

# JOGO DO INVASOR

## MATERIAIS NECESSÁRIOS

- Cartelas impressas e recortadas

## COMO JOGAR

O aluno(a) deverá identificar a palavra invasora de cada uma das cartelas. Essa identificação deverá ser feita pelo som da primeira sílaba da palavra.

Exemplo: Macaco, balão, mala.  
A palavra invasora é “balão”.

A cada resposta certa a criança ganha um ponto. Se estiver jogando com mais um ou dois jogadores os pontos são computados da mesma maneira. Ganha o jogo aquele que ao final fizer a maior pontuação.

# Ficha de palavras para o professor:

1: BONÉ - COMIDA - BOLO

2: MACACO - MALA - BALÃO

3: NAVE - NEVE - NAVIO

4: QUEIJO - QUIETO - QUEIXO

5: TUBARÃO - TUCANO - TOMATE

6: OURO - OVO - OUTONO

7: PICOLÉ - PIPOCA - PEPINO

8: CARECA - COELHO - CANECA

9: BIGODE - BIFE - BALEIA

10: JUJUBA - JÓIA - JUDÔ

11: ABACATE - ABAJUR - ABELHA

12: FOGO - FOTO - FURO

13: GATO - GOTA - GADO

14: LIXO - LEITE - LIMONADA

15: REI - REMÉDIO - ROBÔ

16: SAPO - SOFÁ - SOPA

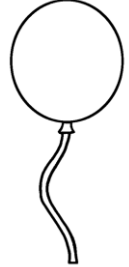
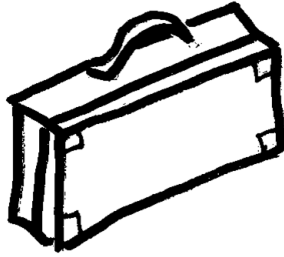
17: VELA - VASSOURA - VARA

18: FOGUETE - FEIJÃO - FOGO

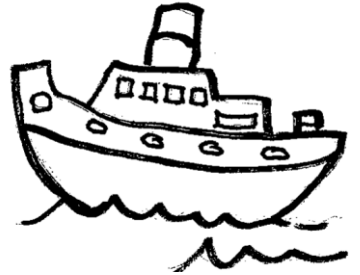
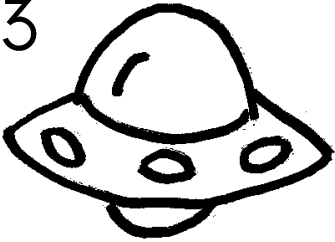
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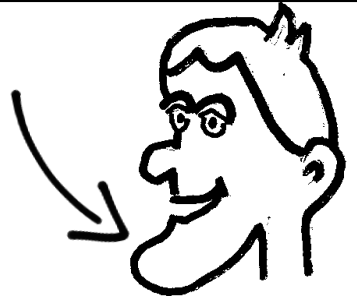
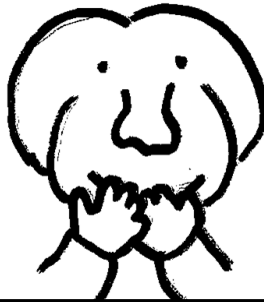
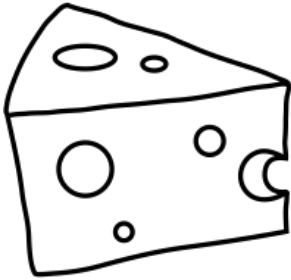
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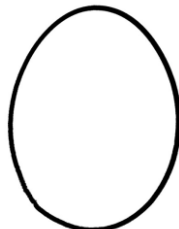
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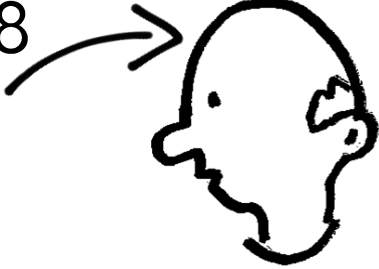
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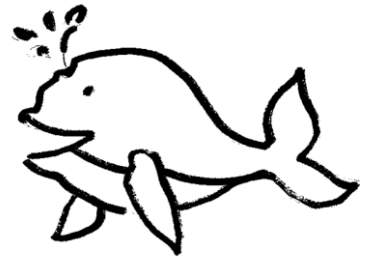
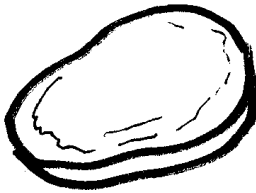
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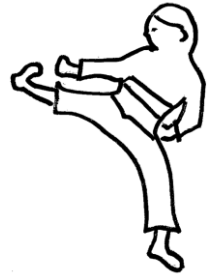
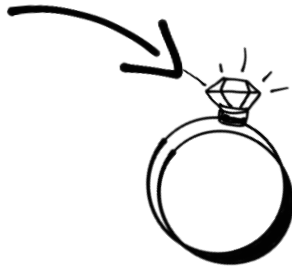
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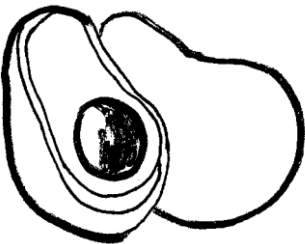
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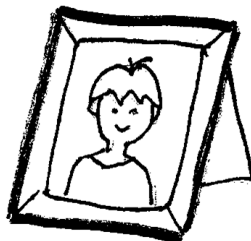
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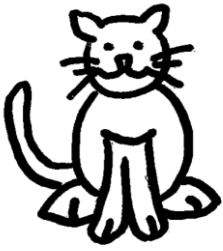
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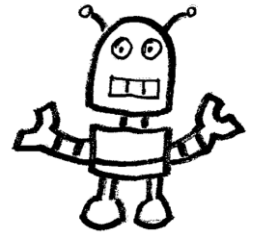
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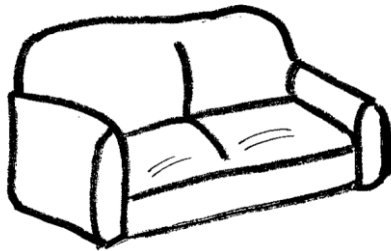
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