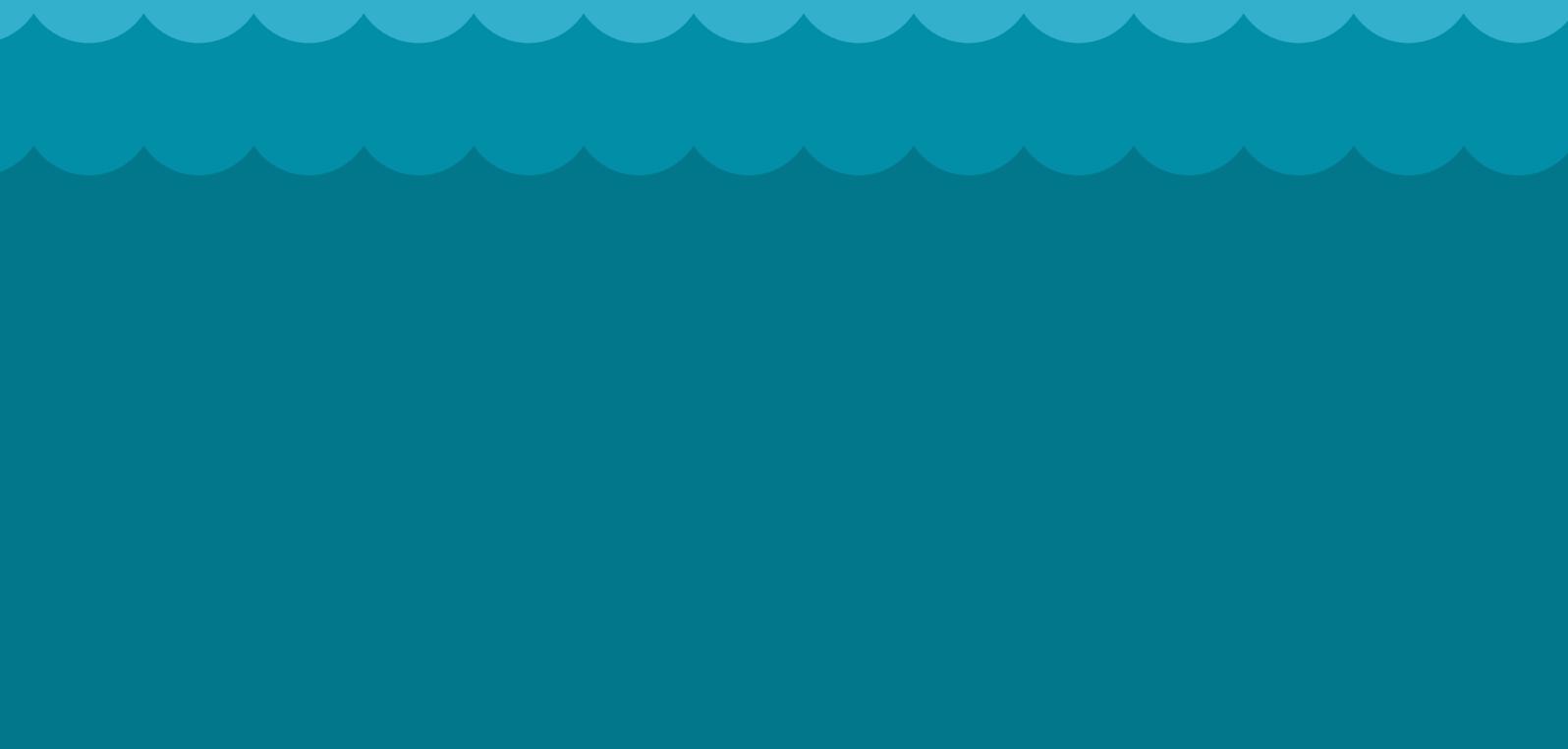


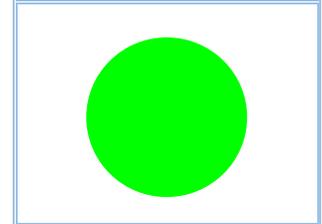
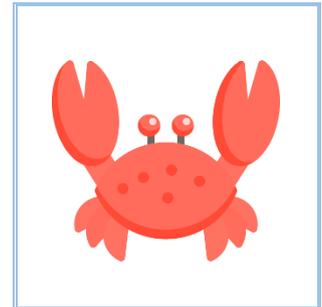
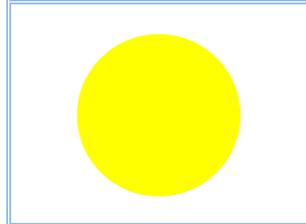
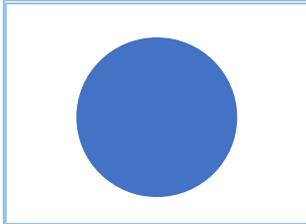
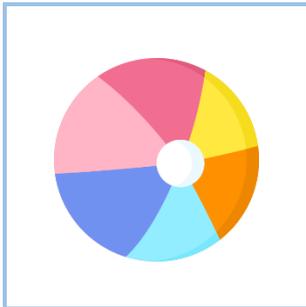
Jugamos y aprendemos

ACTIVIDADES DE VERANO

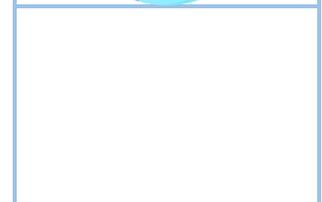
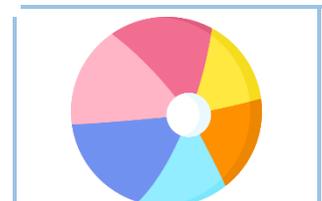
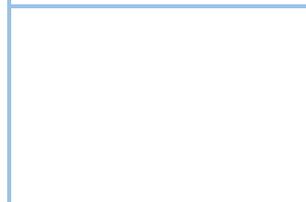
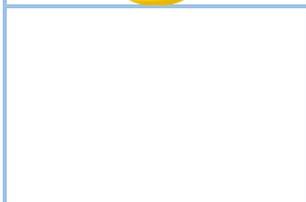
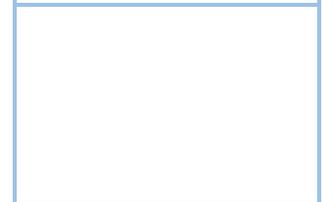
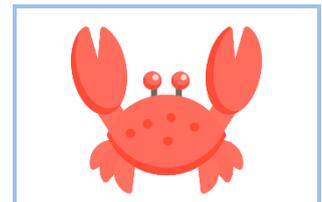
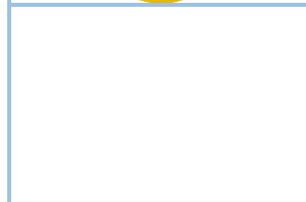
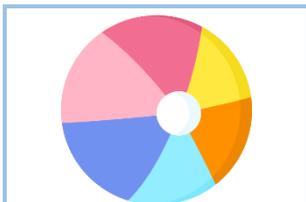
Actividades para trabajar la atención, la
percepción y la memoria



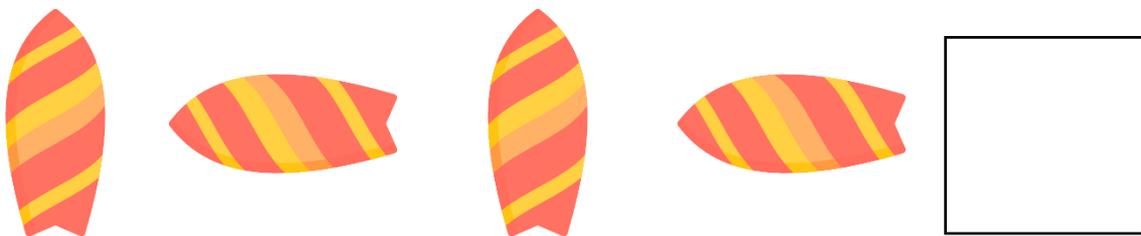
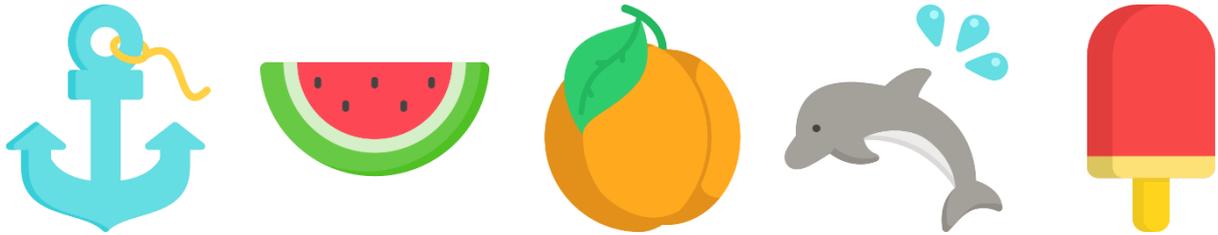
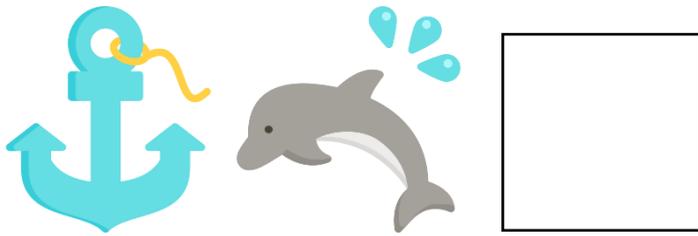
Observa



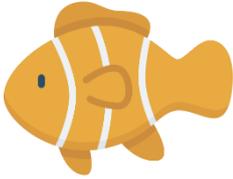
Ahora pinta o engancha el gomet



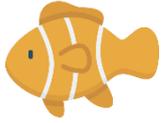
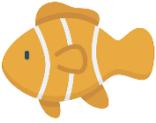
Rodea el elemento que continuaría la serie



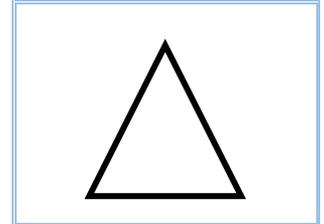
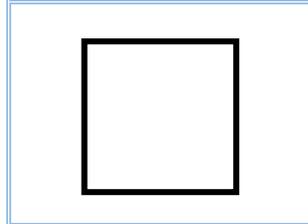
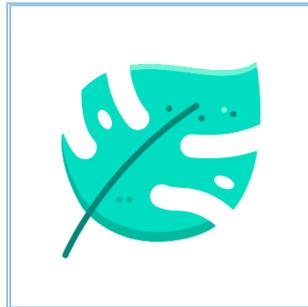
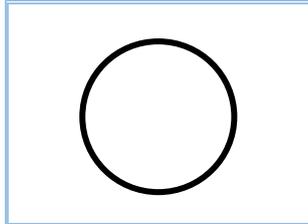
Observa

			
1	2	3	4

Ahora escribe el número que corresponde

Observa

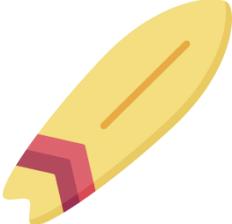


Ahora dibuja la figura que corresponde

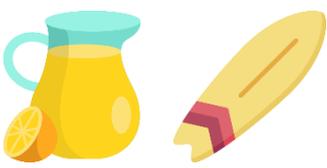
				

Observa

				
1	2	3	4	5

Ahora construye el número como en el ejemplo

	31
	
	
	
	

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



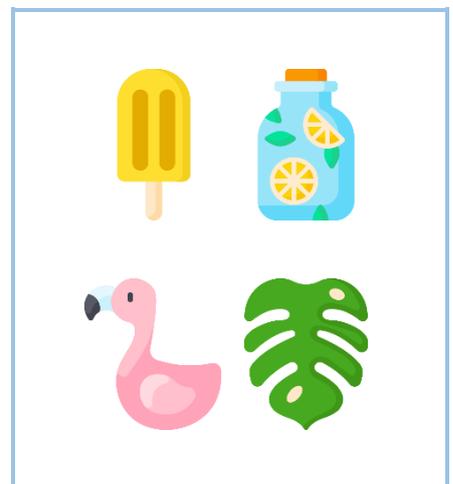
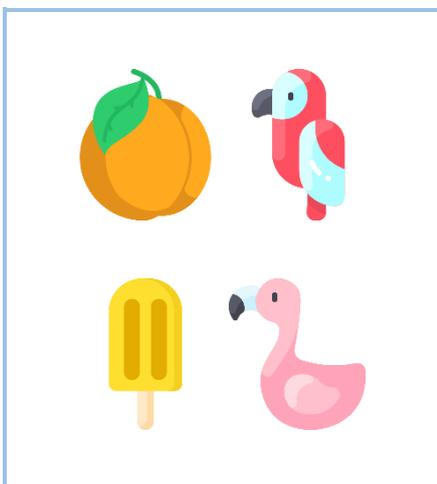
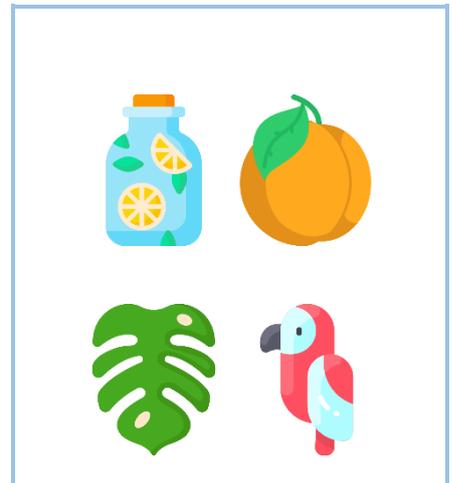
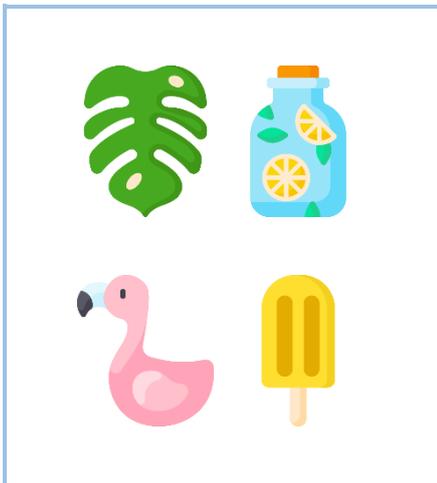
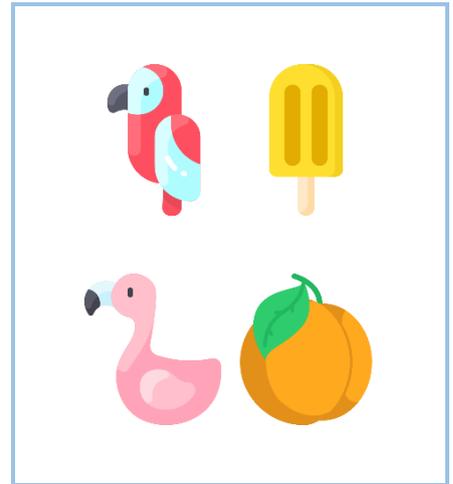
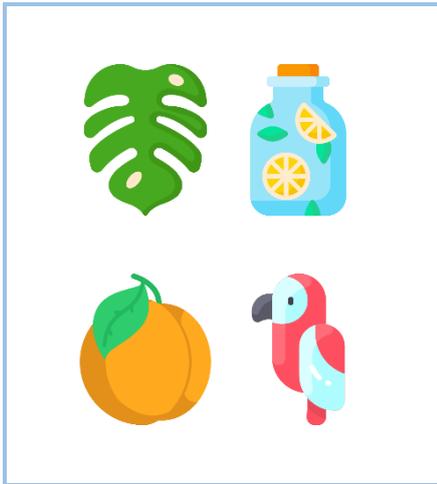
Observa la primera fila i encuentra el elemento que no está



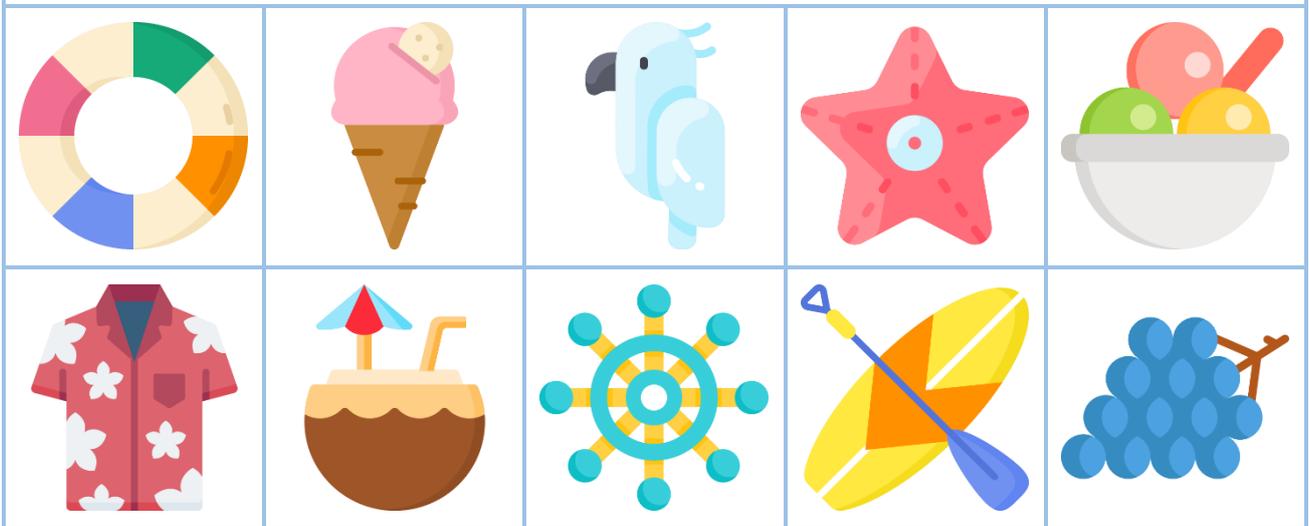
Dibuja el eje de simetría en cada dibujo



Relaciona los cuadros con los mismos dibujos



Rodea el elemento que no encuentres arriba



Cuenta cuántos hay. Vigila porque hay algunos escondidos

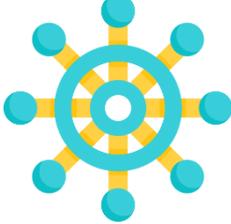
				



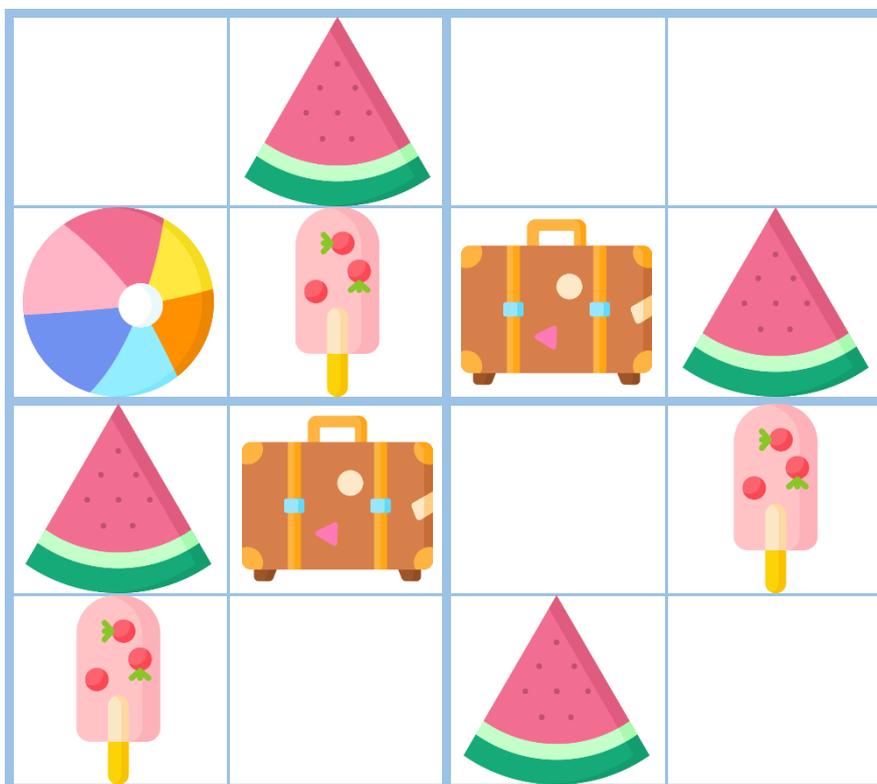
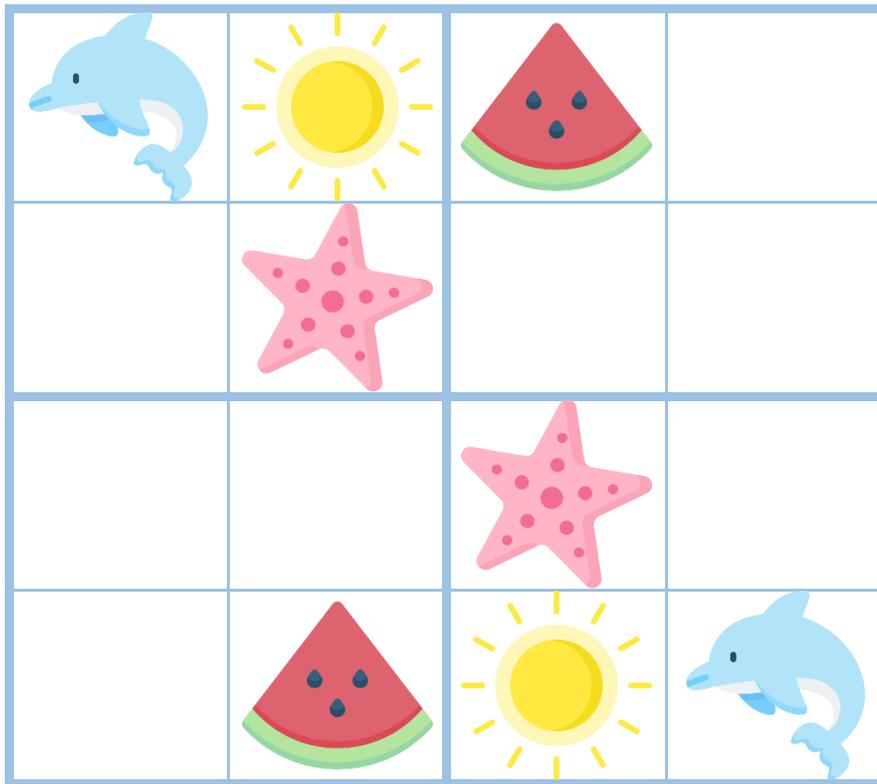
Une cada mitad con la que le corresponde



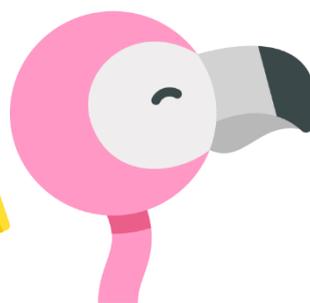
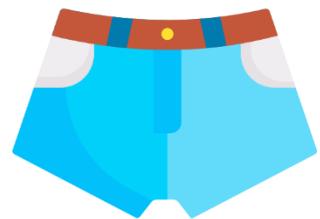
Busca y rodea

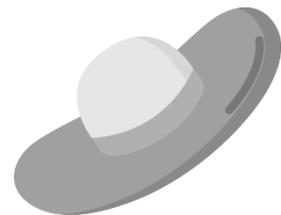
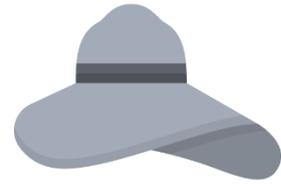
Resuelve los sudokus



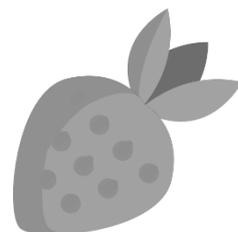
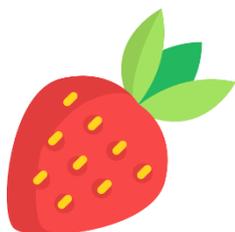
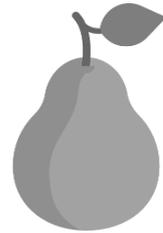
Rodea de color azul la ropa y de amarillo los animales



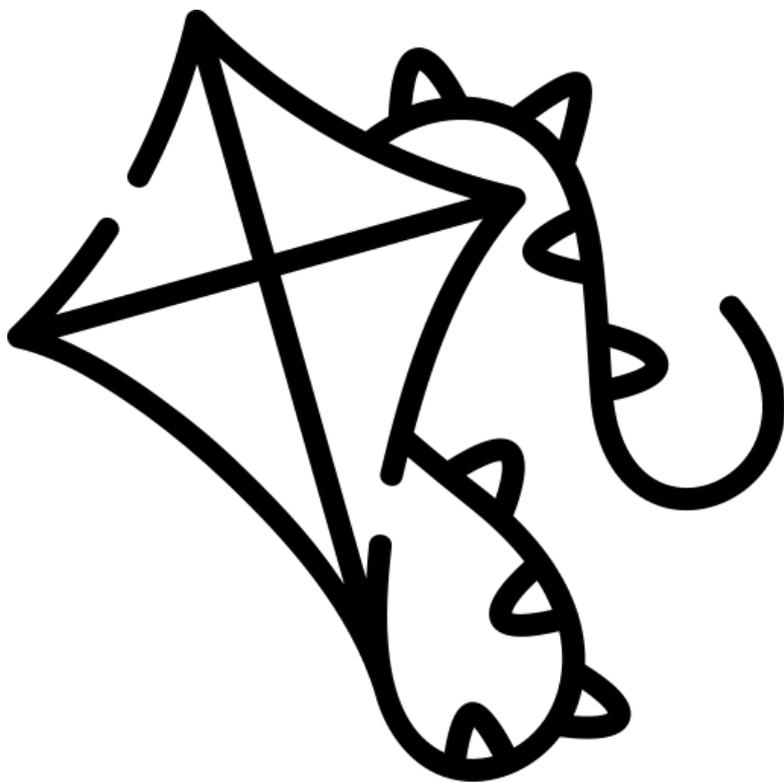
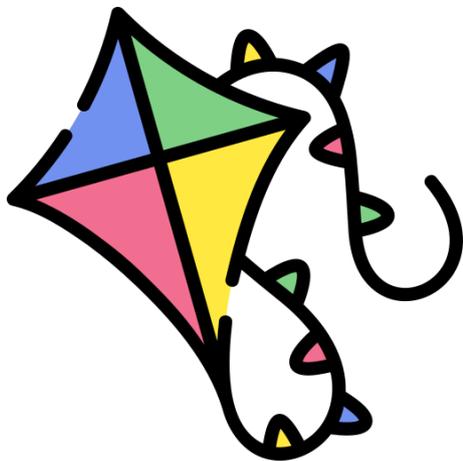
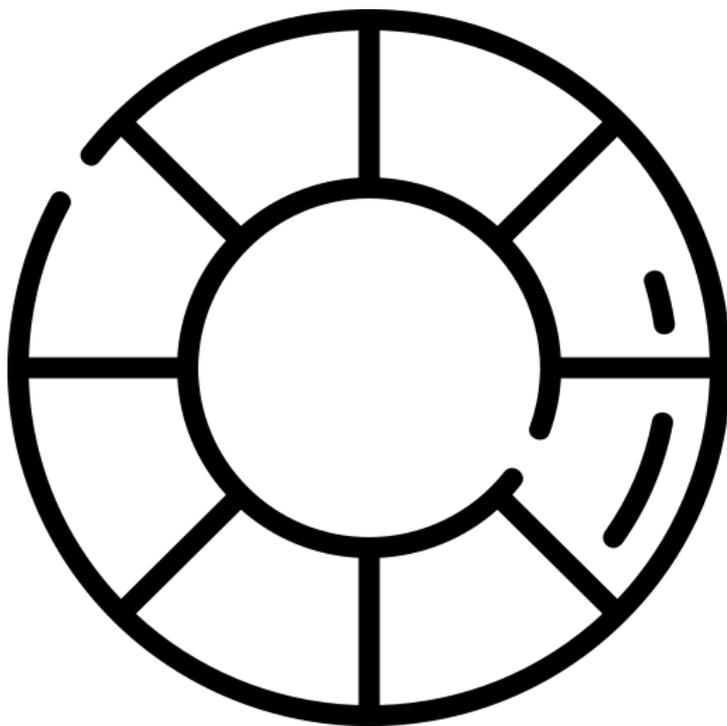
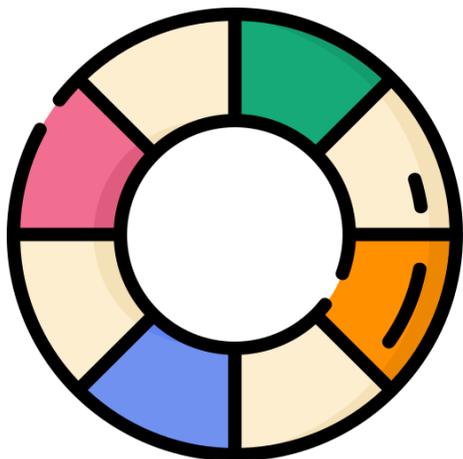
Une cada sombrero con su sombra



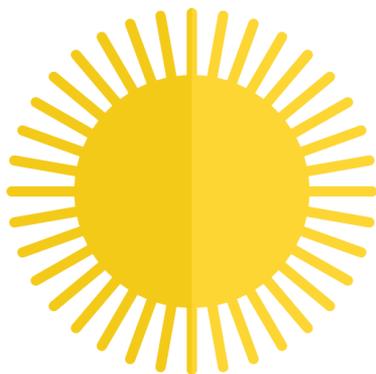
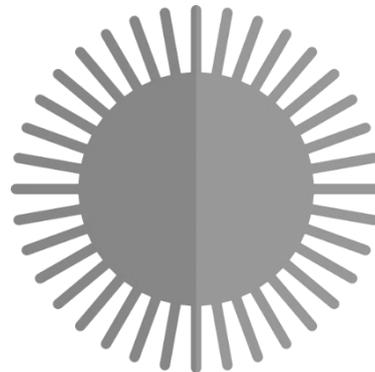
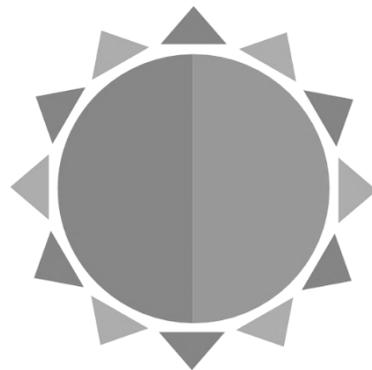
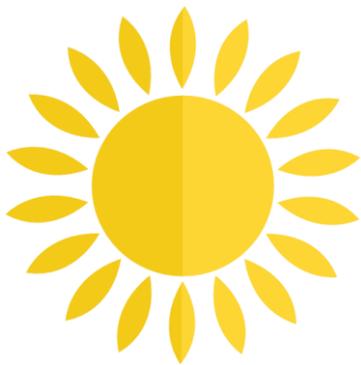
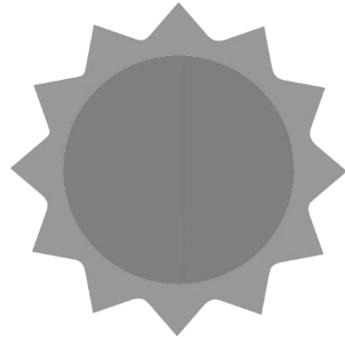
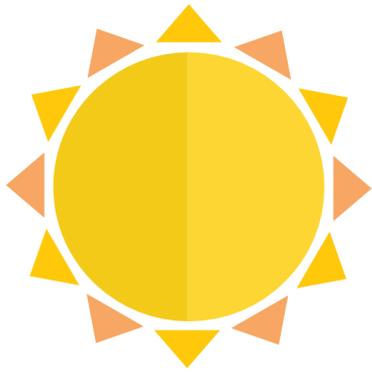
Une cada fruta con su sombra



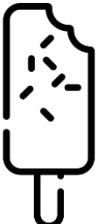
Colorea como el modelo



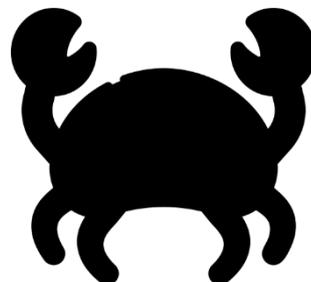
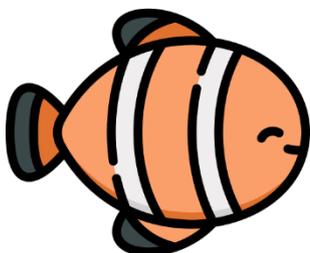
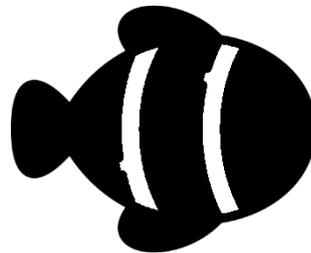
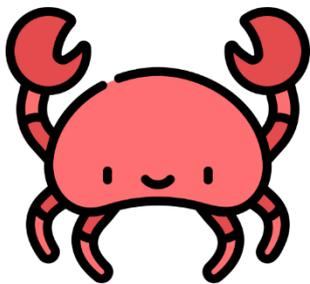
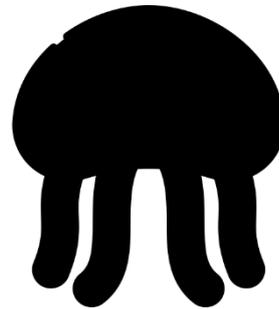
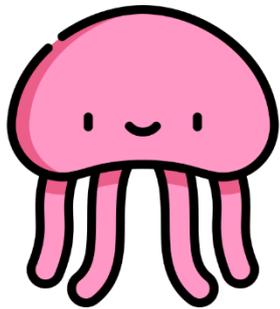
Relaciona cada sol con su sombra



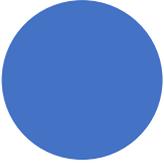
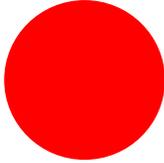
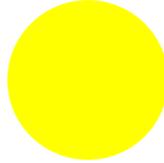
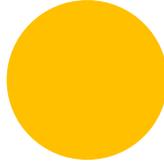
Pinta según la leyenda

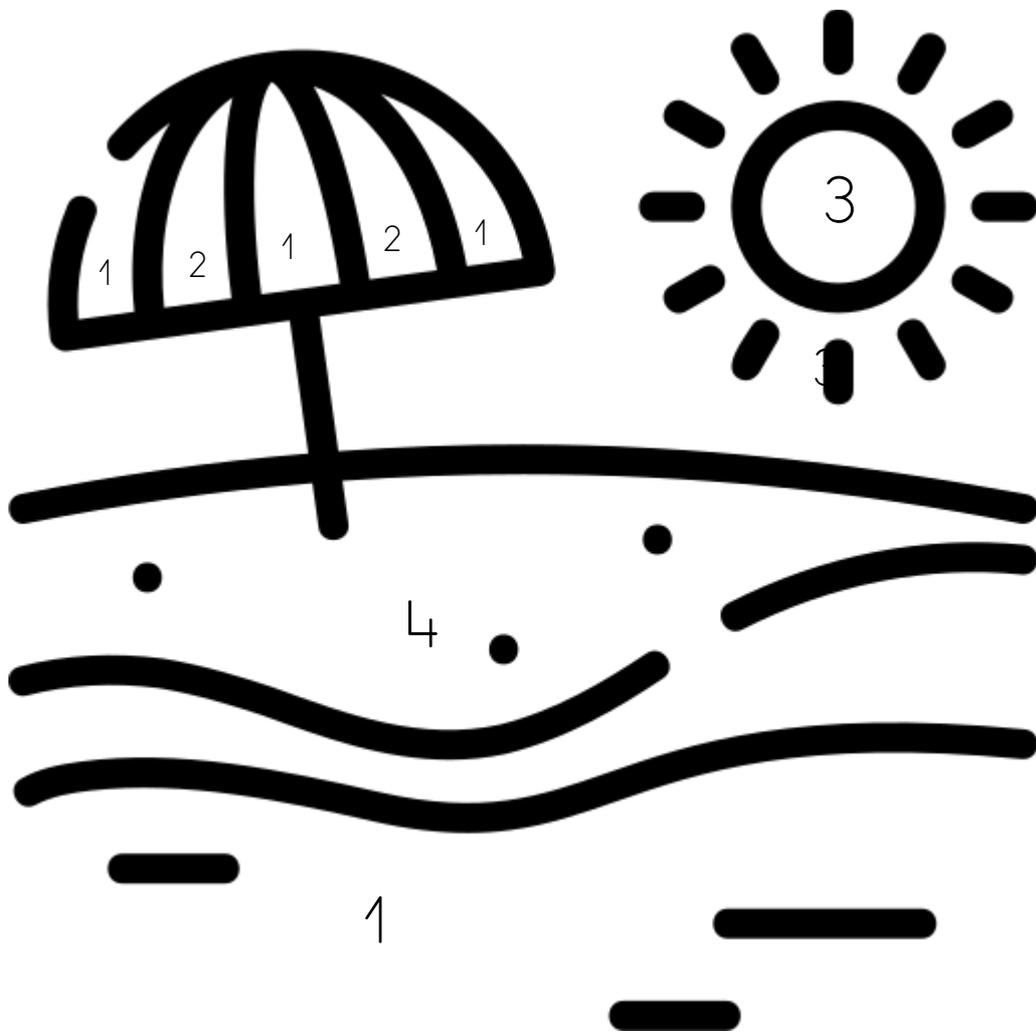
 	 	 	 
			
			
			
			

Relaciona cada animal con su silueta



Pinta según el código:

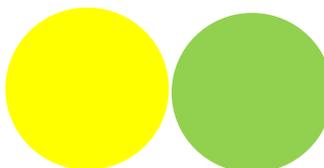
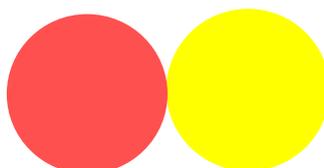
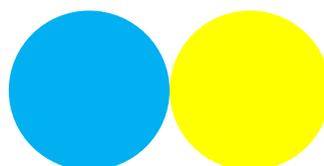
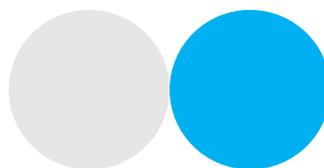
			
1	2	3	4



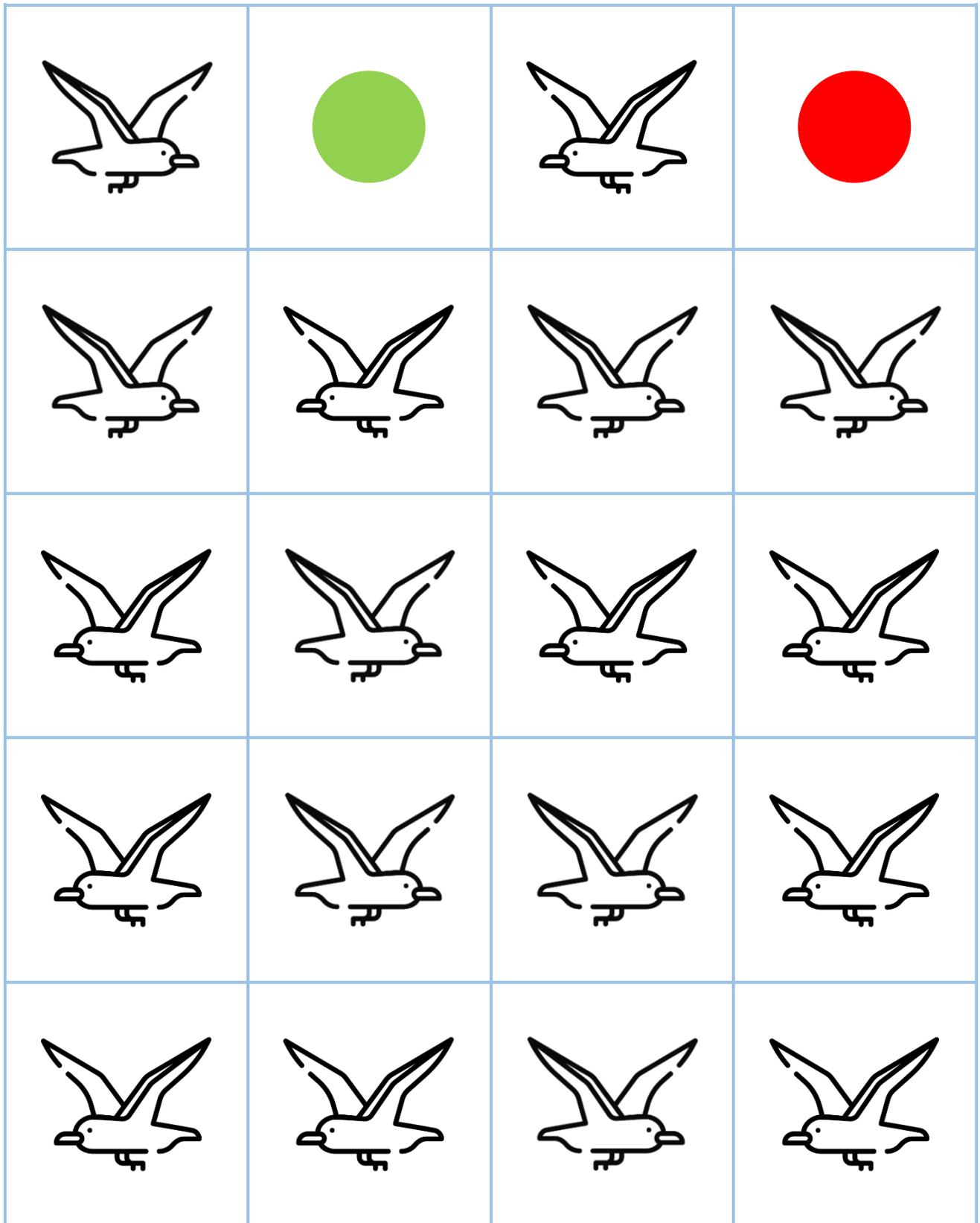
Relaciona cada helado con su silueta



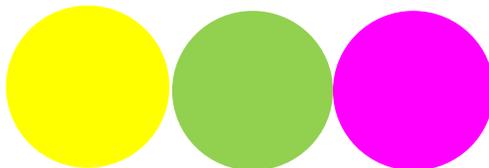
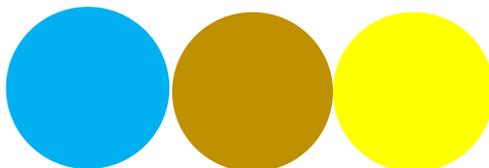
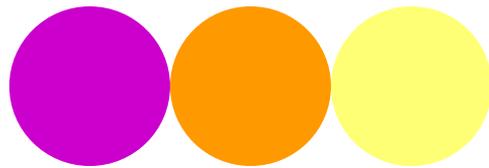
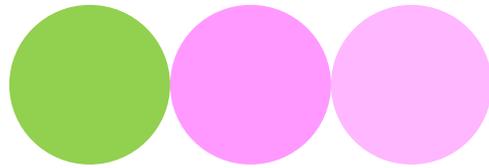
Une cada bañador con sus colores



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



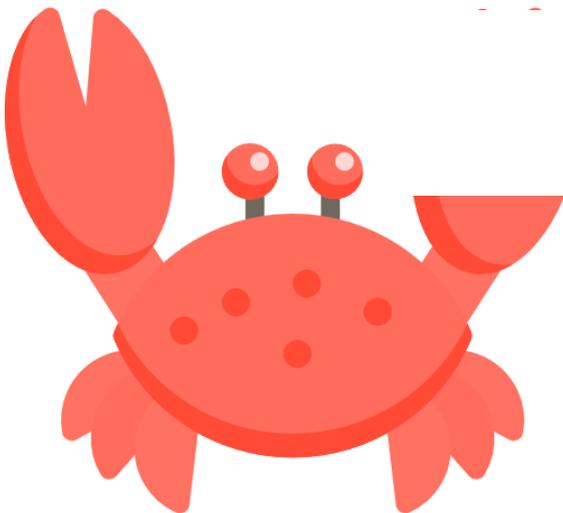
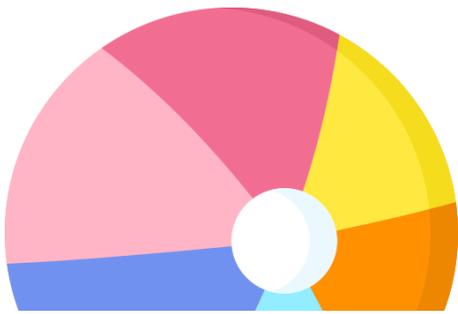
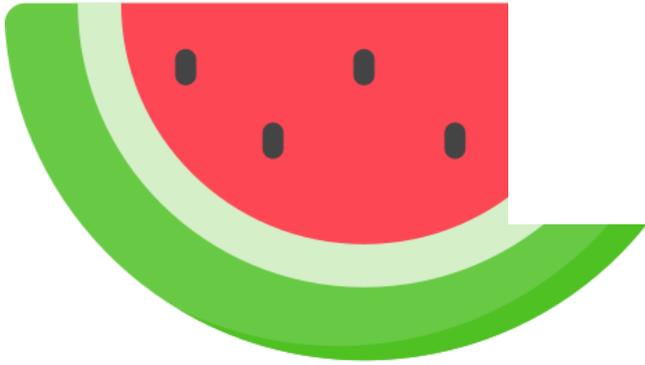
Rodea por colores



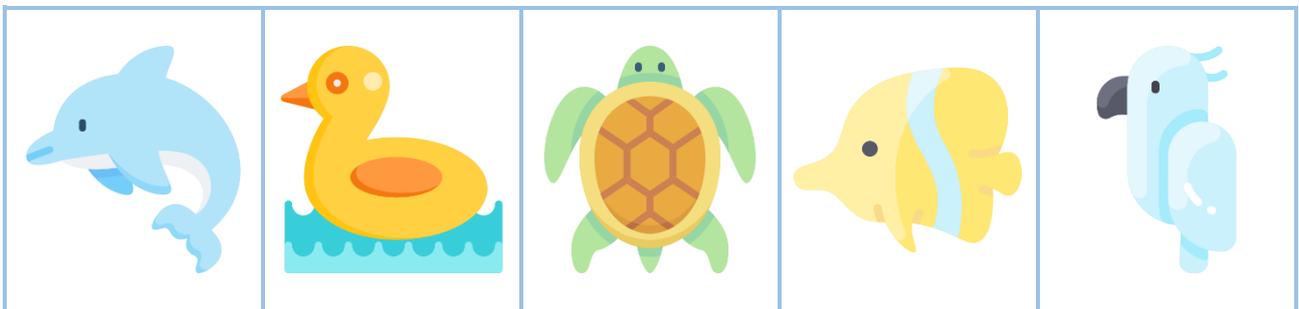
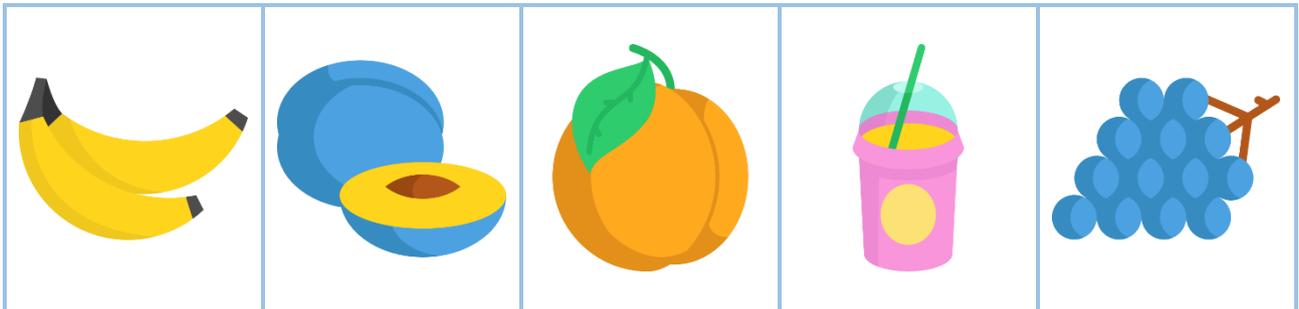
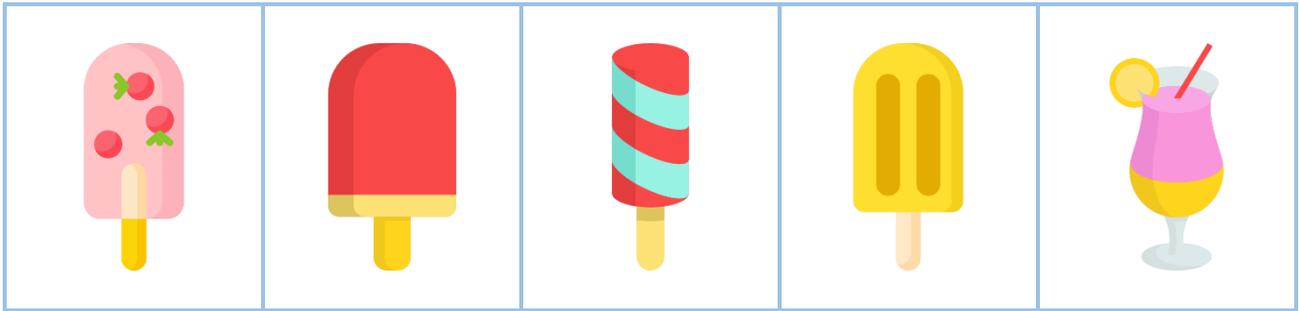
Señala la casilla en la que los elementos que se cruzan son iguales

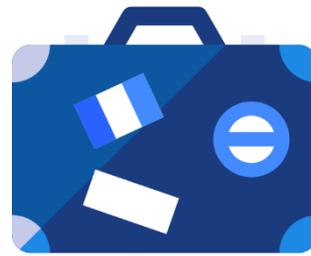
Dibuja y pinta la parte que falta



Señala al intruso de cada fila



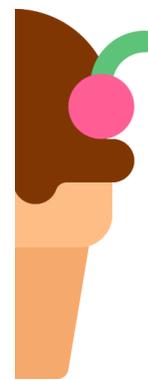
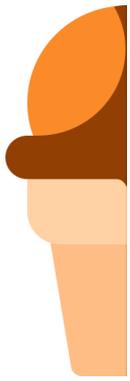
Une por colores



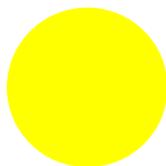
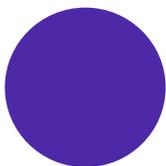
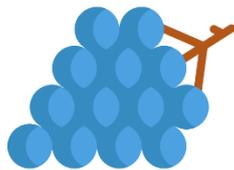
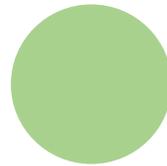
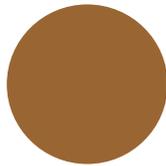
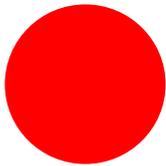
Une las palmeras que son iguales



Une cada mitad para formar los helados

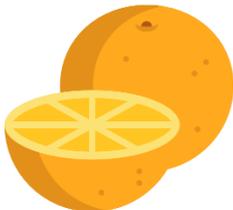
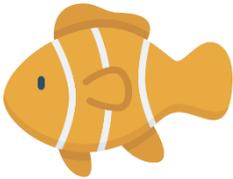
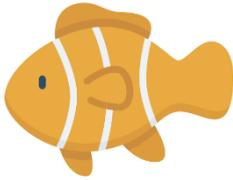


Relaciona cada fruta con su color

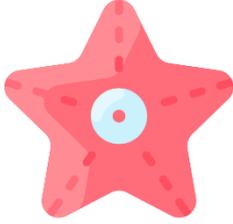
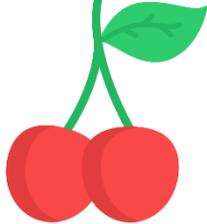
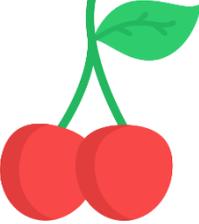


Dibuja los elementos que faltan sin repetir en cada fila o columna

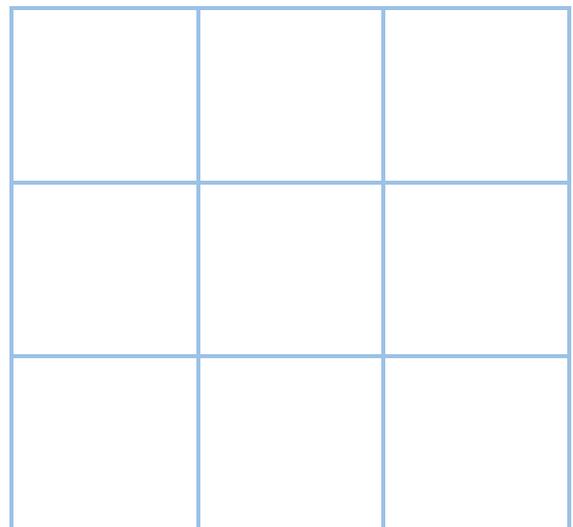
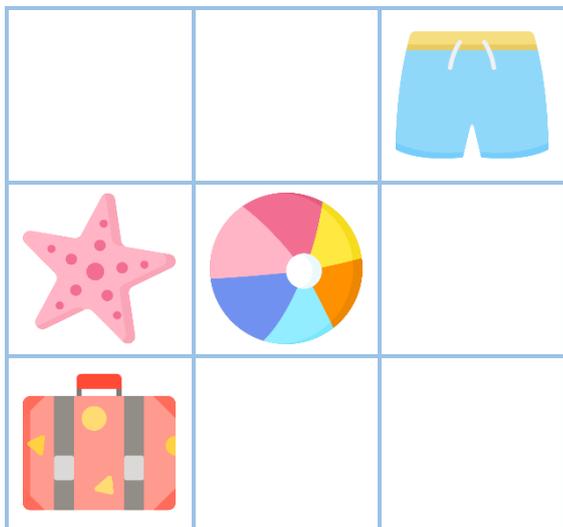
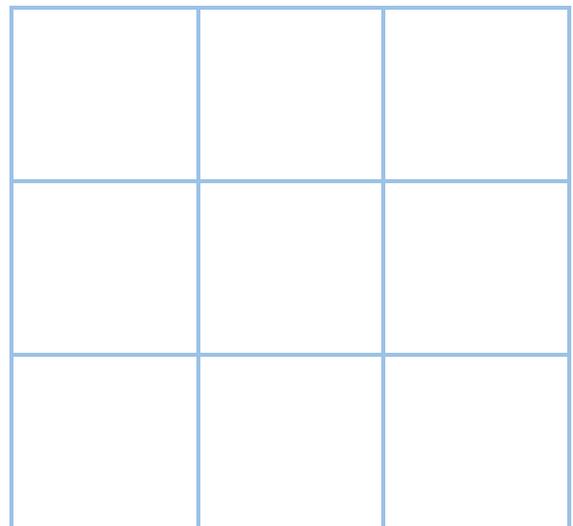
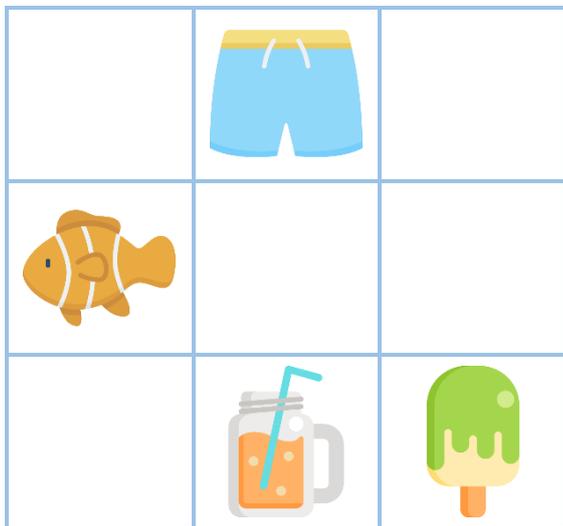
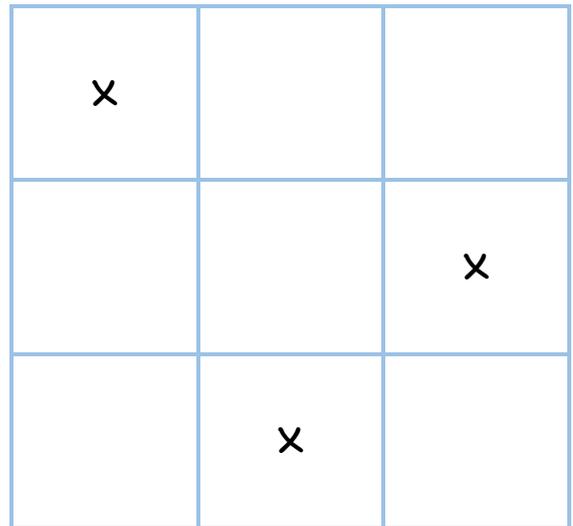
		
		
		

Dibuja los elementos que faltan sin repetir en cada fila o columna

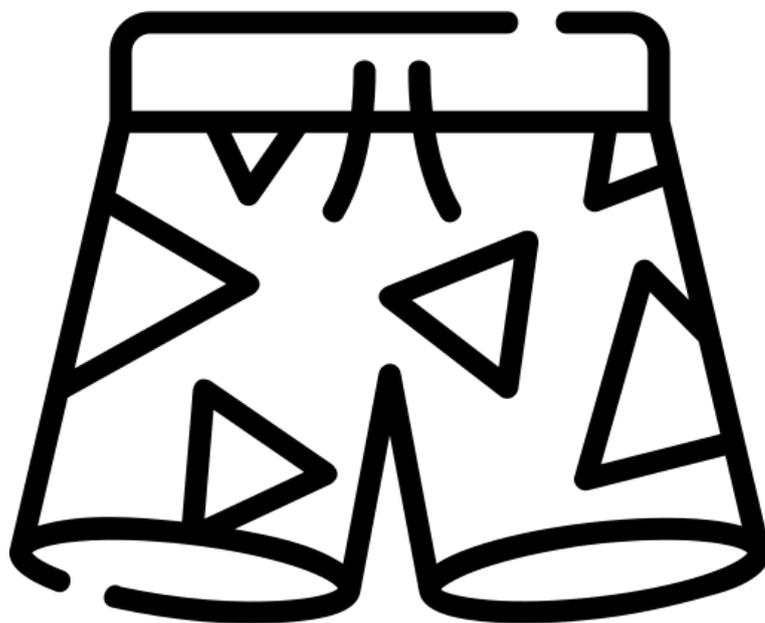
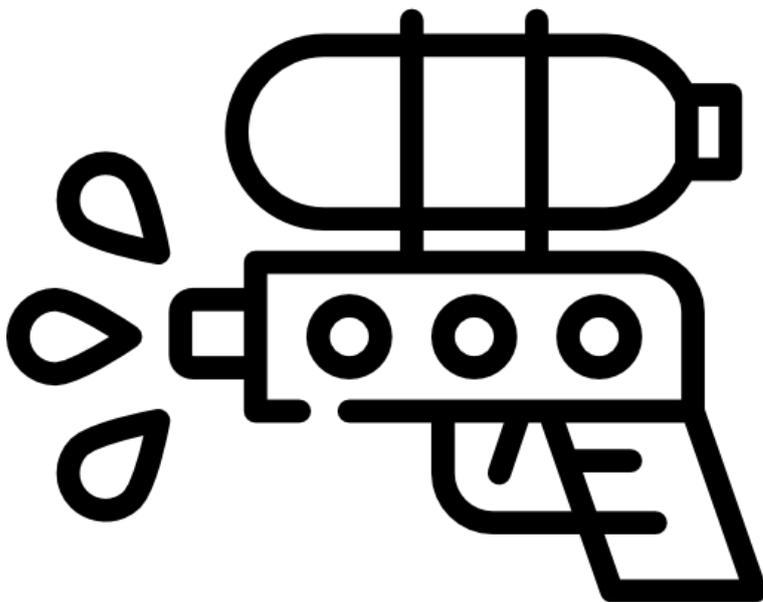
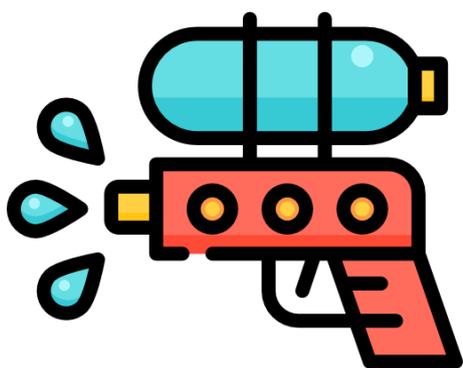
		
		
		

Haz una X en cada lugar donde hay un dibujo



Colorea como el modelo



Haz una X en cada lugar donde hay un dibujo

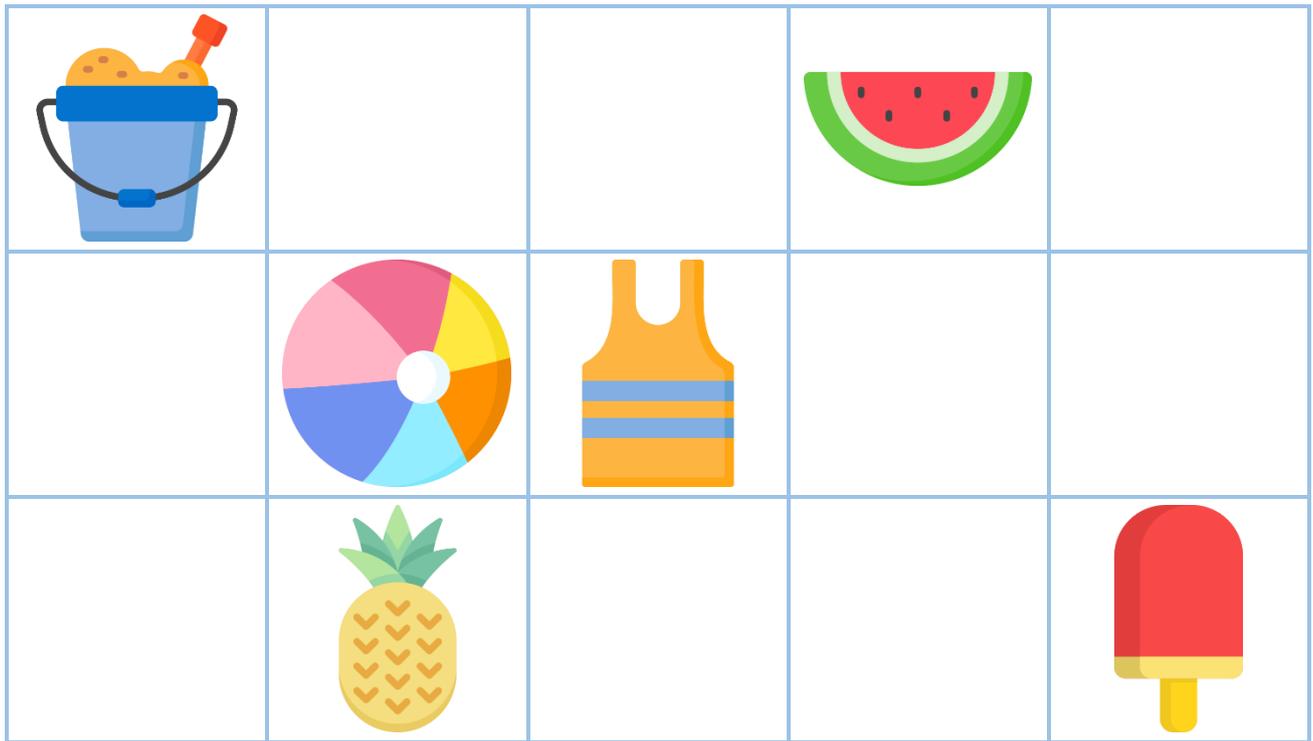
		
		
		

	X	
X		
		X

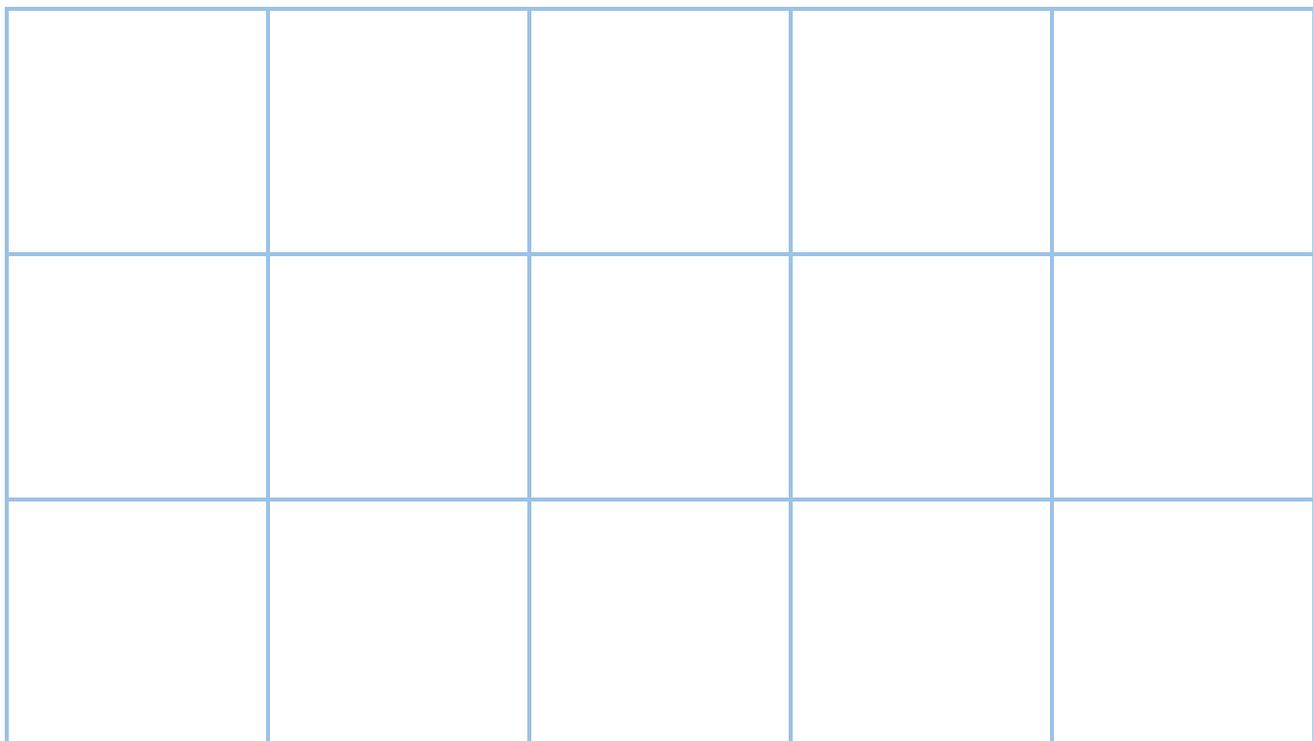
		
		
		

Observa



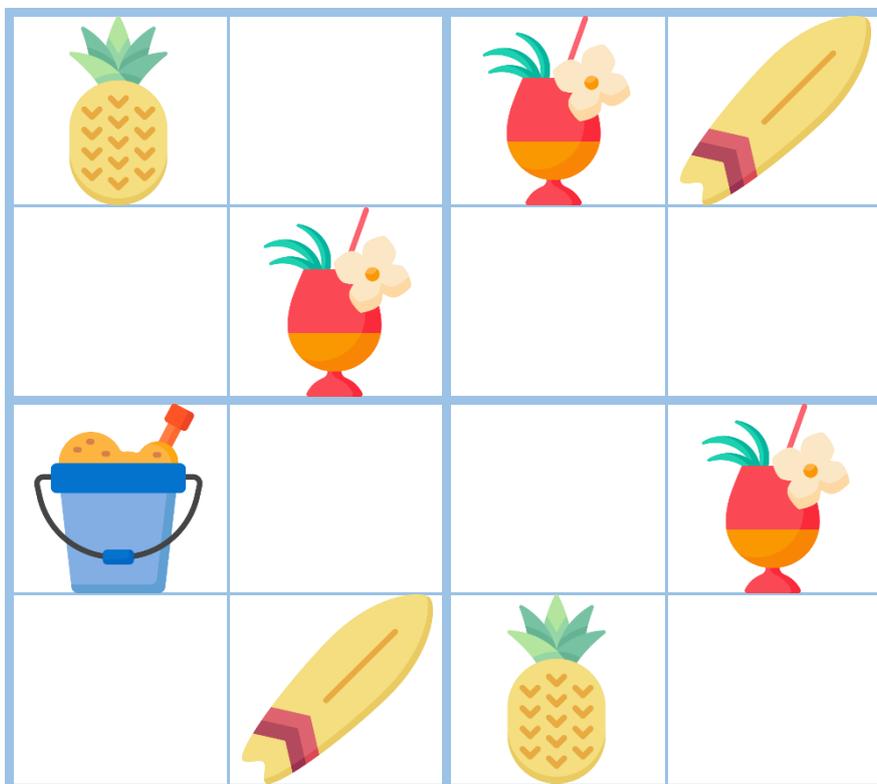
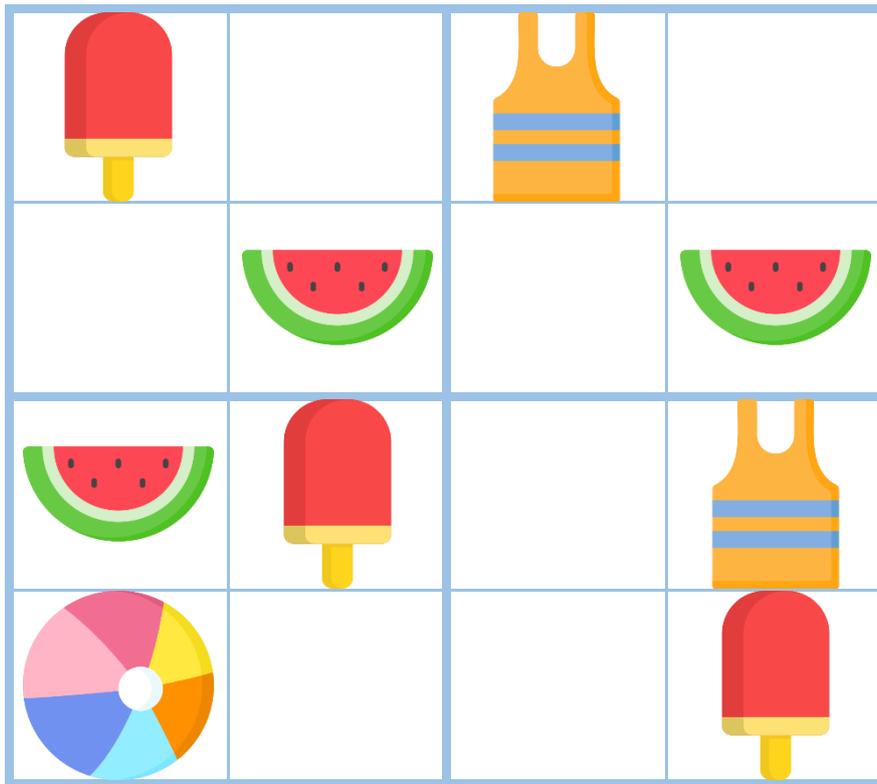
Ahora copia la cuadrícula



Marca los iguales al modelo



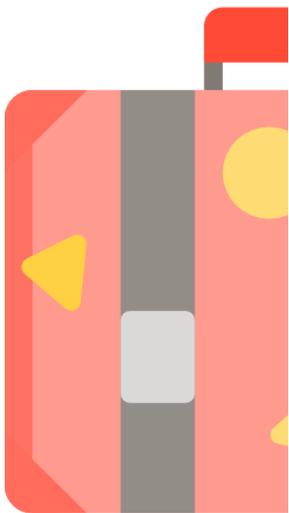
Resuelve los sudokus



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

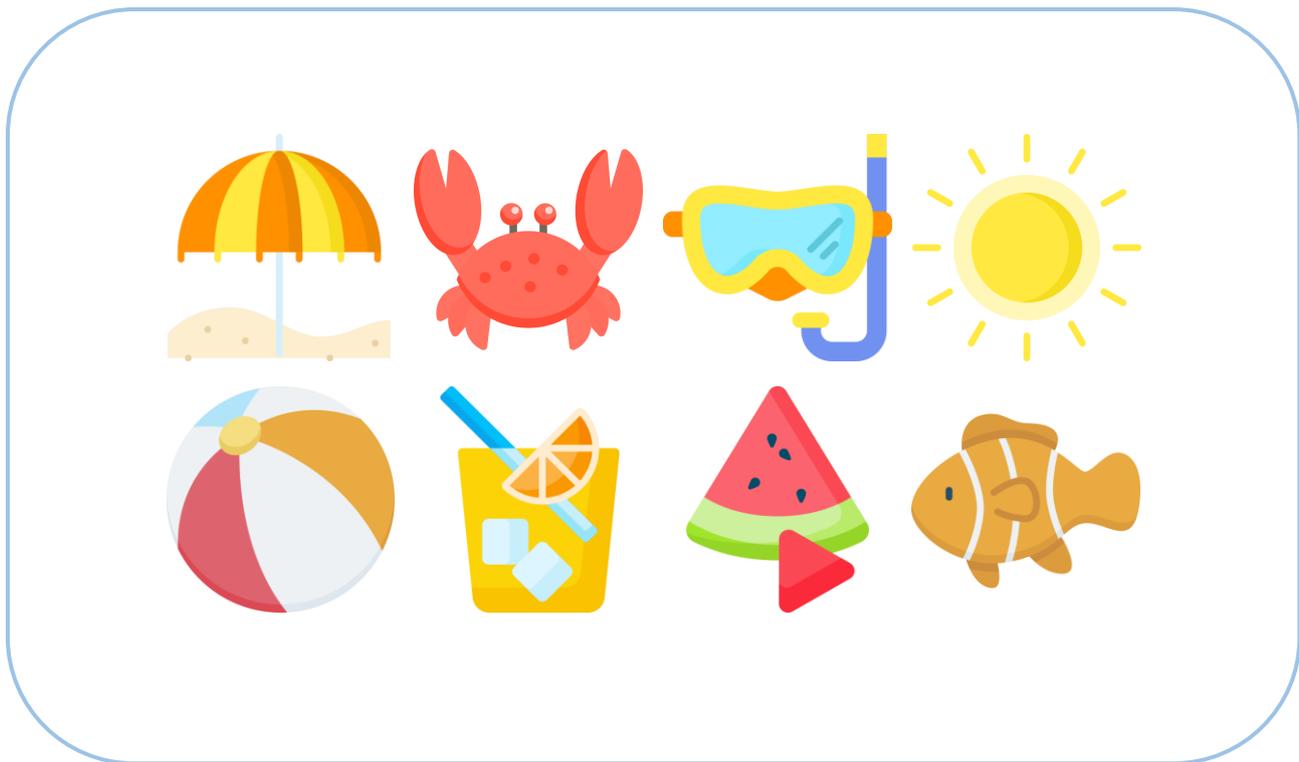
			
			

Resuelve los sudokus de colores

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

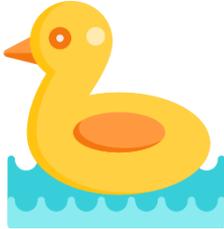
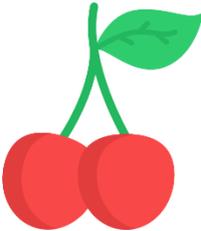


Ahora rodea los que se han movido de sitio

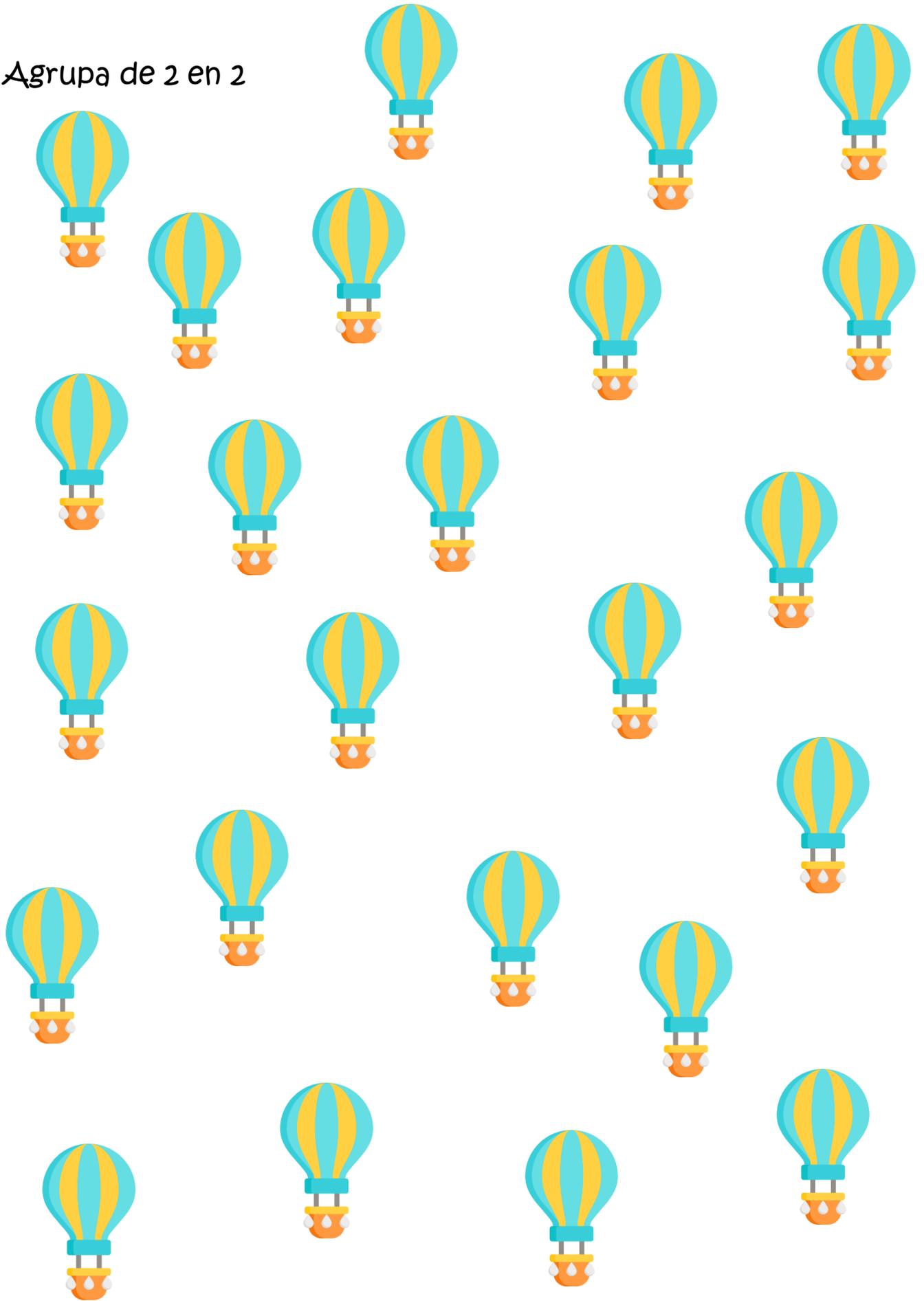


Cuenta cuántos hay de cada

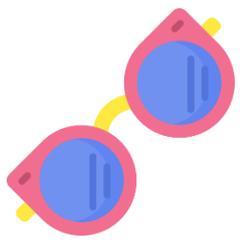


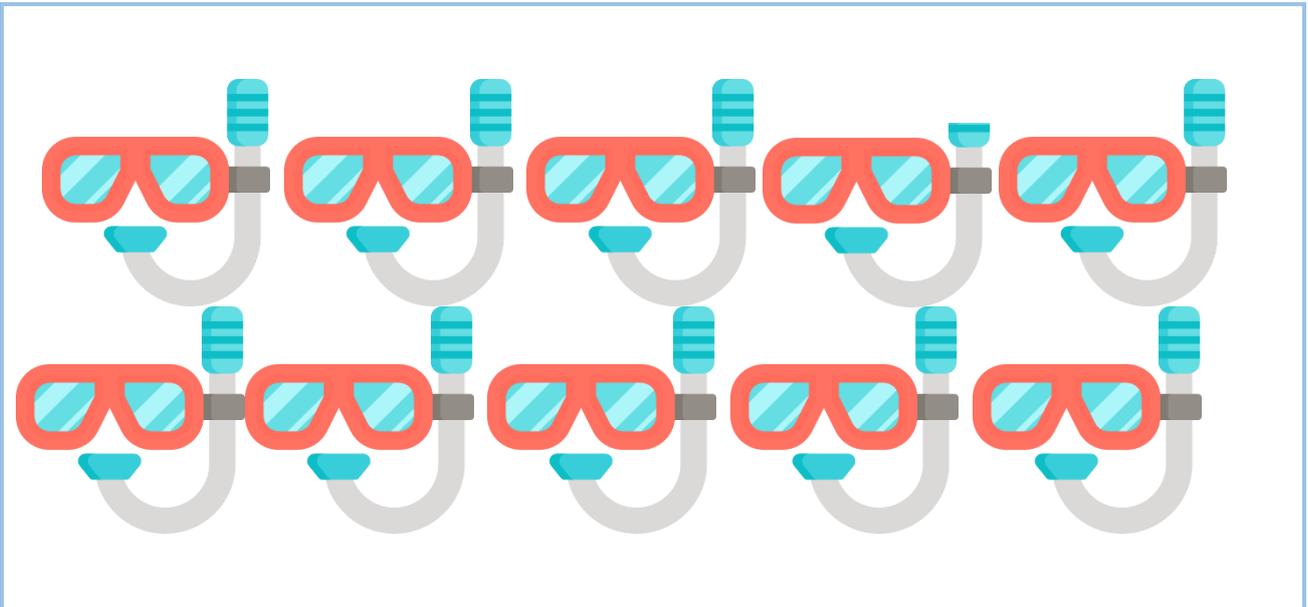
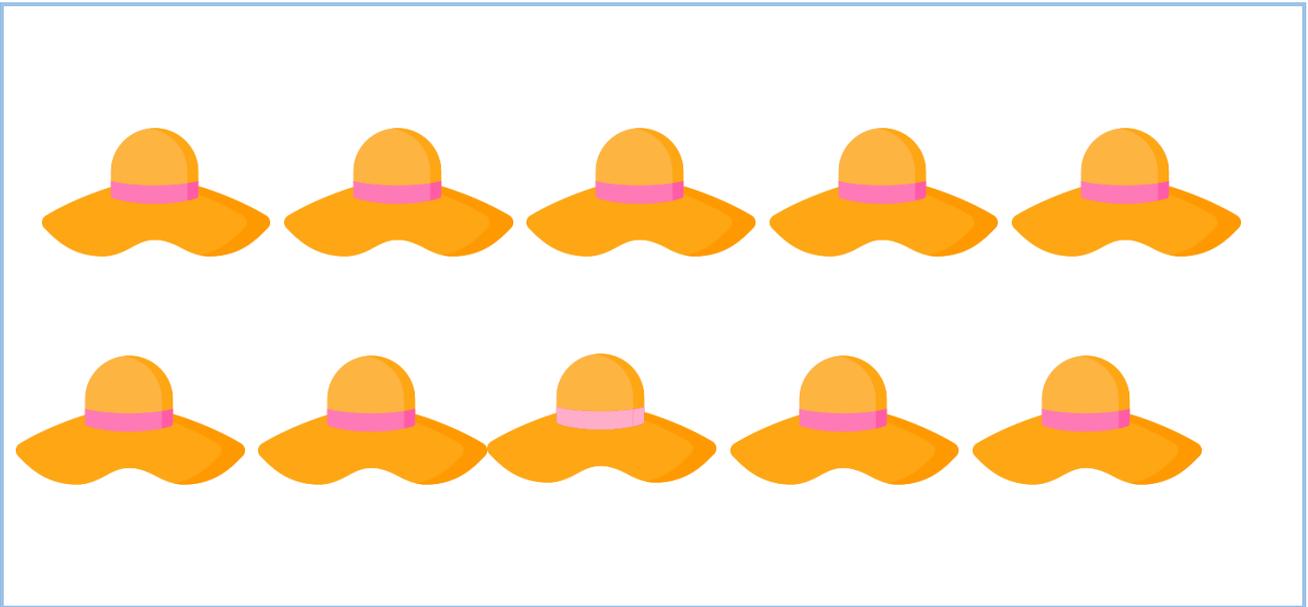
Agrupar de 2 en 2



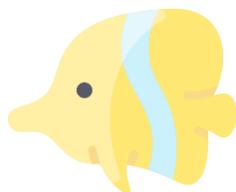
Observa y completa

MAYOR QUE >	MENOR QUE <	IGUAL =	
			
			
			
			
			

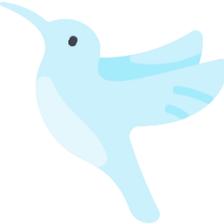
Encuentra al diferente y rodéalo



Agrupa de 3 en 3



Observa

				
1	2	3	4	5

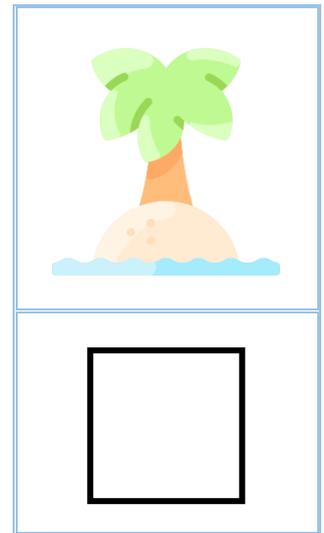
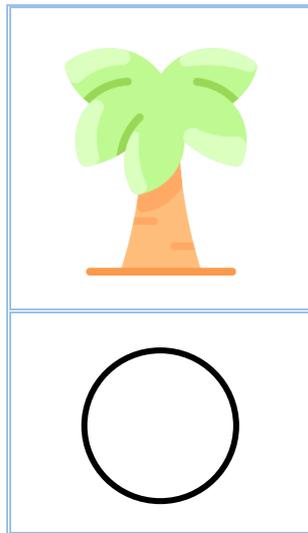
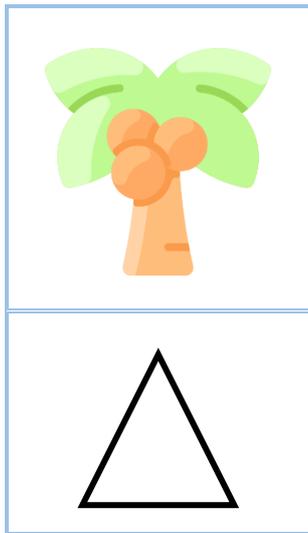
Ahora construye el número como en el ejemplo

 	31
 	
 	
 	
 	

Marca los iguales al modelo



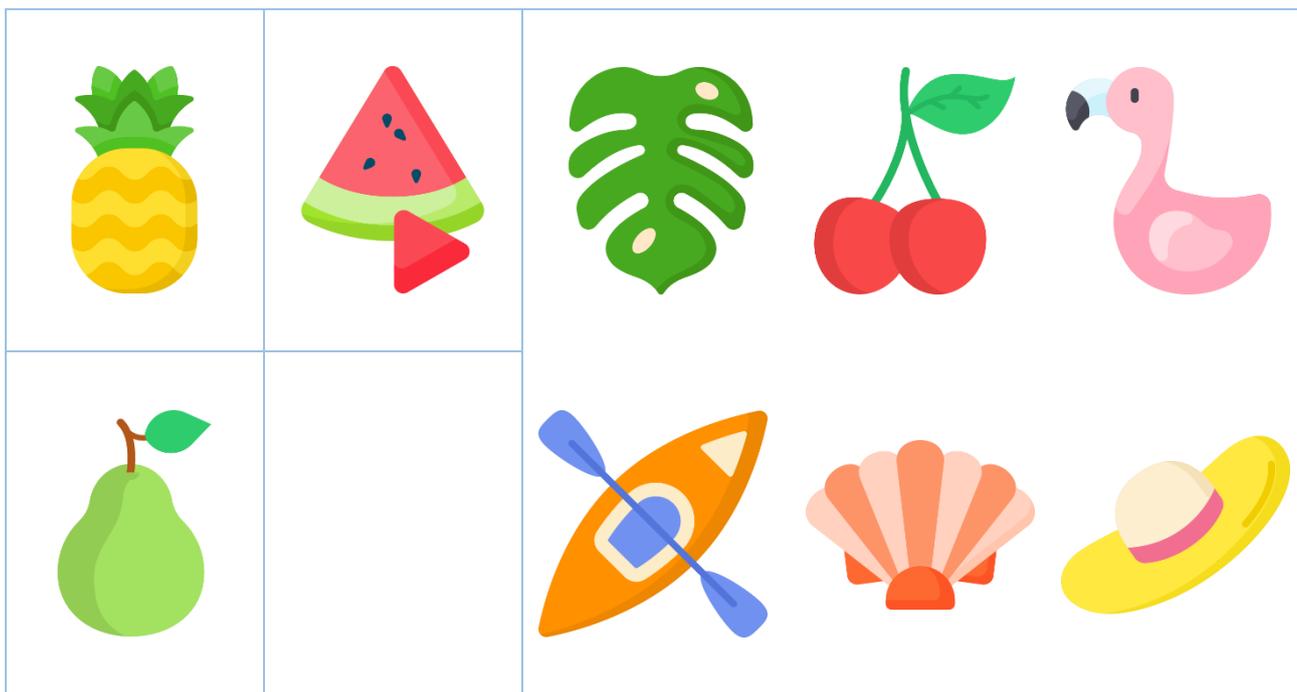
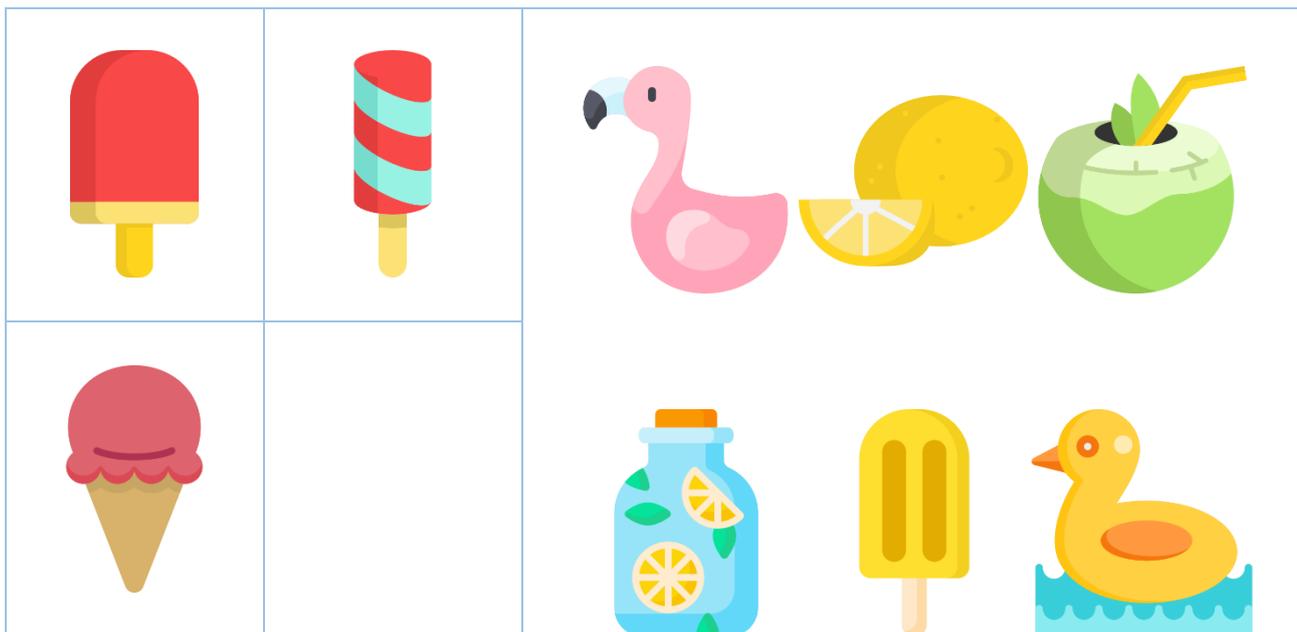
Observa



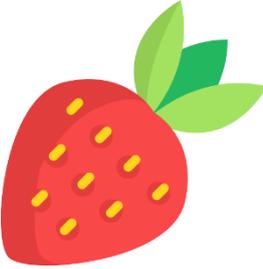
Ahora dibuja la figura que le corresponde



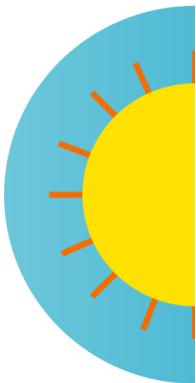
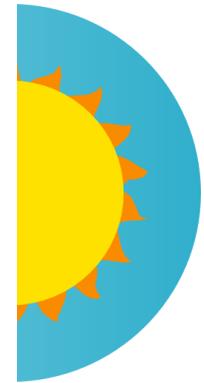
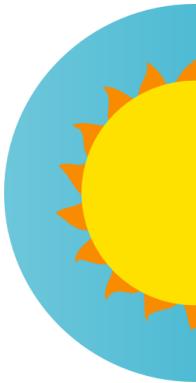
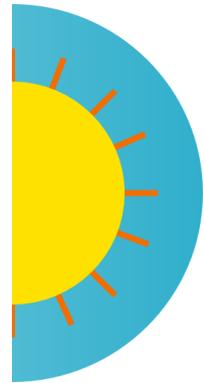
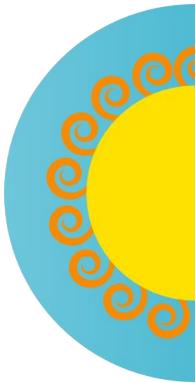
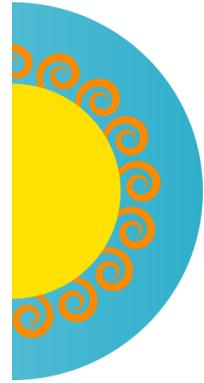
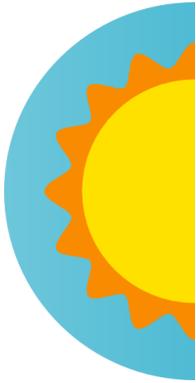
Rodea el que faltaría en el grupo



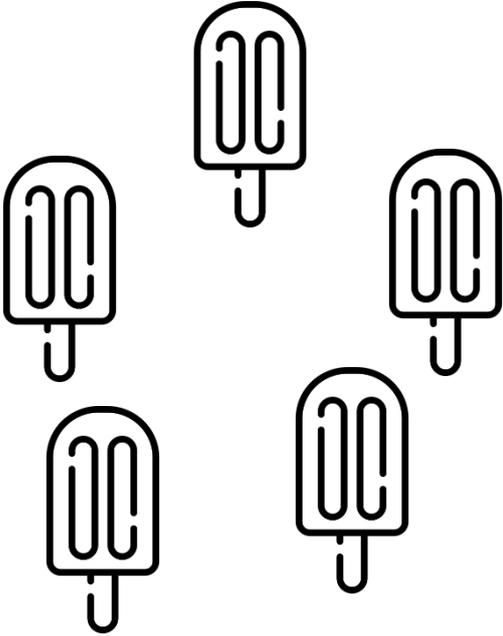
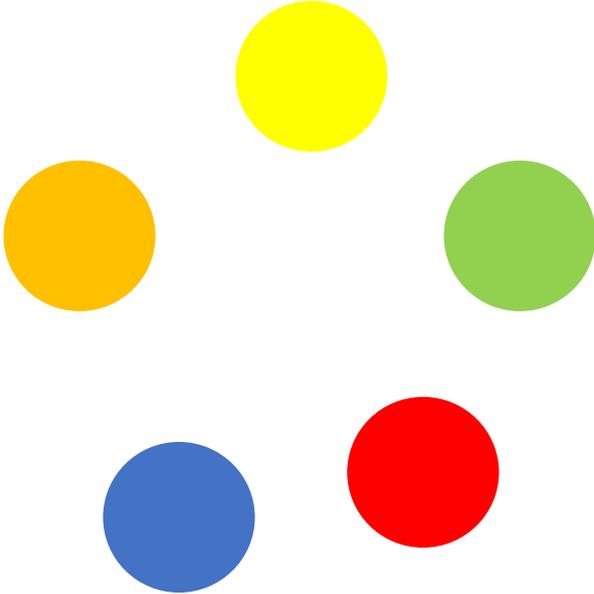
Ordena de menor a mayor con números

				
5	1	4	2	3
				
				
				

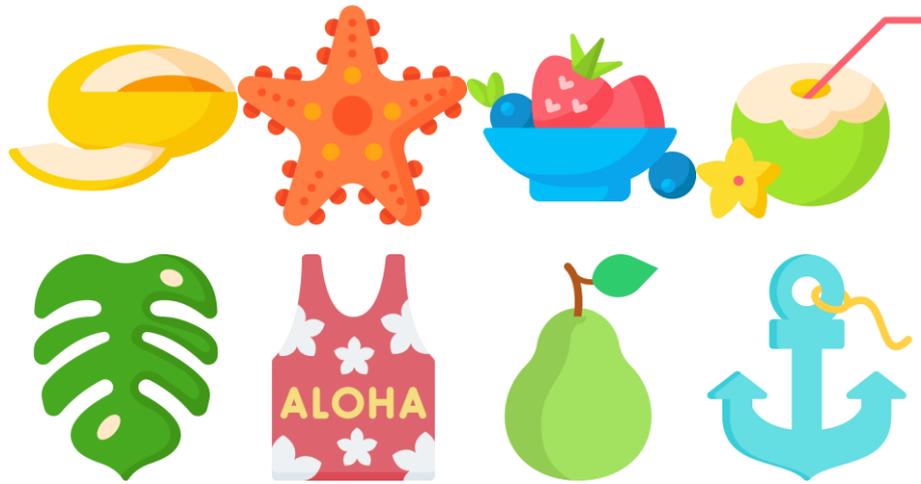
Rodea cada mitad para formar el sol



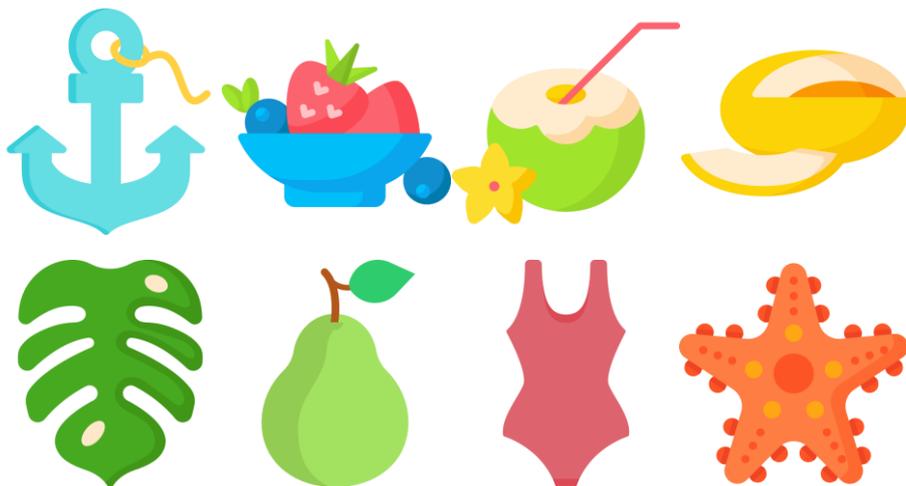
Pinta en el mismo orden



Observa



Ahora rodea el elemento que no encuentres arriba



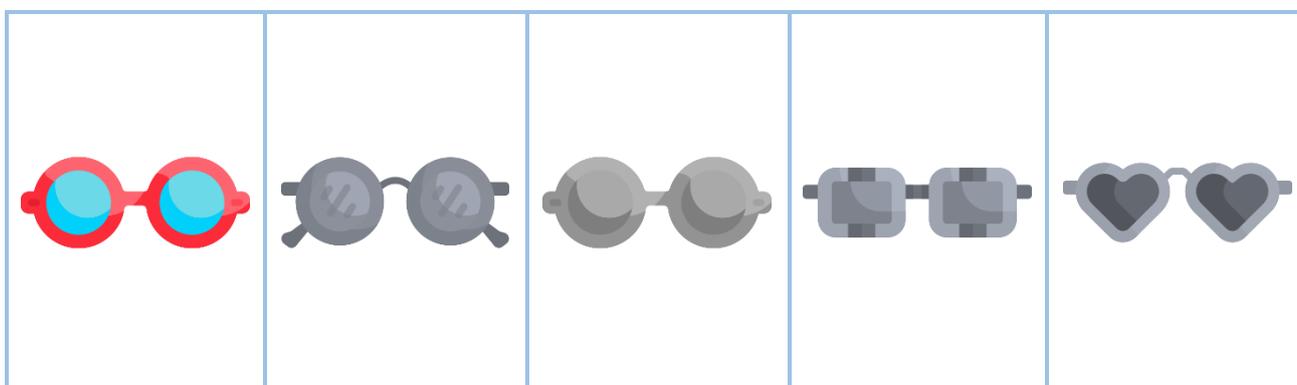
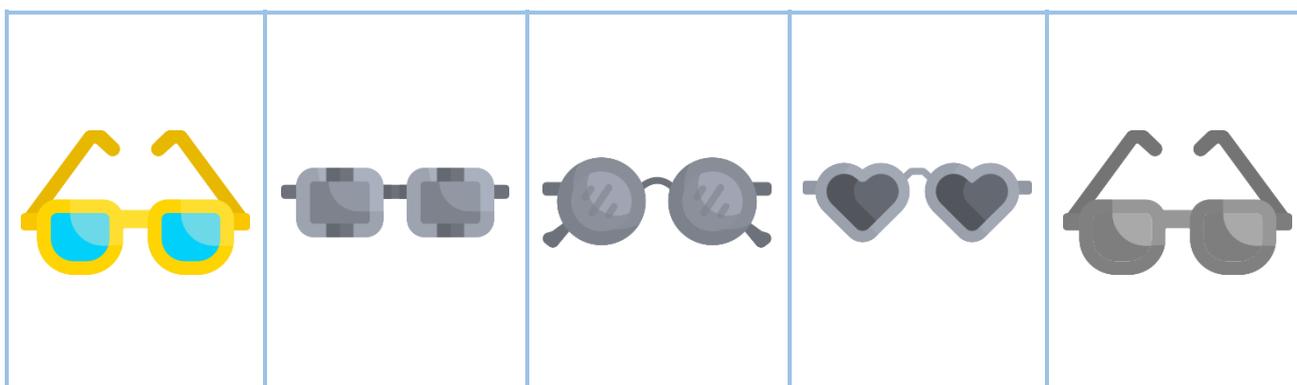
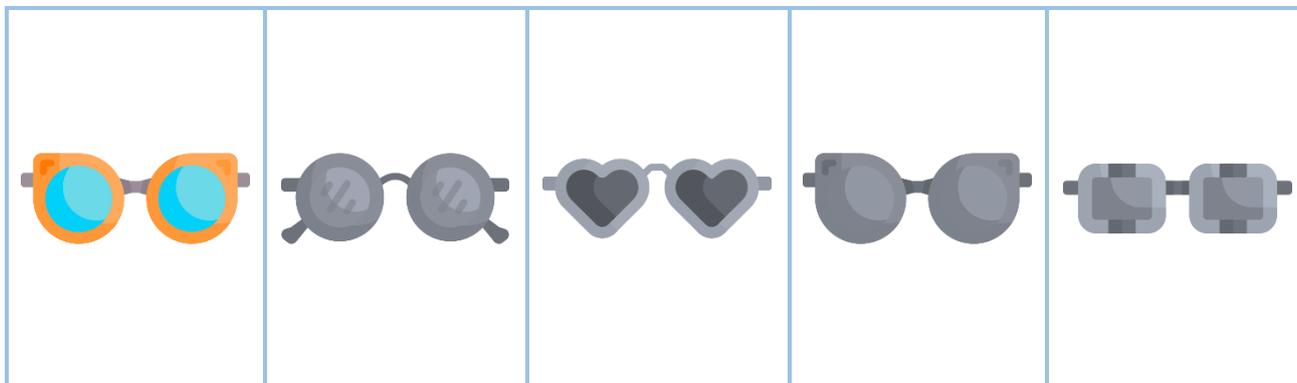
Tacha el dibujo que es diferente al resto



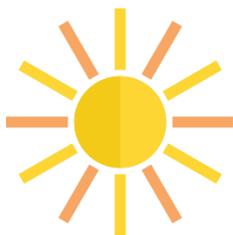
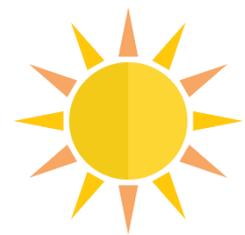
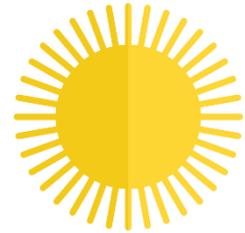
Encuentra los 5 elementos intrusos



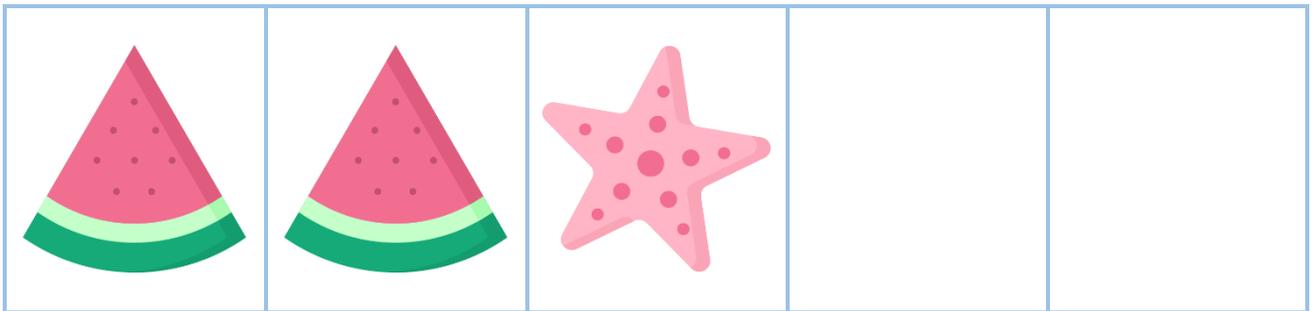
Rodea la sombra correcta



Une los soles que sean iguales



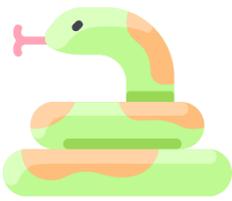
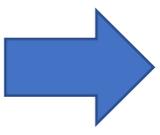
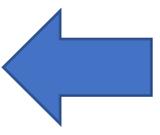
Continúa las series, dibuja y pinta

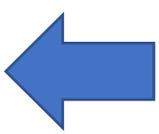
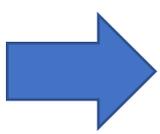


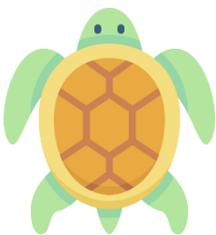
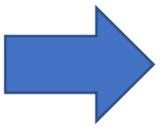
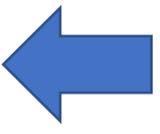
Marca los iguales al modelo

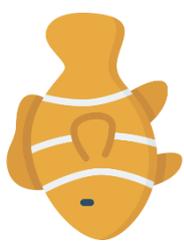
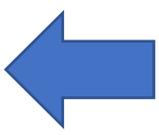
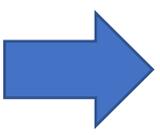


¿Hacia dónde señala cada uno?

				
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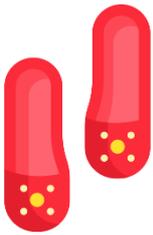
				
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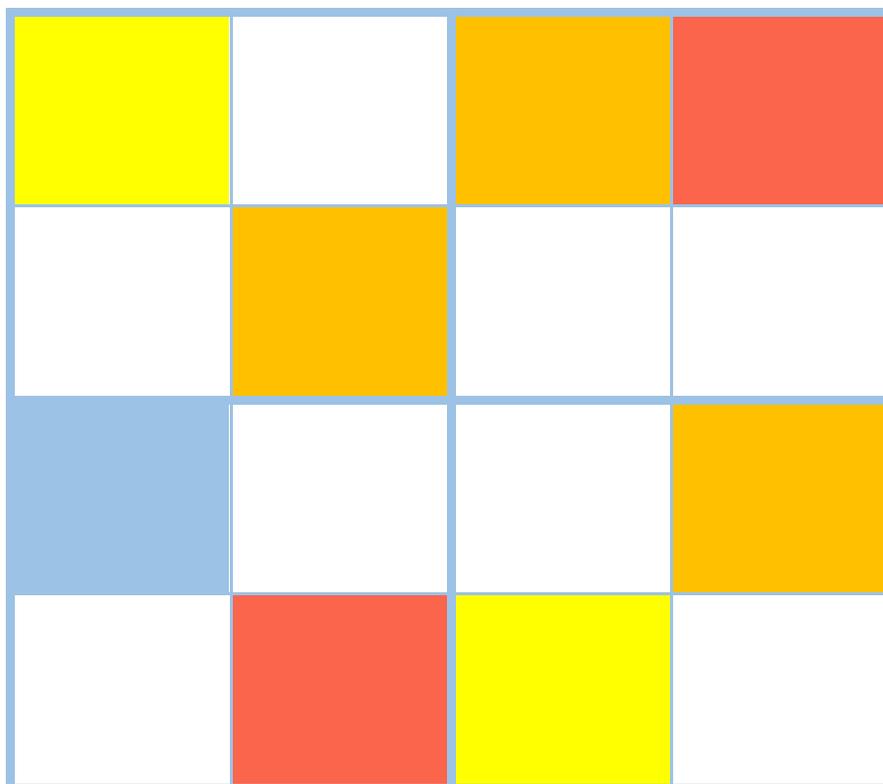
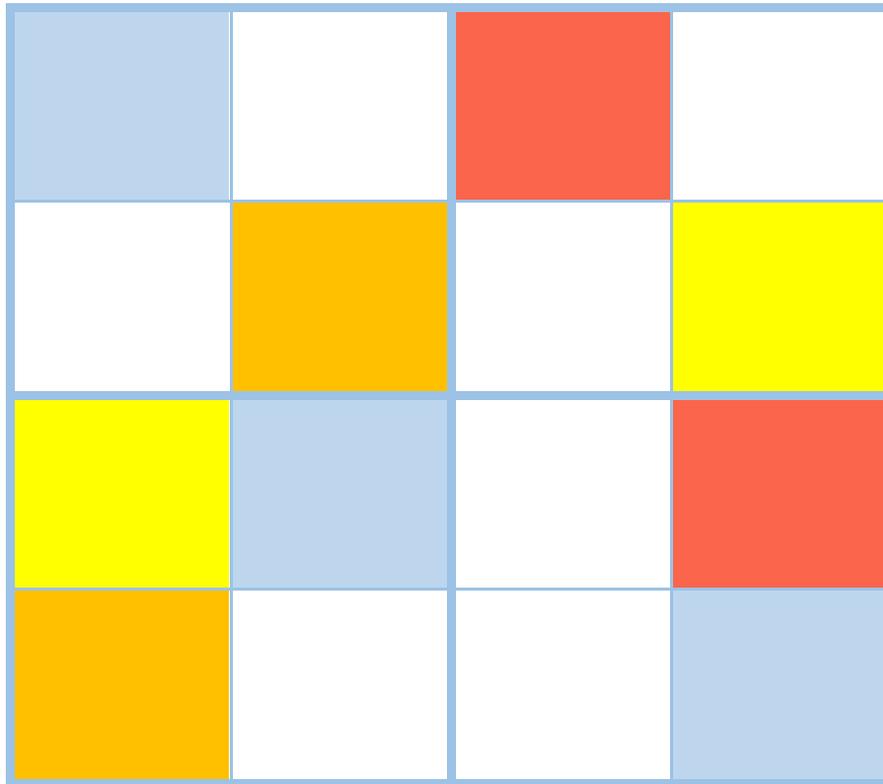
Rodea las hojas que miran hacia arriba



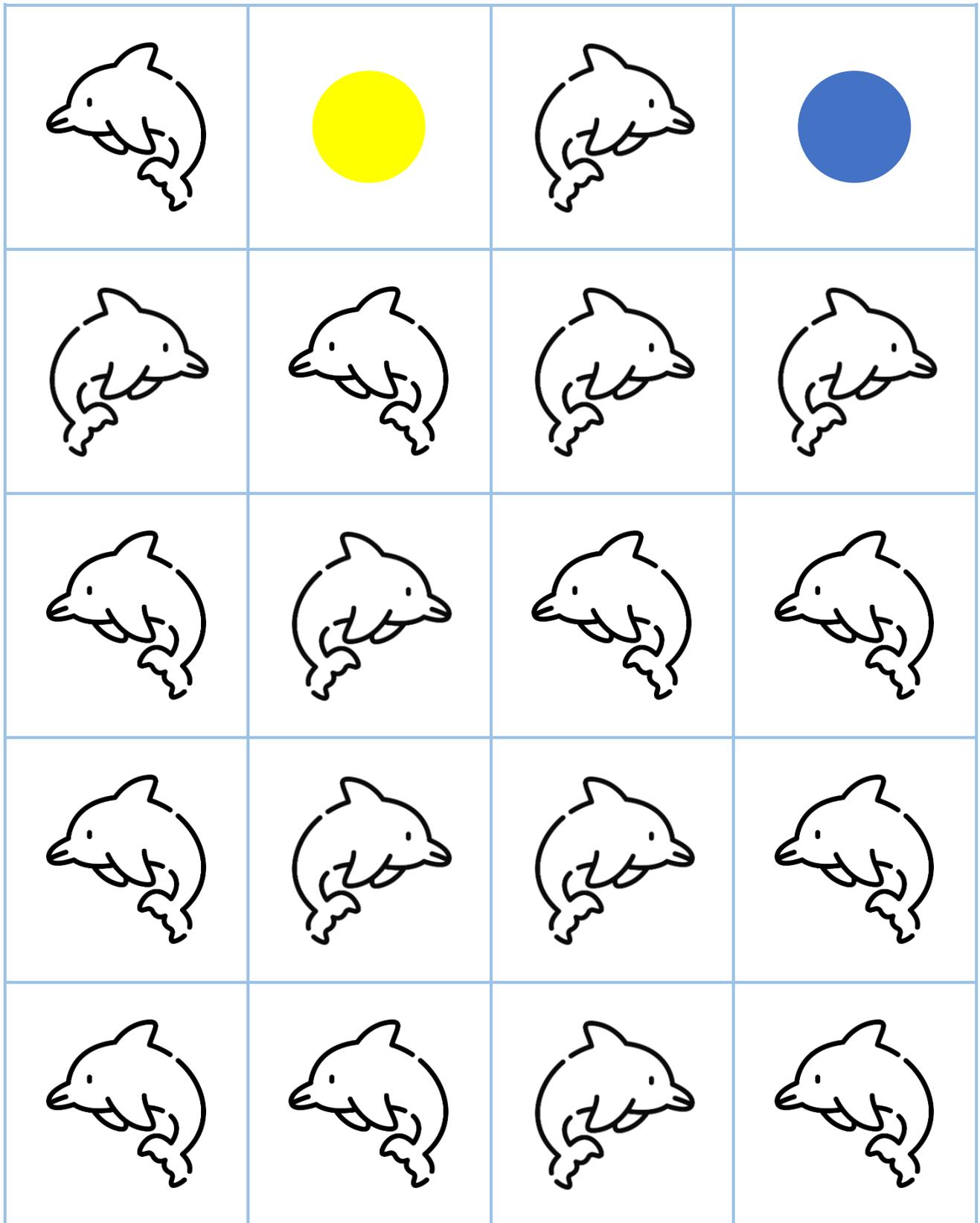
Une por colores



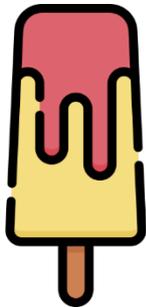
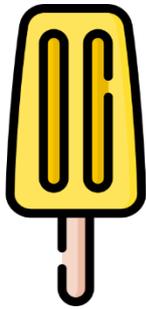
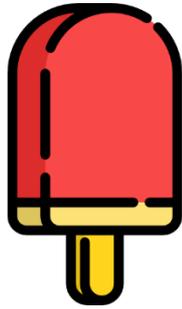
Resuelve los sudokus de colores



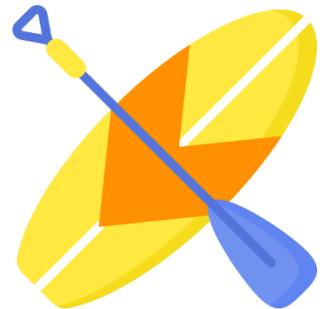
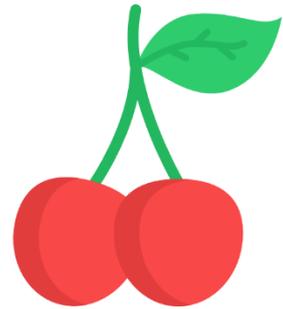
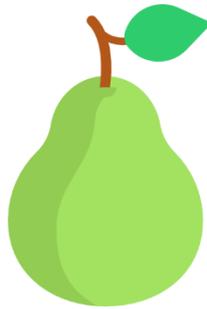
Pinta los delfines que miran a la derecha de color amarillo y los que miran a la izquierda de color azul



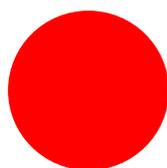
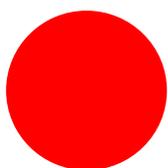
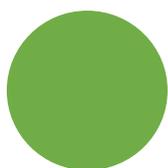
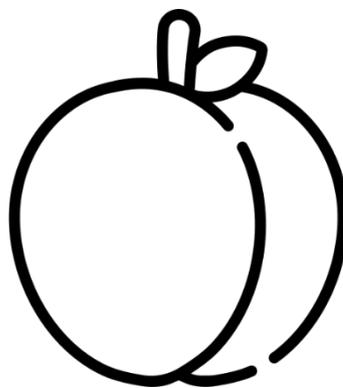
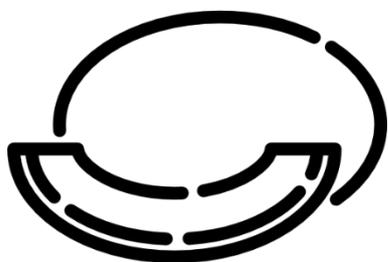
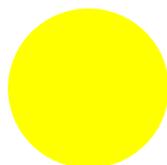
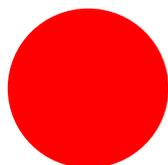
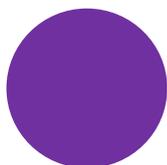
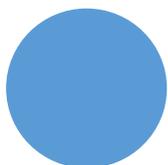
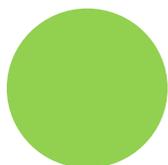
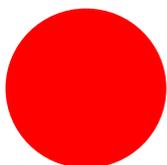
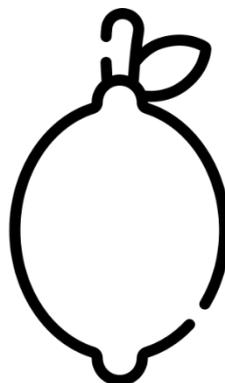
Relaciona cada helado con su silueta



Rodea de color verde las frutas y de rosa los transportes



Escoge el color correcto y pinta



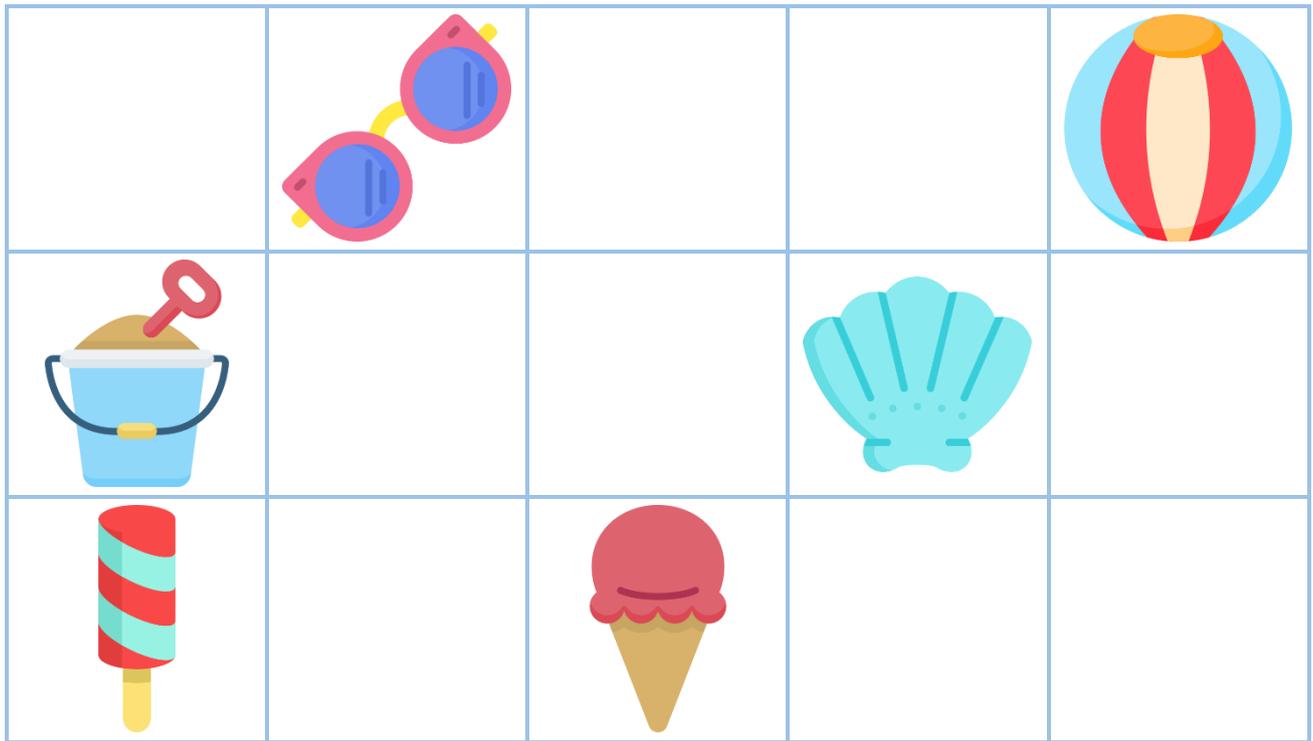
Observa



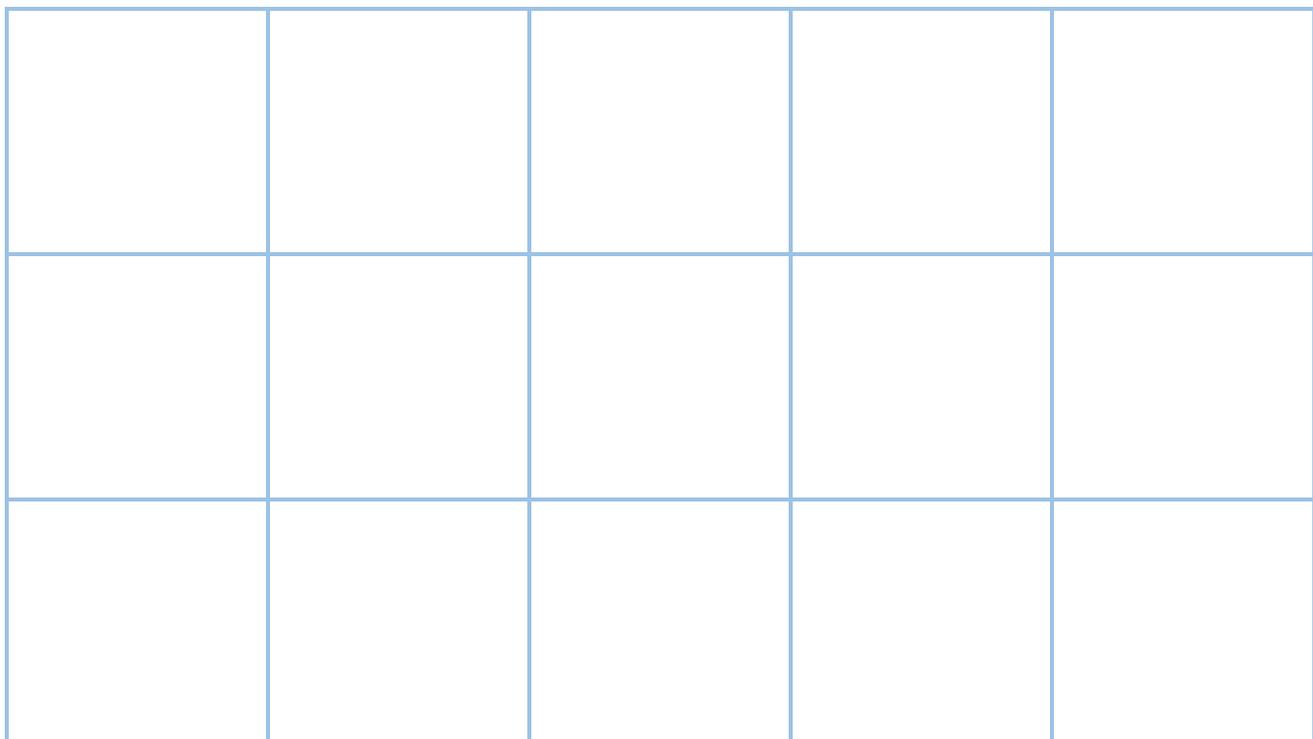
Ahora rodea los elementos que se repiten



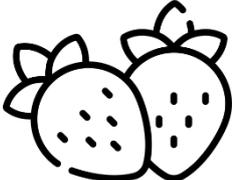
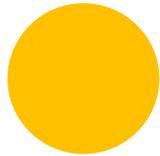
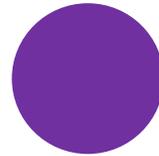
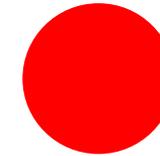
Observa

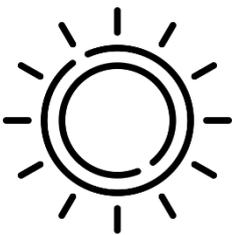
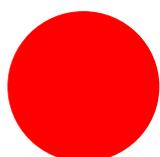


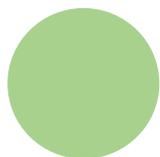
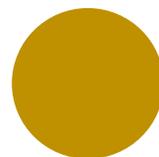
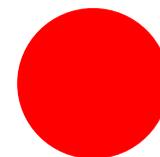
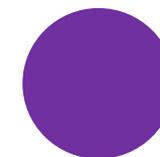
Ahora copia la cuadrícula

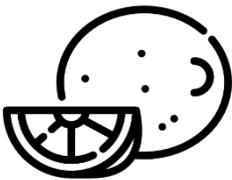
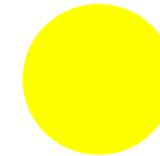


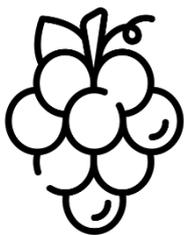
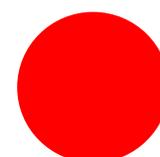
Escoge el color que le corresponde

				
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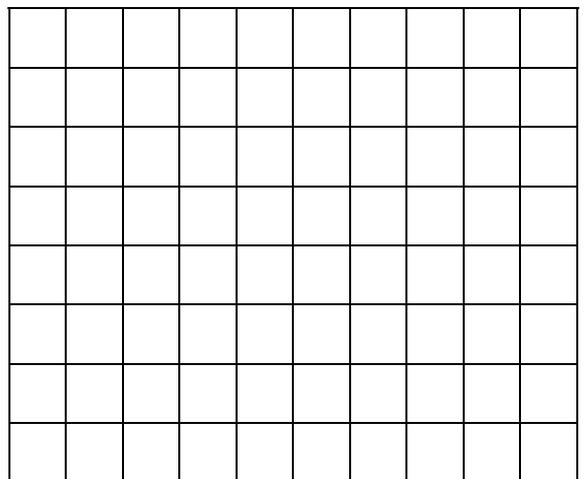
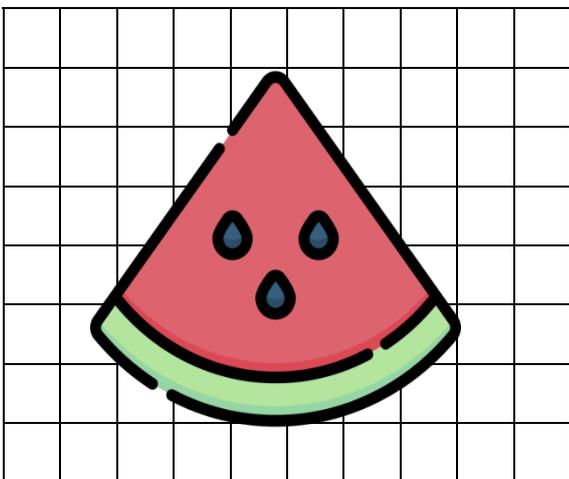
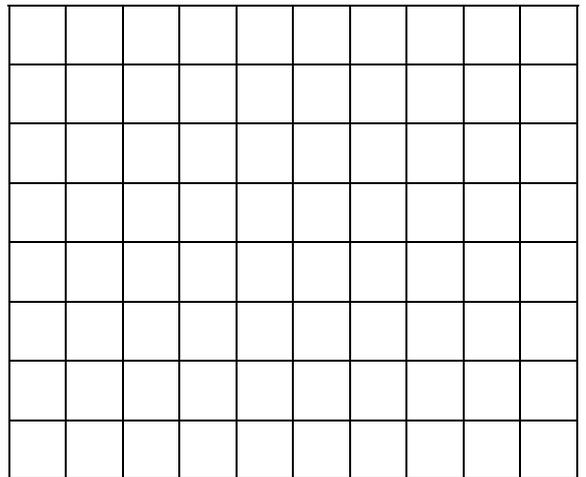
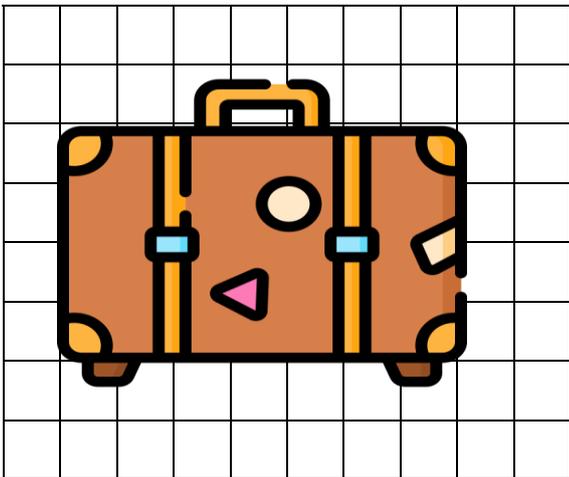
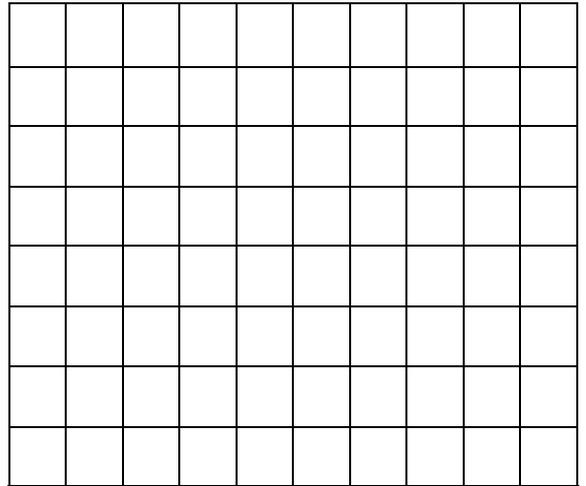
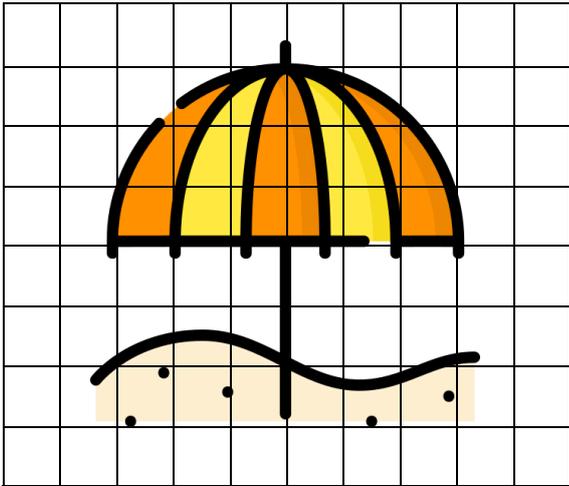
				
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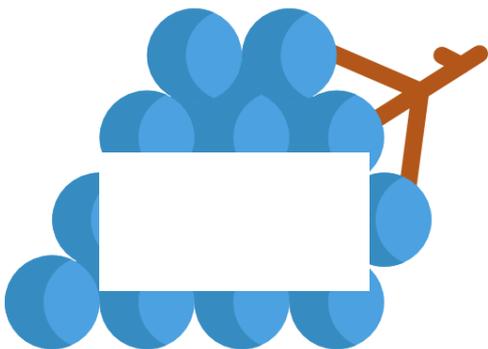
				
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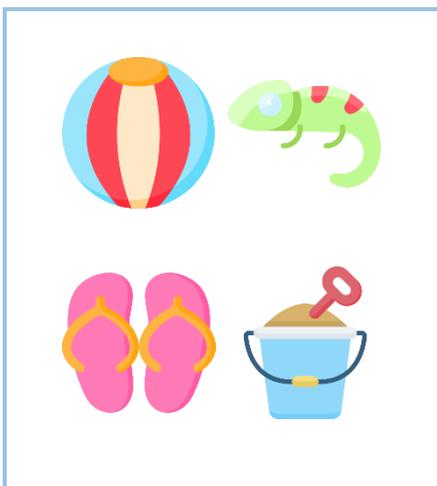
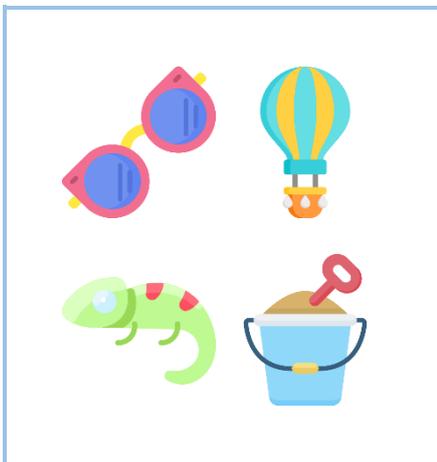
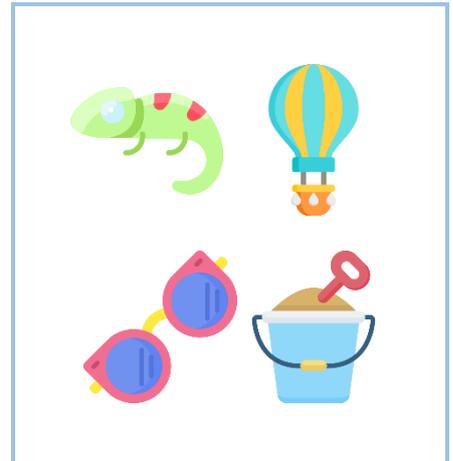
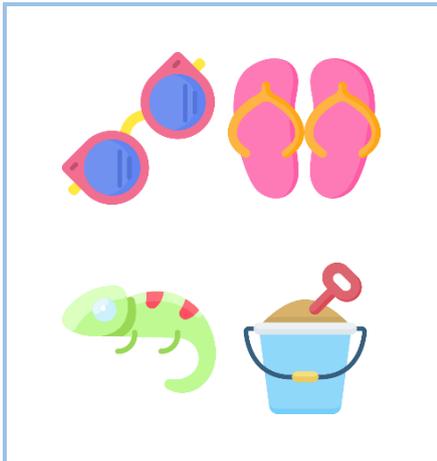
Repite el dibujo en la cuadrícula de la derecha



Dibuja y pinta la parte de la figura que falta



Relaciona los cuadros con los mismos dibujos



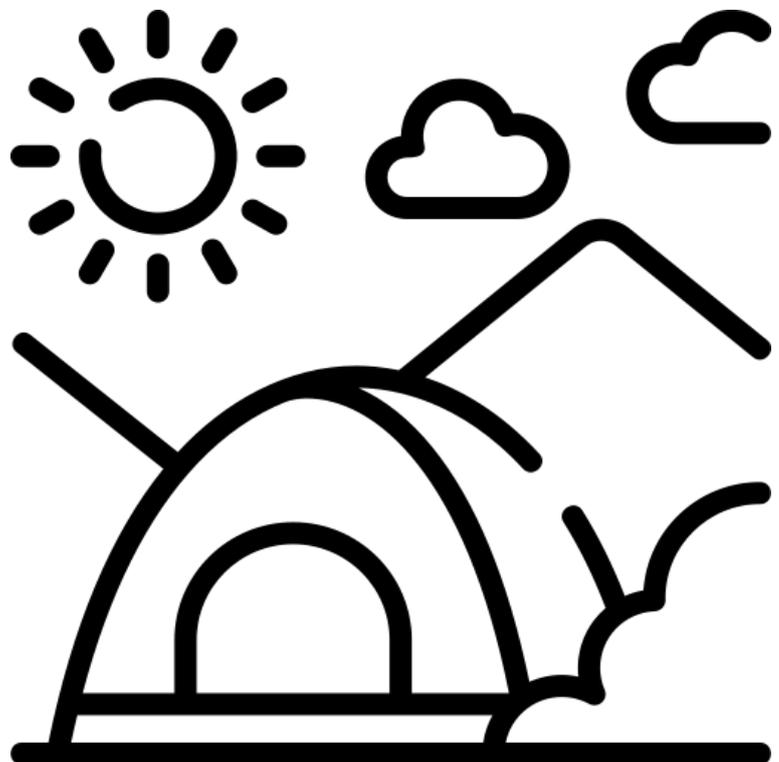
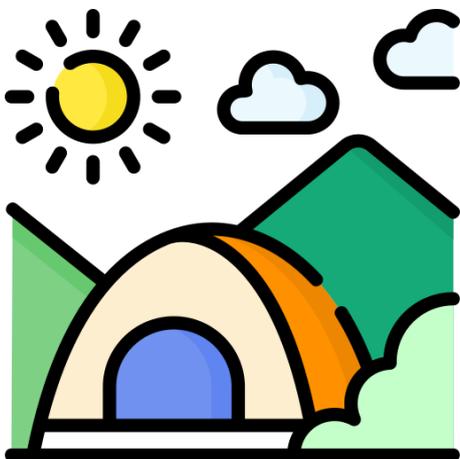
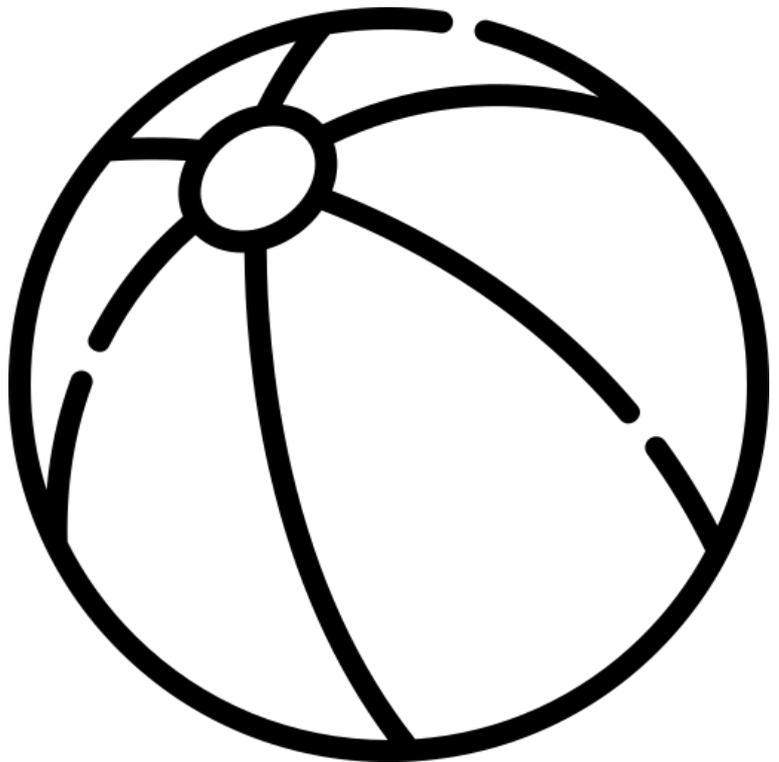
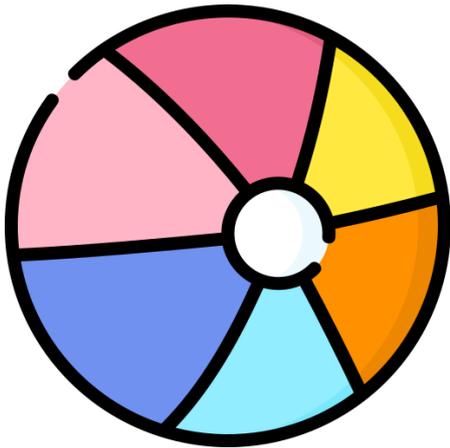
Rodea de color azul las hojas que miran hacia la derecha y de color verde las que miran hacia la izquierda



Marca los iguales al modelo



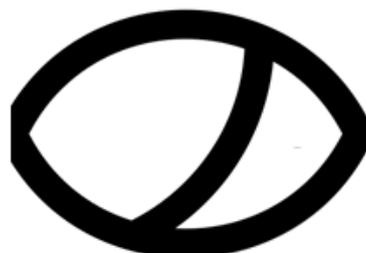
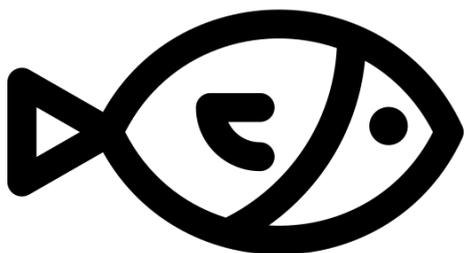
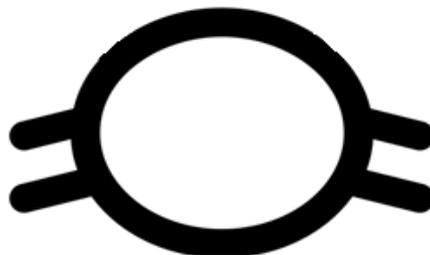
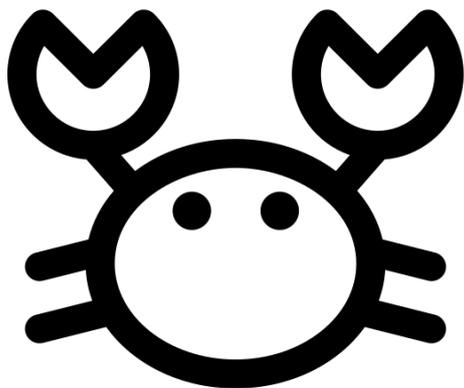
Pinta como el modelo



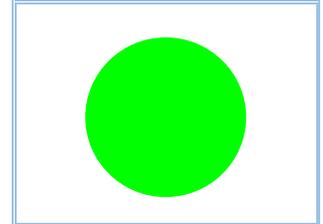
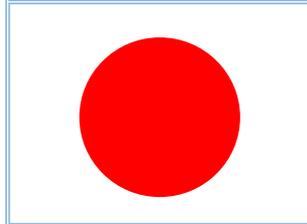
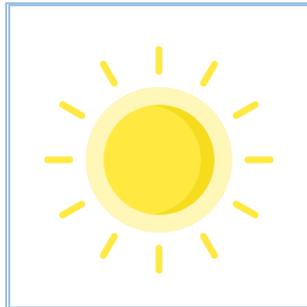
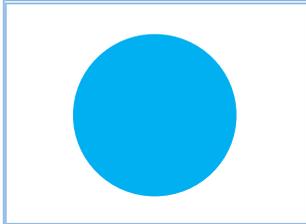
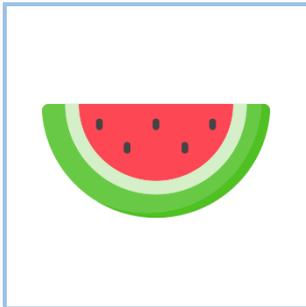
Señala las casillas en las que los elementos que se cruzan son iguales

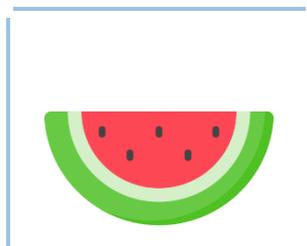
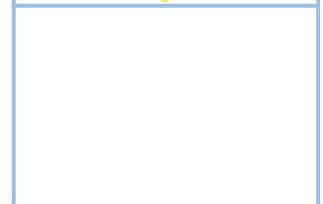
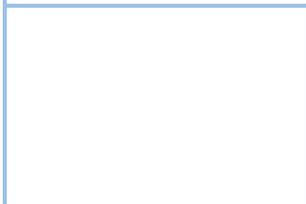
Completa siguiendo el modelo

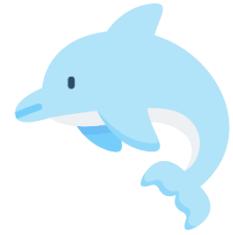


Observa

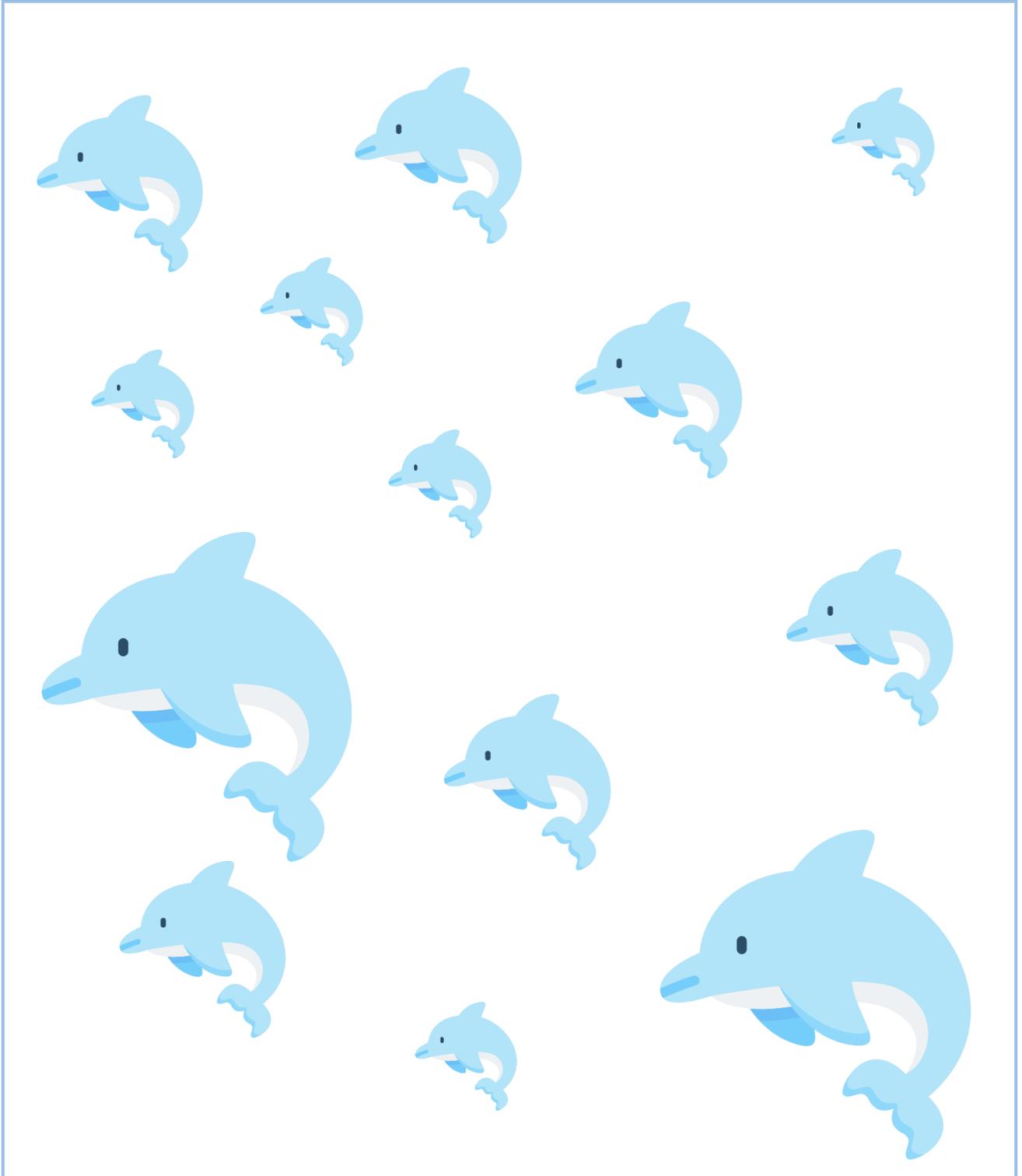


Ara pinta o enganxa el gomet





Rodea los delfines del mismo tamaño que éste



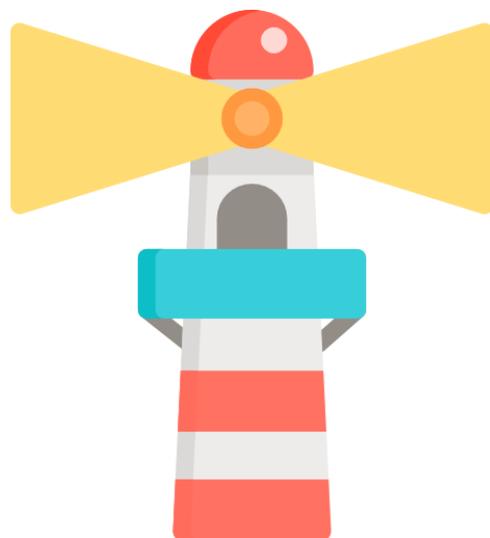
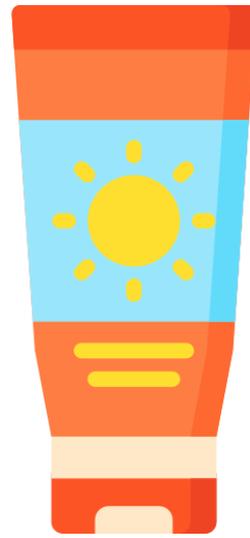
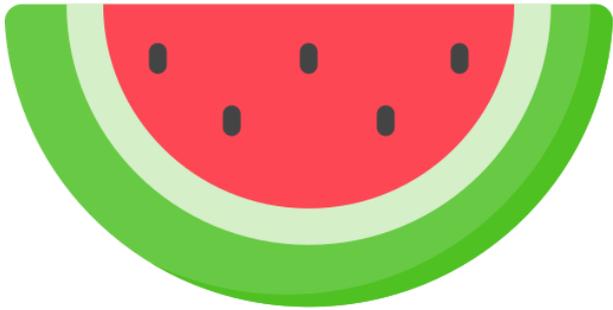
Une cada mitad con la que le corresponde



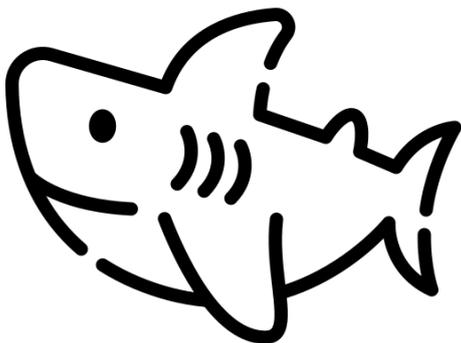
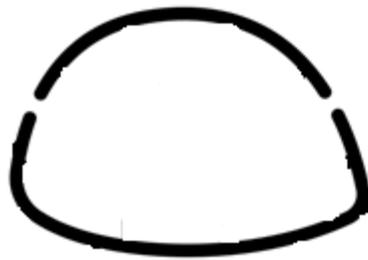
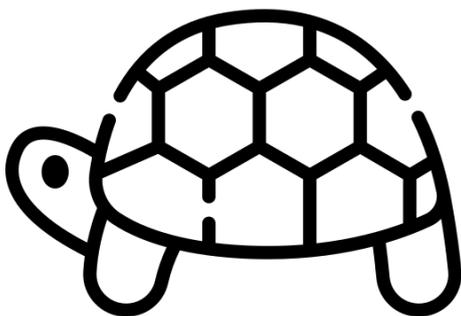
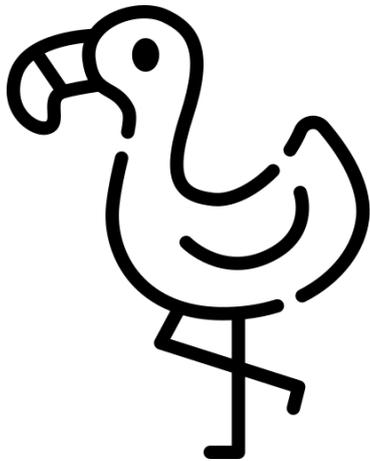
Marca los iguales al modelo



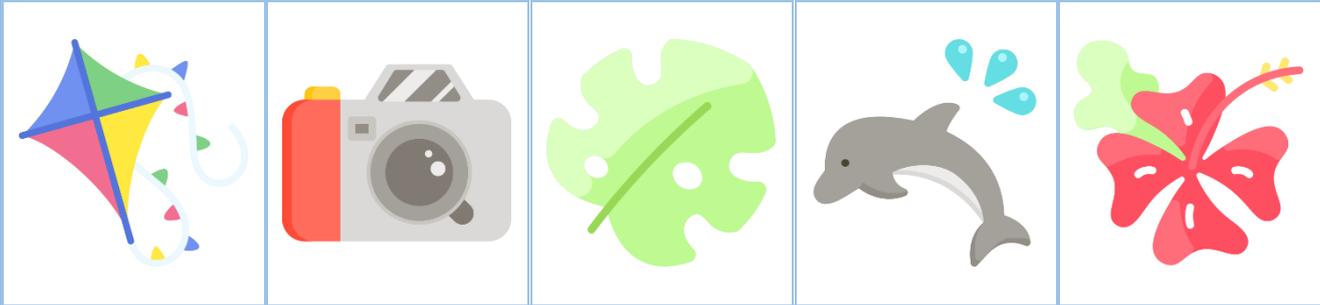
Dibuja el eje de simetría en cada dibujo



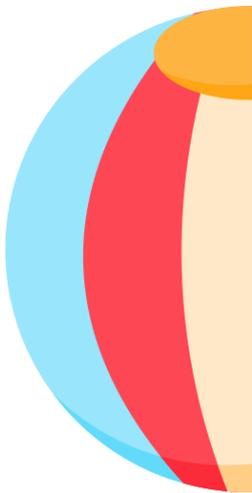
Completa siguiendo el modelo



Busca y rodea



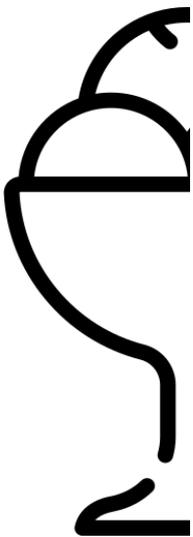
Completa la mitad del dibujo y pinta siguiendo el modelo



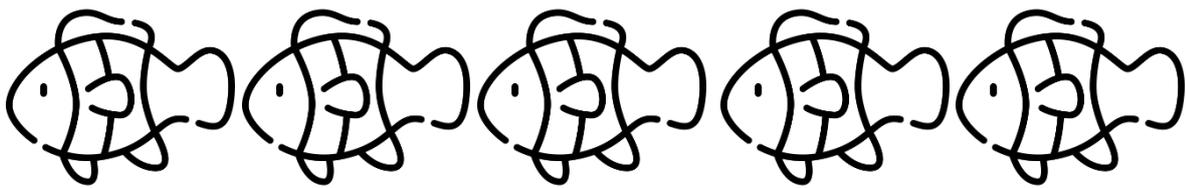
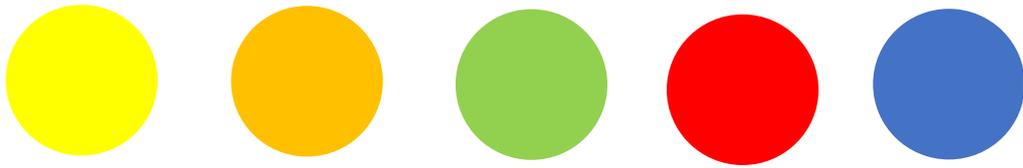
Marca los iguales al modelo



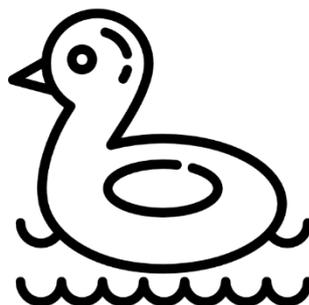
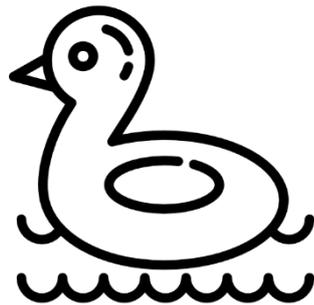
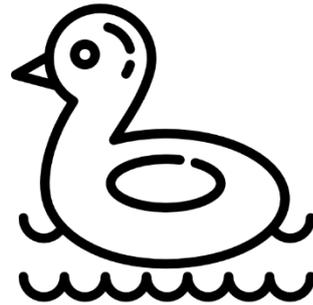
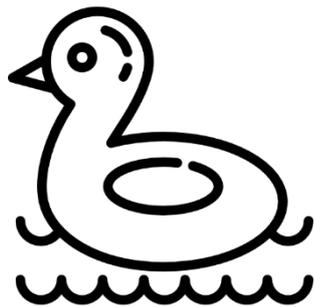
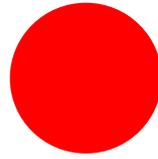
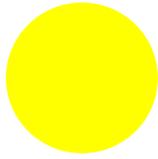
Completa la mitad del dibujo y colorea como quieras



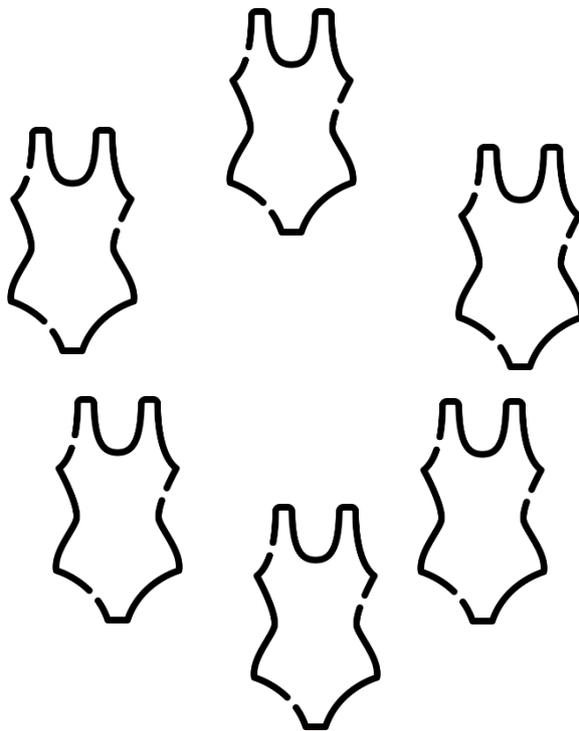
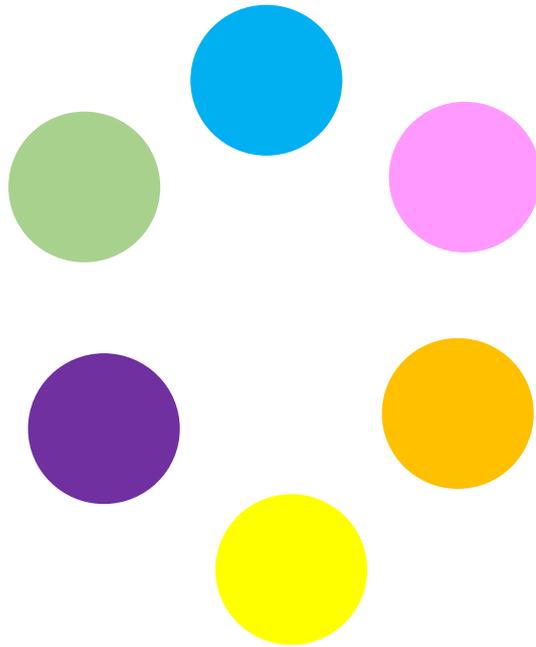
Pinta en el mismo orden



Pinta en el mismo orden



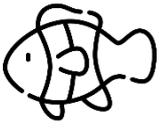
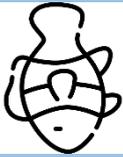
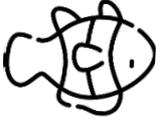
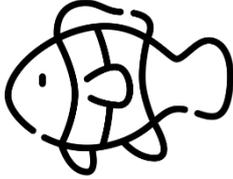
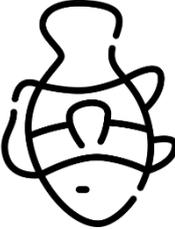
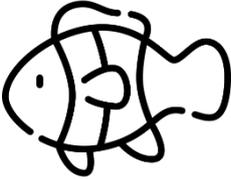
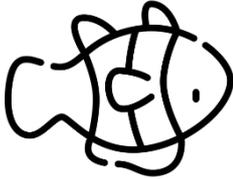
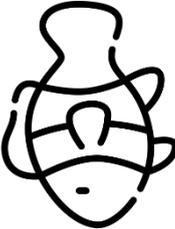
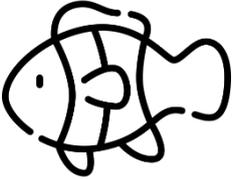
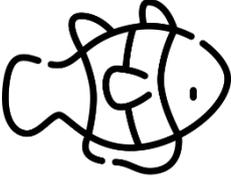
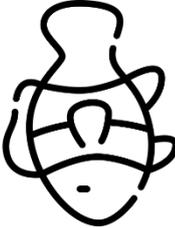
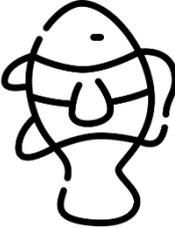
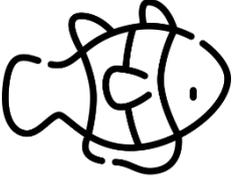
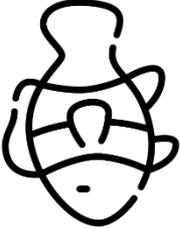
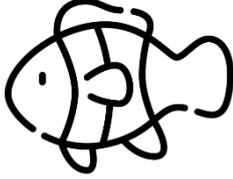
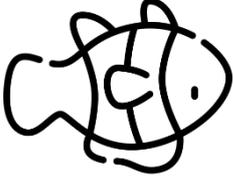
Pinta en el mismo orden



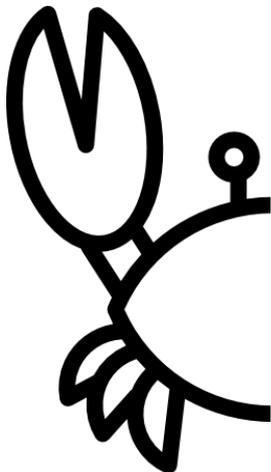
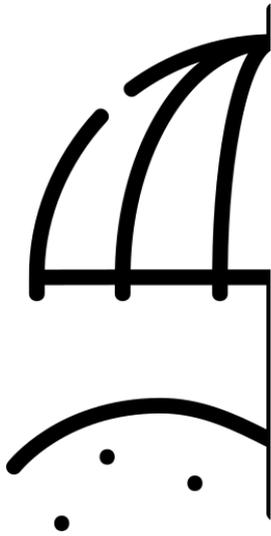
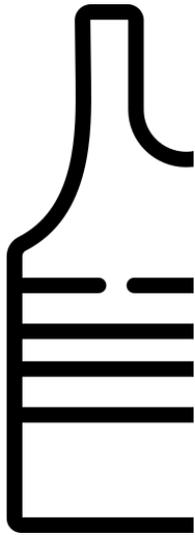
Marca los iguales al modelo



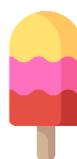
Pinta según la leyenda

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	→		