

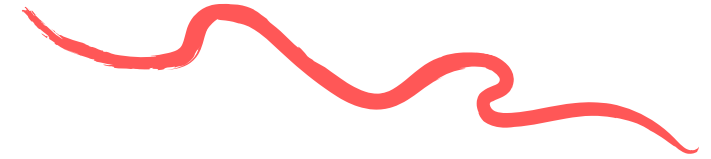
# LA PRIMAVERA





# FLASHCARDS: VOCABULARIO DE LA PRIMAVERA

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Nos sirven para trabajar  
el vocabulario básico  
de la primavera.

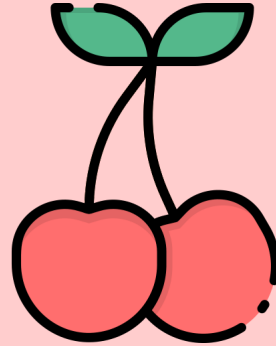
Cada jugador coge una tarjeta, la  
describe y el resto adivina de qué dibujo se  
trata.  
Gana el que más tarjetas tenga al final  
de la ronda.





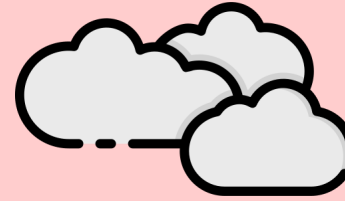
SETAS

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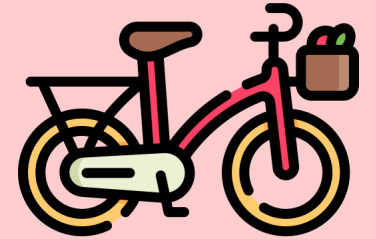
CEREZAS

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NUBES

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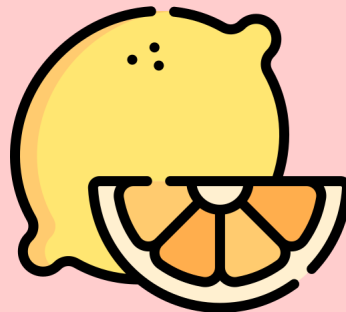
BICICLETA

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RANA

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LIMÓN

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LLUVIA

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ARCOÍRIS

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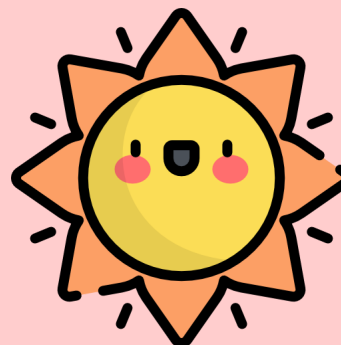
PÁJARO

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FLOR

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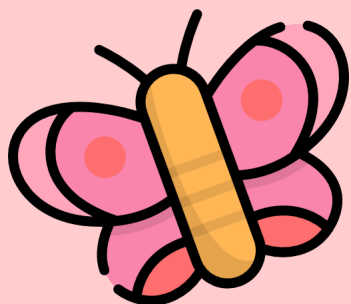
SOL

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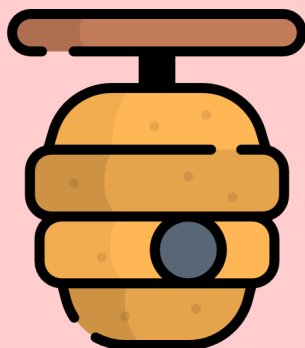
ABEJA

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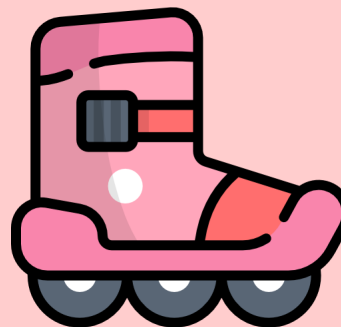
MARIPOSA

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PANAL

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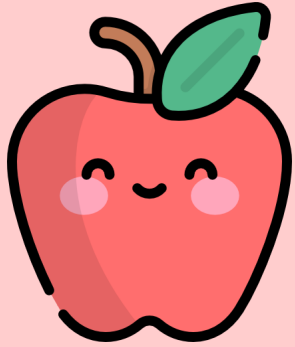
PATINES

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CARACOL

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MANZANA

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PICNIC

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BATIDO

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VERDURAS

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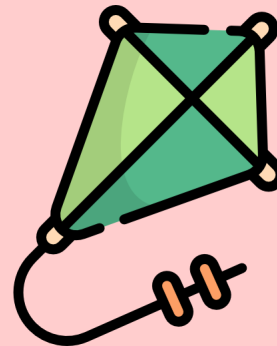
REGADERA

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BARBACOA

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COMETA

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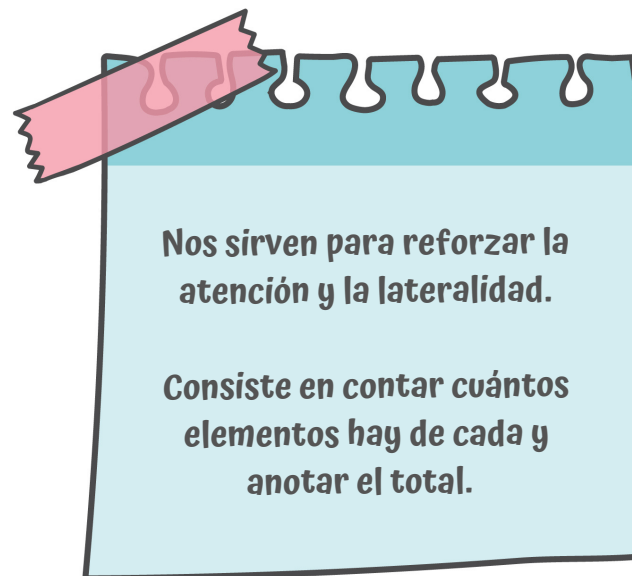
LIBÉLULA

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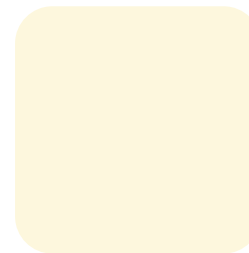
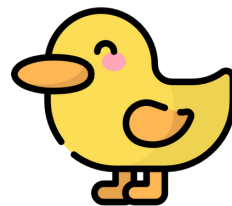
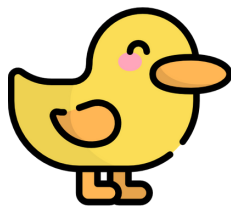
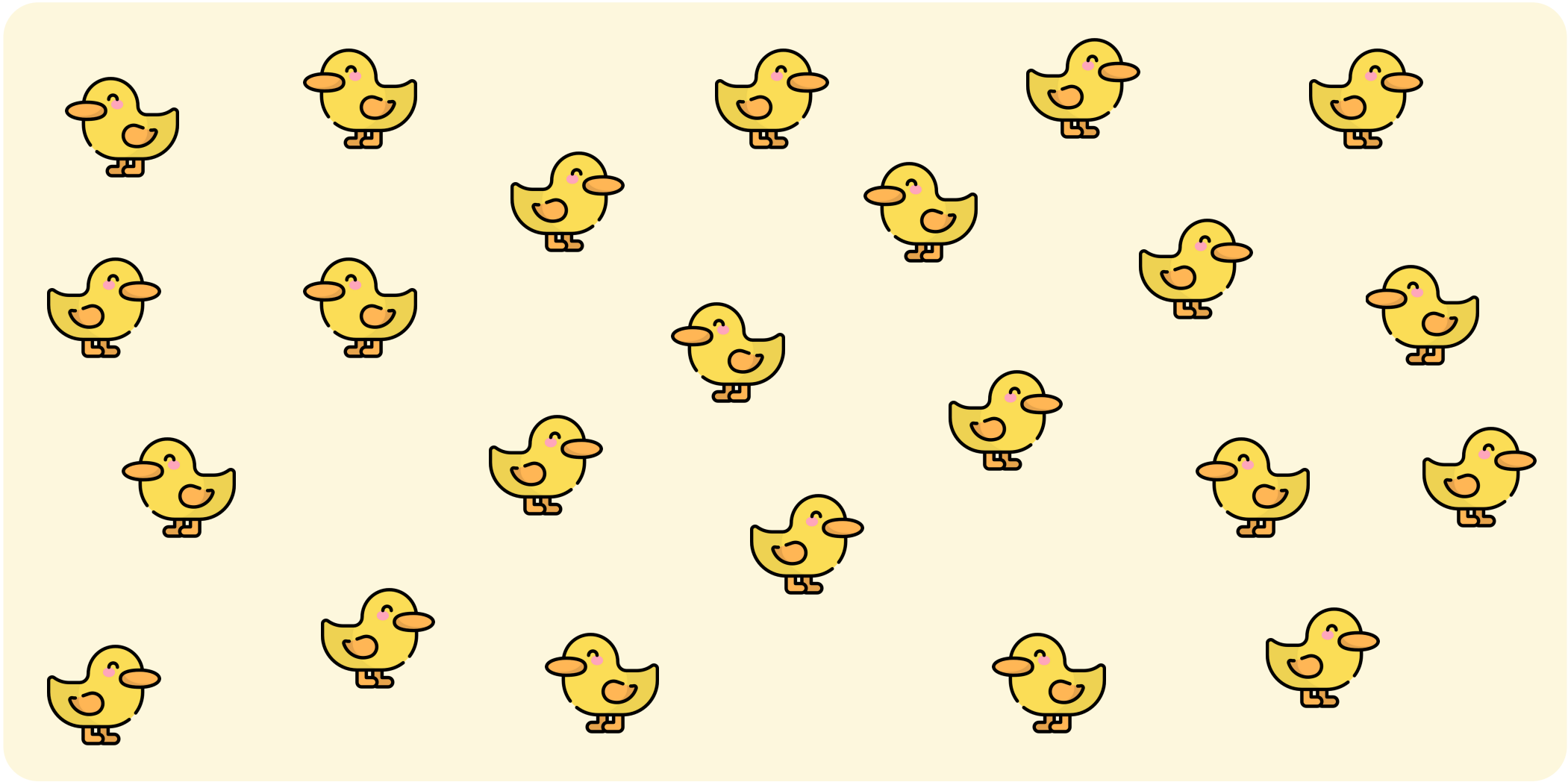
# JUEGOS DE ATENCIÓN

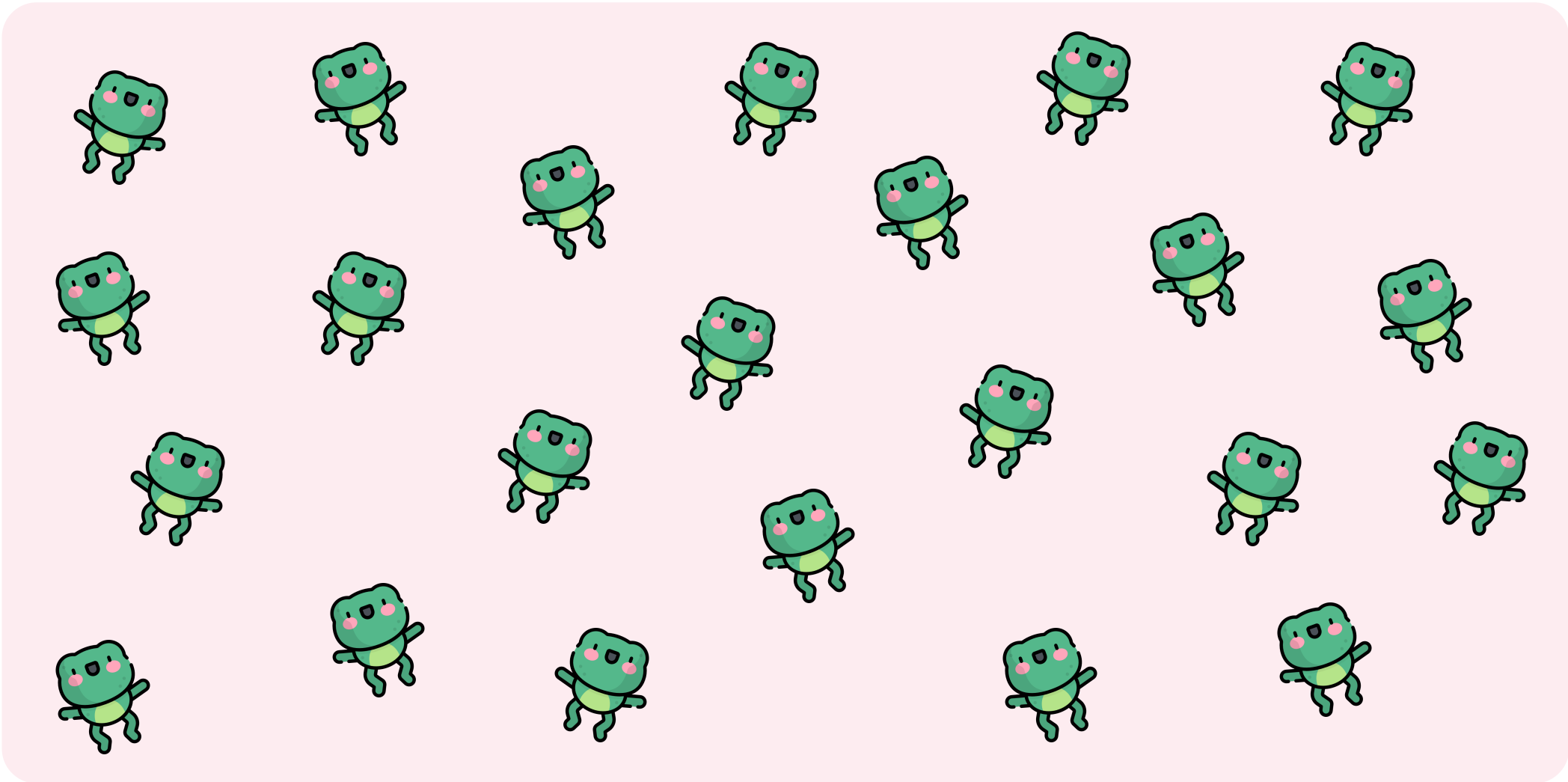
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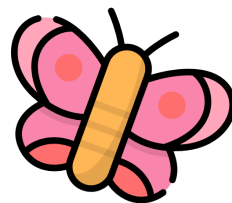
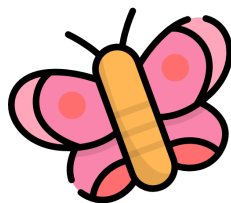
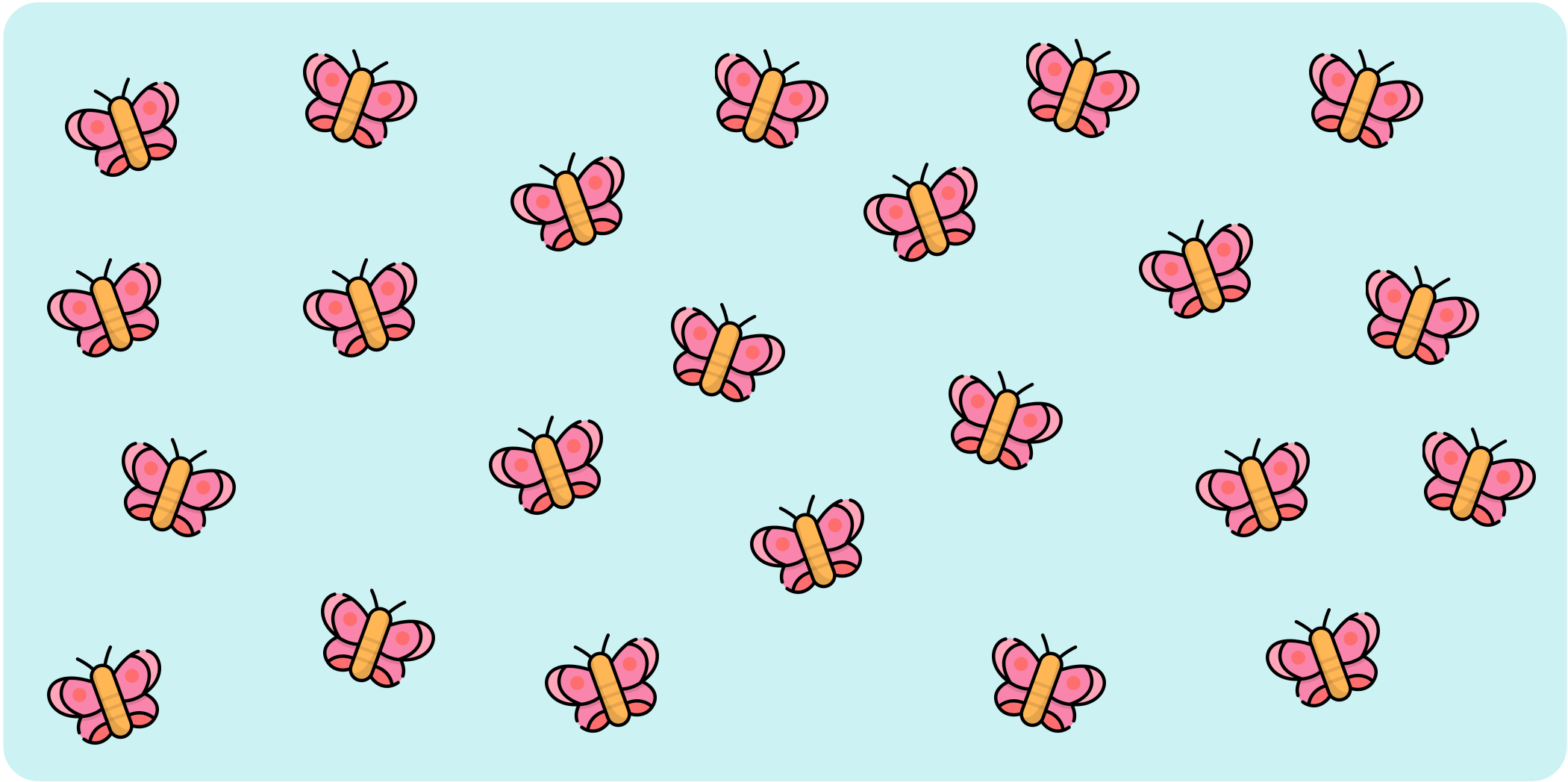
Nos sirven para reforzar la atención y la lateralidad.

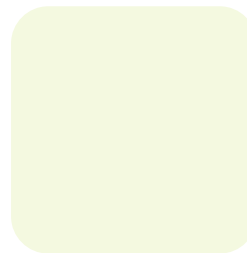
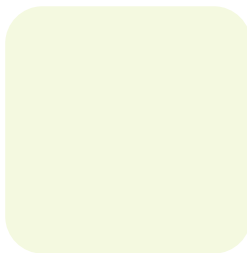
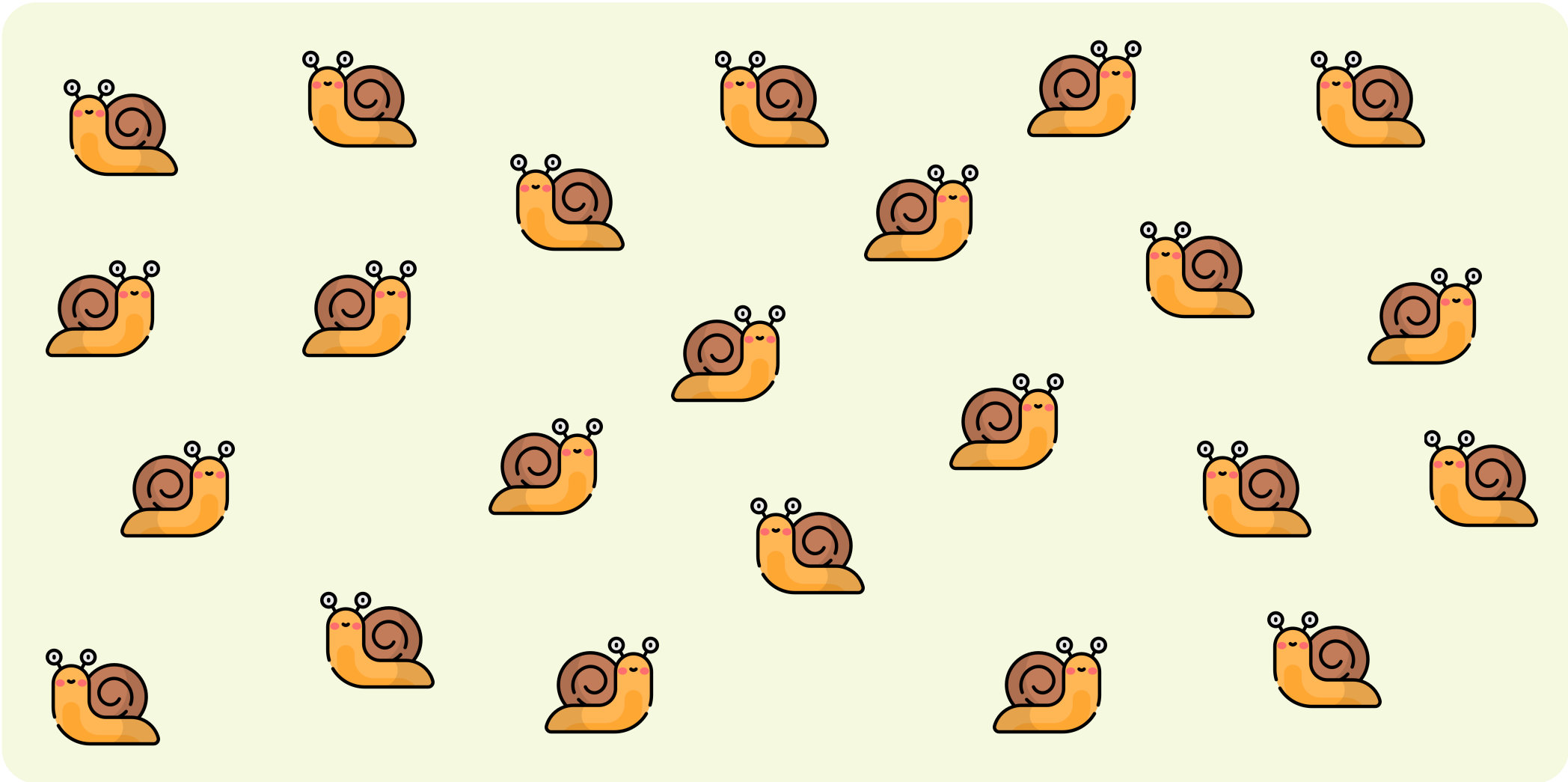
Consiste en contar cuántos elementos hay de cada y anotar el total.

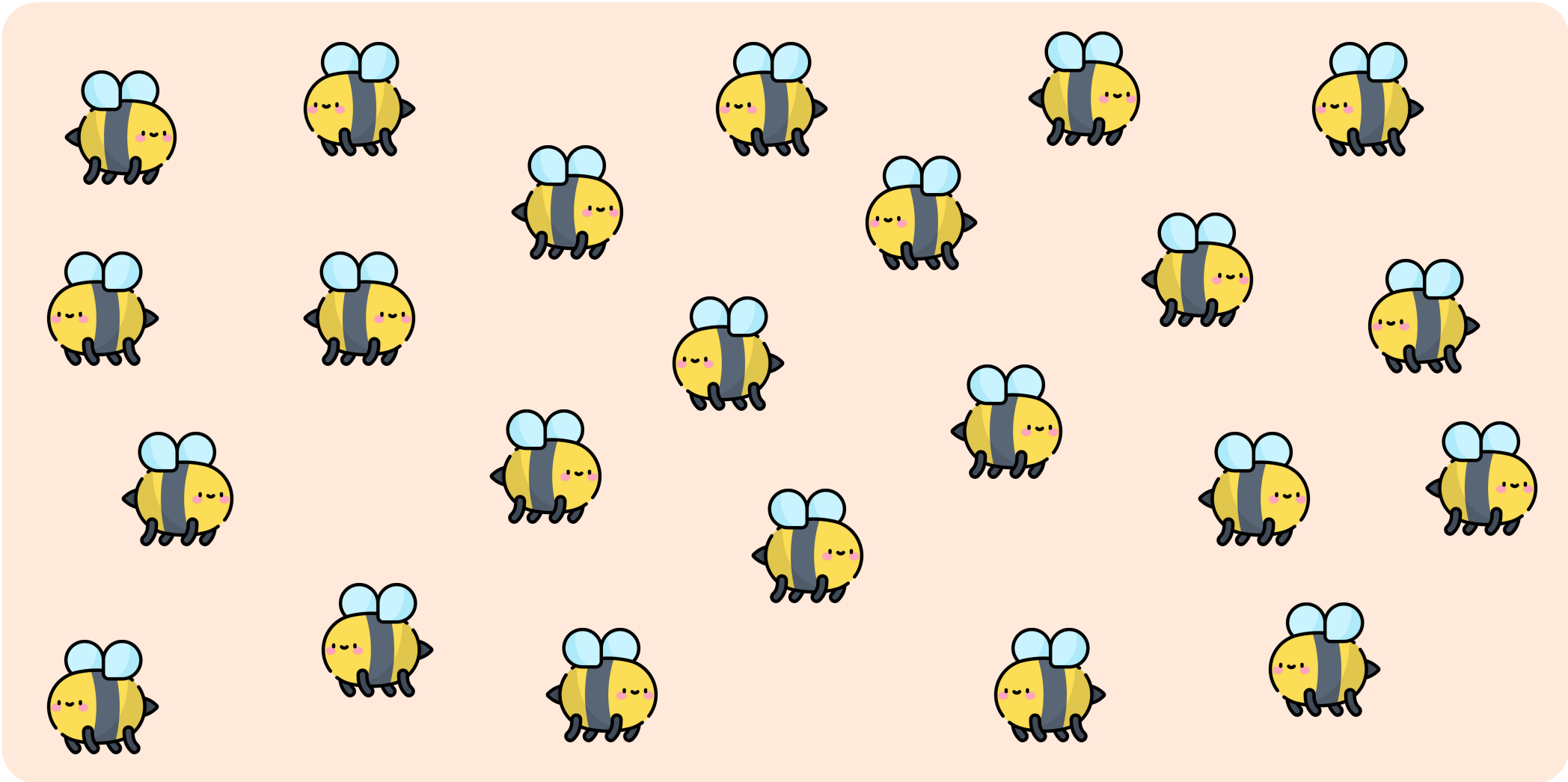












¿Qué dibujo se repite más veces en cada tarjeta?

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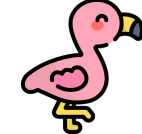
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3

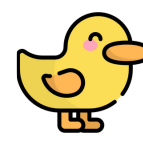
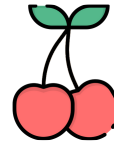
# RAZONAMIENTO

¿Cuál sobra en cada fila  
y por qué?

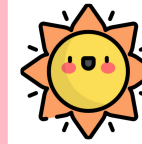
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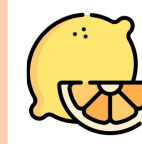
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4

# LENGUAJE

Forma frases con  
cada tira de dibujos

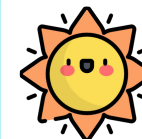
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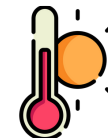
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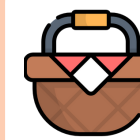
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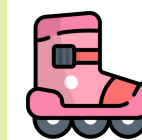
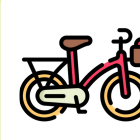
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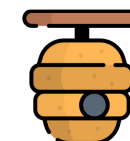
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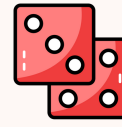


# EL JUEGO DE LA OCA

Forma frases con  
el dibujo que te toque cada  
vez, o explica qué es, para  
qué sirve...

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## CASILLAS ESPECIALES



Volver a lanzar el dado



Dos turnos sin tirar



Vuelve a la casilla inicial

