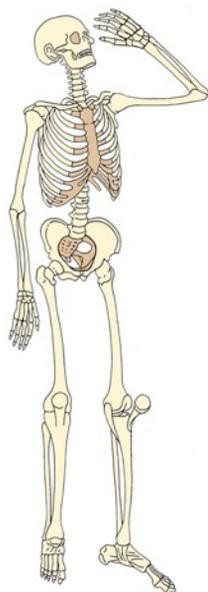


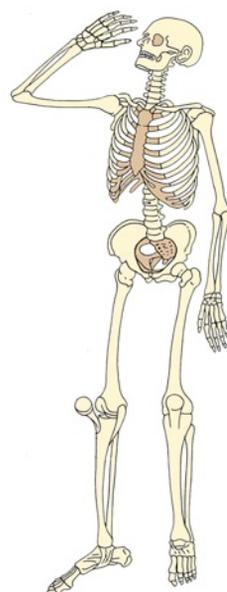
MEMORY DELLE OSSA

ISTRUZIONI

1. Stampa il file.
2. Ritaglia le tessere lungo la linea.
3. Disponi tutte le tessere coperte sul tavolo.
4. A turno ciascun giocatore gira due tessere facendole vedere anche agli avversari. Lo scopo è quello di abbinare due immagini uguali.
5. Se le due tessere girate formano una coppia il giocatore le raccoglie dal tavolo e continua a giocare finchè non sbaglia.
6. Se le due tessere non sono uguali il giocatore le rigira e passa il turno al giocatore successivo.
7. Il gioco termina quando non ci sono più tessere sul tavolo. Vince chi ne ha raccolte di più.



Buon divertimento!



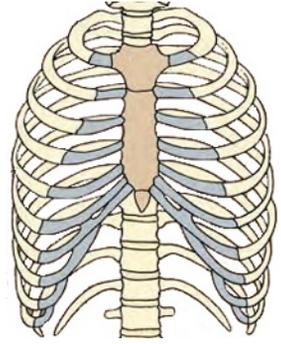
SCHELETRO



COLONNA VERTEBRALE



GABBIA TORACICA



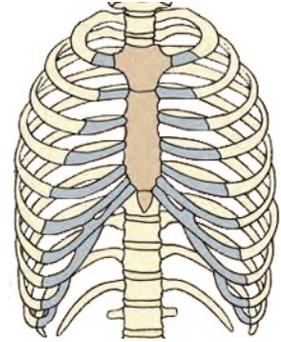
SCHELETRO



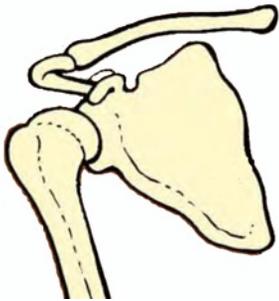
COLONNA VERTEBRALE



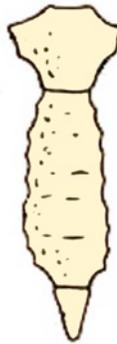
GABBIA TORACICA



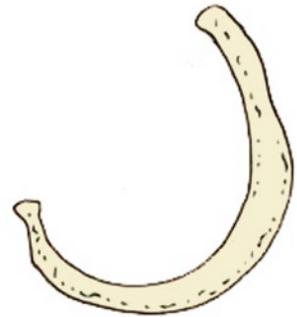
OSSA DELLA SPALLA



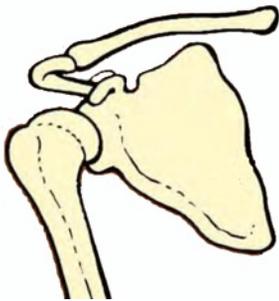
STERNO



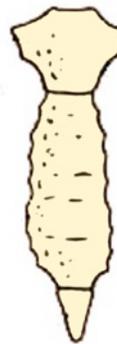
COSTA



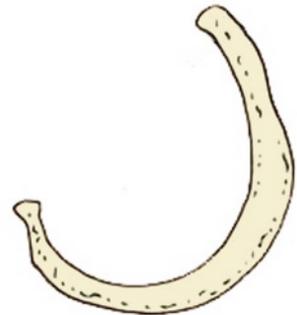
OSSA DELLA SPALLA



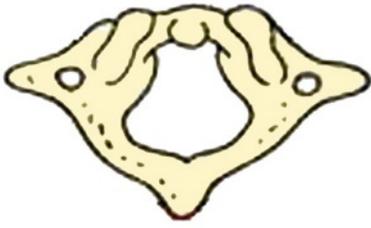
STERNO



COSTA



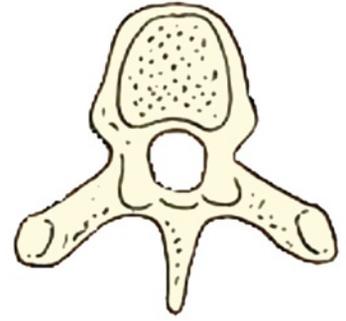
ATLANTE



VERTEBRA CERVICALE



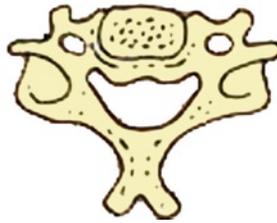
VERTEBRA TORACICA



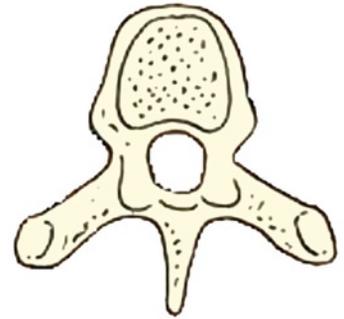
ATLANTE



VERTEBRA CERVICALE



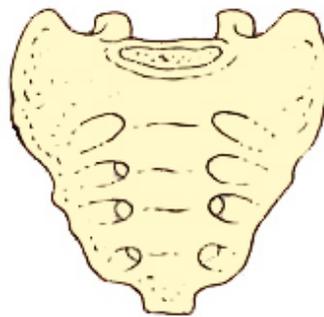
VERTEBRA TORACICA



VERTEBRA LOMBARE



OSSO SACRO



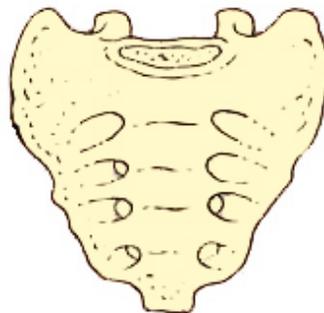
COCCIGE



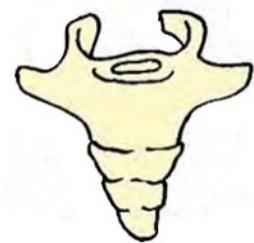
VERTEBRA LOMBARE



OSSO SACRO



COCCIGE



BACINO



OSSO DELL'ANCA



FEMORE



BACINO



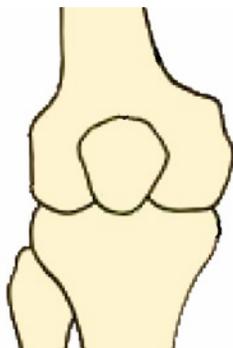
OSSO DELL'ANCA



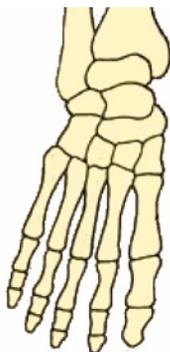
FEMORE



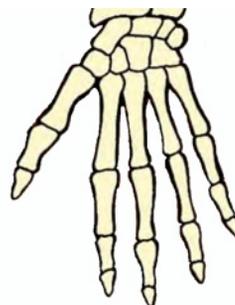
OSSA DEL GINOCCHIO



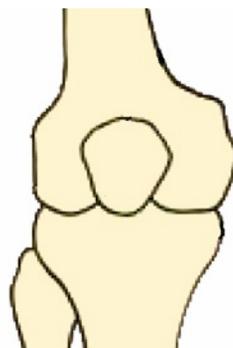
OSSA DEL PIEDE



OSSA DELLA MANO



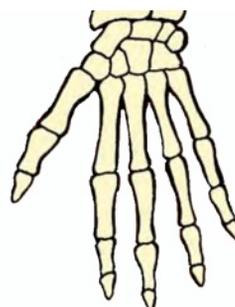
OSSA DEL GINOCCHIO



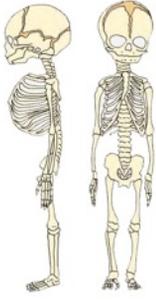
OSSA DEL PIEDE



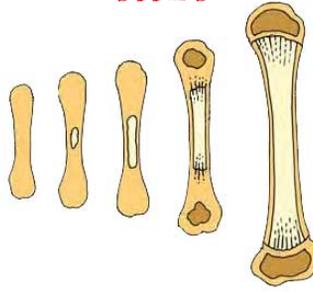
OSSA DELLA MANO



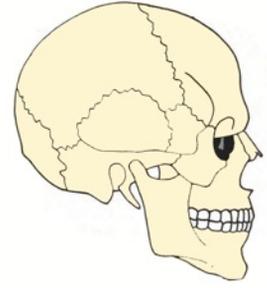
SCHELETRO DI FETO



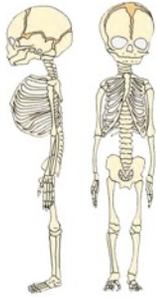
ACCRESIMENTO OSSEO



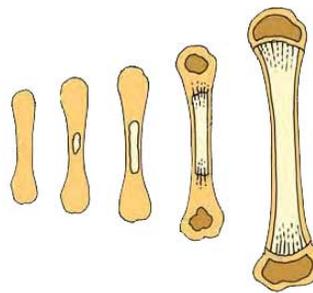
CRANIO



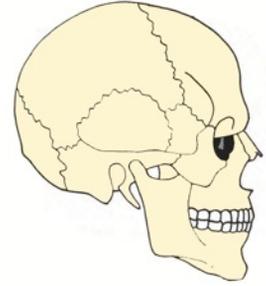
SCHELETRO DI FETO



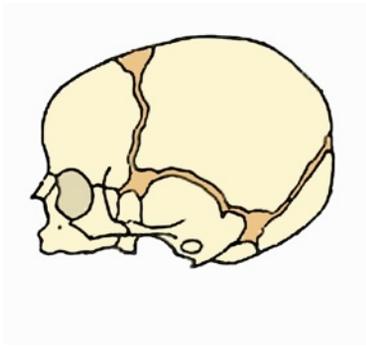
ACCRESIMENTO OSSEO



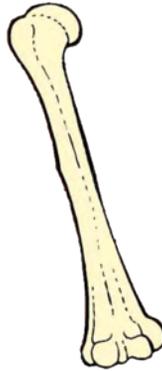
CRANIO



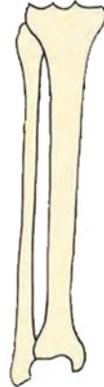
LE FONTANELLE



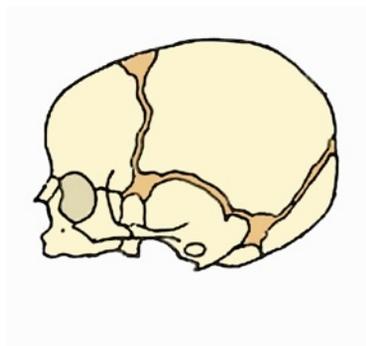
OMERO



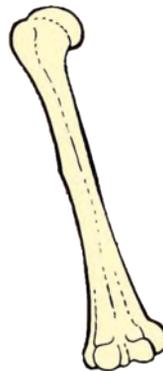
TIBIA E PERONE



LE FONTANELLE



OMERO



TIBIA E PERONE

