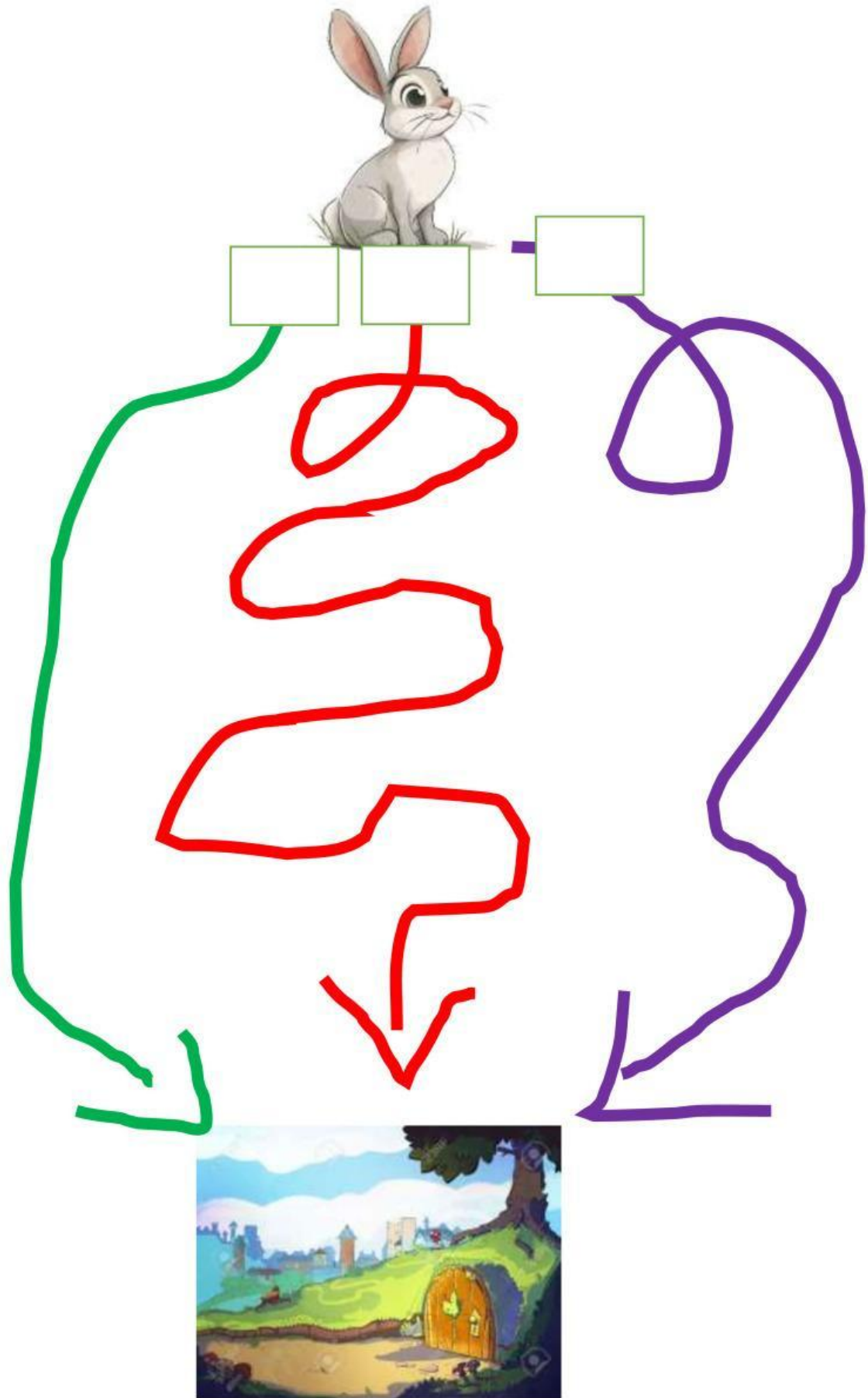


UNE LOS JUGUETES



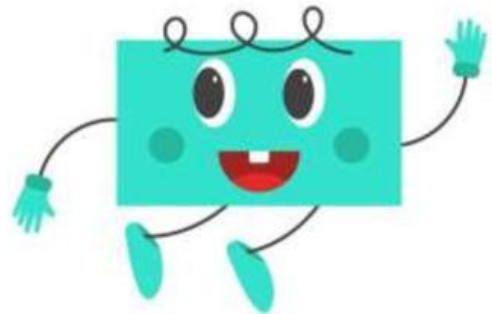
ELIGE EL CAMINO MAS CORTO PARA QUE EL



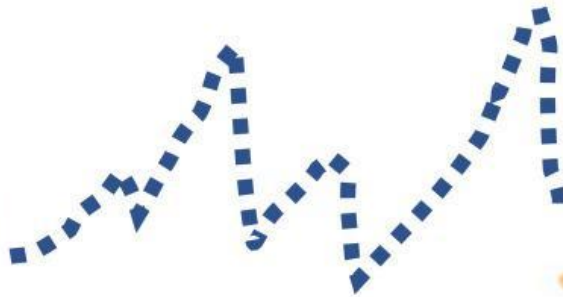
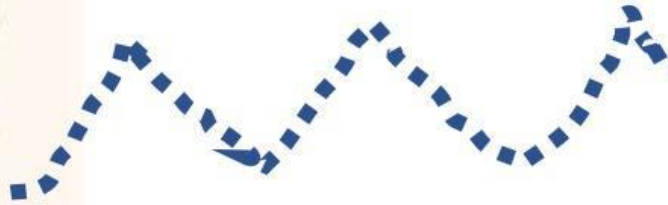
NOMBRA CORRECTAMENTE LAS FIGURAS GEOMETRICAS



©DESIGNALIVE



UNE LOS PUNTOS



COMPLETA CON EL NOMBRE DEL ANIMAL



P_T_



MAR_POS_A



P_ER_O



G_LL_