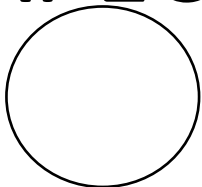
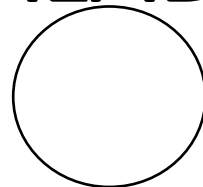


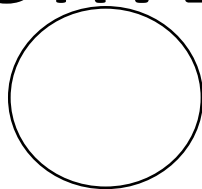
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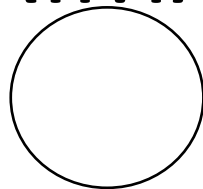
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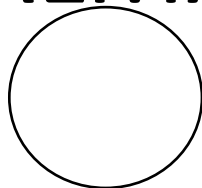
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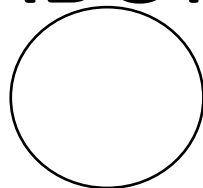
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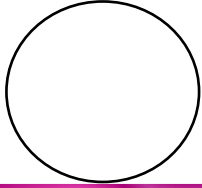
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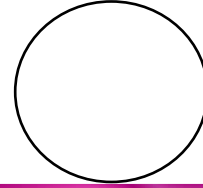
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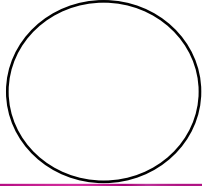
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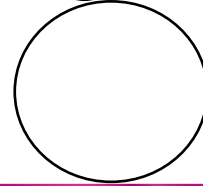
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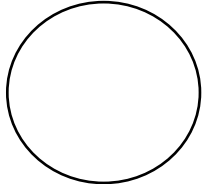
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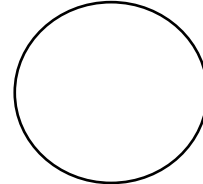
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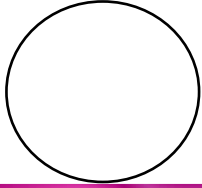
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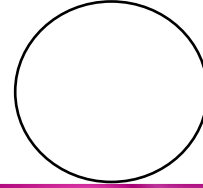
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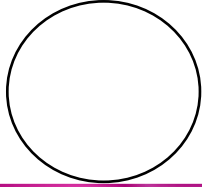
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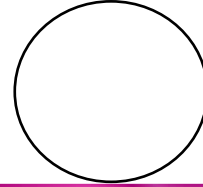
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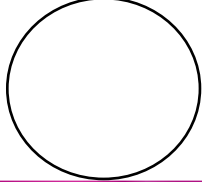
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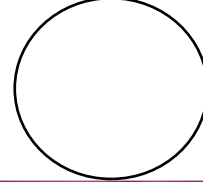
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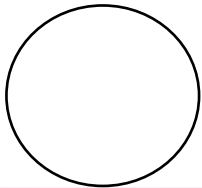
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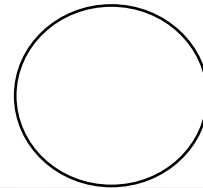
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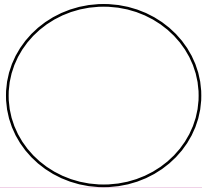
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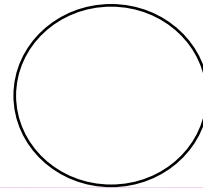
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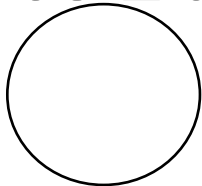
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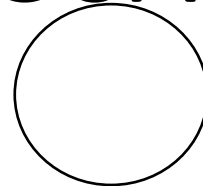
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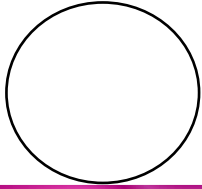
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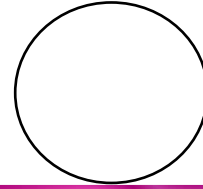
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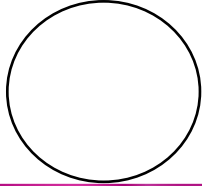
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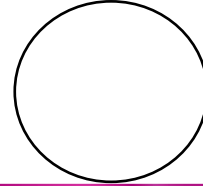
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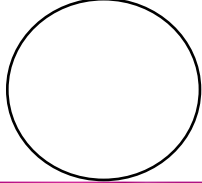
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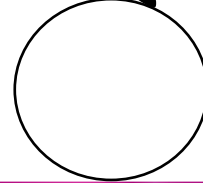
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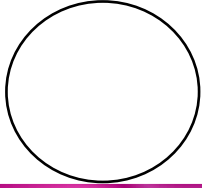
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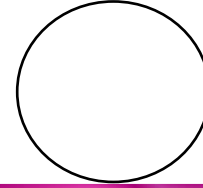
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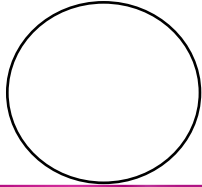
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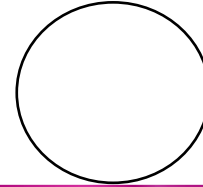
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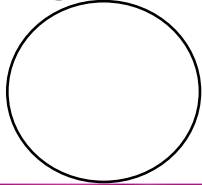
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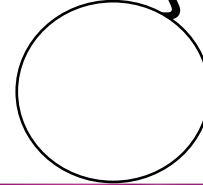
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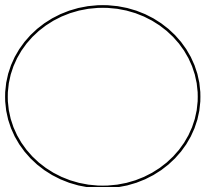
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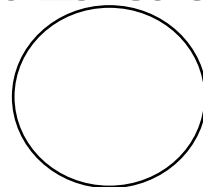
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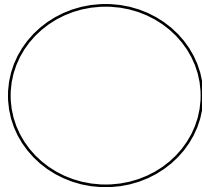
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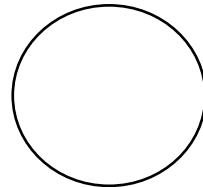
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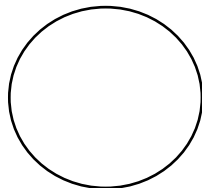
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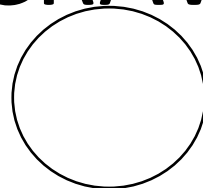
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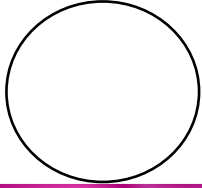
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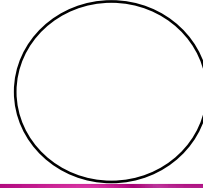
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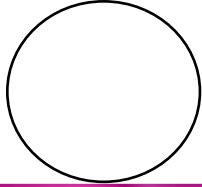
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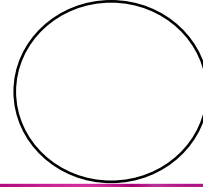
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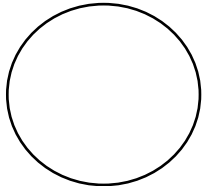
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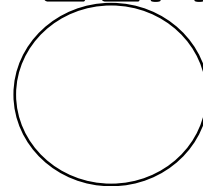
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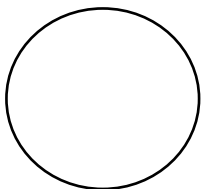
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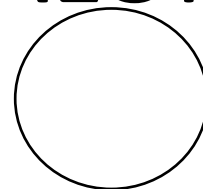
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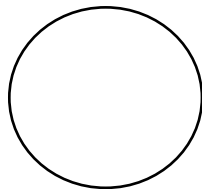
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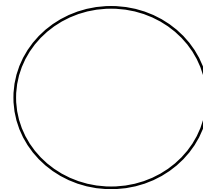
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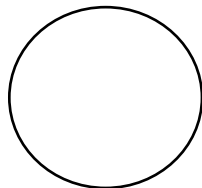
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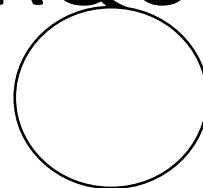
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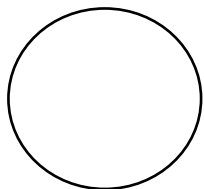
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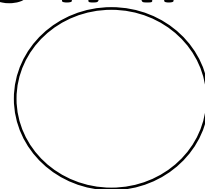
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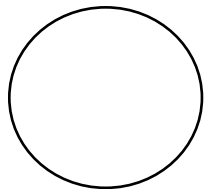
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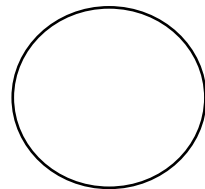
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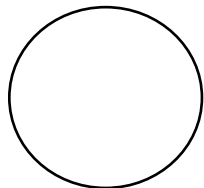
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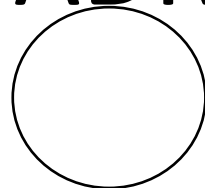
BATISMO



ESTREITO



QUADRADO



Título do Jogo: Contagem de Letras

Objetivo do Jogo: Os jogadores devem contar o número de letras em palavras fornecidas.

Materiais Necessários:

- Cartas com palavras escritas (uma palavra em cada carta).
- Papel e canetas para anotação dos pontos.

Instruções:

1. Prepare cartas com palavras escritas de diferentes comprimentos. As palavras podem variar em complexidade, dependendo do nível dos jogadores.
2. Divida os jogadores em equipes ou jogue individualmente, dependendo do tamanho do grupo.
3. Um jogador ou equipe de cada vez escolhe uma carta com uma palavra escrita.
4. Os jogadores têm um tempo limitado para contar quantas letras estão na palavra e anotar a resposta em um papel.
5. Se a contagem estiver correta, eles ganham pontos. Você pode atribuir pontos com base na dificuldade da palavra (mais pontos para palavras mais longas).
6. Continue rodando entre as equipes ou jogadores até que todos tenham tido a oportunidade de escolher e contar letras em uma palavra.
7. A equipe ou jogador com mais pontos no final do jogo é o vencedor.

Dicas Adicionais:

- Varie o nível de dificuldade das palavras conforme o progresso dos alunos. Comece com palavras curtas e aumente gradualmente a complexidade.
- Você pode definir um limite de tempo para cada rodada, tornando o jogo mais emocionante.
- Incentive os jogadores a verificar suas contagens de letras com cuidado antes de declarar uma resposta.