TANGRAM

PLAY FOR CHANGE

EDUCATIONAL

ABC

123

cayro

ES TANGRAM

EL TANGRAM, juego de paciencia de origen chino, quizás sea uno de los más antiguos juegos del mundo. Consta de siete piezas llamadas TANS, conseguidas a partir de un cuadrado recortado de una manera determinada. Los siete TANS (5 triángulos de tamaños diferentes, un cuadrado y un paralelogramo) tienen que utilizarse para confeccionar las figuras. La magia del TANGRAM consiste en ver poco a poco los TANS perder su propia forma para convertirse todos en una nueva figura.

La primera manera de jugar consiste en restablecer el cuadrado perfecto con los 7 TANS. Pero TANGRAM es sobre todo la posibilidad de crear uno mismo centenares de siluetas; personajes, animales, objetos usuales, etc. Para lograr esto, los siete TANS deben juntarse hasta tocarse, sin estar uno sobre otros. Les proponemos algunos modelos cuyas soluciones figuran en las últimas páginas. Cada modelo tiene un número igual al de la solución.

EN TANGRAM

THE TANGRAM, is a game of patiente which originated in China, perhaps it is one of the oldest games in the world. It consist of seven pieces called TANS, obtained from a square cut up in a decided way. The seven TANS, (5 different-sized triangles, a square and a parallelogram) have to be used to form the figures. The magic of the TANGRAM, is involved in watching the TANS little by little loose their former shape and change into a new one.

The first way of playing involves making a perfect square with the seven TANS. But TANGRAM, is above all believing in the possibility of making hundreds of silhouettes, people, animals and unusual objects etc. To reach this point, the seven TANS should join together, actually touching but without being one on top of the other. We suggest some models whose answer are solved on the last pages. Each model has the same number as the answer.

FR TANGRAM

LE TANGRAM, jeu de patience d'origine chinoise, est peut-être l'un des jeux les plus anciens du monde. Il se compose de sept pièces appelées TANS, obtenues à partir d'un carré découpé d'une façon déterminée. Les sept Tans (5 triangles de tailles différentes, un carré et un parallélogramme) doivent tous être utilisés pour la confection des figures. La magie de Tangram est de voir peu à peu les TANS perdre leur propre forme pour devenir ensemble une nouvelle figure.

La première façon de jouer consiste à rétablir le carré parfait avec les sept TANS. Mais TANGRAM c'est surtout la possibilité de créer soi-même des centaines de silhouettes: personnages, animaux, objets usuels, etc. Pou réussir, les sept TANS

doivent se toucher, sans jamais se chevaucher. Nous vous proposons quelques medéles dont la solution d'assemblage figure en dernières pages. Chaque modèle est numéroté, ainsi que sa solution.

DE TANGRAM

Das Tangram, ein aus China stammendes Geduldsspiel, ist vielleicht eines der ältesten Spiele dieser Welt überhaupt. Es besteht aus sieben Teilen, den TANS, bestimmte geometrische Grundformen, die zusammen ein Quadrat bilden. Beim Legen der Formen müssen immer alle sieben TANS (5 verschieden grosse Dreiecke, ein Quadrat und ein Parallelogramm) verwendet werden. Der Reiz des TANGRAMS liegt darin, dass die TANS dabei langsam ihre eigene Form verlieren, um zusammen eine neue Figur anzunehmen.
Die erste Spielart besteht darin, das Quadrat mit den sieben TANS wiederherzustellen. Aber das TANGRAM bietet Ihnem vor allem die Möglichkeit, selbst bestimmte Figuren zu schaffen: Personen, Tiere, Gebrauchsgegenstände usw. Dabei müssen sich die sieben TANS berühren, dürfen aber nicht übereinandergelegt werden. Wir haben Ihnem ein para Figurbeispiele zusammengestellt, deren Legelösungen auf den letzten Seiten zu finden sind. Jedes Figurenbeispiel und dessen Lösung trägt eine Nummer.

IT TANGRAM

Il TANGRAM, un gioco di pazienza di origine cinese, è forse uno dei giochi più antichi del mondo. Esso si compone di sette pezzi detti TANS, ottenuti tagliando un quadrato in un determinato modo. I sette TANS (5 triangoli aventi dimensioni diverse, un quadrato ed un parallelogramma) devono essere tutti impiegati per fare la figure. Il magico del Tangram è costituito dal fatto che si vedono i TANS perdere a poco a poco la loro forma per diventare tutti insieme una nuova figura. Il primo modo di giocare consiste nel formare il quadrato perfetto per mezo dei sette TANS. Ma TANGRAM vuol dire soprattutto la possibilità di creare da soli delle centinaia di figure: personaggi, animali, oggetti di uso comune, eccetera. Per riuscirvi, i sette TANS devono solo toccarsi, ma non devono mai essere sovrapposti. Vi proponiamo alcuni modelli: le relative soluzioni di composizione sono indicate nelle ultime pagine. Ogni modello è numerato, la corrispondente soluzione ha lo stesso numero.

PT TANGRAM

O tangram, jogo de paciência de origem chinesa, é talvez um dos jogos mais antigos do mundo. É constituído por sete peças chamadas TANS, feitas a partir

dum quadrado recortado duma determinada forma. Os sete TANS (5 triângulos de tamanhos diferentes, um quadrado e um paralelograma) têm de ser utilizados para fazer as figuras. A magia do TANGRAM consiste em ver pouco a pouco todos os TANS perderem a sua própria forma para se converterem todos numa nova figura. A primeira forma de jogar consiste em restabelecer o quadrado perfeito com os 7 TANS. No entanto, o TANGRAM é sobretudo a possibilidade de criar até mesmo uma centena de formas: personagens, animais, objectos usuais, etc. Para o conseguir, os sete TANS devem ser juntados até se tocarem, sem estarem uns sobre os outros. Promomos alguns modelos cujas soluções figuram nas últimas páginas. Cada modelo tem um número igual ao da solução correspondente.

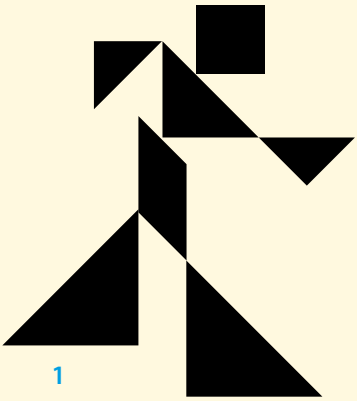
PL TANGRAM

Tangram to gra ucząca cierpliwości wywodząca się z Chin. Prawdopodobnie jest to jedna z najstarszych gier na świecie. Składa się z 7 klocków zwanych tanami (5 trójkątów w różnych rozmiarach, 1 kwadrat i 1 równoległobok), których używa się do układania figur. Magią Tangrama jest obserwowanie jak pojedyncze klocki układają się w jedną nową całość.
Podstawowym wyzwaniem jest utworzenie kwadratu z wszystkich 7 klocków. Jednak Tangram to setki możliwości układania sylwetek ludzi, zwierząt i różnych niezwykłych przedmiotów. Aby to osiągnąć należy ułożyć klocki obok siebie, tak aby się stykały, ale nie nachodziły jeden na drugi. Przedstawiamy niektóre możliwości układanki. Rozwiązania znajdują się na ostatnich stronach (zagadka i rozwiązanie mają ten sam numer).

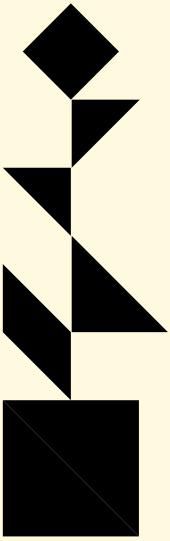
NL TANGRAM

TANGRAM, is een geduldspel uit China, misschien een van de oudste spellen ter wereld. Het bestaat uit zeven stukjes genaamd TANS, verkregen uit een vierkant dat op een bepaalde manier is uitgesneden. De zeven TANS, (5 verschillende grote driehoeken, een vierkant en een parallellogram) moeten worden gebruikt om de figuren te vormen. De magie van de TANGRAM is grotendeels het kijken hoe de TANS beetje bij beetje hun vroegere vorm verliezen en veranderen in een nieuwe. De eerste manier van spelen is het maken van een perfect vierkant met de zeven TANS. Maar TANGRAM gelooft vooral in de mogelijkheid om honderden silhouetten, mensen, dieren en ongebruikelijke voorwerpen te maken enz. Om dit punt te bereiken, zouden de zeven TANS samen moeten komen, eigenlijk aanraken maar zonder elkaar te overlappen. We stellen enkele modellen voor waarvan het antwoord op de laatste pagina's is opgelost. Elk model heeft hetzelfde nummer als het antwoord.

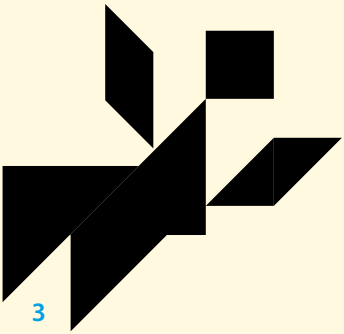
CHALLENGES



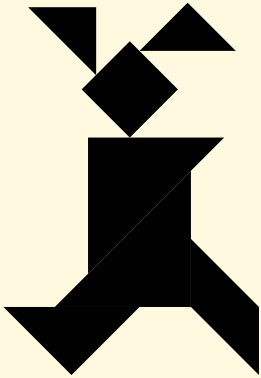
1



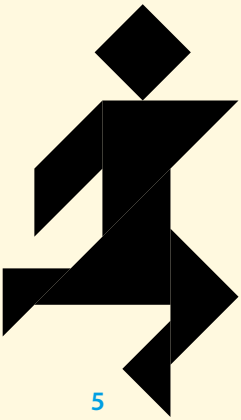
2



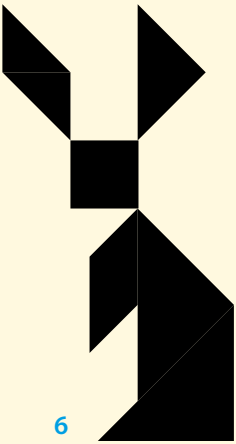
3



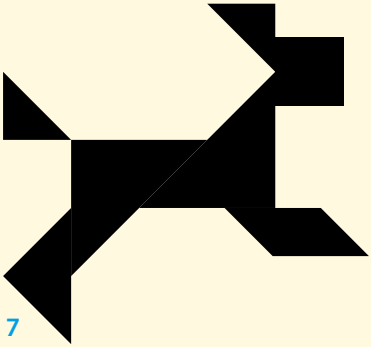
4



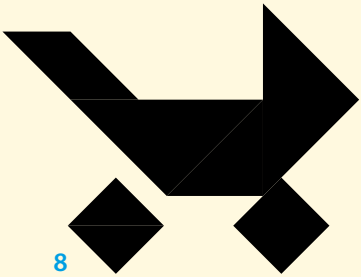
5



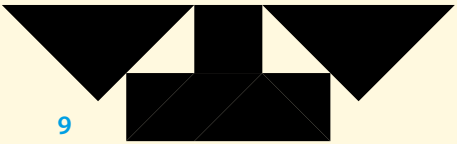
6



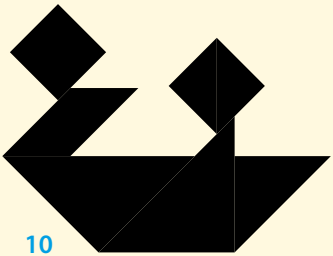
7



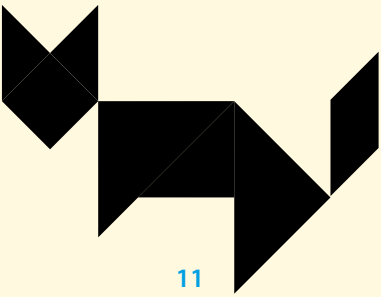
8



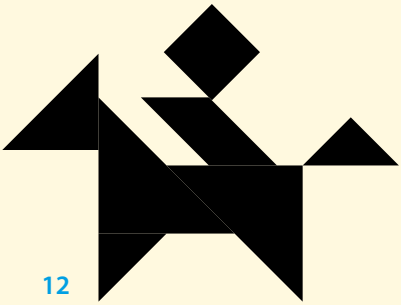
9



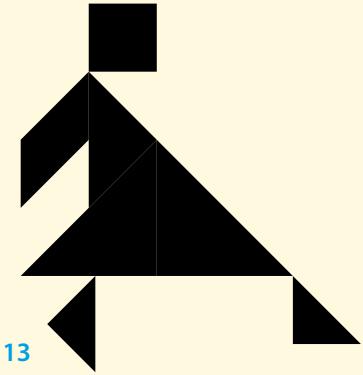
10



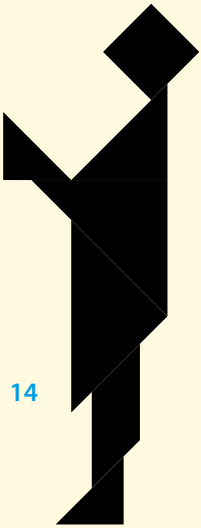
11



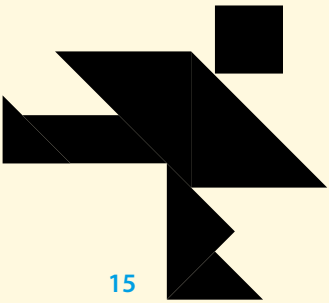
12



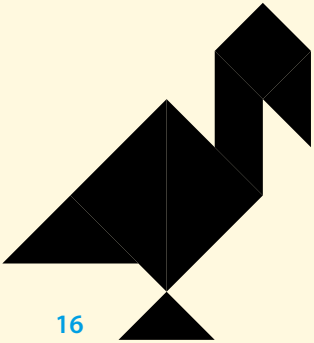
13



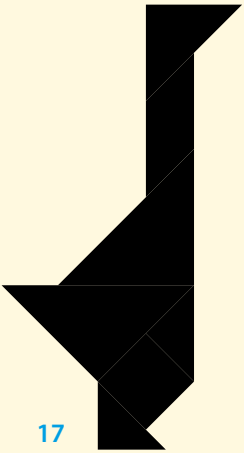
14



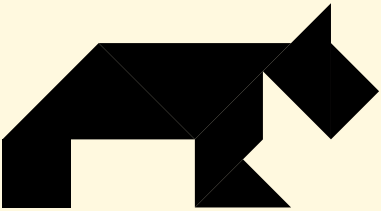
15



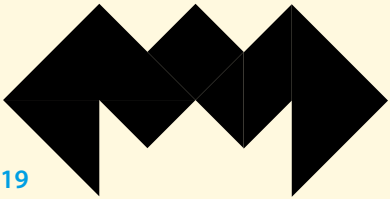
16



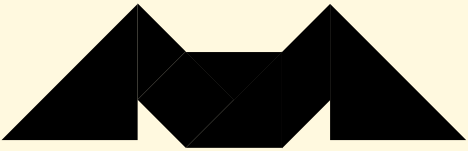
17



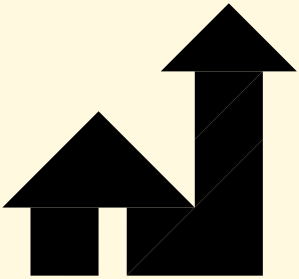
18



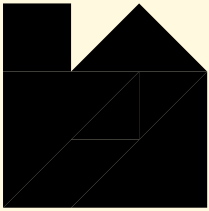
19



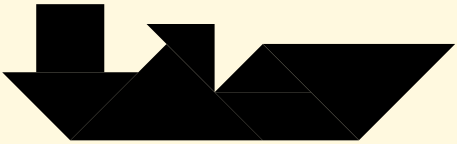
20



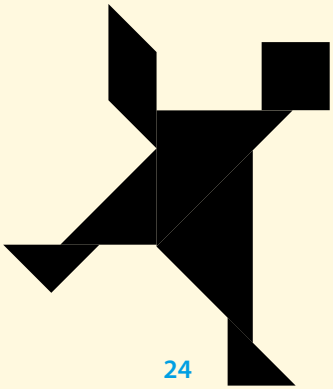
21



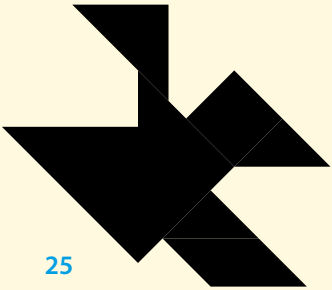
22



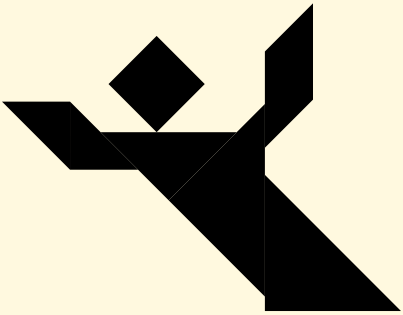
23



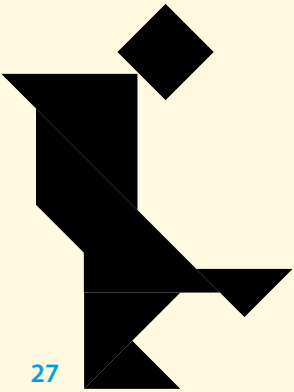
24



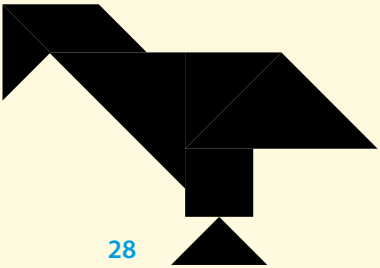
25



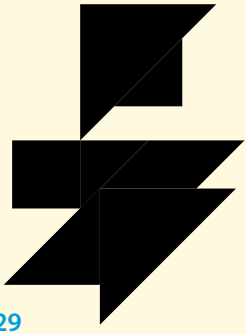
26



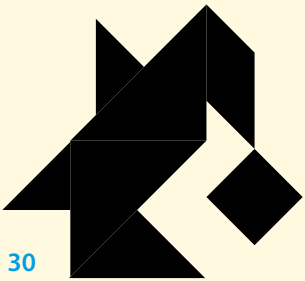
27



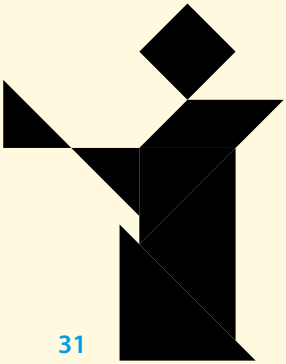
28



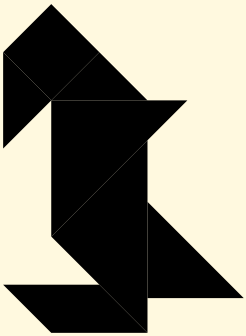
29



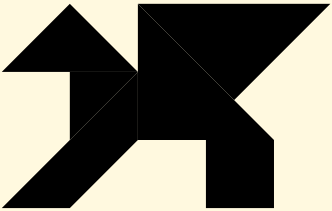
30



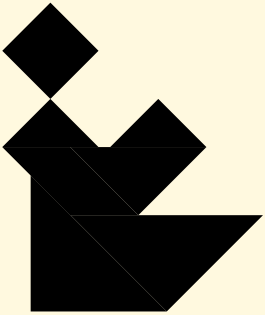
31



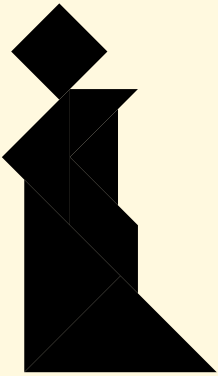
32



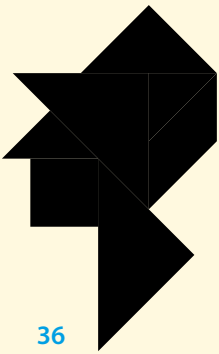
33



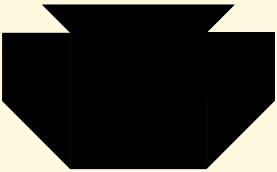
34



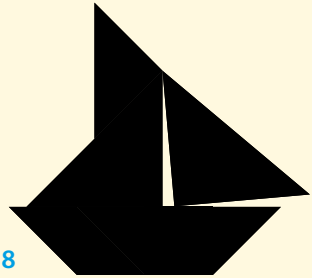
35



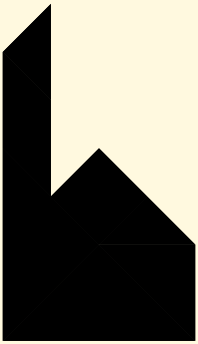
36



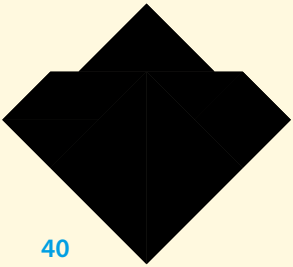
37



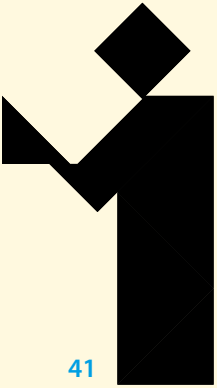
38



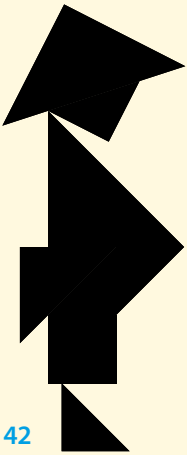
39



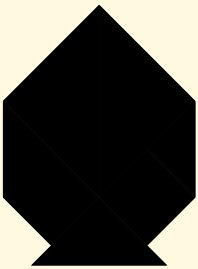
40



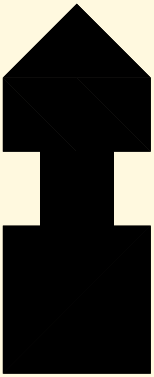
41



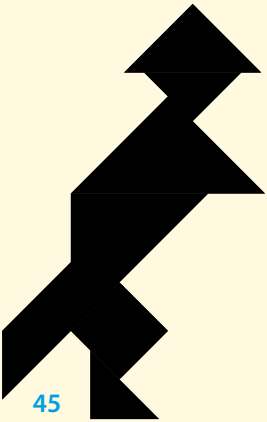
42



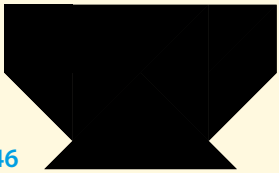
43



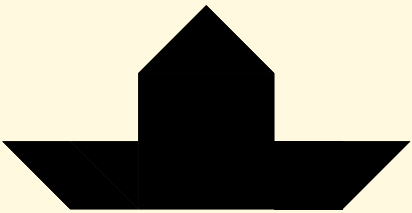
44



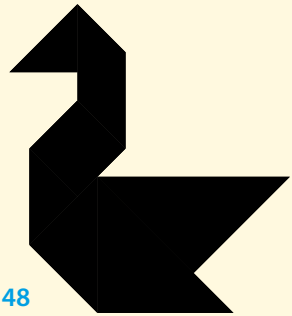
45



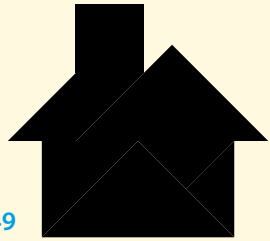
46



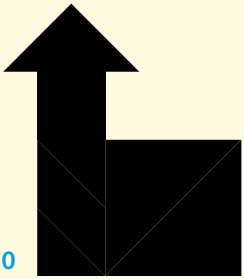
47



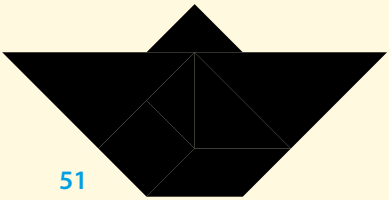
48



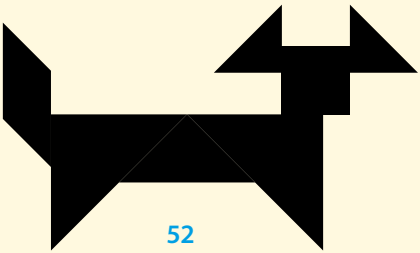
49



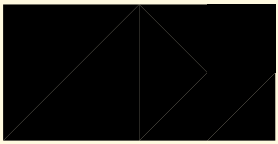
50



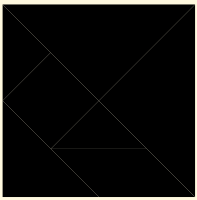
51



52

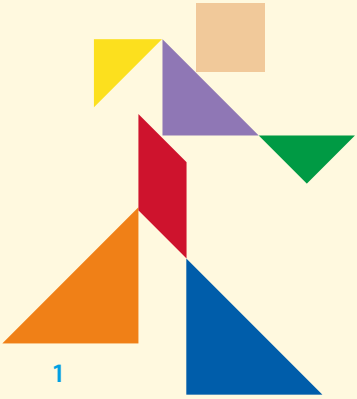


53



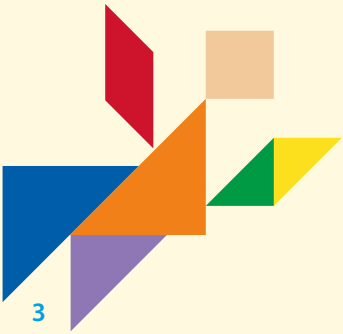
54

SOLUTIONS

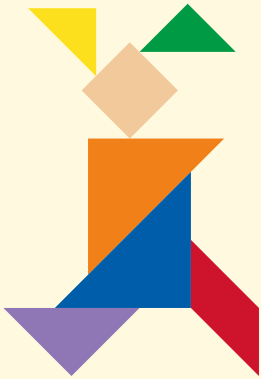


1

2

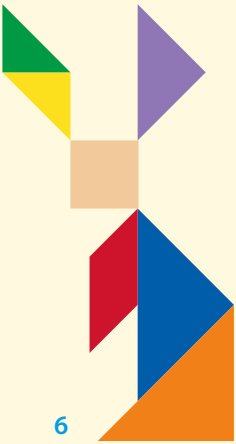


3



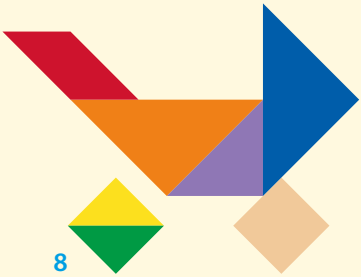
4

5



6

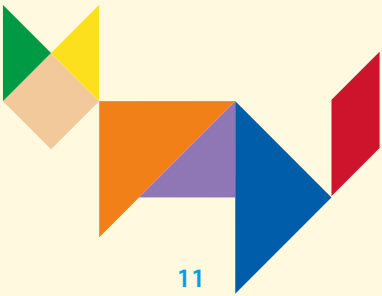
7



8

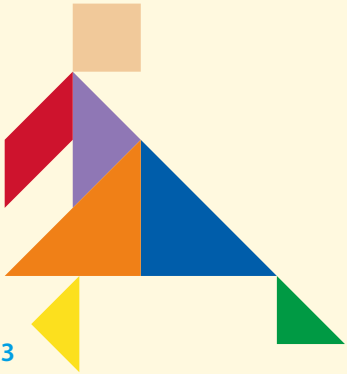
9

10

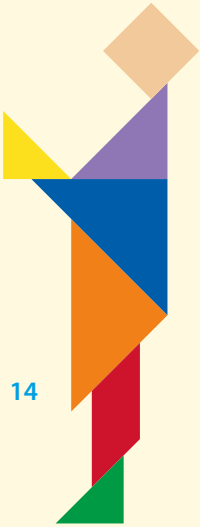


11

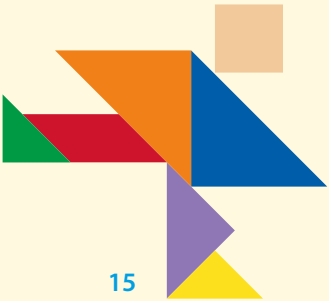
12



13

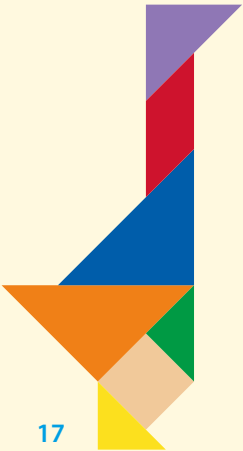


14

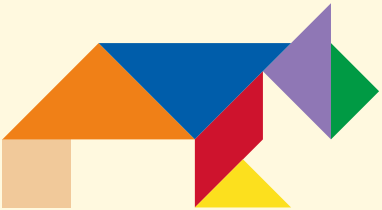


15

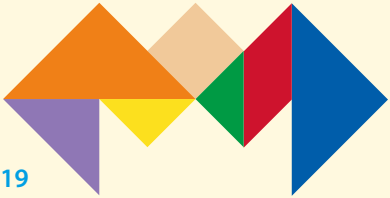
16



17

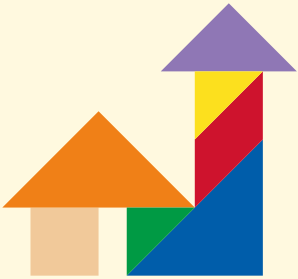


18

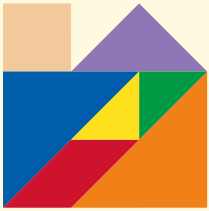


19

20

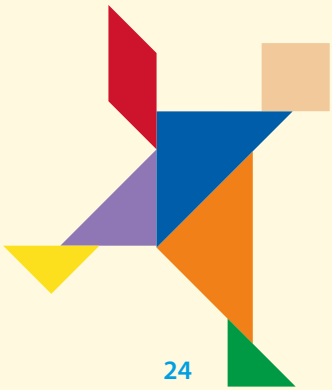


21



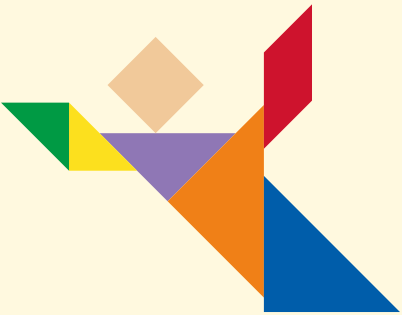
22

23



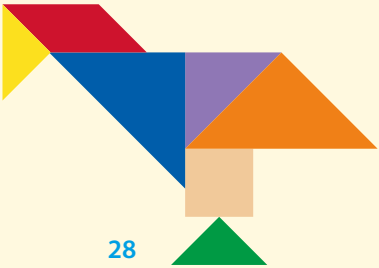
24

25

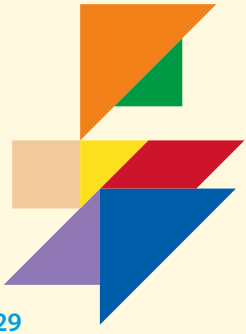


26

27

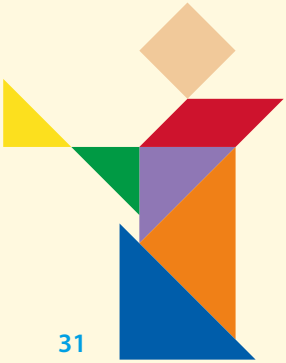


28

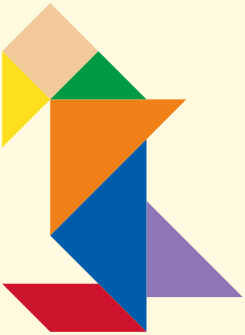


29

30



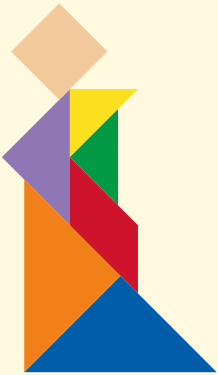
31



32

33

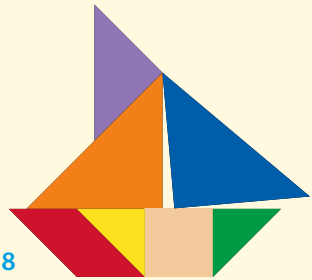
34



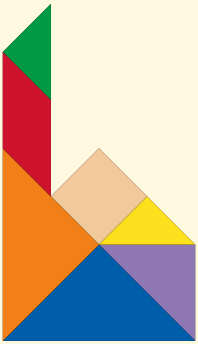
35

36

37

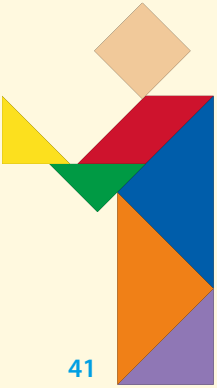


38

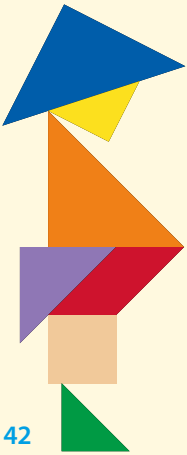


39

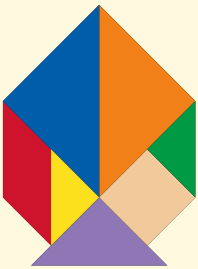
40



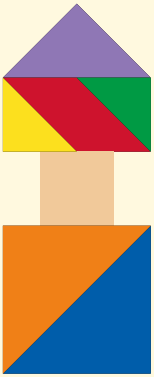
41



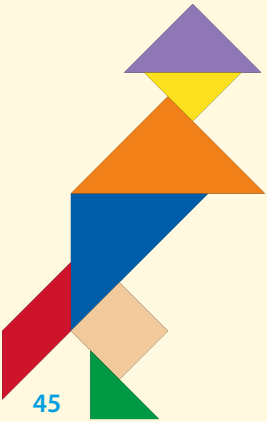
42



43

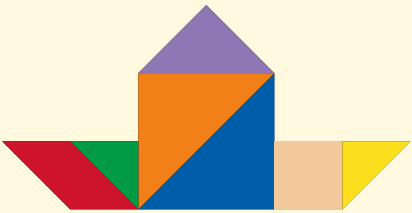


44

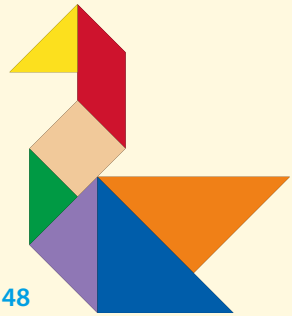


45

46

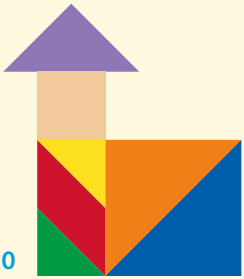


47

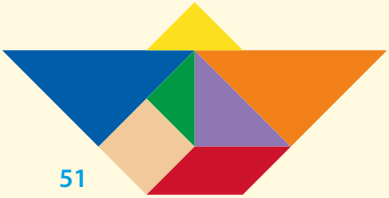


48

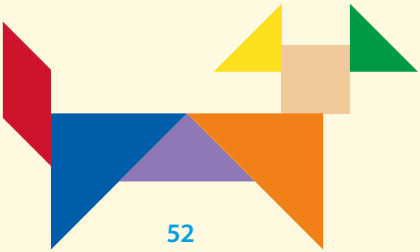
49



50



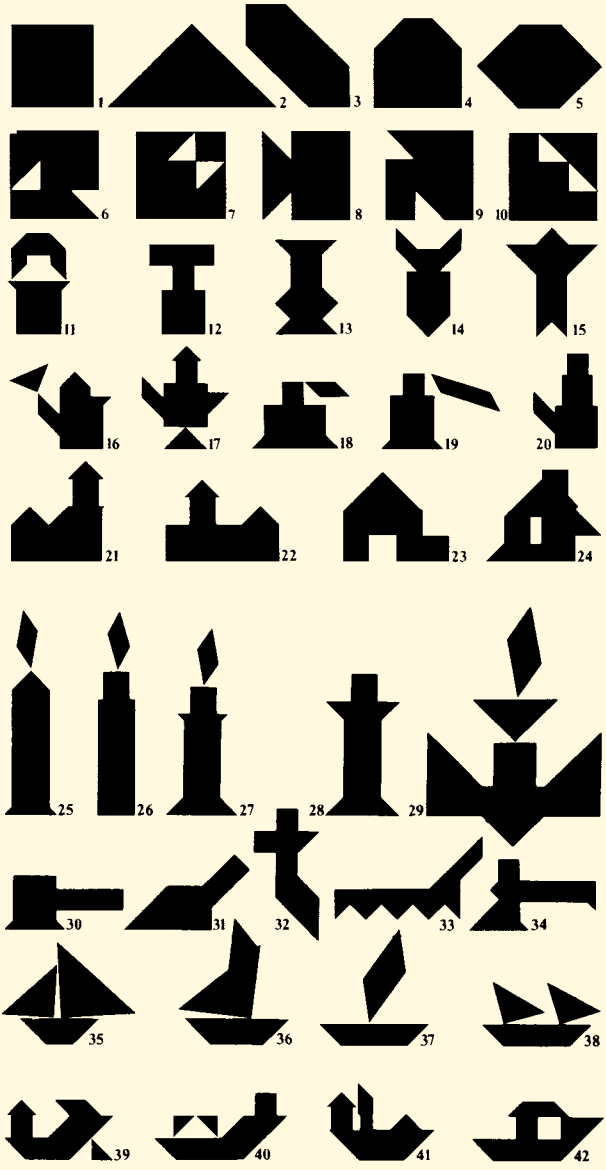
51

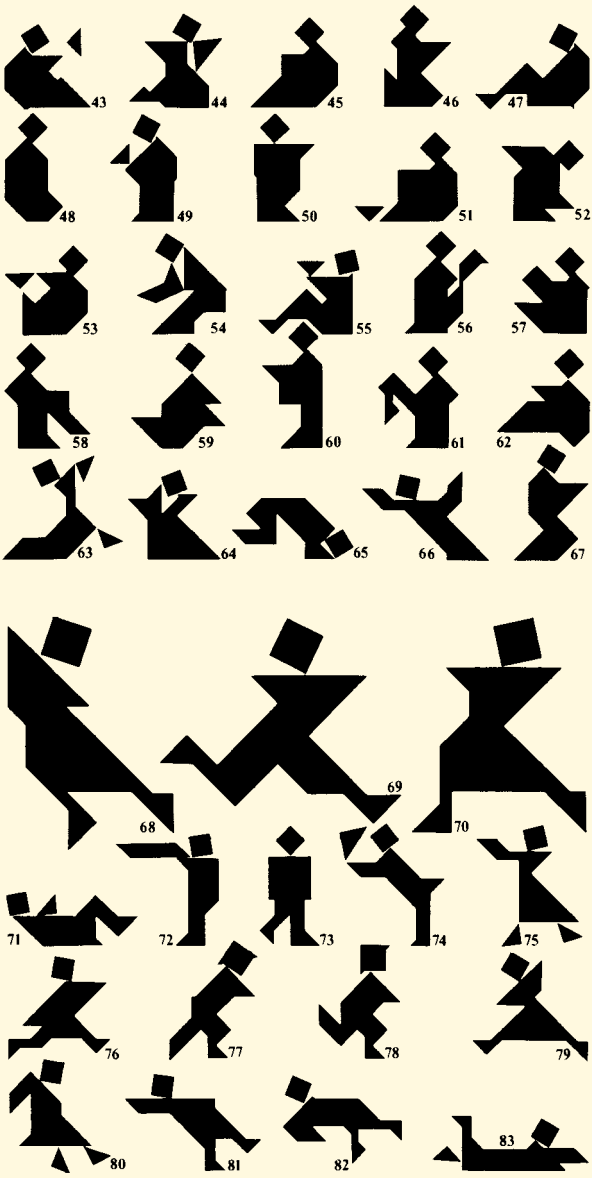


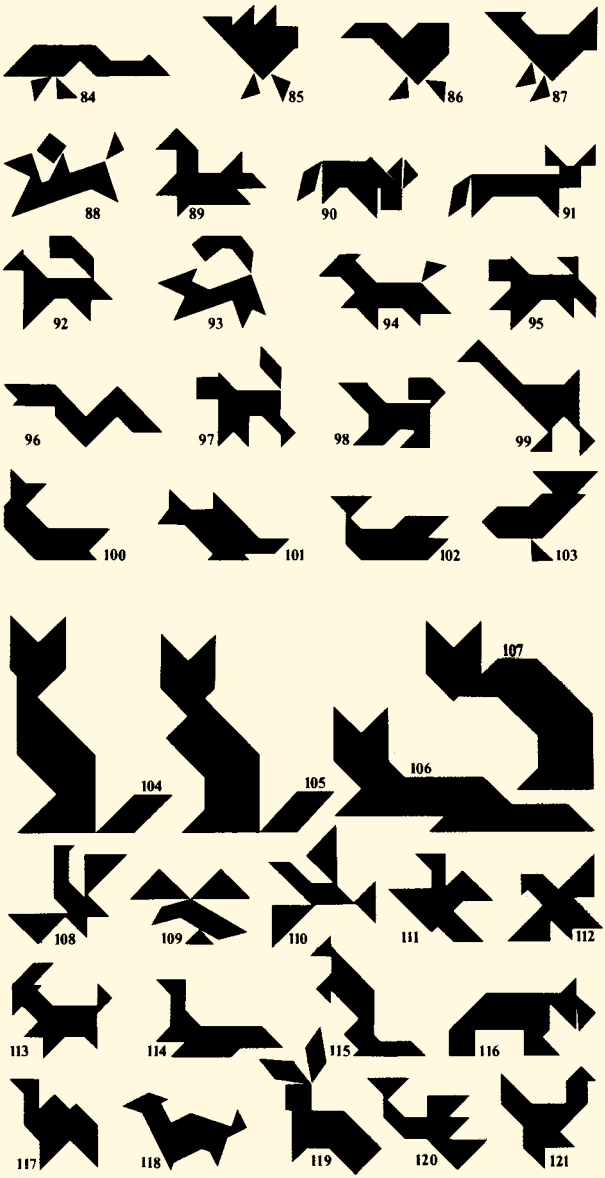
52

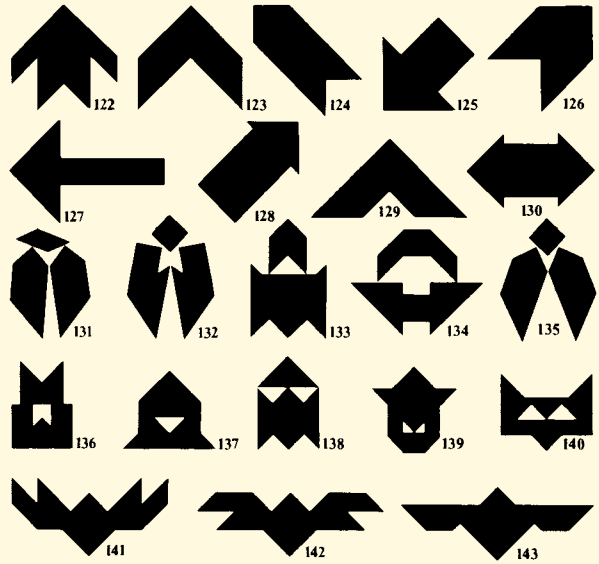
53

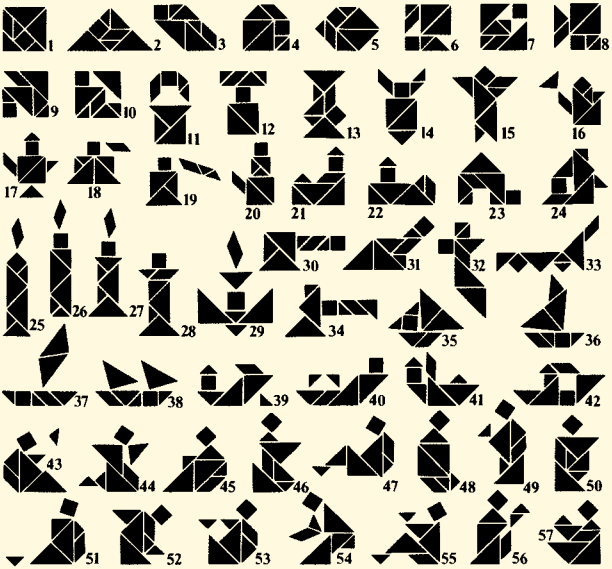
54

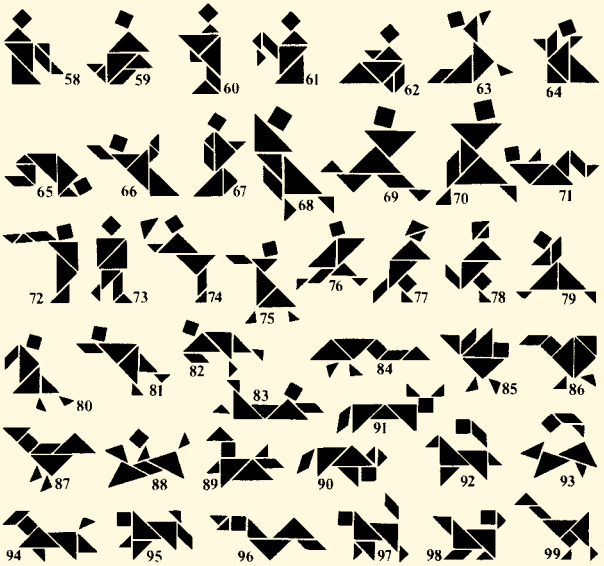

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40
41
42

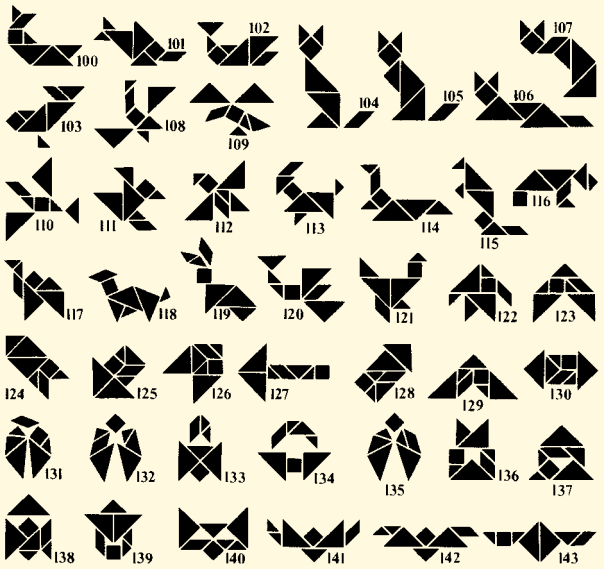

43
44
45
46
47
48
49
50
51
52
53
54
55
56
57
58
59
60
61
62
63
64
65
66
67
68
69
70
71
72
73
74
75
76
77
78
79
80
81
82
83


84
85
86
87
88
89
90
91
92
93
94
95
96
97
98
99
100
101
102
103
104
105
106
107
108
109
110
111
112
113
114
115
116
117
118
119
120
121


122
123
124
125
126
127
128
129
130
131
132
133
134
135
136
137
138
139
140
141
142
143


1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40
41
42
43
44
45
46
47
48
49
50
51
52
53
54
55
56
57


58
59
60
61
62
63
64
65
66
67
68
69
70
71
72
73
74
75
76
77
78
79
80
81
82
83
84
85
86
87
88
89
90
91
92
93
94
95
96
97
98
99


100
101
102
103
104
105
106
107
108
109
110
111
112
113
114
115
116
117
118
119
120
121
122
123
124
125
126
127
128
129
130
131
132
133
134
135
136
137
138
139
140
141
142
143

JUGUETES CAYRO S.L.
Pol. Ind. Juyarco 54-55
03700 Dénia (Alicante) España
www.cayro.es

124/0522/es-en-fr-de-it-pt-pl-nl