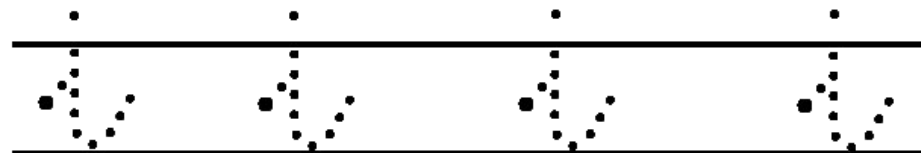
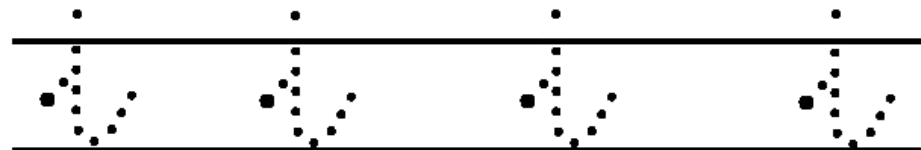


**Nome:** \_\_\_\_\_

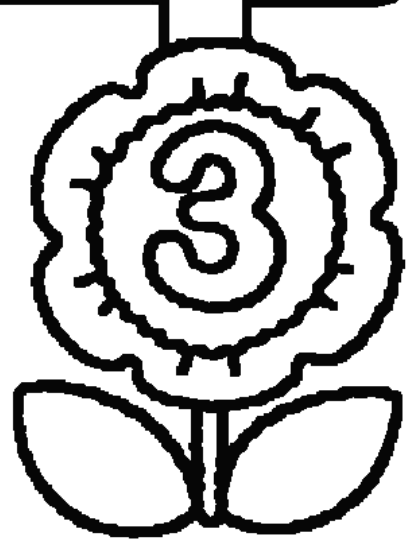
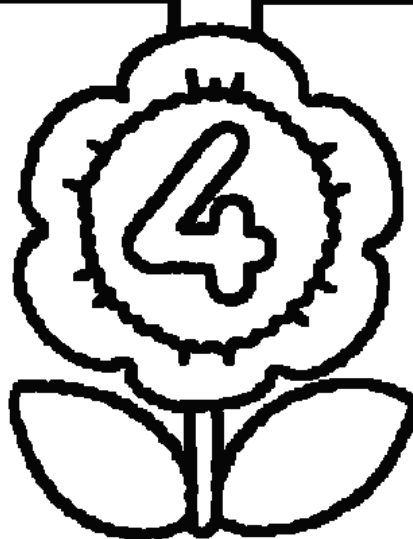
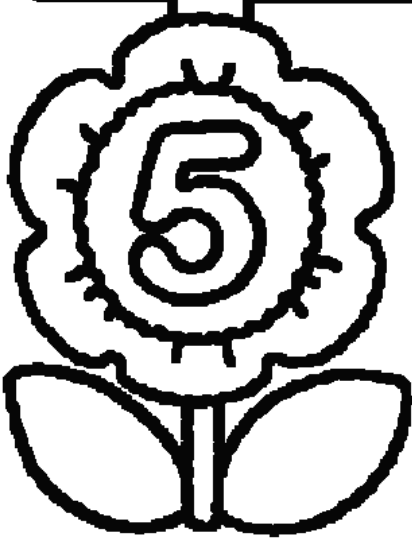
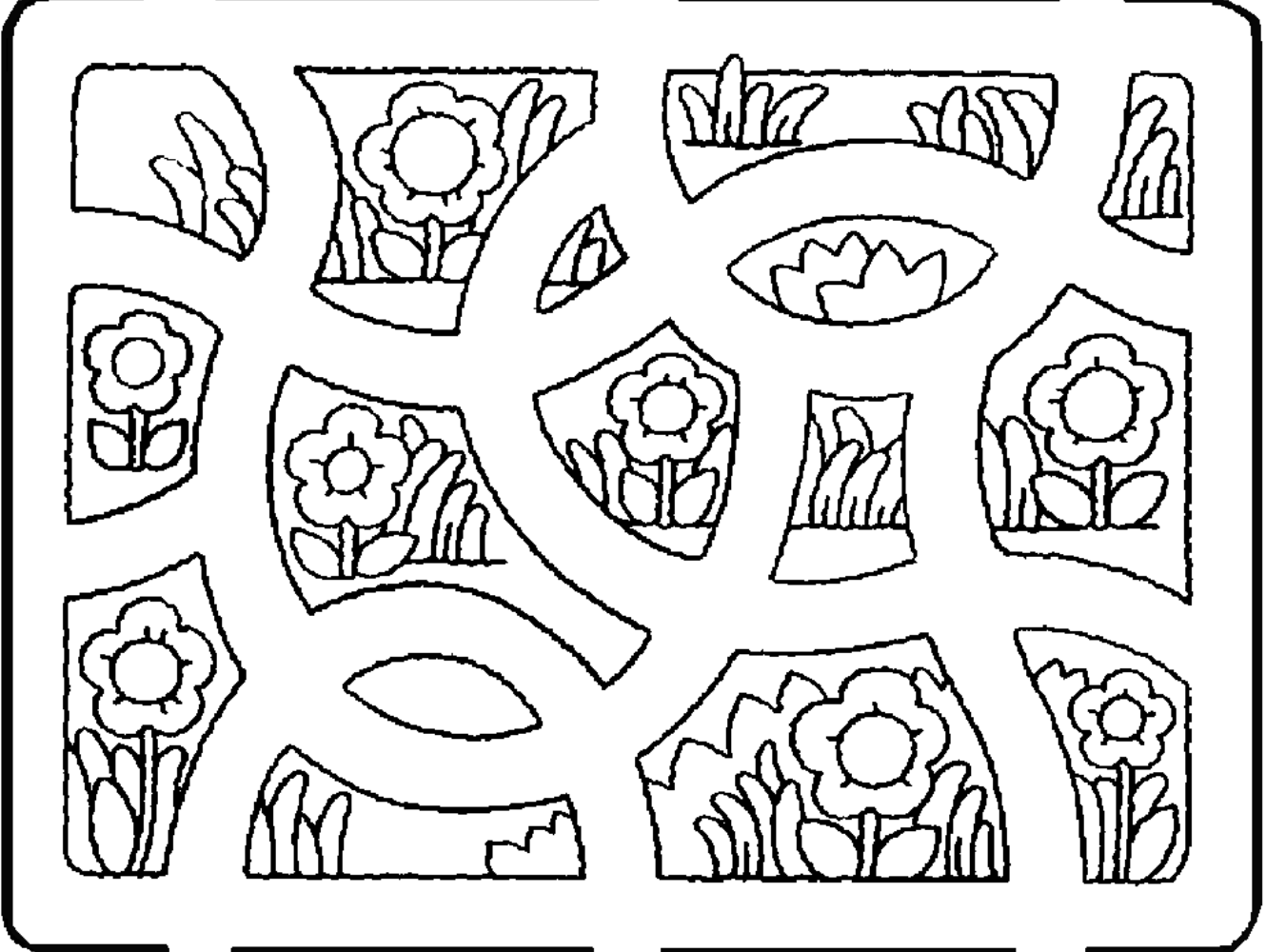
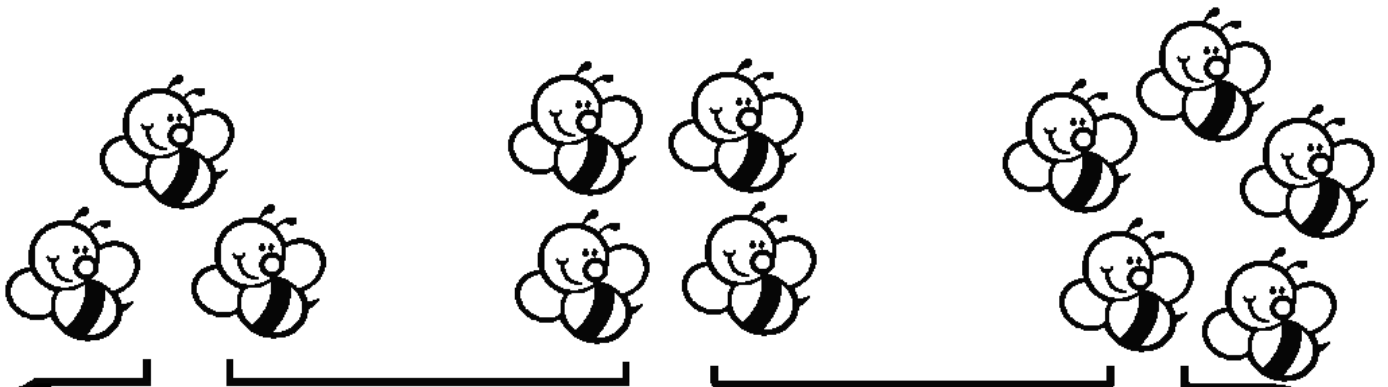


**ACTIVIDADE**

1º.- Este é un iglú, a casa típica dos esquimós.

2º.- Resigue e fai os trazos, escribe a palabra IGLÚ.

3º.- Colorea o debuxo ao teu gusto.

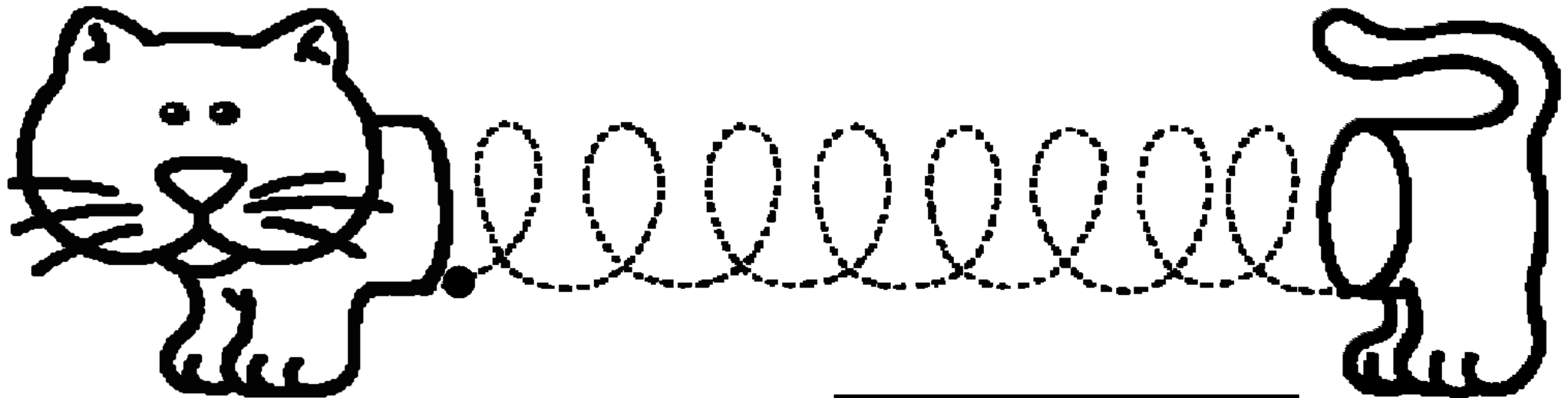
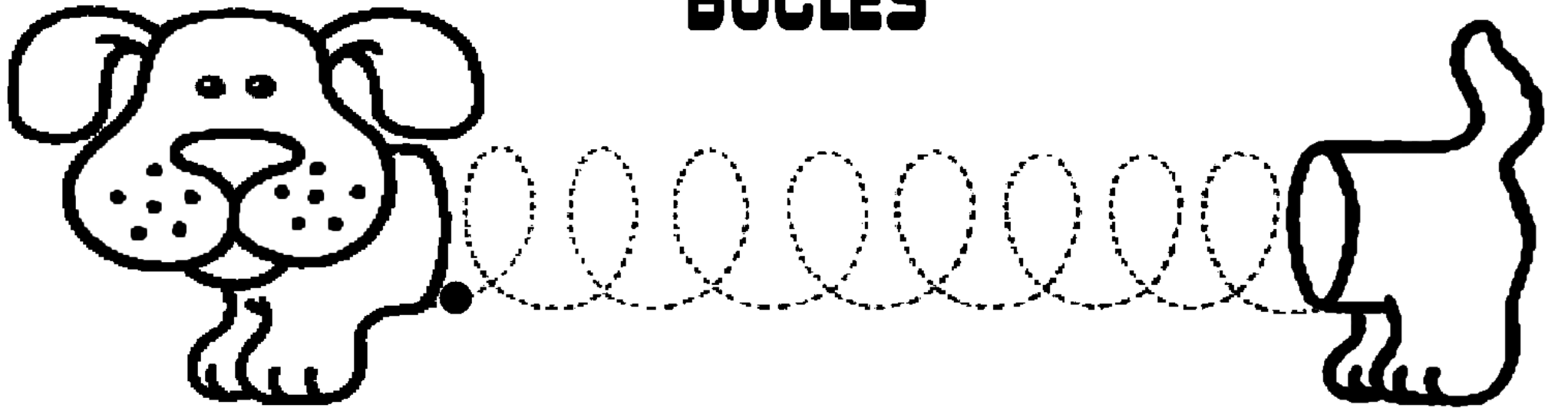


**ACTIVIDADE**

- 1º.- Leva cada grupo de abellas ata a súa flor, co dedo, co lapis e logo con rotu.
- 2º.- Colorea ao teu gusto.

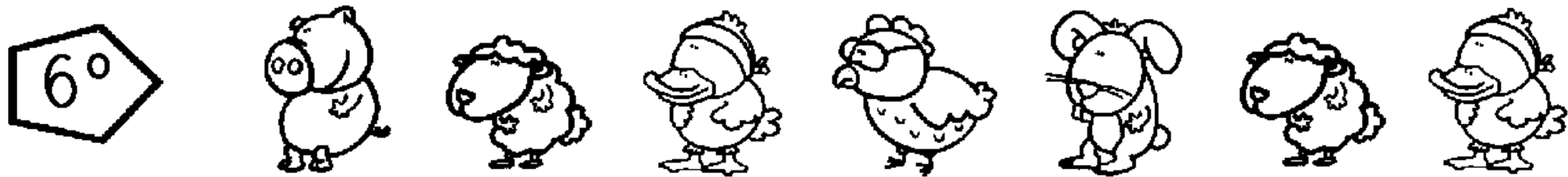
Nome: \_\_\_\_\_

# BUCLAS



Nome: \_\_\_\_\_

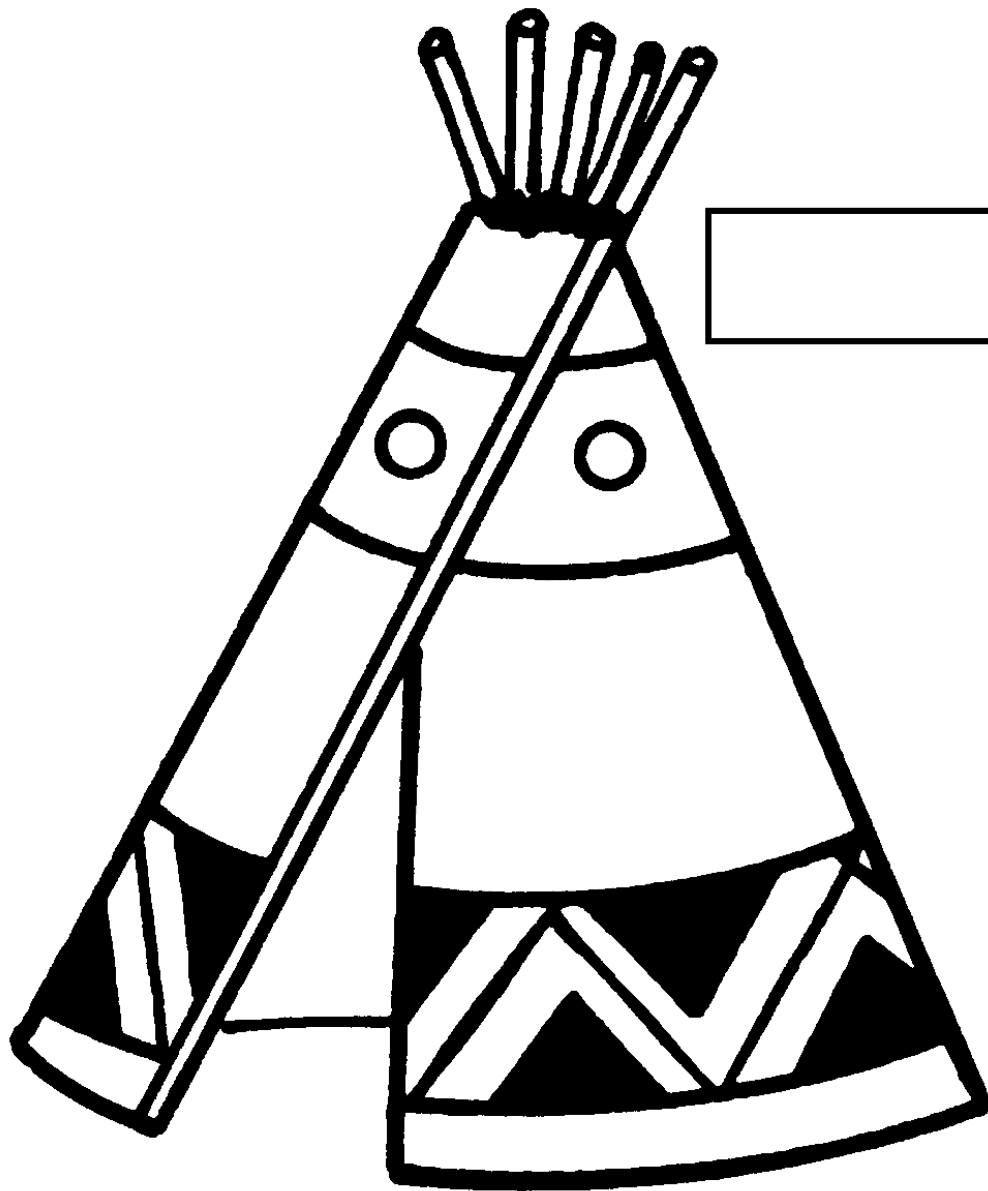
**ATIVIDADE**  
1º.- Repasa os trazos con lapis.  
2º.- Colorea os animais.



NOME: \_\_\_\_\_

ACTIVIDADE

- 1º.- Sinala en cada fila os animais que ocupan a posición dos nº ordinais.
- 2º.- Colorea so esos animais.



NOME: \_\_\_\_\_

Tracing practice for the word 'TIPI' on ruled lines. The first two rows show the word 'TIPI' formed by dotted lines. The next two rows show the word 'TIPI' formed by solid dots. The final two rows are empty ruled lines for independent writing.

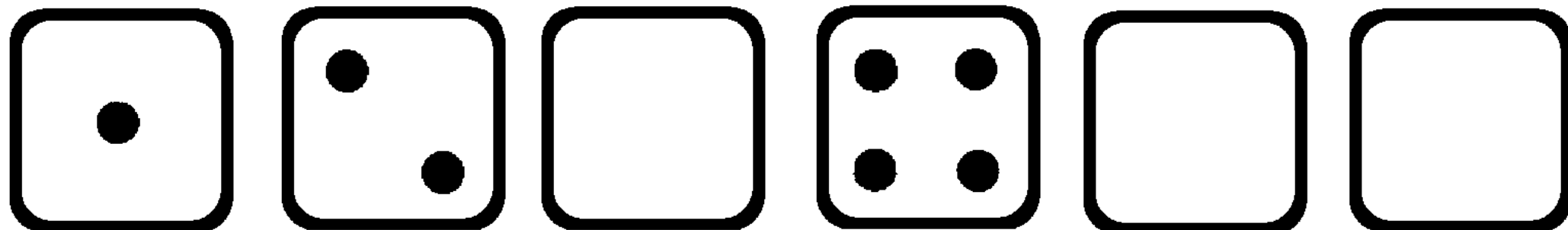
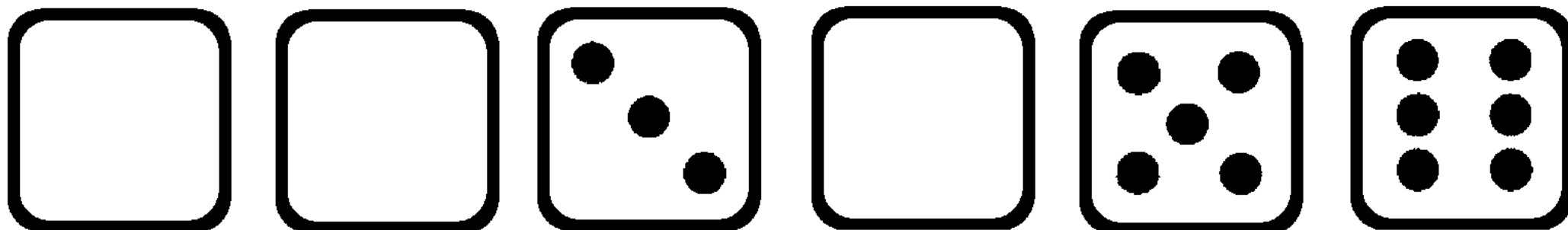
**ACTIVIDADE**

1º.- Esta é unha tipi, a casa típica dos indios norteamericanos.

2º.- Resigue e fai os trazos, escribe a palabra TIPI.

3º.- Colorea o debuxo ao teu gusto.

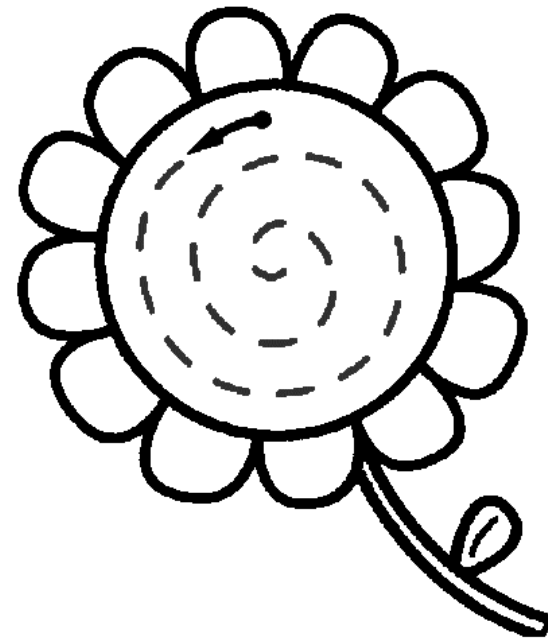
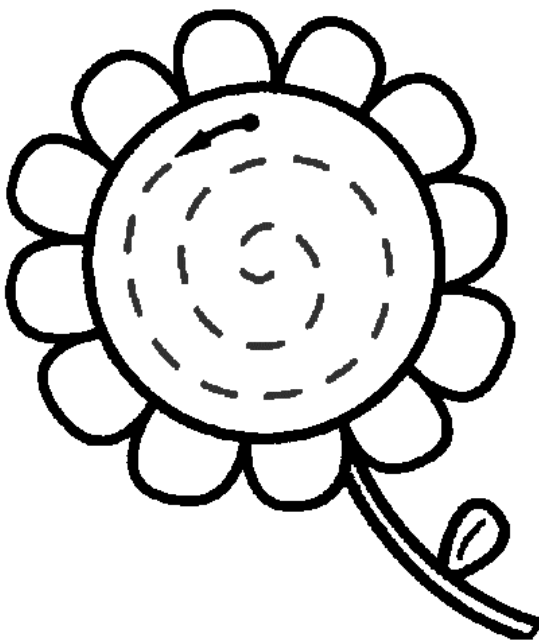
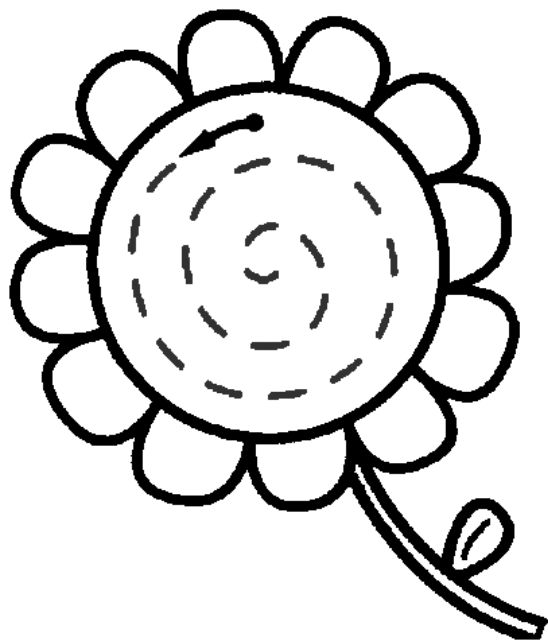
# CONTINÚA A SERIE



Nome: \_\_\_\_\_

## ACTIVIDADE

- 1º.- Completa con puntos grandes os cuadrados grandes.
- 2º.- Colorea os cuadrados con 3 e 5 puntos.
- 3º.- Pega os adhesivos numéricos en orden ascendente.

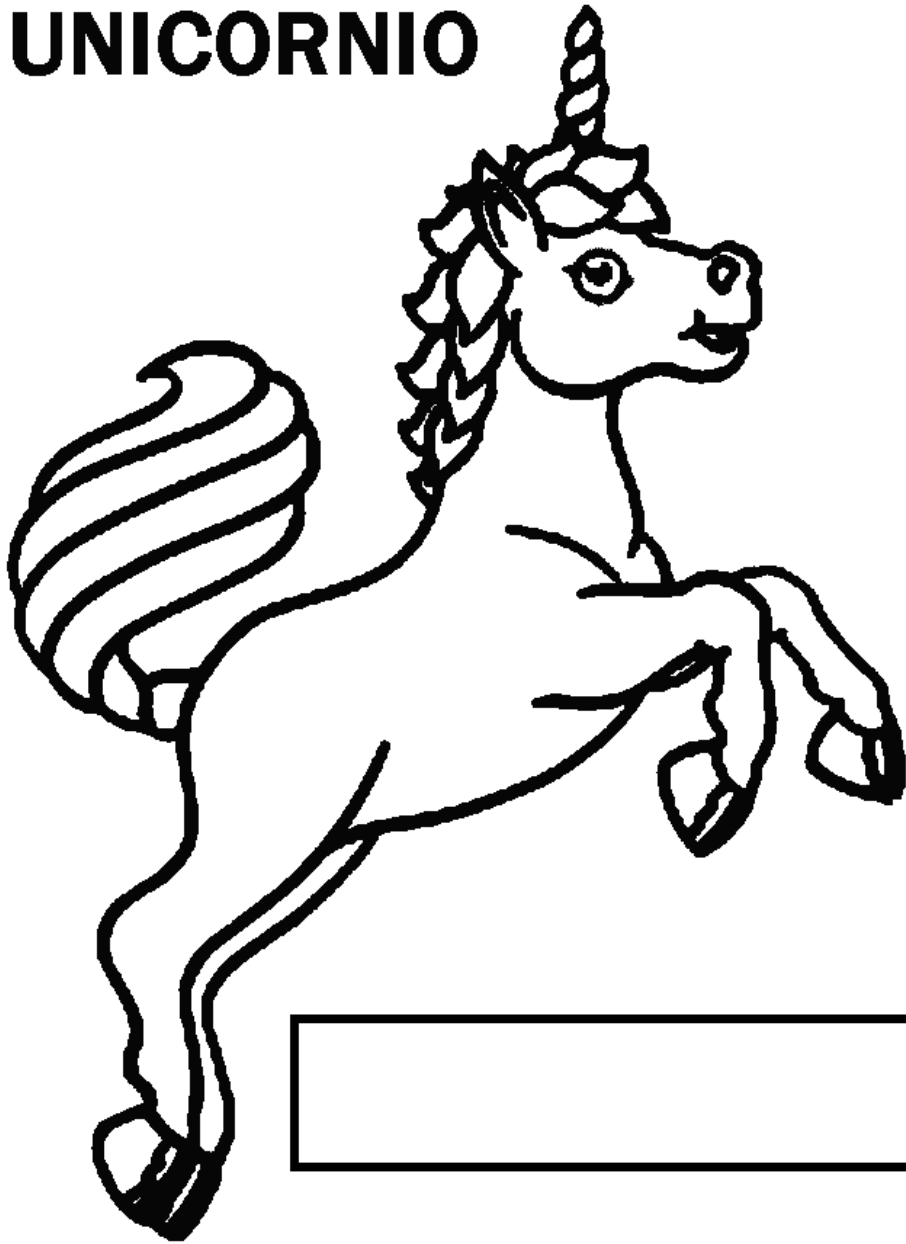


Nome: \_\_\_\_\_

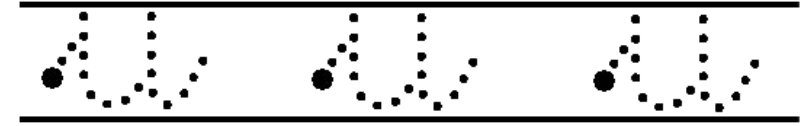
ACTIVIDADE

- 1º.- Repasa todos os trazos espirais.
- 2º.- Colorea os pétalos e talos das flores.

# UNICORNIO



NOME: \_\_\_\_\_

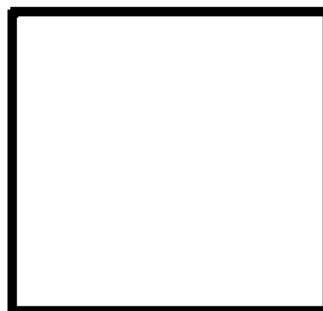
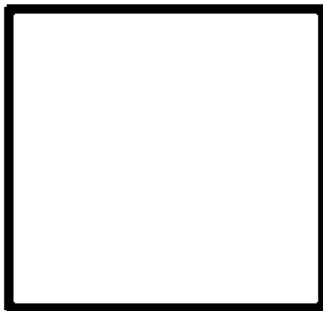
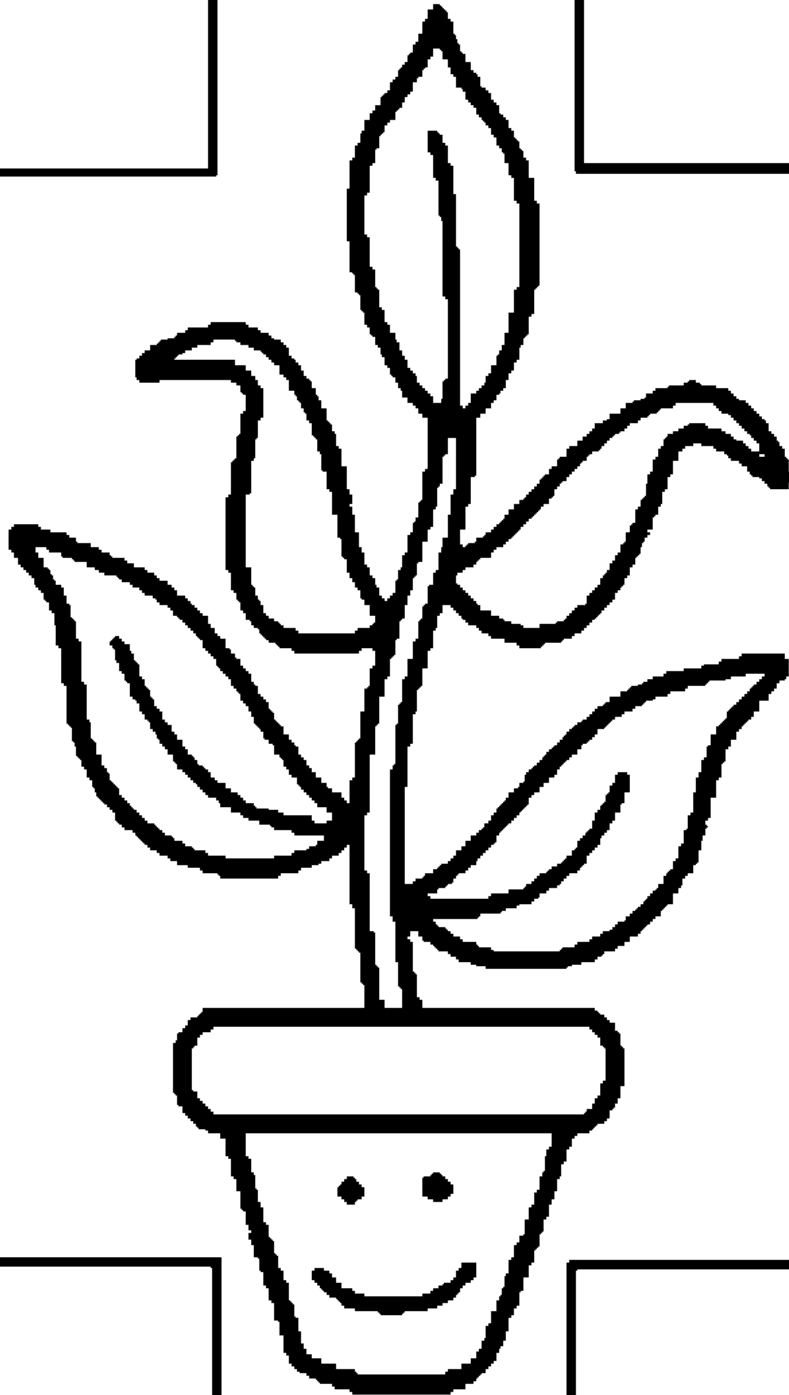
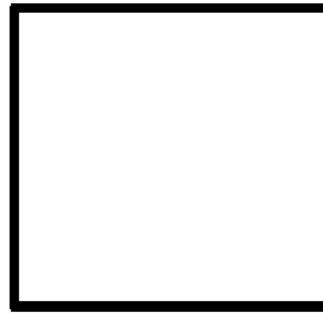


## ACTIVIDADE

- 1º.- Resigue e fai os trazos.
- 2º.- Copia a palavra utilizando os gomets.
- 3º.- Colorea como queiras.



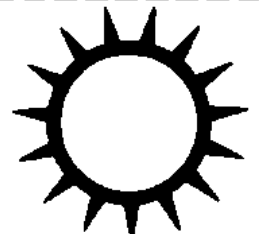
# PARA CRECER, AS PLANTAS PRECISAN ...



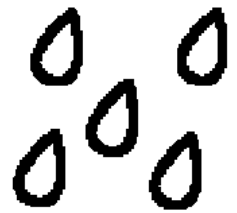
CARAMELO



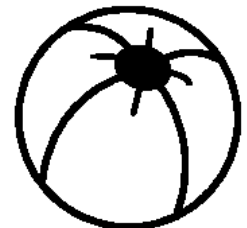
TERRA



SOL



ÁGUA



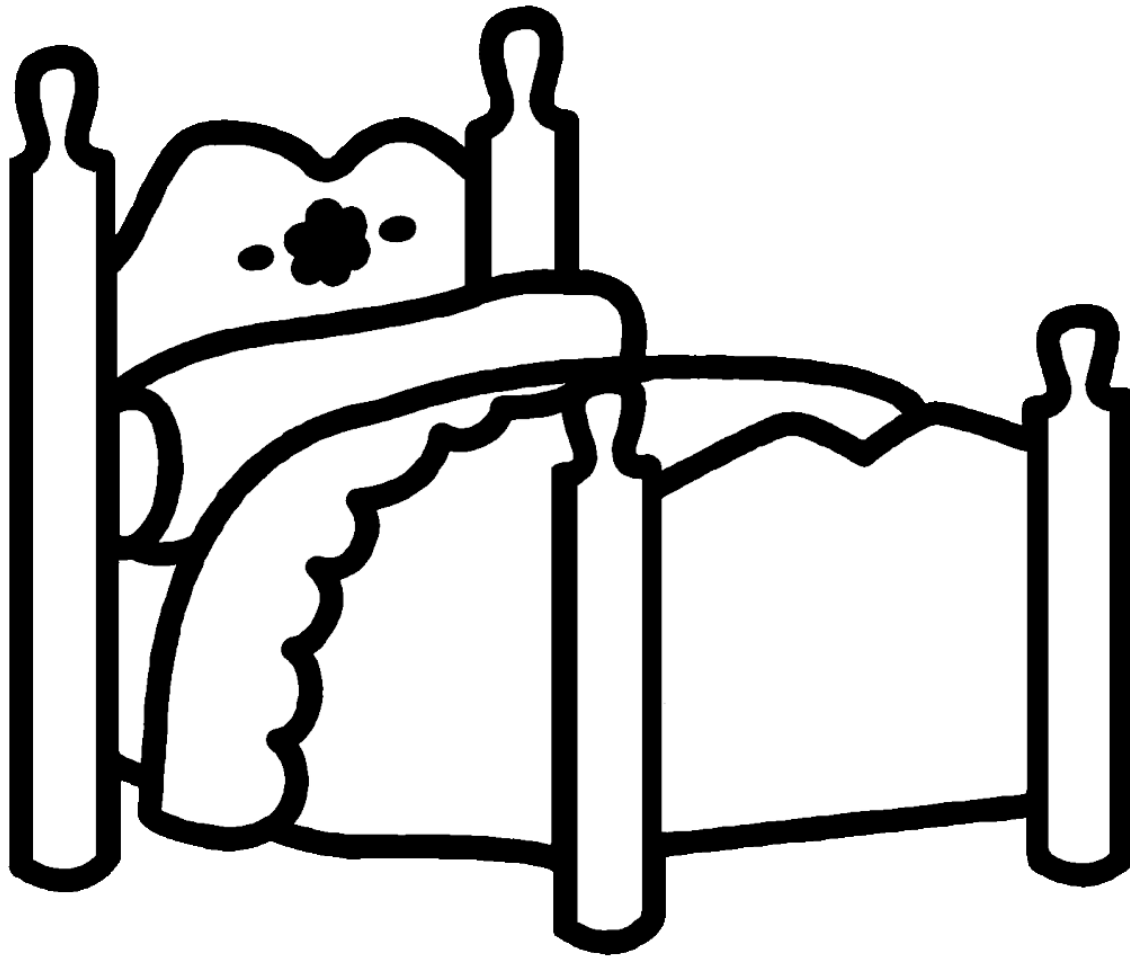
PELOTA



AIRE

Nome: \_\_\_\_\_





## ADIVINANZA

De nada me sirven  
estas cuatro patas,  
que quieta estoy siempre;  
sobre mí, el durmiente.



NOME: \_\_\_\_\_

### ACTIVIDADE

- 1º.- Que che lean a adiviña e a memorizas.
- 2º.- Resigue e fai os nº co lapis.
- 3º.- Busca e rodea todas as "a" que hai na adiviña.
- 4º.- Colorea a cama e escribe o seu nome.



ACTIVIDADE

1º.- Pide que che lean a retahíla e a memorizas.

2º.- Resigue e fai os trazos.

3º.- Escribe a palabra BURRO e pinta o debuxo.

NOME: \_\_\_\_\_

RETAHÍLA

Silencio en la sala  
que el burro va a hablar,  
el primero que hable  
burro será. ¡Ya!

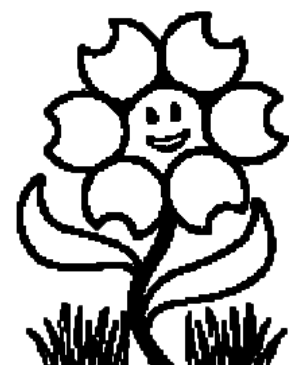
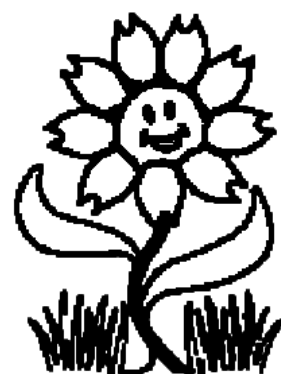
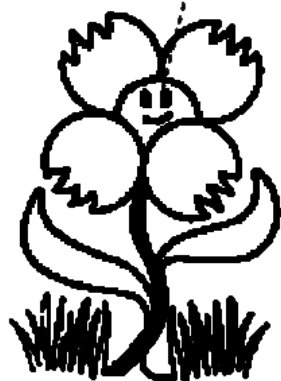
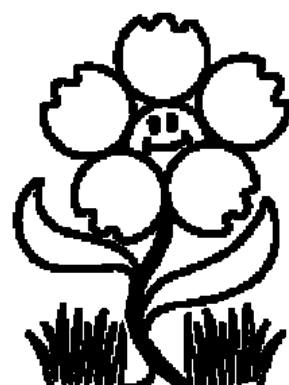
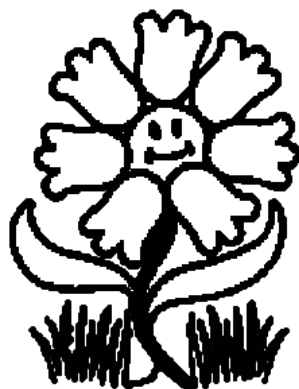


# CONTAR PÉTALOS

## ACTIVIDADE

1º.- Une cada flor co seu nº según os pétalos que ten.

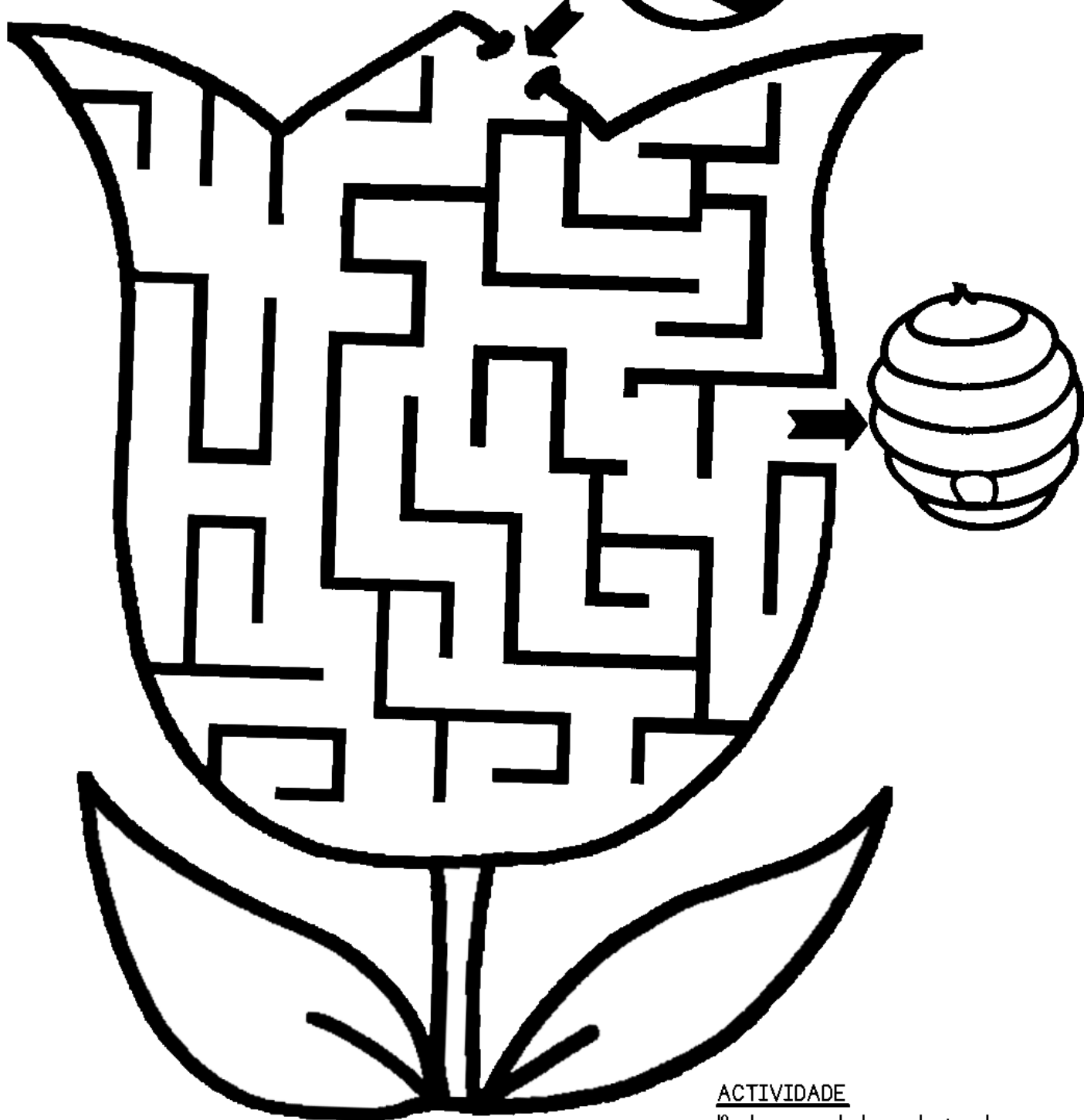
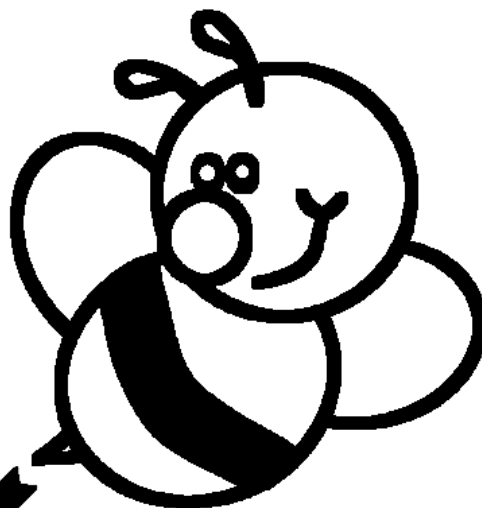
2º.- Colorea as flores.



4
5
6
7
8
9
10

Nome: \_\_\_\_\_

# ABELLA



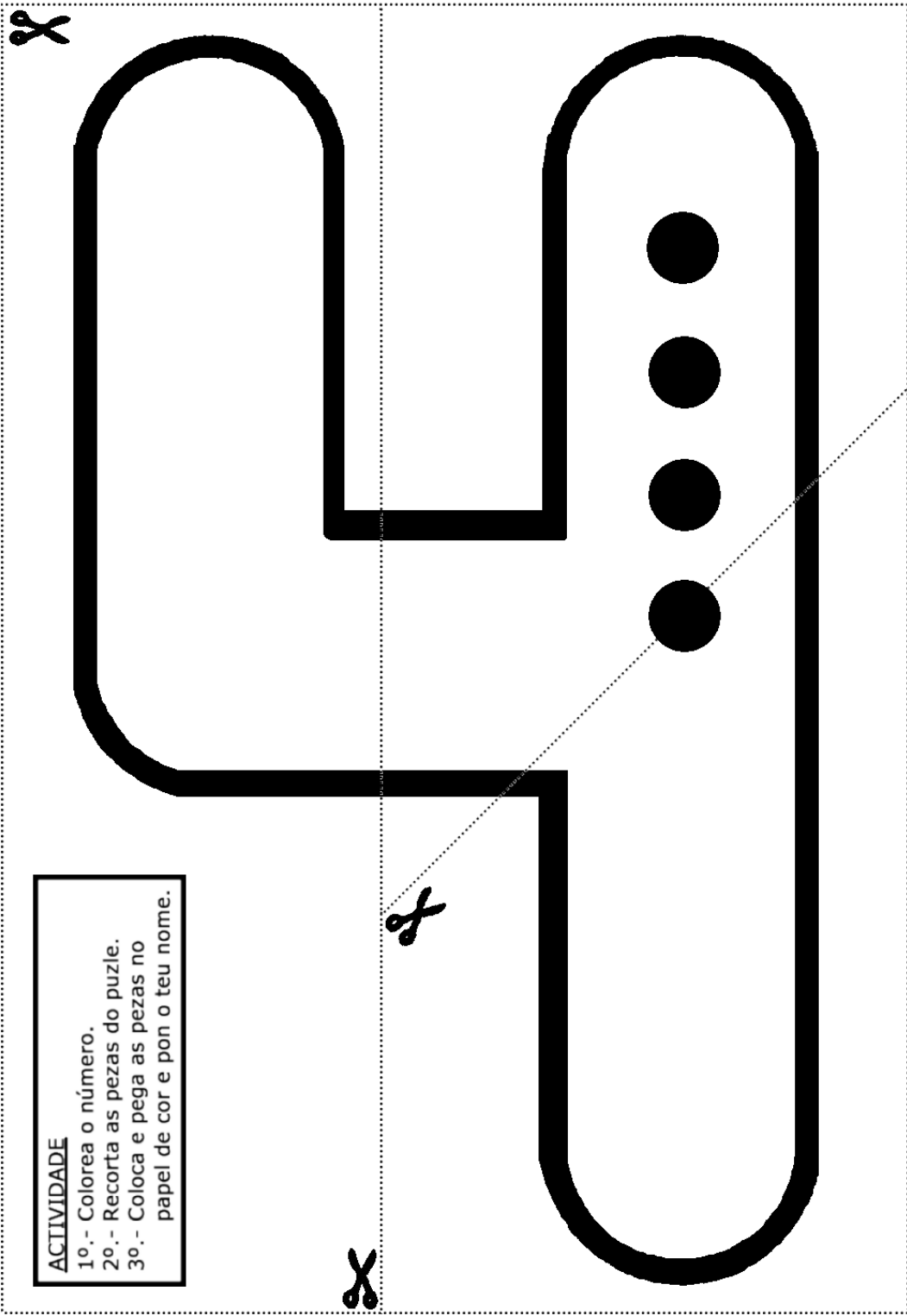
### ACTIVIDADE

- 1º.- Leva co dedo, co lapis e logo co rotu a abella ata a súa colmena.
- 2º.- Copia a palabra.
- 3º.- Colorea como queiras.

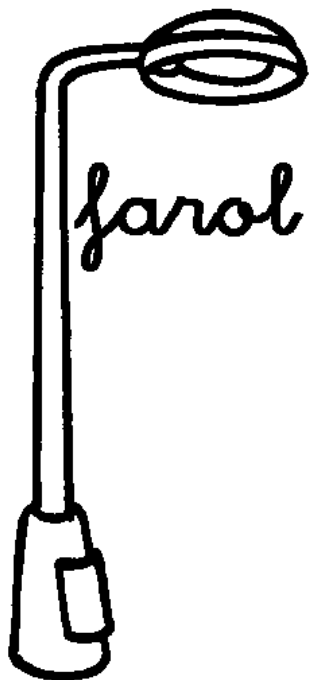
Nome: \_\_\_\_\_

**ACTIVIDADE**

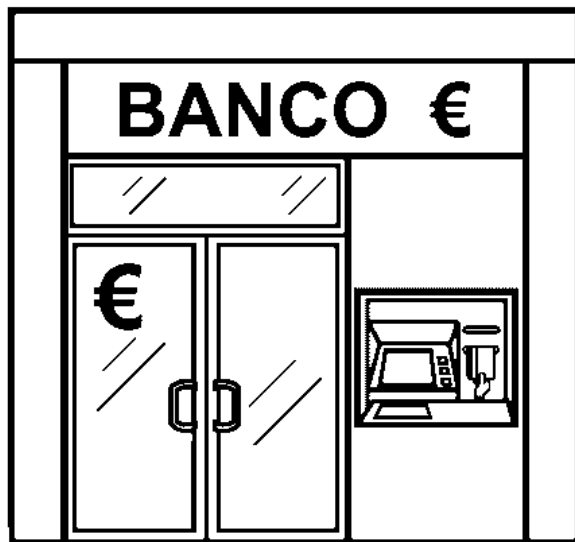
- 1º.- Colorea o número.
- 2º.- Recorta as peças do puzzle.
- 3º.- Coloca e pega as peças no papel de cor e pon o teu nome.



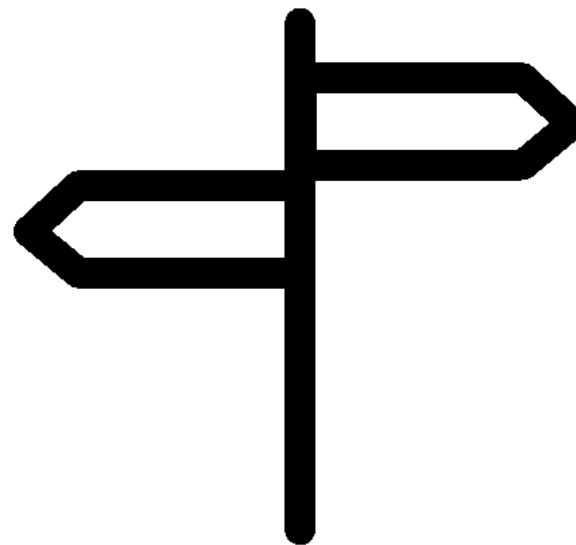
# A RÚA



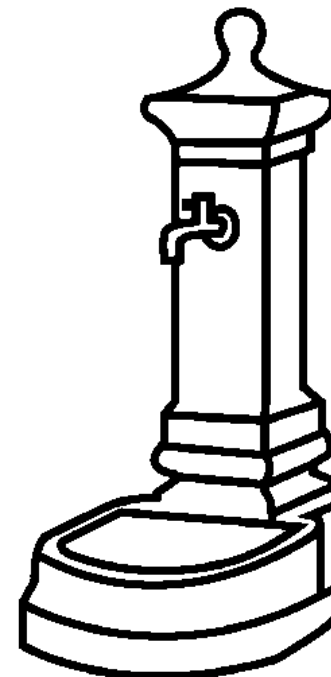
farol



banco



señal



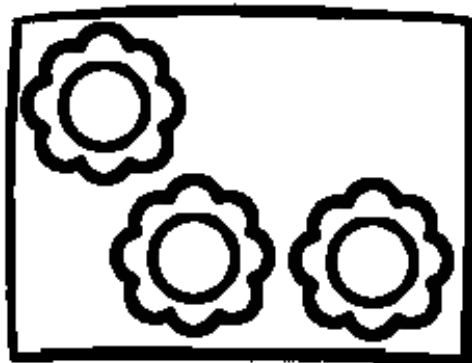
fonte



Nome: \_\_\_\_\_

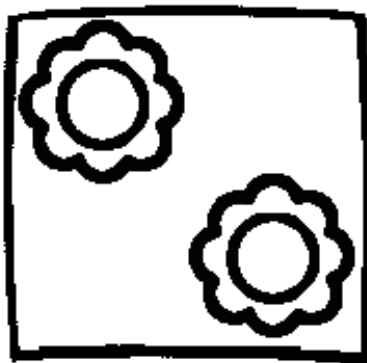
## ACTIVIDADE

- 1º.- Resigue e fai os trazos co lapis.
- 2º.- Busca e rodea as "e" das palabras.
- 3º.- Colorea so os obxectos da rúa que leven "e".



↗

+



↗

=

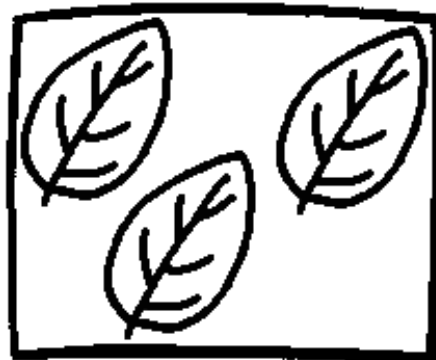


↖



↗

+



3

=



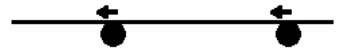
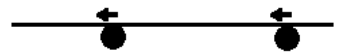
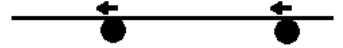
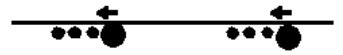
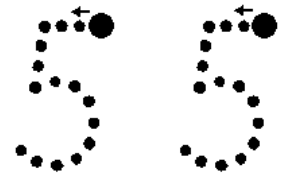
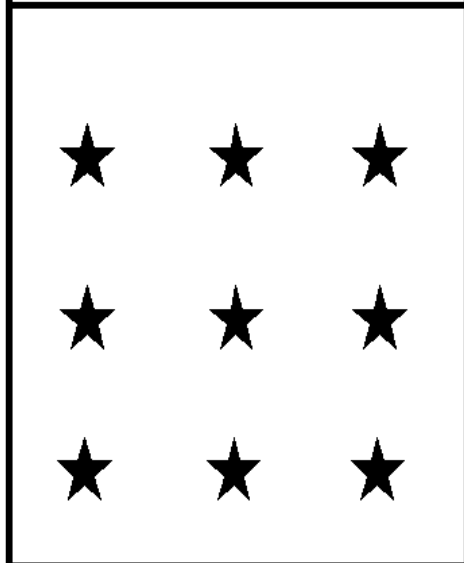
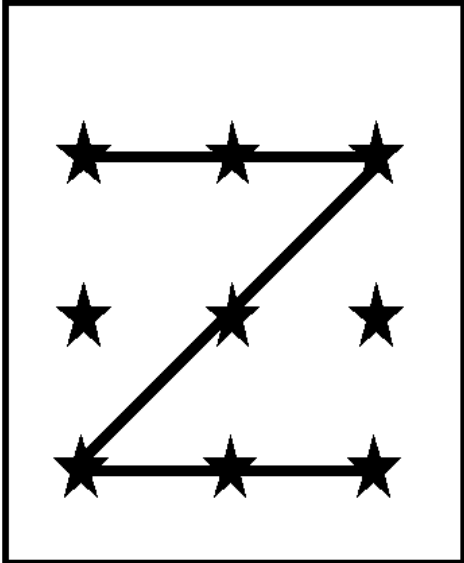
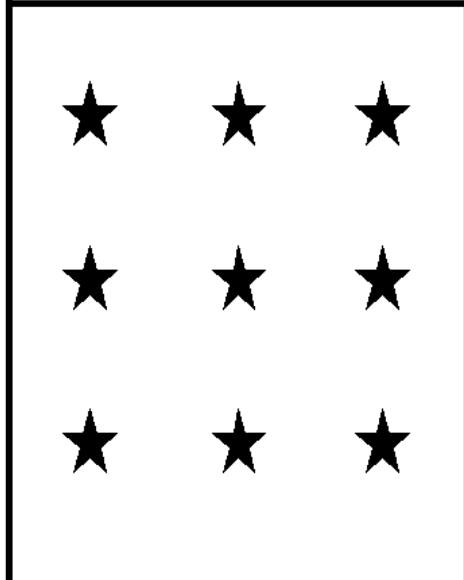
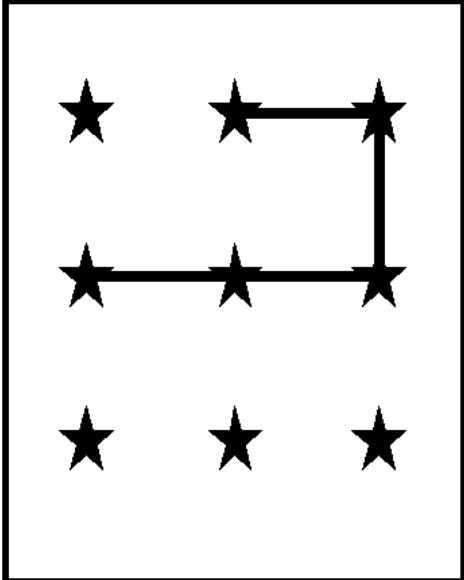
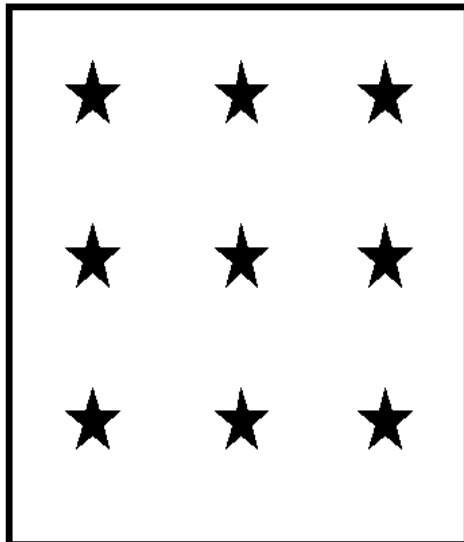
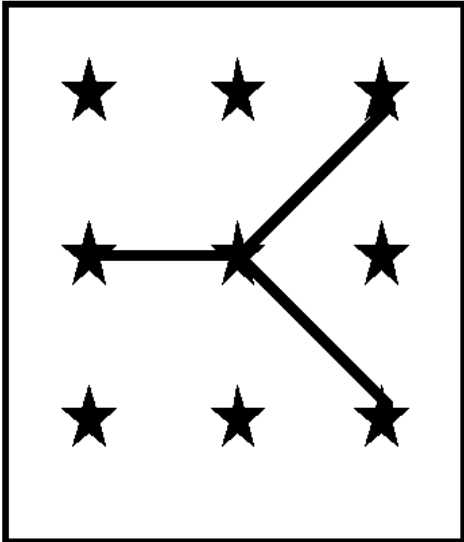
↓

ACTIVIDADE: completa as sumas, debuxa os resultados e colorea o debuxos.

Nome: \_\_\_\_\_



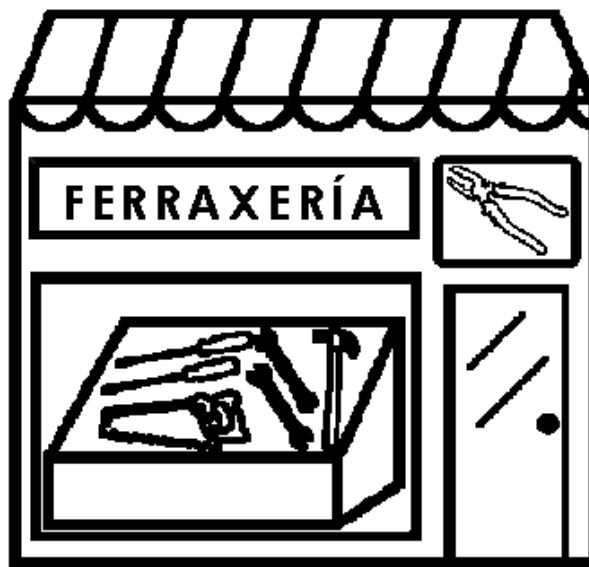
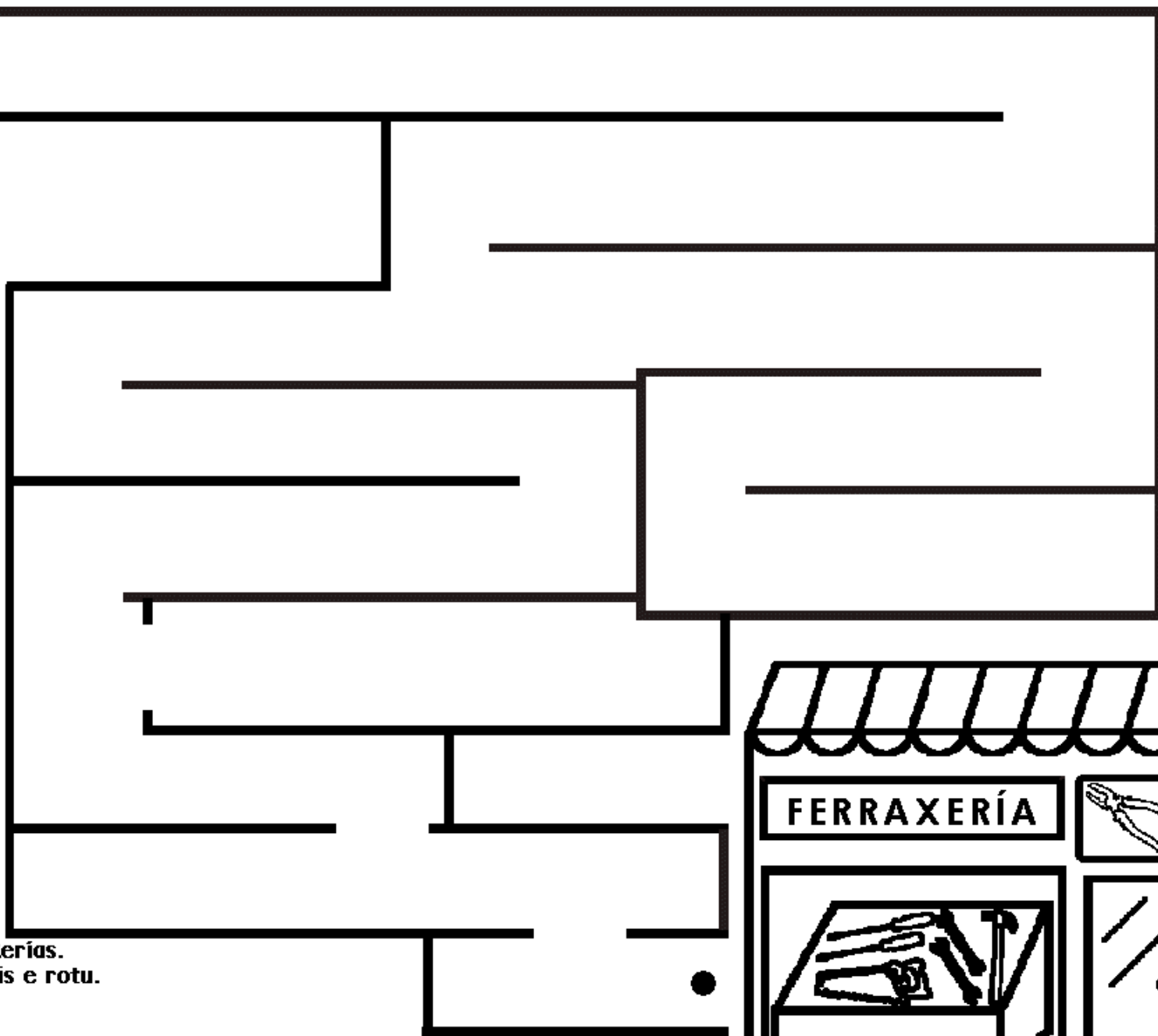
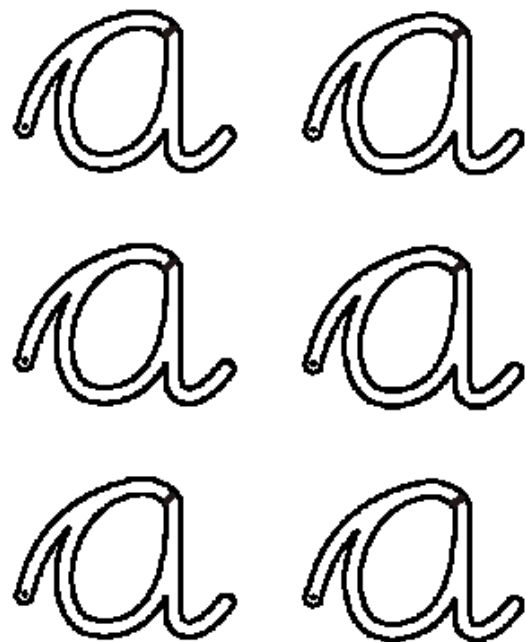
# TRABALLANDO A ATENCIÓN



Nome: \_\_\_\_\_

## ACTIVIDADE

- 1º.- Copia co lapis as 3 figuras das estrelas.
- 2º.- Fai os trazos do nº 5.

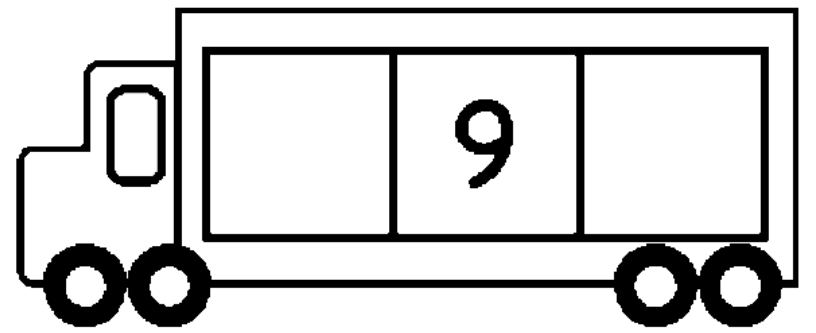
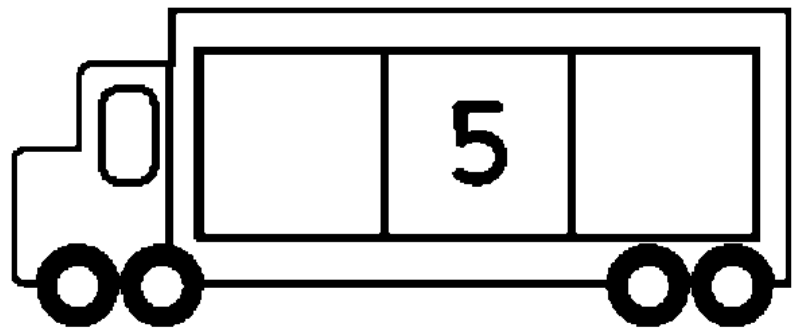
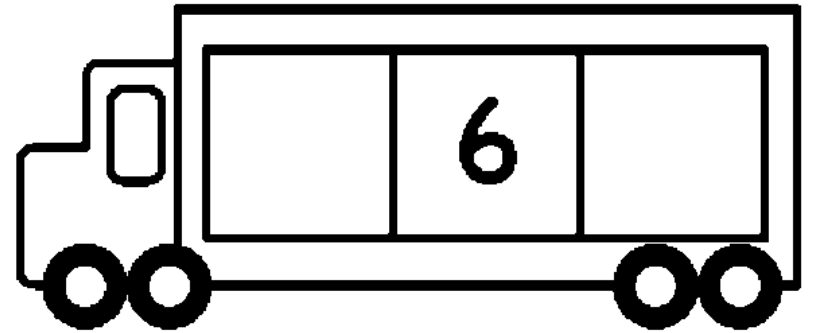
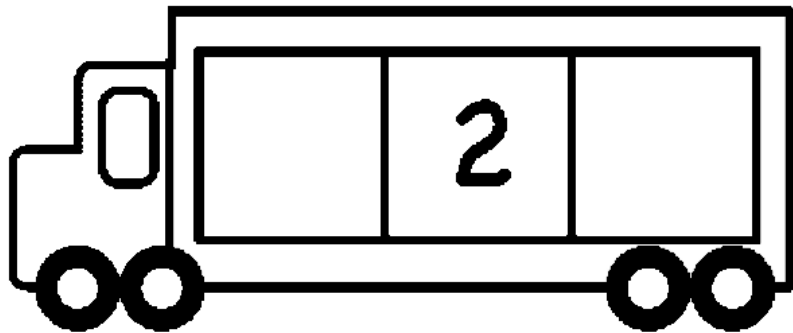
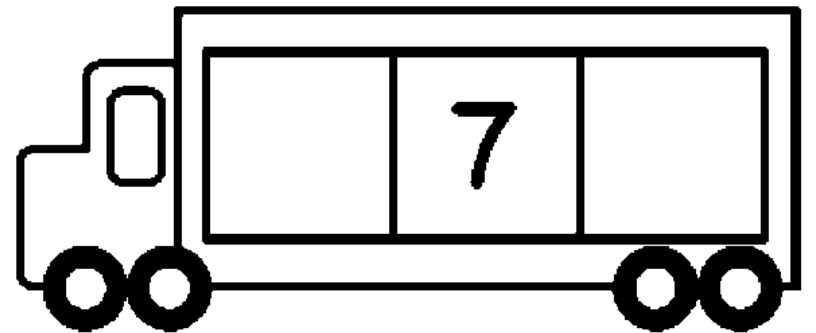
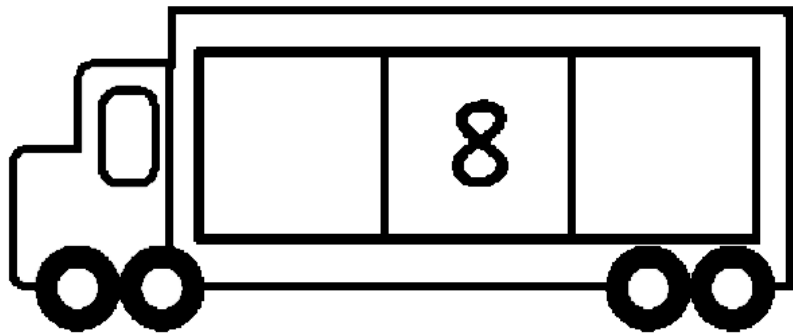


**ACTIVIDADE**

- 1º.- Pergunta e fala sobre as ferraxerías.
- 2º.- Resolve o labirinto co dedo, lapis e rotu.
- 3º.- Resigue as vogais e coloreas.

**NOME:** \_\_\_\_\_

# SERIES NUMÉRICAS



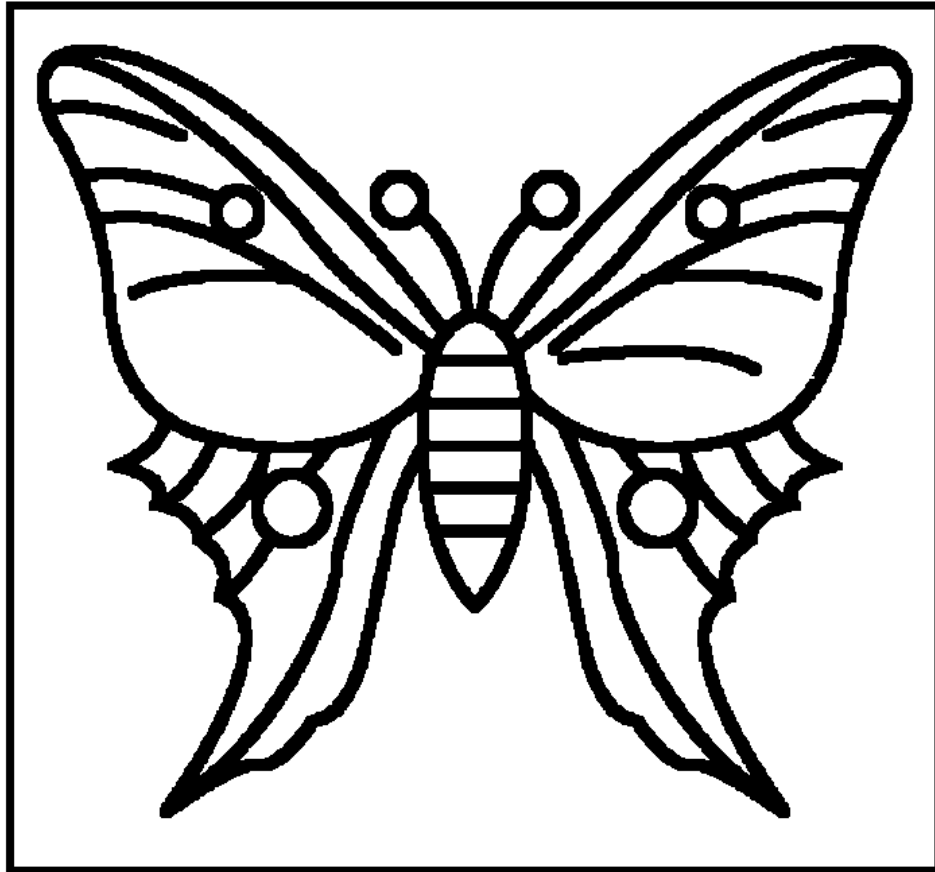
NOME: \_\_\_\_\_

## ACTIVIDADE

1º Coloca os n° que van antes e depois.

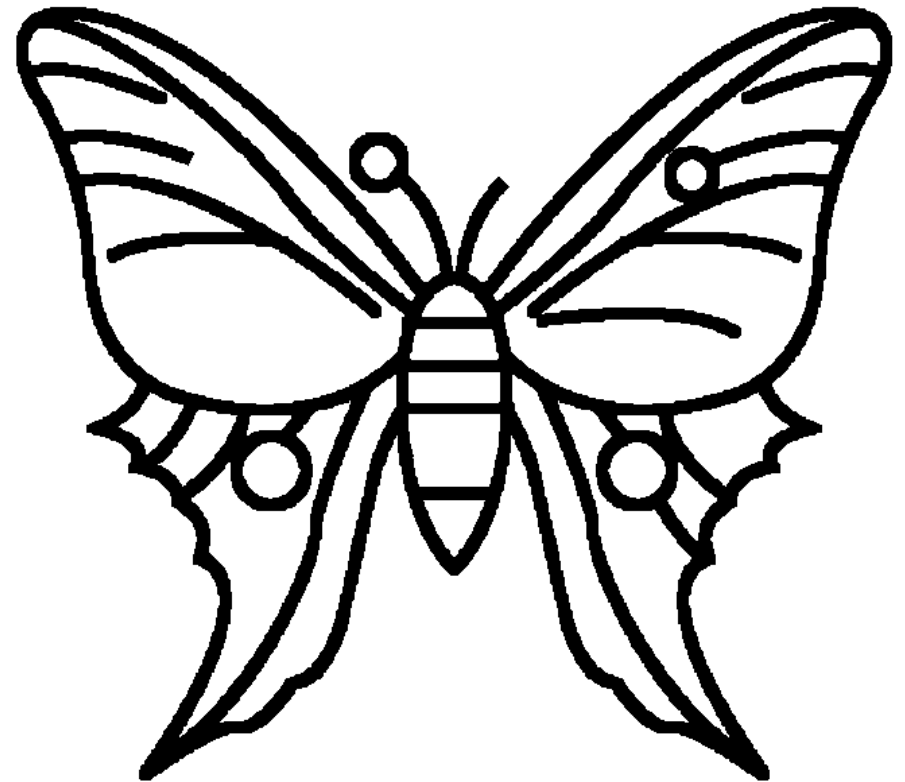
2º.- Colorea os camiões.

# TRABALLAMOS A ATENCIÓN



## ACTIVIDADE

- 1º.- Atopa 5 diferenzas.
- 2º.- Completa no debuxo de abaixo o que falta.
- 3º.- Colorea o modelo do recadro.



Nome: \_\_\_\_\_

**ACTIVIDADE**

1º.- Esta quere ser unha palloza, casa rural que aínda conserva nos Ancares.

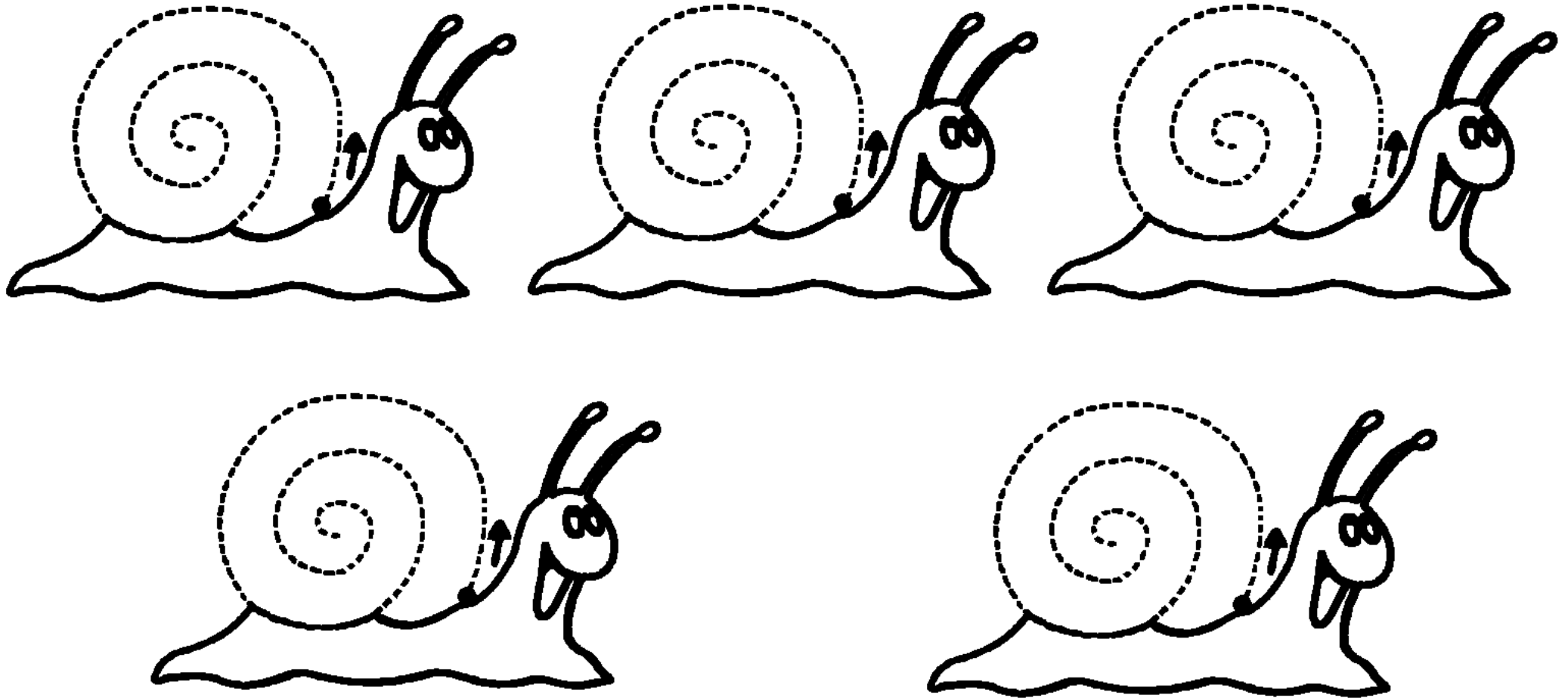
2º.- Resigue e fai os trazos.

3º.- Escribe PALLOZA cos gomets e colorea o debuxo.



Nome: \_\_\_\_\_

# TRAZOS ESPIRAIS



NOME: \_\_\_\_\_

## ACTIVIDADE

- 1º.- Repasa as conchas dos caracois.
- 2º.- Colorea os corpos.

**ACTIVIDADE**

1ª.- Colore o número.

2ª.- Recorta os pezos do puzzle.

3ª.- Coloca e pega os pezos no papel de cor e pon o teu nome.

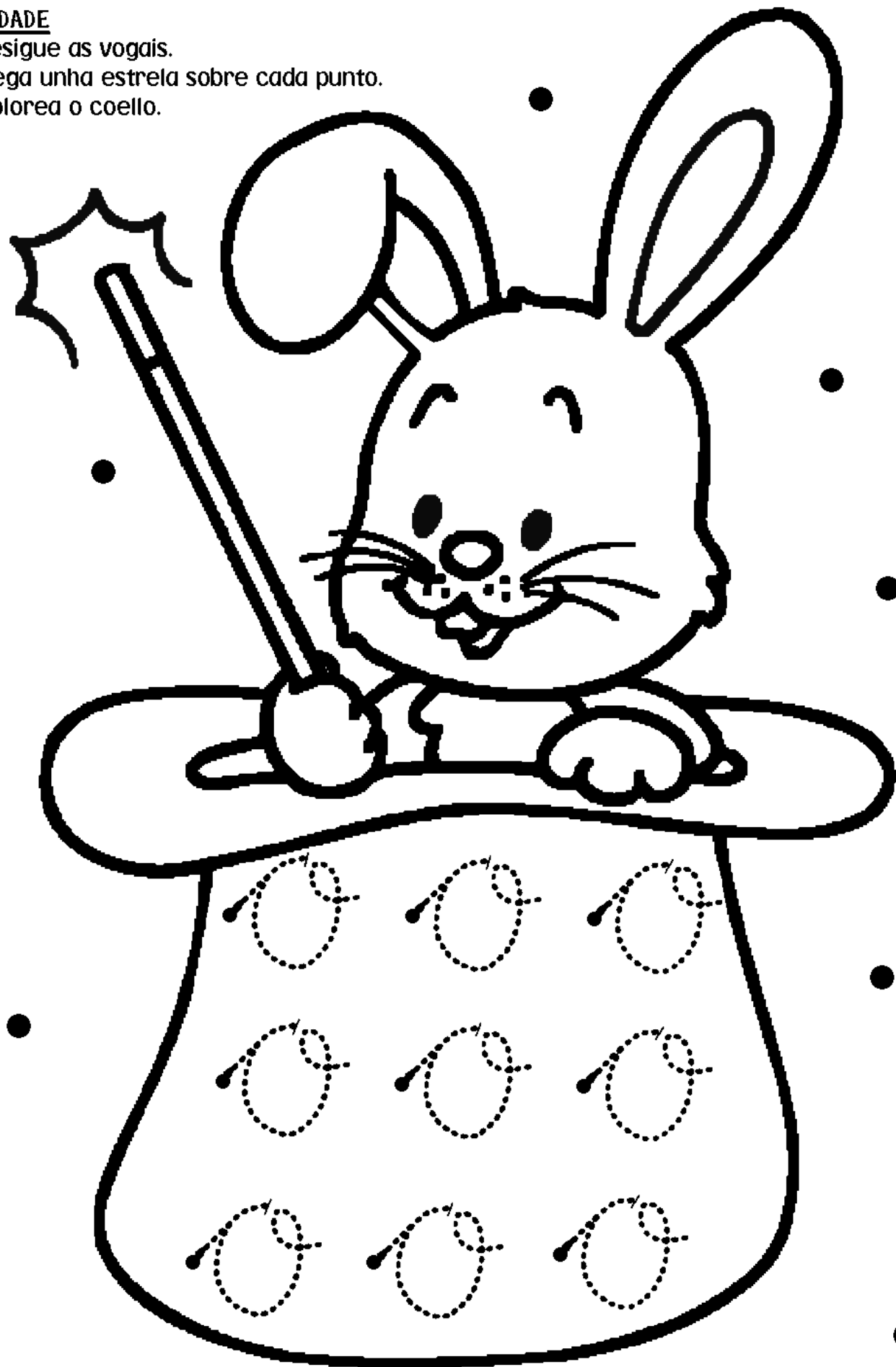


**ACTIVIDADE**

1º.- Resigue as vogais.

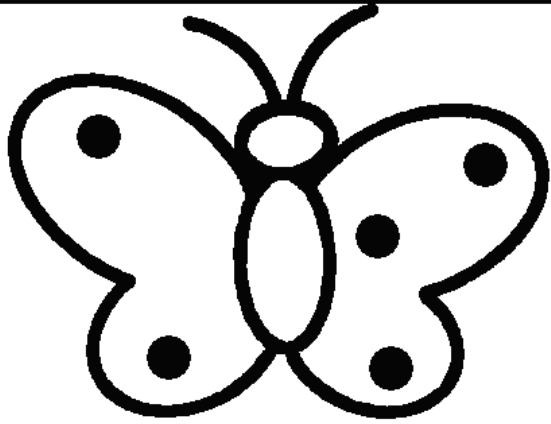
2º.- Pega unha estrela sobre cada punto.

3º.- Colorea o coello.

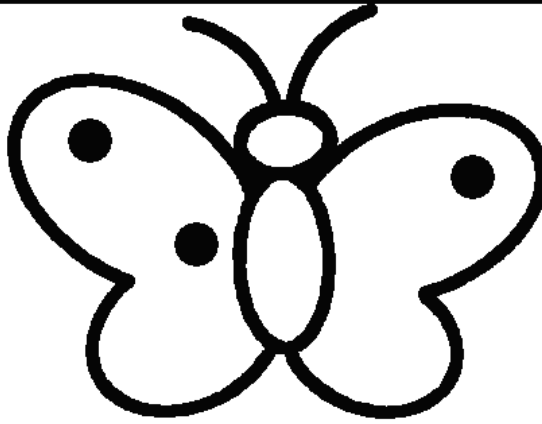


Nome: \_\_\_\_\_

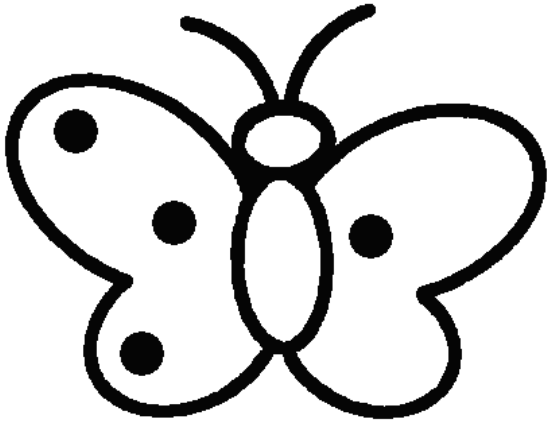




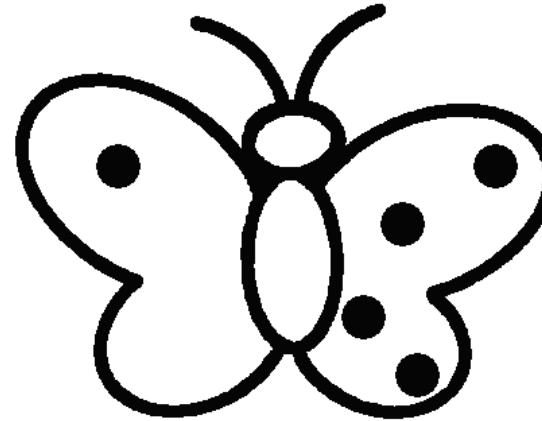
$$\underline{\quad} + \underline{\quad} = \square$$



$$\underline{\quad} + \underline{\quad} = \square$$



$$\underline{\quad} + \underline{\quad} = \square$$



$$\underline{\quad} + \underline{\quad} = \square$$

5

5

5

5

5

5

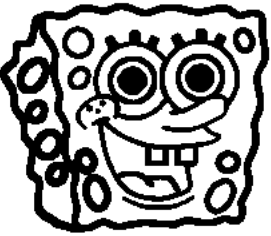
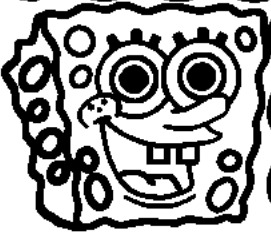
Handwriting practice lines consisting of seven horizontal lines. The first, third, fifth, and seventh lines have a solid dot on the left and a solid dot on the right, serving as starting points for writing the number 5.

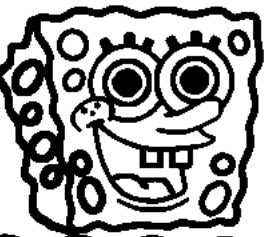
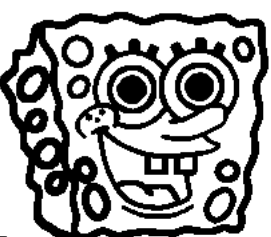
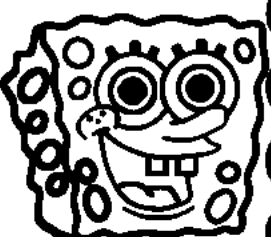
Nome: \_\_\_\_\_

**ACTIVIDADE**


- 1º.- Escribe os sumandos contando os puntos de cada ala e pega o gomet co resultado da suma.
- 2º.- Resigue e fai os trazos.
- 3º.- Colorea as bolboretas con 5 puntos nas alas.




$$\begin{array}{r} 2 \\ + 3 \\ \hline \end{array}$$








$$\begin{array}{r} 1 \\ + 3 \\ \hline \end{array}$$



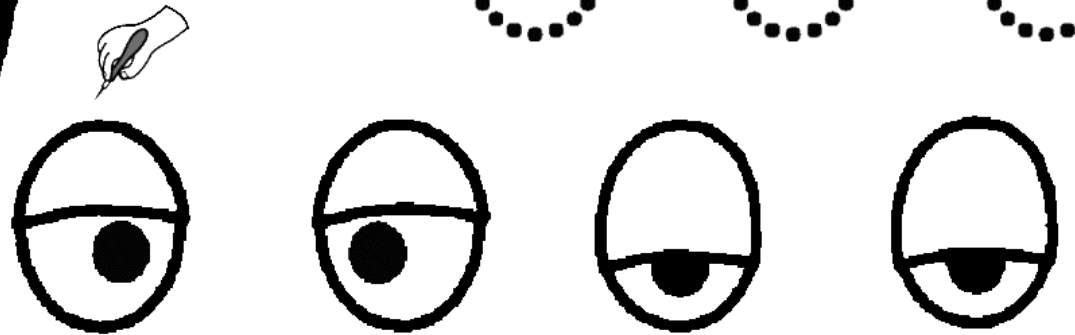
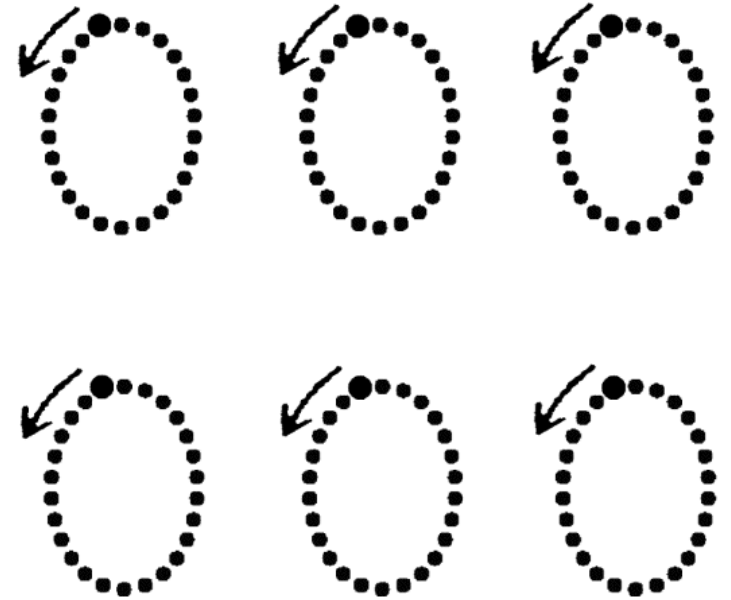
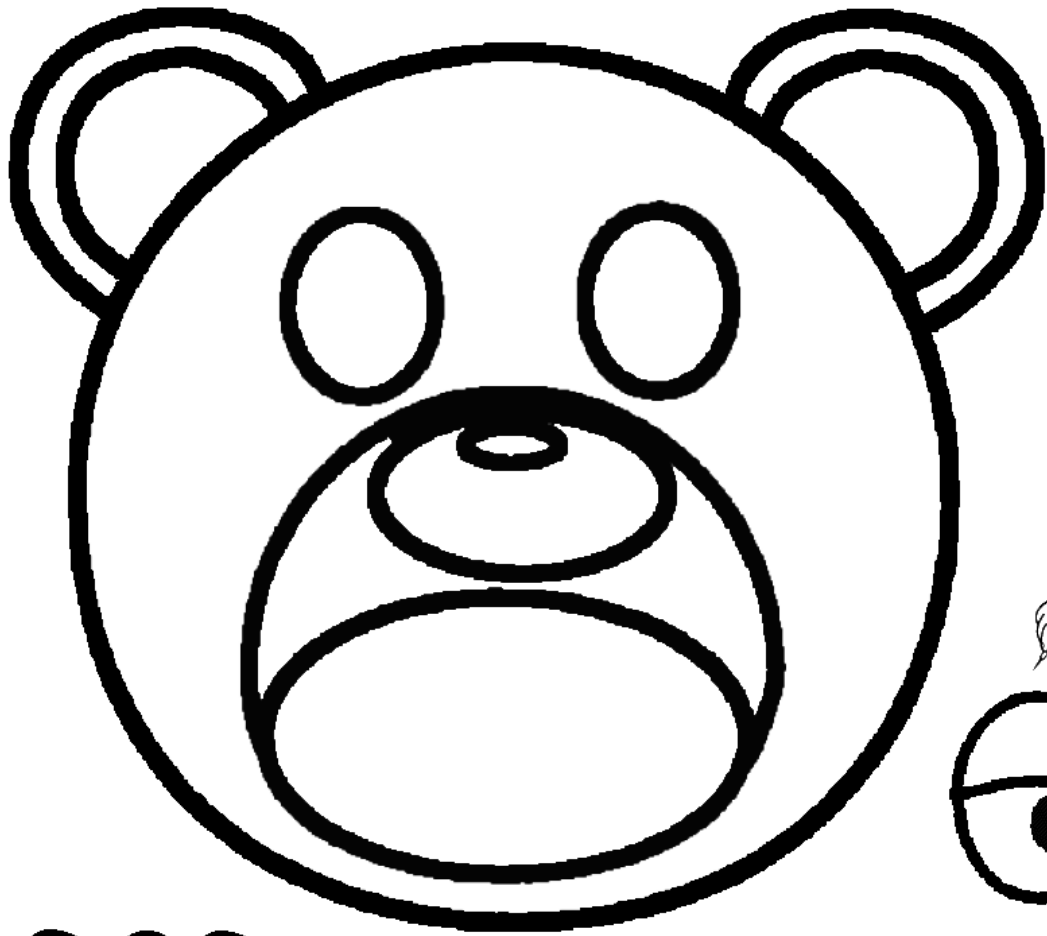
$$\begin{array}{r} 3 \\ + 0 \\ \hline \end{array}$$

**ACTIVIDADE**

- 1º. Colorea os debuxos de cada recadro usando 2 cores, unha cor para os debuxos de arriba e a outra para os de abaixo (se corresponden cos sumandos).
- 2º. Resigue os nº e resolve as sumas.

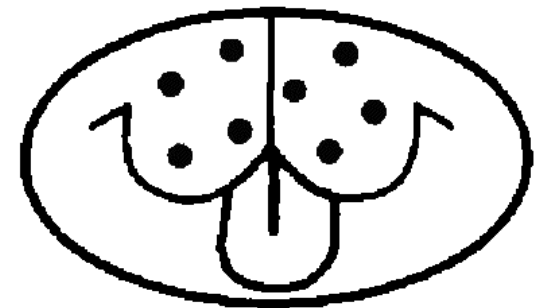
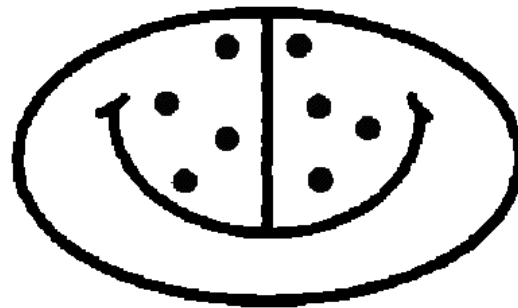
Nome: \_\_\_\_\_



OSO

ACTIVIDADE

- 1º.- Rodea as "O" na palabra OSO e resigue os trazos.
- 2º.- Escolle uns ollos e unha boca e pícaos.
- 3º.- Colorea o debuxo e logo pega as pezas picadas.
- 4º.- Resigue ou escribe o teu nome.



Nome: \_\_\_\_\_

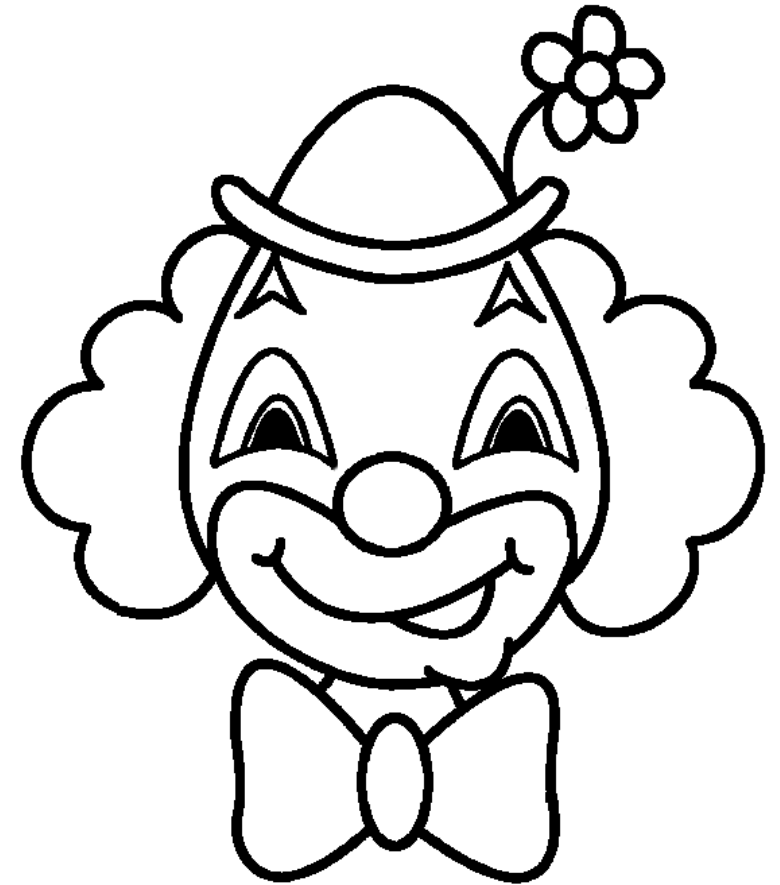
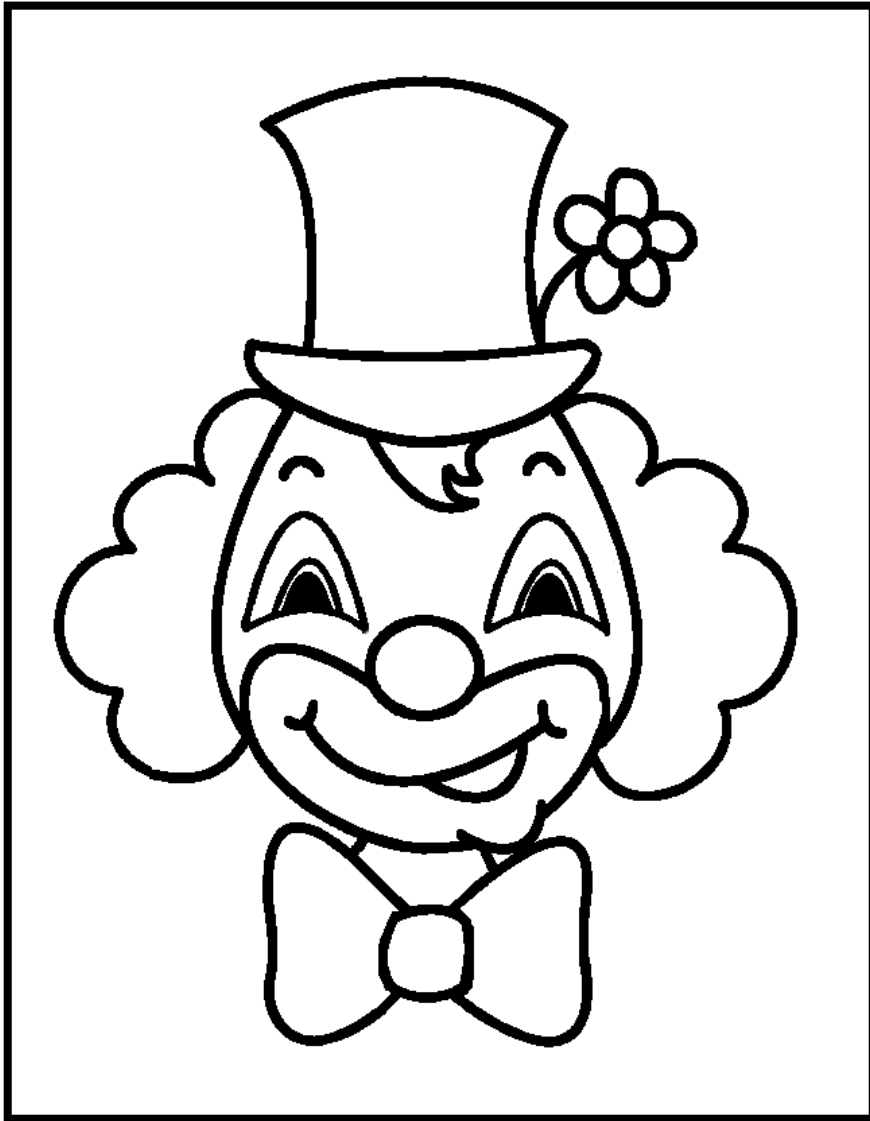
# TRABALLAMOS A ATENCIÓN

## ACTIVIDADE

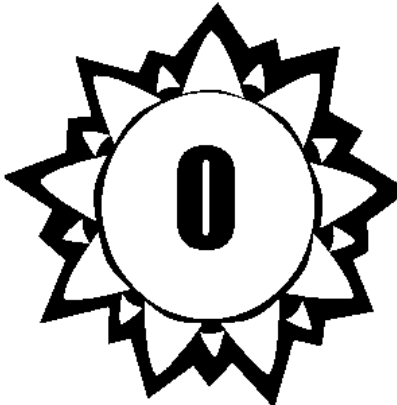
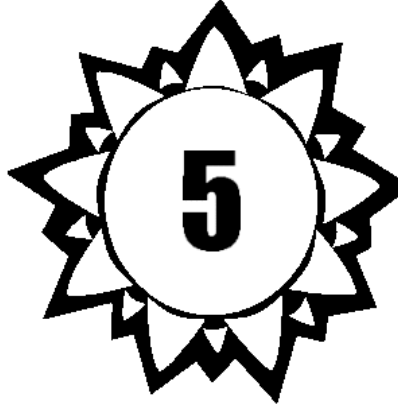
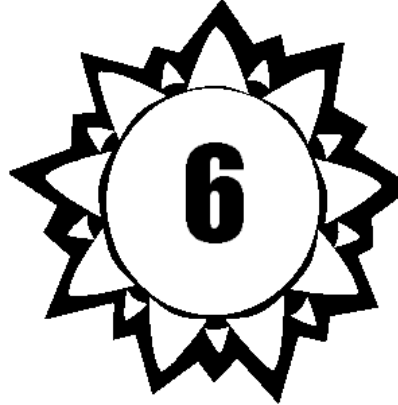
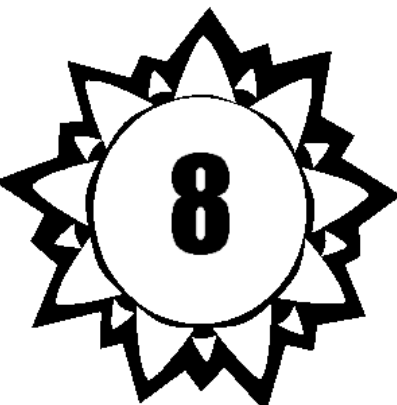

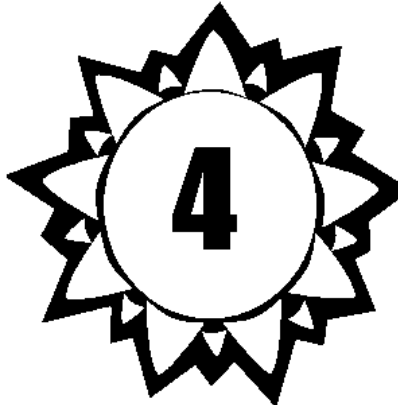

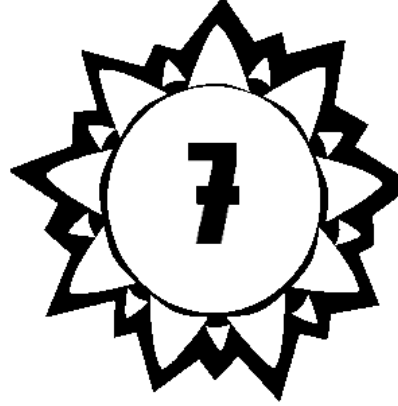
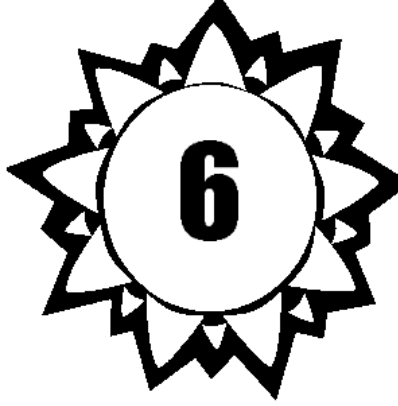
1º.- Busca as 5 diferenzas e ródeas no debuxo da dereita.

2º.- Colorea o debuxo do recadro.

3º.- Escribe o nome do personaxe usando os gomets.



Nome: \_\_\_\_\_

 <table border="1" data-bbox="135 526 550 716"> <tbody> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> </tbody> </table>									 <table border="1" data-bbox="574 526 989 716"> <tbody> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> </tbody> </table>									 <table border="1" data-bbox="1021 526 1444 716"> <tbody> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> </tbody> </table>								
 <table border="1" data-bbox="135 1153 550 1355"> <tbody> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> </tbody> </table>									 <table border="1" data-bbox="574 1153 989 1355"> <tbody> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> </tbody> </table>									 <table border="1" data-bbox="1021 1153 1444 1355"> <tbody> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> </tbody> </table>								
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Nome: \_\_\_\_\_

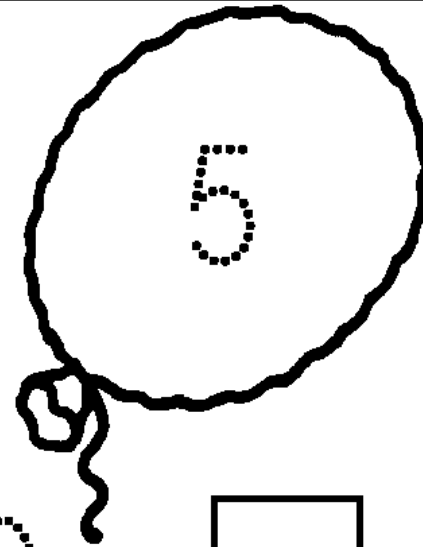
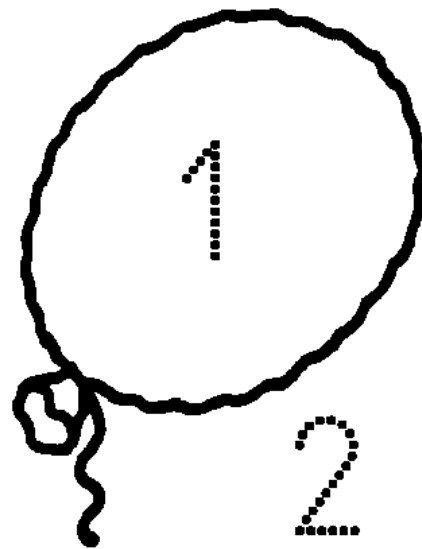
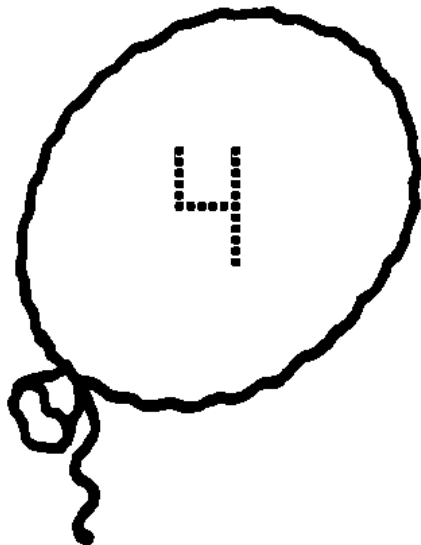
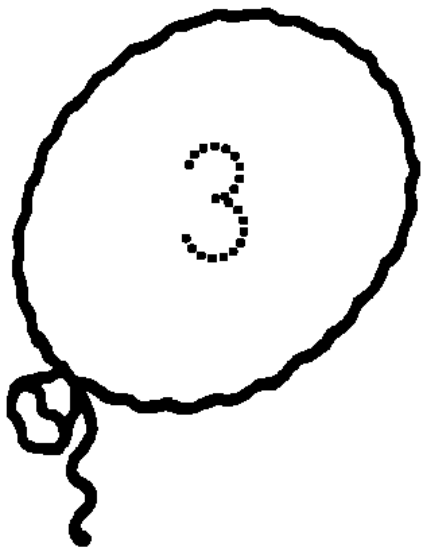
**ACTIVIDADE**

1º.- Colorea en cada recadro tantos anacos como indica o nº.

2º.- Pinta os soles que teñen o nº 5.

### ACTIVIDADE

- 1º.- Pegar um gomet encima de cada cadrado.
- 2º.- Repasar os números e facer as sumas.
- 3º.- Colorear os globos seguindo os códigos color-número.



$$3 + 2 = \square$$

$$2 + 1 = \square$$

$$0 + 1 = \square$$

$$2 + 0 = \square$$

$$5 + 0 = \square$$

$$1 + 3 = \square$$

NOME: \_\_\_\_\_