

CONTAR



PICTOGRAMAS



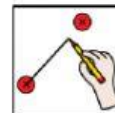
PEGAR



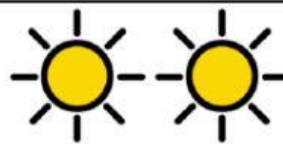
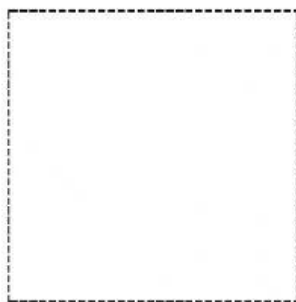
1 2 3

NÚMEROS

Cuenta los objetos

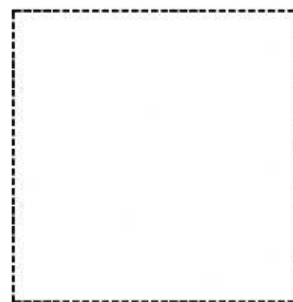


1



1

2



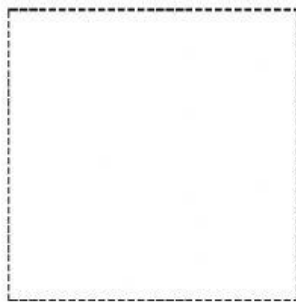
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2



3



1



2



3



4



1

2

3

4