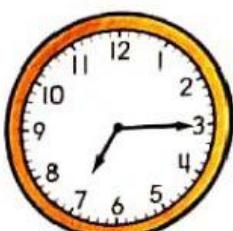


Escribe la hora. Busca un patrón.

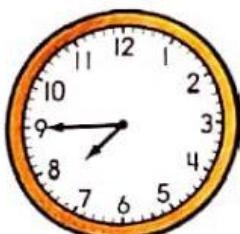
1.



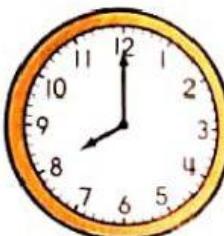
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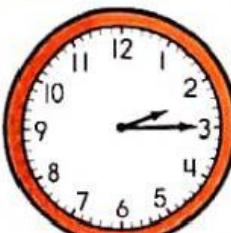


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2.



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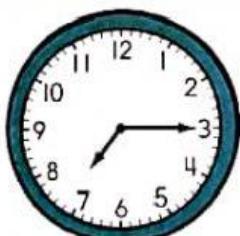
3.



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Razonamiento crítico

Razonamiento visual

4. Busca un patrón. ¿Qué hora mostraría el último reloj?

Escribe la hora y dibuja las manecillas.

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