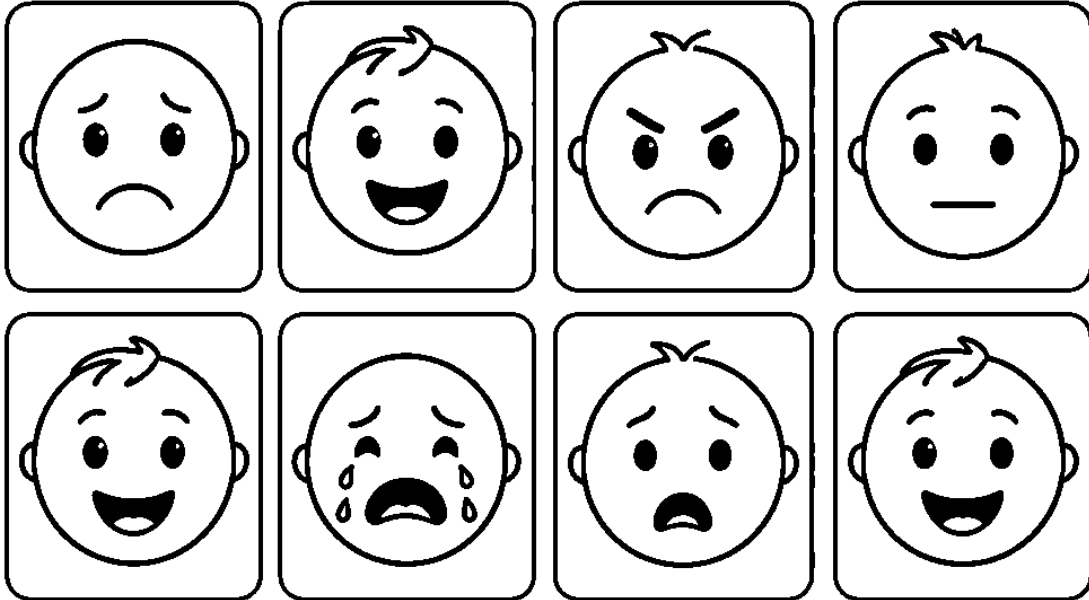


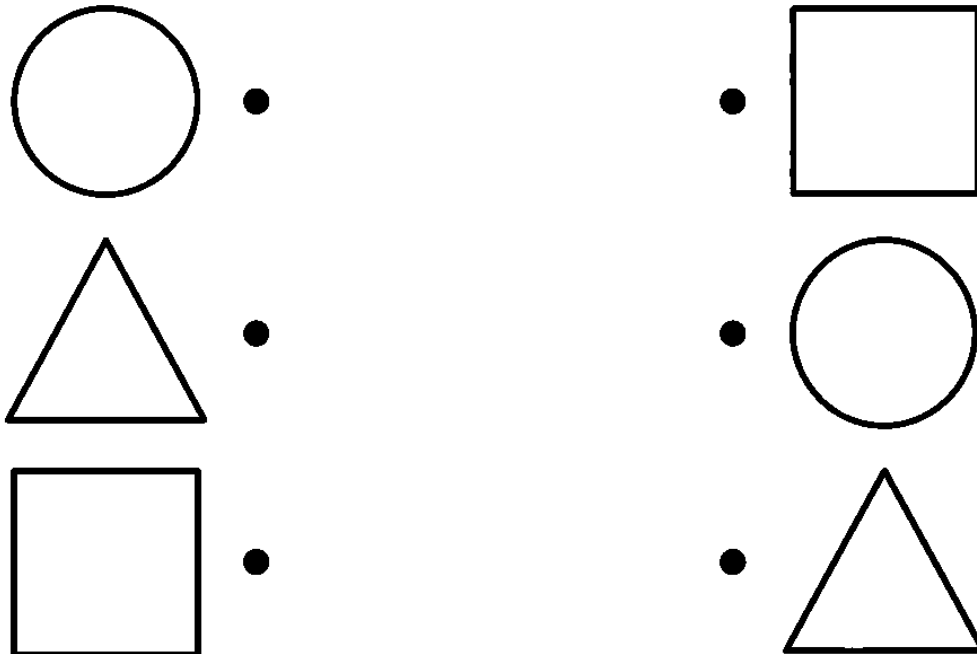
Nome: _____

Data: ____/____/____

1. CIRCULE Q ROSTO FELIZ.



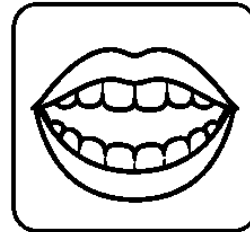
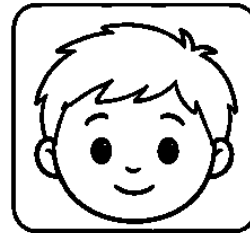
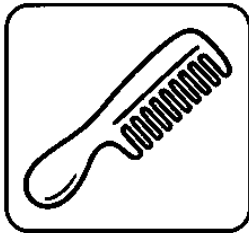
2. LIGUE AS FORMAS IGUAIS.



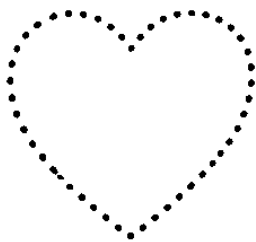
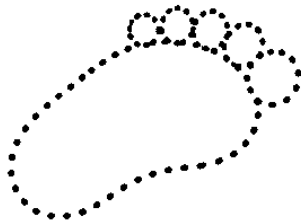
Nome: _____

Data: ____/____/____

1. LIGUE CADA OBJETO À PARTE DO CORPO.



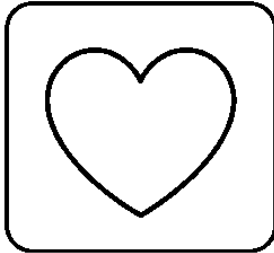
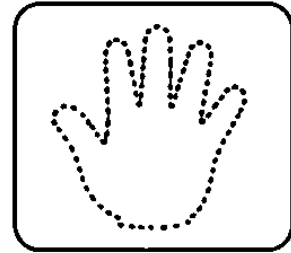
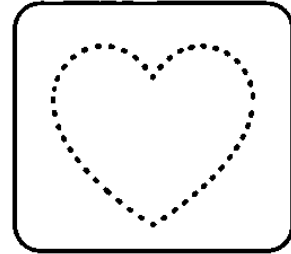
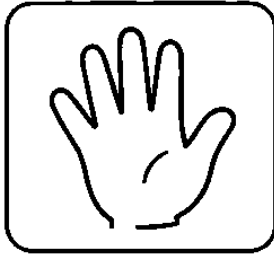
2. CUBRA O CONTORNO.



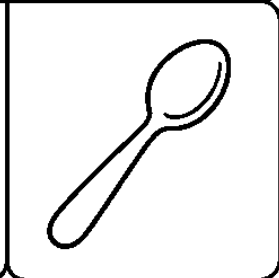
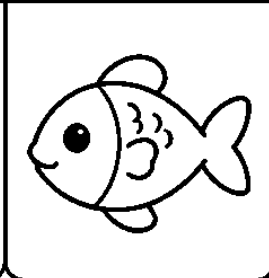
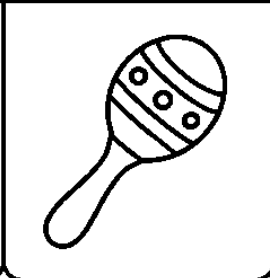
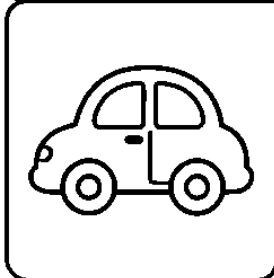
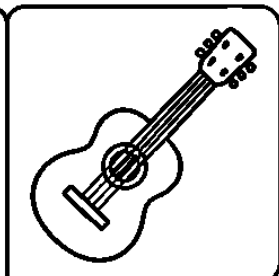
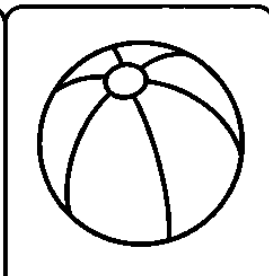
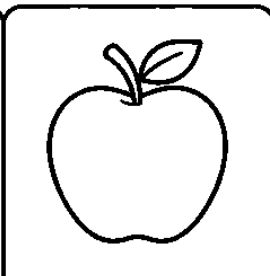
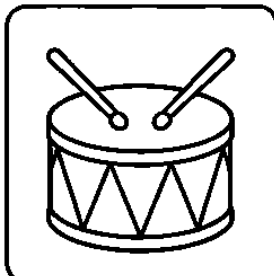
Nome: _____

Data: ____/____/____

**1. LIGUE CADA DESENHO AO SEU CONTORNO.
DEPOIS, CUBRA O CONTORNO PONTILHADO.**



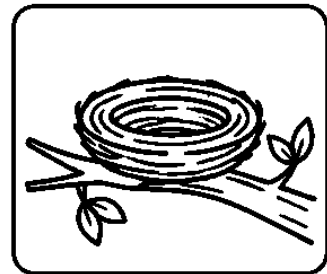
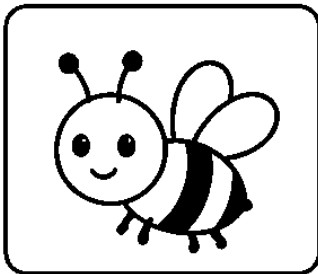
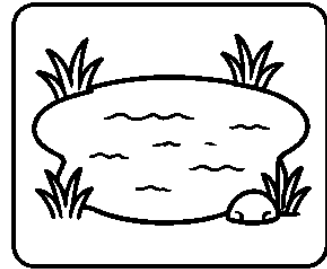
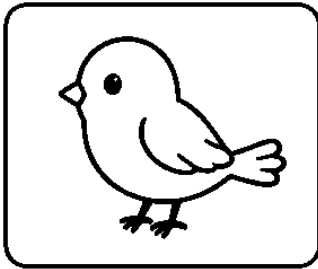
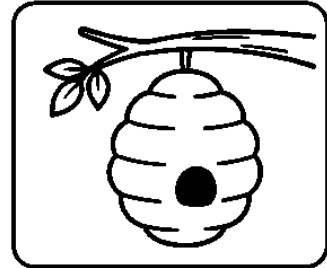
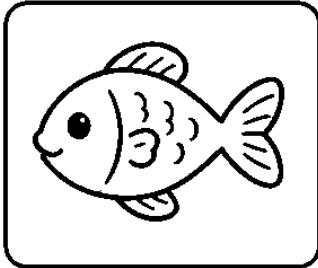
2. ENCONTRE E CIRCULE OS INSTRUMENTOS MUSICAIS.



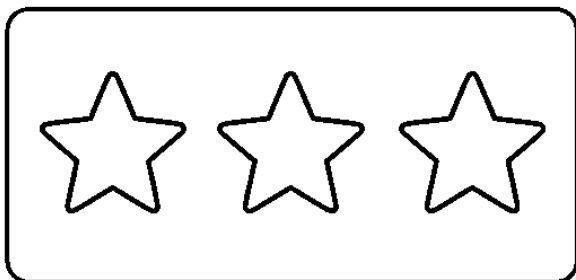
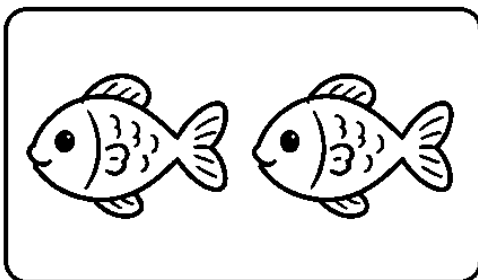
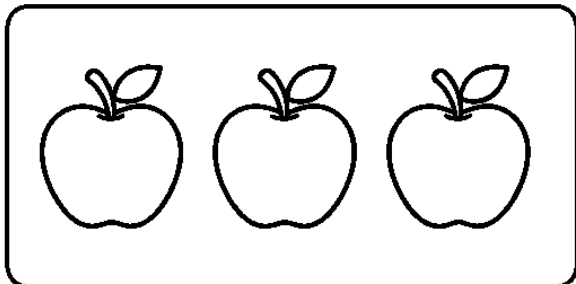
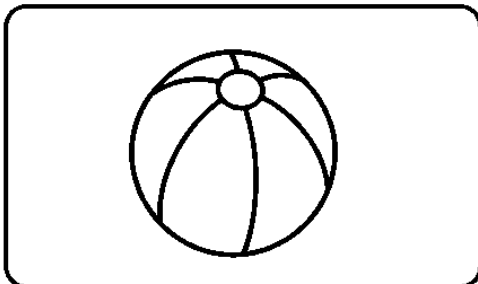
Nome: _____

Data: ____/____/____

1. LIGUE CADA ANIMAL AO LUGAR ONDE ELE VIVE.



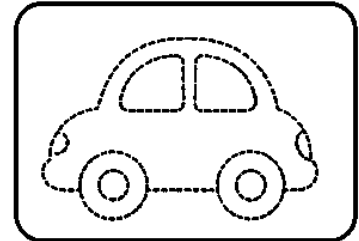
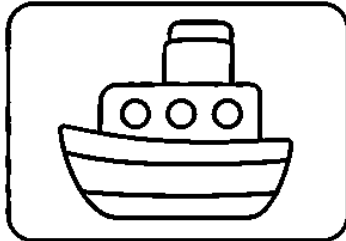
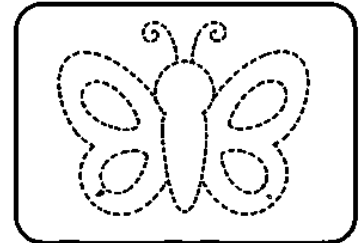
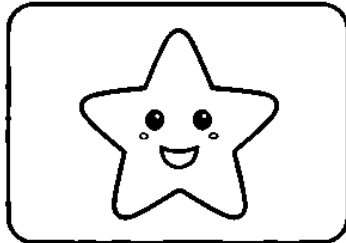
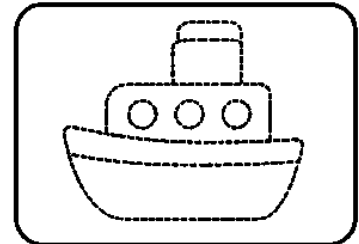
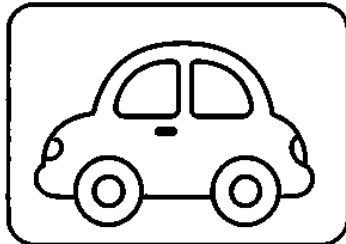
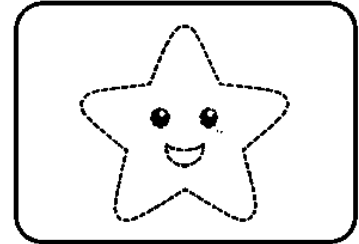
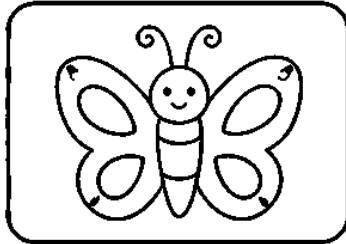
2. CIRCULE O GRUPO QUE TEM 3 DESENHOS.



Nome: _____

Data: ____/____/____

1. LIGUE O DESENHO AO CONTORNO CORRESPONDENTE.



2. PINTE SOMENTE OS DESENHOS IGUAIS AO MODELO.

