



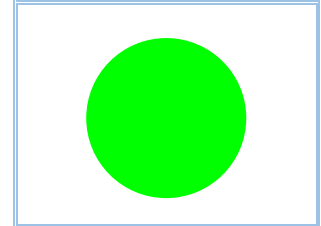
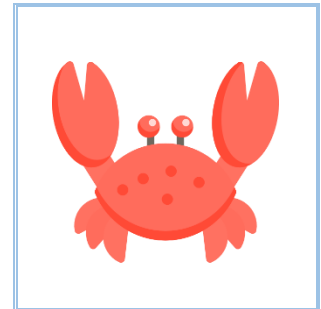
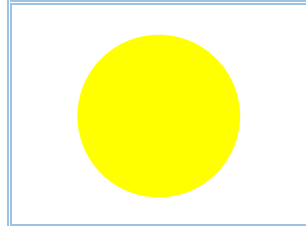
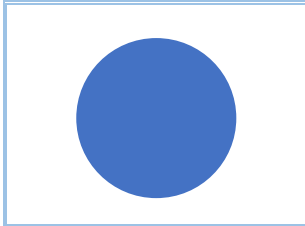
Jugamos y aprendemos

ACTIVIDADES DE VERANO

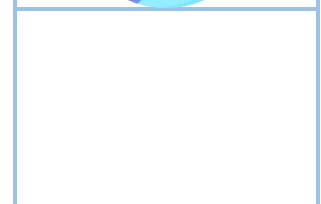
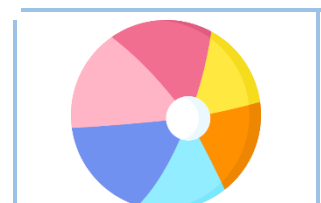
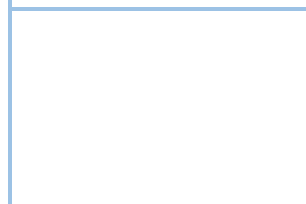
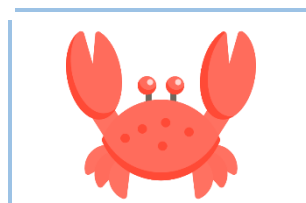
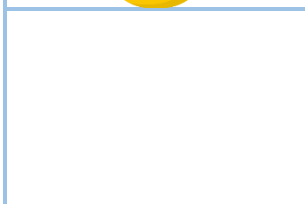
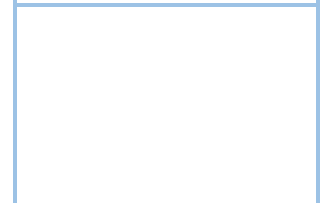
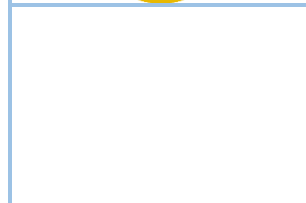
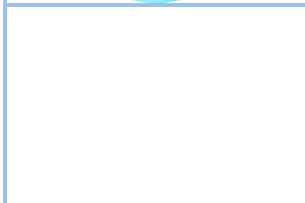
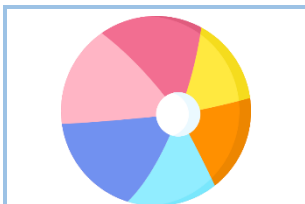
Actividades para trabajar la atención, la
percepción y la memoria



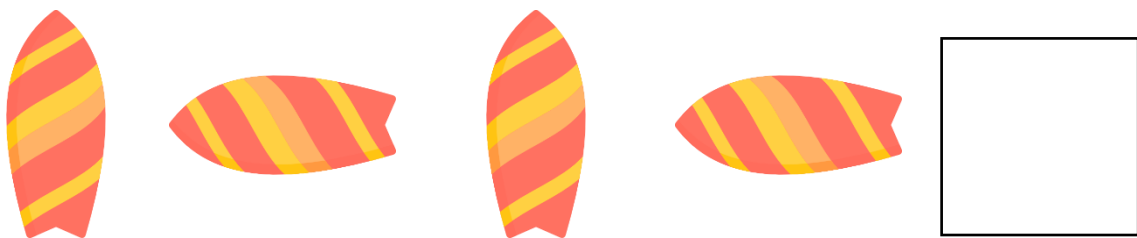
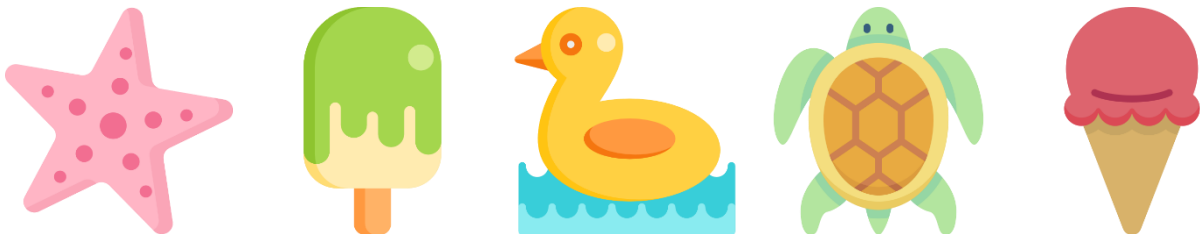
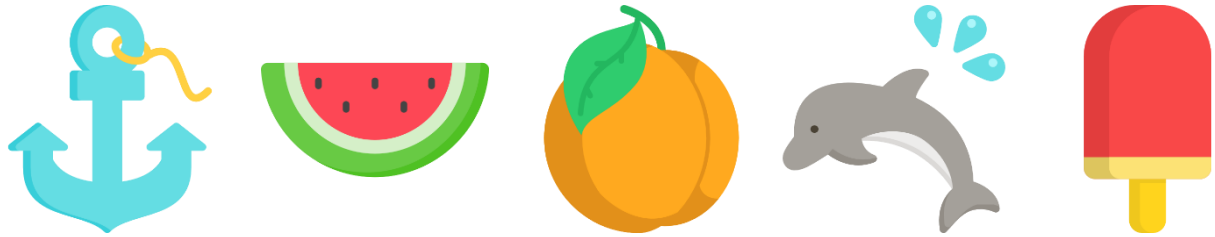
Observa




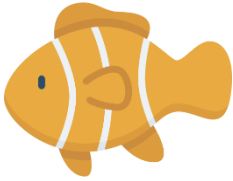


Ahora pinta o engancha el gomet






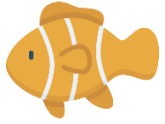

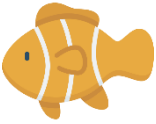


Rodea el elemento que continuaría la serie



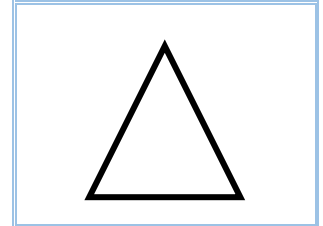
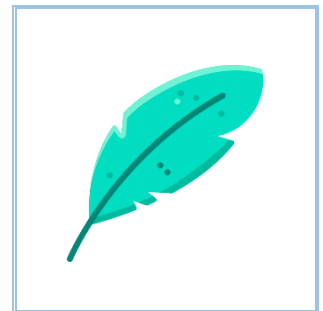
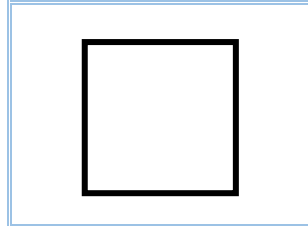
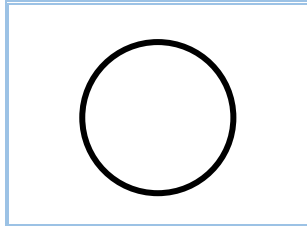
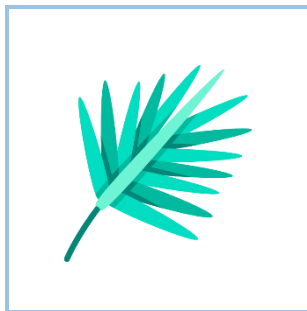
Observa

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| 1 | 2 | 3 | 4 |

Ahora escribe el número que corresponde

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Observa



Ahora dibuja la figura que corresponde

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Observa

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| 1 | 2 | 3 | 4 | 5 |

Ahora construye el número como en el ejemplo

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|  | 31 |
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Laberinto numérico, sigue los números del 1 al 16

| | | | | | | |
|---|----|----|----|----|---|---|
|  | 1 | 2 | 3 | 4 | 9 | |
| | → | 1 | 6 | 5 | 6 | |
| 7 | 3 | 4 | 2 | 5 | 8 | 7 |
| 6 | 9 | 11 | 6 | 4 | 9 | 7 |
| 9 | 13 | 14 | 12 | 11 | 10 | 5 |
| 10 | 19 | 12 | 13 | 2 | 1 | 0 |
| 8 | 9 | 9 | 14 | 17 | 11 | 2 |
| 3 | 2 | 18 | 15 | 9 |  | |
| 1 | 5 | 17 | 16 | → | | |

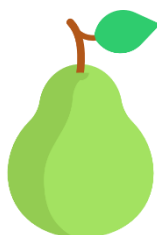
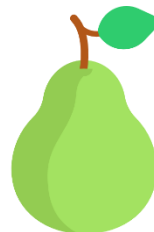
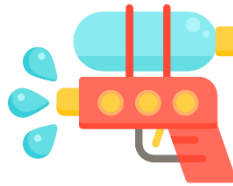
Observa



Ahora rodea los elementos que se repiten



Observa y rodea el elemento que no está repetido



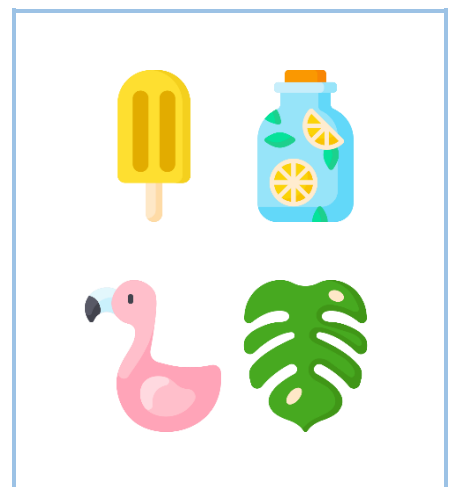
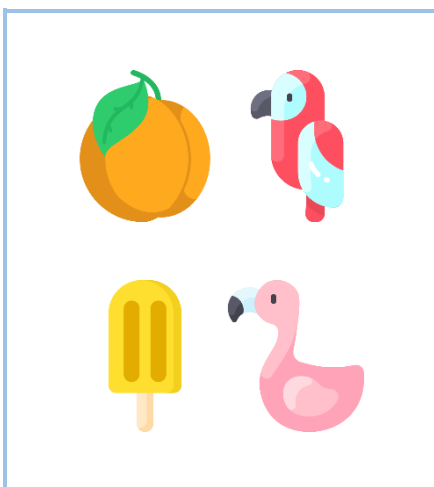
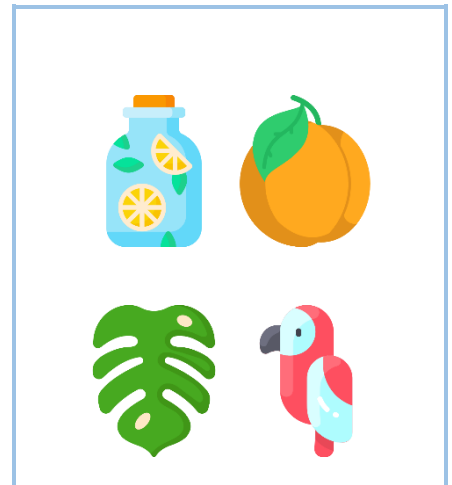
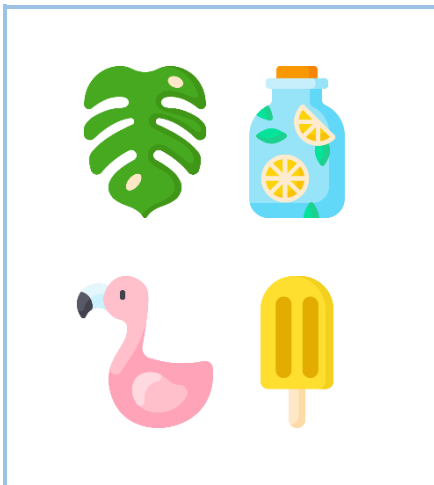
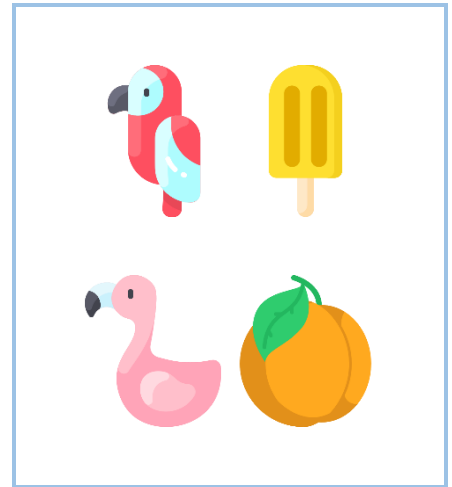
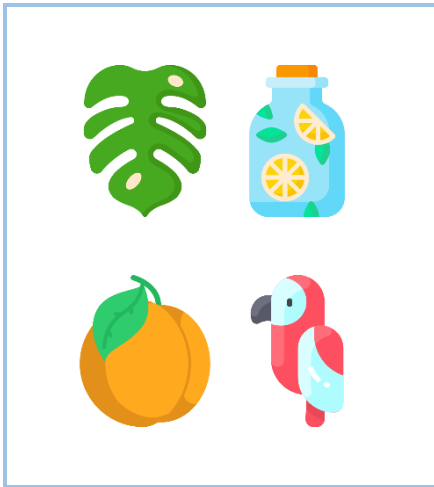
Observa la primera fila i encuentra el elemento que no está



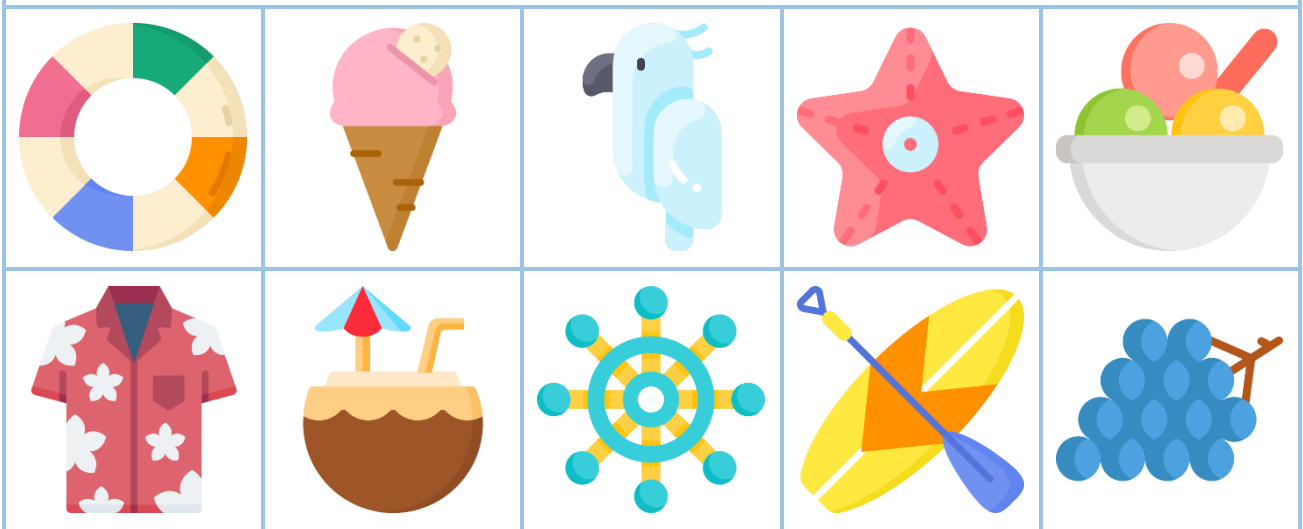
Dibuja el eje de simetría en cada dibujo



Relaciona los cuadros con los mismos dibujos

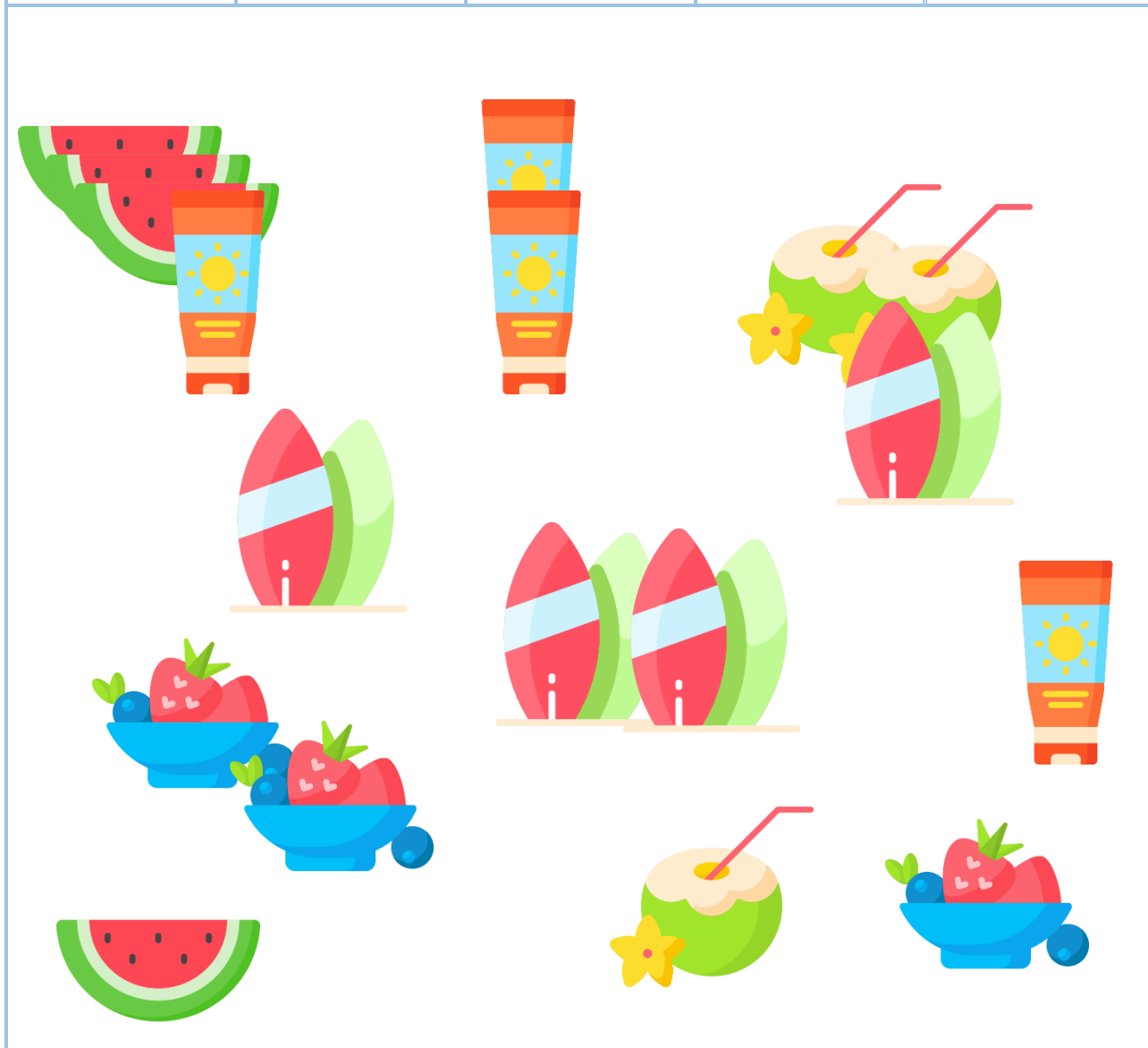


Rodea el elemento que no encuentres arriba

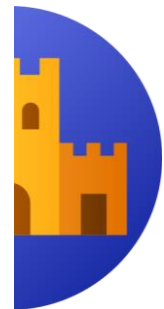
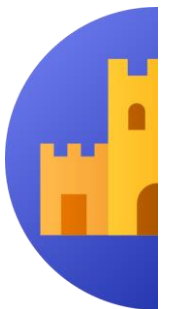


Cuenta cuántos hay. Vigila porque hay algunos escondidos

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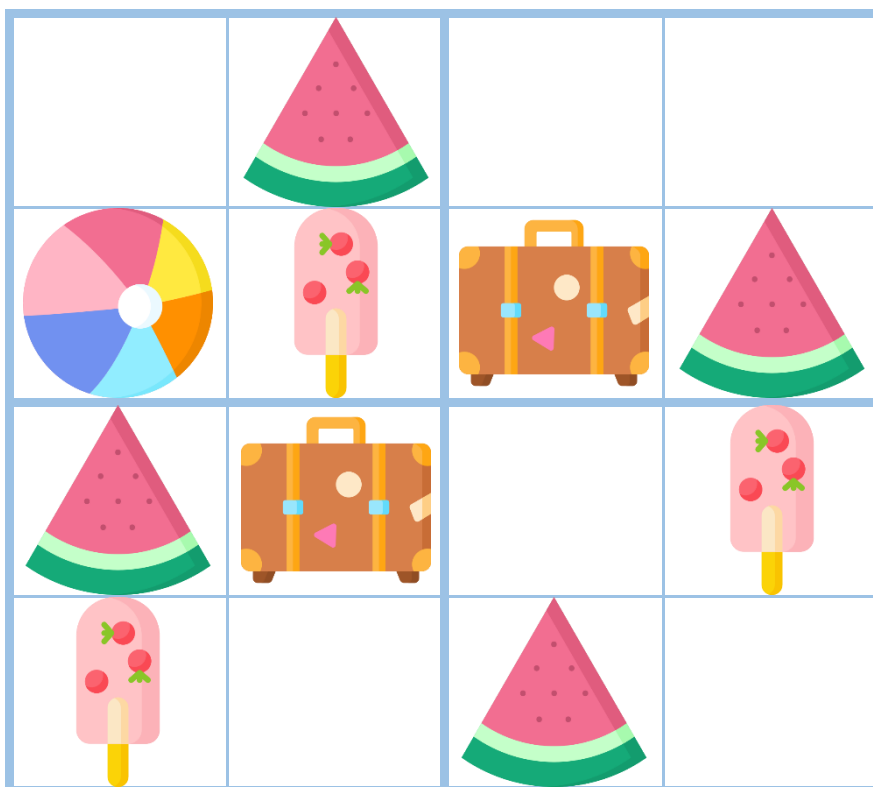
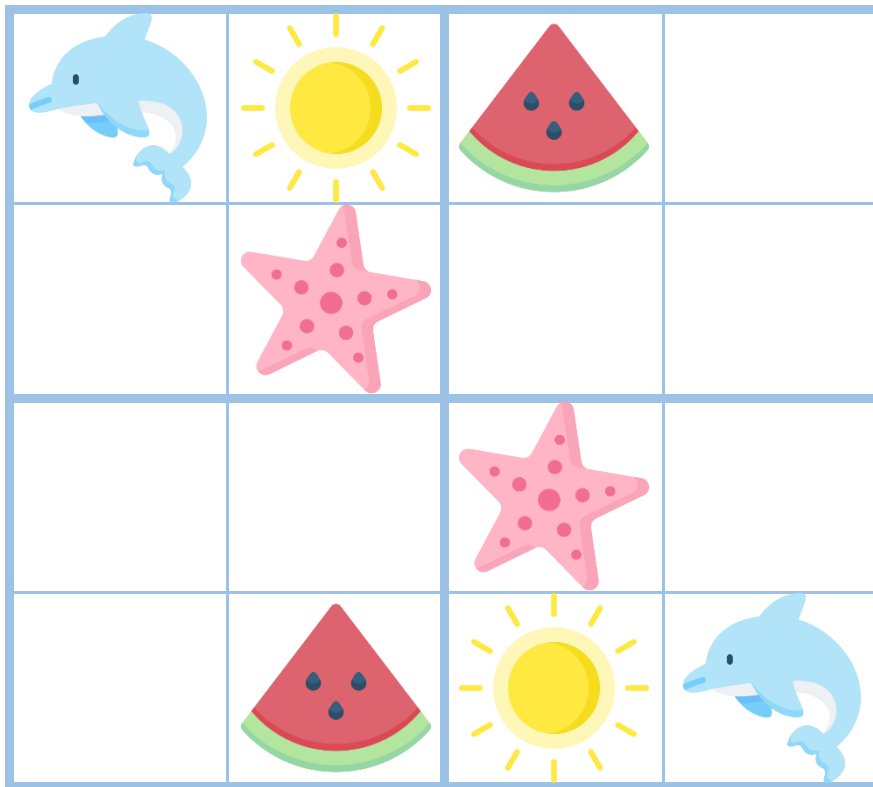
Une cada mitad con la que le corresponde



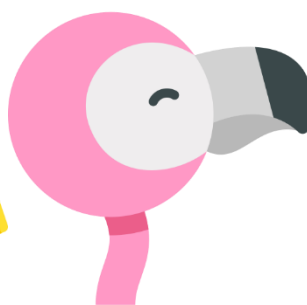
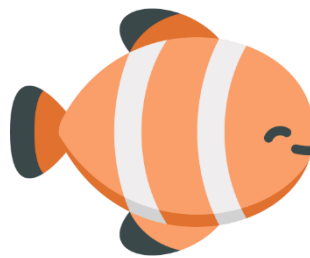
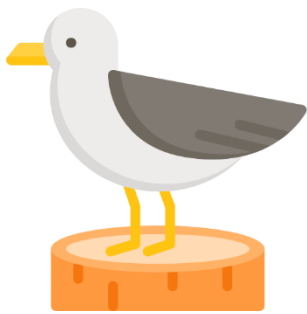
Busca y rodea



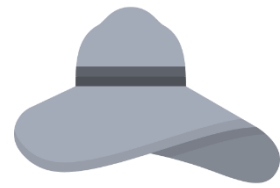
Resuelve los sudokus



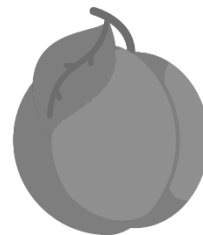
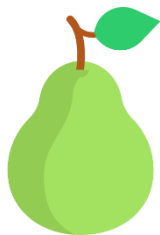
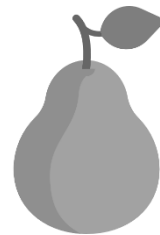
Rodea de color azul la ropa y de amarillo los animales



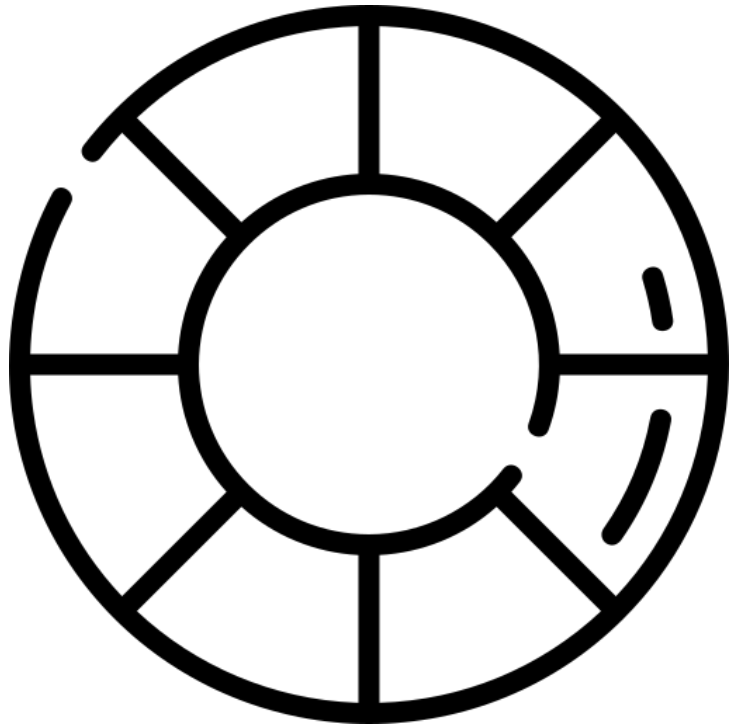
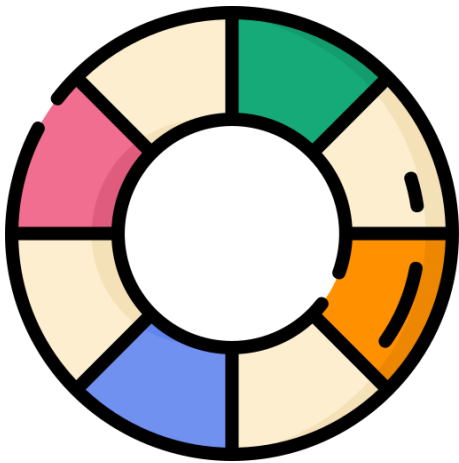
Une cada sombrero con su sombra



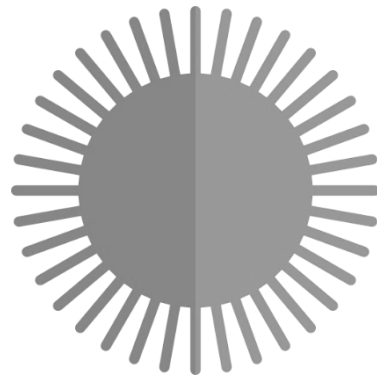
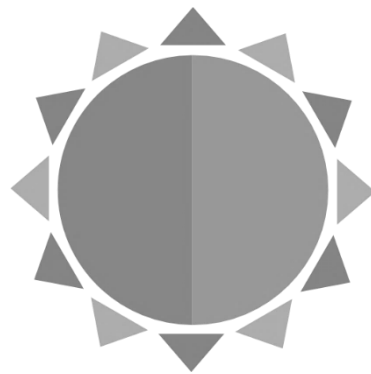
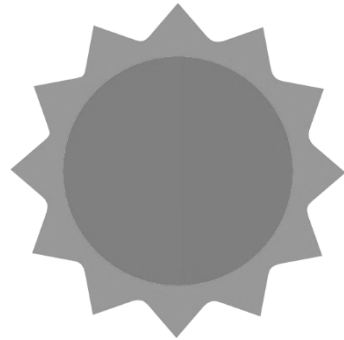
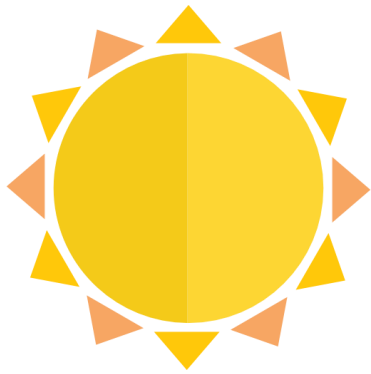
Une cada fruta con su sombra



























Colorea como el modelo



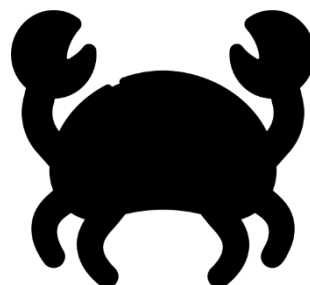
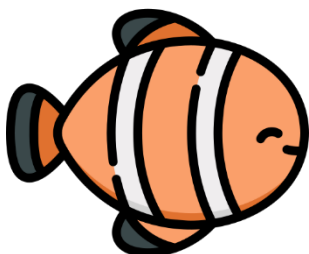
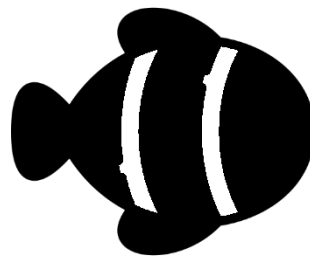
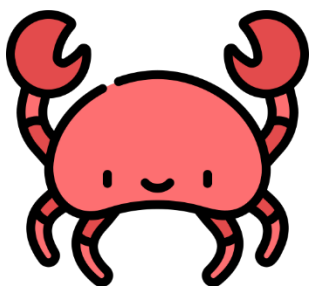
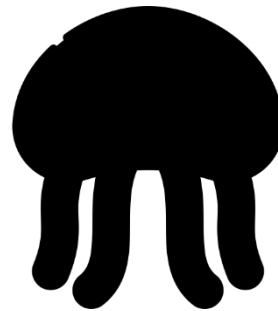
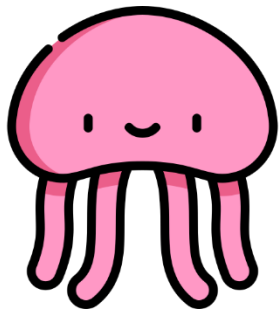
Relaciona cada sol con su sombra




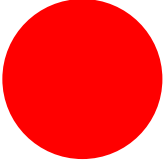
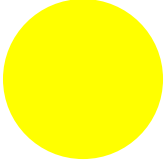

Pinta según la leyenda

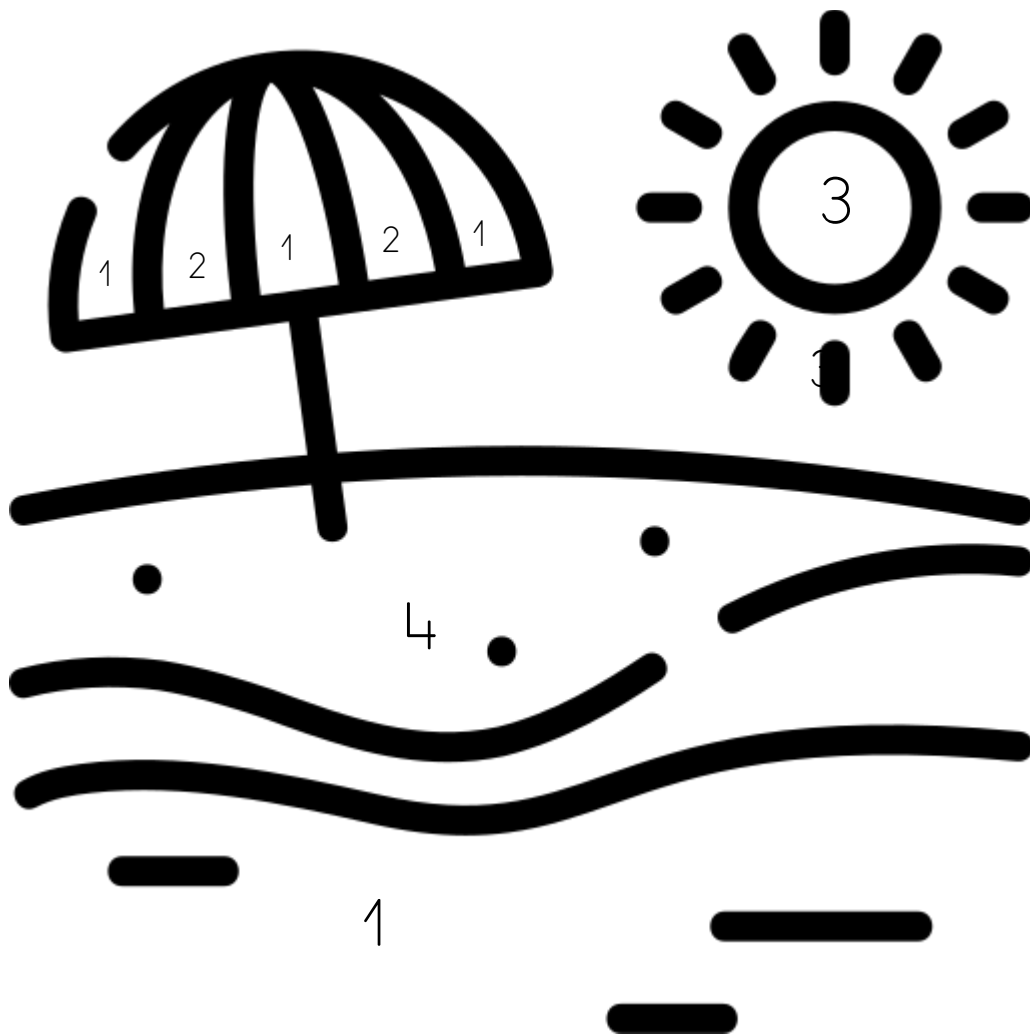
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Relaciona cada animal con su silueta



Pinta según el código:

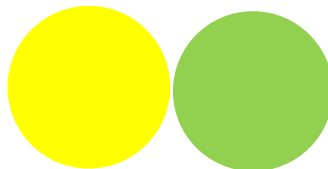
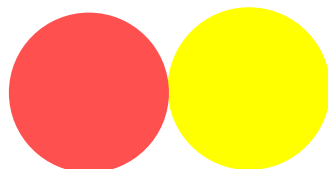
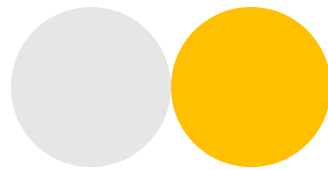
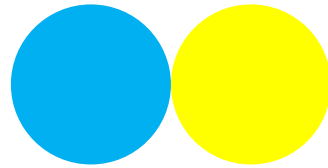
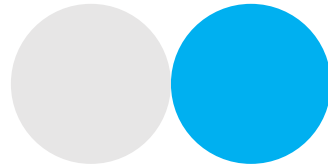
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| 1 | 2 | 3 | 4 |



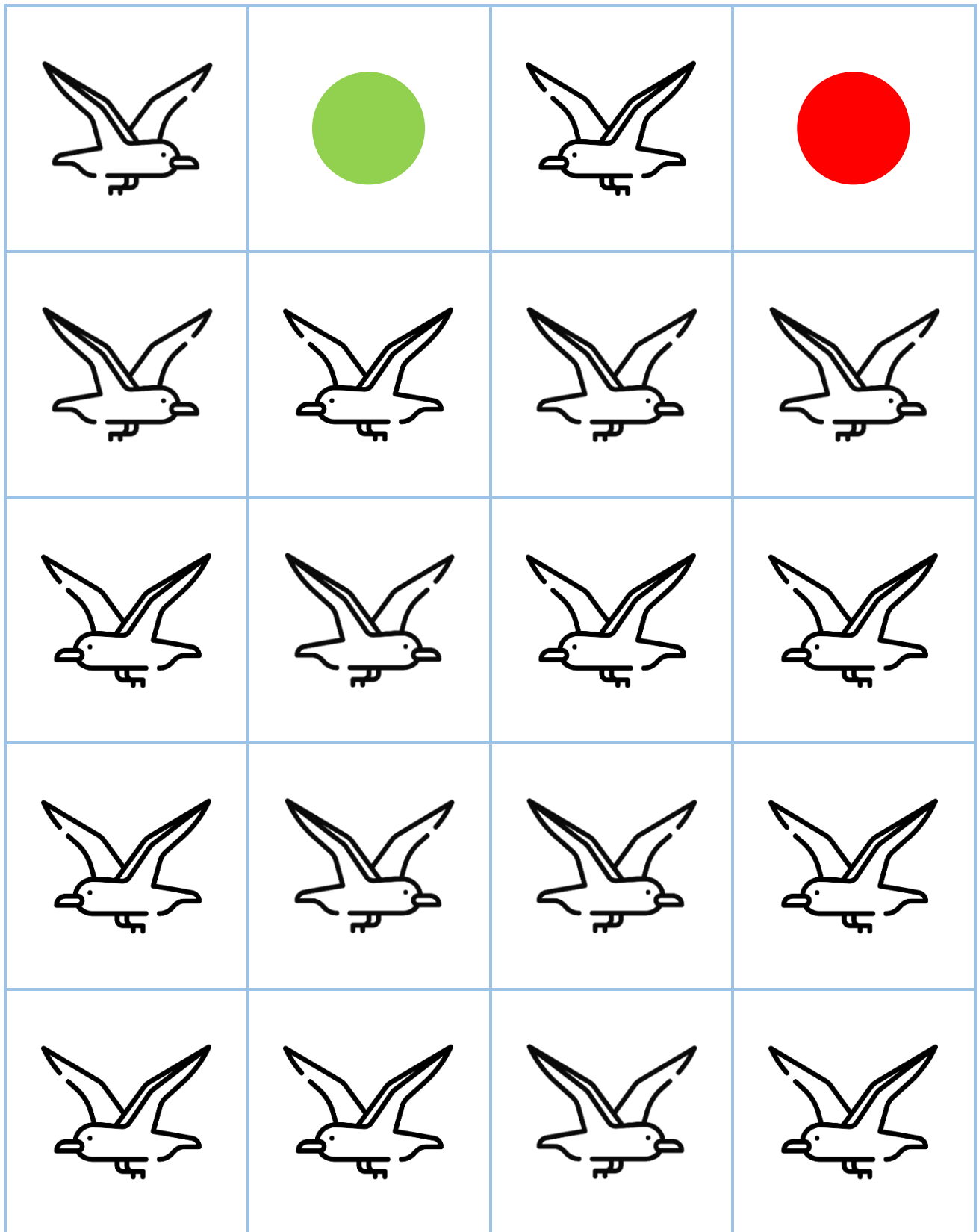
Relaciona cada helado con su silueta



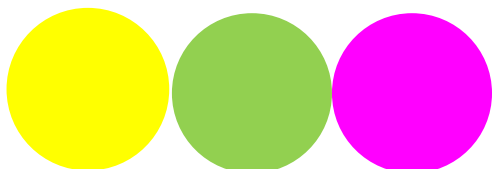
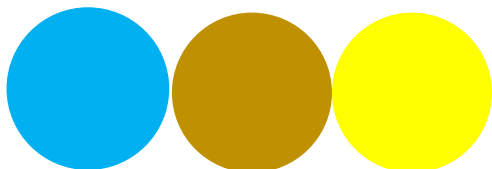
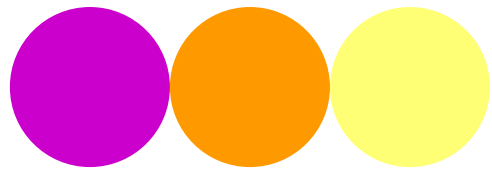
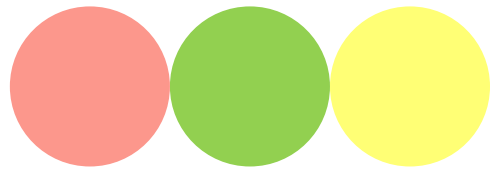
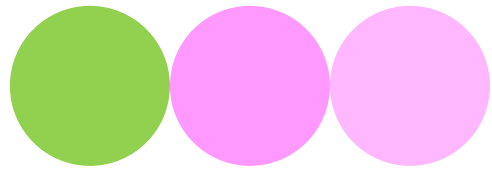
Une cada bañador con sus colores



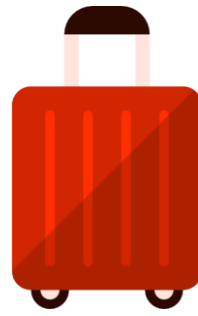
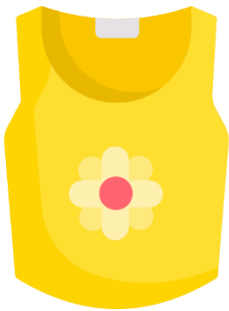
Pinta las gaviotas que miran hacia la derecha de color verde y las que miran a la izquierda de color rojo





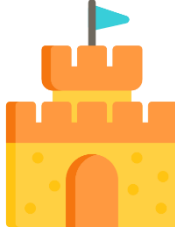




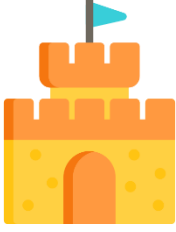
Une cada helado con sus colores



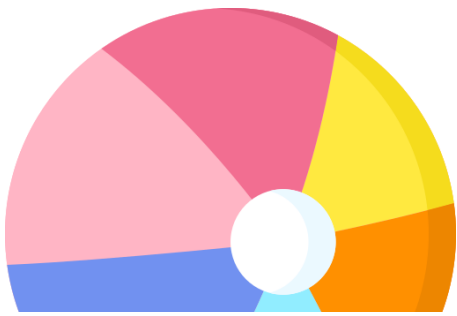
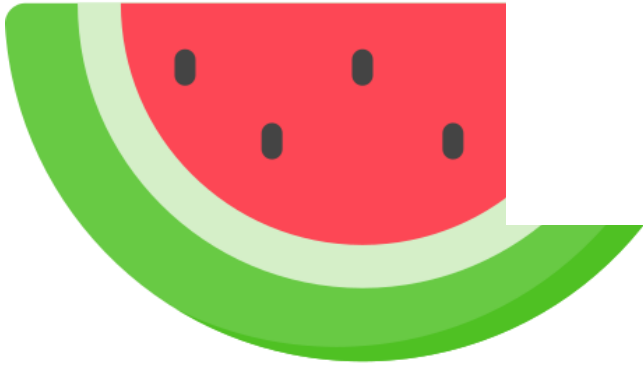
Rodea por colores



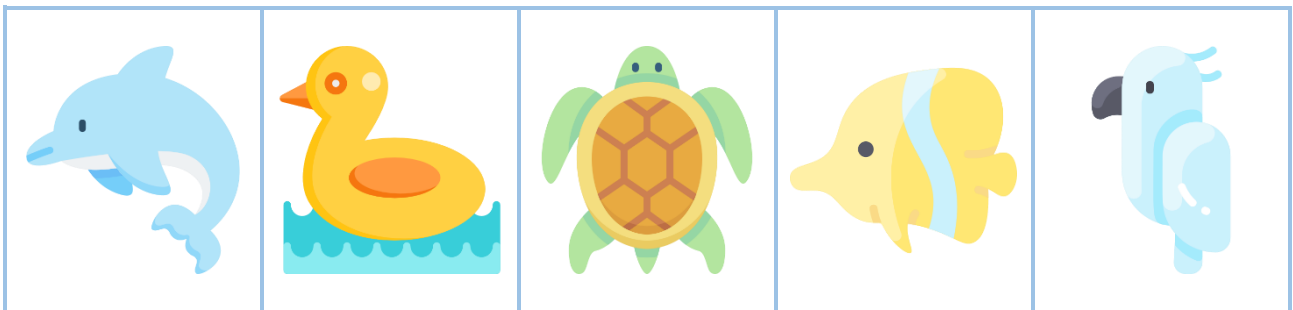
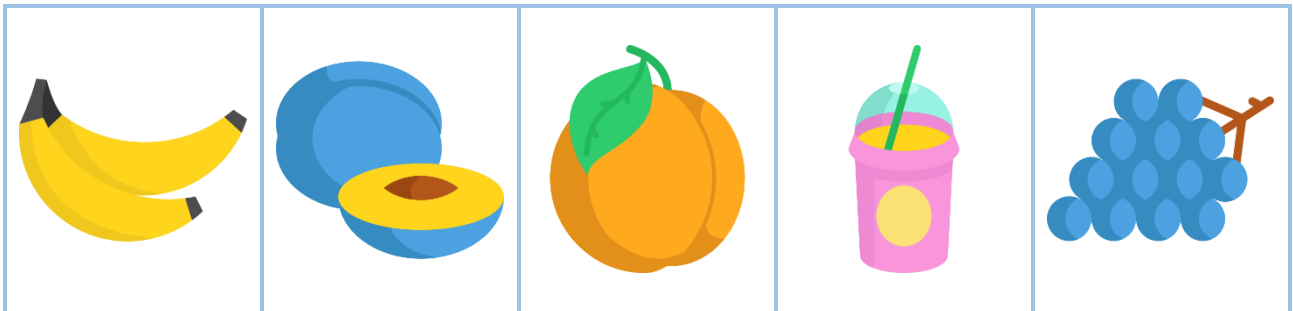
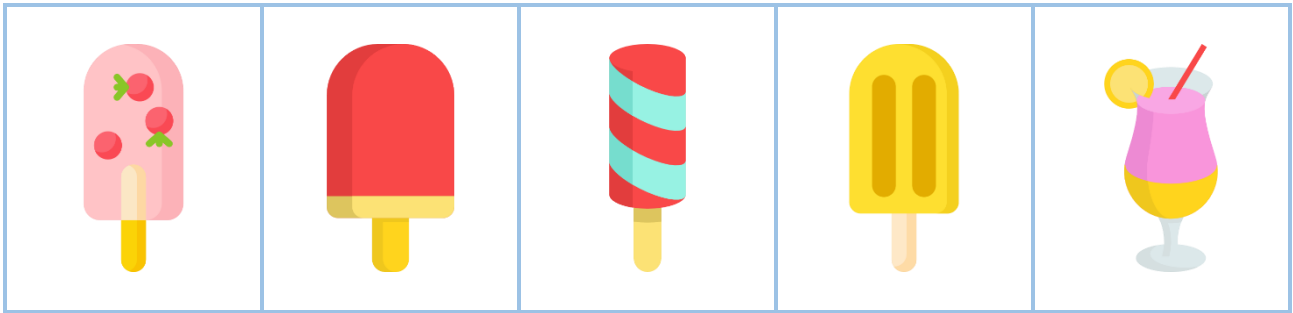
Señala la casilla en la que los elementos que se cruzan son iguales

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Dibuja y pinta la parte que falta



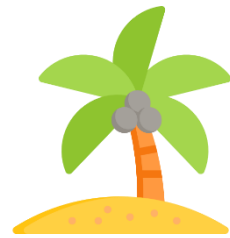
Señala al intruso de cada fila



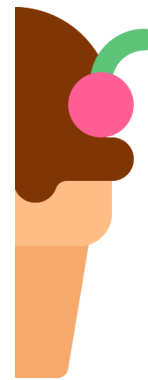
Une por colores



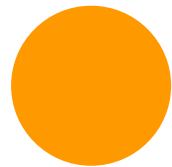
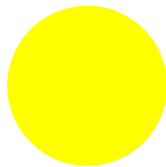
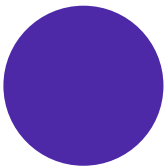
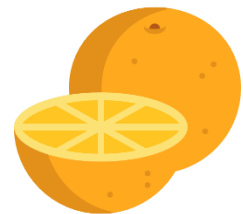
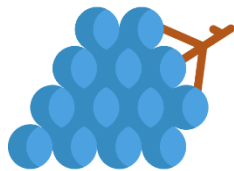
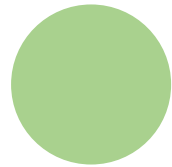
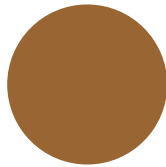
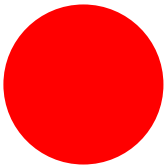
Une las palmeras que son iguales









Une cada mitad para formar los helados


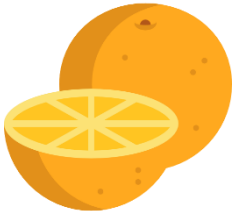
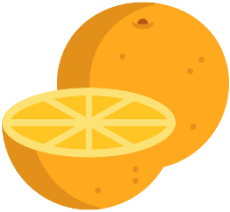
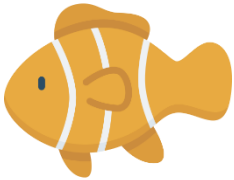
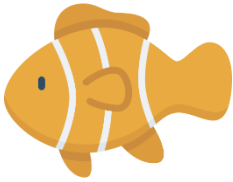


Relaciona cada fruta con su color


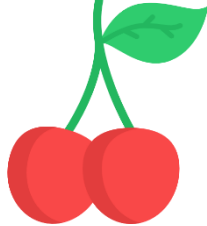
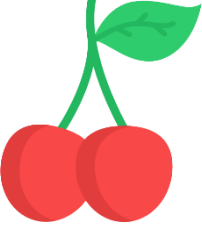











Dibuja los elementos que faltan sin repetir en cada fila o columna

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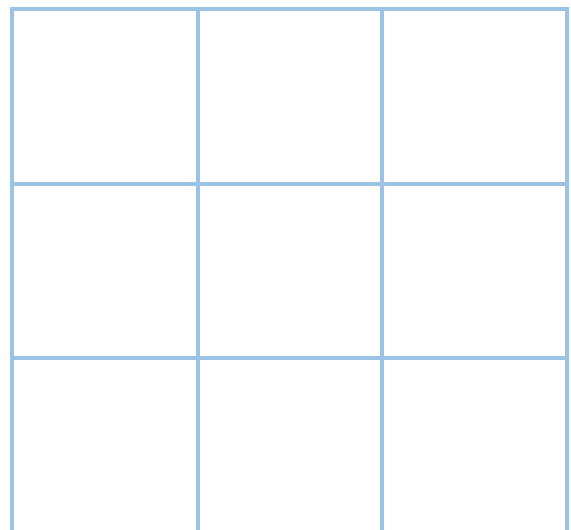
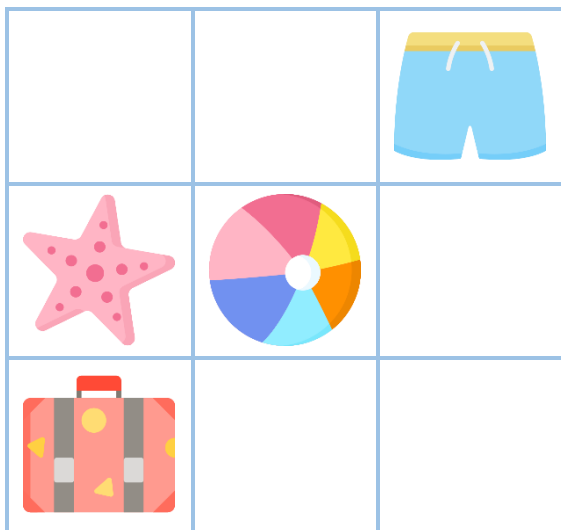
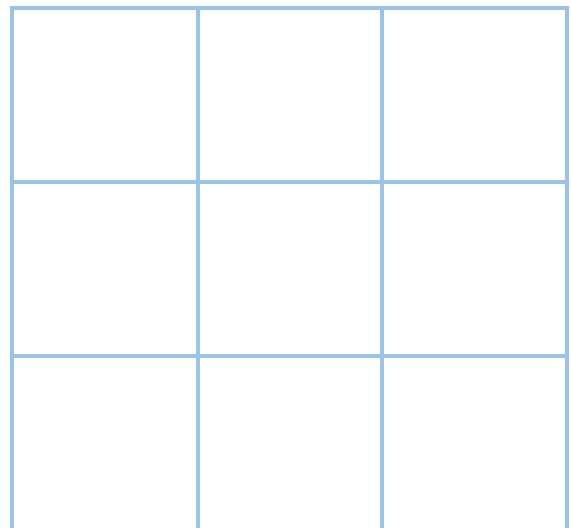
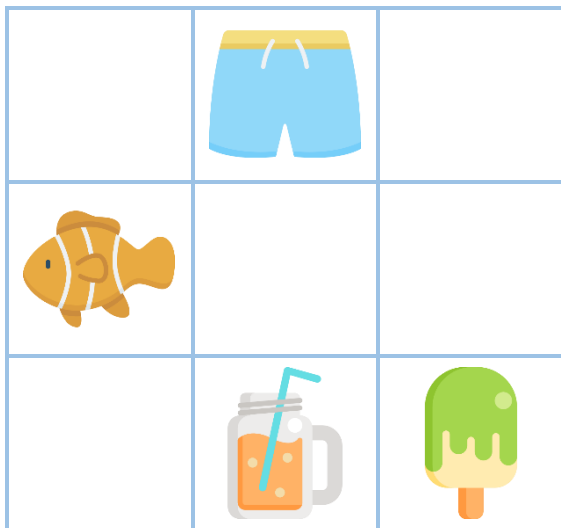
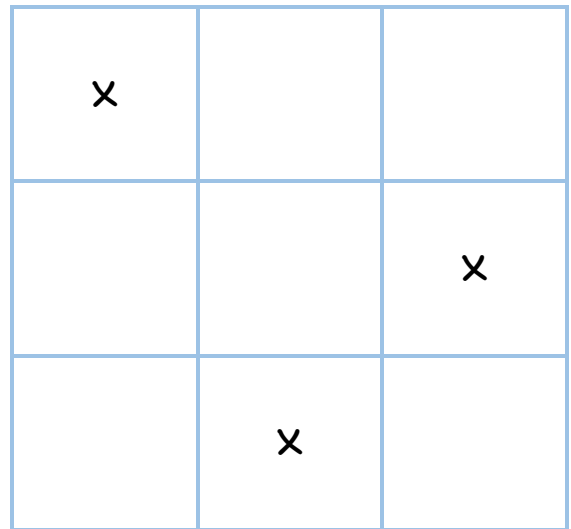
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Dibuja los elementos que faltan sin repetir en cada fila o columna

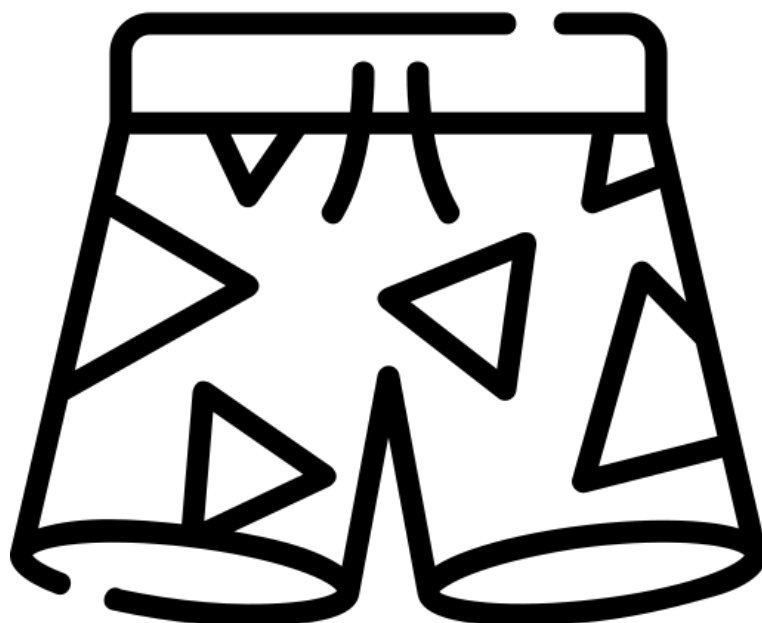
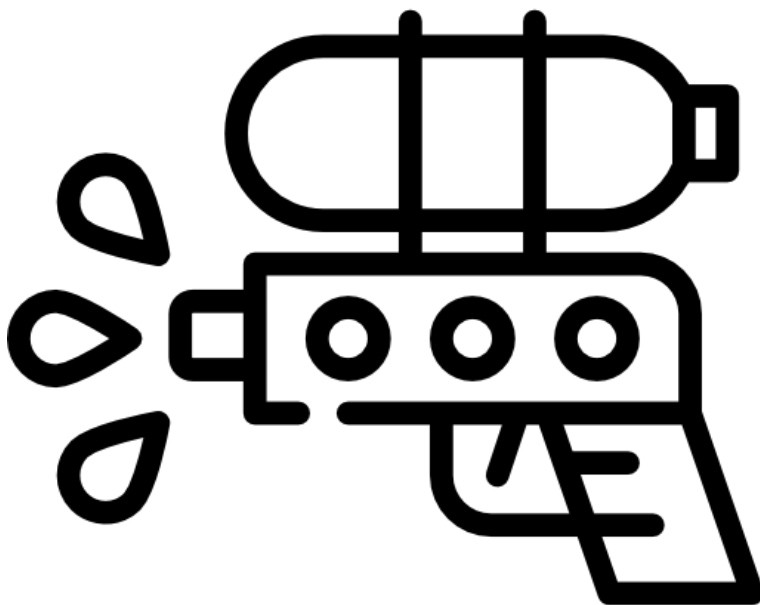
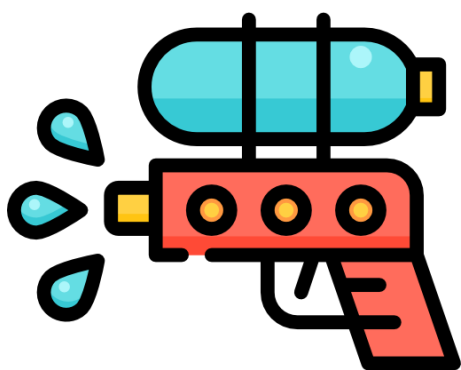
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Haz una X en cada lugar donde hay un dibujo



Colorea como el modelo



Haz una X en cada lugar donde hay un dibujo

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|---|---|---|
| | X | |
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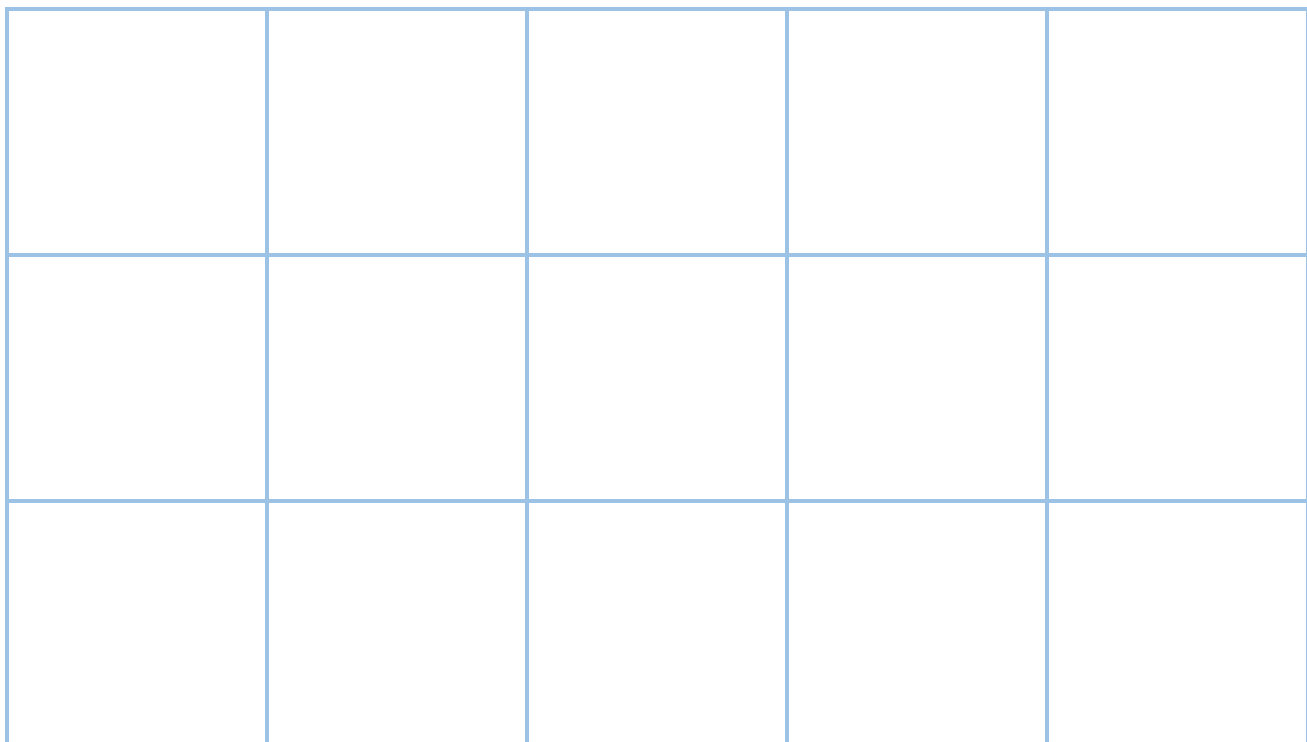
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Observa



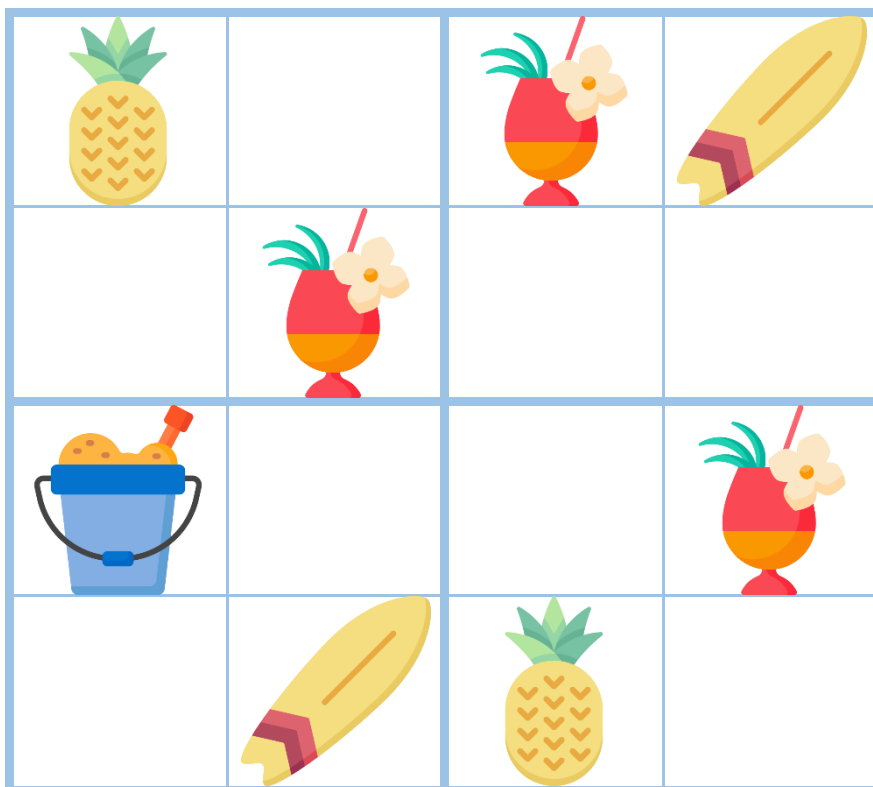
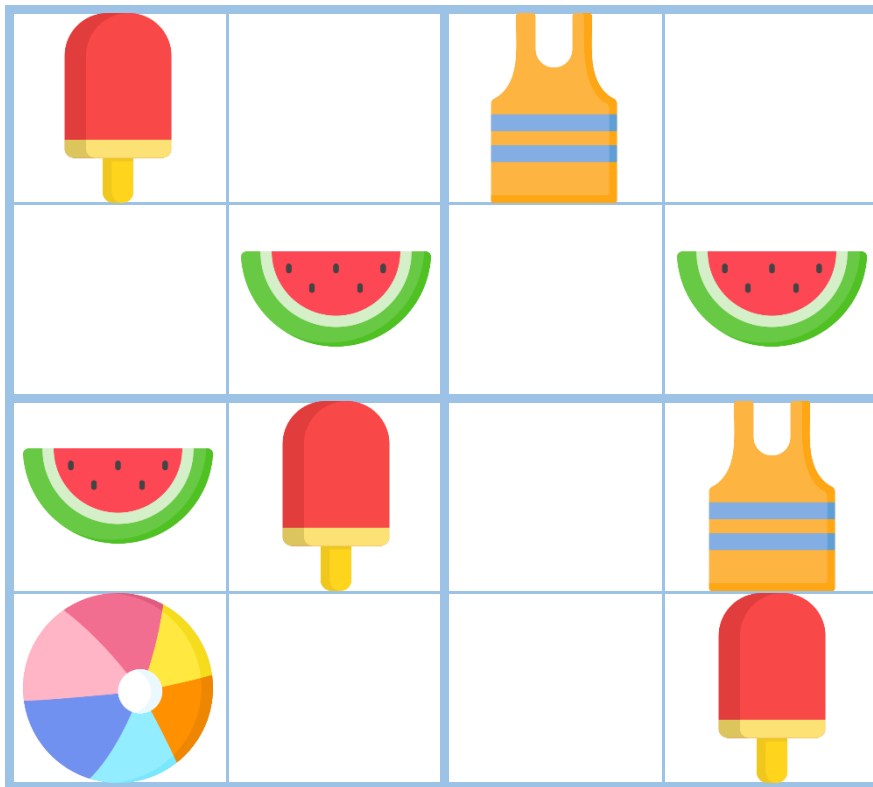
Ahora copia la cuadrícula



Marca los iguales al modelo



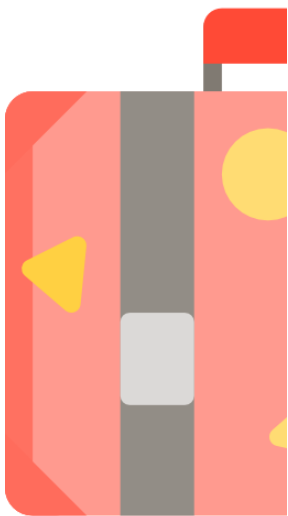
Resuelve los sudokus







Marca los iguales al modelo



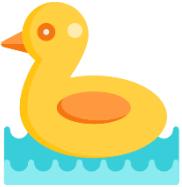






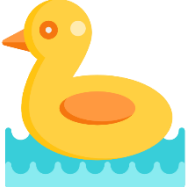
Completa la mitad del dibujo y colorea siguiendo el modelo



Observa

| | | | |
|---|---|--|---|
|  |  |  |  |
| 1 | 2 | 3 | 4 |

Ara escribe el número que le corresponde

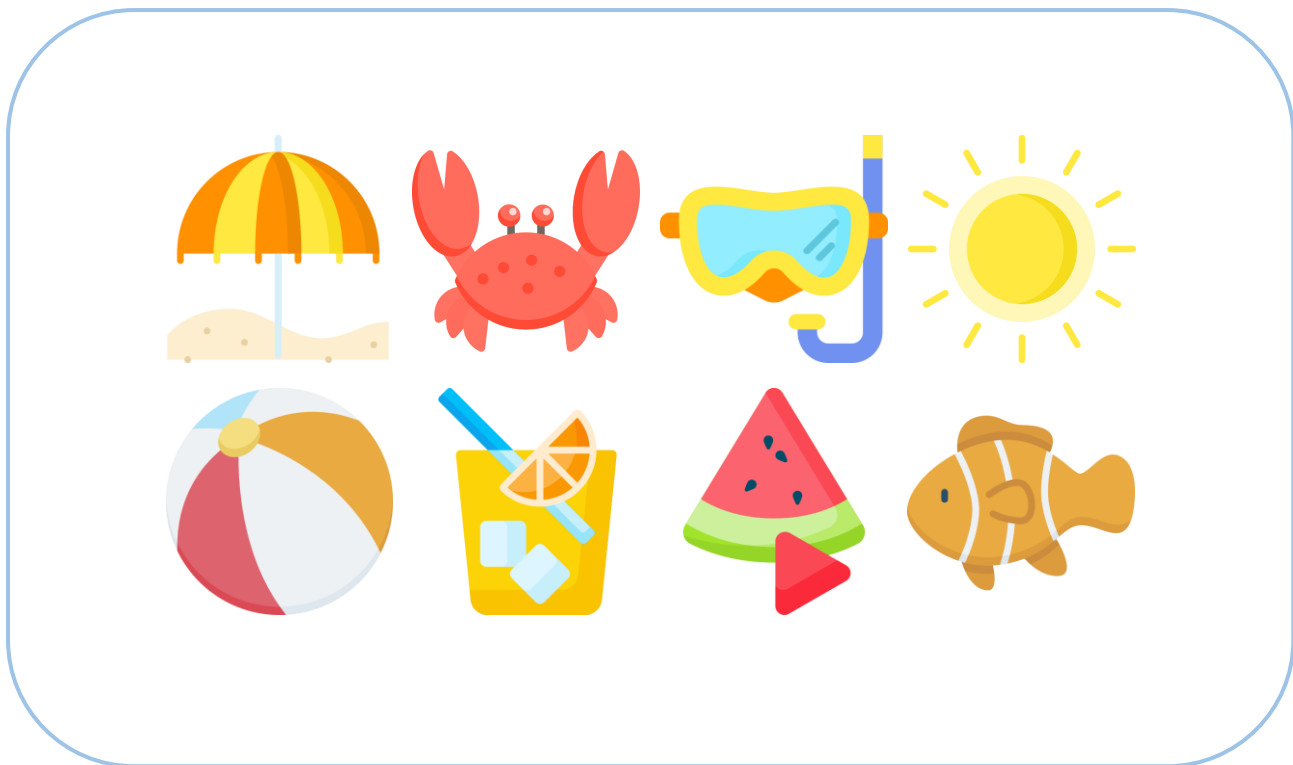
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Resuelve los sudokus de colores

| | | | |
|--------|-------|--------|--------|
| Blue | White | Orange | White |
| White | Green | White | Yellow |
| Yellow | Blue | White | Orange |
| Green | White | White | Blue |

| | | | |
|--------|--------|--------|--------|
| Yellow | White | Green | Orange |
| White | Green | White | White |
| Blue | White | White | Green |
| White | Orange | Yellow | White |

Observa durante un minuto e intenta recordar los dibujos



Ahora tapa el dibujo y rodea los que recuerdes



Observa durante un minuto dónde están los dibujos





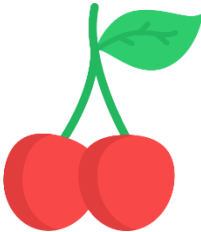



Ahora rodea los que se han movido de sitio

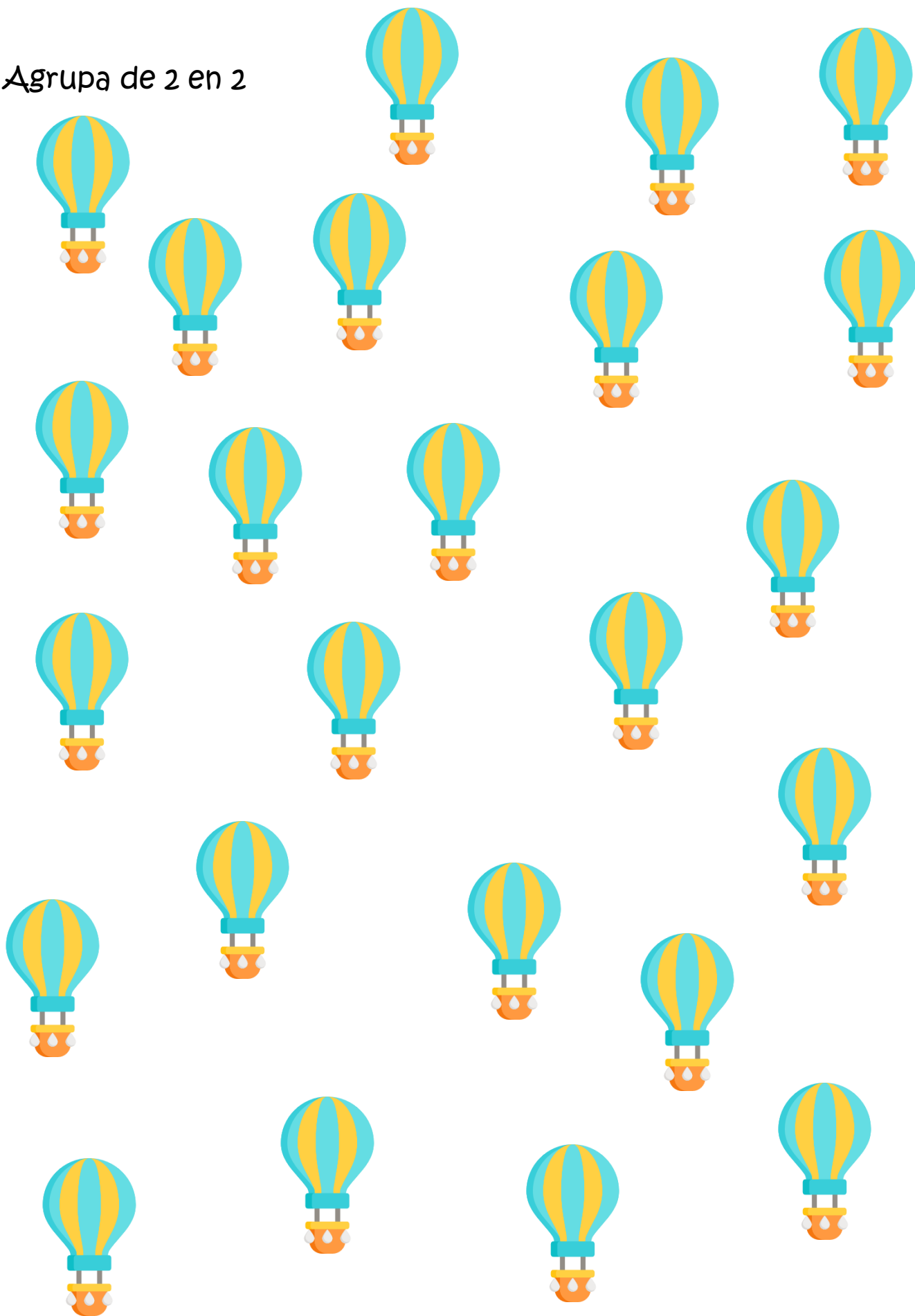


Cuenta cuántos hay de cada









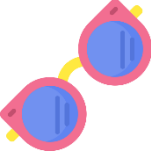
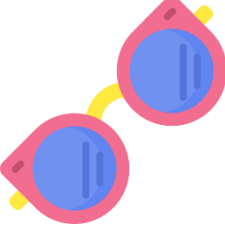












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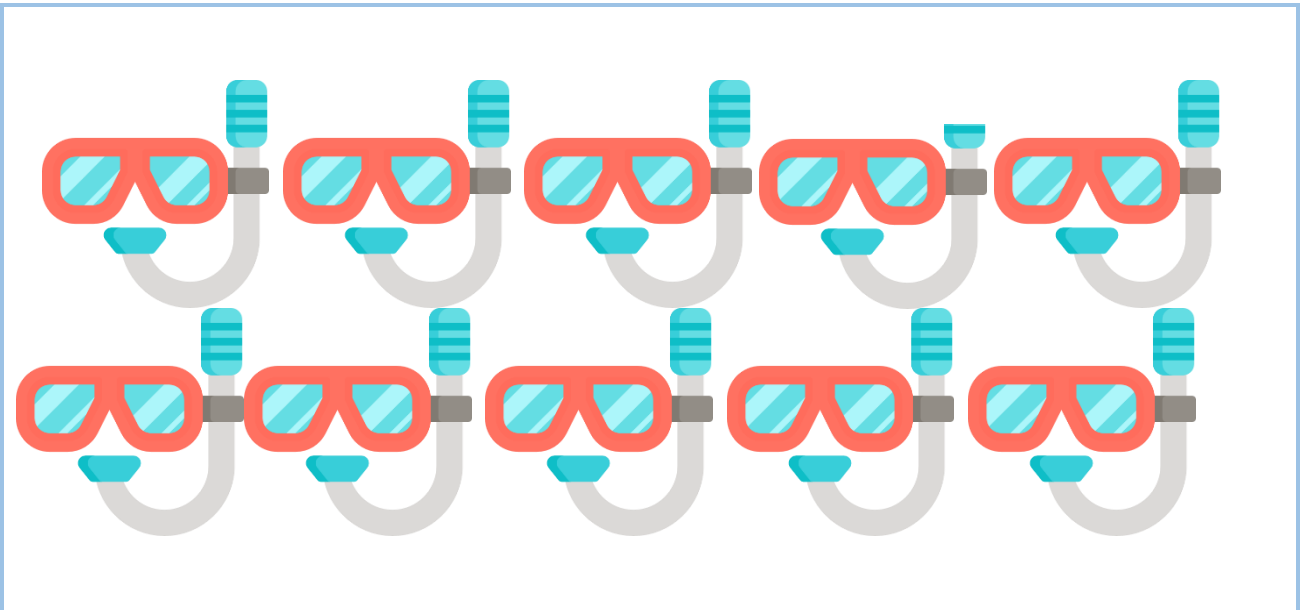
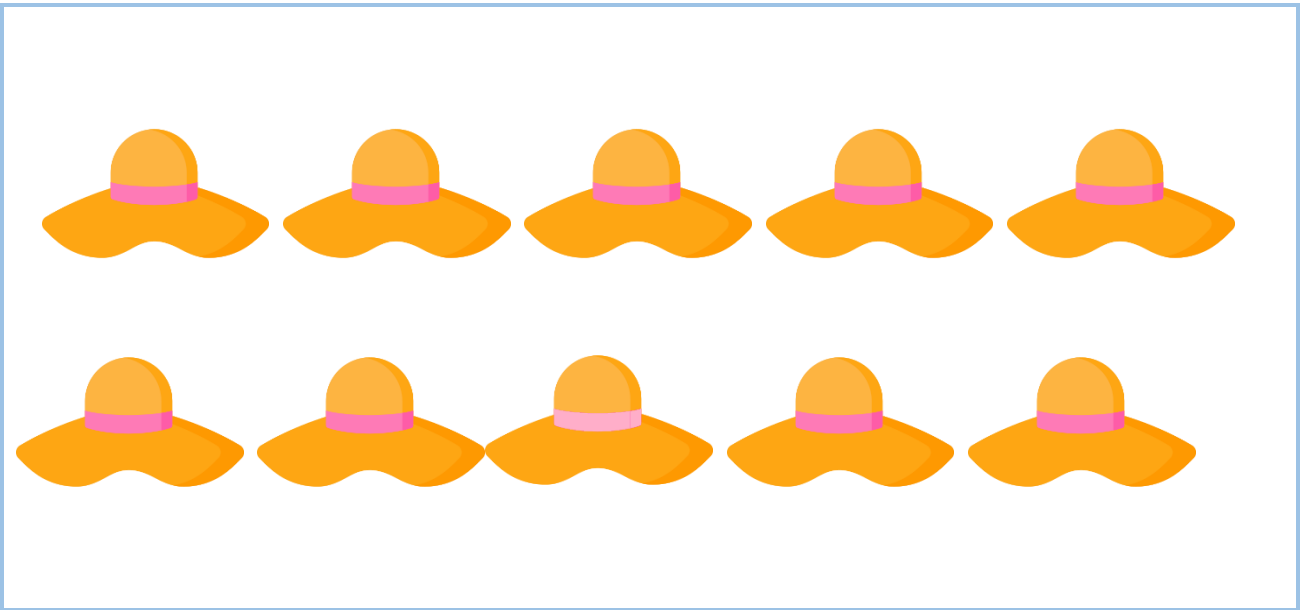
Agrupar de 2 en 2



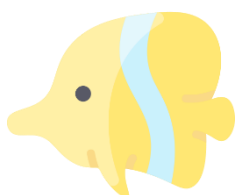
Observa y completa

| MAYOR QUE > | MENOR QUE < | IGUAL = | |
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Encuentra al diferente y rodéalo



Agrupa de 3 en 3



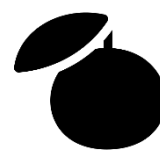
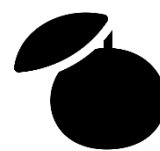
Observa

| | | | | |
|---|---|---|--|---|
|  |  |  |  |  |
| 1 | 2 | 3 | 4 | 5 |

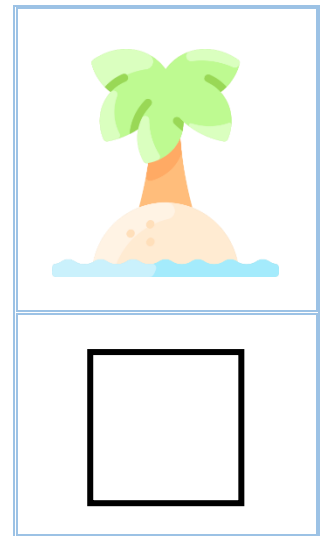
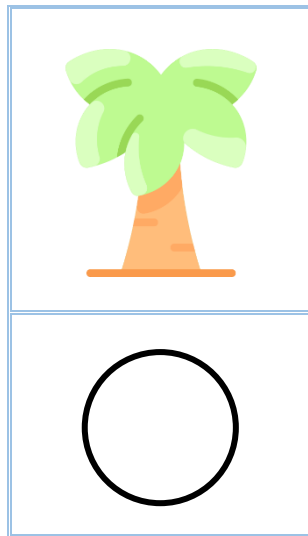
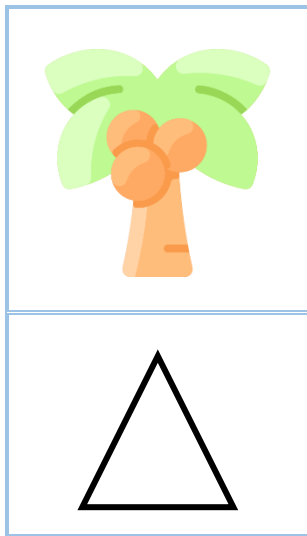
Ahora construye el número como en el ejemplo

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Marca los iguales al modelo



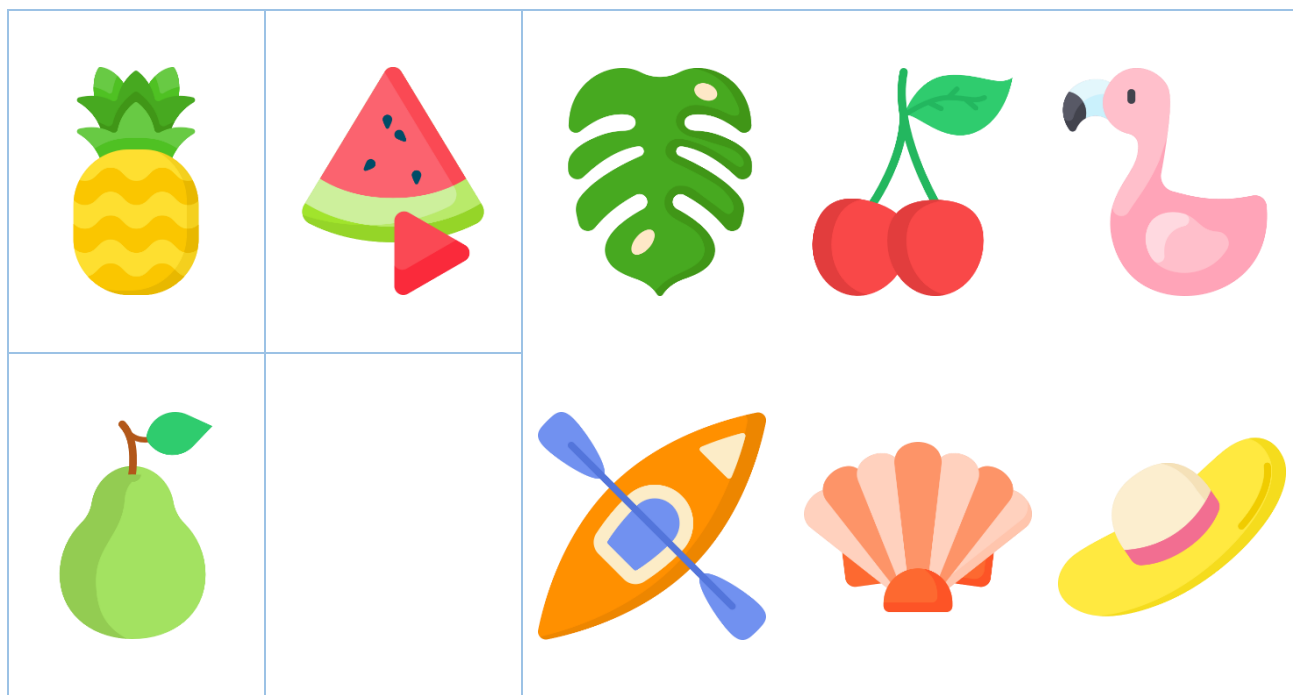
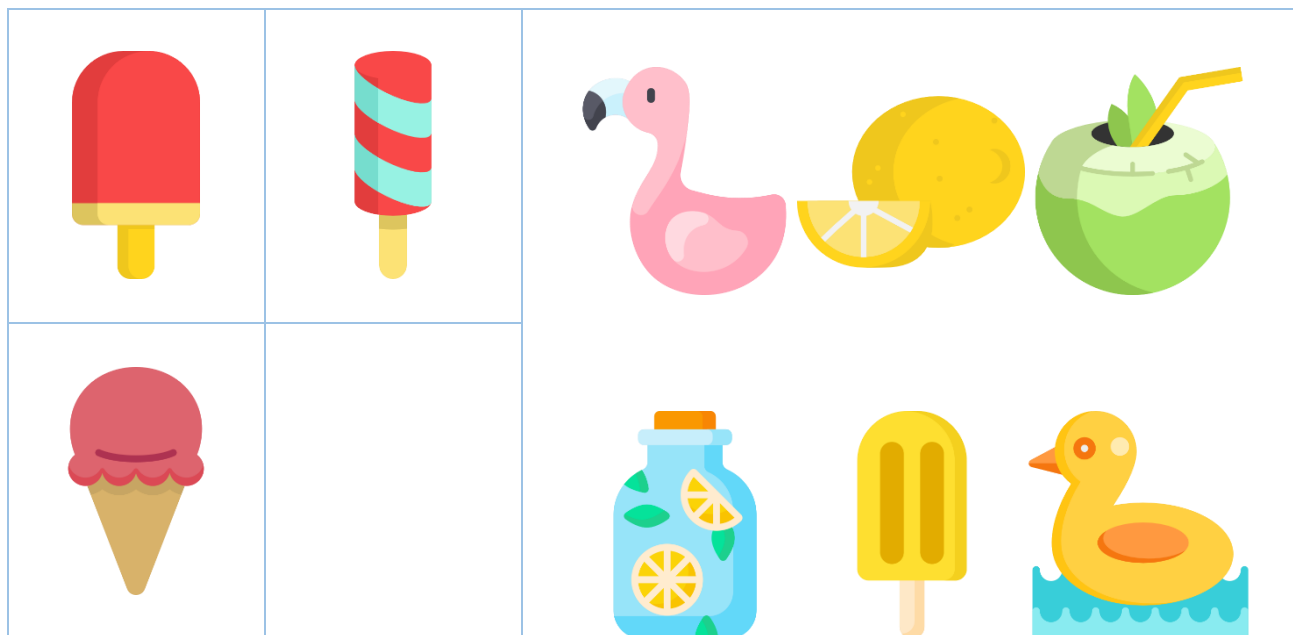
Observa









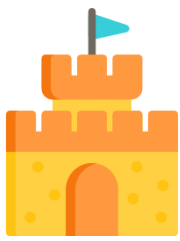

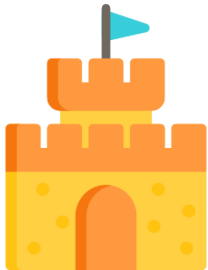
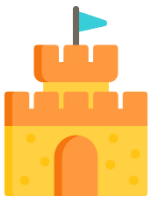
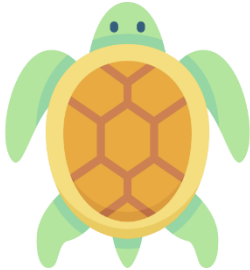
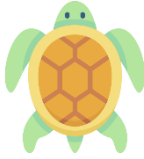
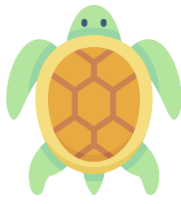

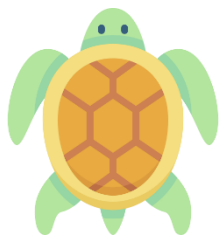





Ahora dibuja la figura que le corresponde



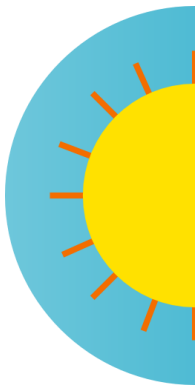
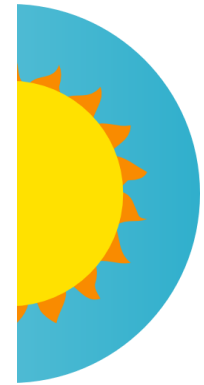
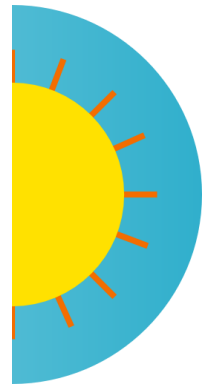
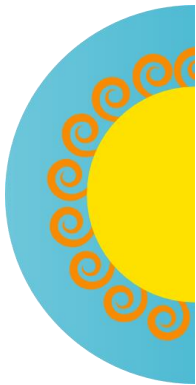
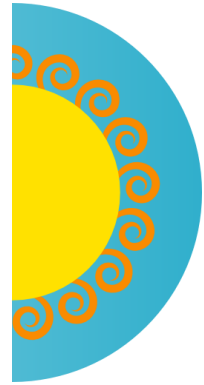
Rodea el que faltaría en el grupo



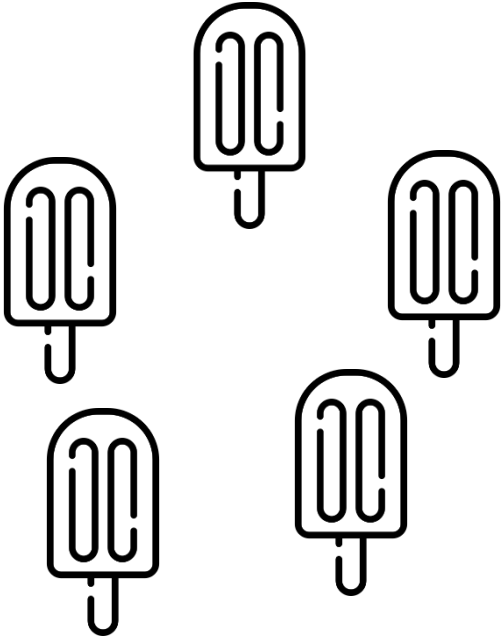
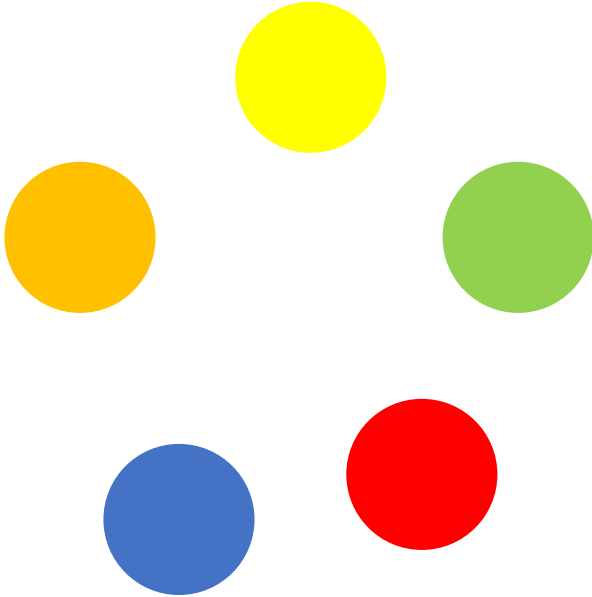
Ordena de menor a mayor con números

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|---|---|---|---|---|
|  |  |  |  |  |
| 5 | 1 | 4 | 2 | 3 |
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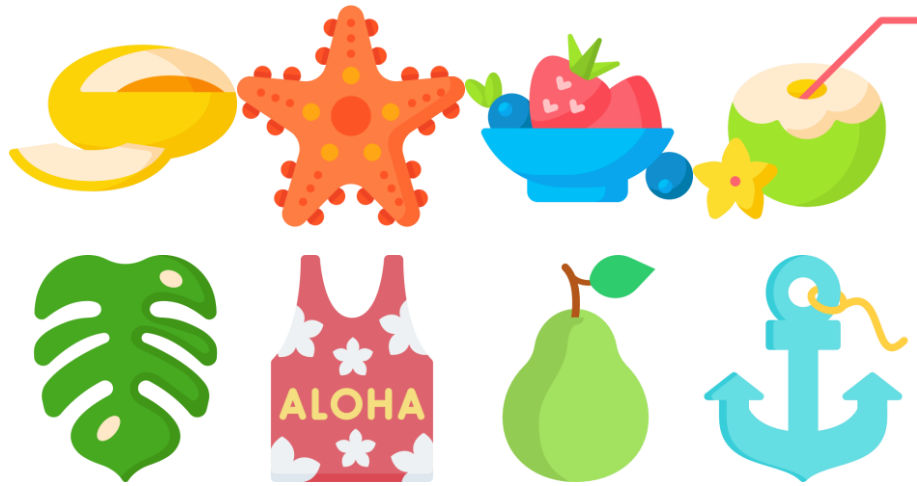
Rodea cada mitad para formar el sol



Pinta en el mismo orden



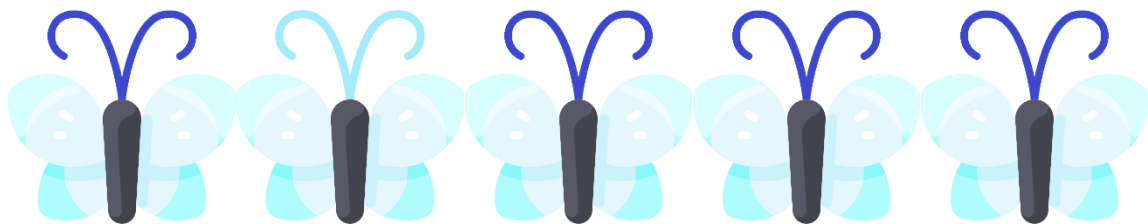
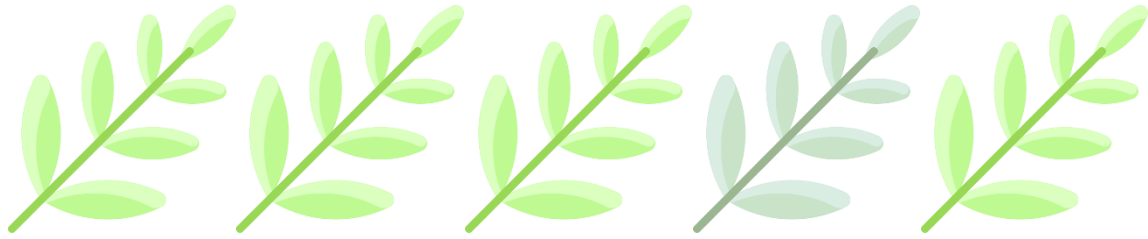
Observa



Ahora rodea el elemento que no encuentres arriba



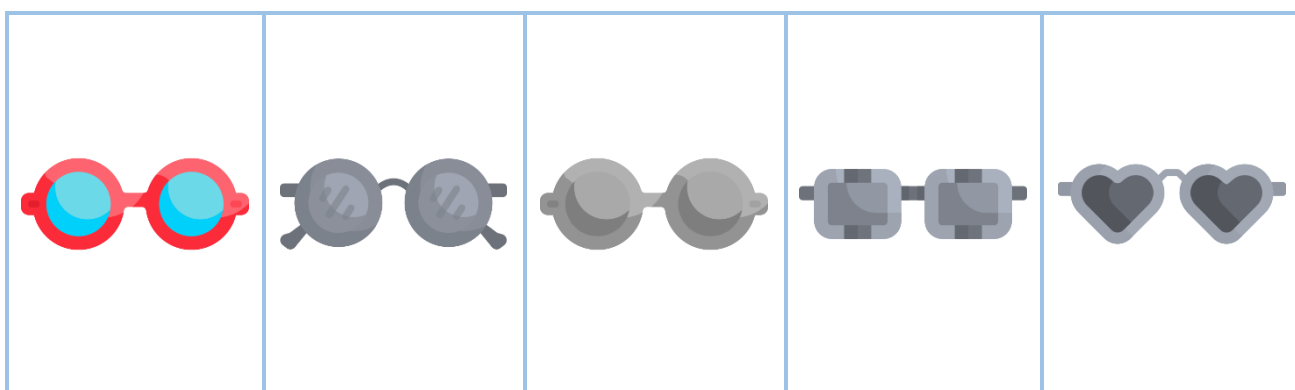
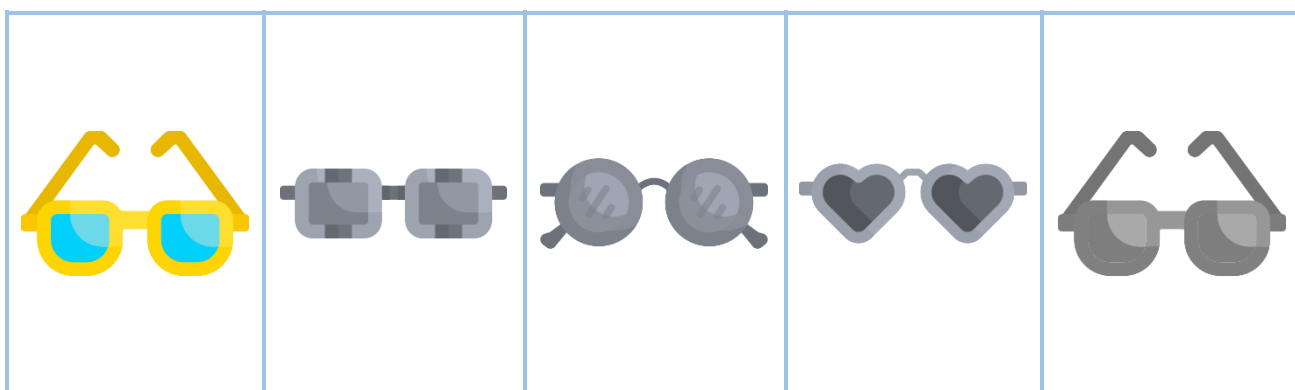
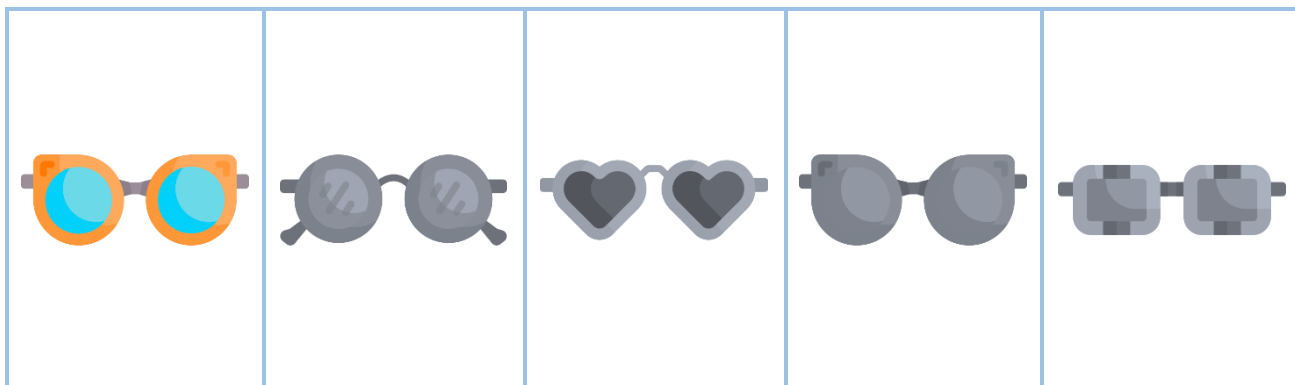
Tacha el dibujo que es diferente al resto



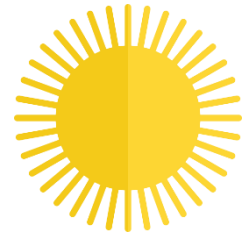
Encuentra los 5 elementos intrusos



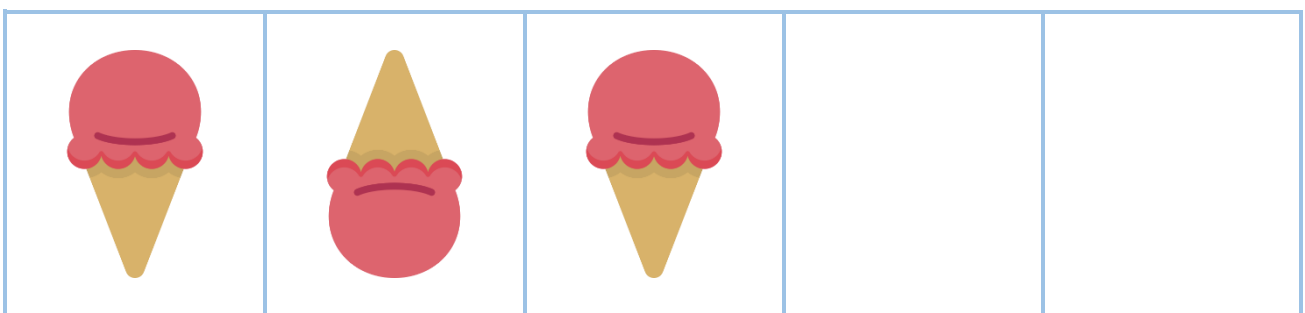
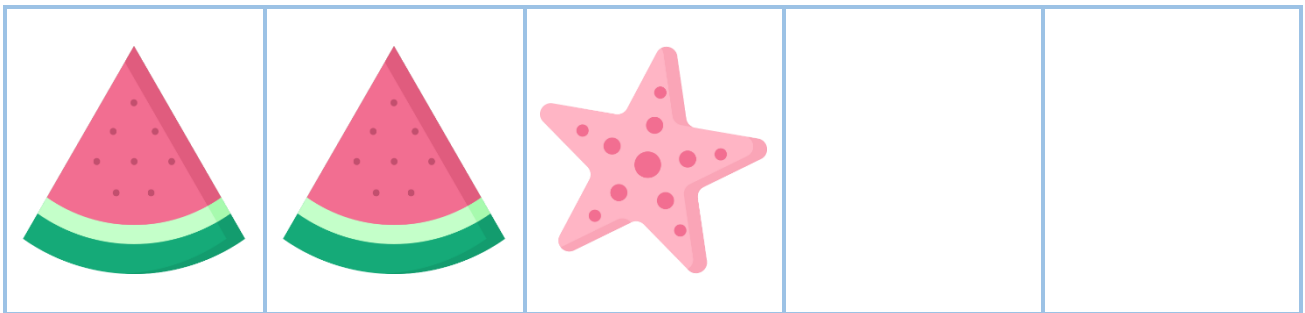
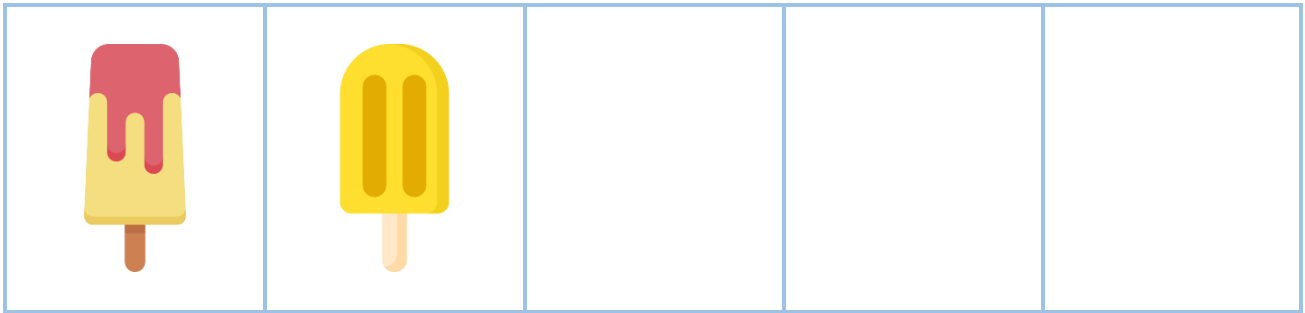
Rodea la sombra correcta



Une los soles que sean iguales



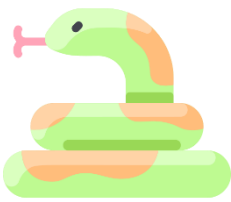
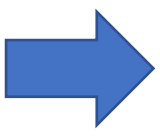

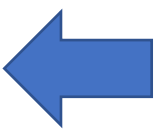

Continúa las series, dibuja y pinta



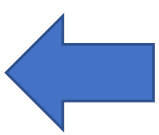
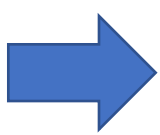



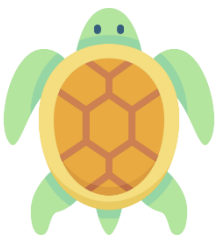
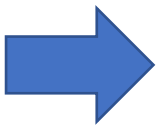

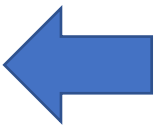

Marca los iguales al modelo

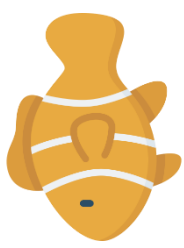

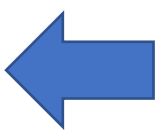

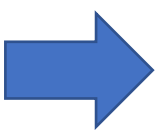


¿Hacia dónde señala cada uno?

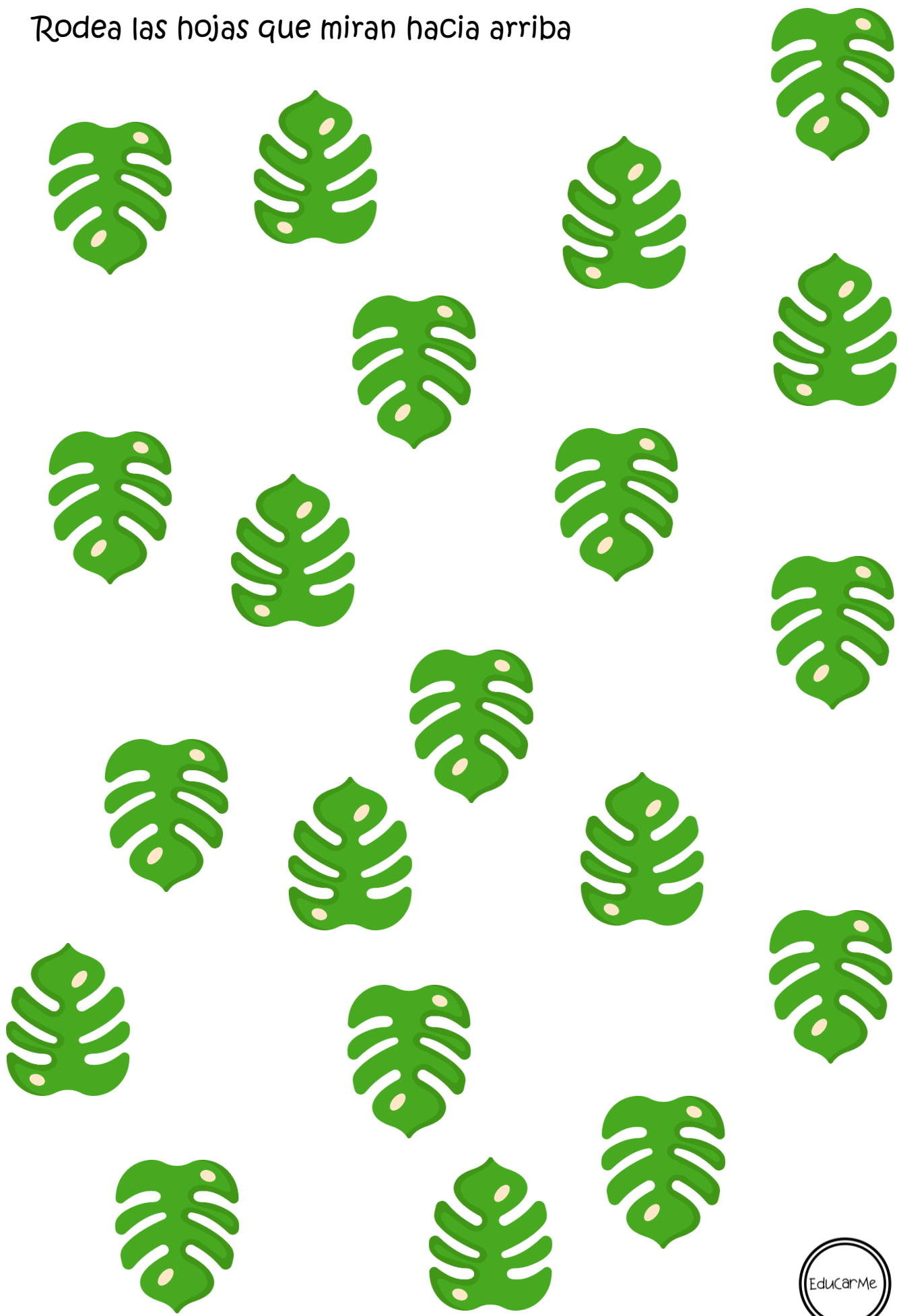
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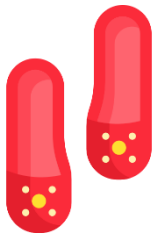
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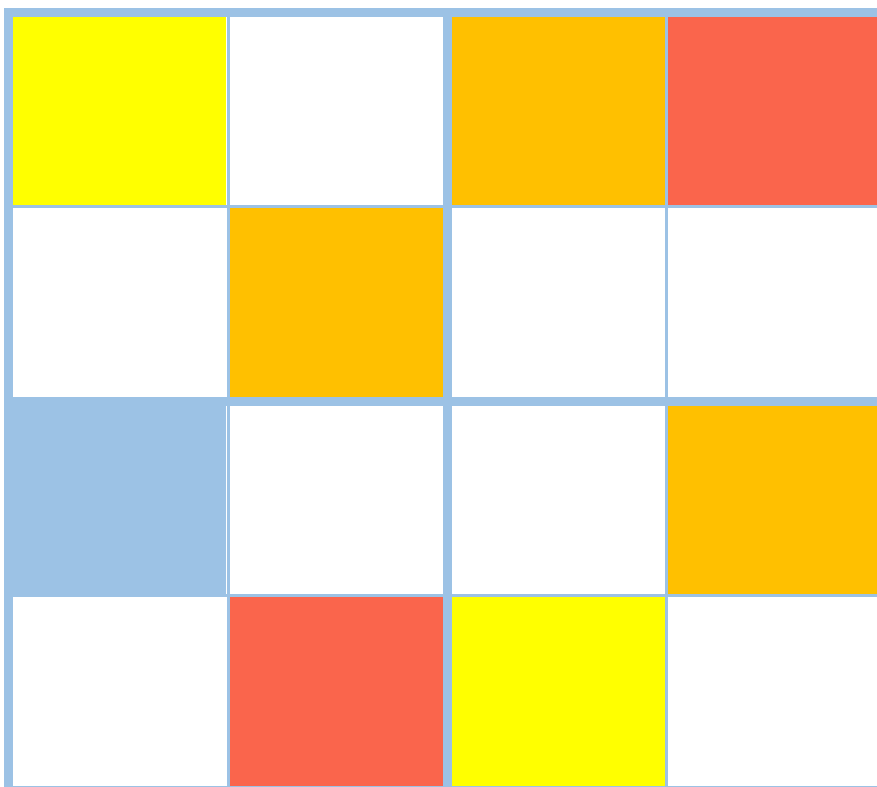
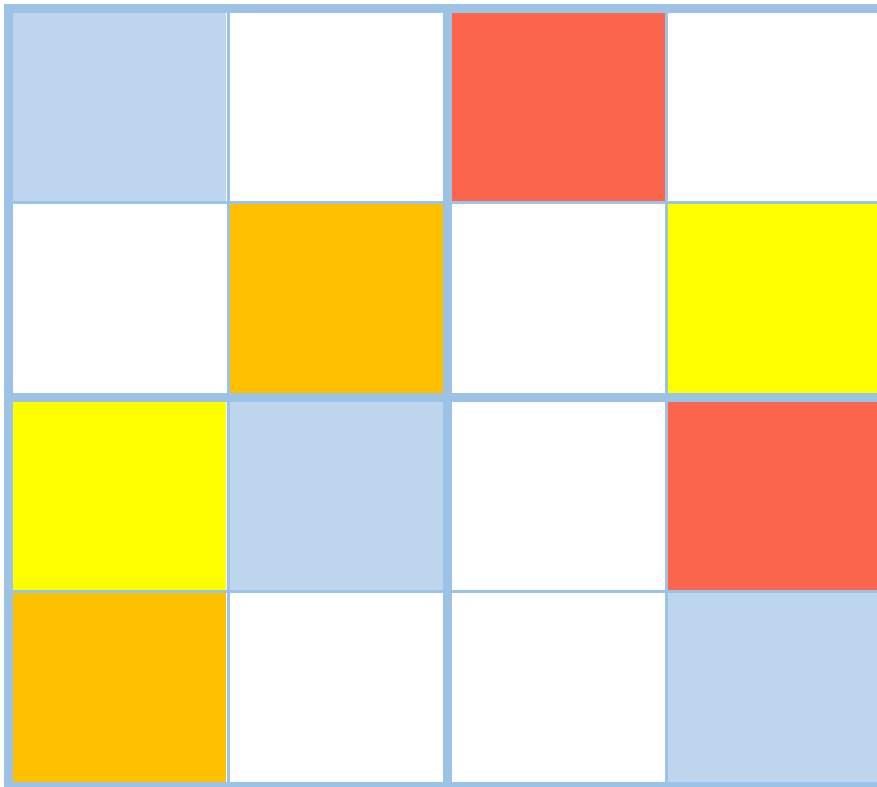
Rodea las hojas que miran hacia arriba



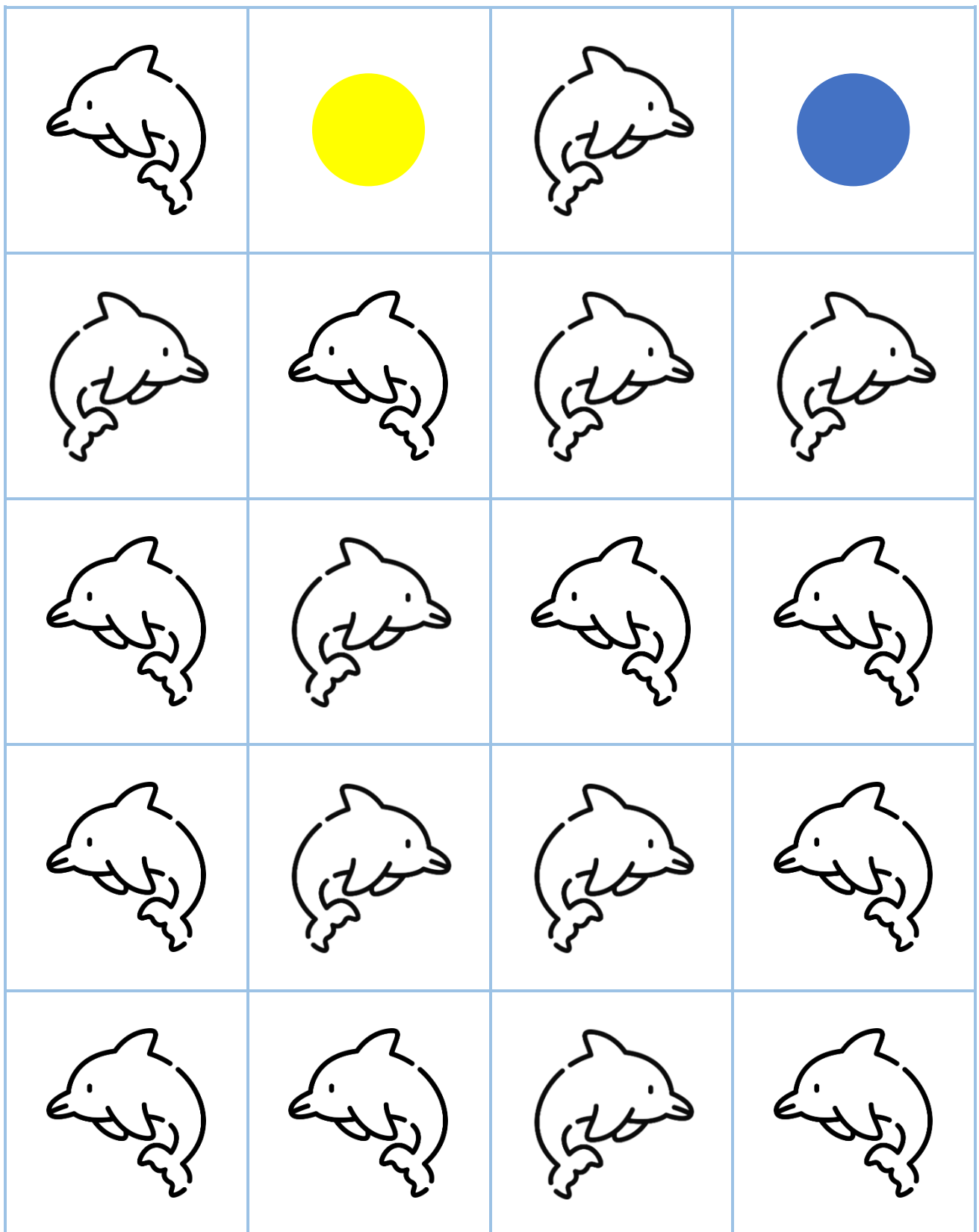
Une por colores



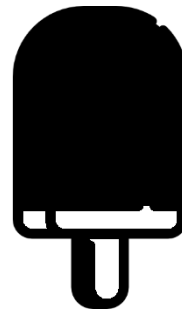
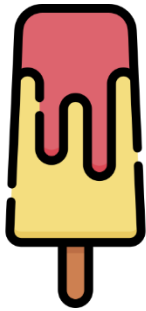
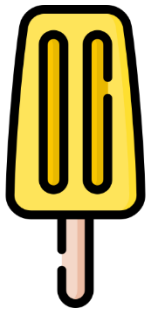
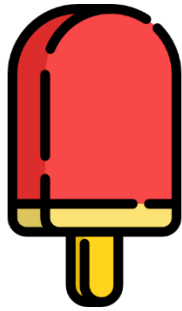
Resuelve los sudokus de colores



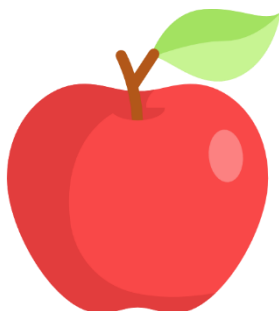
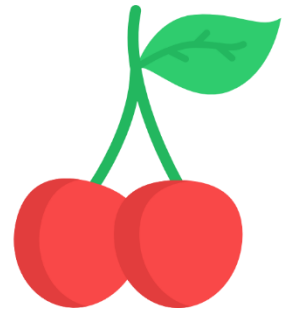
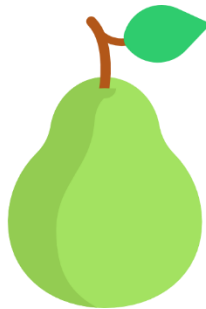
Pinta los delfines que miran a la derecha de color amarillo y los que miran a la izquierda de color azul



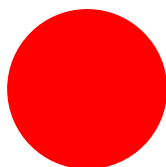
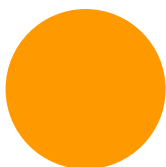
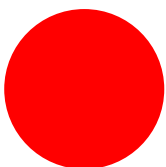
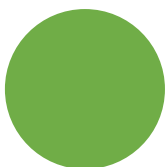
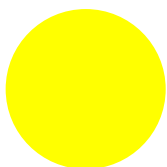
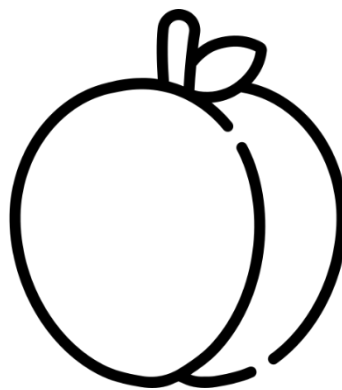
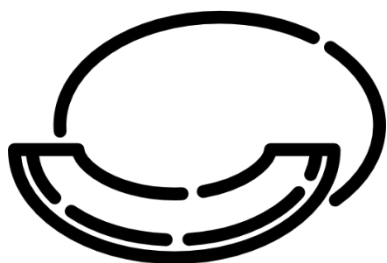
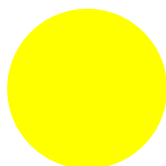
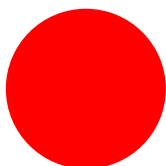
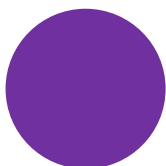
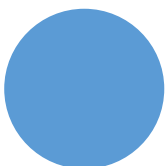
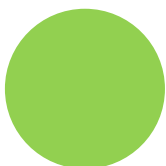
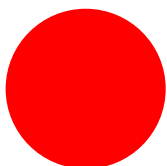
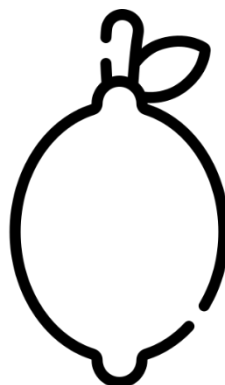
Relaciona cada helado con su silueta



Rodea de color verde las frutas y de rosa los transportes



Escoge el color correcto y pinta



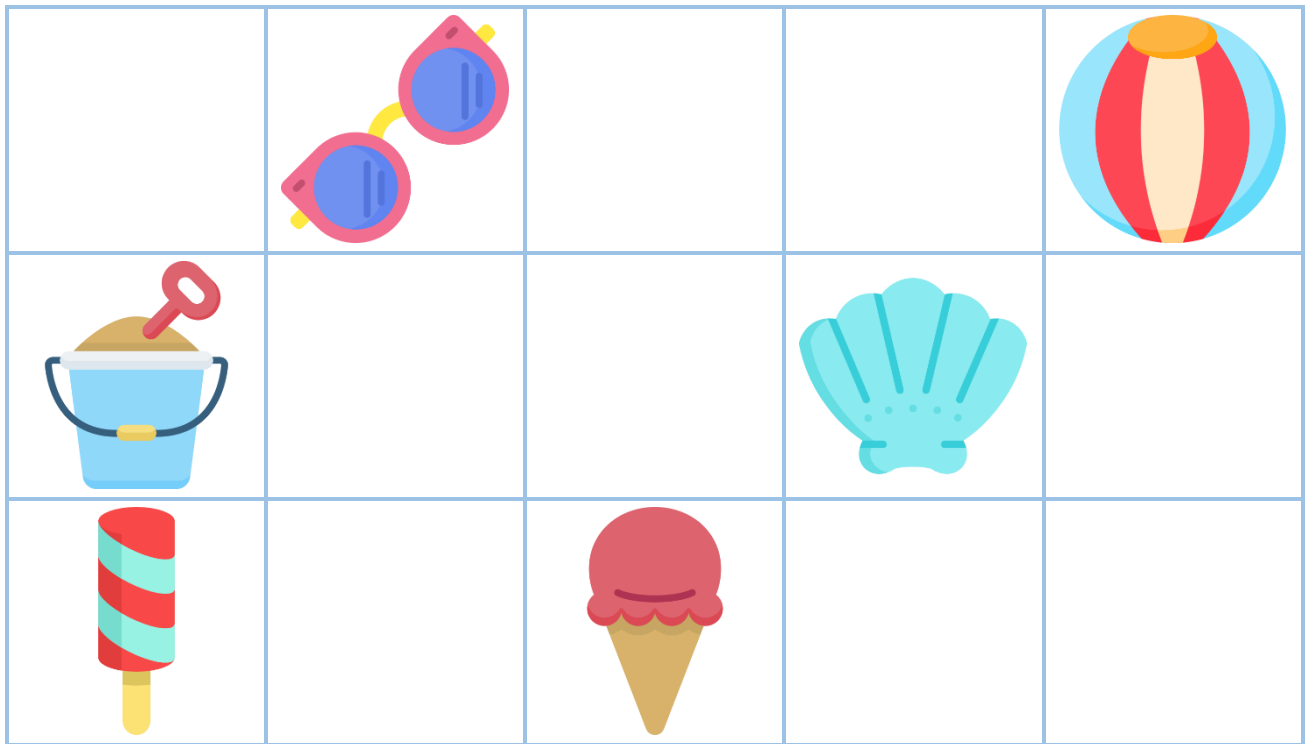
Observa



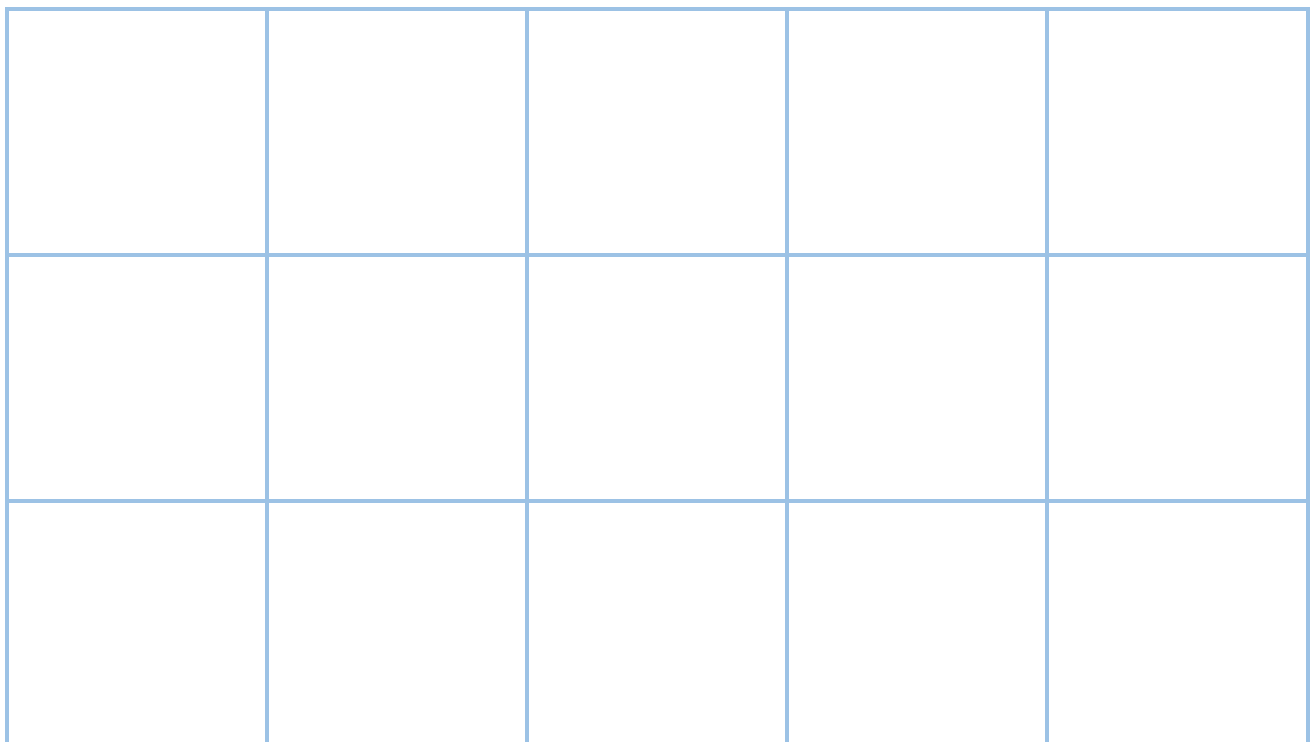
Ahora rodea los elementos que se repiten



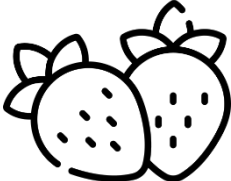
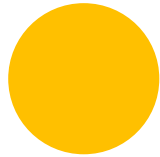
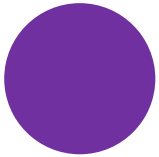

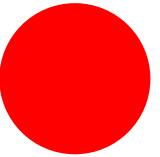
Observa

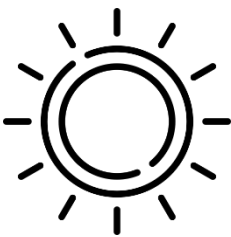
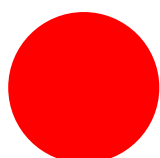

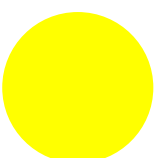
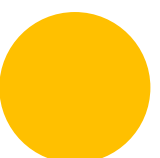



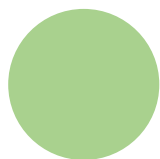
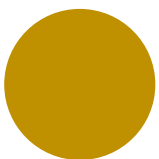
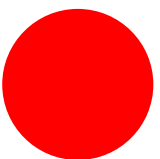

Ahora copia la cuadrícula

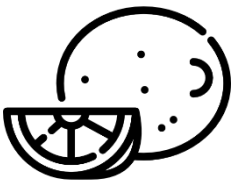
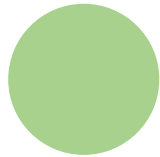

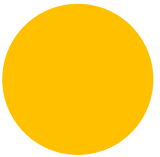
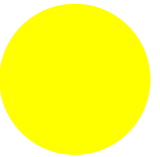


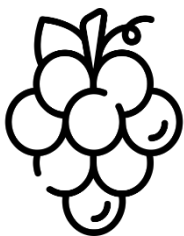
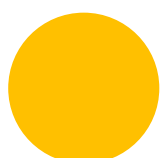
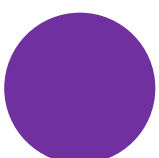
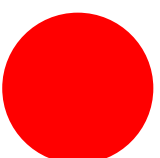
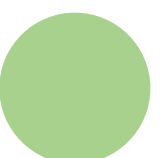
Escoge el color que le corresponde

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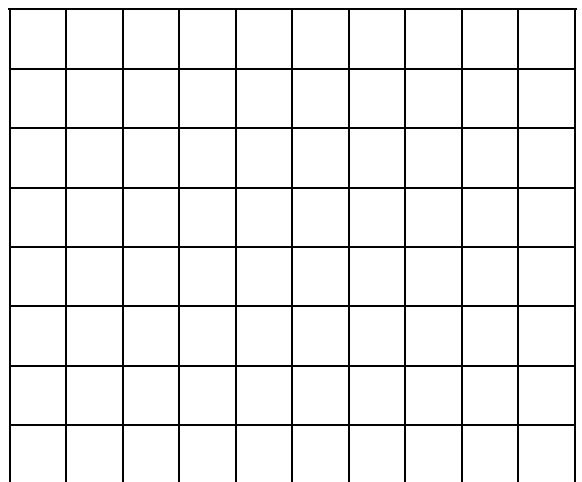
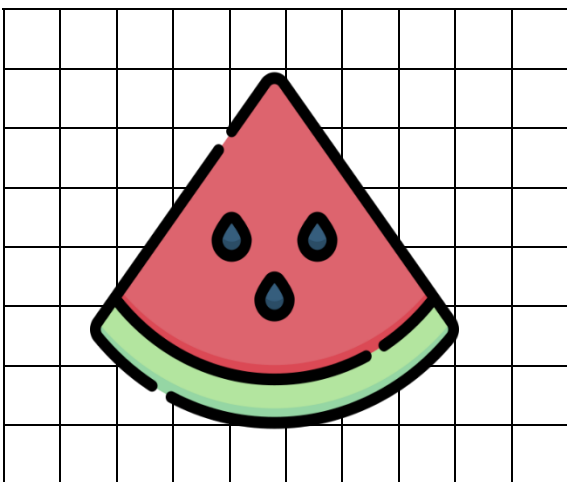
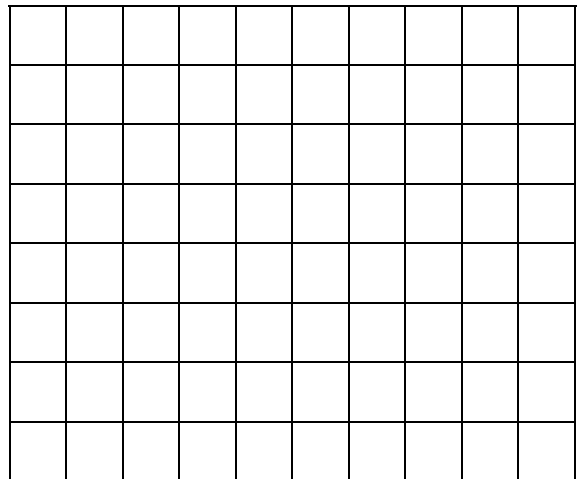
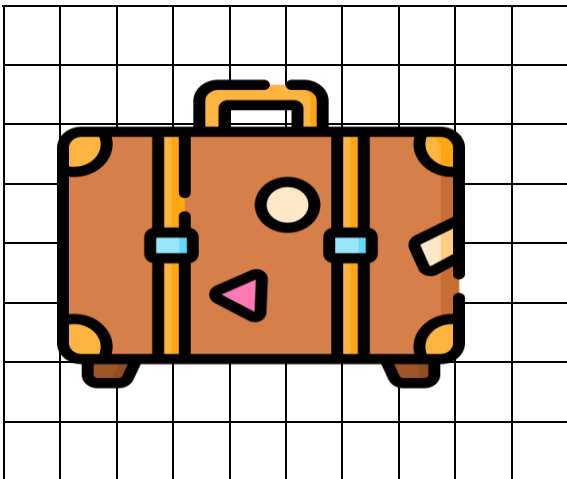
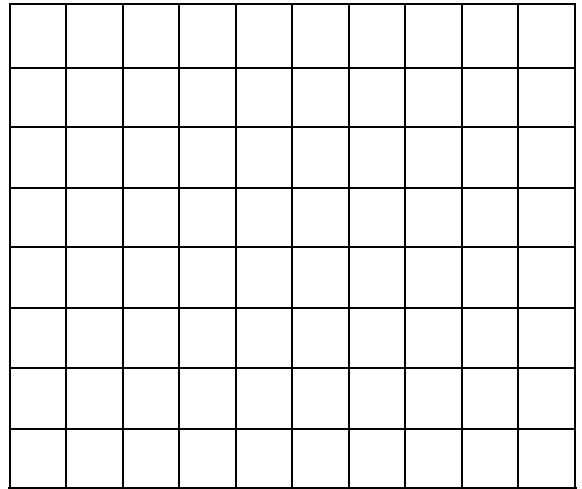
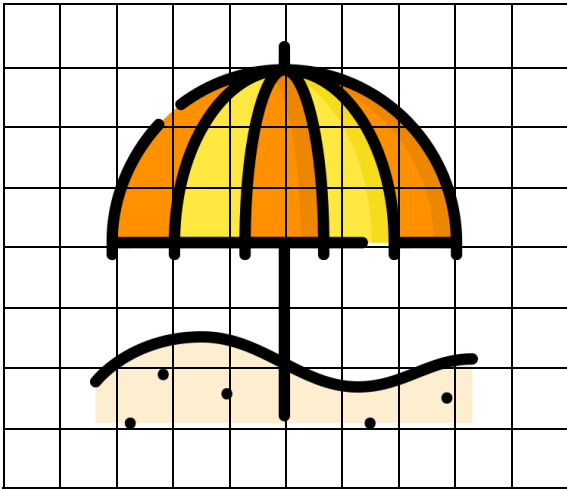
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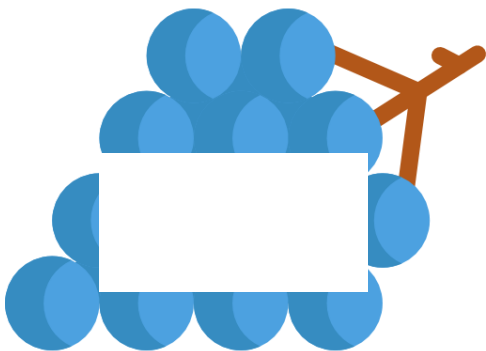
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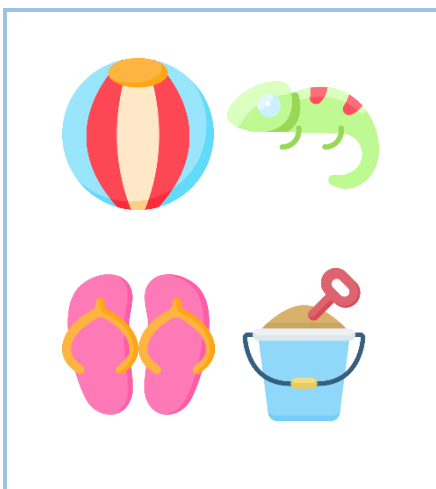
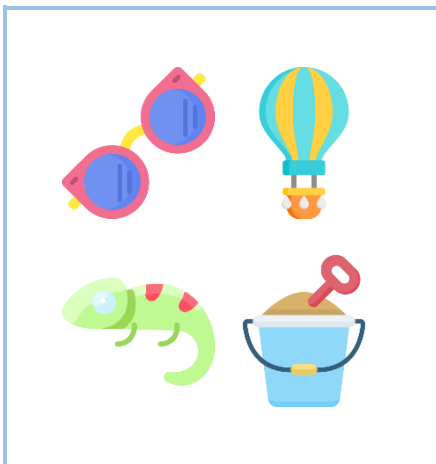
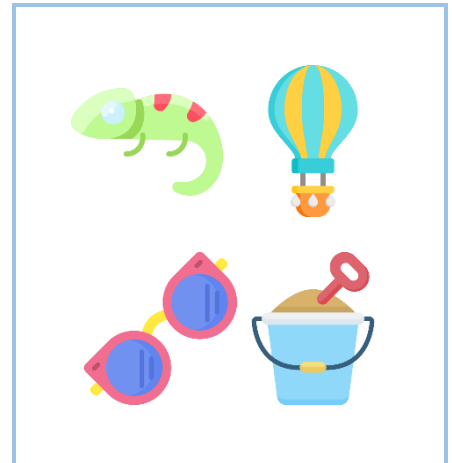
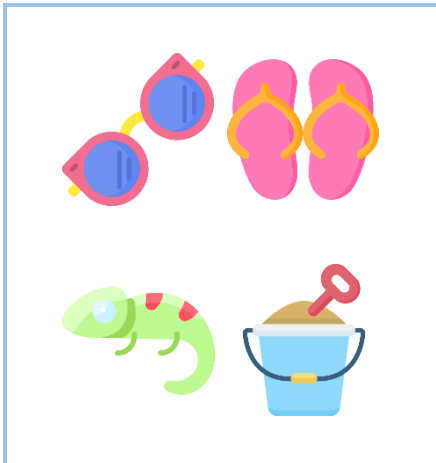
Repite el dibujo en la cuadrícula de la derecha



Dibuja y pinta la parte de la figura que falta



Relaciona los cuadros con los mismos dibujos



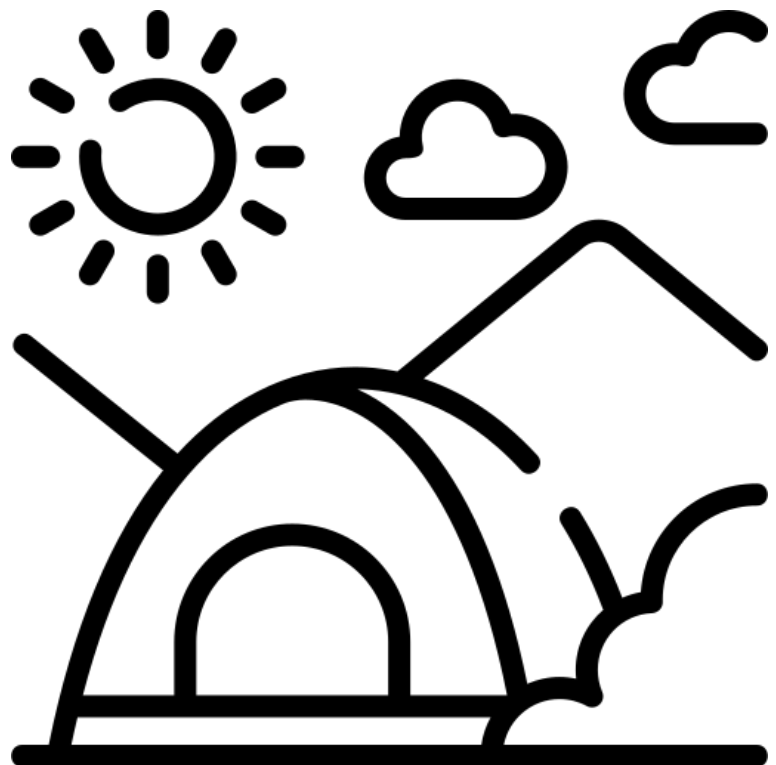
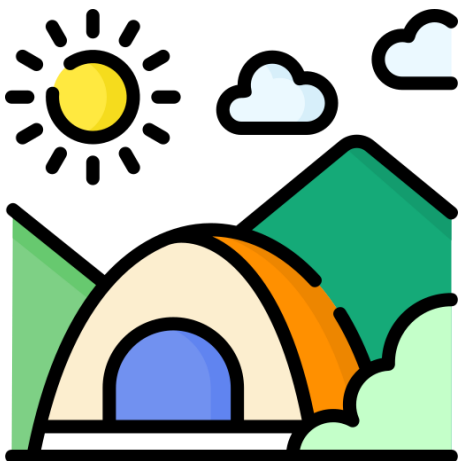
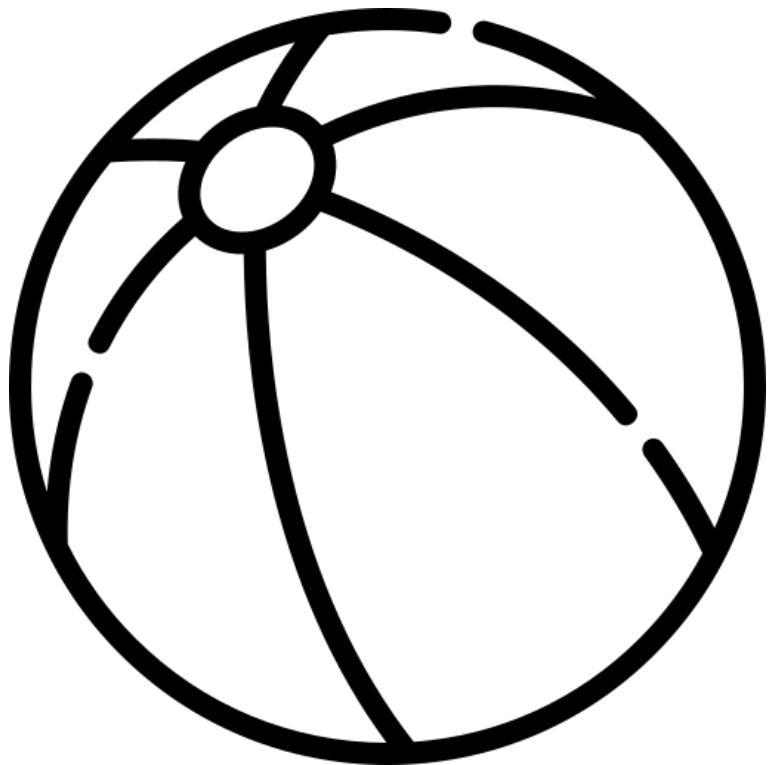
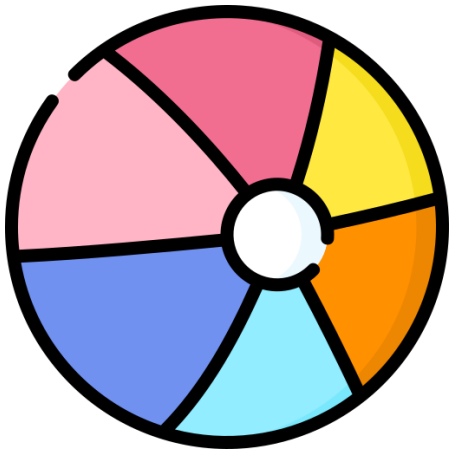
Rodea de color azul las hojas que miran hacia la derecha y de color verde las que miran hacia la izquierda







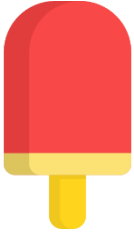



Marca los iguales al modelo



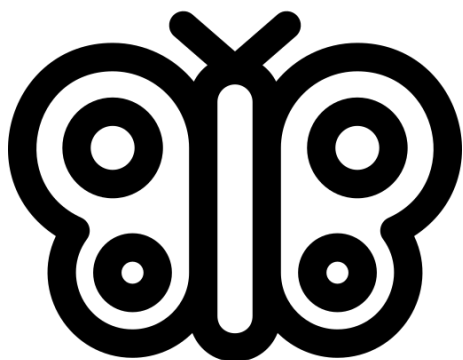
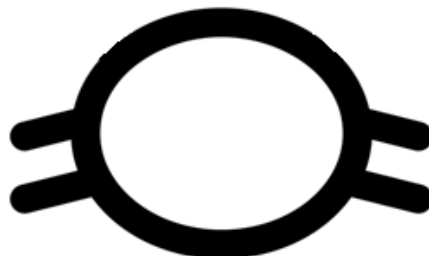
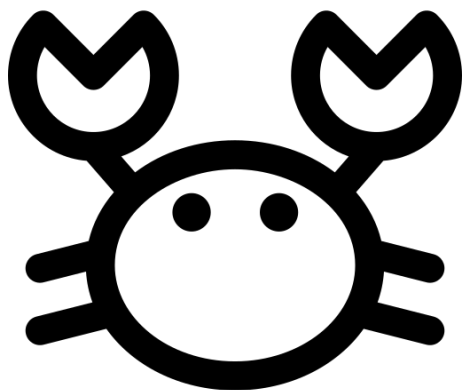
Pinta como el modelo



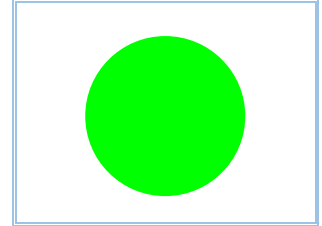
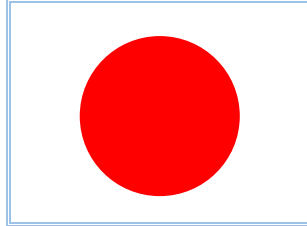
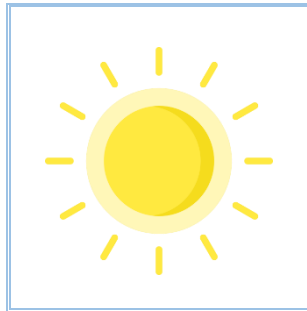
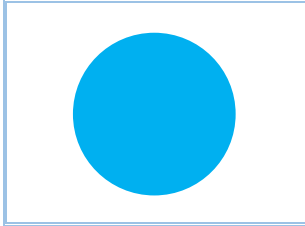
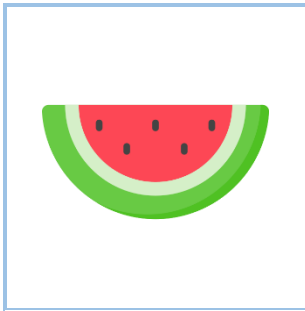
Señala las casillas en las que los elementos que se cruzan son iguales

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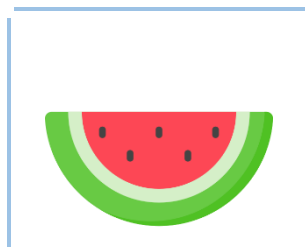
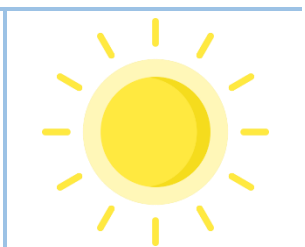
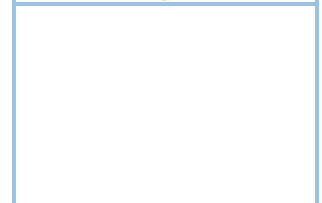
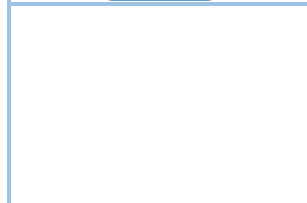
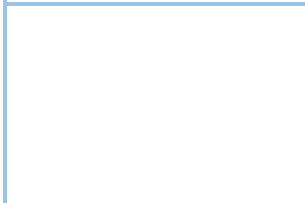
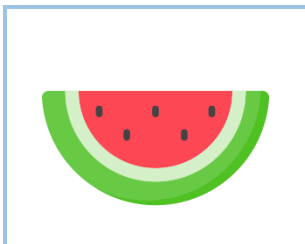
Completa siguiendo el modelo



Observa

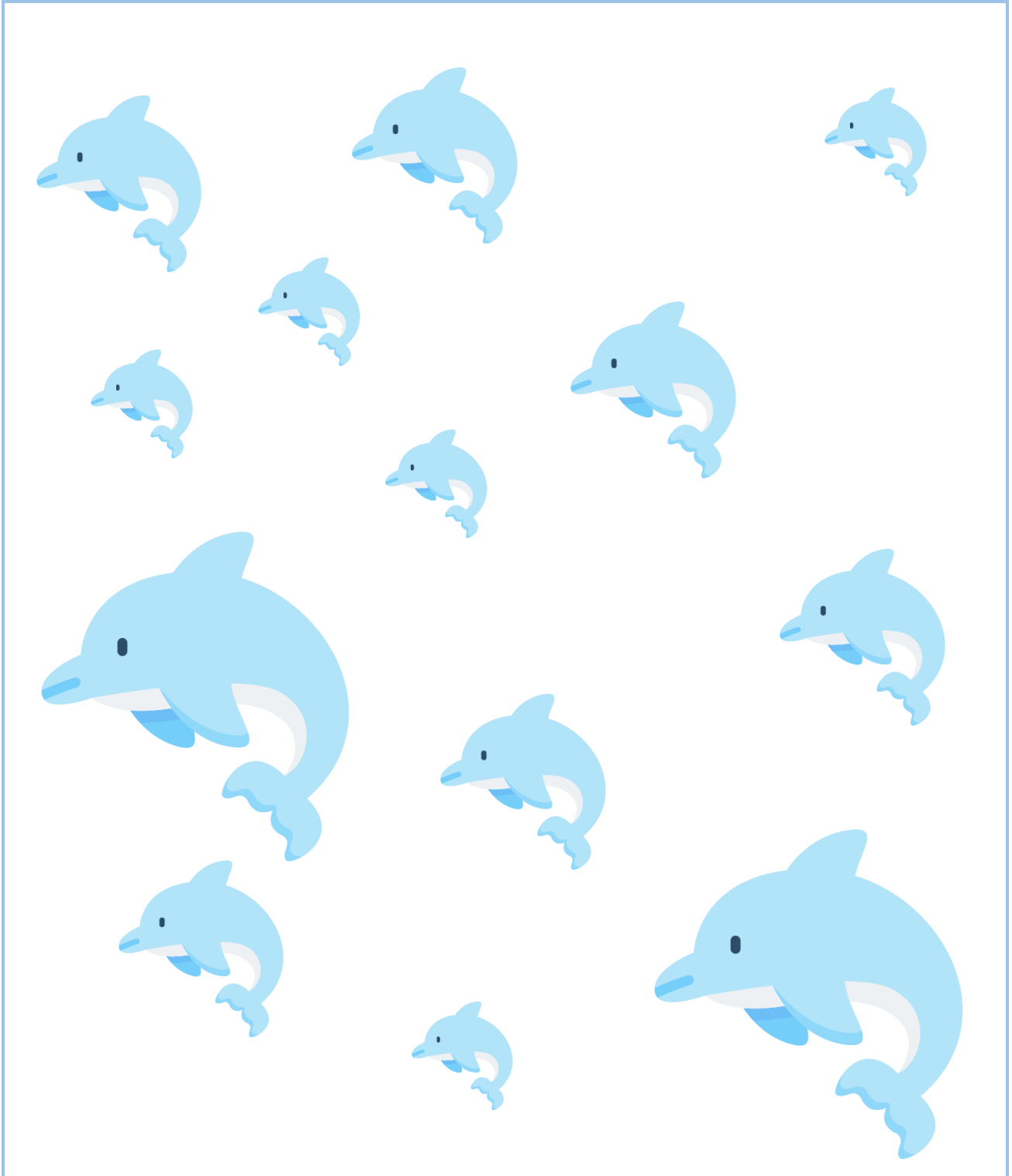


Ara pinta o enganxa el gomet





Rodea los delfines del mismo tamaño que éste



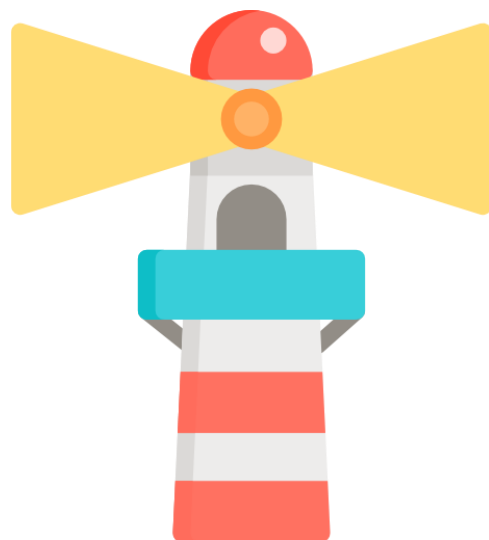
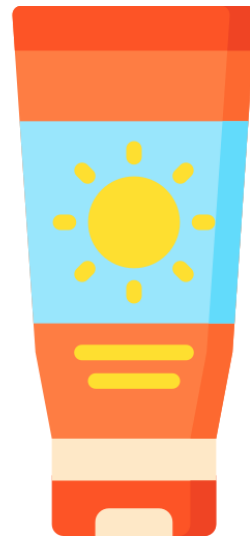
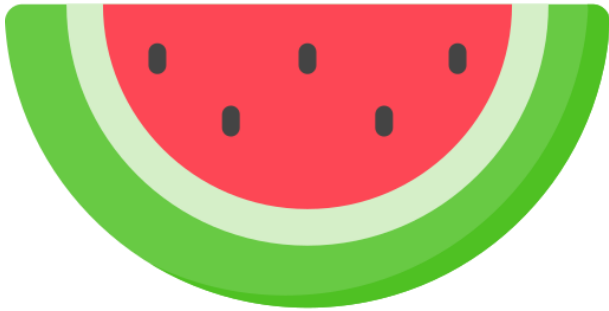
Une cada mitad con la que le corresponde



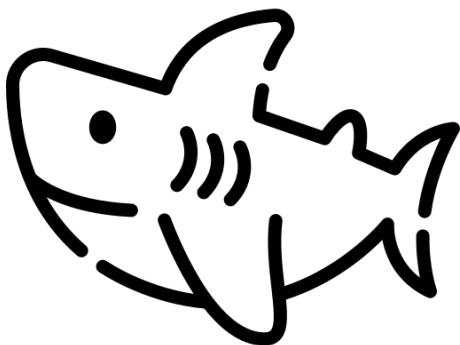
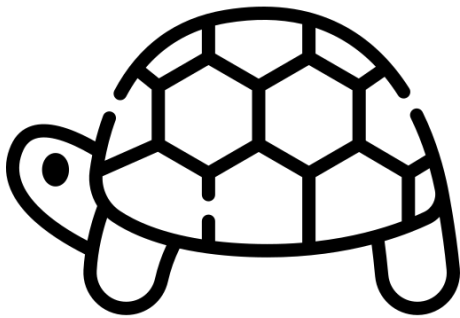
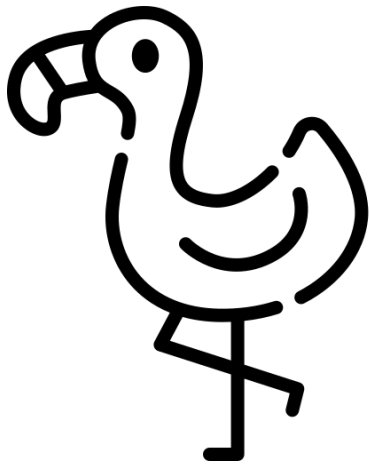
Marca los iguales al modelo















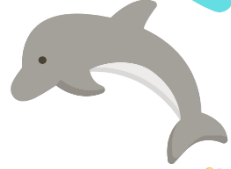












Dibuja el eje de simetría en cada dibujo



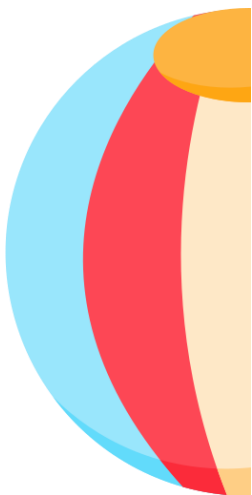
Completa siguiendo el modelo



Busca y rodea

| | | | | |
|---|---|--|---|---|
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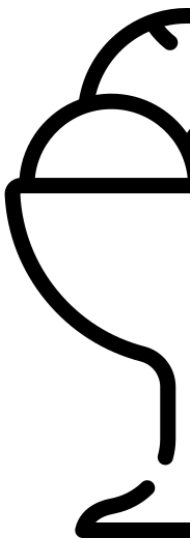
Completa la mitad del dibujo y pinta siguiendo el modelo



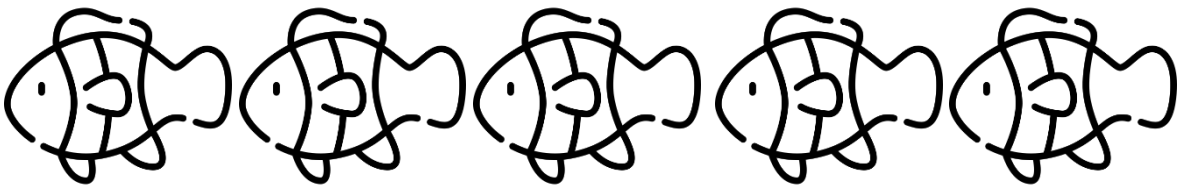
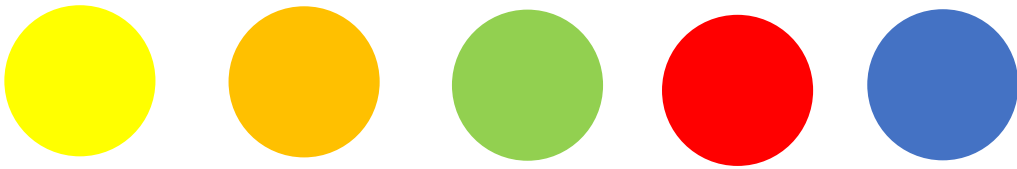
Marca los iguales al modelo



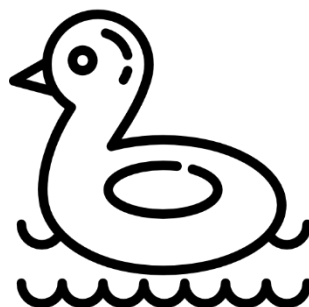
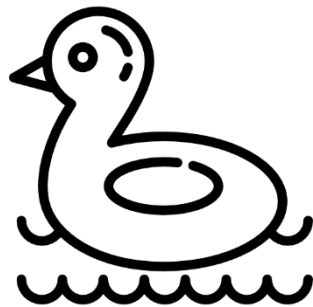
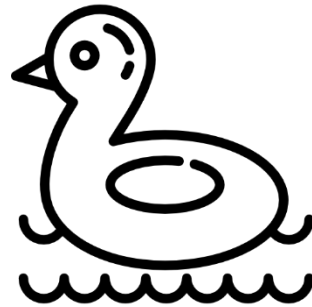
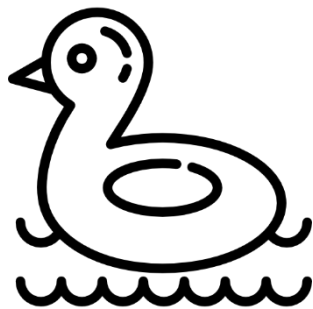
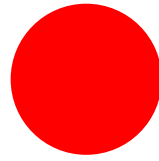
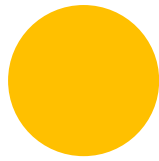
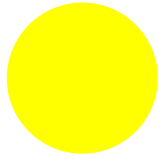
Completa la mitad del dibujo y colorea como quieras



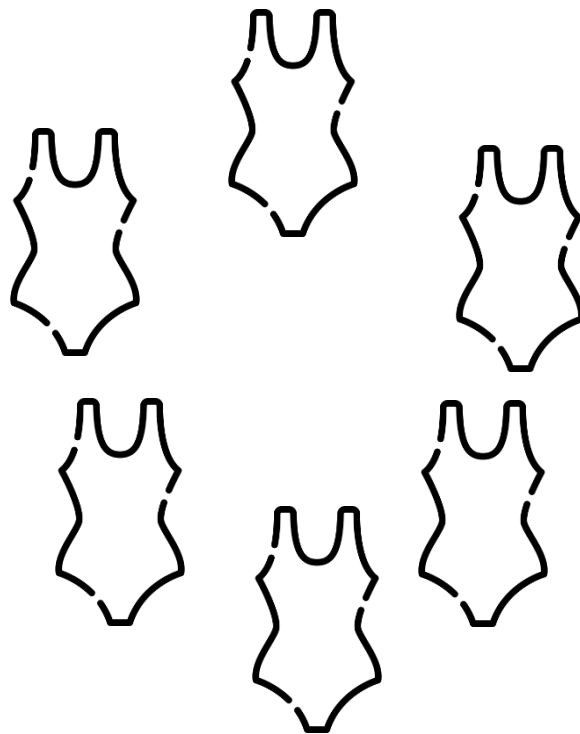
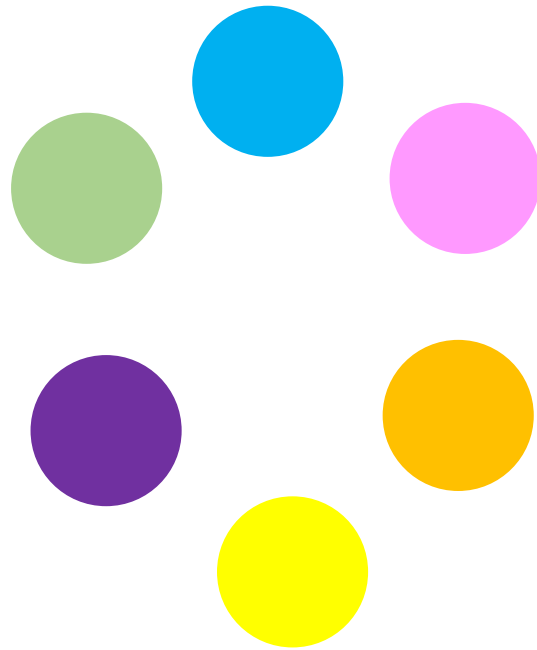
Pinta en el mismo orden



Pinta en el mismo orden



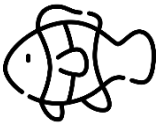








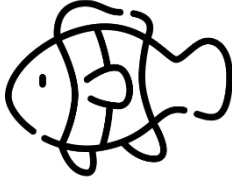
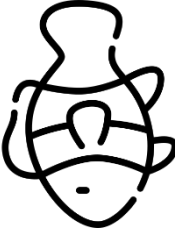

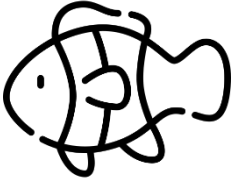
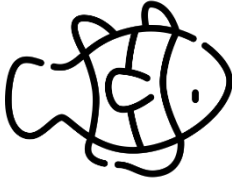
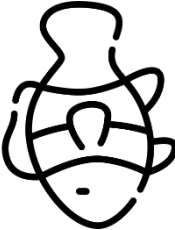
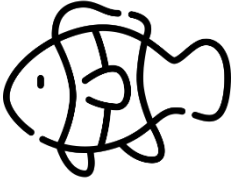
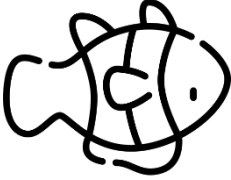
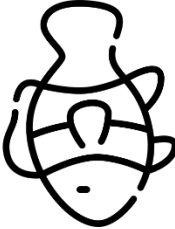

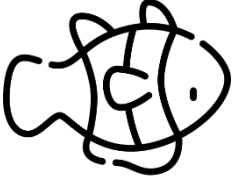
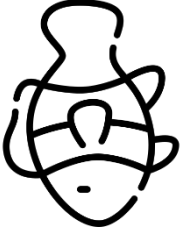
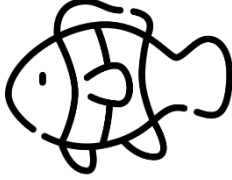
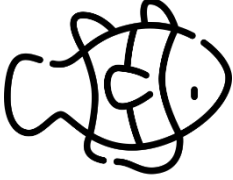

Pinta en el mismo orden



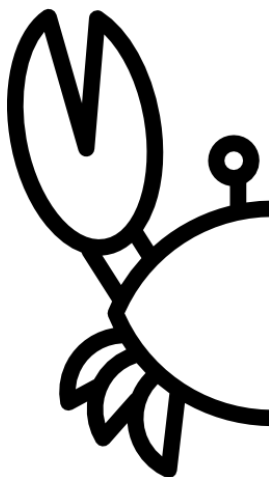
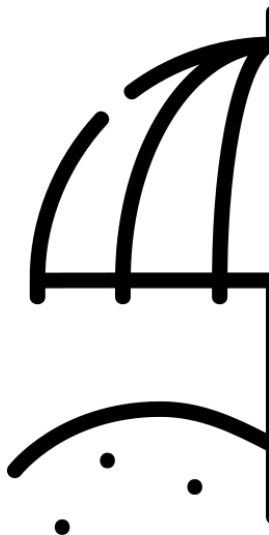
Marca los iguales al modelo



Pinta según la leyenda

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Completa la mitad del dibujo y colorea del color que quieras



Marca los iguales al modelo



Laberinto numérico, sigue los números del 1 al 16

| | | | | | | |
|---|----|----|----|----|---|----|
|  | | 9 | 11 | 5 | 9 | 0 |
| | | → | 1 | 2 | 3 | 4 |
| 3 | 2 | 4 | 8 | 3 | 6 | 5 |
| 8 | 9 | 11 | 6 | 5 | 7 | 8 |
| 5 | 7 | 0 | 10 | 9 | 8 | 5 |
| 6 | 9 | 9 | 11 | 14 | 15 | 0 |
| 3 | 7 | 10 | 12 | 13 | 11 | 12 |
| 7 | 3 | 16 | 15 | 14 |  | |
| 14 | 13 | 11 | 16 | → | | |