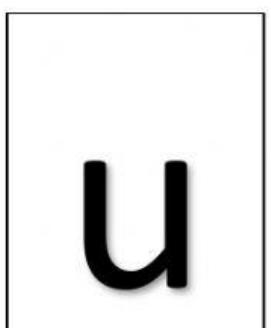
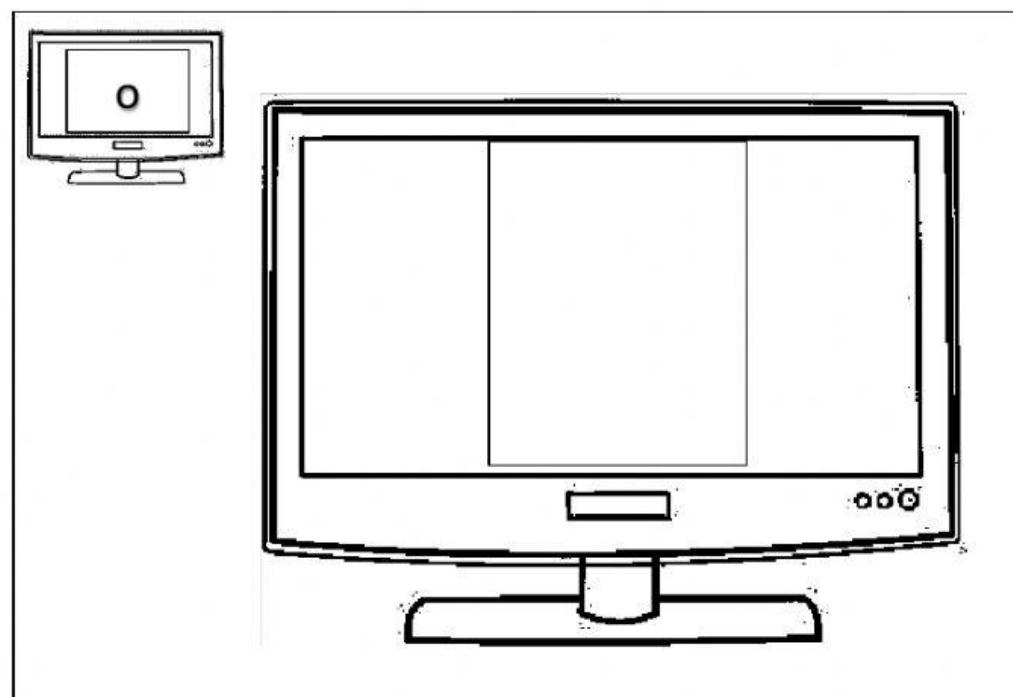
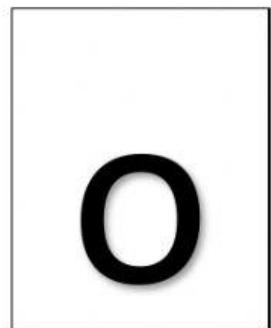
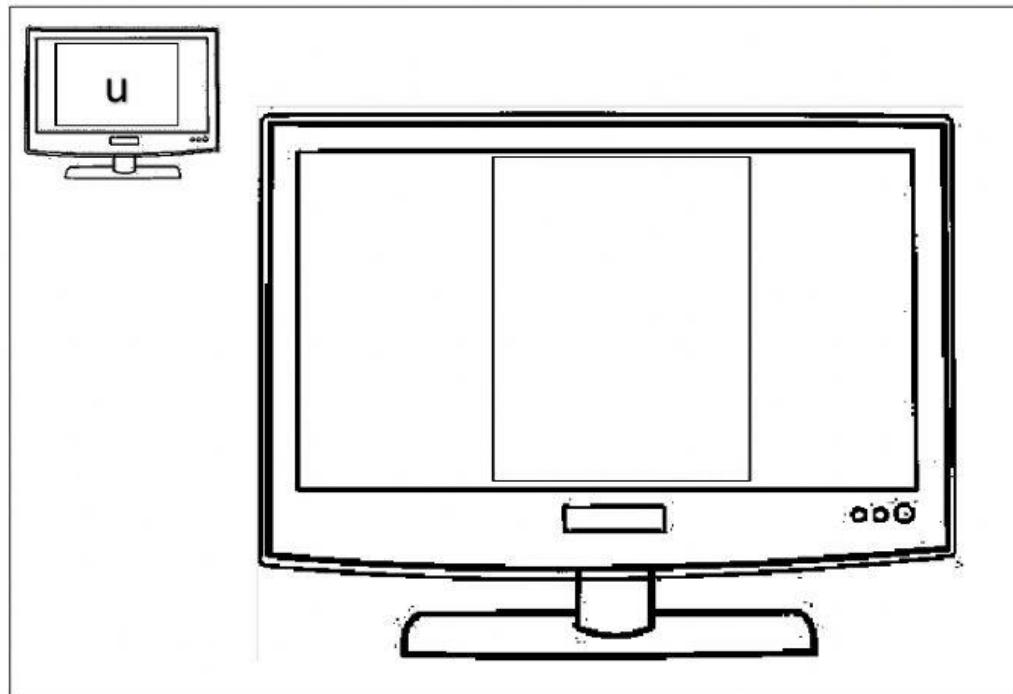




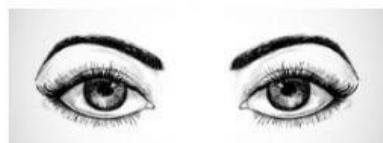
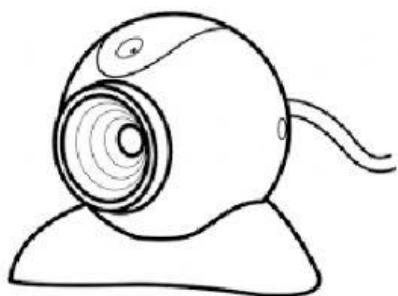
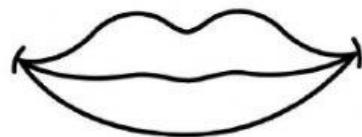
# ESCUELA DE EDUCACIÓN BÁSICA “EDUARDO KINGMAN”

## ACTIVIDAD EN CLASES

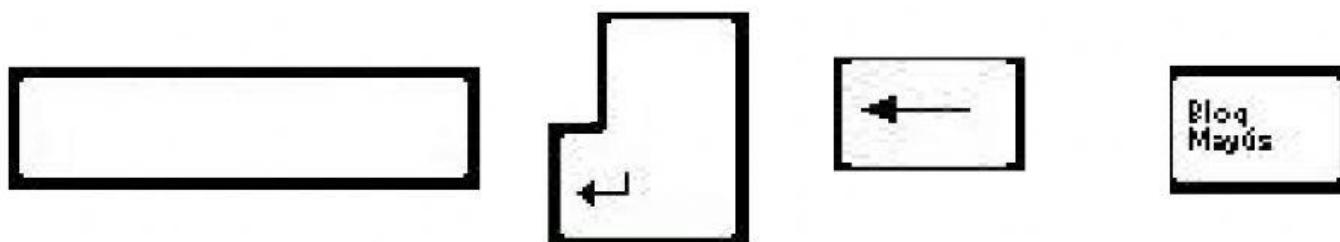
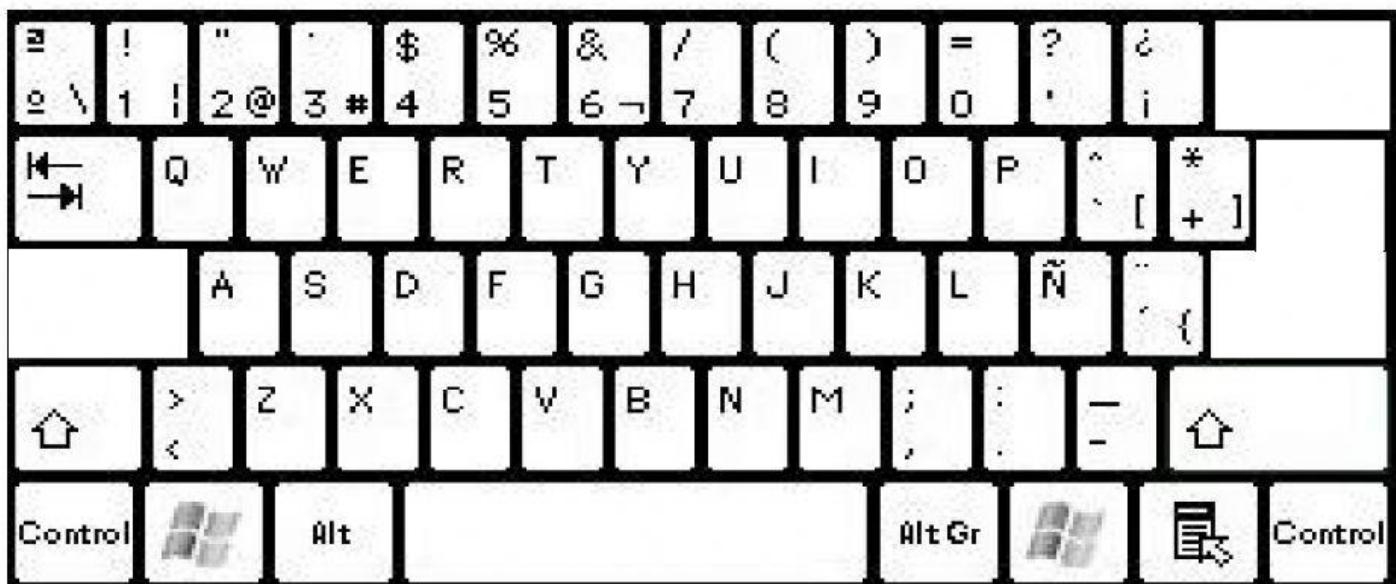
1. Ubica las vocales dentro de cada monitor según corresponda



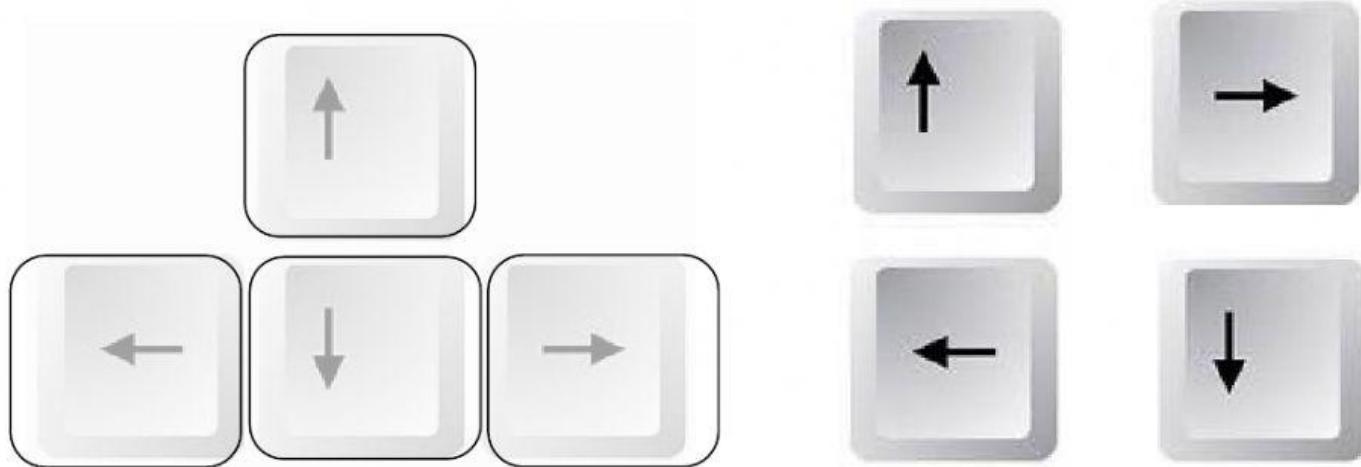
2. Une con línea la parte de la computadora que corresponde a las partes del cuerpo humano.



### 3. Ubica las teclas especiales en su respectivo lugar



4. Ubica las flechas direccionales en el orden que corresponde



5. Selecciona los mouses con el clic derecho



