

ARRASTE A SÍLABA E COMPLETE A PALAVRA



UR



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SO

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CA



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COR

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GA



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AN

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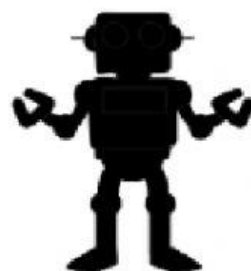
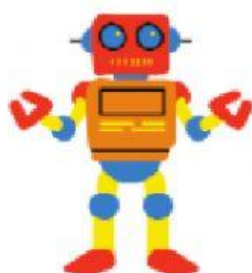
LAN

DOR

CAR

CRI

1) LIGUE OS BRINQUEDOS À SUA SOMBRA.



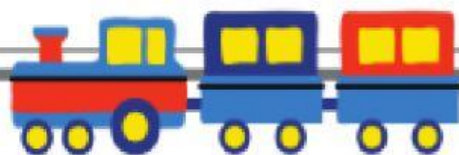
LOCALIZE A PALAVRA E TOQUE DE LETRA EM LETRA.



CAÇA-PALAVRAS

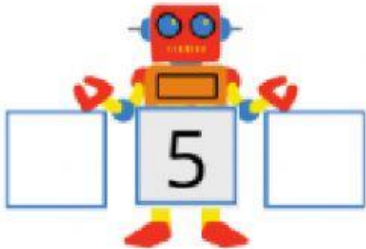


B	O	N	E	C	A	B	V	D	I	B
F	Y	G	R	G	E	R	S	O	B	F
C	R	O	B	Ô	Ç	N	L	O	Ç	M
A	Ç	H	T	B	O	L	A	S	N	U
V	C	A	R	R	I	N	H	O	D	R
B	D	E	S	V	E	C	B	U	P	S
C	R	I	A	N	Ç	A	K	C	S	O



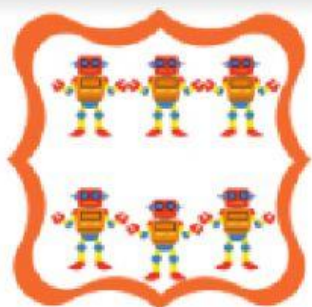
BONECA - CARRINHO - CRIANÇA
ROBÔ - URSO - BOLA

LOCALIZE O ANTECESSOR E O SUCESSOR DOS
NUMERAIS E COLOQUE NO LUGAR CORRESPONDENTE.

- | | | | | | | | |
|----|----|----|----|----|----|----|----|
| 1 | 3 | 3 | 4 | 5 | 6 | 7 | 9 |
| 10 | 12 | 15 | 16 | 17 | 18 | 18 | 20 |

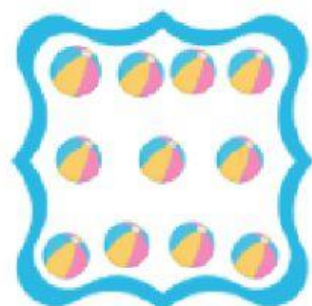
LIGUE CADA CONJUNTO A SUA QUANTIDADE.



9



6

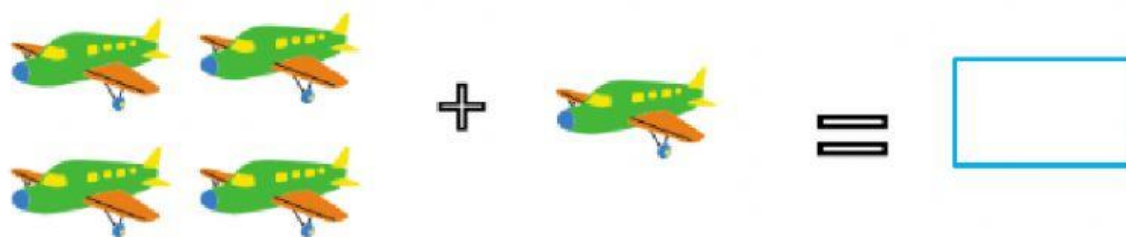
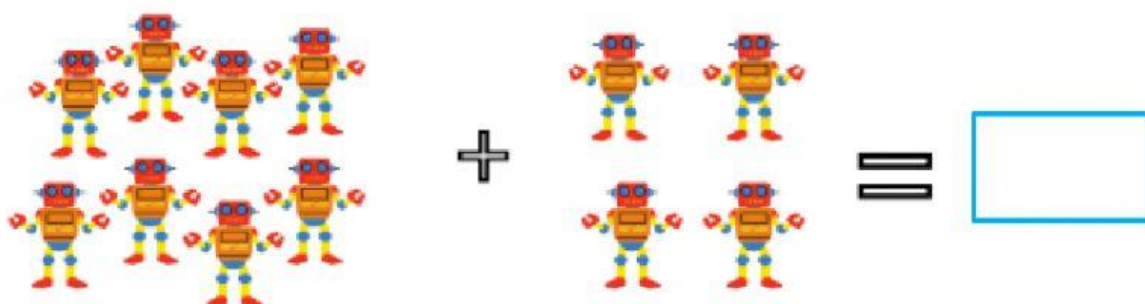
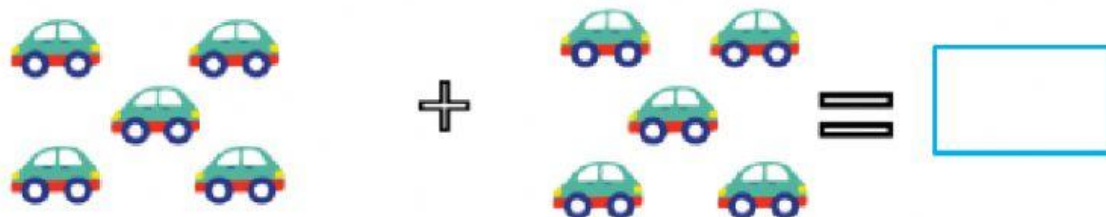
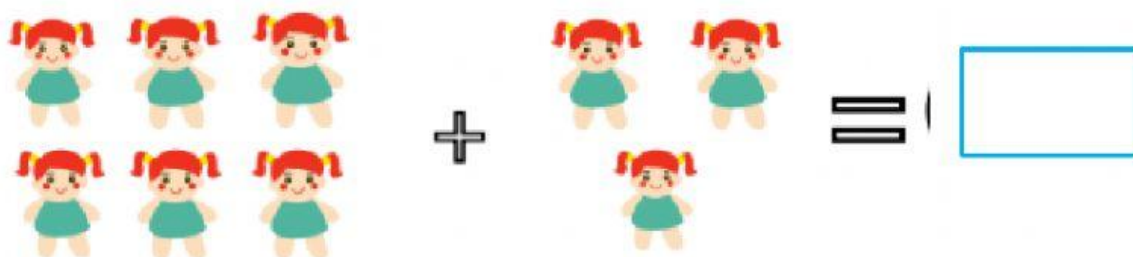


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11

RESOLVA AS ADIÇÕES.



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12

ARRASTE A FIGURA PARA SUA SÍLABA INICIAL.

BRINQUEDOS

RO	PI
BI	CA
PA	BO

APLICATIVO DAS SÍLABAS

