

Cuadernillo imprimible

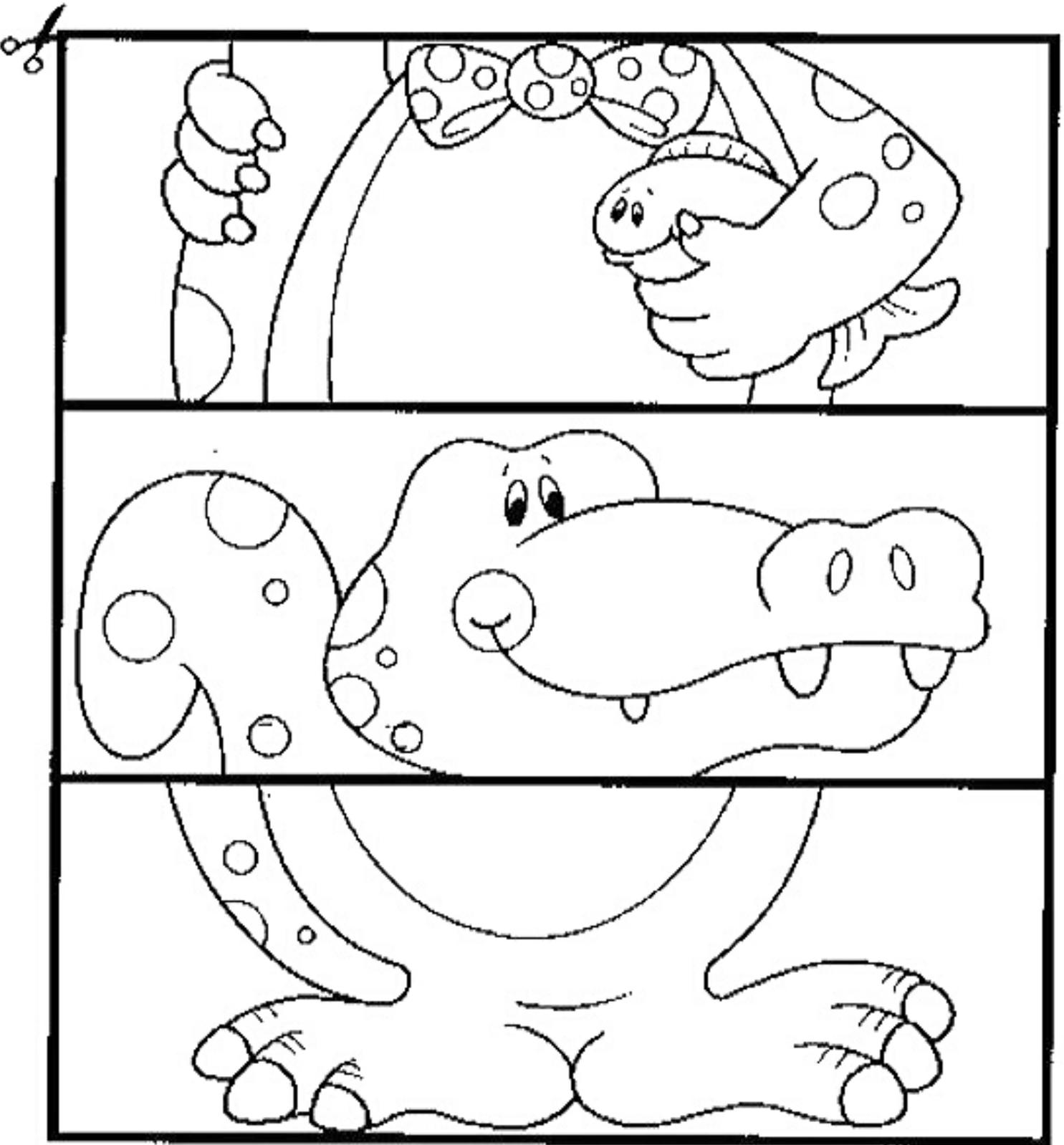
#Quedateencasa



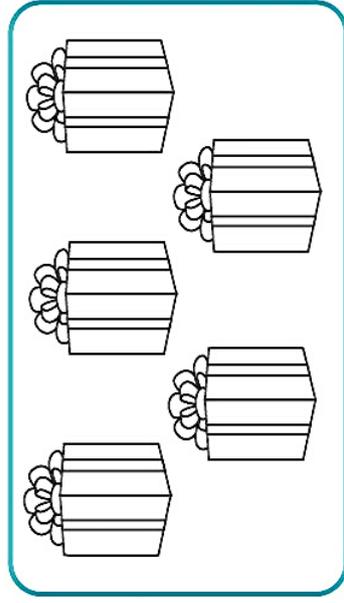
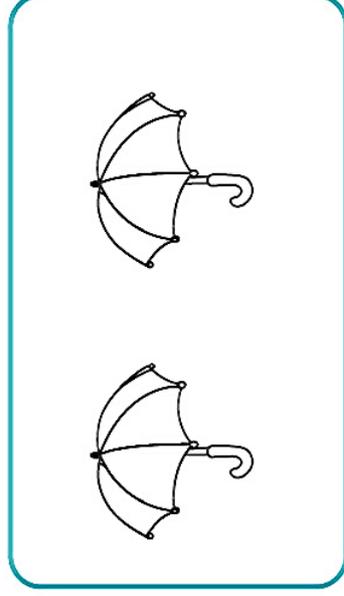
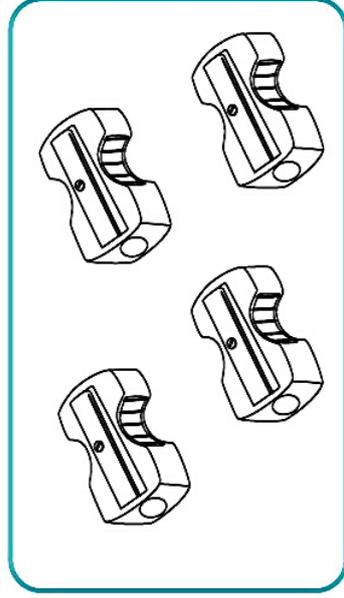
UN COMPILADO DE ACTIVIDADES
TOTALMENTE IMPRIMIBLE



Rompecabezas



Contá y uní con una línea, los objetos con los números que le corresponden.



1

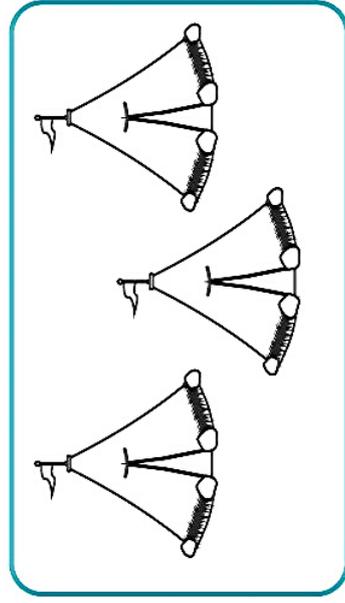
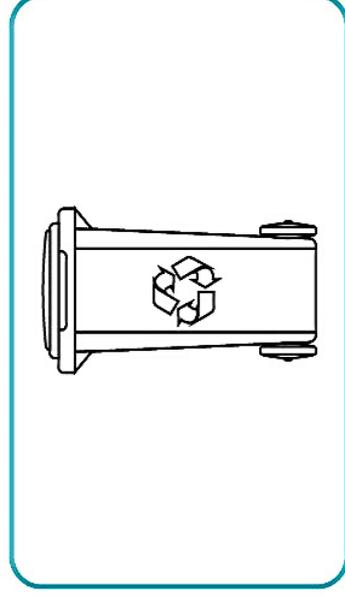
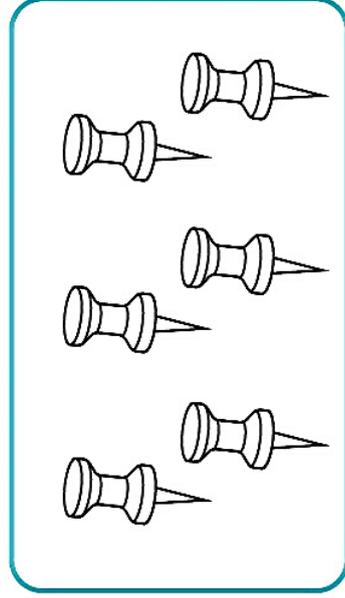
2

3

4

5

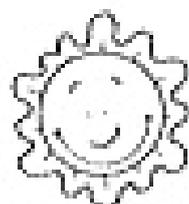
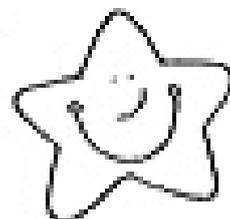
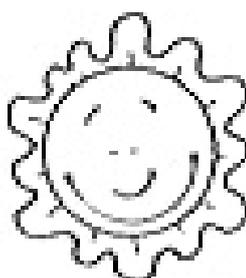
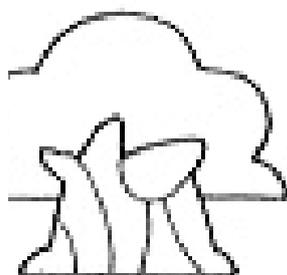
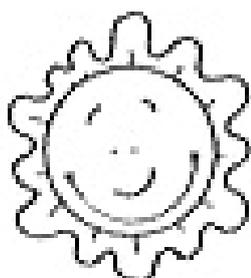
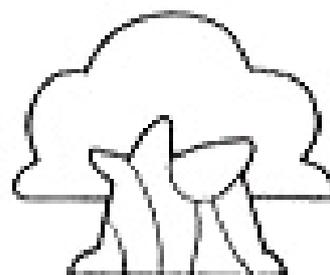
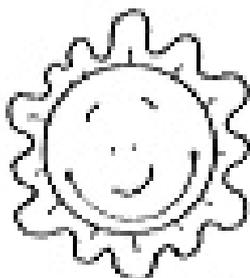
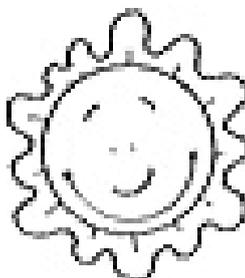
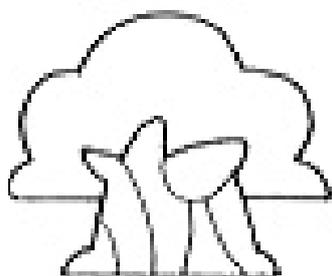
6



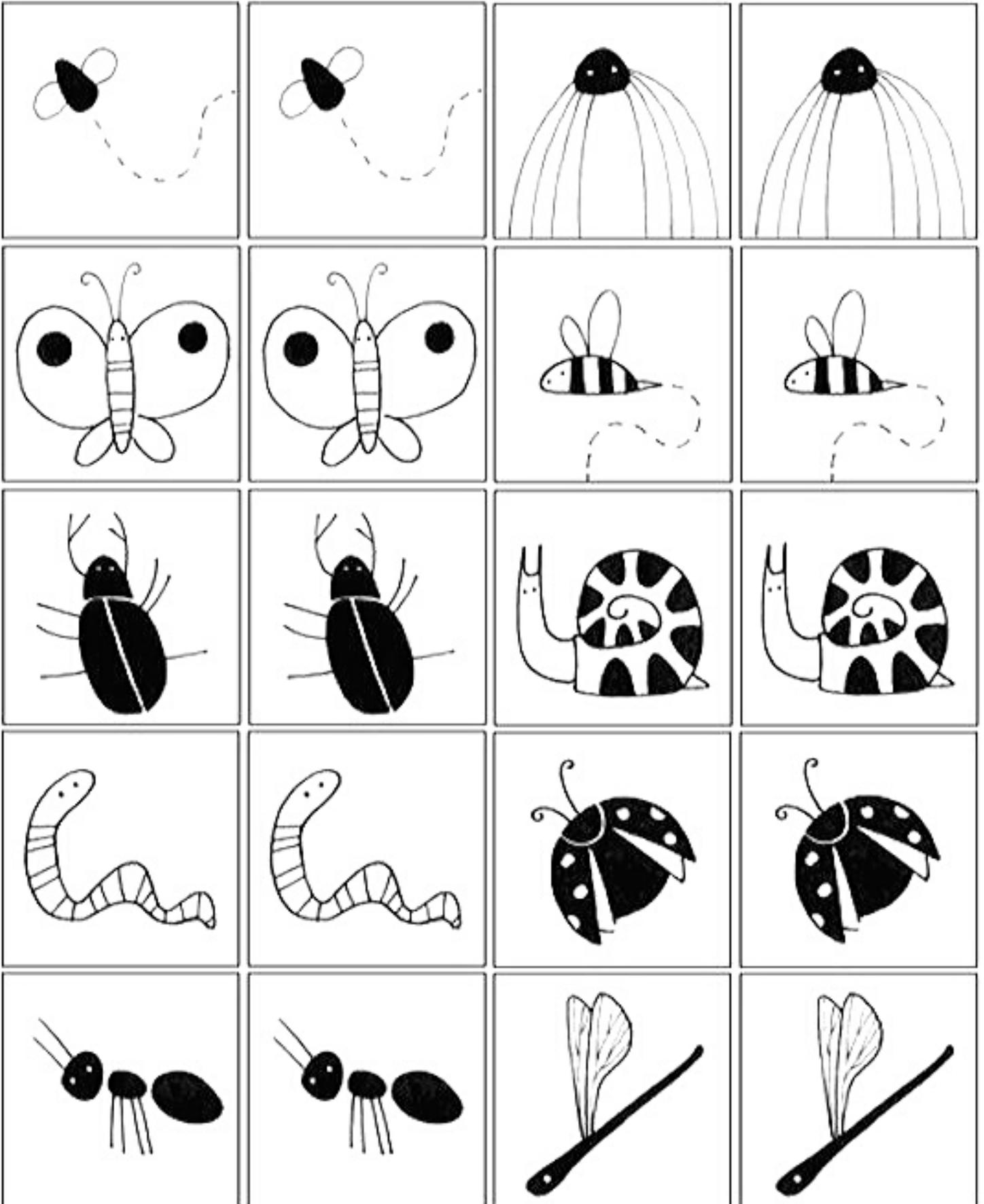


¿Cuántos hay de cada uno?

Contá y escribí el numero en el



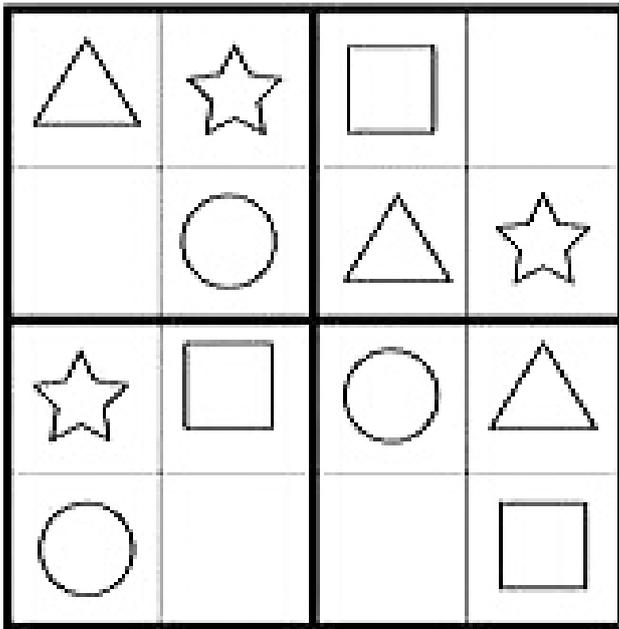
Memotest



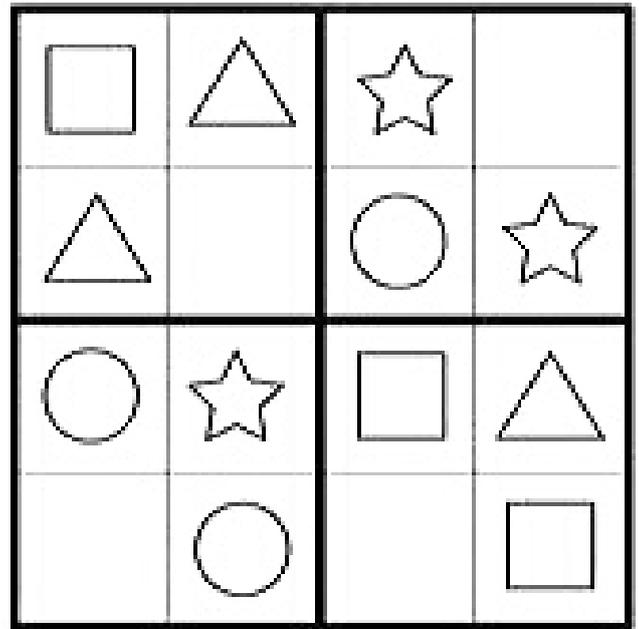
Sudoku kids



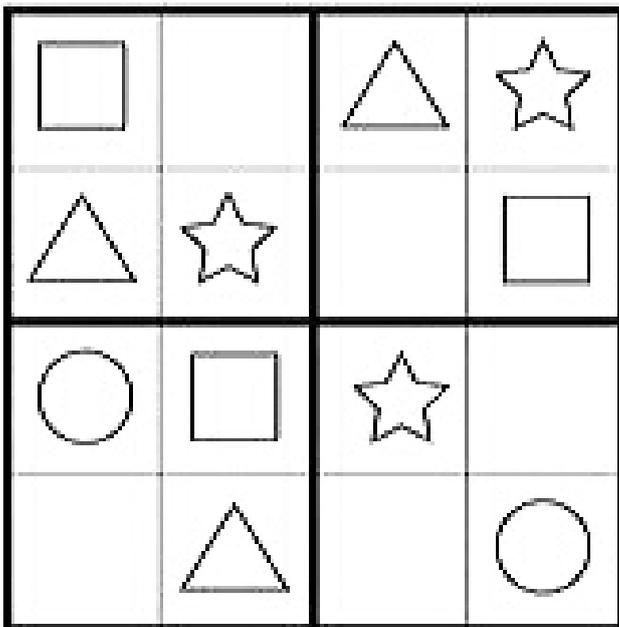
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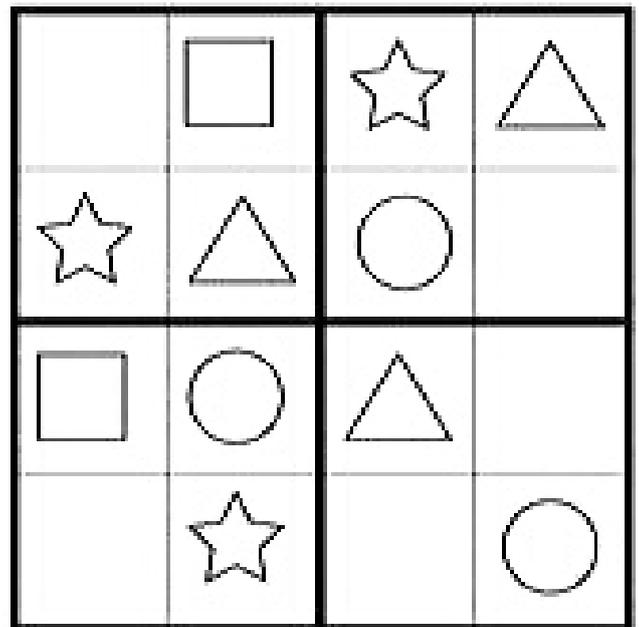
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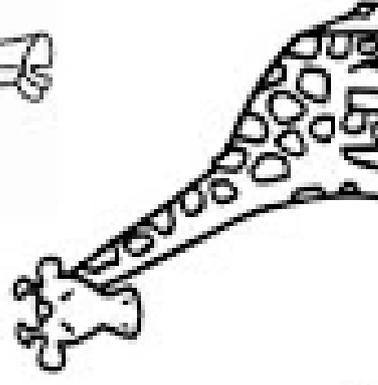
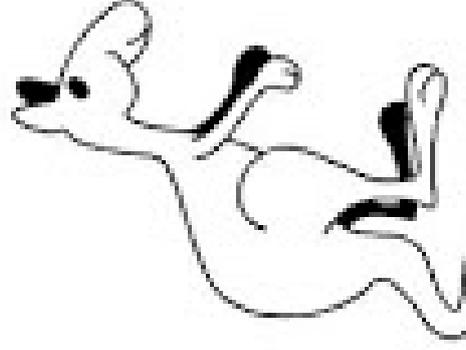
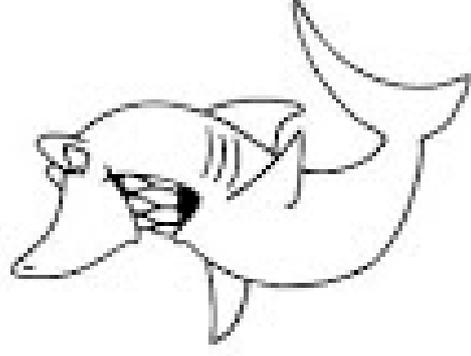
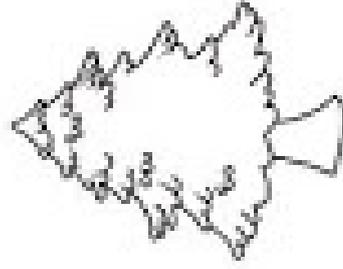
C



D

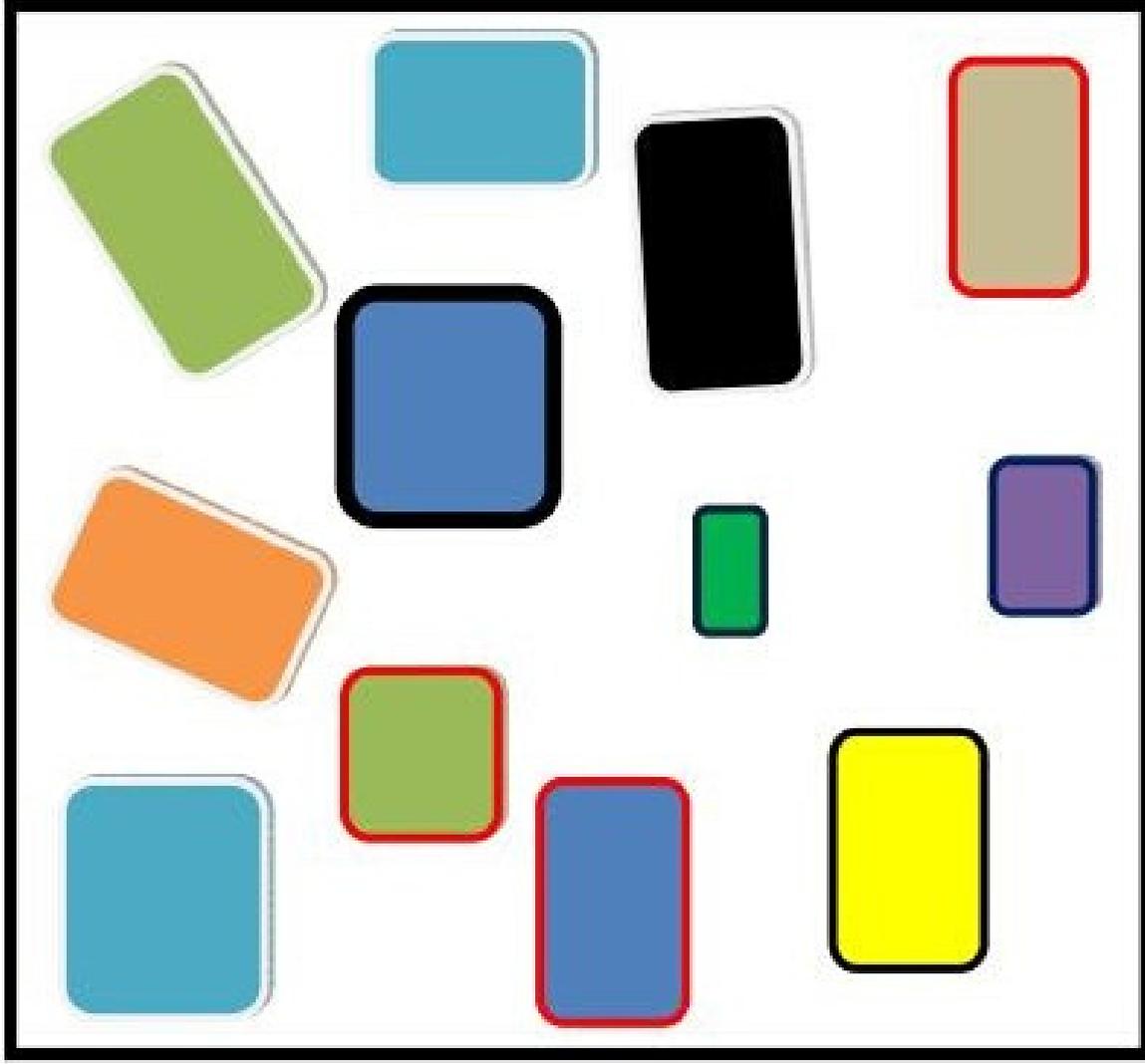
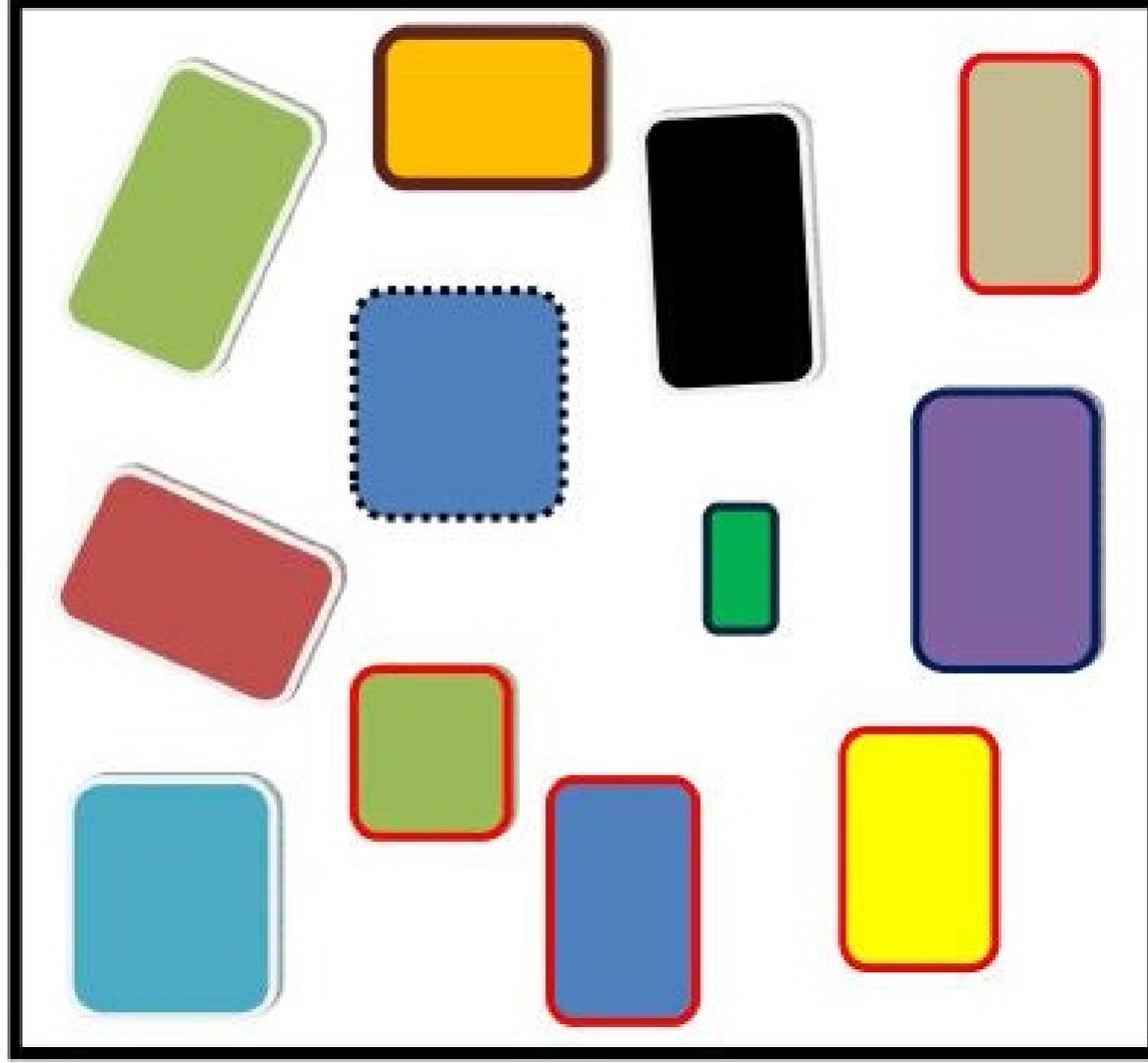


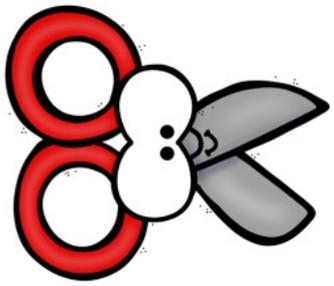
Encontrá el animal que no pertenece al grupo.



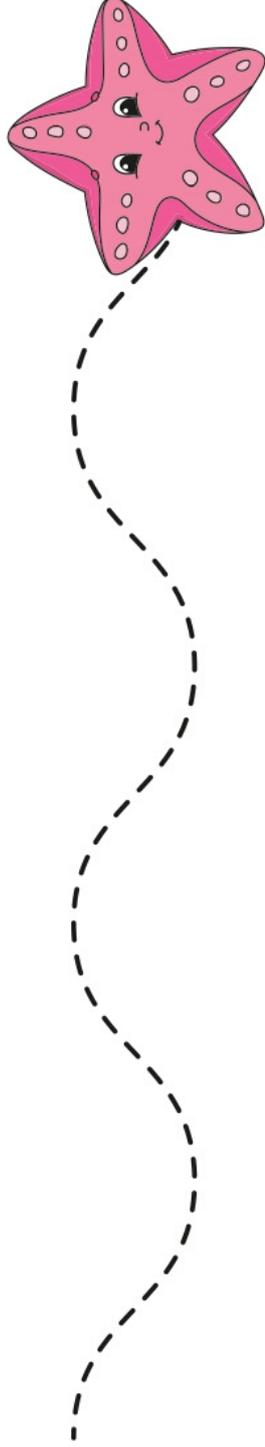
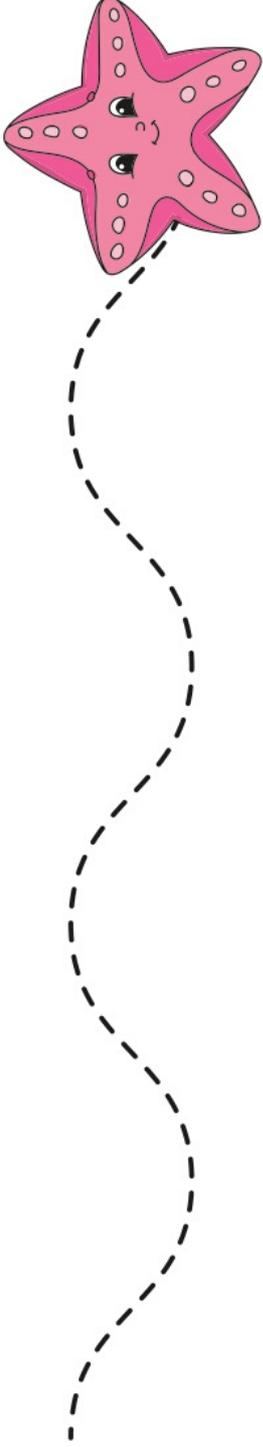


Encontrá las 5 diferencias.

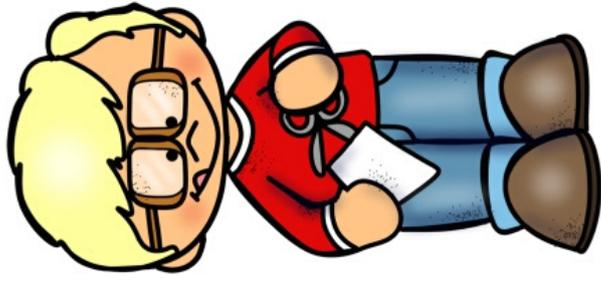
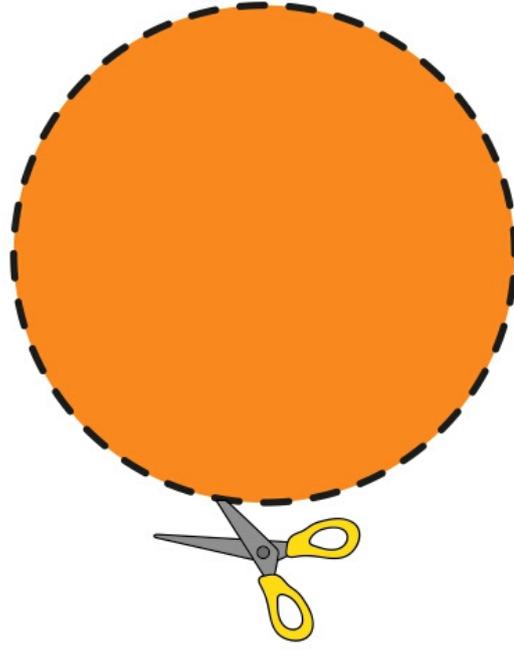
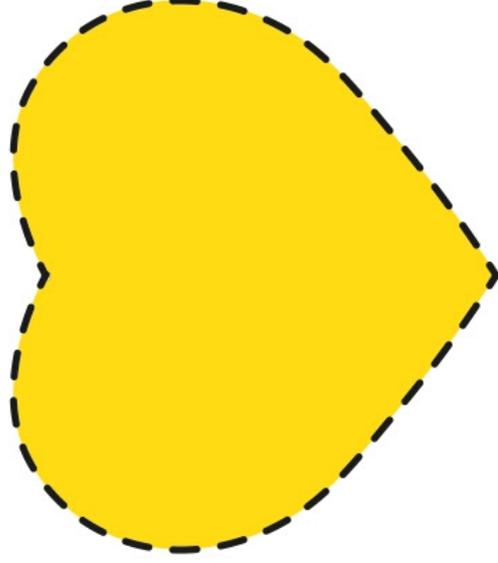
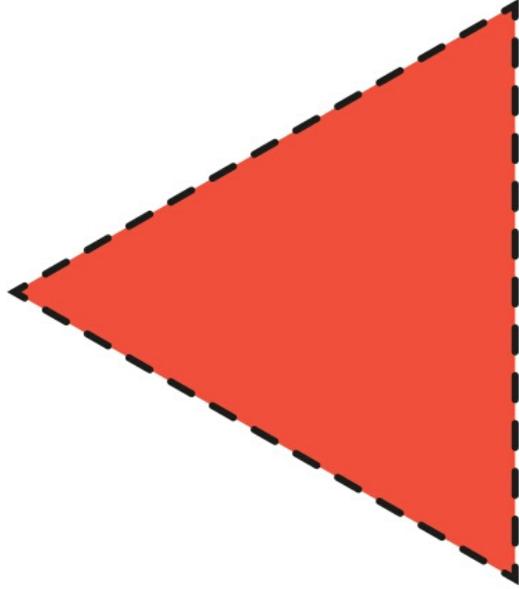
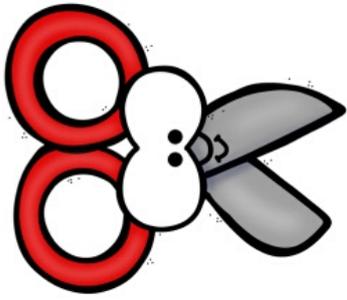




Practicamos con las tijeras

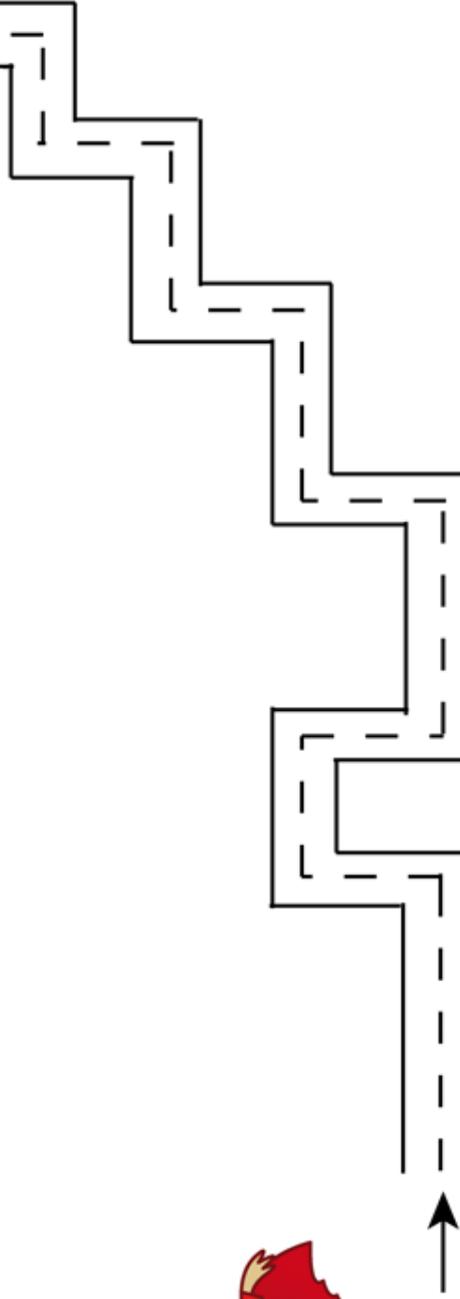
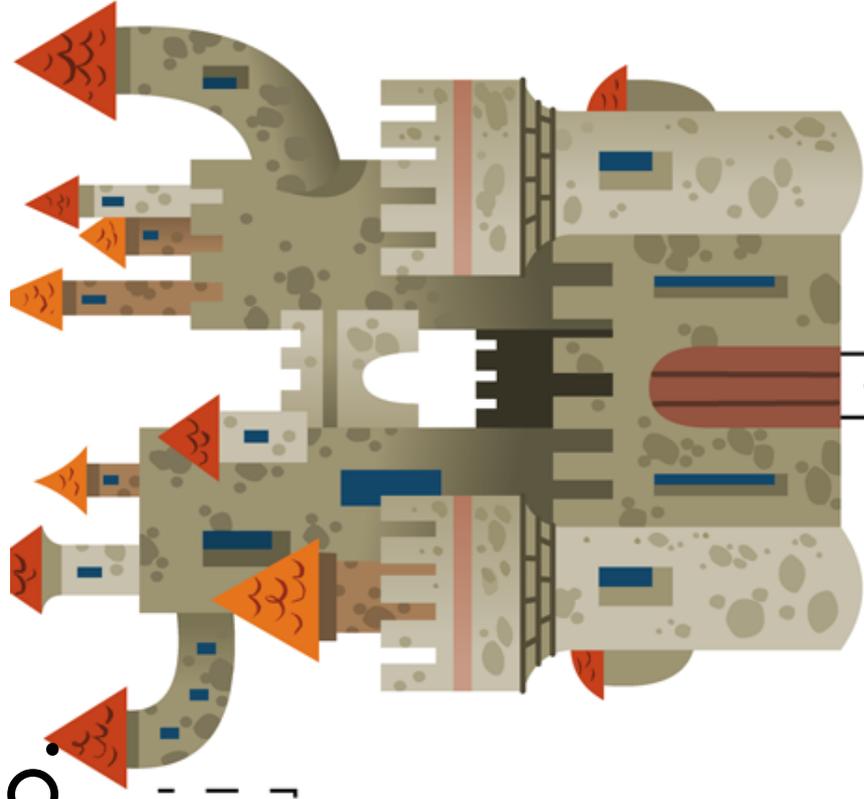
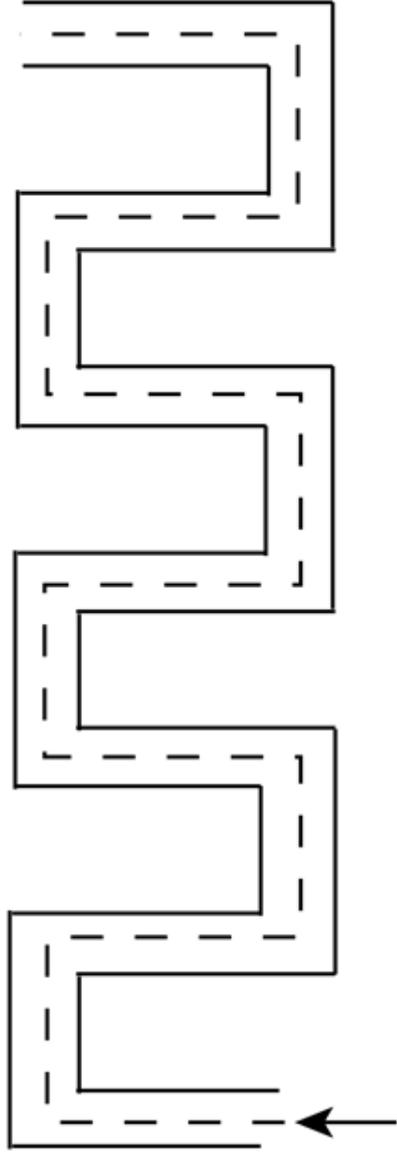
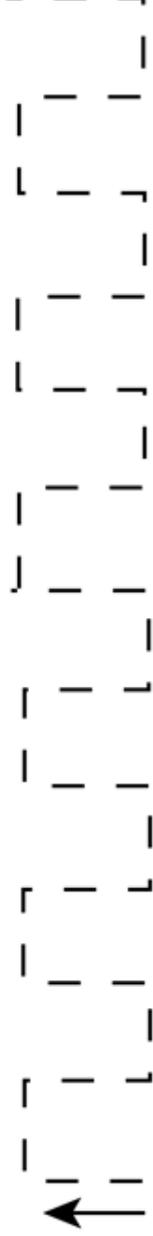


Practicamos con las tijeras



Trazá los caminos que llevan al vampiro a su castillo.

a su castillo.





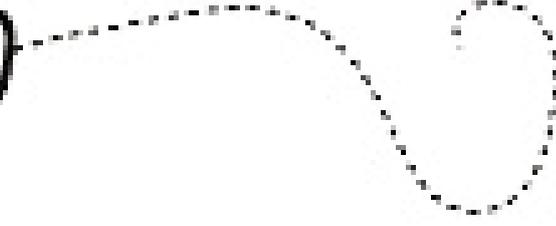
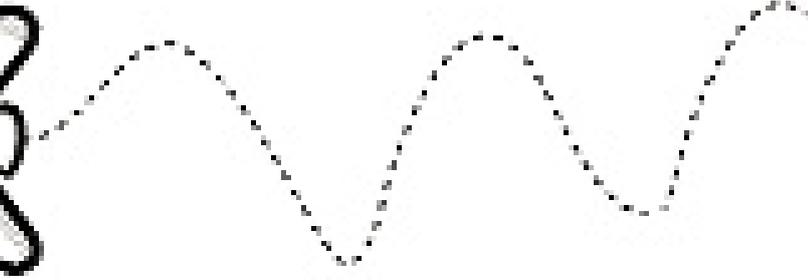
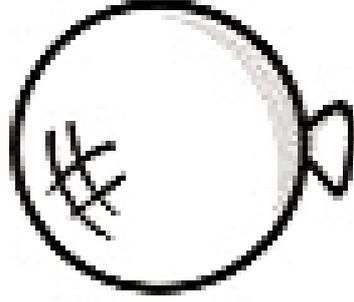
Trazá los saltos que dió cada oveja.



A estos globos le faltan sus hilos...



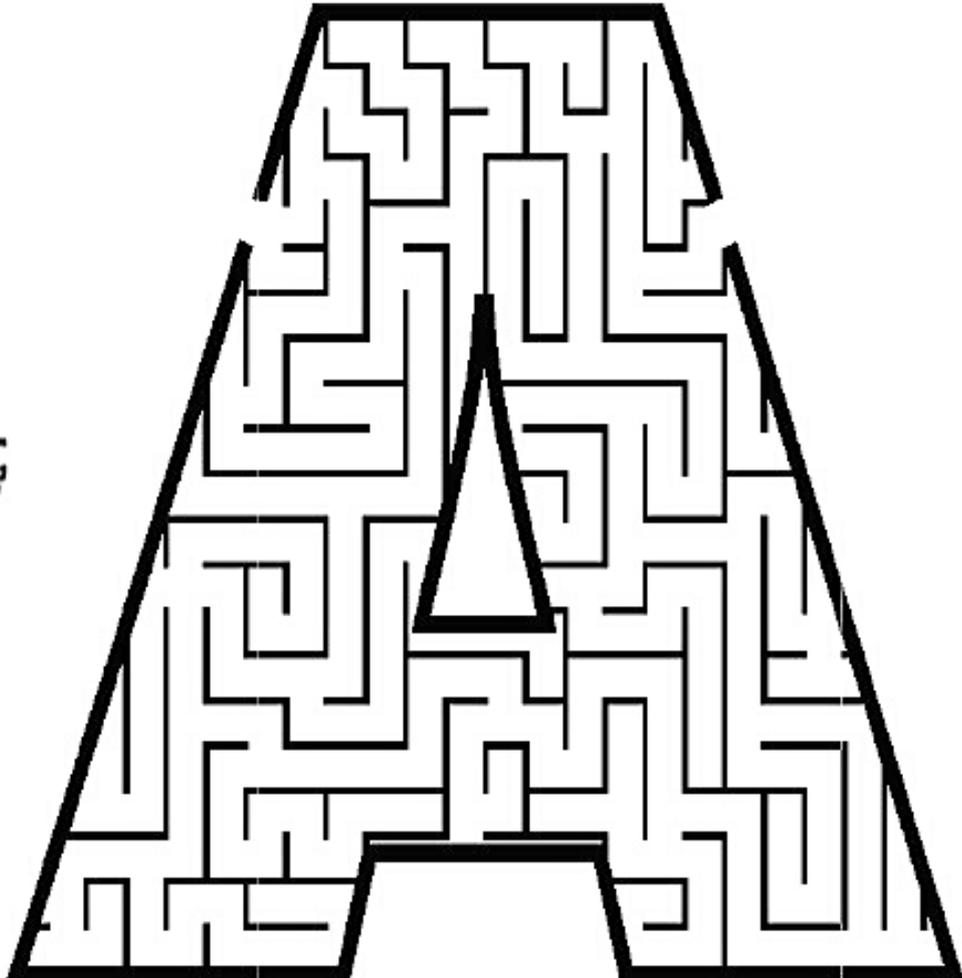
¿Te animás a trazarlos?



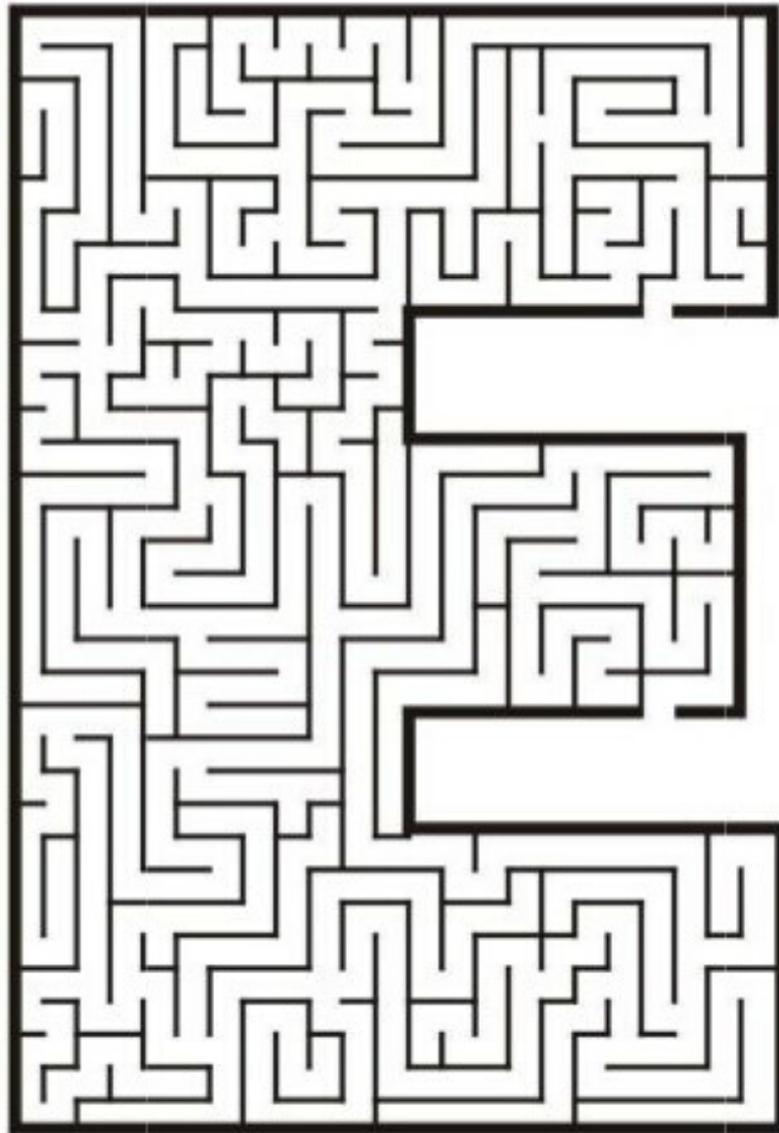
Encontrá los objetos escondidos.



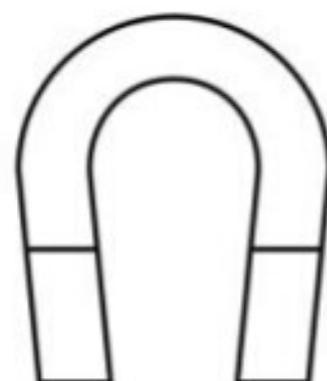
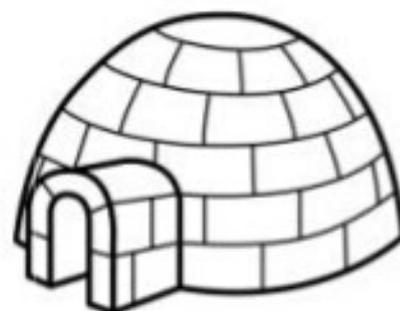
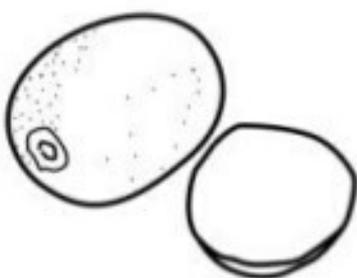
Realizá el laberinto de la letra
A. Luego pintá las imágenes
que comienzan con esa letra.



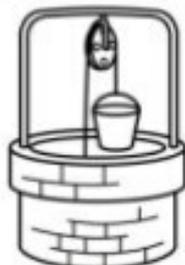
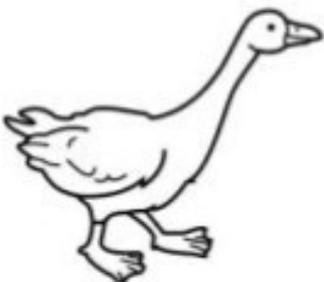
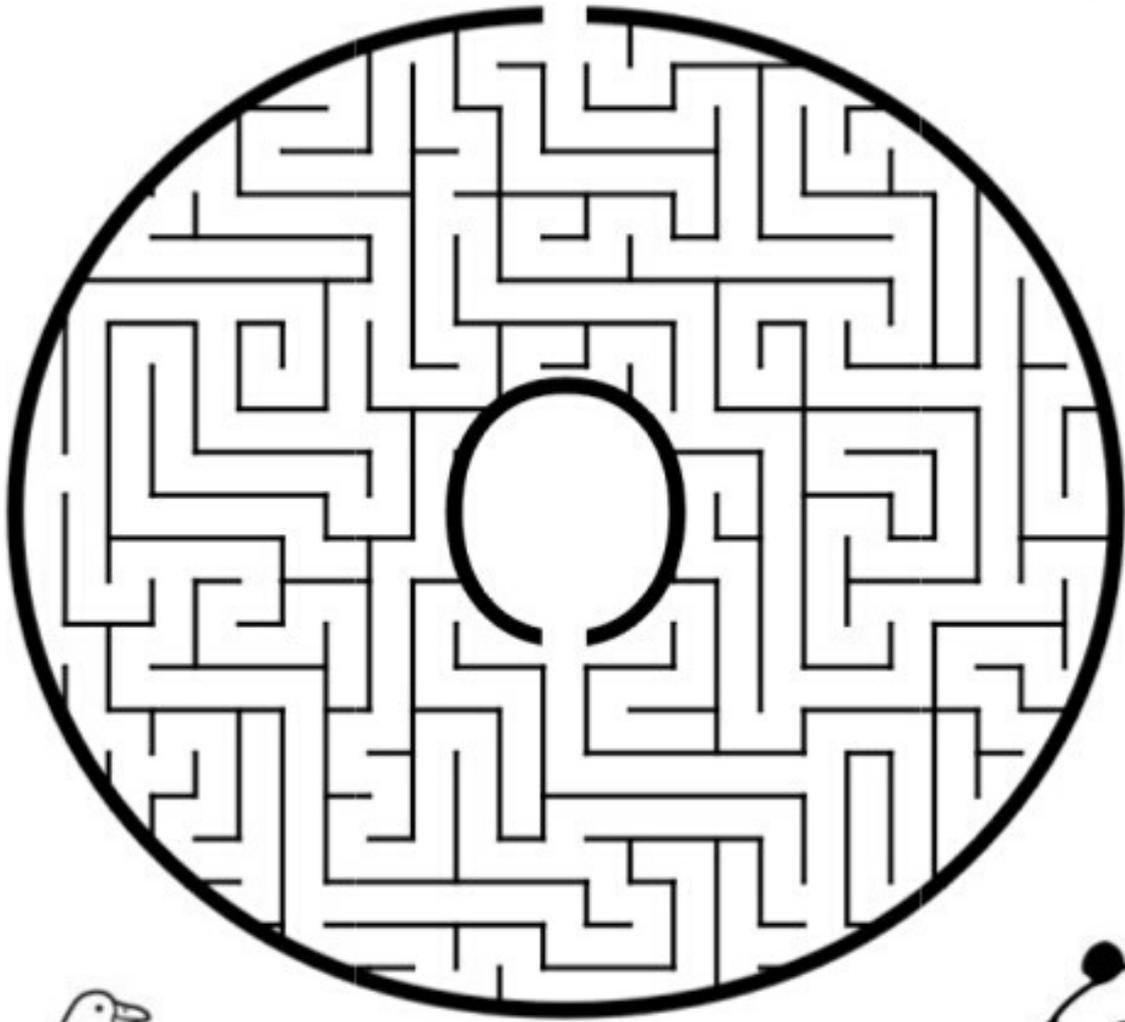
Realizá el laberinto de la letra E. Luego pintá las imágenes que comienzan con esa letra.



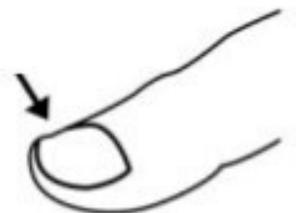
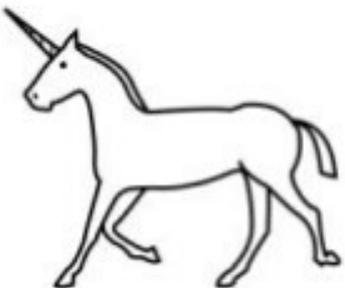
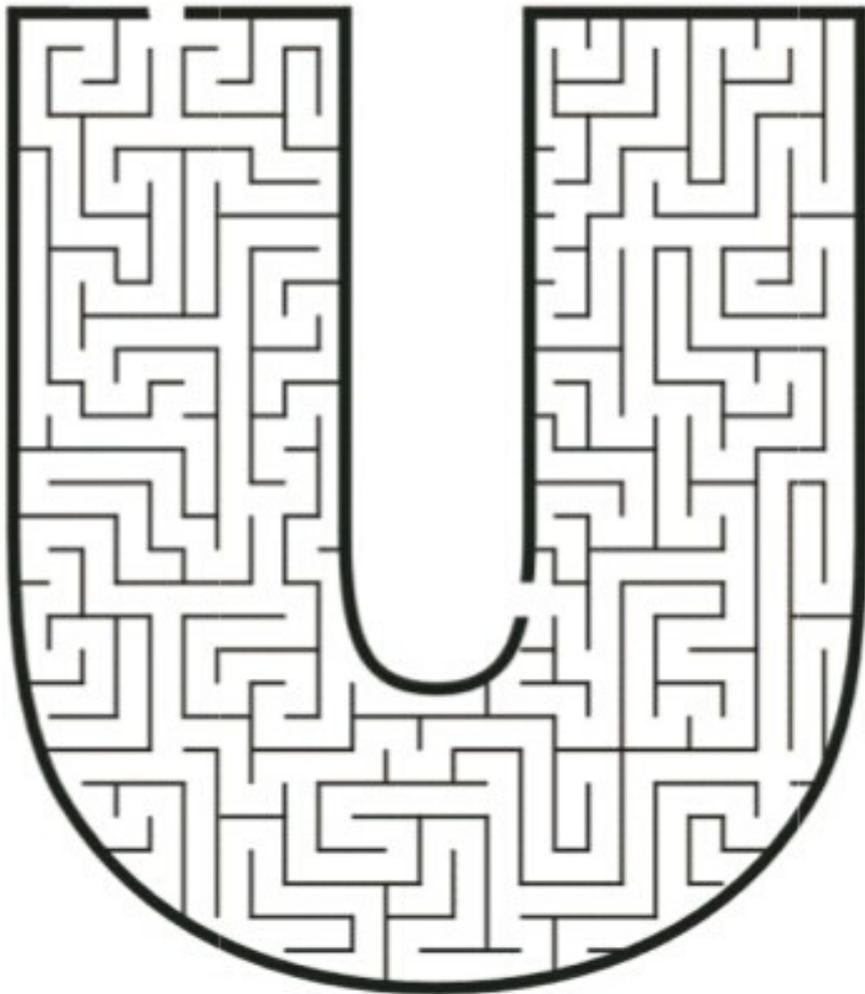
Realizá el laberinto de la letra
l. Luego pintá las imágenes que
comienzan con esa letra.



Realizá el laberinto de la letra
O. Luego pintá las imágenes
que comienzan con esa letra.



Realizá el laberinto de la letra U. Luego pintá las imágenes que comienzan con esa letra.





El Juego de la Oca aprendemos las vocales

SALIDA					TIRA OTRA VEZ				Avanza Cinco casillas
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	PIERDES UN TURNO		Avanza a la meta		Retrocede tres casillas				
--	------------------	--	------------------	--	-------------------------	--	--	--	--



		Vuelve a la Salida			TIRA OTRA VEZ				META
--	--	--------------------	--	--	---------------	--	--	--	------

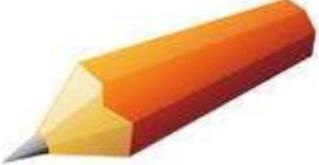
Realizá un camino solo de vocales, que lleve desde una imágen a la otra.



			A	E	I	A	E	U	O
			S	D	F	G	H	J	A
			S	D	T	Y	L	U	E
S	D	U	U	O	P	A	E	A	K
D	X	A	G	O	I	U	Z	Y	L
U	I	A	X	D	T	H	K	M	Ñ
E	B	M	K	E	A	O	R	T	C
A	T	O	I	A	G	O	S	D	V
I	R	I	J	E	E	O	C	V	B
O	D	I	N	E	S	D			
A	C	E	B	A	C	V			
I	O	A	C	I	O	U			

Realizá un camino solo de vocales, que lleve desde una imágen a la otra.



			D	F	T	G	O	I	E	
			S	V	B	N	E	S	A	
			S	D	T	N	A	R	U	
I	D	F	T	G	D	F	U	T	O	
E	S	V	B	N	S	V	I	Y	E	
E	D	E	A	U	D	F	O	J	A	
E	S	I	K	I	S	V	O	K	I	
A	O	I	J	E	W	E	U	L	E	
Z	X	F	G	A	D	I	Ñ	M	A	
O	A	E	I	O	R	O				
I	S	D	F	T	Y	U				
U	A	A	I	U	E	A				