



Cuenta y coloca los objetos de acuerdo al numeral.

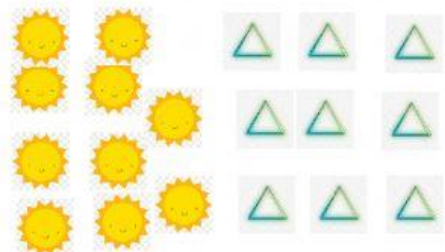
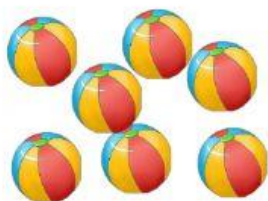
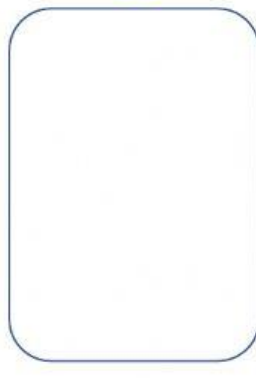
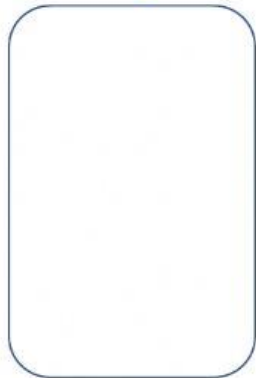
6

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Cuenta los objetos y dibuja el número correspondiente.

