

BA	BE	BI	BO	BU
CA	CE	CI	CO	CU
DA	DE	DI	DO	DU
FA	FE	FI	FO	FU
GA	GE	GI	GO	GU
HA	HE	HI	HO	HU

Crea palabras a partir de las siguientes sílabas

JA

JE

JI

JO

JU

LA

LE

LI

LO

LU

MA

ME

MI

MO

MU

NA

NE

NI

NO

NU

PA

PE

PI

PO

PU

RA

RE

RI

RO

RU

SA	SE	SI	SO	SU	
TA	TE	TI	TO	TU	
VA	VE	VI	VO	VU	
YA	YE	YI	YO	YU	
ZA	ZE	ZI	ZO	ZU	
ÑA		XI	KO	QU	



Para inventar historias con
estos personajes

$9-3$

$9-5$

$5-2$

$6-6$

$8-5$

$7-6$

$9-4$

$6-1$

$5-4$

$4-0$

$10-2$

$7-4$

$8-3$

$4-2$

$9+3$

$8+2$

$5+3$

$7+1$

$4+3$

$2+5$

$6+4$

$3+1$

$10+0$

$5+4$

$4+2$

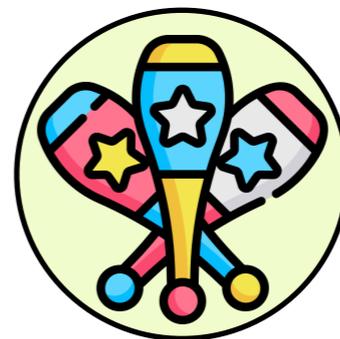
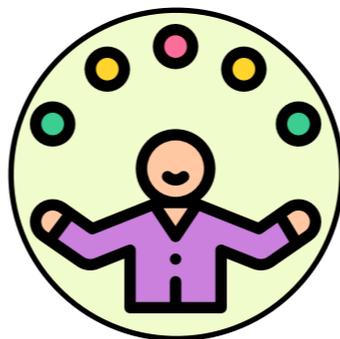
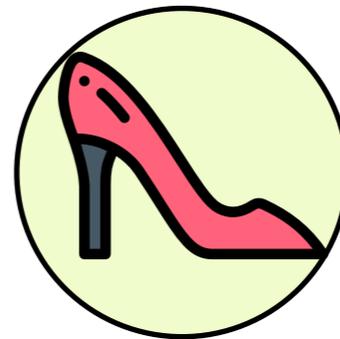
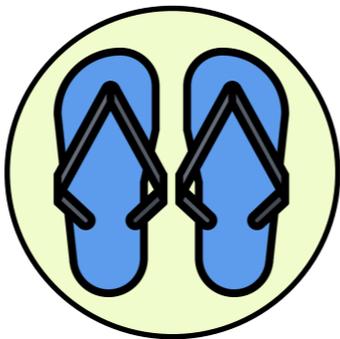
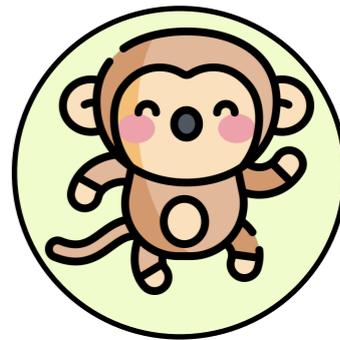
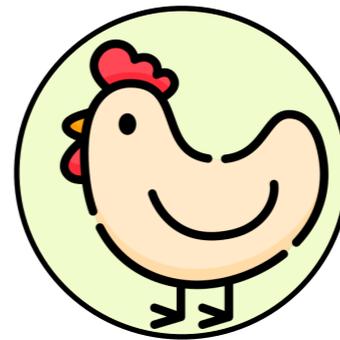
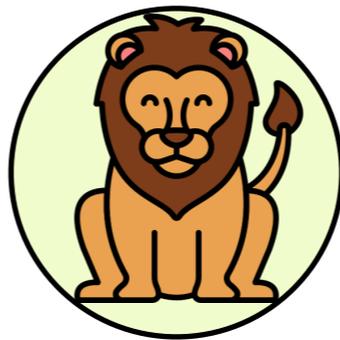
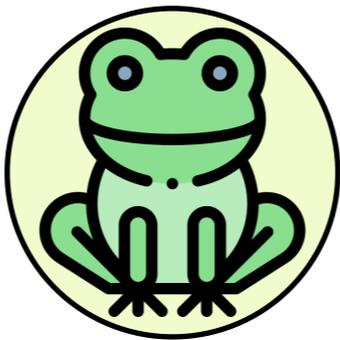
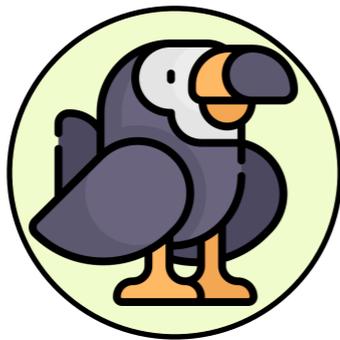
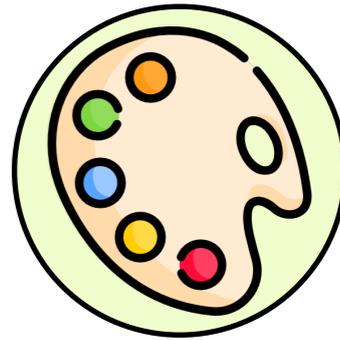
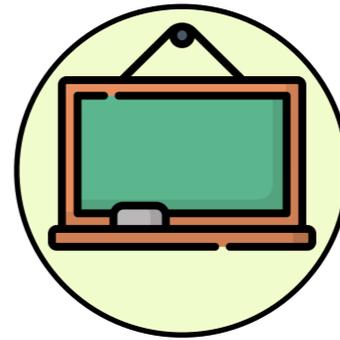
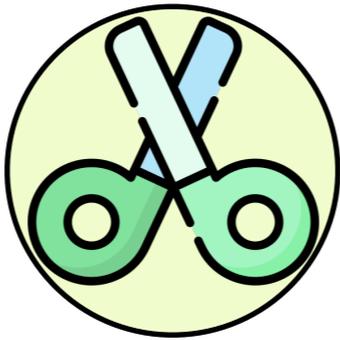
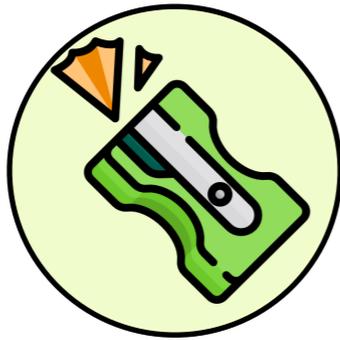
$6+3$

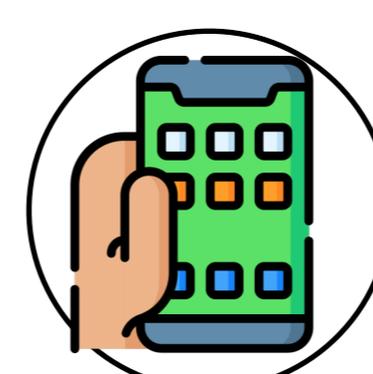
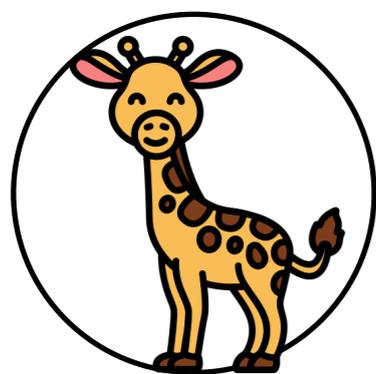
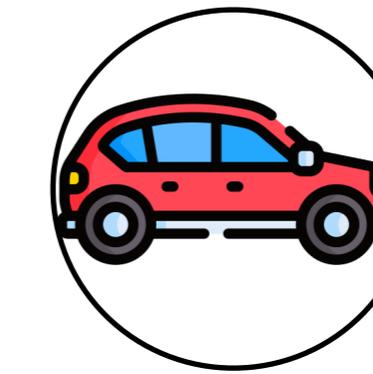
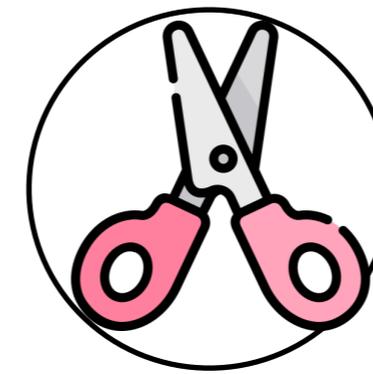
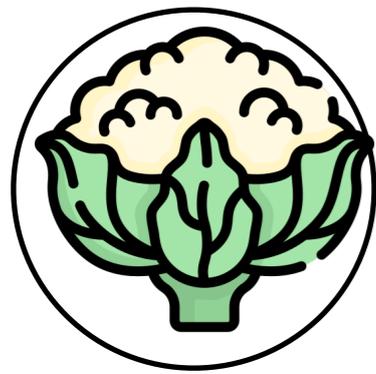
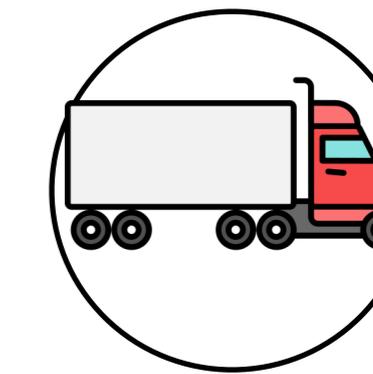
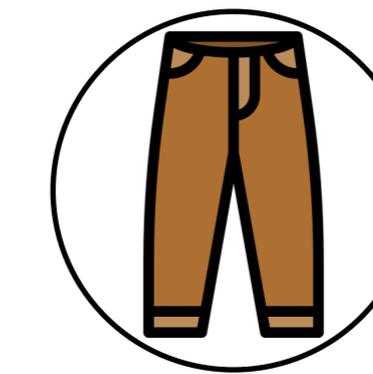
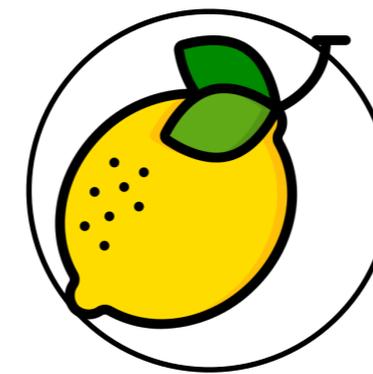
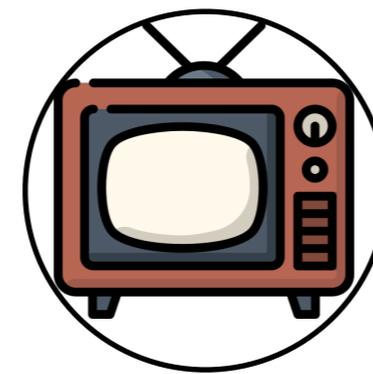
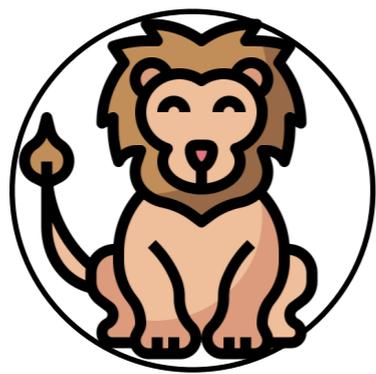
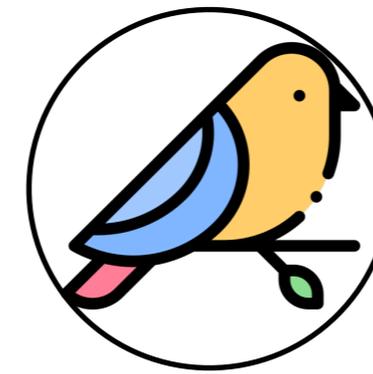
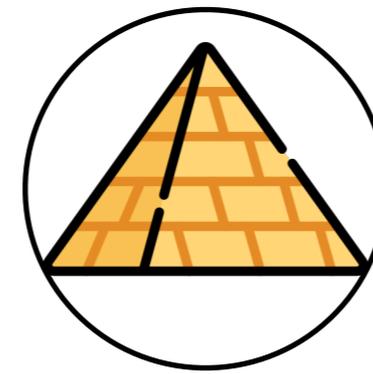
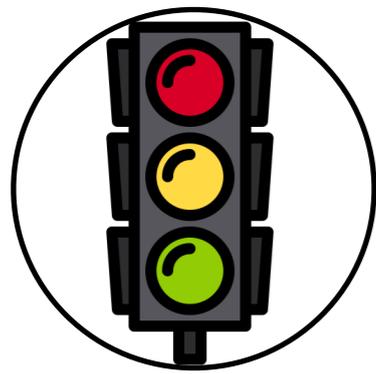
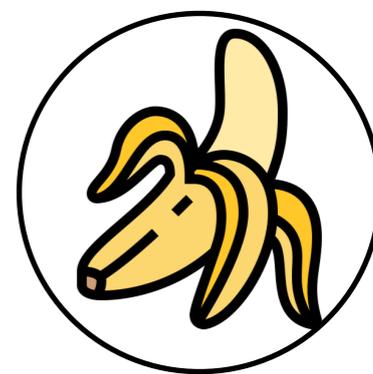
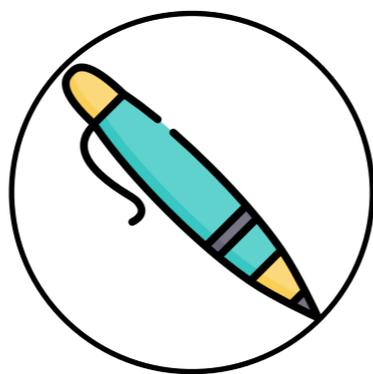
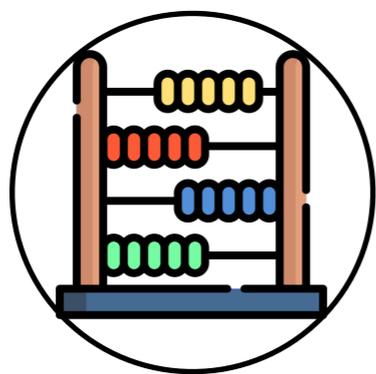
$7+2$

$9+5$

Para trabajar cálculo

RULETA CAMPO SEMÁNTICO





Para trabajar la acentuación

Polisémicas (ruleta)

Planta

Banco

Llave

Hoja

Muñeca

Pluma

Salsa

Barra

Carta

Mono

Cometa

Llama

Nada

Puente

Sobre

Copa

Cura

Chile

Gato

Manzana

Naranja

Ratón

Yema

Cuarto

Para trabajar las palabras
polisémicas

Madrina

Caballero

Poeta

Actriz

Cura

Madre

Caballo

Jinete

Electricista

Hembra

Heroína

Rey

Oveja

Hombre

Peleón

Vaca

Emperador

Alcalde

Caballo

Conde

Cantante

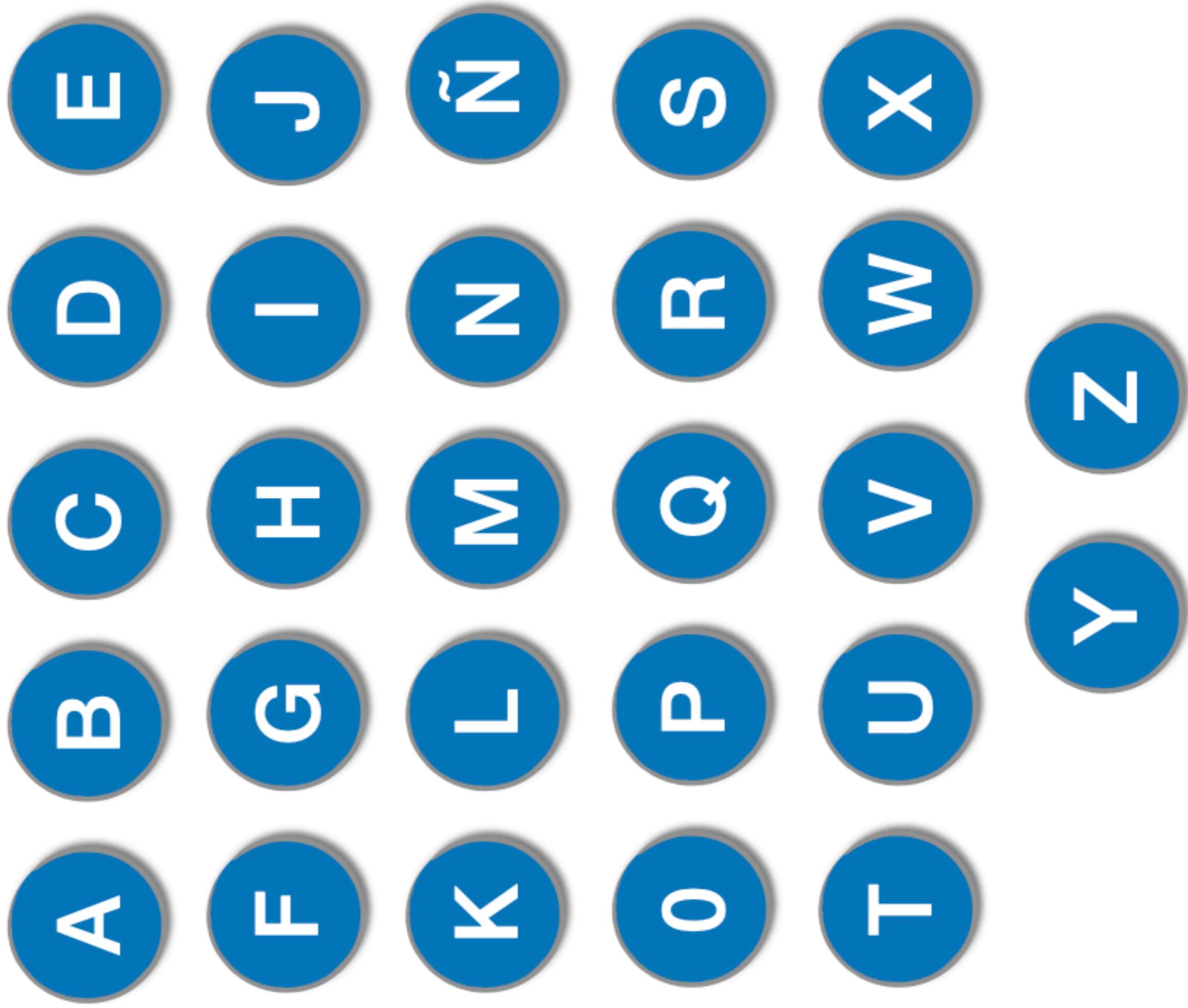
Nuera

Duque

Alemán

Para trabajar la parejas
de palabras

ROSCO PARA LA RULETA



Rosco de Pasapalabra para la ruleta



Con estos números realizo repasos de los temas de cualquier asignatura. Tengo una hoja en la cual escribo las preguntas del tema (enumeradas). El número que sale es la pregunta que hago.

Sinónimos. Busca un sinónimo de la palabra que salga en la ruleta.

Acabar

Cálido

Embrujar

Alumno

Idioma

Llano

Gafas

Bonito

Elegir

Entero

Igual

Sabiduría

Cabello

Guerra

Educar

Enojar

Gordo

Increíble

Veloz

Barato

Destruir

Embustero

Gigante

Iluminar

Antónimos. Busca un antónimo de la palabra que salga en la ruleta.

Mucho

Noche

Encima

Rico

Nuevo

Barato

Valiente

Vago

Salida

Dulce

Dormido

Nublado

Triunfo

Verdadero

Calma

Atento

Ancho

Suave

Oscuro

Nunca

Largo

Mojado

Interesado

Miedoso