

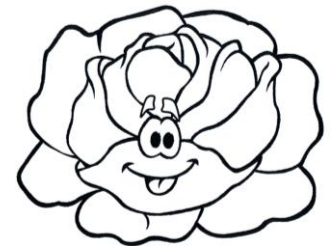
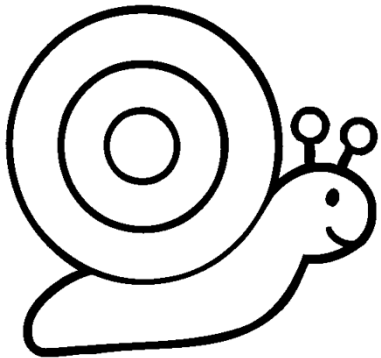
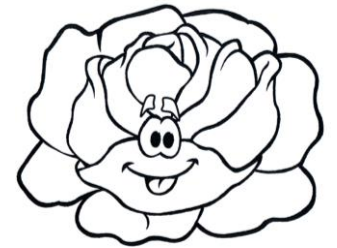
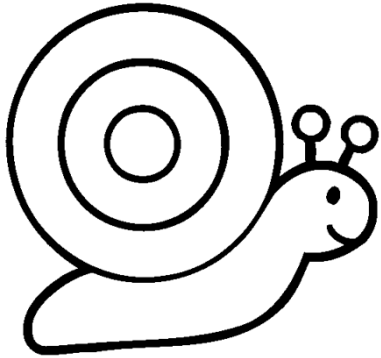
# GRAFOMOTRICIDAD



**Pinto y trazo nivel inicial**

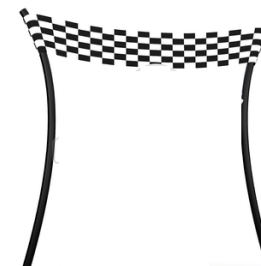
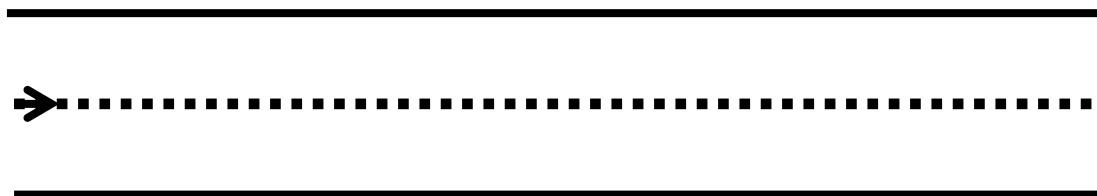
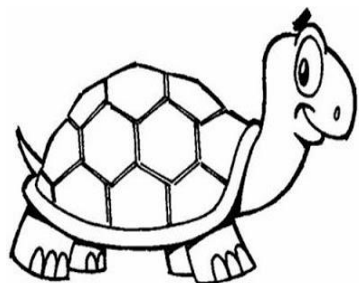
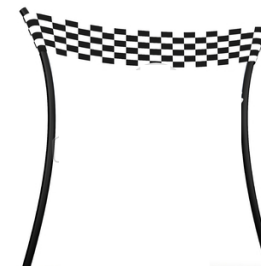
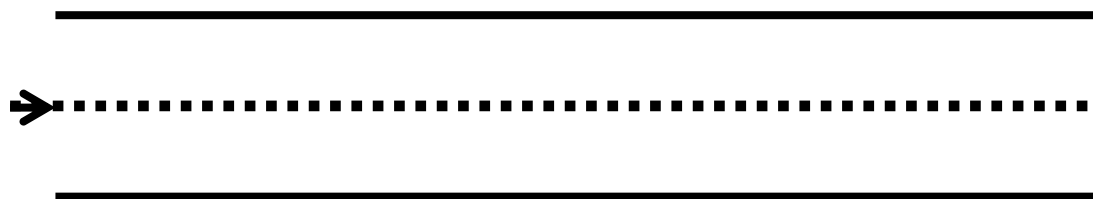
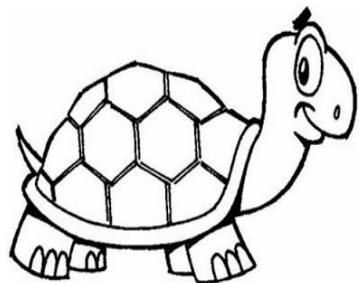
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***Ficha 1: Repasa la línea de puntos y colorea sin salirte.***



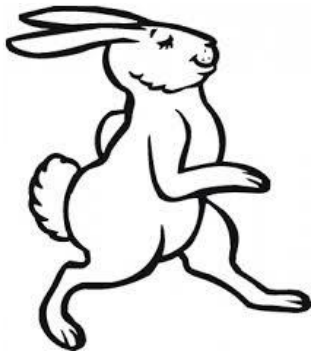
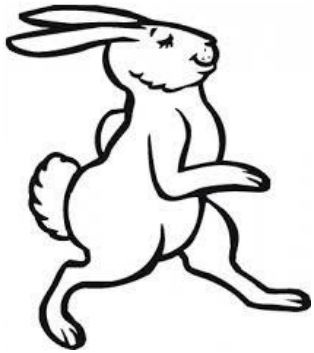
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***Ficha 2: Repasa la línea de puntos y colorea.***



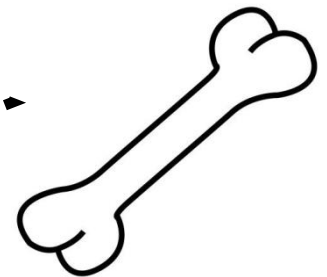
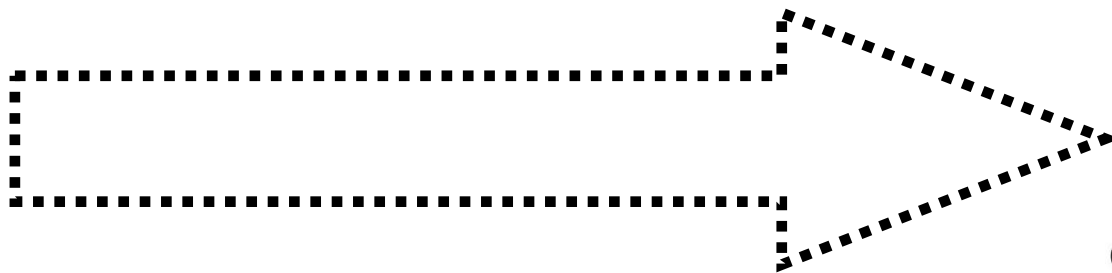
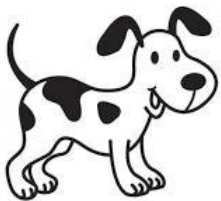
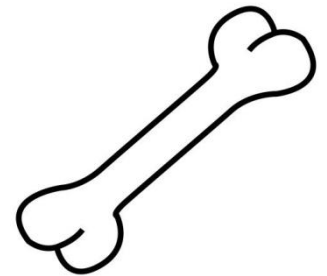
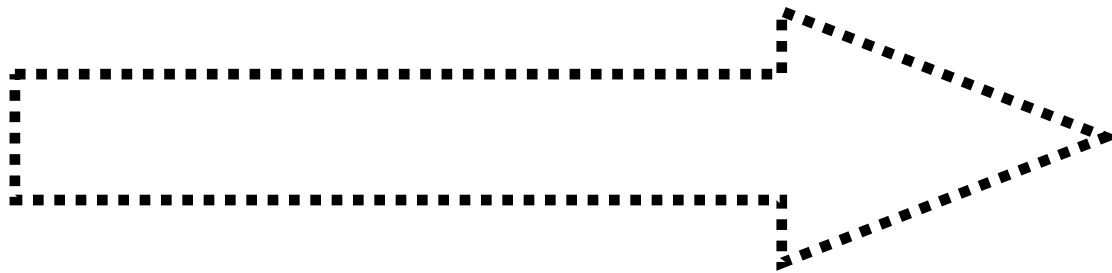
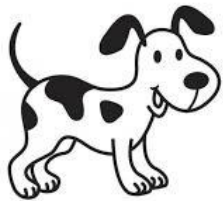
Nombre: \_\_\_\_\_ Fecha: \_\_\_\_\_

**Ficha 3: Consigue que nuestra liebre llegue a la meta. Haciendo un trazo recto**



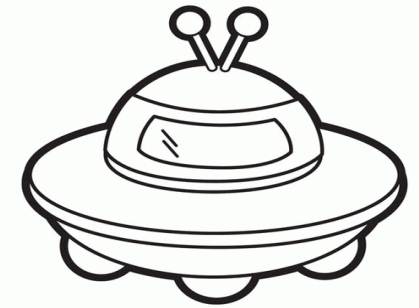
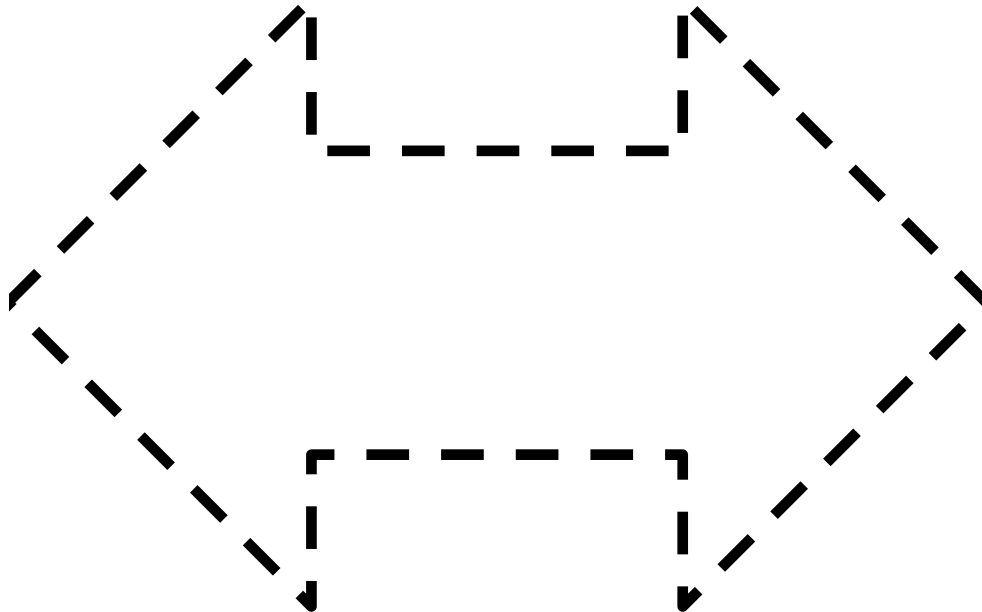
Nombre: \_\_\_\_\_ Fecha: \_\_\_\_\_

***Ficha 4: Repasa la flecha para que el perro consiga su hueso.***



Nombre: \_\_\_\_\_ Fecha: \_\_\_\_\_

***Ficha 5: Repasa la flecha de guiones y consigue que el extraterrestre encuentre su nave .***



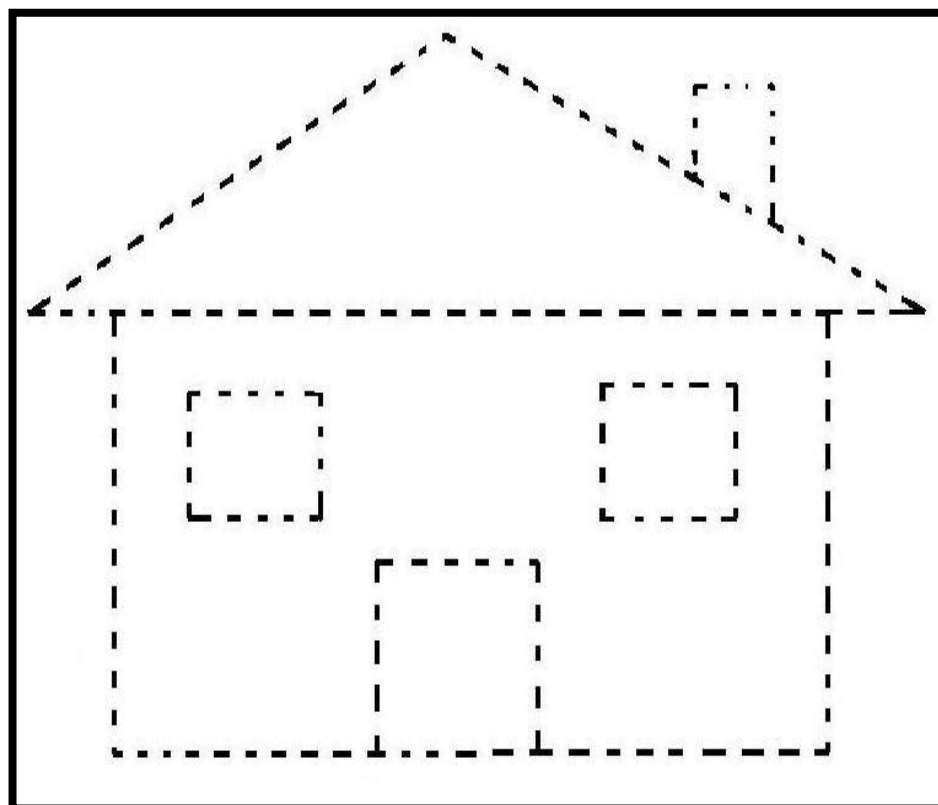
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***Ficha 6: Repasa la línea de guiones y colorea sin salirte.***



Nombre: \_\_\_\_\_ Fecha: \_\_\_\_\_

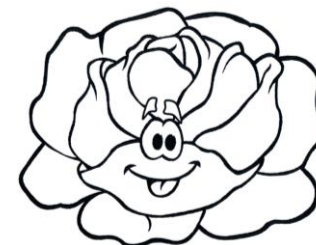
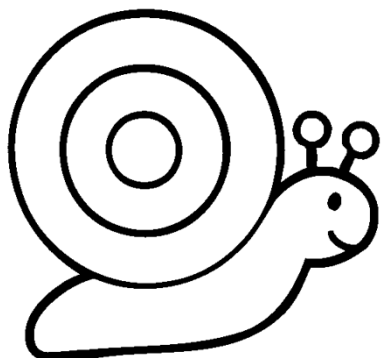
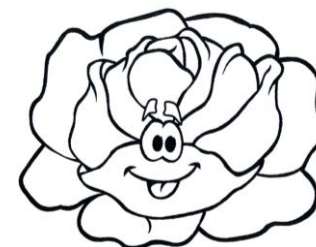
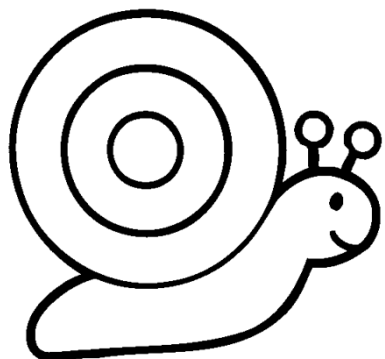
***Ficha 7: Repasa la línea de guiones y colorea la casa.***





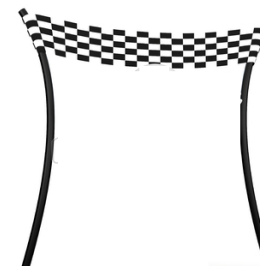
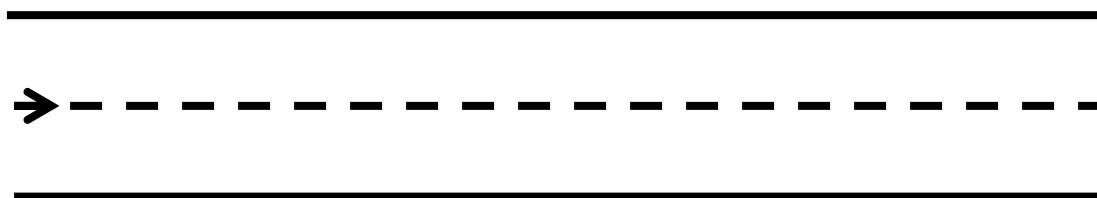
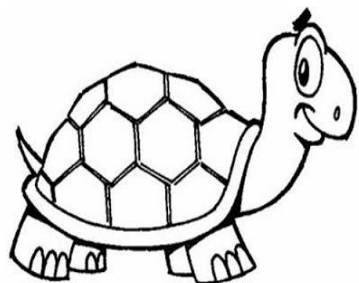
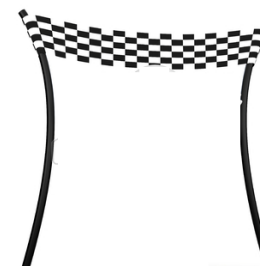
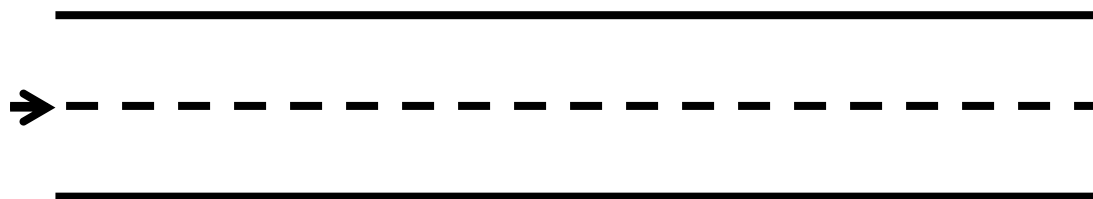
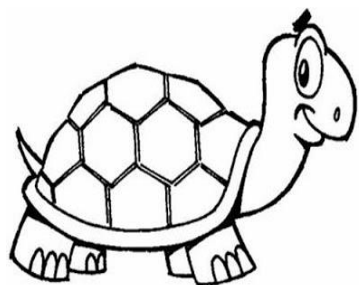
Nombre: \_\_\_\_\_ Fecha: \_\_\_\_\_

***Ficha 8: Repasa la línea de guiones y colorea sin salirte.***



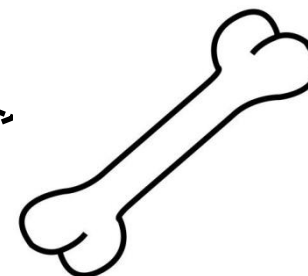
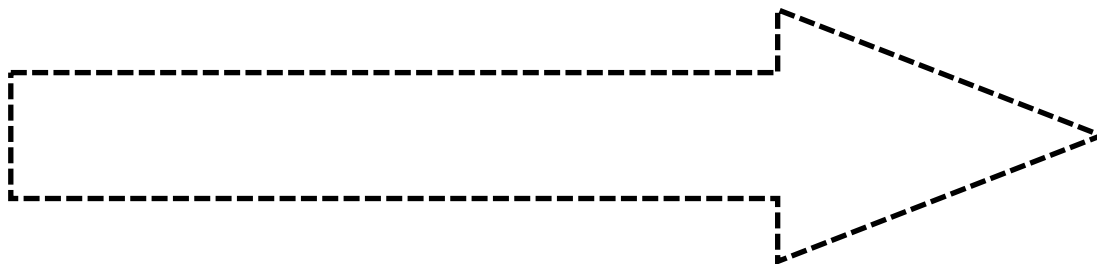
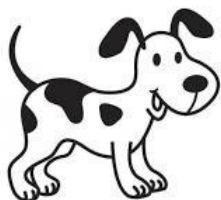
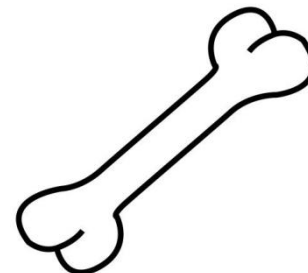
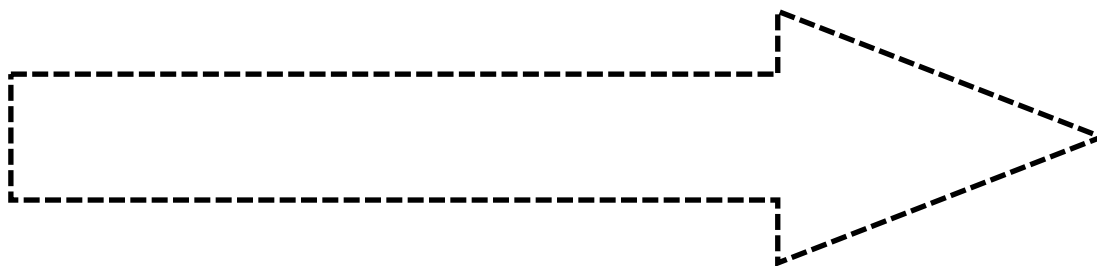
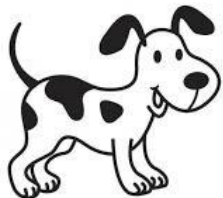
Nombre: \_\_\_\_\_ Fecha: \_\_\_\_\_

**Ficha 9: Repasa la línea de guiones y colorea.**



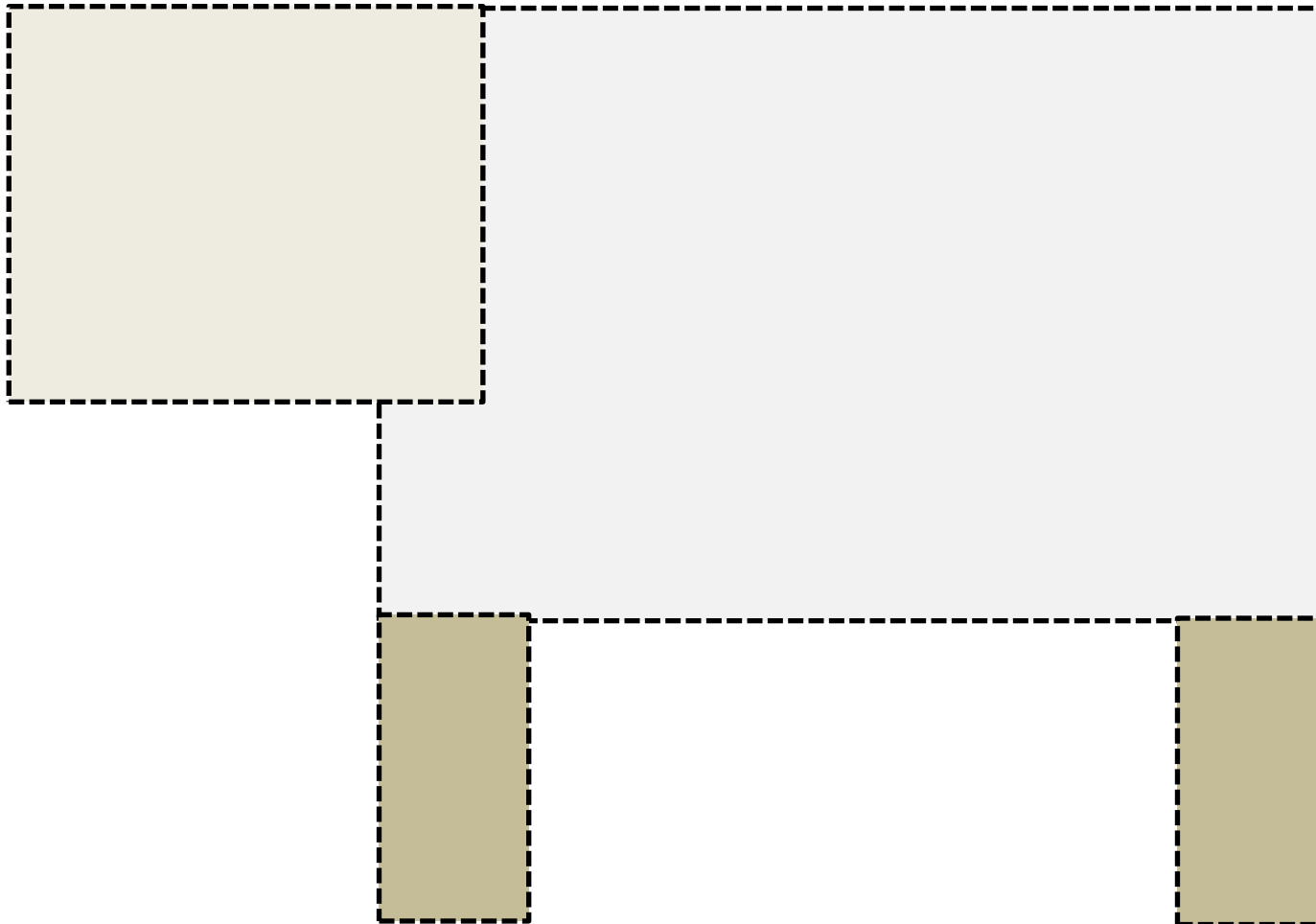
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***Ficha 10: Repasa la flecha para que el perro consiga su hueso.***



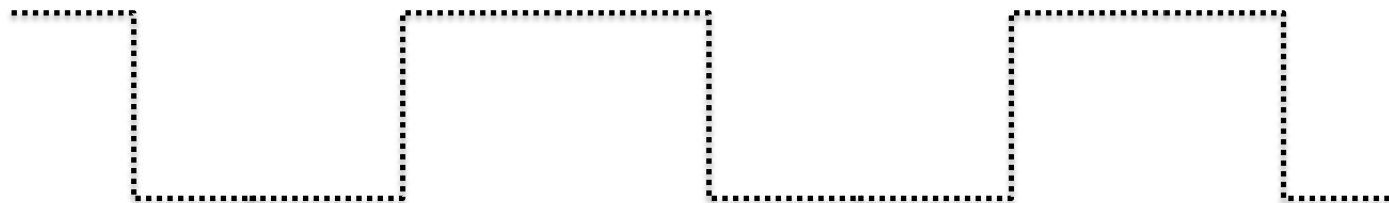
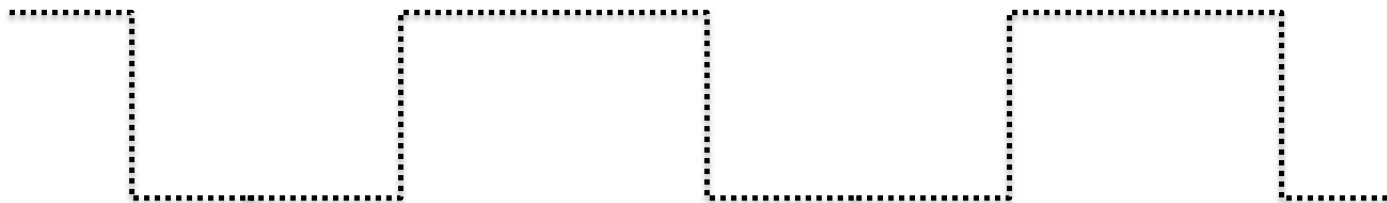
Nombre: \_\_\_\_\_ Fecha: \_\_\_\_\_

***Ficha 11: Repasa la línea de puntos.***



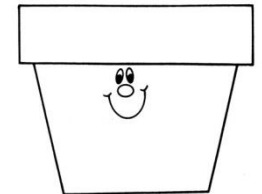
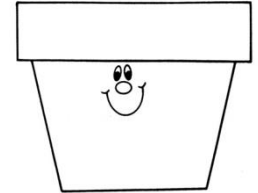
Nombre: \_\_\_\_\_ Fecha: \_\_\_\_\_

***Ficha 12: Repasa la línea de puntos. Para que el niño encuentre su pelota***



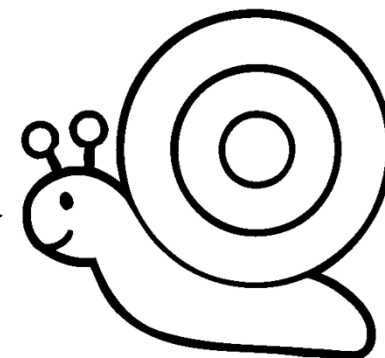
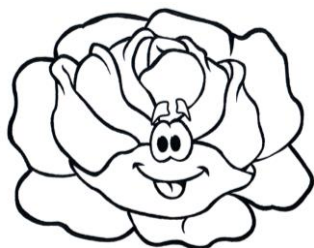
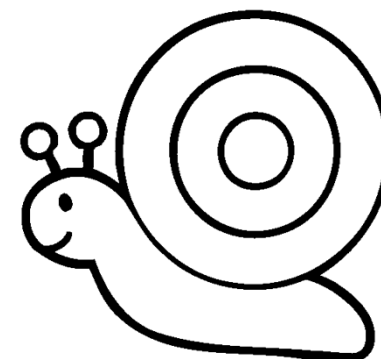
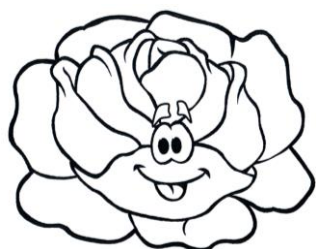
Nombre: \_\_\_\_\_ Fecha: \_\_\_\_\_

## ***Ficha 13: Repasa la línea de guiones y colorea.***



Nombre: \_\_\_\_\_ Fecha: \_\_\_\_\_

***Ficha 14: Repasa la línea de puntos y colorea sin salirte.***



Nombre: \_\_\_\_\_ Fecha: \_\_\_\_\_

***Ficha 15: Repasa la línea de puntos y colorea de amarillo.***

