




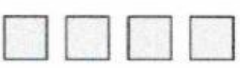






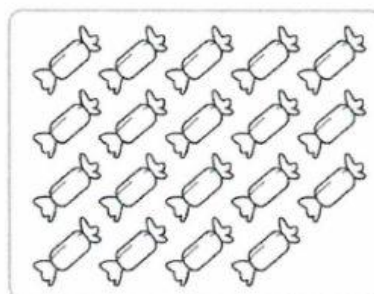
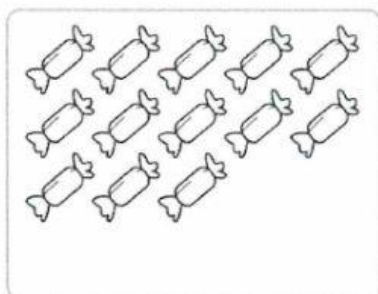
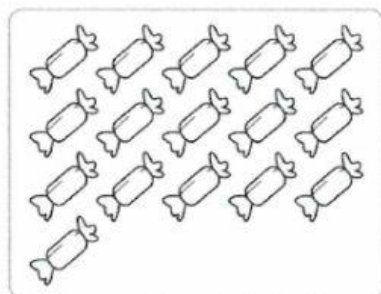
I NUMERI DA 0 A 20 • 1

1 Conta e scrivi il numero nel riquadro.

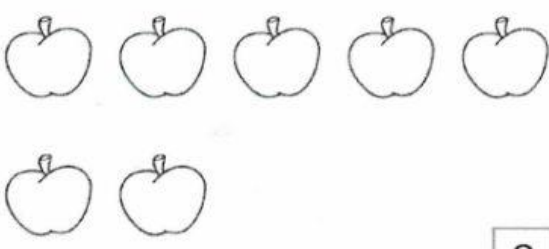
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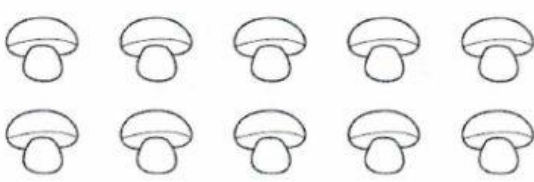
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2 Conta le caramelle e cancella con una **X** i numeri che non corrispondono al disegno.



3 Leggi il numero e disegna gli elementi che mancano.

	<input type="text" value="9"/>
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	<input type="text" value="14"/>
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