

JUEGOS DE ÁLGEBRA

AMIGOS EN EL CAMINO

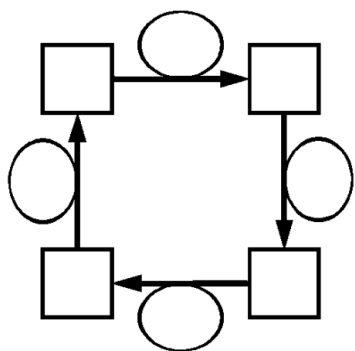
Juego de preálgebra.

Juego para un jugador.

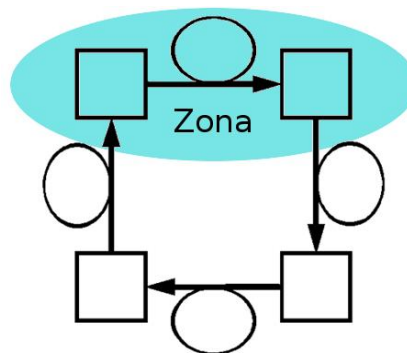
Material necesario:

Fichas numeradas con distintos valores positivos y negativos.

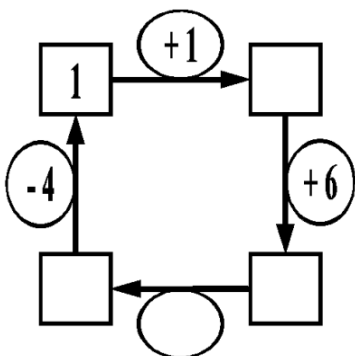
Tablero con zonas cuadradas y ovaladas y flechas que indican el recorrido y sentido de las operaciones a realizar.



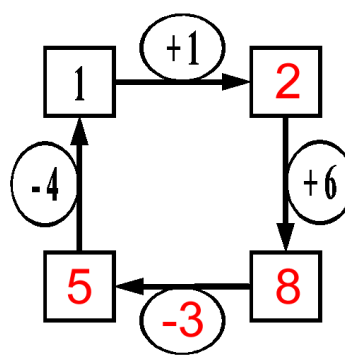
Tablero vacío



Zonas



Posición inicial



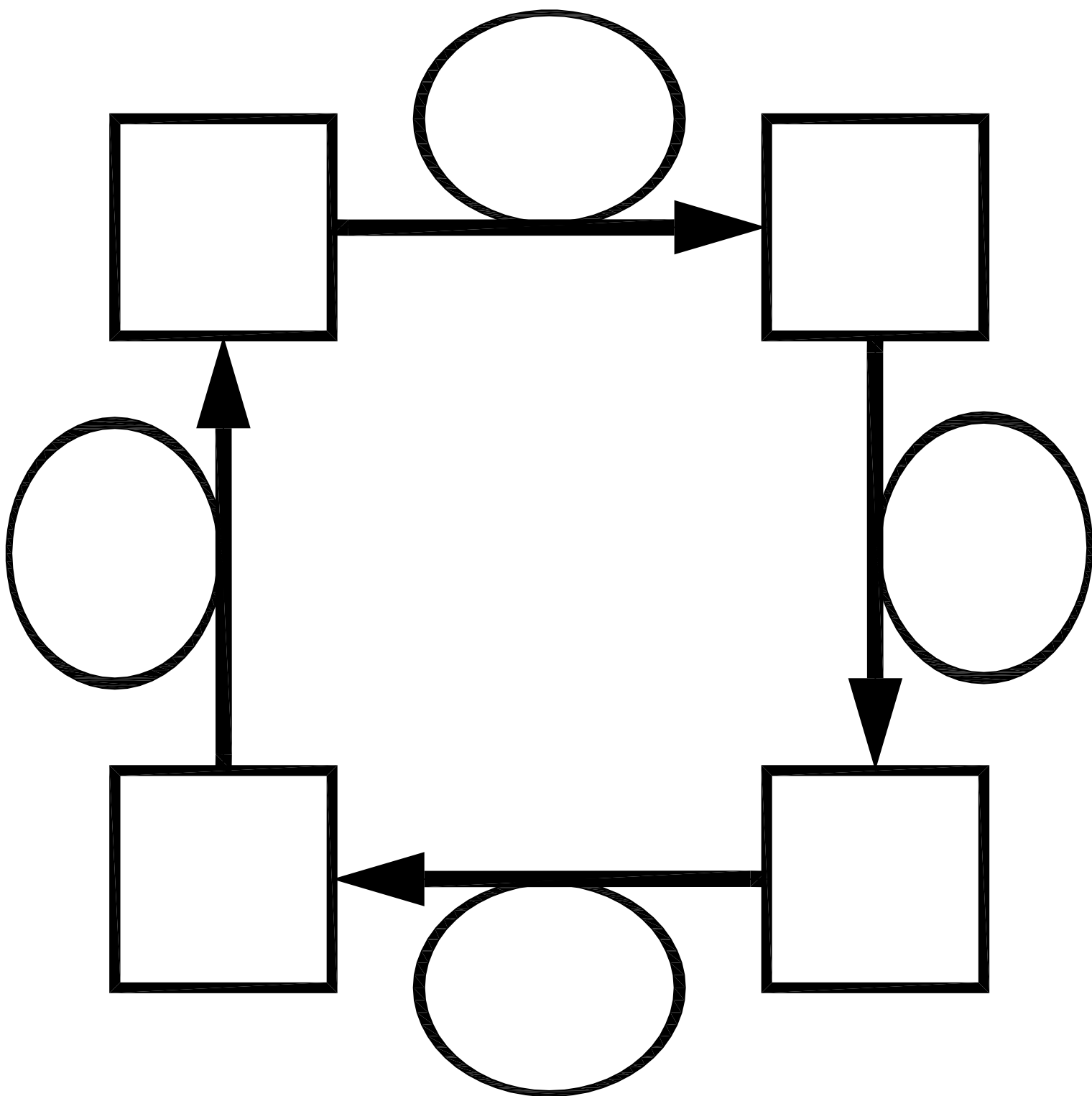
Solución

Reglas del juego y objetivo:

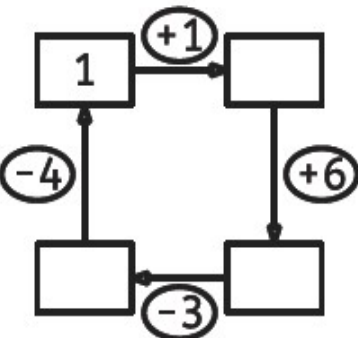
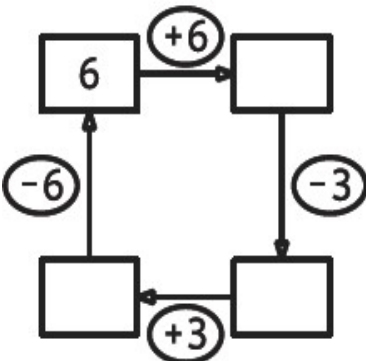
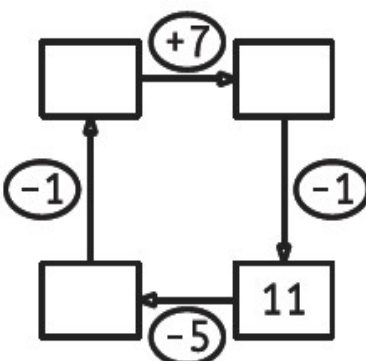
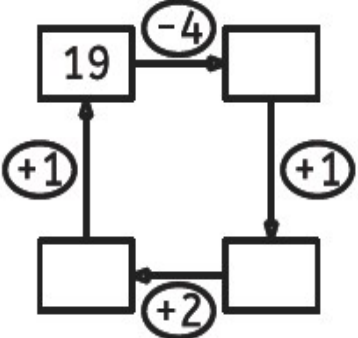
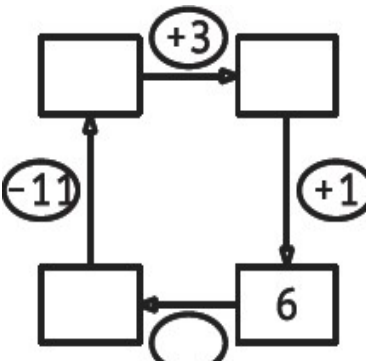
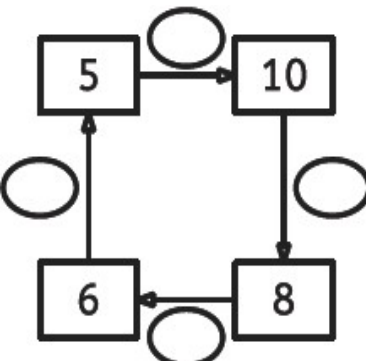
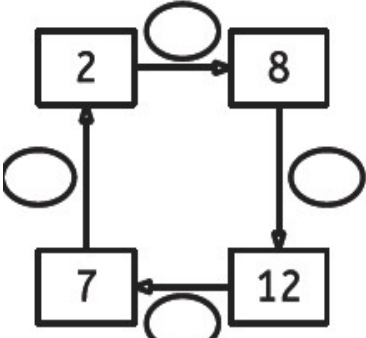
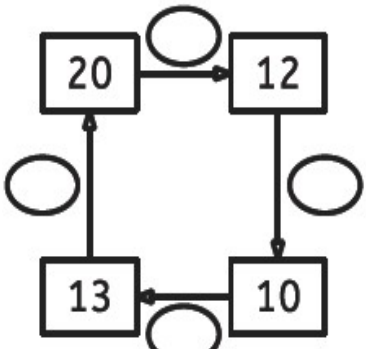
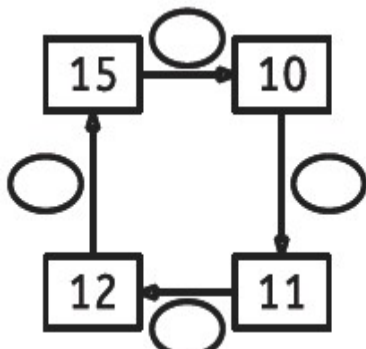
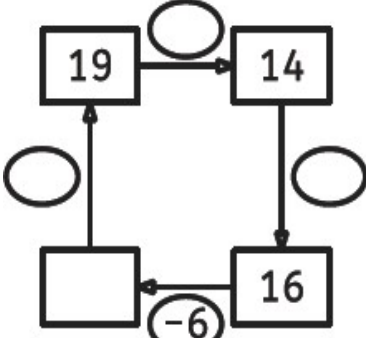
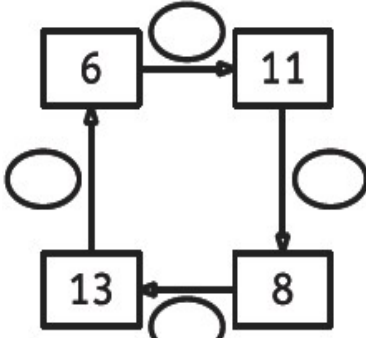
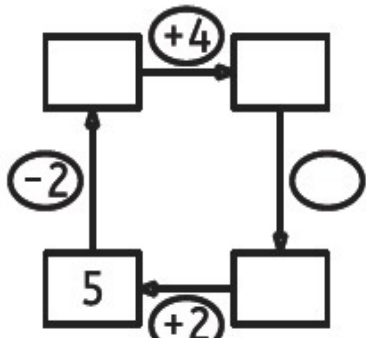
El supervisor del juego colocará en algunos óvalos fichas con valores positivos o negativos y en algunos cuadrados fichas numeradas, como se muestra en el ejemplo.

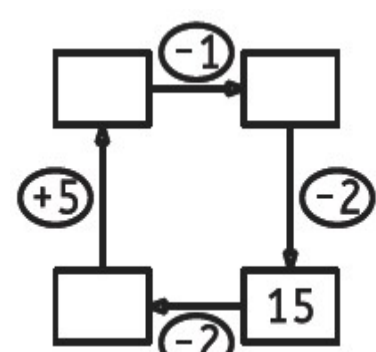
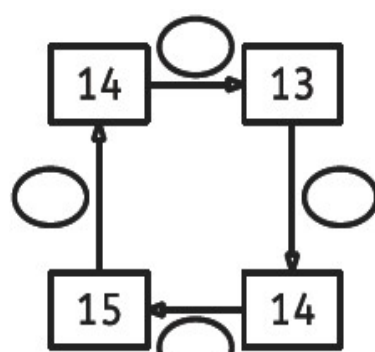
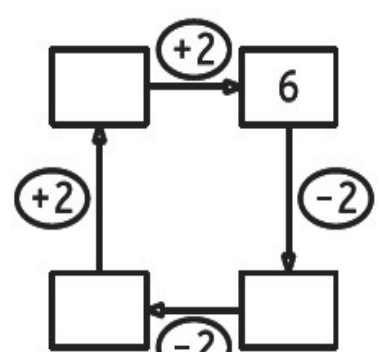
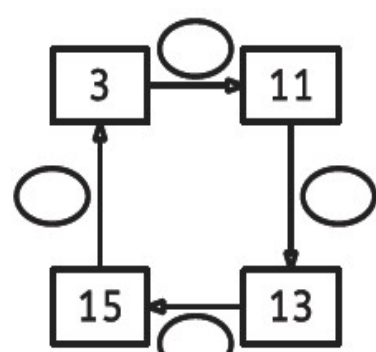
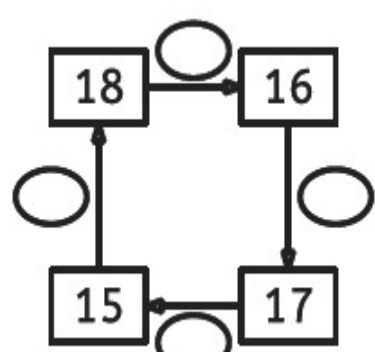
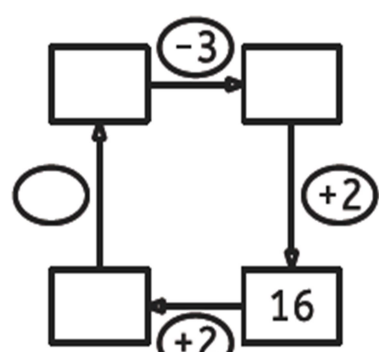
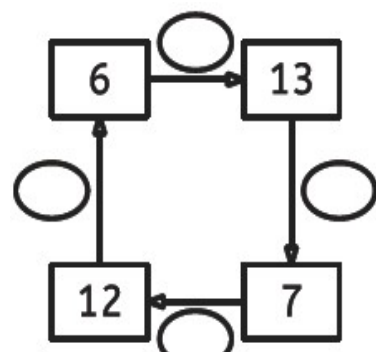
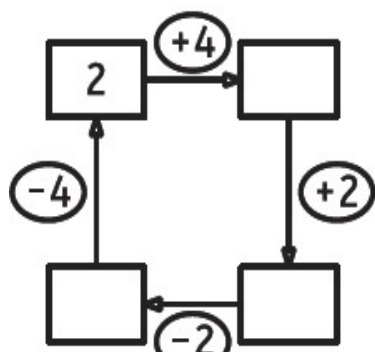
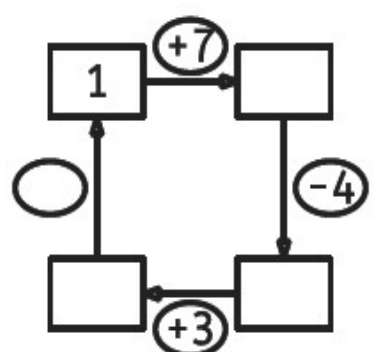
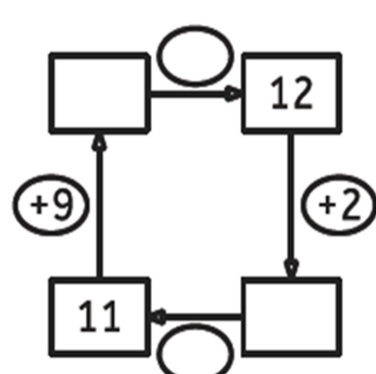
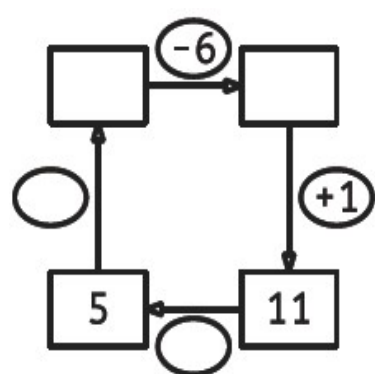
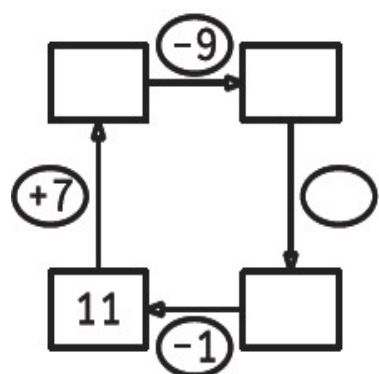
El juego consiste completar los óvalos y cuadrados que ha dejado vacíos con las fichas que sean necesarias para que el camino de operaciones que se forme en las distintas zonas y señalado por flechas sea correcto.

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