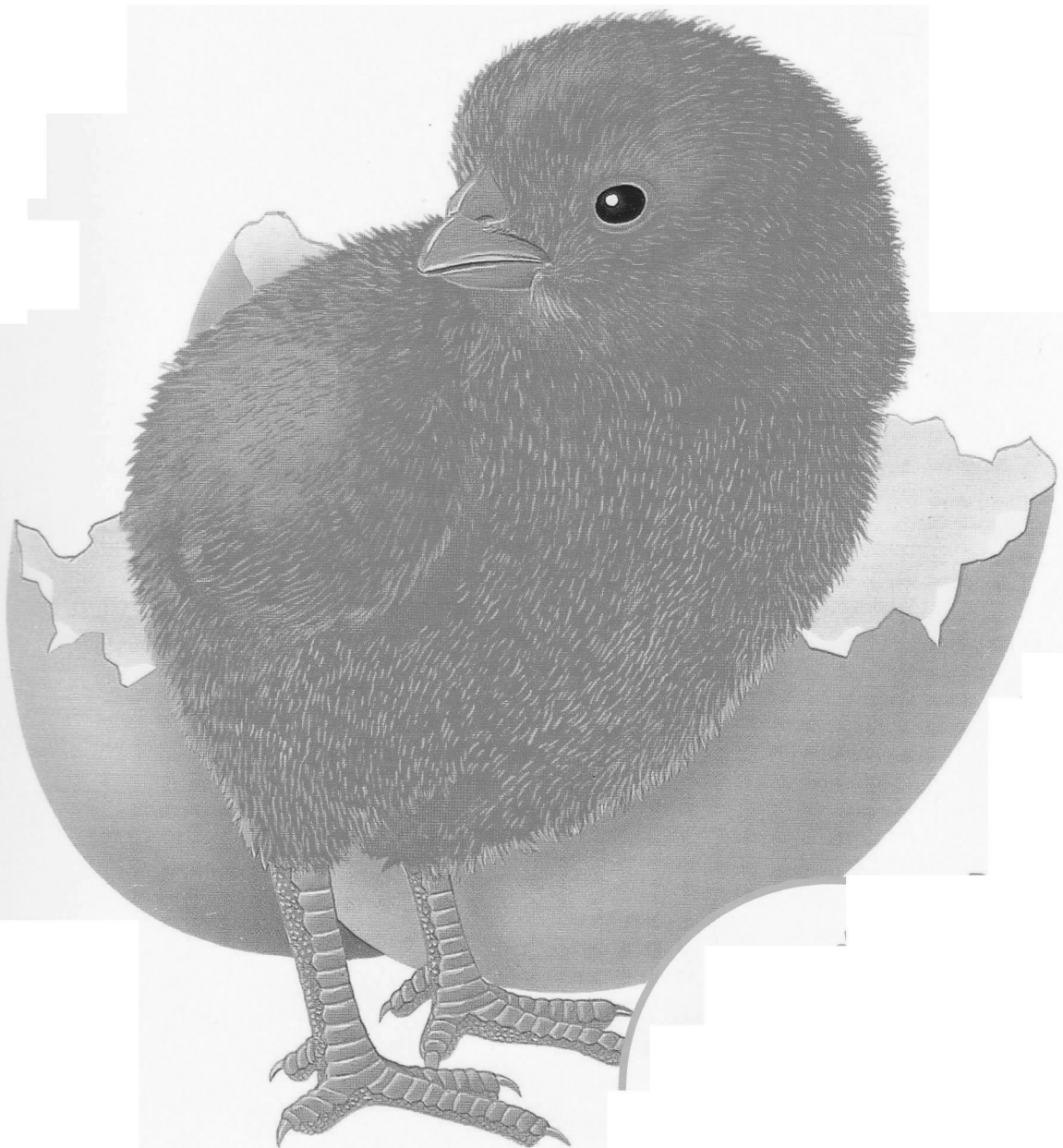
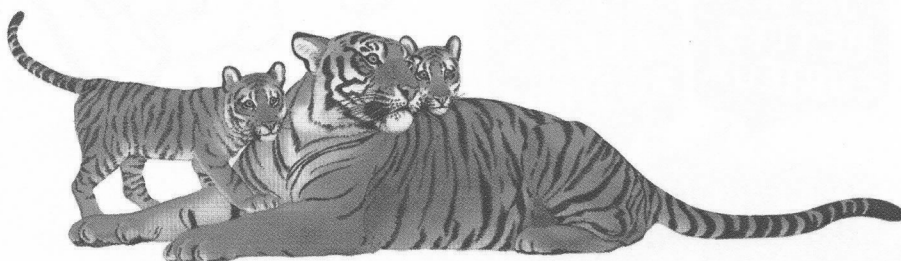
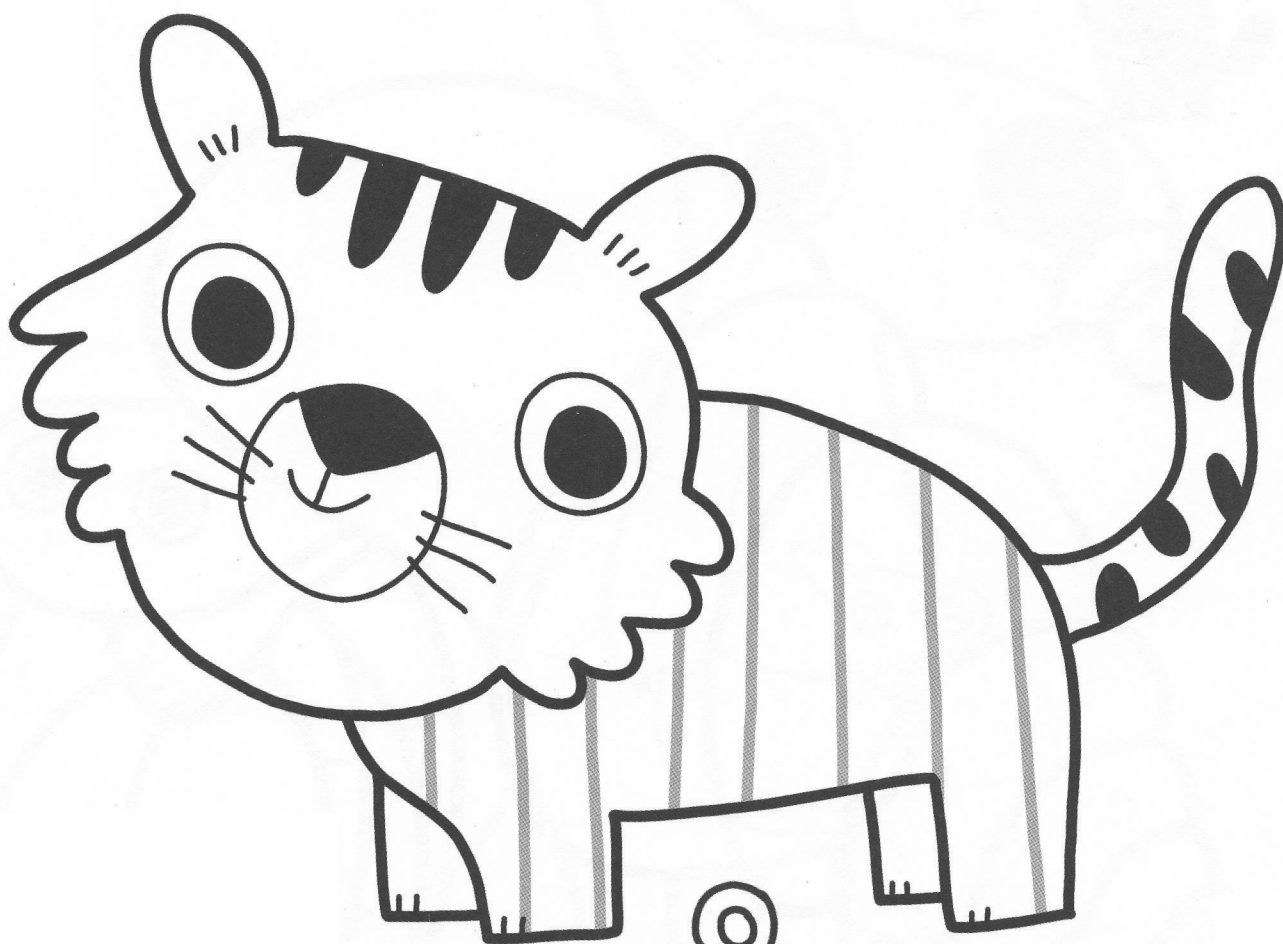


Maternal



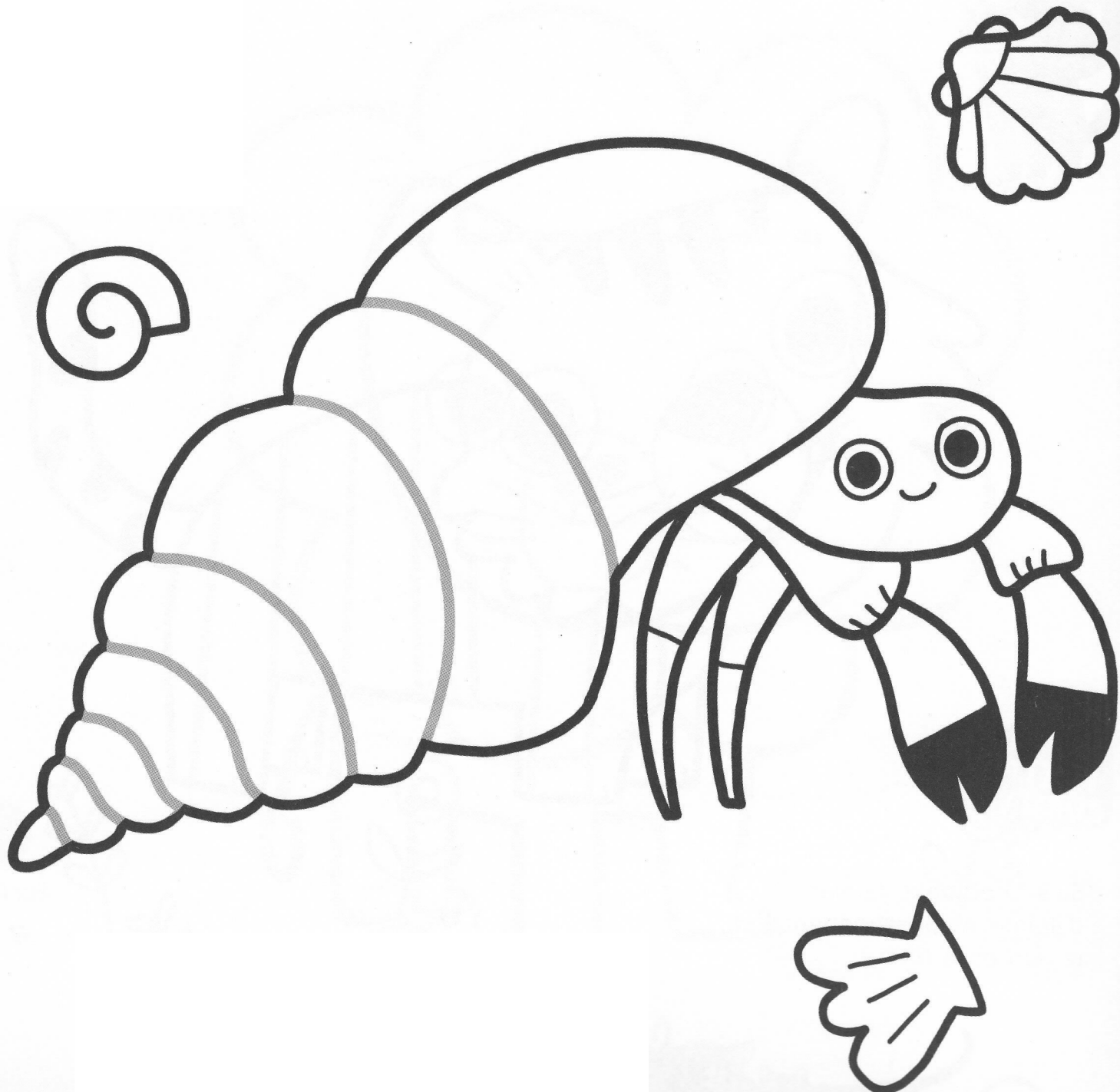
Traçar linhas verticais

Repasse sobre as linhas cinzas para desenhar os riscos do tigre.



Traçar linhas curvas

Repasse sobre as linhas cinzas para desenhar a concha do molusco. Depois colorir as outras conchinhas.



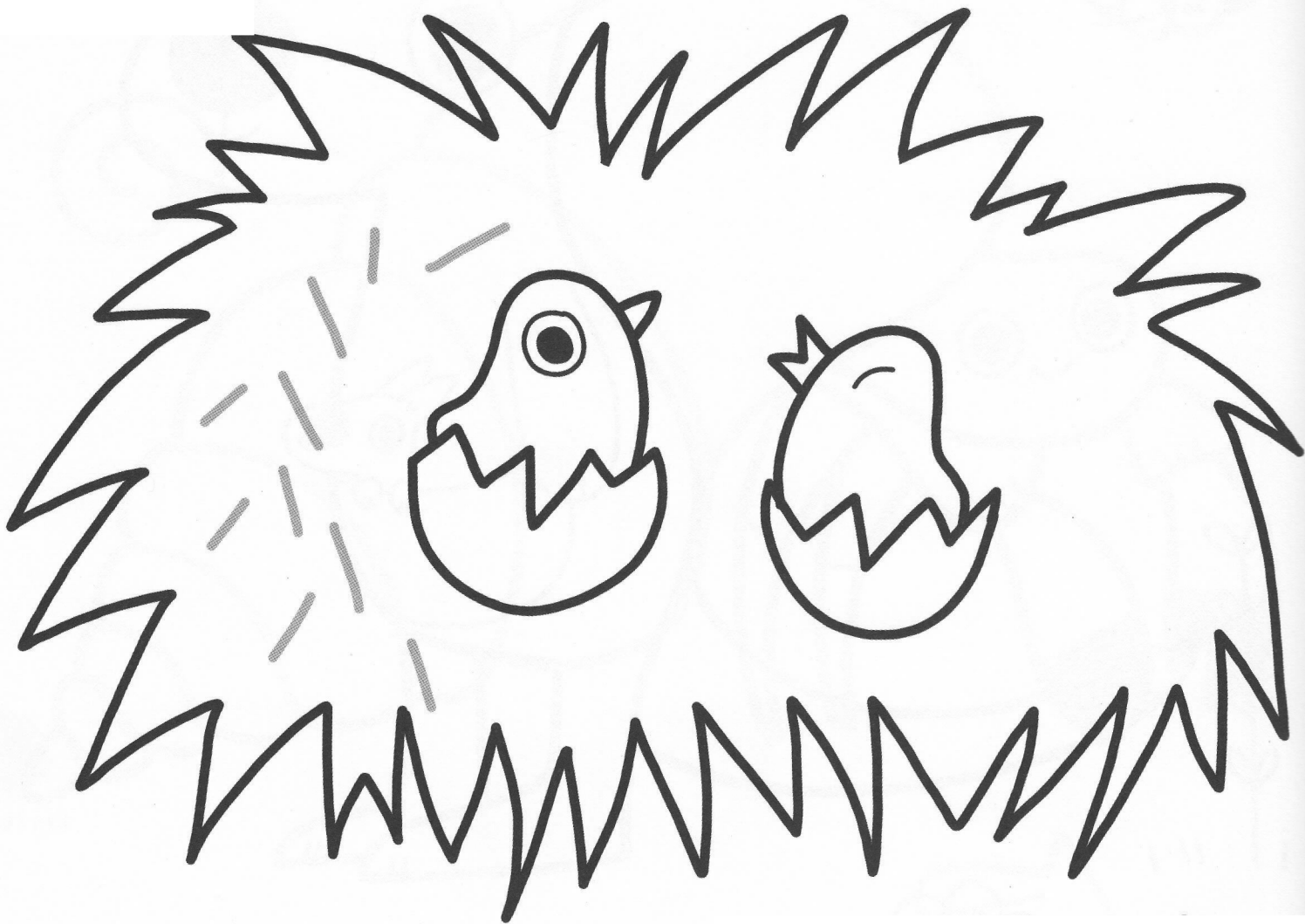
Colorir sem depassar

Colorir a mamãe canguru e seu bebê.



Traçar riscos

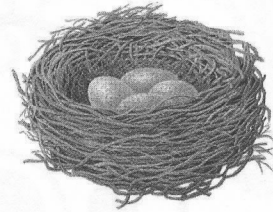
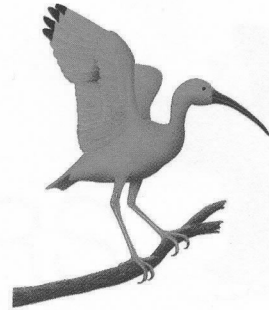
Continue a fazer os riscos para desenhar a palha do ninho. Colorir depois.



Escrevendo maiúsculas

Siga o contorno das letras grandes com o seu dedo no sentido das flechas. Depois repasse sobre as letras cinzas.

1 I I IBIS
NID



1 2 3 H H HIBOU

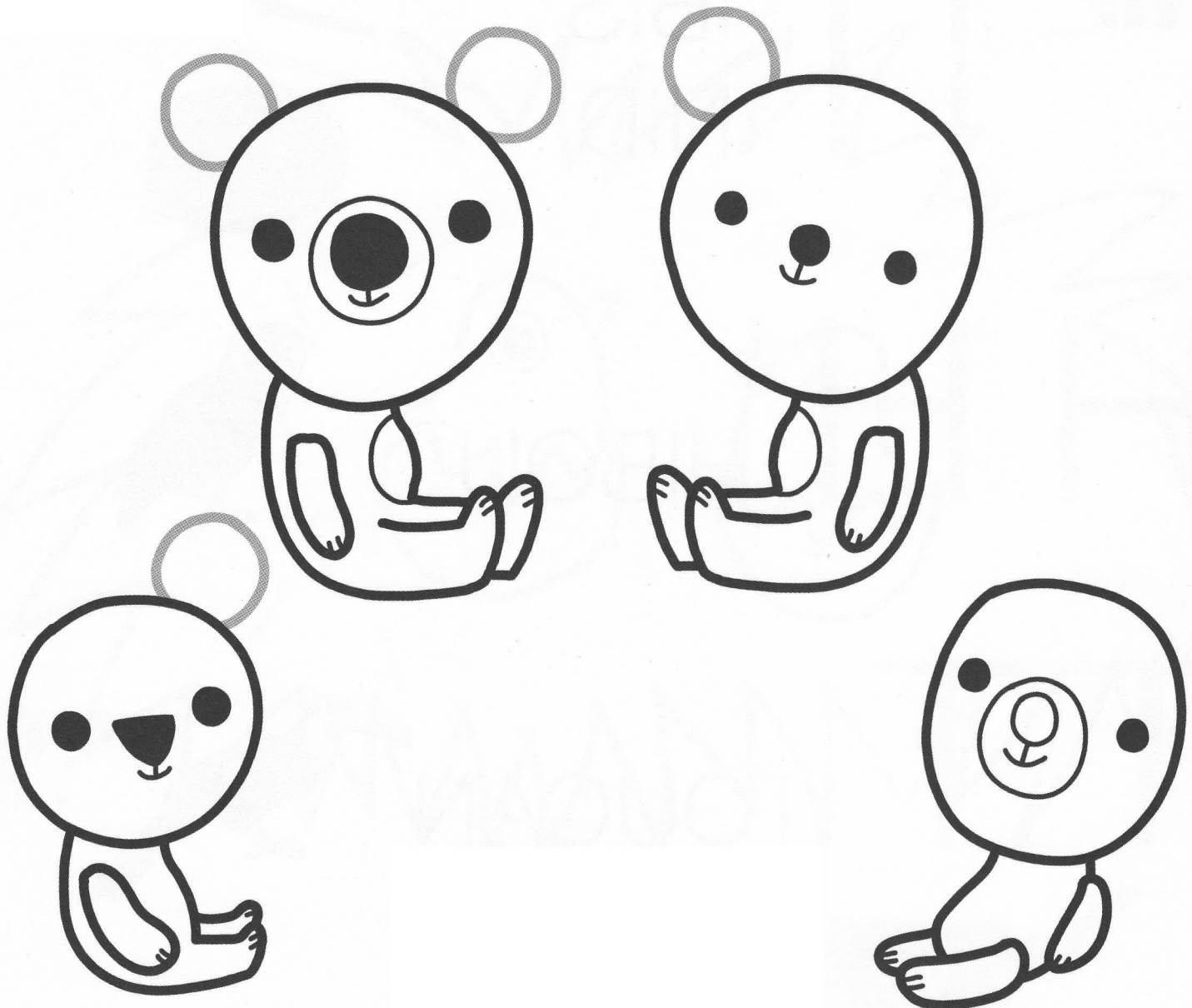


2 T T TOUCAN



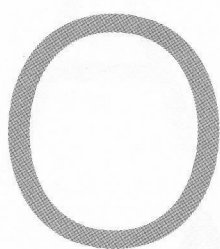
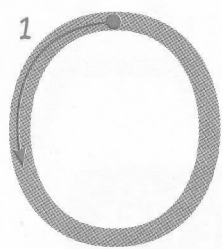
Traçando círculos

Repasse sobre as orelhas em cinza e desenhe aquelas que faltam para completar os ursinhos.



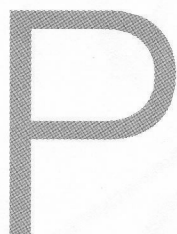
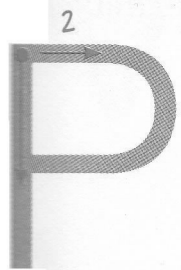
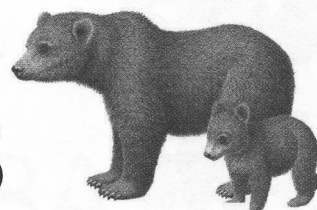
Escrevendo maiúsculas

Siga o contorno das letras grandes com o seu dedo no sentido das flechas. Depois repasse sobre as letras cinzas.

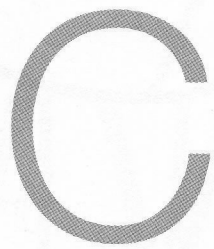
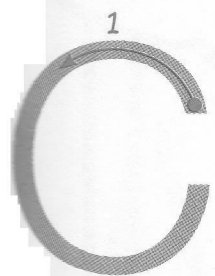


OURS

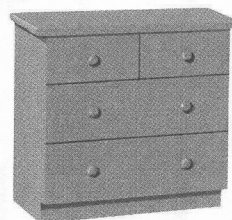
ROBOT



PELUCHE



COMMmode



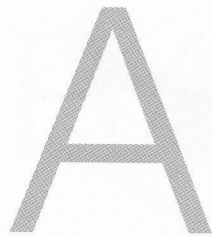
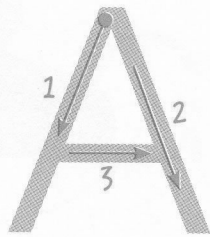
Traçar linhas oblíquas

Repasse sobre as linhas cinzas para terminar o desenho da cobertura do circo.

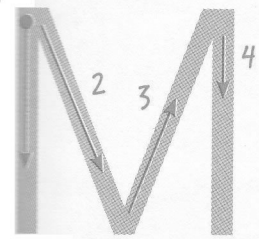


Escrevendo maiúsculas

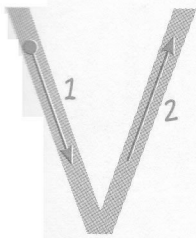
Siga o contorno das letras grandes com o seu dedo no sentido das flechas. Depois repasse sobre as letras cinzas.



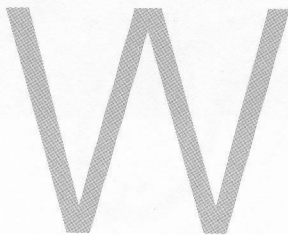
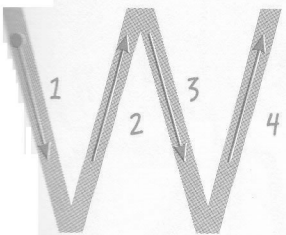
ACROBATE



MAGICIEN



VÉLO

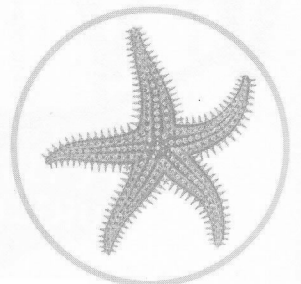
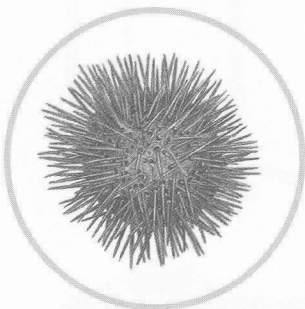
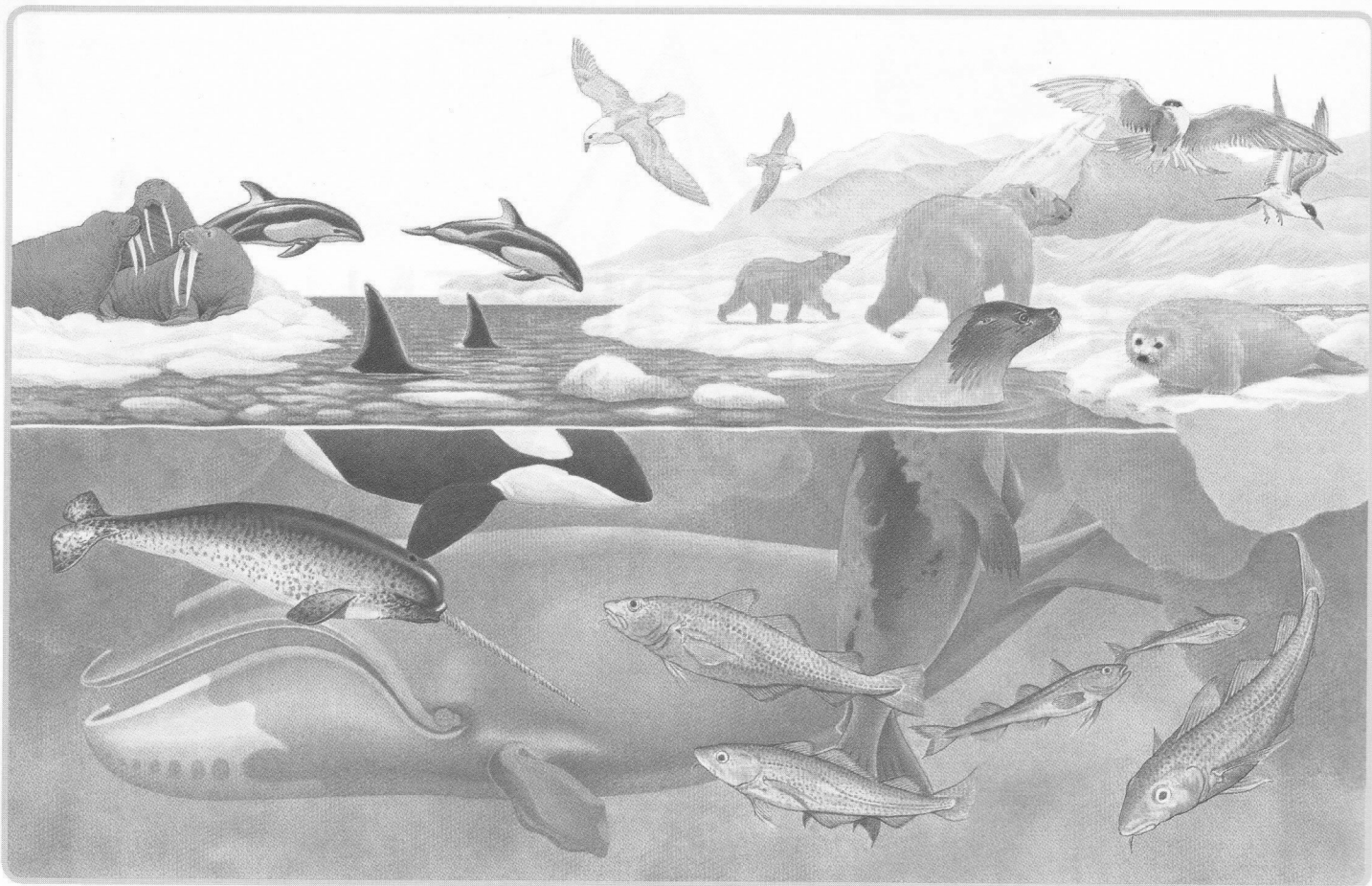
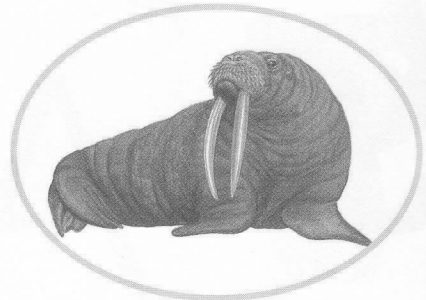
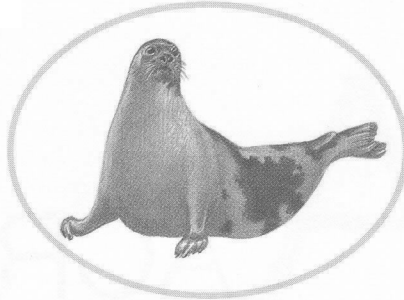


CLOWN



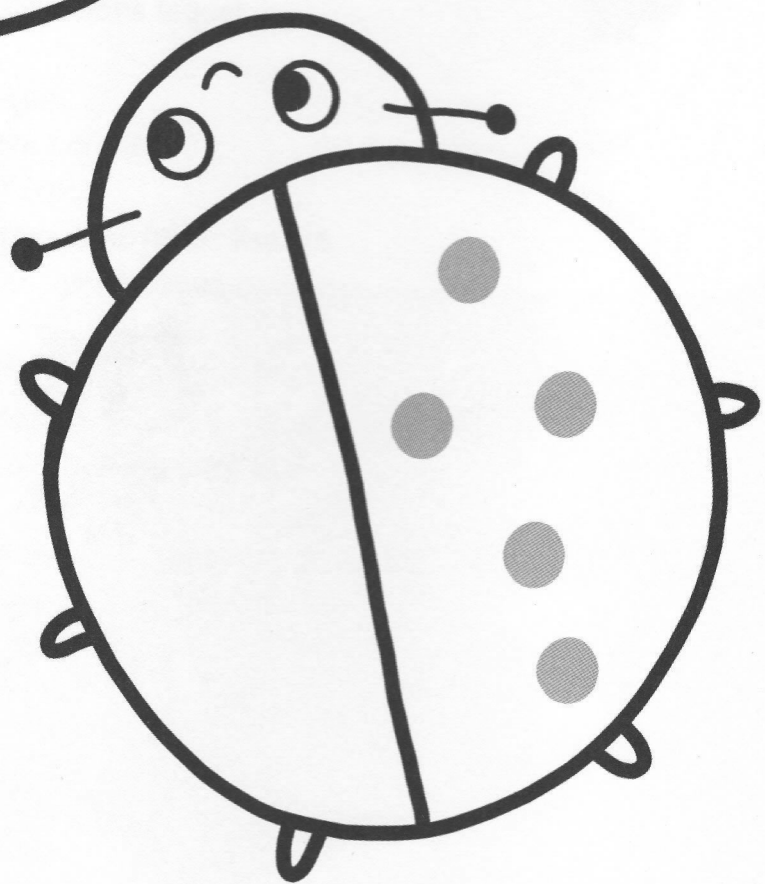
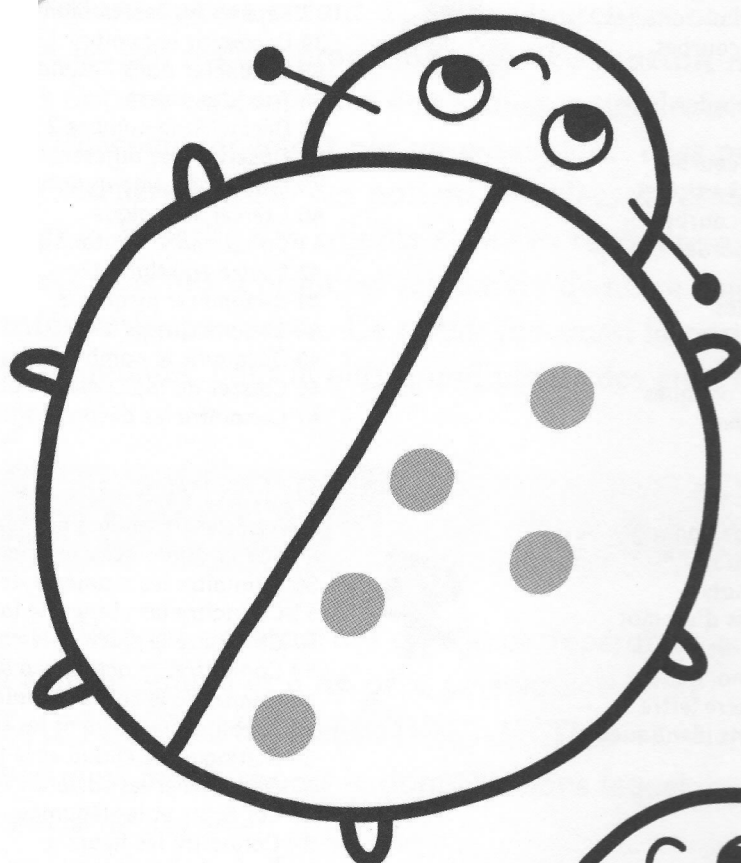
Reconhecer os personagens

Marque os animais que não aparecem na grande imagem.



Traçar grandes pontos

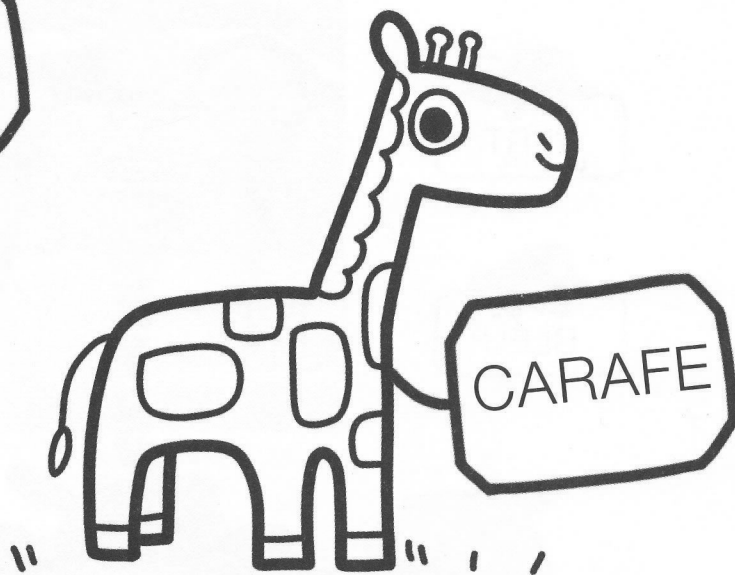
Com uma caneta preta de ponta grossa, continue a desenhar pontos nas joaninhas.



Reconhecer uma palavra

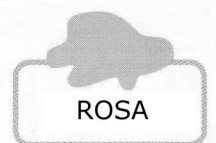
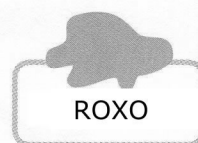
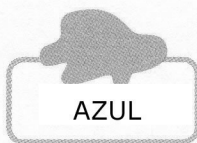
Veja o modelo. É a palavra GIRAFE (girafa em francês). Cada vez que você reconhecer essa palavra sobre uma etiqueta, colora o animal.

GIRAFE



Aprendendo palavras

Ligue cada sorvete à etiqueta que corresponde ao nome de sua cor.



Encontre as letras da palavra

Faça um círculo em torno de cada letra que serve para escrever a palavra PARFUM (perfume em francês).

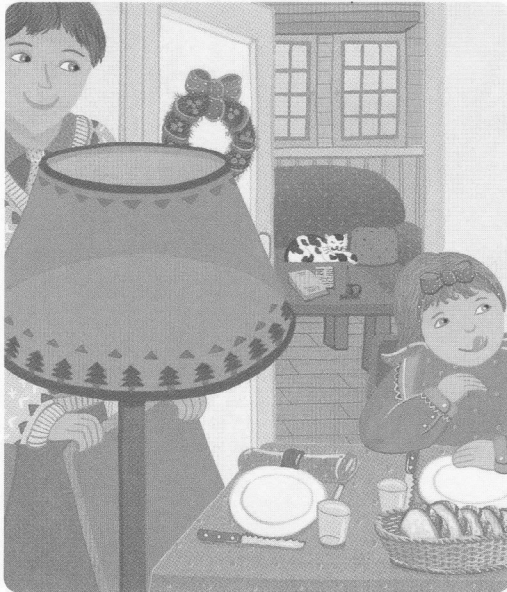
PARFUM

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



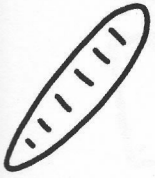
Diferenciamento espacial

Descreva cada imagem. Faça uma cruz vermelha quando a cena se passa dentro de casa e uma cruz azul quando ela se passa fora de casa.



Colocando a letra que falta

Complete a palavra com a letra que falta.



PAIN

P IN



GÂTEAU

GÂT AU



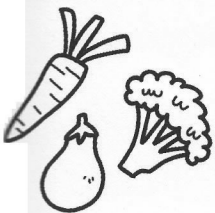
BONBON

ONBON



FRUITS

FR ITS



LÉGUMES

LÉGUME

A

E

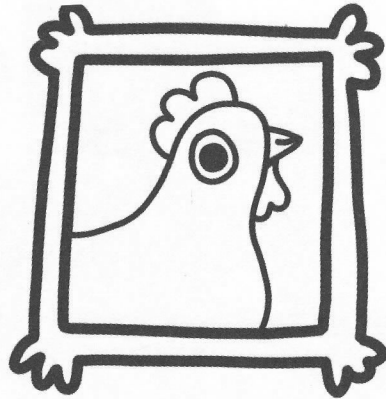
B

U

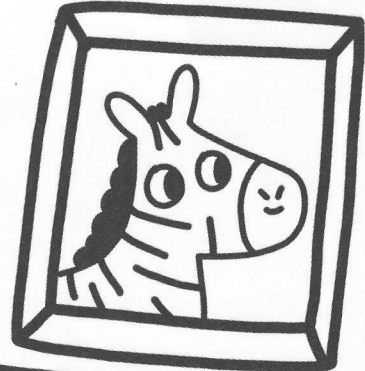
S

Reparando na primeira letra

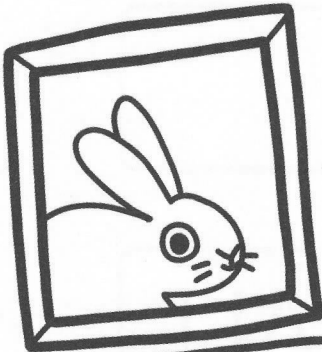
Colorir e nomear cada animal. Em cada imagem, cole a primeira letra da palavra.



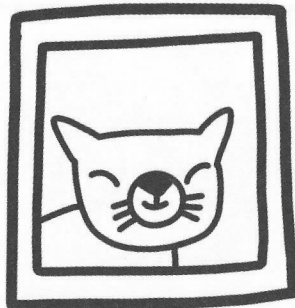
POULE



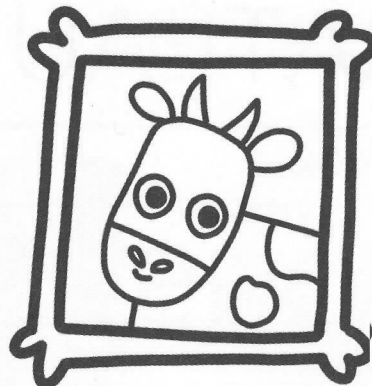
ZÈBRE



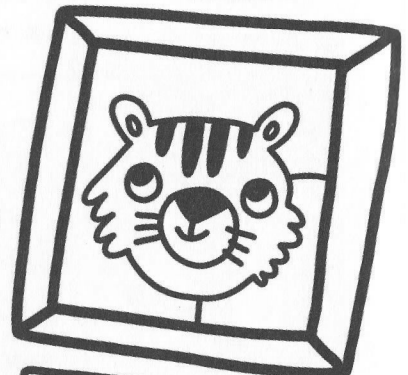
LAPIN



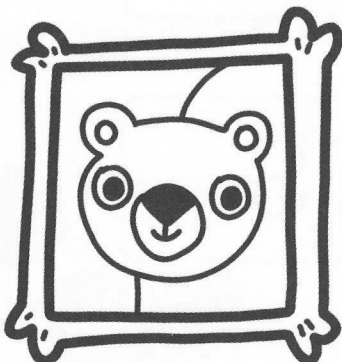
CHAT



VACHE



TIGRE



OURS

P

V

C

L

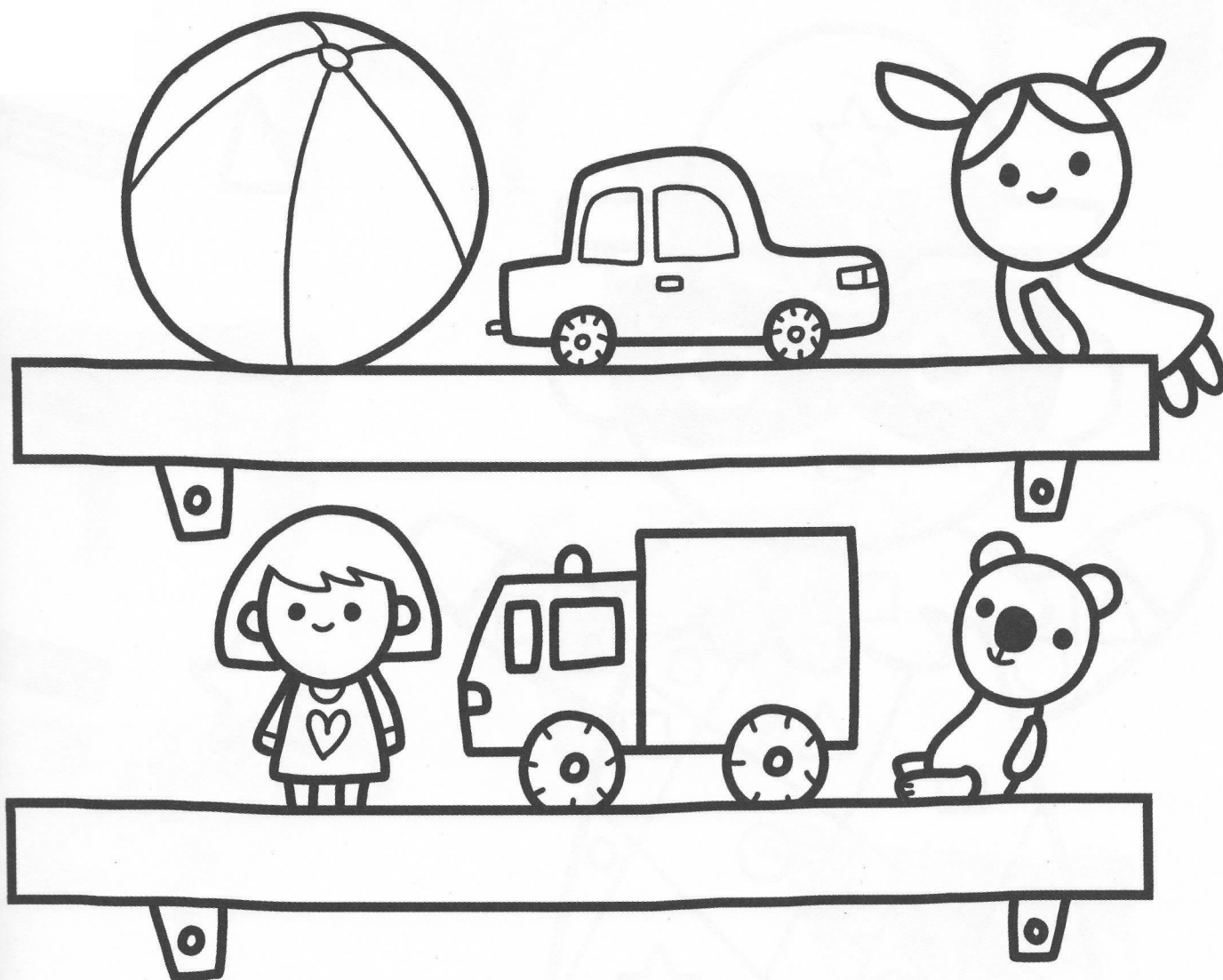
T

O

Z

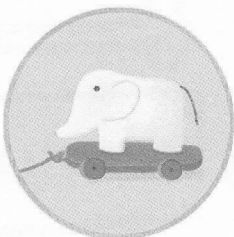
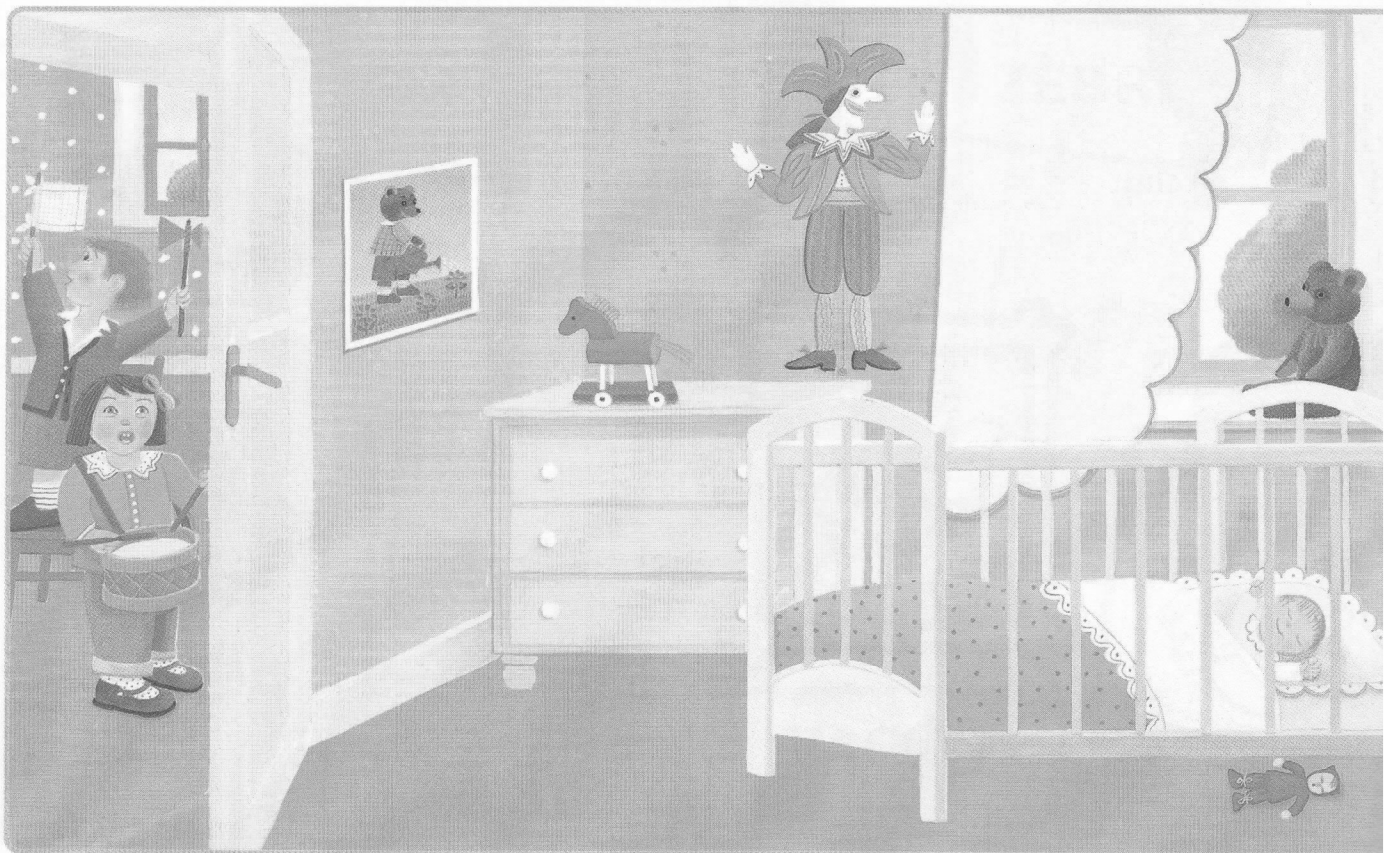
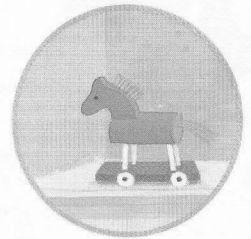
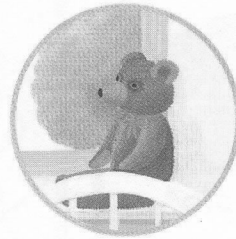
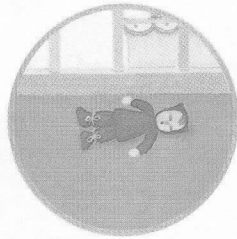
Se orientando no espaço

Colorir de vermelho o brinquedo **entre** a bola e a boneca; depois em azul, o brinquedo **embaixo** do carro e em amarelo, o brinquedo **emcima** da boneca.



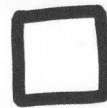
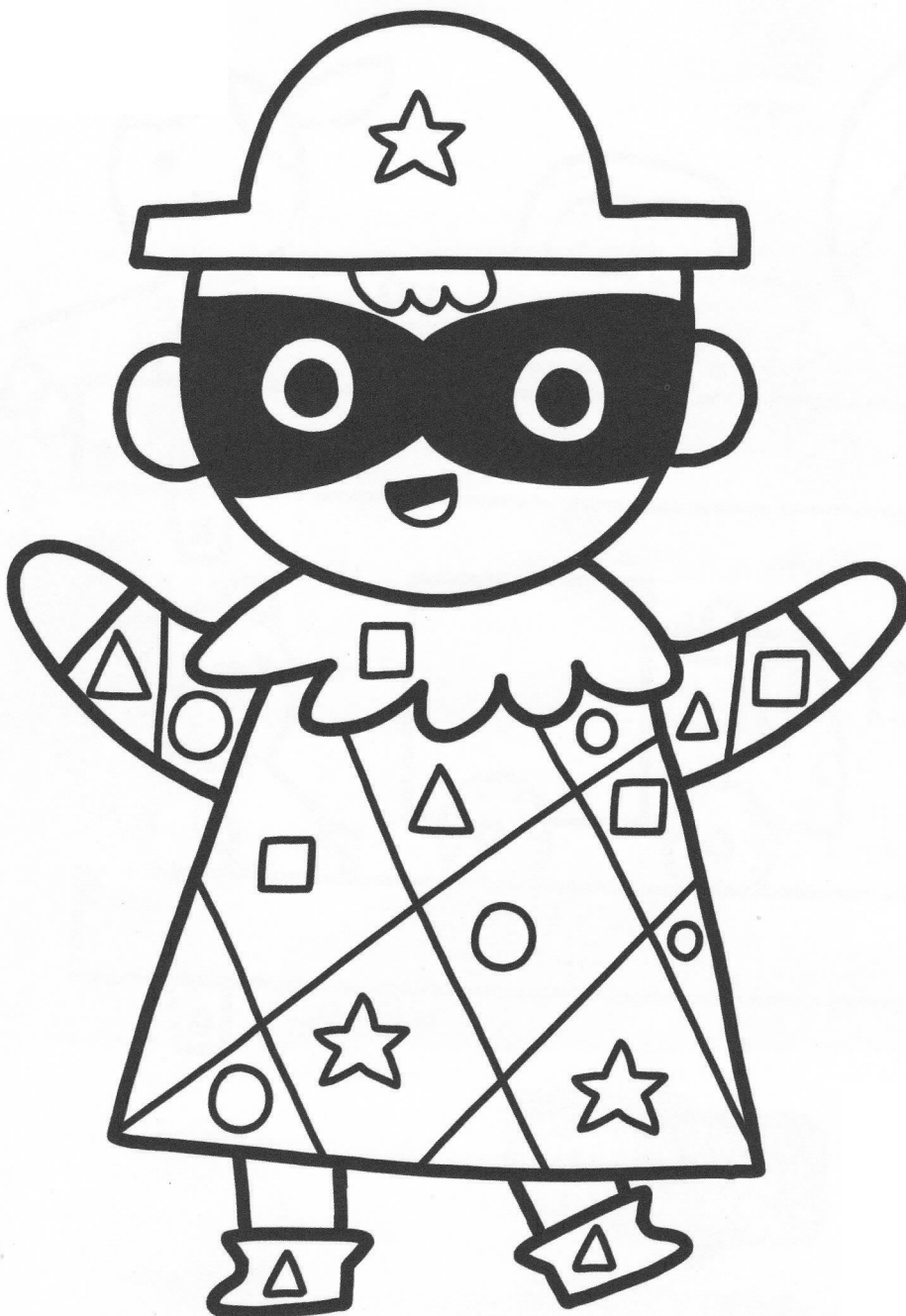
Encontre o erro

Marque o brinquedo que não está no quarto.



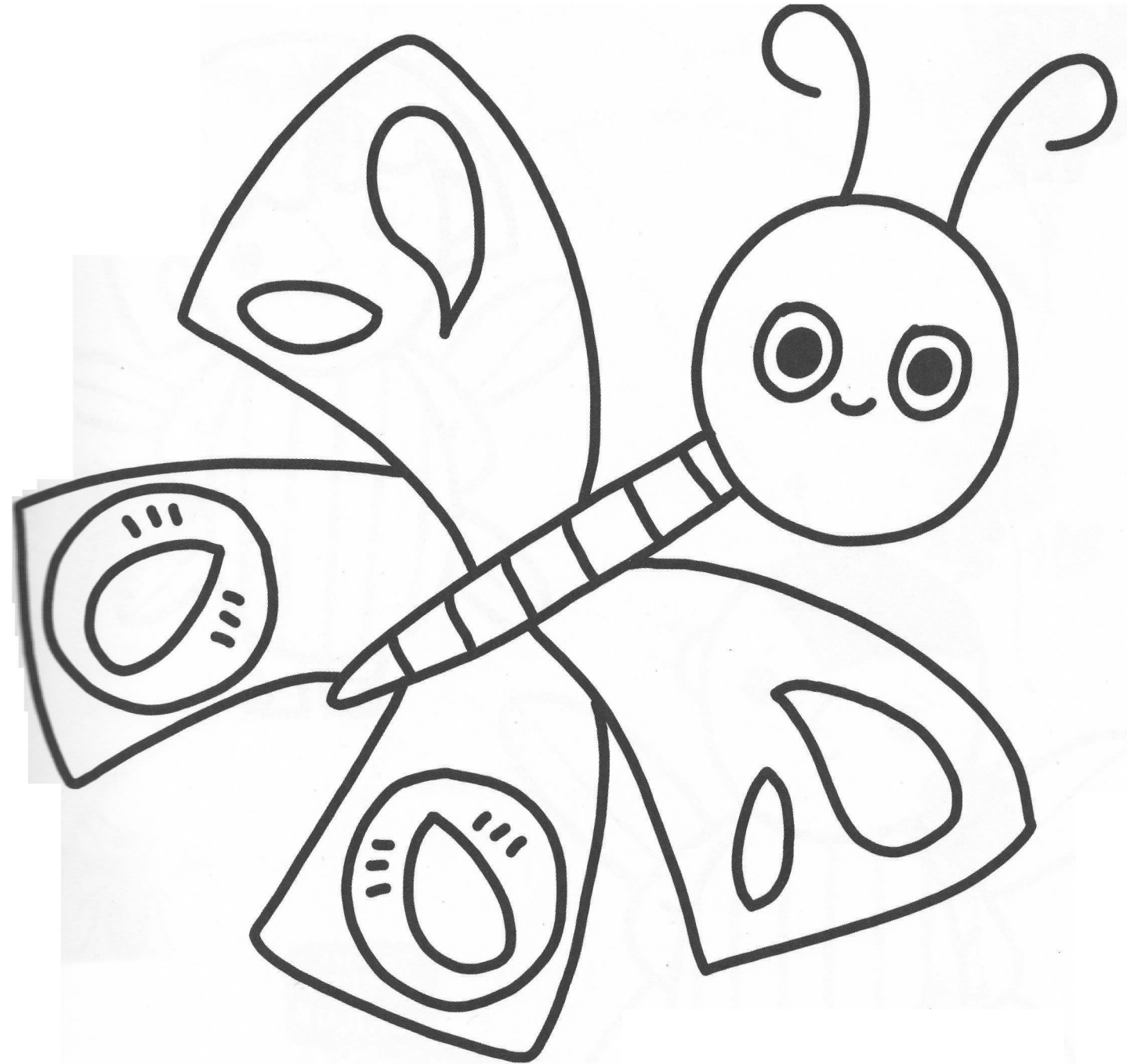
Respeitando regras

Colorir o Arlequin respeitando o código de cores.



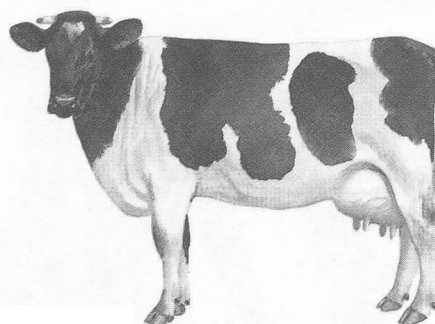
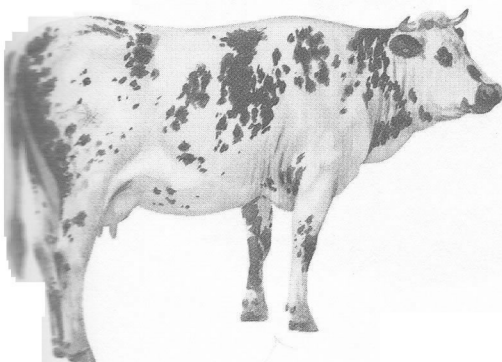
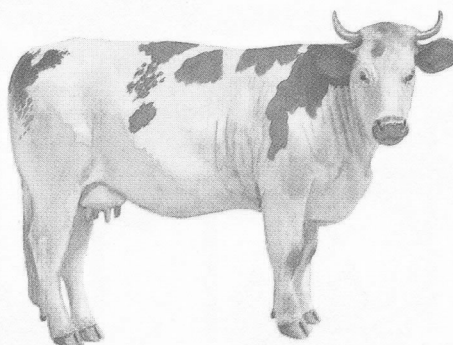
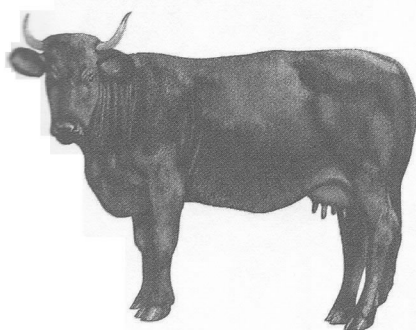
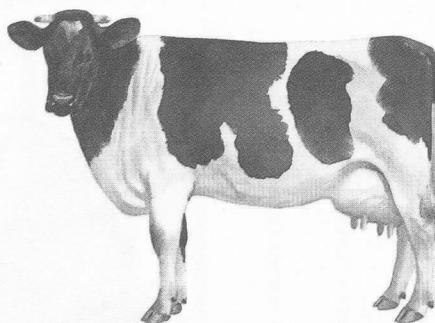
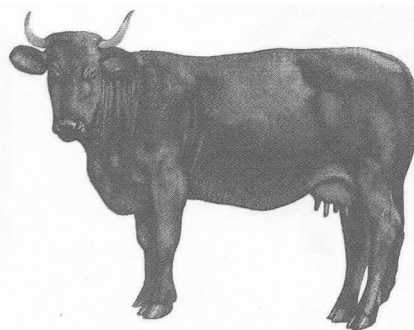
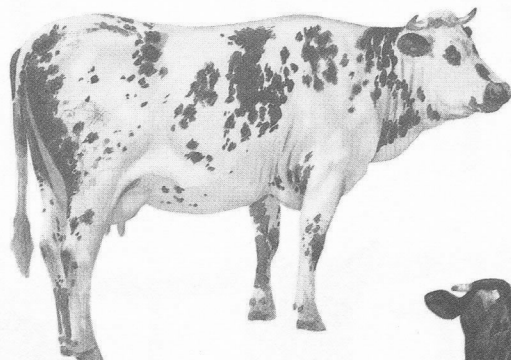
Colorir sem Depassar

Colorir com cores vivas as asas da borboleta.
Tente não depassar as linhas pretas.



Reconhecendo semelhanças

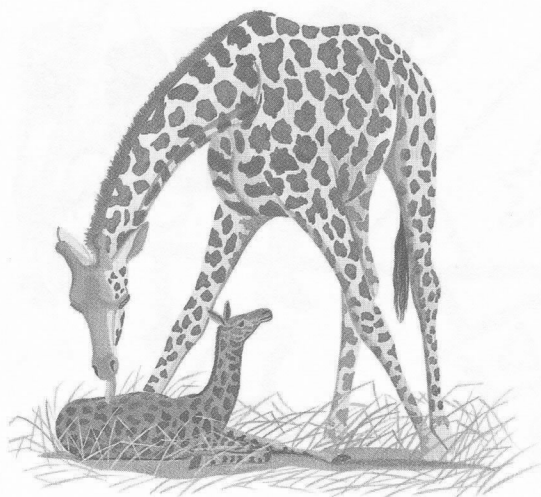
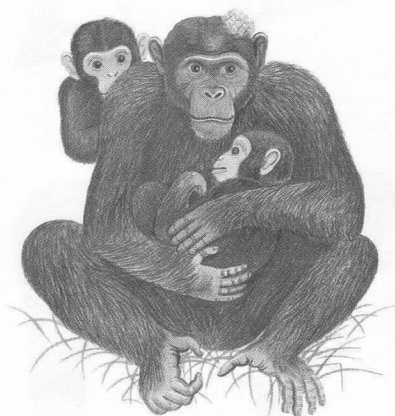
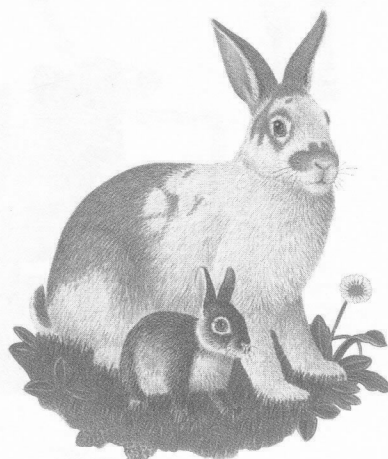
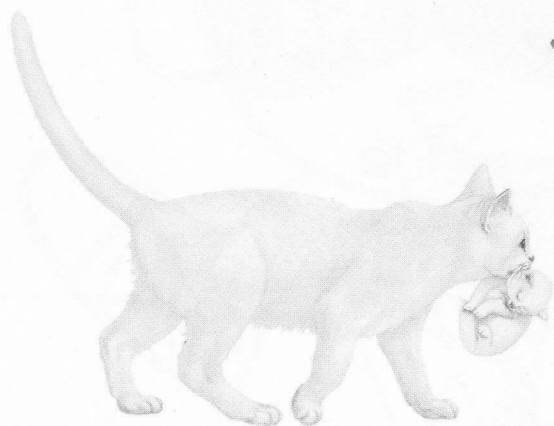
Existem duas vacas iguais de cada tipo, exceto uma. Encontre-a e faça um círculo vermelho em torno dela.



Descobrimo o número 1 um

Ligue as fêmeas que tem o mesmo número de bebês.
Depois repasse sobre o número em cinza.

1 1 1 1 1



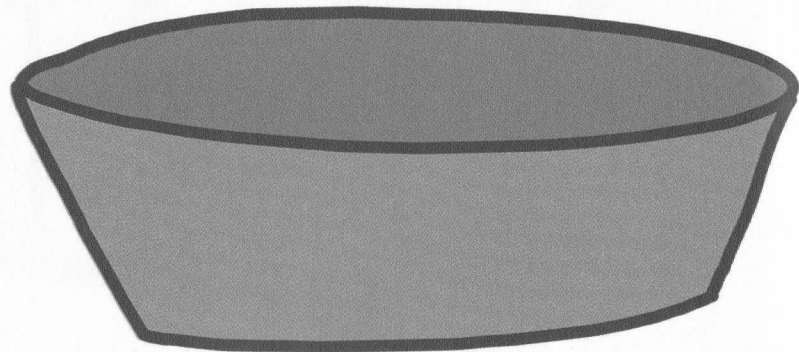
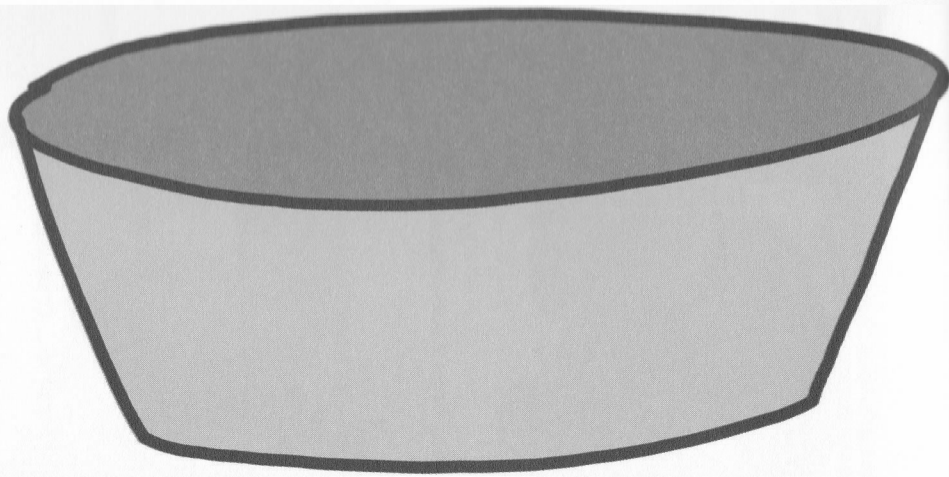
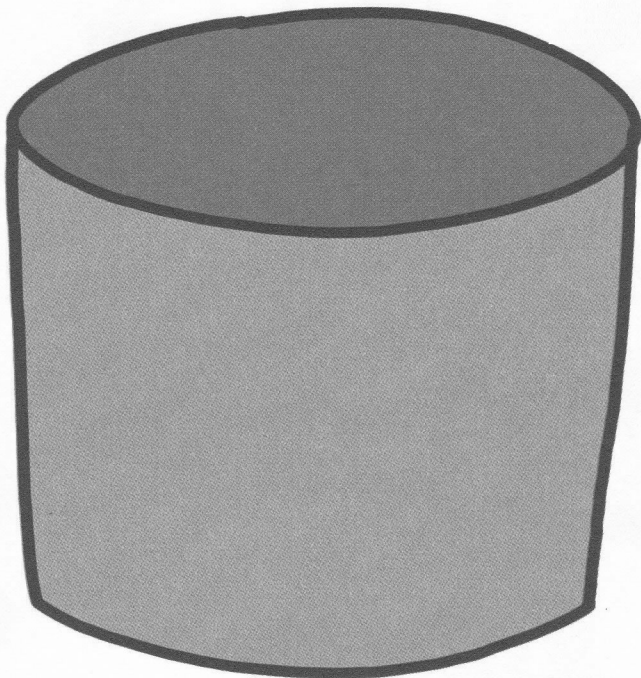
Se orientando no espaço

Cole o menino no interior do parquinho.



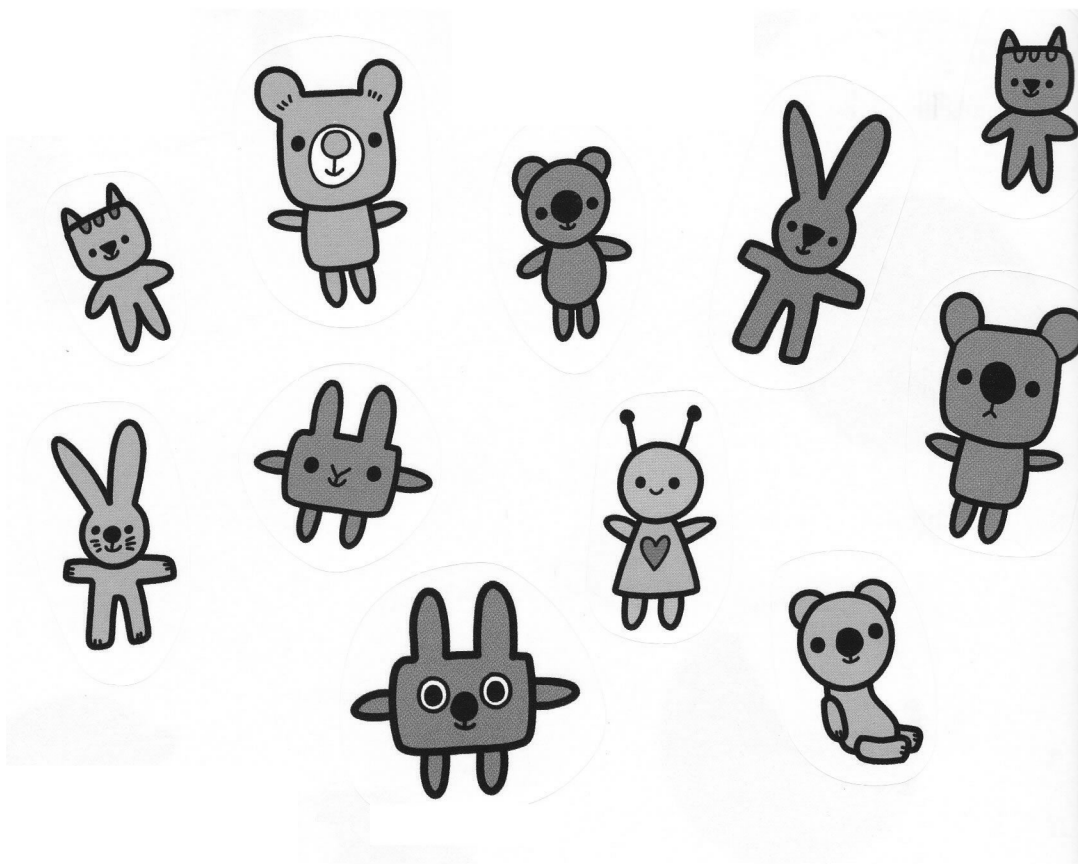
Triando objetos

Arranje os brinquedinhos dentro da bacia da mesma cor que eles.



Triando objetos

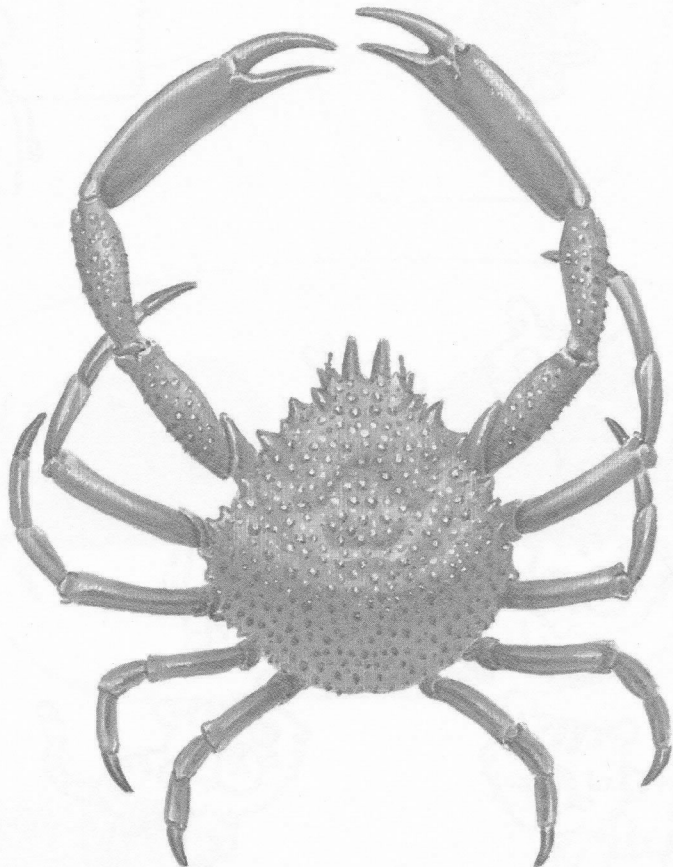
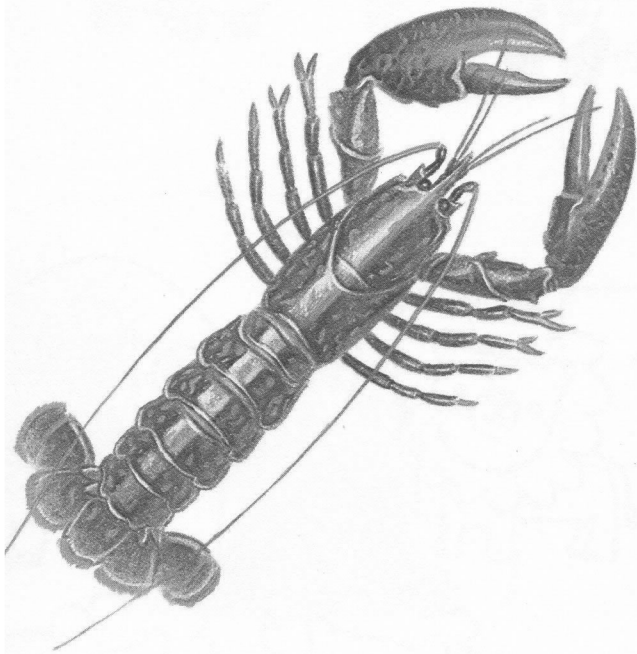
Arranje os brinquedinhos dentro da bacia da mesma cor que eles.



Descobrimos o número 2 dois

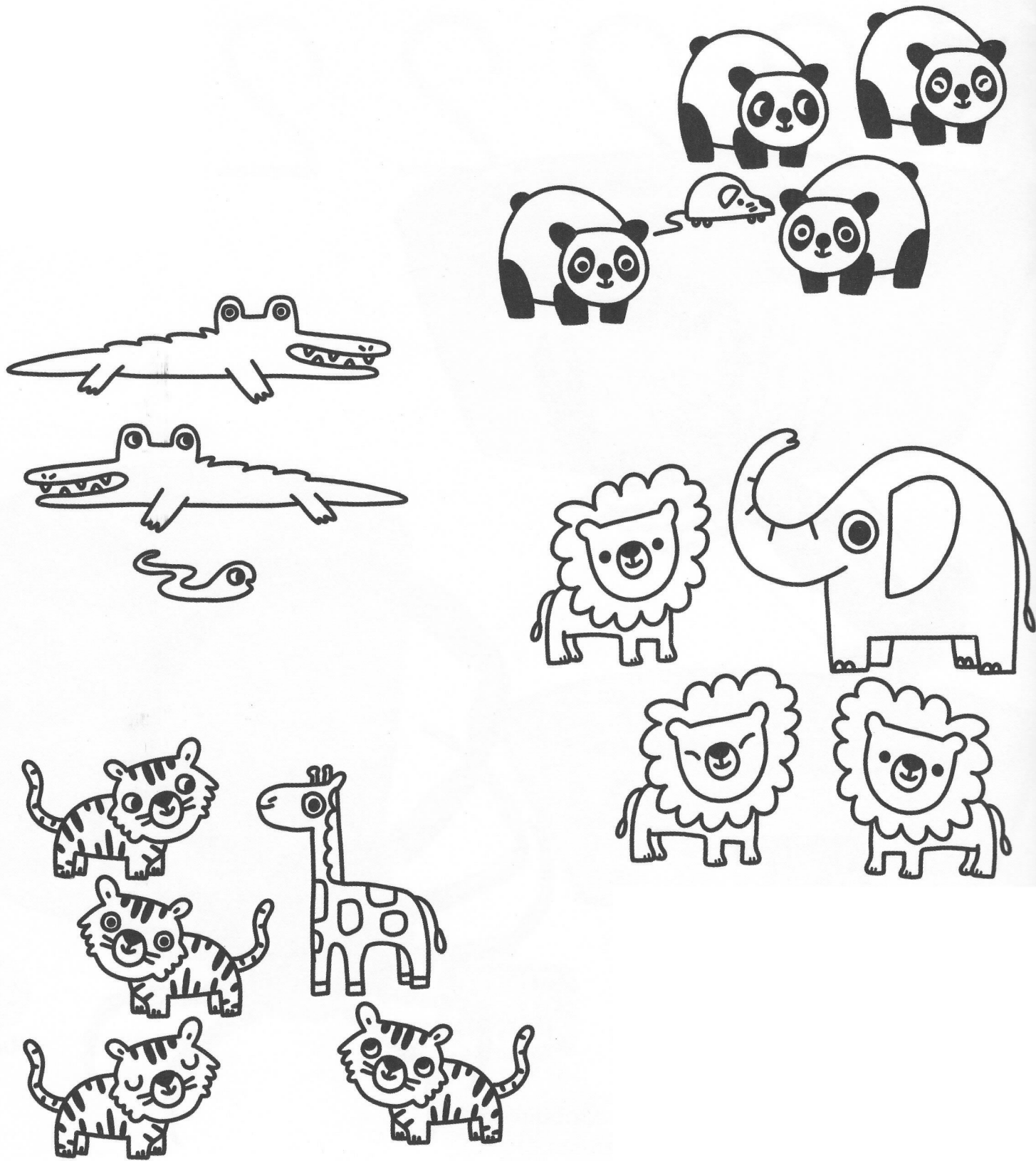
Conte as grandes pinças dos crustáceos. Repasse sobre o número em cinza.

2 2 2 2 2



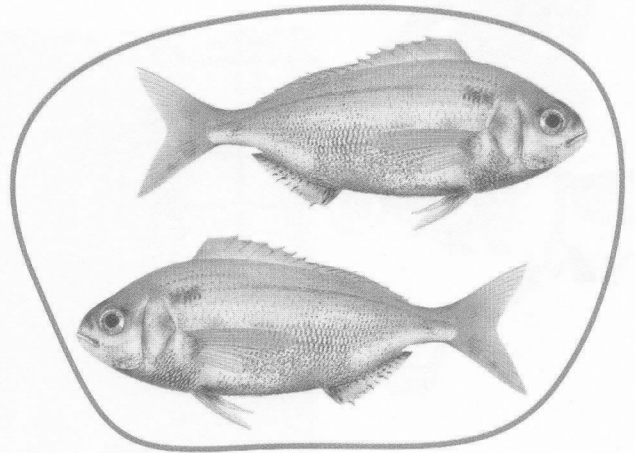
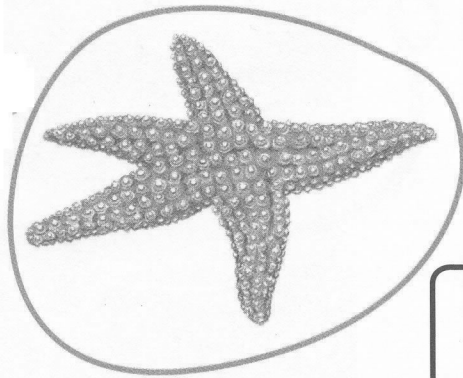
Observar as diferenças

Dentro de cada grupo, colorir o animal diferente dos outros.

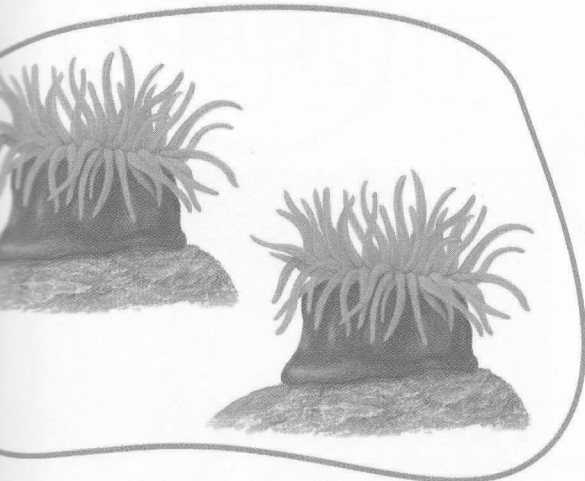


Denominar uma quantidade

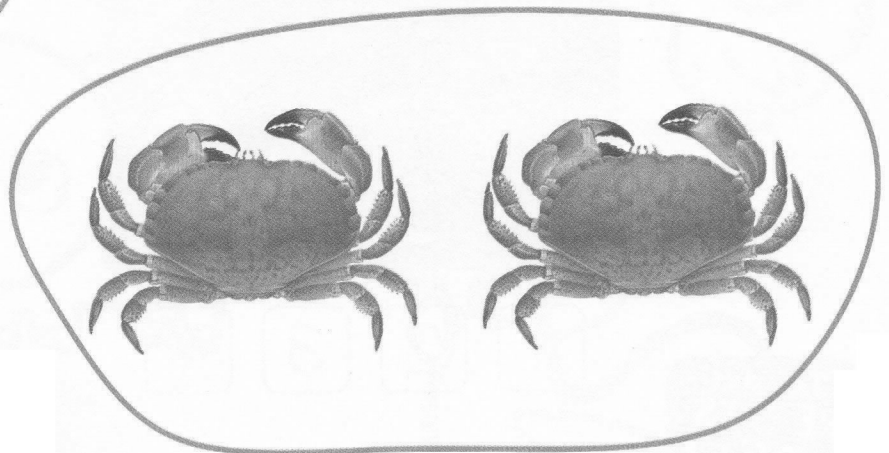
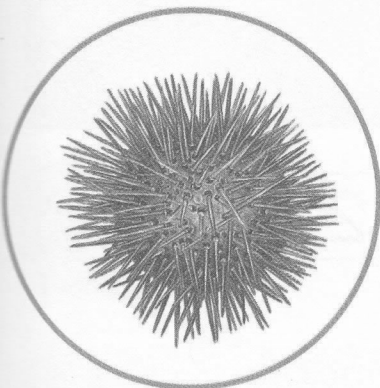
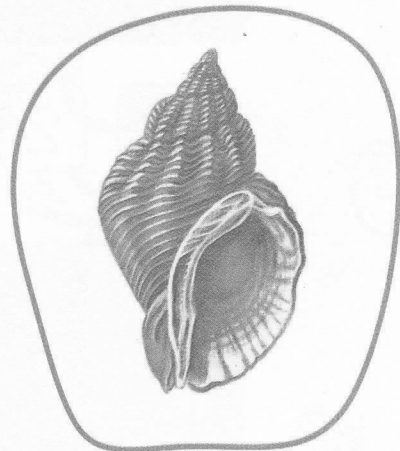
Ligue cada grupo a etiqueta com o número que corresponde a ele .



2



1



Exercitando a lógica

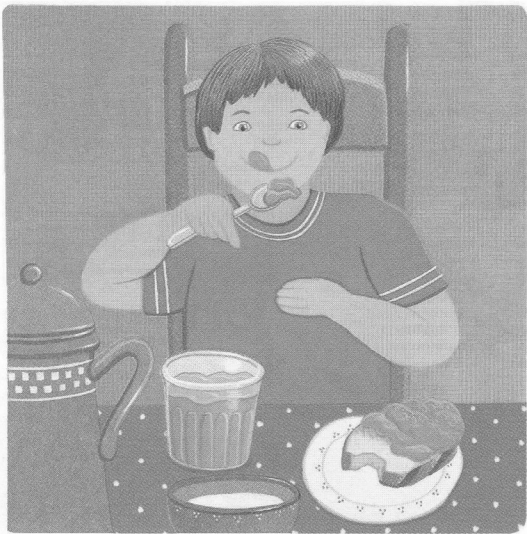
Coloque as cenas desta história na ordem colorindo o número de cada imagem.



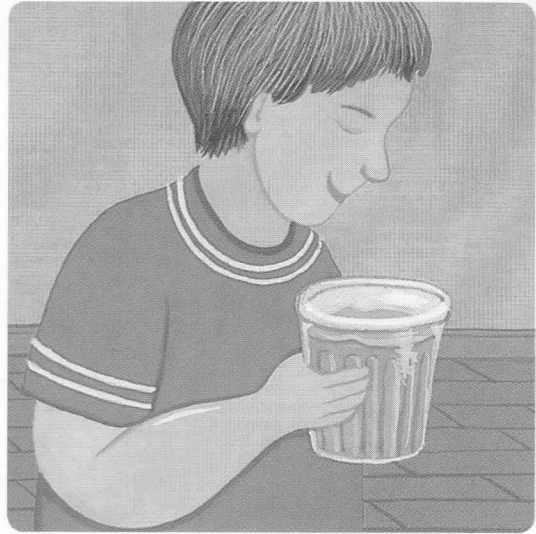
1 2 3 4



1 2 3 4



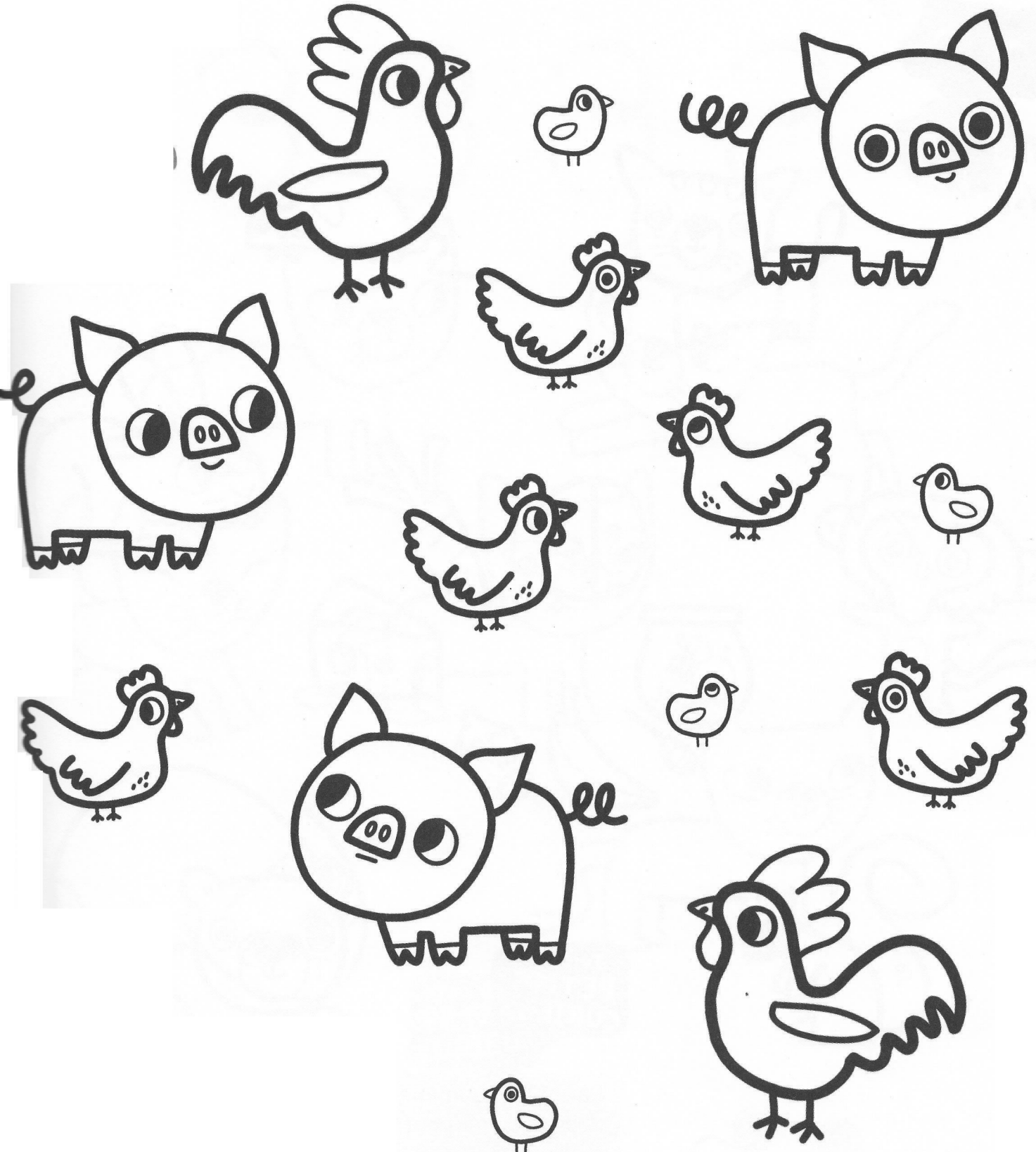
1 2 3 4



1 2 3 4

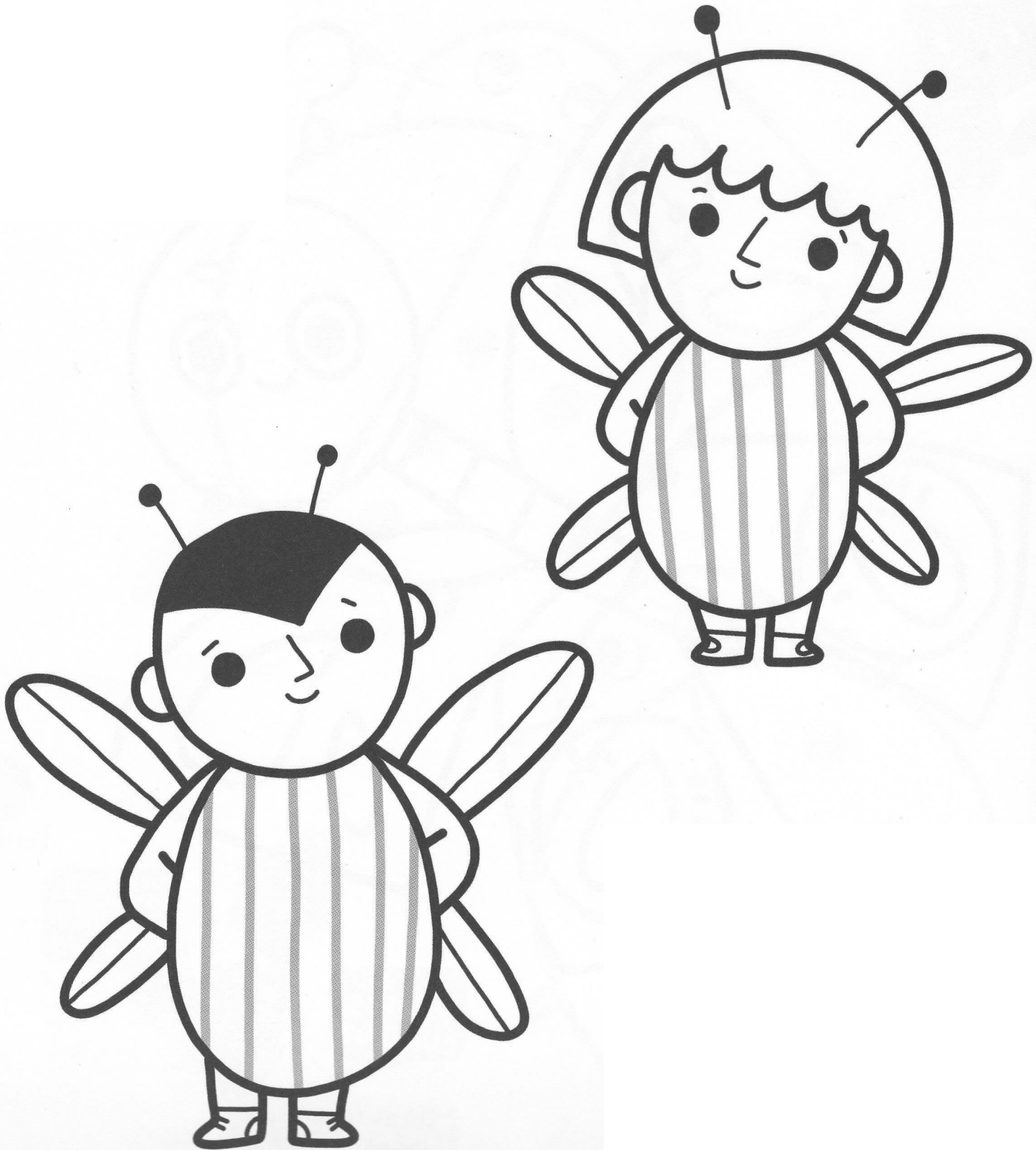
Comprendendo <mesma quantidade que>

Colorir a mesma quantidade de galinhas que de porcos e a mesma quantidade de galos que de pintinhos.



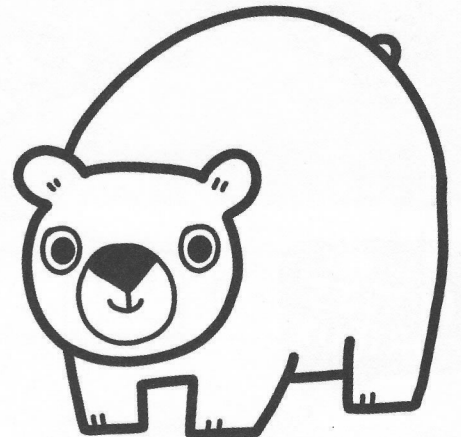
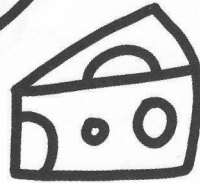
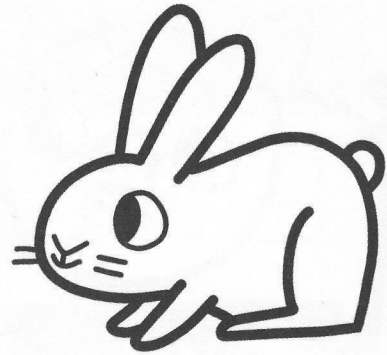
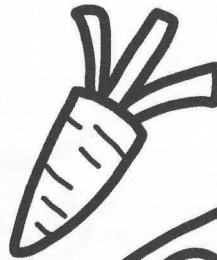
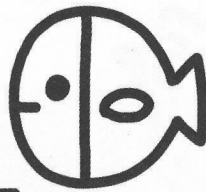
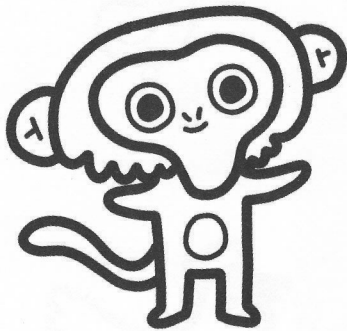
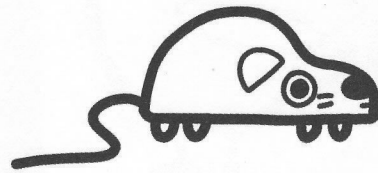
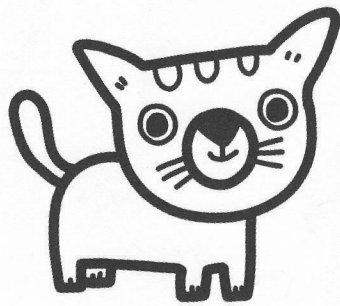
Traçar linhas verticais

Repasse sobre as linhas cinzas para traçar os riscos das roupas das abelhinhas. Colorir depois.



Estabelecendo relações

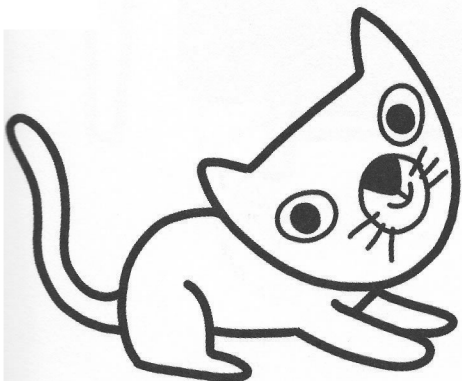
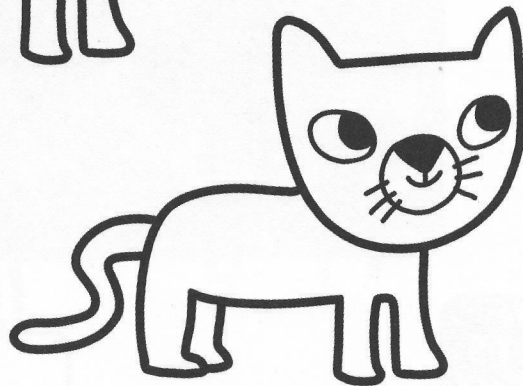
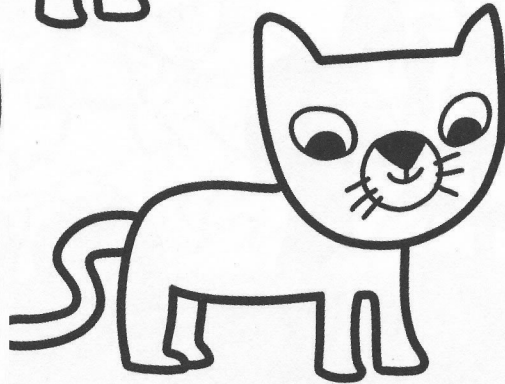
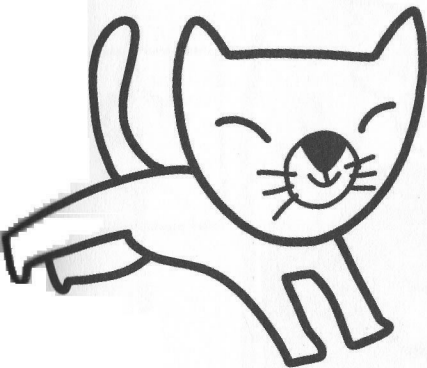
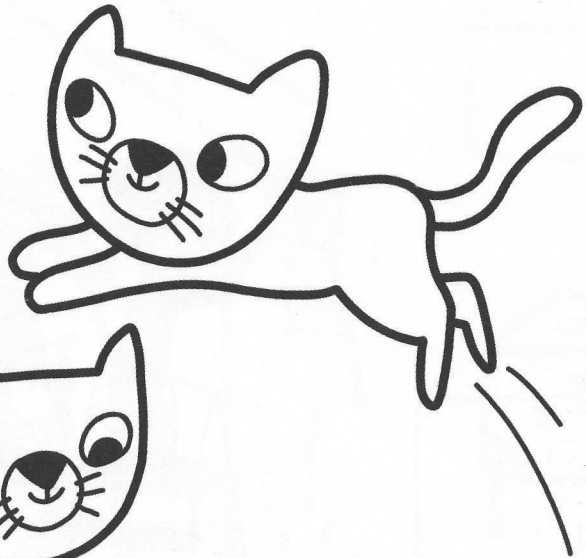
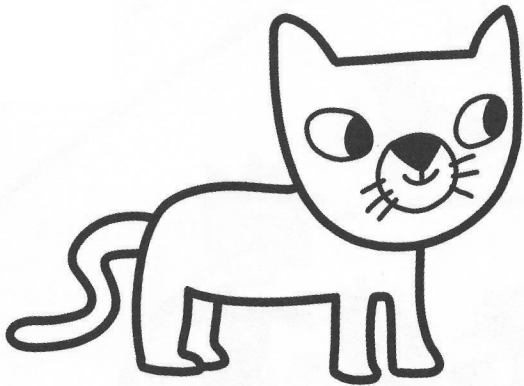
Ligue cada animal a seu alimento predileto.



Contando até 3 três

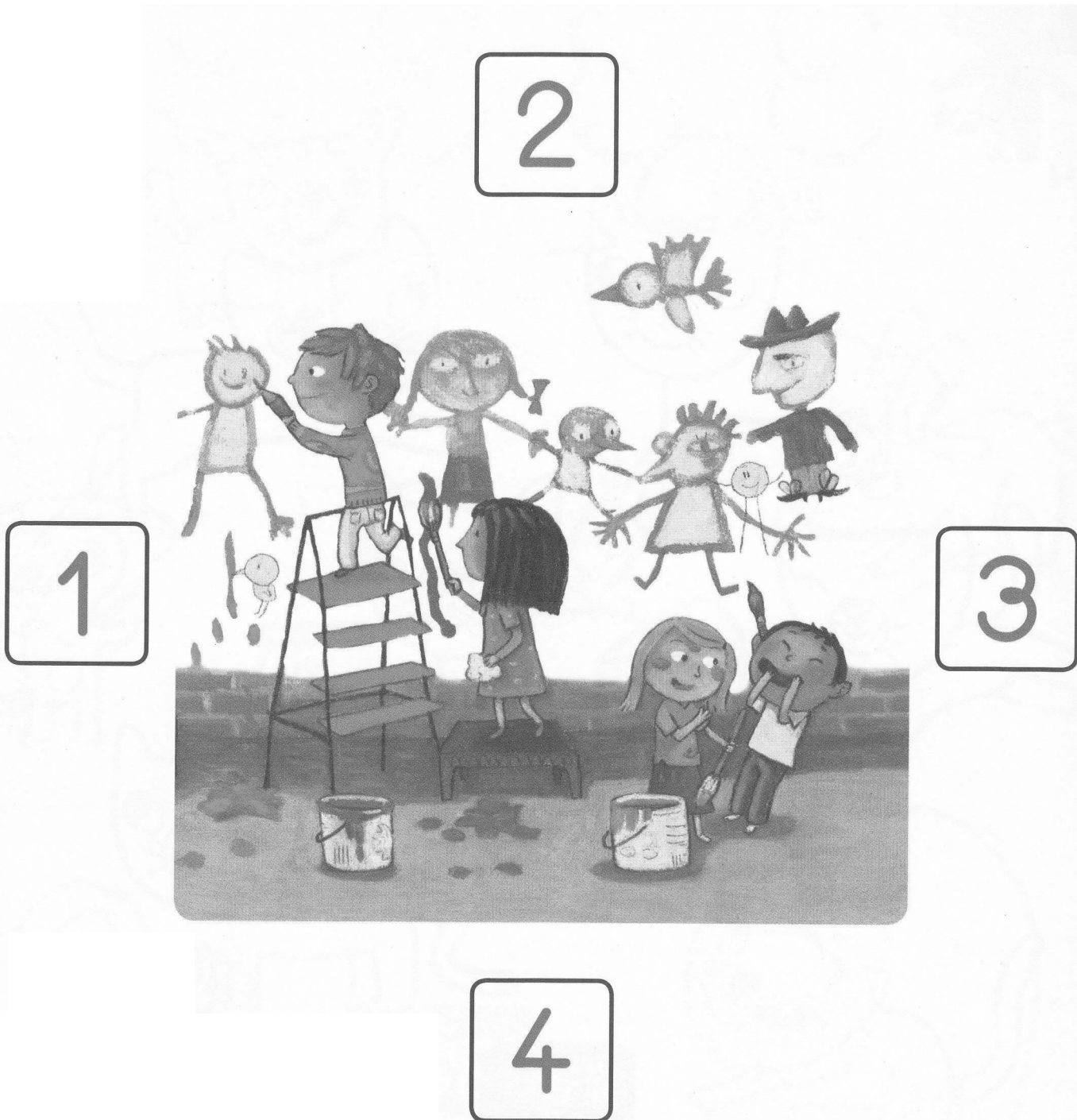
Colorir os três gatos que estão na mesma posição. Repassar sobre o número em cinza.

3 3 3 3 3



Contando até 4 quatro

Quantas crianças estão desenhando? Colorir a etiqueta com o número correspondente.



2

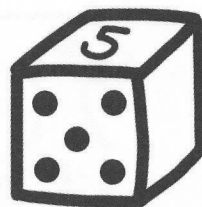
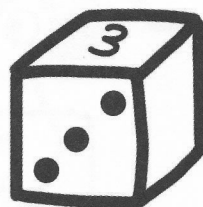
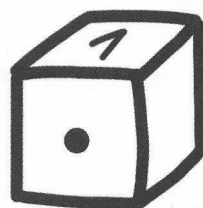
1

3

4

Descobrimos o número 5 cinco

Conte as galinhas que se encontram no puleiro. Colorir o dado que indica o número correspondente.



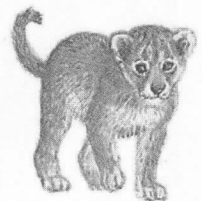
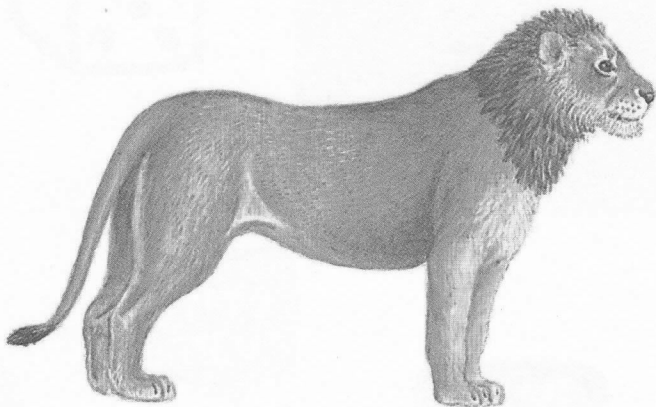
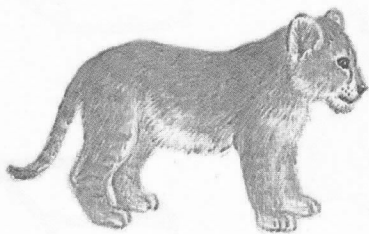
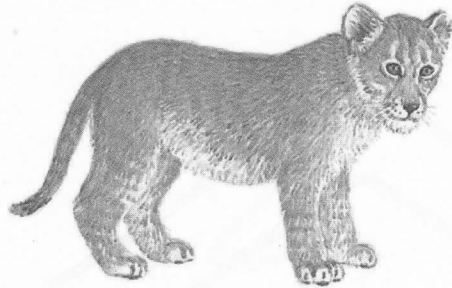
||

||

||

Classificando do menor ao maior

Cole os números de 1 a 5 começando do menor ao maior leão.



1

2

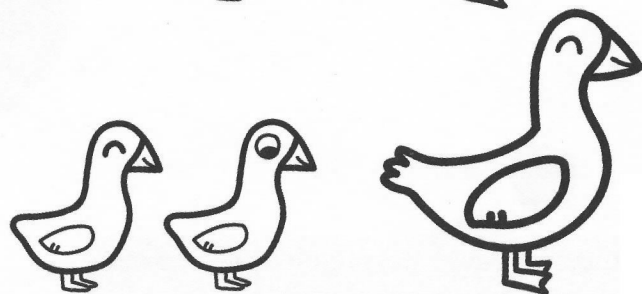
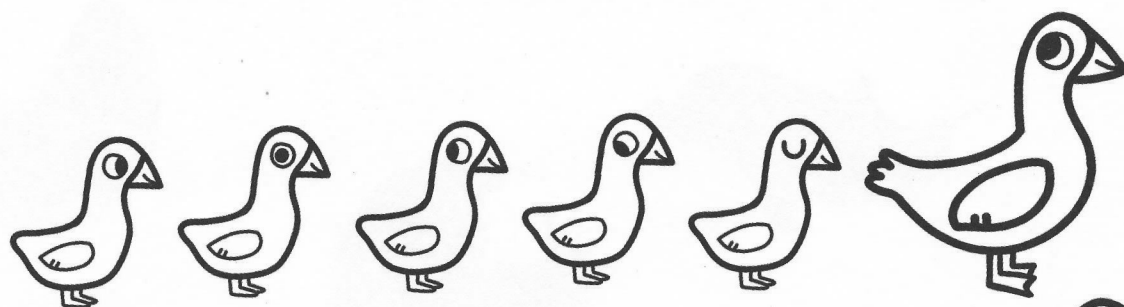
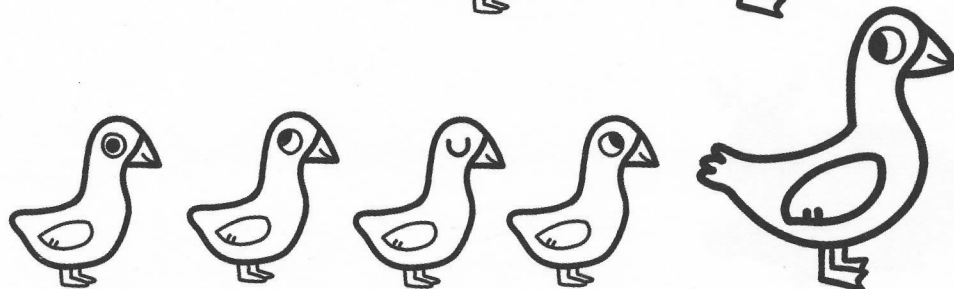
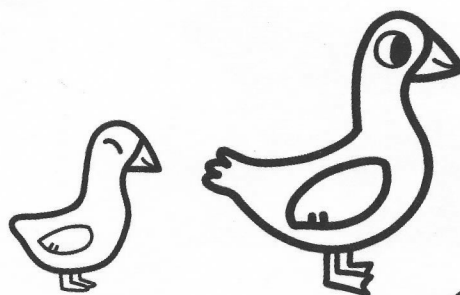
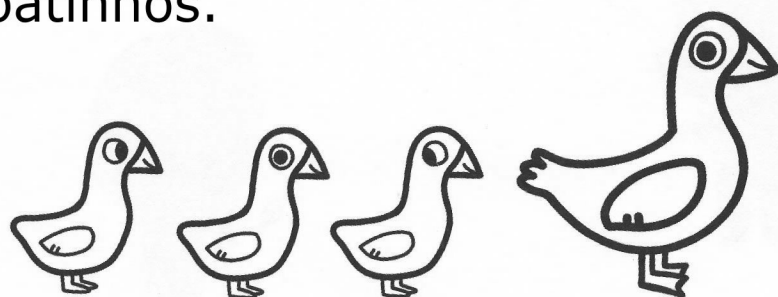
3

4

5

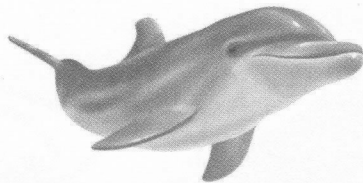
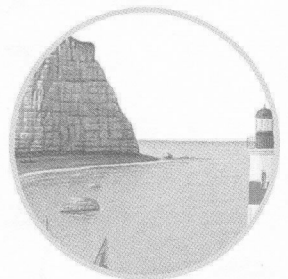
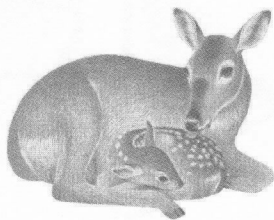
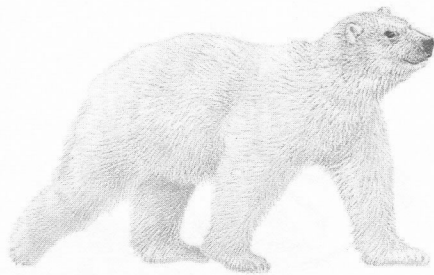
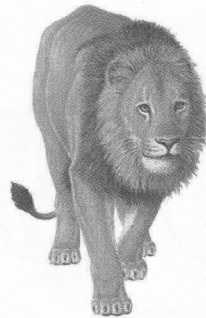
Conhecendo as decomposições de 5

Com a ajuda dos autocolantes, complete cada família de patos de modo que a mamãe seja sempre seguida por 5 patinhos.



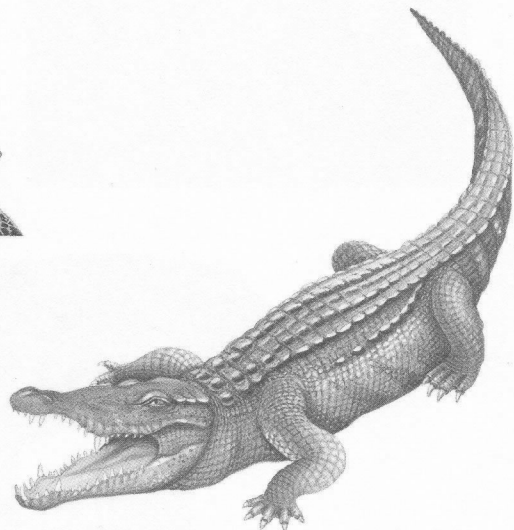
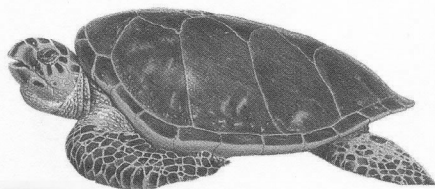
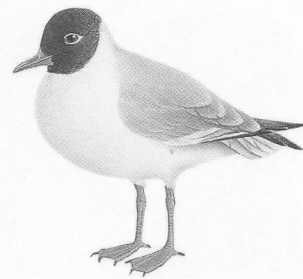
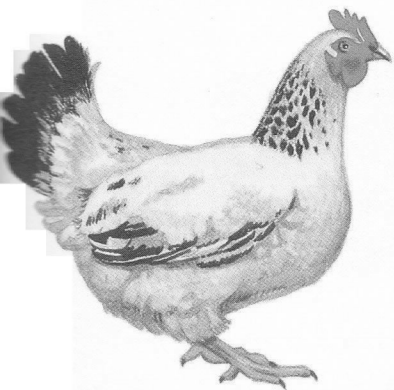
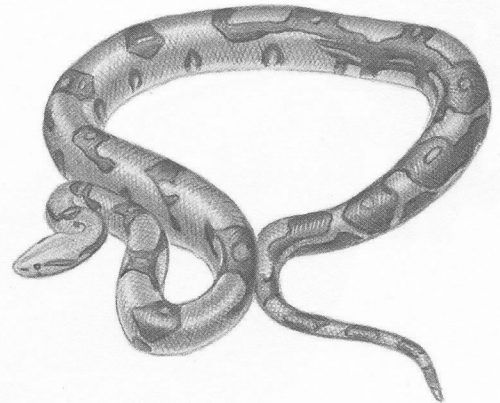
Associar um animal ao seu habitat

Nomeie cada animal e ligue-o ao endereço onde ele habita.



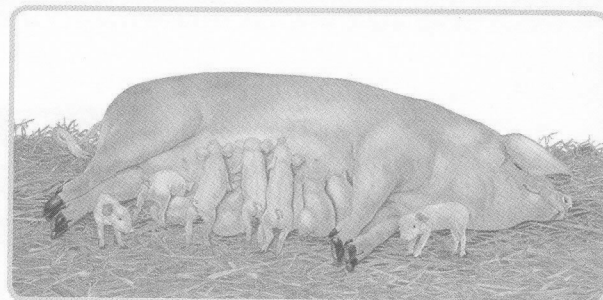
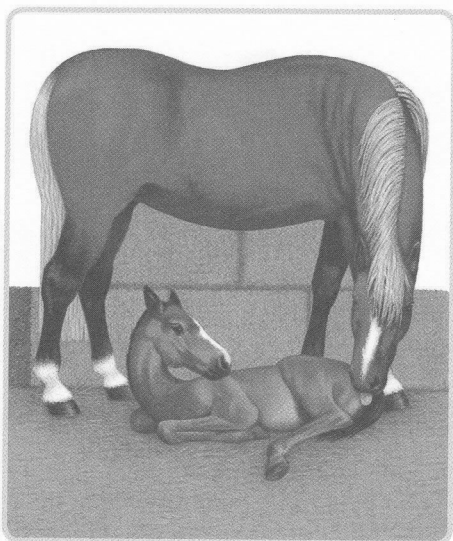
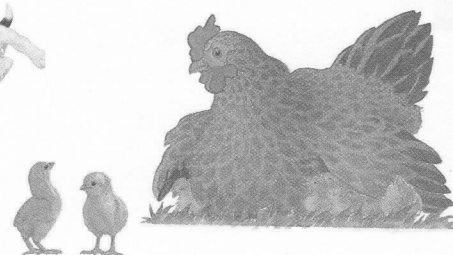
Aprendendo a diferenciar os animais

Observe cada animal e cole ao lado de cada um uma pluma ou escamas.



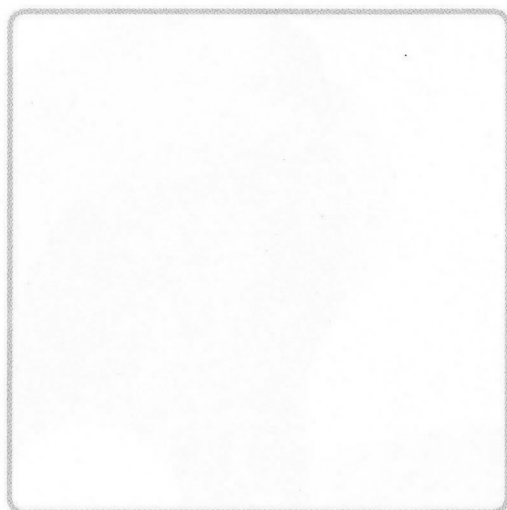
Conhecendo as maneiras de nascer

Faça um círculo vermelho em torno dos animais que saíram de um ovo e um círculo verde em torno dos que saíram da barriga da mamãe.

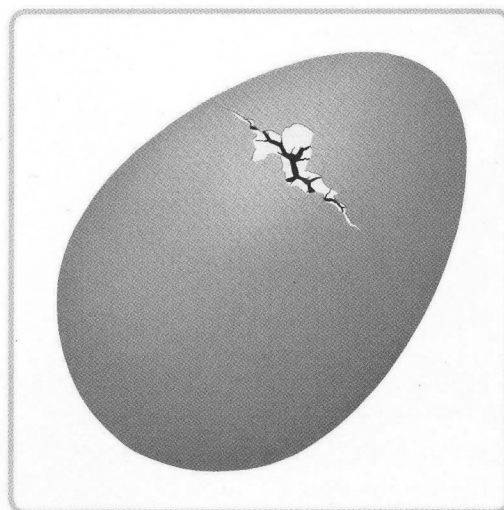


Conhecendo as etapas do nascimento

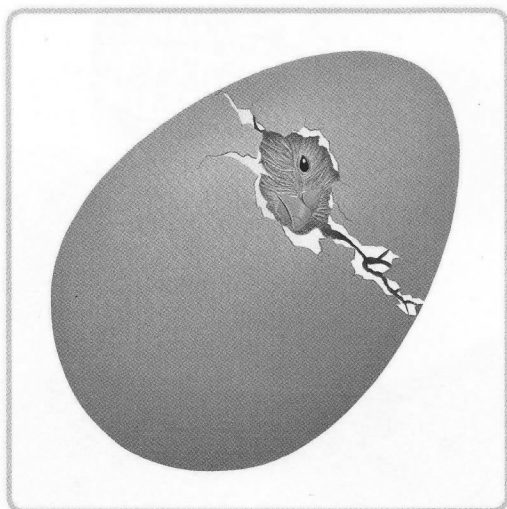
Cole a imagem do início e a do fim no lugar certo.



1



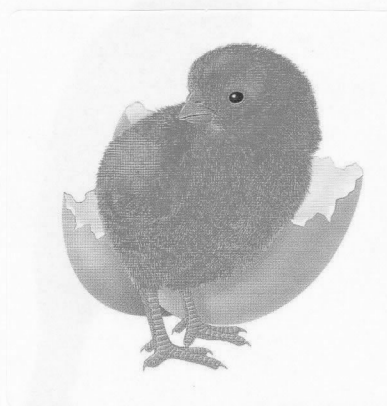
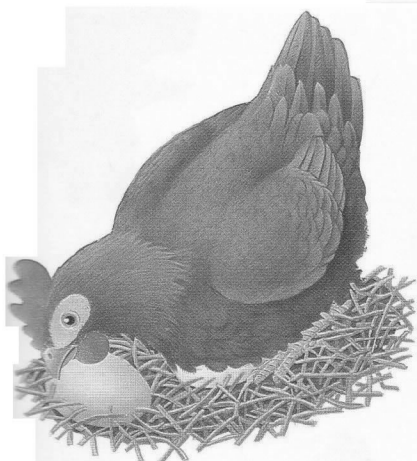
2



3

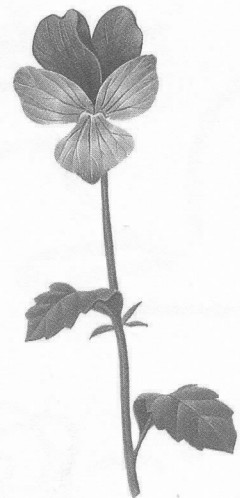
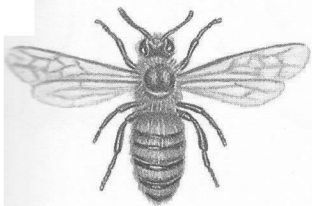
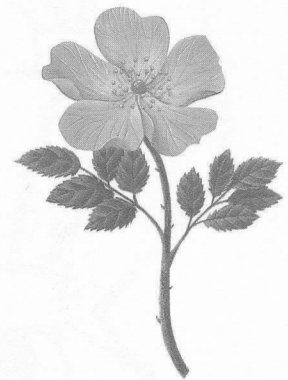
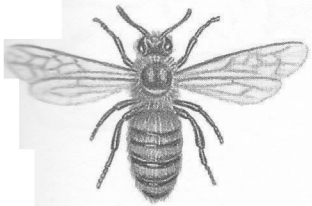
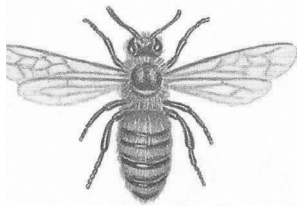


4



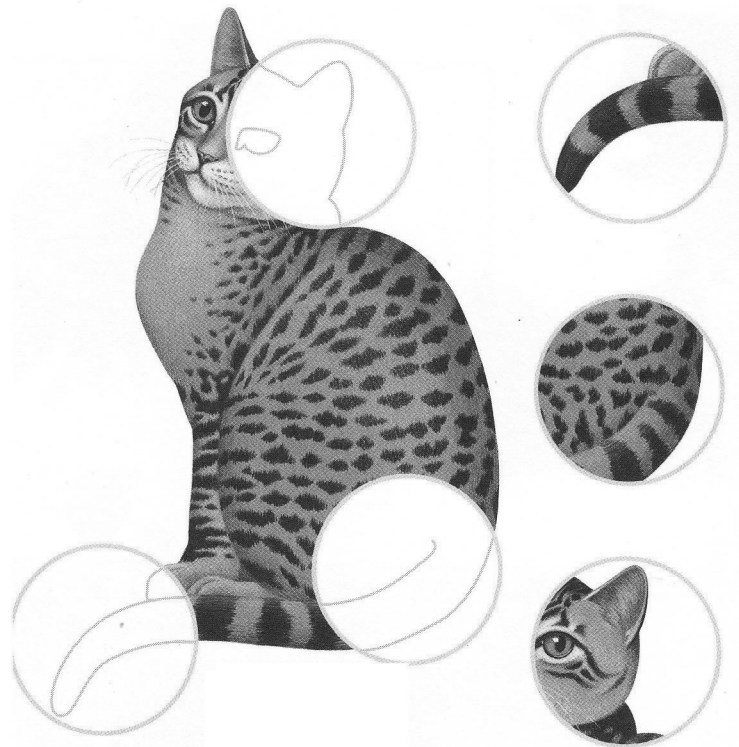
Traçar linhas horizontais

Ligue com um traço cada abelha à sua flor.



Conhecendo o cachorro e o gato

Recomponha o cachorro e o gato ligando as peças que faltam.



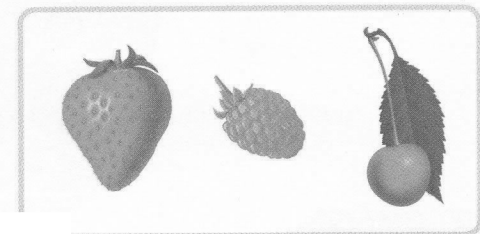
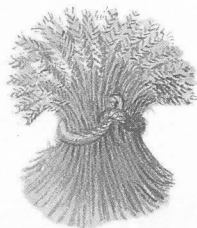
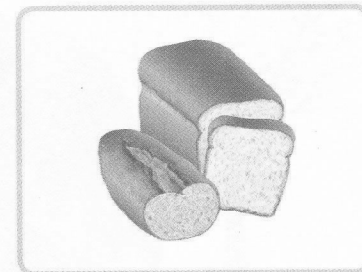
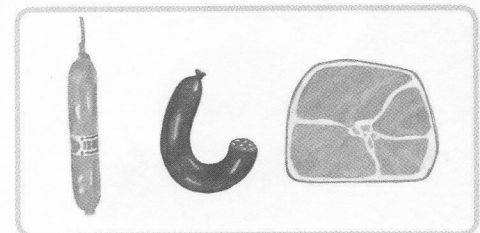
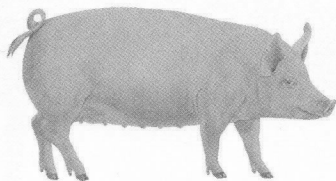
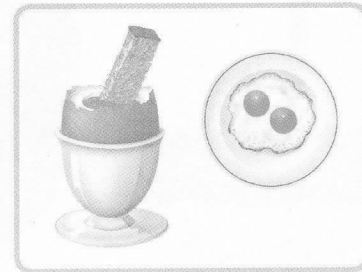
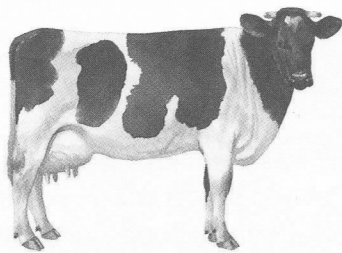
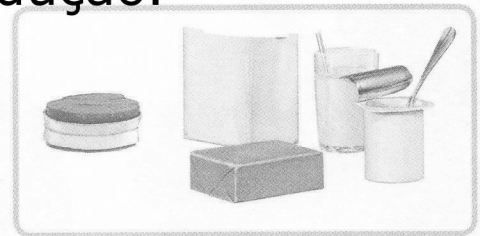
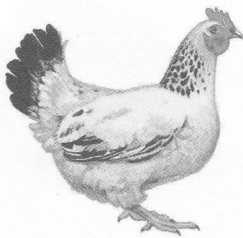
Conhecendo as atividades ao mar

Com a ajuda das imagens, diga tudo o que podemos fazer no mar. Atenção, encontre e marque os intrusos.



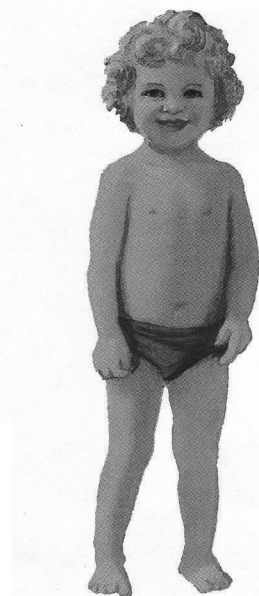
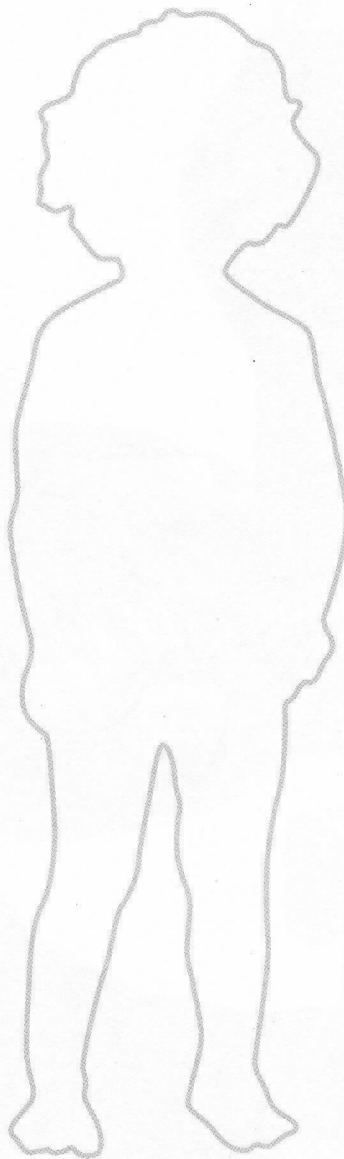
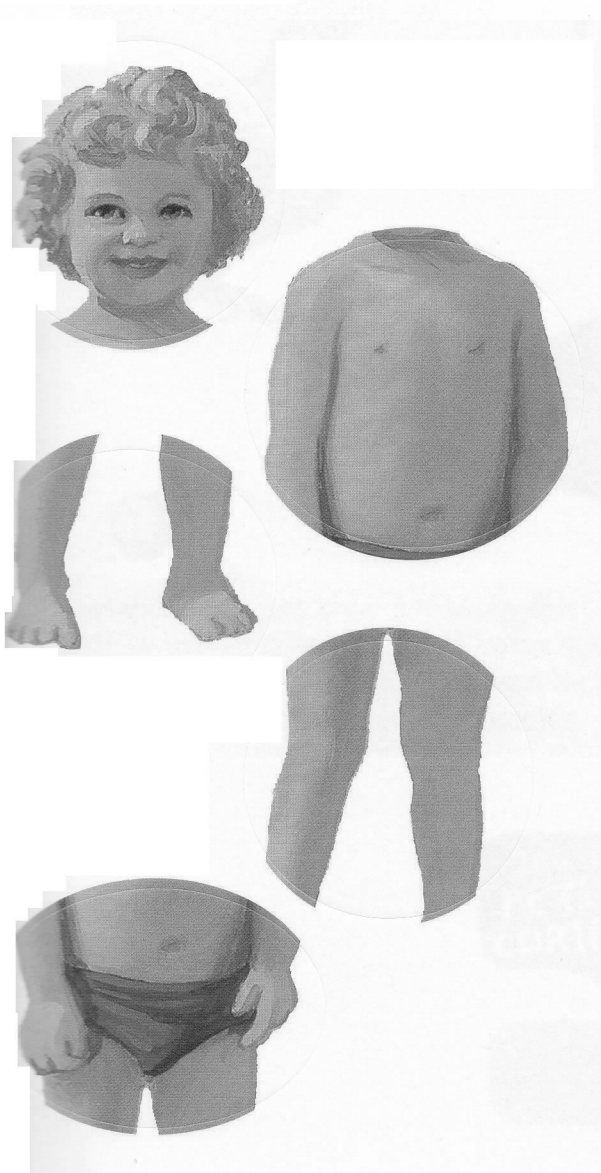
Saber de onde vem os alimentos

Ligue os alimentos ao animal ou ao vegetal que permitiu a sua produção.



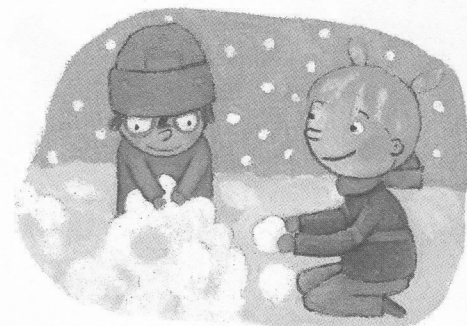
Conhecendo o corpo humano

Cole as diferentes partes do corpo da criança com a ajuda do modelo.



Distinguindo o quente do frio

Faça um círculo vermelho em torno dos desenhos que evocam o quente e um círculo azul em torno dos que evocam o frio.

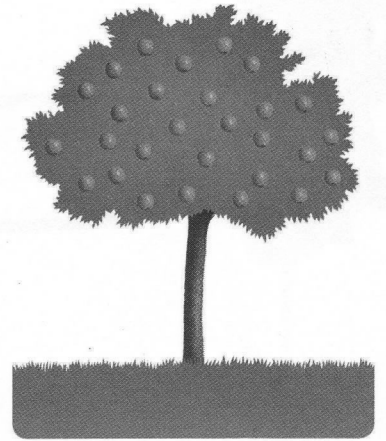


Diferenciando as estações

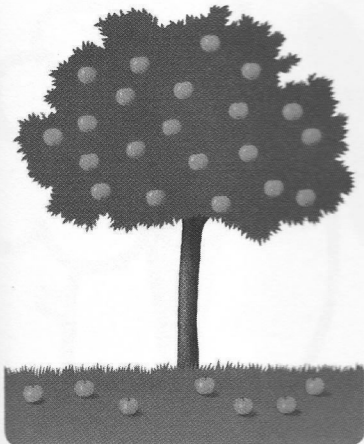
Ligue cada imagem à estação que a corresponde.



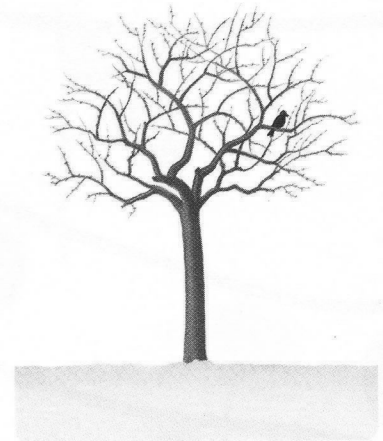
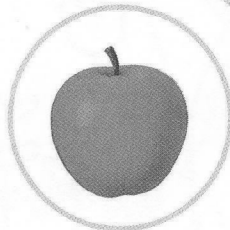
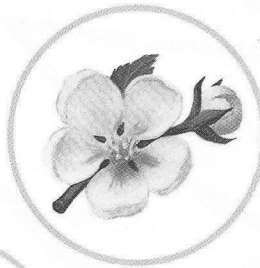
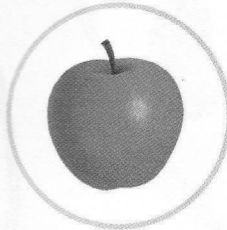
a macieira na primavera



a macieira no verão



a macieira no outono



a macieira no inverno

As frutas e os legumes

Trace em vermelho um caminho que vai de um legumes a outro, da batata até a cenoura; em verde um que vai de fruta em fruta, do morango até a maçã.



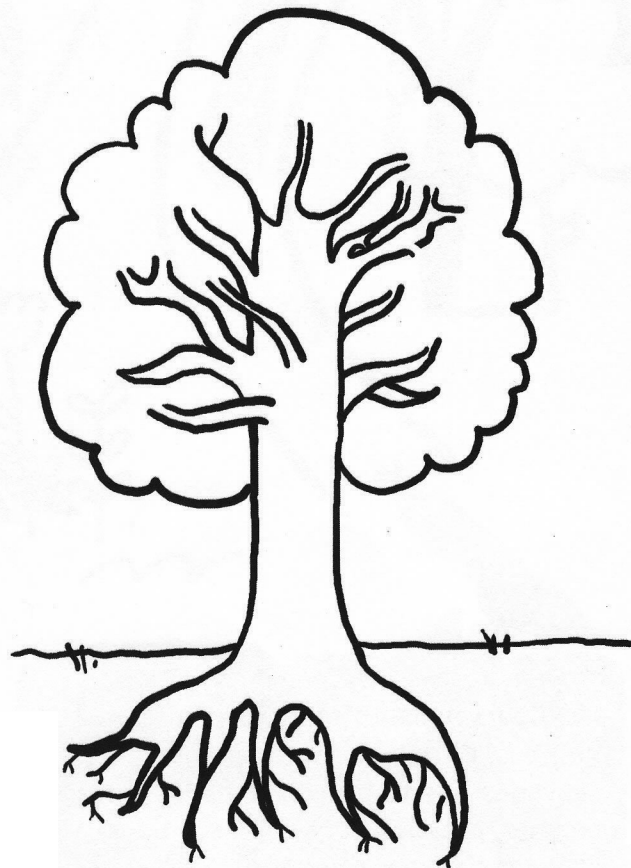
Conhecendo as flores

Componha um lindo bouquet para mamãe fazendo um círculo vermelho em torno das flores que você pode comprar numa floricultura.



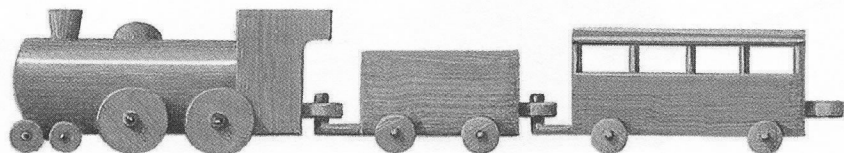
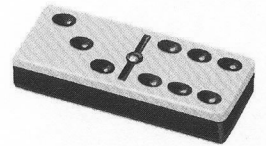
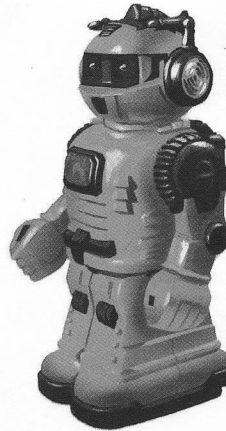
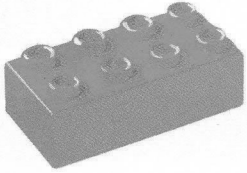
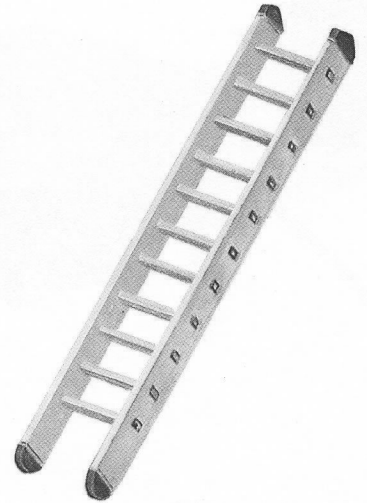
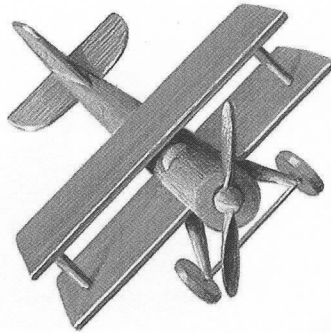
Conhecendo a árvore

Desenhe uma árvore com as raízes com a ajuda do modelo.



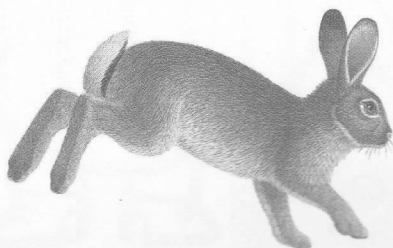
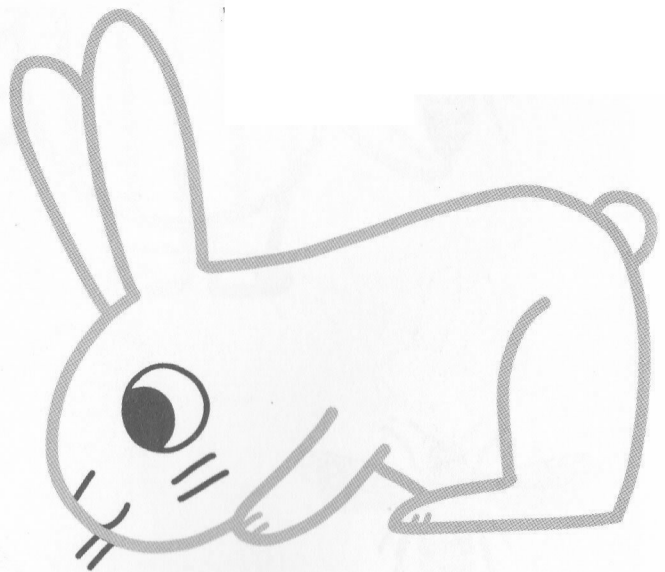
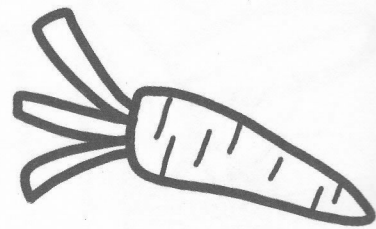
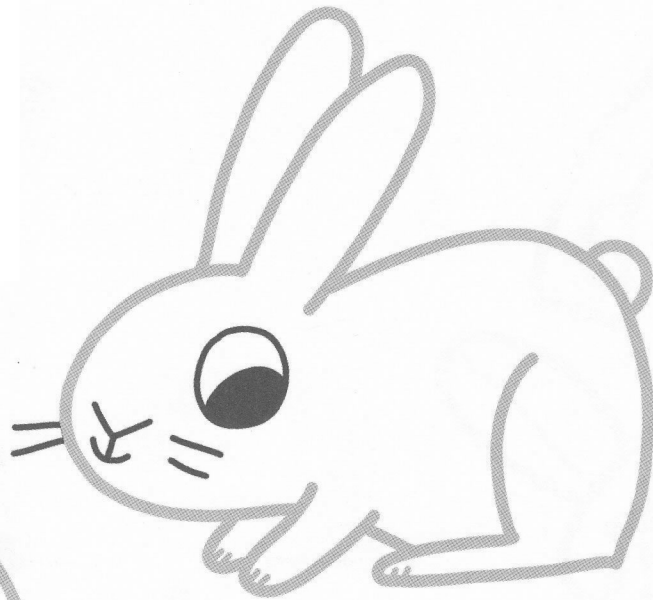
Distinguindo os materiais

Ligue os objetos em madeira, os objetos em plásticos e os em metal.



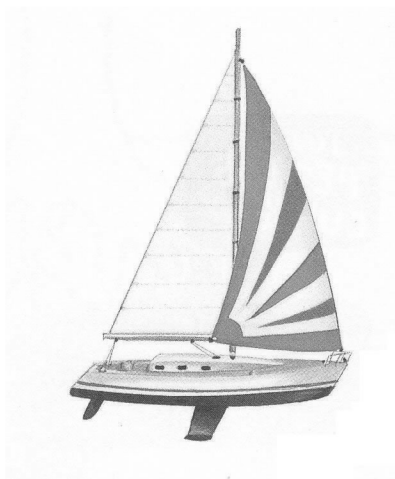
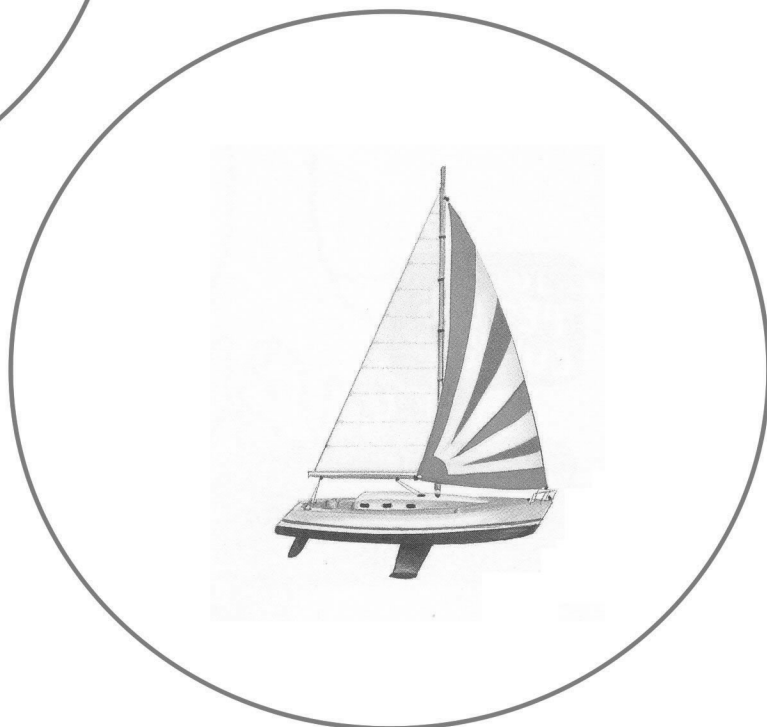
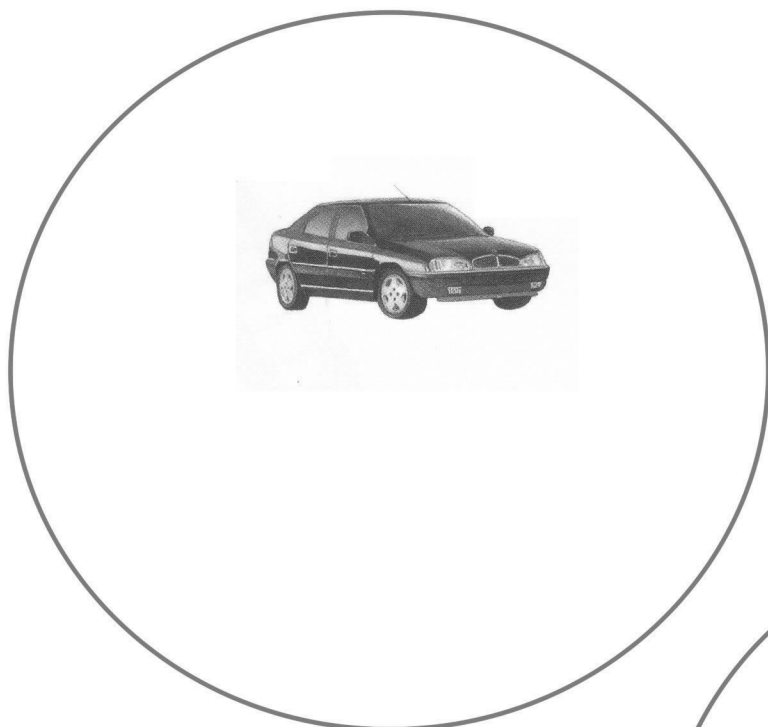
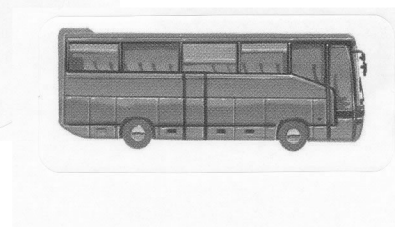
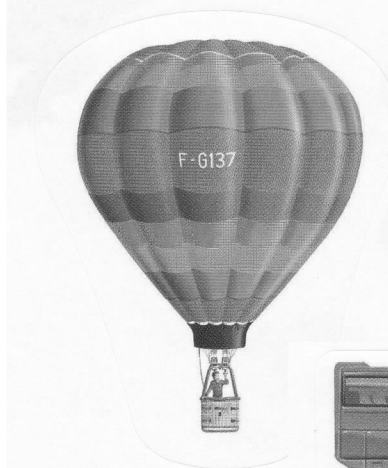
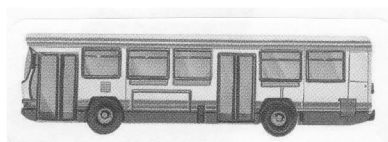
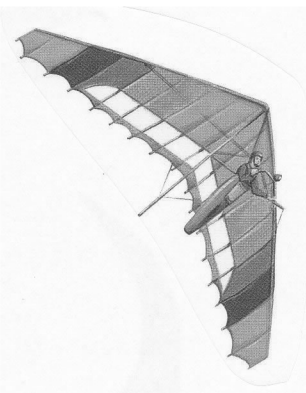
Traçar linhas curvas

Traça o contorno dos coelhos.



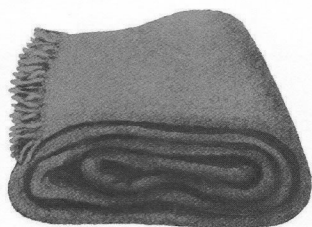
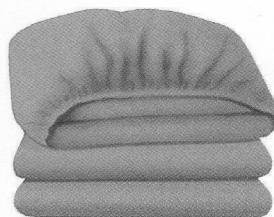
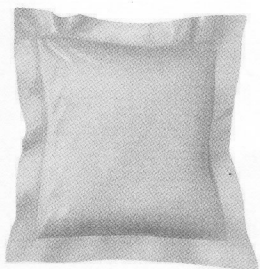
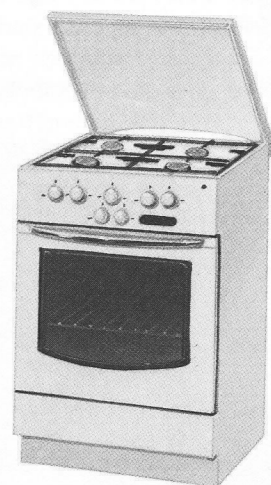
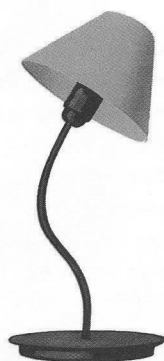
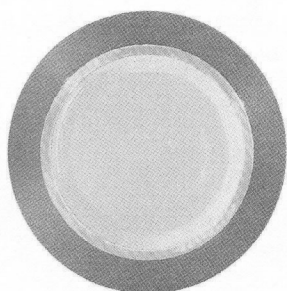
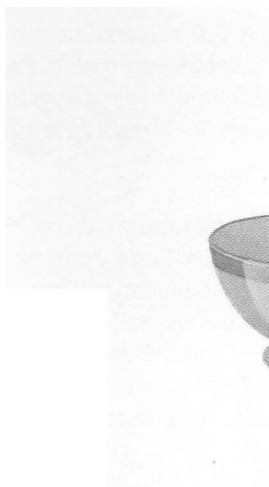
Conhecendo os meios de transporte

Cole os meios de transporte que utilizam um motor e os que utilizam o vento.



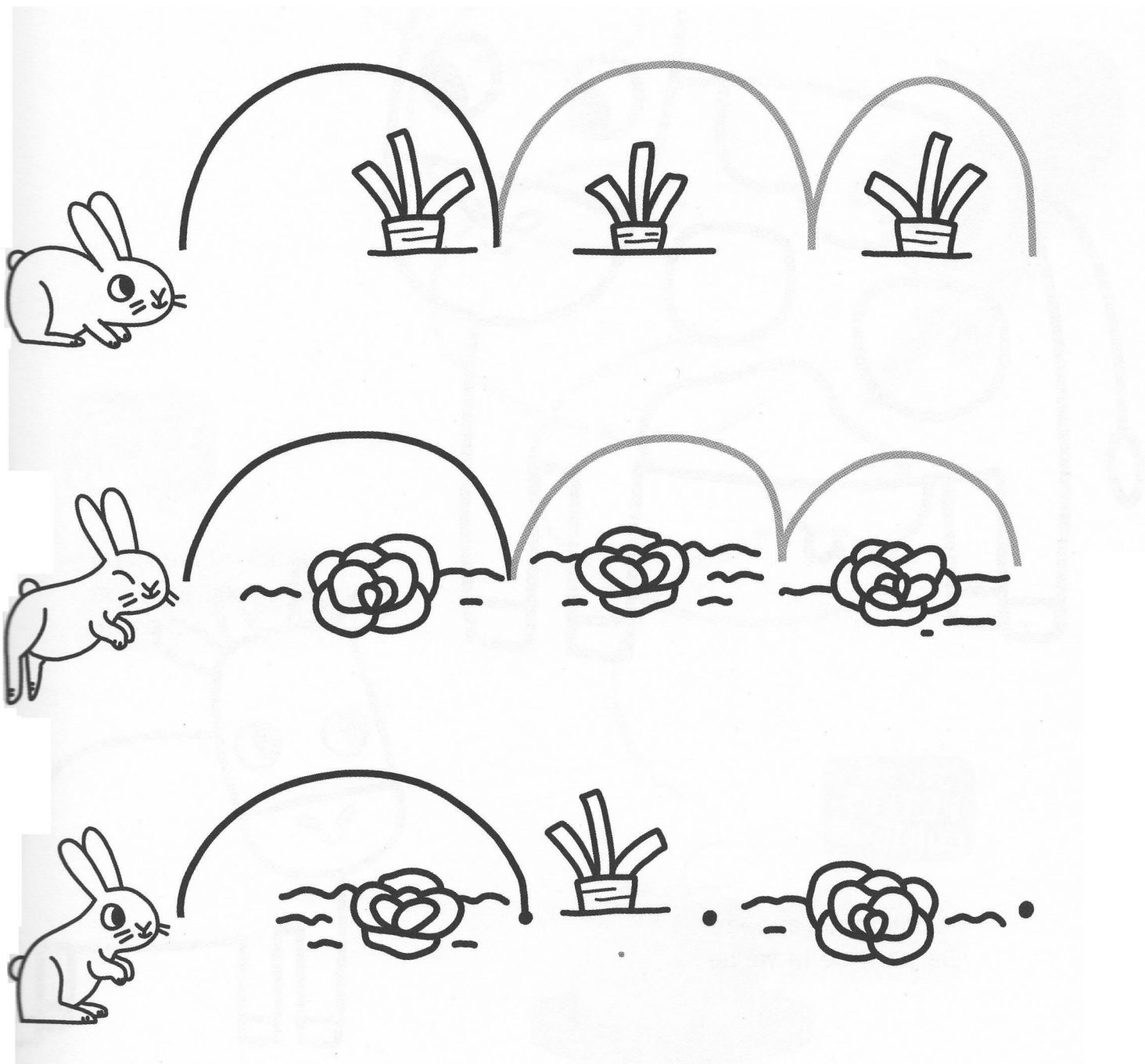
Conhecendo os objetos

Ligue os objetos que fazem parte da cozinha e os que fazem parte do quarto.



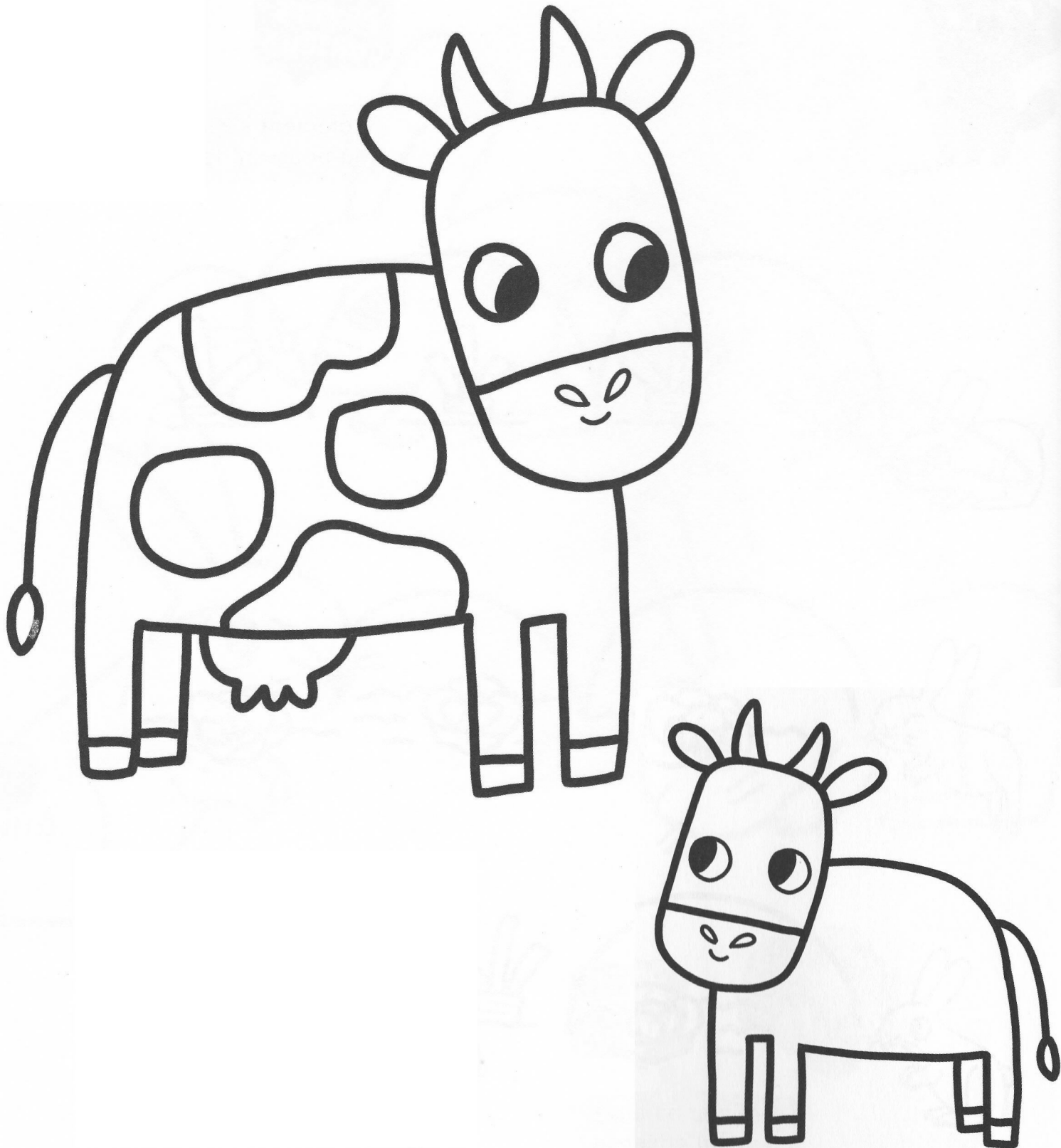
Traçar pontos

Repasse sobre as linhas cinzas para traçar os saltos dos dois primeiros coelhos. Depois trace sozinho os saltos do terceiro.



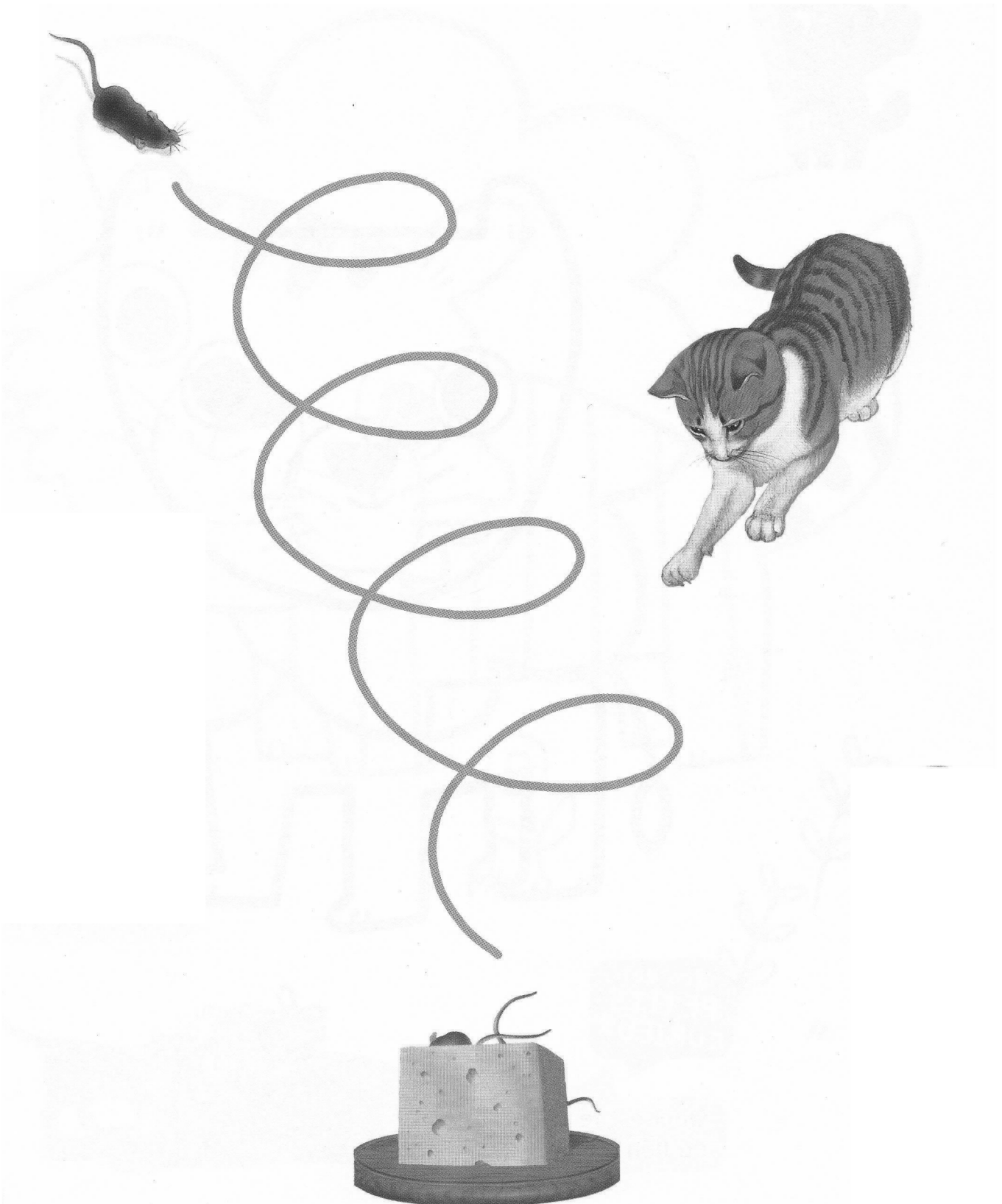
Colorir sem depassar

Colorir de marrom e preto as manchas da vaca.
Depois colorir a vaquinha.



Fazer laços

Traçar o caminho para o ratinho chegar ao queijo sem ser pego pelo gato.



Traçar linhas curvas

Repasse sobre as linhas cinzas para desenhar a crina do leão.

