

1 주차

두뇌를 바꾸는 사고력 수학

나만의 악마큐브 만들기

• 학습 목표

- 나만의 악마큐브를 만들 수 있다.
- 악마큐브를 사용하여 여러가지 평면 모양을 만들 수 있다.

Story

Diabolical ?



오늘 여러분들이 만들 큐브의 원래 이름은 디아블릭 큐브(Diabolic Cube)라고 합니다. 디아블릭을 해석하면 악마라는 뜻이 있어요. 왜 악마큐브라고 할까요?

이 큐브로 모양을 맞추다보면 악마에게 정신이 빼앗긴듯이 문제를 열심히 풀게 된다는 뜻이 있다고 해요.

여러분들도 악마큐브를 직접 만들어 보면서 악마큐브의 매력에 푹 빠져볼까요?

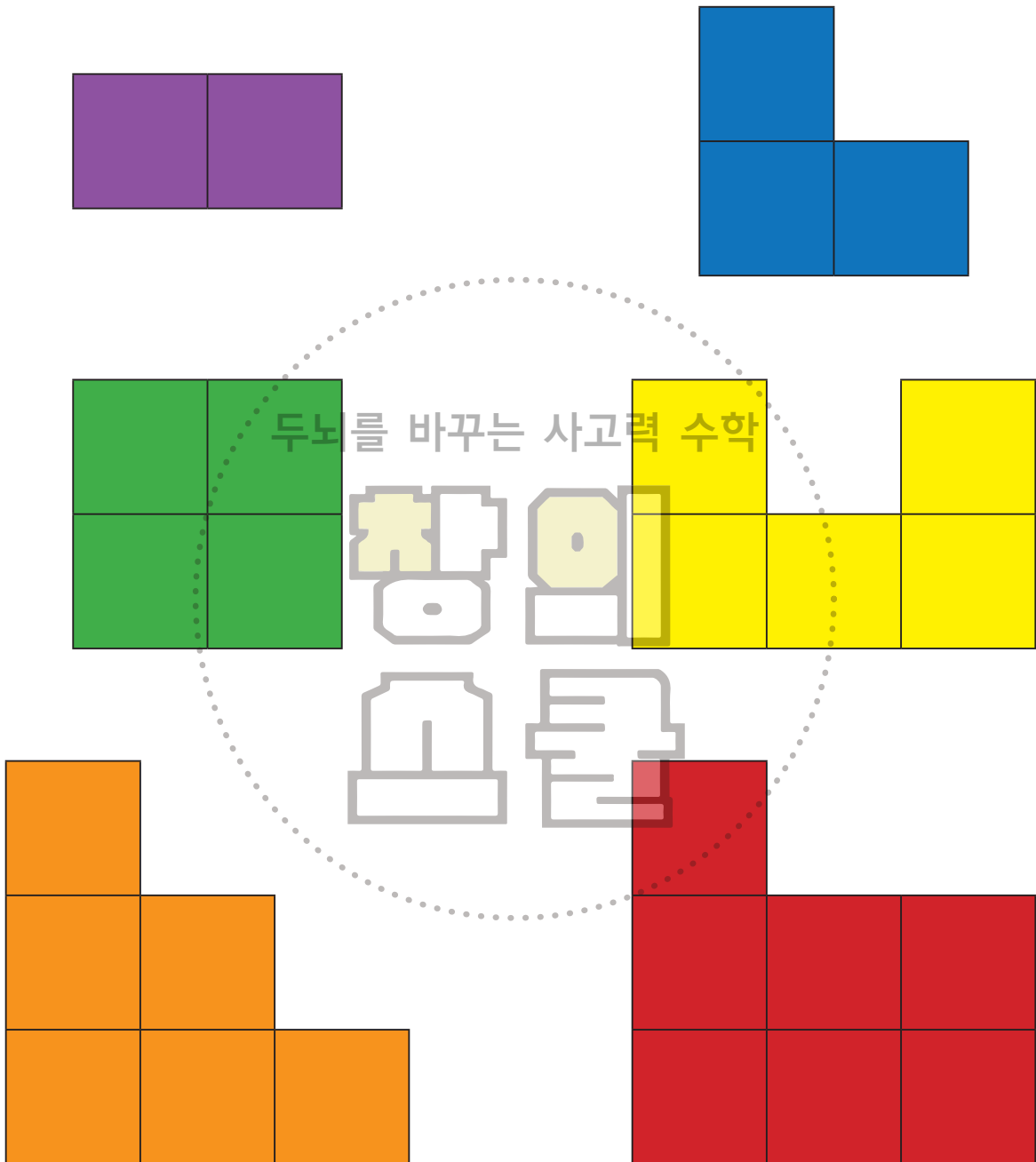


악마큐브를 만들기 위해 쌓기나무는 모두 몇 개가 필요할까요?



각 조각들의 특징을 생각하며 직접 만들어 보세요.

😊 다음 모양 위에 쌓기나무를 올려놓고 달는 면끼리 목공풀로 붙여서 악마큐브를 만들어 보세요.

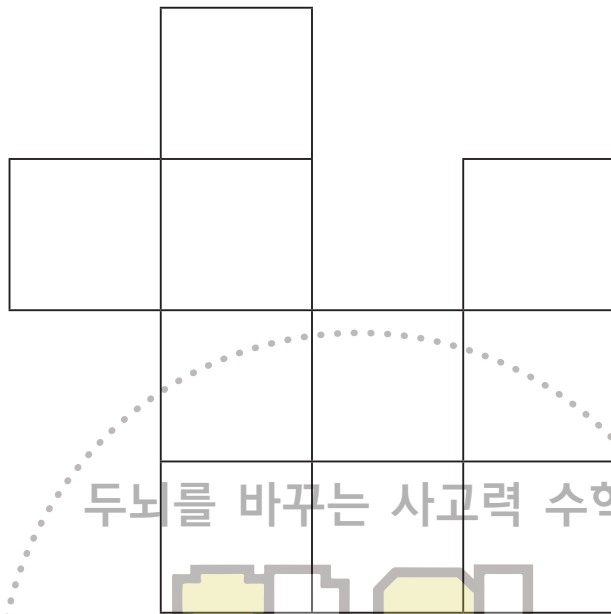


각 조각을
사인펜 또는 색연필로
색칠하고 이름을
쌓기나무의 개수로
약속합니다.

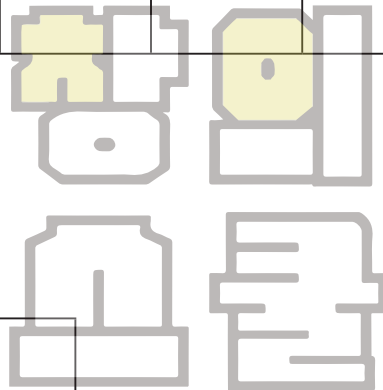


😊 다음 모양을 만들어 보세요.

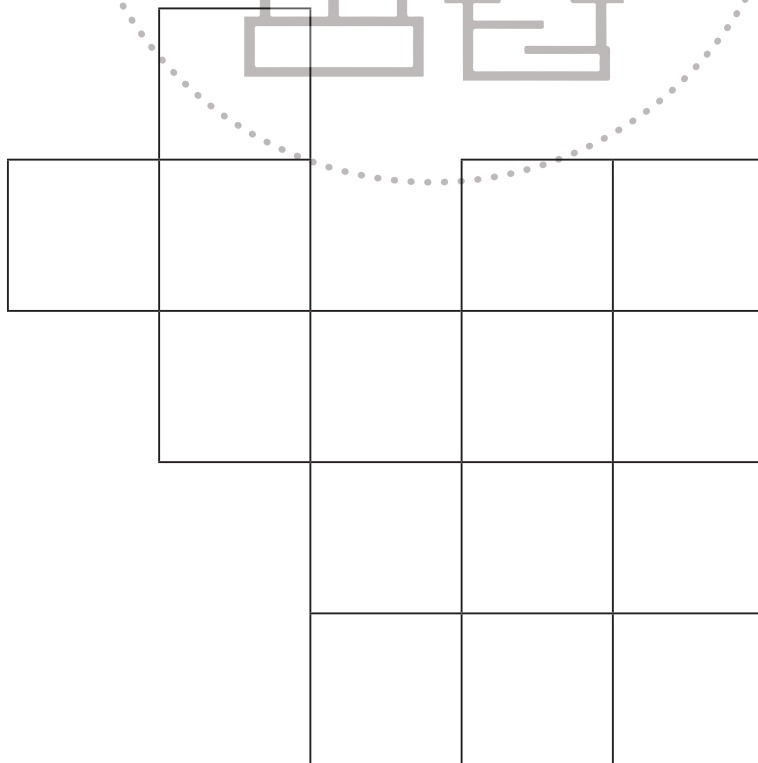
(1)



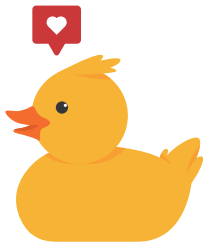
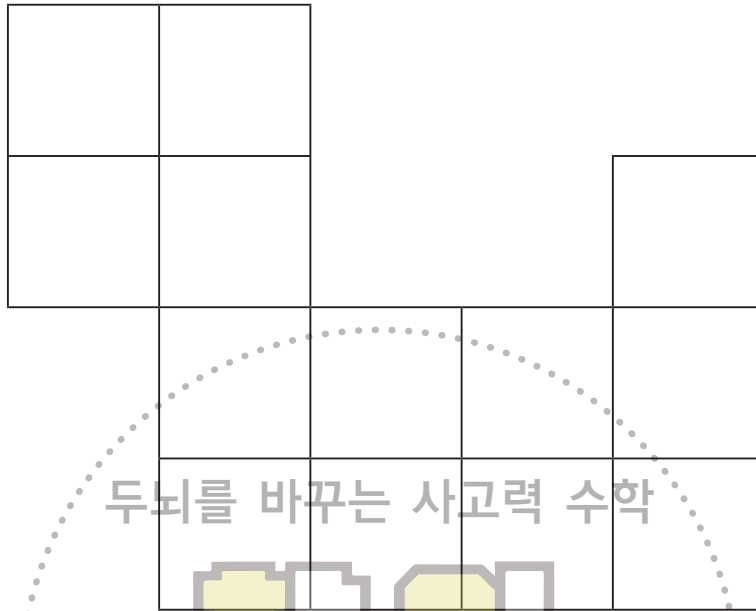
두뇌를 바꾸는 사고력 수학



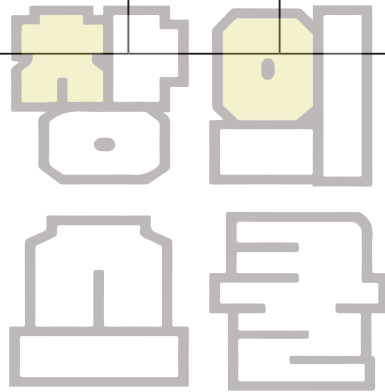
(2)



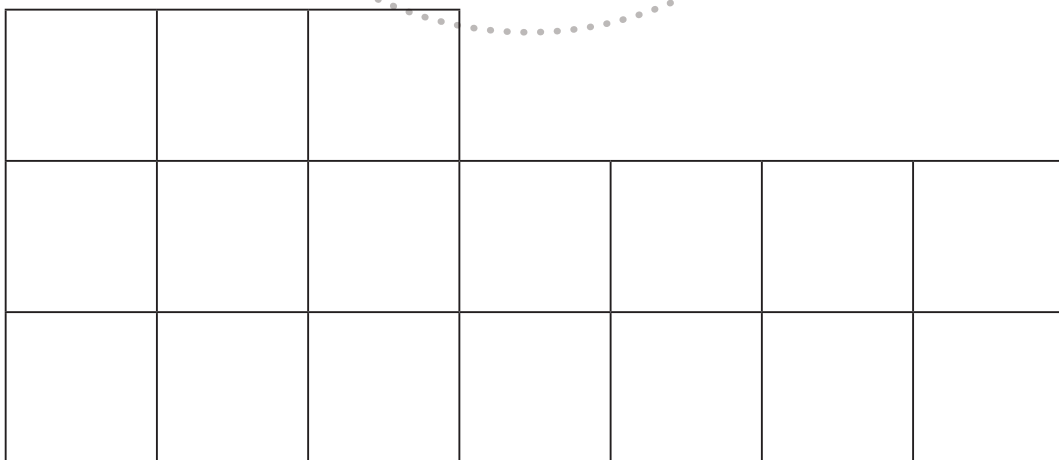
(3)



두뇌를 바꾸는 사고력 수학



(4)



😊 각 몬스터들이 가지고 있는 조각을 알아보세요.

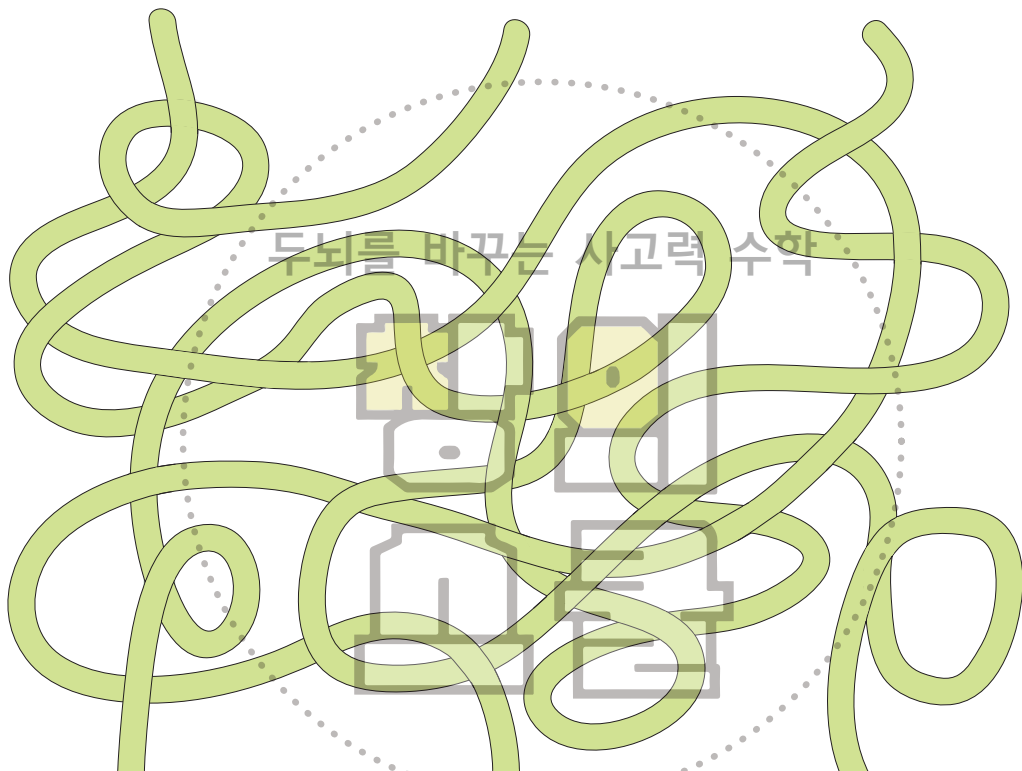
빨강이



초록이



보라



Box 1 (Red):

- Blue L-shaped piece (top-left)
- Yellow 2x3 grid piece (middle)
- Orange 3x3 grid piece (bottom)

Box 2 (Green):

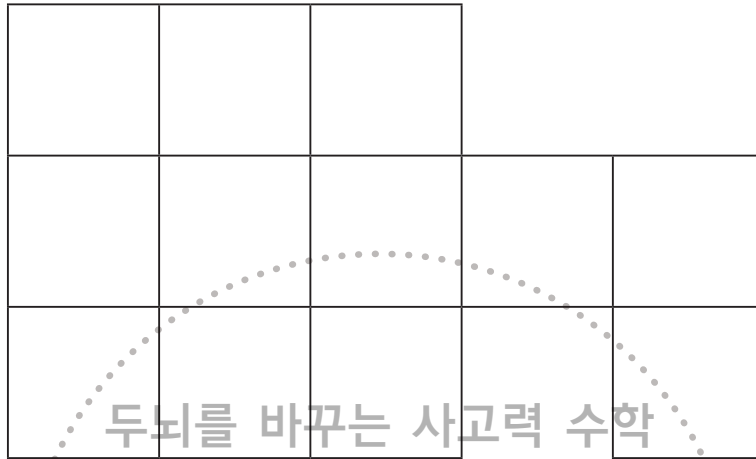
- Purple 1x2 horizontal piece (top)
- Blue L-shaped piece (middle-left)
- Green 2x2 square piece (middle-right)
- Orange 3x3 grid piece (bottom)

Box 3 (Purple):

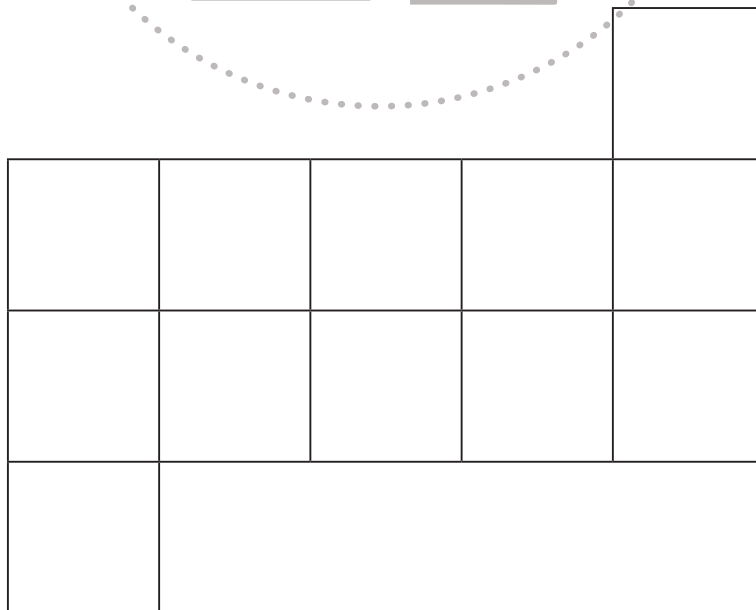
- Purple 1x2 horizontal piece (top)
- Blue L-shaped piece (middle)
- Red 3x3 grid piece (bottom)

☺ 몬스터 🐸 친구가 가진 모양을 가지고 다음 모양을 만들어 보세요.

(1)



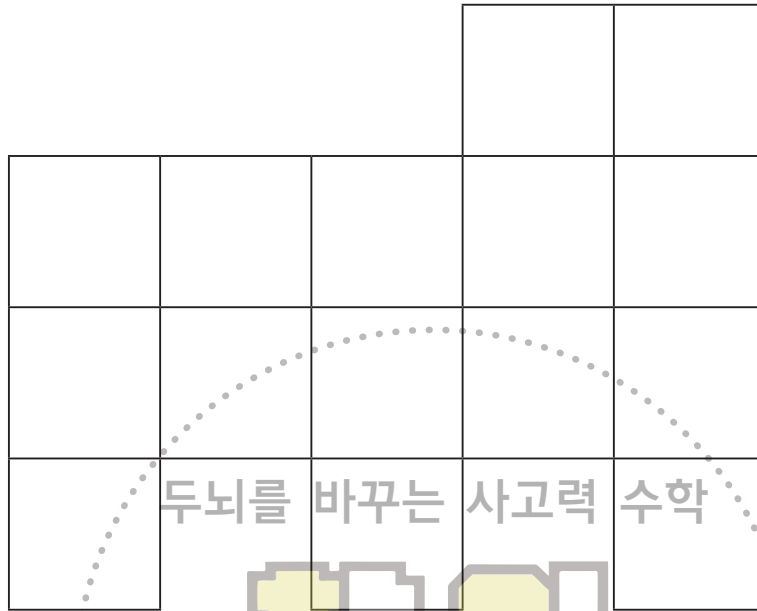
(2)



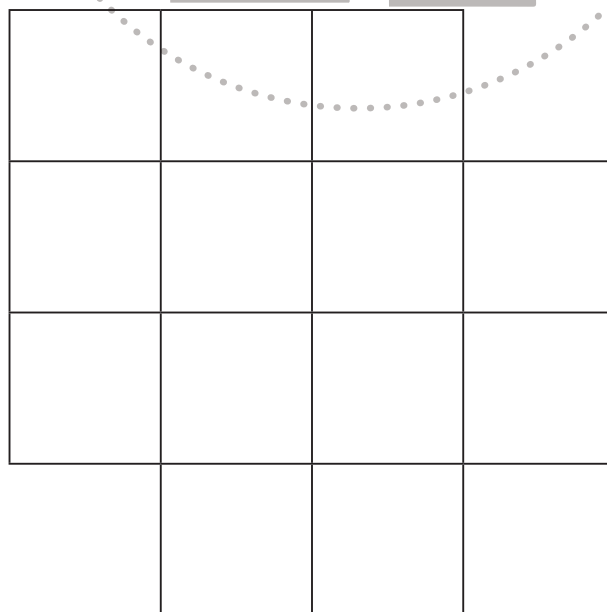
1

몬스터 친구가 가진 모양을 가지고 다음 모양을 만들어 보세요.

(1)

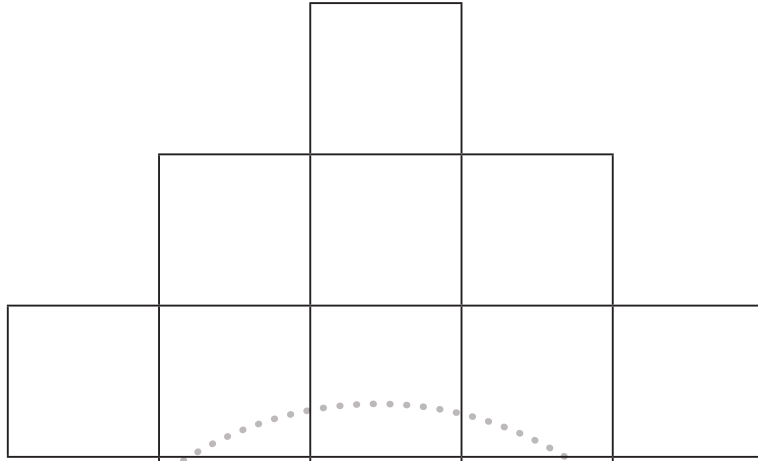


(2)

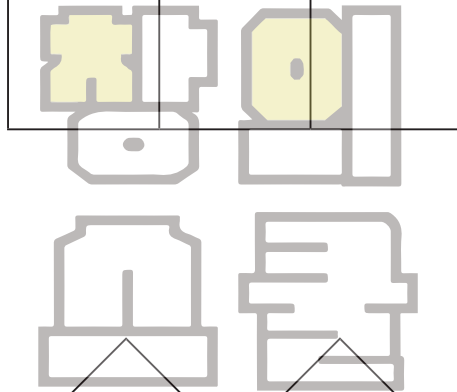


☺ 몬스터 🐙 친구가 가진 모양을 가지고 다음 모양을 만들어 보세요.

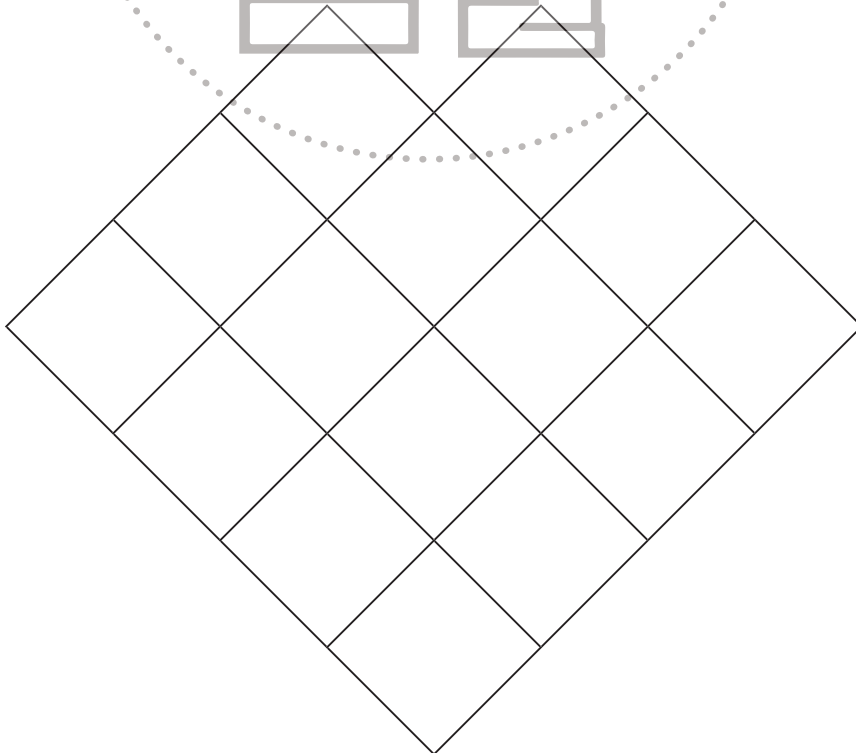
(1)



두뇌를 바꾸는 사고력 수학



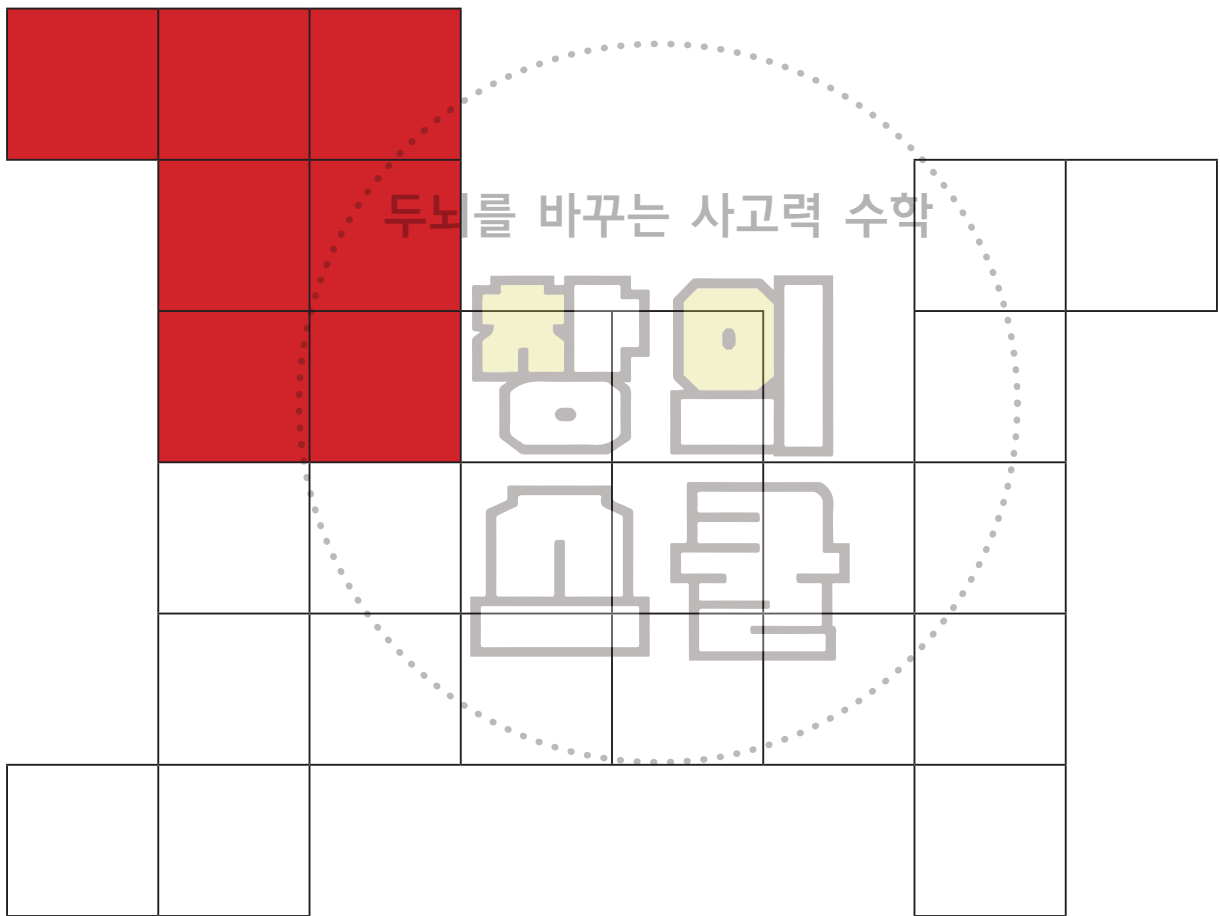
(2)



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모양 만들기

😊 다음 모양을 만들어 보세요.





100까지의 수 알기

두뇌를 바꾸는 사고력 수학

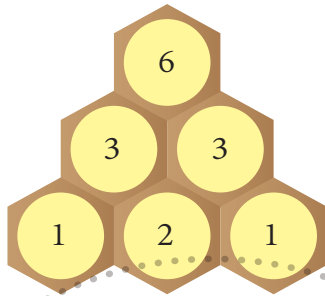
추
차
이
문
집

• 학습 목표

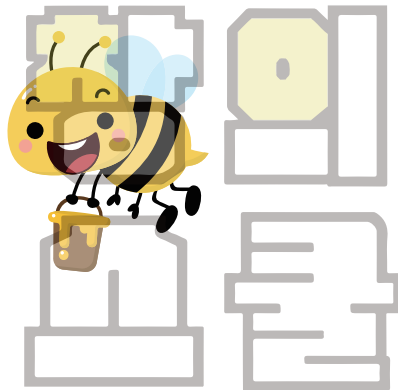
- 수 배열표를 보고 규칙을 찾을 수 있다.
- 수의 합과 차에 관련된 문제를 해결할 수 있다.

다음 보기와 같이 숫자 벌집을 완성해 보세요.

보기

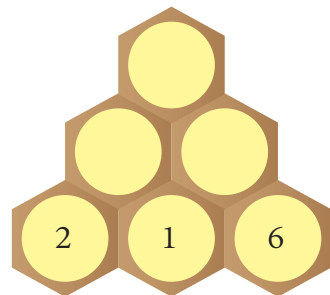
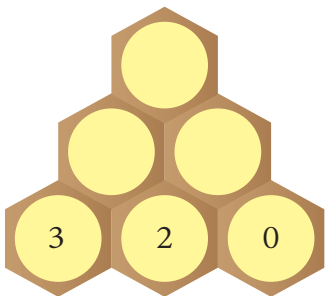


두뇌를 바꾸는 사고력 수학

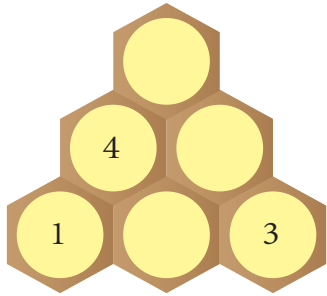


(1)

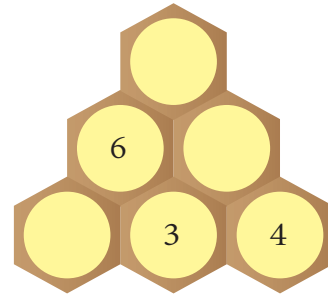
(2)



(3)

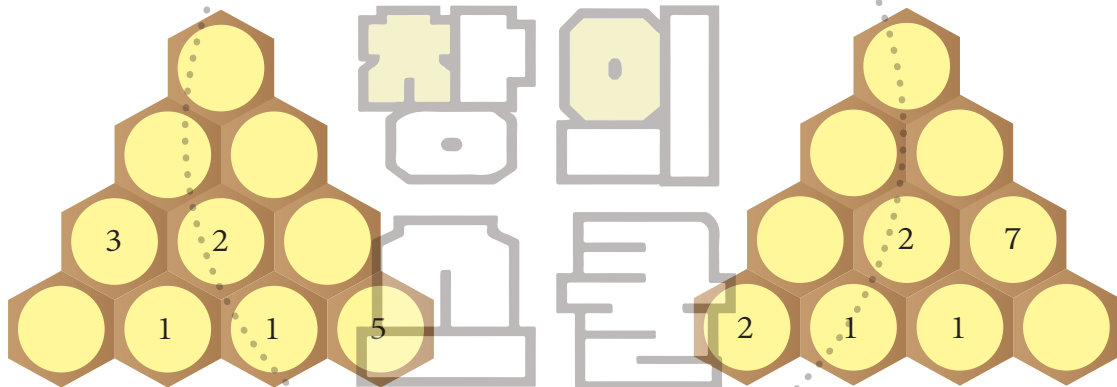


(4)

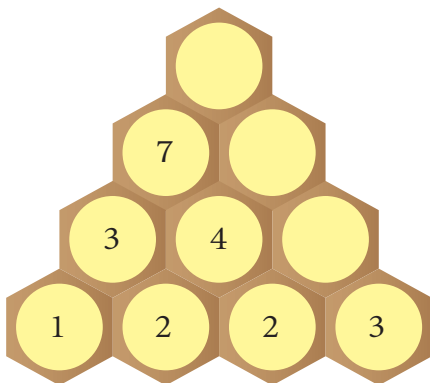


(5)

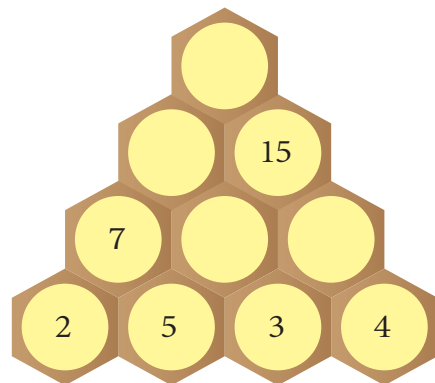
두뇌를 바꾸는 사고력 수학



(7)

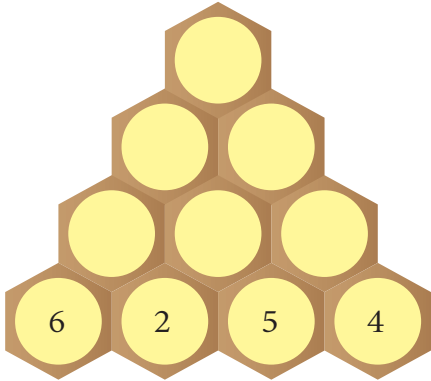


(8)

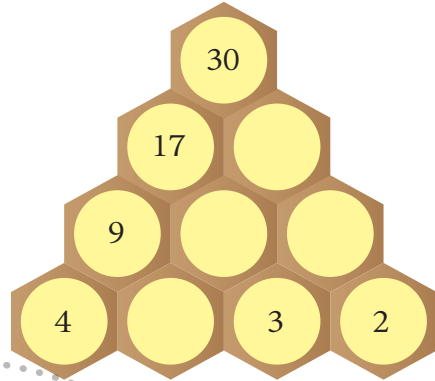


😊 숫자 벌집을 완성해 보세요.

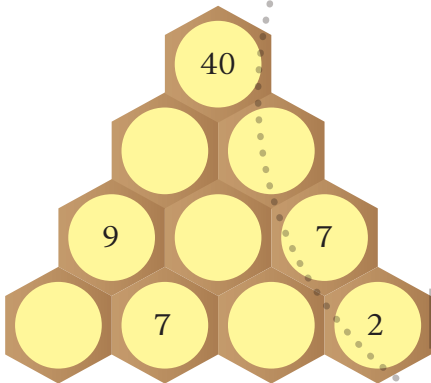
(1)



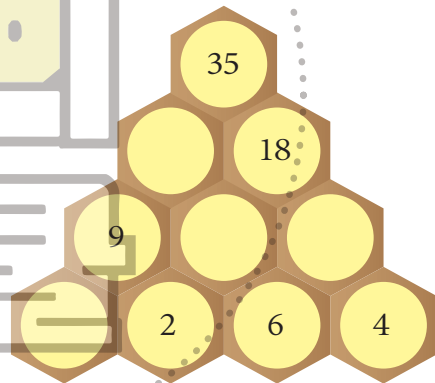
(2)



(3)



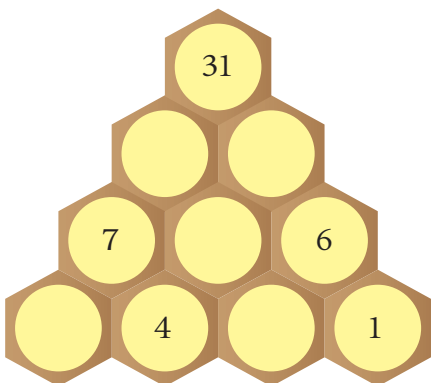
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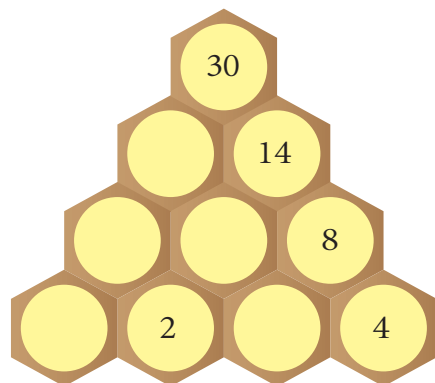
두뇌를 바꾸는 사고력 수학



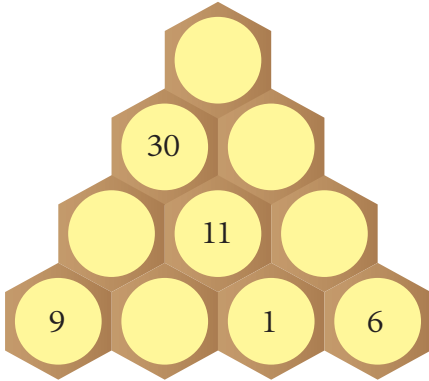
(5)



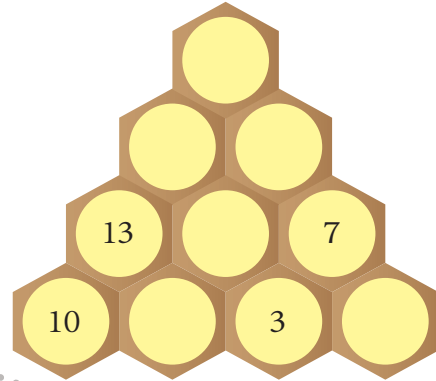
(6)



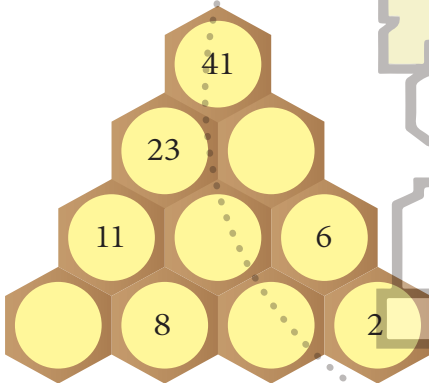
(7)



(8)

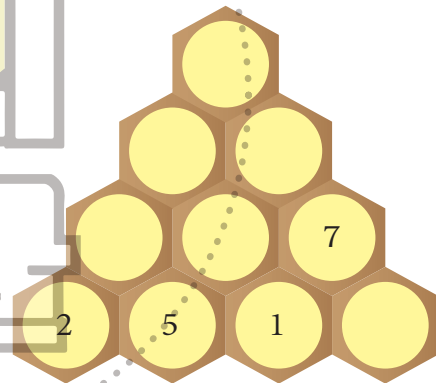
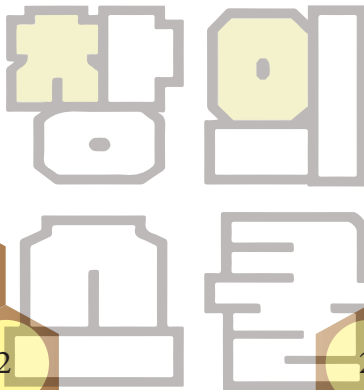


(9)

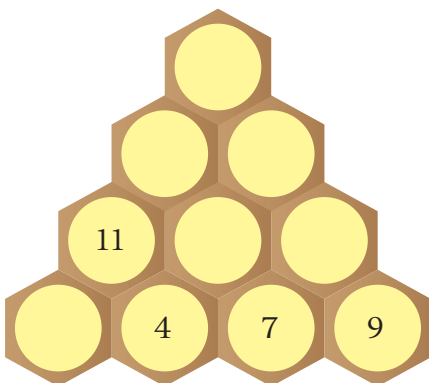


두뇌를 바꾸는 사고력 수학

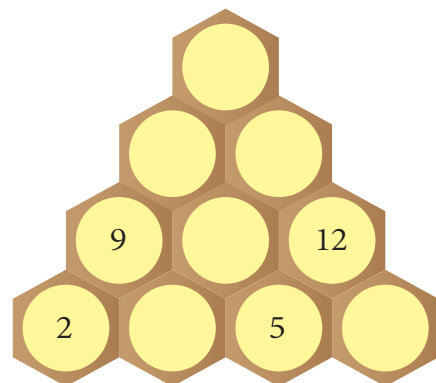
(10)



(11)



(12)

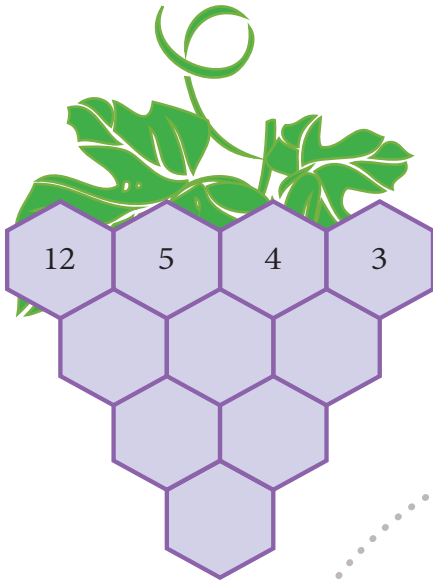


😊 다음 수들의 차를 구해서 빈칸에 적어보세요.

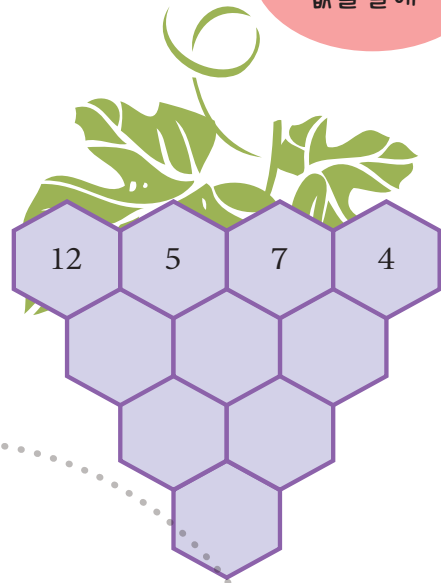
차는 큰 수에서
작은 수를 뺀
값을 말해~



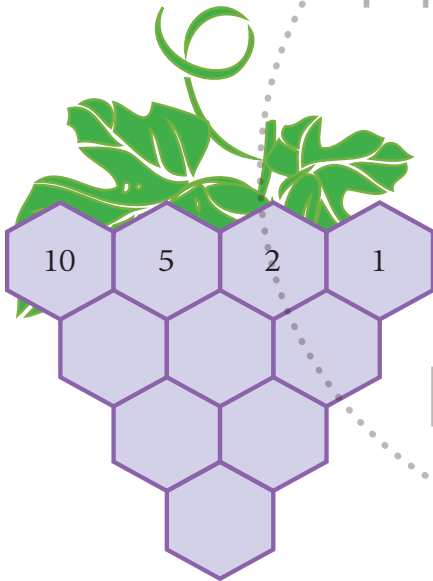
(1)



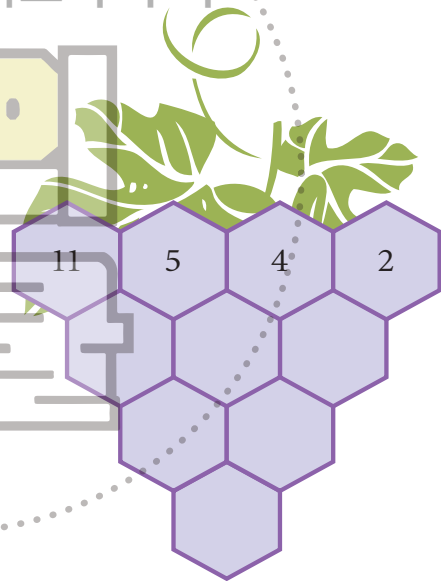
(2)



(3)

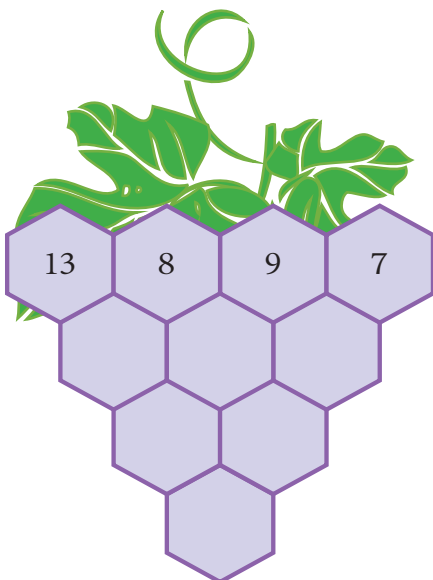


(4)

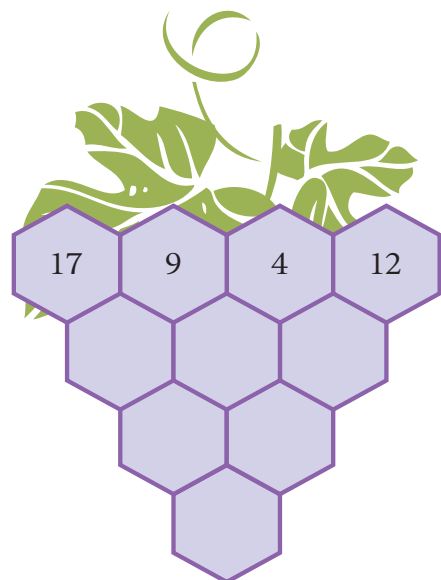


두뇌를 바꾸는 사고력 수학

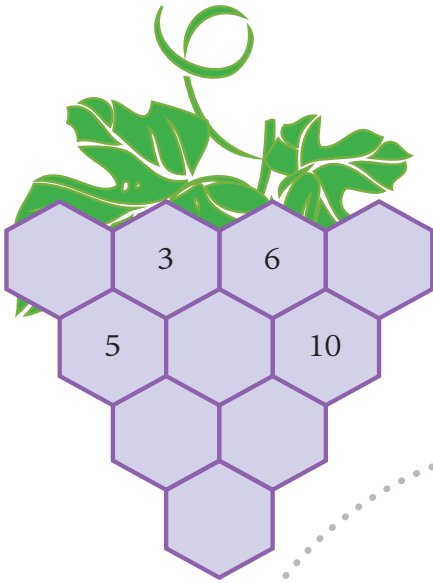
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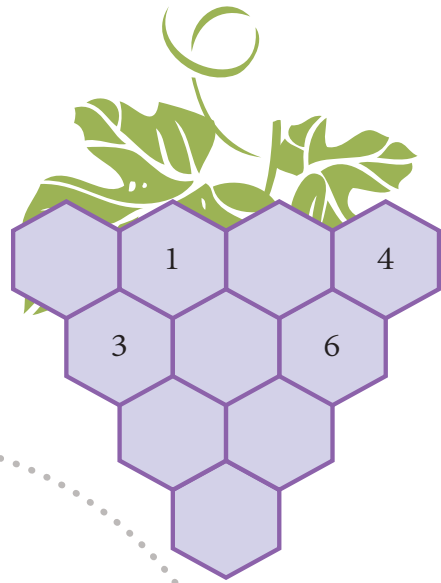
(6)



(7)

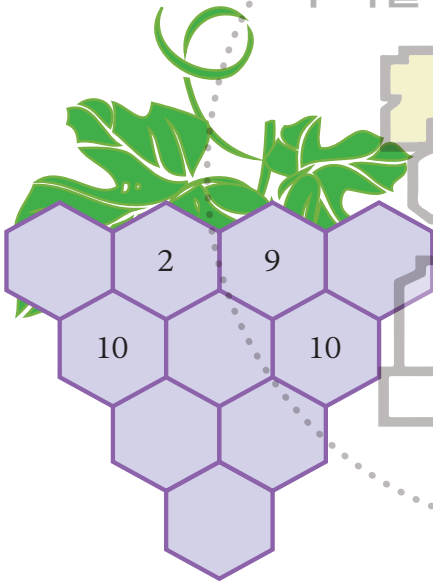


(8)

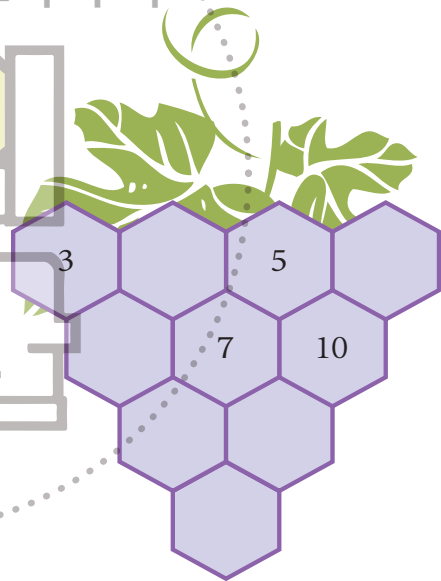


두뇌를 바꾸는 사고력 수학

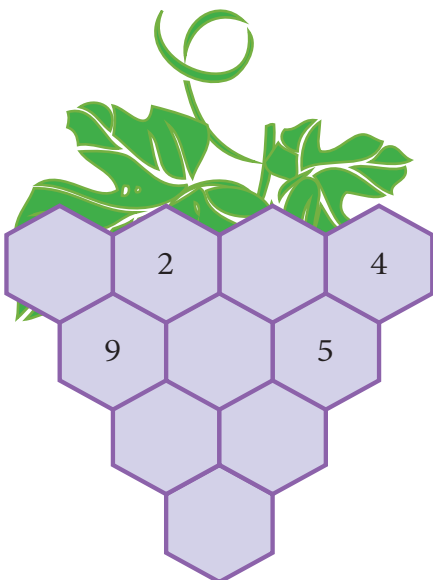
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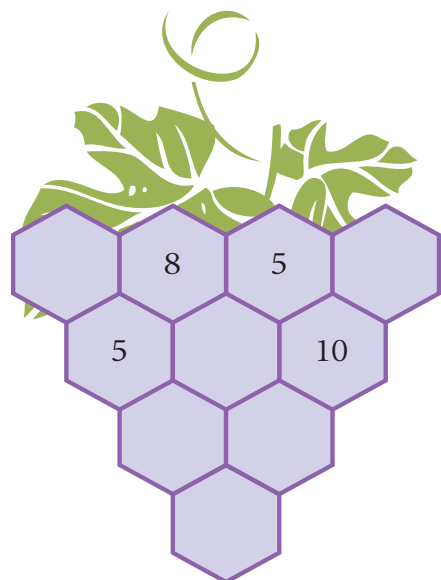
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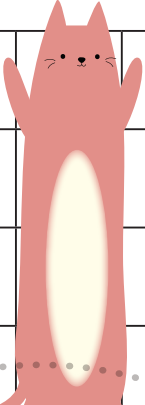
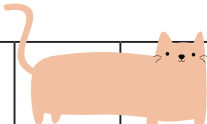
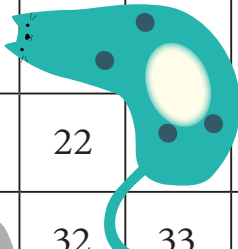

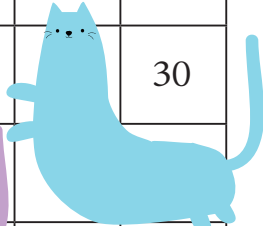
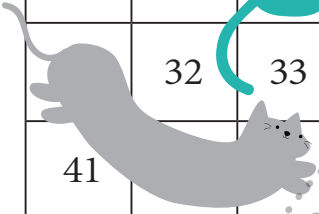
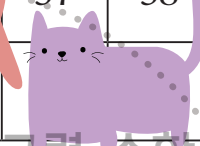
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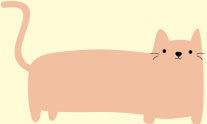
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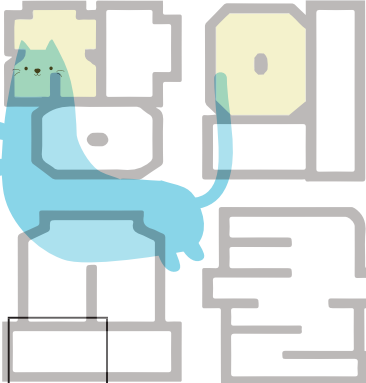
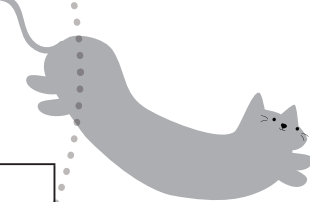
☺ 몬스터들로 가려진 곳에 알맞은 수를 써 보세요.

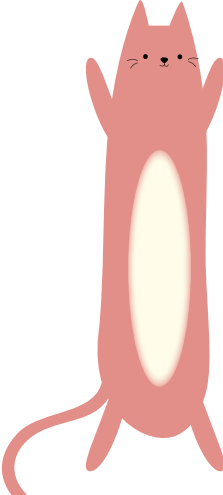
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11			14	15		17		19	20
21	22		24	25		27	28		30
	32	33	34	35		37	38		
41			44	45	46			49	50

두뇌를 바꾸는 사고력 수학


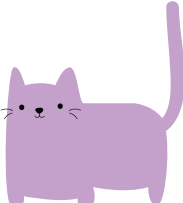


9	10
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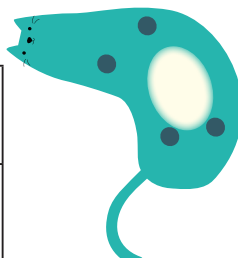





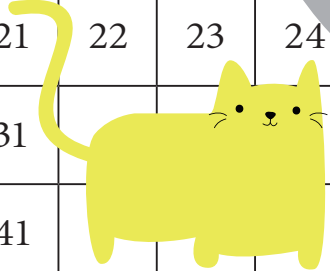
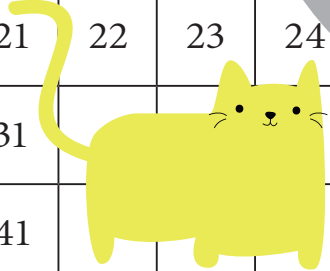
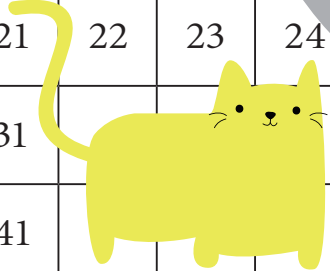
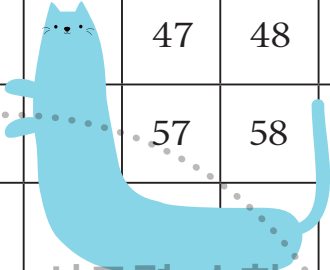
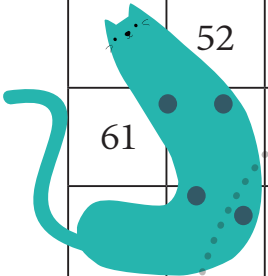
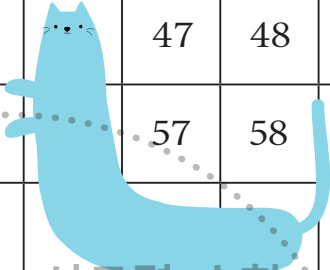
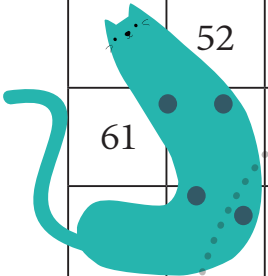
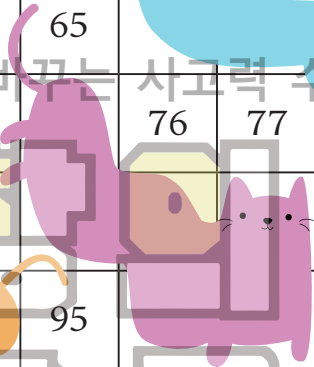
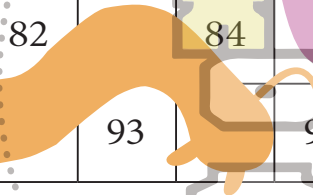
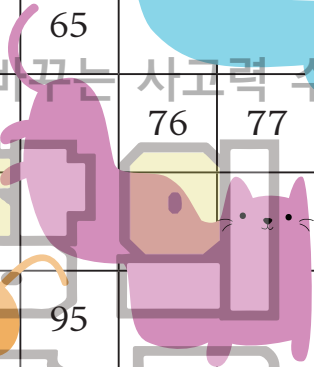
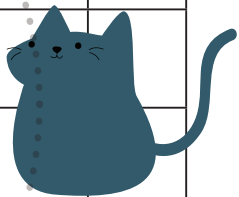
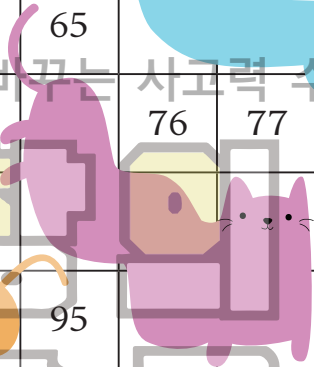


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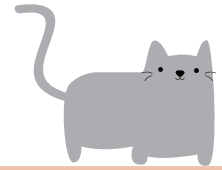


1	2	3	4	5	6	7	8	9	10
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21	22	23	24		26	27	28	29	30
31				35	36	37	38	39	40
41				45		47	48	49	50
	52	53	54	55		57	58	59	60
61		63	64	65		67	68	69	70
		73	74	75	76	77	78	79	80
81	82		84		86	87	88		
		93		95			98		

두뇌를 바꾸는 사고력 수학



29쪽의 수 배열표 보고 다음 빈 곳에 올 알맞은 수를 써 보세요.



두뇌를 바꾸는 사고력 수학

10			57			3
	65					
			11			
40						33
					42	
			29			

	58			

				20