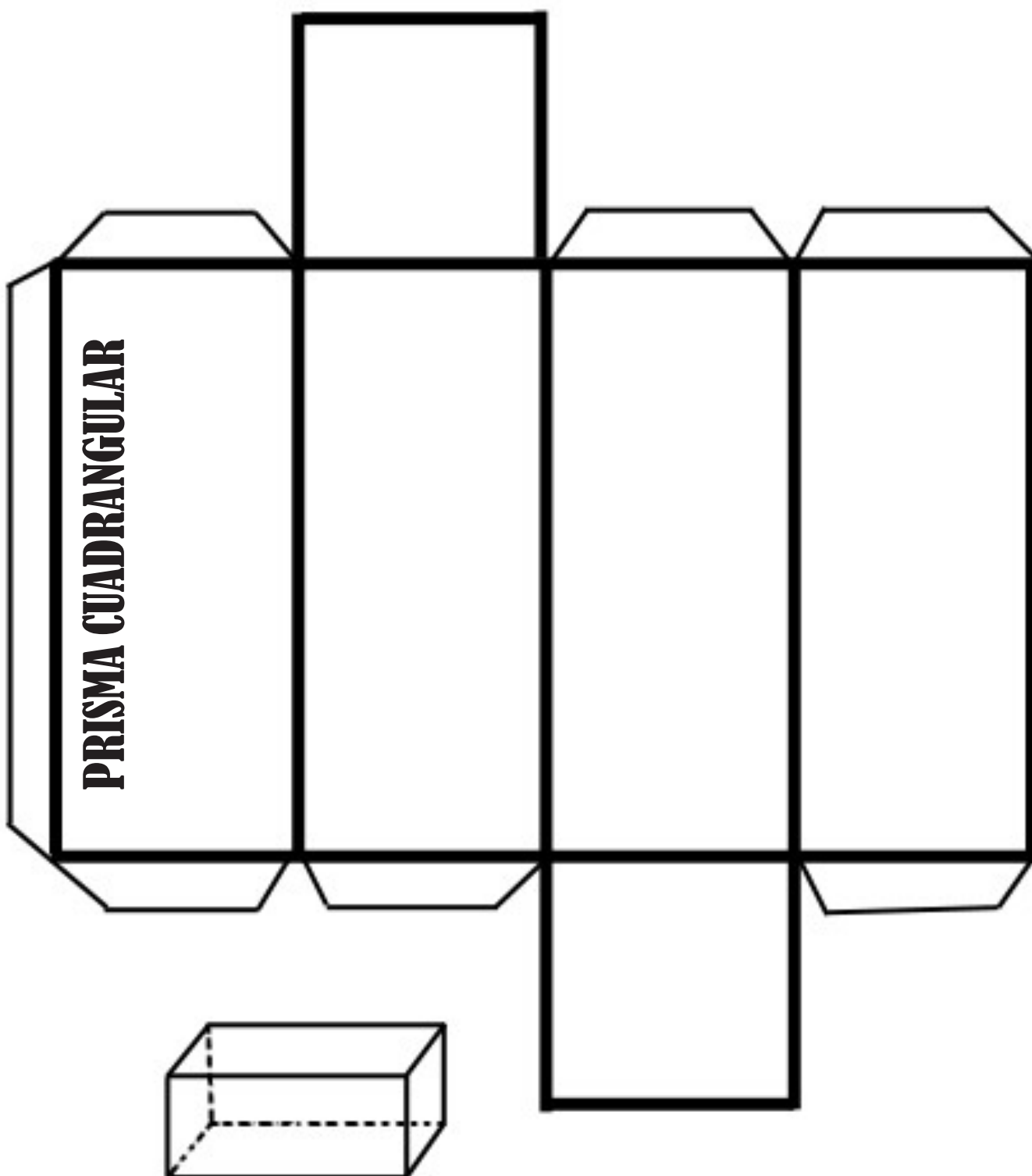


Nome:

Data:

CORPOS GEOMÉTRICOS

6

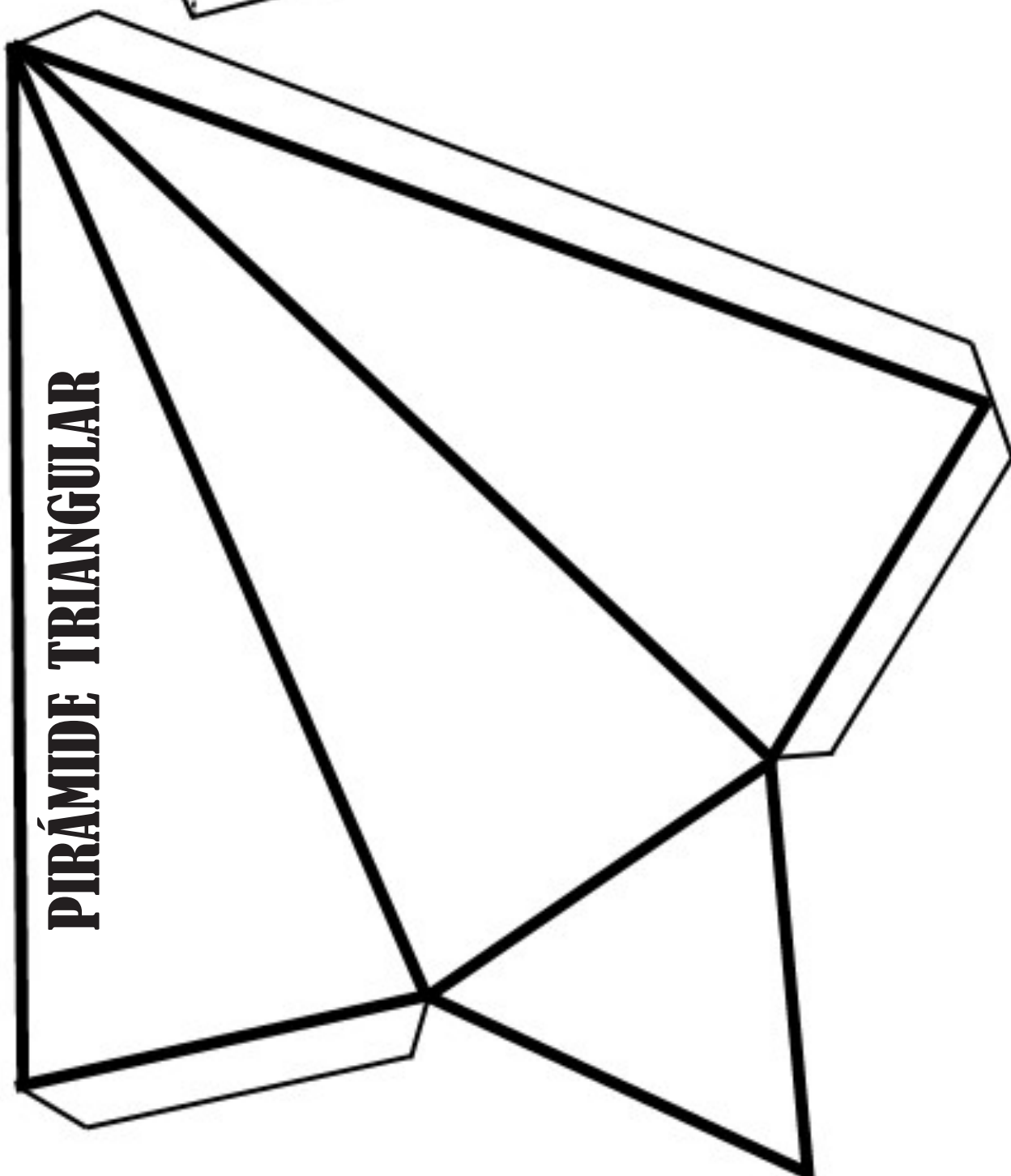
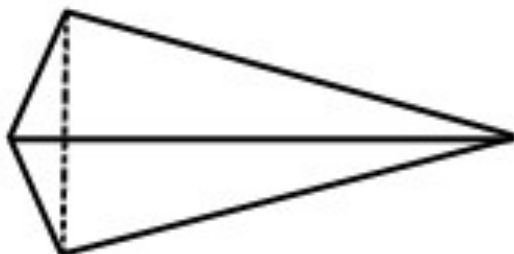


Nome:

Data:

CORPOS GEOMÉTRICOS

4

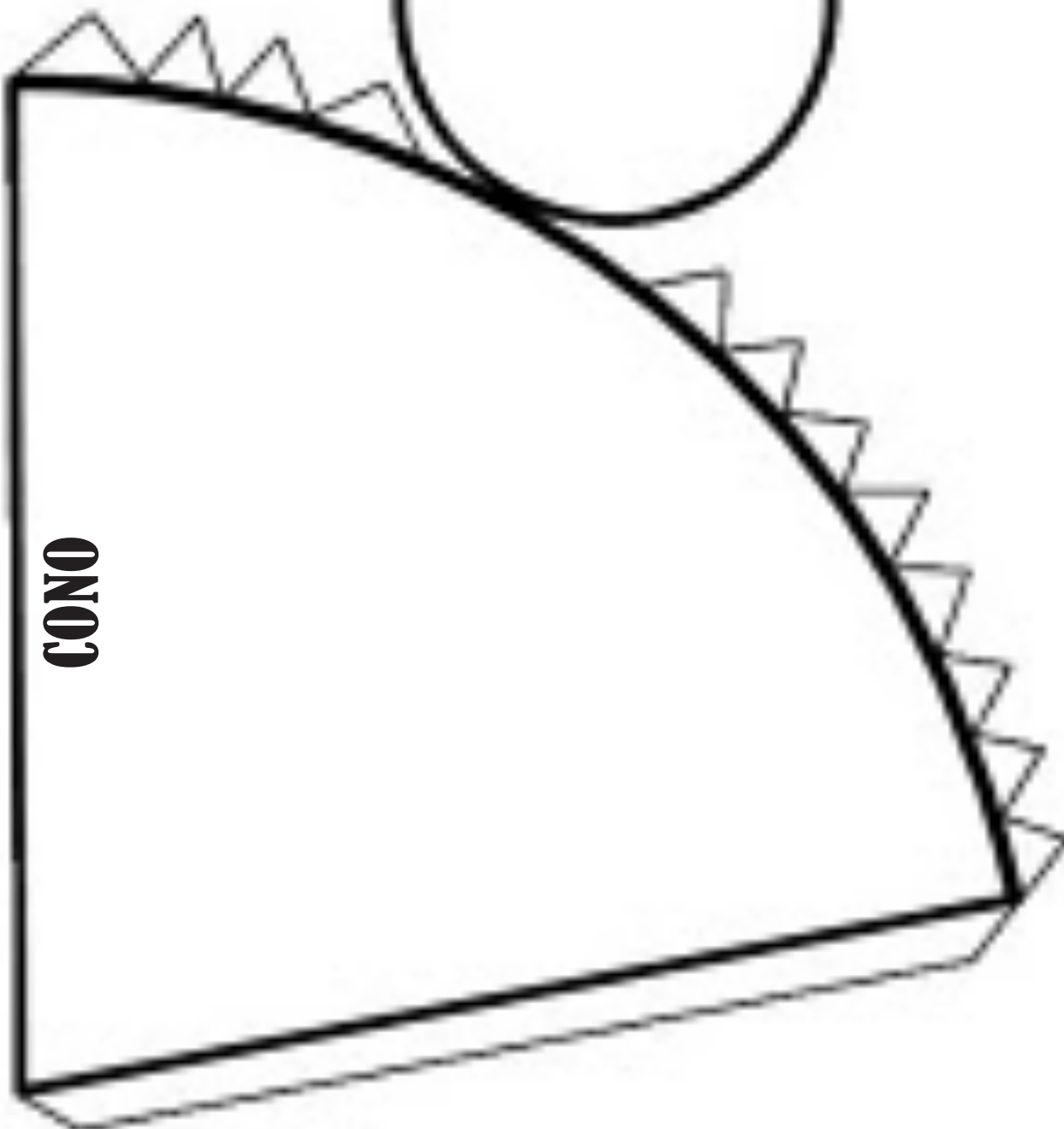
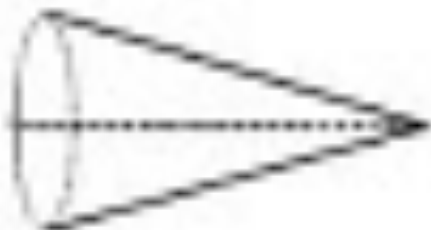


Nome:

Data:

CORPOS GEOMÉTRICOS

7



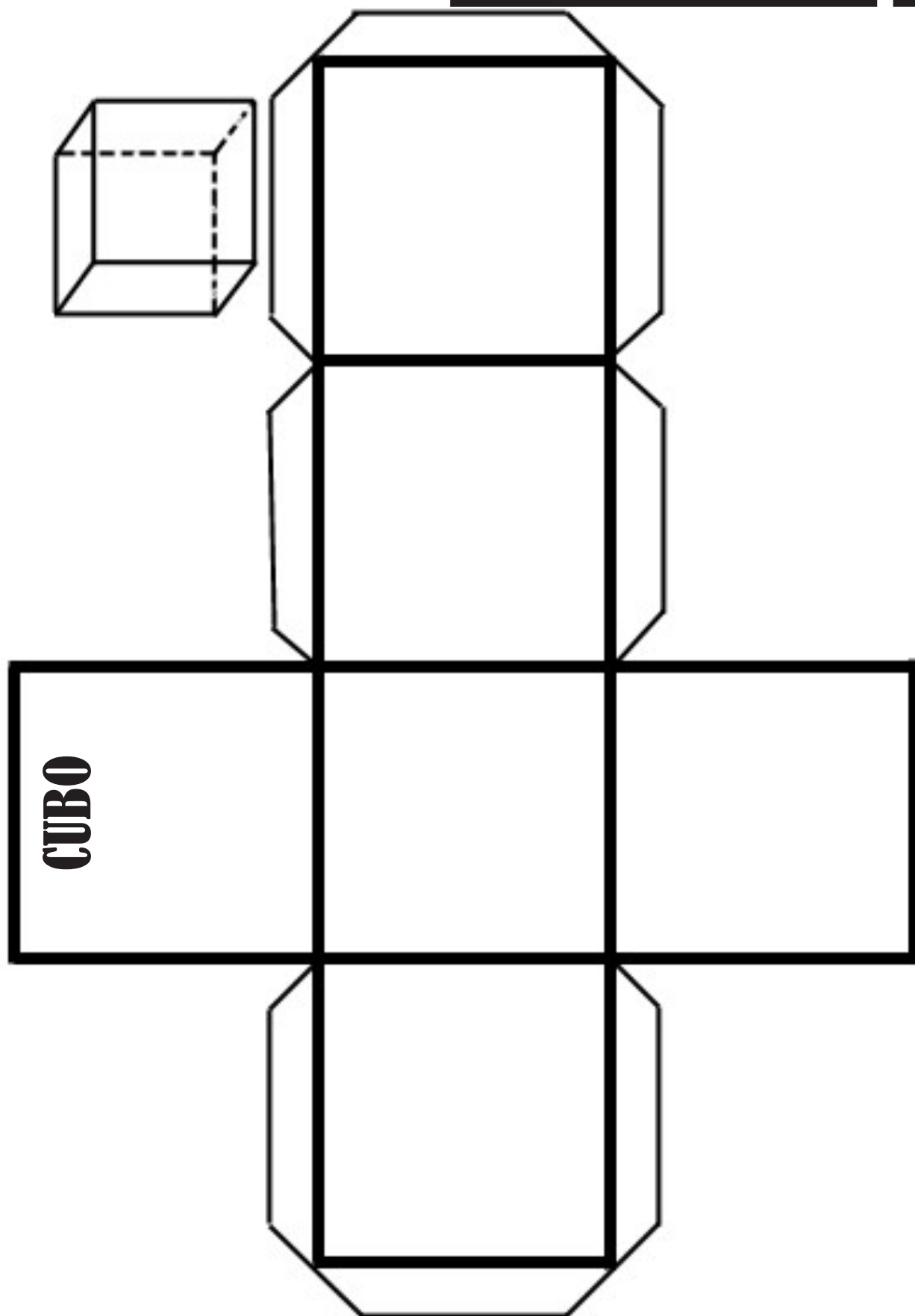
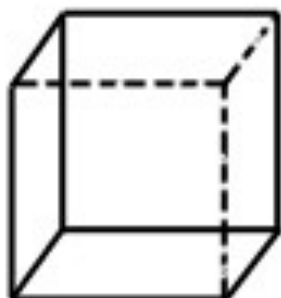
CONO

Nome:

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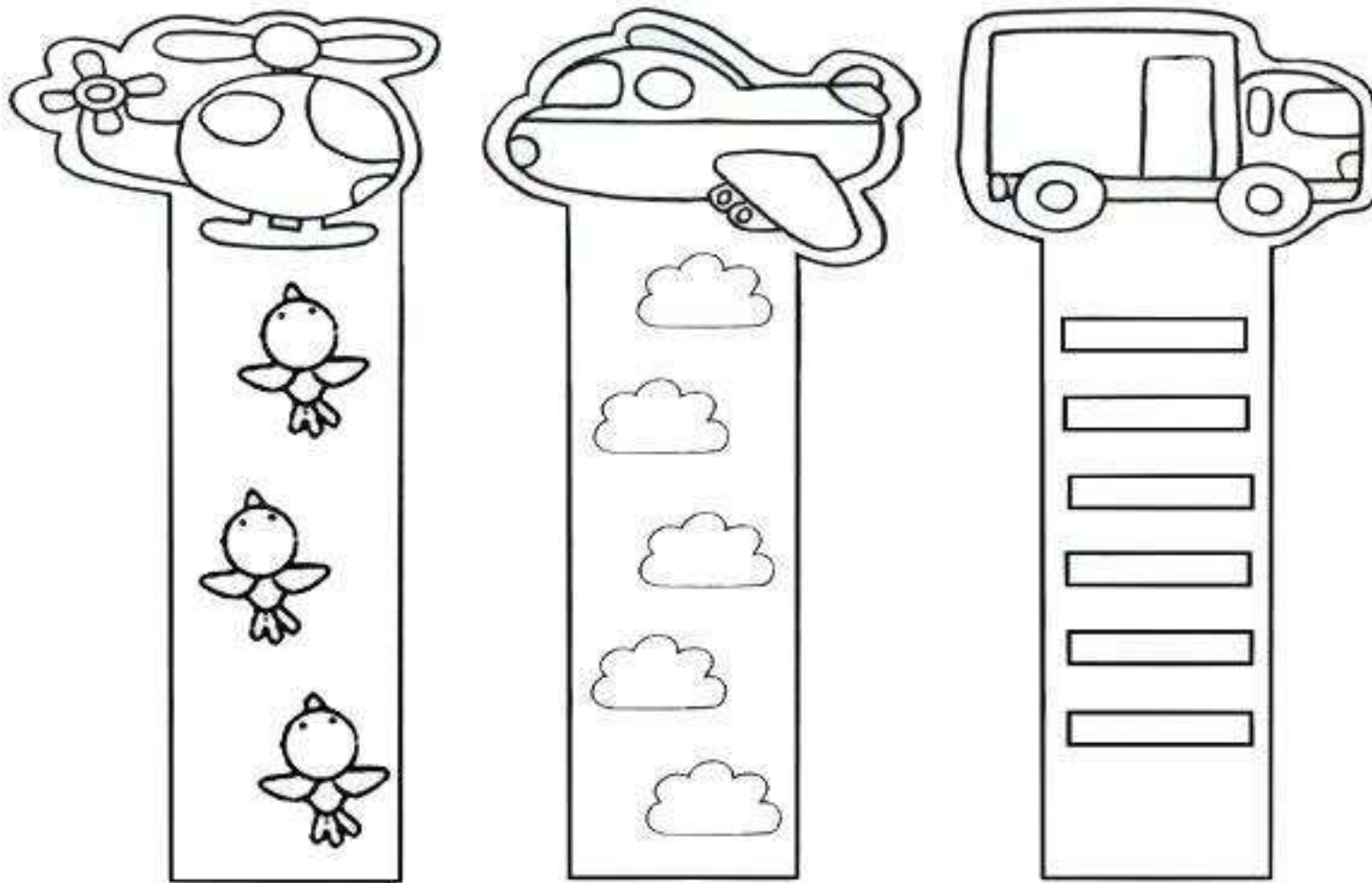
CORPOS GEOMÉTRICOS

2



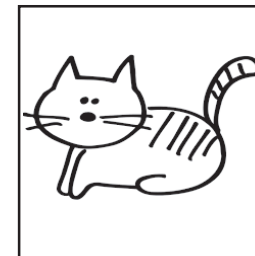
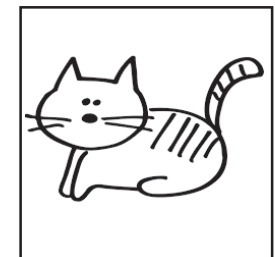
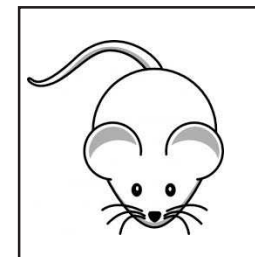
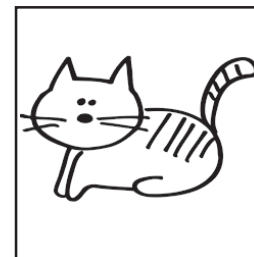
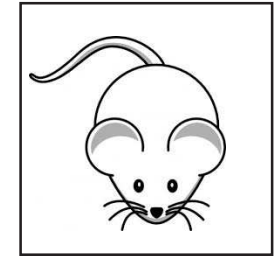
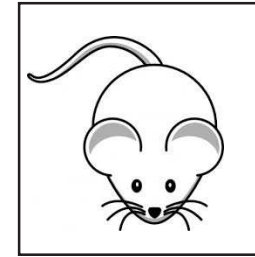
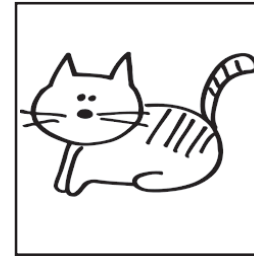
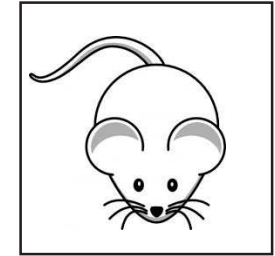
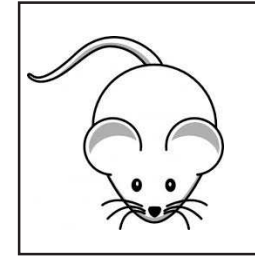
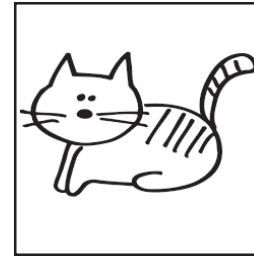
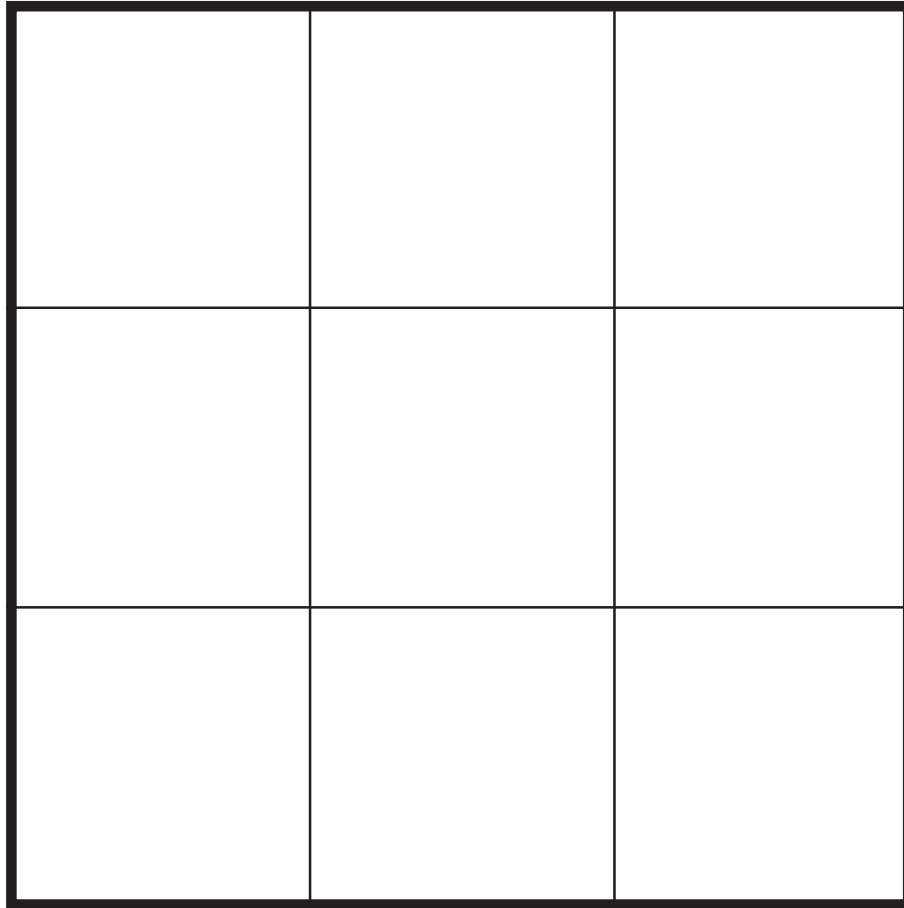
TRES MARCAPÁXINAS

Colorea os marcapáxinas. Recórtaos e plastifícaos.



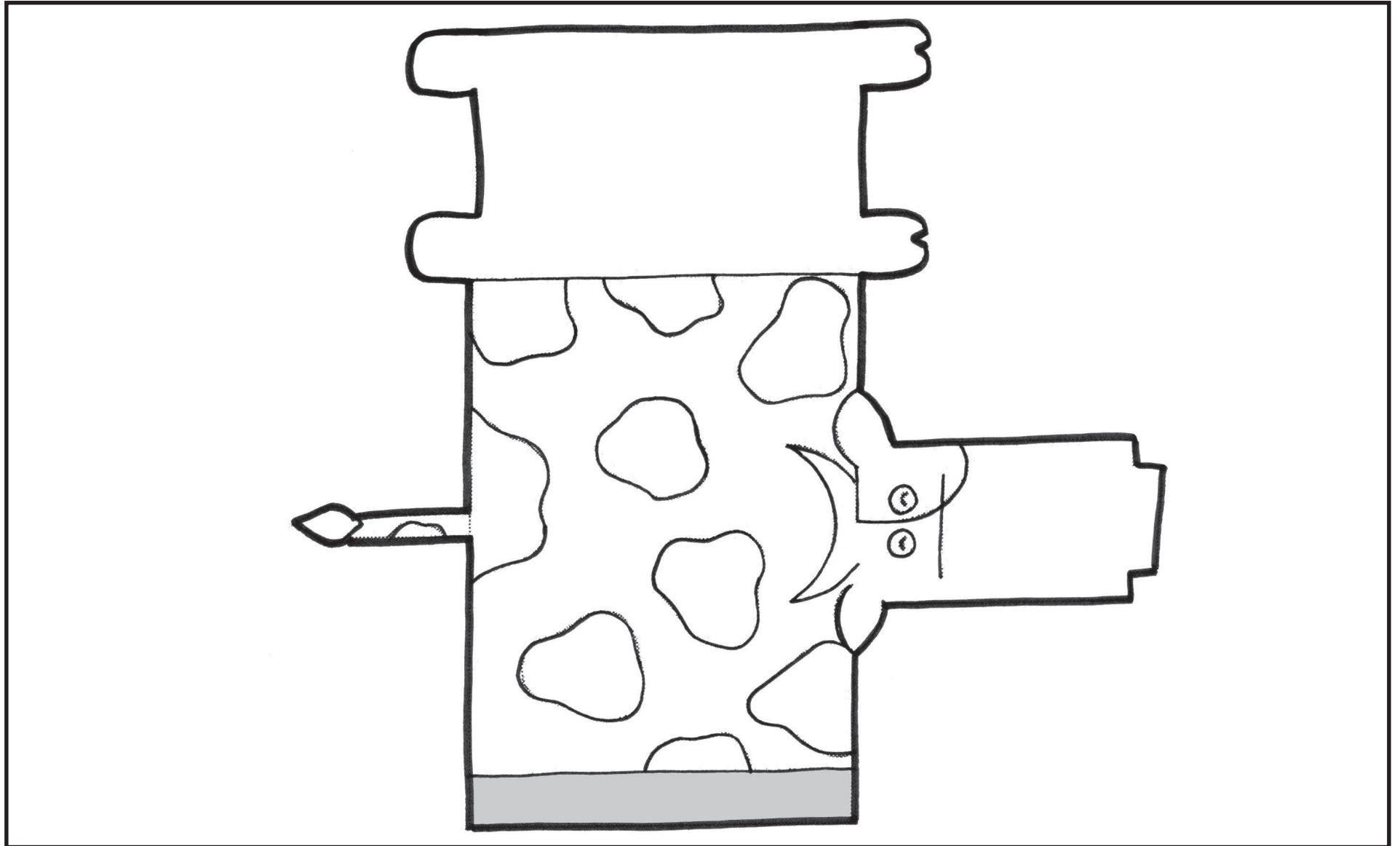
TRES EN LIÑA

Colorea as fichas. Recórtaas e recorta tamén o taboleiro. Busca un compañeiro ou compañeira para xogar. Hai que conseguir colocar tres fichas en liña: en horizontal, en vertical ou en diagonal.



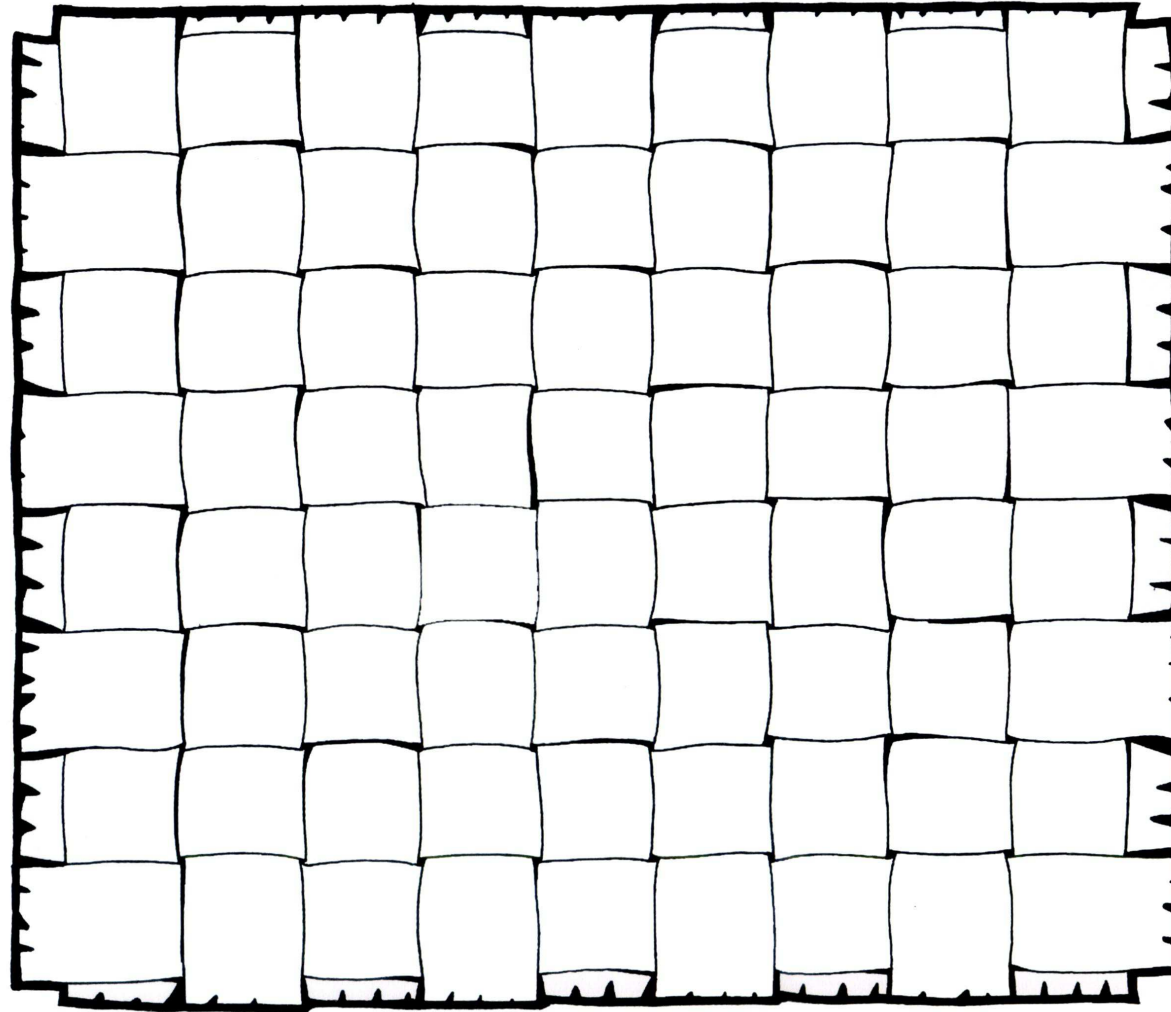
UNHA VACA MARELA

Colorea a vaca. Mõntaa formando unha semicolumna.



UN MANTELIÑO PARA O ALMORZO

Pinta con rotuladores cada cuadro, tendo en conta que cada tira debe ter a mesma cor. Recorta pola liña grosa.



QUE CARA, QUE XESTO...

Cun lapis, con rotuladores, con ceras, completa estas caras colocándolle as cellas, os ollos, o nariz, a boca...

