

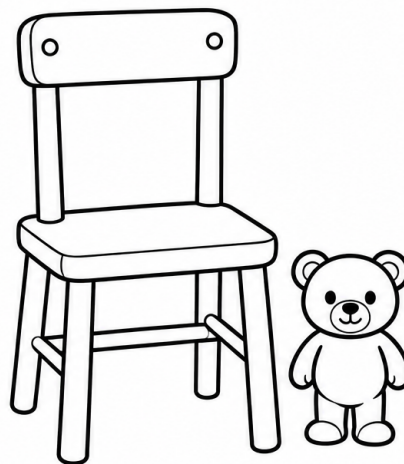
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Data: ____/____/____

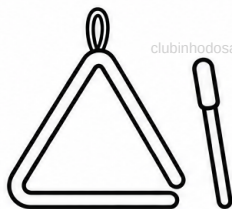
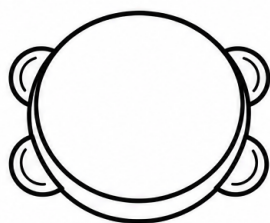
1. CONTE ONDE ESTÁ O URSINHO EM CADA CENA.



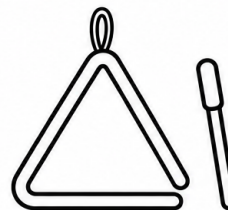
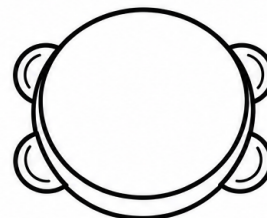
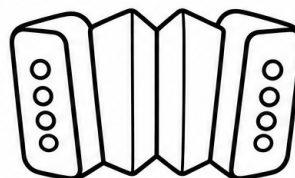
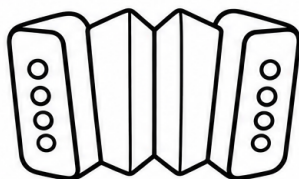
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2. LIGUE OS INSTRUMENTOS IGUAIS.



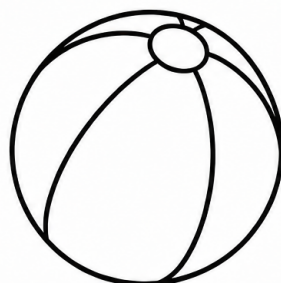
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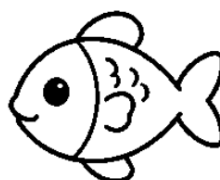
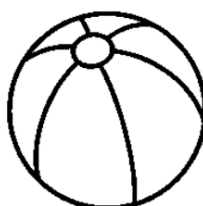
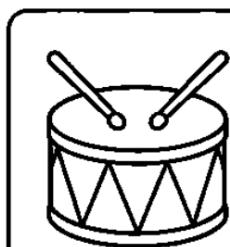
Nome: _____

Data: ____/____/____

3. ESCOLHA FIGURAS E CONTE UMA HISTÓRIA.



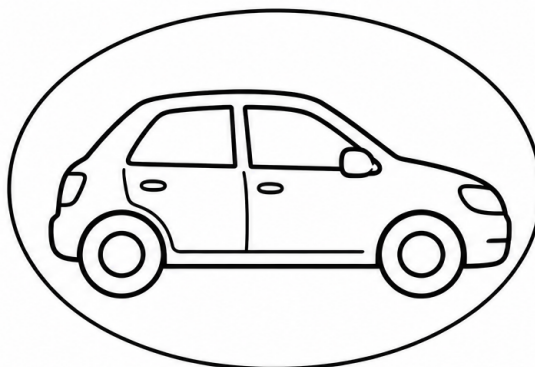
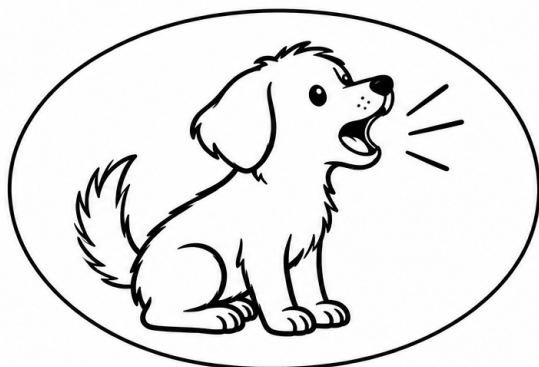
4. ENCONTRE E CIRCULE OS INSTRUMENTOS MUSICAIS.



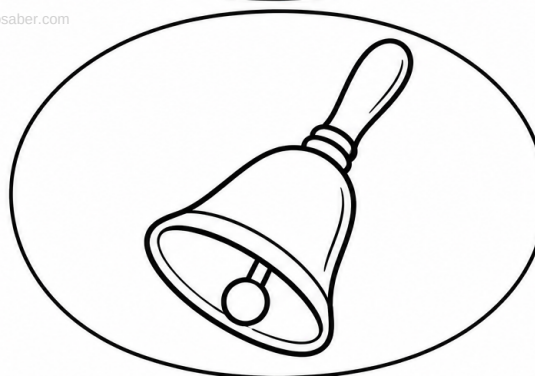
Nome: _____

Data: ____/____/____

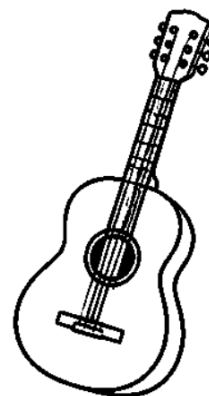
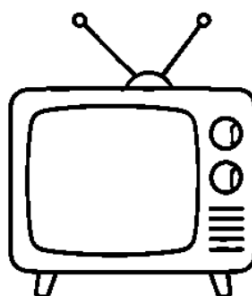
5. OUÇA O SOM E APONTE A FIGURA.



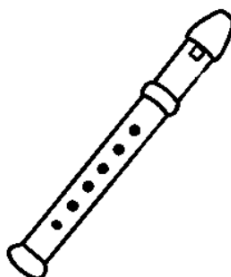
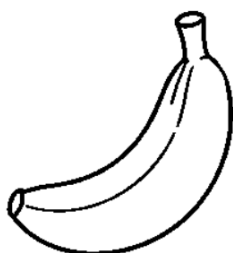
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6. CIRCULE OS INSTRUMENTOS MUSICAIS.



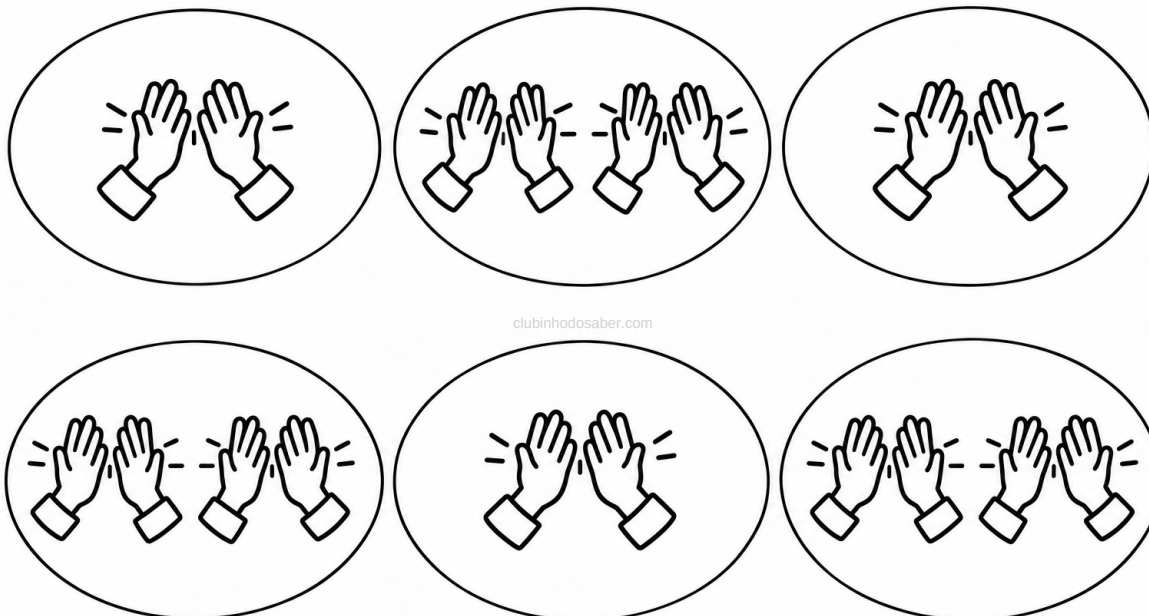
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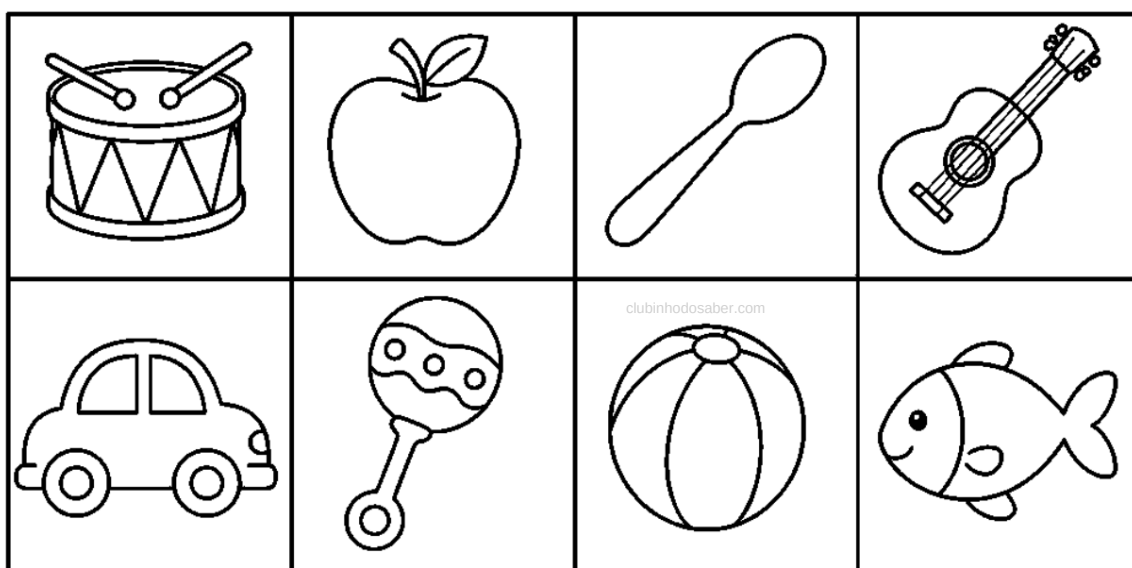
Nome: _____

Data: ____/____/____

7. BATA PALMAS SEGUINDO AS FIGURAS.



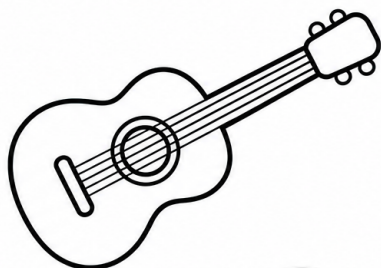
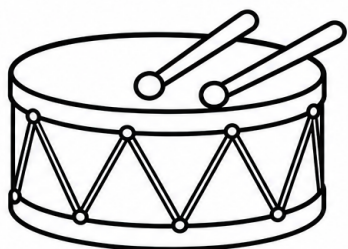
8. CIRCULE OS INSTRUMENTOS MUSICAIS.



Nome: _____

Data: ____/____/____

9. LIGUE CADA INSTRUMENTO À SUA SOMBRA.



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10. CONTE O QUE ACONTECE EM CADA DESENHO.



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