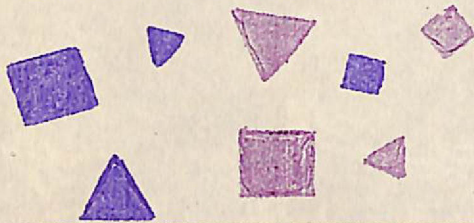


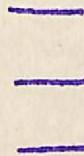
SUGESTÕES DE ATIVIDADES SOBRE ESTADOS E OPERADORES

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

Aqui estão os objetos:



e



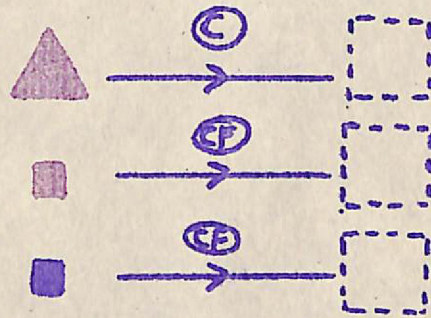
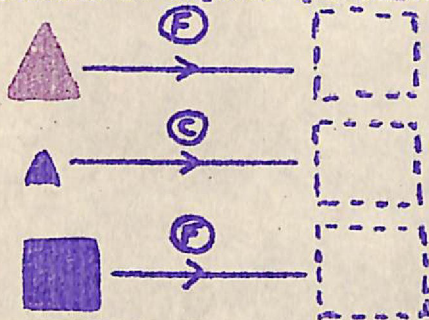
Aqui estão as máquinas:

(F) muda a forma

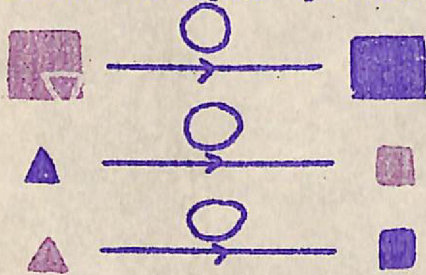
(C) muda a cor

(CF) muda a cor e a forma

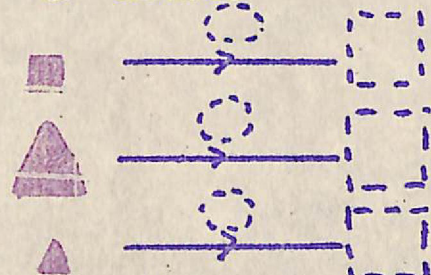
1. Desenha os objetos que faltam:



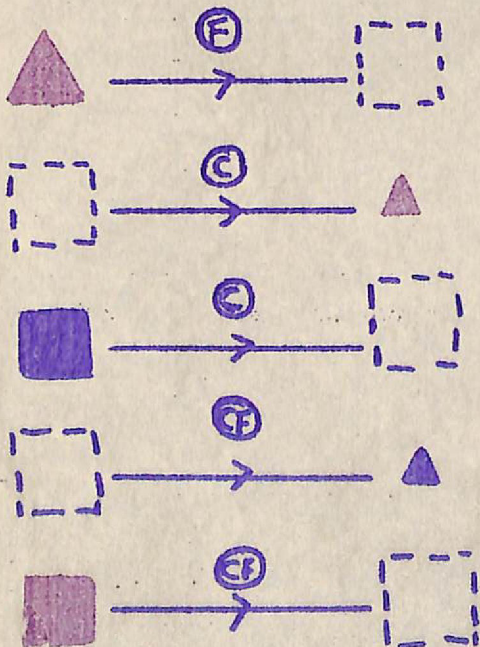
2. Encontra a máquina que convém:



3. Inventa:



4. Completa:



5. Completa

