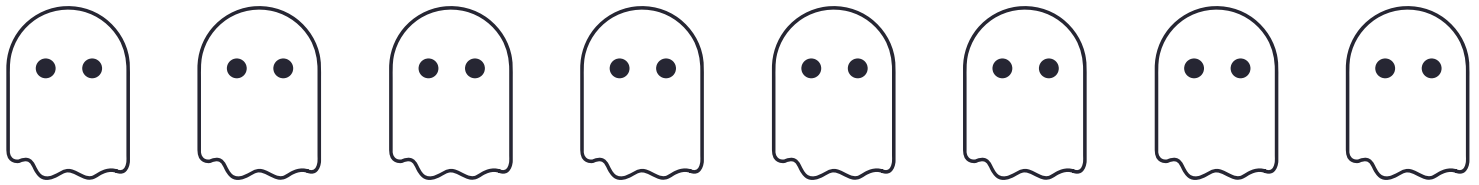
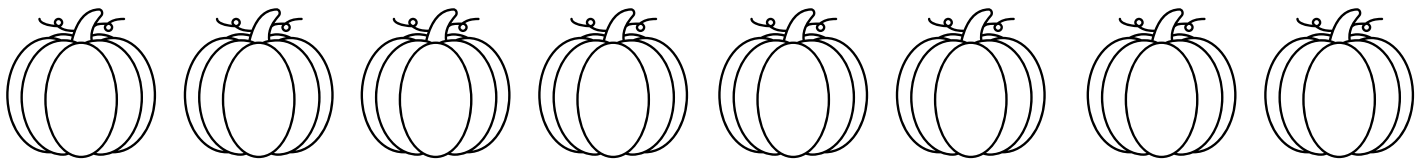


# WYZWANIA LOGOPEDYCZNE

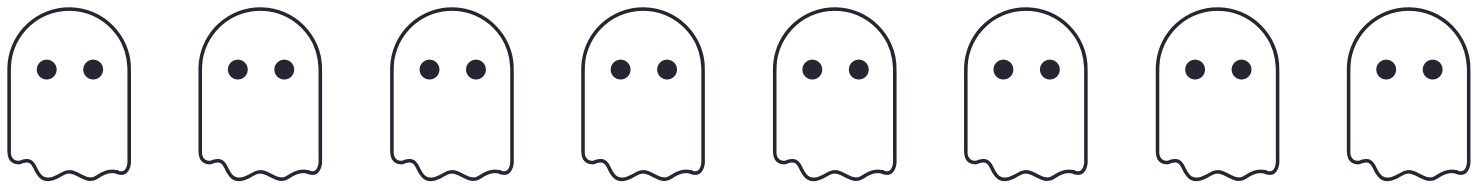
Język koszyk przez 5sekund



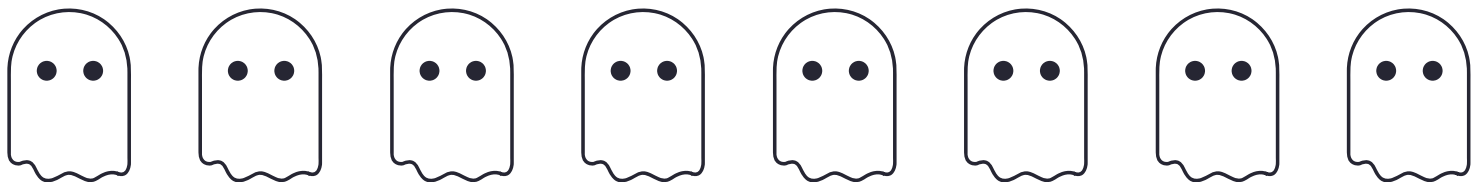
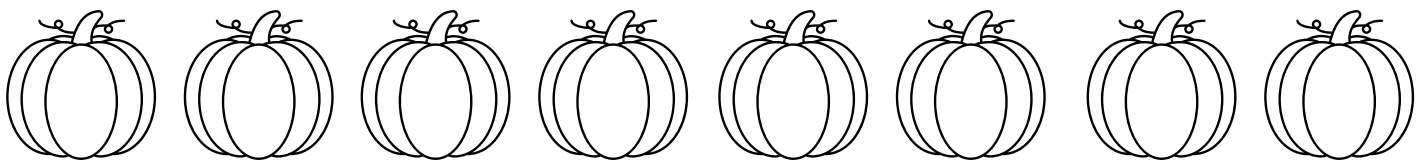
Język koszyk- język kobra (na zmianę)



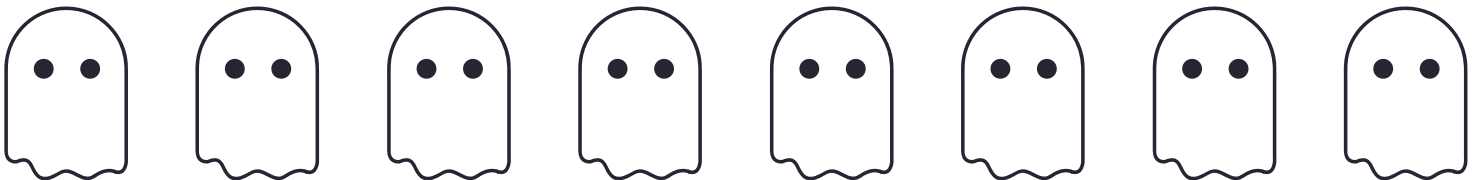
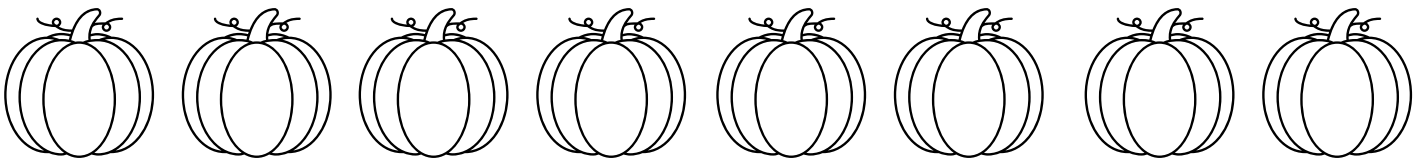
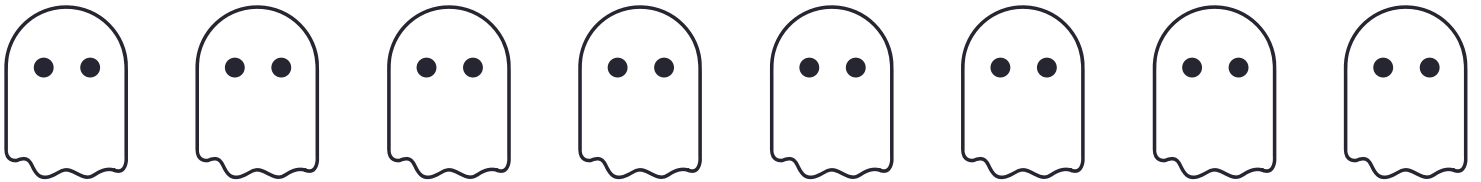
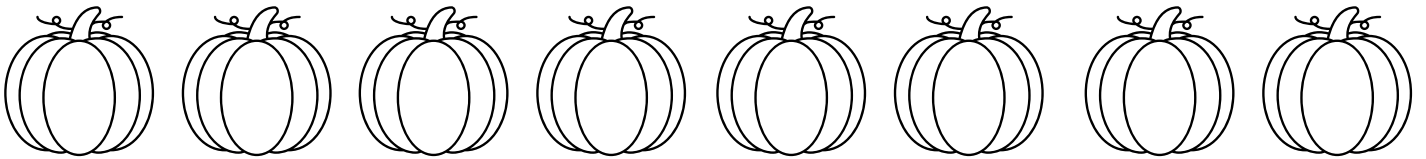
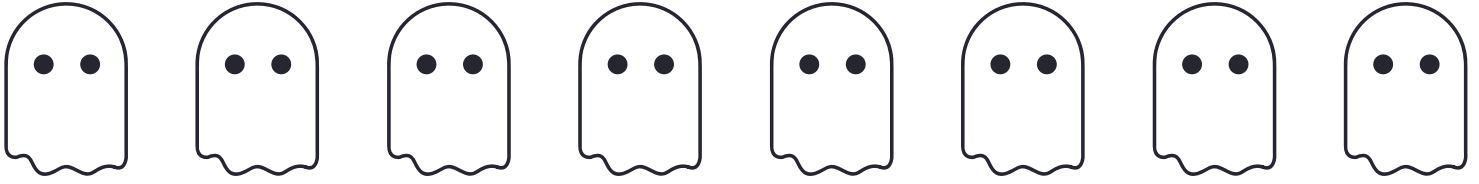
Buzia otwarta jak do "a", szeroki język uderza o wałek  
dziąsłowy



Przygryzamy gryzaka/rurkę- powoli i delikatnie (lewa i prawa  
strona po 10 razy)

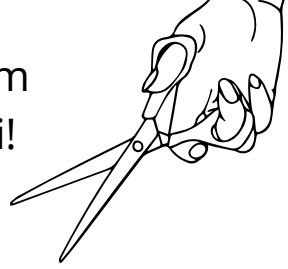


# WYZWANIA LOGOPEDYCZNE

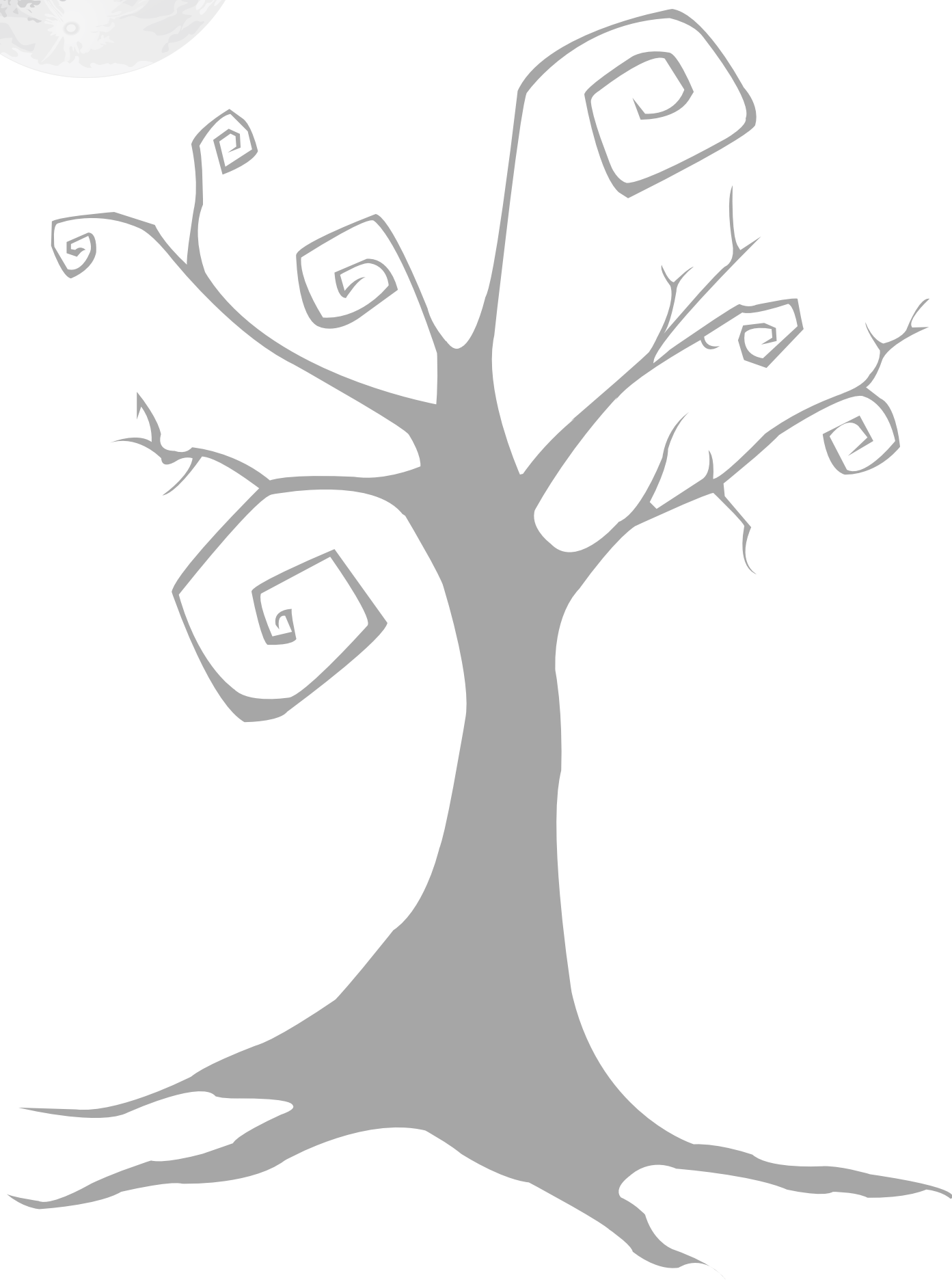


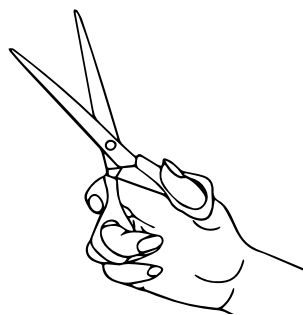
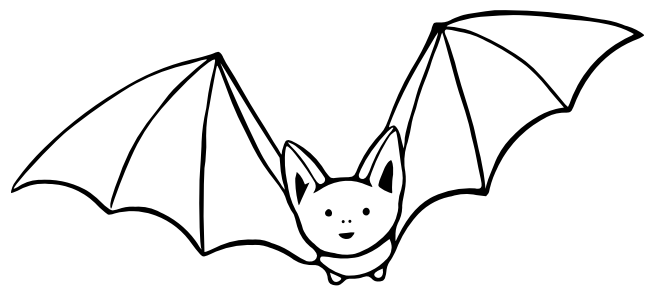
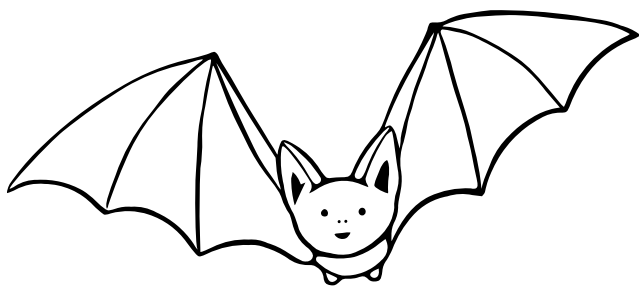
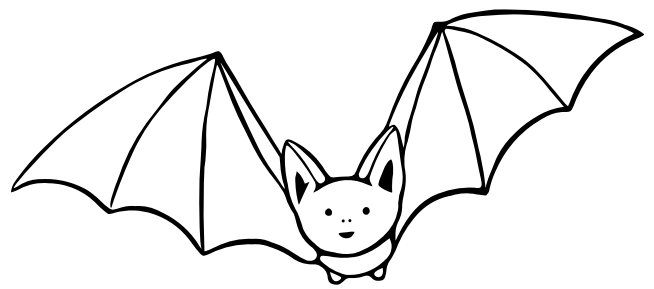
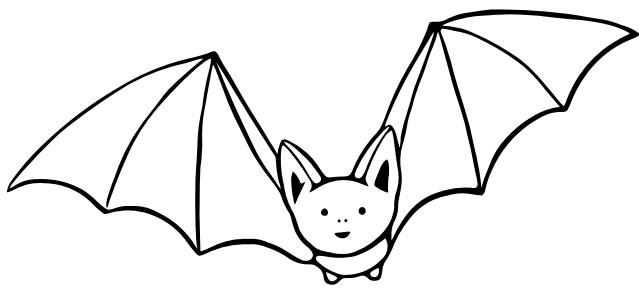
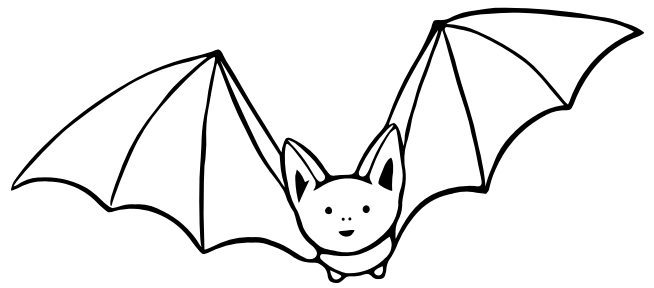
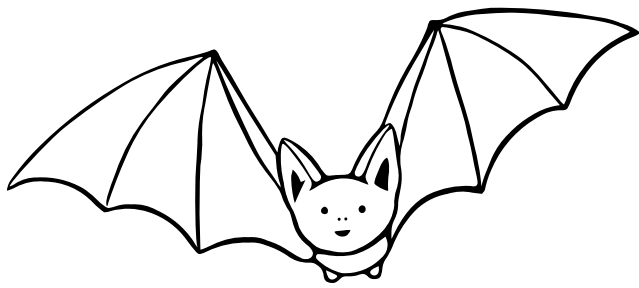
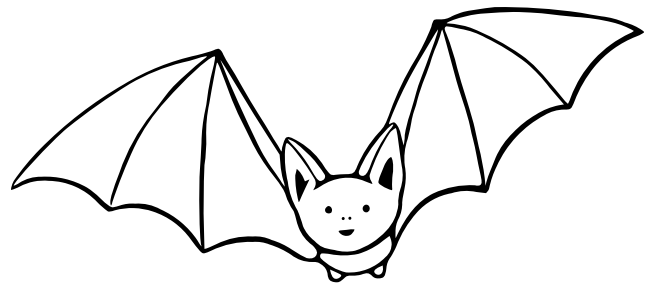
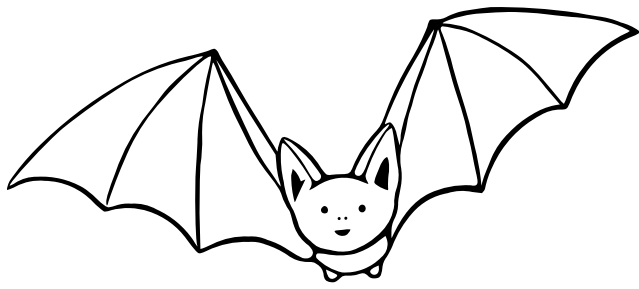
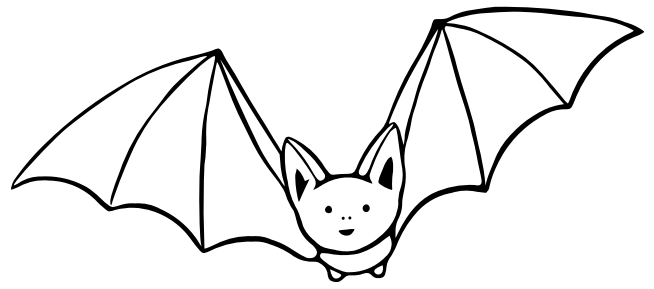
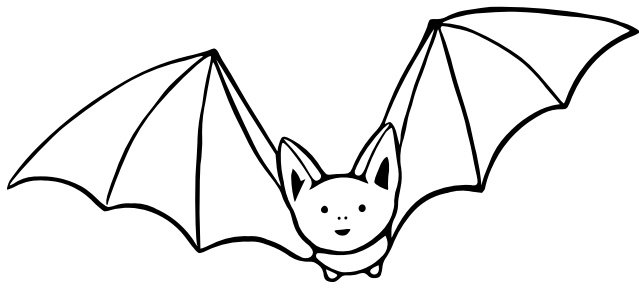


Wytnij elementy i przenieś je słomką na kartę z nawiedzonym domem. Pamiętaj aby słomkę trzymać wargami, nie zębami!



Ułóż wycięte nietoperze na drzewie. Następnie delikatnie  
zdmuchnij je za pomocą słomki lub ust- pilnuj strumienia  
powietrza.





Ozdób dynie w dowolny sposób. Podczas ozdabiania pilnuj języka na podniebieniu.

