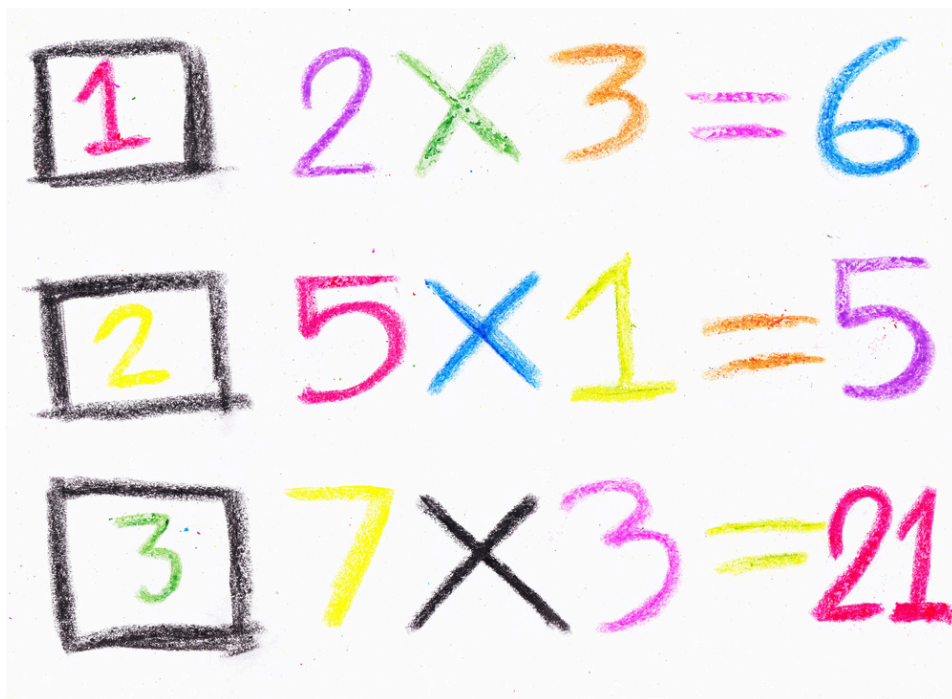


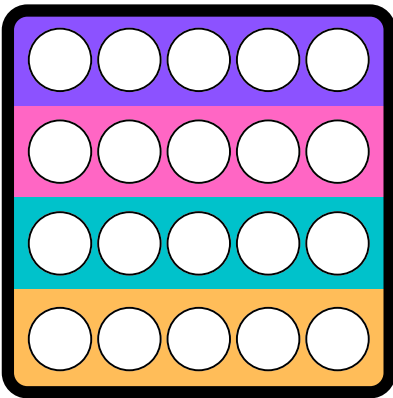
Παιγνιώδη φύλλα εργασίας

Κάνω εξάσκηση
στην προπαίδεια.

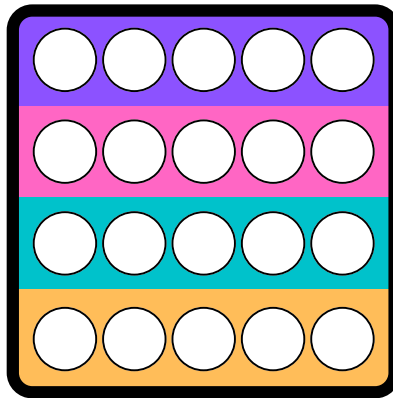


POP IT!

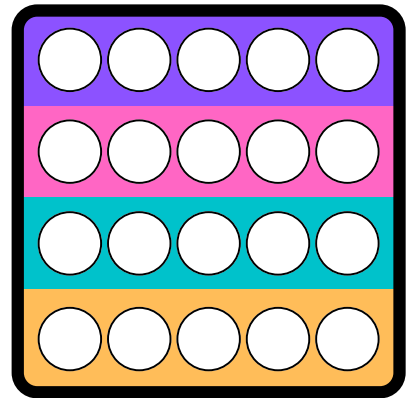
Ζωγραφίζω σε κάθε σειρά όσα κυκλάκια πρέπει και βρίσκω το γινόμενο.



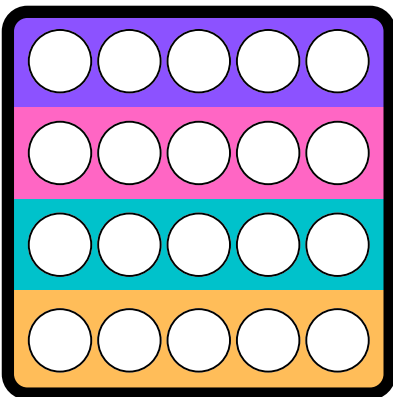
$3 \times 2 =$



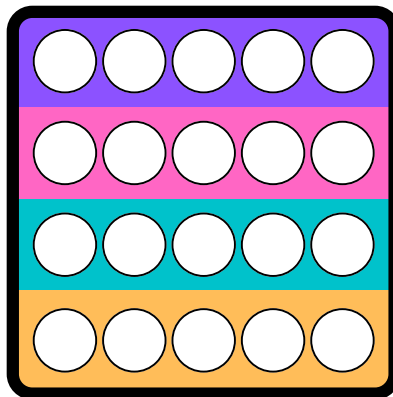
$1 \times 5 =$



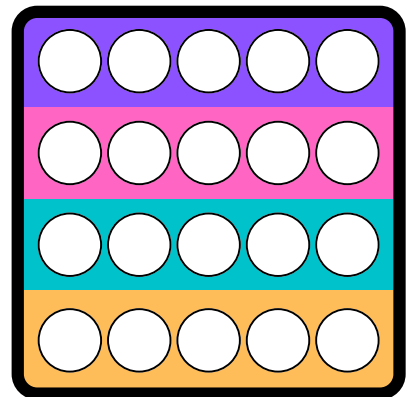
$2 \times 4 =$



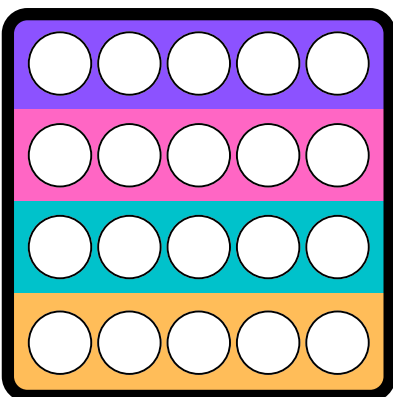
$3 \times 5 =$



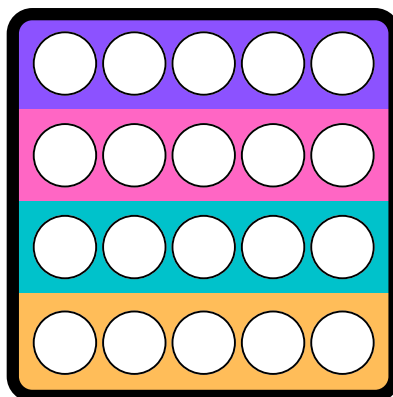
$4 \times 4 =$



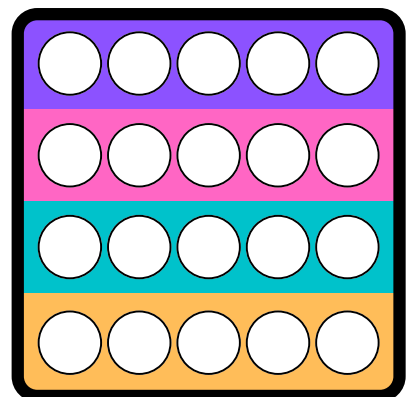
$2 \times 1 =$



$4 \times 2 =$



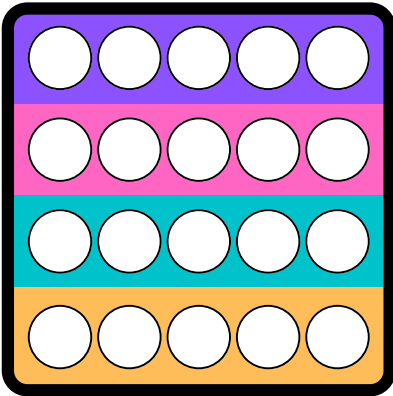
$3 \times 5 =$



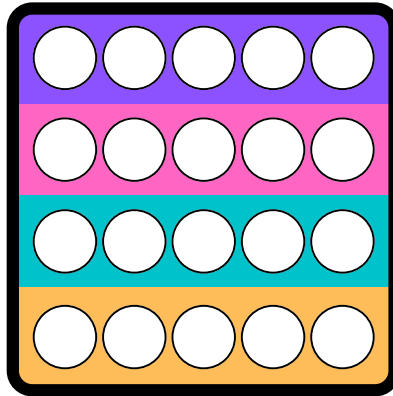
$4 \times 5 =$

POP IT!

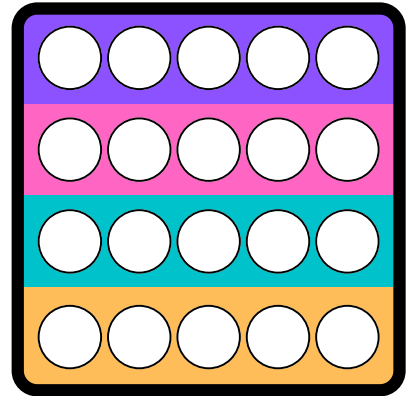
Ζωγραφίζω σε κάθε σειρά όσα κυκλάκια πρέπει και βρίσκω το γινόμενο.



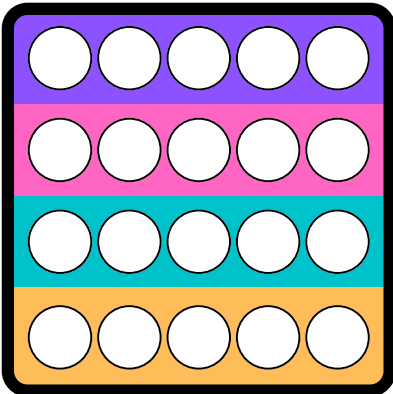
$3 \times 5 =$



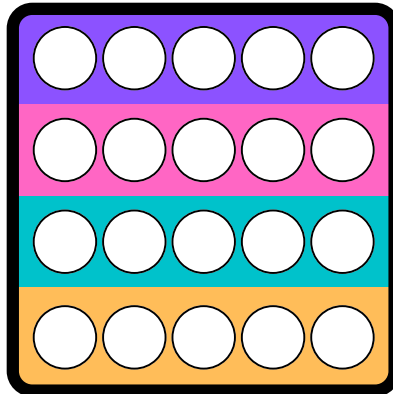
$1 \times 3 =$



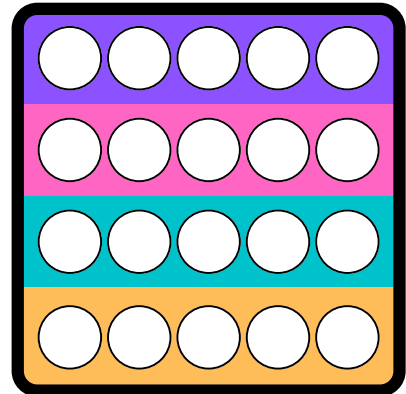
$2 \times 5 =$



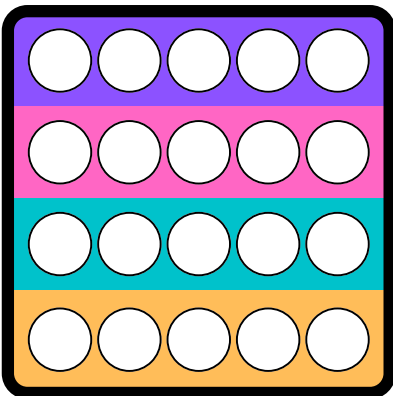
$3 \times 3 =$



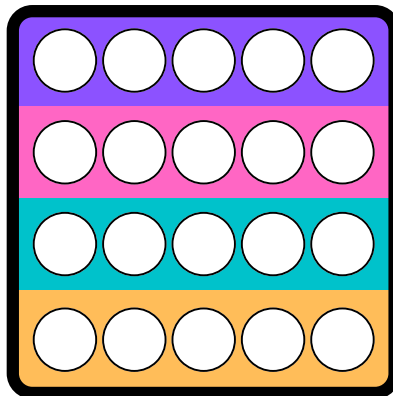
$2 \times 2 =$



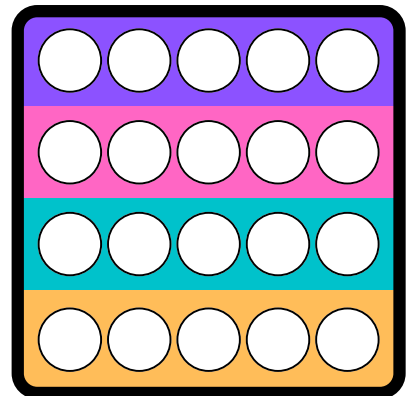
$1 \times 5 =$



$4 \times 3 =$

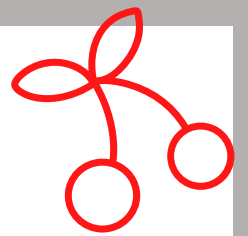


$3 \times 4 =$

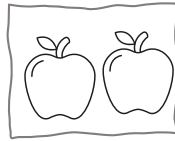
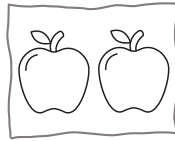
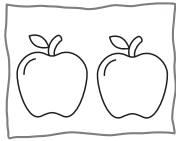


$4 \times 5 =$

Πολλαπλασιασμός

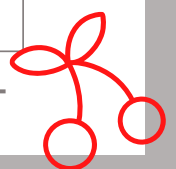
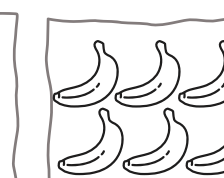
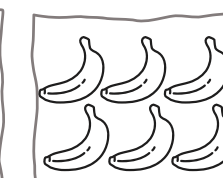
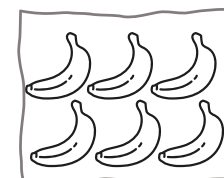
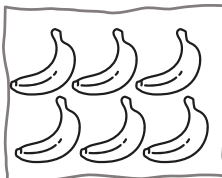
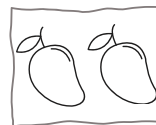
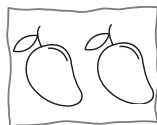
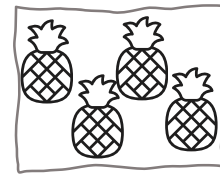
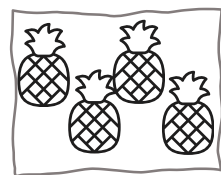
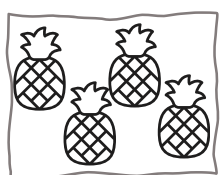
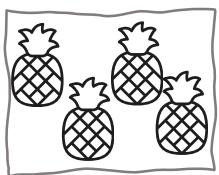
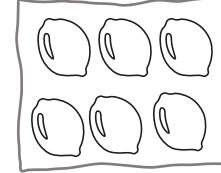
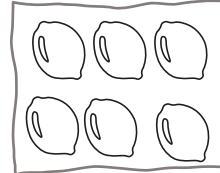
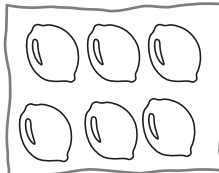
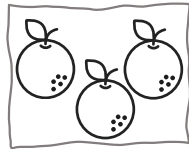
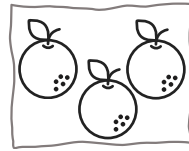
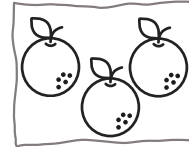
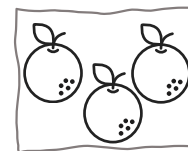
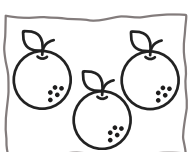
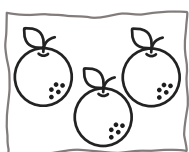
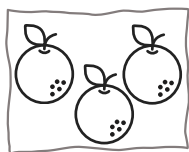
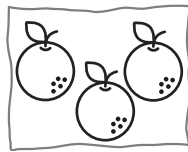
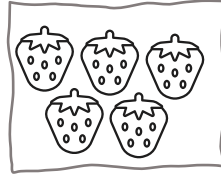
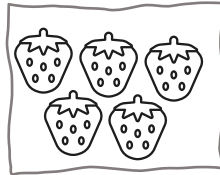
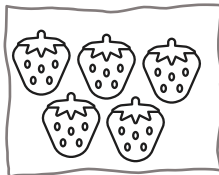


Χρησιμοποιώ την πρόσθεση για να λύσω τους πολλαπλασιασμούς.



$$3 \times 2 = 6$$

$$2 + 2 + 2 = 6$$



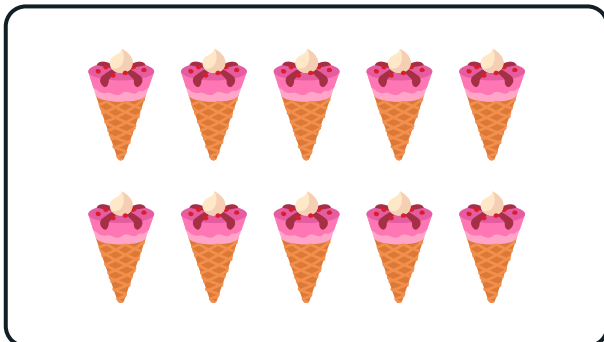


Όνομα: _____

Ημερομηνία: _____

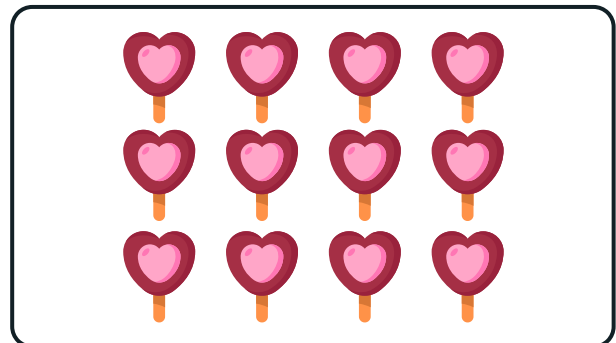
Πολλαπλασιασμός

Γράφω δύο γινόμενα σε κάθε εικόνα για να βρω πόσα αντικείμενα υπάρχουν.
Τι παρατηρώ;



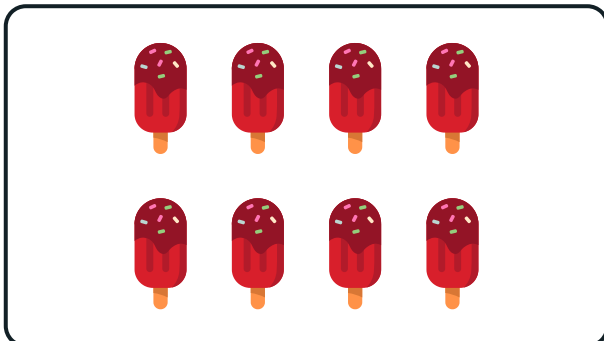
$2 \times 5 = 10$

$5 \times 2 = 10$



...

...



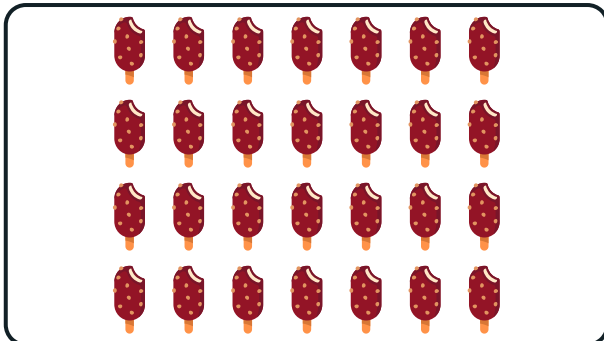
...

...



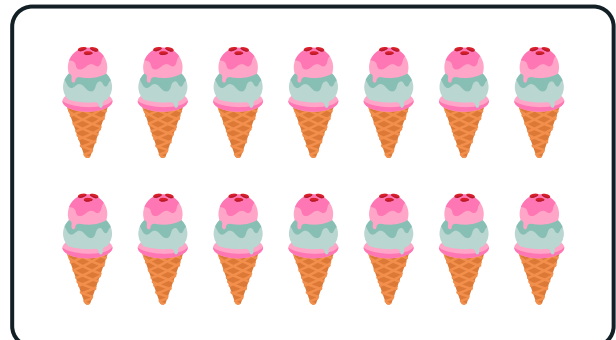
...

...



...

...

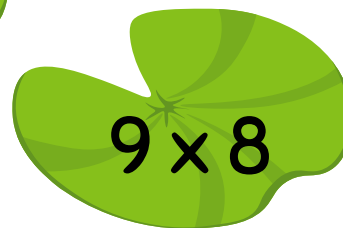
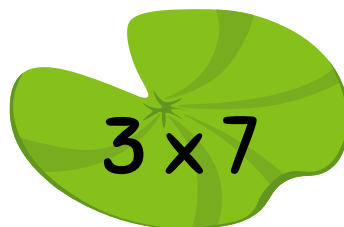
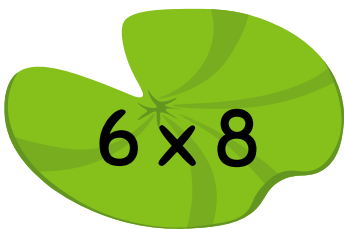
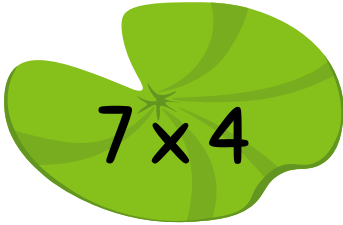
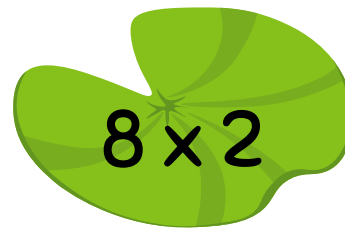
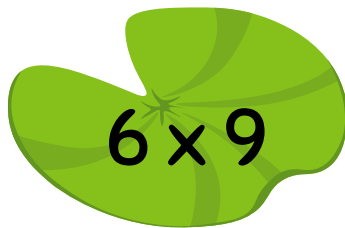
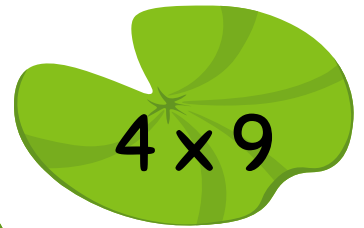
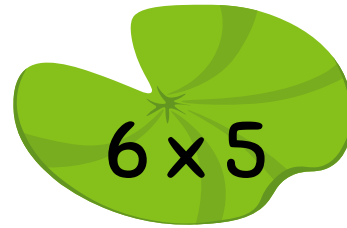
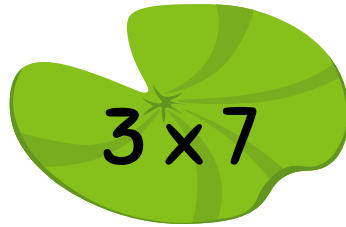


...

...

Βάτραχο... γινόμενα

Βοηθώ το βατραχάκι να φτάσει στη λίμνη βρίσκοντας τα γινόμενα.



Ταιριάζω τις κυψέλες



Ζωγραφίζω κάθε πολλαπλασιασμό με το γινόμενο του. Χρησιμοποιώ διαφορετικό χρώμα για κάθε ζευγάρι.

0×11	10	3×1	16	3×9	9×2
3×11	18	3	8	9×8	27
12×2	60	9×9	25	5×2	81
4×4	6×9	24	81	33	33
6×9	11×9	5×9	5×5	36	36
2×1	2	8×1	0	0	0
12×3	54	10×6	72	72	72
54	45	99	99	99	99

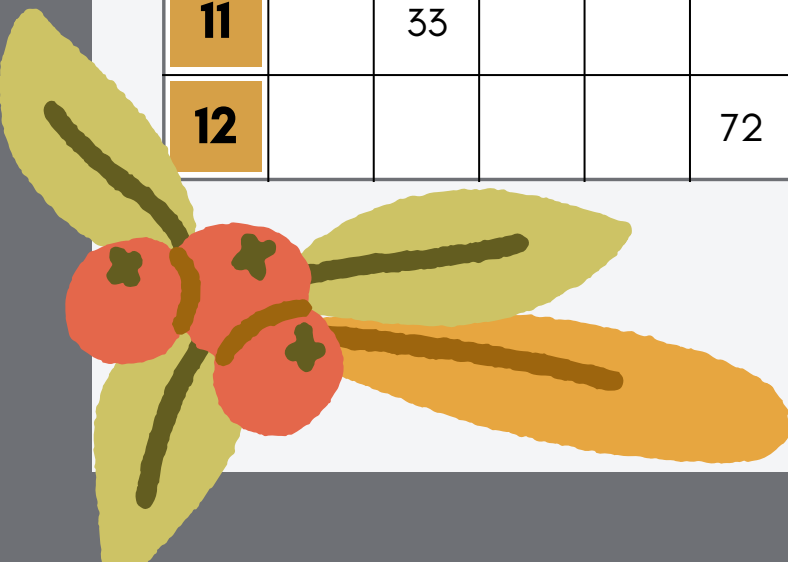
Όνομα: _____



ΠΙΝΑΚΑΣ ΠΟΛΛΑΠΛΑΣΙΑΣΜΟΥ

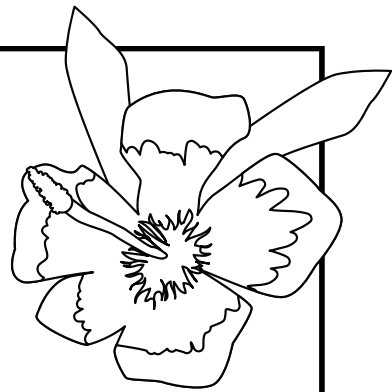
Συμπληρώνω τον πίνακα του πολλαπλασιασμού.

1	2	3	4	5	6	7	8	9	10	11	12
2	4			10			16				24
3					18	21					
4			16				32			44	
5		15		25					50	55	
6					36			54			72
7		21	28			49					
8				40			64			88	
9	9			45				81			108
10			40						100		
11		33				77					132
12					72				120		



Προπαίδεια

Ζωγραφίζω κάθε γινόμενο με το σωστό χρώμα για να αποκαλύψω την κρυμμένη εικόνα.



Ροζ

Κίτρινο

Πράσινο

Πορτοκαλί

Μπλε

30

12

20

50

15

5×3	1×15	3×5	15×1	5×3	1×15	3×5
1×15	1×30	1×15	2×15	3×5	30×1	5×3
5×3	3×5	10×3	5×10	3×10	15×1	3×5
15×1	15×2	2×25	3×4	10×5	30×1	5×3
5×3	1×15	3×10	25×2	1×30	1×15	3×5
1×15	3×10	1×15	10×3	15×1	15×2	1×15
5×3	3×5	3×5	4×5	3×5	1×15	15×1
15×1	1×15	10×2	5×4	20×1	15×1	3×5
5×3	5×3	15×1	10×2	15×1	5×3	3×5
1×15	5×3	3×5	2×10	5×3	15×1	1×15

Επιτραπέζιο παιχνίδι προπαίδειας

Οδηγίες: Ρίχνω το ζάρι και κινώ το πιόνι μου. Βρίσκω το γινόμενο. Αν το βρω σωστά, μένω στη θέση μου. Αν η απάντηση είναι λάθος, επιστρέφω στην προηγούμενη θέση μου. Νικητής είναι όποιος τερματίσει πρώτος.

Παίκτες: 2-4.

