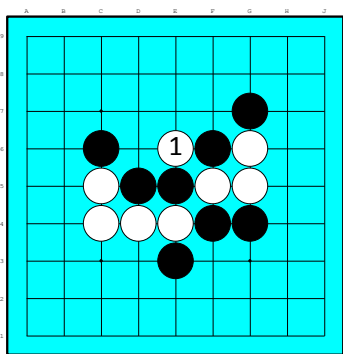
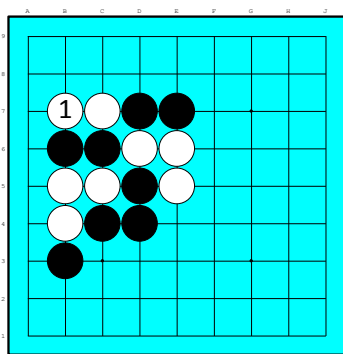


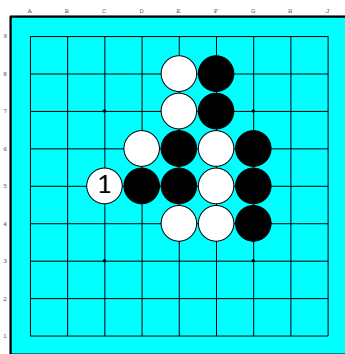
AYUDA MEMORIA DEL TALLER 6



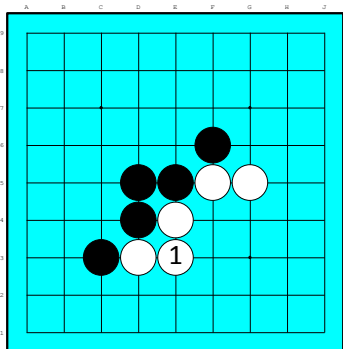
S1 – T5



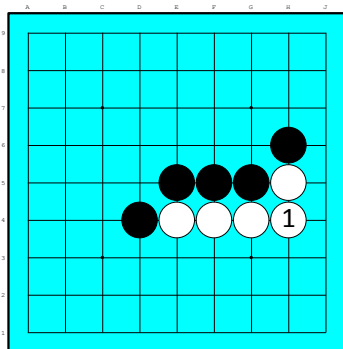
S2 – T5



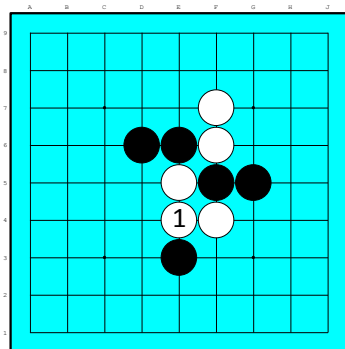
S3 – T5



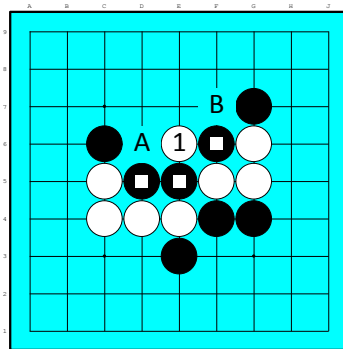
S4 – T5



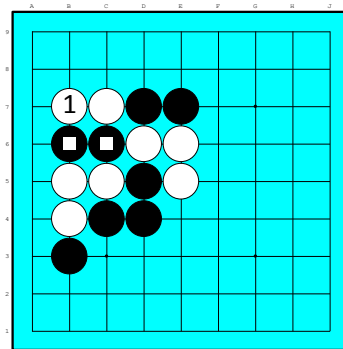
S5 – T5



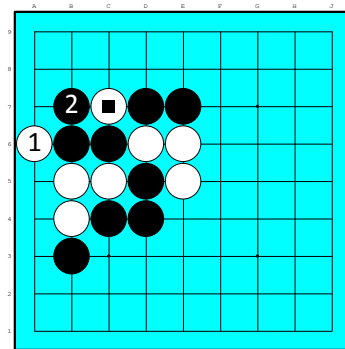
S6 – T5



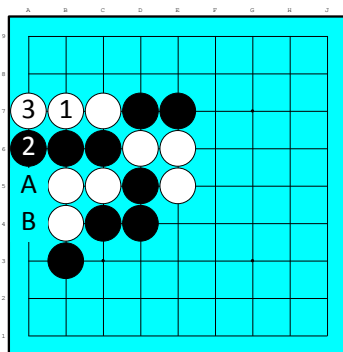
Problema 1 (revisión).



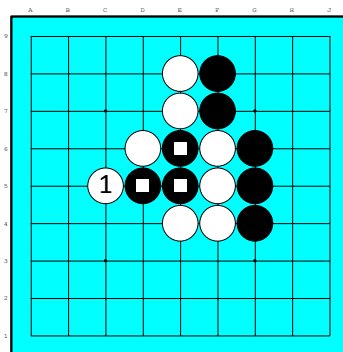
Problema 2 (revisión).



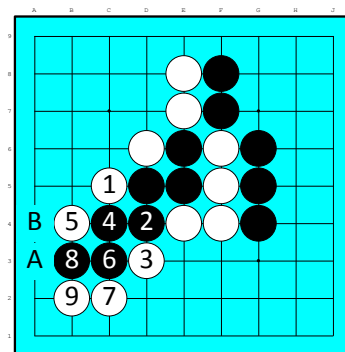
Incorrecta.



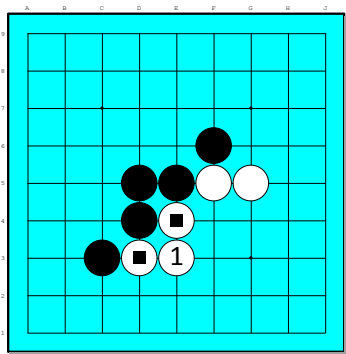
Secuencia completa.



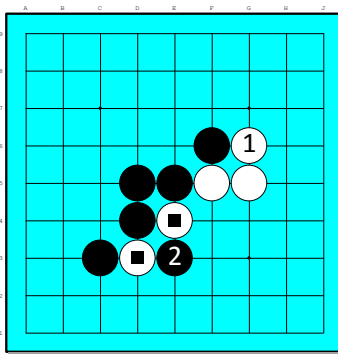
Problema 3 (revisión).



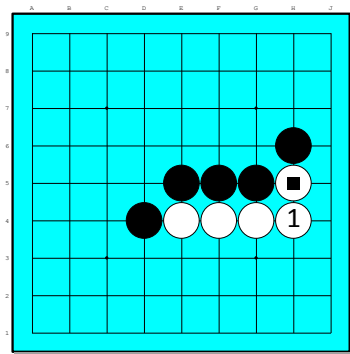
Secuencia completa.



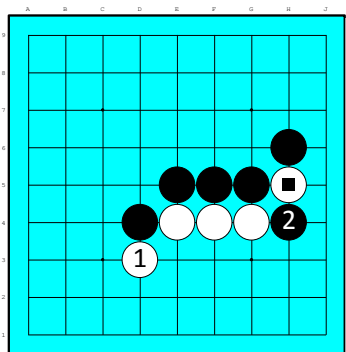
Problema 4 (revisión).

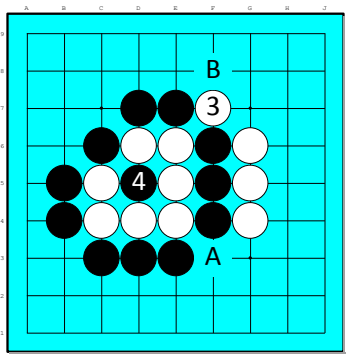


Incorrecta.

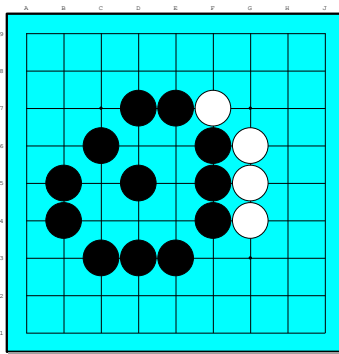


Problema 5 (revisión).

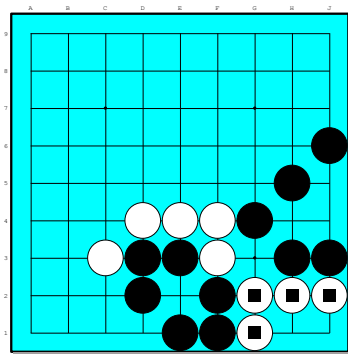




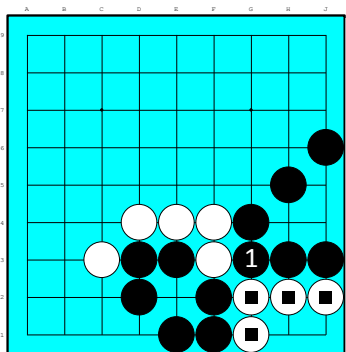
Negro captura.



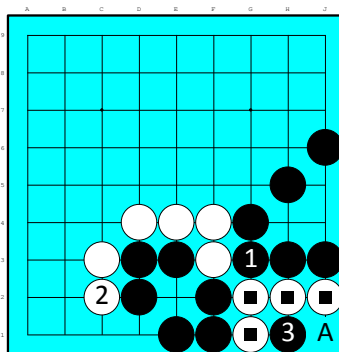
Posición resultante.



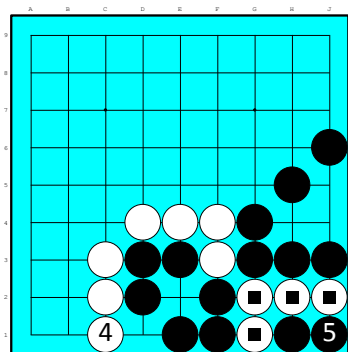
Ejemplo 2 (posición).



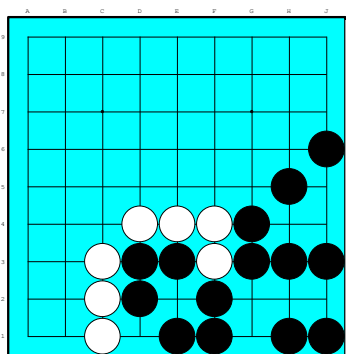
Negro corta.



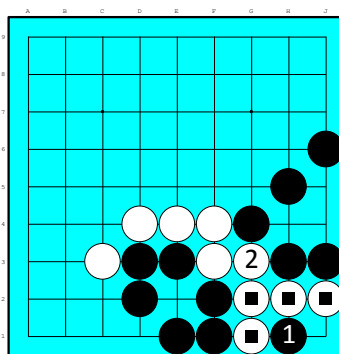
Atari.



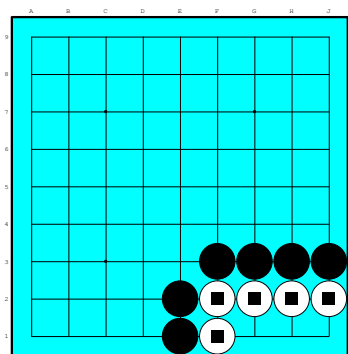
Negro captura.



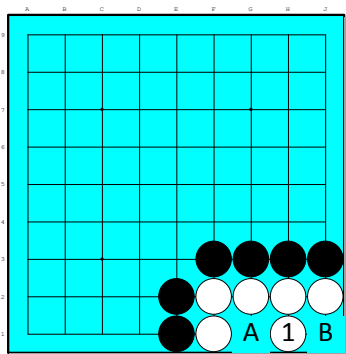
Posición resultante.



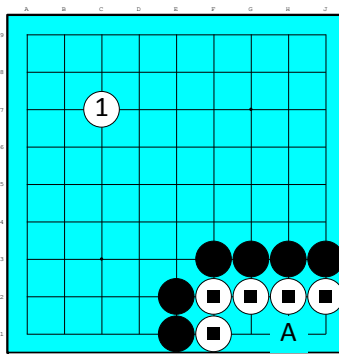
Incorrecta.



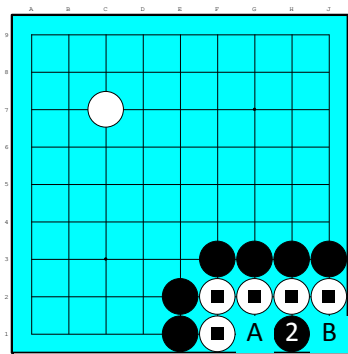
Ejemplo 3 (posición).



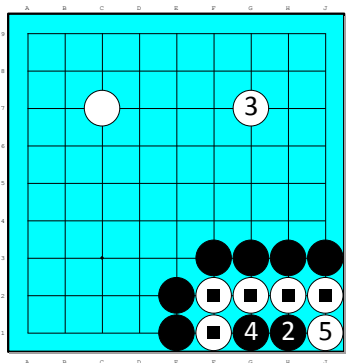
Dos ojos (punto vital).



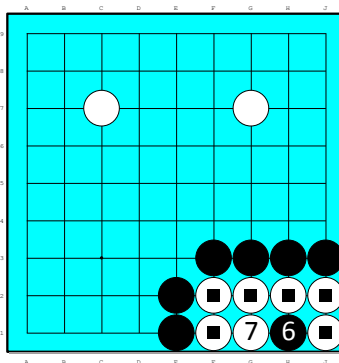
Juega en otra parte.



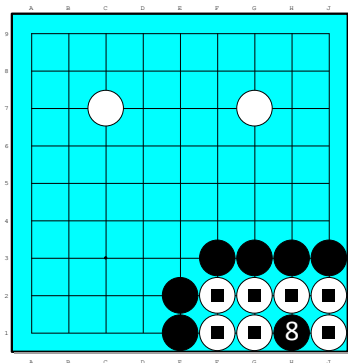
Negro ocupa el punto vital.



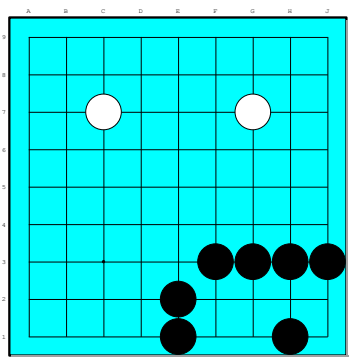
Atari.



Atari.



Negro captura.

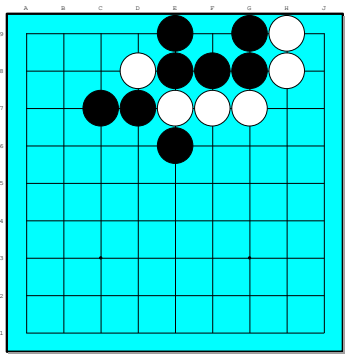


Posición resultante.

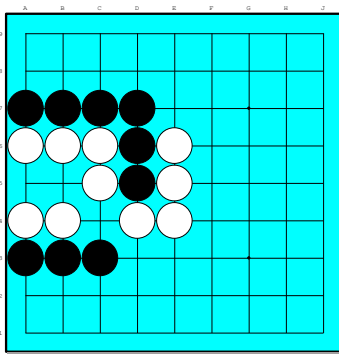
**ATARI-GO: Gana el que queda con más piedras sobre el tablero.**

**ACTIVIDAD GRUPAL: Proponer nombres para el club (y/o elegir nombre).**

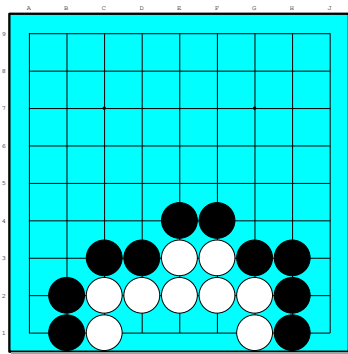
**PROBLEMAS:**



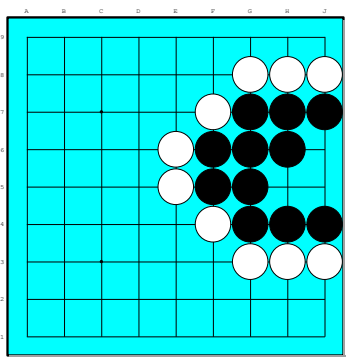
P1.



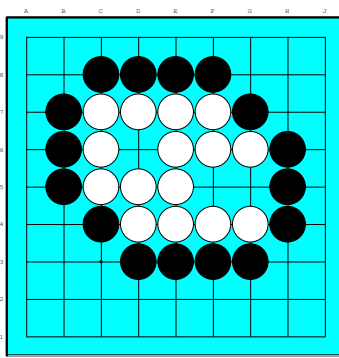
P2.



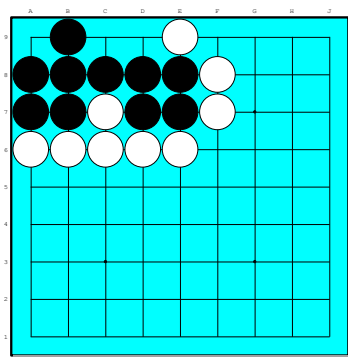
P3.



P4.

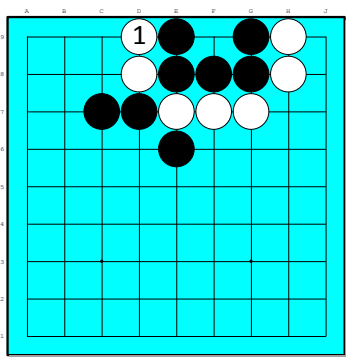


P5.

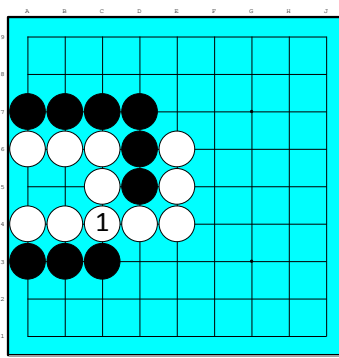


P6.

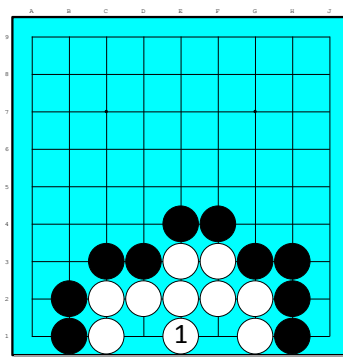
**SOLUCIONES:**



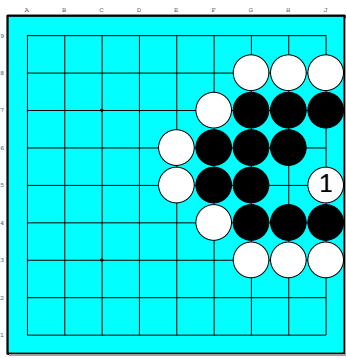
S1.



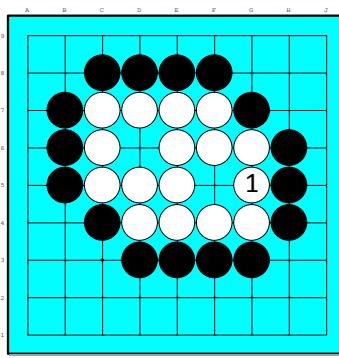
S2.



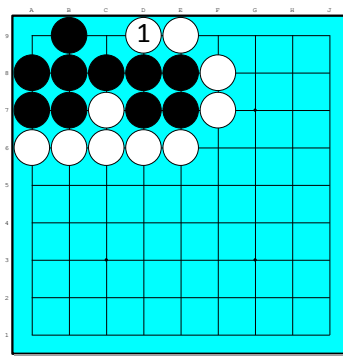
S3.



S4.



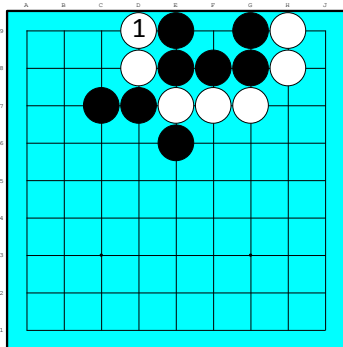
S5.



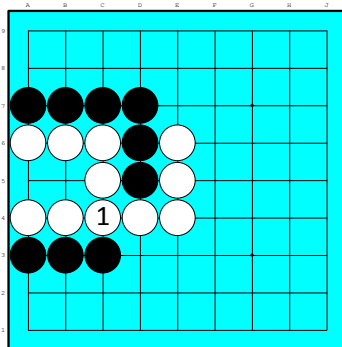
S6.

AYUDA MEMORIA DEL TALLER 7

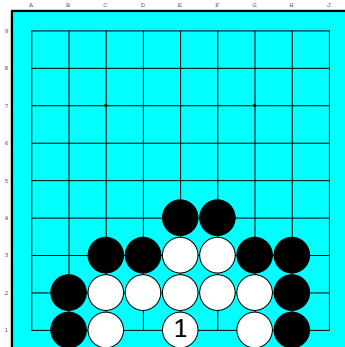
ACTIVIDAD GRUPAL: Seleccionar el nombre para el club.



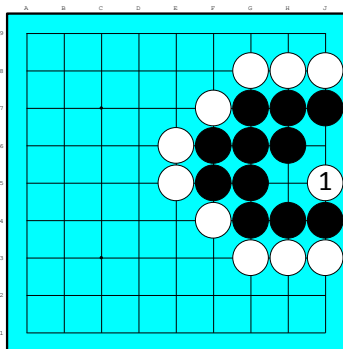
S1 – T6



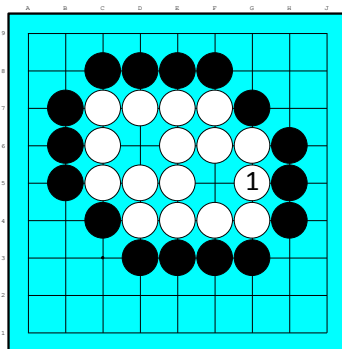
S2 – T6



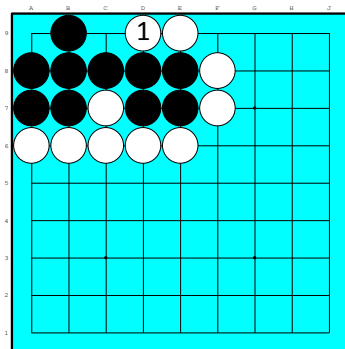
S3 – T6



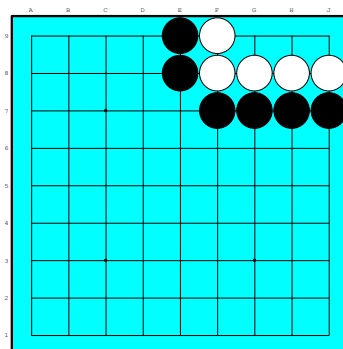
S4 – T6



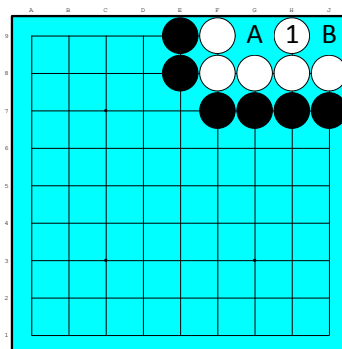
S5 – T6



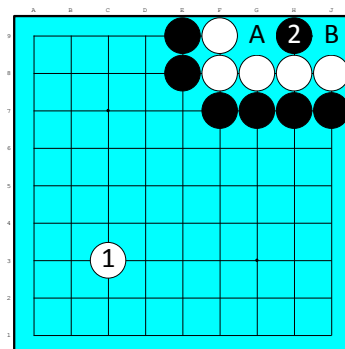
S6 – T6



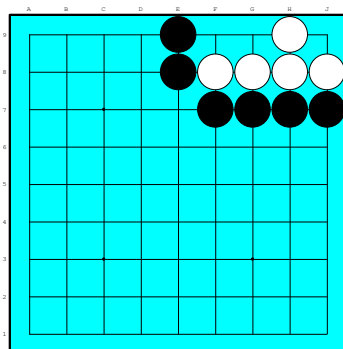
Ejemplo 1 (posición).



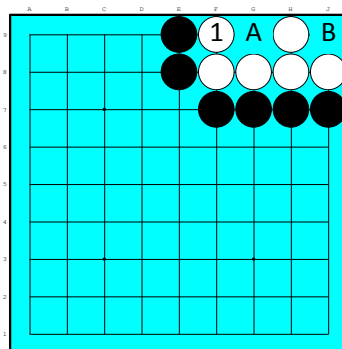
Punto vital.



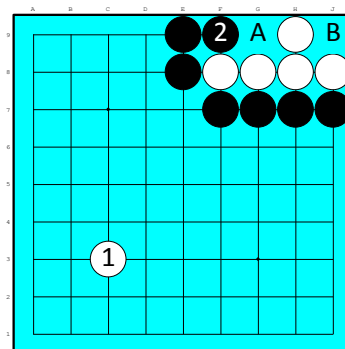
Juega en otra parte.



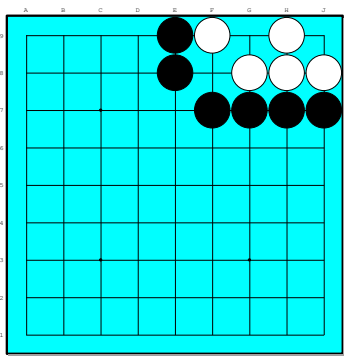
Ejemplo 2 (posición).



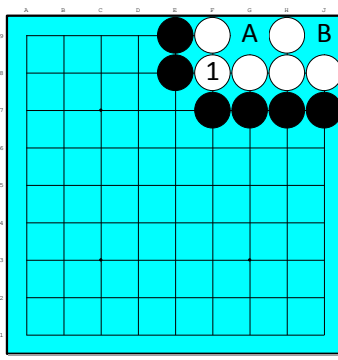
Punto vital.



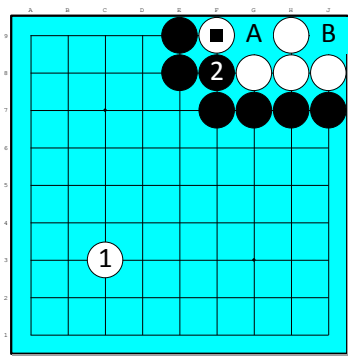
Juega en otra parte.



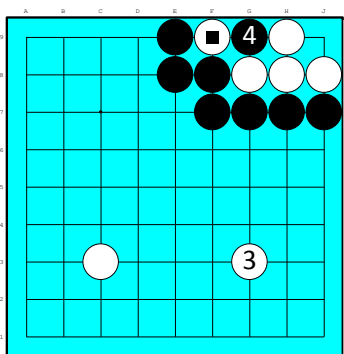
Ejemplo 3 (posición).



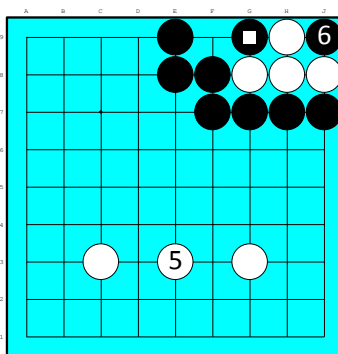
Punto vital.



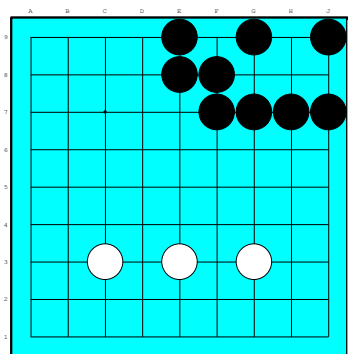
Juega en otra parte.



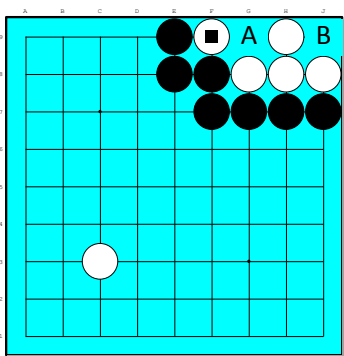
Continuación.



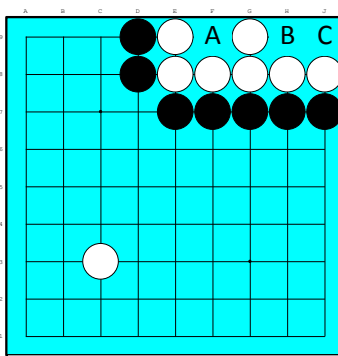
Continuación.



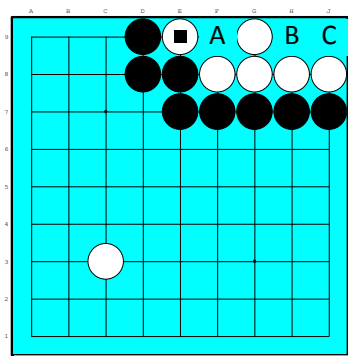
Posición resultante.



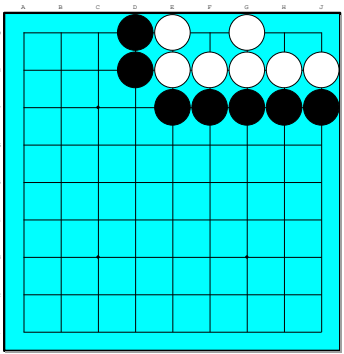
Ojo falso.



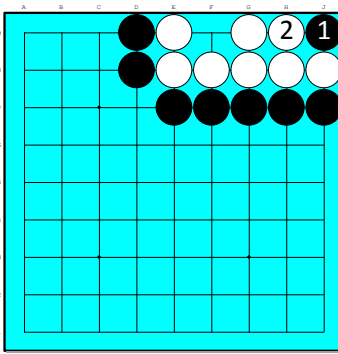
Dos ojos (uno grande).



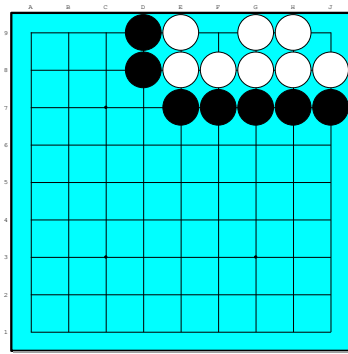
Ojo falso (y ojo grande).



Puntos rodeados.



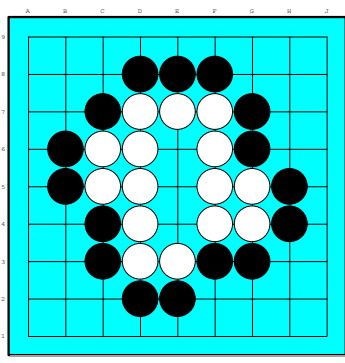
Comparación.



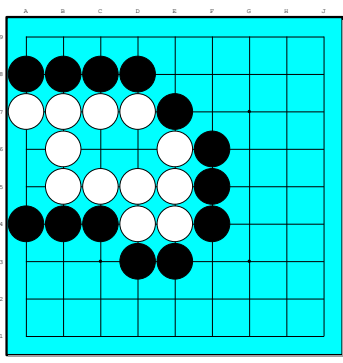
Piedras + puntos rodeados.

**PRÁCTICA DE GO: Gana el que, luego de dos pases consecutivos, queda con más puntos, sumando piedras sobre el tablero más puntos vacíos rodeados.**

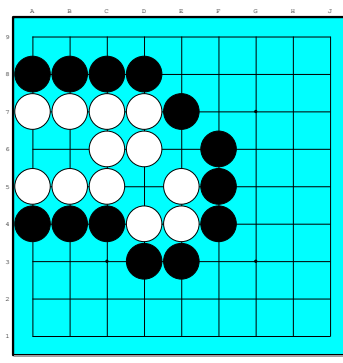
**PROBLEMAS:**



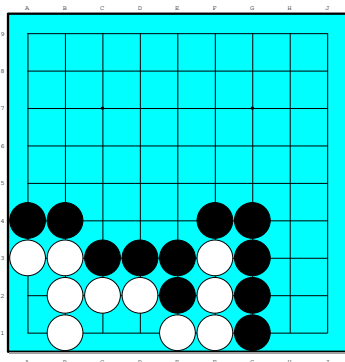
P1.



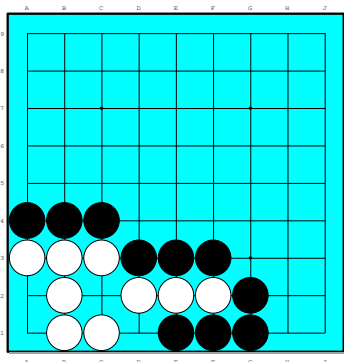
P2.



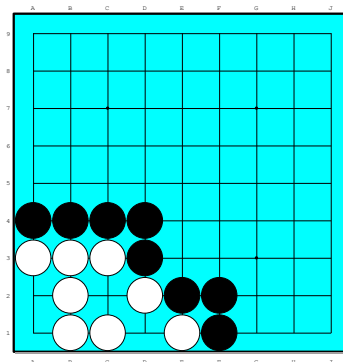
P3.



P4.

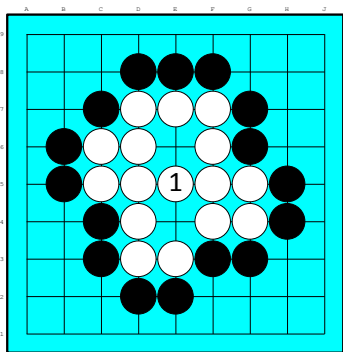


P5.

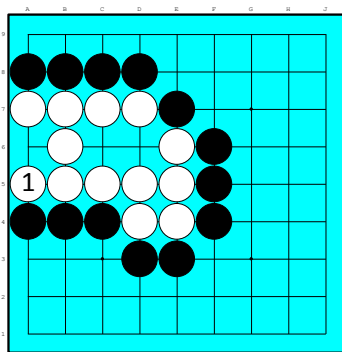




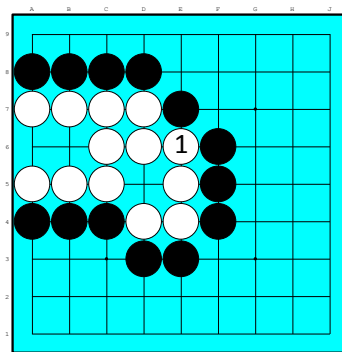
AYUDA MEMORIA DEL TALLER 8



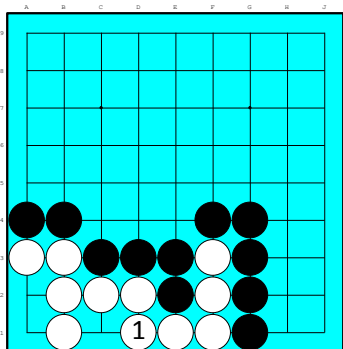
S1 – T7 (18)



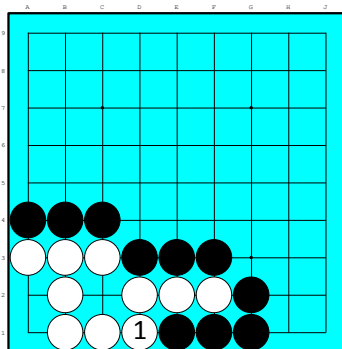
S2 – T7 (16)



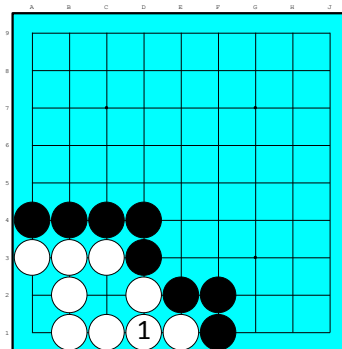
S3 – T7 (16)



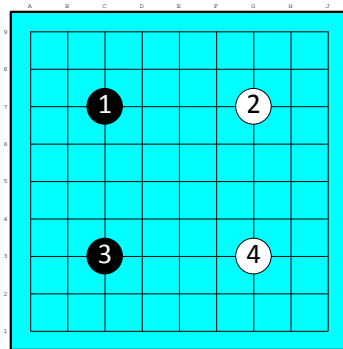
S4 – T7 (14)



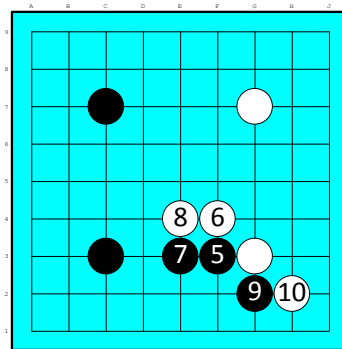
S5 – T7 (13)



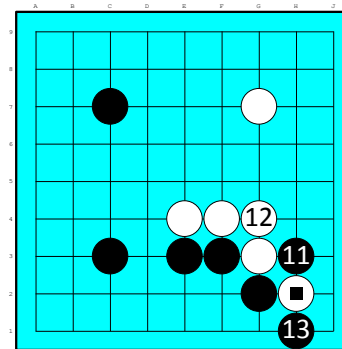
S6 – T7 (12)



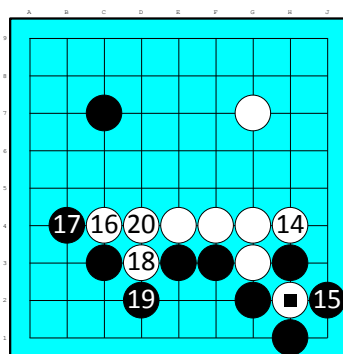
Estudio de técnicas (partida).



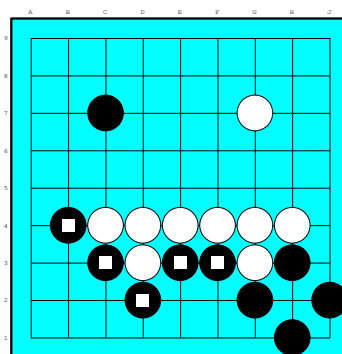
Negro puede capturar.



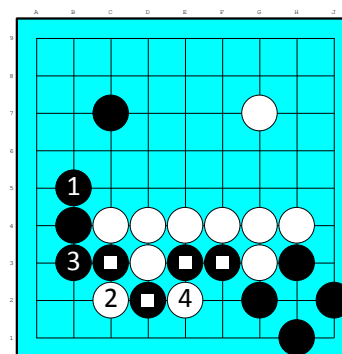
Ataris sucesivos.



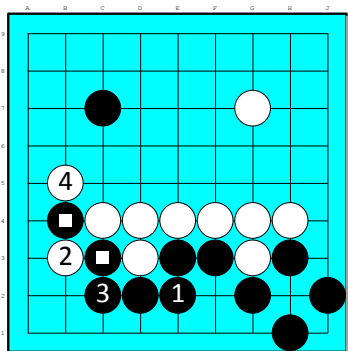
Continúa la partida.



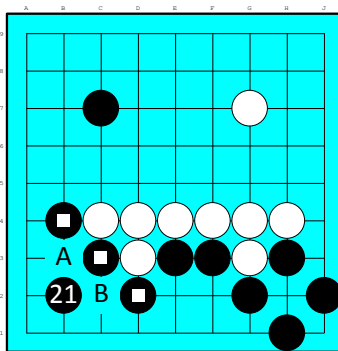
Varias cadenas de Negro.



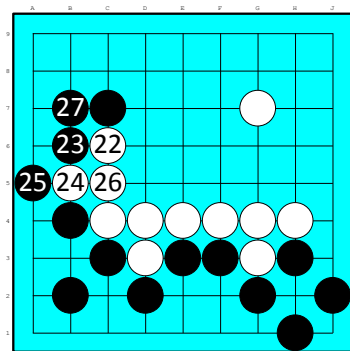
Ejemplo 1.



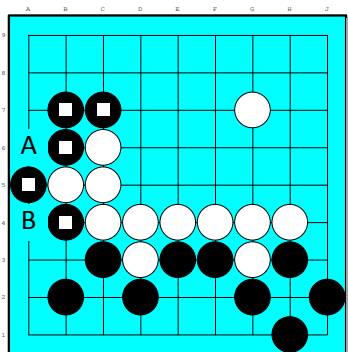
Ejemplo 2.



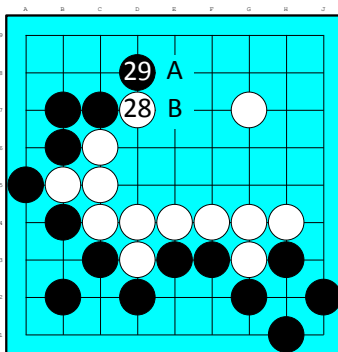
Conexión abierta.



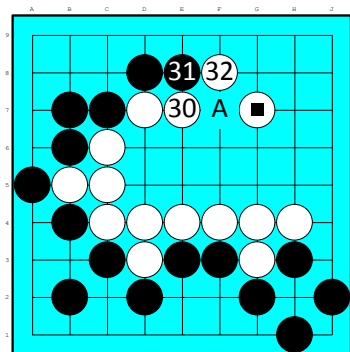
Continúa la partida.



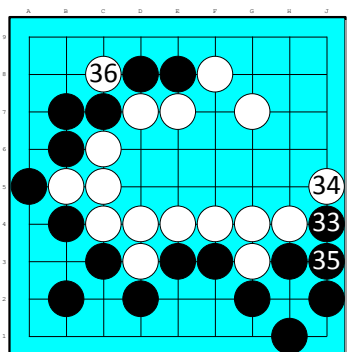
Conexión por el borde.



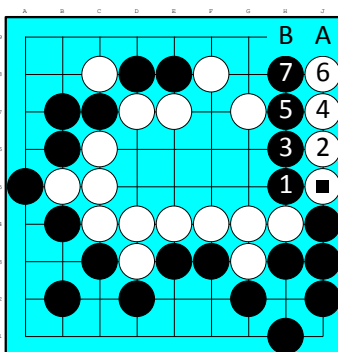
Continúa la partida.



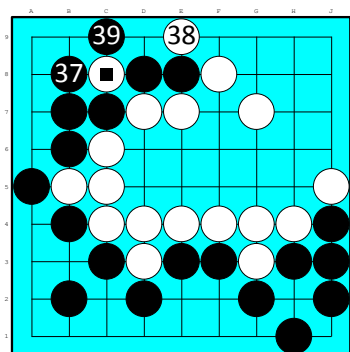
Conexión abierta.



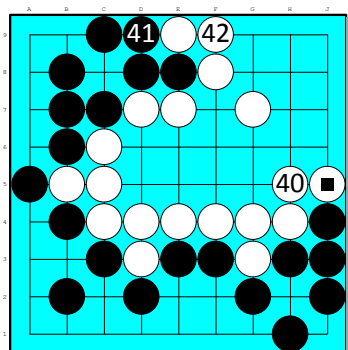
Continúa la partida.



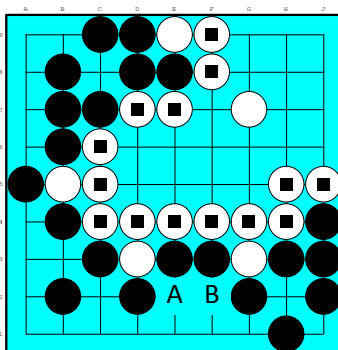
Atari sobre el borde.



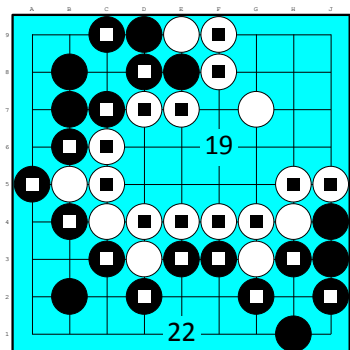
Continúa la partida.



Blanco conecta.



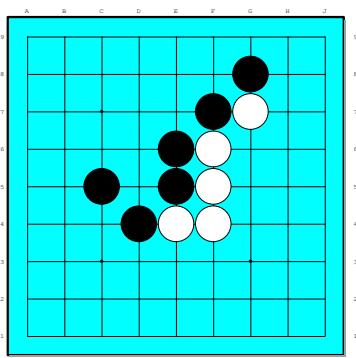
Territorio.



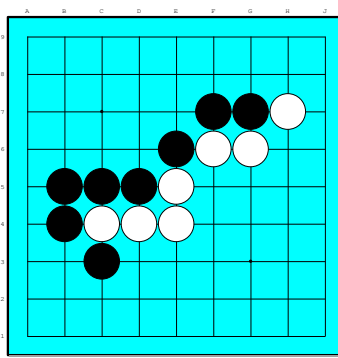
Gana Negro por 5 puntos.

**PRÁCTICA DE GO:** Gana el que, luego de dos pases consecutivos, queda con más puntos, sumando piedras sobre el tablero más puntos vacíos rodeados.

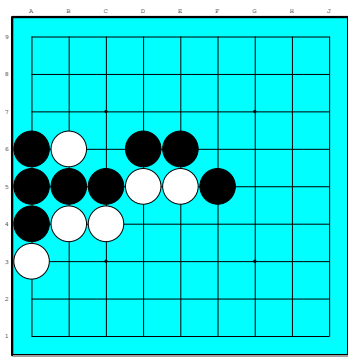
**PROBLEMAS:**



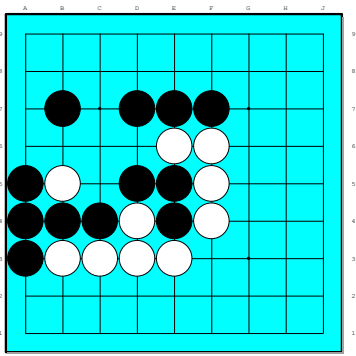
P1.



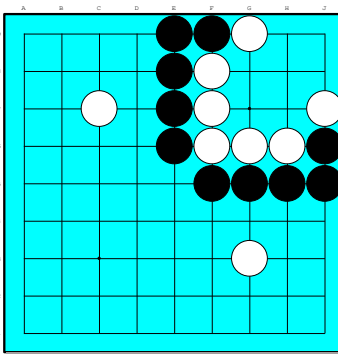
P2.



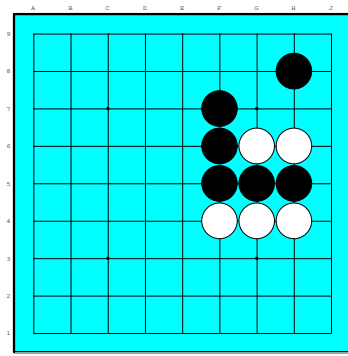
P3.



P4.

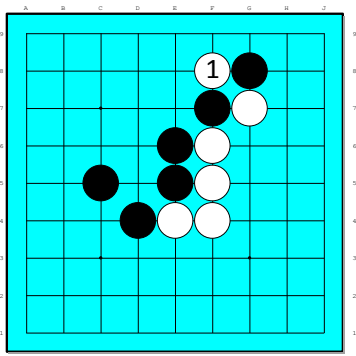


P5.

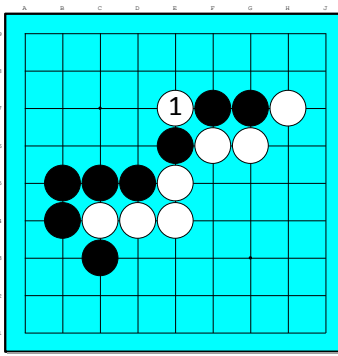


P6.

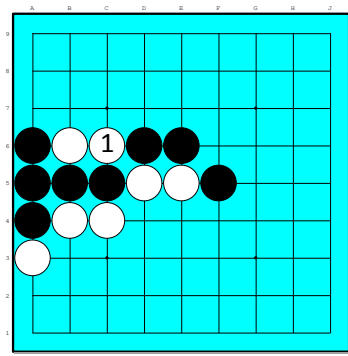
**SOLUCIONES:**



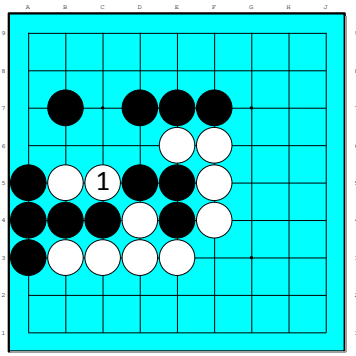
S1.



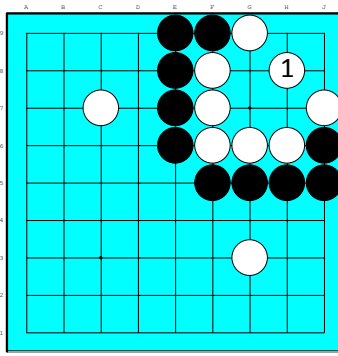
S2.



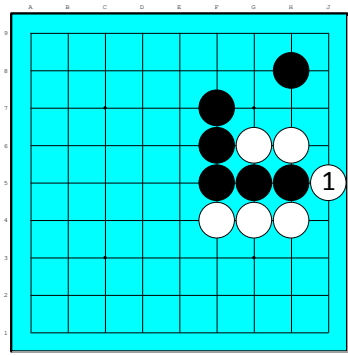
S3.



S4.

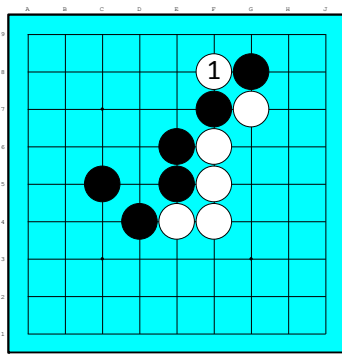


S5.

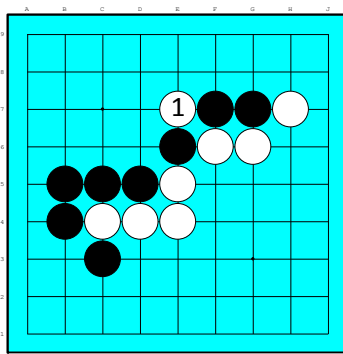


S6.

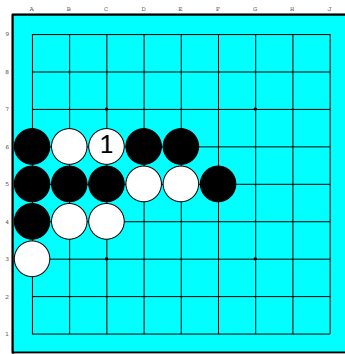
AYUDA MEMORIA DEL TALLER 9



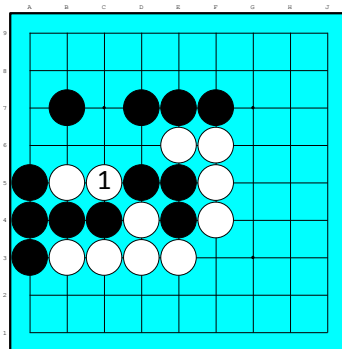
S1 – T8



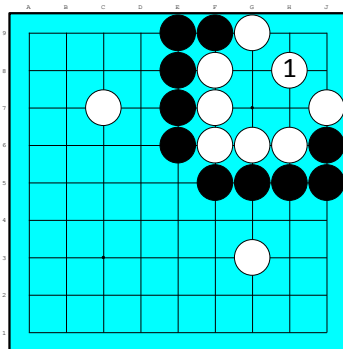
S2 – T8



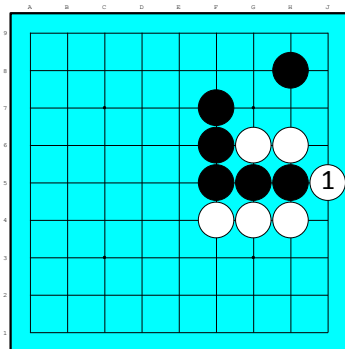
S3 – T8



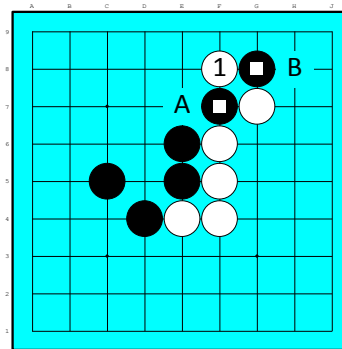
S4 – T8



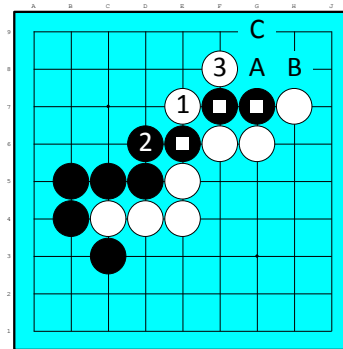
S5 – T8



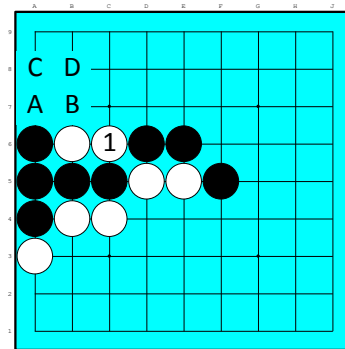
S6 – T8



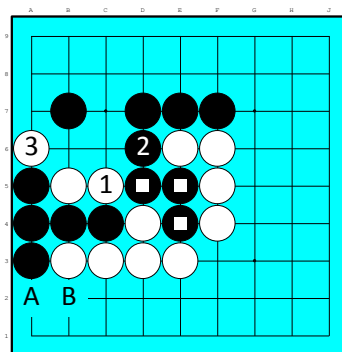
Problema 1 (revisión).



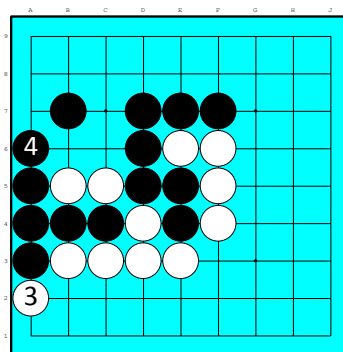
Problema 2 (revisión).



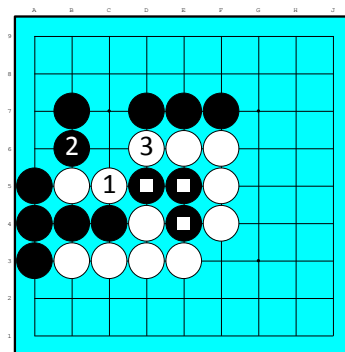
Problema 3 (revisión).



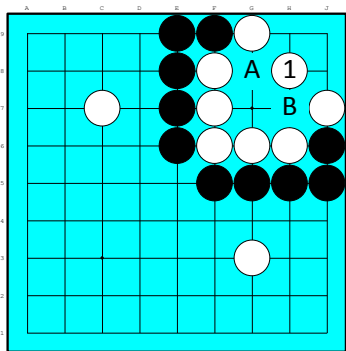
Problema 4 (revisión).



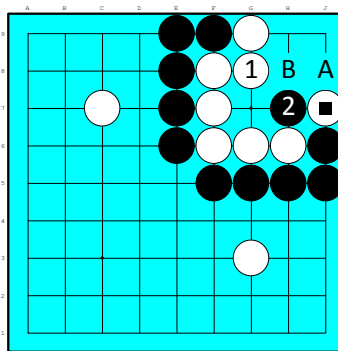
Incorrecta.



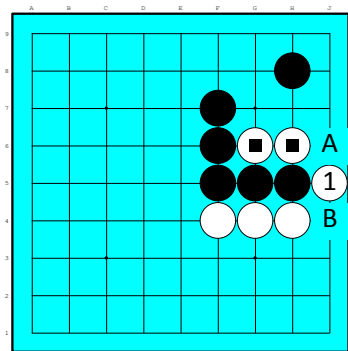
Negro entrega 3 piedras.



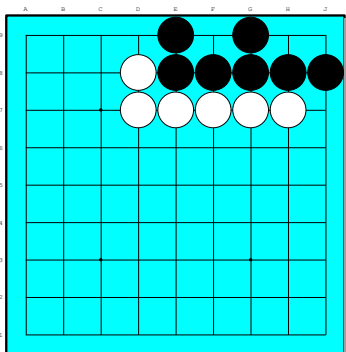
**Problema 5 (revisión).**



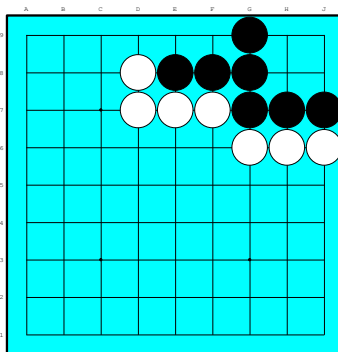
**Incorrecta.**



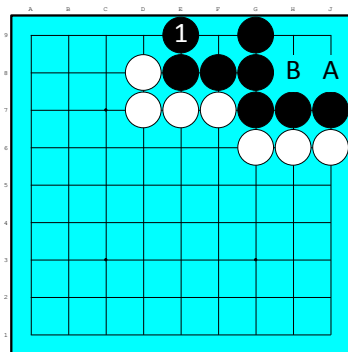
**Problema 6 (revisión).**



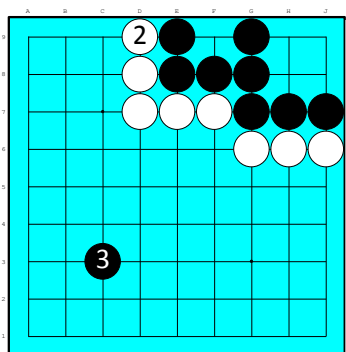
**Ejemplo 1 (posición).**



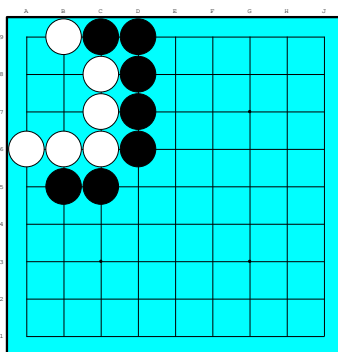
**Ejemplo 2 (posición).**



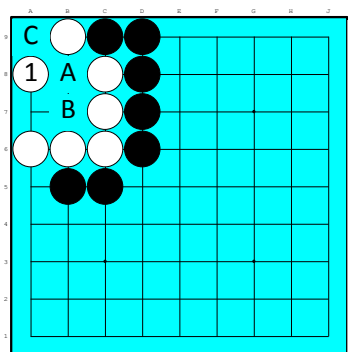
**Negro hace ojos.**



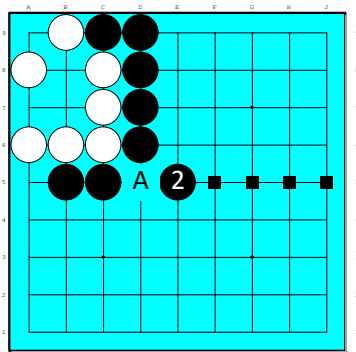
**Espacio que rodea Blanco.**



**Ejemplo 3 (posición).**



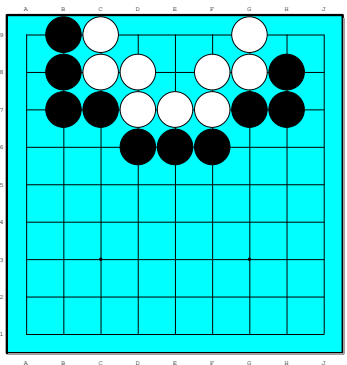
**Conexión abierta.**



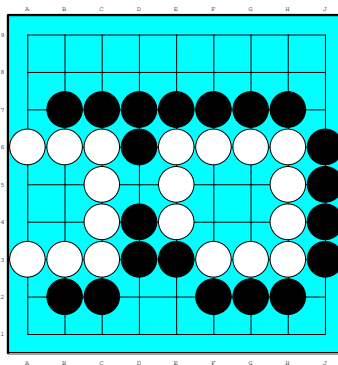
**Conexión abierta (espacio de Negro).**

**PRÁCTICA DE GO:** Gana el que, luego de dos pases consecutivos, queda con más puntos, sumando piedras sobre el tablero más puntos vacíos rodeados (explicar el nigiri).

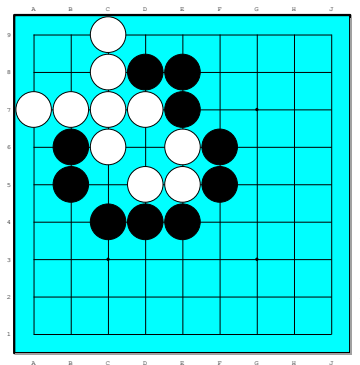
### PROBLEMAS:



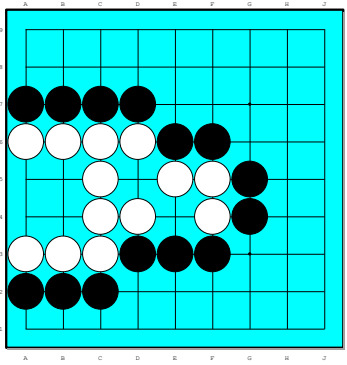
P1.



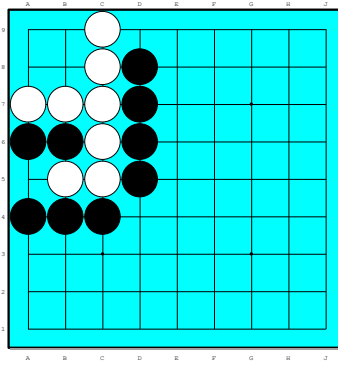
P2.



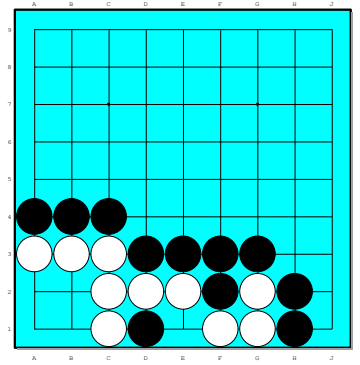
P3.



P4.

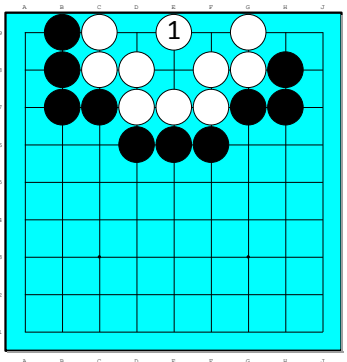


P5.

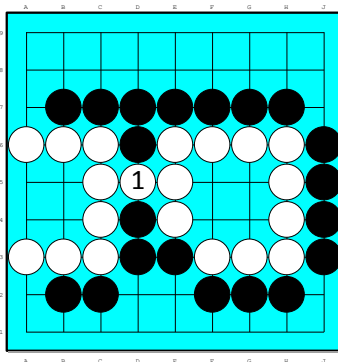


P6.

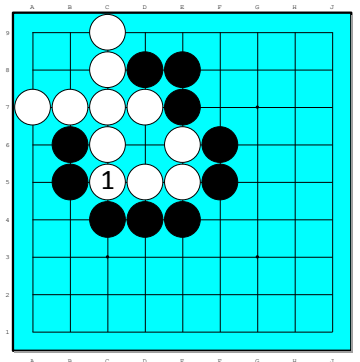
**SOLUCIONES:**



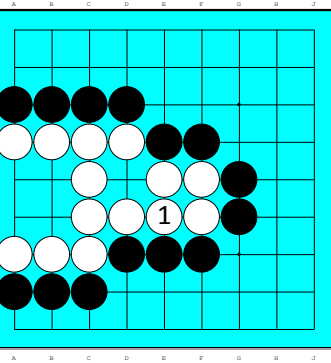
S1. (13)



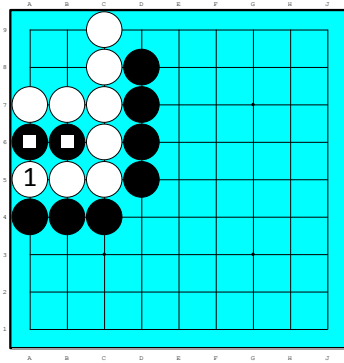
S2. (28)



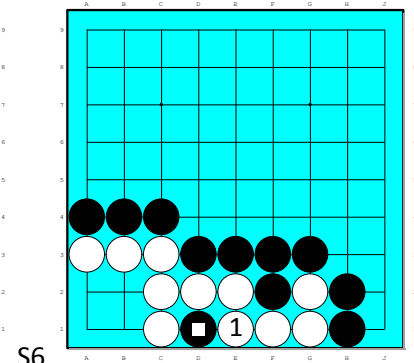
S3. (16)



S4. (19)

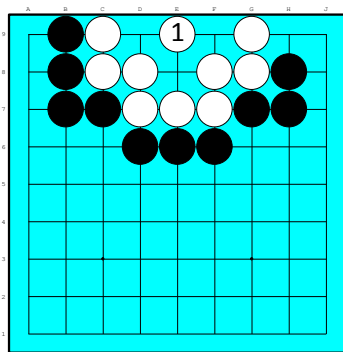


S5. (15)

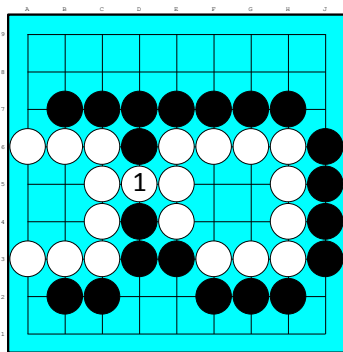


S6

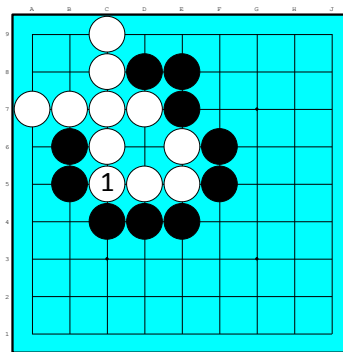
AYUDA MEMORIA DEL TALLER 10



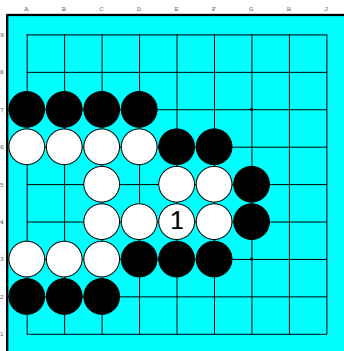
S1 – T9 (13)



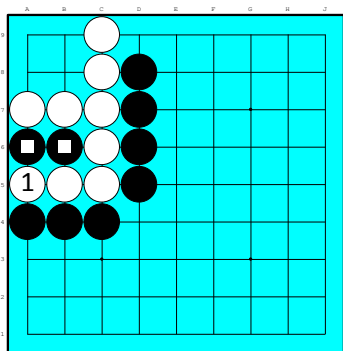
S2 – T9 (28)



S3 – T9 (16)

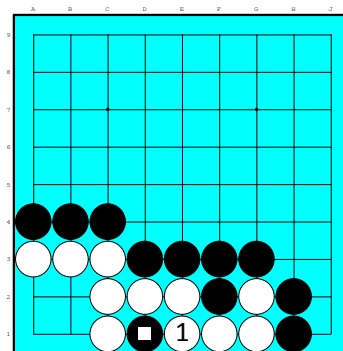


S4 – T9 (19)



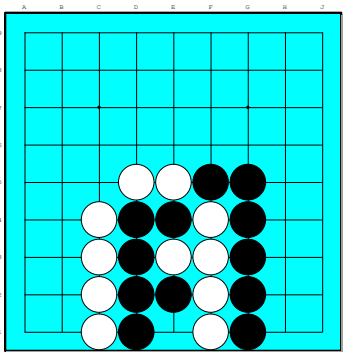
S5 – T9 (15)

S6

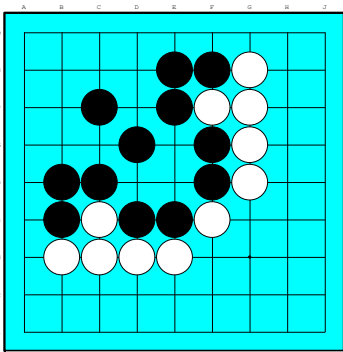


S6 – T9 (16)

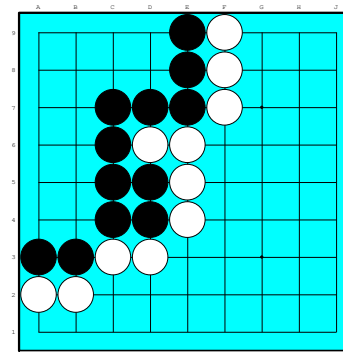
PROBLEMAS: Resolver en clase.



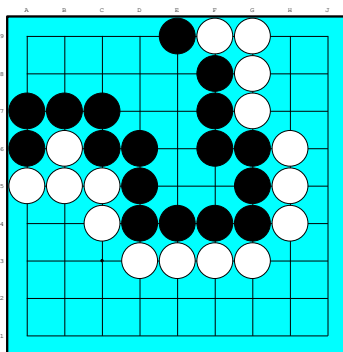
P1.



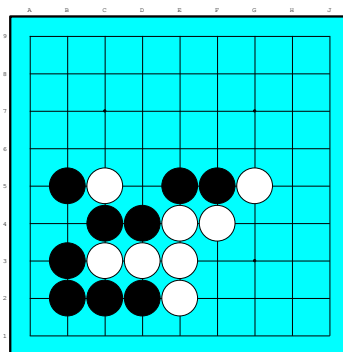
P2.



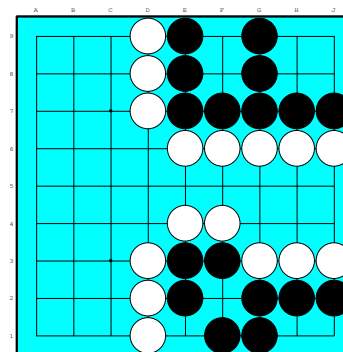
P3.



P4.



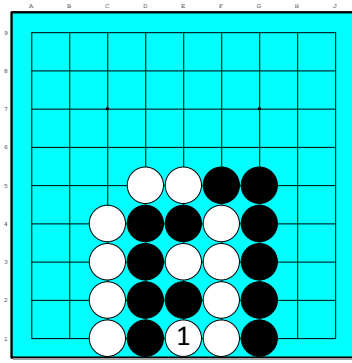
P5.



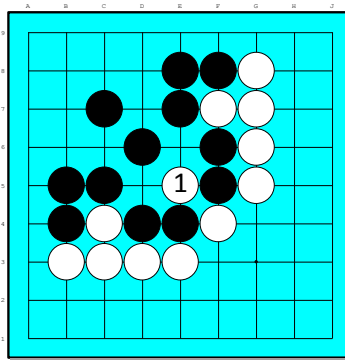
P6.

**PRÁCTICA DE GO:** Gana el que, luego de dos pases consecutivos, queda con más puntos, sumando piedras sobre el tablero más puntos vacíos rodeados (aplicar el nigiri).

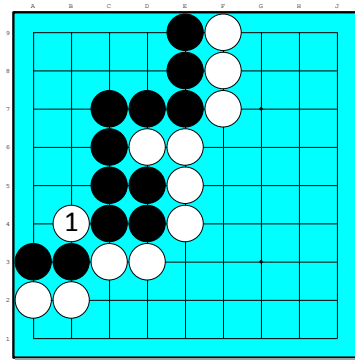
**SOLUCIONES:** Corregir las hojas mientras dura la práctica.



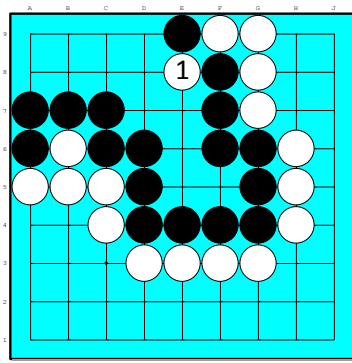
S1.



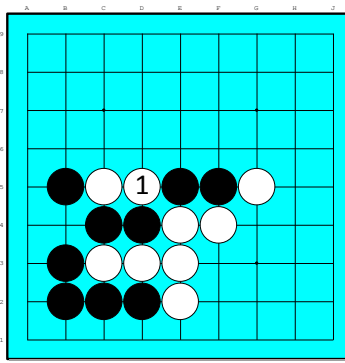
S2.



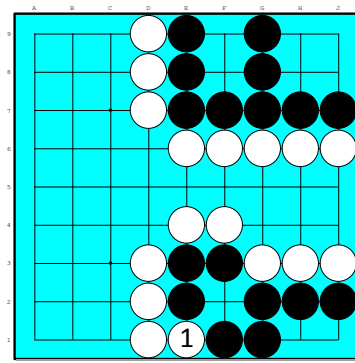
S3.



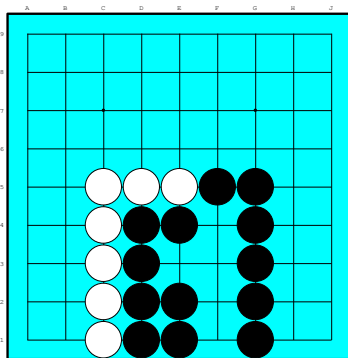
S4.



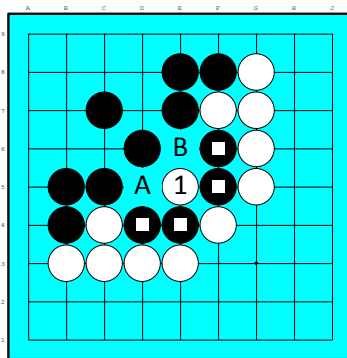
S5.



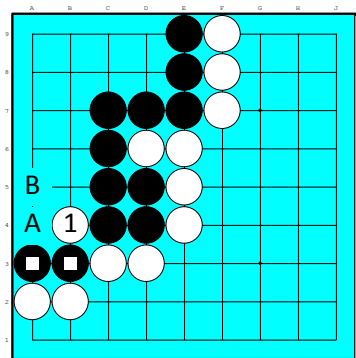




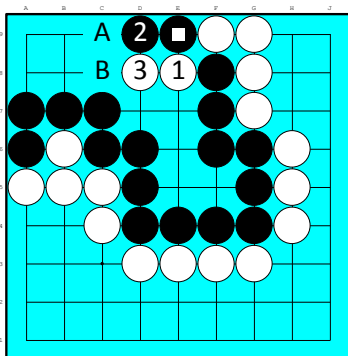
Posición resultante.



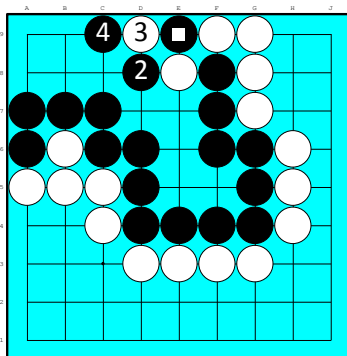
P2 (atari doble).



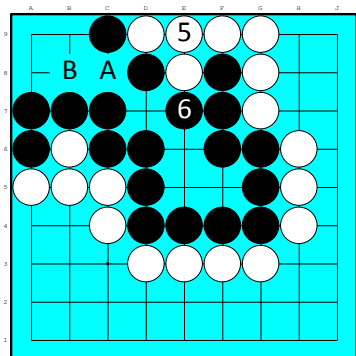
P3 (atari contra el borde).



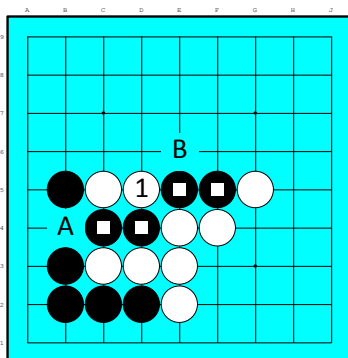
P4 (atari sobre el borde).



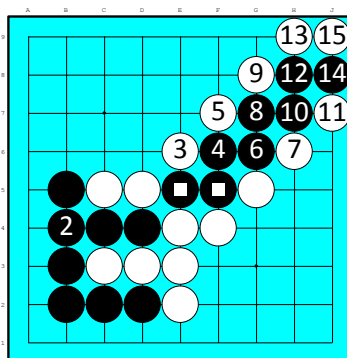
Alternativa para Negro.



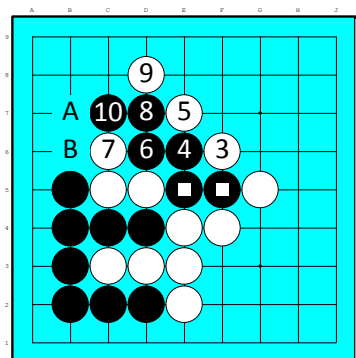
Negro defiende.



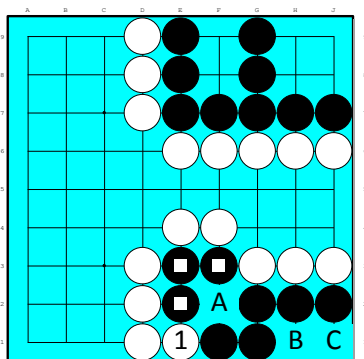
P5 (ataris sucesivos).



Sigue una escalera.



Escalera incorrecta.



P6 (ojo falso).

**CIERRE DEL TALLER:** Devolución de las hojas con las respuestas.