



CONFECCIONADO POR: **ALFONSO GARCIA**

ATENCION

3

DE

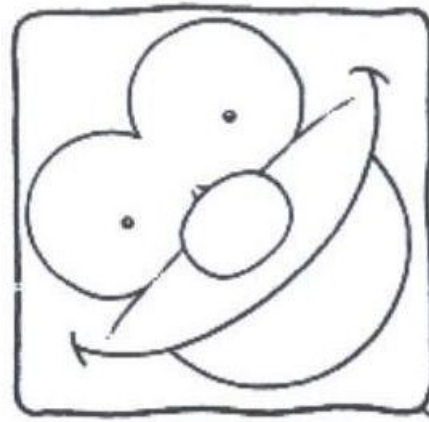
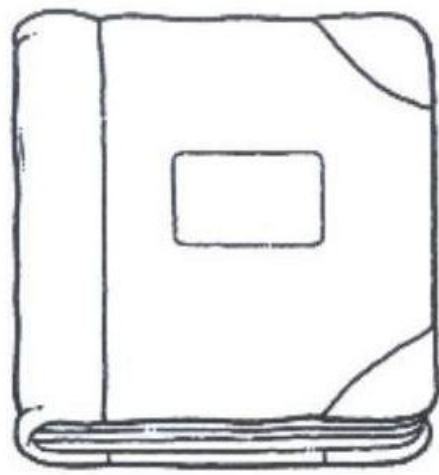
SM

ALFONSO GARCIA



RECONOCIMIENTO DE PROPIEDADES

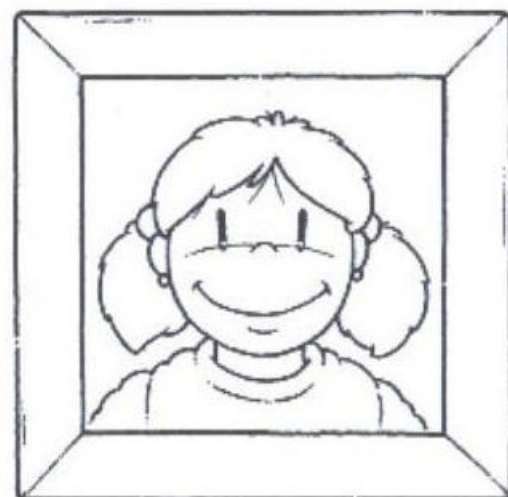
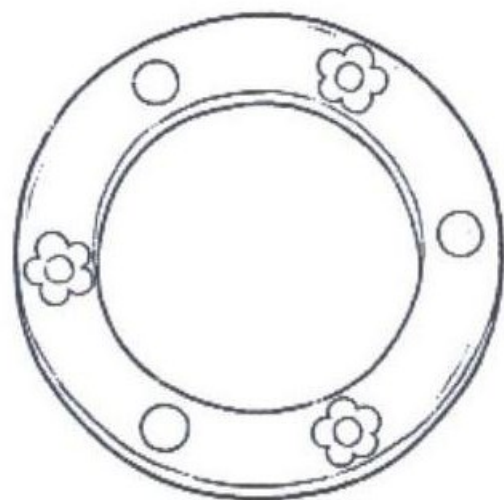
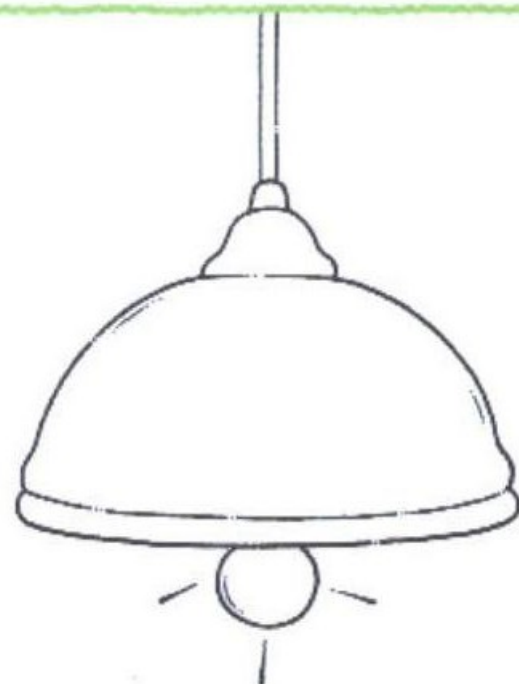
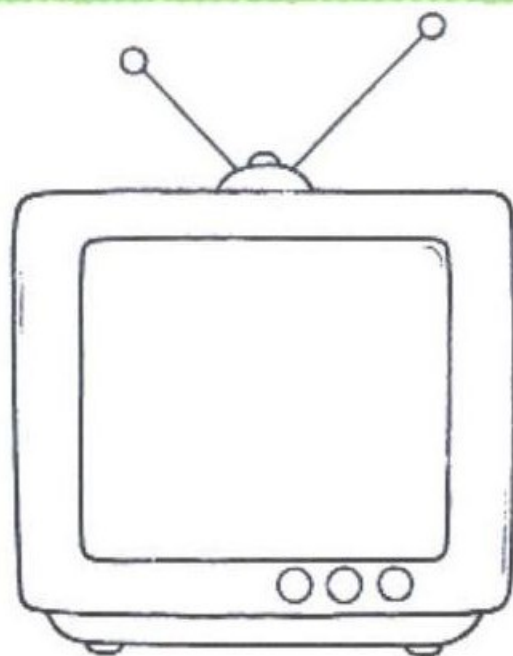
Pinta los objetos **redondos**.





RECONOCIMIENTO DE PROPIEDADES

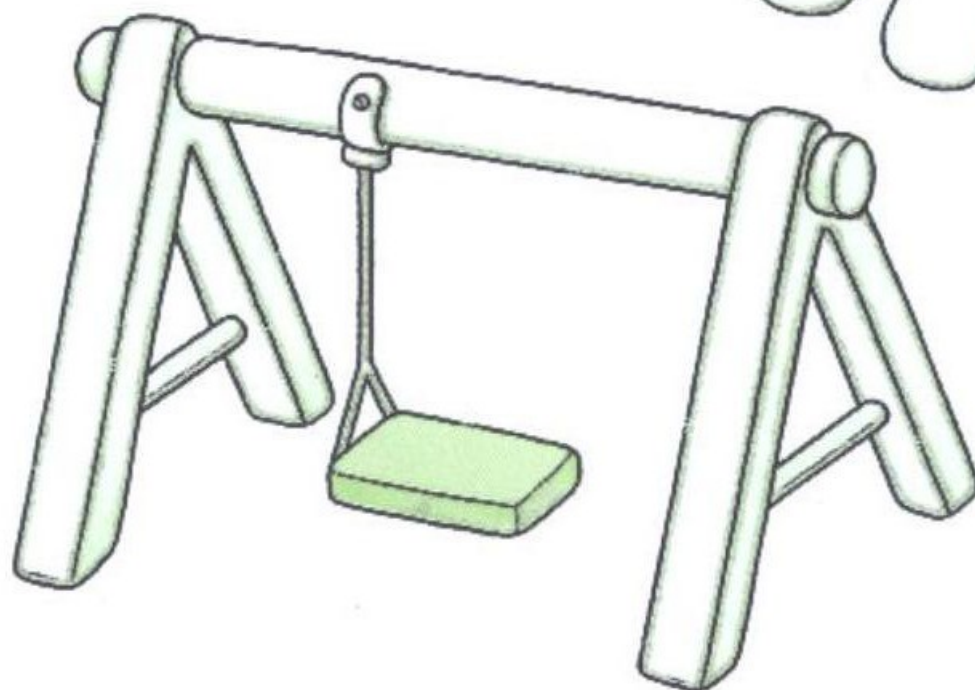
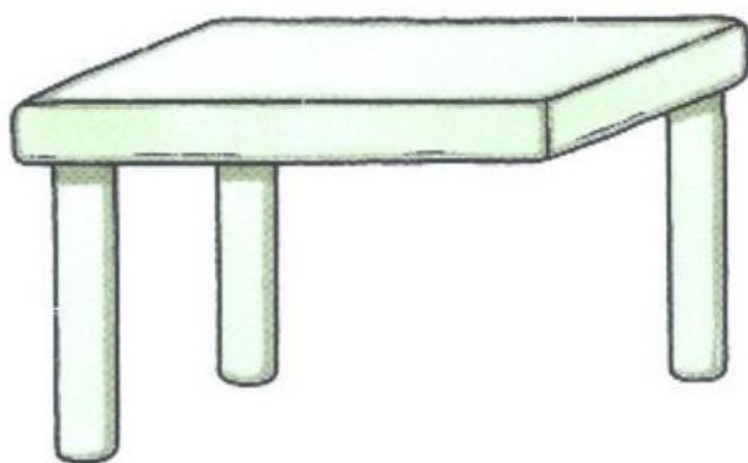
Pinta los objetos **cuadrados**.





DIBUJOS INCOMPLETOS

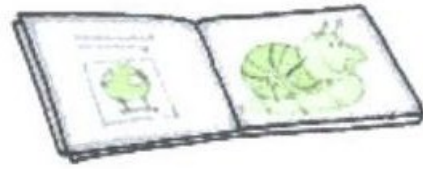
Dibuja lo que le falta a cada uno de estos objetos.





OBJETOS ESCONDIDOS

Encierra los objetos del dibujo que son como los tres modelos.





RECONOCIMIENTO DE PROPIEDADES

Pinta de color **azul** las pelotas **grandes**. Tacha las pequeñas.





DIBUJOS INCOMPLETOS

Dibuja lo que le falta al auto. Píntalo.





OBJETOS ESCONDIDOS

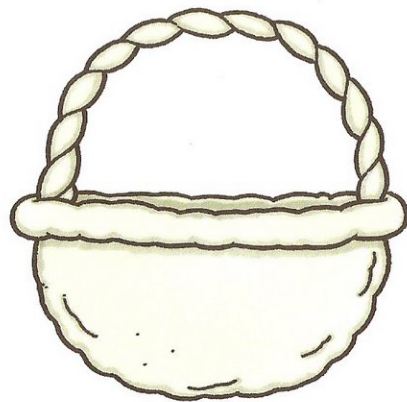
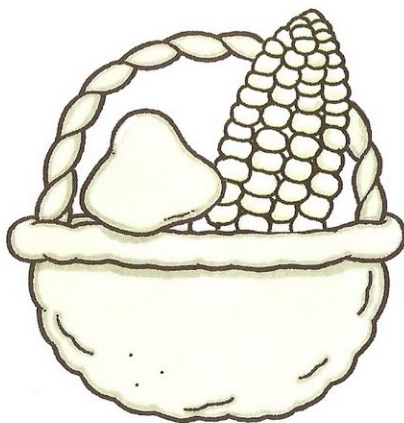
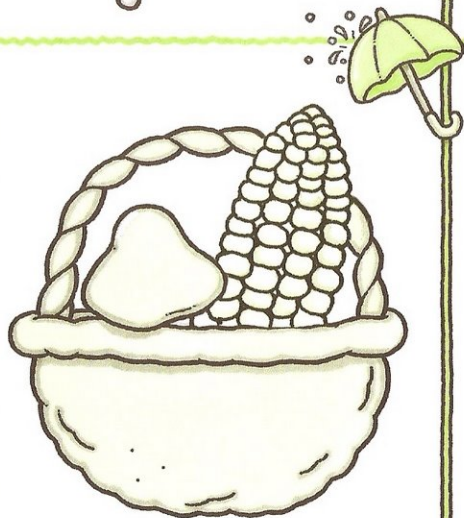
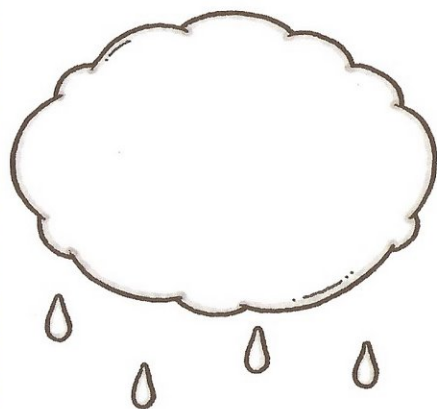
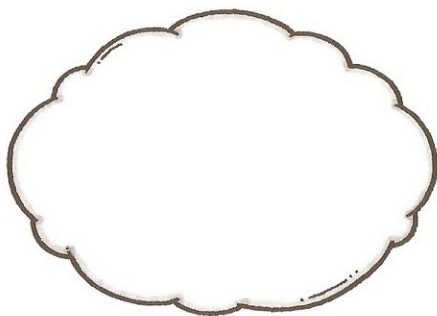
Pinta el dibujo. Encierra lo que perdió Caperucita.





SEMEJANZAS Y DIFERENCIAS

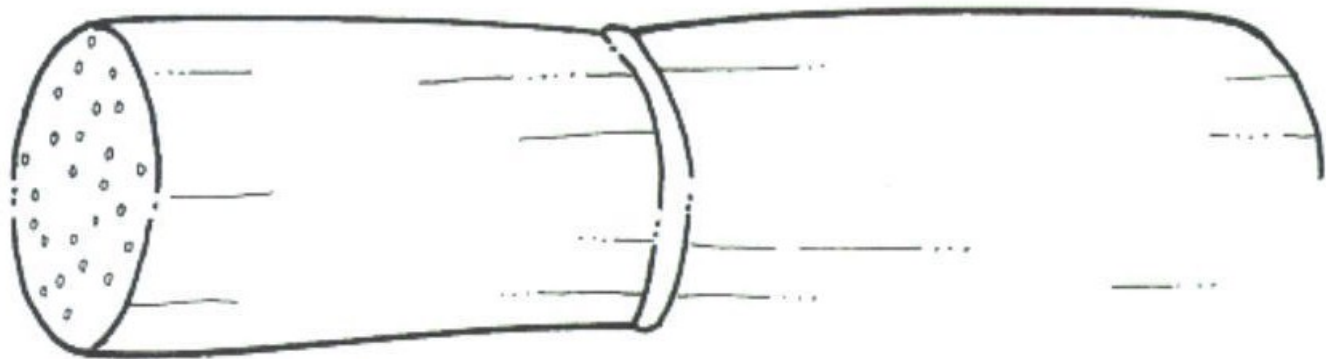
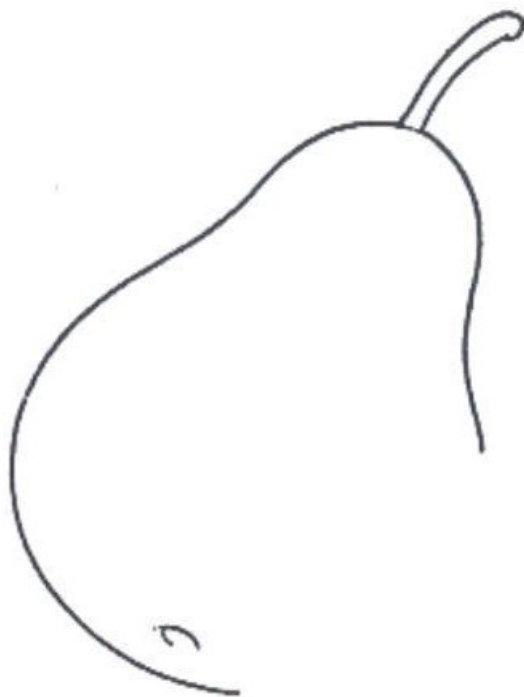
Encierra el dibujo igual al modelo.





DIBUJOS INCOMPLETOS

Completa los dibujos. Píntalos.





SEMEJANZAS Y DIFERENCIAS

Une con flechas las figuras **iguales**. Pinta.

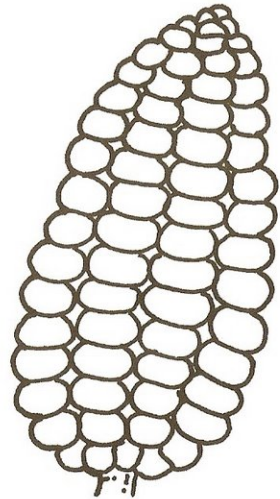
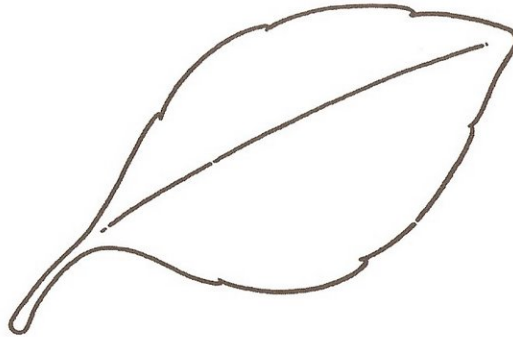
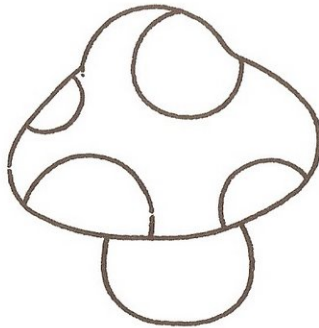
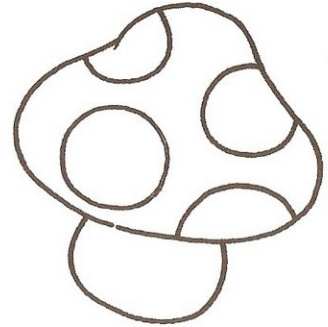
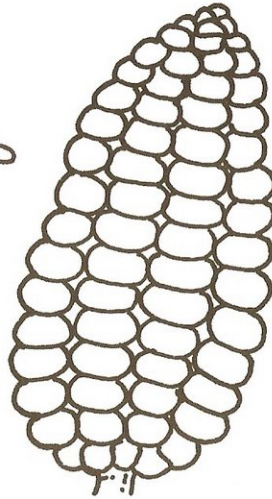
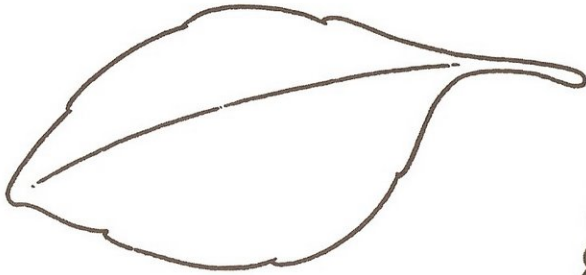
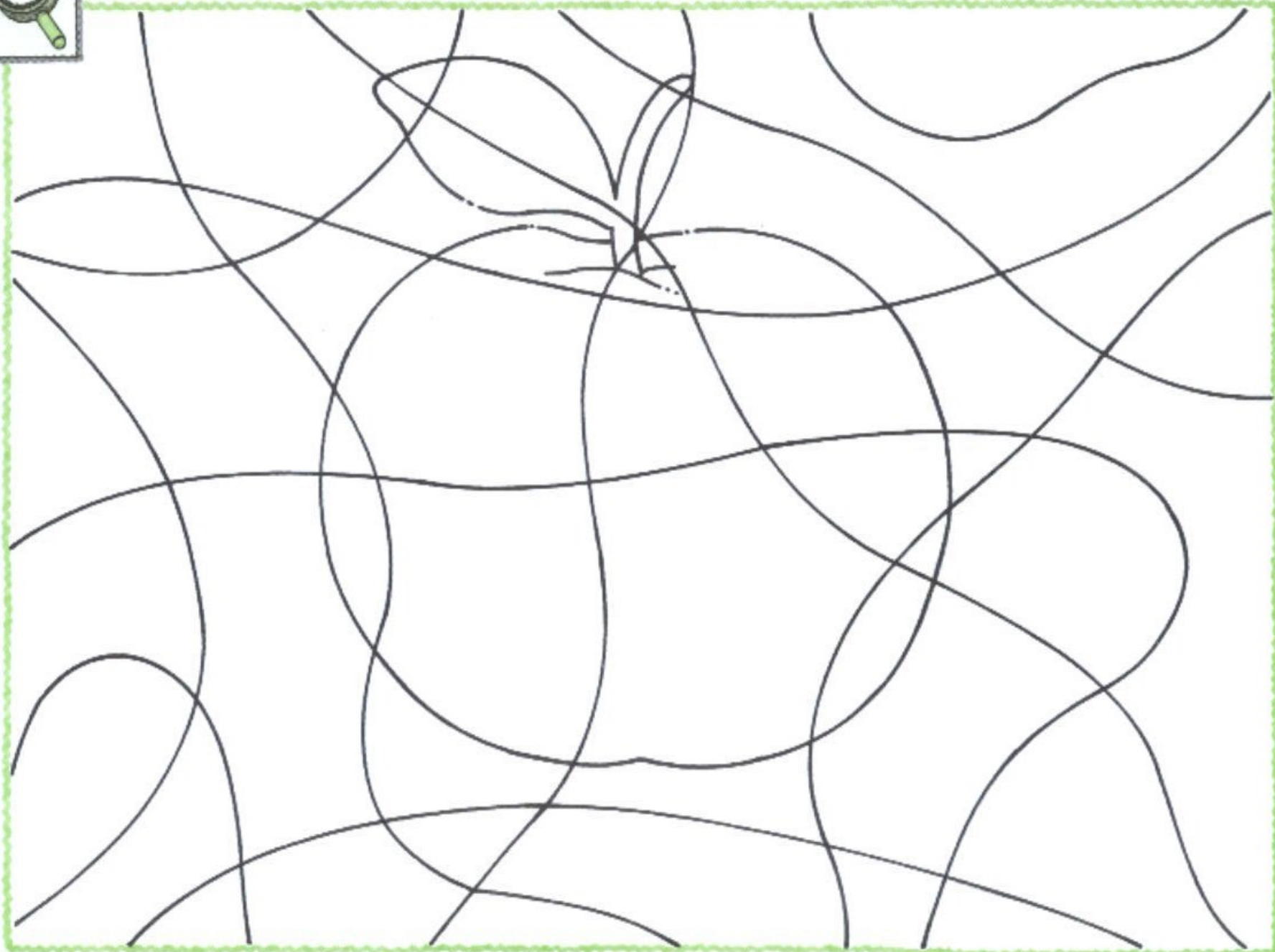




FIGURA - FONDO

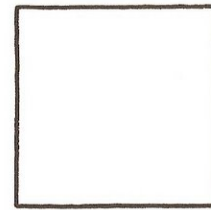
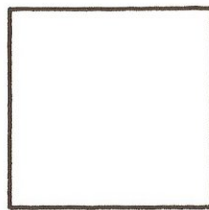
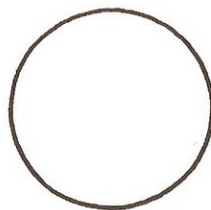
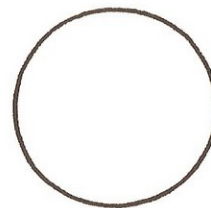
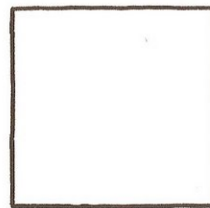
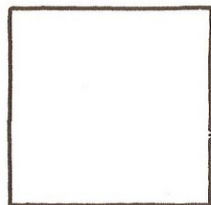
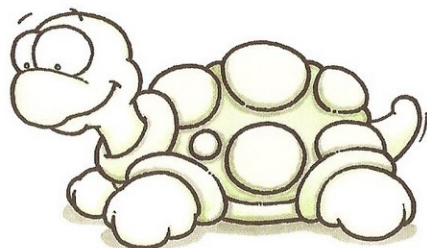
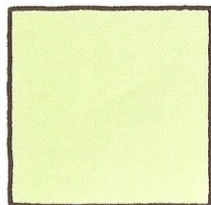
Busca la manzana y píntala.





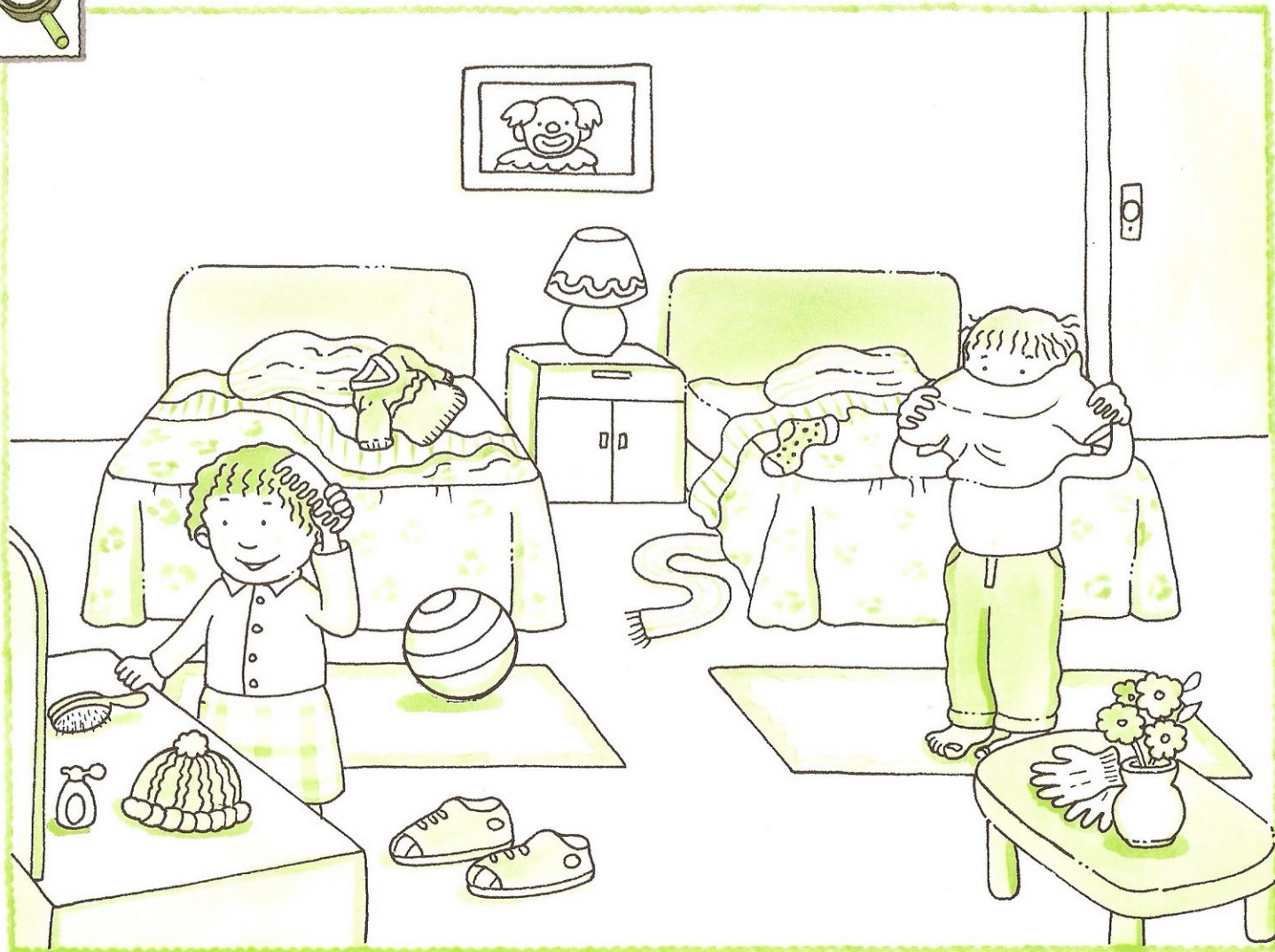
RECONOCIMIENTO DE PROPIEDADES

Pinta los **cuadrados** y pon un punto en los **círculos**.





Busca un gorro, un chaleco, unos guantes y una bufanda. Enciérralos en un círculo.





RECONOCIMIENTO DE PROPIEDADES

Pinta los gorros con forma de **triángulo**.

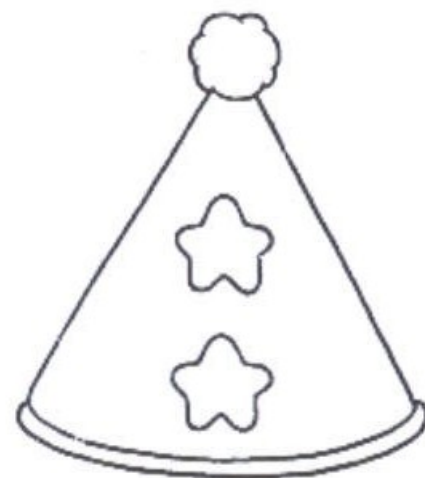
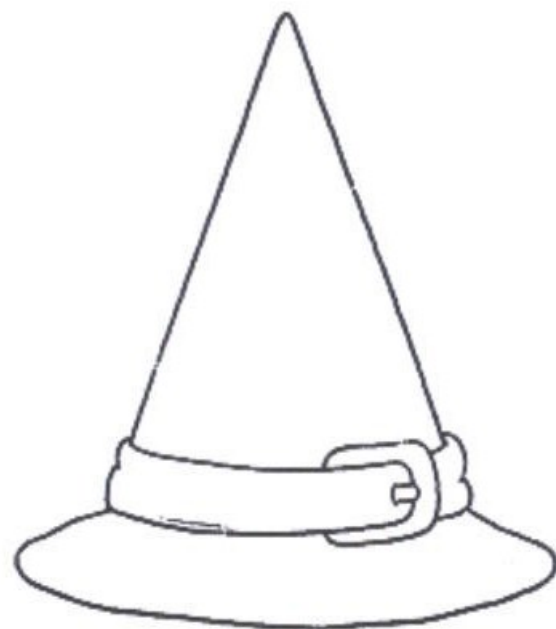
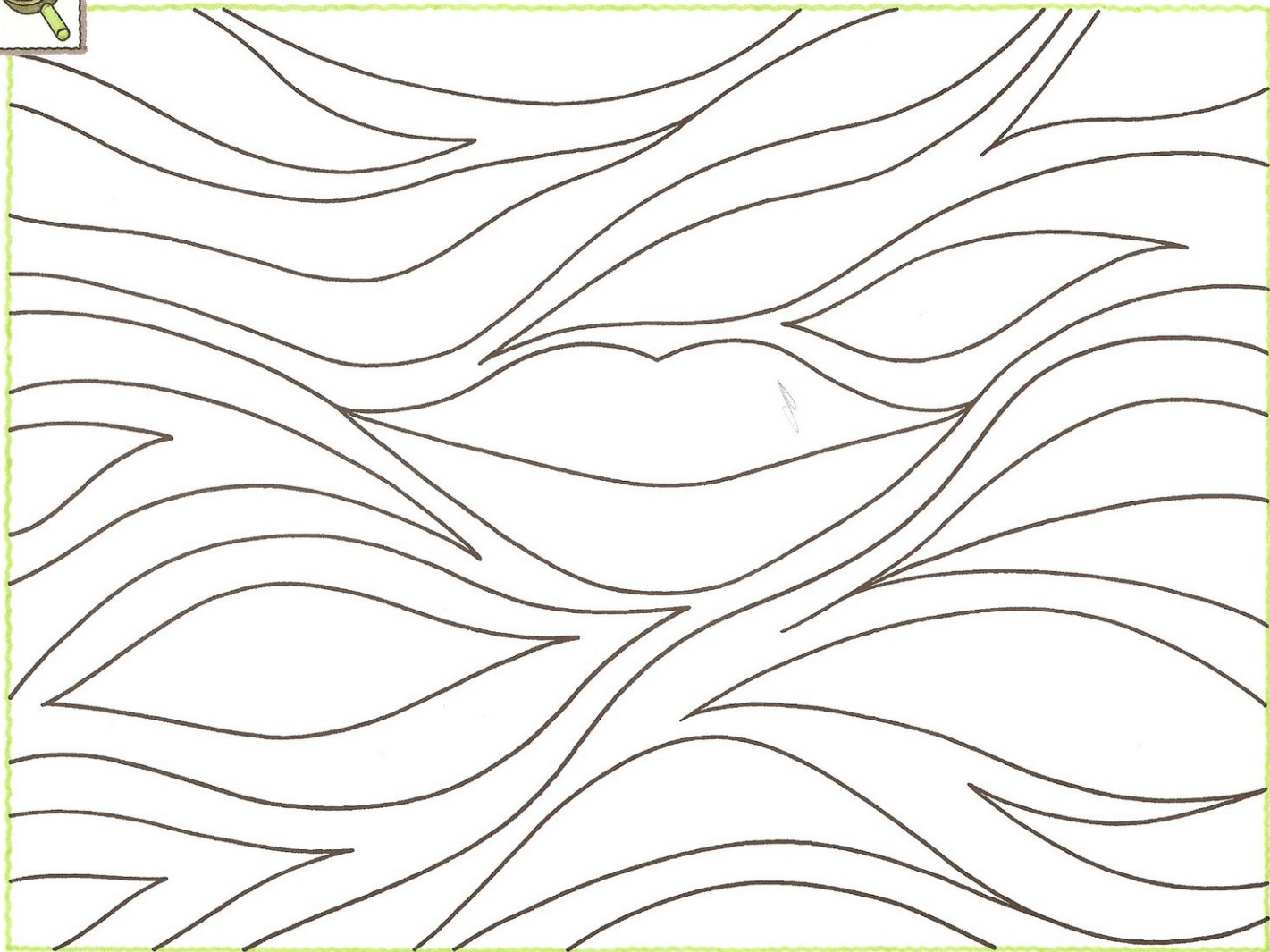




FIGURA - FONDO

Busca una parte de la cara. Píntala.





DIBUJOS INCOMPLETOS

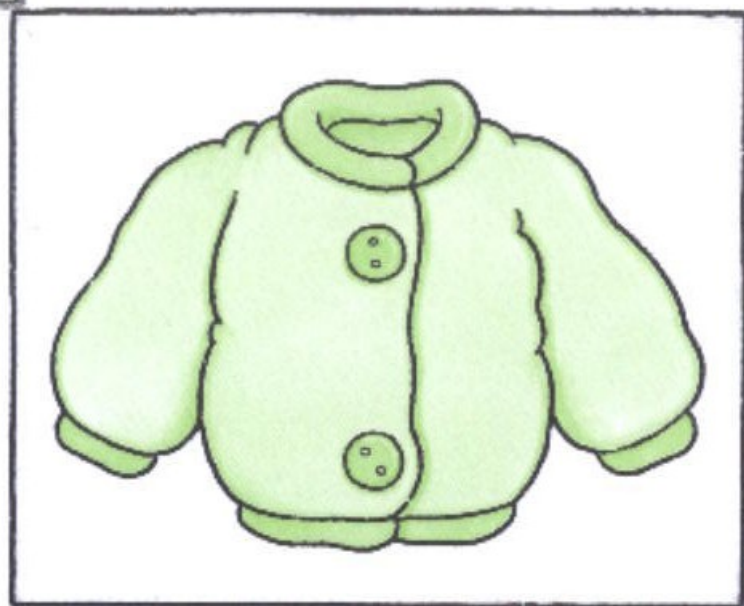
Completa la cara del payaso. Píntala.





SEMEJANZAS Y DIFERENCIAS

Pinta la chaqueta **igual** al modelo.





DIBUJOS INCOMPLETOS

Dibuja lo que le falta a cada cara.





RECONOCIMIENTO DE PROPIEDADES

Pinta las figuras **grandes**. Tacha los **triángulos**.

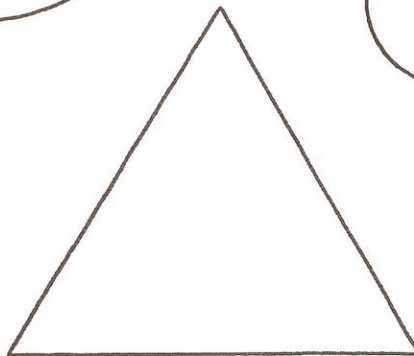
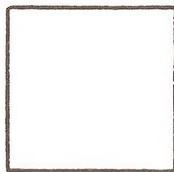
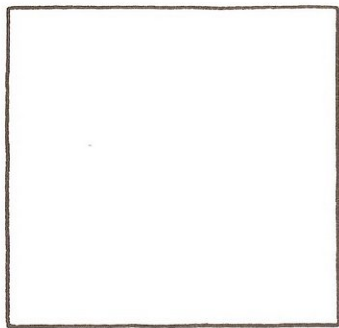
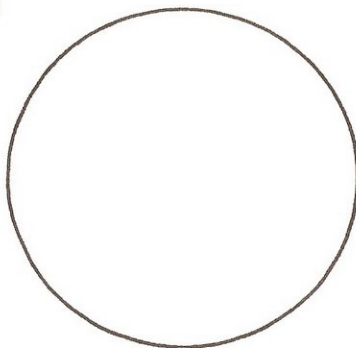
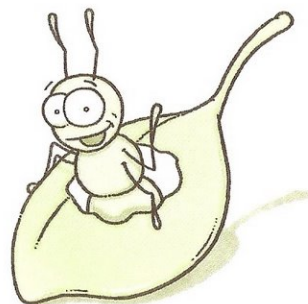
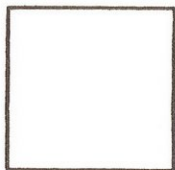
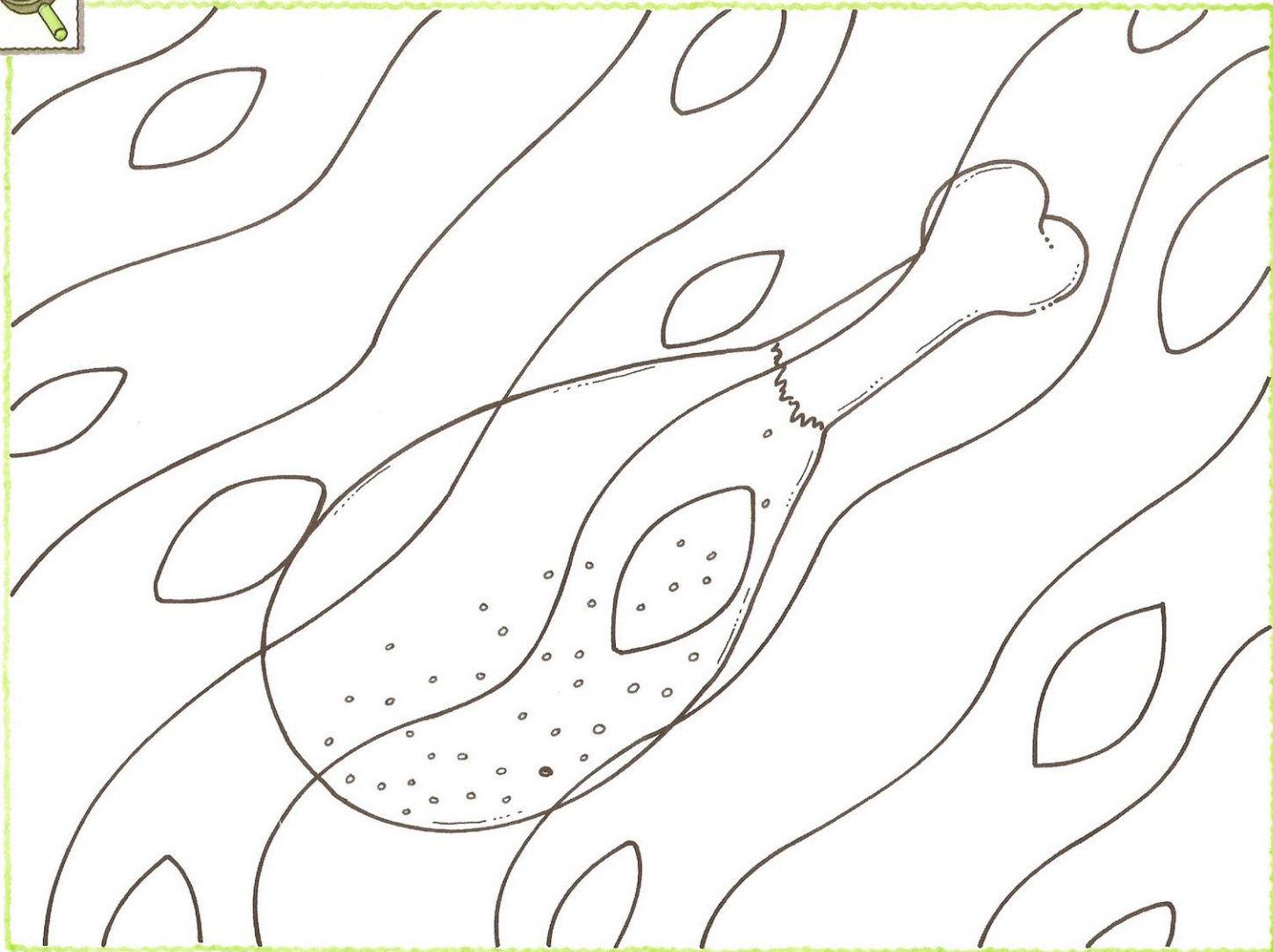




FIGURA - FONDO

Pinta el alimento escondido.





RECONOCIMIENTO DE PROPIEDADES

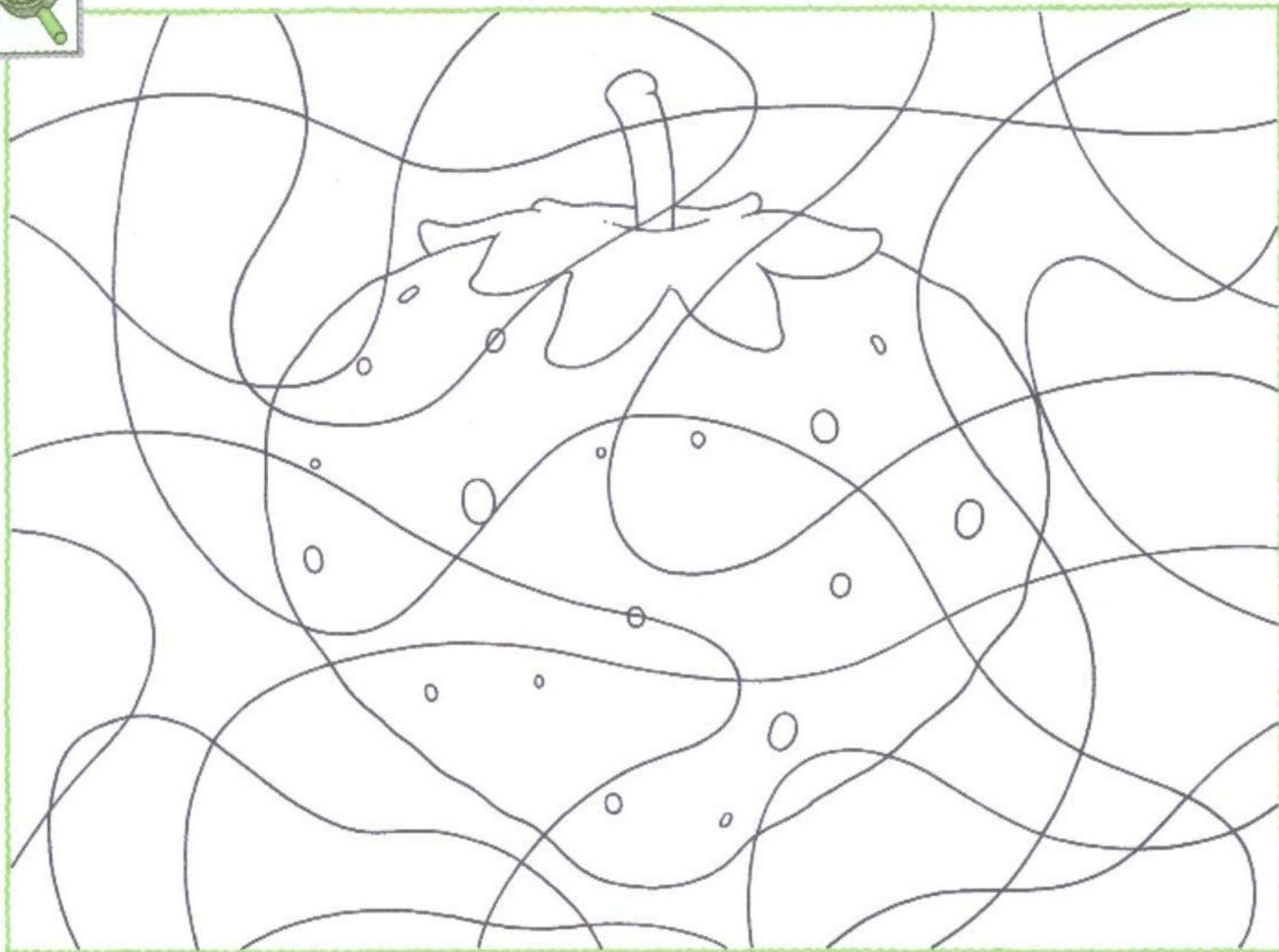
Pinta la torta más **grande**.





FIGURA - FONDO

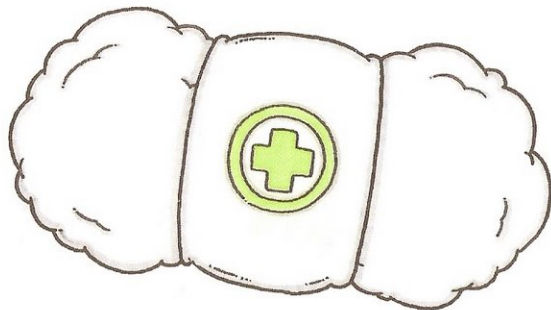
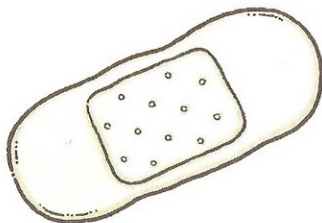
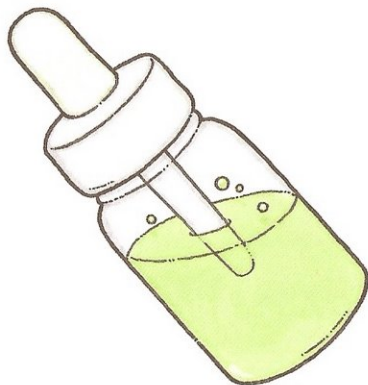
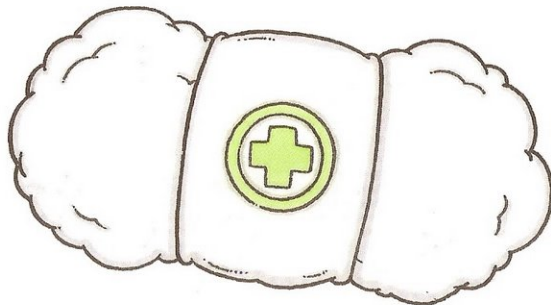
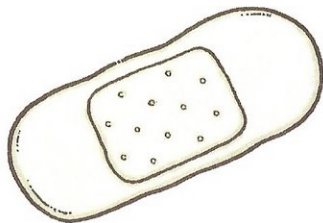
Busca una frutilla. Decórala con pintura digital.





SEMEJANZAS Y DIFERENCIAS

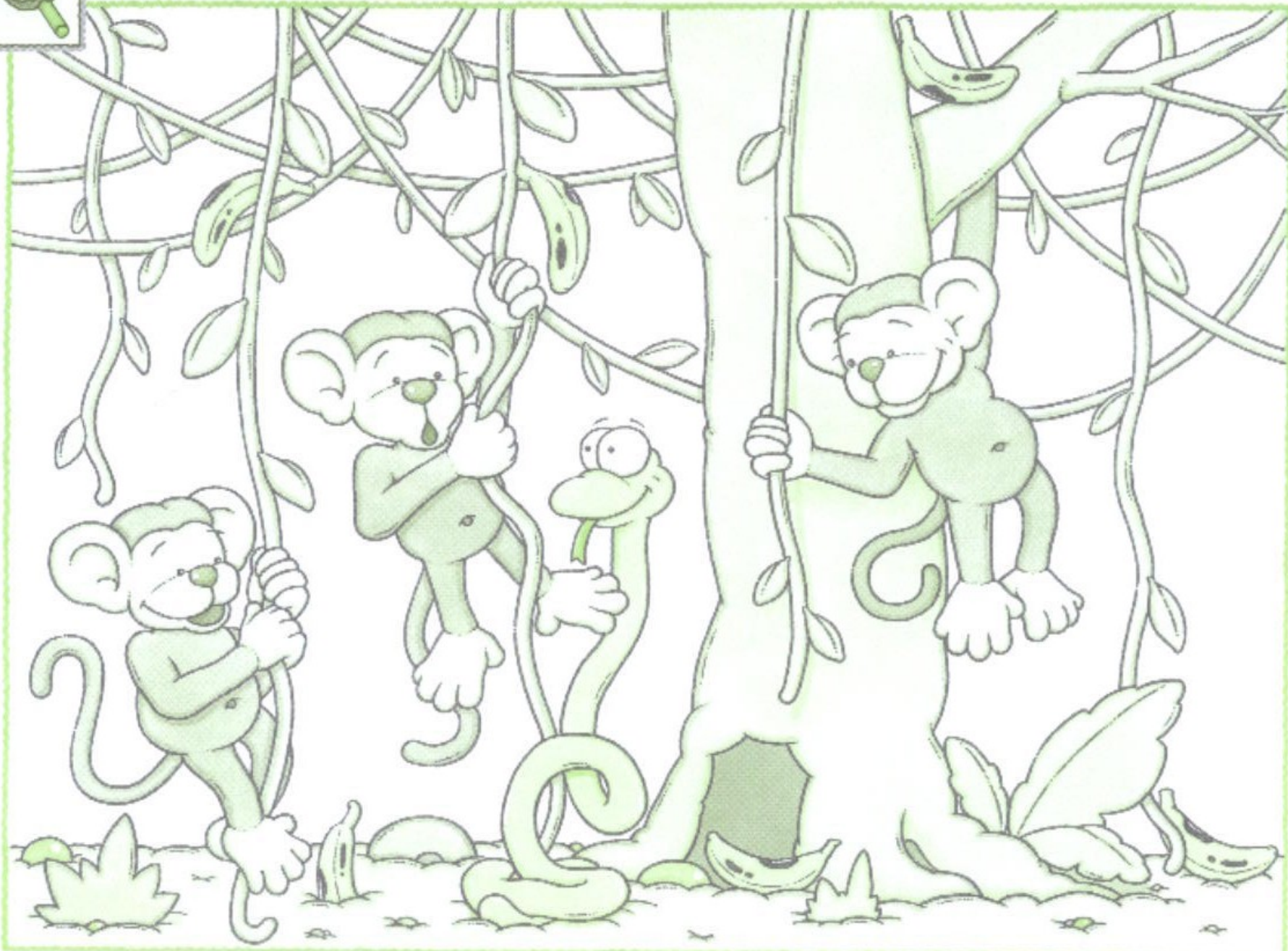
Une con flechas los objetos **iguales**.





OBJETOS ESCONDIDOS

Busca los plátanos escondidos. Enciérralos en un círculo.





DIBUJOS INCOMPLETOS

Pinta, con pintura digital, la melena que le falta al león.

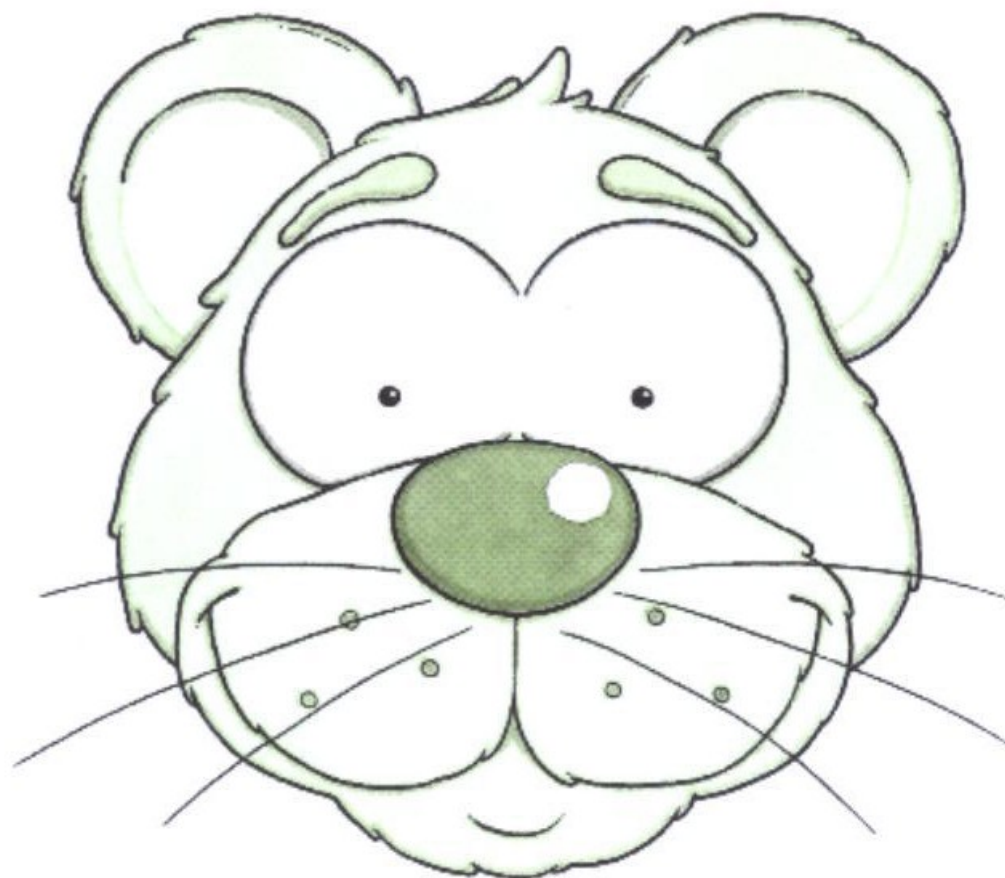
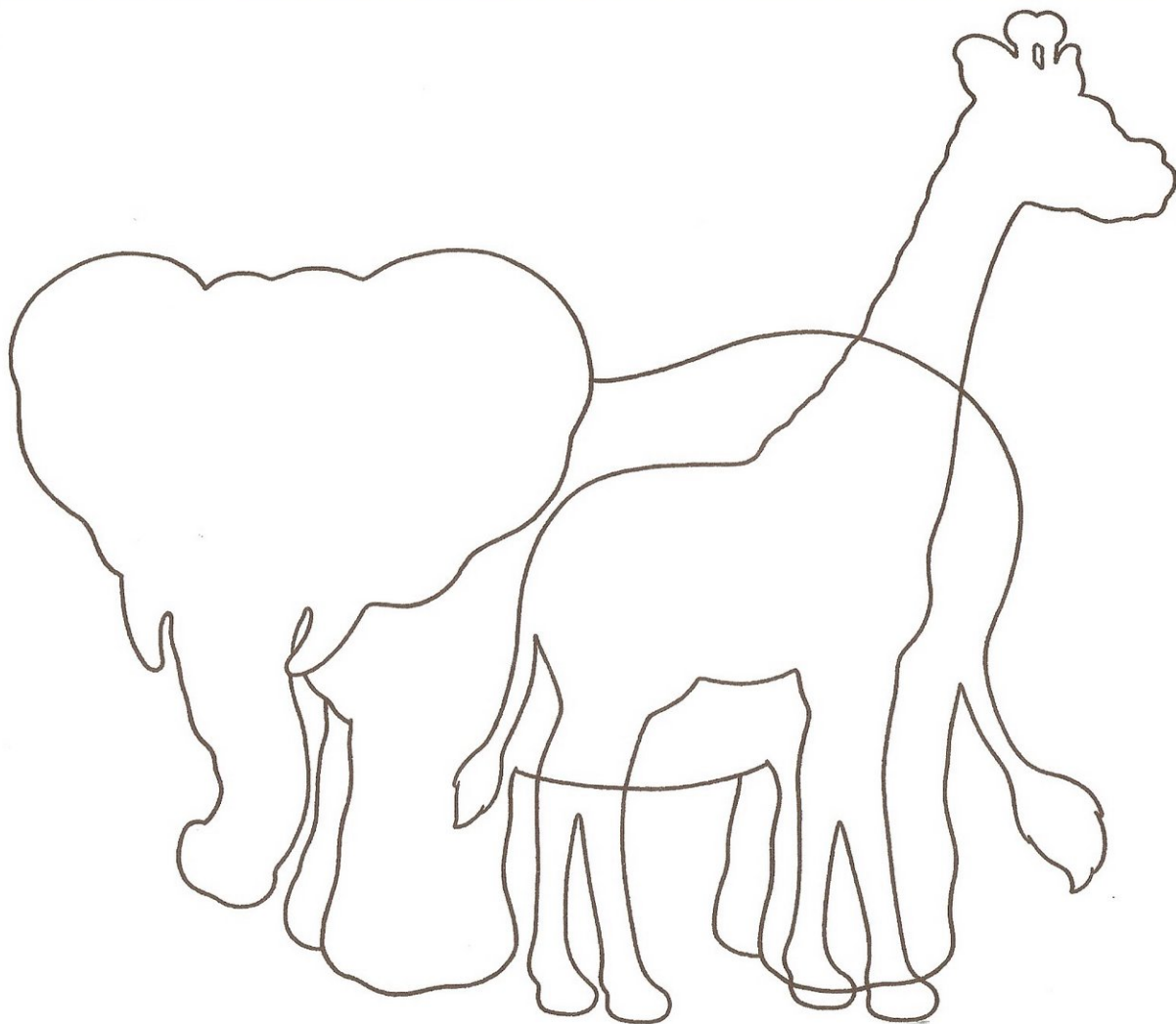




FIGURA - FONDO

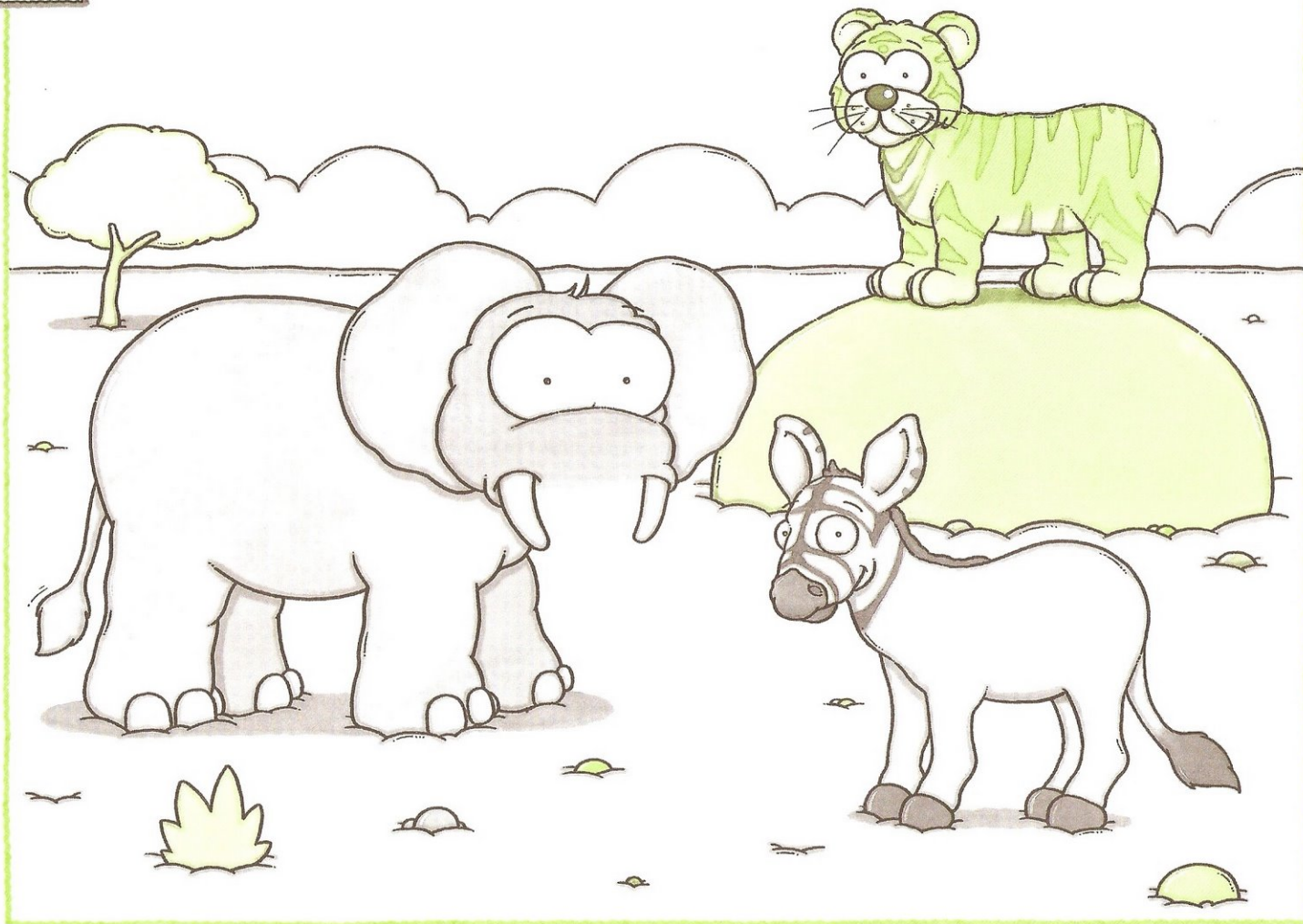
Pinta el elefante.





DIBUJOS INCOMPLETOS

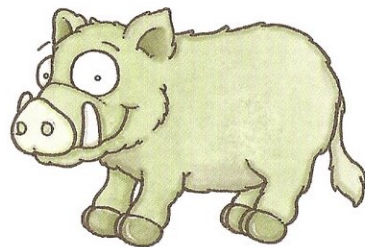
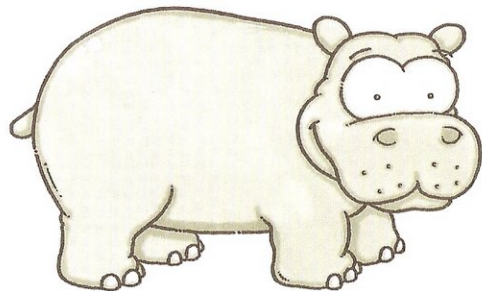
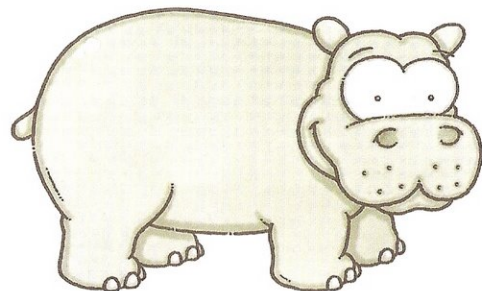
Dibuja lo que le falta a cada animal.





SEMEJANZAS Y DIFERENCIAS

Une con flechas los animales **iguales**.





OBJETOS ESCONDIDOS

Busca en el jardín todas las flores iguales a los modelos. Píntalas.

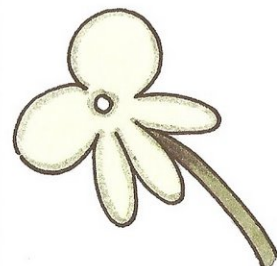
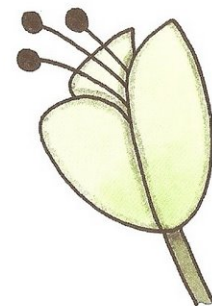
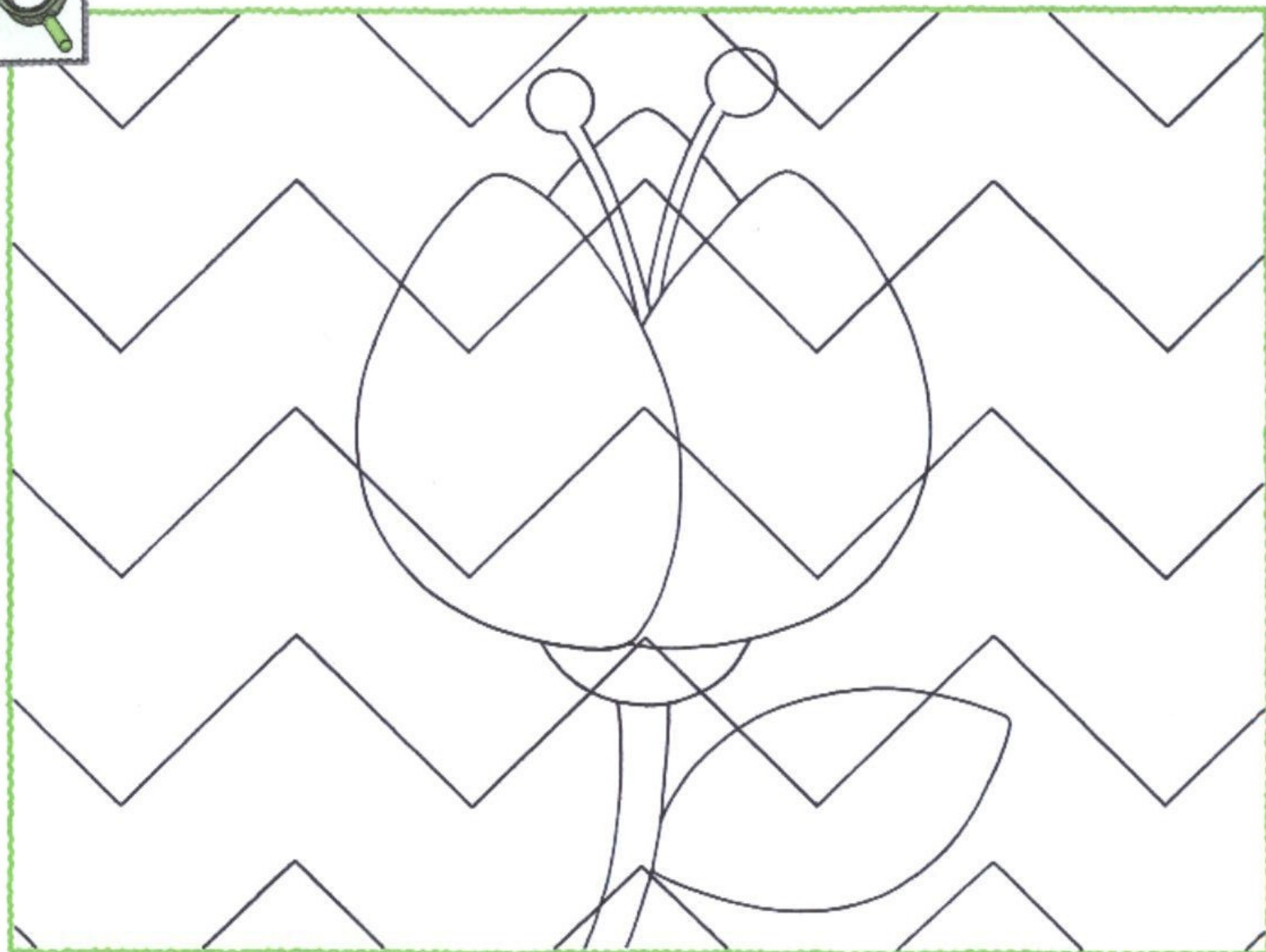




FIGURA - FONDO

Busca la flor y pintala.





RECONOCIMIENTO DE PROPIEDADES

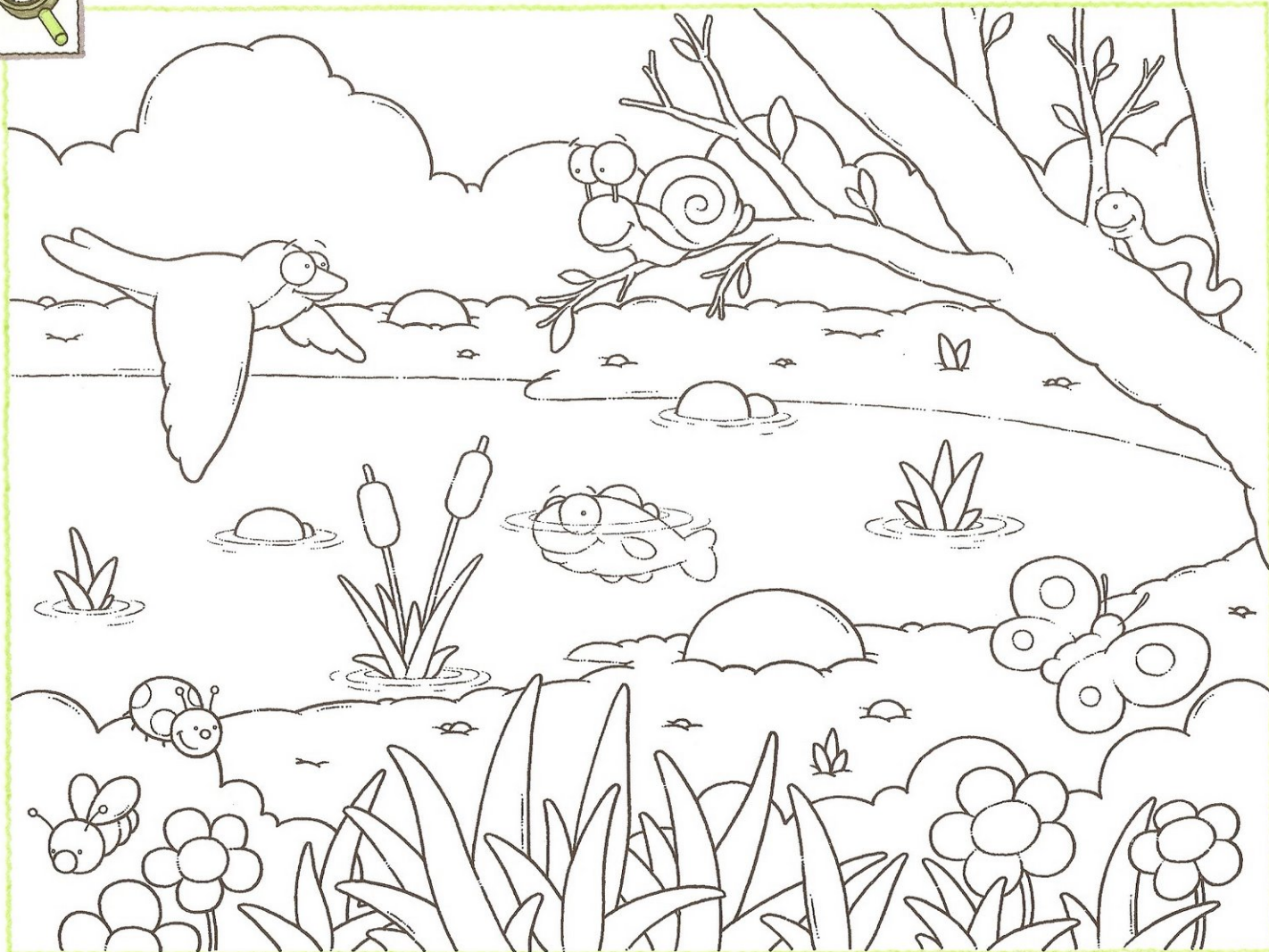
Pinta el árbol más **grande**.





OBJETOS ESCONDIDOS

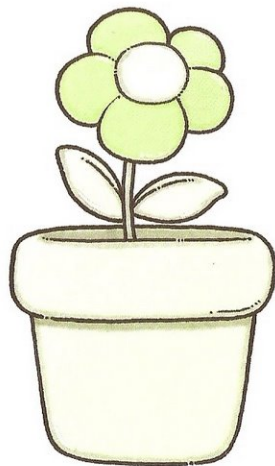
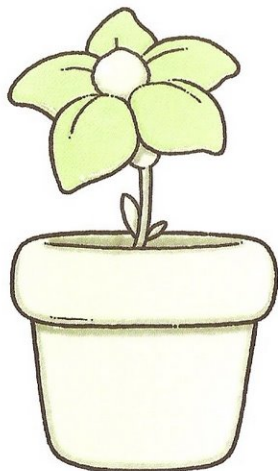
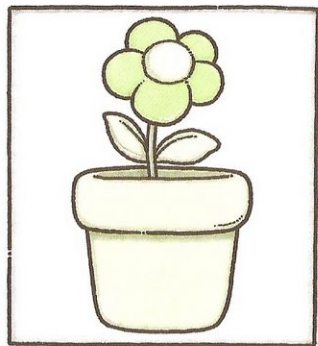
Pinta los animales del campo.





SEMEJANZAS Y DIFERENCIAS

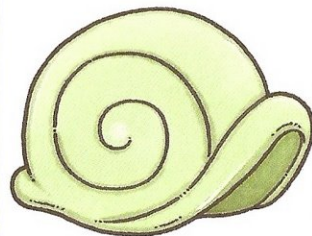
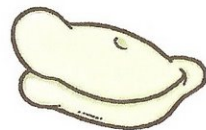
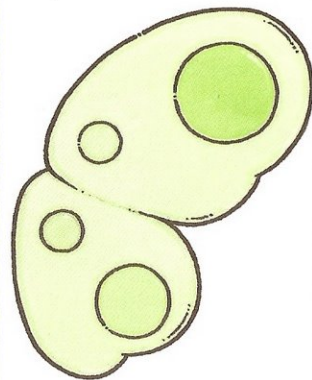
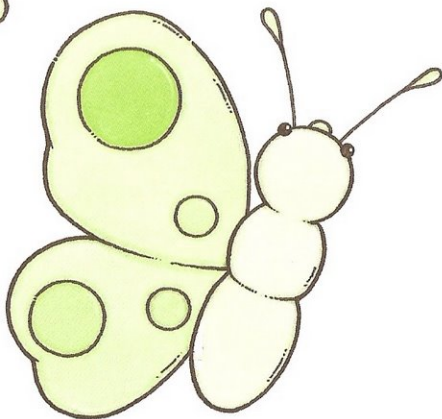
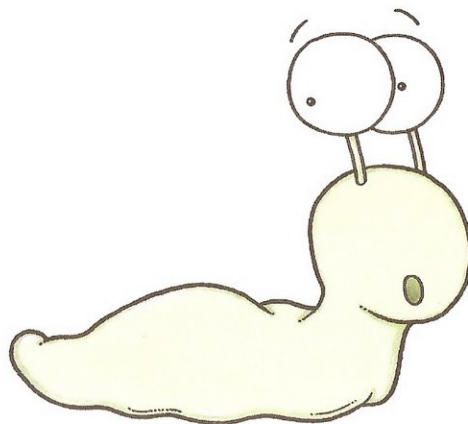
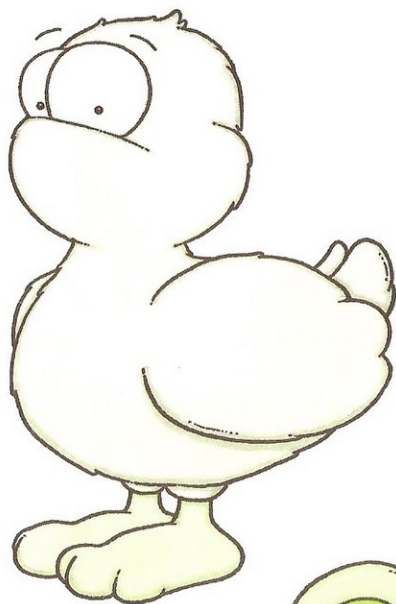
Encierra los dibujos **iguales** al modelo. Tacha los **diferentes**.





DIBUJOS INCOMPLETOS

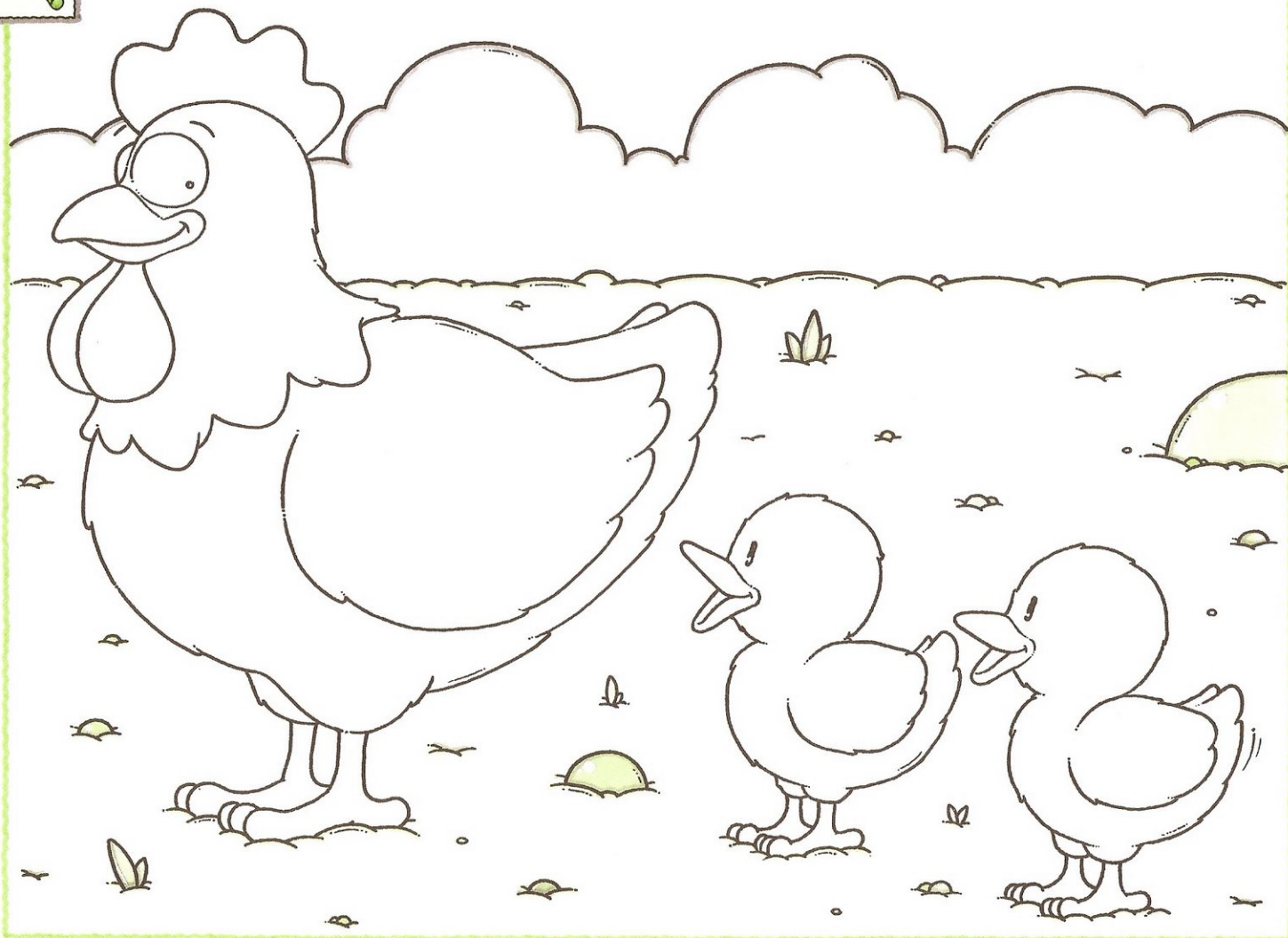
Une con flechas lo que le falta a cada animal.

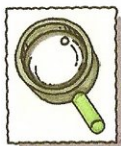




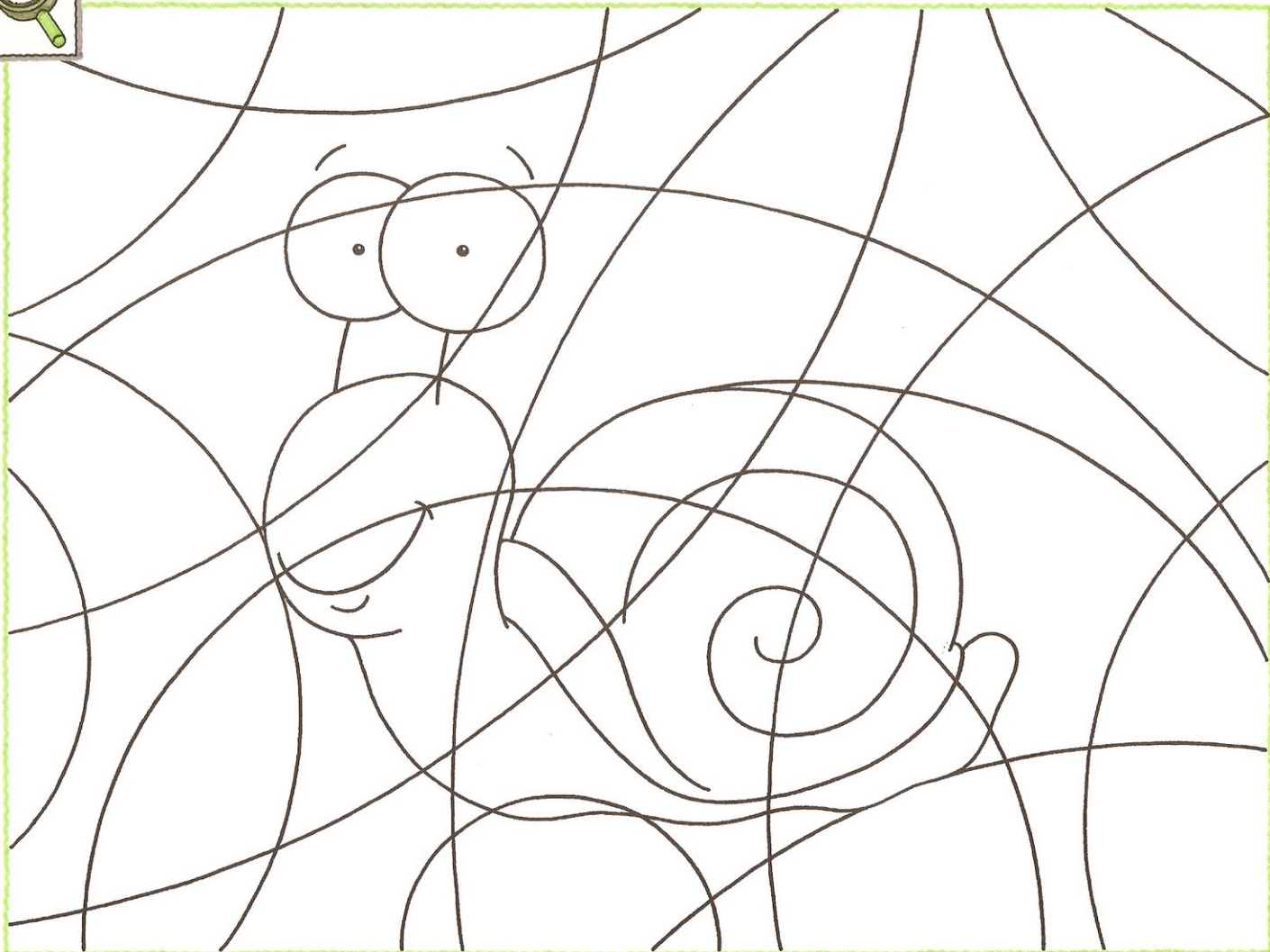
RECONOCIMIENTO DE PROPIEDADES

Pinta de amarillo el animal más **grande**.



**FIGURA - FONDO**

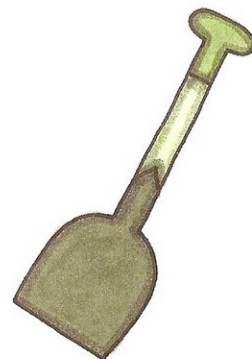
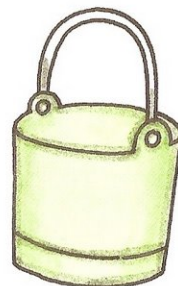
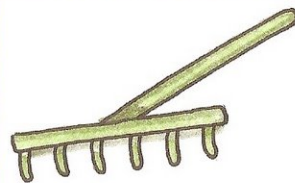
Busca un animal y pntalo.





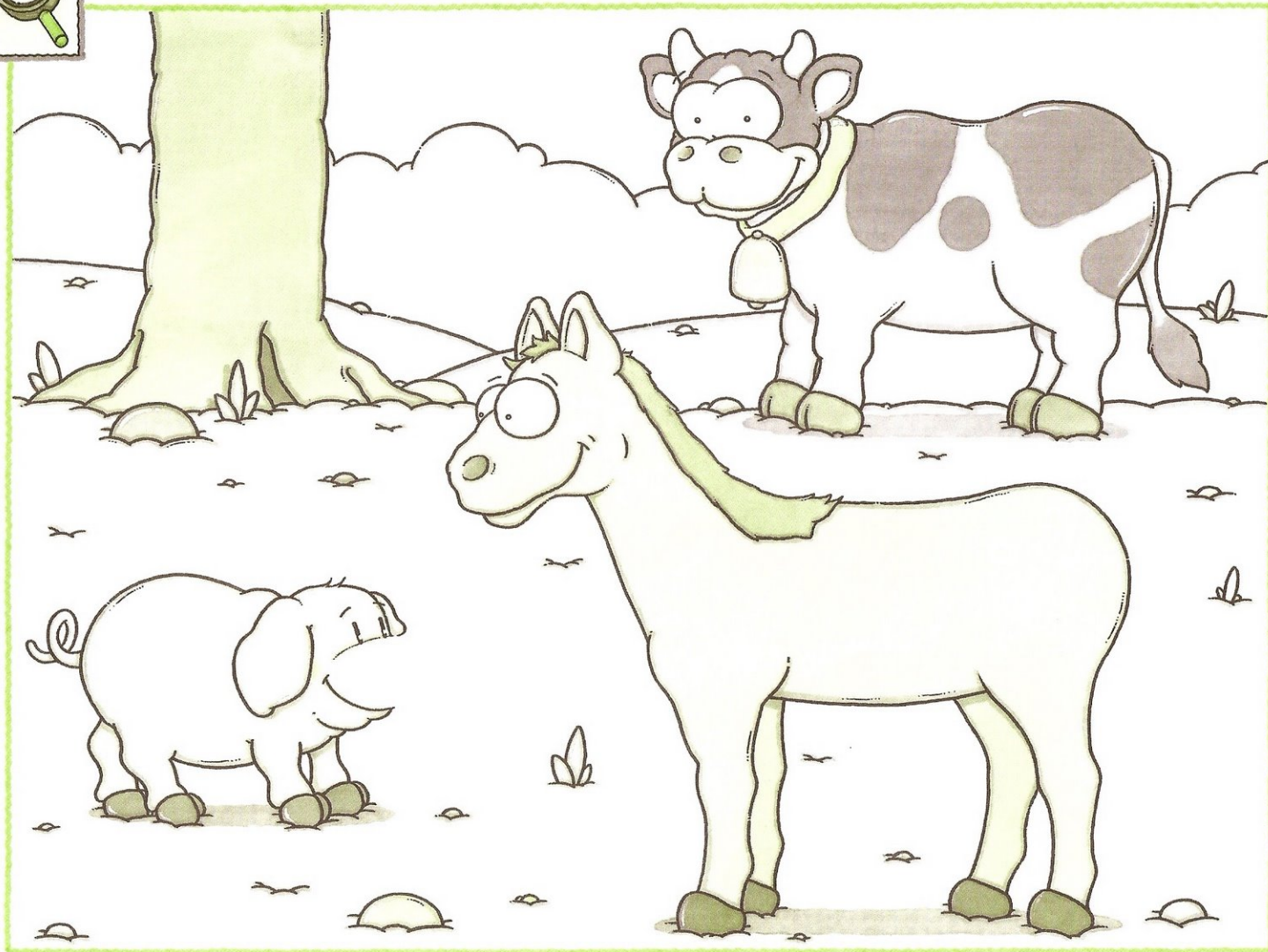
OBJETOS ESCONDIDOS

Encierra los objetos que son como los tres modelos.



DIBUJOS INCOMPLETOS

Dibuja lo que le falta a cada animal.





SEMEJANZAS Y DIFERENCIAS

Pinta la figura **diferente** al modelo.

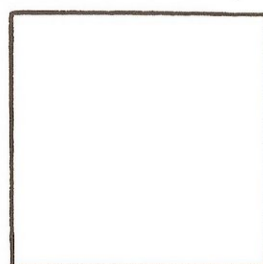
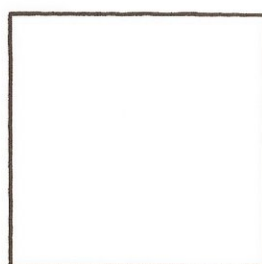
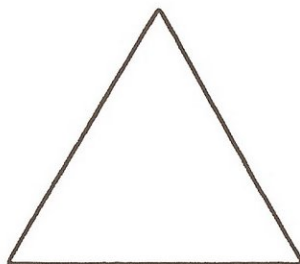
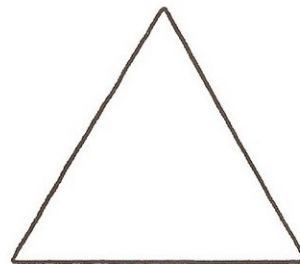
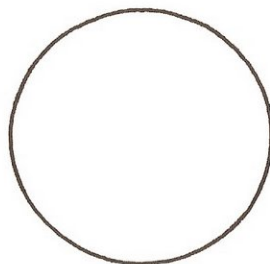
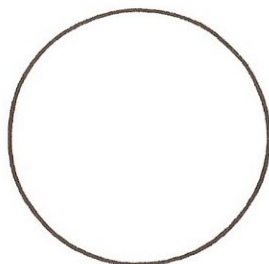
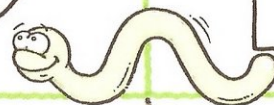
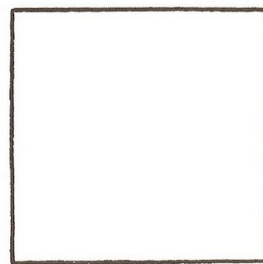
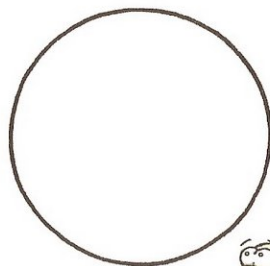
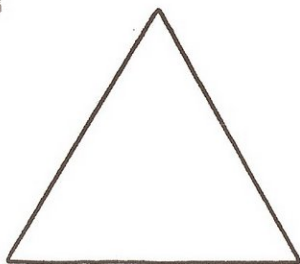
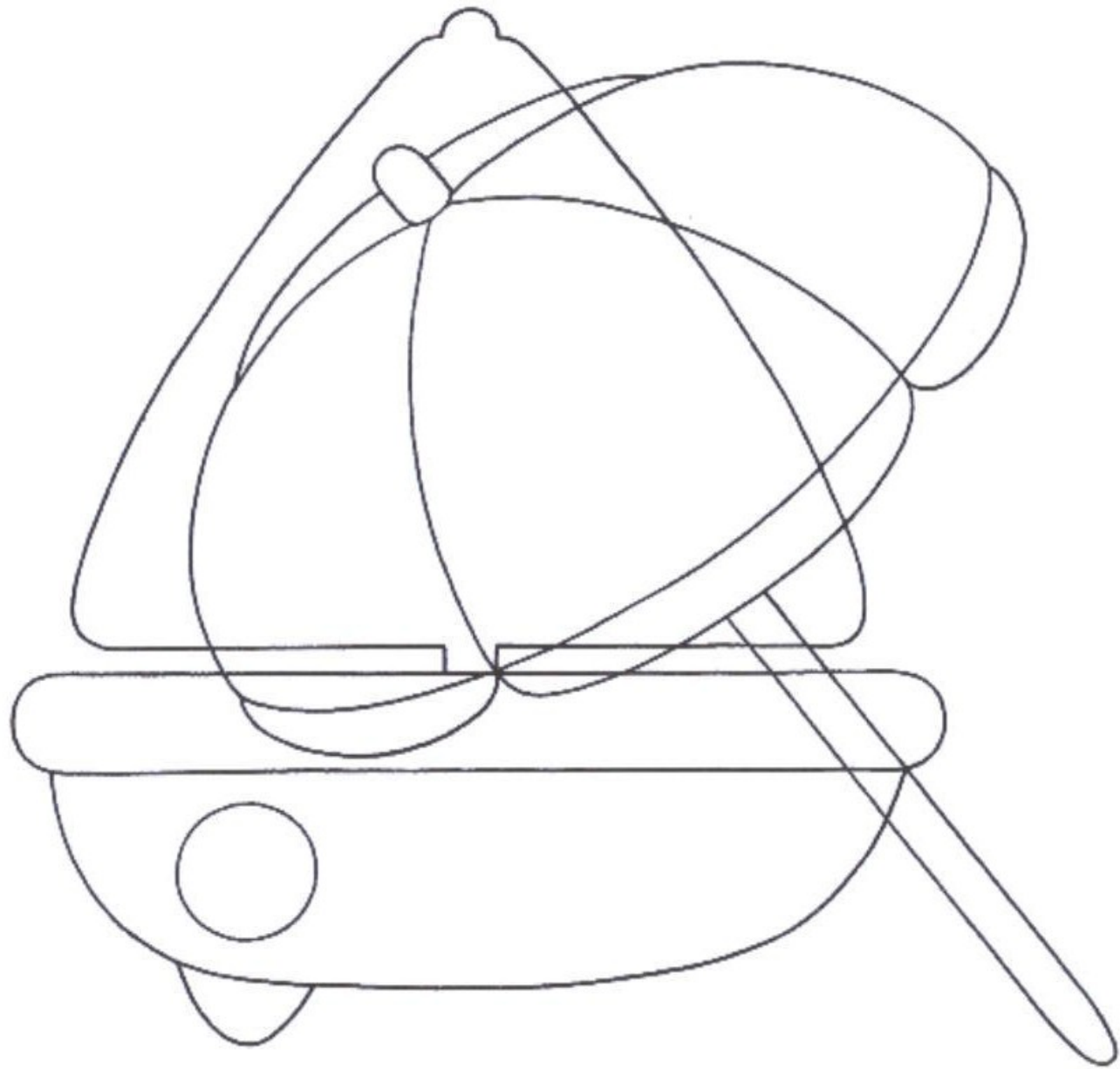




FIGURA - FONDO

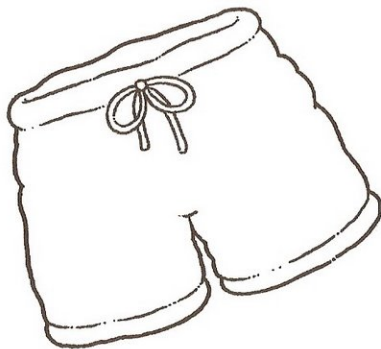
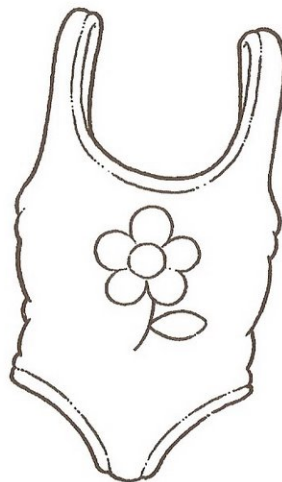
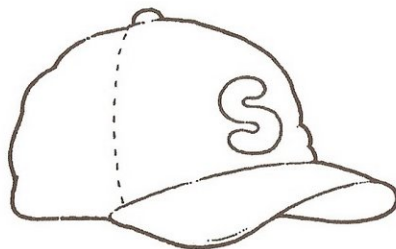
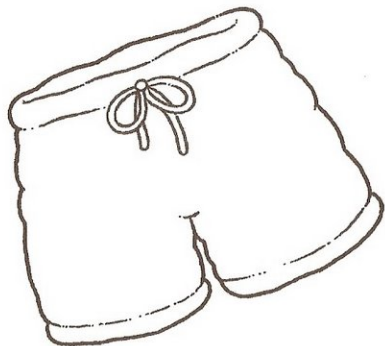
Repasa de un color diferente cada uno de los dibujos.





SEMEJANZAS Y DIFERENCIAS

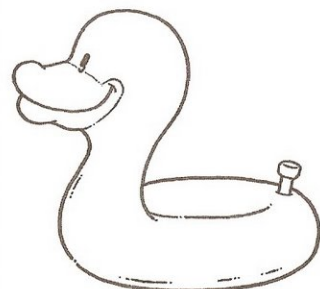
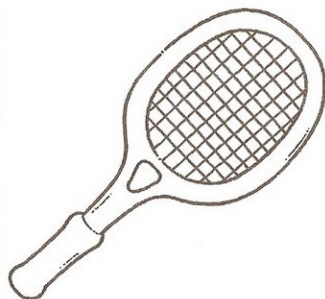
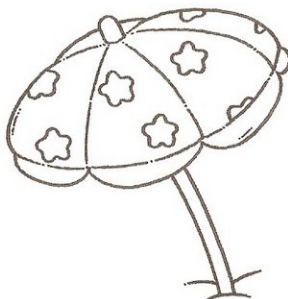
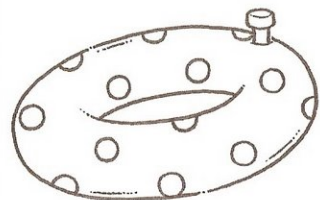
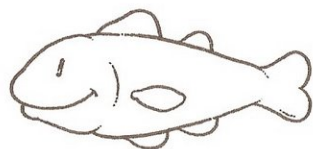
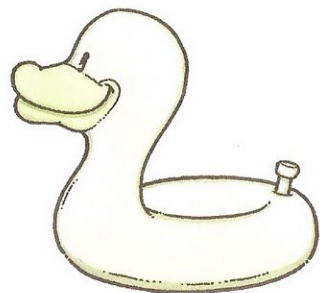
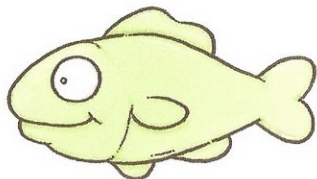
Une con flechas las prendas **iguales**. Píntalas.

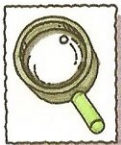




SEMEJANZAS Y DIFERENCIAS

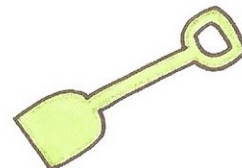
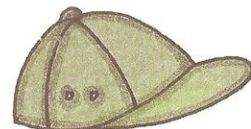
Pinta el dibujo igual al modelo.





OBJETOS ESCONDIDOS

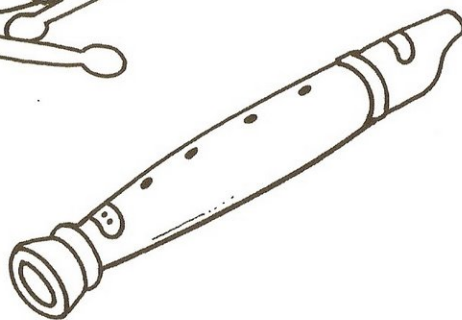
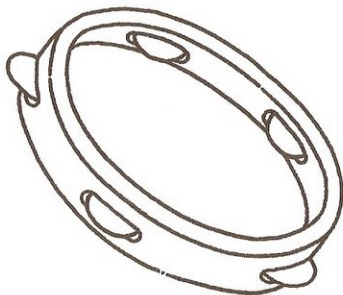
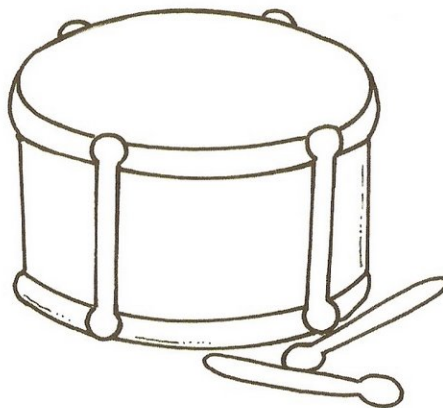
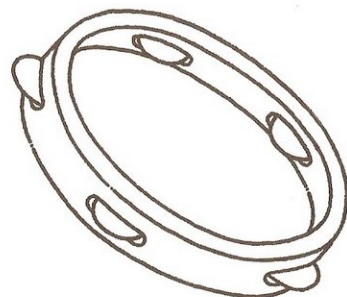
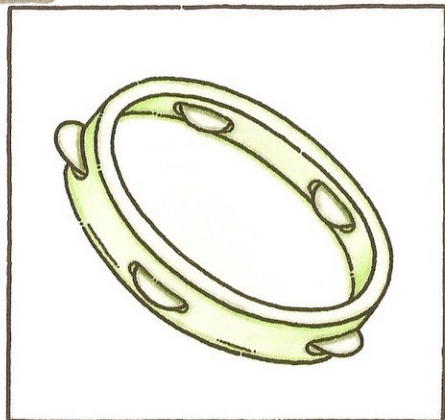
Encierra los objetos que son como los cuatro modelos.





SEMEJANZAS Y DIFERENCIAS

Pinta los dibujos **iguales** al modelo.





OBJETOS ESCONDIDOS

Pinta el dibujo. Encierra lo que le falta al Rey Mago.

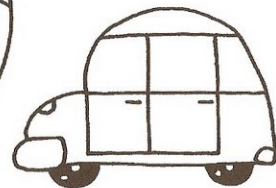
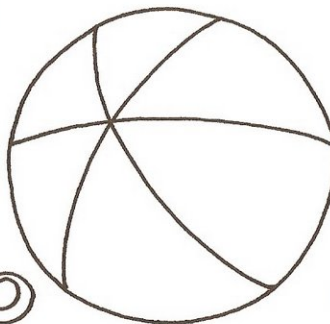
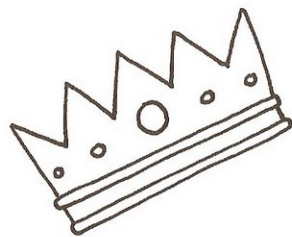
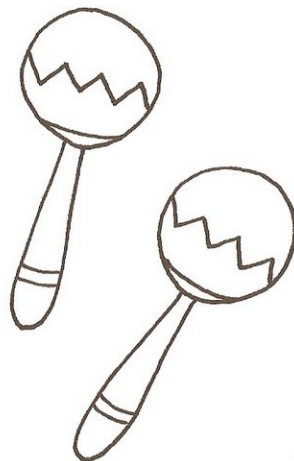




FIGURA - FONDO

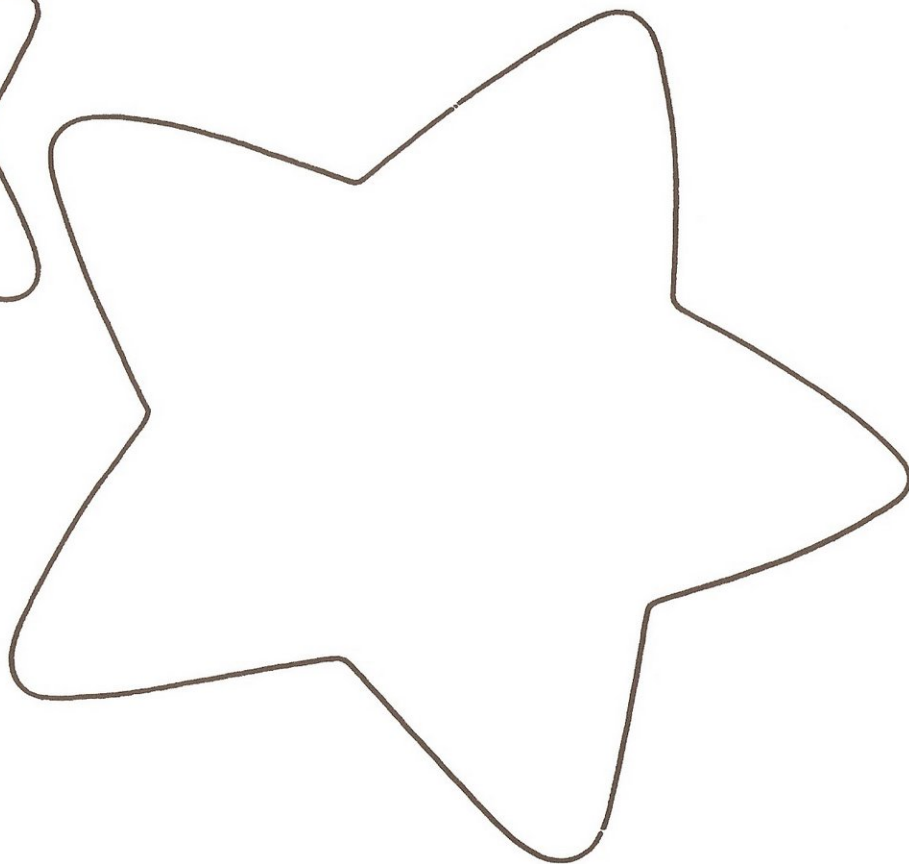
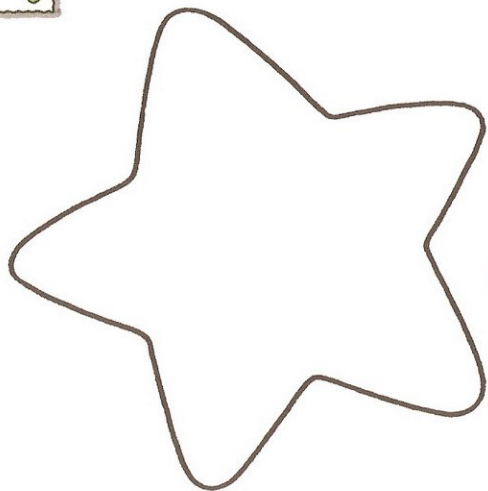
Busca la oveja del pesebre y píntala.





RECONOCIMIENTO DE PROPIEDADES

Pega papel lustre de color amarillo en la estrella **grande**.





DIBUJOS INCOMPLETOS

Repasa la línea punteada para completar la campana. Píntala.

