

# Zabawa Mucha

## POZIOM 1

Narysuj kwadrat podzielony na dziewięć części-pól, a na jego środku rysuje muchę. Słuchaj uważnie jak Twój sąsiad mówi, gdzie leci mucha (np. w górę, w prawo, w dół, w lewo – każde polecenie to przesunięcie o jedno pole). Twoim zadaniem jest wodzenie palcem zgodnie z trasą lotu i powiedzenie: "STOP!", kiedy mucha wyleci z kwadratu.

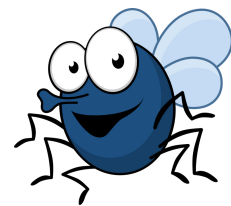
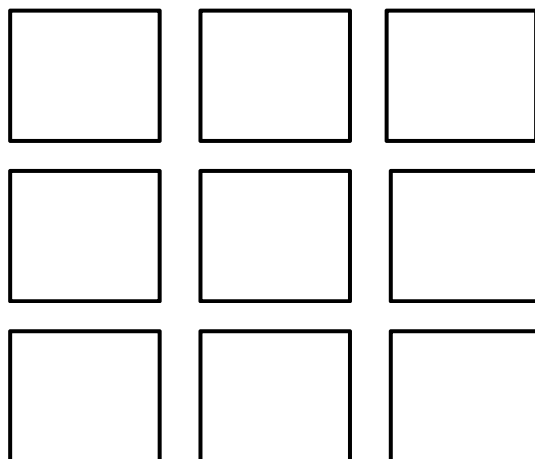
## POZIOM 2

Śledź w wyobraźni trasę lotu muchy.

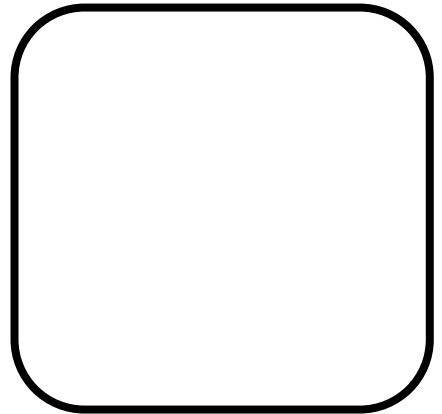
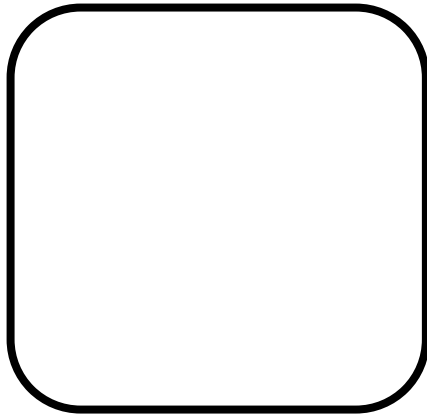
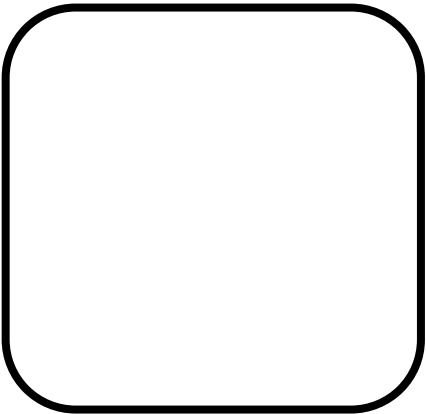
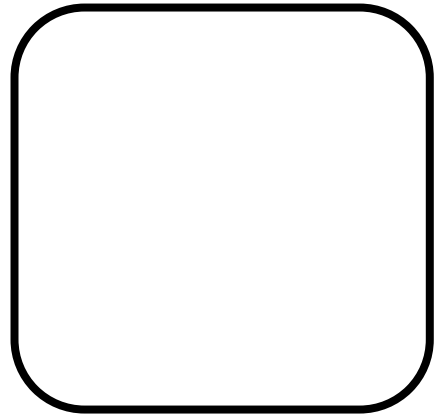
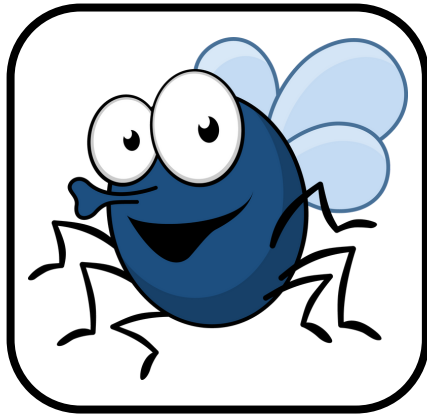
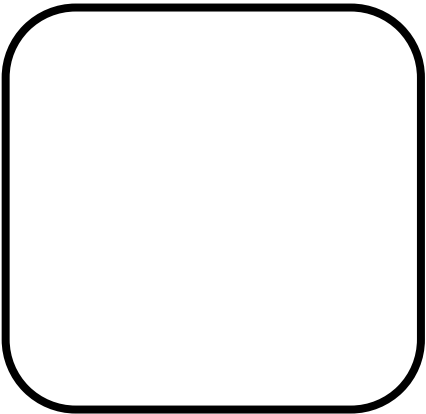
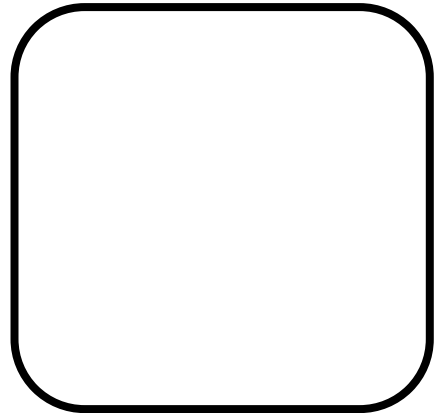
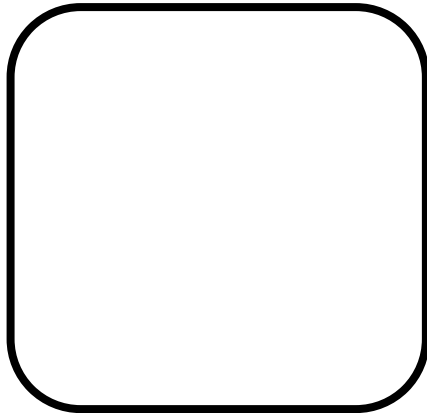
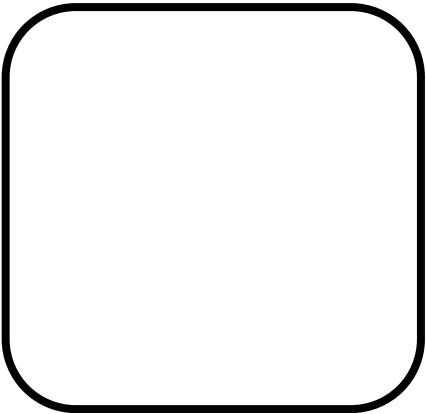
## POZIOM 3

Narysuj większy kwadrat i śledź lot muchy

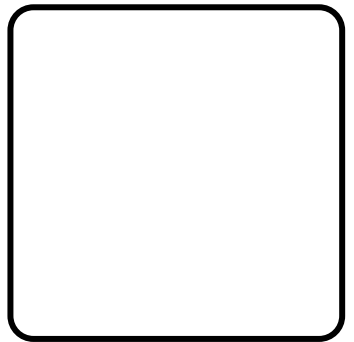
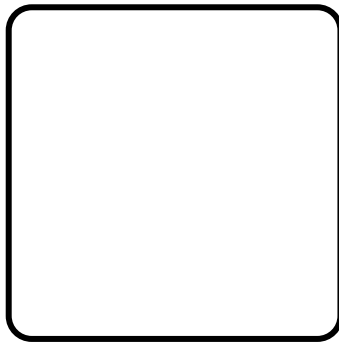
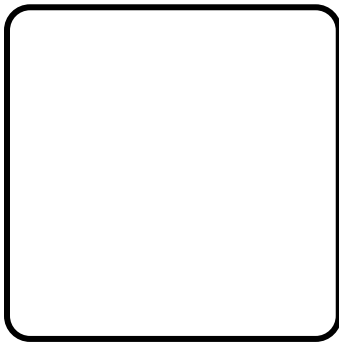
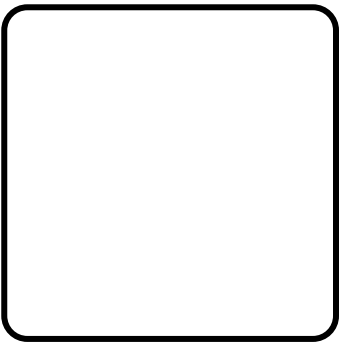
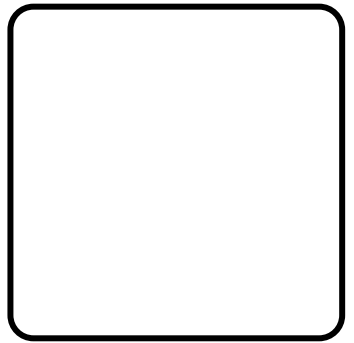
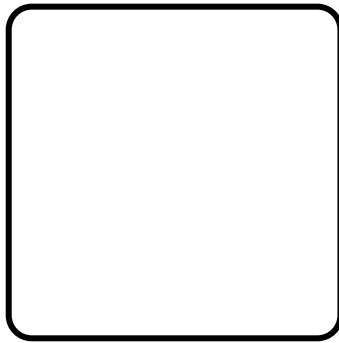
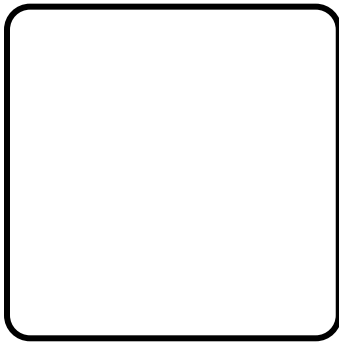
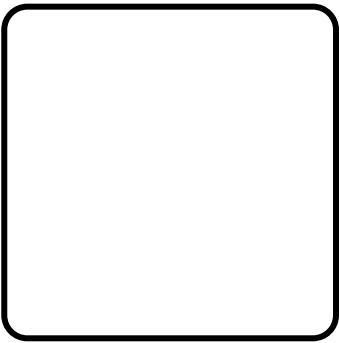
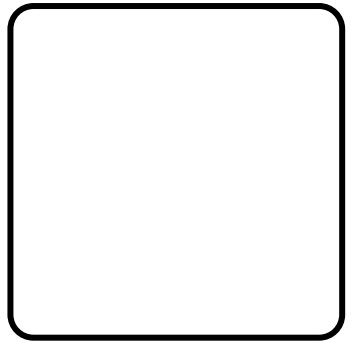
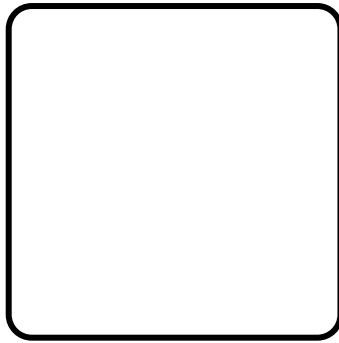
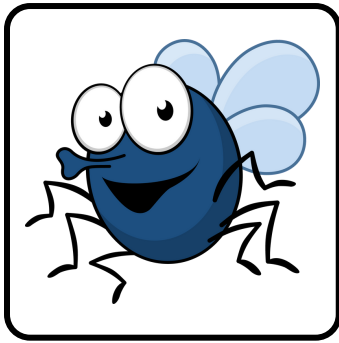
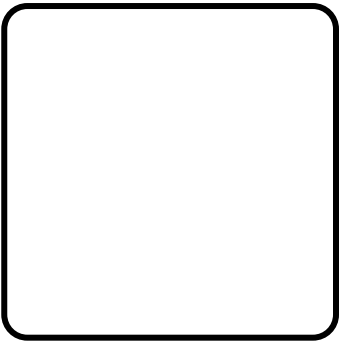
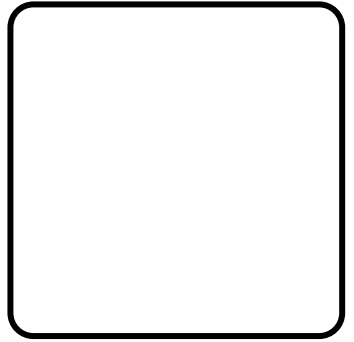
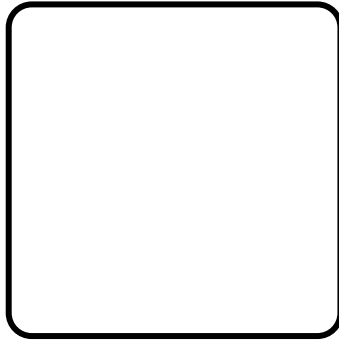
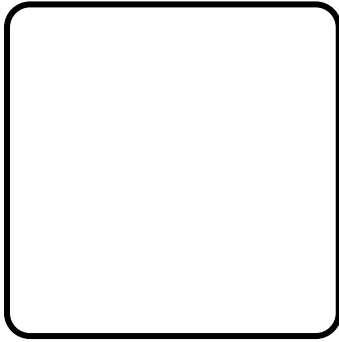
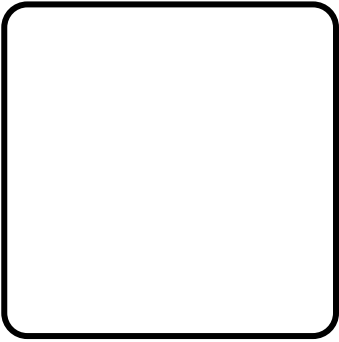
**Powodzenia!**



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