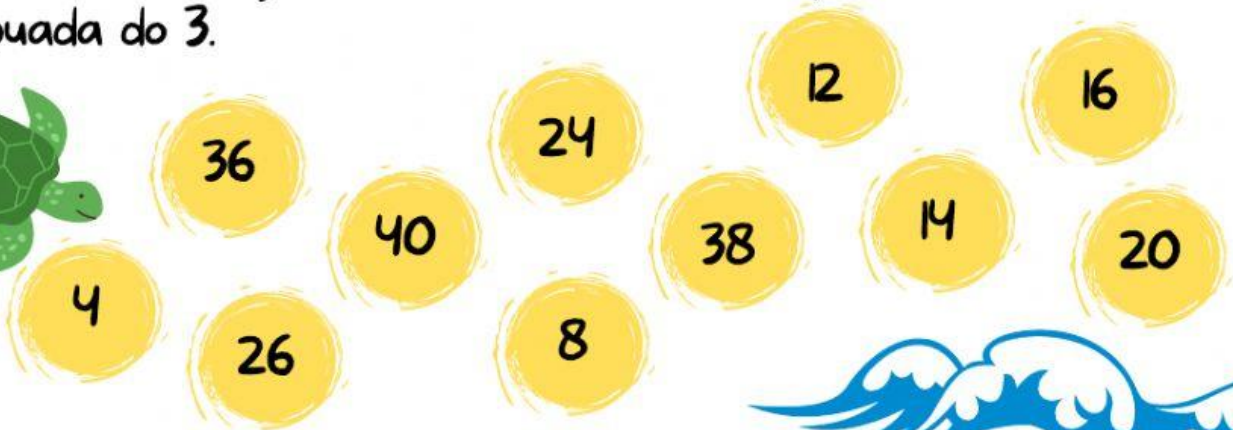


NOME: _____ TURMA: _____



Atividade 2 Tabuada Viajante

1 Leve a tartaruga até o mar, assinando apenas os resultados da tabuada do 3.



2 Resolva as multiplicações a seguir.

$$\begin{array}{r} 6 \\ \times 3 \\ \hline \end{array}$$

$$\begin{array}{r} 8 \\ \times 3 \\ \hline \end{array}$$

$$\begin{array}{r} 2 \\ \times 3 \\ \hline \end{array}$$

$$\begin{array}{r} 10 \\ \times 3 \\ \hline \end{array}$$

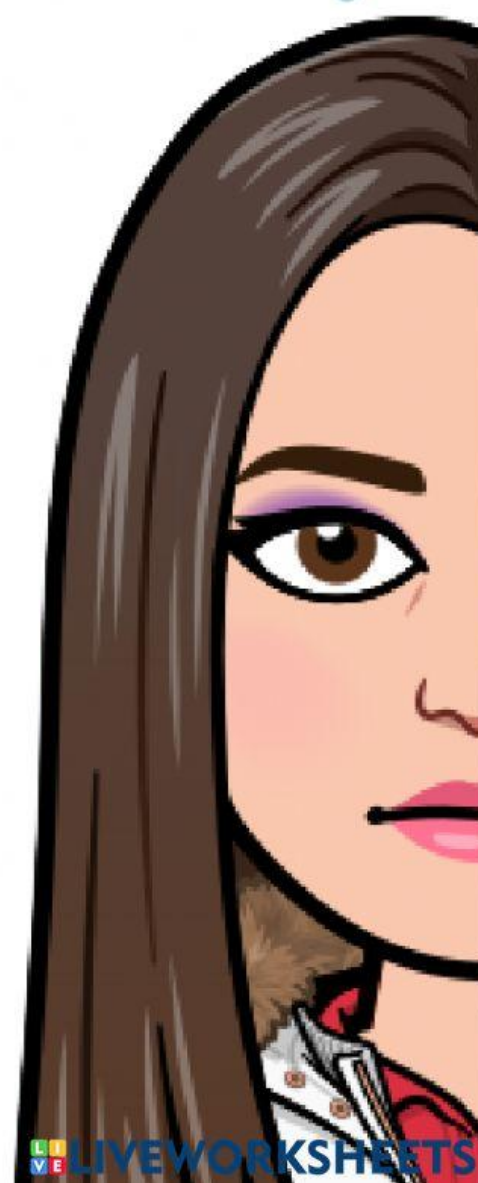
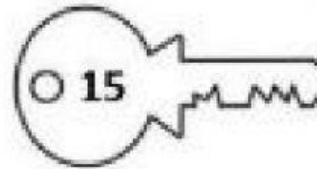
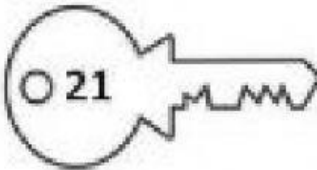
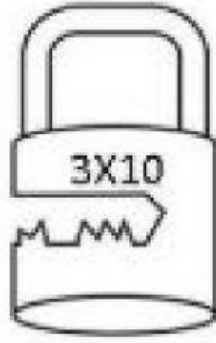
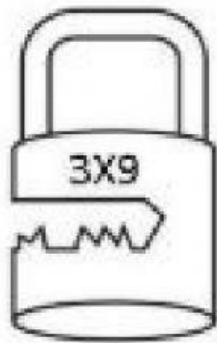
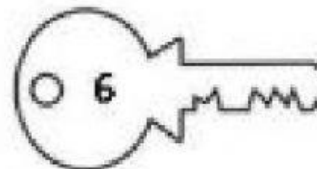
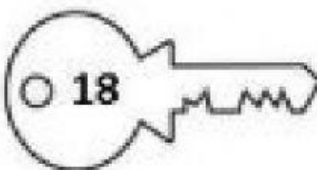
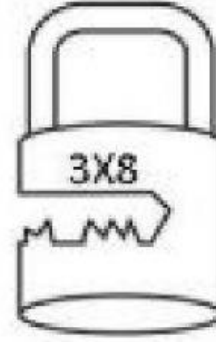
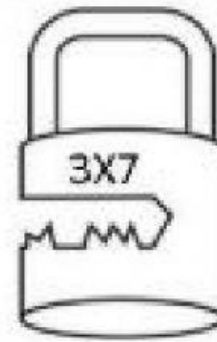
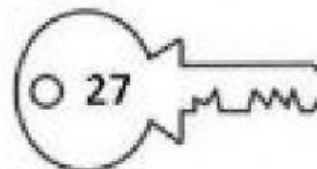
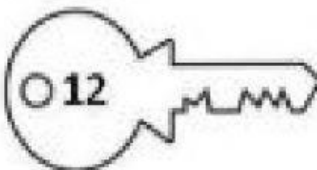
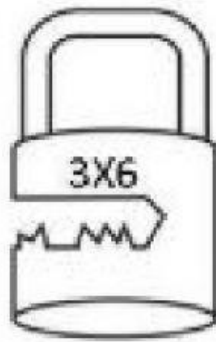
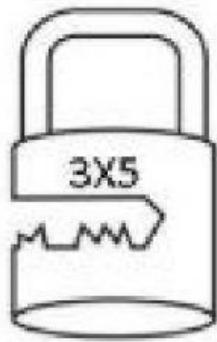
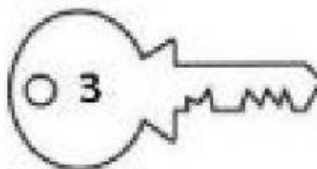
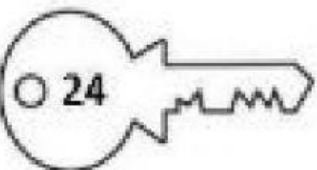
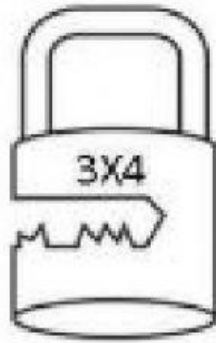
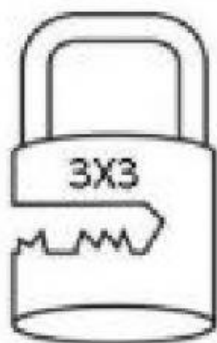
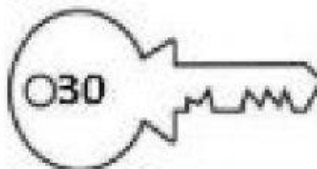
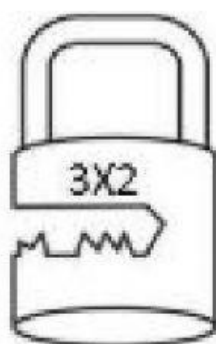
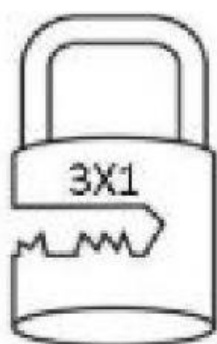
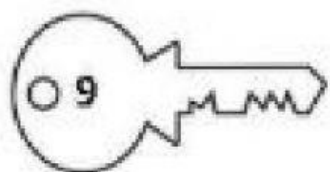
$$\begin{array}{r} 3 \\ \times 3 \\ \hline \end{array}$$

$$\begin{array}{r} 9 \\ \times 3 \\ \hline \end{array}$$

$$\begin{array}{r} 1 \\ \times 3 \\ \hline \end{array}$$

$$\begin{array}{r} 5 \\ \times 3 \\ \hline \end{array}$$

3 Leve a tartaruga até o mar, assinando apenas os resultados da tabuada do 3.





Resolva as multiplicações a seguir.

$$\begin{array}{r} 24 \\ \times 4 \\ \hline \end{array}$$

$$\begin{array}{r} 37 \\ \times 4 \\ \hline \end{array}$$

$$\begin{array}{r} 89 \\ \times 4 \\ \hline \end{array}$$

$$\begin{array}{r} 51 \\ \times 4 \\ \hline \end{array}$$

$$\begin{array}{r} 40 \\ \times 4 \\ \hline \end{array}$$

$$\begin{array}{r} 15 \\ \times 4 \\ \hline \end{array}$$

$$\begin{array}{r} 16 \\ \times 4 \\ \hline \end{array}$$

$$\begin{array}{r} 82 \\ \times 4 \\ \hline \end{array}$$

$$\begin{array}{r} 57 \\ \times 4 \\ \hline \end{array}$$

$$\begin{array}{r} 38 \\ \times 4 \\ \hline \end{array}$$

$$\begin{array}{r} 24 \\ \times 4 \\ \hline \end{array}$$

$$\begin{array}{r} 85 \\ \times 4 \\ \hline \end{array}$$

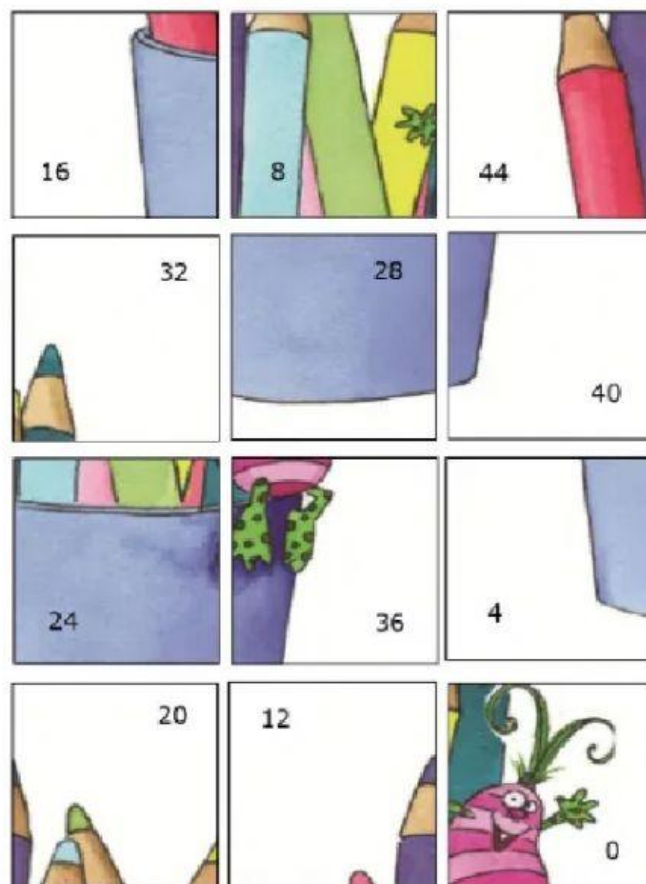
$$\begin{array}{r} 73 \\ \times 4 \\ \hline \end{array}$$

$$\begin{array}{r} 66 \\ \times 4 \\ \hline \end{array}$$

$$\begin{array}{r} 92 \\ \times 4 \\ \hline \end{array}$$

5 Monte o quebra-cabeça, arrastando os resultados para as operações.

3×4	5×4	8×4
11×4	2×4	0×4
4×4	6×4	9×4
1×4	7×4	10×4



6 Ligue corretamente

4×5

4×8

4×9

4×2

4×10

4×7

36

40

20

28

32

8