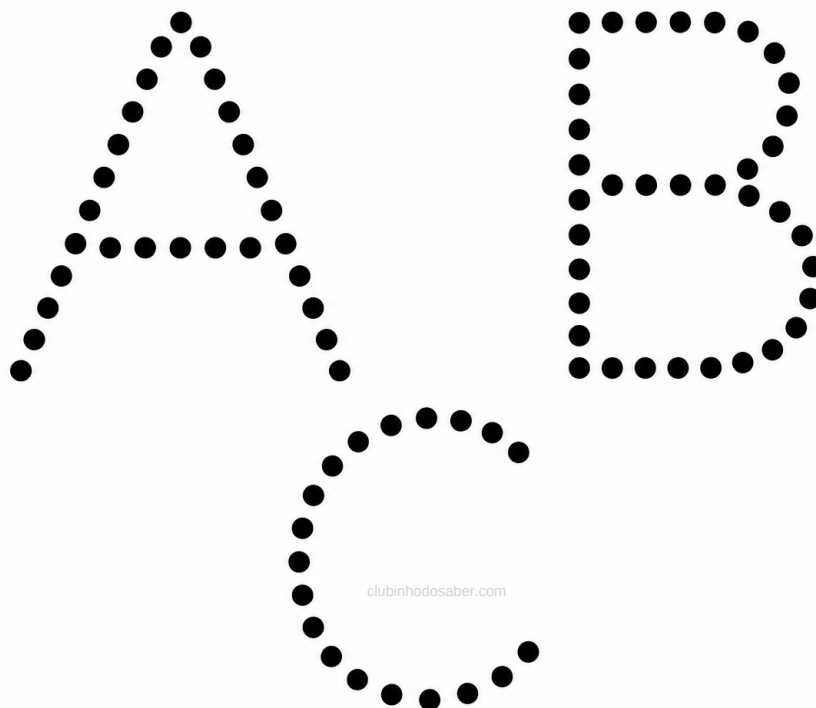


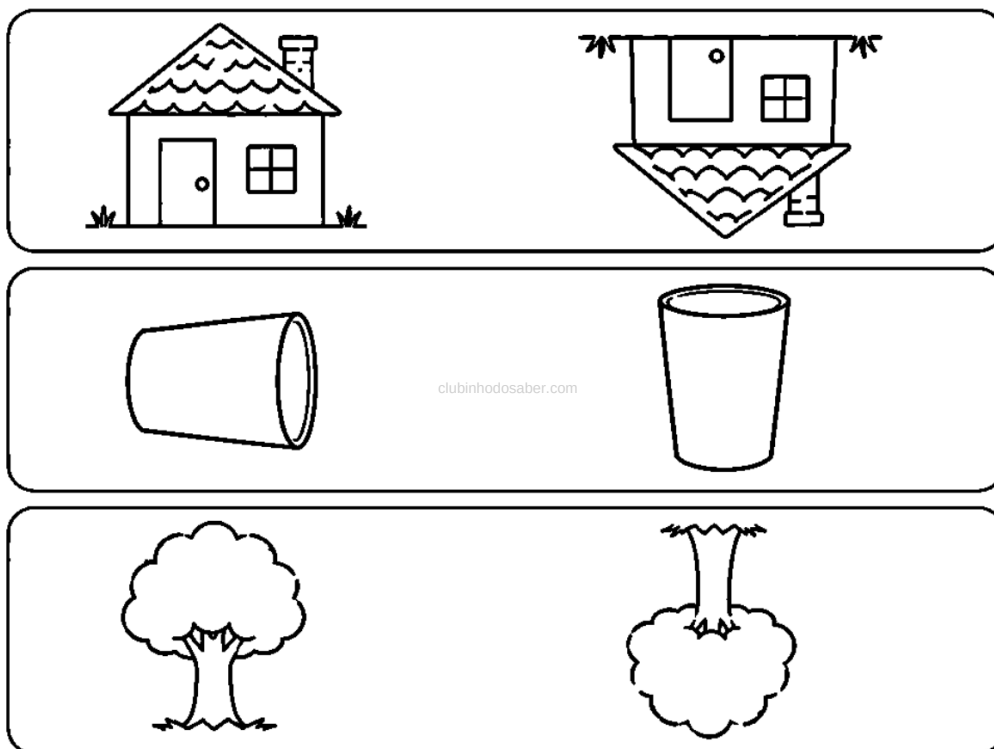
Nome: \_\_\_\_\_

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

**1. CUBRA AS LETRAS A, B E C.**



**2. FAÇA UM X NO DESENHO QUE ESTÁ ESTRANHO.**



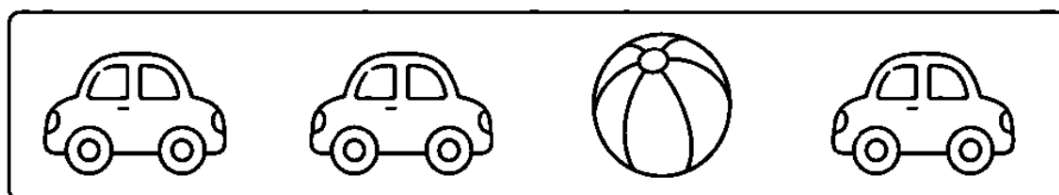
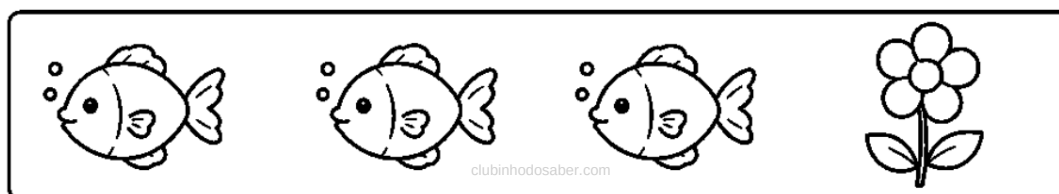
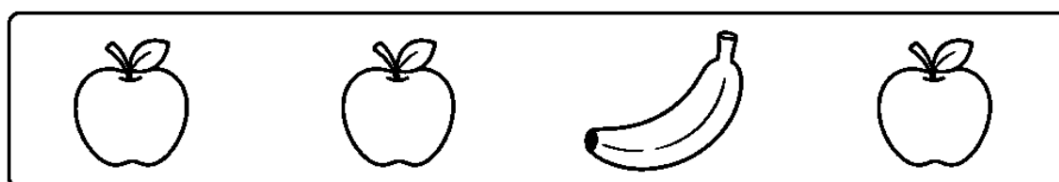
Nome: \_\_\_\_\_

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

**3. ENCONTRE E CIRCULE O BALDE, O CHINELO E A CONCHA NA CENA DE BAIXO.**



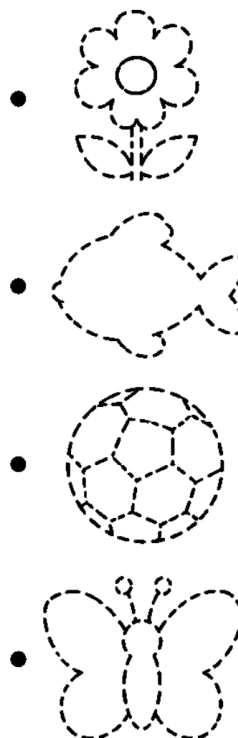
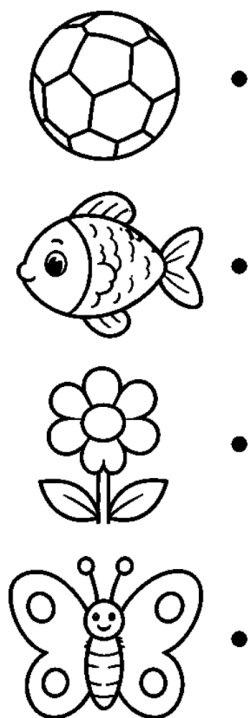
**4. CIRCULE O DESENHO DIFERENTE EM CADA LINHA.**



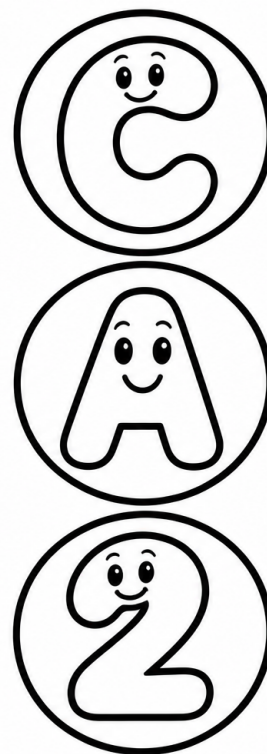
Nome: \_\_\_\_\_

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

5. LIGUE CADA FIGURA AO SEU CONTORNO.



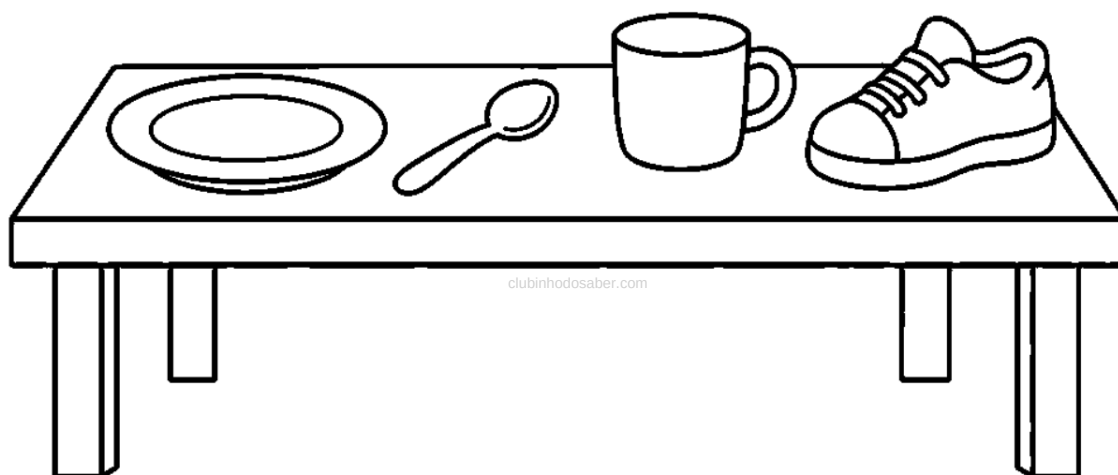
6. LIGUE OS SÍMBOLOS IGUAIS.



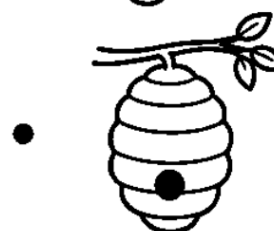
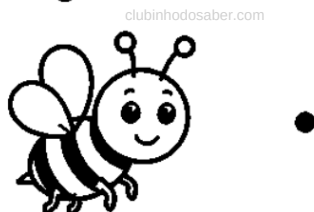
Nome: \_\_\_\_\_

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

**7. FAÇA UM X NO ERRO DA CENA.**



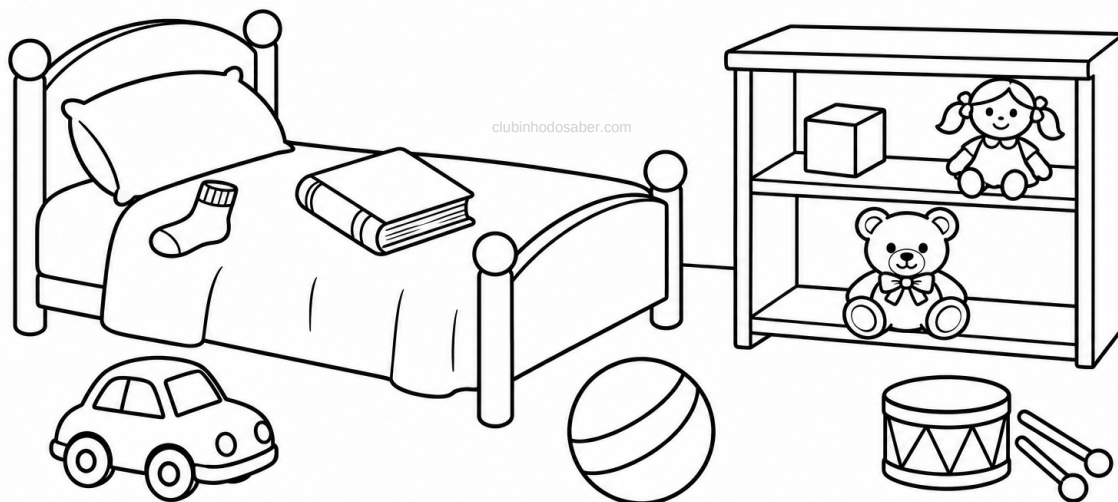
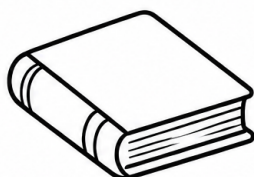
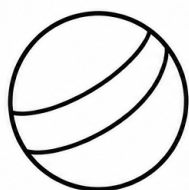
**8. LIGUE OS OBJETOS QUE COMBINAM.**



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

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

**9. ENCONTRE E CIRCULE A BOLA, O LIVRO E O URSINHO NA CENA DE BAIXO.**



**10. PINTE SOMENTE OS DESENHOS IGUAIS AO MODELO.**

