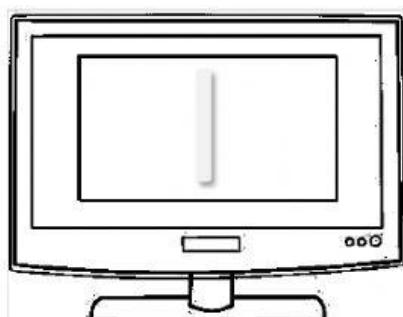
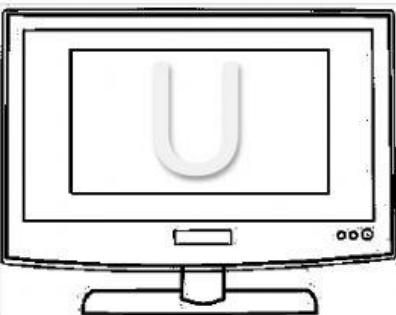
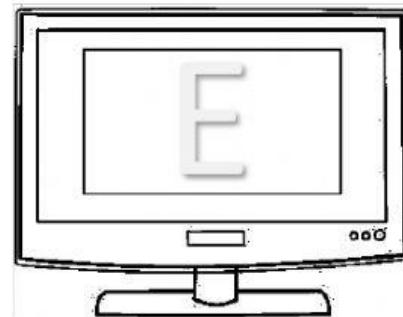
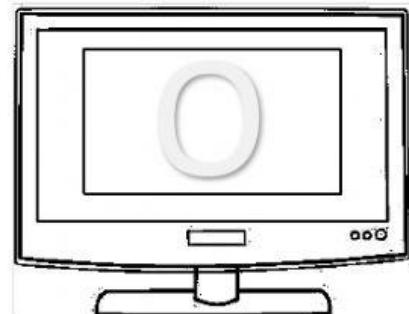
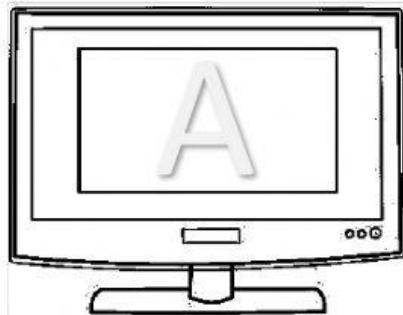




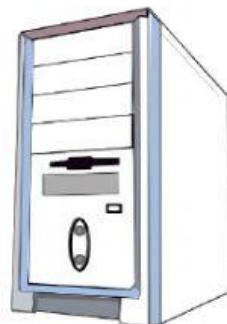
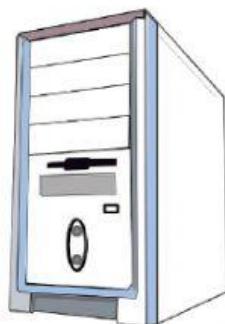
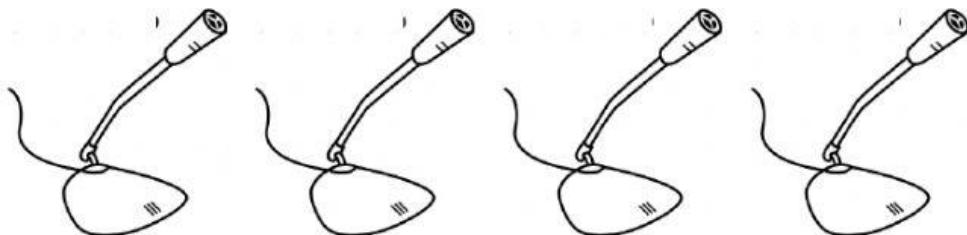
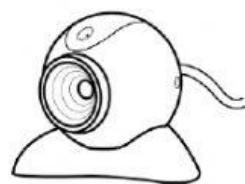
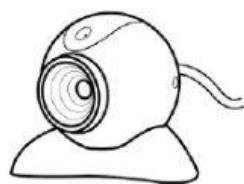
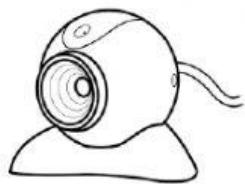
ESCUELA DE EDUCACIÓN BÁSICA “EDUARDO KINGMAN”

ACTIVIDAD EN CLASES

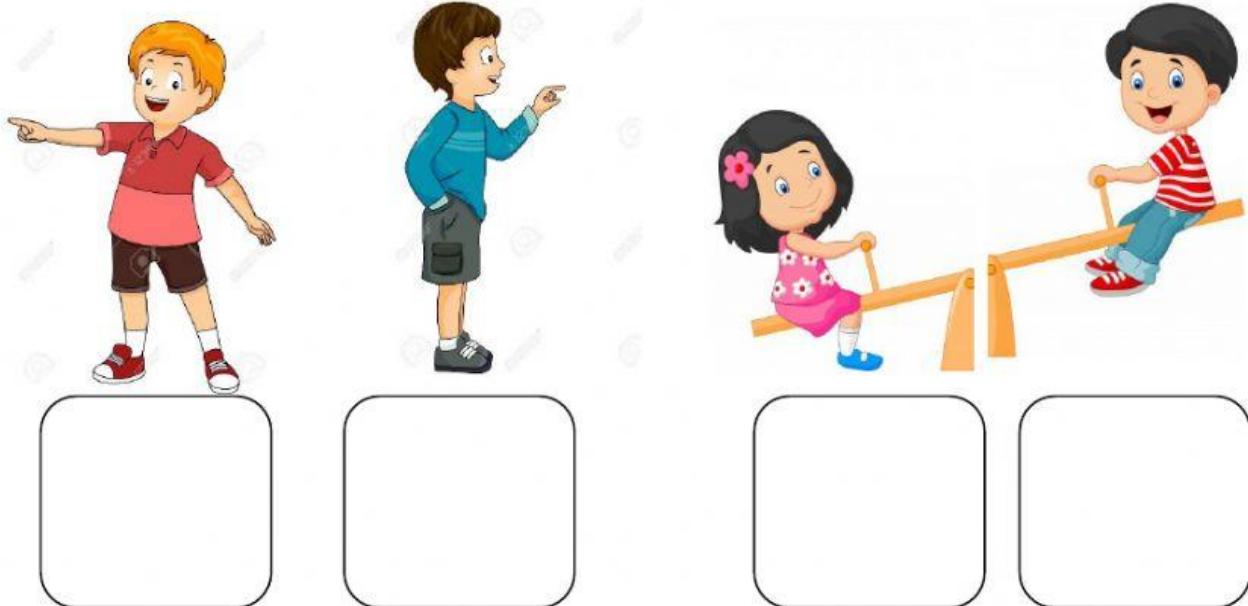
1. Ubica las vocales dentro de cada monitor según corresponda



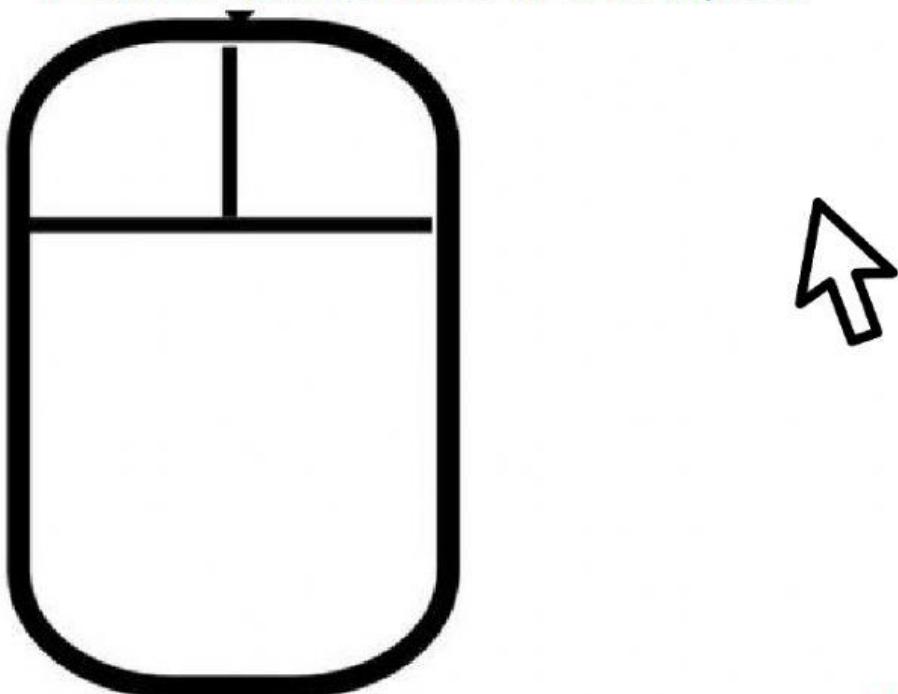
2. Cuenta las partes de la computadora que observas y arrastra los números en el casillero que corresponde.



3. Ubica la flecha direccional en la ubicación que se encuentran los niños



4. Ubica la flecha del mouse en el clic izquierdo



5. Selecciona los mouses con el clic derecho

