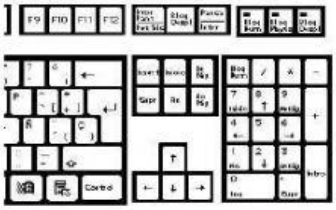
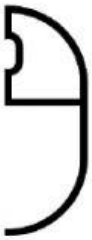
ESCUELA DE EDUCACIÓN BÁSICA
"EDUARDO KINGMAN"

ACTIVIDAD EN CLASES

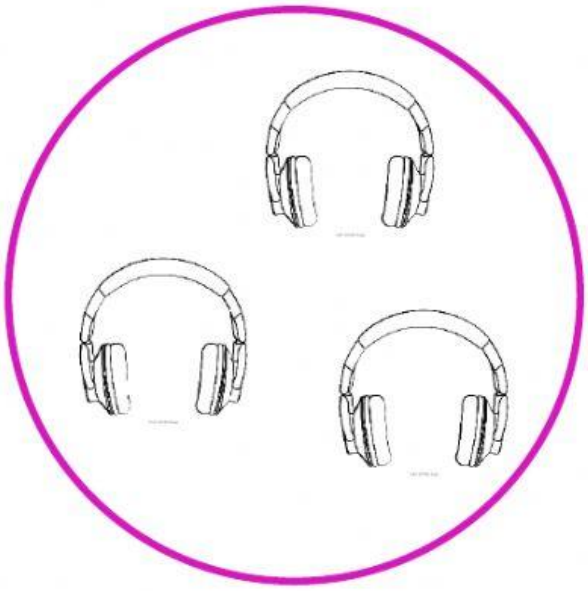
1· Une con Línea la mitad que corresponde a cada parte de la computadora

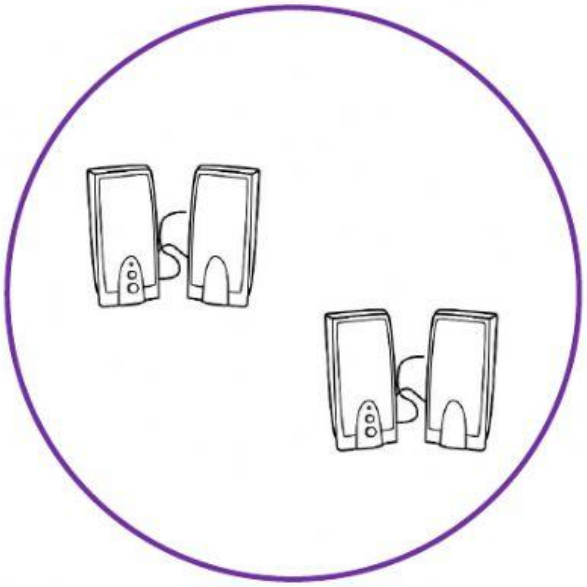


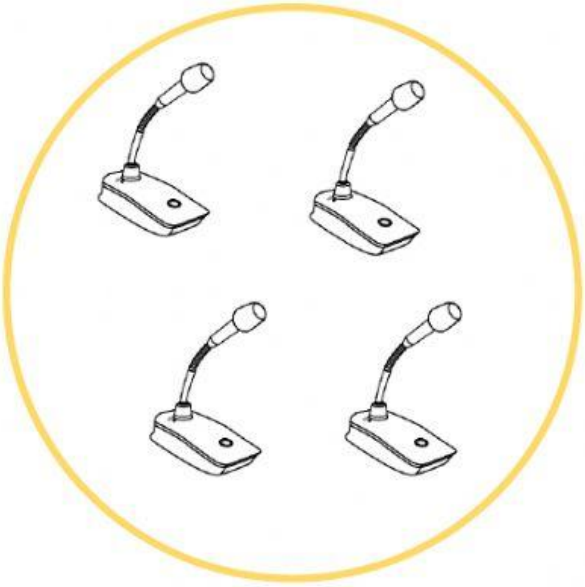


LIVEWORKSHEETS

2· Ubica la cantidad de elementos que se encuentren en cada grupo





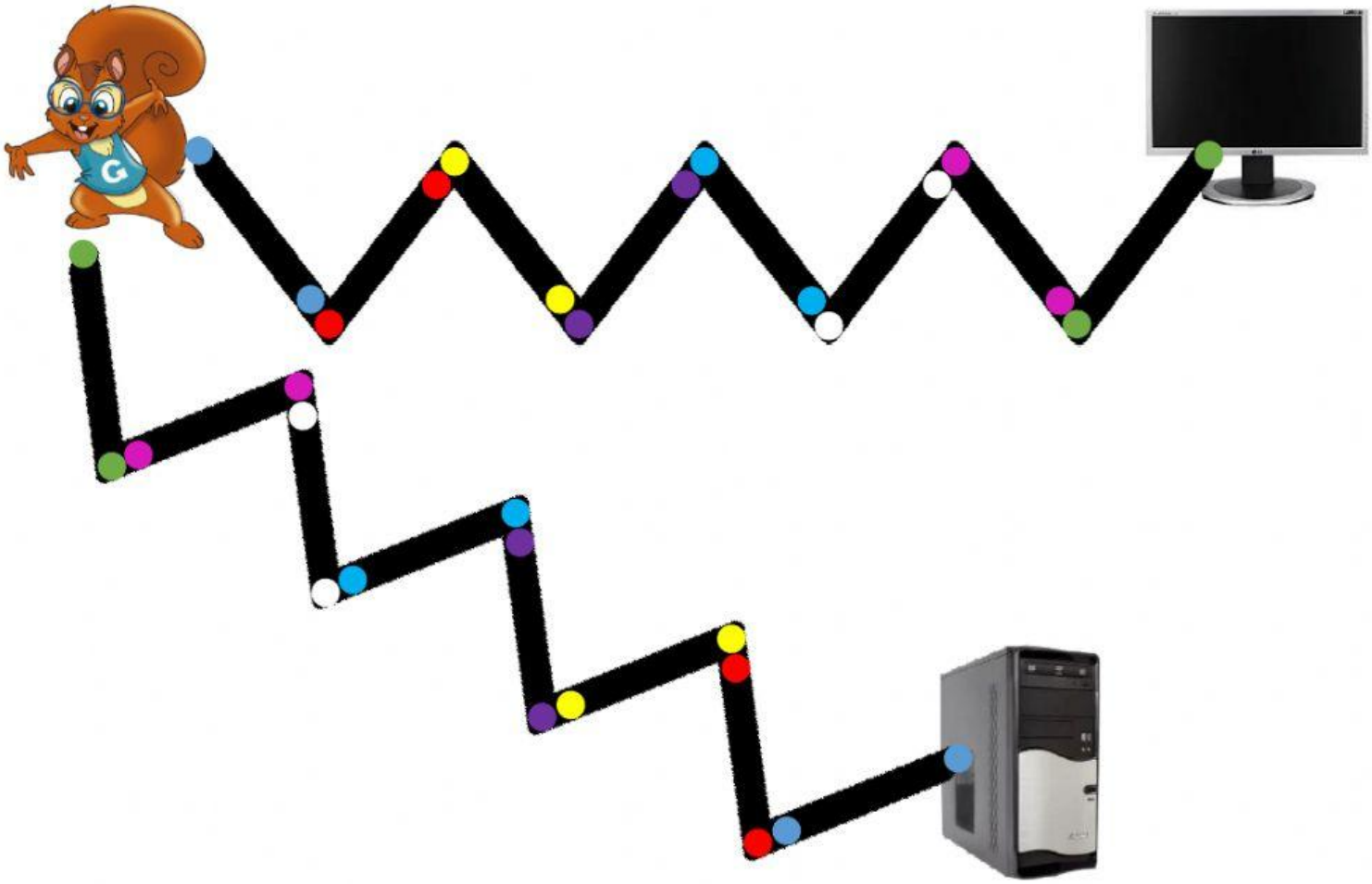


LIVEWORKSHEETS

3· SELECCIONA LOS LUGARES DONDE ENCONTRAMOS UNA COMPUTADOR

LIVEWORKSHEETS

4· Sigue el camino hasta llegar al monitor y al Cpu



LIVEWORKSHEETS