

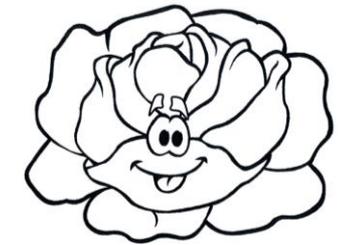
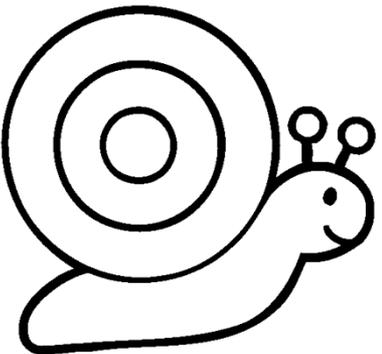
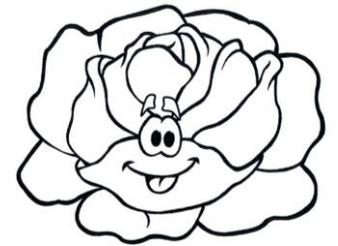
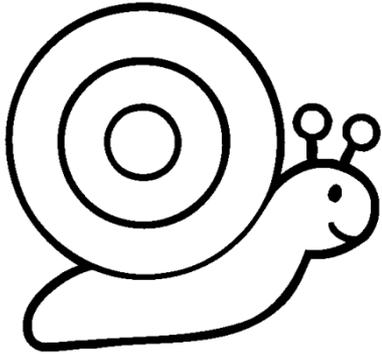
GRAFOMOTRICIDAD



Pinto y trazo nivel inicial

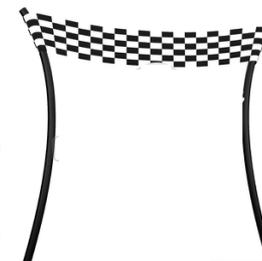
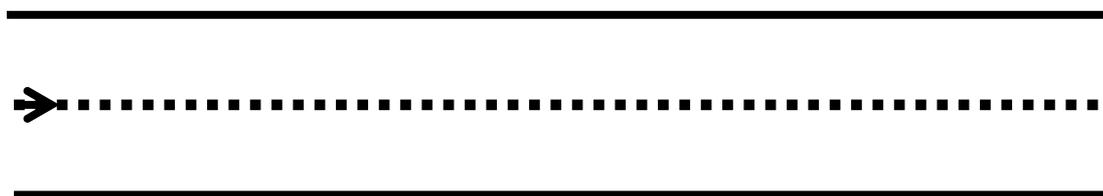
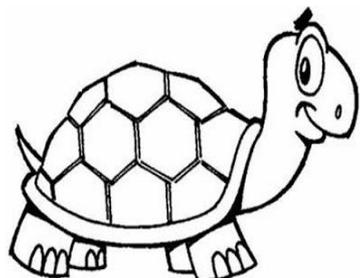
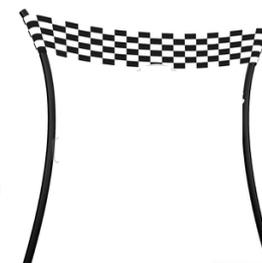
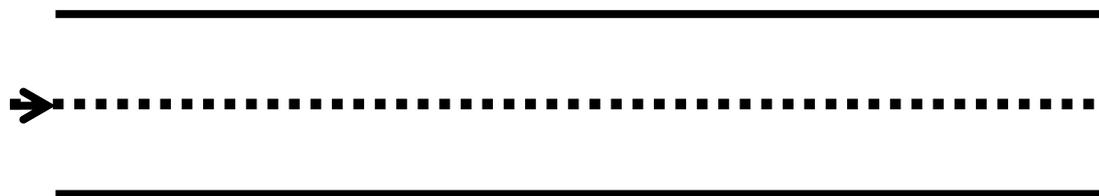
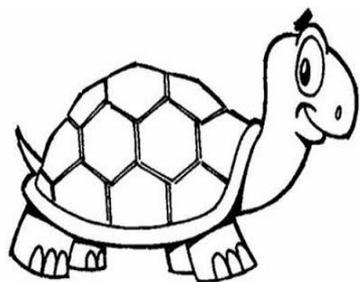
Nombre: _____ Fecha: _____

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



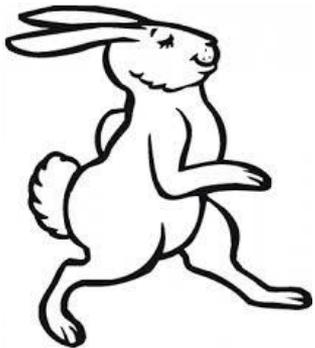
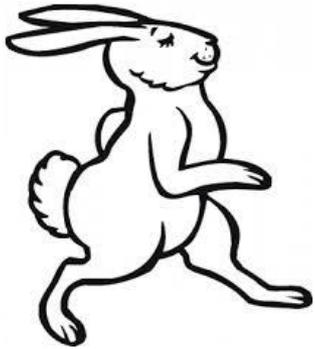
Nombre: _____ Fecha: _____

Ficha 2: Repasa la línea de puntos y colorea.



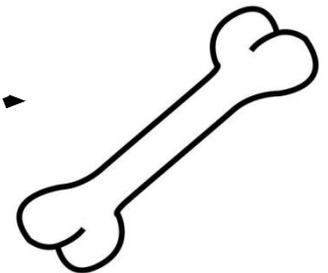
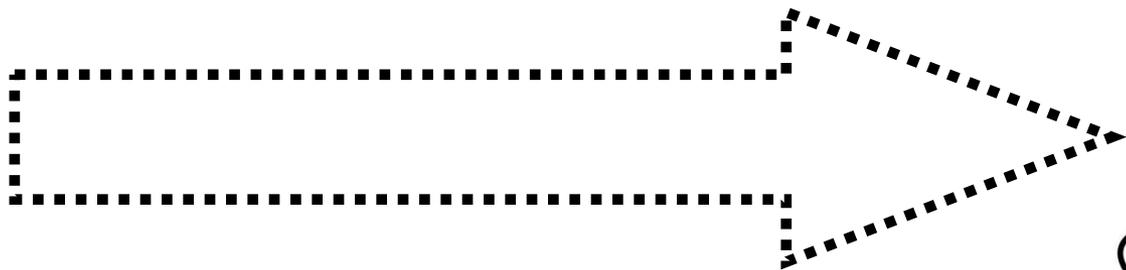
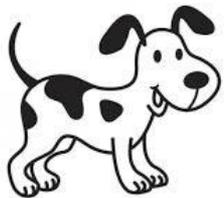
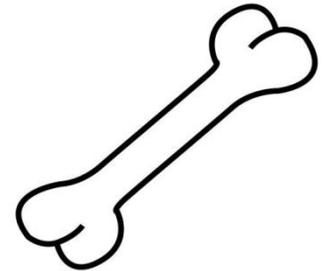
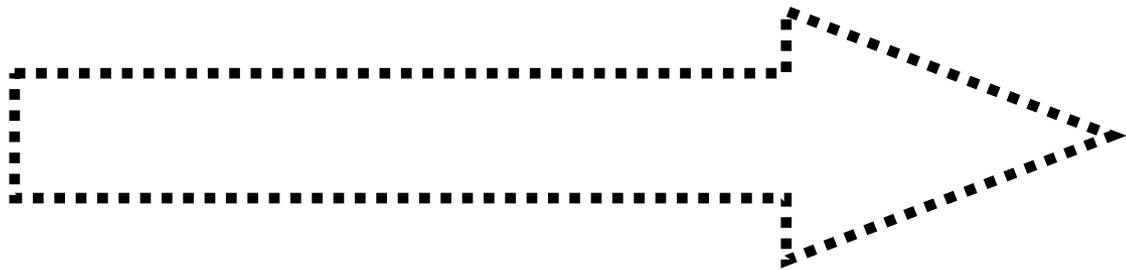
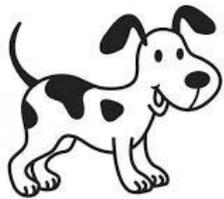
Nombre: _____ Fecha: _____

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



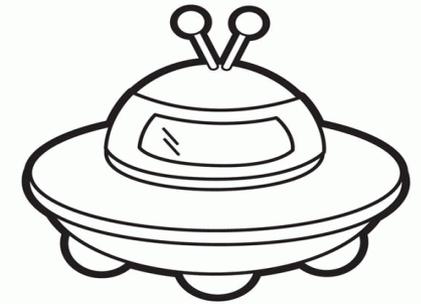
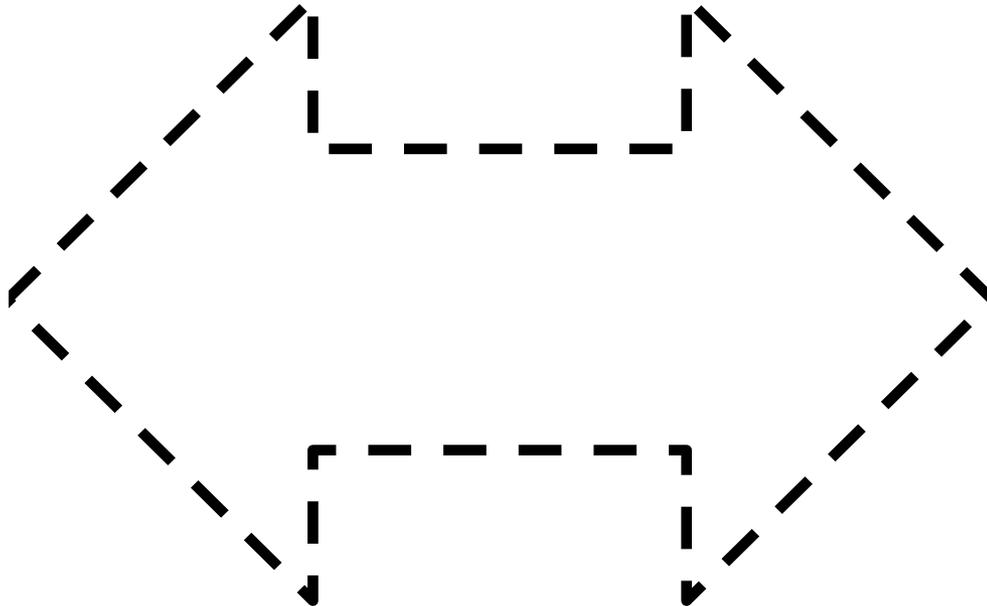
Nombre: _____ Fecha: _____

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



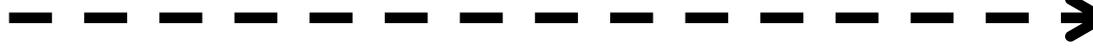
Nombre: _____ Fecha: _____

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



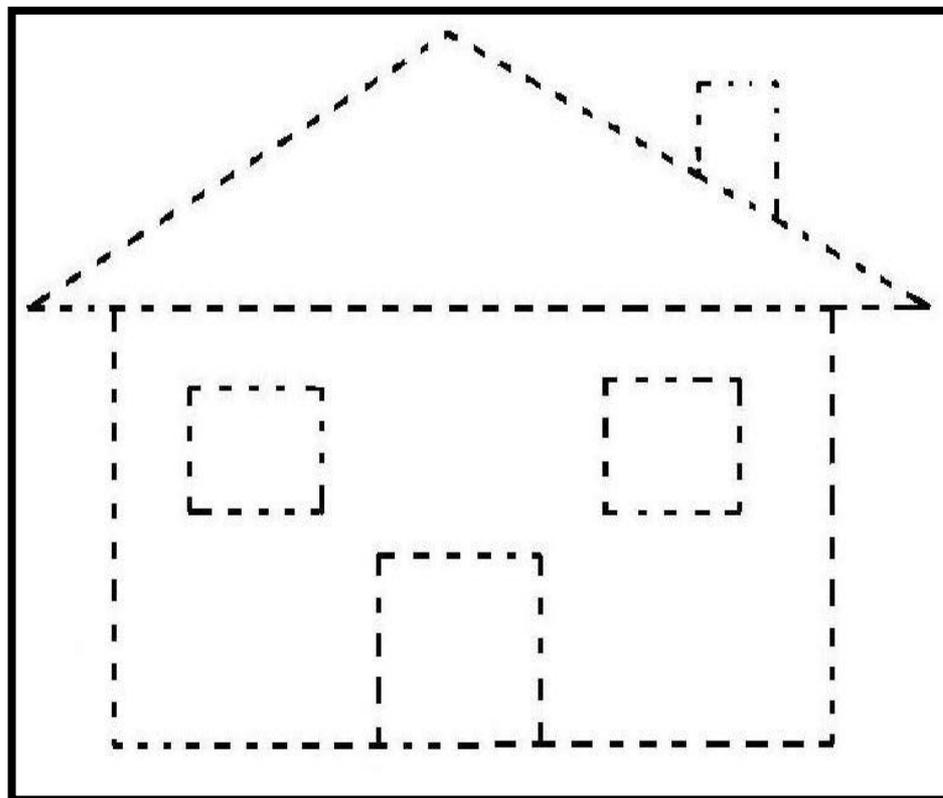
Nombre: _____ Fecha: _____

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



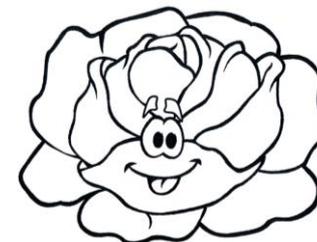
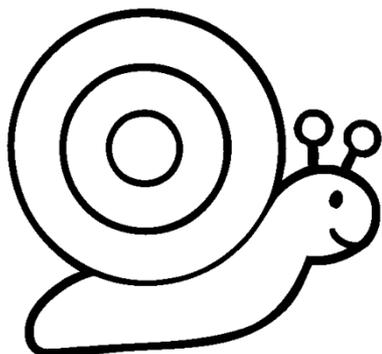
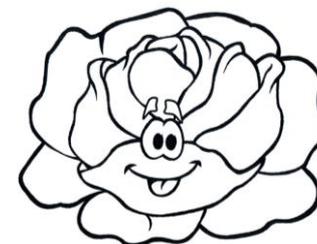
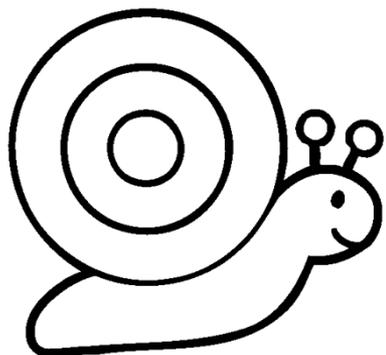
Nombre: _____ Fecha: _____

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



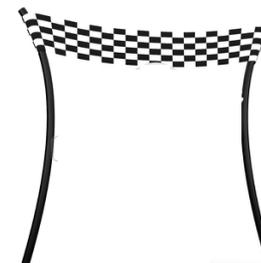
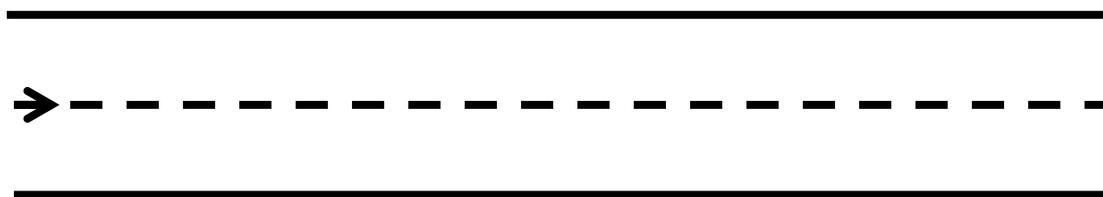
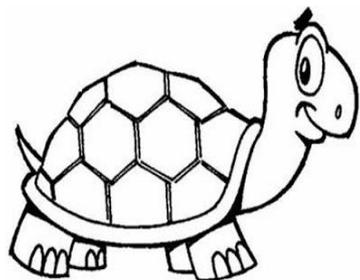
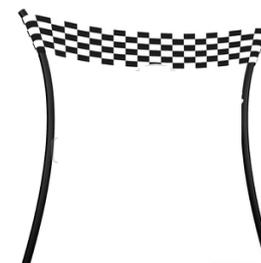
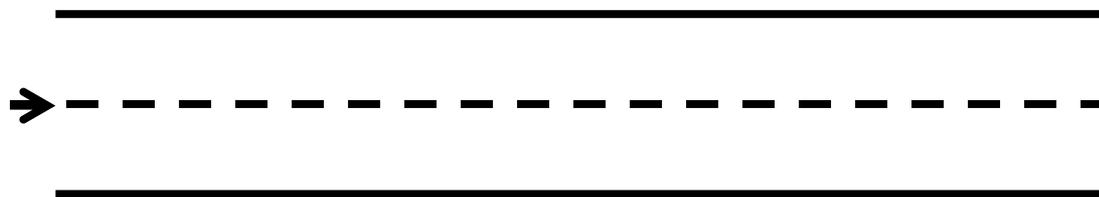
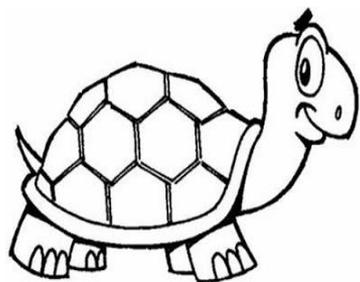
Nombre: _____ Fecha: _____

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



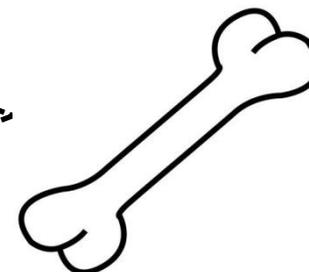
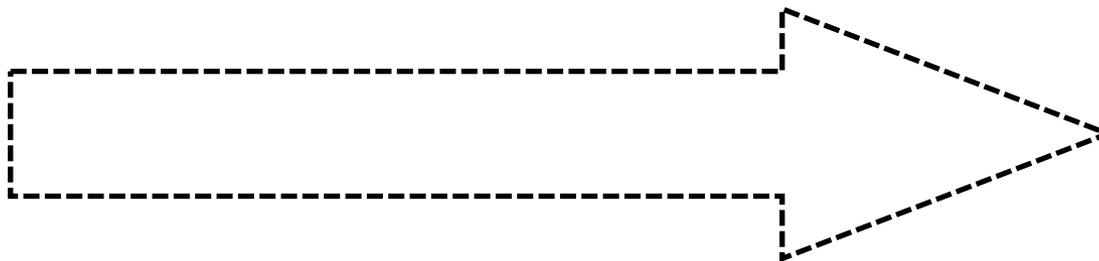
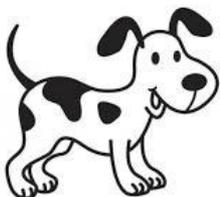
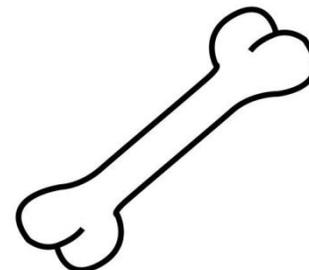
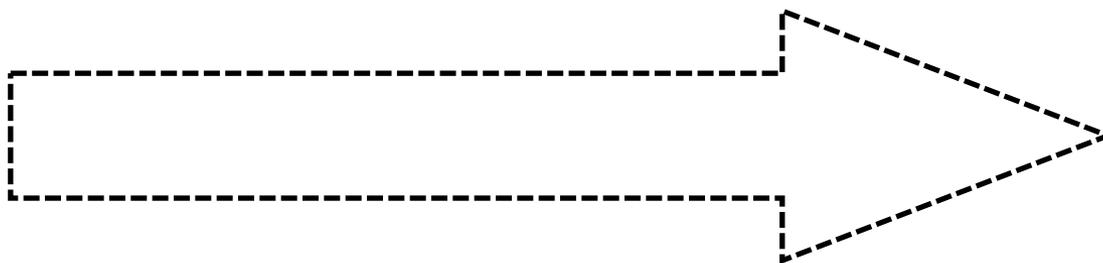
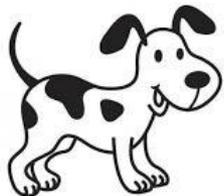
Nombre: _____ Fecha: _____

Ficha 9: Repasa la línea de guiones y colorea.



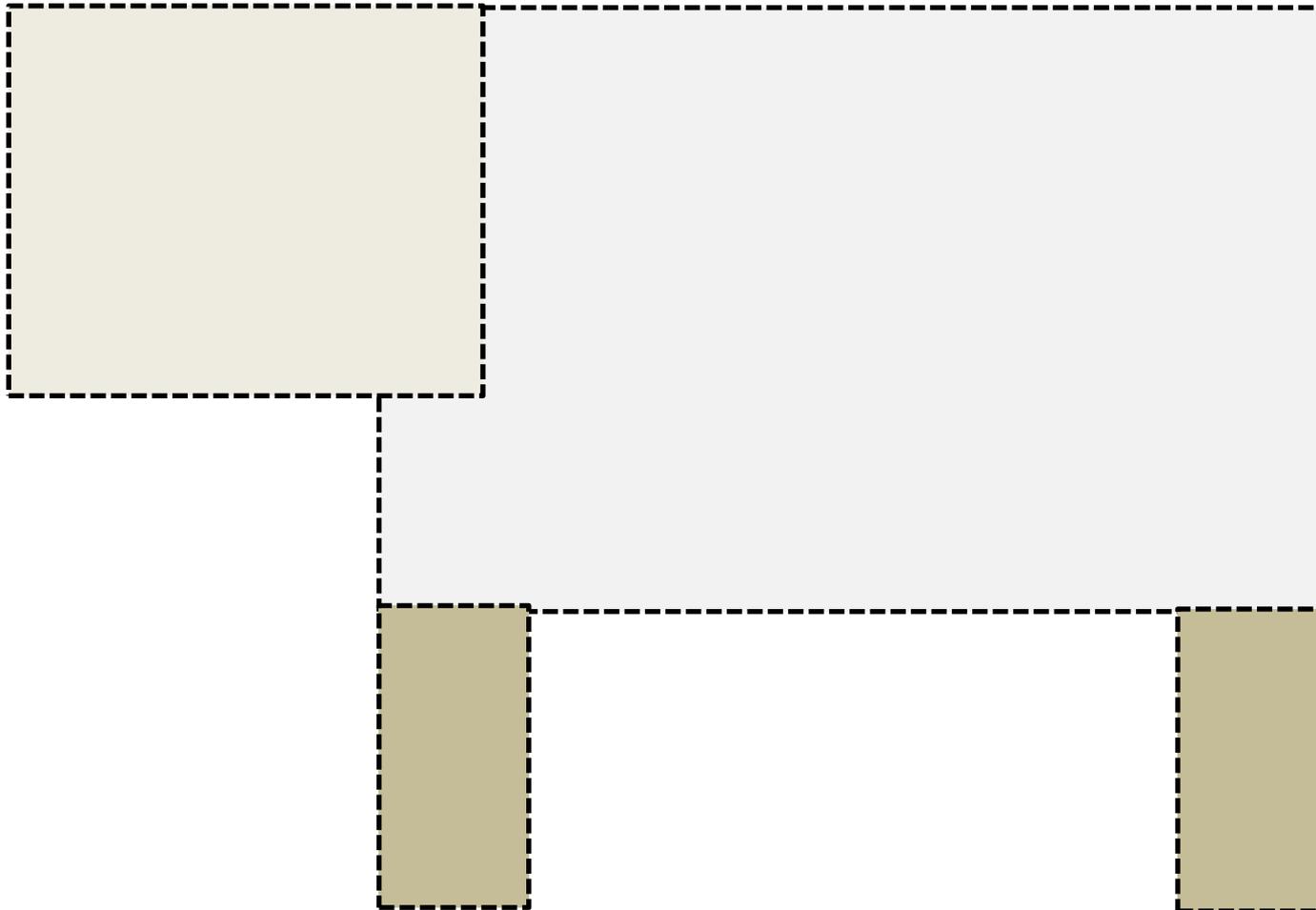
Nombre: _____ Fecha: _____

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



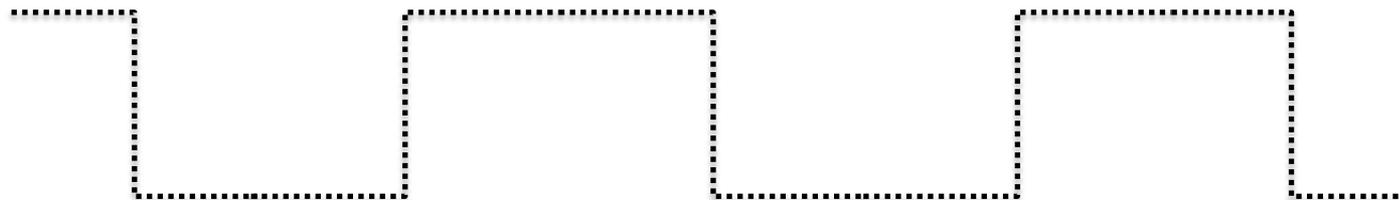
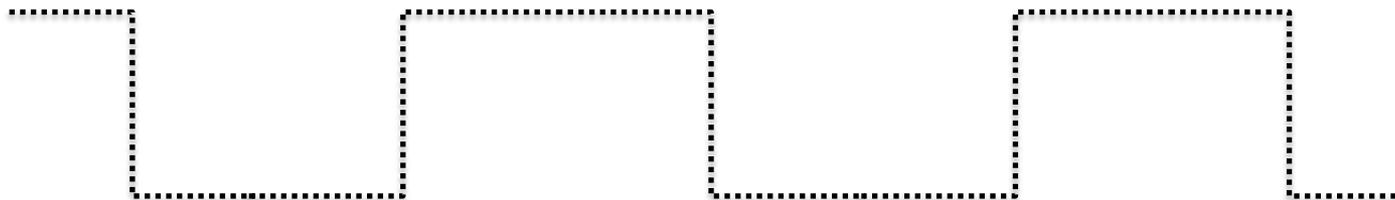
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Ficha 11: Repasa la línea de puntos.



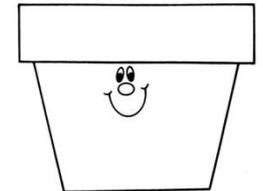
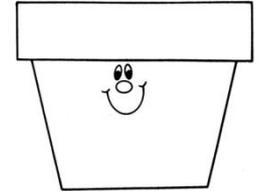
Nombre: _____ Fecha: _____

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



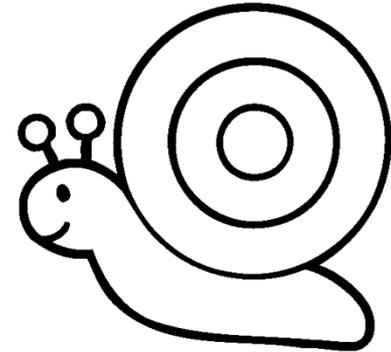
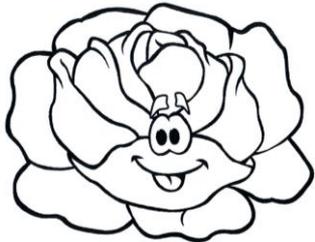
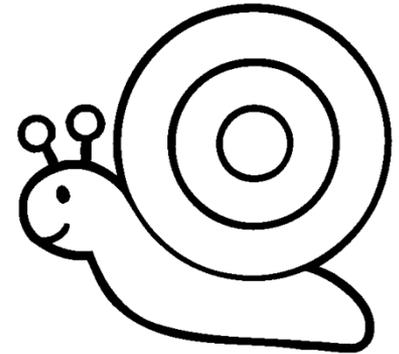
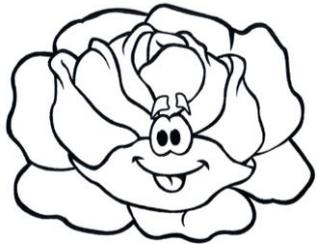
Nombre: _____ Fecha: _____

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.

