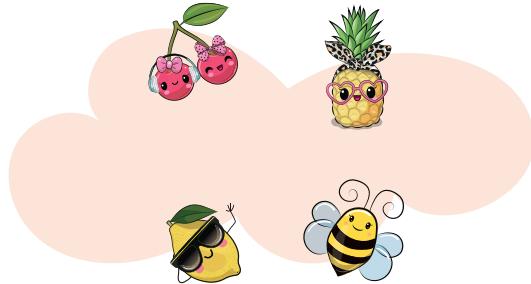
**3 - 1 - 4 - 2**



**2 - 3 - 1 - 4**



**4 - 2 - 1 - 3**



**2 - 1 - 4 - 3**



## KODLAMA



Aşağıdaki koordinatları verilen nesneleri boş tablolara örnekteki gibi çizerek gösterelim.



	a	b	c
1	••••	+	....
2	○	●	◆
3	▲	★	₩

	a	b	c
1			
2			
3	▲	▲	

	a	b	c
1			
2			
3			

	a	b	c
1			
2			
3			

	a	b	c
1			
2			
3			

	a	b	c
1			
2			
3			

	a	b	c
1			
2			
3			

	a	b	c
1			
2			
3			

	a	b	c
1			
2			
3			

	a	b	c
1			
2			
3			