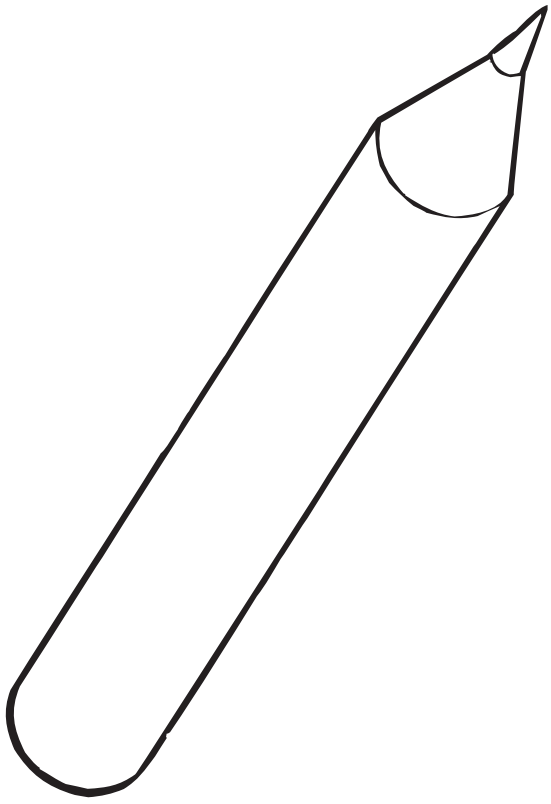
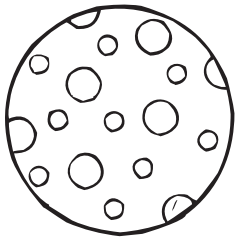
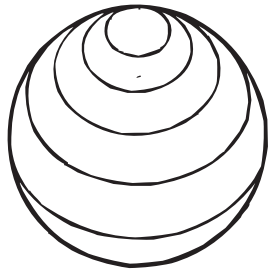
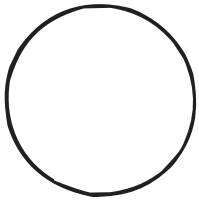
OBSERVE O DESENHO DO LÁPIS ABAIXO.
DESENHE UM LÁPIS MAIOR DO QUE ESTE.

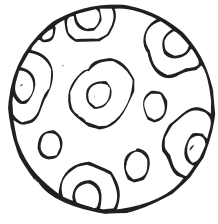


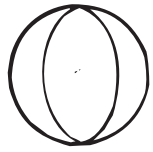
VEJA O DESENHO DAS BOLAS. LIGUE AS QUE TÊM O **MESMO TAMANHO** .

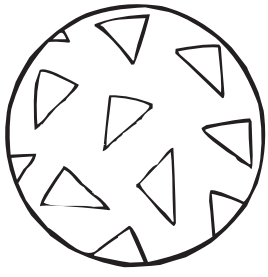


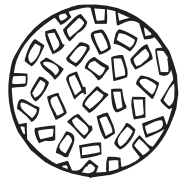




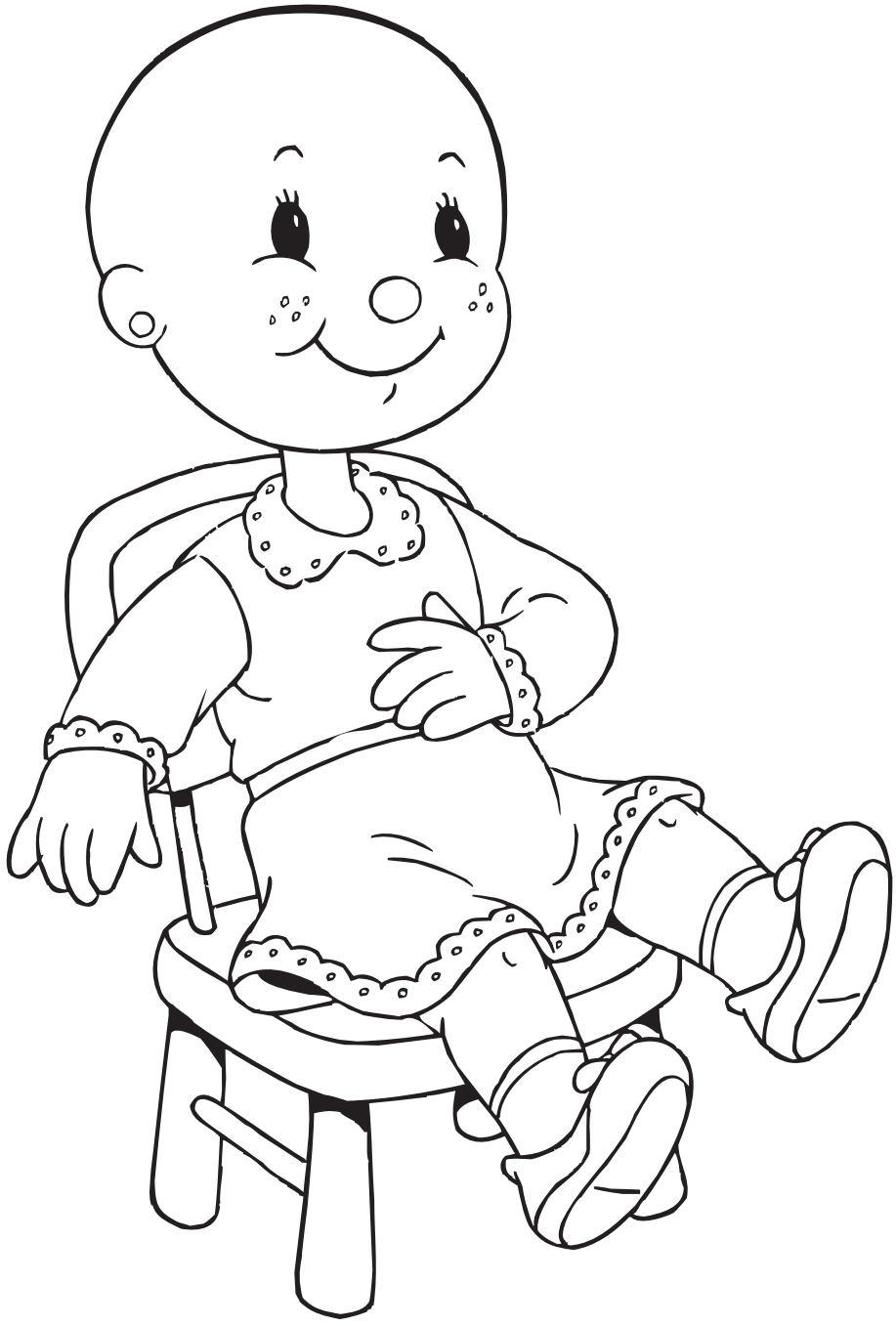




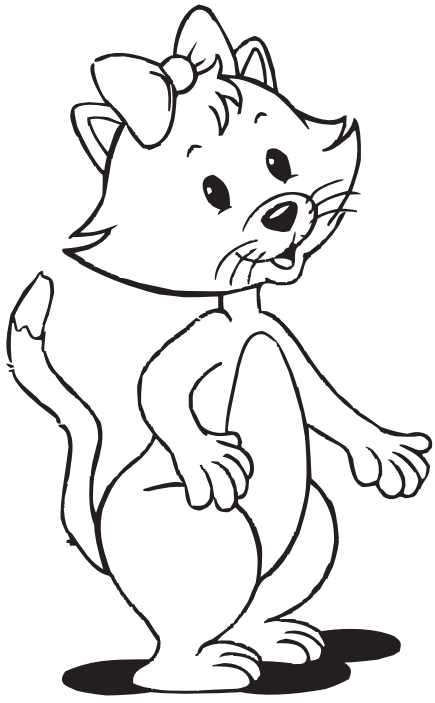


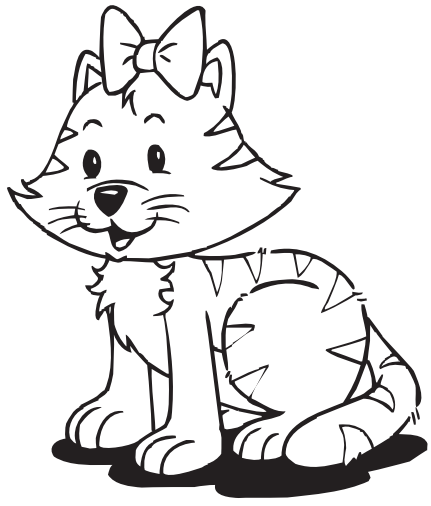


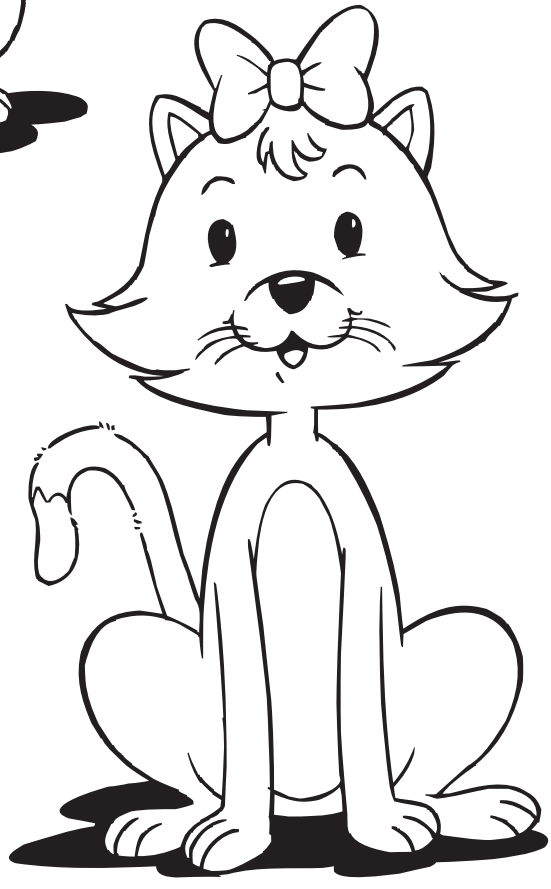
NA FIGURA ABAIXO, DESENHE CABELOS
COMPRIDOS NA BONECA DA ANA.



OBSERVE O DESENHO DOS GATINHOS. PINTE
O LAÇO QUE ESTÁ COLOCADO NO GATO **MENOR**.

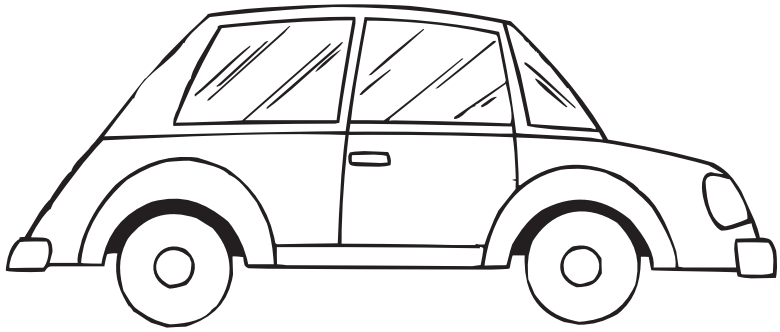


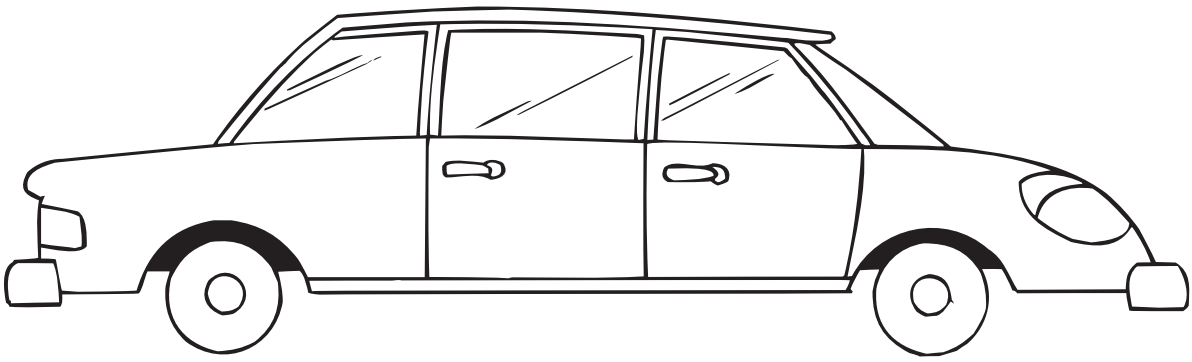


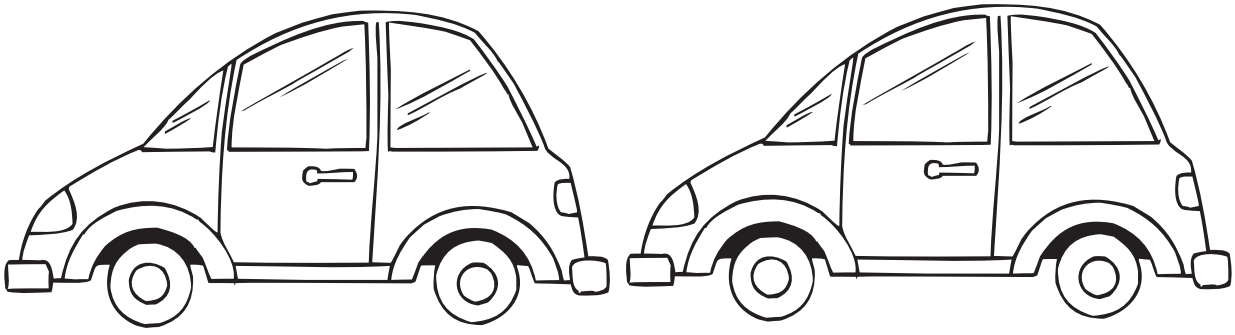


OBSERVE OS DESENHOS ABAIXO E FAÇA O QUE É PEDIDO:

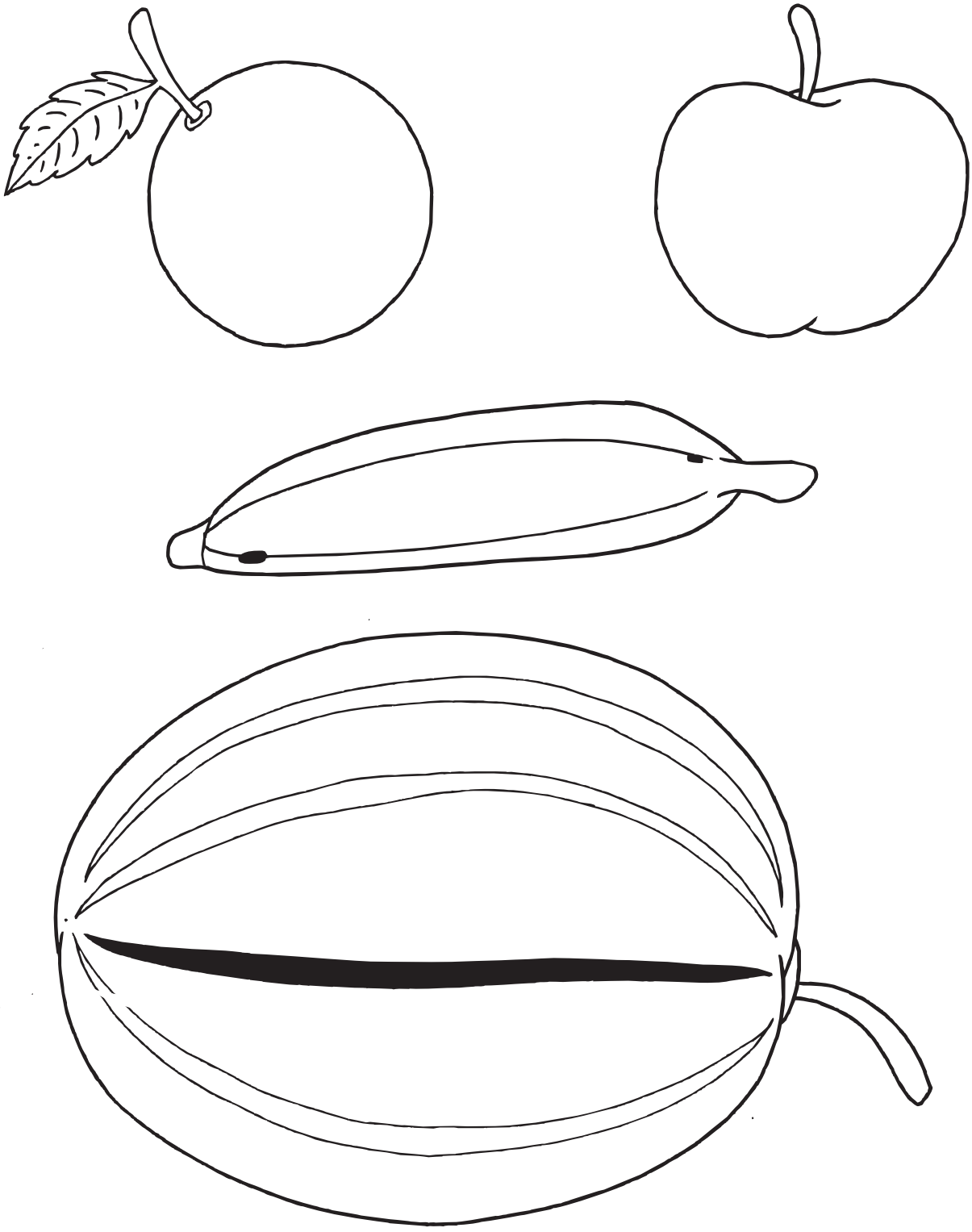
A) PINTE OS CARROS QUE TÊM O “MESMO TAMANHO”.
B) CIRCULE O CARRO **MAIOR.**
C) PONHA UM X NO CARRO **MENOR.**



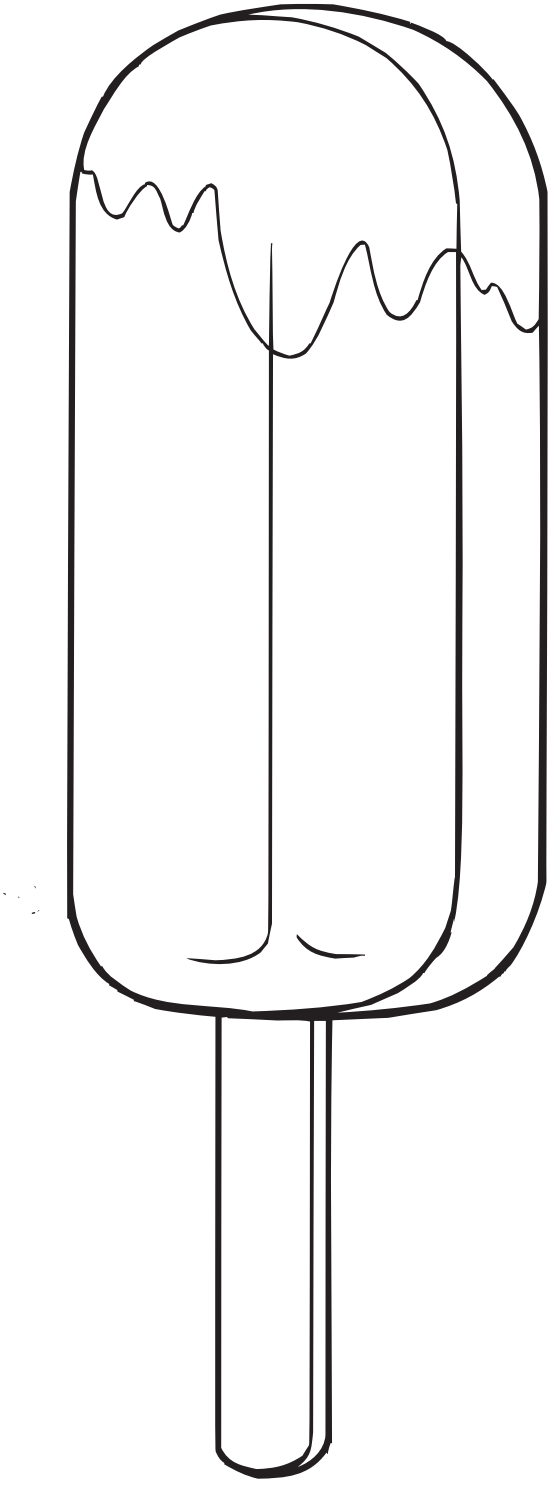




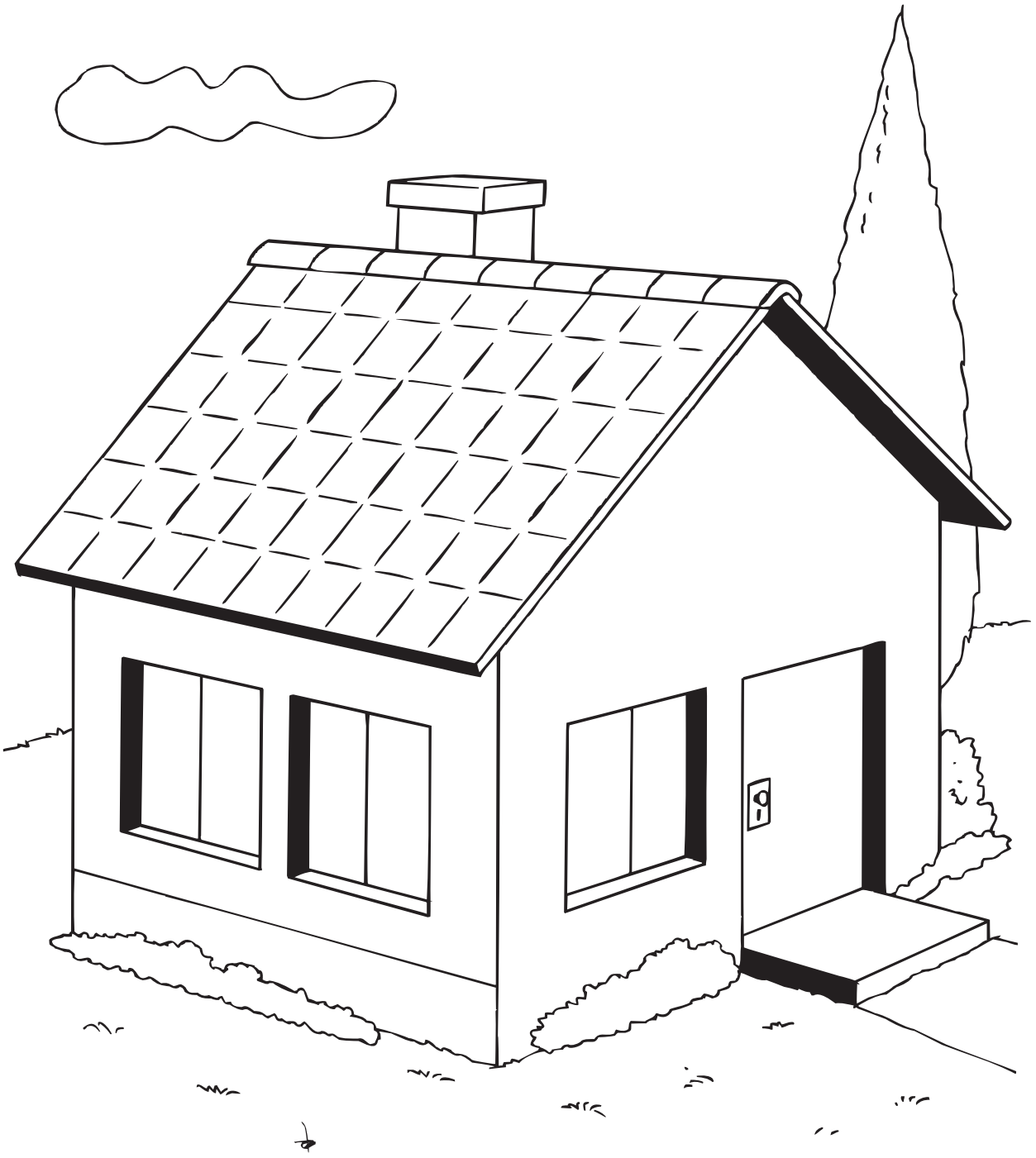
MAMÃE FOI À FEIRA E COMPROU AS FRUTAS DESENHADAS ABAIXO. PINTE A **MAIOR** E A **MENOR** FRUTA QUE MAMÃE COMPROU.



NO DESENHO DO PICOLÉ COLE LINHA FINA NO PALITO. DEPOIS COLE LÃ GROSSA NO CONTORNO DO SORVETE.

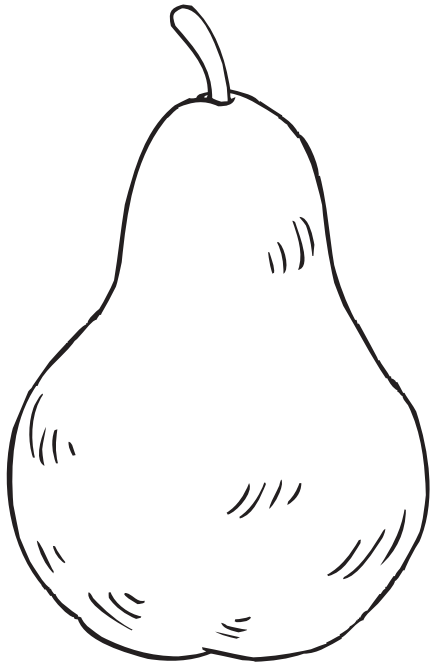


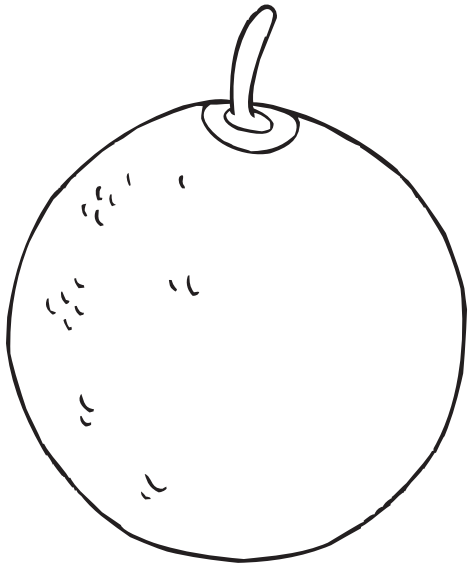
NO DESENHO DA CASA COLE: UMA LINHA, UM FIO DE LÃ OU BARBANTE QUE SEJA **GROSSO** NA BASE DA CONSTRUÇÃO, **FINO** NAS JANELAS E PORTAS. PINTE BEM BONITO O TELHADO.

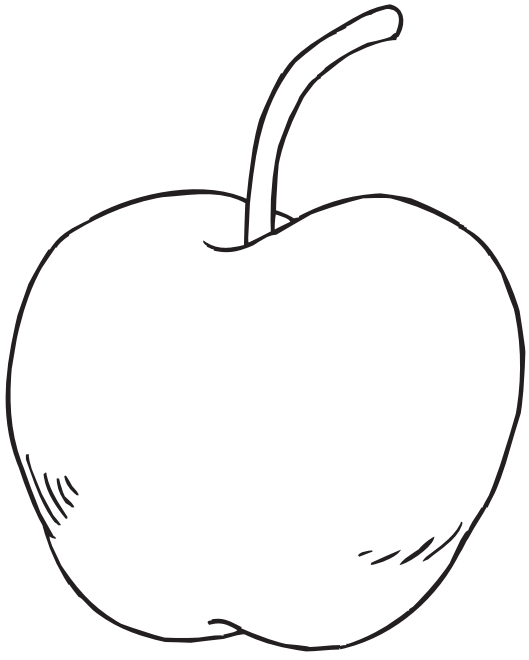


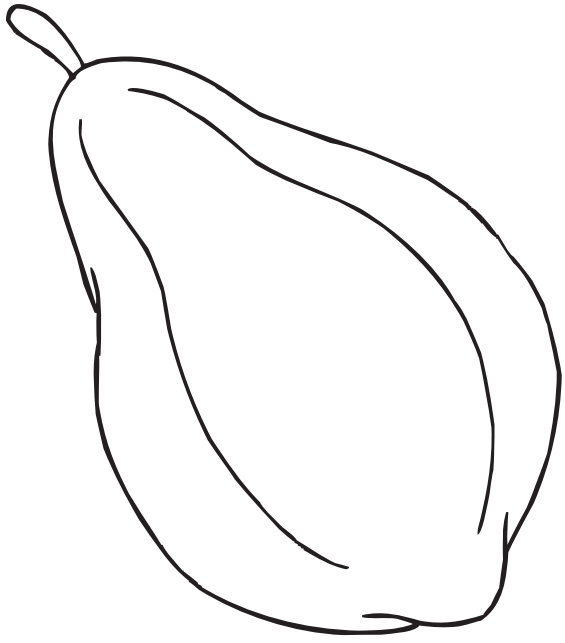
PINTE O CAMINHO **MAIS CURTO**
QUE LEVARÁ FILÓ ATÉ A ESCOLA.

UMA DAS FRUTAS ABAIXO TEM O CABINHO
MAIS COMPRIDO. PINTE ESSA FRUTA.



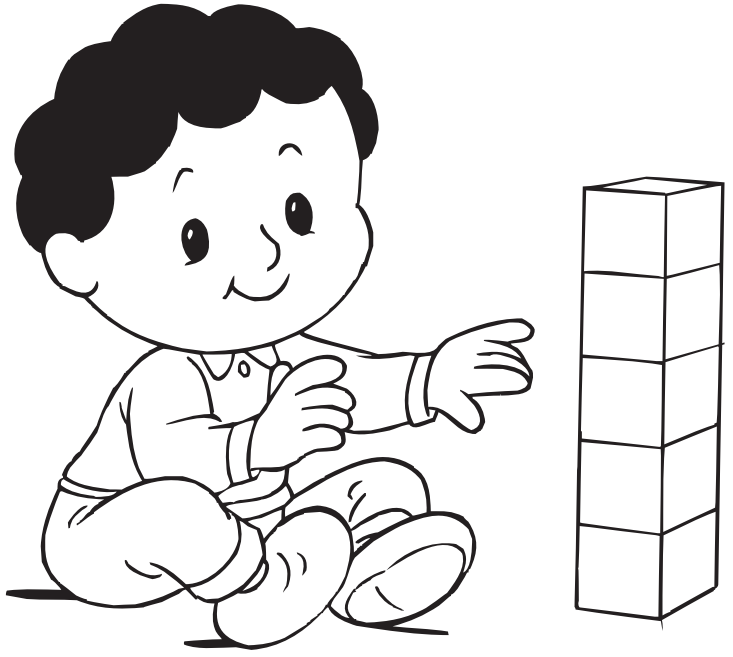




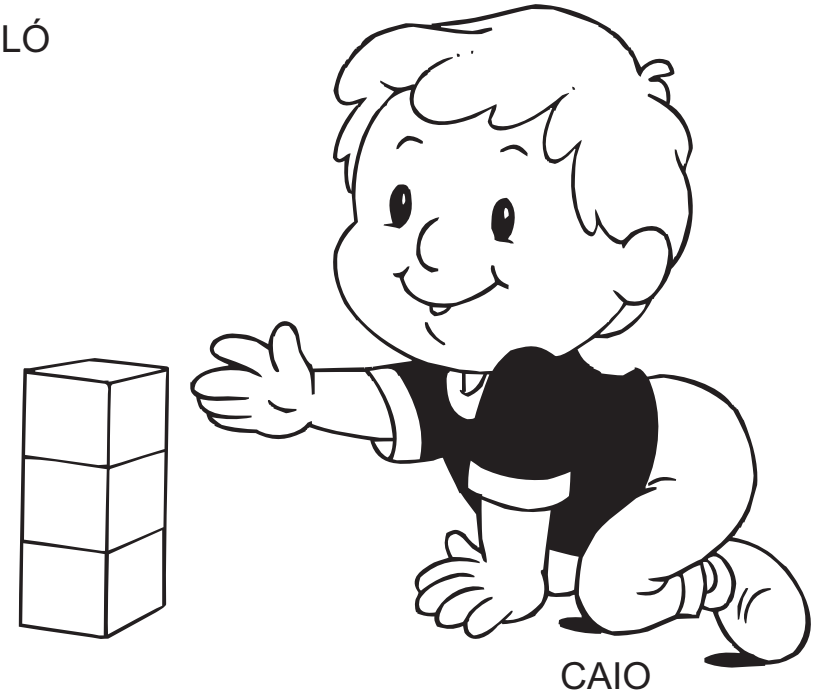


A ALUNA FEZ COLARES PARA A MAMÃE.
PINTE O COLAR **MAIS CURTO**.

FILÓ E CAIO MONTARAM TORRES COM CUBOS.
OBSERVE COMO FICOU E RESPONDA:



FILÓ



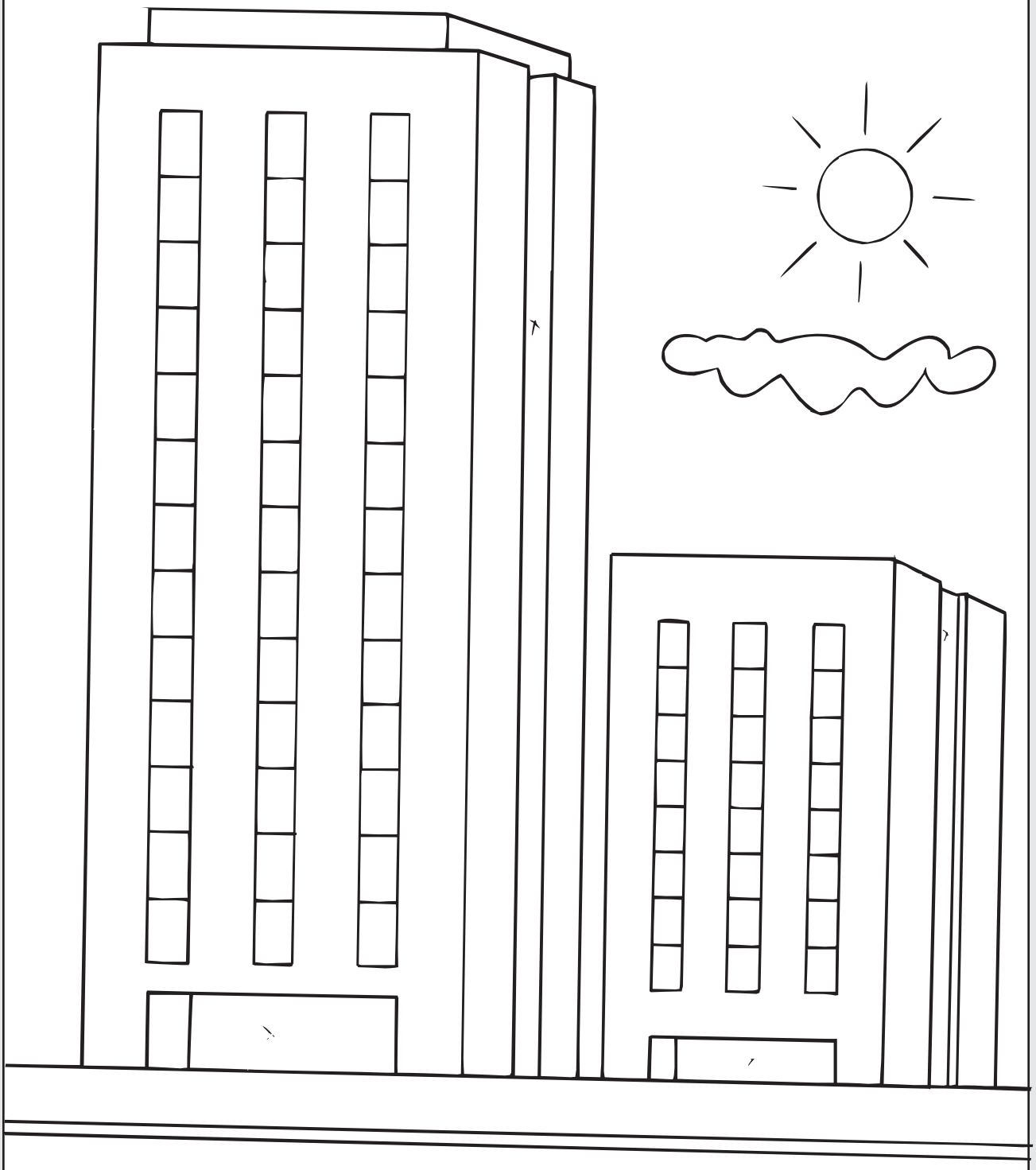
CAIO

QUEM MONTOU A TORRE **MAIS ALTA** ? _____

E A TORRE **MAIS BAIXA** ? _____

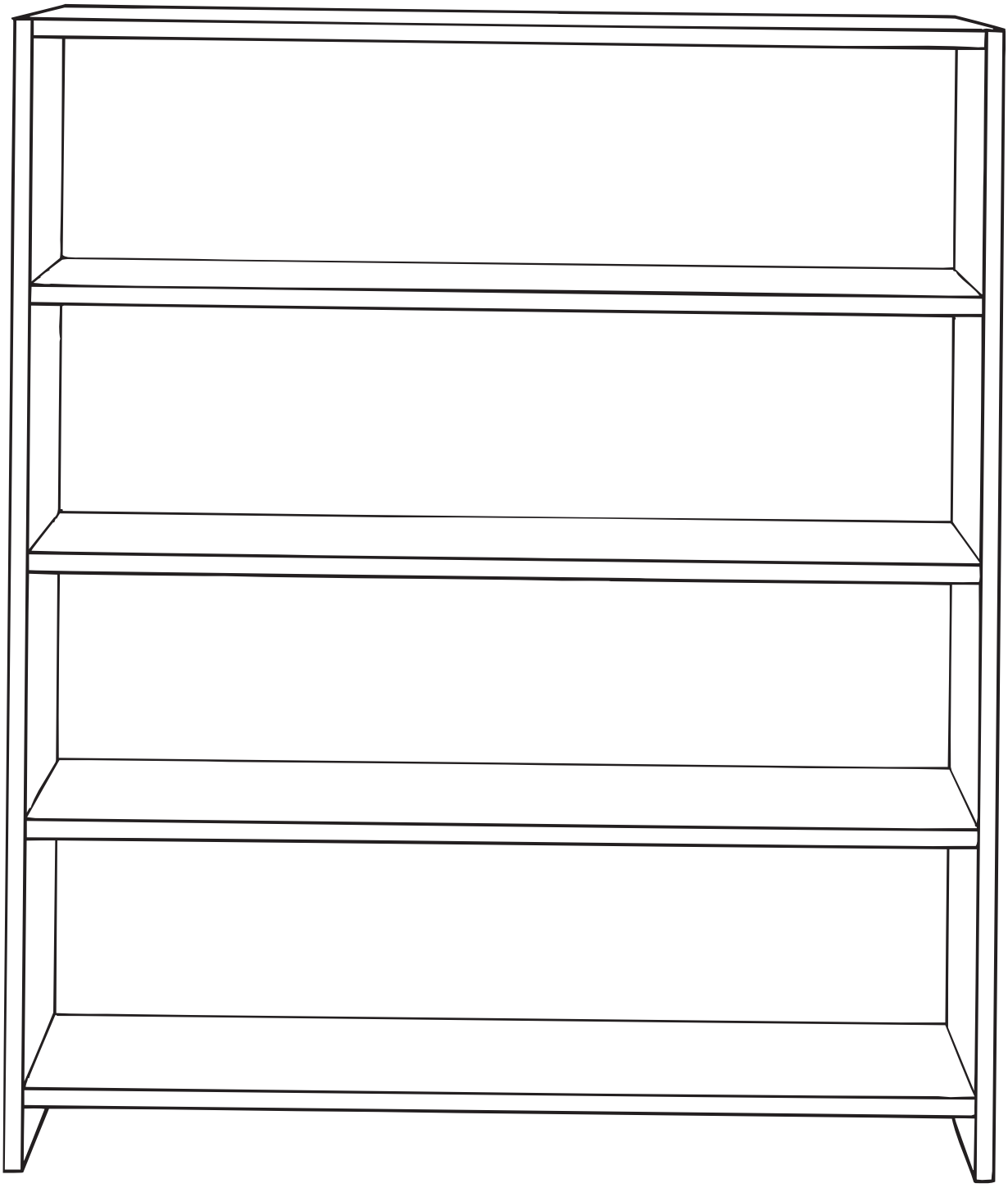
NOS DESENHOS ABAIXO, FAÇA O QUE É PEDIDO:

PINTE O PRÉDIO **MAIS ALTO** E
CIRCULE O **MAIS BAIXO**.

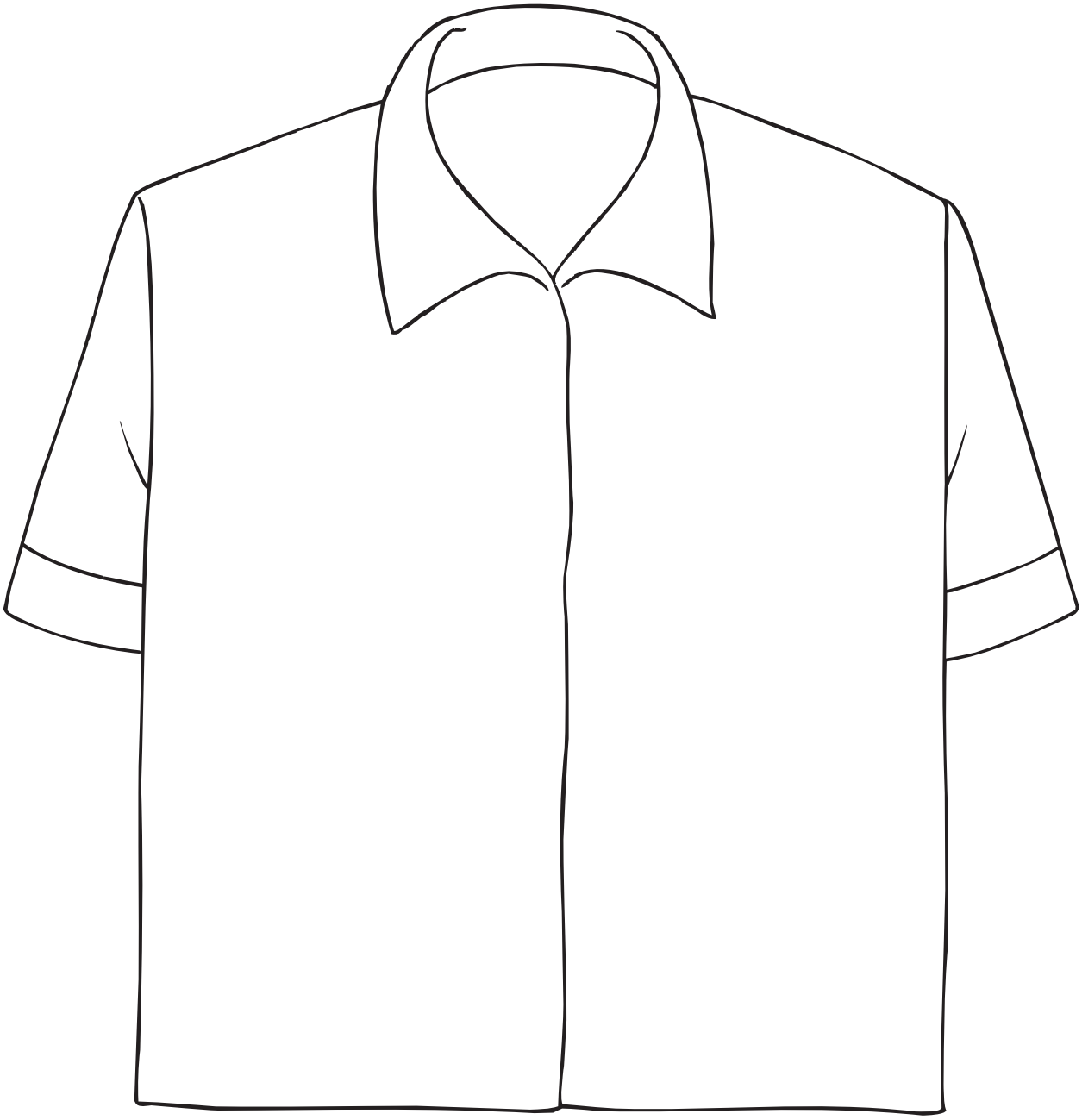


PINTE A CENA DO DESENHO NA QUAL O PALHAÇO ESTÁ **EM CIMA** DO APOIO PARA EQUILIBRAR.

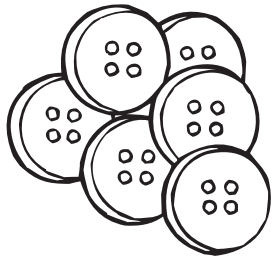
DESENHE OBJETOS ESCOLARES NA PRATELEIRA.
DESENHE-OS NA PARTE **MAIS BAIXA**.



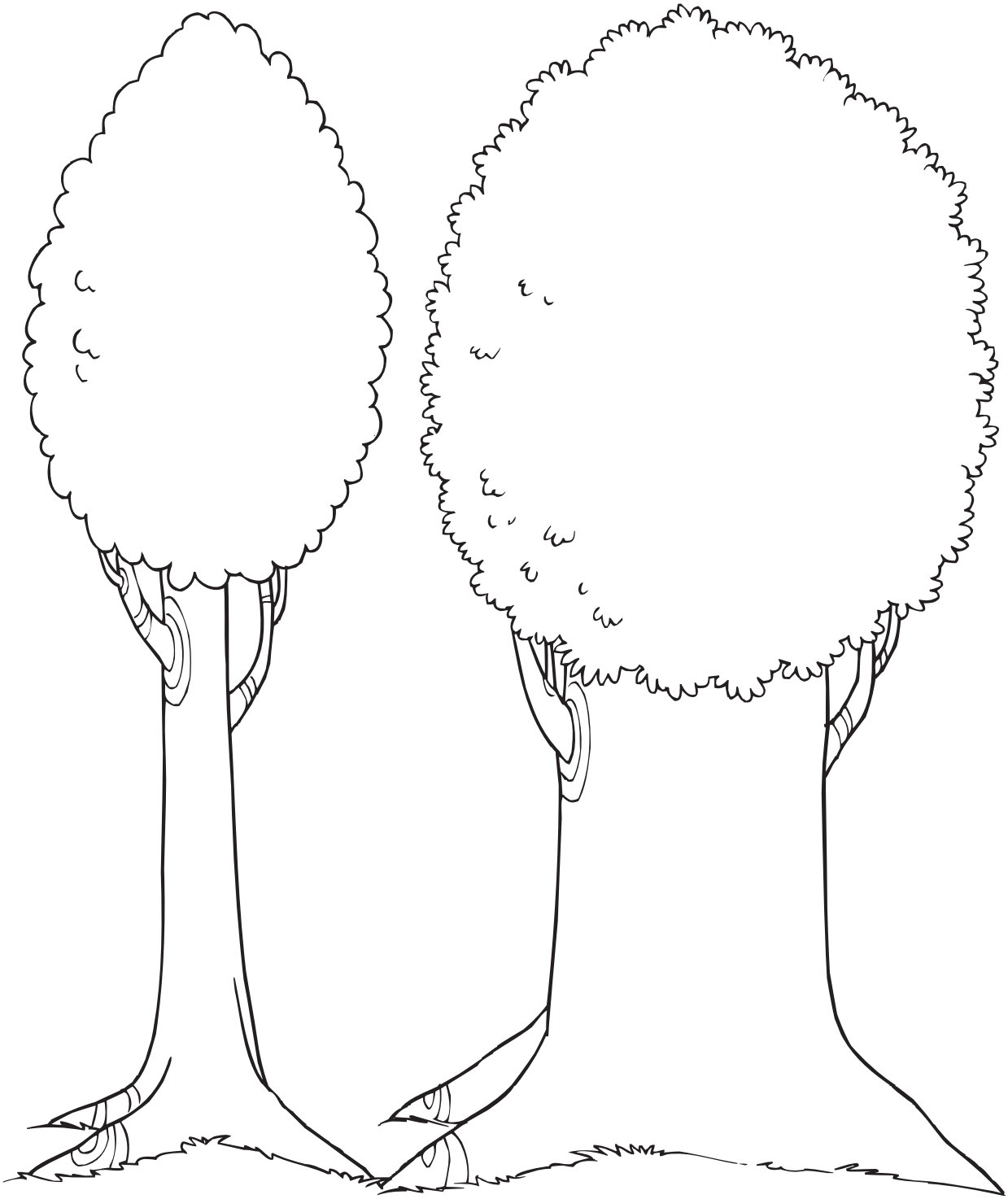
RECORTE A CARTELA ABAIXO E COLE NA CAMISA OS BOTÕES “PEQUENOS”.



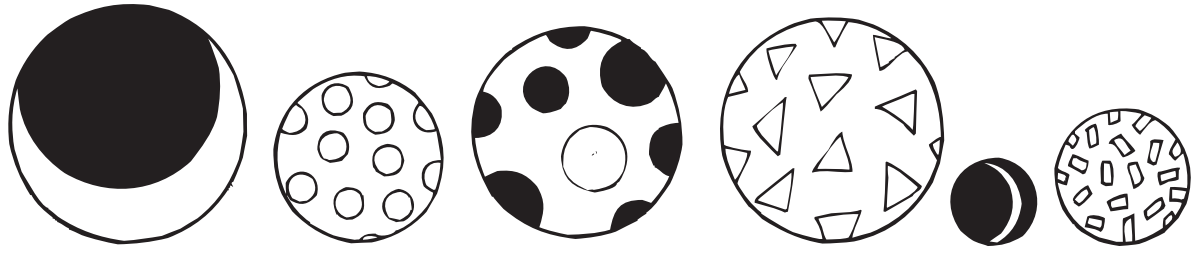
TRACE UM CAMINHO LEVANDO
ARI ATÉ OS BOTÕES **GRANDES**.



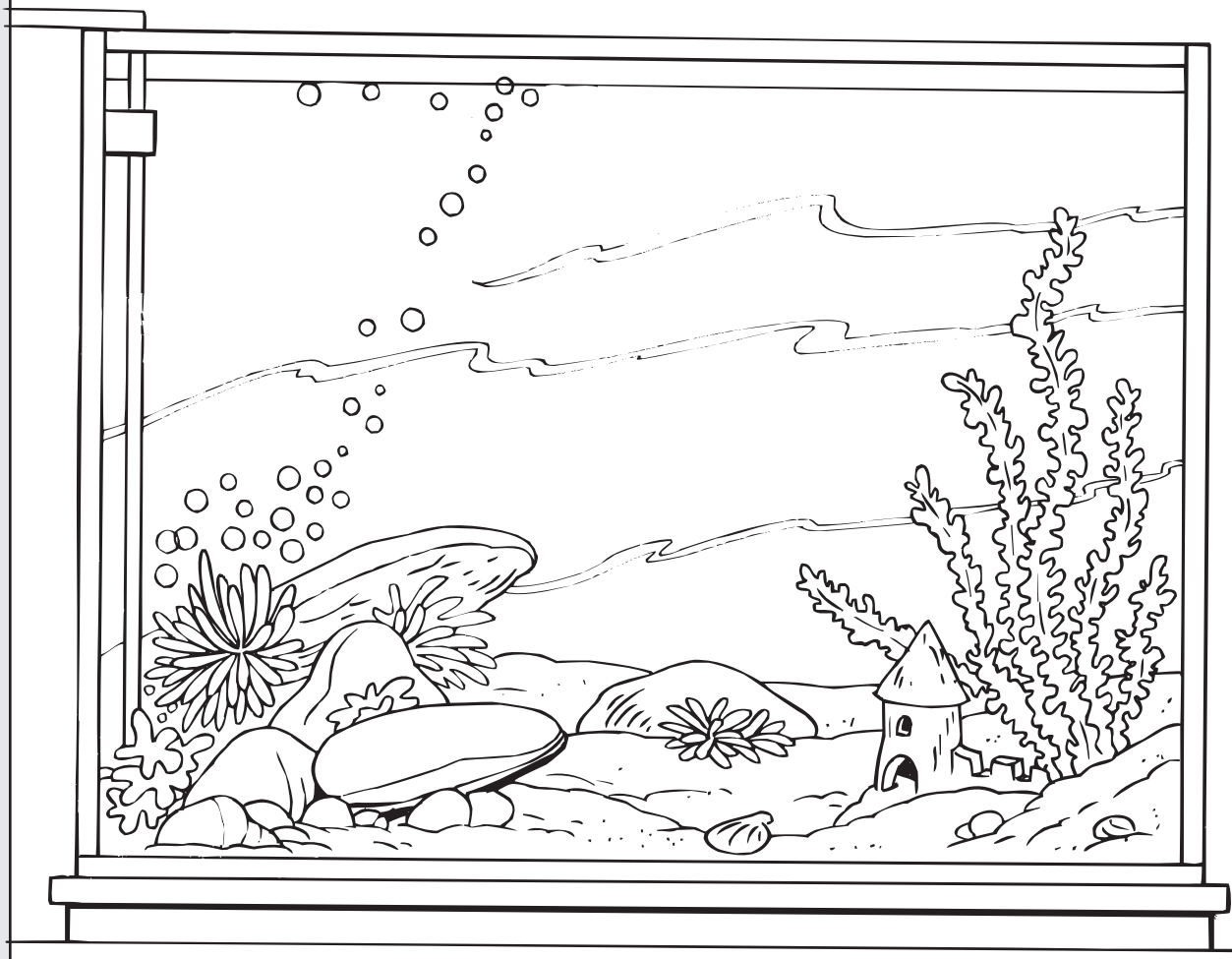
DESENHE ALGUMAS FRUTINHAS NA ÁRVORE
QUE TEM O CAULE **MAIS GROSSO** E PINTE
A ÁRVORE TODA QUE TEM O CAULE **MAIS FINO**.

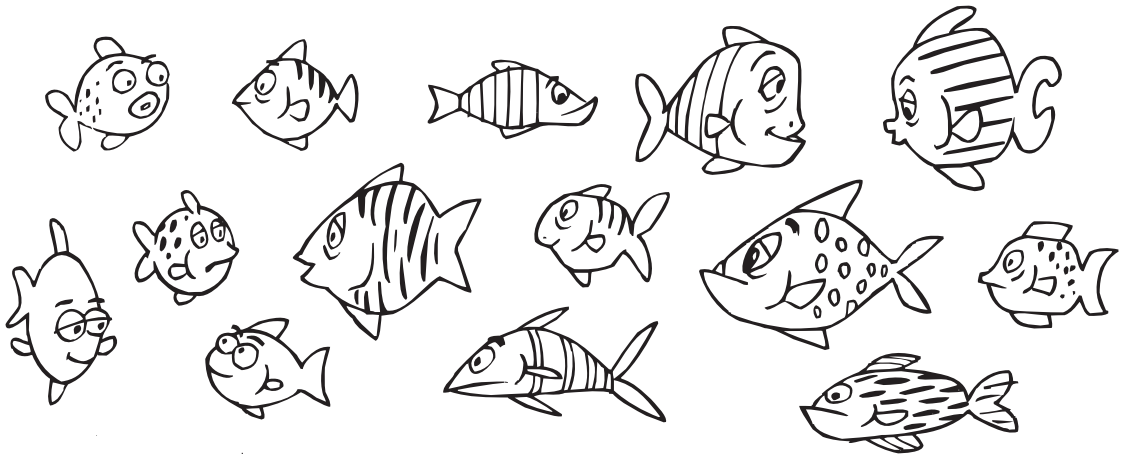


RECORTE AS BOLAS ABAIXO E DEPOIS ARRUME-AS
PARA O MENINO, COLANDO-AS DA MENOR PARA A MAIOR.

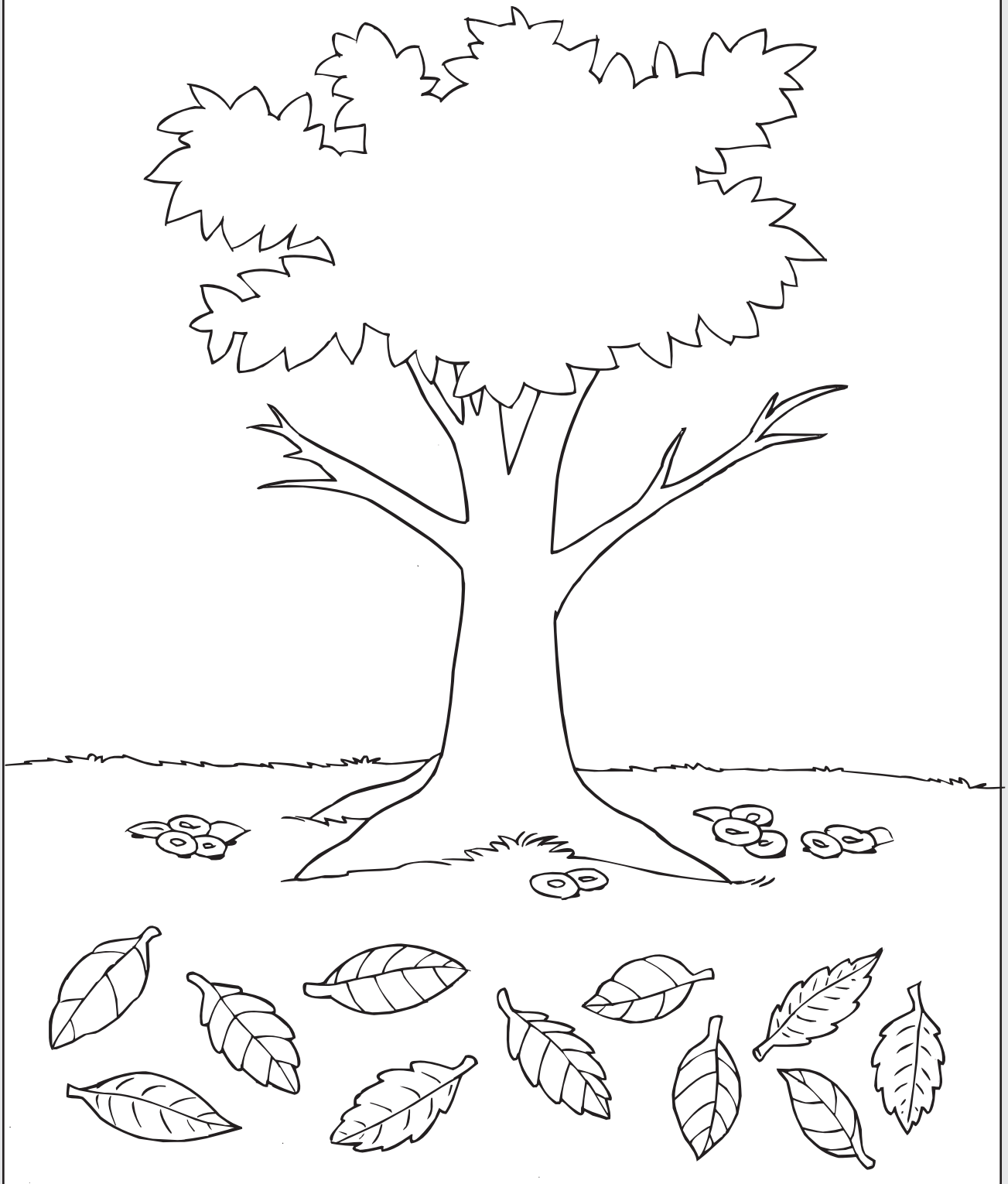


NO AQUÁRIO REPRESENTADO ABAIXO, COLE APENAS OS PEIXINHOS DO MESMO TAMANHO.



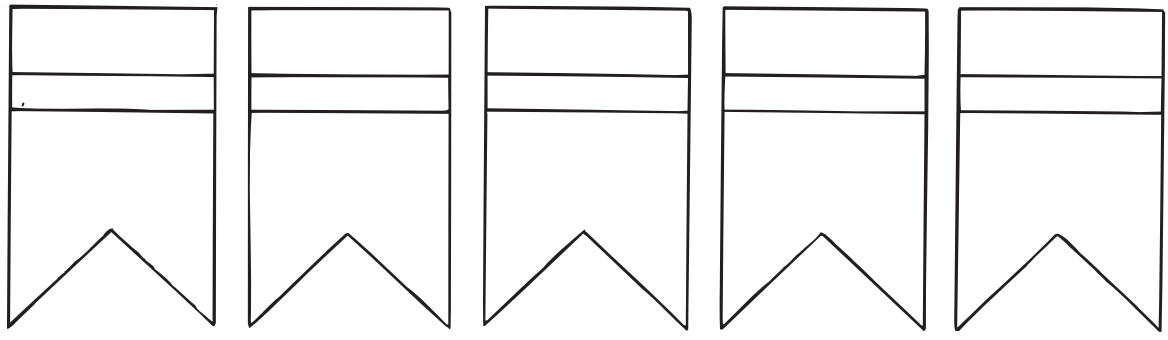


NA ÁRVORE ABAIXO, COLE APENAS
AS FOLHAS COM AS BORDAS “LISAS”.

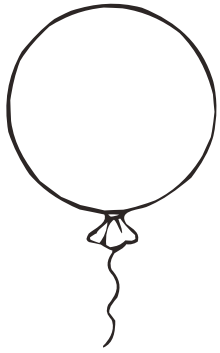


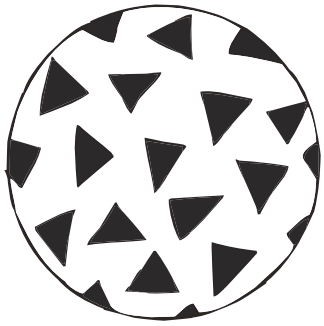
NO QUADRO ABAIXO, COLE DUAS FOLHAS
QUE TENHAM AS **BORDAS SERRILHADAS.**

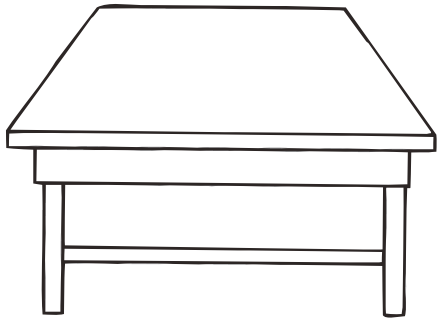
PINTE UMA BANDEIRINHA DE VERMELHO, UMA DE AZUL E AS DEMAIS DE VERDE. AGORA COLE AS BANDEIRINHAS NA ORDEM: VERMELHO, VERDE, VERDE, AZUL.

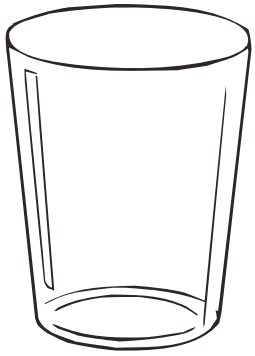


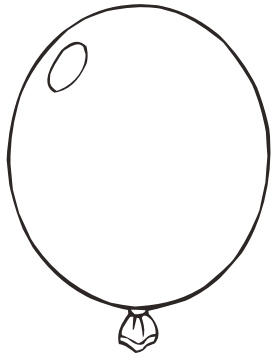
PINTE APENAS O DESENHO DOS OBJETOS
QUE TÊM A FORMA **ARREDONDADA**.

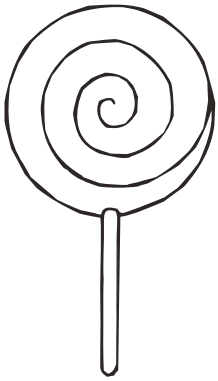




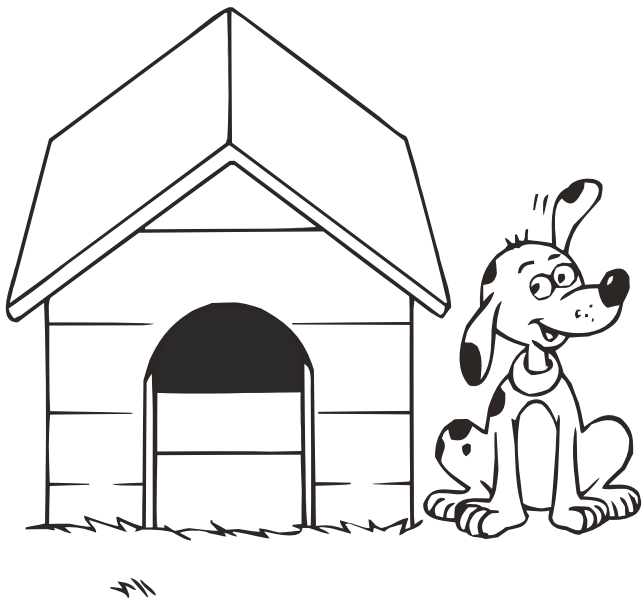


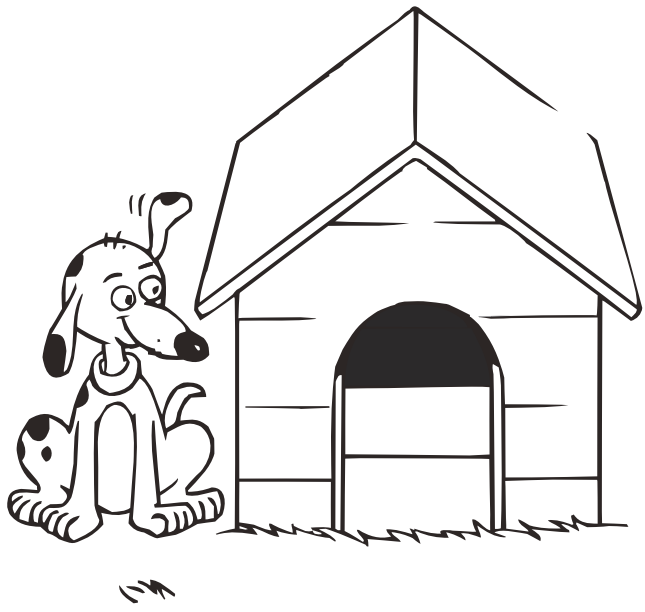






PINTE O DESENHO DA CASINHA
EM QUE O CÃO ESTÁ **DENTRO**.



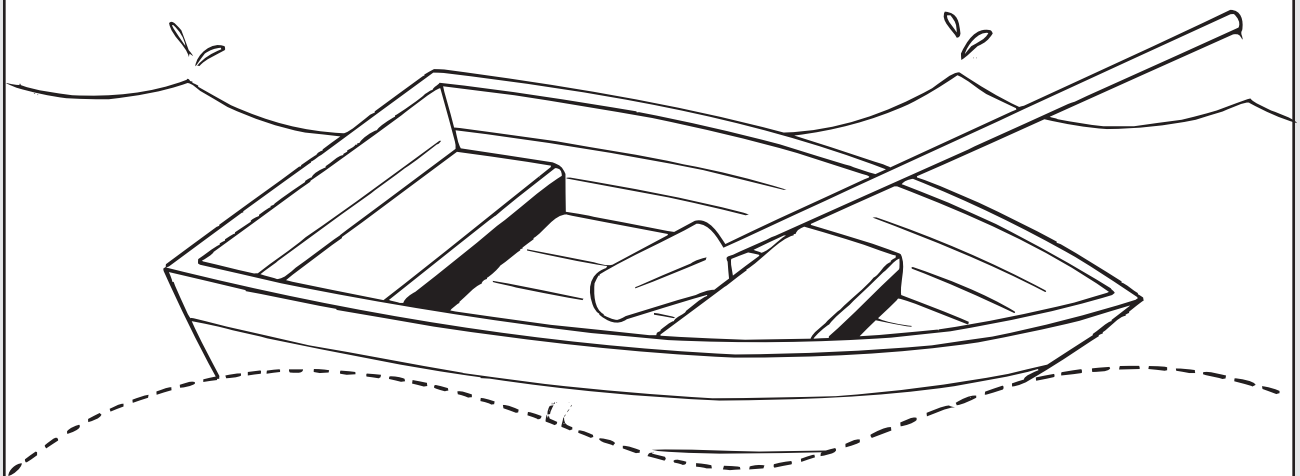


PINTE OS DESENHOS DAS FIGURAS
QUE ESTÃO **FORA** DO BAÚ.

DESENHE BOLAS COLORIDAS NAS
PONTAS DA COPA DO PINHEIRO.

PINTE O CAMINHO **MAIS LARGO**
PARA CHEGAR ATÉ A CASA.

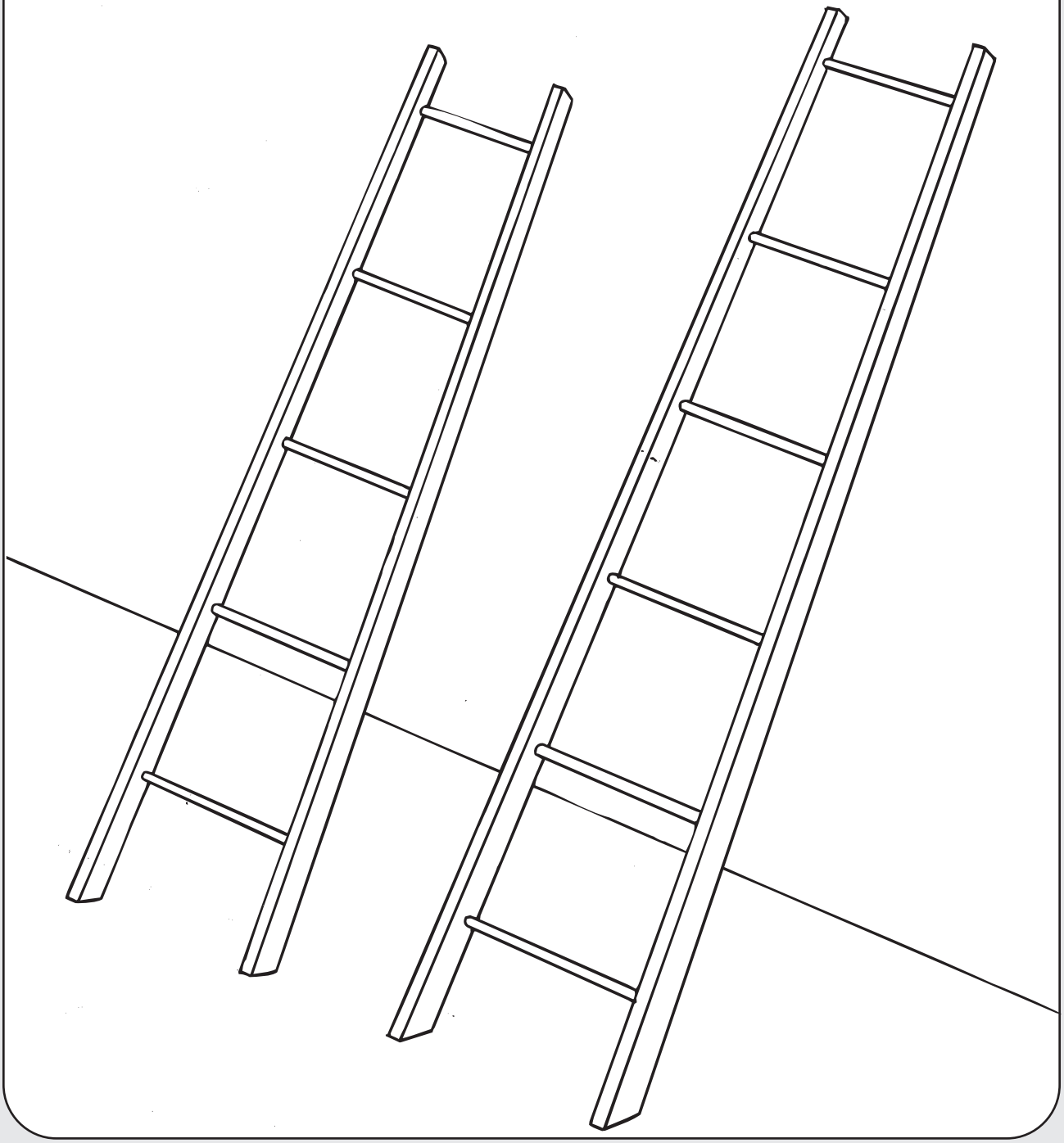
PINTE A ONDA (PASSANDO PELOS PONTILHADOS) QUE ESTÁ MAIS “PRÓXIMA” DO BARCO. COLE LÃ GROSSA PARA FAZER A ÁGUA.



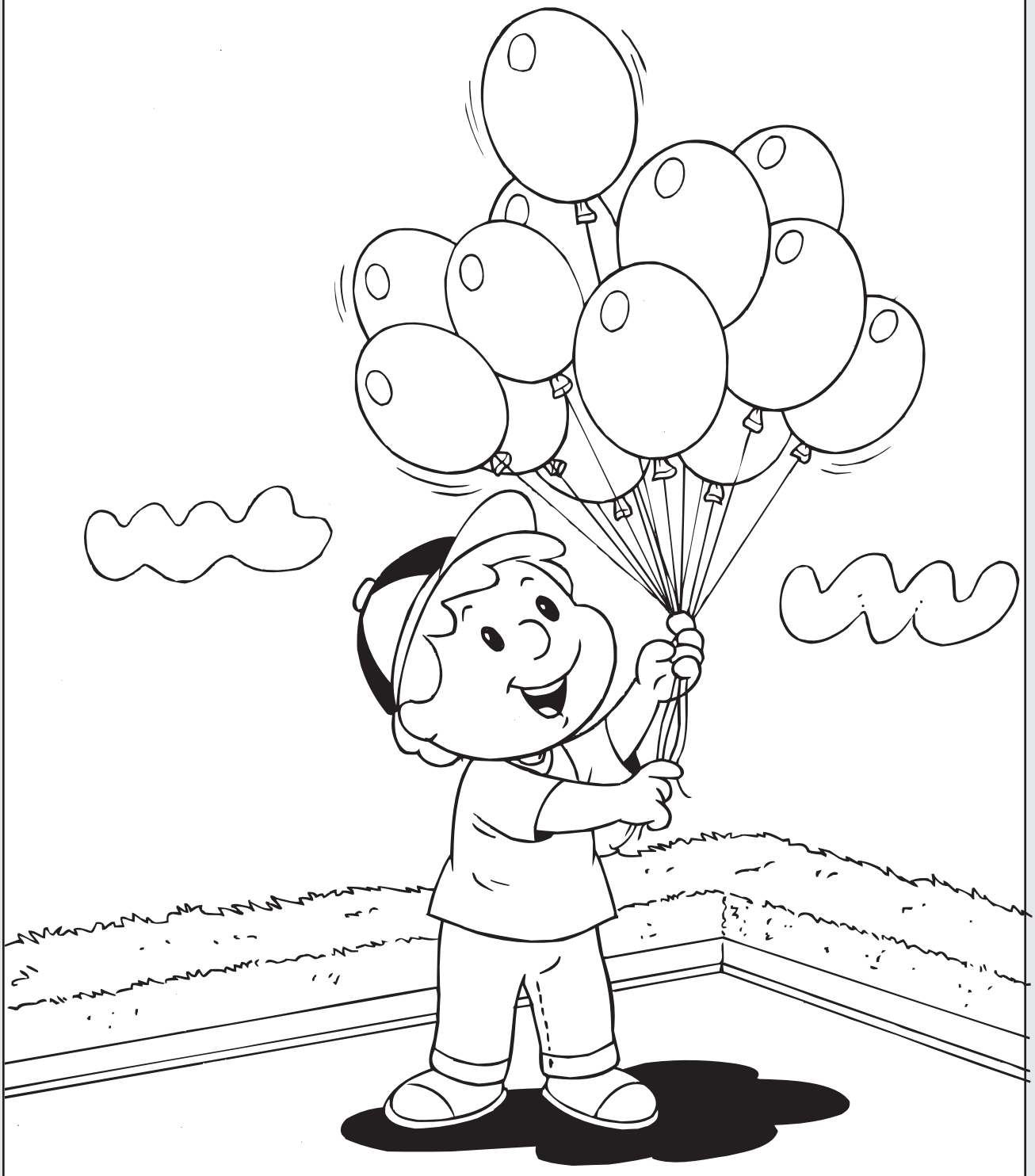
DESENHE AS GOTAS DE ÁGUA QUE CAÍRAM
PARA **FORA** DA BANHEIRA DO CAIO.

OLHE A CENA REPRESENTADA. PINTE O GUARDA-SOL COM O CABO **MAIS COMPRIDO**.

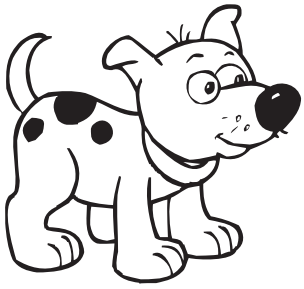
OBSERVE O DESENHO ABAIXO. PINTE A ESCADA QUE TEM **MENOS** DEGRAUS.

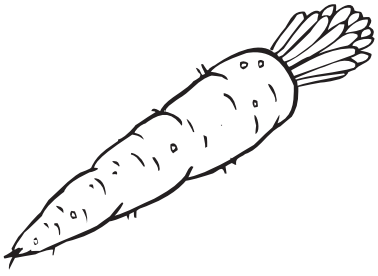


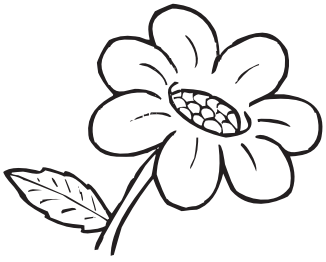
PINTE NO DESENHO ABAIXO A BEXIGA
QUE ESTÁ **MAIS** NO **ALTO** DE TODAS.

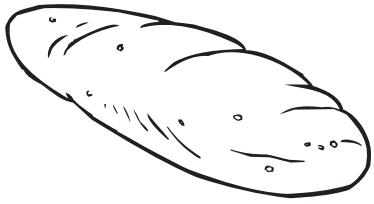


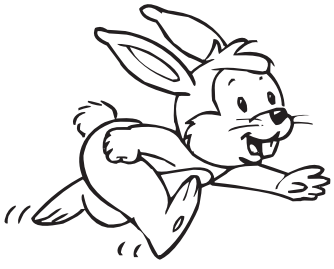
LIGUE OS DESENHOS DAS FIGURAS
QUE COMBINAM ENTRE SI.

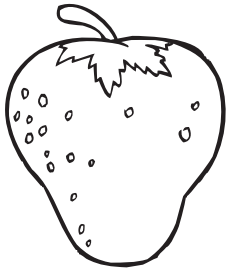


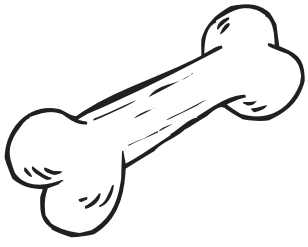


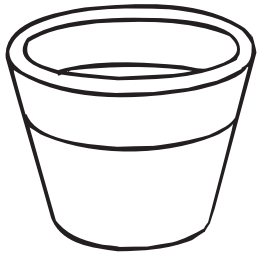




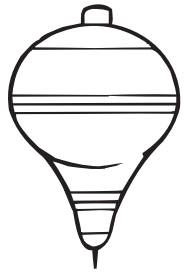


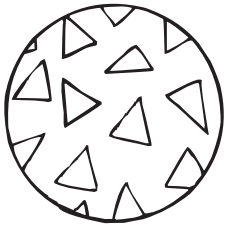


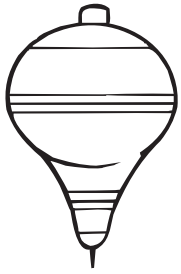


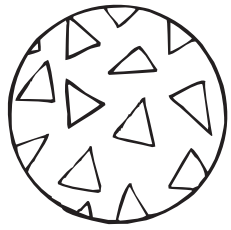


LIGUE O DESENHO DAS FIGURAS
"IGUAIS" E DEPOIS PINTE-AS:

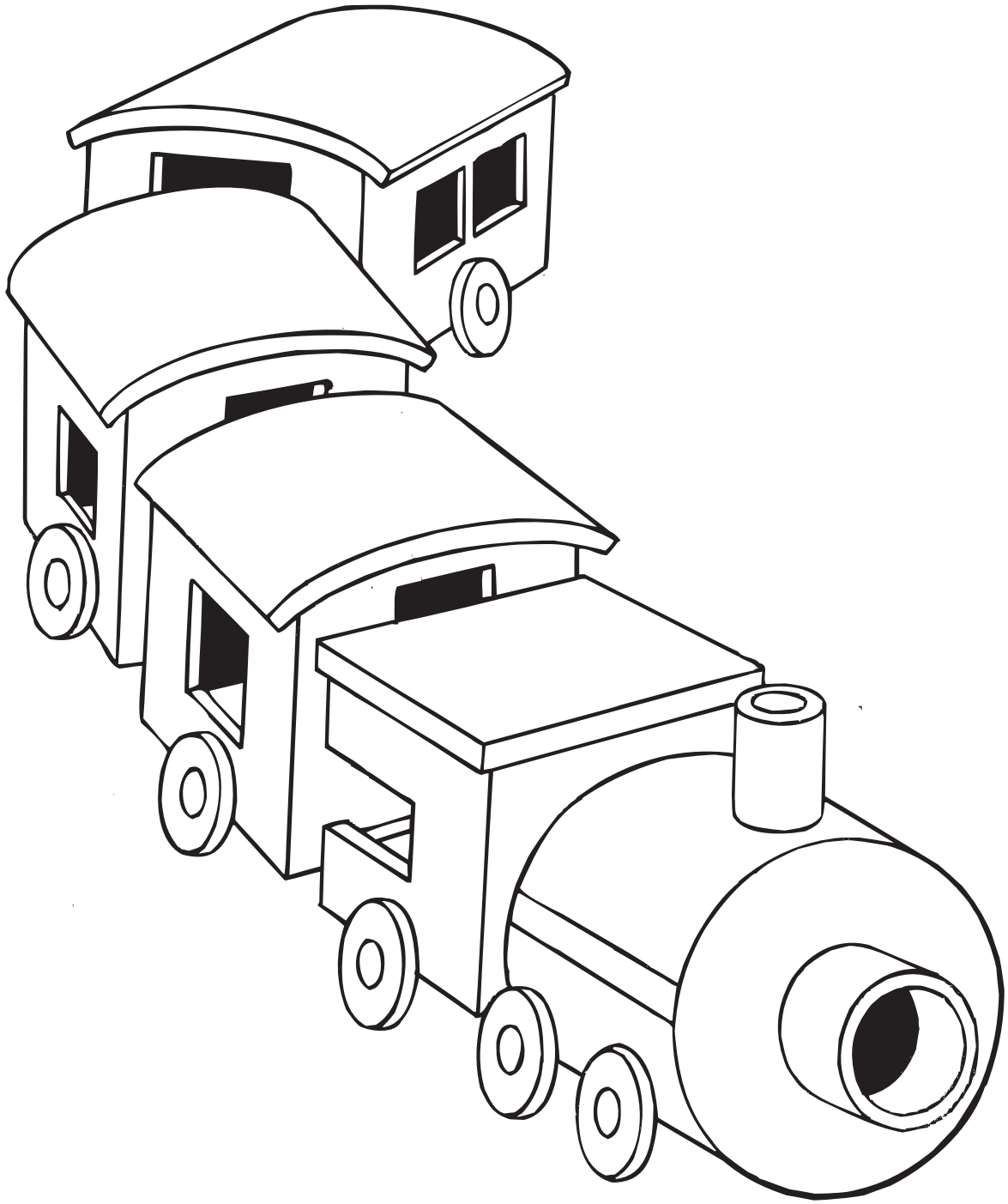






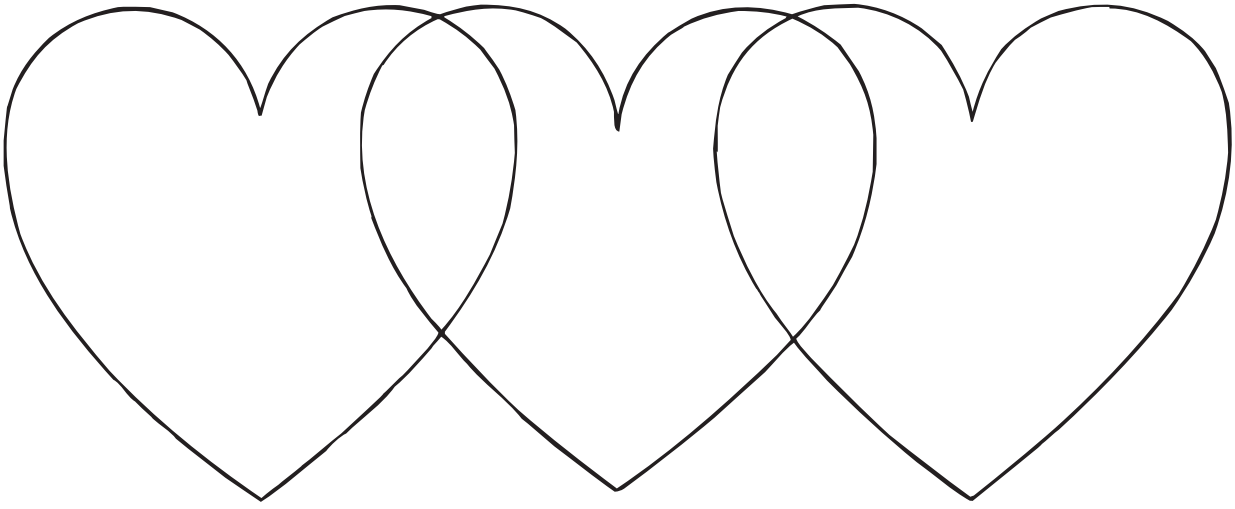


PINTE NO DESENHO O **ÚLTIMO** VAGÃO DO TREM.

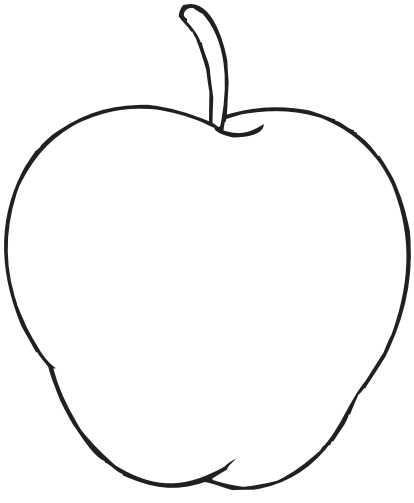


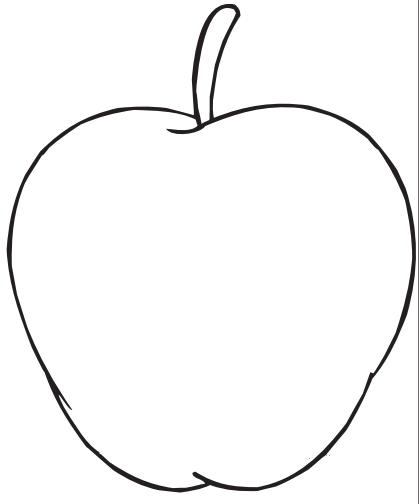
PINTE NA CENA ABAIXO A BOLINHA DE SABÃO QUE ESTÁ MAIS **PRÓXIMA** DO MENINO E CIRCULE A QUE ESTÁ **DISTANTE**.

PINTE O DESENHO DO CORAÇÃO
QUE ESTÁ **ENTRE** DOIS CORAÇÕES.

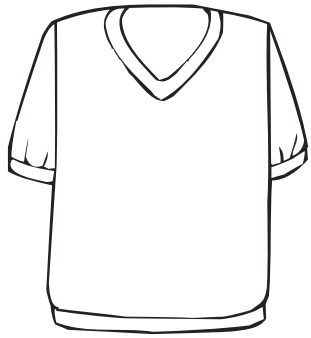


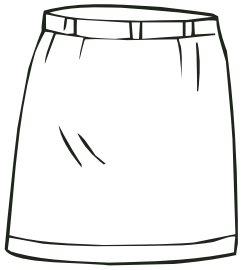
DESENHE UM OBJETO **ENTRE** AS MAÇÃS.

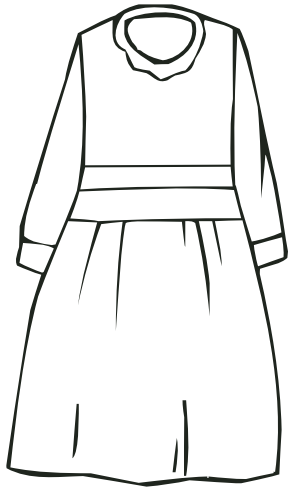


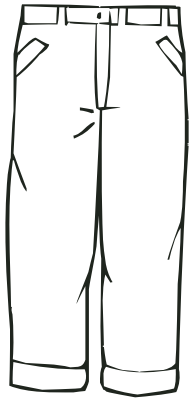


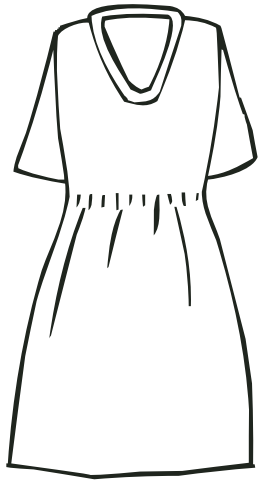
LIGUE O DESENHO DA ANA AO VESTIDO QUE ESTÁ MAIS **DISTANTE** DELA. IDA USA SAIA E BLUSA. LIGUE A ELA ESSAS PEÇAS. DEPOIS PINTE OS DESENHOS.

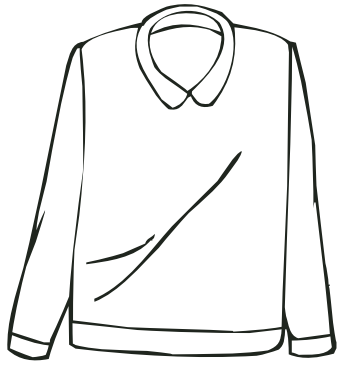


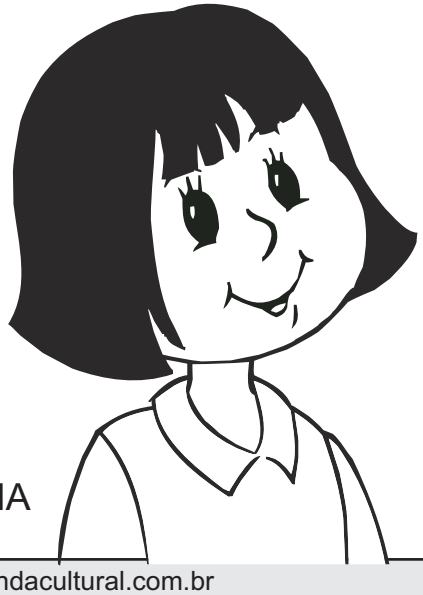




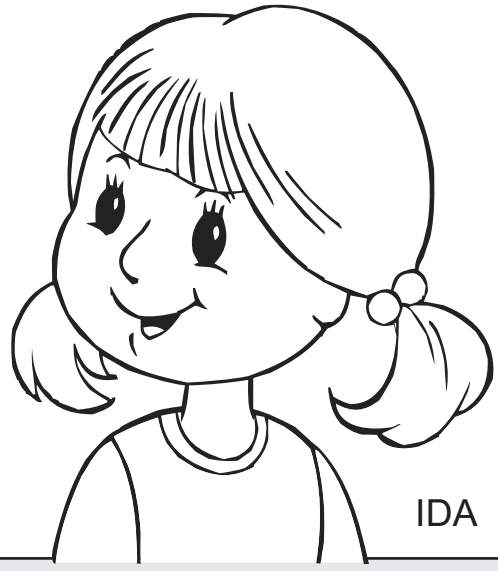






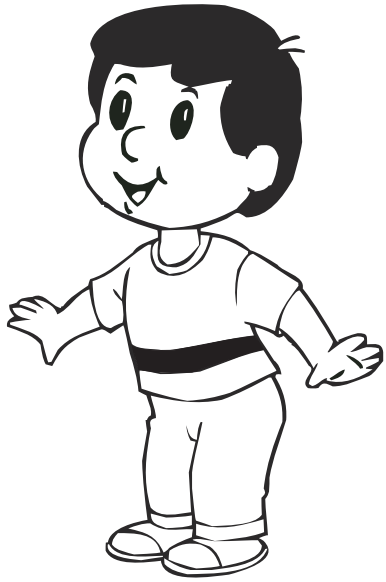


ANA

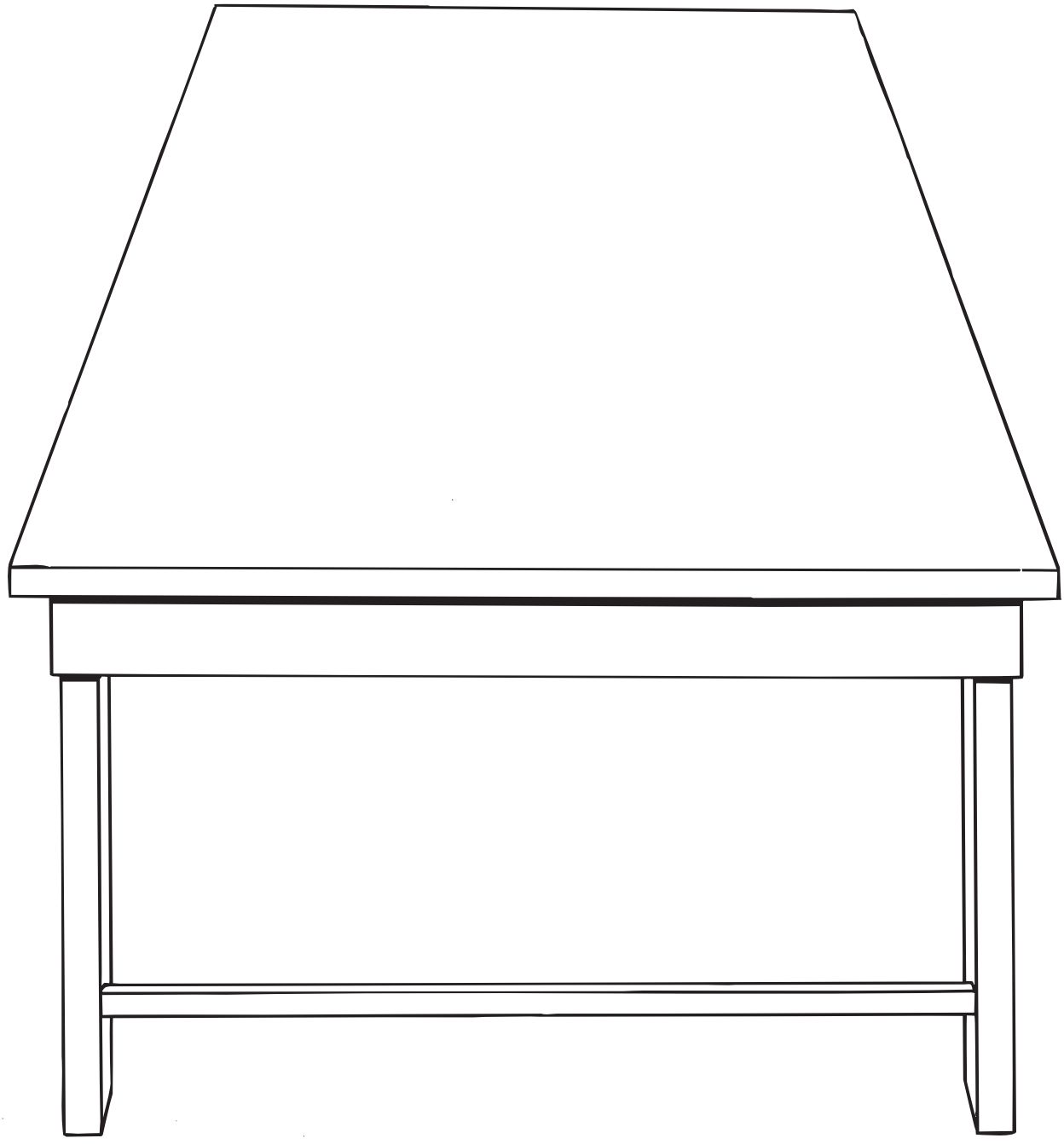


IDA

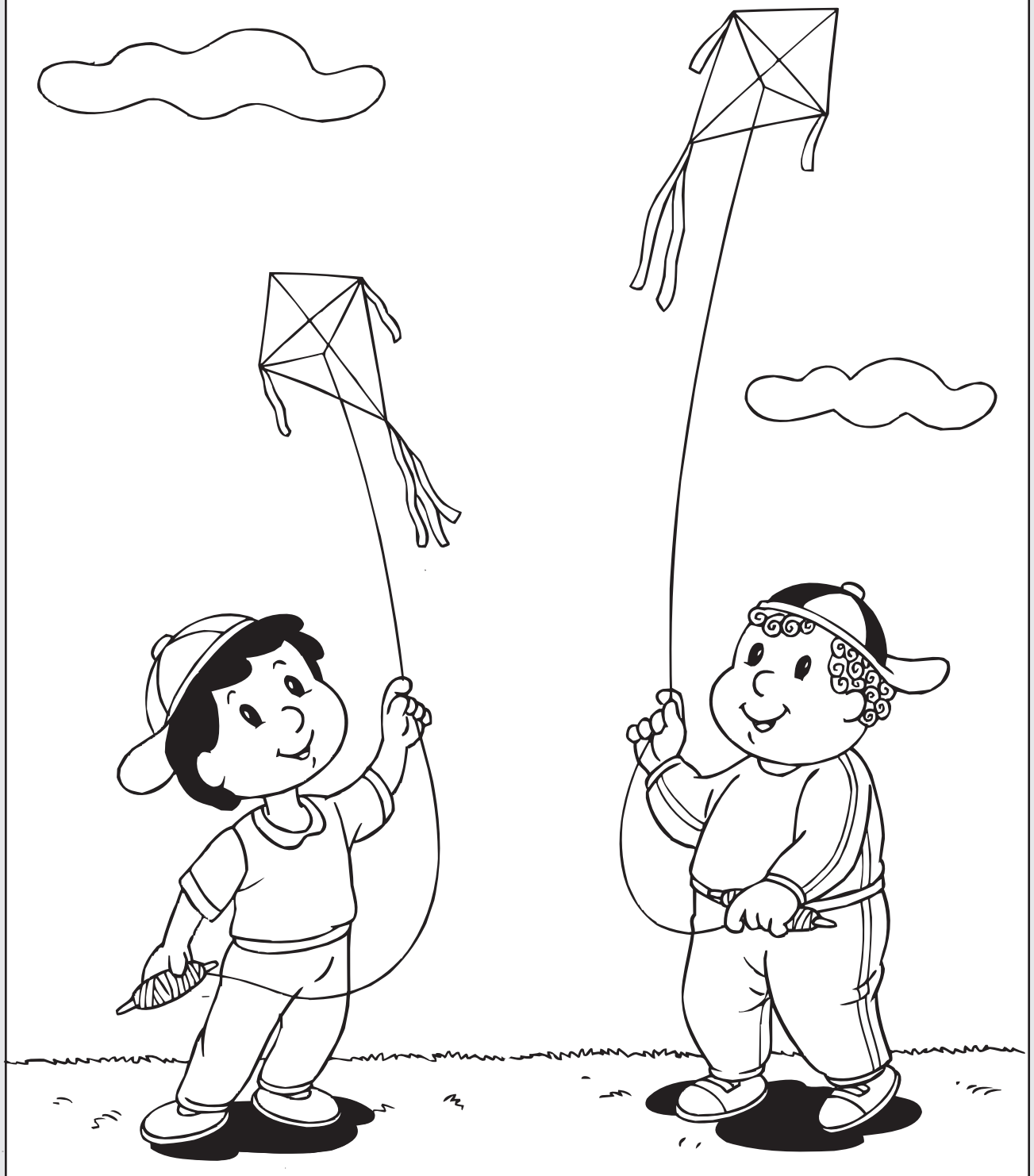
NO DESENHO DAS 3 CRIANÇAS, PINTE A **MAIS ALTA** E FAÇA UM CÍRCULO NA **MAIS BAIXA**. EMBAIXO FAÇA O MESMO.



EM CIMA DA MESA DESENHADA, PINTE UMA TOALHA COLORIDA E **EMBAIXO** DA MESA DESENHE UM CESTINHO COM PAPEL.

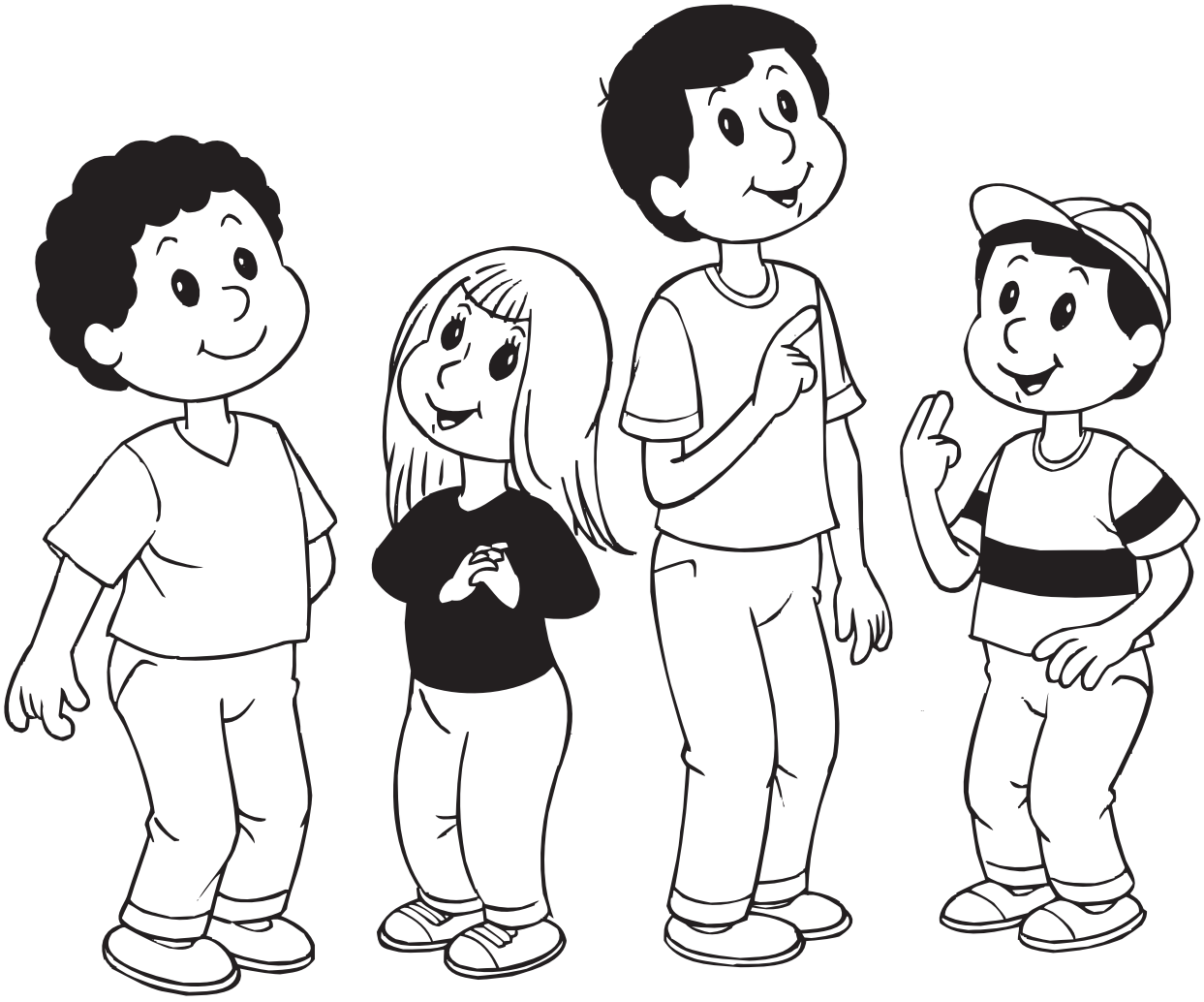


PINTE A CENA ONDE A PIPA VOA **MAIS BAIXO**.

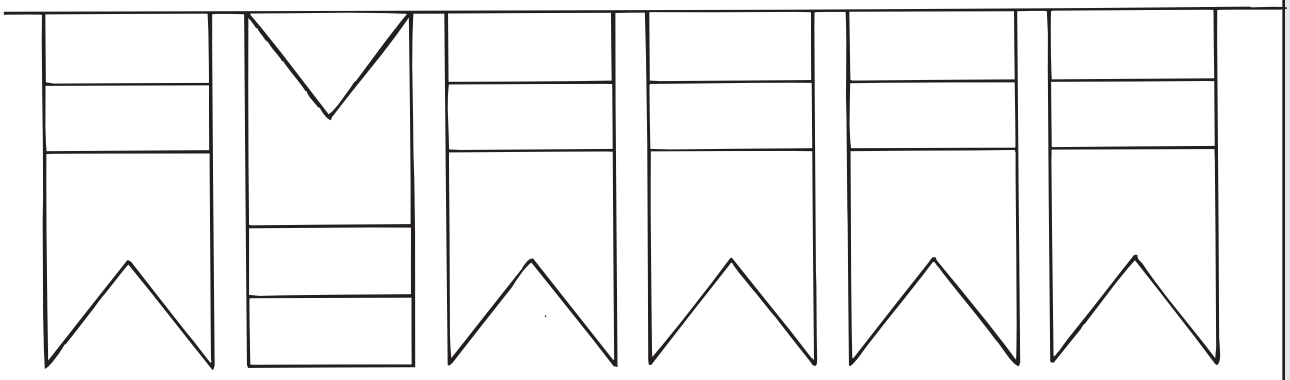


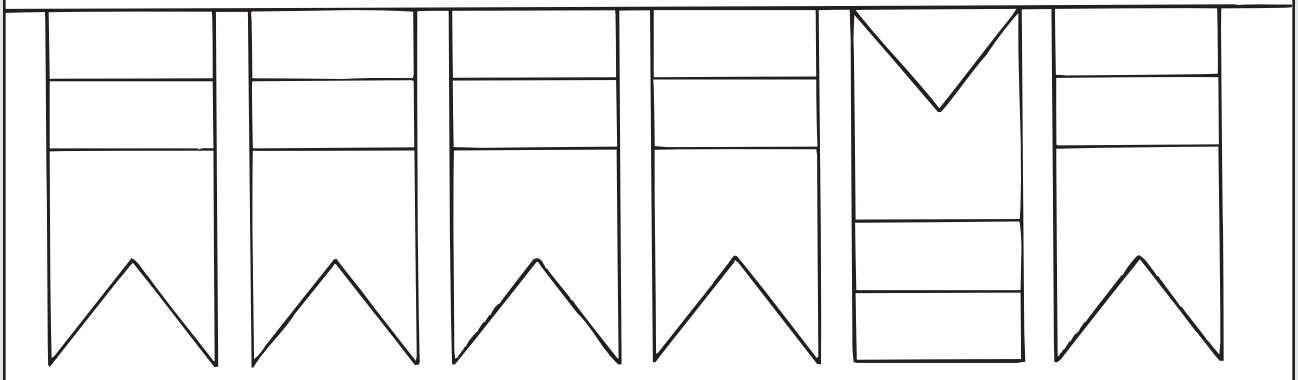
OLHE O DESENHO:
QUAL PORTA É MAIS ESTREITA?
FAÇA UM X NELA. AS OUTRAS
PORTAS, PINTE DE CORES IGUAIS.

OLHE AS CRIANÇAS.
PINTE A CRIANÇA QUE ESTÁ
ENTRE OS DOIS MENINOS.

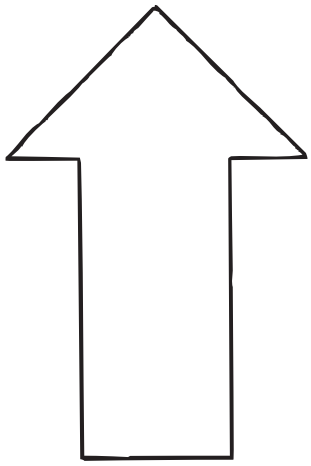


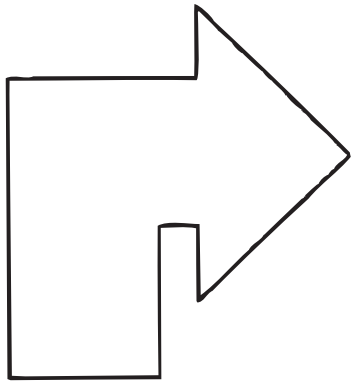
OBSERVE AS BANDEIRINHAS ABAIXO. PINTE AQUELAS QUE ESTÃO NA POSIÇÃO CONTRÁRIA.

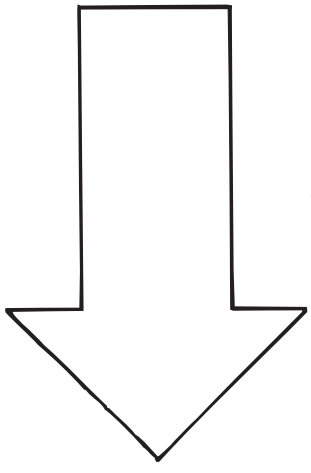


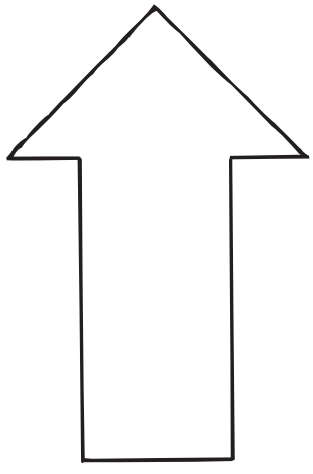


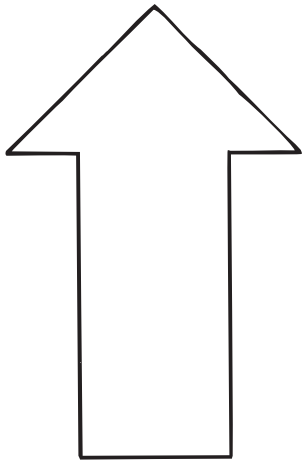
PINTE O DESENHO DAS SETAS
QUE INDICAM O MESMO SENTIDO.





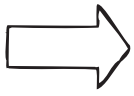


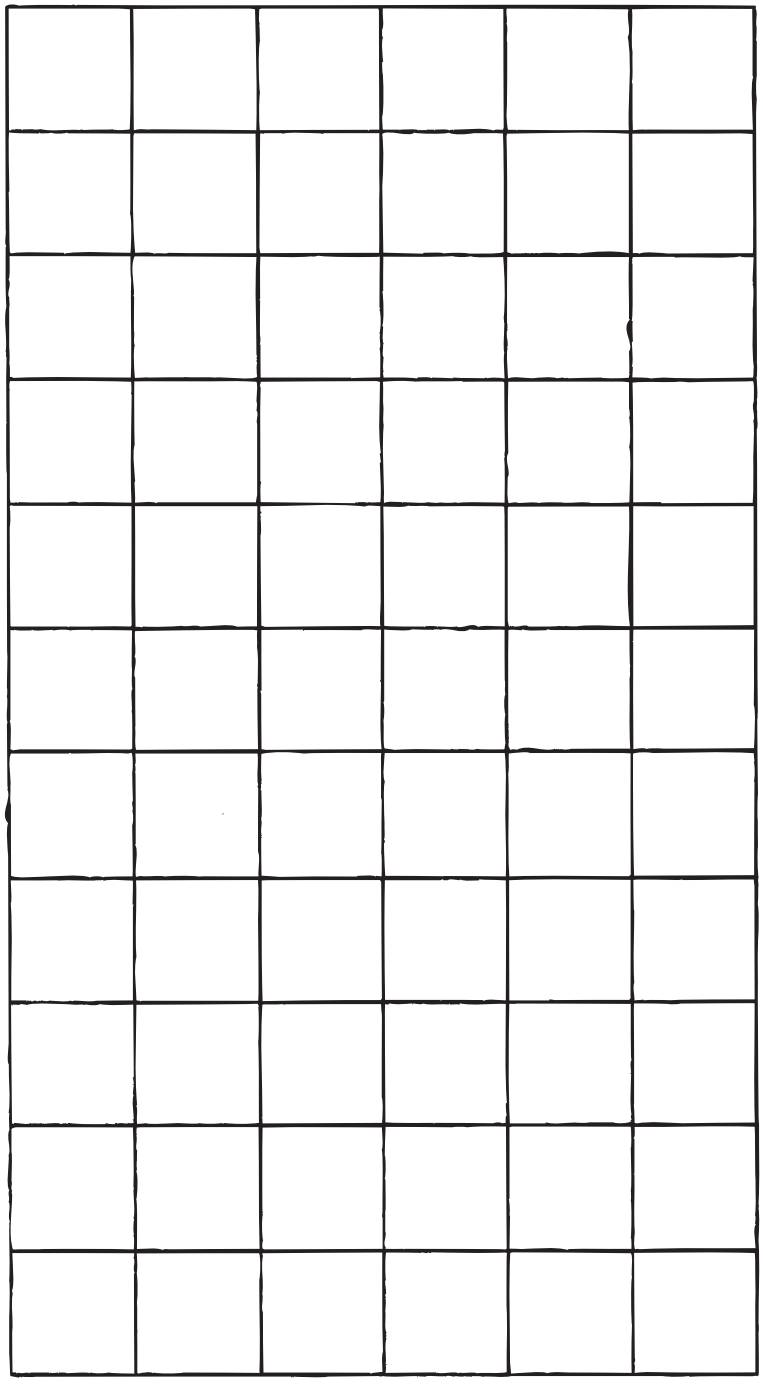




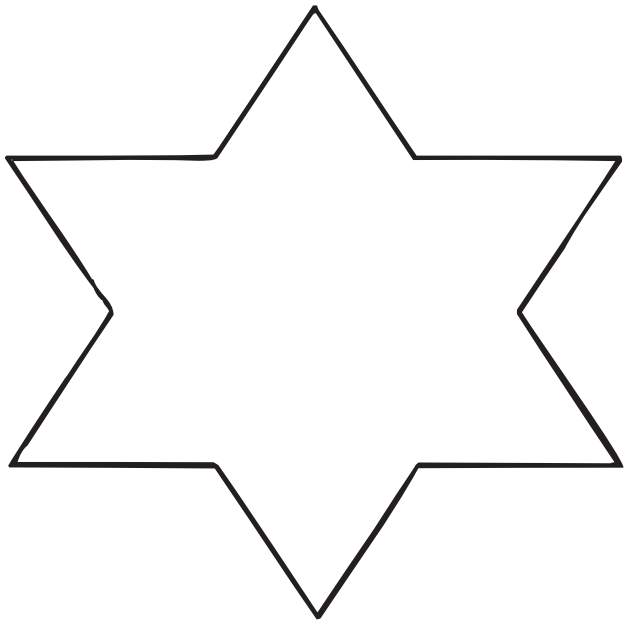
FAÇA O QUE É PEDIDO:

A) ACIMA DA SETA INDICADA, PINTE UM QUADRADINHO.
B) À DIREITA, PINTE TRÊS.
C) ABAIXO DESSE ÚLTIMO QUE VOCÊ PINTOU, PINTE UM QUADRADINHO.



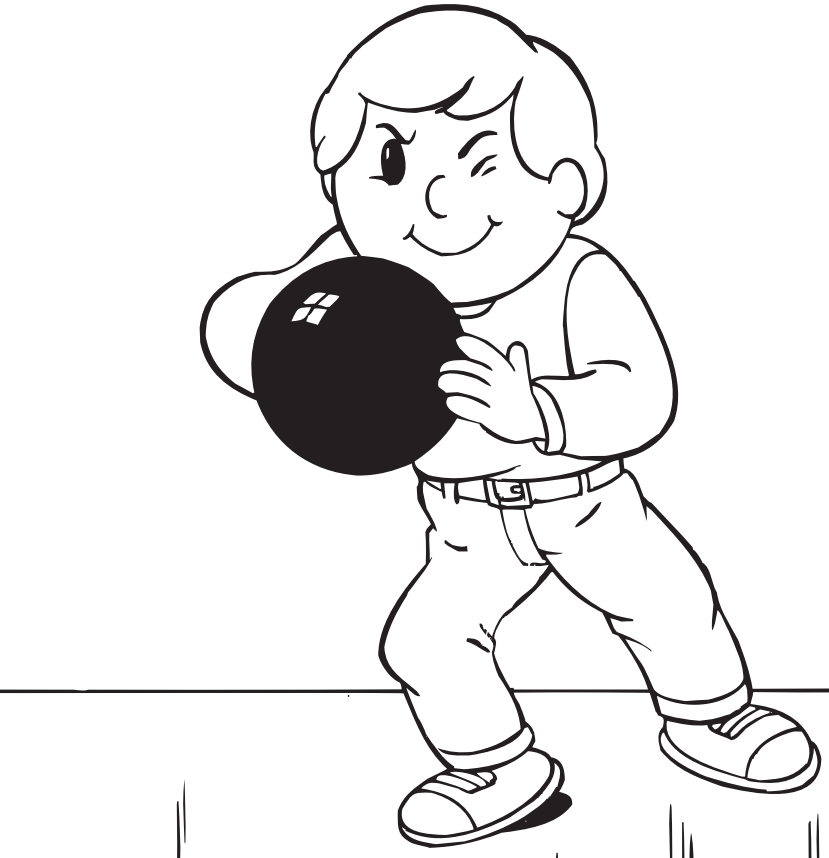


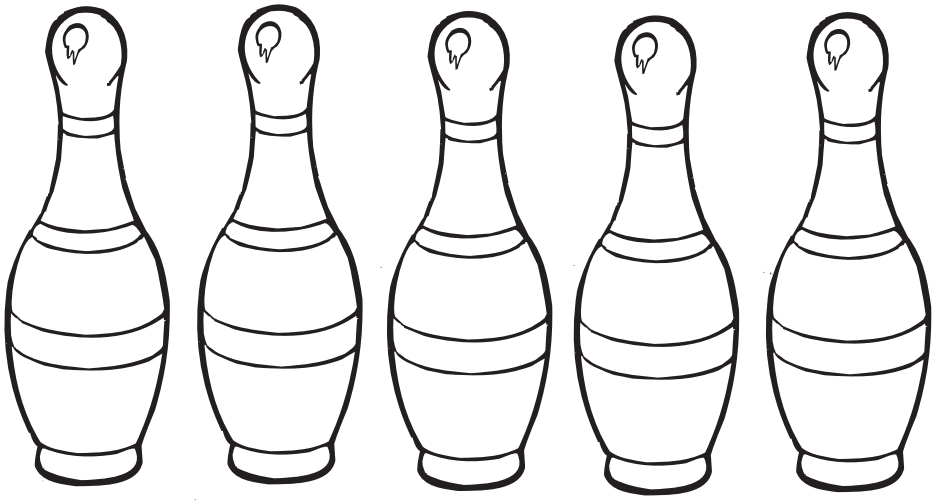
OBSERVE O DESENHO DA ESTRELA.
FAÇA UM X NAS “PONTAS” DA ESTRELA.



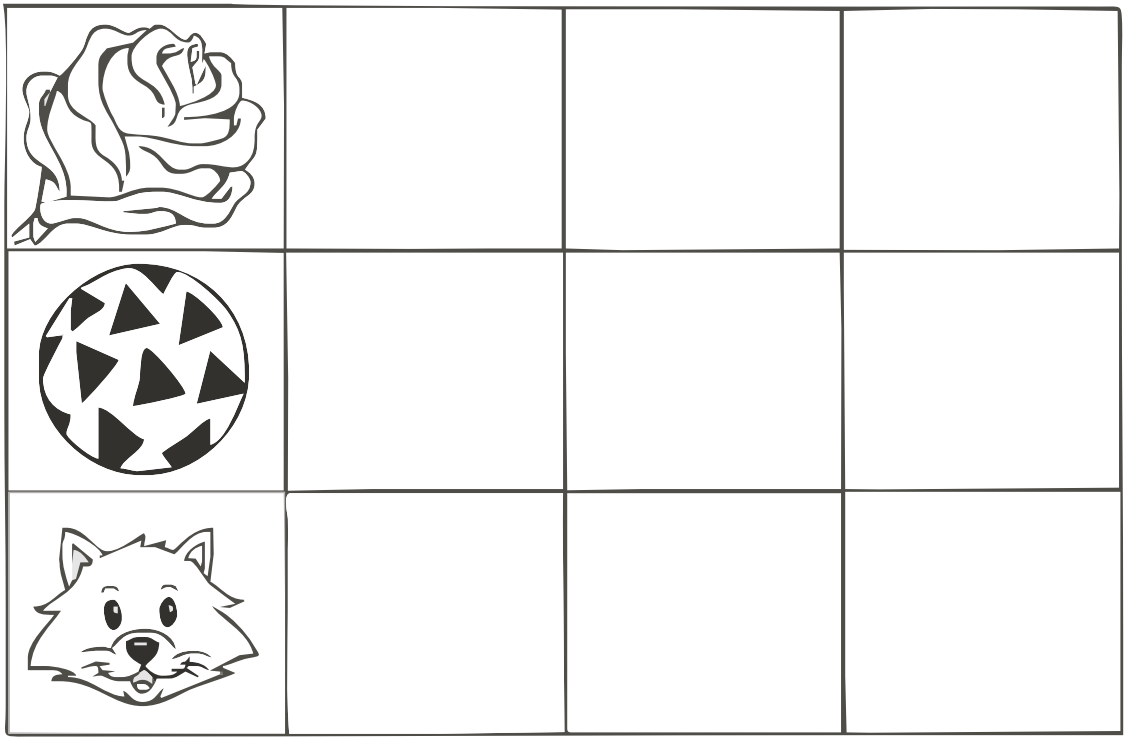
DESENHE UMA TORRE E COLOQUE
UMA CRUZ NA SUA PARTE **MAIS ALTA**

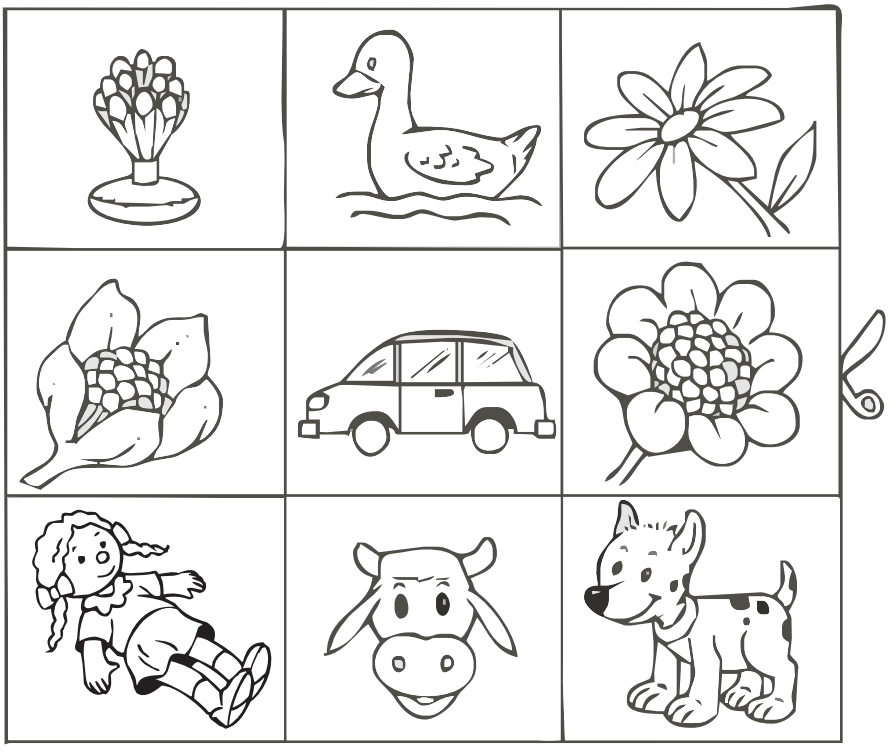
CAIO BRINCA COM O BOLICHE. PINTE O **ÚLTIMO** DE AZUL E O **PRIMEIRO** DE AMARELO.



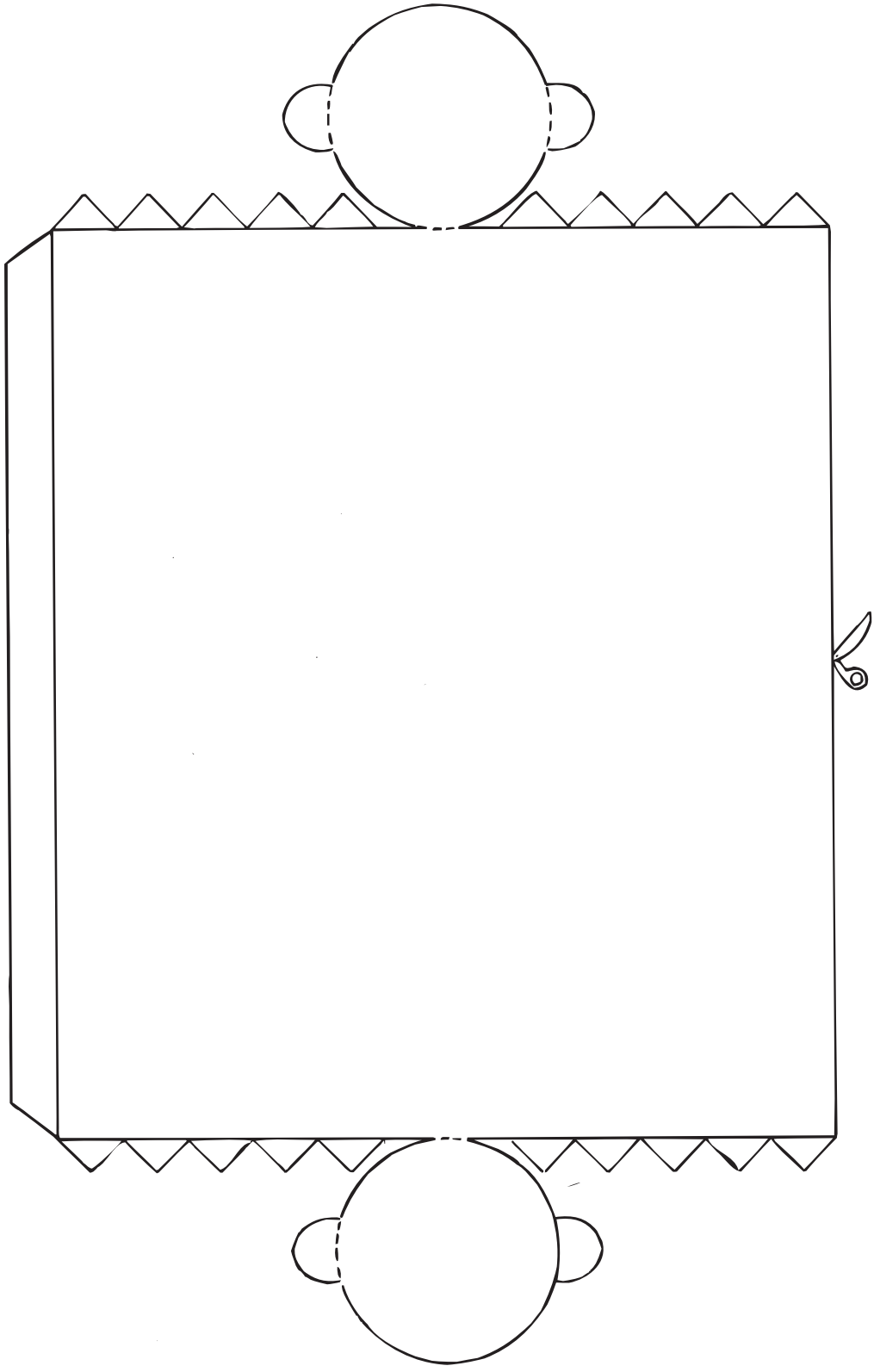


RECORTE E COLE O QUE PODE
FICAR JUNTO. DEPOIS PINTE.



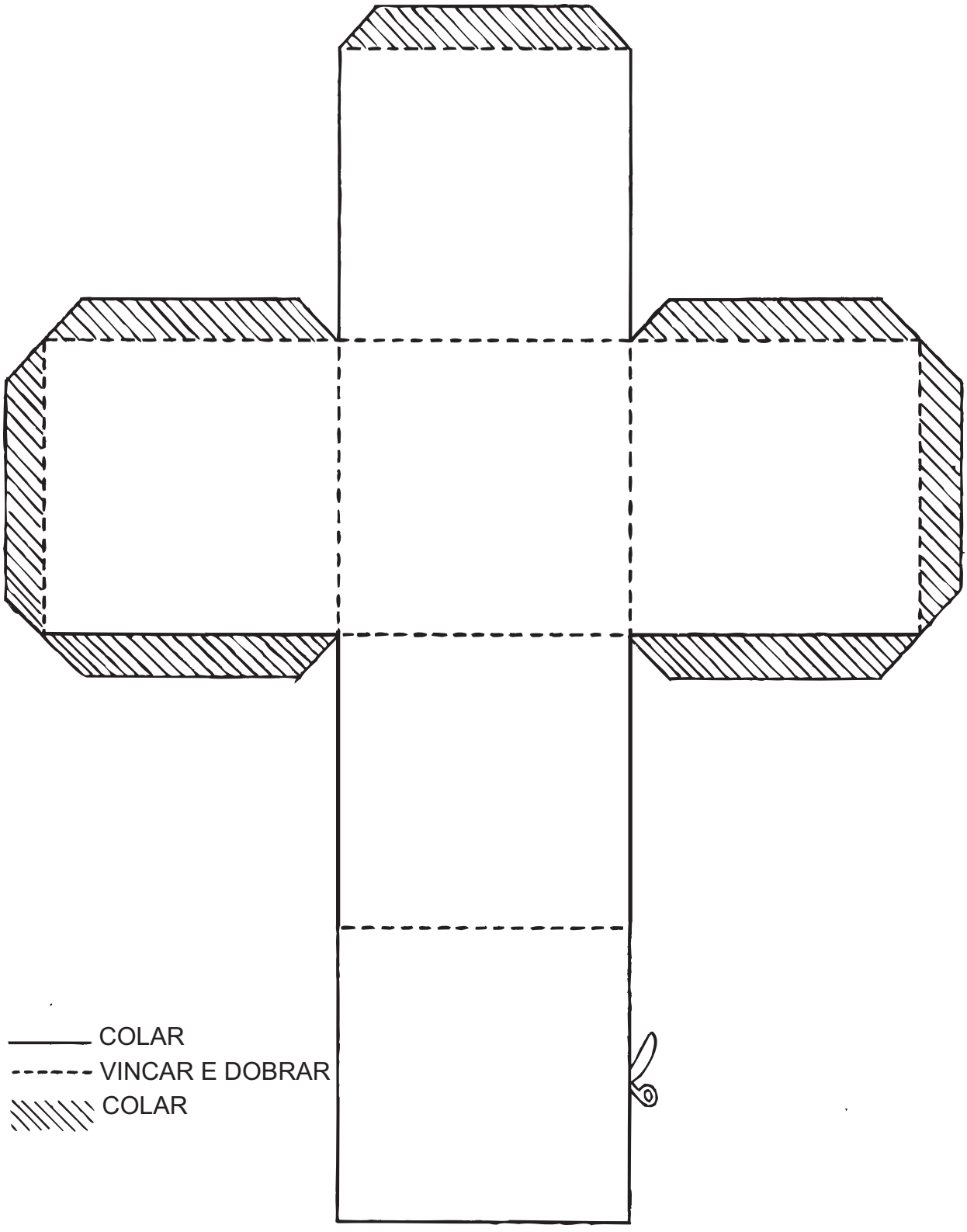


RECORTE, COLE E MONTE O CILINDRO. AGORA PROCURE FIGURAS PARECIDAS COM ESSA QUE VOCÊ MONTOU E COLE NA PÁGINA SEGUINTE:



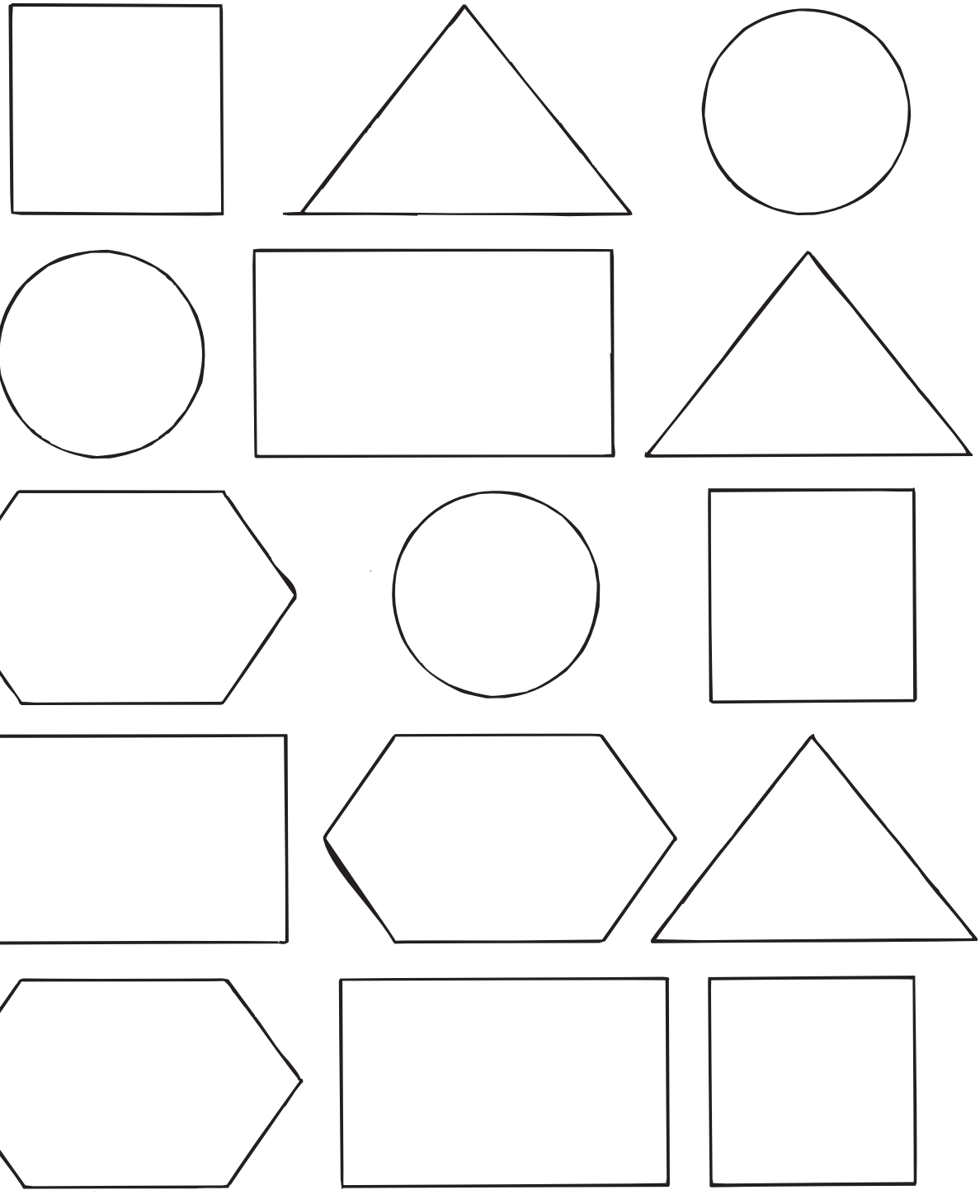
COLAR FIGURAS PARECIDAS
COM O **CILINDRO**, **QUE ROLEM**.

AGORA MONTE O **CUBO**.



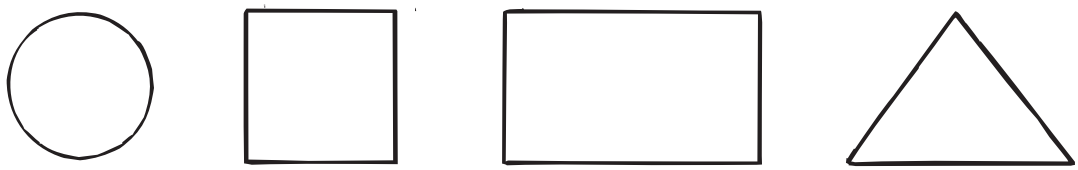
PROCURE FIGURAS PARECIDAS
COM O CUBO. COLE-AS NA PÁGINA SEGUINTE.

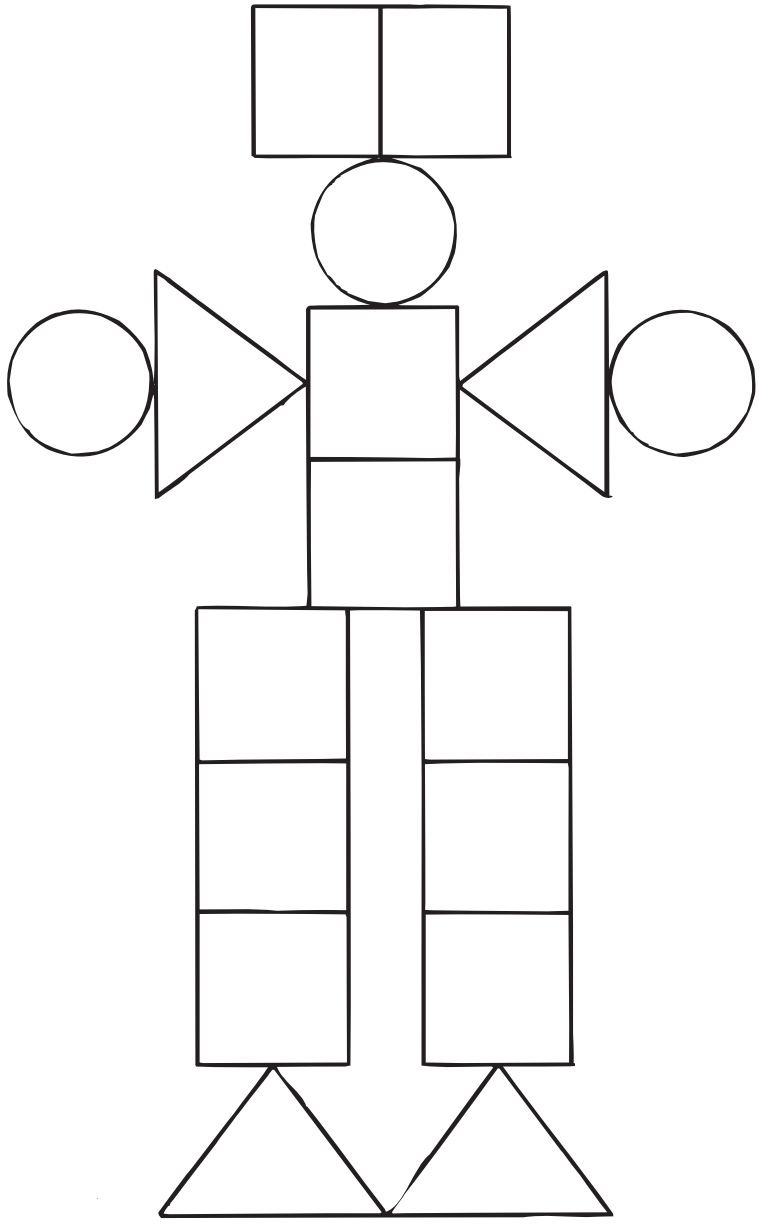
LIGUE AS FIGURAS QUE TÊM A **MESMA FORMA**.



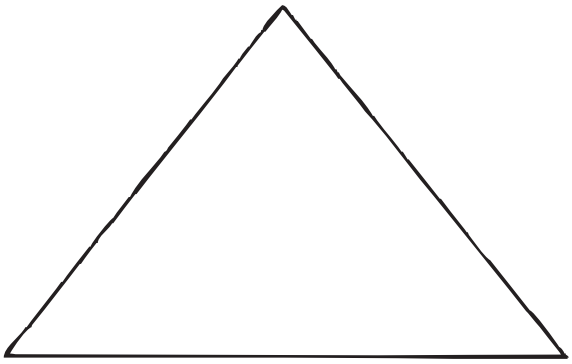
PINTE AS “FORMAS GEOMÉTRICAS”
USANDO AS CORES DOS MODELOS.

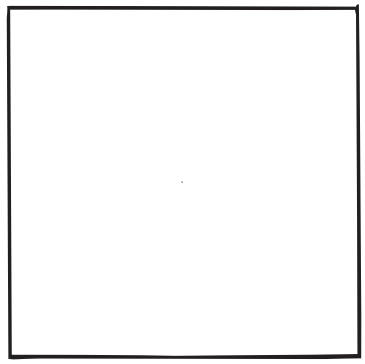
VERMELHO AMARELA AZUL VERDE

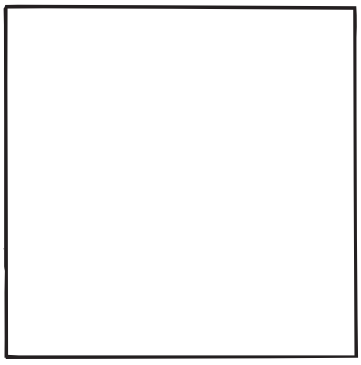


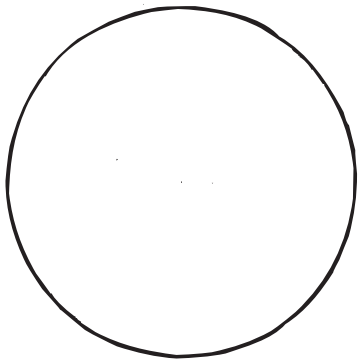


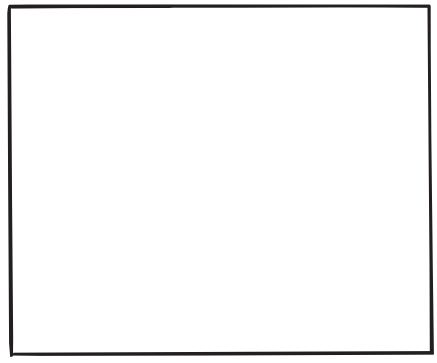
PINTE OS IGUAIS DA **MESMA COR**.

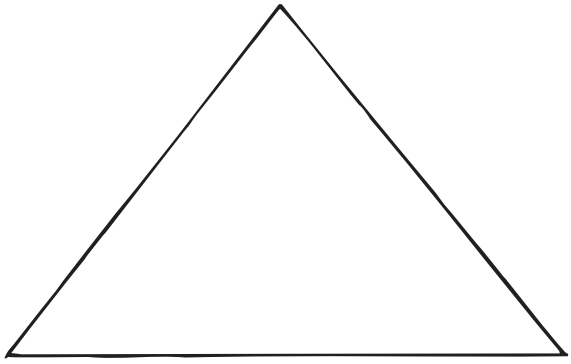


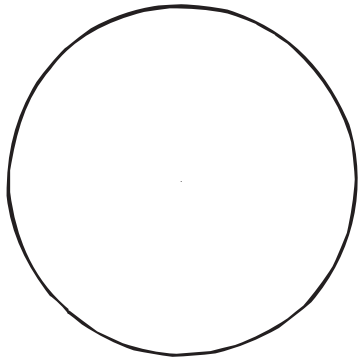




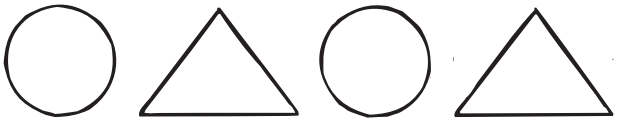


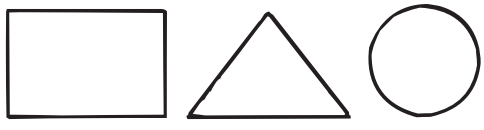


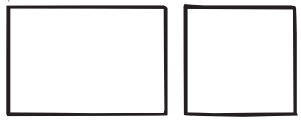


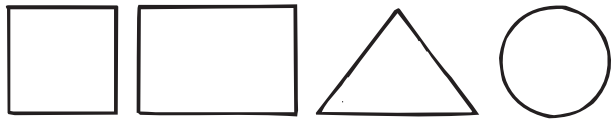


OBSERVE AS FORMAS E **CONTINUE AS SEQÜÊNCIAS**.

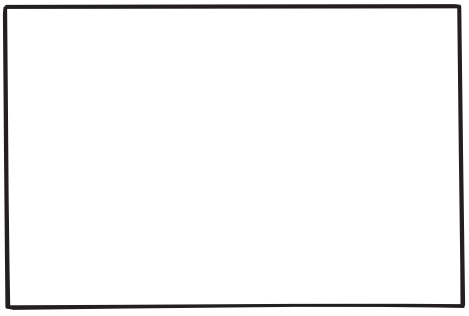


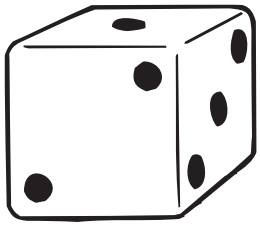


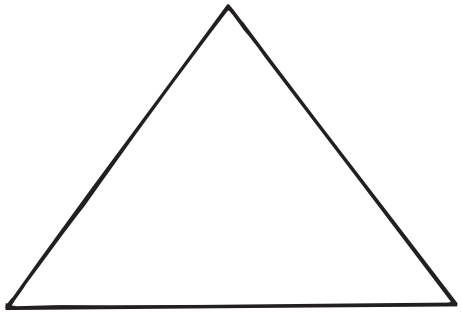


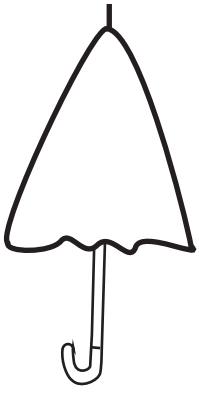


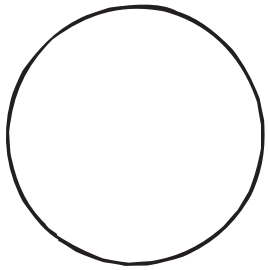
LIGUE A FIGURA À SUA **FORMA CORRESPONDENTE**.

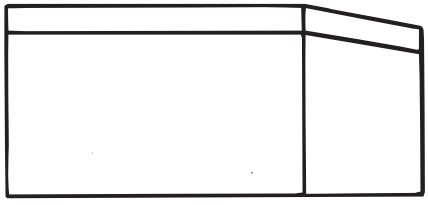


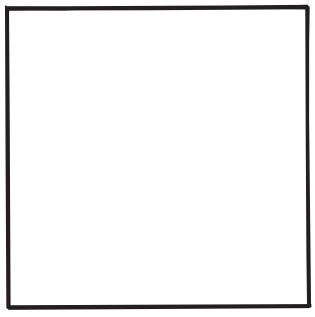




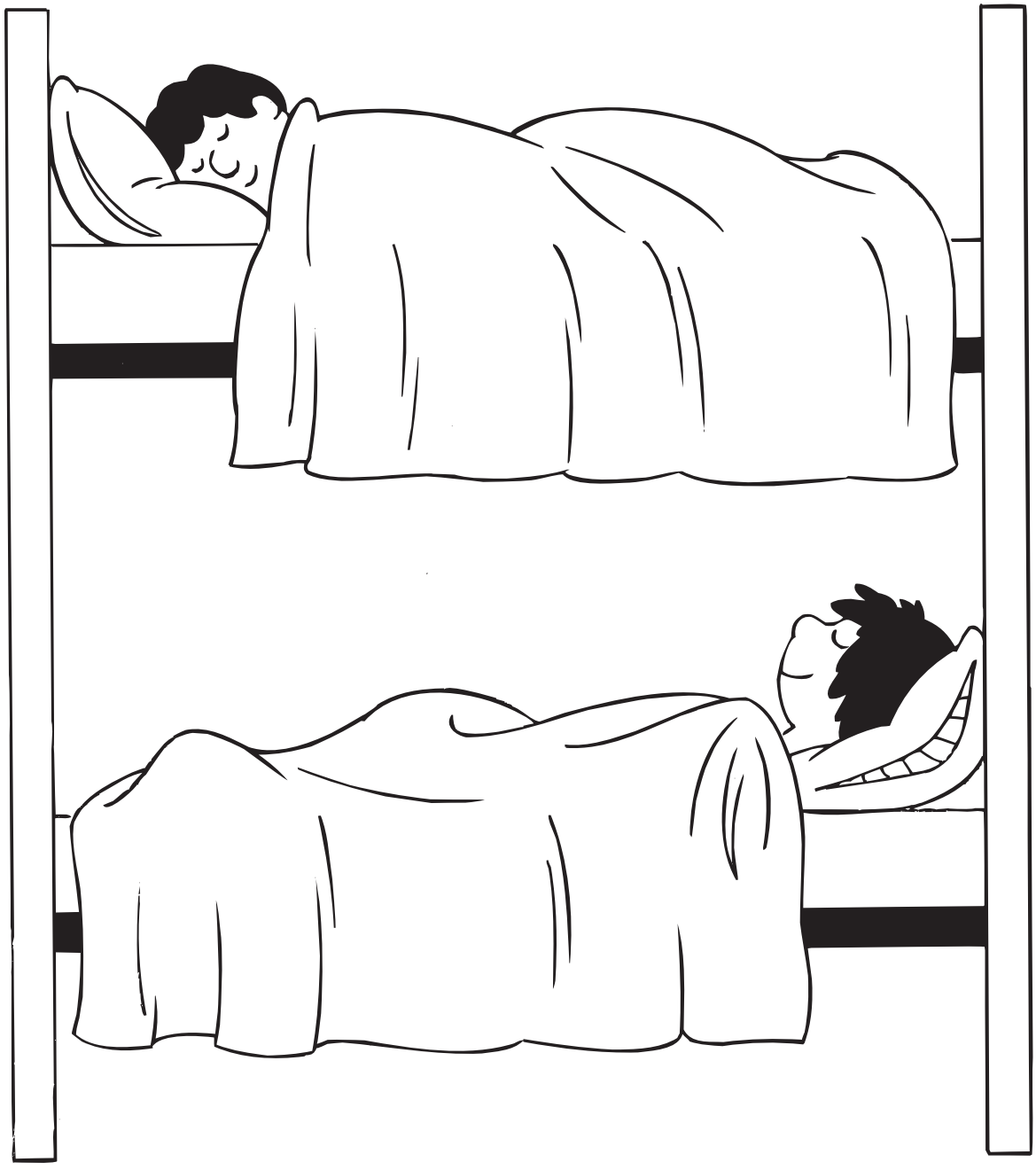




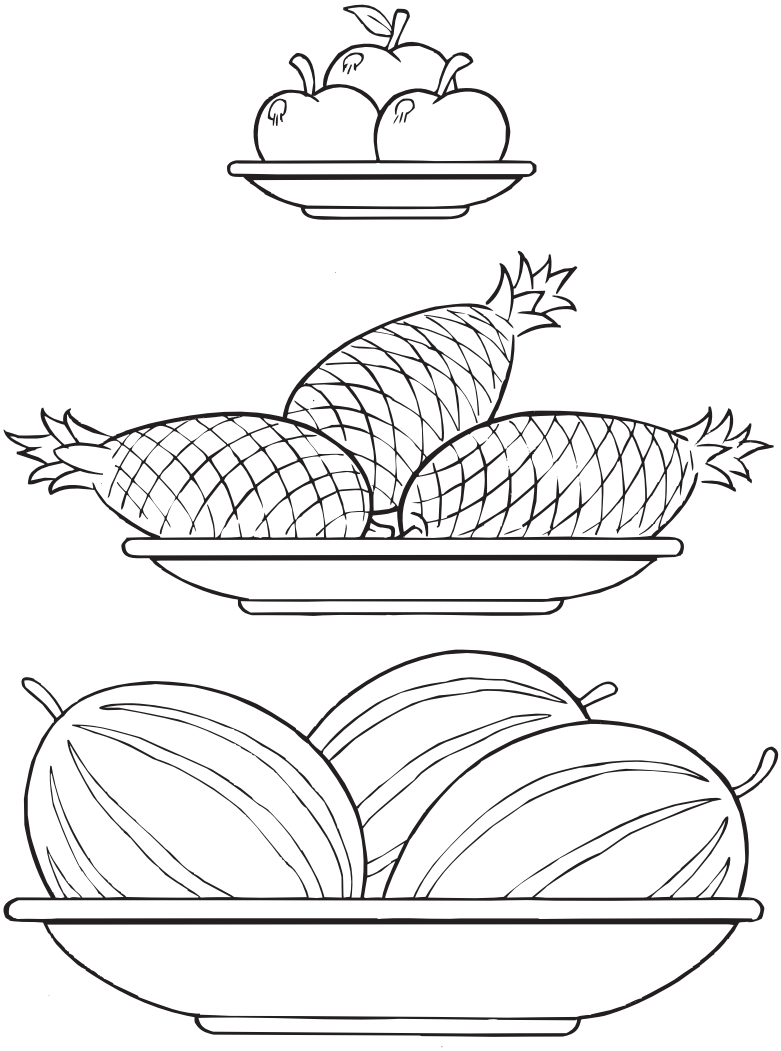




DESENHE BOLINHAS NA COLCHA DE
QUEM DORME **EM CIMA** E FLORZINHAS
NA COLCHA DE QUEM DORME **EMBAIXO**.

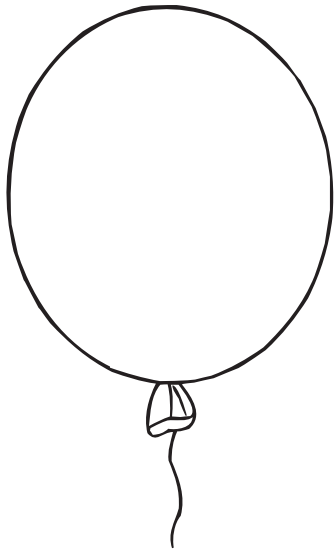


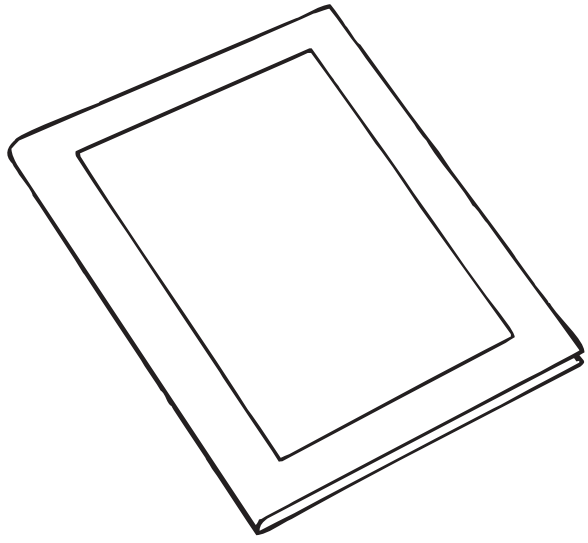
O QUE SERÁ QUE PESA MAIS NAS CESTAS AQUI DESENHADAS? PINTE O DESENHO QUE REPRESENTA A CESTA MAIS PESADA.

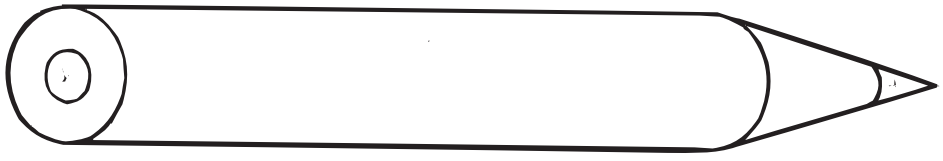


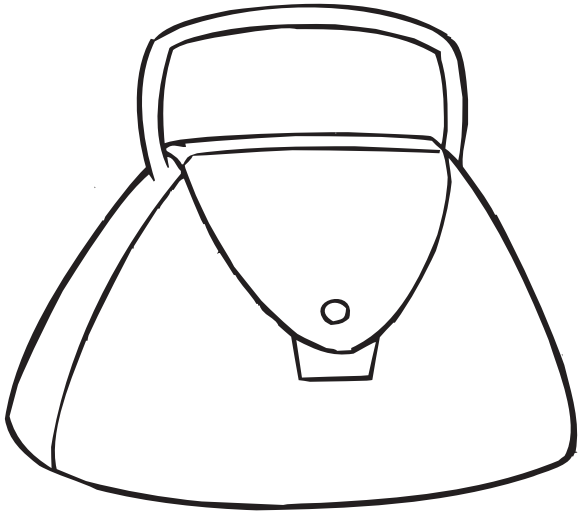
AGORA FAÇA VOCÊ: DESENHE 2 CAIXAS. EM UMA DELAS, DESENHE UM OBJETO MAIS LEVE QUE O DESENHADO NA OUTRA.

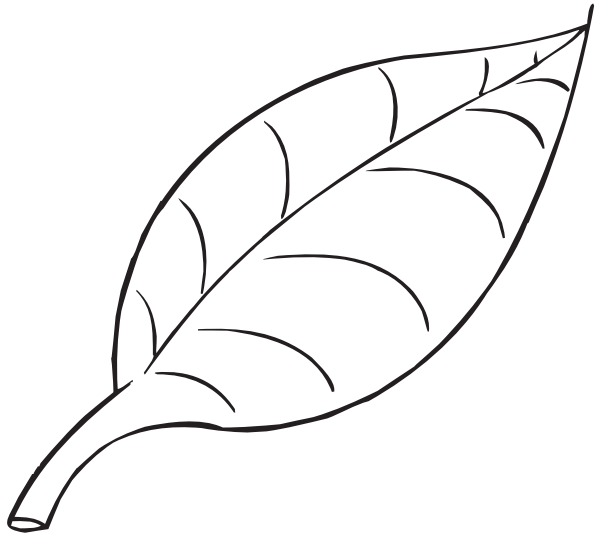
ENVOLVA E PINTE O DESENHO
DAQUILO QUE VOCÊ ACHA **MAIS PESADO**.





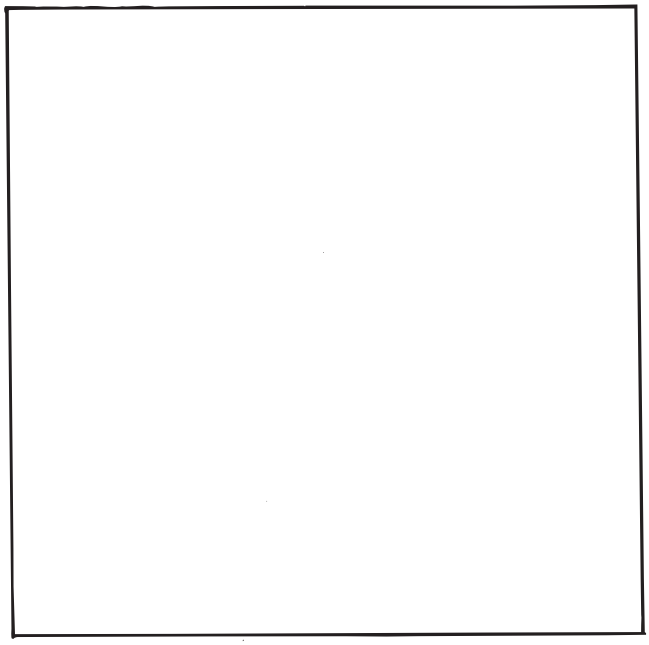


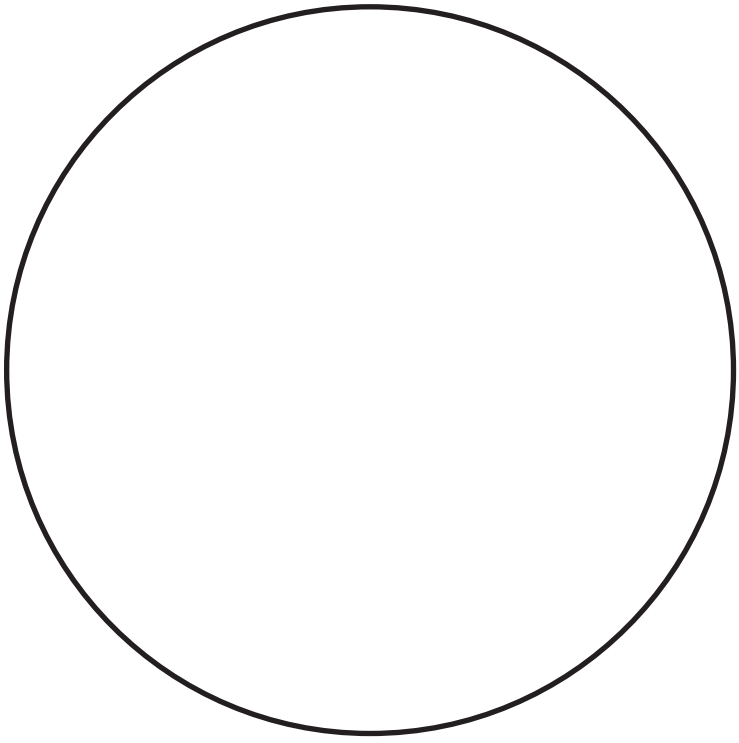




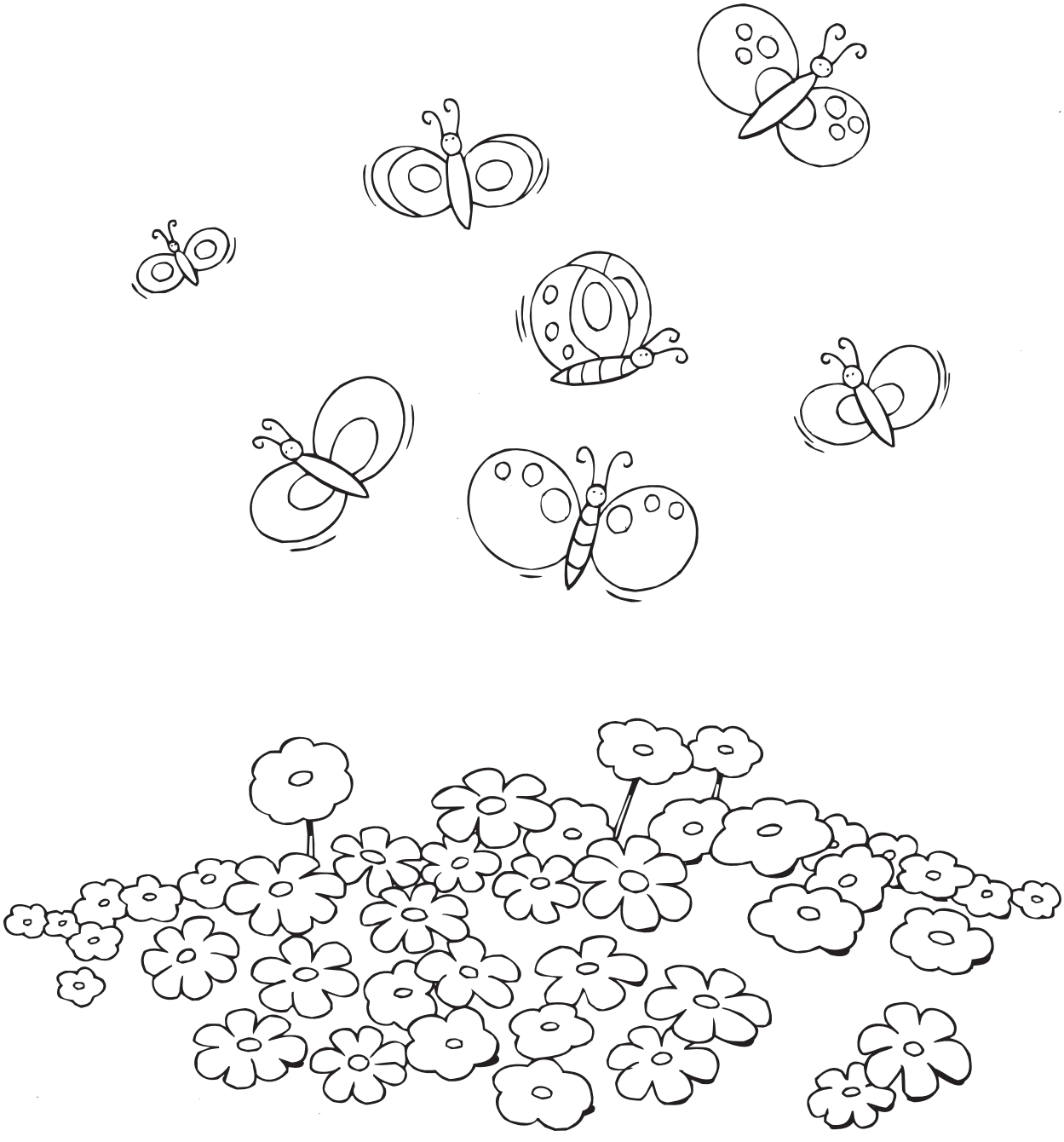
FAÇA O QUE É PEDIDO:

A) NO QUADRADO DESENHE OU COLE A FIGURA DE UM OBJETO QUE SEJA **LEVE**.
B) NO CÍRCULO DESENHE OU COLE A FIGURA DE UM OBJETO QUE SEJA **PESADO**

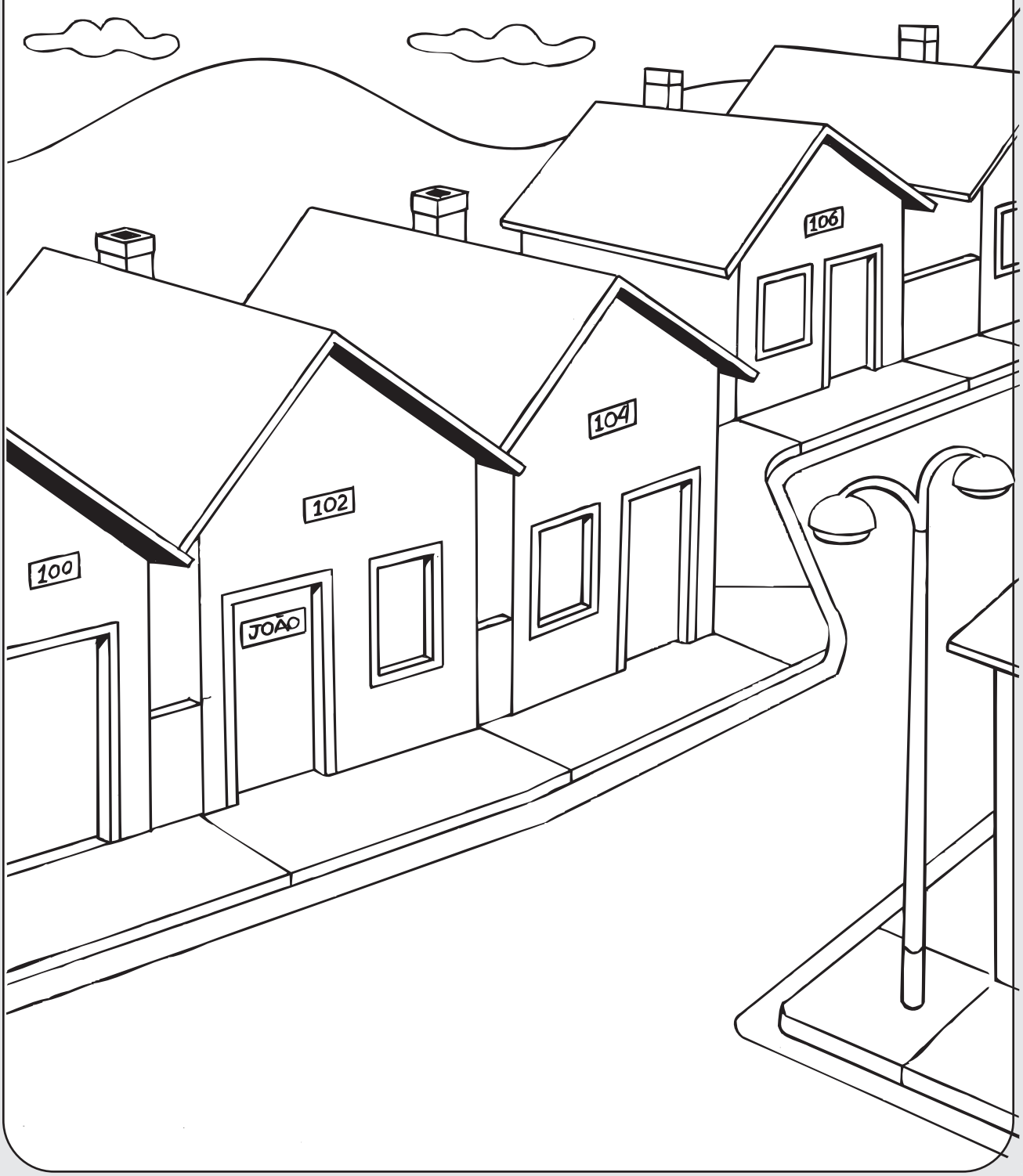




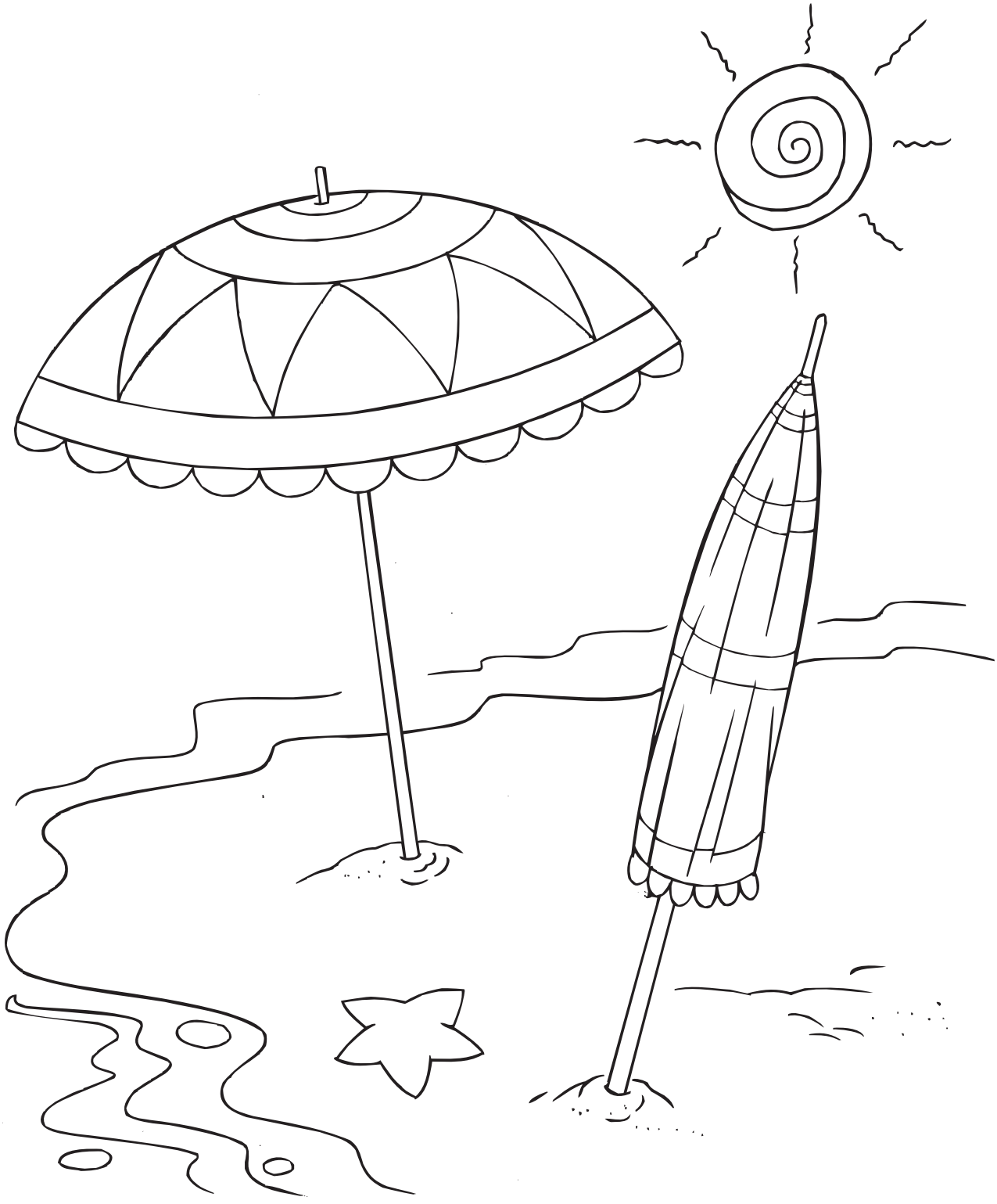
PINTE BEM COLORIDO E CIRCULE O DESENHO DA BORBOLETA QUE VOA **MAIS LONGE** DAS FLORES.



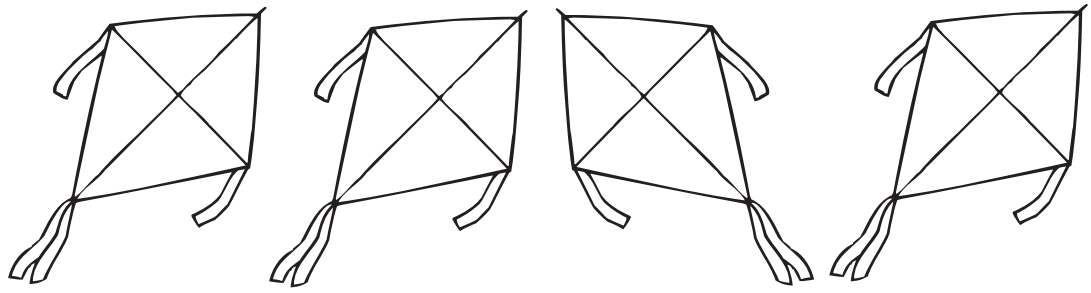
PINTE O DESENHO DA CASA DO JOÃO.
FAÇA UM X NAS CASAS VIZINHAS:

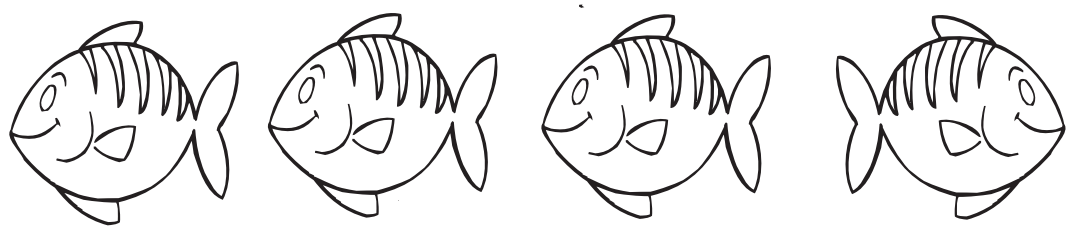


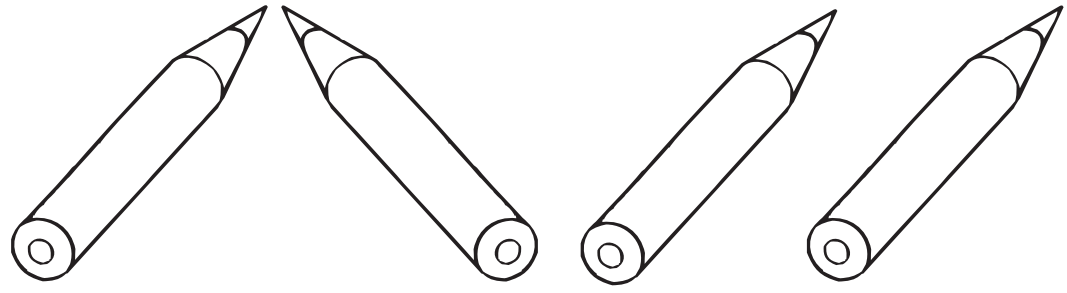
PINTE O DESENHO DO GUARDA-CHUVA
ABERTO E FAÇA UM X NO QUE ESTÁ FECHADO.

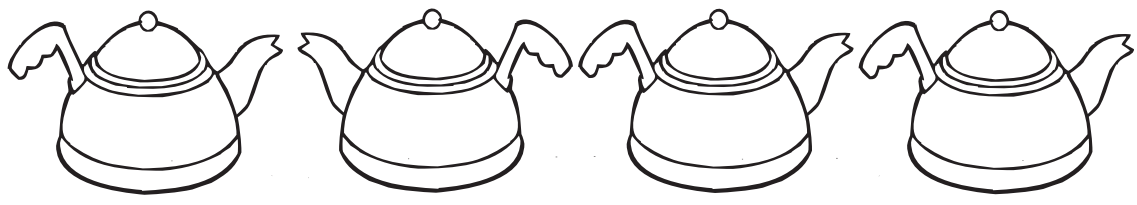


PINTE O DESENHO DAS FIGURAS
QUE ESTÃO EM POSIÇÃO DIFERENTE.

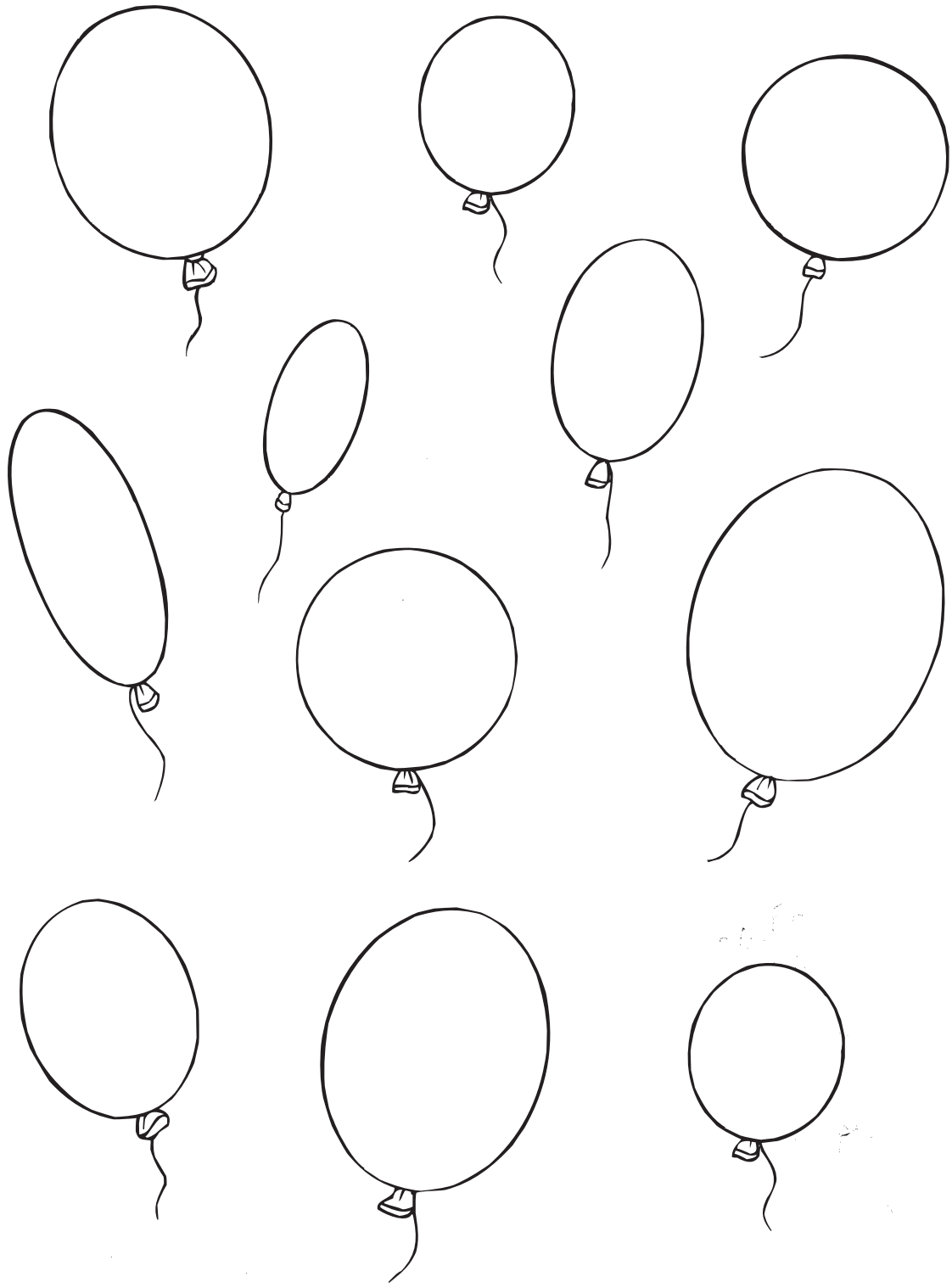




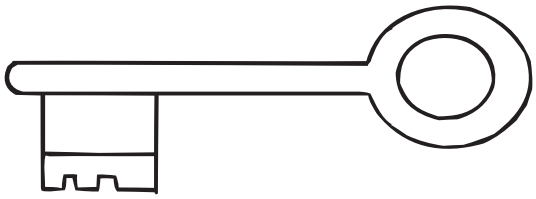
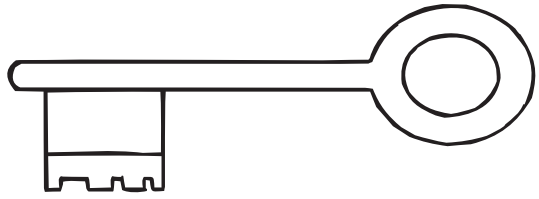
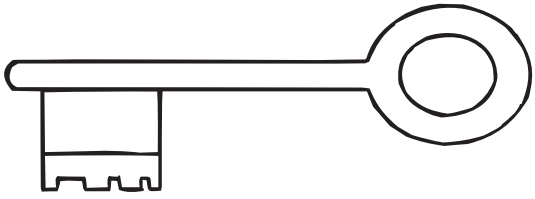
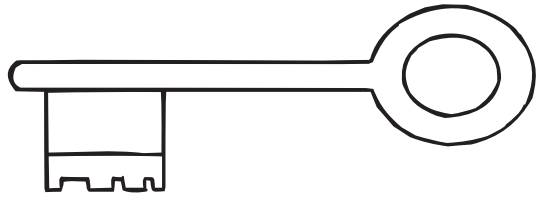
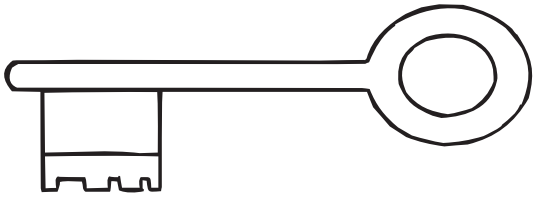
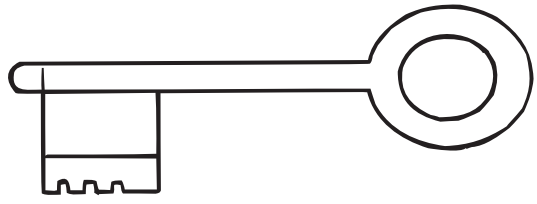
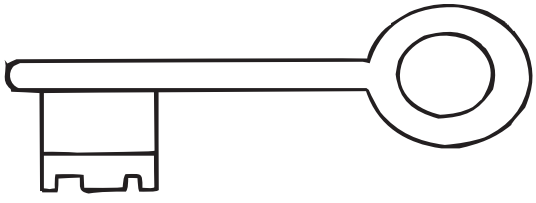
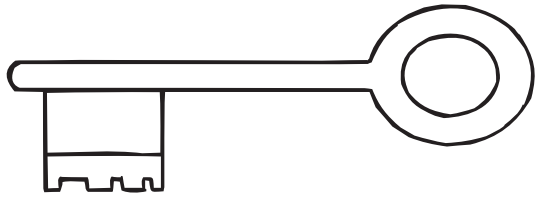




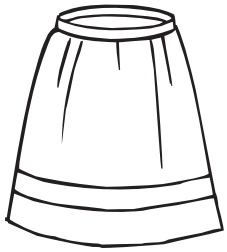
COLORIR O DESENHO DOS BALÕES **IGUAIS**.



ENCONTRE O DESENHO DAS CHAVES
DIFERENTES.PINTE-AS DE MESMA COR.

USANDO O DESENHO DE SAIA E BLUSA COM CORES DIFERENTES, COMO PODEMOS **COMBINÁ-LAS**? DESENHE AS COMBINAÇÕES NO QUADRO ABAIXO, COLORINDO CORRETAMENTE.



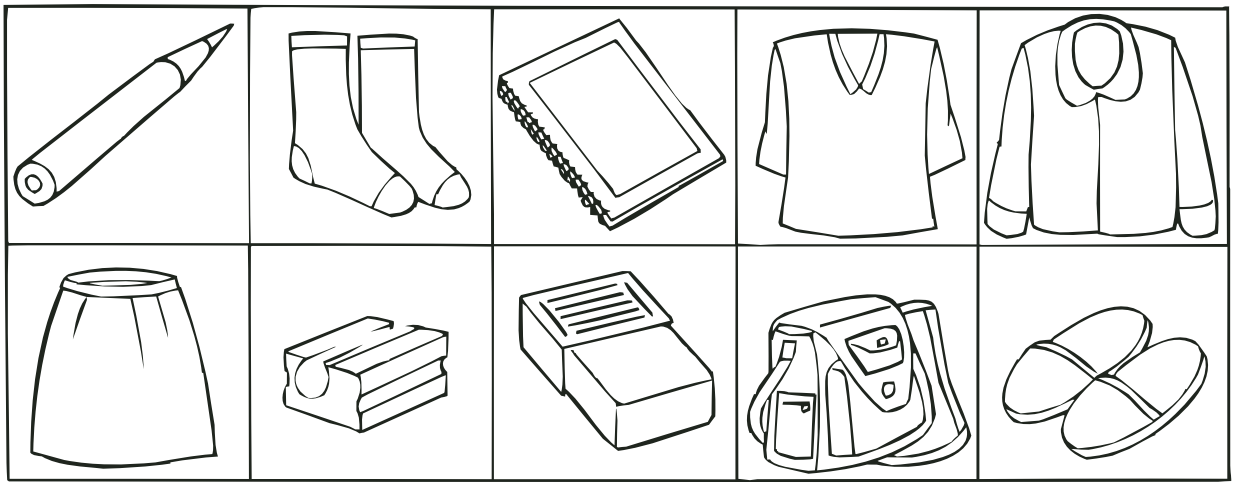
SAIA ROSA

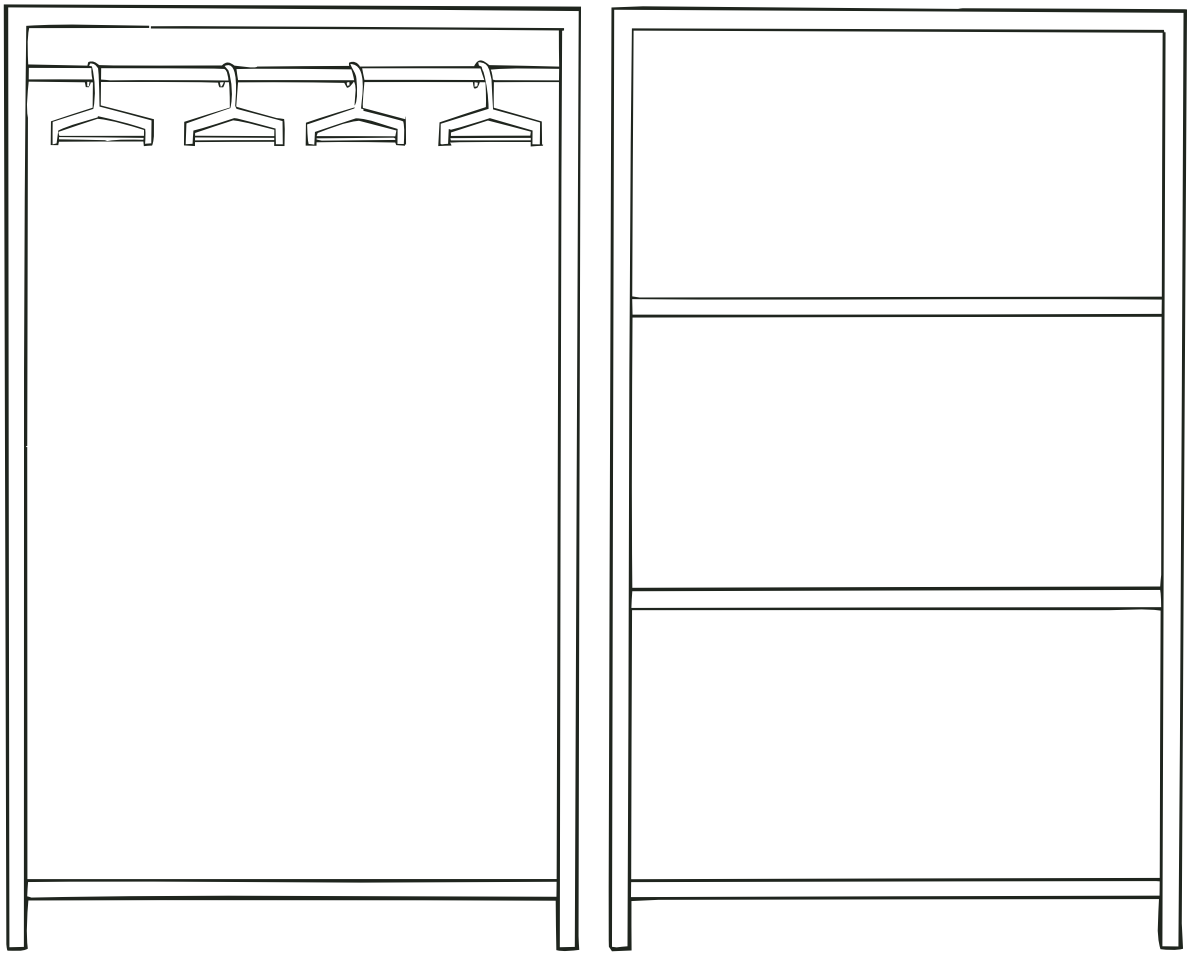
SAIA AMARELA

BLUSA BRANCA

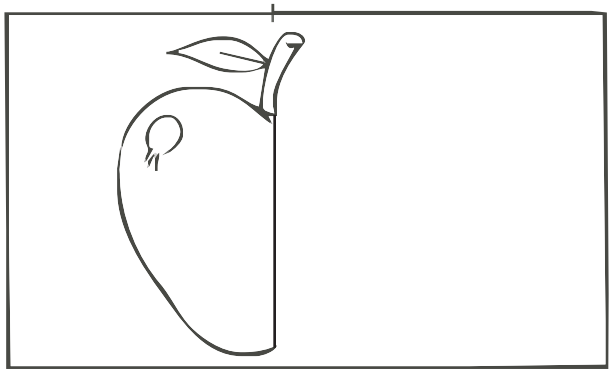
BLUSA AZUL

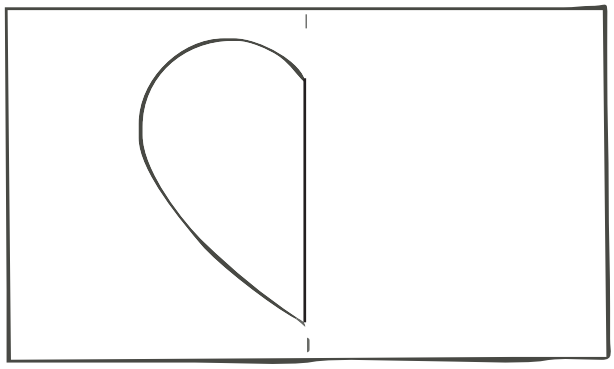
ARRUME O DESENHO DAS
COISAS ABAIXO NO LUGAR CORRETO.

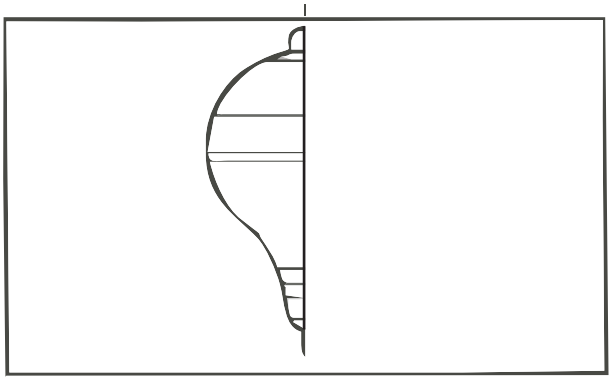


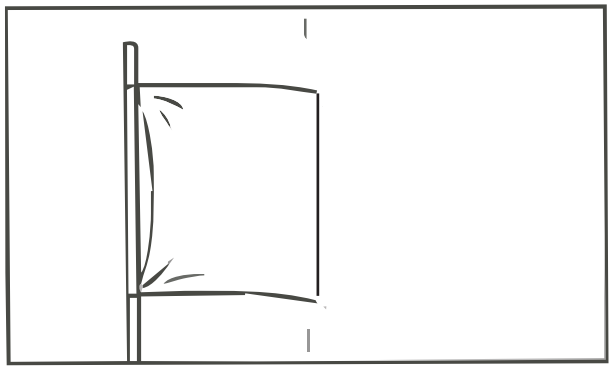


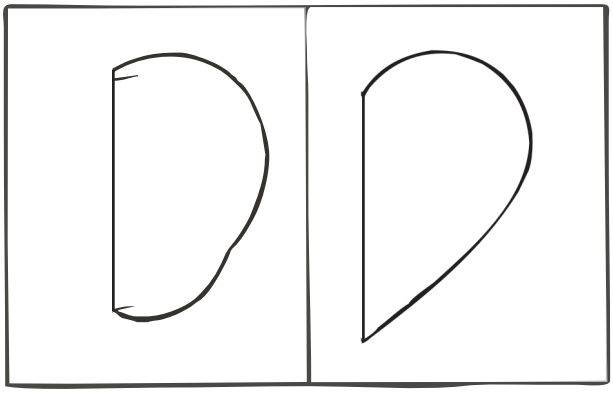
COMPLETAR OS DESENHOS, RECORTANDO
E COLANDO AS PARTES CORRESPONDENTES.

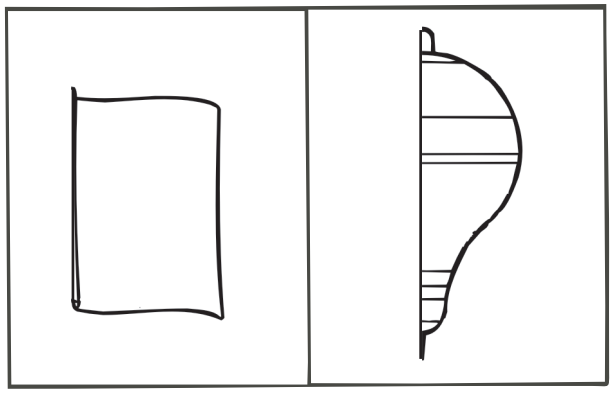




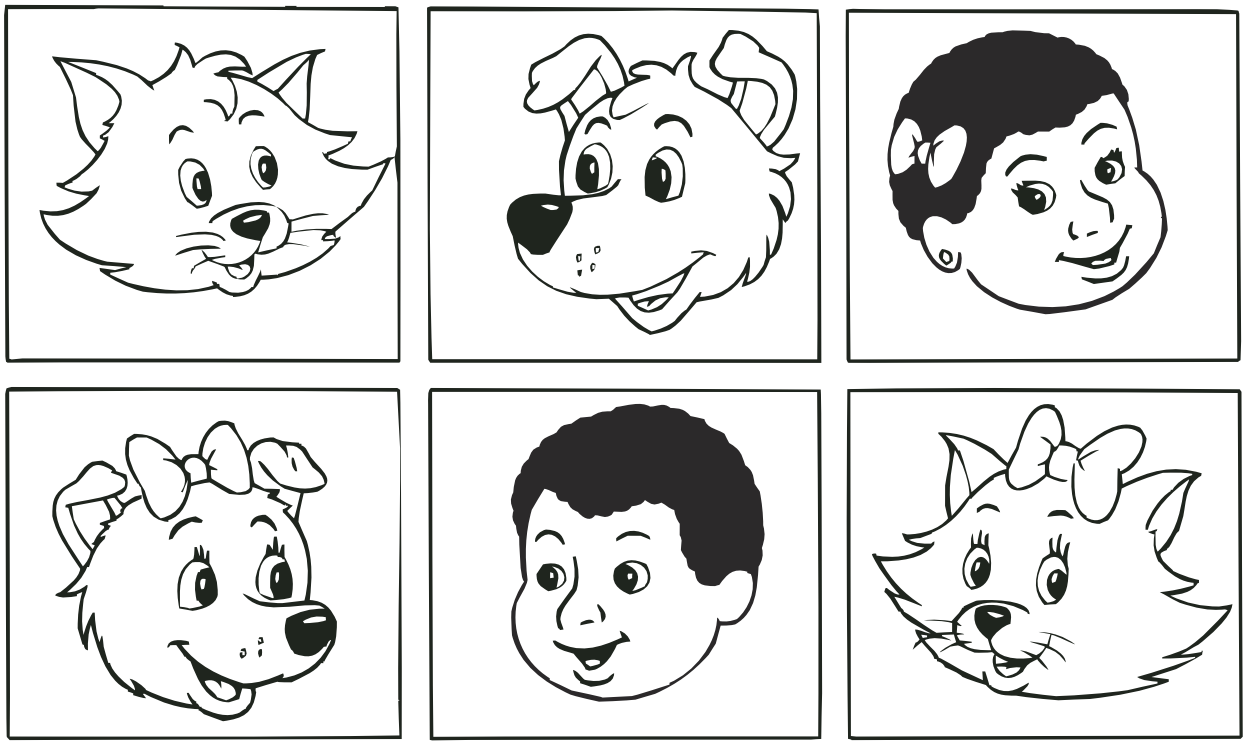




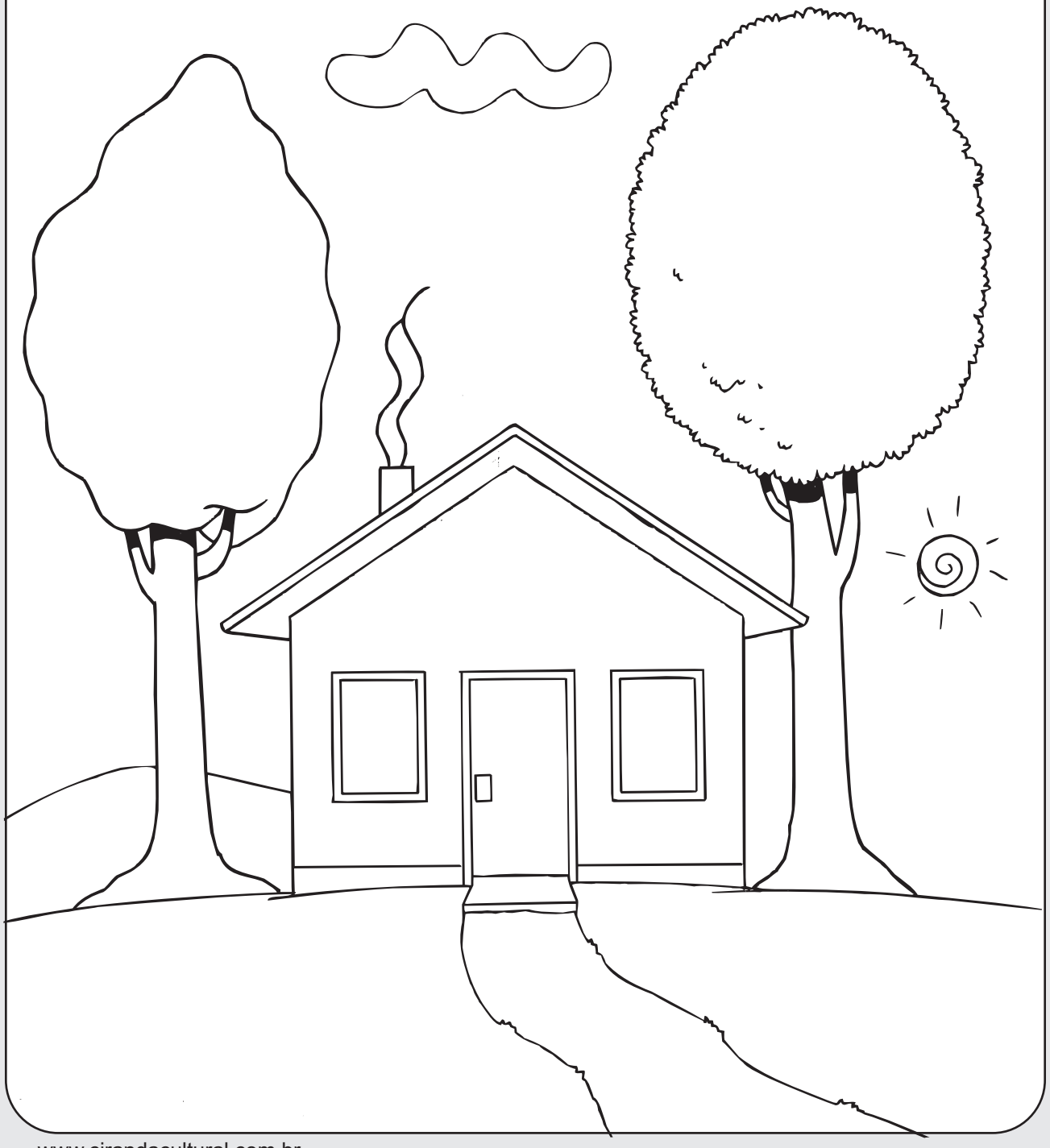




FORME OS **PARES**. PINTE-OS, RECORTE
E DEPOIS COLE FORMANDO OS PARES.

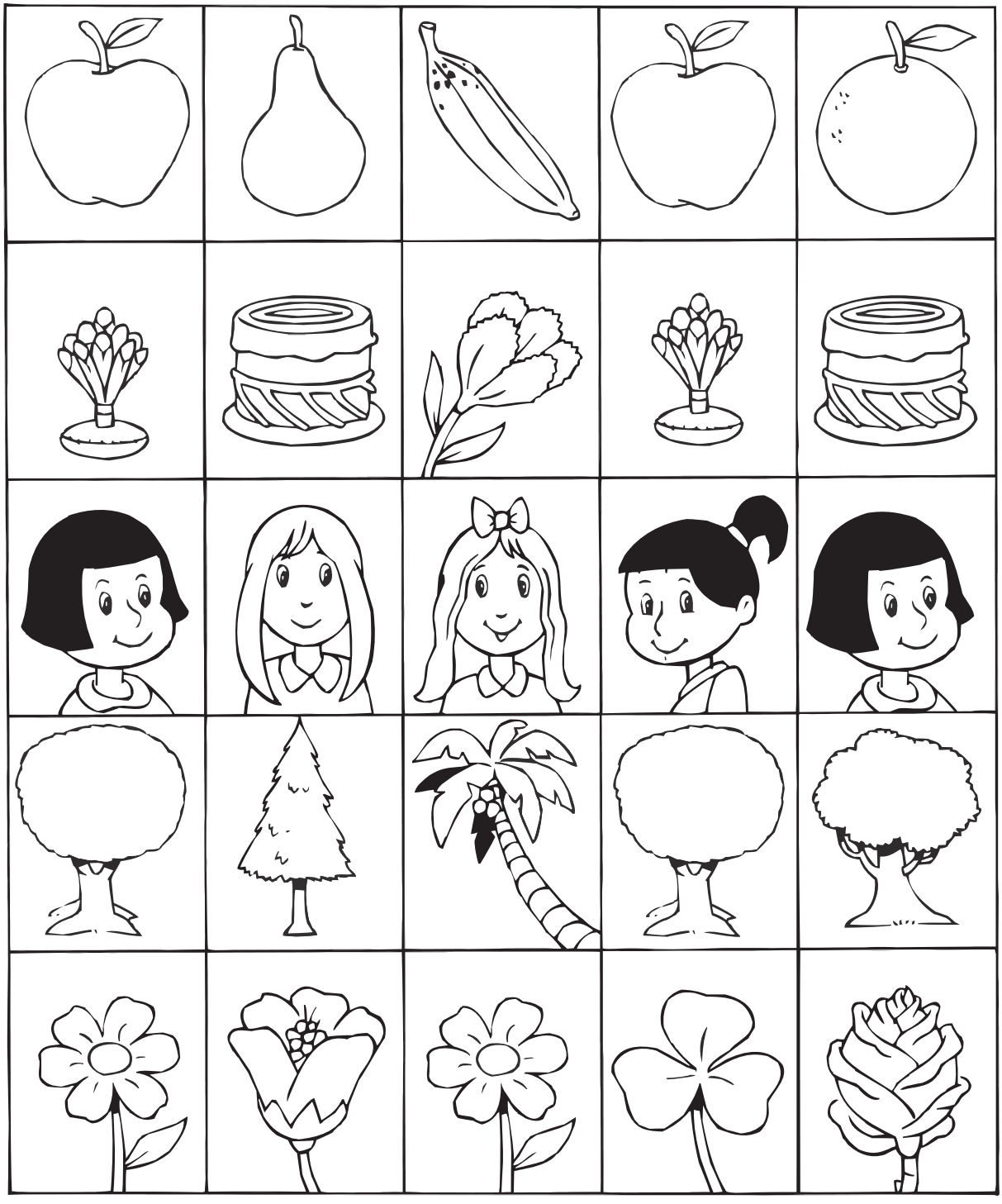


PINTE A ÁRVORE QUE ESTÁ
DESENHADA À **ESQUERDA** DA CASA.

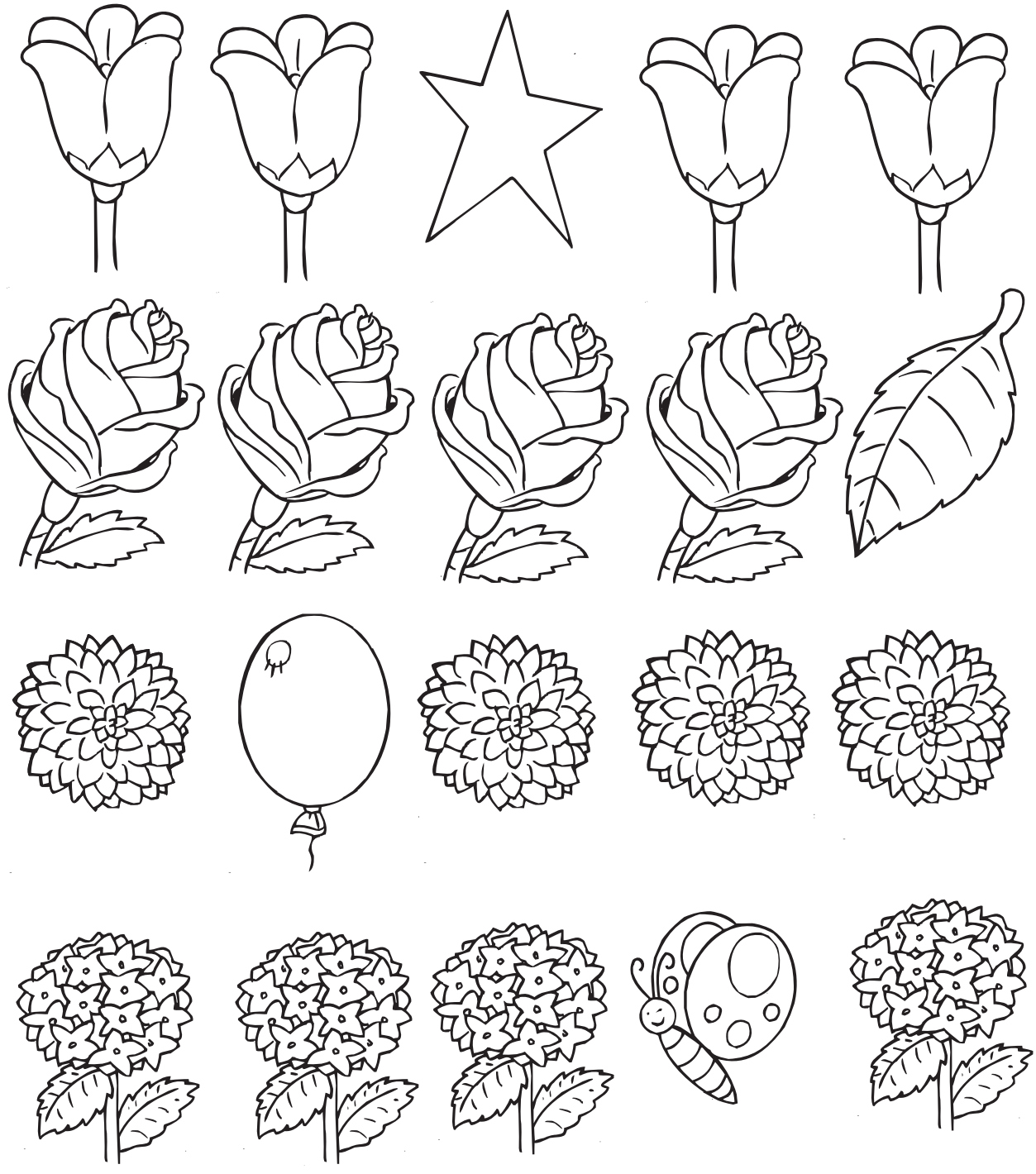


FAÇA O TRAÇADO DAS SUAS MÃOS.
NA **DIREITA,** DESENHE UM ANEL.
NA **ESQUERDA,** PINTE AS UNHAS.

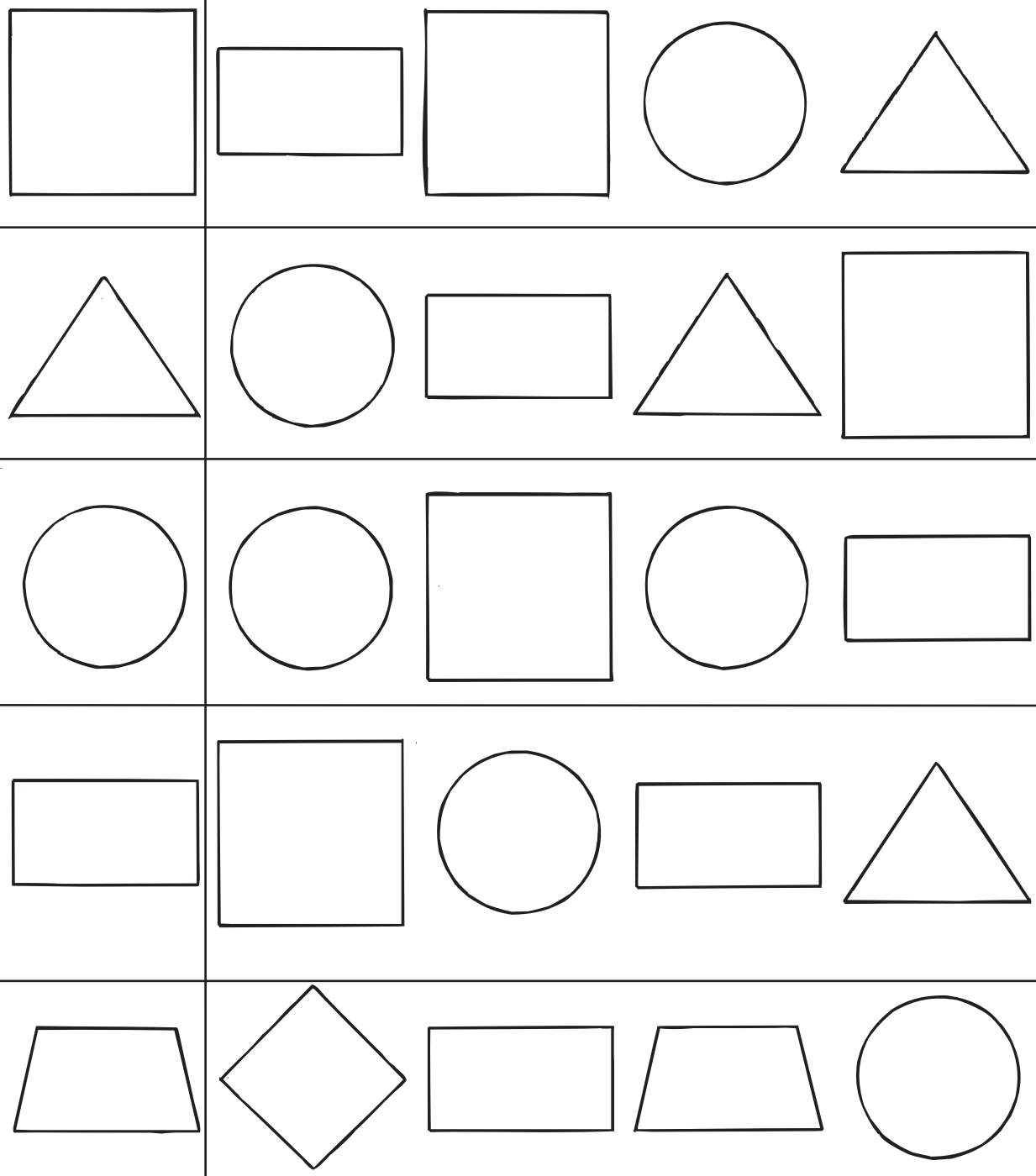
PINTE O QUE CORRESPONDE AO DESENHO
INDICADO NO PRIMEIRO QUADRO DE CADA FILEIRA.



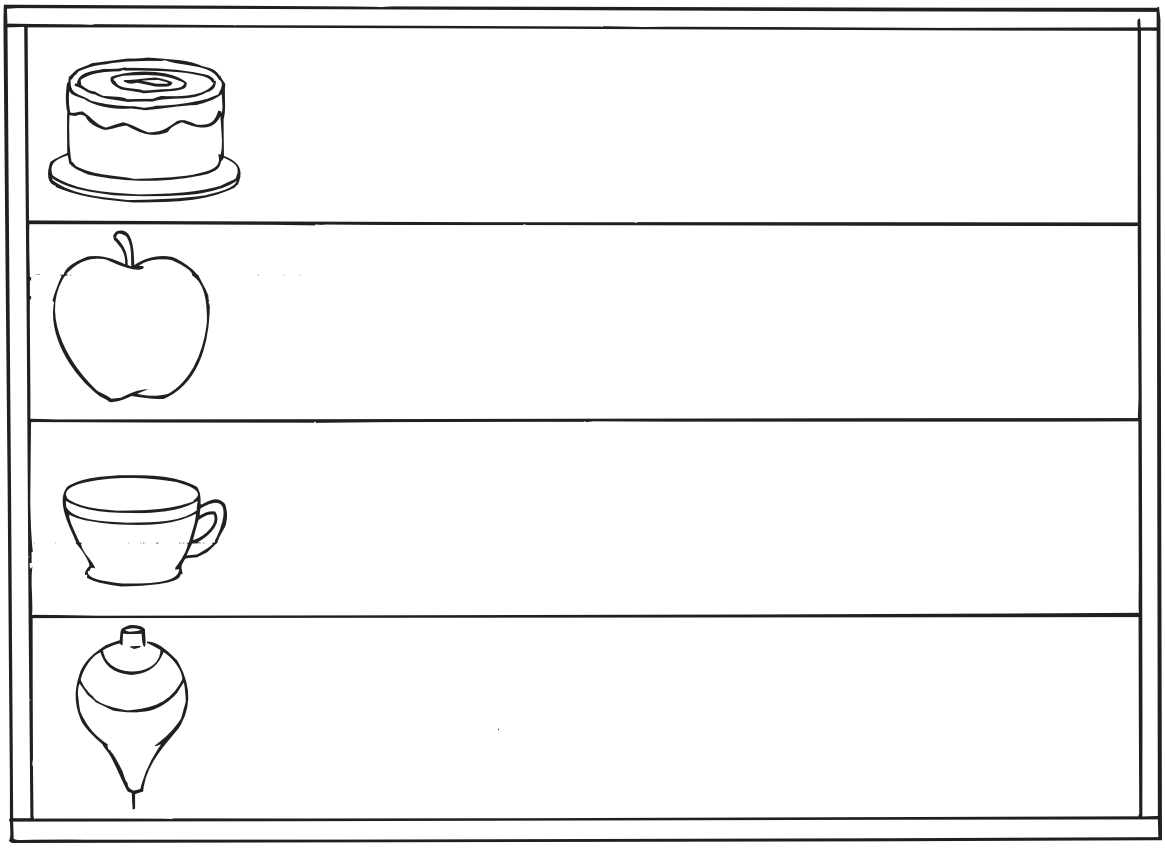
AGORA OBSERVE E PINTE EM CADA
FILEIRA O DESENHO DO QUE **NÃO É IGUAL**.

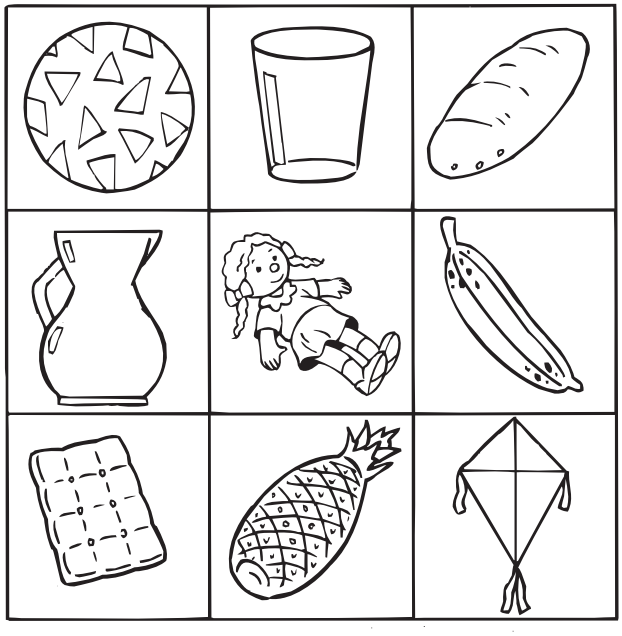


PINTE A FIGURA **SEMELHANTE** A QUE
ESTÁ NO PRIMEIRO QUADRO DE CADA FILEIRA.

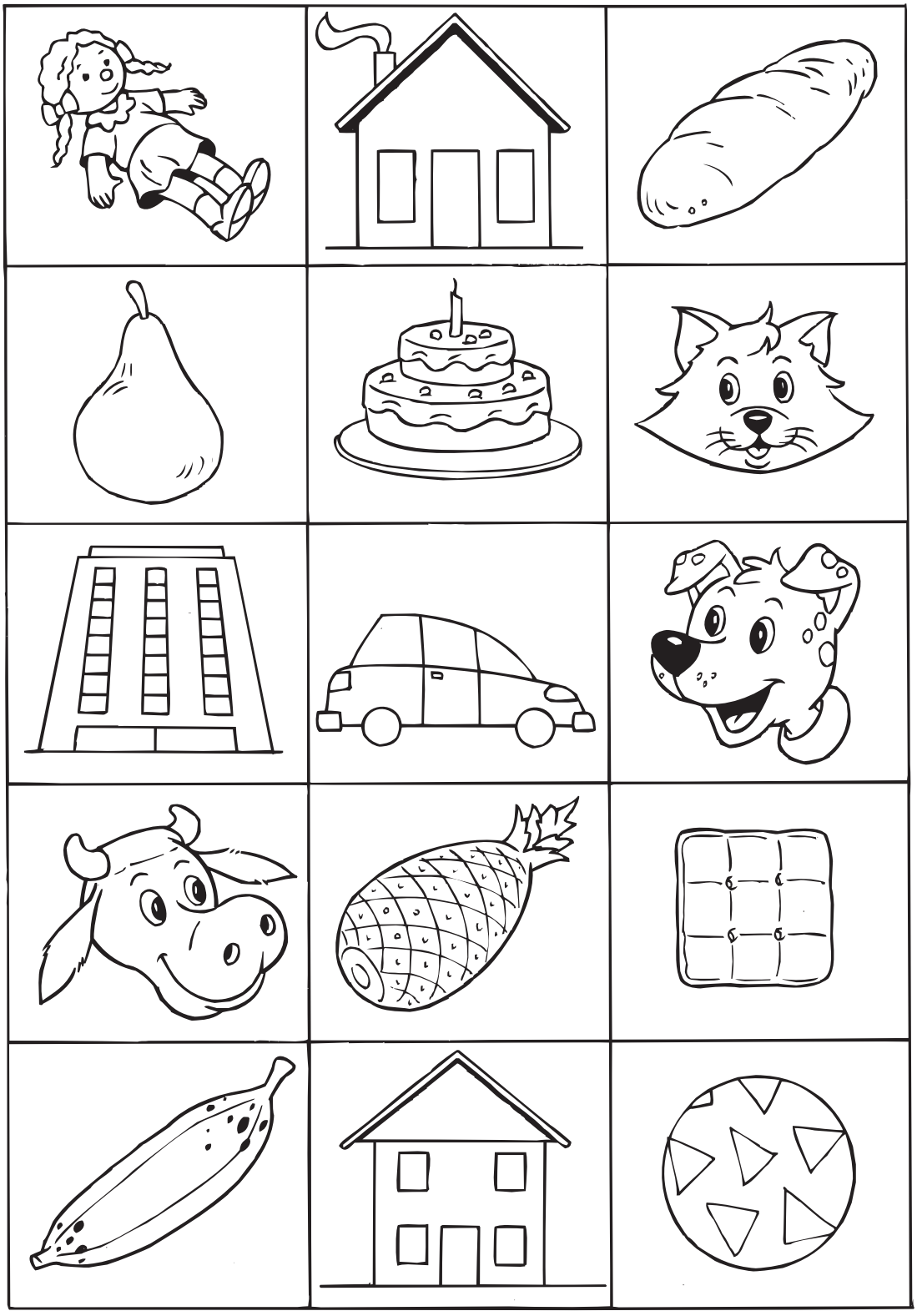


RECORTE O DESENHO DAS FIGURAS
ABAIXO E COLE NA PRATELEIRA DE MODO
QUE **PERTENÇAM** À MESMA FAMÍLIA.

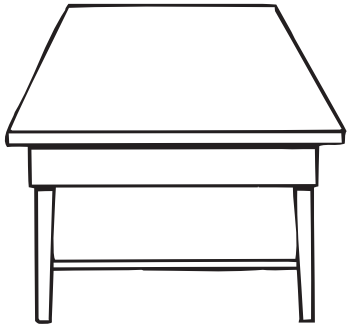


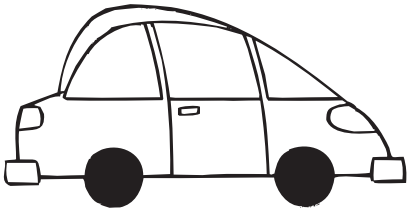


COLORIR TODAS AS FIGURAS E RECORTAR.
AGORA ARRUME DE ACORDO COM AS
CARACTERÍSTICAS QUE VOCÊ ACHA CERTO.

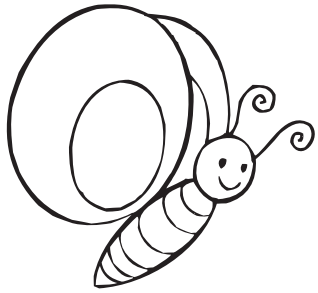


RECORTE DE REVISTAS FIGURAS DE OBJETOS QUE **PERTENÇAM** AO MESMO GRUPO E COLE AO LADO DA GRAVURA.

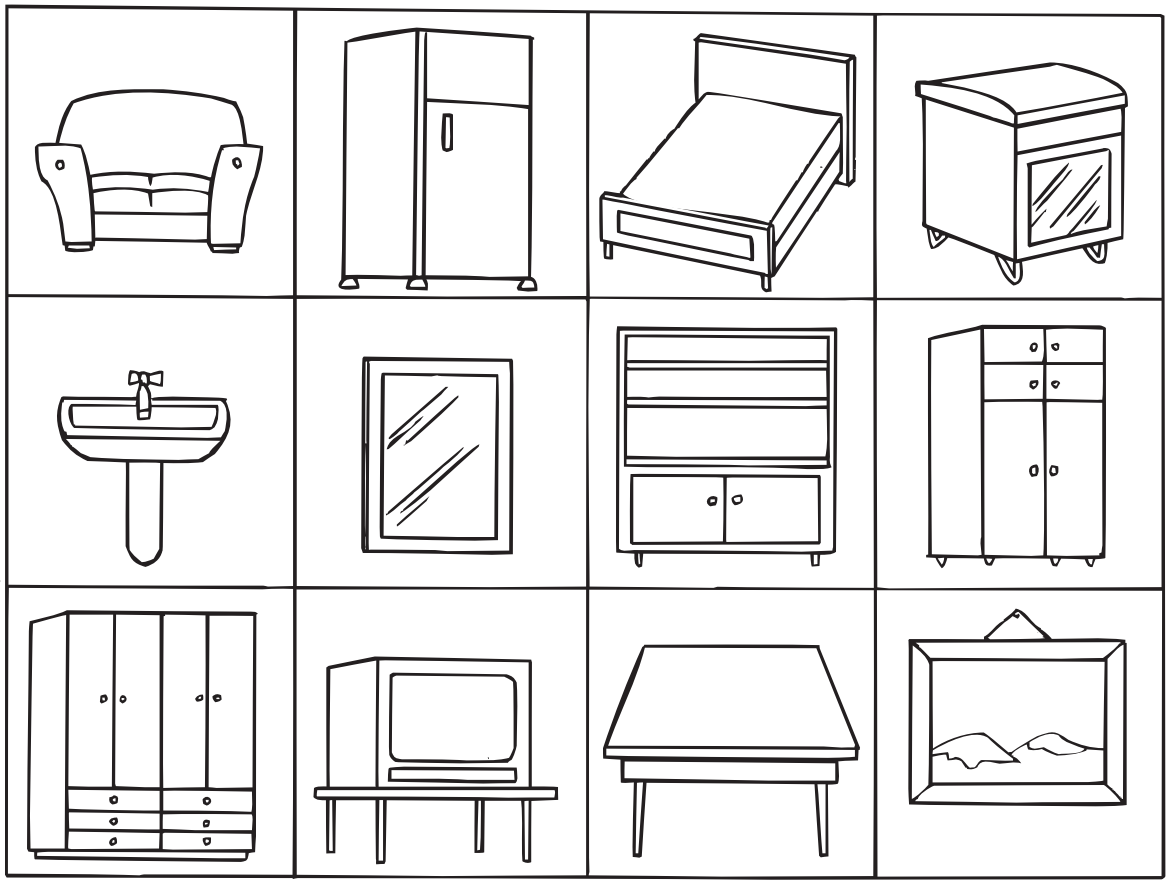


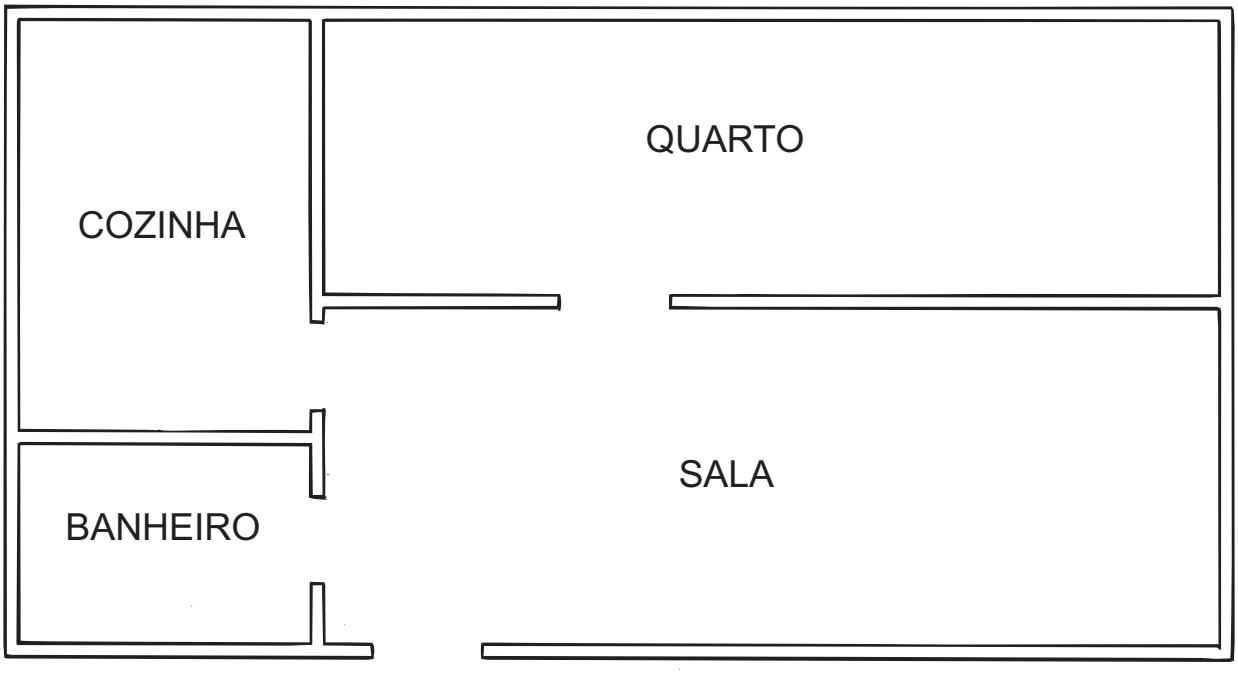


DISCUTA COM SEU PROFESSOR E COLEGAS
AS CARACTERÍSTICAS DO ANIMAL INDICADO.
AGORA DESENHE OU COLE OUTRO ANIMAL
QUE TENHA A MESMA CARACTERÍSTICA
(QUE VOA / QUE TEM PENAS / QUE TEM PÊLOS...).

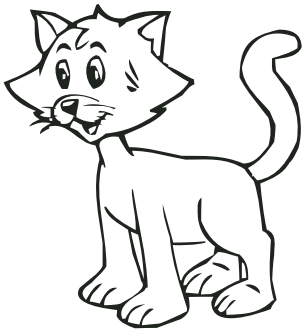


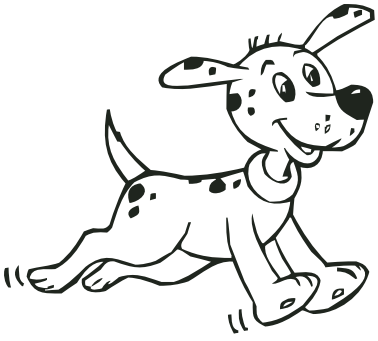
COLOQUE O DESENHO DOS
OBJETOS NO LUGAR CORRETO.

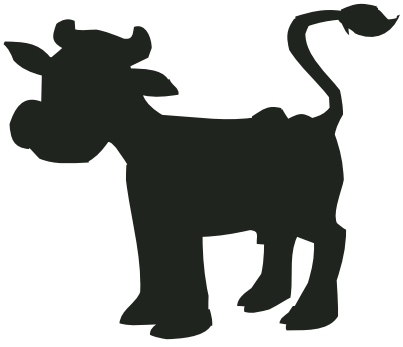


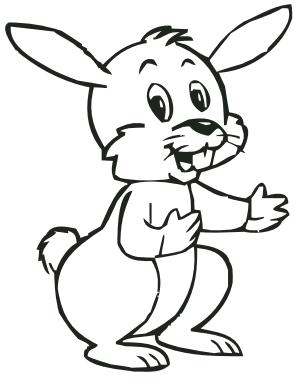


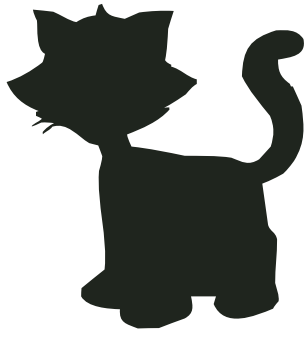
LIGUE O DESENHO DO ANIMAL À SUA SOMBRA.

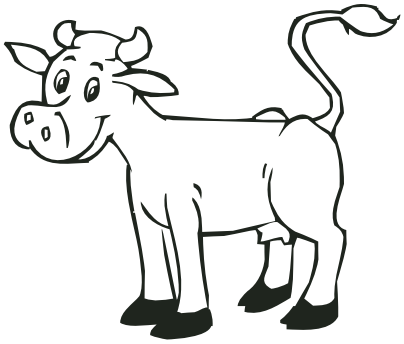


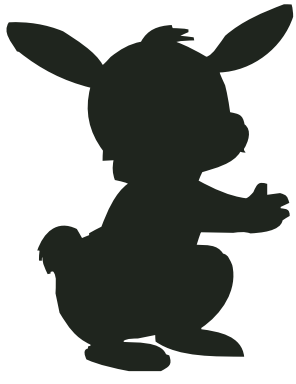












O QUE AS PLACAS INDICAM?

I-17
RESTAURANTE

- [ ] CUIDADO, PARE
- [ ] ESCOLA
- [ ] RESTAURANTE

A-18
SALIÊNCIA OU LOMBADA

- [ ] PARE
- [ ] LOMBADA
- [ ] CUIDADO, ESOLA!

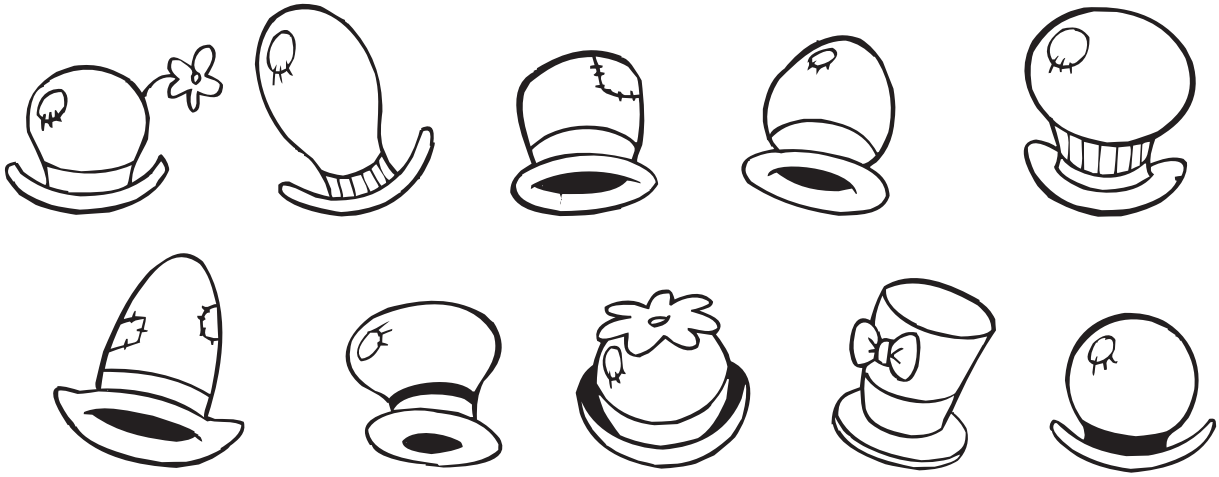
R-6a
PROIBIDO ESTACIONAR

- [ ] PROIBIDO
- [ ] HOSPITAL
- [ ] ÁREA ESCOLAR

DIVIDA A CLASSE EM 5 GRUPOS. DÊ A CADA GRUPO 4 DAS FIGURAS ABAIXO PARA QUE DIGAM O QUE CADA UMA DELAS SIGNIFICA. DISCUTA SOBRE A IMPORTÂNCIA DOS SÍMBOLOS.

AGORA DESENHE UMA PLACA QUE VOCÊ CONHECE.

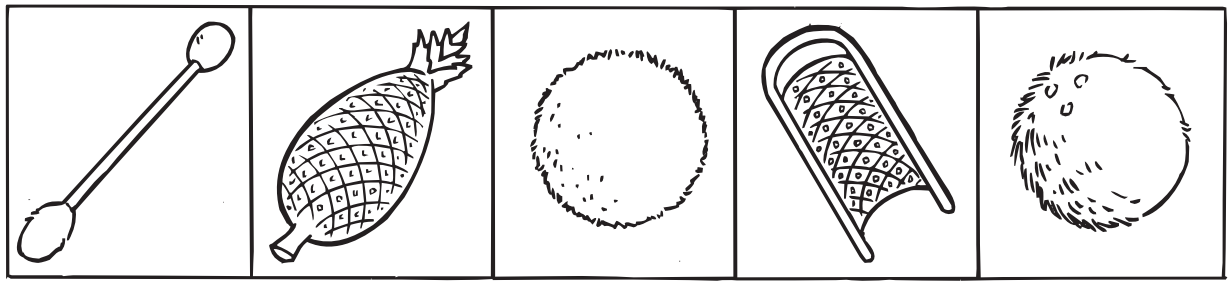
ABAIXO HÁ DESENHOS DE CHAPÉUS DE PALHAÇO.
DISTRIBUA-OS AOS PALHAÇOS.



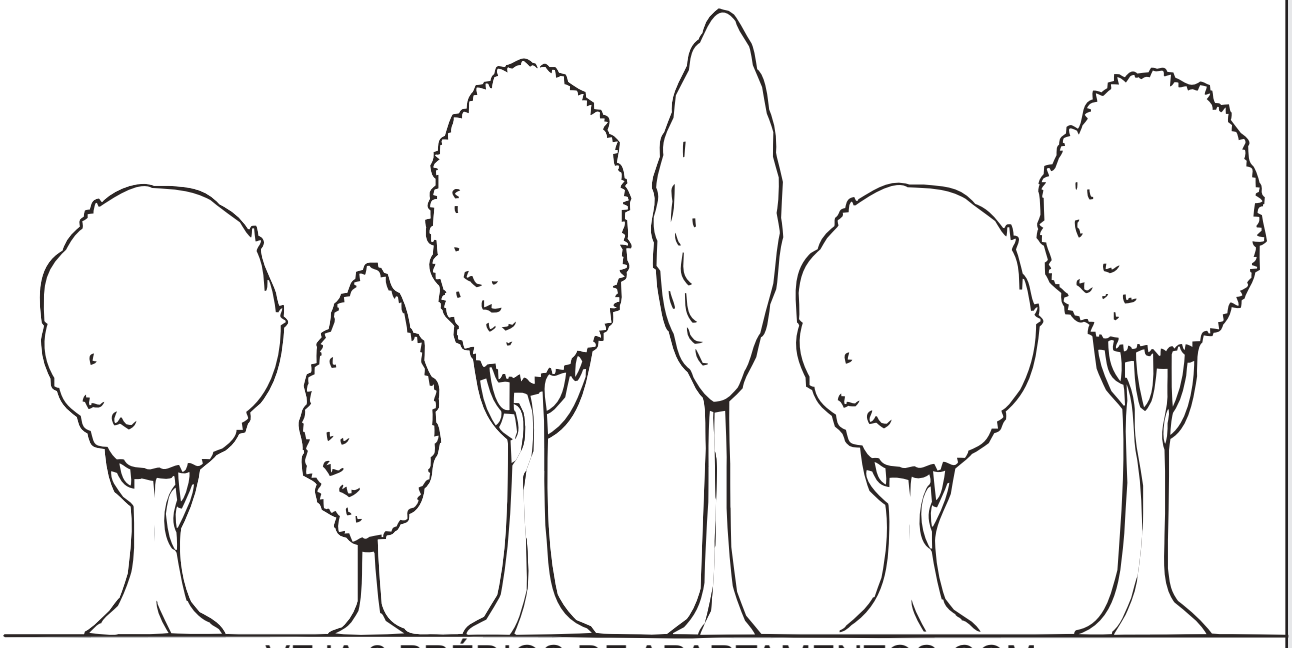
OBSERVE OS DESENHOS ABAIXO. AGORA,
RECORTE-OS E DEPOIS COLE-OS NO LUGAR CERTO.

MACIO

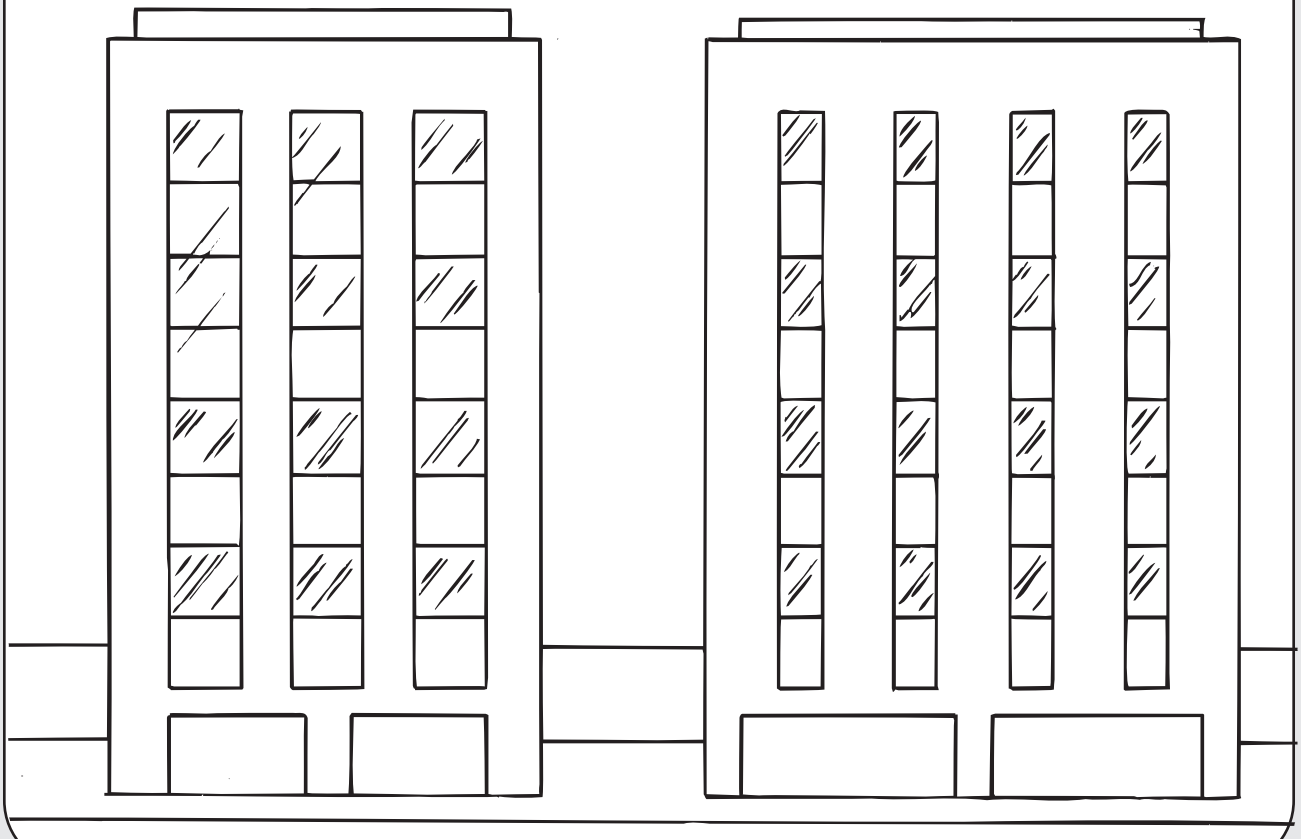
ÁSPERO



PINTE O DESENHO DAS ÁRVORES
QUE TÊM A MESMA ALTURA.

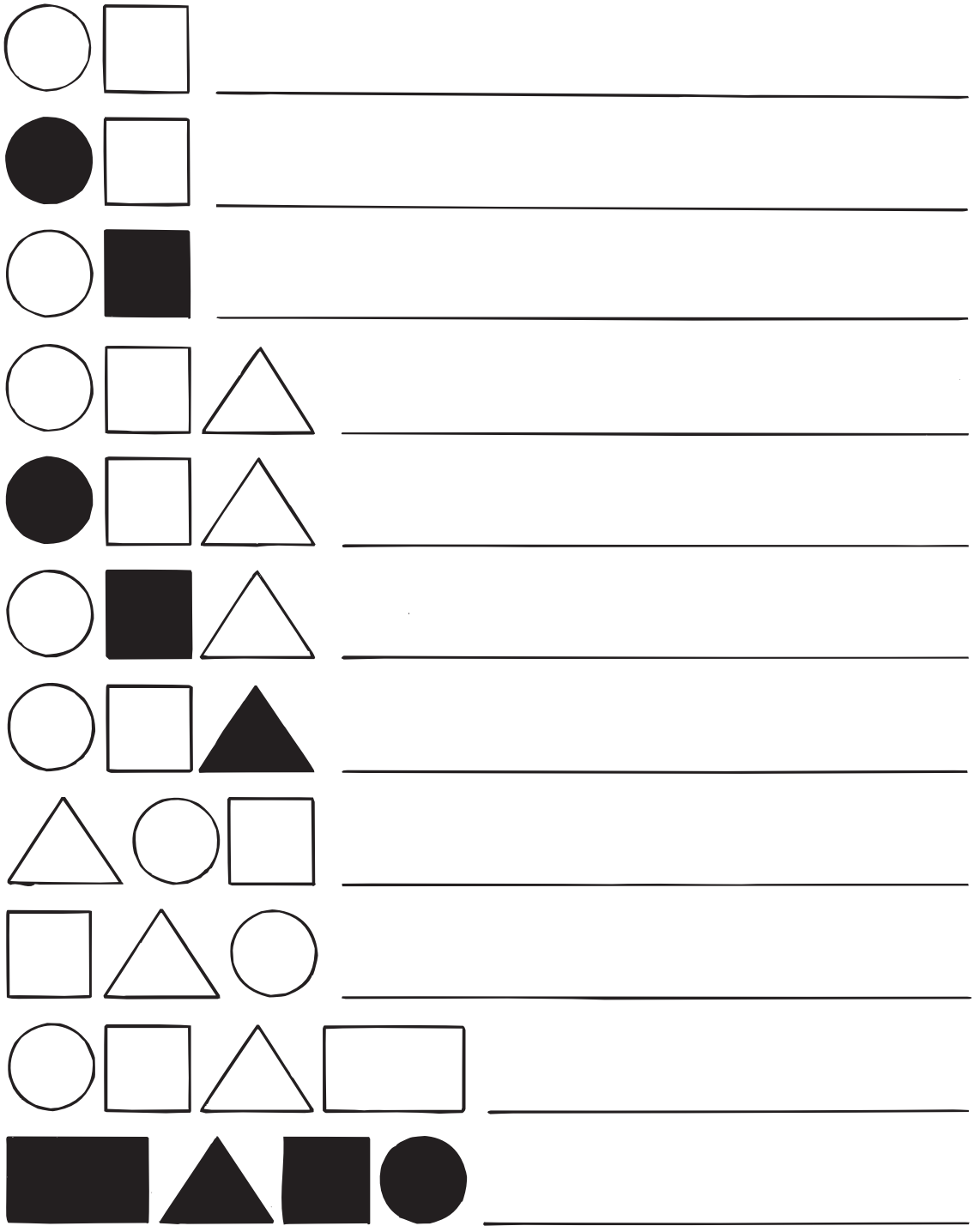


VEJA 2 PRÉDIOS DE APARTAMENTOS COM
O MESMO NÚMERO DE ANDARES.
PINTE O QUE PARECE TER MENOS APARTAMENTOS.

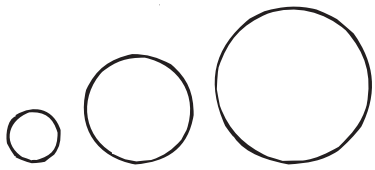


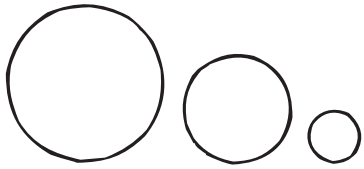
SEQÜÊNCIAS

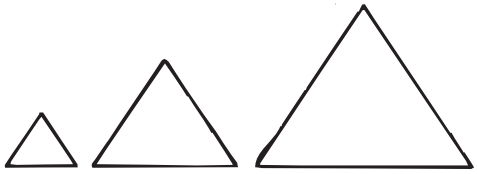
1) CONTINUE AS SEQÜÊNCIAS ABAIXO:

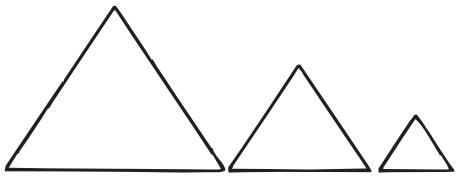


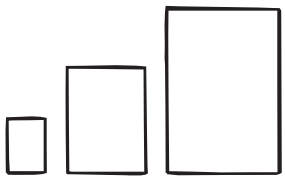
REPITA A SEQÜÊNCIA:

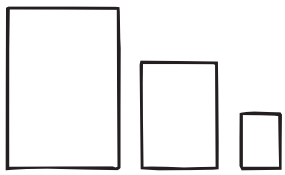






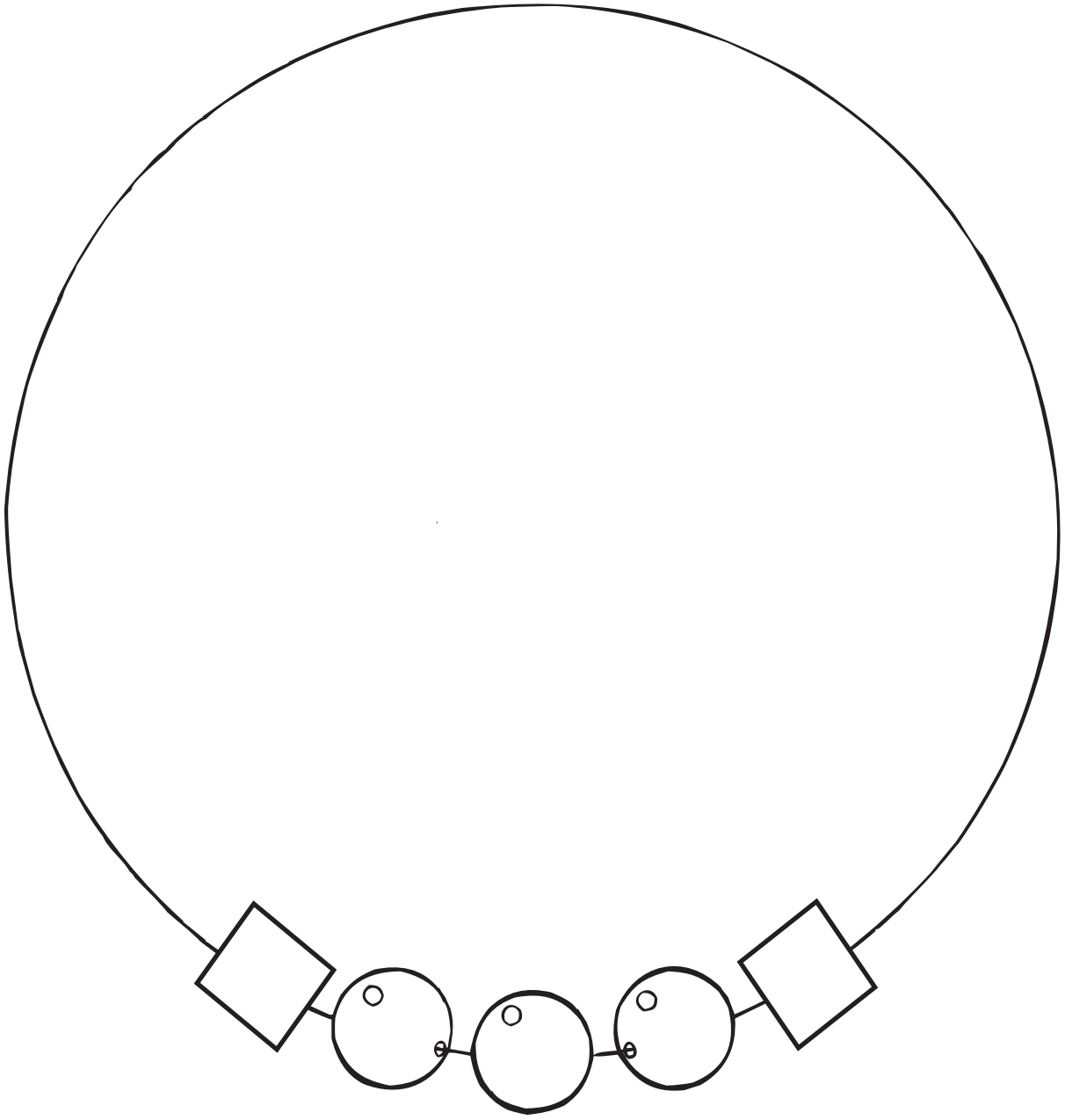






AGORA CRIE UMA SEQÜÊNCIA.

TERMINE O COLAR DESENHANDO
AS SEQÜÊNCIAS DAS CONTAS.



USE BOLINHAS DE PAPEL AZUL, AMARELO, VERMELHO E FAÇA DIFERENTES TIPOS DE SEQÜÊNCIAS.

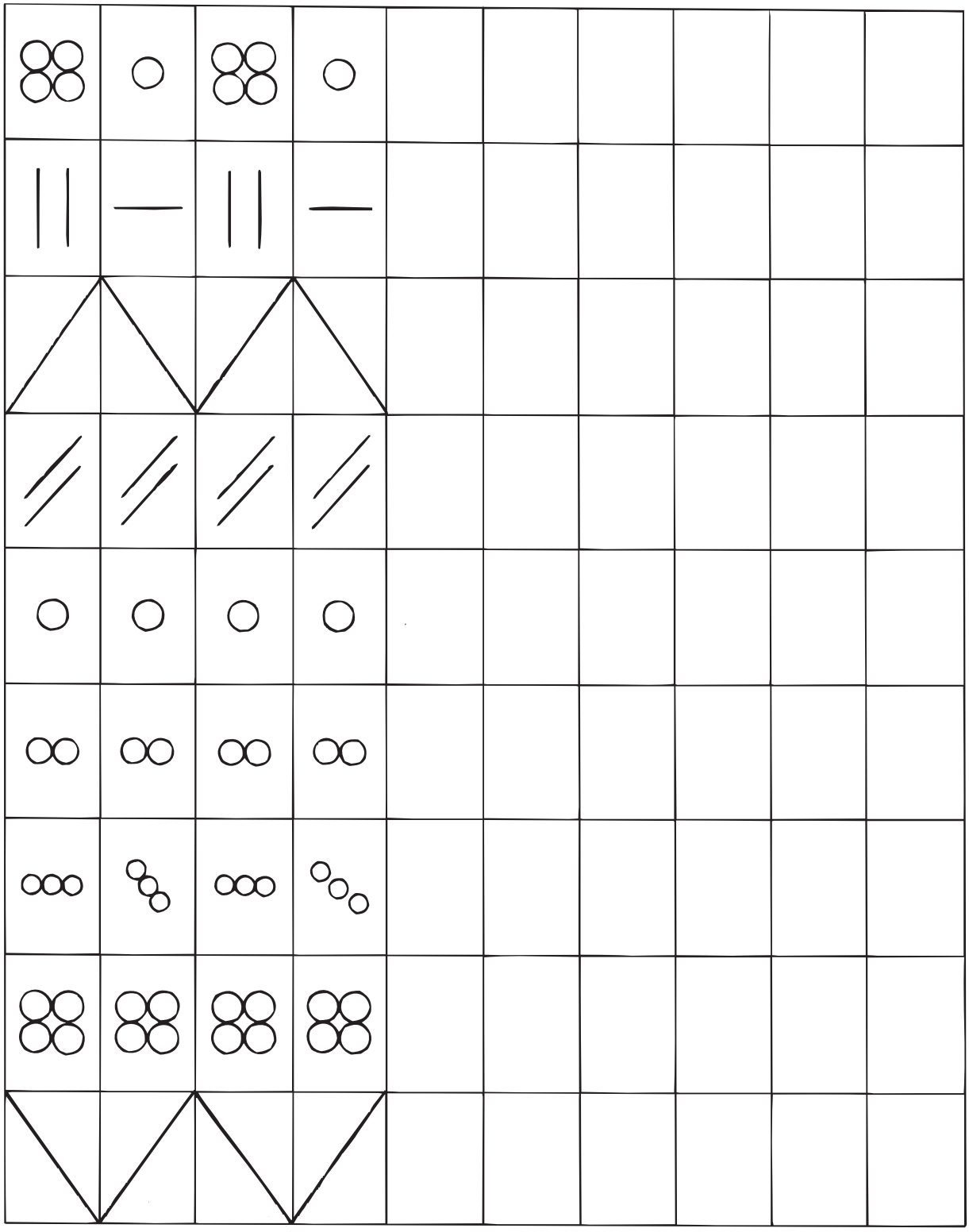
1 AZUL / 1 AMARELA / 1 VERMELHA

2 AZUIS / 2 AMARELAS / 2 VERMELHAS

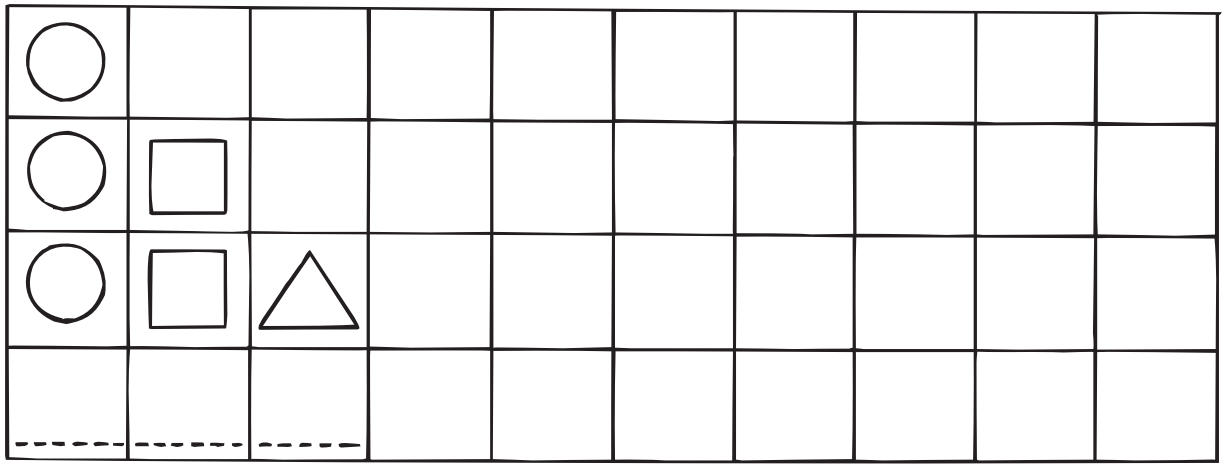
1 AZUL / 2 AMARELAS / 3 VERMELHAS

UMA SEQÜÊNCIA DIFERENTE DA QUE VOCÊ FEZ

CONTINUE O DESENHO:



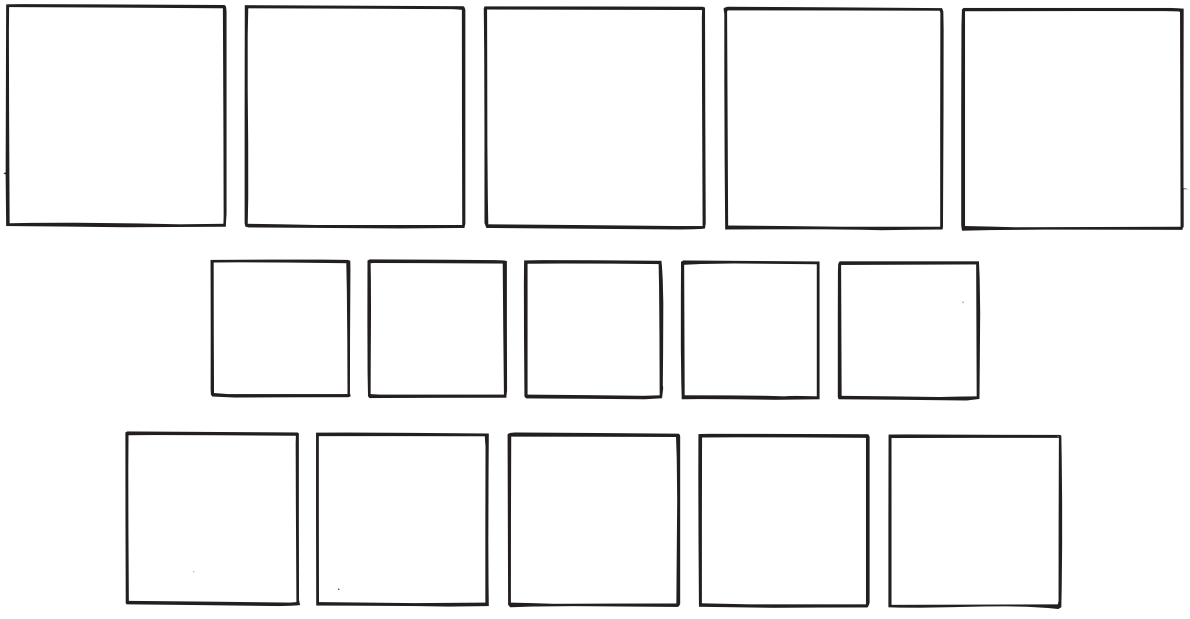
DESCUBRA O QUE VEM DEPOIS.



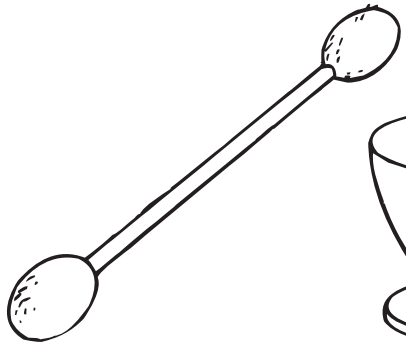
A									
A	Ca								
A	Ca	a							

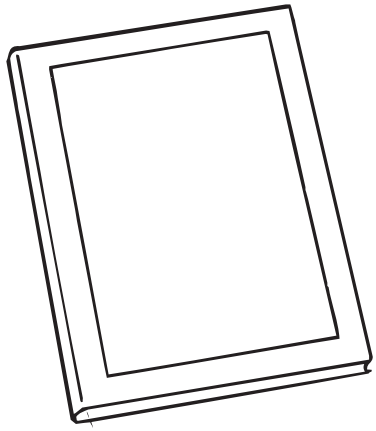
E									
E	Ce								
E	Ce	l							

RECORTE AS FIGURAS ABAIXO E DEPOIS COLE-AS NA FOLHA. CRIE UMA SEQÜÊNCIA.

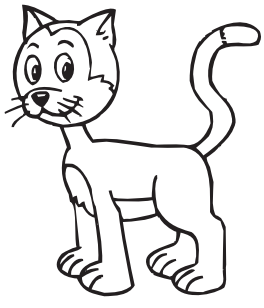


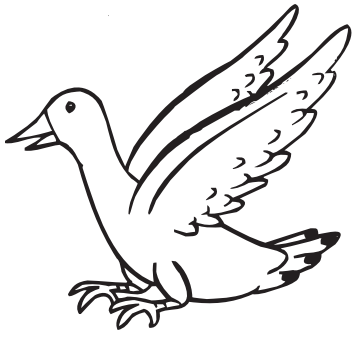
FAÇA UM CÍRCULO NO DESENHO QUE REPRESENTA O OBJETO MAIS **LEVE**.

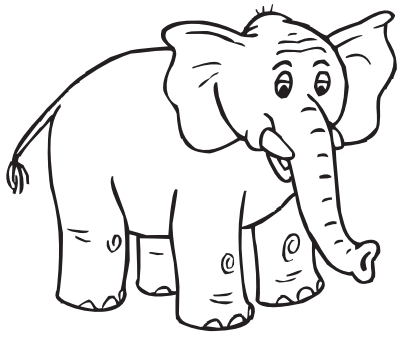




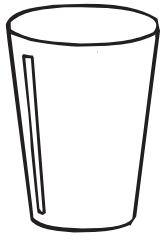
PINTE O DESENHO QUE REPRESENTA O ANIMAL MAIS **PESADO**.



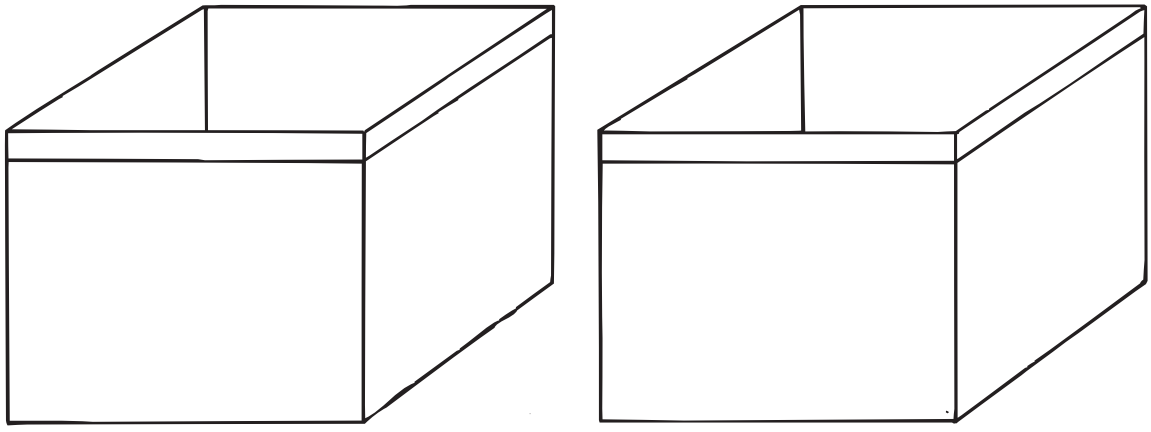




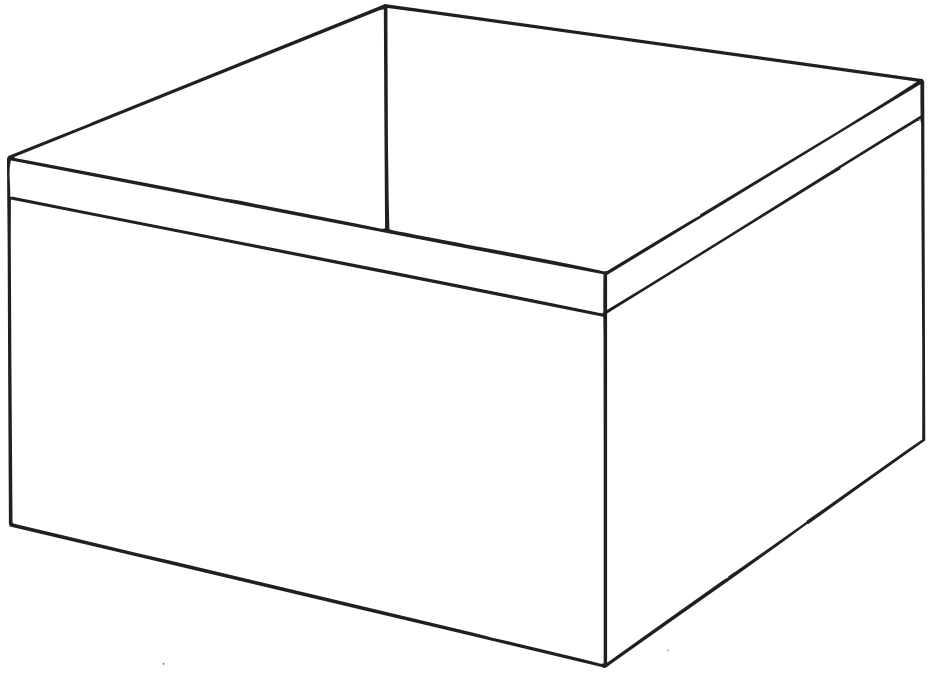
PINTE OS DESENHOS QUE REPRESENTAM OBJETOS **PONTUDOS**.



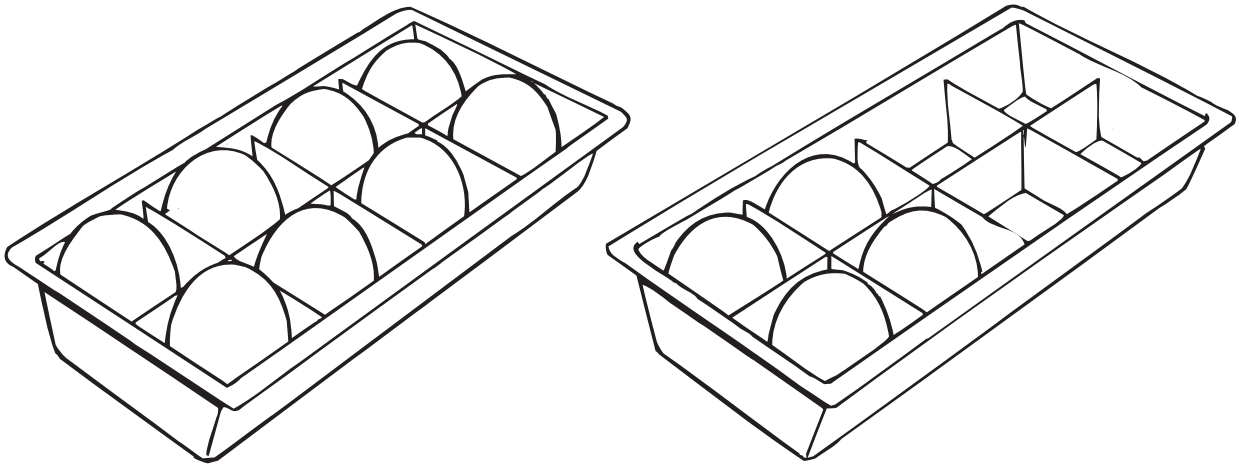
DESENHE LÁPIS NAS CAIXAS ABAIXO DE MODO QUE NA PRIMEIRA CAIXA HAJA MENOS LÁPIS QUE NA SEGUNDA.



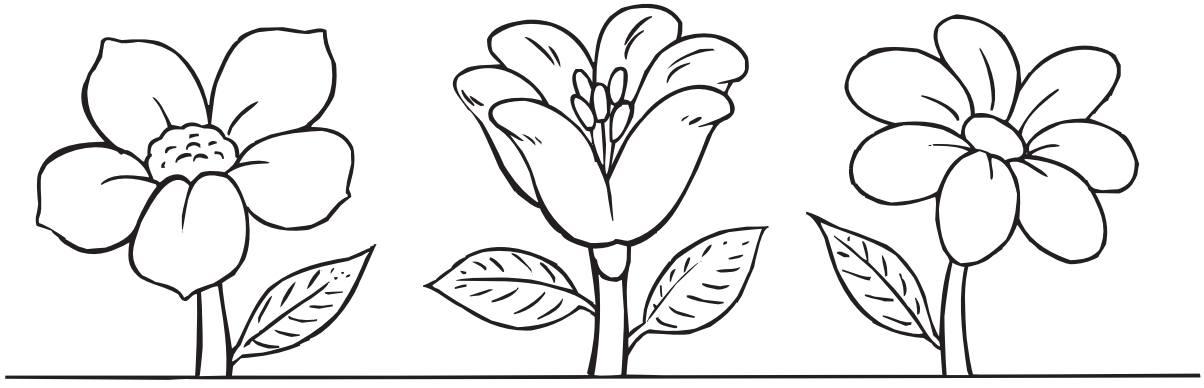
AGORA DESENHE A QUANTIDADE DE LÁPIS QUE VOCÊ FEZ NAS DUAS CAIXAS JUNTAS.



CIRCULE O DESENHO QUE REPRESENTA A CAIXA QUE TEM **MAIS** OVOS E PINTE A QUE TEM **MENOS**.



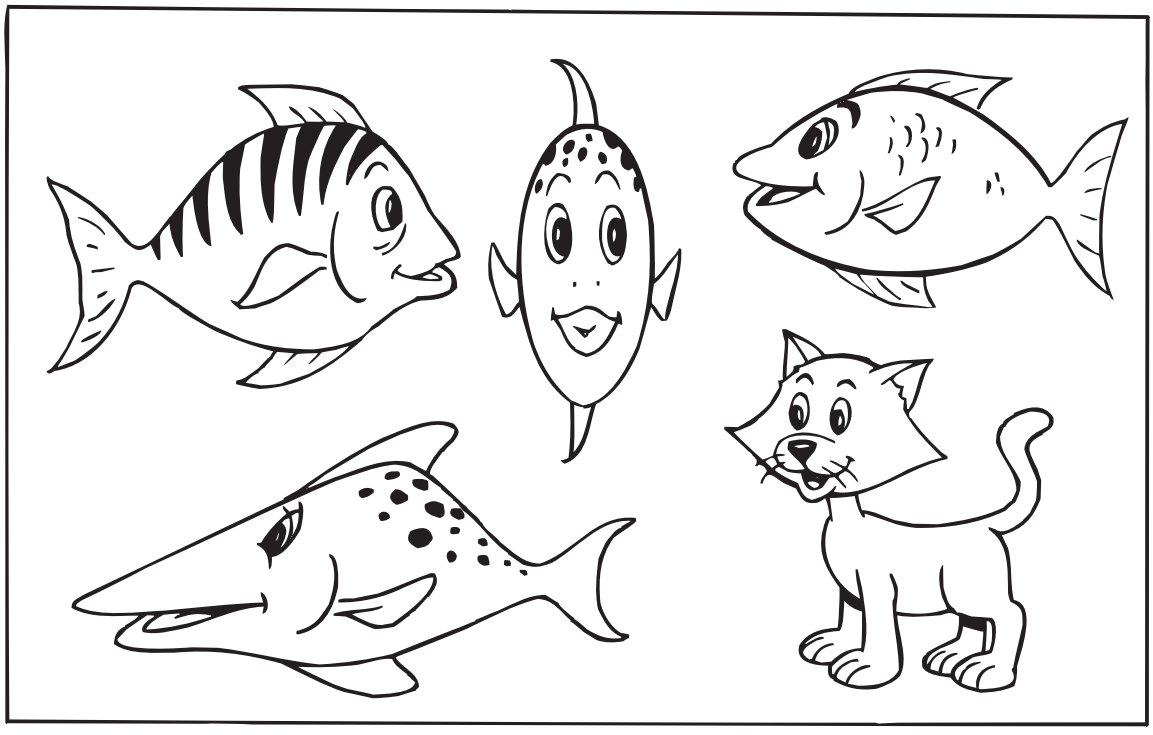
PINTE O DESENHO DA FLOR COM “MAIS” PÉTALAS.



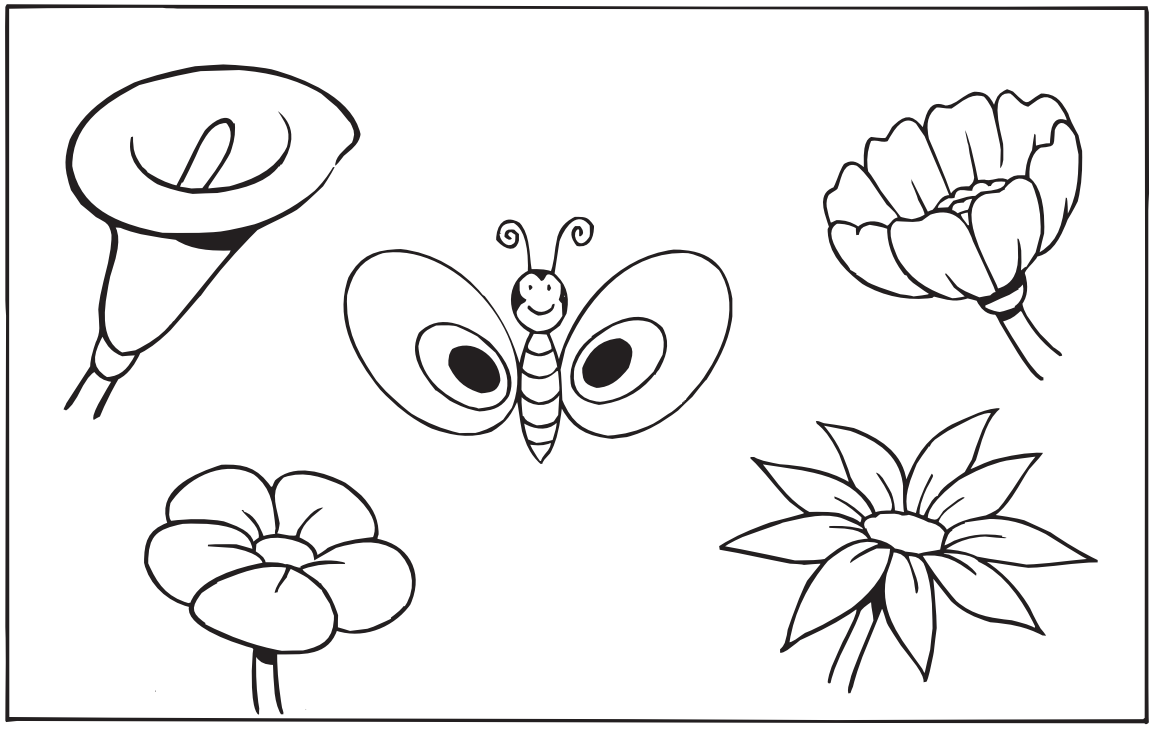
OLHE O DESENHO ABAIXO. FAÇA O QUE É PEDIDO:

A) FAÇA UM X NA PRIMEIRA PESSOA DA FILA.
B) CIRCULE O ÚLTIMO DA FILA.
C) PINTE QUEM ESTÁ PRÓXIMO DO PRIMEIRO DA FILA.

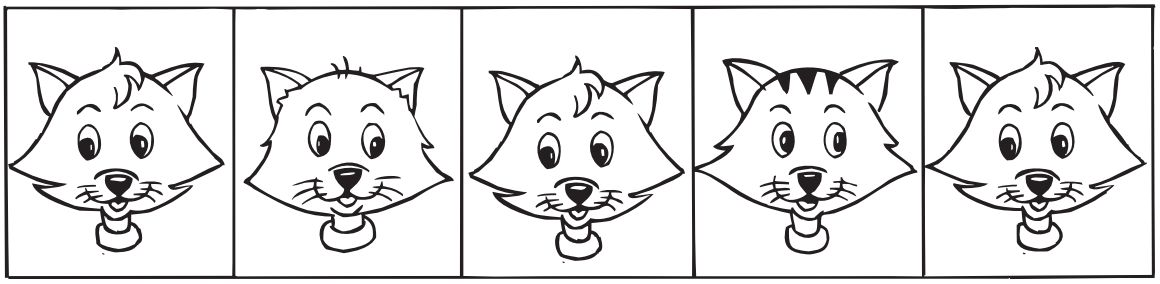
ENVOLVA O DESENHO DO ANIMAL
QUE NÃO **PERTENCE** AO GRUPO.



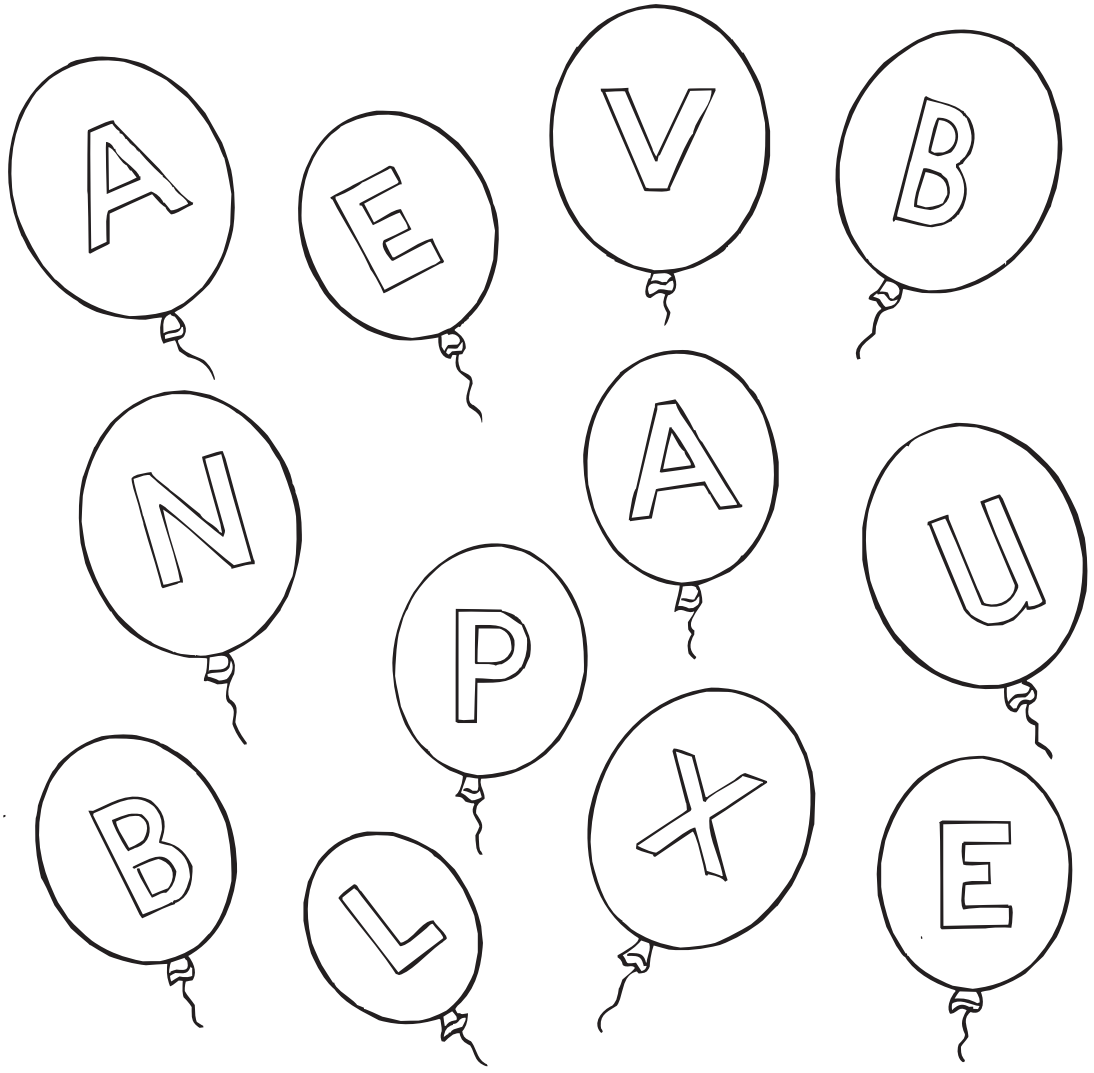
ENVOLVA O DESENHO QUE
NÃO PERTENCE AO GRUPO.



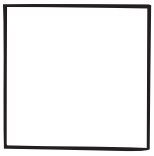
PINTE O DESENHO DOS GATINHOS **DIFERENTES**.

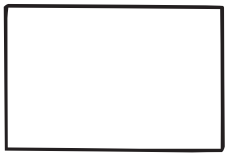


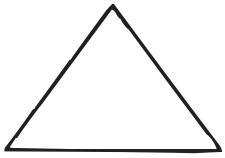
AGORA PINTE OS BALÕES COM LETRAS **IGUAIS**.

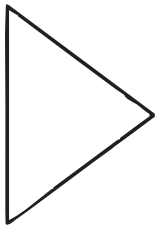


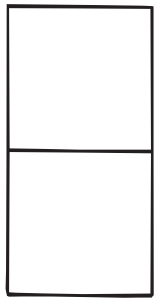
LIGUE OS PONTINHOS FORMANDO FIGURAS:



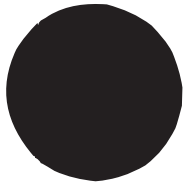




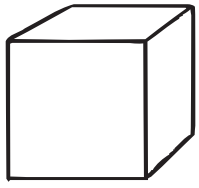




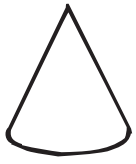
PROCURE EM REVISTAS OBJETOS
QUE LEMBRAM AS FORMAS ABAIXO
E COLE-AS AO LADO DA FIGURA.



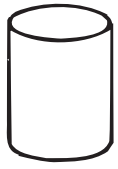
ESFERA



CUBO

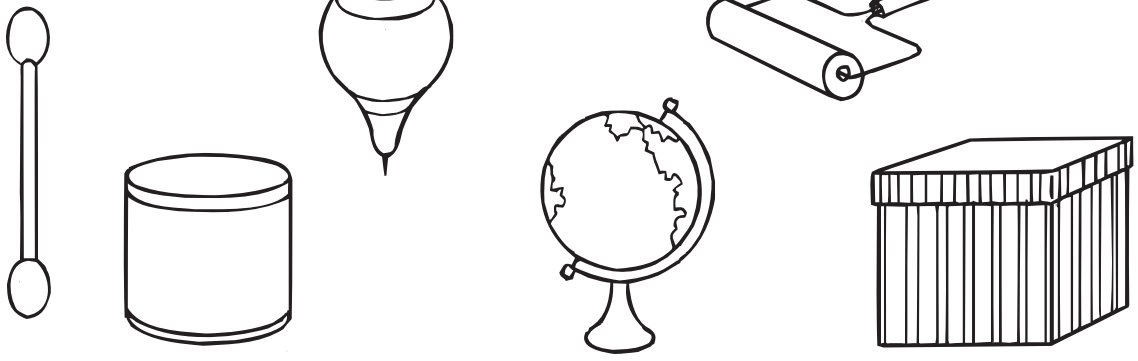


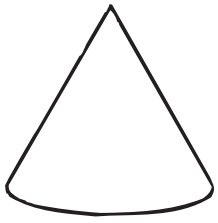
CONE

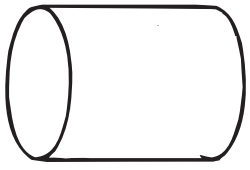


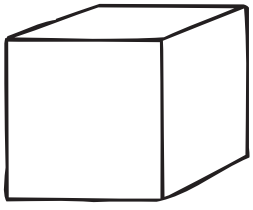
CILINDRO

OBSERVE O DESENHO DOS OBJETOS. RECORTE-OS. DEPOIS COLE-OS NO GRUPO AO QUAL ELE SE ENCAIXA.



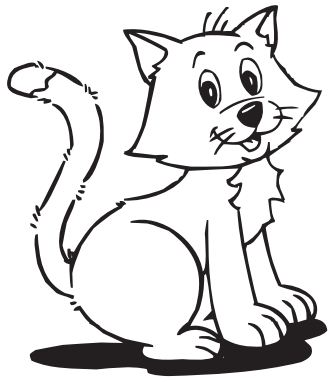






NESTA PÁGINA, COLE FIGURAS (RECORTE DE REVISTAS) ONDE APAREÇA O USO DOS NÚMEROS NO NOSSO DIA.

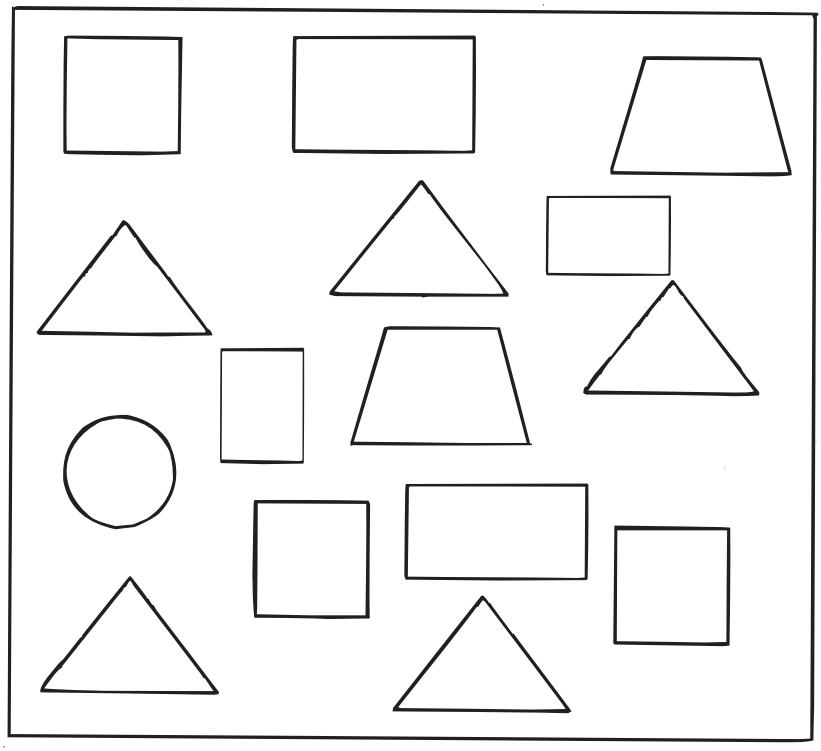
COMPLETE O QUE FALTA.



1

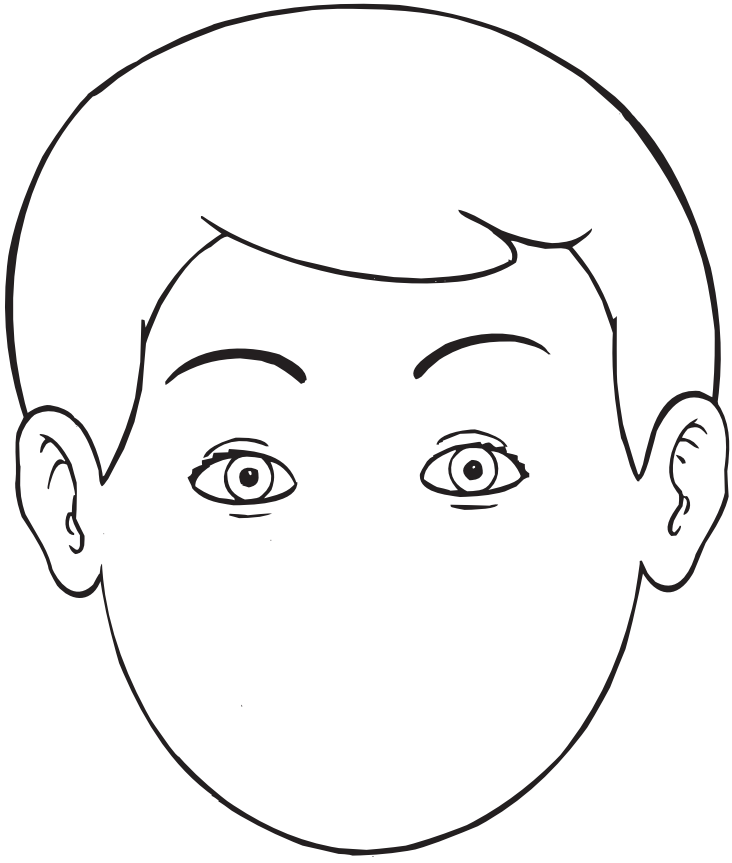
UM

QUANTOS TEM? PINTE OS IGUAIS NA MESMA COR.



O NÚMERO 1 E O NÚMERO 2.

COMPLETE O QUE FALTA NO ROSTO ABAIXO.



FAÇA UM X NO QUE FALTA.

NARIZ ☐ BOCA ☐

AGORA PONHA A QUANTIDADE.

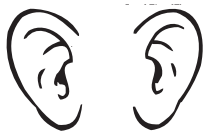
____ OLHOS____ NARIZ____ BOCA____ ORELHAS.

TEMOS 2 OLHOS, 2 ORELHAS,
1 NARIZ E 1 BOCA.

1-

1-

2-



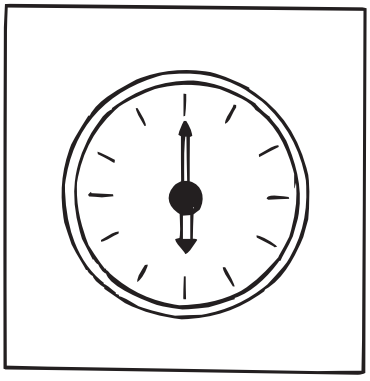
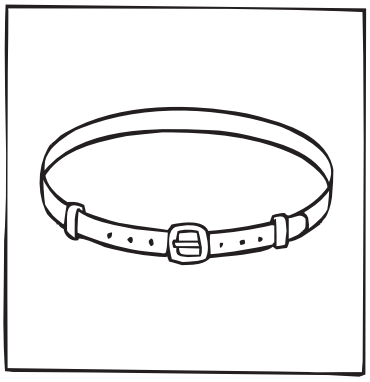
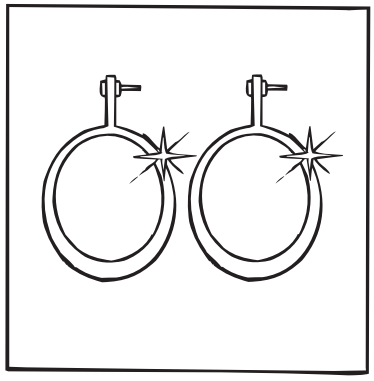
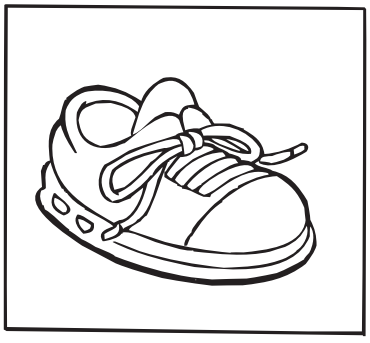
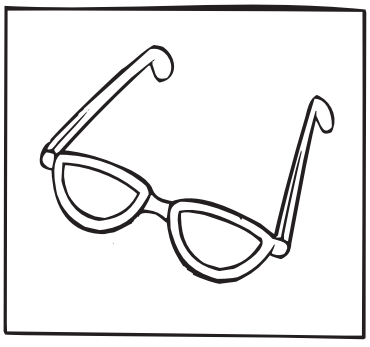
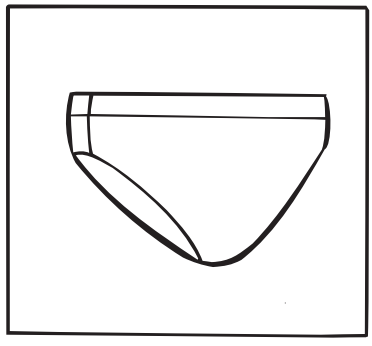
2-

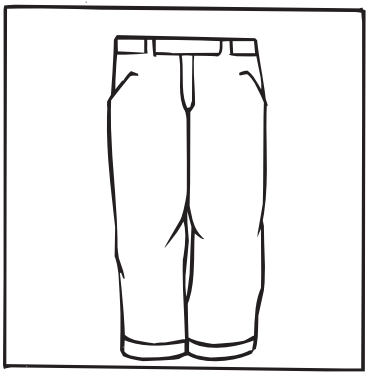
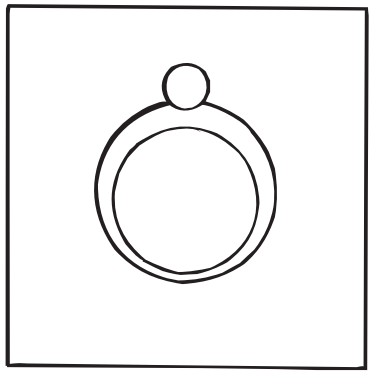
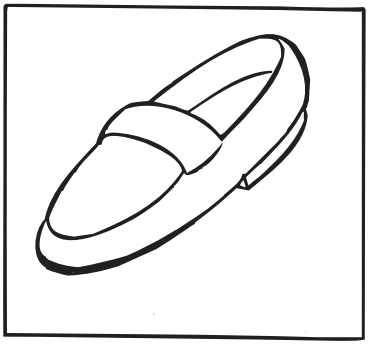
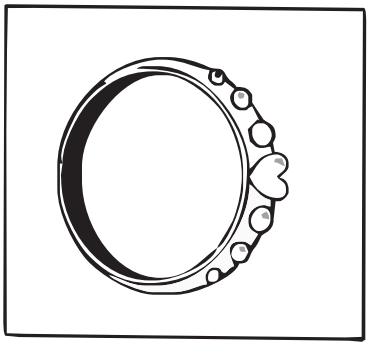
AGORA PROCURE O QUE VOCÊ TEM NO ESTOJO OU
NA MOCHILA QUE REPRESENTE O NÚMERO (DESENHE).

1

2

PINTE O QUE VOCÊ PODE USAR QUE SEJA 1.

CUBRA O PONTILHADO E CONTINUE.

1

1

UM

UM

um

2

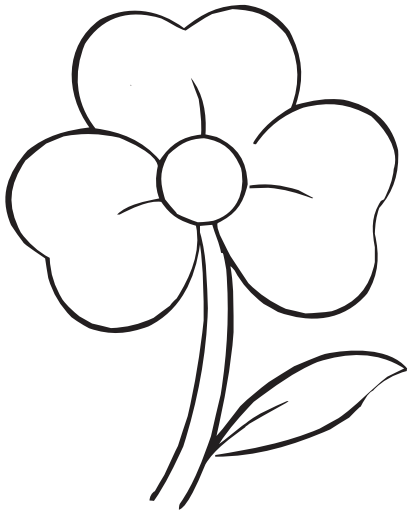
2

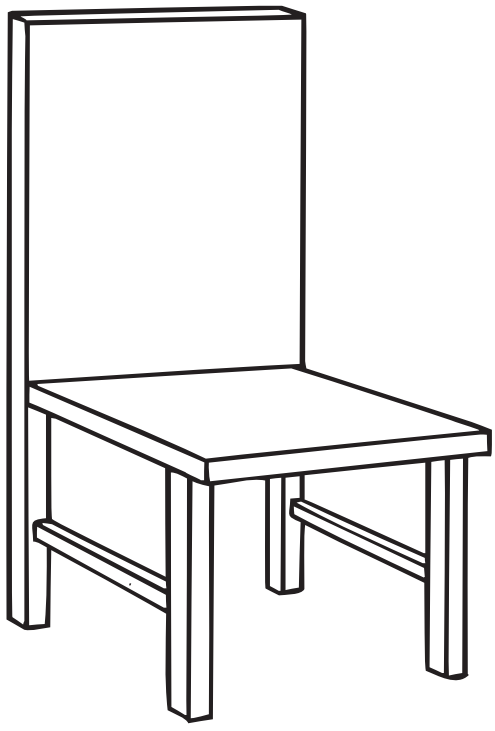
DOIS

DOIS

dois

NÚMEROS 3 E 4





O TREVO TEM 3 FOLHAS.
A CADEIRA TEM 4 PERNAS.

COMPLETE

___, ___ FEIJÃO COM ARROZ.
___, ___ FEIJÃO NO PRATO.

1 _____

2 _____

3 _____

4 _____

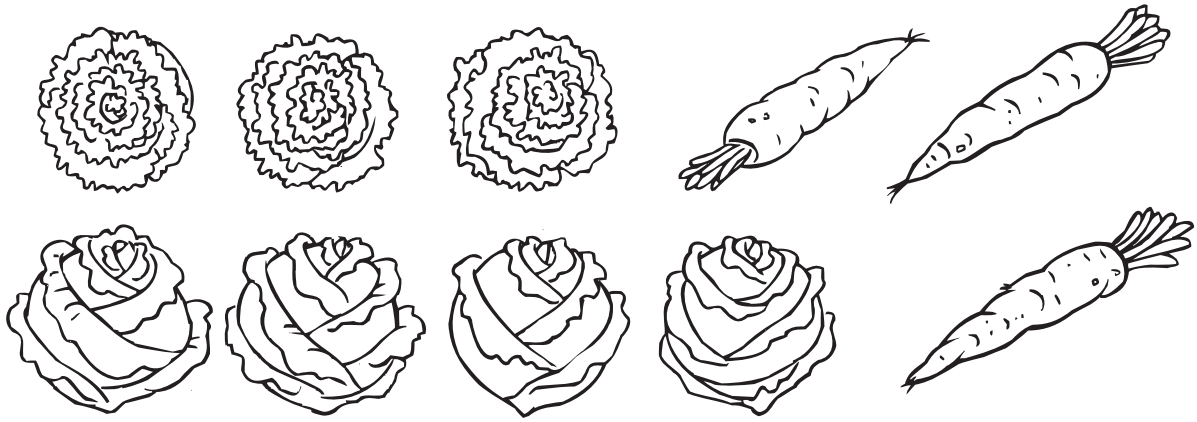
DISTRIBUA OS DESENHOS ABAIXO NOS CANTEIROS CORRESPONDENTES.

PINTE ONDE TEM MAIS.

REPOLHO

ALFACE

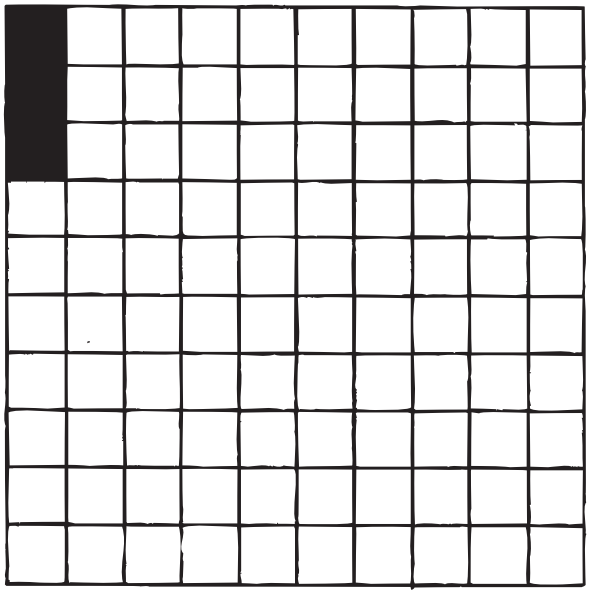
CENOURA

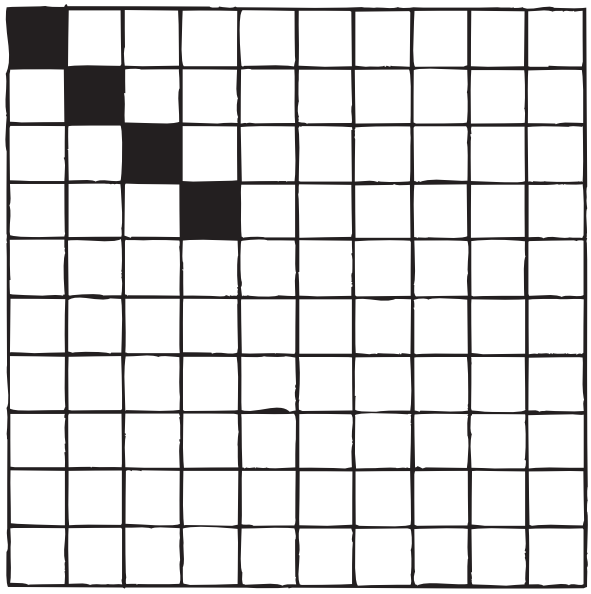


ENCONTRE 2 FIGURAS QUE REPRESENTEM
O NÚMERO 4 E COLE-AS ABAIXO.

(Cadeira / 1 carro aparecendo os 4 pneus / 1 ônibus / 4 pneus)

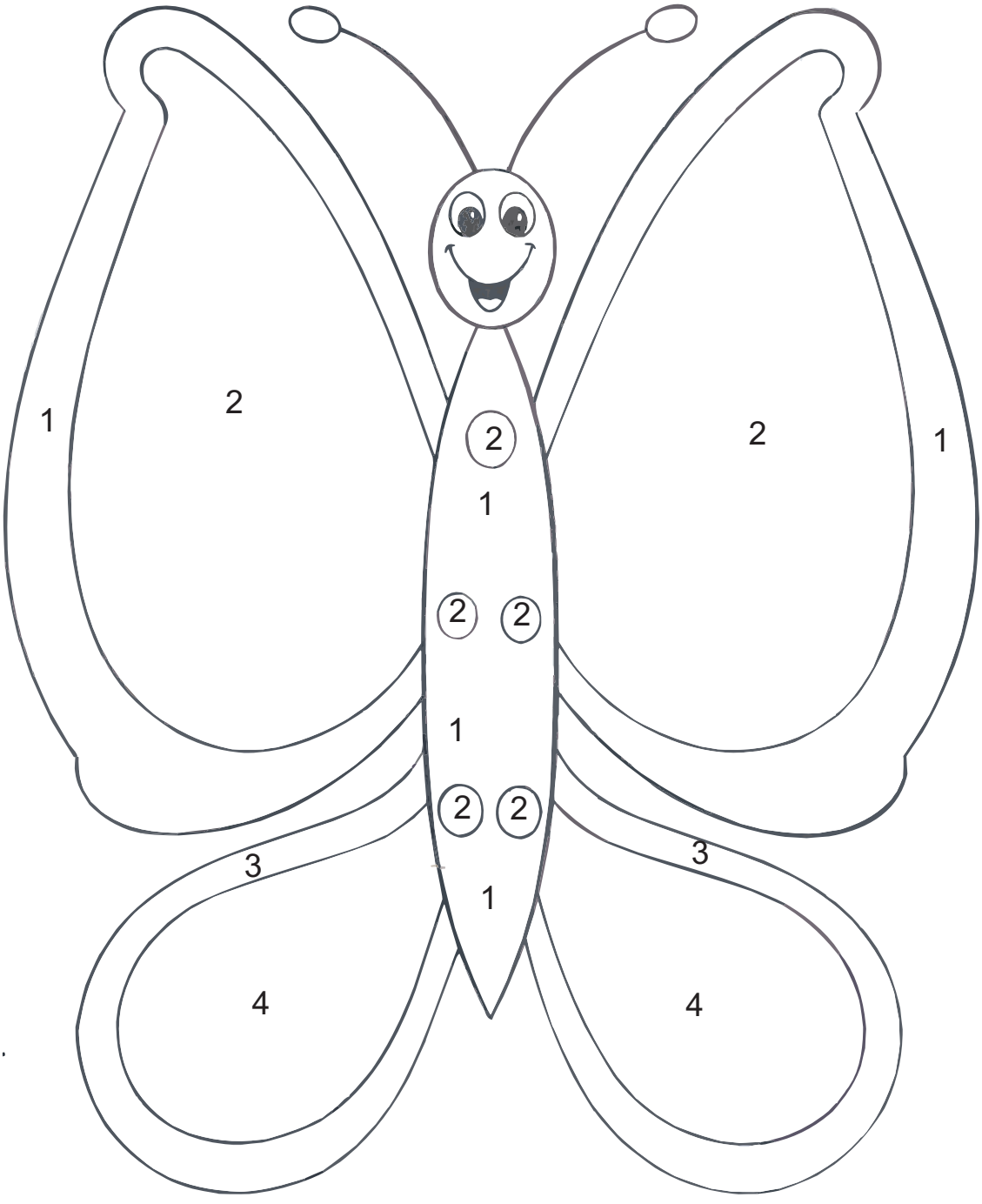
PINTE OS QUADRADINHOS DE 3 EM 3 E DE
4 EM 4, CADA VEZ DE UM MODO DIFERENTE.
PARA CADA GRUPO, USE UMA COR.



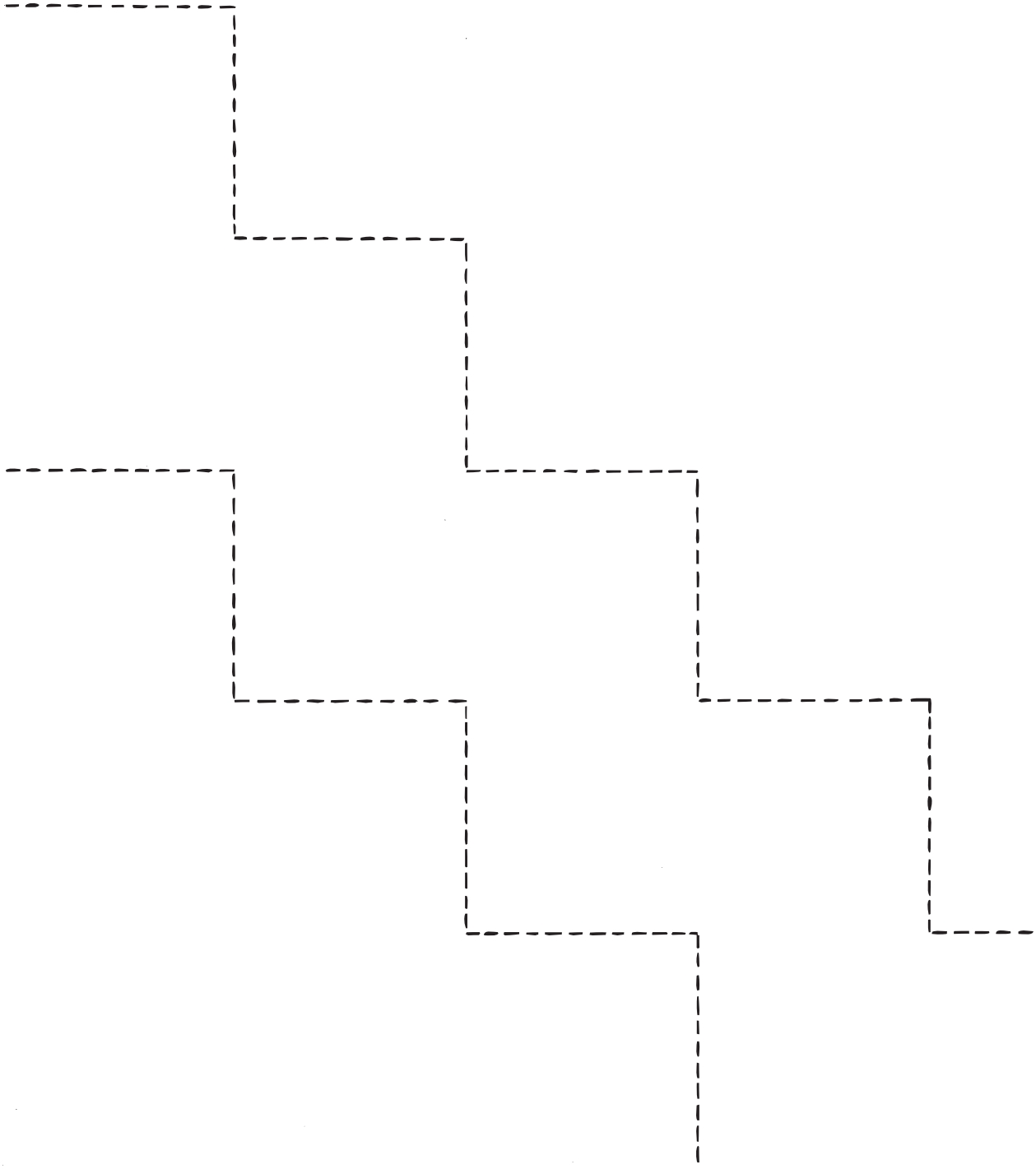


PINTE O DESENHO DE ACORDO COM A COR E OS NÚMEROS DO CÓDIGO

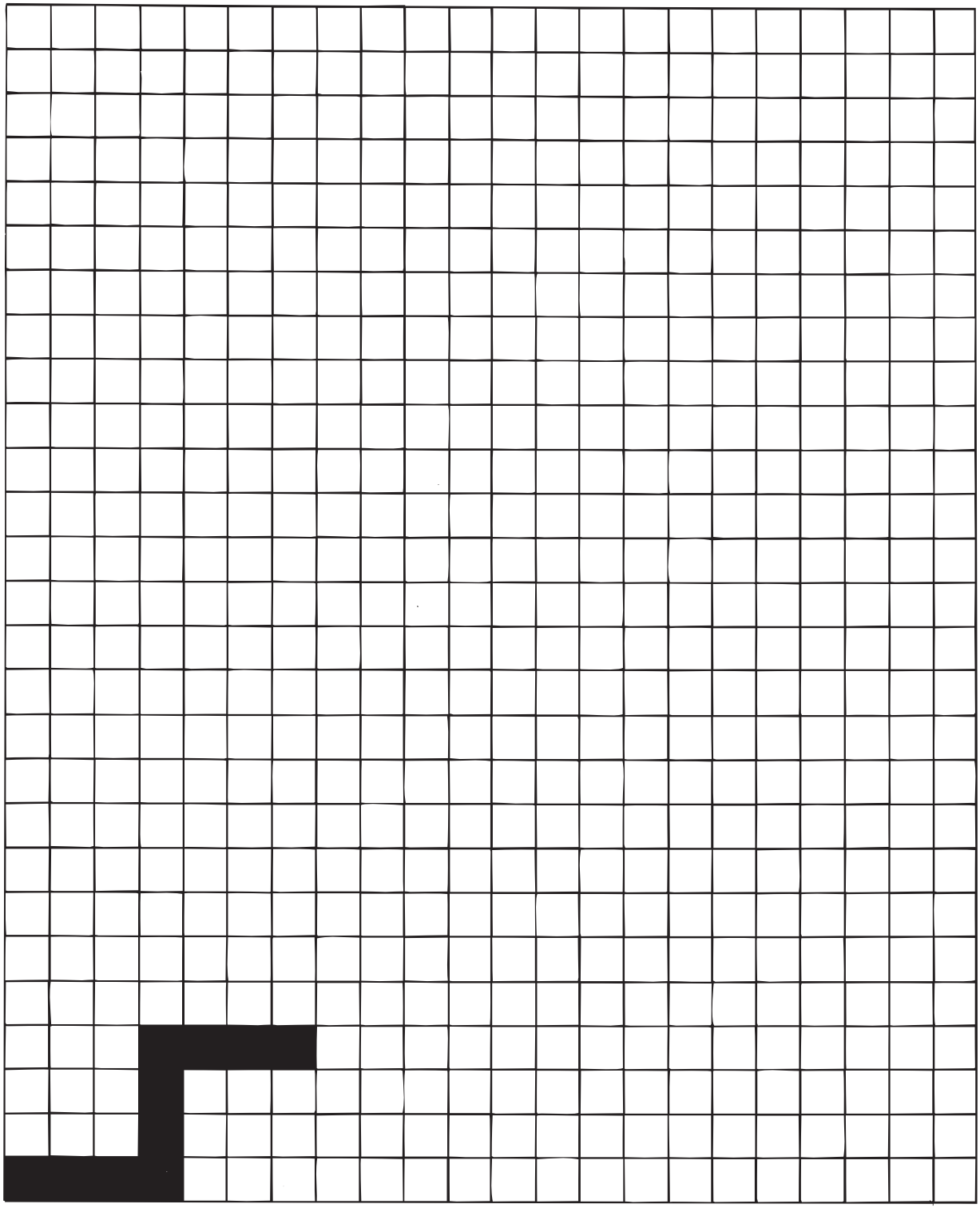
1	2	3	4
AZUL	VERDE	VERMELHO	AMARELO



CONSTRUA UMA ESCADA UTILIZANDO PALITOS DE FÓSFORO. CADA DEGRAU DEVE TER UM PALITO A MAIS QUE O DEGRAU ANTERIOR.



DESCUBRA O SEGREDO E CONTINUE.



USE UMA COR DIFERENTE PARA PINTAR CADA CAMINHO.

CUBRA O PONTILHADO E CONTINUE.

3

3

TRÊS

três

4

4

QUATRO

quatro

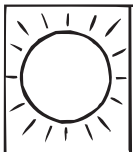
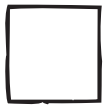
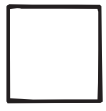
5

5

CINCO

cinco

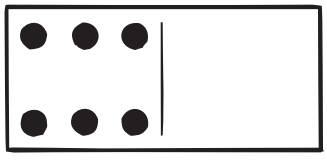
CONTINUE A SEQÜÊNCIA.

	1								
		2							
			3						
	4								
	5								

NÚMEROS 5 E 6
DESENHE SUA MÃO. ELA TEM 5 DEDOS.

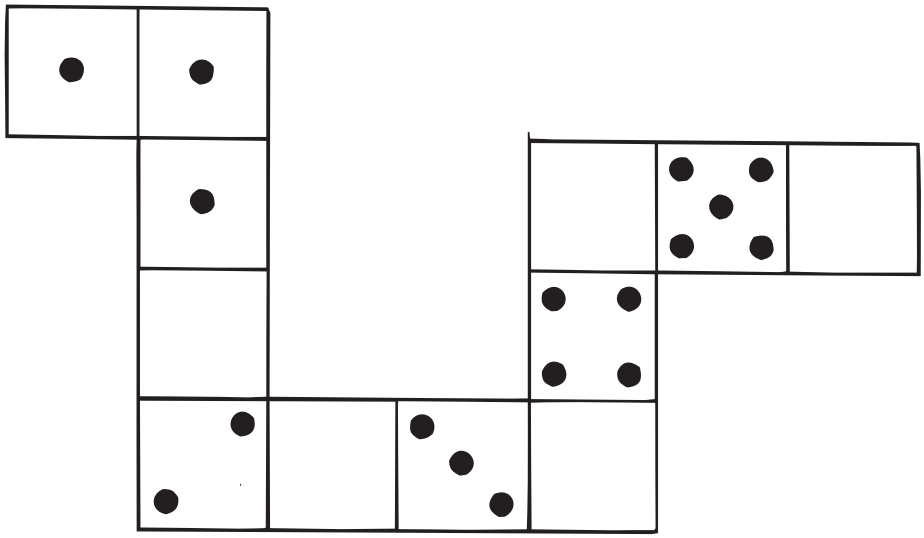
5

OLHE O DOMINÓ. ELE INDICA 6.



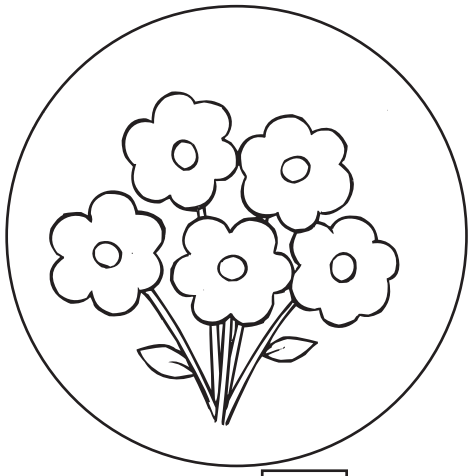
6

USANDO PEÇAS QUE INDICAM NÚMEROS
DE 1 A 6, COMPLETE O JOGO.

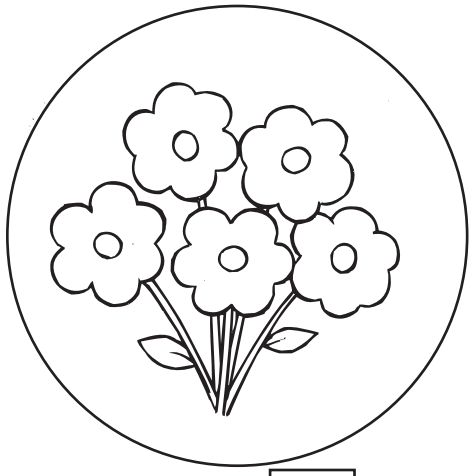


MAMÃE FOI À FEIRA E COMPROU 6 TIPOS DIFERENTES
DE FRUTAS. DESENHE O QUE ELA COMPROU
DE ACORDO COM A QUANTIDADE INDICADA.

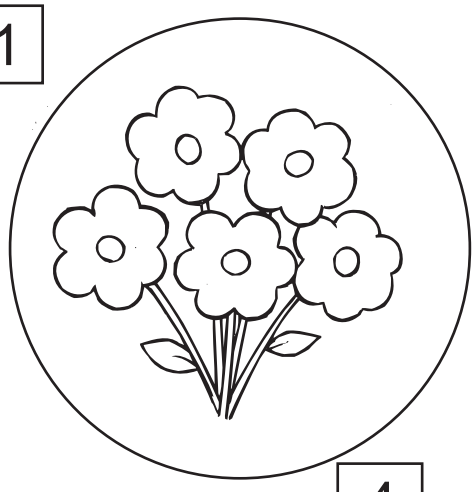
PINTE SOMENTE A QUANTIDADE DE FLORES INDICADAS NO QUADRINHO.



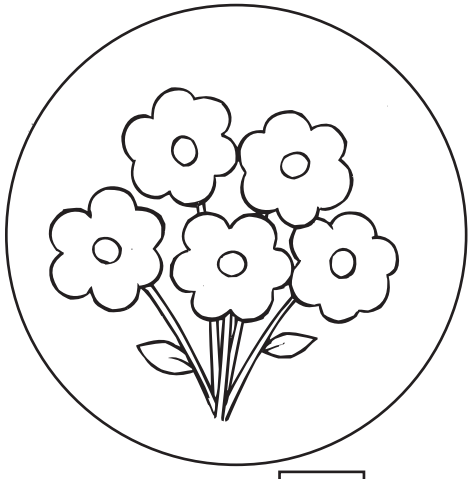
1



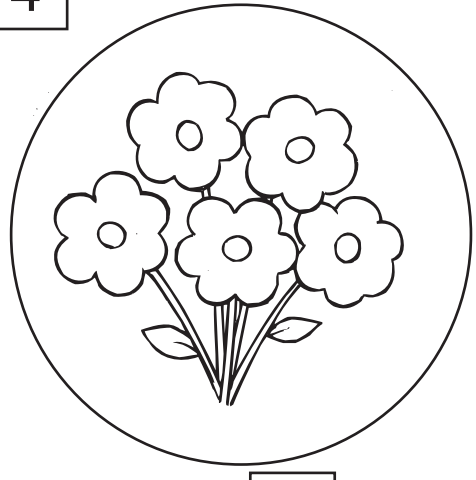
3



4

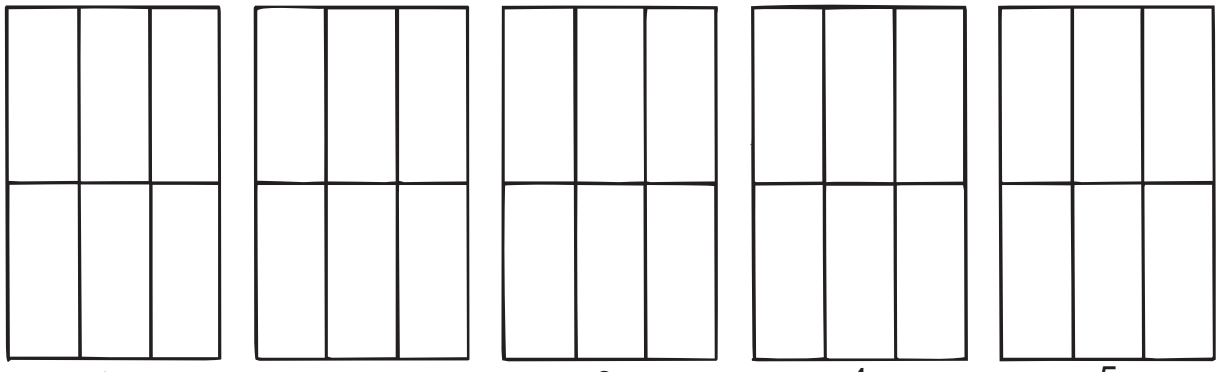


2



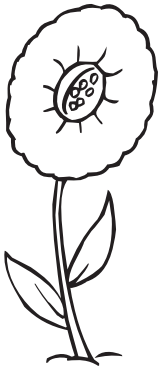
5

PINTE A QUANTIDADE INDICADA PELO NÚMERO.



1 2 3 4 5

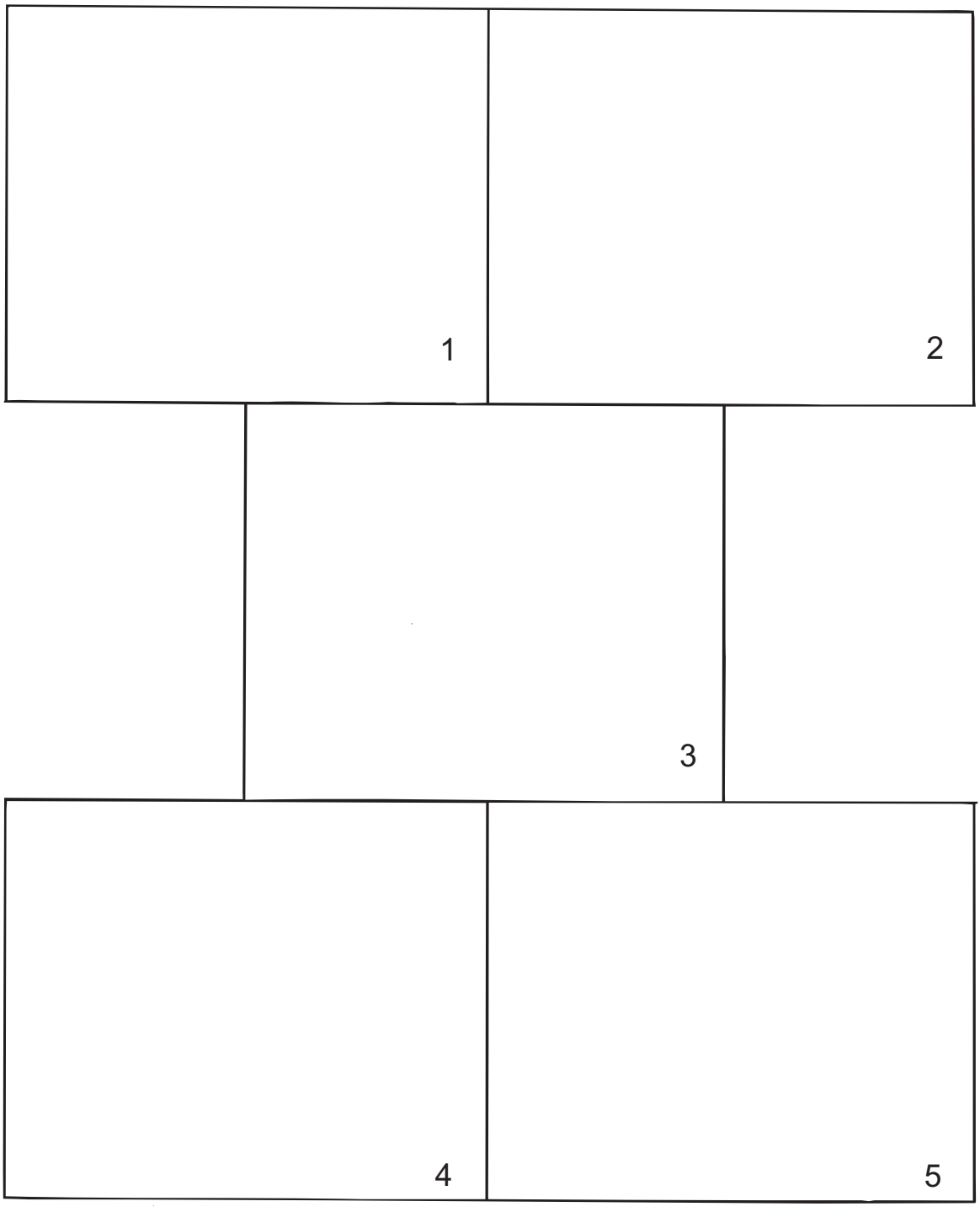
DESENHE DE ACORDO COM A QUANTIDADE INDICADA.



1 2 3 4 5

1 2 3

NESTA FOLHA, COLE FIGURAS DE ACORDO
COM A QUANTIDADE INDICADA.

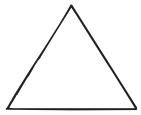


PINTE OS QUADRADINHOS DE ACORDO
COM A QUANTIDADE INDICADA.

1					
2					
3					
4					
5					

					1
					2
					3
					4
					5

COMPLETE:



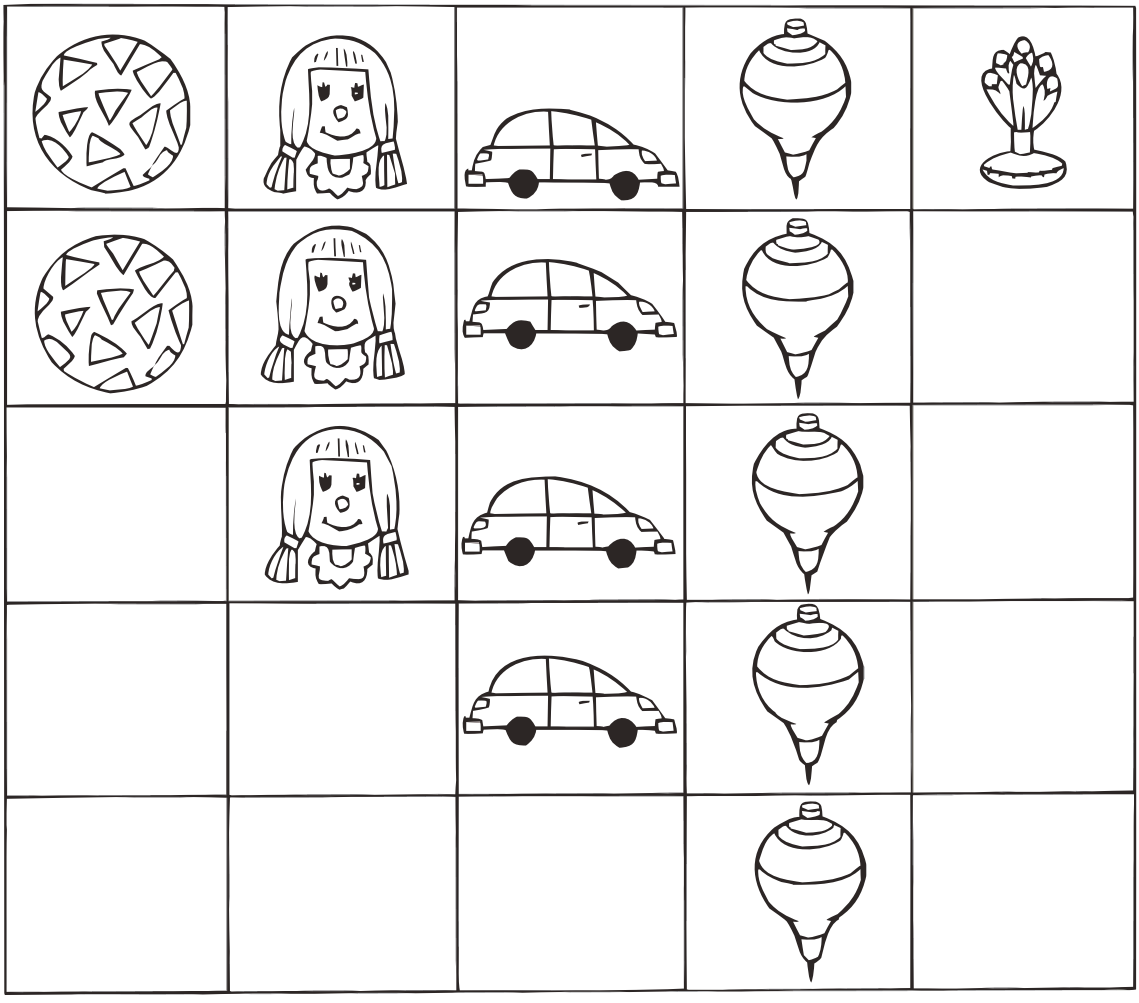
1

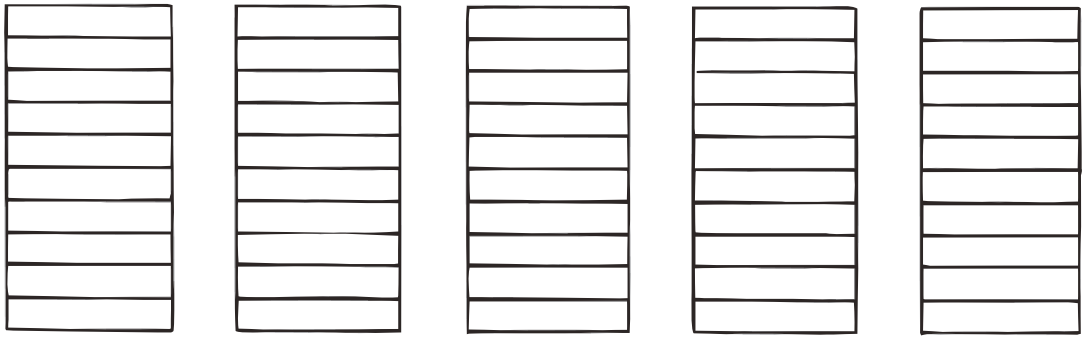
_____ 2

_____ 3

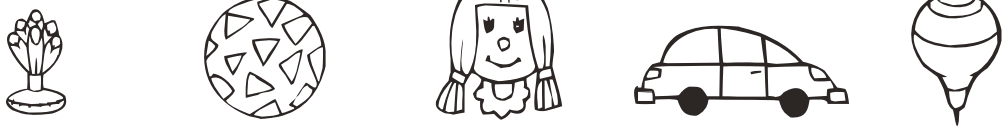
_____ 4

PINTE OS QUADRADINHOS DAS BARRAS DE ACORDO COM A QUANTIDADE DE BRINQUEDOS.

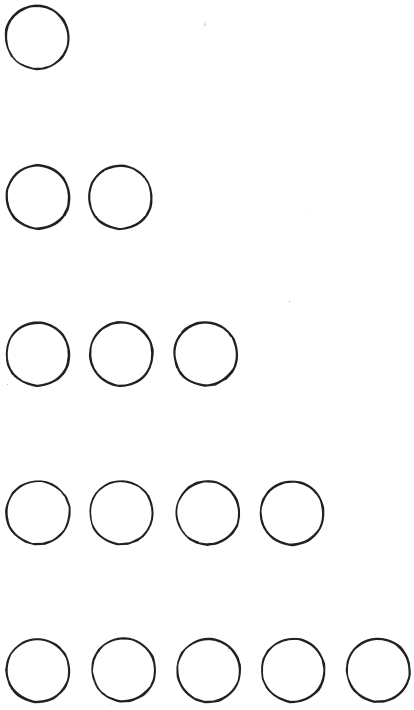




PETECA BOLA BONECA CARRINHO PIÃO



LIGUE O NÚMERO À QUANTIDADE CORRESPONDENTE DE BOLAS.



3

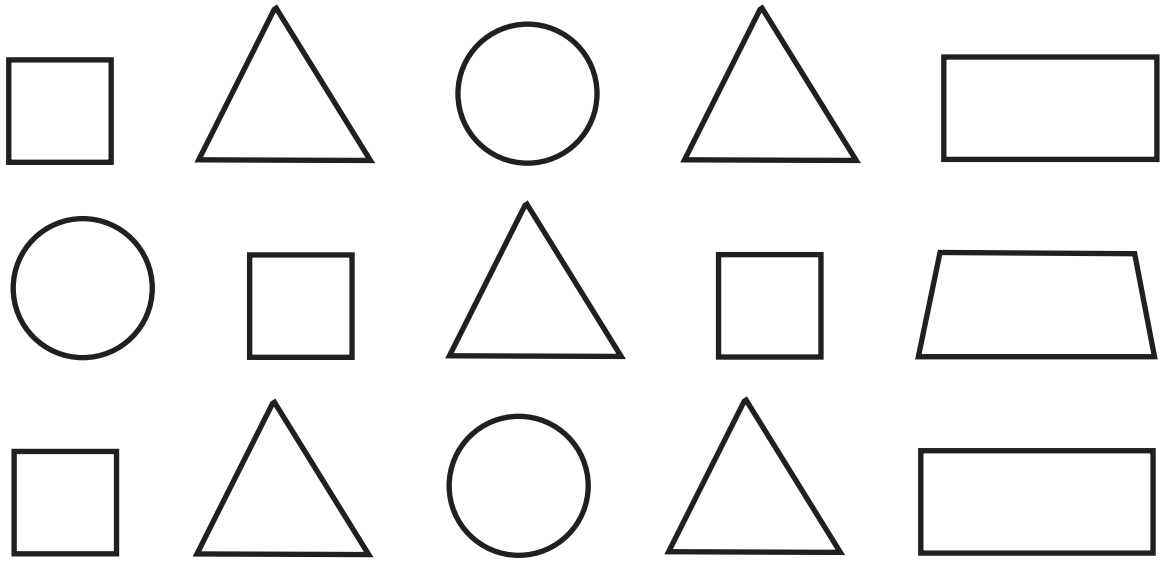
2

1

5

4

PINTE A QUANTIDADE DE CADA FIGURA REPRESENTADA NA TABELA ABAIXO.



	□	○	△	▭	⏢
5					
4					
3					
2					
1					

RECORTE OS QUADRADINHOS ABAIXO E DEPOIS COLE-OS DE ACORDO COM A QUANTIDADE INDICADA NOS NÚMEROS.

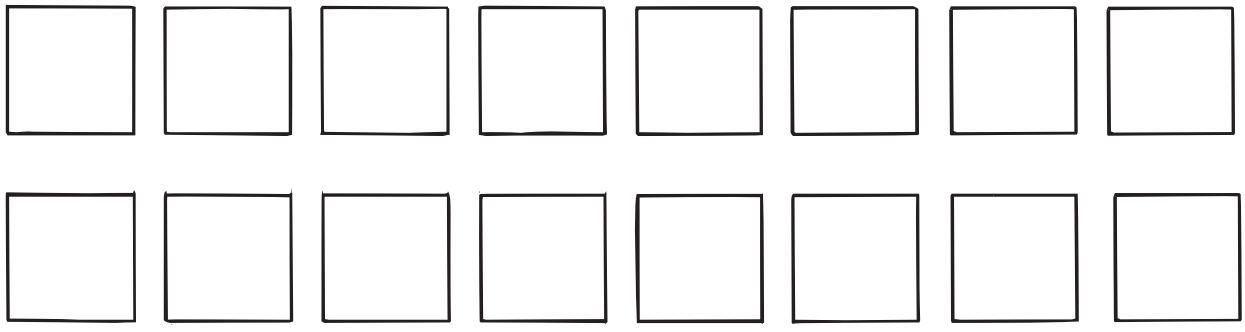
1

2

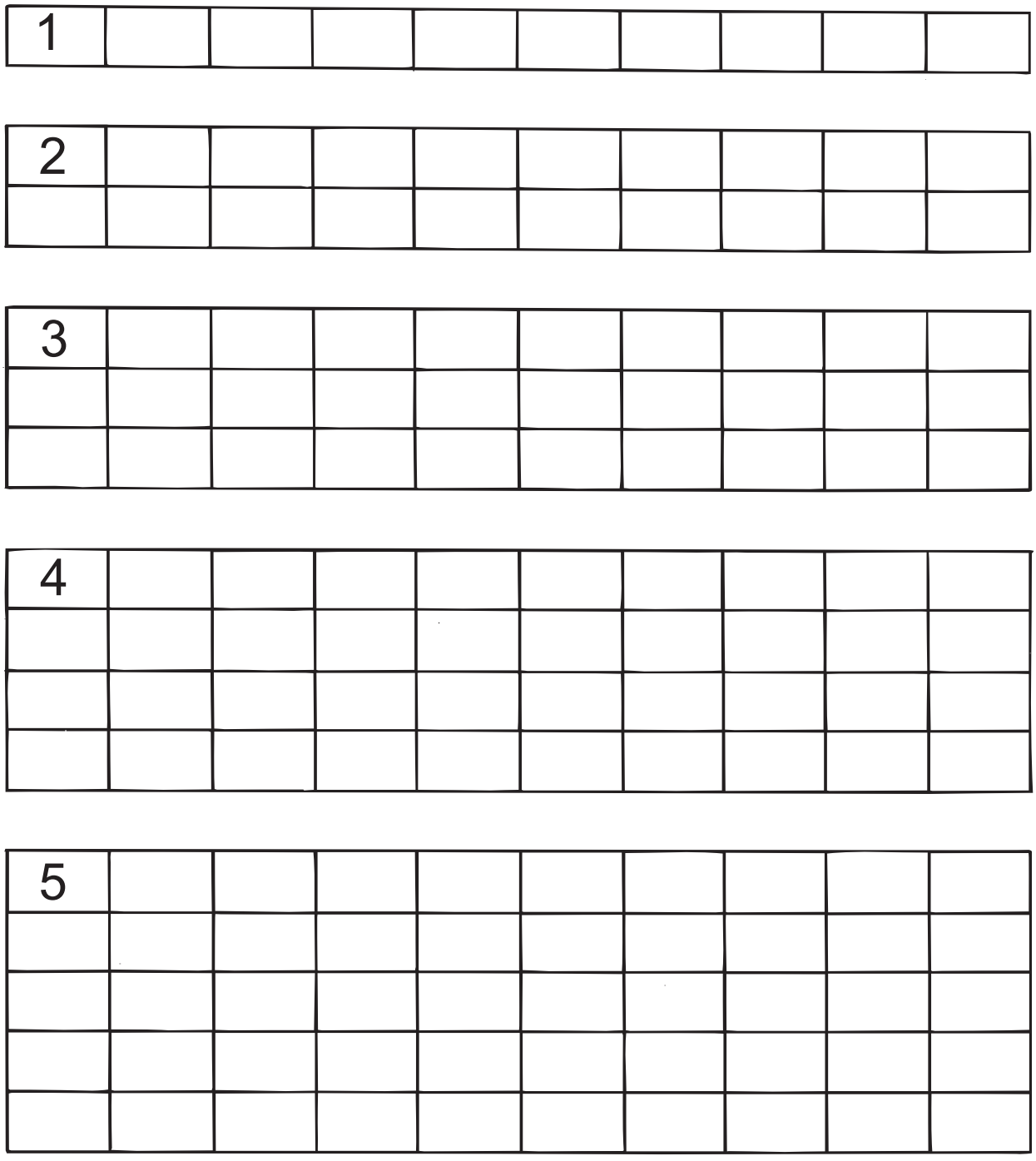
3

4

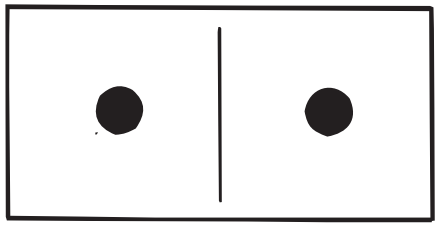
5

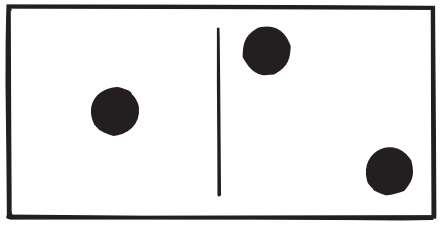


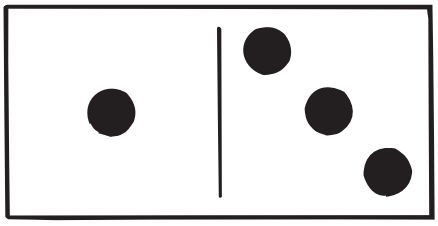
PINTE DE VÁRIAS FORMAS AS QUANTIDADES INDICADAS.

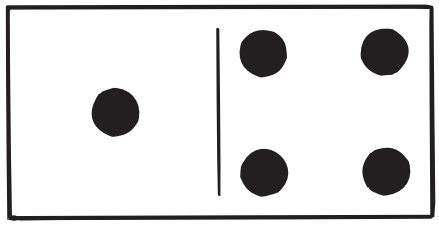


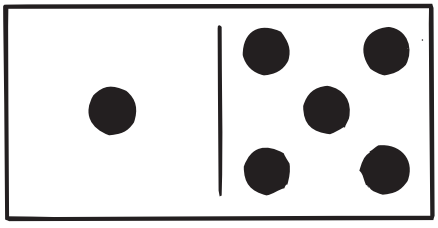
COLOQUE A QUANTIDADE NOS DOMINÓS.

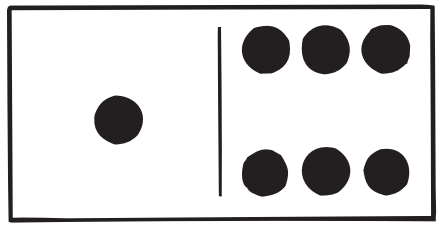


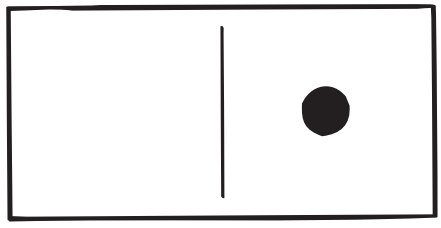




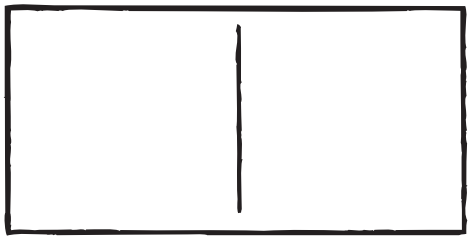




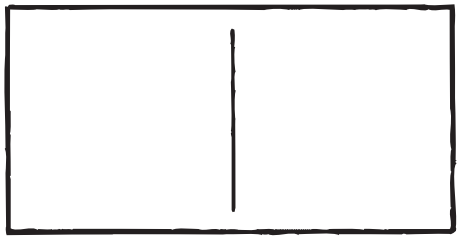




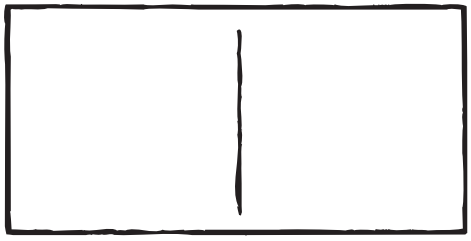
AGORA DESENHE AS QUANTIDADES
INDICADAS DE ACORDO COM OS NÚMEROS.



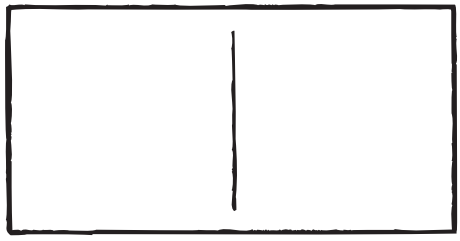
2 E 1



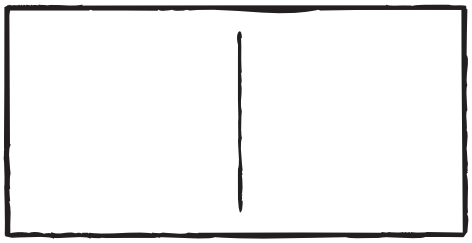
4 E 1



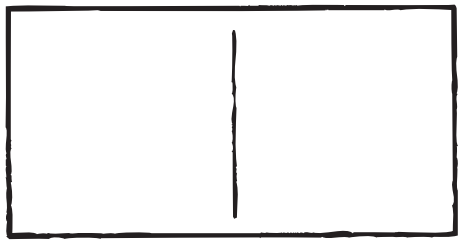
1 E 5



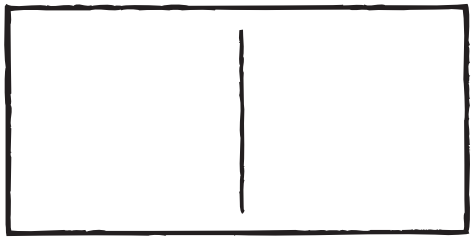
2 E 3



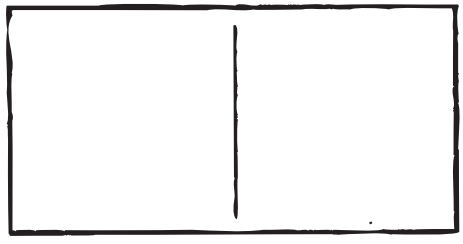
3 E 2



1 E 1



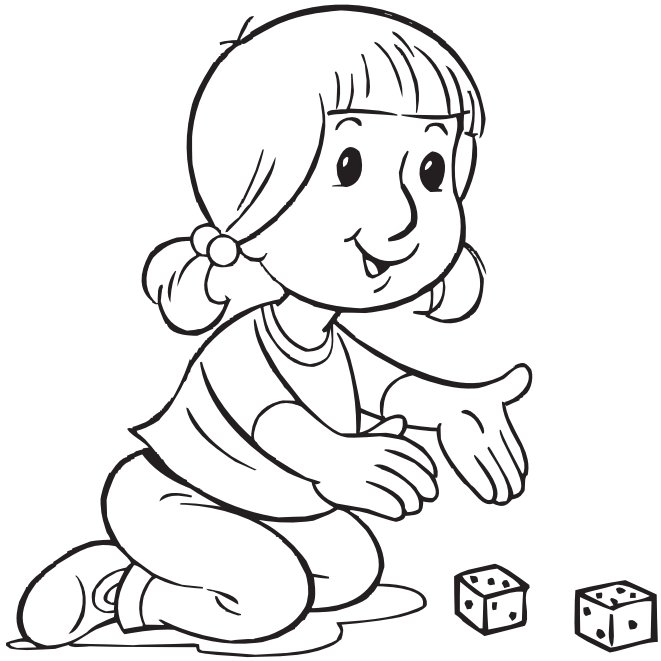
2 E 4



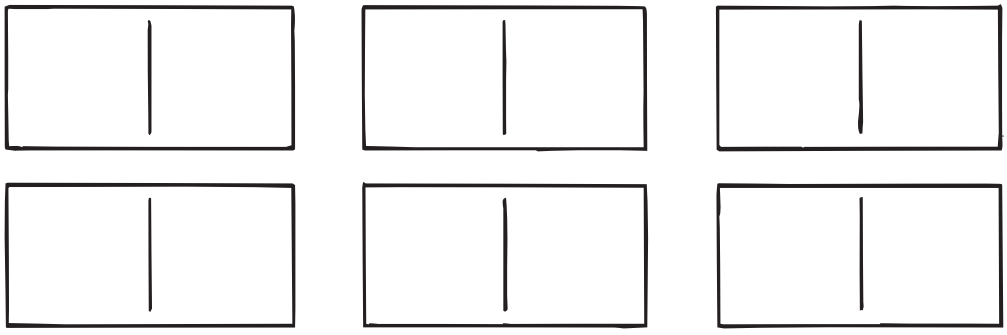
1 E 3

NÚMEROS 7 E 8

ANA JOGOU DOIS DADOS. VEJA QUANTOS PONTOS ELA FEZ.



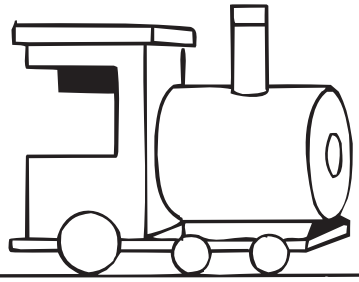
E SE ANA PINTASSE O DOMINÓ, COMO ELA PODERIA COLOCAR **7** BOLINHAS DE MANEIRAS DIFERENTES?



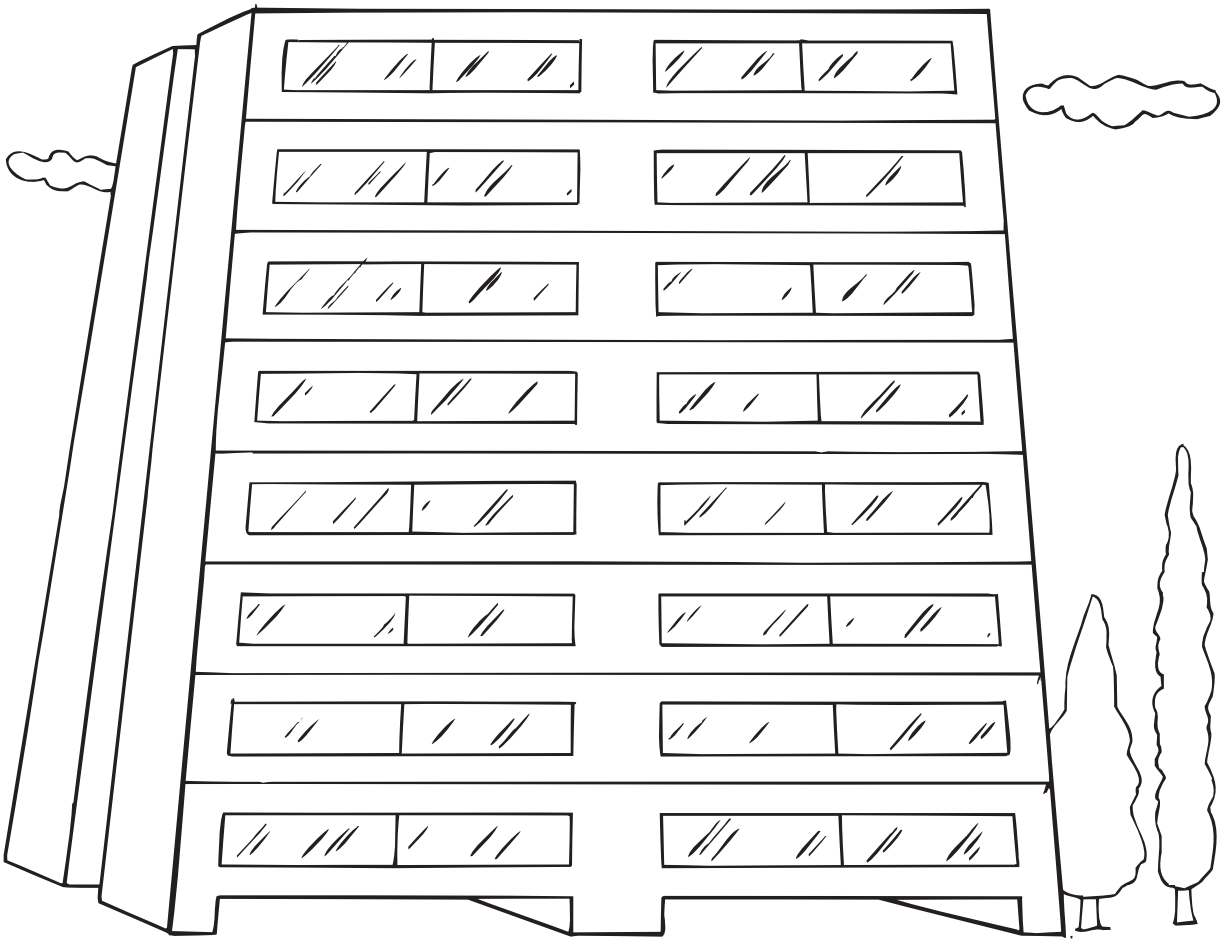
A SEMANA TEM 7 DIAS. VAMOS PREENCHER OS DIAS DA SEMANA NO CALENDÁRIO. EM QUAL DIA ELA COMEÇA? USE AS LETRAS PARA INDICAR O DIA DA SEMANA.

QUANTOS DIAS TEM A SEMANA?
EM QUAL DIA A SEMANA COMEÇA?
E QUAL É O PRÓXIMO DIA ?

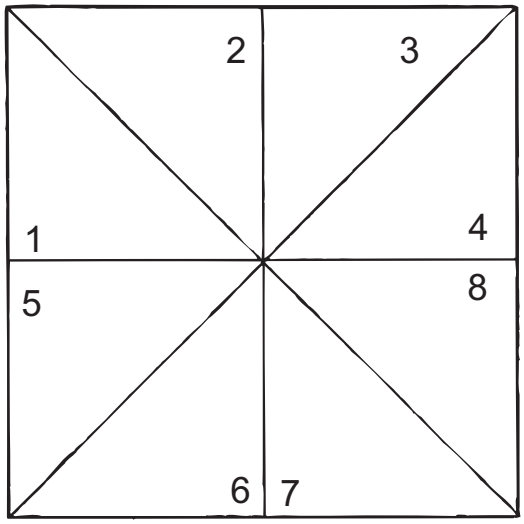
DESENHE 7 VAGÕES PARA O TRENZINHO. EM CADA VAGÃO, DESENHE O NÚMERO DE OBJETOS CORRESPONDENTES AO NÚMERO DO VAGÃO.



OLHE O DESENHO DO PRÉDIO. ELE TEM 8 ANDARES. VAMOS CONFERIR COLOCANDO O NÚMERO EM CADA ANDAR.



PINTE O DESENHO SEGUINDO AS CORES E NÚMEROS INDICADOS.



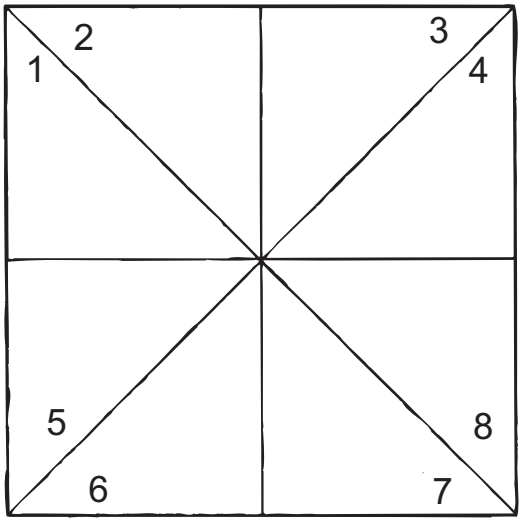
1E4 ☐ VERDE

2E3 ☐ LARANJA

5E8 ☐ AZUL

6E7 ☐ AMARELO

AGORA FAÇA A LEGENDA.



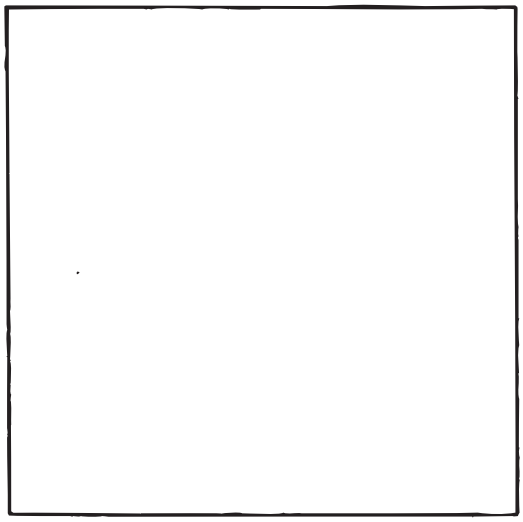
1E2 ☐

3E4 ☐

5E6 ☐

7E8 ☐

AGORA DIVIDA EM 4 PARTES E CRIE AS CORES E A LEGENDA.



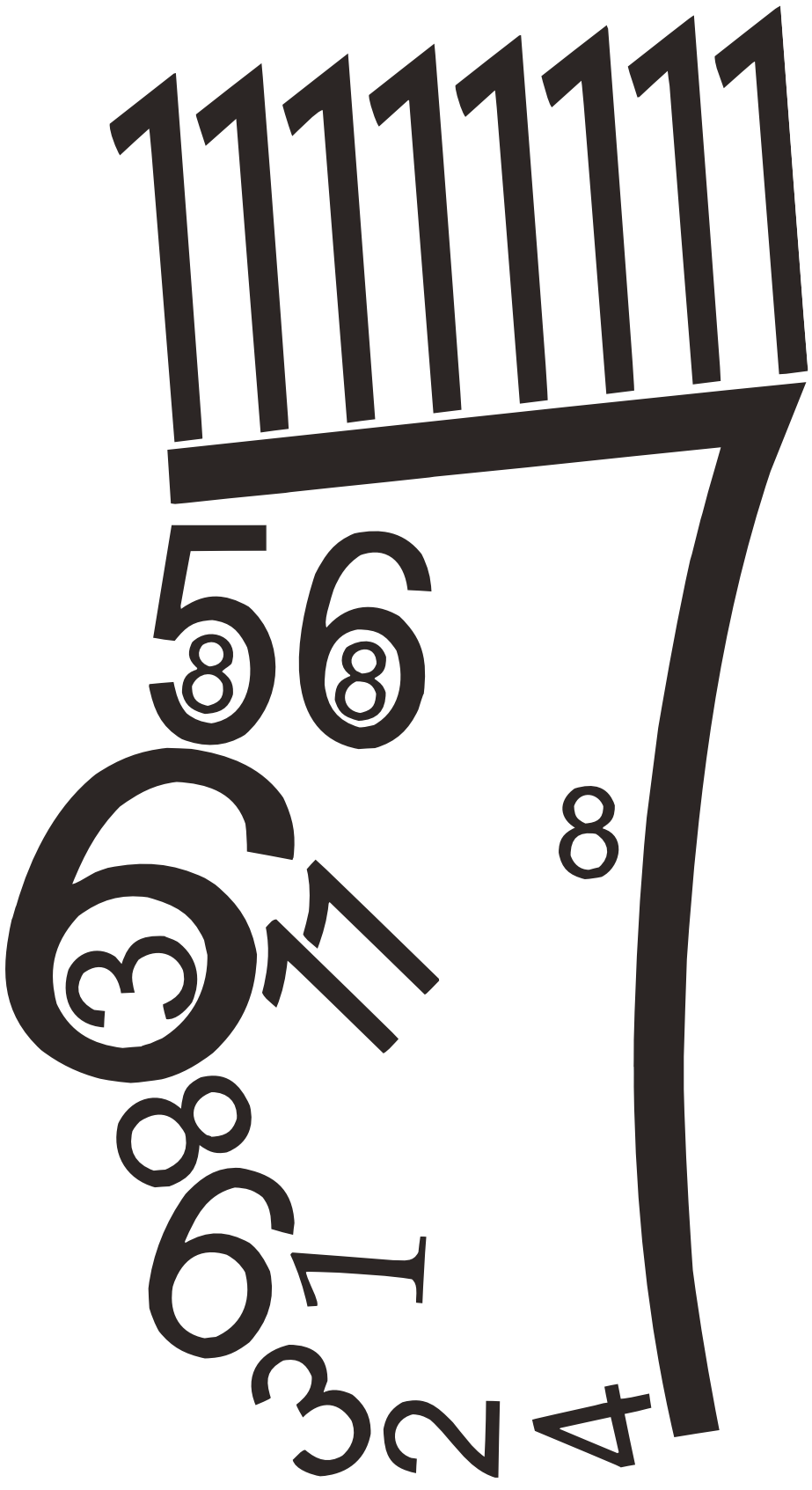
ESCREVA NOMES FEMININOS COM
O NÚMERO DE LETRAS INDICADO.

3	4	5
6	7	8

DESCUBRA NOMES DE OBJETOS COM
7 E 8 LETRAS. COLE-OS NO ESPAÇO ABAIXO.

DO QUE VOCÊ SE LEMBRA AO VER ESTE DESENHO?
QUANTOS ERAM OS ANÕES DA HISTÓRIA?
COLOQUE OS NÚMEROS DE 1 A 7 NOS ANÕES.

DESCUBRA QUANTOS NÚMEROS EXISTEM NO DESENHO.



1 ☐

2 ☐

3 ☐

4 ☐

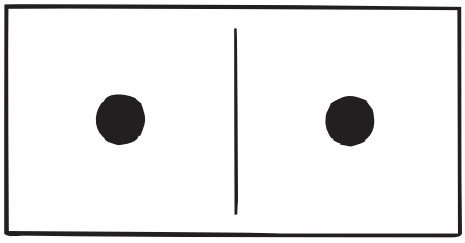
5 ☐

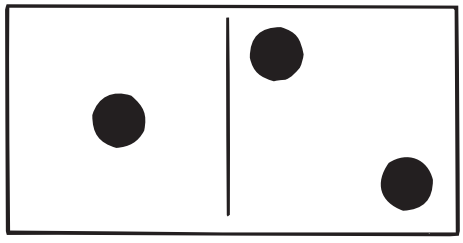
6 ☐

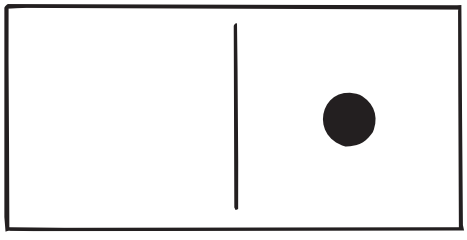
7 ☐

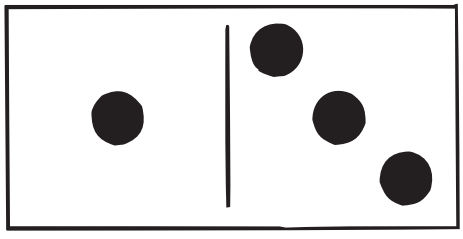
8 ☐

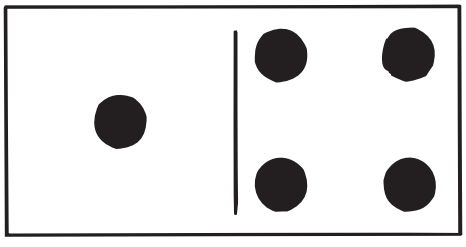
COMPLETE SOMANDO OS PONTOS DO DOMINÓ.

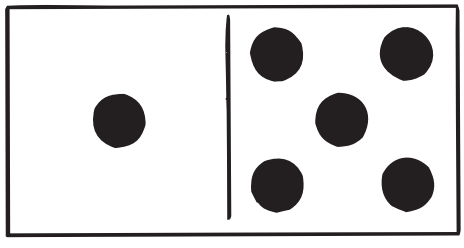


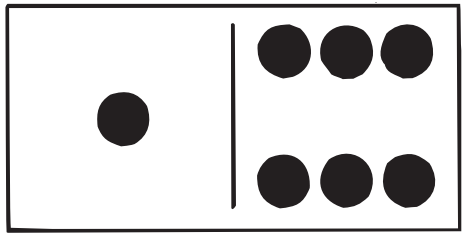




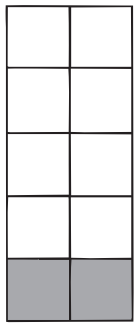




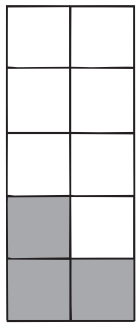




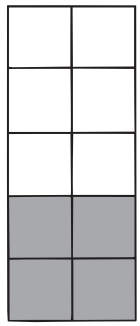
DESCUBRA OS RESULTADOS
CONTANDO OS QUADRADINHOS.



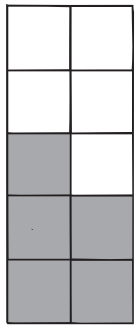
1 + 1 = _____



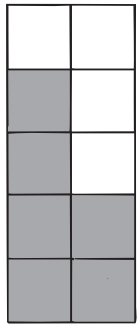
2 + 1 = _____



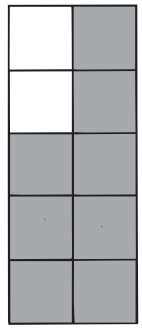
2 + 2 = _____



3 + 2 = _____



4 + 1 = _____

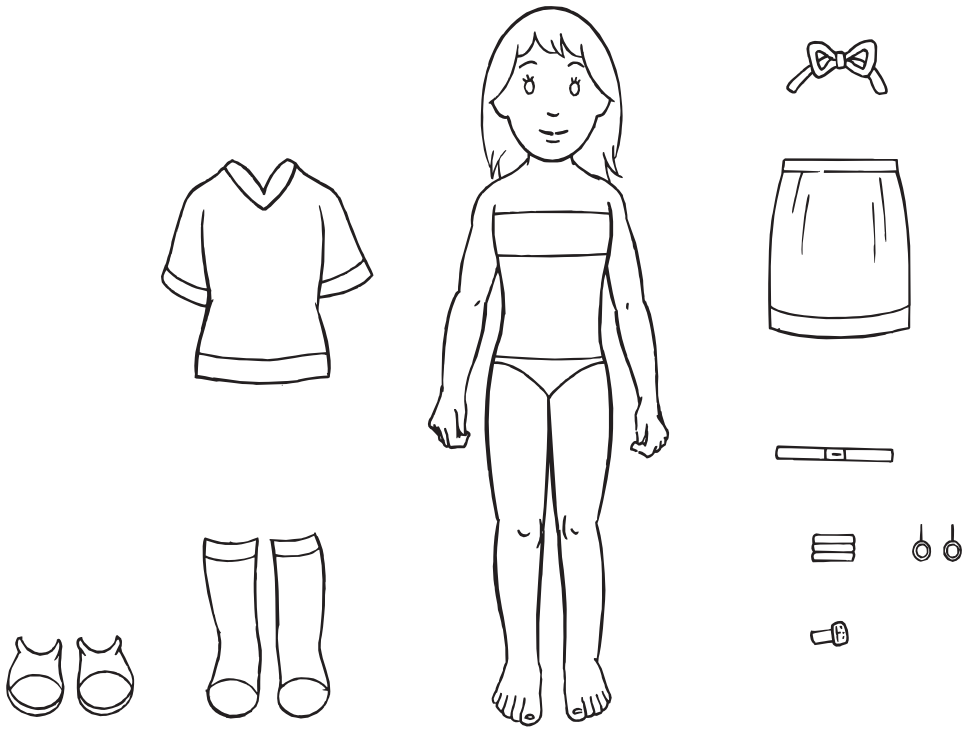


3 + 5 = _____

PREENCHA O QUADRO CONFORME É PEDIDO:

NÚMERO	ESCRITA	QUANTIDADE (REPRESENTE COM DESENHO)
_____	UM	
2	_____	
_____	TRÊS	
_____	QUATRO	
5	_____	
6	_____	
_____	SETE	
_____	OITO	
9	_____	

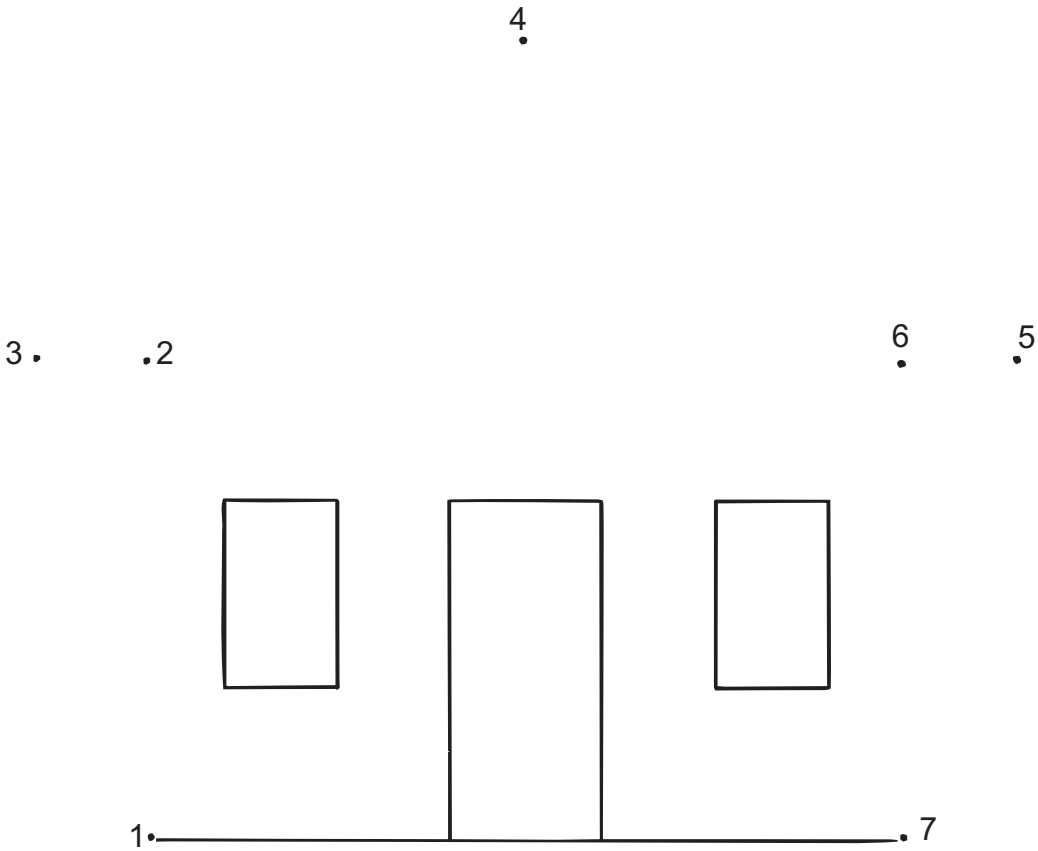
VEJA QUANTOS OBJETOS PODEMOS USAR NA MENINA.

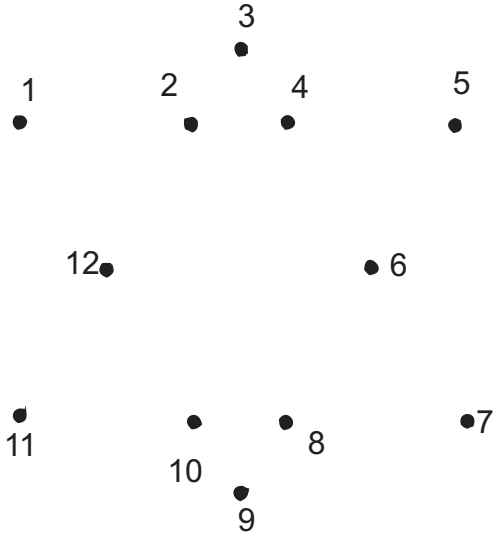


VOCÊ CONTOU QUANTAS PEÇAS?

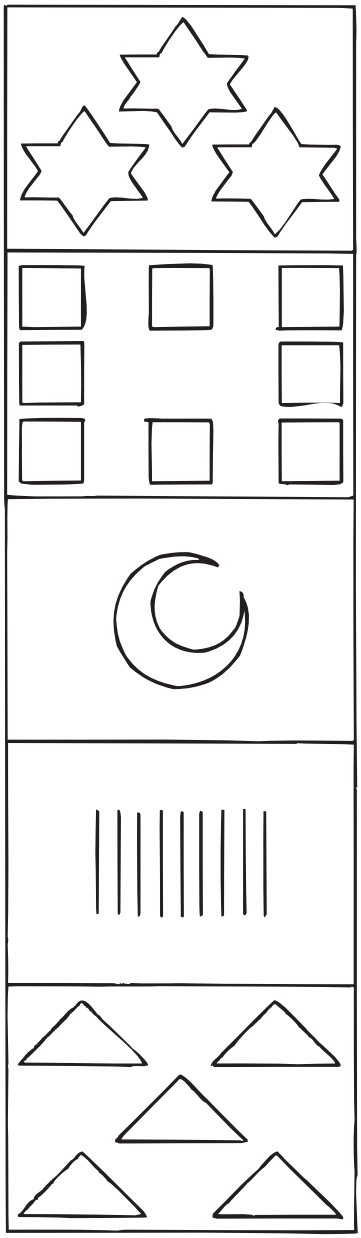
AGORA DESENHE UMA BONECA E COLOQUE 9 OBJETOS.
PODEM SER ROUPAS E ACESSÓRIOS.

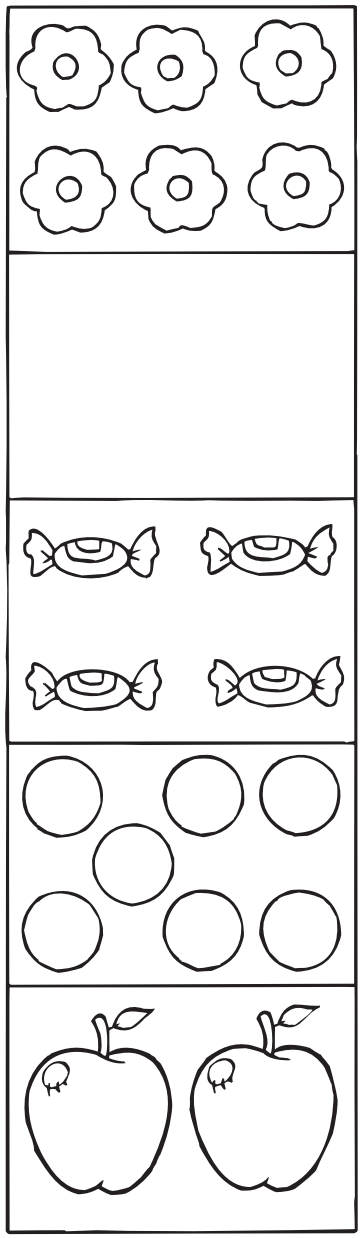
LIGUE OS PONTOS E VEJA A FIGURA QUE APARECE.
DEPOIS, PINTE BEM BONITO.





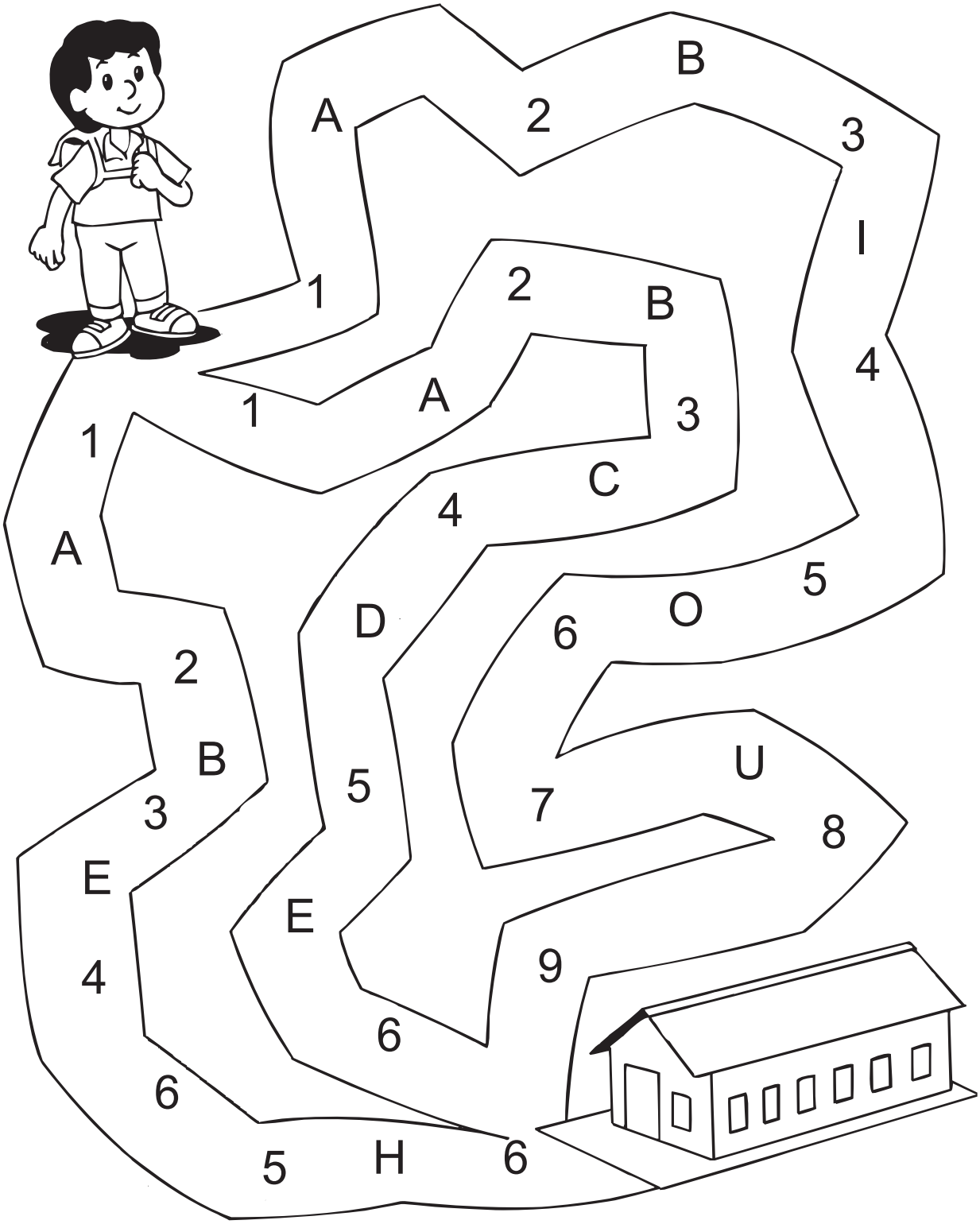
RECORTE OS CARTÕES COM OS NÚMEROS QUE ESTÃO ABAIXO. AGORA COLE-OS AO LADO DA QUANTIA QUE CORRESPONDE AO NÚMERO.





0	1	2	3	4
5	6	7	8	9

LEVE A CRIANÇA ATÉ A ESCOLA,
PASSANDO PELOS ALGARISMOS DE 1 A 9.



COMO EU POSSO ACHAR ESSE VALOR?

2

1 + _____
2 + _____
1 + _____
0 + _____

3

0 + ___
1 + _____
1 + 1 + _____
2 + _____
3 + _____

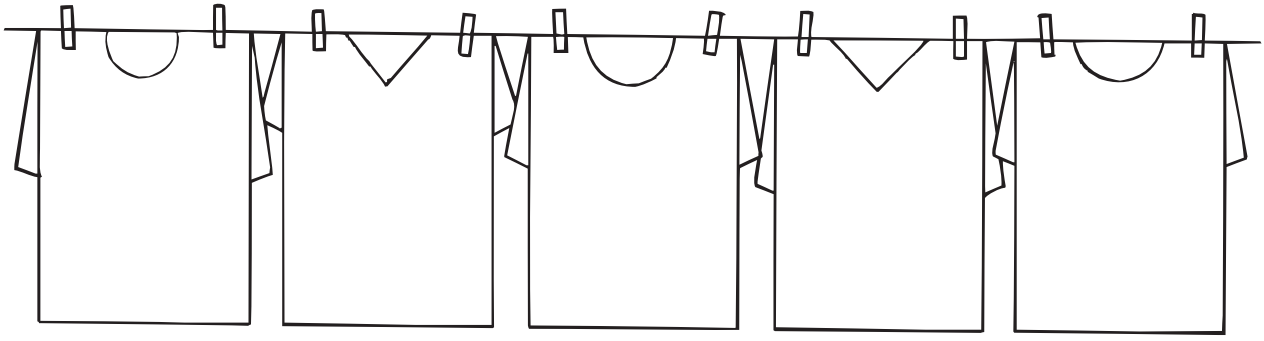
4

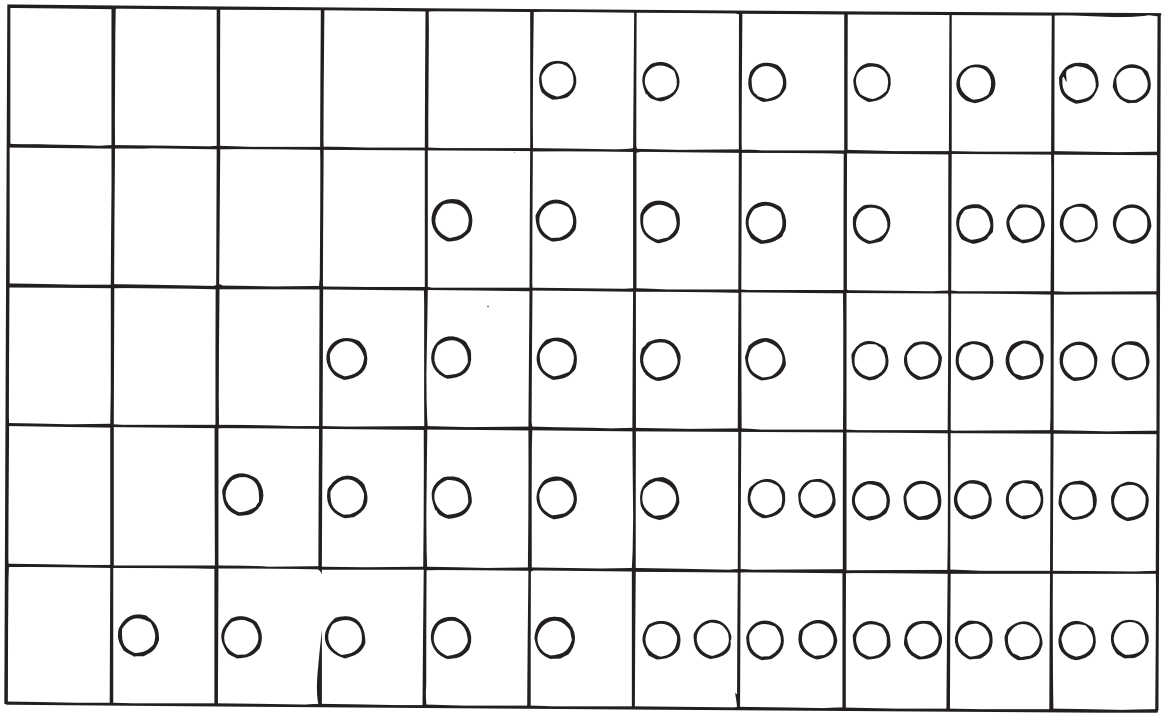
0 + _____
4 + _____
1 + _____
3 + _____
2 + _____
2 + _____ + _____
1 + _____ + _____
1 + _____ + _____ + _____

5

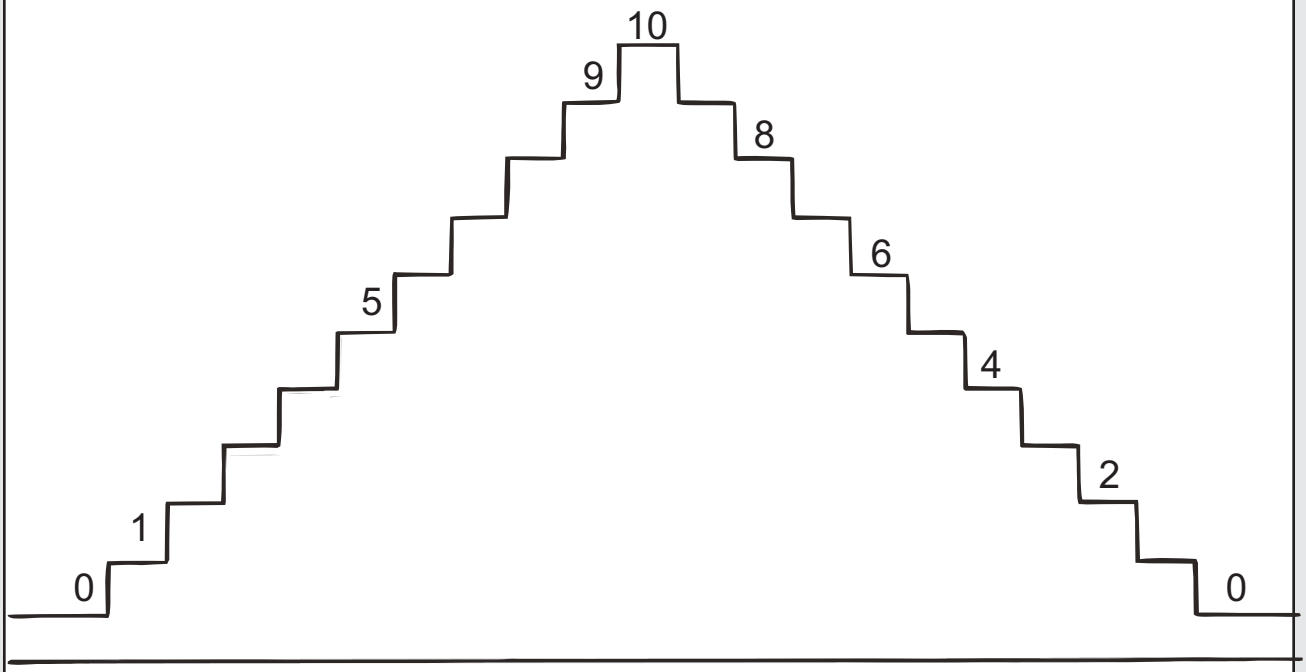
5 + _____
0 + _____
1 + _____
4 + _____
2 + _____
3 + _____
1 + 1 + 1 + _____
2 + 1 + _____

COLOQUE NÚMEROS NAS CAMISAS QUE ESTÃO NO VARAL. OBEDEÇA A ORDEM DOS NÚMEROS. NÃO SE ESQUEÇA DO ZERO.





COMPLETE COM NÚMEROS SUBINDO E DESCENDO A ESCADA.



DESCUBRA O SEGREDO:

+	0	1	2	3	4	5	6	7	8	9
1										

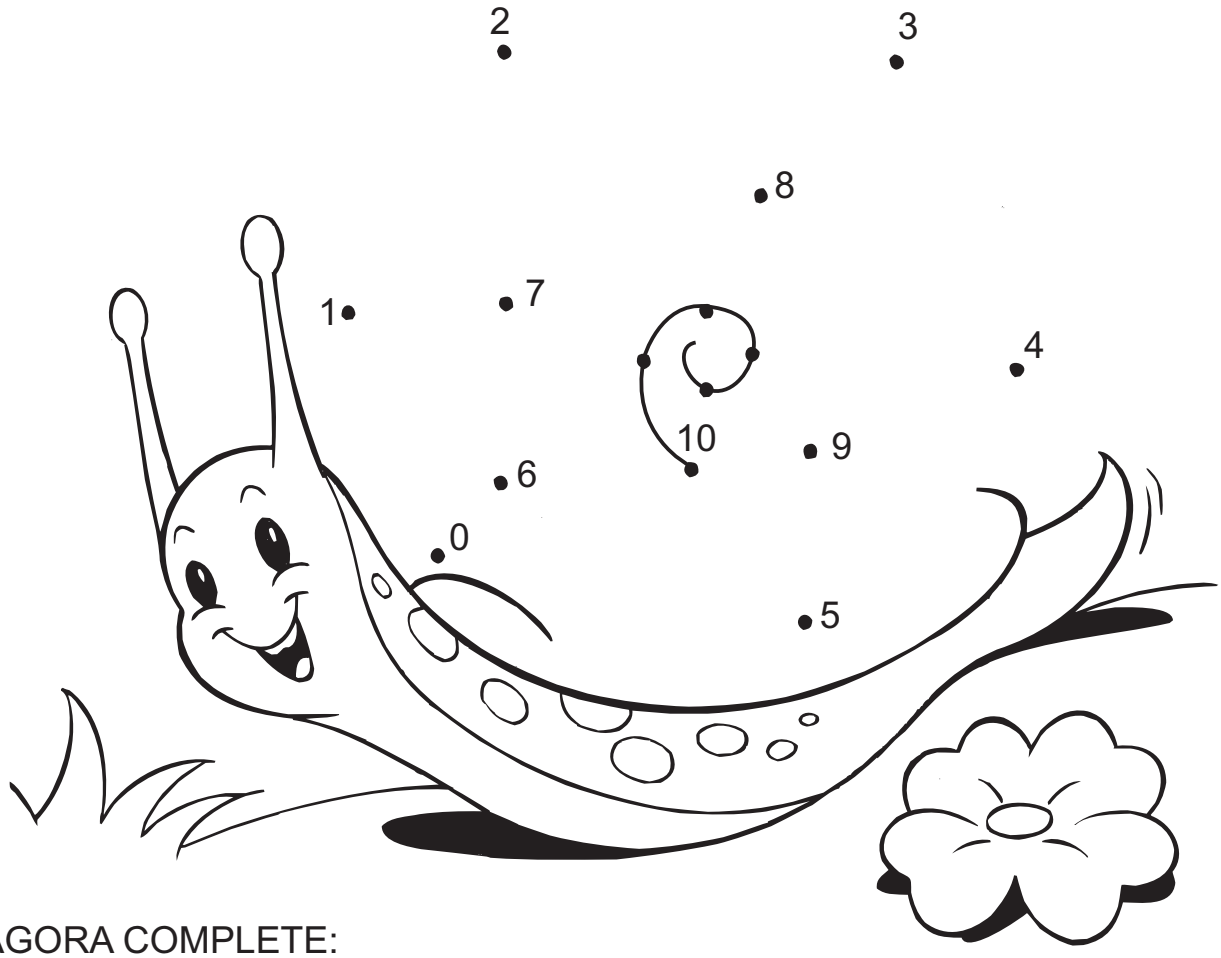
+	0	1	2	3	4	5	6	7	8
2									

+	0	1	2	3	4	5	6	7
3								

+	0	1	2	3	4	5	6
4							

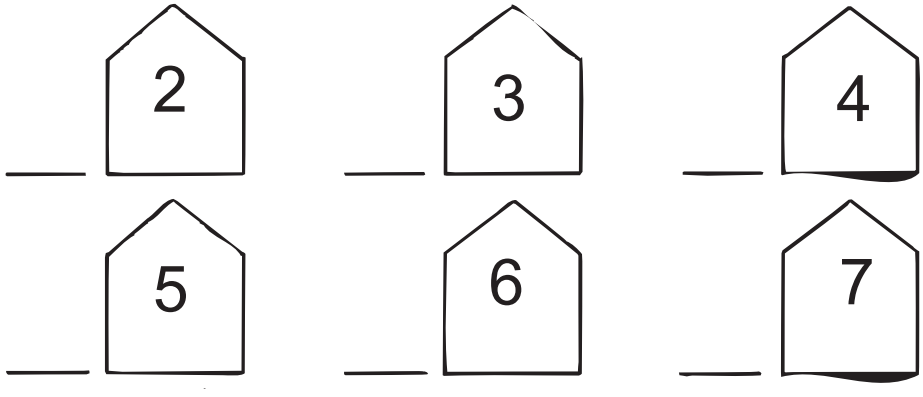
+	0	1	2	3	4	5
5						

LIGUE OS NÚMEROS DE 0 A 10 E DEPOIS PINTE.



AGORA COMPLETE:

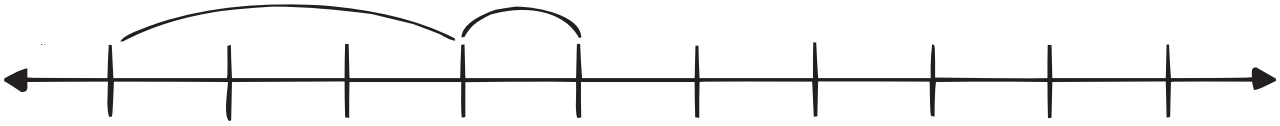
QUEM VEM ANTES DE:



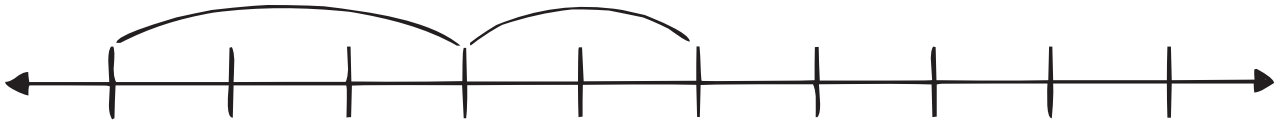
COMPLETE A RETA NUMERADA.

_____ e _____ = _____

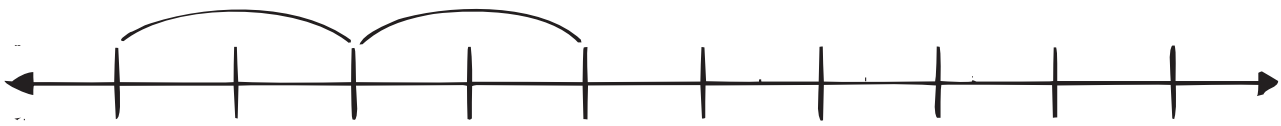
_____ e _____ = _____



_____ e _____ = _____

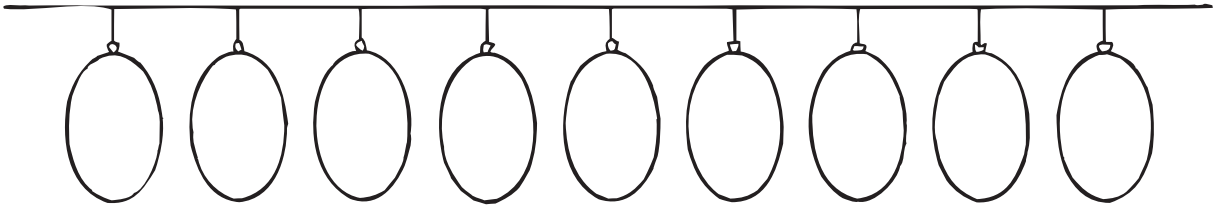


_____ e _____ = _____



_____ e _____ = _____

O NÚMERO **0**



FAZ DE CONTA QUE UMA ESTOUROU.
DESENHE O QUE SOBROU.

FICARAM 8 BEXIGAS E UMA ESTOUROU. DESENHE.

FICARAM 7 BEXIGAS E MAIS UMA ESTOUROU.

AGORA TENHO 6 BEXIGAS E OUTRA ESTOUROU.
SOBRARAM_____BEXIGAS.

TENHO 5 BEXIGAS E OUTRA ESTOUROU.

FIQUEI COM 4 E MAIS UMA ESTOROU.

FIQUEI COM 3 E OUTRA ESTOUROU.

FIQUEI COM 2 E OUTRA ESTOUROU.

FIQUEI SÓ COM UMA BEXIGA QUE TAMBÉM ESTOUROU.
O QUE ACONTECEU?

FIQUEI SEM NENHUMA BEXIGA.

0

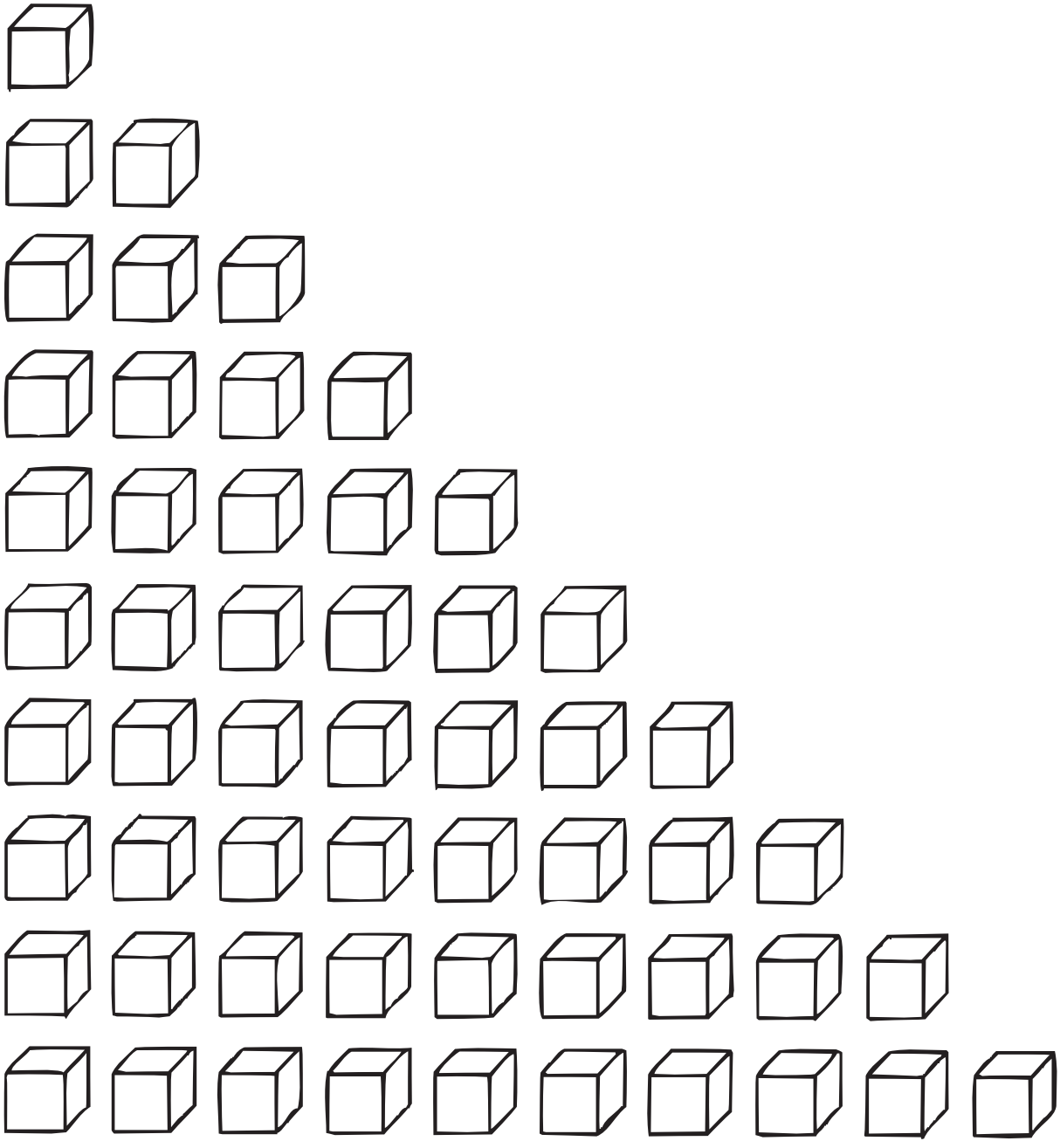
0

ZERO

zero

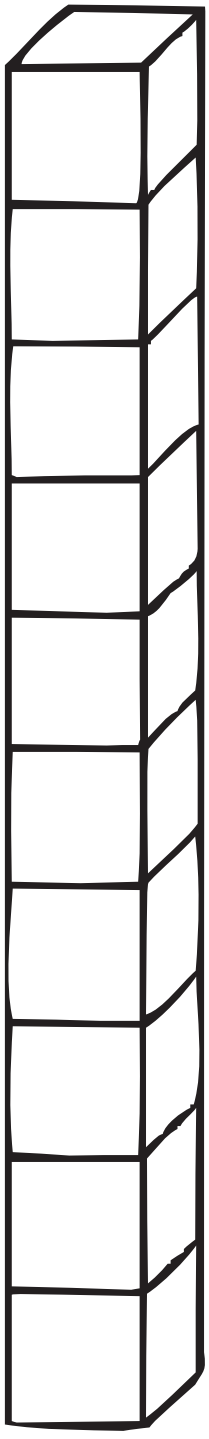
O NÚMERO ZERO

O NÚMERO 0 (ZERO) É MUITO IMPORTANTE, POIS, SE COLOCARMOS 0 DEPOIS DO 1, TEREMOS O NÚMERO 10, QUE CORRESPONDE A 10 UNIDADES.

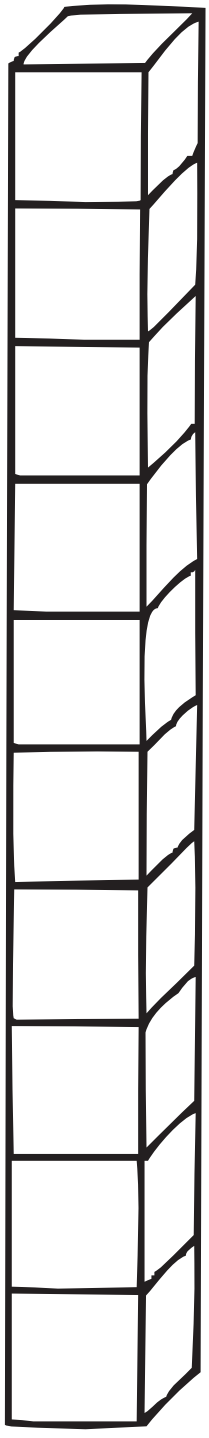


10 = 1 DEZENA

10 QUADRADINHOS FORMAM UMA BARRINHA.
UMA BARRINHA É IGUAL10 UNIDADES.



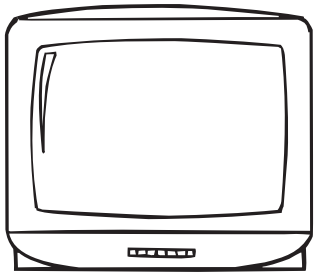
1
2
3
4
5
6
7
8
9
10

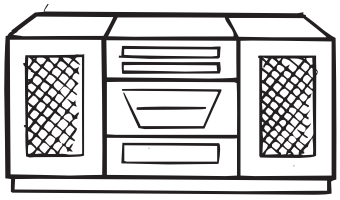


PROCURE EM REVISTAS FIGURAS DE COISAS QUE PODEMOS COMPRAR. COLE-AS ABAIXO OBEDECENDO O QUE SE PEDE.

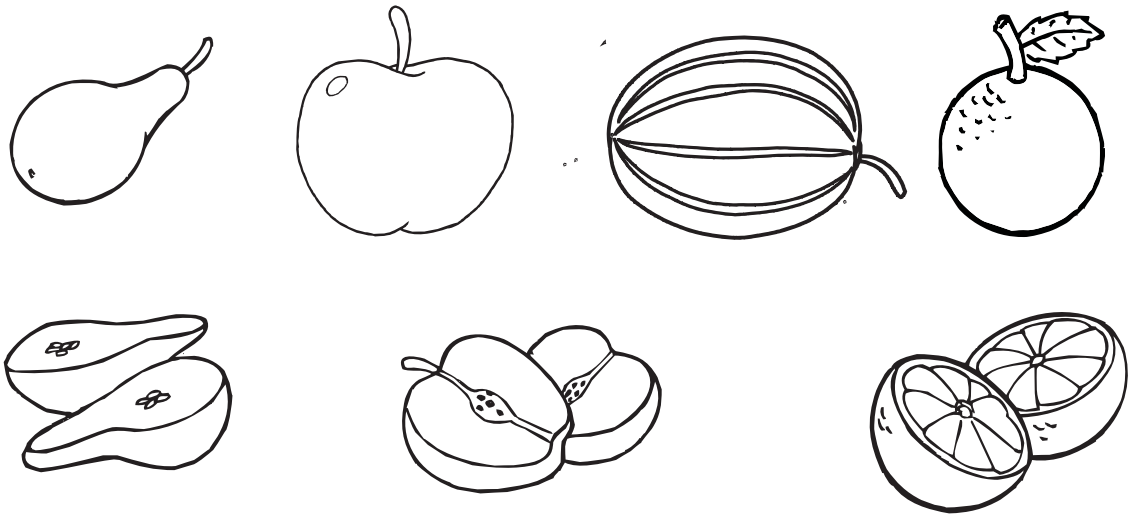
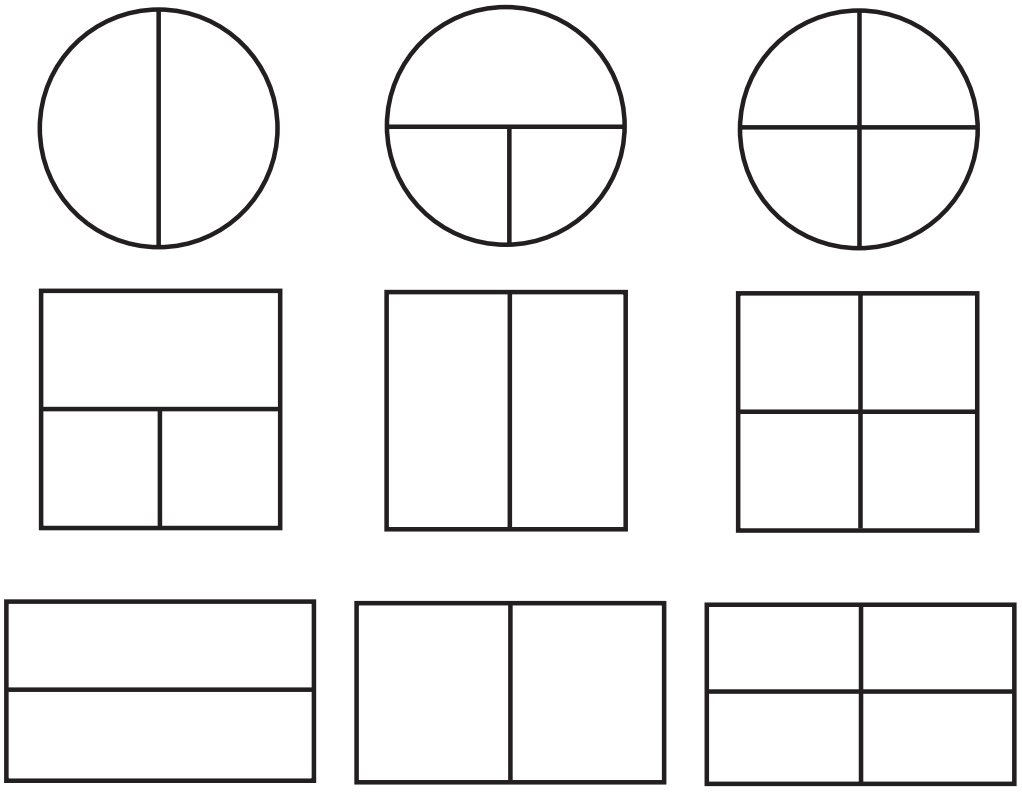
POR QUILO	POR LITRO
POR METRO	POR DÚZIA

OBSERVE O PREÇO DE OBJETOS NOS JORNAIS.
RECORTE E COLE AO LADO DA FIGURA. RESPONDA:
O QUE VOCÊ ACHA MAIS CARO? E O MAIS BARATO?





PINTE OS DESENHOS
QUE ESTÃO CORTADOS NA METADE.



PINTE A METADE DAS FIGURAS
QUE ESTÃO DIVIDIDAS AO MEIO.