

# MEMORY DELLE FIGURE

Ambiti disciplinari: Geometria.



Nominare e riconoscere alcune figure dello spazio e del piano.



Poliedri; solidi di rotazione; punto, linea e superficie; poligoni; angoli; cerchio e circonferenza.

Questo gioco è una variante del classico gioco del memory, e può essere utilizzato per consentire agli allievi di mettersi alla prova con la geometria, allenandosi ad individuare le coppie corrispondenti di immagini di figure e relativi nomi. Il gioco si presta a essere realizzato a piccolo gruppo (o con la variante individuale) e può essere ripreso più volte durante il corso dell'anno scolastico.

NUMERO DI GIOCATORI:	1+
DURATA MEDIA:	20 min
COMPLESSITÀ:	bassa
STRATEGIA:	media

## Scopo del gioco

Lo scopo è conquistare il maggior numero di tessere del memory, giocando ad abbinare le coppie di tessere che mostrano l'immagine di una figura e il corrispondente nome.

## Preparazione

Prima dell'inizio del gioco vengono selezionate e stampate, tra quelle presenti nell'**Allegato 1** (primo ciclo) e nell'**Allegato 2** (secondo ciclo), i tipi di tessere di figure su cui ci si vuole allenare. Per rendere il gioco più semplice è possibile stampare le tessere su cartoncini di due colori diversi per distinguere dal retro le tessere che presentano immagini di figure da quelle con i relativi nomi. In questo modo i giocatori sapranno di

dover formare delle coppie con tessere di colori diversi.

Tutte le tessere vengono mischiate fra loro e posizionate su un tavolo girate a faccia in giù in ordine sparso. Per rendere il gioco più semplice è possibile disporre le tessere in righe e colonne ordinate, ed eventualmente divise per colori in modo che da una parte vi siano le tessere con i nomi e dall'altra quelle con le immagini.

## Svolgimento

Si stabilisce chi è il primo giocatore. Il giocatore di turno gira due tessere e le confronta fra loro: se ha rivelato l'immagine di una figura e il suo nome, allora ha formato una coppia corretta. Il giocatore in questo caso prende le tessere e le



mette da parte, nella propria riserva, e procede girando altre tessere fra quelle ancora coperte. Se il giocatore invece ha girato due tessere che non formano una coppia, le rigira nuovamente a faccia in giù e passa il turno al giocatore successivo in senso orario.

### Fine del gioco

Il gioco finisce quando tutte le tessere sono state conquistate dai giocatori. A questo punto si contano le tessere conquistate da ognuno; chi ne ha di più è il vincitore.

### Possibili sviluppi

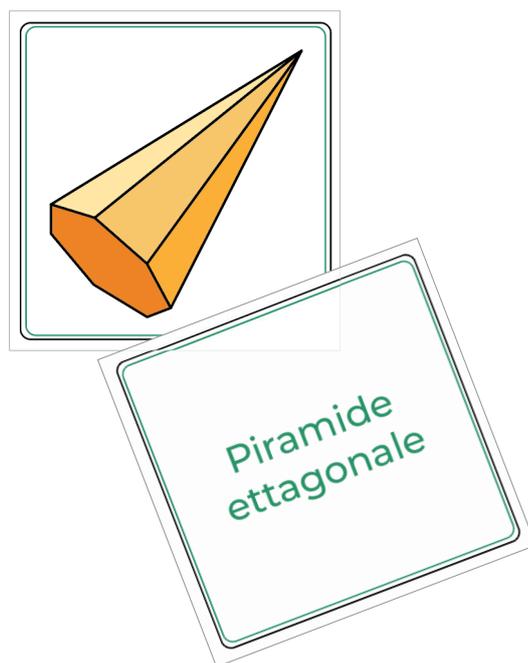
È possibile giocare anche individualmente: in questo caso il giocatore conta quanti tentativi ha dovuto fare prima di riuscire a formare tutte le coppie corrette, completando il gioco.

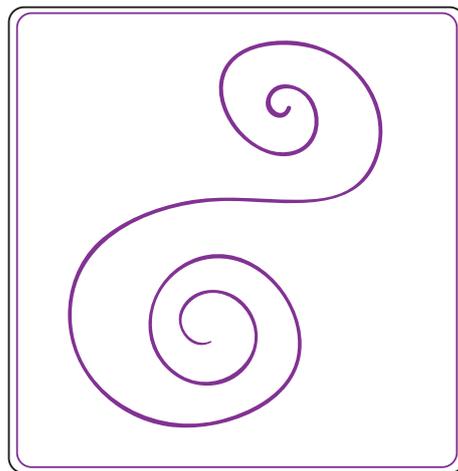
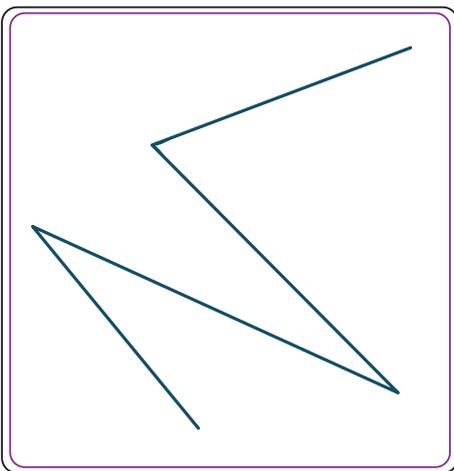
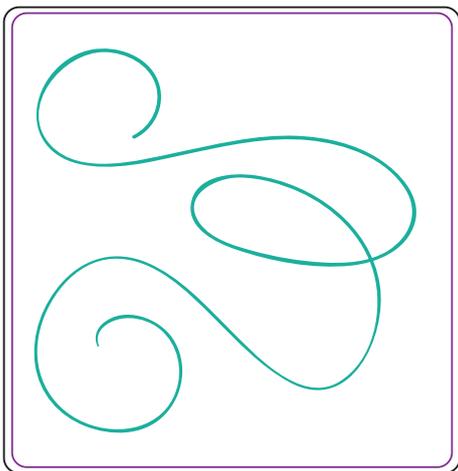
Un'altra variante del memory prevede l'utilizzo unicamente delle tessere su cui sono rappresentate le immagini; in questo caso il giocatore forma una coppia corretta quando rivela due figure che, pur essendo di forma o dimensione diversa, possono essere nominate esattamente allo stesso modo (per esempio due linee curve, chiuse e semplici oppure due cilindri). Se le due tessere girate contengono immagini di figure che non sono nominate allo stesso modo (ad esempio, una linea curva, aperta e semplice, invece di una linea curva, chiusa e semplice), anche solo per una proprietà, allora la coppia non è da considerarsi corretta.

È inoltre possibile proporre agli allievi di ideare nuove tessere in modo da poter inserire nel gioco delle figure che non sono già presenti fra gli allegati. Si può anche proporre di realizzare delle immagini alternative che si riferiscano alle tessere già presenti (per esempio una tessera su cui è rappresentata una linea curva chiusa semplice diversa da quella presente negli allegati). Per realizzare delle nuove tessere è possibile utilizzare quelle vuote presenti nell'**Allegato 3**.

### Materiale

Le tessere del memory delle figure: tessere primo ciclo (**Allegato 1**), tessere secondo ciclo (**Allegato 2**), tessere vuote (**Allegato 3**).

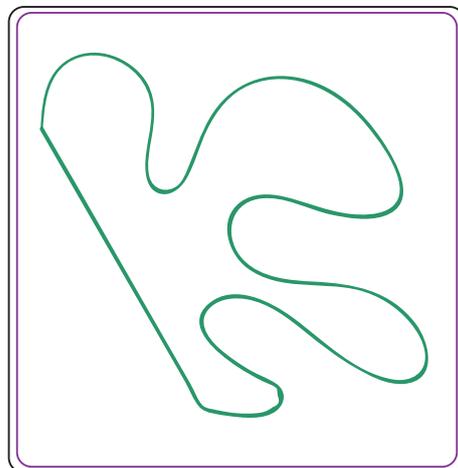
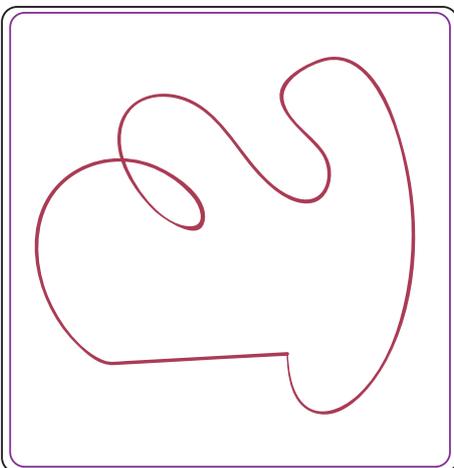
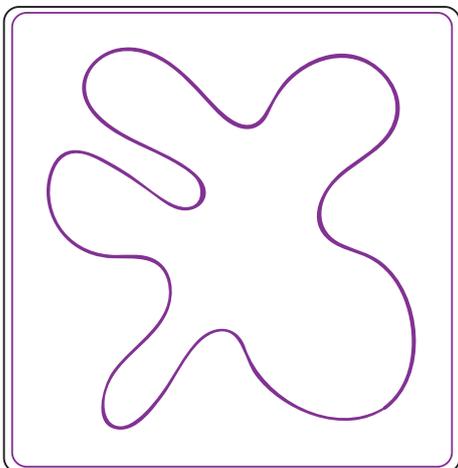




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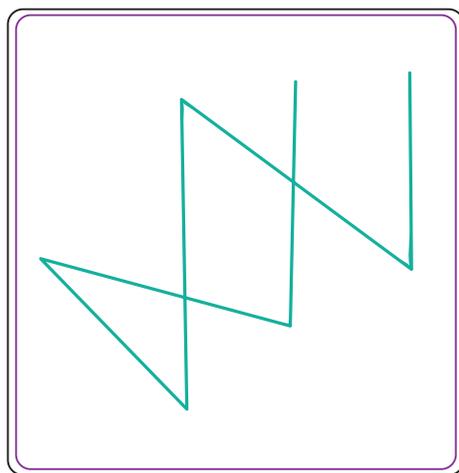
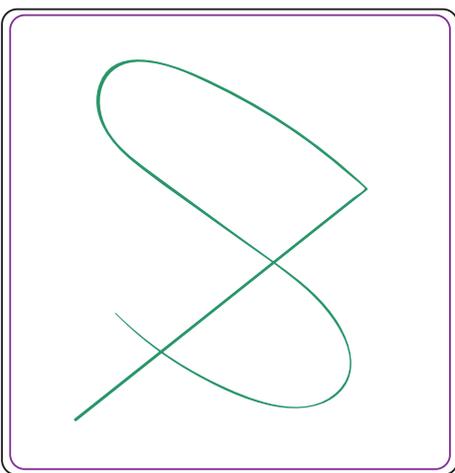
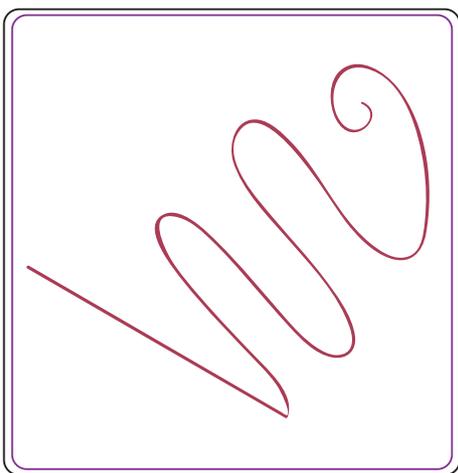
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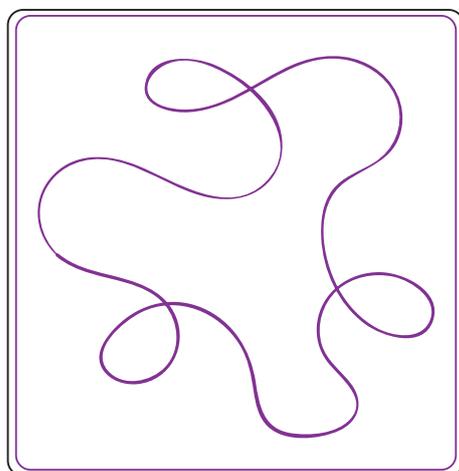
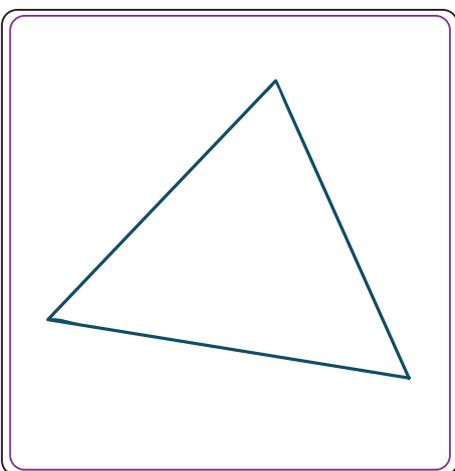
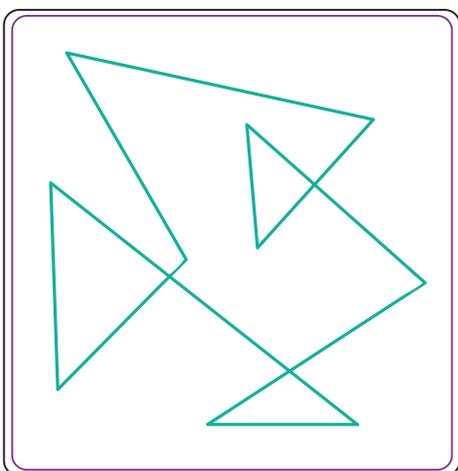
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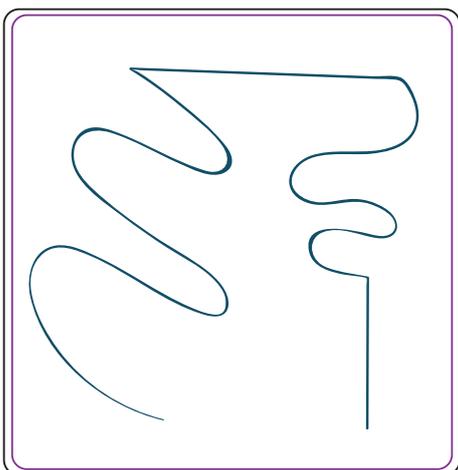
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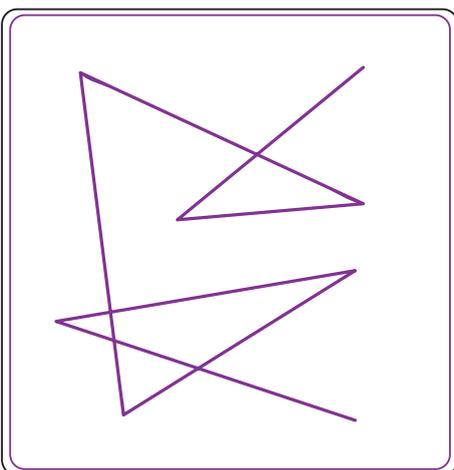
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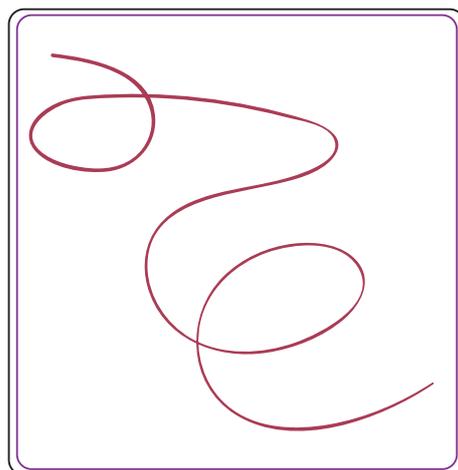
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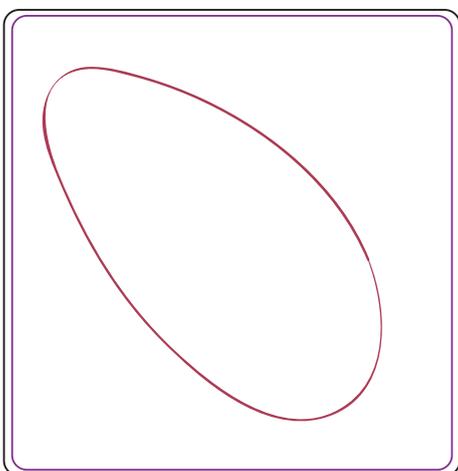
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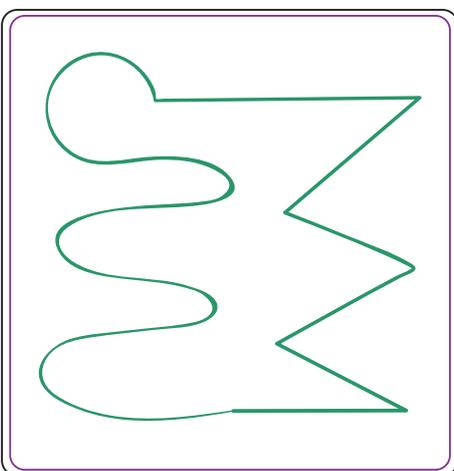
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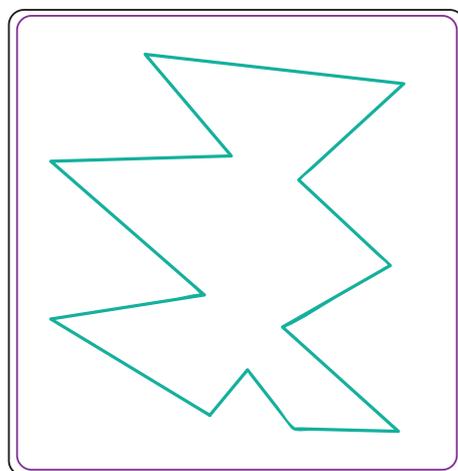
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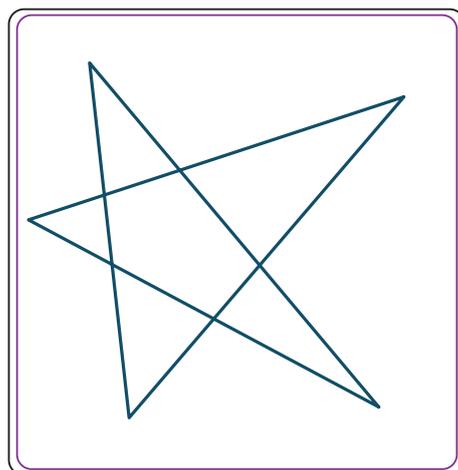
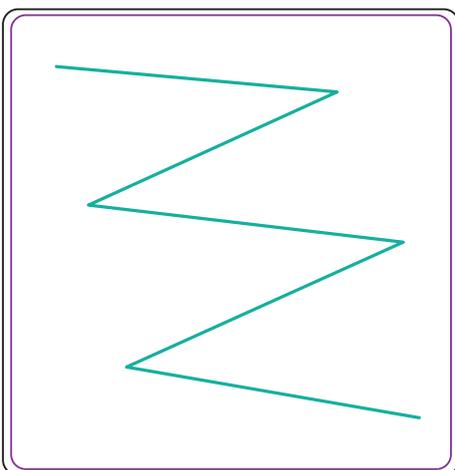
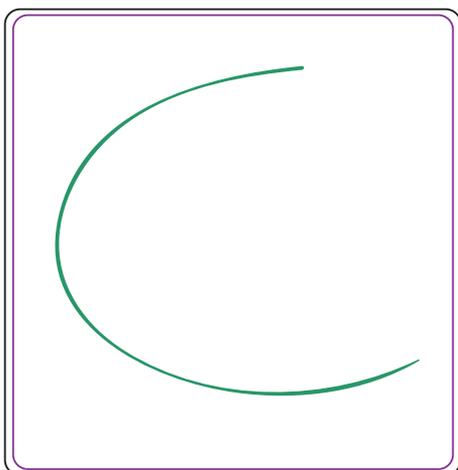
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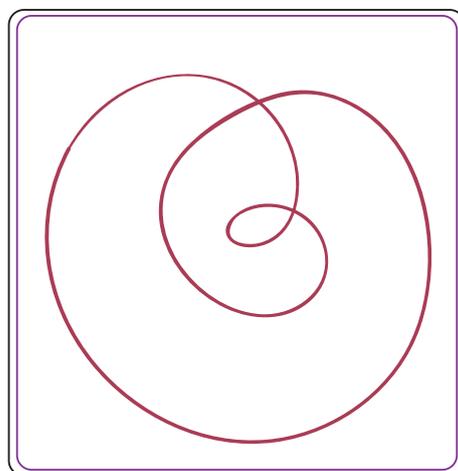
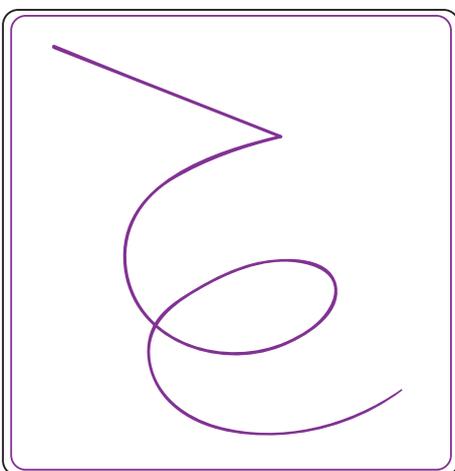
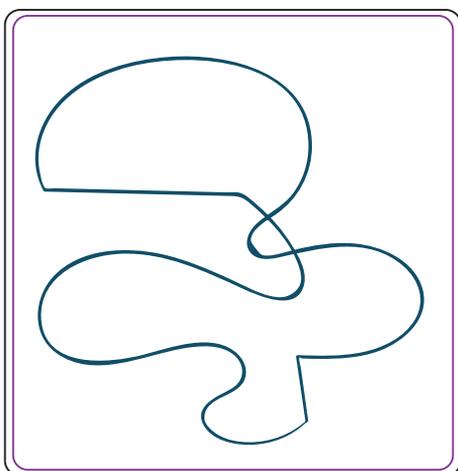
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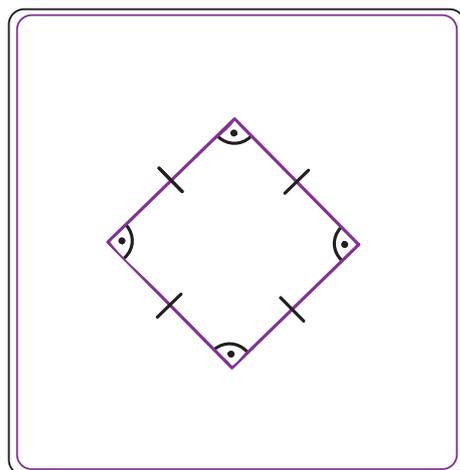
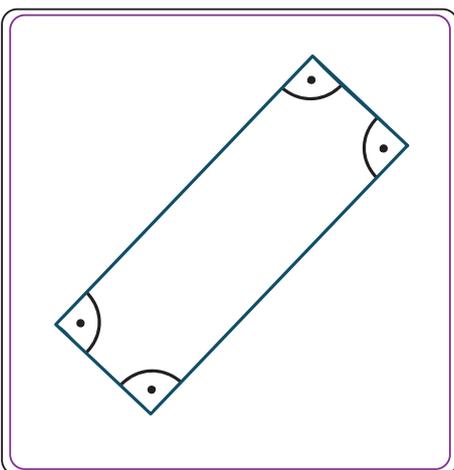
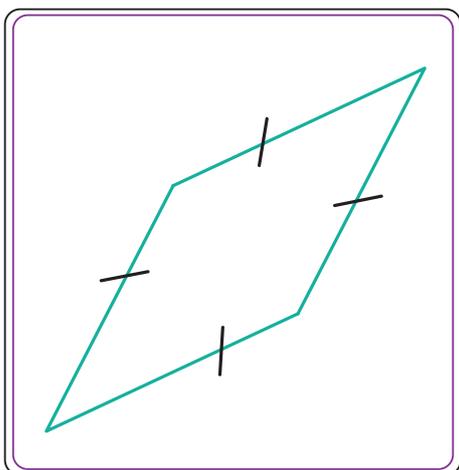
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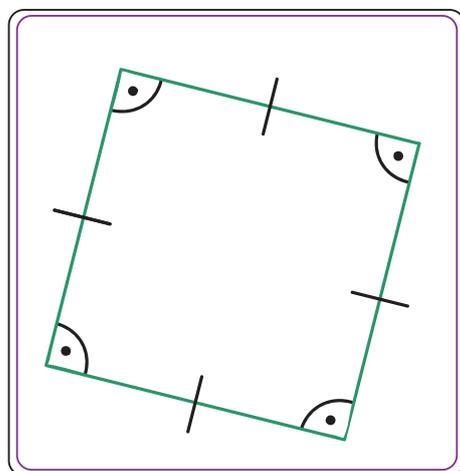
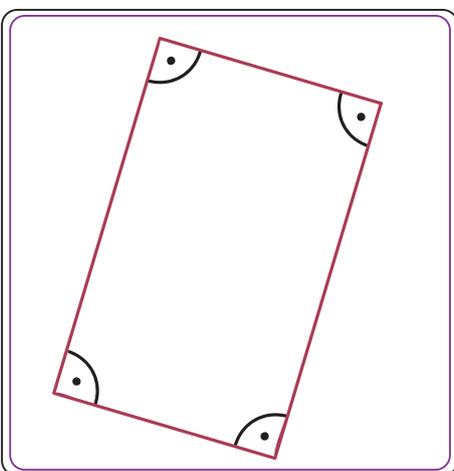
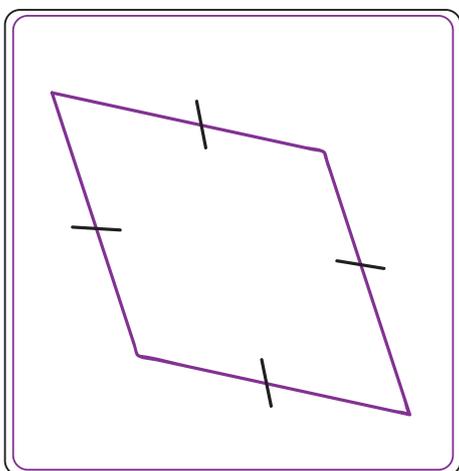
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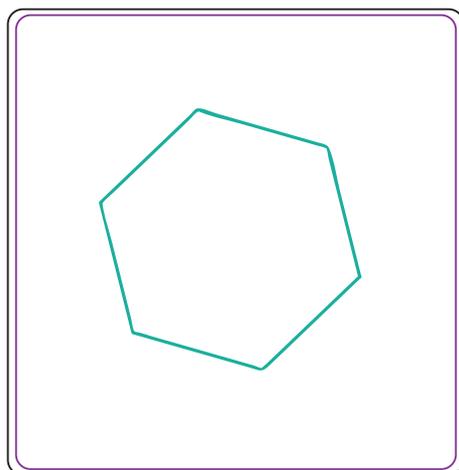
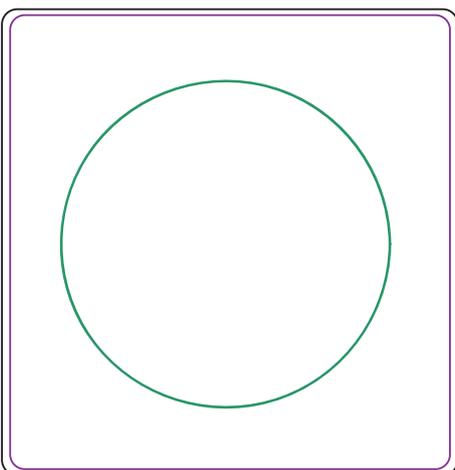
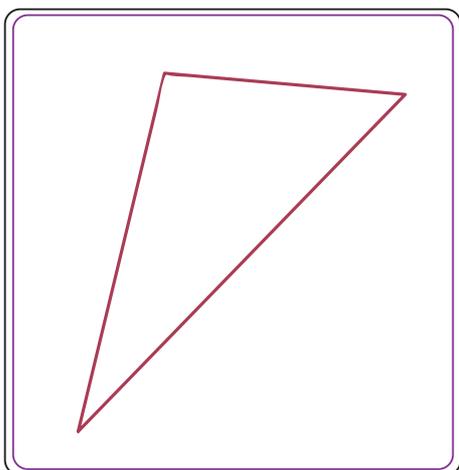
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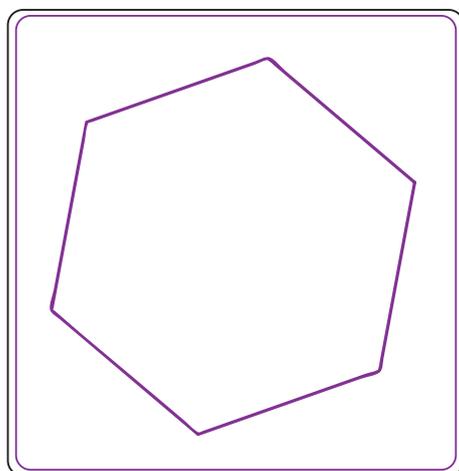
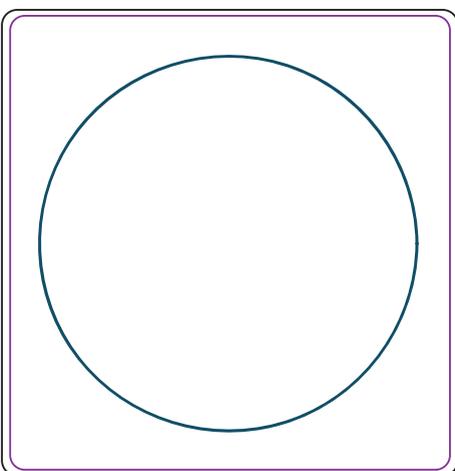
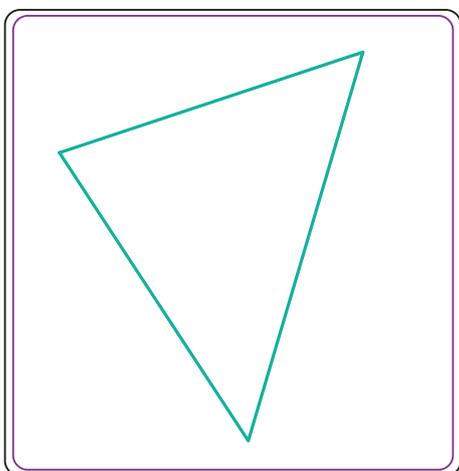
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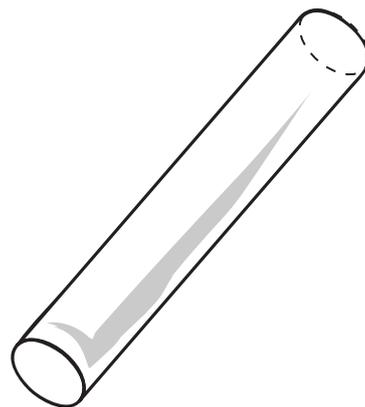
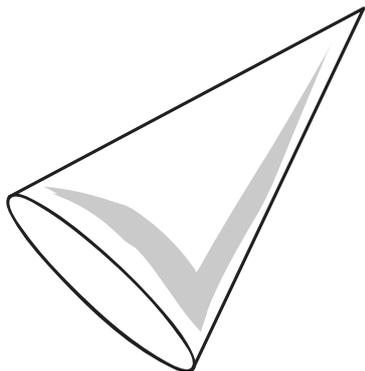
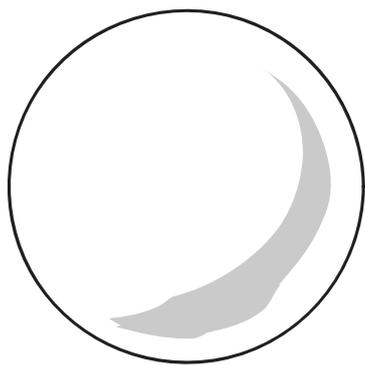
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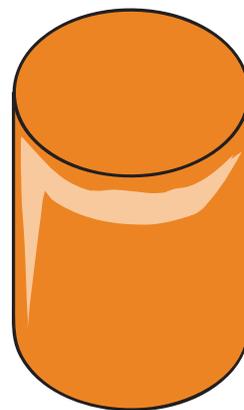
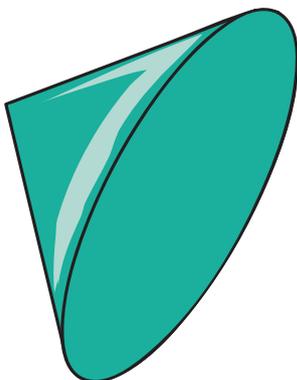
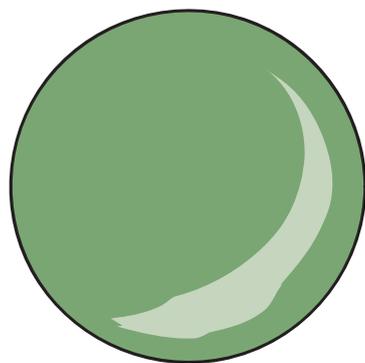
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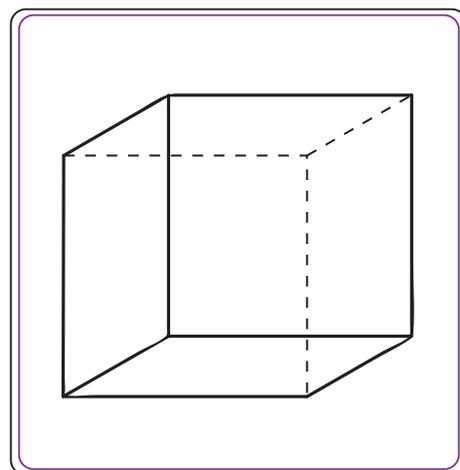
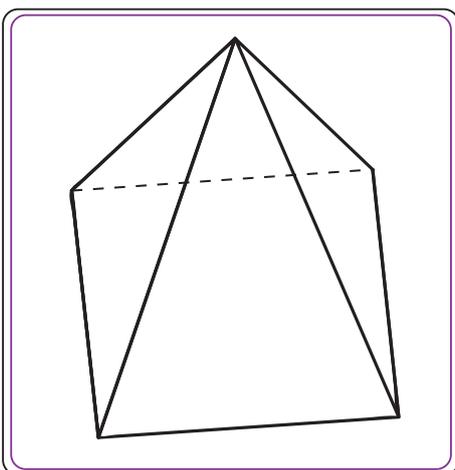
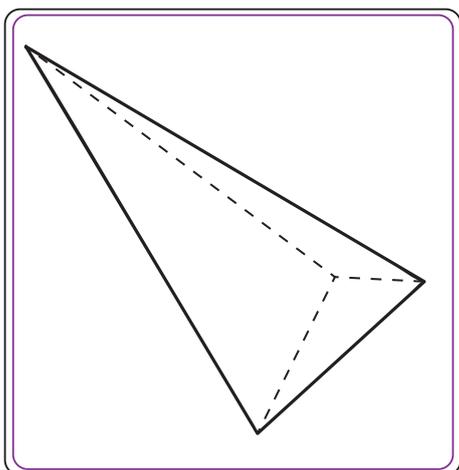
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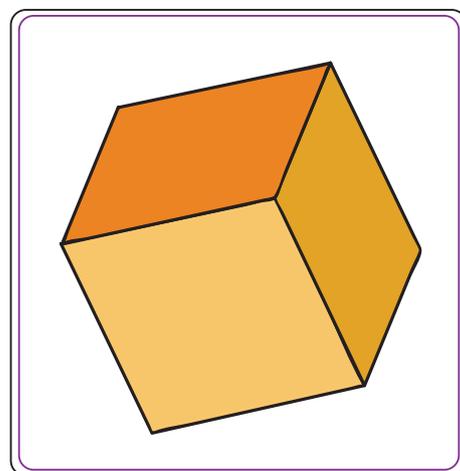
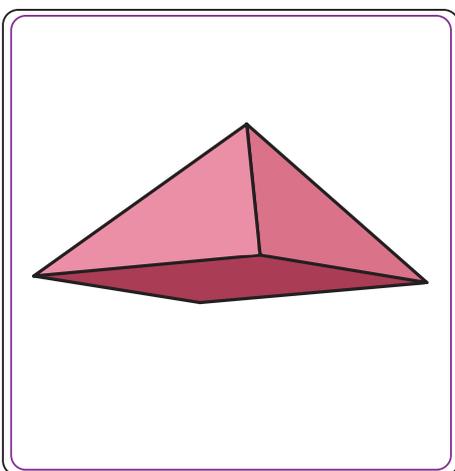
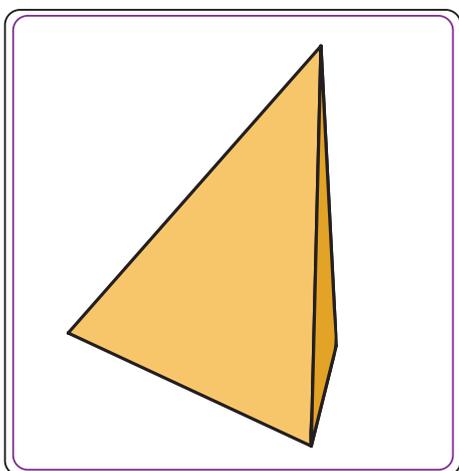
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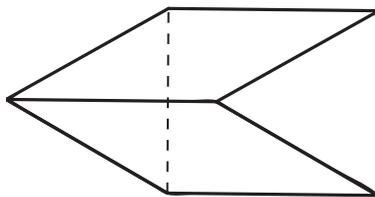
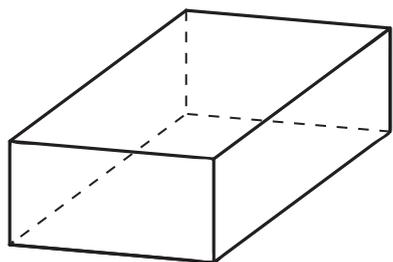
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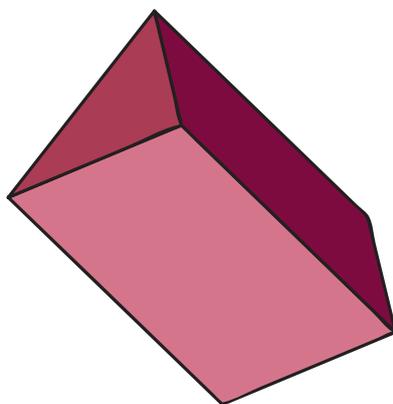
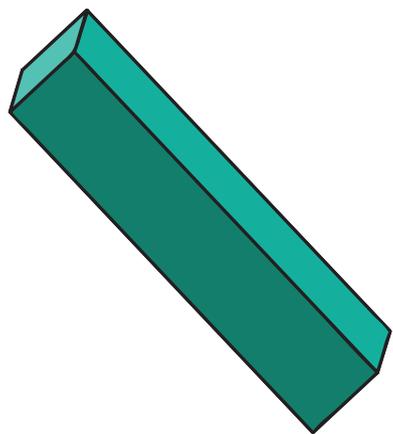
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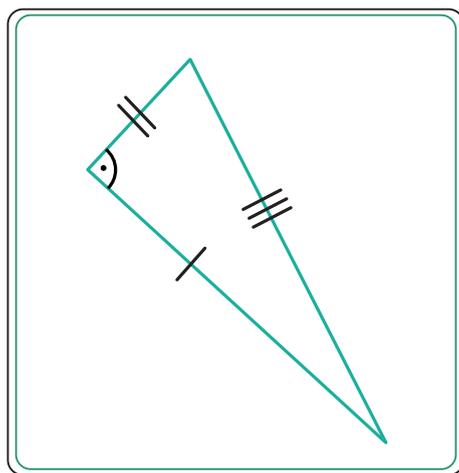
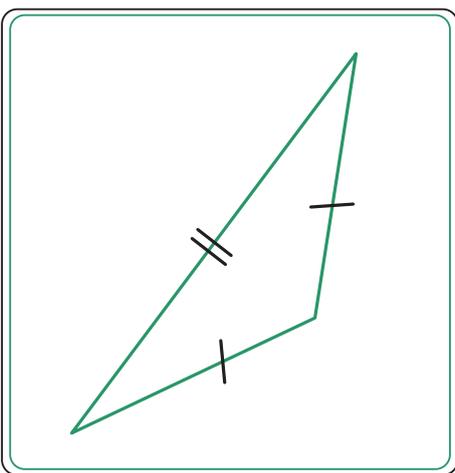
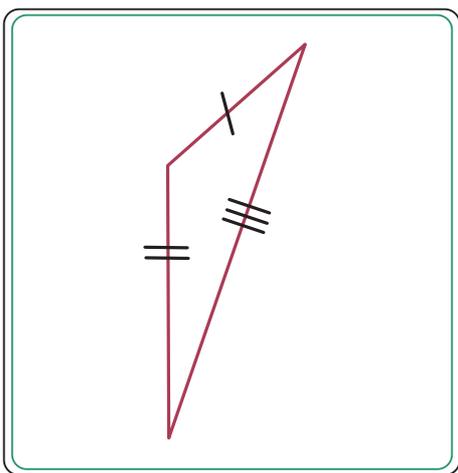
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PARALLELEPIEDO

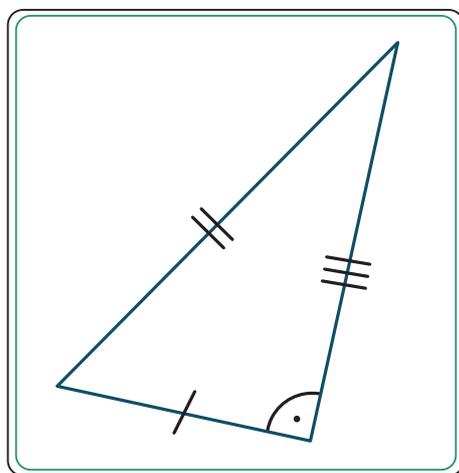
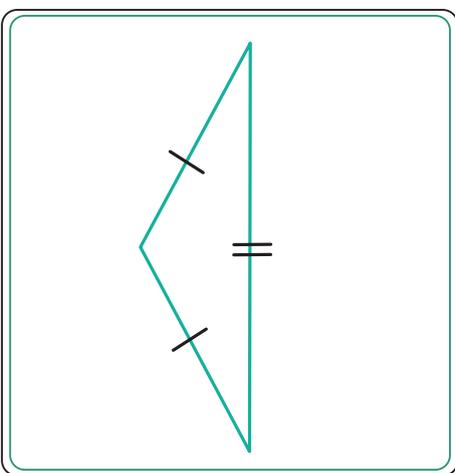
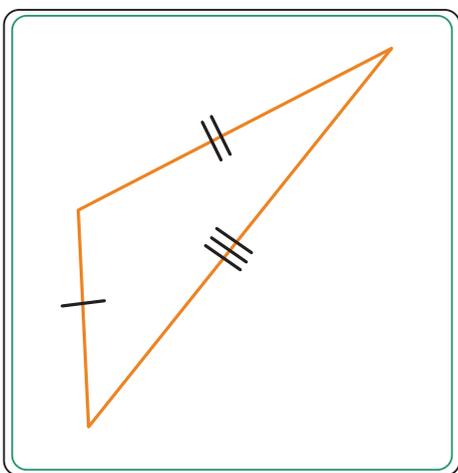
PRISMA  
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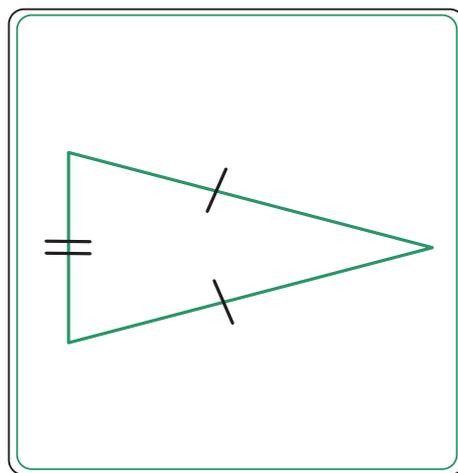
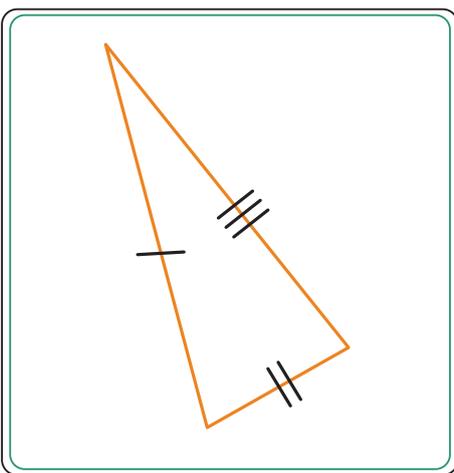
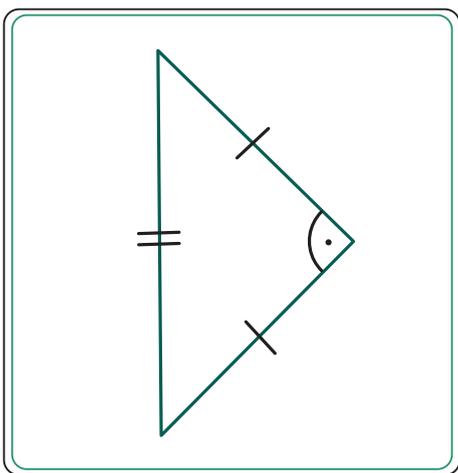
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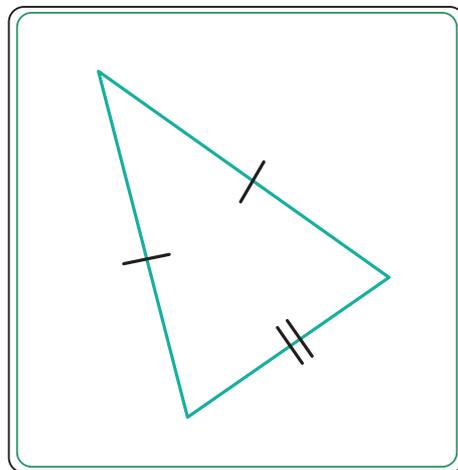
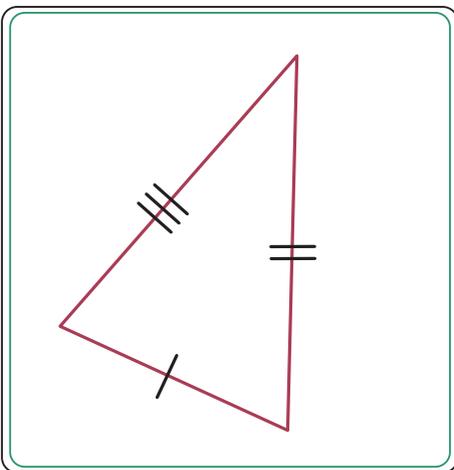
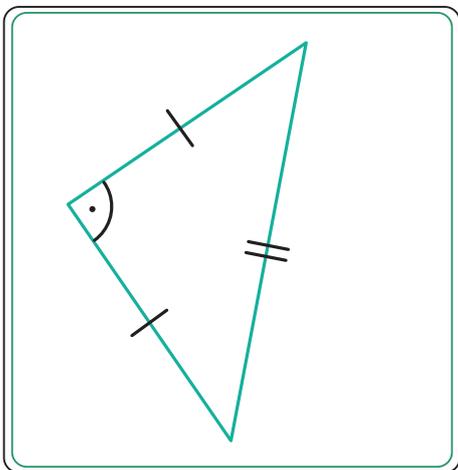
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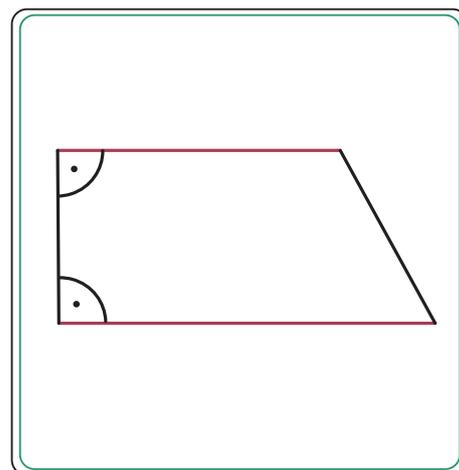
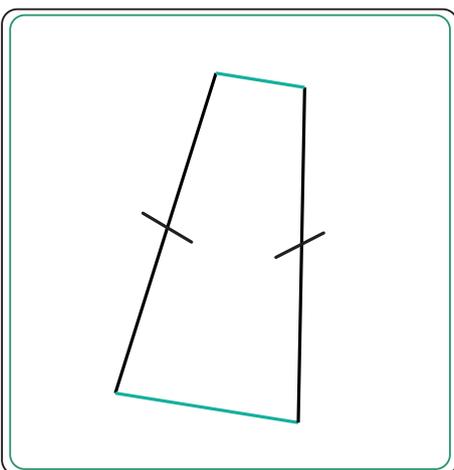
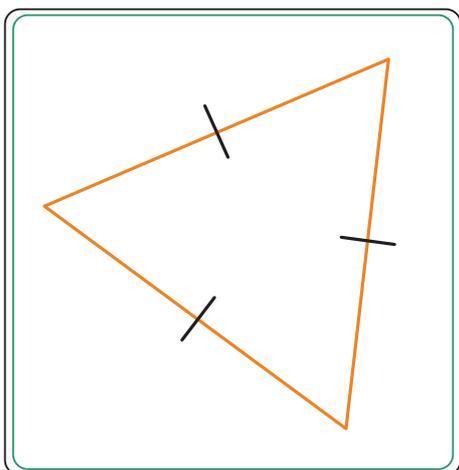
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acutangolo  
isoscele



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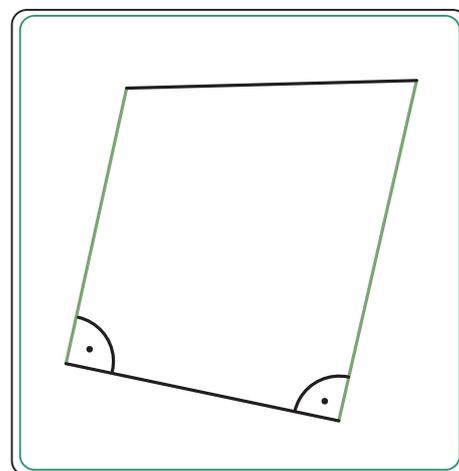
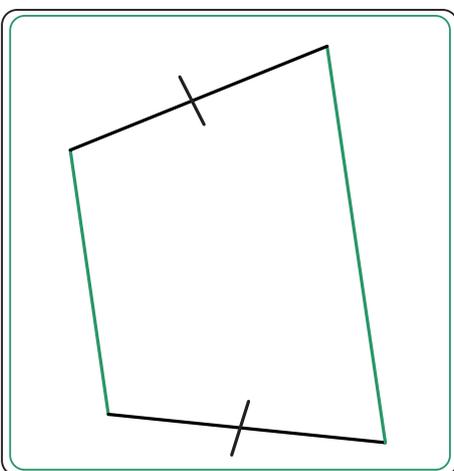
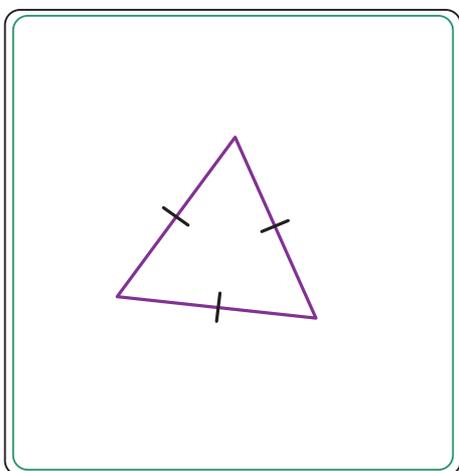
Triangolo  
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Triangolo  
equilatero

Trapezio  
isoscele

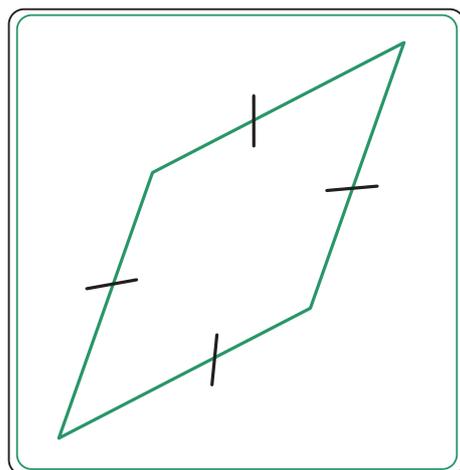
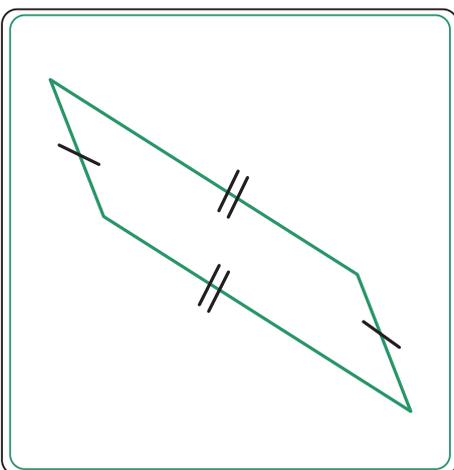
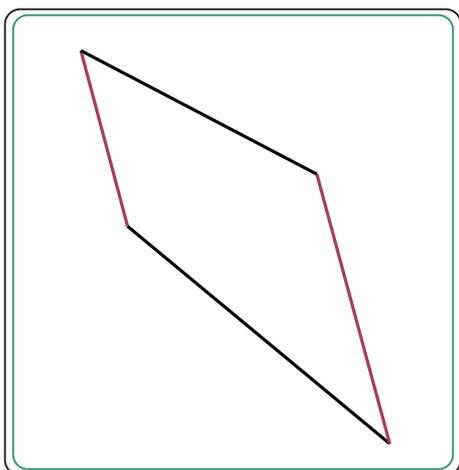
Trapezio  
rettangolo



Triangolo  
equilatero

Trapezio  
isoscele

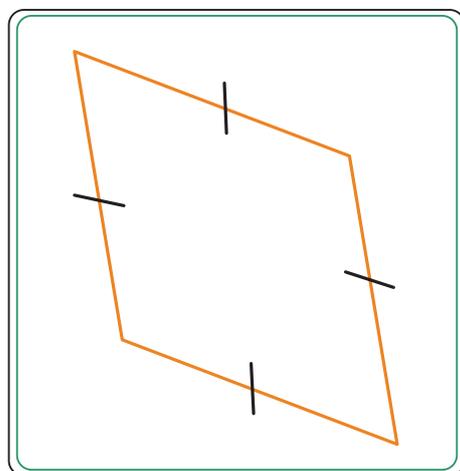
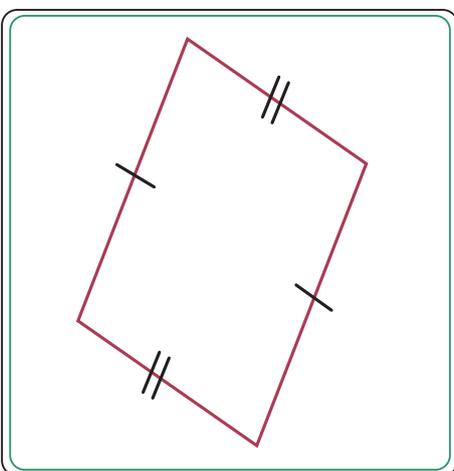
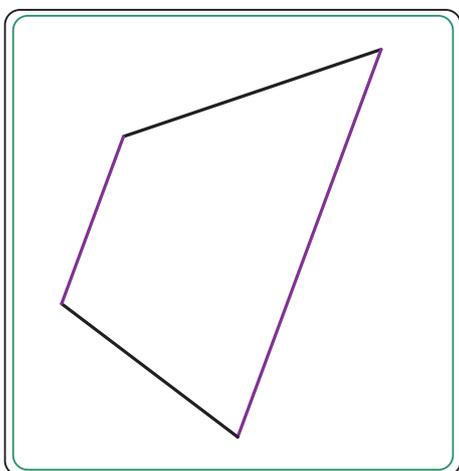
Trapezio  
rettangolo



Trapezio  
scaleno

Parallelogramma

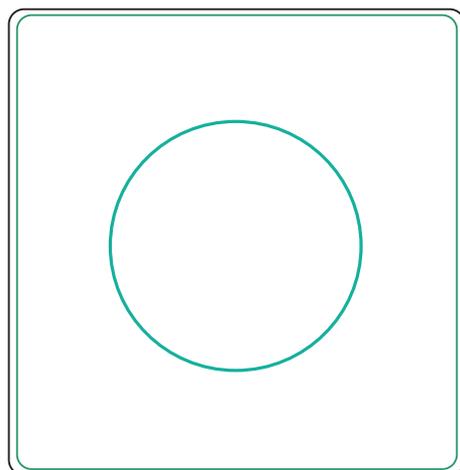
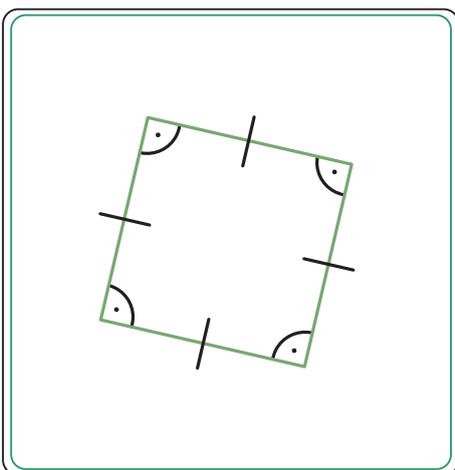
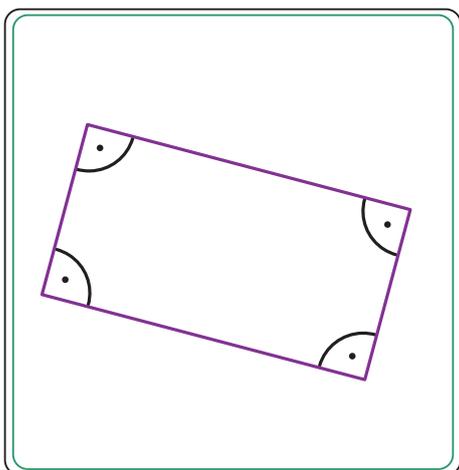
Rombo



Trapezio  
scaleno

Parallelogramma

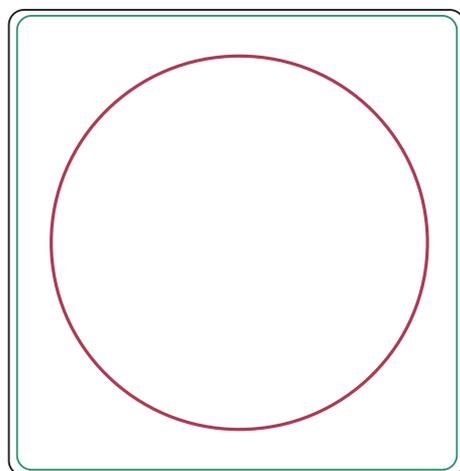
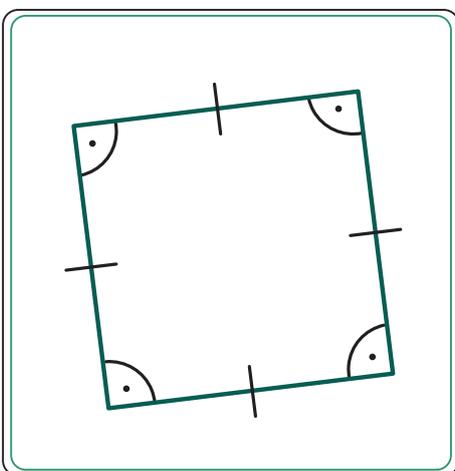
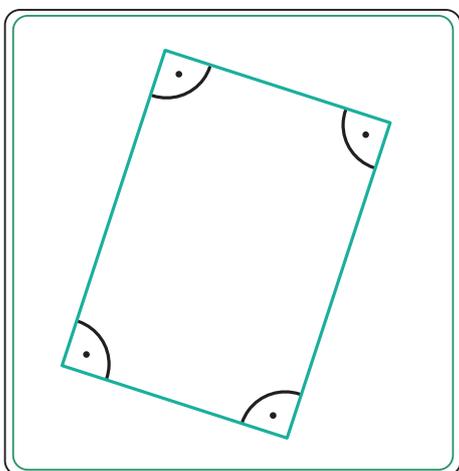
Rombo



Rettangolo

Quadrato

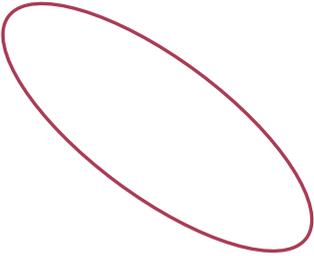
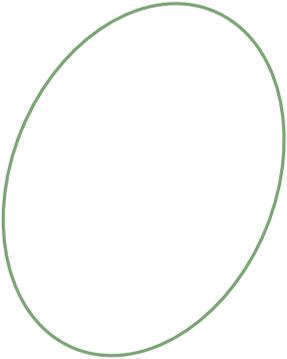
Cerchio

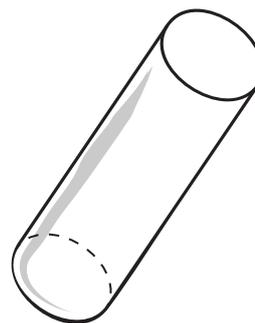
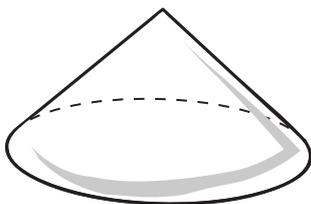


Rettangolo

Quadrato

Cerchio

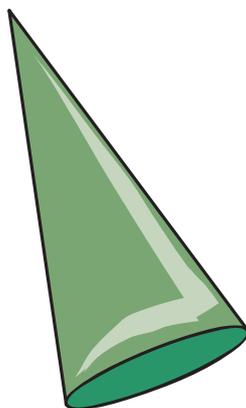
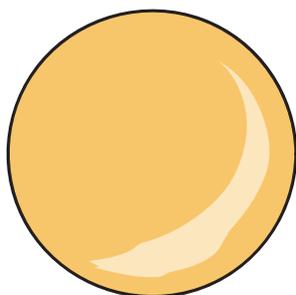

Elisse

Elisse



Sfera

Cono

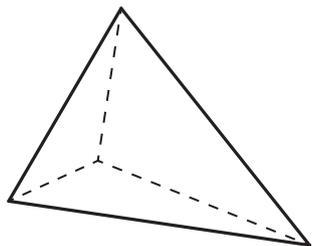
Cilindro



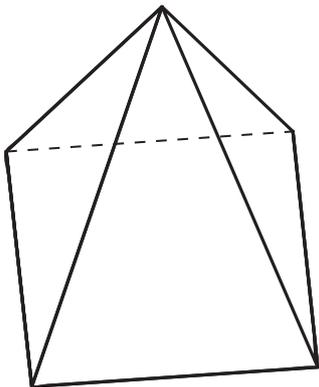
Sfera

Cono

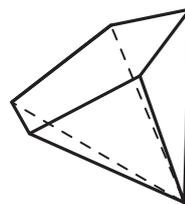
Cilindro



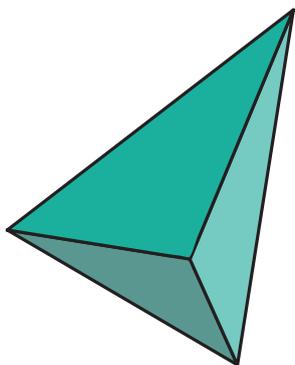
Piramide  
triangolare



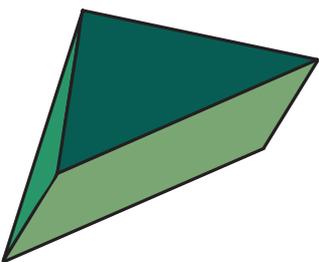
Piramide  
quadrangolare



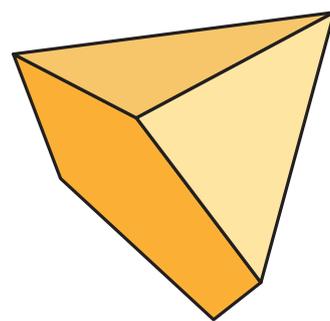
Piramide  
pentagonale



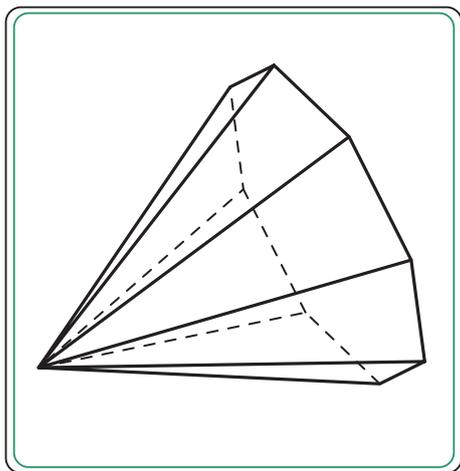
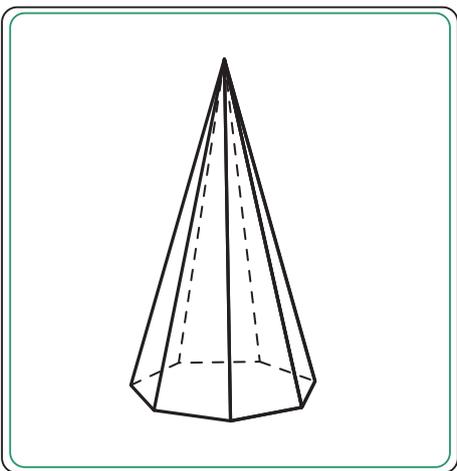
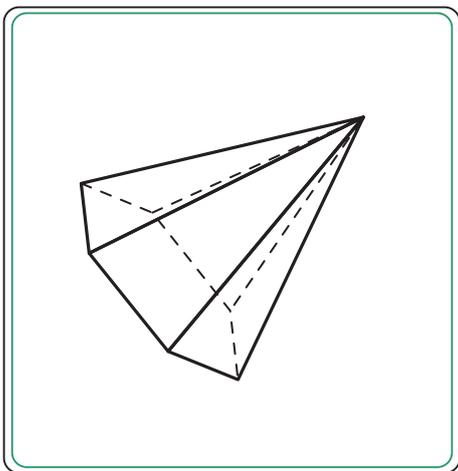
Piramide  
triangolare



Piramide  
quadrangolare



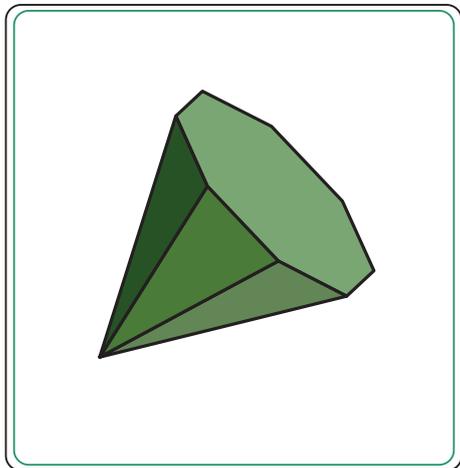
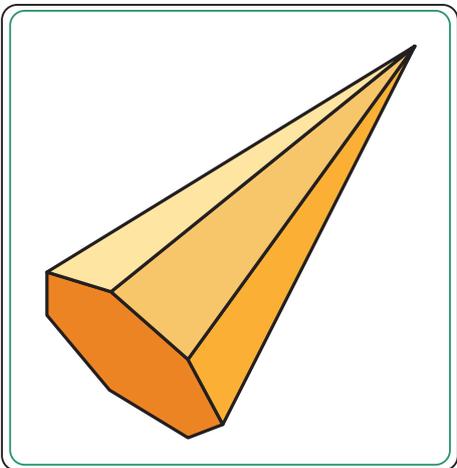
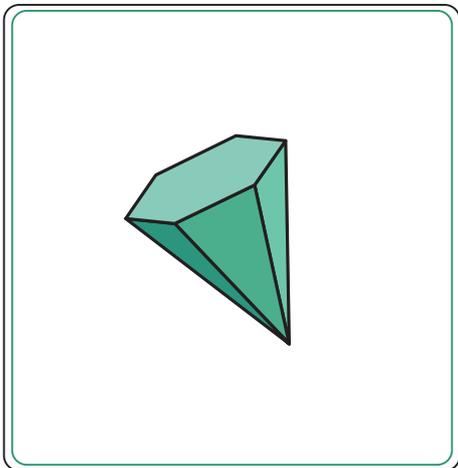
Piramide  
pentagonale



Piramide  
esagonale

Piramide  
ettagonale

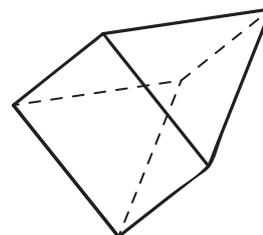
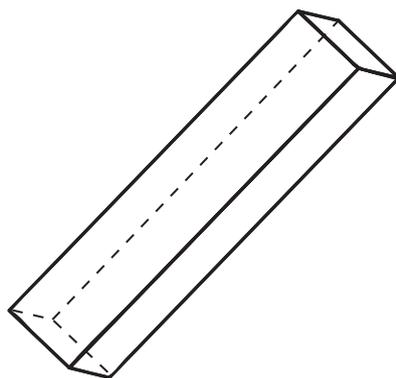
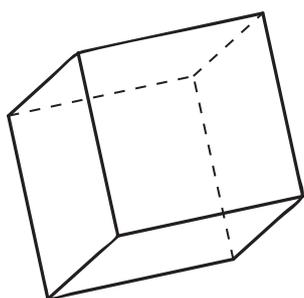
Piramide  
ottagonale



Piramide  
esagonale

Piramide  
ettagonale

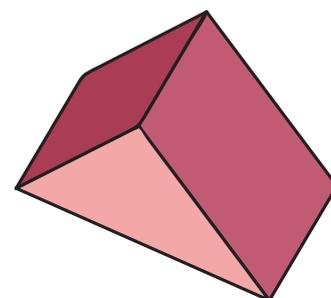
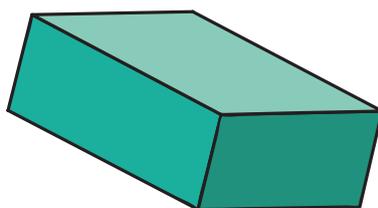
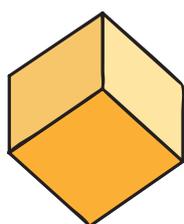
Piramide  
ottagonale



Cubo

Parallelepipedo

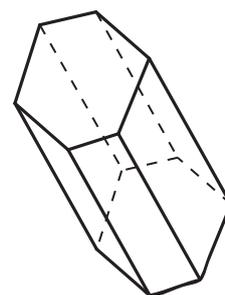
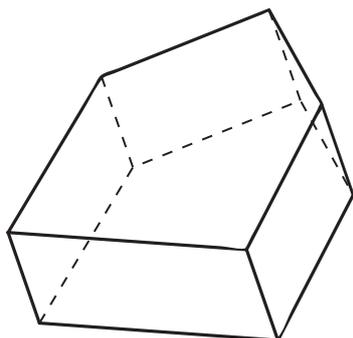
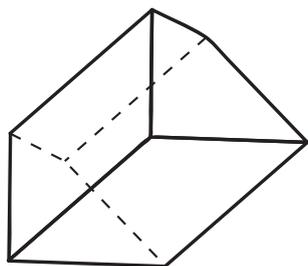
Prisma  
triangolare



Cubo

Parallelepipedo

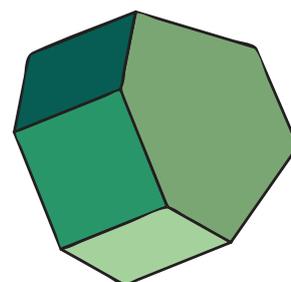
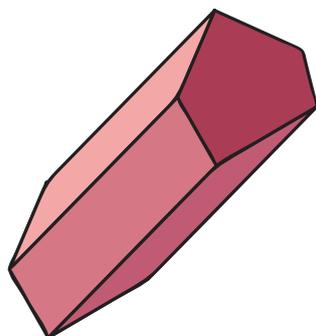
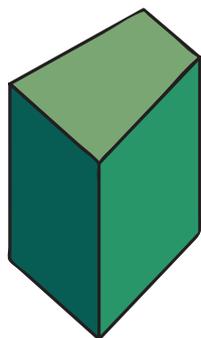
Prisma  
triangolare



Prisma  
quadrangolare

Prisma  
pentagonale

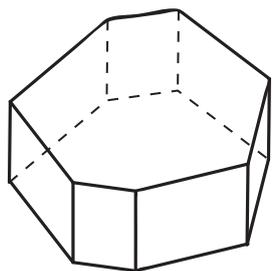
Prisma  
esagonale



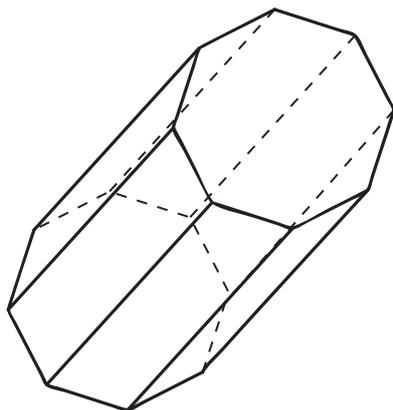
Prisma  
quadrangolare

Prisma  
pentagonale

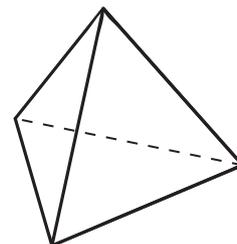
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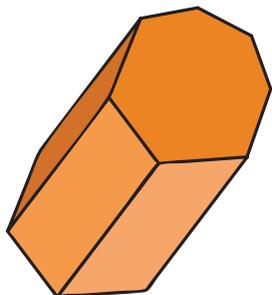
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ettagonale



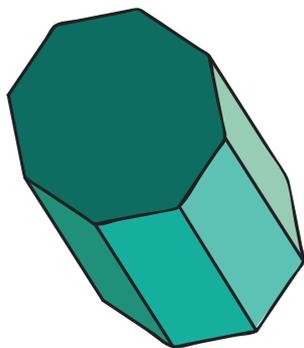
Prisma  
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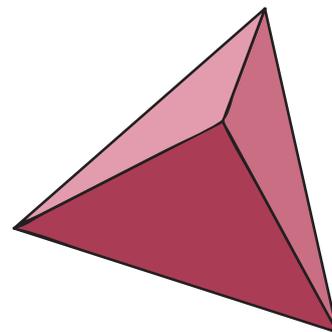
Tetraedro



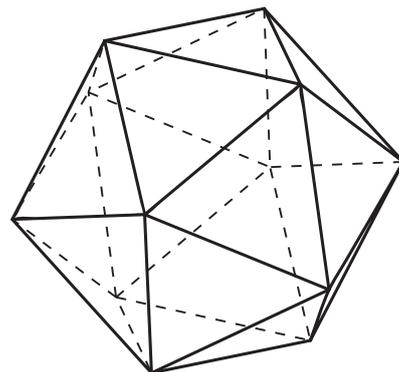
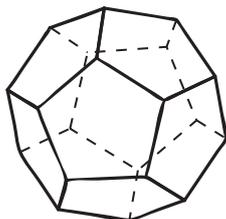
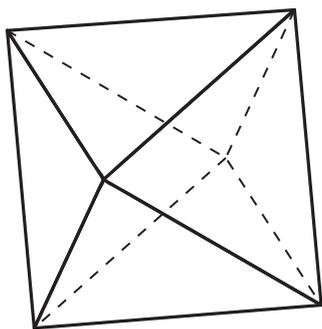
Prisma  
ettagonale



Prisma  
ottagonale



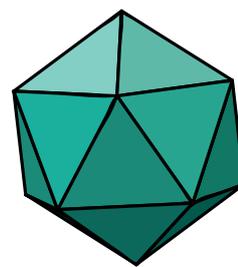
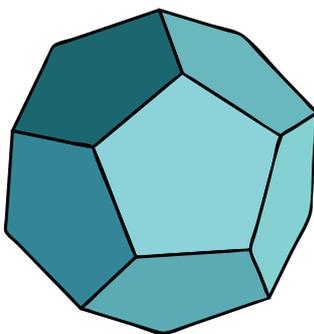
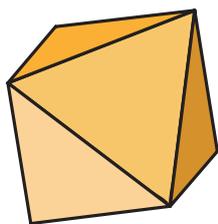
Tetraedro



Ottaedro

Dodecaedro

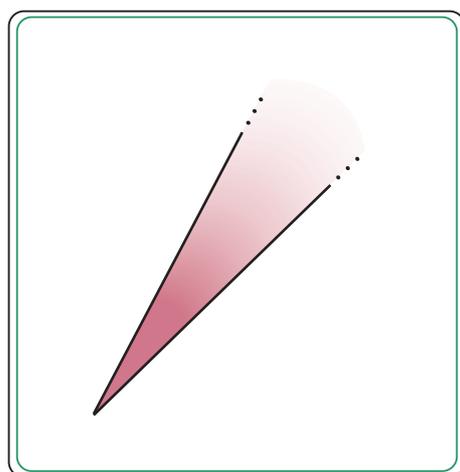
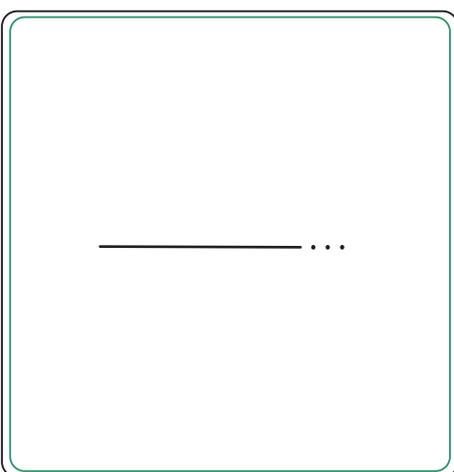
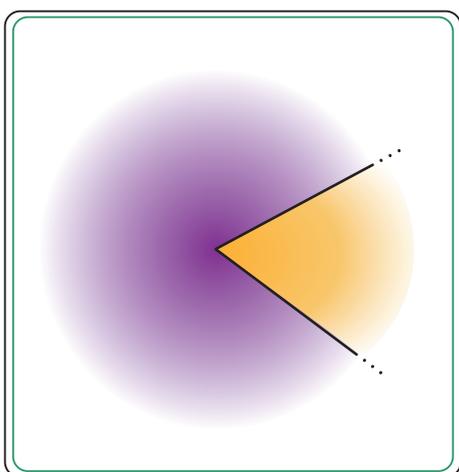
Icosaedro



Ottaedro

Dodecaedro

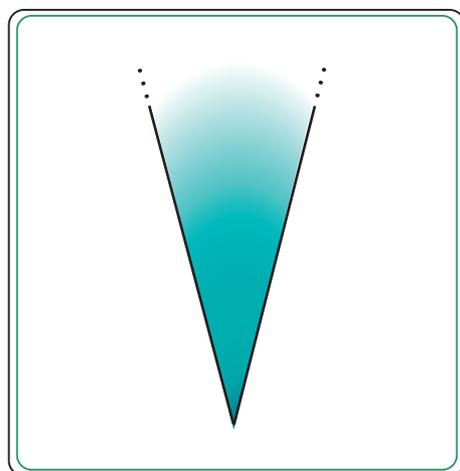
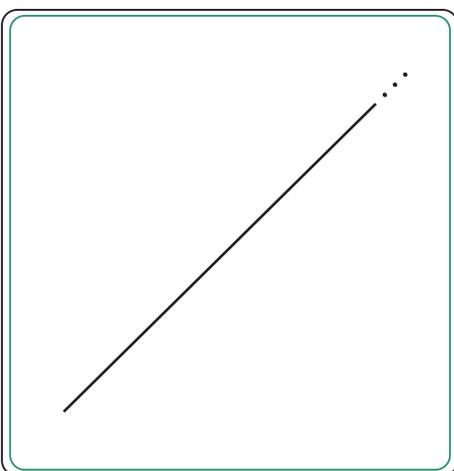
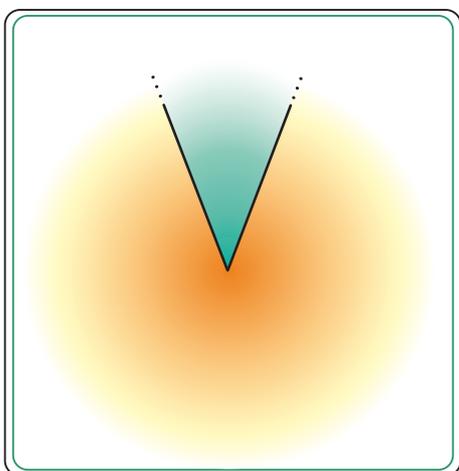
Icosaedro



Angoli

Angolo nullo

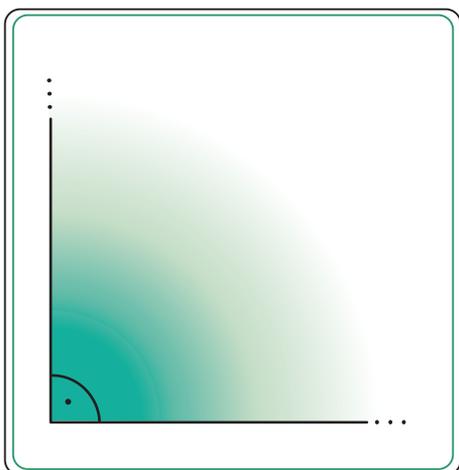
Angolo acuto



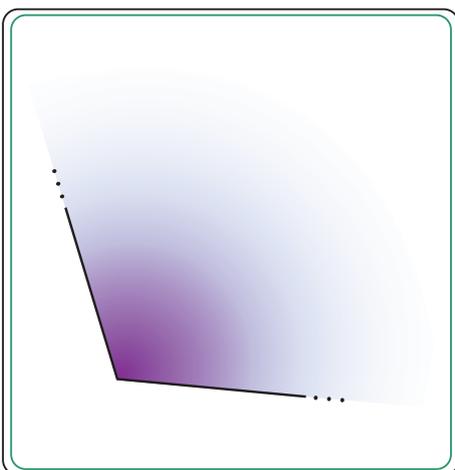
Angoli

Angolo nullo

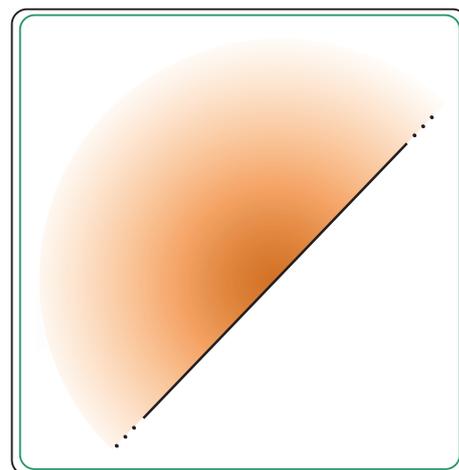
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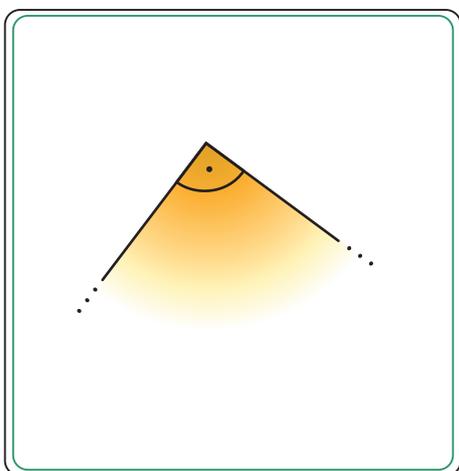
Angolo retto



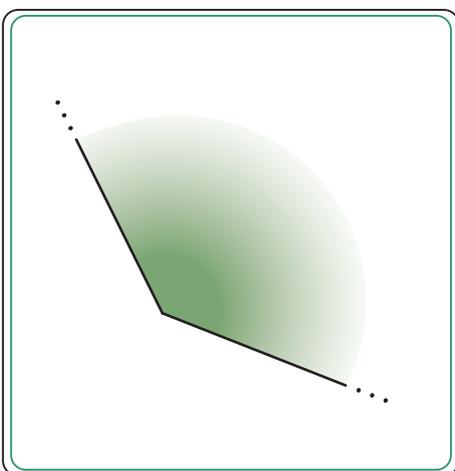
Angolo ottuso



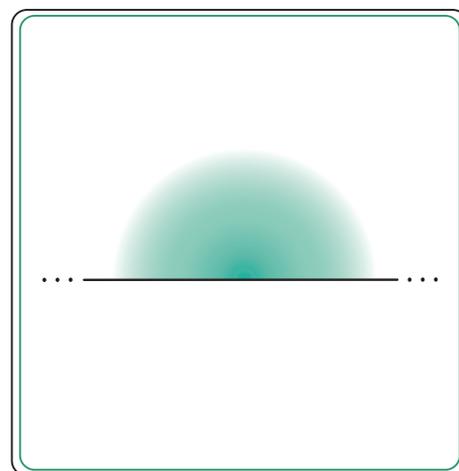
Angolo piatto



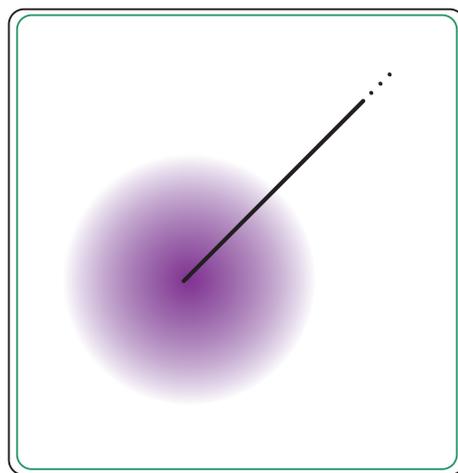
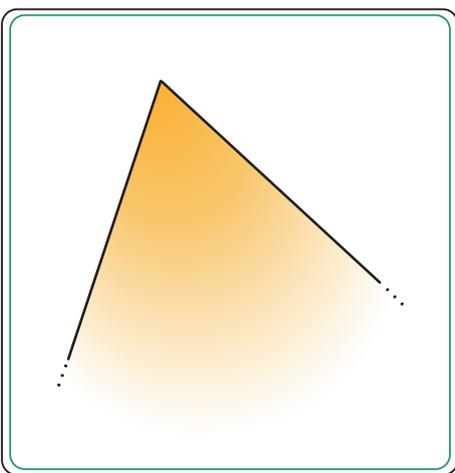
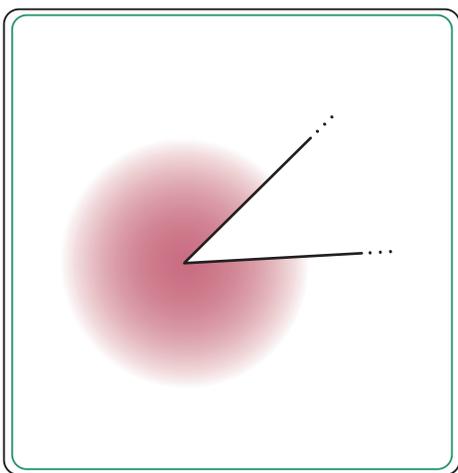
Angolo retto



Angolo ottuso



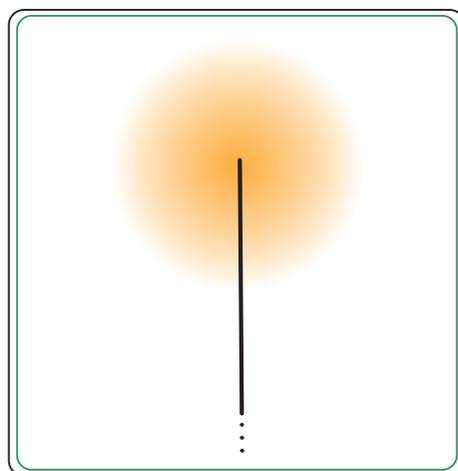
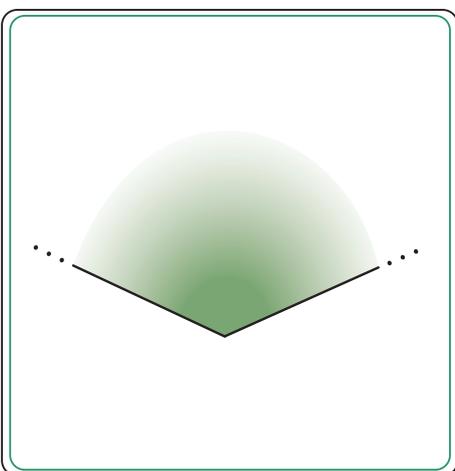
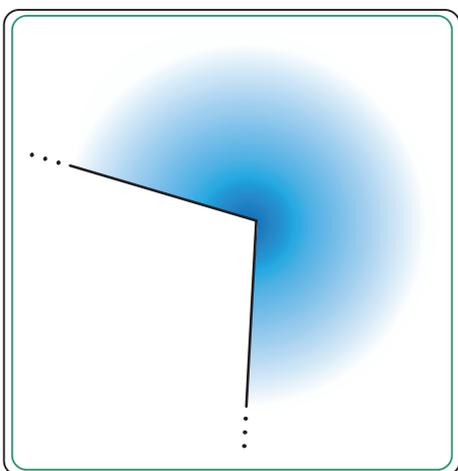
Angolo piatto



Angolo  
concavo

Angolo  
convesso

Angolo giro



Angolo  
concavo

Angolo  
convesso

Angolo giro
