Гурская Наталья Викторовна

Нижний Новгород

4 и л брика КРЕДТИВ ПОЗИТИВ ТВОРЧЕСТВА

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позитив **КРЕАТИВ** ЛОГИКА ТВОРЧЕСТВО





ТЕОРИЯ ТЕХНОЛОГИЯ ТРЕНИНГ ТВОРЧЕСТВО РЕЗУЛЬТАТ



Программирования, Алгоритмы







Математический полюс

Логлэнд

о-в БИС

Страна волшебных алгоритмов

о-ва Независимых художников

Смышляндия



Словография



Тайпинг

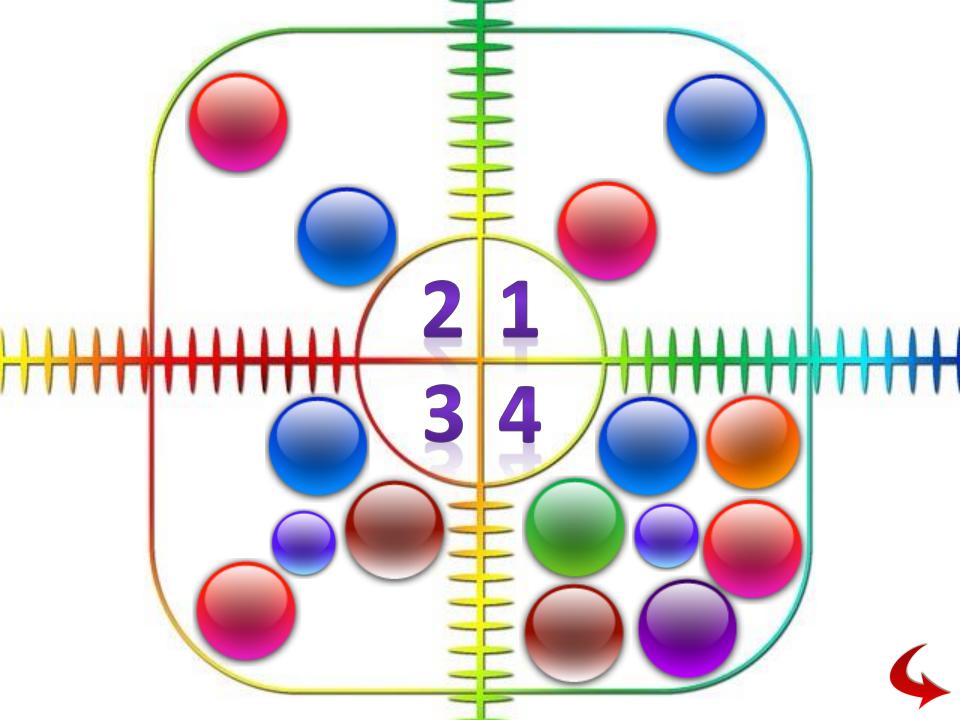


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Цель:

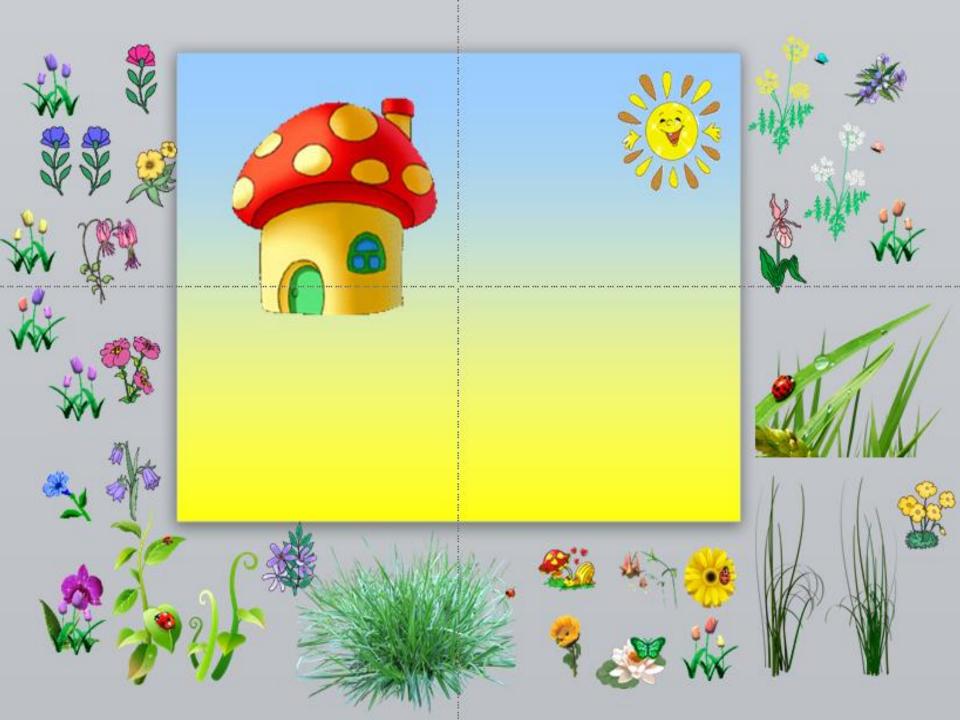
поиск эффективных путей усвоения преподаваемого материала в образовательном процессе

детей надо приучать РАБОТАТЬ на компьютере, использовать его, как инструмент для развития, для творчества, для созидания







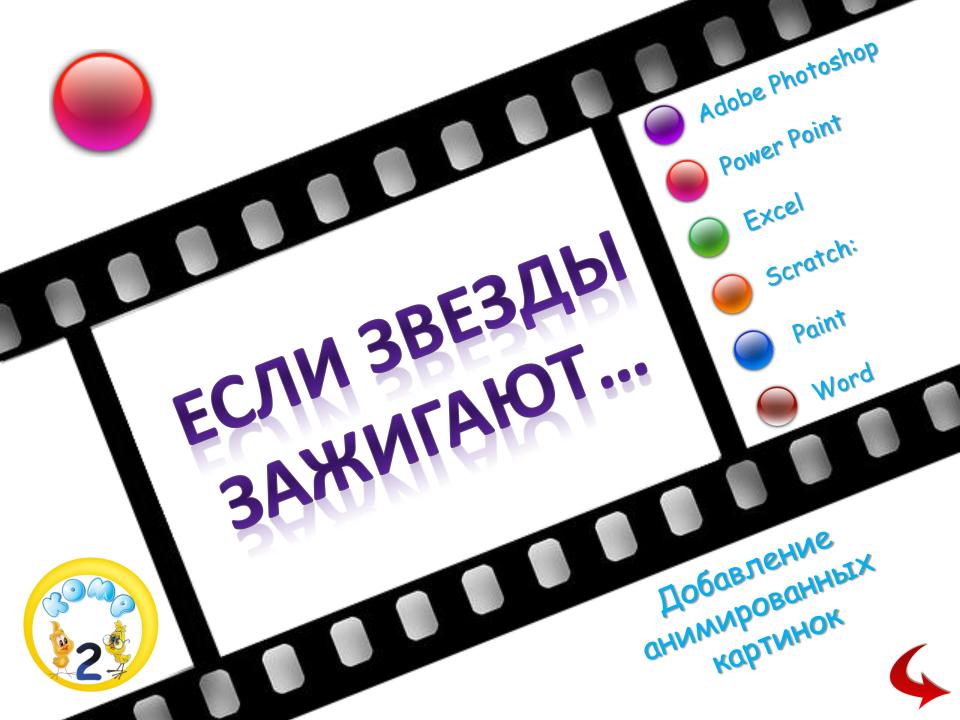
















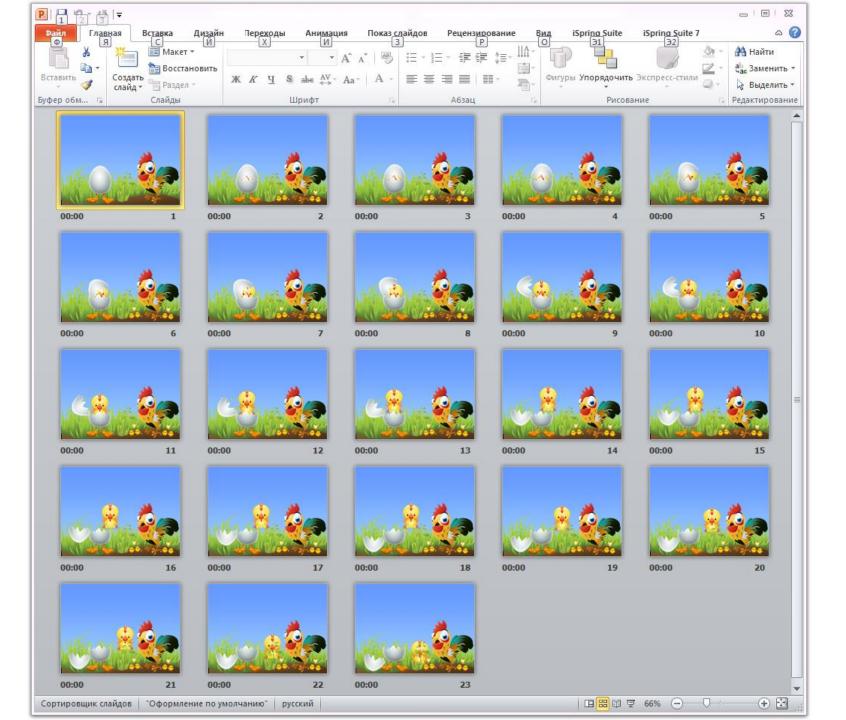




Изначально - 1 слайд с настройками (смена и непрерывность); лягушка в центре;

слайд копируем и вставляем; применяем F4 2 раза; меняем положение лягушки

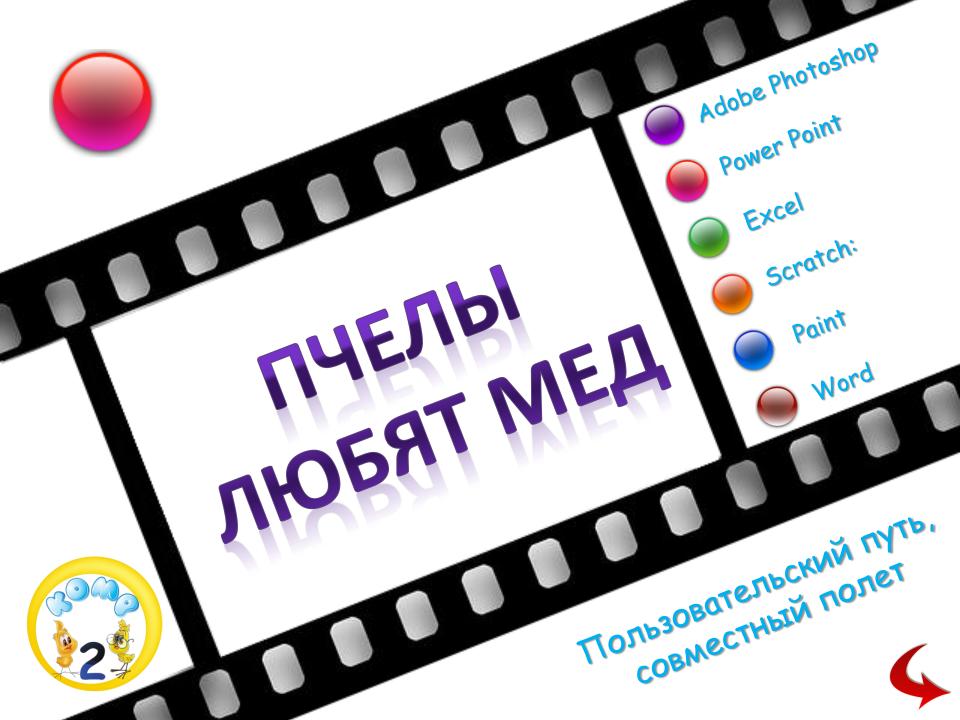






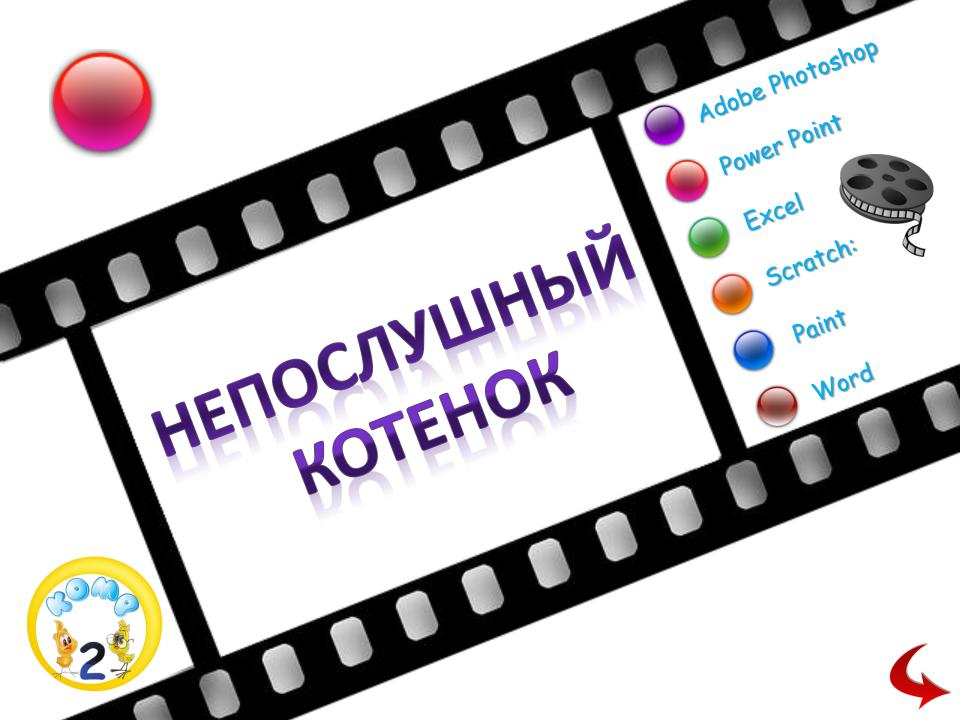


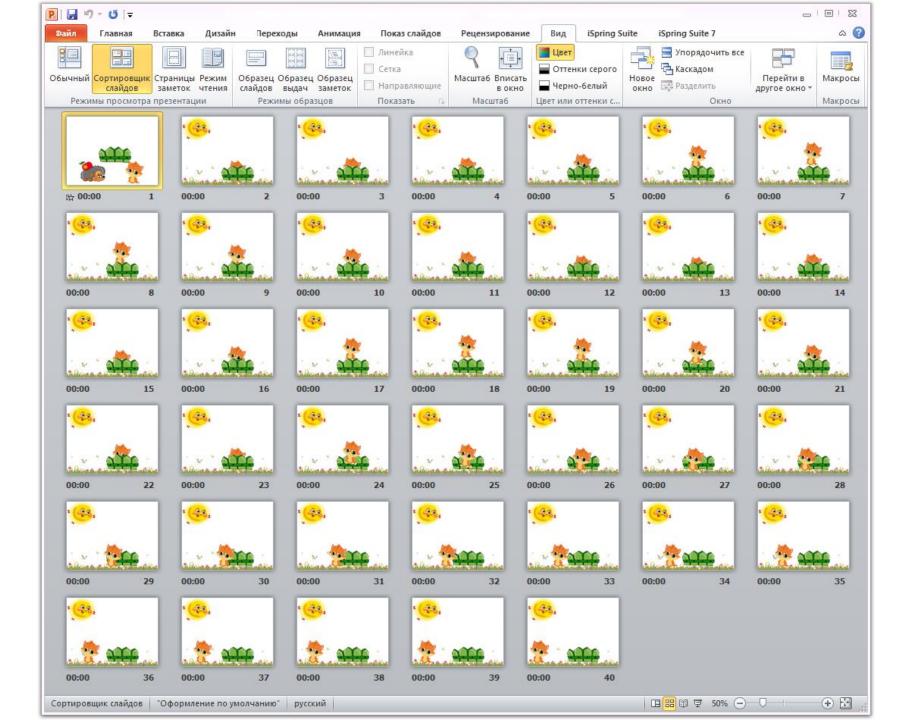










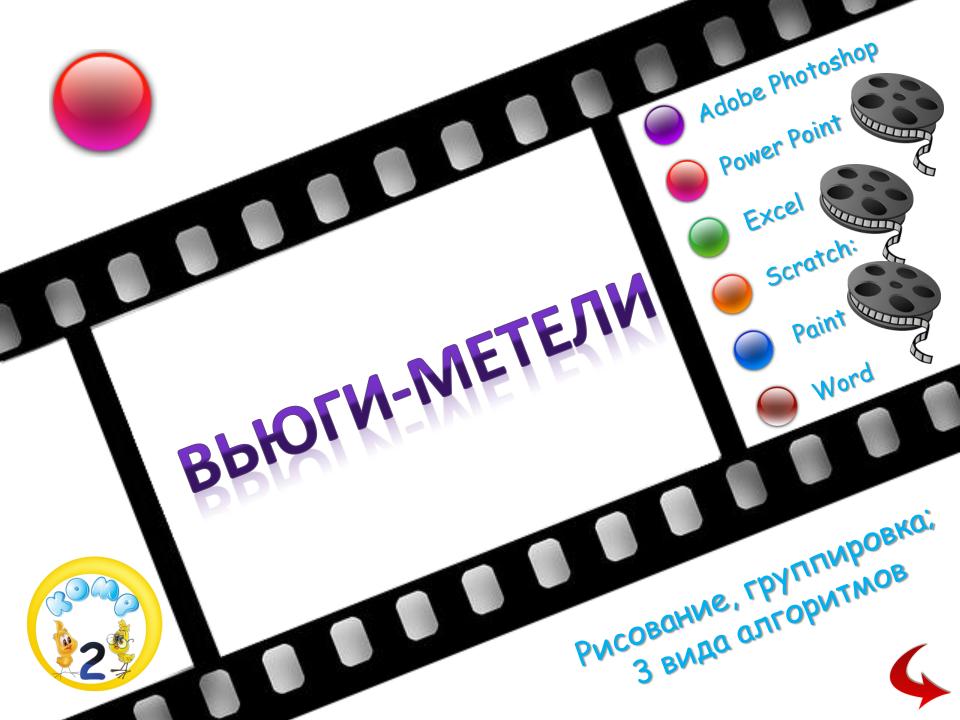


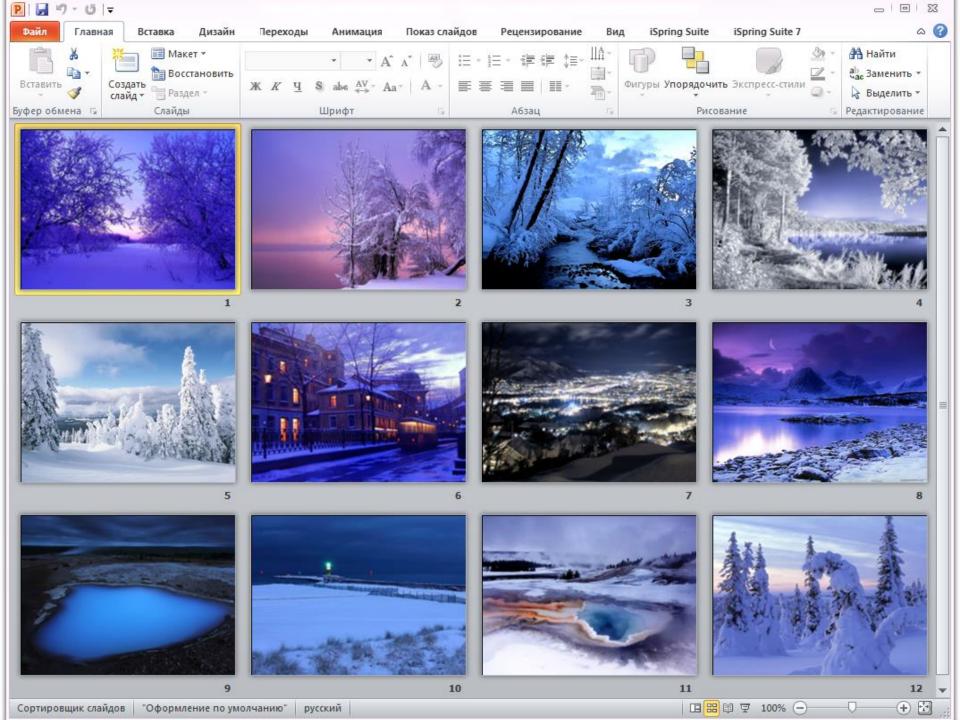




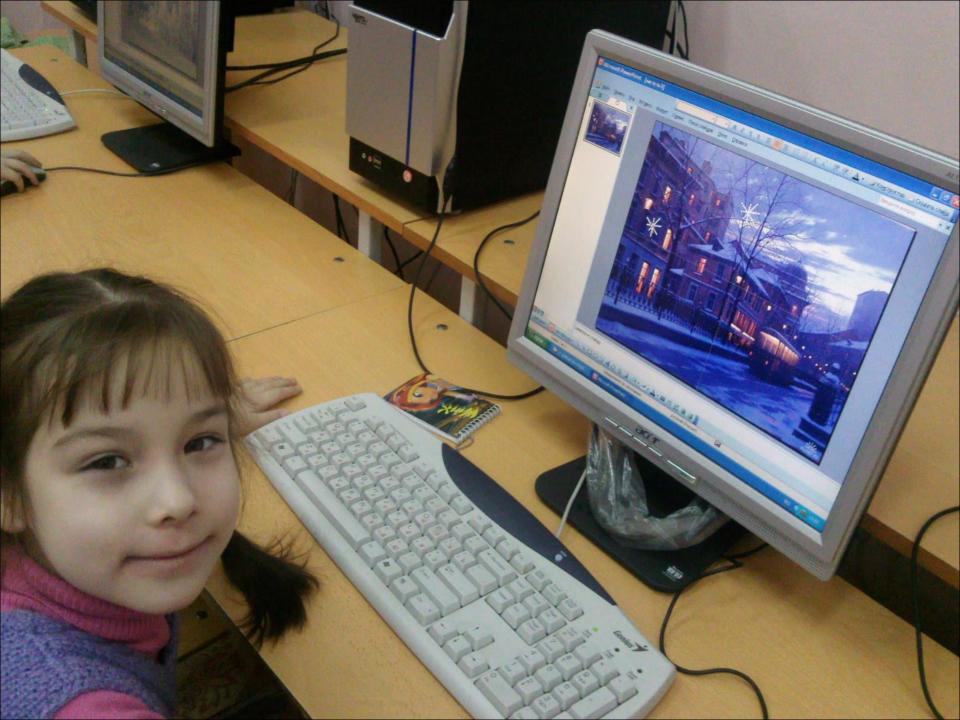










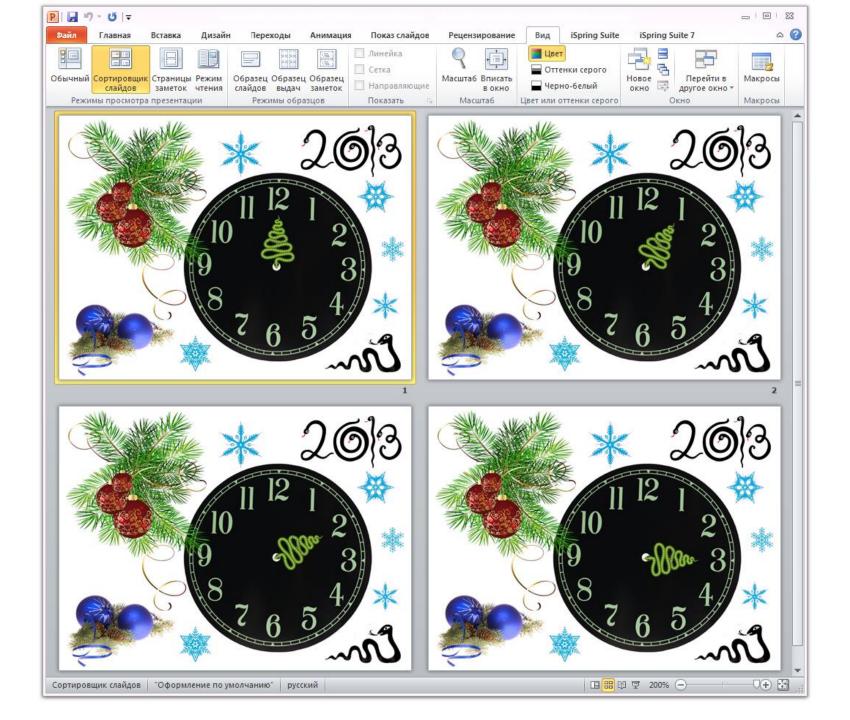




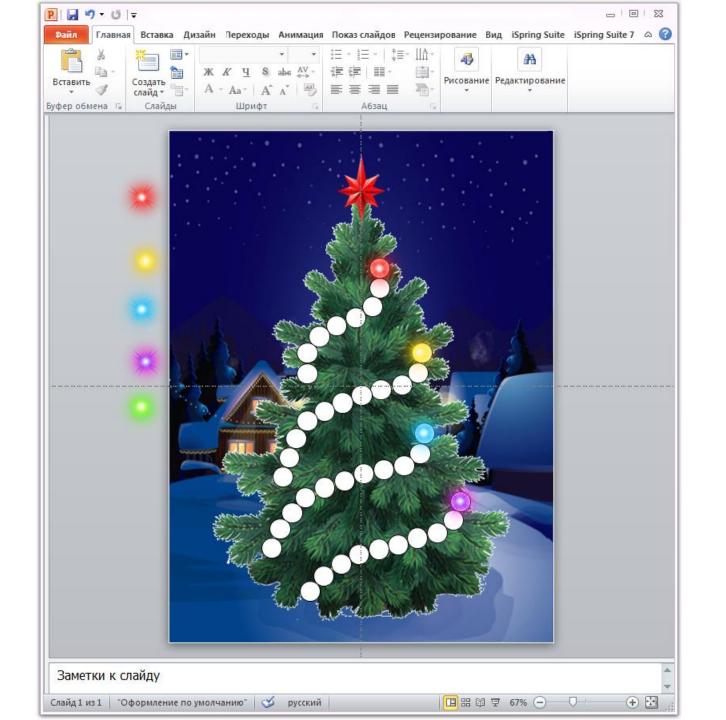










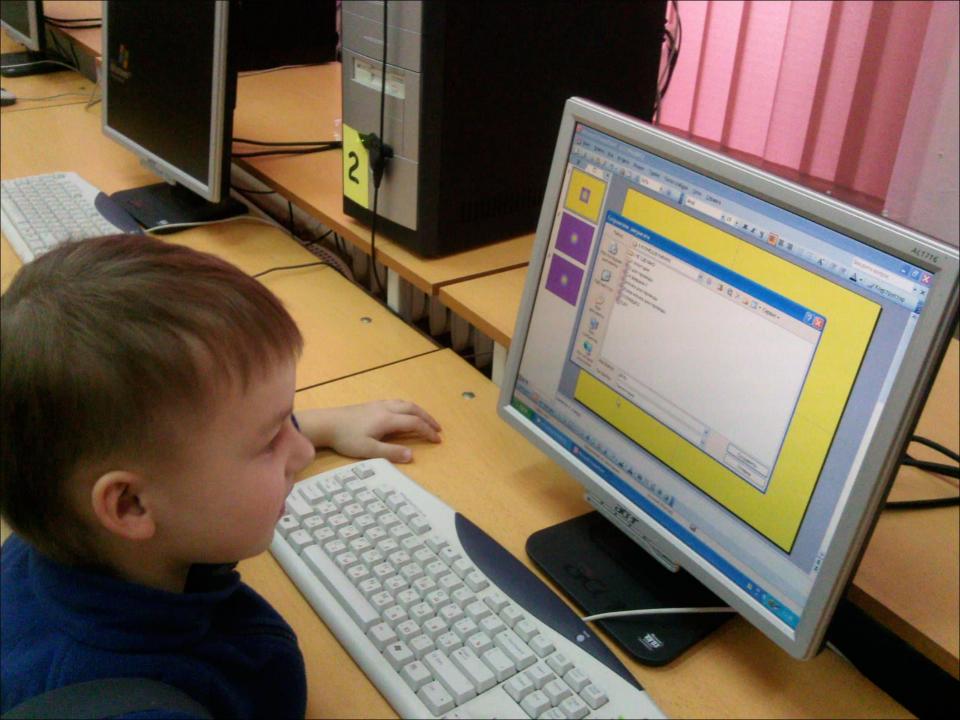


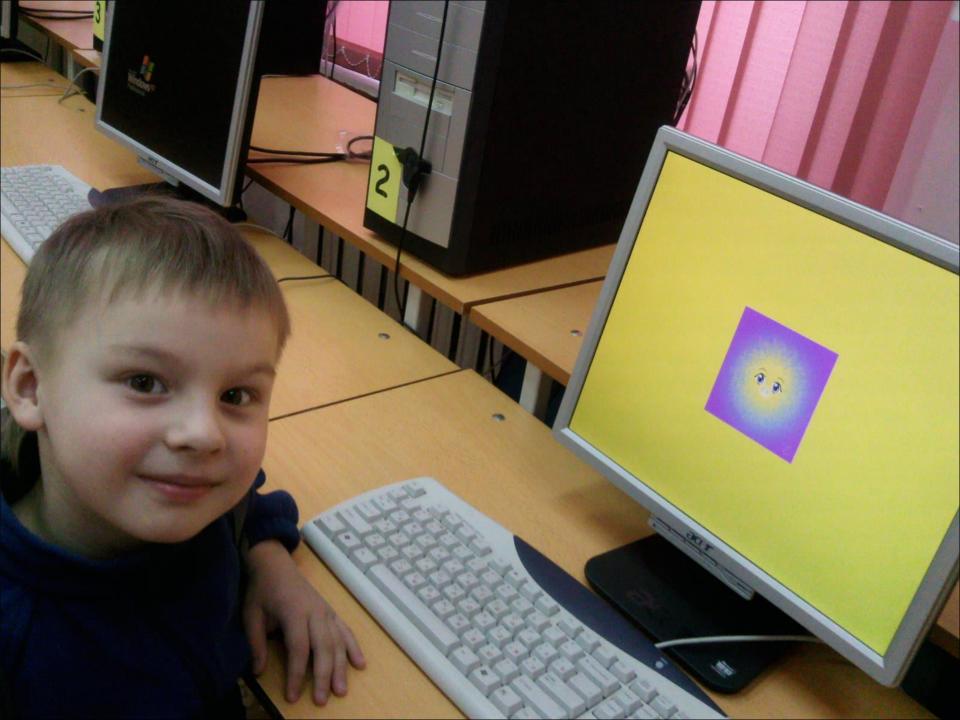
















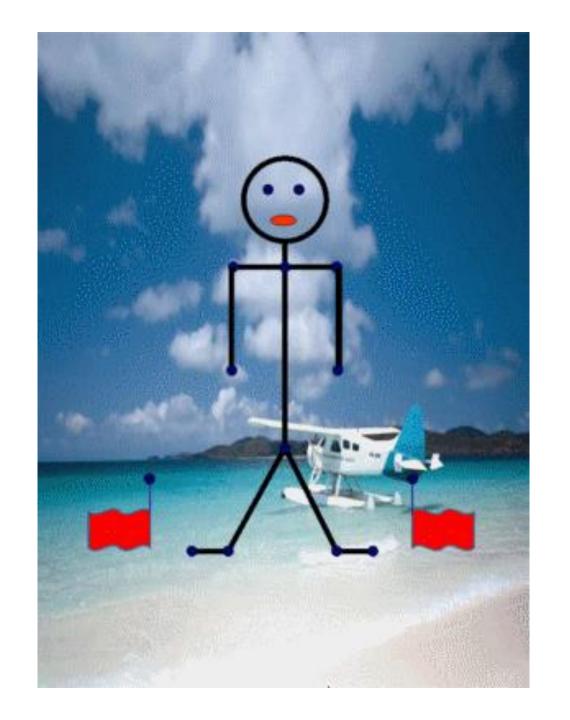




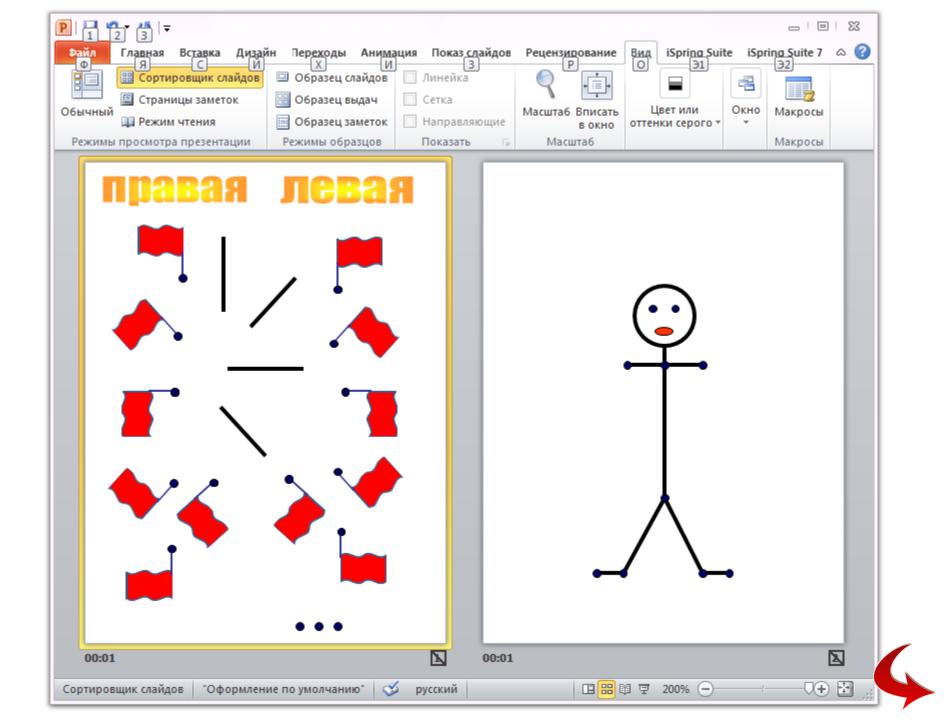


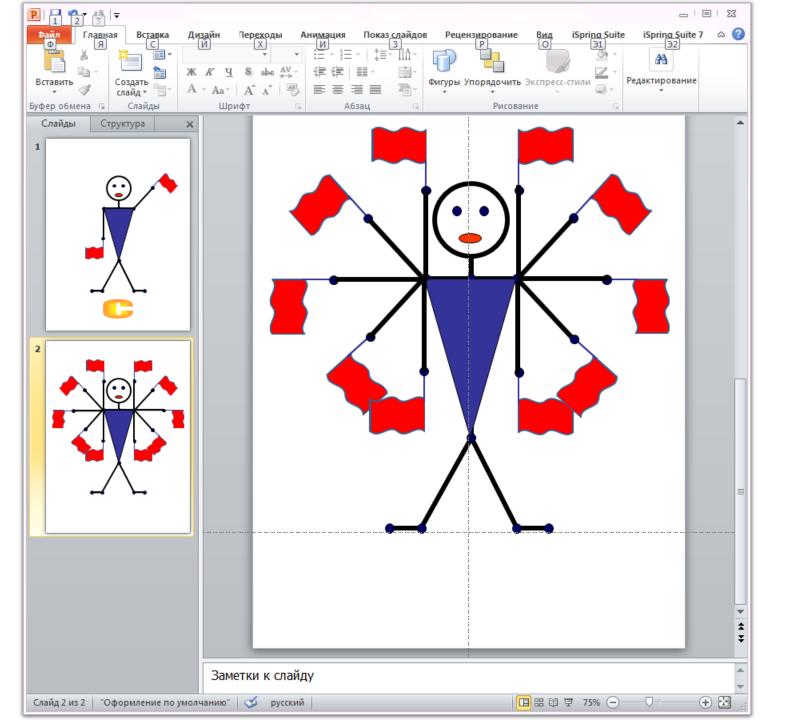
















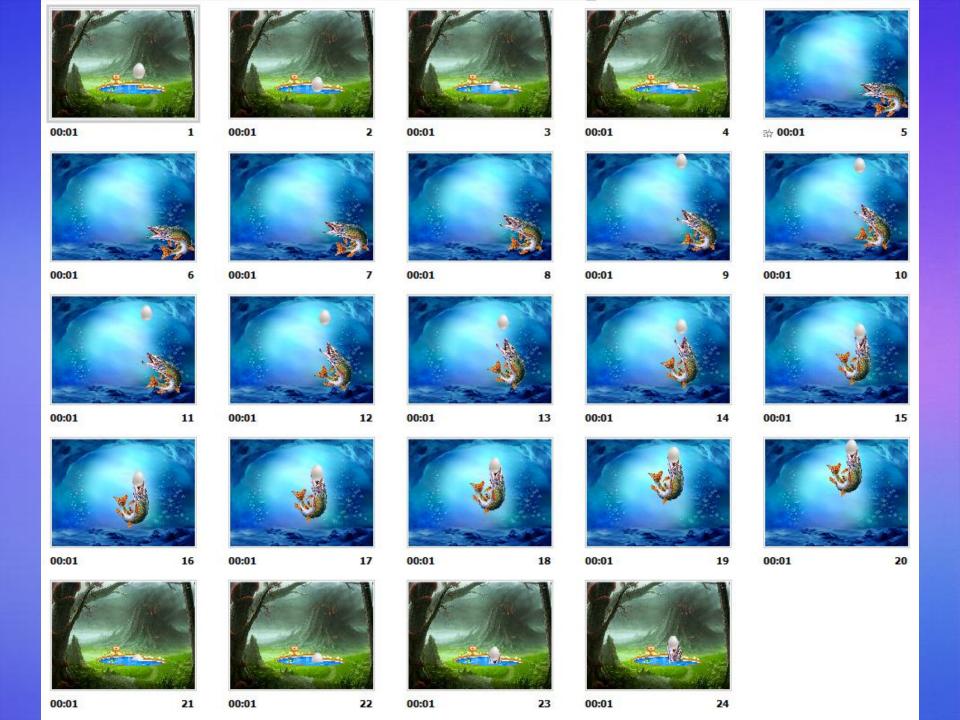












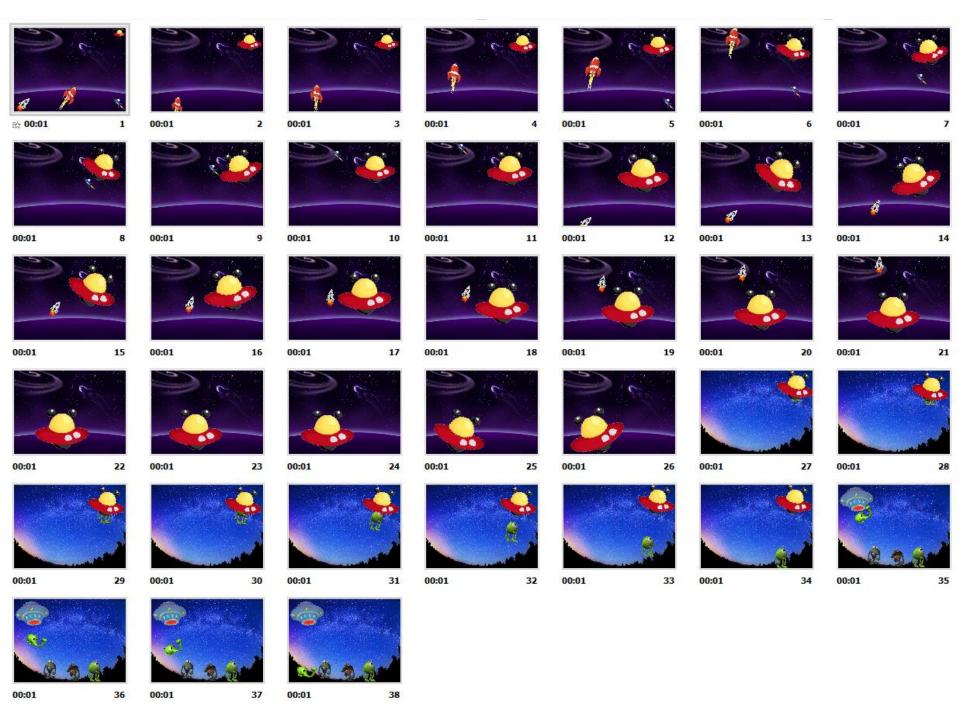






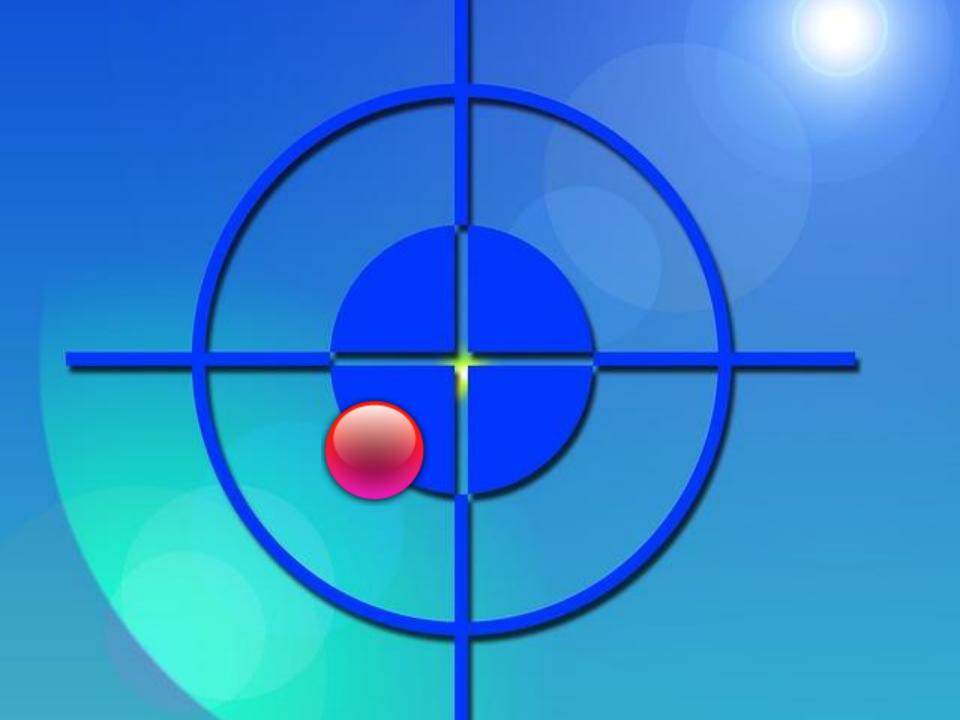












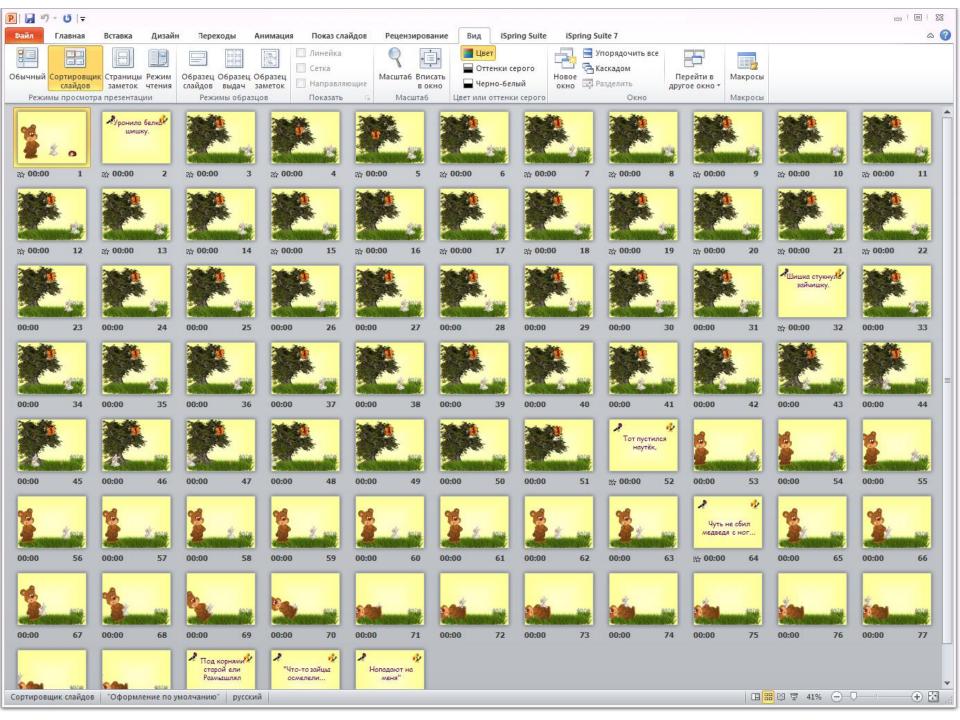
















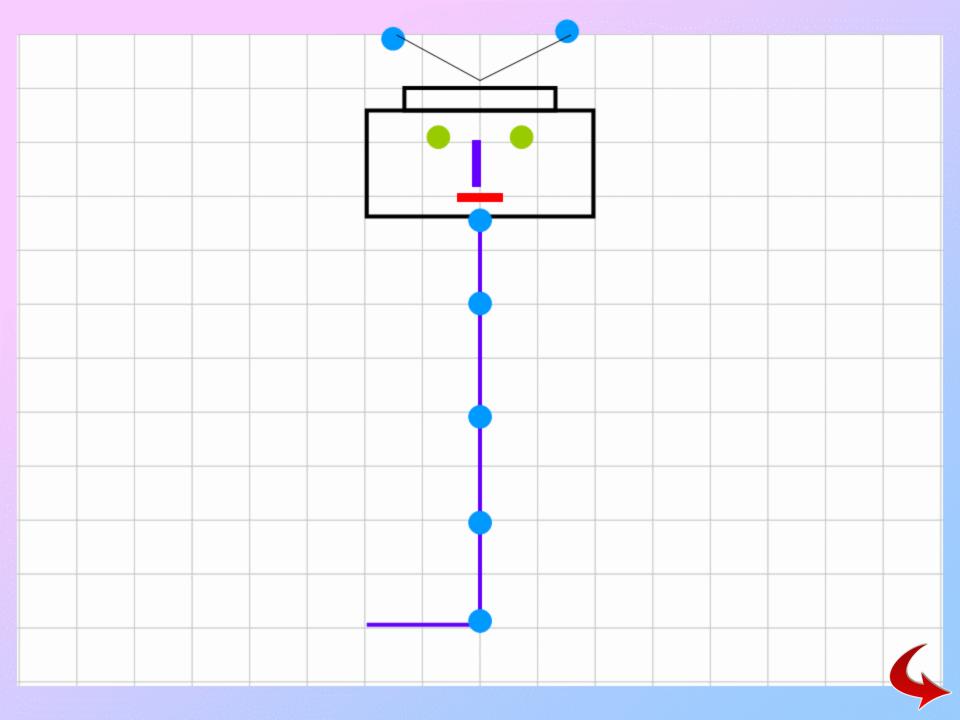


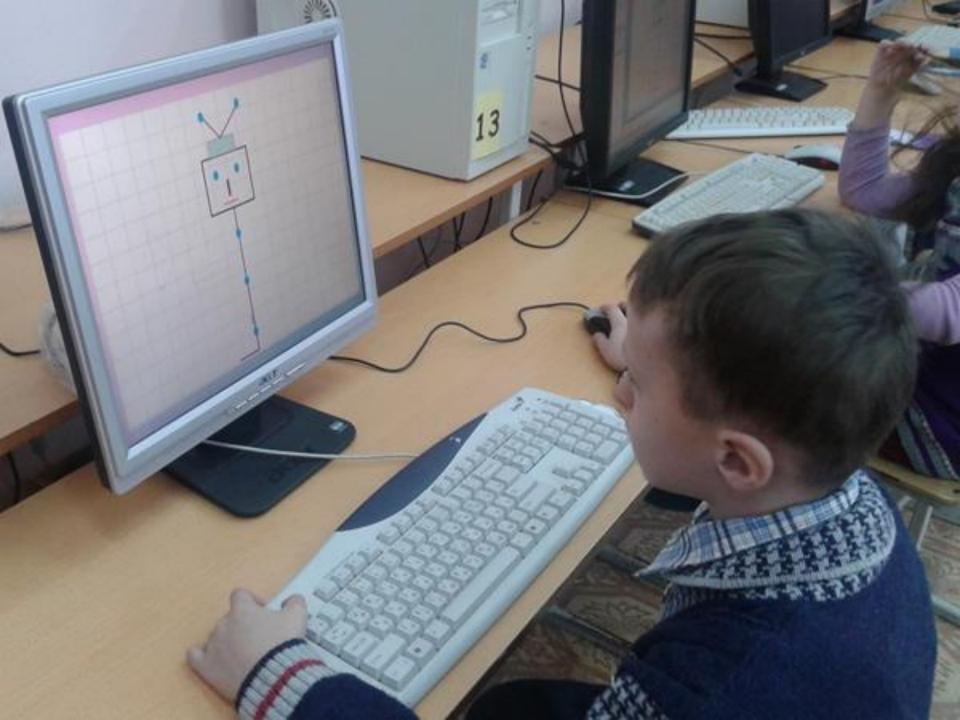






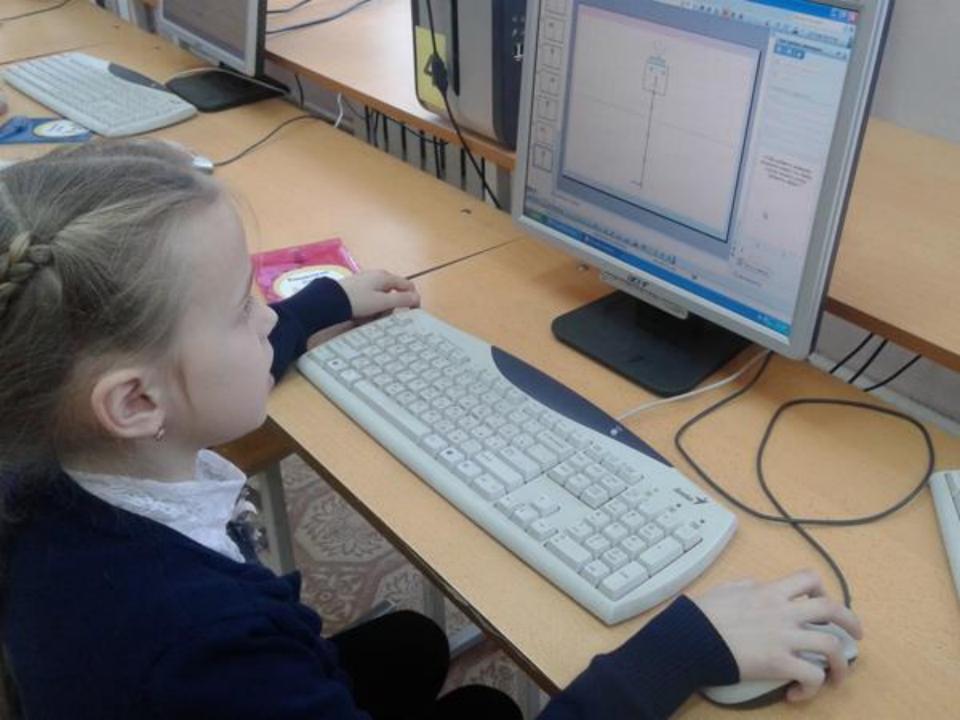


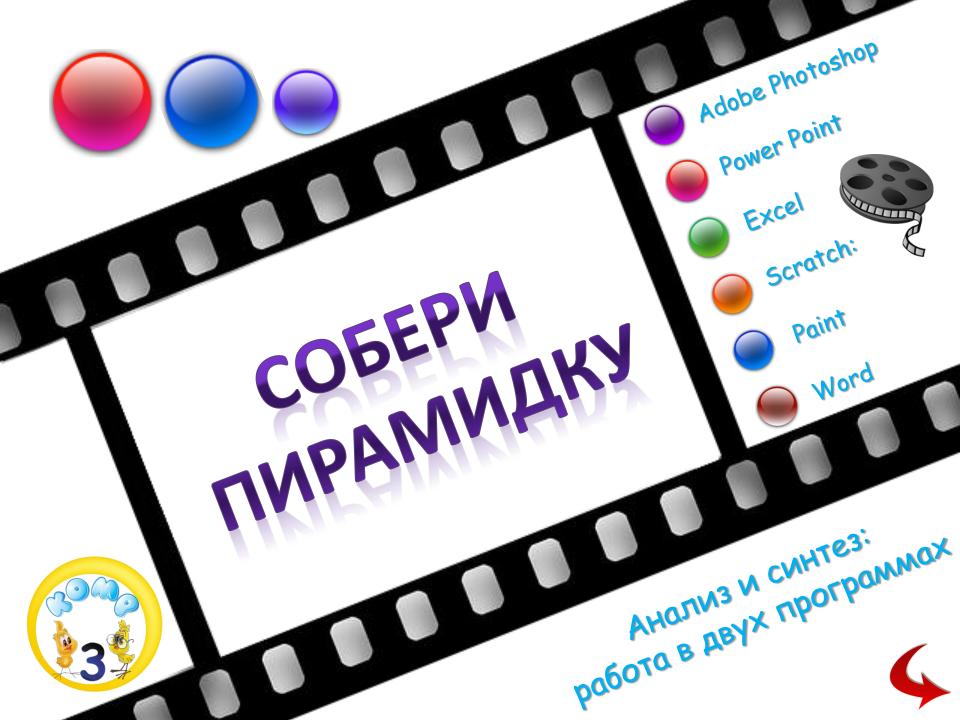


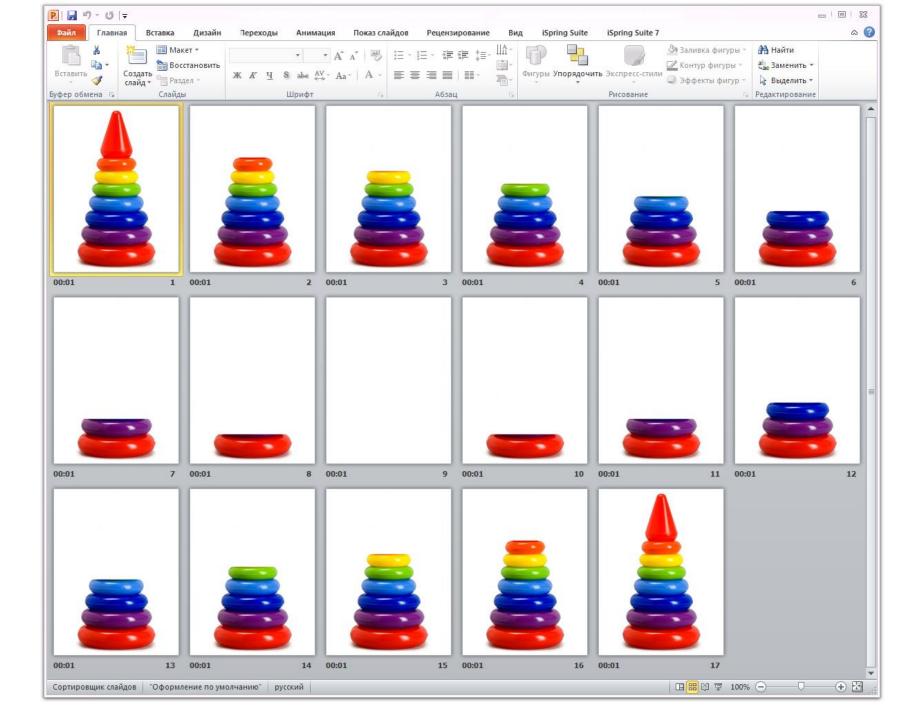




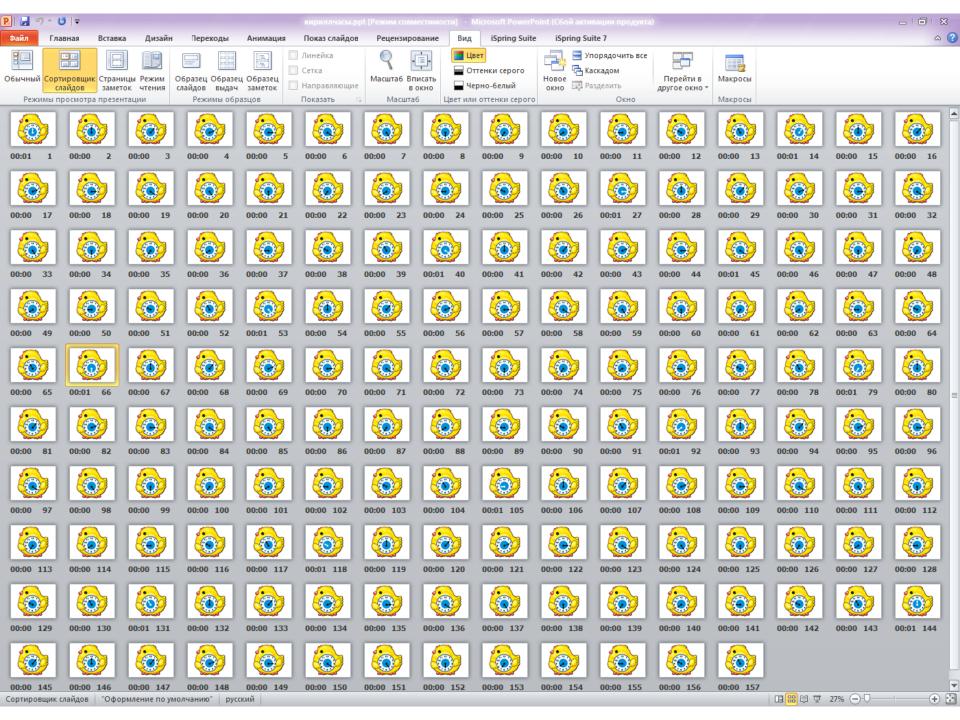






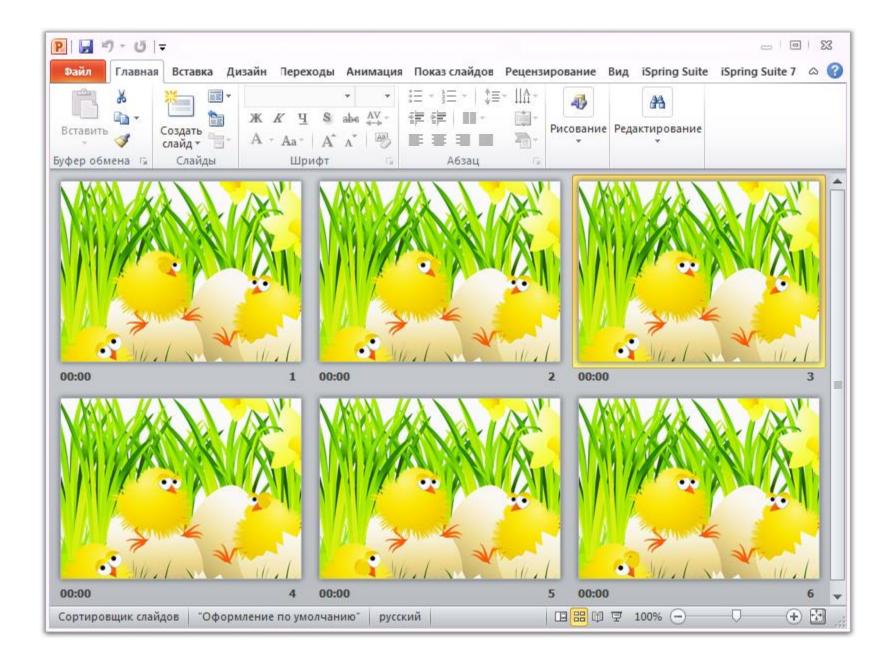


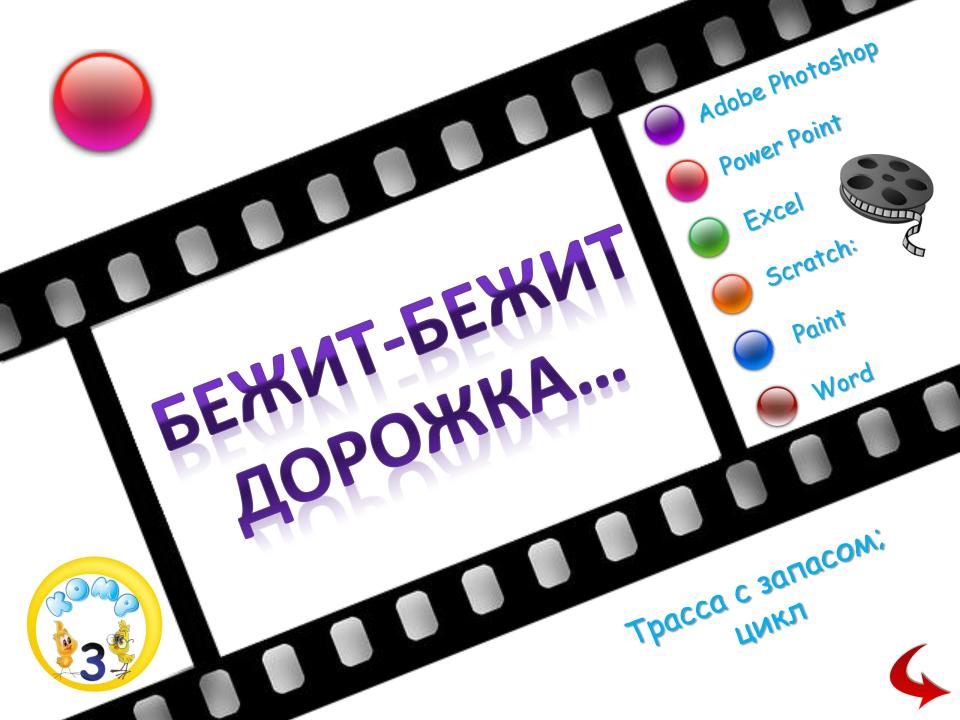


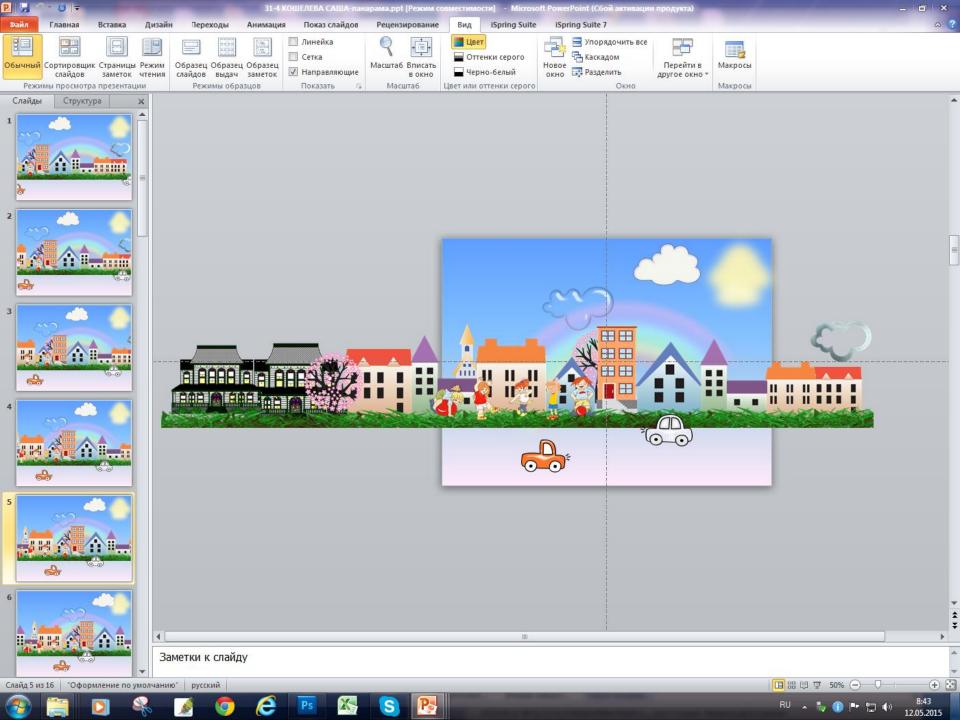


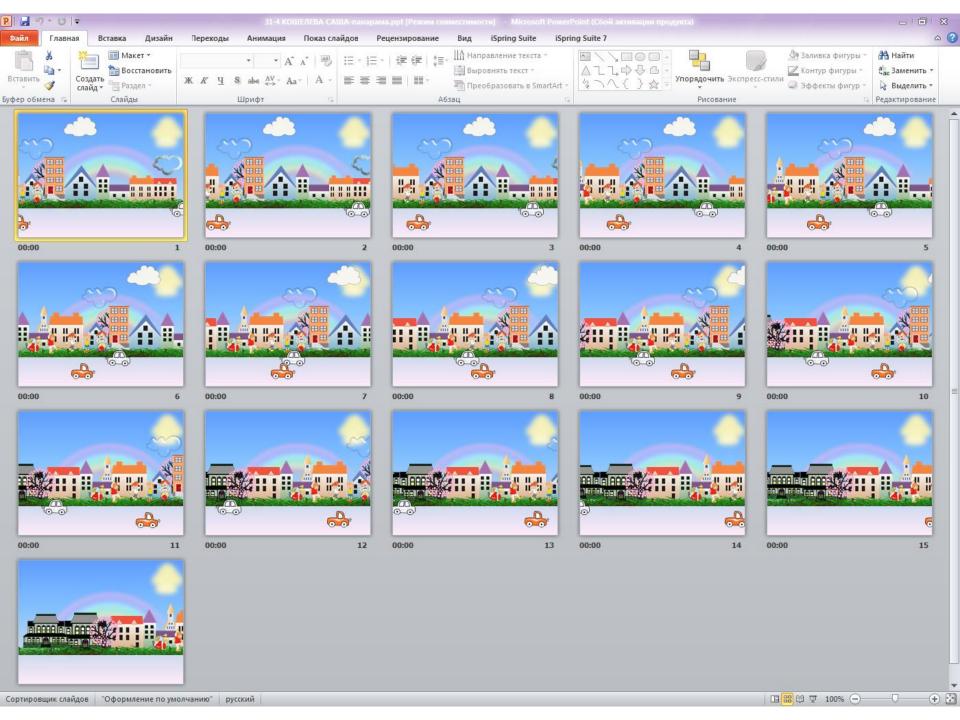














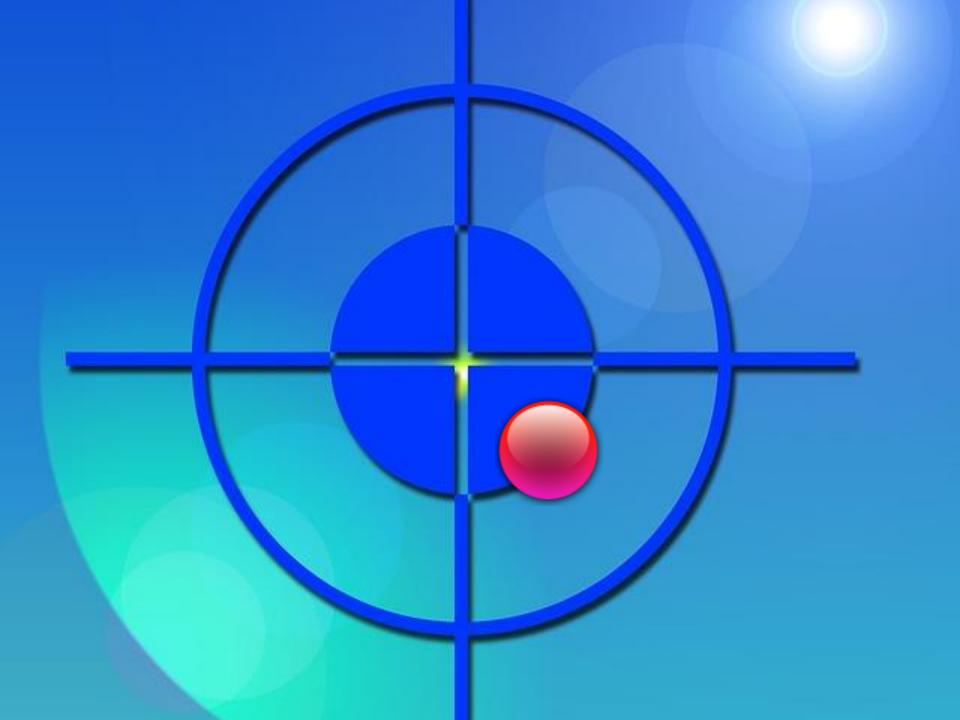




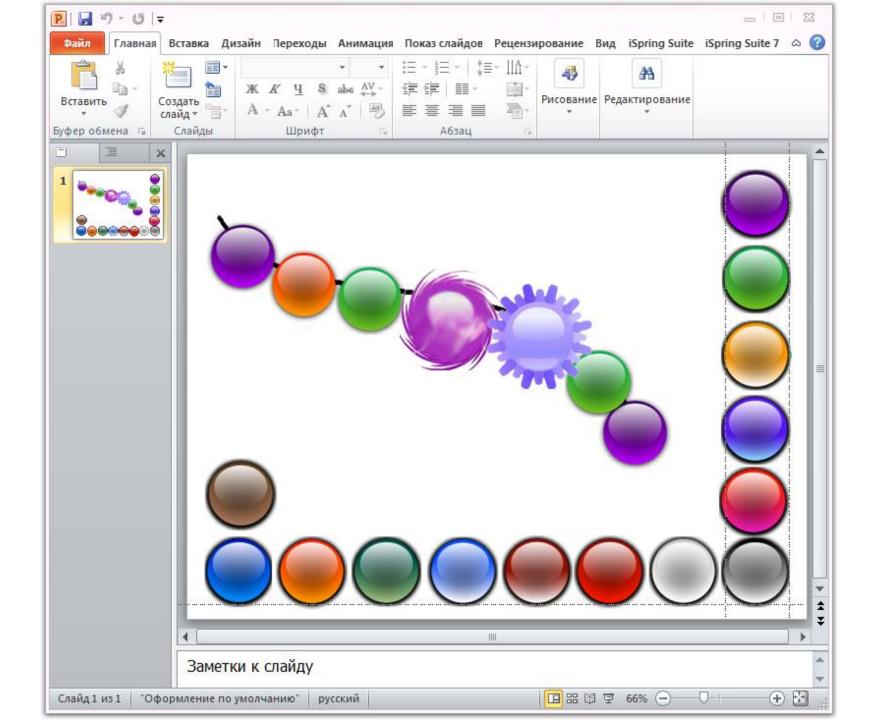


















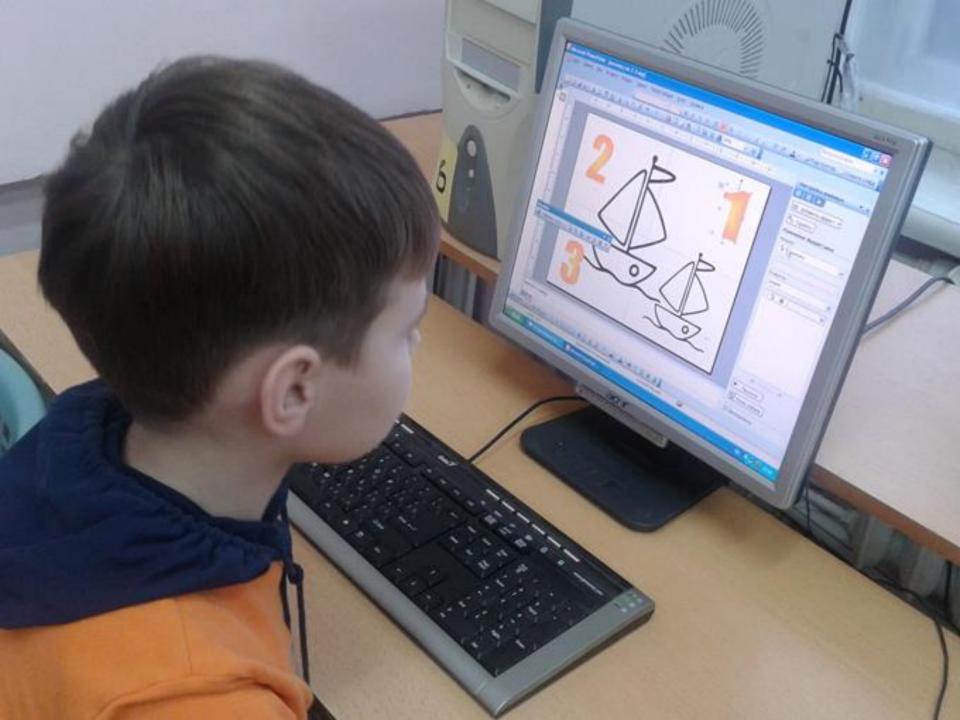
Выполнил Григорий Полоско



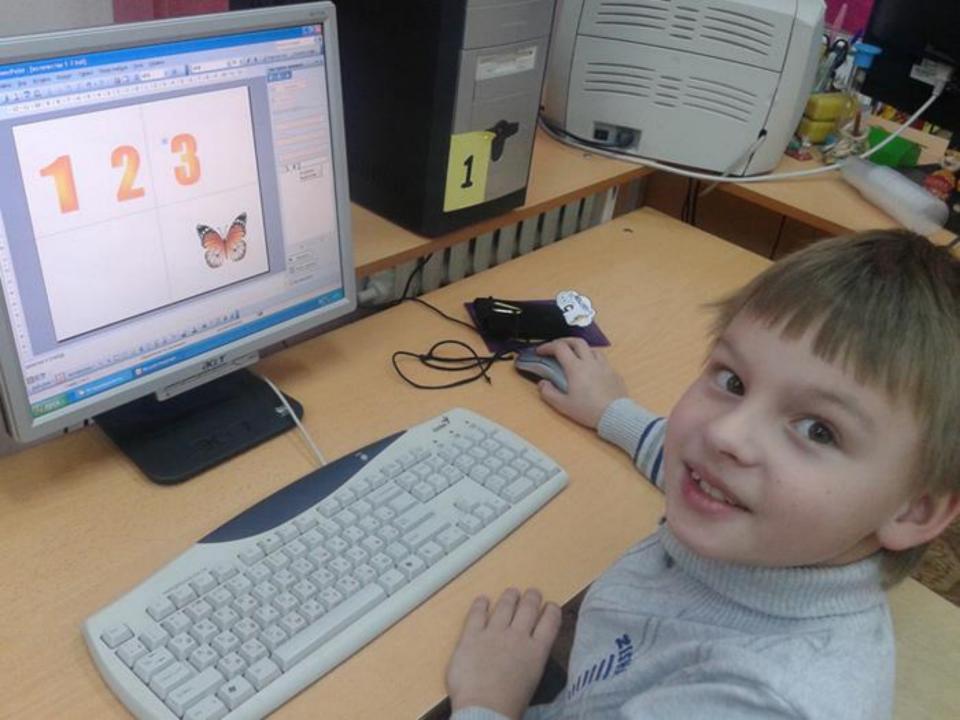


Выполнил Нестеров Даниил

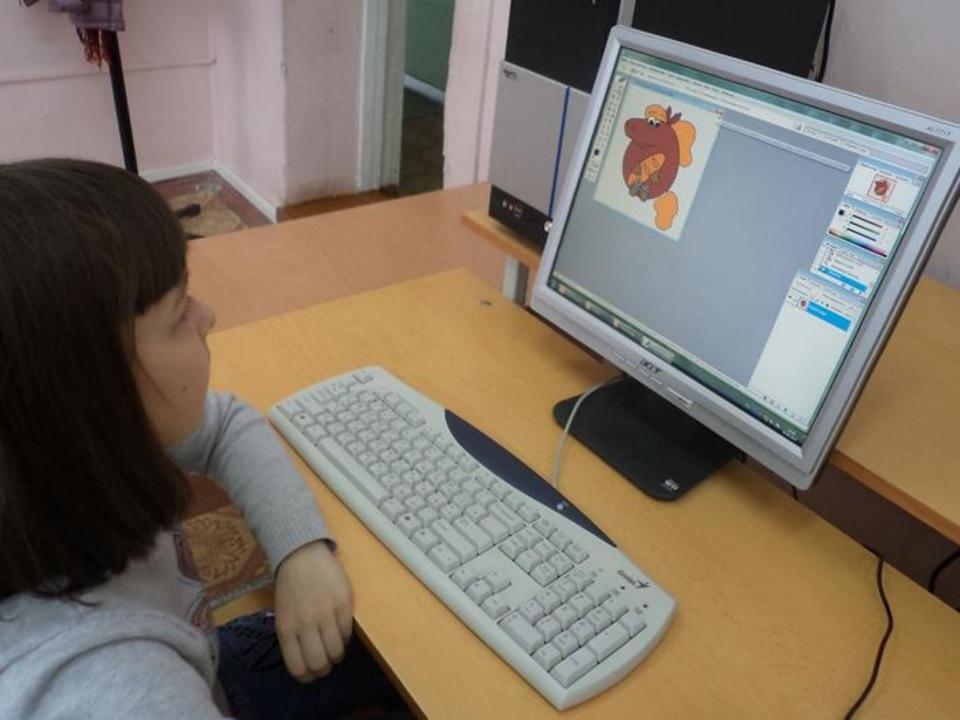




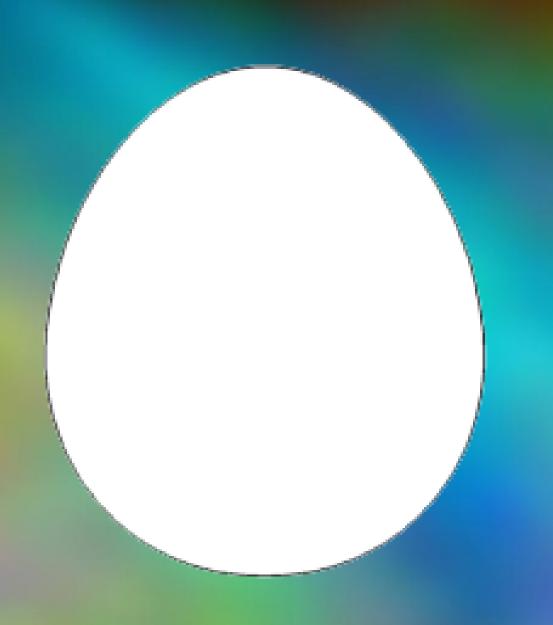












Yes !



No !

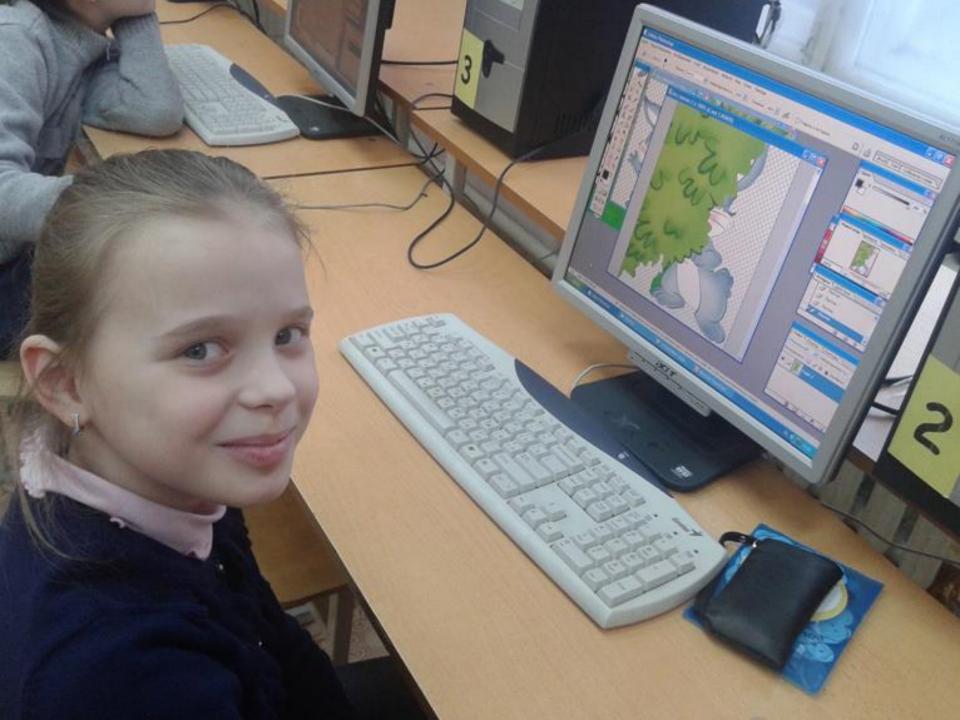


No !







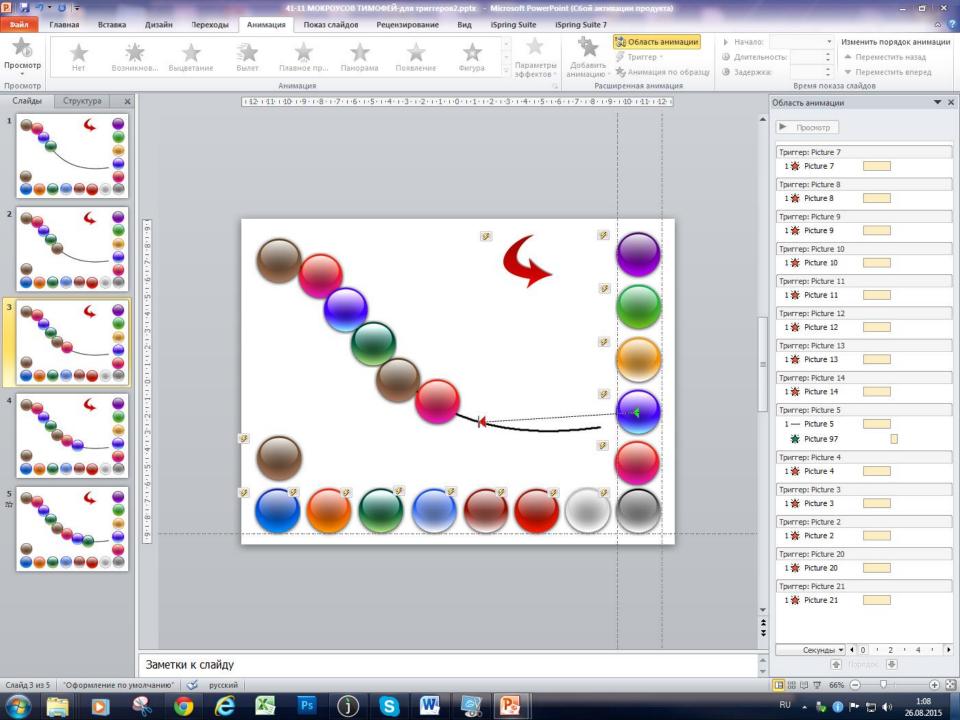


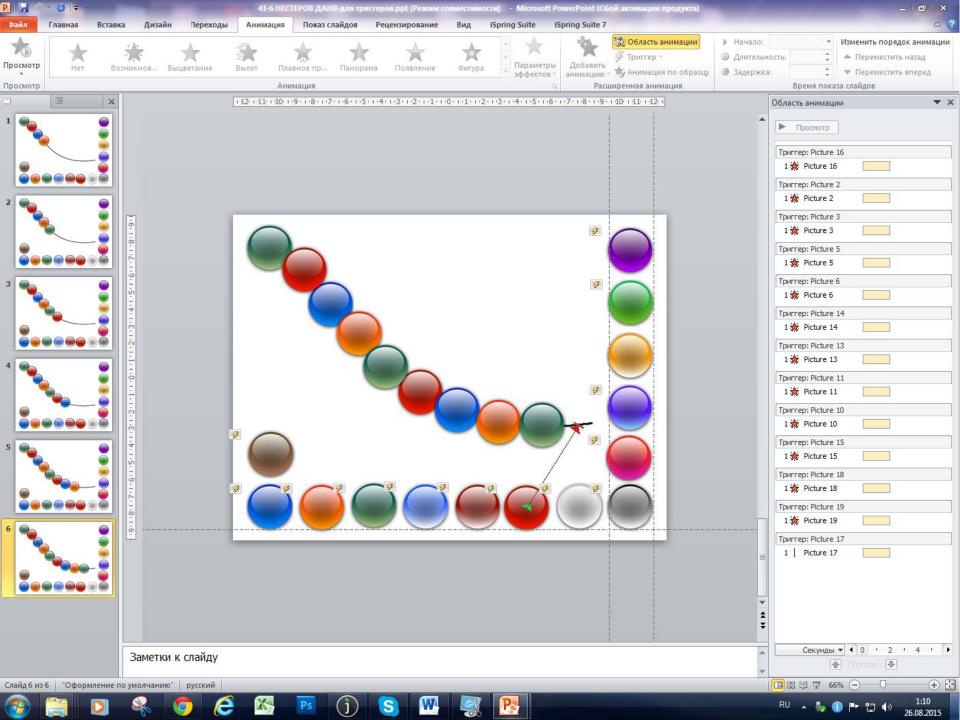


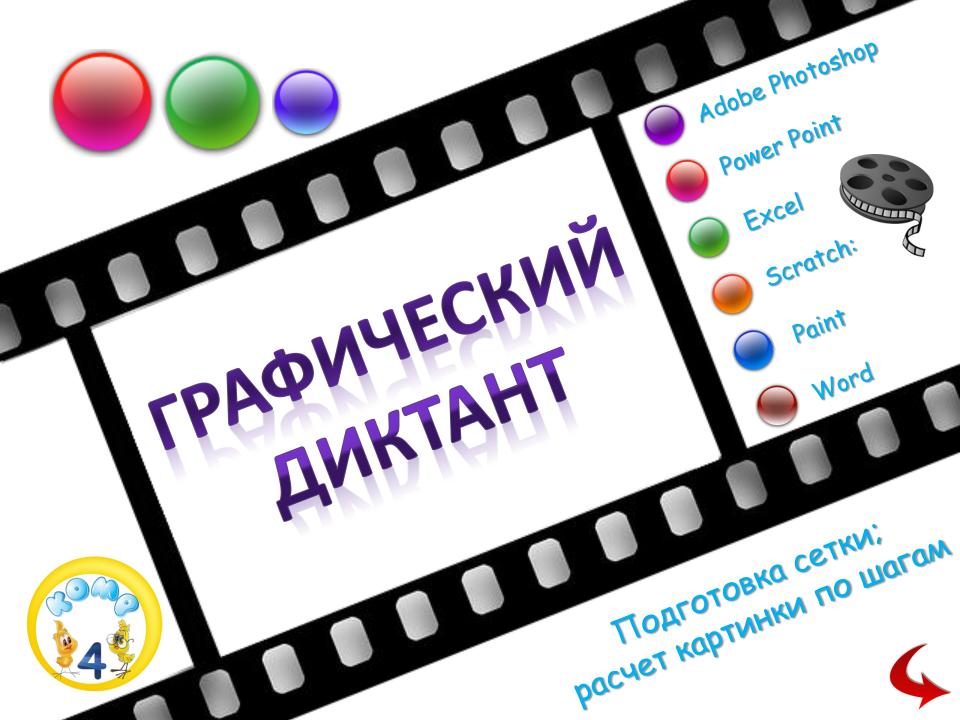


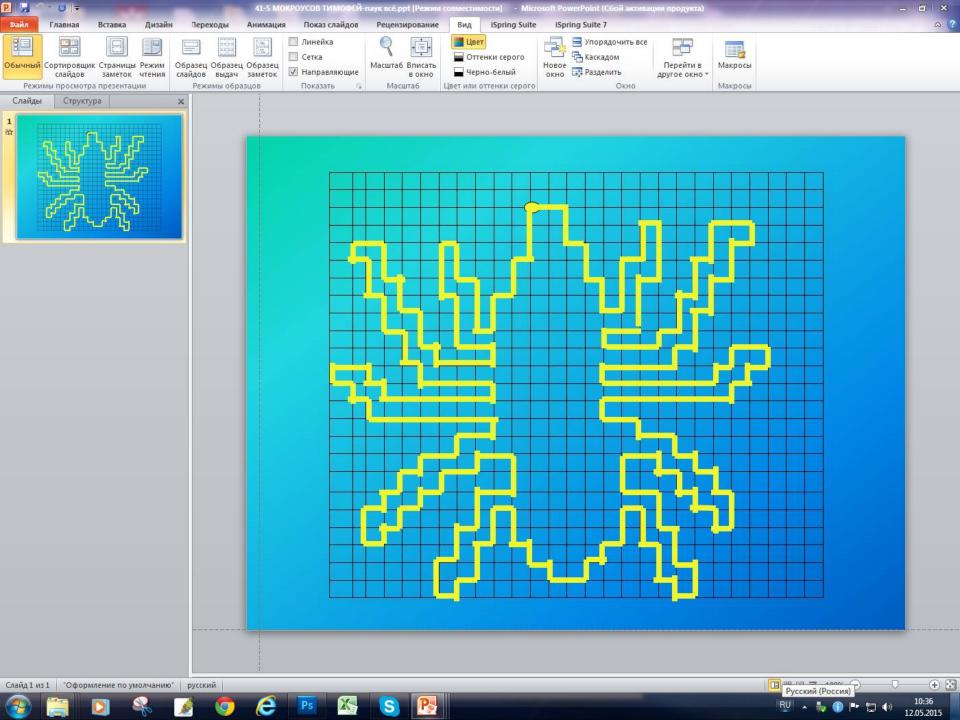


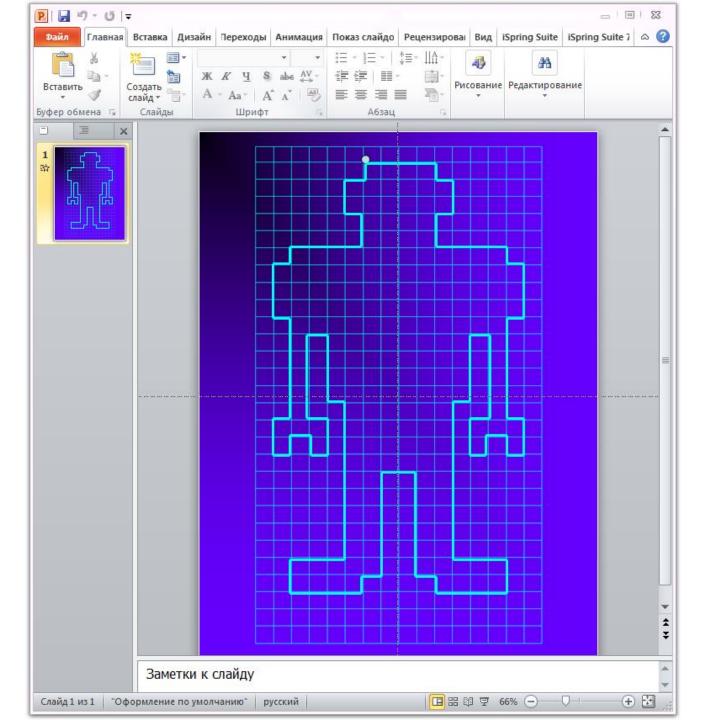


















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