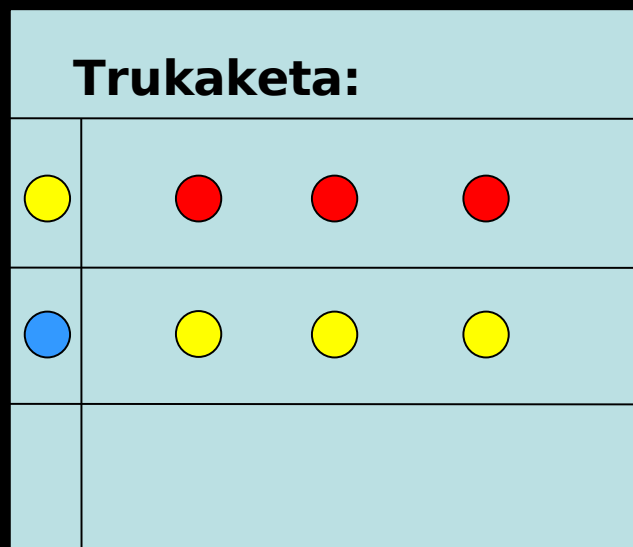


1.jarduera: Trukaketa sinpleak

Helburua: Baliokidetasunaren erlazioak aurkezteko sartzapen-ekintza

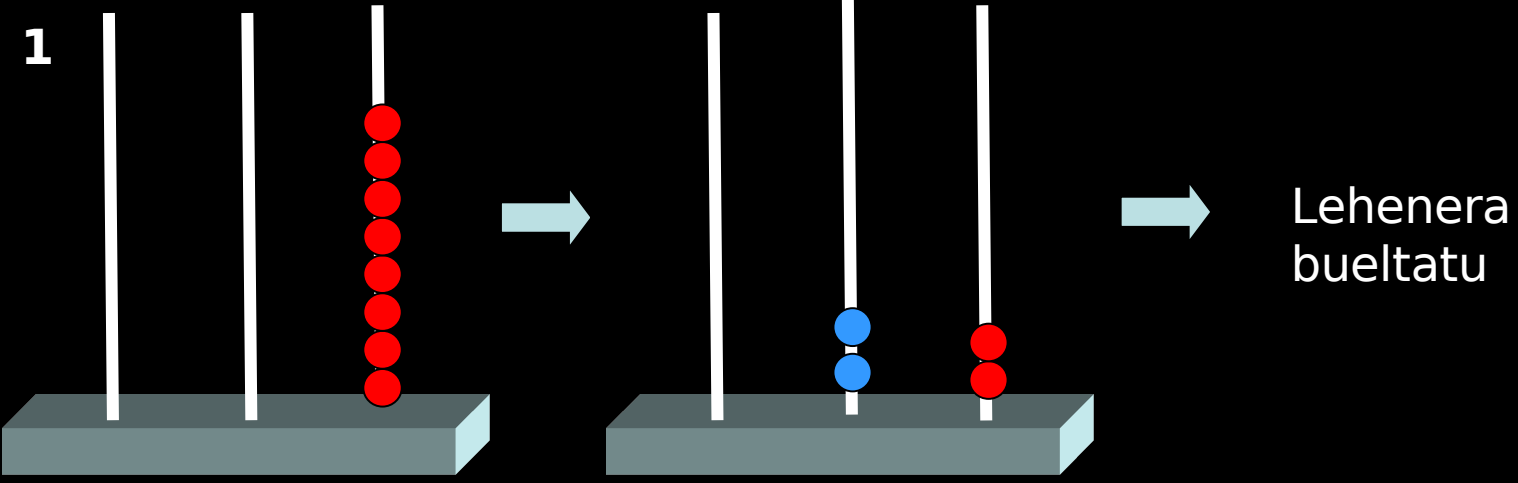
- Metodologia:
1. Gelako bazter batean *banku* bat antolatzen da
 2. Kartel batez trukaketaren arauaren berri ematen da



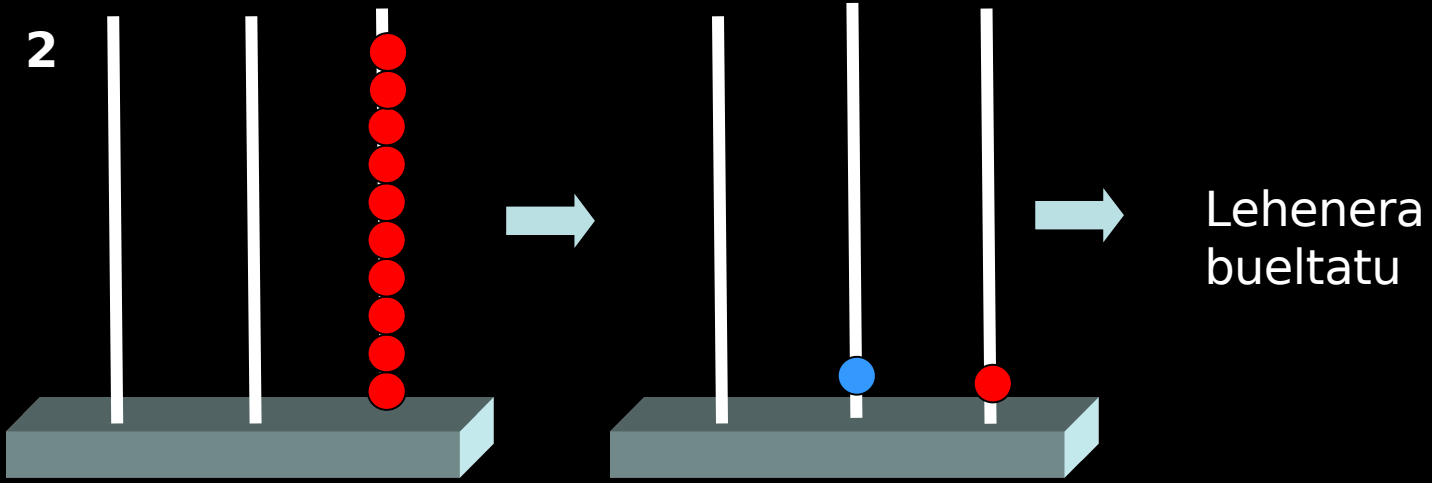
- Metodologia:
3. Nork du bola gehiago, trukatu ostein?
 4. Amaieran hasierako egoerara itzuli beharra dute
 5. Zenbaki-eremu zabala erabili behar: 3tik hasi eta 9an amaitu

2.jarduera: Trukaketa sinpleak

Helburua: Baliokidetasunetan, leheragarritasun printzioa bereganatzea



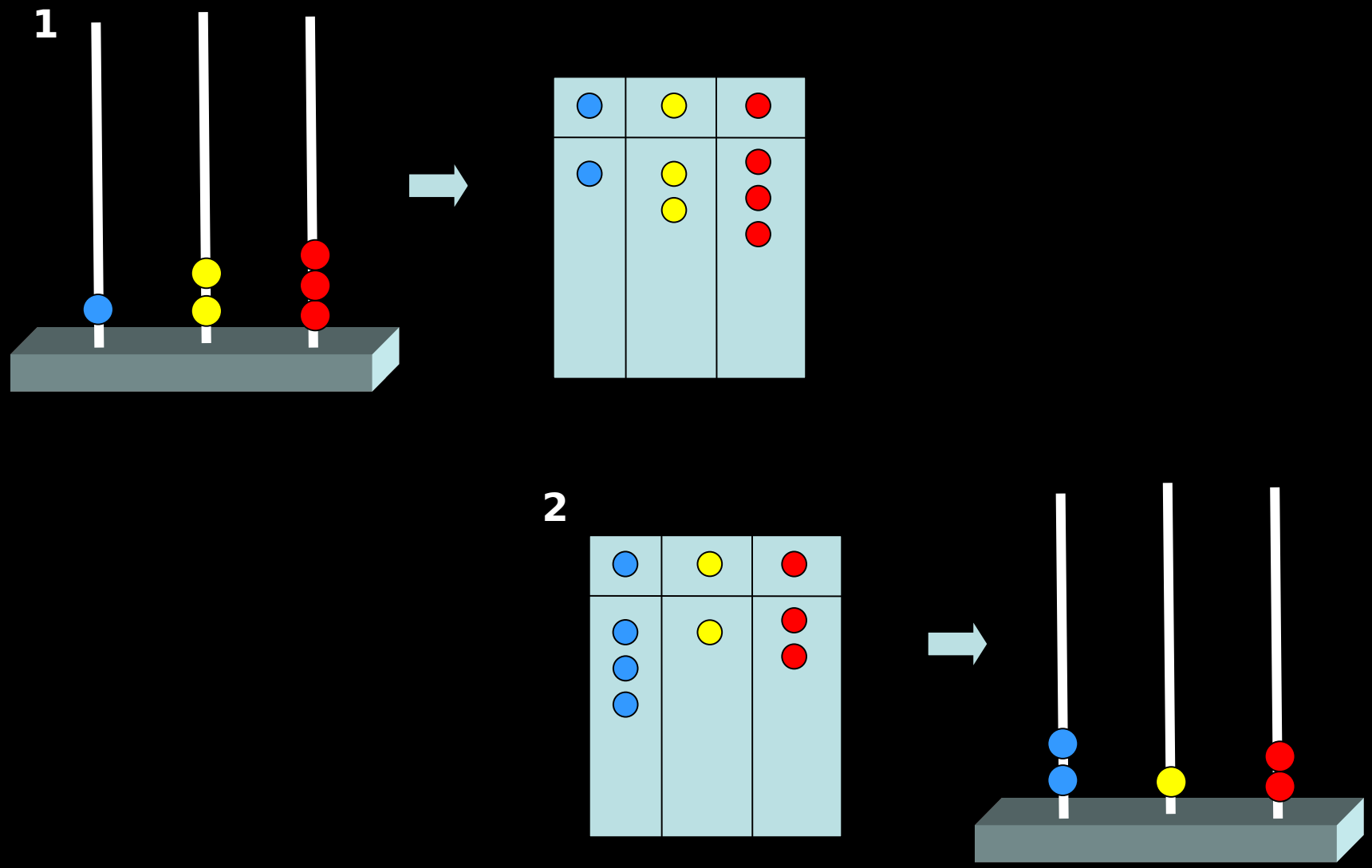
● = ●●●



● = ●●●●●●●●●●

3.jarduera: Paperean idazten dugu!

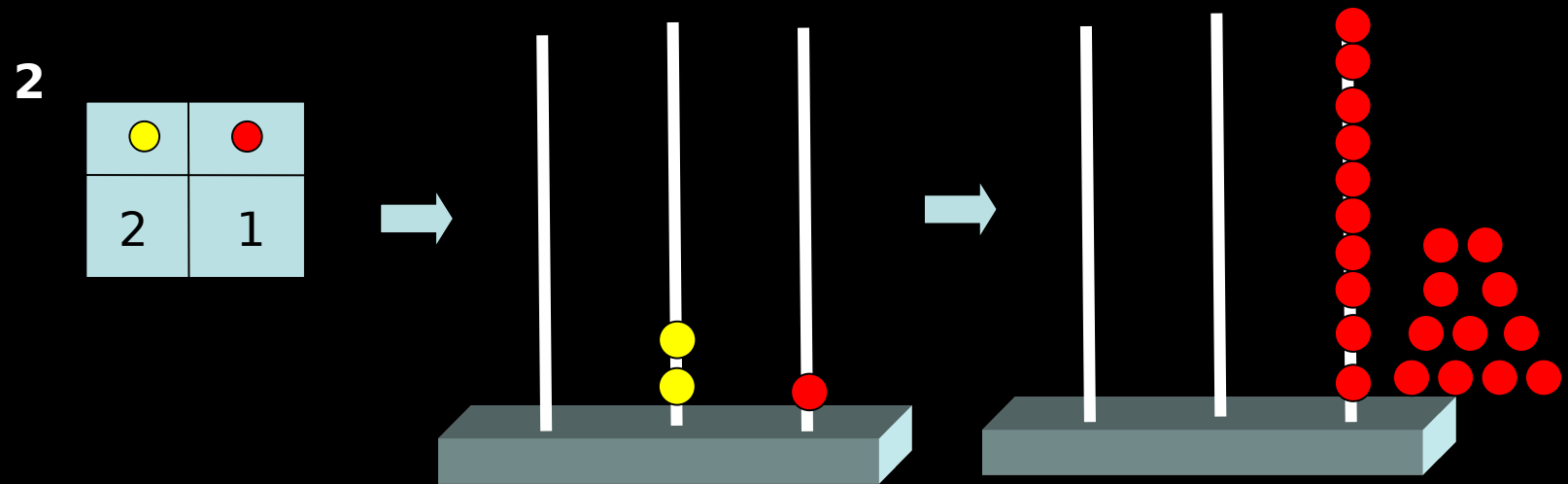
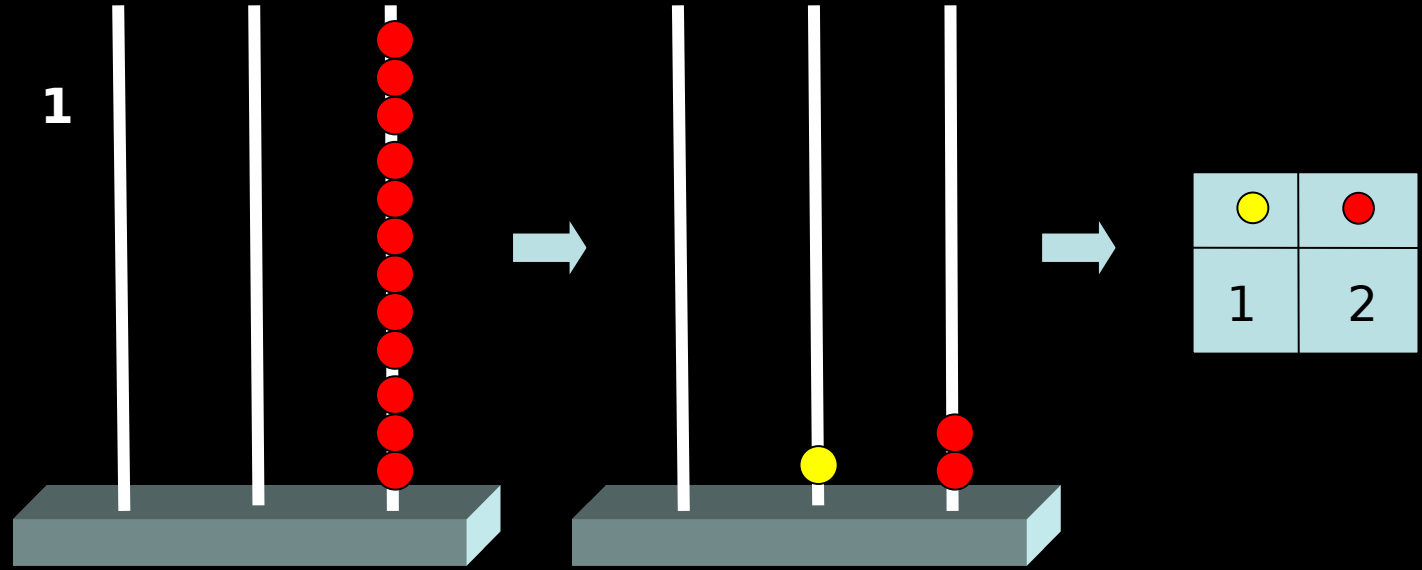
Helburua: Abakoaz eginikoaren irudikapen grafikoa



Oraindik ez: bateko, hamarreko, ehuneko

4.jarduera: Zenbakiak egin ditzagun

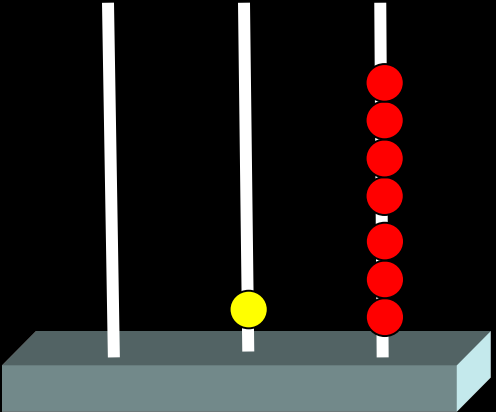
Helburua: Sistema hamartarren sartzapena. Zenbaki kontzeptua.





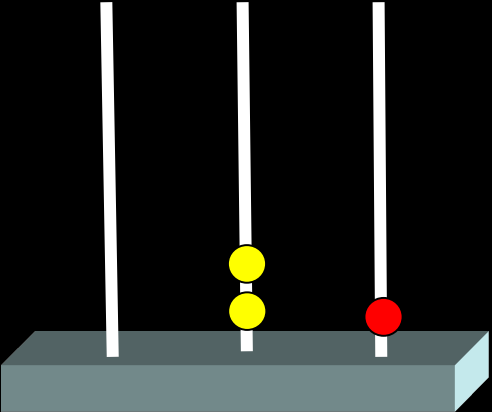
Oraindik ez: bateko, hamarreko, ehuneko



5.jarduera: Konpara dezagun

Helburua: Zifren posizioaren esangura ulertzean sakontzea



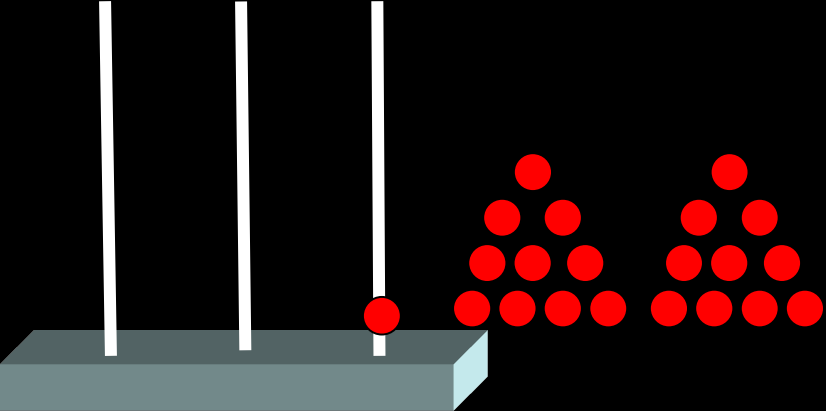
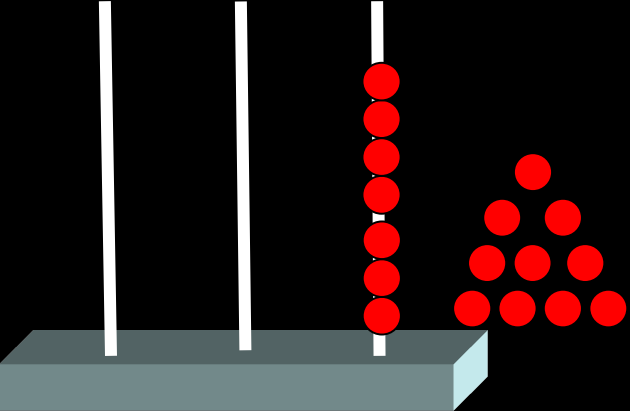
	
1	7



	
2	1

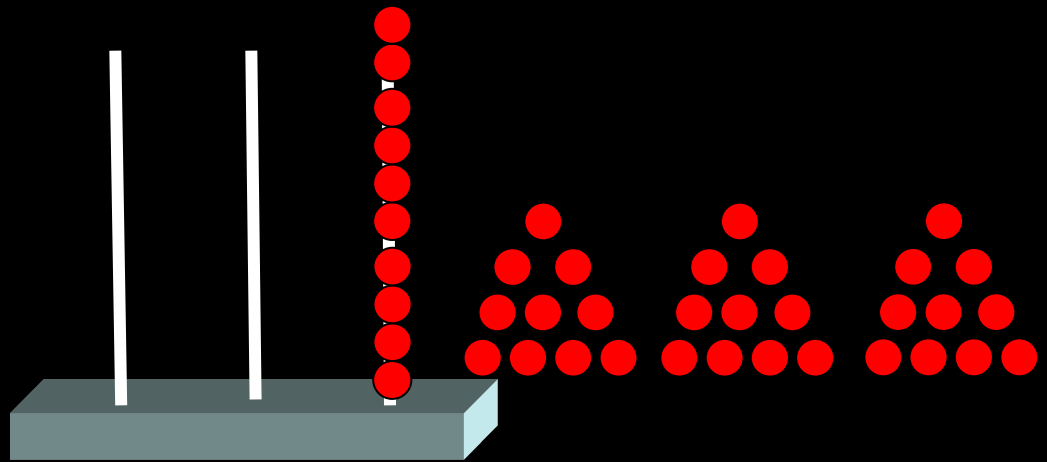
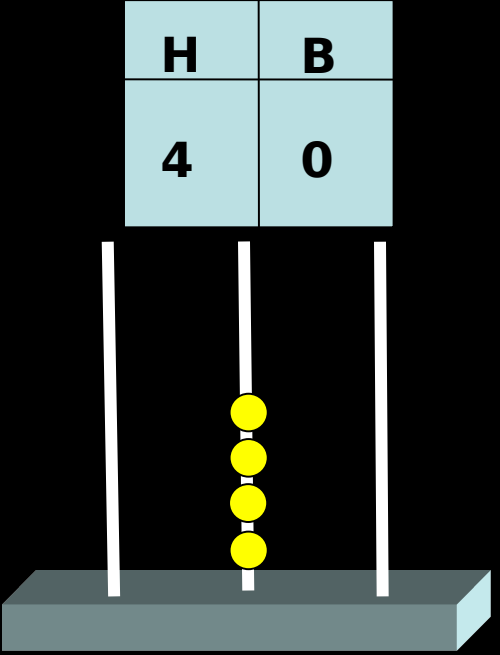
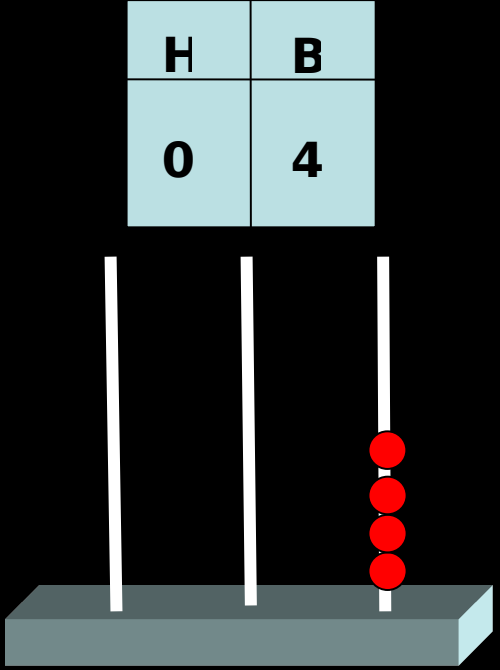


H	B
2	1



6.jarduera: Hamarrekoekin jolasean!

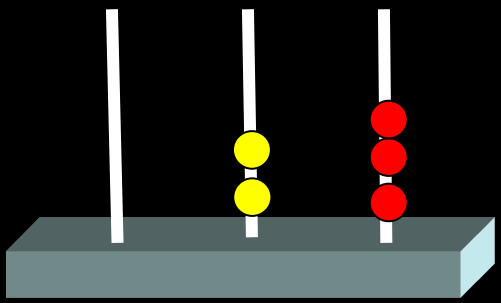
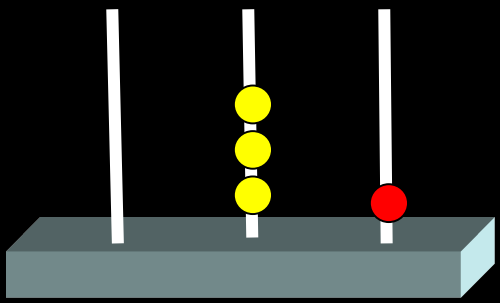
Helburua: Zeroaren esangura ulertzea, bere posizioaren arabera



7.jarduera: Batuketak

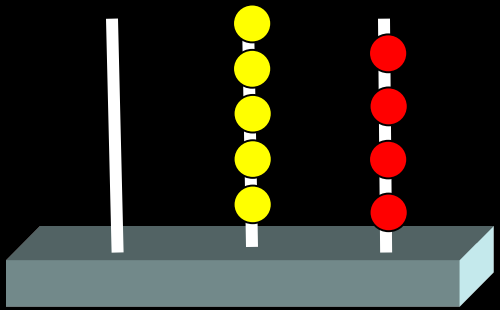
Helburua: Eraman gabeko batuketen irudikapena

Bi abakoz egin behar

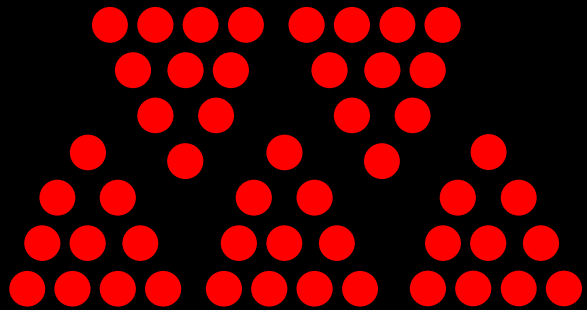
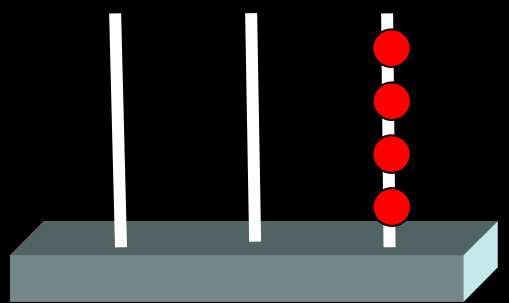


H	B
3	1

H	B
2	3



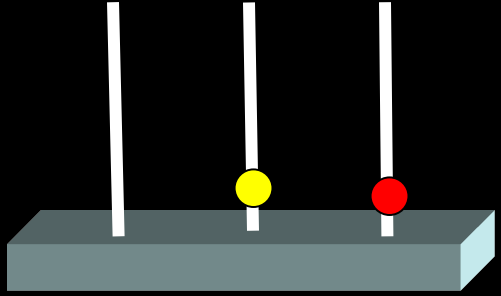
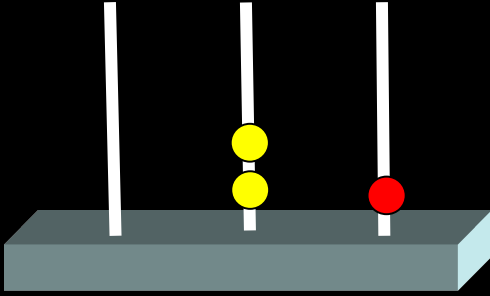
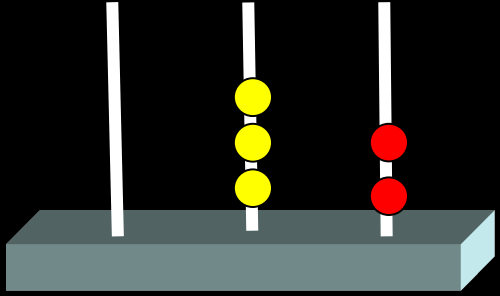
H	B
5	4



8.jarduera: Kenketak

Helburua: Eraman gabeko kenketen irudikapena

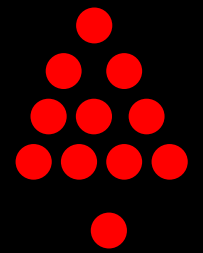
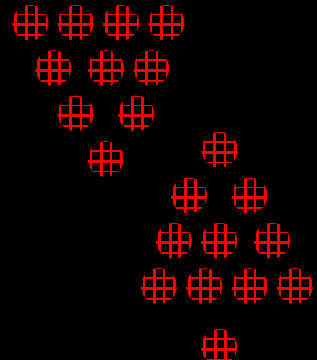
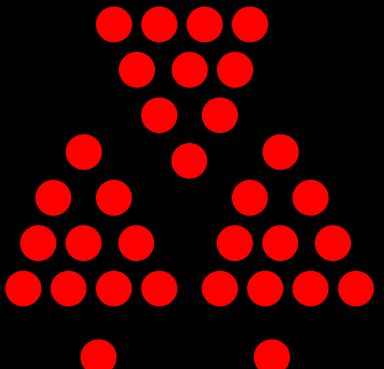
Bi abakoz egin behar



H	B
3	2

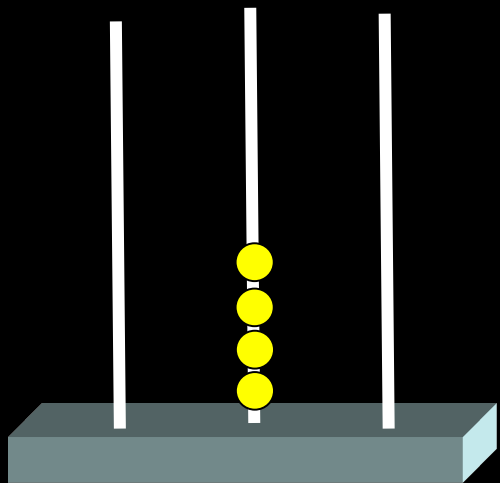
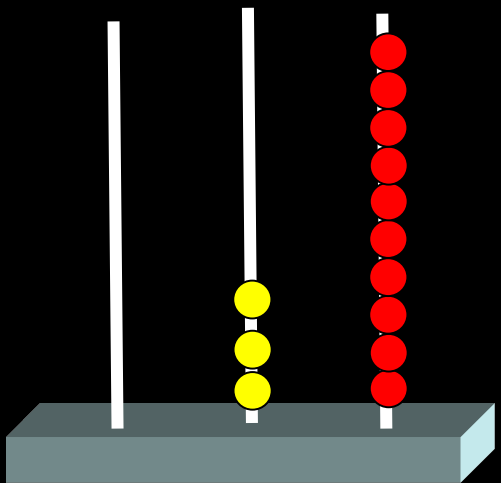
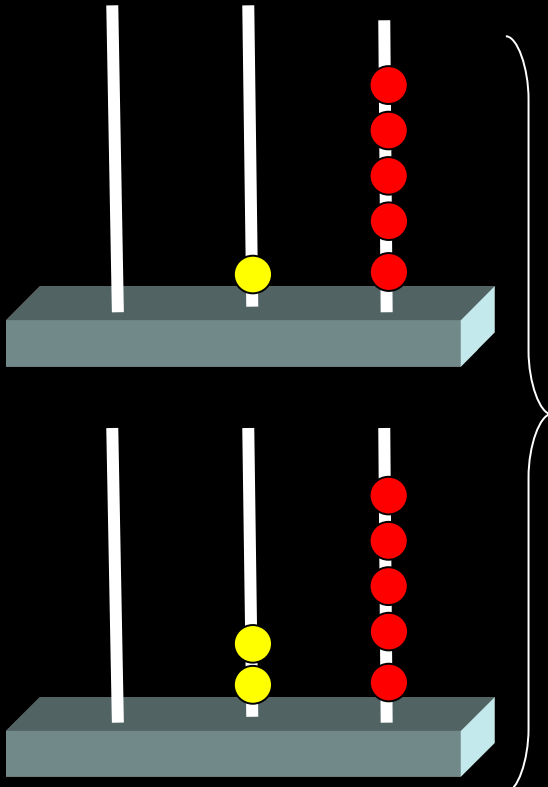
H	B
2	1

H	B
1	1



9.jarduera: Eramanekiko batuketak

Helburua: Eramanekiko batuketen errepresentazioa



H	B
1	5

H	B
2	5

H	B
3	10

H	B
4	0