

SEQUÊNCIA DIDÁTICA SOBRE O LIVRO UM BICHINHO NA LINHA



ZIRALDO. Um bichinho na linha. São Paulo: Melhoramentos, 2005.

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INTERPRETAÇÃO DE TEXTO

ASSINALE A RESPOSTA CORRETA.

1) A HISTÓRIA DO LIVRO COMEÇA COM:

-) UMA LINHA.
-) UM LABIRINTO.
-) UM SONHO.

2) O PERSONAGEM SE IMAGINOU UM FARAÓ PORQUE:

-) VIAJOU PARA O EGITO.
-) CONSTRUIU UMA PIRÂMIDE.
-) VIU UMA MÚMIA.

3) O PERSONAGEM TEVE UM SONHO. ELE SONHOU COM:

-) BOLAS.
-) COMIDA.
-) LINHAS E FORMAS GEOMÉTRICAS.

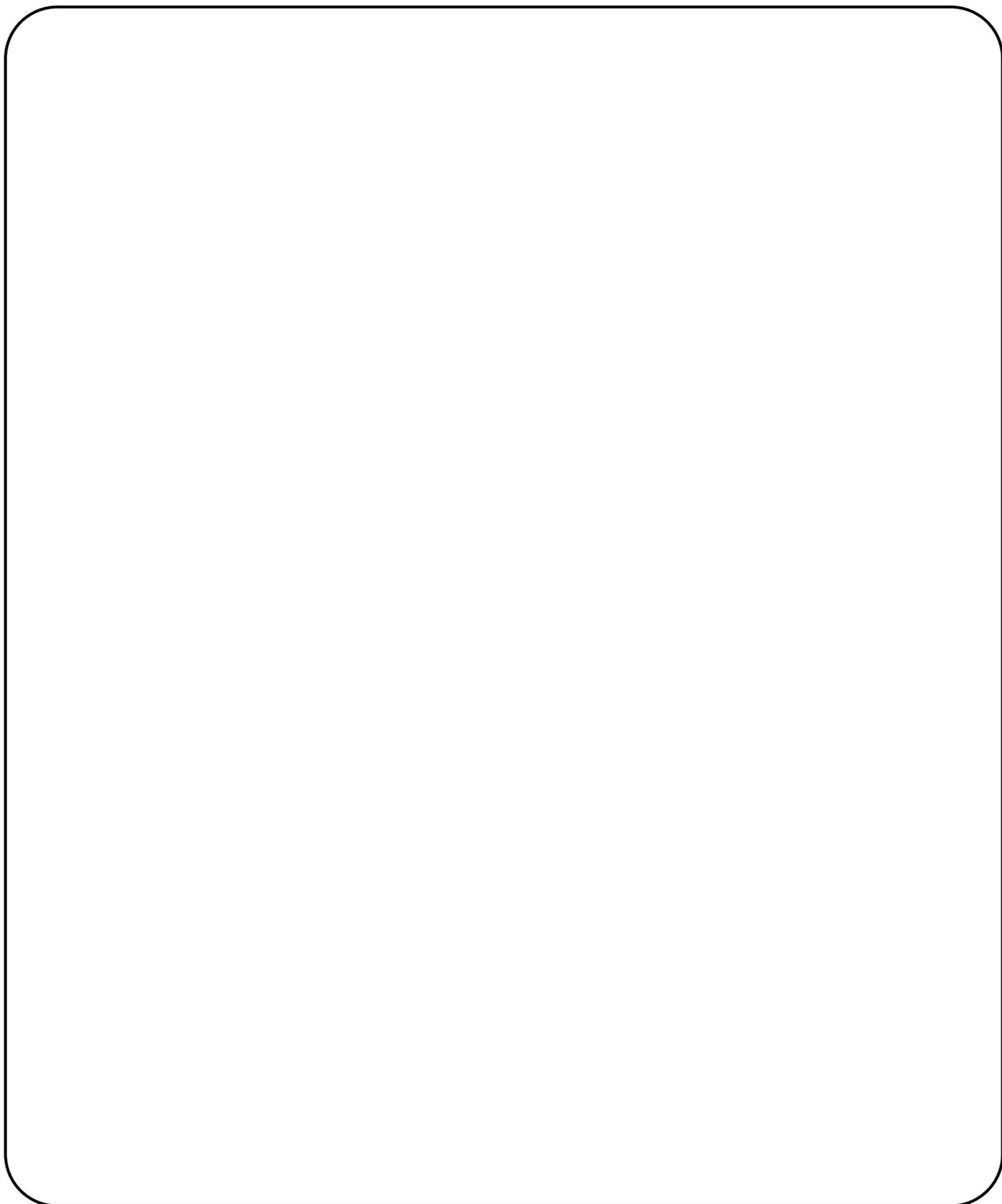
4) O QUE ELE FEZ AO ACORDAR?

-) ELE FOI ARRUMAR A CASA.
-) ELE FOI TRAÇAR LINHAS NUM PAPEL.
-) ELE FOI COMER.



UM BICHINHO NA LINHA

REPRODUZA A CAPA DO LIVRO. CAPRICHE!

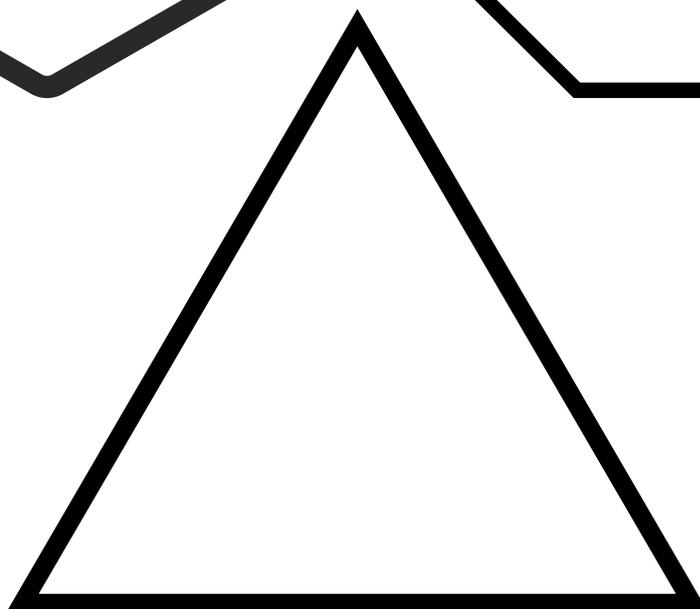
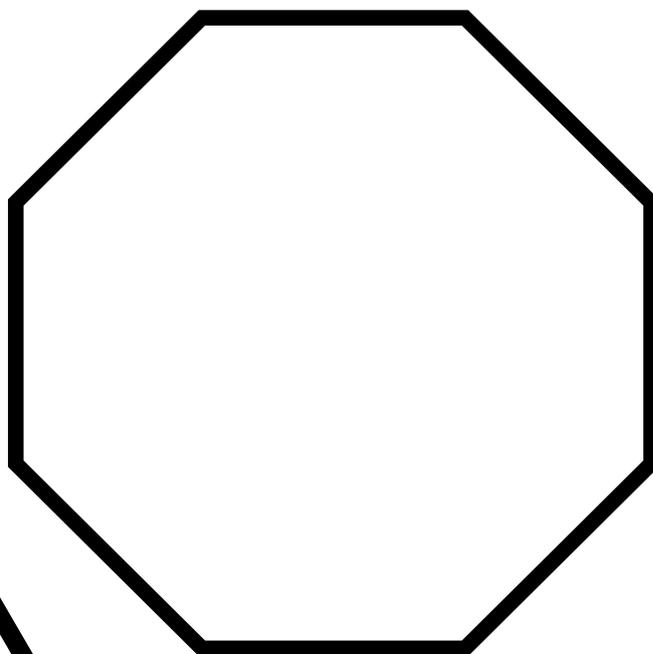
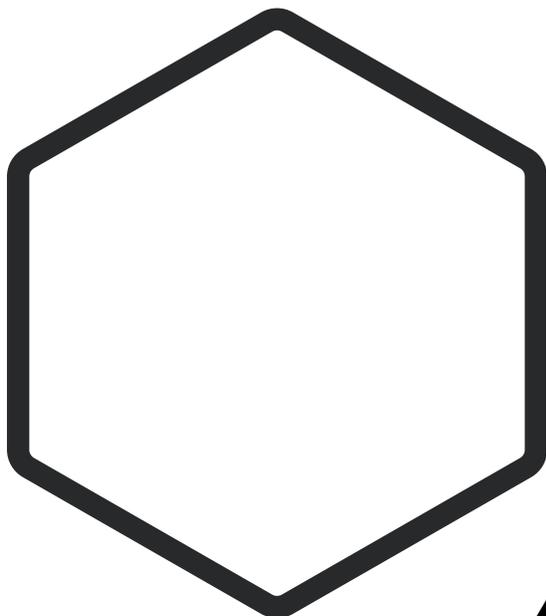
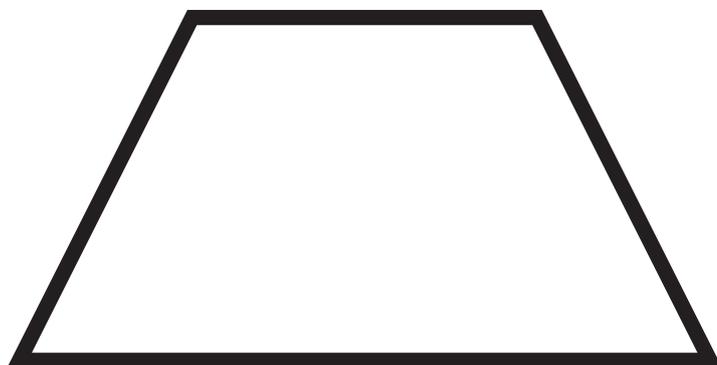
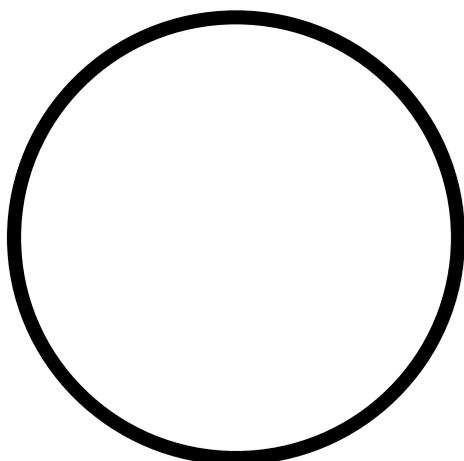


LINHA

SEGUNDO DICIO (DICIONÁRIO ONLINE DE PORTUGUÊS), **LINHA** SIGNIFICA UM TRAÇO CONTÍNUO, VISÍVEL OU IMAGINÁRIO, COM A FUNÇÃO DE DELIMITAR DUAS COISAS.

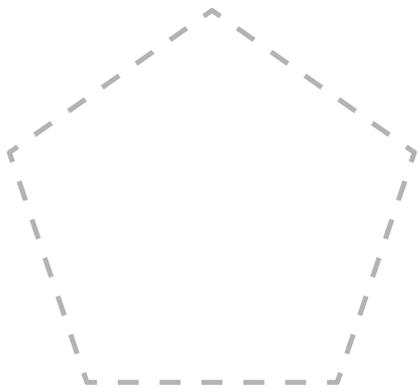
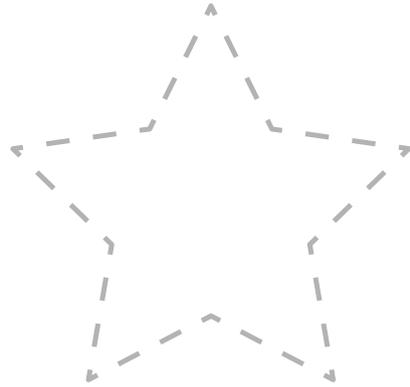
USANDO UMA RÉGUA, TRACE LINHAS.

CONSULTE O LIVRO "UM BICHINHO NA LINHA" E
PINTE SOMENTE AS FORMAS QUE APARECEM NELE.



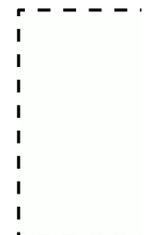
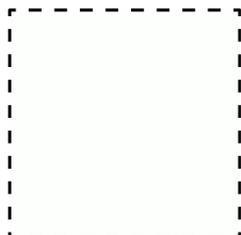
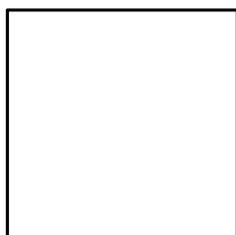
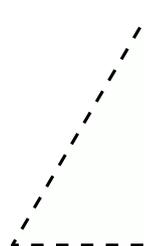
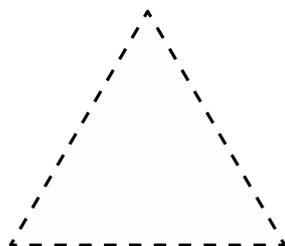
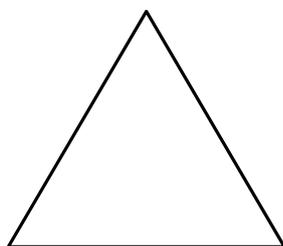
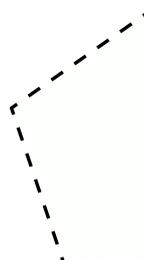
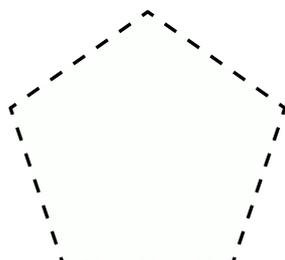
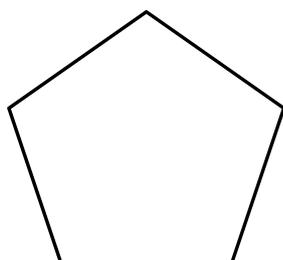
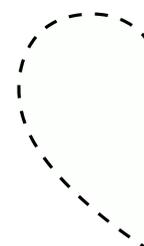
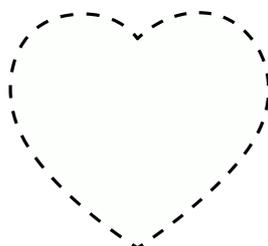
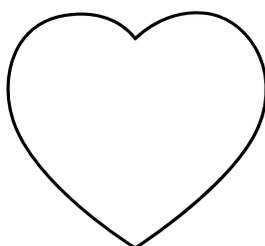
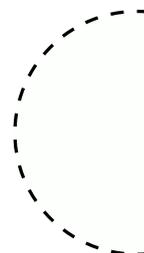
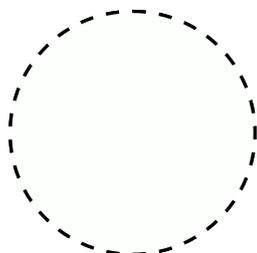
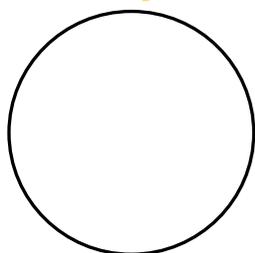
TUDO SOBRE FORMAS

TRACE E PINTE AS FORMAS ABAIXO.



DESENHE AS FORMAS

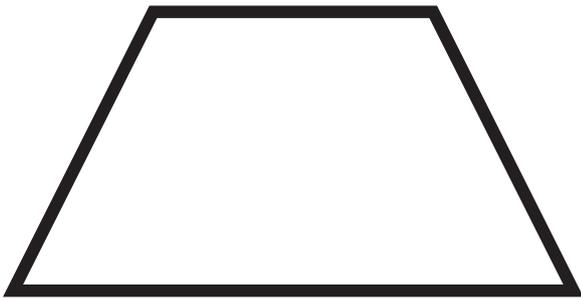
CONTINUE DESENHANDO AS FORMAS ABAIXO.



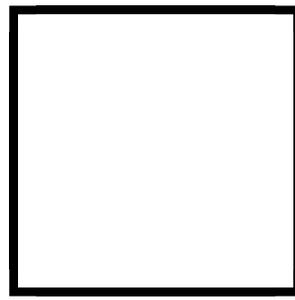
POLÍGONO

É TODA FIGURA PLANA E FECHADA, LIMITADA POR SEGMENTOS DE RETAS.

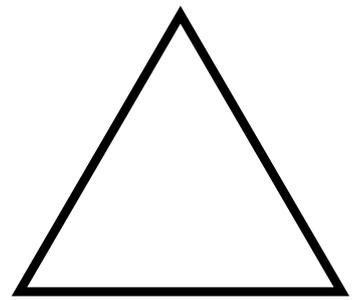
EXEMPLOS.



TRAPÉZIO



QUADRADO

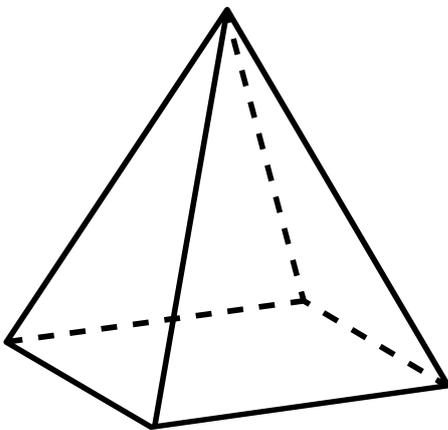


TRIÂNGULO

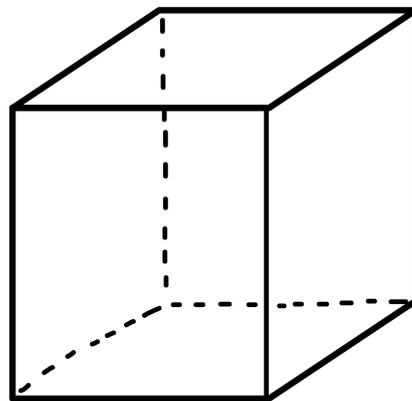
POLIEDRO

É TODO SÓLIDO GEOMÉTRICO FORMADO POR POLÍGONOS.

EXEMPLOS.

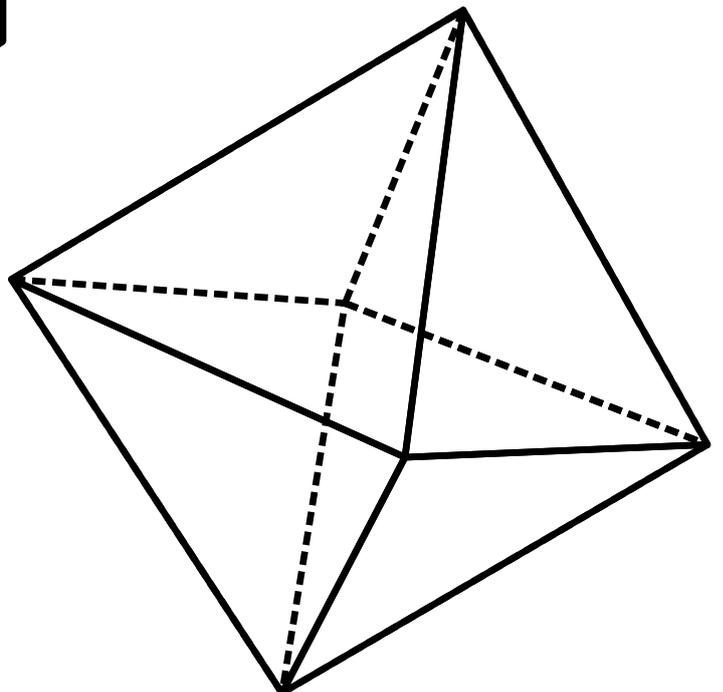
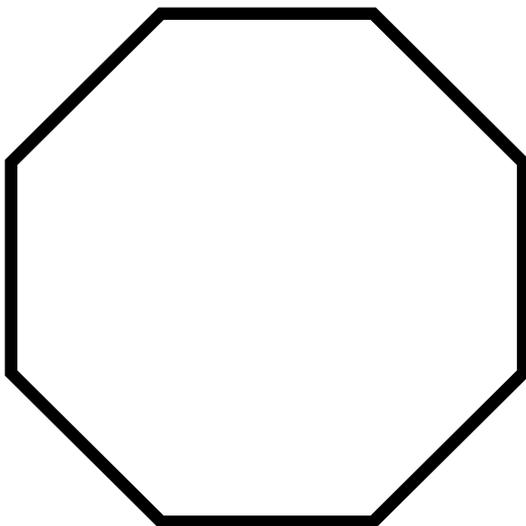
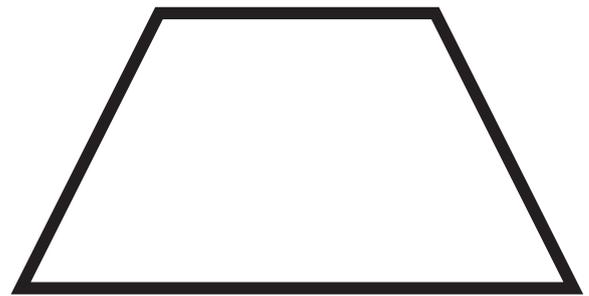
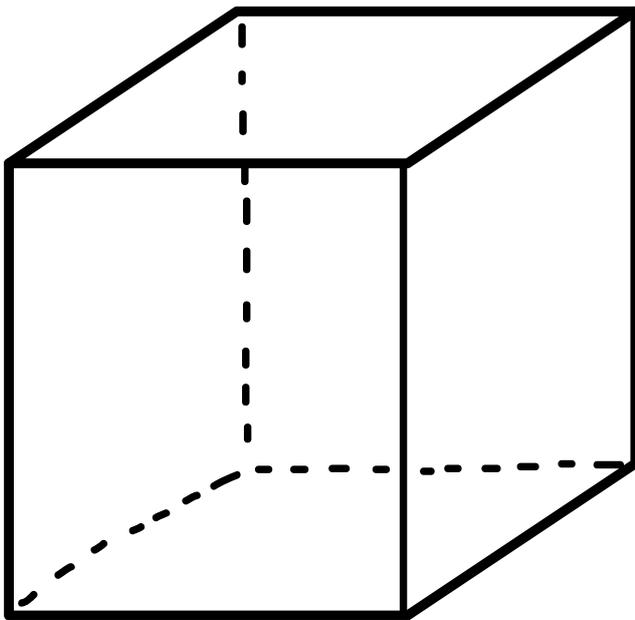
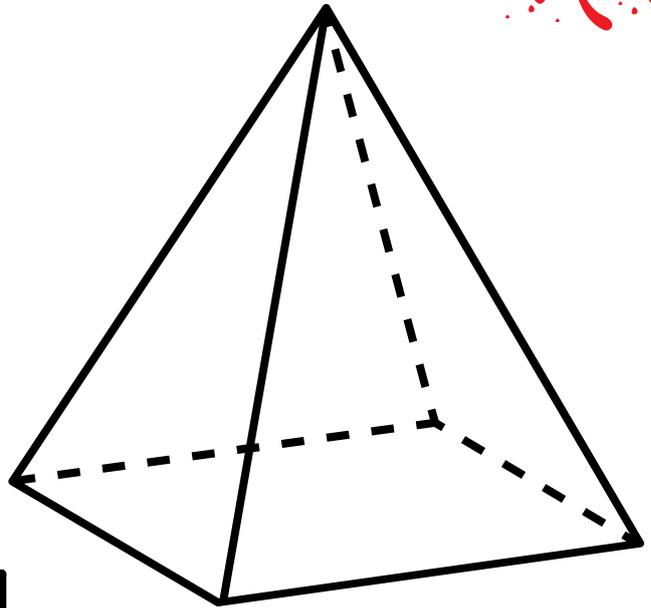
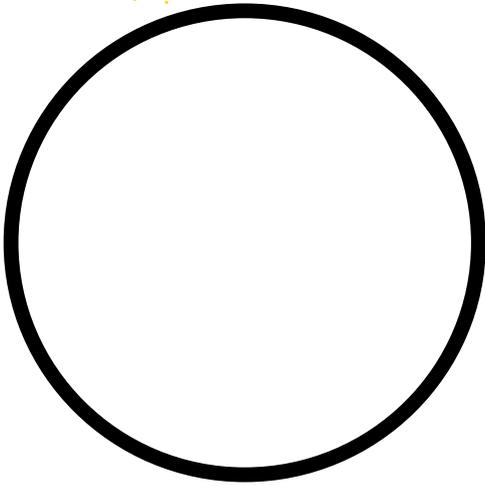
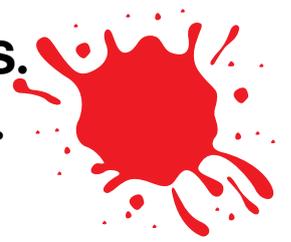


PIRÂMIDE



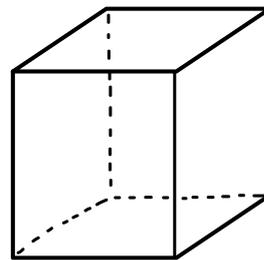
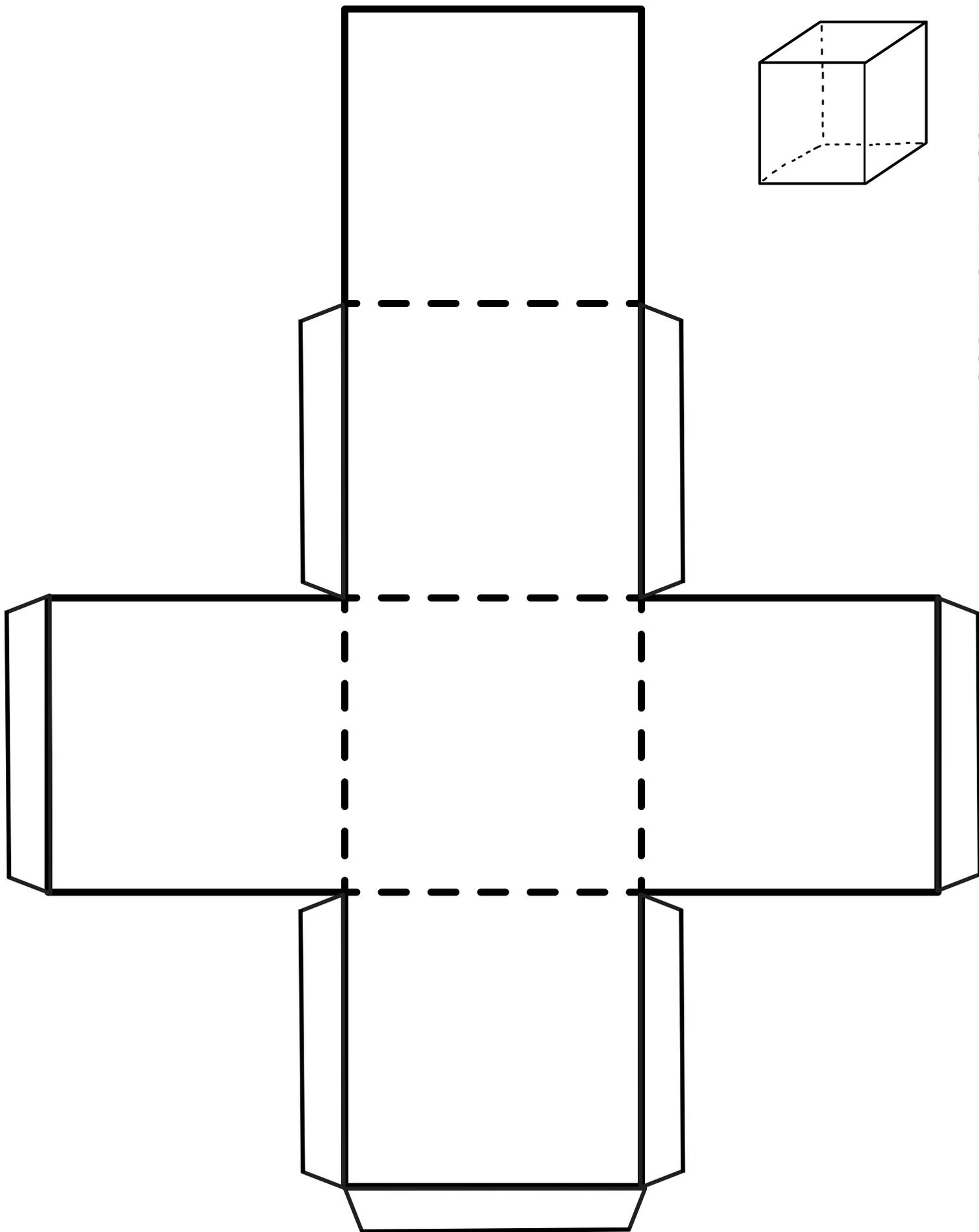
CUBO

PINTE, DE VERMELHO, OS POLÍGONOS.
PINTE, DE AMARELO, OS POLIEDROS.



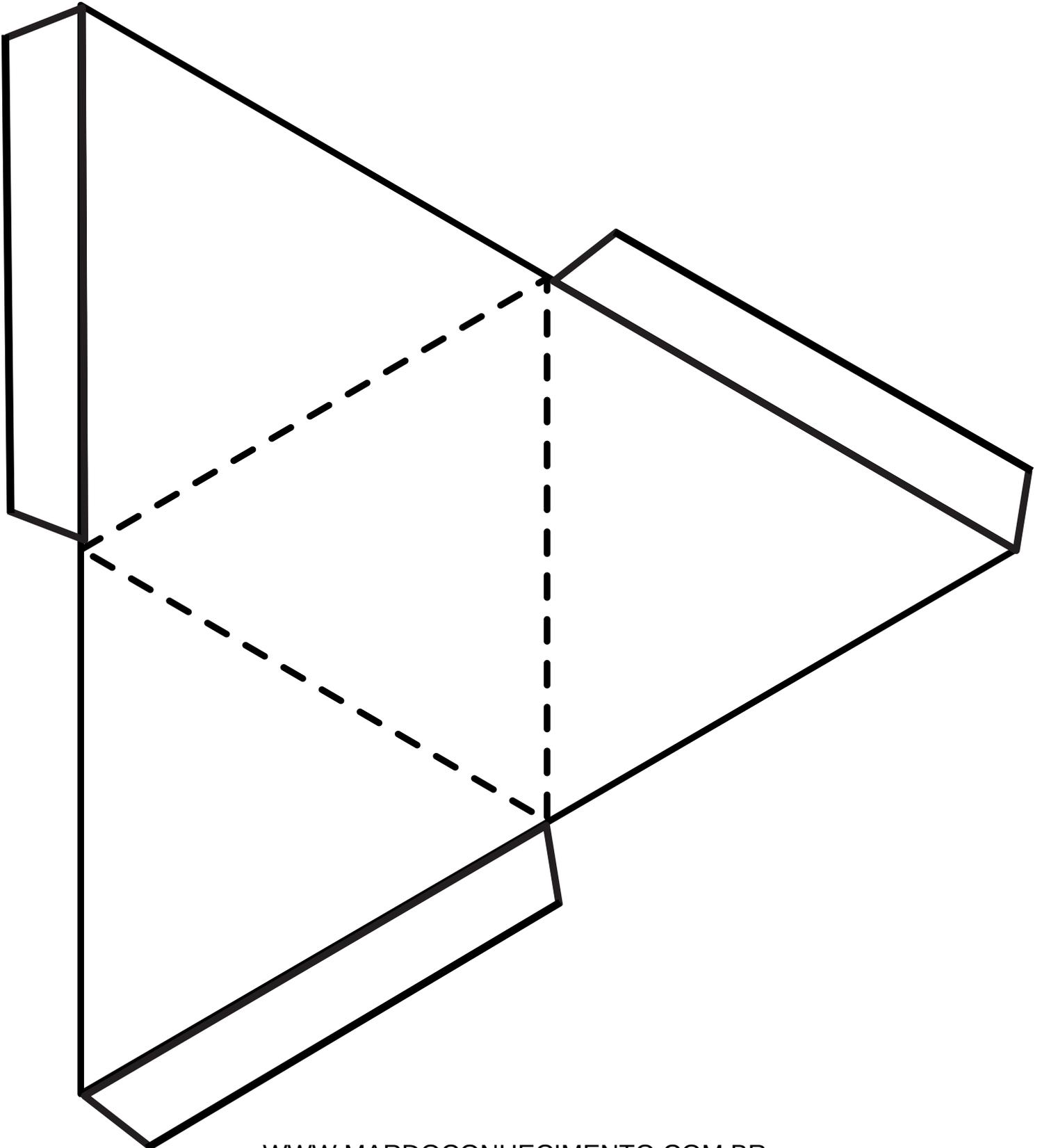
CUBO

CONSTRUA UM CUBO RECORTANDO, DOBRANDO E COLANDO A IMAGEM ABAIXO.



PIRÂMIDE

CONSTRUA UMA PIRÂMIDE RECORTANDO, DOBRANDO E COLANDO A IMAGEM ABAIXO.





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