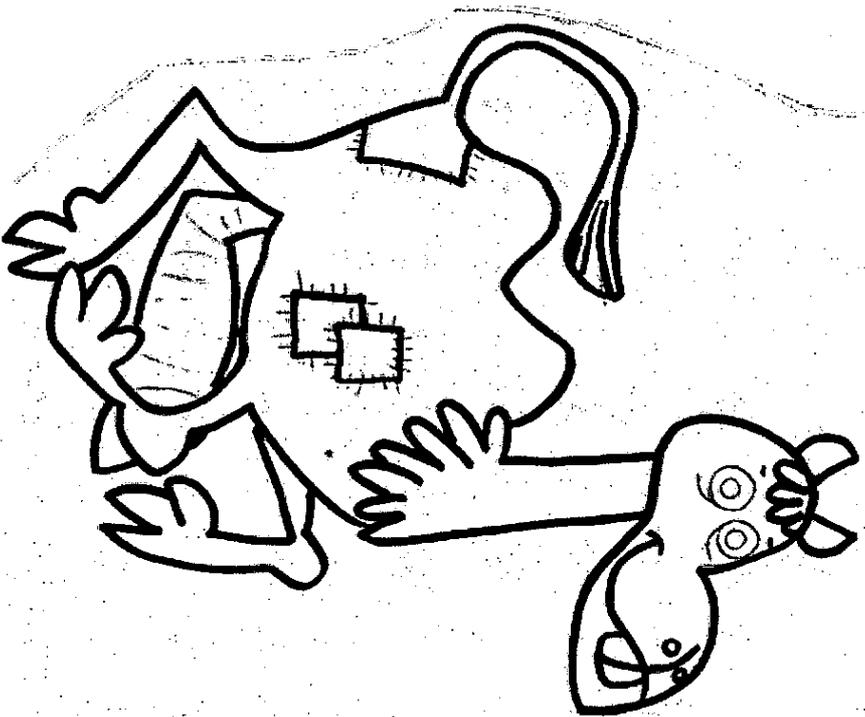


ESTE MES CONOCEMOS A...



CONTENIDOS:

- La Navidad
- Día de la Constitución
 - El fonema A
 - Número 6
- Circulo, cuadrado y triángulo
 - El color verde



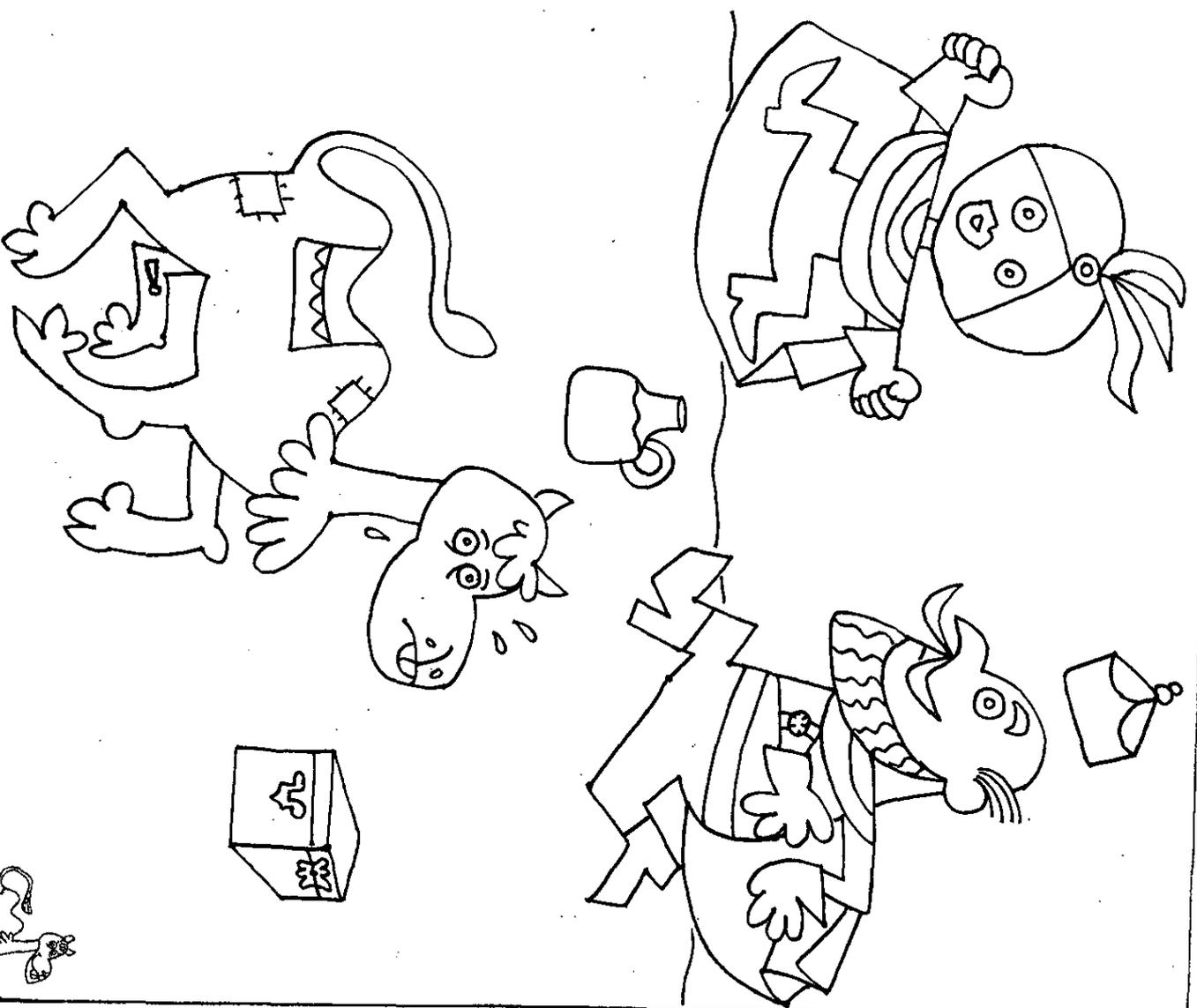
EL CAMELLO

(AUTO DE LOS REYES MAGOS)

El camello se pinchó
con un cardo del camino
y el mecánico Melchor
le dio vino.

Baltasar
fue a repostar,
más allá del quinto pino...
e intranquilo el gran Melchor
consultaba su «Longinos».

—¡No llegamos,
no llegamos,
y el Santo Parto ha venido!
—son las doce y tres minutos
y tres reyes se han perdido—.



El camello cojeando
más medio muerto que vivo
va espeluchando su felpa
entre los troncos de olivos.

Acercándose a Gaspar,
Melchor le dijo al oído:
—Vaya birria de camello
que en Oriente te han vendido.

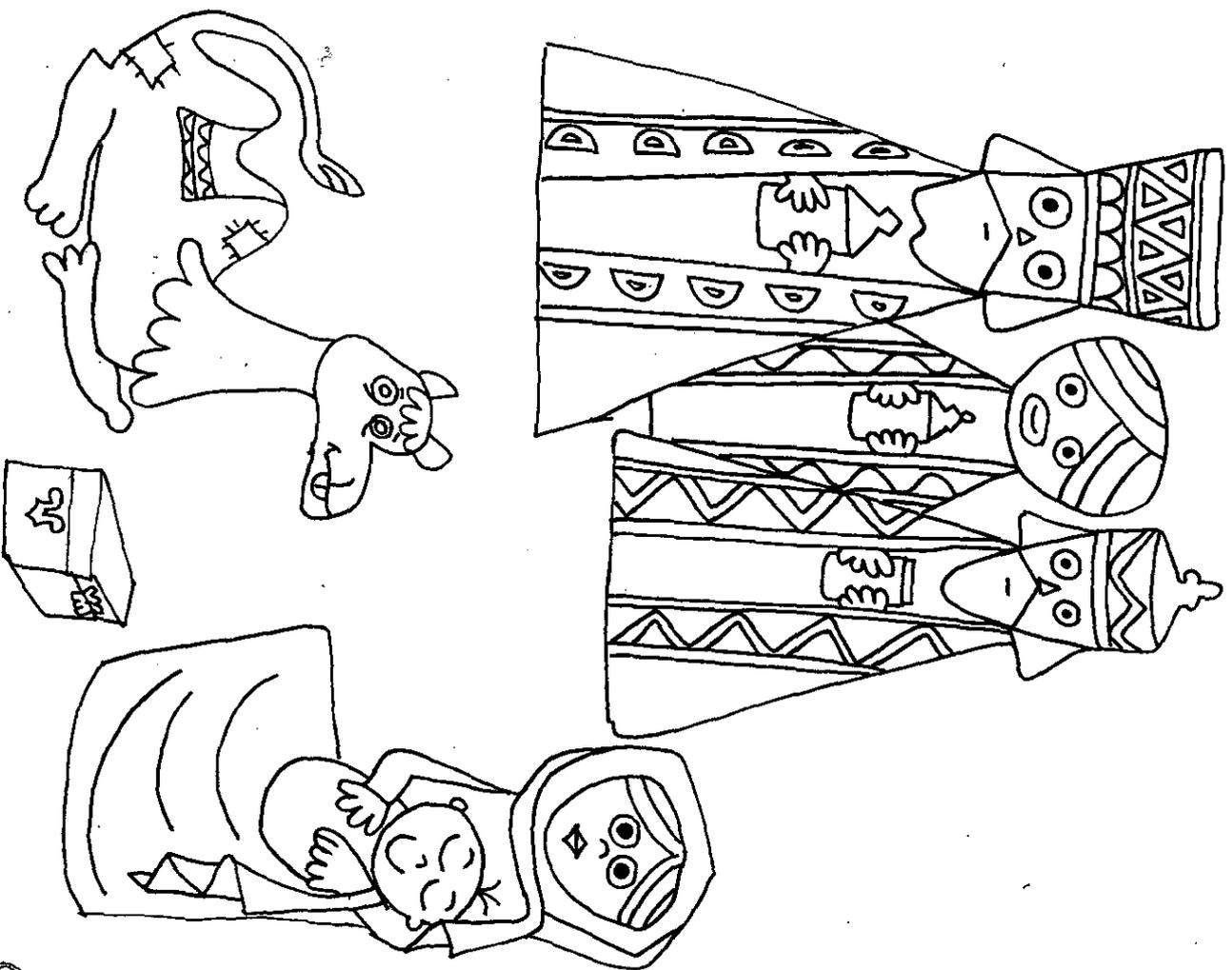
A la entrada de Belén
al camello le dio hipo.

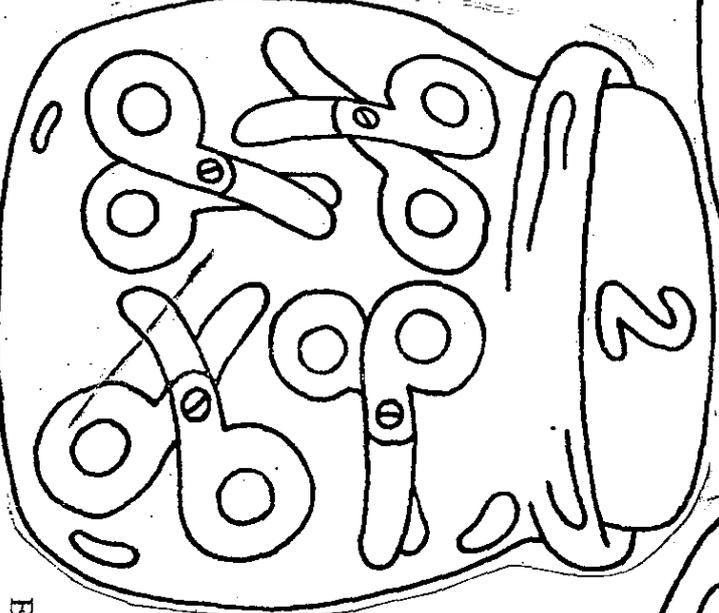
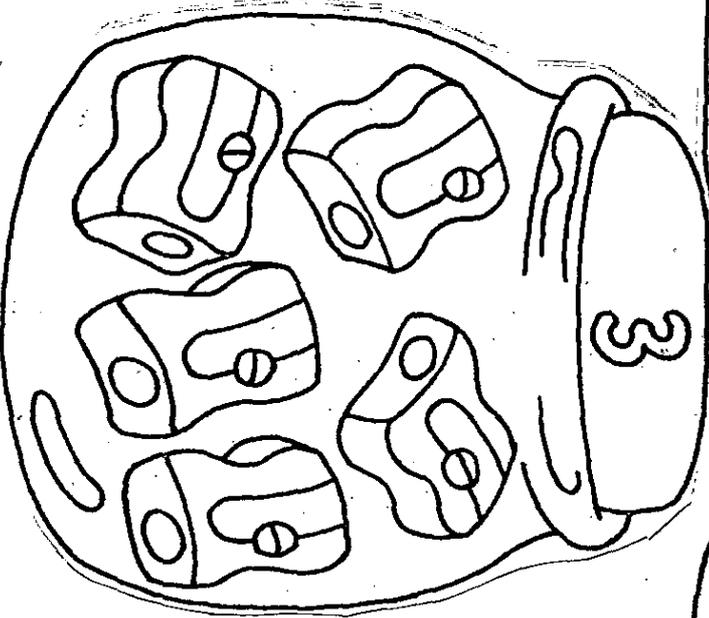
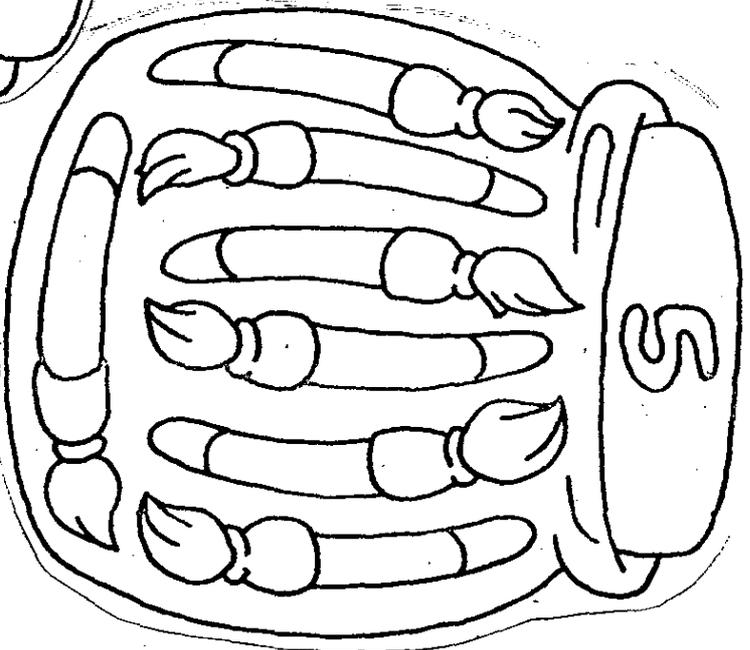
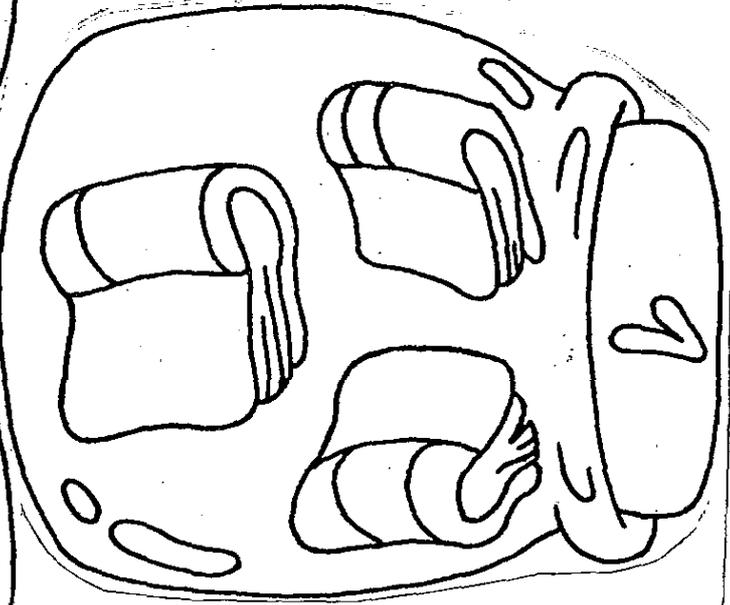
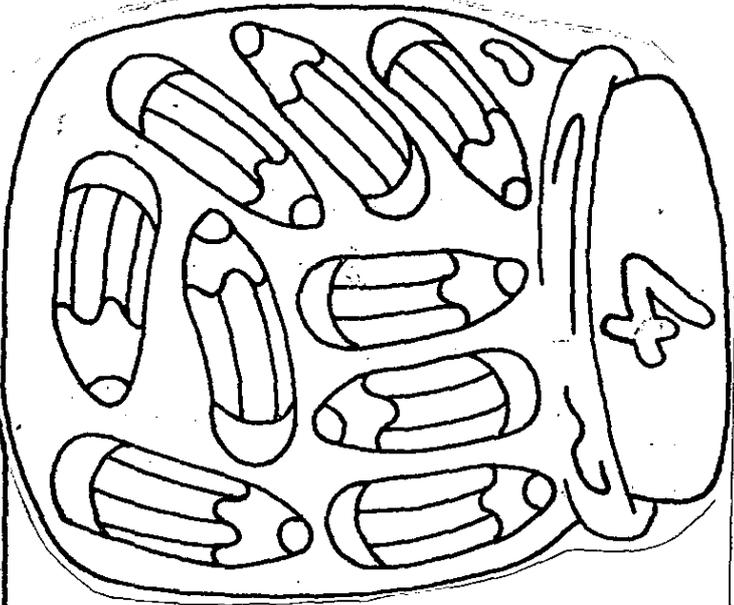
¡Ay qué tristeza tan grande
en su belfo y en su tipo!

Se iba cayendo la mirra
a lo largo del camino,
Baltasar lleva los cofres,
Melchor empujaba al bicho.



Y a las tantas ya del alba
—ya cantaban pajarillos—
los tres reyes se quedaron
boquiabiertos e indecisos,
oyendo hablar como a un Hombre
a un Niño recién nacido.
—No quiero oro ni incienso
ni esos tesoros tan fríos,
quiero al camello, le quiero.
Le quiero, repitió el Niño.
A pie vuelven los tres reyes
cabizbajos y afligidos.
Mientras el camello echado
le hace cosquillas al Niño.

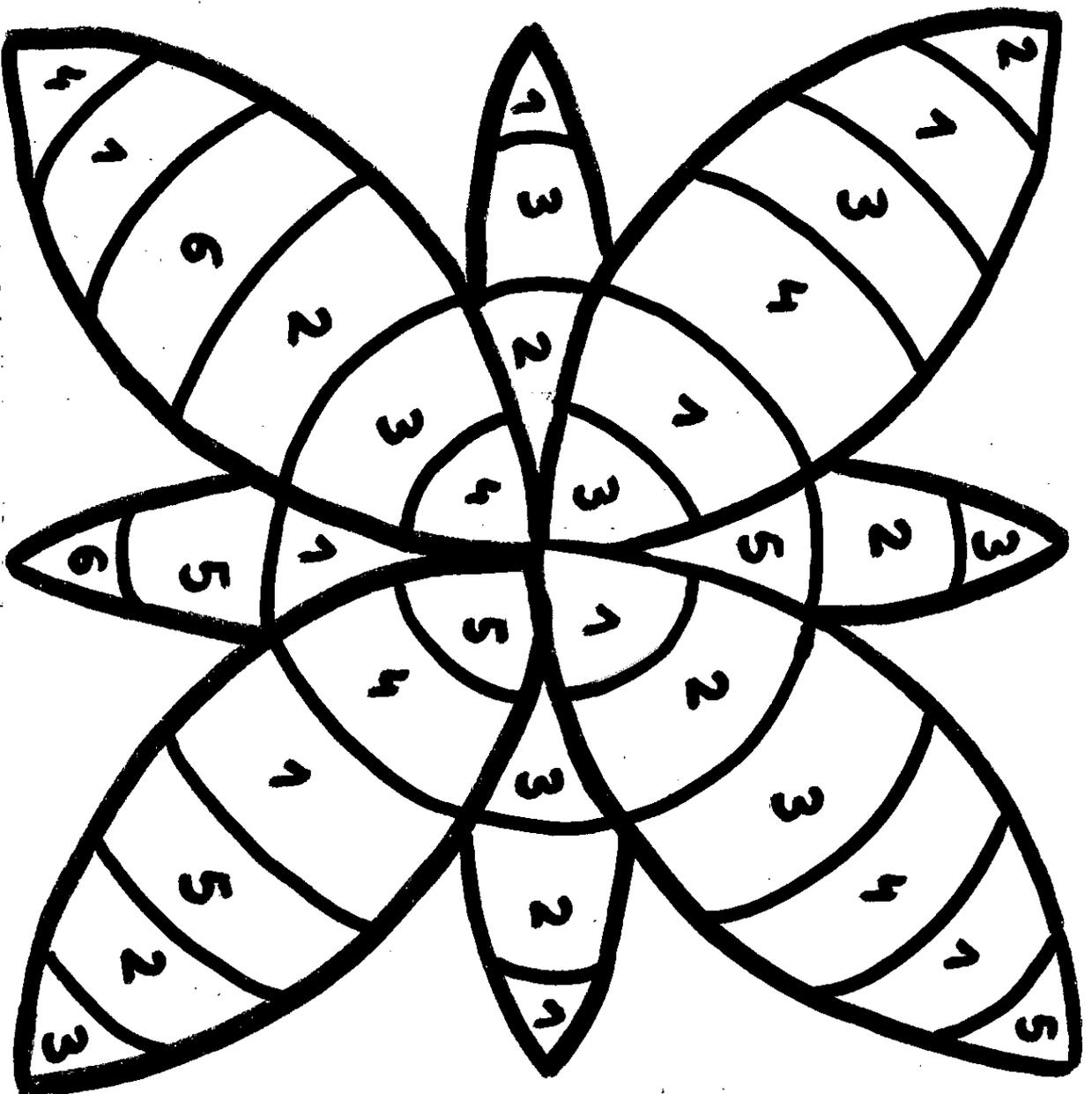




Colorea.

E.I. MAR DE ALBORÁN





Colorea según el número.

- 1 - Rojo
- 2 - Verde
- 3 - Azul
- 4 - Amarillo
- 5 - Violeta
- 6 - Marrón

E.I. MAR DE ALBORÁN



* Contar los puntos y escribir el número.

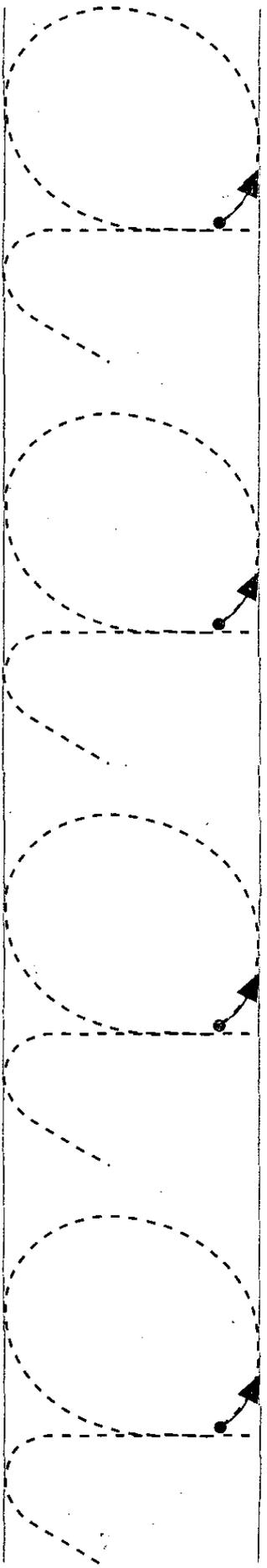
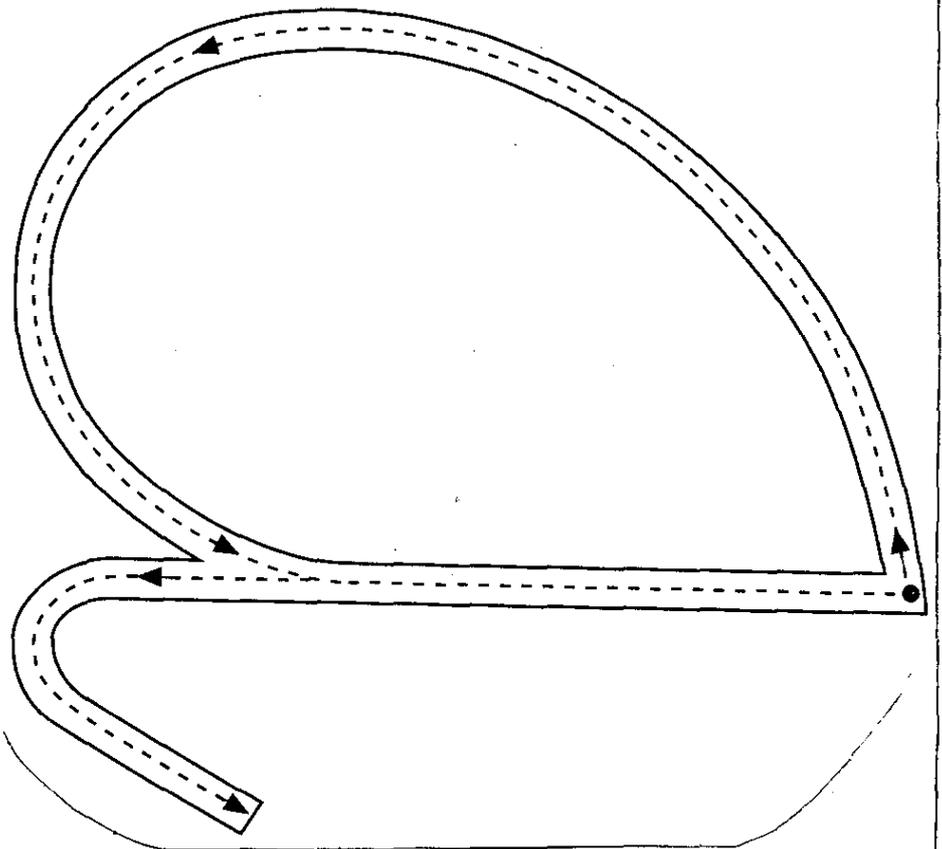
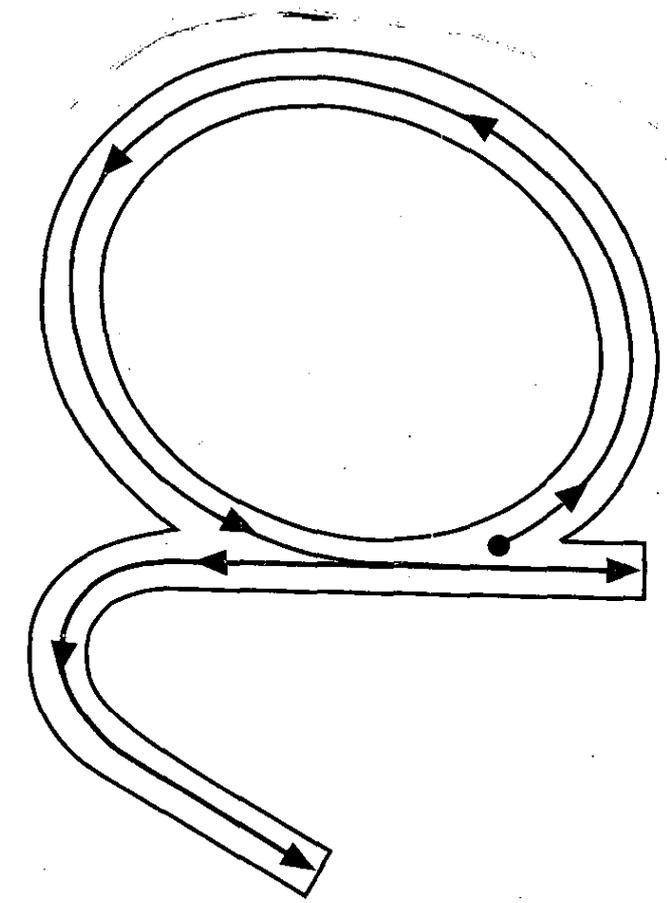
2	•	•	
	•	•	•
	•	•	•
	•	•	•
	•	•	•
	•	•	•
	•	•	•
	•	•	•
	•	•	•
	•	•	•

* Repasar y completar las series de números.

1		3		5	6

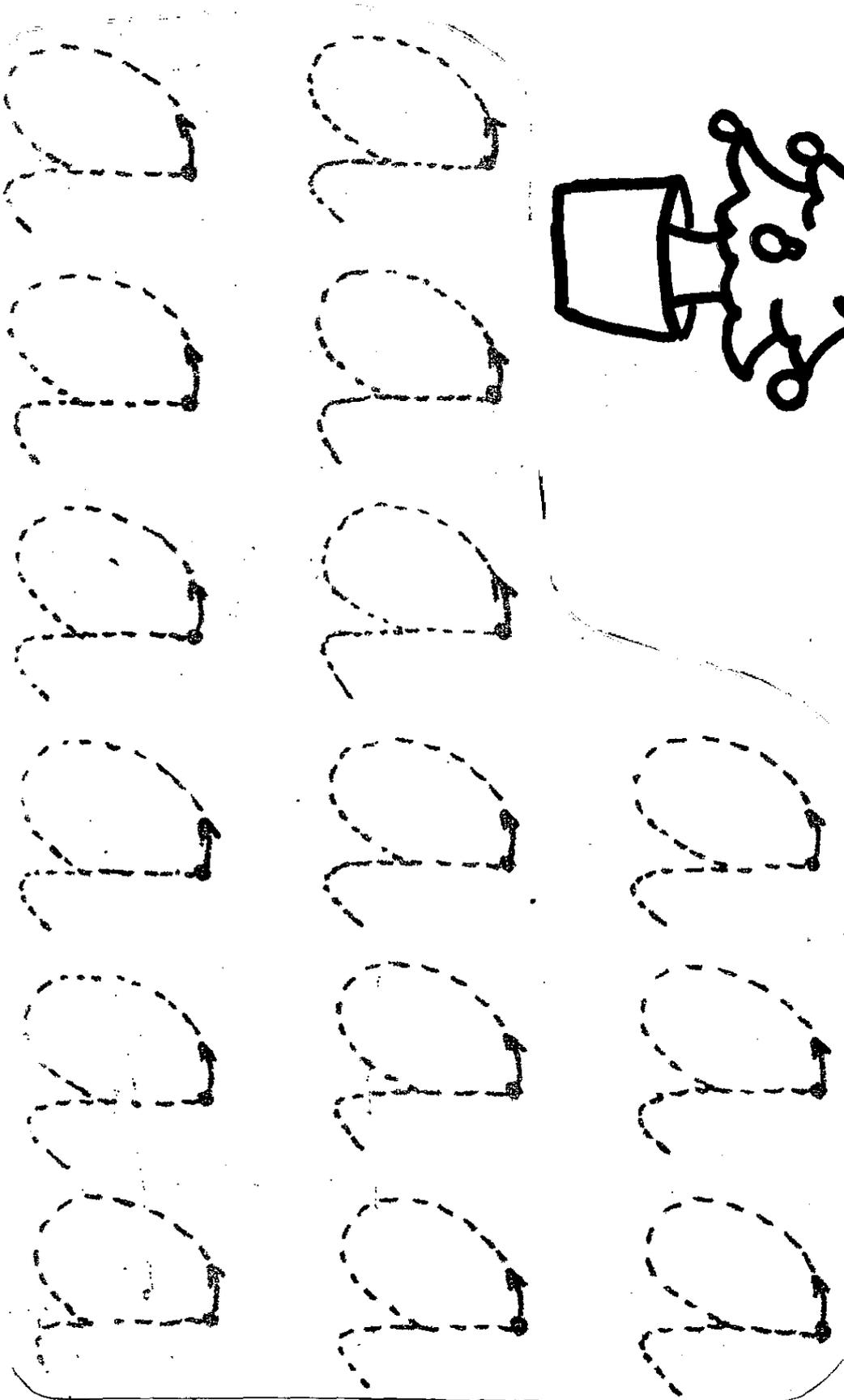
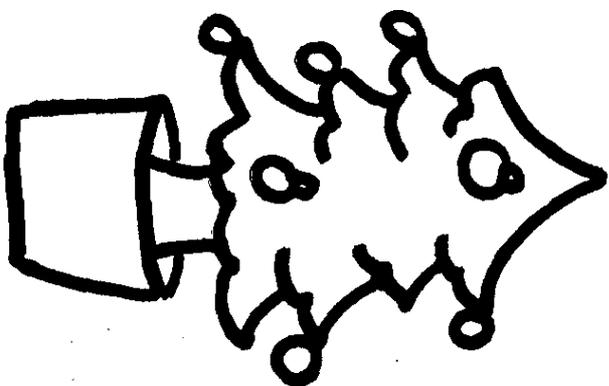


Repasa la grafía.



E.I. MAR DE ALBORÁN

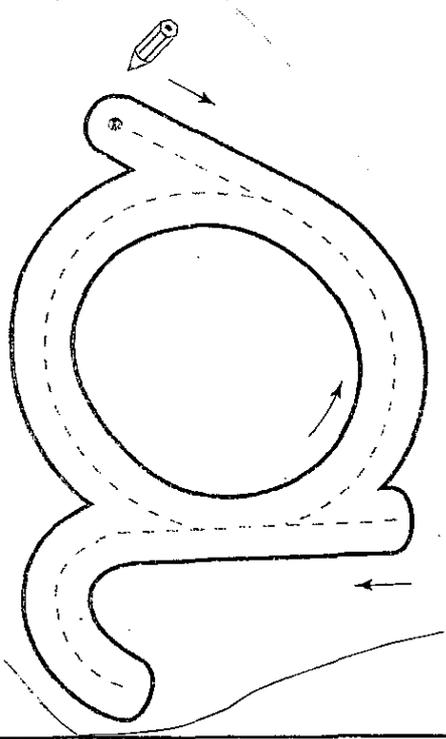
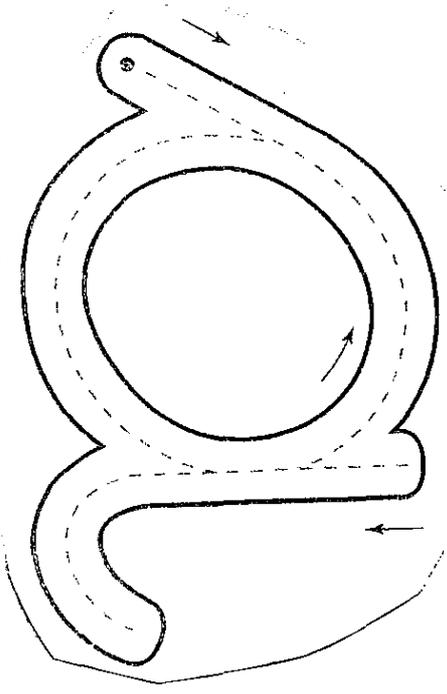
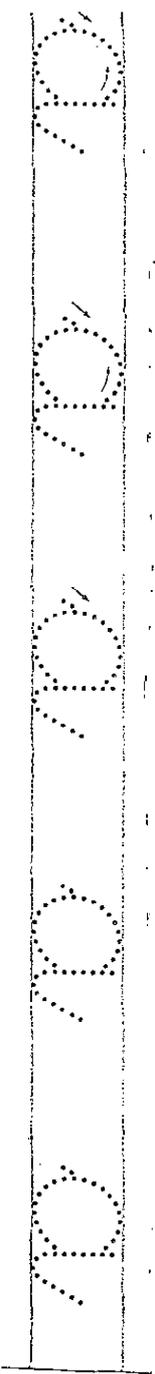
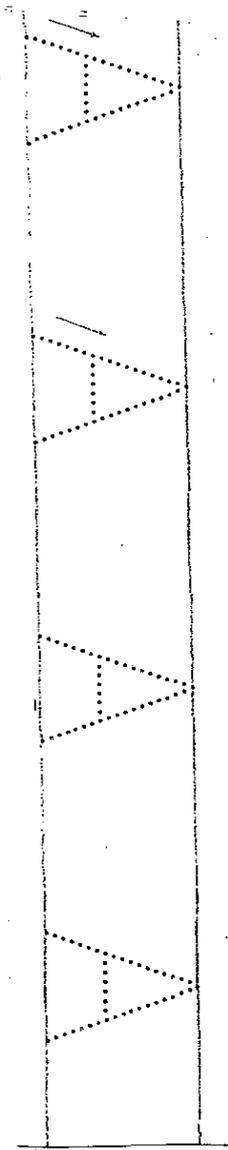
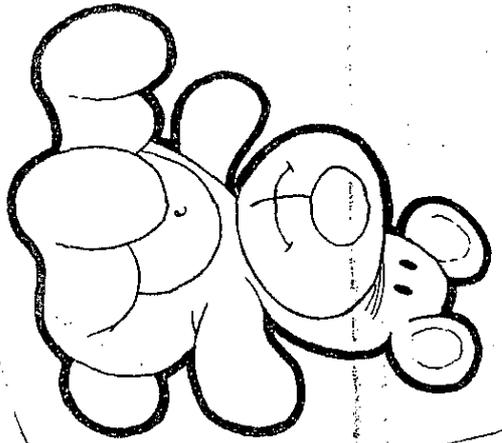
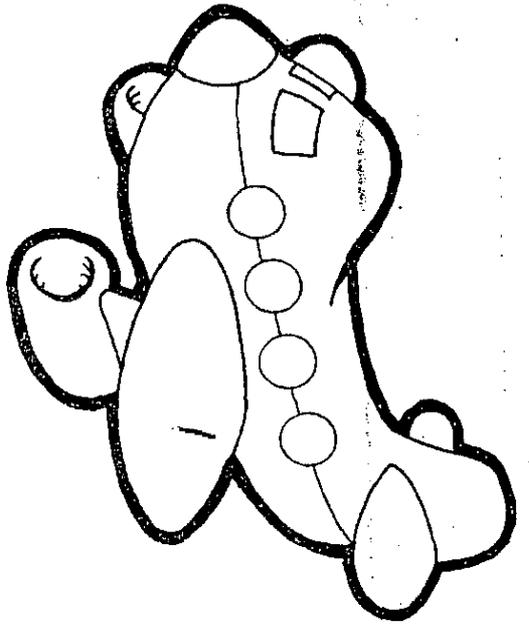




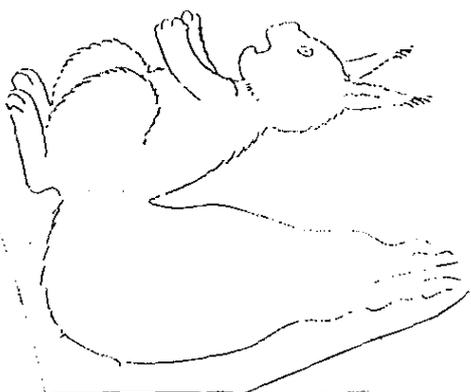
E.I. MAR DE ALBORÁN



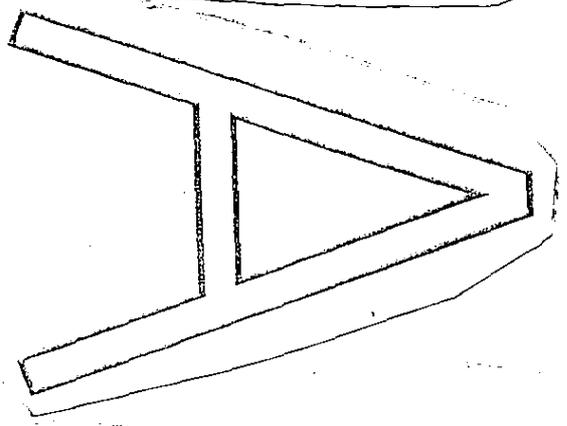
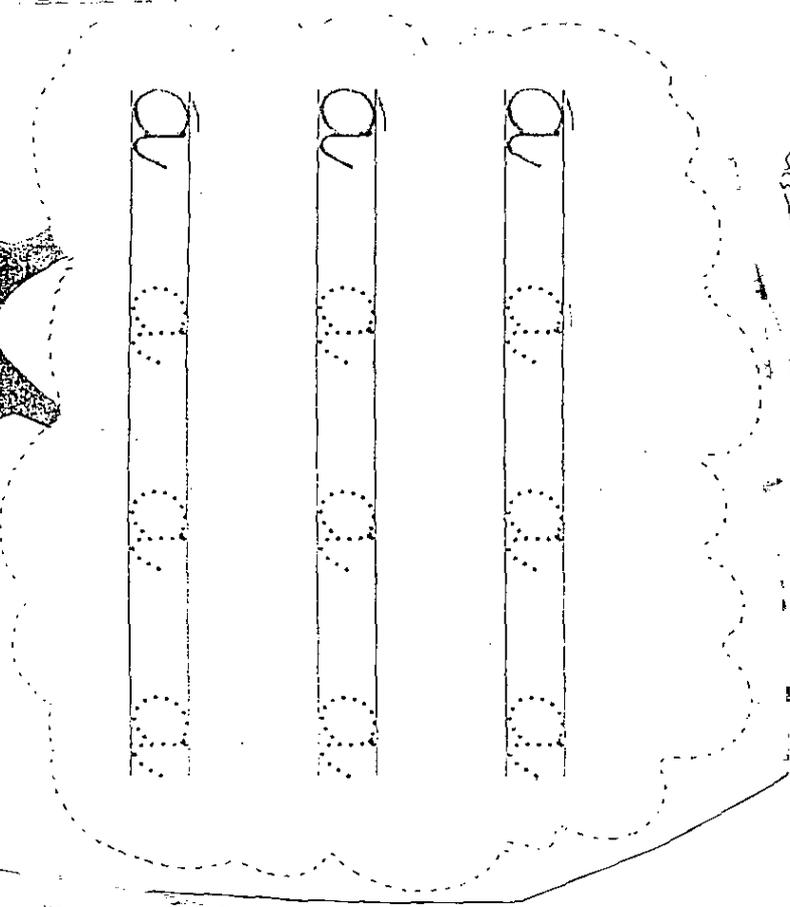
Colorar el dibujo cuyo nombre contenga el fonema **Q**.



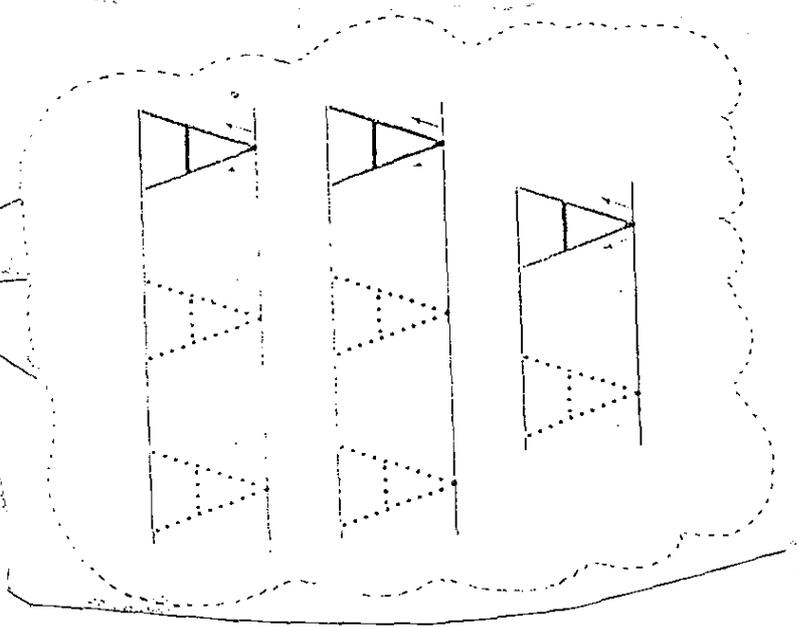
Repasa y colorea.



ardilla



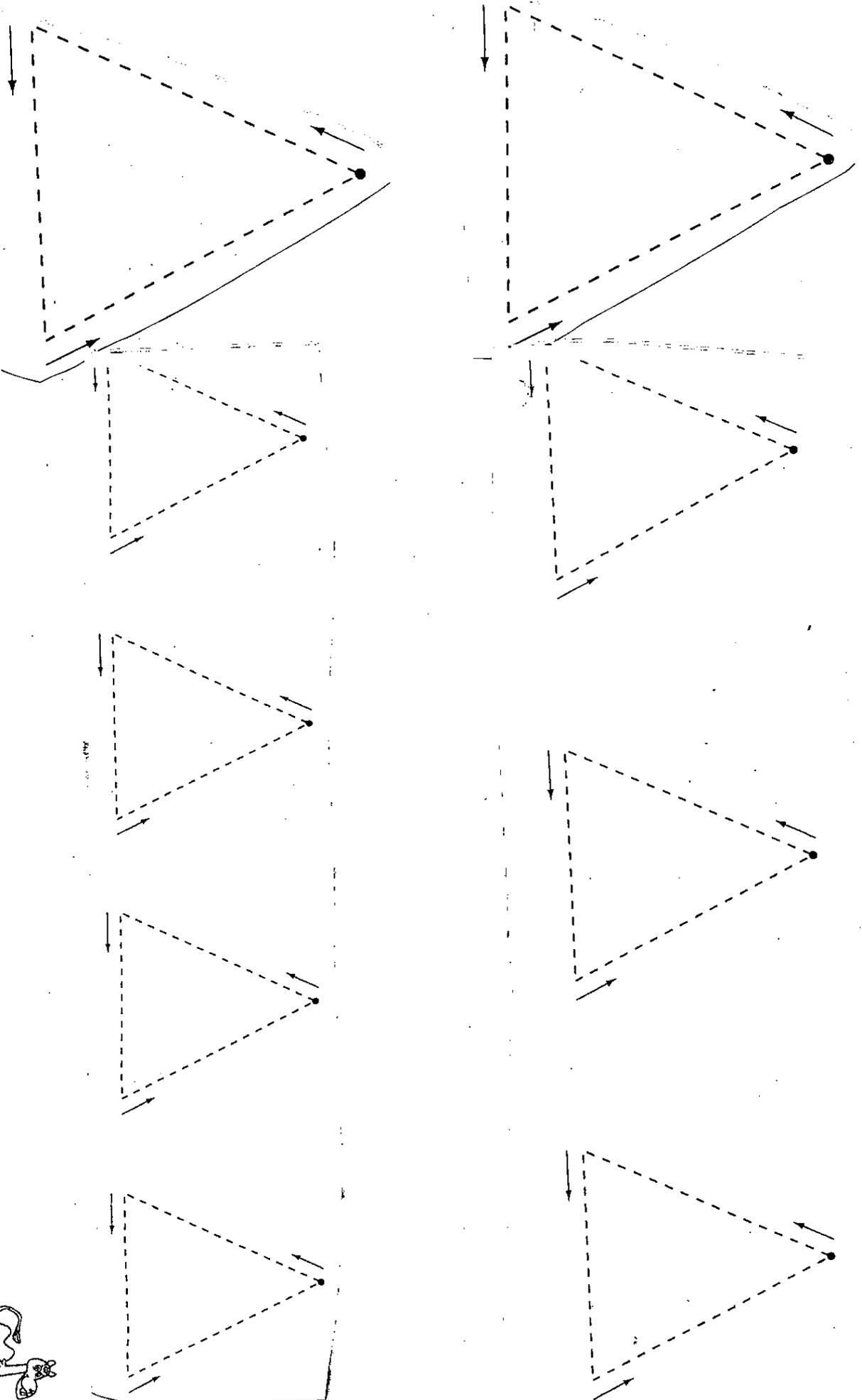
Ama



E.I. MAR DE ALBORÁN



Repasar los triángulos siguiendo la dirección de las flechas. Colorear los pequeños.

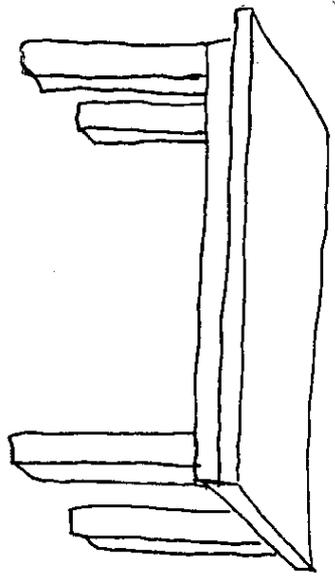


E.I. MAR DE ALBORÁN

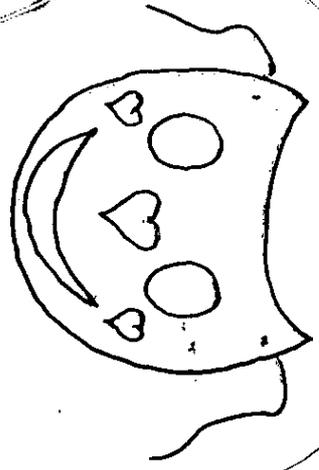


Busca y rodea.

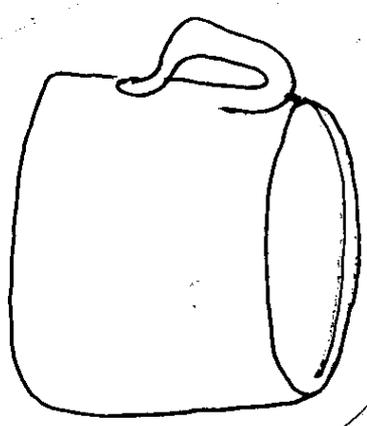
a



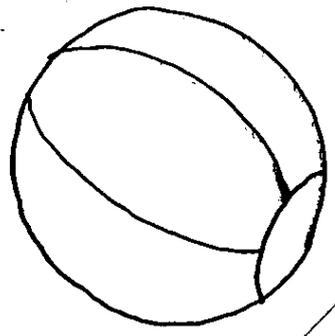
mesa



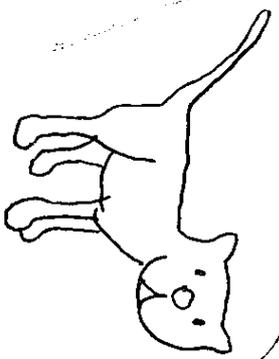
careta



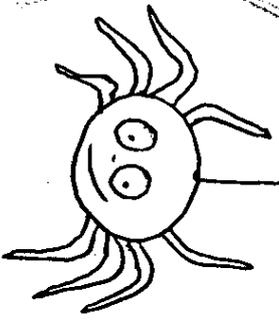
taza



pelota



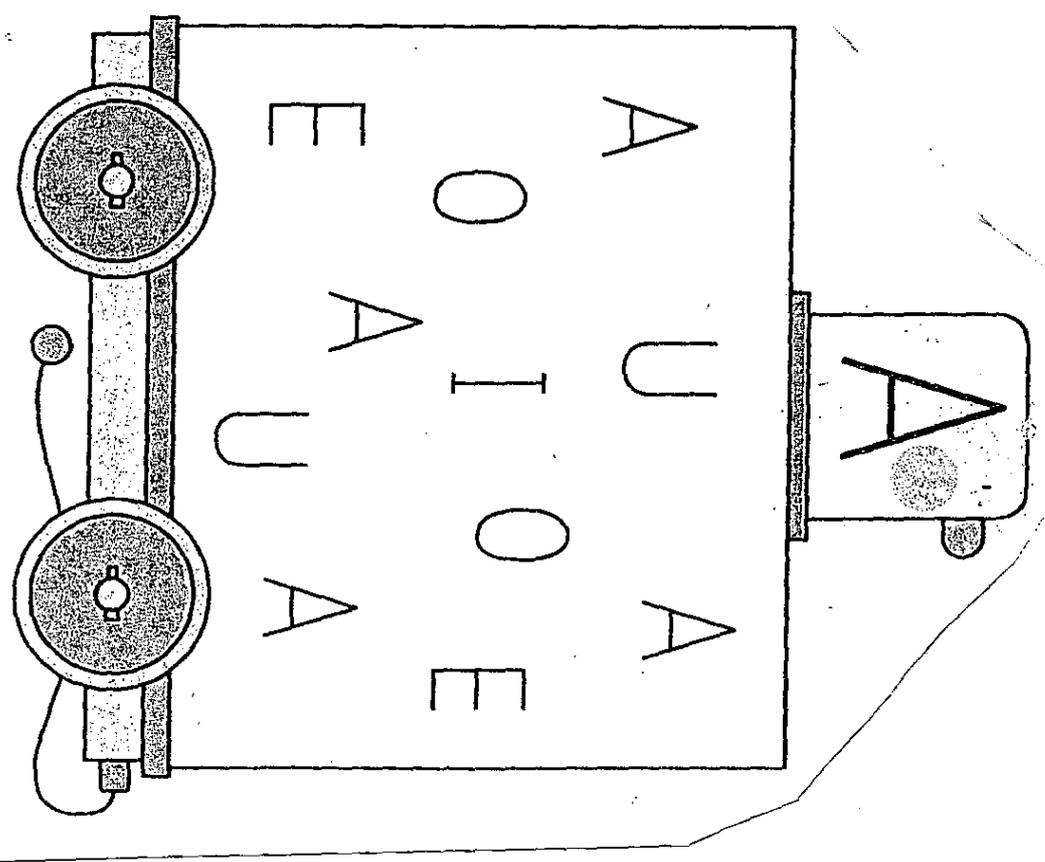
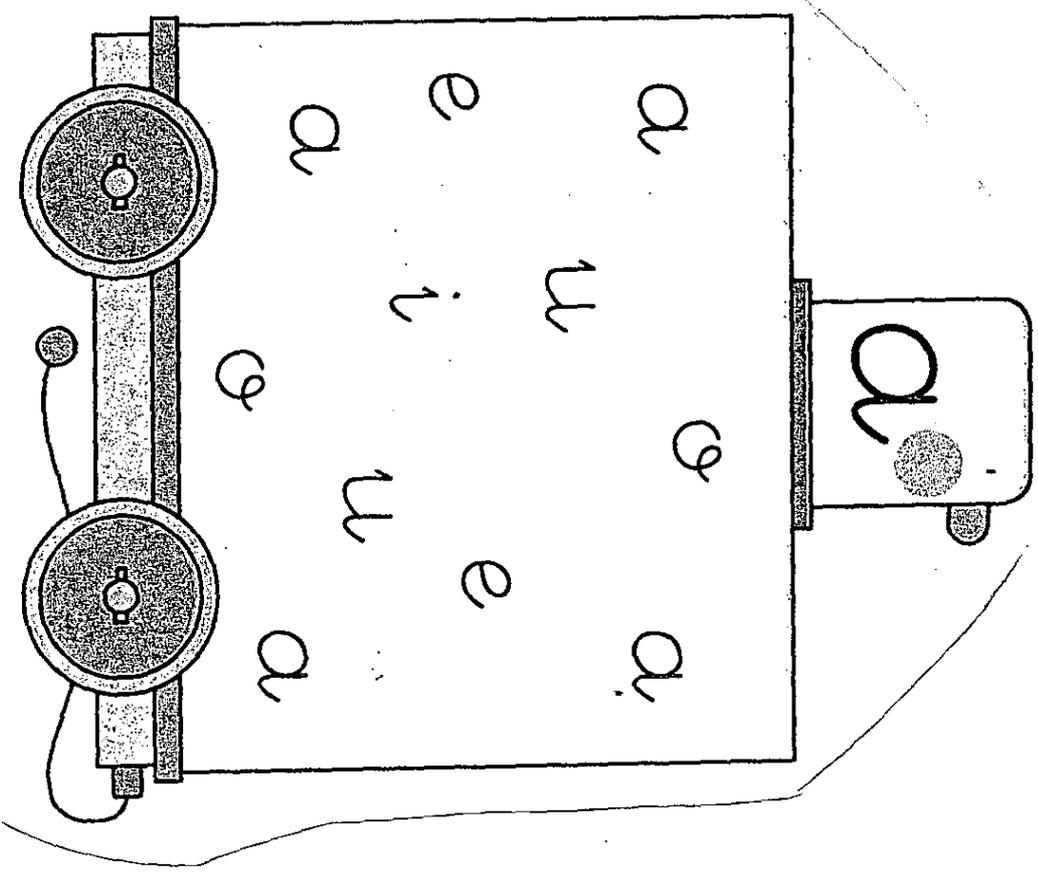
gato



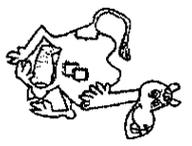
araña

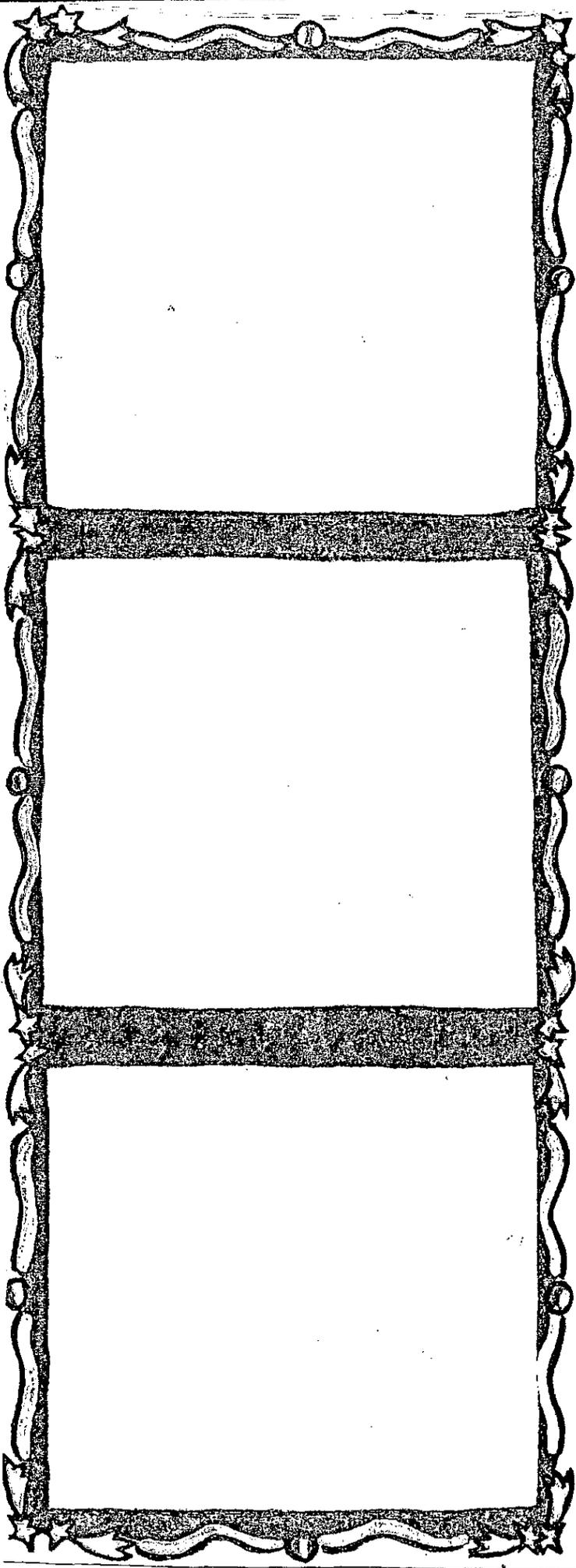


Busca y rodea.



E.I. MAR DE ALBORÁN

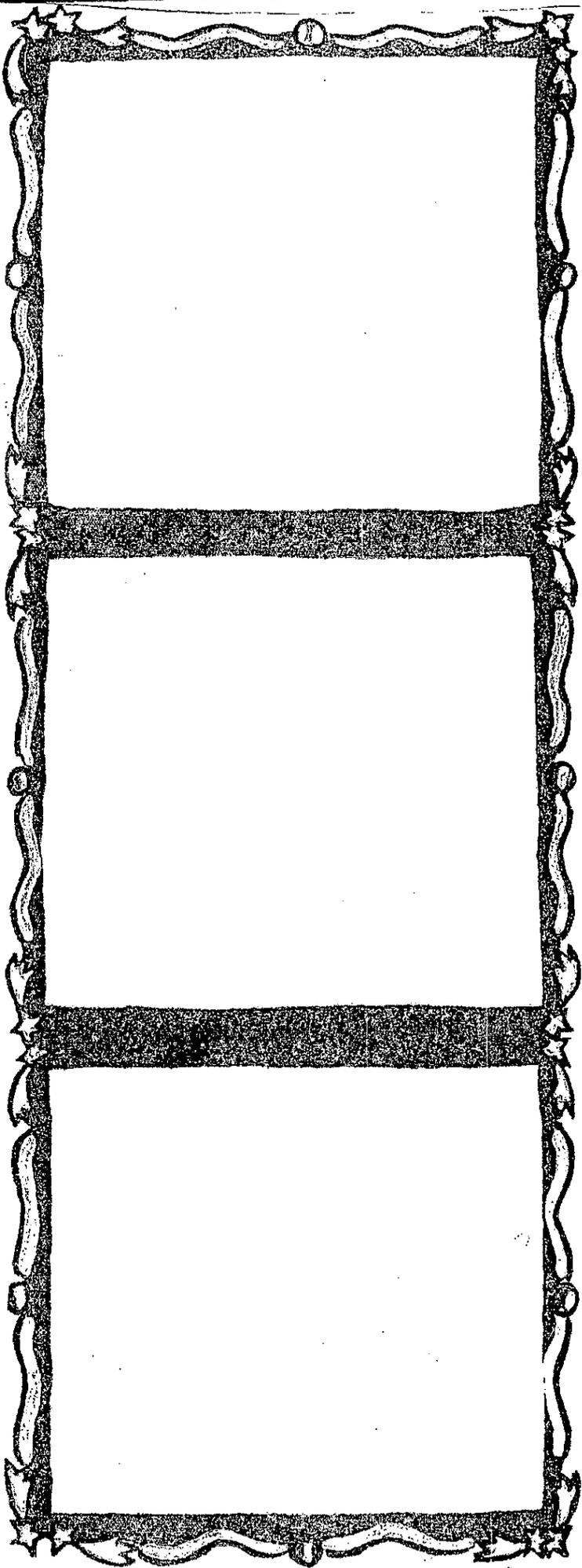




Pega las secuencias ordenadas.

E.I. MAR DE ALBORÁN

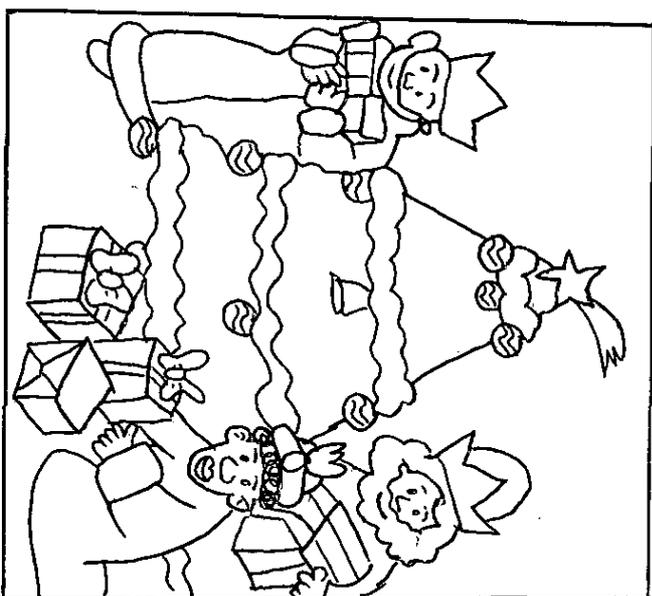
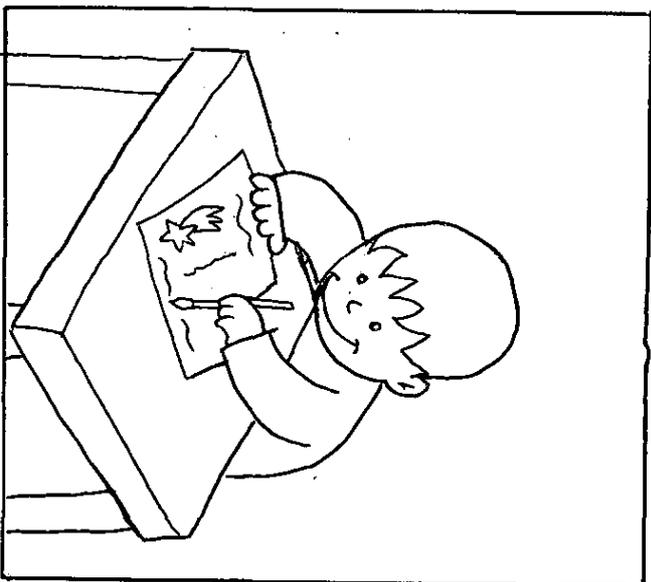
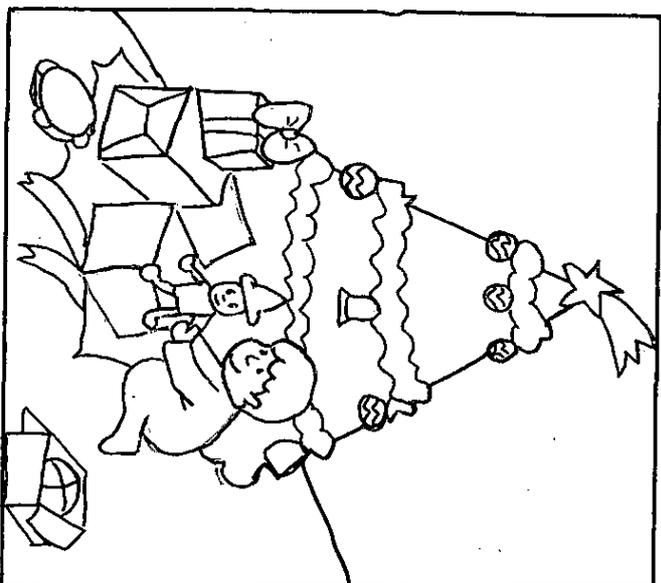




Pega las secuencias ordenadas.

E.I. MAR DE ALBORÁN



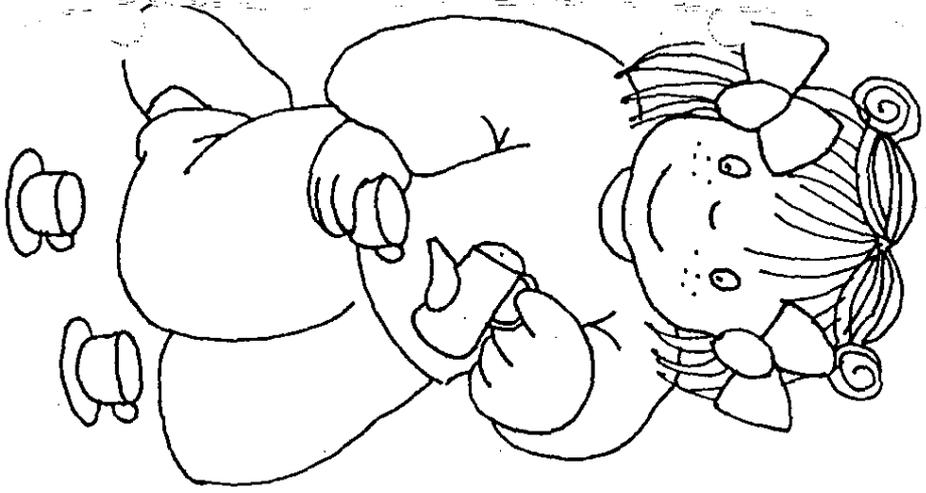


Colorea y recorta.

E.I. MAR DE ALBORÁN



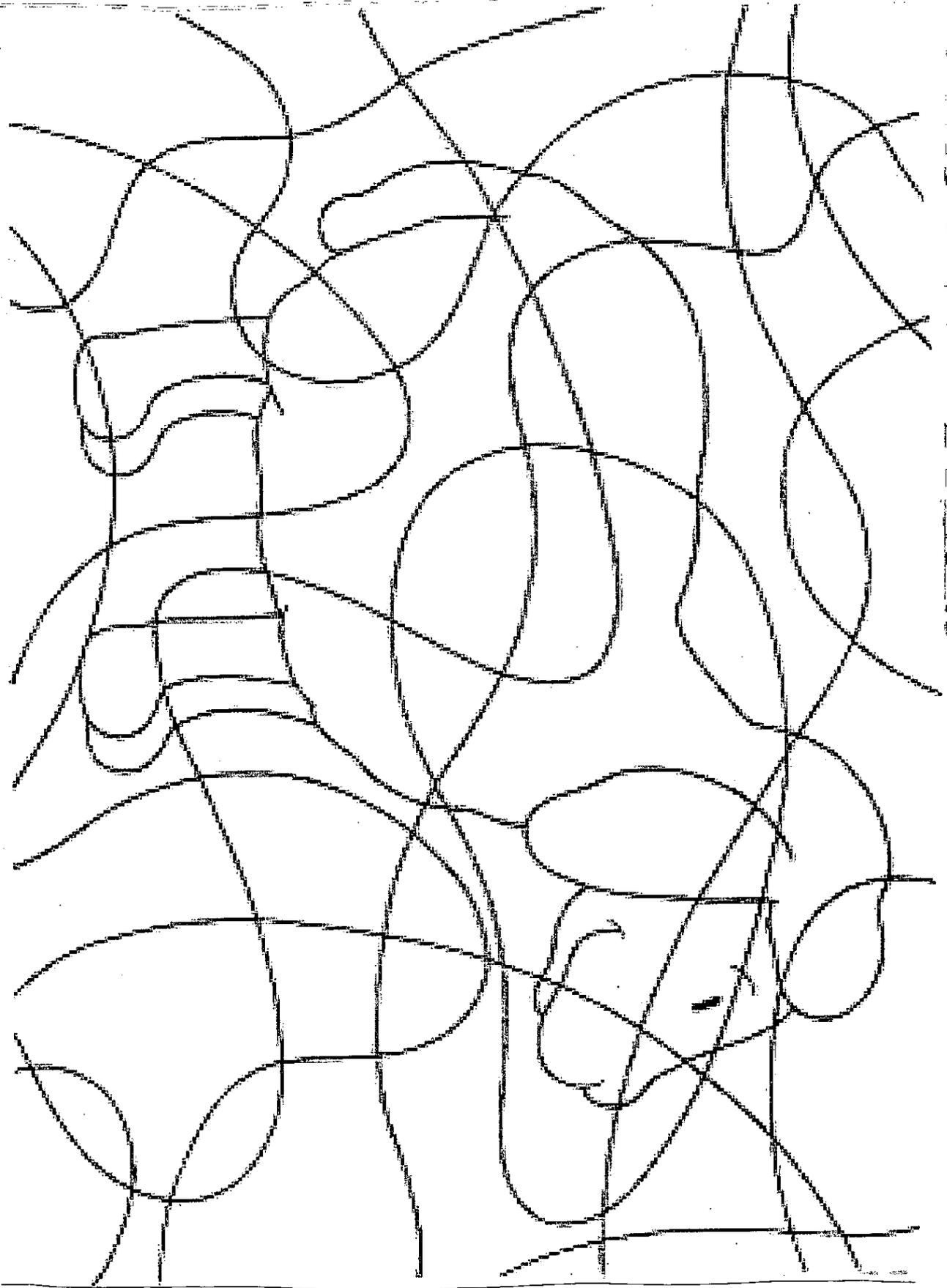
Sinta la niña que está sentada
encima de la alfombra.



E.I. MAR DE ALBORÁN



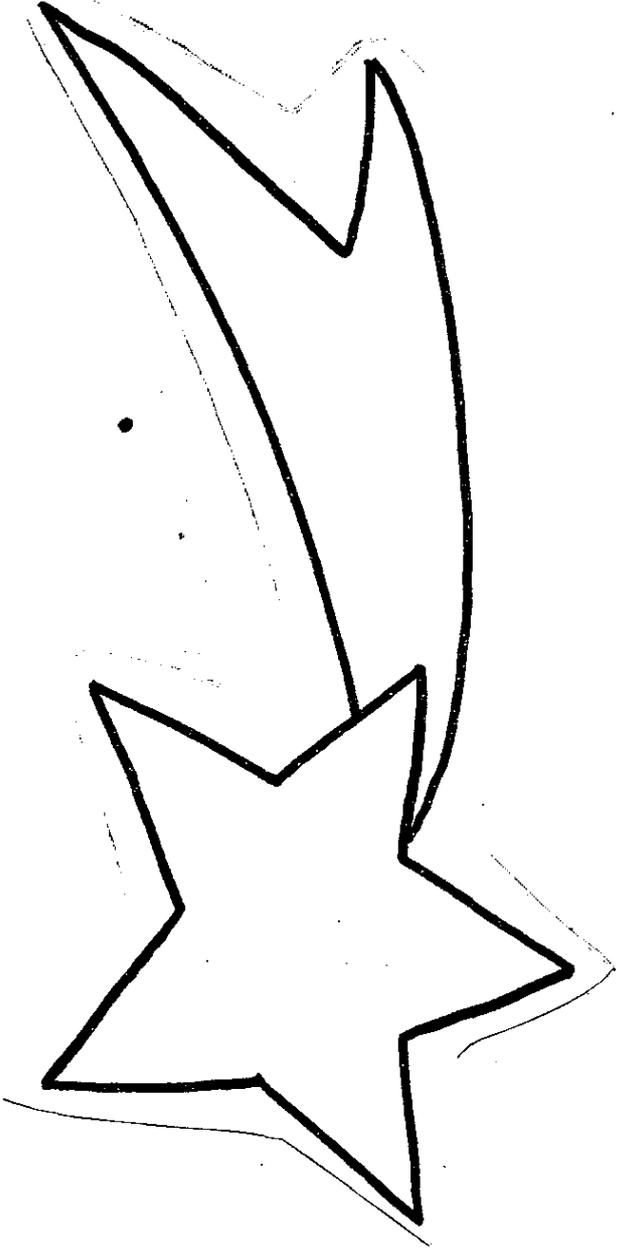
Busca y colorea el animal escondido.



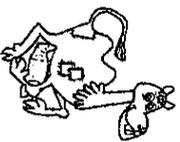
EL MAR DE ALBORÁN

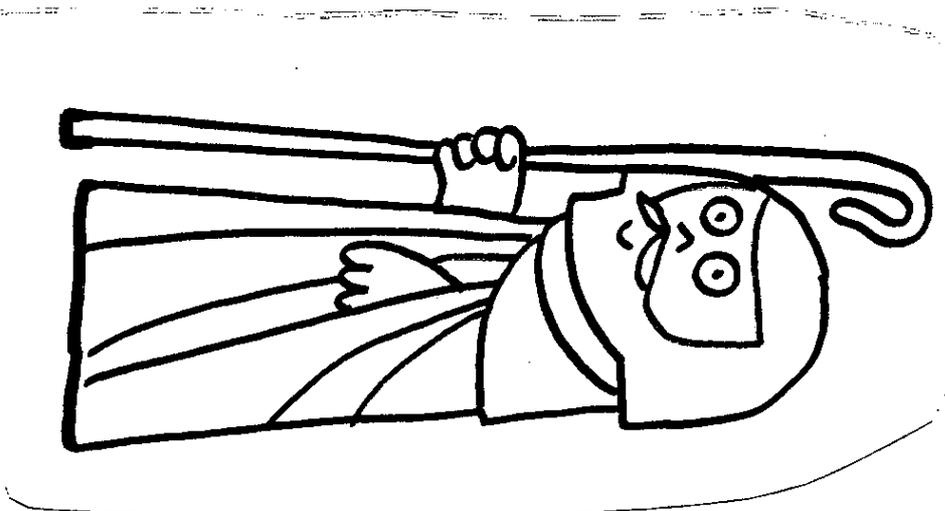
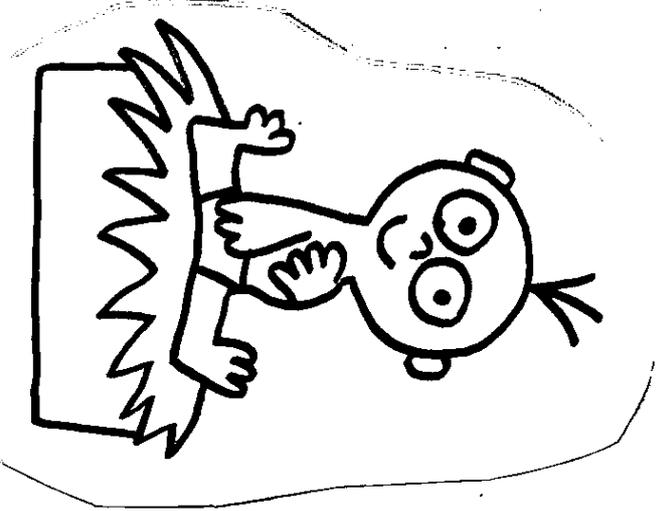
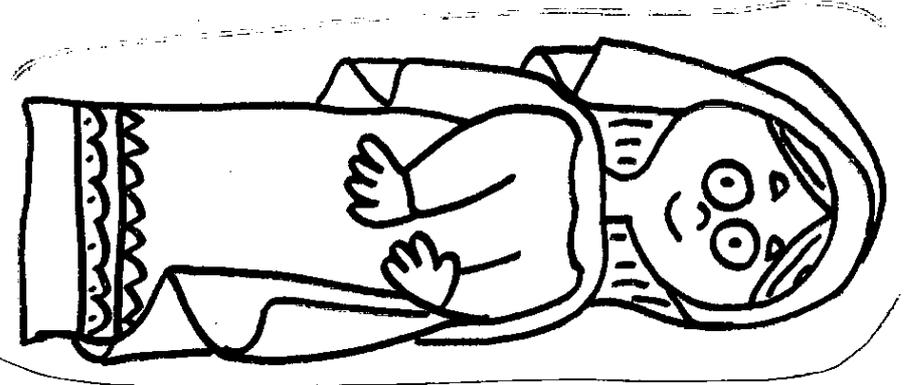


Colorea la estrella y pega gomets en los puntos.

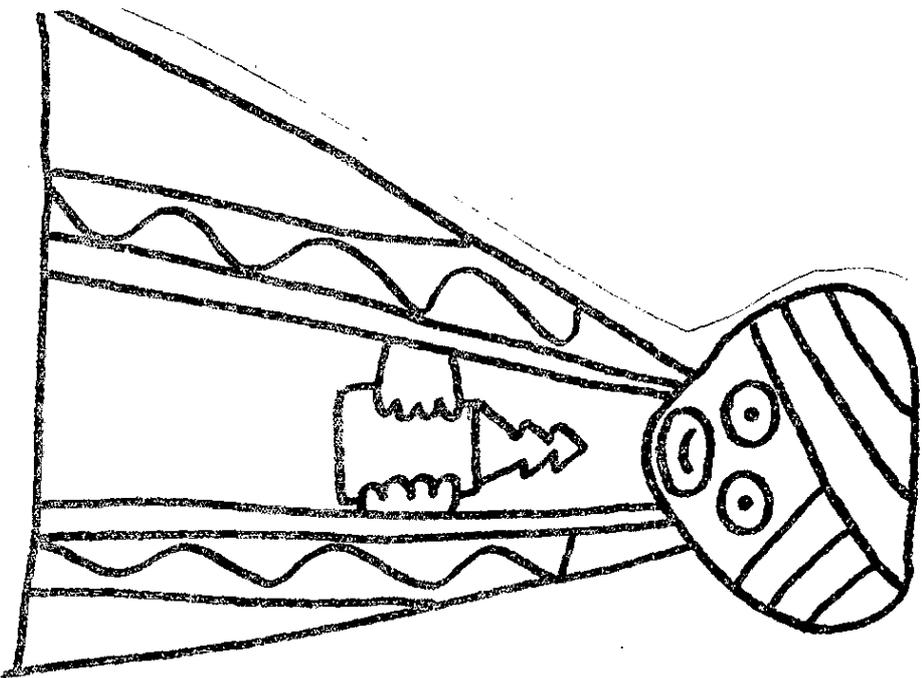
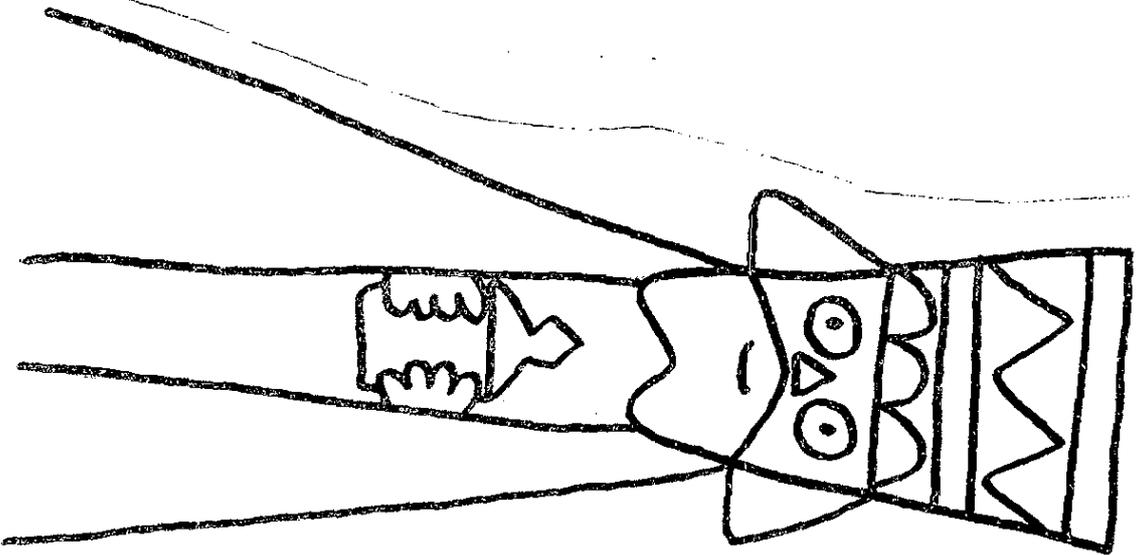
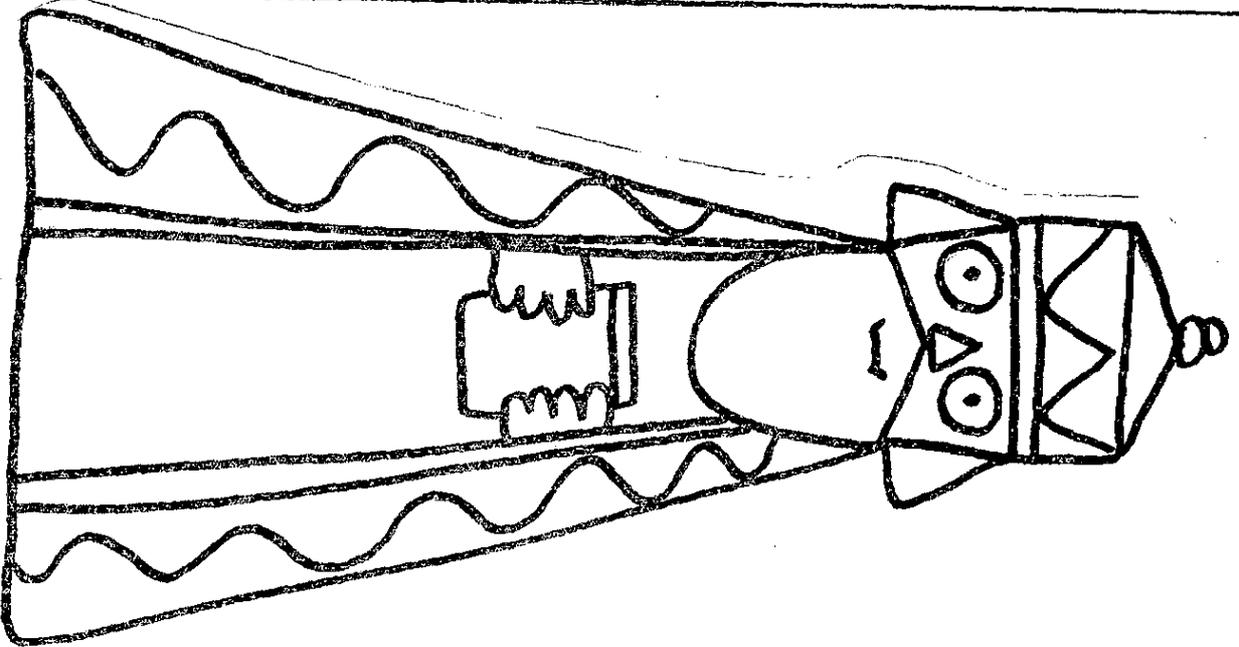


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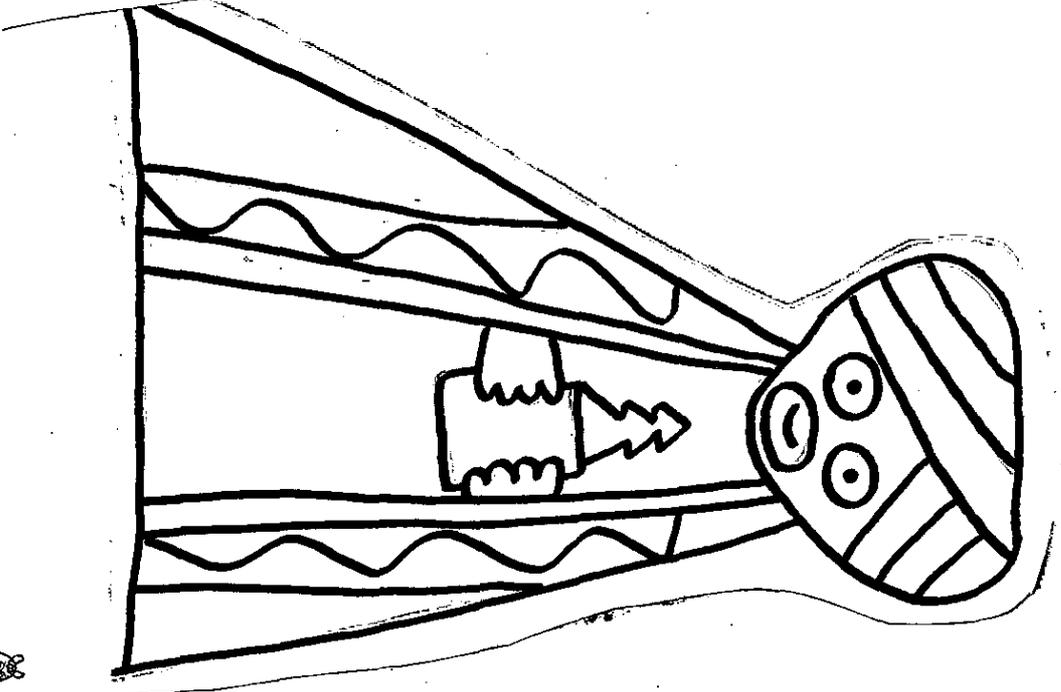
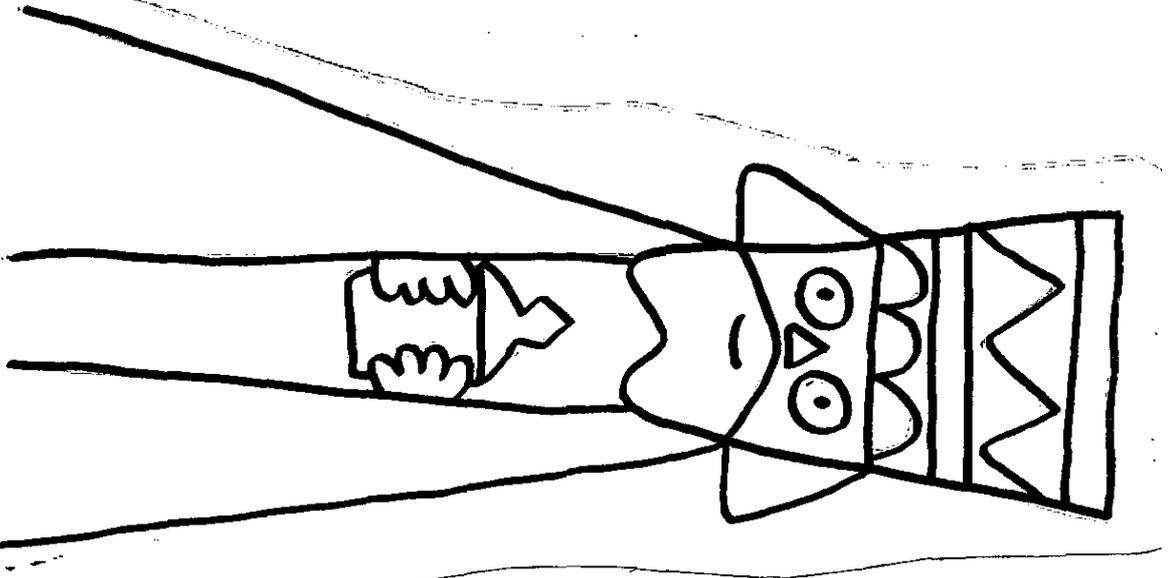
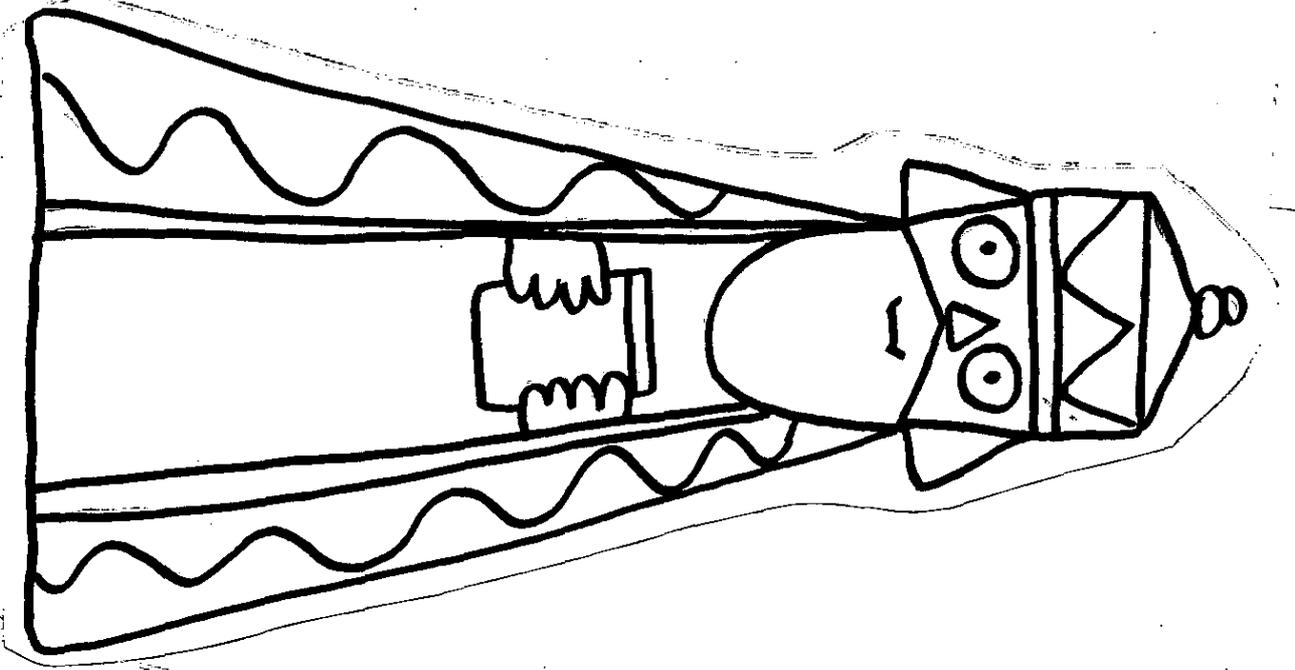
Colorea.



E.I. MAR DE ALBORÁN



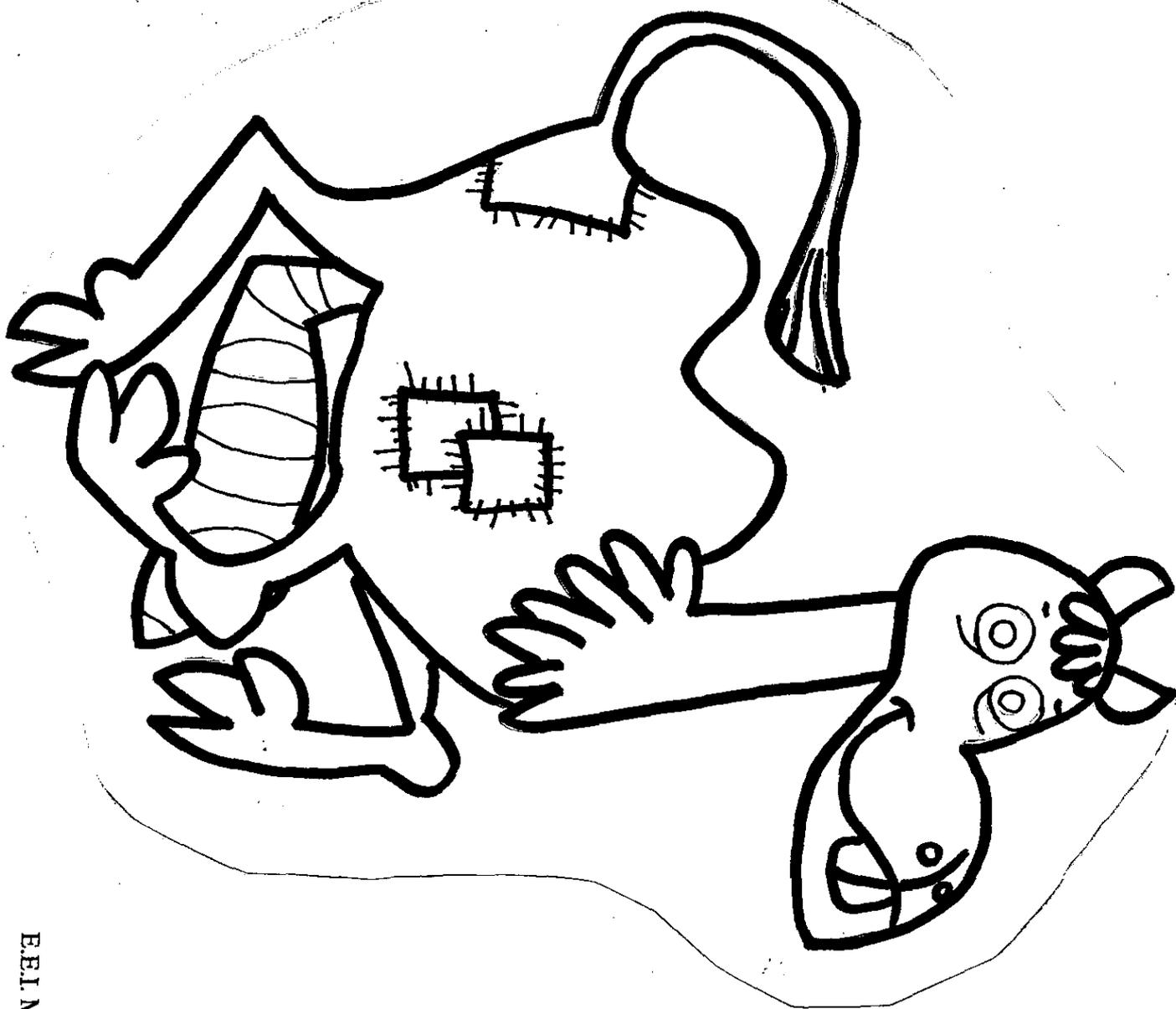
Colorea.



E.I. MAR DE ALBORÁN



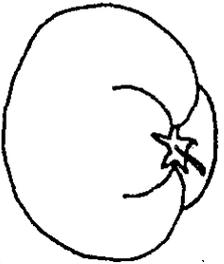
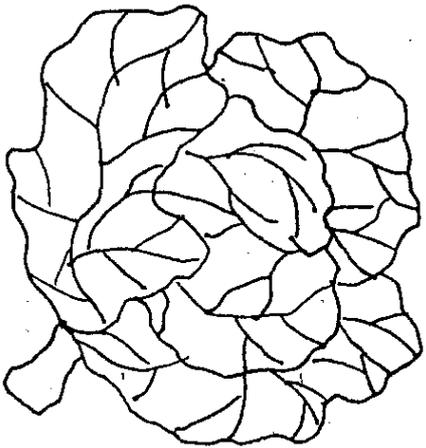
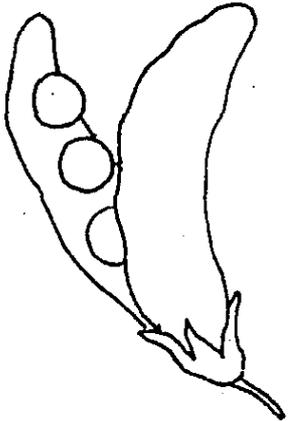
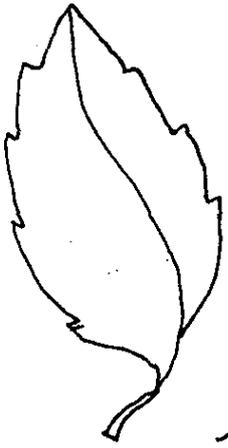
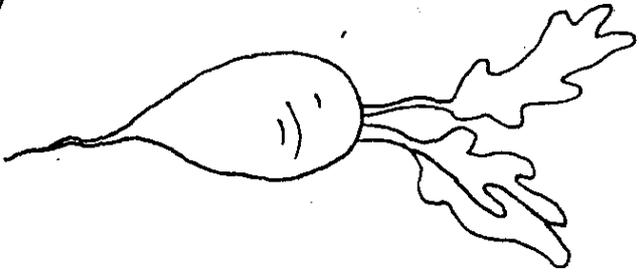
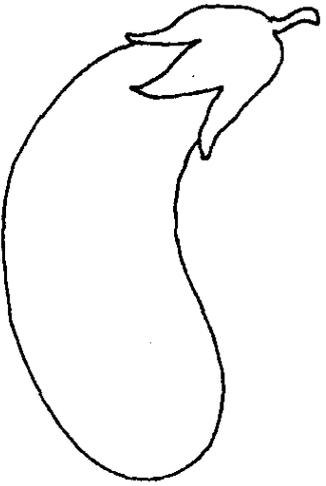
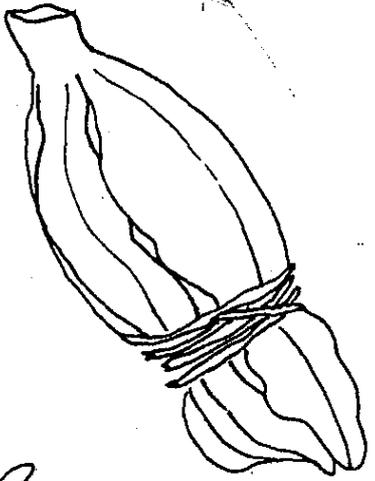
Colorea.



E.I. MAR DE ALBORÁN



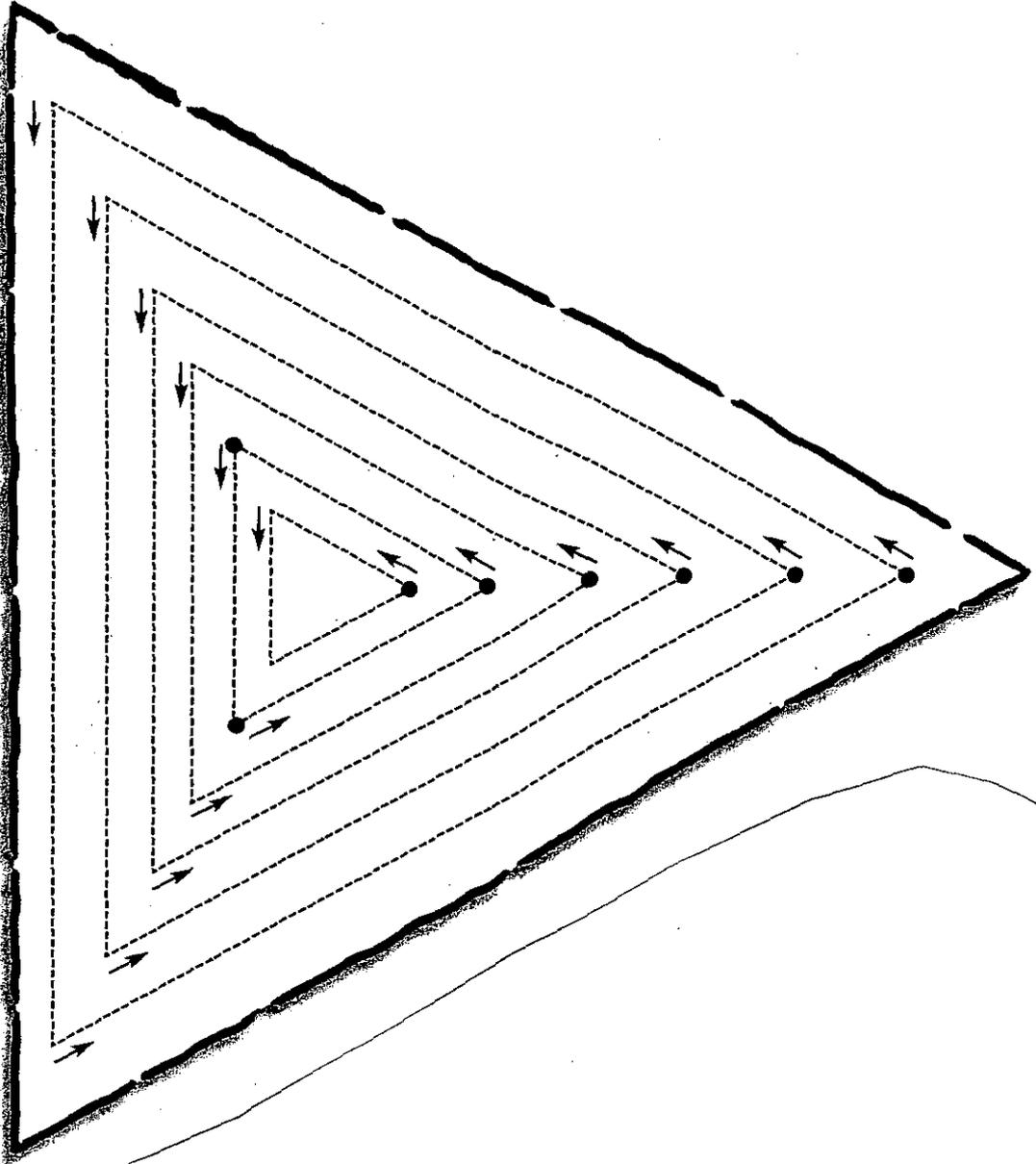
Pinta las cosas que son normalmente verdes.



E.E.I. MAR DE ALBORÁN



Reseguir con un instrumento de punta fina (rotulador, lápiz).

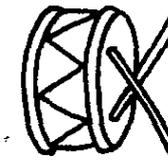
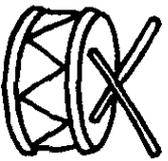
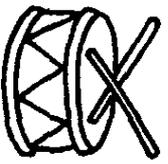
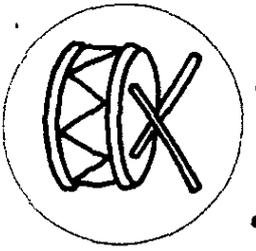


EI MAR DE ALBORÁN



Redea, coloreaza y repara.

1



2



3



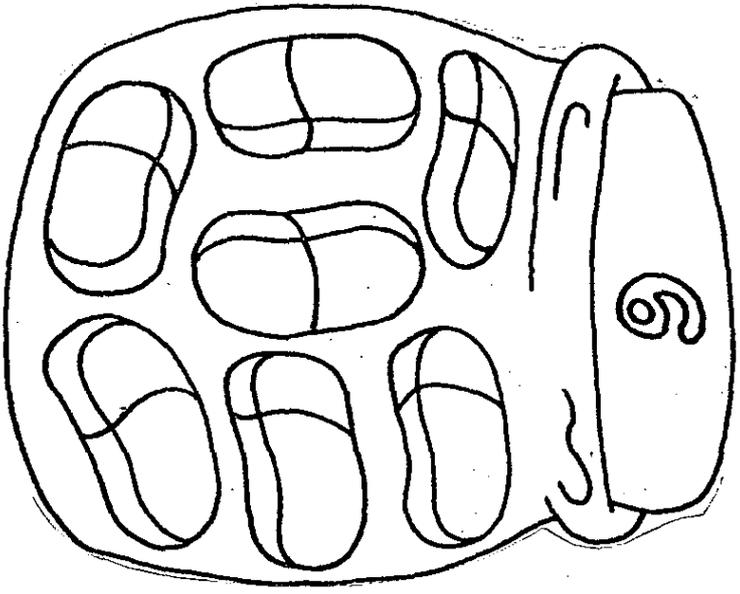
4



5



Reparar y completar las series de números.



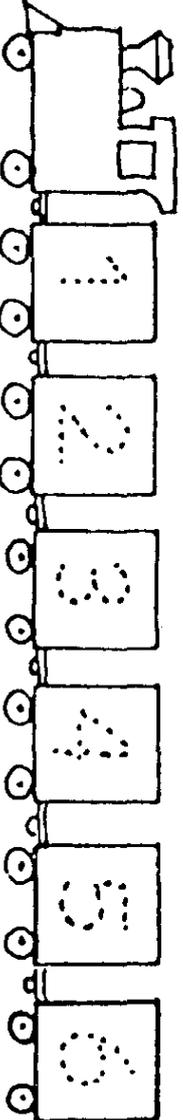
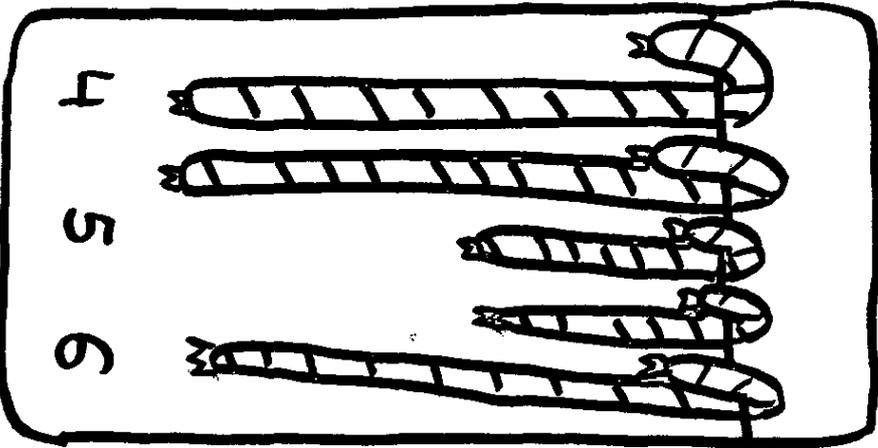
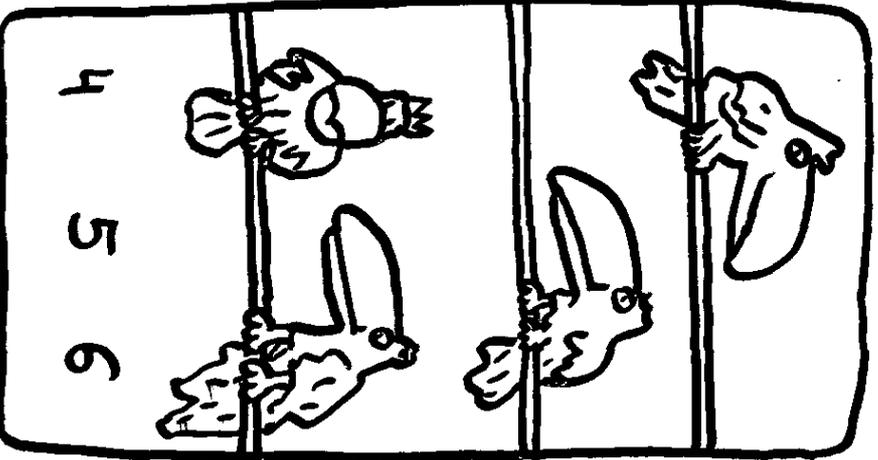
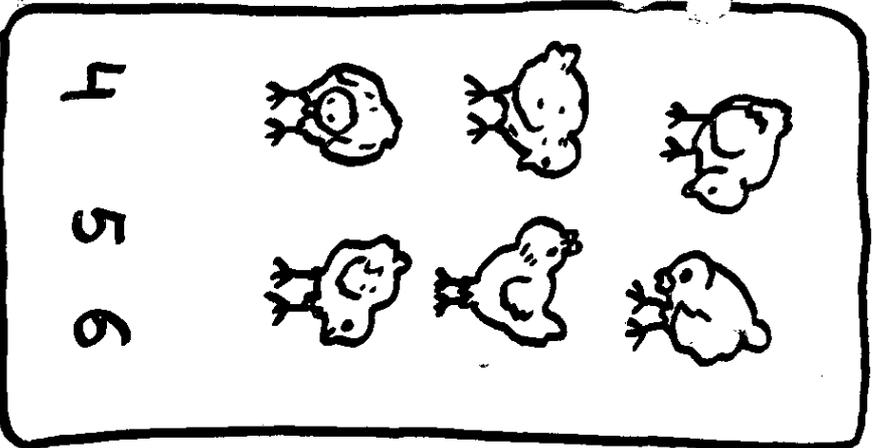
1		3				6
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	2	3	4	5		
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1		3		5		
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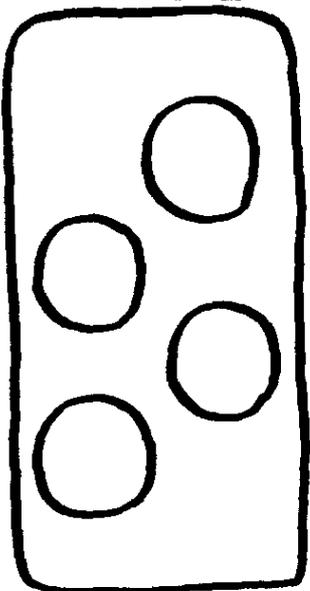
	2		4			6
--	---	--	---	--	--	---



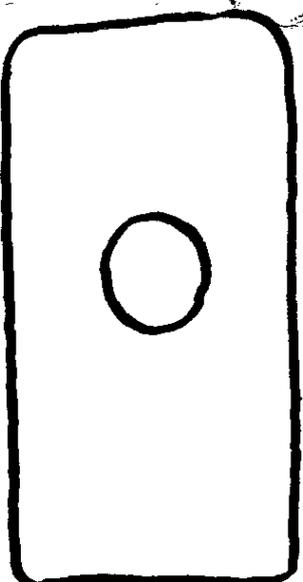


● Leer los números 1 al 6.

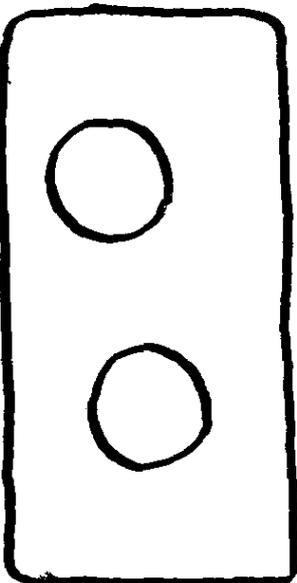




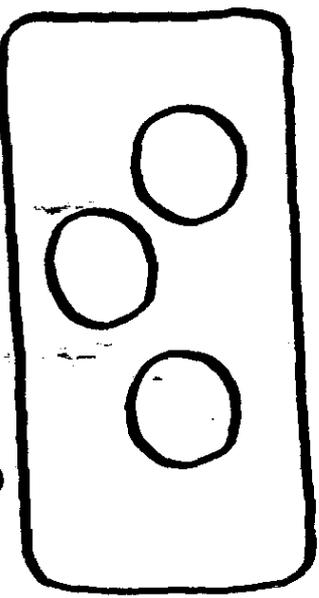
1 4 2 3



3 2 4 1



3 4 1 2



1 4 3 2

6 6 6 6 6 6 6

6 6 6 6 6 6 6

6 6 6 6 6 6 6

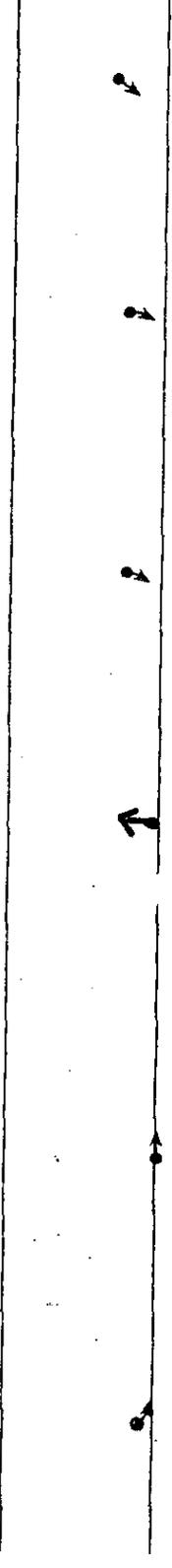
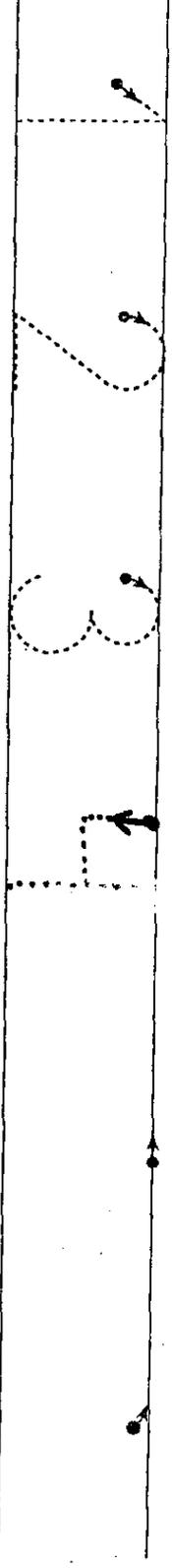
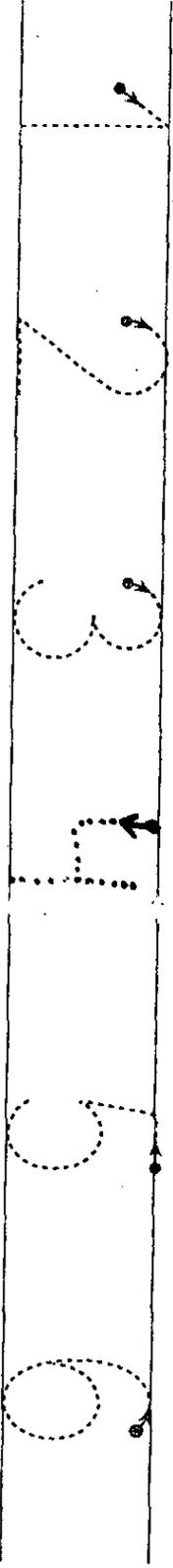
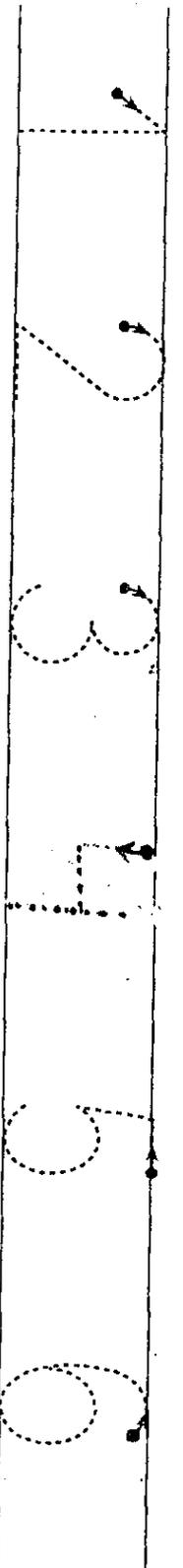
6 6 6 6 6 6 6

Colorea y rodea el número.

Repasa la grafía.

E.I. MAR DE ALBORÁN



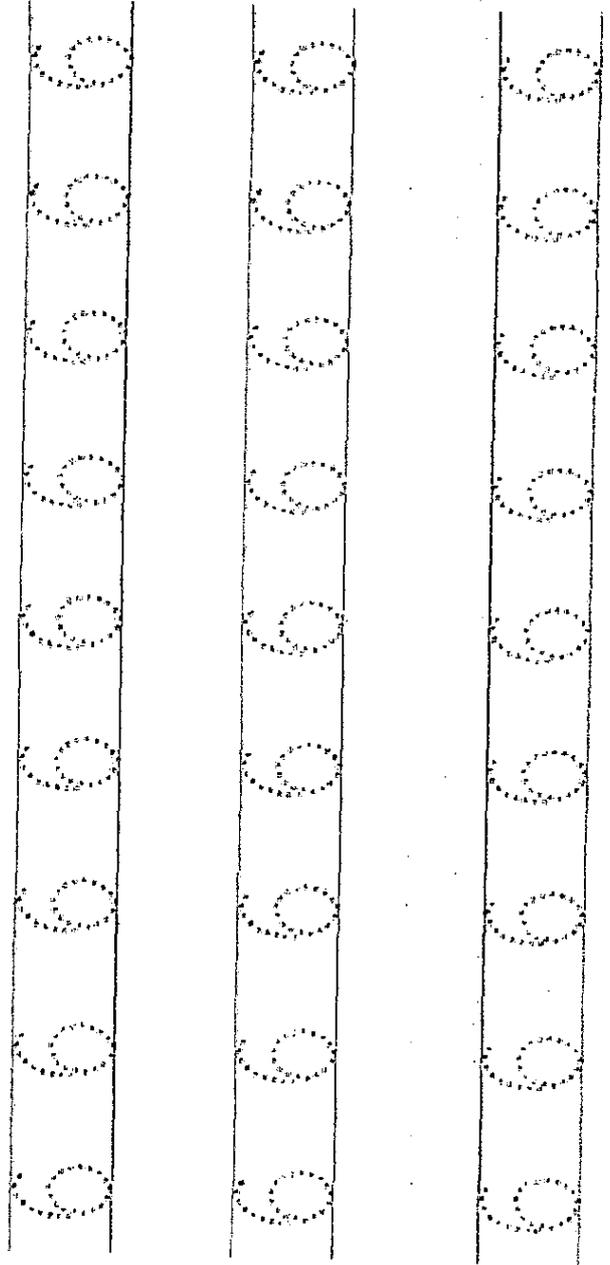
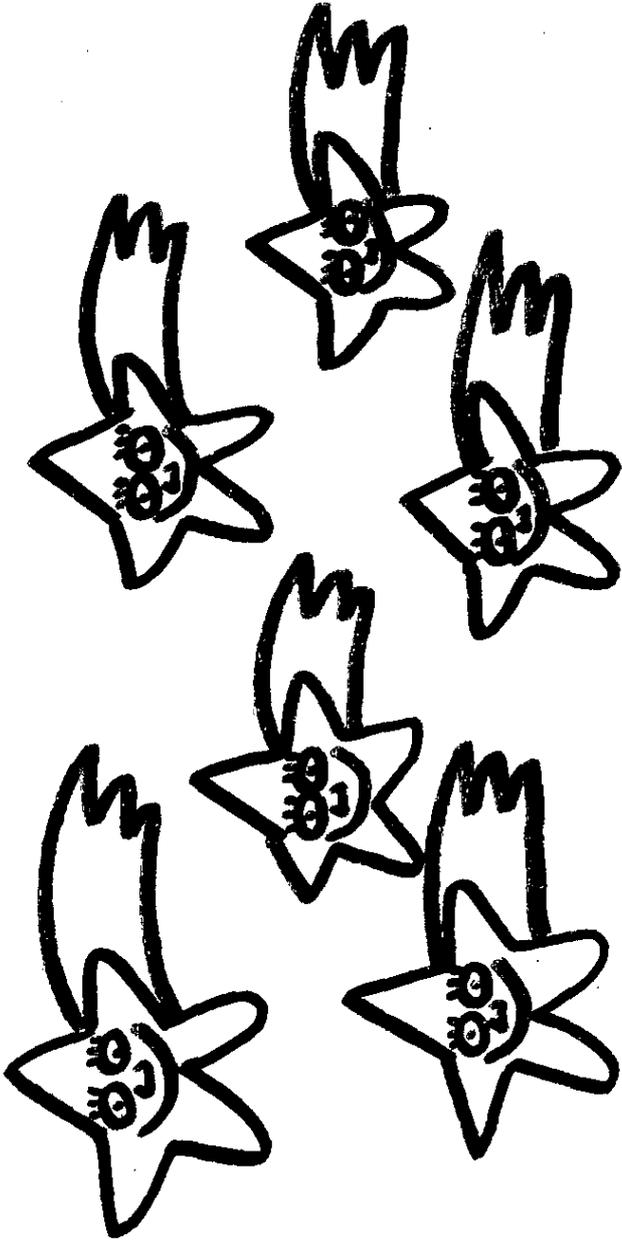
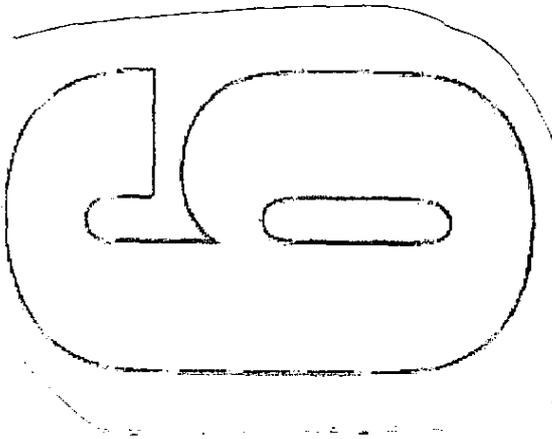


Repasa y escribe los números.

E.I. MAR DE ALBORÁN



Repasa y colorea.



* Redearn según el código:

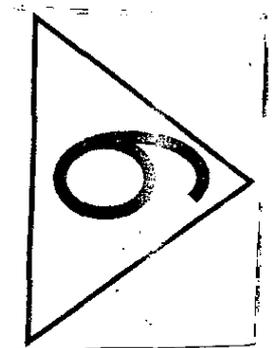
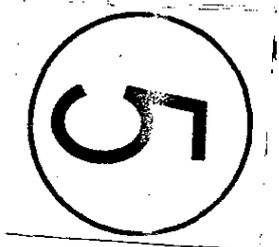
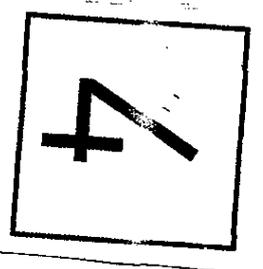
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E.E.I. MAR DE ALBORÁN



Busca y rodea.

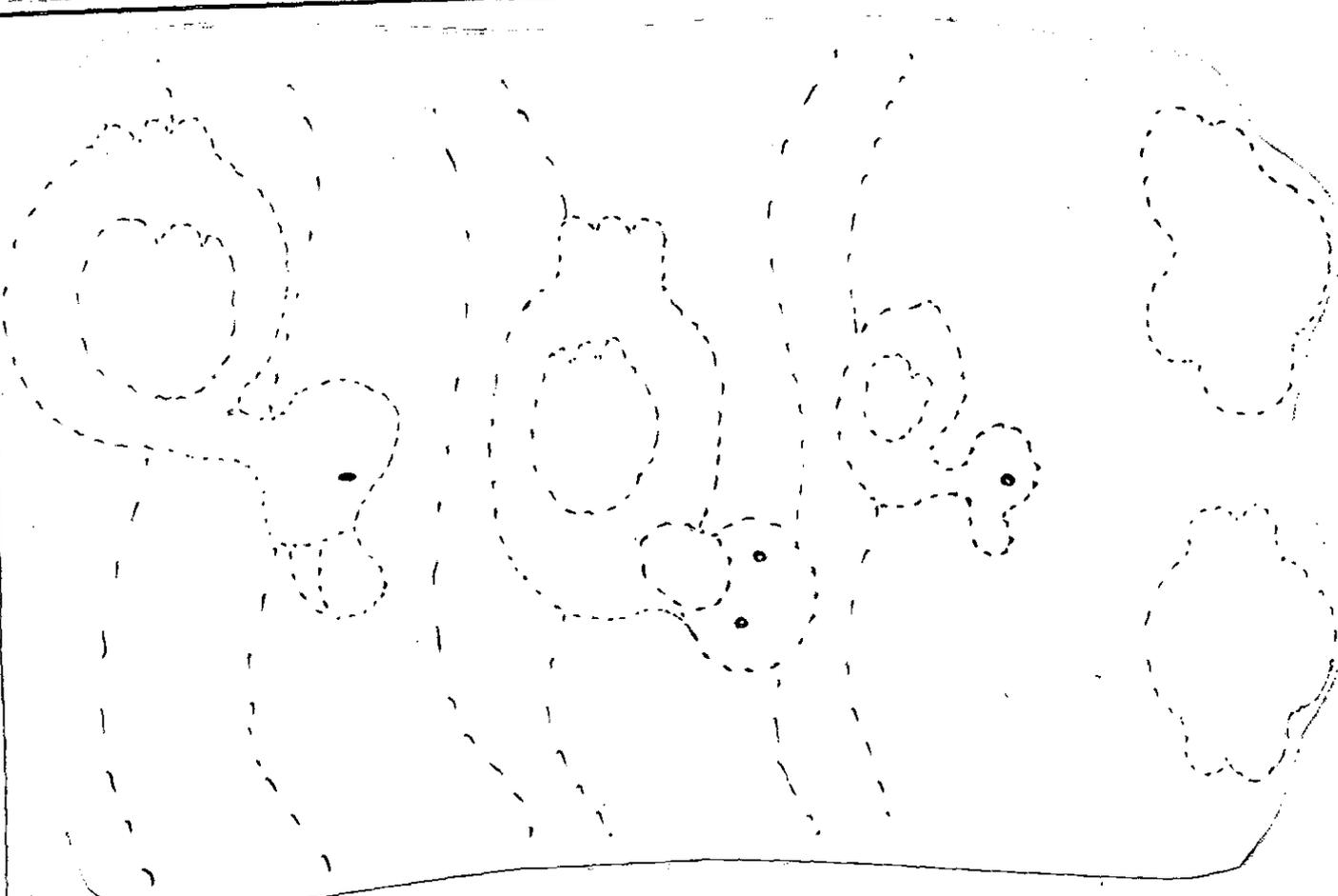
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Nadaban, nadaban

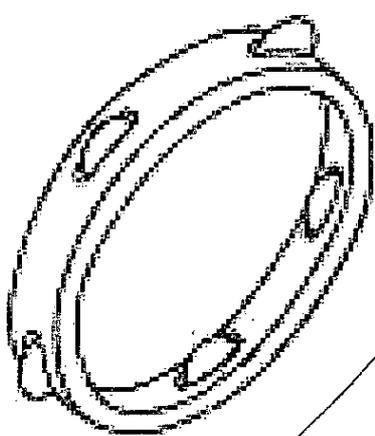
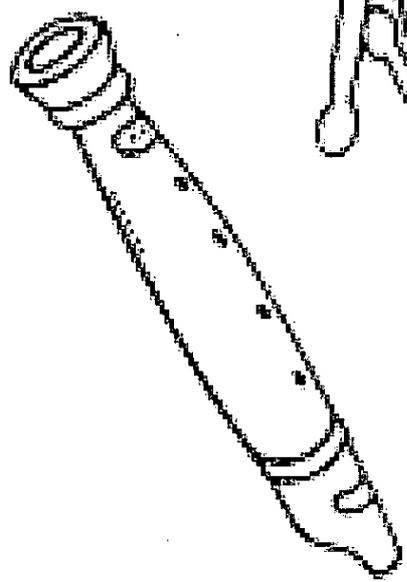
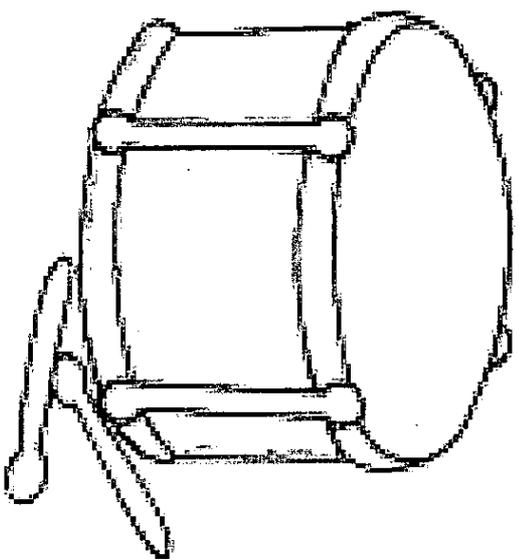
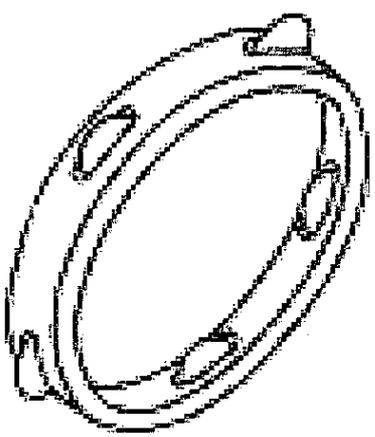
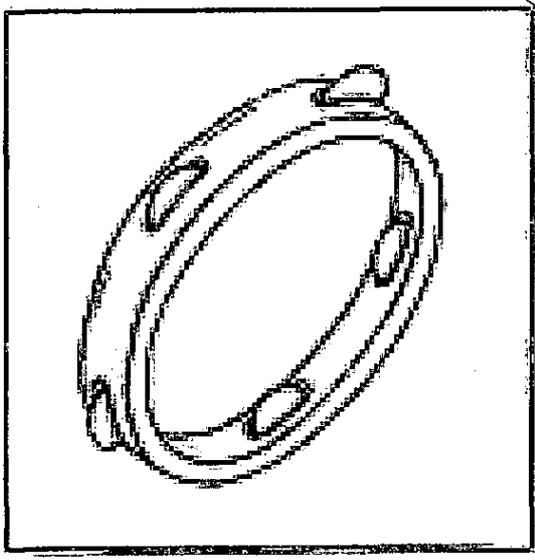
nadaban los patos

nadaban, nadaban

y no se mojaban



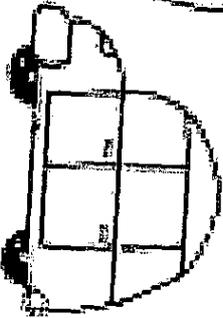
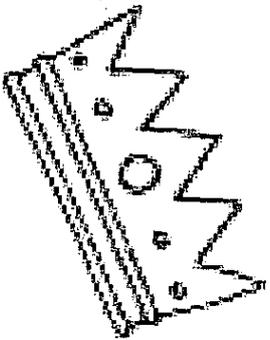
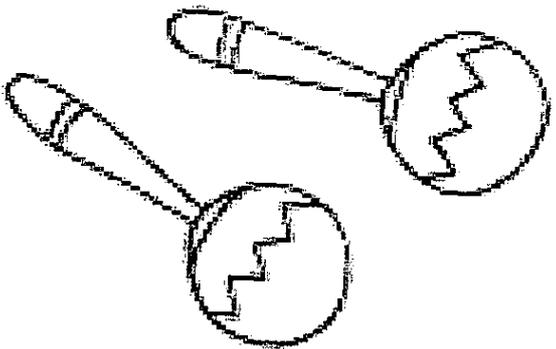
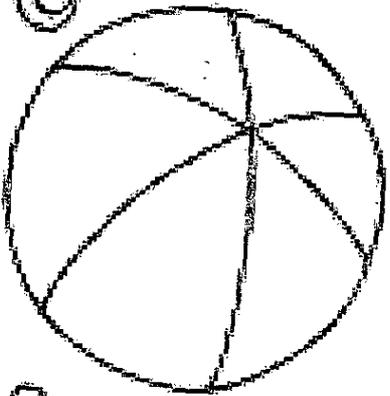
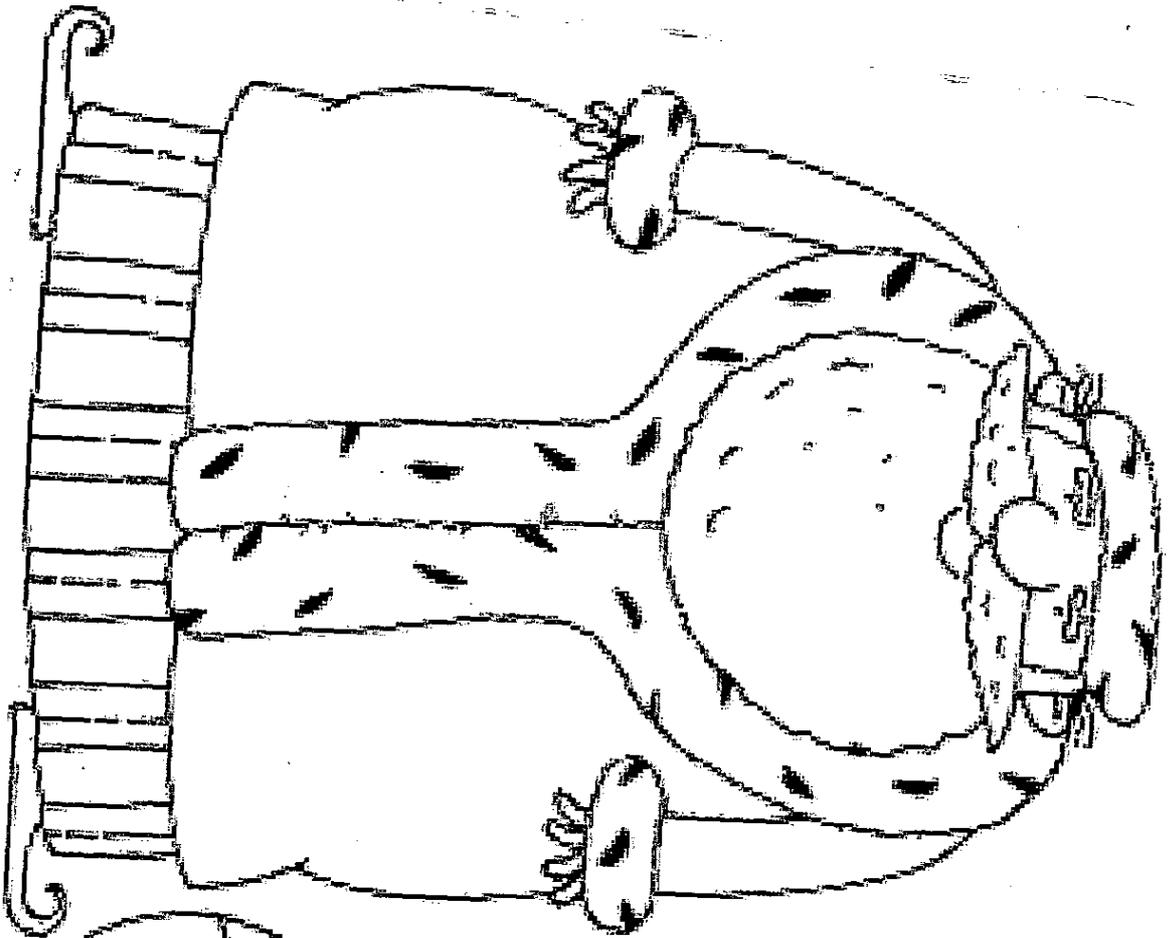
Colorea los instrumentos de música iguales al modelo.



E.E.I. MAR DE ALBORÁN

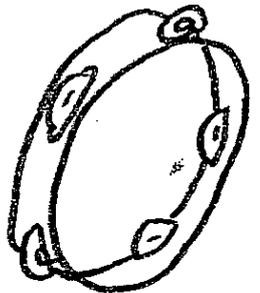
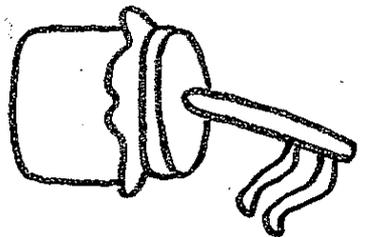
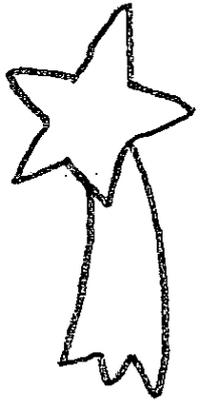
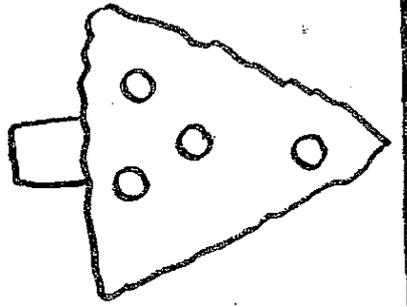


Colorea al Rey Mago. Rodea y colorea el objeto que
le falta.



E.I. MAR DE ALBORÁN

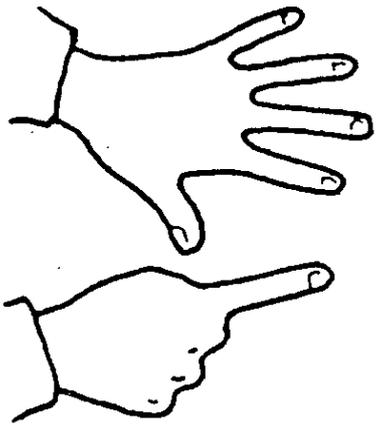
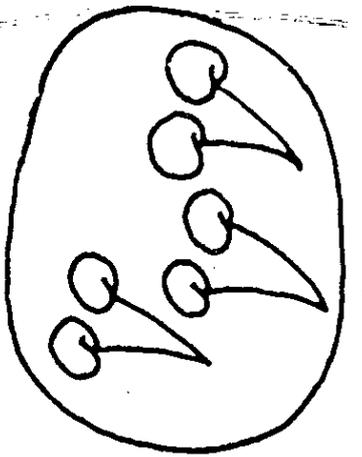




Colorea y dibuja donde corresponda.

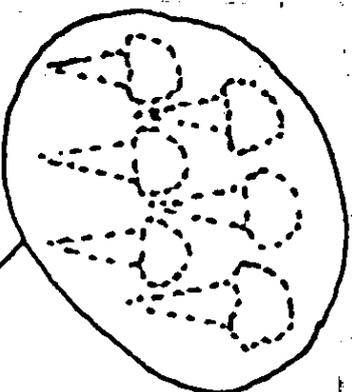
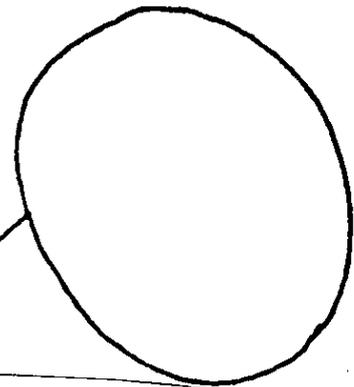
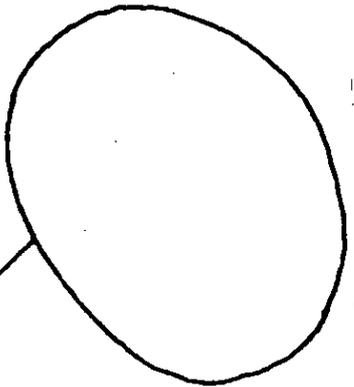
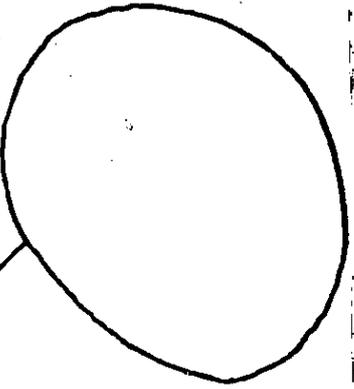
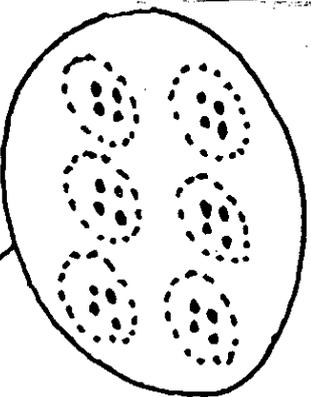
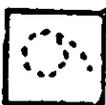
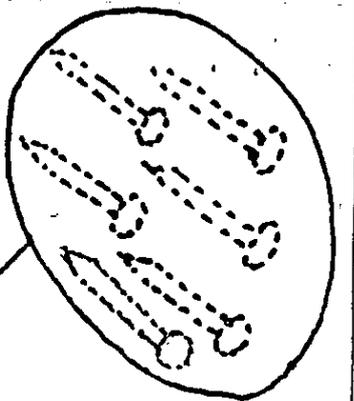
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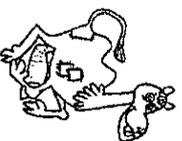


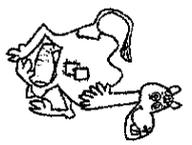
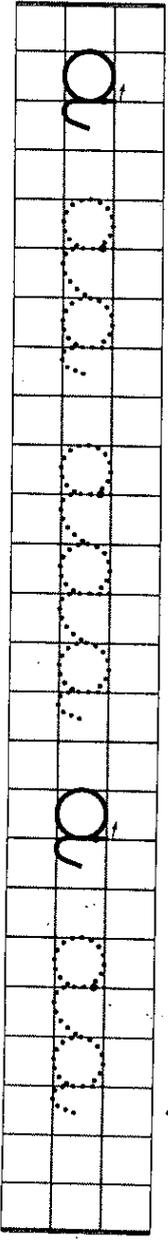
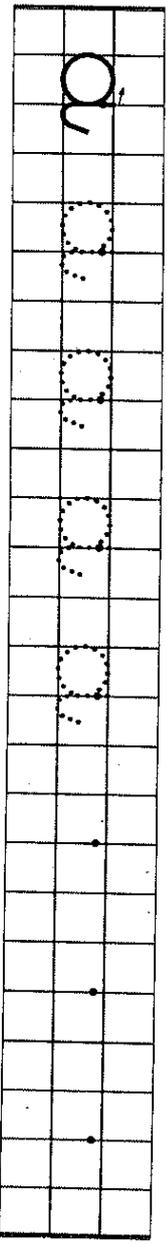
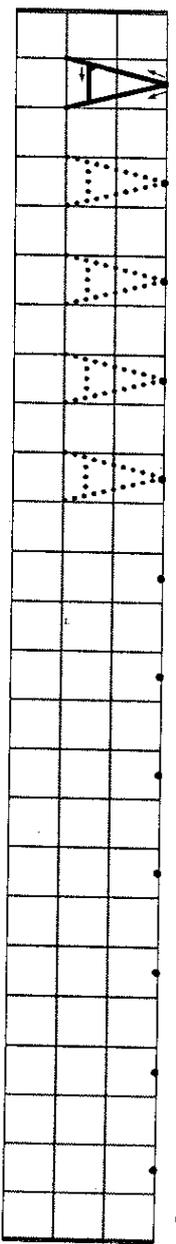
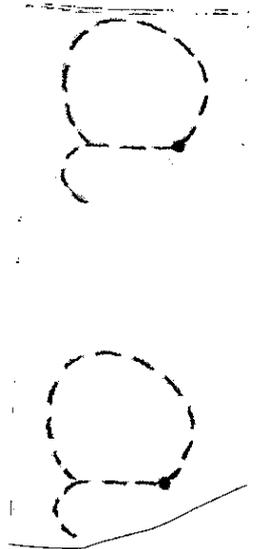
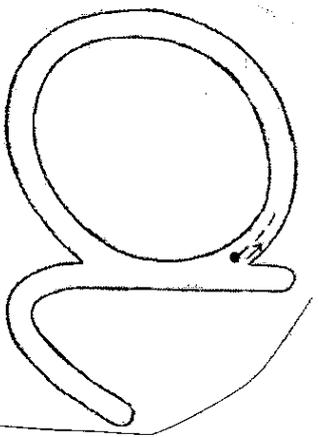
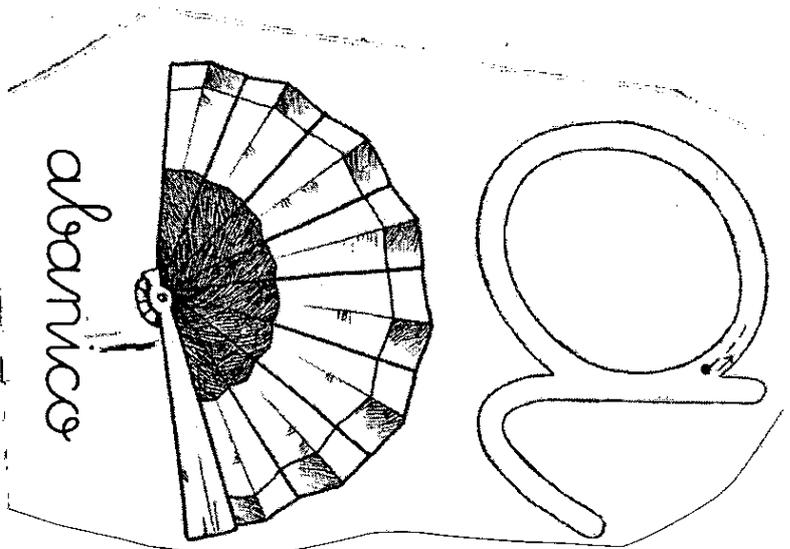
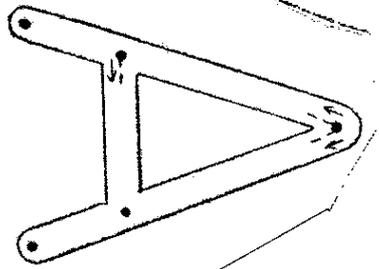
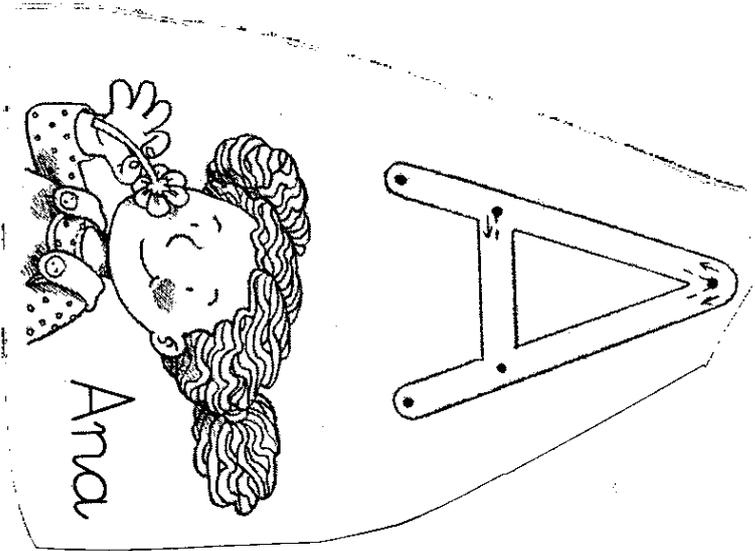
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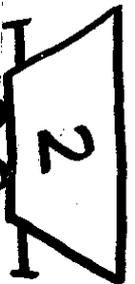
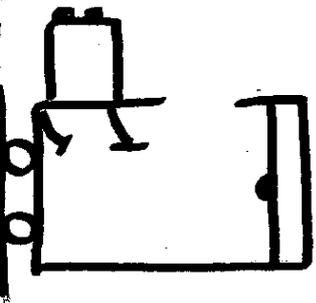
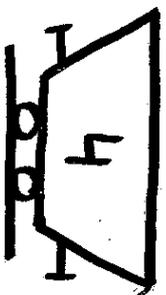
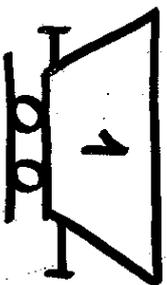
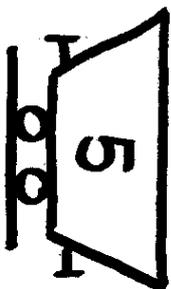
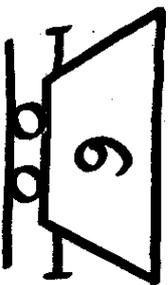
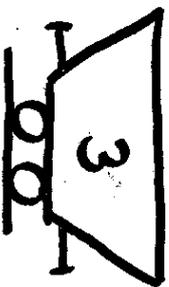
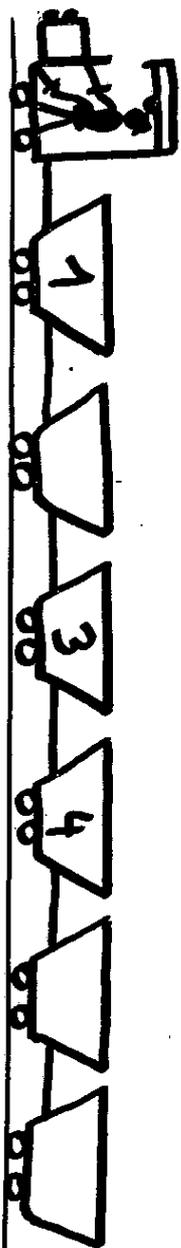
seis



● Repasar con el lápiz, o dibujar, los elementos que faltan en cada conjunto.



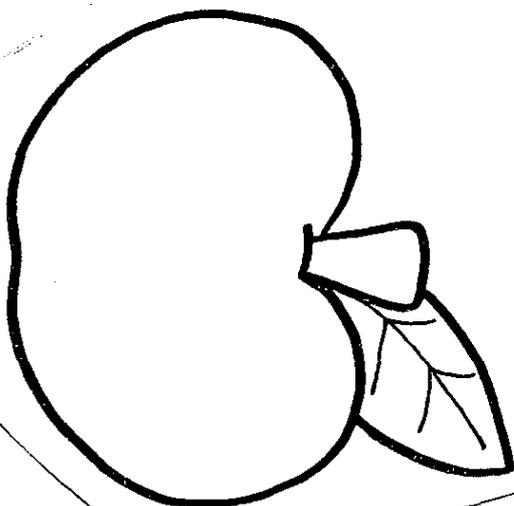
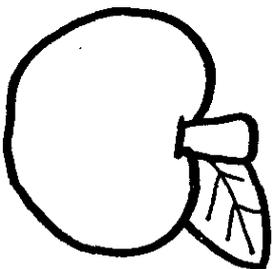
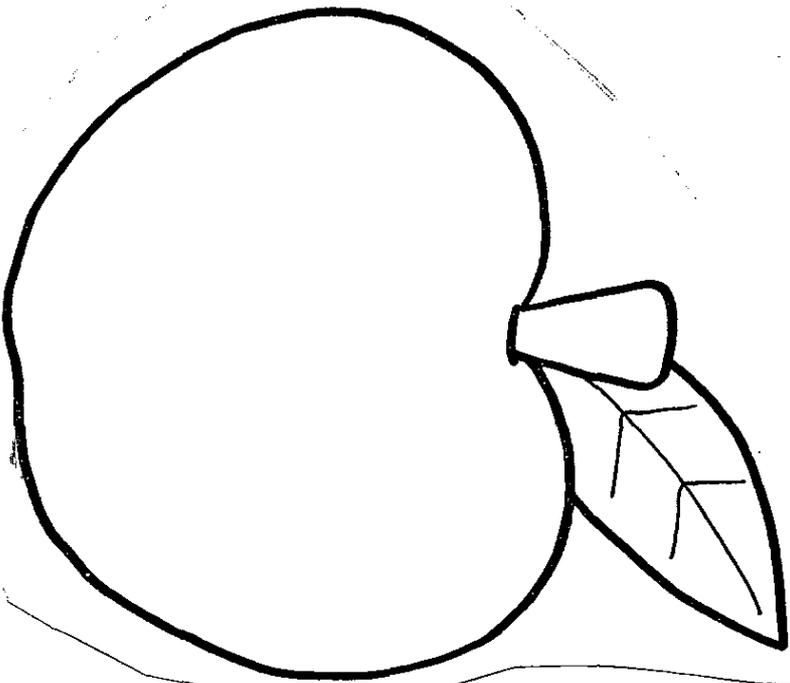




Completa y ordena los vagones.



Pinta la manzana grande, colorea
la pequeña y rodea la mediana.

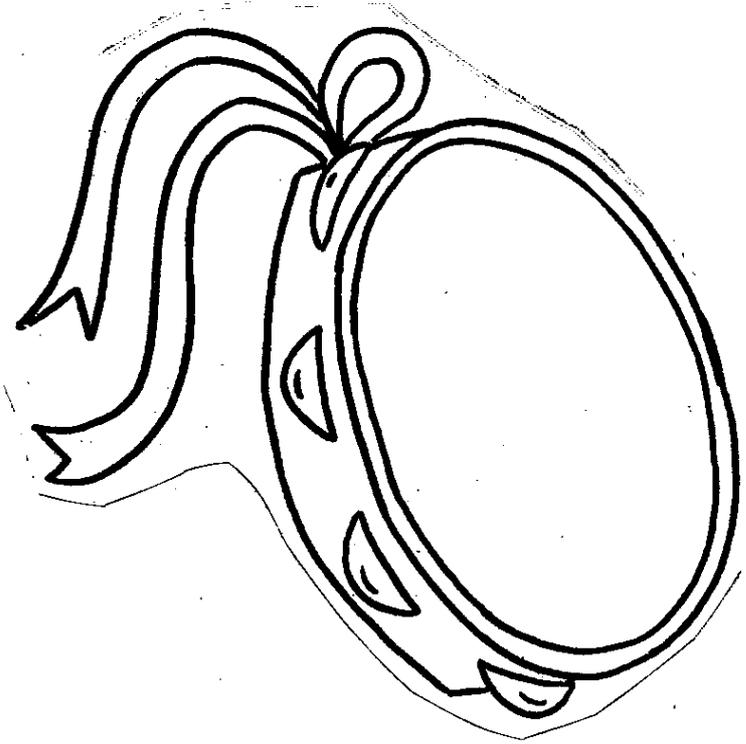


Concepto muchos-peces.

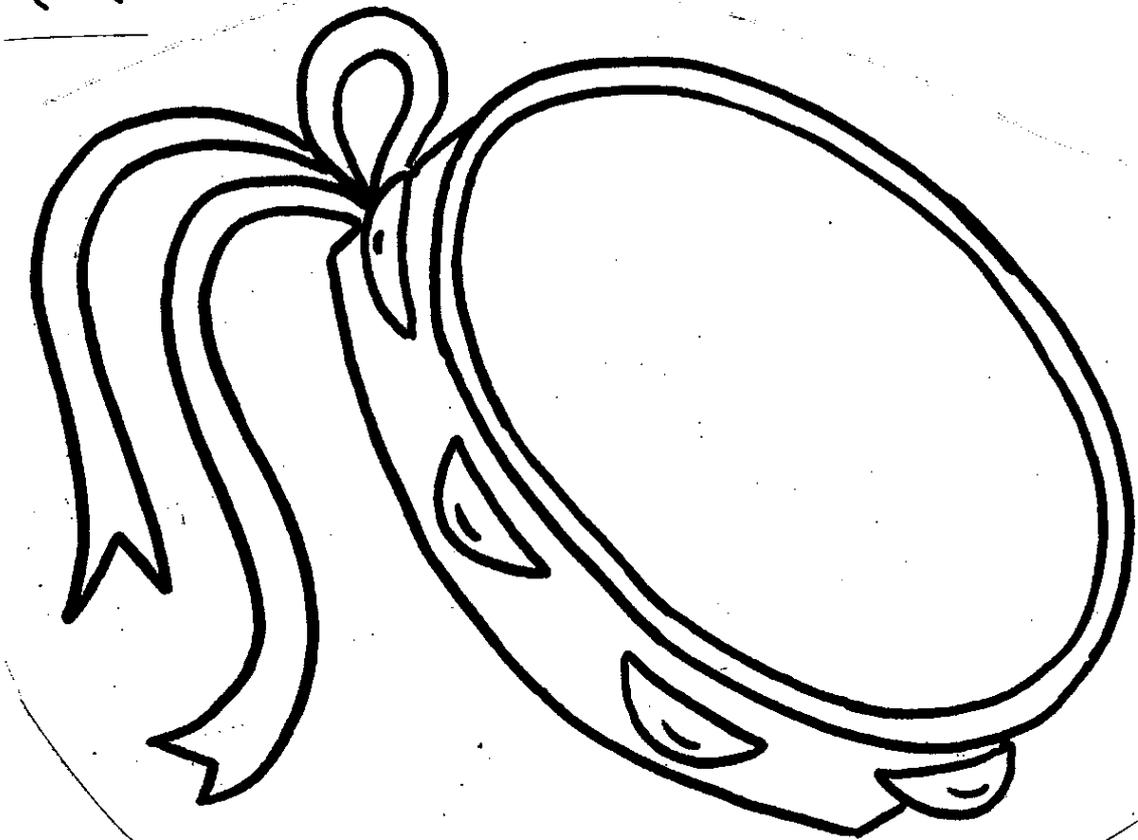


E.I. MAR DE ALBORÁN

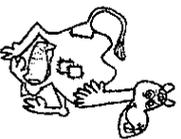




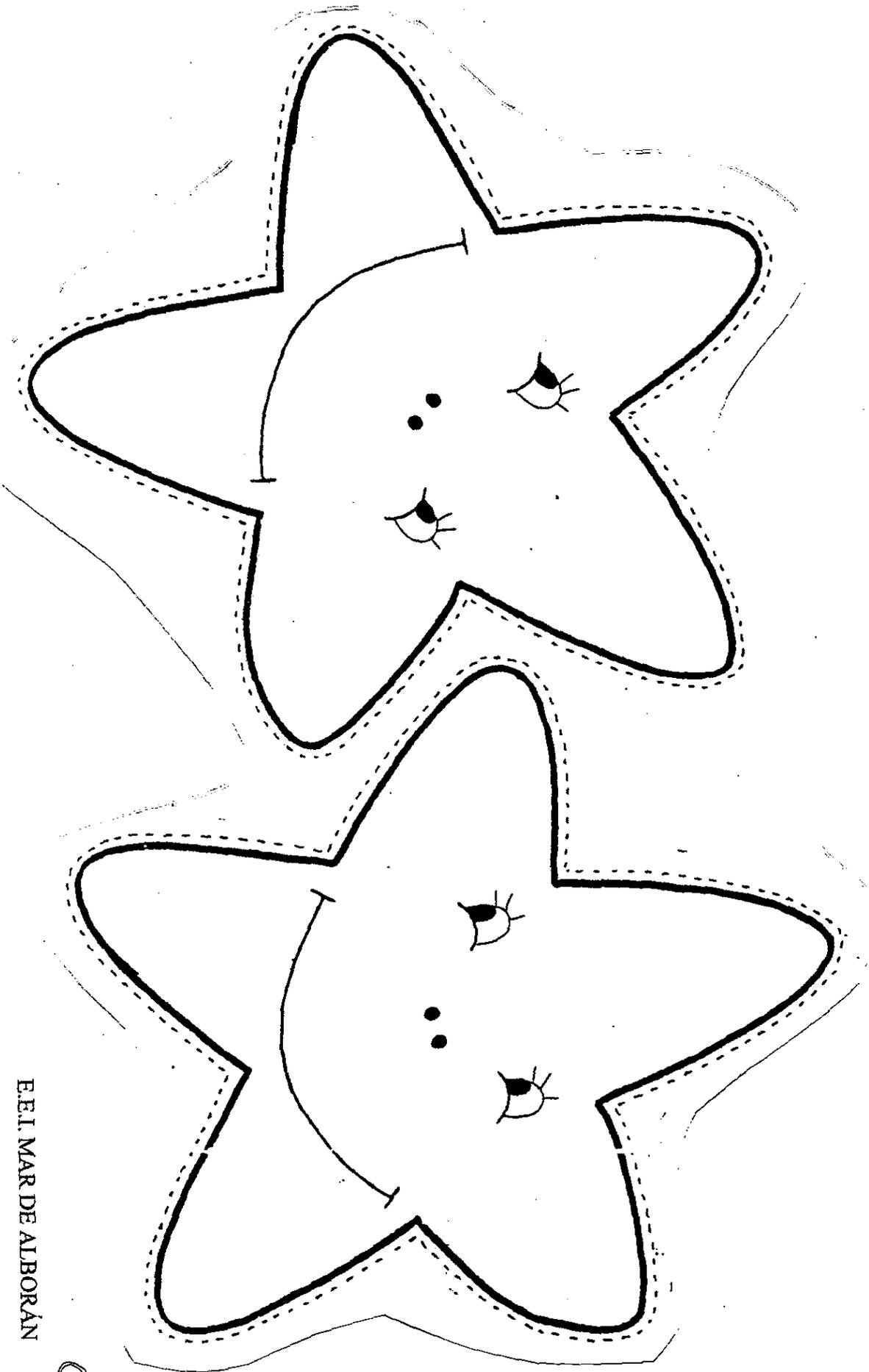
Colorea la pandereta pequeña y
decora la pandereta grande con
papelitos.



E.I. MAR DE ALBORÁN



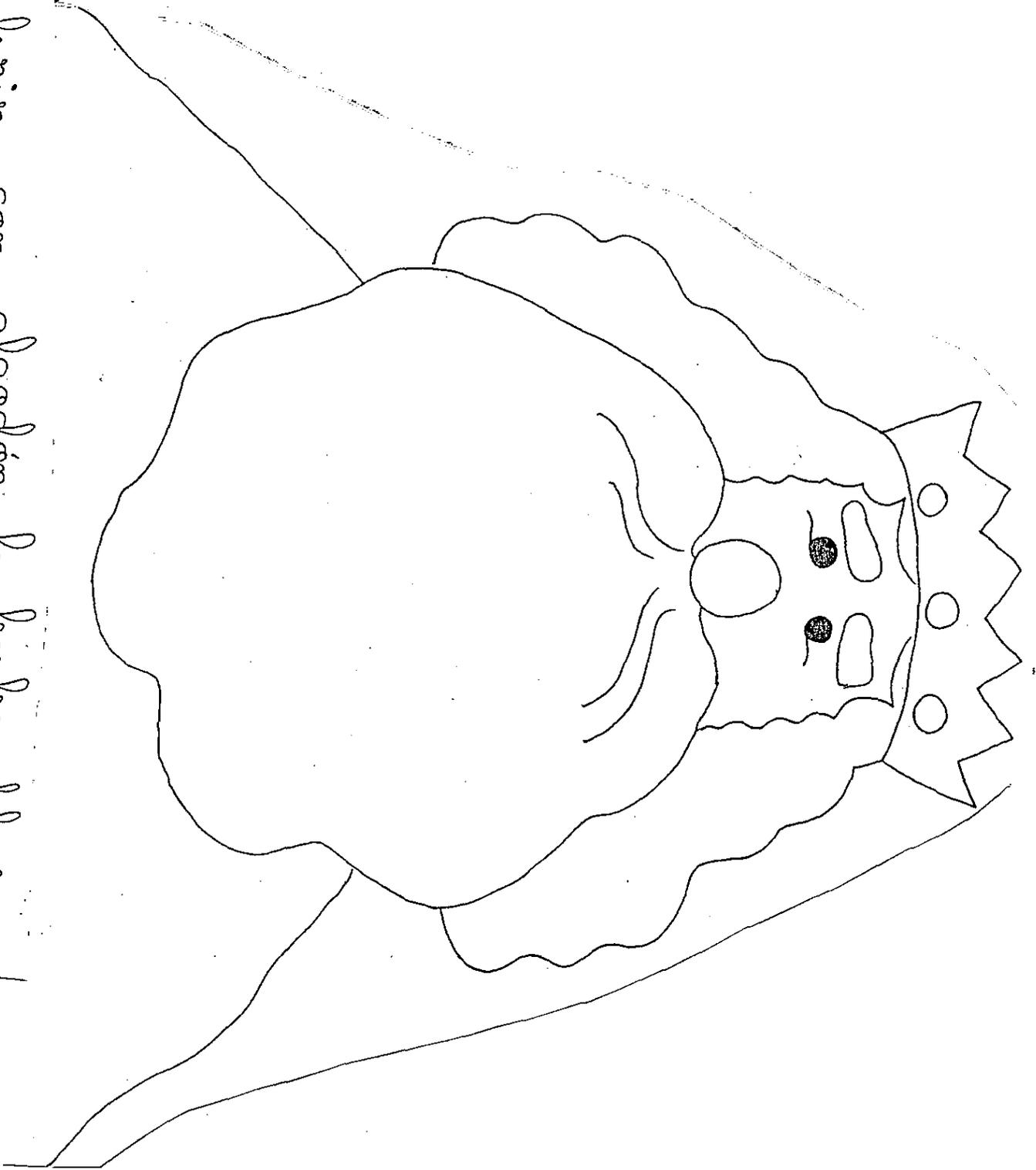
Pica y pega un papel brillante.



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Culbrin con algodón la barba del rey

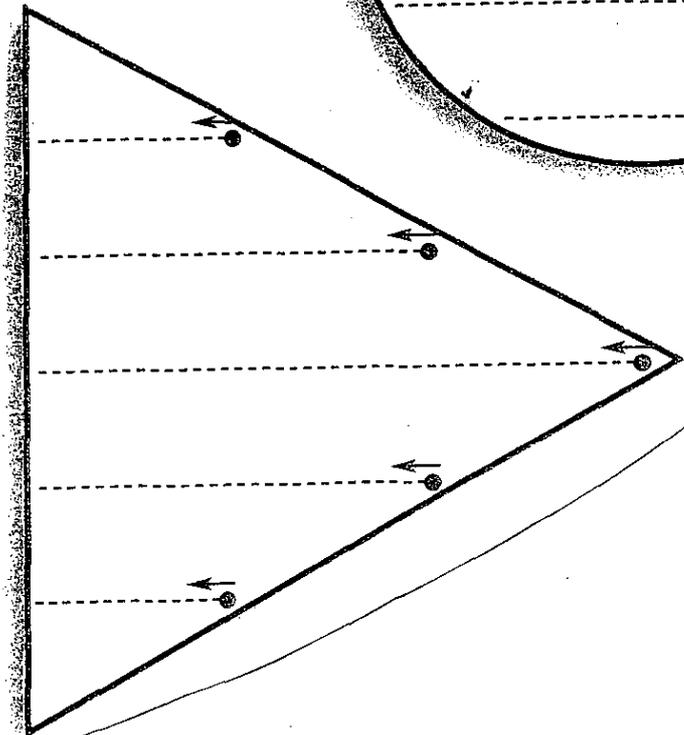
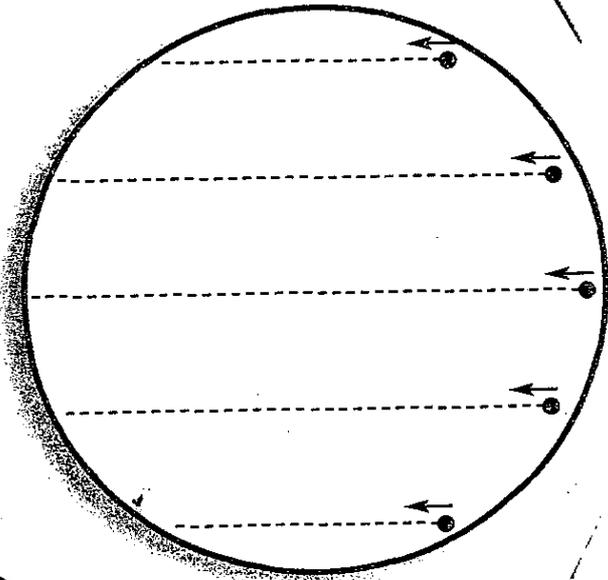
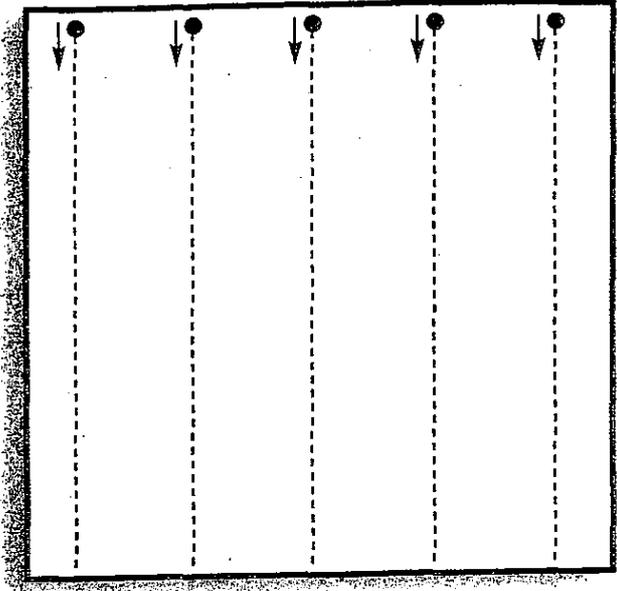


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Reseguir

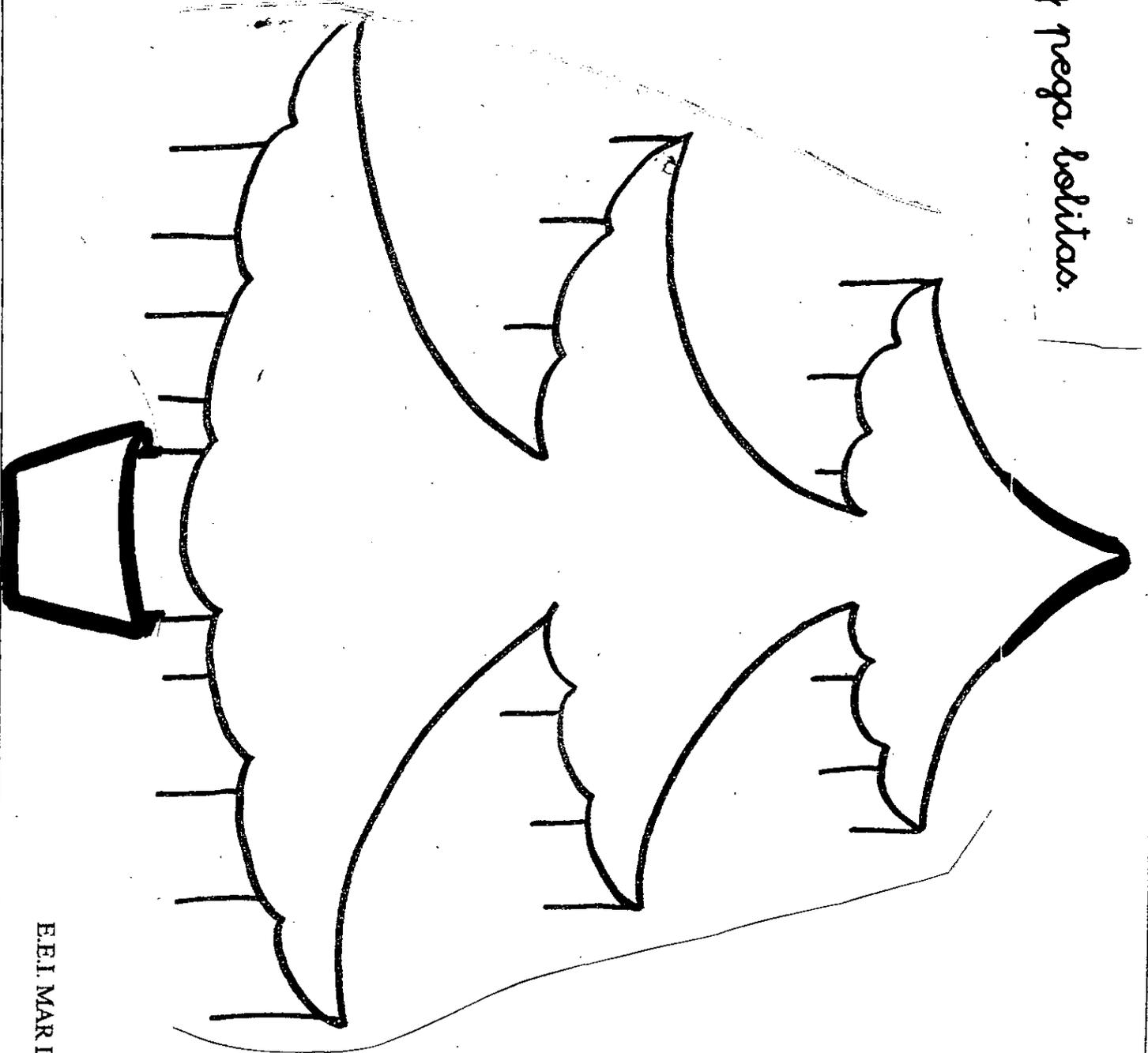
siguiendo las indicaciones que marcan las flechas.
Utilizar un instrumento de punta fina (rotulador, lápiz).



E. I. MAR DE ALBORÁN



Colorea y pega bolitas.

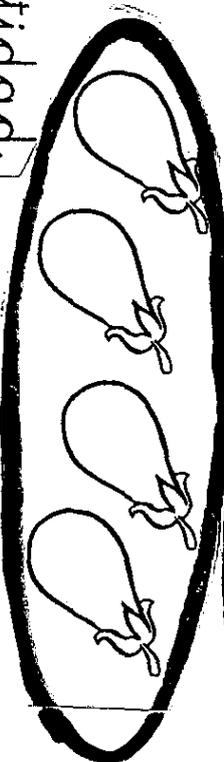
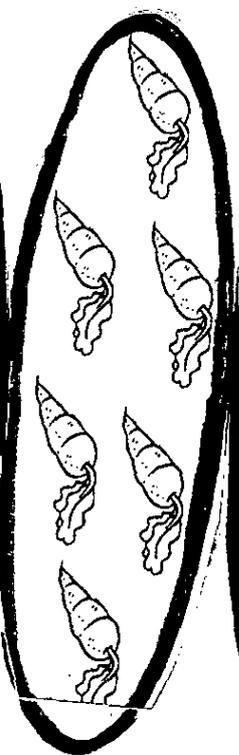
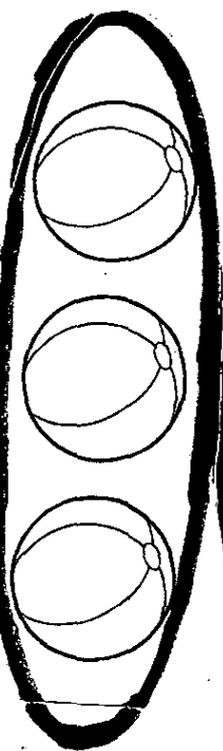
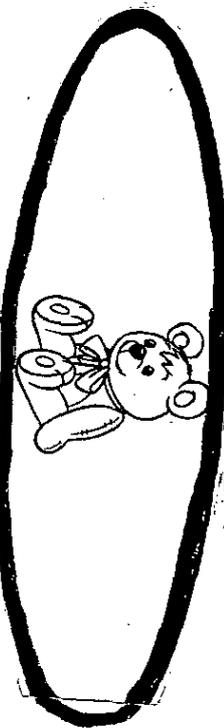
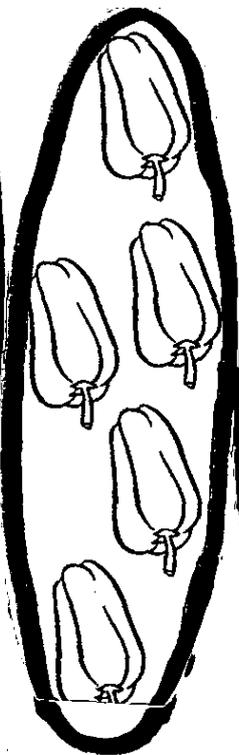
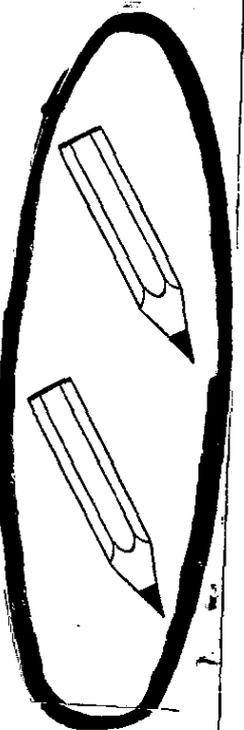


E.I. MAR DE ALBORÁN



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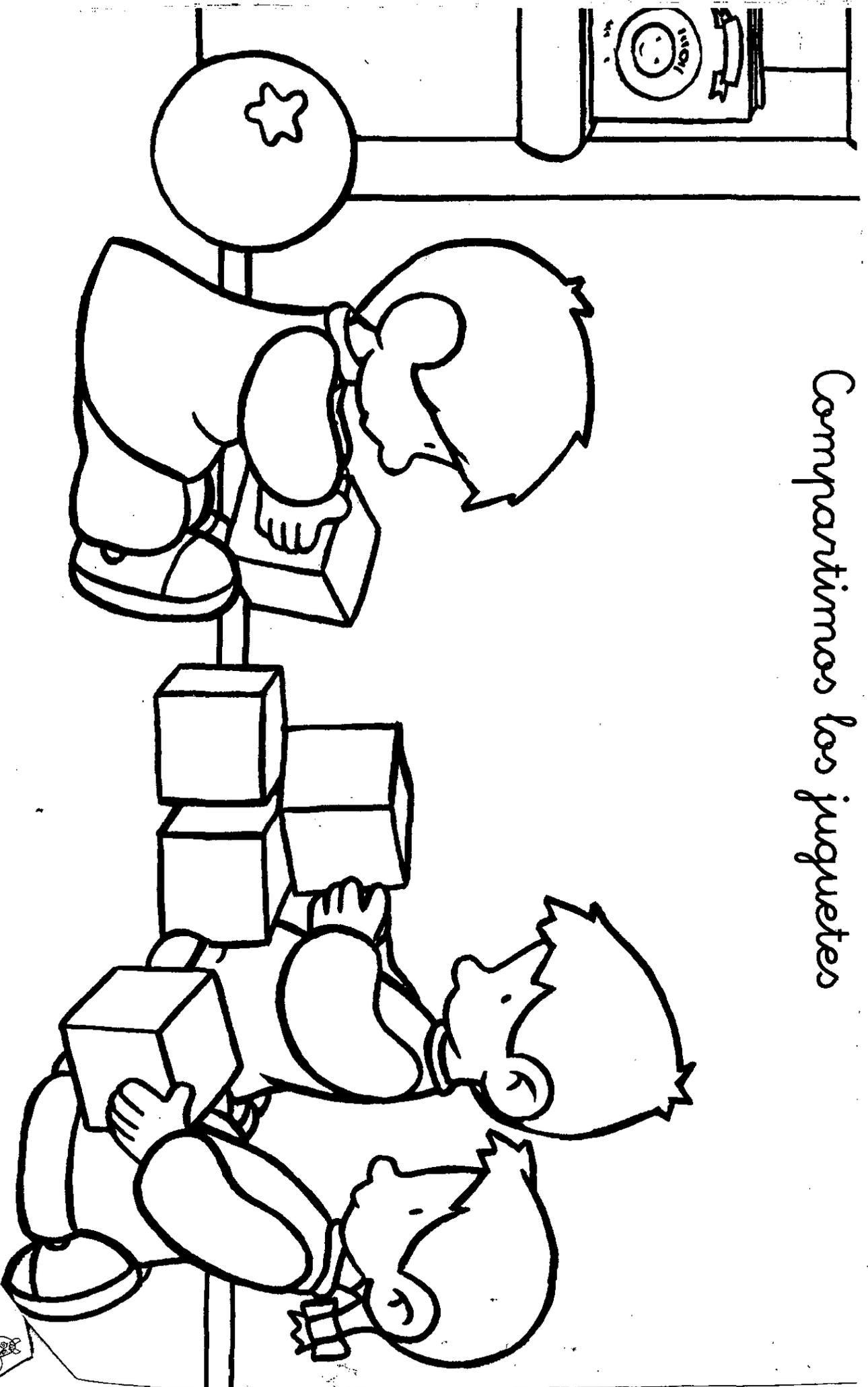
x Relacionar el número con la cantidad.



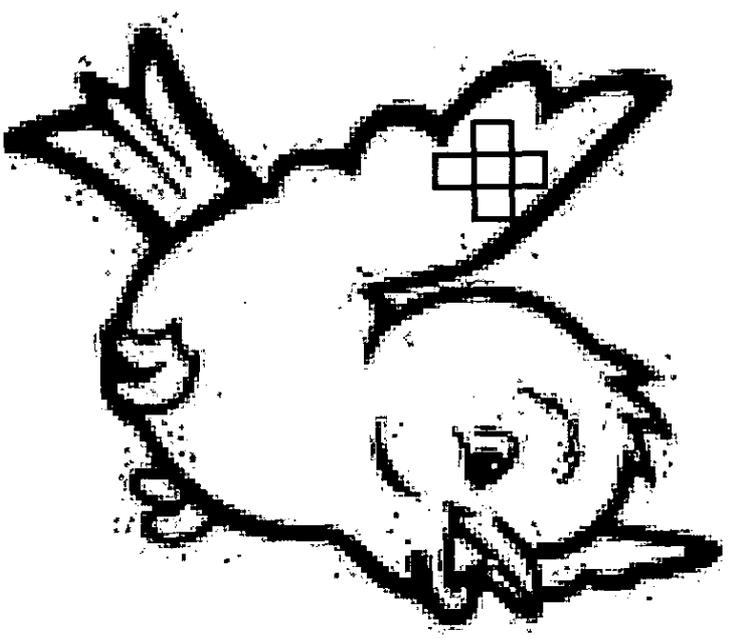
E.I. MAR DE ALBORÁN



Compartimos los juguetes



EL PAJARITO
HERIDO
Y EL BUEN
PINO



E.I. MAR DE ALBORÁN



Un día, hace mucho tiempo, cuando se marchaba el calor y llegaba el otoño, los pajaritos marchaban al sur donde vivirían hasta la primavera.

Pero un pajarito, que tenía un ala rota, no podía volar y no sabía que hacer.

Miraba por todas partes para ver si encontraba un agujerito abrigado y caliente, cuando vio los hermosos árboles del bosque.

- Quizás los árboles me abrigaran durante el otoño- pensó.

Fue saltando como pudo hasta la orilla del bosque. El primer árbol que encontró fue un olmo con el vestido de plata.

- Buen olmo- dijo el pajarito - ¿Quieres dejarme vivir en tus ramas hasta la primavera?
- ¡Ah, que gracioso! Ya tengo bastante con cuidar de mis hojas. ¡Vete vete de aquí!

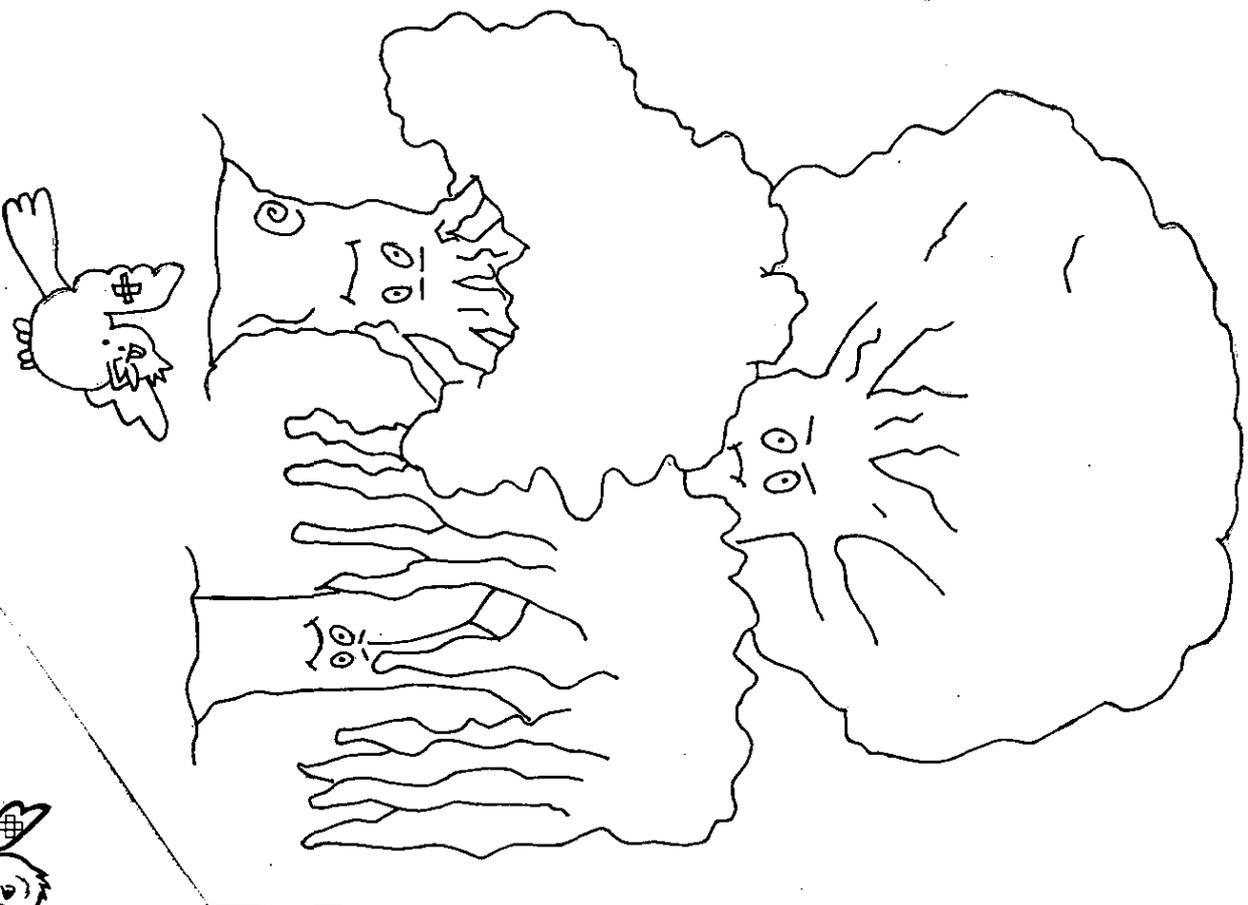
El pobre pajarito saltó de nuevo con su ala rota hasta el árbol siguiente. Era una hermosa encina.

- Gran encina- dijo el pajarito- ¿Quieres dejarme vivir en tus ramas hasta la primavera?
- Vaya pregunta- dijo la encina -- si te dejo vivir en mis ramas picotearas todas mis bellotas ¡Vete vete de aquí!

El pobre pajarito saltó de nuevo lo mejor que pudo con su ala rota hasta que llegó cerca del gran sauce que crecía al borde del río.

- Buen sauce- dijo el pajarito - ¿Quieres dejarme vivir en tus ramas hasta la primavera?
- No de ningún modo- dijo el sauce -- Yo no hospedo nunca a extraños ¡Vete vete de aquí!

El pobre pajarito no sabía a quien dirigirse, pero continuaba saltando lo mejor que podía, con su ala rota.



Pronto el pino le vio y le dijo:

- ¿Dónde vas pajarito?
- No lo se – dijo el pajarito – Los árboles no quieren prestarme abrigo y yo no puedo volar con mi ala rota.
- Ven a mi casa- dijo el pino – Elige la rama que mas te guste. Espera, yo creo que en este lado hace mas calor.
- ¡ohh gracias, gracias!- dijo el pajarito -¿Pero me podré quedar en ella todo el otoño?
- Claro que si, asi me harás compañía.

El abeto vivía cerca de su primo el pino y cuando vio al pajarito que saltaba sobre las ramas del pino dijo:

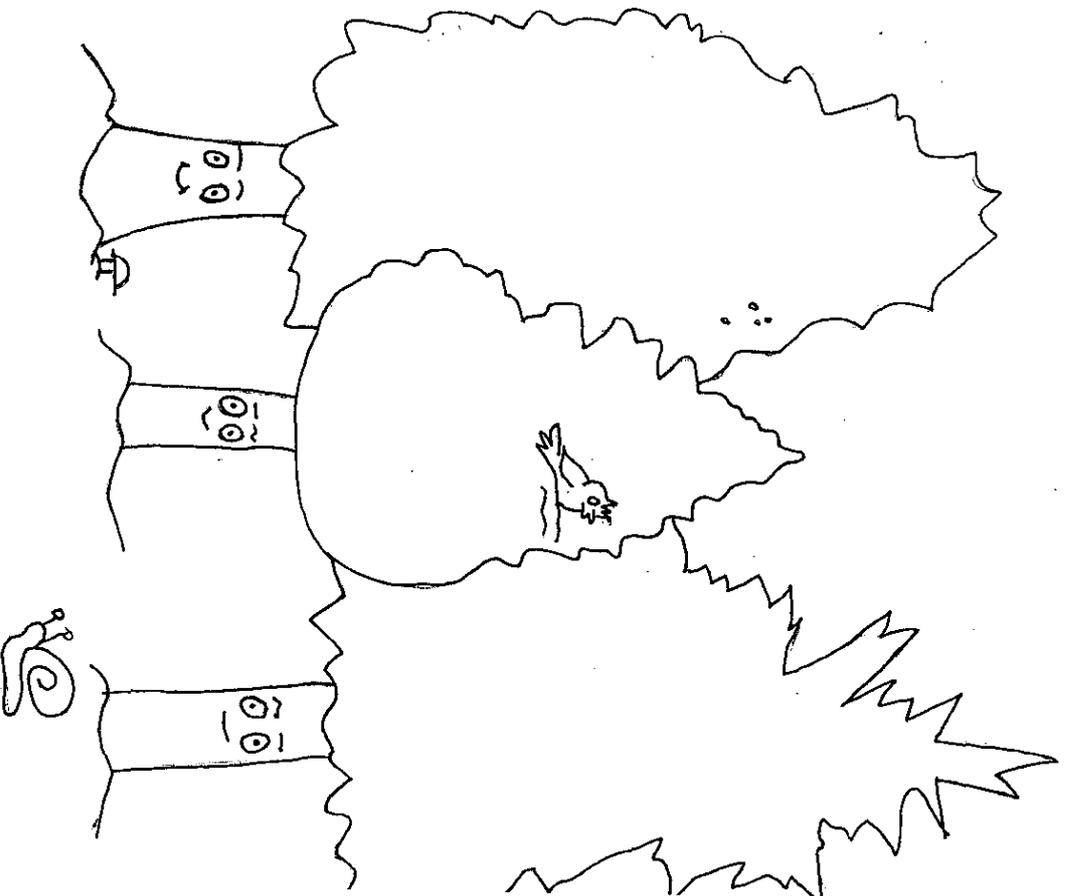
- Mis ramas son muy frondosas y puedo protegerte del viento porque soy grande y fuerte.

Así el pajarito se preparó un rincón bien abrigado en la rama del pino y el abeto lo protegía del viento.

Cuando el enebro los vio dijo:

- Yo le daré al pajarito para que se alimenten mis bayas negras.

Las bayas del enebro son muy buenas para los pajaritos. Nuestro amiguito se encontraba muy contento en su alegre habitación, bien caliente y abrigado del viento, y todos los días desayunaba en el enebro.



Los otros árboles vieron todo esto y comentaron:

- Yo no querría prestar mis ramas a un pájaro que no conozco- dijo el olmo.
- Yo hubiera tenido miedo de perder mis bellotas- dijo la encina
- Yo no hablo jamás con extraños- dijo el sauce.

Esa misma noche el viento del norte vino a jugar al bosque. Y sopló sobre las hojas con su aire helado y cada hoja que el soplabla caía a tierra.

- ¿Puedo jugar con todos los árboles quitándoles las hojas?- Preguntó a su padre, el rey de la escarcha.
- No- dijo el rey – Los árboles que han sido buenos con el pajarito enfermo pueden conservar sus hojas hasta que les nazcan otras nuevas.

El viento del norte dejó tranquilas las hojas del pino, el abeto y el enebro, mientras que los otros árboles, por no ser buenos con el pajarito, las perdieron.

Y desde entonces, en el otoño, siempre conservan sus hojas el pino, el abeto y el enebro, y los otros árboles las pierden.

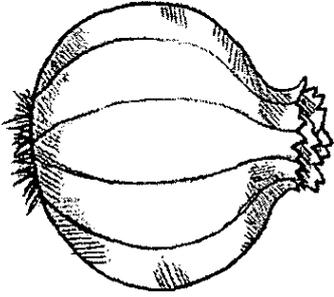
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ACABADO



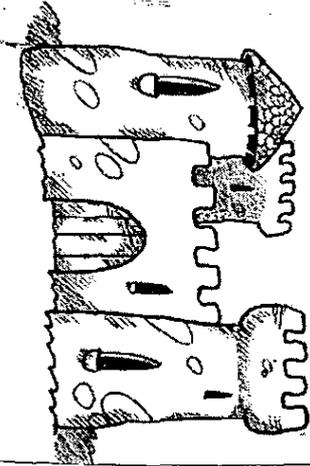
— 9 — 0 —

- Completar las palabras escribiendo la letra o.
- Identificar la posición que ocupa la letra o dentro de cada palabra: al principio; en medio; al final.

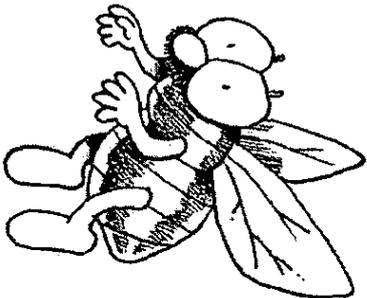
- Colorear de rojo los elementos que tengan la letra o al principio de la palabra.



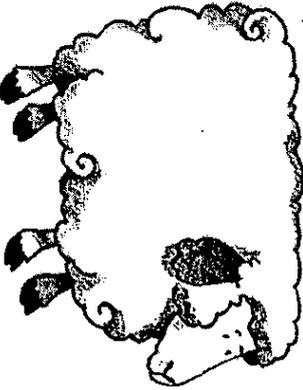
celo lo



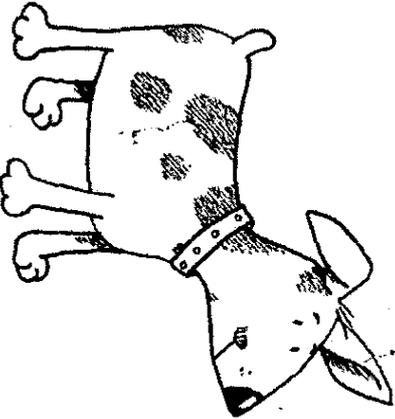
castlo



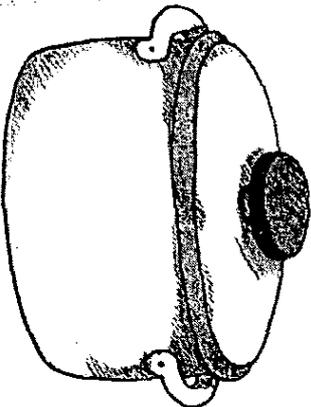
mucha



— lo —



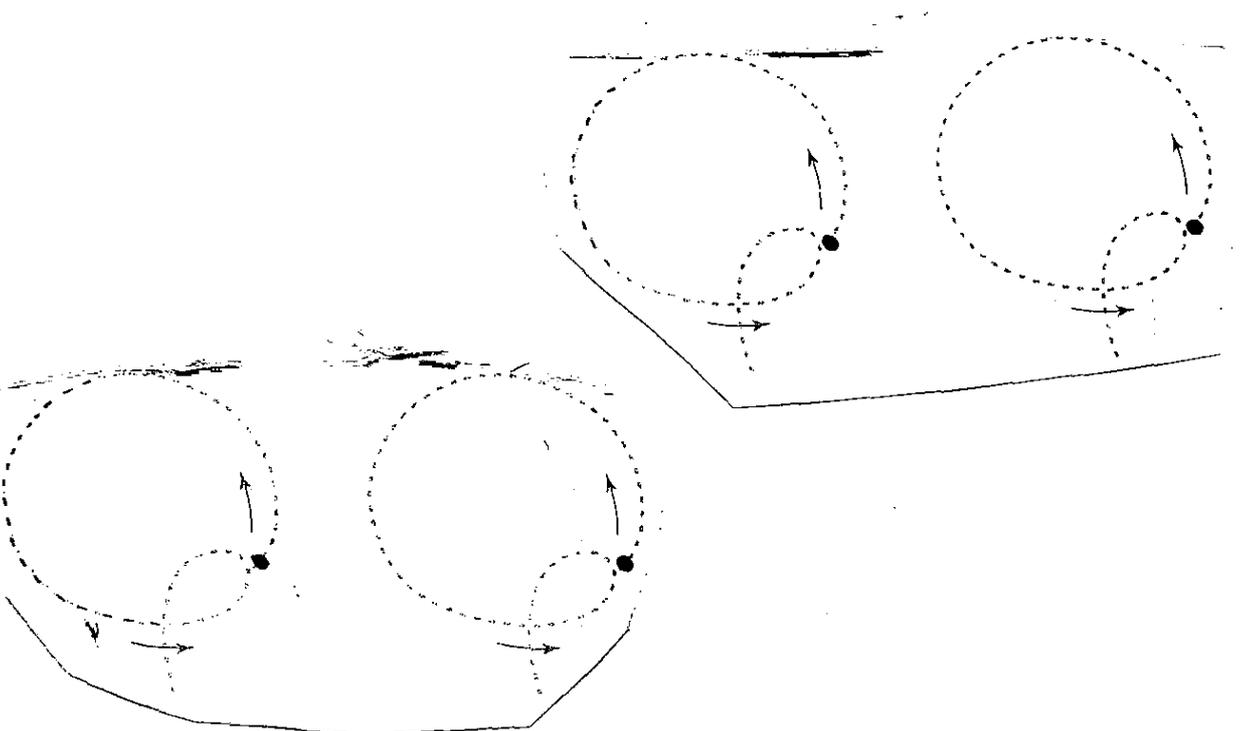
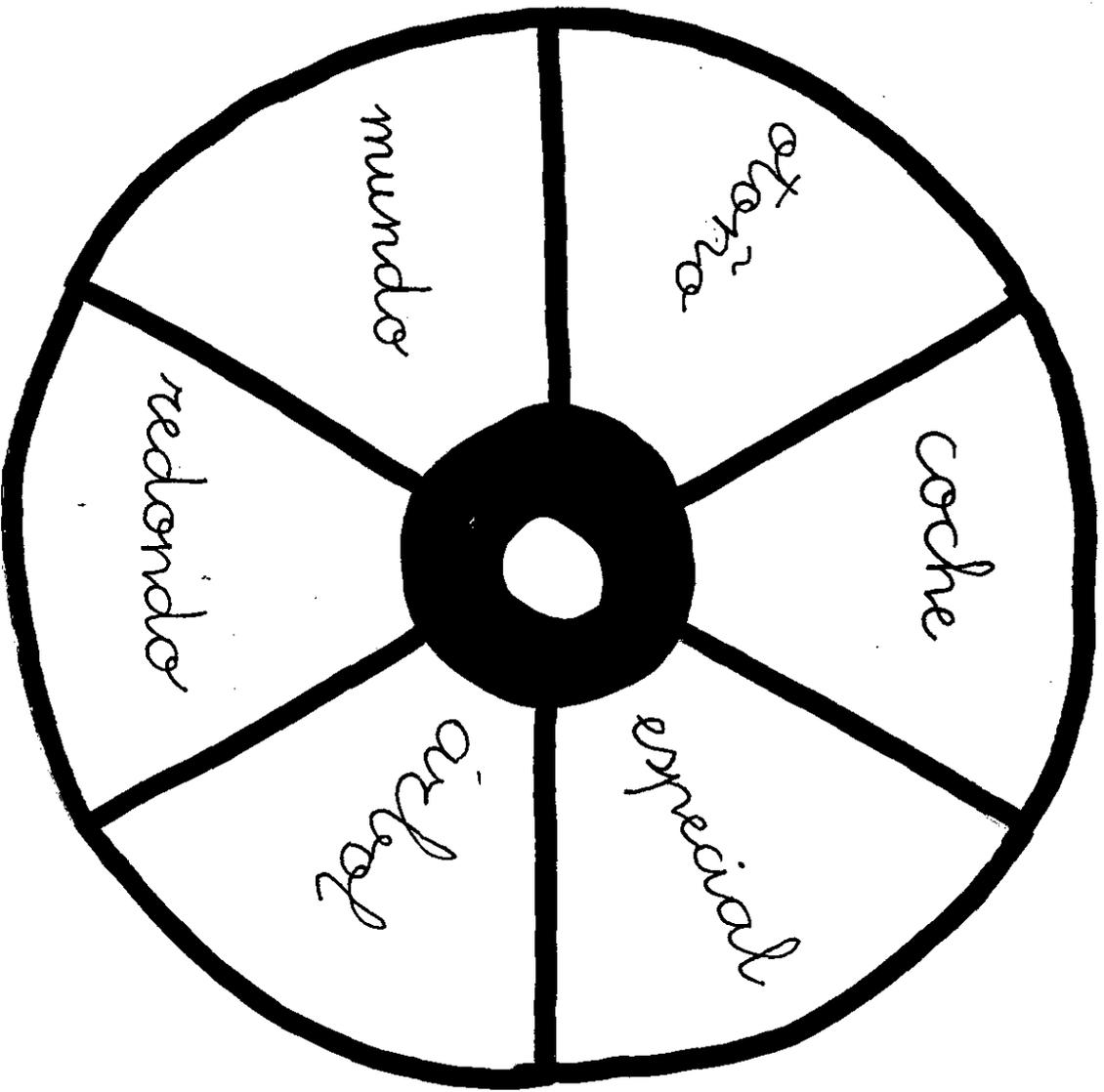
pero



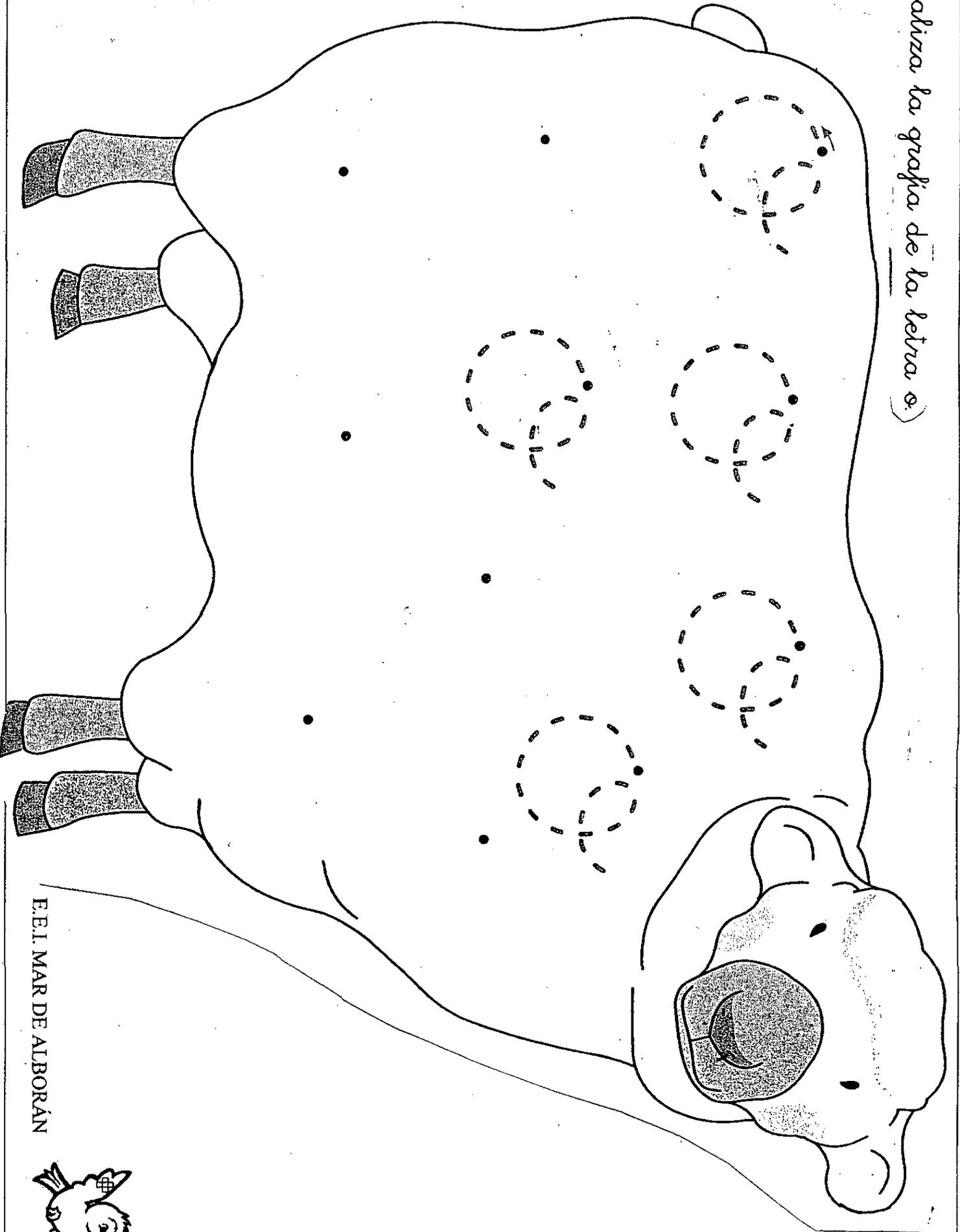
— lo —



★ Colorear los espacios donde hay palabras que tienen la letra **o**.



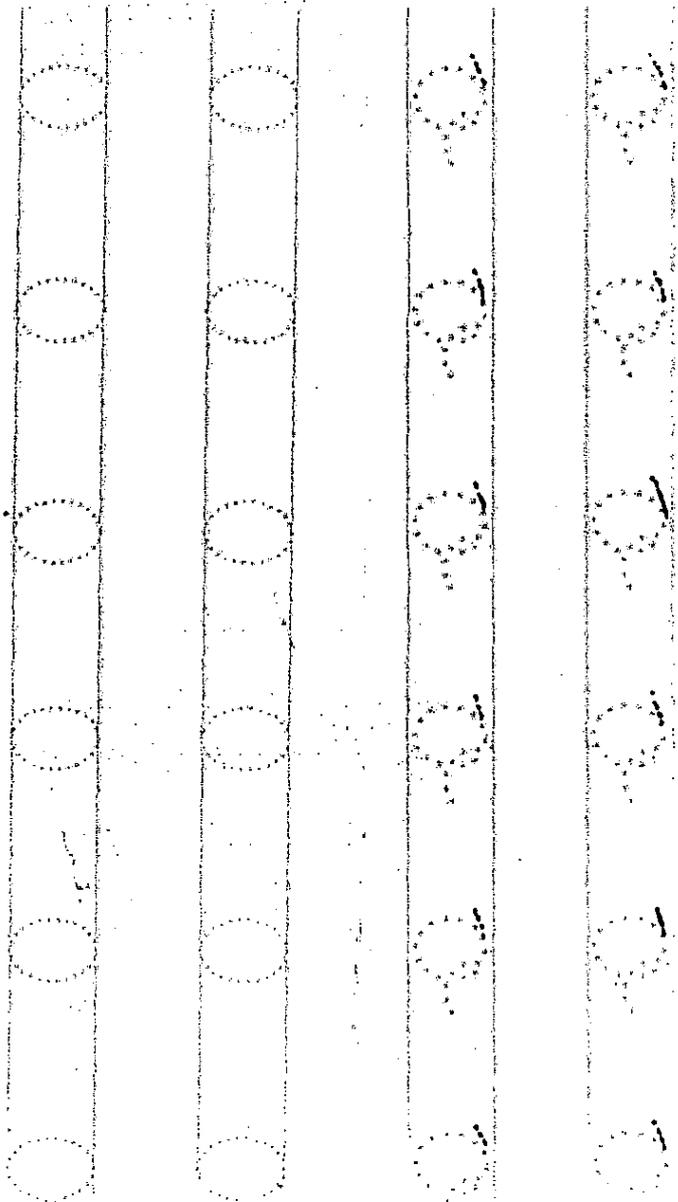
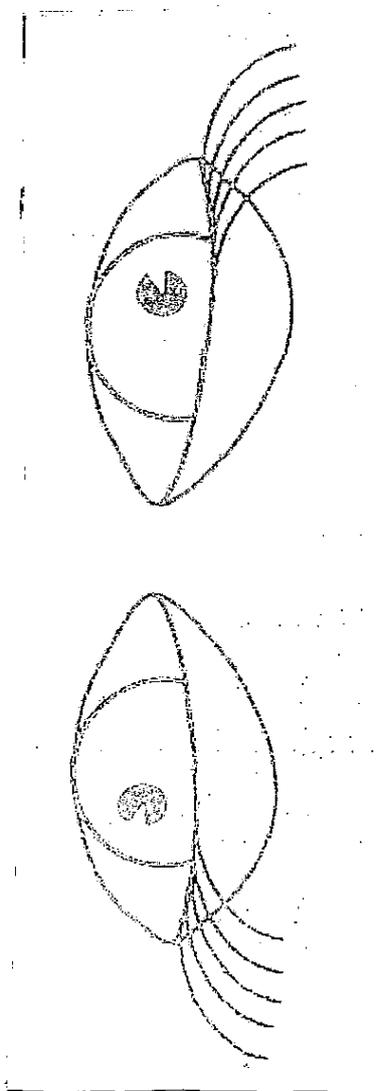
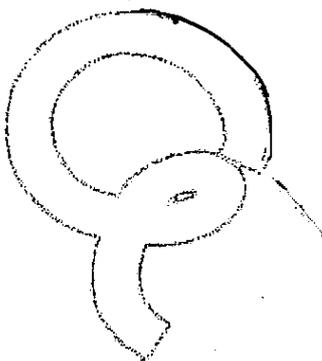
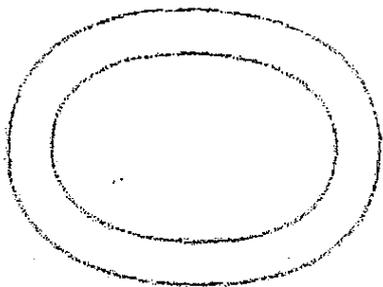
Realiza la grafía de la letra s.)



E.I. MAR DE ALBORÁN



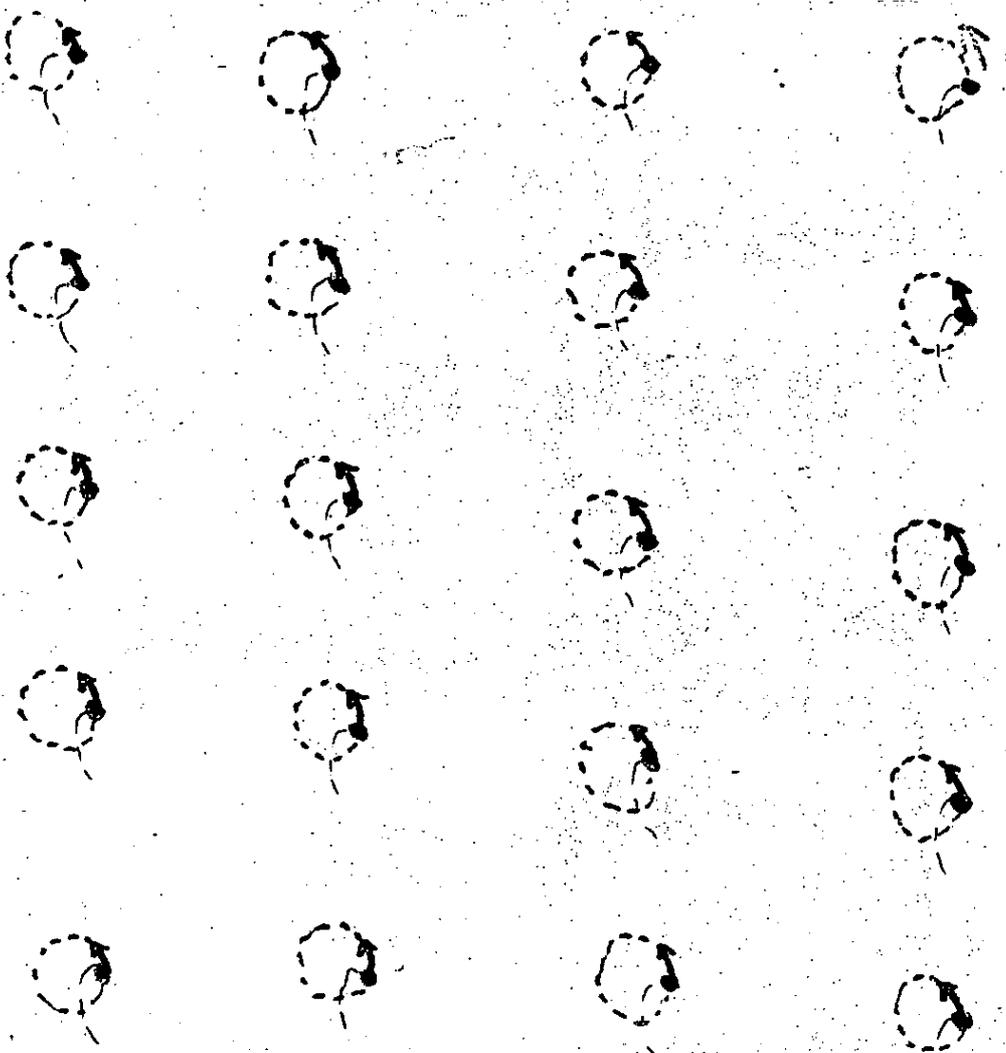
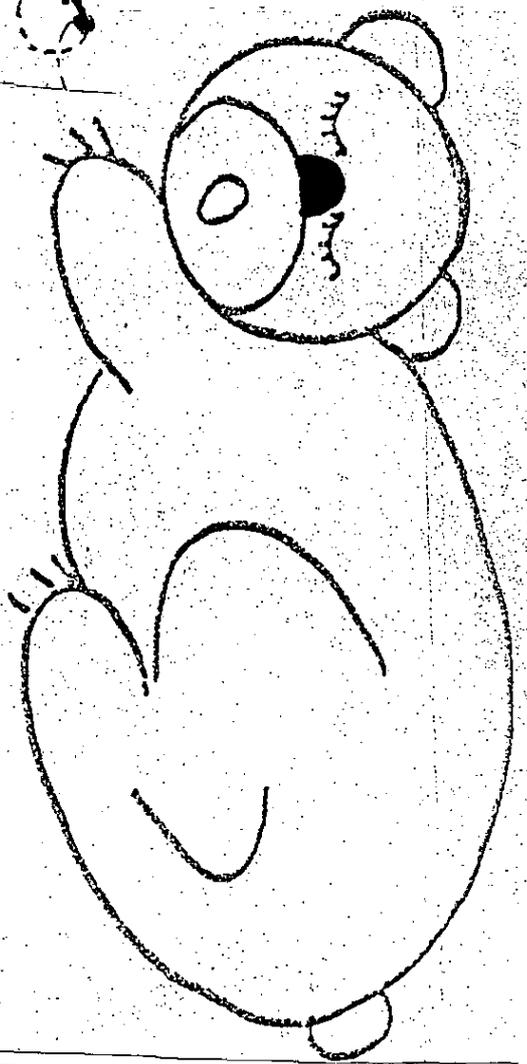
Colorea y repasa.



EEL MAR DE ALBORÁN



Colorea y repara.



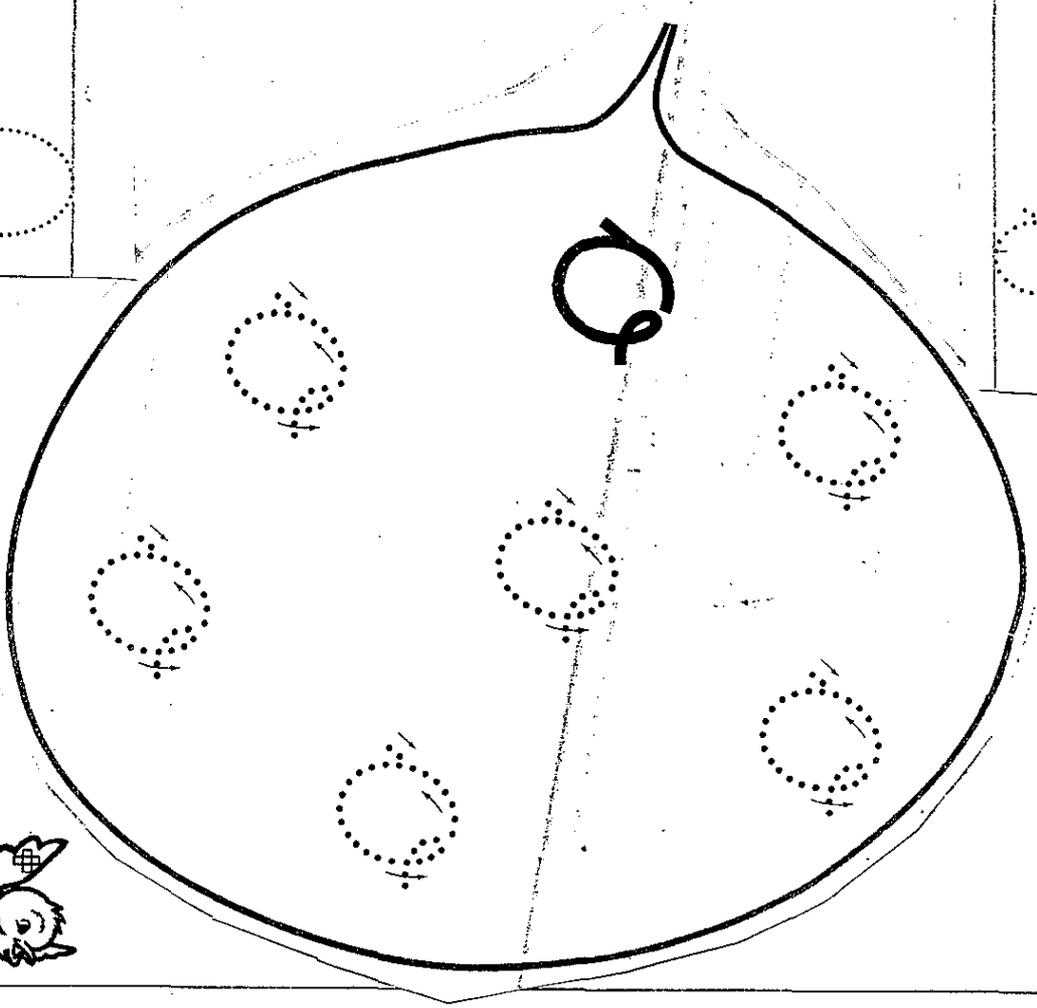
E.E.I. MAR DE ALBORÁN



Colorea y repasa.

O O O O O

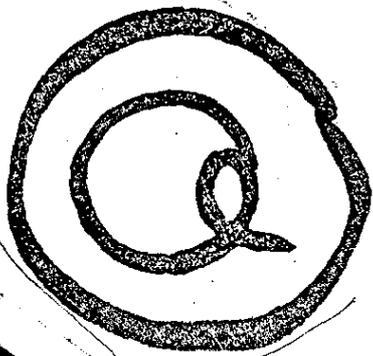
O O O O O



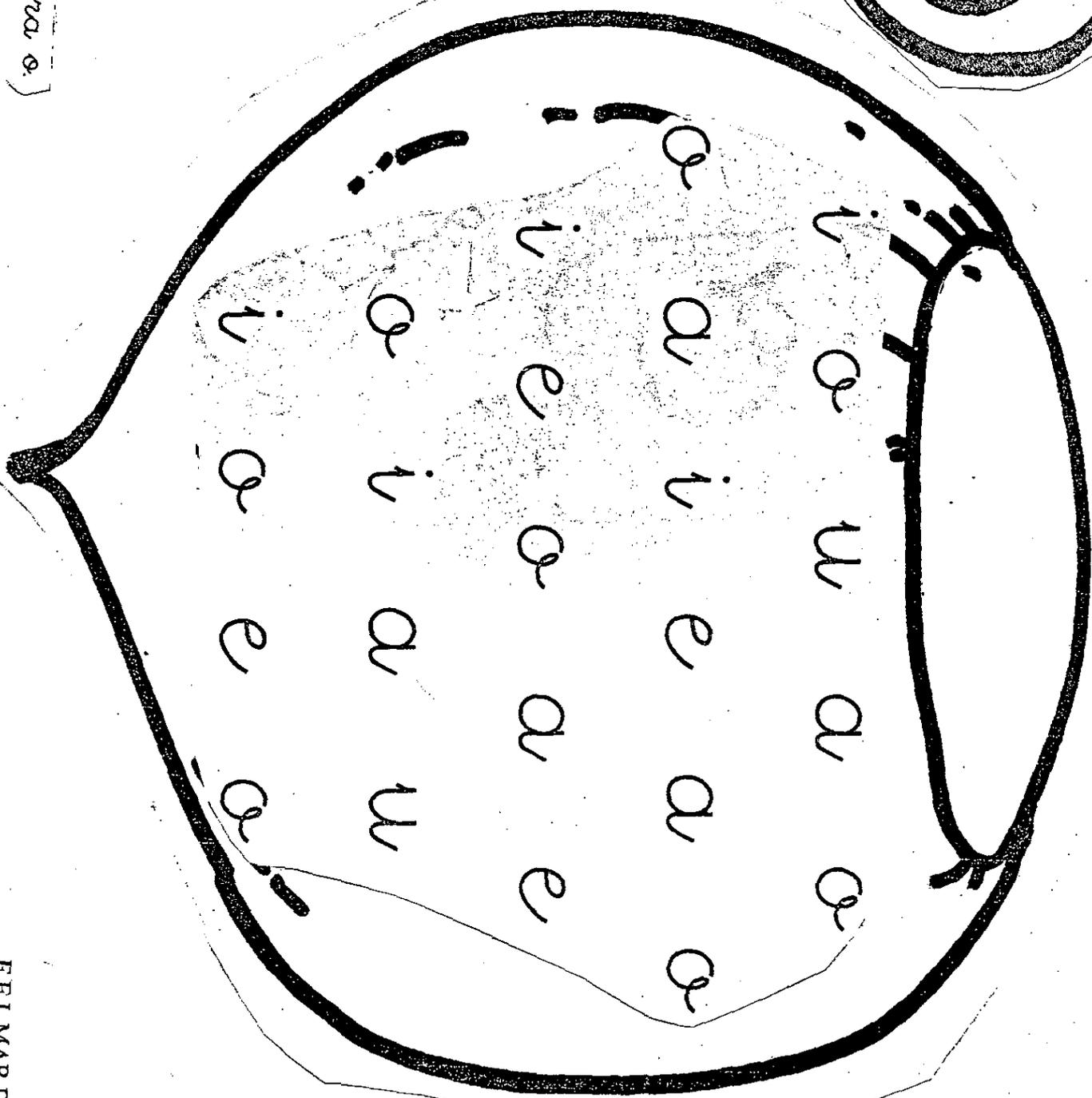
O O O O O

E.I. MAR DE ALBORÁN

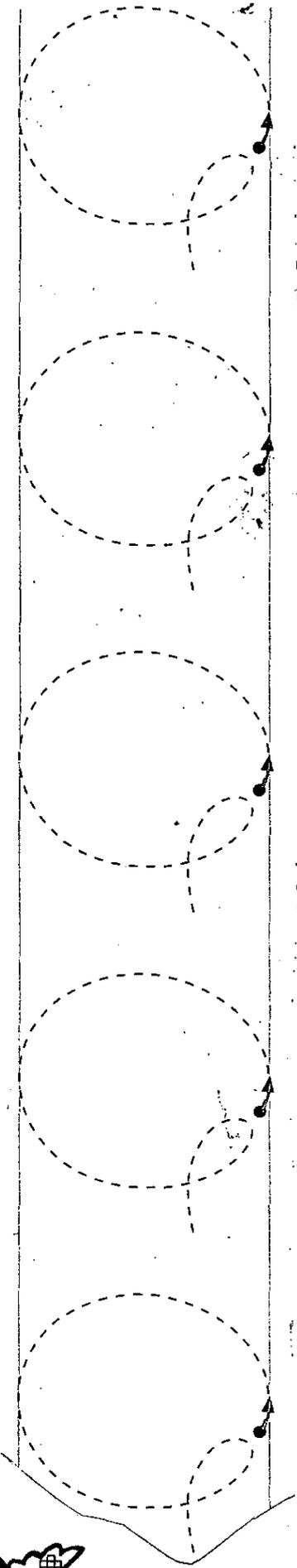
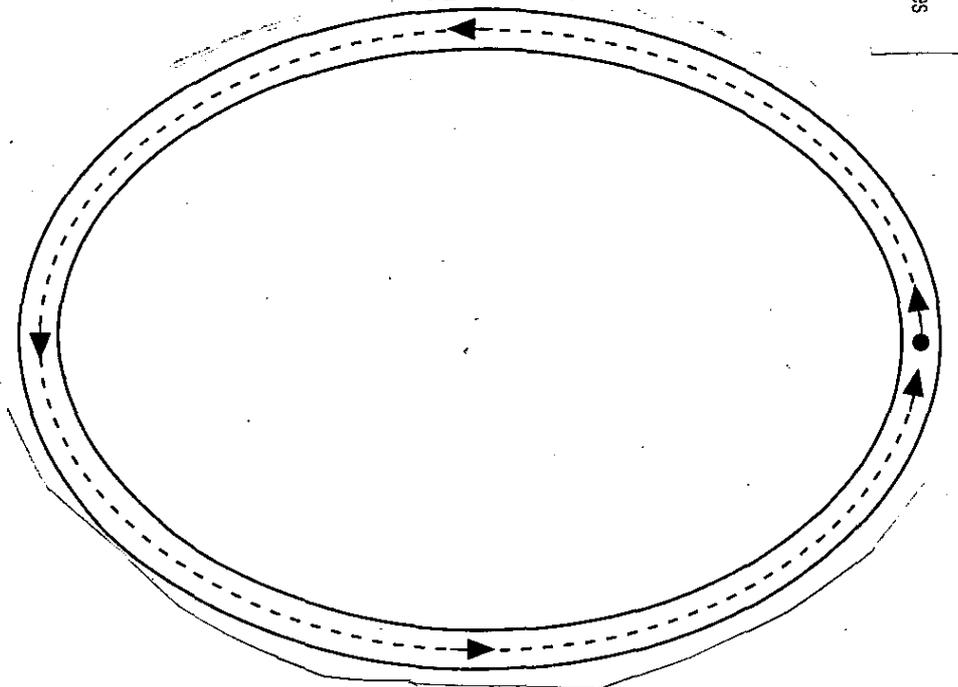
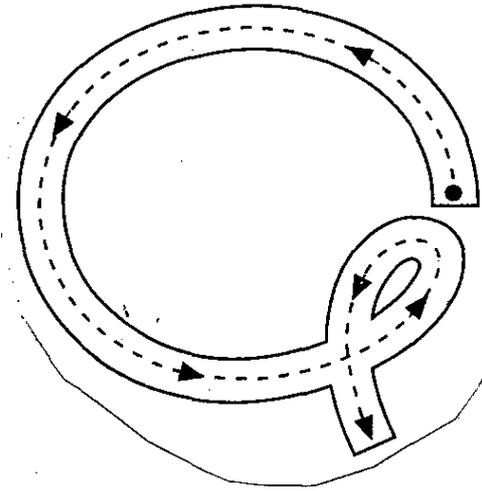
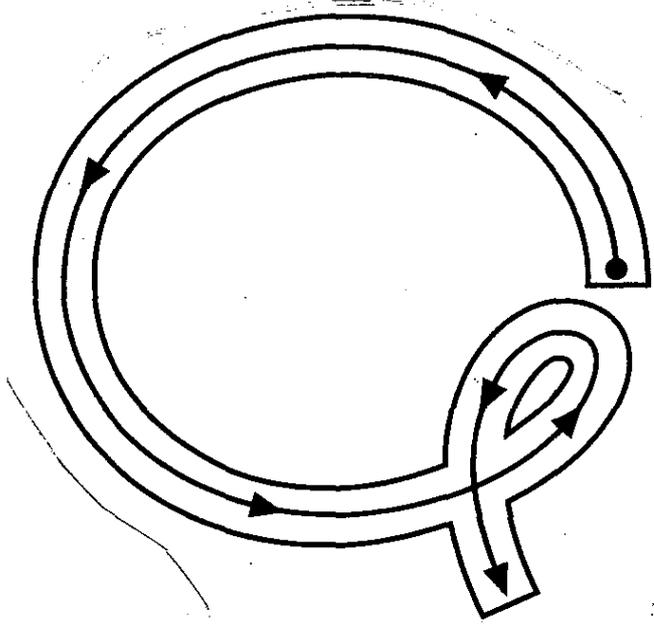




Rodea la letra q.



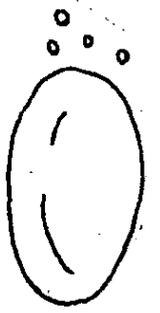
Repasar con el dedo el trazo de la letra o. Pegar lana sobre la o siguiendo la dirección correcta. Repasar el trazo de la o con el lápiz o lápices de colores



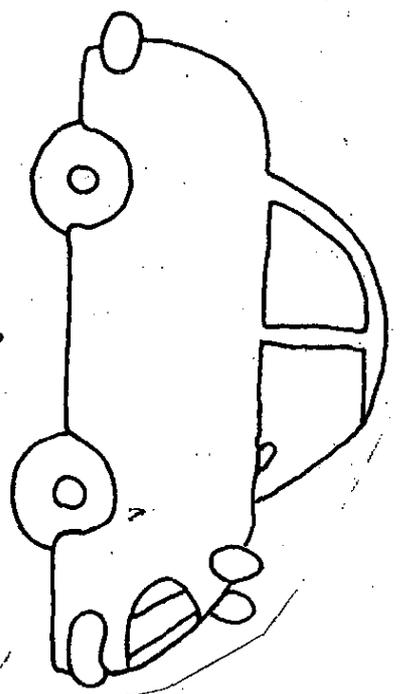
E.I. MAR DE ALBORÁN



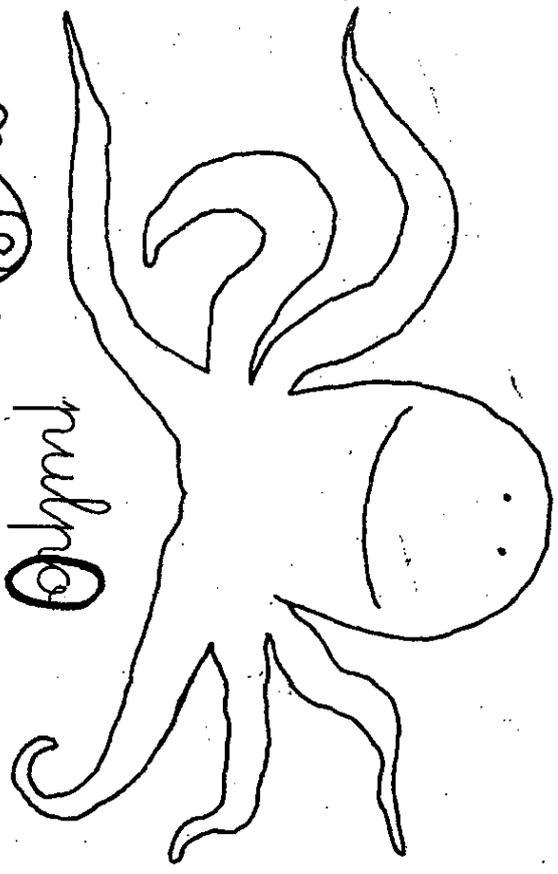
Rodea la letra o. Colorea.)



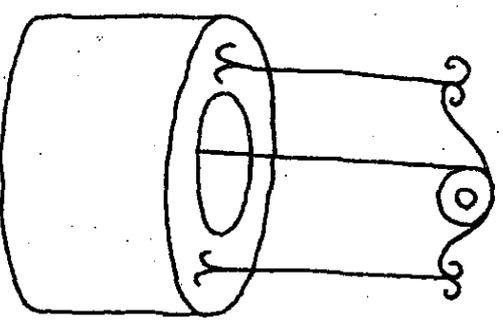
globón



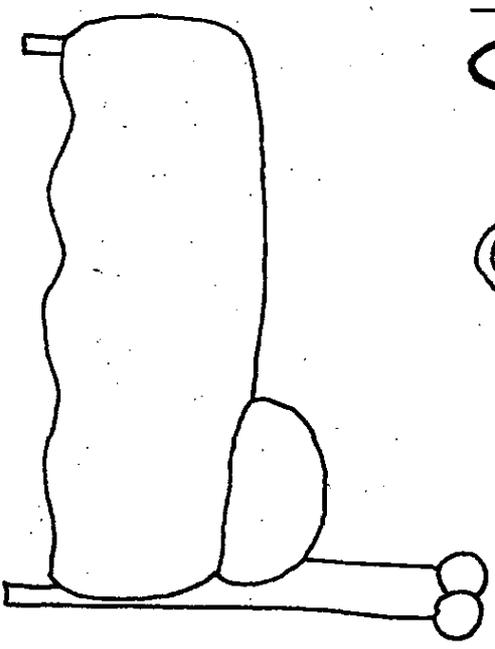
coche



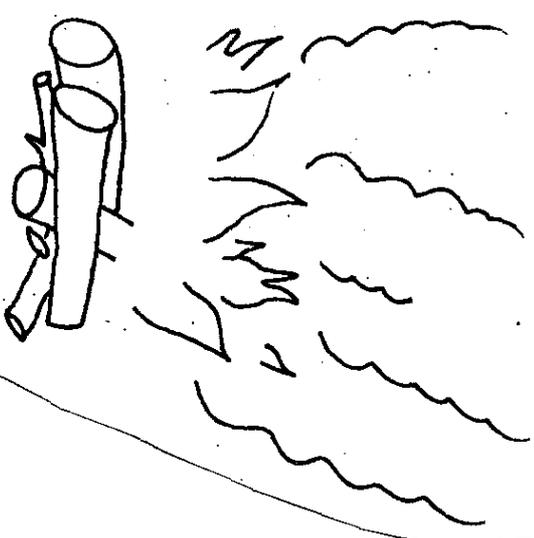
puñón



nozo

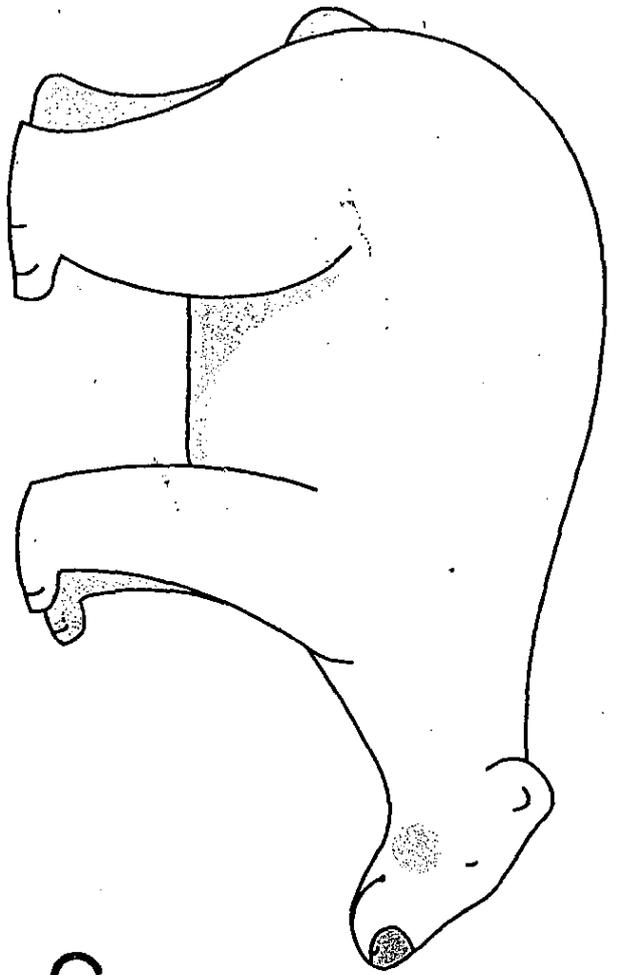


cama



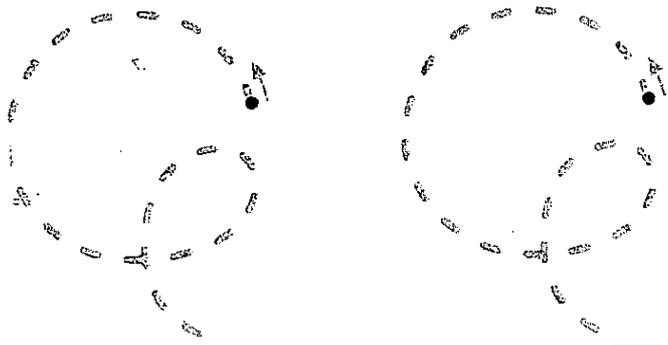
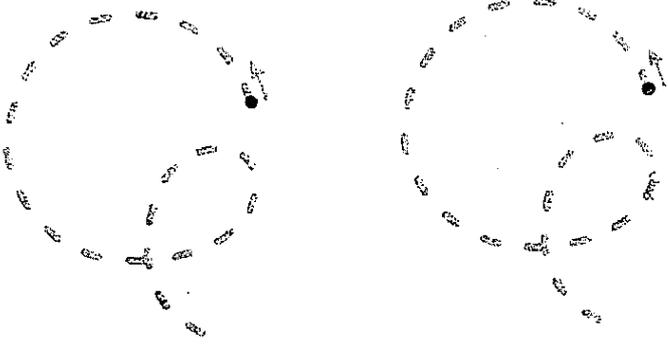
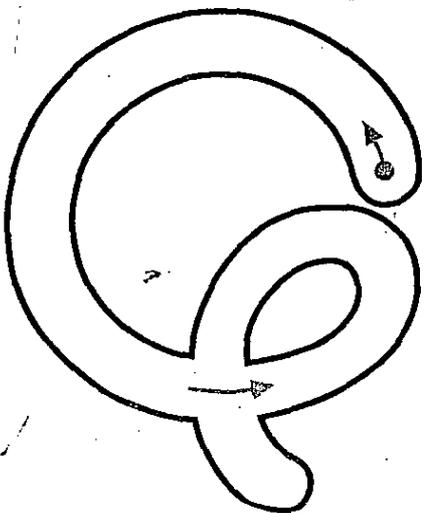
fuego





956

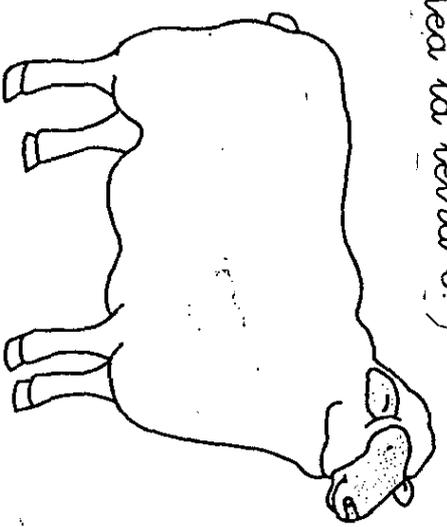
Colorarea și reparașă la grafia.)



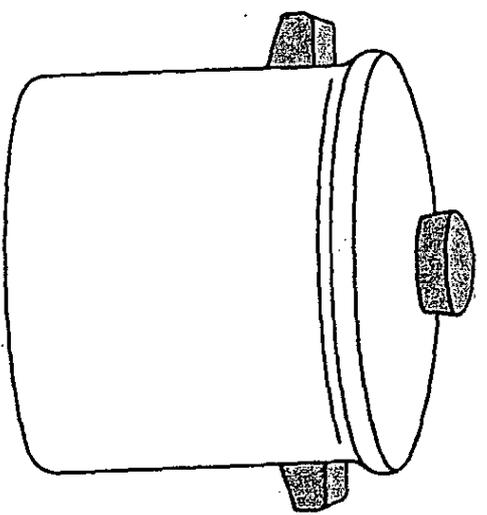
E.E.I. MAR DE ALBORÁN



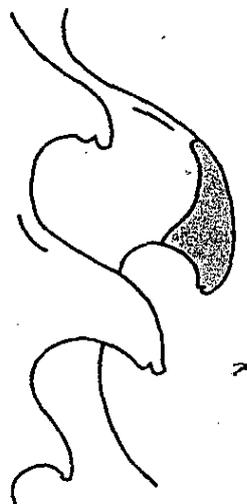
Redea la letra e.)



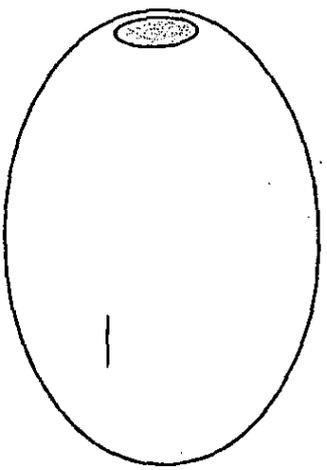
ovēja



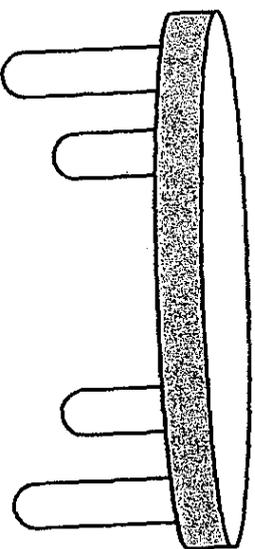
olla



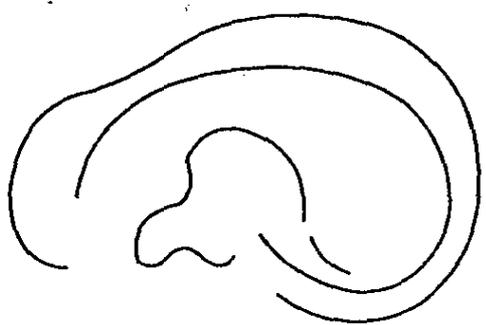
glas



šliva

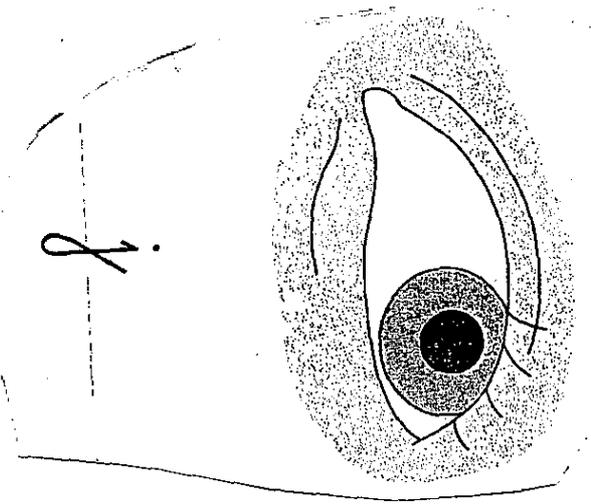


mesa

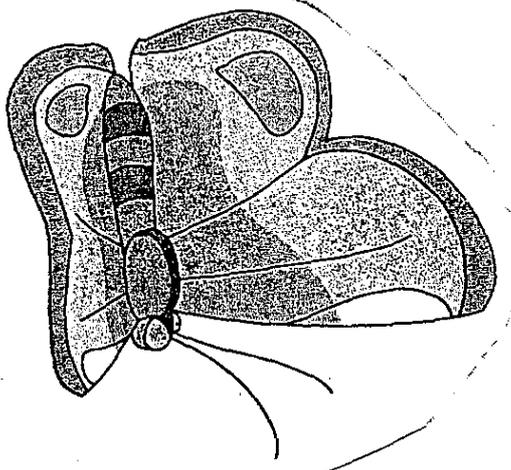


ovēja

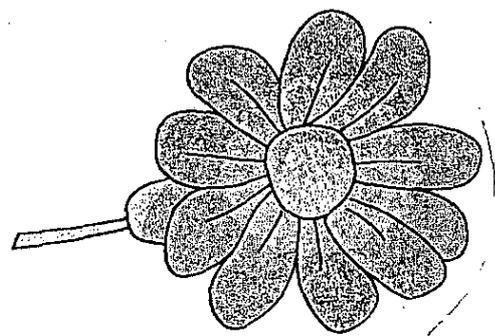




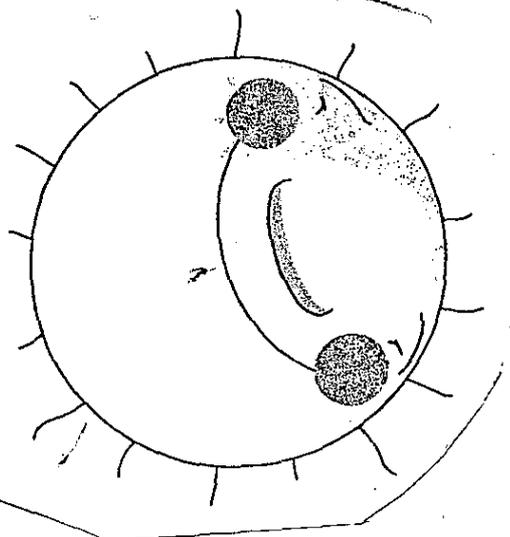
j



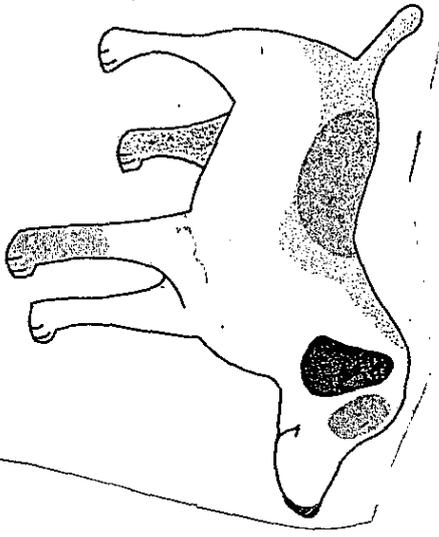
mariposa



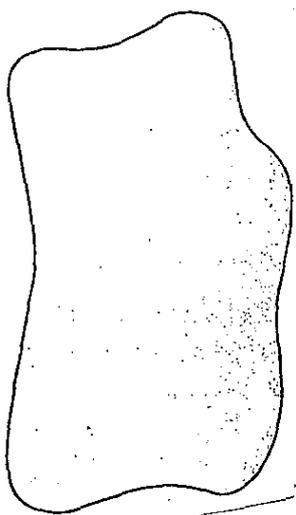
flor



sol



perro



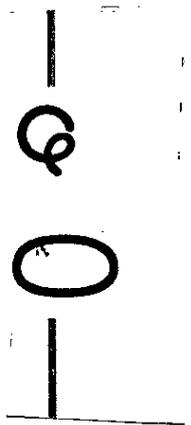
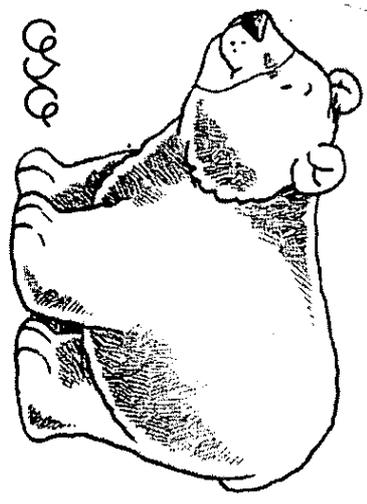
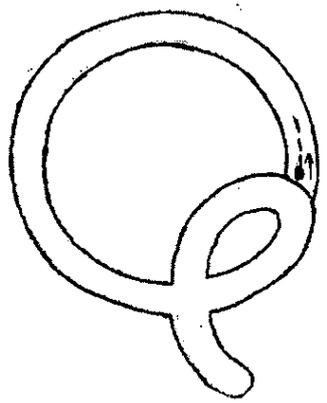
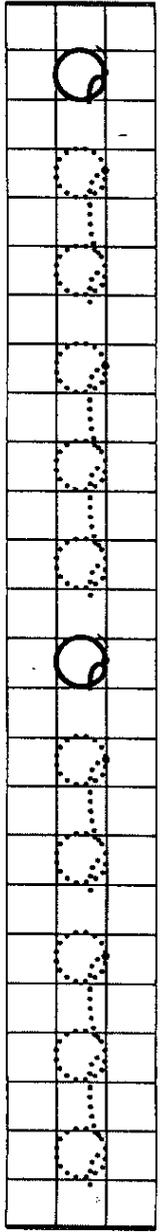
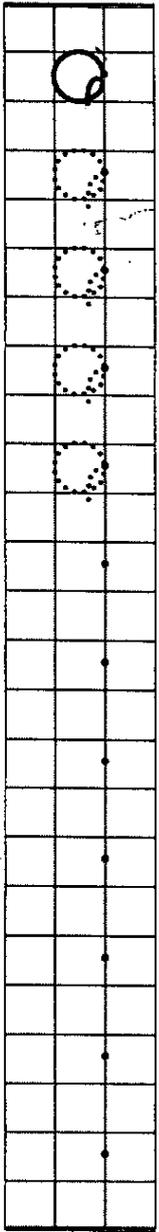
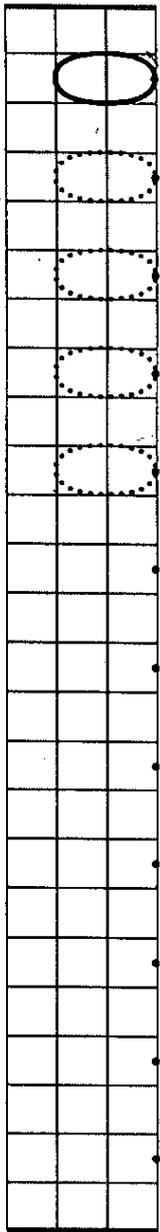
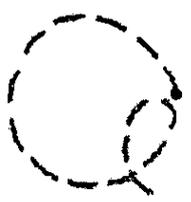
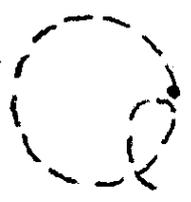
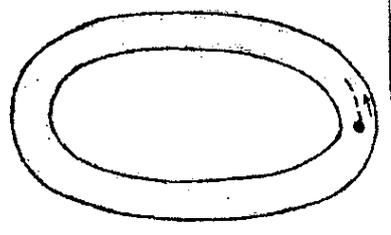
jabon

Completa las palabras con la letra o.

E.I. MAR DE ALBORÁN



Repara y escribe la grafía de la letra o



E.I. MAR DE ALBORÁN



Escribe



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.

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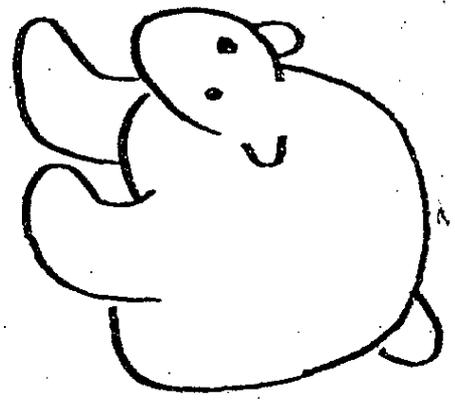
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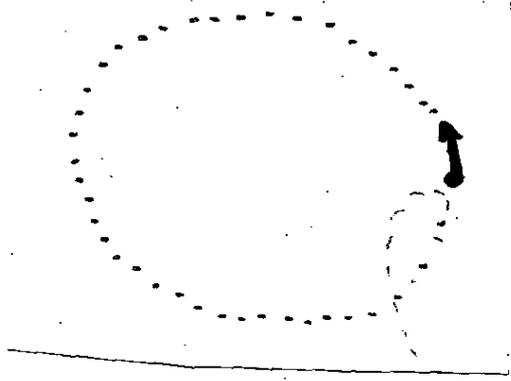
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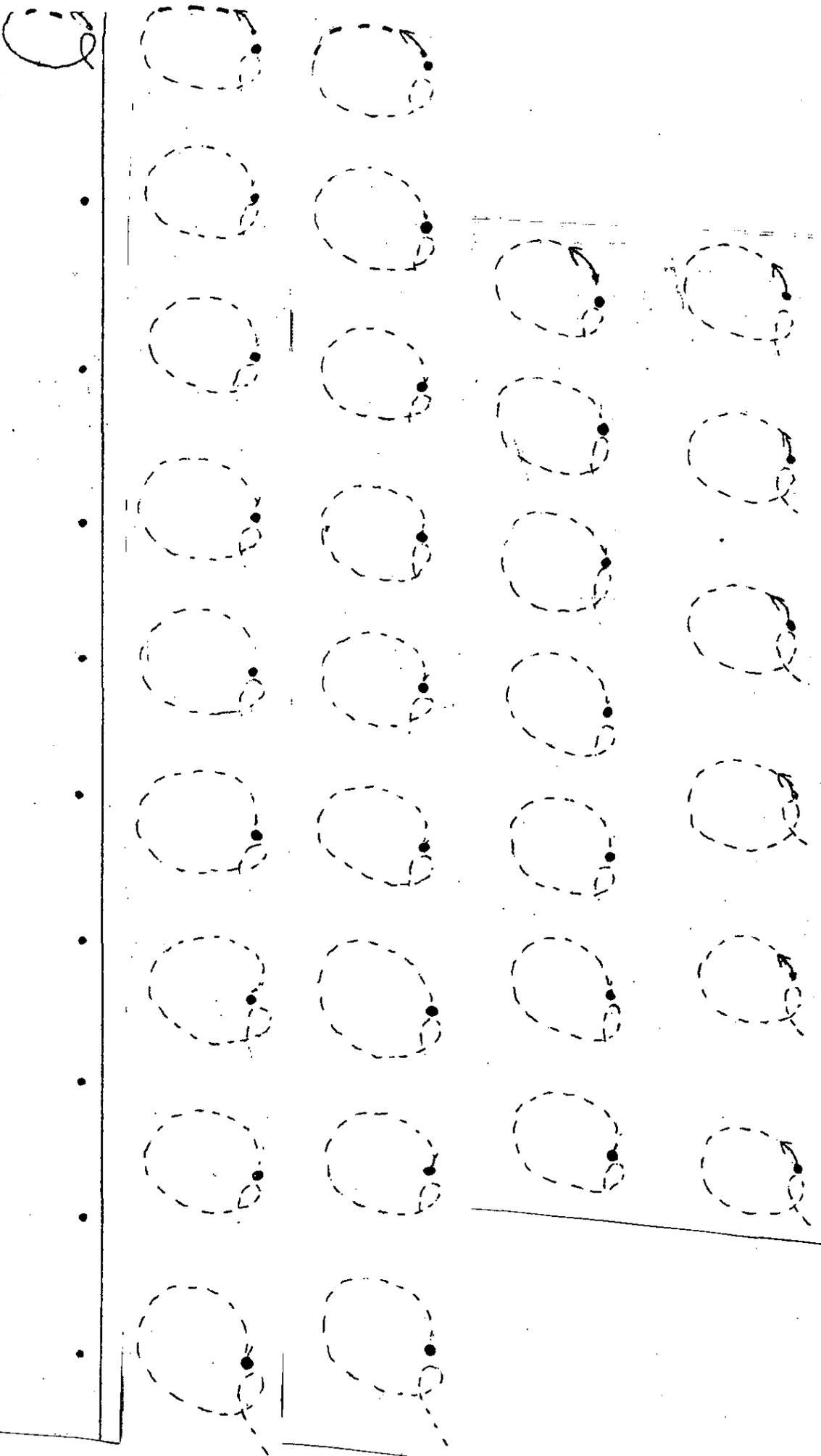
oso

— 3 —



EEI MAR DE ALBORÁN

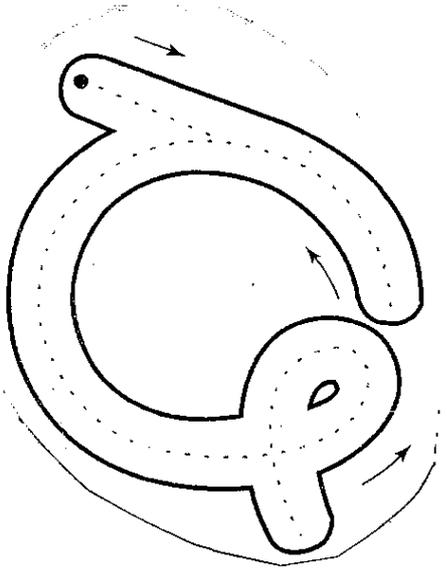
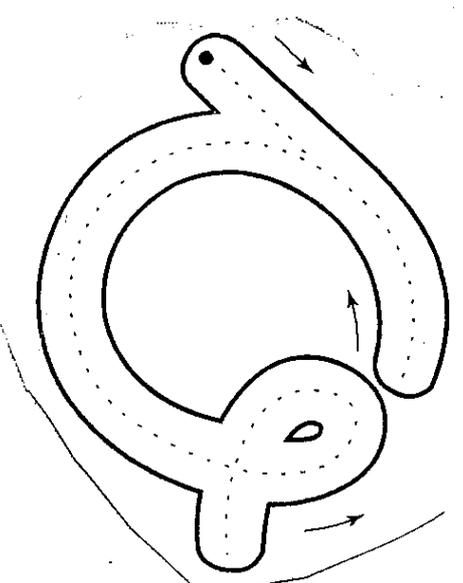
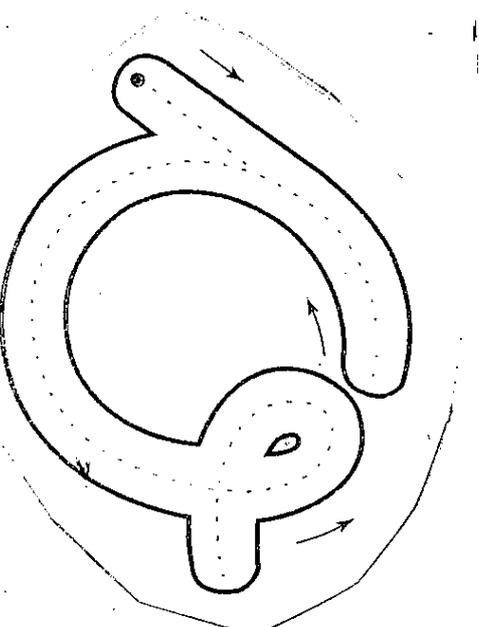
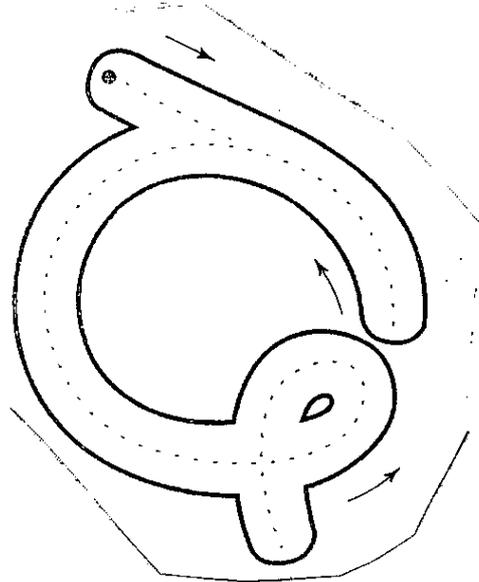
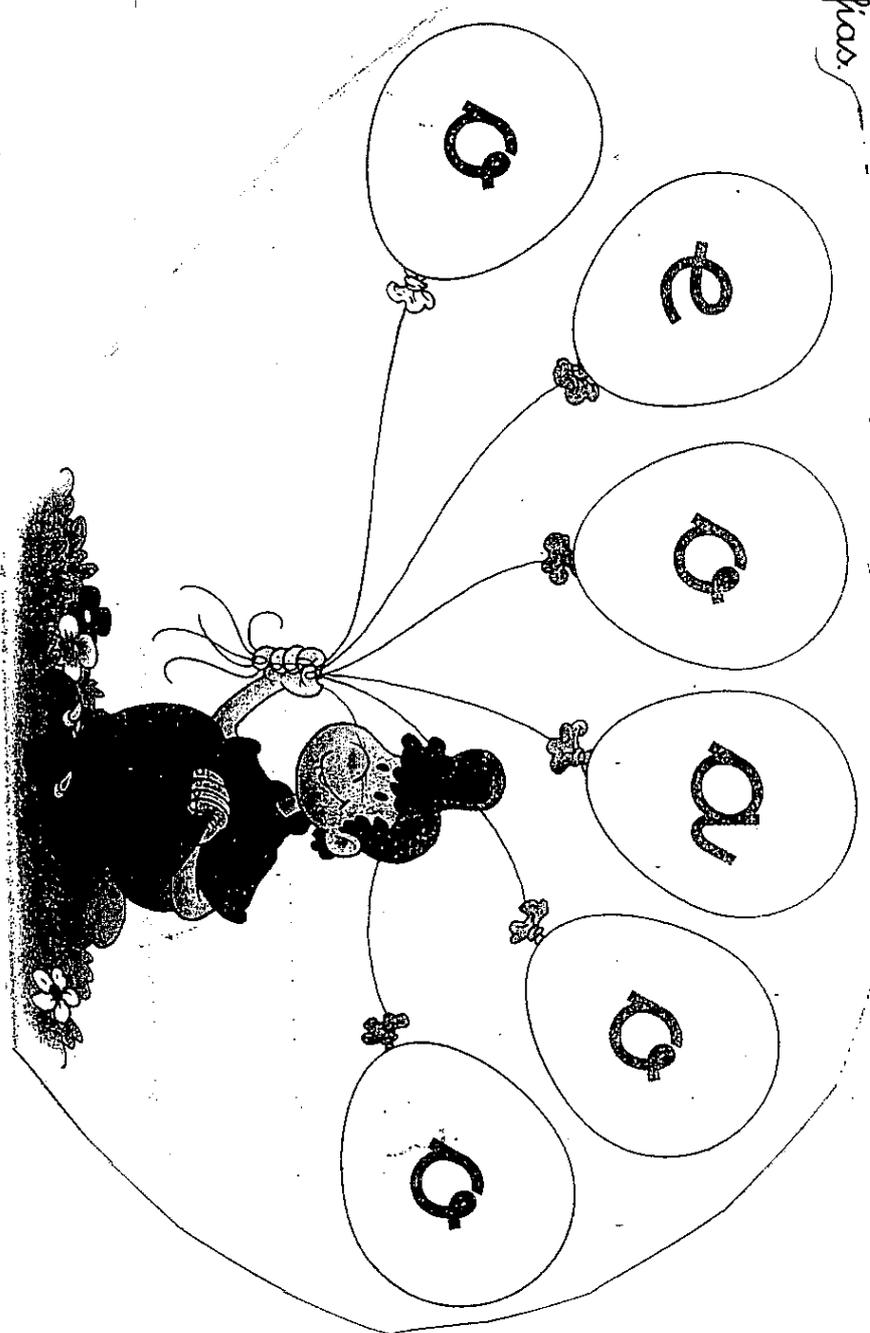




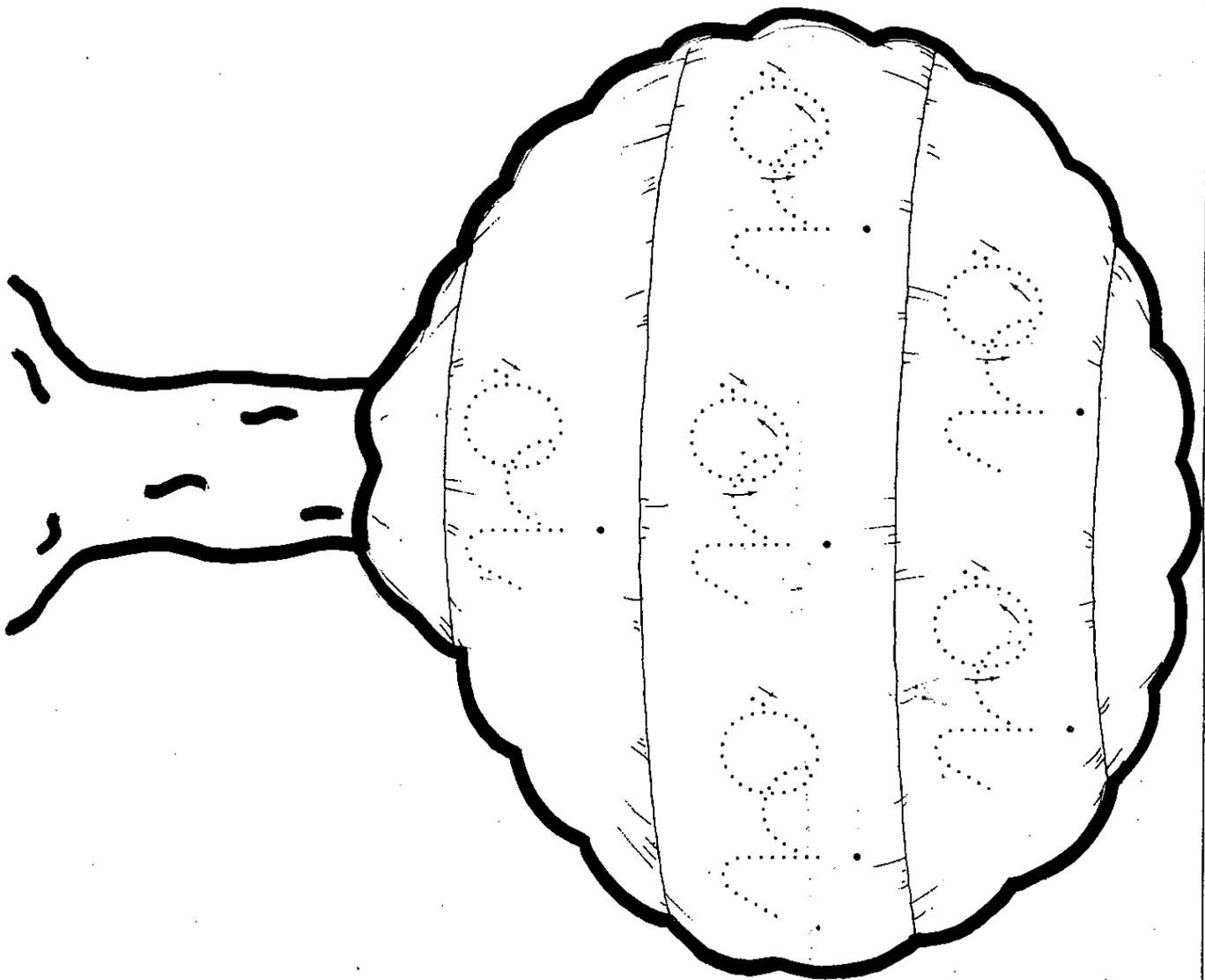
Repasa y escribe la grafía de la letra Q.



Colorea los globos que tienen la letra o y repara (las) grafías.



Repasa



ALBORÁN



ALBORÁN

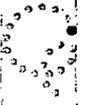
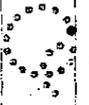
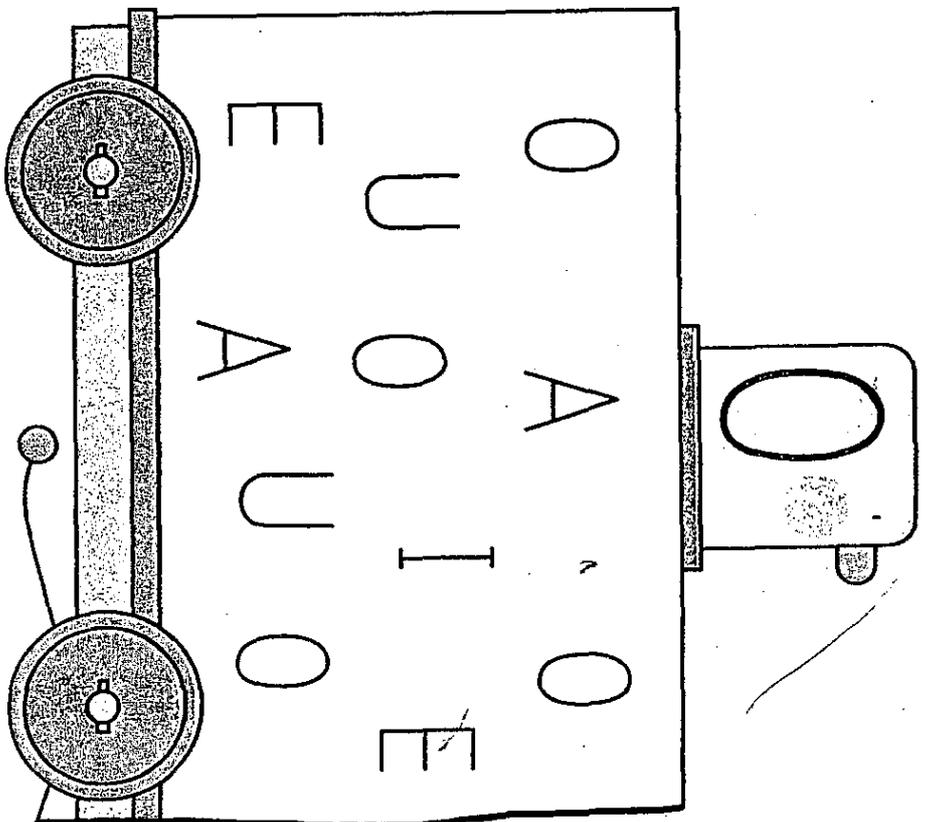
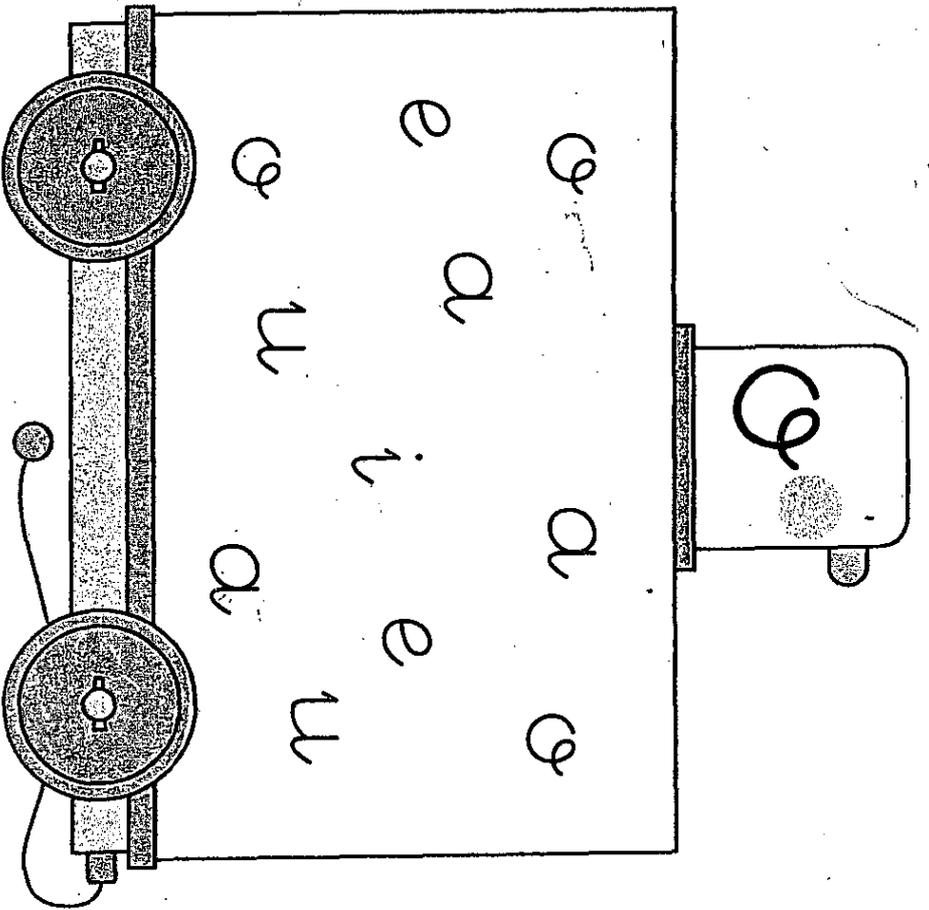
ALBORÁN

ALBORÁN

ALBORÁN

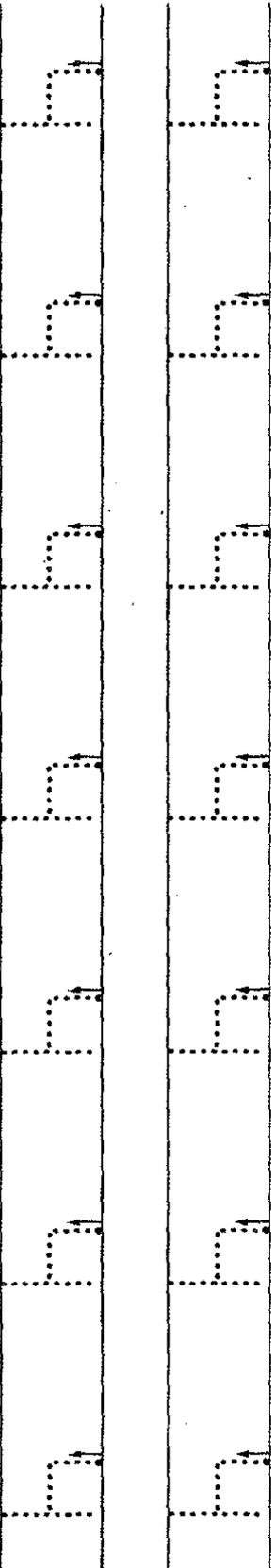
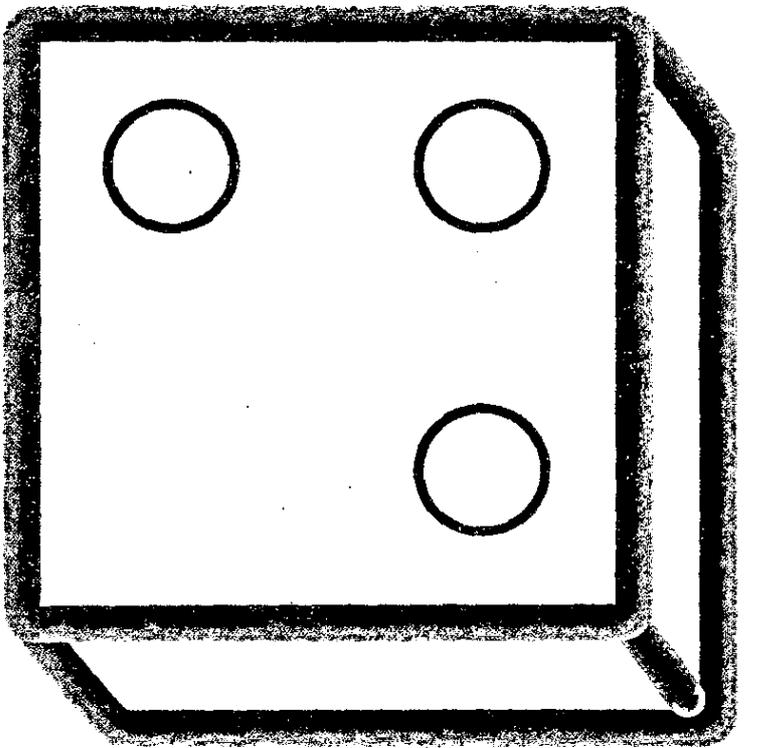
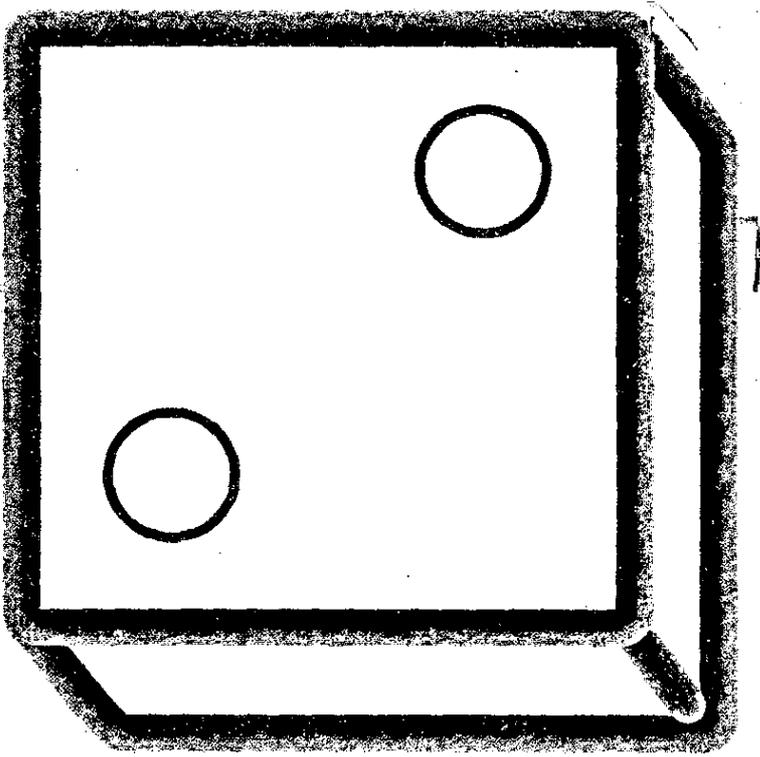
E.I. MAR DE ALBORÁN





Redea la letra o, repasa y escribe su grafía.

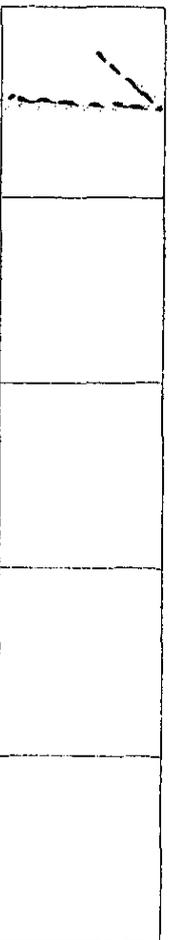
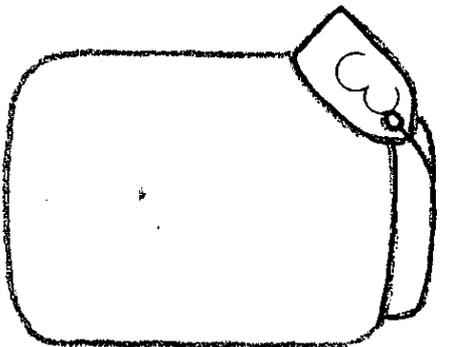
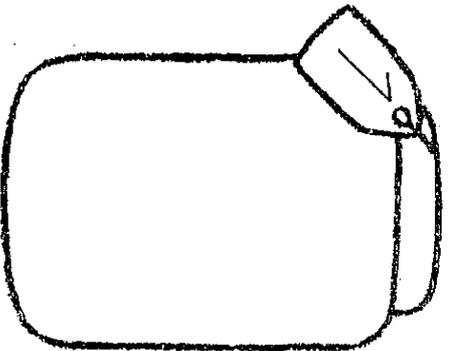
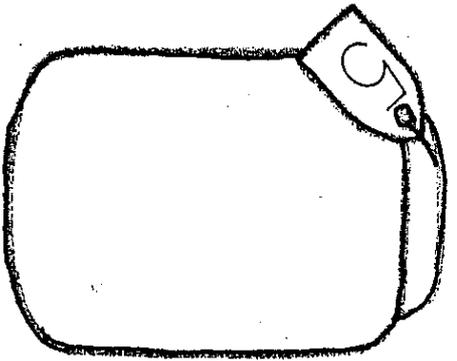
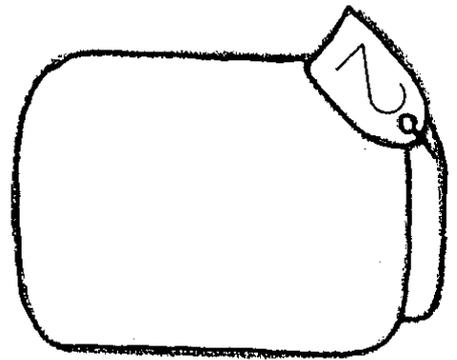




Dibujar los círculos necesarios para que
haya cuatro. Repasar la grafía del número cuatro.

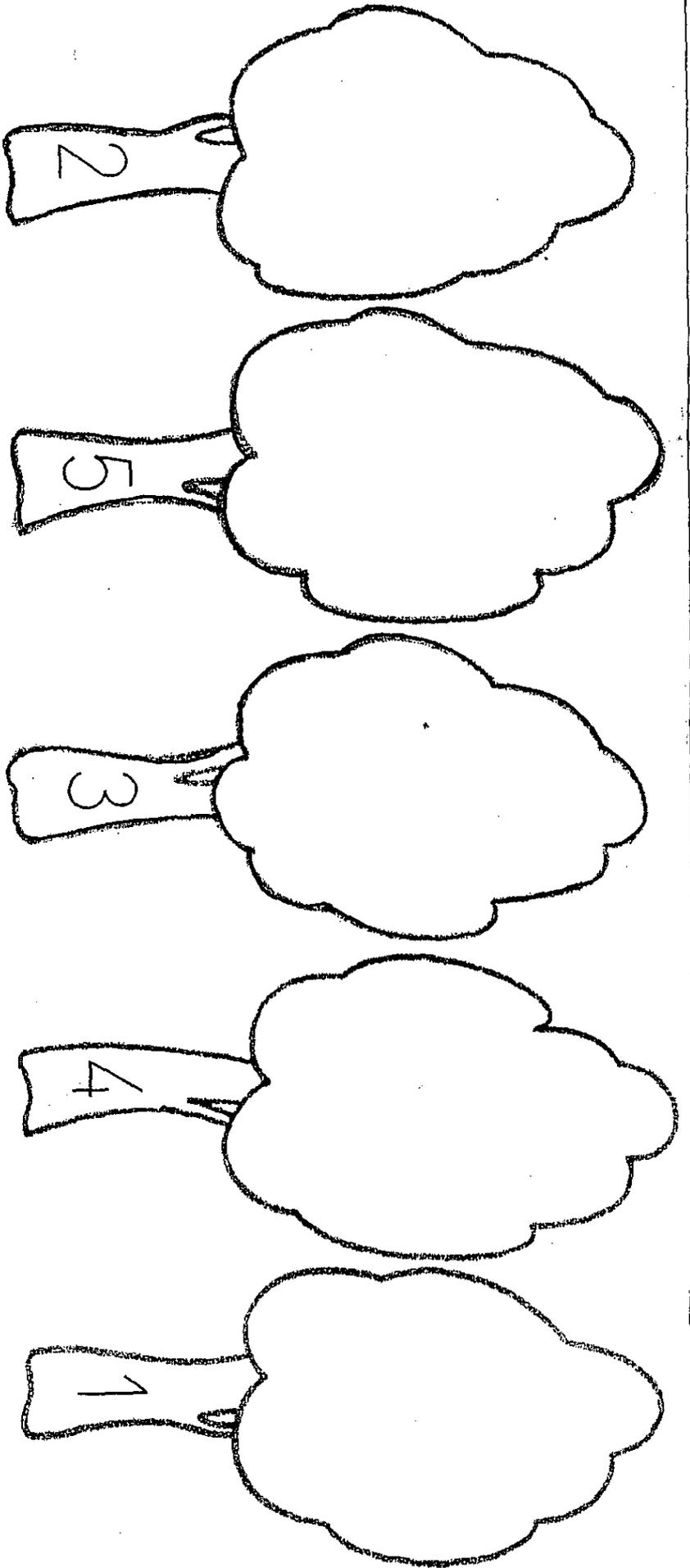
E.I. MAR DE ALBORÁN





Dibuja dentro de los botes los cuadrados que indicarn las etiquetas. Sigue la serie de los nmeros.



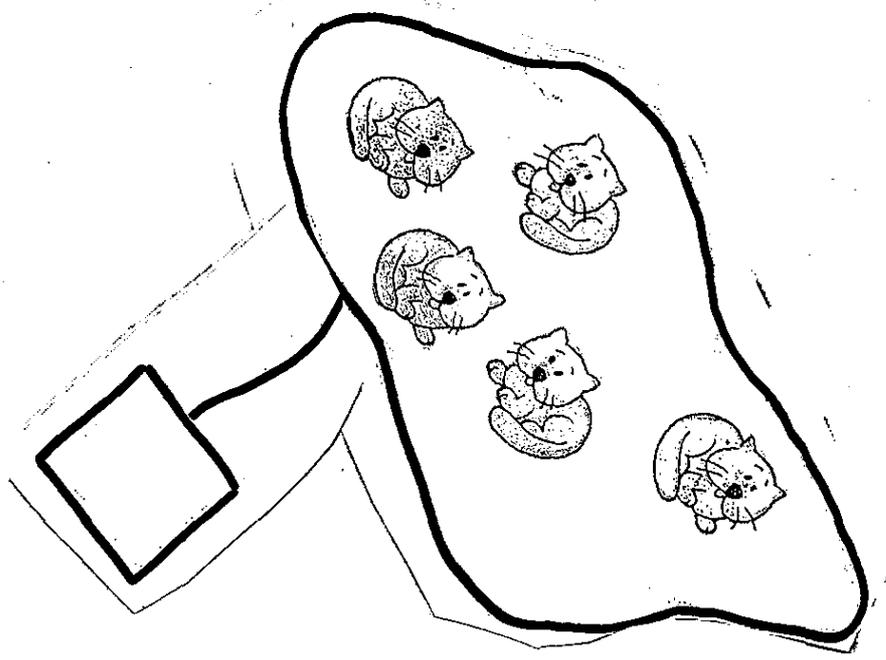
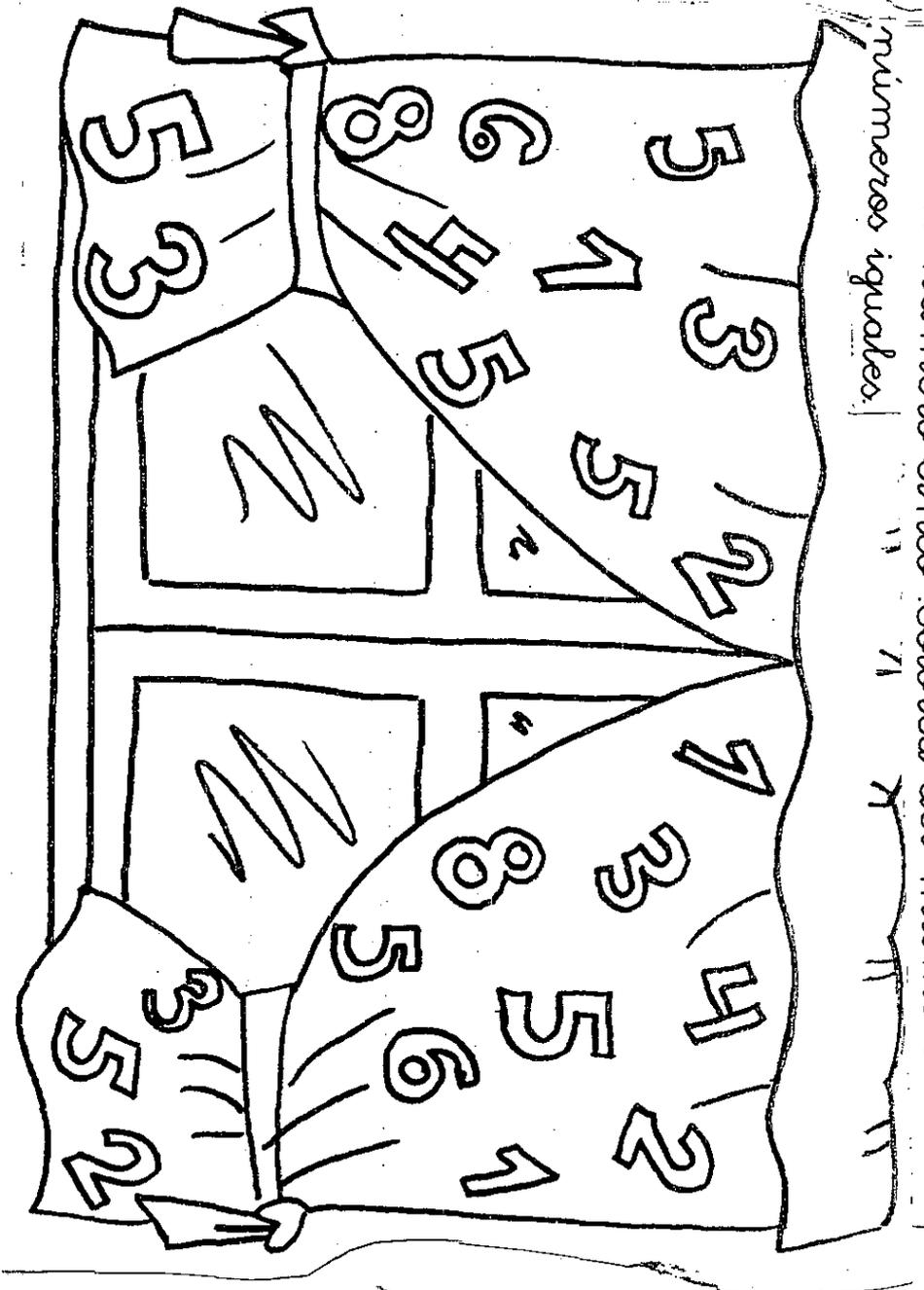


1					
2					
3					
4					
5					

Dibuja el número de manzanas que indica cada tronco.
 Continúa la serie de números.



Escribe el número cinco. Colorea del mismo color los números iguales.

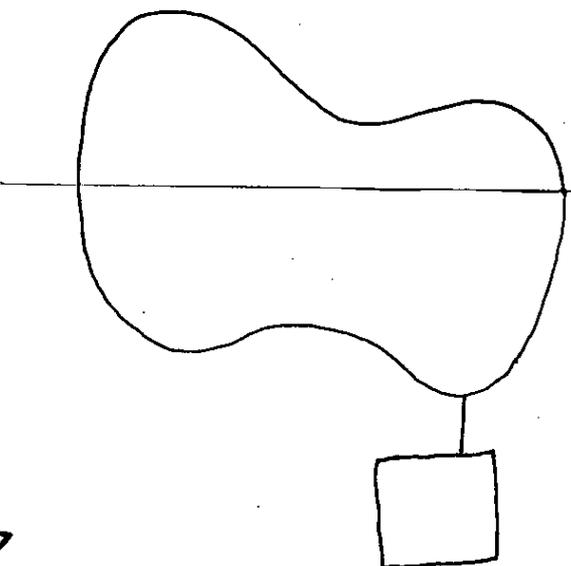
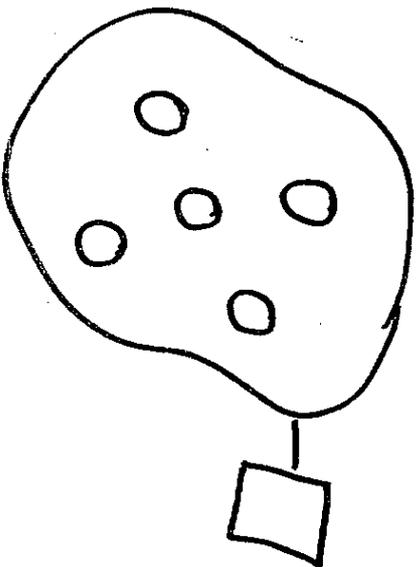
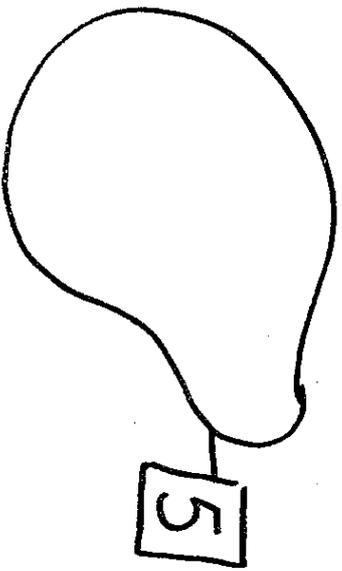


5 5 5 5

5 5 5 5



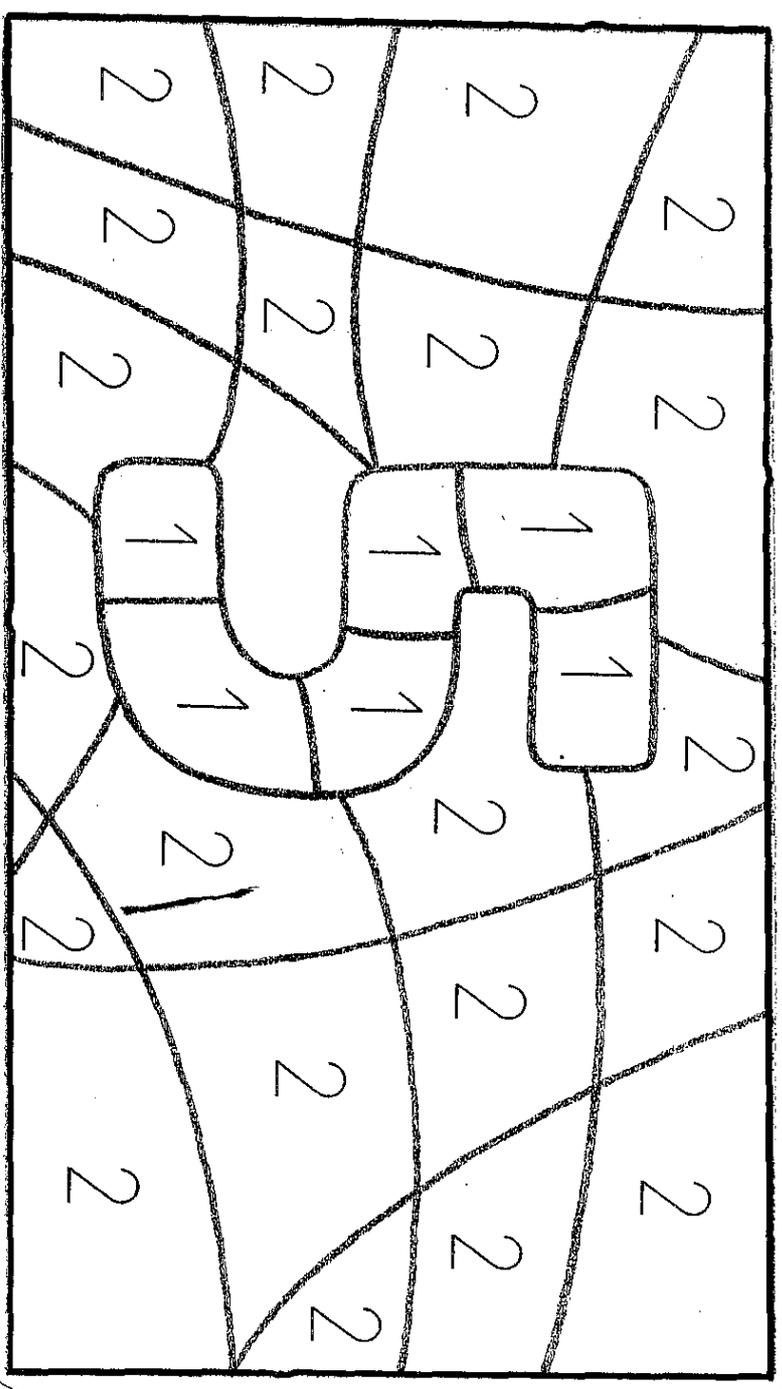
5 5 5 5 5 5 5 5 5
5 5 5 5 5 5 5 5 5



Escribe el número cinco. Completa los conjuntos.



Colorea según el código. Continúa la serie de números.



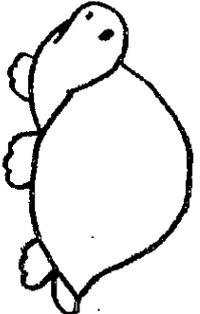
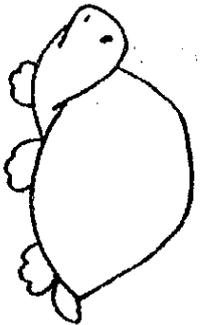
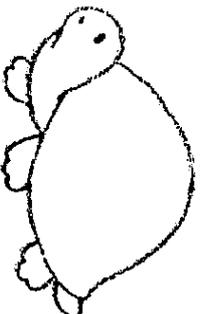
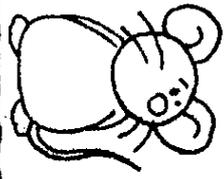
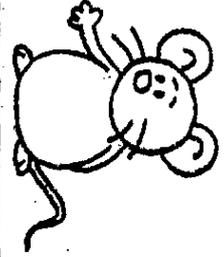
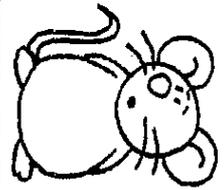
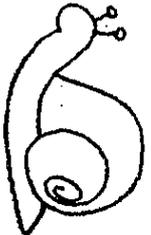
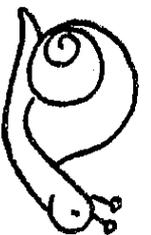
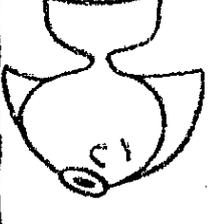
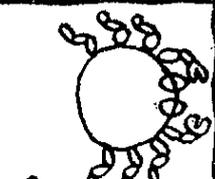
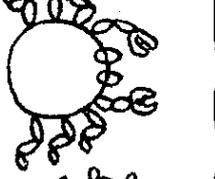
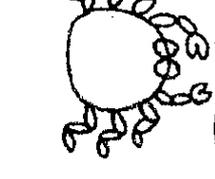
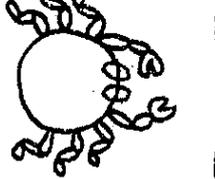
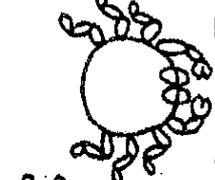
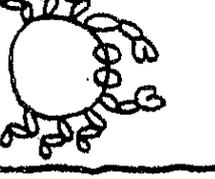
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7 1

6 7 8 9

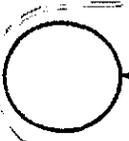
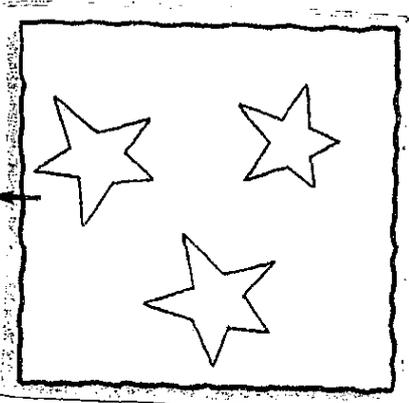
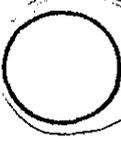
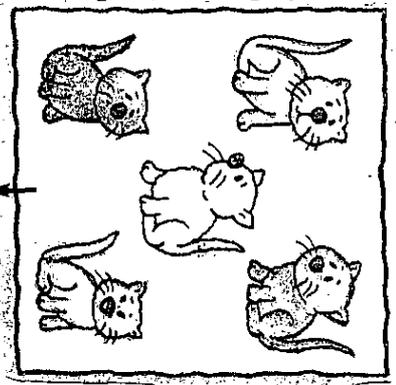
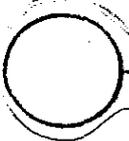
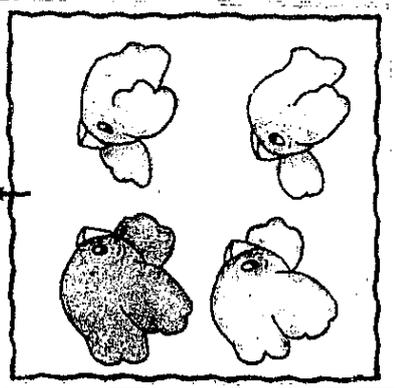
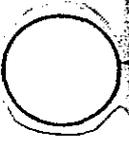
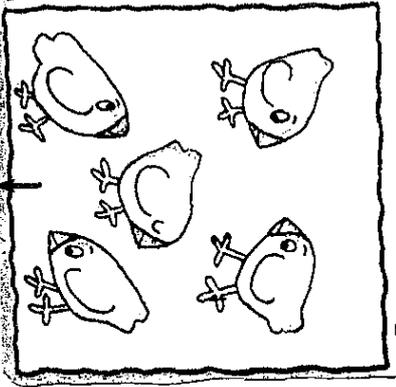
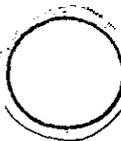
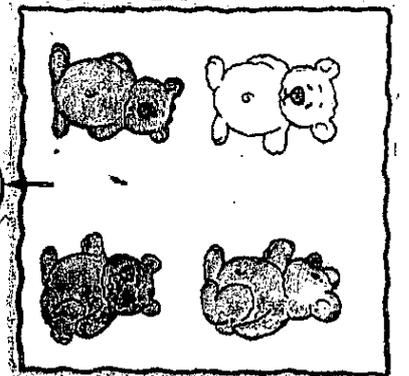
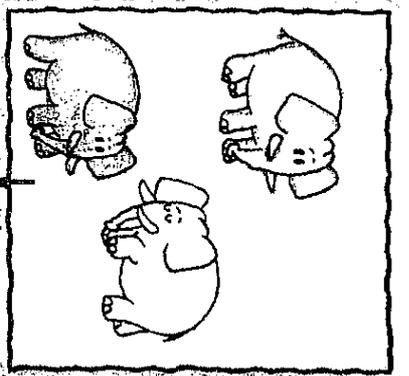
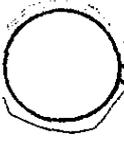
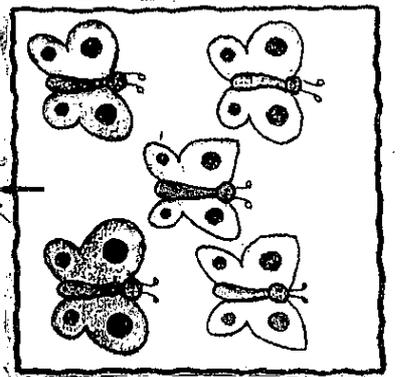
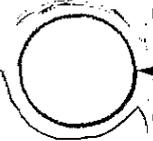
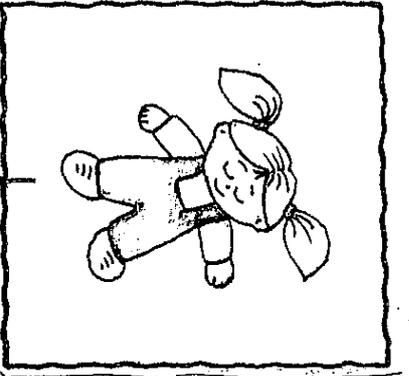
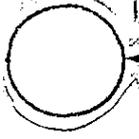
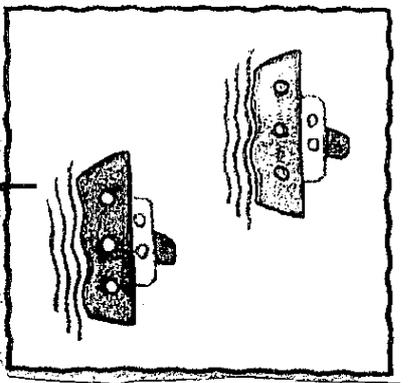
0 2



1						
2						
3						
4						
5						

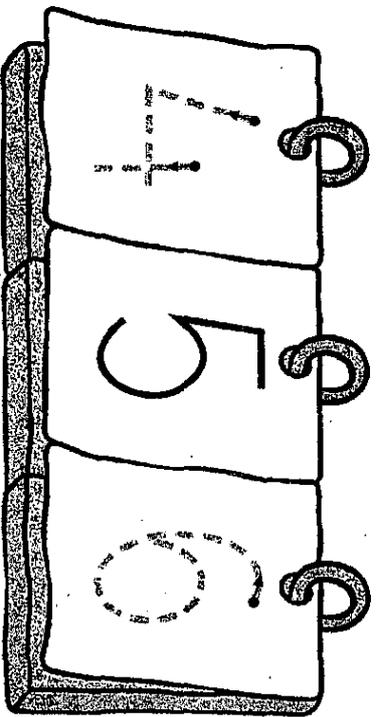
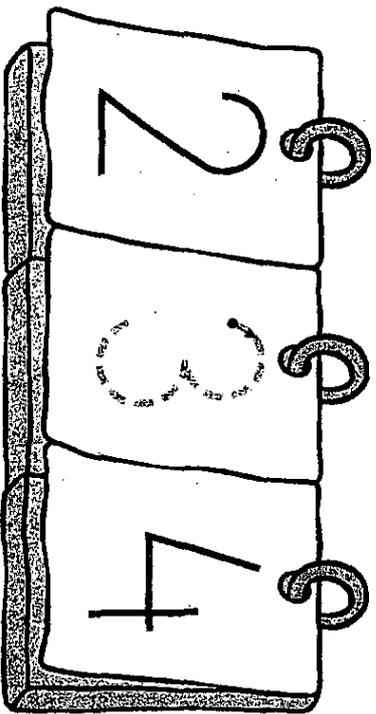
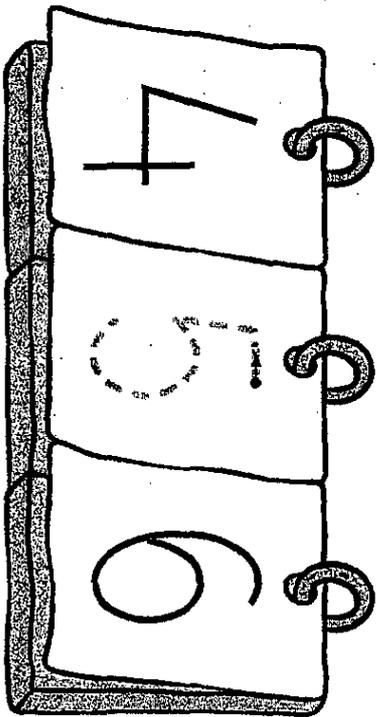
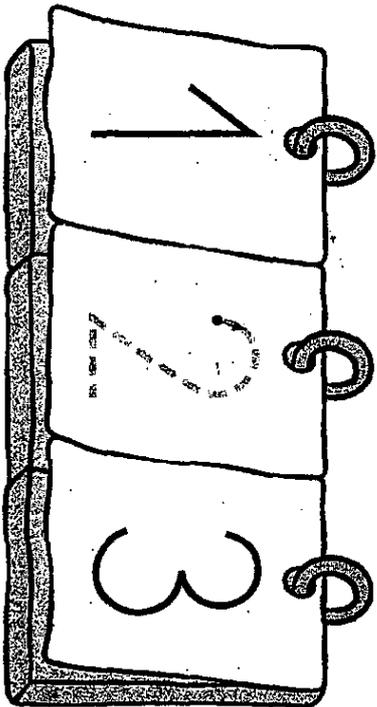
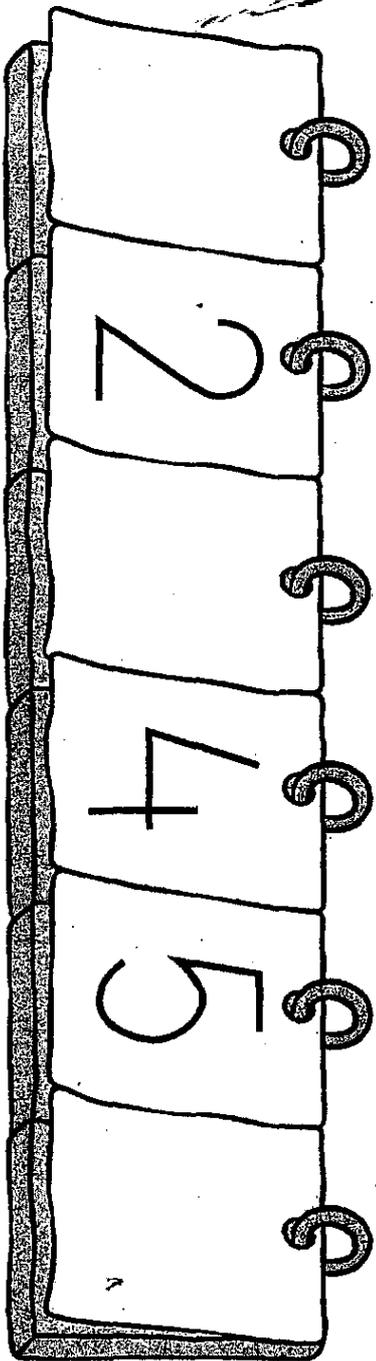
Colorea el número de animales que se indica en cada fila.





Cuenta y escribe el número correspondiente. Colorea.





Serie numérica.

E.E.I. MAR DE ALBORÁN



1 1 1 1 1

2 2 2 2 2

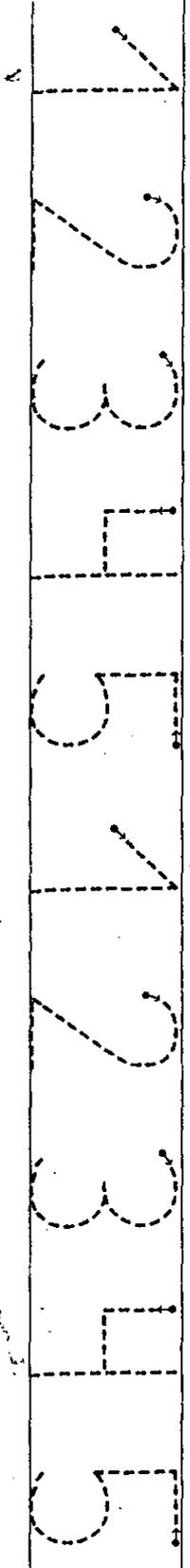
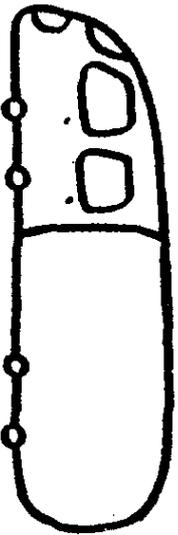
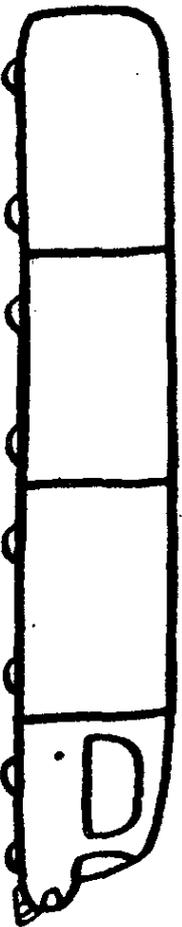
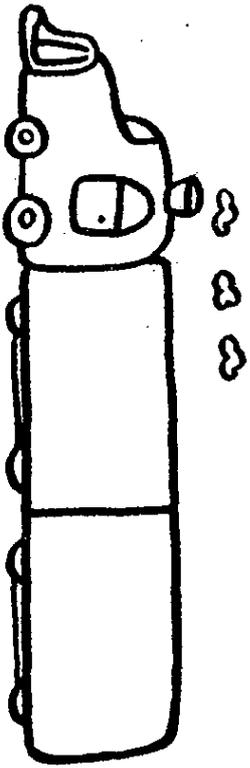
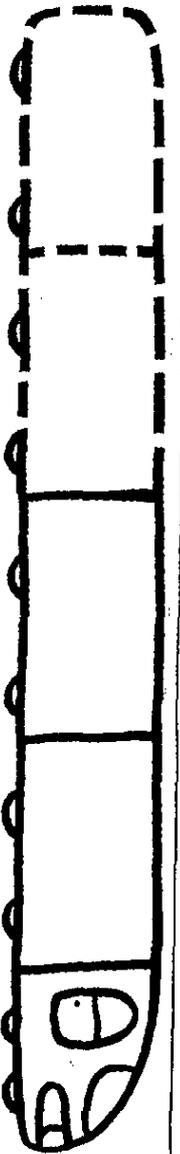
3 3 3 3 3

4 4 4 4 4

5 5 5 5 5

Repasar y escribir las grafías de los números.



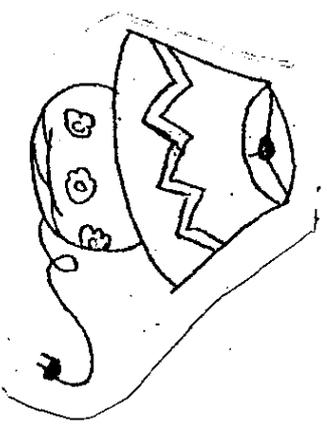
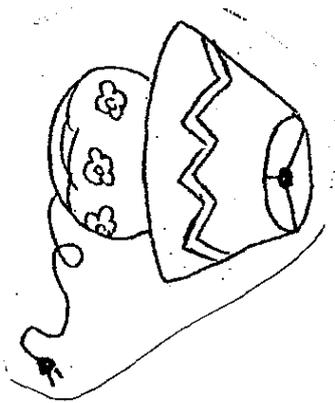
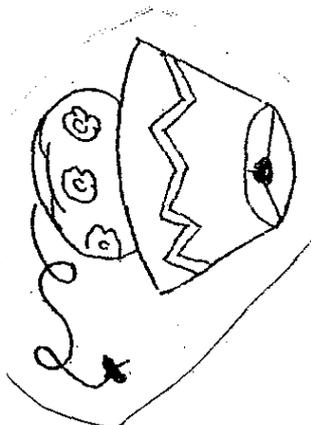
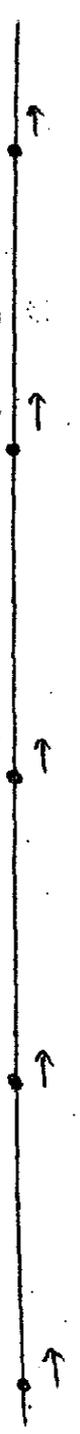
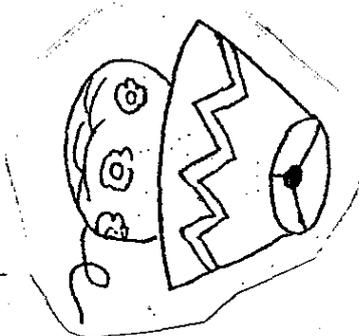
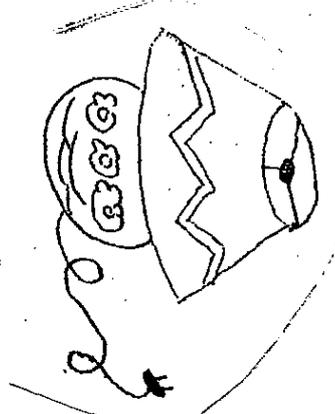


Cuenta y escribe los números en los vagones.

E.E.I. MAR DE ALBORÁN



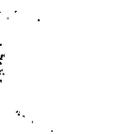
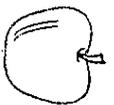
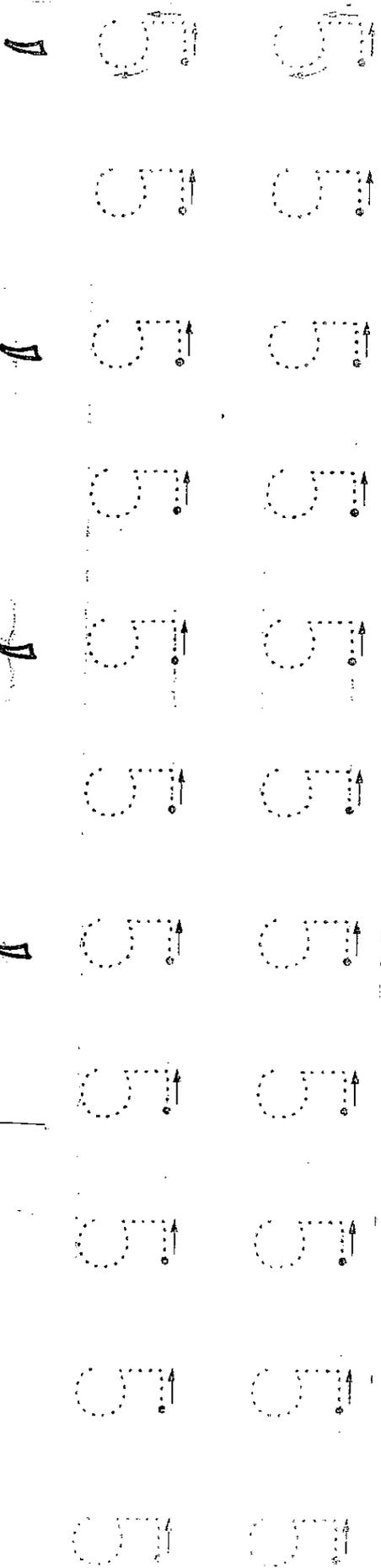
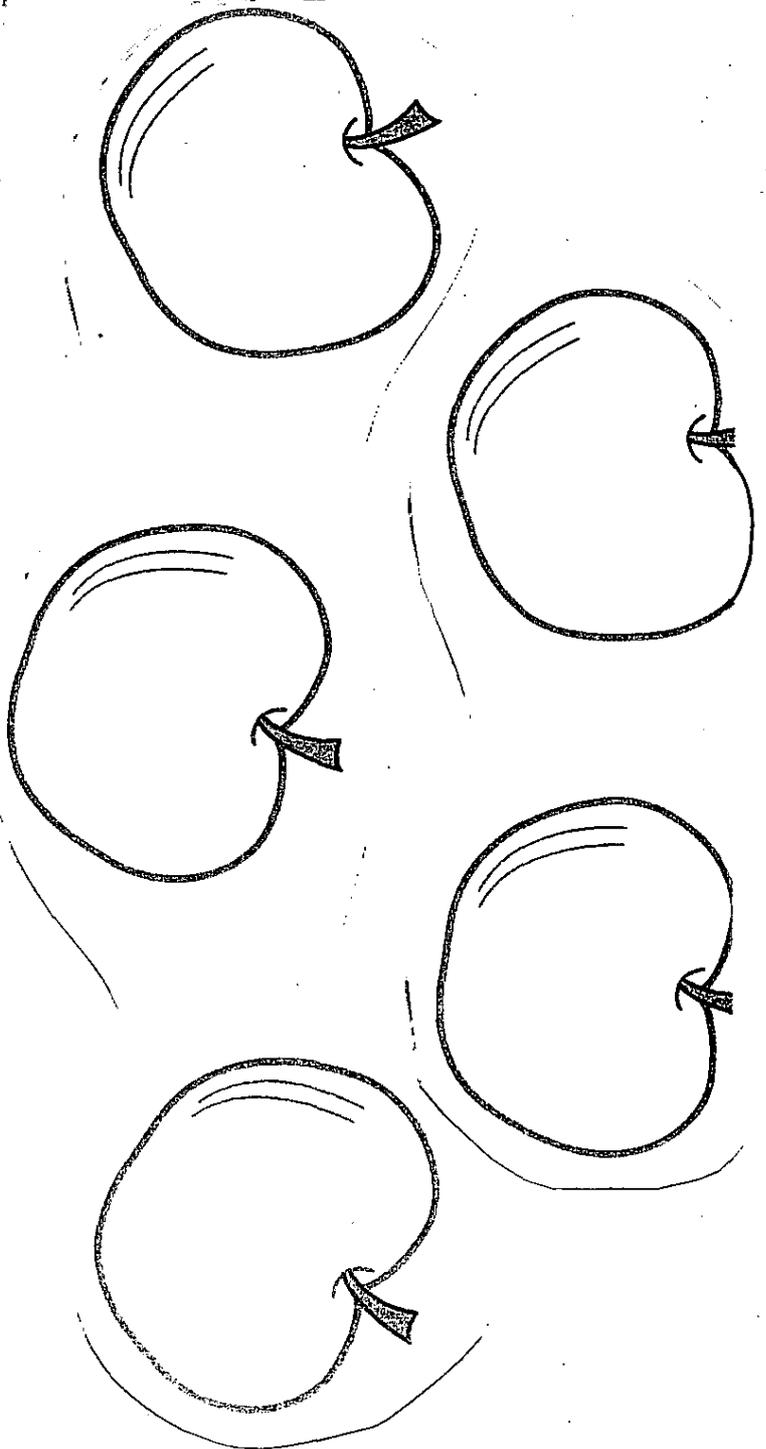
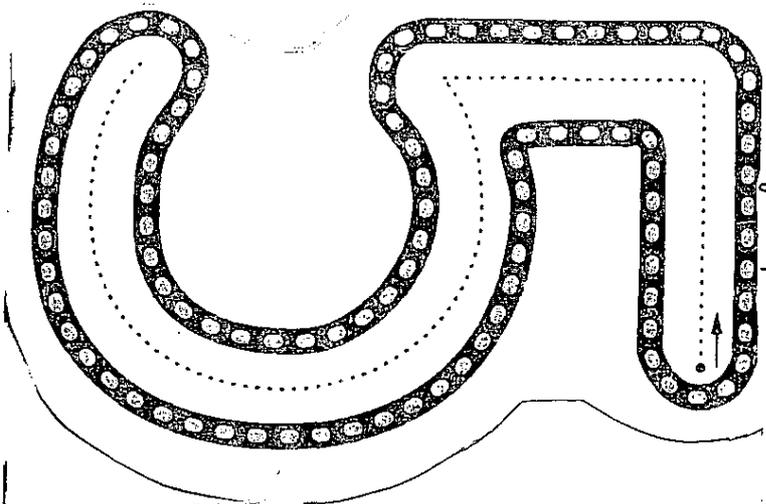
Colorea y escribe la grafía del número cinco.



E.I. MAR DE ALBORÁN

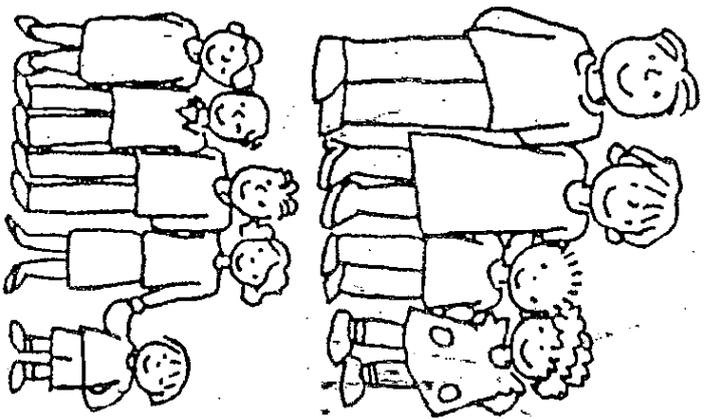


Colorea y repasa los números.



E.I. MAR DE ALBORÁN



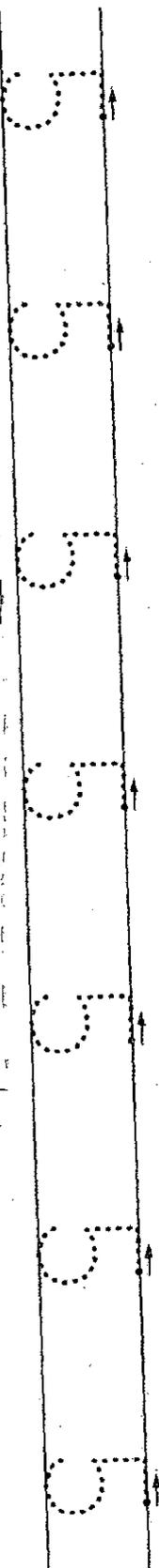
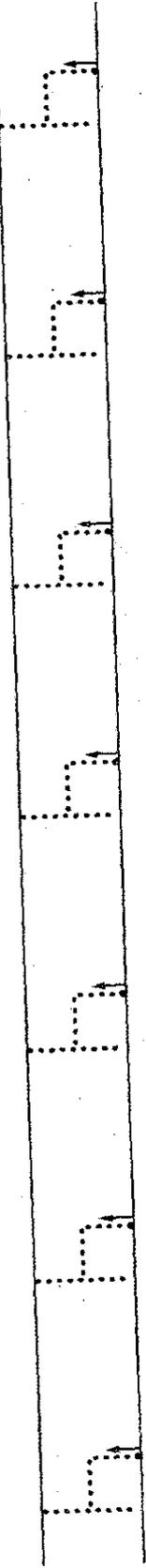
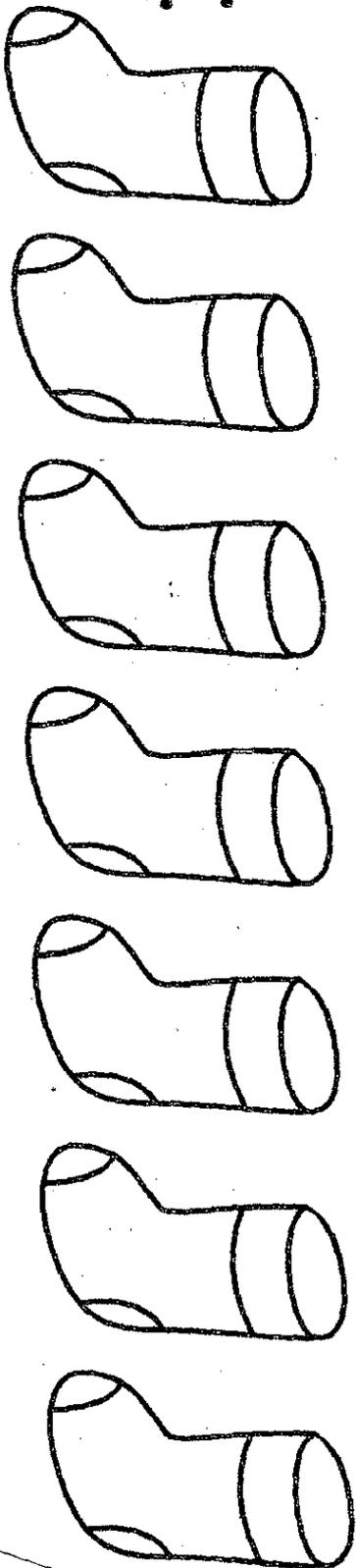
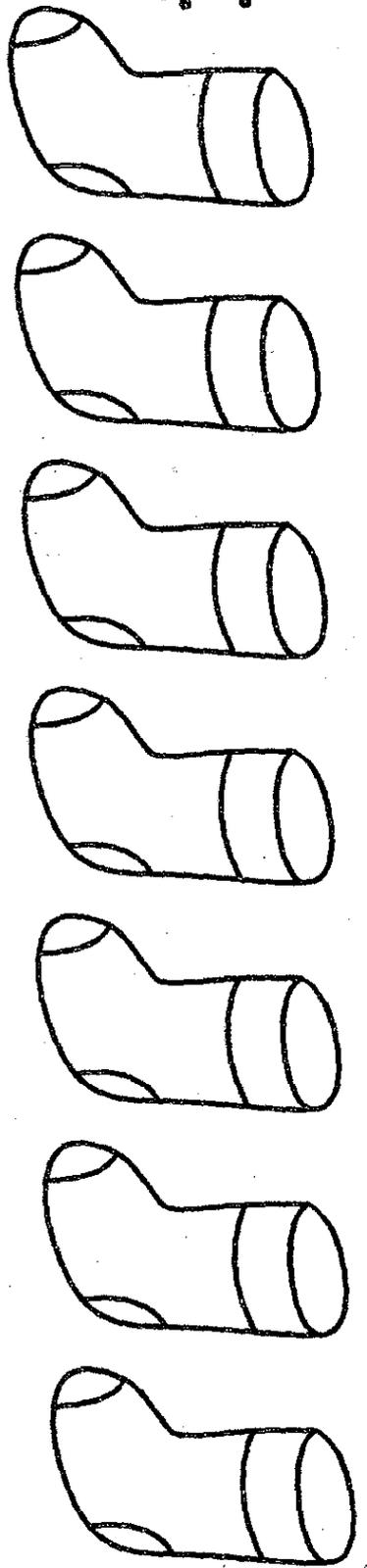
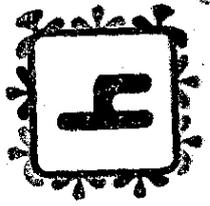


4 4 4 4 4 4
 4 4 4 4 4 4

5 5 5 5 5 5
 5 5 5 5 5 5

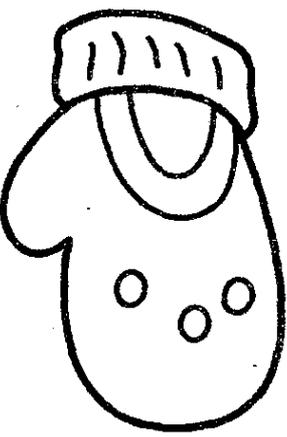
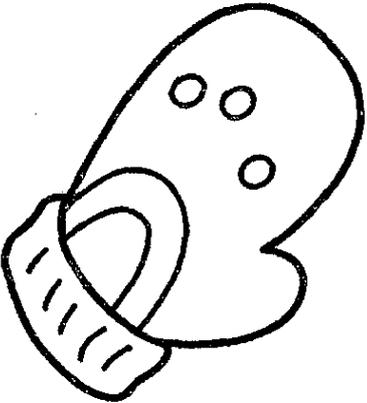
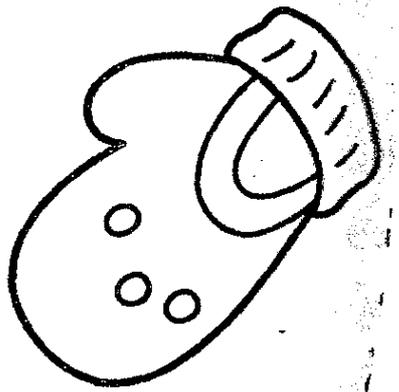
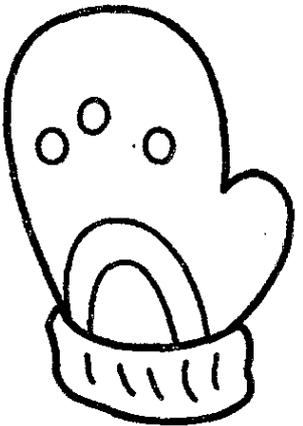
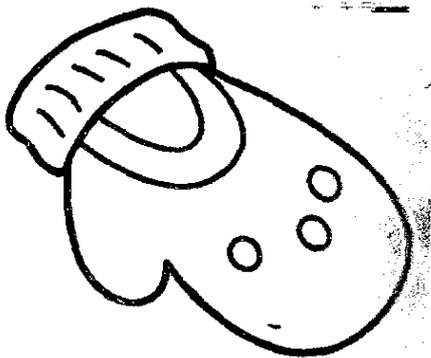
Colorea y repasa los números.





Colorear en cada fila la cantidad de calcetines que indica la etiqueta. Repasar la grafía de los números.





5

5

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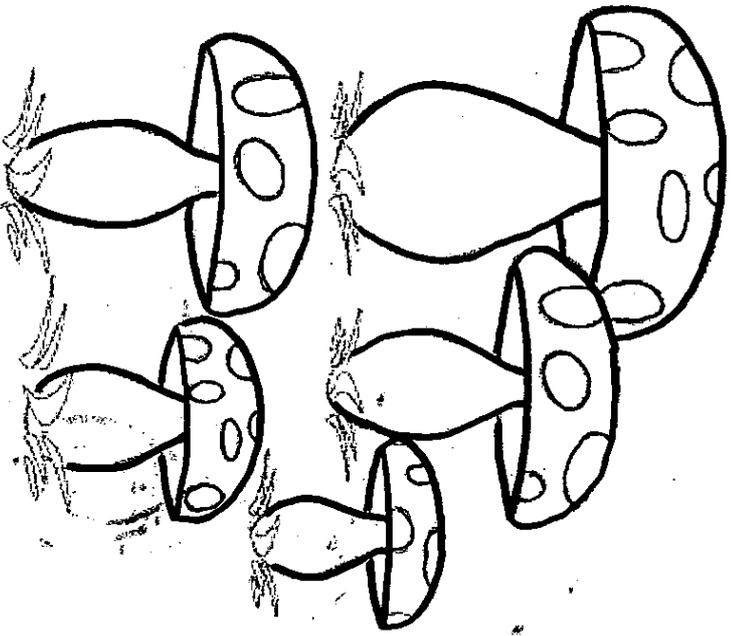
5

5

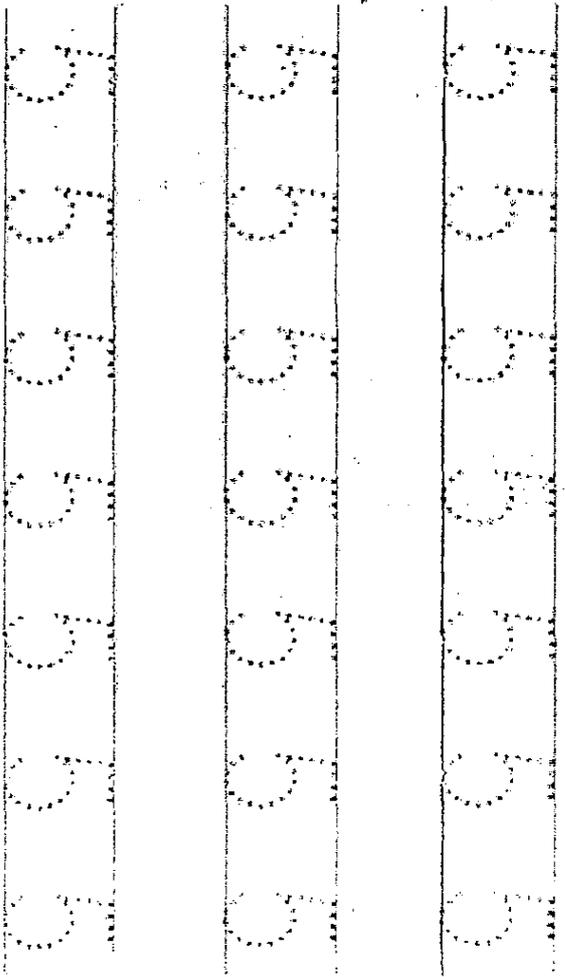
5

Tachar las manoplas necesarias para que queden cinco.
Reparar la grafía del número cinco.





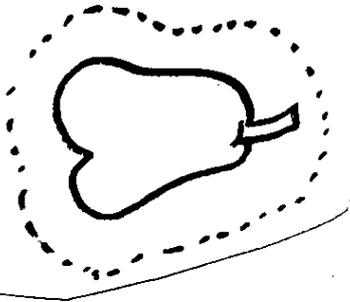
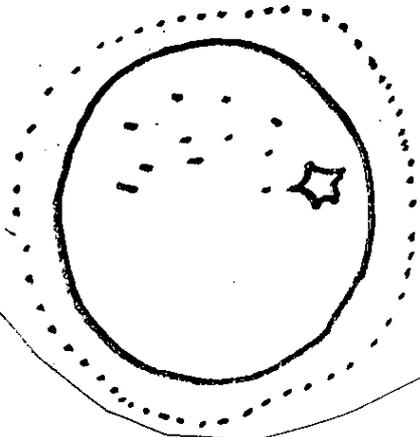
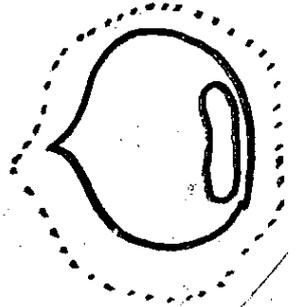
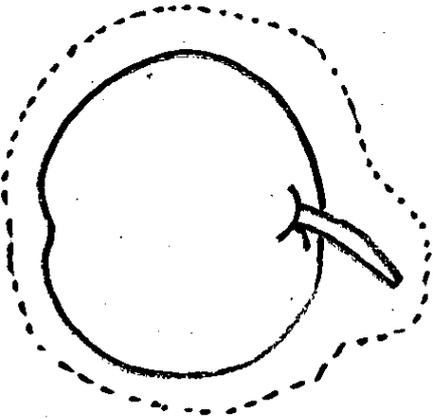
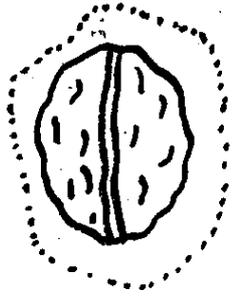
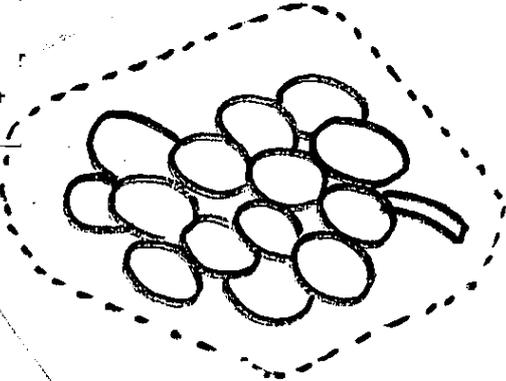
5



Colorear y reparar la grafía del número cinco.



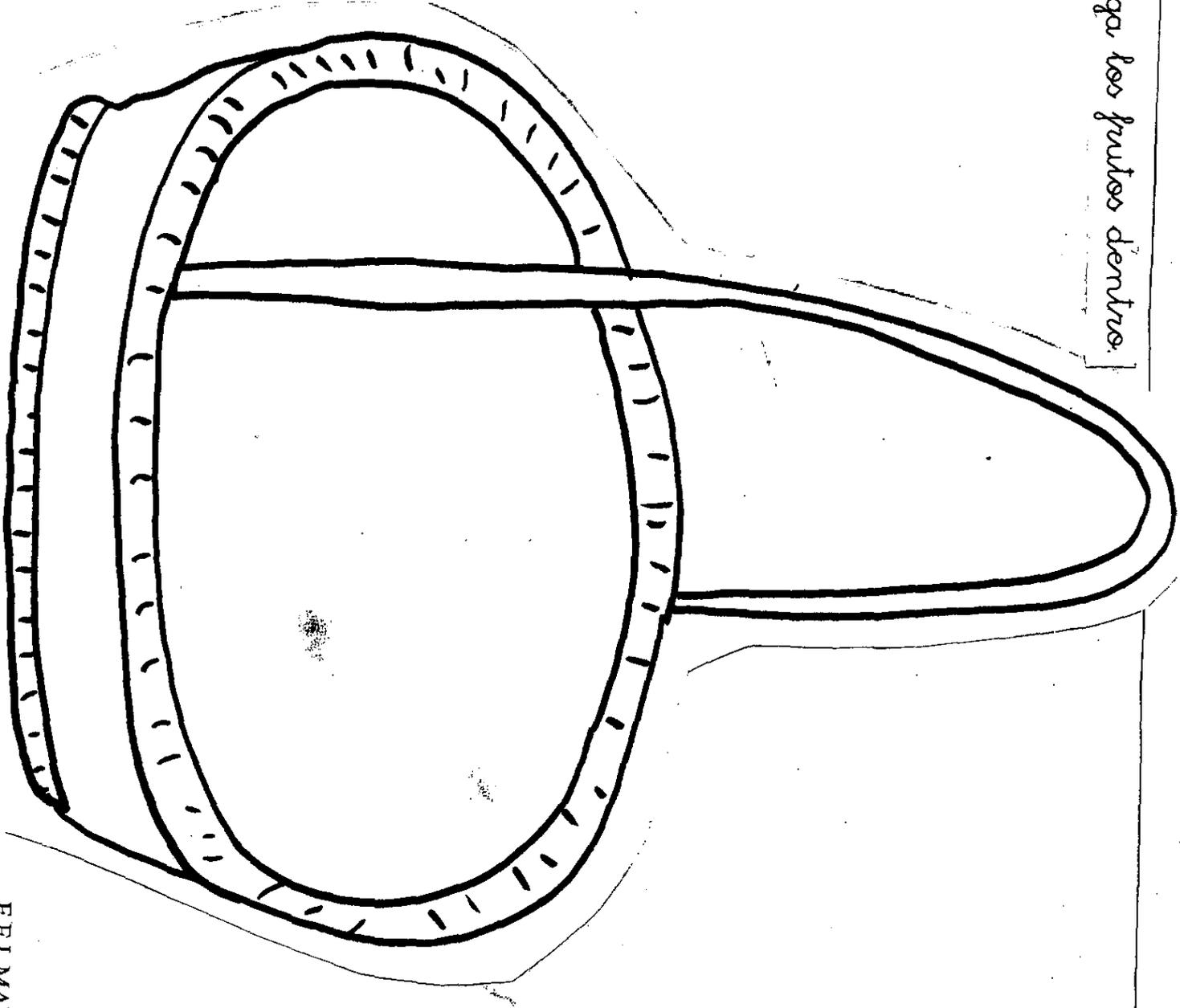
Colorea y recorta.



E.E.I. MAR DE ALBORÁN



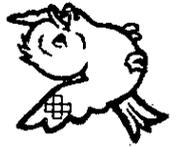
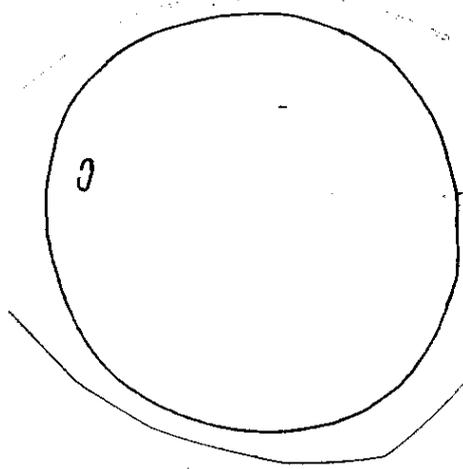
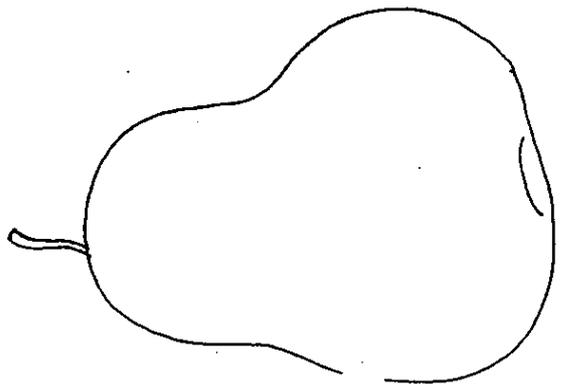
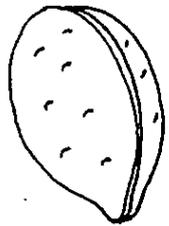
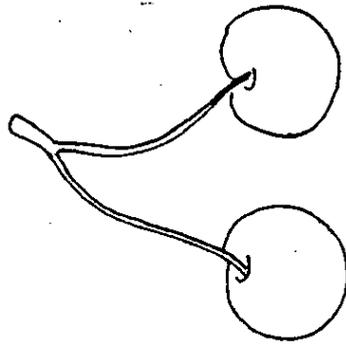
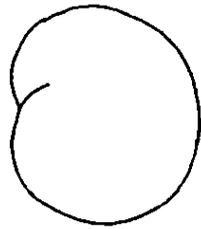
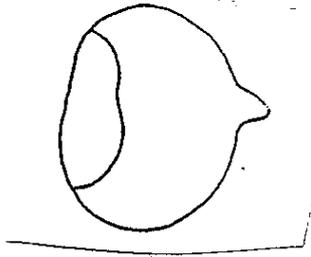
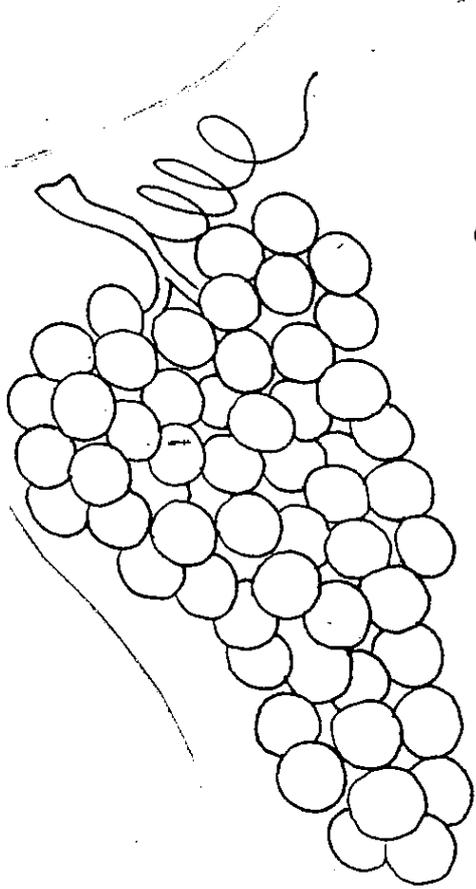
Colorea y pega los frutos dentro.



E.E.I. MAR DE ALBORÁN

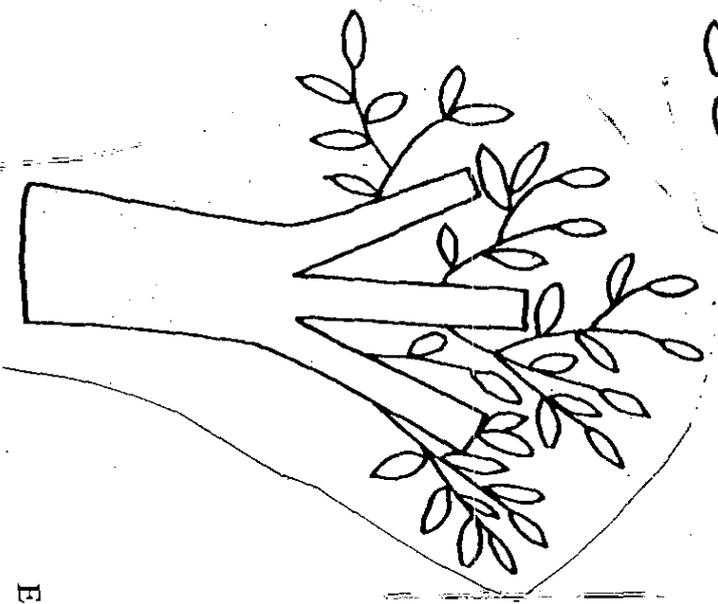
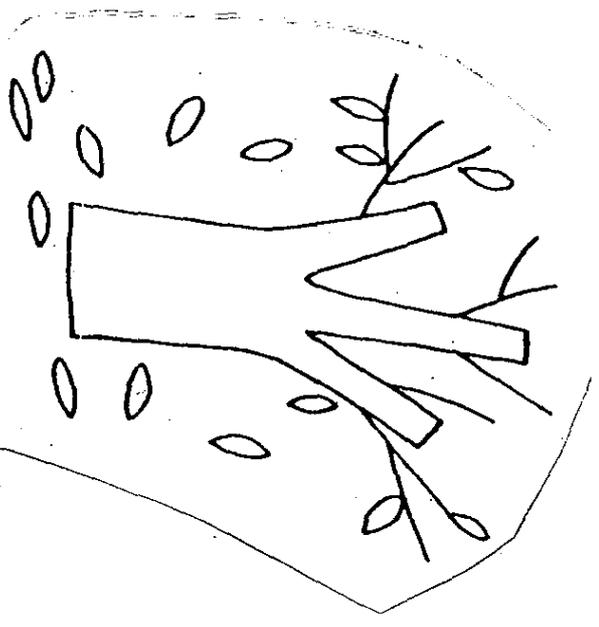
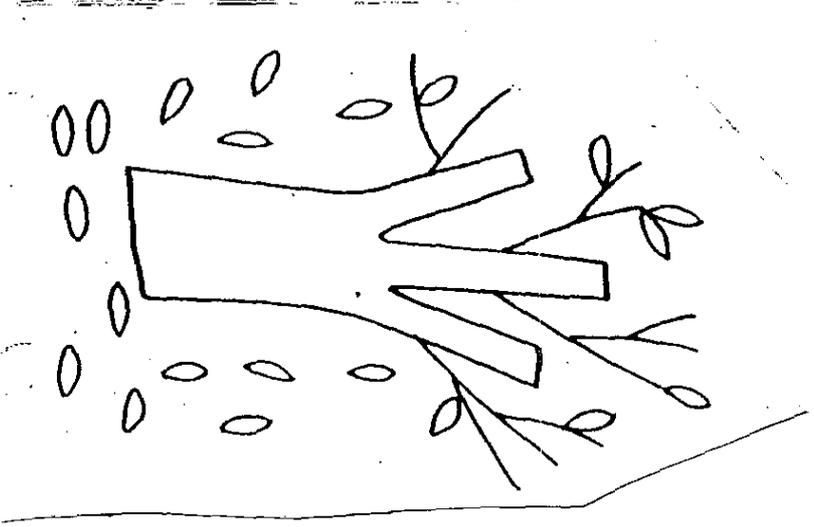
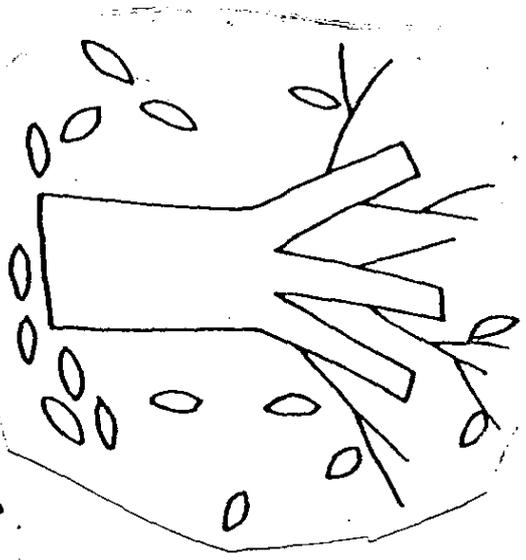
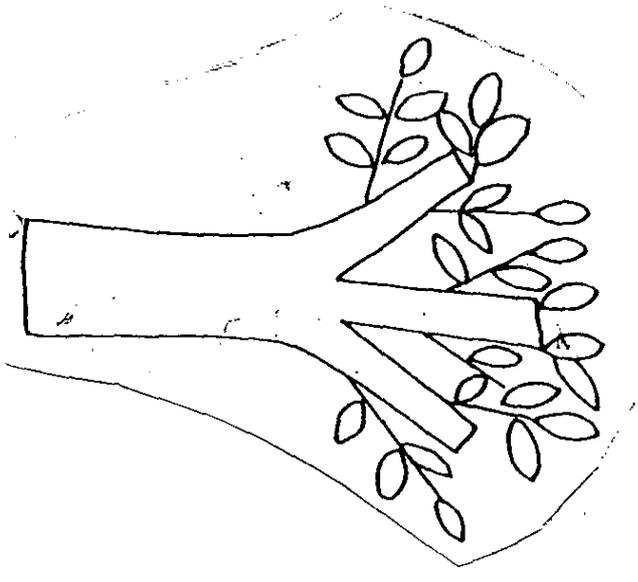


Pinta las frutas grandes.



EL OTOÑO

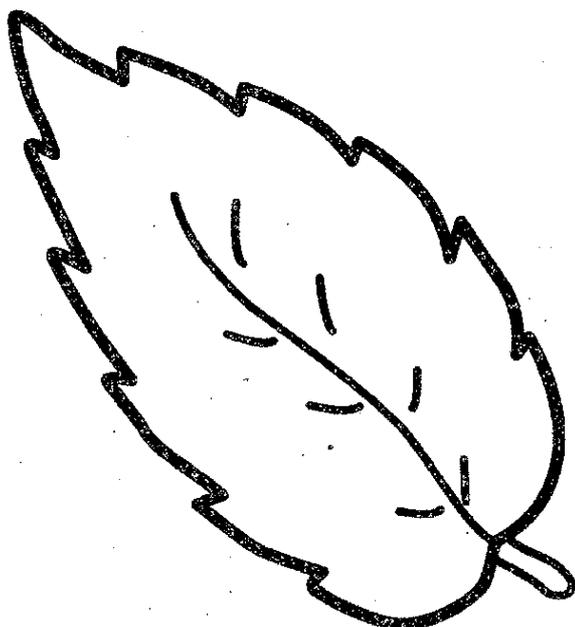
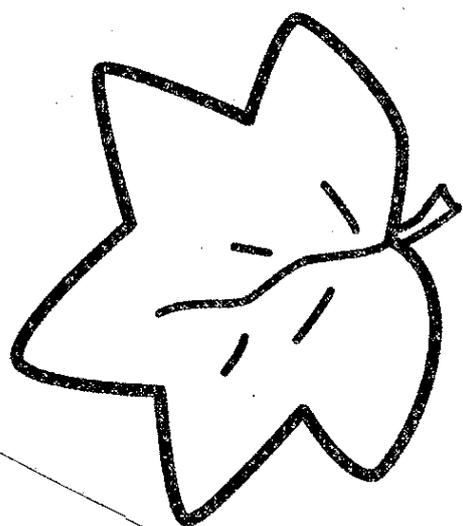
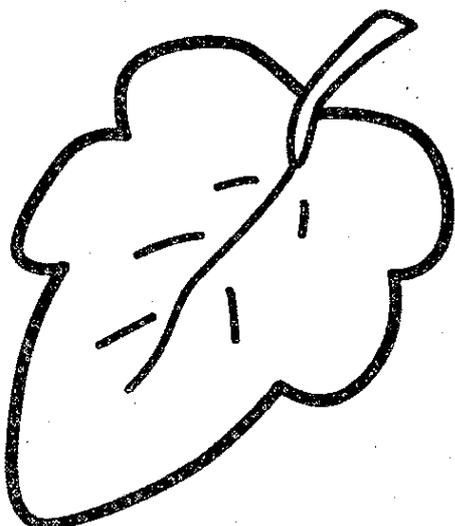
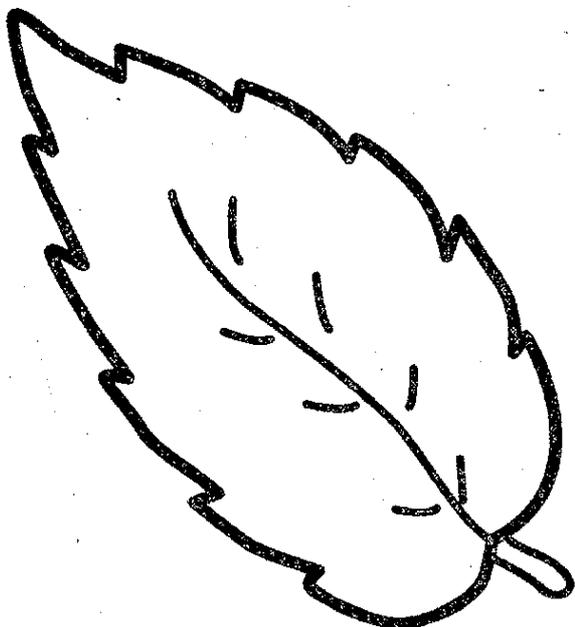
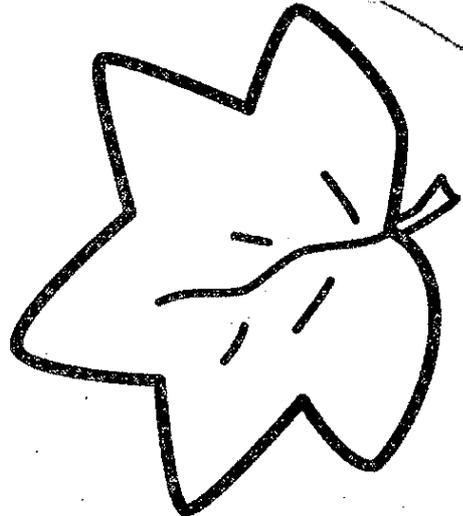
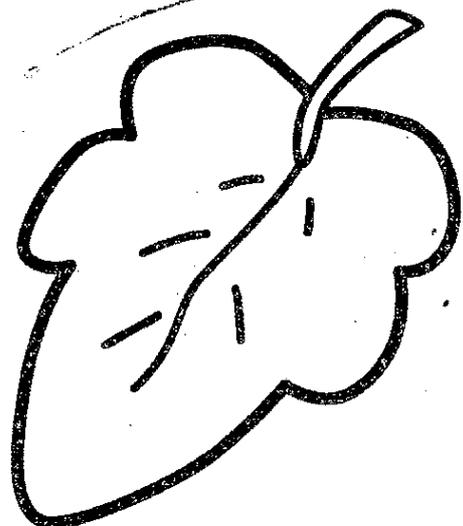
*Pinta los árboles en los que caen
muchas hojas.*



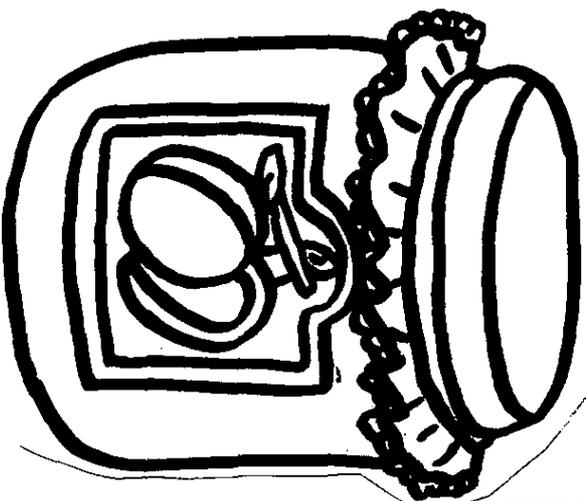
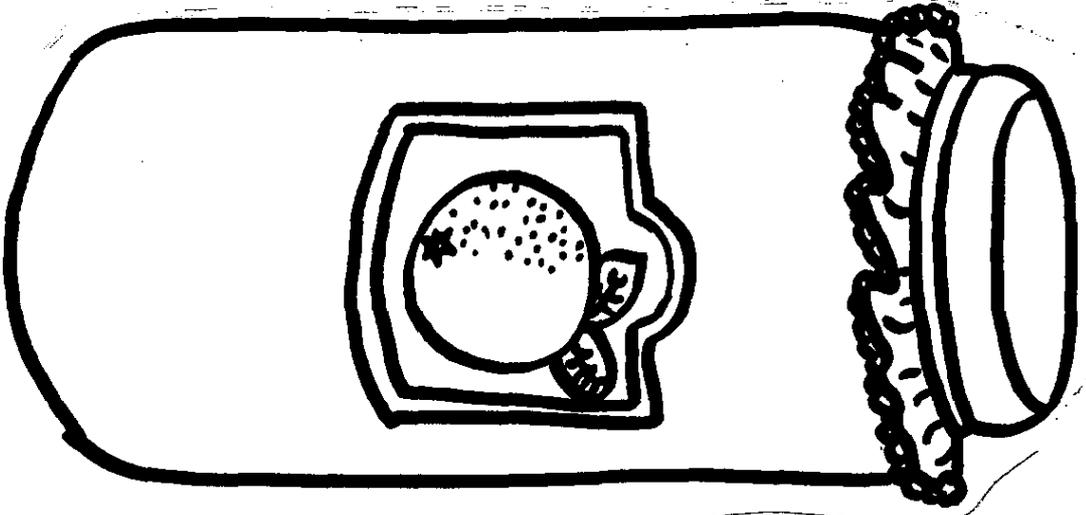
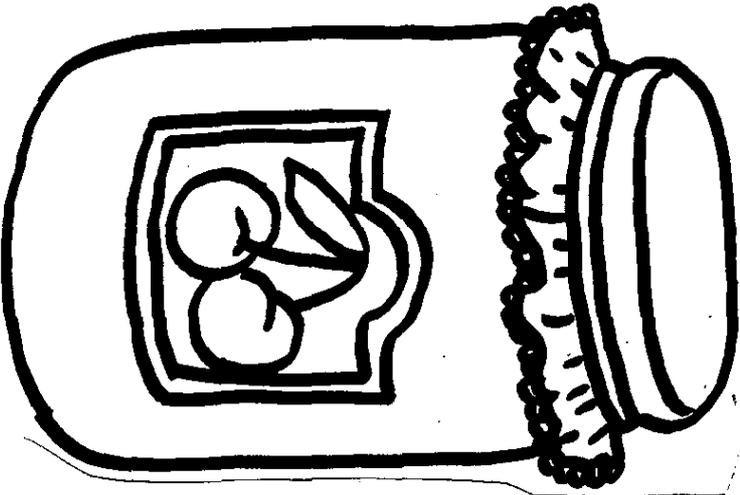
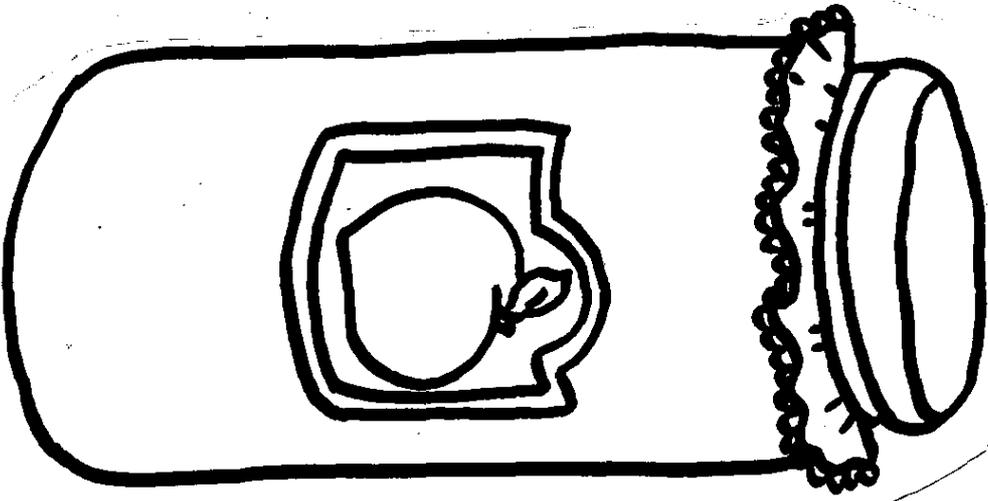


E.E.I. MAR DE ALBORÁN

Unir, mediante una línea, cada hoja de la fila de arriba con la hoja que es igual en la fila de abajo. Colorear sólo las de arriba.



Colorear los botes grandes.



E.I. MAR DE ALBORÁN



Colorea el árbol pequeño y pega papelitos en el

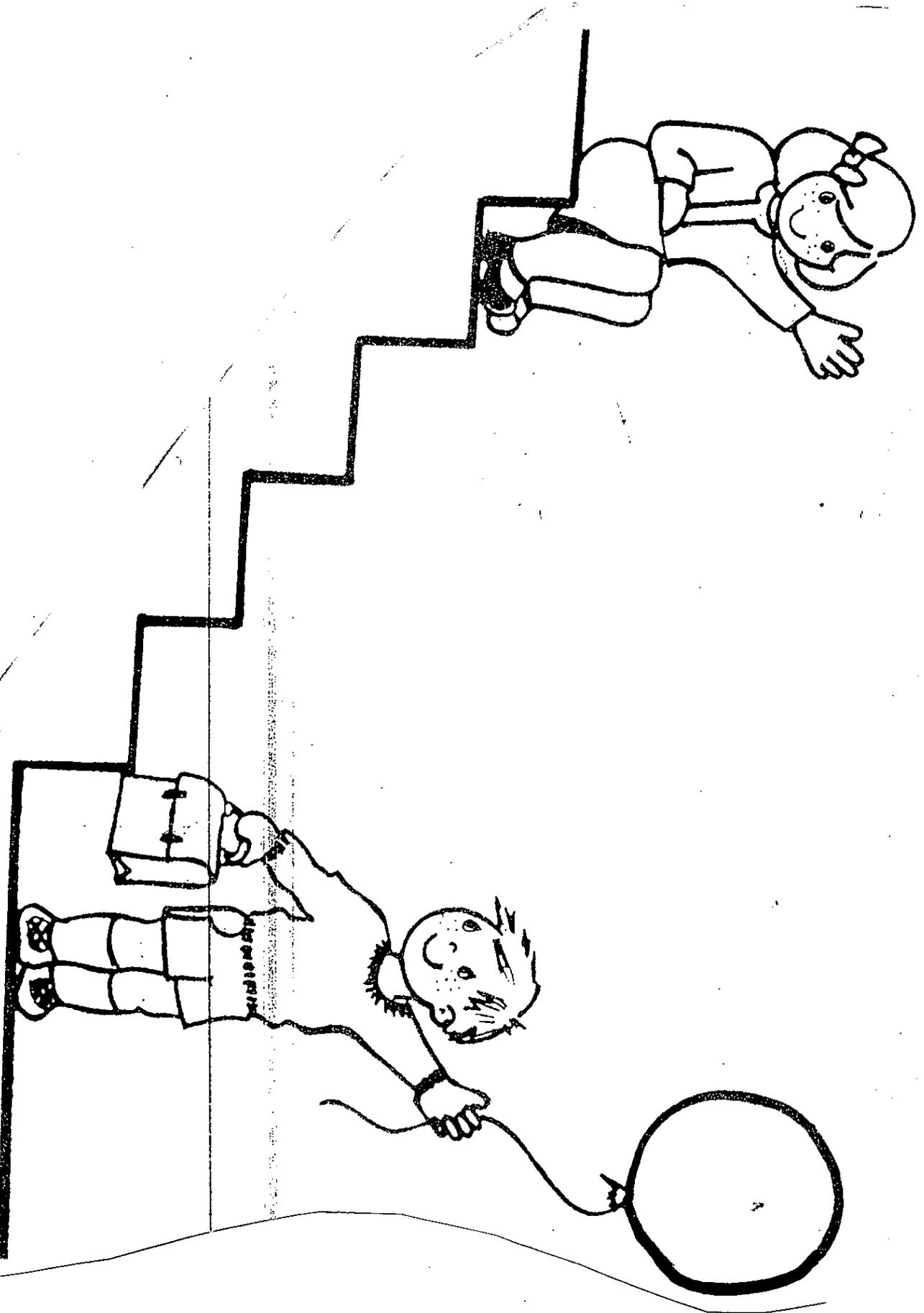
grande.



E.I. MAR DE ALBORÁN

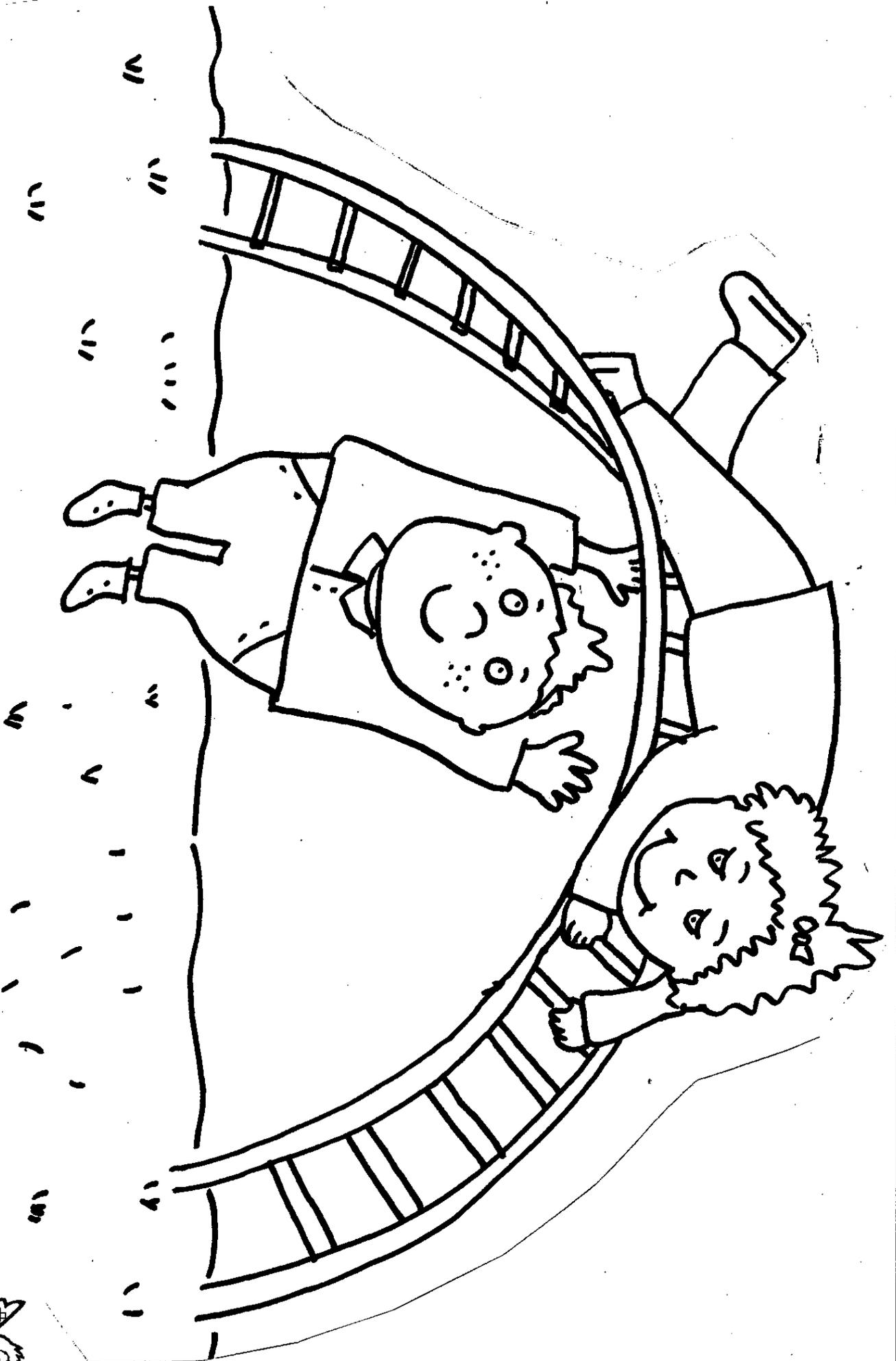


Colorear y pegar un gemet en el niño que está abajo.



E.I. MAR DE ALBORÁN



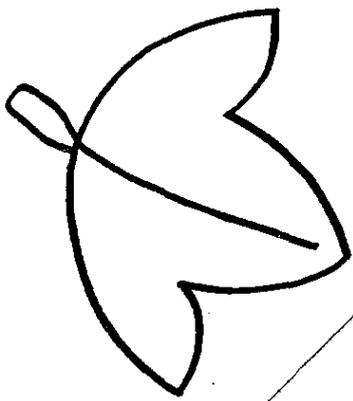
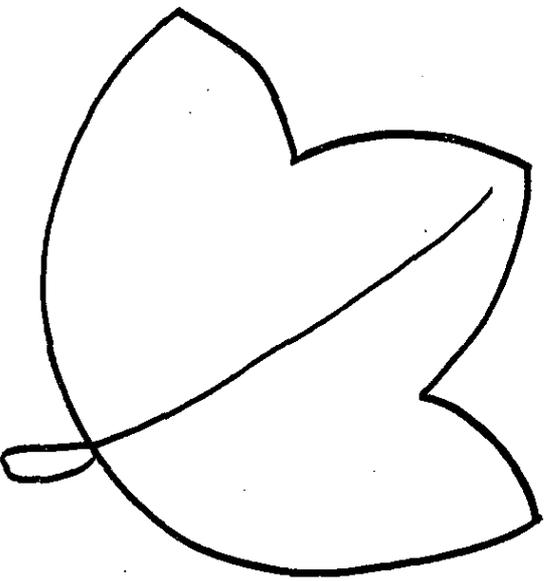
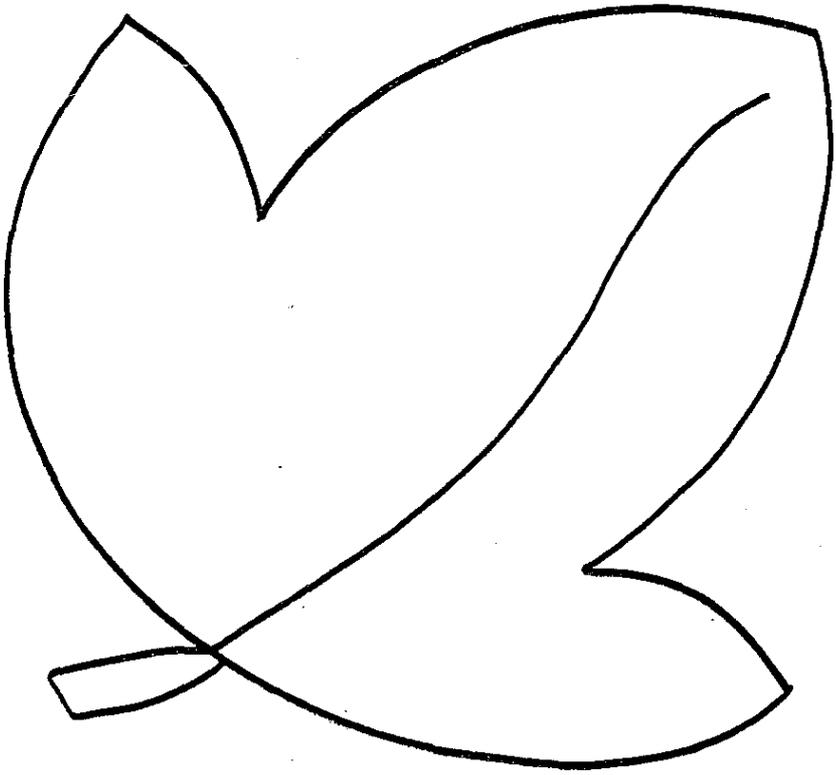


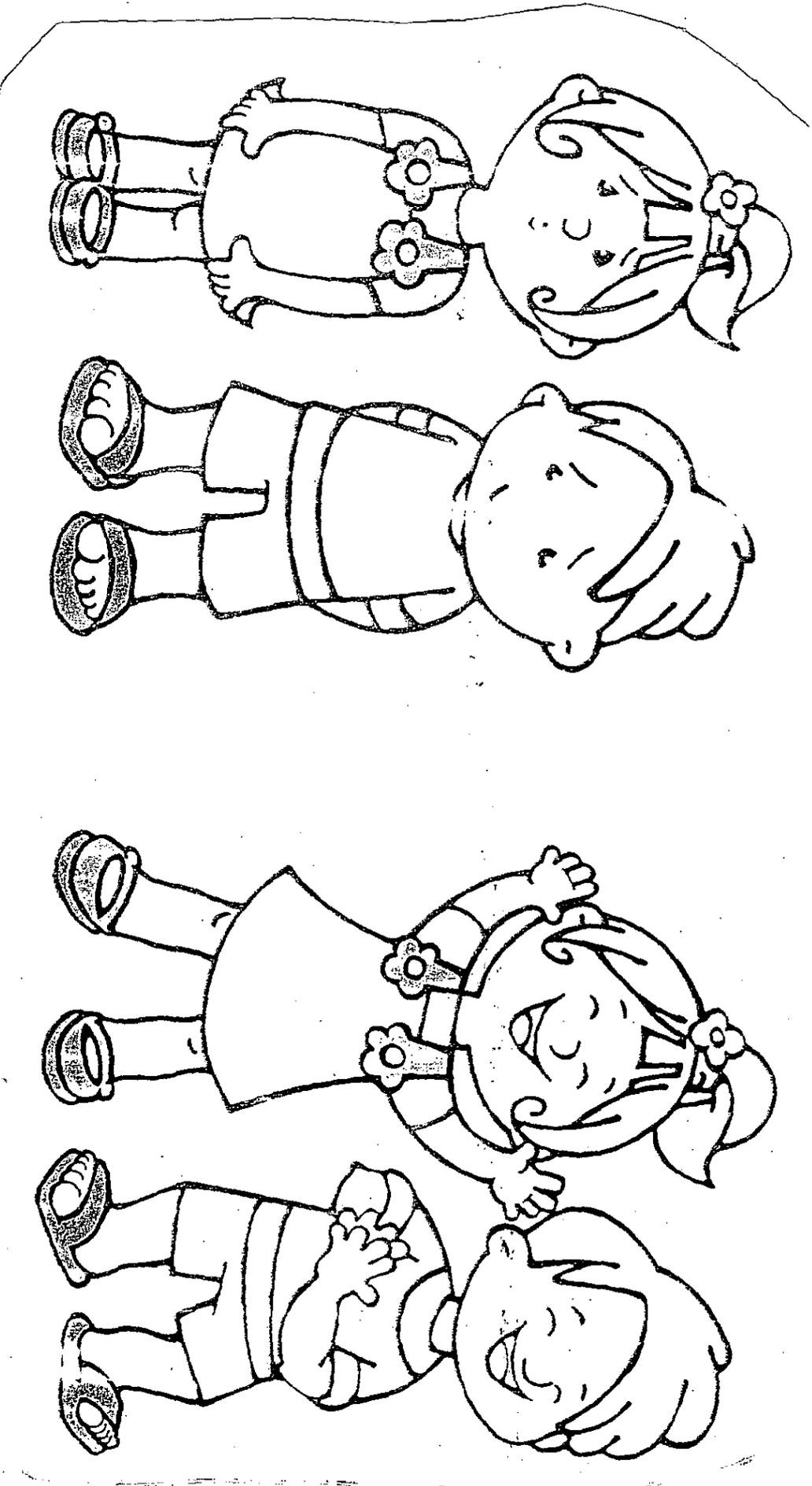
Colorear y pegar un gommel en la niña que está arriba.

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Colorea de color amarillo la hoja grande, roja la mediana y marrón la pequeña.

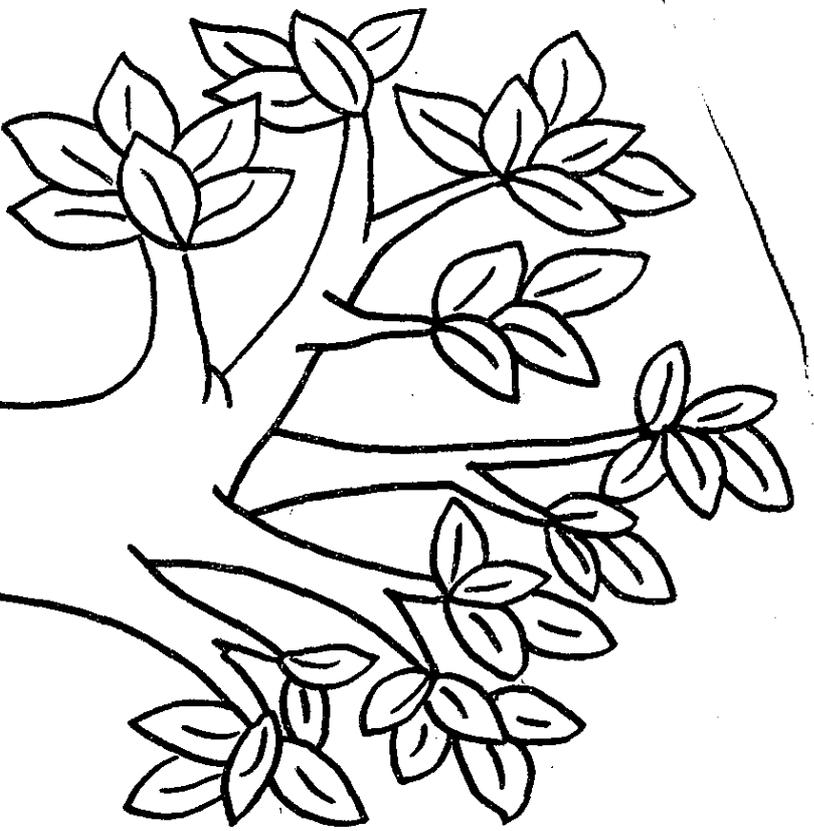




Colorea a los niños alegres, tacha a los tristes.

EEL MAR DE ALBORÁN



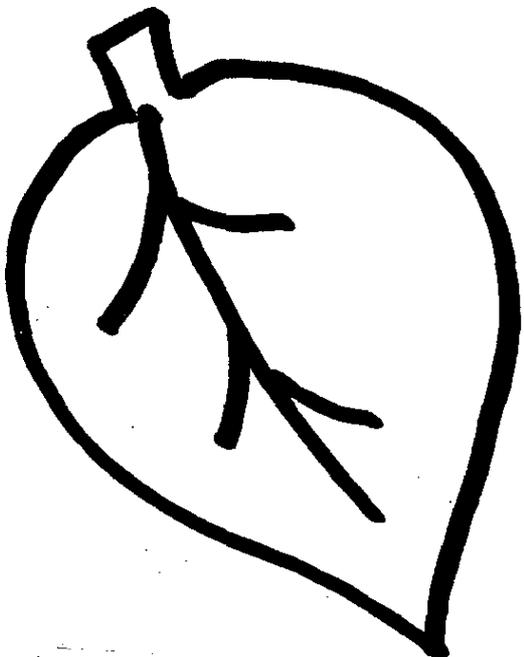
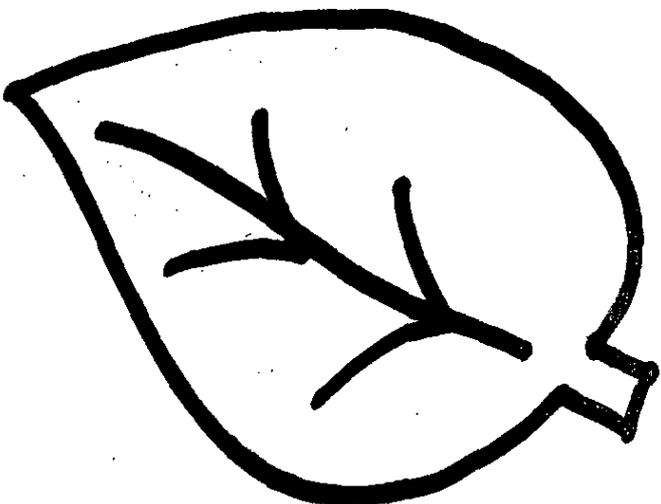
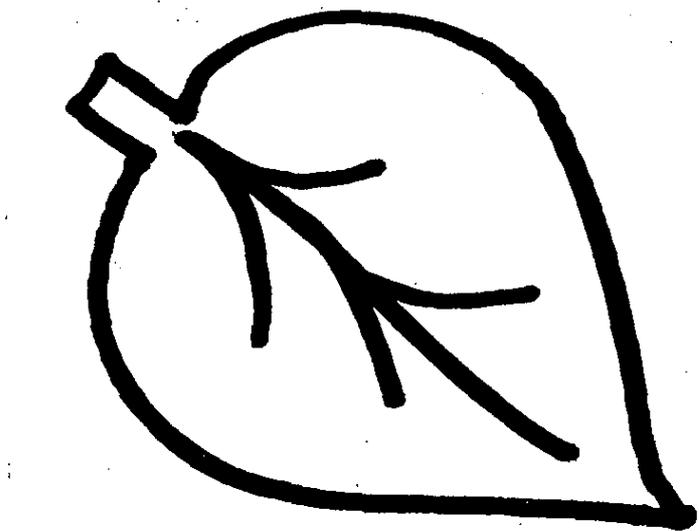


Colorea el árbol y completa el dibujo con más hojas que caen.

E.E.I. MAR DE ALBORÁN



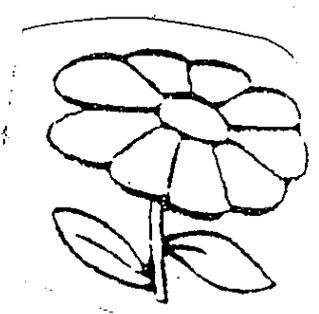
Pintar con tempera.



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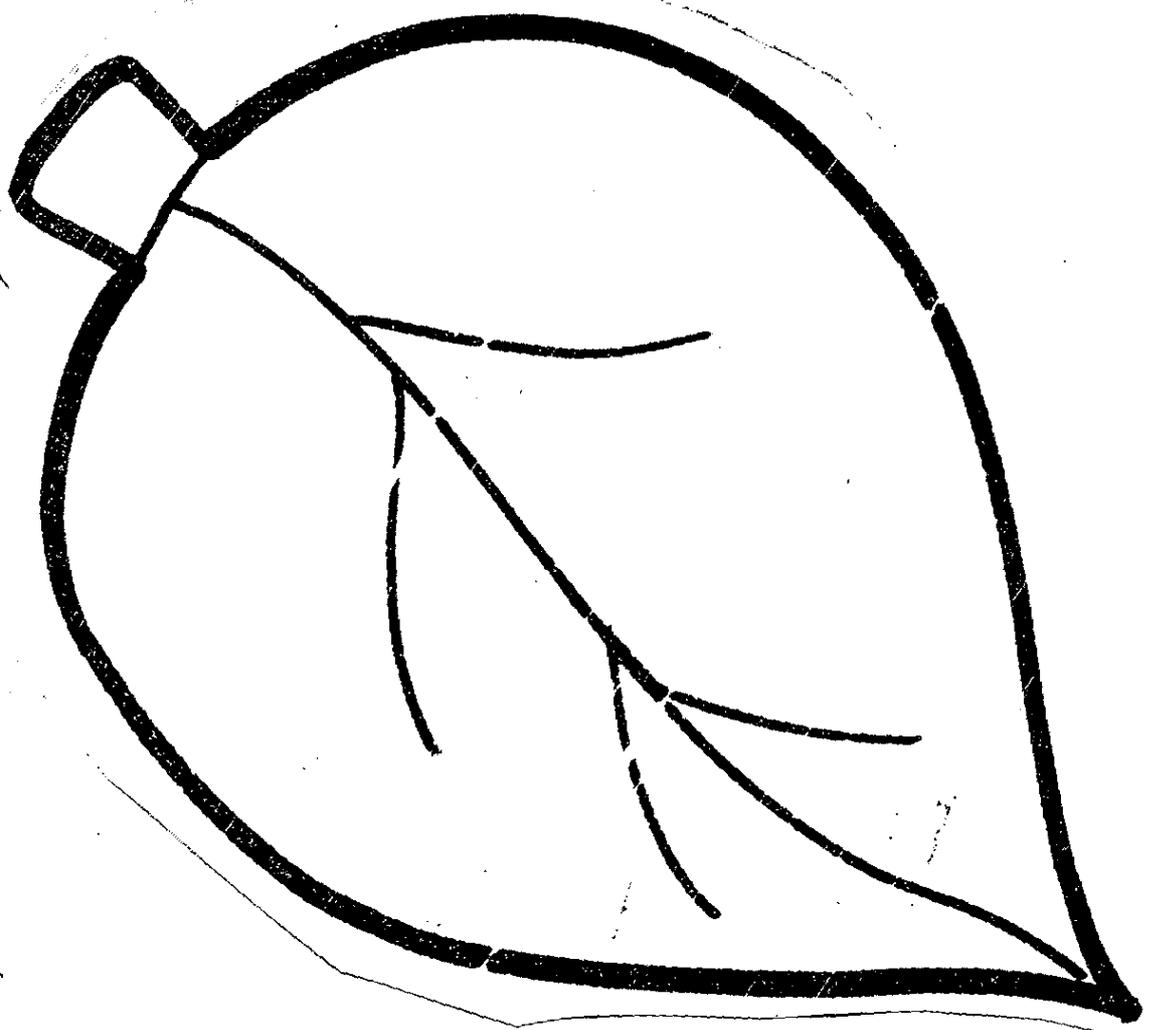
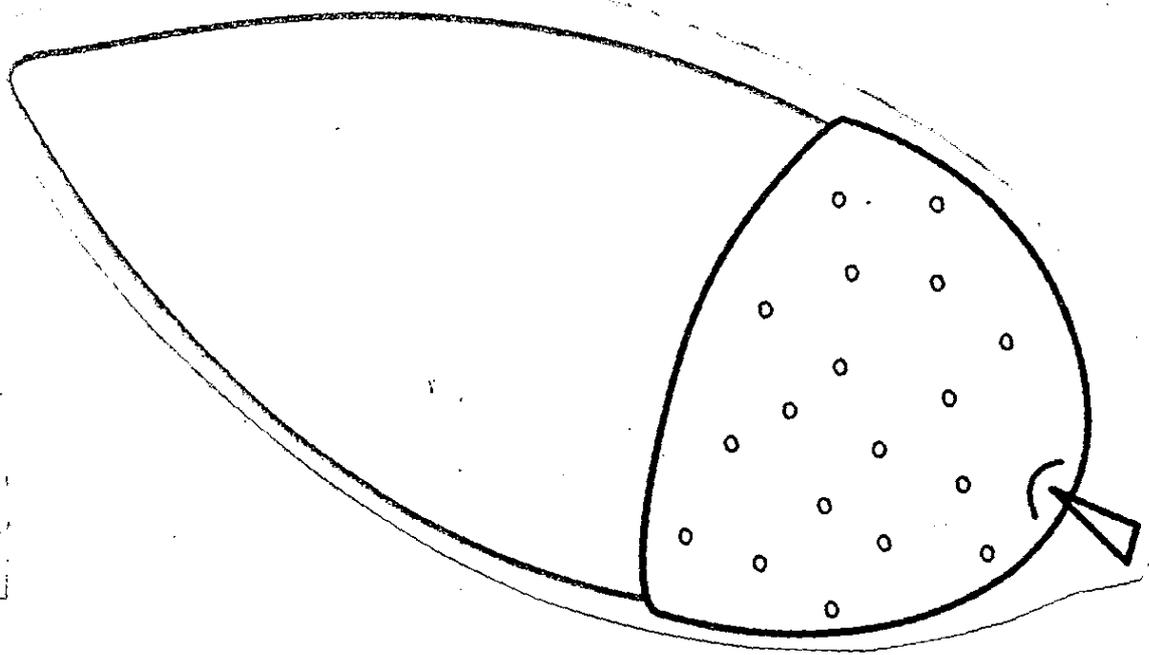
Repasa, colorea y pega papeletos
en la cola de la ardilla.



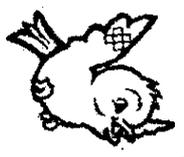
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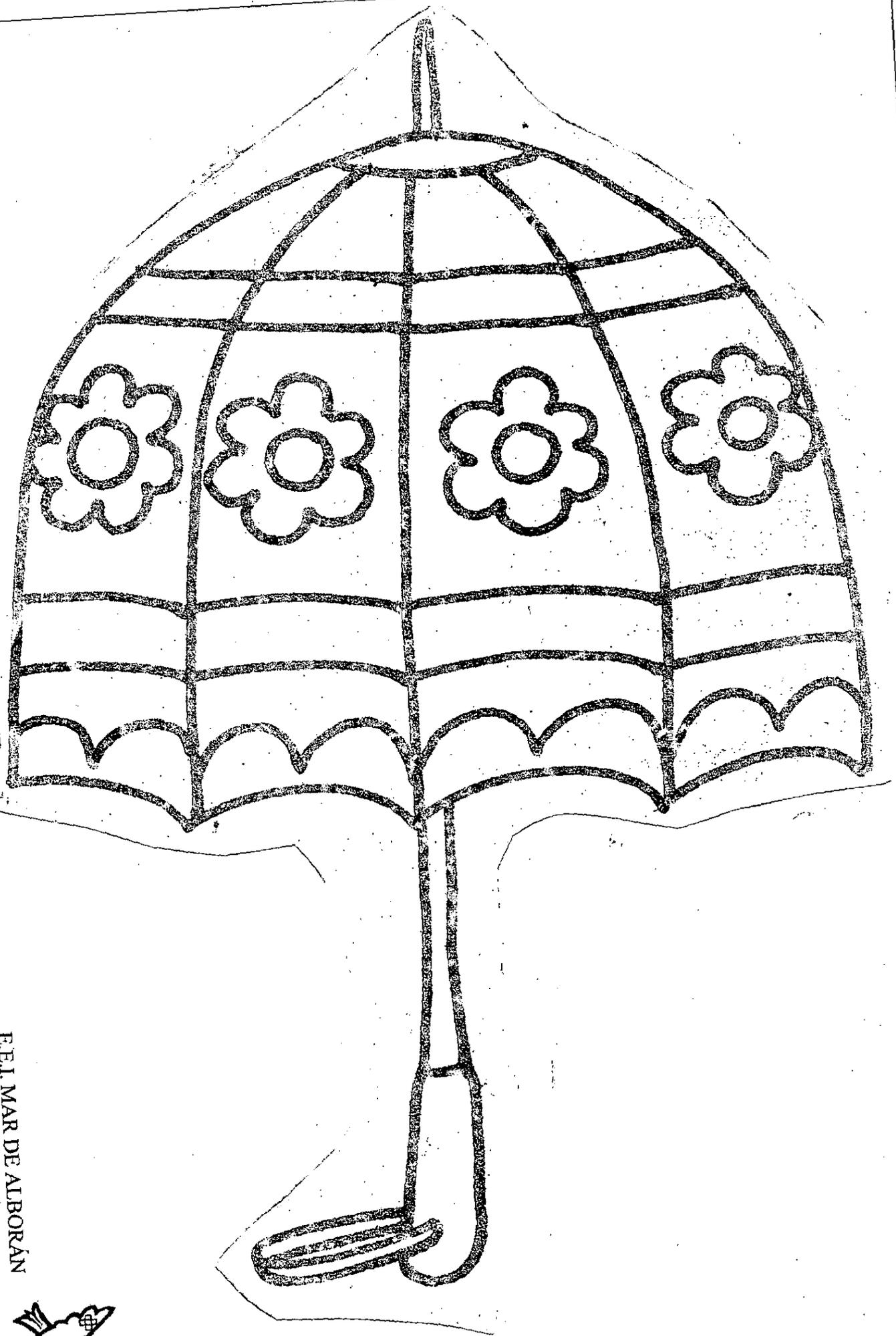
Celofano com pinhuras de dedos.



E.E.I. MAR DE ALBORÁN



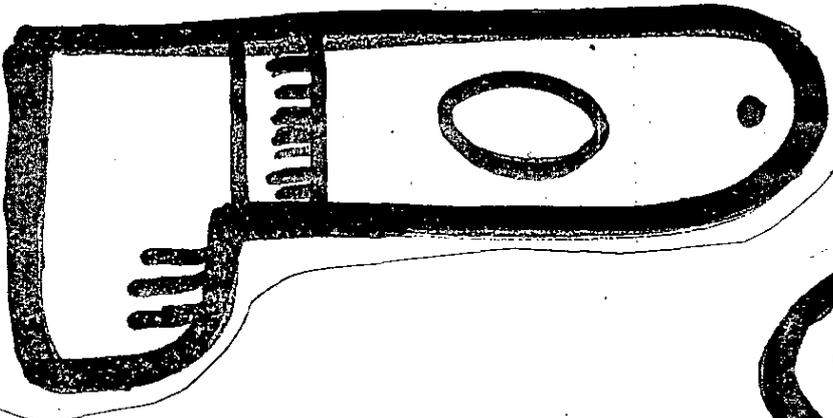
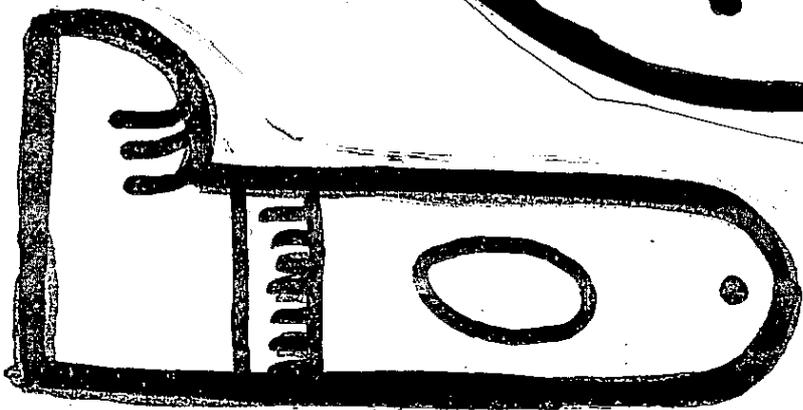
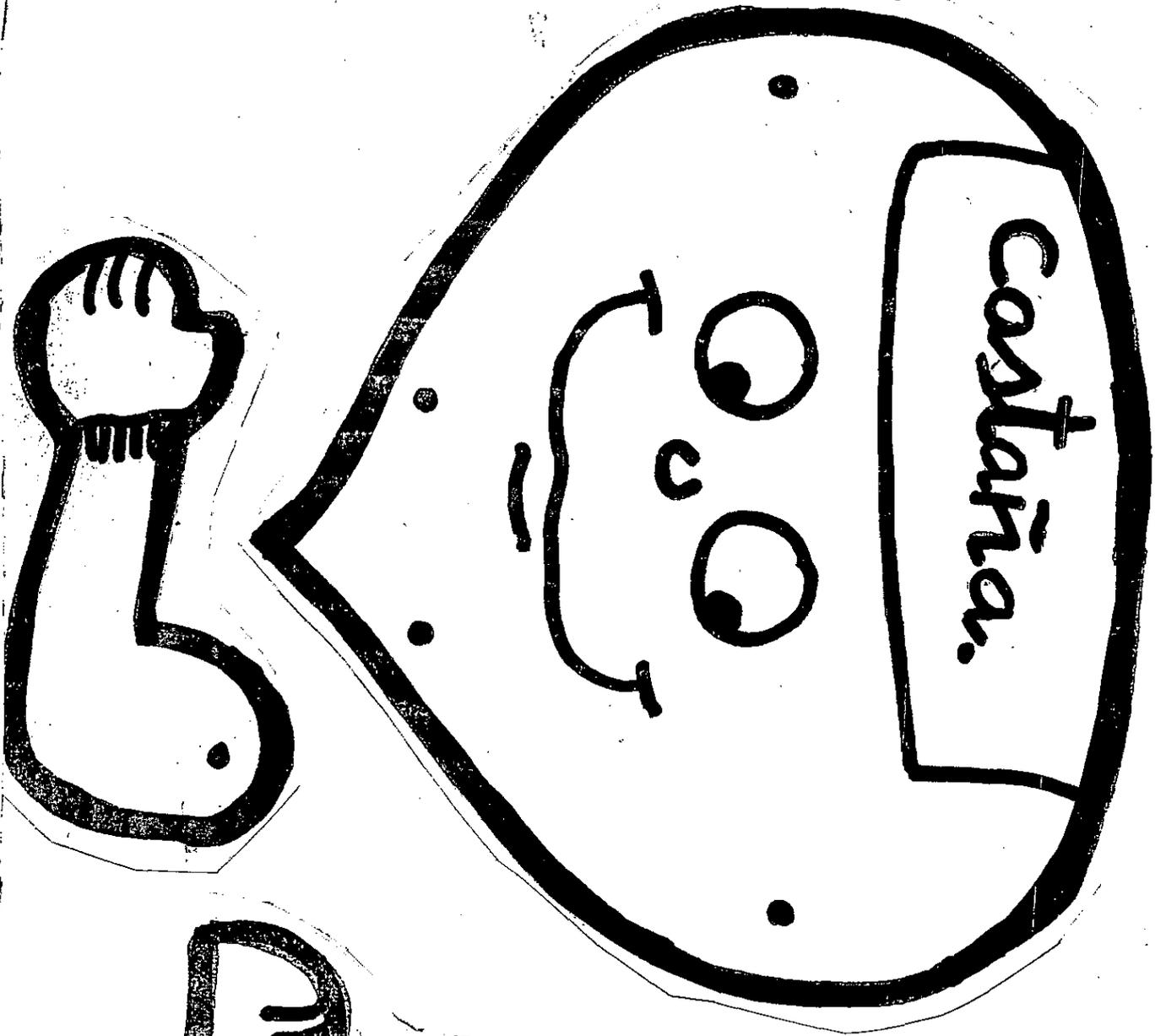
Colorear, recortar los círculos y pegar papel celofán.



E.E.I. MAR DE ALBORÁN



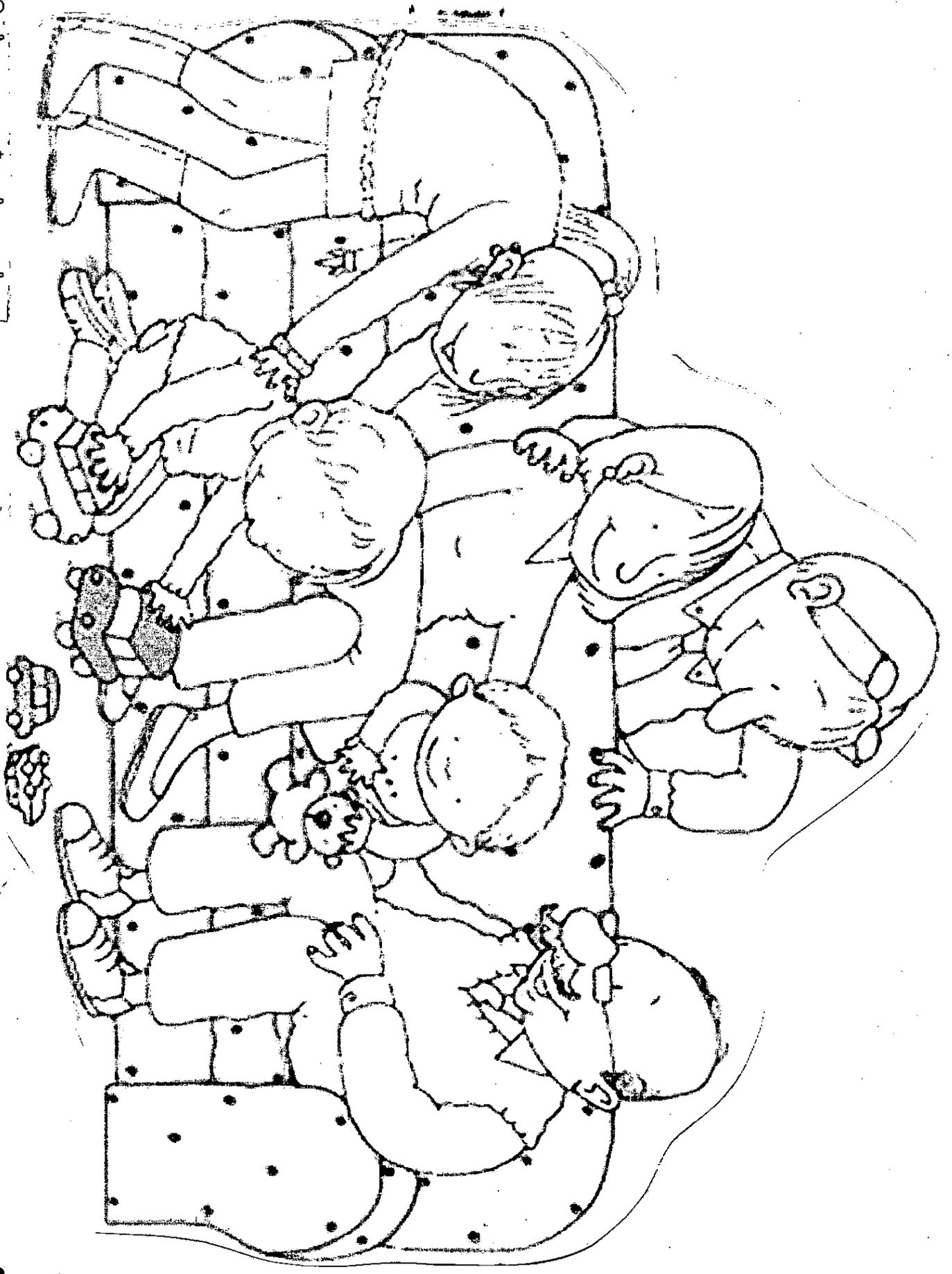
Colorea, recorta y une para formar la castaña.



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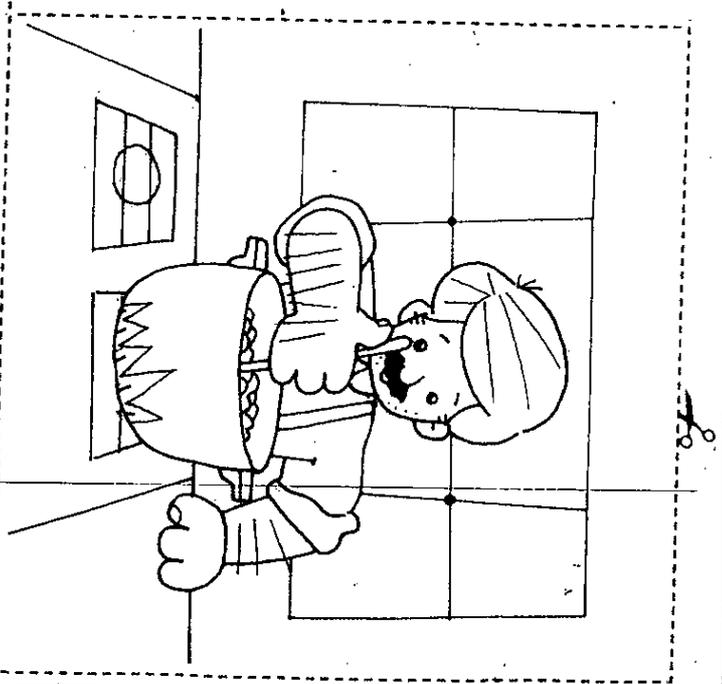


Colorea esta familia!

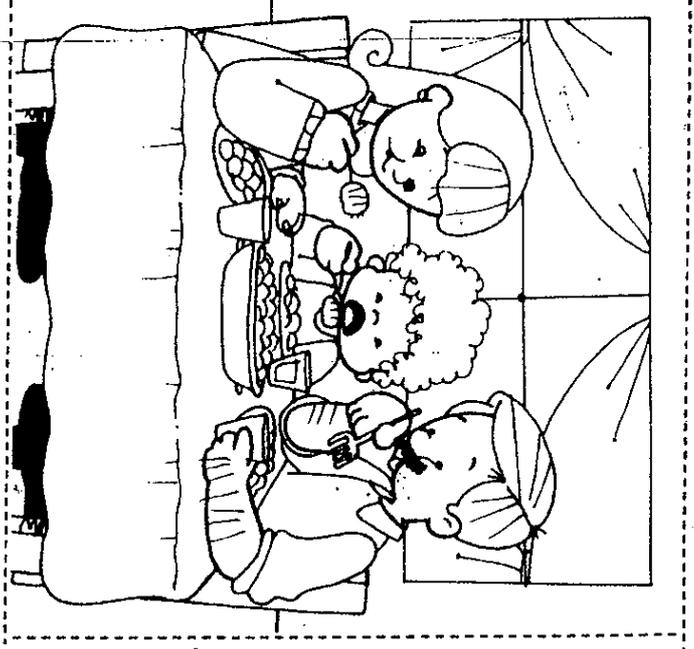
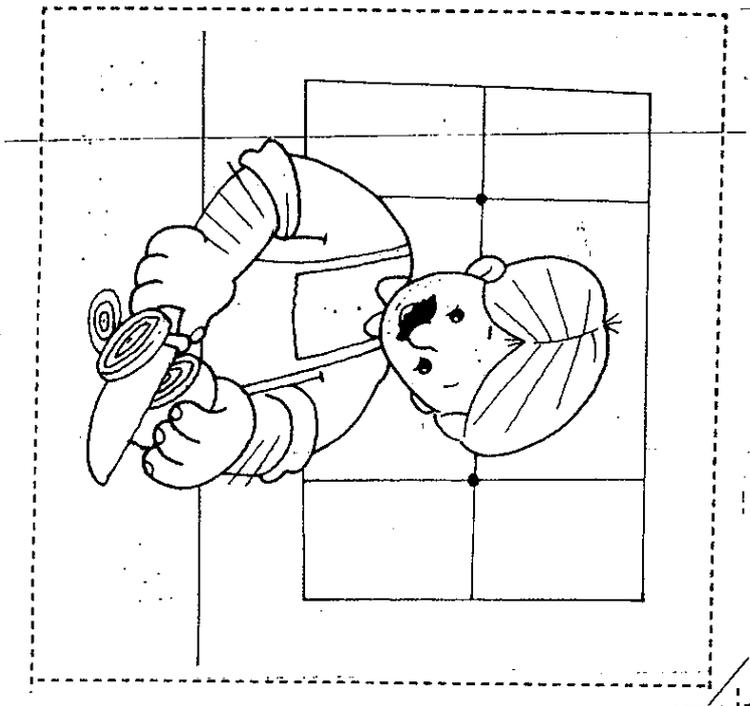


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Colorea las secuencias y
recorta.



E.I. MAR DE ALBORÁN



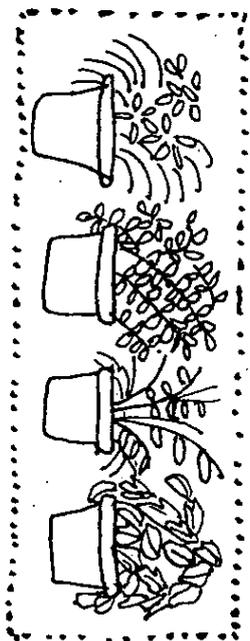
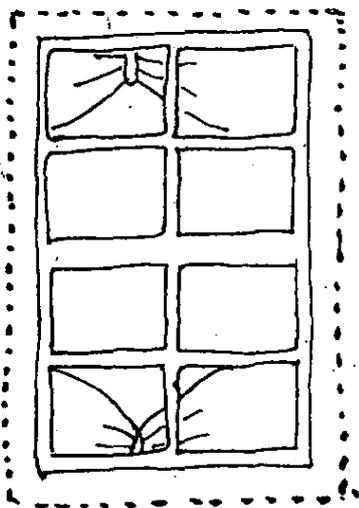
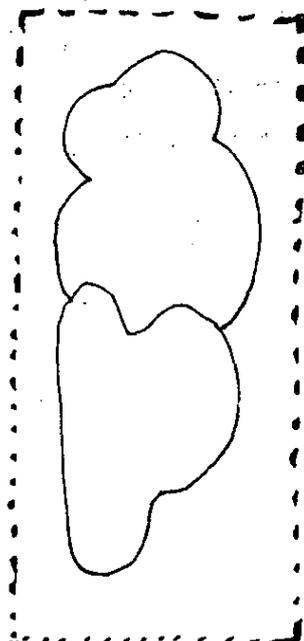
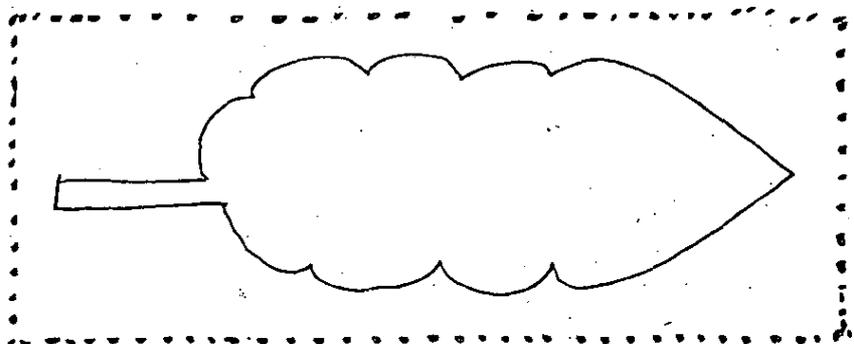
Pega las secuencias ordenadas.

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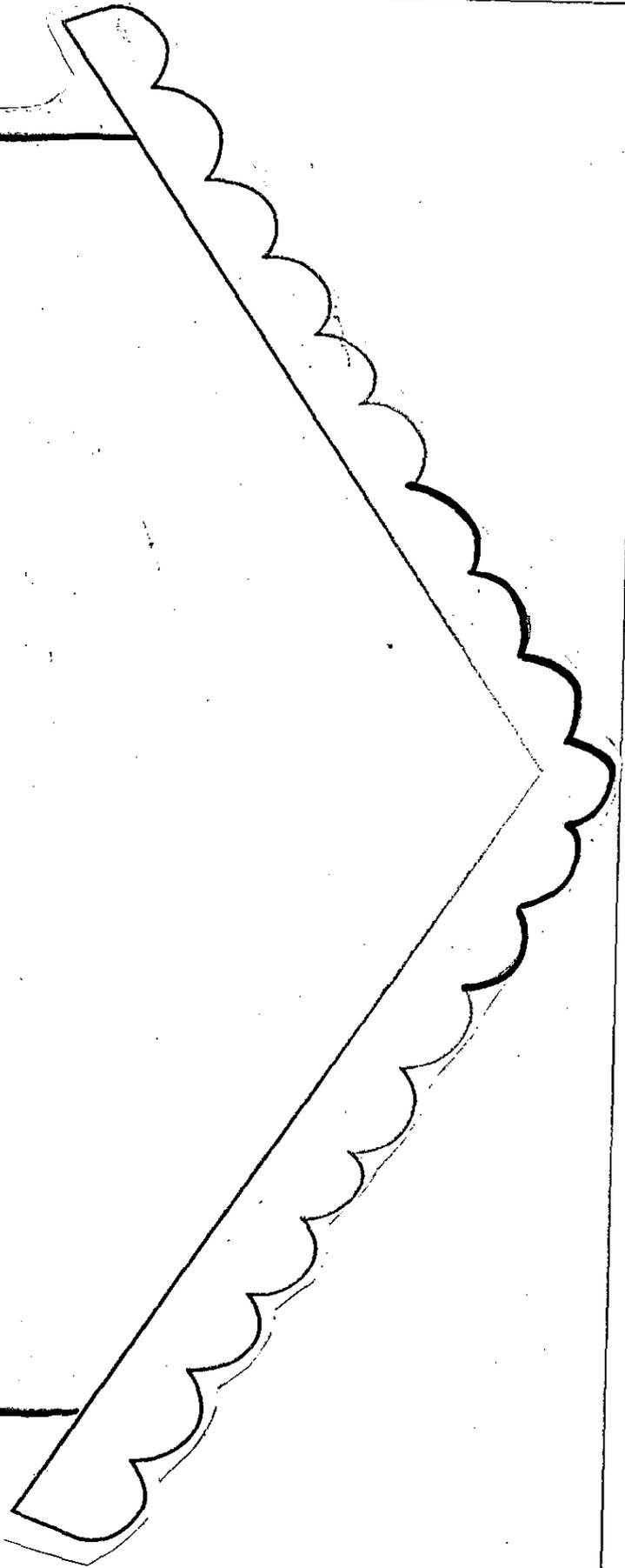


Picard y regar en la casa.



E.E.I. MAR DE ALBORÁN



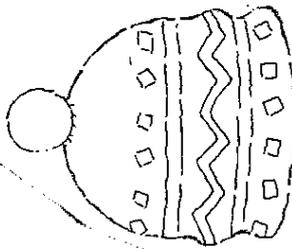


ALBORAN

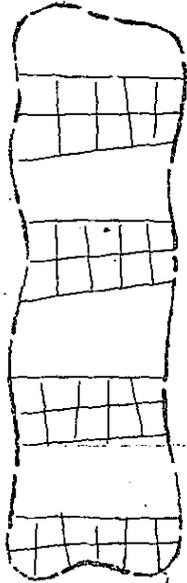


Colorea.

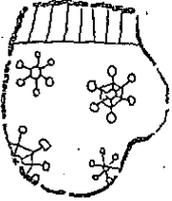
LA ROPA DEL OTOÑO



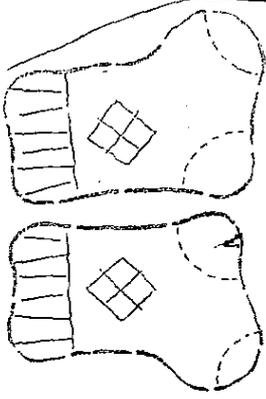
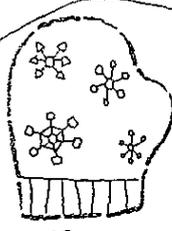
GORRO



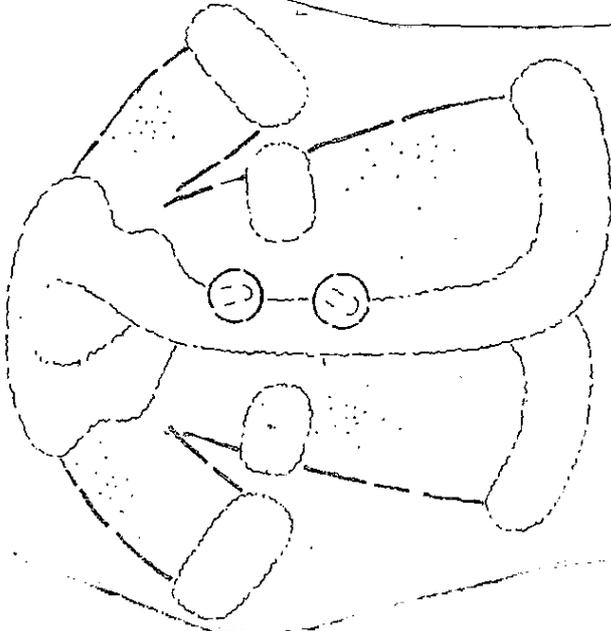
BUFANDA



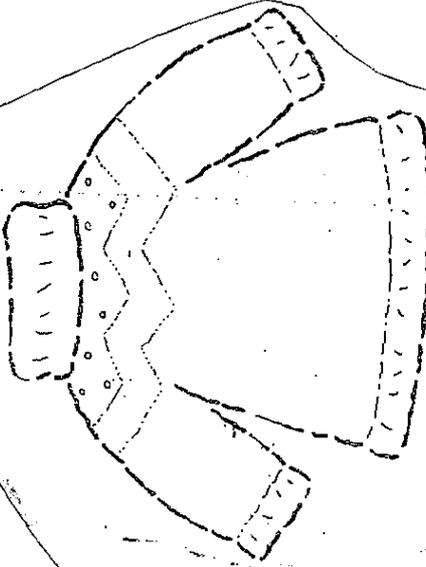
GUANTES



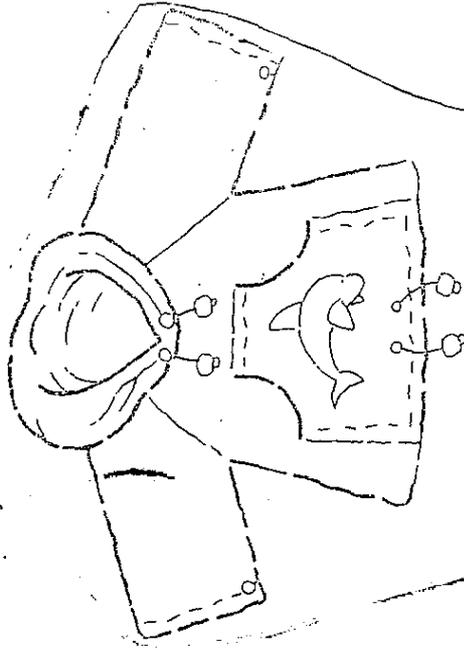
CALCETINES



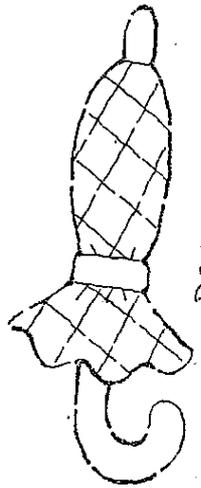
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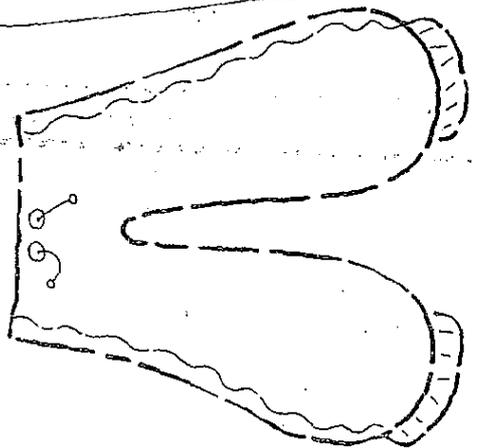
JERSEY



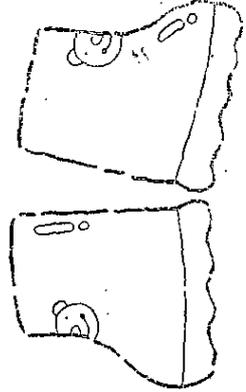
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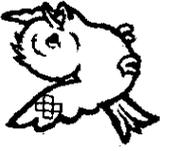
PARAGUAS



PANTALON

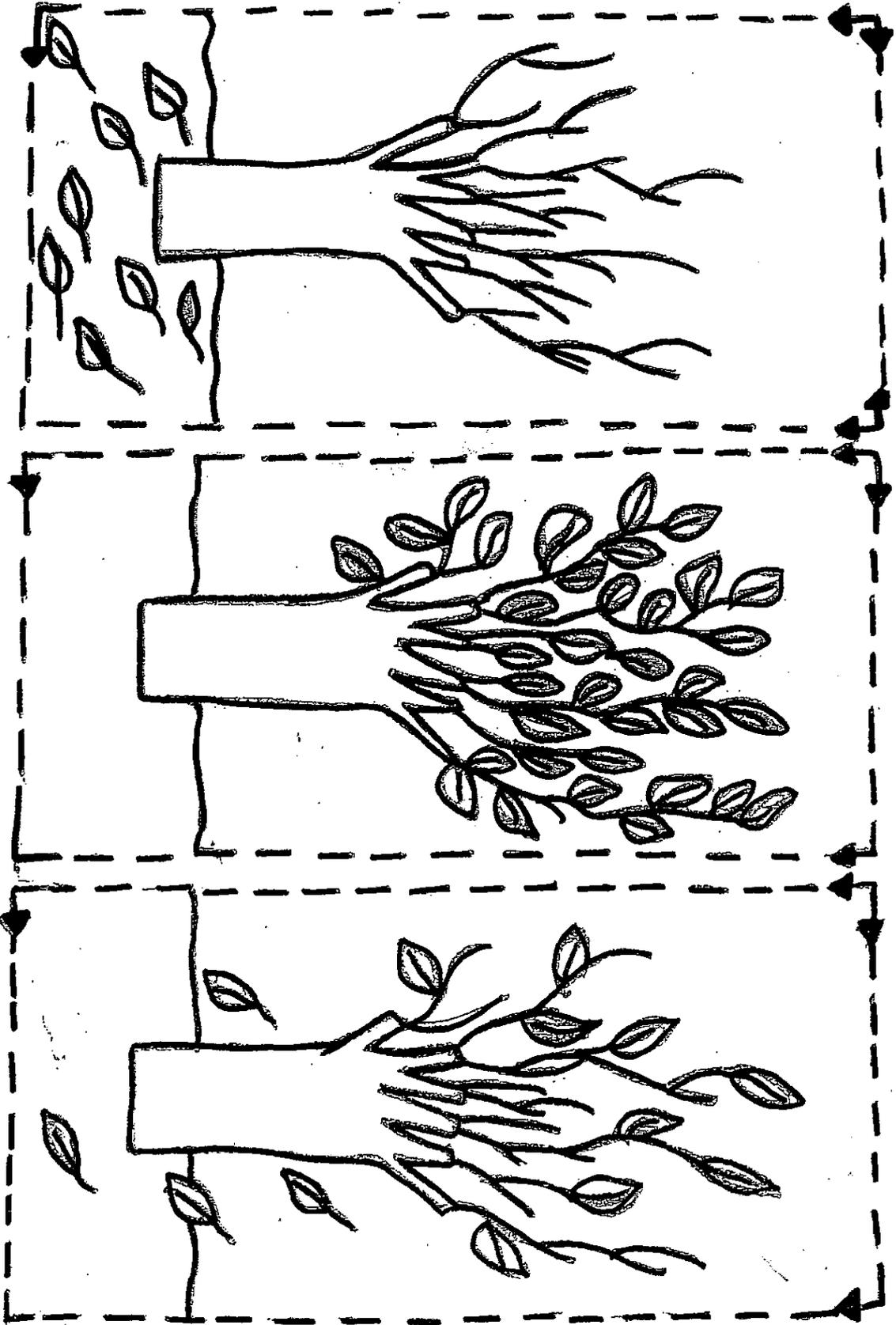


BOTAS



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Colorea, recorta y pega ordenados.



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SECUENCIA TEMPORAL.

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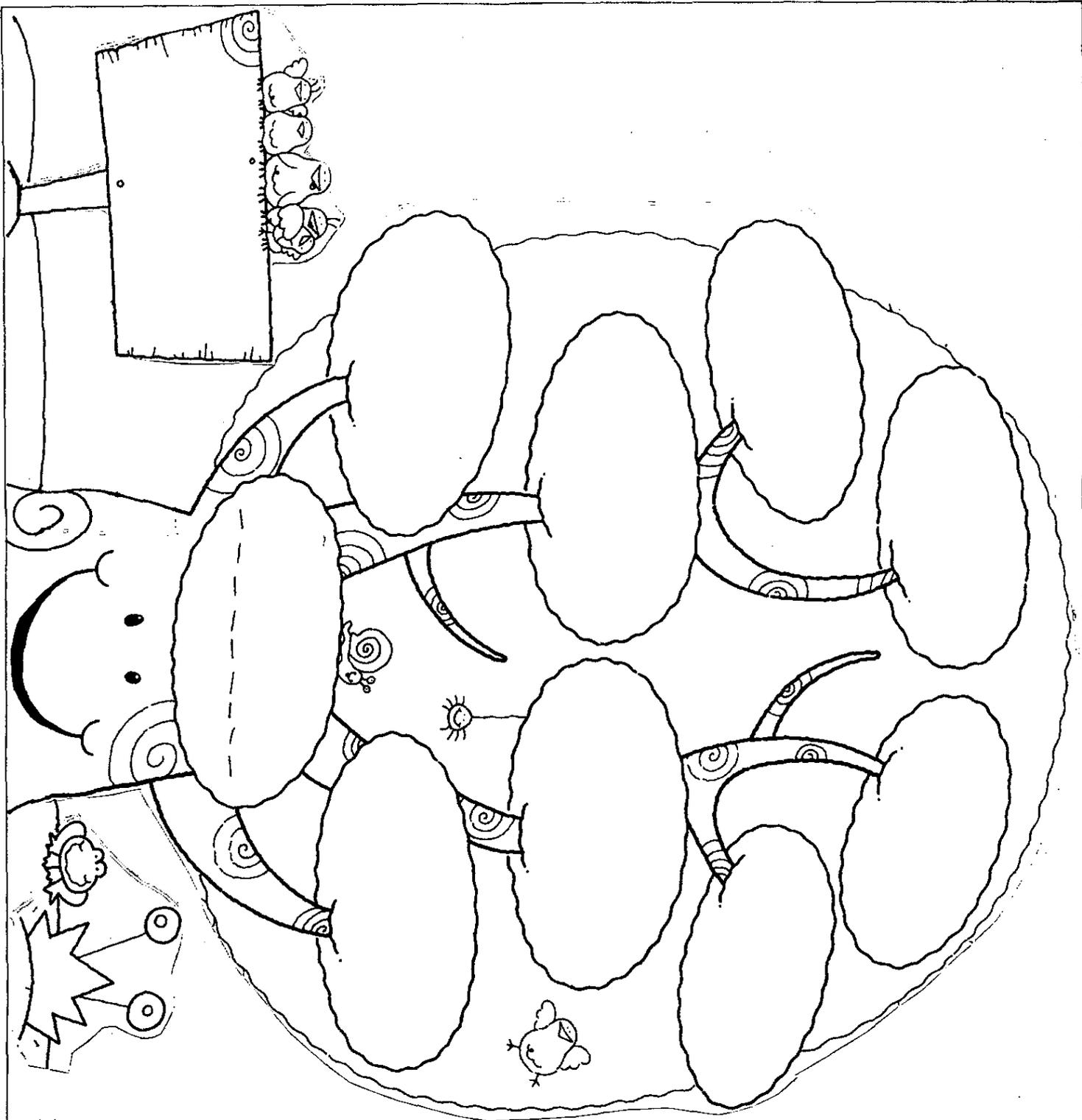
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3

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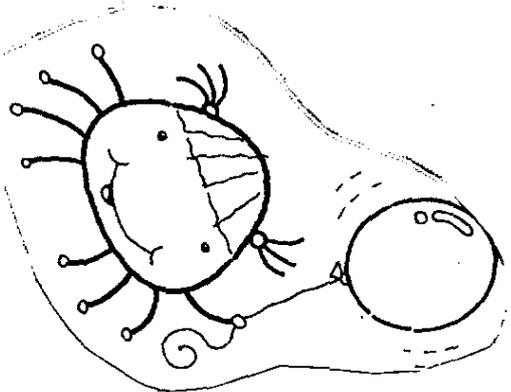
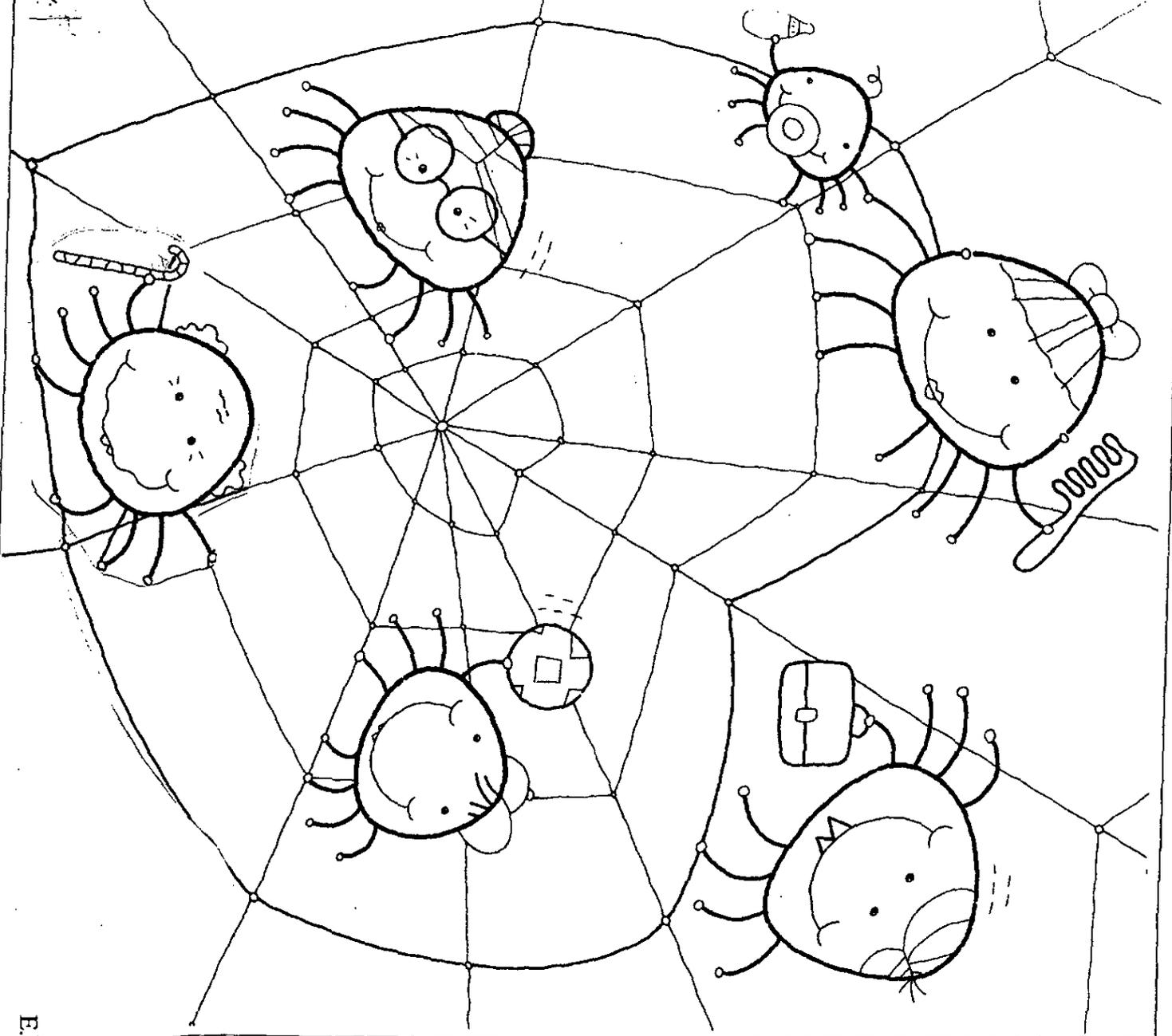




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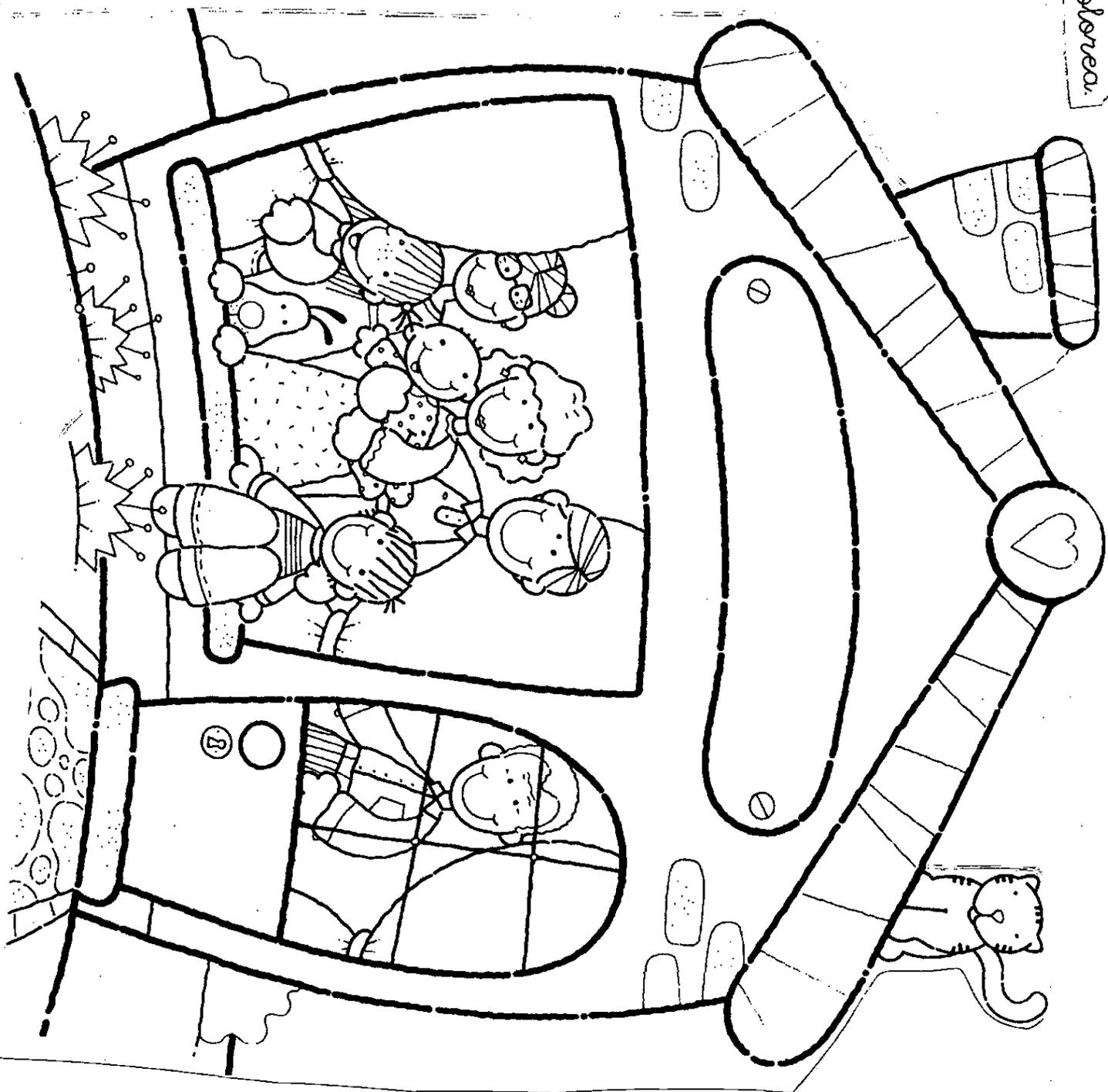
Colorea.



E.I. MAR DE ALBORÁN



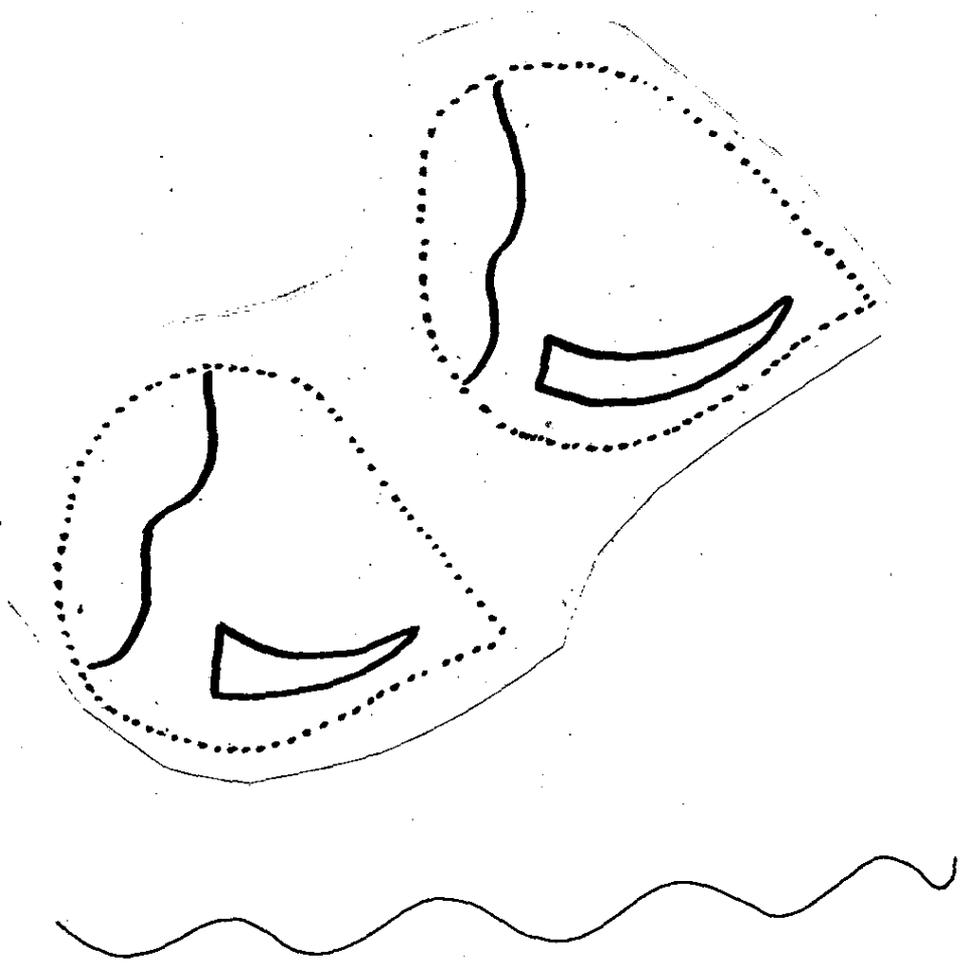
Colorea.



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En otros hay castañas

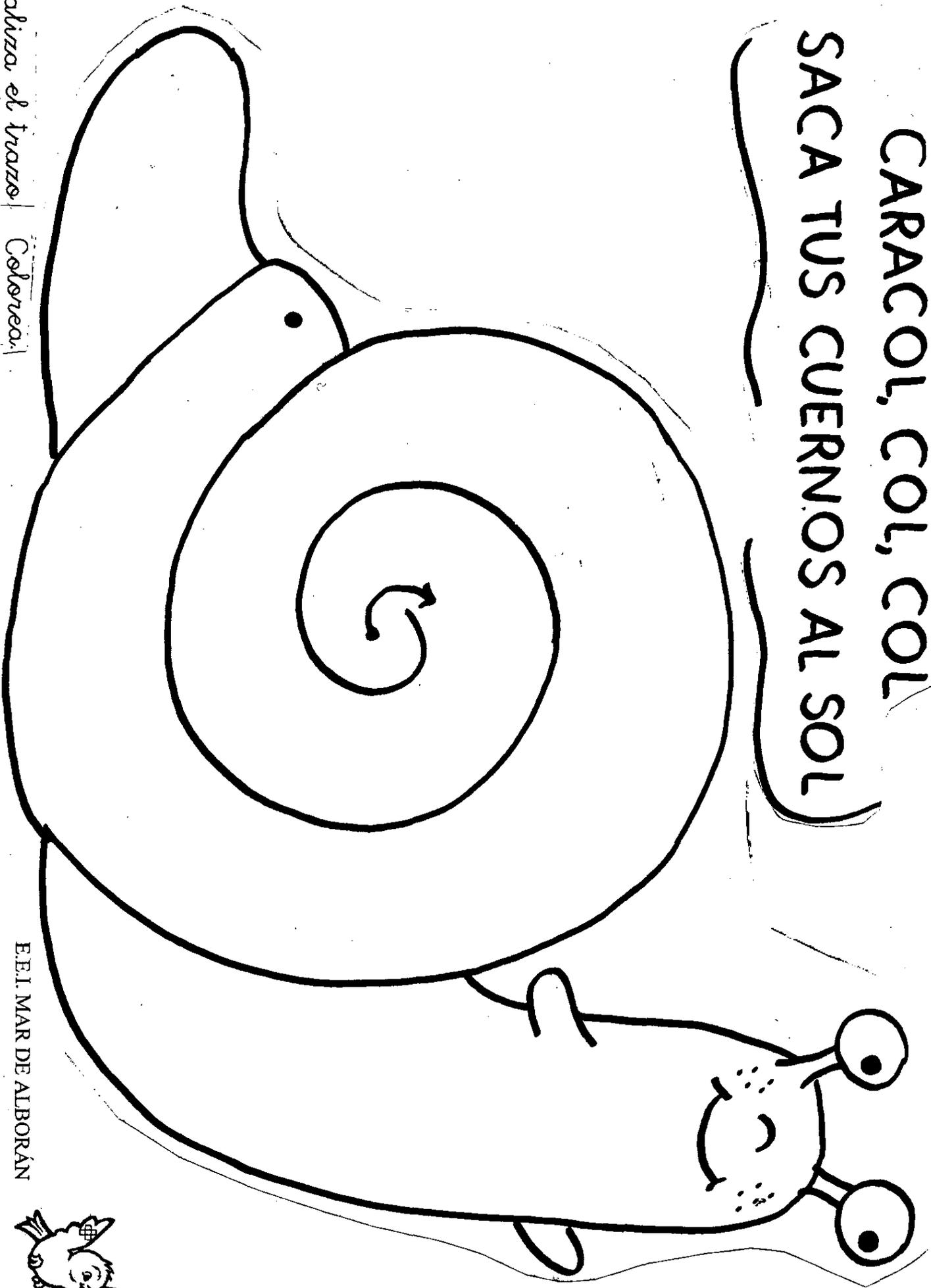


Pica las castañas y regala a otros lados.

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CARACOL, COL, COL
SACA TUS CUERNOS AL SOL

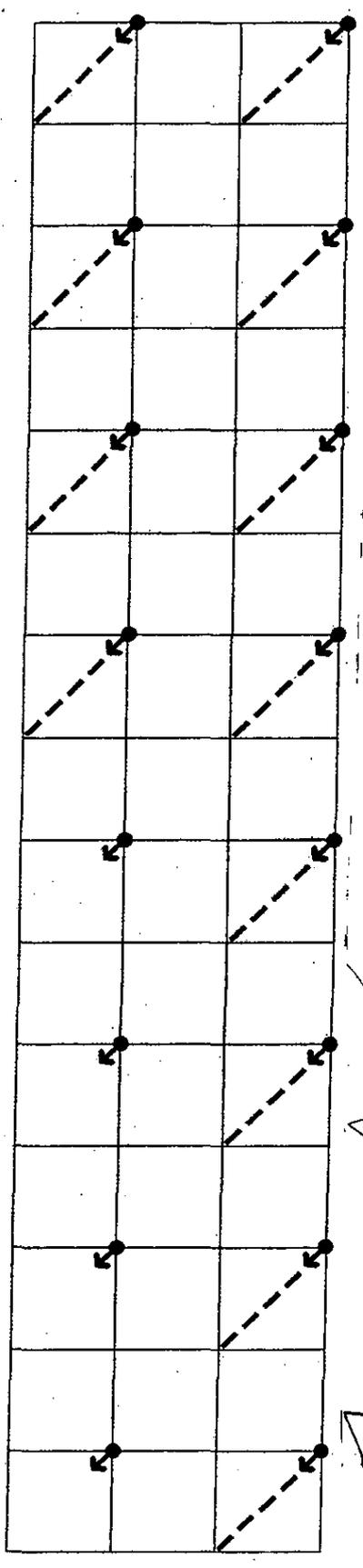
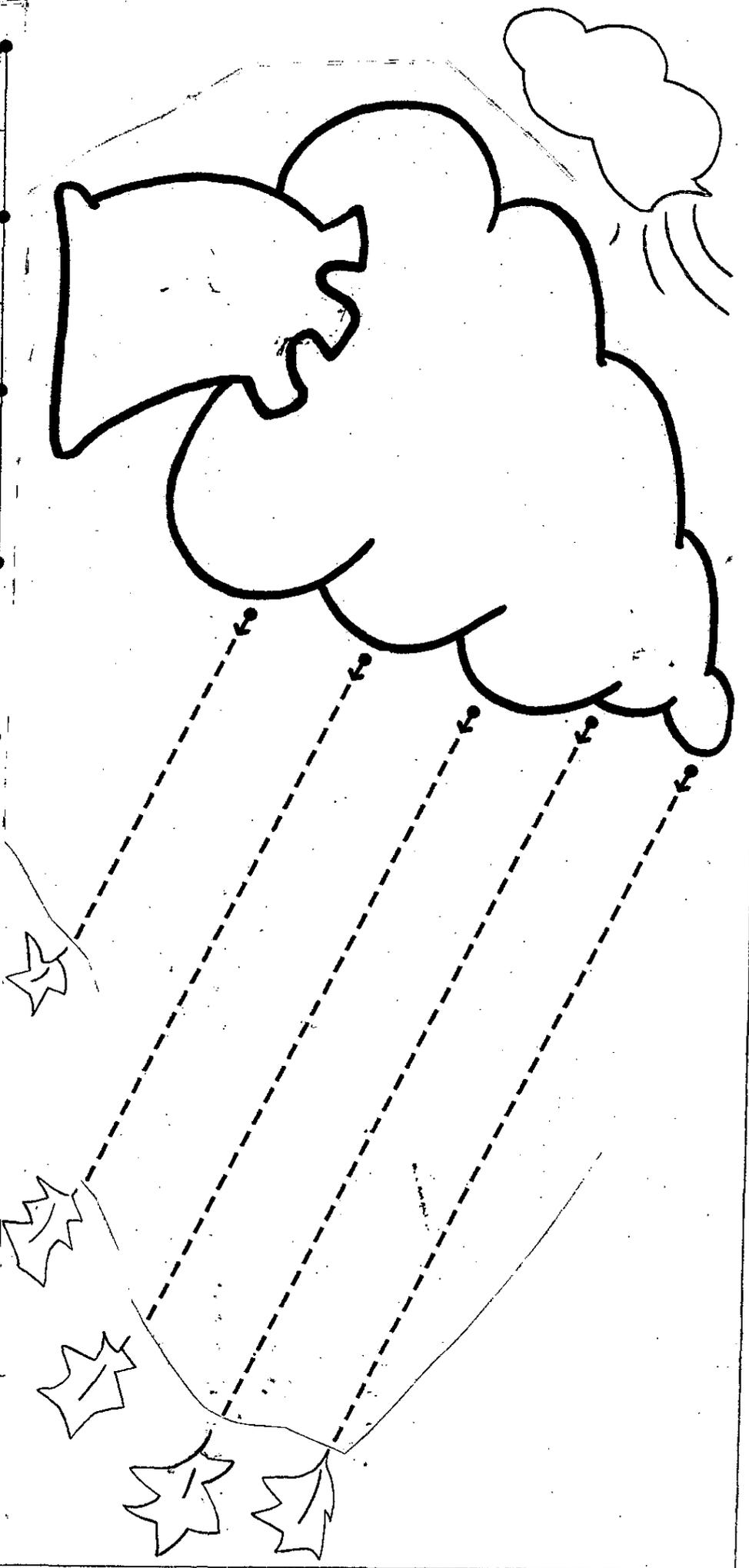


Realiza el trazo

Colorea.

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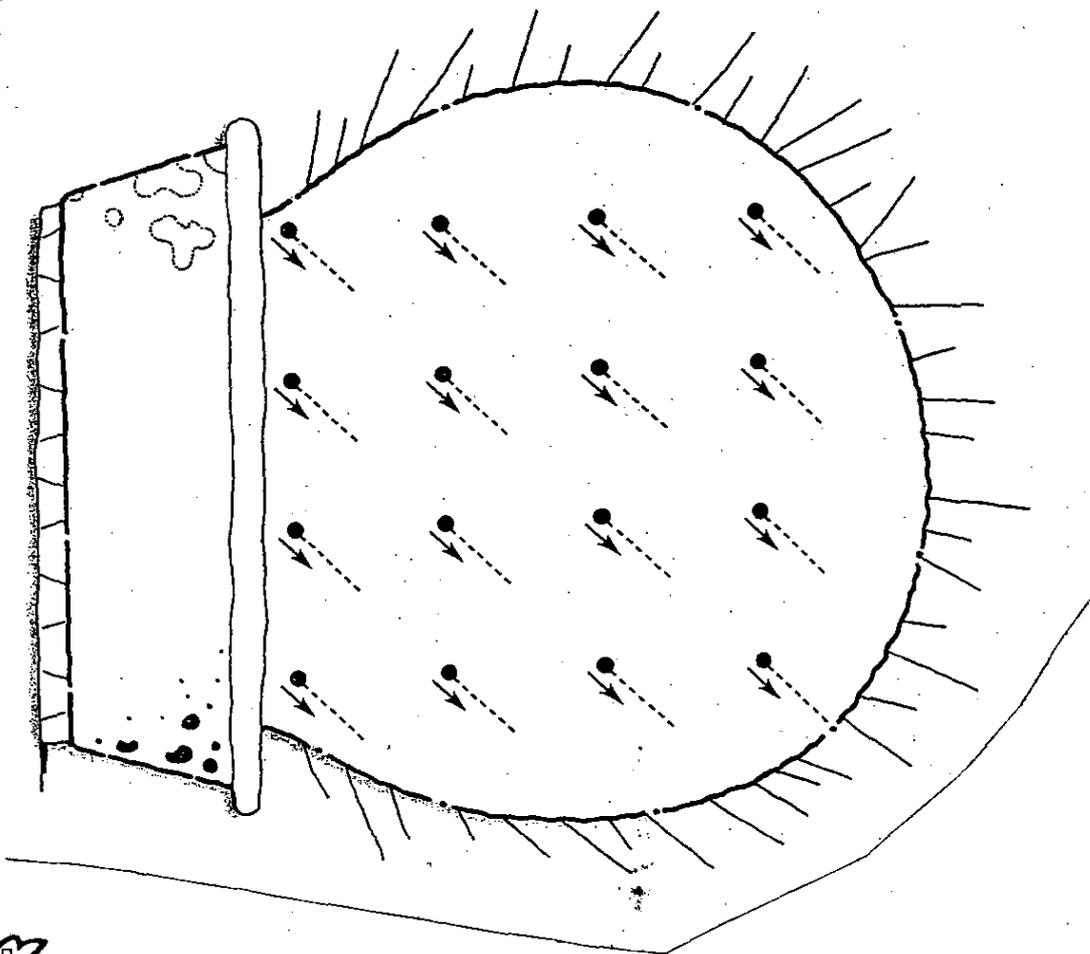
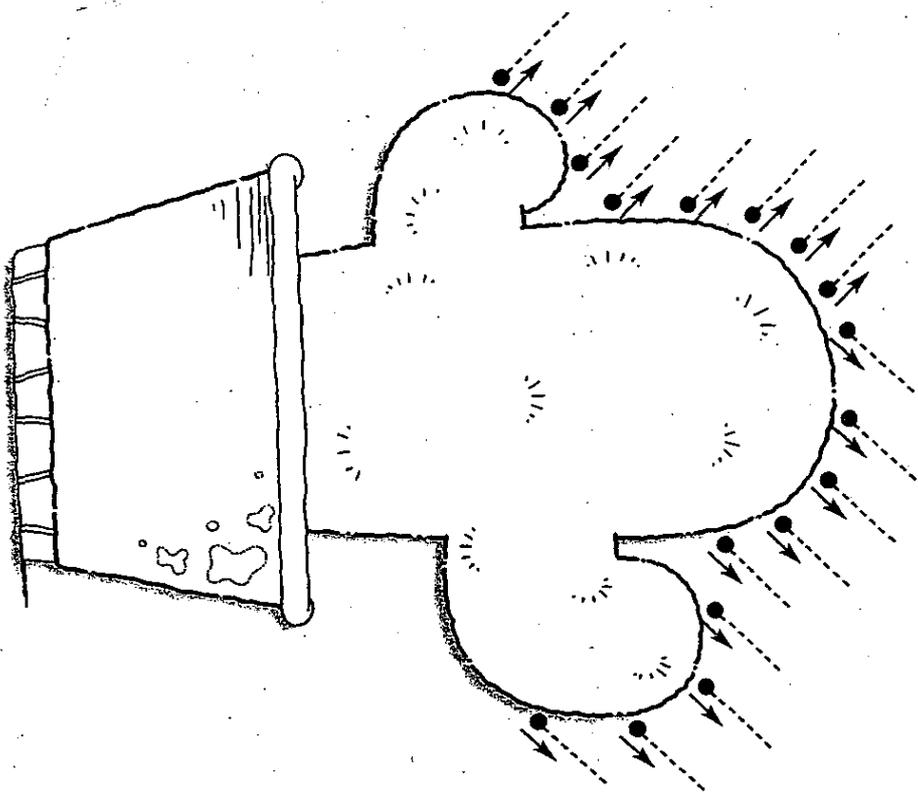


Reprasa los trazos siguiendo la dirección de las flechas.

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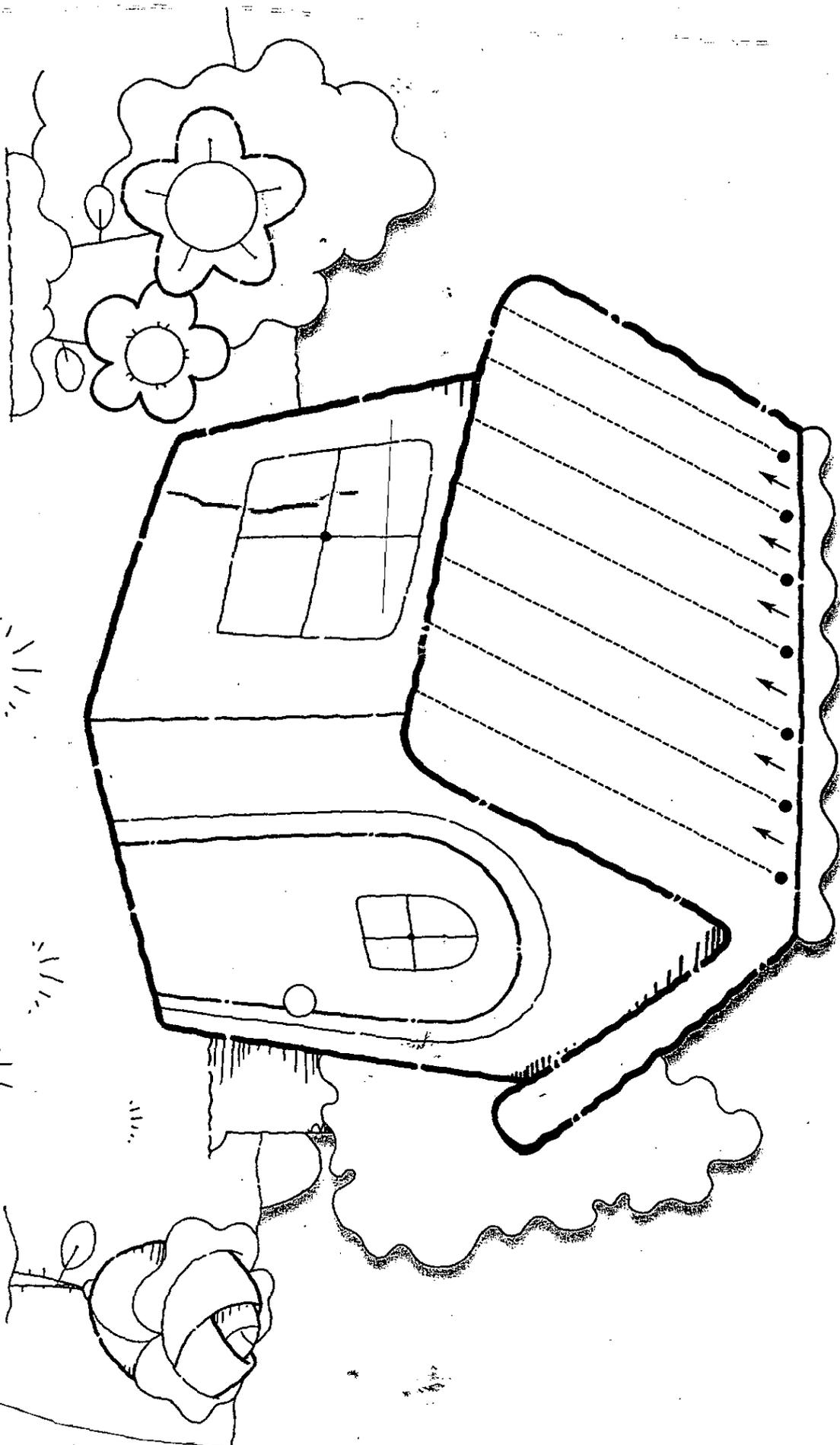


Realizar los trazos con rotulador fino.
Respetar la dirección que indican las flechas.



Repasar

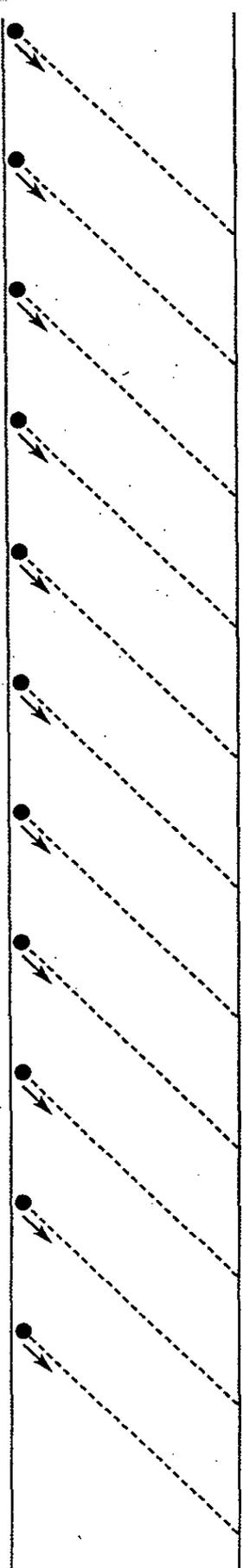
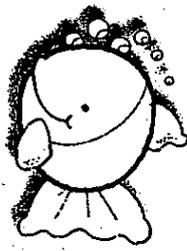
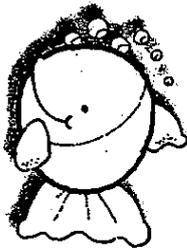
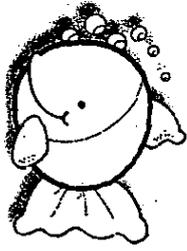
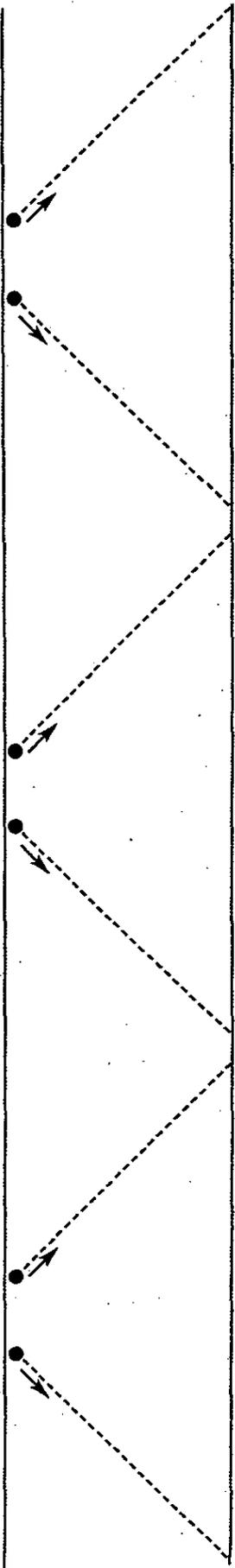
- las grafías con la yema de los dedos.
- Reseguir siguiendo las indicaciones que marcan las flechas.



El niño o la niña puede colorear "el fondo del tejado" en color rojo suave una vez que repase los trazos, para que perciba las dos partes: trazo sobre fondo.



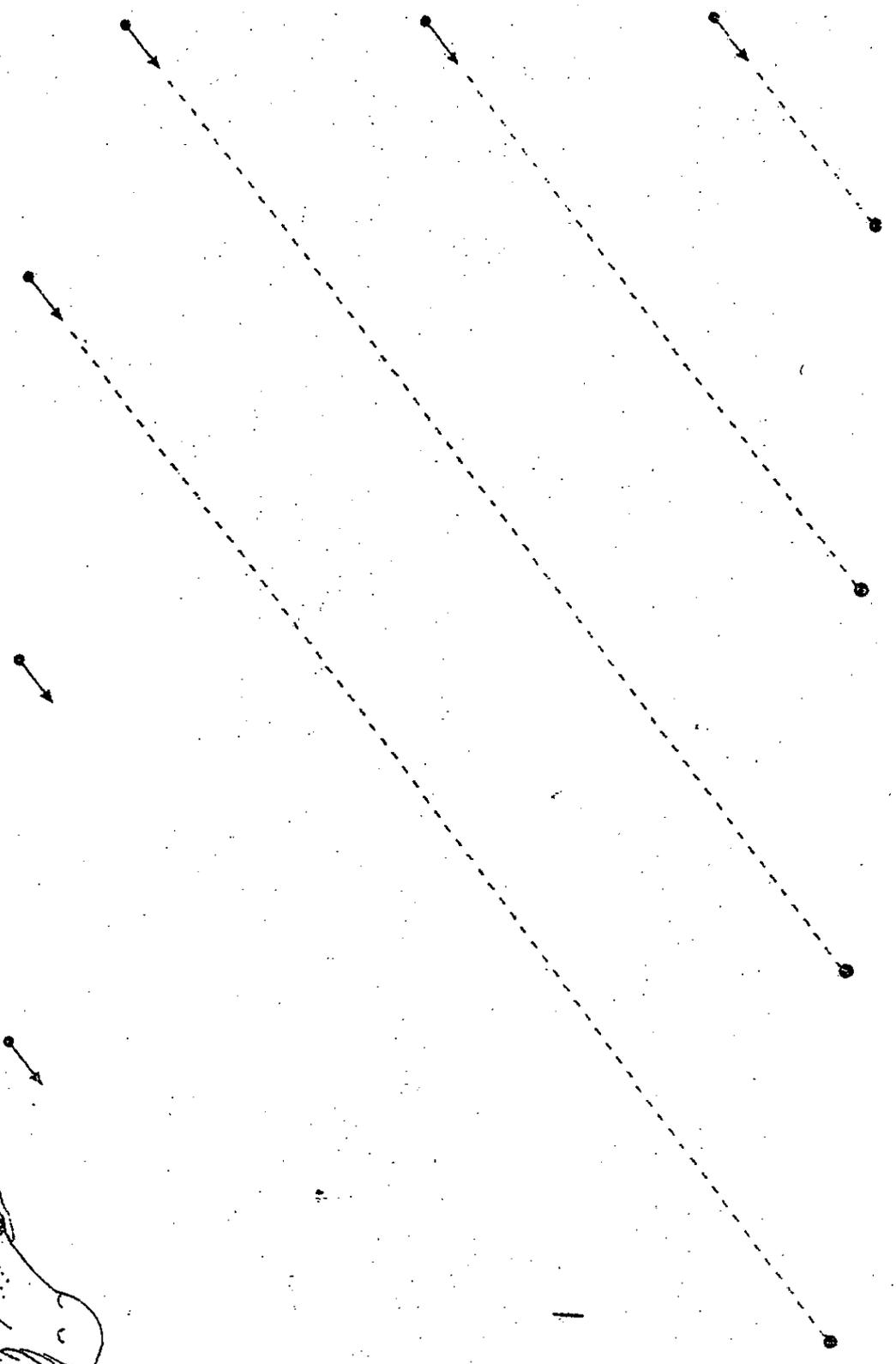
• Repasar las grafías con la yema del dedo.
• Reseguir con un instrumento de punta fina (rotulador, lápiz).



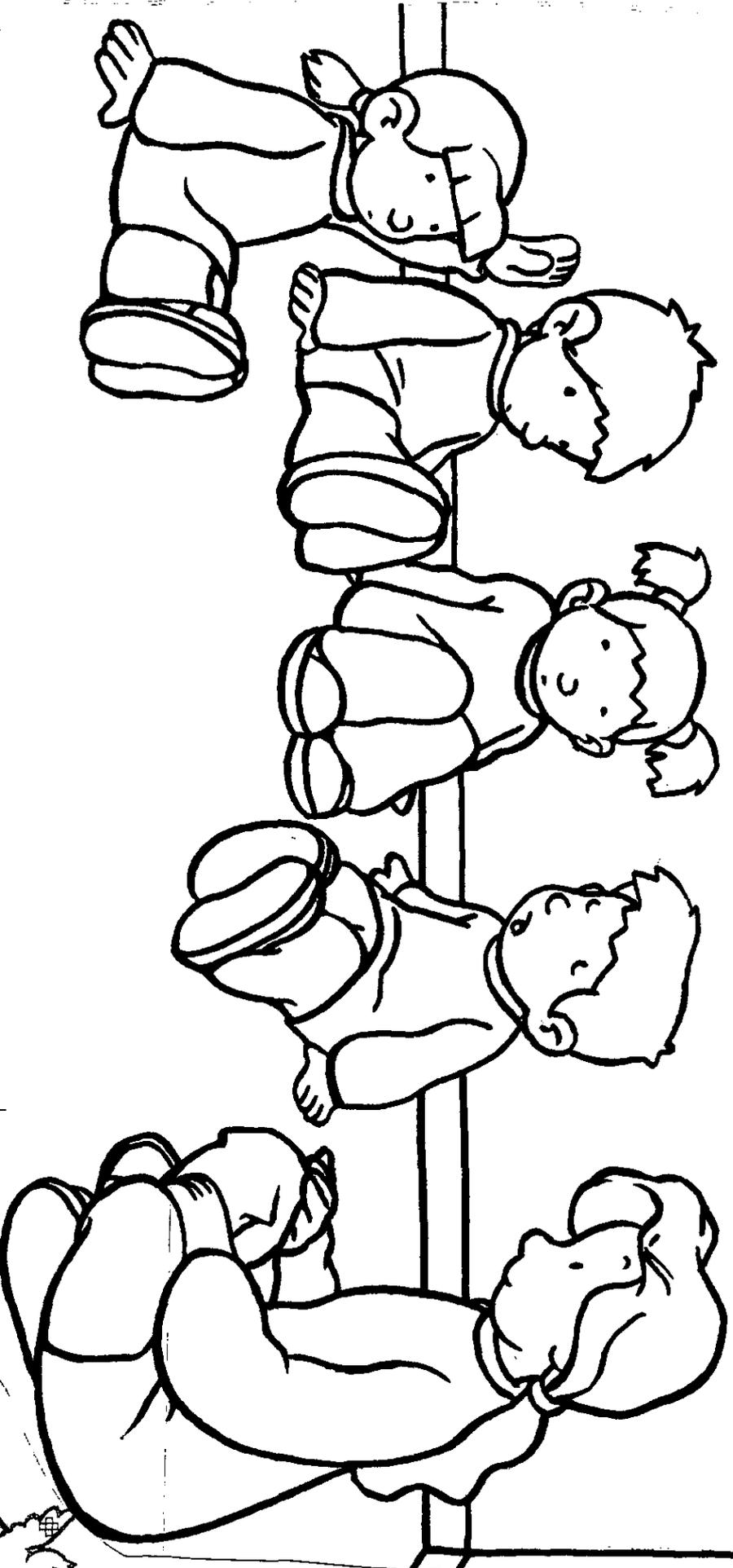
Repassa los trazos siguiendo la dirección de las flechas.



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Escuchamos a nuestros compañeros



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PROTECCIÓN
AYUDA

COBIJO
REFUGIO



BELLEZA INTERIOR

