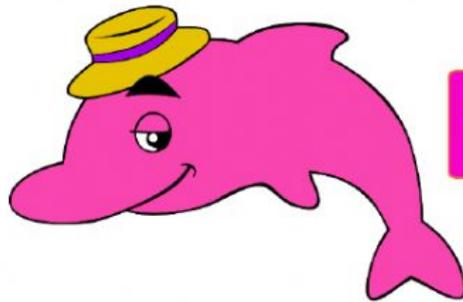


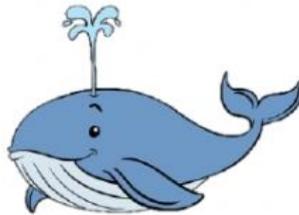
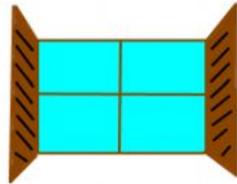
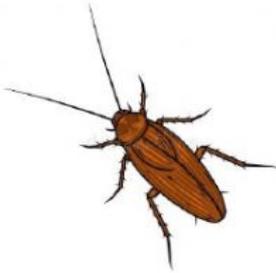
NOME: _____



MARQUE AS FIGURAS CUJOS NOMES COMEÇAM COM A MESMA LETRA QUE O BOTO.



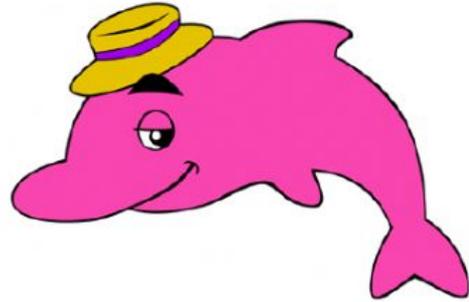
BOTO





ARRASTE AS LETRAS E MONTE O NOME DO BOTO.

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O O T B



QUANTAS LETRAS A PALAVRA BOTO TEM?



MARQUE AS LETRAS **B** DE BOTO.

B	D	P	B	R	P
R	P	B	R	P	B
B	D	R	B	P	B