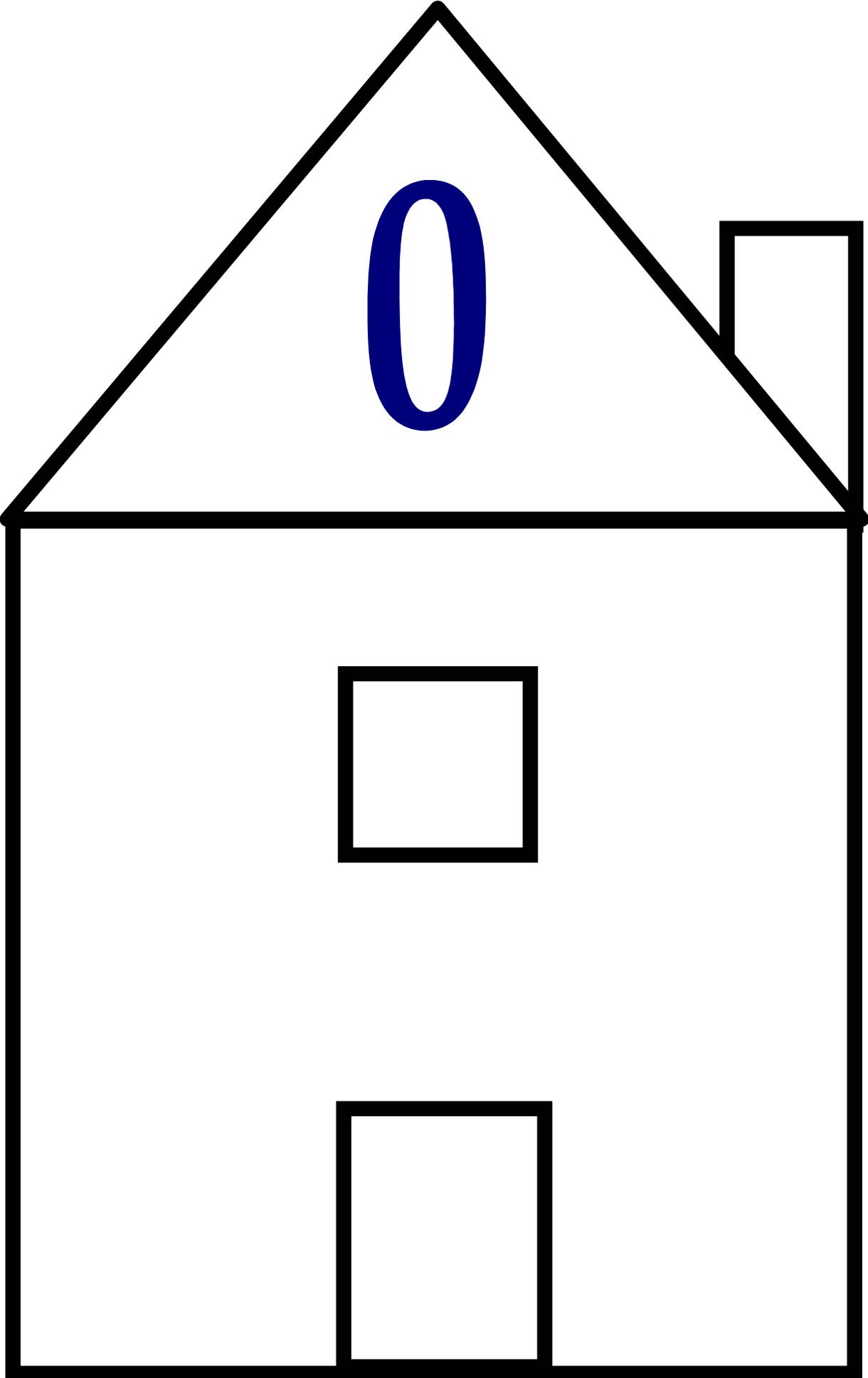
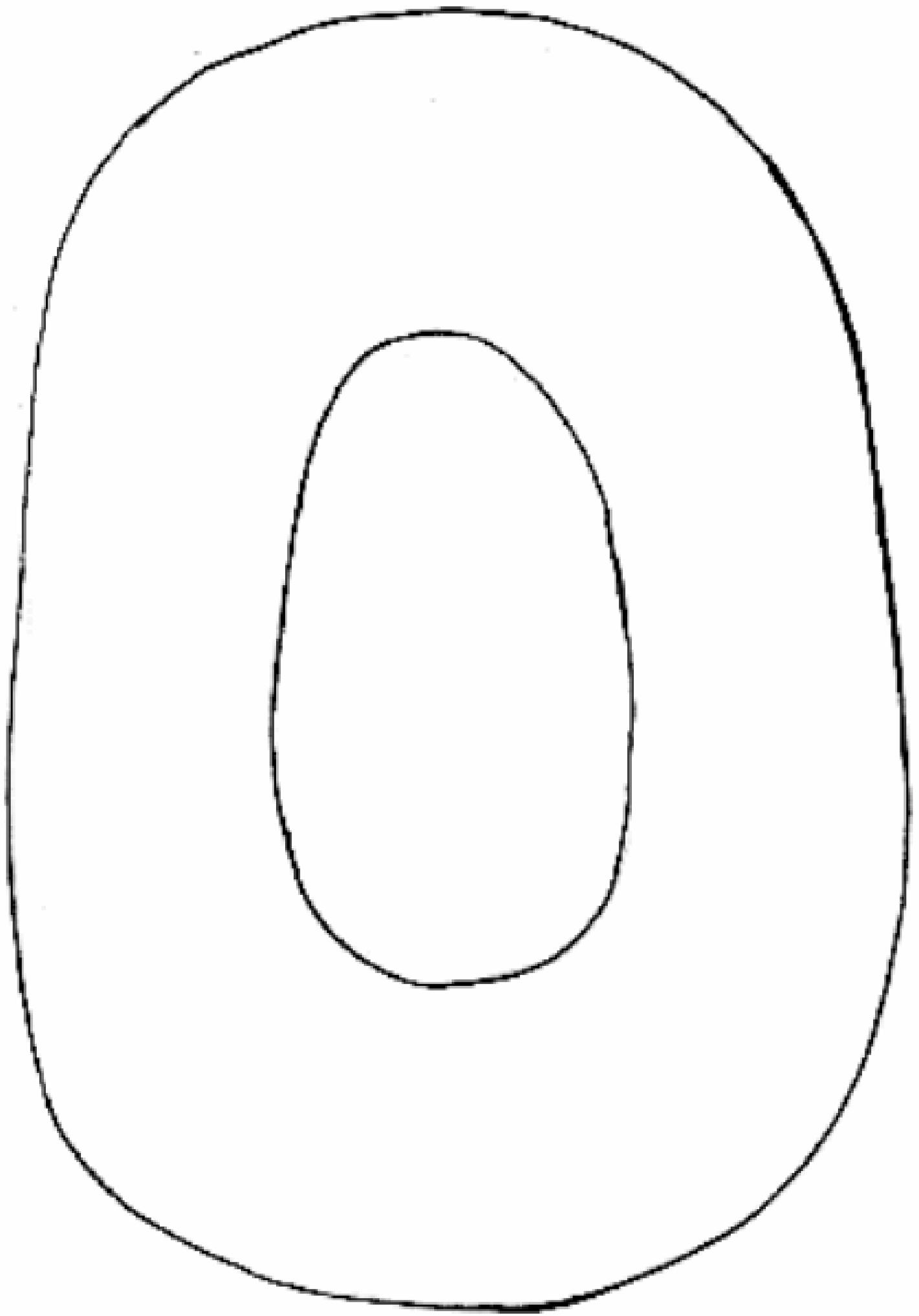
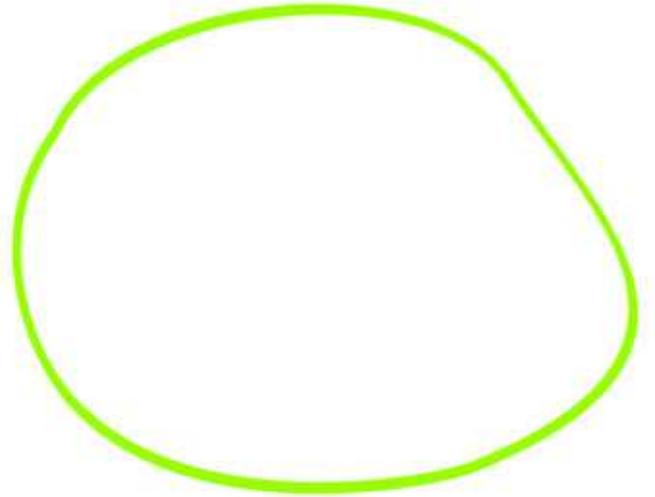
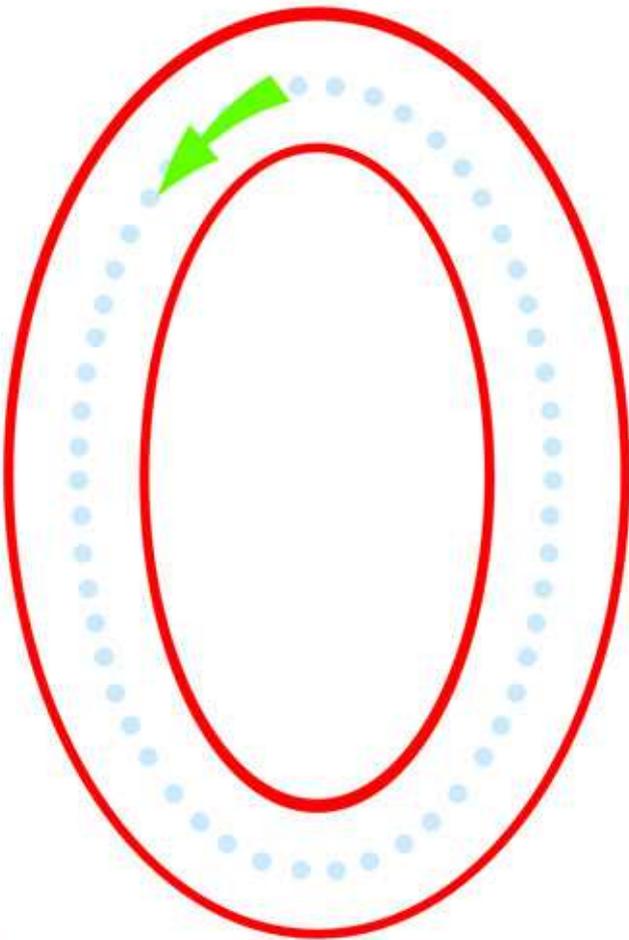
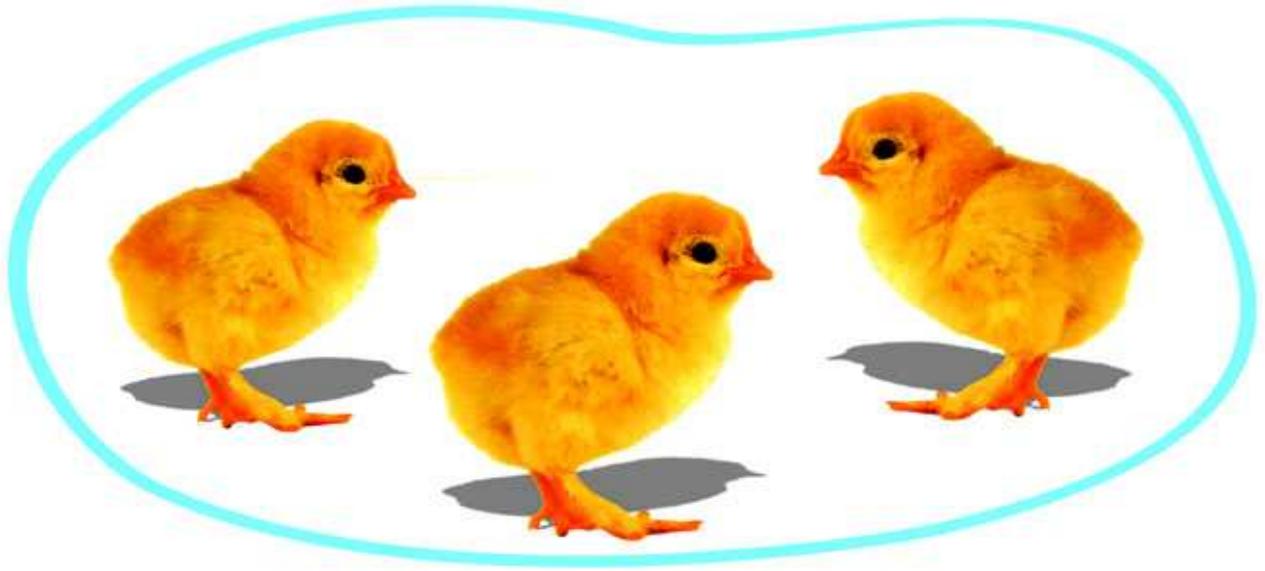


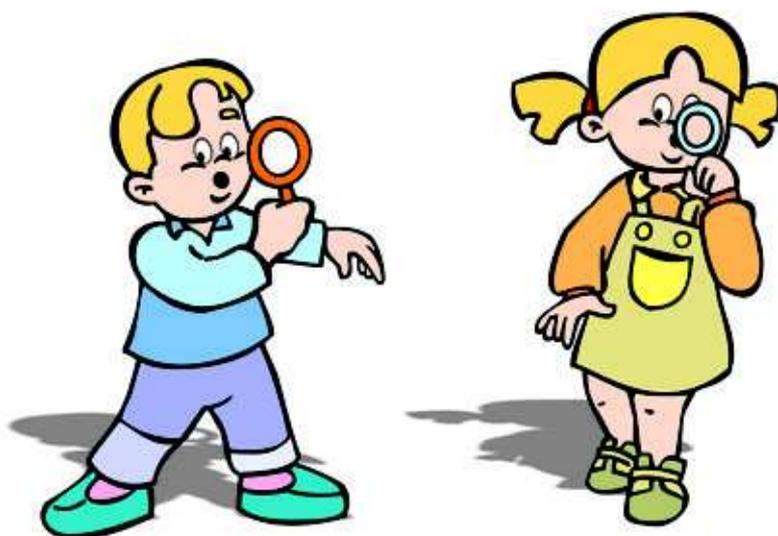
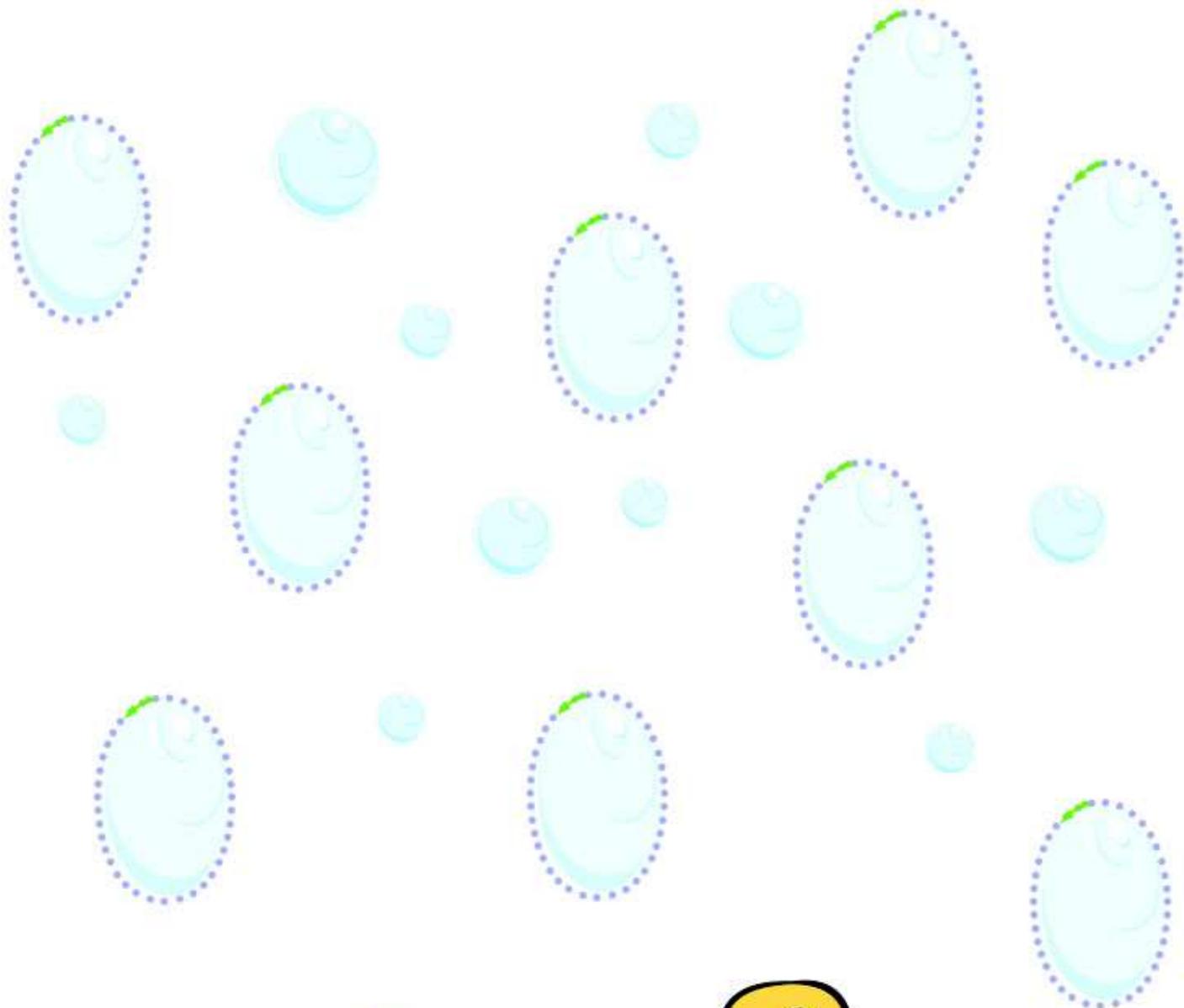
LA CASA DE LOS NÚMEROS







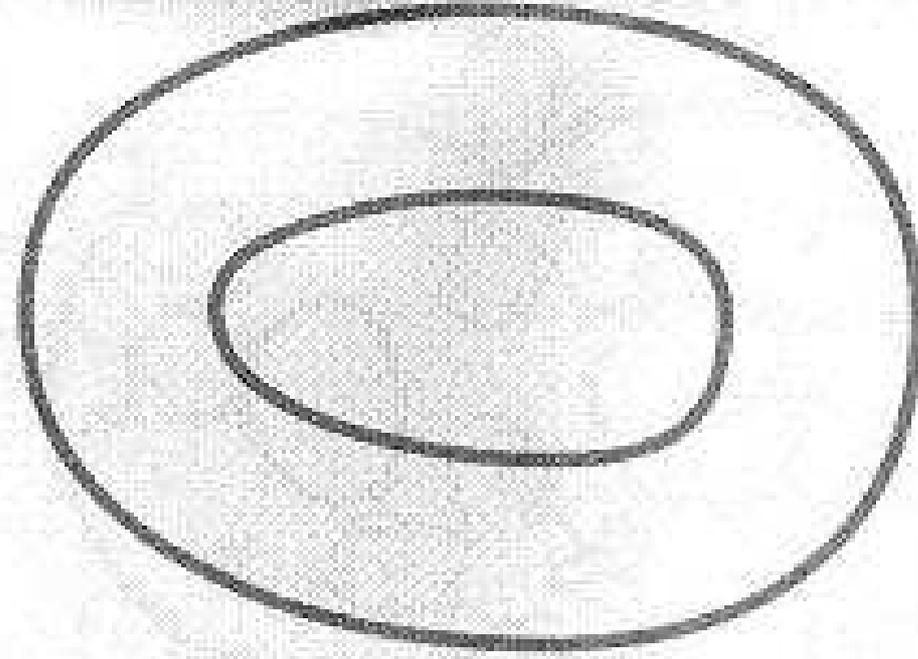
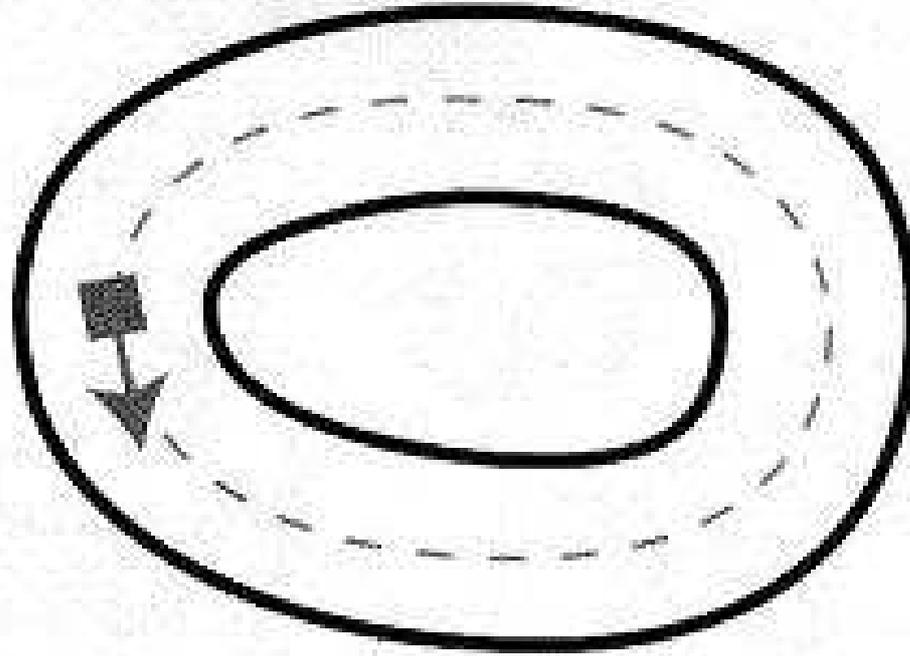
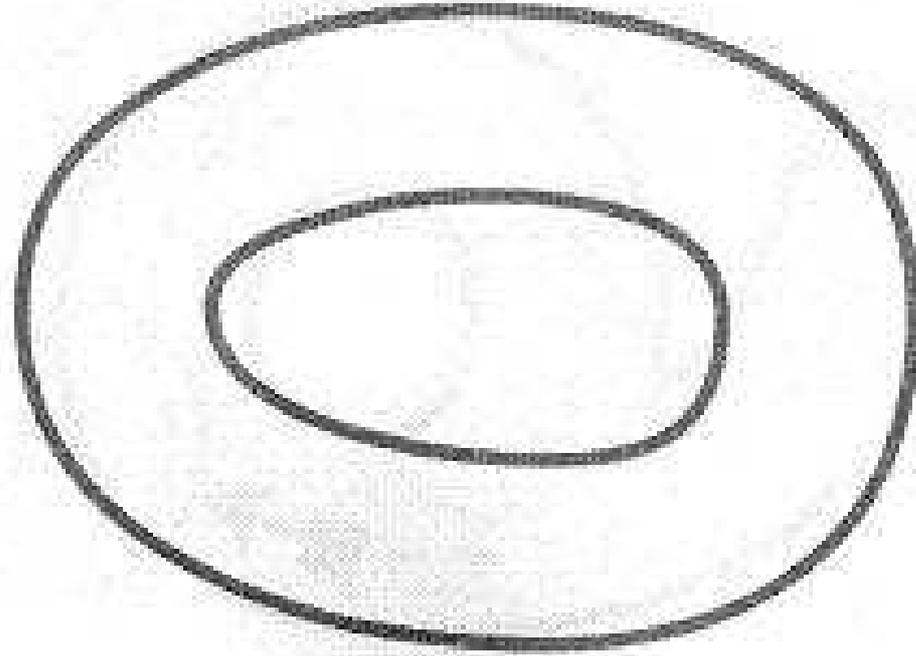
Pinta el 0 con pintura de dedo, siguiendo la dirección que marca la flecha. Pon un gomet en el círculo donde haya 0 patitos.



Rodea el contorno de las burbujas con ceras de colores, en el sentido que marca la flecha.

NUMERACIÓN

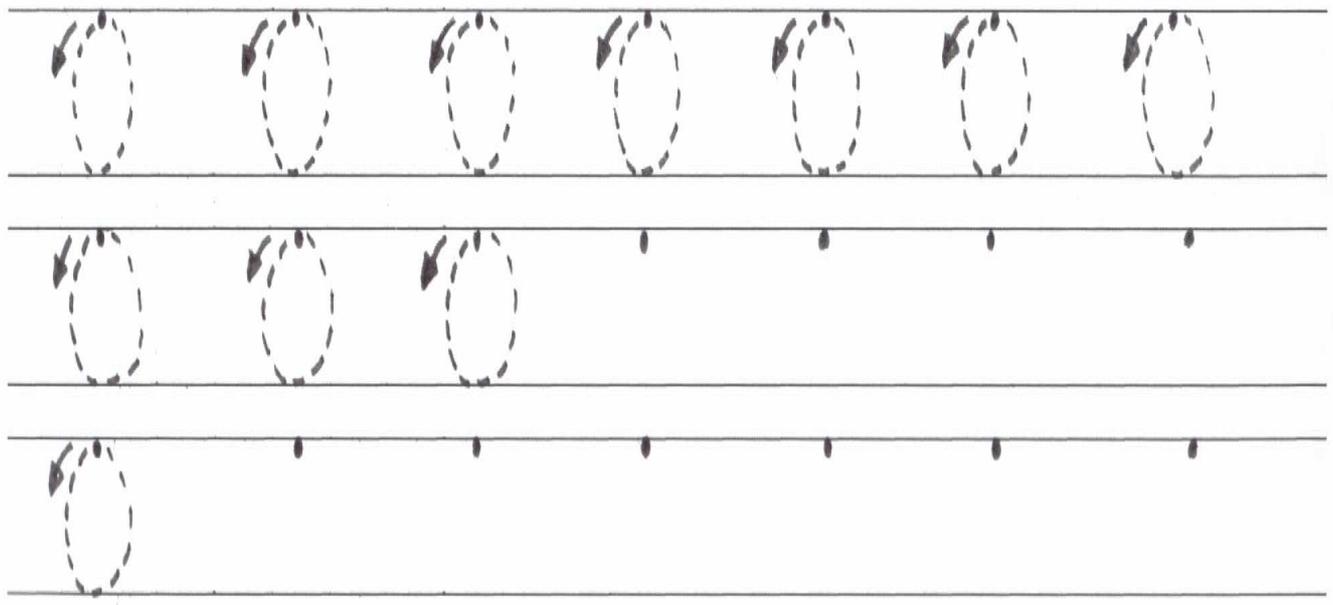
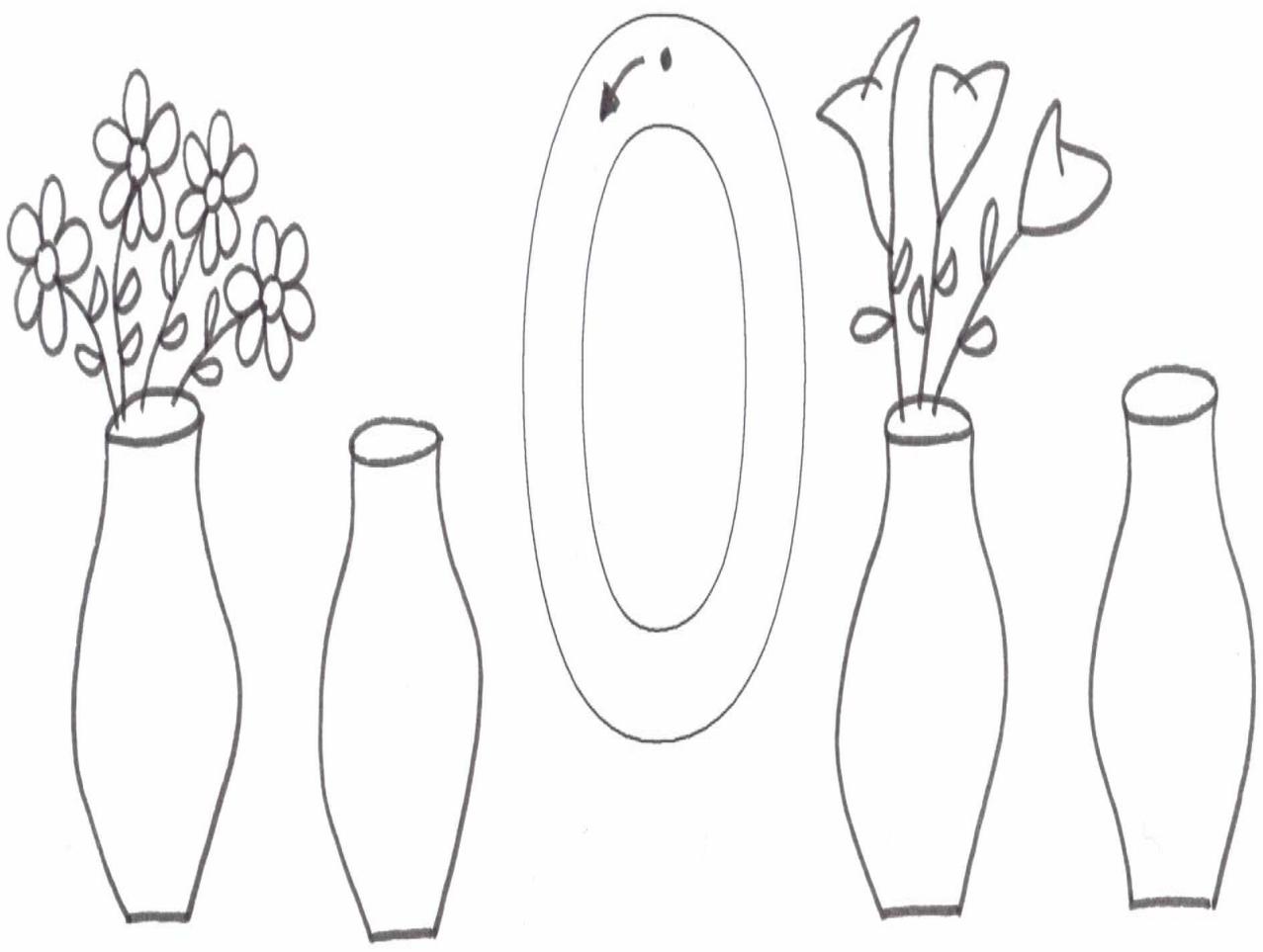
NOCIÓN DE NÚMERO "conocer el número 0"



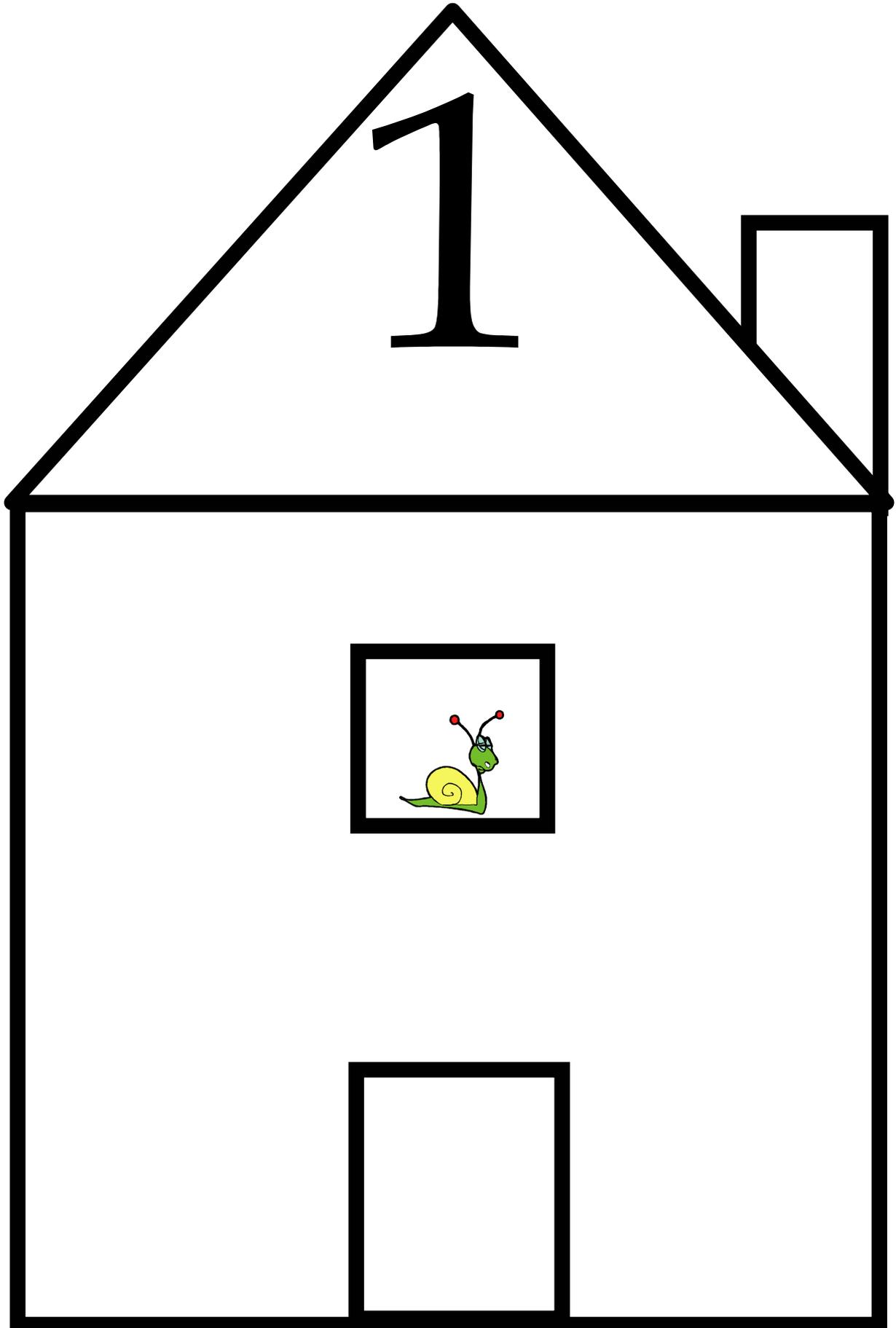
Actividad:

Iniciación al número 0. Colorear y reseguir.

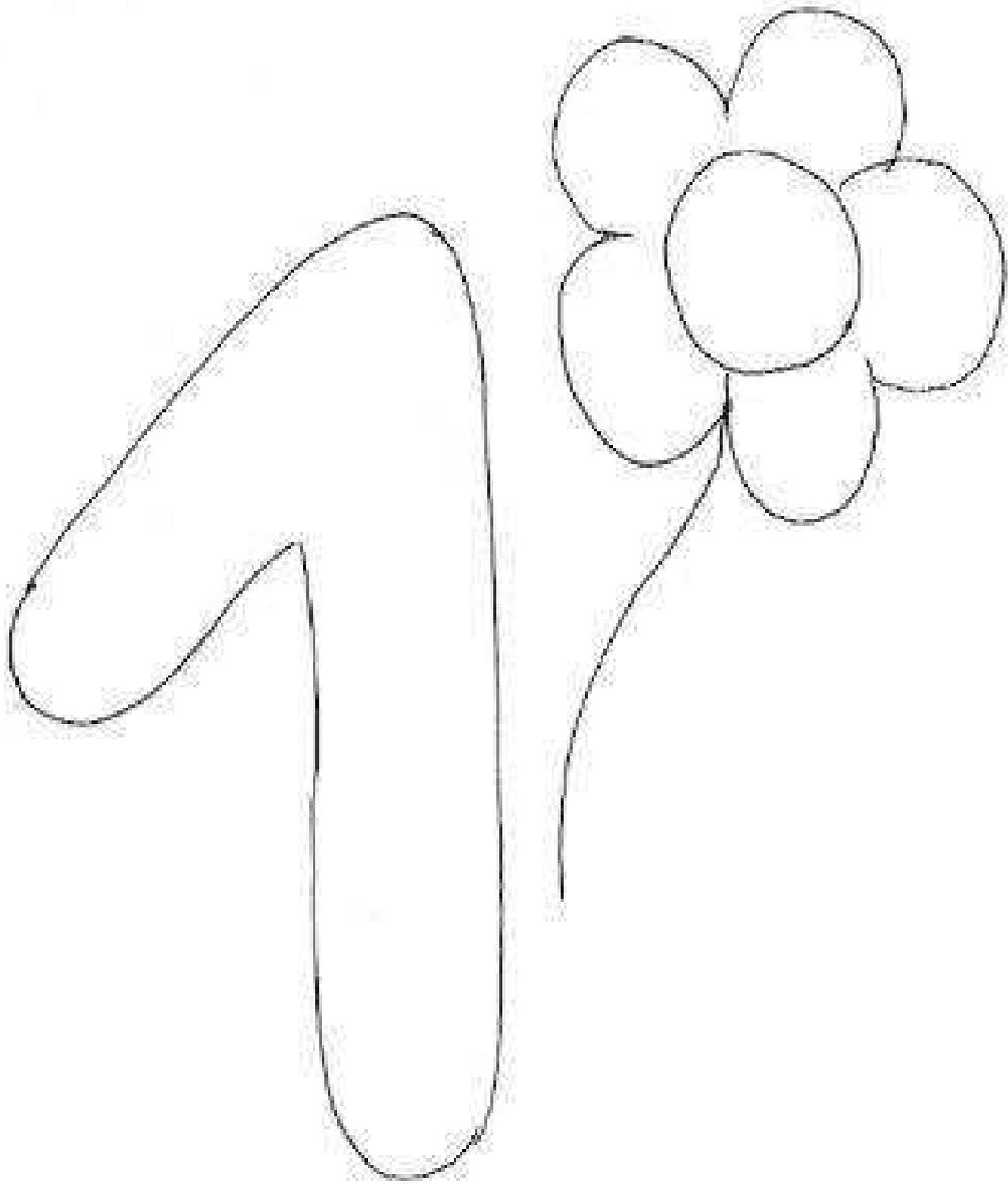
- Repasa, une y colorea solo aquellos jarrones que tengan cero flores.

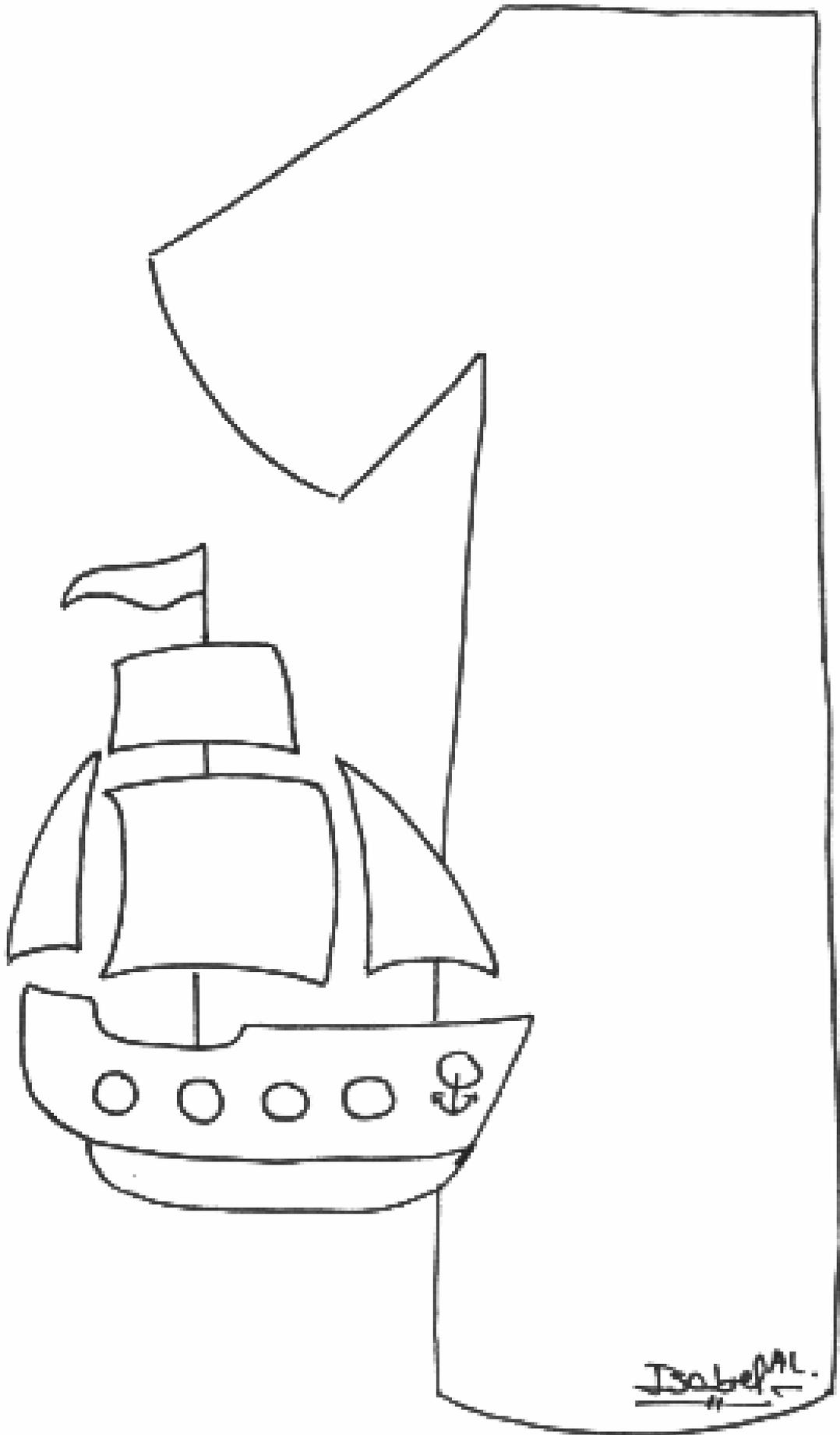


LA CASA DE LOS NÚMEROS

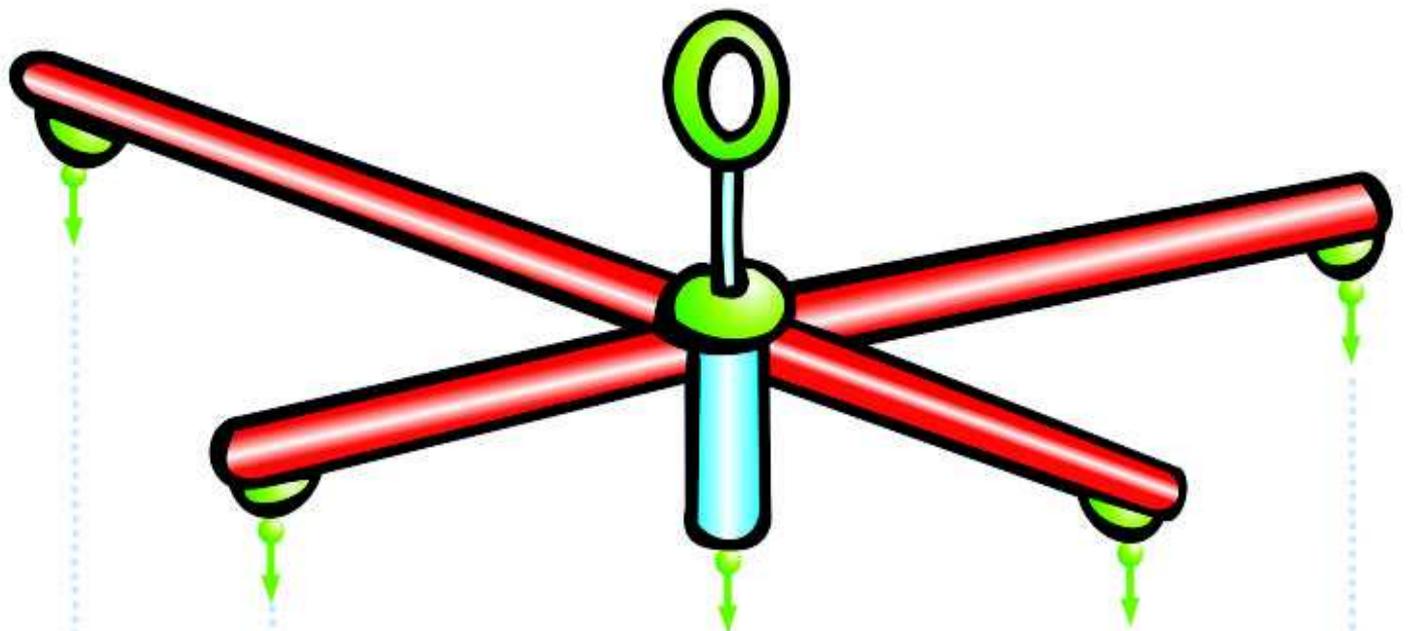


Cuaderno del
número:

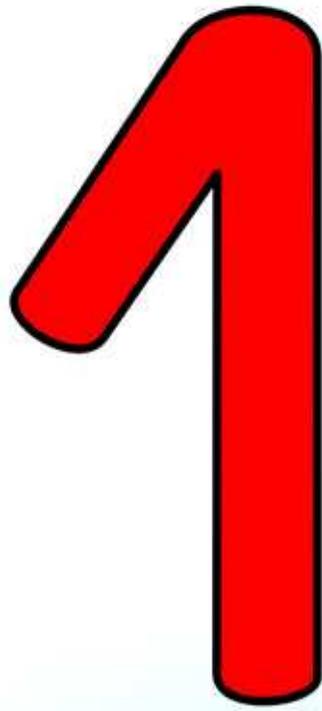




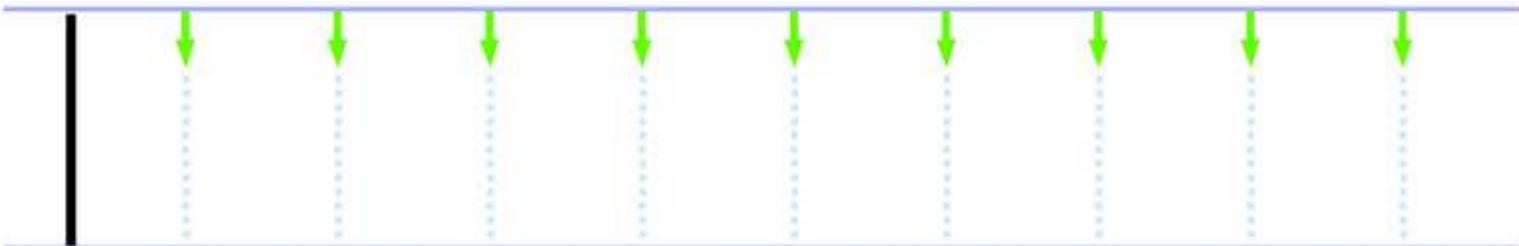
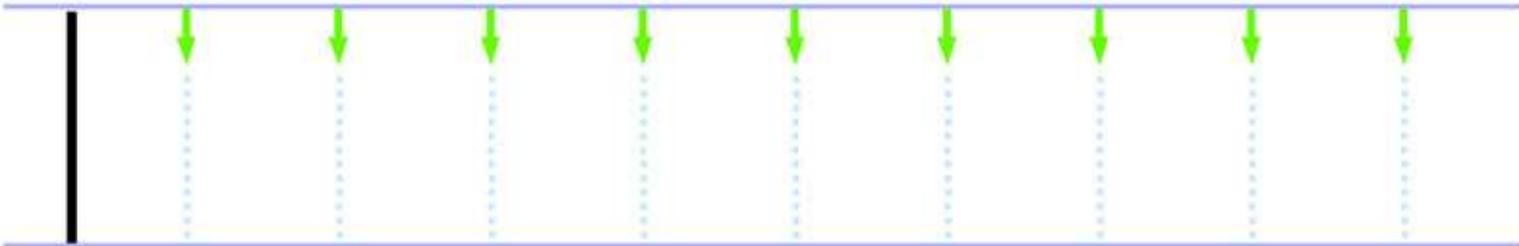
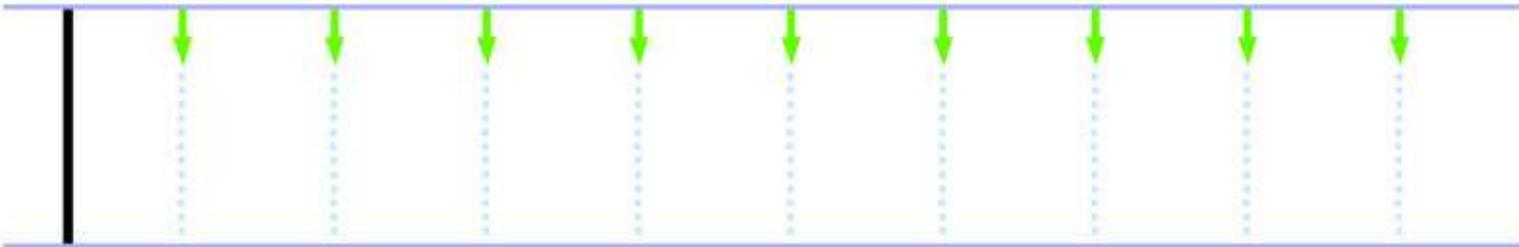
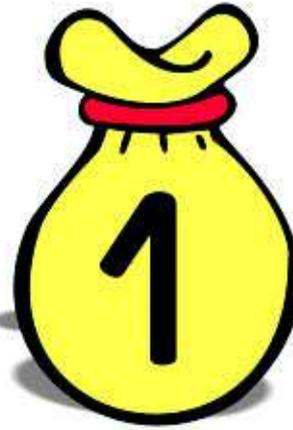
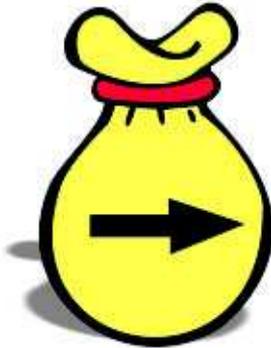
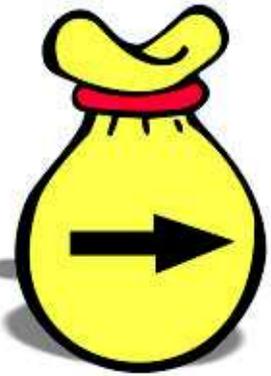
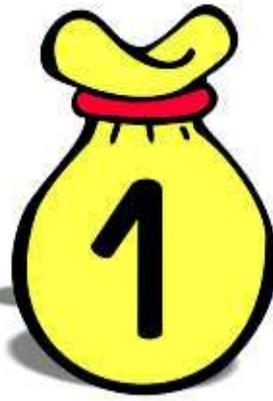
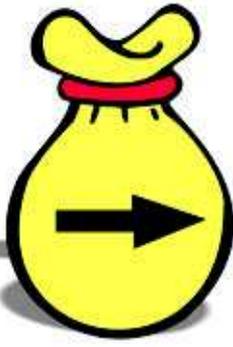
Isabel



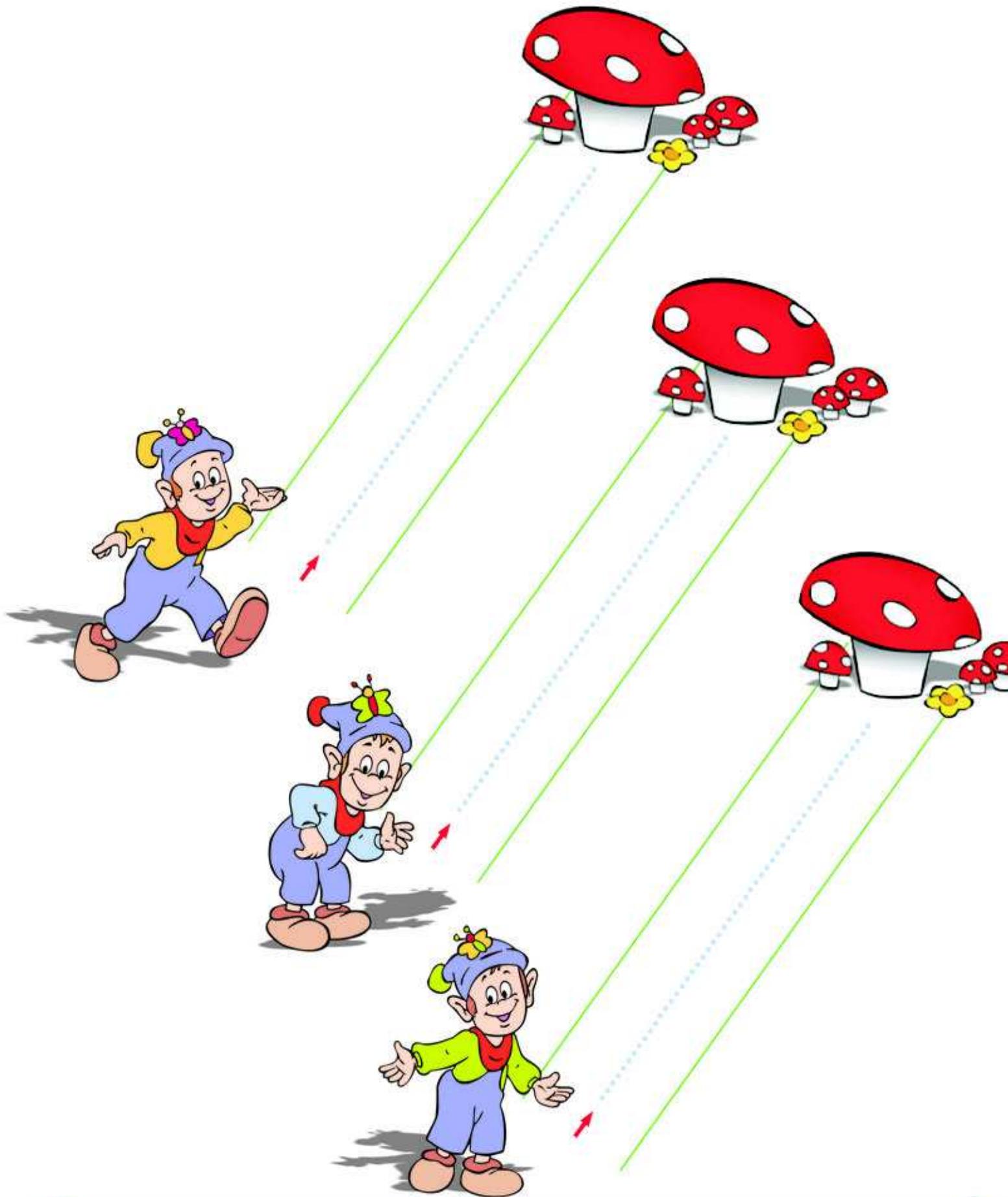
Repasa con ceras gordas los hilos del móvil, en la dirección que indica la flecha.



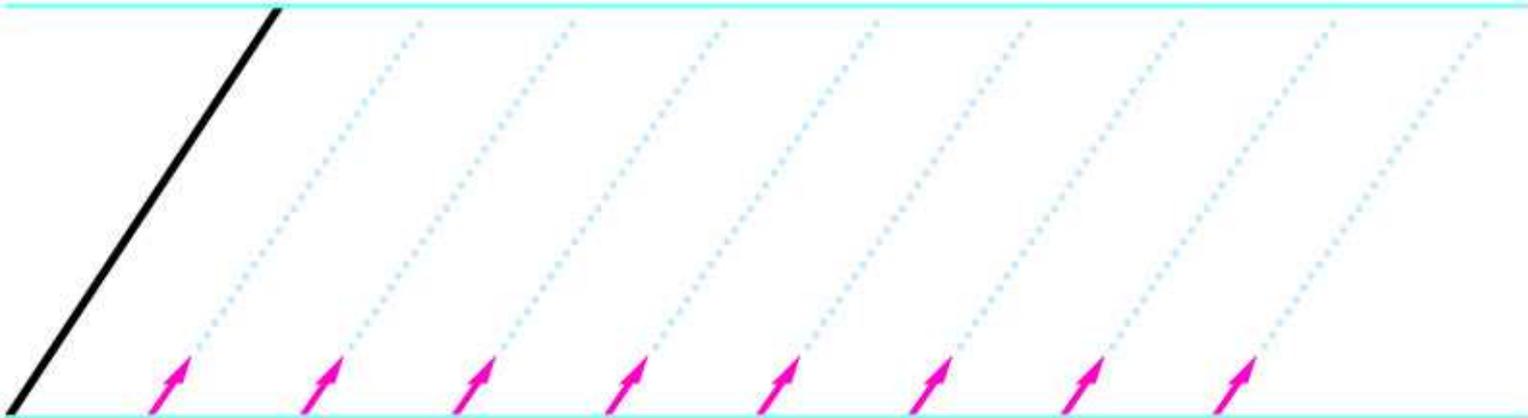
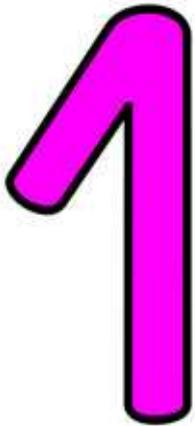
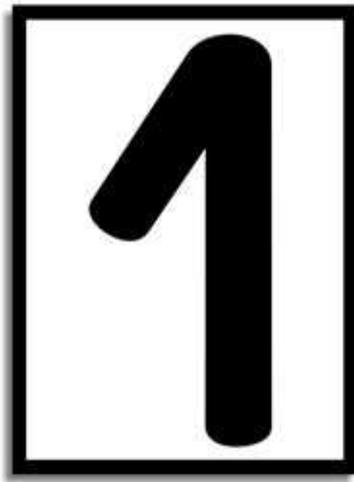
Cuenta cuántos castillos hay y luego píntalo de muchos colores.



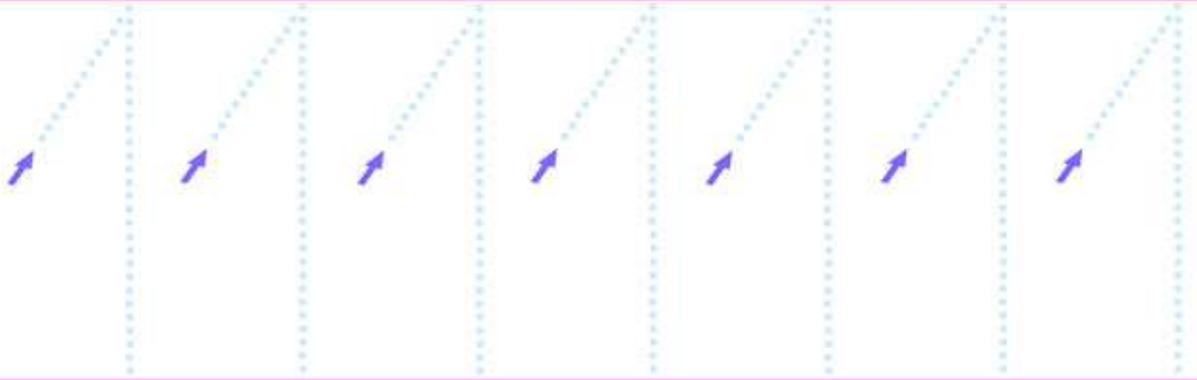
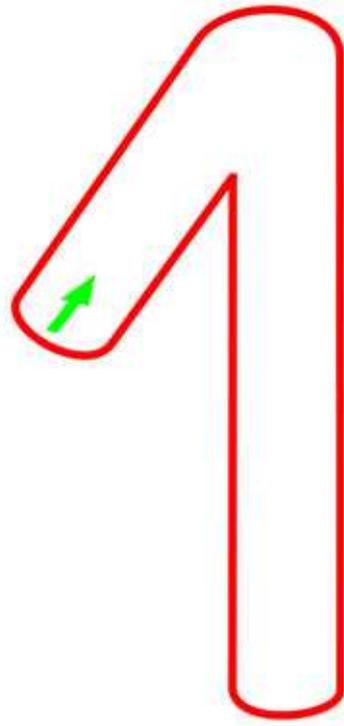
Pega un gomet en cada saco donde esté el número 1. Repasa con lápiz los trazos según indica la flecha.



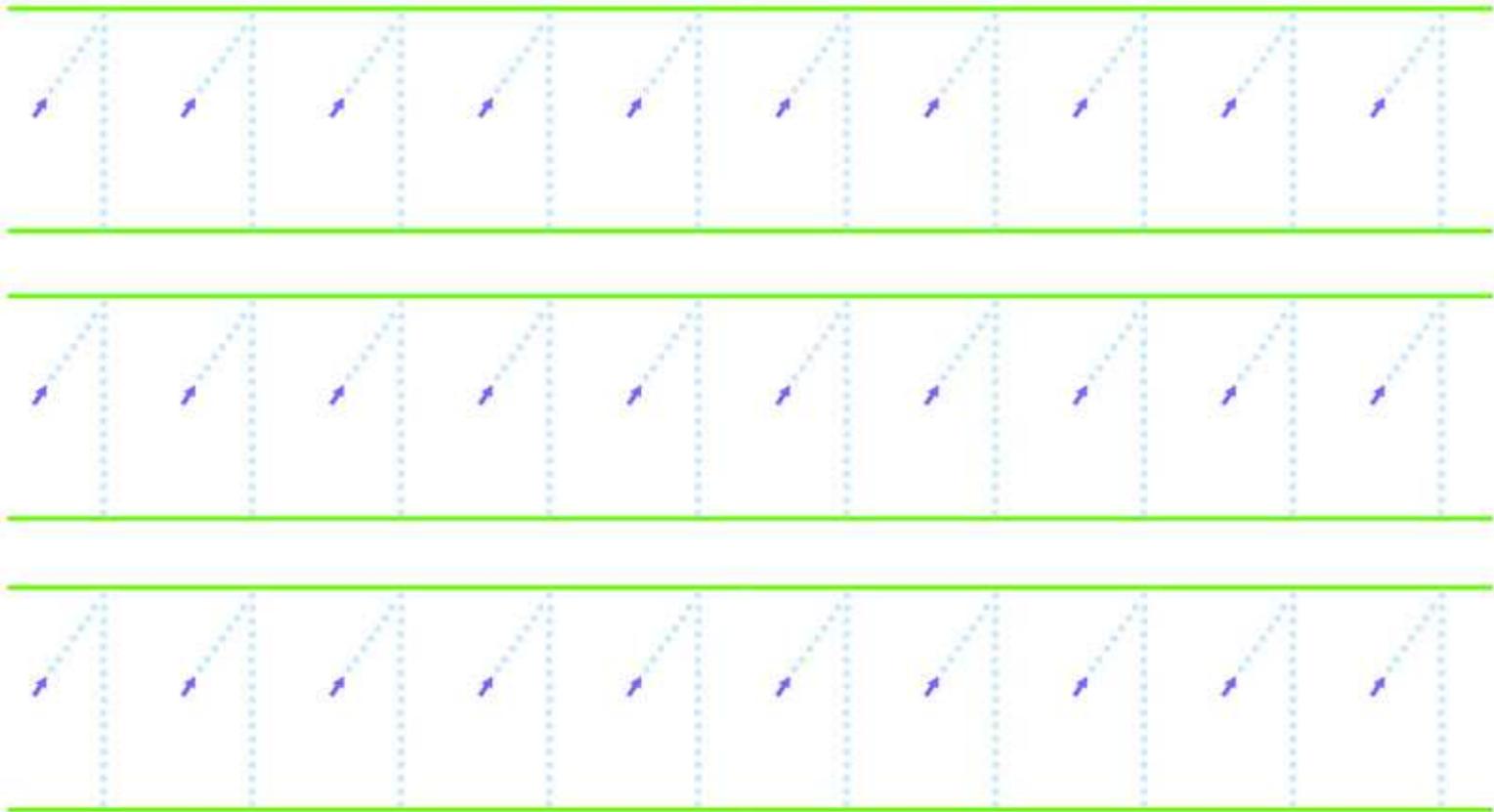
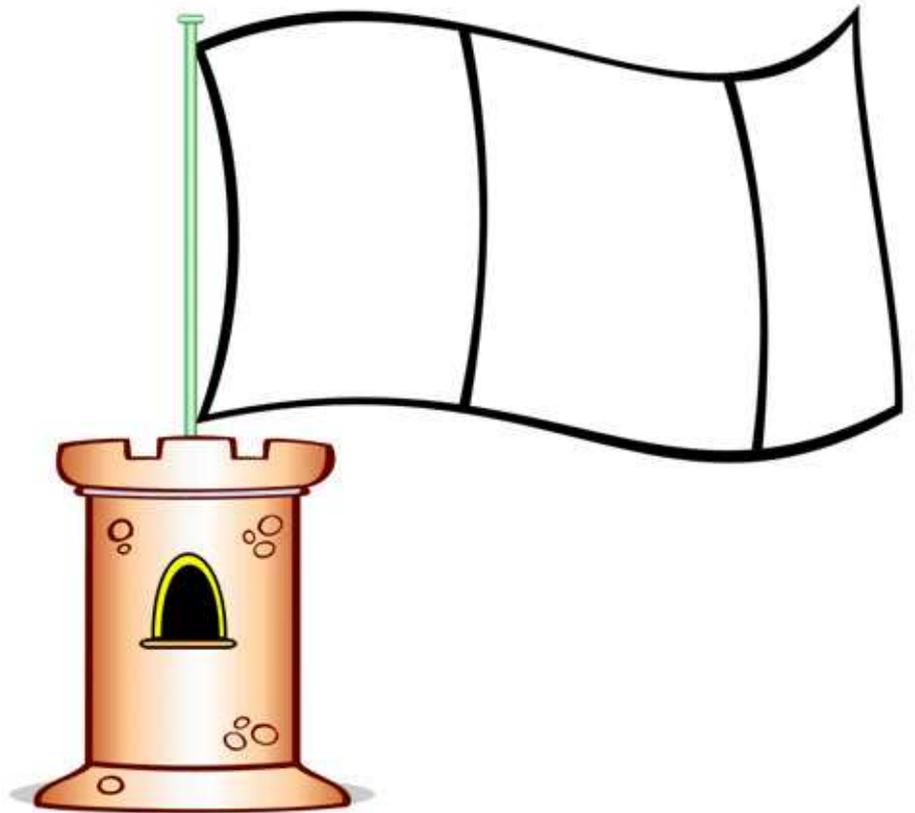
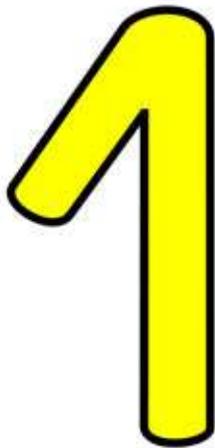
Repasa con ceras gordas cada camino, desde los duendes hasta las setas, en la dirección que marca la flecha.



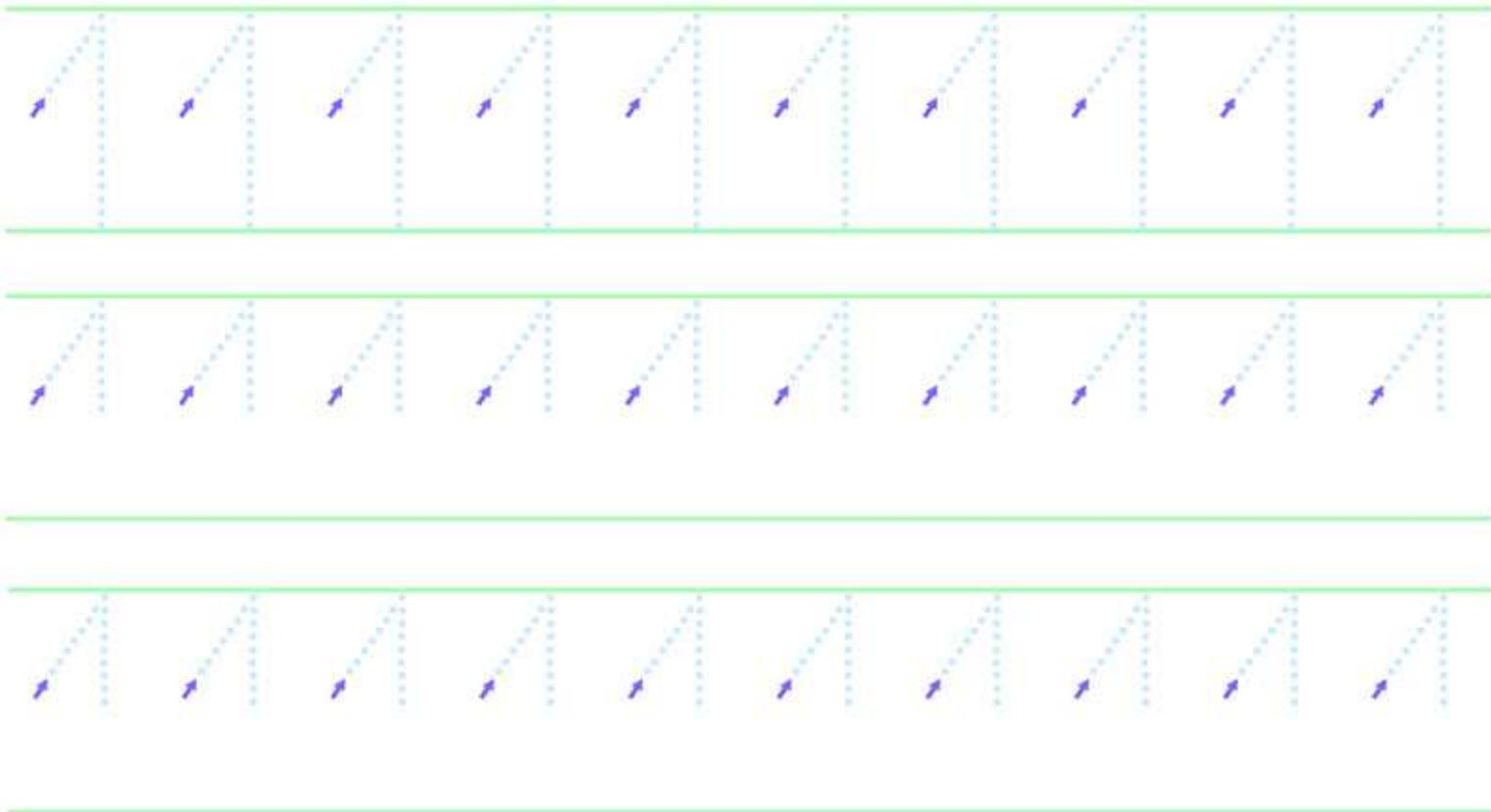
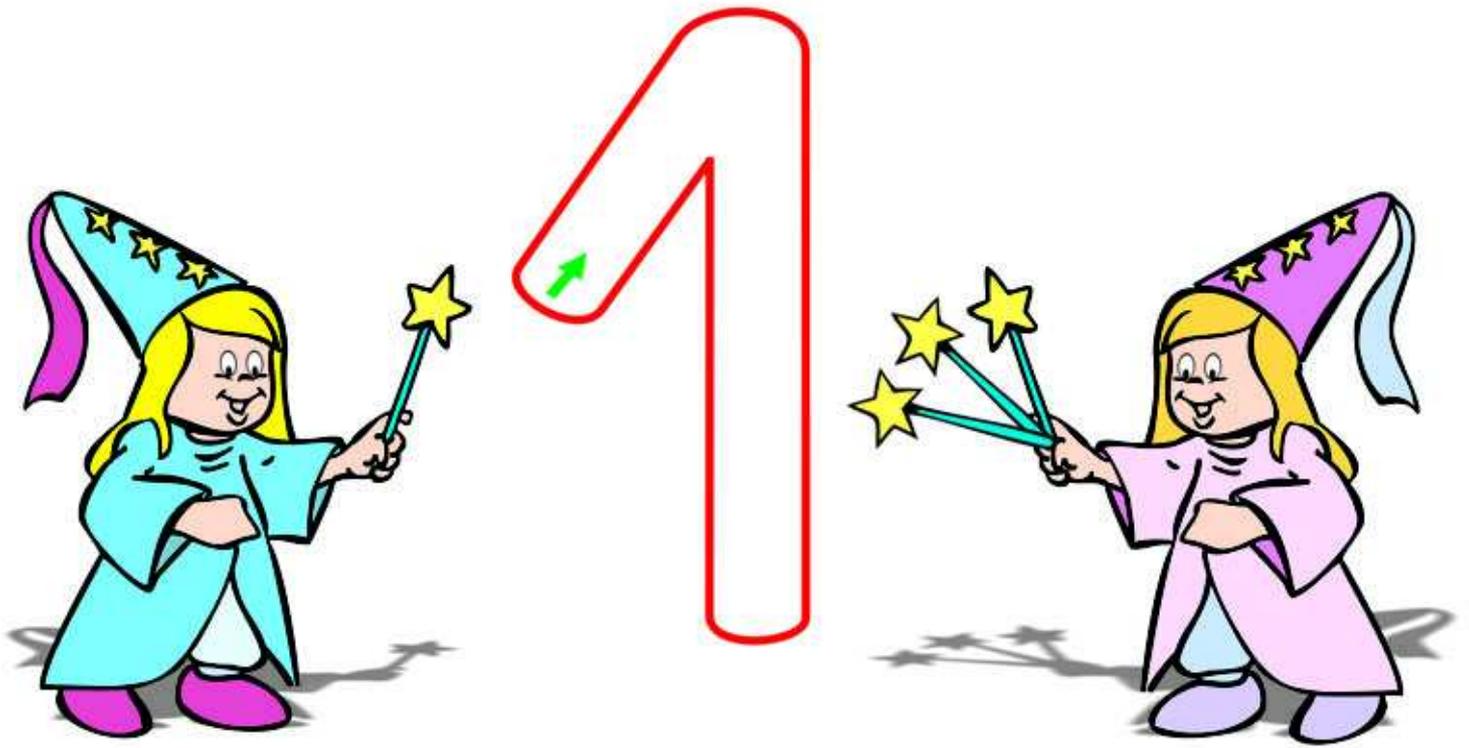
Pega un gomet sobre cada número 1. Repasa con lápiz los trazos según indica la flecha.



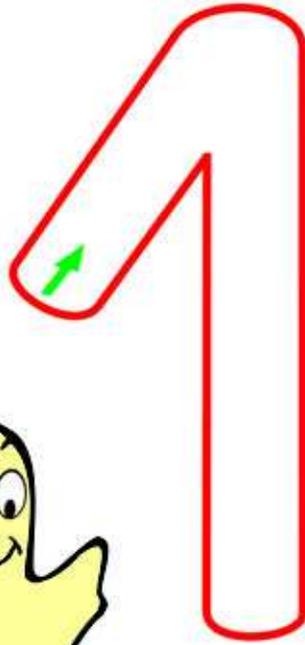
Pinta el número 1 con muchos colores. Rodea con un círculo la cesta en la que hay un gatito. Repasa los números con ceras de colores según indica la flecha.



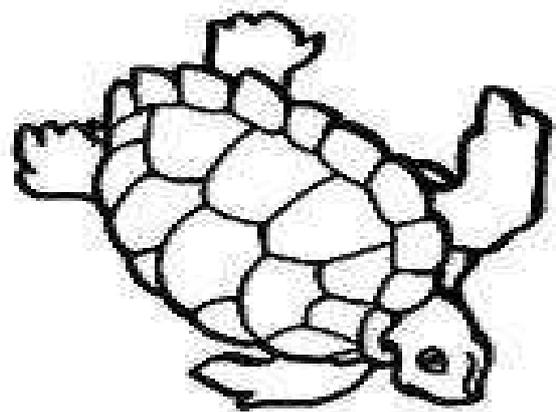
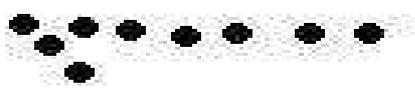
Cuenta cuántas banderas hay y luego píntalas del color que prefieras. Repasa los números con ceras de colores según indica la flecha.



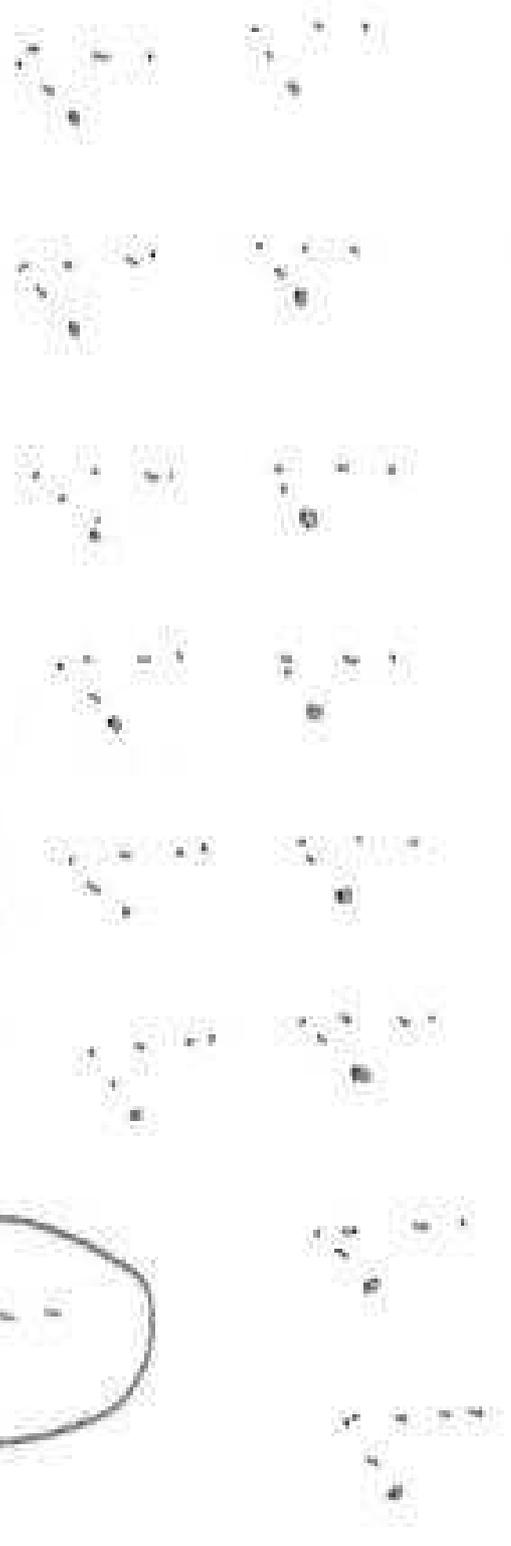
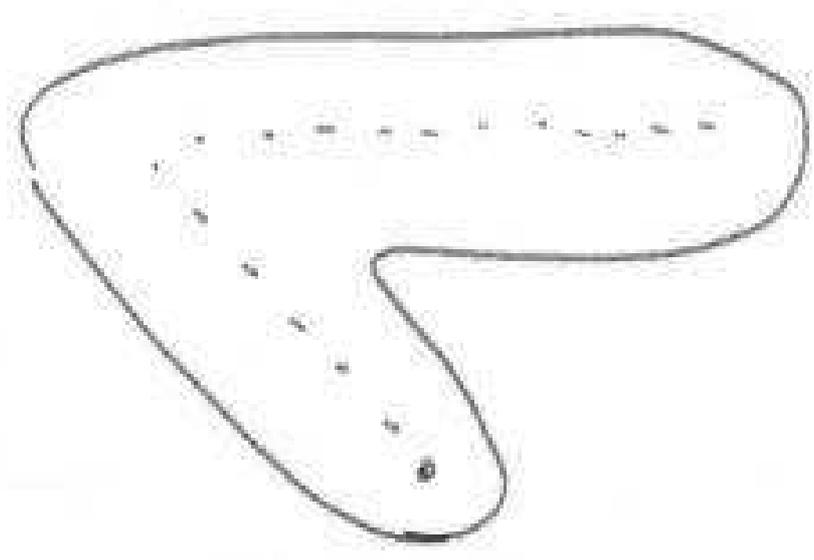
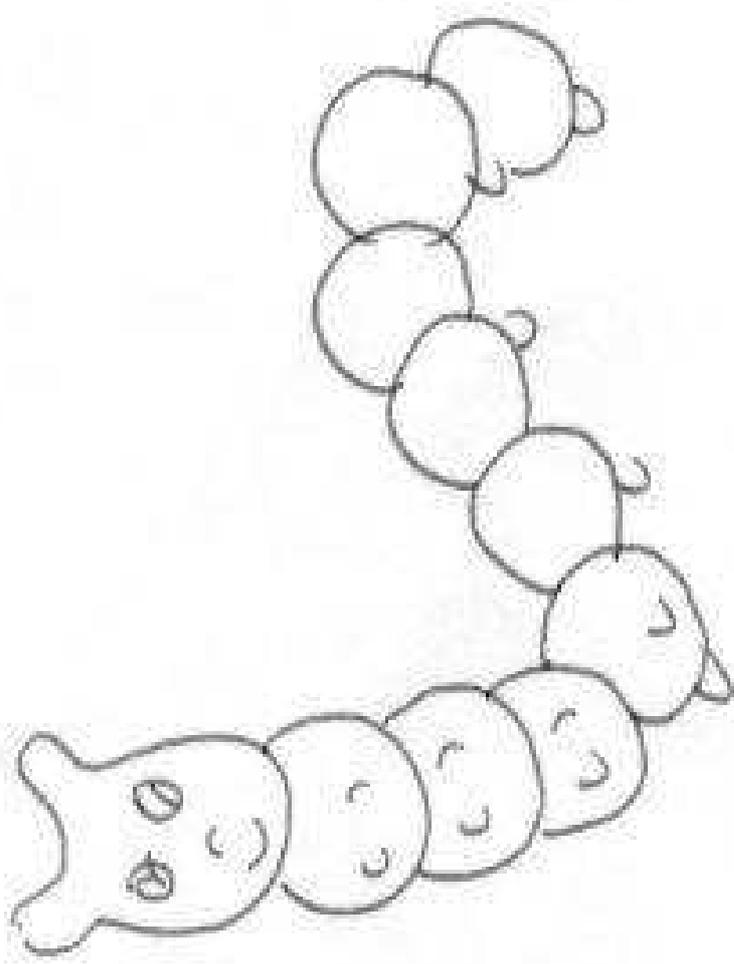
Pinta el número 1 con pintura de dedos. Pega un gomet en el hada que lleva una varita mágica. Repasa y completa los números con ceras de colores.



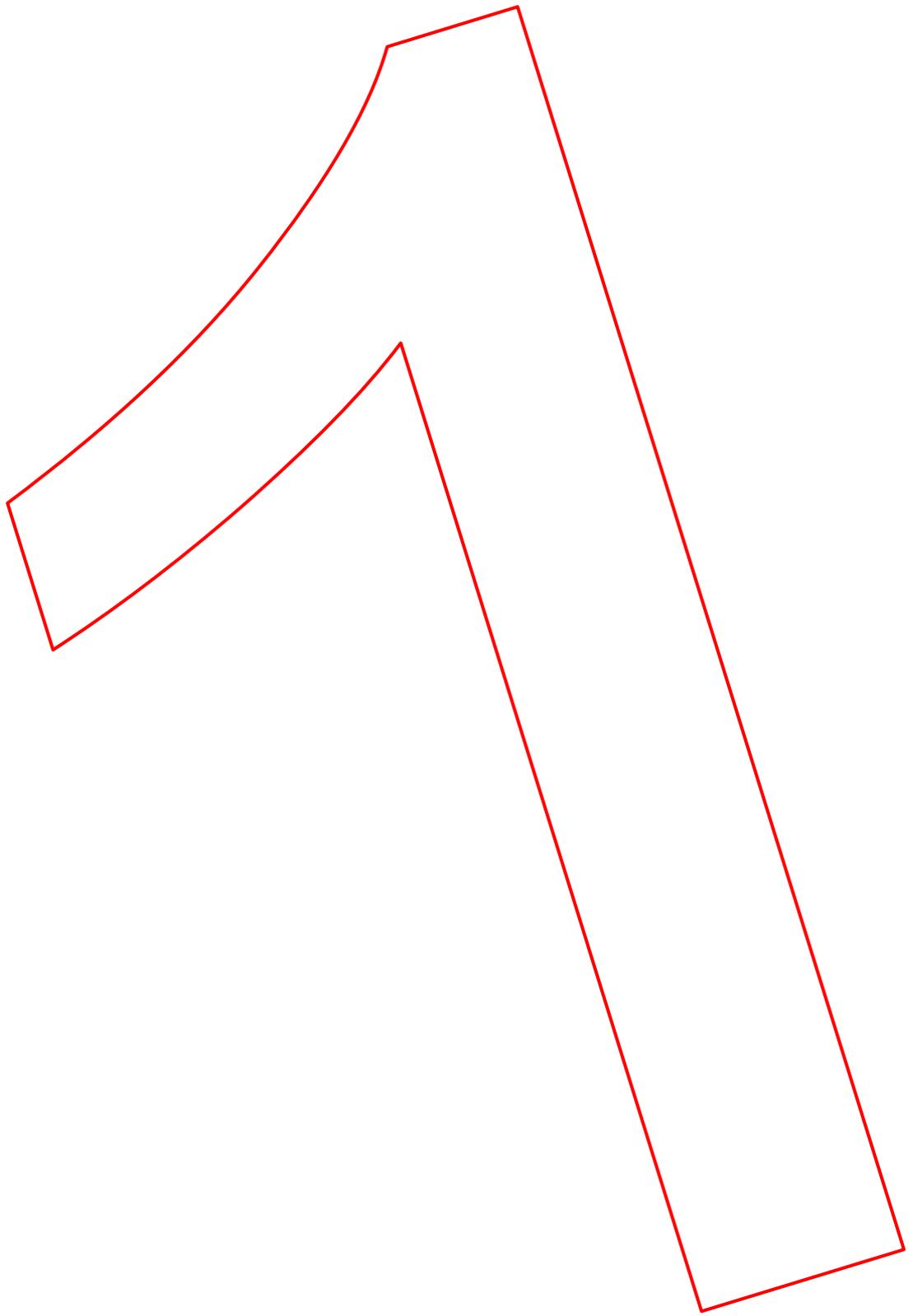
Pinta con ceras de colores el número 1. Pega un gomets encima de un fantasma. Repasa y completa los números según indica la flecha.



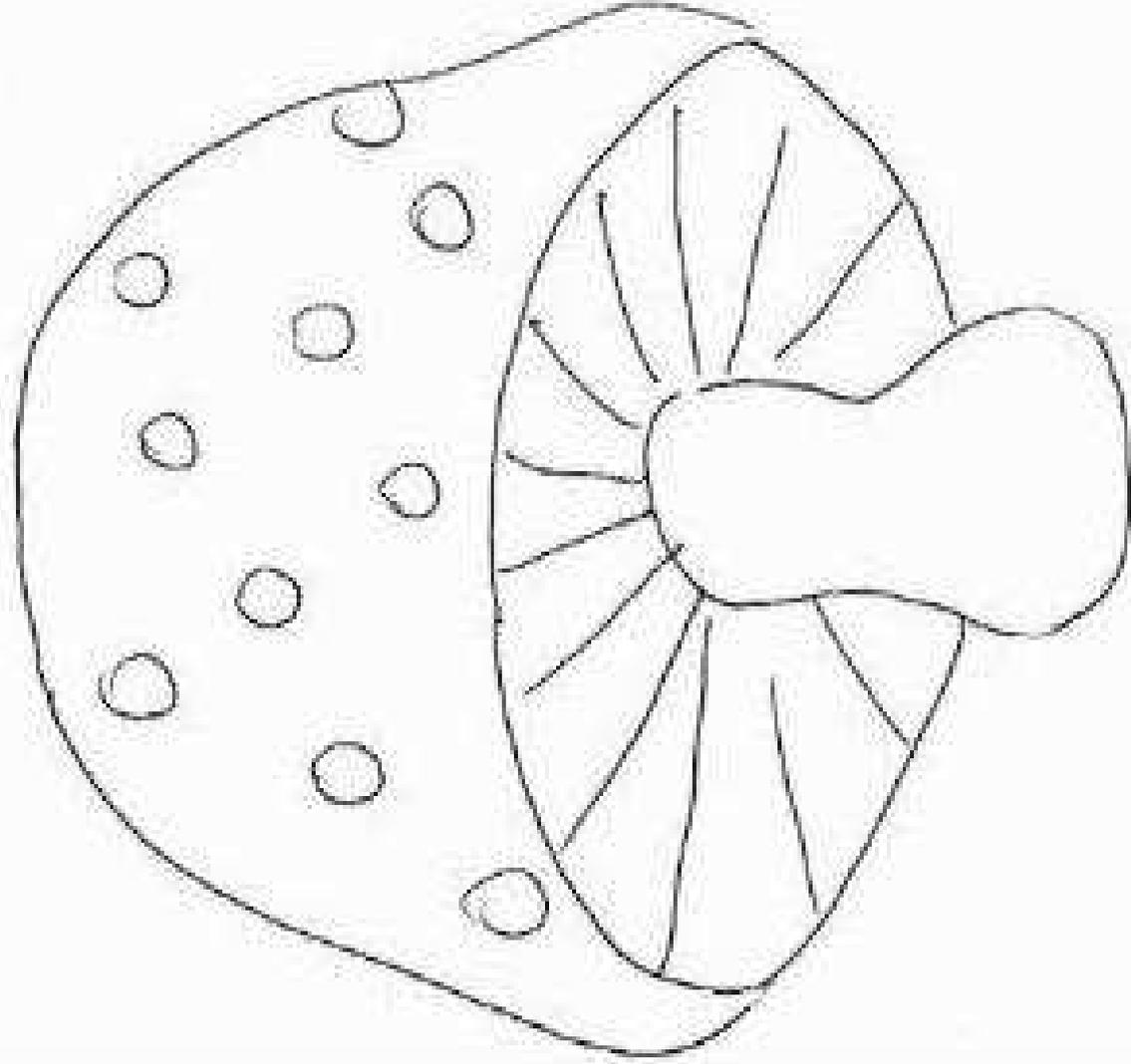
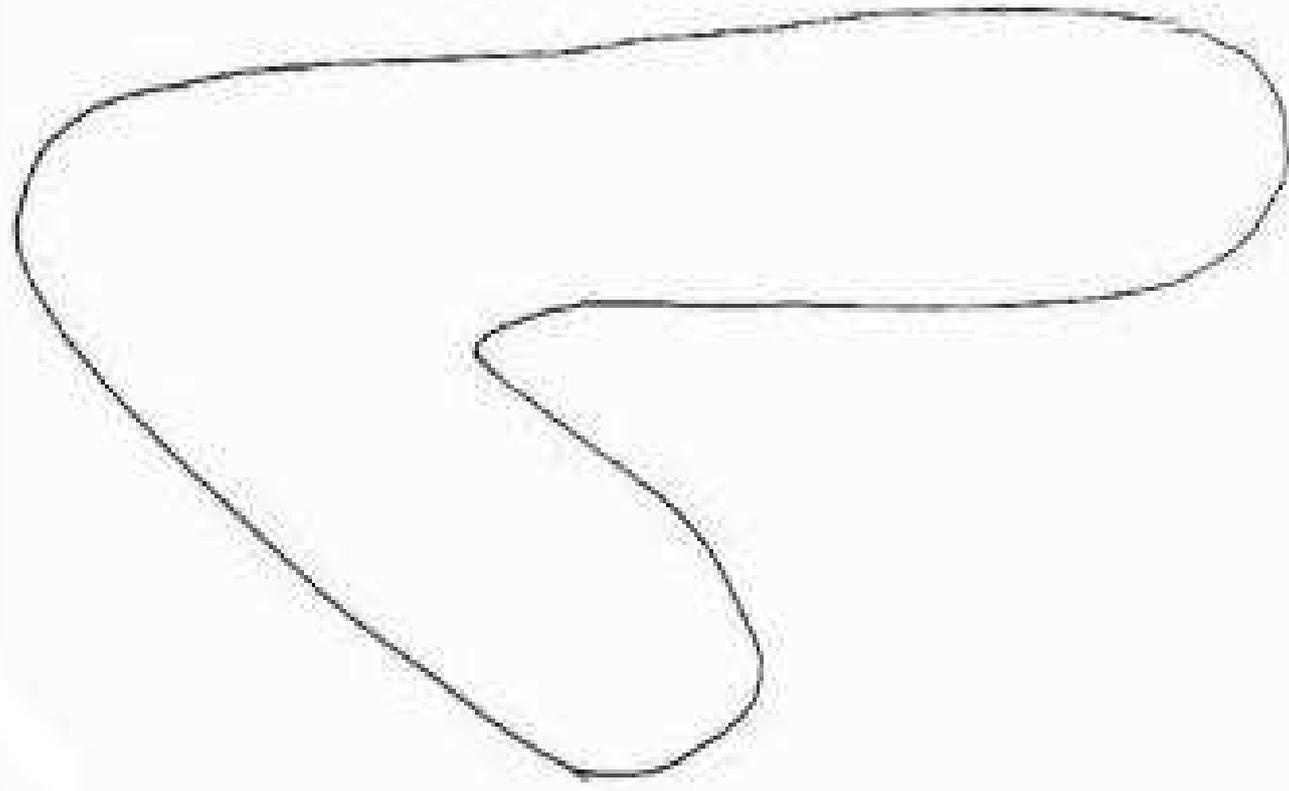
Repasa el número 1



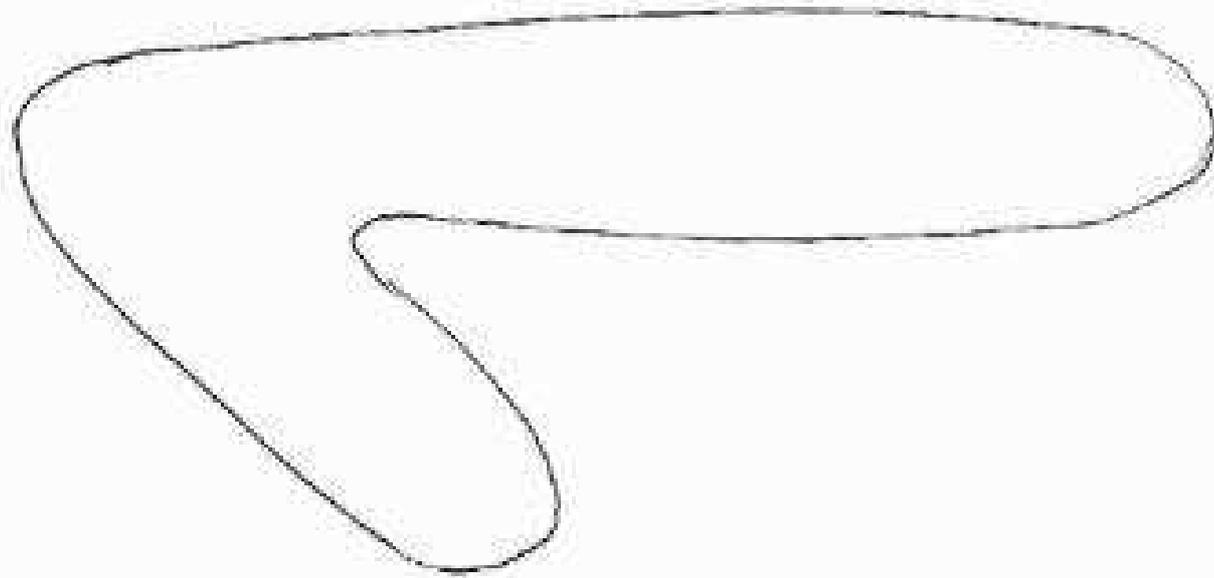
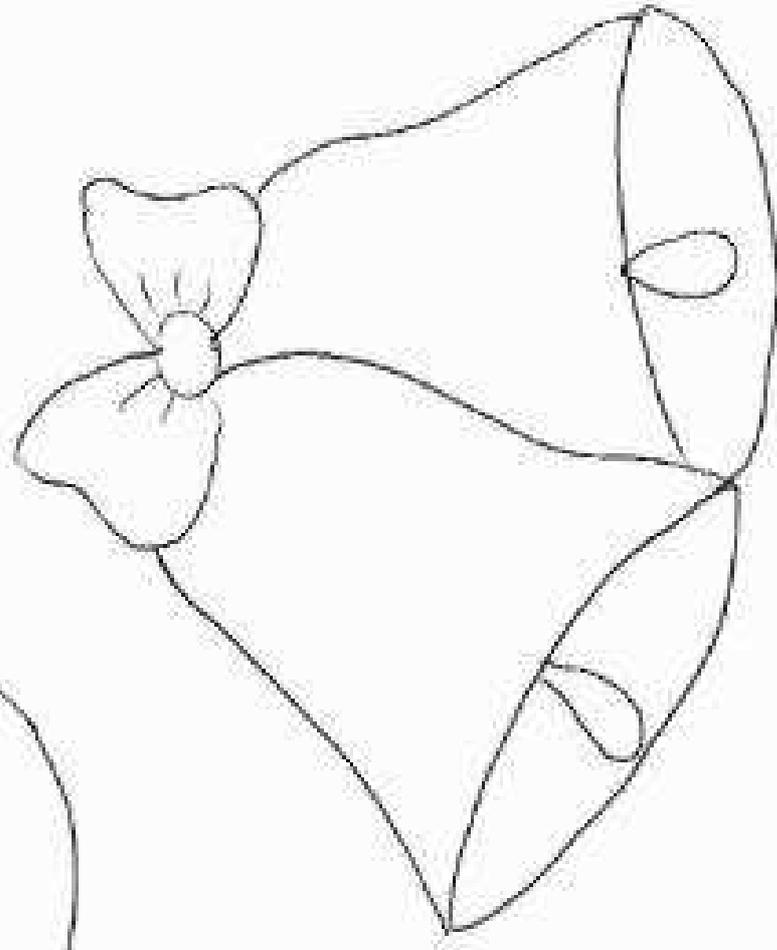
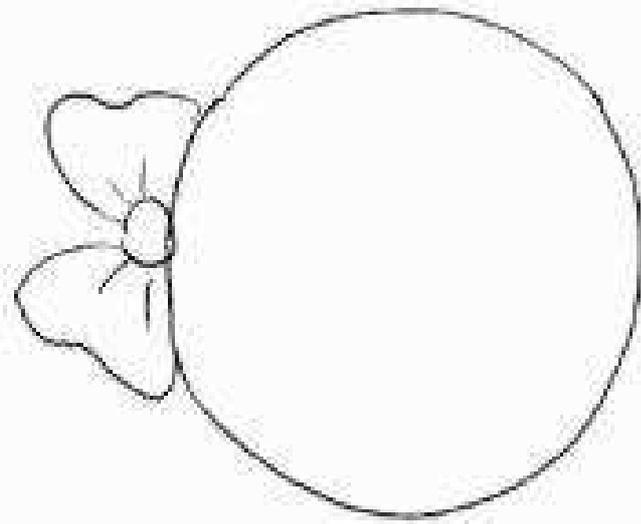
Pega trocitos de papel dentro del número 1



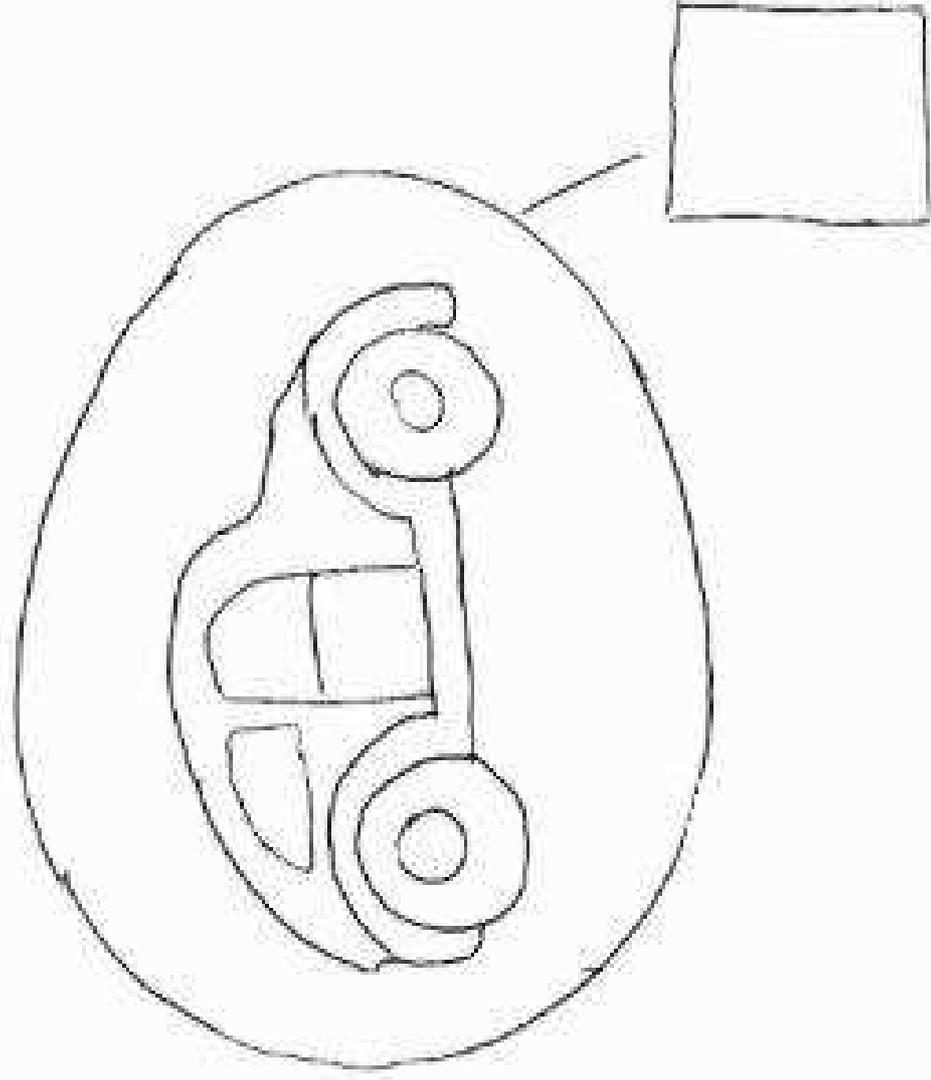
Pintar con pintura de dedos amarilla el número 1, colorear la seta.

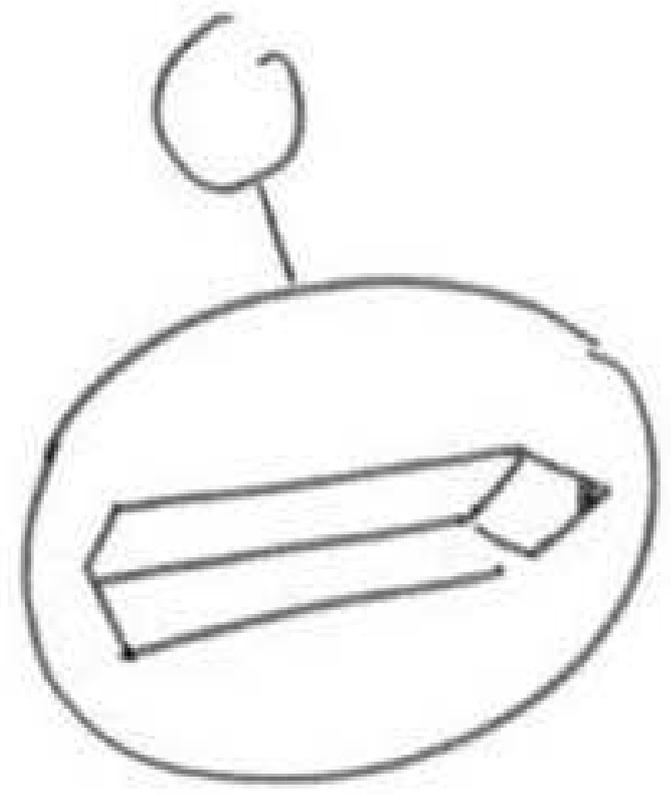


Asociación número y cantidad



Asociación número y cantidad.

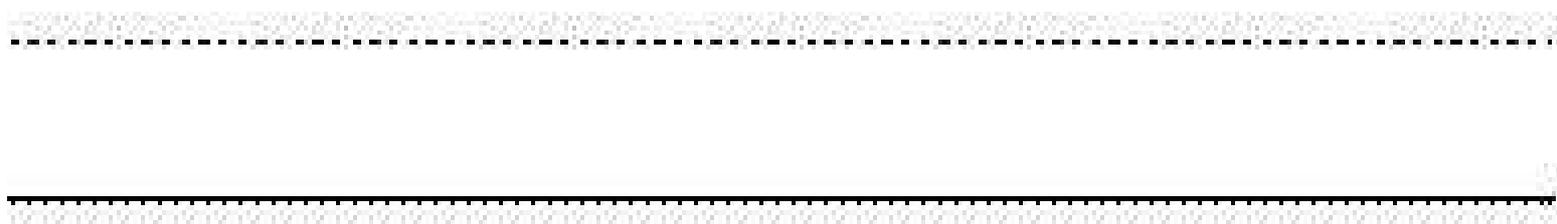
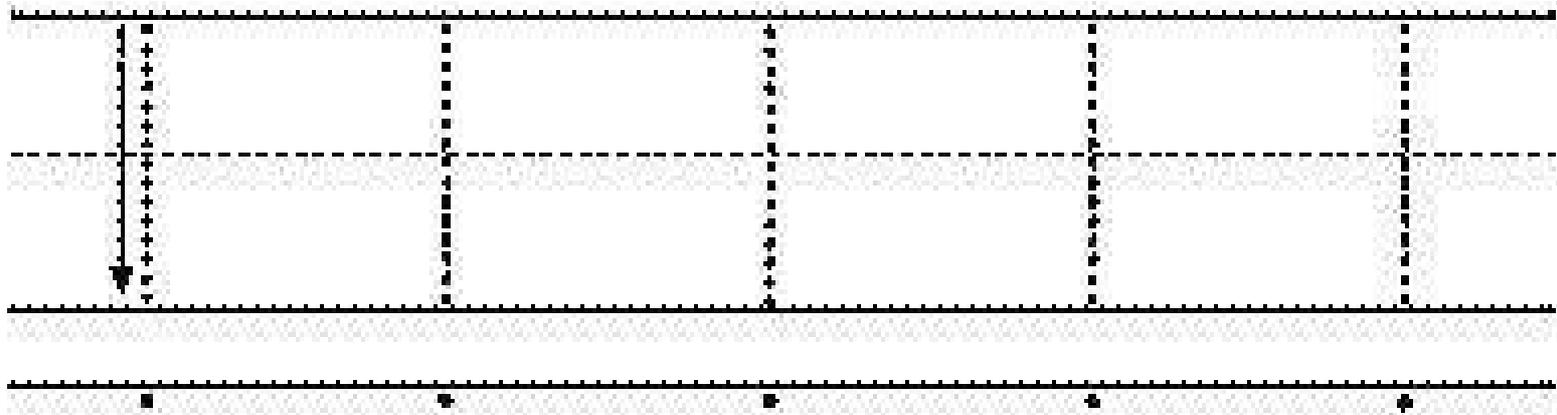
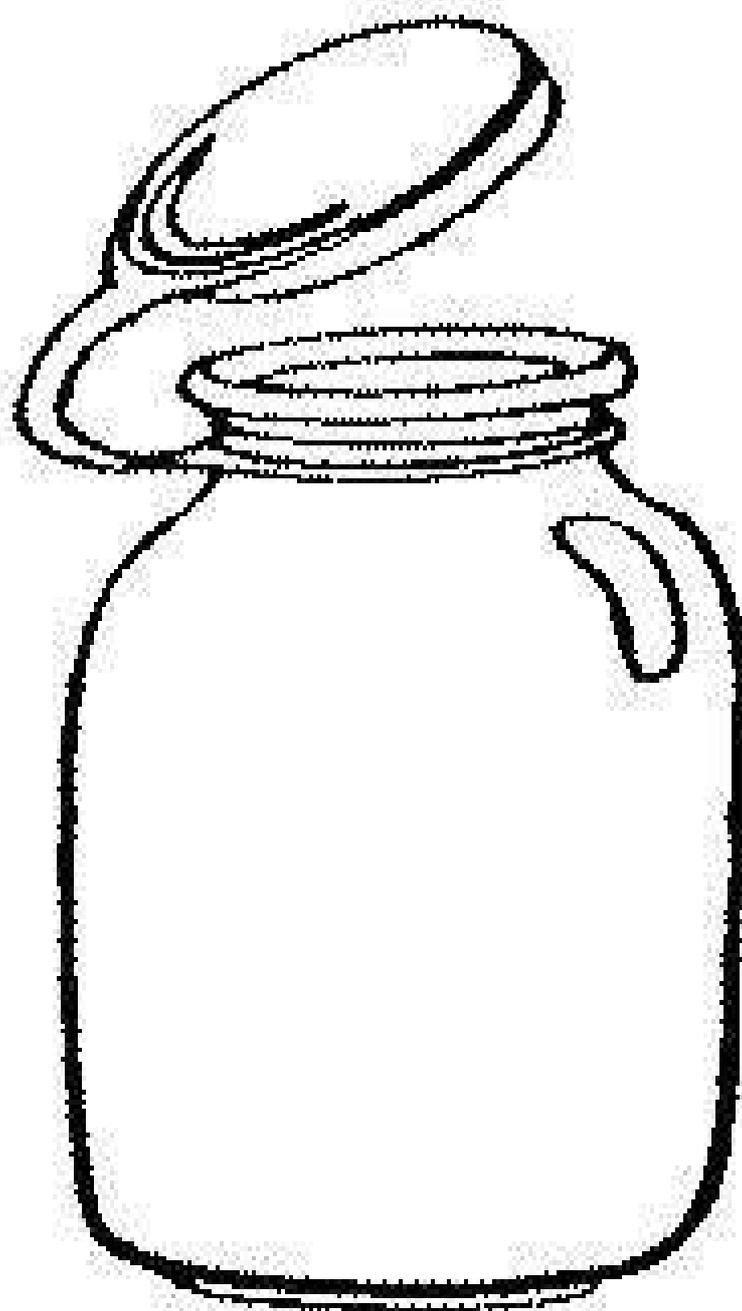




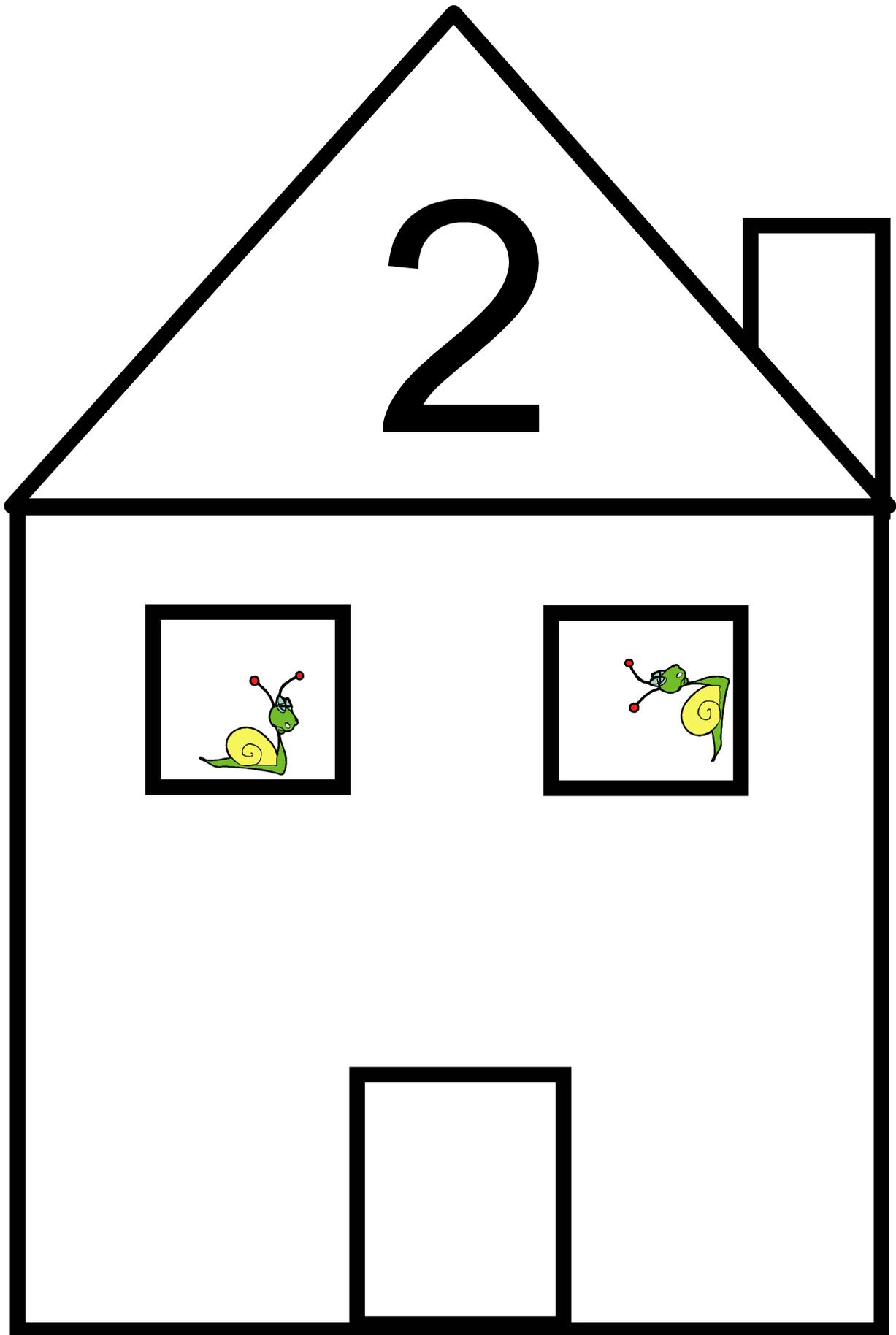
A grid of 15 columns and 5 rows of dotted uppercase letter 'A's for tracing practice.

Repasa y haz el número 1

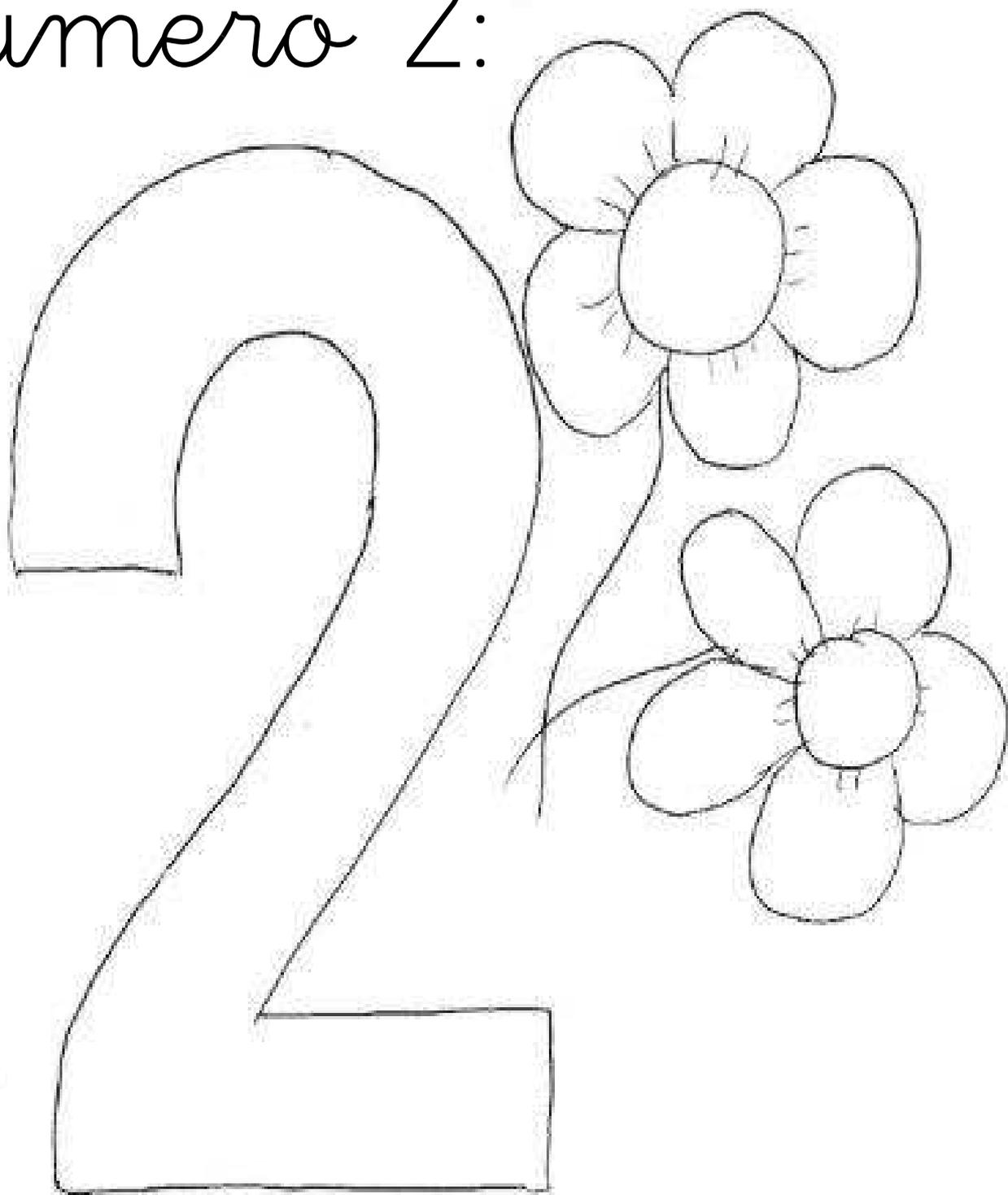
					
					
					
					
					
					

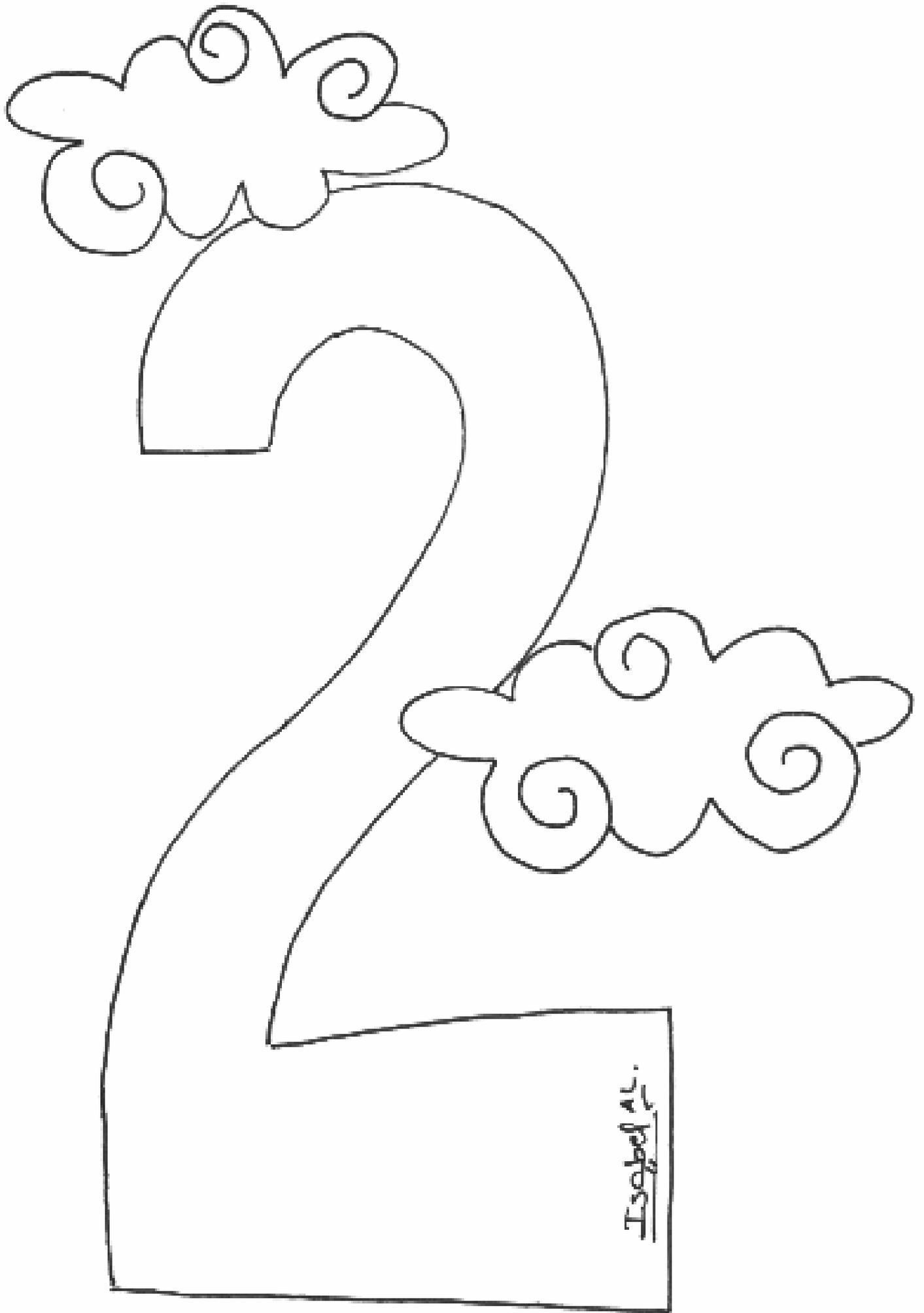


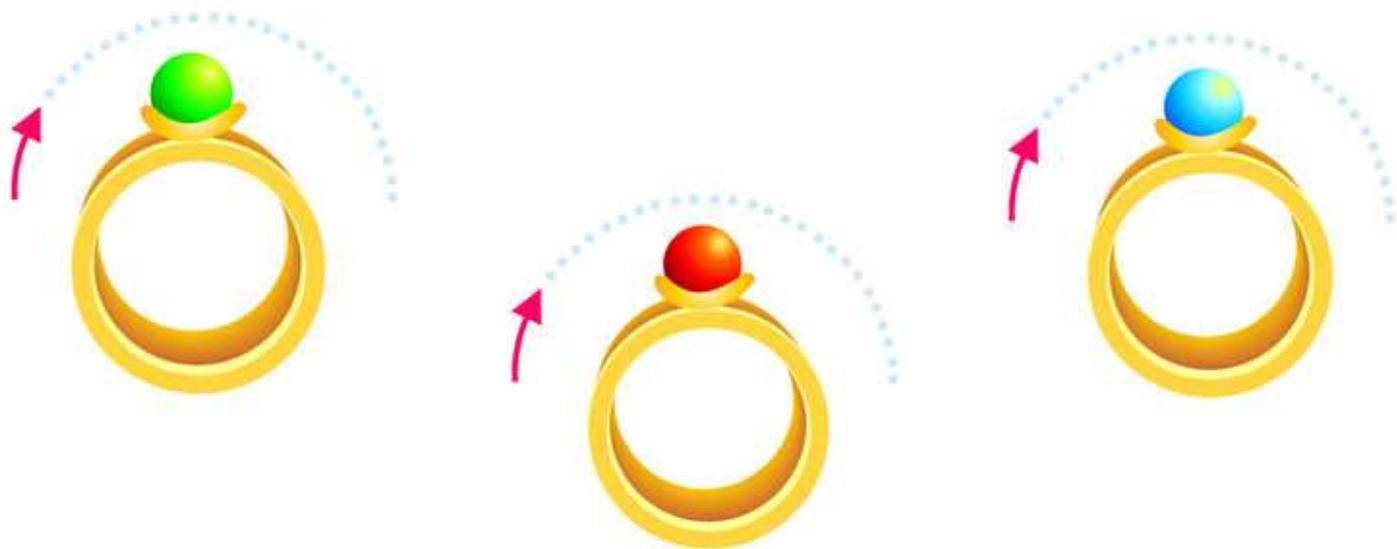
LA CASA DE LOS NÚMEROS



Cuaderno del
número 2:



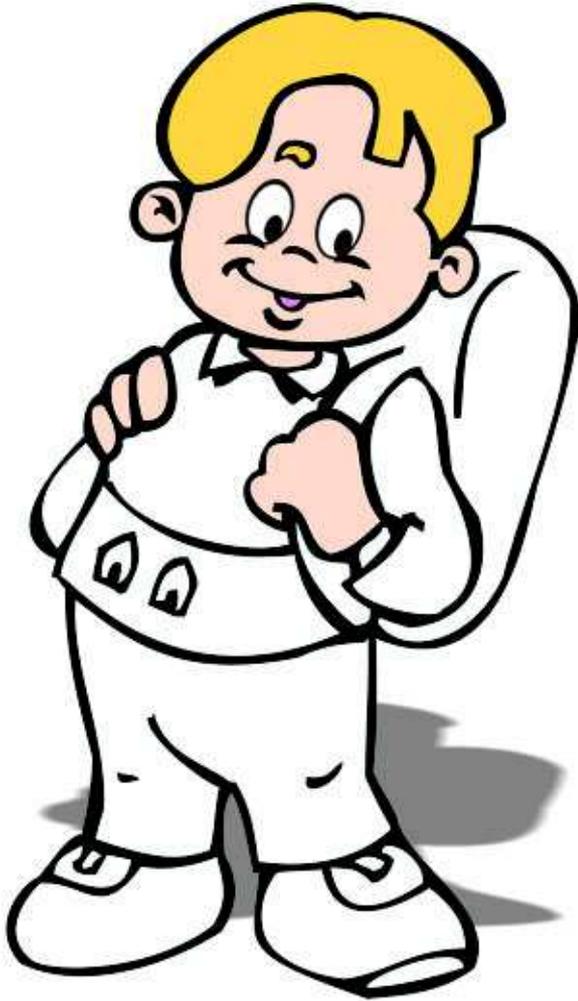
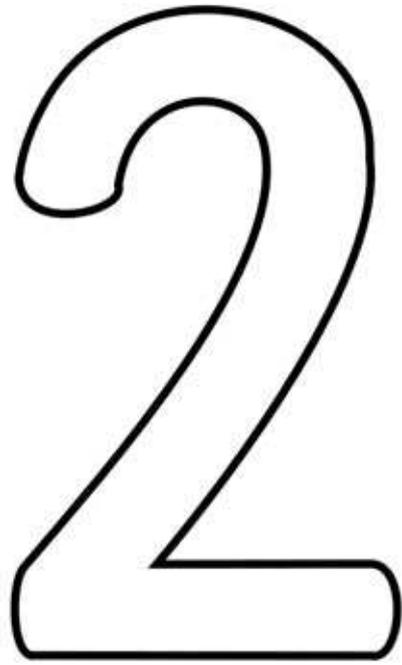




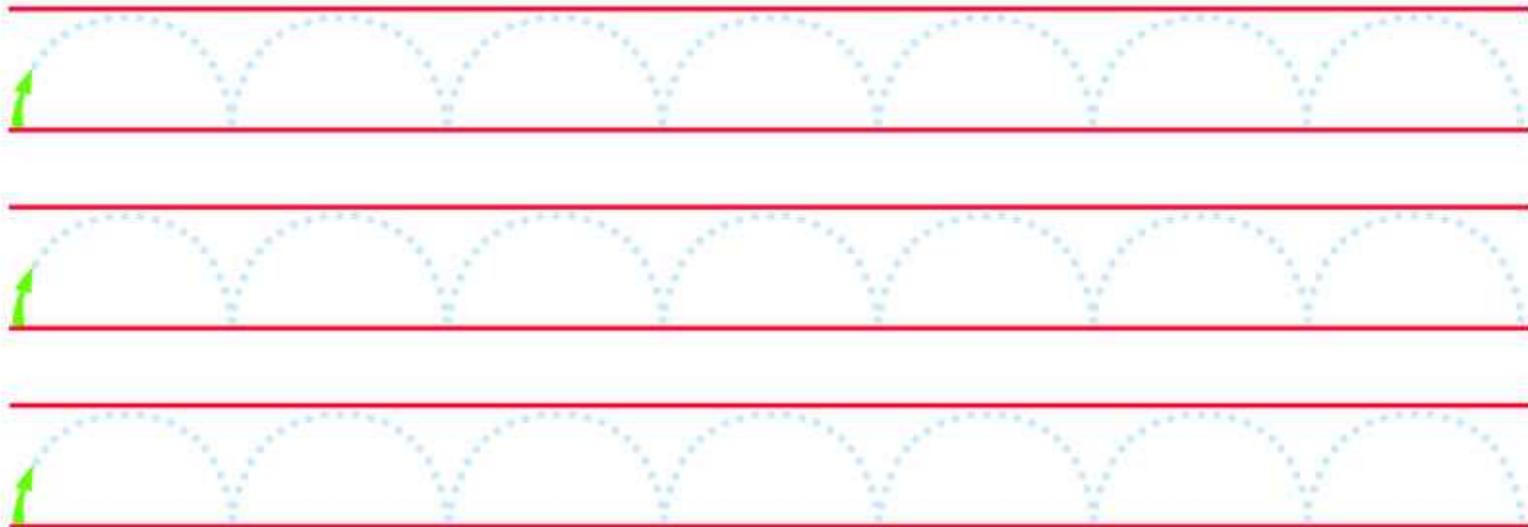
Repasa el trazo que hay arriba de los anillos con ceras de colores, siguiendo la dirección que indica la flecha. Di cuántas princesas hay y píntalas con los colores que más te gusten.



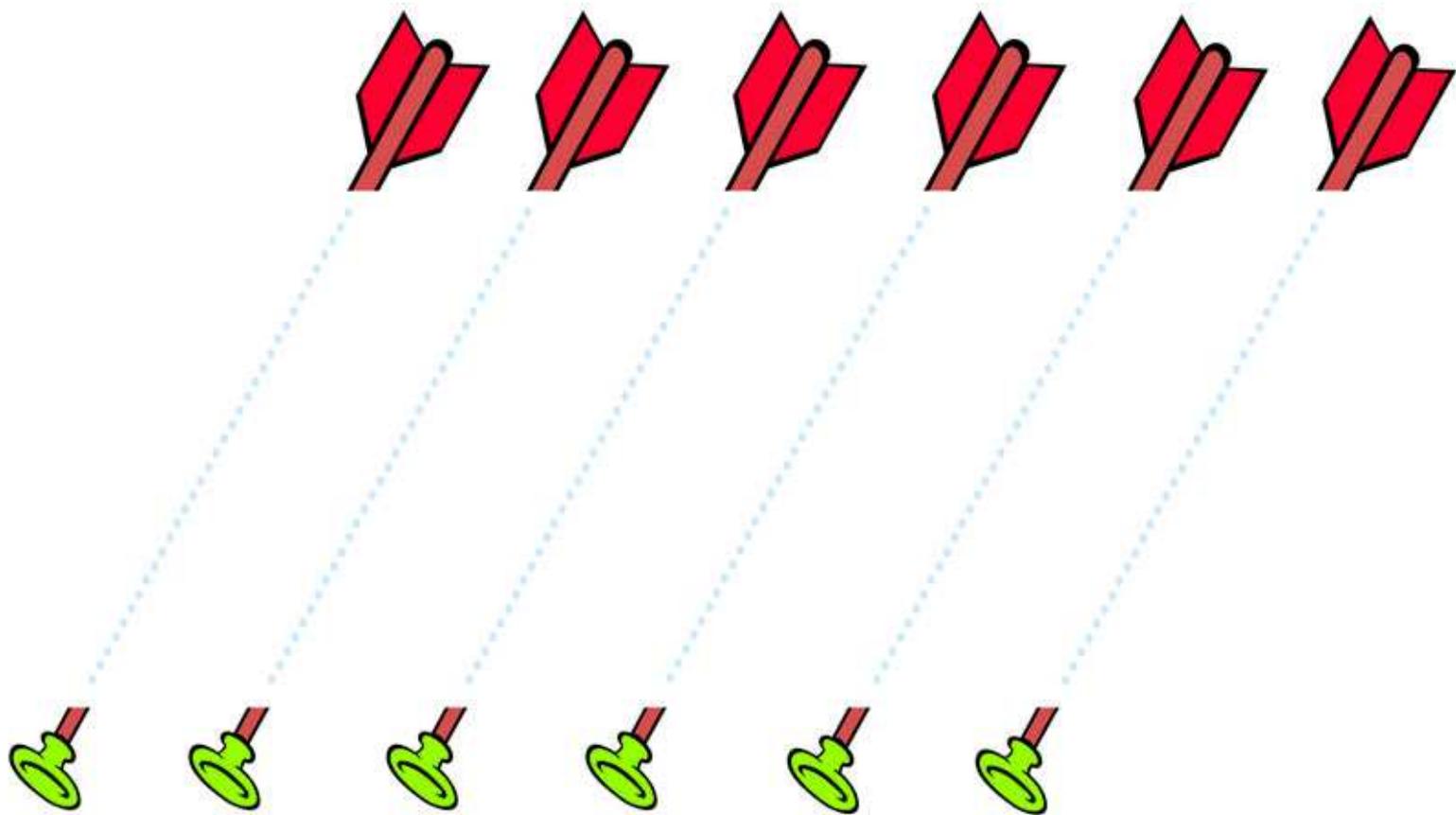
Repasa con ceras de colores el camino que seguirán los balones de uno a otro niño, en la dirección que marca la flecha.



Pinta el número 2 con pintura de dedos, cuenta cuántos niños hay y decora sus vestidos con muchos colores.

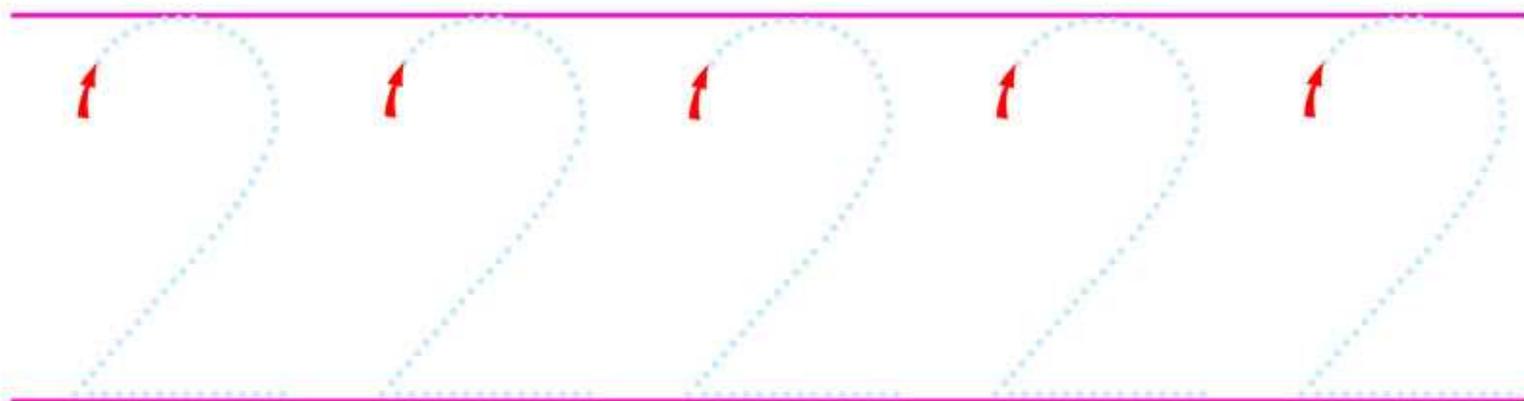
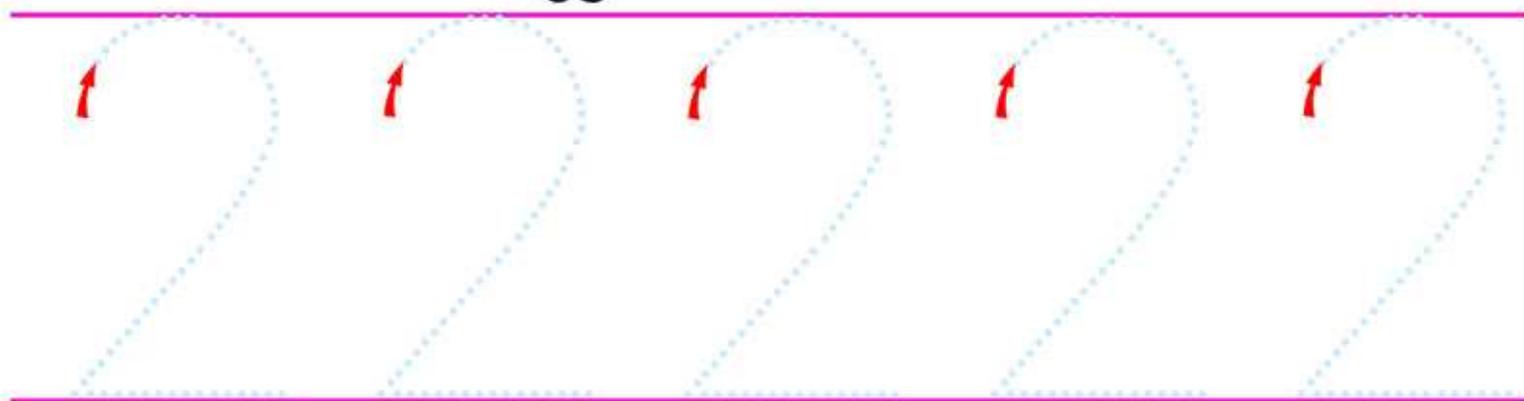
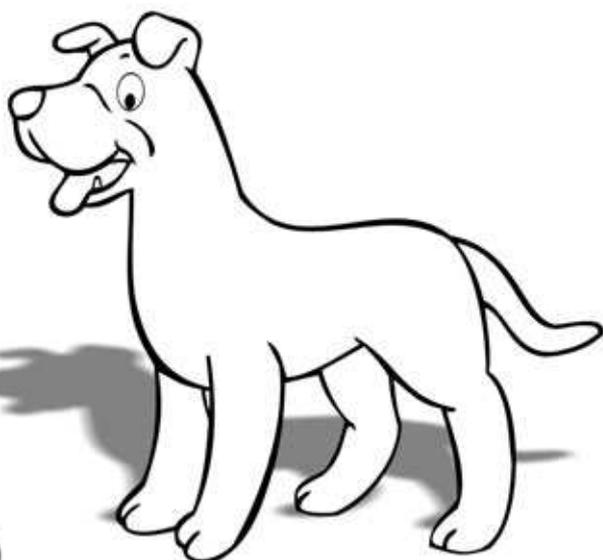
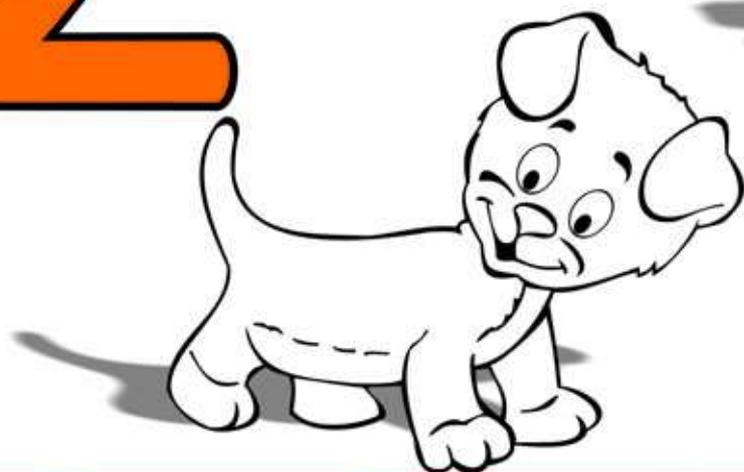


Pon un gomet encima de cada número 2 que encuentres. Completa el trazo siguiendo la dirección que marca la flecha.



Completa las flechas con ceras de colores, en el sentido que se indica. Repasa las pautas en la dirección que indica la flecha.

2

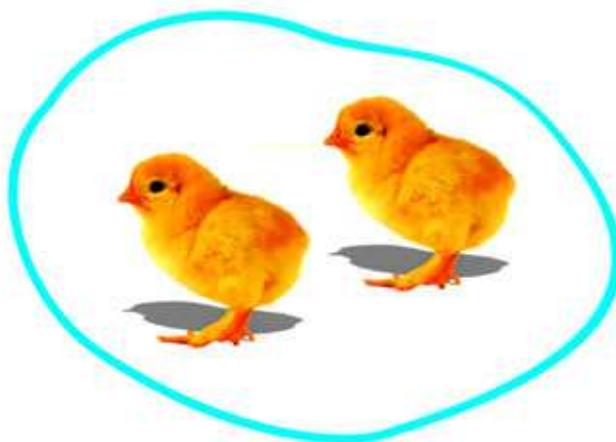


Cuenta los perros que hay y píntalos de colores. Repasa el número en la dirección que marca la flecha.

1

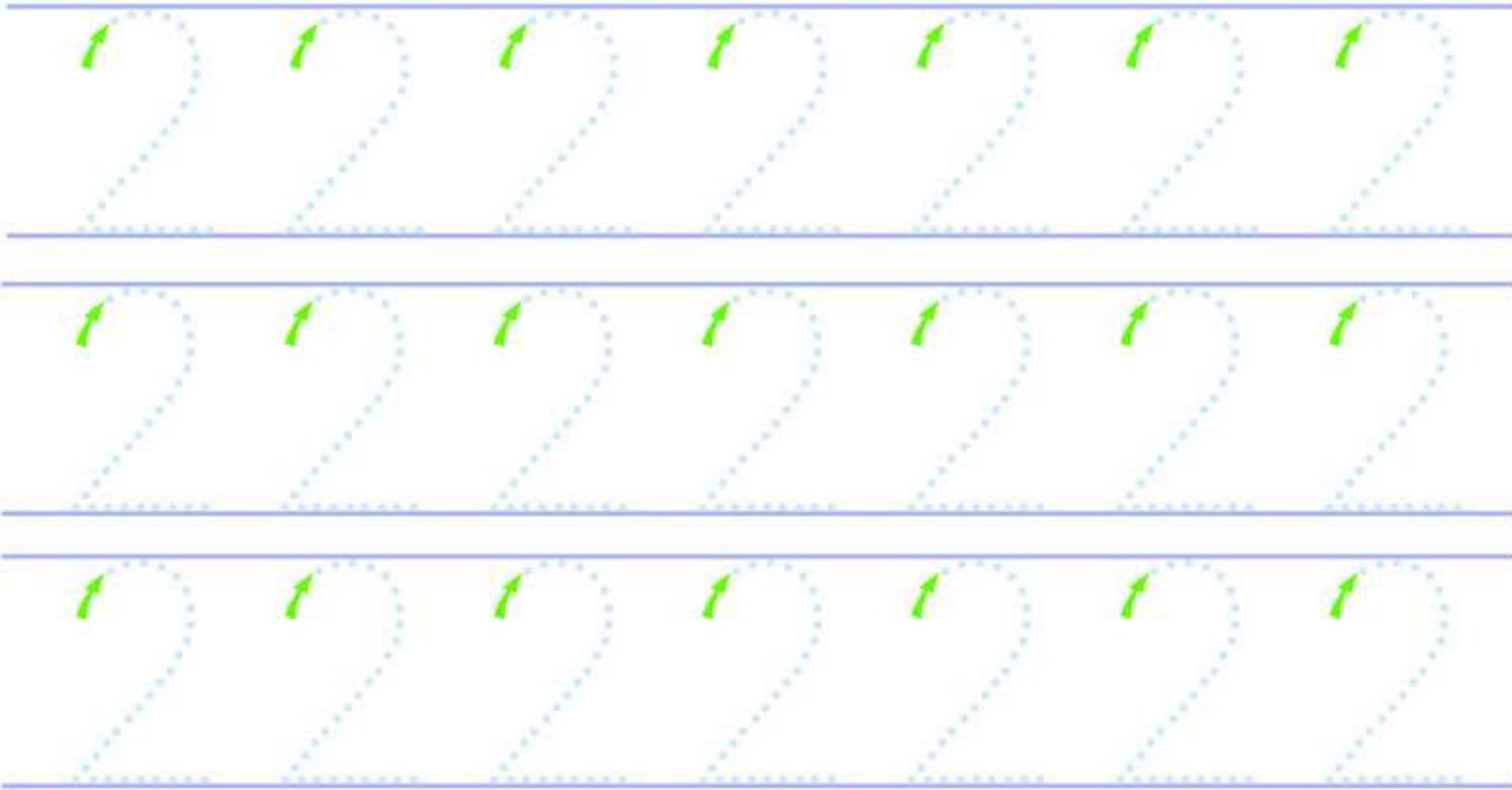


2



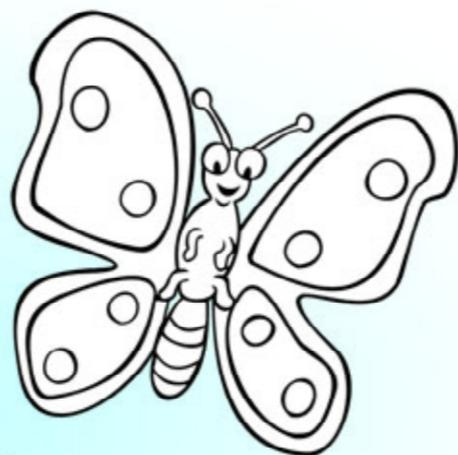
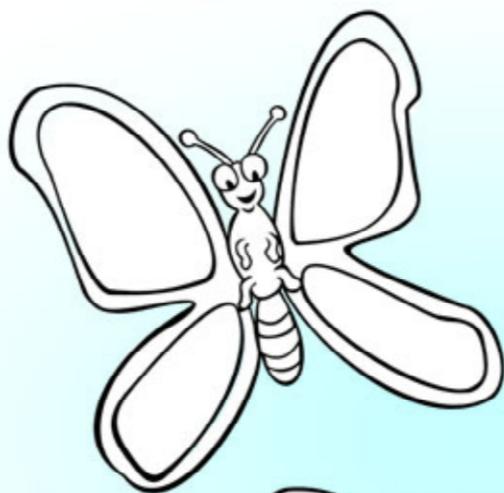
Une con flechas cada número con la cantidad que representa. Repasa con ceras de colores los números, en el sentido que marca la flecha.

2

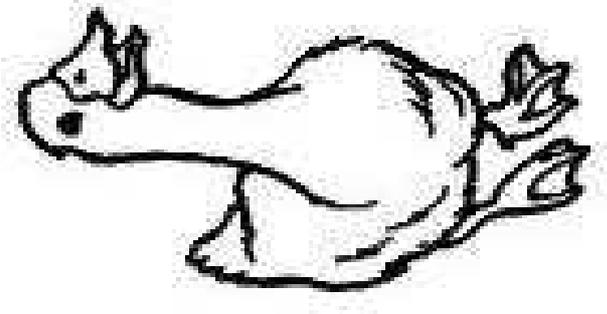
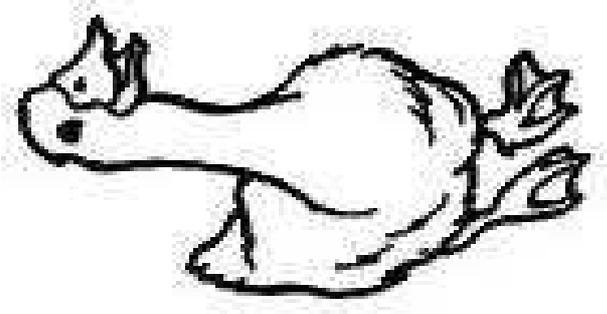
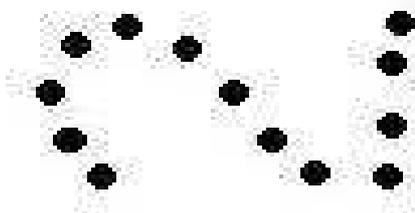
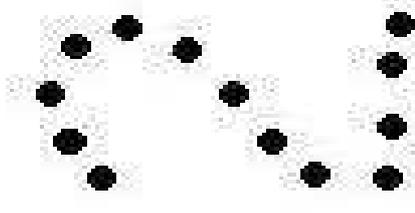
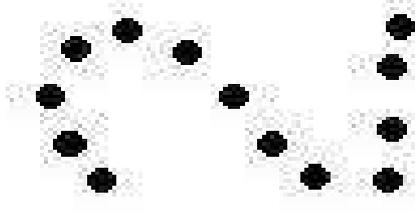
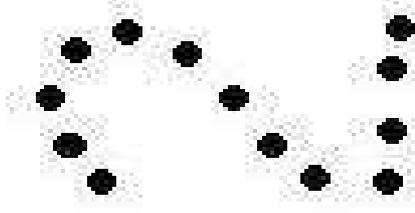
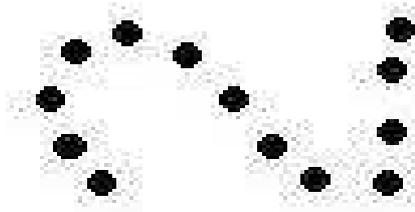


Cuenta los pasteles que hay y pega un gommet encima de cada uno. Repasa los números en el sentido que marca la flecha.

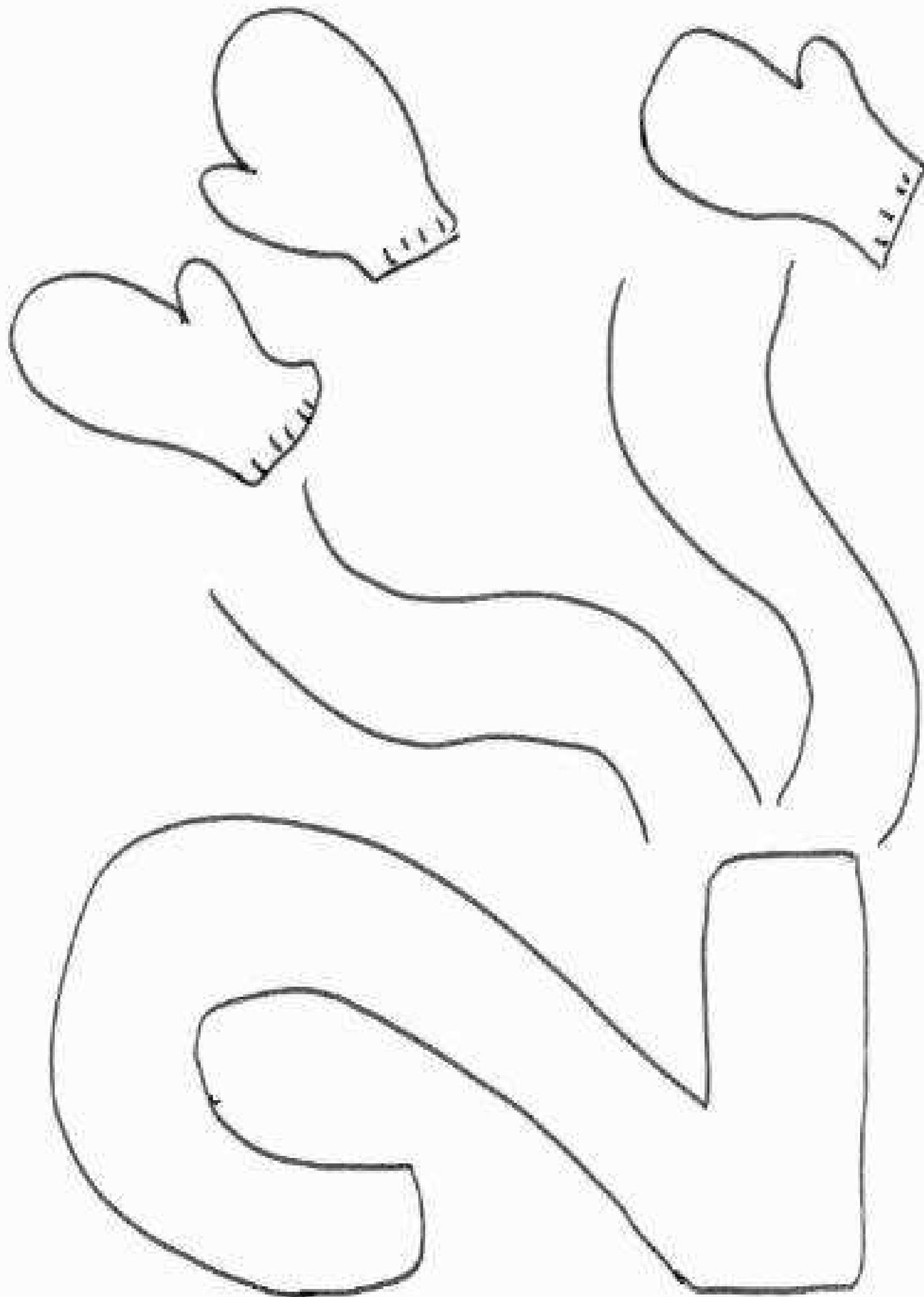
2



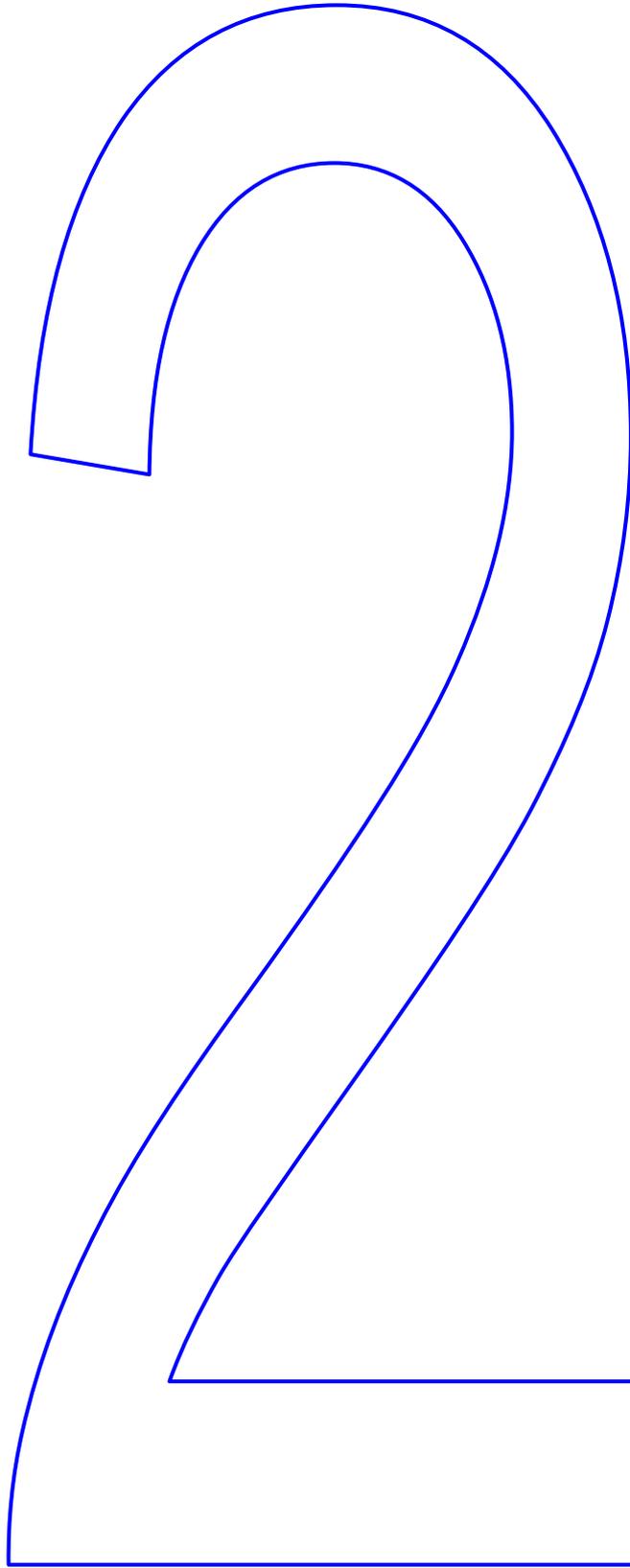
Pinta dos mariposas con muchos colores. Escribe los números empezando por el punto.

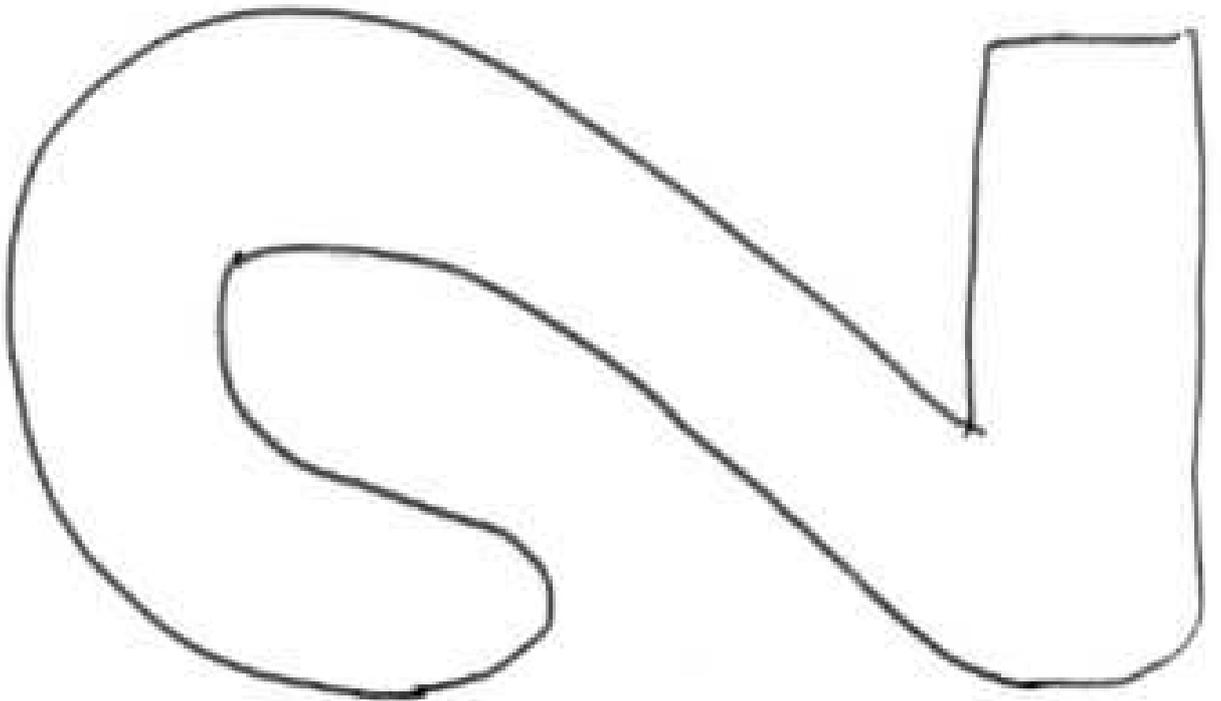
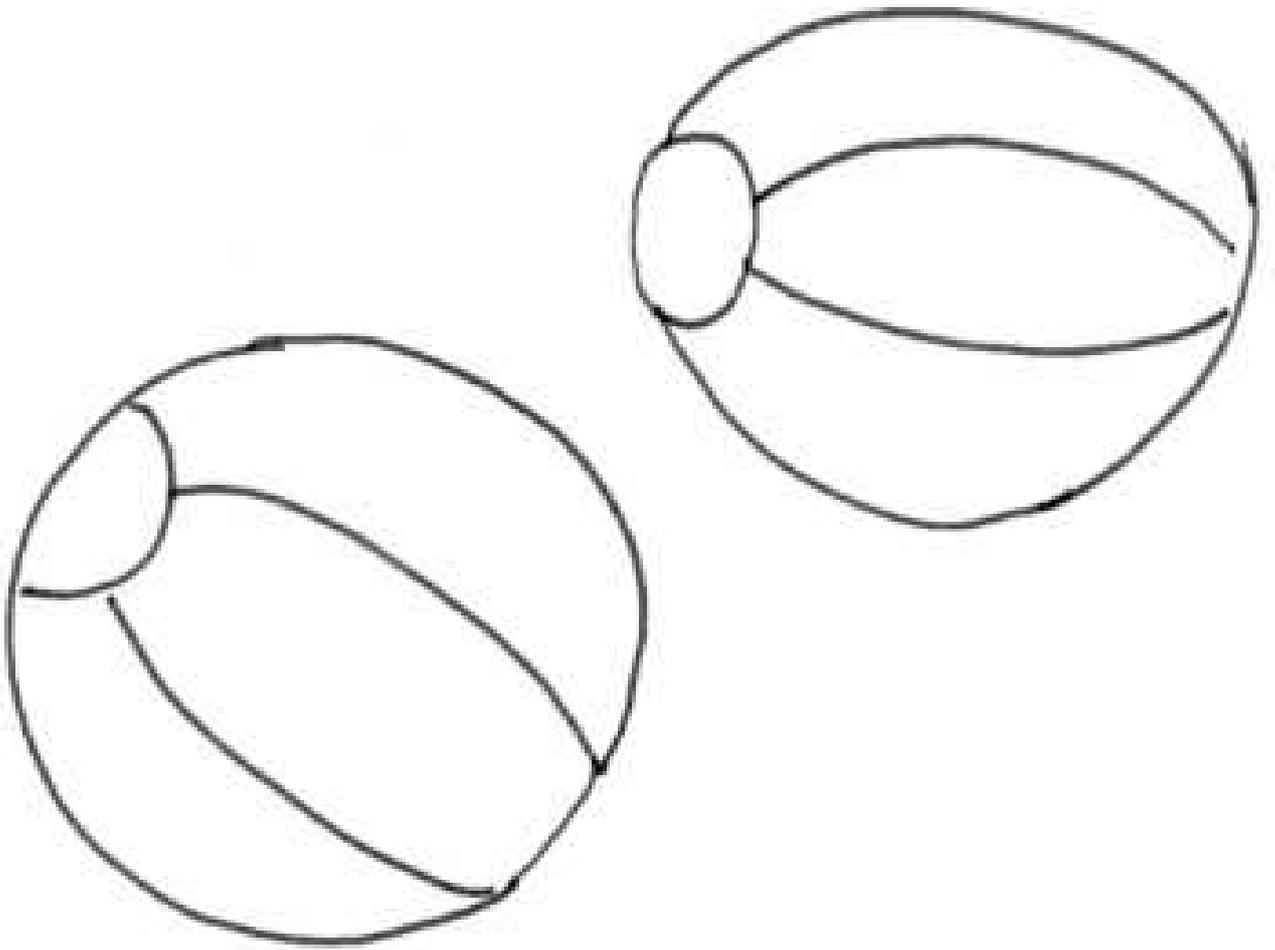


Pinta con pintura de dedos roja el número 2 y colorea los guantes.

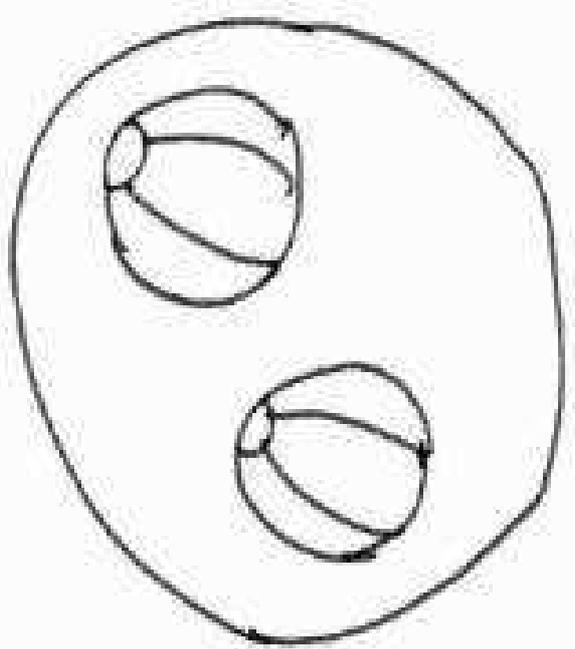
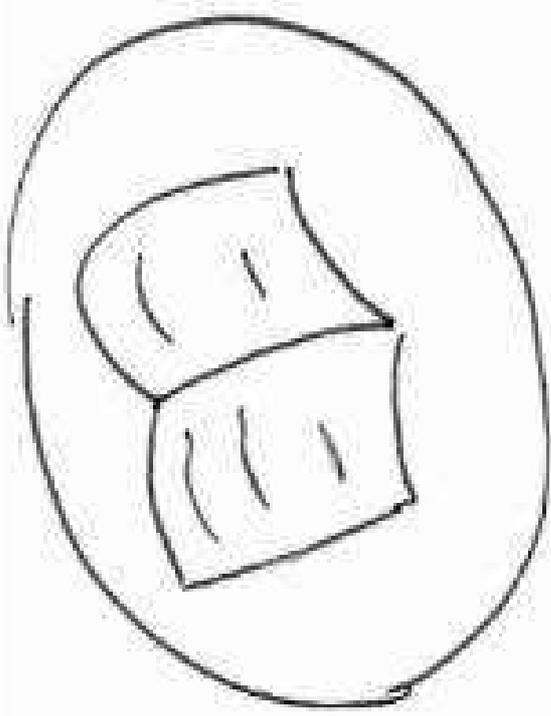
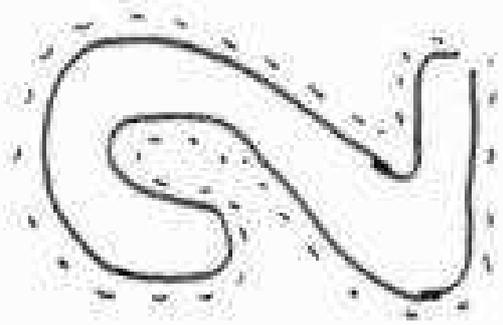
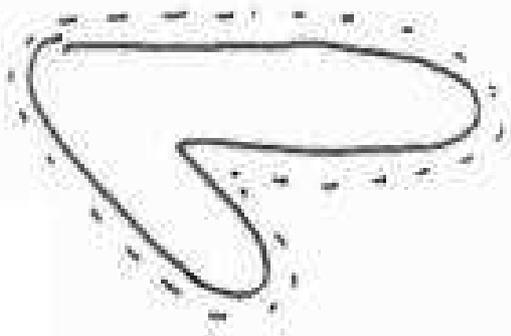
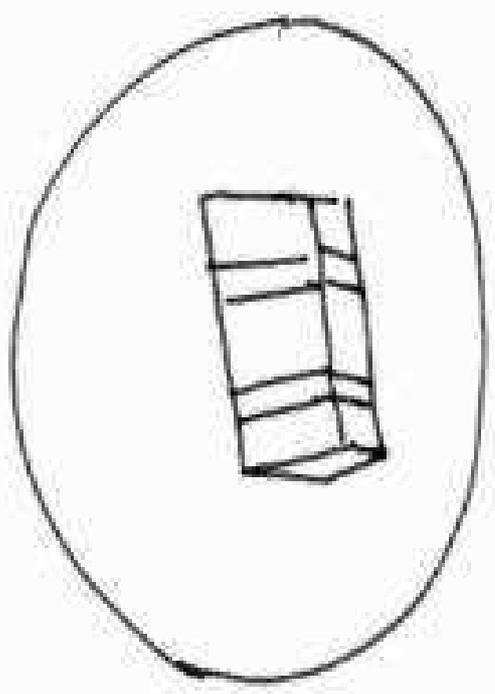
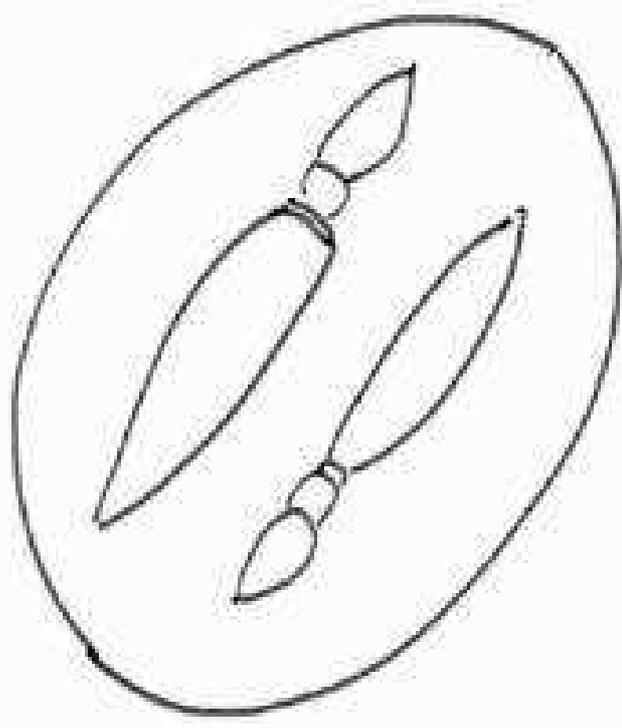


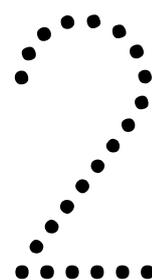
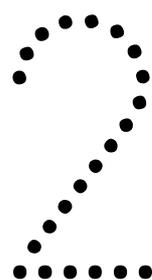
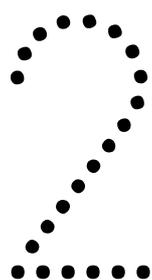
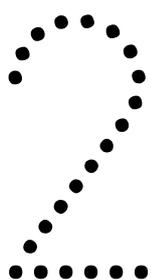
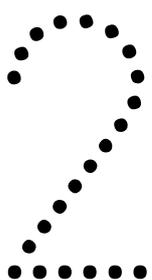
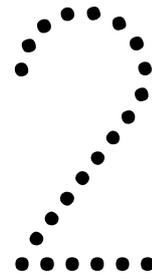
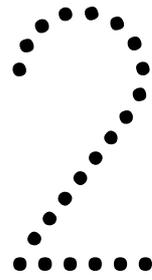
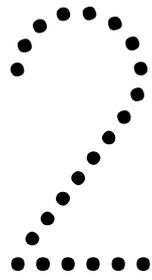
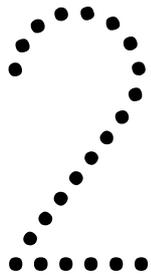
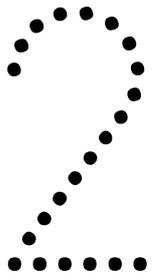
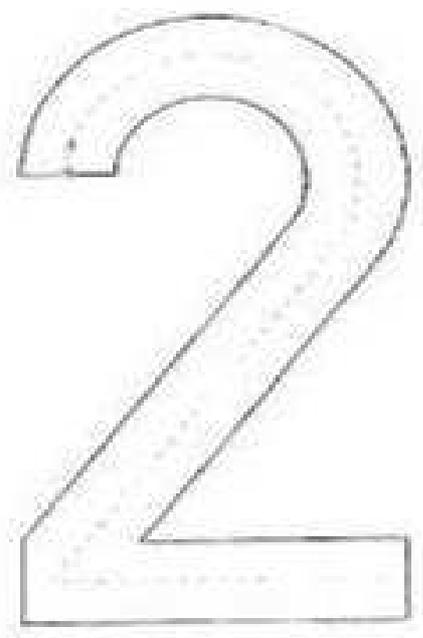
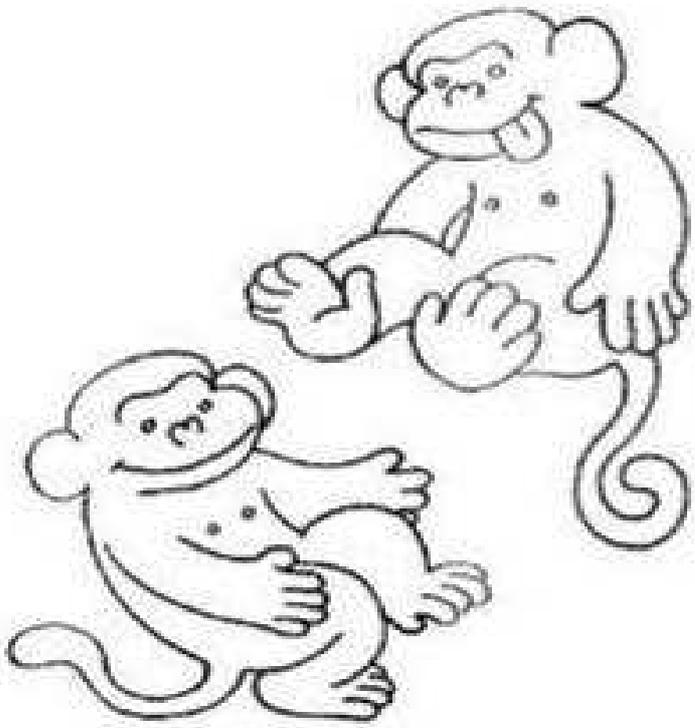
Pega trocitos de papel en el número dos.



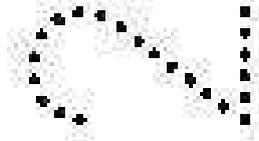
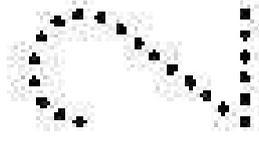
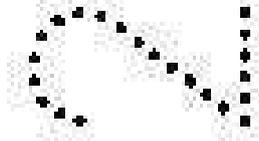
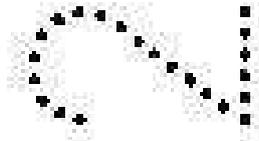
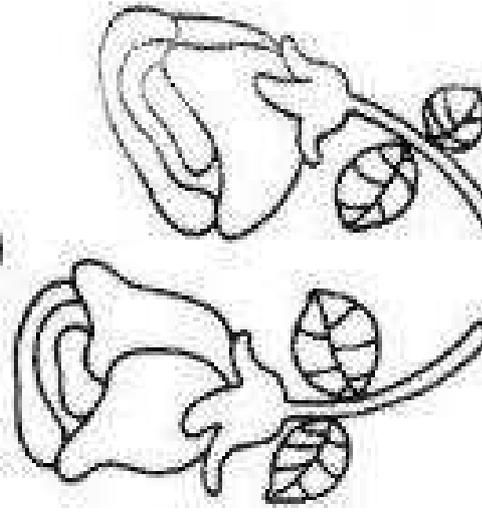
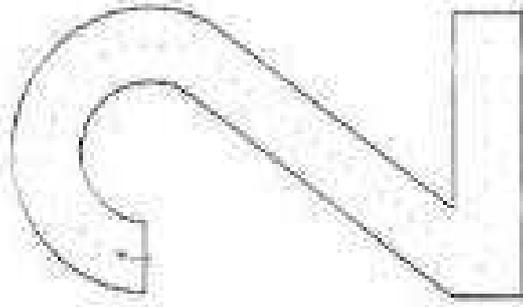
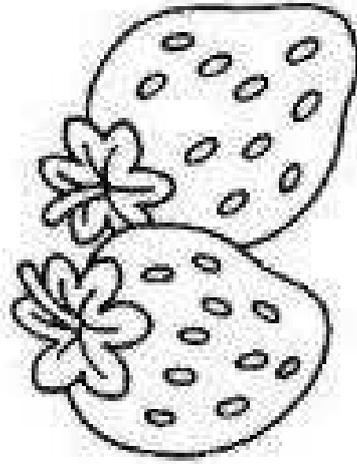
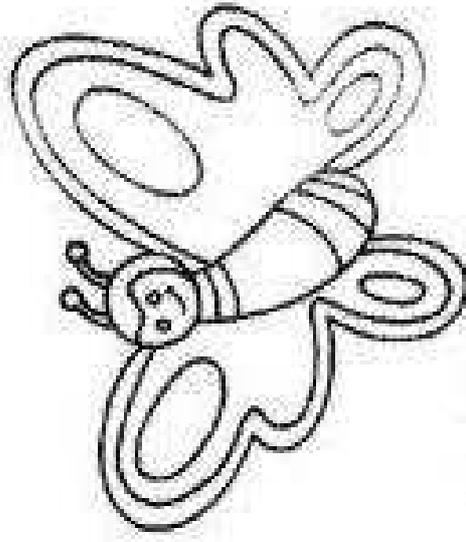
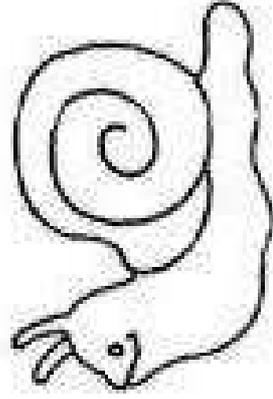
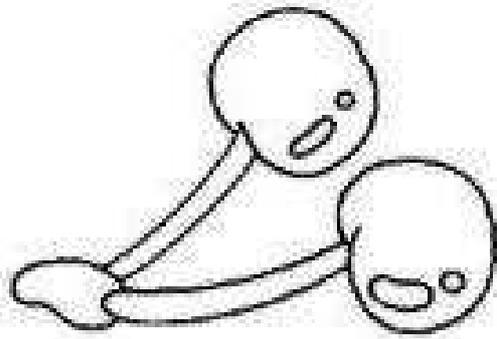


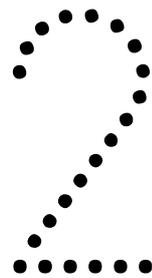
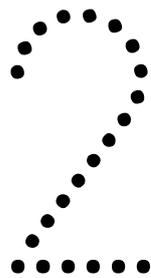
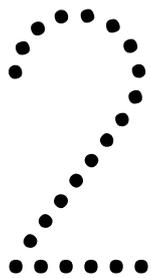
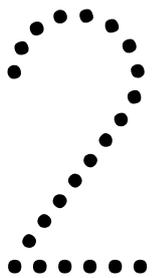
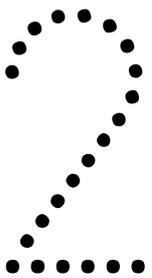
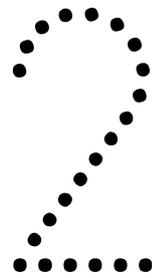
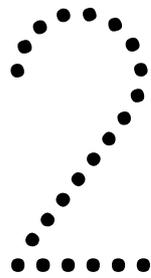
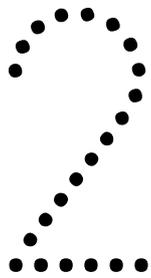
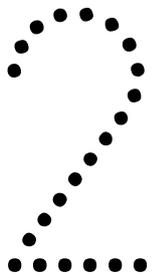
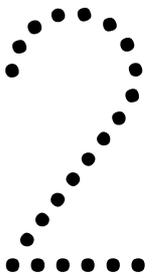
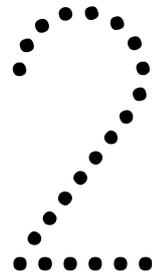
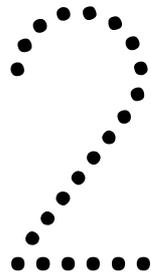
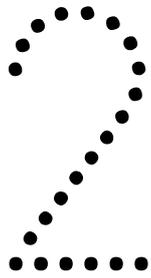
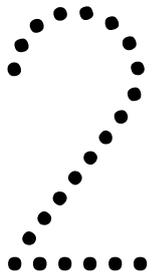
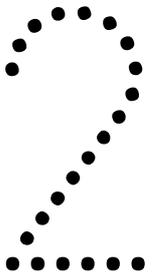
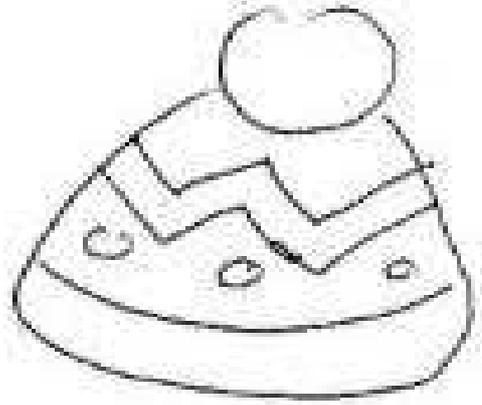
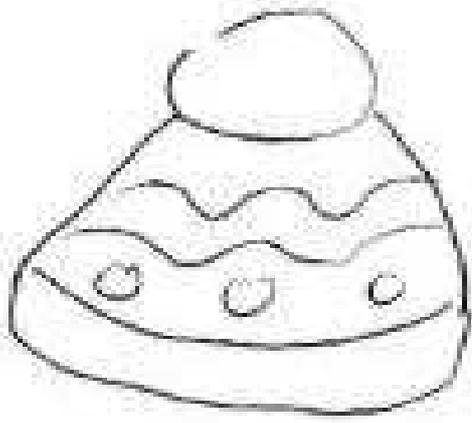
Asociación número cantidad

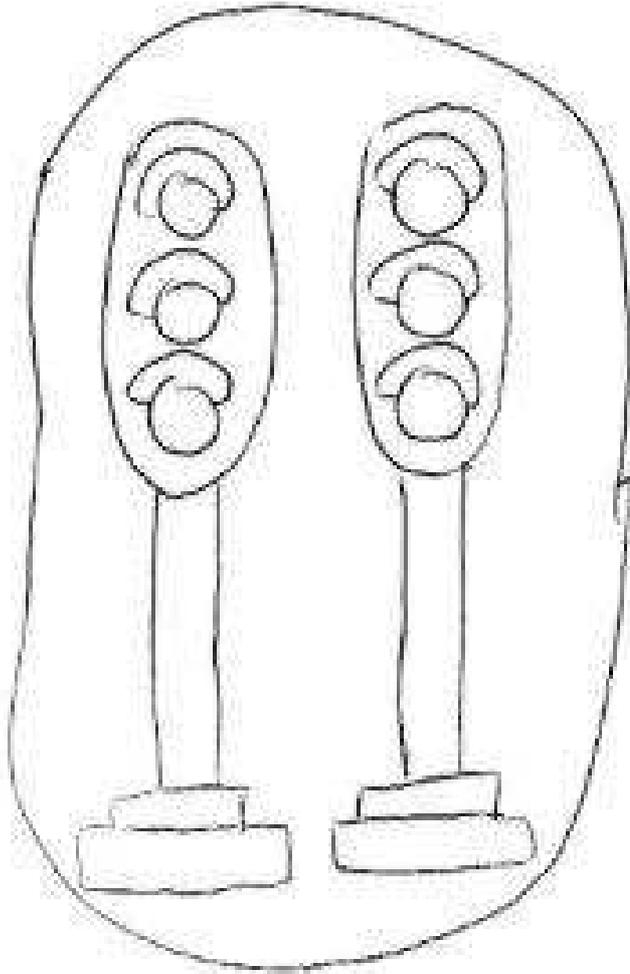
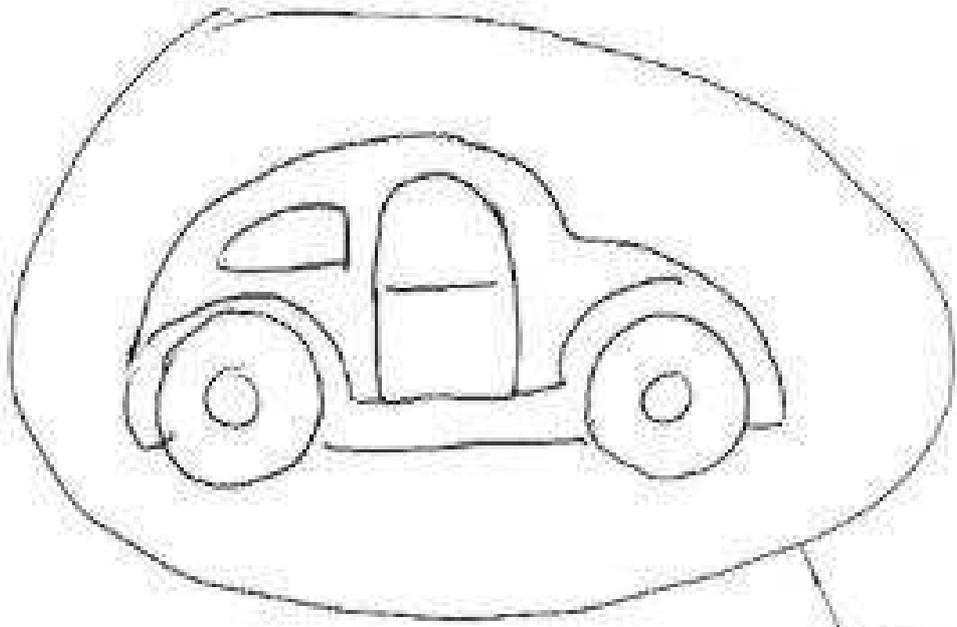




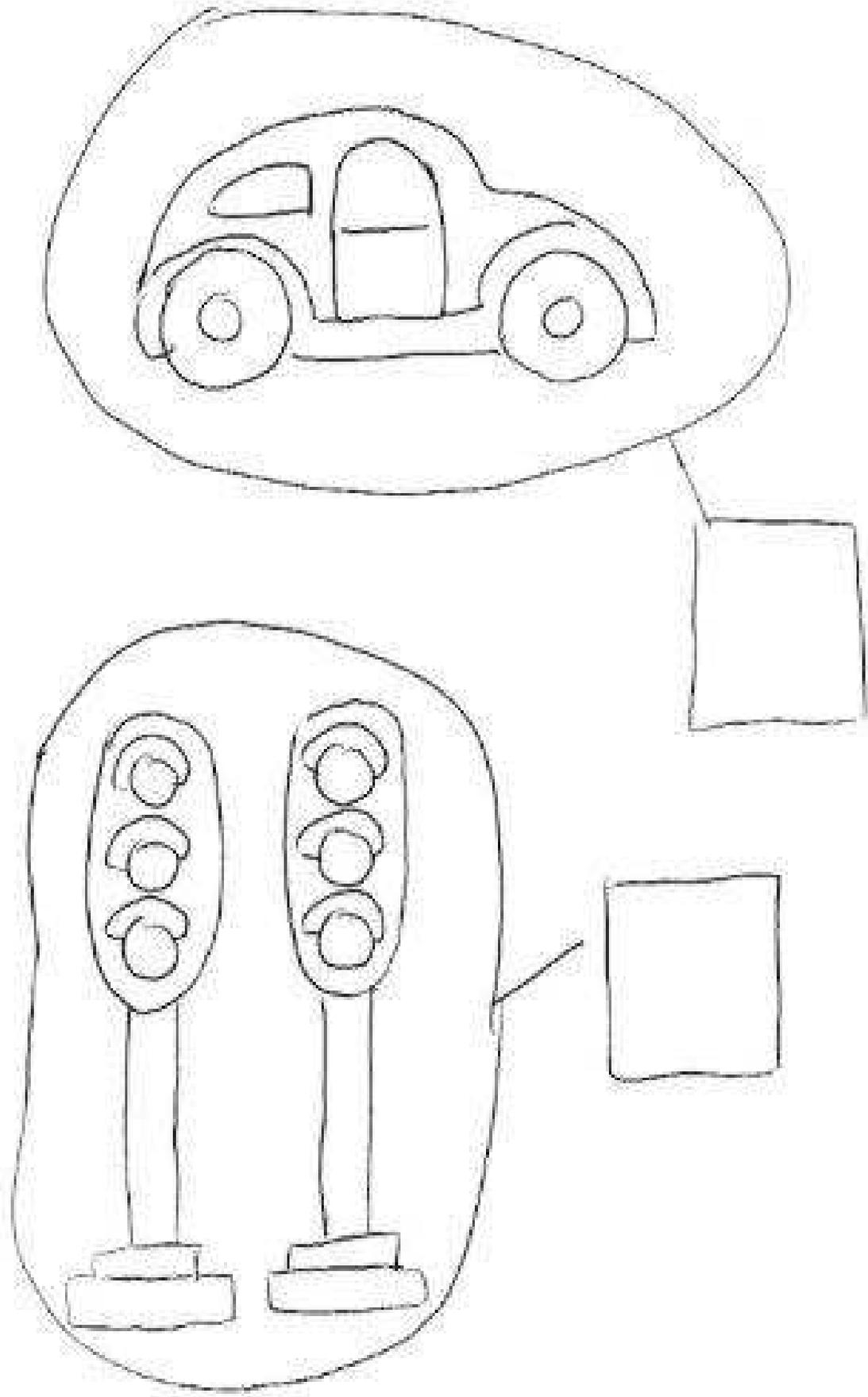
Repasa los números. Rodea solamente los grupos de dos elementos.



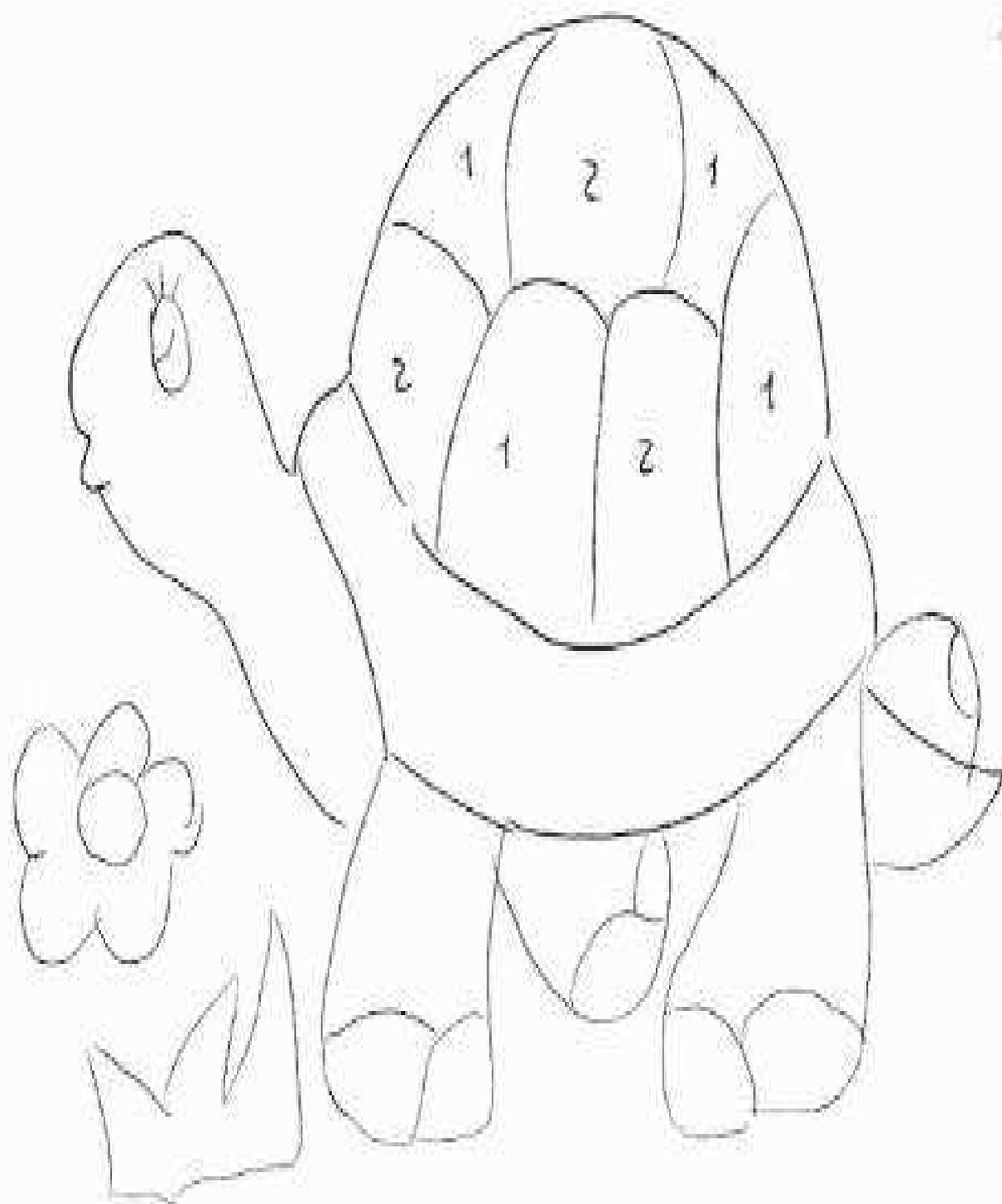




Asociación número y cantidad
pintar de rojo donde hay dos objetos y de amarillo
donde hay uno.



Asociación número y cantidad
pintar de rojo donde hay dos objetos y de amarillo
donde hay uno.



Colorea de verde el número 1 y de color naranja el número dos

Repasa y haz el numero 2

2	2	2	2	2	2
2	2	2	2	2	2
2	2	2	2	2	2
2	2	2	2	2	2
2	2	2	2	.	.
2	2	2	.	.	.
2	2
2

