

UOČAVANJE ZAVRŠNOGA GLASA U RIJEČI (REMI)

Za ovu igru potrebno je izrezati sva slova hrvatske abecede. Za igru na završni glas, umjesto zasebnih kartica sa slovima Đ i DŽ, koristi se posebna kartica na kojoj se nalaze oba slova zajedno.

Cilj igre je sakupiti po četiri pojma koji **završavaju istim glasom**, primjerice na **R**: PUTAR, VRATAR, PAPAR, SLASTIČAR).

Upute za igru: roditelj podijeli igračima kartice sa slovima, tako da svaki igrač dobije po jednu karticu sa slovom, različitim od slova ostalih igrača. **Karticu sa "svojim" slovom** svaki igrač stavlja ispred sebe na stol. Ostale se kartice s pojmovima slože u kup na sredinu stola **licem prema dolje**, ili ih roditelj drži u ruci. Roditelj uzima karticu s kupa i glasno izgovara pojam koji je na slici (npr. PUTAR) i pita: "Kome treba PUTAR?" Svi igrači pogledaju svoje kartice sa slovima i onaj koji pred sobom ima karticu sa slovom **R**, zatraži sličicu.

Ukoliko dijete **ne poznaje slova**, ali **uočava zadnji glas u riječima**, daje mu se kartica sa sličicom (npr. MOST) i kaže mu se da će sakupljati sve pojmove koji **završavaju** istim glasom kao i MOST, odnosno, kad čuje izgovorene pojmove koji završavaju na glas "**T**", kao PILOT, LAKAT i PLOT, zatražit će ih i pridružiti sličici na kojoj je prikazan MOST.

Igra završava kada svaki igrač sakupi po 4 kartice na "svoj" početni glas.

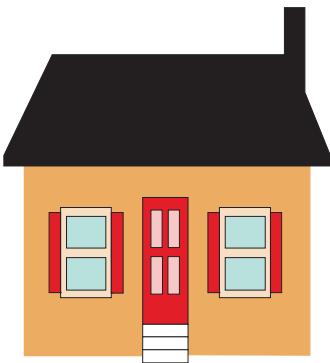
Ukoliko je igra nekom djetetu **prelagana**, svaki igrač može dobiti po 2 kartice s različitim slovima pa do kraja igre sakupiti 8 kartica. Igra se može otežati i na sljedeći način: nazive pojmove roditelj može izgovarati **bez zadnjega glasa**. Npr: "Kome treba GLAČAL_?", umjesto GLAČALO, pa dijete mora zaključiti o kojem pojmu bi se radilo, odnosno na koji glas završava ta riječ. Pri tome može pokazivati sličice, kako bi dijete vidjelo pojam, a mogu se i samo izgovarati pojmovi, bez pokazivanja sličica.

NAPOMENE

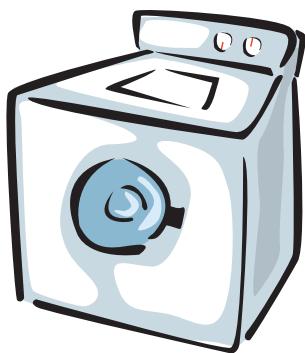
Uz svaku sličicu upisan je i naziv pojma, ne zato da bi se djecu poučavalo čitanju, već isključivo zato da bi se postigao cilj igre, primjerice: PUTAR, a ne MASLAC, KANU, a ne ČAMAC, UDAV, a ne ZMIJA i slično.



KOAL_



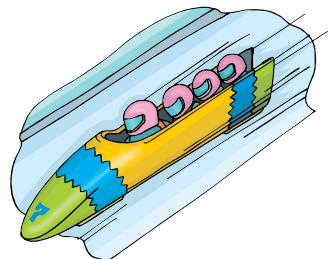
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KOLIC_



BO_



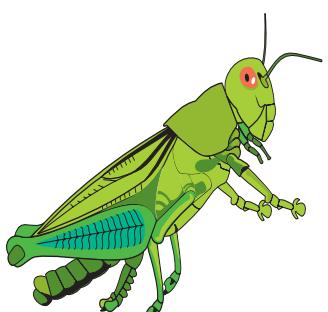
JASTRE_



GALE_



SO_



SKAKAVA_



ZE_



KONA_



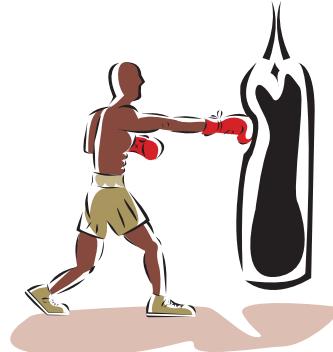
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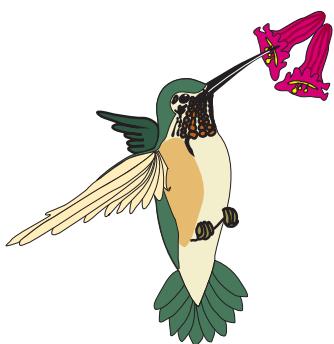
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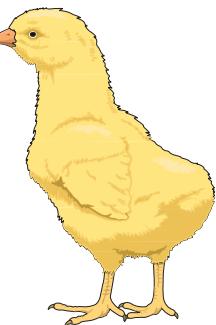
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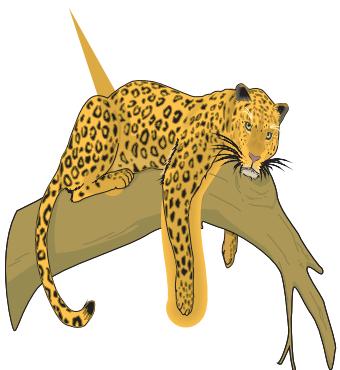
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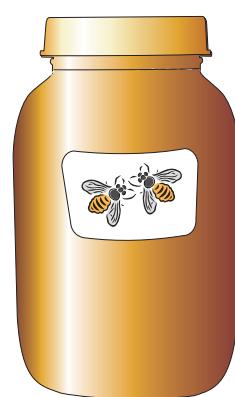
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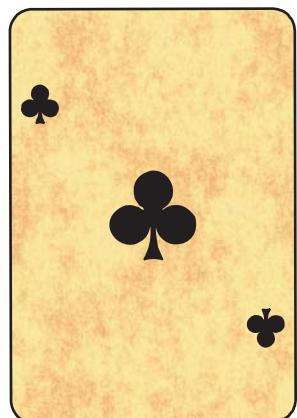
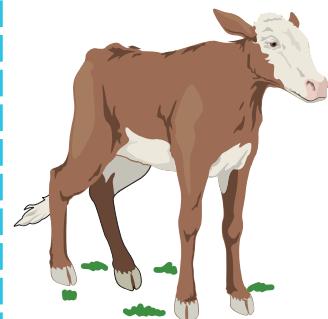
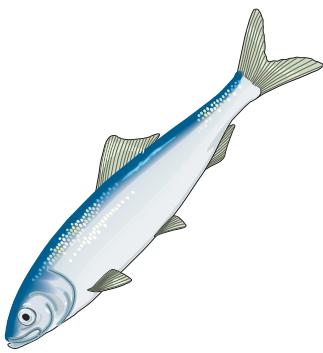
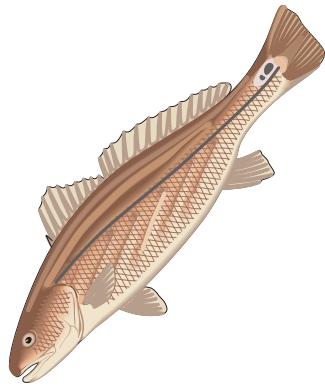
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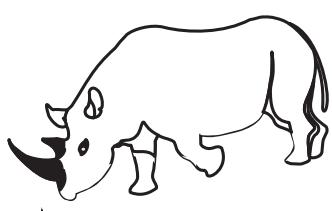


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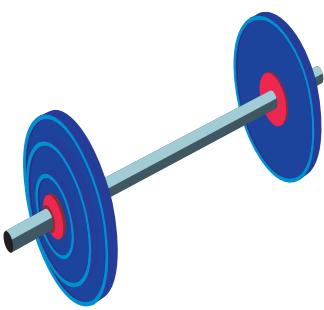




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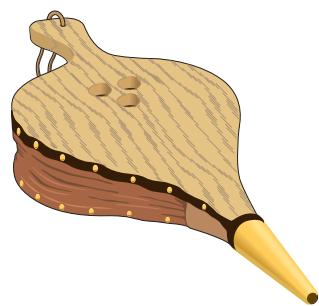
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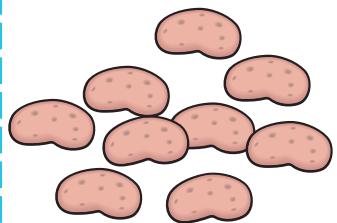
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KOVČE_



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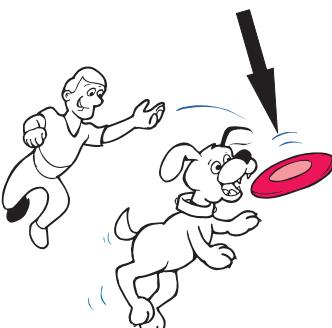
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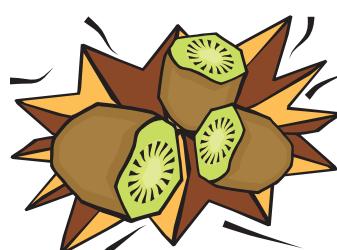
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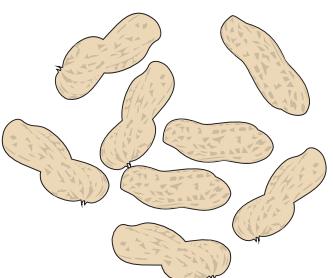
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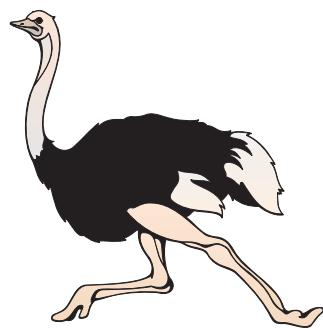
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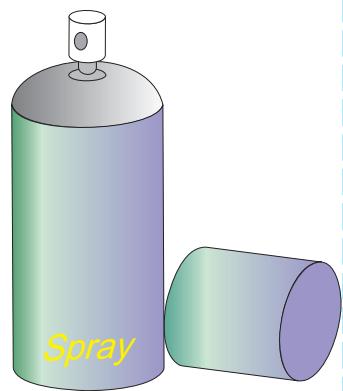
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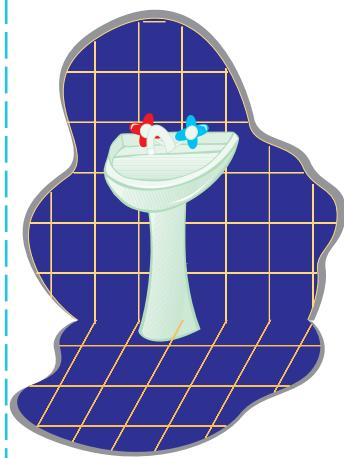
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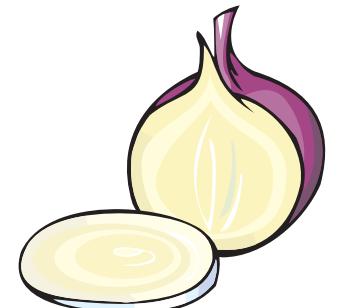
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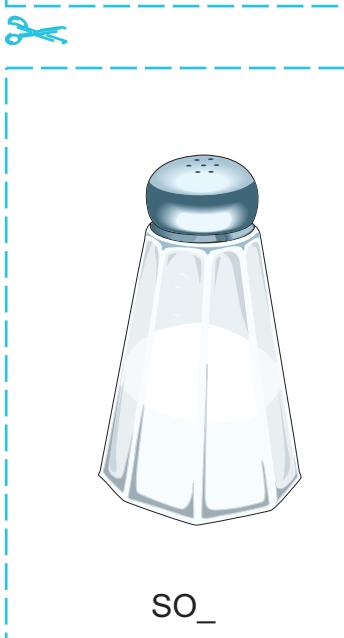
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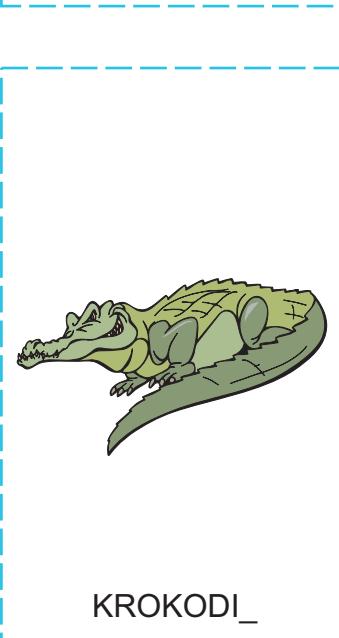
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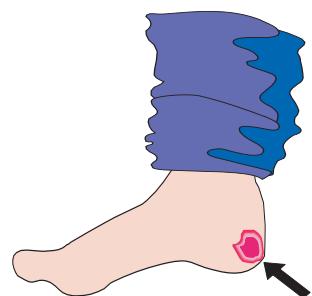
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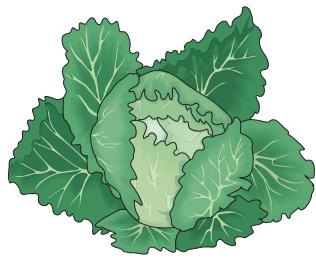
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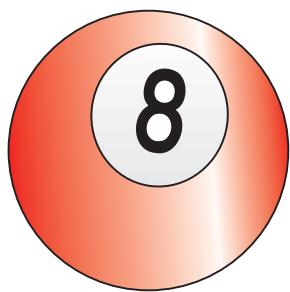
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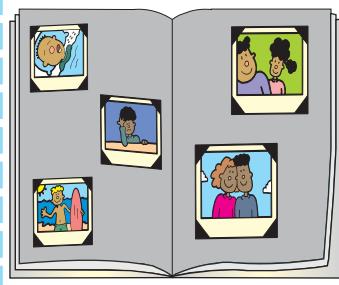
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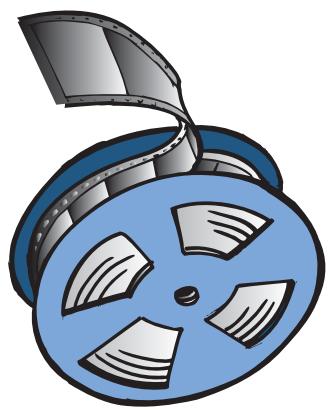
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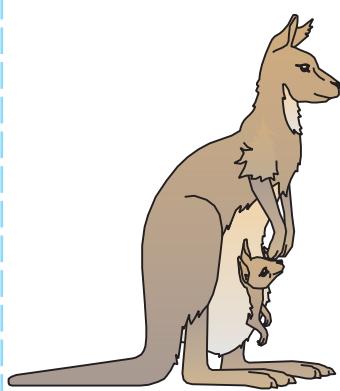
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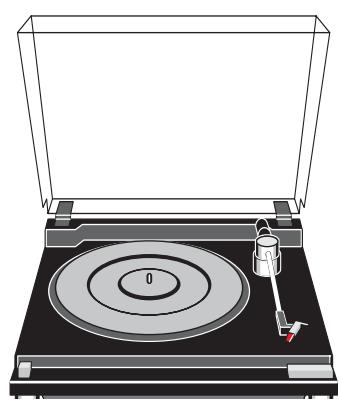
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KLOKA_



TELEFO_



GRAMOFO_



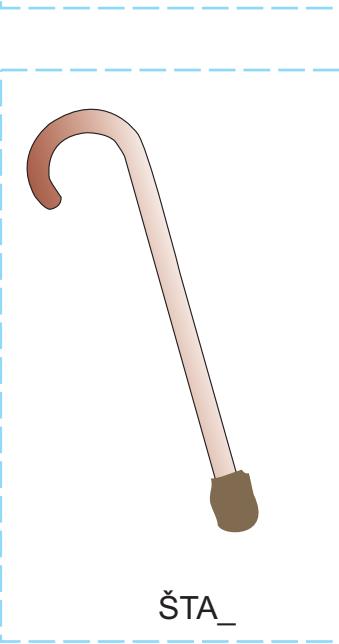
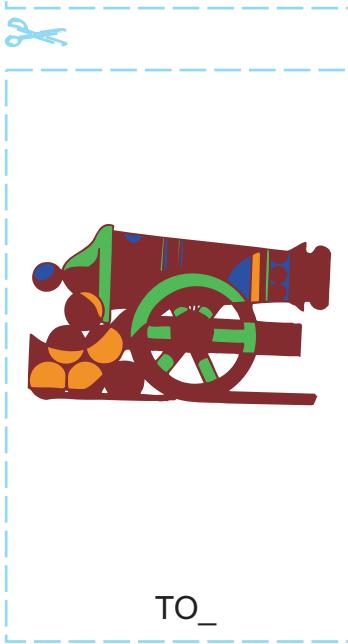
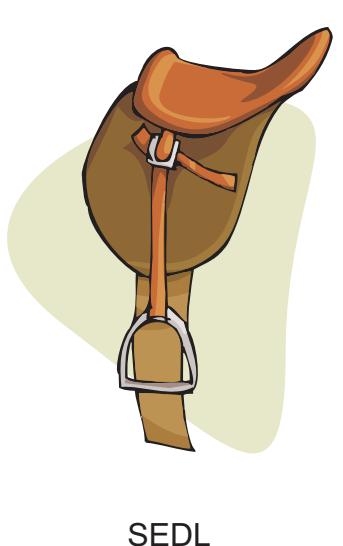
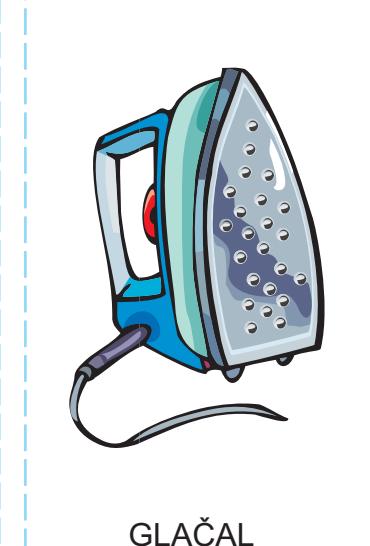
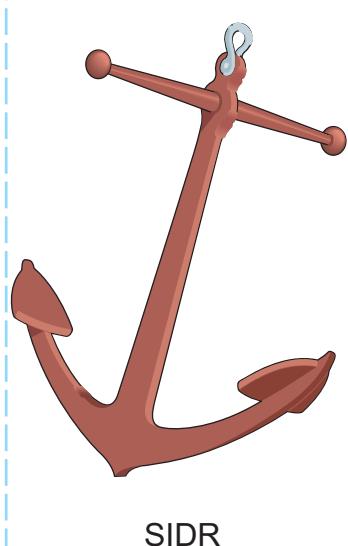
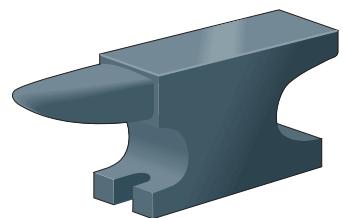
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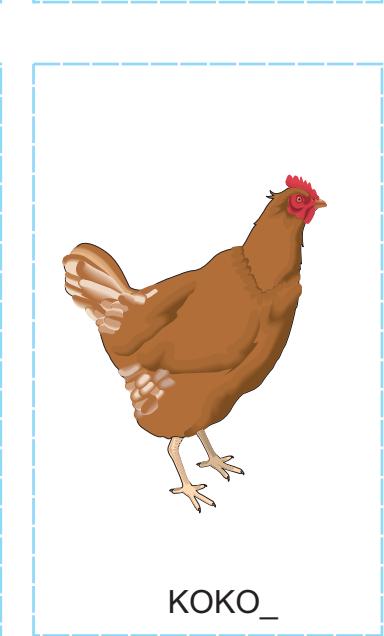
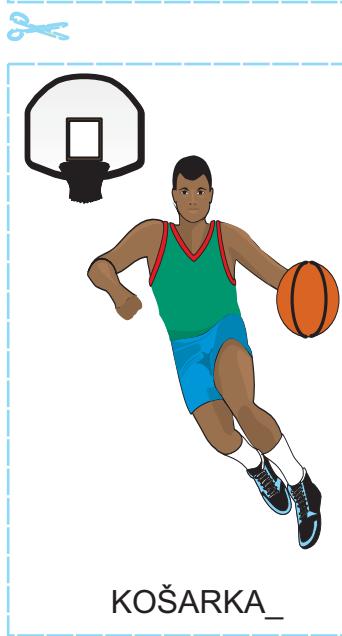
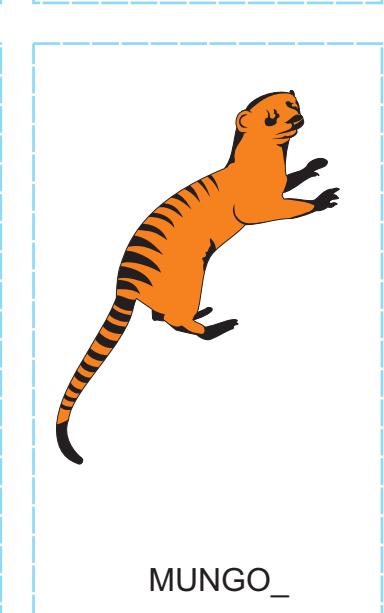
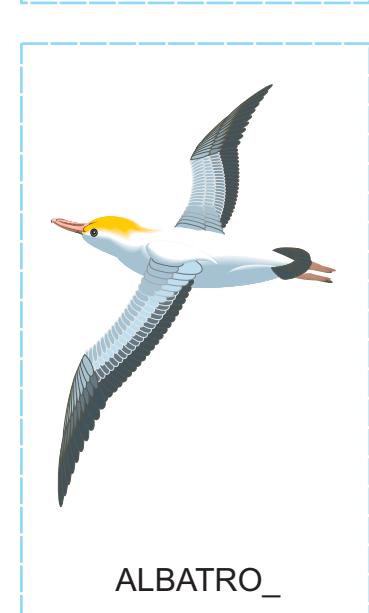
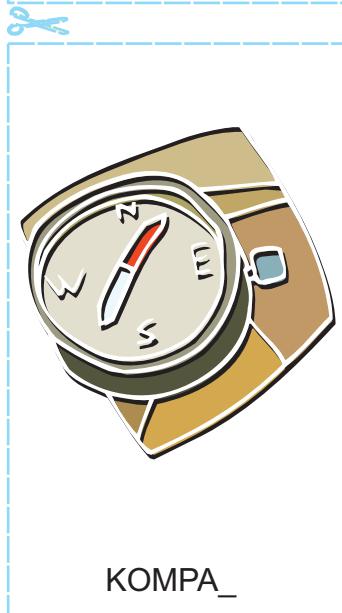
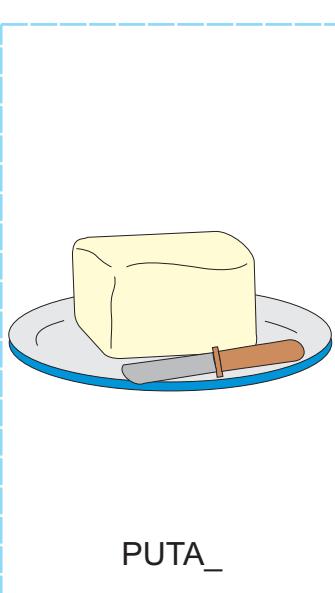


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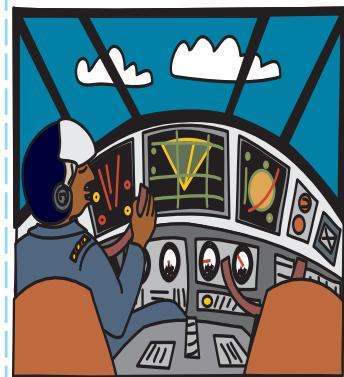


SRPA_





REMI - ZAVRŠNI GLAS



PILO_



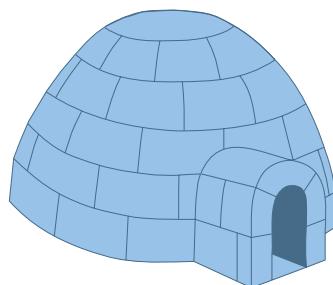
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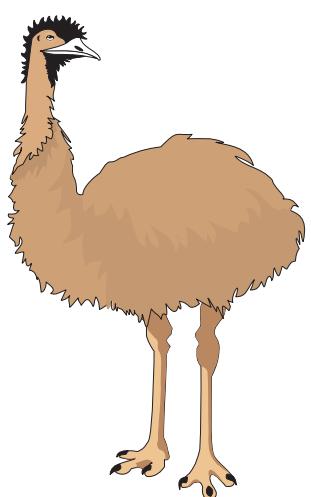
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MOS_



IGL_



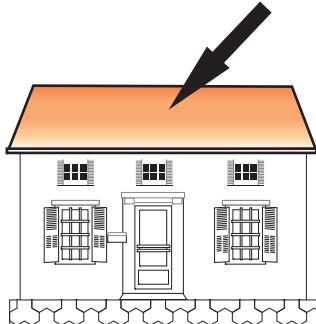
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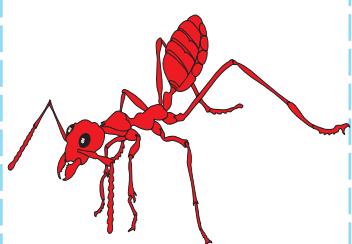
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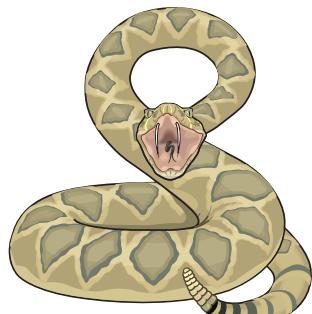
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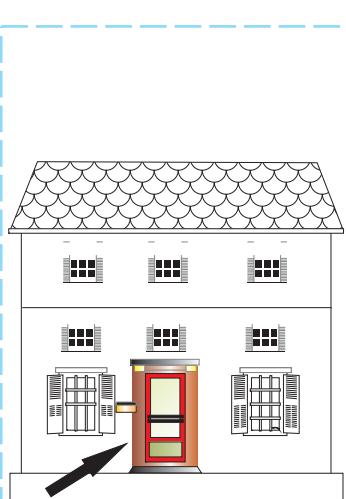


MRA_



UDA_

REMI - ZAVRŠNI GLAS



ULA_



KINE_



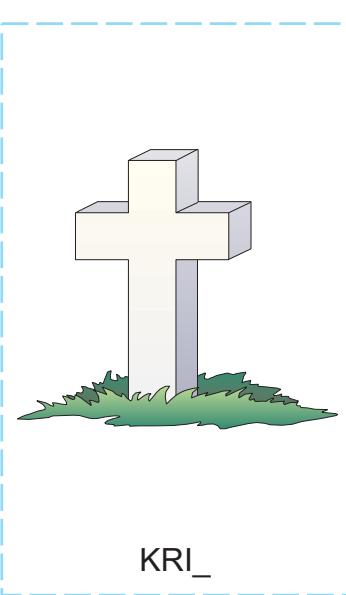
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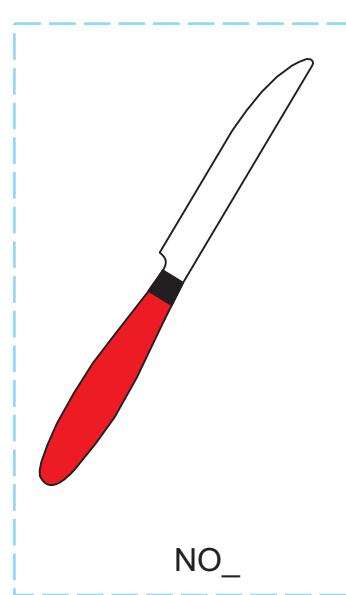
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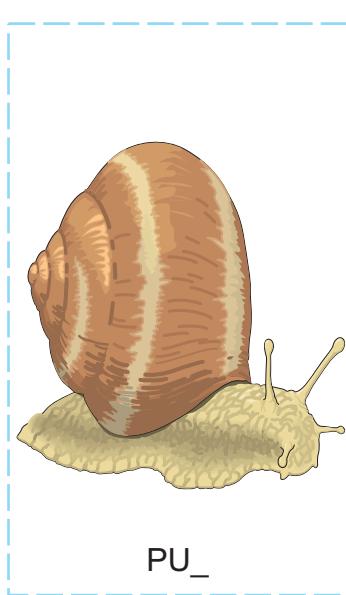
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NO_



PU_