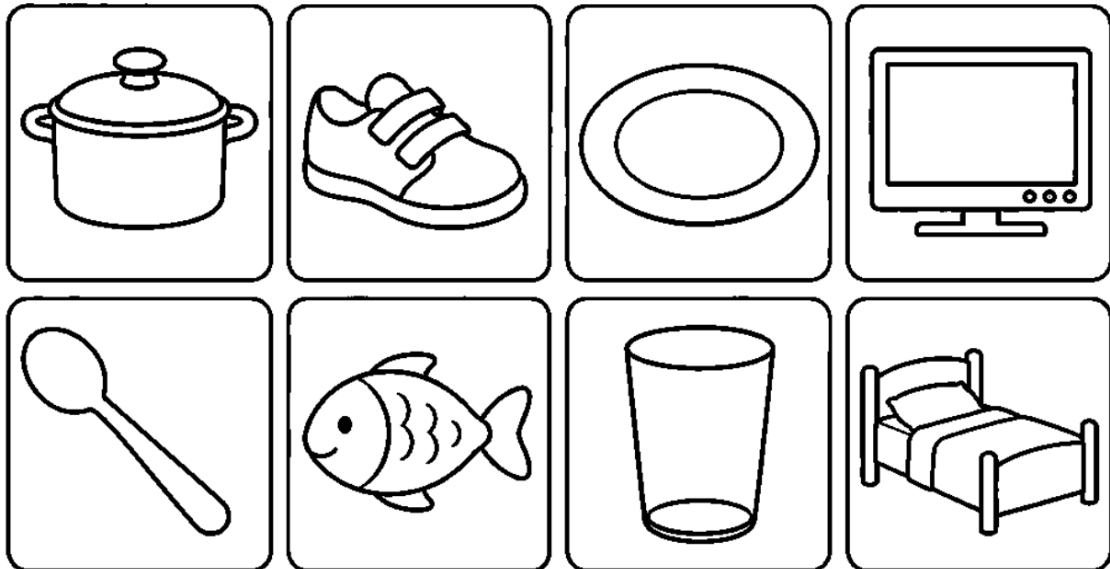


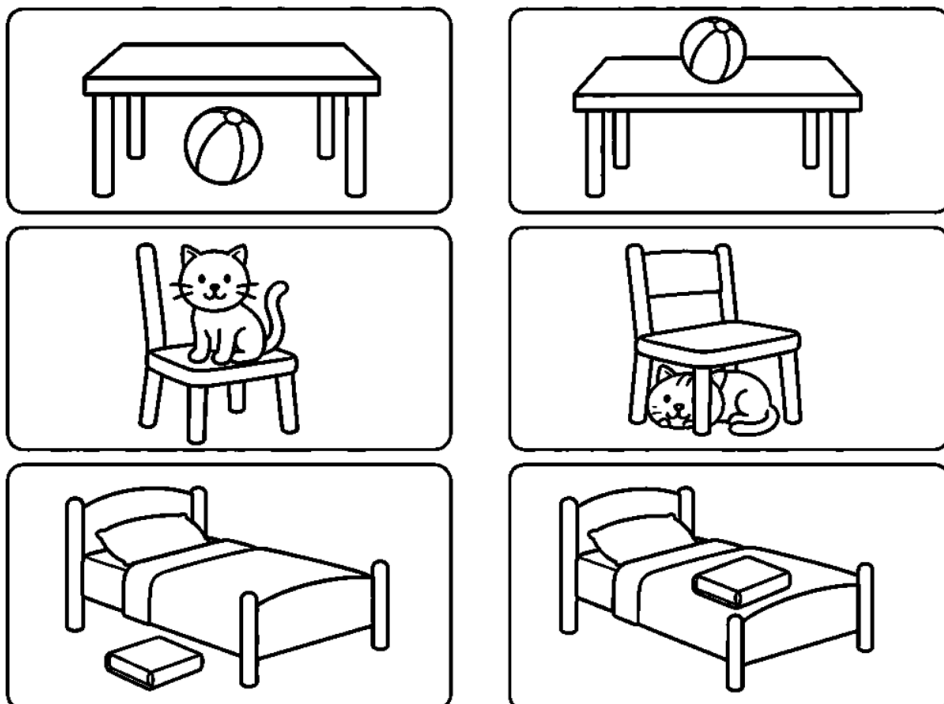
Nome: \_\_\_\_\_

Data: \_\_\_\_/\_\_\_\_/\_\_\_\_

1. CIRCULE OS OBJETOS DA COZINHA.



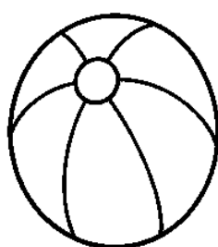
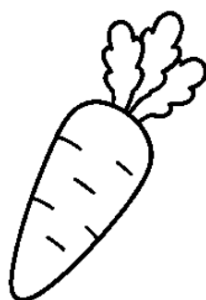
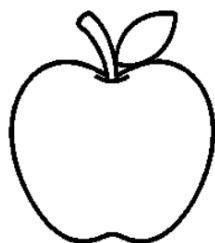
2. CIRCULE O QUE ESTÁ EM CIMA.



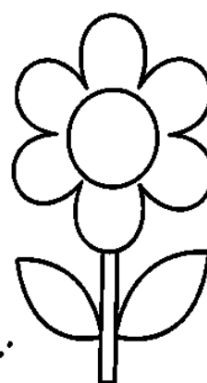
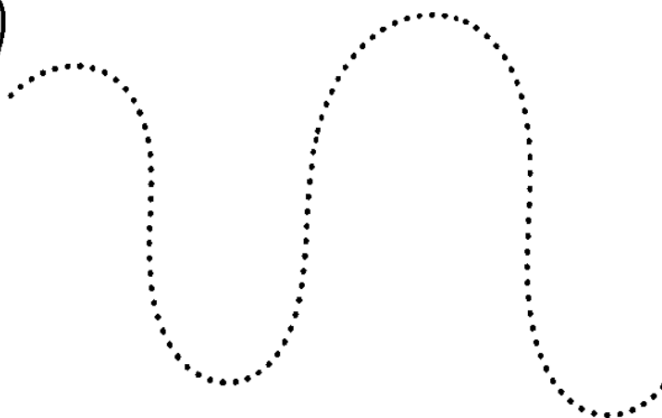
Nome: \_\_\_\_\_

Data: \_\_\_\_/\_\_\_\_/\_\_\_\_

1. CIRCULE OS ALIMENTOS.



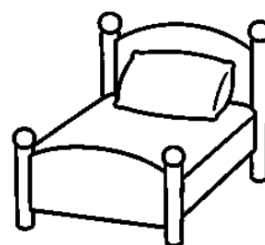
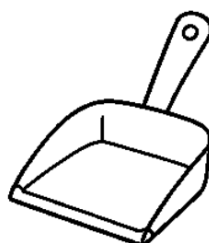
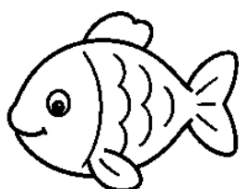
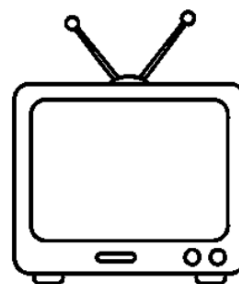
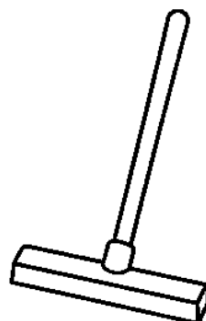
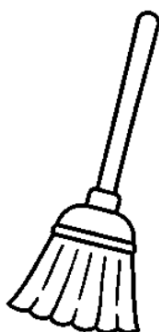
2. LEVE A BORBOLETA ATÉ A FLOR.



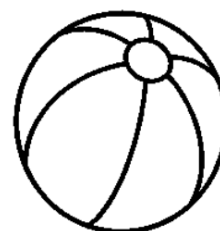
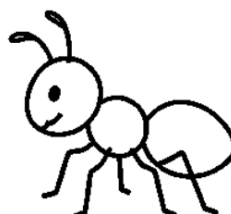
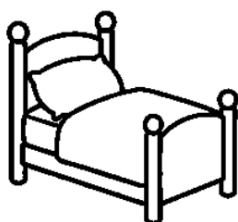
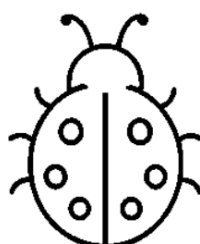
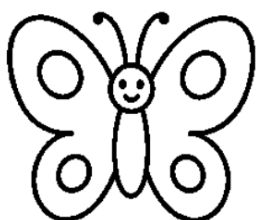
Nome: \_\_\_\_\_

Data: \_\_\_\_/\_\_\_\_/\_\_\_\_

1. CIRCULE OS OBJETOS DE LIMPEZA.



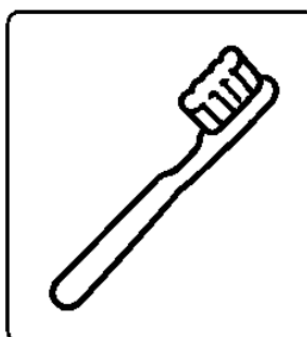
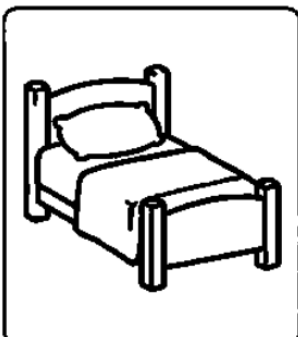
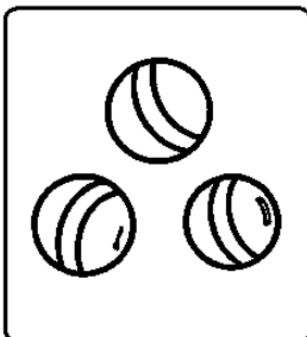
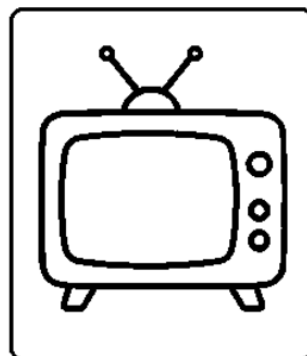
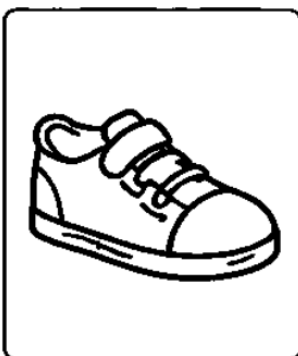
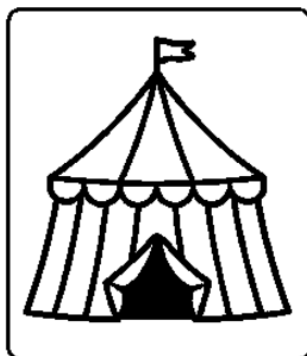
2. CIRCULE OS INSETOS.



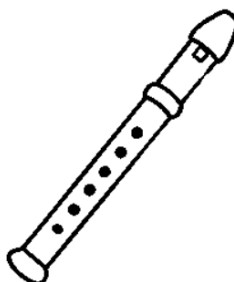
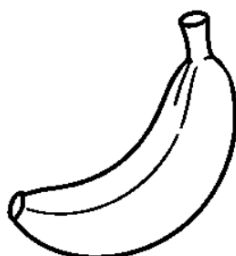
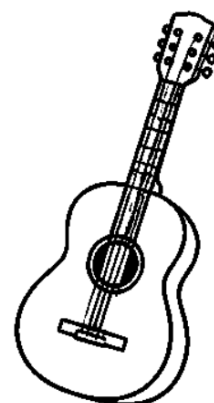
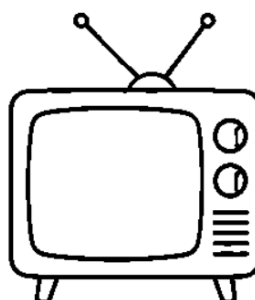
Nome: \_\_\_\_\_

Data: \_\_\_\_/\_\_\_\_/\_\_\_\_

1. CIRCULE OS OBJETOS DO CIRCO.



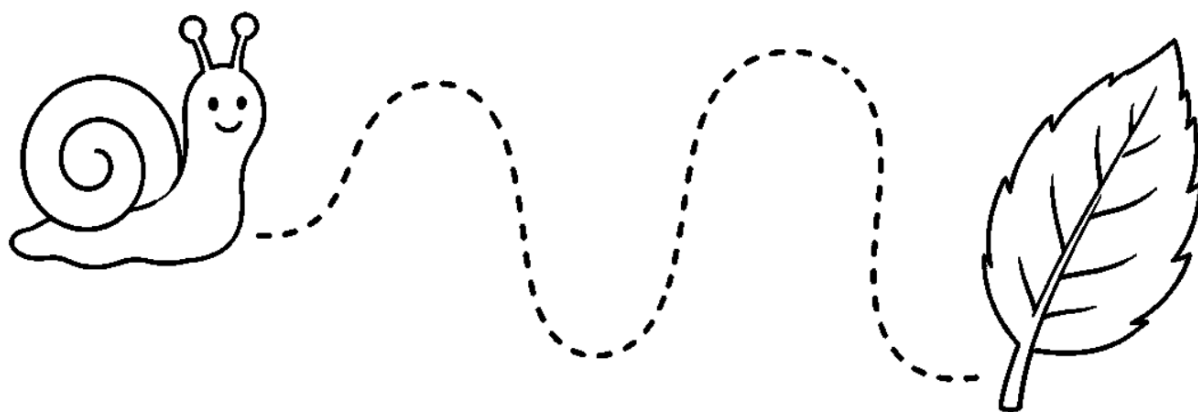
2. CIRCULE OS INSTRUMENTOS MUSICAIS.



Nome: \_\_\_\_\_

Data: \_\_\_\_/\_\_\_\_/\_\_\_\_

1. AJUDE O CARACOL A CHEGAR NA FOLHA.



2. RISQUE O DESENHO QUE NÃO É ANIMAL.

