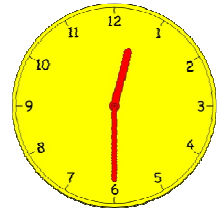
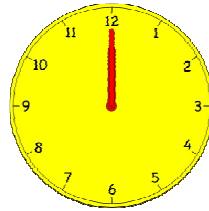
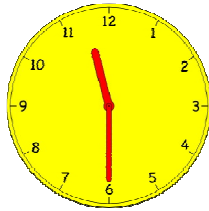
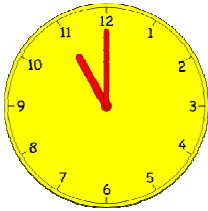
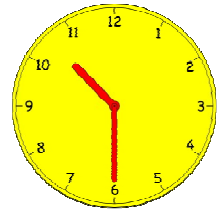
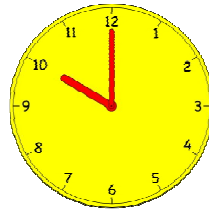
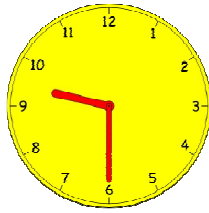
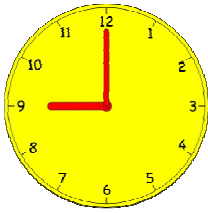
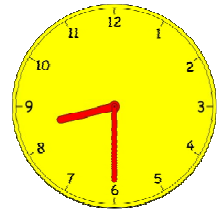
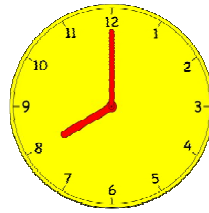
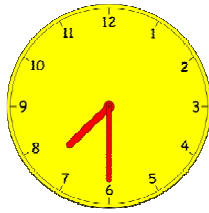
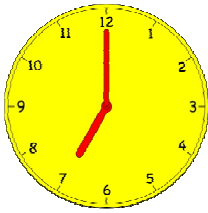
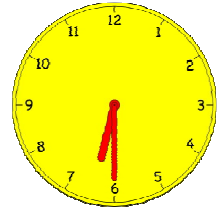
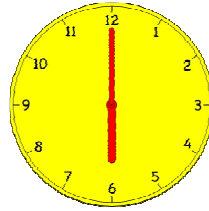
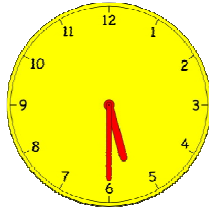
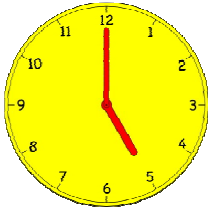
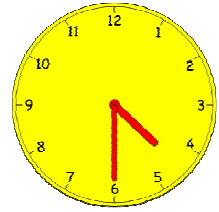
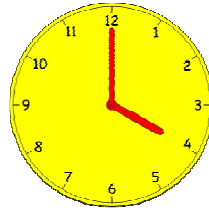
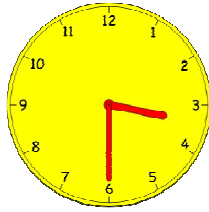
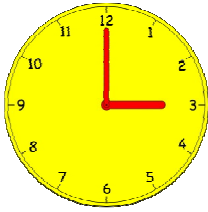
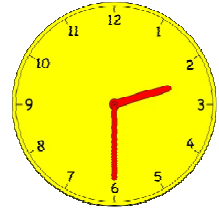
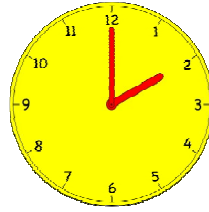
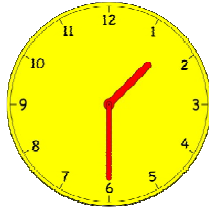
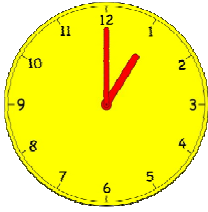


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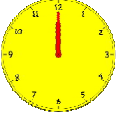
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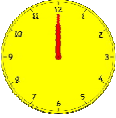
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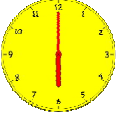
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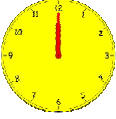
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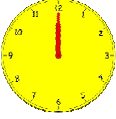
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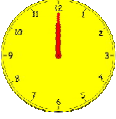
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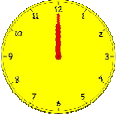
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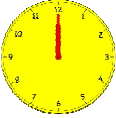
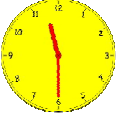
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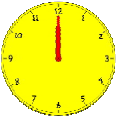
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BINGO

Pravidla hry:

Každý žák dostane jednu hrací kartu s devíti ciferníky. Losovací kartičky z první stránky vystříháme, po jedné losujeme a nahlas oznamujeme čas, který je znázorněn („půl druhé.“) Děti kontrolují ciferníky na své hrací kartě a ty, který byly vylosovány, škrtnou. Vyhrává ten, kdo první zaškrtně všechny ciferníky. Své vítězství nahlas oznámí heslem „BINGO!“ Během hry můžeme také zohledňovat „malá vítězství“ za první škrtnutý sloupec, řádek či úhlopříčku.

Další varianta:

Pro možnost opětovného použití hracích karet můžeme využít např. papírová kolečka k překrývání ciferníků namísto jejich škrtnutí.

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