

# Materijal

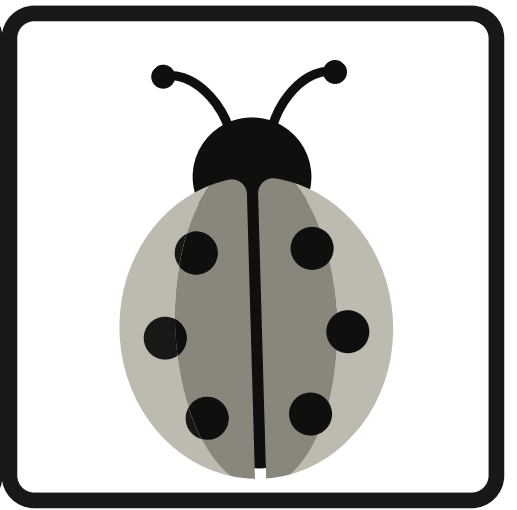
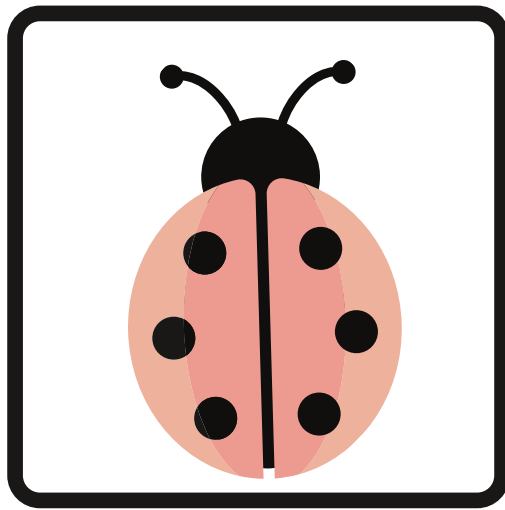
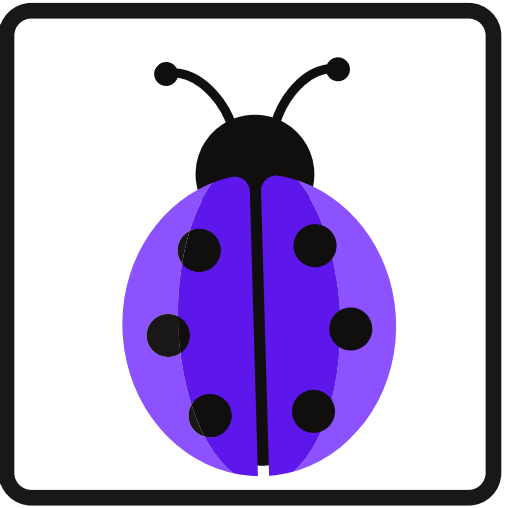
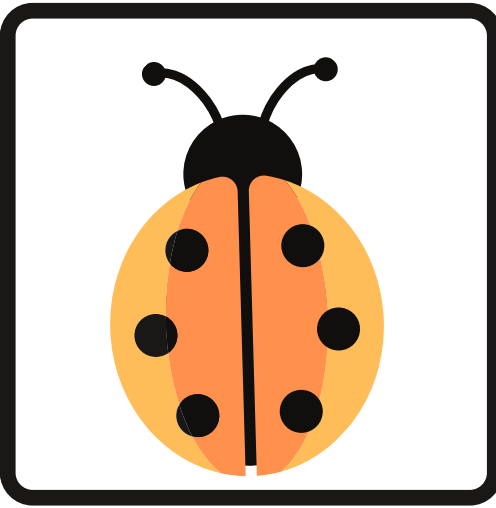
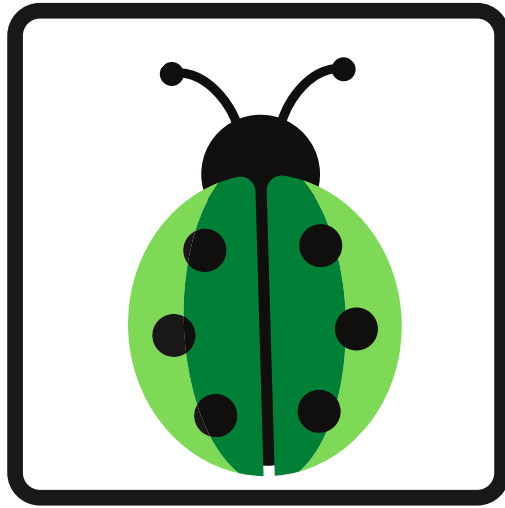
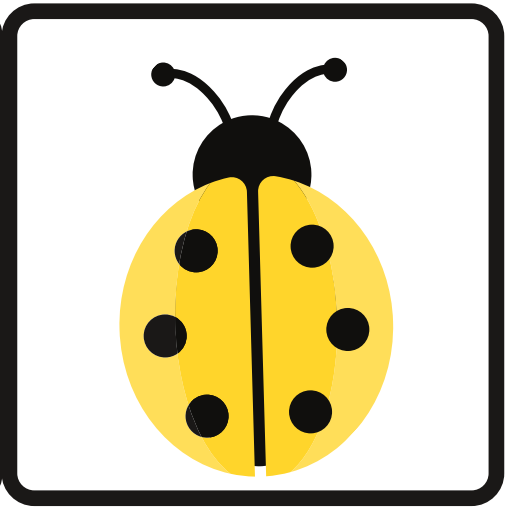
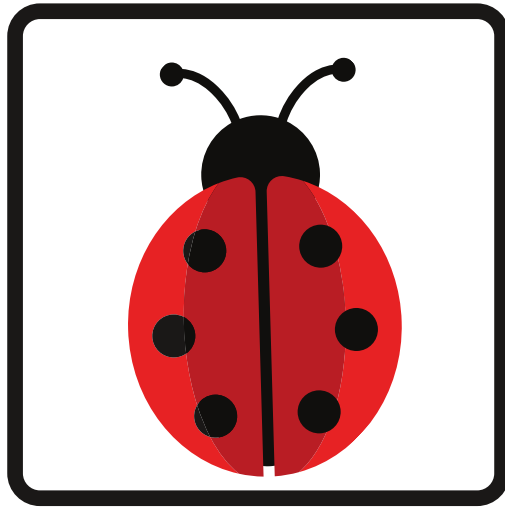


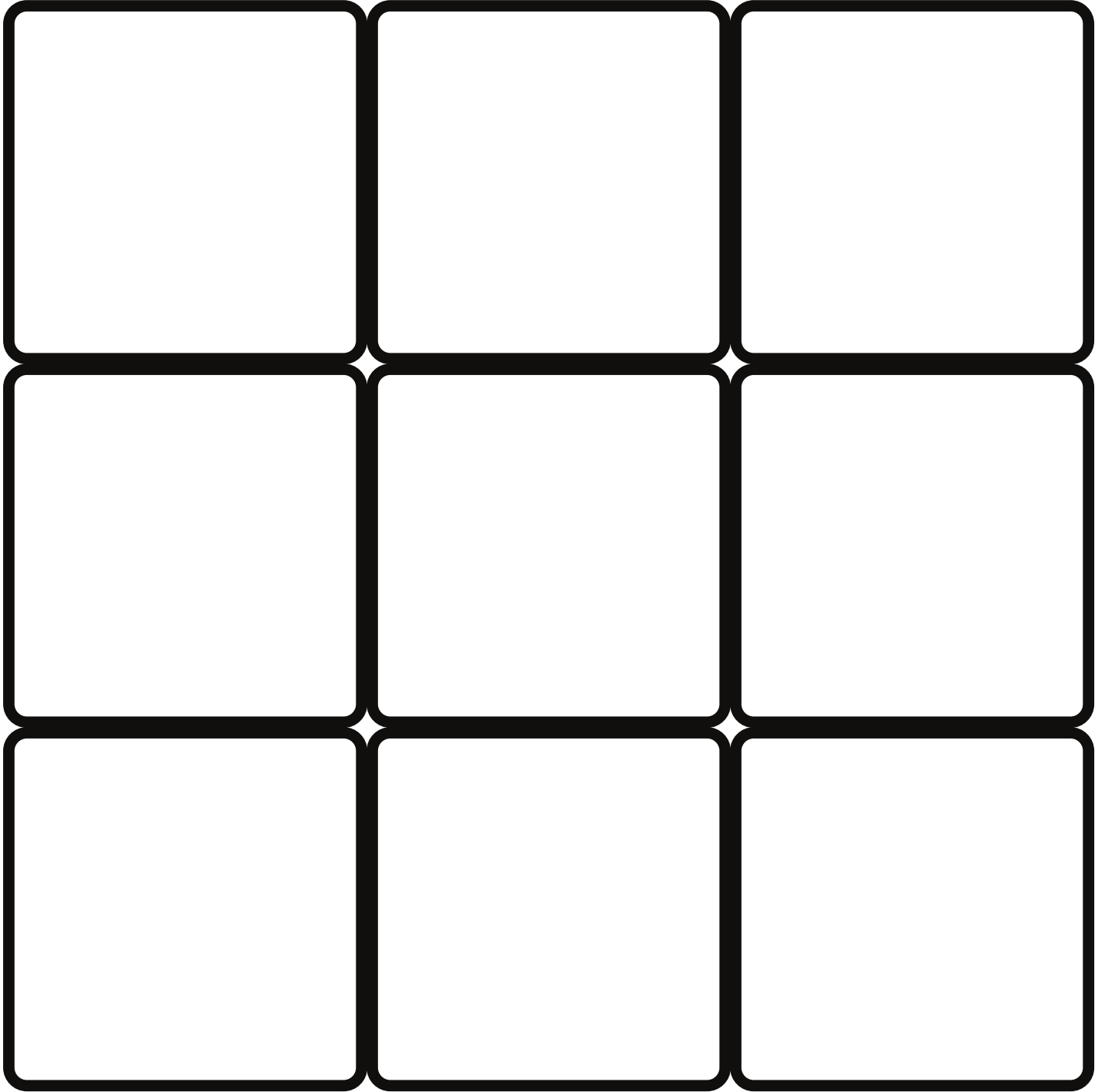
## Razvoj vizuelne percepcije

Odšampajte i po mogućstvu plastificirajte materijal.

Zadatak je postaviti bubamare na prazna polja po zadanom obrascu. Opišite ono što dete radi, prvo akcentujte boje, zatim mesto gde se nalazi (gore, sredina, dole) ili uporedite gde se jedna bubamara nalazi u odnosu na drugu.

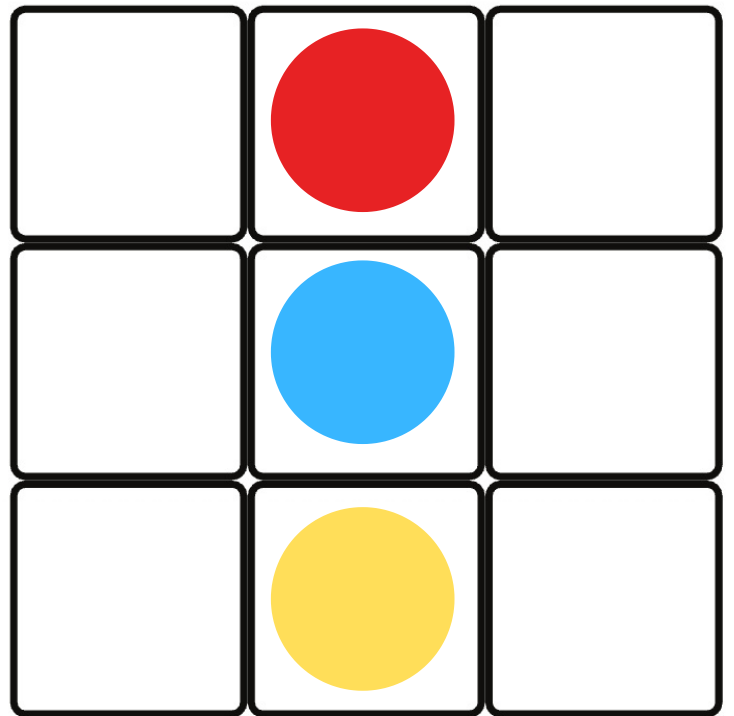
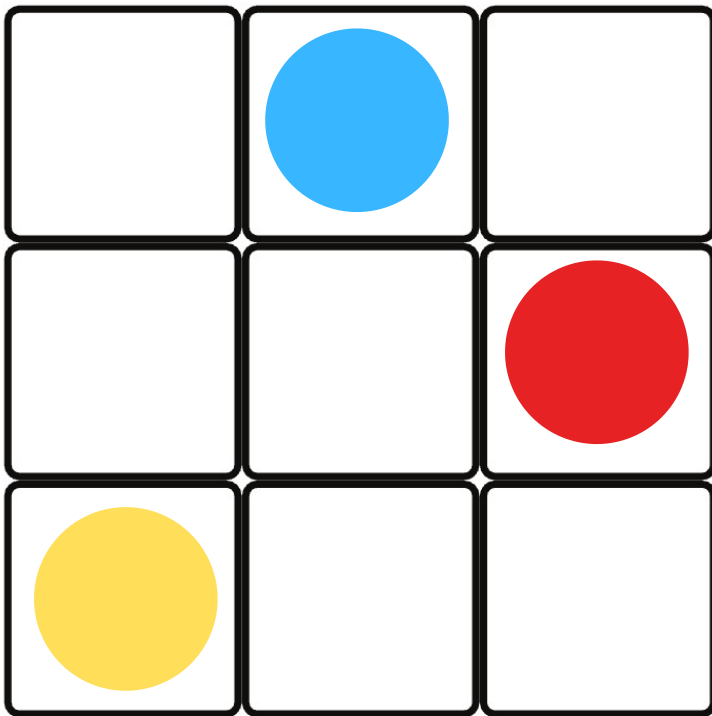
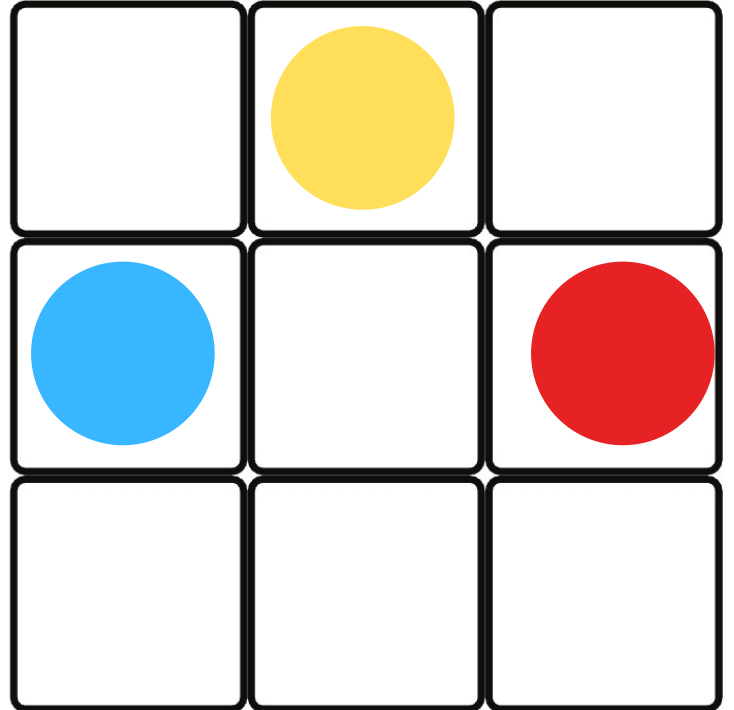
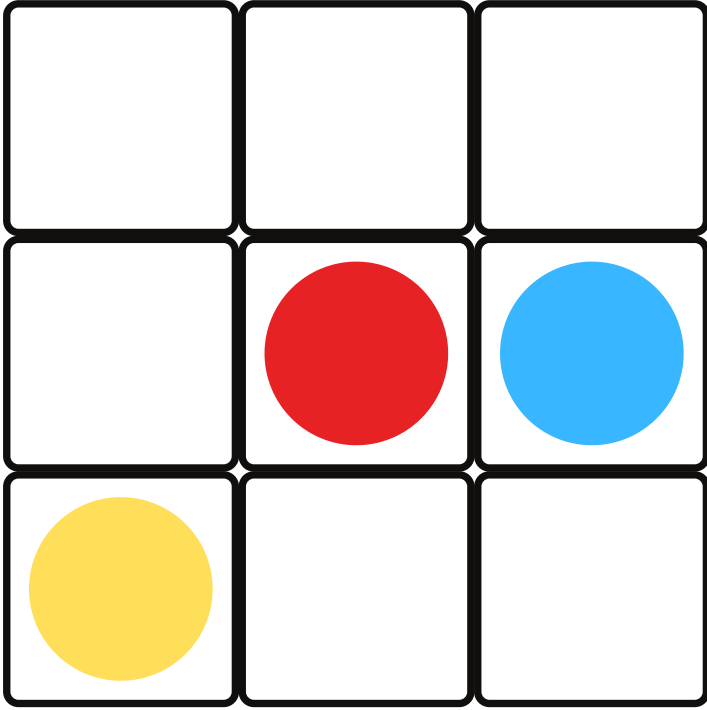






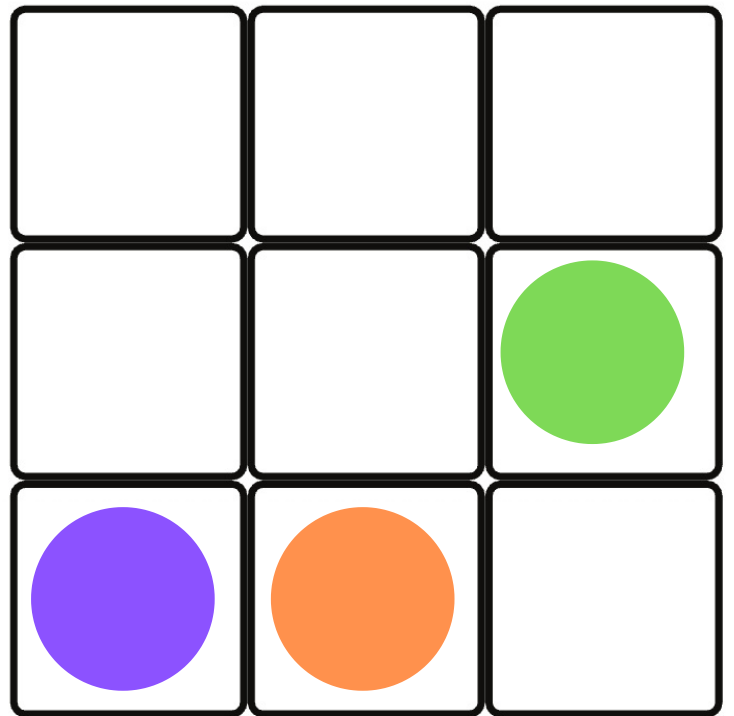
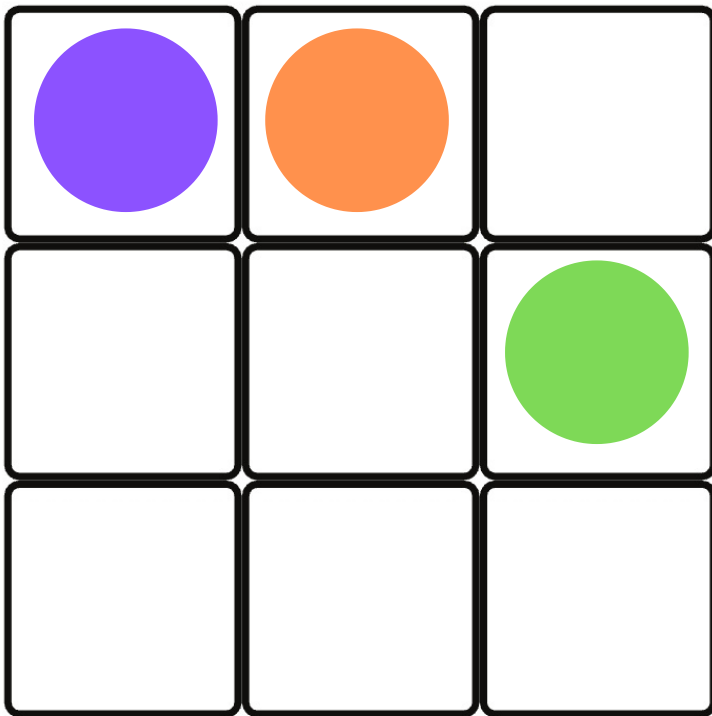
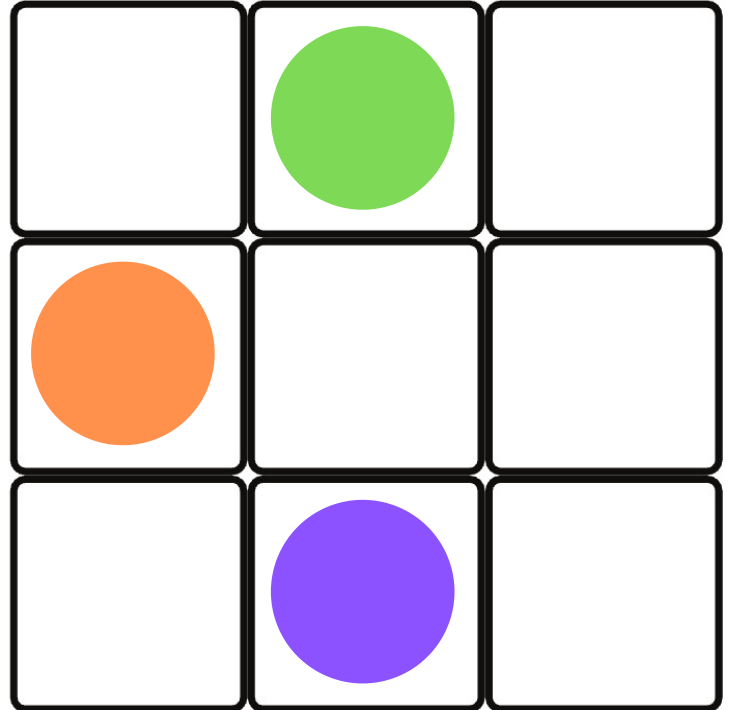
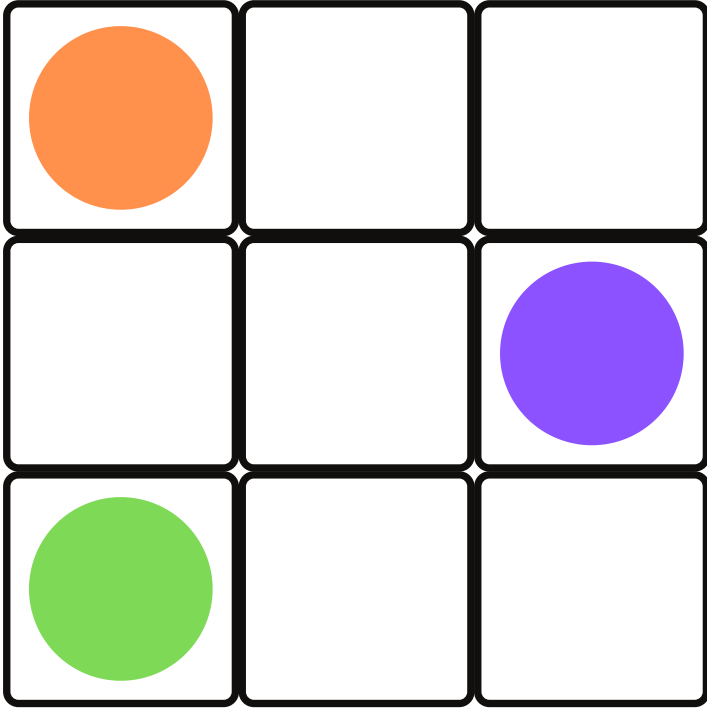
# Šabloni

Prvi nivo



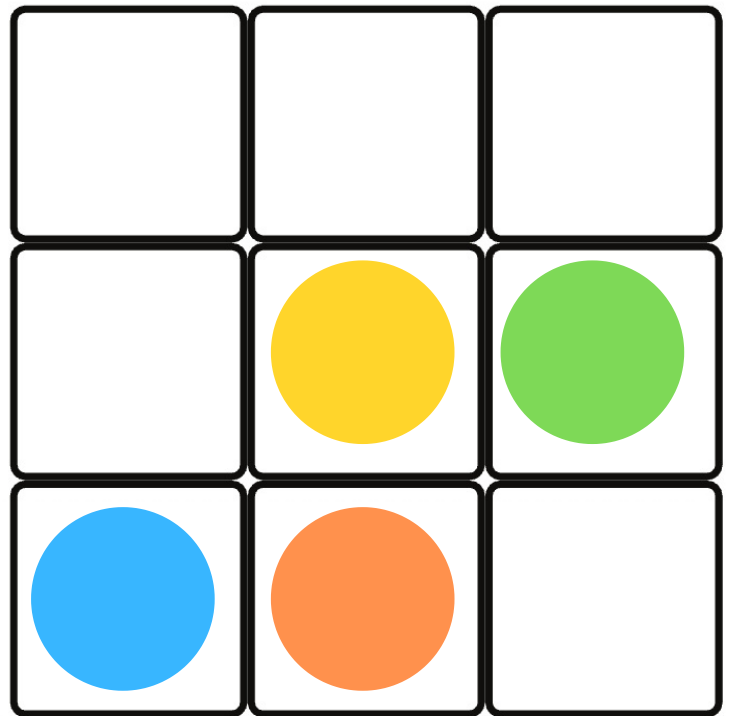
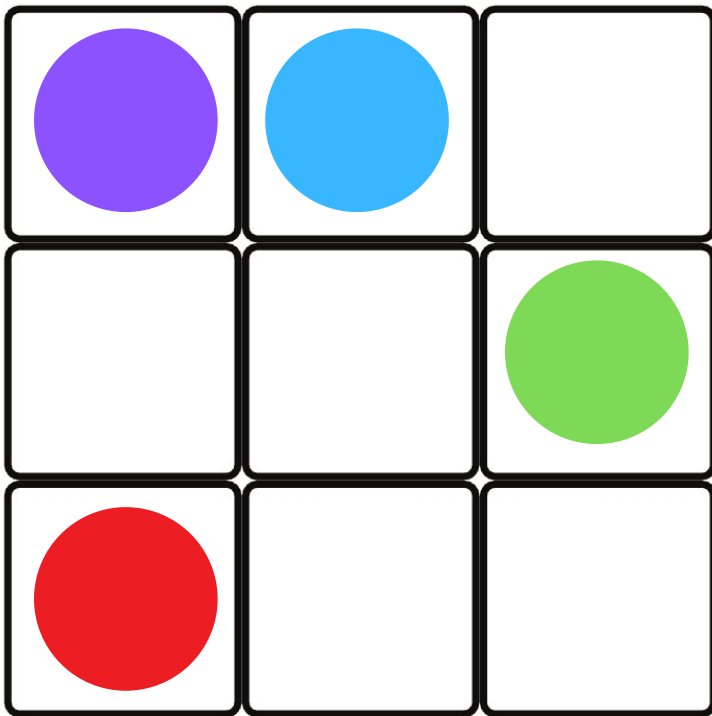
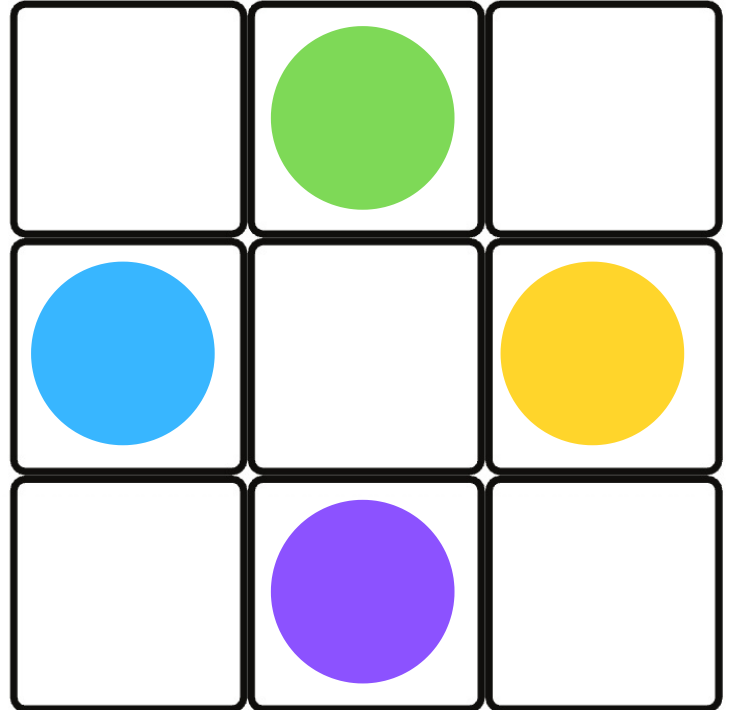
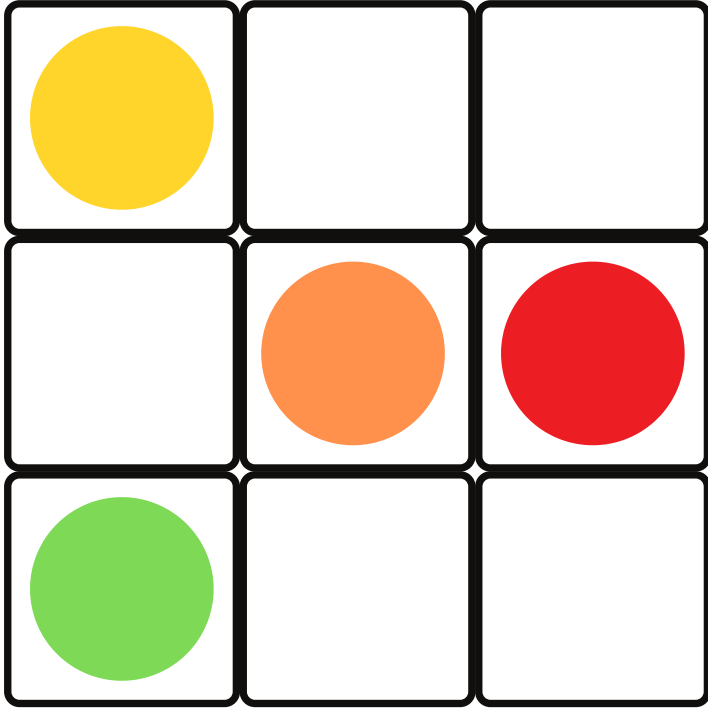
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Prvi nivo



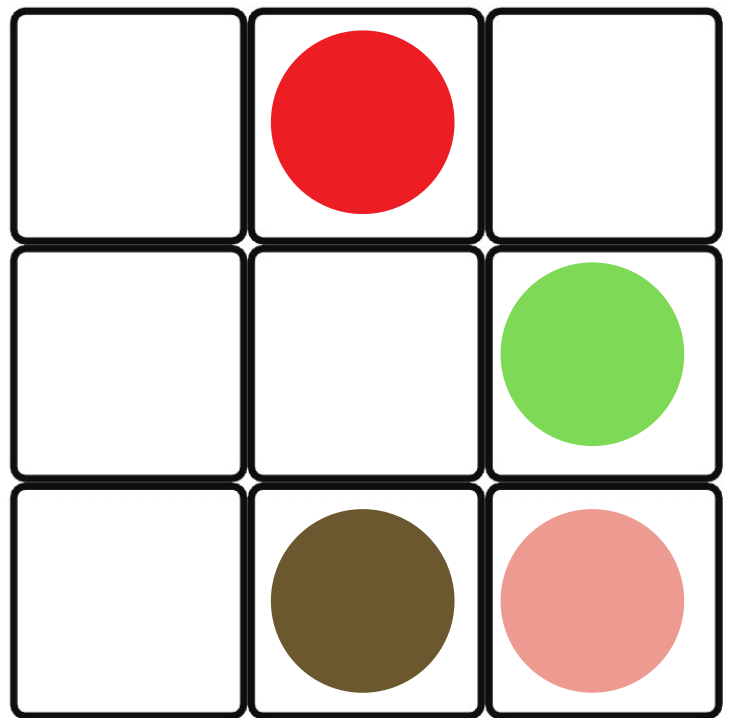
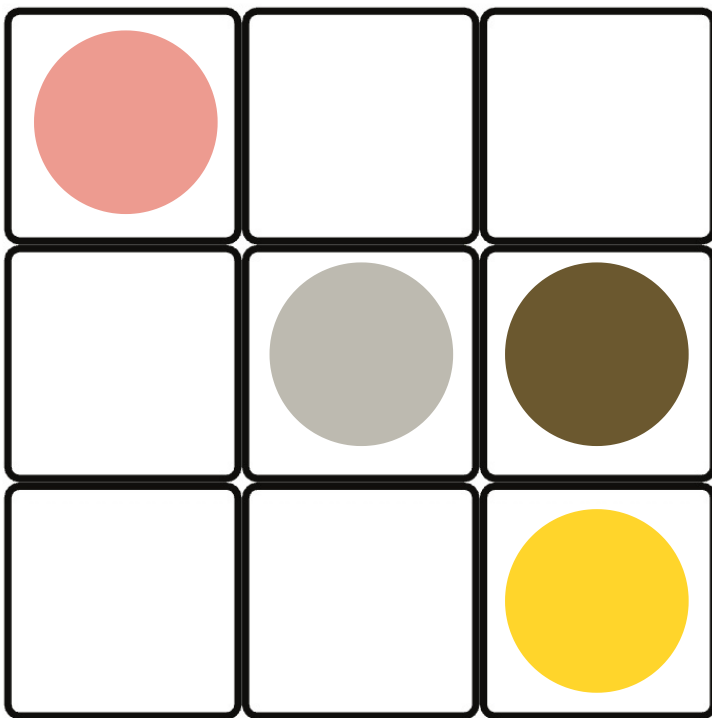
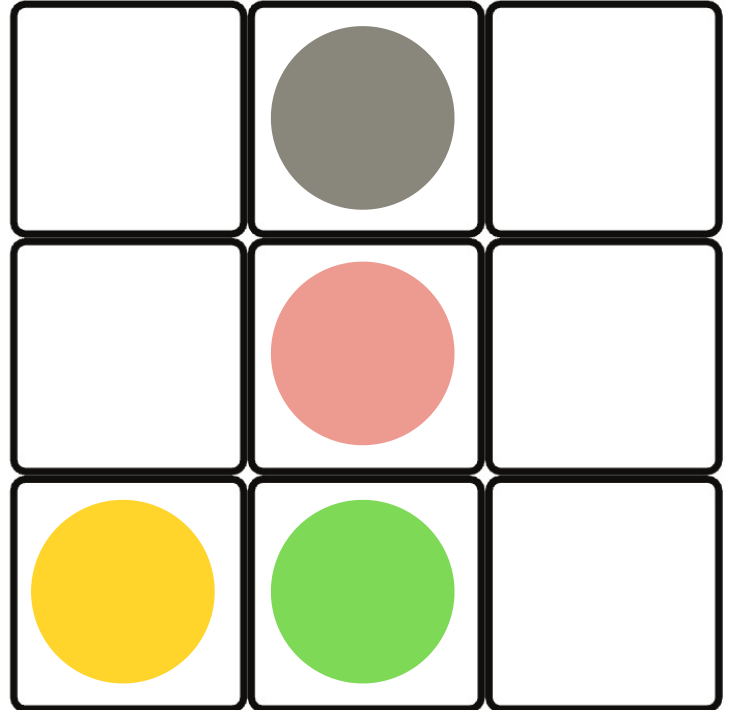
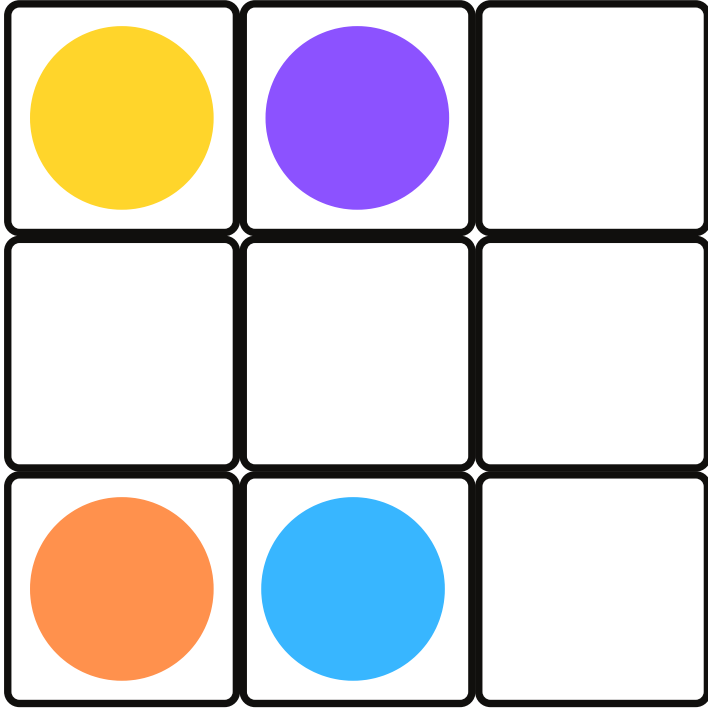
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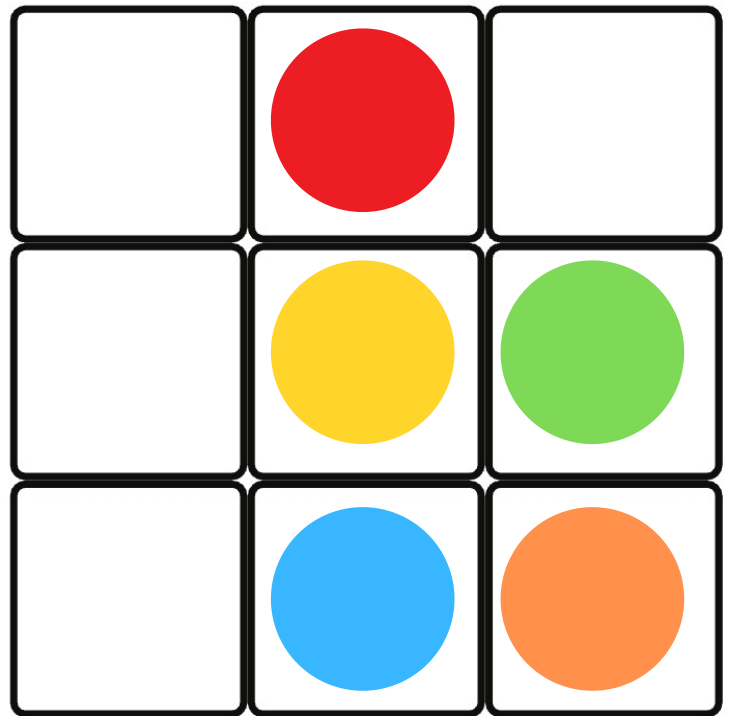
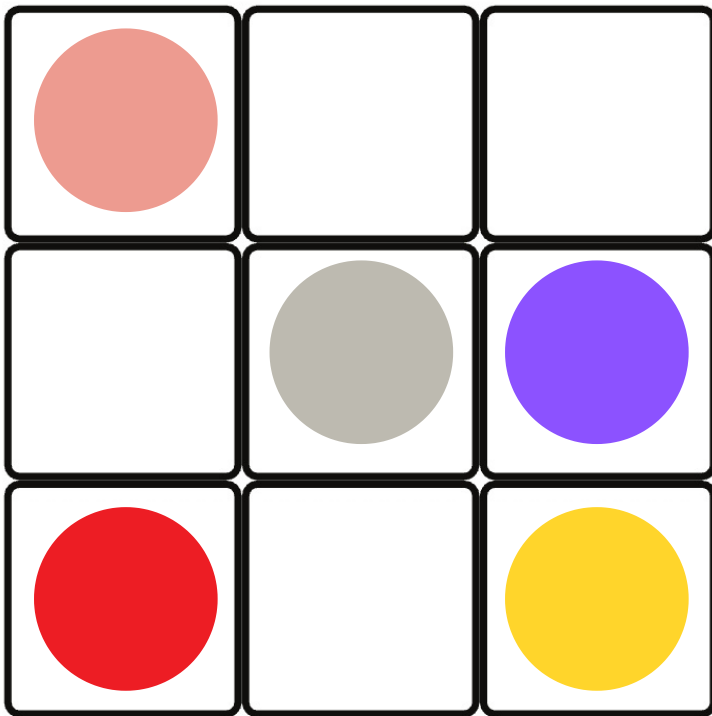
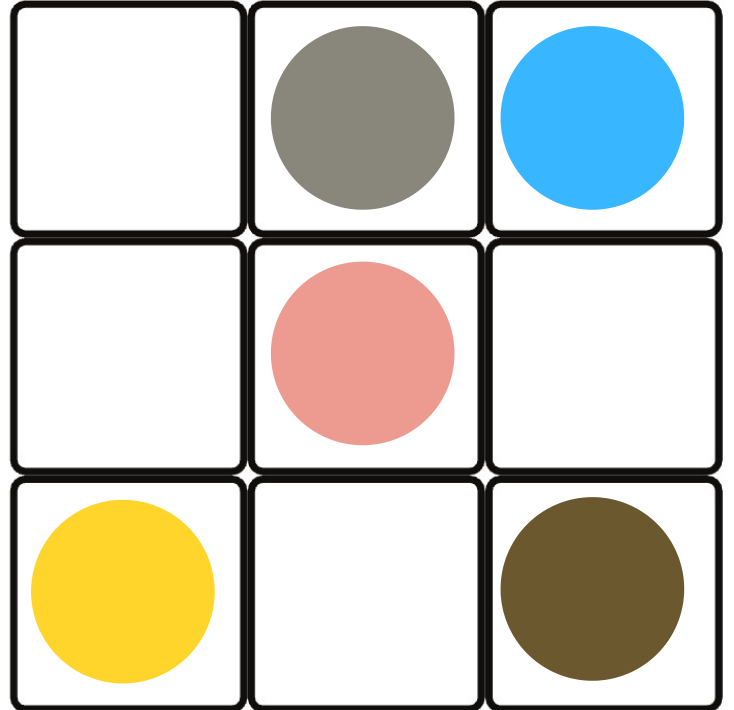
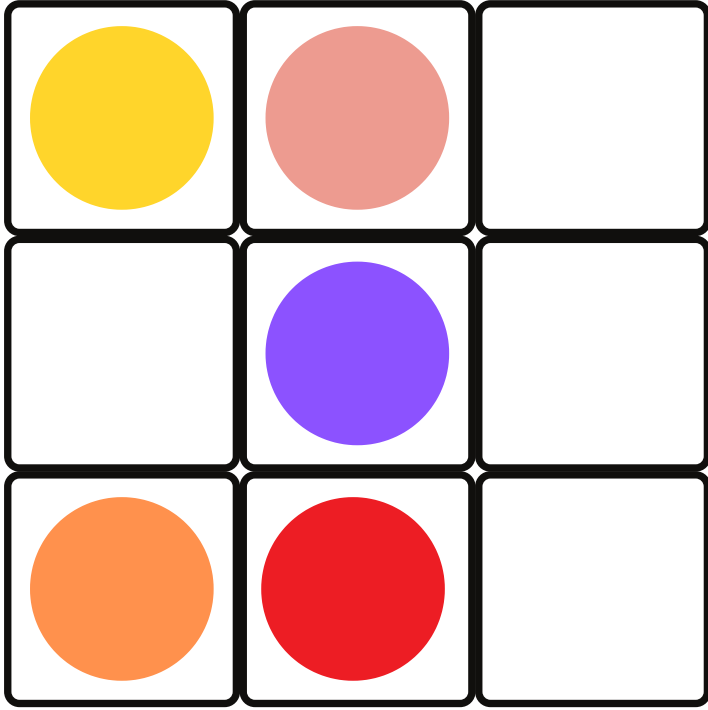
# Šabloni

*Drugi nivo*



# Šabloni

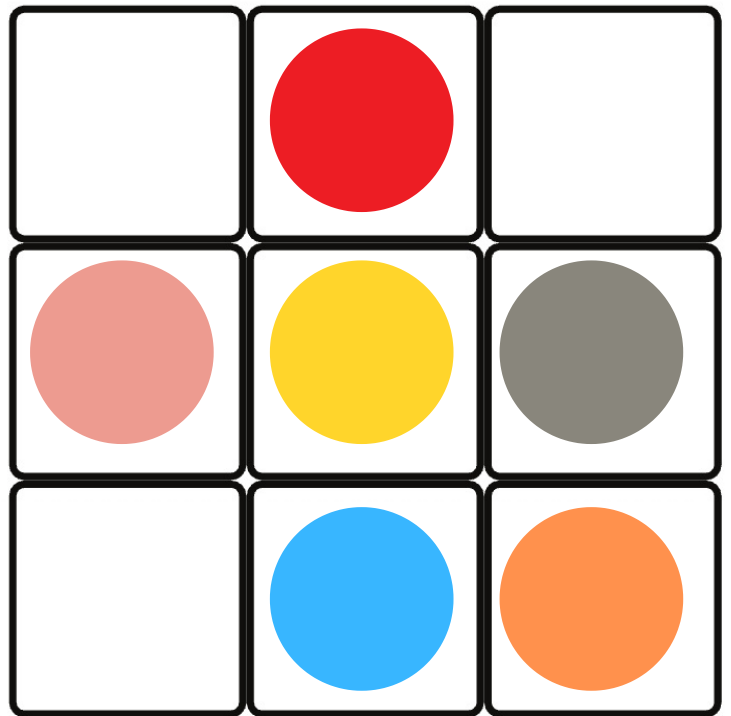
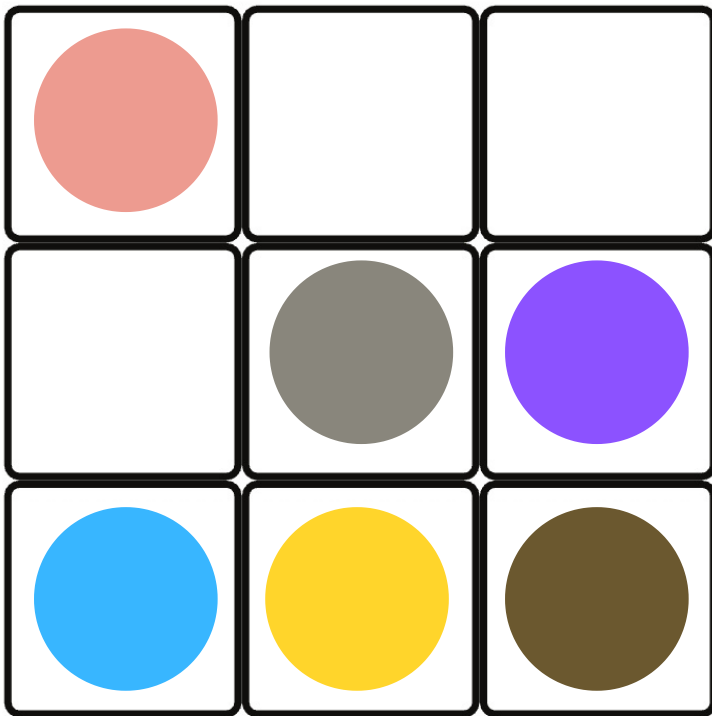
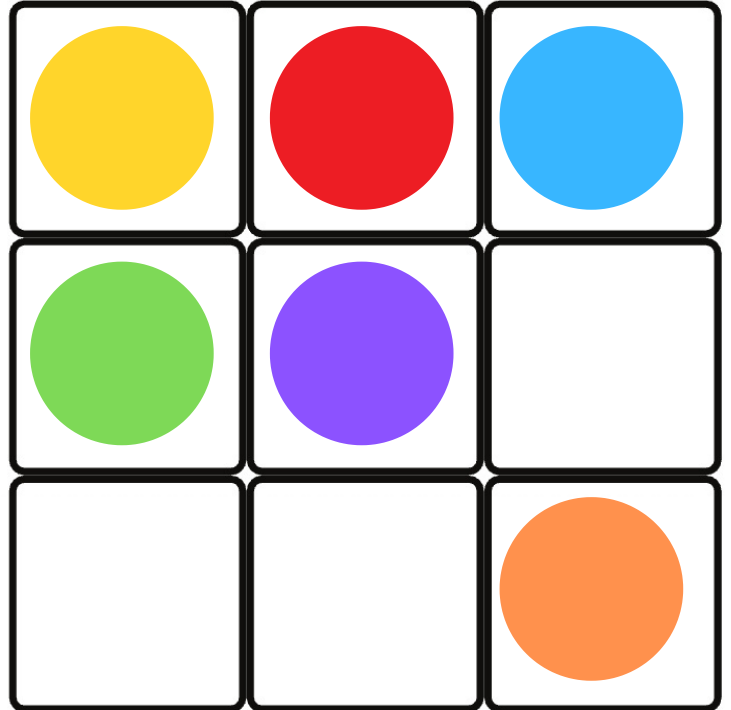
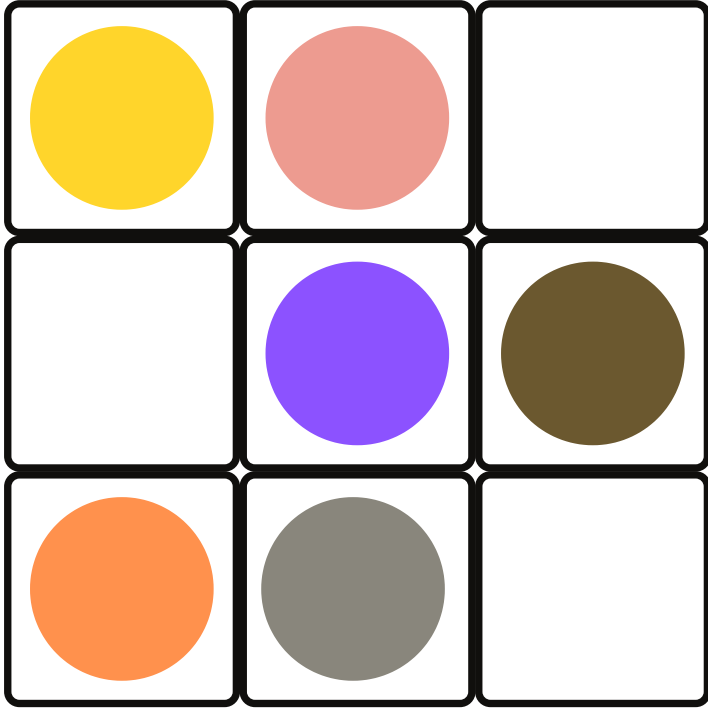
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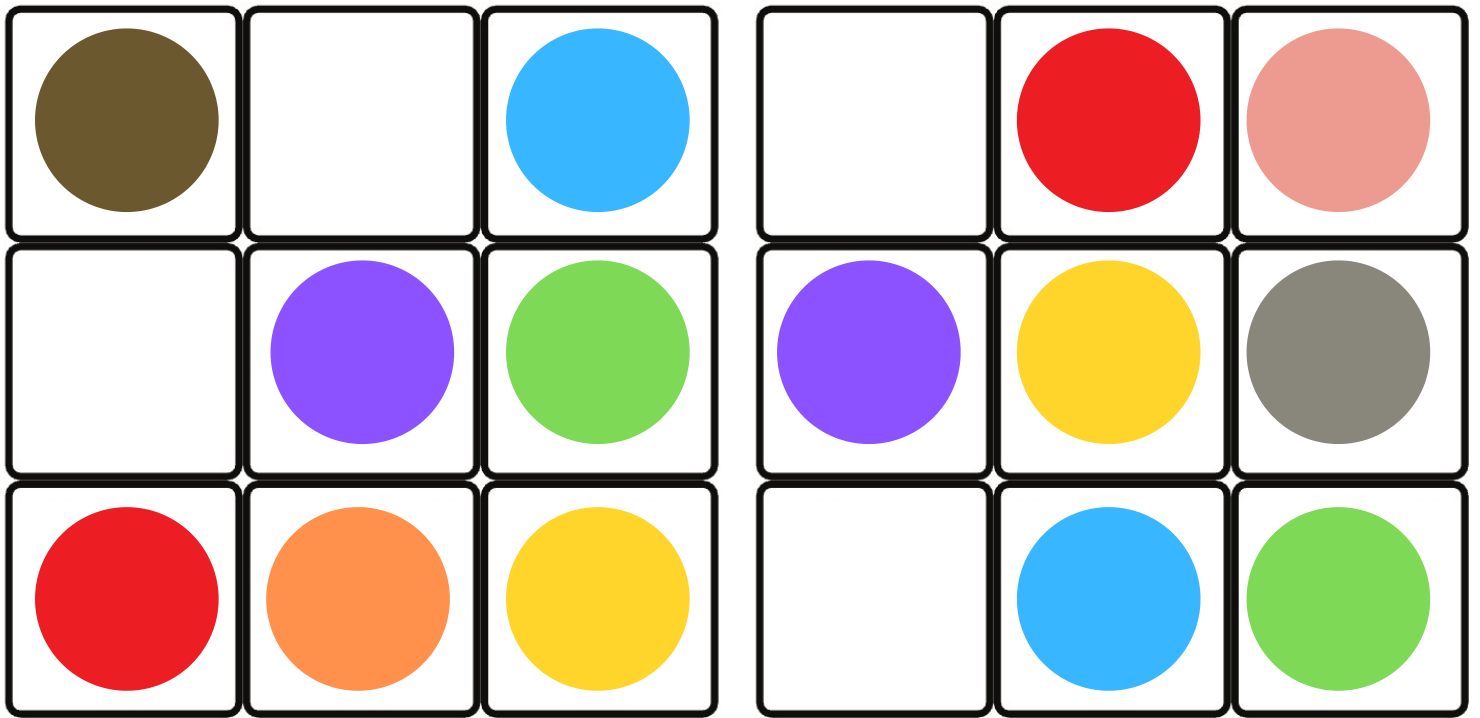
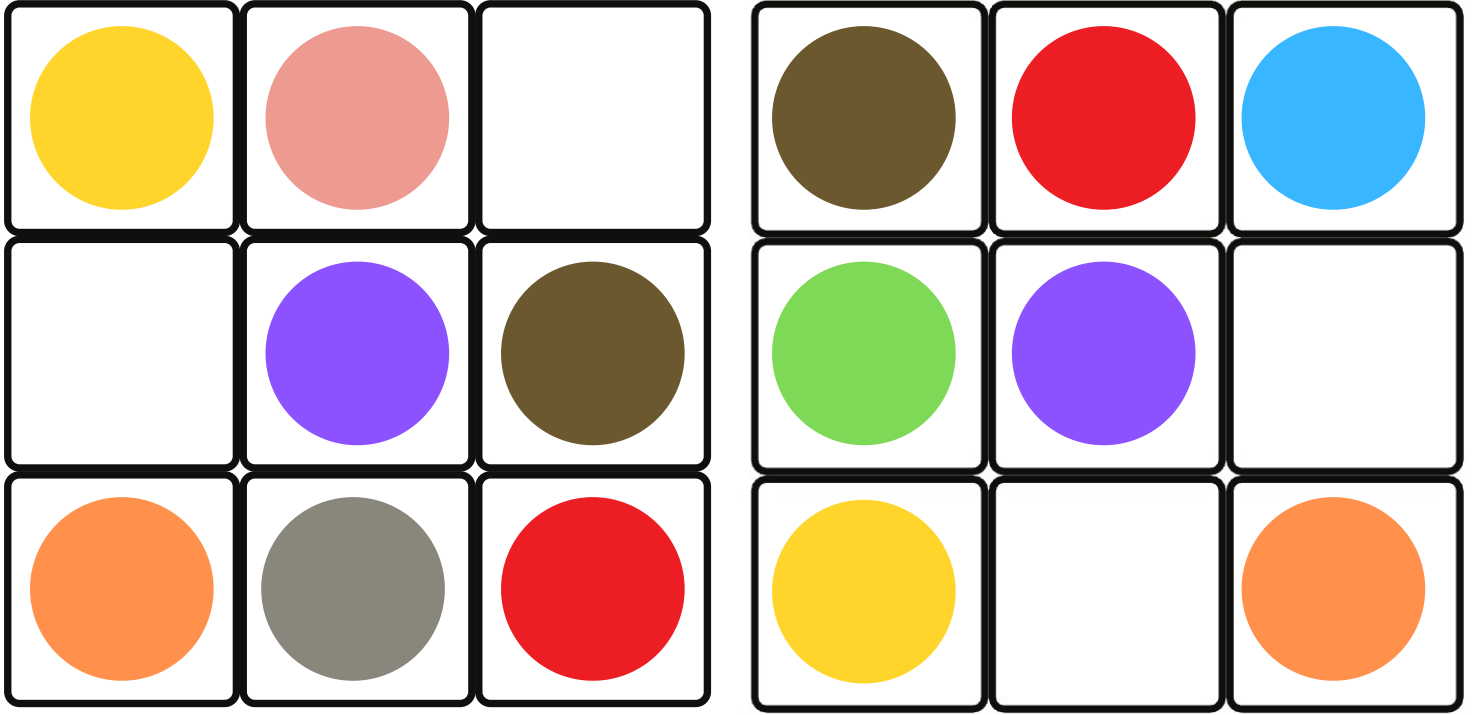
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Treći nivo



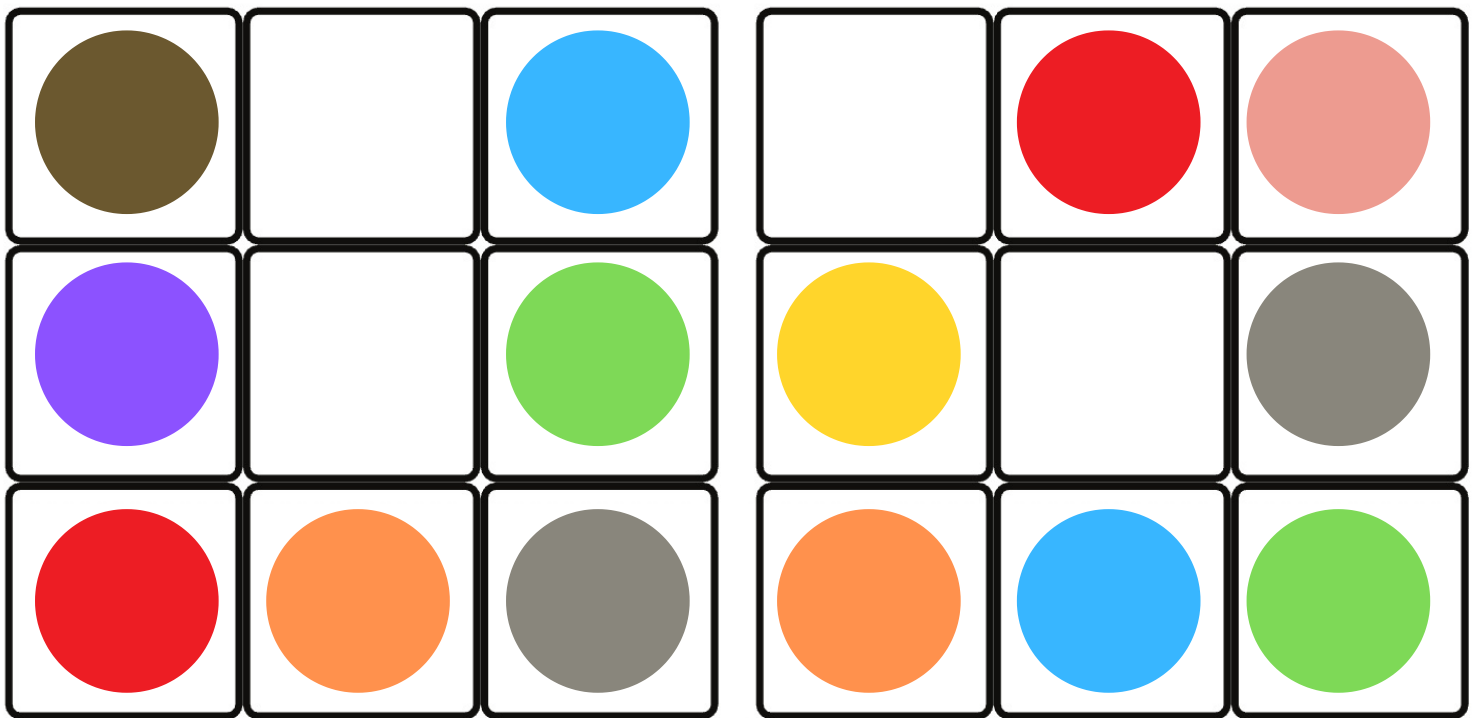
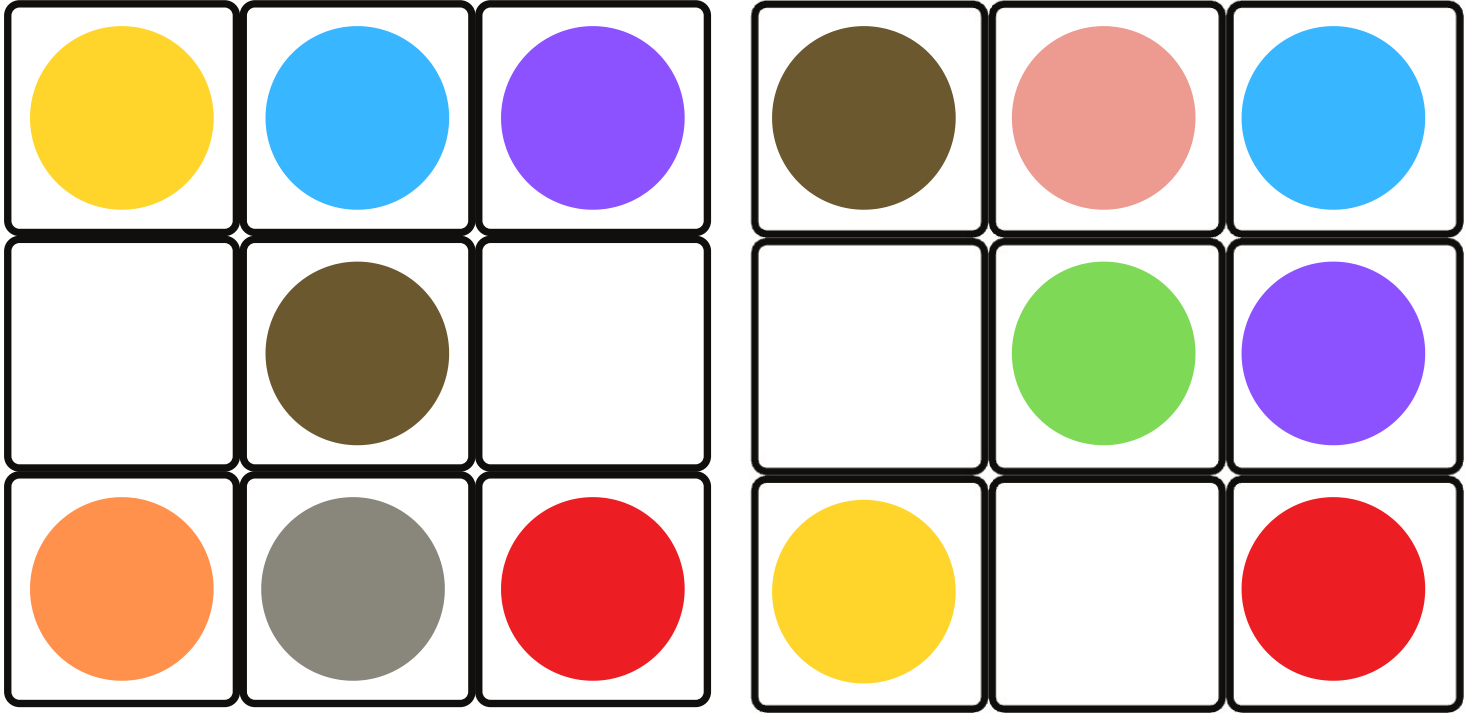
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Četvrti nivo



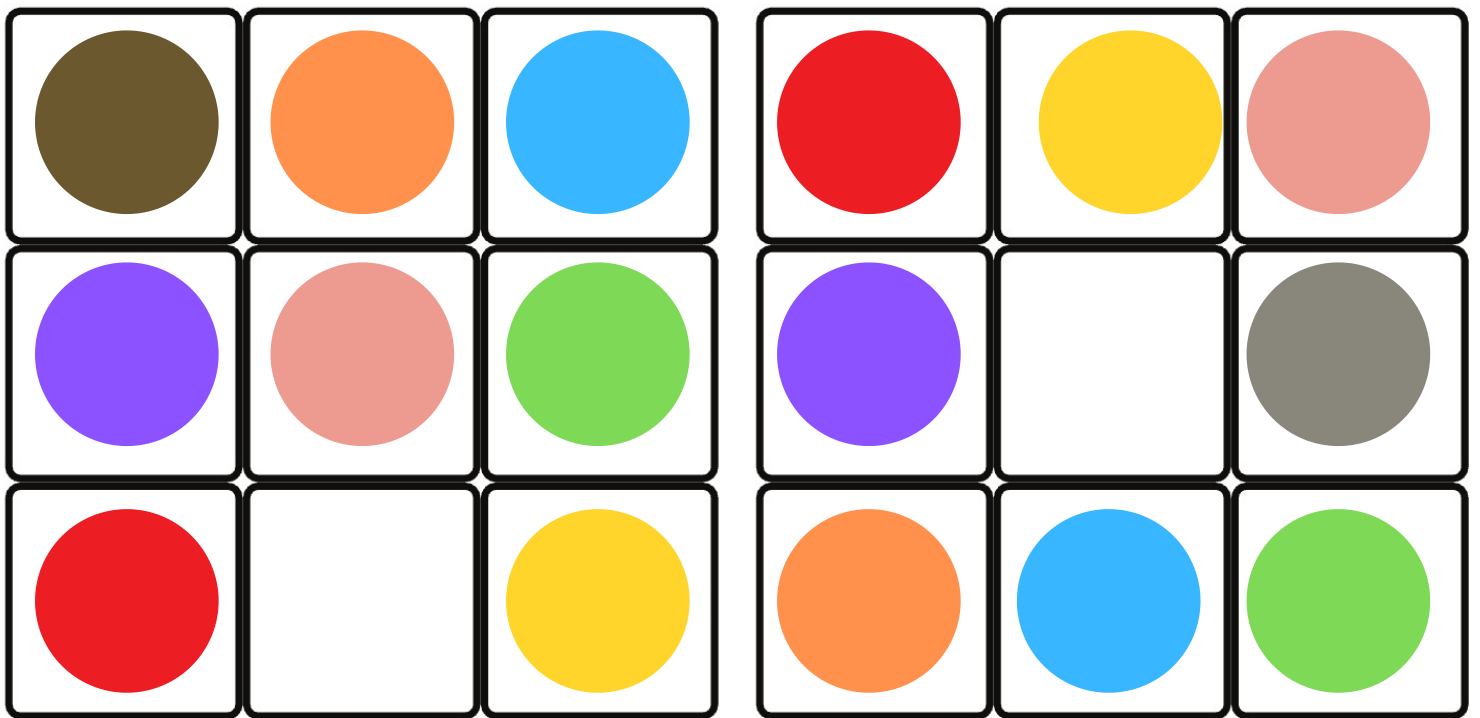
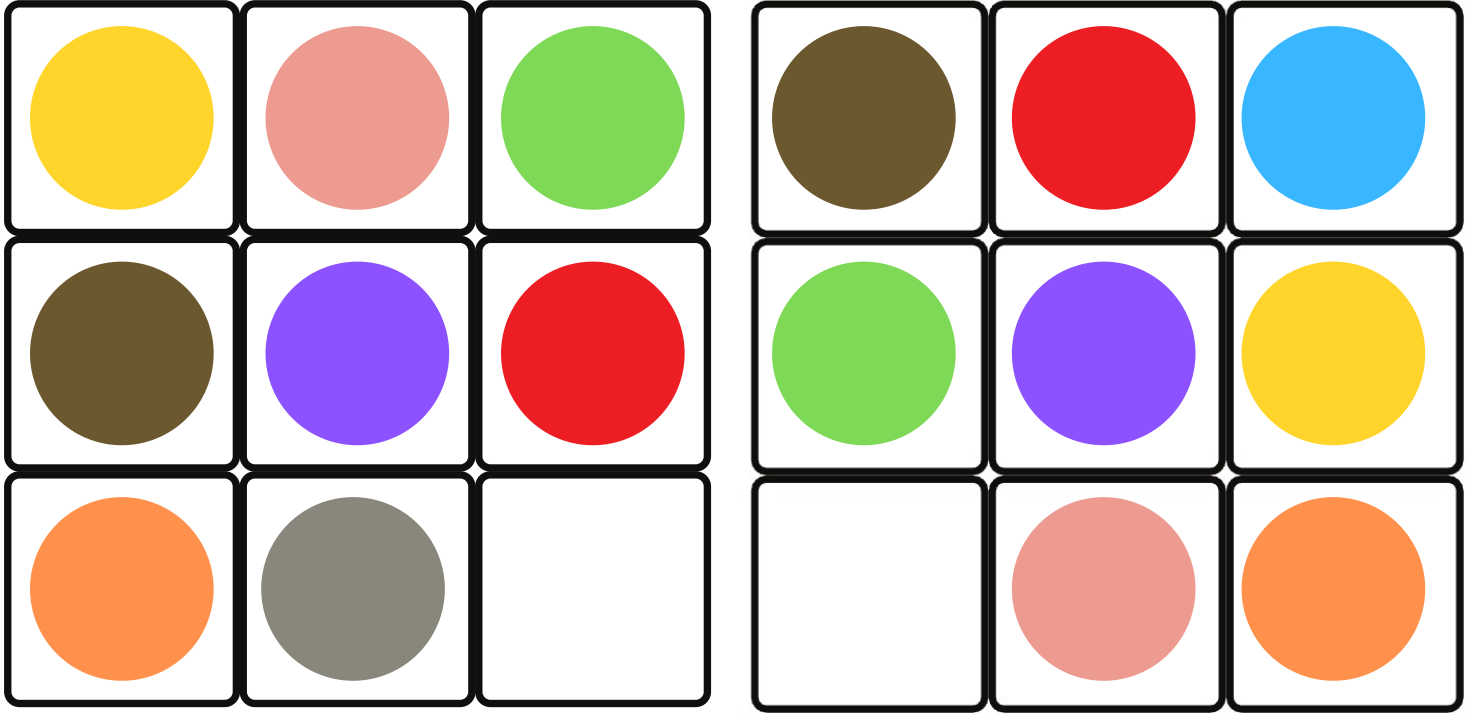
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Četvrti nivo



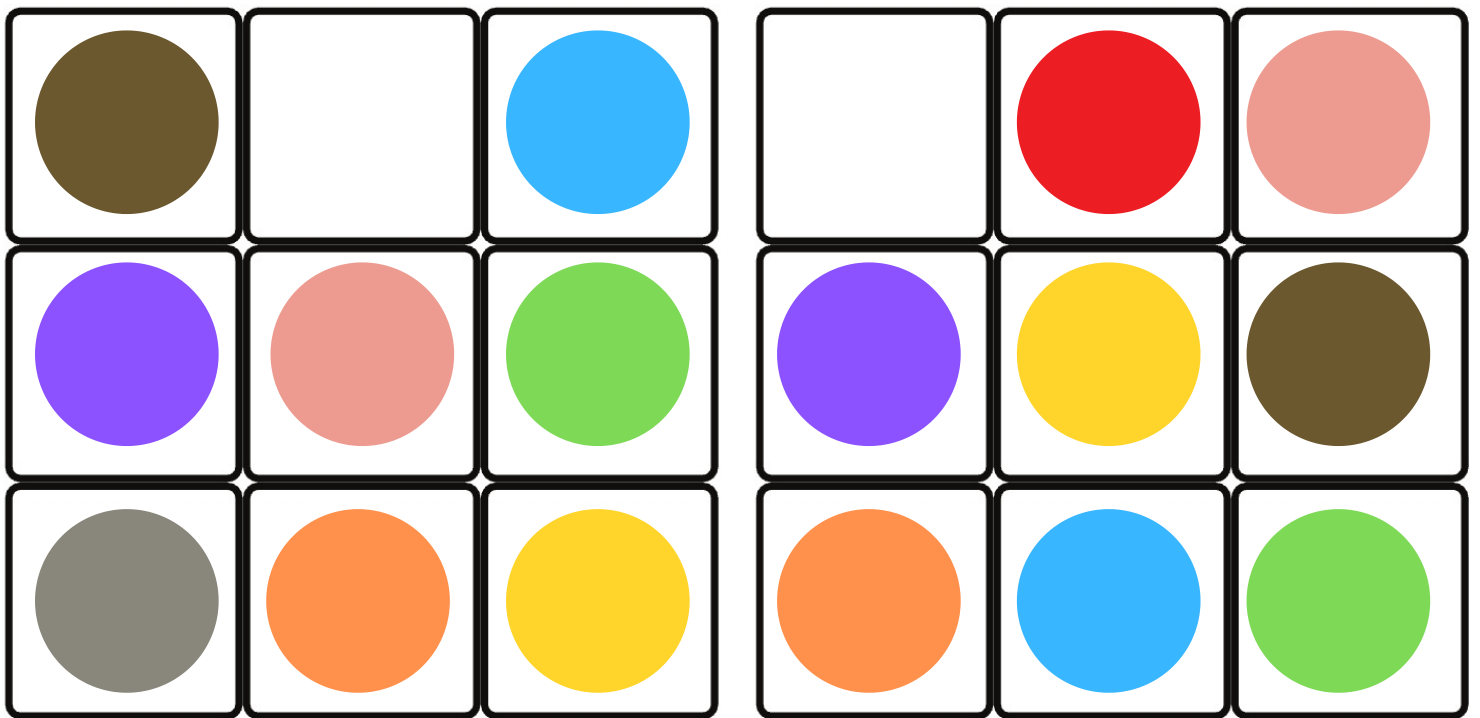
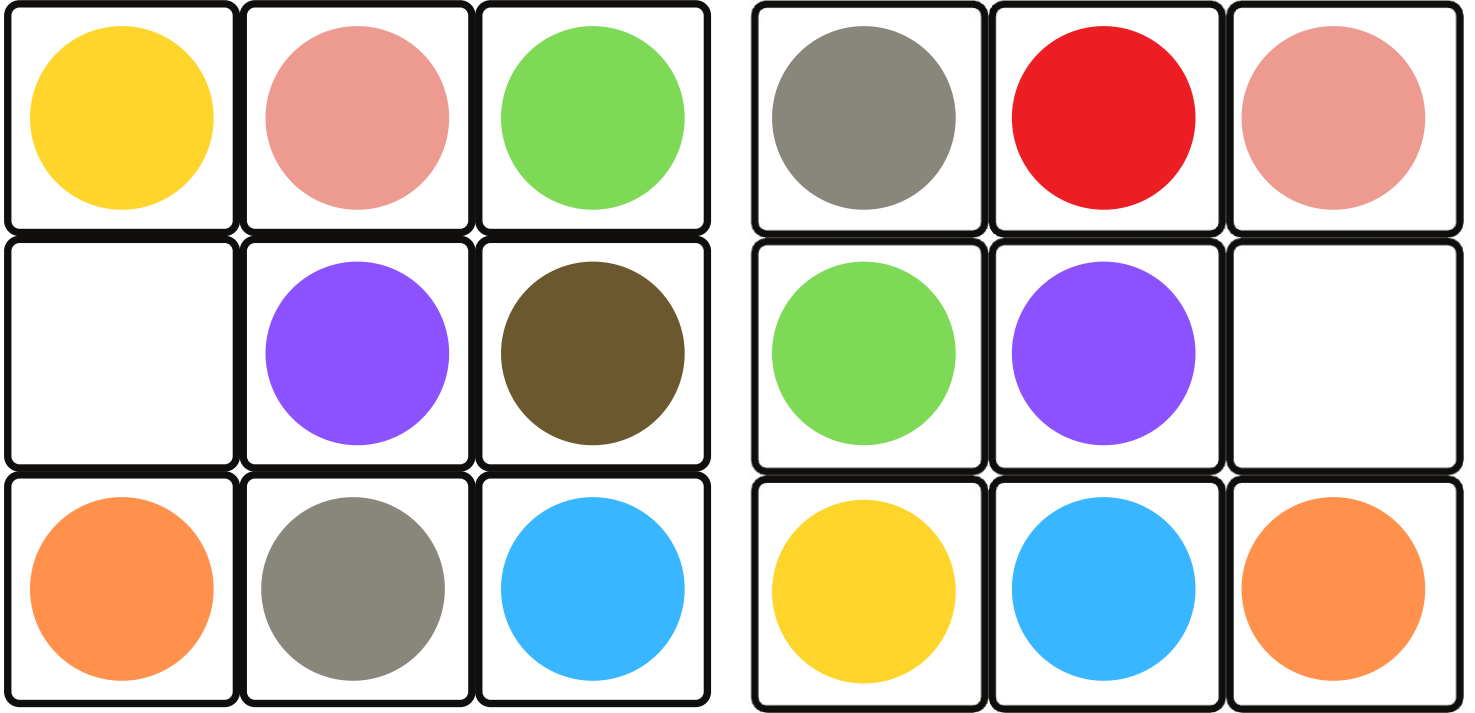
# Šabloni

*Peti nivo*



# Šabloni

*Peti nivo*



# Šablony

*Prazni šablony koje možete osmisliti sami*

