

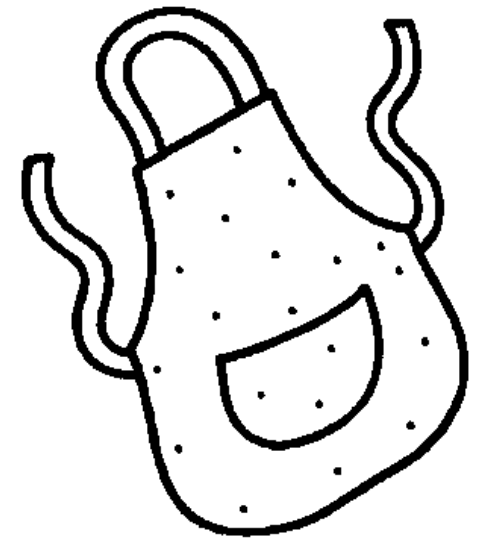
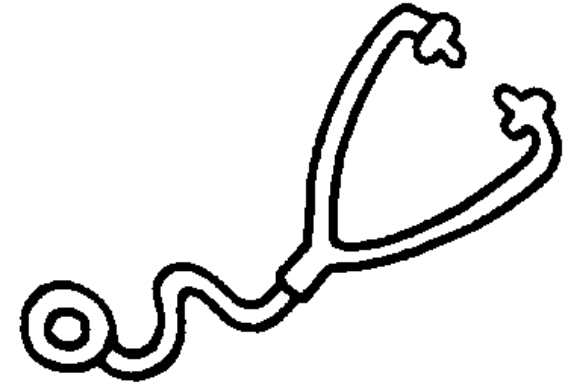
INDIO

ACTIVIDADE

- 1º.- Pica a letra I, un picado en cada raia.
- 2º.- Resigue a palabra e colorea o INDIO.
- 3º.- Escribe ou resigue o teu nome.

NOME: _____

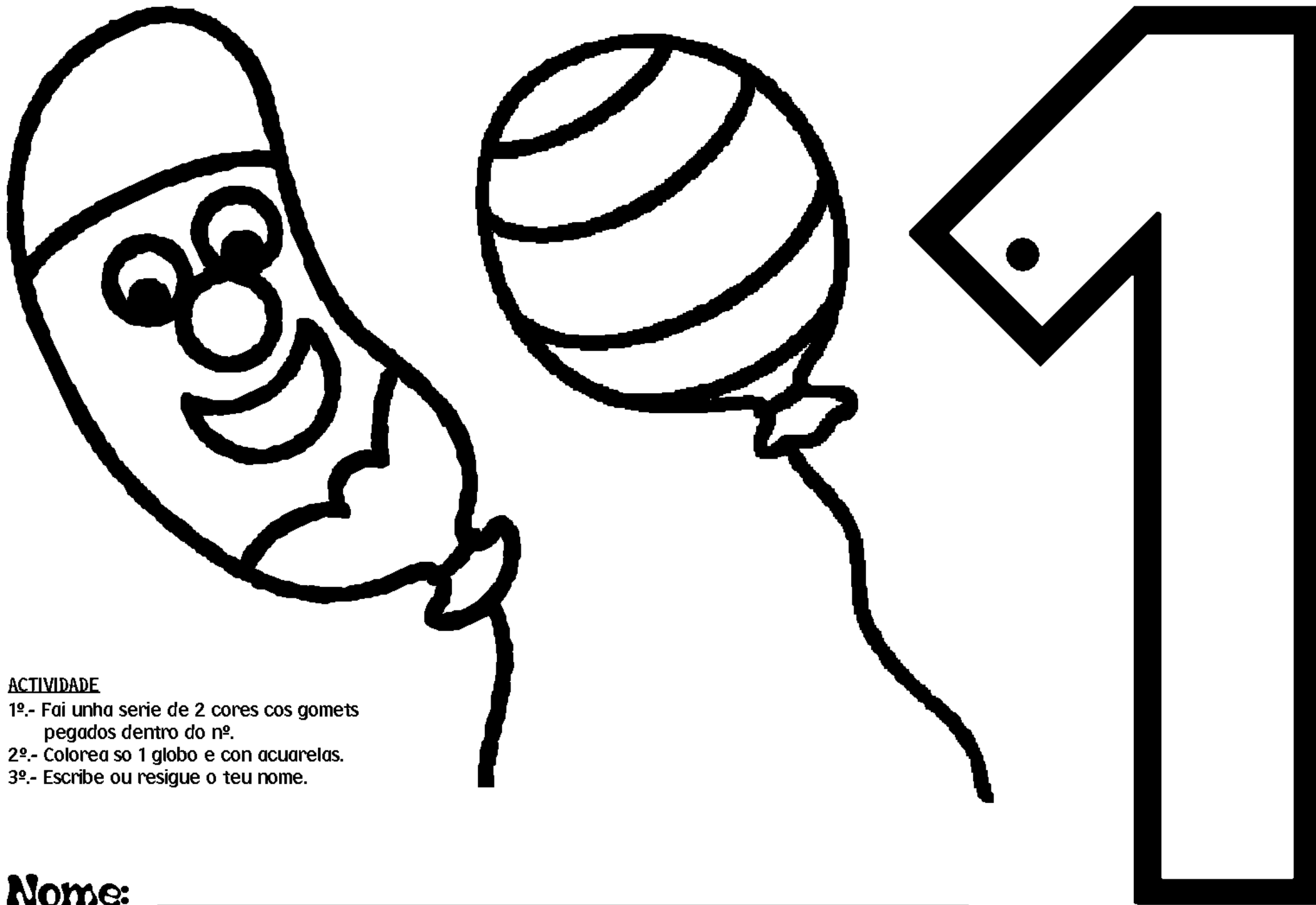
A PEDIATRA



NOME: _____

ACTIVIDADE

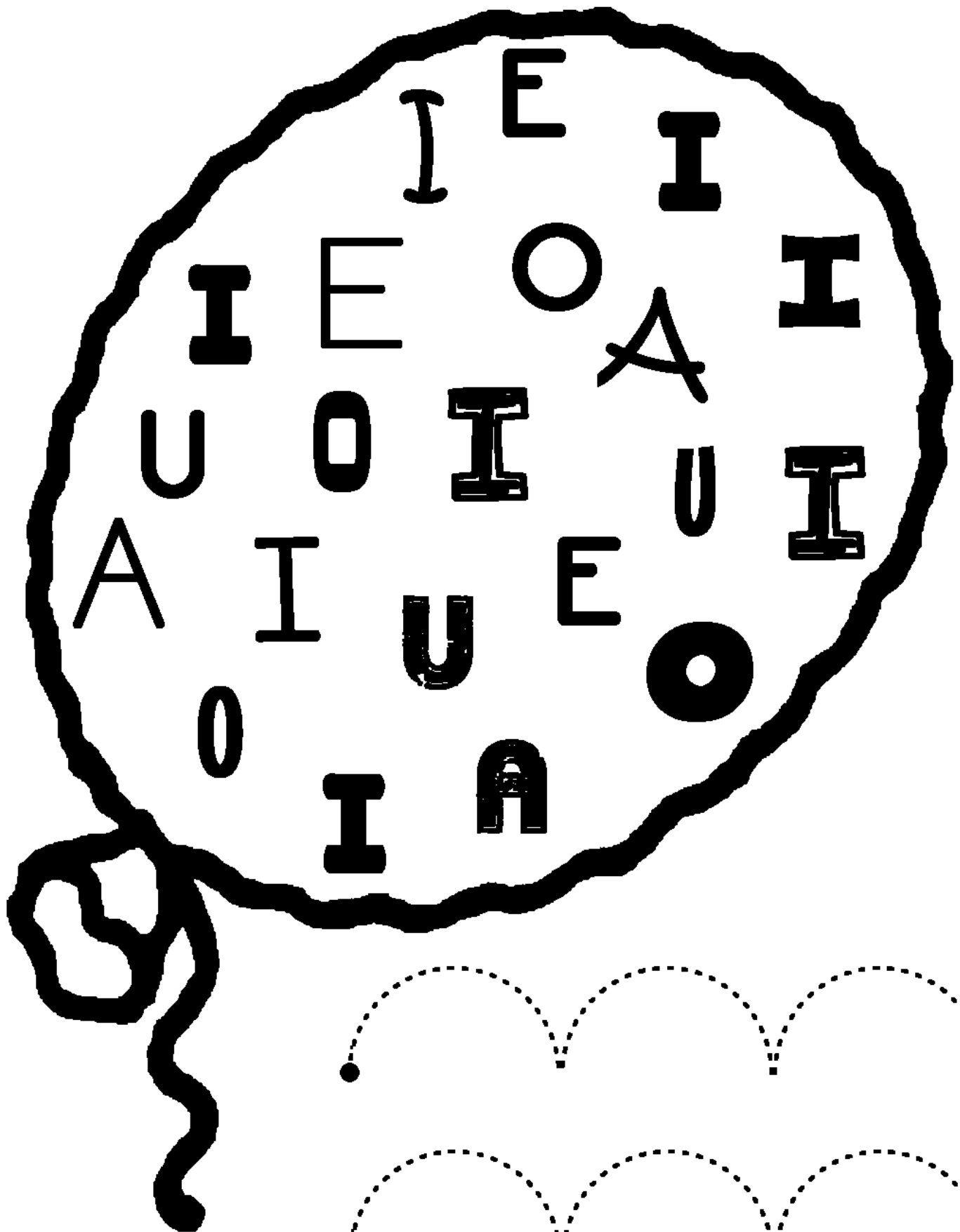
- 1º.- Une os utensilios coa médica.
- 2º.- Colorea a pediatra e debúxalle a cara.
- 3º.- Escribe ou resigue o teu nome.



ACTIVIDADE

- 1º.- Fai unha serie de 2 cores cos gomets pegados dentro do nº.
- 2º.- Colorea so 1 globo e con acuarelas.
- 3º.- Escribe ou resigue o teu nome.

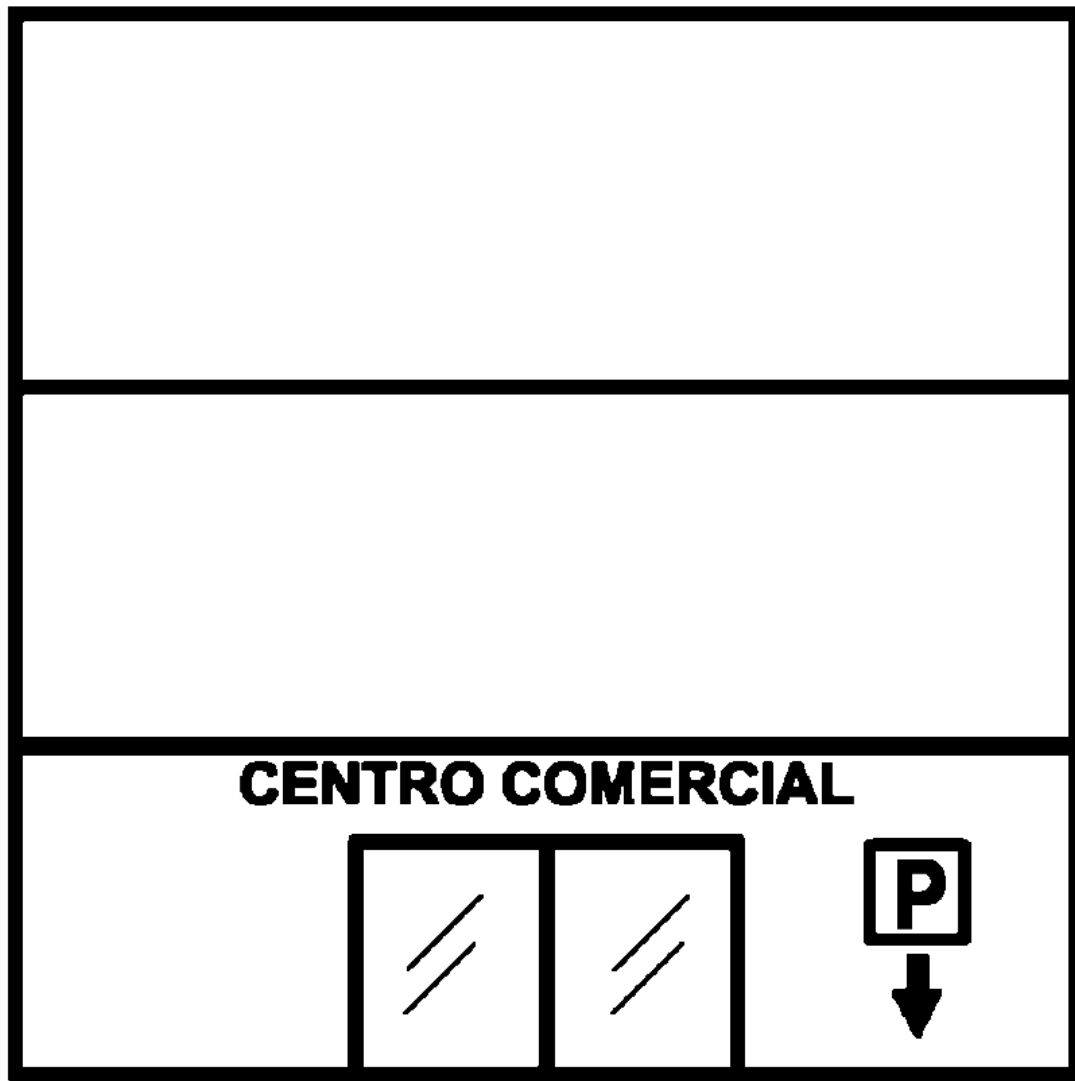
Nome: _____



ACTIVIDADE

- 1º.- Busca e nomea as vogais que coñezas.
- 2º.- Rodea co lapis todas as "I".
- 3º.- Resigue con lapis e logo con rotus a primeira liña de trazos.
- 4º.- Pica a liña de trazos de abaixo.
- 5º.- Escribe ou resigue o teu nome.

Nome: _____

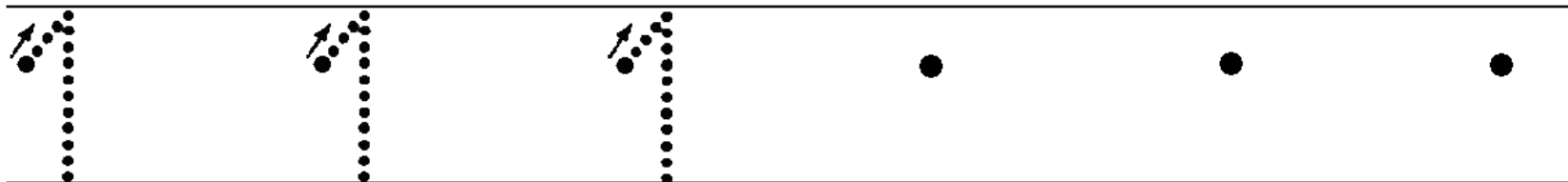
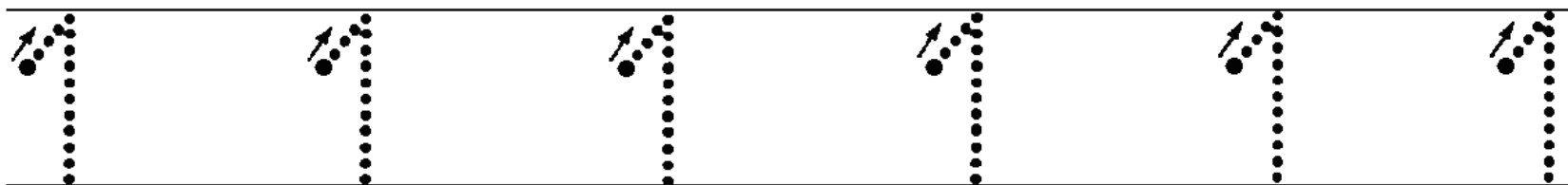
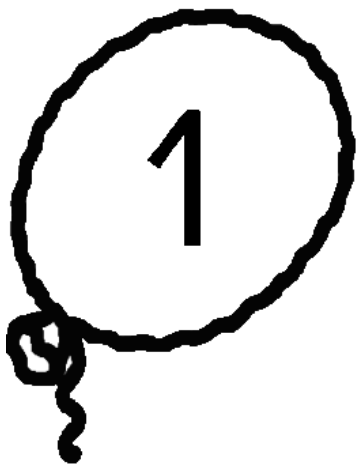
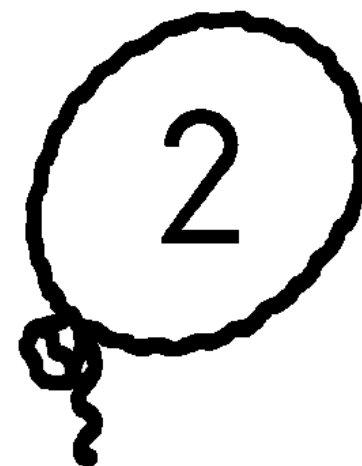
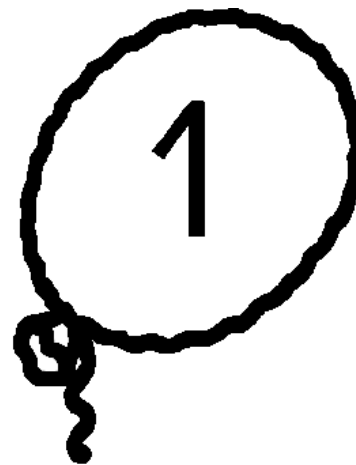
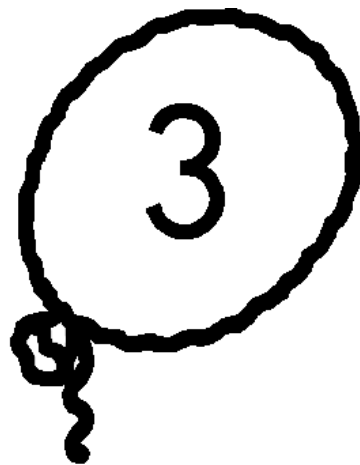
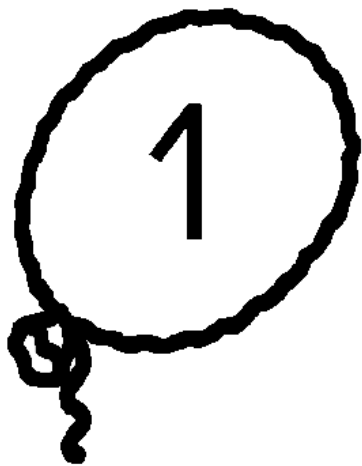


ACTIVIDADE

- 1º.- Colorea o edificio do CENTRO COMERCIAL coas acuarelas.
- 2º.- Escolle 4 tendas, recórtaas e logo as pegas no edificio.
- 3º.- Escribe ou resigue o teu nome.

Nome: _____

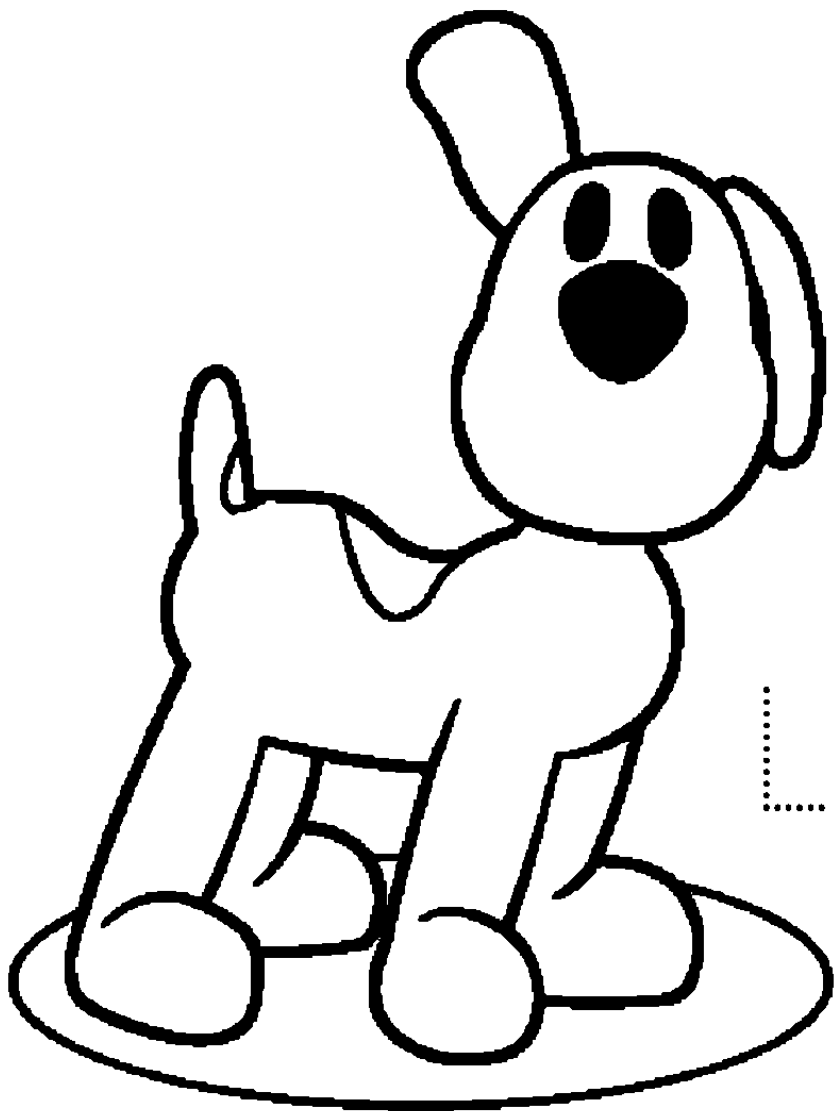




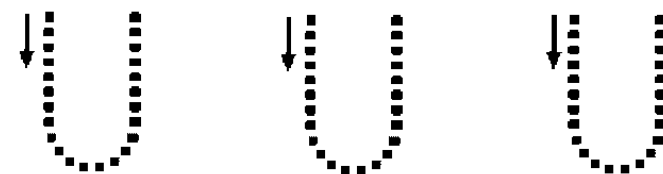
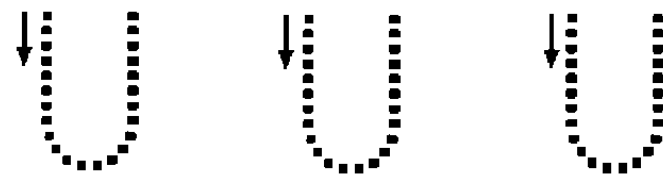
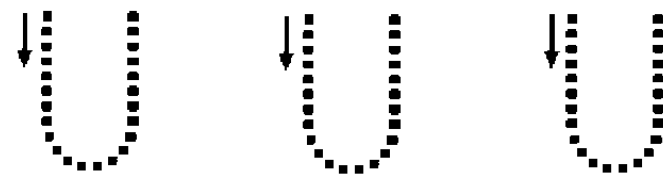
NOME: _____

ACTIVIDADE

- 1º.- Resgüe e fal os trazos dos nº.
- 2º.- Colorea os globos co nº1.
- 3º.- Escribe ou resgüe o teu nome.



LULA



ACTIVIDADE

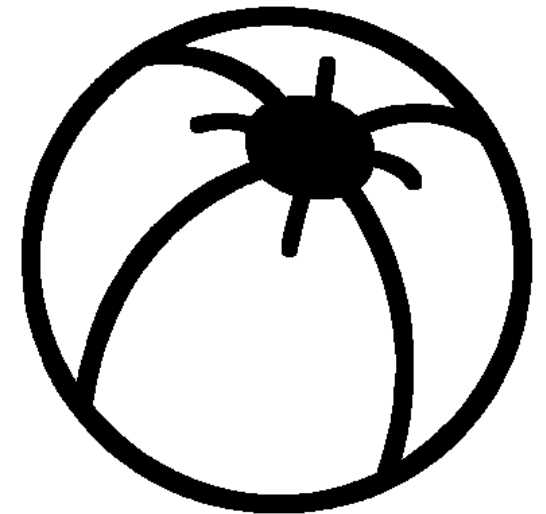
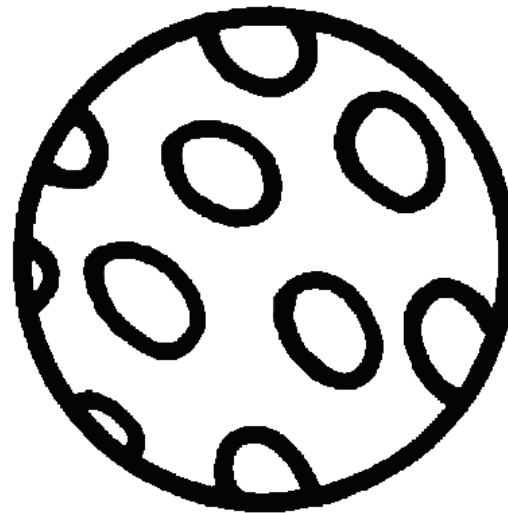
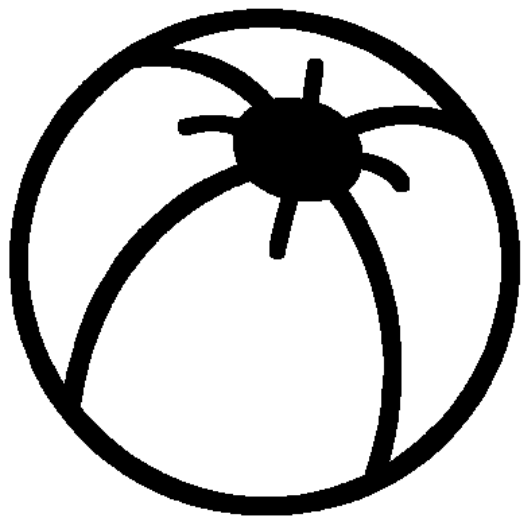
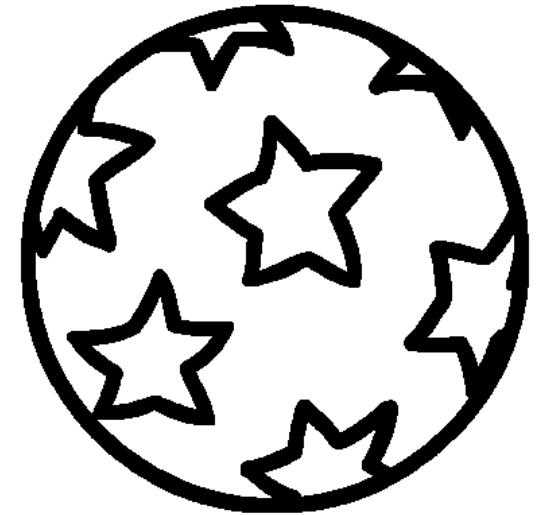
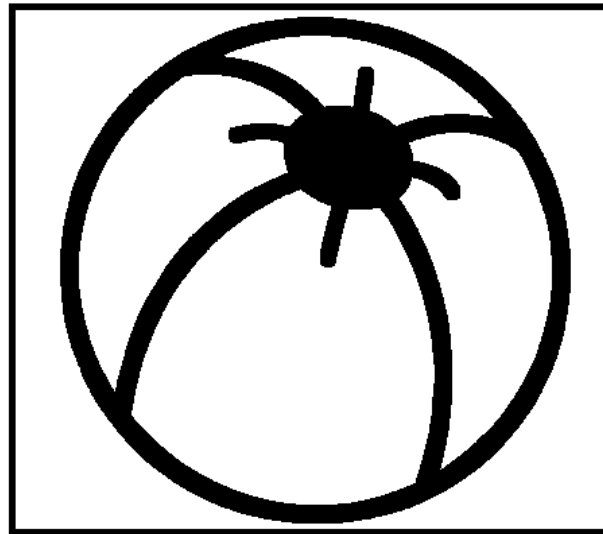
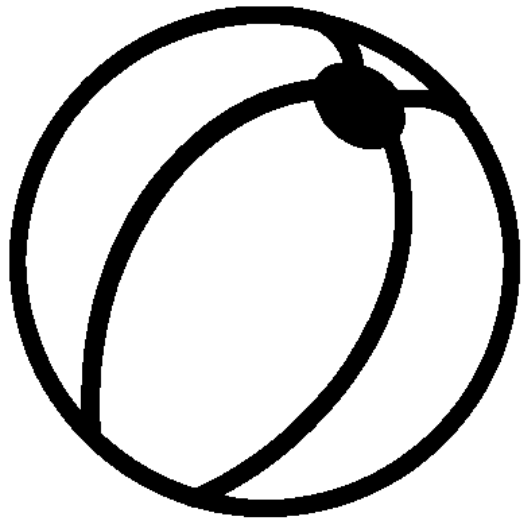
1º: Resigue os trazos da "U" e a palabra.

2º: Colorea a LULA.

3º: Escribe ou resigue o teu nome.

NOME: _____

IGUAL-DISTINTO



NOME: _____

ACTIVIDADE

- 1º.- Colorea as pelotas iguais ao modelo do recadro.
- 2º.- Pega gomets sobre as que son diferentes.
- 3º.- Escribe ou resigue o teu nome.



ADIVINANZA

DE NADA ME SIRVEN
ESTAS 4 PATAS,
QUE QUIETA ESTOY SIEMPRE;
SOBRE MÍ, EL DURMIENTE.
(LA CAMA)

ACTIVIDADE

- 1º.- Memoriza a adiviña.
- 2º.- Rodea todas as "I".
- 3º.- Colorea a cama con ceras manley ou acuarelas.

NOME: _____

ACTIVIDADE

1º.- Resigue os trazos do nº 2.

2º.- Colorea a tarta.

2º.- Recorta e pega 2 velas na tarta.

3º.- Pica o círculo do nº correcto e pégao na tarta.

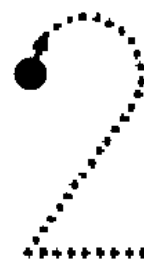
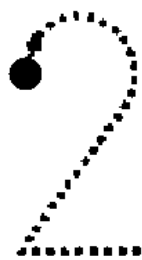
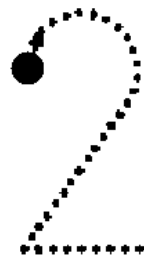
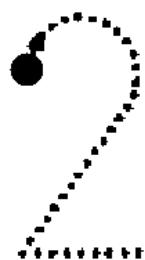
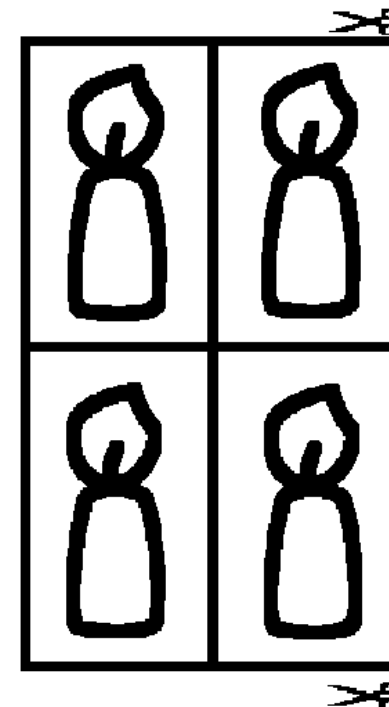
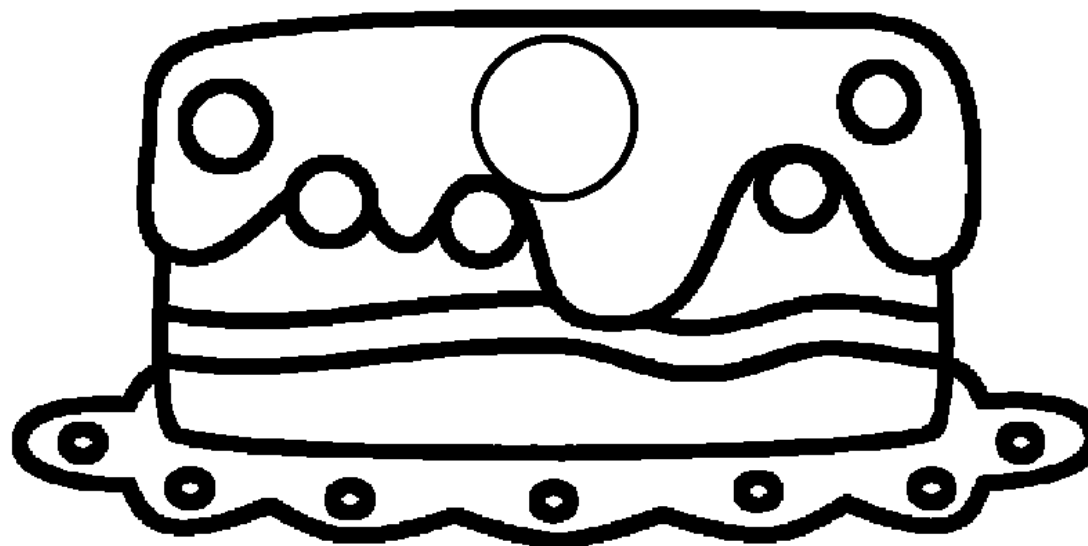
3º.- Escrebe ou resigue o teu nome.



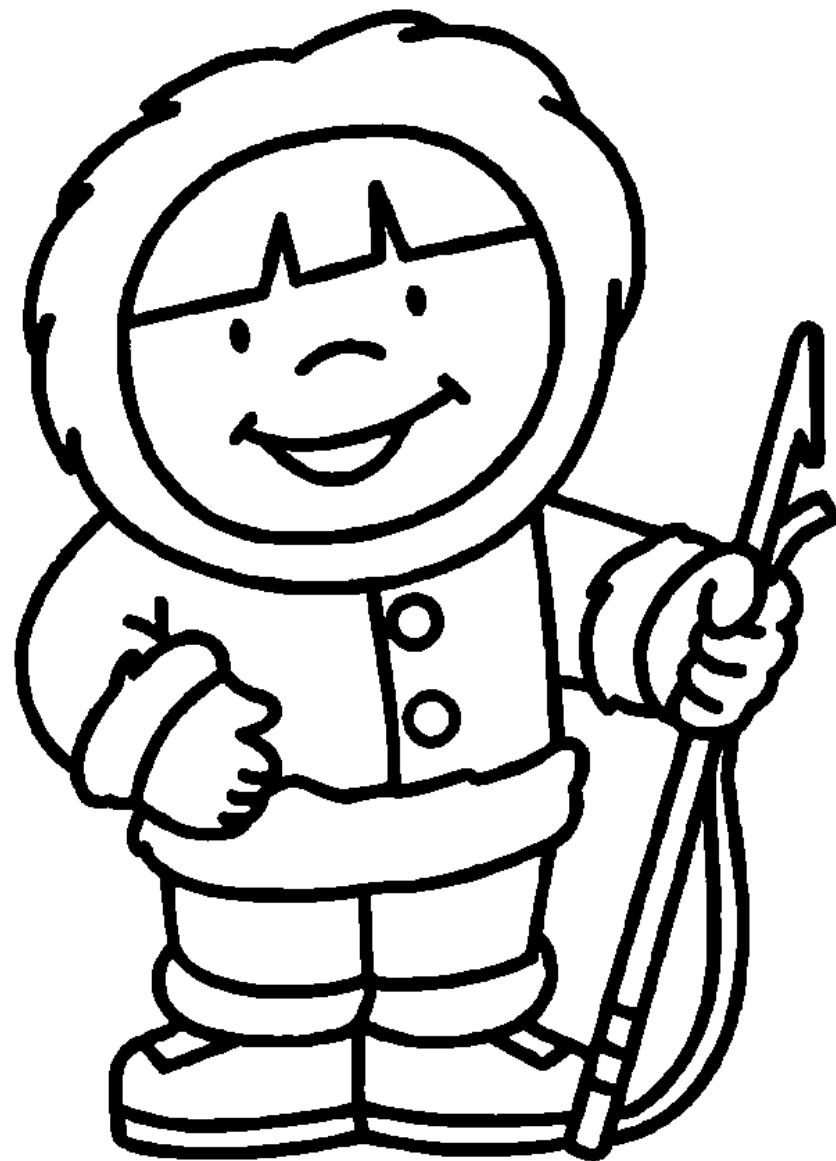
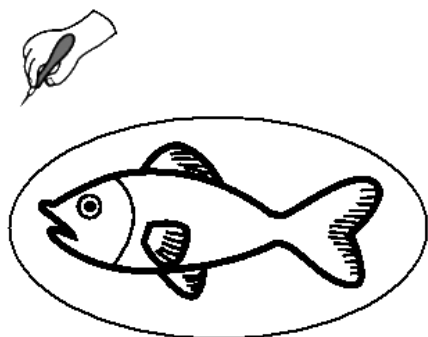
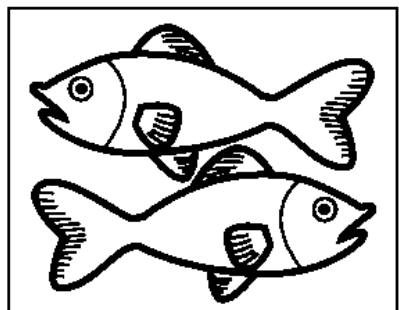
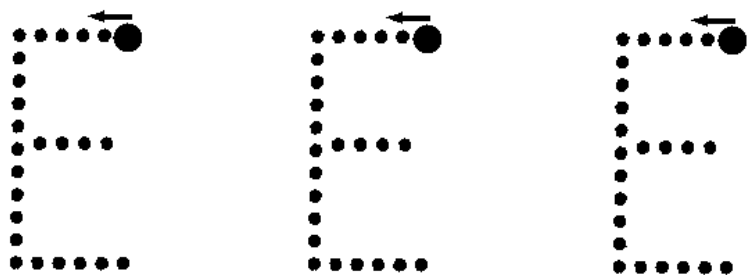
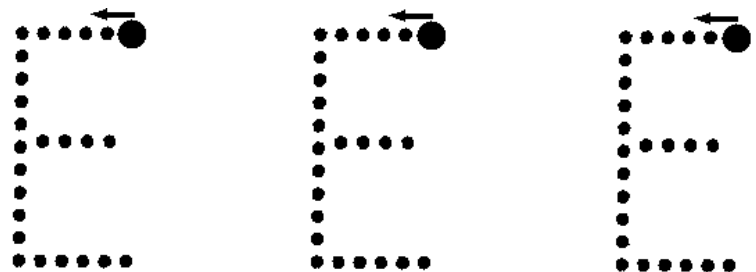
1

3

2



Nome: _____



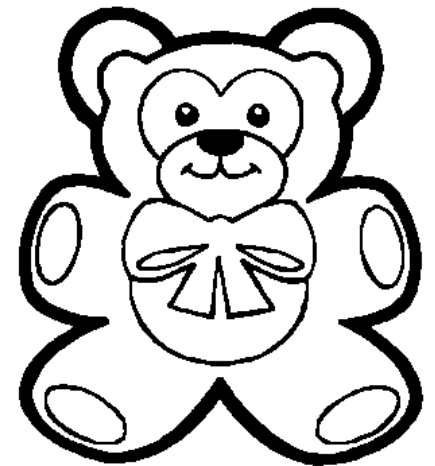
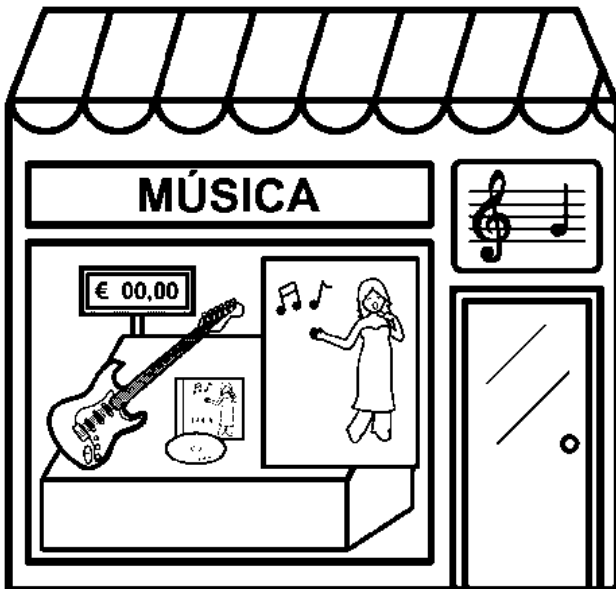
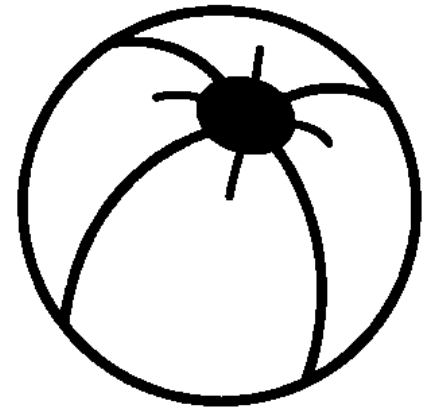
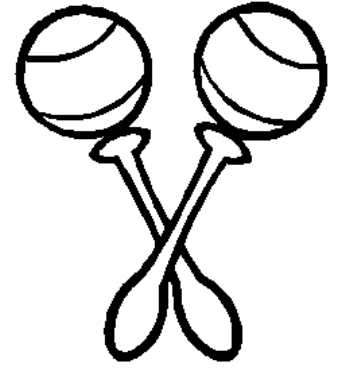
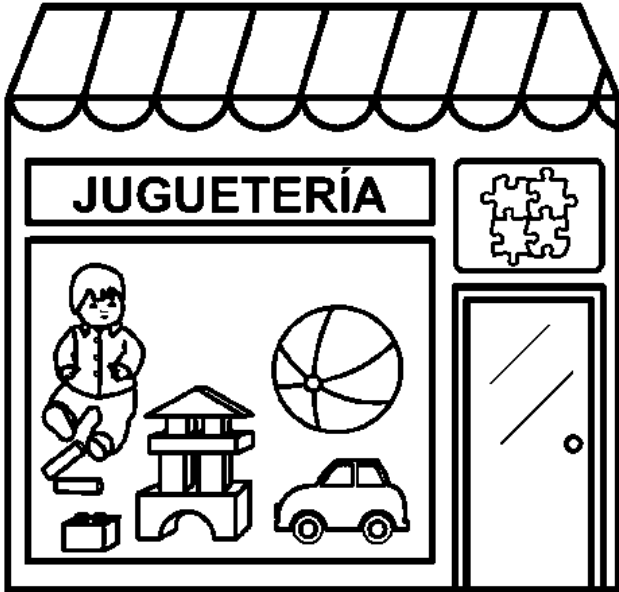
ACTIVIDADE

- 1º.- Os esquimós, que habitan cerca do Polo Norte, son os que constrúen os iglús.
- 2º.- Rodea o "E" da palabra e resigue as vogais.
- 3º.- Colorea o esquimó e pica 1 ou 2 peixes polo borde da figura para pegalos cerca do arpón.
- 4º.- Escribe ou resigue o teu nome.

NOME: _____

ESQUIMÓ

AS TENDAS



ACTIVIDADE

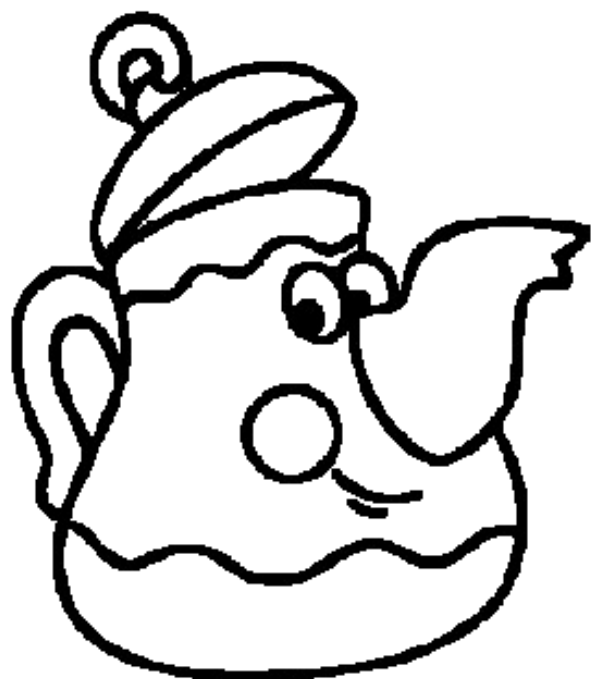
- 1º.- Une cada obxecto coa tenda onde se vende.
- 2º.- Colorea a tenda que máis che guste e os seus 2 obxectos (os da dereita).
- 3º.- Escribe ou resigue o teu nome.



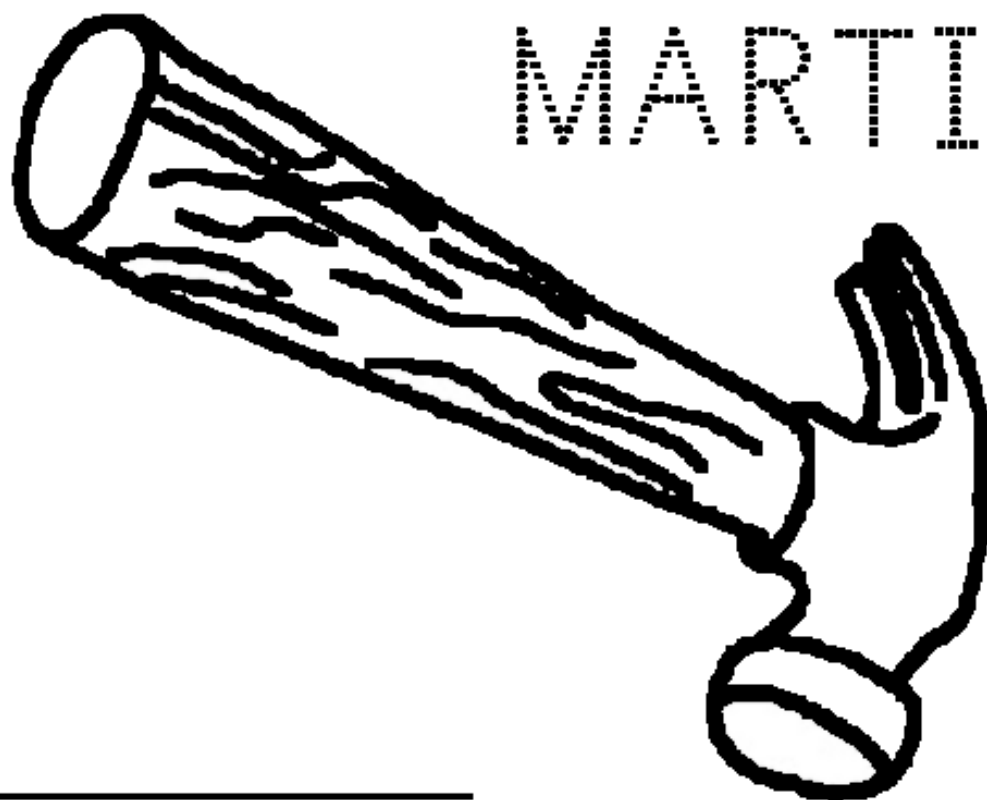
Nome: _____

ADIVINANZA

**TENGO CABEZA DE HIERRO
Y MI CUERPO ES DE MADERA,
AL QUE YO LE PISO UN DEDO
MENUDO GRITO QUE PEGA.**



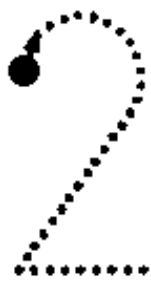
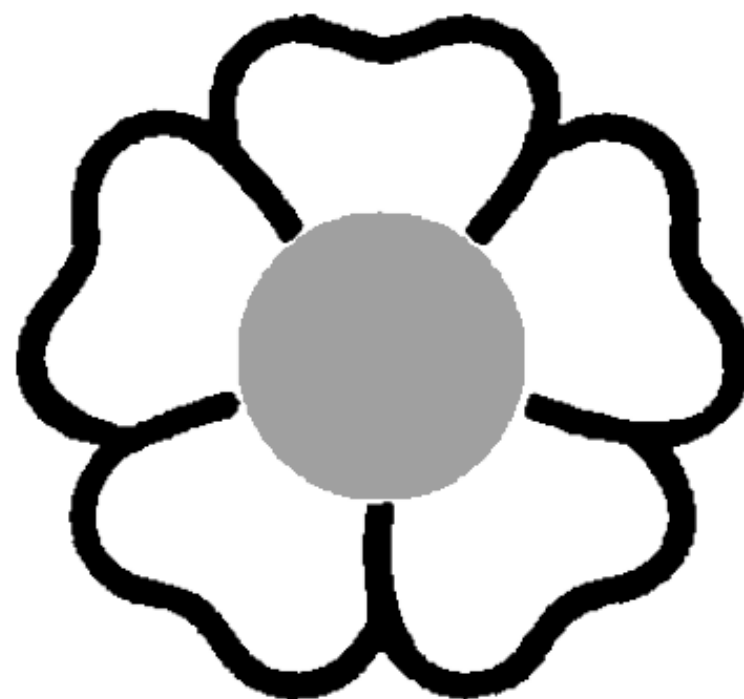
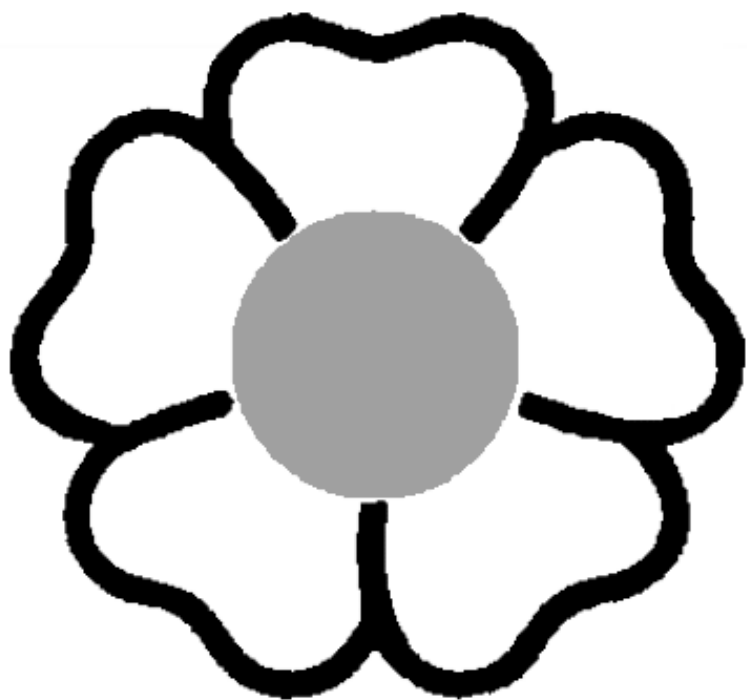
MARTILLO



ACTIVIDADE

- 1º. Le a adiviña e colorea a resposta correcta.
- 2º. Resigue o nome do que coloreaches.
- 3º. Busca e rodea todas as "O" que hai na adiviña.
- 4º. Escribe ou resigue o teu nome.

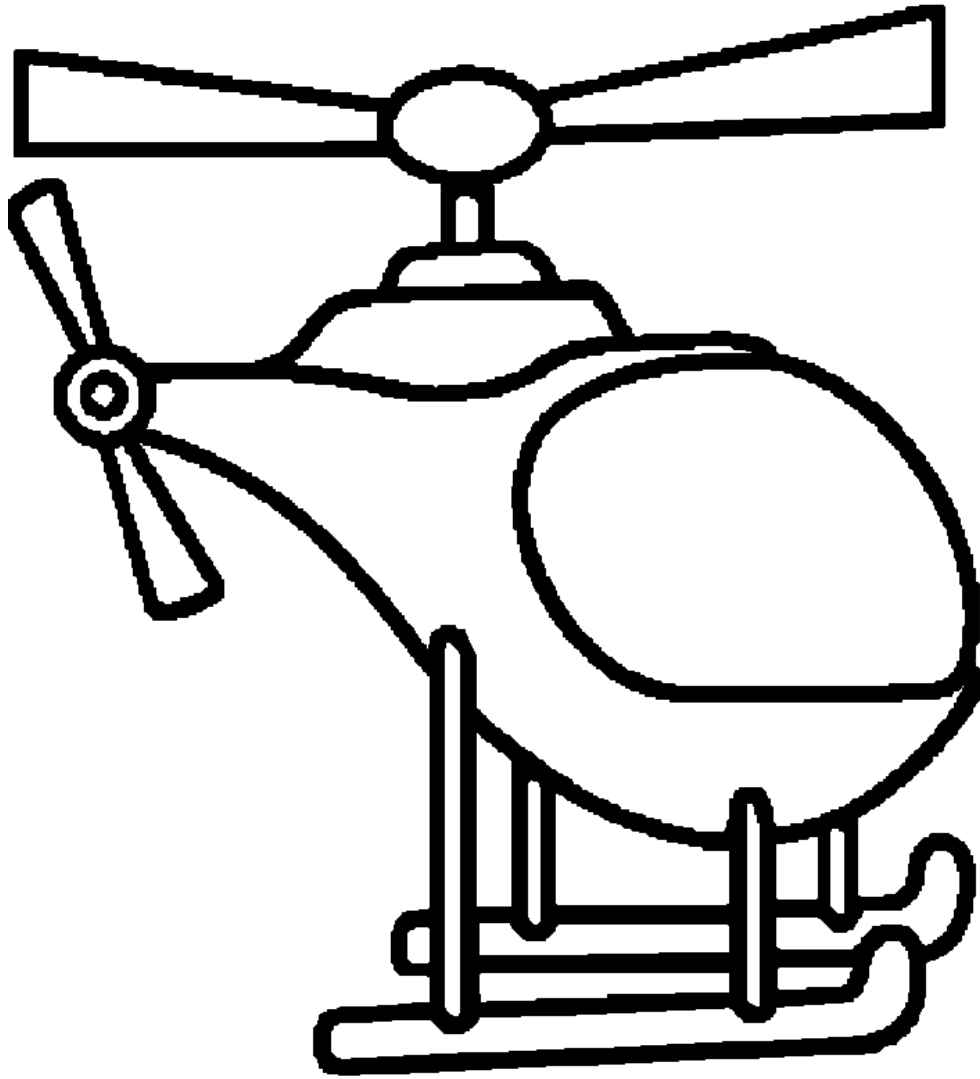
Nome: _____



NOME: _____

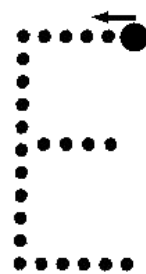
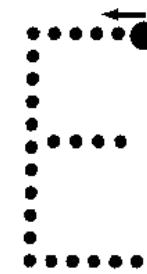
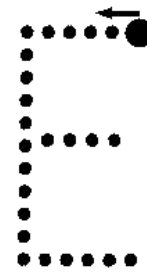
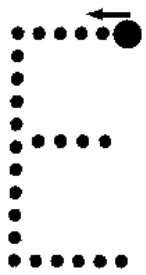
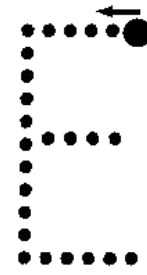
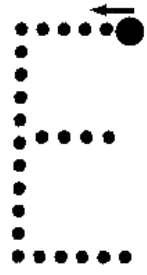
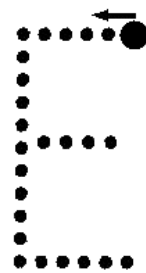
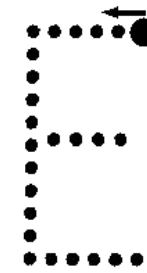
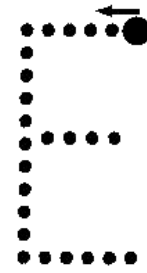
ACTIVIDADE

- 1º.- Resigue os traços dos nº.
- 2º.- Colorea as 2 flores e pica os bordes dos círculos.
- 3º.- Pega o papel charón por detrás.
- 4º.- Escribe ou resigue o teu nome.



HELICÓPTERO

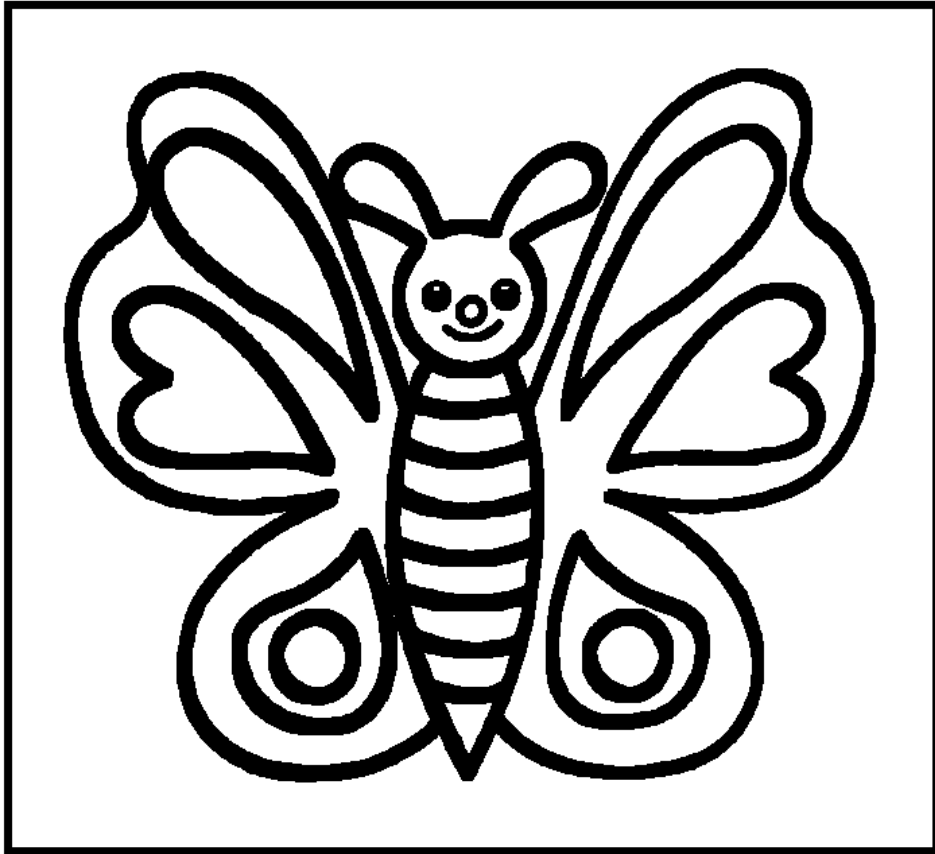
NOME: _____



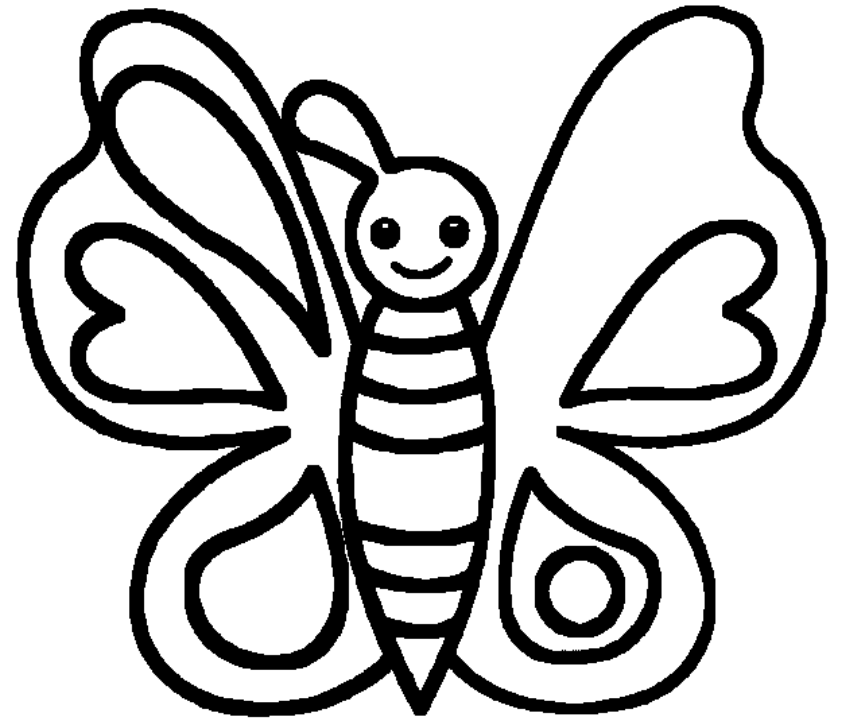
TRABALLAMOS A ATENCIÓN

ACTIVIDADE

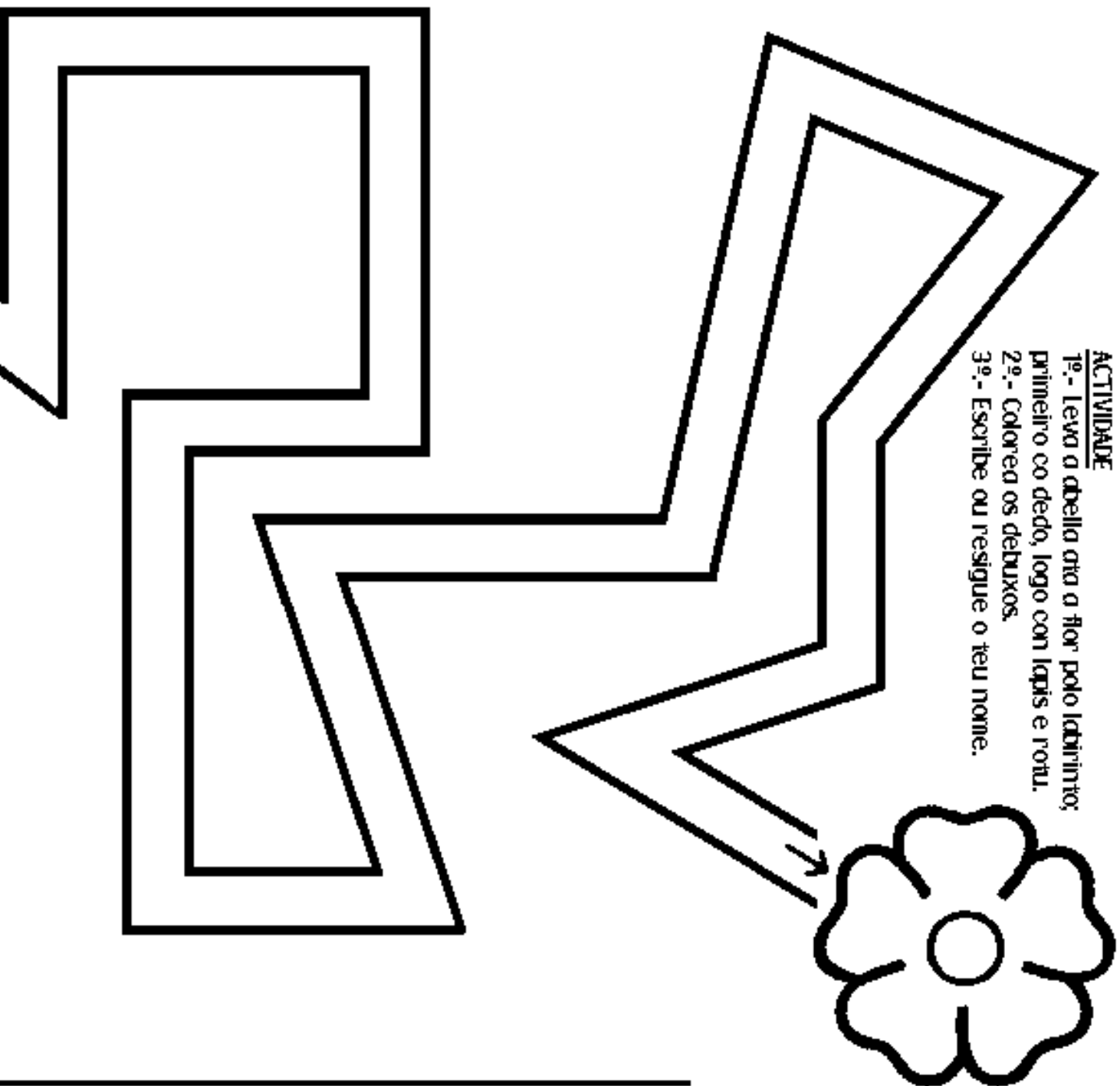
- 1º.- Atopa 5 diferenzas e coloca 1 gomet sobre cada unha, no debuxo da dereita.
- 2º.- Resigue a palabra e colore o debuxo do recadro.
- 3º.- Escribe ou resigue o teu nome.



BOLBORETA



Nome: _____

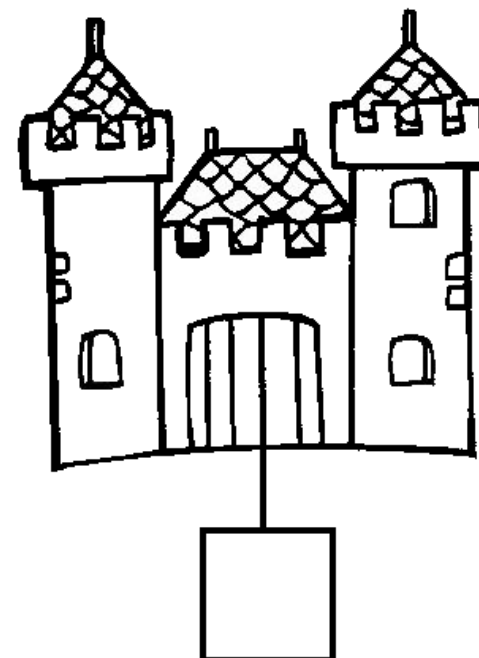
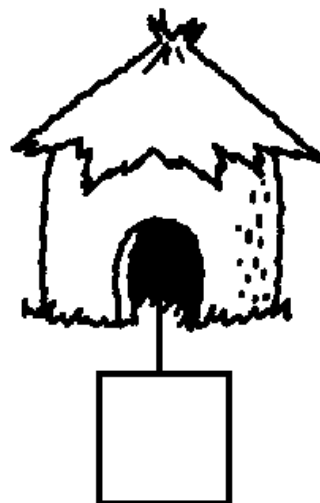
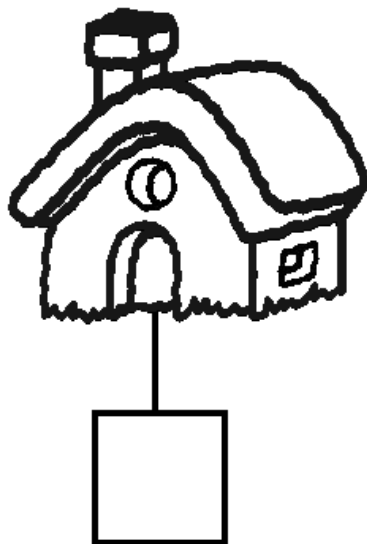
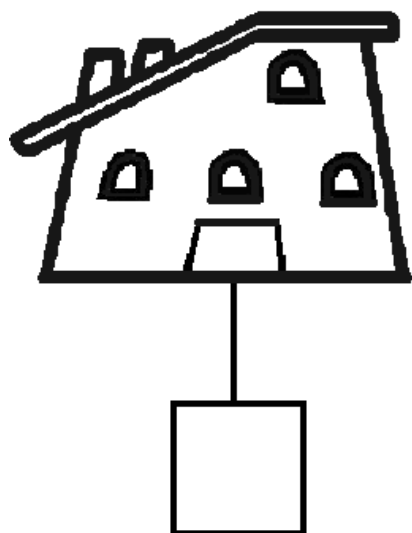


ACTIVIDADE

- 1º.- Leva a abella ata a flor polo labirinto; primeiro co dedo, logo con lapis e rotu.
- 2º.- Colorea os debuxos.
- 3º.- Escribe ou resigue o teu nome.

NOME: _____

CONTANDO VENTÁS



CASA

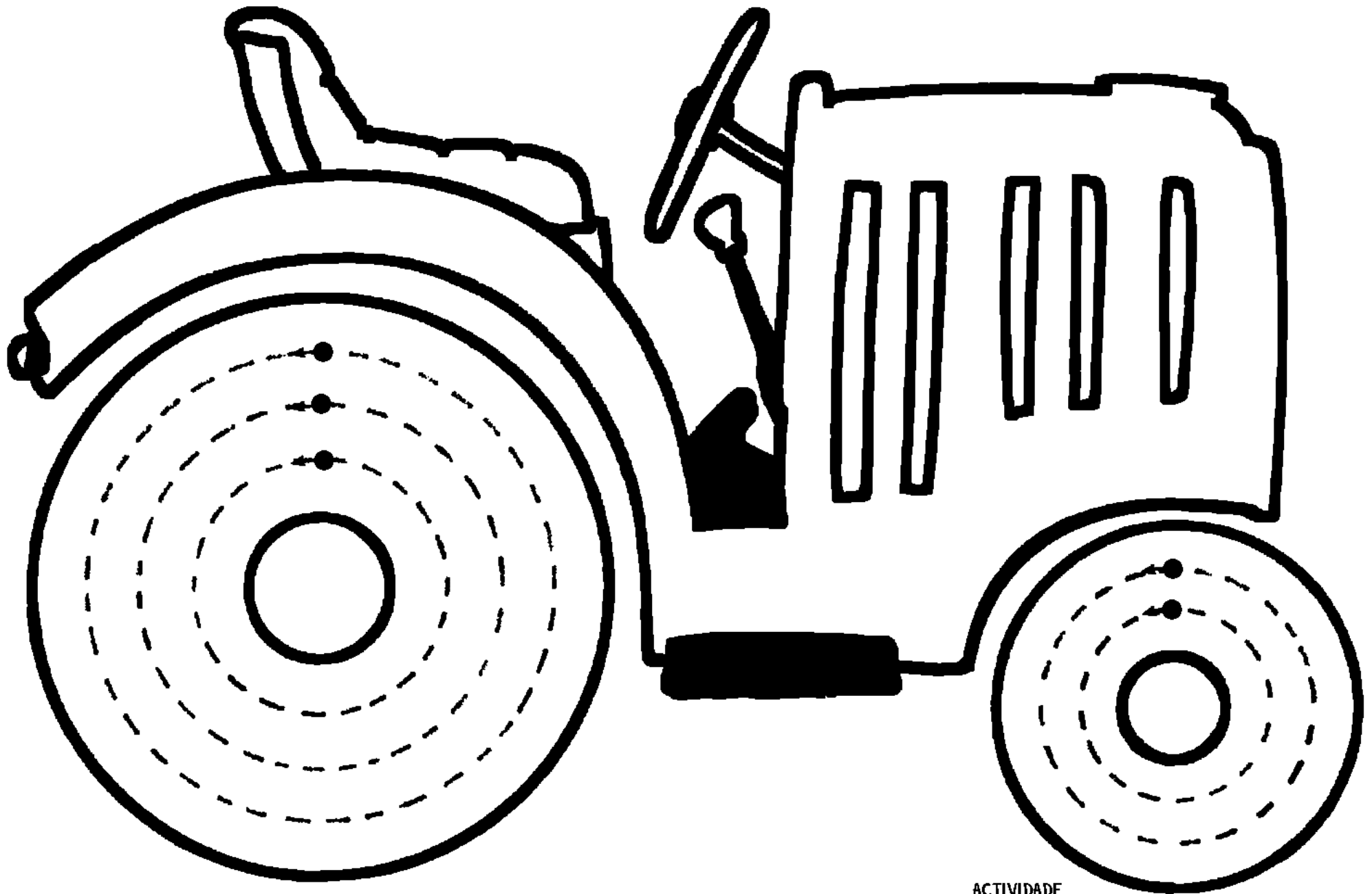


ACTIVIDADE

- 1º.- Resigue as vogais co lapis.
- 2º.- Rodea as "A" de CASA e coloca os gomets da palabra no recadro.
- 3º.- Conta as ventás de cada casa e pega os gomets-nº.
- 4º.- Resigue ou escribe o teu nome.

Nome: _____





NOME: _____

ACTIVIDADE

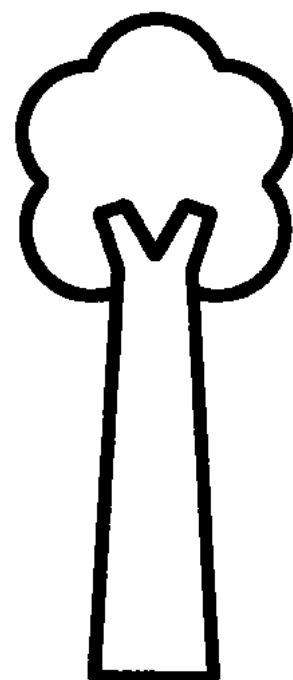
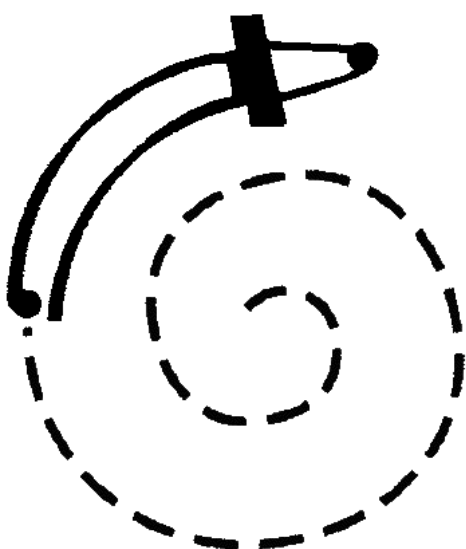
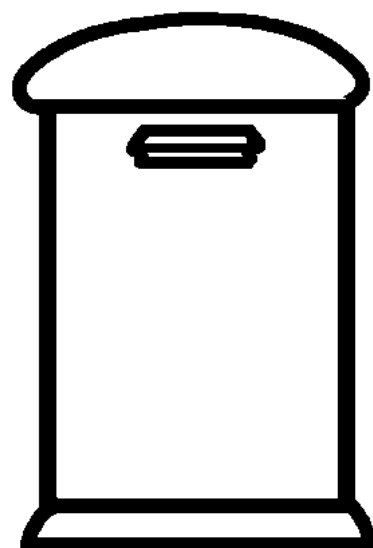
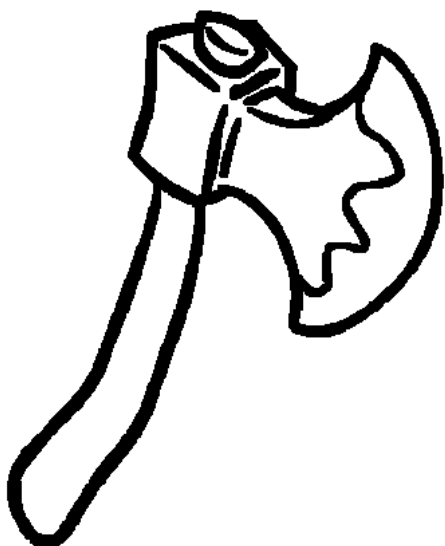
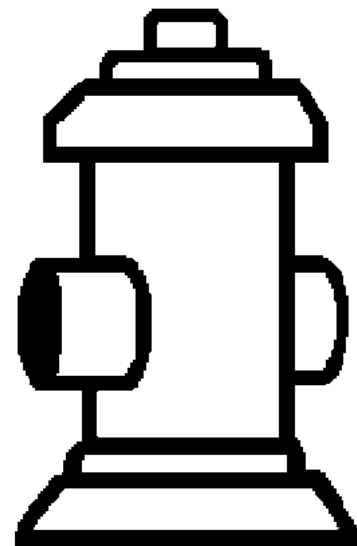
- 1º.- Resigue os trazos circulares das rodas con rotus.
- 2º.- Colorea o tractor coas acuarelas.
- 3º.- Escribe ou resigue o teu nome.

ACTIVIDADE

1º.- Observa as imaxes e une as de un lado co outro.

2º.- Colorea os 3 obxectos que máis che gusten.

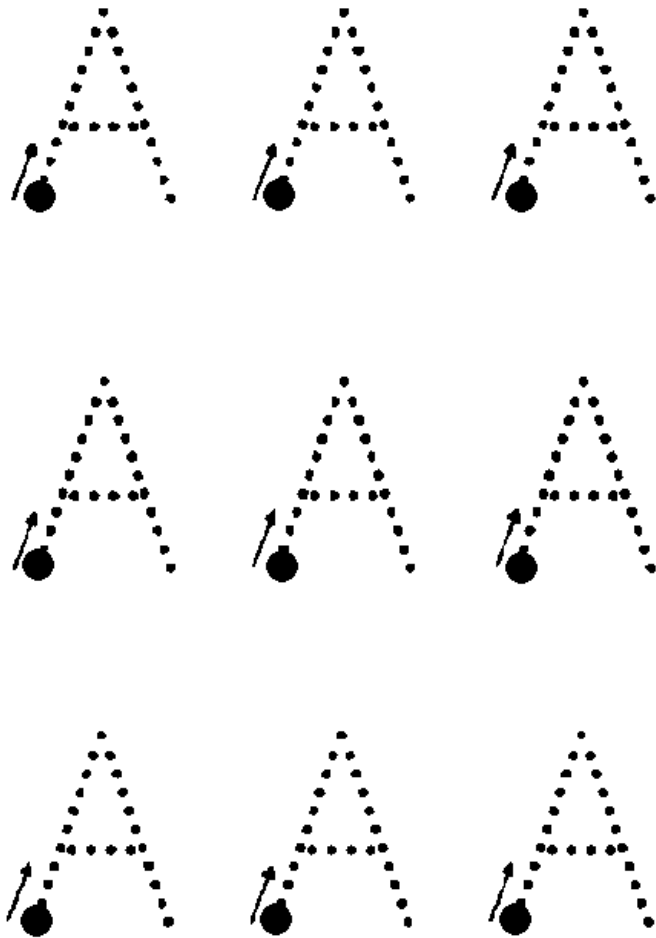
3º.- Escribe ou resigue o teu nome.



NOME: _____





ACTIVIDADE

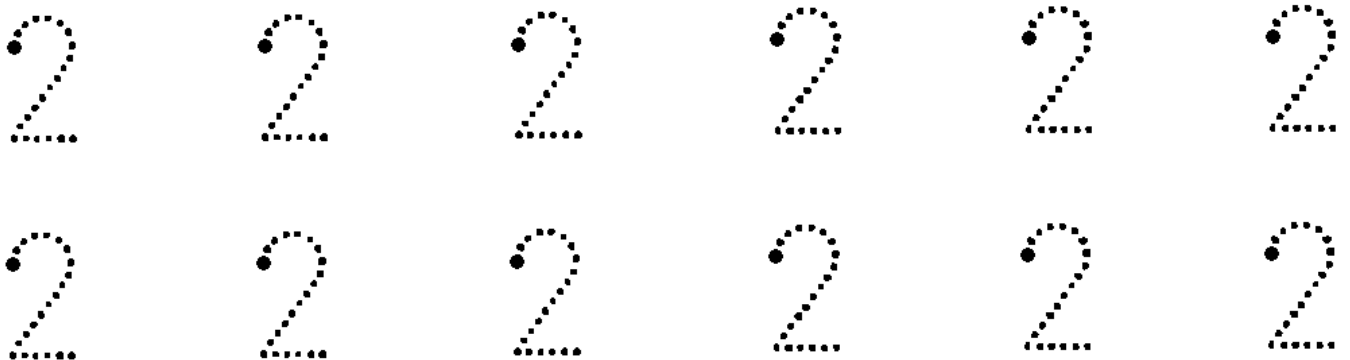
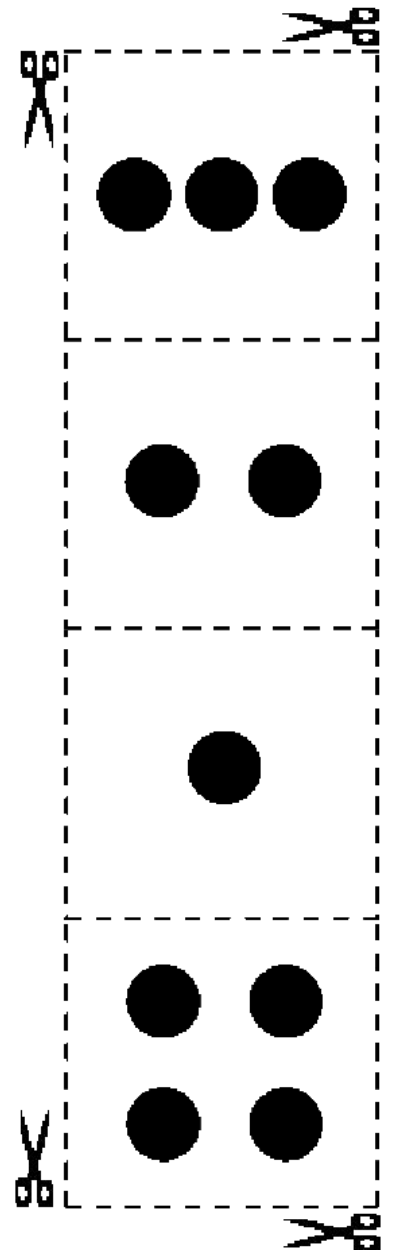
- 1º.- Esta quere ser unha palloza, casa do rural que aínda se conserva nos Ancares
- 2º.- Busca e rodea as "A" da palabra PALLOZA.
- 3º.- Resigue os trazos da vogal.
- 4º.- Colorea o debuxo coas acuarelas.
- 5º.- Resigue ou escribe o teu nome.



PALLOZA

Nome: _____

	1	
	2	
	3	
	4	



ACTIVIDADE

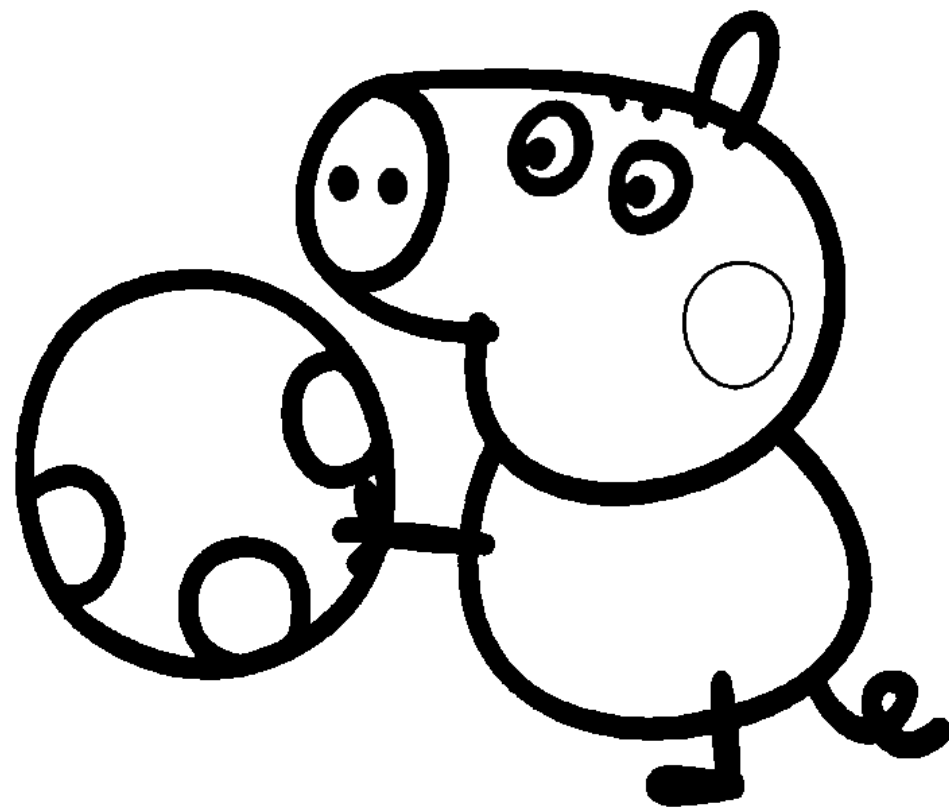
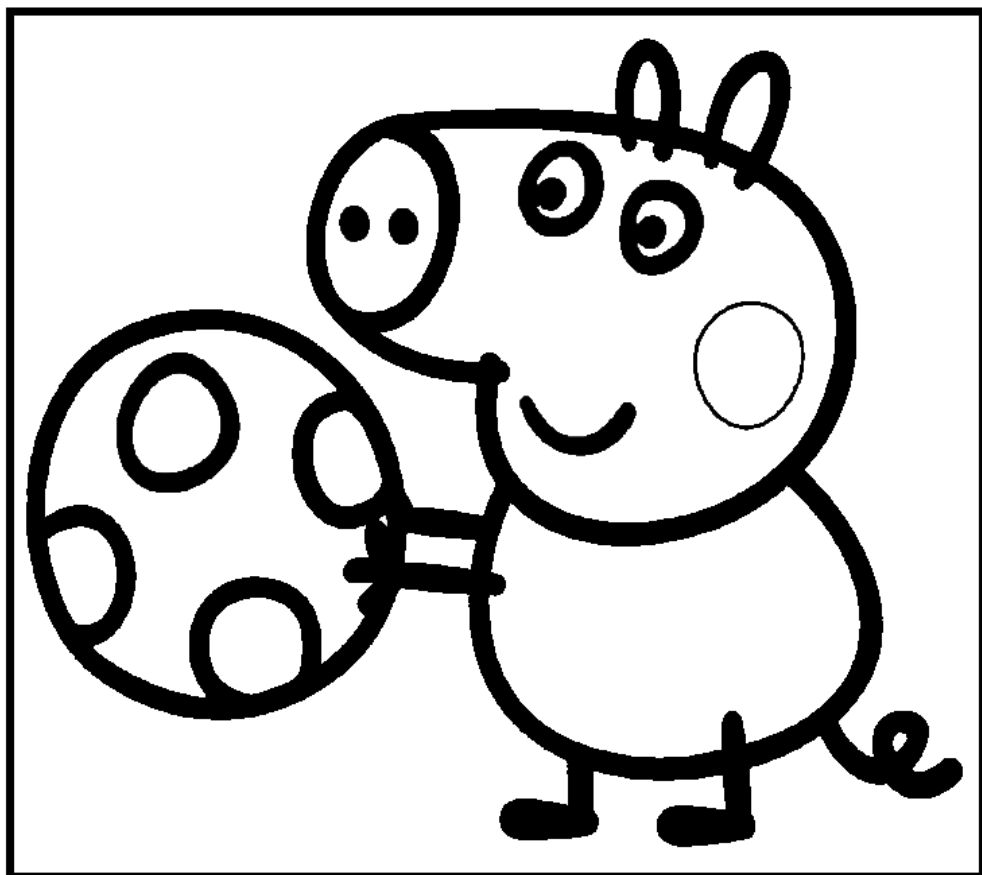
- 1º.- Resigue os traços do nº 2.
- 2º.- Recorta e pega as caras dos dados no seu lugar.
- 3º.- Escrebe ou resigue o teu nome.

Nome: _____

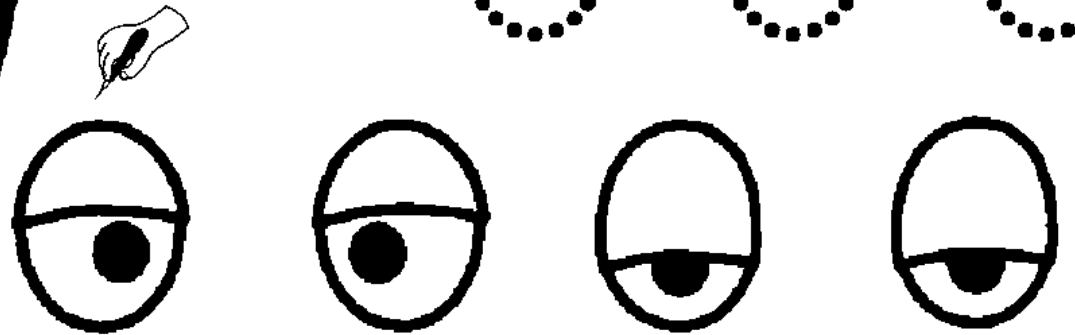
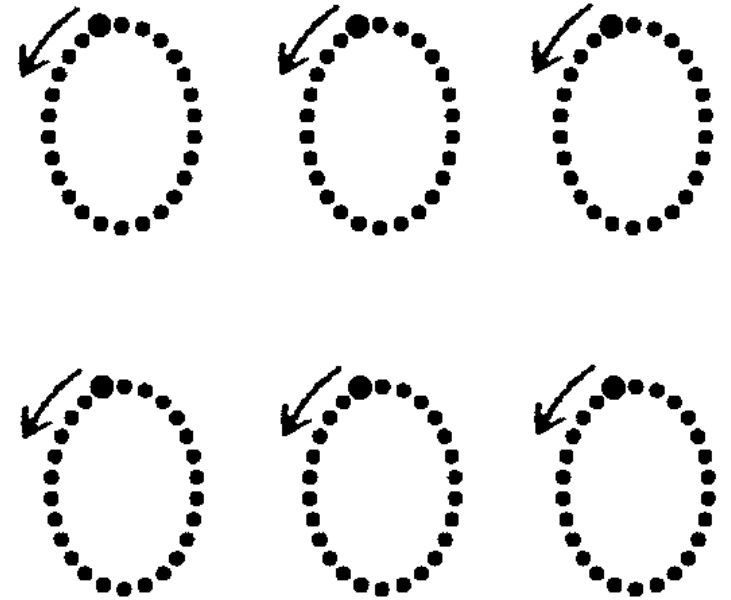
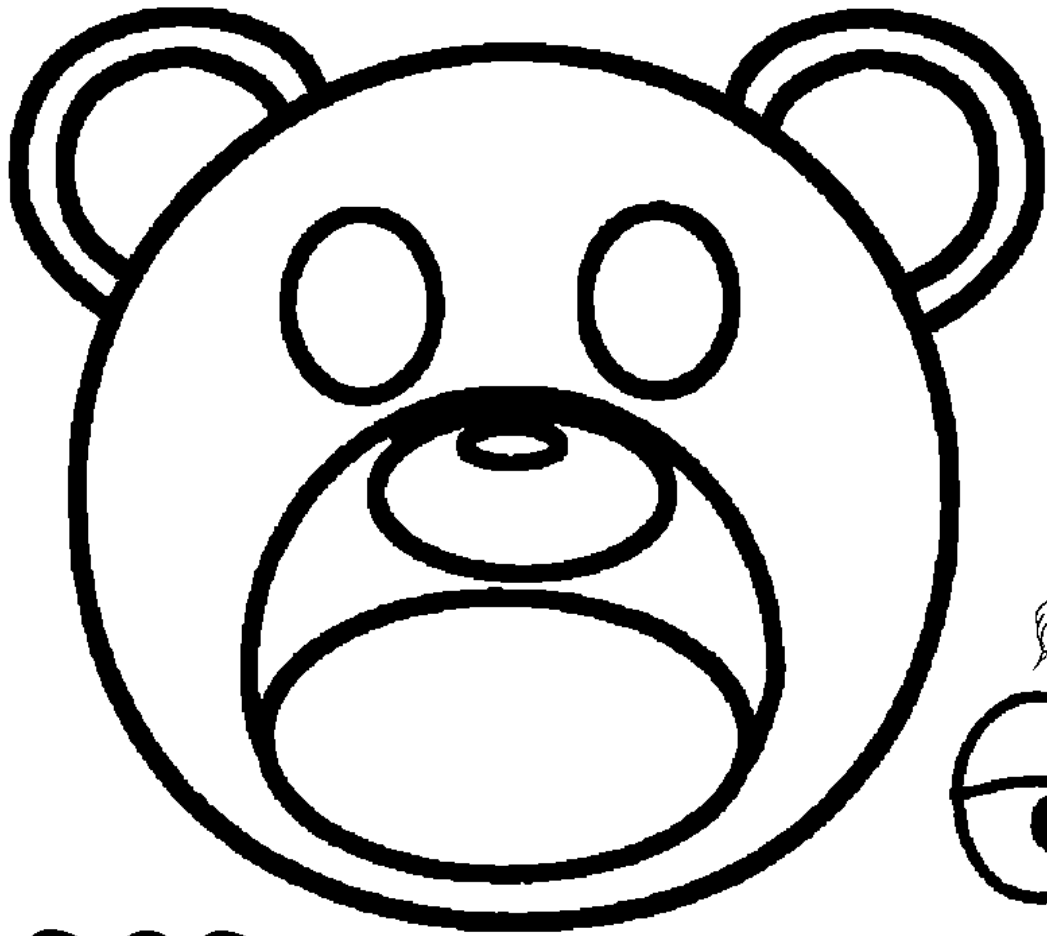
TRABALLAMOS A ATENCIÓN

ACTIVIDADE

- 1º.- Busca e pega un gomet en cada cousa que falta no debuxo da dereita (son 5).
- 2º.- Colorea o debuxo do recadro.
- 3º.- Escribe ou resigue o teu nome.



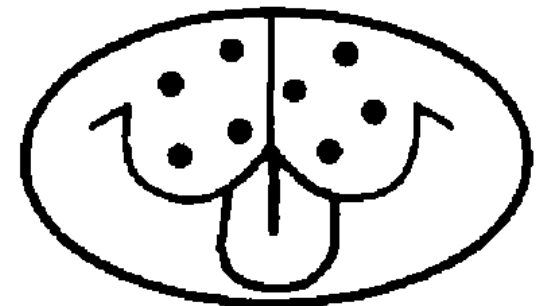
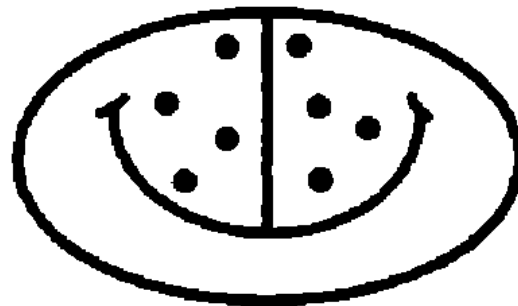
Nome: _____



OSO

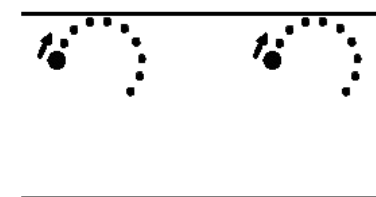
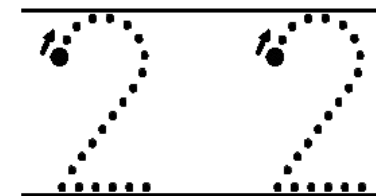
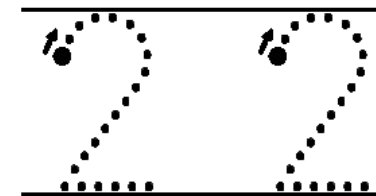
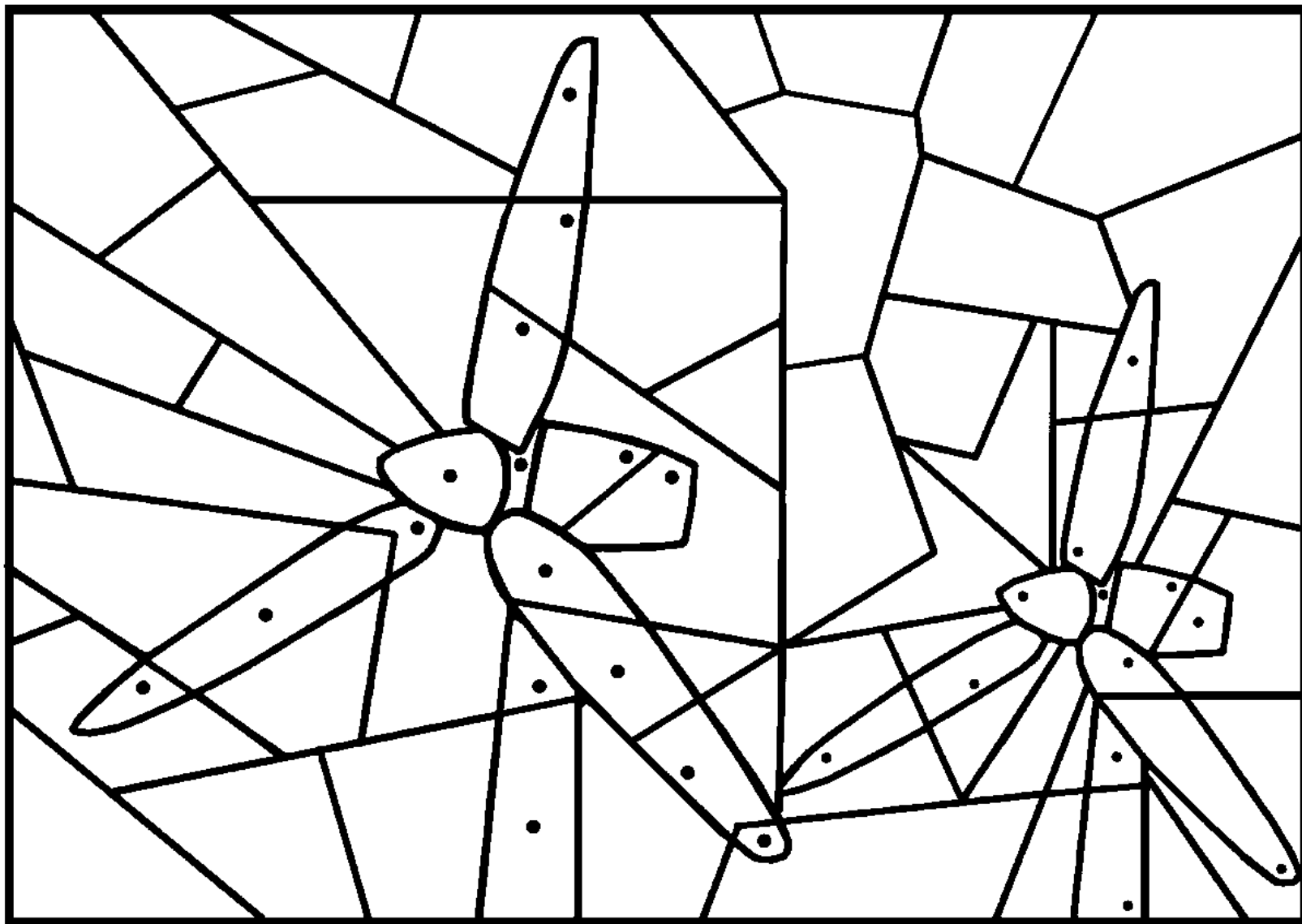
ACTIVIDADE

- 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: _____

EL VIENTO LOS HACE TRABAJAR...



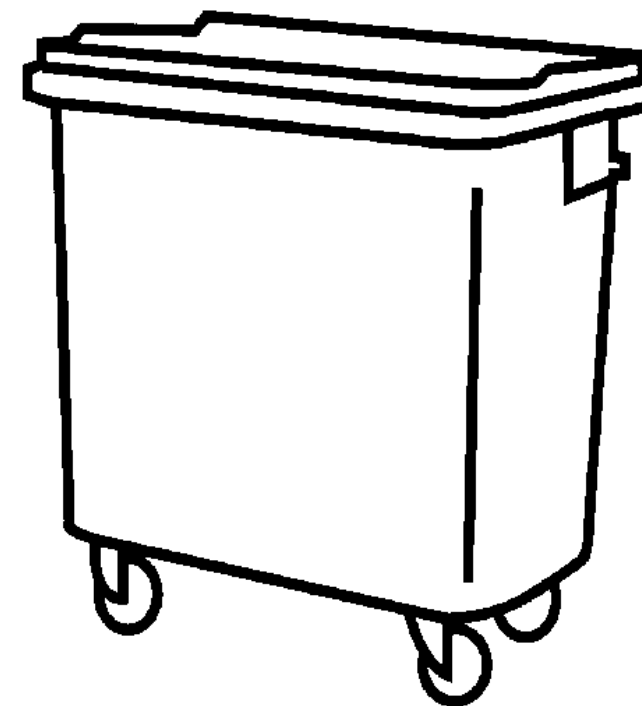
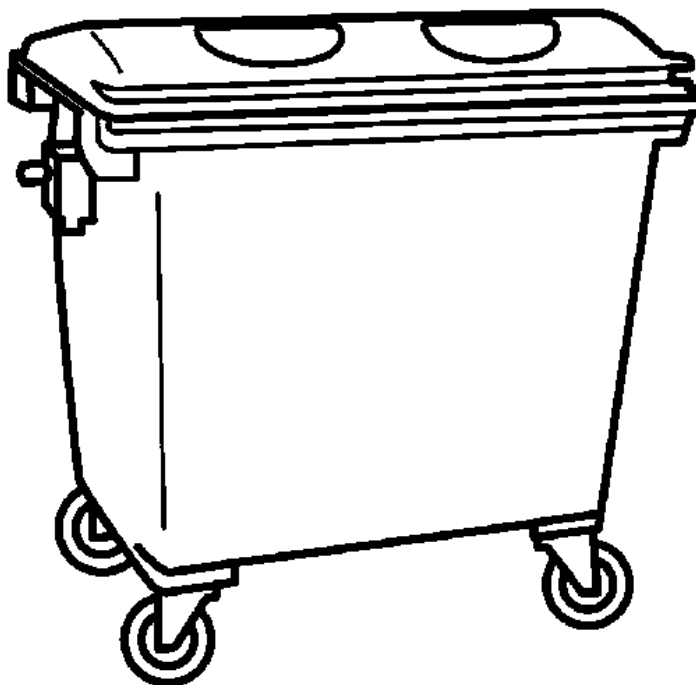
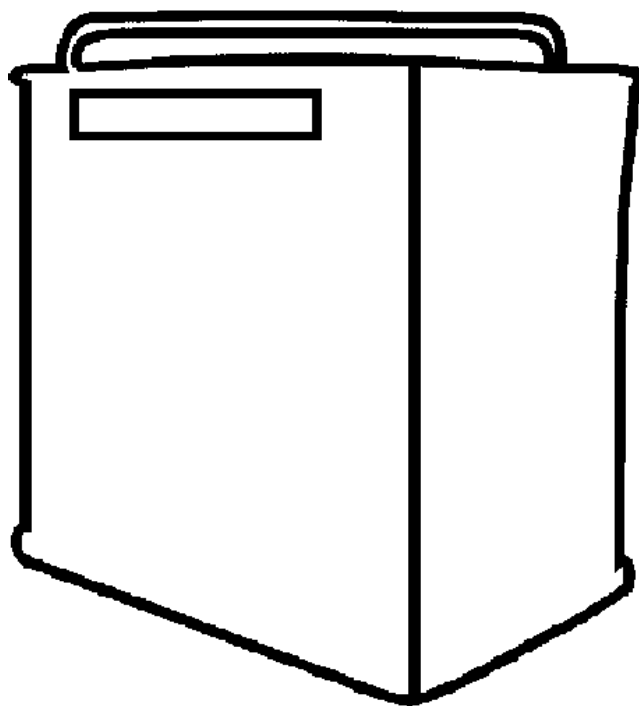
ACTIVIDADE

- 1º: Resigue e fai os trazos e máis a palabra.
- 2º: Colorea so os ocos que teñen puntos.
- 3º: Escribe ou resigue o teu nome.

Nome: _____

AEROGENERADOR

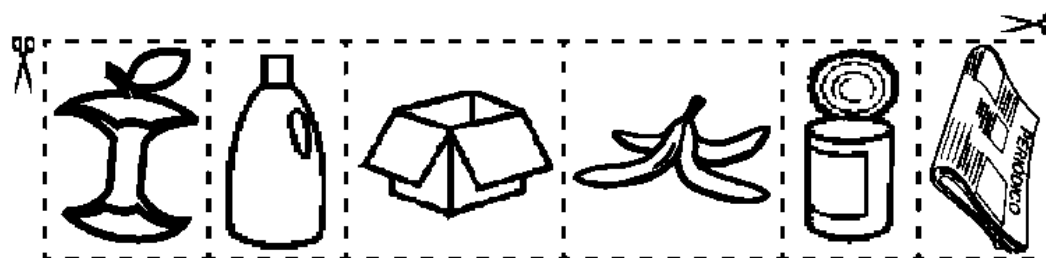
CONTEDORES DE RECICLAXE



ACTIVIDADE

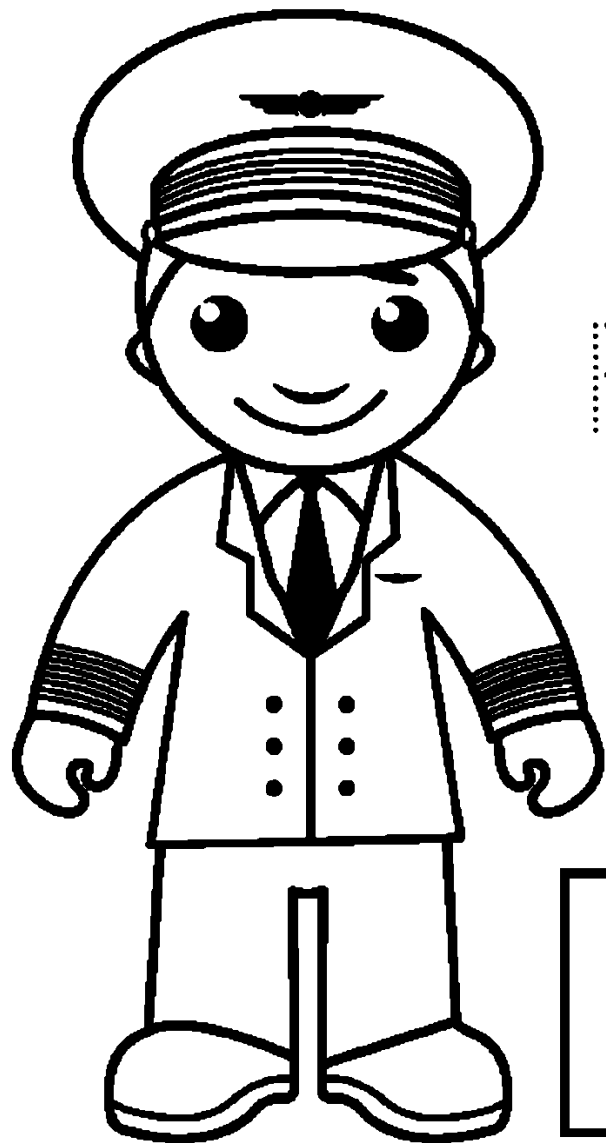
- 1ª.- Colorea os contedores da súa cor.
- 2º.- Recorta os debuxos de abaixo.
- 3º.- Pega os debuxos no seu contedor.

NOME: _____

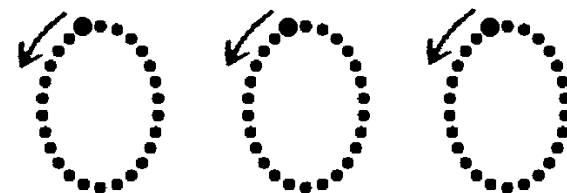
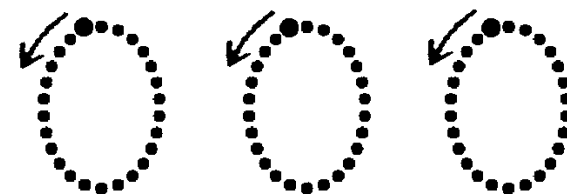
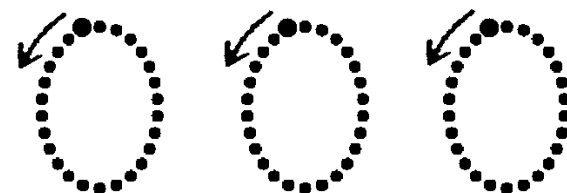
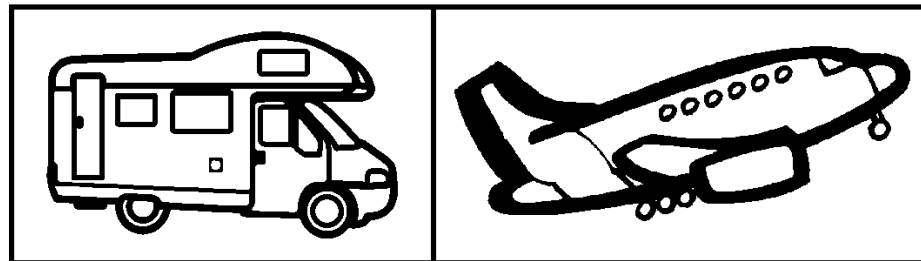
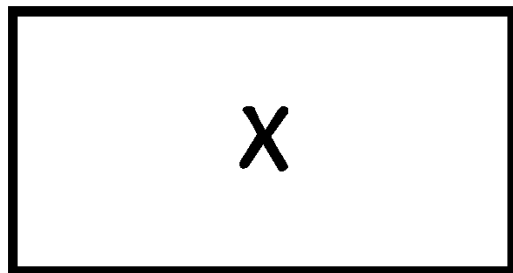


ACTIVIDADE

- 1º.- Resigue os trazos da palabra PILOTO e sinala as "O".
- 2º.- Fai os trazos e logo colorea o piloto máis o seu vehículo.
- 3º.- Pica e pega no recadro con X o avión.
- 4º.- Resigue ou escribe o teu nome.

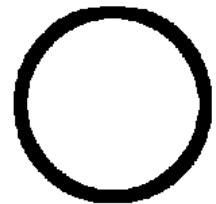
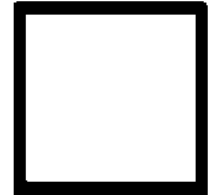


PILOTO



NOME: _____

FIGURAS



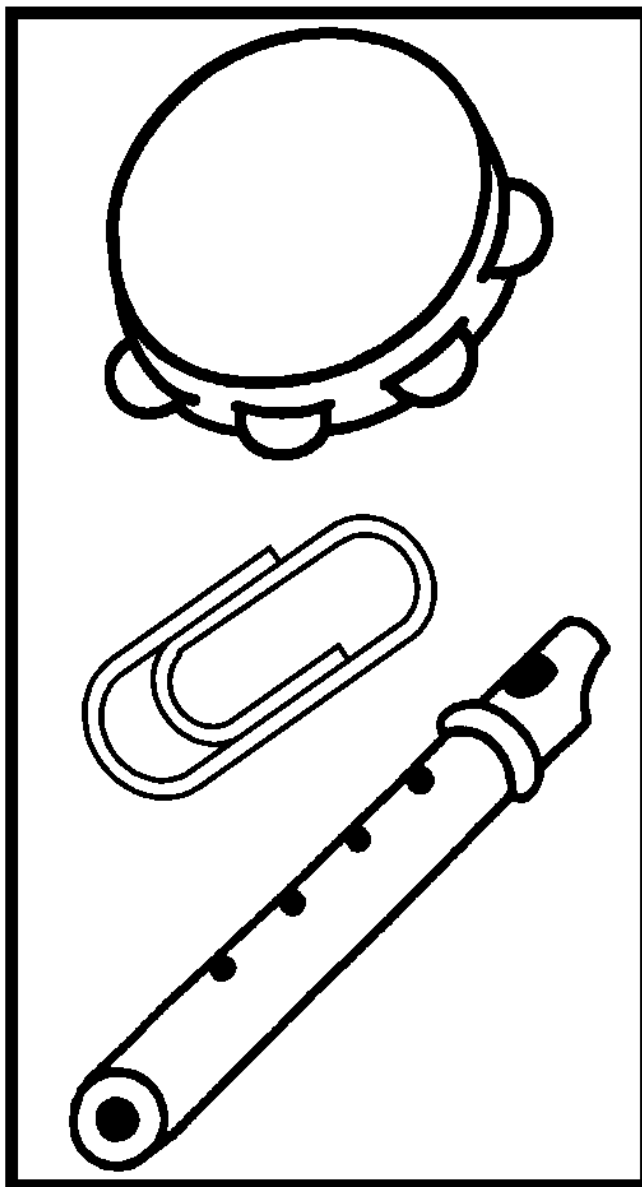
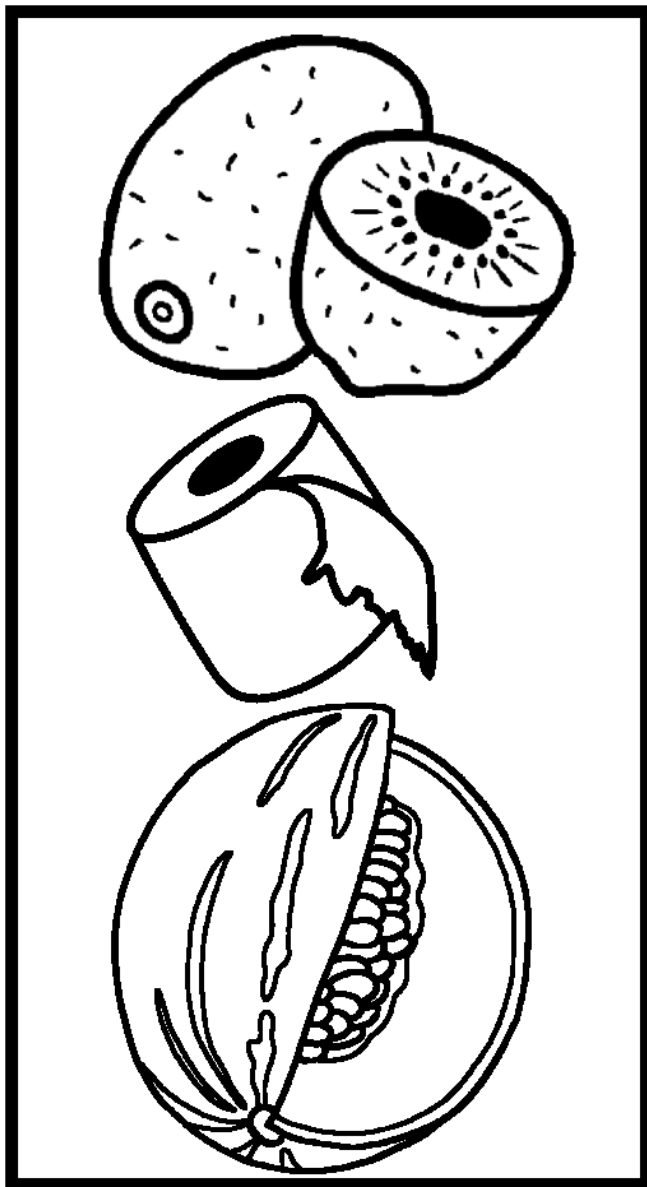
ACTIVIDADE

1º.- Nomea e une cada figura coa súa sombra.

2º.- Colorea as figuras.

3º.- Escríbe ou resigue o teu nome.

Nome: _____



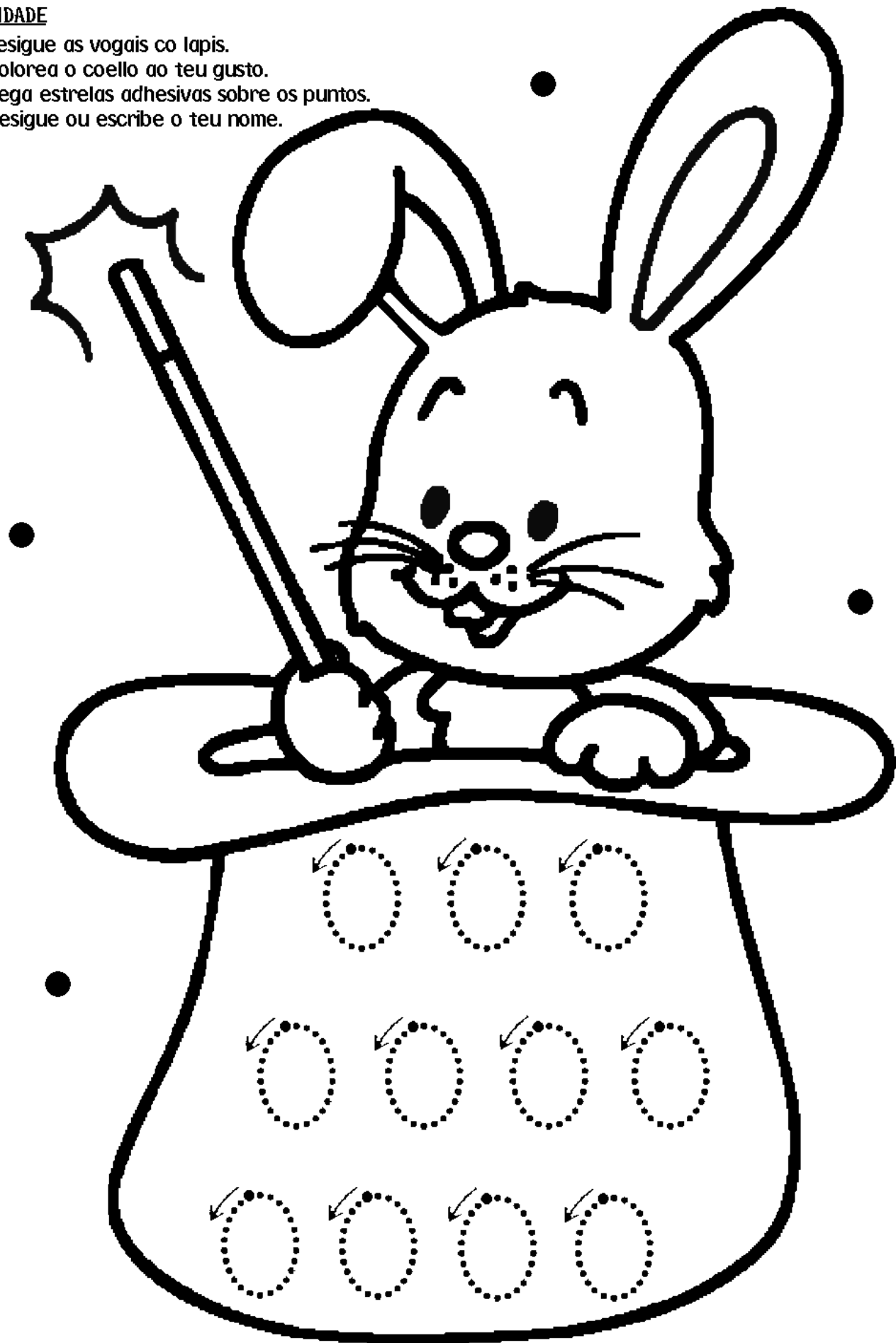
NOME: _____

ACTIVIDADE

- 1.- Pon un adhesivo sobre os obxectos que non pertencen a cada grupo-columna.
- 2.- Colorea os obxectos relacionados.

ACTIVIDADE

- 1º.- Resigue as vogais co lapis.
- 2º.- Colorea o coello ao teu gusto.
- 3º.- Pega estrelas adhesivas sobre os puntos.
- 4º.- Resigue ou escribe o teu nome.



Nome: _____