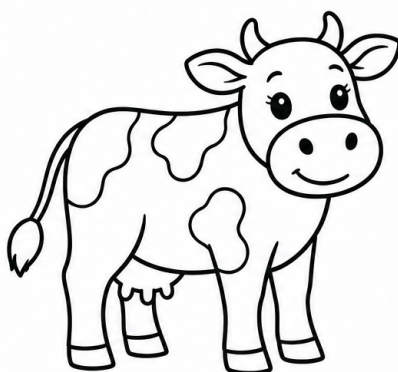
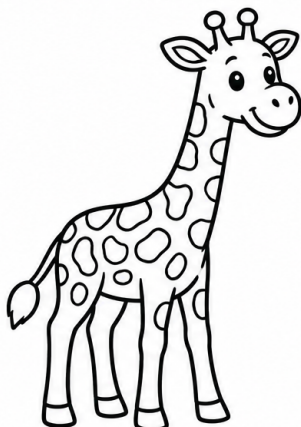
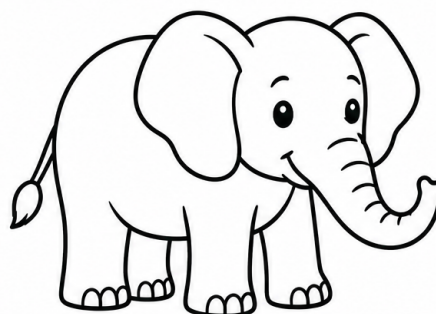
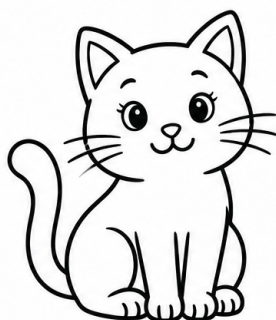


Nome: _____

Data: ____/____/____

1. CIRCULE O ANIMAL COM JUBA.

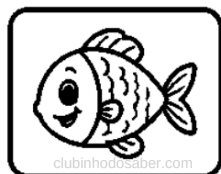


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2. LIGUE AS FIGURAS IGUAIS.



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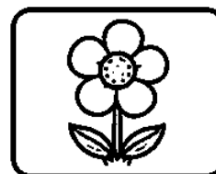
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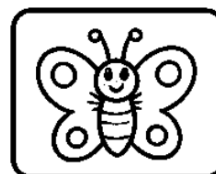
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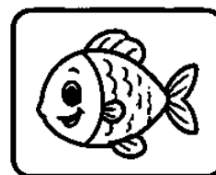
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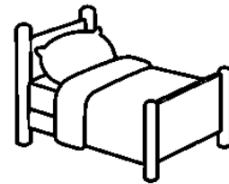
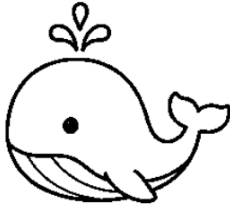
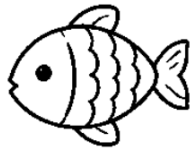


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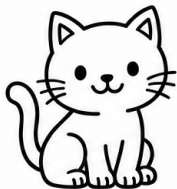
Nome: _____

Data: ____/____/____

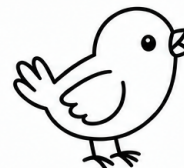
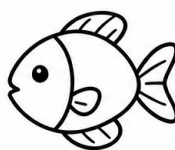
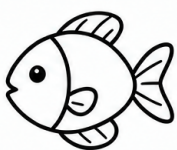
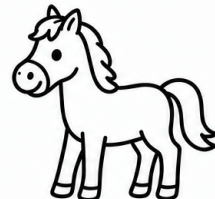
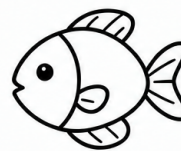
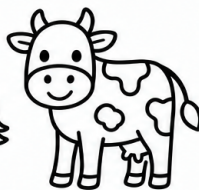
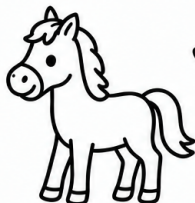
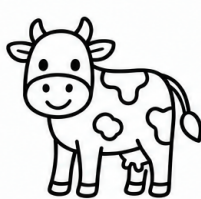
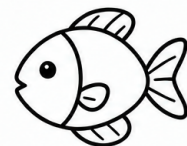
3. CIRCULE OS ANIMAIS QUE VIVEM NA ÁGUA.



4. CIRCULE O ANIMAL QUE COMPLETA CADA SEQUÊNCIA.



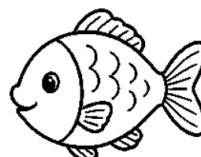
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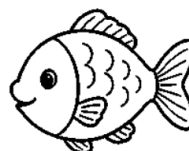
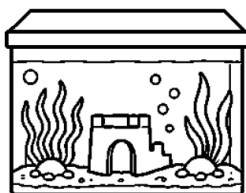
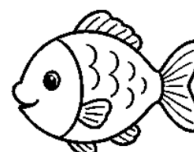
Nome: _____

Data: ____/____/____

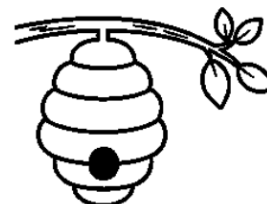
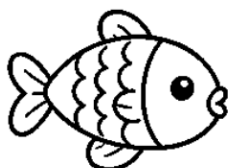
5. FAÇA UM X NO ANIMAL QUE MORA EM CADA CASA.



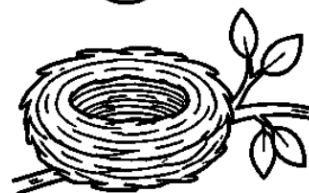
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6. LIGUE OS PARES QUE COMBINAM.



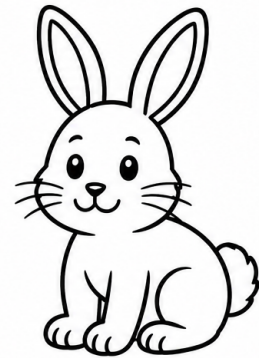
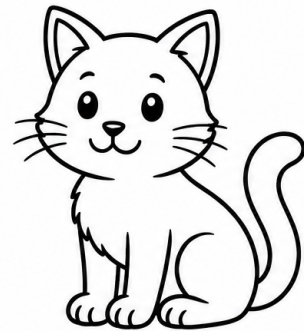
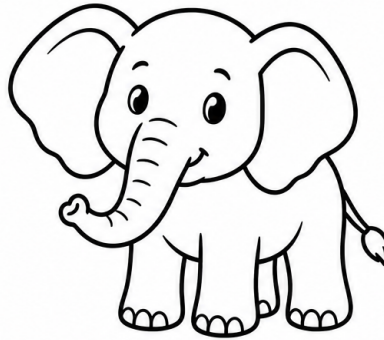
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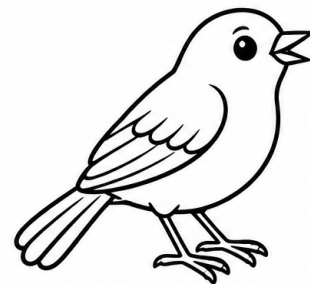
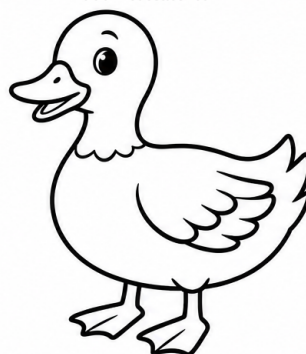
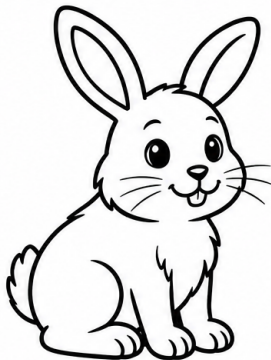
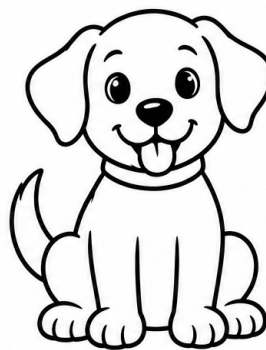
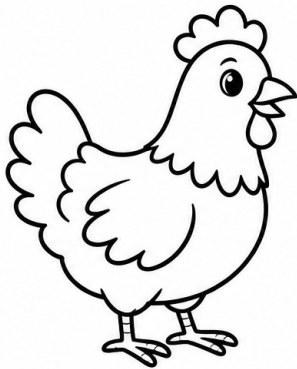
Nome: _____

Data: ____/____/____

7. CIRCULE O ANIMAL QUE TEM UMA TROMBA.



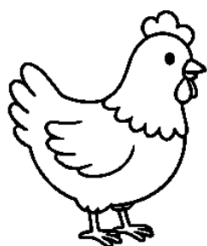
8. CIRCULE OS ANIMAIS COM BICO.



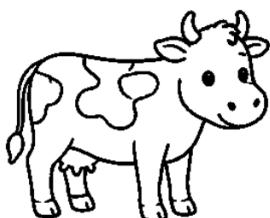
Nome: _____

Data: ____/____/____

9. LIGUE CADA ANIMAL AO SEU FILHOTE.



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10. CIRCULE OS ANIMAIS DA FAZENDA.

