



# Mega Zeka ETKİNLİKLERİ

2.Sınıf

Cümle

**Yönerge** : Aşağıdaki tablolarda belirtilen yönergelere uygun cümleler kurunuz.

► İçerisinde **para** kelimesi geçen **tutumlu** olmakla ilgili 2 cümle yazınız

- 1 .....
- 2 .....



► İçerisinde **harçlık** kelimesi geçen **kumbara** ile ilgili 2 cümle yazınız

- 1 .....
- 2 .....



► İçerisinde **ihtiyaç** kelimesi geçen **market** ile ilgili 2 cümle yazınız

- 1 .....
- 2 .....



► İçerisinde **gelir** kelimesi geçen **ihtiyaç** ile ilgili 2 cümle yazınız

- 1 .....
- 2 .....



► İçerisinde **5 TL** kelimesi geçen **alışveriş** ile ilgili 2 cümle yazınız

- 1 .....
- 2 .....








































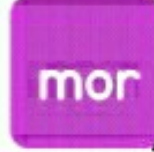
# Mega Zeka

# ETKİNLİKLERİ

2.Sınıf

Yanılsama

**Yönerge** : Üzerinde yazılı renge ait olmayan kutuları bul ve kalbini kendi rengiyle boya.



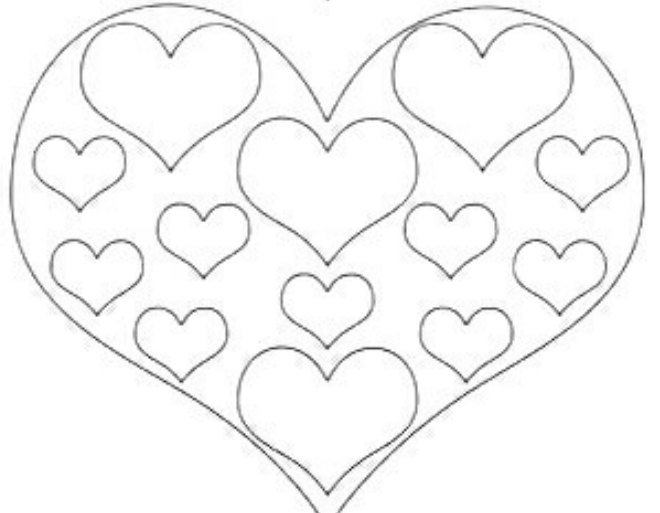
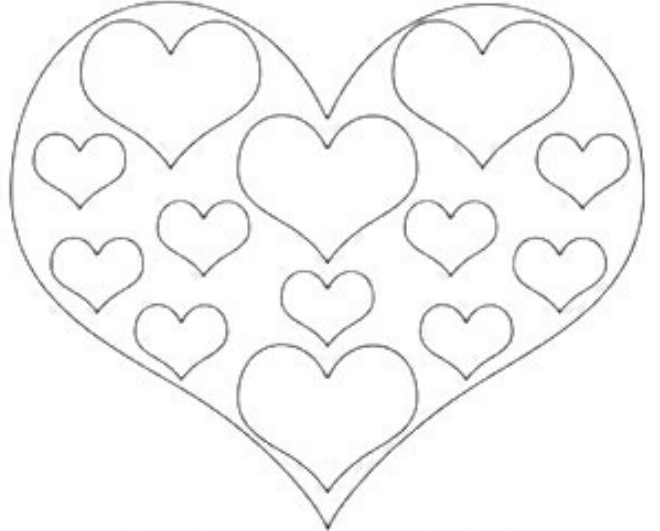
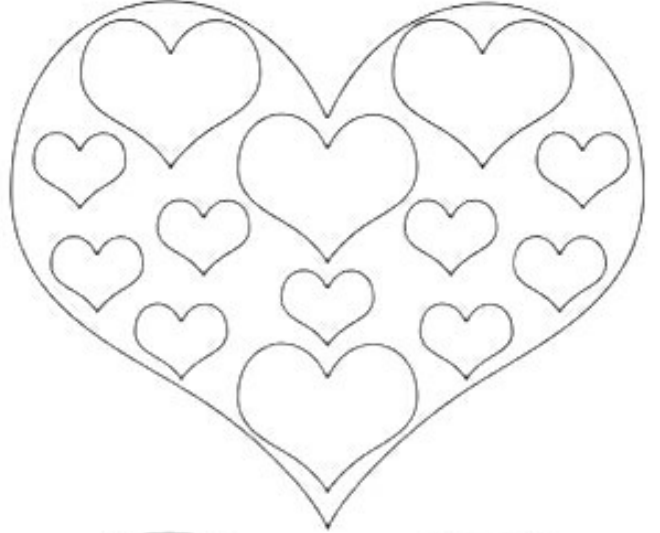


# Mega Zeka ETKİNLİKLERİ

1.Sınıf

Renk Kümeleri

**Yönerge :** Kalplerin renklerini aynı şekilde karşı tarafa geçirin.





**⚡** Aşağıda Efe'nin akrabalarının görselleri verilmiştir. Hangi resim kime ait bulabilir misin?

			
Amca			
Dayı			
Kuzen			

**⚡** İpucu 1: Efe'nin dayısı kravatlıdır.

**⚡** İpucu 2: Efe'nin amcası bıyıklıdır.



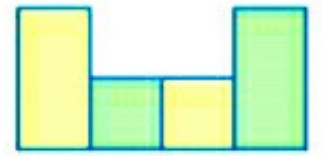
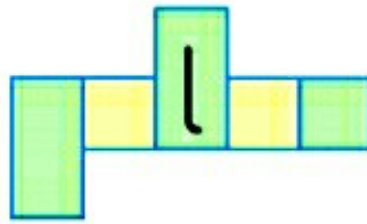
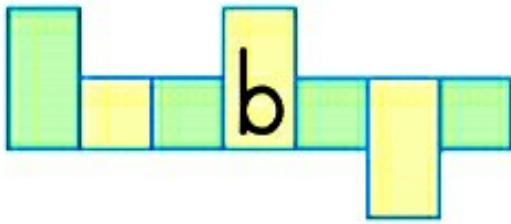
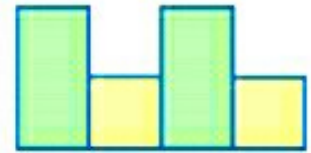
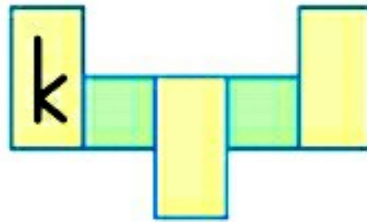
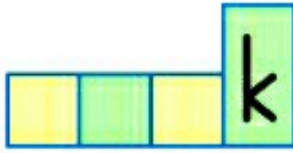
# Mega Zeka ETKİNLİKLERİ

1.Sınıf

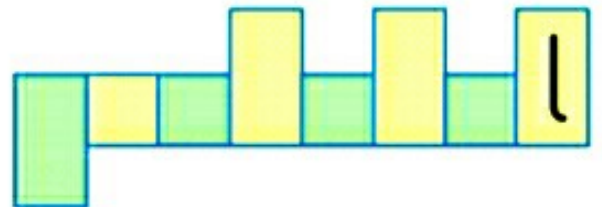
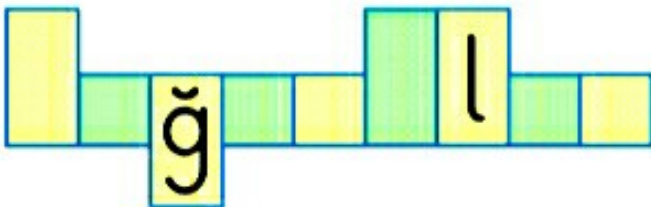
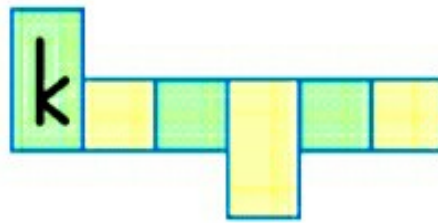
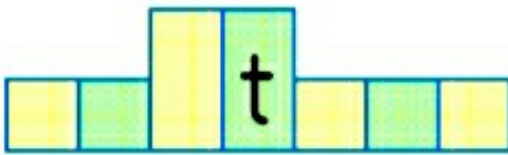
Sözcük Türetme

Yönerge : Yukarıya doğru uzun olan kutulara kuyruğu yukarıda olan harfleri, aşağıya doğru uzun olan kutulara kuyruğu aşağıda harfleri, küçük kutulara noktalı, noktasız harfleri yazalım.

**Etkinlik 1** Alttaki kutulara hayvan isimleri yazalım.



**Etkinlik 2** Alttaki kutulara meyve isimleri yazalım.





# Mega Zeka ETKİNLİKLERİ

1.Sınıf

Bulmacalı Boyama

Yönerge : İpuçlarından yararlanarak geometrik şekillerin rengini bulun ve boyayın.

**Etkinlik 1** Alttaki karelerin rengi iki kırmızı ve bir sarı olmalı.

İpucu : Başta ve sonda sarı yoktur.

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**Etkinlik 2** Alttaki karelerin rengi üç mor ve bir turuncu olmalı.

İpucu 1 : İlk kare turuncu değildir.

İpucu 2 : Üç mor kare birbirine değmeli.

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**Etkinlik 3** Alttaki karelerin rengi iki yeşil ve iki mavi olmalı.

İpucu 1 : Sondaki kare yeşil olmalı.

İpucu 2 : Mavi kare, hem yeşil kareye hem de mavi kareye değmeli.

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**Etkinlik 4** Alttaki karelerin ikisi kahverengi, ikisi kırmızı ve biri pembe olmalı.

İpucu 1 : Ortadaki kare pembe olmalı.

İpucu 2 : Mavi kare, hem yeşil kareye hem de mavi kareye değmeli.

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# Mega Zeka ETKİNLİKLERİ

1.Sınıf

Resfebe

**Yönerge** : Alttaki harf, rakam ve resimleri birlikte kullanarak yeni sözcükler türetin.



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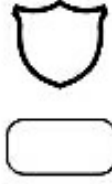
# Mega Zeka

# ETKİNLİKLERİ

1.Sınıf

Şekli Bul

Yönerge : Aşağıdaki şekli tablodan bulup sayın ve boyayın.







# Mega Zeka ETKİNLİKLERİ

1.Sınıf

Resfebe 2

**Yönerge :** Altta ki harf, rakam ve resimleri birlikte kullanarak yeni sözcükler türetin.

 + ç i =

 + l ü k =

kav +  =

y +  =

o +  + a =

6 + n =

1 + ey =

 +  + k =

 +  =

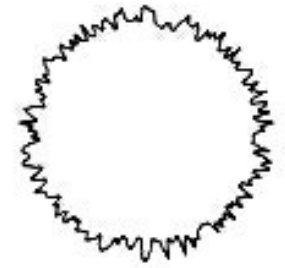
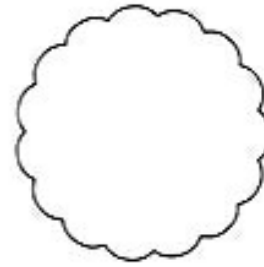
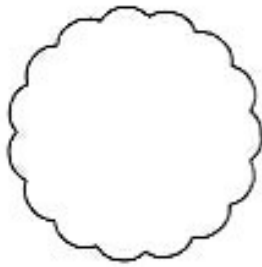
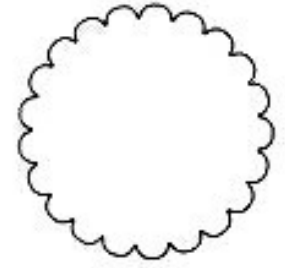
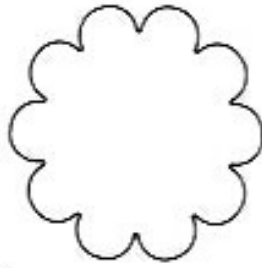
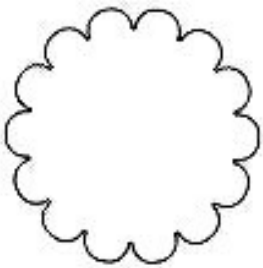
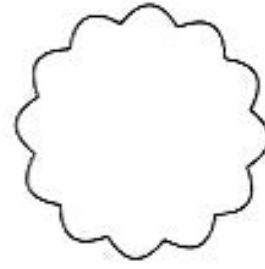
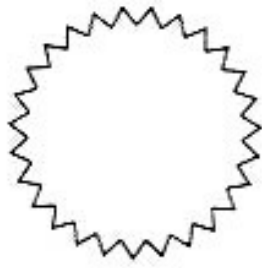
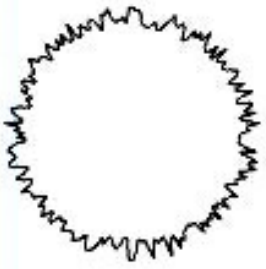
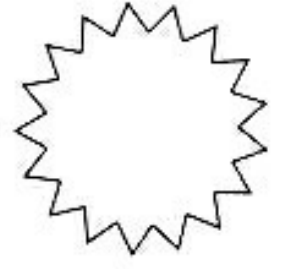
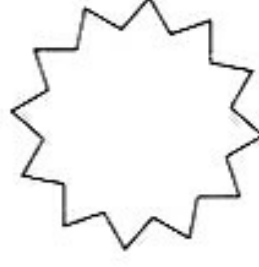
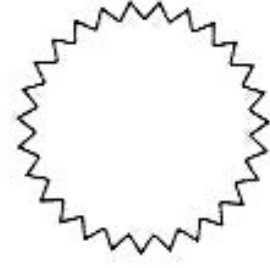
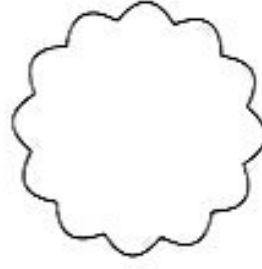
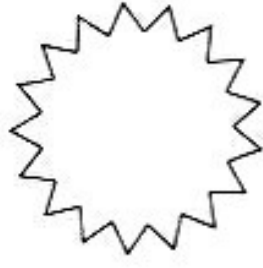
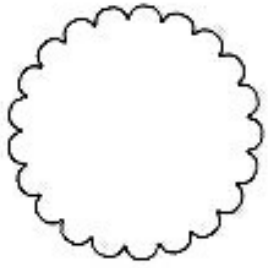
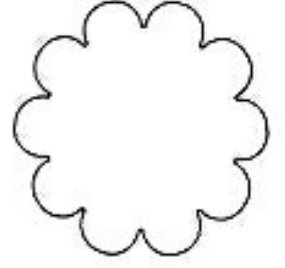
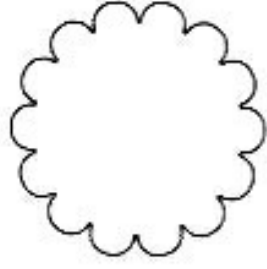
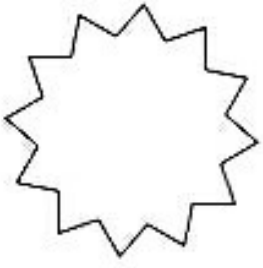


# Mega Zeka ETKİNLİKLERİ

1.Sınıf

Benzer Şekiller

**Yönerge :** Benzer şekilleri aynı renge boyayın. Her şekilden iki tane vardır.





# Mega Zeka ETKİNLİKLERİ

1.Sınıf

Hece Birleştirme

**Yönerge** : Aynı renk kutularda aynı kelimeleri oluşturan heceler bulunuyor. Heceleri birleştirip diğer sayfaya yazınız.

Ah-

sa

el-

yük

mut

ka-

ka-

ü-

lem

tık

gi

bo-

ki-

bun

sa-

puz

tap

met

ma

yas-

va

ar-

ka-

sil-

kar-

vun

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bü-

buk

tü

ya

ko-



# Mega Zeka ETKİNLİKLERİ

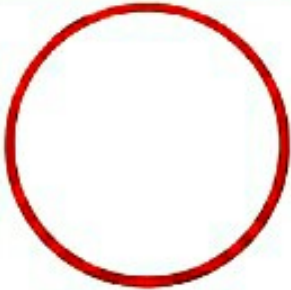
1.Sınıf

Hece Birleştirme

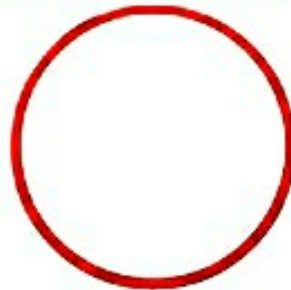
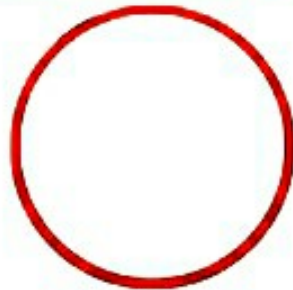
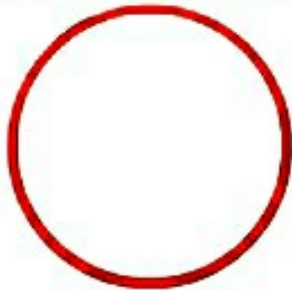


## Saat Kaç?

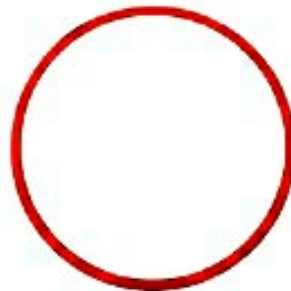
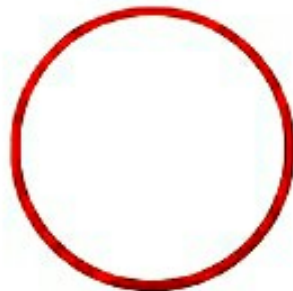
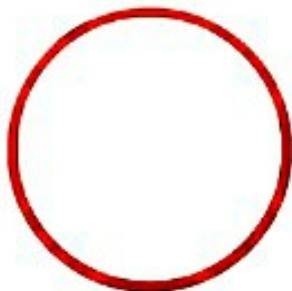
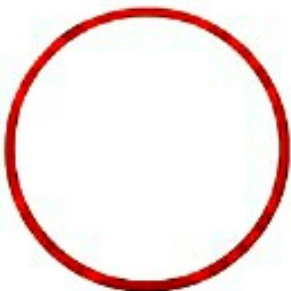
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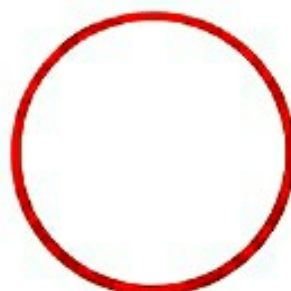
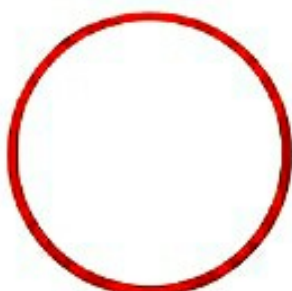
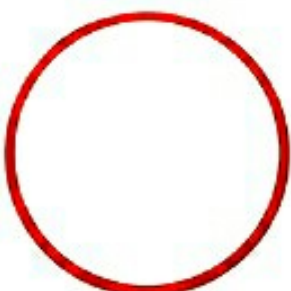
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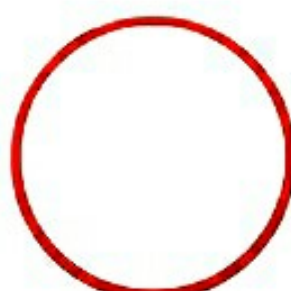
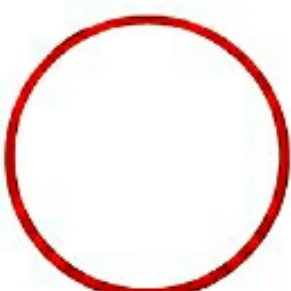
2.



3.



4.





## Boş Bırakılan Yere Uygun Bir Sözcük Yazınız

1. Buz soğuk, soba ..... tır.
2. Bazı insanlar şişman, bazı insanlar ..... tır.
3. Limon ekşi, şeker ..... dır.
4. Elma tatlı, biber ..... dır.
5. Kedi evcil, timsah ..... dir.
6. Zürafa uzun, sincap ..... dir.
7. Tavşan hızlı, kaplumbağa ..... tır.
8. Erik küçük, karpuz ..... tür.
9. Fil ağır, fare ..... tir.
10. Elma kırmızı, limon ..... dır.
11. Pamuk hafif, demir ..... dır.
12. Kartal uçar, deve kuşu .....
13. Leylek uçar, tavuk .....
14. Aslan yabani, keçi ..... dir.



## Benzer Olan Kalemleri Eşleştiriniz







## Bir Kez Yazılan Heceleri Bulunuz

BA	FU	ZE	KA	KU	CA	Kİ	FA
YE	ZE	FU	CE	CA	ME	ZU	LE
LA	ZA	UD	ZA	YE	MU	LA	SE
TE	VE	VA	ZE	ZA	YA	RA	HE
NE	ME	ZA	TA	FU	DE	MA	BE
BE	DE	FA	FU	ED	DI	KE	CE
FA	FE	CE	NE	KE	HA	SA	HA
FE	CA	KE	HE	DA	SE	YA	BA



## Bilmeceler

1

Dört ayağı var canı yok;  
ayağını kessen kanı yok.

.....

2

Çarşıdan aldım bir tane  
Eve geldim bin tane

.....

3

Bir çalışkan oğlum var, yıl  
gider, ay gider, günlerce  
yol gider, ancak bir adım  
gider.

.....

4

Havada uçar,  
Rüzgârdan kaçar,  
Ben gülerim, o ağlar

.....

5

Sarıdır zerdali gibi  
Suludur şeftali gibi  
Ne vallahi zerdali  
Ne billahi şeftali

.....

6

Kuyruğu var  
Canlı değil  
Konuşur  
Ama canlı değil  
Camı var  
Ama pencere değil.

.....



## Eksik Parçayı Bulunuz



(A)



(B)



(C)



(D)



(A)



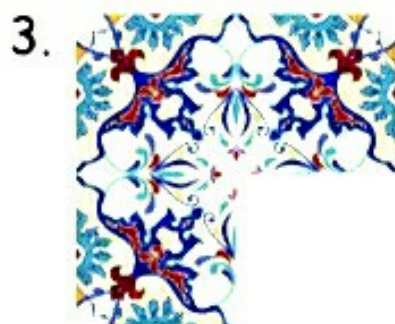
(B)



(C)



(D)



(A)



(B)



(C)



(D)



(A)



(B)



(C)



(D)



(A)



(B)



(C)



(D)



Hangisi Gölgesi?





## Sudoku

Toplamda  $4 \times 4 = 16$  kare olan kümelere 1'den 4'e kadar rakamlar yerleştirilir. Her bir rakam, her bir satırda ve her bir sütunda sadece bir kez kullanılabilir.

Her bir rakam,  $2 \times 2 = 4$  kareden oluşan bloklarda da sadece bir kez kullanılabilir. Bulmacayı tamamlamak için tabloyu öyle bir şekilde doldurmalısınız ki dört kareden oluşan her satır, her sütun ve her blok 1'den 4'e kadar bütün rakamları içersin, hiçbir rakam tekrarlanmasın ve eksik kalmasın.

	2	4	
1			3
4			2
	1	3	

4			3
		4	
	4		2
1		3	

3		4	
	1		3
2	3		
1			2

4	1		
		1	4
		2	3
3	2		

2	1	4	3
4			1
1			4
3	4	1	2



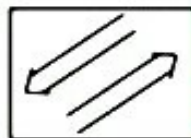
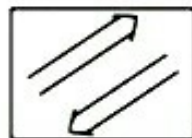
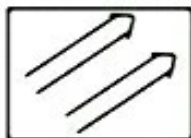
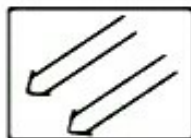
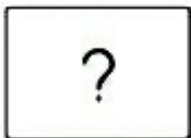
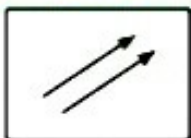
## Hangisi Farklı?

1. A) Çilek                      B) Elma                      C) Portakal                      D) Kayısı
2. A) Çanta                      B) Defter                      C) Silgi                      D) Kalem
3. A) Televizyon                      B) Bilgisayar                      C) Radyo                      D) Elektrik
4. A) Keman                      B) Zil                      C) Bağlama                      D) Gitar
5. A) Peynir                      B) Bal                      C) Zeytin                      D) Yumurta
6. A) Ayak                      B) Burun                      C) Göz                      D) Kulak
7. A) E                      B) L                      C) H                      D) 9
8. A) Koltuk                      B) Sandalye                      C) Tabure                      D) Masa

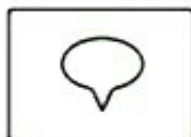
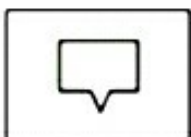
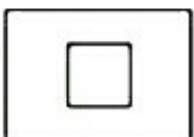


## "?" Yerine Gelecek Şekilleri Bulunuz

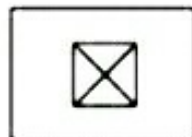
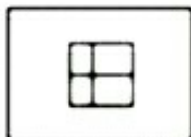
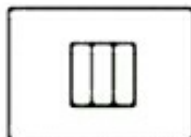
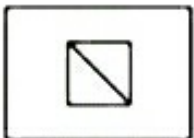
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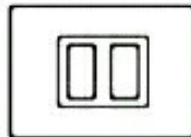
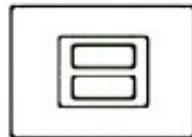
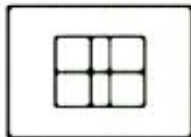
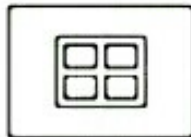
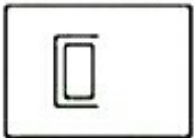
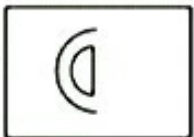
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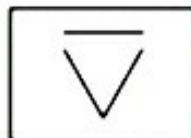
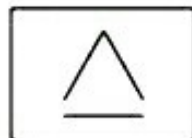
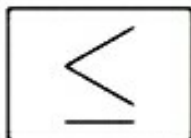
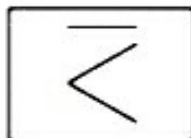
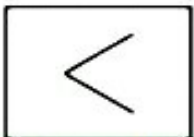
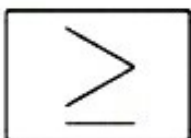
3.



4.



5.



## Çarparak Sayma

- Altışar ritmik sayma yapınız. Söylediğiniz sayıları elde eden işlemlerin kutularını boyayınız.

0										60
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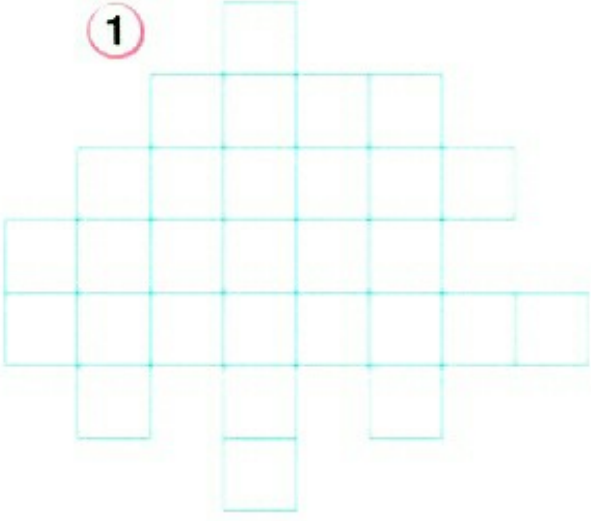
$7 \times 8$	$12 \times 3$	$5 \times 10$	$9 \times 6$	$14 \times 4$	$4 \times 3$	$8 \times 5$
$9 \times 6$	$4 \times 2$	$3 \times 8$	$11 \times 5$	$4 \times 12$	$5 \times 5$	$18 \times 2$
$2 \times 12$	$11 \times 3$	$7 \times 9$	$10 \times 6$	$4 \times 8$	$2 \times 8$	$2 \times 15$
$30 \times 2$	$1 \times 9$	$5 \times 3$	$3 \times 14$	$2 \times 10$	$7 \times 8$	$3 \times 2$
$2 \times 9$	$4 \times 12$	$13 \times 2$	$7 \times 5$	$11 \times 4$	$2 \times 30$	$5 \times 1$
$5 \times 2$	$8 \times 5$	$5 \times 12$	$14 \times 1$	$3 \times 20$	$10 \times 7$	$4 \times 10$
$7 \times 3$	$11 \times 7$	$10 \times 5$	$6 \times 4$	$13 \times 3$	$3 \times 7$	$10 \times 10$



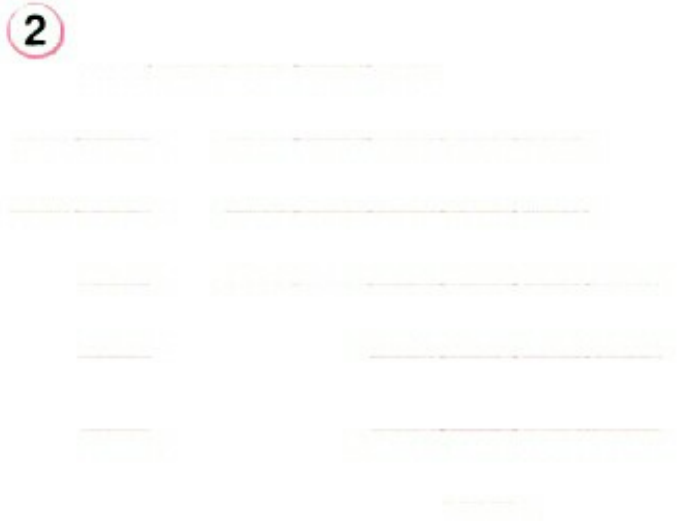
## Sayıları Eşit

- Kutu sayıları eşit olan görselleri çizgiyle birleştiriniz.

1



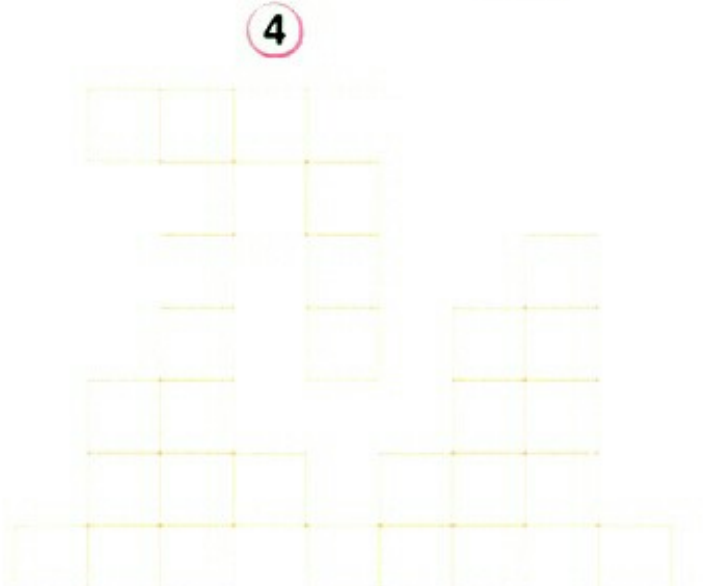
2



3



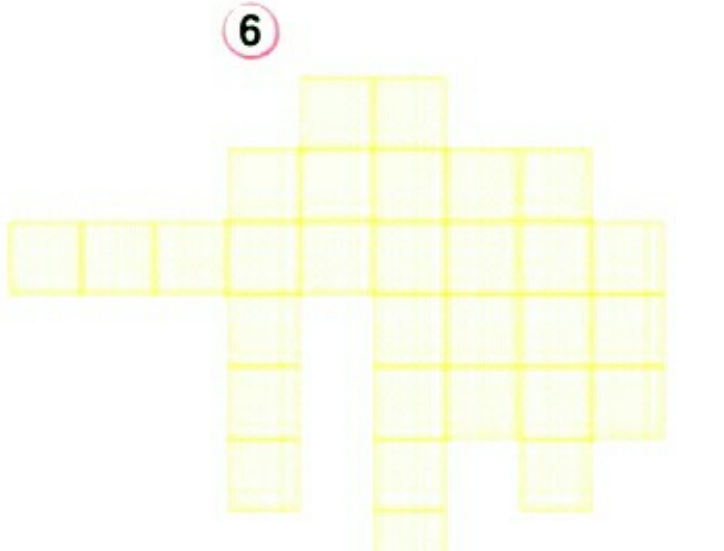
4



5



6



## Mısır Kodeksi

• Aşağıdaki kodeks, harfin çevresindeki çizgilere ve nokta içermesine göre oluşturulmuştur. Kodeksi kullanarak soruları yanıtlayınız.

			●				● ●			
A	B	C	H	I	İ	Ö	P	R	Y	
Ç	D	E	J	K	L	S	Ş	T	Z	
F	G	Ğ	M	N	O	U	Ü	V		

**Örnek** D O Ğ A Y İ K O R U Y A L İ M  
□ ◡ ◡ ◡ ◡ ◡ ◡ ◡ ◡ ◡ ◡ ◡ ◡ ◡ ◡ ◡ ◡ ◡ ◡ ◡

① ◡



② ◡



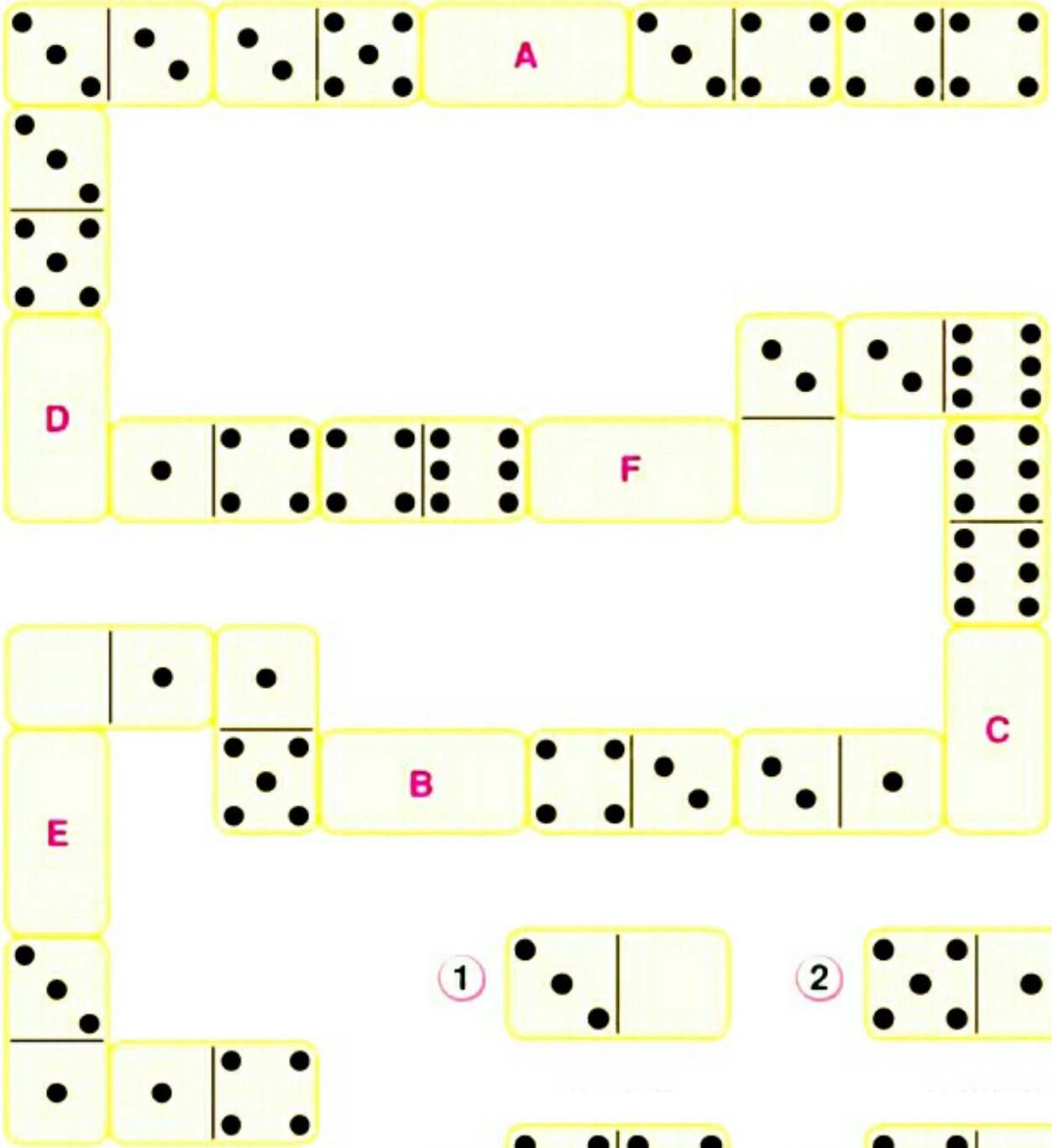
③ ◡



④ ◡

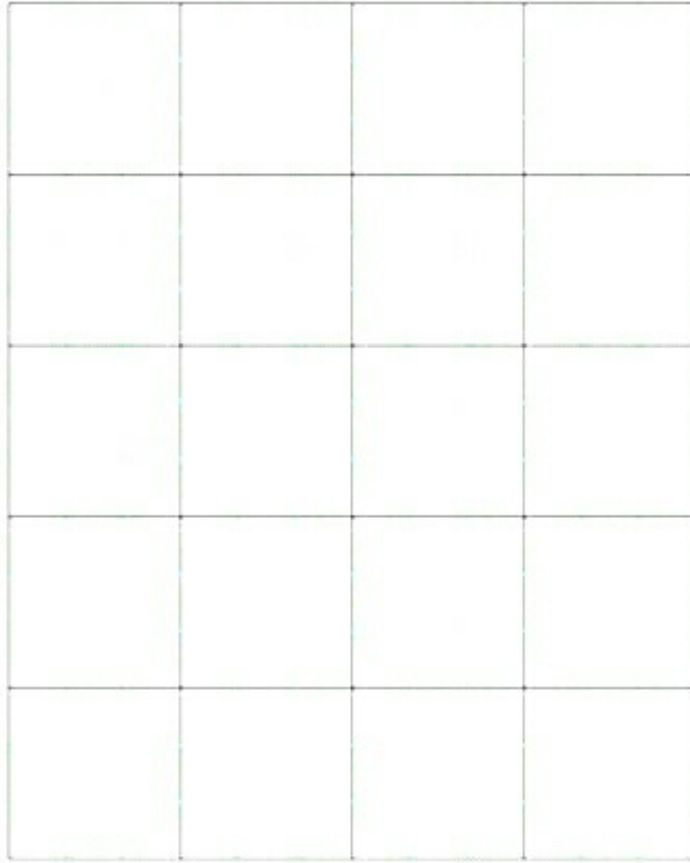
## Domino Taşları

- Bu domino oyununda eksik olan taşlar nelerdir, bulunuz



- 
- 
- 
- 
- 
-

## Dağılan Resim



- Tablodaki yeri verilen parçaları tablo üzerinde boyayınız.

**G**



**P**



**i**



**E**



**L**



**B**



**K**



**N**



**Ö**



**C**



**F**



**H**



**D**



**I**



**M**



**A**



**G**



**O**



**Ç**



**J**



## Sınıf Kitaplığı

• Kütüphanedeki kitapların türüne göre işaretleyiniz. En çok hangi tür kitap olduğunu bulunuz.



Bulmaca



Roman



Şiir



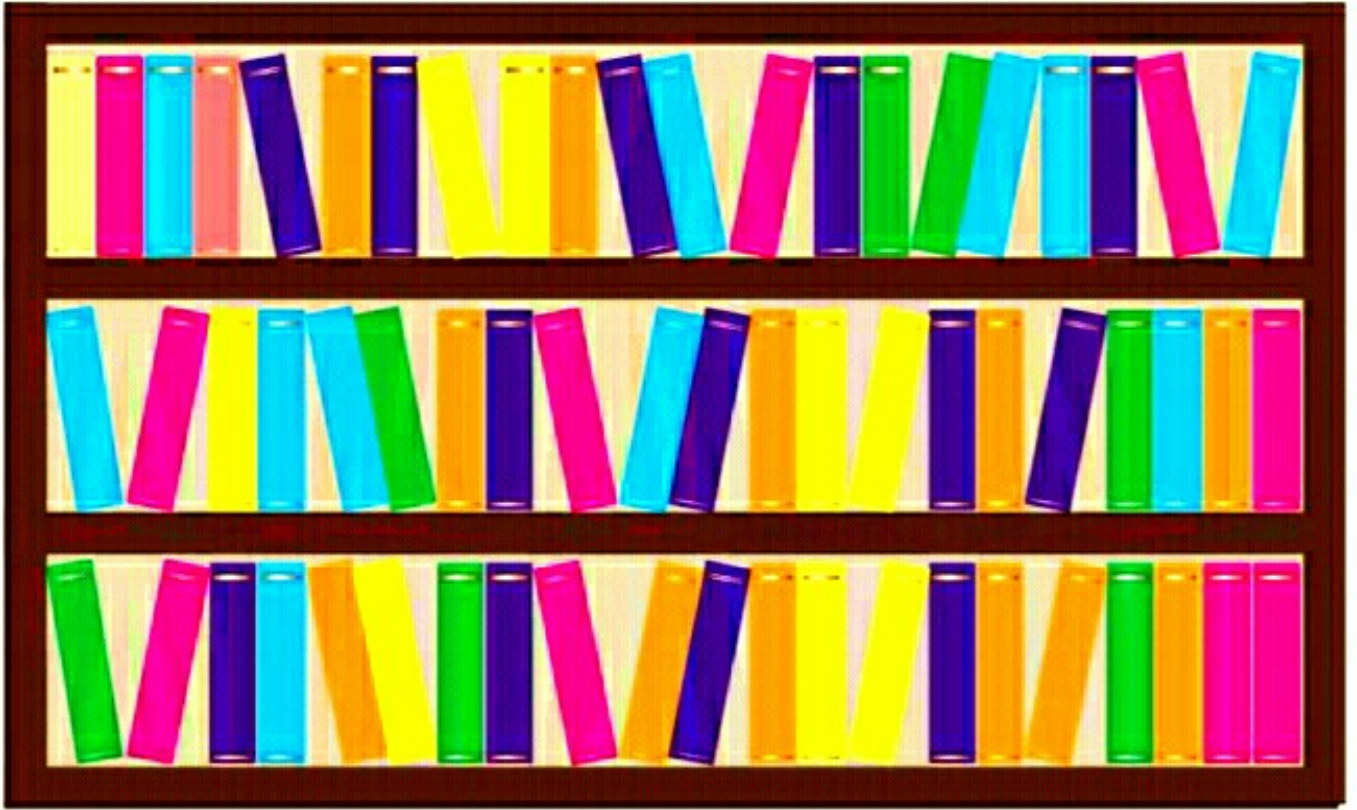
Öykü



Masal

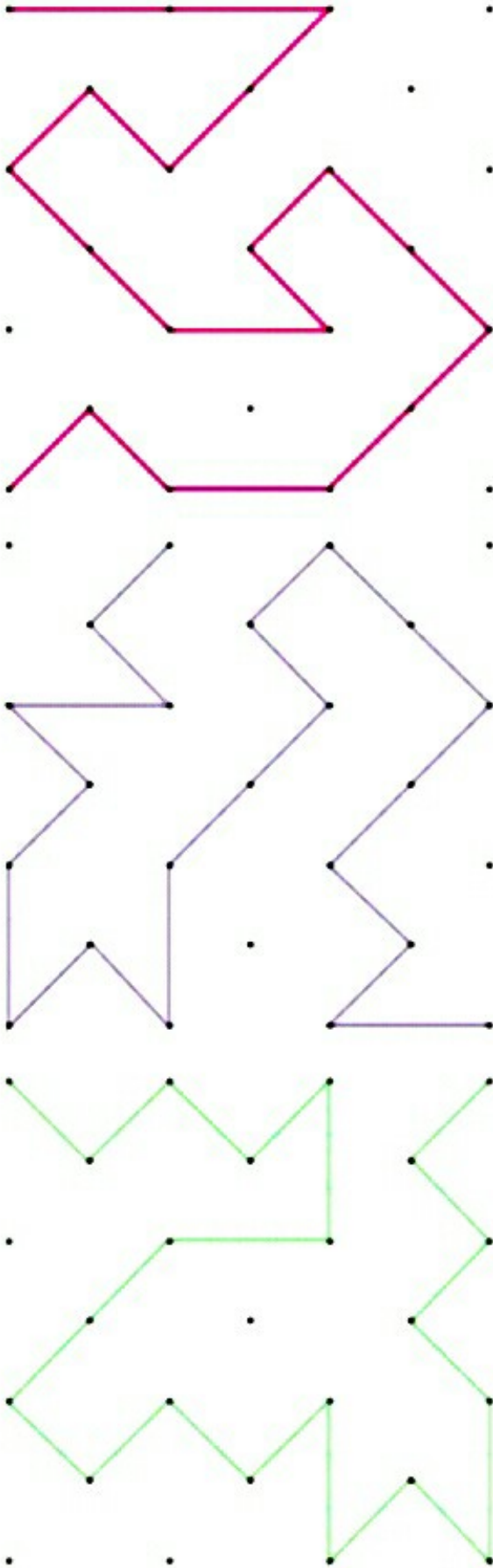


Biyografi



Bulmaca																			
Öykü																			
Roman																			
Şiir																			
Masal																			
Biyografi																			

• Şekillerin aynısını yanındaki boş alana çizin.



## Resfebe

- RESFEBE, "Resimli alfabe" sözünün kısaltmasıdır. Resfebelerin ne anlattığını bulunuz.



MA



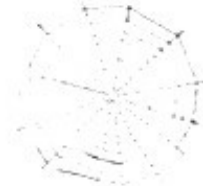
Y



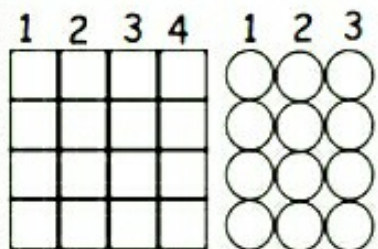
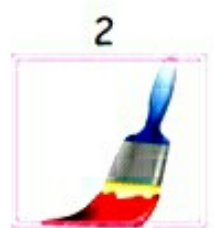
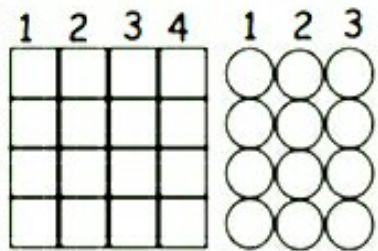
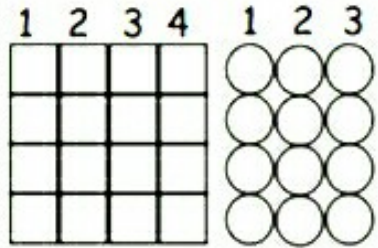
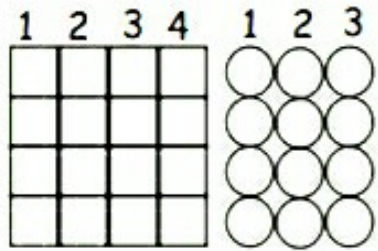
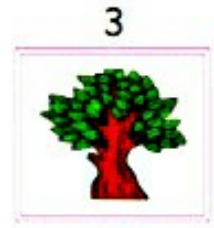
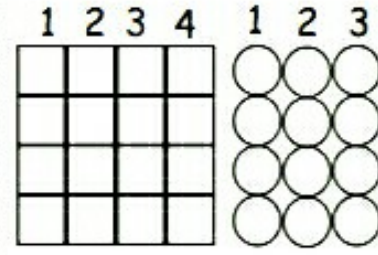
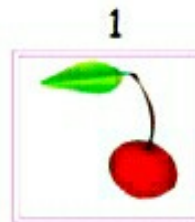
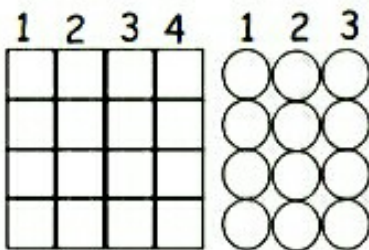
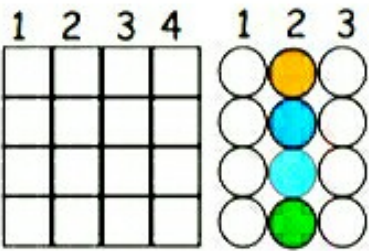
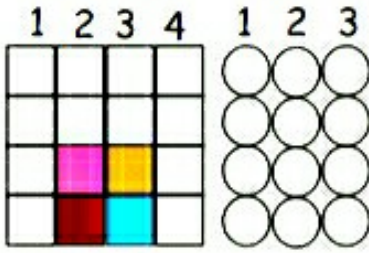
Ş



GÖK

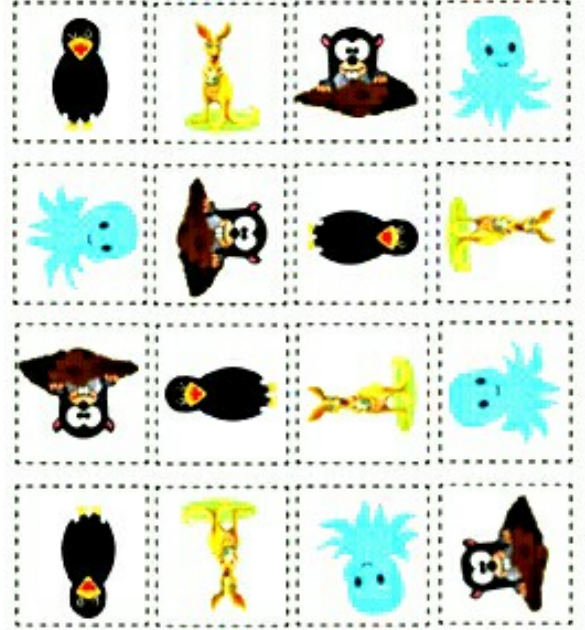
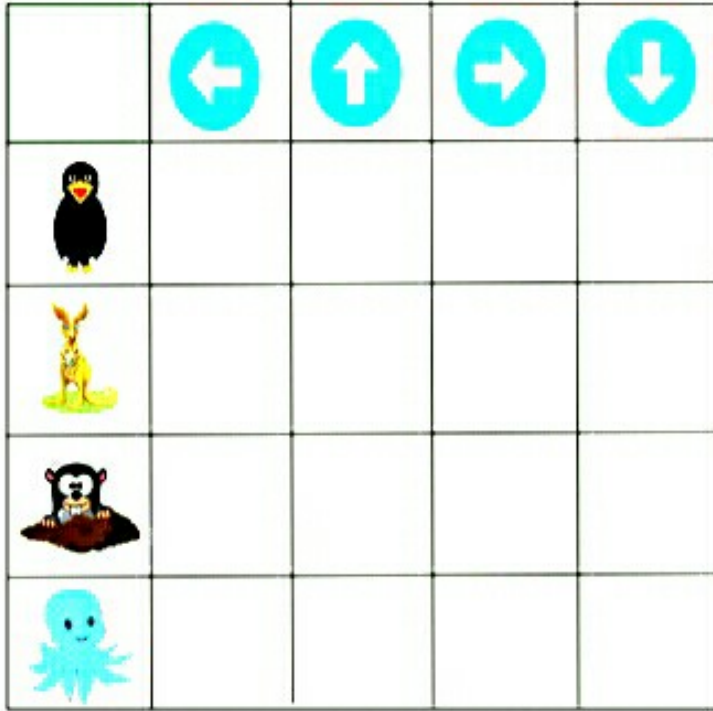


Renkli görsellerin üstünde yazan numaralar hangi sütunların boyanacağını gösterir. Görseller iç içe geçmiş veya üst üste ise en alttan başlanarak daireler renk dizilimine göre boyanır. Eğer görsellerin hicbiri iç içe geçmemisse en alttan başlanarak kareler renklerin dizilimine göre boyanır. Eğer görsellerin 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.

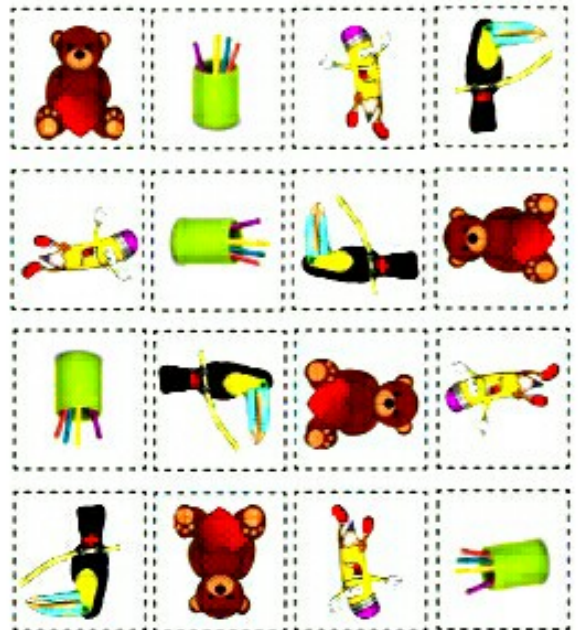
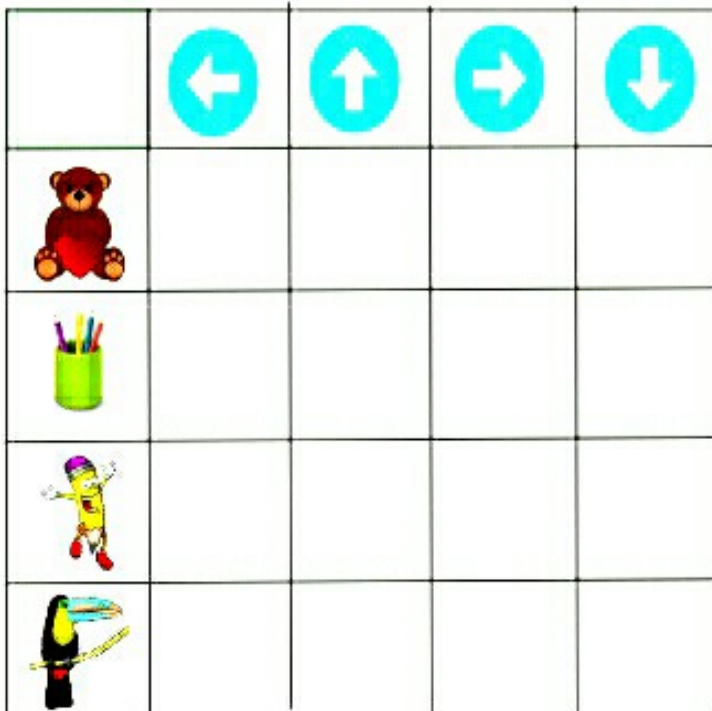




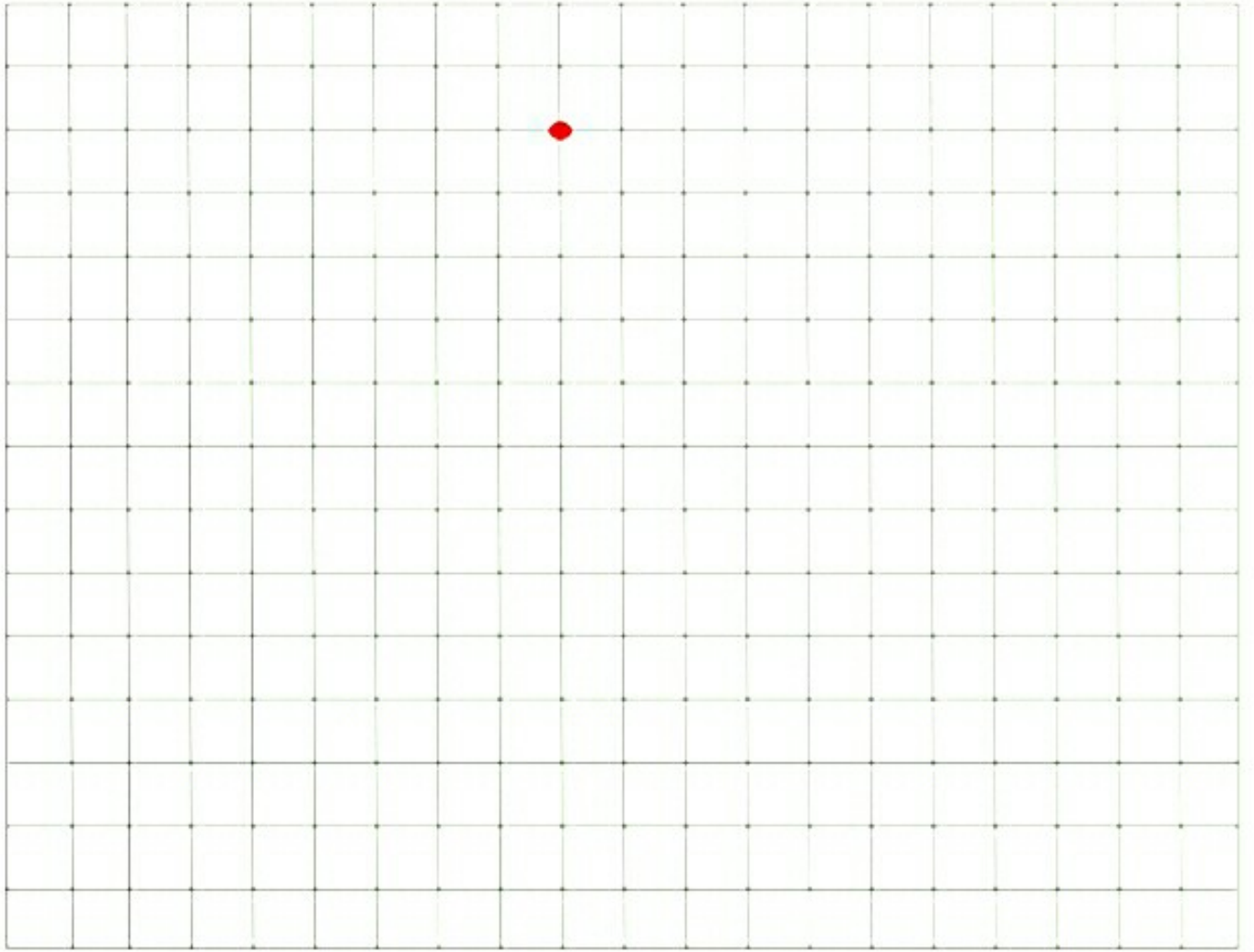
★ Şekilleri yandan kesip uygun kutucuklara yapıştıralım.



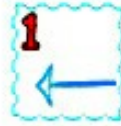
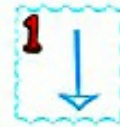
★ Şekilleri yandan kesip uygun kutucuklara yapıştıralım.



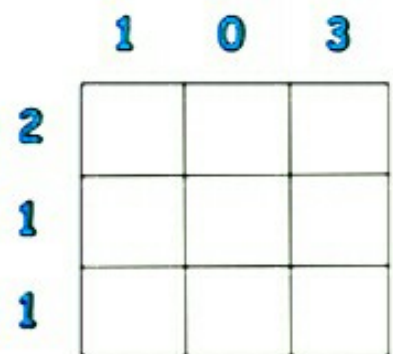
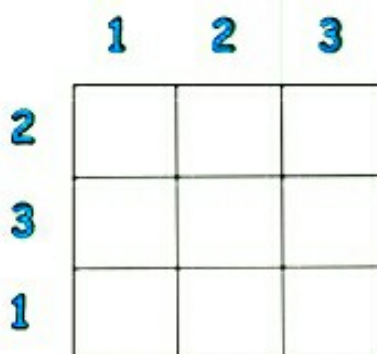
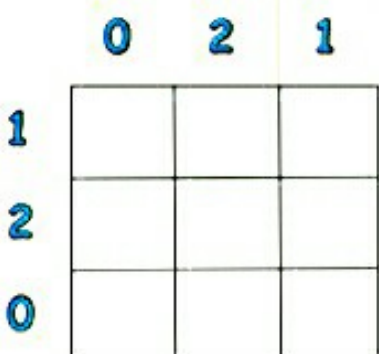
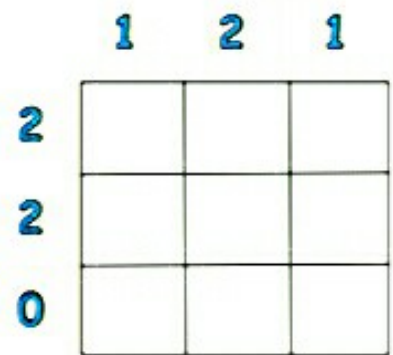
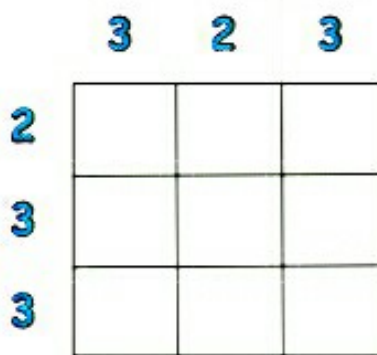
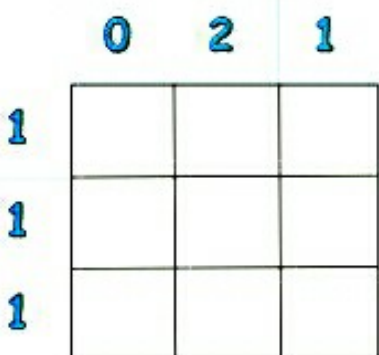
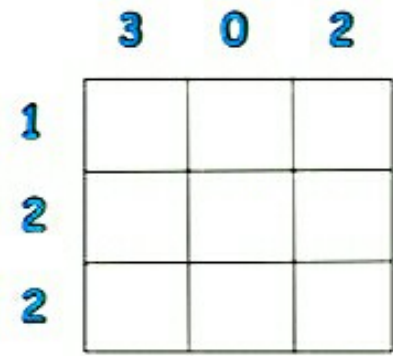
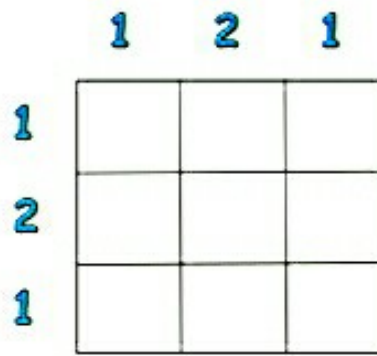
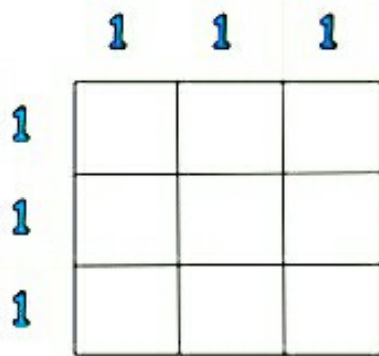
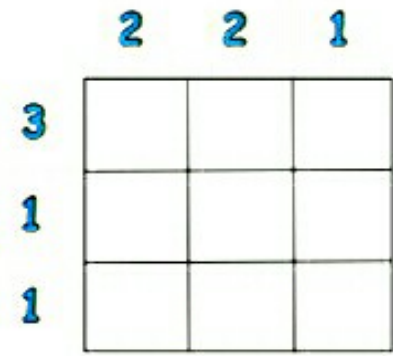
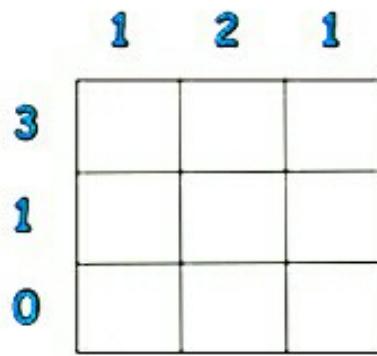
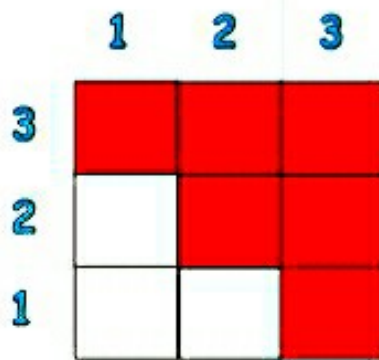
Yönergeleri takip ederek gizli resmi bulup boyayalım.



## YÖNERGELER



Sütun ve satırların kenarlarındaki sayılar kadar kutuyu boyayalım.




Şekilleri, boş kutucuklardan uygun olanına yazalım.

A1 B3 B1 C2 A2 A3 B2 C1 C3 

	A	B	C
1			
2			
3			

Şekilleri, boş kutucuklardan uygun olanına yazalım.

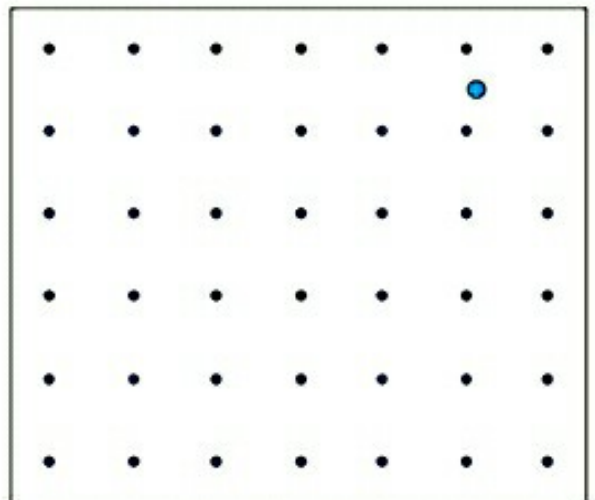
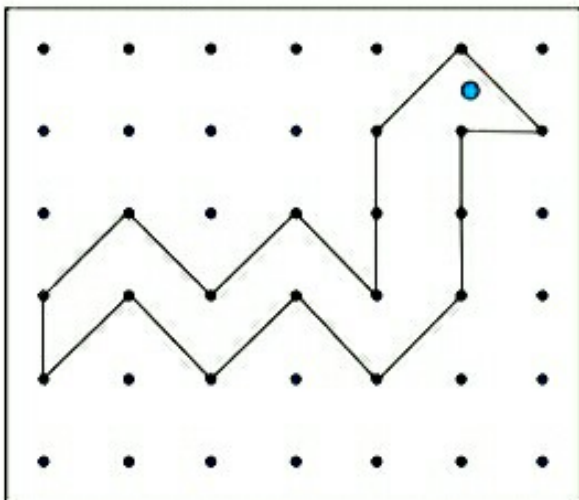
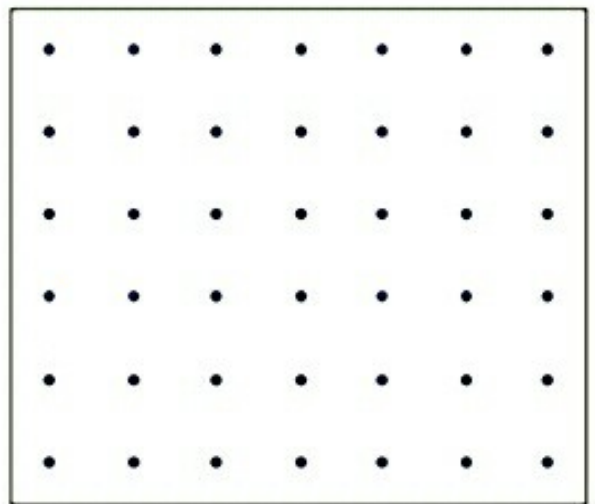
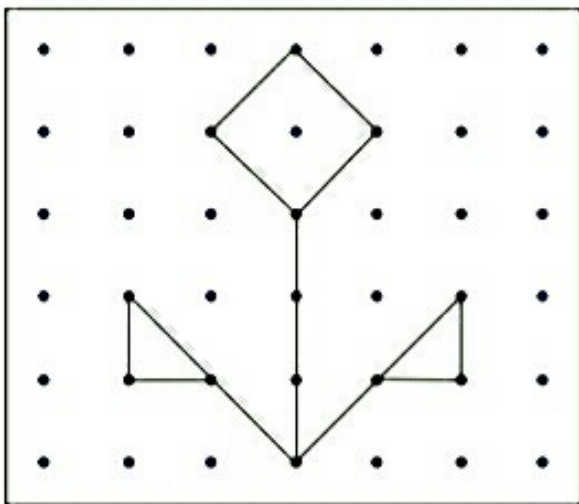
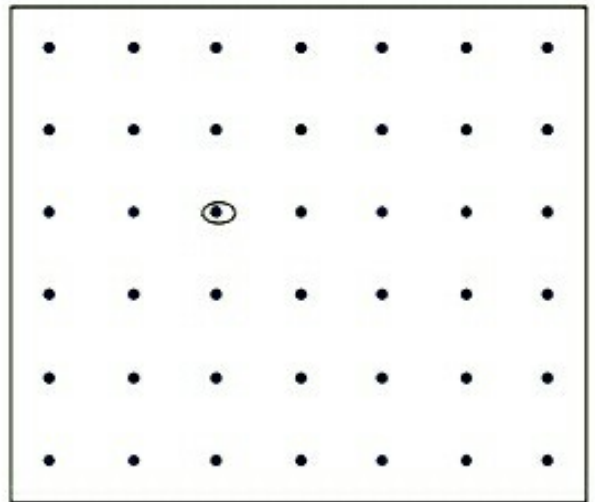
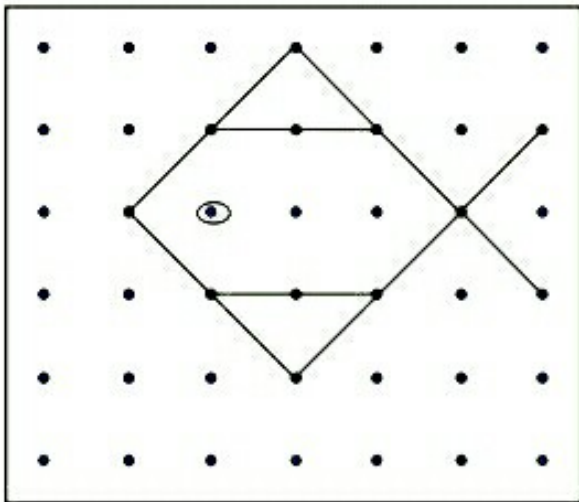
A1 B3 B1 C2 A2 A3 B2 C1 C3 

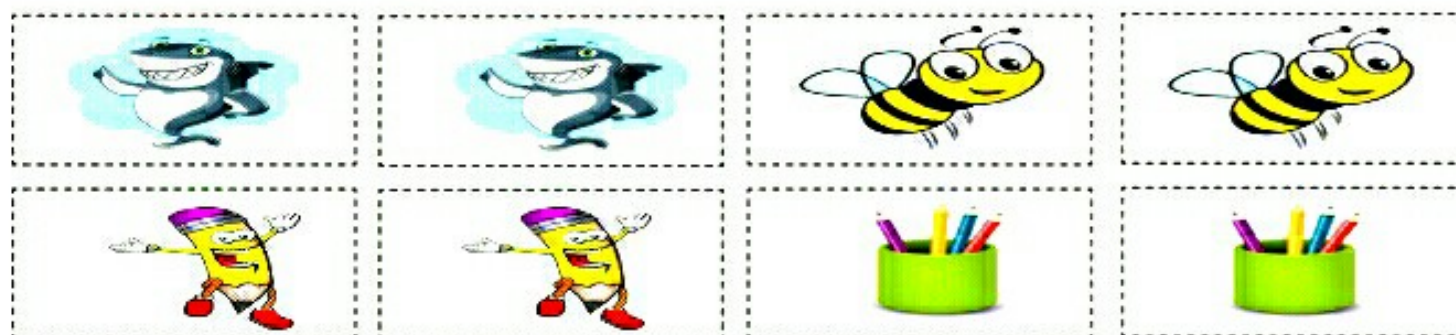
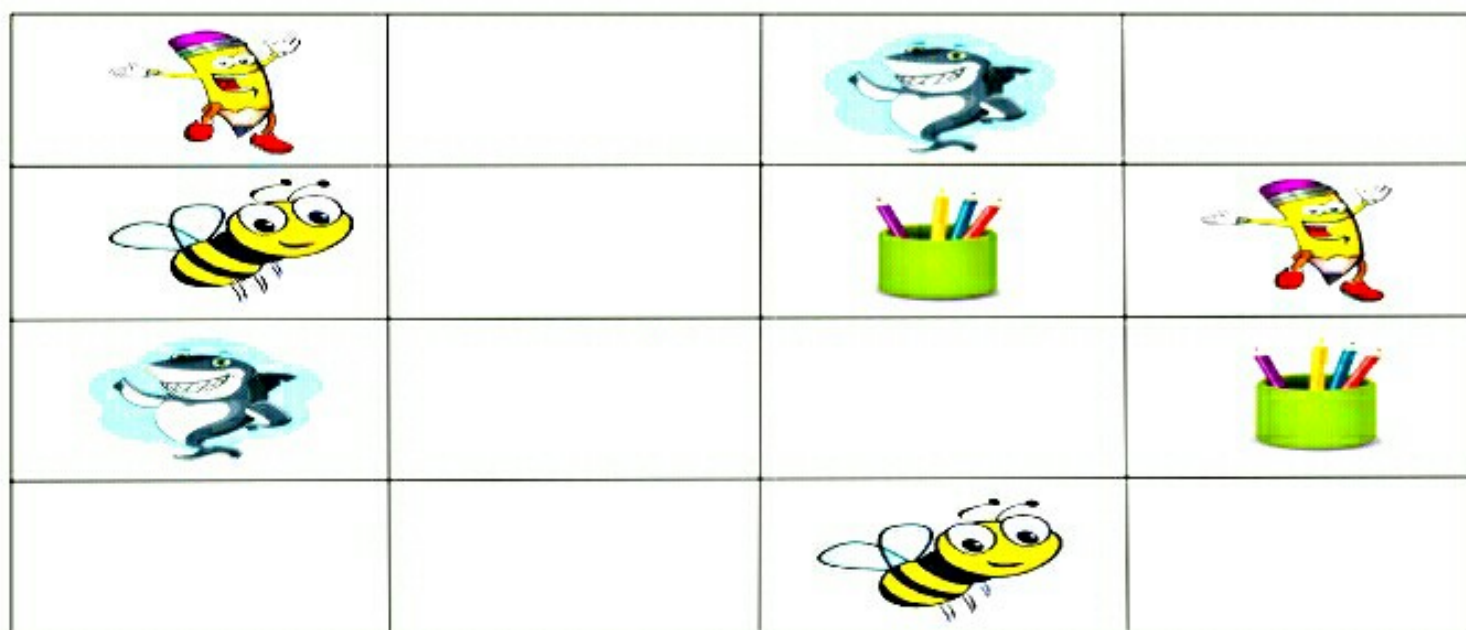
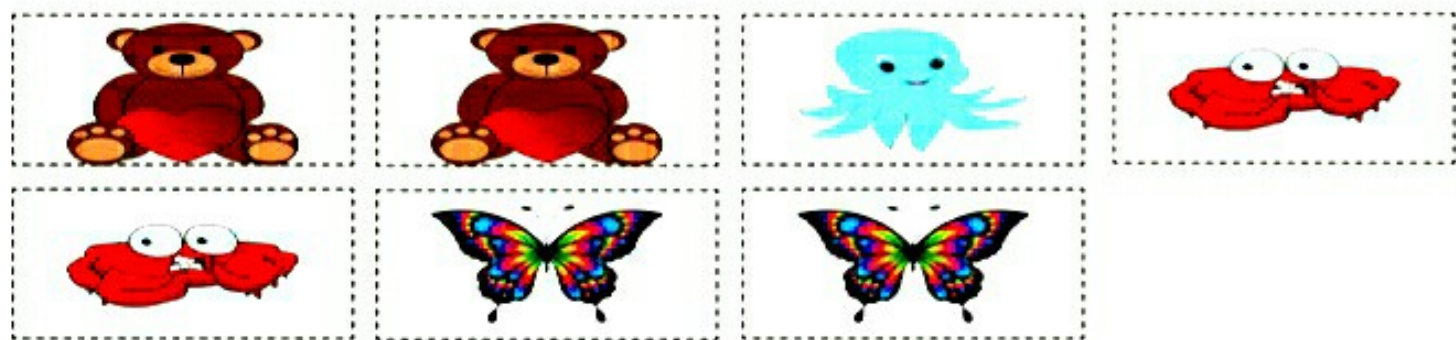
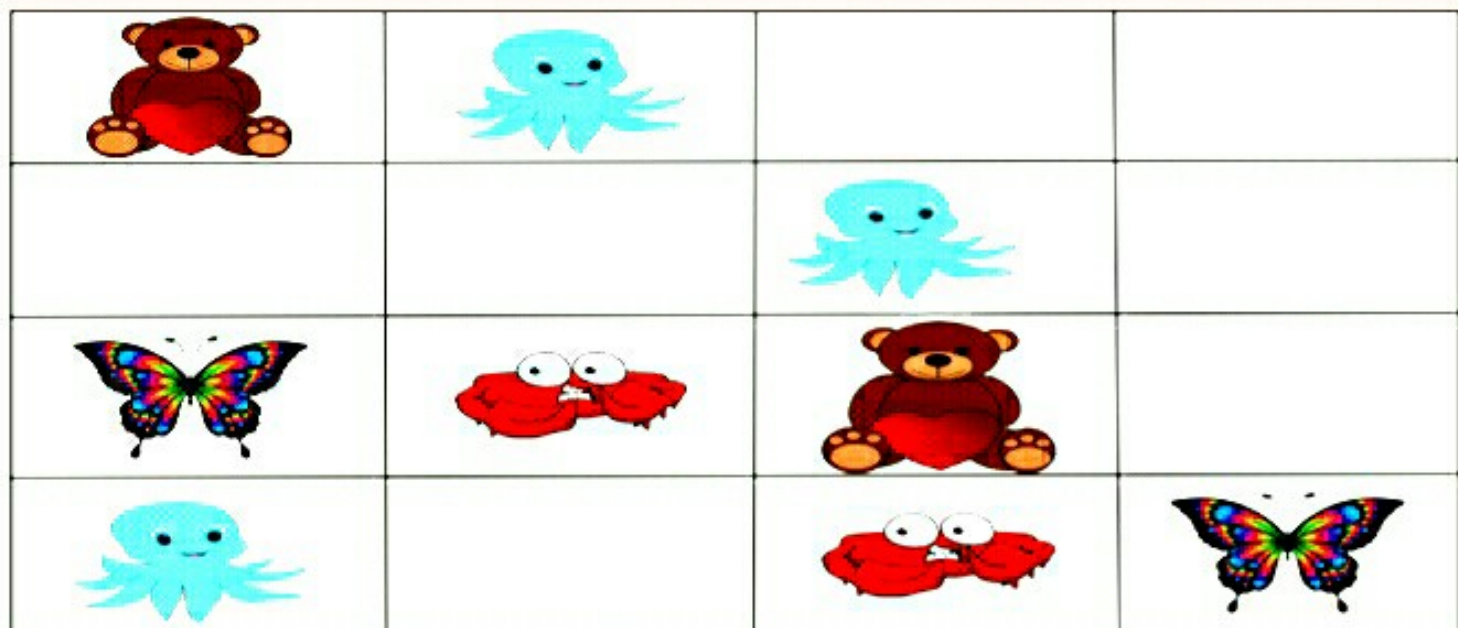
	A	B	C
1			
2			
3			

Şekilleri, boş kutucuklardan uygun olanına yazalım.

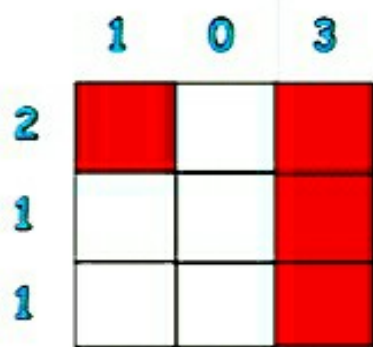
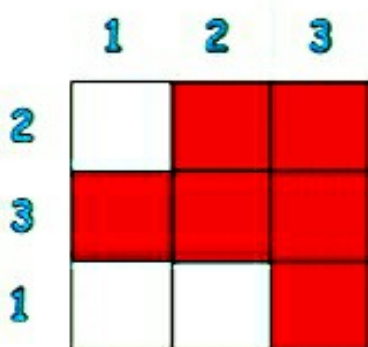
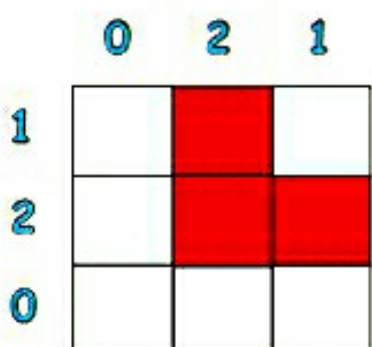
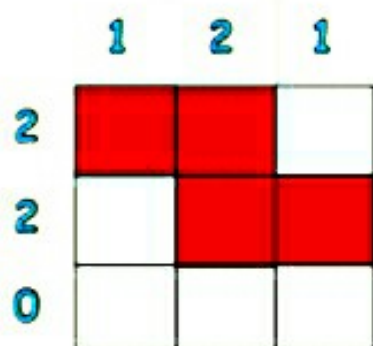
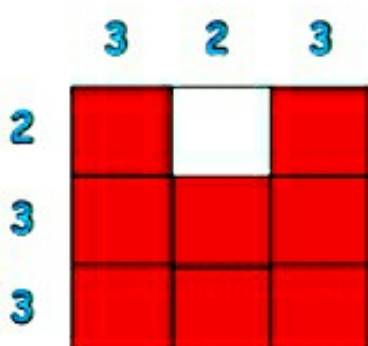
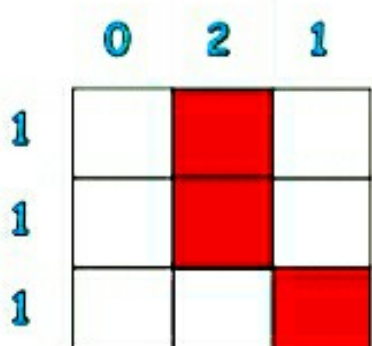
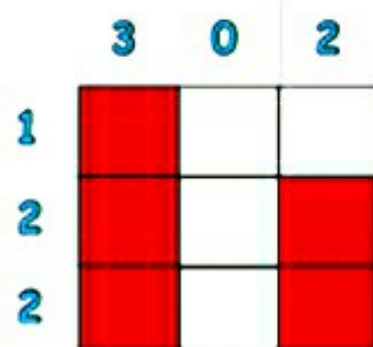
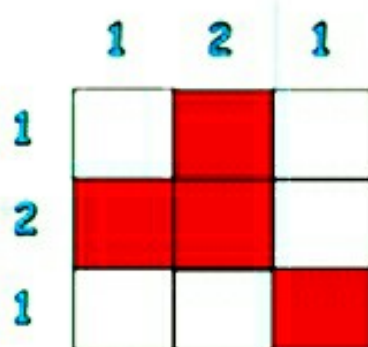
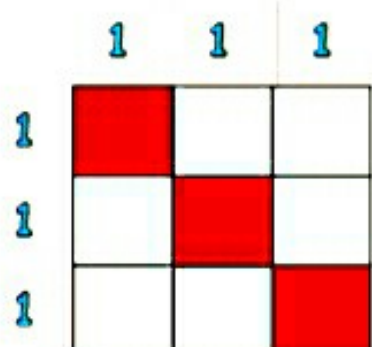
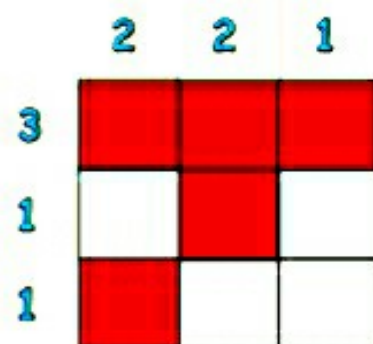
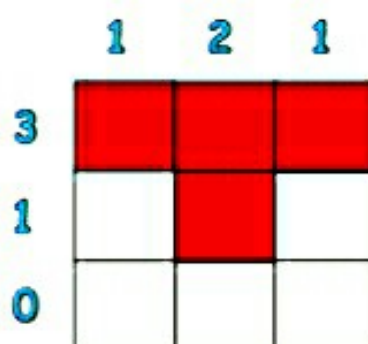
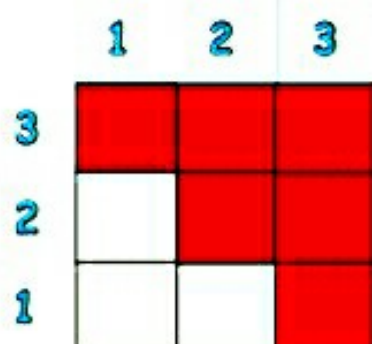
A1 B3 B1 C2 A2 A3 B2 C1 C3 

	A	B	C
1			
2			
3			

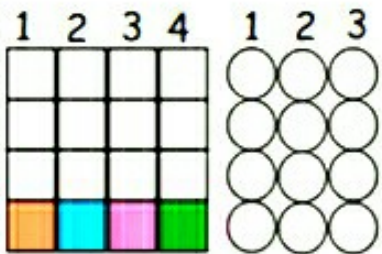
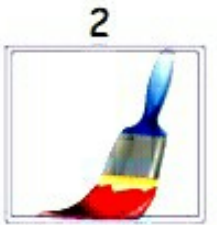
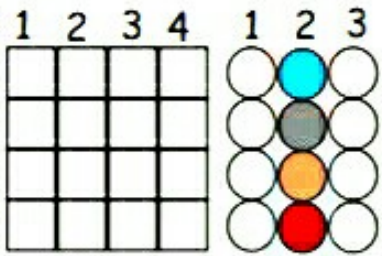
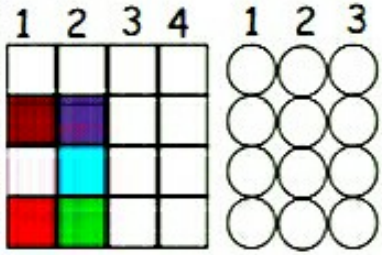
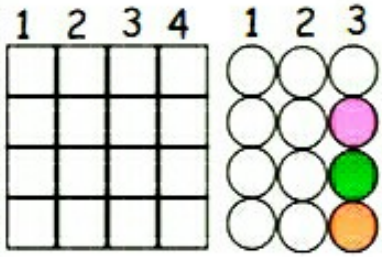
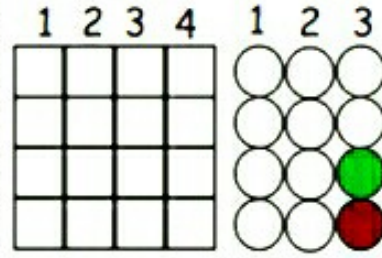
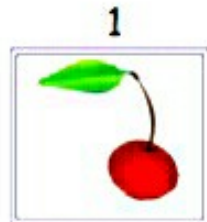
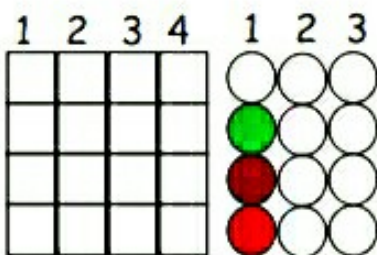
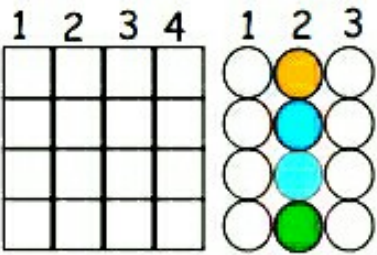
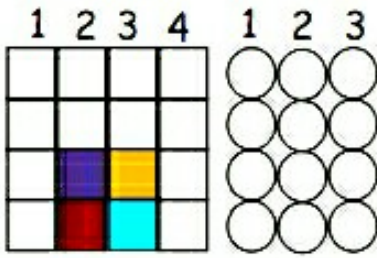




Sütun ve satırların kenarlarındaki sayılar kadar kutuyu boyayalım.

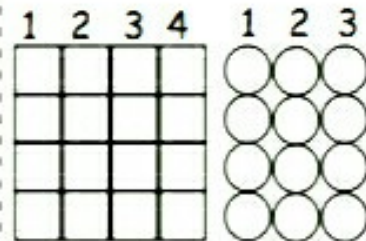
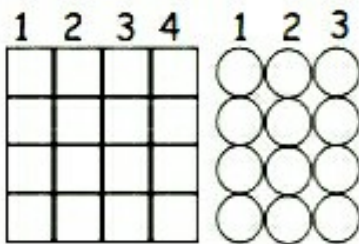
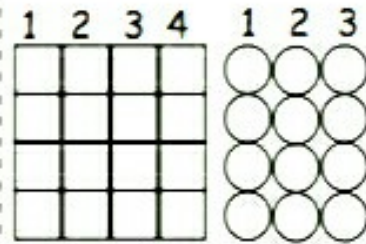
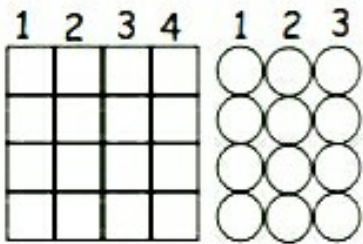
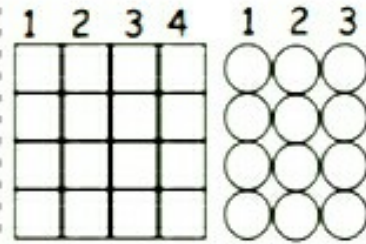
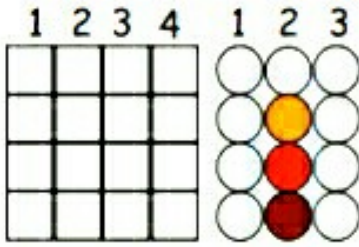
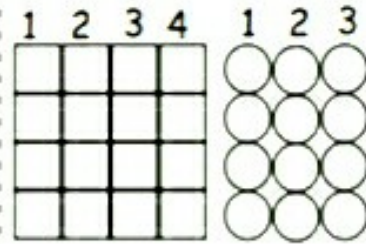
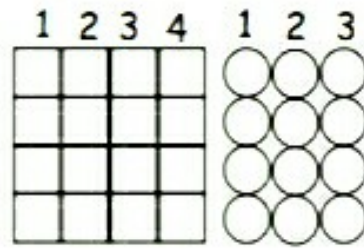


Renkli görsellerin üstünde yazan numaralar hangi sütunların boyanacağını gösterir. Görseller iç içe geçmiş veya üst üste ise en alttan başlanarak daireler renk dizilimine göre boyanır. Eğer görsellerin hicbiri iç içe geçmemişse en alttan başlanarak kareler renklerin dizilimine göre boyanır. Eğer görsellerin 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.

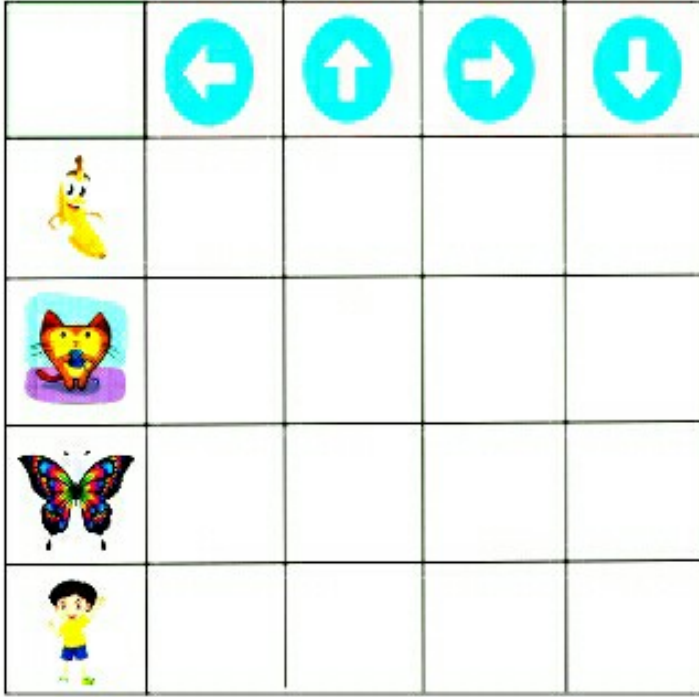




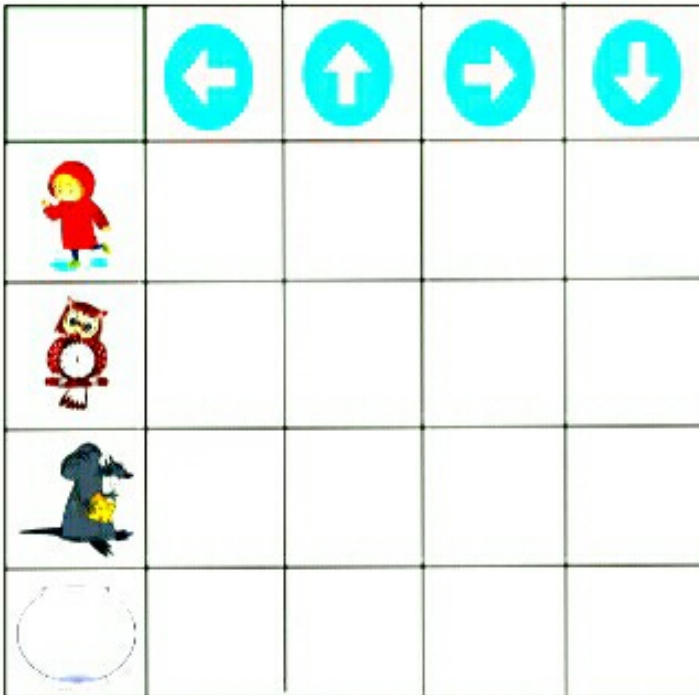
Renkli görsellerin üstünde yazan numaralar hangi sütunların boyanacağını gösterir. Görseller iç içe geçmiş veya üst üsteyse en alttan başlanarak daireler renk dizilimine göre boyanır. Eğer görsellerin hicbiri iç içe geçmemisse en alttan başlanarak kareler renklerin dizilimine göre boyanır. Eğer görsellerin 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.

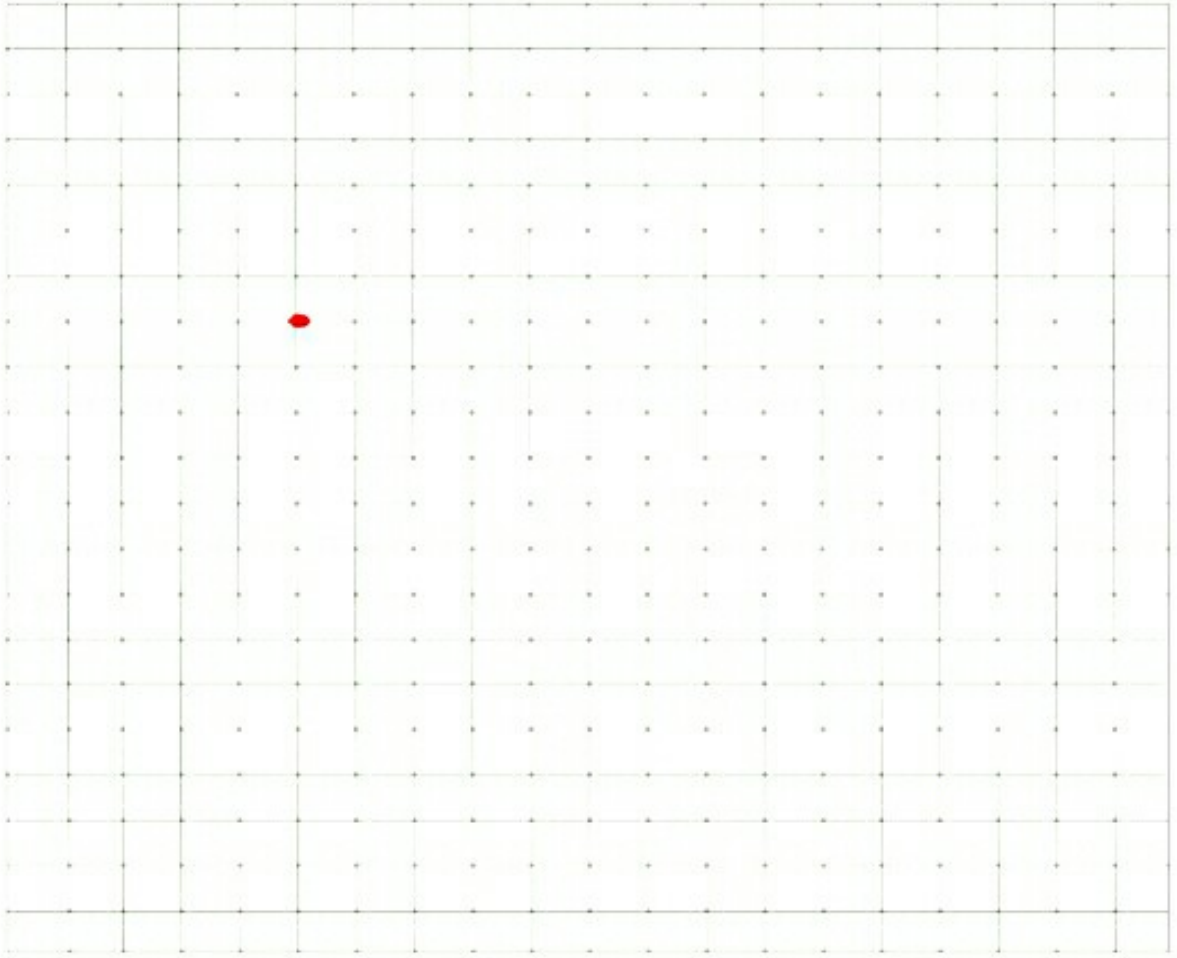


★ Şekilleri yandan kesip uygun kutucuklara yapıştıralım.

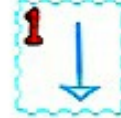
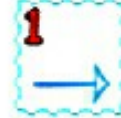
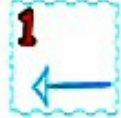
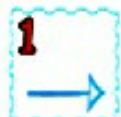


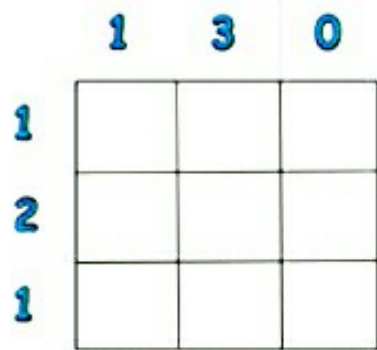
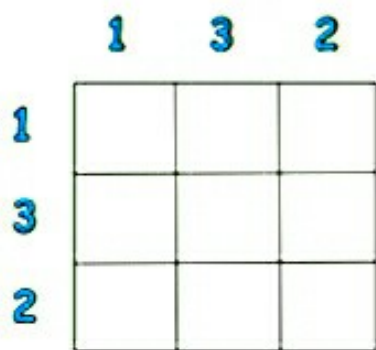
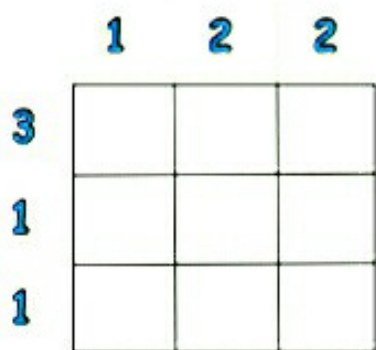
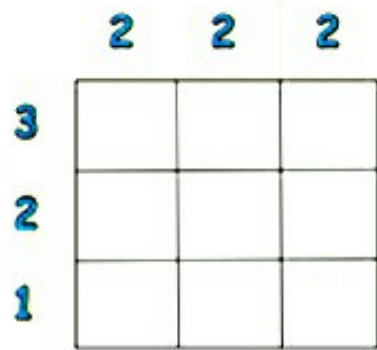
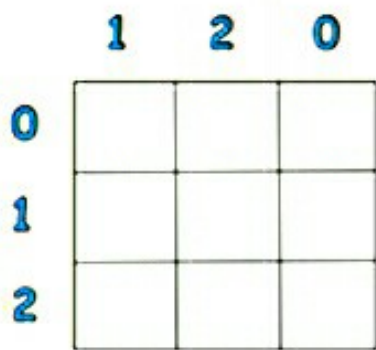
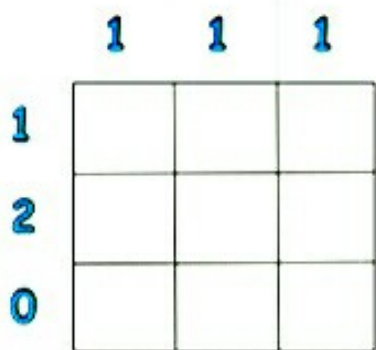
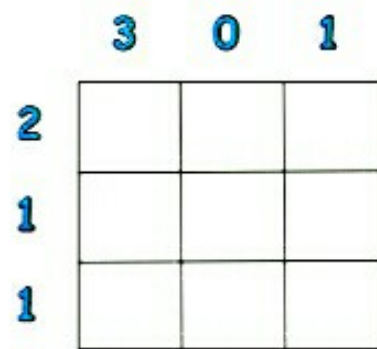
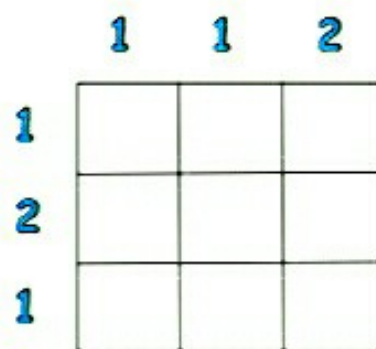
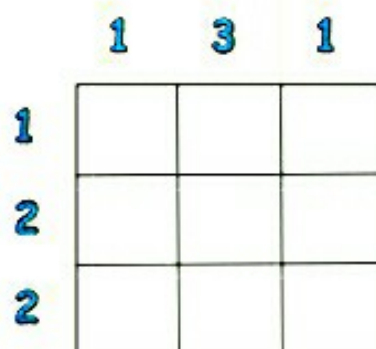
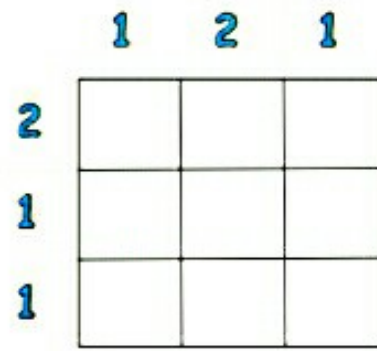
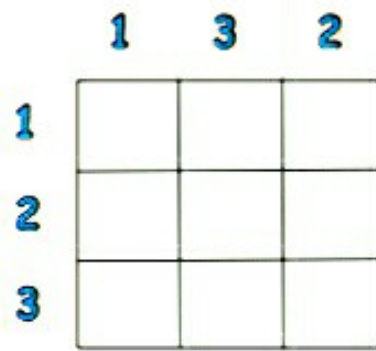
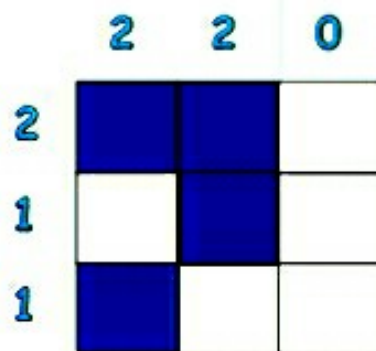


Yönergeleri takip ederek gizli resmi bulup boyyalım.



## YÖNERGELER





 Şekilleri, boş kutucuklardan uygun olanına yazalım.

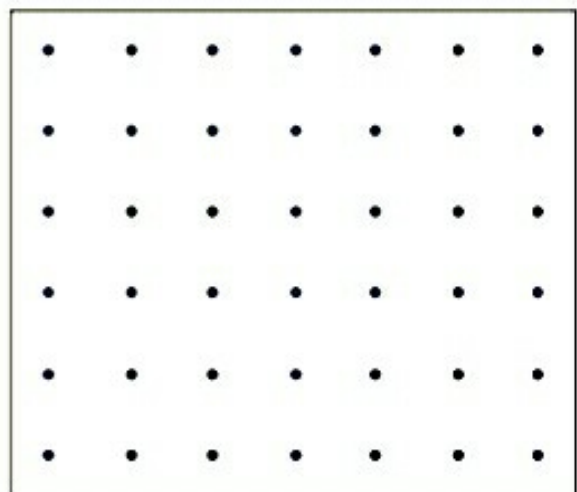
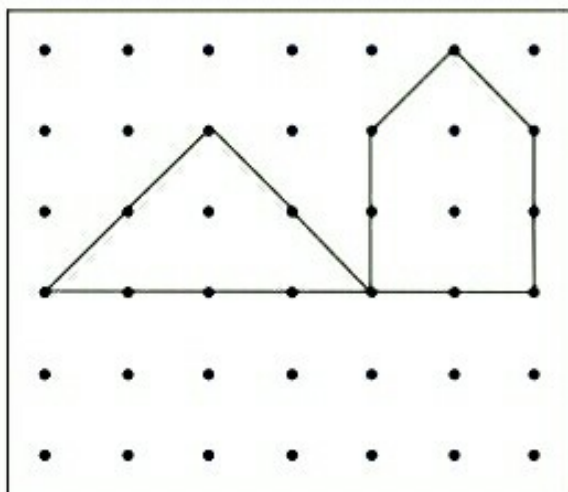
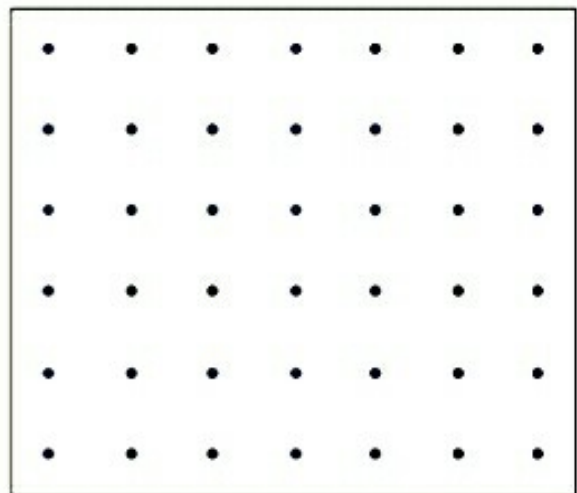
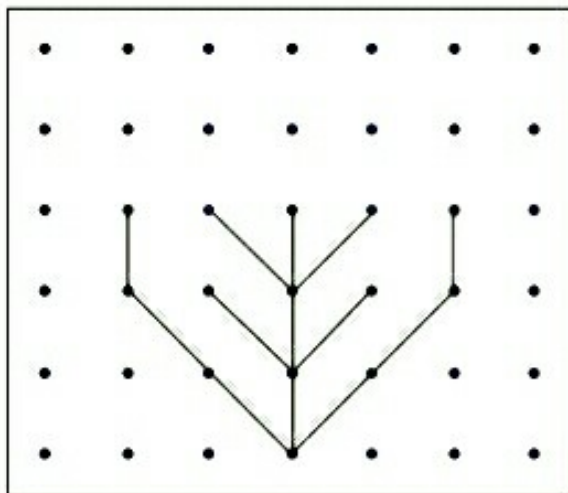
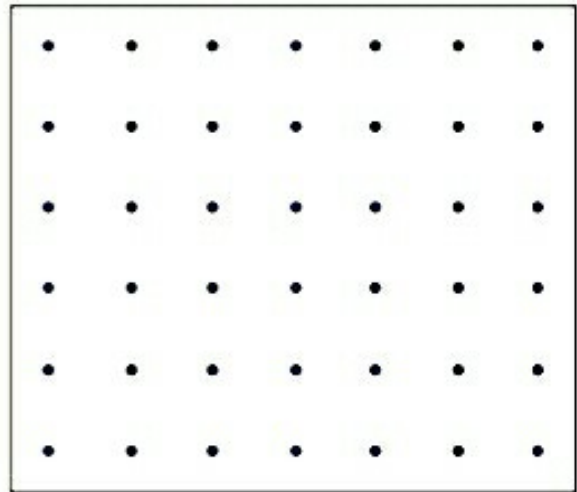
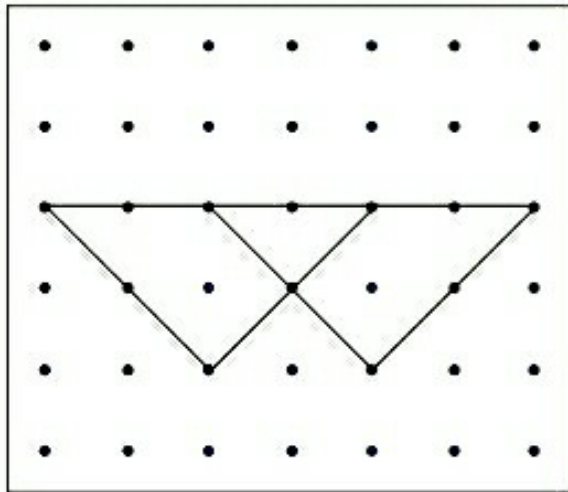
A1 A3 B3 B2 B1 C1 C2 C3 A2 


	A	B	C
1			
2			
3			

 Şekilleri, boş kutucuklardan uygun olanına yazalım.










A1 A3 B3 B2 B1 C1 C2 C3 A2 








	A	B	C
1			
2			
3			



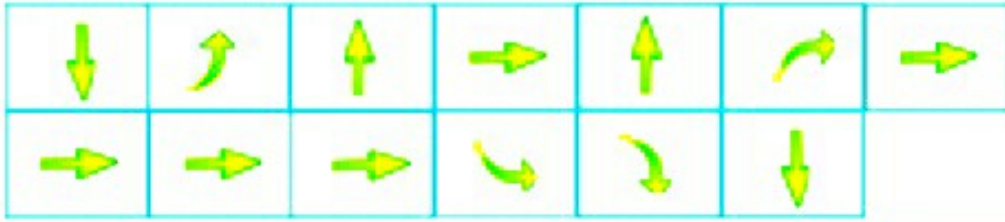
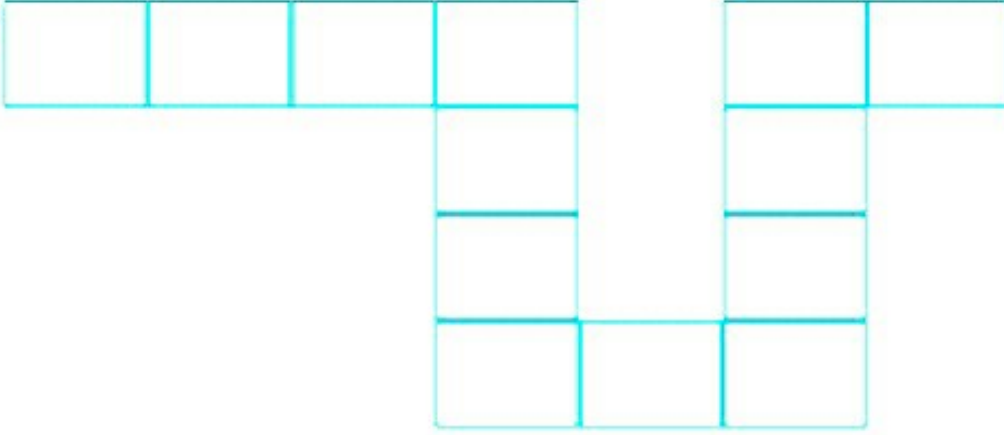
			
			
			
			

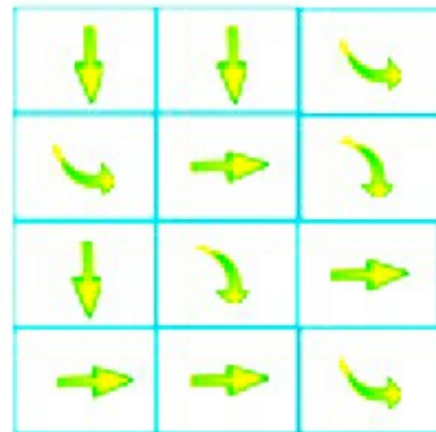
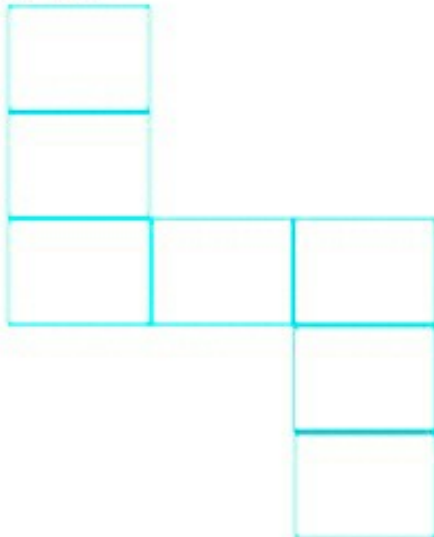
			
			
			
			

→ Baykuşu elmaya ulaştırmak için aşağıdaki okları keselim ve uygun olan kutucuklara yerleştirelim.



→ Ayıyı armuda ulaştırmak için aşağıdaki okları keselim ve uygun olan kutucuklara yerleştirelim.





➔ Kodlamalardaki okların yönlerine göre kırmızı noktadan başlayarak verilen sayı kadar ok çizelim. Çocuk üzerinden geçtiği pastaları yiyecektir. Mavi noktaya varana kadar kaç pasta yer, kutuya yazalım.



↓ 2

→ 3

↓ 2

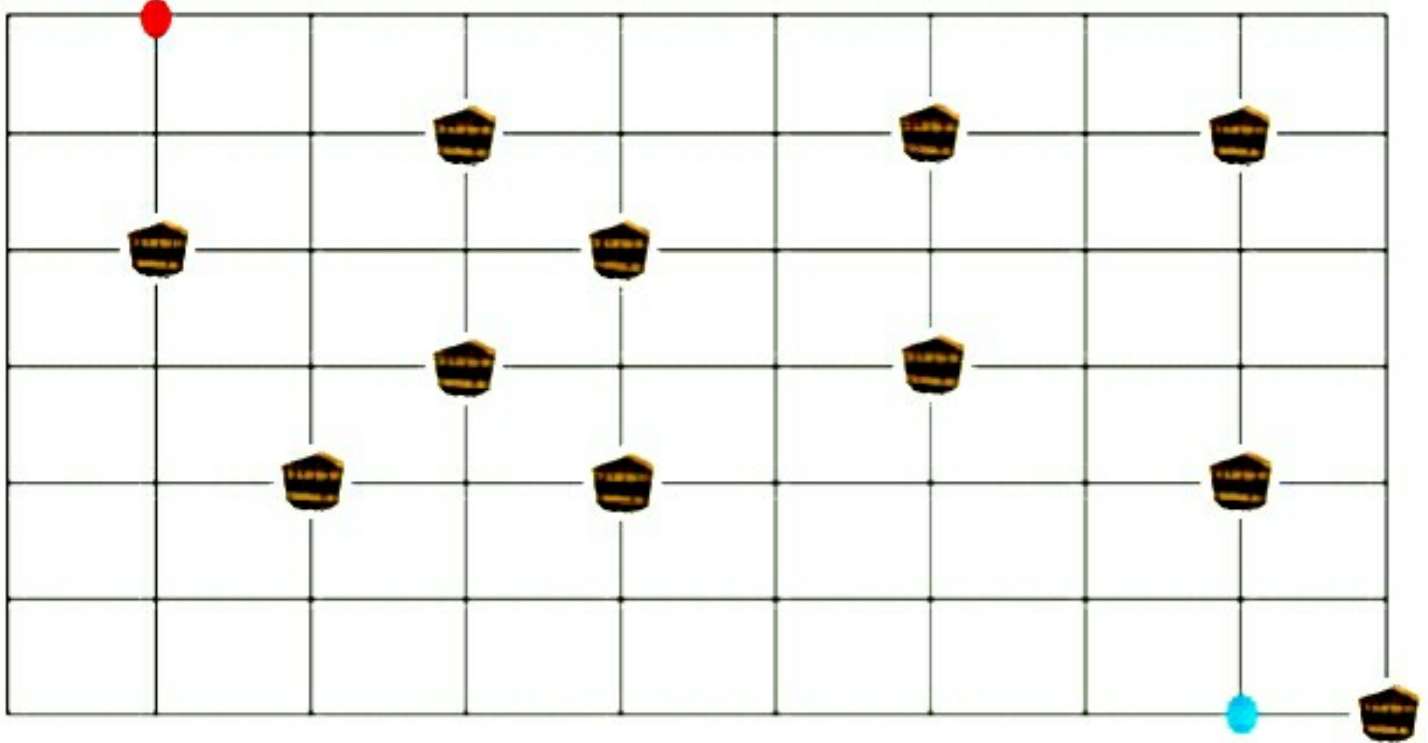
→ 4

↑ 3

→ 1

↓ 5

← 1



↓ 1

→ 2

↓ 2

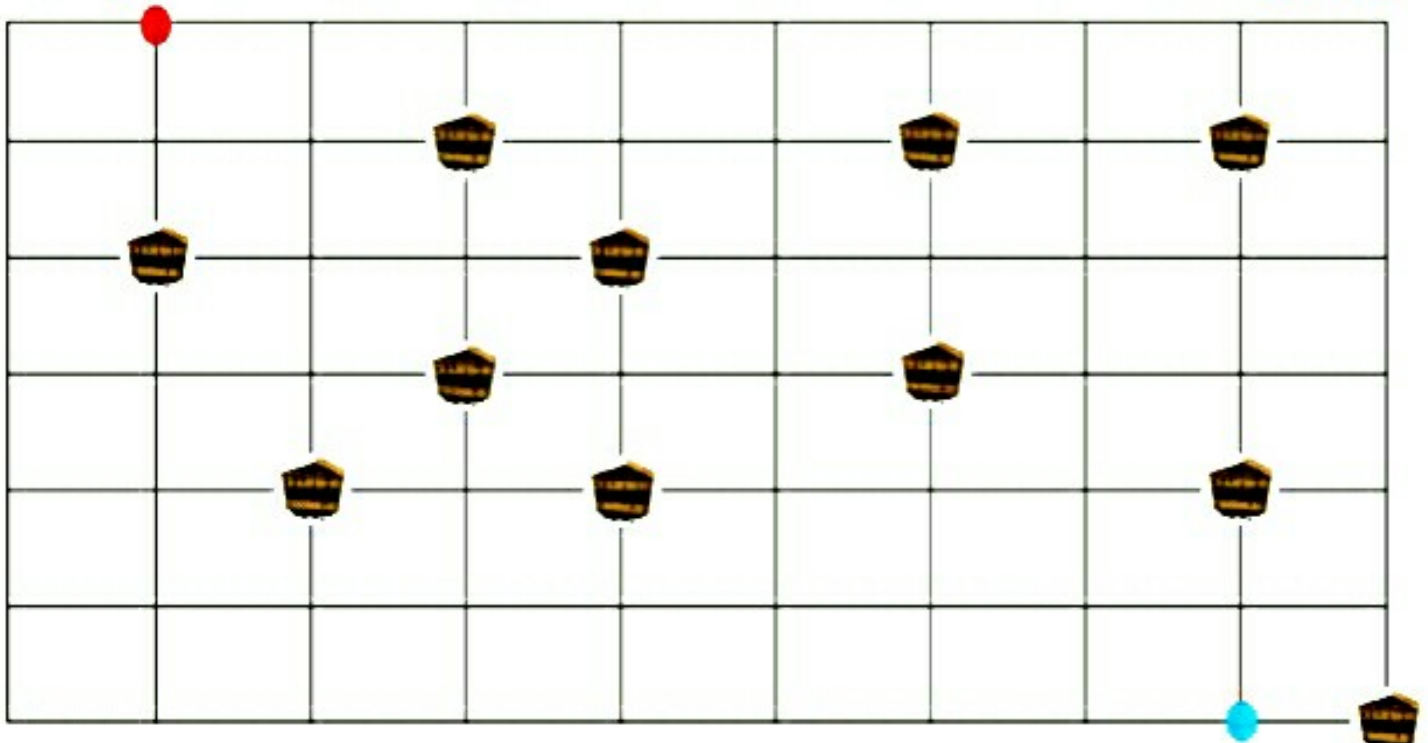
→ 3

↓ 1

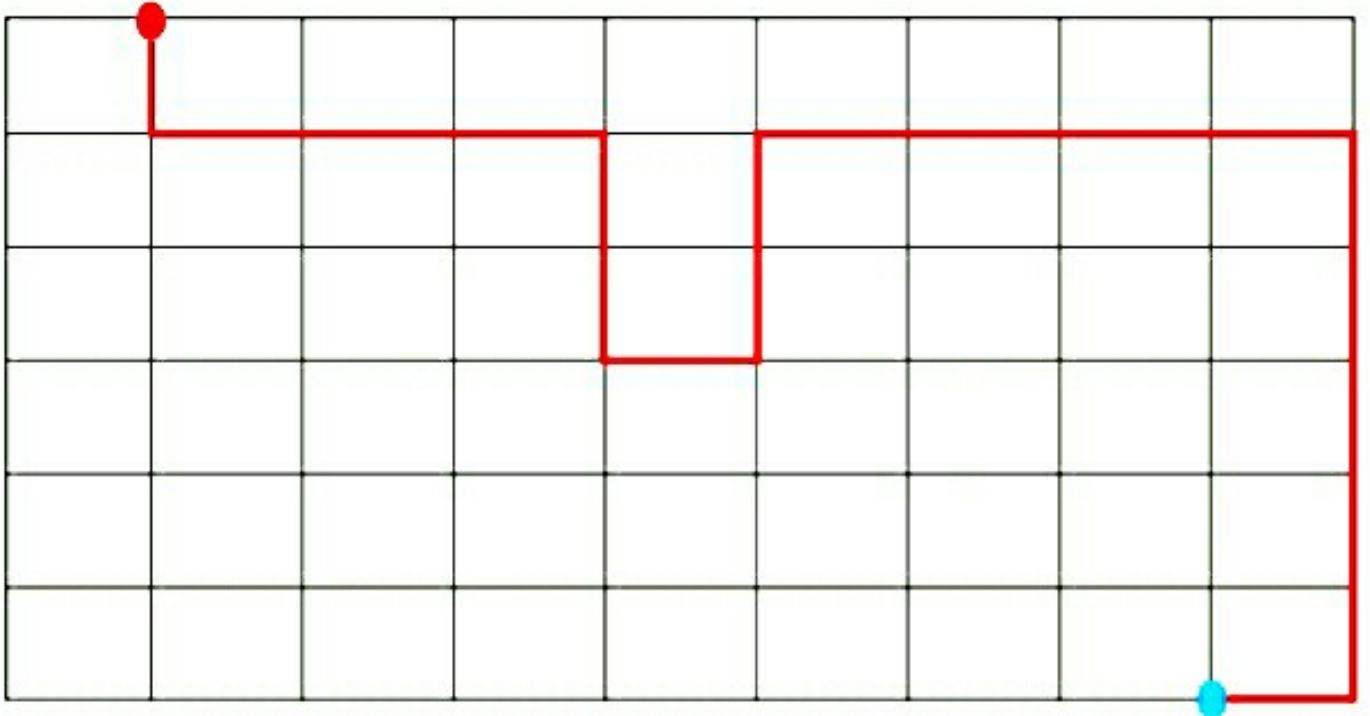
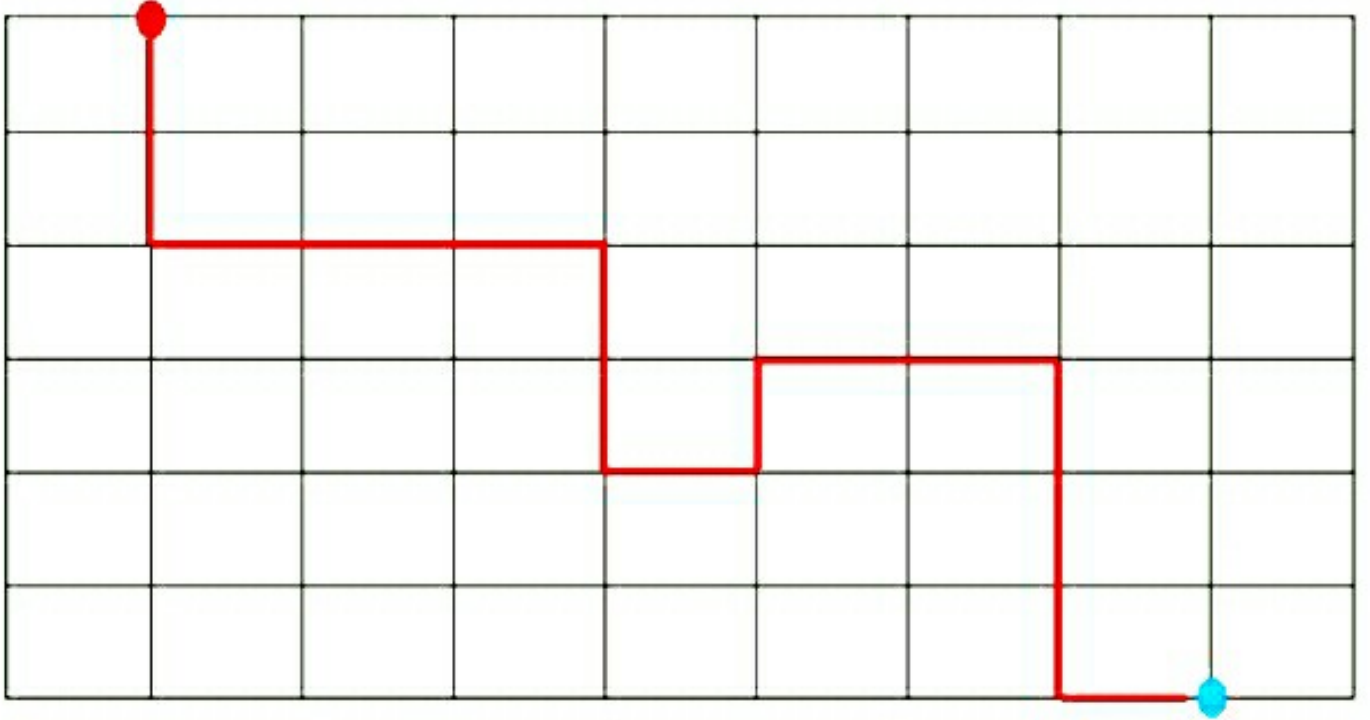
→ 1

↓ 2

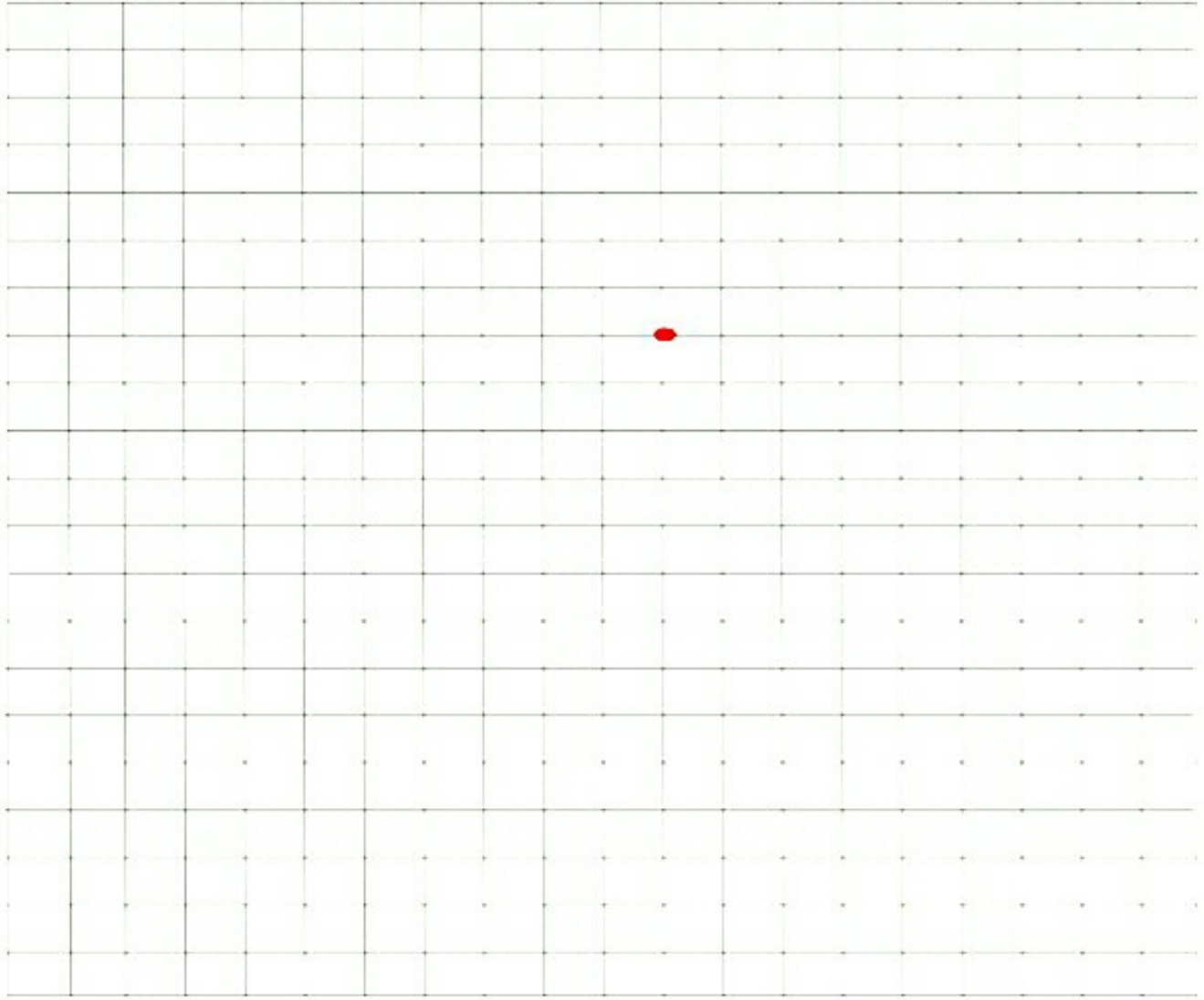
→ 1



➔ Aşağıdaki çalışmalarda aynı yöne giden okların sayısına dikkat edelim. Kodlama bölümüne çocuğun izlediği yolun kodlama yönergelerini yazalım.



➔ Yönergeleri takip ederek gizli resmi bulup boyayalım.




## YÖNERGELER

3 →	2 ↘	1 ↓	1 ↖	4 ↓	2 ←	2 ↑
3 ←	2 ↓	2 ←	4 ↑	1 ↙	3 ←	2 ↑
1 →	1 ↓	1 →	2 ↑	2 ↗	2 →	1 ↘
3 ↓	1 ↙	1 ↖	1 ↑			

➔ Oklara dikkat ederek çocuğu istenilen yere ulařtıralım. Üzerinden geçtiđi harfleri sırasıyla yazıp řifreyi oluřturalım.

➔2 ↓2 ←2 ↓2 ➔3

S		B	A	M	A	K	B
Ü	M	U	Ş	A	M	C	M
Ğ	I	R	A	L	L	F	D
P	L	F	V	E	K	G	H
O	I	S	I	N	U	K	J
I	D	H	N	V	L	L	Ş
U	S	J	M	C	Ü	Ü	İ
Y	A	K	Ö	N	Ğ	Ğ	P
T	E	L	Ç	R	Y	I	O
R	E	Ş	İ	Ö	T	U	U


 Şifre:

➔2 ↓3 ←1 ↓2 ➔4

S		T	E	M	A	K	B
Ü	M	U	B	A	M	C	M
Ğ	I	R	R	L	L	F	D
P	L	K	İ	E	K	G	H
O	I	E	B	Z	U	K	J
I	D	D	E	R	İ	M	Ş
U	S	J	M	C	Ü	Ü	İ
Y	A	K	Ö	N	Ğ	Ğ	P
T	E	L	Ç	R	Y	I	O
R	E	Ş	İ	Ö	T	U	U

 Şifre:

↓2 ➔2 ↑1 ➔2 ↑2

S	S	Ç	A	M	A	K	B
Ü	M	U	Ş	A	M	C	M
Ğ	I	R	A	L	L	F	D
P	L	F	V	E	K	G	H
O	I	G	B	Z	U	K	J
I	D	H	N	V	N	L	Ş
U		J	M	C	İ	Ü	İ
Y	Ç	K	Y	İ	S	Ğ	P
T	O	K	İ	R	Y	I	O
R	E	Ş	İ	Ö	T	U	U









 Şifre:







←2 ↓3 ➔4 ↑2 ➔2










S	B	B	A	M	A	K	B
Ü	M	U	Ş	A	M	C	M
Ğ	I	R	A	L	L	F	D
P	L	F	V	E	K	G	H
O	Ü	G		Z	U	K	J
I	V	H	N	V	D	I	N
U	E	J	M	C	N	Ü	İ
Y	N	K	A	Z	A	Ğ	P
T	E	L	Z	R	Y	N	O
R	E	Ş	A	N	D	I	U








 Şifre:

➔ Her satırda ve sütunda her hayvandan birer tane olacak şekilde aşağıdaki kutucuktan kesip uygun alanlara yapıştıralım.











			
			
			
			







			
			







			
			
			
			








			
			

→ Her satırda ve sütunda her sayıdan birer tane olacak şekilde aşağıdaki kutucuktan kesip uygun alanlara yapıştıralım.

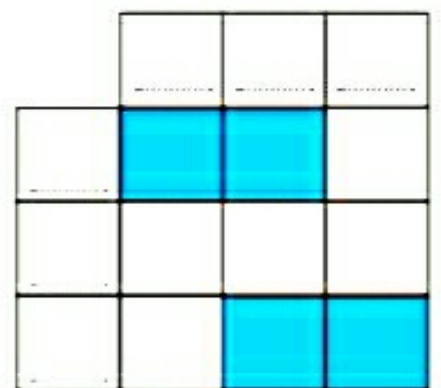
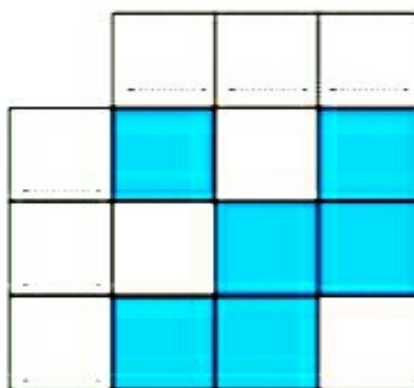
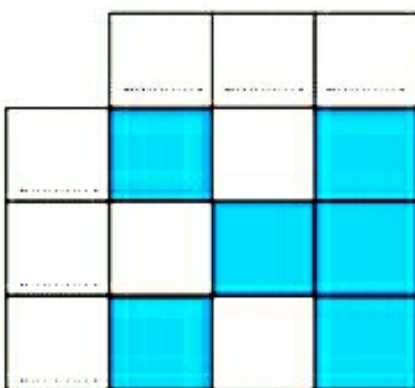
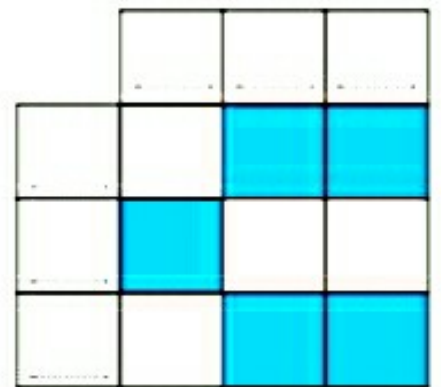
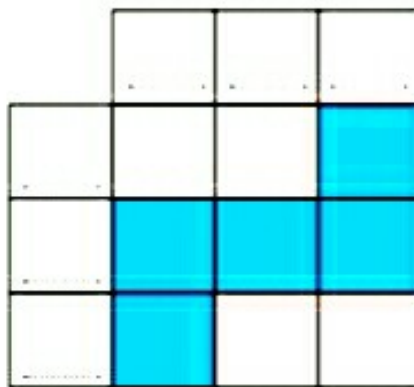
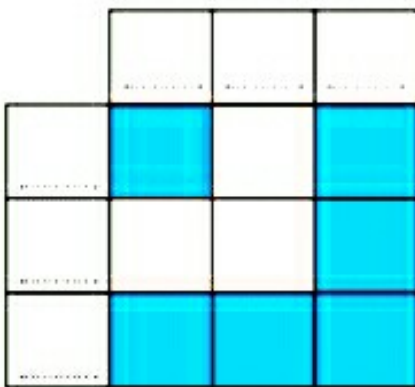
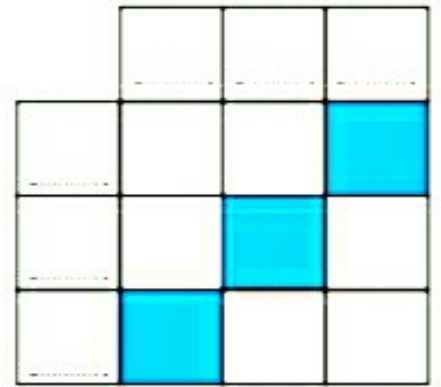
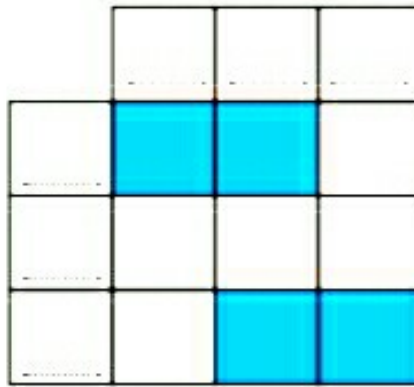
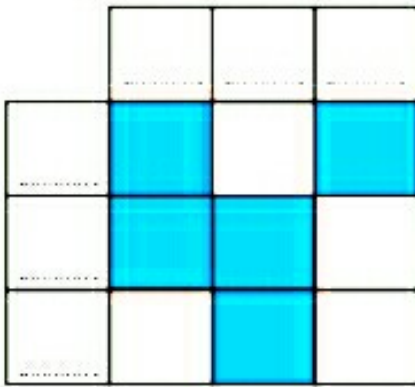
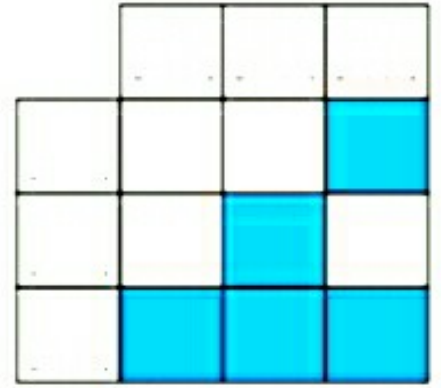
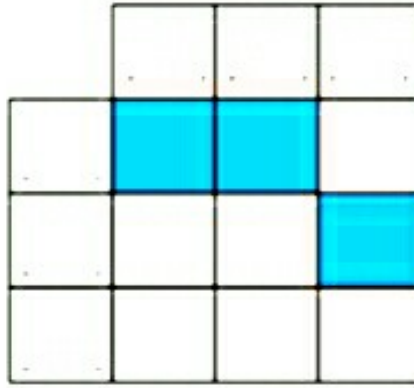
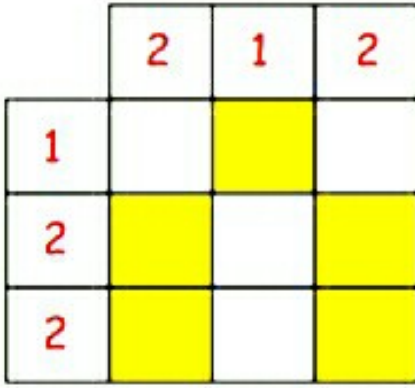
			
			



- Üstte yazan sayılar, her sütunda kaçar tane kare boyanacağını gösterir.
- Solda yazan sayılar, her satırda kaçar tane kare boyanacağını gösterir.
- Aşağıda satır ve sütunların boyalı kare sayısına göre üstteki ve soldaki boşluklara uygun sayıları yazalım.





- Üstte yazan sayılar, her sütunda kaç tane kare boyanacağını gösterir.
- Solda yazan sayılar, her satırda kaç tane kare boyanacağını gösterir.
- Üstte ve solda yazılan sayılara göre aşağıdaki kareleri uygun şekilde boyayalım.

	2	1	2
2			
0			
3			

	1	2	2
3			
1			
1			

	2	2	1
1			
1			
3			

	2	1	0
1			
1			
1			

	2	2	3
3			
3			
1			

	0	2	1
2			
0			
1			

	3	1	1
2			
2			
1			

	1	2	3
3			
1			
2			

	1	3	2
2			
2			
2			

	1	1	0
0			
0			
2			

	3	0	3
2			
2			
2			

	2	0	2
1			
2			
1			



Sağda verilen bilgileri uygun biçimde soldaki tabloya yerleştirelim. Daha sonra tablodaki boş karelerin içlerini her satırda ve her sütunda 1-4 arası sayıları birer kez kullanacak şekilde yazalım.

	1	2	3	4
A				
B	4			
C	2		3	
D				2



$$\begin{array}{ll} A-2 = 1 & B-4 = 3 \\ A-3 = 2 & C-4 = 1 \\ B-2 = 2 & D-3 = 4 \end{array}$$

	1	2	3	4
A			1	
B				
C	1			4
D	2			



$$\begin{array}{ll} A-1 = 3 & B-4 = 3 \\ A-2 = 4 & C-2 = 2 \\ B-3 = 2 & D-3 = 4 \end{array}$$

	1	2	3	4
A	4		3	
B				
C		1		2
D			2	




$$\begin{array}{ll} A-2 = 3 & C-1 = 2 \\ B-1 = 3 & D-2 = 1 \\ B-3 = 4 & D-4 = 2 \end{array}$$

	1	2	3	4
A			3	2
B	4			
C				4
D		1		3



$$\begin{array}{ll} A-1 = 1 & C-1 = 3 \\ B-2 = 3 & D-1 = 2 \\ C-3 = 1 & D-3 = 4 \end{array}$$



 Renkli parçaları kesip yanlarındaki alana uygun bir şekilde yerleştirelim.

