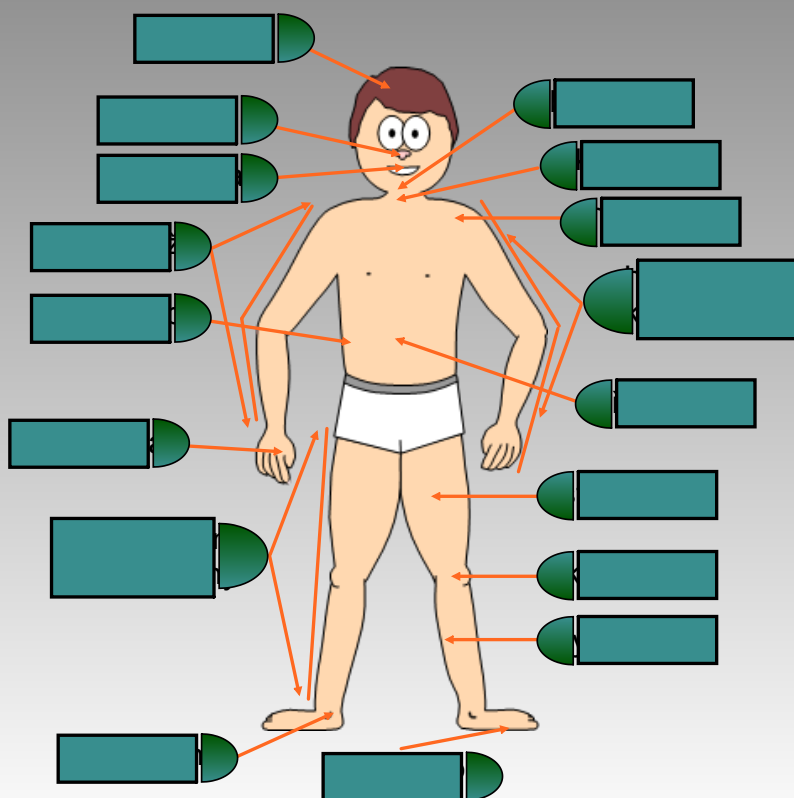
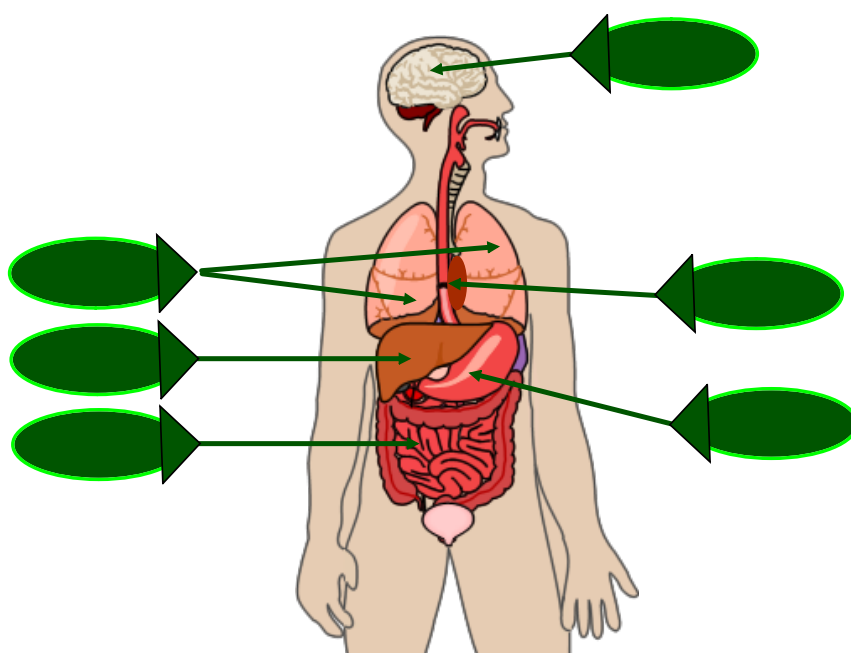


Urči části těla, pojmenuj je
(kontrola - klepni na kartičku)

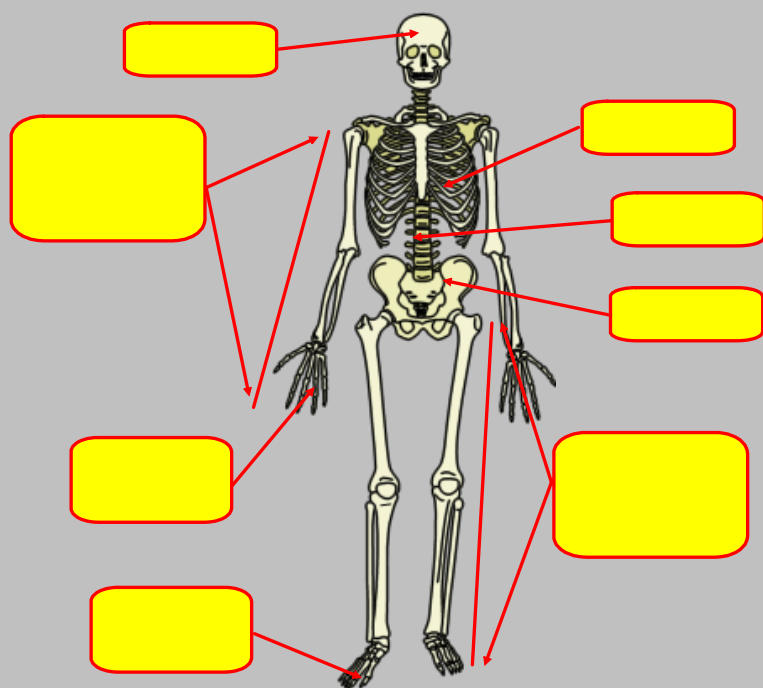


1.4 OPERAČNÍ PROGRAM VZDĚLÁVÁNÍ PRO KONKURENCESCHOPNOST
© Mgr. Zbyněk Zeman - ZŠ a MŠ Staré Hobzí

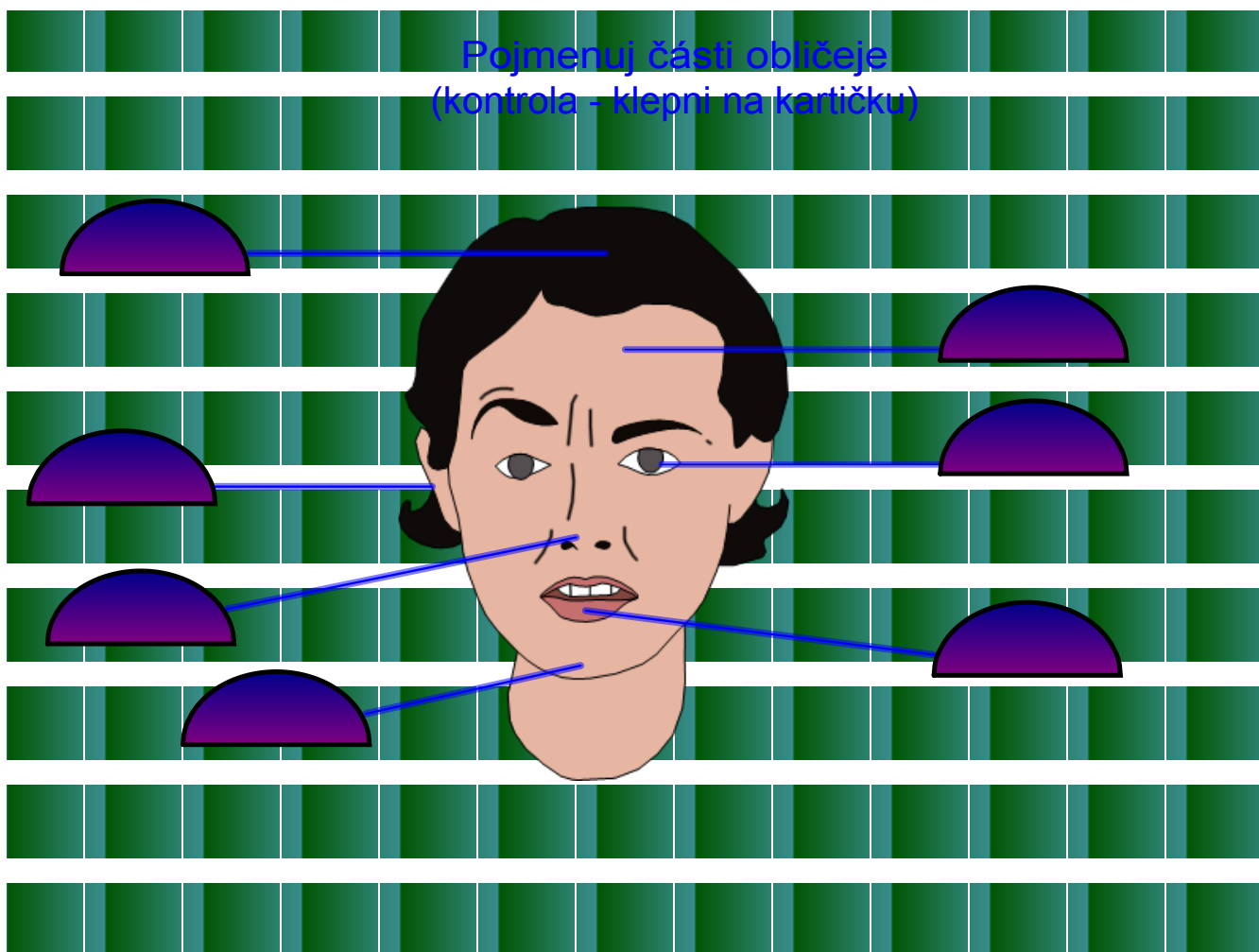
Urči vnitřní orgány těla, pojmenuj je
(kontrola - klepni na šipku)



Urči části kostry, pojmenuj je
(kontrola - klepni na kartičku)



Pojmenuj části obličeje
(kontrola - klepni na kartičku)



Hledej dvojice SMYSL - ORGÁN

The image shows a digital interface for a matching game. At the top, there are two buttons labeled "Edit" and "Reset". In the top right corner, there is a circular button with a question mark. The main area contains ten blue, 3D-style buttons arranged in two rows of five. The top row contains buttons numbered 1 through 5, and the bottom row contains buttons numbered 6 through 10. The buttons are intended for selecting items to be matched.