



## DOMINÓ - JOGOS CONCRETOS

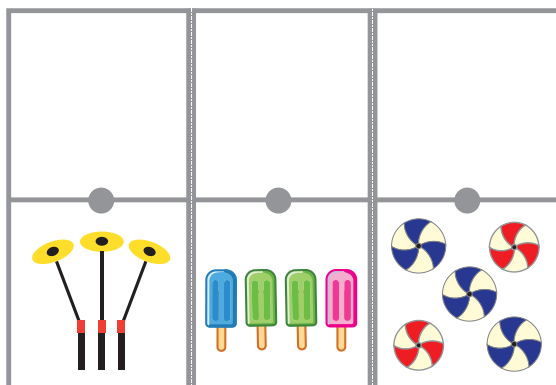
<b>Objetivos</b>	O jogo do Dominó tem por objetivos de aprendizagem relacionar quantidade-quantidade ou quantidade-algarismo, explorar conservação de quantidade e desenvolver estratégias de contagem.
<b>Objetos de conhecimentos matemáticos no jogo</b>	Comparação Ordenação Relação quantidade-quantidade Relação quantidade-algarismo Quantificação de elementos Contagem Zoneamento
<b>Número de jogadores</b>	2 (dois) a 4 (quatro) jogadores
<b>Materiais</b>	- Tampinhas de garrafa (ou semelhante) para marcação dos pontos ganhos. - Um conjunto de 28 peças de dominó, organizados em três níveis.
<b>Regras</b>	<ol style="list-style-type: none"><li>1. As peças embaralhadas e dispostas na mesa, voltadas para baixo</li><li>2. Cada jogador pega aleatoriamente 7 peças</li><li>3. Começa o jogador que tiver a maior peça dupla (coincidindo as duas partes)</li><li>4. Na sua vez, cada jogador coloca uma peça na mesa, fazendo correspondência ou, se não tiver peças para colocar, compra uma peça das que ficaram no “morto” (caso não tenha peça no “morto”, passa a sua vez)</li><li>5. A cada peça colocada, o jogador pega uma tampinha para marcar o ponto ganho</li><li>6. Ganha primeiro quem conseguir terminar primeiro suas peças e quem obtiver a maior pontuação (quantidade de tampinhas). Sugerimos que o jogo deve continuar até que todos consigam depositar as peças possíveis de relação, de forma a permitir termos 1º, 2º, 3º colocados, valorizando mais o jogo como espaço de aprendizagem.</li></ol> <p><b>Observação</b> Caso o jogo fique bloqueado, ganha o jogador que obtiver maior quantidade de pontos, ou seja, de tampinhas.</p>
<b>Níveis</b>	Esse jogo possui três níveis de dificuldade propostos
<b>Nível 1</b>	No primeiro nível a correspondência é entre quantidade e quantidade, com ilustrações iguais. As peças estão marcadas com um triângulo centro.
<b>Nível 2</b>	No segundo nível a correspondência é entre quantidade e quantidade, com ilustrações diferentes. As peças estão marcadas com um triângulo ao centro.

### Nível 3

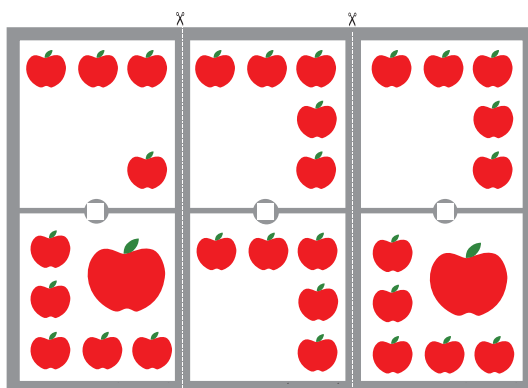
No terceiro nível a correspondência é podem ser feitas diferentes combinações: algarismo-quantidade; quantidade-quantidade e algarismo-algarismo. As peças estão marcadas com um círculo ao centro.

### Elementos Gráficos

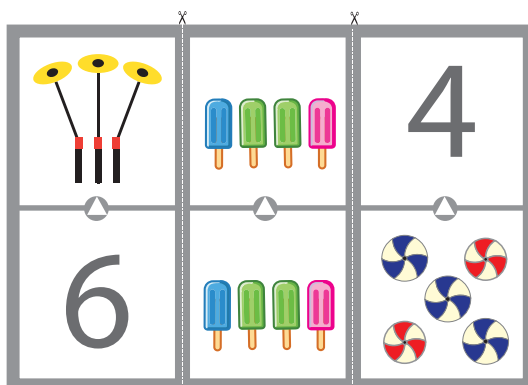
#### Nível 1- Peças com um círculo ao centro



#### Nível 2- Peças com um quadrado ao centro

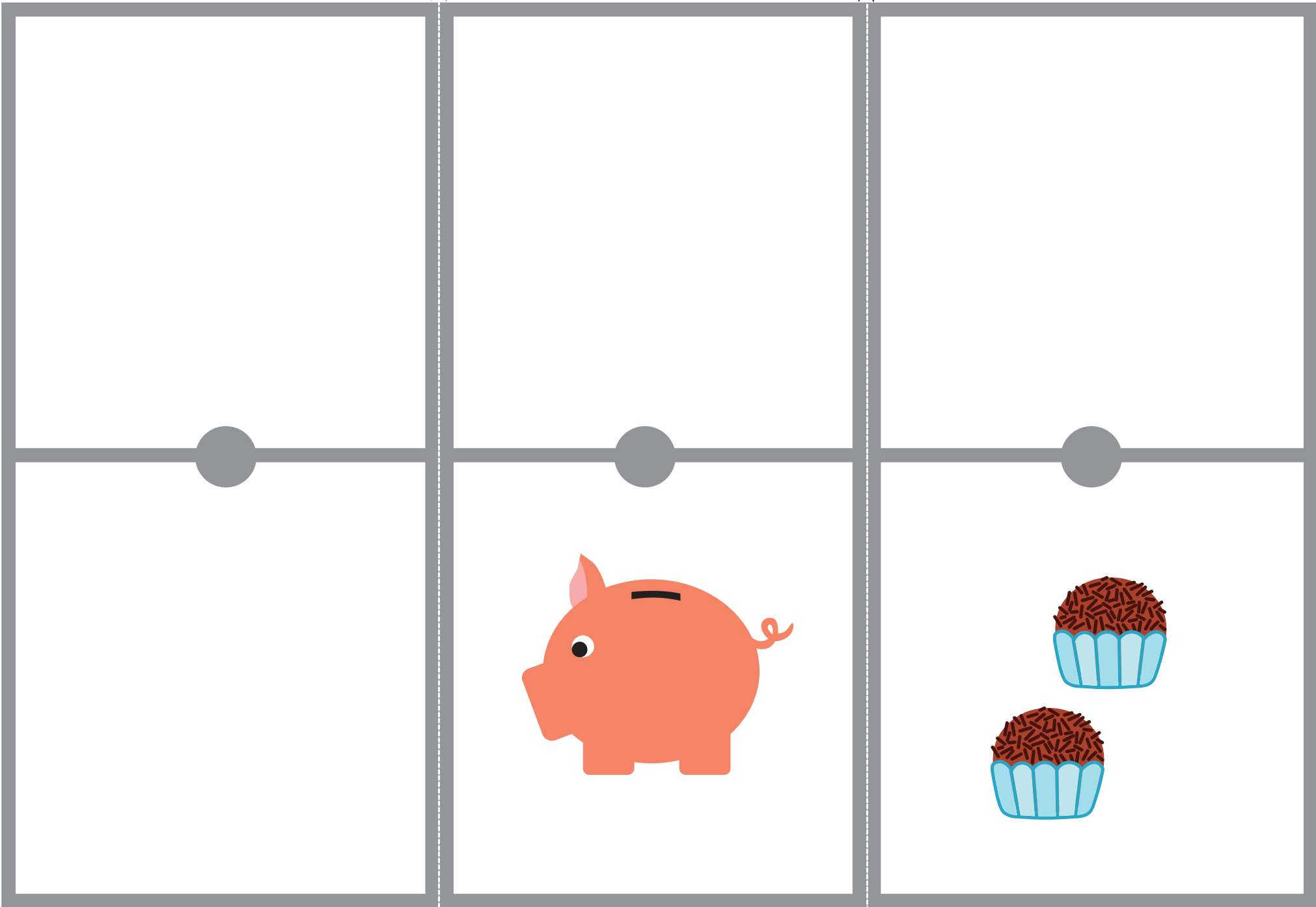


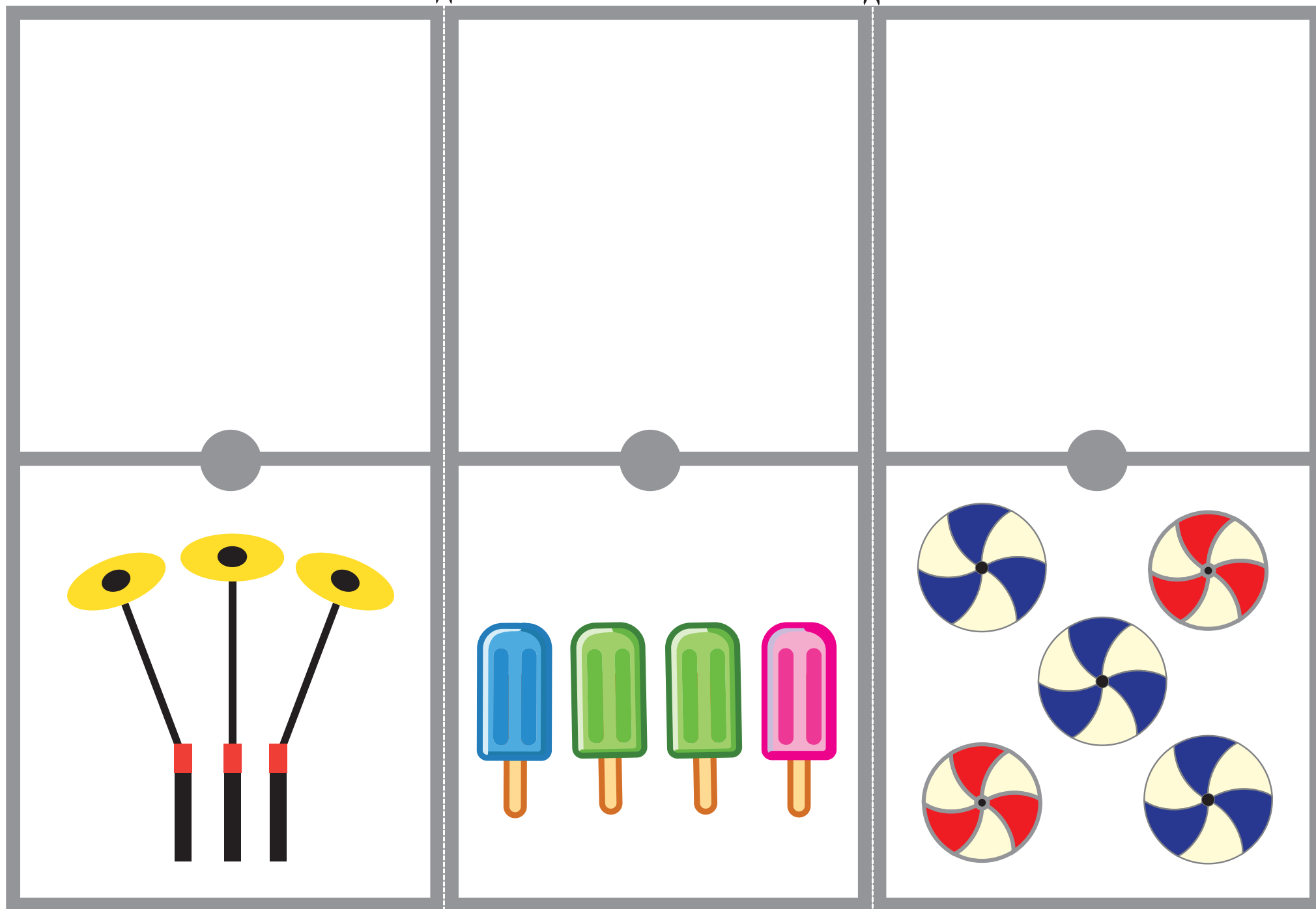
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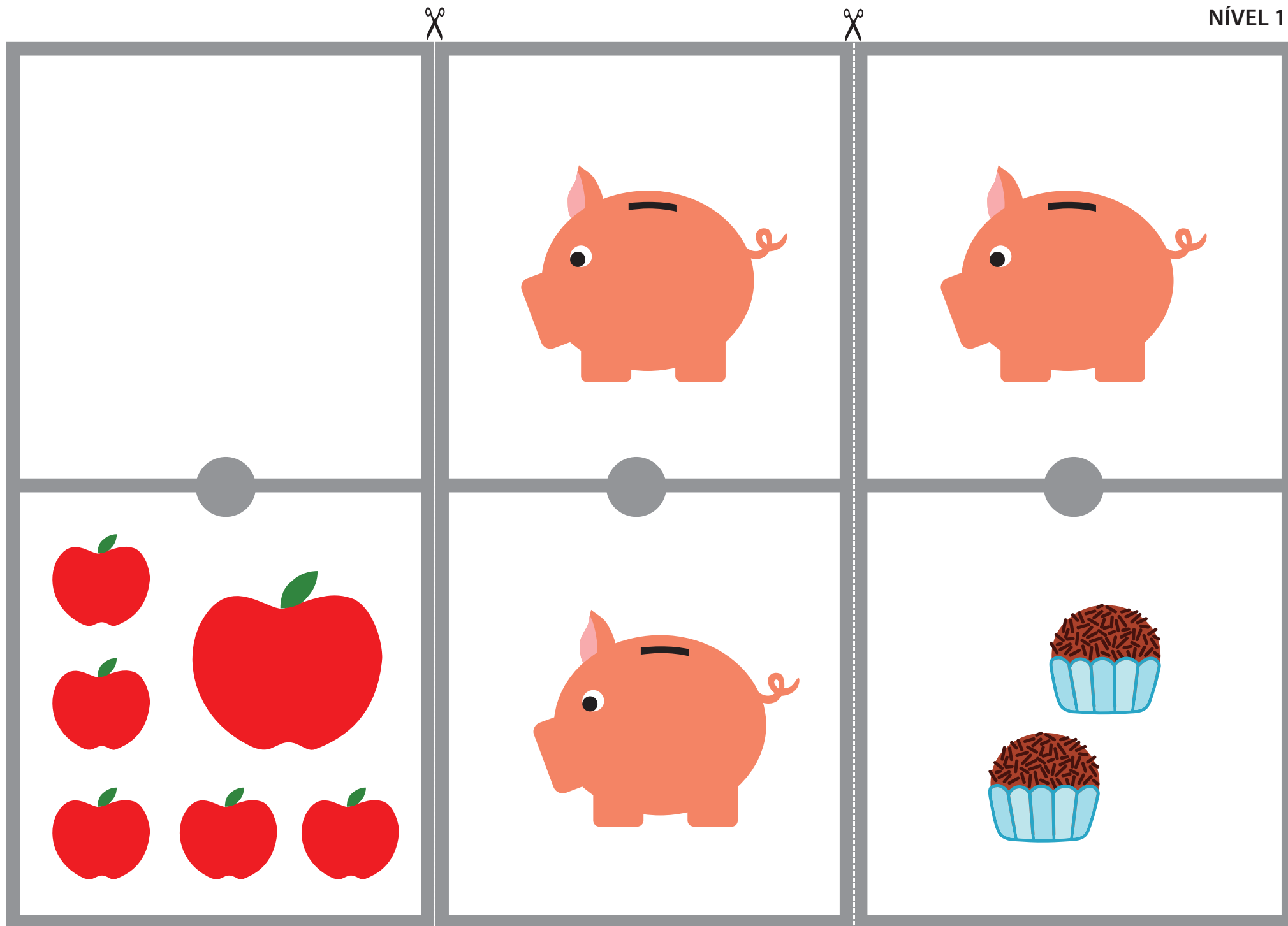


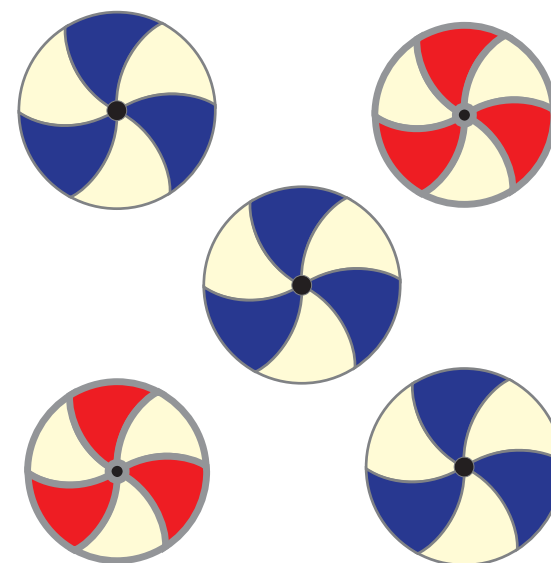
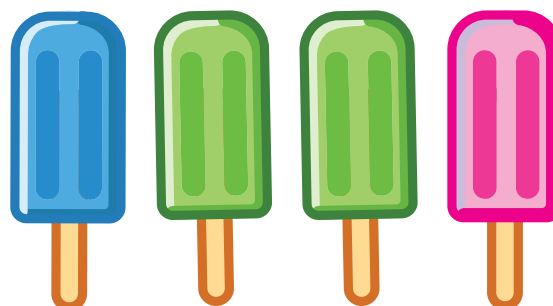
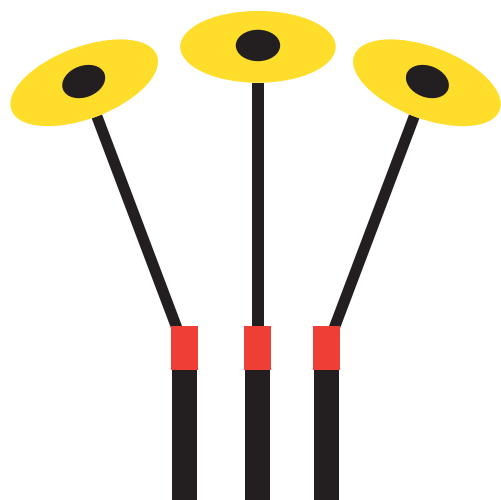


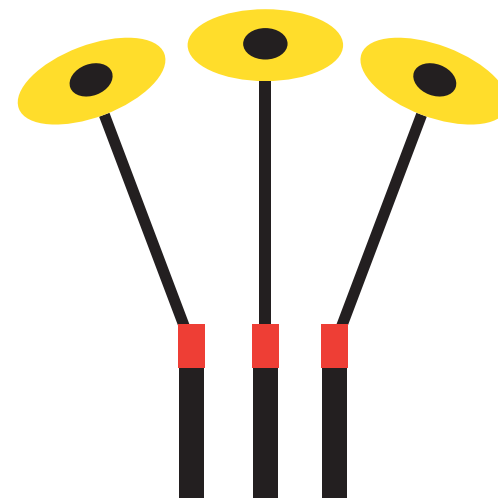
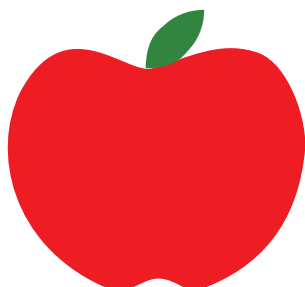
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NÍVEL 1



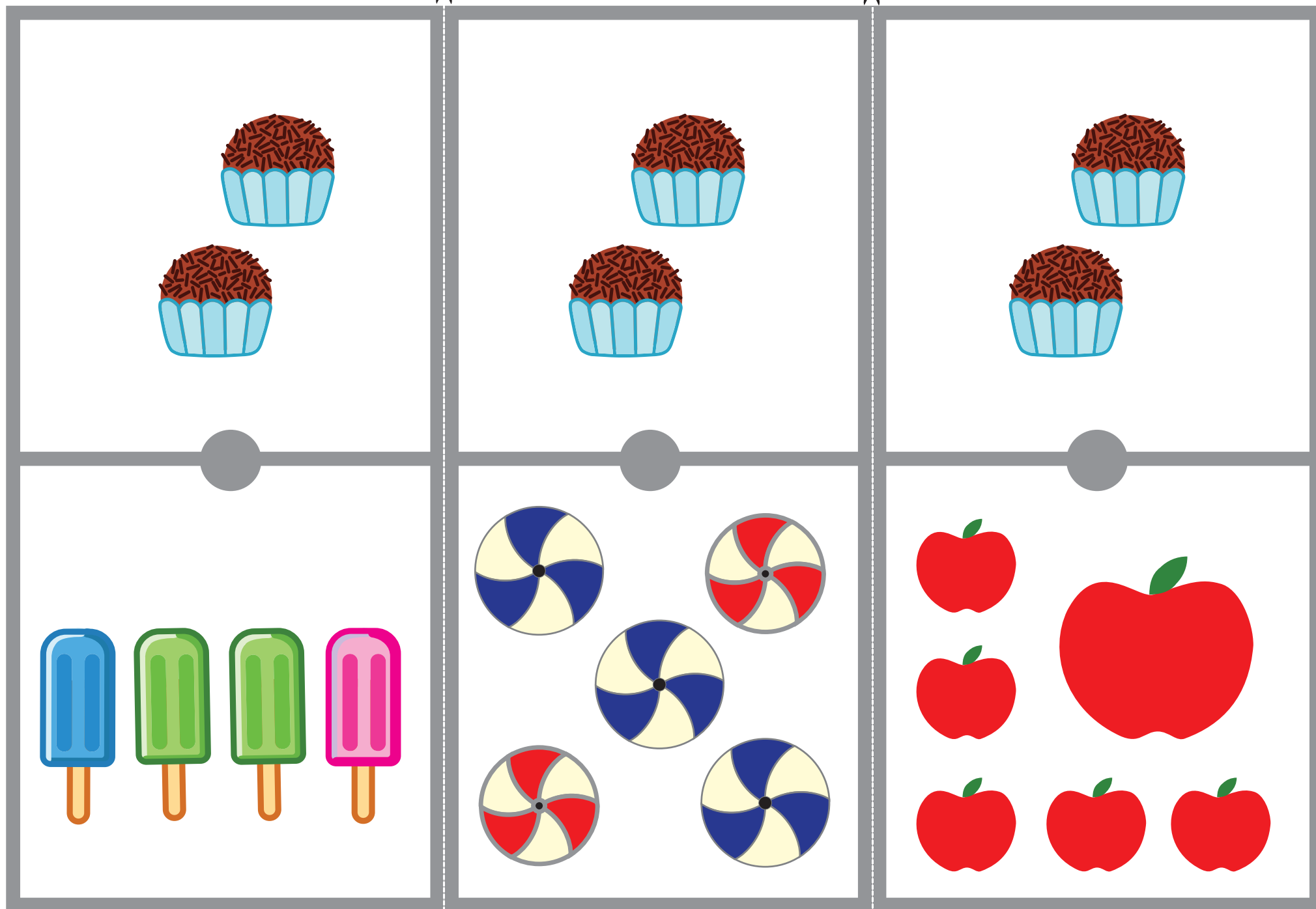


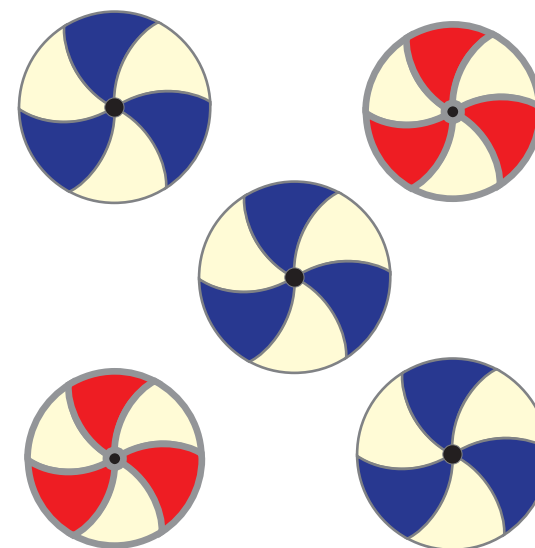
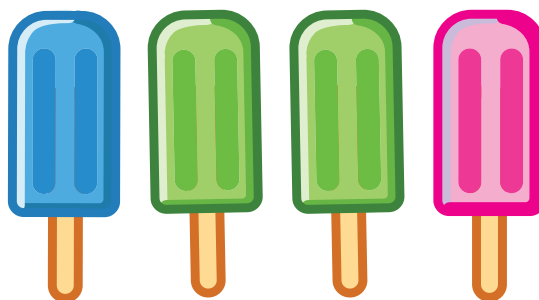
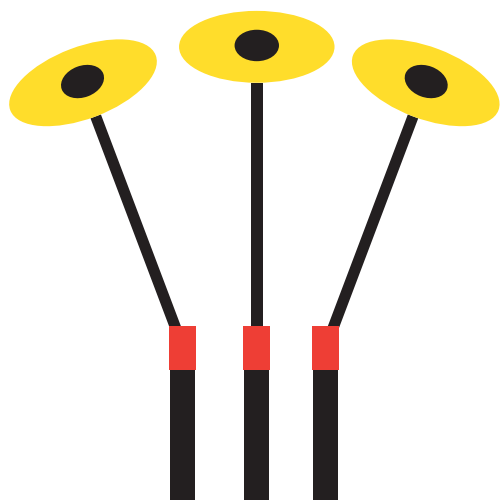
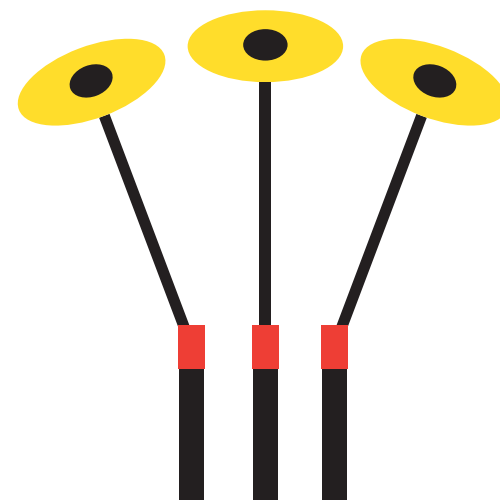
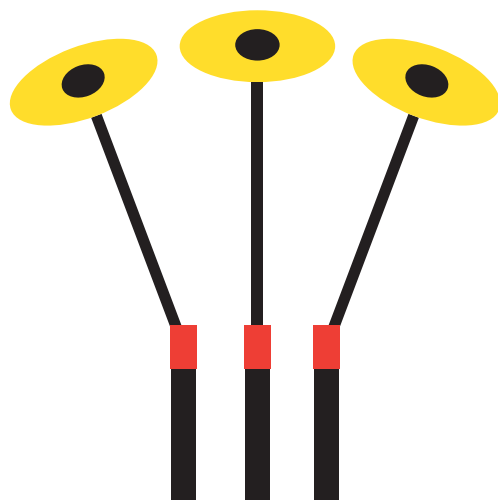
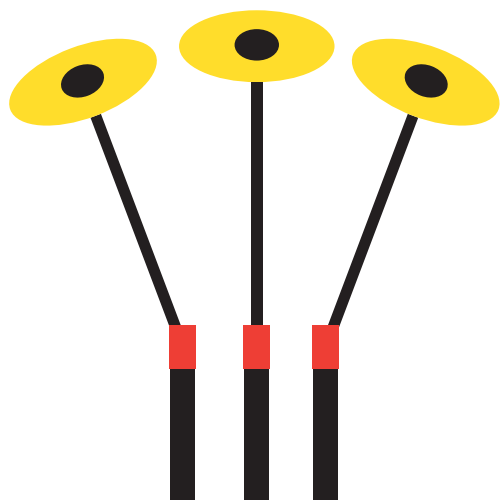


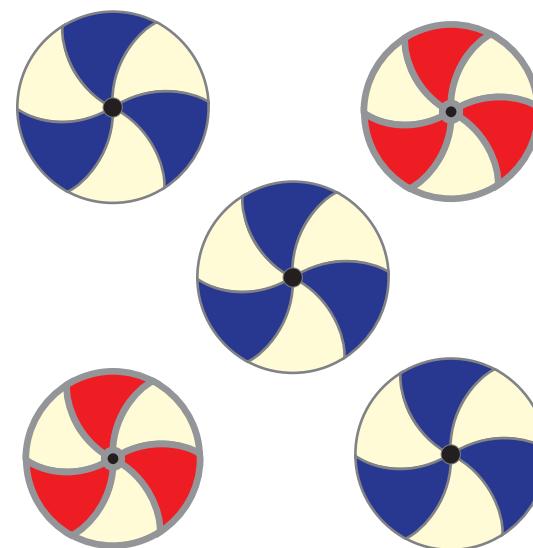
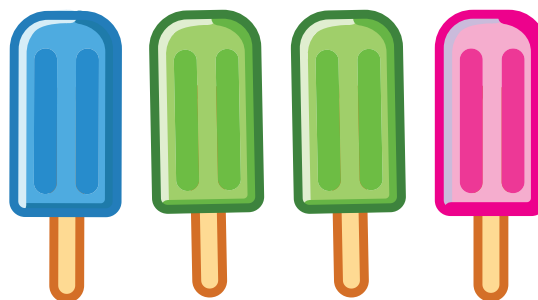
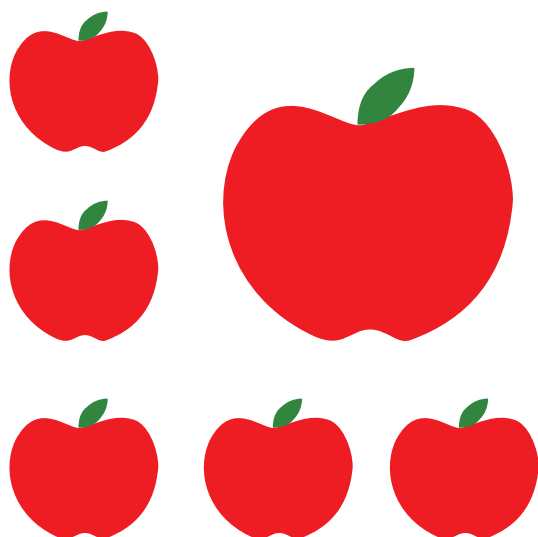
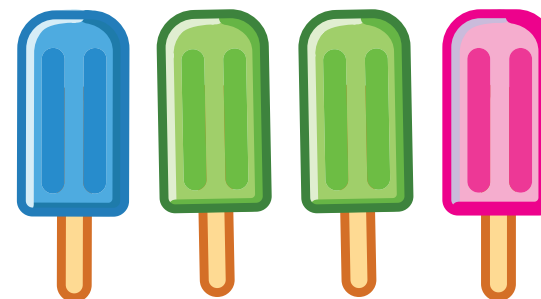
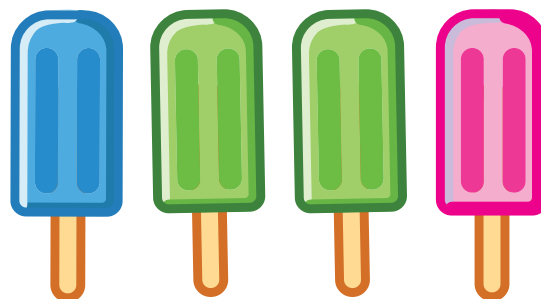
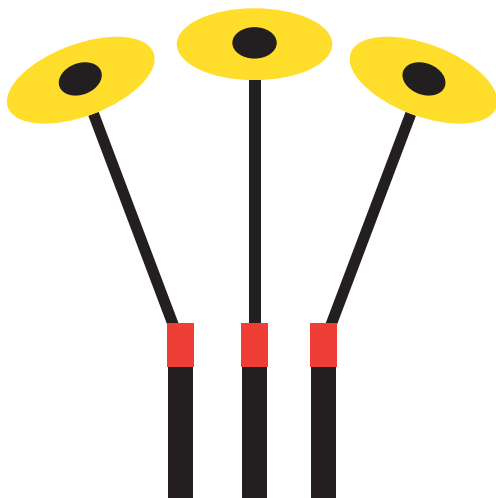


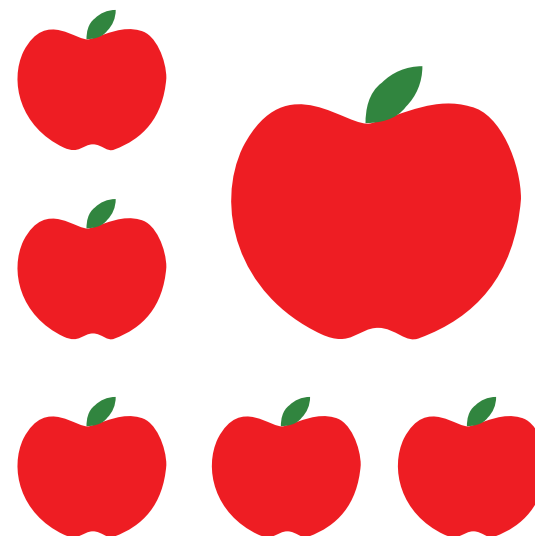
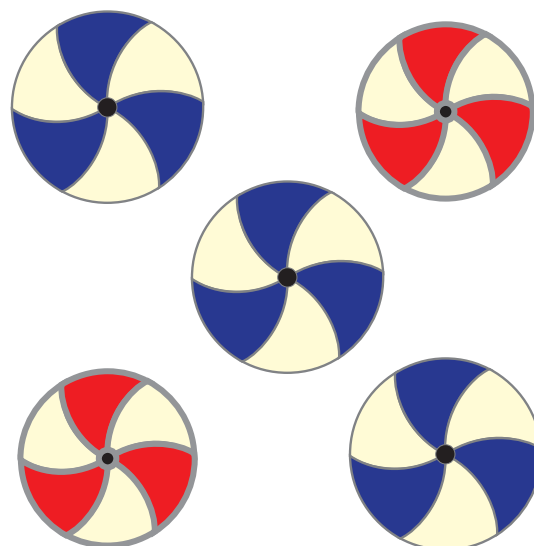
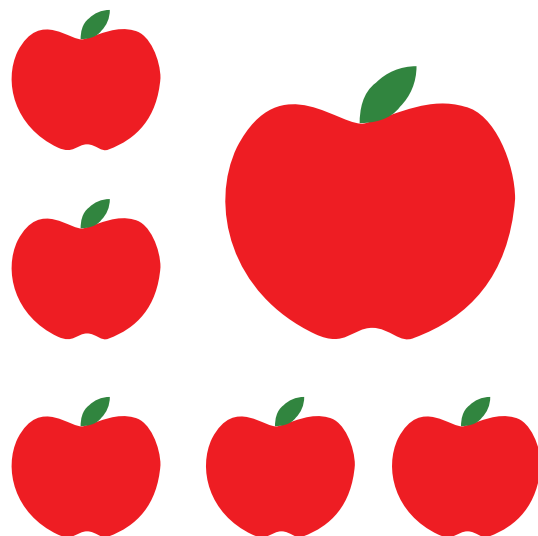
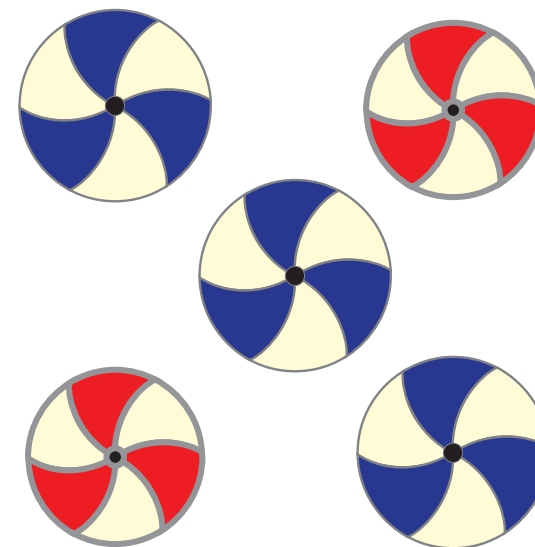
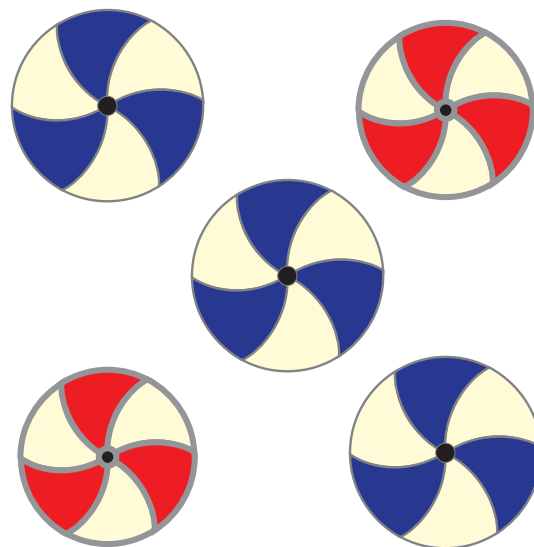
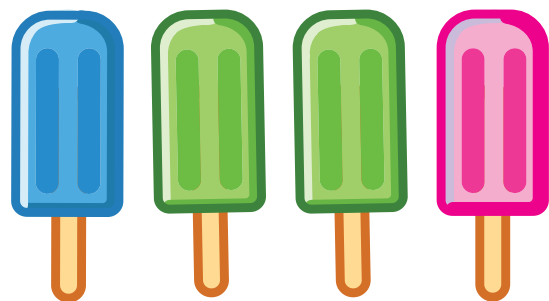


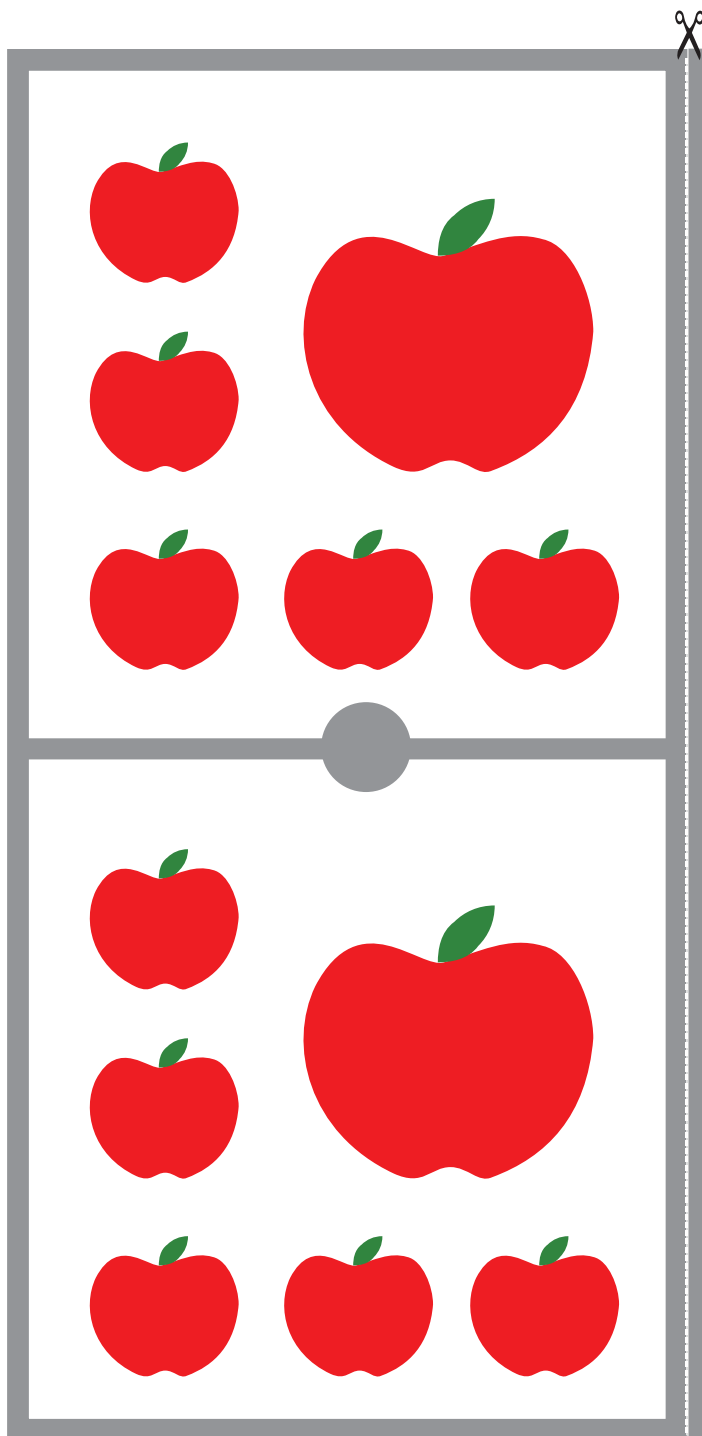






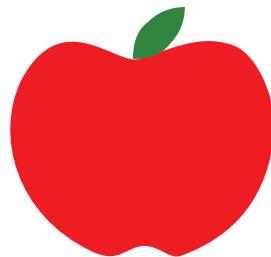
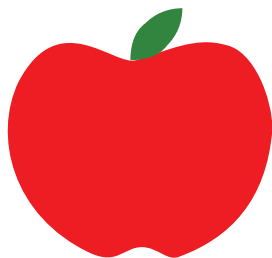


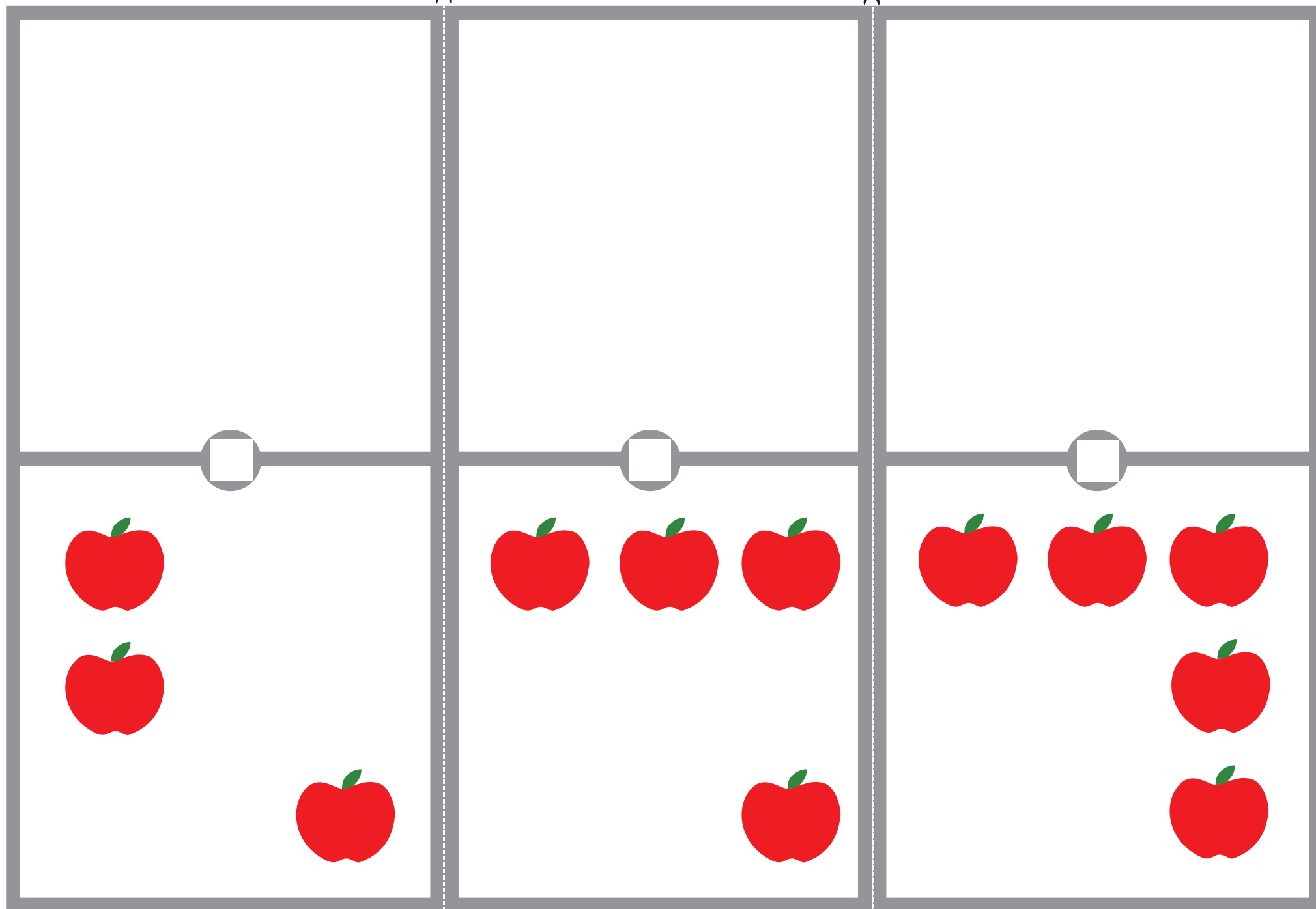




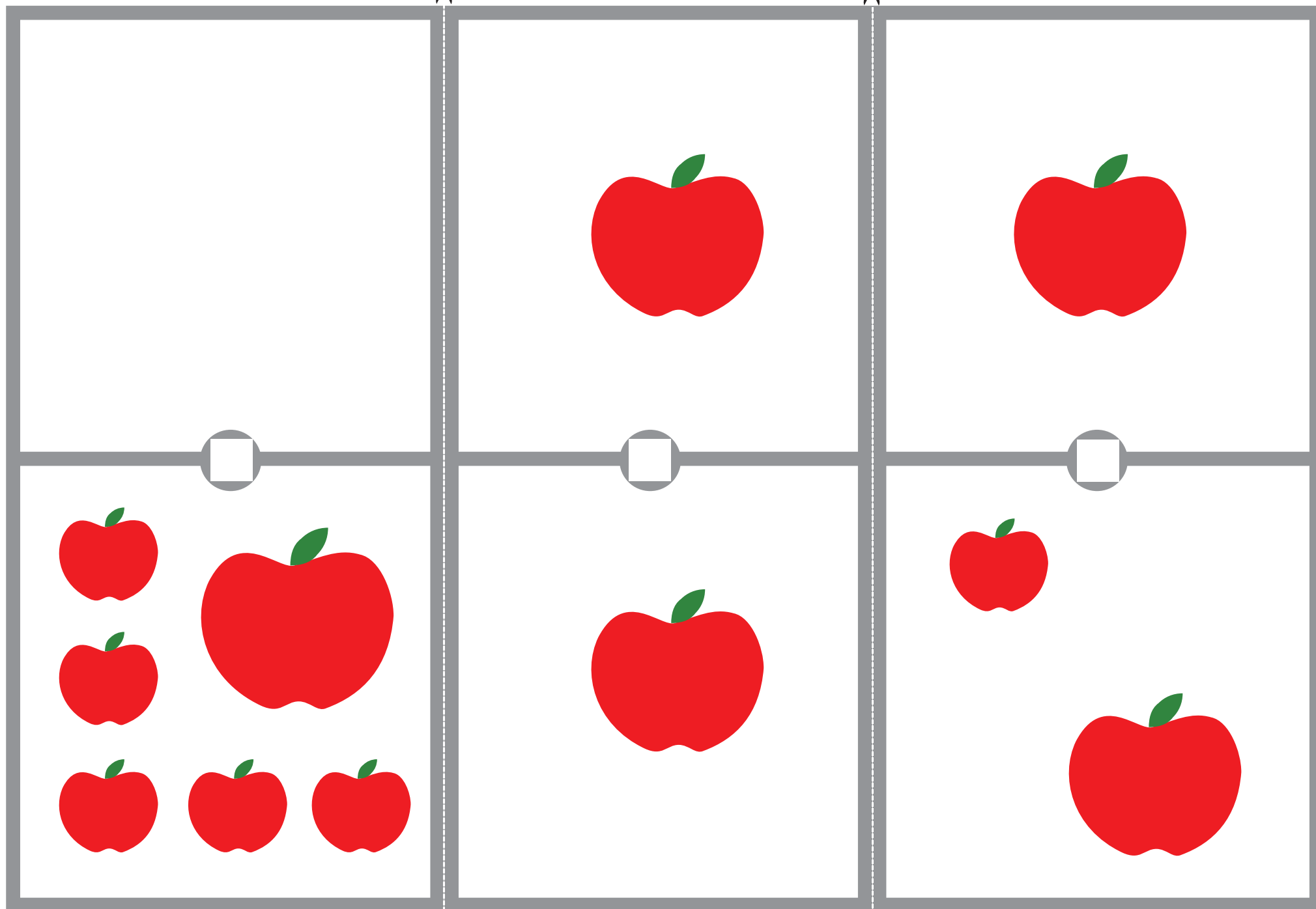


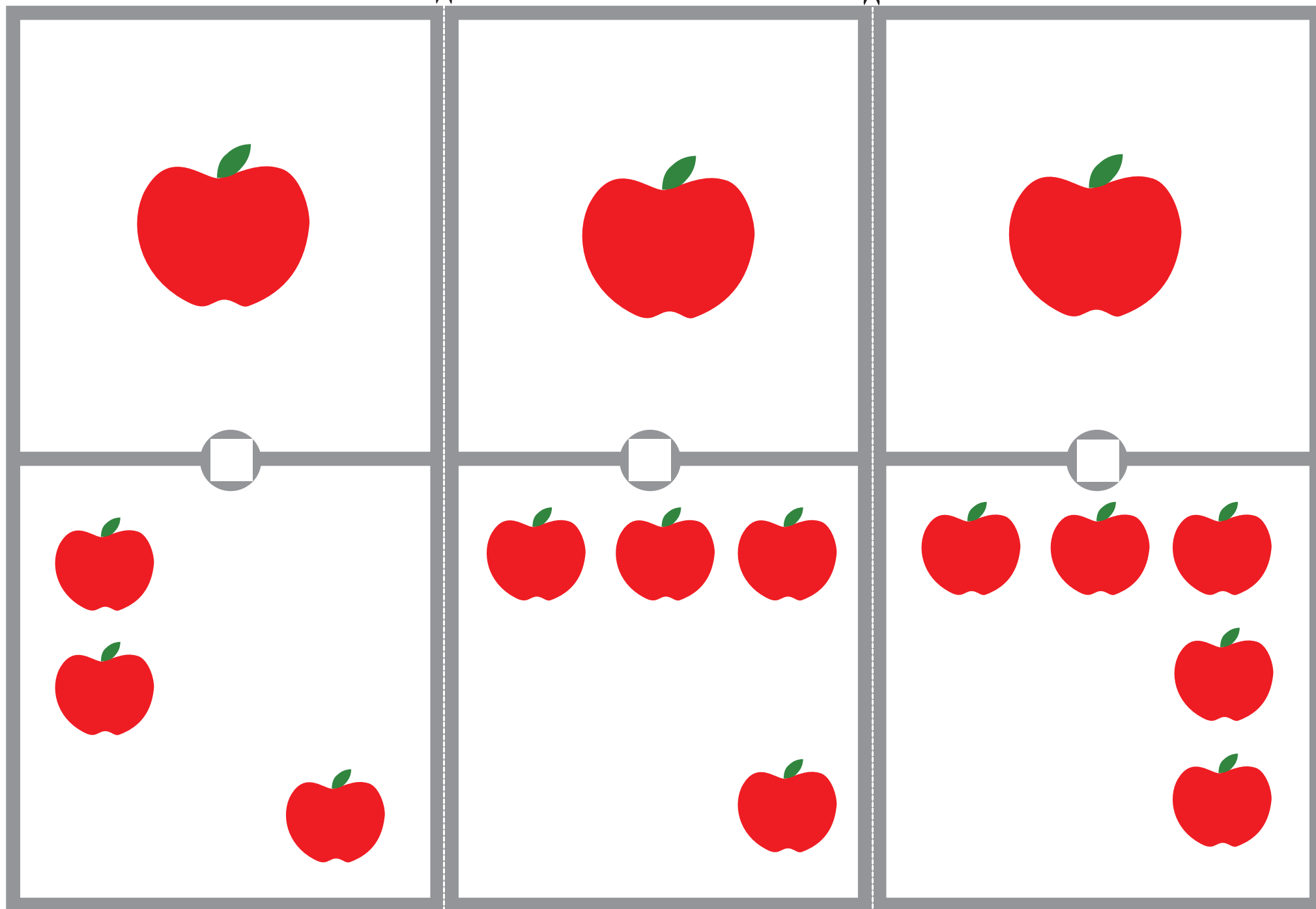
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NÍVEL 2

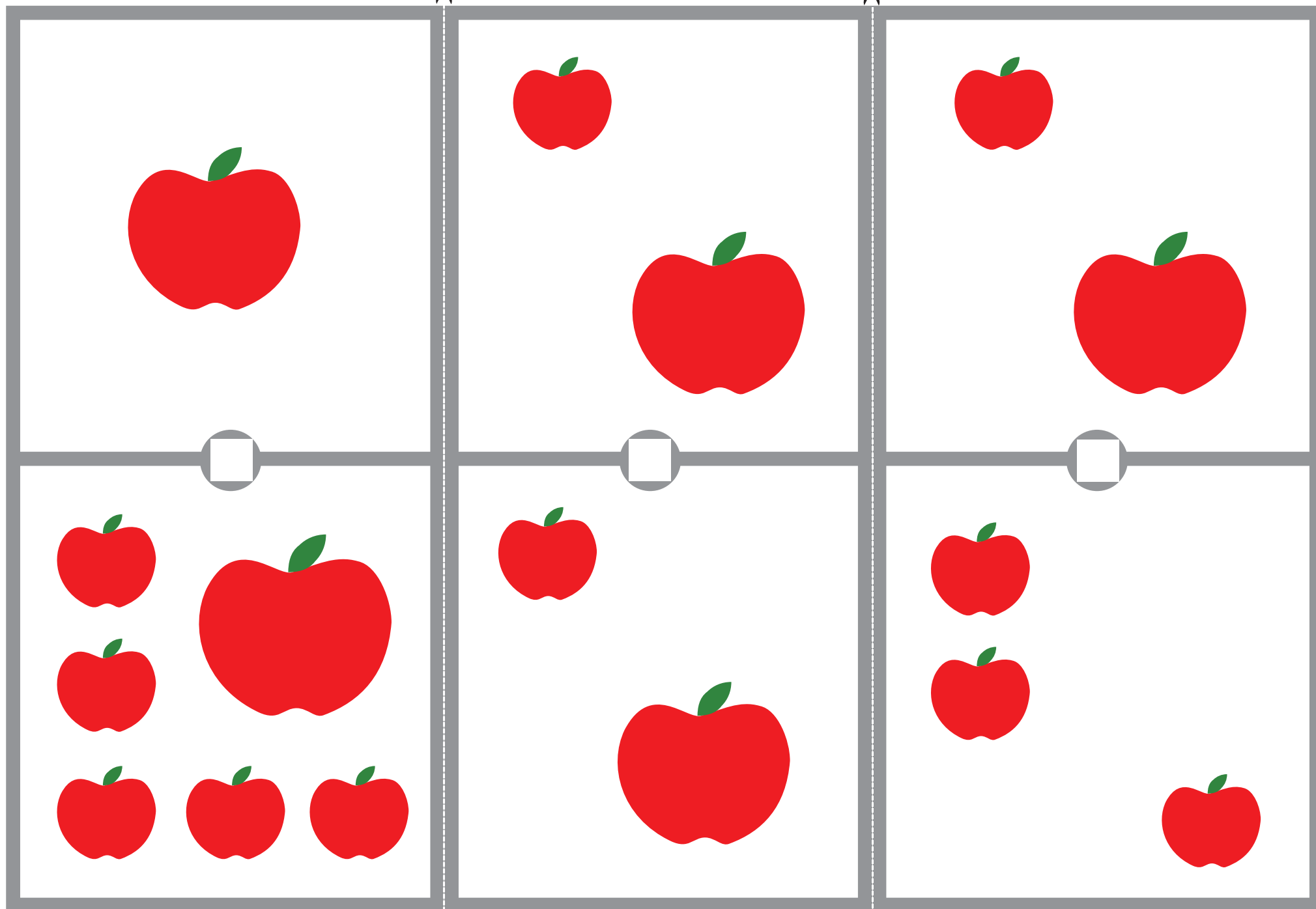


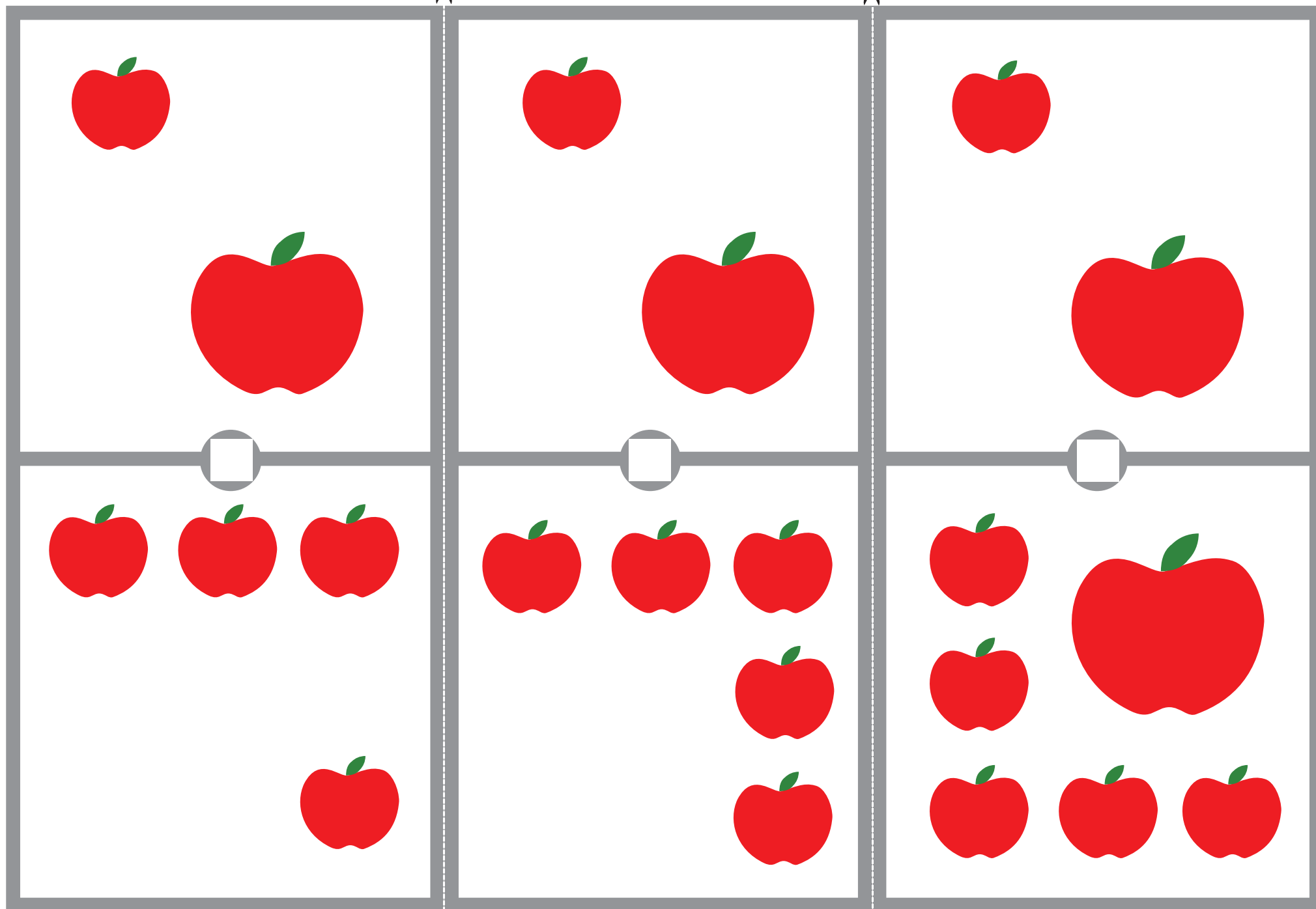


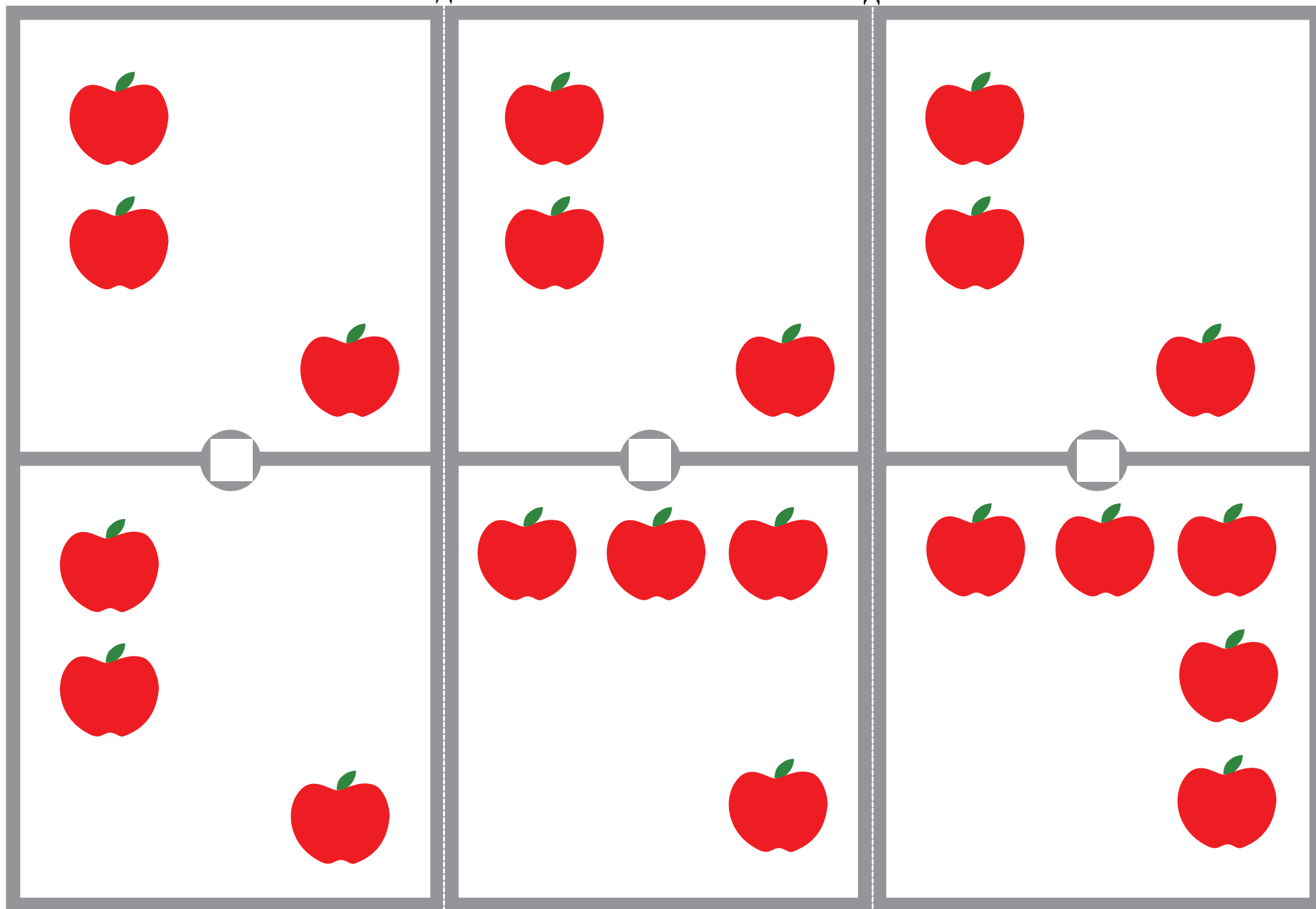


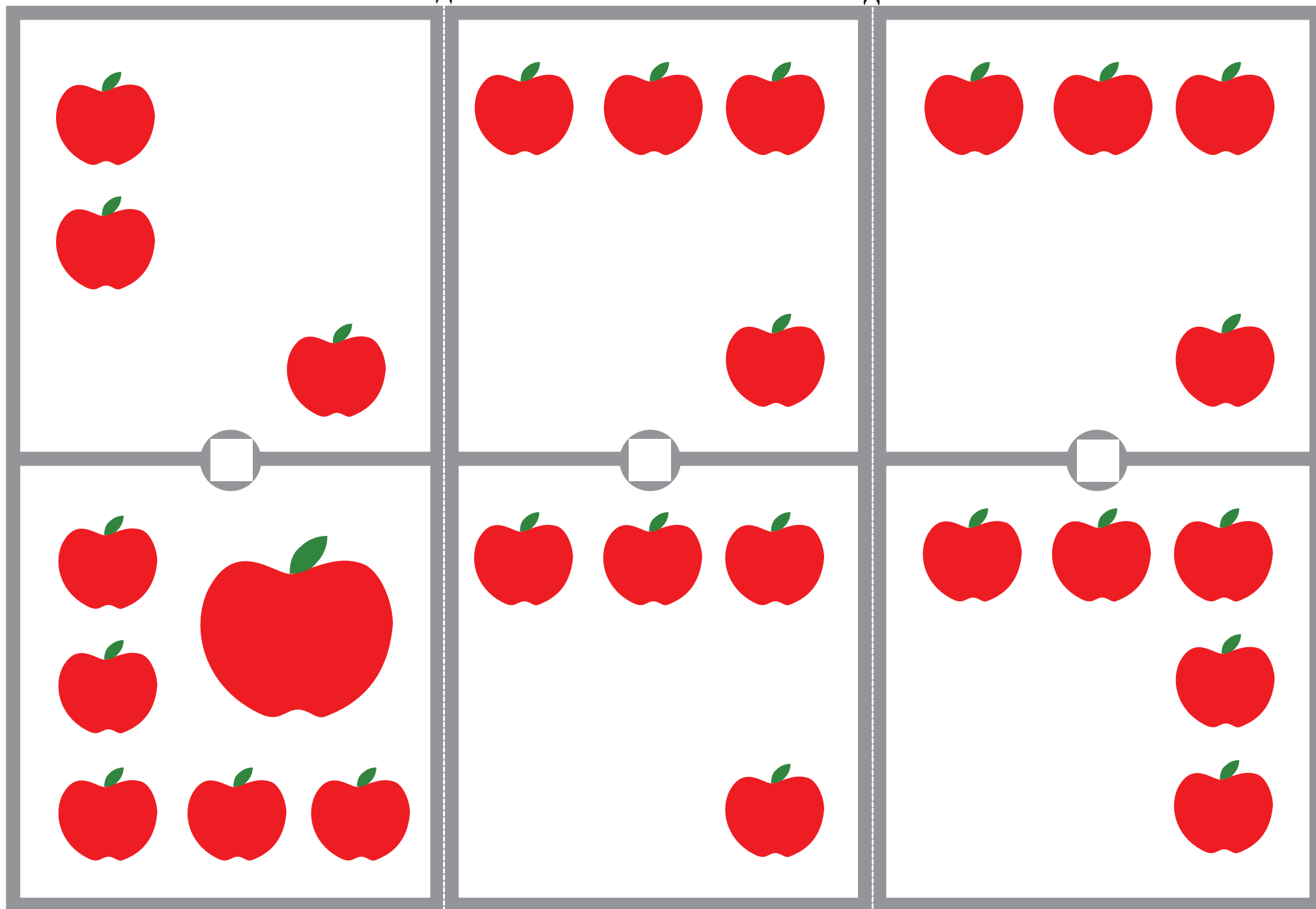


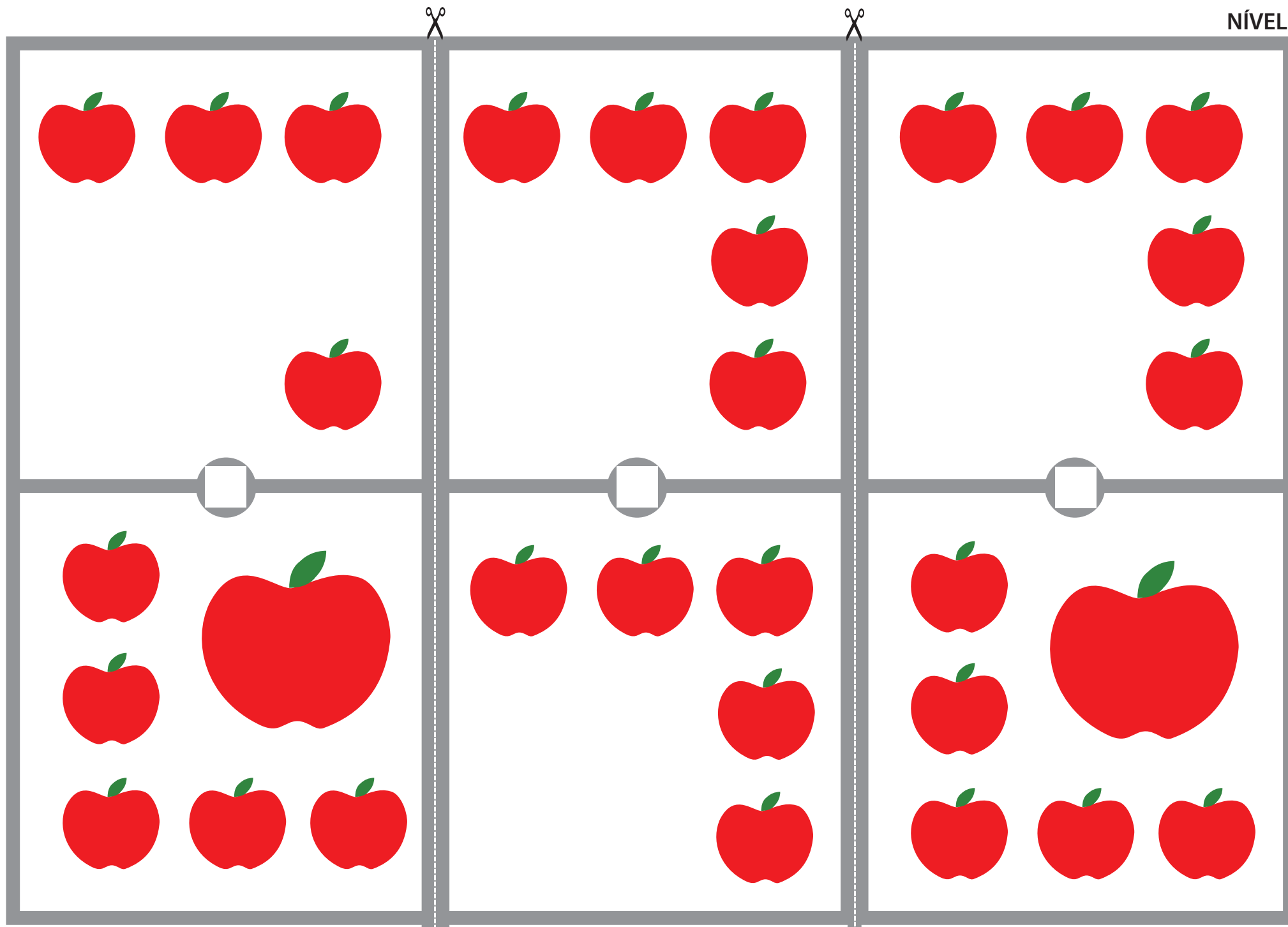


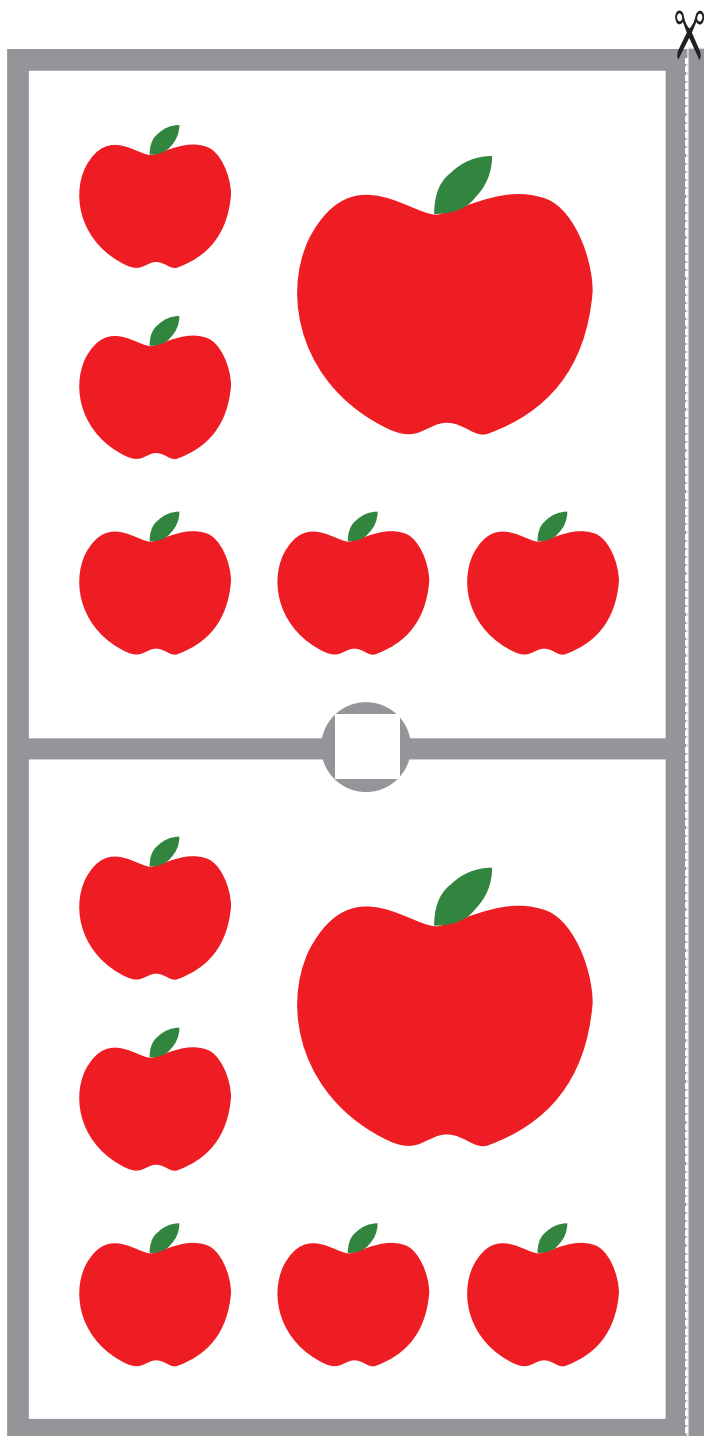
















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NÍVEL 3

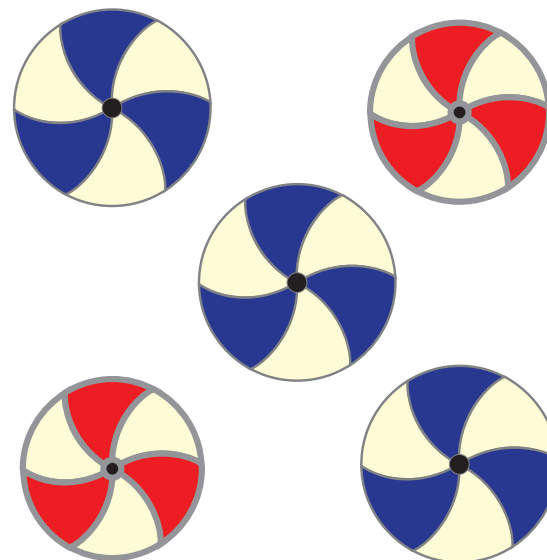
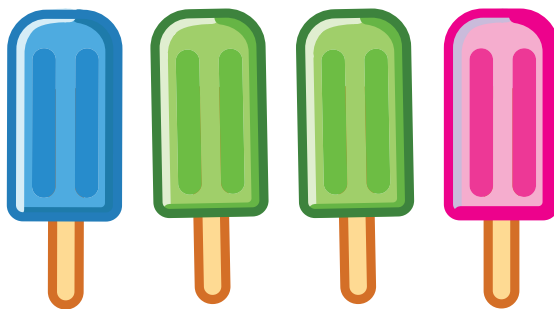
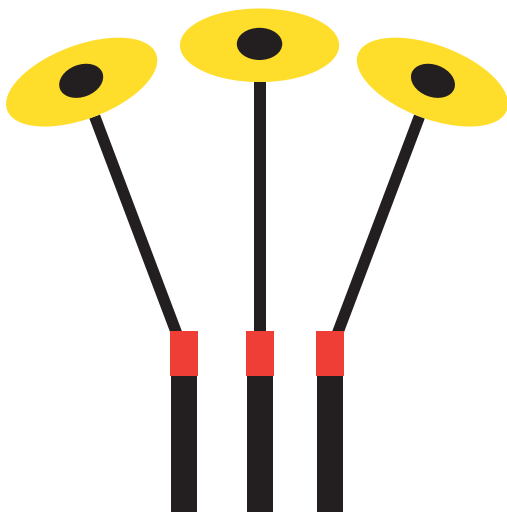


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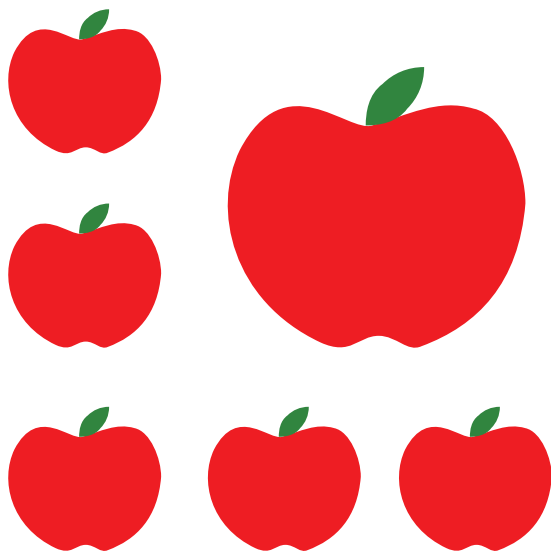
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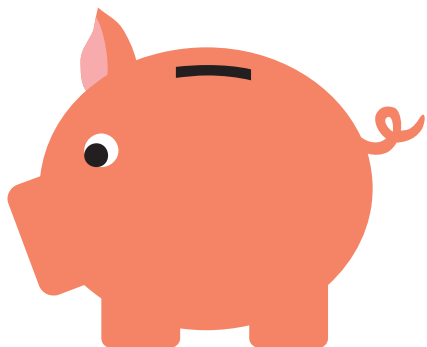


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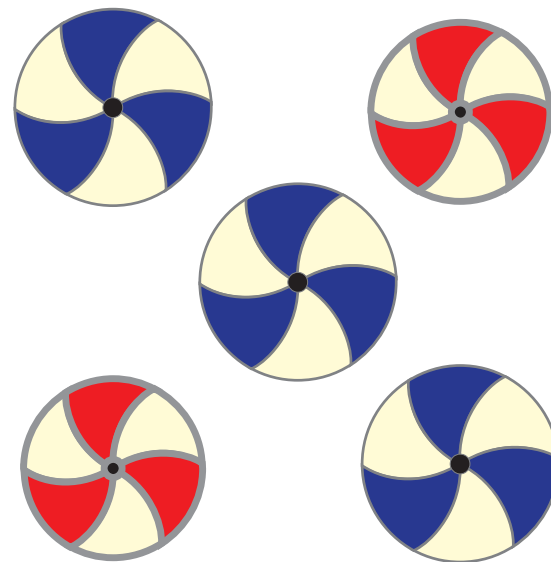
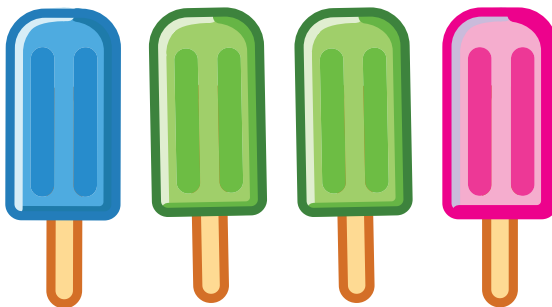


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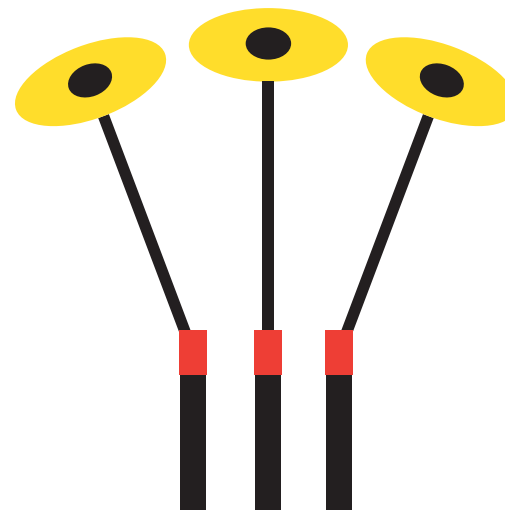


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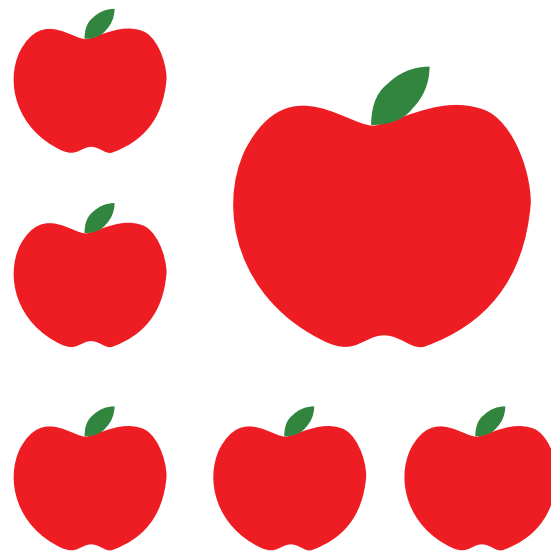


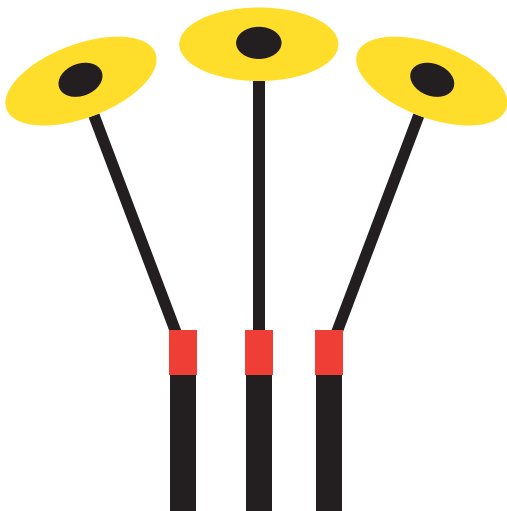
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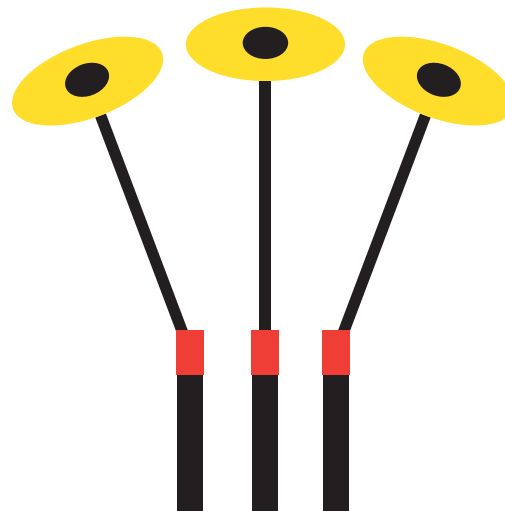
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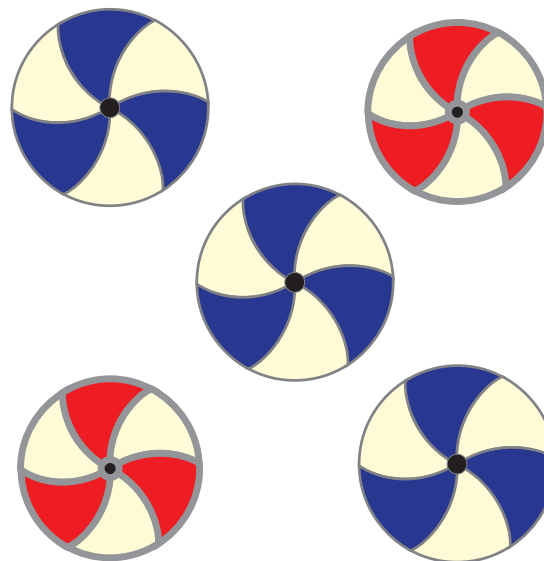
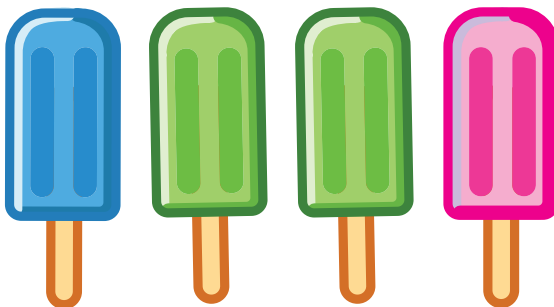




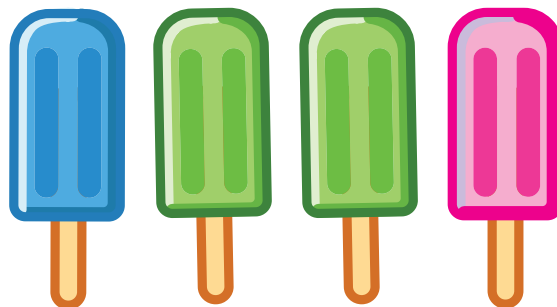
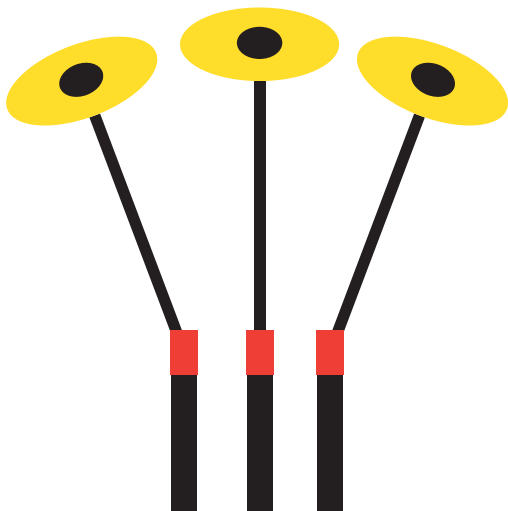
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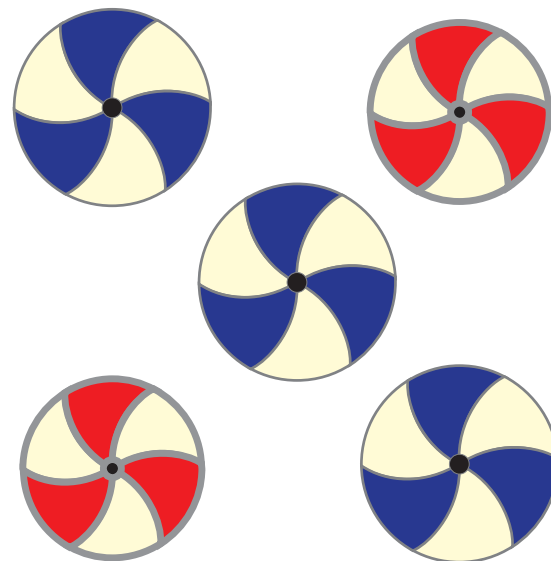
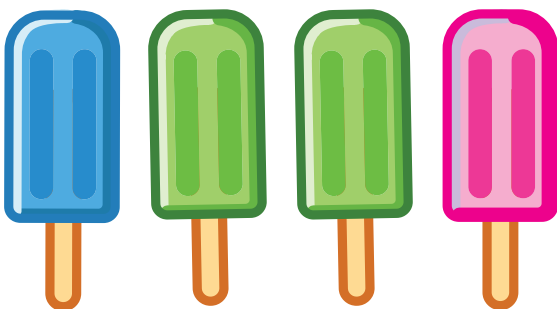




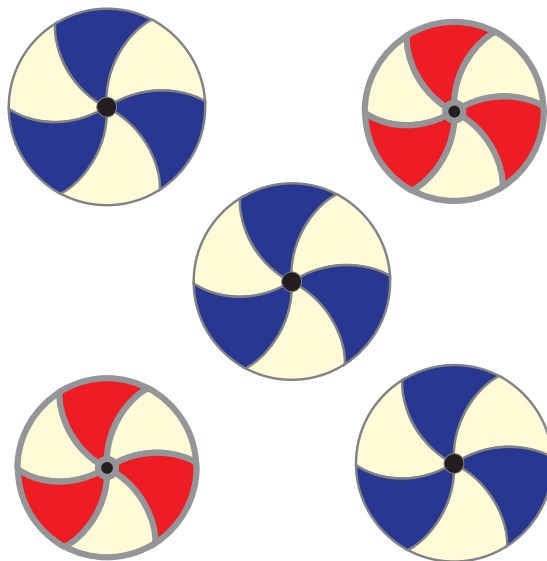
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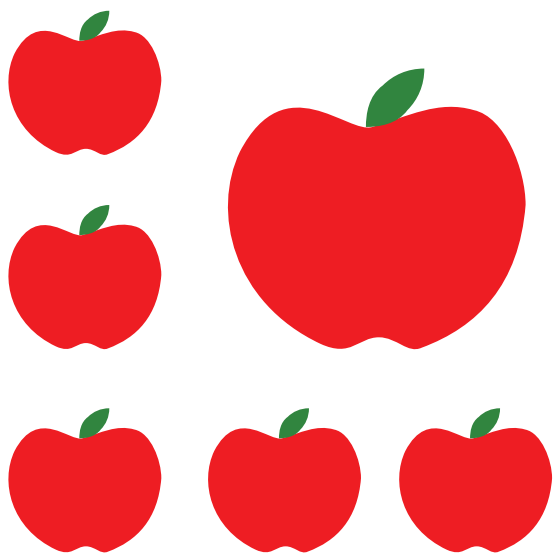
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