



CUADERNO DE VACACIONES

Creatividad

@acrbia



Atención

Grafomotricidad

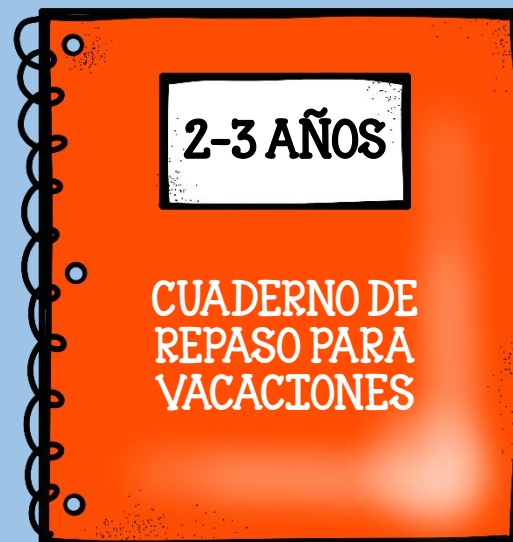
4

Números

Conceptos

Imágenes
Educativas.com

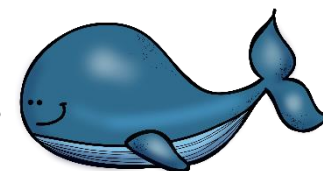
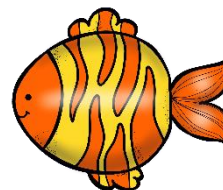
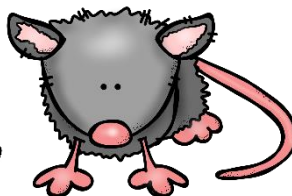
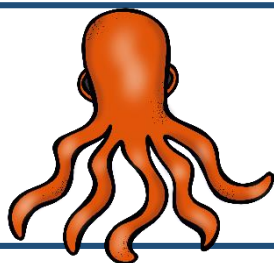
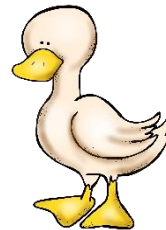
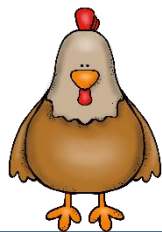
Orientación espacial



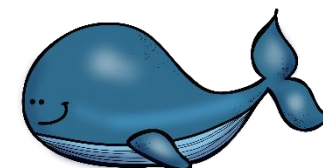
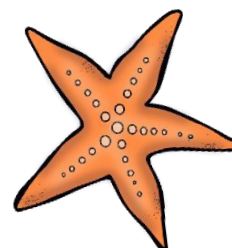
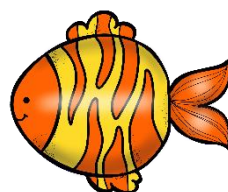
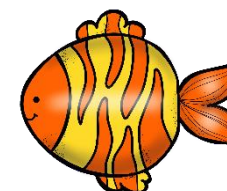
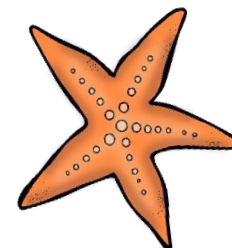
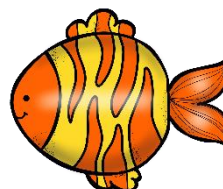
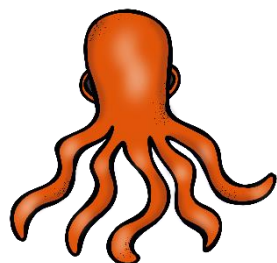
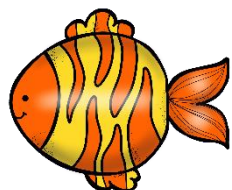
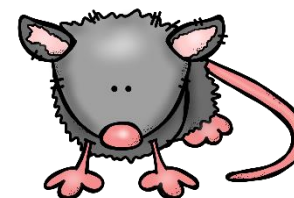
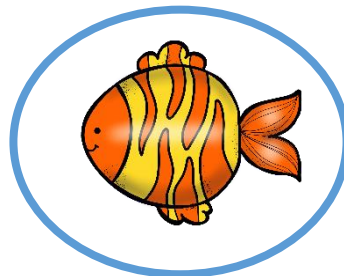
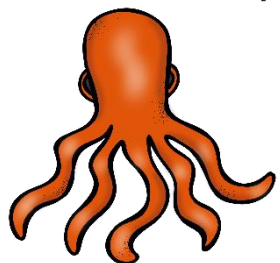
EDUCACIÓN INFANTIL 2-3 AÑOS

<http://www.imageneseducativas.com>

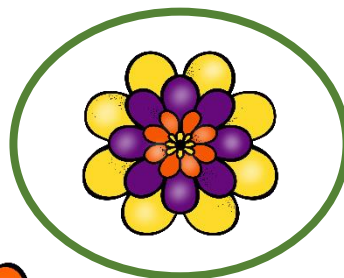
Encuentra al animal intruso y ponle una pegatina roja.



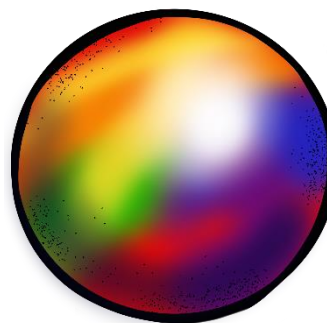
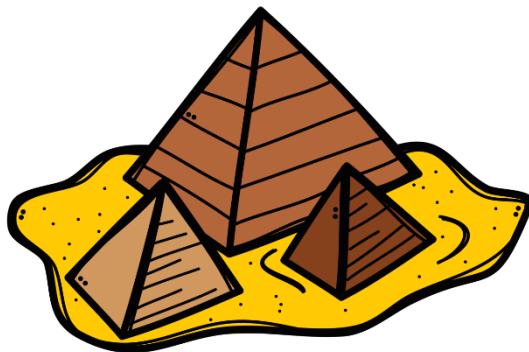
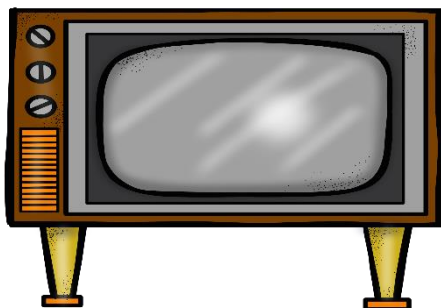
Rodea el animal igual al modelo con u lápiz de color azul.



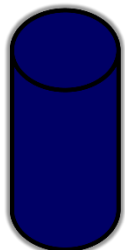
Rodea la flor igual al modelo con un lápiz de color verde.



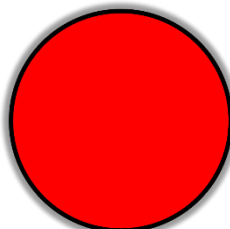
Formas geométricas, une las parejas con trazo discontinuo.



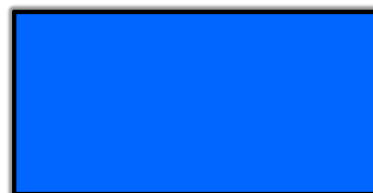
CILINDRO



CÍRCULO



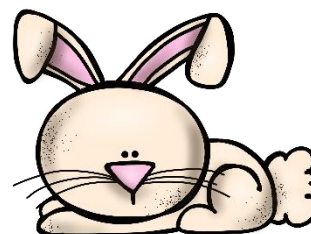
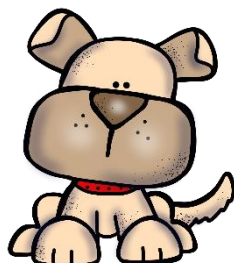
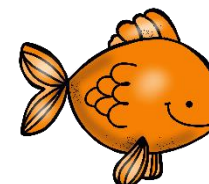
RECTÁNGULO



PIRÁMIDE



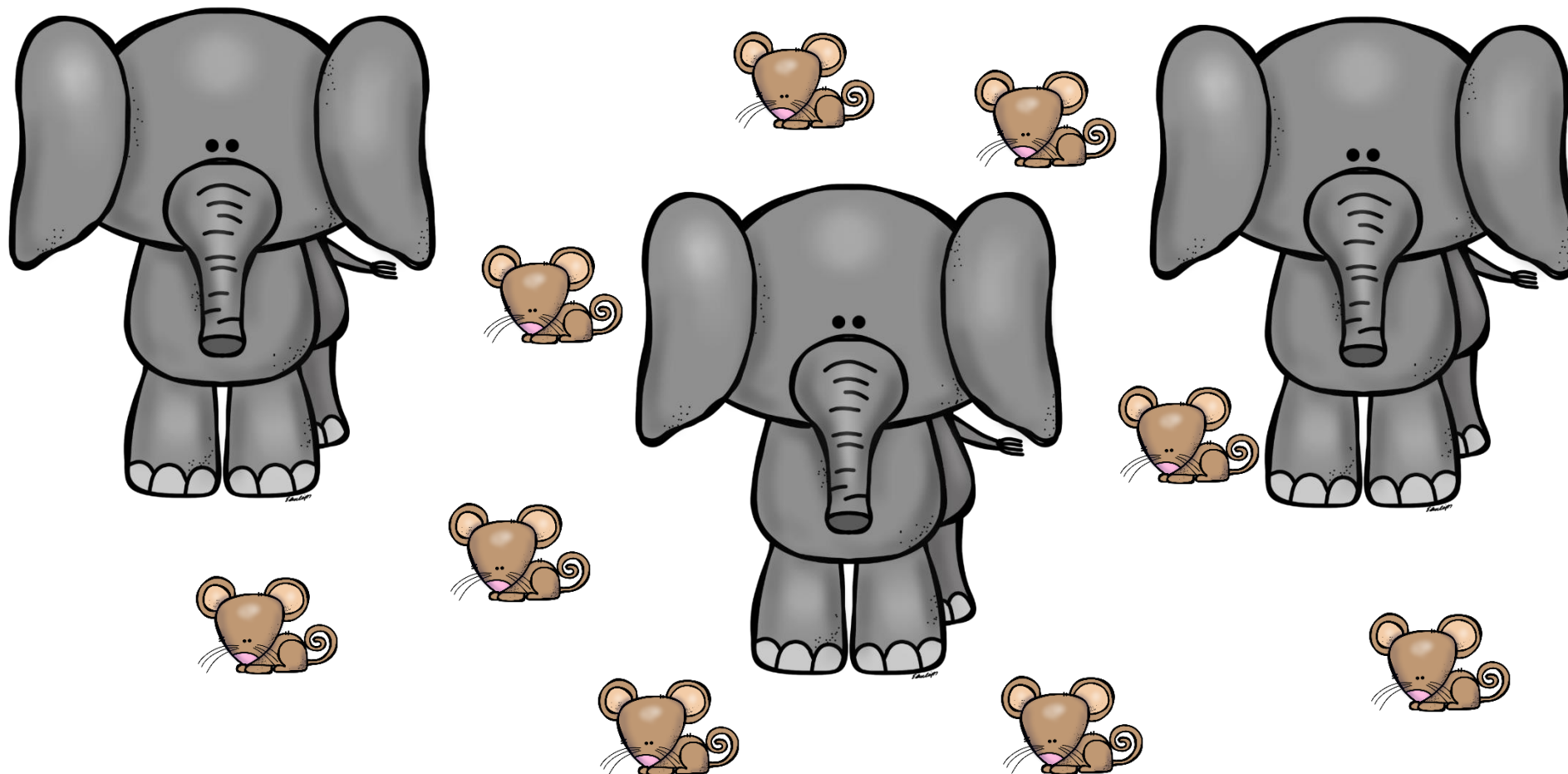
Une a los dueños con sus mascotas usando lápices de colores.



Pega una pegatina de color azul en los vasos vacíos.



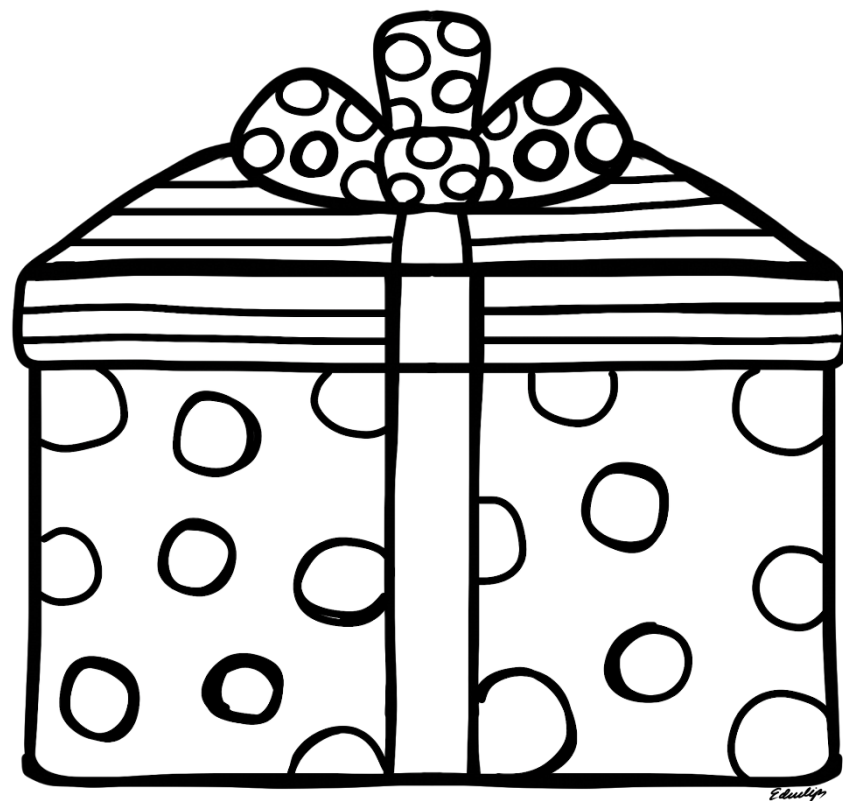
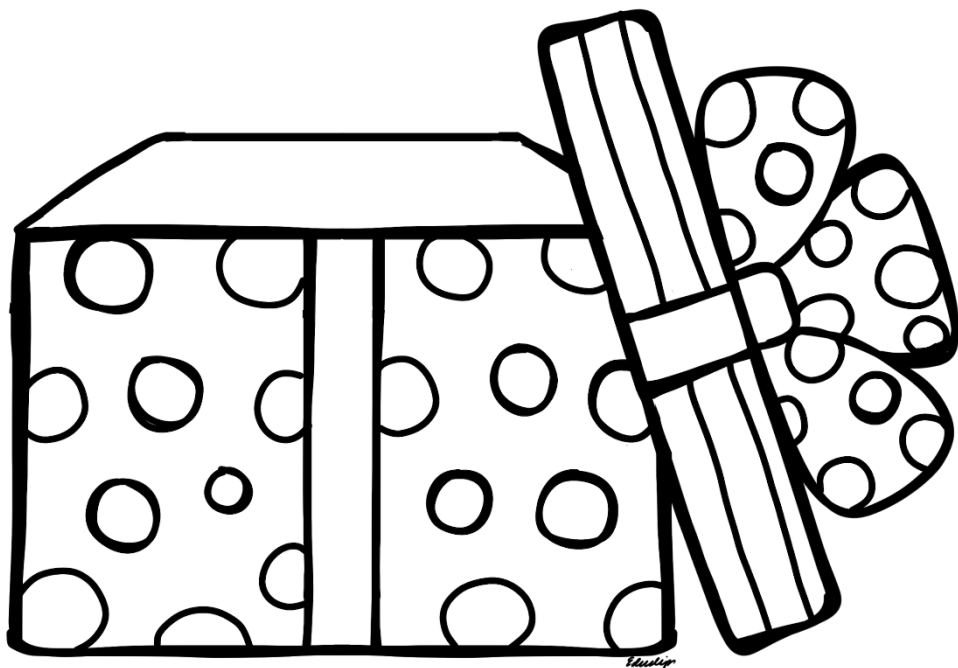
Rodea con un cuadrado los animales grandes.



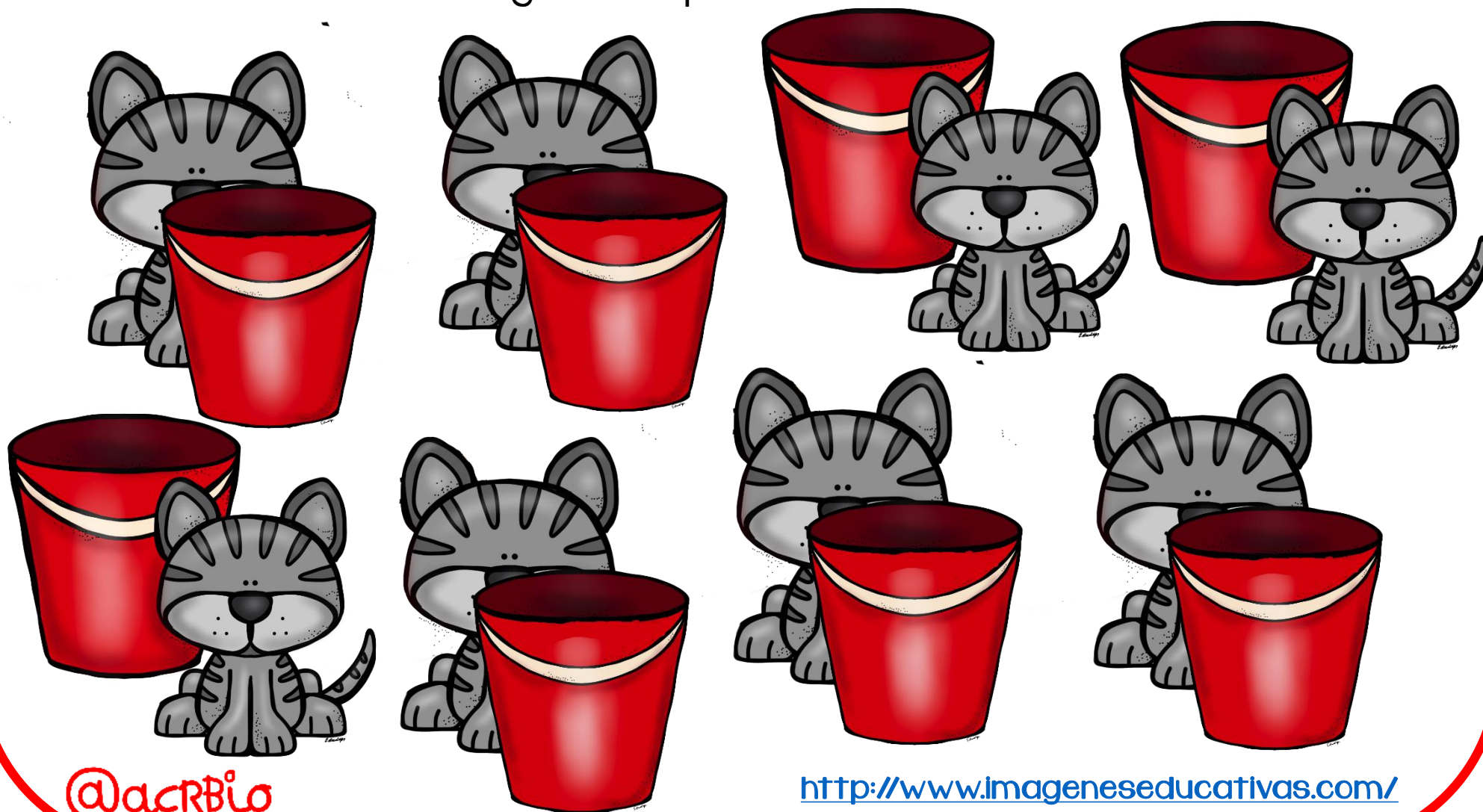
Pega pegatinas de color amarillo en el cubo del gato que esta dentro.



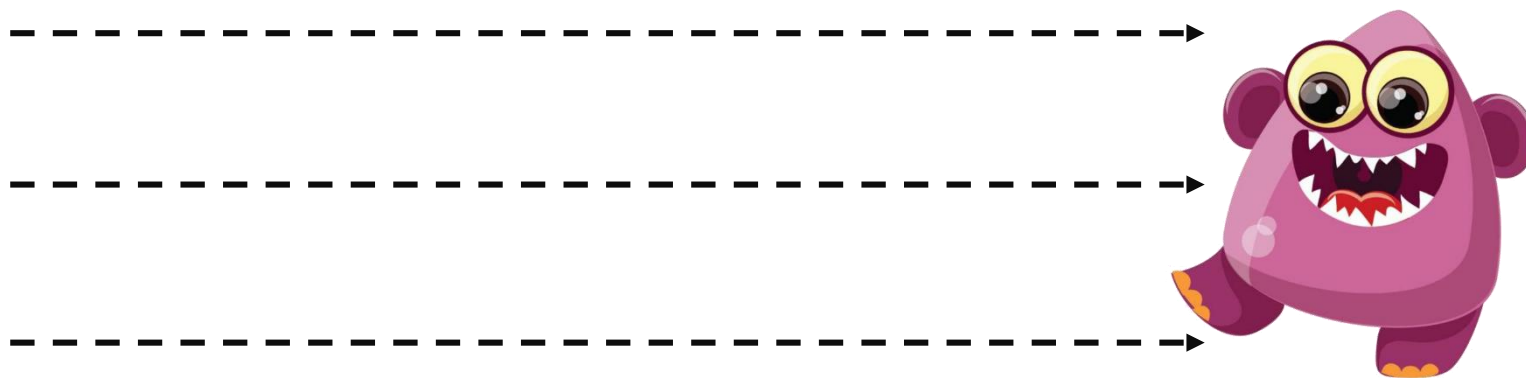
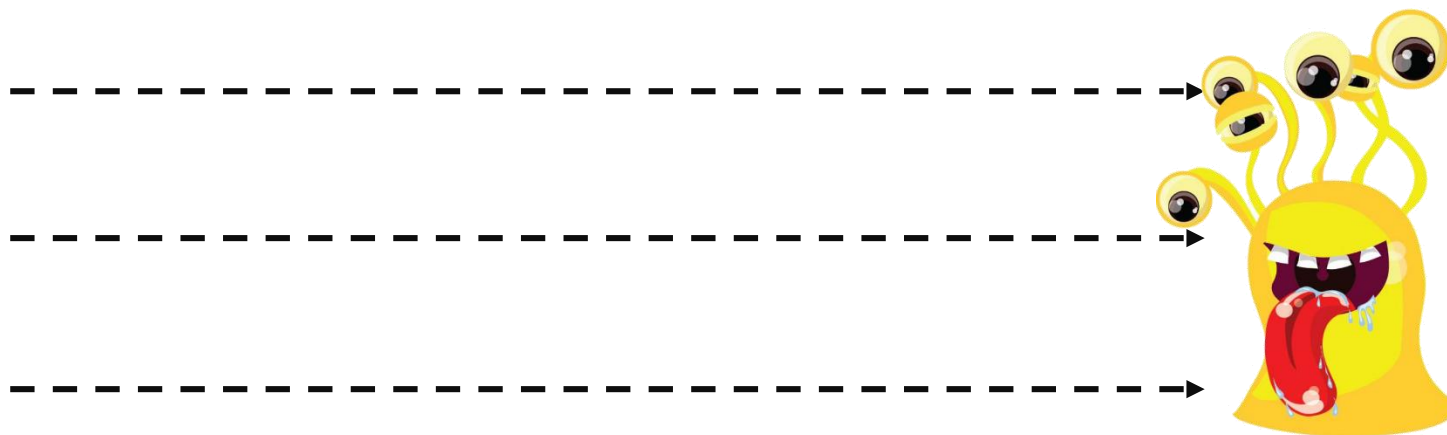
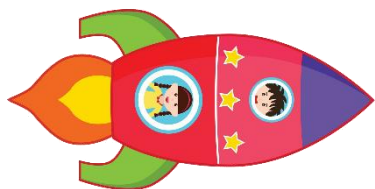
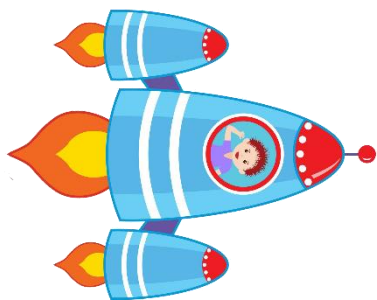
Colorea los lunares de la caja que esta cerrada.



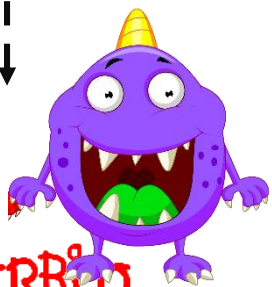
Rodea a los gatitos que están detrás del cubo.



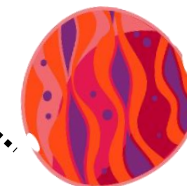
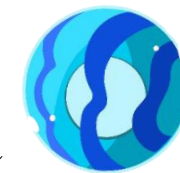
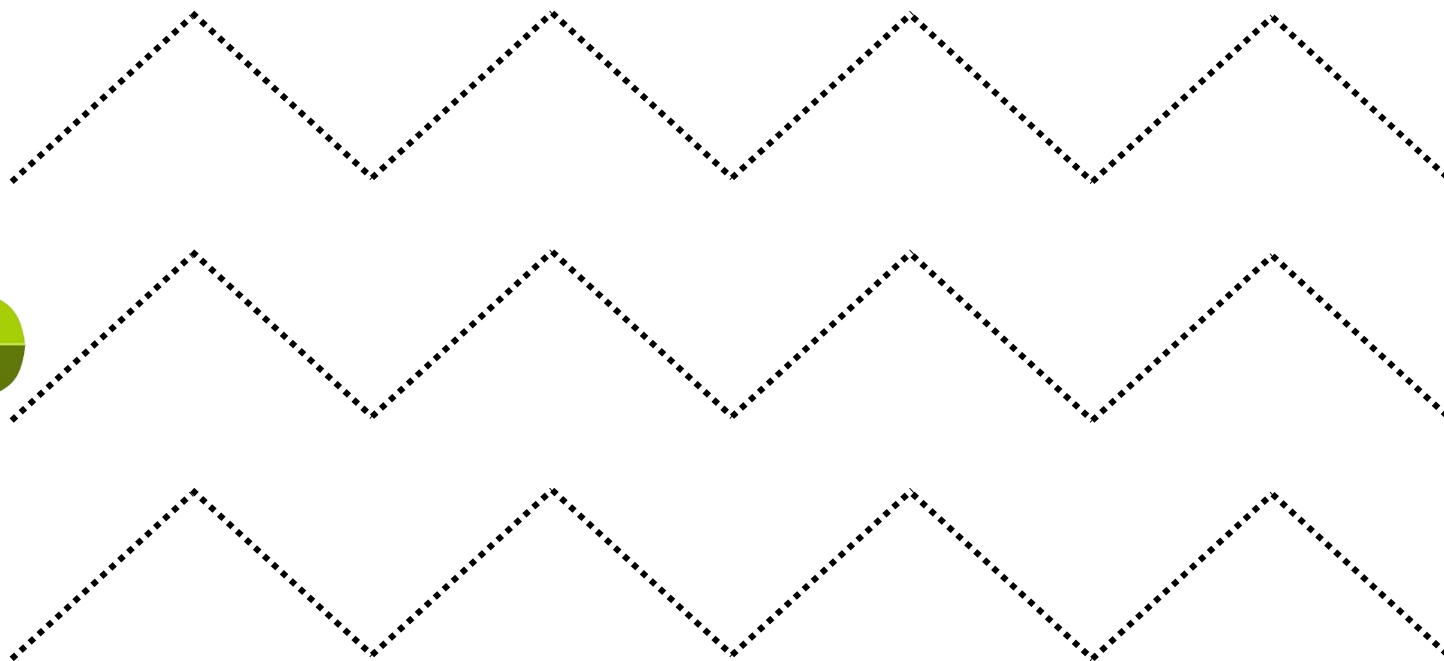
Repasa



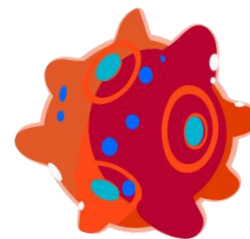
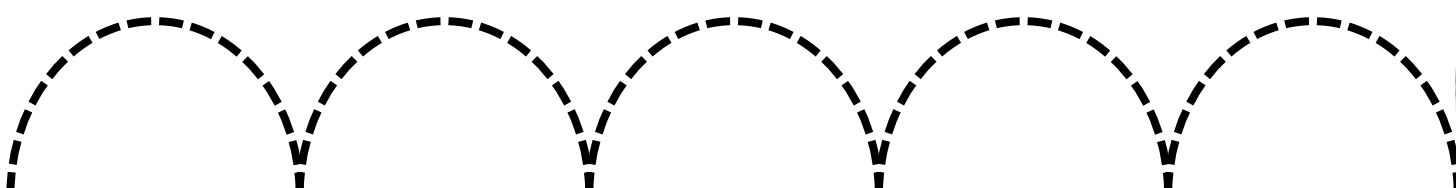
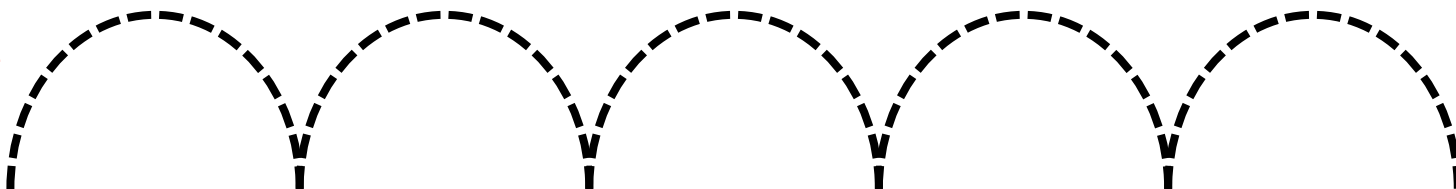
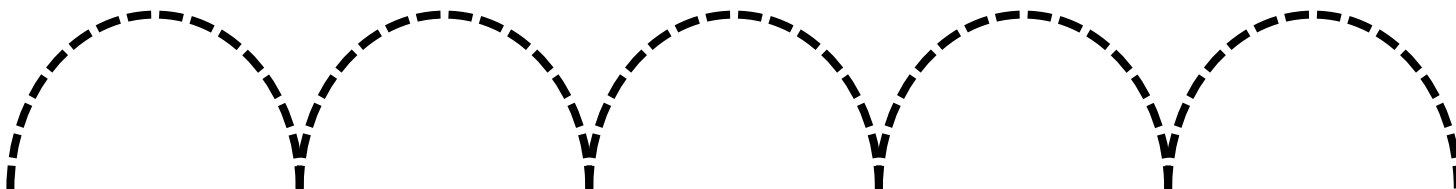
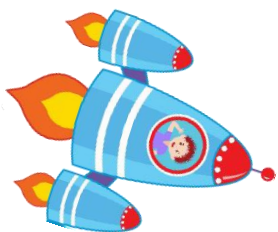
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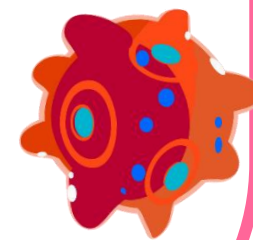
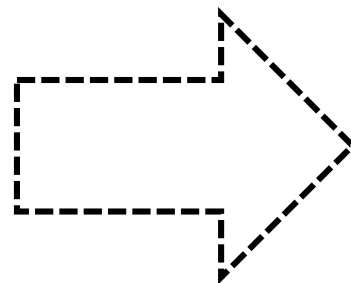
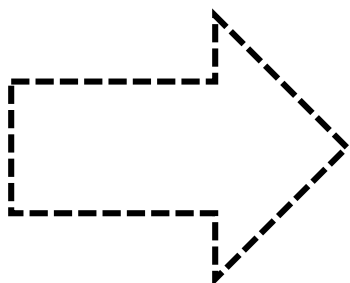
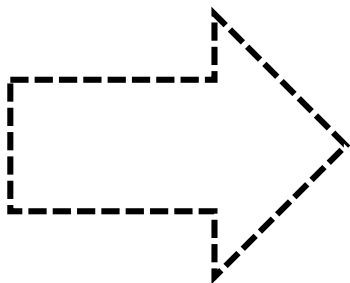
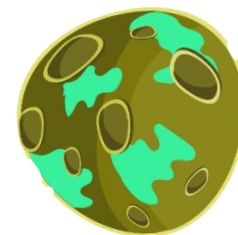
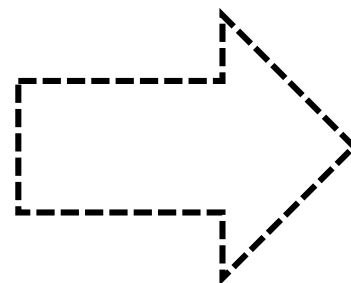
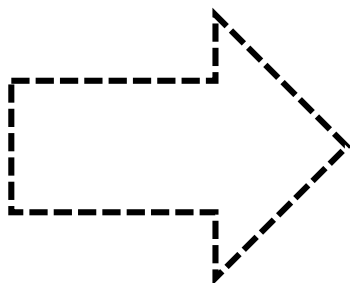
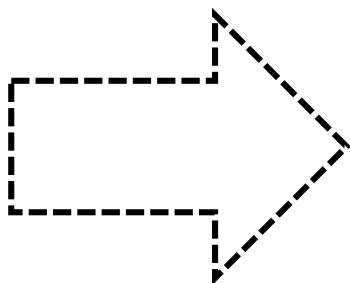
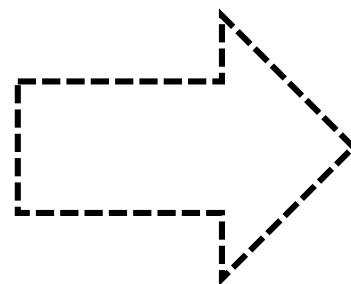
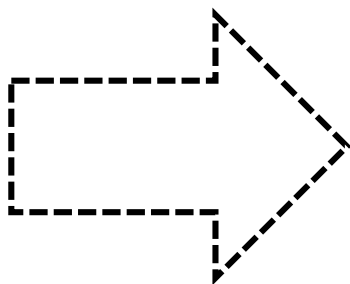
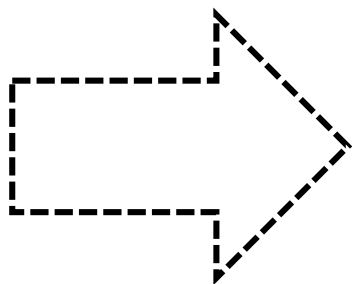
Repasa



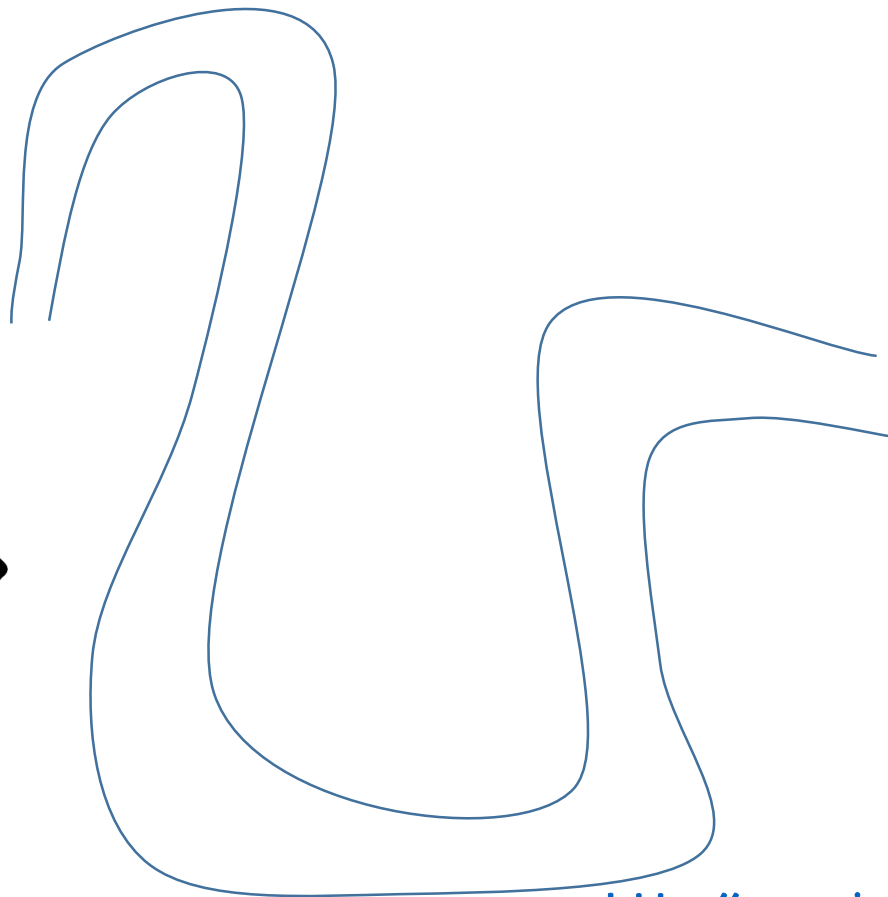
Repasa



Repasa



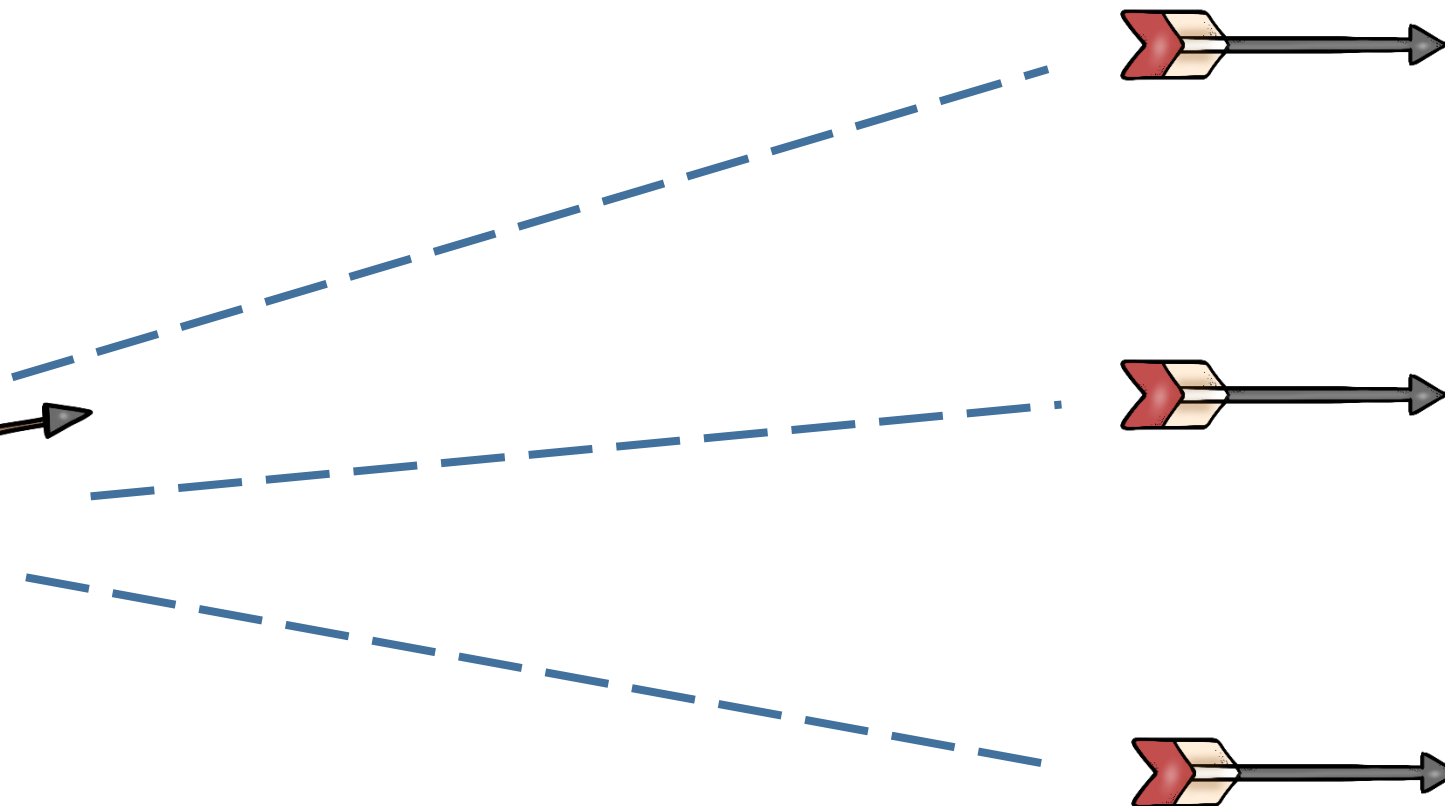
Lleva ala madrastra malvada a su espejo.



Conduce a los cerditos a sus casas.



Traza el camino de las flechas de Robin.

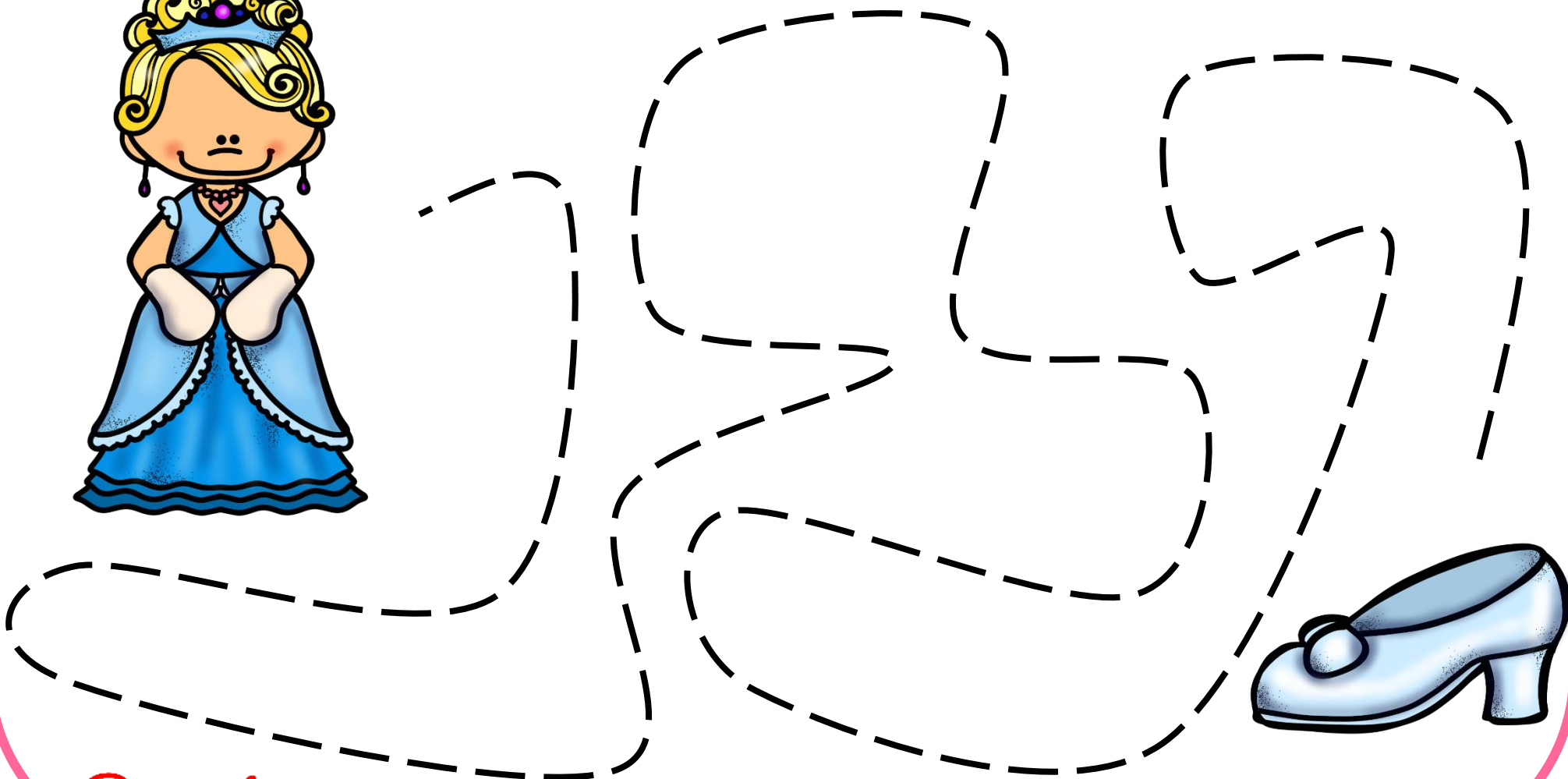




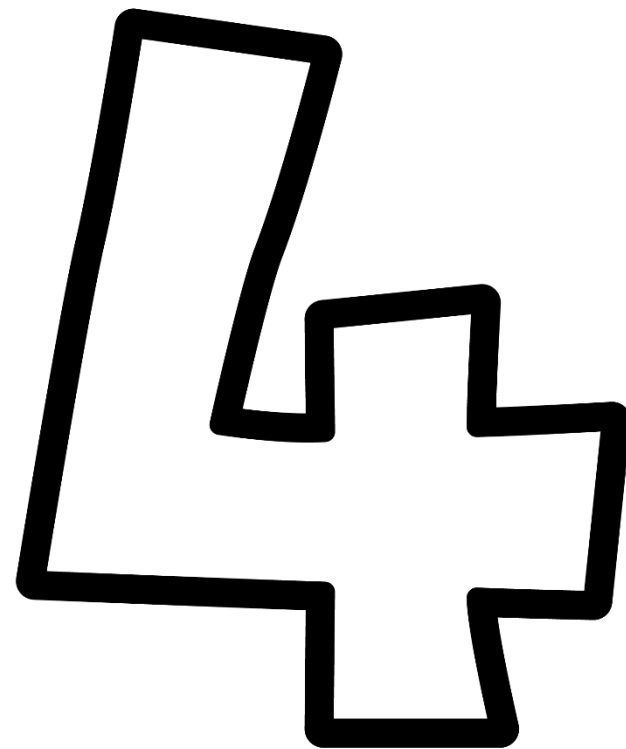
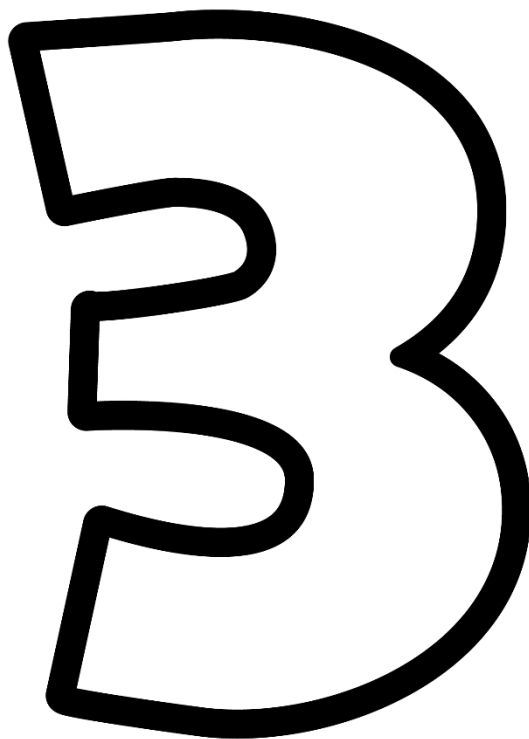
Lleva caperucita a casa de su abuelita



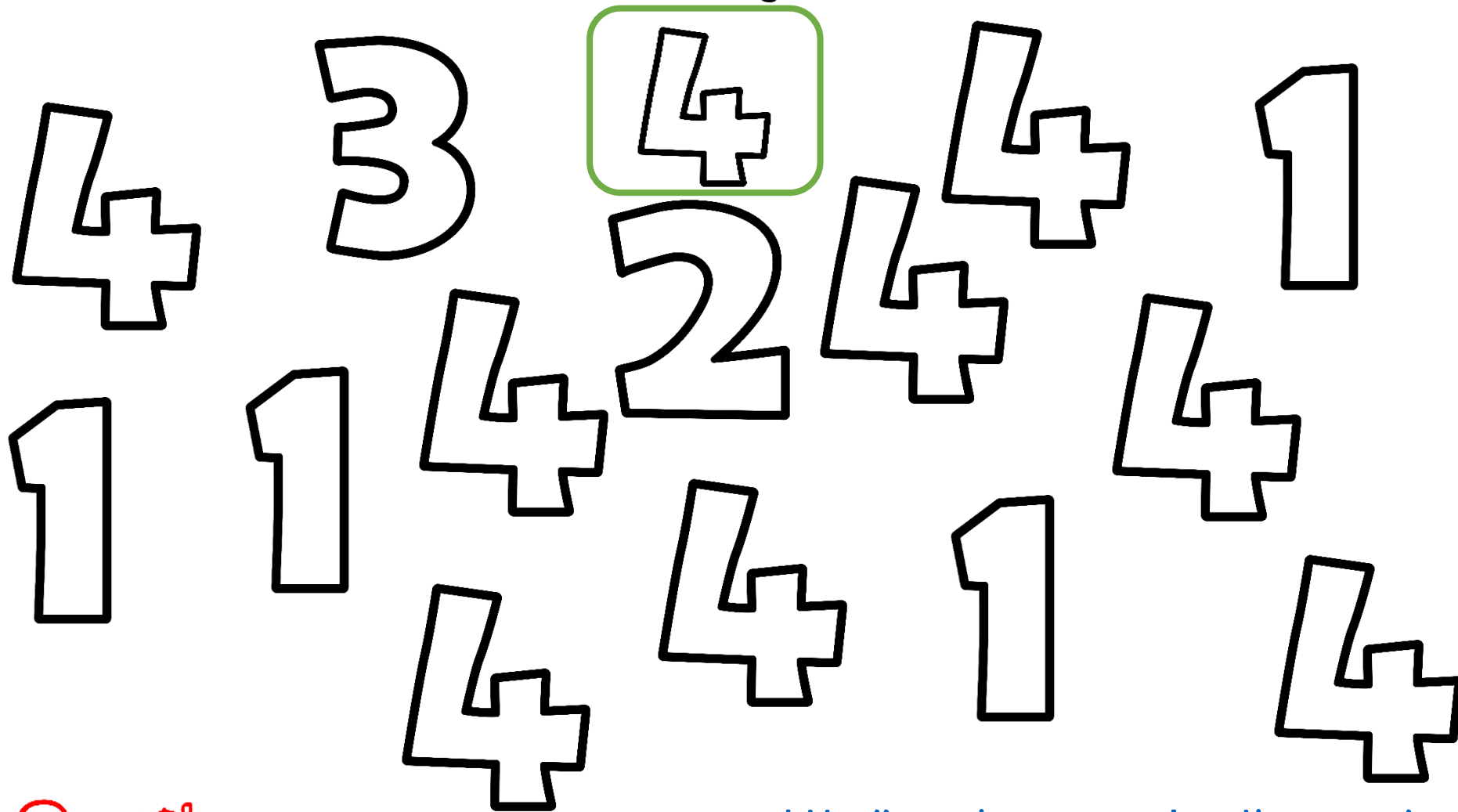
Guía a cenicienta hasta su zapatito de cristal



Colorea el número 2.



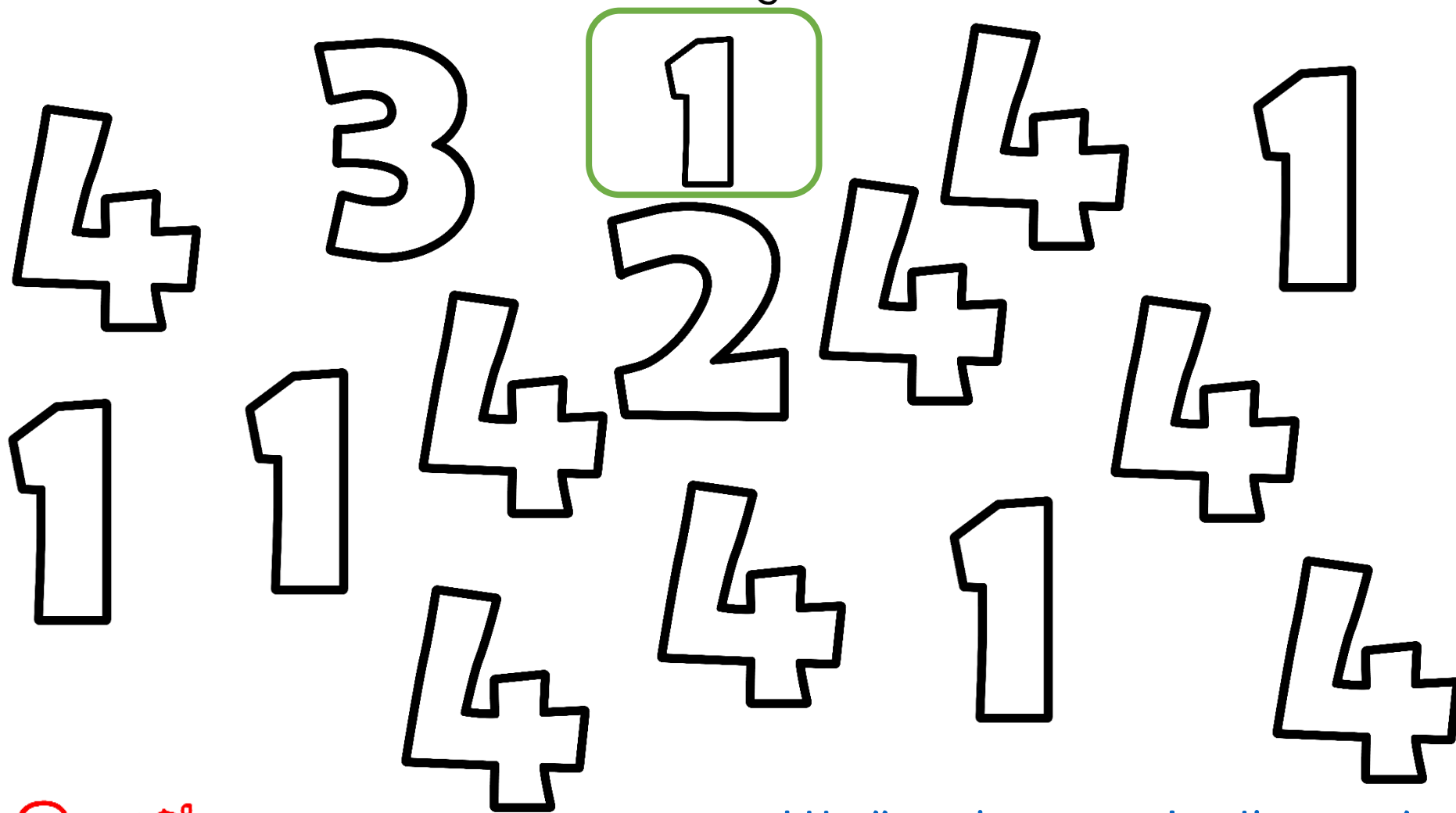
Rodea el número igual al modelo.



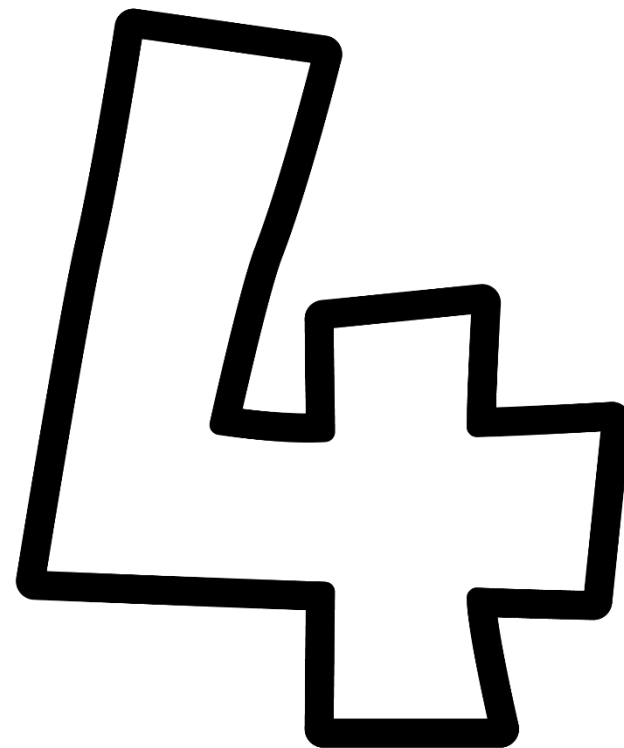
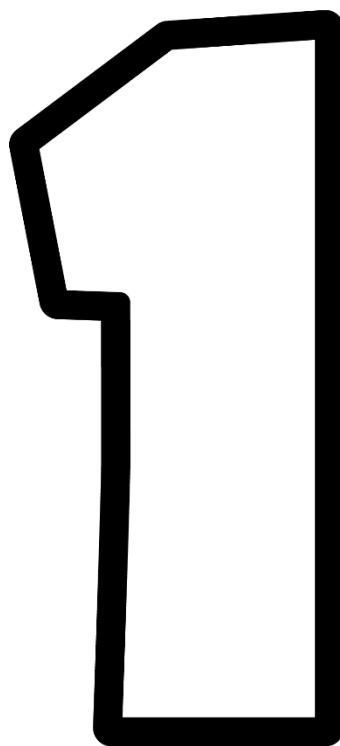
Colorea el número 4.



Rodea el número igual al modelo.



Colorea el número 1.



Cuenta y señala la solución correcta.



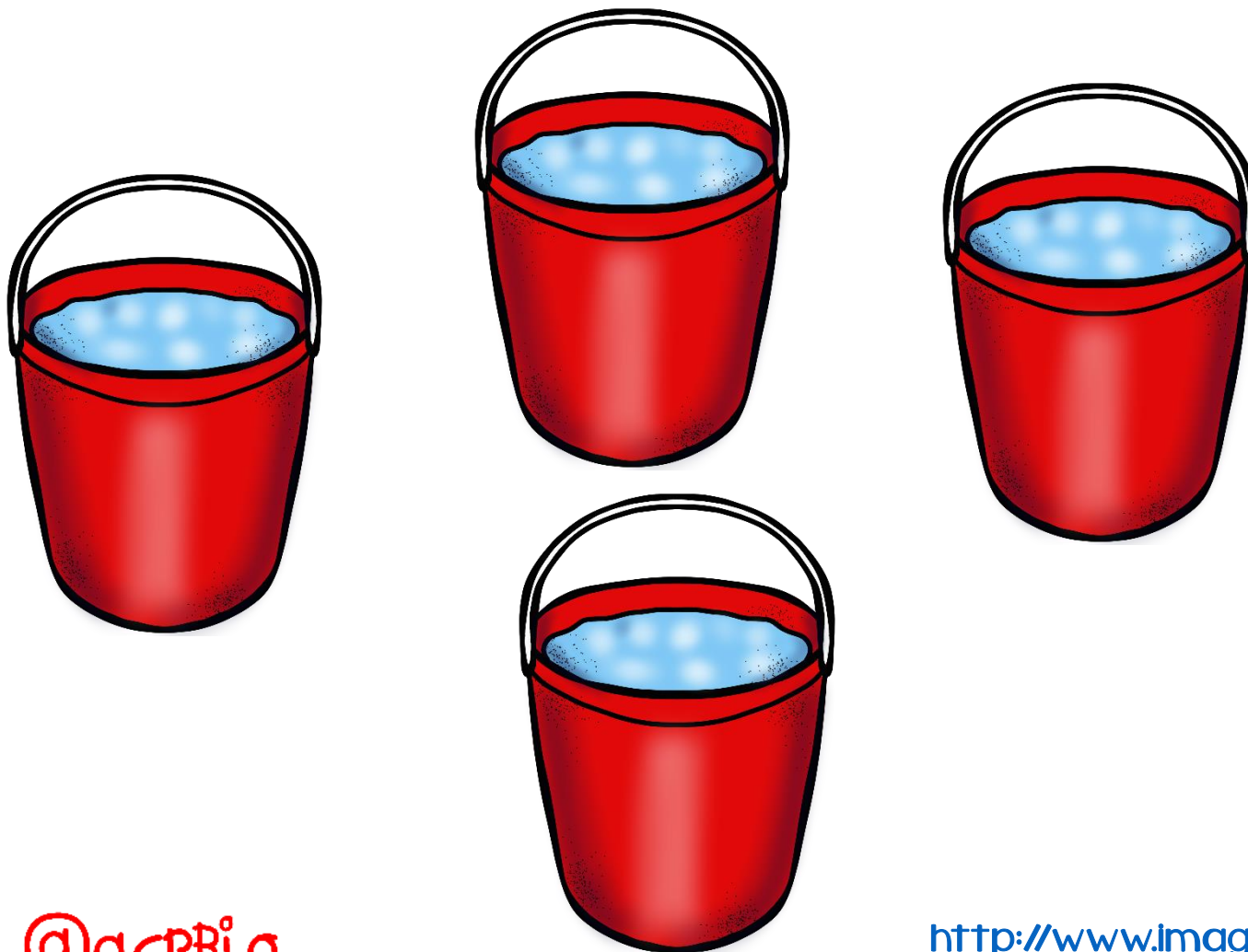
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4

8

9

Cuenta y señala la solución correcta.



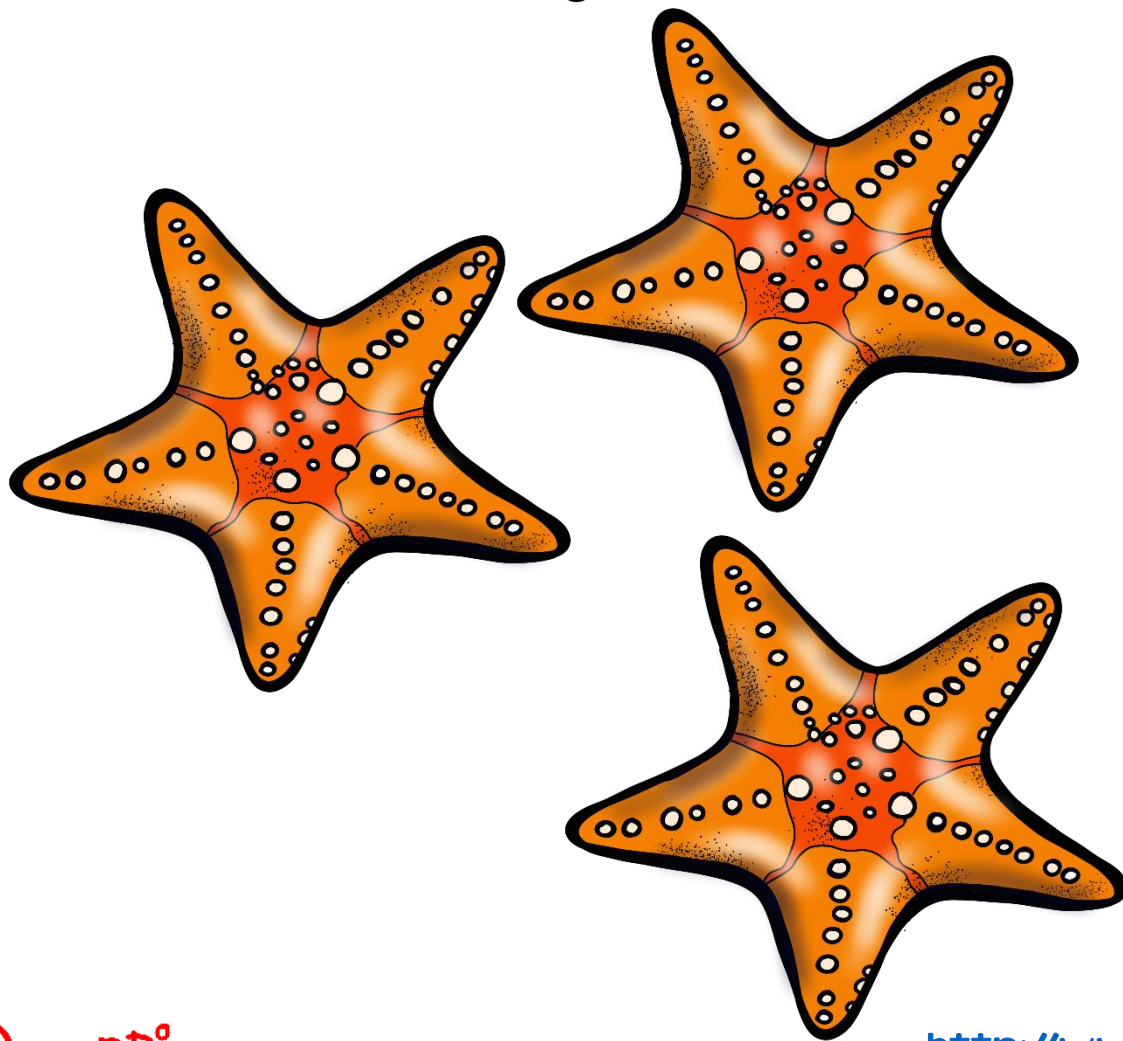
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6

Cuenta y señala la solución correcta.



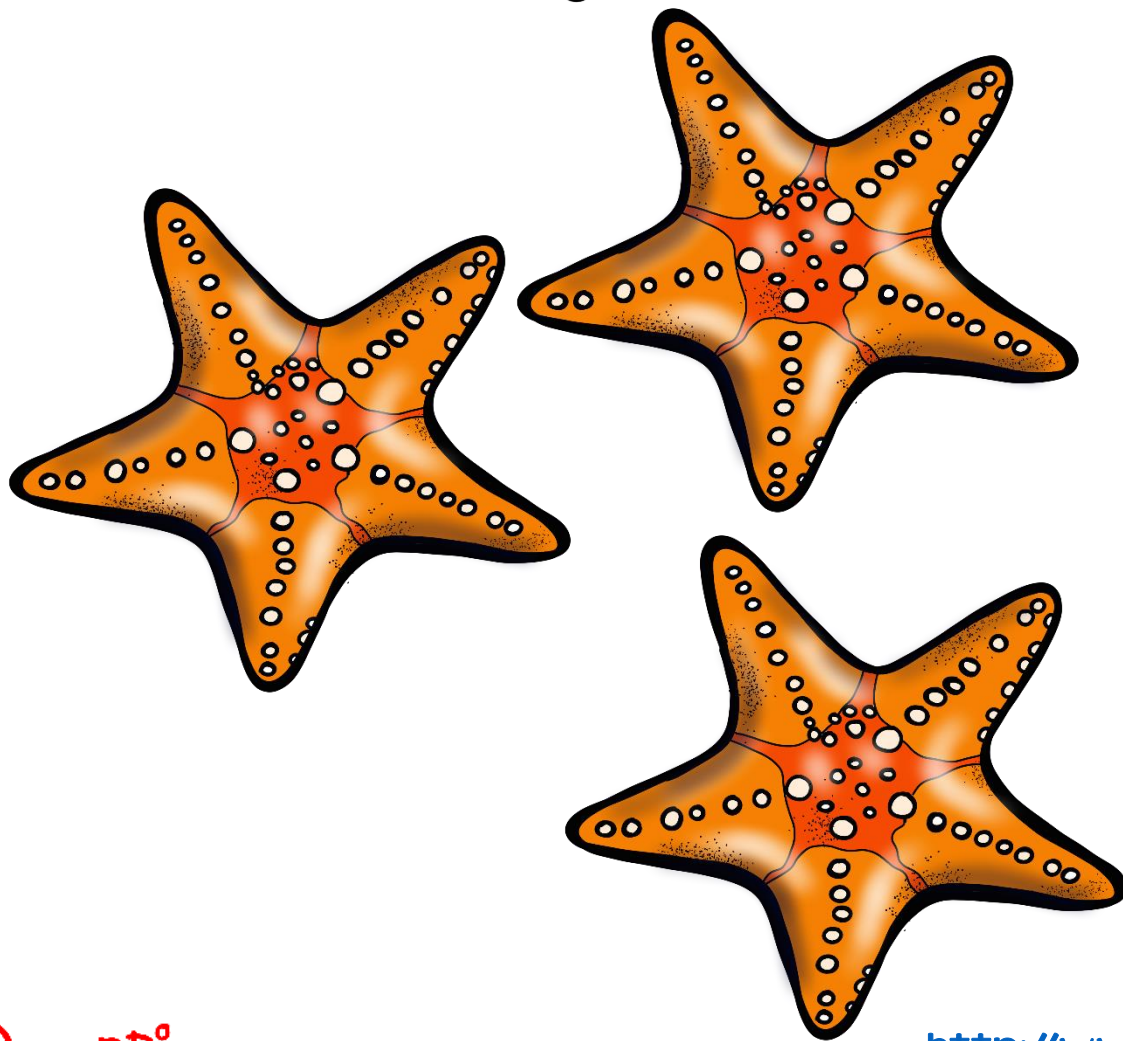
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3

2

Cuenta y señala la solución correcta.



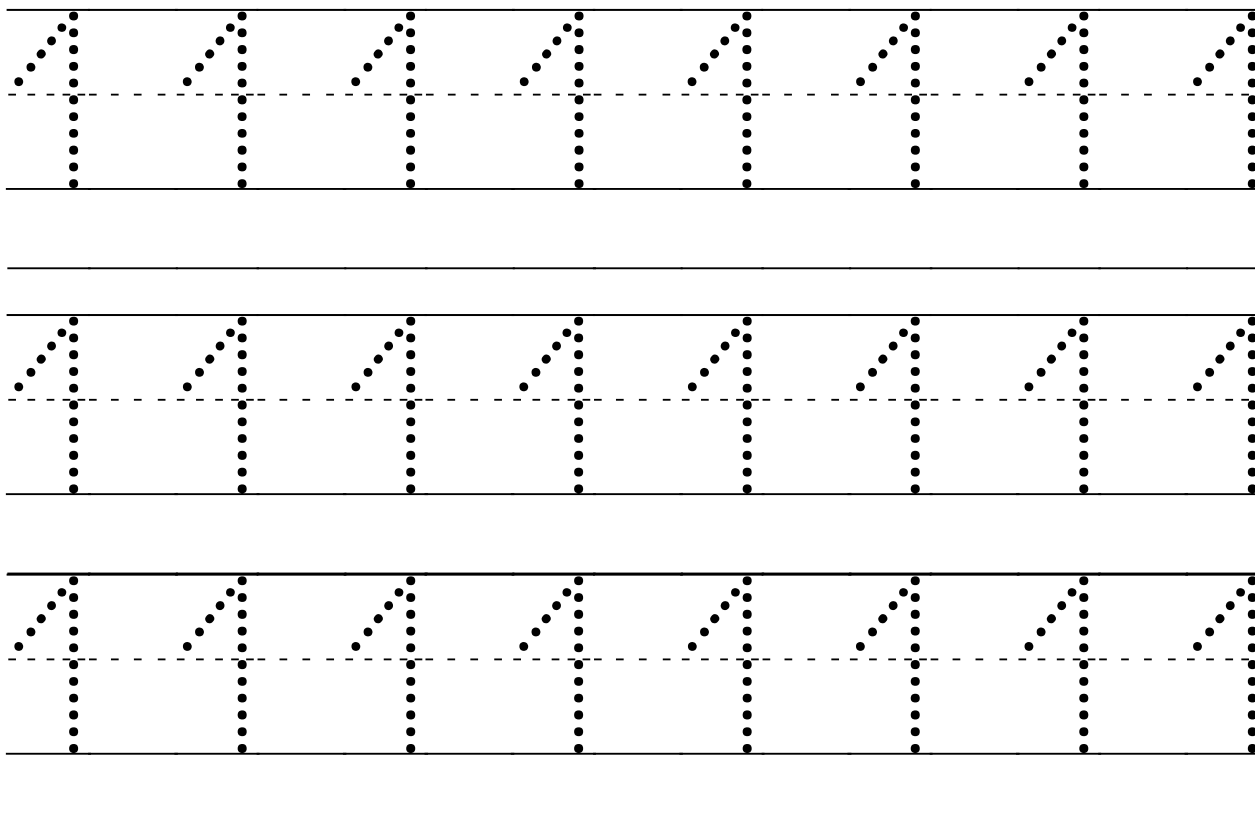
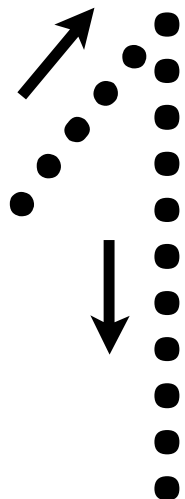
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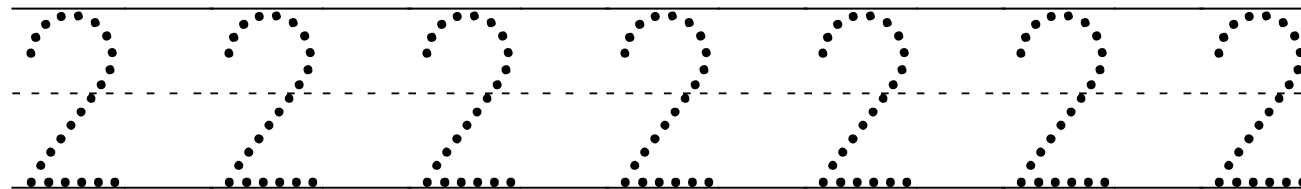
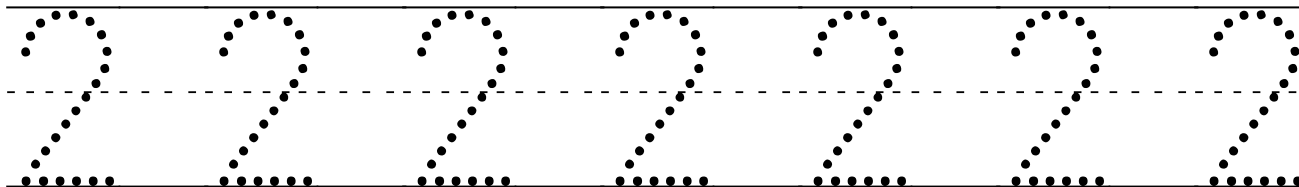
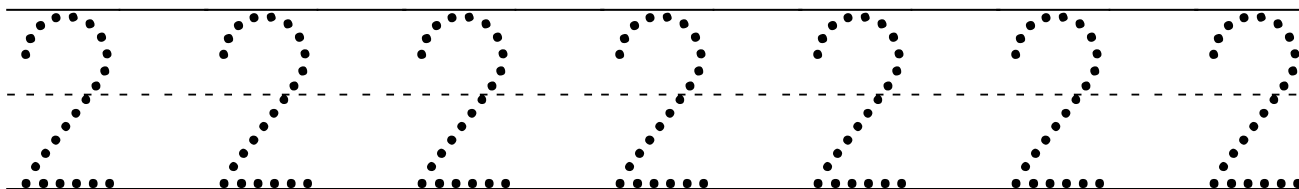
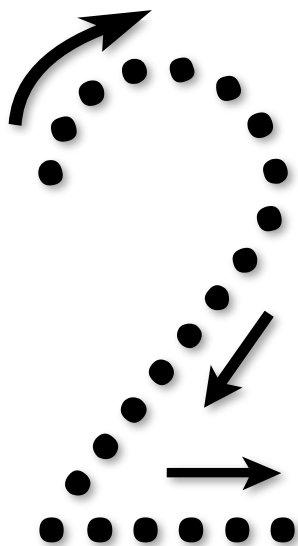
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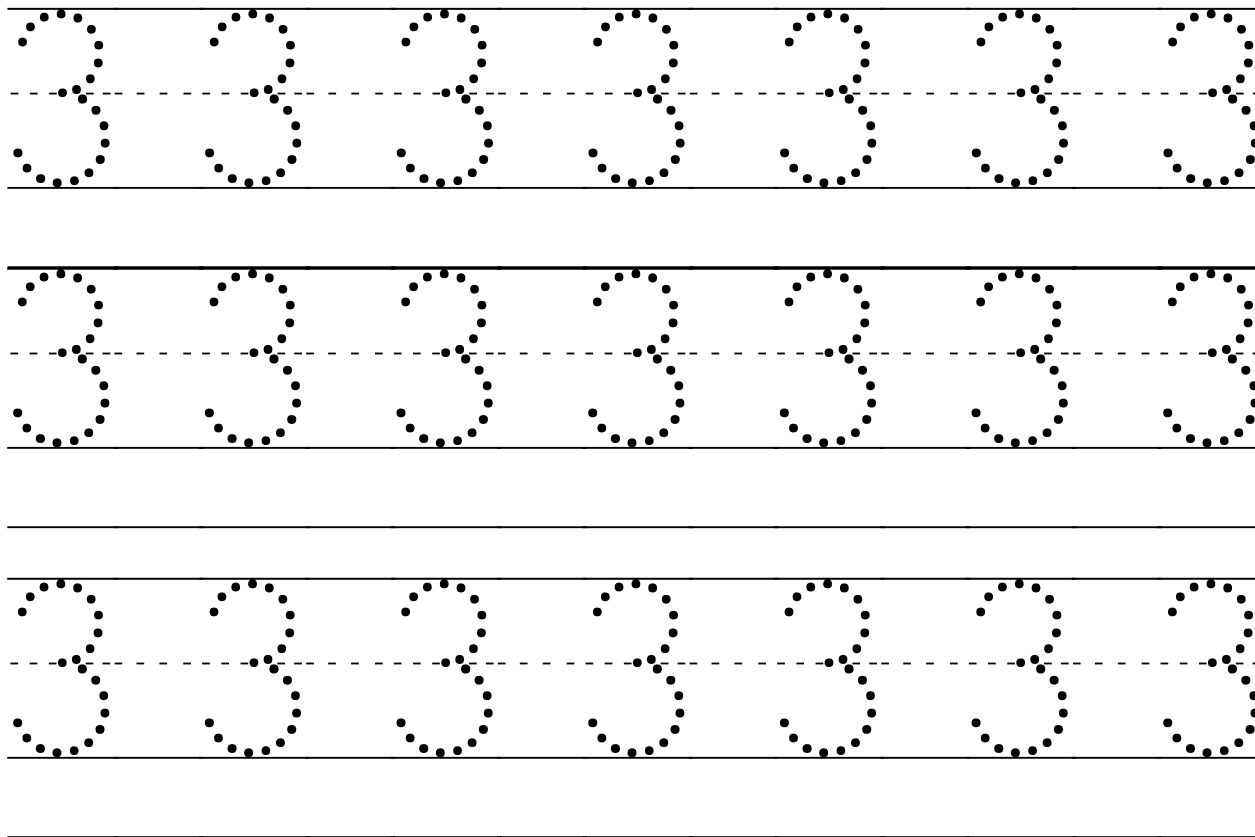
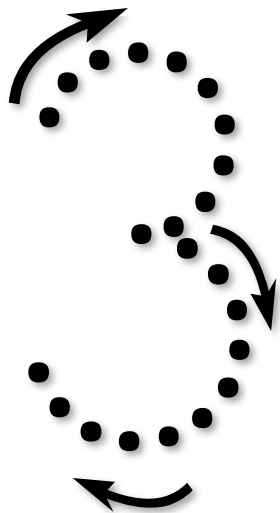
Repasa



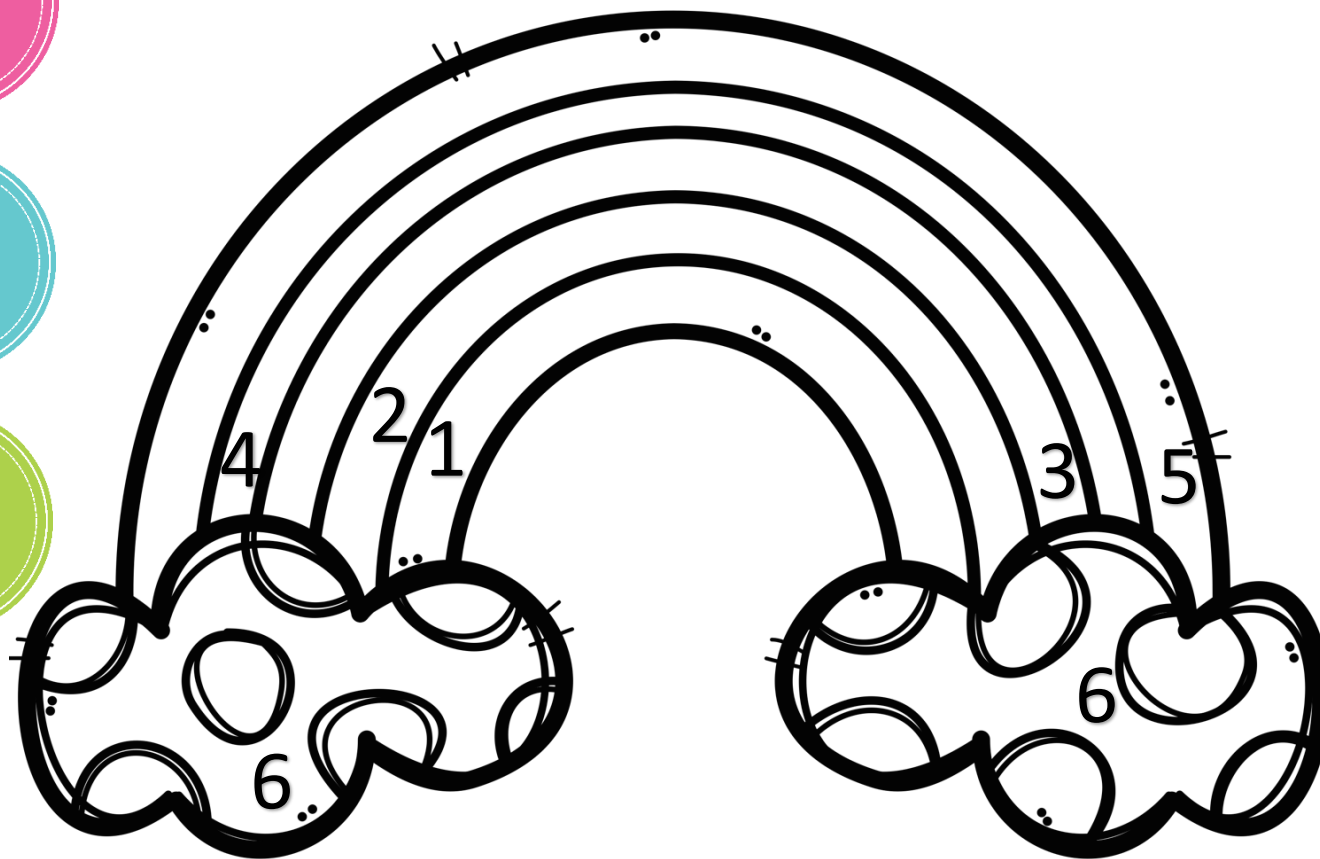
Repasa



Repasa



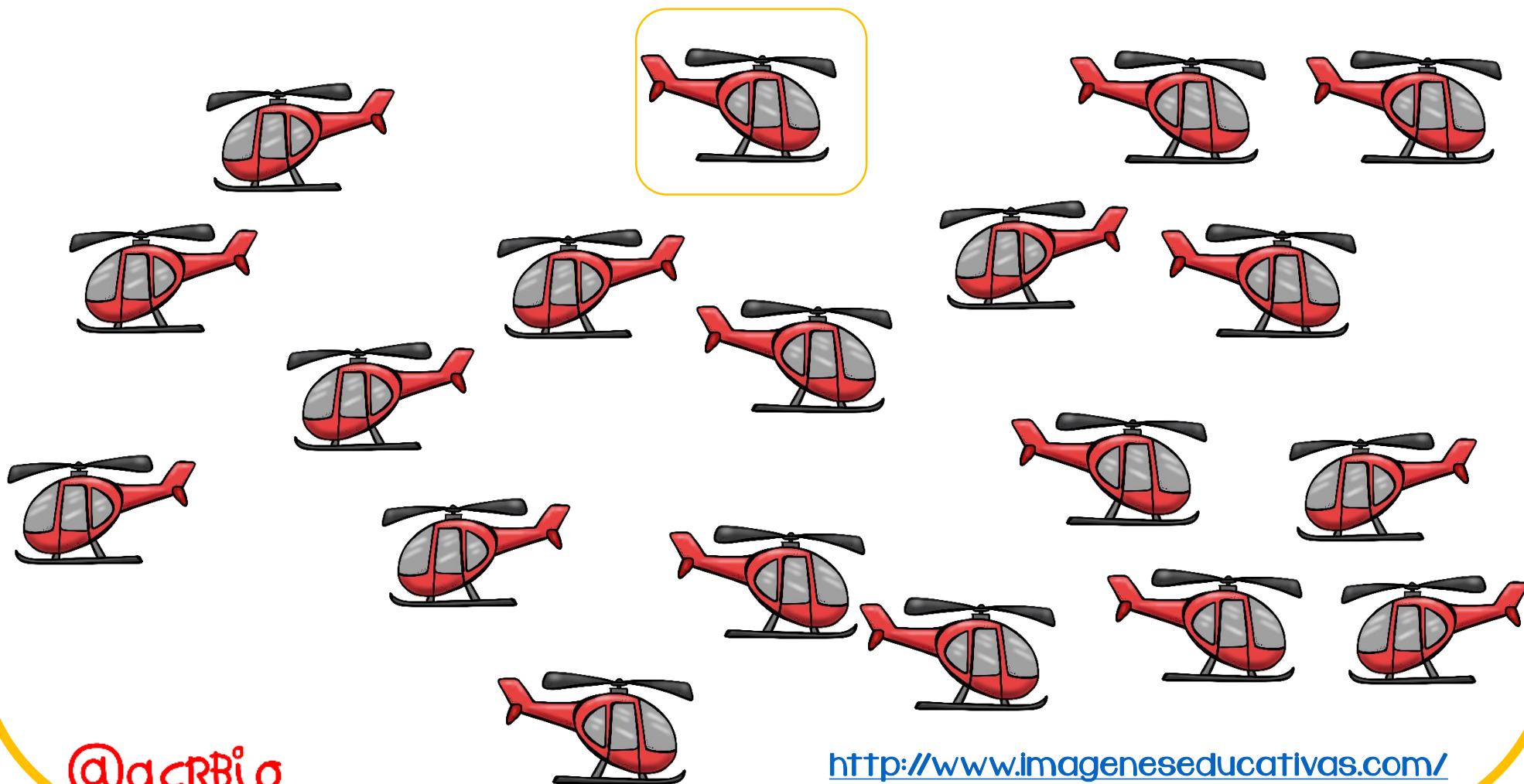
Colorea por números



Rodea las bicicletas que están en la misma dirección que la muestra.



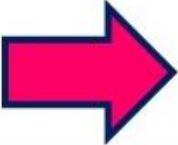
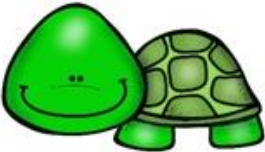
Rodea los helicópteros que están en la misma dirección que la muestra.



Rodea las motos que están en la misma dirección que la muestra.



Completa la tabla colocando las flechas en la dirección correcta

ORIENTACIÓN ESPACIAL				
				
				
				

Completa la tabla colocando las flechas en la dirección correcta.

ORIENTACIÓN ESPACIAL

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Completa la tabla colocando las flechas en la dirección correcta.

ORIENTACIÓN ESPACIAL

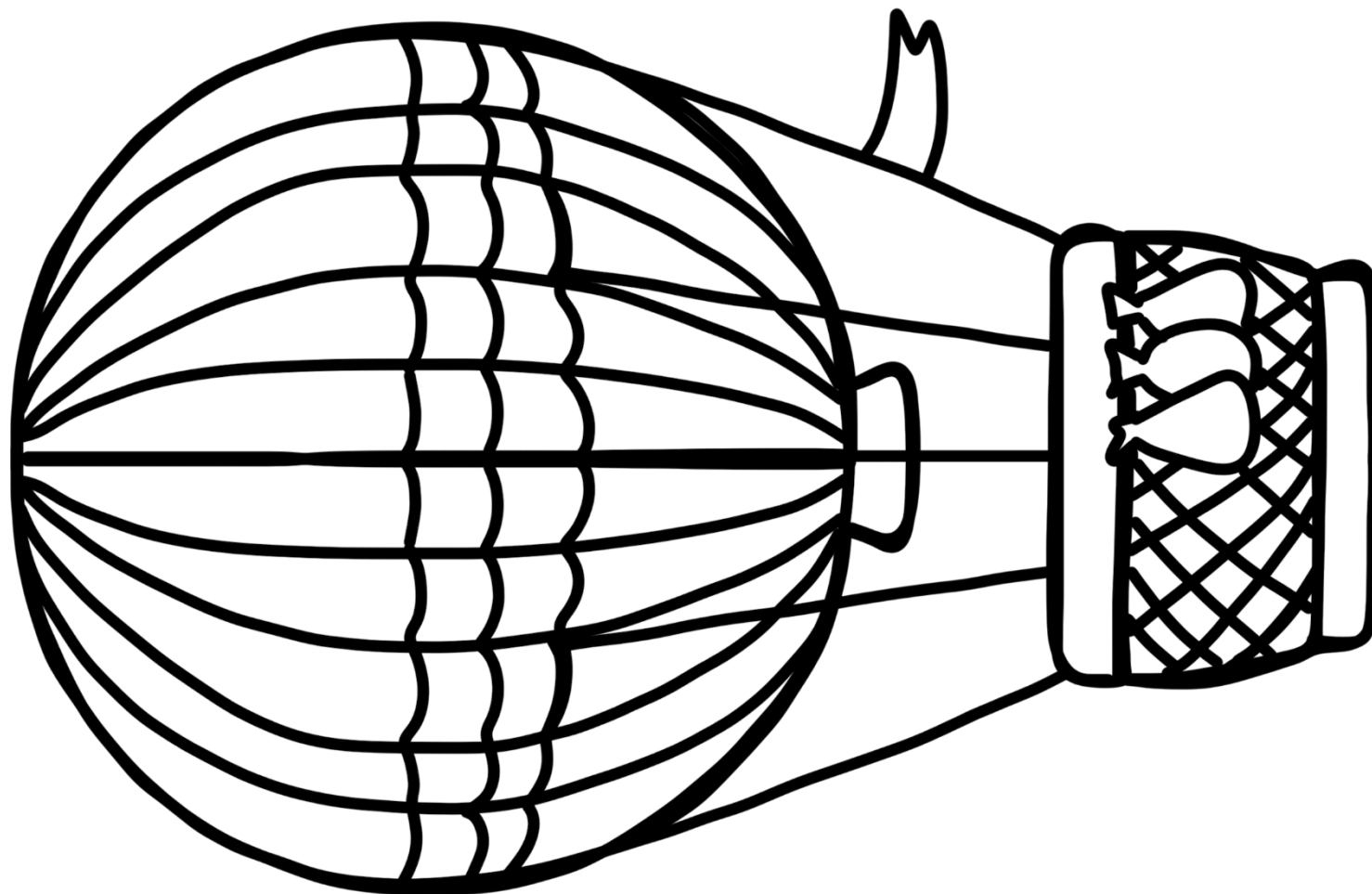
ORIENTACIÓN ESPACIAL				
				
				
				

Completa la tabla colocando las flechas en la dirección correcta.

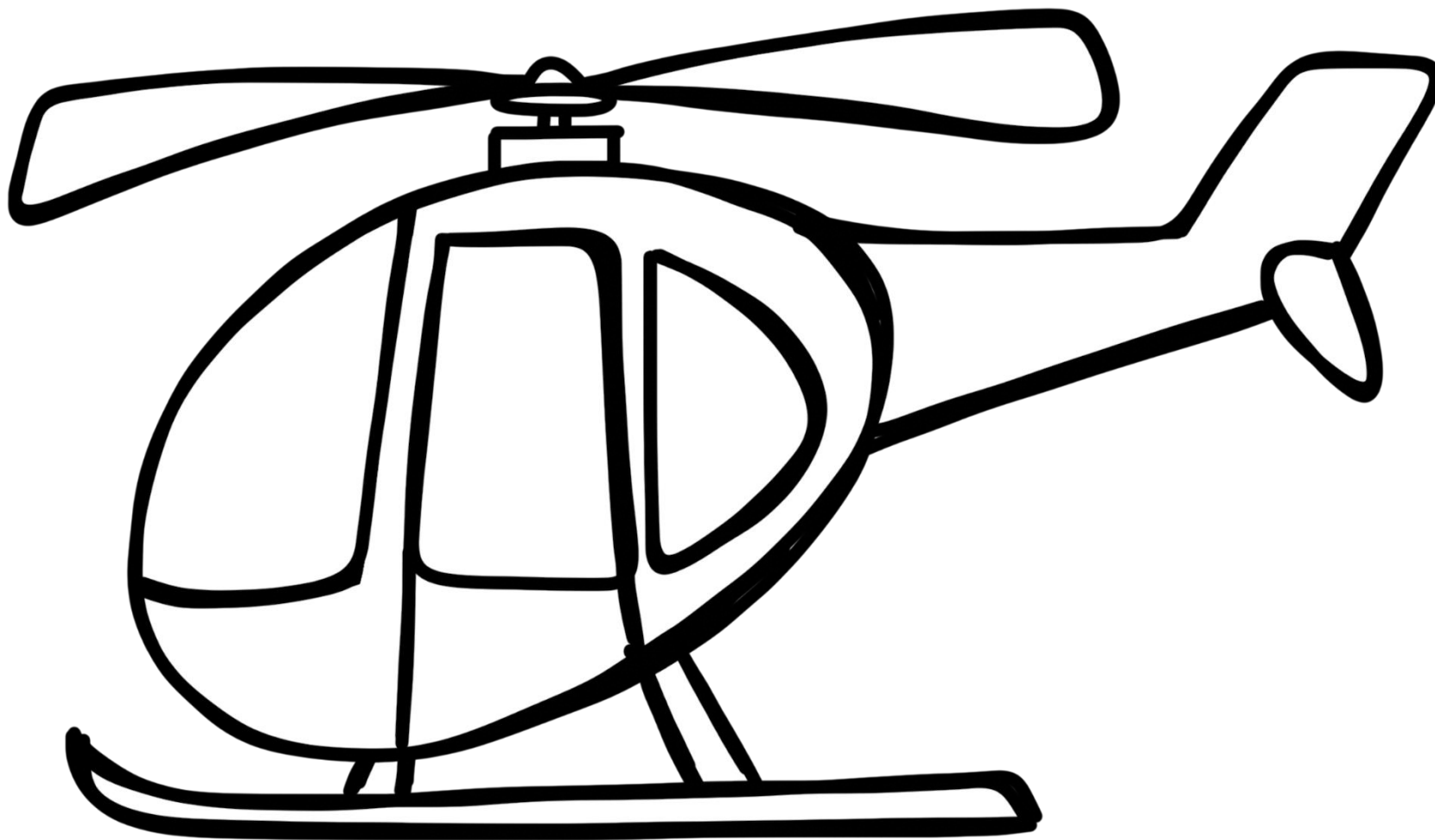
ORIENTACIÓN ESPACIAL

ORIENTACIÓN ESPACIAL				
				
				
				

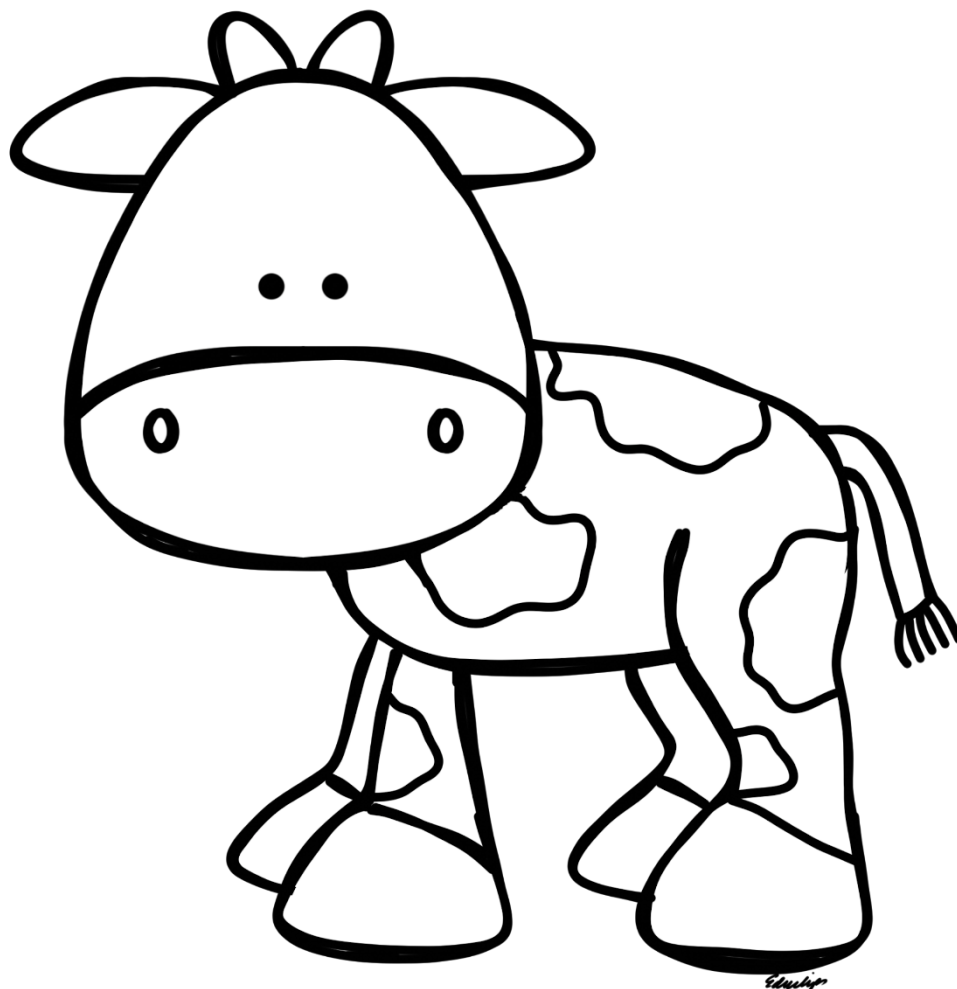
Coloreamos de forma libre.



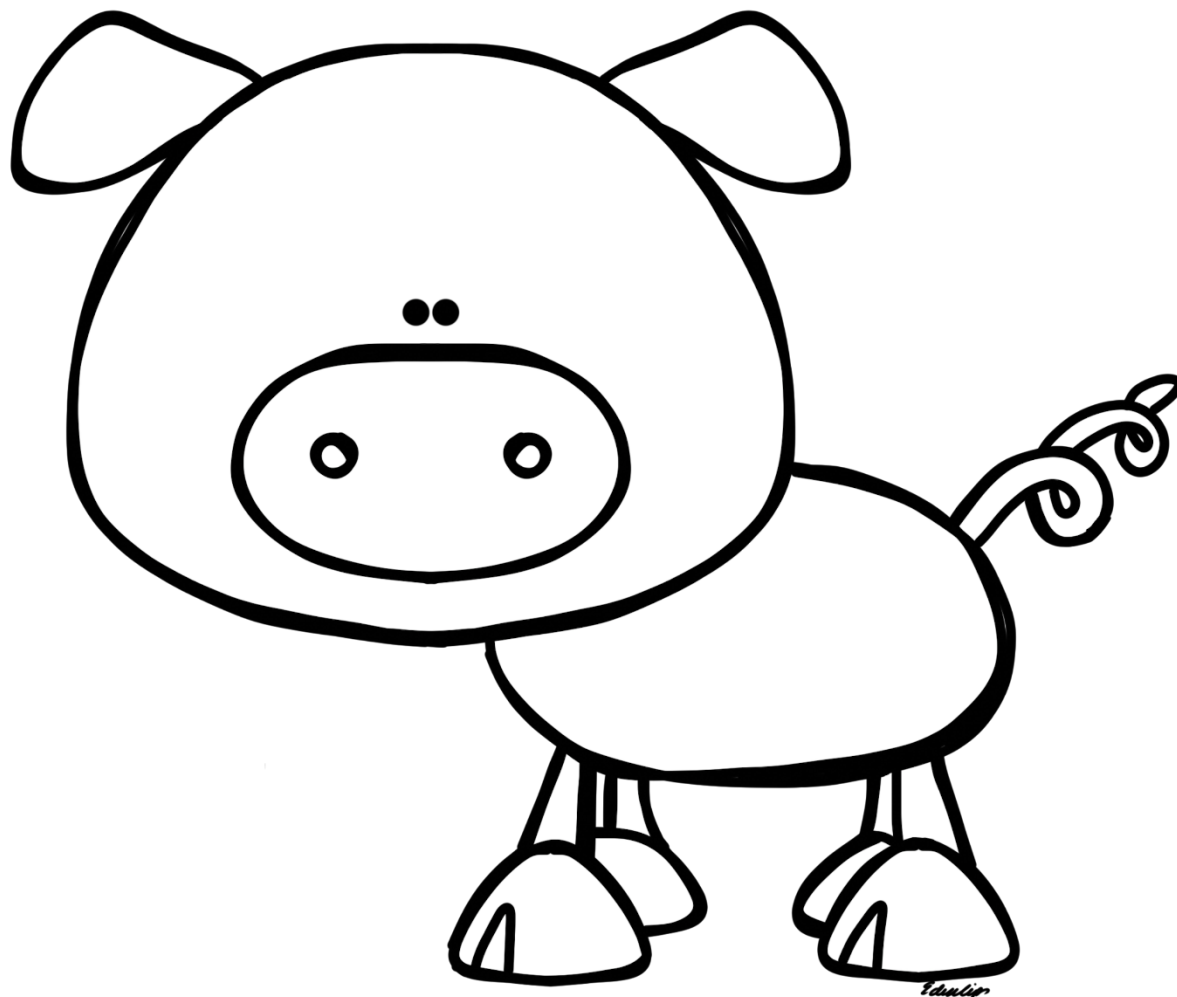
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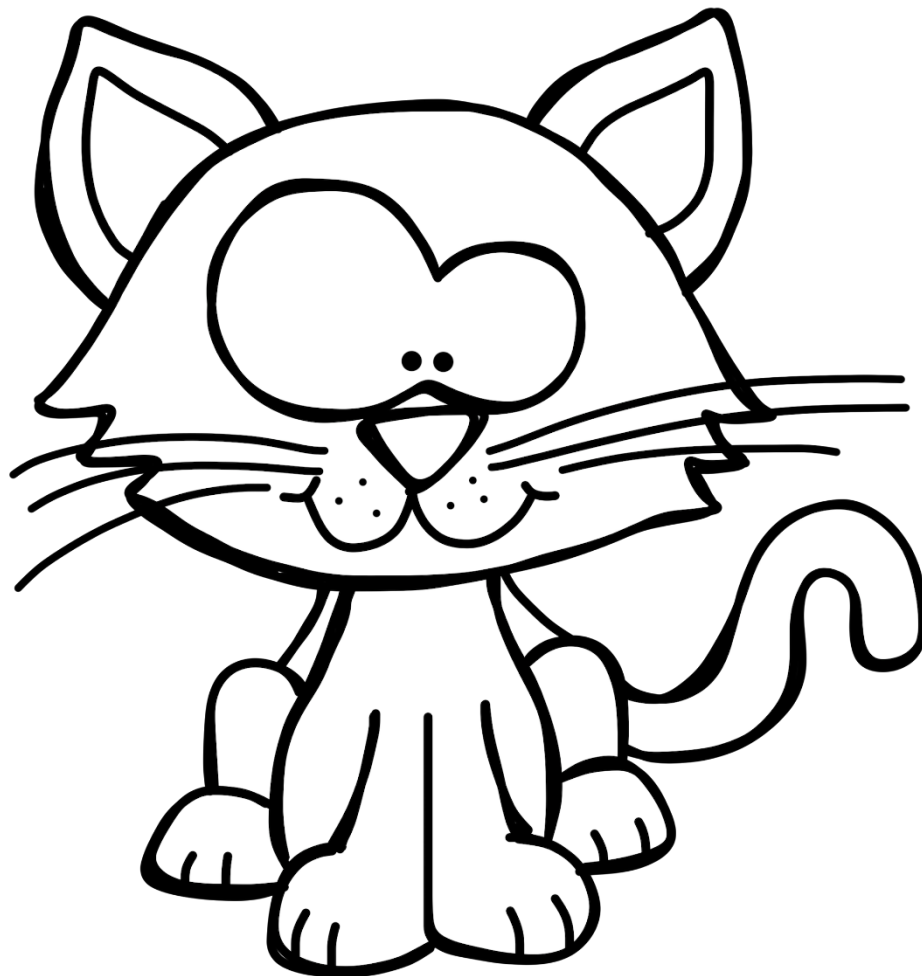
Coloreamos de forma libre.



Coloreamos de forma libre.



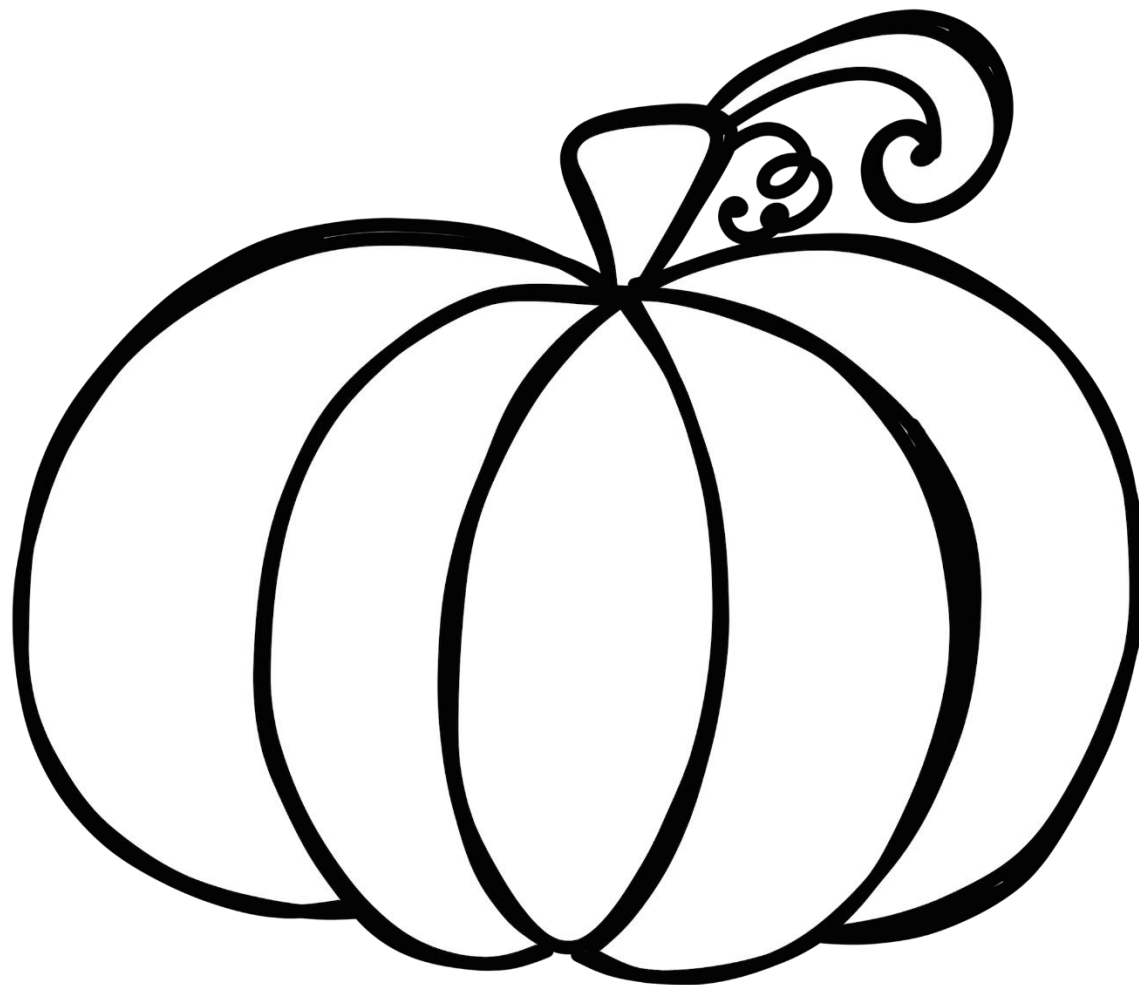
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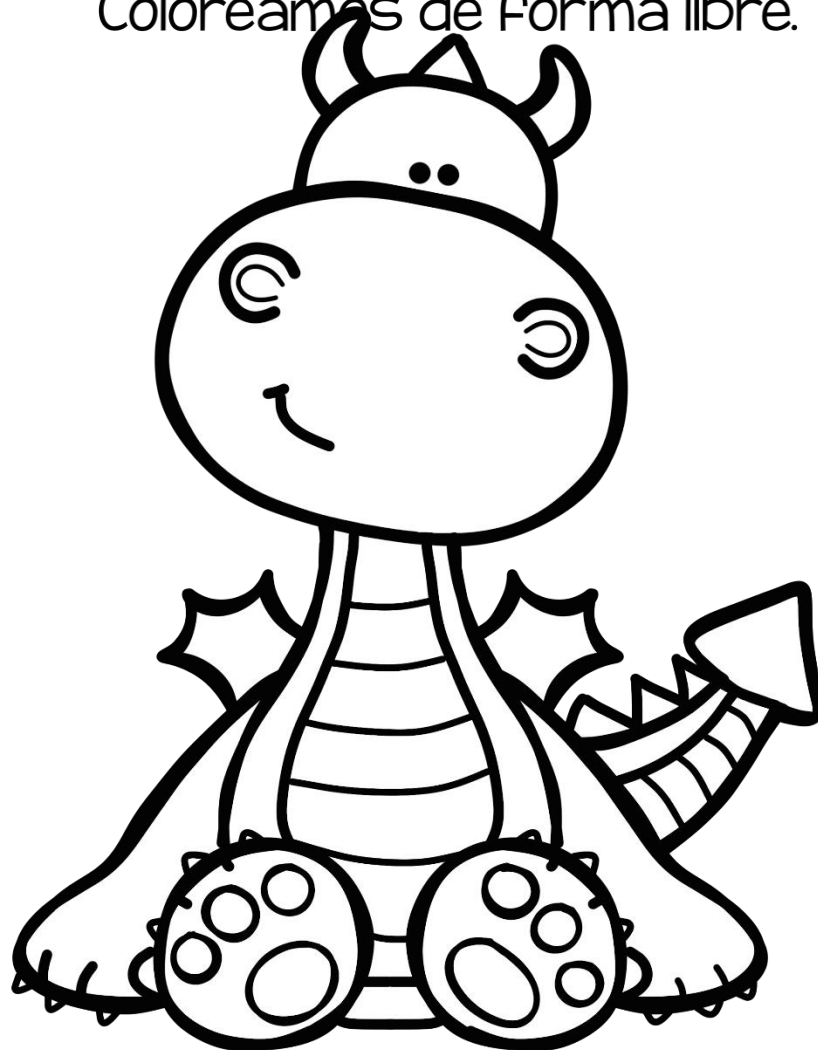
Coloreamos de forma libre.



Coloreamos de forma libre.



Coloreamos de forma libre.



Coloreamos de forma libre.

