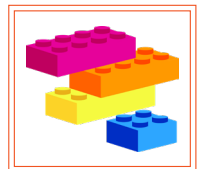
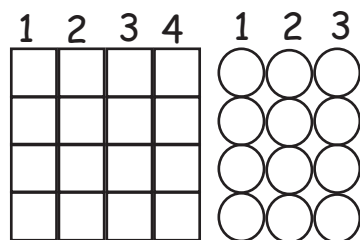
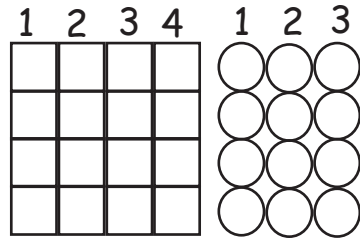
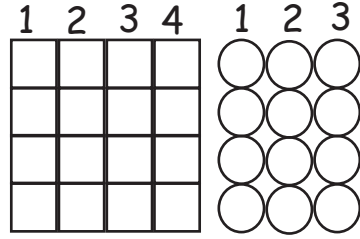
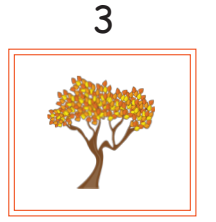
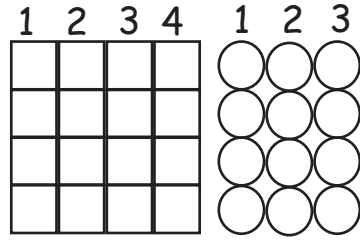
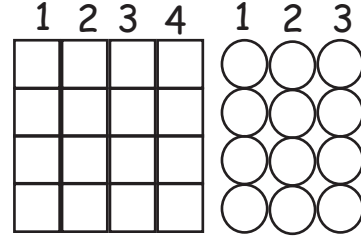
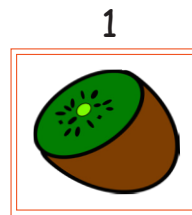
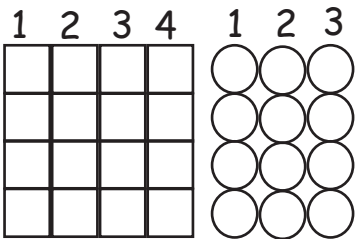
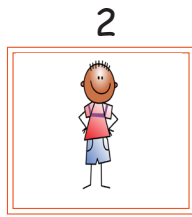
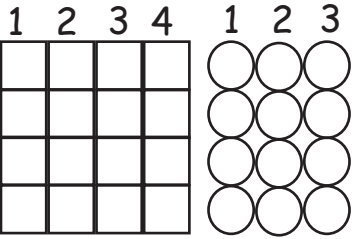
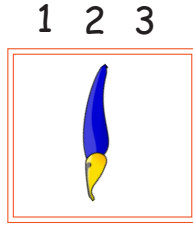
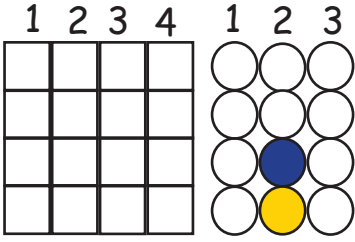















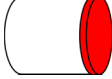


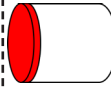


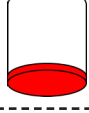




Renkli görsellerin üstünde yazan numaralar hangi sütunların boyanacağını gösterir. Görseller iç içe geçmiş veya üst üste ise en alttan başlanarak daireler renk dizilimine göre boyanır. Eğer görsellerin hiçbiri iç içe geçmemişse en alttan başlanarak kareler renklerin dizilimine göre boyanır. Eğer görsellerin bir kısmı iç içe veya üst üste ise bir kısmı da yan yana düzenli veya dağınık ise hem daireler hem kareler verilen görsellerin renklerinin dizilimine göre boyanır.
















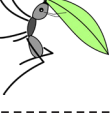
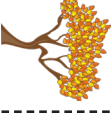

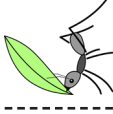



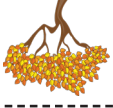


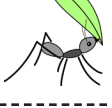
★ Şekilleri yandan kesip uygun kutucuklara yapıştıralım.

★ Şekilleri yandan kesip uygun kutucuklara yapıştıralım.

	2	2	0
2			
1			
1			

	2	3	1
1			
2			
3			

	1	1	1
0			
1			
2			

	2	3	1
3			
2			
1			

	1	1	0
0			
2			
0			

	1	0	2
2			
0			
1			

	3	1	3
2			
2			
3			

	1	2	2
3			
2			
0			

	3	3	0
2			
2			
2			

	1	0	3
1			
1			
2			

	2	3	1
3			
2			
1			

	1	3	0
1			
1			
2			

 Şekilleri, boş kutucuklardan uygun olanına yapıştıralım.

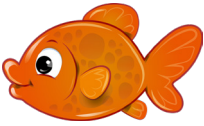



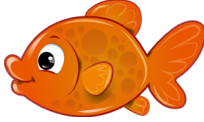



A1 A3 B3 B2 B1 C1 C2 C3 A2 






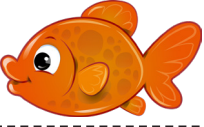

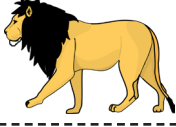
	A	B	C
1			
2			
3			










 Şekilleri, boş kutucuklardan uygun olanına yapıştıralım.

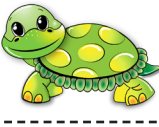






A1 A3 B3 B2 B1 C1 C2 C3 A2 

	A	B	C
1			
2			
3			

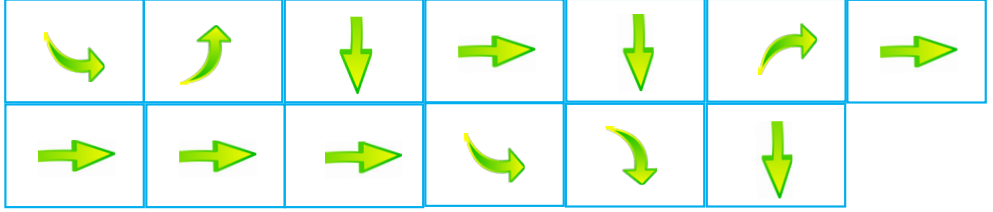
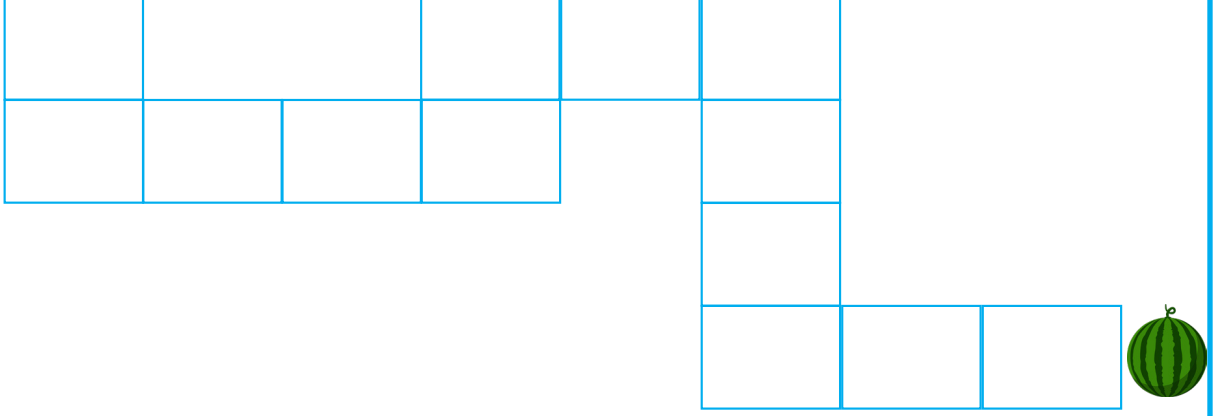
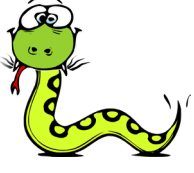
			
			
			
			

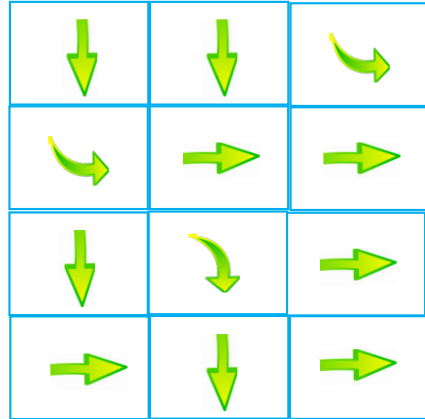
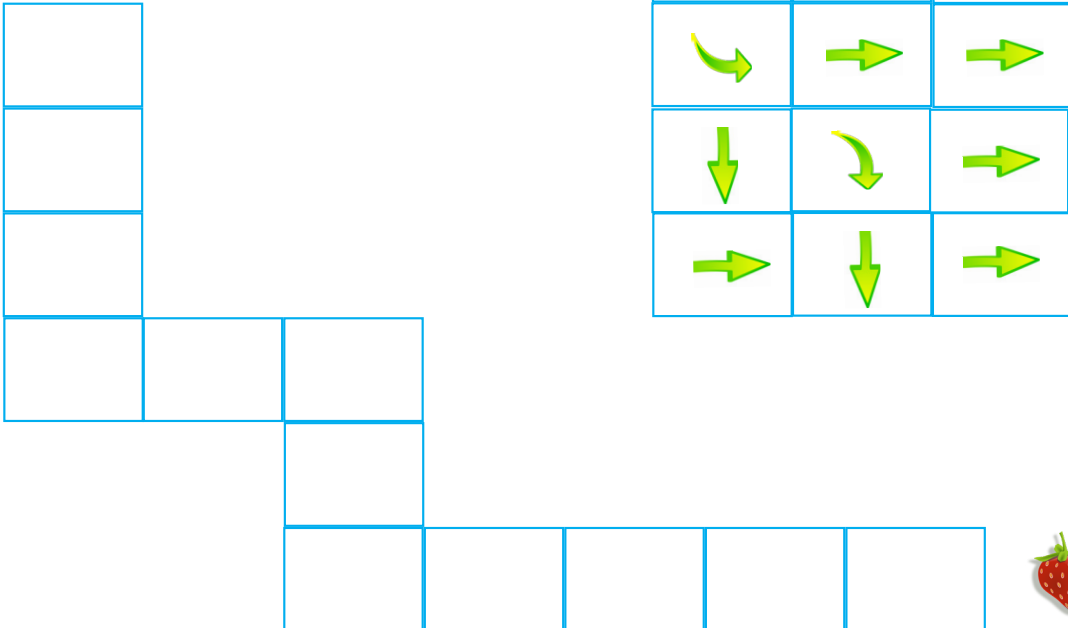
			
			
			
			

➔ Yılanı karpuzla ulaştırmak için aşağıdaki okları keselim ve uygun olan kutucuklara yerleştirelim.

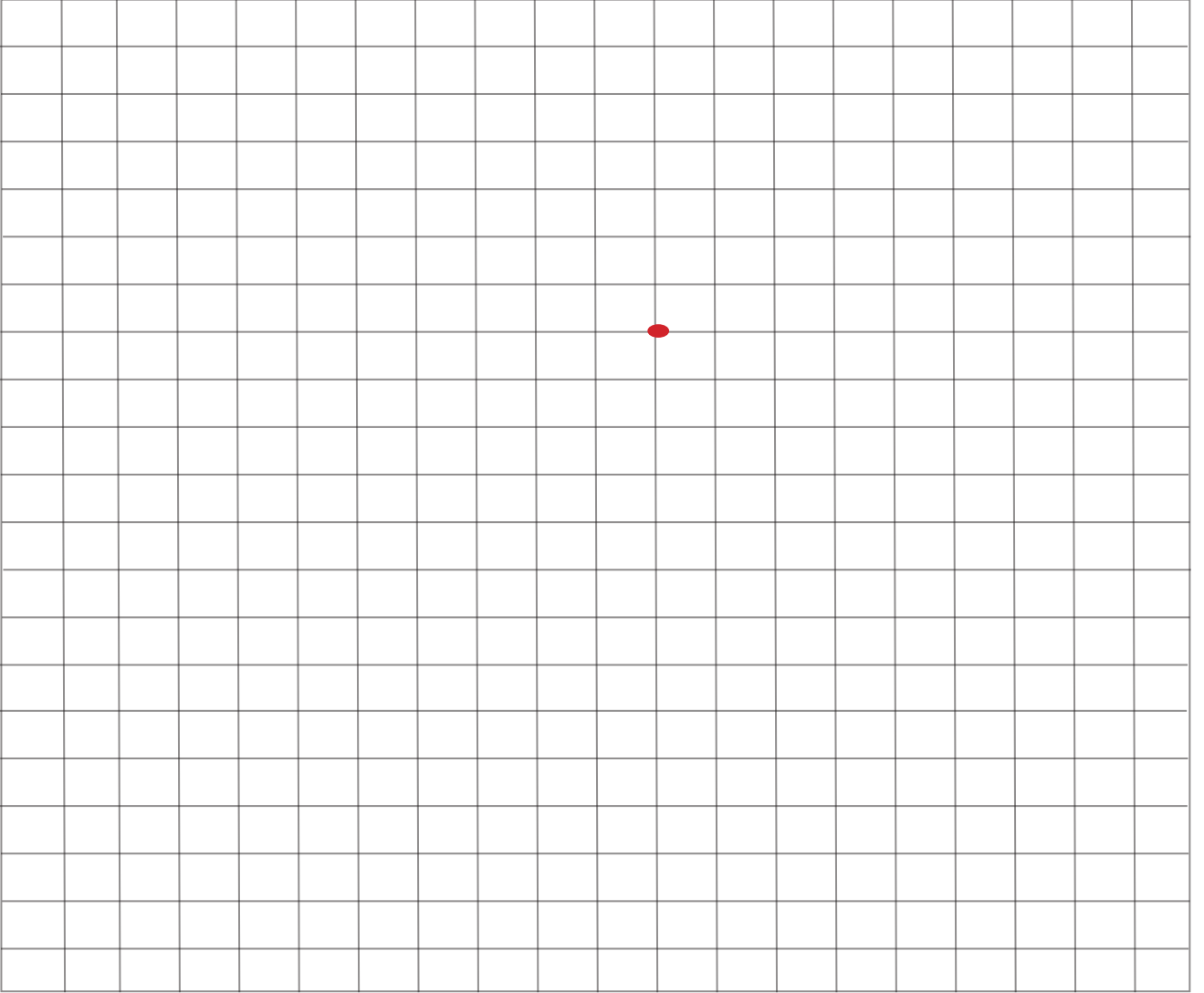


➔ Kuşu çileğe ulaştırmak için aşağıdaki okları keselim ve uygun olan kutucuklara yerleştirelim.





Yönergeleri takip ederek gizli resmi bulup boyayalım.



YÖNERGELER

