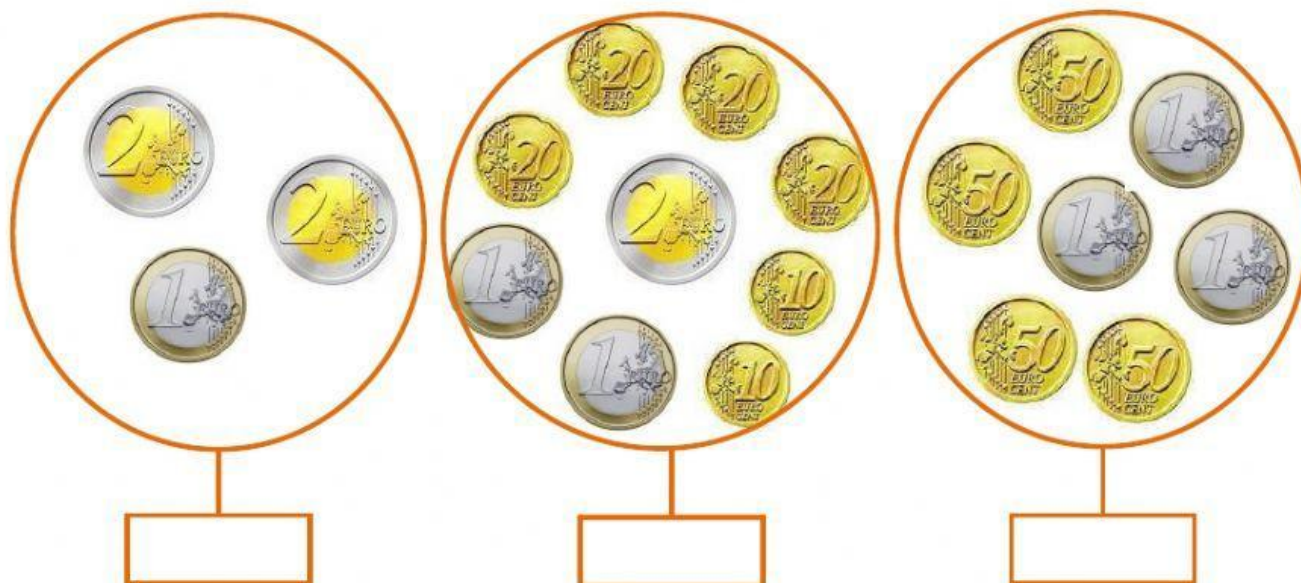
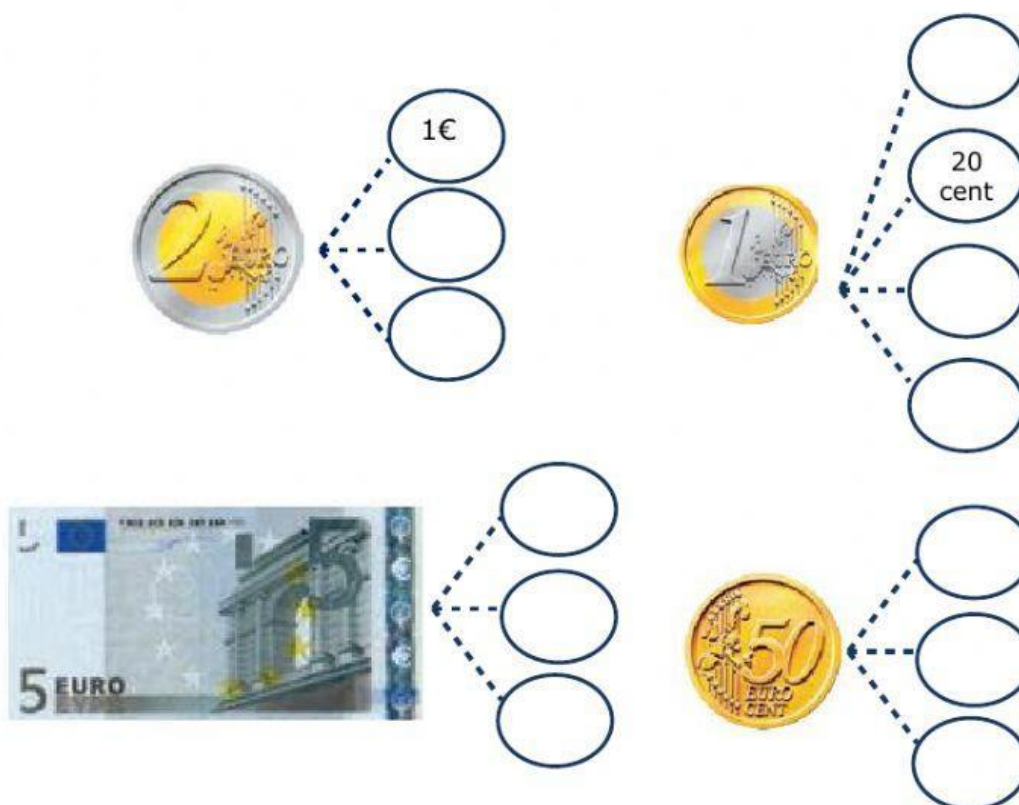


Calcula e **registra** nas etiquetas o valor de cada conjunto de moedas.



**Troca**, por moedas, o valor de cada moeda e da nota.

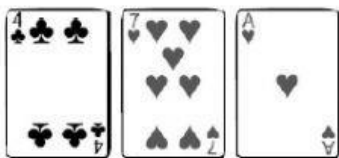


## TRIO MAIS ALTO

- No jogo do Trio mais alto, cada jogador tira três cartas do baralho e ganha quem tiver a soma de pontos mais elevada. As figuras valem sempre 10 pontos.

Exemplos:

Gonçalo



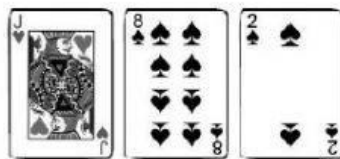
Pontos:  $4 + 7 + 1 = 12$

Tiago



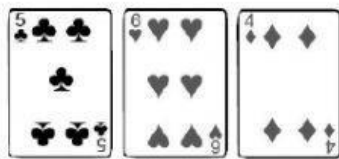
Pontos:  $3 + 10 + 10 = 23$

Gonçalo



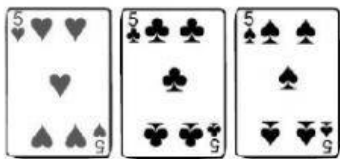
Pontos: \_\_\_\_ + \_\_\_\_ + \_\_\_\_ = \_\_\_\_

Tiago



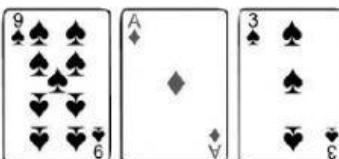
Pontos: \_\_\_\_ + \_\_\_\_ + \_\_\_\_ = \_\_\_\_

Gonçalo



Pontos: \_\_\_\_ + \_\_\_\_ + \_\_\_\_ = \_\_\_\_

Tiago



Pontos: \_\_\_\_ + \_\_\_\_ + \_\_\_\_ = \_\_\_\_

No total quem ganhou mais pontos o Tiago ou o Gonçalo?

\_\_\_\_\_