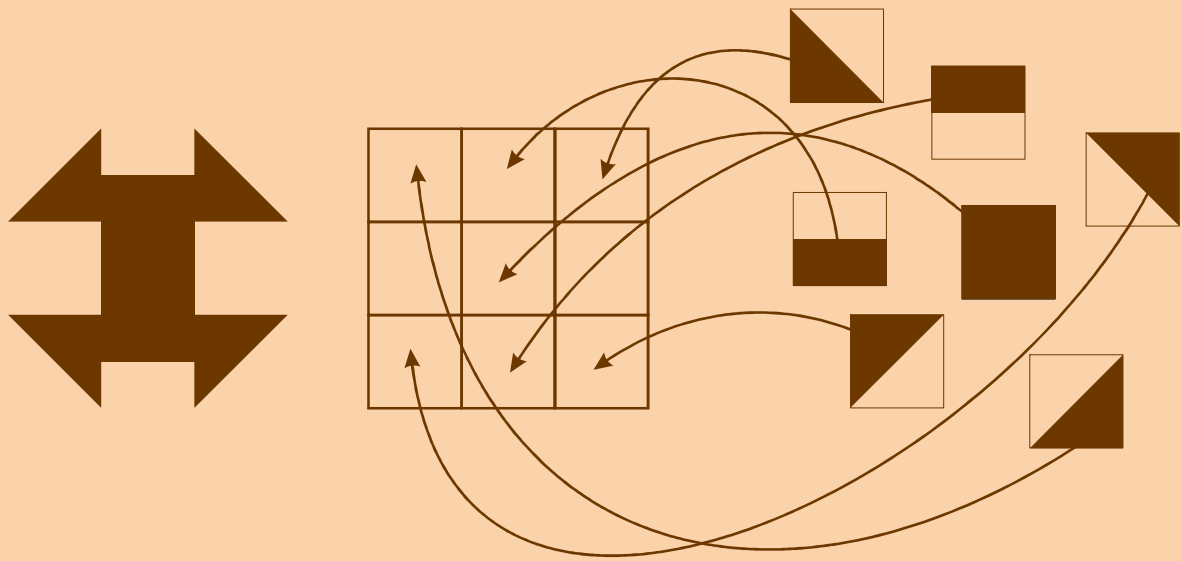




ЛУГРАМ

Author: Branko Lučić
bl_lule@hotmail.com
www.lugram.net

ЛУГРАМ



an example of a LUGRAM task

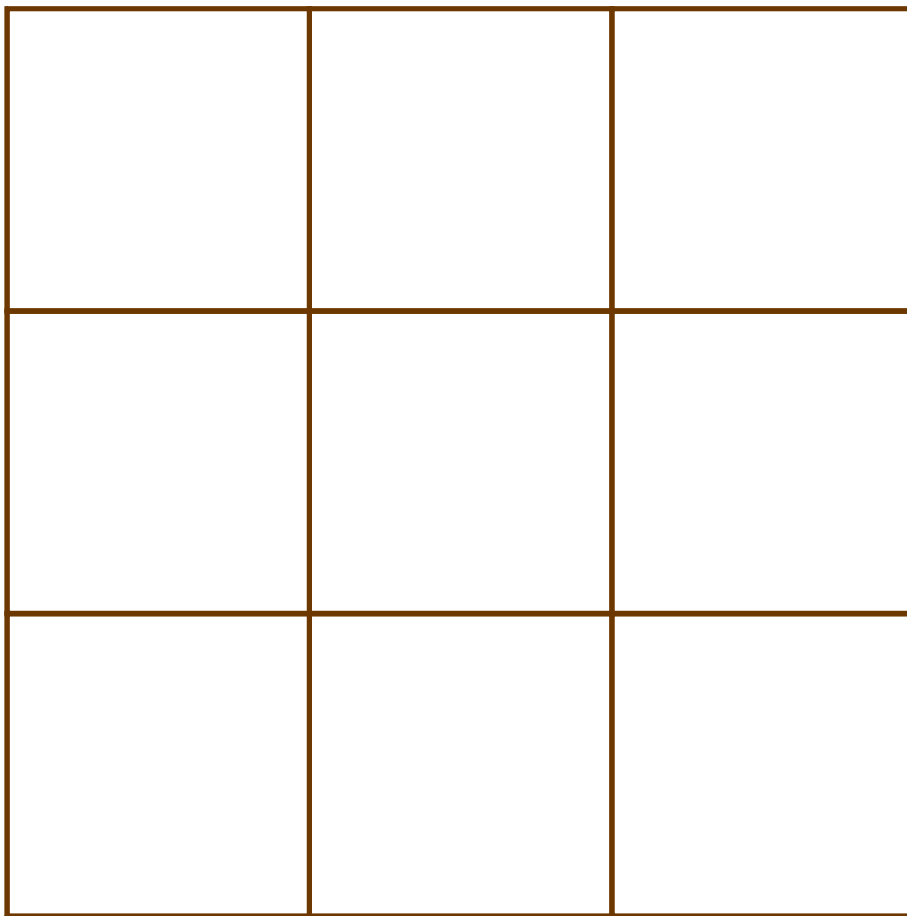
Lugram is a geometrical puzzle game.

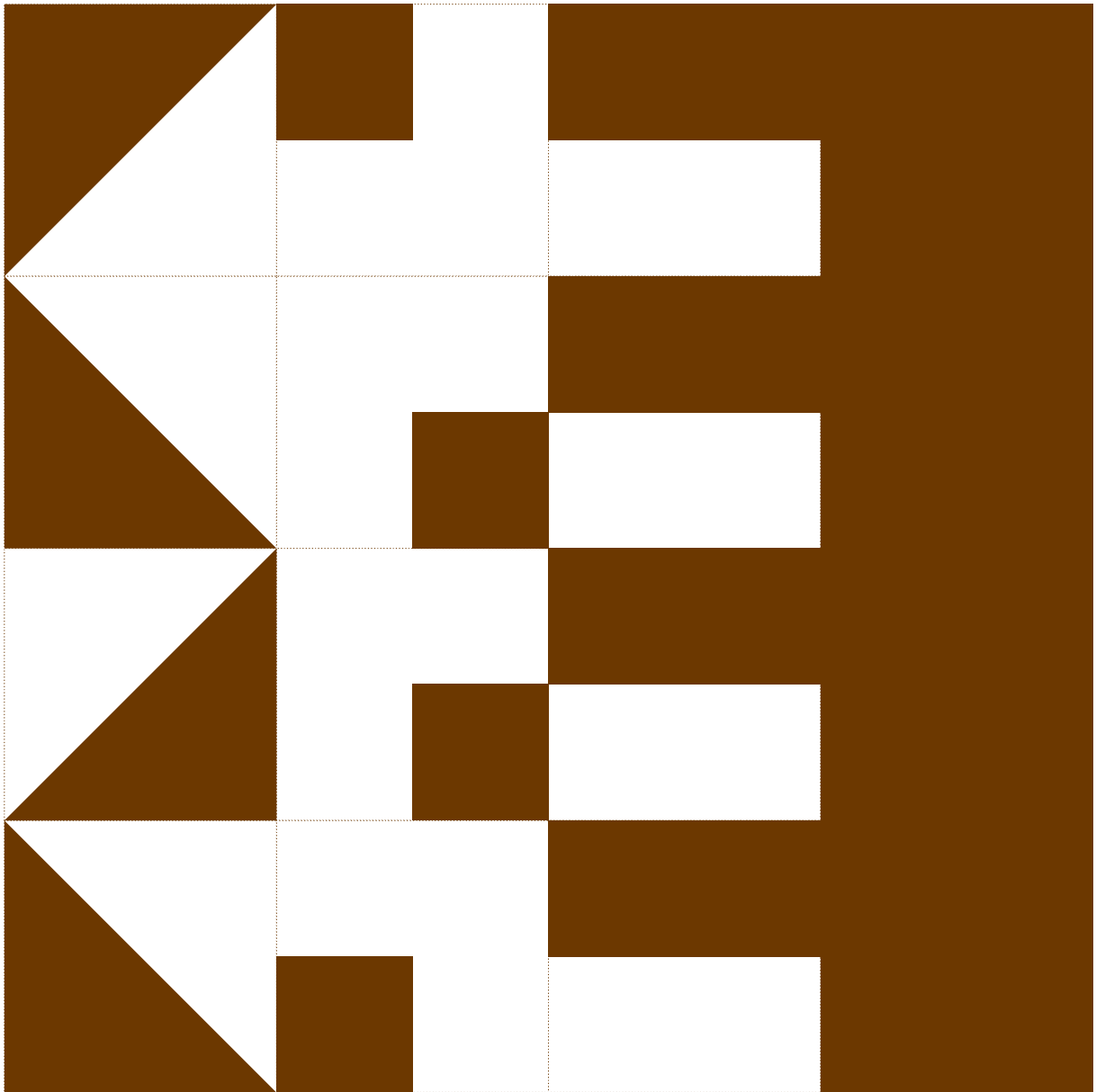
The main goal of the game is to construct a given geometric figure using the offered constituent elements. A LUGRAM task appears as a geometric figure created in a square matrix of size 3x3, 5x5 or 7x7 square-shaped elements. In the basic setting, they contain square, rectangle or triangle shapes.

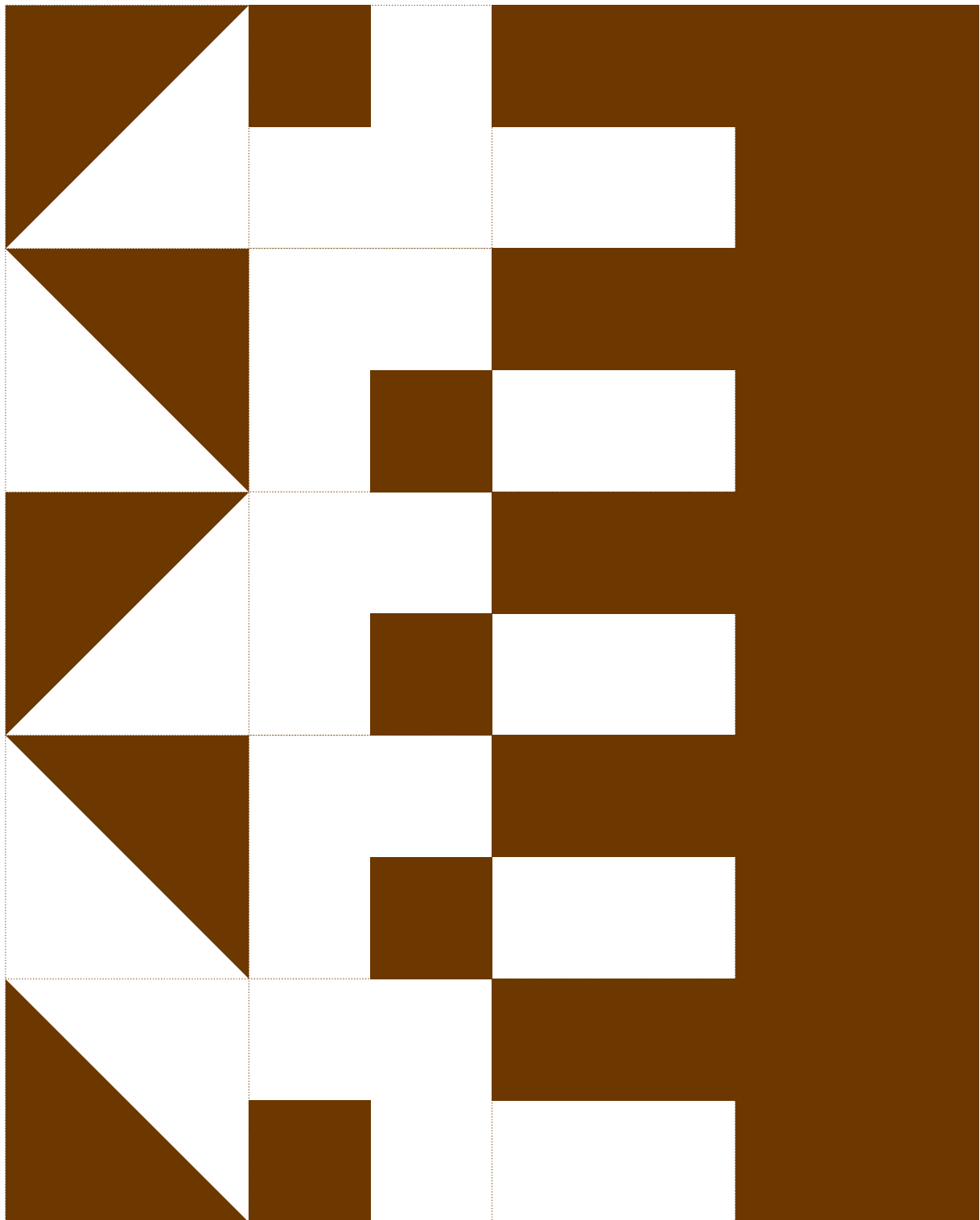
The basic version (matrix of 3x3 squares) has been applied in working with pupils of a regular primary school (grades I-IV).

Author

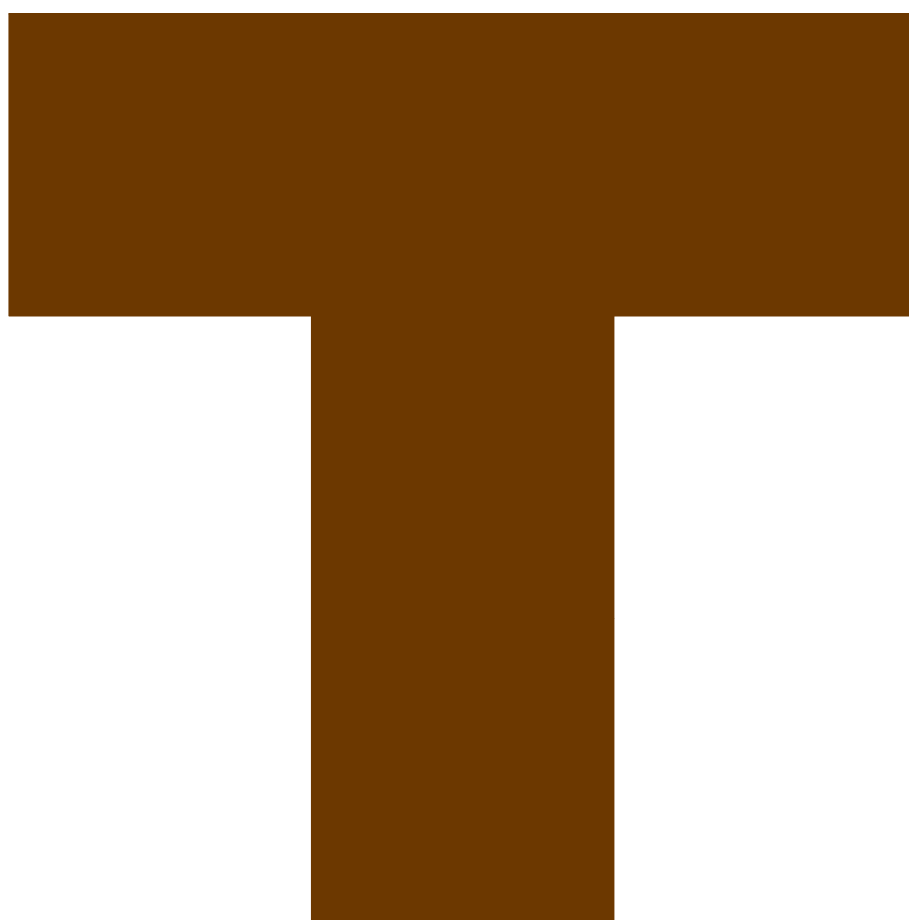
The grid where the
target figure need to be formed



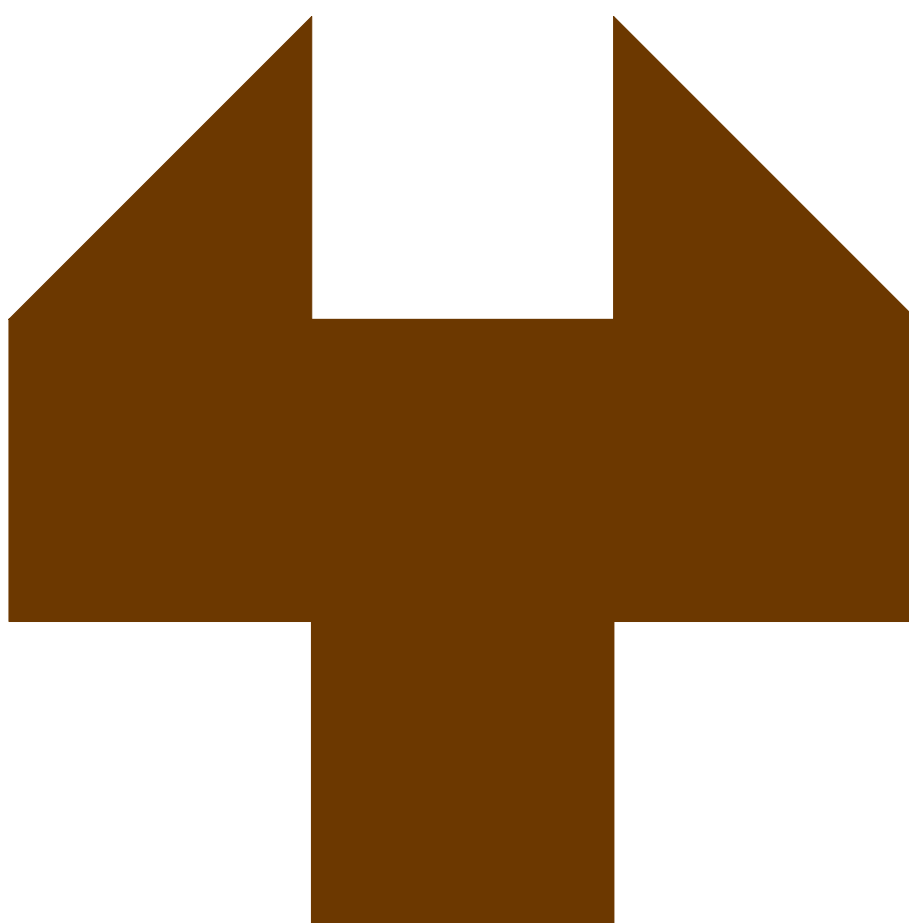




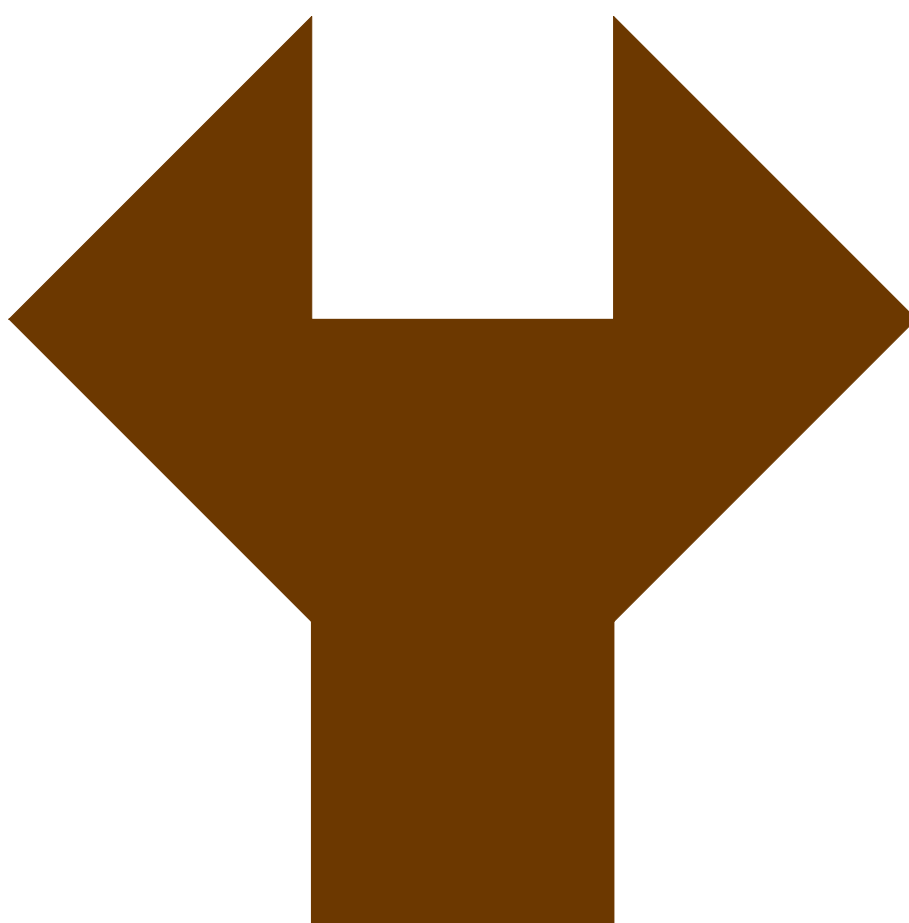
Zadatak 1



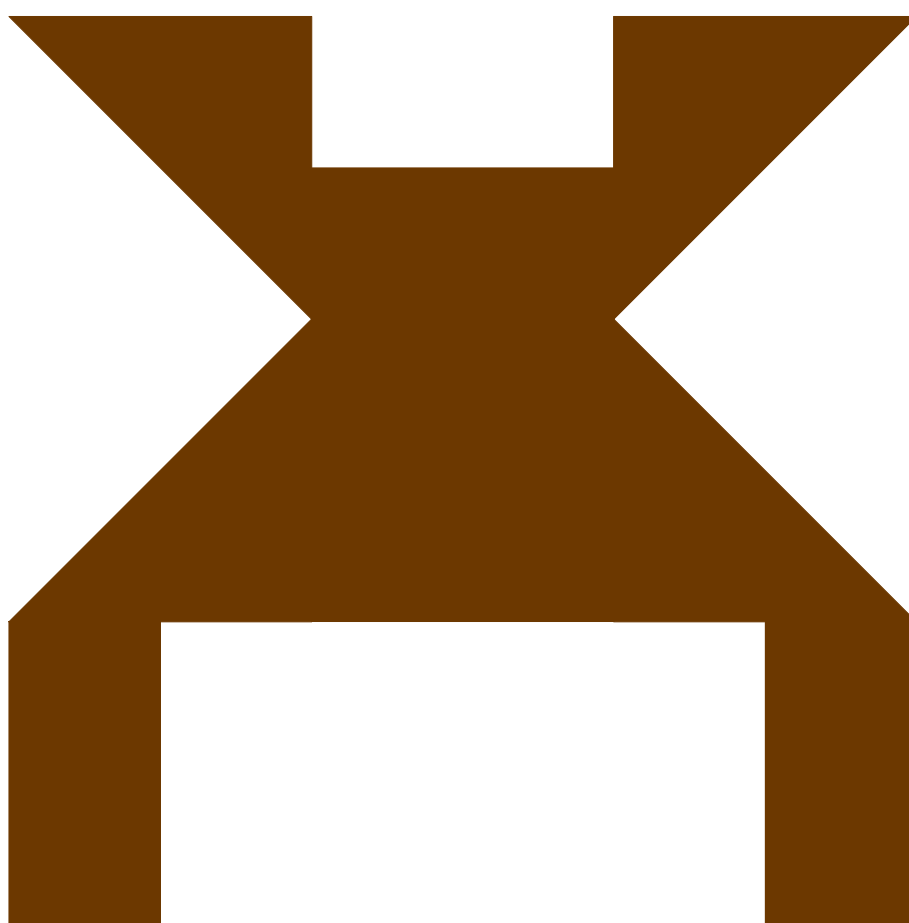
Zadatak 2



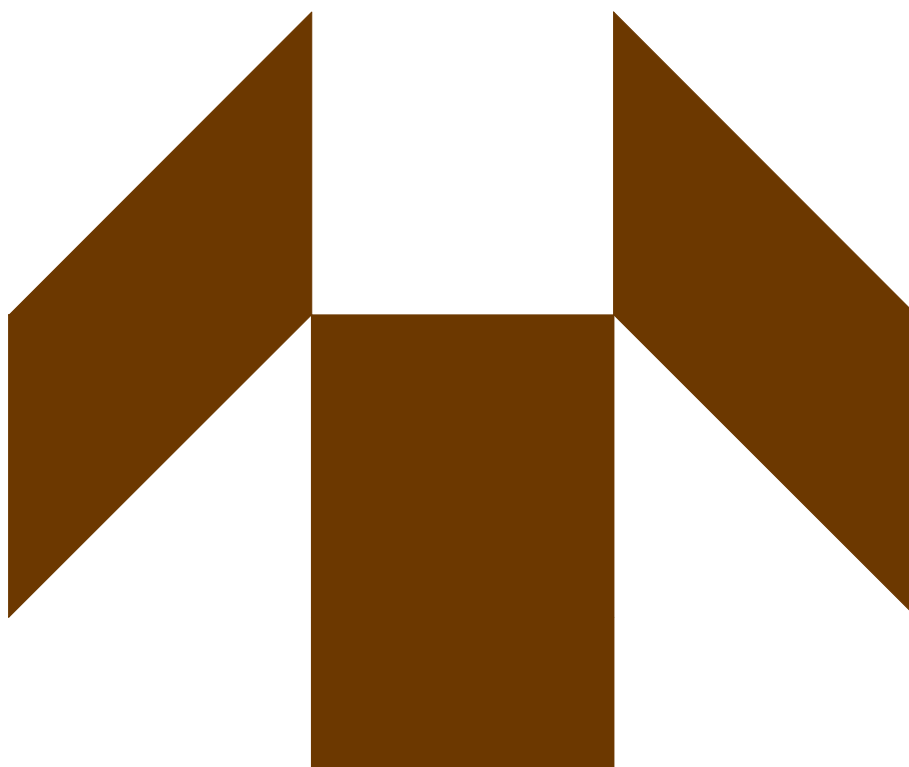
Zadatak 3



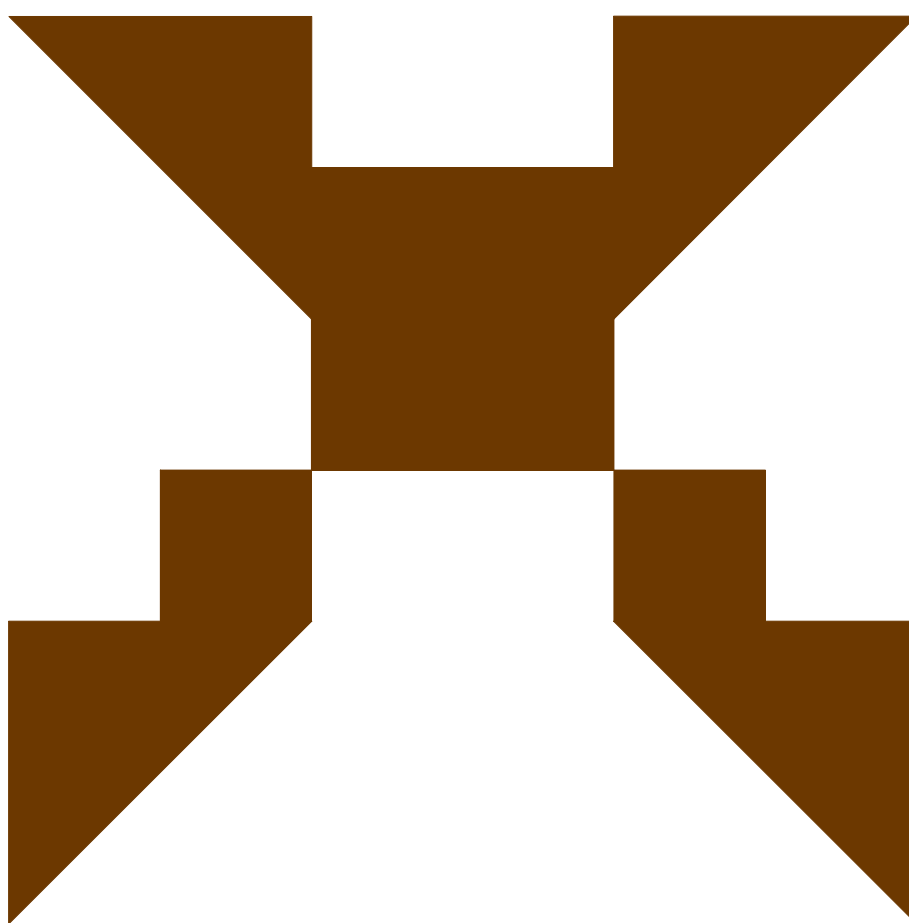
Zadatak 4



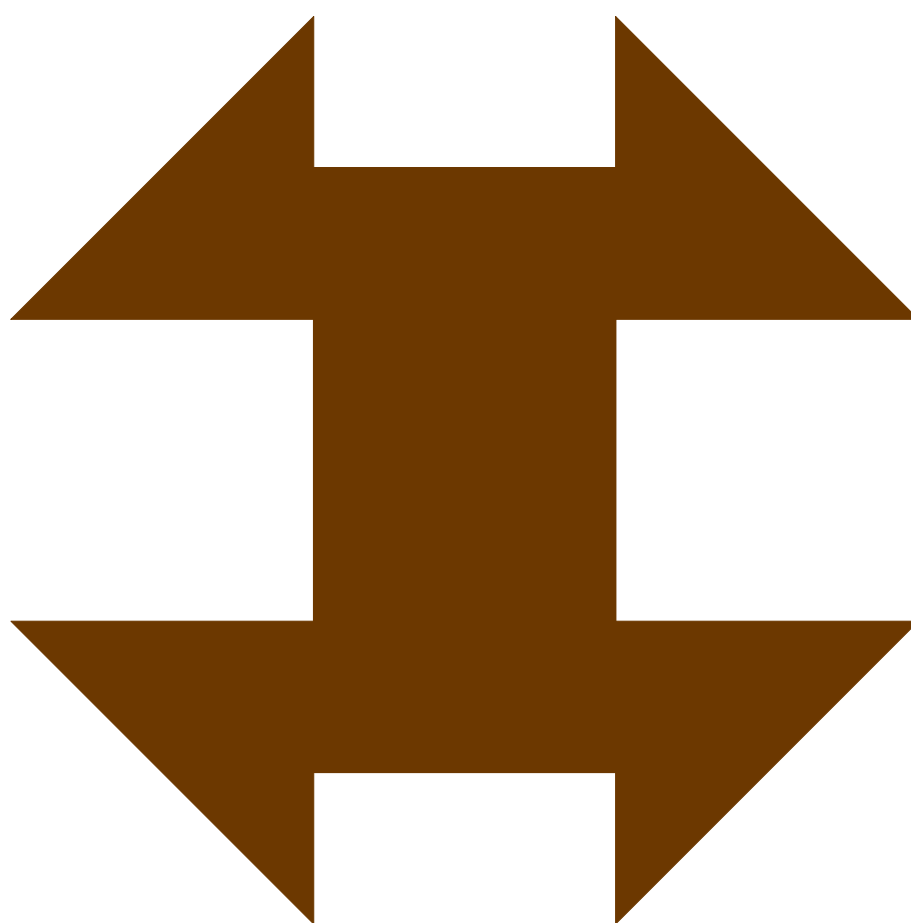
Zadatak 5



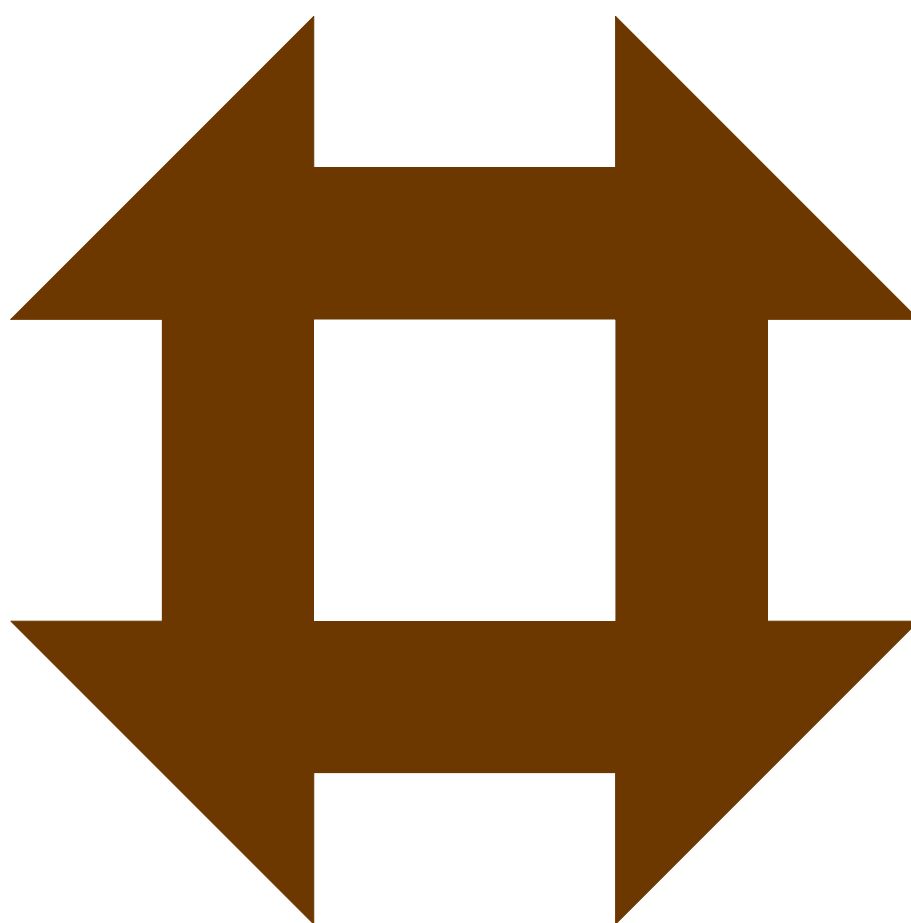
Zadatak 6



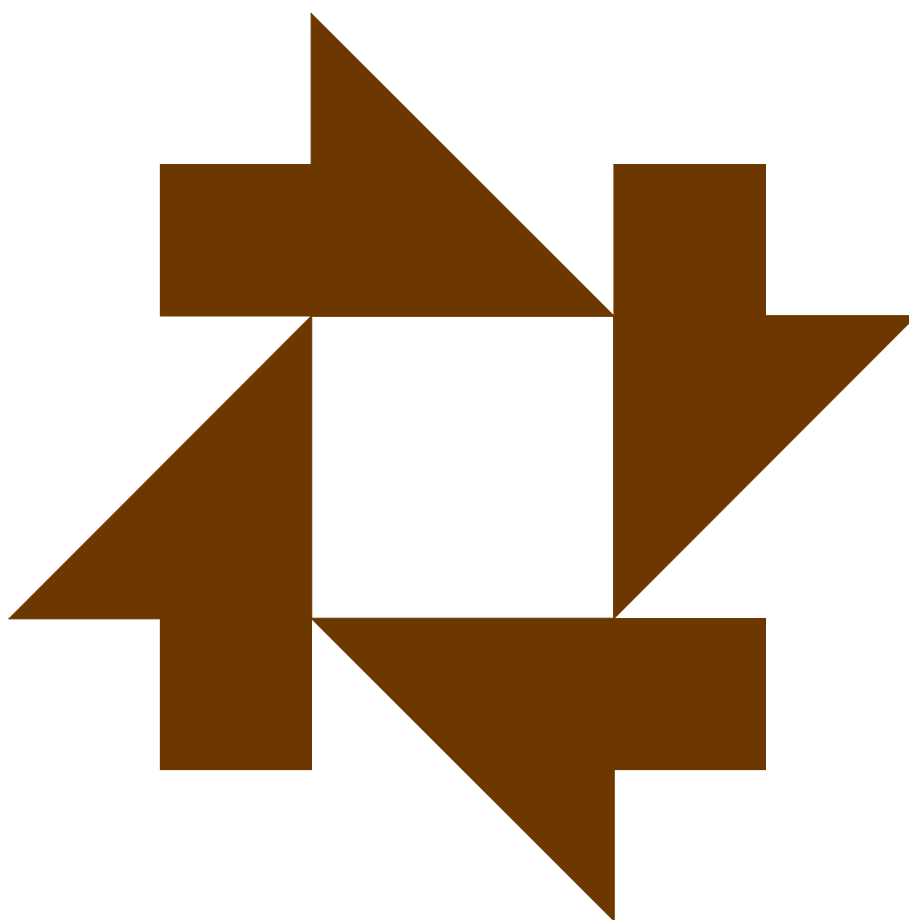
Zadatak 7

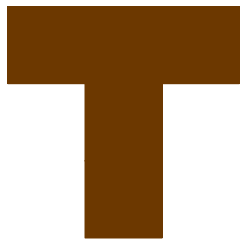


Zadatak 8



Zadatak 9

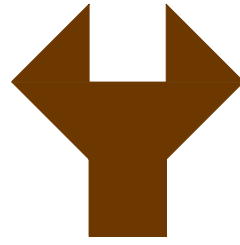




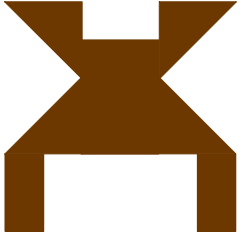
1



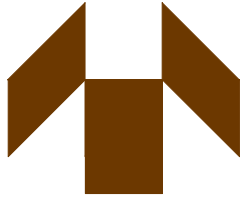
2



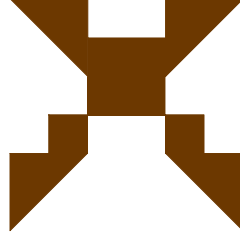
3



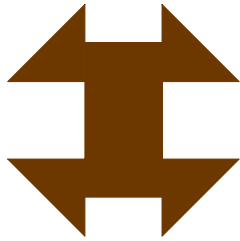
4



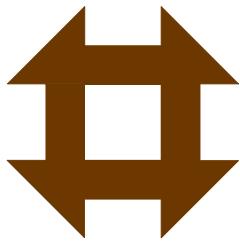
5



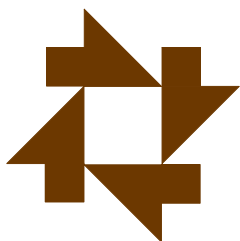
6



7



8



9



LUGRAM

Student's collection of tasks
OŠ "20.oktobar" Sivac
(2005/06)

