

Šablona III/2 – Inovace a zkvalitnění výuky prostřednictvím ICT

## PRVOUKA

## PTÁCI

Vzdělávací oblast	Člověk a jeho svět
Vzdělávací obor	Člověk a jeho svět
Tematický okruh	Rozmanitost přírody
Anotace	Soubor slouží k zábavnému procvičení probraného učiva a ověření znalostí žáků. Žáci odkrývají charakteristické znaky ptáků stálých a stěhovavých, k obrázku ptáka přiřadí správný název. Řešení vyhodnoceno automaticky.
Klíčová slova	Ptáci stáli a stěhovaví, kritérium třídění, názvy ptáků
Druh učebního materiálu	DUM – SMART Notebook 10
Cílová skupina / ročník	1. stupeň / 2.
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Vytvořeno	duben 2012
Použité zdroje a materiál:	Fotografie: Dětský obrázkový slovník MediaDIDA. Použito se souhlasem autora.



INVESTICE DO ROZVOJE VZDĚLÁVÁNÍ

*Autorem materiálu a všech jeho částí, není-li uvedeno jinak, je PaedDr. Jana Šenkýřová*

A blue-bordered window containing the following elements:

- Top-left: Two buttons labeled "Edit" and "Reset".
- Top-right: A circular help icon containing a question mark.
- Left side: A vertical list of five circular buttons labeled "1", "2", "3", "4", and "5" from top to bottom.

Edit

Reset

?

1

na podzim odlétají do teplých krajín

2

v zimě nemohou najít potravu

3

v létě se žíví většinou hmyzem a plody

4

špaček, kukačka, vlaštovka, jiříčka, skřivan, čáp

5

jsou to ptáci stěhovaví

Interface for a bird identification game. The interface includes a top navigation bar with buttons for 'Edit', 'Check', 'Reset', and 'Solve', and a help icon (question mark) in the top right corner.

The main area contains two bird images in separate frames:

- Left frame:** A black bird (starling) perched on a wooden stump. Below the image is an empty input field.
- Right frame:** A grey bird (cuckoo) perched on a bare branch against a blue sky. Below the image is an empty input field.

At the bottom, there are two blue buttons with white text: 'špaček' (under the left image) and 'kukačka' (under the right image).

Edit

Check

Reset

Solve



špaček

kukačka

Edit

Check

Reset

Solve

?



špaček



kukačka

Edit Check Reset Solve ?



jiříčka vlaštovka

This is a digital interface for a bird identification game. At the top, there are four blue buttons: 'Edit', 'Check', 'Reset', and 'Solve'. In the top right corner, there is a blue circle containing a white question mark. The main area contains two yellow-bordered boxes. The left box shows a blue bird with a white belly perched on a wooden beam. Below it is an empty white rounded rectangle. The right box shows two birds on a rocky ground. Below it is an empty white rounded rectangle. At the bottom, there are two blue buttons with white text: 'jiříčka' and 'vlaštovka'.

Edit

Check

Reset

Solve

?



vlastovka



jiřicka

Interactive interface for a bird identification task. The interface includes a top navigation bar with buttons for "Edit", "Check", "Reset", and "Solve", and a help icon (question mark) in the top right corner.

Two bird images are displayed in separate frames:

- Left frame:** A small brown bird (chickadee) perched on a branch, holding a green insect in its beak.
- Right frame:** A white stork with a long red beak standing on a nest of dry grass against a blue sky.

Below each image is a text input field. The labels for the birds are provided in blue buttons below the input fields:

- Label for the left image: **čáp**
- Label for the right image: **skřivan**



Edit

Check

Reset

Solve

?



skřivan



čáp

A blue-bordered window containing the following elements:

- Top-left: Two buttons labeled "Edit" and "Reset".
- Top-right: A circular help icon containing a question mark.
- Left side: A vertical list of five circular buttons labeled "1", "2", "3", "4", and "5" from top to bottom.

Edit

Reset

?

- 1 zůstávají zde i přes zimu
- 2 v zimě se žíví různými plody a semeny
- 3 lidé jim sypou zob do krmítek
- 4 vrabec, sýkora, kos, sojka, strakapoud, koroptev
- 5 jsou to ptáci stáli

Interface for a bird identification quiz. The interface includes a top navigation bar with buttons for 'Edit', 'Check', 'Reset', and 'Solve', and a question mark icon in the top right corner. The main area contains two bird images in separate frames. Below each image is a text input field. At the bottom, two blue buttons provide the correct answers: 'vrabec' and 'sýkora'.

Edit

Check

Reset

Solve



vrabec

sýkora

Edit

Check

Reset

Solve

?



sýkora



vrabec

Interactive interface for bird identification. The interface includes a top navigation bar with buttons for "Edit", "Check", "Reset", and "Solve", and a question mark icon in the top right corner.

Two bird images are displayed in separate frames:

- Left frame: A woodpecker (sojka) with a red crest and black and white patterned wings, perched on a tree trunk.
- Right frame: A blue-winged tit (strakapoud) with brown upperparts and blue wings, perched on a branch.

Below each image is an empty input field for labeling. The labels "sojka" and "strakapoud" are provided in blue buttons below the input fields.

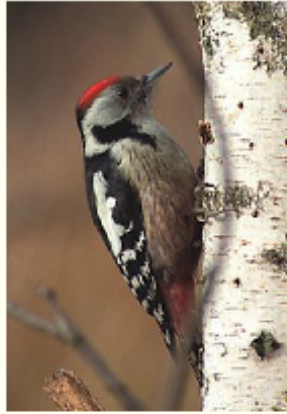
Edit

Check

Reset

Solve

?



sojka

strakapoud

Edit

Check

Reset

Solve

?



strakapoud



sojka

Interface for a bird identification game. The interface includes a top navigation bar with buttons for "Edit", "Check", "Reset", and "Solve", and a help icon (question mark) in the top right corner.

The main area displays two bird images in separate frames:

- Left frame:** A black bird with a yellow beak and eye-ring, perched on a branch. Below the image is an empty input field.
- Right frame:** A brown and grey speckled bird, likely a quail, standing in grass. Below the image is an empty input field.

At the bottom, two blue buttons provide the correct names:

- Button labeled "kos" is positioned below the left input field.
- Button labeled "koroptev" is positioned below the right input field.



Edit

Check

Reset

Solve

?



kos



koroptev

Interface for a logic puzzle involving bird classification. The interface includes a header with buttons for "Edit", "Check", "Reset", "Solve", and a help icon (?). The main area is a 2x2 grid with columns labeled "stálí ptáci" (resident birds) and "stěhovaví ptáci" (migratory birds). The bottom row contains buttons for bird names: vrabec, špaček, koroptev, čáp, sojka, vlaštovka, kos, and jiříčka.

stálí ptáci	stěhovaví ptáci
<p data-bbox="365 1037 667 1098">vrabec</p> <p data-bbox="365 1129 667 1189">špaček</p>	<p data-bbox="734 1037 1037 1098">koroptev</p> <p data-bbox="734 1129 1037 1189">čáp</p> <p data-bbox="1102 1037 1404 1098">sojka</p> <p data-bbox="1102 1129 1404 1189">vlaštovka</p> <p data-bbox="1471 1037 1774 1098">kos</p> <p data-bbox="1471 1129 1774 1189">jiříčka</p>

stálí ptáci		stěhovaví ptáci	
vrabec	strakapoud	špaček	kukačka
sojka	sýkora	vlaštovka	skřivan
kos		jířčka	
koroptev		čáp	