

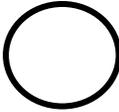
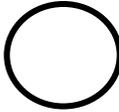
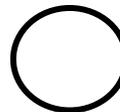
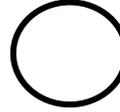
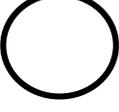
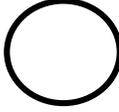
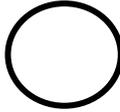
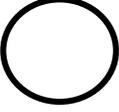
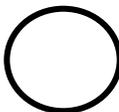
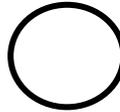
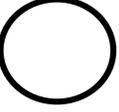
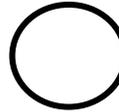
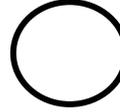
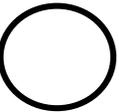
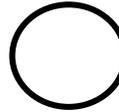
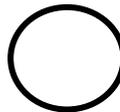
Name: \_\_\_\_\_

Class: \_\_\_\_\_ Date: \_\_\_\_\_

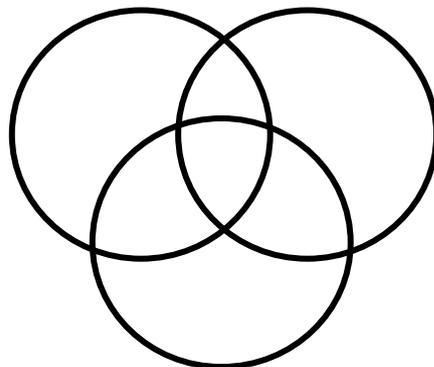
Brick by Brick 1 - ©2019

**BRICK BY BRICK 1 - PROJECT 1**  
**UNITS 1 AND 2**  
**Worksheet 2: Color Mixing with Light**

**1. COLOR AND SAY.**

1)		AND		MAKE	
2)		AND		MAKE	
3)		AND		MAKE	
4)		AND		MAKE	
5)		AND		MAKE	
6)		AND		MAKE	

**2. COLOR AND FIND THE COLOR.**



**3. ROLL THE DIE. PLAY A GAME.**

# BRICK BY BRICK 1 - PROJECT 1

## UNITS 1 AND 2

### Worksheet 2: Orientações e Gabarito

#### Activity 1

- Peça aos alunos que digam as cores do arco-íris: *red, orange, yellow, green, blue, indigo, violet*.
- Peça que pintem os dois primeiros círculos com as seguintes cores: 1) *red; green*, 2) *green; blue*, 3) *blue; red*, 4) *green; red*, 5) *blue; green*, 6) *red; blue*.
- Os alunos devem misturar as cores dos dois primeiros círculos para descobrirem a cor secundária: *yellow, light blue and pink*.
- Faça com que os alunos percebam que a ordem das cores não importa quando formarem a cor secundária.
- Para finalizar, peça que digam as seis combinações em voz alta.

#### Activity 2

- Peça aos alunos que pintem a parte de cada círculo, que não se mescla com outro círculo, com as cores primárias da luz *red, blue e green*.
- Em seguida, peça que pintem a parte de cada círculo que se mescla com outro círculo com as cores secundárias da luz *yellow, light blue and pink*, de acordo com os resultados obtidos no projeto e na atividade anterior.
- Para terminar, pergunte que cor completa a parte dos círculos que se mesclam entre si: *white*.

#### Activity 3

- Providencie um dado para a atividade.
- Os alunos deverão organizar-se em círculo. Um aluno deverá jogar o dado e dizer as cores correspondentes a cada número da atividade 1, e o aluno ao lado deverá dizer a cor formada pela mistura das duas cores. Por exemplo: se o aluno jogar o dado e cair 3, ele deve dizer, “blue and red”, e o parceiro deve responder, “blue and red make pink”.
- O jogo termina quando todos os alunos tiverem participado.