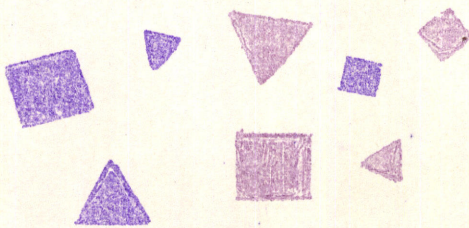


SUGESTÕES DE ATIVIDADES SOBRE ESTADOS E OPERADORES

Bibliografia: "A la conquête du nombre III" e "Journal de mathematique I" - Nicole Picard

Aqui estão os objetos:

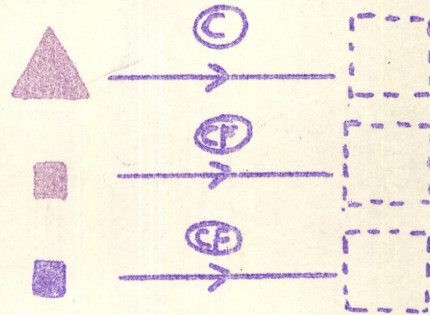
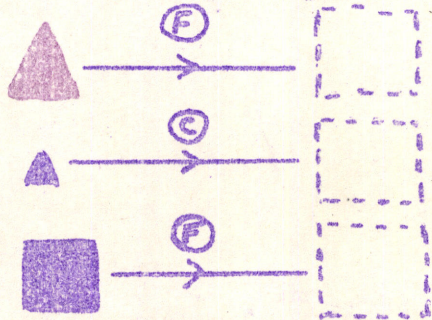


e

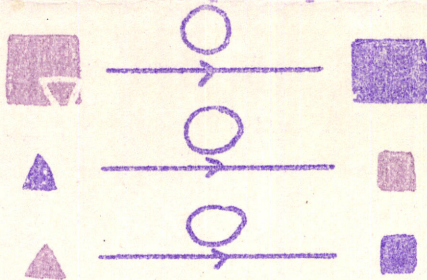
Aqui estão as máquinas:

- (F) muda a forma
- (C) muda a cor
- (CF) muda a cor e a forma

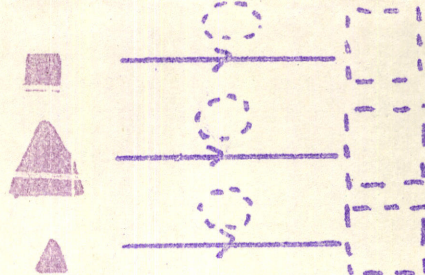
1. Desenha os objetos que faltam:



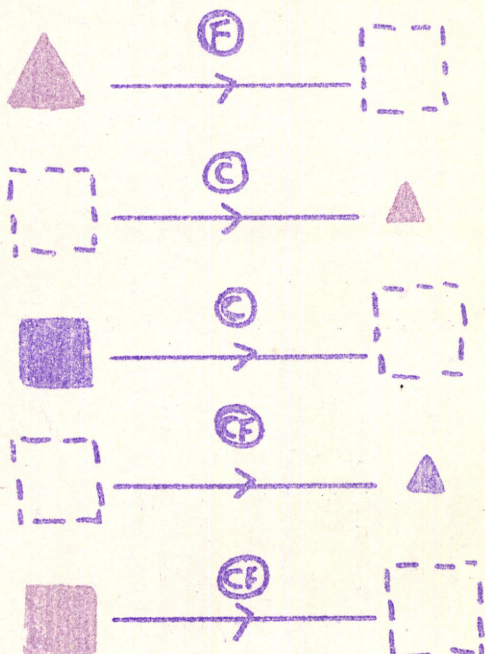
2. Encontra a máquina que convém:



3. Inventa:



4. Completa:



5. Completa

