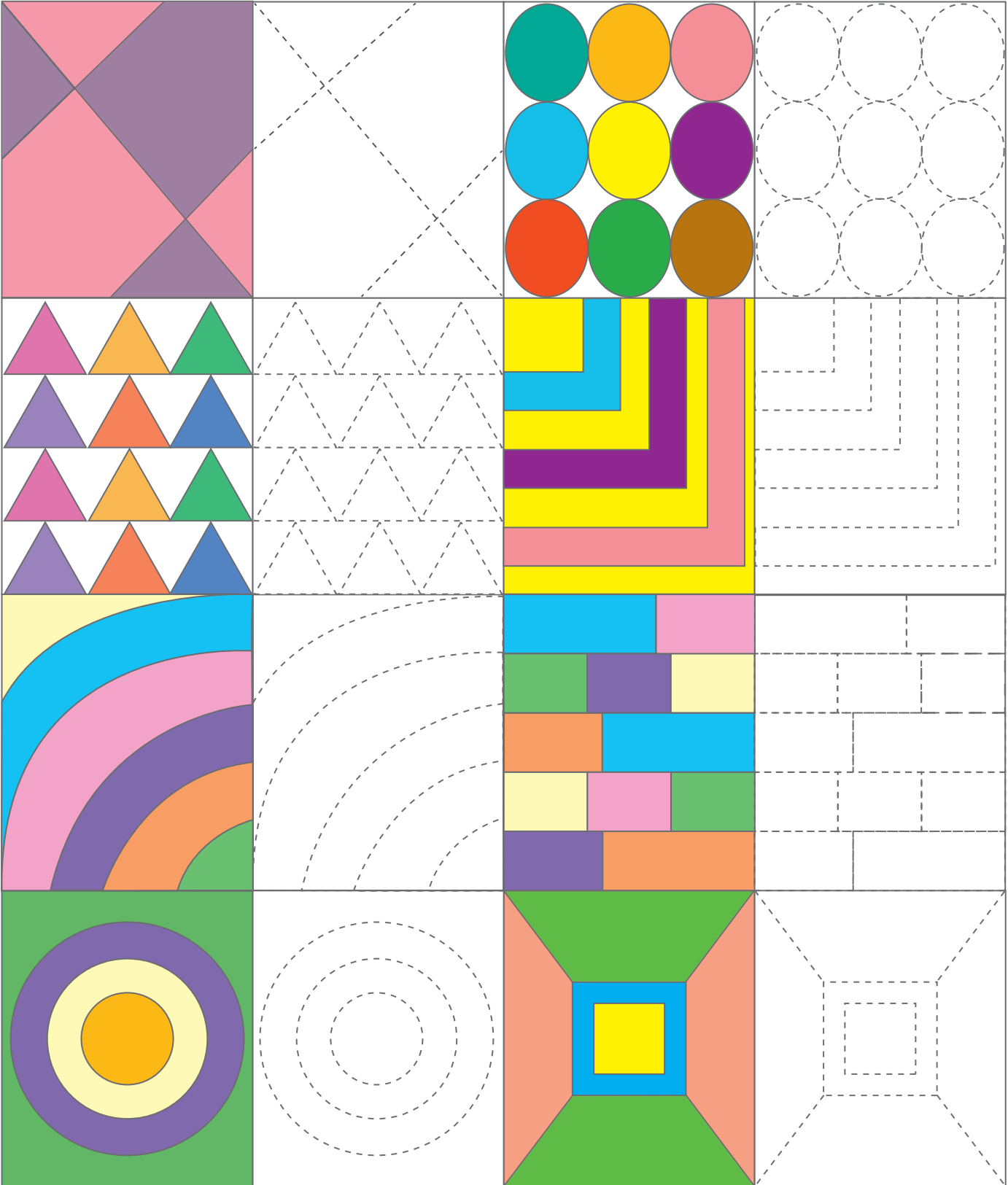




Aşağıdaki şekillerin kesik çizgilerini birleştirelim. Desenleri eşleriyle aynı renklere boyayalım.

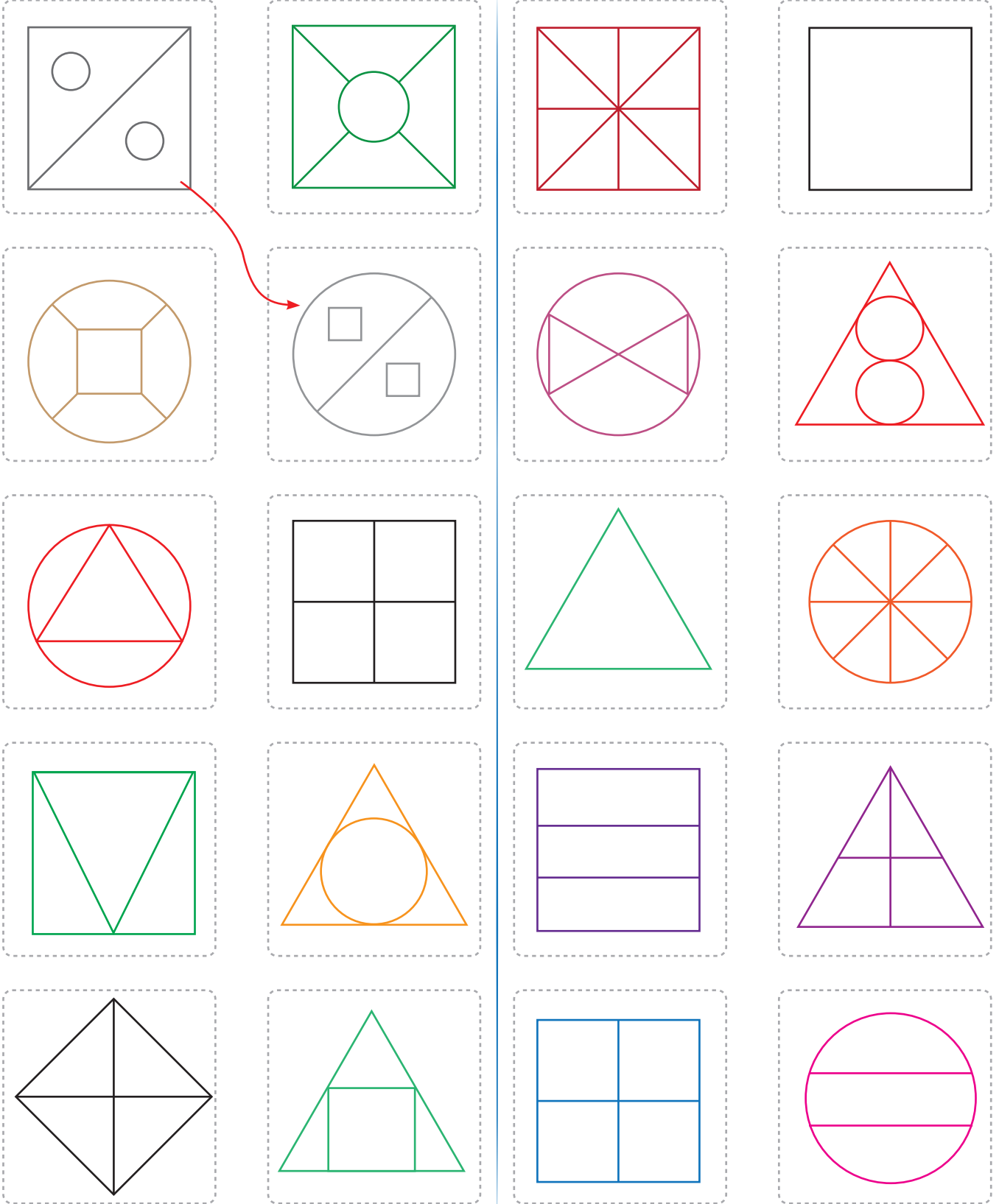




ŞEKİL BAĞLANTISI KURMA

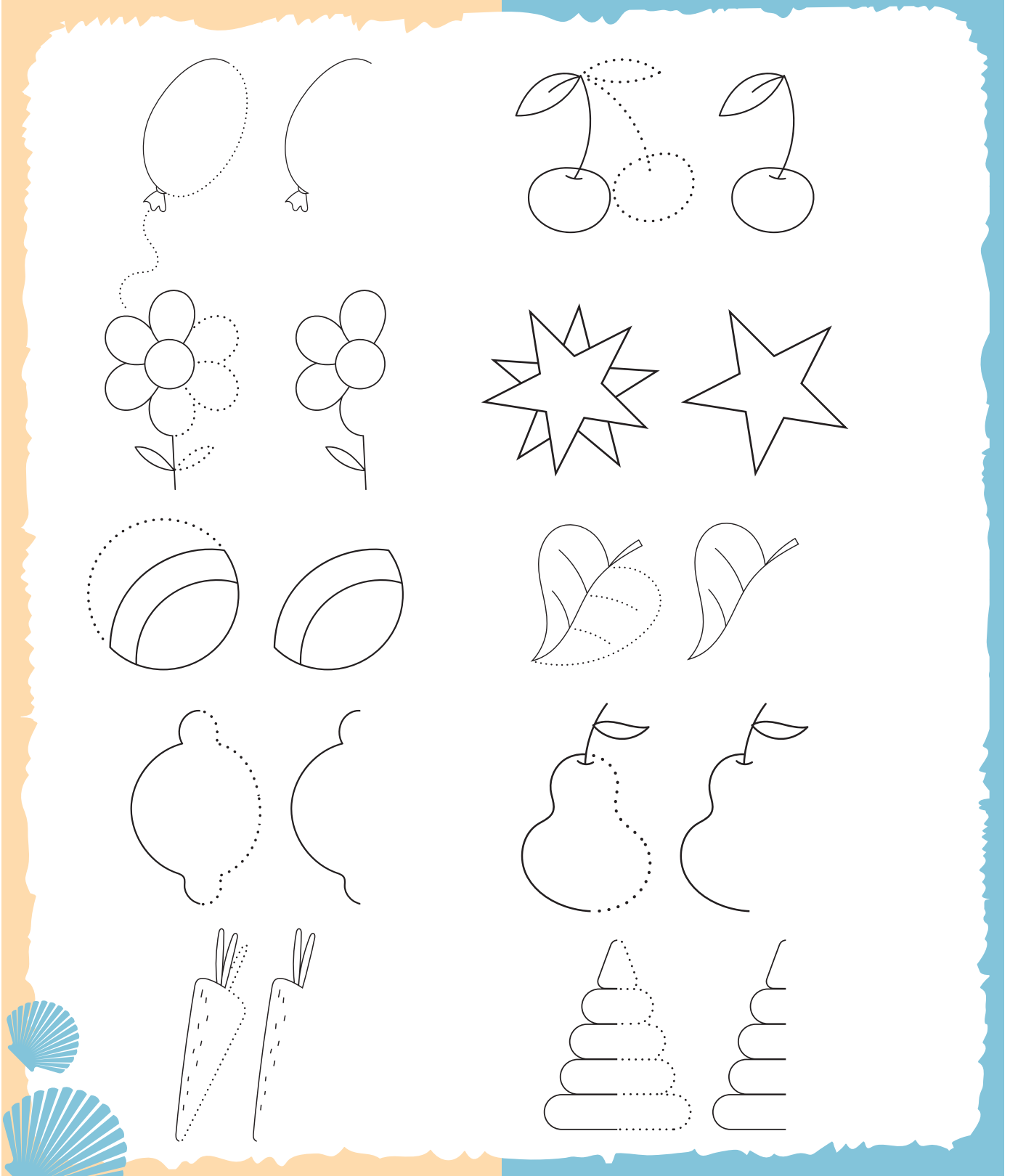


Aşağıdaki şekillerden aralarında ilişki olanları örnekteki gibi eşleştirelim.





Aşağıdaki görsellerin eksik kısımlarını tamamlayıp boyayalım.

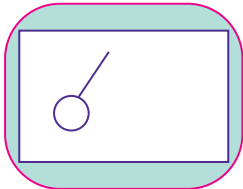
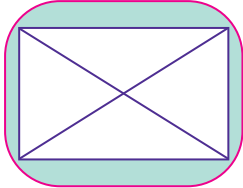
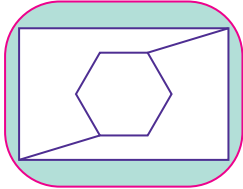
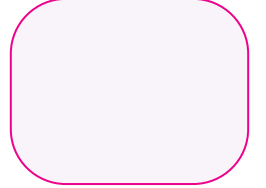
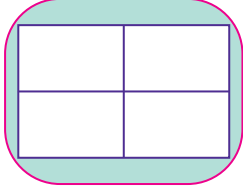
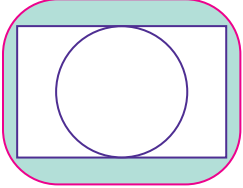
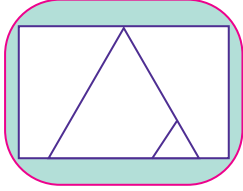
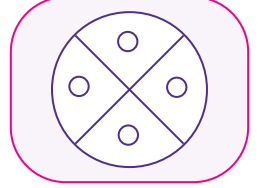
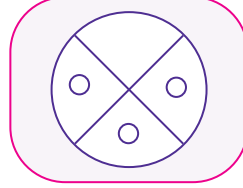
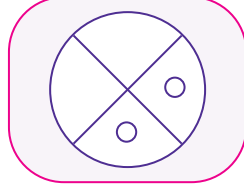
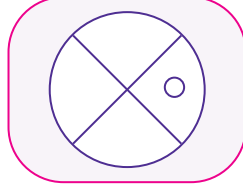
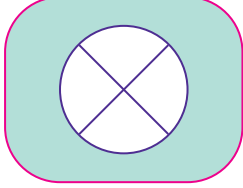




ÖRÜNTÜ



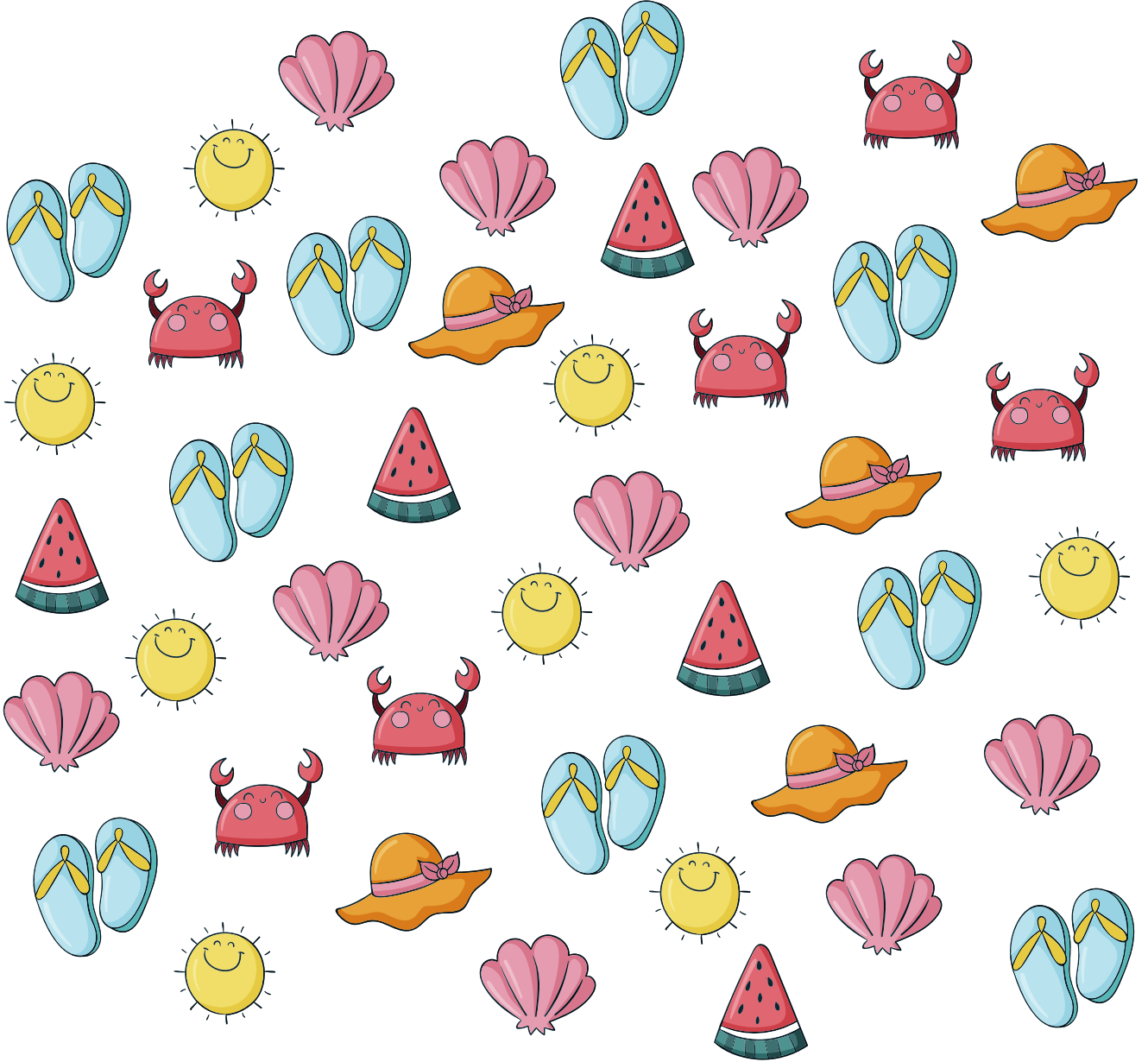
Aşağıdaki şekillere örnekteki gibi her adımda yeni parçalar ekleyelim ve örüntüler oluşturalım.



NESNE SAYMA



Aşağıdaki nesneleri sayıp tabloda uygun yerlere yazalım.







İSİM-ŞEHİR-EŞYA



Aşağıdaki tabloları tamamlayalım, puanımızı hesaplayalım.

	İ	L	K
İsim			
Şehir			
Eşya			

	O
Ülke	
İsim	
Besin	

	K	U	L
İsim			
Şehir			
Eşya			

	L	U
Ülke		
İsim		
Besin		

	Y	U	M
Sporcu			
Kitap			
Şarkı			

NOT: Her yanıt 1 (Bir) puan.

1-20
PUAN

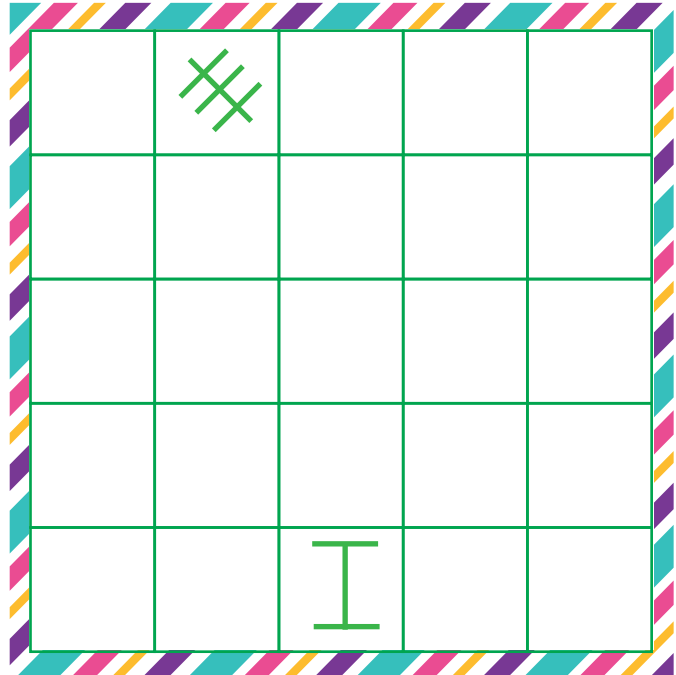
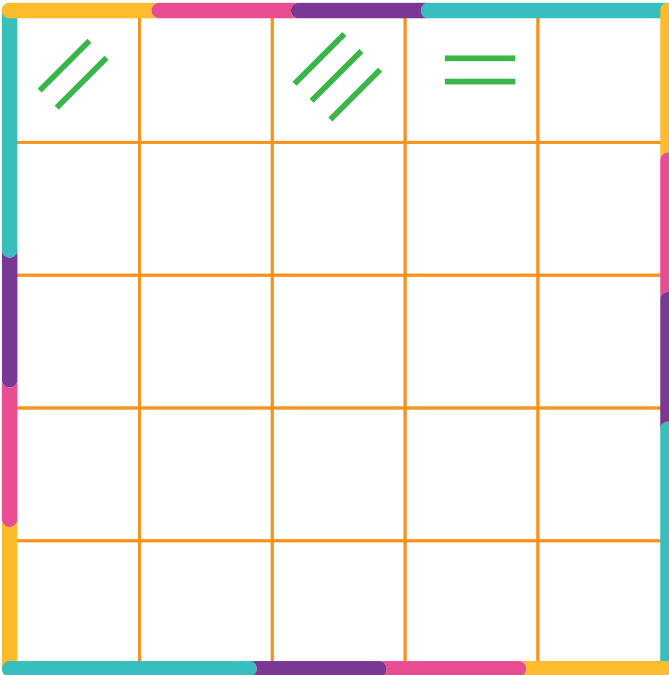
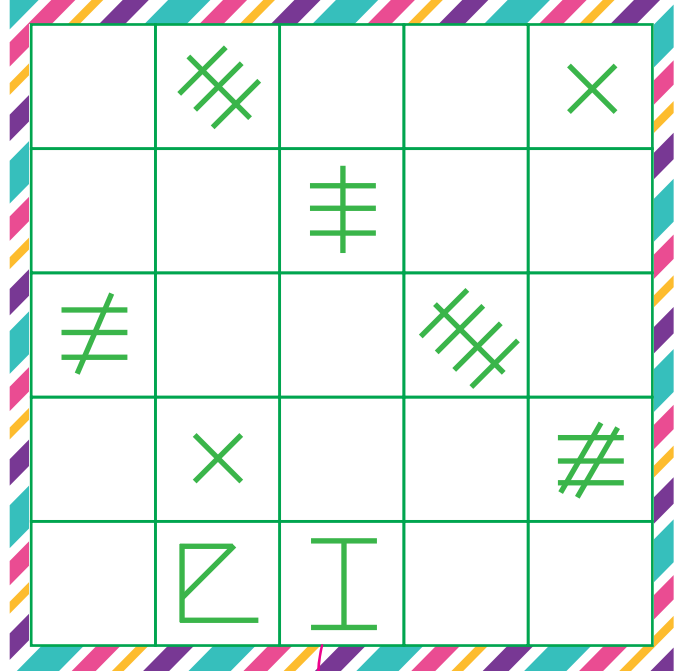
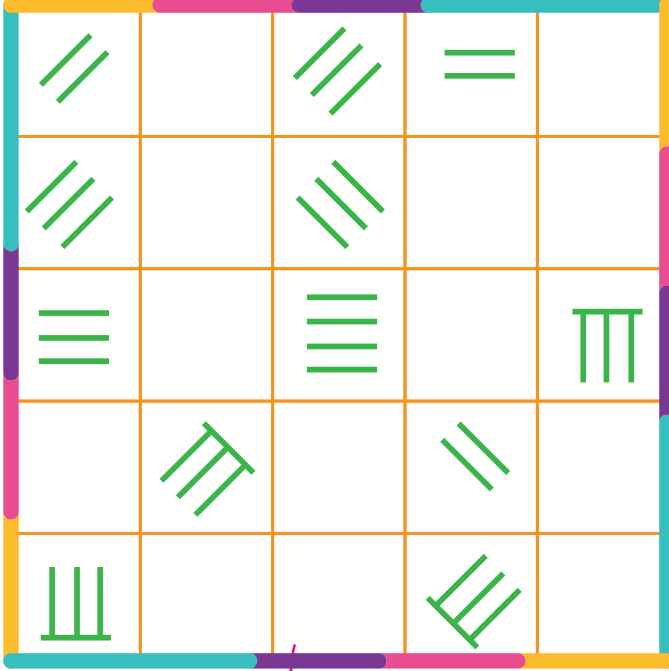


20-36
PUAN





Üstte verilen kutulardaki çizgileri alttaki kutulara kodlayalım.





KODLAMA



Verilen renk kodlarını kullanarak görsel tasarlayalım.

	1	2	3	4	5	6	7	8	9	10	11	12
1												
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												
12												
13												
14												
15												
16												
17												
18												
19												
20												

1 → 12

2 → 5 2 5

3 → 4 4 4

4 → 3 2 2 2 3

5 → 3 6 3

6 → 3 1 1 2 1 1 3

7 → 3 6 3

8 → 3 6 3

9 → 1 3 4 3 1

10 → 1 1 1 6 1 1 1

11 → 1 1 2 4 2 1 1

12 → 1 1 1 6 1 1 1

13 → 1 1 1 2 2 2 1 1 1

14 → 3 6 3

15 → 3 2 2 2 3

16 → 3 2 2 2 3

17 → 3 2 2 2 3

18 → 2 3 2 3 2

19 → 12

20 → 12

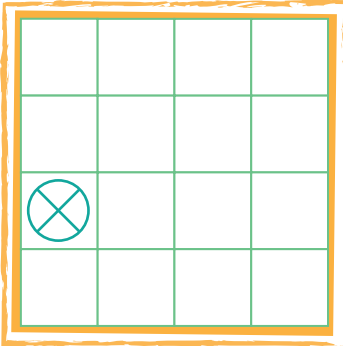




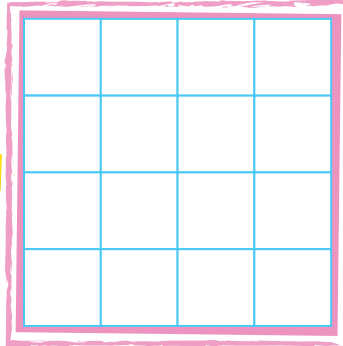
Aşağıdaki tablolara koordinatları verilen desen ve şekilleri örnekteki gibi çizelim.

	A	B	C	D
1				
2				
3				
4				

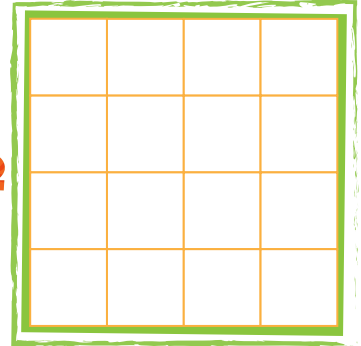
A3



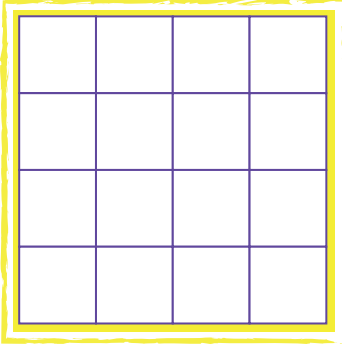
B1



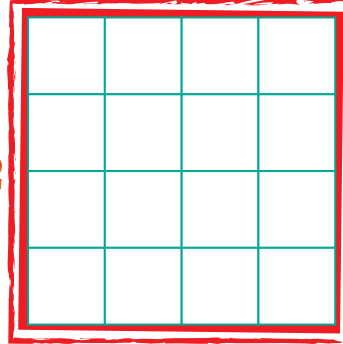
C2



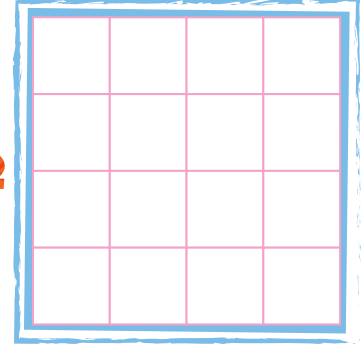
D4



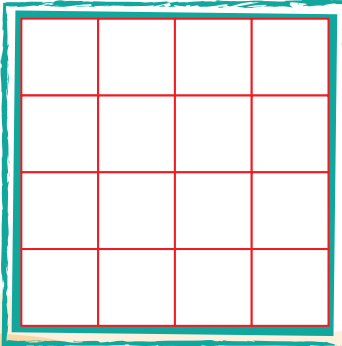
D2



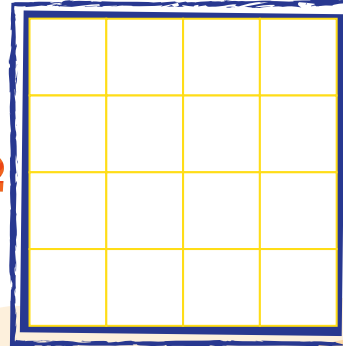
A2



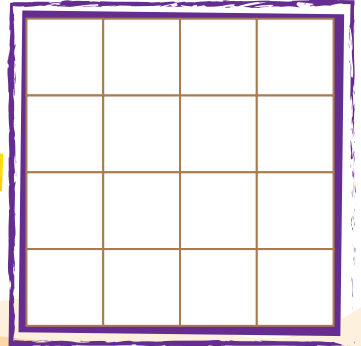
C4



B2



D1

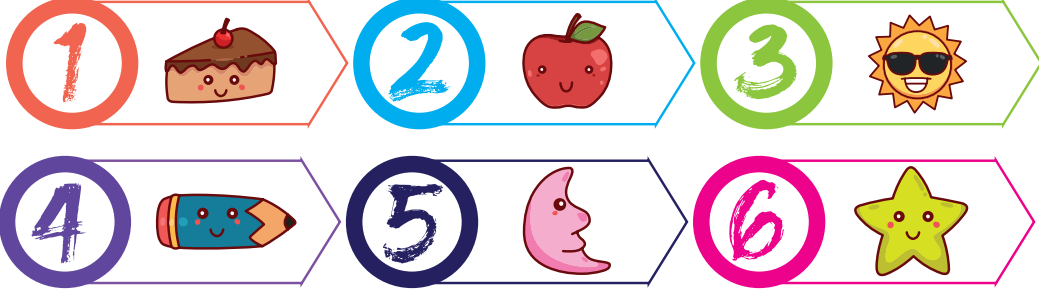




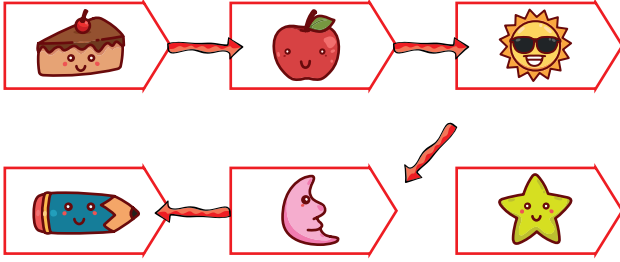
KODLAMA



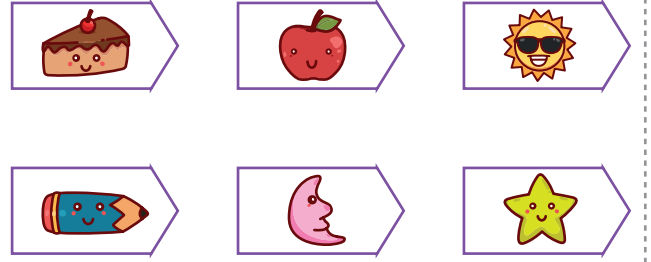
Sayılar ile ilişkilendirilen varlıkların üstünde verilen kodları örnek-
teki gibi oklarla gösterelim.



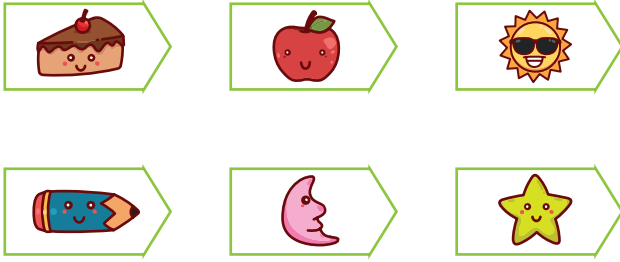
1 - 2 - 3 - 5 - 4



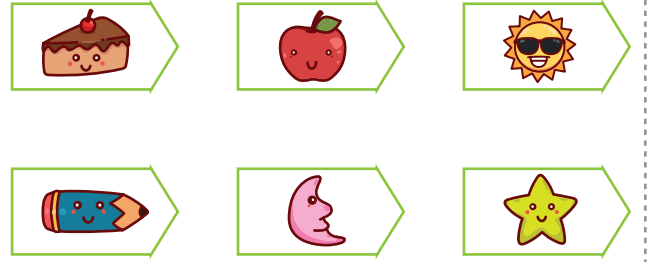
5 - 4 - 1 - 2 - 6



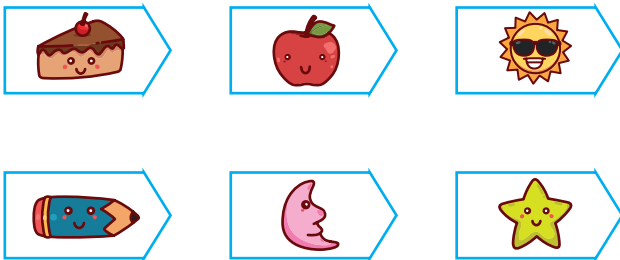
6 - 5 - 3 - 2 - 4



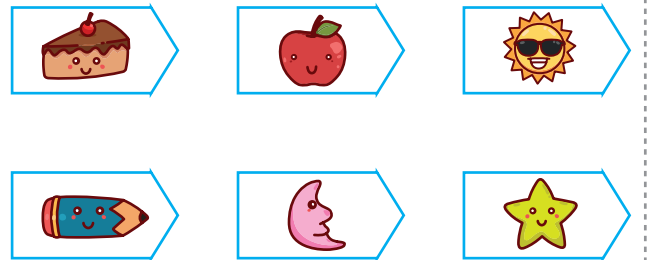
2 - 3 - 6 - 5 - 4



4 - 1 - 5 - 2 - 3



3 - 6 - 2 - 1 - 4





Aşağıdaki tabloya koordinatları verilen harfleri yerleştirerek gizli cümleyi bulalım.

A3 → B E1 → H C5 → Ş B4 → A C3 → O
 C10 → Z E5 → U D4 → K A8 → Y E3 → Z
 F10 → İ G5 → E F4 → L D8 → İ G3 → M
 A5 → T I5 → N H4 → E F8 → D

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

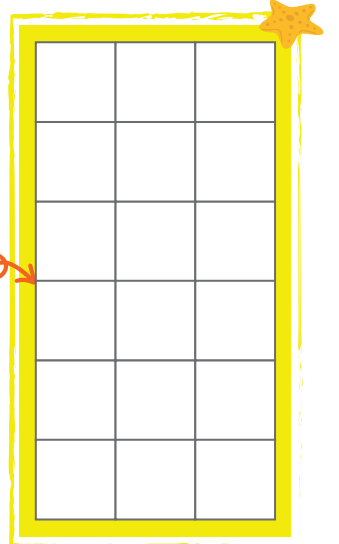
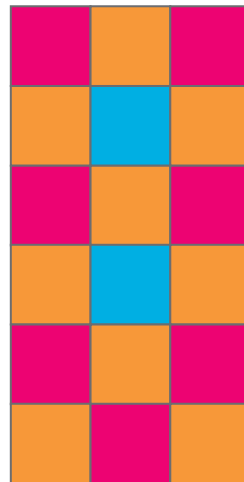
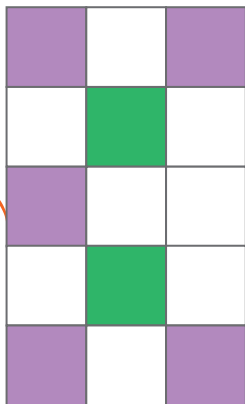
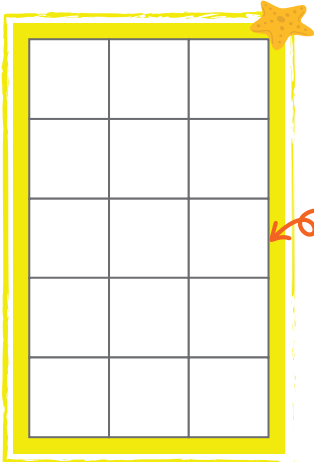
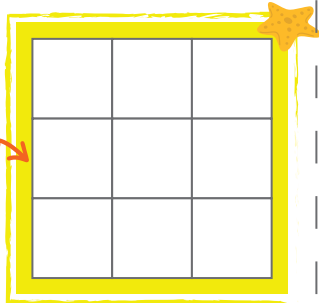
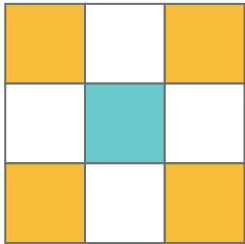
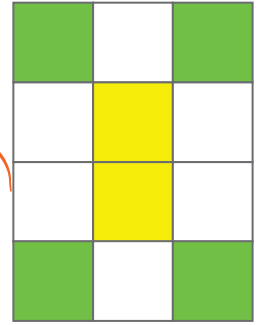
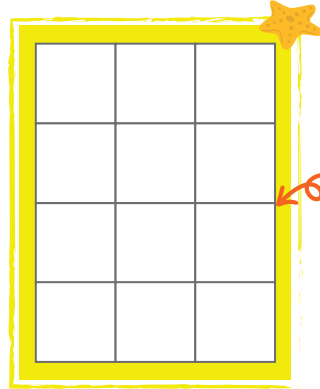
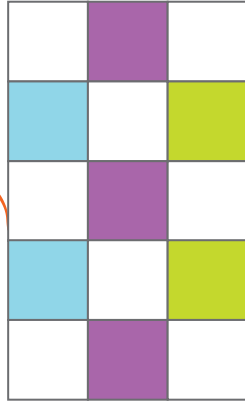
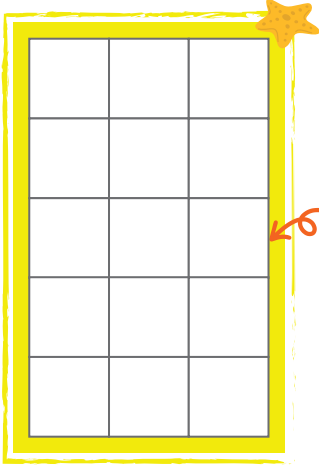
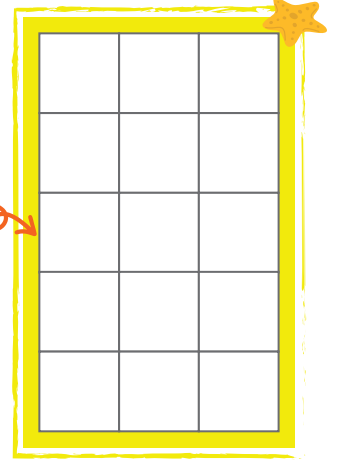
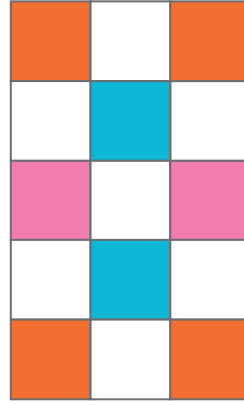
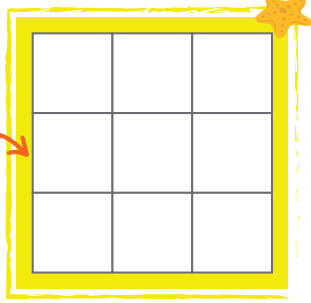
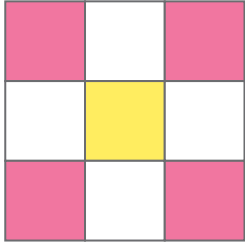
J8 → M D6 → L H6 → D E7 → A I7 → İ
 B6 → A F6 → L C7 → T G7 → U B9 → A
 E9 → L G9 → I D2 → Ö F2 → E



KODLAMA

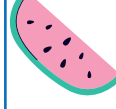


Aşağıdaki kutularda verilen boyamaların aynısını boş kutulara kodlayalım.





Aşağıda verilen şekillerin koordinatlarını tablodan yararlanarak yazalım.

	1	2	3	4	5	6	7	8	9	10
e										
b										
c										
a										
d										





KODLAMA



Üstteki tabloda bulunan nesnelerin koordinatlarını boş tabloda örnekteki gibi çizerek gösterelim.

	C	D	E	B	A	I	J	F	G	H
1										
2										
3										
4										
5										

	A	B	C	D	E	F	G	H	I	J
2										
3										
1										
5										
4										





Aşağıdaki tabloyu verilen kodlara uygun renkte boyayalım.

A1 – A2 – A4 – A5 – A7 – A9 – A10 – A11 – A12 – A13 – A14 – B1 – B2 – B3 – B5 – B6 – B9 – B10 – B11 – B12 – B13 – B14 – C1 – C2 – C3 – C4 – C5 – C8 – C9 – C10 – C11 – C12 – C14 – D1 – D2 – D4 – D9 – D10 – D11 – D14 – E1 – E2 – E3 – E10 – E11 – E13 – E14 – F1 – F2 – F13 – F14 – G1 – G2 – G3 – G10 – G13 – G14 – H1 – H2 – H3 – H4 – H5 – H14 – I1 – I2 – I3 – I4 – I5 – I14 – J1 – J2 – J3 – J4 – J5 – J8 – J9 – J10 – J12 – J13 – J14 – K1 – K2 – K3 – K4 – K5 – K6 – K7 – K8 – K9 – K10 – K11 – K12 – K13 – K14

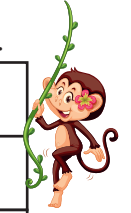
B7 – B8 – C6 – C7 – D5 – D6 – D7 – D8 – D12 – D13 – E4 – E6 – E7 – E8 – E9 – E12 – F3 – F4 – F5 – F6 – F7 – F8 – F9 – F10 – F11 – F12 – G4 – G5 – G6 – G7 – G8 – G9 – G11 – G12 – H6 – H7 – H8 – H9 – H10 – H11 – H12 – H13 – I6 – I7 – I8 – I9 – I10 – I11 – I12 – I13

A3 – A6 – B4 – D3

A8 – C13 – E5 – J6 – J7 – J11



	1	2	3	4	5	6	7	8	9	10	11	12	13	14
A														
B														
C														
D														
E														
F														
G														
H														
I														
J														
K														





KODLAMA



Aşağıdaki büyük tablodan yararlanarak tablonun parçalarında eksik verilen şekilleri örnekteki gibi çizelim.

