

LEMBAR KERJA MONTESSORI



NAMA: _____

MAKANAN UTUH DAN MAKANAN POTONG

Di sebelah kiri, ada makanan utuh. Di sebelah kanan, ada makanan yang dipotong. Gambarlah garis untuk mencocokkannya.



KUNCI JAWABAN



MAKANAN UTUH DAN MAKANAN POTONG

Di sebelah kiri, ada makanan utuh. Di sebelah kanan, ada makanan yang dipotong. Gambarlah garis untuk mencocokkannya.



KUNCI JAWABAN



MAKANAN UTUH DAN MAKANAN POTONG

Di sebelah kiri, ada makanan utuh. Di sebelah kanan, ada makanan yang dipotong. Gambarlah garis untuk mencocokkannya.

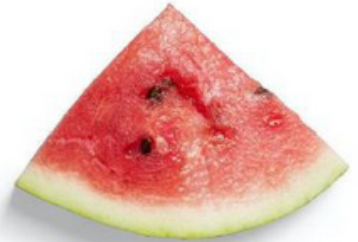


KUNCI JAWABAN



MAKANAN UTUH DAN MAKANAN POTONG

Di sebelah kiri, ada makanan utuh. Di sebelah kanan, ada makanan yang dipotong. Gambarlah garis untuk mencocokkannya.

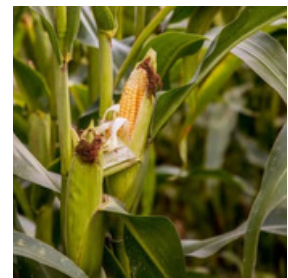
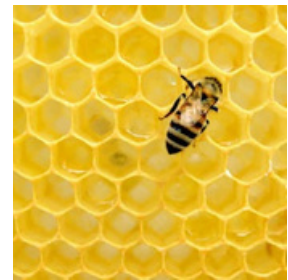


KUNCI JAWABAN

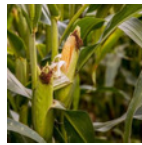


DARI MANA SESUATU BERASAL

Gambarkan garis untuk mencocokkan setiap item dengan asal usulnya.

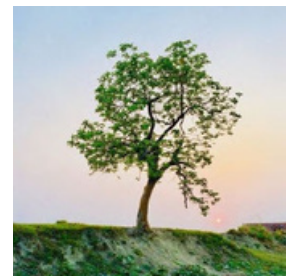
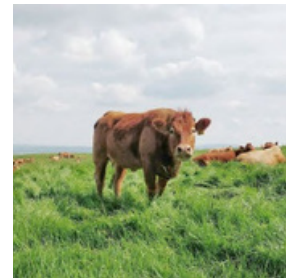


KUNCI JAWABAN

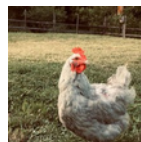
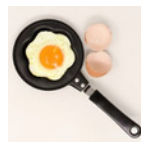
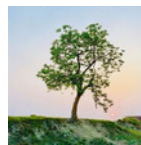
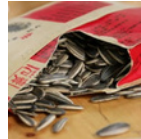


DARI MANA SESUATU BERASAL

Gambarkan garis untuk mencocokkan setiap item dengan asal usulnya.



KUNCI JAWABAN



EMPAT MUSIM

Gambarkan garis untuk mencocokkan setiap foto dengan suatu musim.

Musim semi



Musim panas



Gugur



Musim dingin



KUNCI JAWABAN



Musim
semi



Musim
panas



Gugur



Musim
dingin

EMPAT MUSIM

Gambarkan garis untuk mencocokkan setiap foto dengan suatu musim.

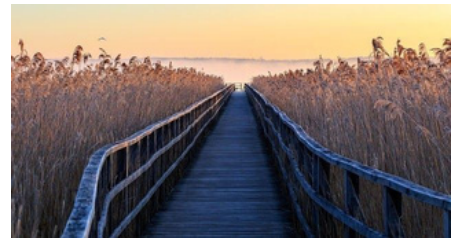
Musim
semi



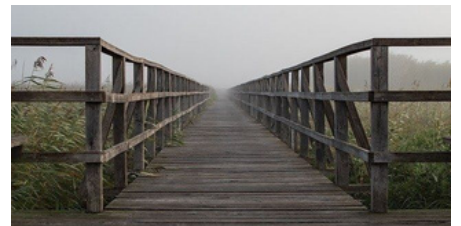
Musim
panas



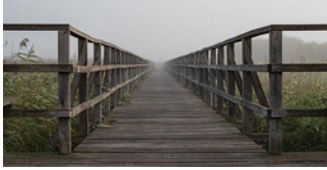
Gugur



Musim
dingin



KUNCI JAWABAN



Musim
semi



Musim
panas



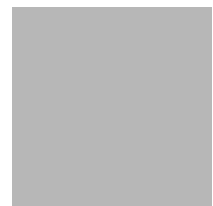
Gugur



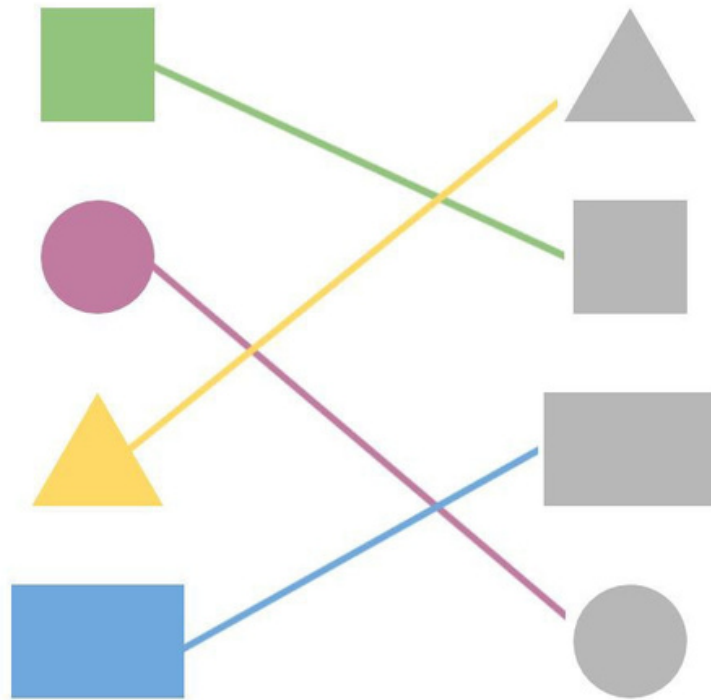
Musim
dingin

MENCOCOKKAN BENTUK

Gambarkan garis untuk mencocokkan bentuk di kiri dan kanan.



KUNCI JAWABAN

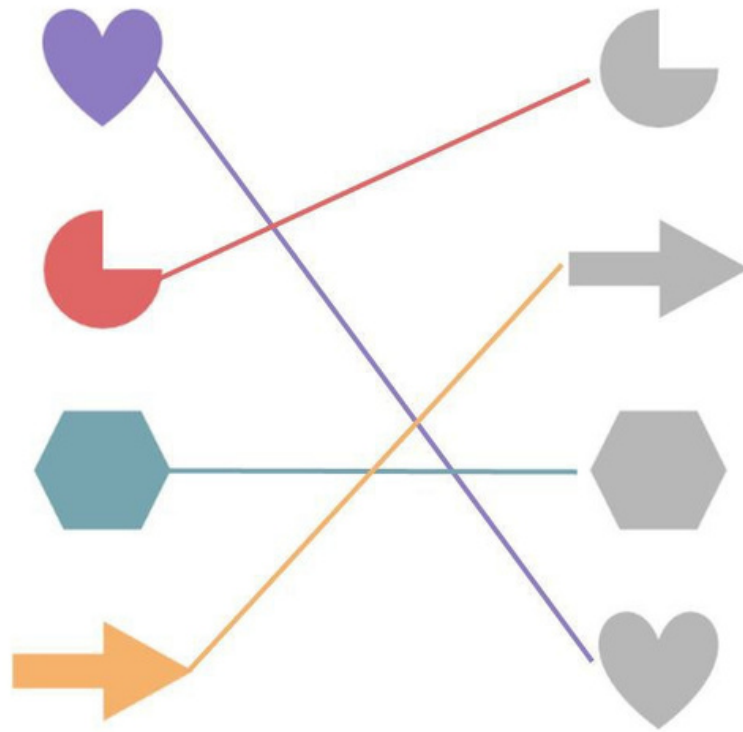


MENCOCOKKAN BENTUK

Gambarkan garis untuk mencocokkan bentuk di kiri dan kanan.



KUNCI JAWABAN

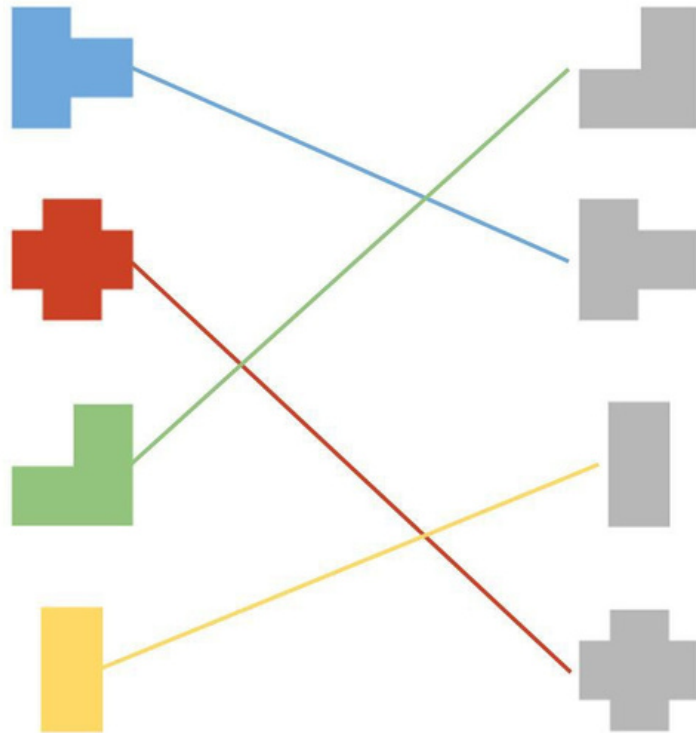


MENCOCOKKAN BENTUK

Gambarkan garis untuk mencocokkan bentuk di kiri dan kanan.



KUNCI JAWABAN

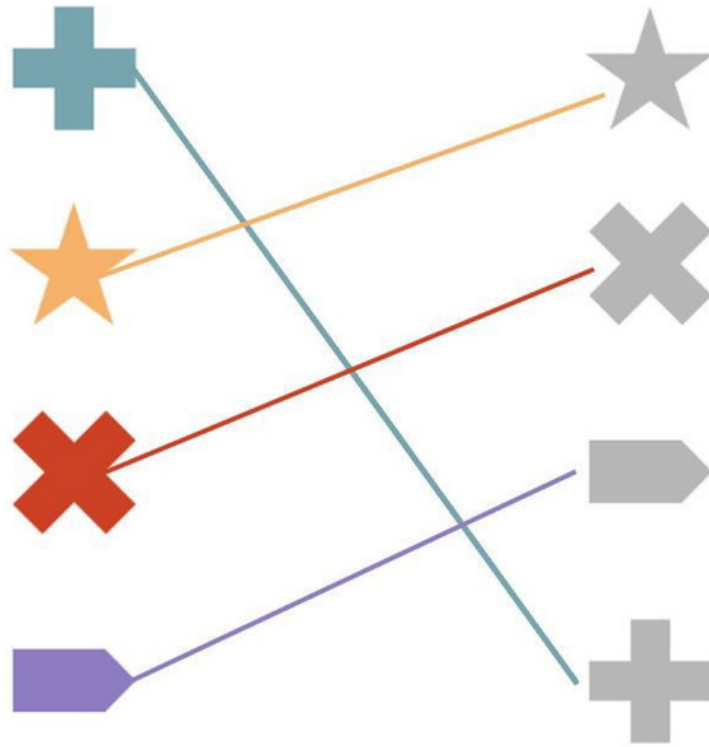


MENCOCOKKAN BENTUK

Gambarkan garis untuk mencocokkan bentuk di kiri dan kanan.



KUNCI JAWABAN



PENAMBAHAN

1

satu



	$1 + 1 =$	
	$1 + 2 =$	
	$1 + 3 =$	
	$1 + 4 =$	
	$1 + 5 =$	
	$1 + 6 =$	
	$1 + 7 =$	
	$1 + 8 =$	
	$1 + 9 =$	

KUNCI JAWABAN

$1 + 1 =$	2
$1 + 2 =$	3
$1 + 3 =$	4
$1 + 4 =$	5
$1 + 5 =$	6
$1 + 6 =$	7
$1 + 7 =$	8
$1 + 8 =$	9
$1 + 9 =$	10

PENAMBAHAN

2

dua



$2 + 1 =$	
$2 + 2 =$	
$2 + 3 =$	
$2 + 4 =$	
$2 + 5 =$	
$2 + 6 =$	
$2 + 7 =$	
$2 + 8 =$	
$2 + 9 =$	

KUNCI JAWABAN

$2 + 1 =$	3
$2 + 2 =$	4
$2 + 3 =$	5
$2 + 4 =$	6
$2 + 5 =$	7
$2 + 6 =$	8
$2 + 7 =$	9
$2 + 8 =$	10
$2 + 9 =$	11

PENAMBAHAN

3

tiga



$3 + 1 =$

$3 + 2 =$	
$3 + 3 =$	
$3 + 4 =$	
$3 + 5 =$	
$3 + 6 =$	
$3 + 7 =$	
$3 + 8 =$	
$3 + 9 =$	

KUNCI JAWABAN

$3 + 1 =$	4
$3 + 2 =$	5
$3 + 3 =$	6
$3 + 4 =$	7
$3 + 5 =$	8
$3 + 6 =$	9
$3 + 7 =$	10
$3 + 8 =$	11
$3 + 9 =$	12

PENAMBAHAN

4

empat



$4 + 1 =$	
$4 + 2 =$	
$4 + 3 =$	
$4 + 4 =$	
$4 + 5 =$	
$4 + 6 =$	
$4 + 7 =$	
$4 + 8 =$	
$4 + 9 =$	

KUNCI JAWABAN

$4 + 1 =$	5
$4 + 2 =$	6
$4 + 3 =$	7
$4 + 4 =$	8
$4 + 5 =$	9
$4 + 6 =$	10
$4 + 7 =$	11
$4 + 8 =$	12
$4 + 9 =$	13

PENAMBAHAN

5

lima



	$5 + 1 =$	
	$5 + 2 =$	
	$5 + 3 =$	
	$5 + 4 =$	
	$5 + 5 =$	
	$5 + 6 =$	
	$5 + 7 =$	
	$5 + 8 =$	
	$5 + 9 =$	

KUNCI JAWABAN

$5 + 1 =$	6
$5 + 2 =$	7
$5 + 3 =$	8
$5 + 4 =$	9
$5 + 5 =$	10
$5 + 6 =$	11
$5 + 7 =$	12
$5 + 8 =$	13
$5 + 9 =$	14

PENAMBAHAN

6

enam



$6 + 1 =$	_____
$6 + 2 =$	_____
$6 + 3 =$	_____
$6 + 4 =$	_____
$6 + 5 =$	_____
$6 + 6 =$	_____
$6 + 7 =$	_____
$6 + 8 =$	_____
$6 + 9 =$	

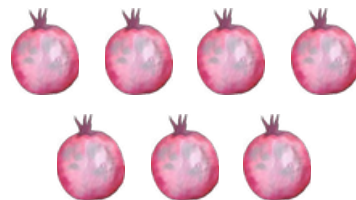
KUNCI JAWABAN

$6 + 1 =$	7
$6 + 2 =$	8
$6 + 3 =$	9
$6 + 4 =$	10
$6 + 5 =$	11
$6 + 6 =$	12
$6 + 7 =$	13
$6 + 8 =$	14
$6 + 9 =$	15

PENAMBAHAN

7

tujuh



$7 + 1 =$	
$7 + 2 =$	
$7 + 3 =$	
$7 + 4 =$	
$7 + 5 =$	
$7 + 6 =$	
$7 + 7 =$	
$7 + 8 =$	
$7 + 9 =$	

KUNCI JAWABAN

$7 + 1 =$	8
$7 + 2 =$	9
$7 + 3 =$	10
$7 + 4 =$	11
$7 + 5 =$	12
$7 + 6 =$	13
$7 + 7 =$	14
$7 + 8 =$	15
$7 + 9 =$	16

PENAMBAHAN

8

delapan



	$8 + 1 =$	
	$8 + 2 =$	
	$8 + 3 =$	
	$8 + 4 =$	
	$8 + 5 =$	
	$8 + 6 =$	
	$8 + 7 =$	
	$8 + 8 =$	
	$8 + 9 =$	

KUNCI JAWABAN

$8 + 1 =$	9
$8 + 2 =$	10
$8 + 3 =$	11
$8 + 4 =$	12
$8 + 5 =$	13
$8 + 6 =$	14
$8 + 7 =$	15
$8 + 8 =$	16
$8 + 9 =$	17

PENAMBAHAN

9 sembilan



	$9 + 1 =$	
	$9 + 2 =$	
	$9 + 3 =$	
	$9 + 4 =$	
	$9 + 5 =$	
	$9 + 6 =$	
	$9 + 7 =$	
	$9 + 8 =$	
	$9 + 9 =$	

KUNCI JAWABAN

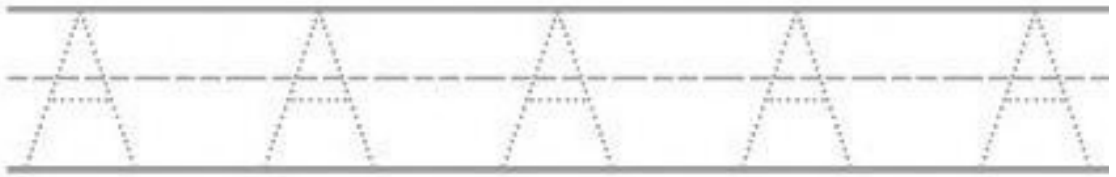
$9 + 1 =$	10
$9 + 2 =$	11
$9 + 3 =$	12
$9 + 4 =$	13
$9 + 5 =$	14
$9 + 6 =$	15
$9 + 7 =$	16
$9 + 8 =$	17
$9 + 9 =$	18

ALFABET

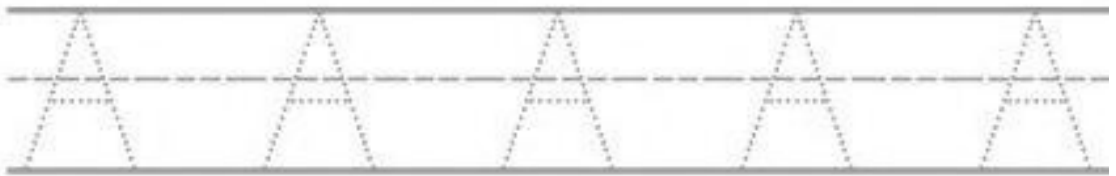
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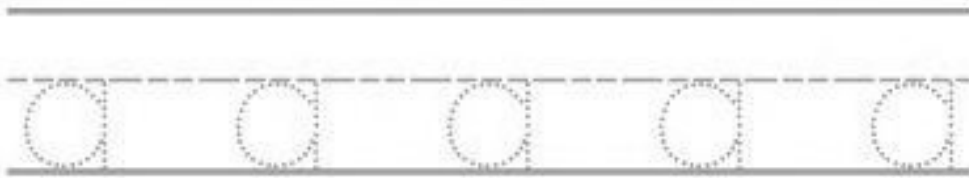
A



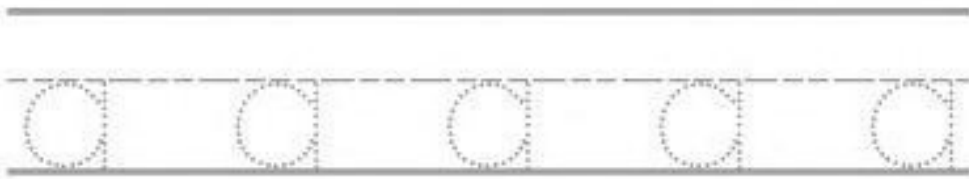
A



a



a

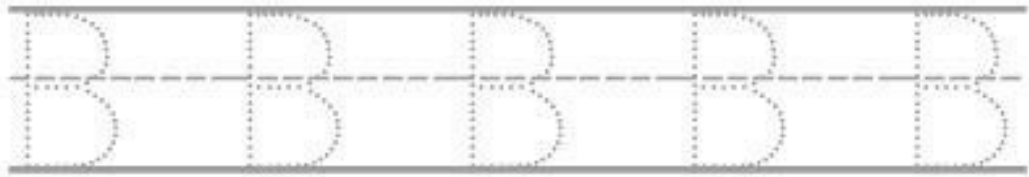


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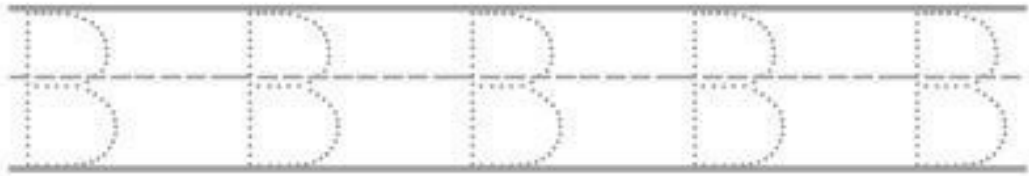
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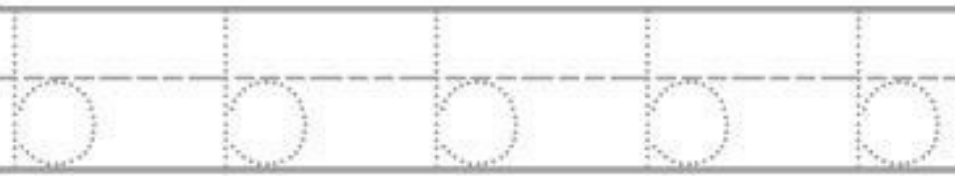
B



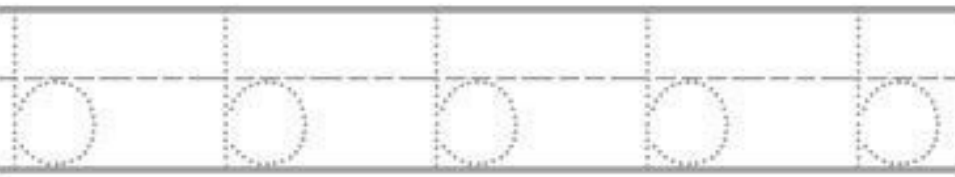
B



b



b

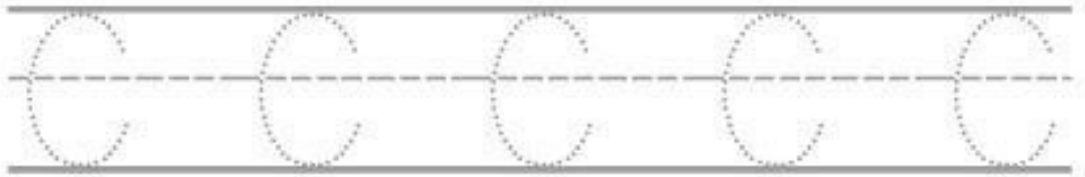


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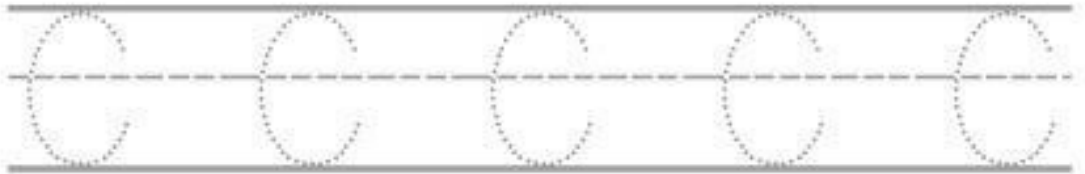
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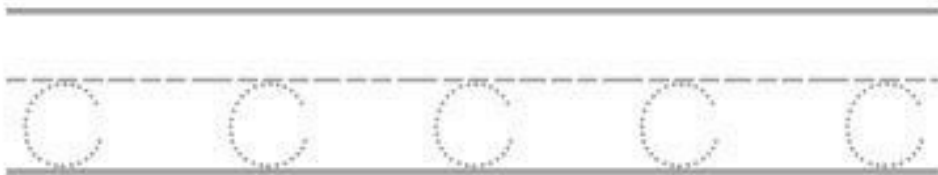
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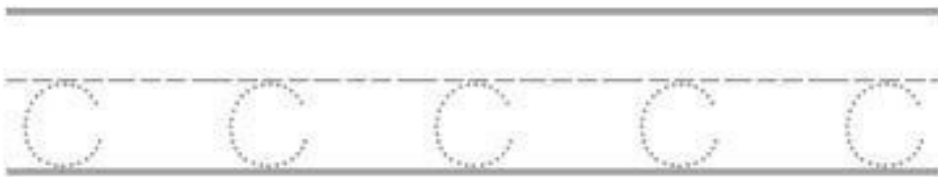
C



C



C

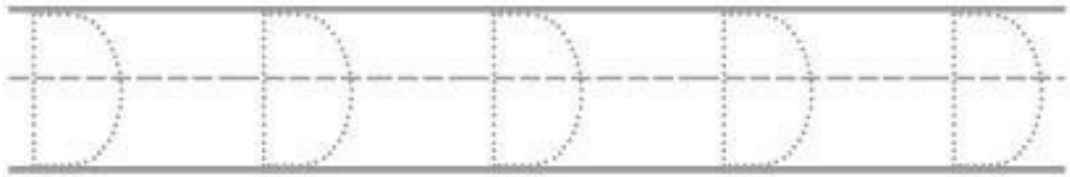


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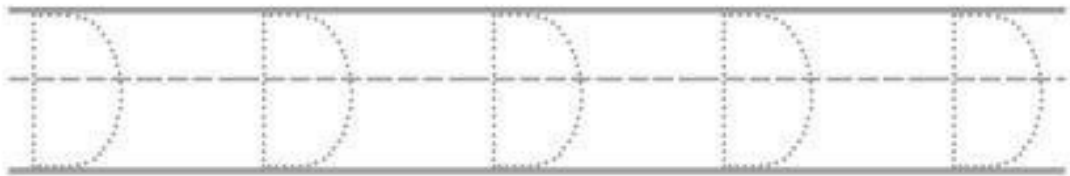
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D



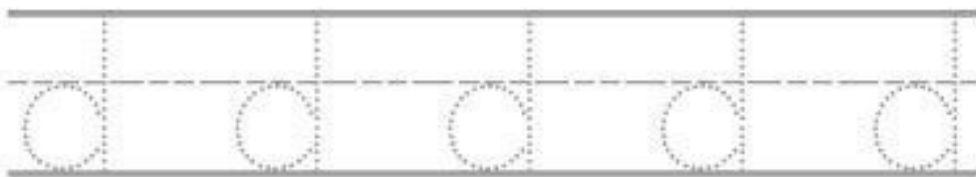
D



d

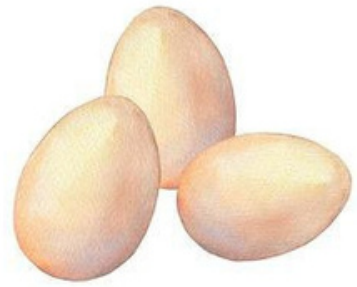


d



ALFABET

Jiplak huruf-hurufnya.



E



E



e



e



ALFABET



Jiplak huruf-hurufnya.

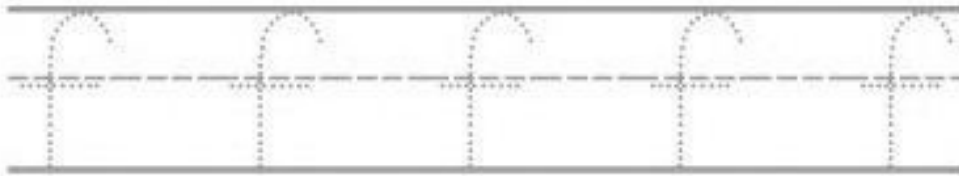
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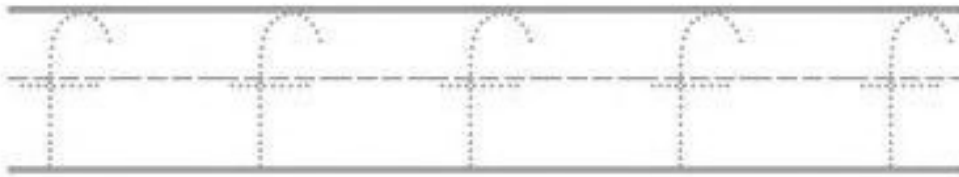
F



f



f

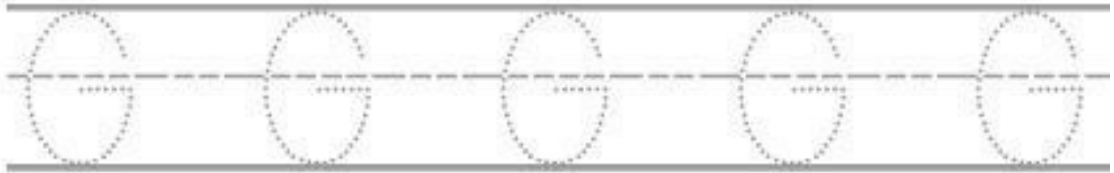


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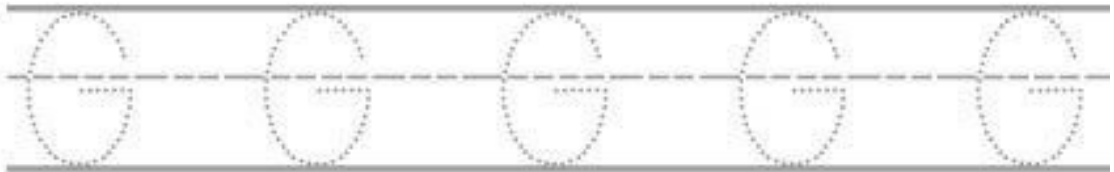
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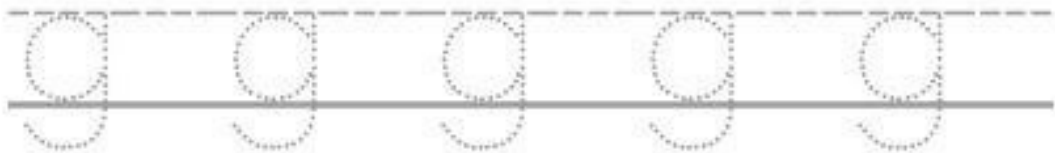
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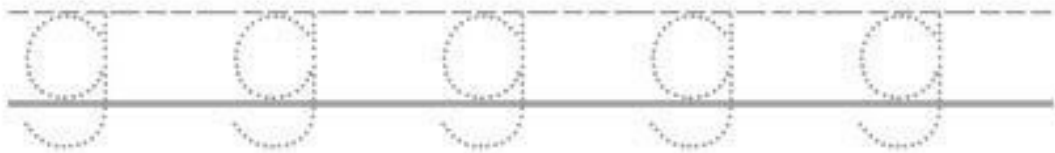
G



g



g

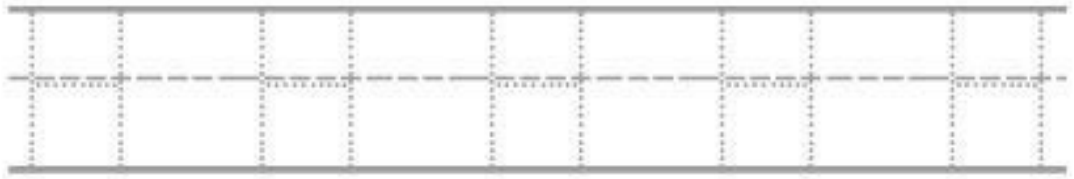


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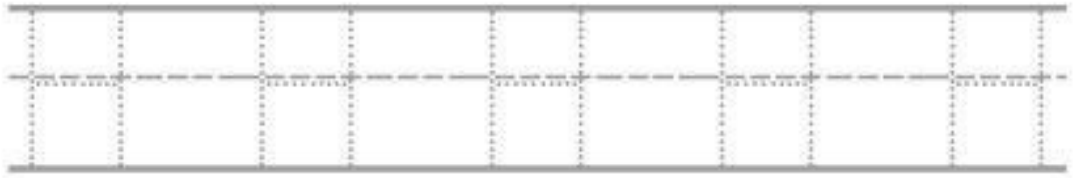
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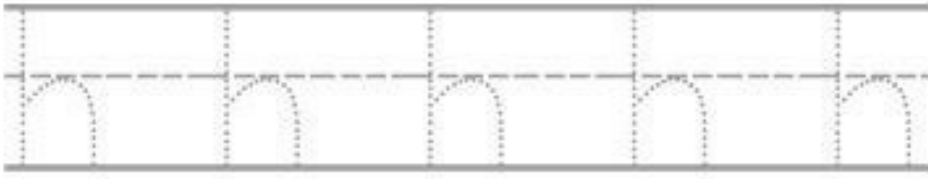
H



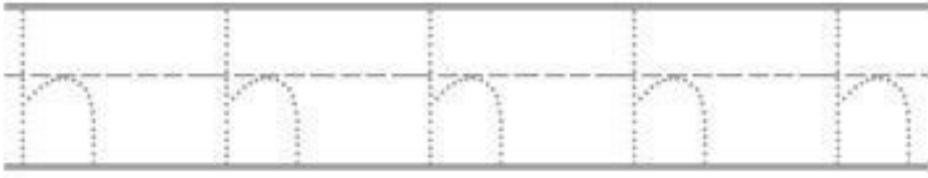
H



h



h



ALFABET

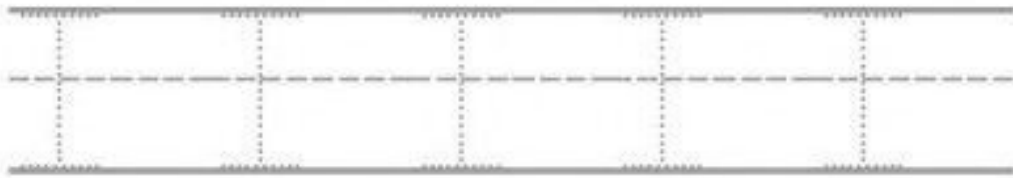
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I



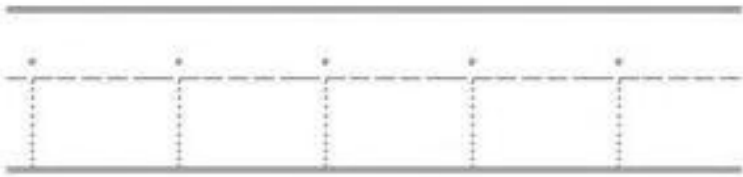
I



i



i

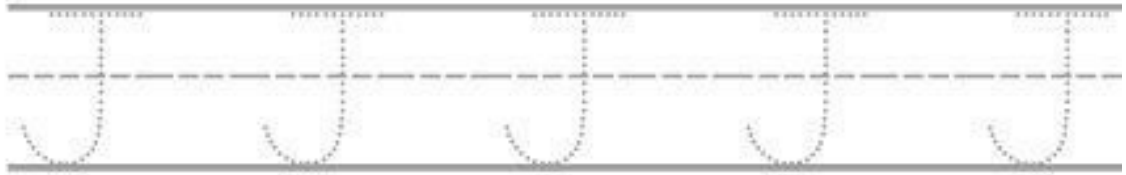


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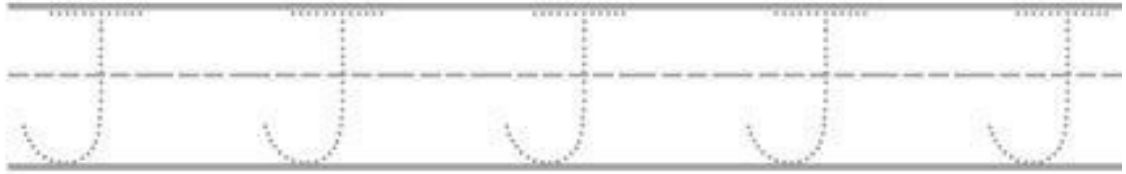
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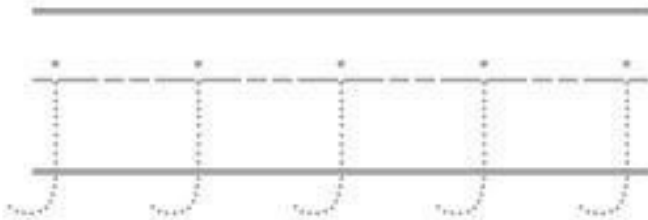
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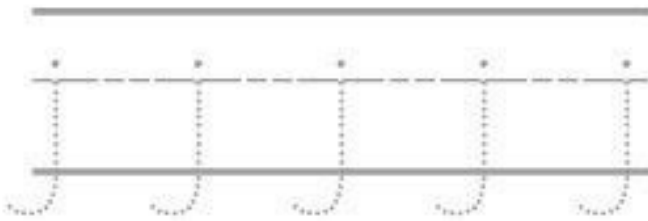
J



j



j

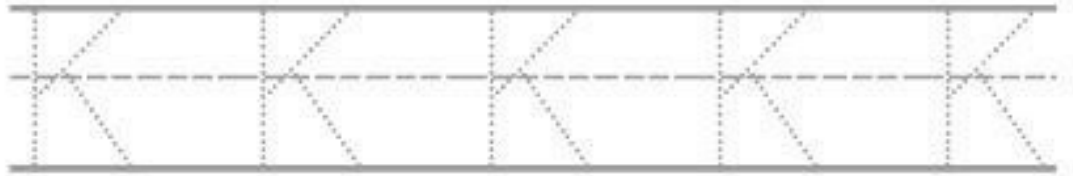


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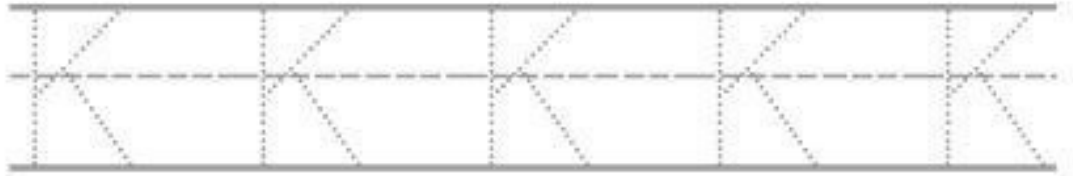
Jiplak huruf-hurufnya.



K



K



k



k



ALFABET



Jiplak huruf-hurufnya.

L



L



l



l



ALFABET



Jiplak huruf-hurufnya.

M



M



m



m

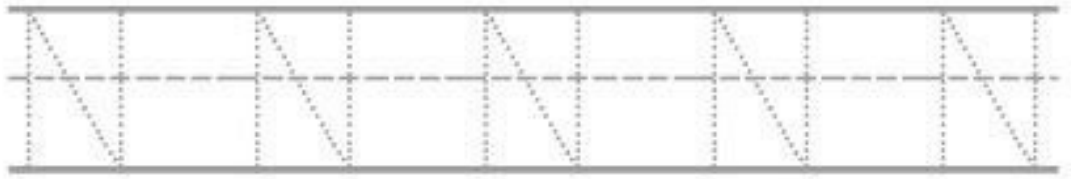


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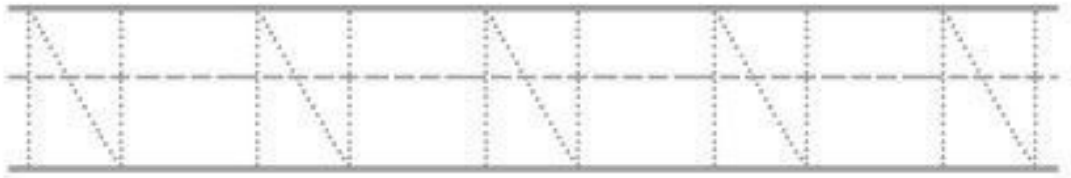
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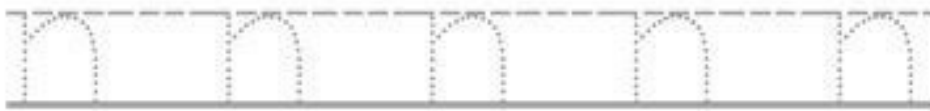
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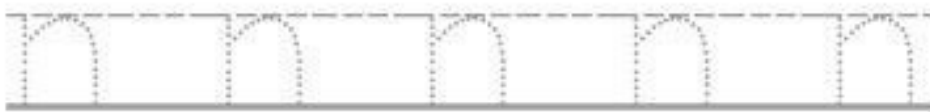
N



n



n

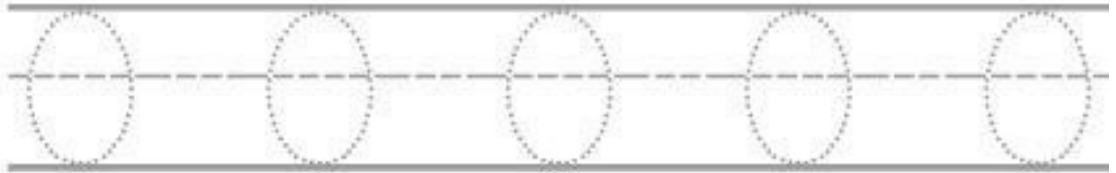


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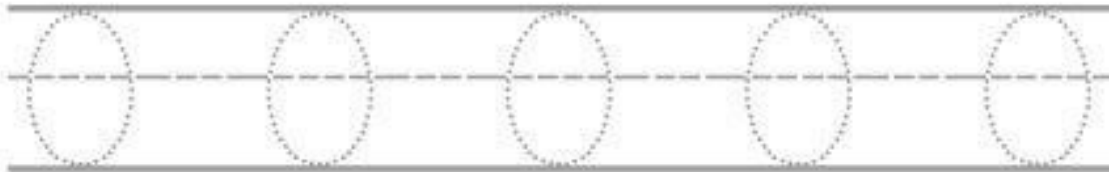
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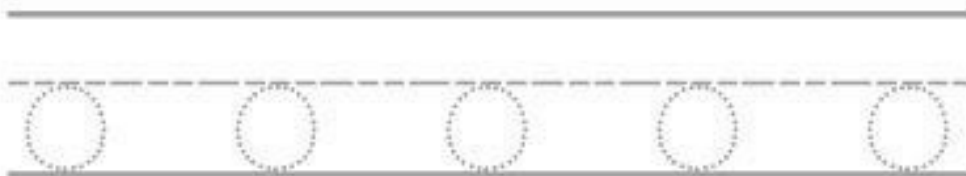
O



O



o



o

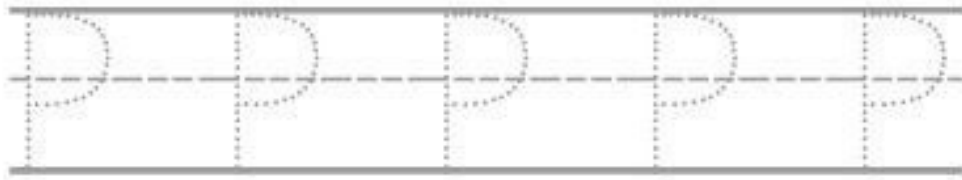


ALFABET

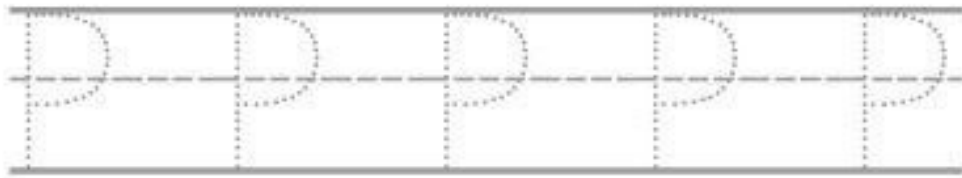
Jiplak huruf-hurufnya.



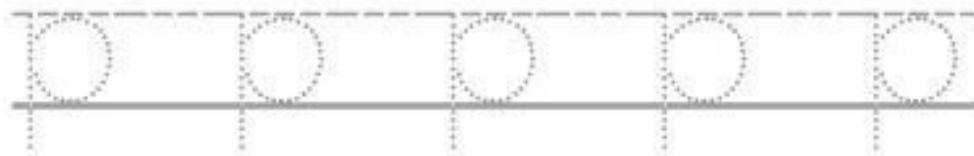
P



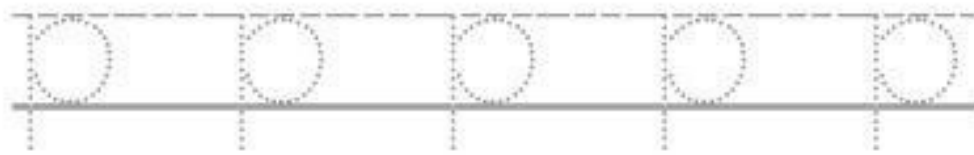
P



p



p

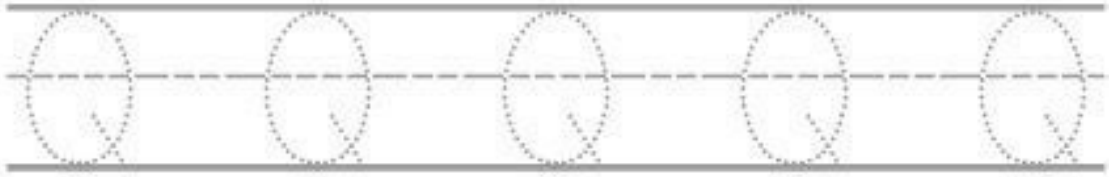


ALFABET

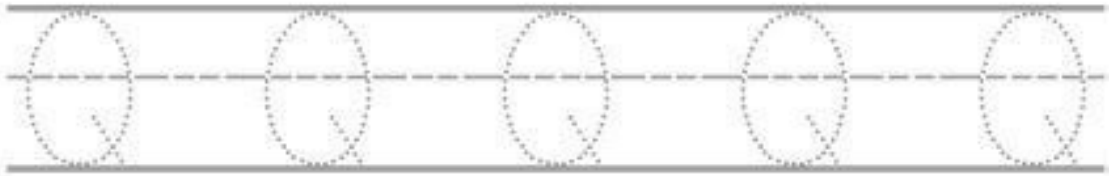
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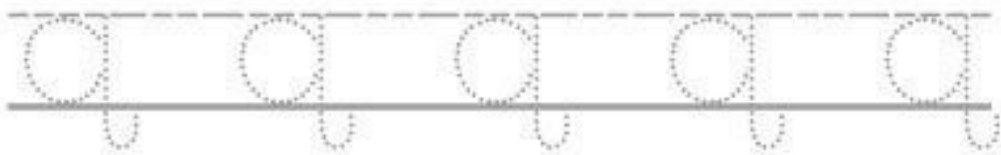
Q



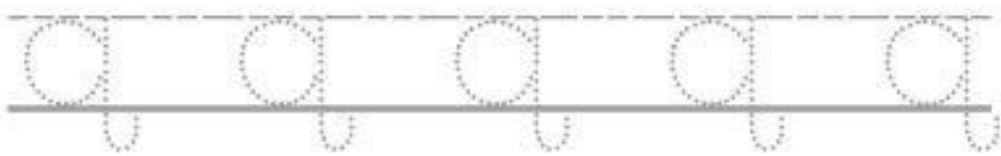
Q



q



q

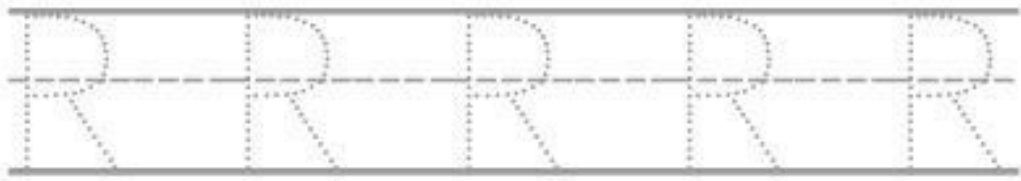


ALFABET

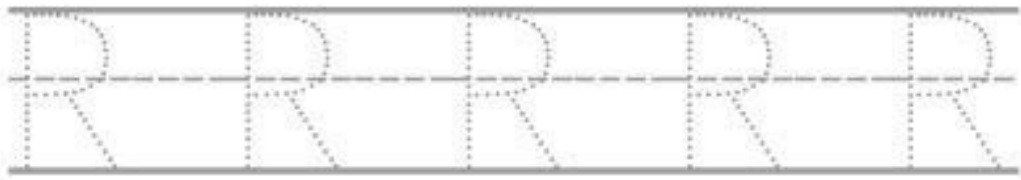
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R



R



r



r

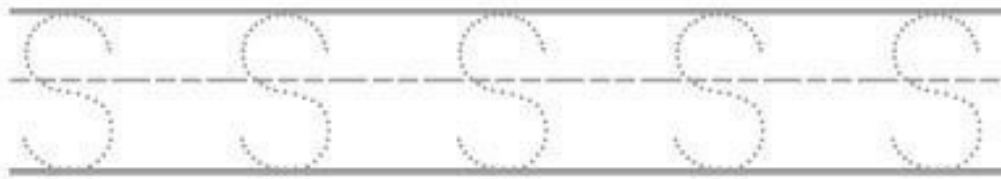


ALFABET

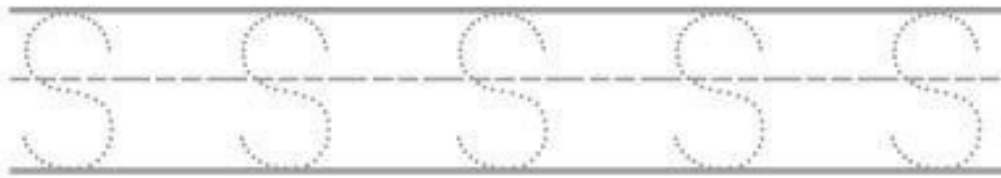


Jiplak huruf-hurufnya.

S



S



s



s



ALFABET

Jiplak huruf-hurufnya.



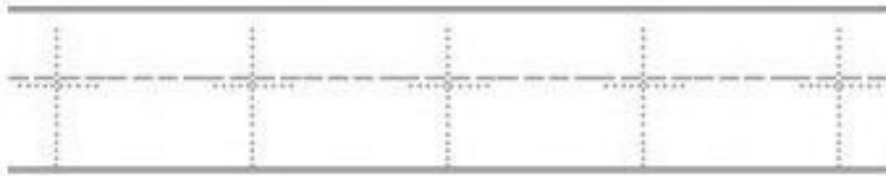
T



T



+



+

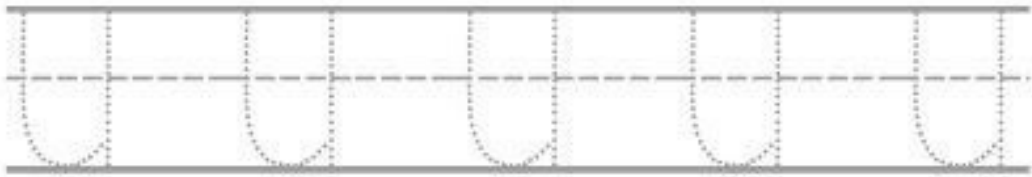


ALFABET

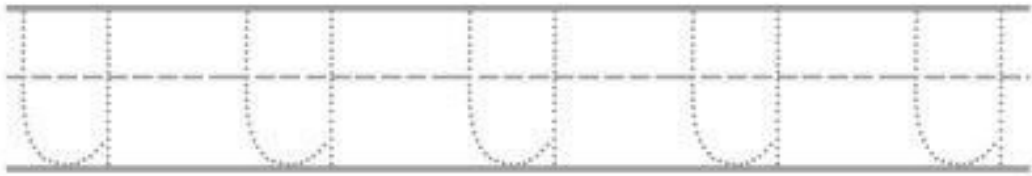


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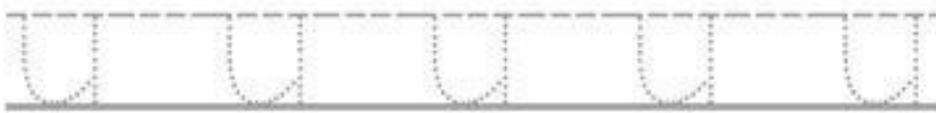
u



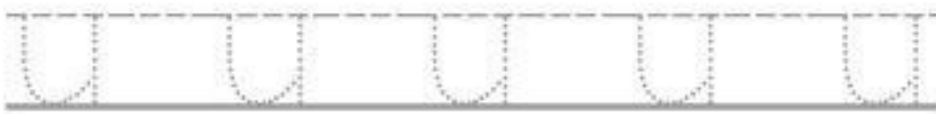
u



u



u

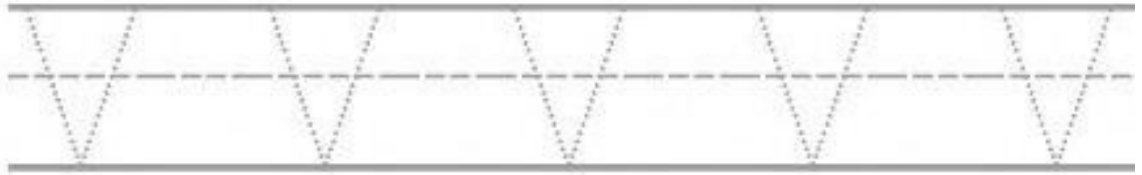


ALFABET

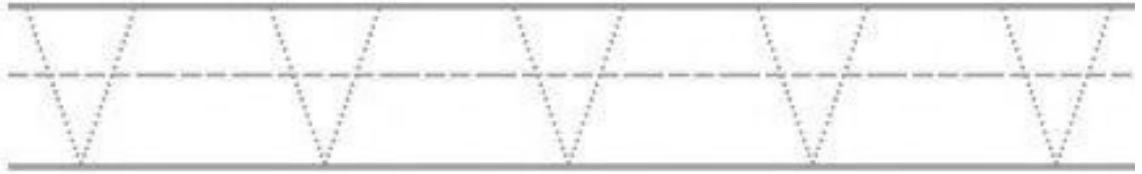
Jiplak huruf-hurufnya.



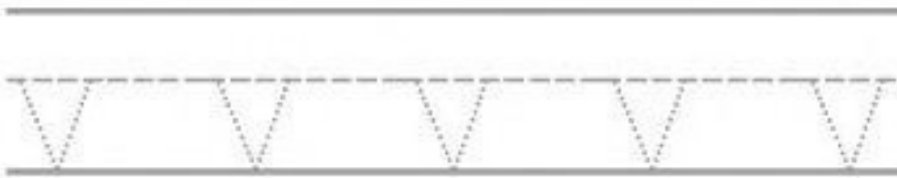
V



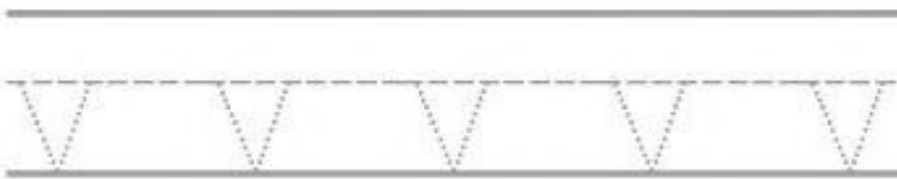
V



V



V

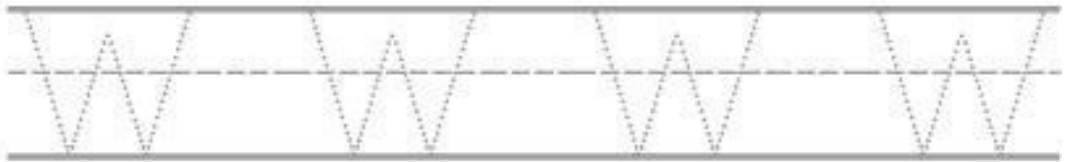


ALFABET

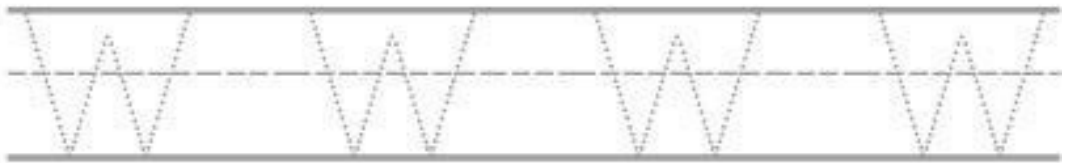
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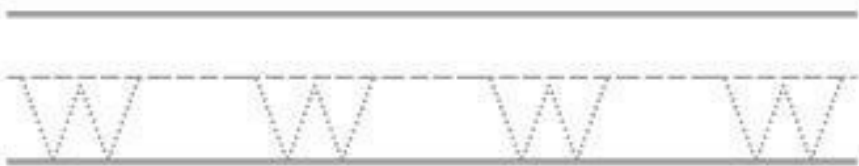
W



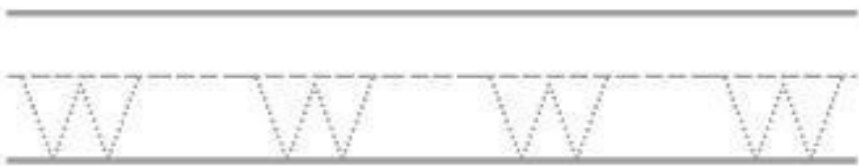
W



W



W

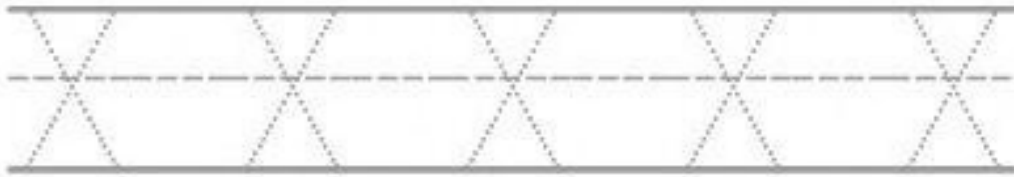


ALFABET

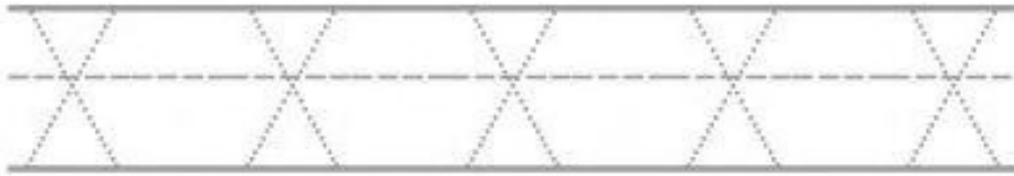
Jiplak huruf-hurufnya.



X



X



X



X

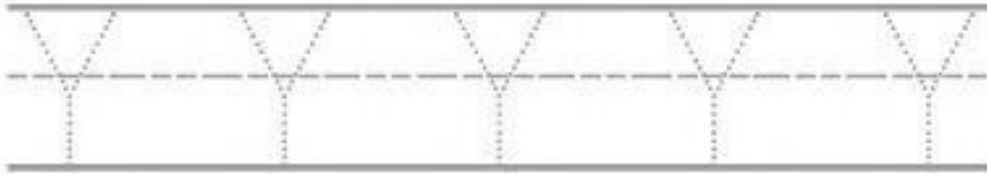


ALFABET

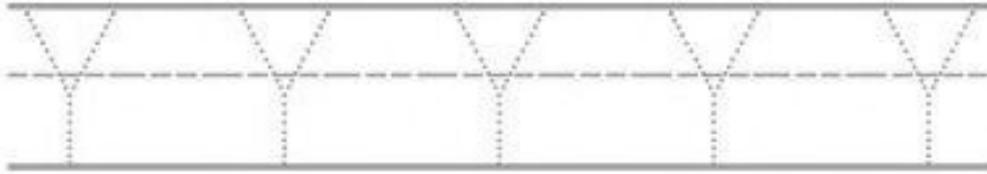
Jiplak huruf-hurufnya.



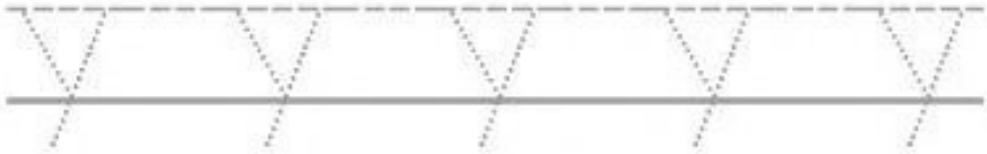
Y



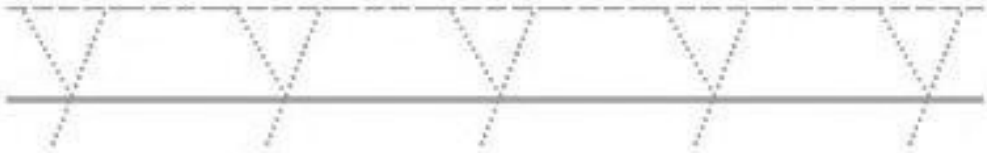
Y



y



y



ALFABET

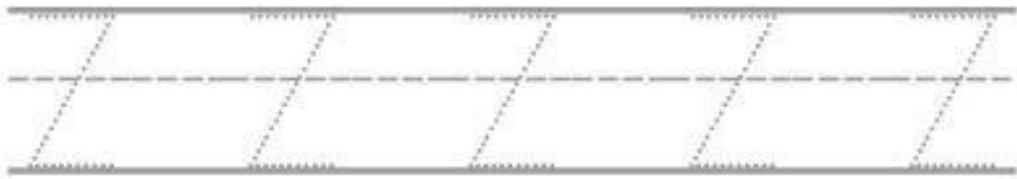


Jiplak huruf-hurufnya.

Z



Z



Z



Z

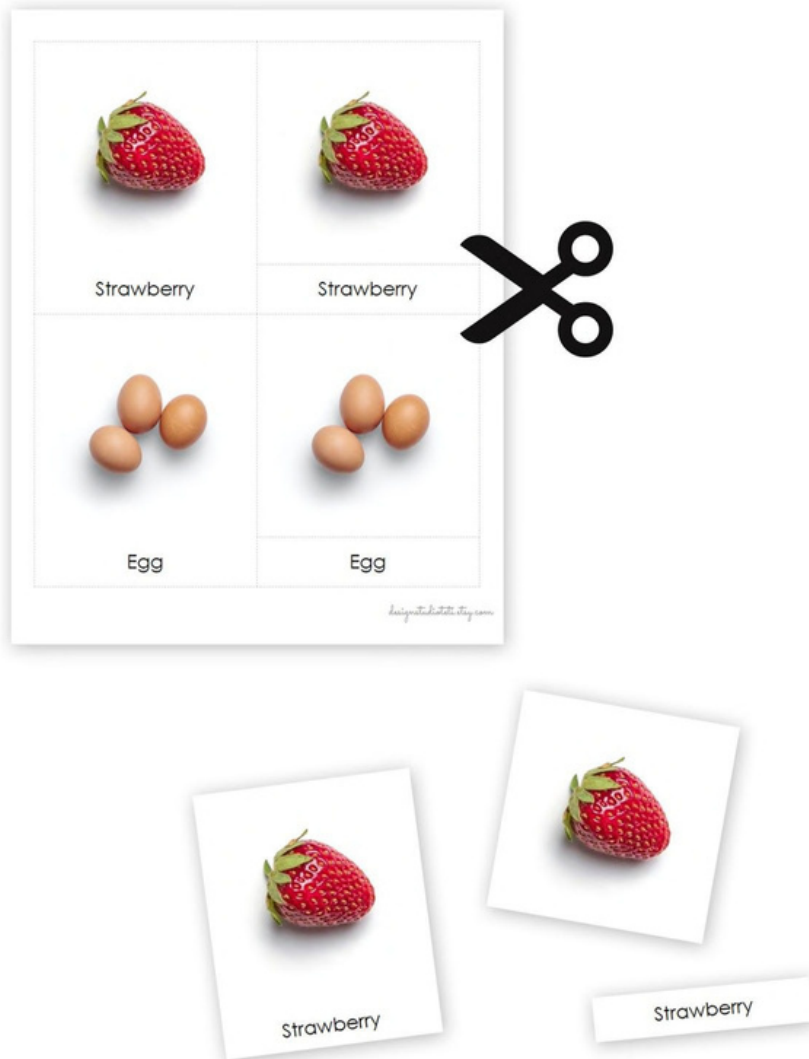


KARTU



KARTU GAMBAR & NAMA

Gunting kartu-kartu tersebut sehingga kamu memiliki gambar berlabel, gambar tanpa label, dan label. Ada banyak cara untuk menggunakan kartu-kartu ini.

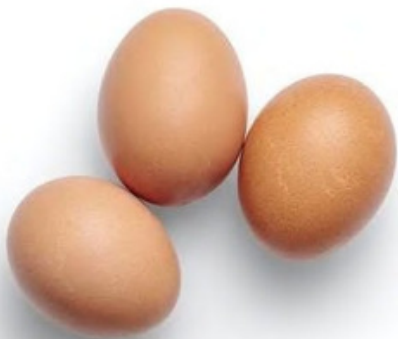




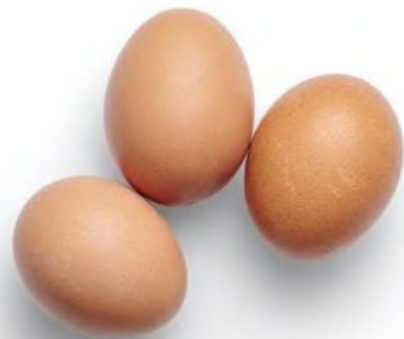
Stroberi



Stroberi



Telur



Telur



Kacang



Kacang



Pisang



Pisang



Alpukat



Alpukat



Roti



Roti



Apel



Apel



daging burger



daging burger



Ceri



Ceri



Arbei



Arbei



Anggur



Anggur



Brokoli



Brokoli



Keju



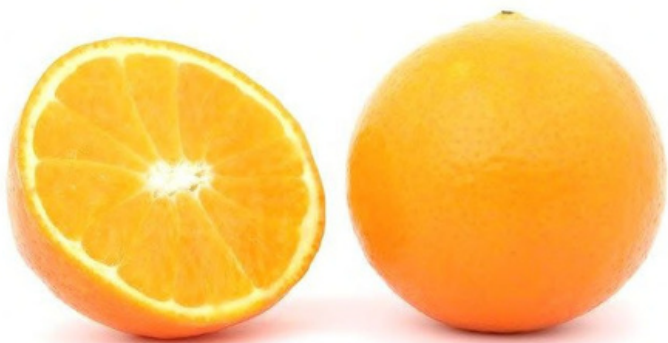
Keju



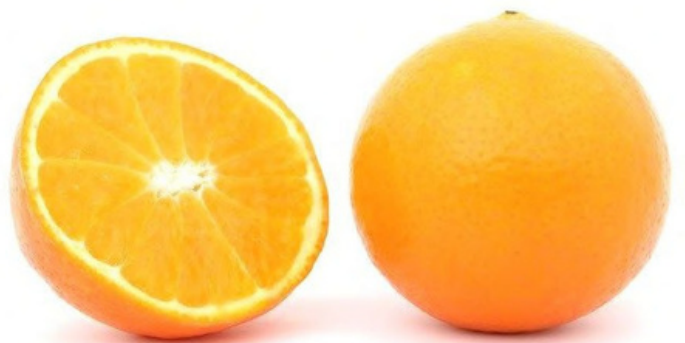
Timun Jepang



Timun Jepang



Jeruk



Jeruk



buah mangga



buah mangga



Melon



Melon



Nanas



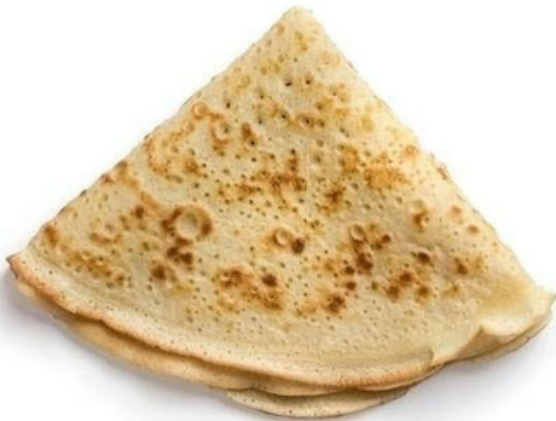
Nanas



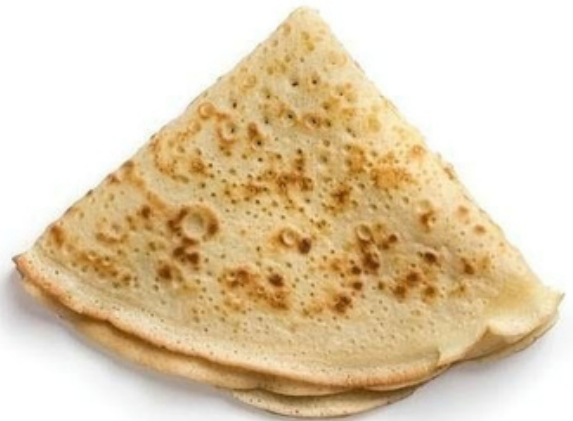
Nipis



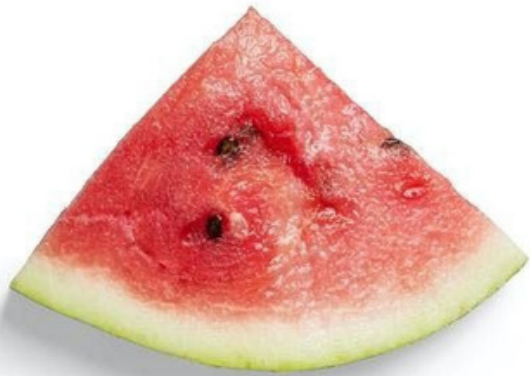
Nipis



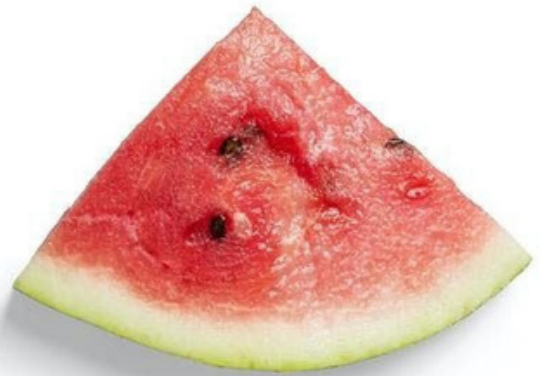
Krepes



Krepes



Semangka



Semangka



cabai rawit



cabai rawit



Lemon



Lemon



Bawang putih



Bawang putih



Tomat



Tomat



Pop Corn



Pop Corn



daging hewan



daging hewan



Cokelat



Cokelat



Bawang bombai



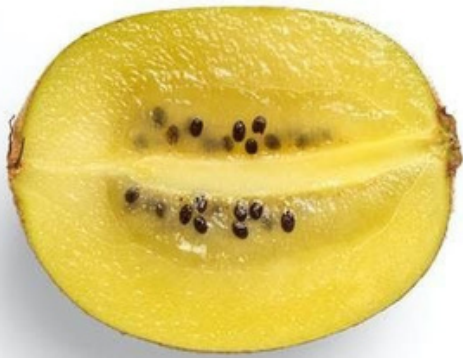
Bawang bombai



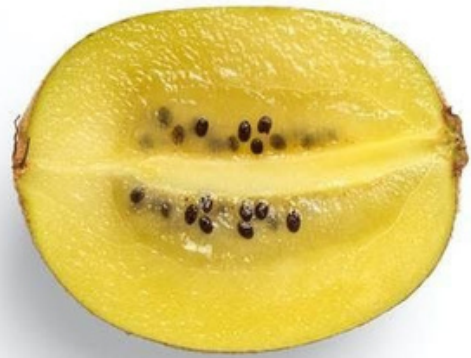
Timun



Timun



Kiwi



Kiwi



Kacang kenari



Kacang kenari



Ubi jalar



Ubi jalar



Kue



Kue



Kucing



Kucing



Bebek



Bebek



Burung rajawali



Burung rajawali



Tikus



Tikus



Bunglon



Bunglon



Tupai



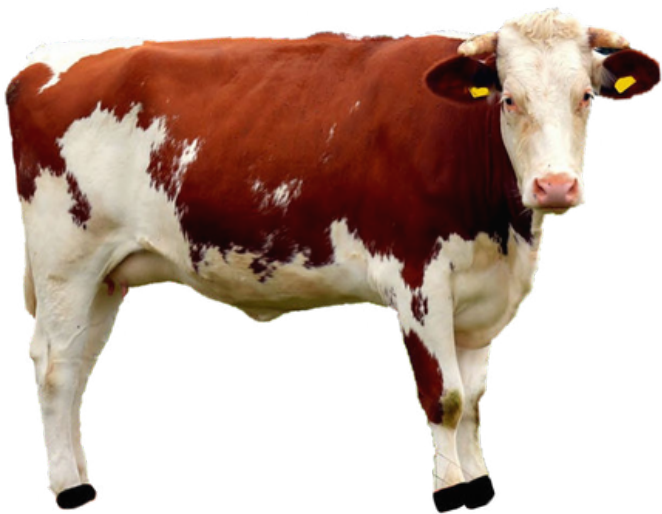
Tupai



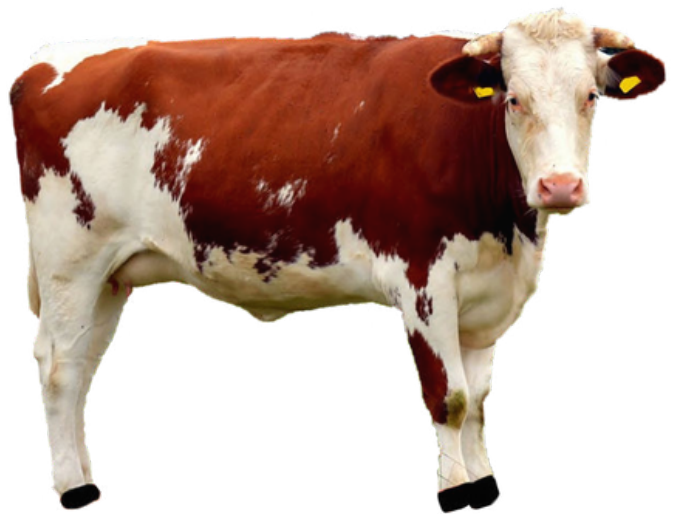
Kuda



Kuda



Sapi



Sapi



Harimau



Harimau



Babi



Babi



Beruang



Beruang



Lumba-lumba



Lumba-lumba



Burung hantu



Burung hantu



Kupu-kupu



Kupu-kupu



Kambing



Kambing



Merpati



Merpati



Capung



Capung



Ikan



Ikan



Gajah



Gajah



Rubah



Rubah



Angsa



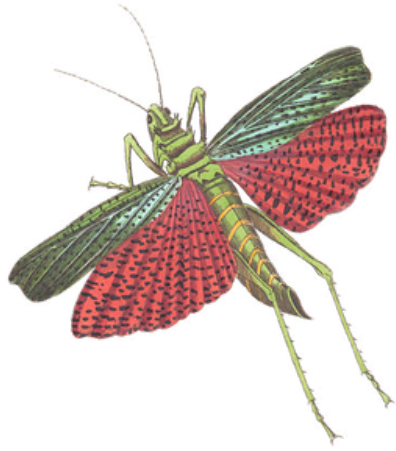
Angsa



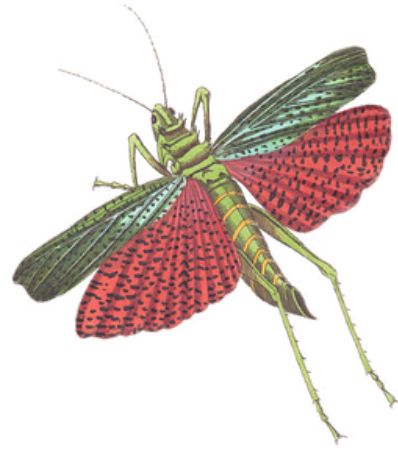
Kelinci



Kelinci



Belalang



Belalang



Ayam



Ayam

KARTU FLASH - MATEMATIKA

Penggunaan kartu flash secara tradisional adalah dengan mengangkatnya sebentar agar anak kamu menghafalnya. Dalam lingkungan Montessori, kartu flash dapat digunakan dengan berbagai cara. Misalnya, kartu flash perasaan sangat bagus sebagai kartu kosa kata. kamu dapat membaca kartu tersebut bersama anak kamu dan mendiskusikan topiknya. Cara lain untuk menggunakan kartu perasaan adalah untuk dipajang, terutama saat anak kamu semakin tertarik. Akan sangat bagus juga untuk menunjukkan kartu kecil kartu flash yang sesuai dengan perasaannya saat ia kewalahan. Hal ini dapat membantu untuk melihat bahwa orang lain juga bisa marah atau sedih. Kartu flash matematika dapat digunakan untuk membuat penjumlahan atau pengurangan sedikit lebih menyenangkan. Letakkan kartu-kartu tersebut di atas matras kamu dan gunakan sesuai keinginan kamu.

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

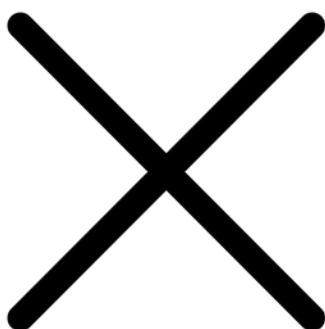
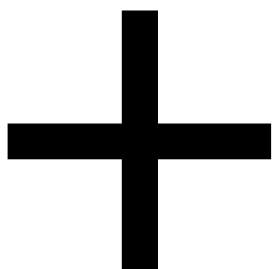
16

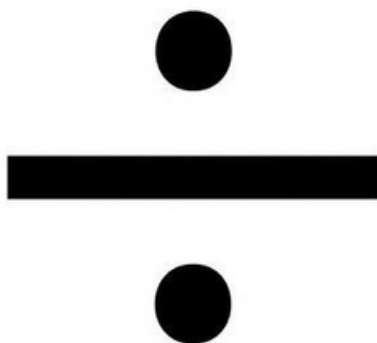
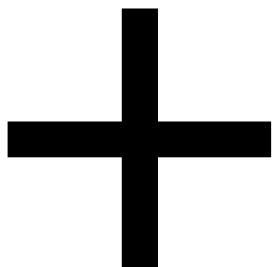
17

18

19

20



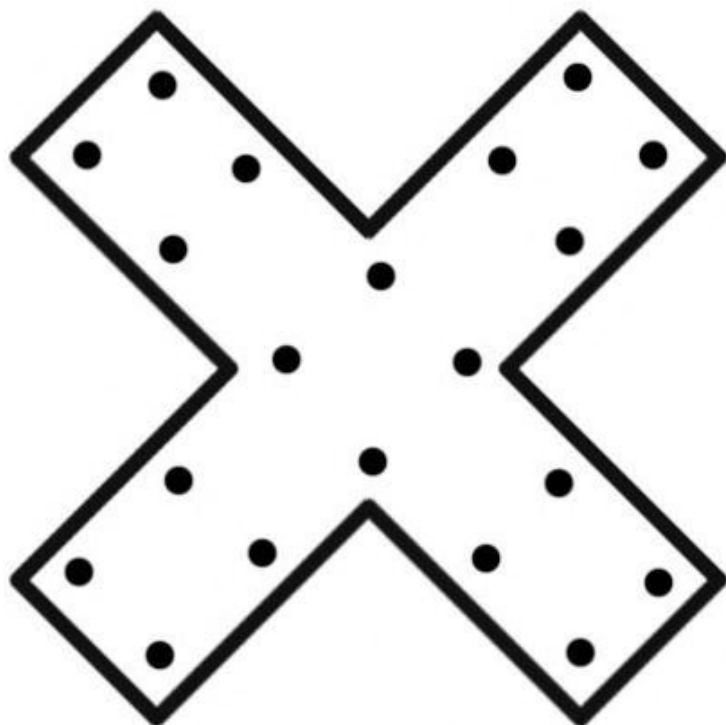
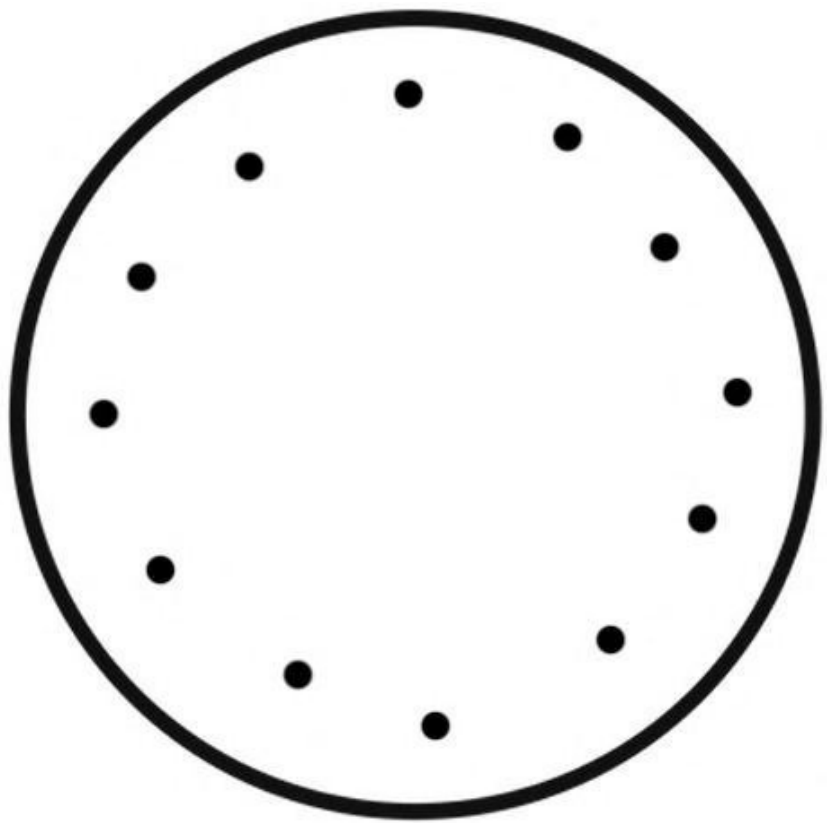


D D

MENJAHIT BENTUK

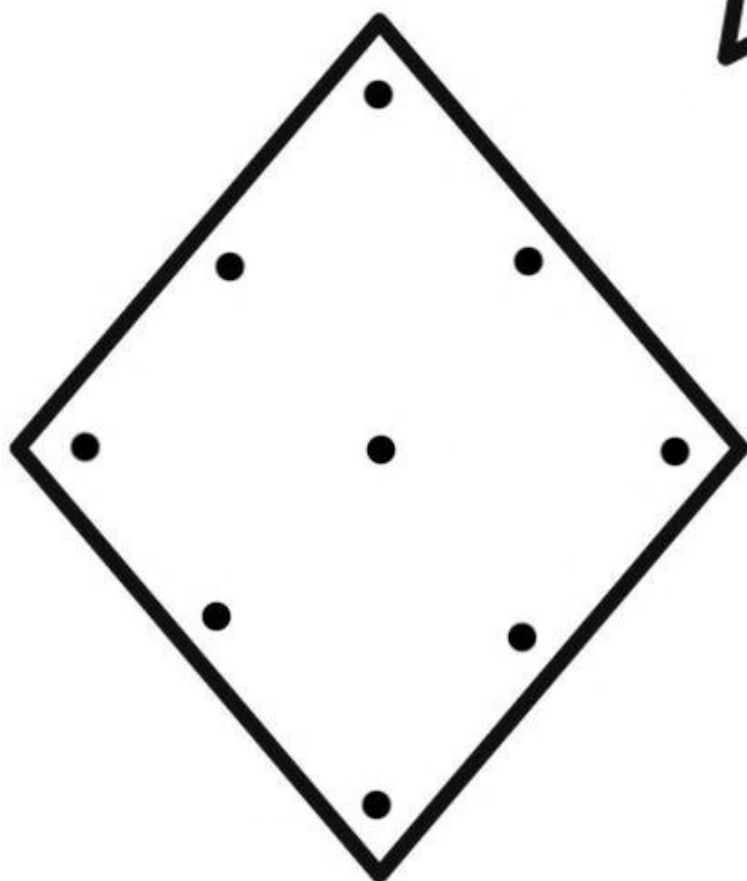
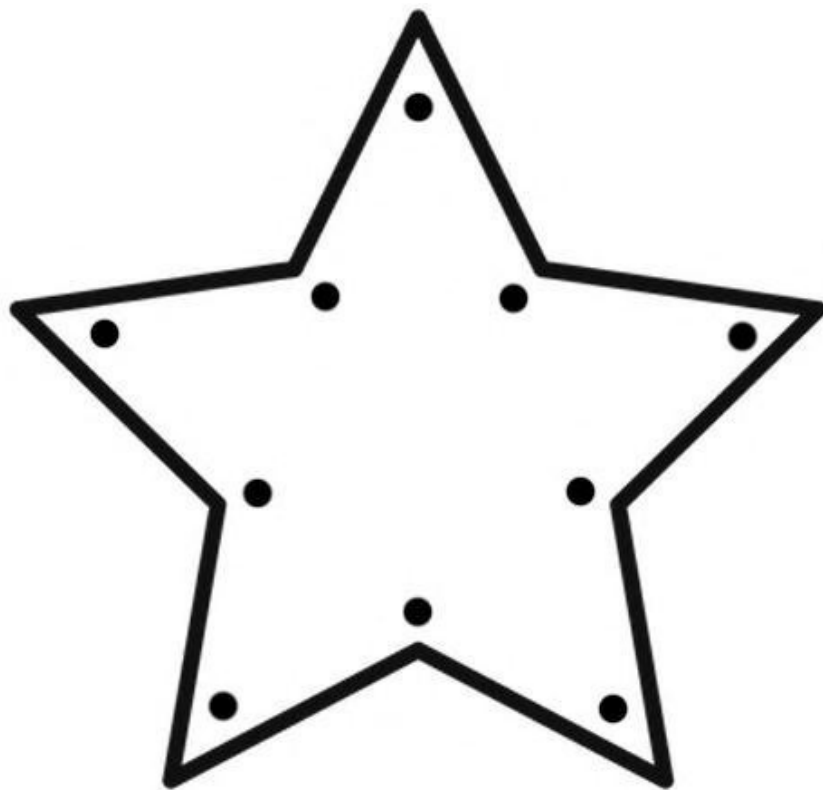
Setelah mencetak halaman-halaman ini, potonglah bentuknya secara kasar. Ambil jarum yang sangat besar dan tumpul serta benang. Biarkan anak kamu menjahit bentuk-bentuk tersebut dari titik ke titik. Atau, kamu dapat memotong titik-titik tersebut terlebih dahulu dan biarkan anak kamu menggunakan tali sepatu untuk mengikat bentuk-bentuk tersebut.

MENJAHIT BENTUK



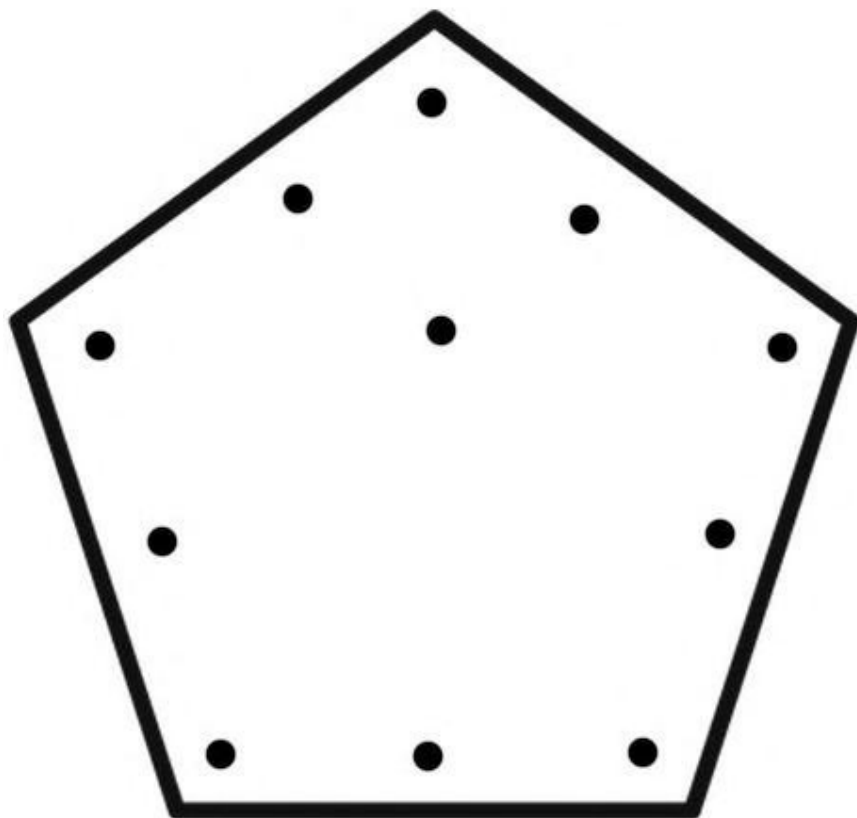
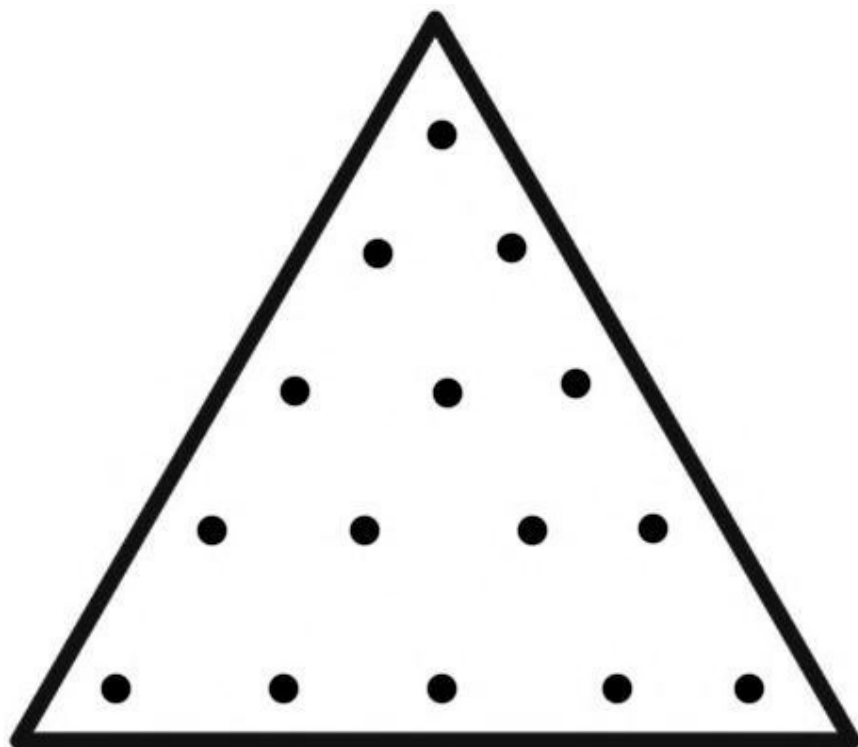
MENJAHIT

BENTUK



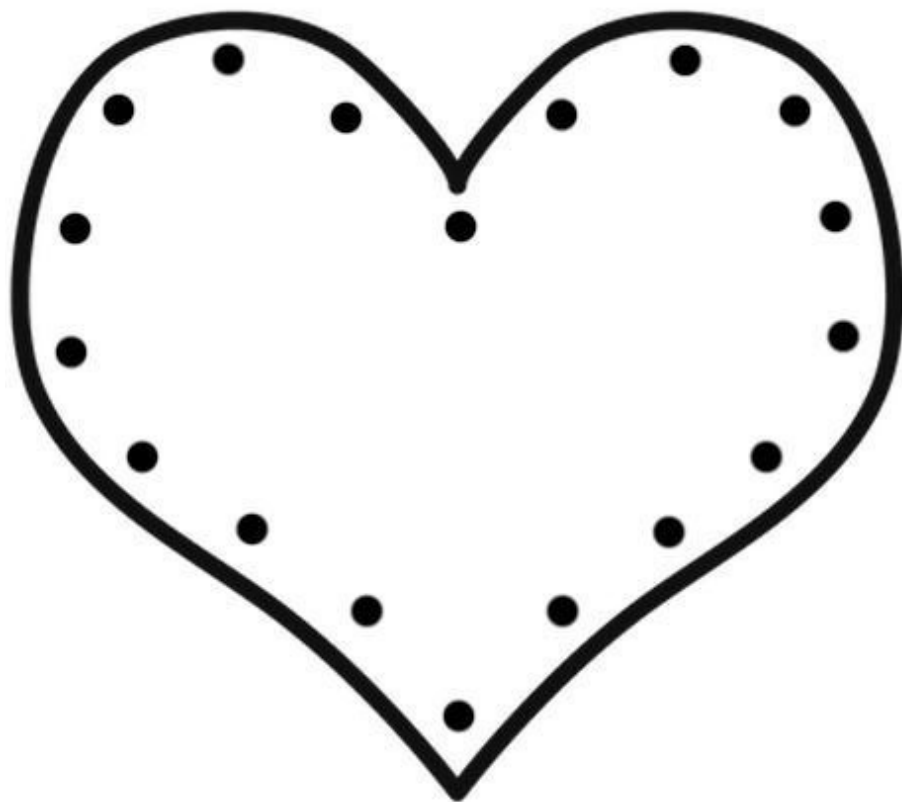
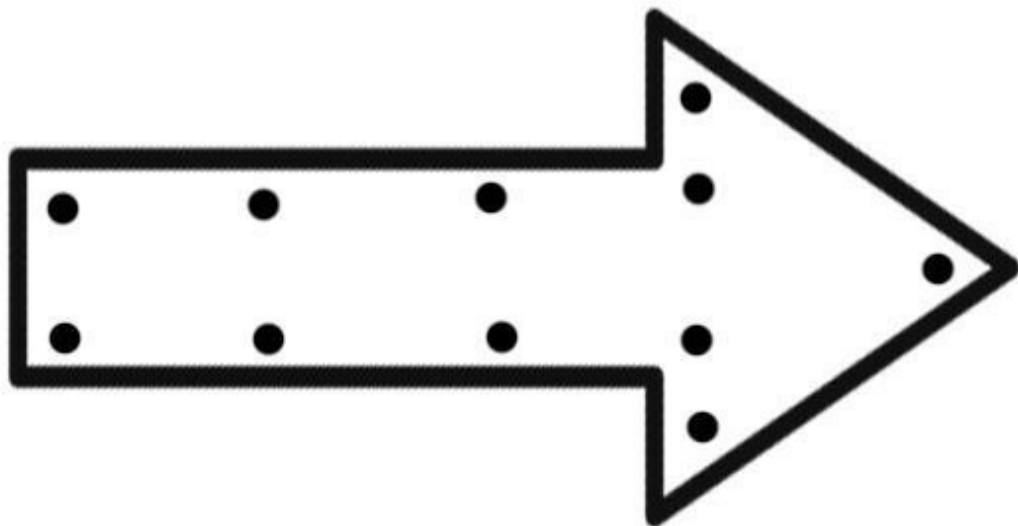
MENJAHIT

BENTUK



MENJAHIT

BENTUK



PENCOCOKAN ANGKA

JEPITAN BAJU

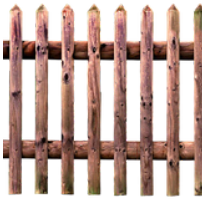
Setelah mencetak halaman-halaman ini, gunting kartu angka. Ambil beberapa jepitan baju (mini) atau jika kamu tidak punya, gunakan klip kertas.

Biarkan anak kamu menyematkan jumlah jepitan pada kartu yang sesuai dengan jumlahnya.

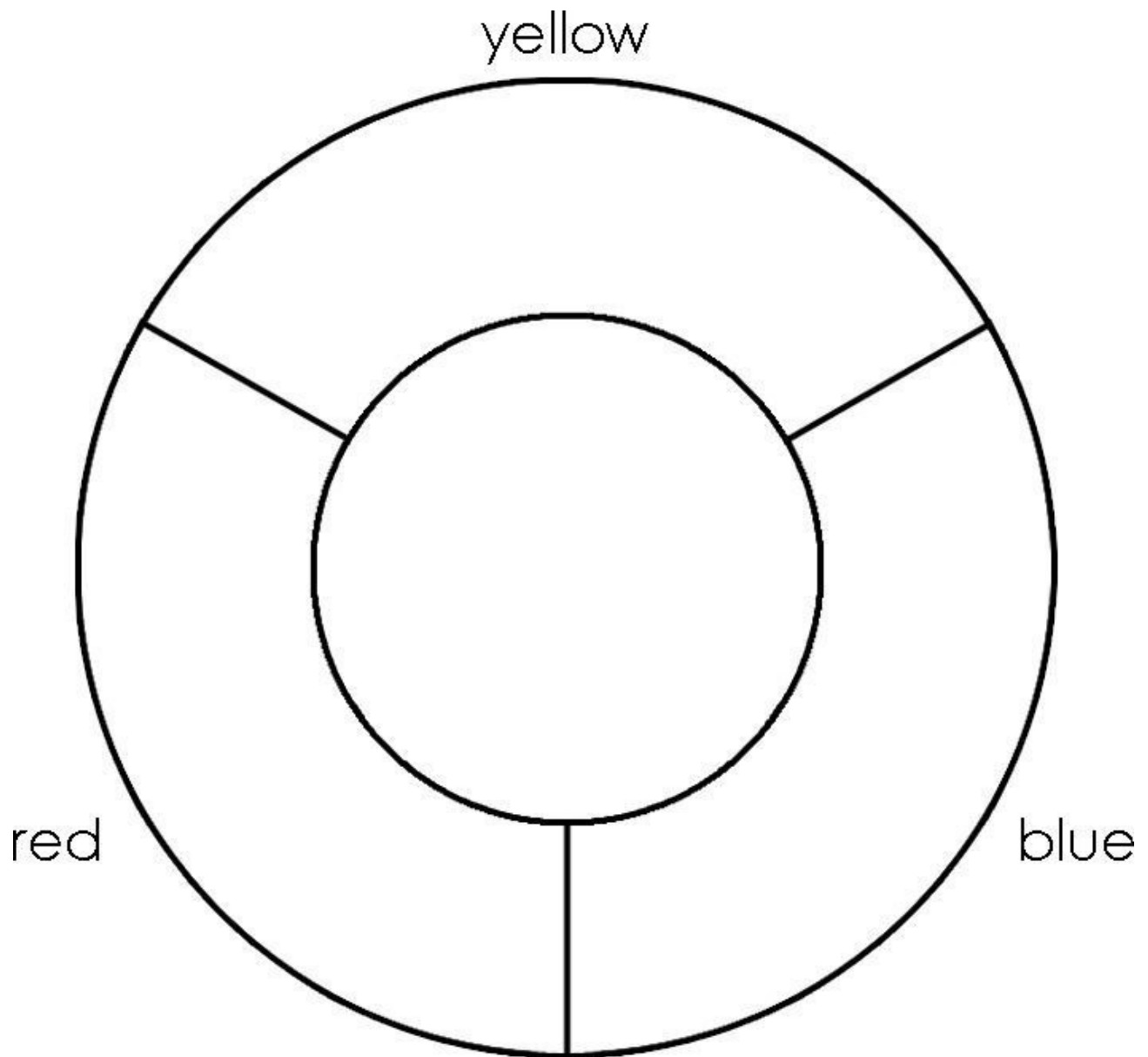
Jika kamu ingin mengendalikan kesalahan, pastikan jumlah total jepitan baju yang kamu keluarkan sesuai dengan jumlah kartu. Misalnya, jika kamu hanya memiliki empat jepitan baju, keluarkan nomor 1 dan 3 atau keluarkan nomor 4.

MELIHAT LINGKUNGAN

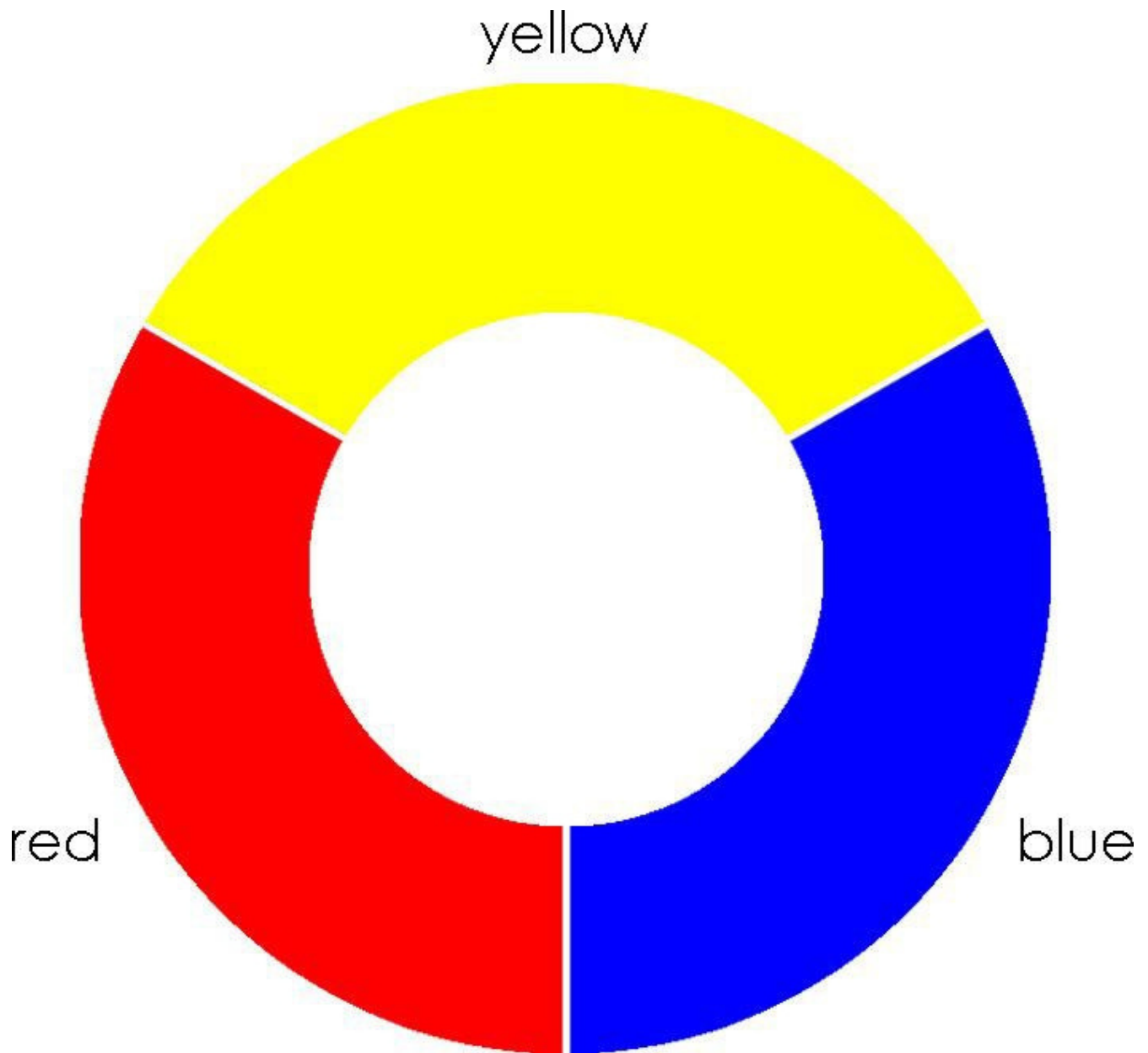
Berapa banyak yang dapat kamu temukan?

				
Anjing	Mobil merah	Tanda Jalan	Bola	Tiang bendera
				
Daun	Kotak surat	Sepeda	Burung	Rumput
				
Tempat sampah	Bunga	Kereta bayi	Pagar	Serangga
				
Tanda Stop	Bangku	Pintu coklat	Tangga	Batu oval

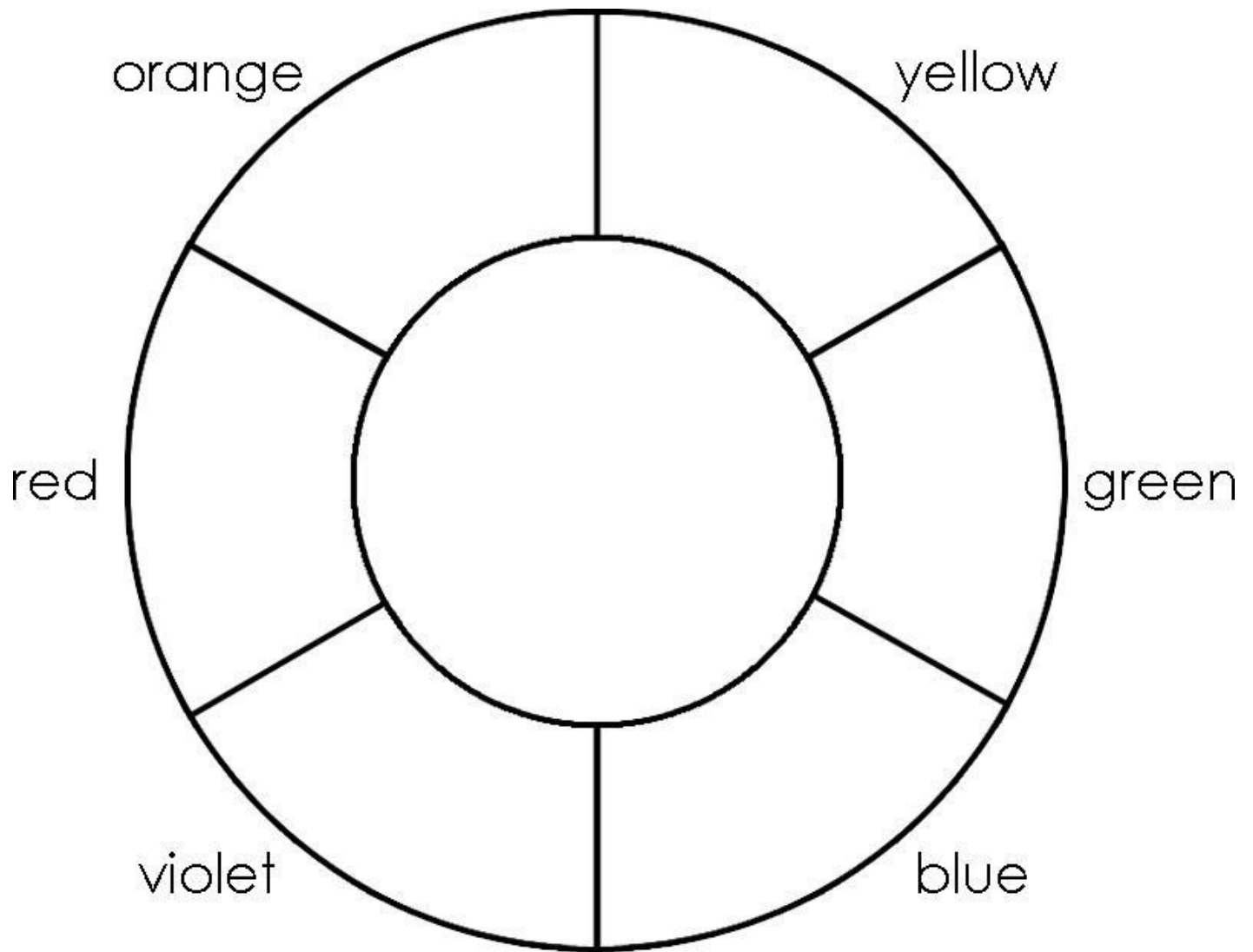
WARNA PRIMER DAN SEKUNDER



WARNA PRIMER DAN SEKUNDER



WARNA PRIMER DAN SEKUNDER



WARNA PRIMER DAN SEKUNDER

