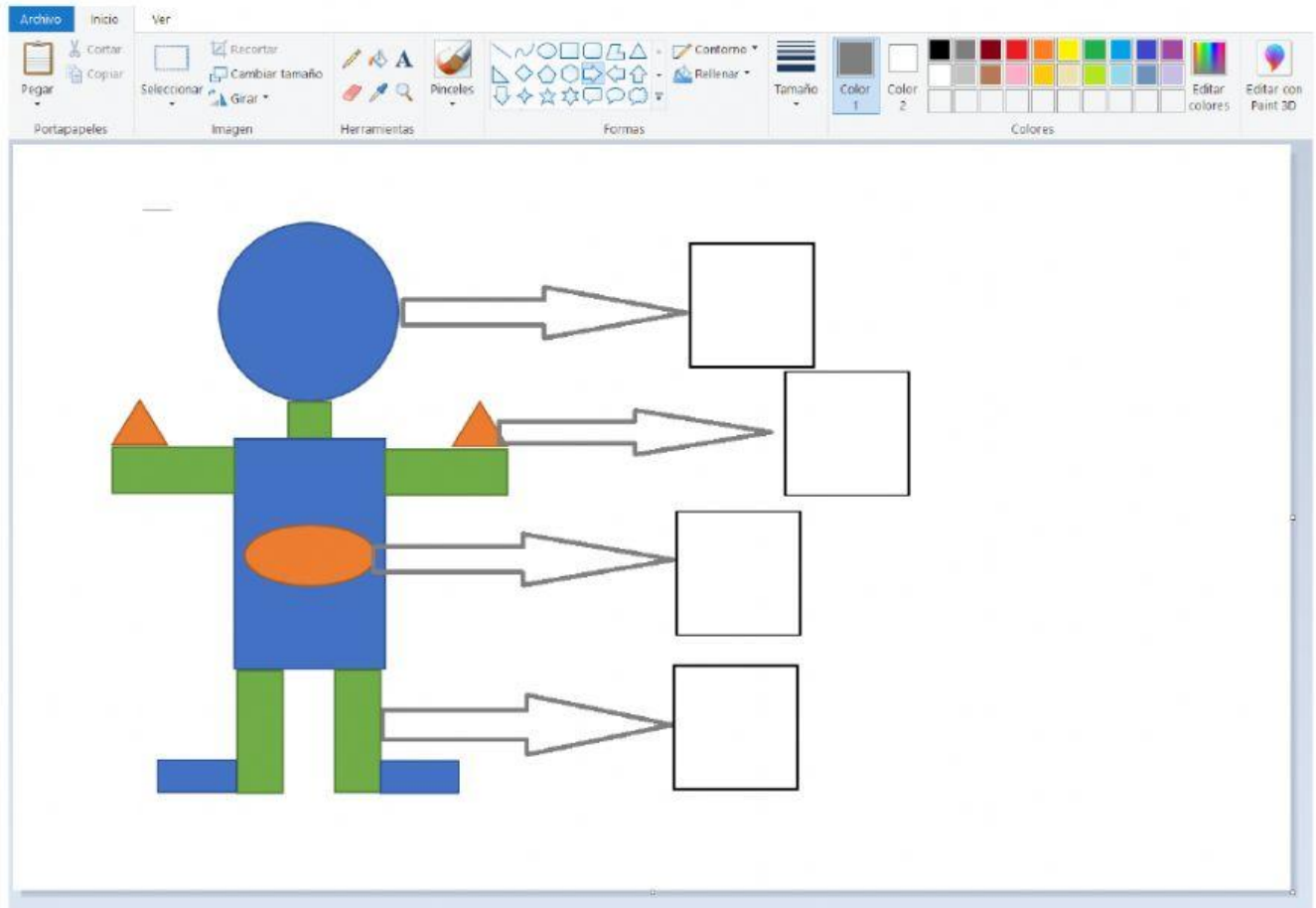


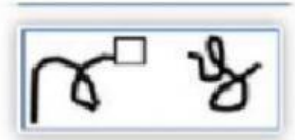
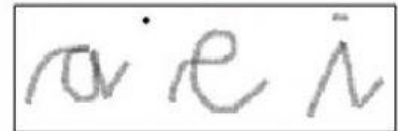
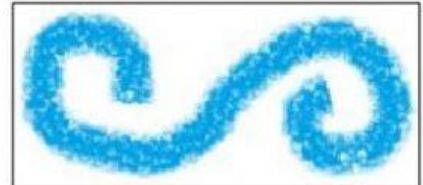
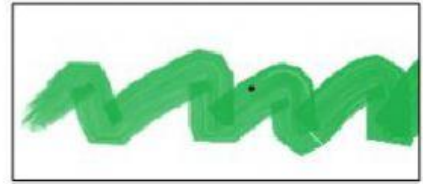


I. COLOCA EN CADA CUDRO LA FORMA QUE SE UTILIZO PARA CREAR LA FIGURA EN PAINT.





II. OBSERVA LOS DIBUJOS Y RELACIONELOS CON LA HERRAMIENTA CORRECTA.



Computación