



JOGOS PEDAGÓGICOS



A prova do sucesso da nossa ação educativa é a felicidade da criança.



JOGOS
PEDAGÓGICOS



JOGUINHOS

ESTIMULANTES

ATENÇÃO!

**ESSE MATERIAL É PROTEGIDO COM DIREITOS
AUTORIAIS.**

Toda e qualquer **divulgação, distribuição, plágio** ou **venda ilegal**, assim que descoberto(a) via rastreamento digital, o responsável será penalizado previsto no código civil e criminalmente por seu ato criminoso!





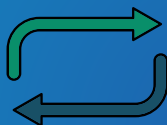
COMER

BRINCAR



JOGAR

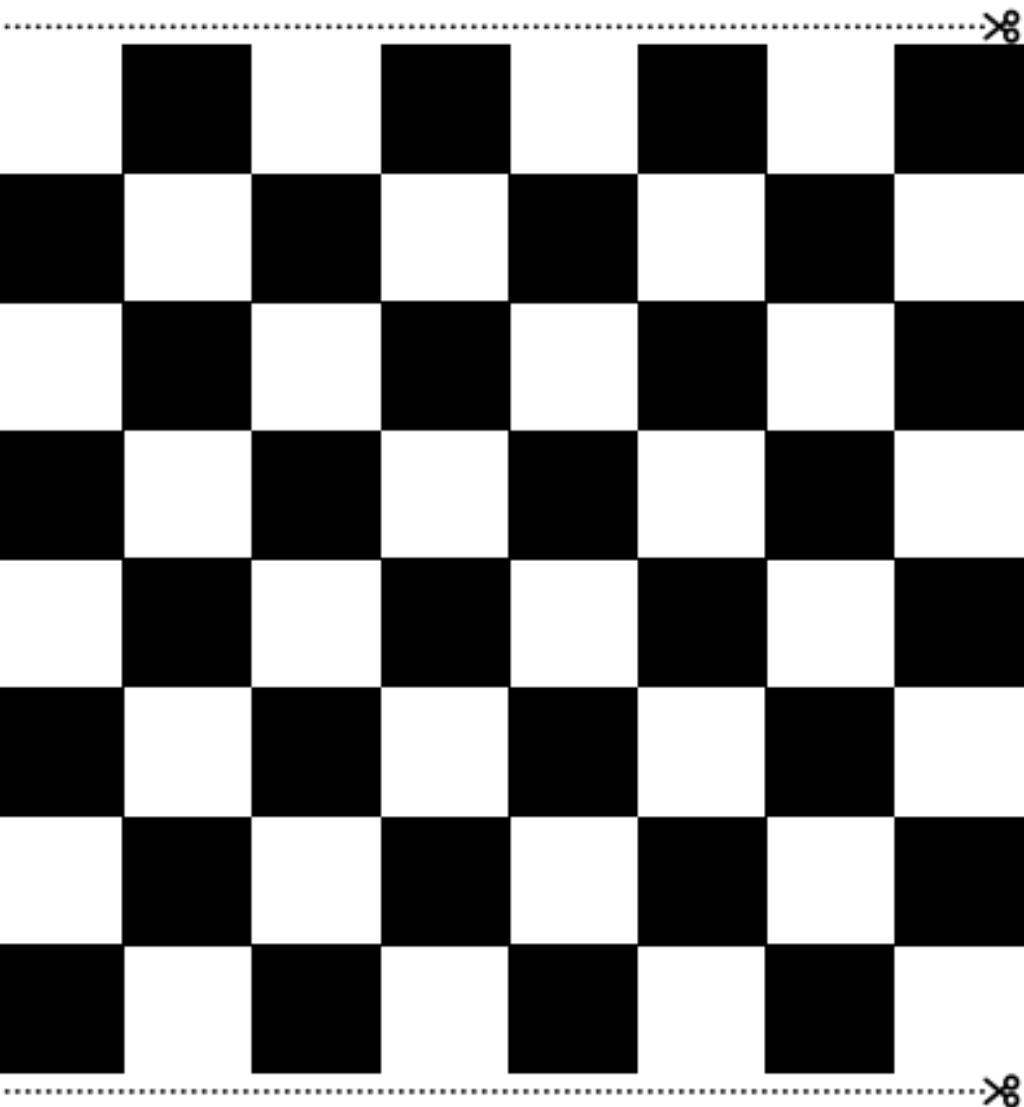
REPETIR



START



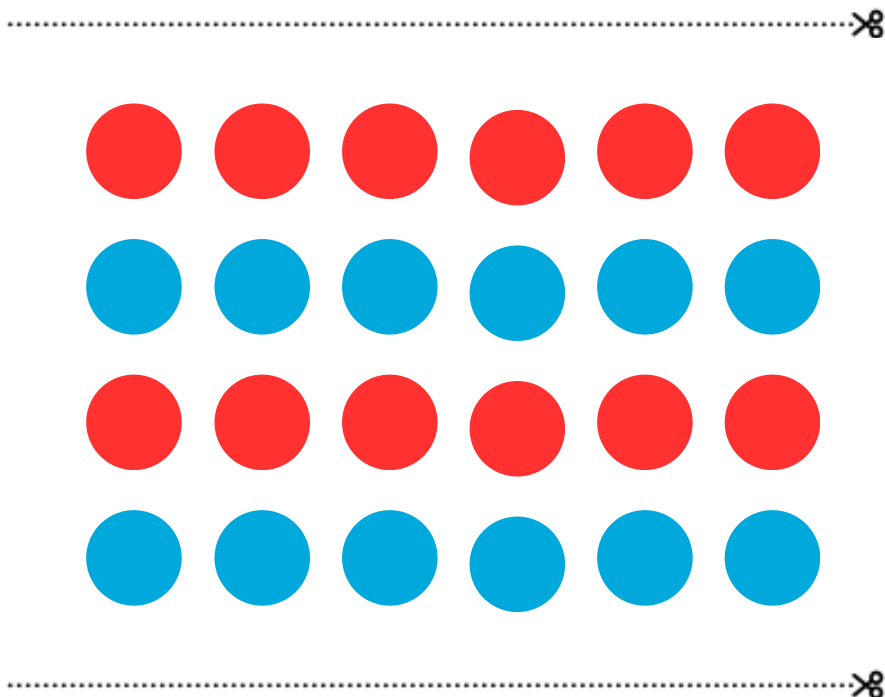
TABULEIRO PARA DAMA E XADREZ



CORTE O TABULEIRO NA LINHA INDICADA, COLE EM
UM PAPEL CARTÃO PARA FICAR MAIS RESISTENTE

TABULEIRO PARA DAMA E XADREZ

- 1- IMPRIMA O TABULEIRO EAS PEÇAS
- 2- COLEEM UM PAPEL CARTÃO PARA FICAR MAIS RESISTENTE
- 3- RECORTE O TABULEIRO EAS PEÇAS
- 4- BOA DIVERSÃO

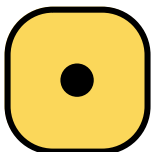


- 5 - COMO ALTERNATIVA ÀS PEÇAS DE PAPEL VOCÊ PODERÁ UTILIZAR TAMPINHAS DE GARRAFAS, CRIAR PEÇAS USANDO ATÉ MESMO UM CABO DE VASSOURA, USE A SUA CRIATIVIDADE E DIVIRTA-SE

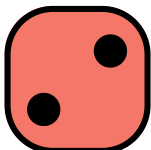


BRINQUE E DIGA

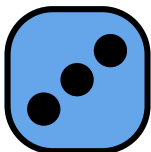
VAMOS NOS CONHECER! JOGUE O DADO E COMPARTILHE ALGO SOBRE VOCÊ.



QUAL FOI A REFEIÇÃO MAIS SABOROSA QUE VOCÊ JÁ COMEU?



SE VOCÊ PUDESSE TER UM SUPERPODER, QUAL SERIA?



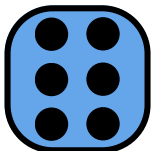
SE VOCÊ PUDESSE TER QUALQUER ANIMAL COMO ANIMAL DE ESTIMAÇÃO, QUAL SERIA E COMO VOCÊ O NOMEARIA?



SE VOCÊ GANHASSE UM MILHÃO DE DÓLARES, COM O QUE GASTARIA?



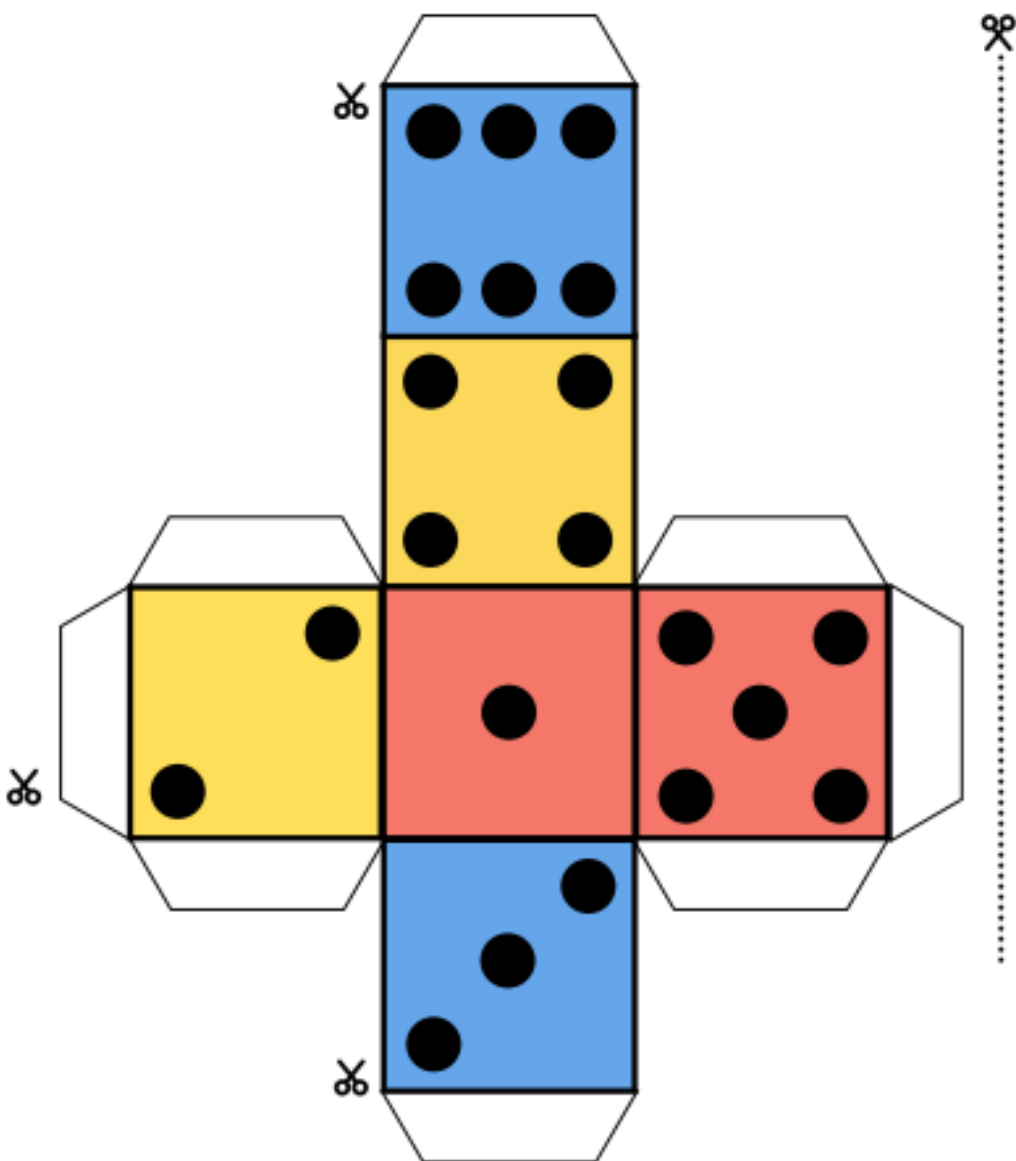
EM QUE VOCÊ É MUITO BOM?



SE VOCÊ FOSSE PROFESSOR, O QUE ENSINARIA E O QUE FARIA PARA TORNAR SUA AULA DIVERTIDA?

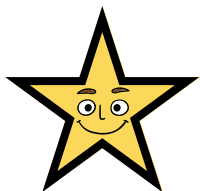


RECORTE O DADO PARA BRINCAR

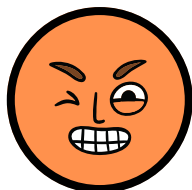


JOGO DAS FORMAS

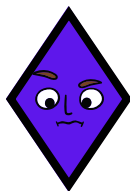
VAMOS APRENDER AS FORMAS BRINCANDO!



ESTRELA



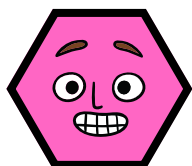
CÍRCULO



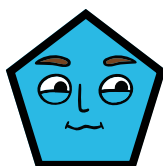
LOSANGO



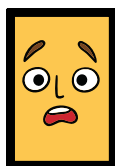
TRAPÉZIO



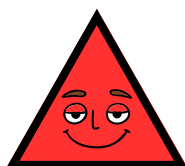
HEXÁGONO



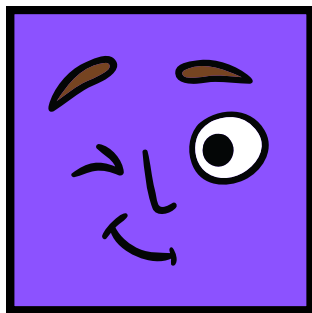
PENTÁGONO



RETÂNGULO



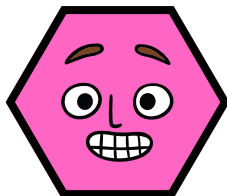
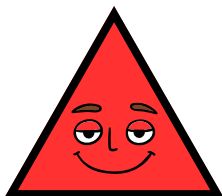
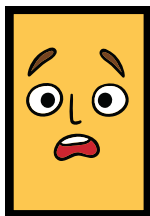
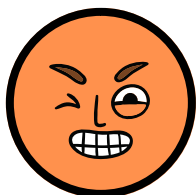
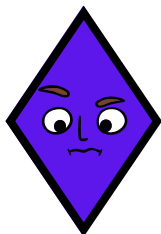
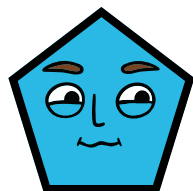
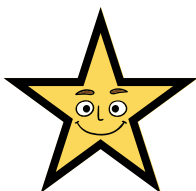
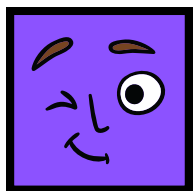
TRIÂNGULO



QUADRADO

JOGOS DAS CARTAS GEOMÉTRICAS

ABAIXO RECORTE AS CARTAS E EMBARELHE PARA O JOGO;
A CADA CARTA ENCONTRADA FALE O NOME DA FIGURA
GEOMÉTRICA



QUAIS SÃO AS FORMAS?

CORTE AS FOTOS, CLASSIFIQUE E COLE-AS DENTRO DA CAIXA CORRETA.

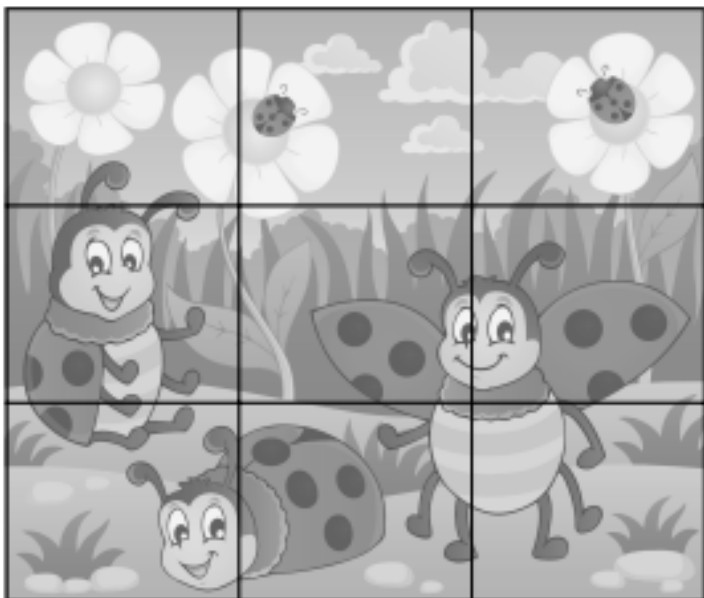
--	--



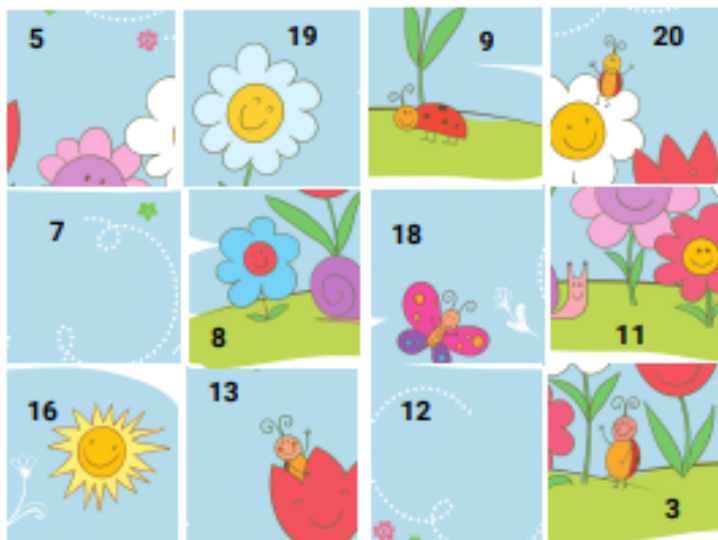
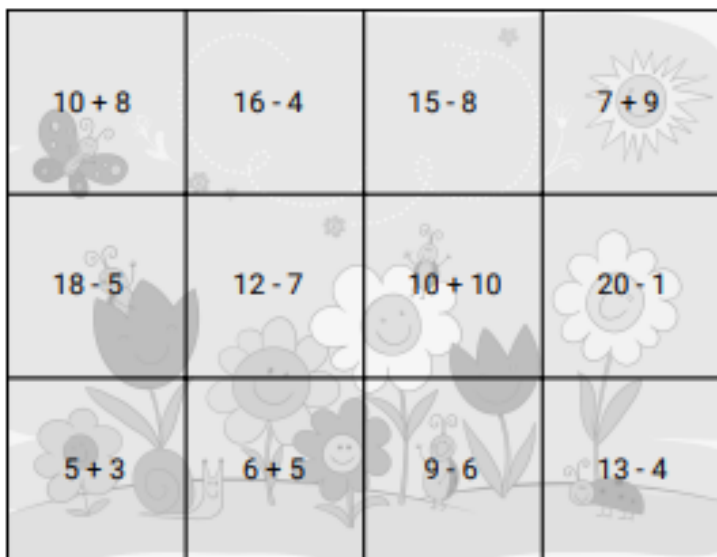


QUEBRA-CABEÇA DE MATEMÁTICA

CORTE AS PEÇAS DO QUEBRA-CABEÇA ABAIXO E COLE O QUADRADO COM A RESPOSTA CORRETA EM SEU LUGAR.

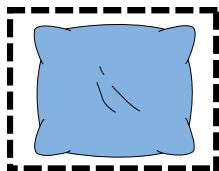
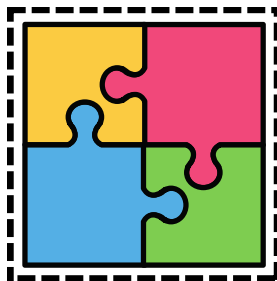
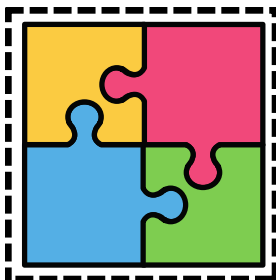
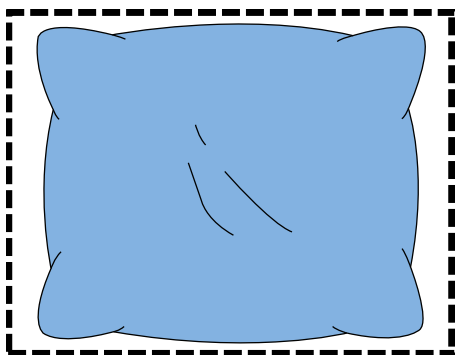
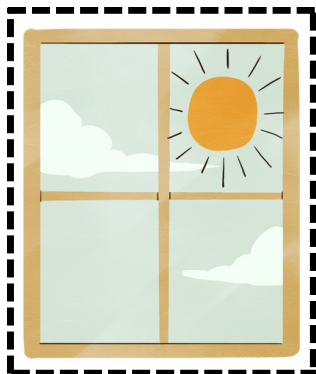


QUEBRA-CABEÇA DE MATEMÁTICA



RECORTANDO FORMAS

RECORTE SOMENTE AS FIGURAS IGUAIS





BINGO 5, 10 E 20



COMO JOGAR:

PREENCHA O CARTÃO DE BINGO COM NÚMEROS 5, 10 E 20.

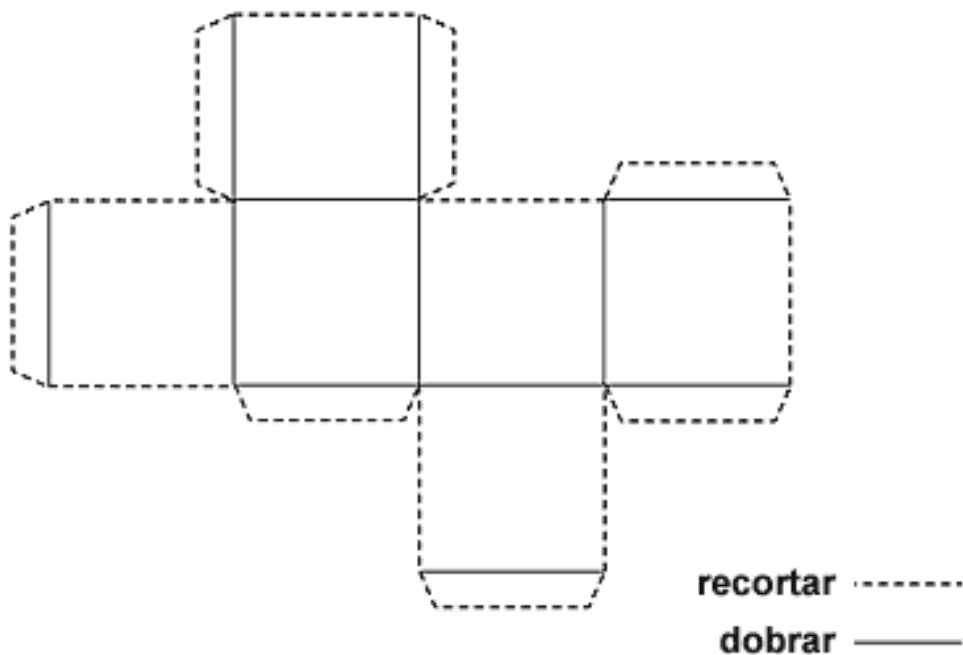
A PRIMEIRA PESSOA QUE COMPLETAR A SOMA DA COLUNA COM O TOTAL DE 50 É A VENCEDORA;

JOGO PARA DUAS PESSOAS.

REGRA: NÃO PODE REPETIR O NÚMERO ANTERIOR

FAÇA SEU!

CRIE ALGO VERDADEIRAMENTE ORIGINAL USANDO O PADRÃO ABAIXO E QUALQUER COISA DA BIBLIOTECA CANVA! VOCÊ TAMBÉM PODE IMPRIMIR O PADRÃO EM PAPEL ARTESANAL QUE VOCÊ JÁ TEM PARA UM PROJETO DIY FÁCIL.



OBS: DOBRE AO LONGO DAS LINHAS PONTILHADAS, INSIRA AS ABAS E USE COLA PARA FIXÁ-LAS NO LUGAR

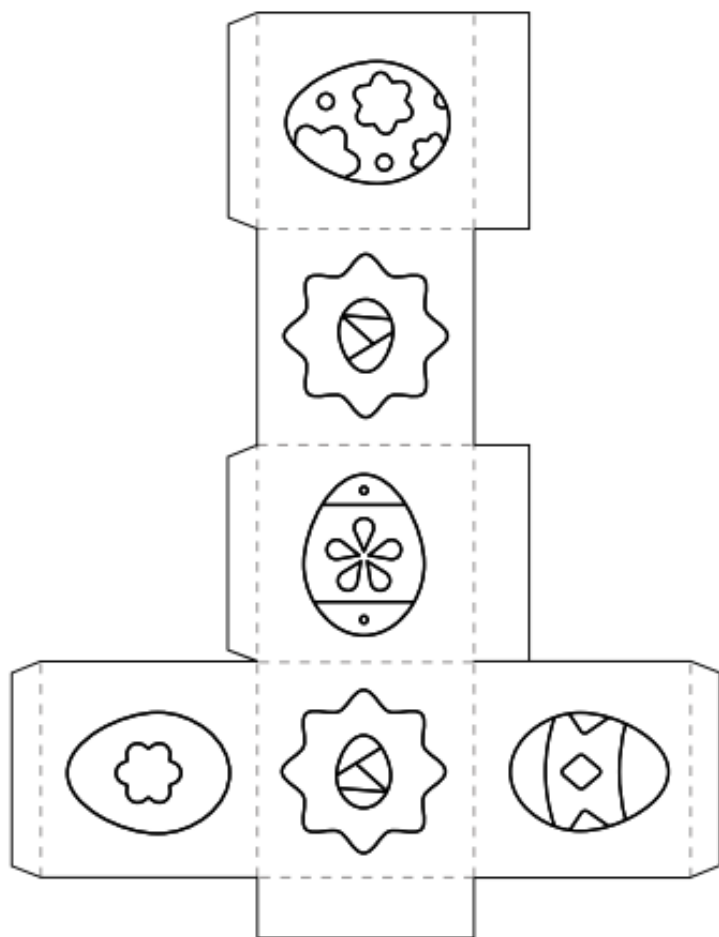
ALGUMA INSPIRAÇÃO

AQUI ESTÃO ALGUNS ELEMENTOS PARA BRINCAR. BASTA COPIAR E COLAR SOBRE O PADRÃO PARA TORNAR SUA EMBALAGEM DE PRESENTE VERDADEIRAMENTE ÚNICA!



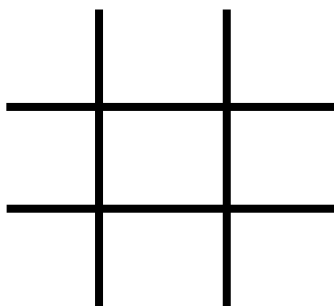
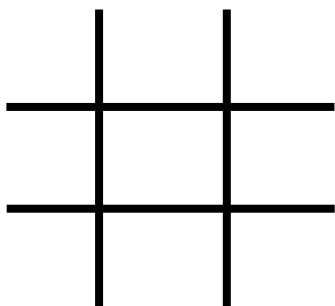
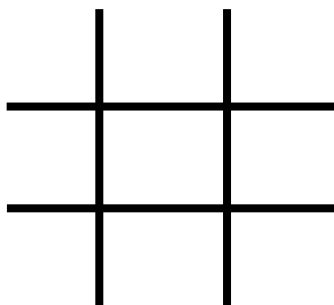
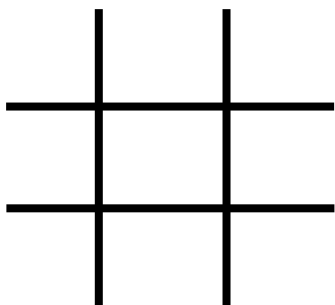
CUBO DE PÁSCOA

- Cor do cubo e dos ovos de Páscoa
- Cortar o cubo
- Dobrar e colar



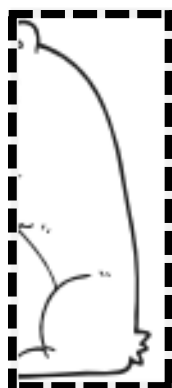
JOGO DA VELHA

VAMOS BRINCAR COM O JOGO DA VELHA

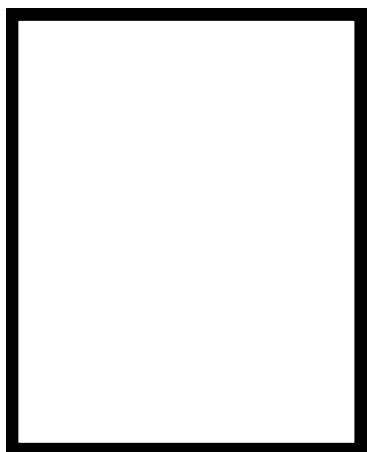


QUEBRA-CABEÇA

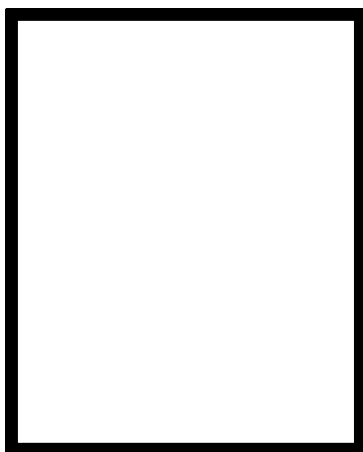
RECORTE PARA MONTAR



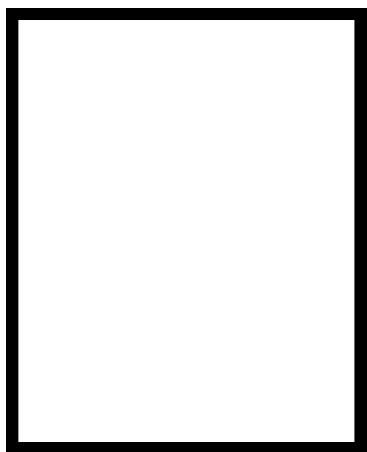
COLE SEU QUEBRA-CABEÇA:



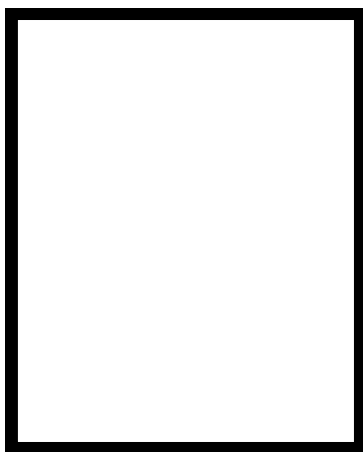
COELHO



URSO



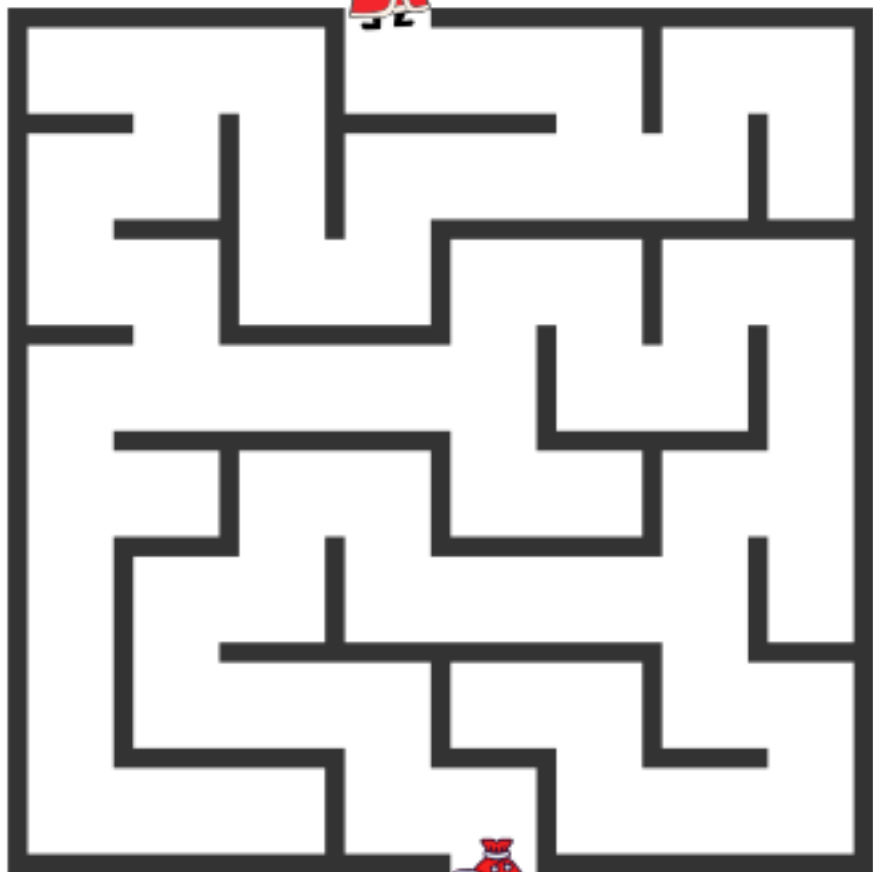
CORUJA



OURIÇO

JOGO LABIRINTO

VOCÊ PODE AJUDAR O PAPAI NOEL A ENCONTRAR O SEU
TRENO?



JOGO LABIRINTO

VOCÊ PODE AJUDAR MAMÃE PÁSSARO A ENCONTRAR O CAMINHO?



JOGUE O DADO



BRINQUE COM O DADO PARA ENCONTRAR O URSO PERDIDO

APOSTILA

CASINHA DAS VOGAIS

INFORMAÇÕES

Recurso para trabalhar as vogais de forma lúdica.

Como fazer a atividade: Peça para criança associar a figura que corresponda a imagem com a inicial da vogal da casinha.



APOSTILA

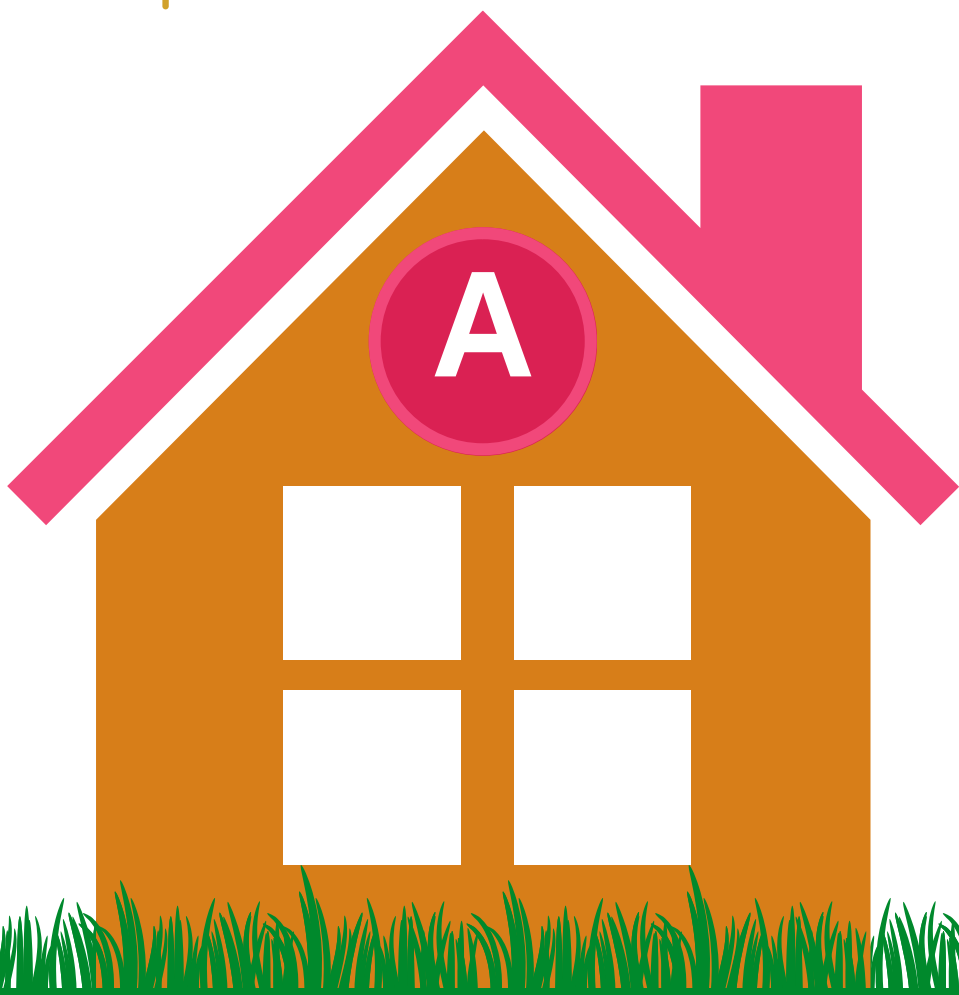
CASINHA DAS VOGAIS

ATENÇÃO!

**ESSE MATERIAL É PROTEGIDO COM DIREITOS
AUTORIAIS.**

Toda e qualquer **divulgação, distribuição, plágio** ou **venda ilegal**, assim que descoberto(a) via rastreamento digital, o responsável será penalizado previsto no código civil e criminalmente por seu ato criminoso!

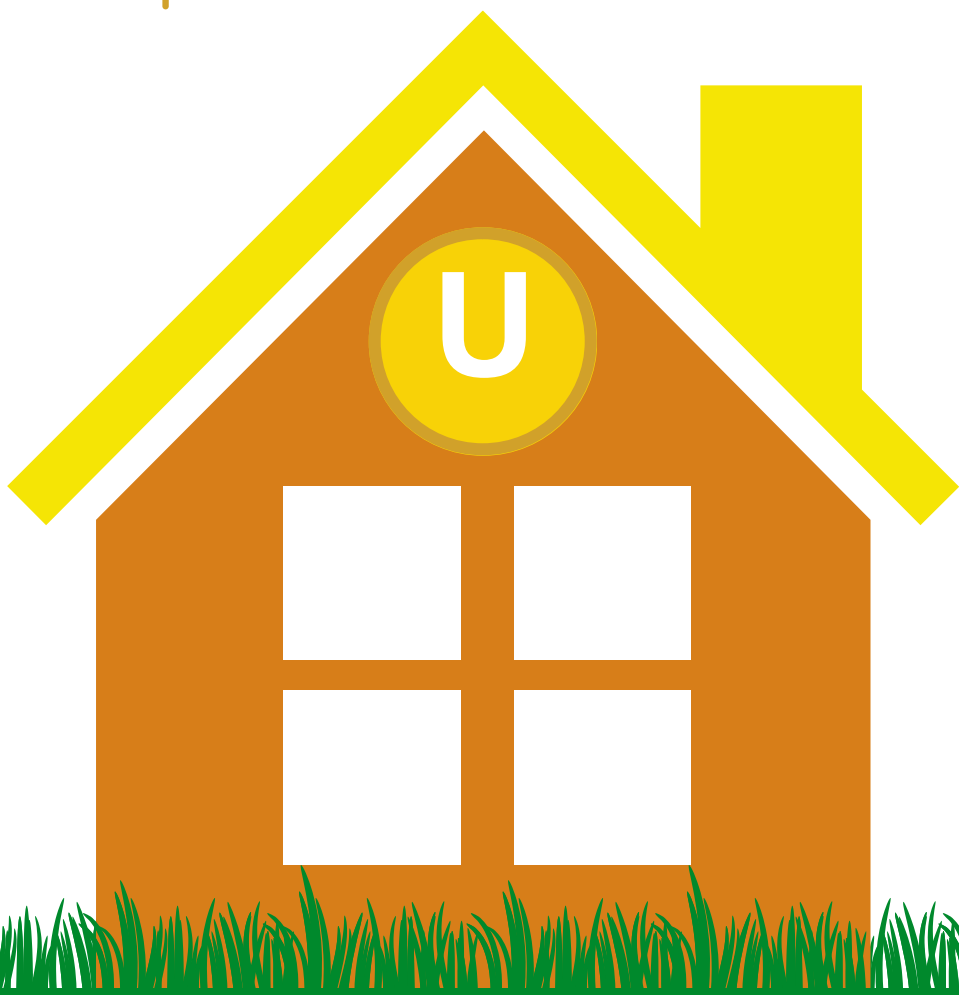












RECORTE OS CARDS PARA ATIVIDADE ACIMA!



BINGO

DAS RIMAS

INFORMAÇÕES

É possível imprimir a página e cartelas das rimas quantas vezes forem necessárias.

Sugestão de uso:

Distribua as cartelas entre os participantes. uma pessoa ficará encarregada de ser o juiz e "cantar" as fichas azuis.

Os participantes devem conferir em sua cartela se tem algum item que rime com a carta "cantada"; se sim, ele deverá deixar marcado.

Ganha quem marcar toda sua cartela primeiro. dica: deixem separado as fichas já sorteadas para uma posterior confirmação, nesse momento todos os alunos podem auxiliar e participar, dizendo se rima ou não.



BINGO

DAS RIMAS

ATENÇÃO!

**ESSE MATERIAL É PROTEGIDO COM DIREITOS
AUTORIAIS.**

Toda e qualquer **divulgação, distribuição, plágio** ou **venda ilegal**, assim que descoberto(a) via rastreamento digital, o responsável será penalizado previsto no código civil e criminalmente por seu ato criminoso!



RECORTE NO MEIO DAS DUAS FICHAS

BINGO DAS RIMAS



ANEL



LEÃO



PANELA



CENOURA



COGUMELO



GATO

BINGO DAS RIMAS



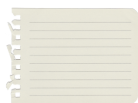
DENTE



JOELHO



CADEIRA



PAPEL



MÃO



MOLA

RECORTE NO MEIO DAS DUAS FICHAS

BINGO DAS RIMAS



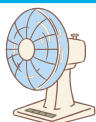
ABACATE



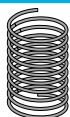
SOL



LUVA



VENTILADOR



MOLA



CORAÇÃO

BINGO DAS RIMAS



ASA



GIRAFA



ORELHA



BALEIA



CAFÉ



ABACATE

RECORTE NO MEIO DAS DUAS FICHAS

BINGO DAS RIMAS



VACA



BANDEIRA



PICOLÉ



DIAMANTE



SORVETE



GRAVATA

BINGO DAS RIMAS



CORAÇÃO



PANELA



BALEIA



CASTELO



DIAMANTE



CADEIRA

RECORTE NO MEIO DAS DUAS FICHAS

BINGO DAS RIMAS



BOLA



PÃO



GELADEIRA



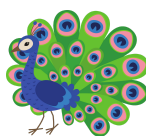
PENTE



PASTEL



COELHO



PAVÃO



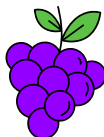
TOMATE



CHAPÉU



SECADOR



UVA



CARACOL



AVIÃO



TESOURA



ABELHA



FOGUETE



MARTELO



BONÉ



SEREIA



CASA

RECORTE NO MEIO DAS DUAS FICHAS

BINGO DAS RIMAS



PATO



JANELA



ELEFANTE



ÁGUA



BARATA



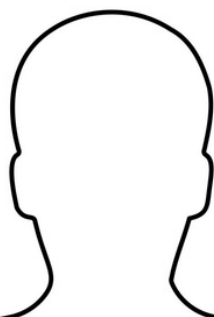
FOGUEIRA



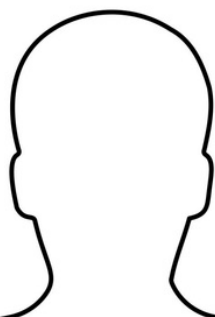
FACA

Lidando com meus sentimentos

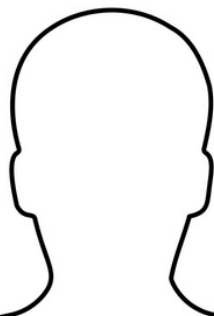
Complete as faces abaixo desenhando sua aparência com base em como você se sente.



ONTEM



HOJE



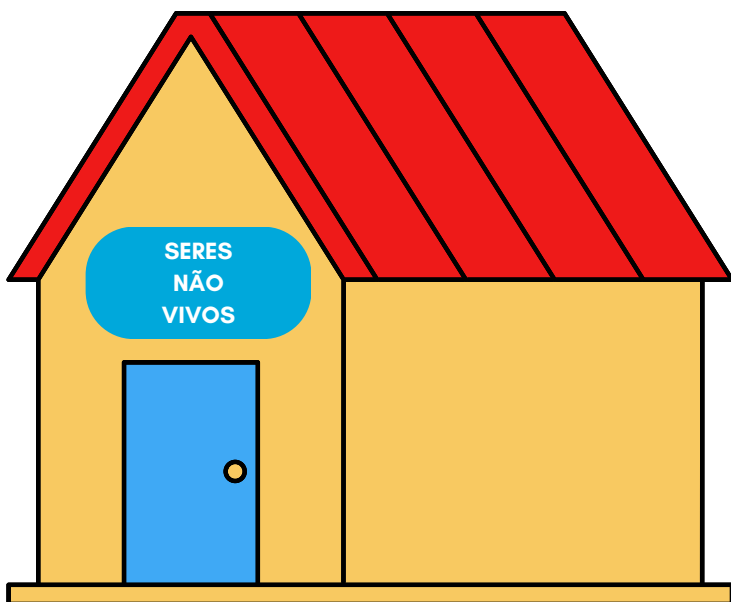
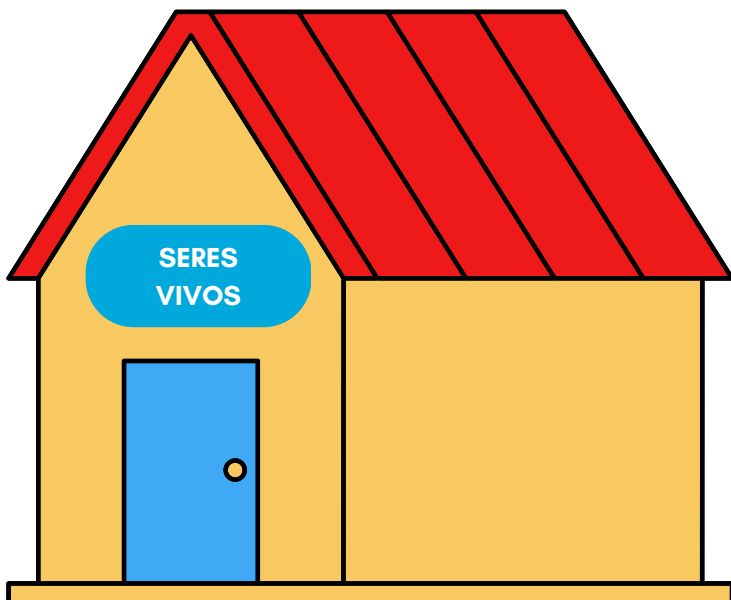
AMANHÃ

Ontem me senti:

Hoje me sinto:

Amanhã, espero me sentir:

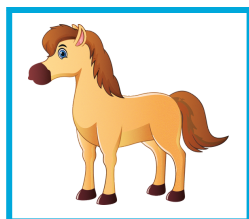
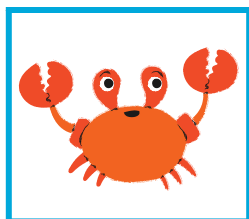
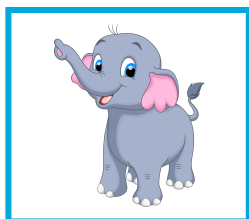
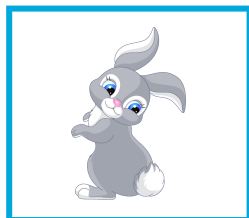
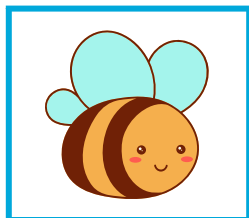
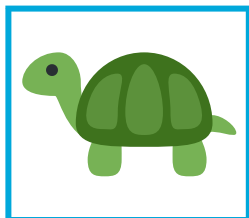
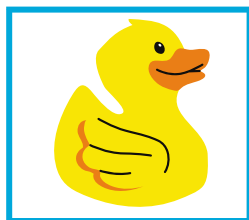
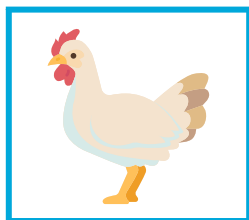
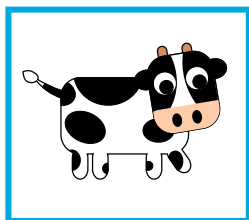
IDENTIFIQUE COLANDO OS CARDS NAS CASINHAS ABAIXO:



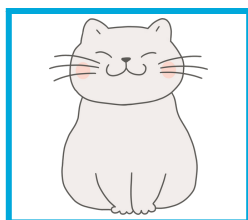
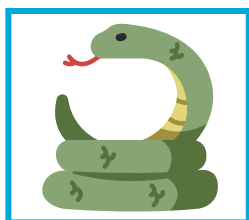
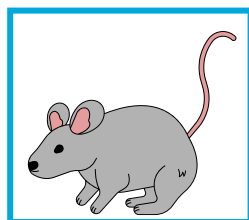
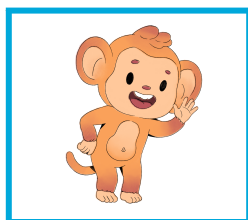
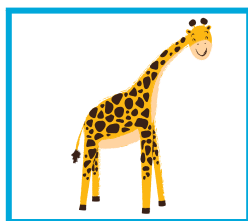
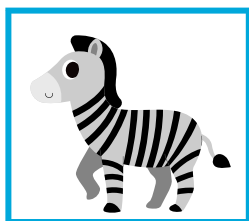
IDENTIFIQUE COLANDO OS CARDS NAS CASINHAS ABAIXO:



DITADO RECORTADO DOS ANIMAIS



DITADO RECORTADO DOS ANIMAIS



RECORTE PARA ATIVIDADE ACIMA:

COBRA

GATO

SAPO

VACA

GALINHA

PATO

TARTARUGA

ABELHA

COELHO

ELEFANTE

CARANGUEJO

CAVALO

ZEBRA

GIRAFA

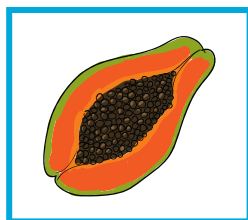
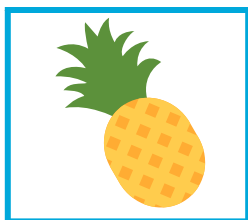
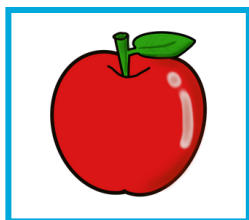
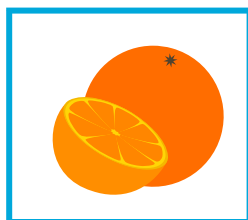
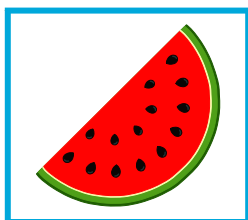
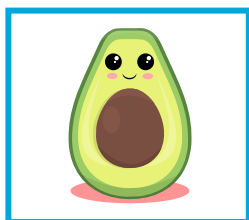
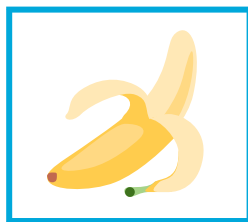
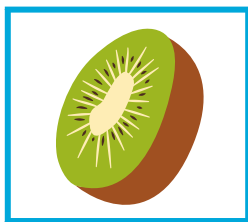
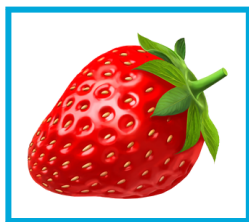
CARACOL

PÁSSARO

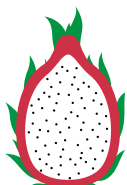
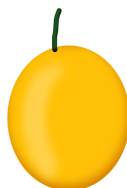
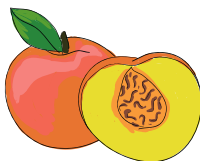
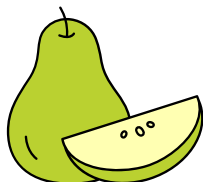
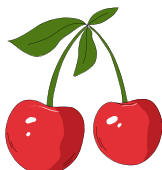
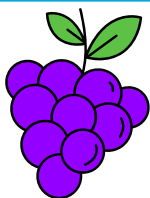
MACACO

RATO

DITADO RECORTADO DAS FRUTAS



DITADO RECORTADO DAS FRUTAS



RECORTE PARA ATIVIDADE ACIMA:

MORANGO

KIWI

BANANA

ABACATE

MELANCIA

LARANJA

MAÇÃ

ABACAXI

MAMÃO

UVA

CEREJA

LIMÃO

PÊRA

PÊSSEGO

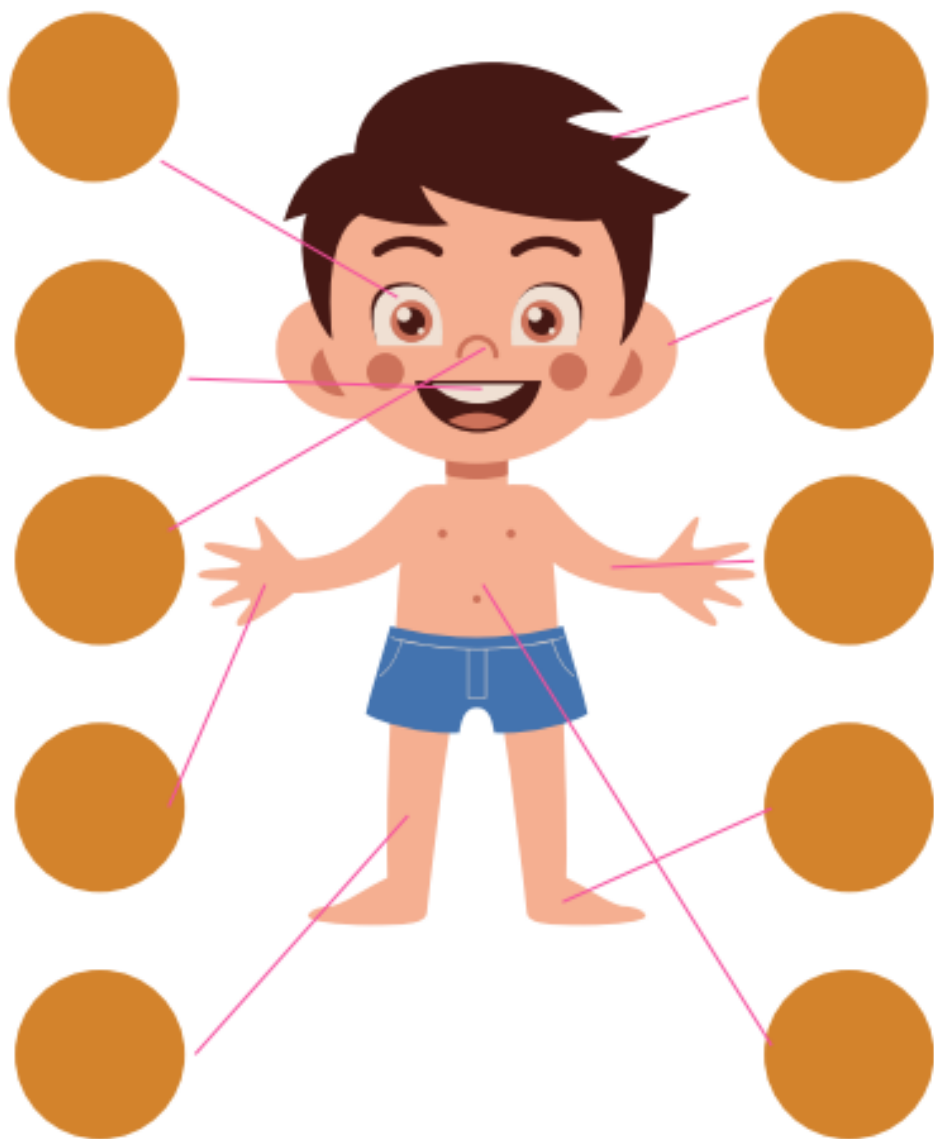
MELÃO

CARAMBOLA

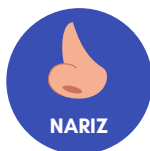
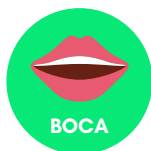
PITAYA

AMEIXA

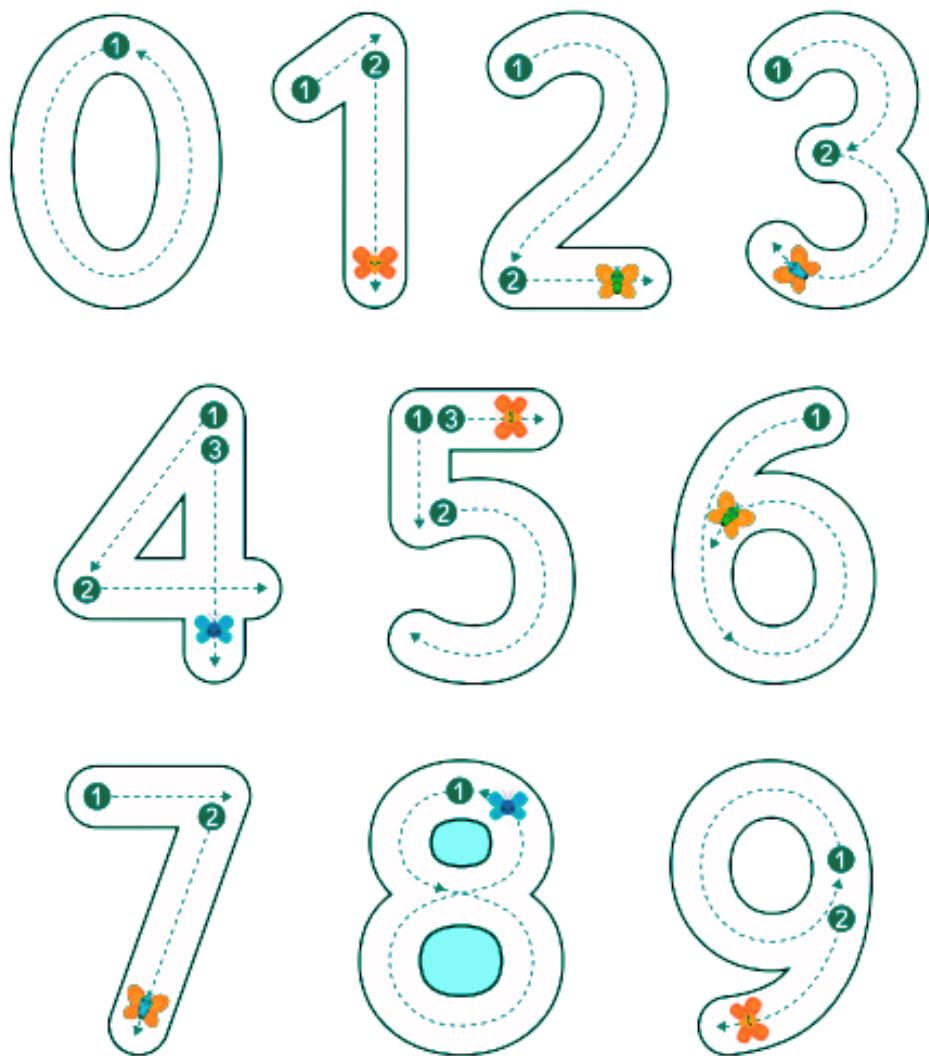
IDENTIFICANDO PARTES DO CORPO HUMANO



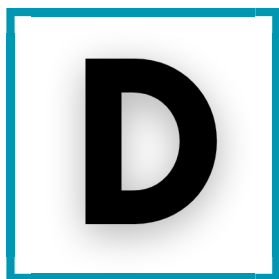
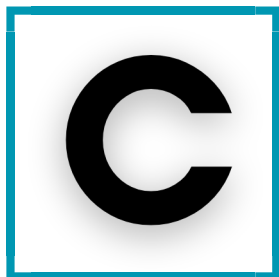
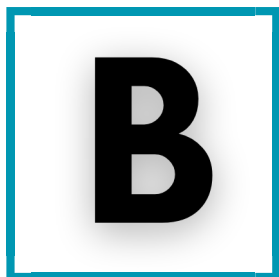
CORTE AS PARTES DO CORPO PARA ROTULAR!



**VAMOS TRABALHAR A GRAFOMOTRICIDADE DOS NÚMEROS,
PEÇA PARA CRIANÇA APAGAR COM ÁLCOOL O CANETÃO
PARA TREINAR VÁRIAS VEZES!**



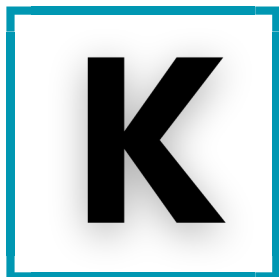
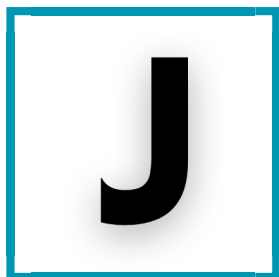
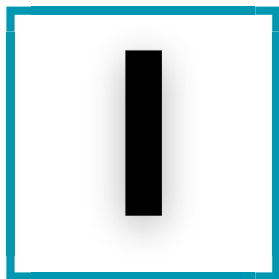
PAREAMENTO DO ALFABETO!



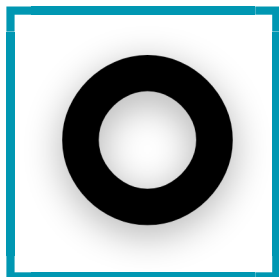
PAREAMENTO DO ALFABETO!



PAREAMENTO DO ALFABETO!



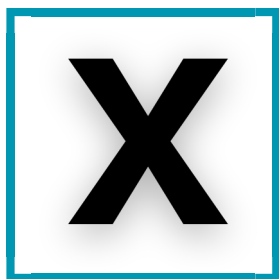
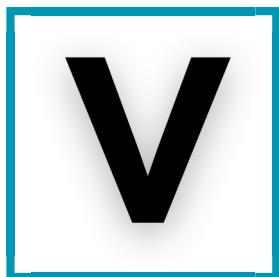
PAREAMENTO DO ALFABETO!



PAREAMENTO DO ALFABETO!



PAREAMENTO DO ALFABETO!



PAREAMENTO DO ALFABETO!



PAREAMENTO DO ALFABETO!

A

B

C

D

E

F

G

H

I

J

K

L

PAREAMENTO DO ALFABETO!

M

N

O

P

Q

R

S

T

U

V

W

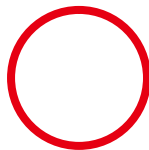
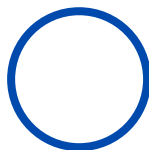
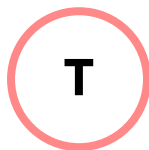
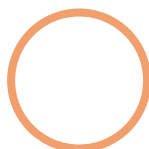
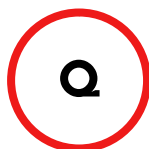
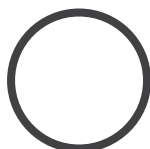
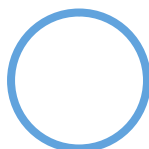
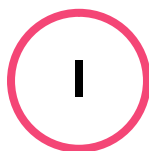
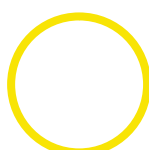
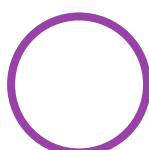
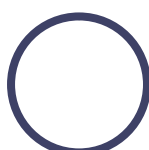
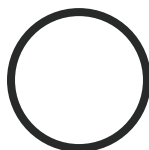
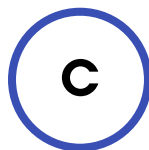
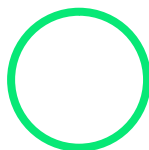
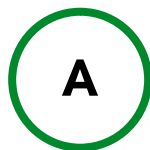
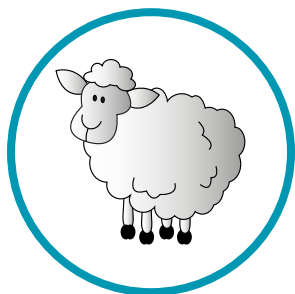
X

PAREAMENTO DO ALFABETO!

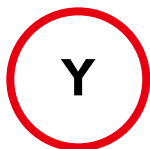
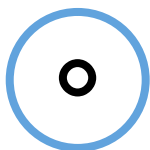
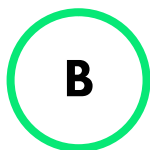
Y

Z

**AJUDE A OVELHINHA COMPLETANDO O CAMINHO COM AS
LETRAS QUE FALTAM:**



RECORTE OS CARDS PARA ATIVIDADE ACIMA:



FIM!



JOGOS 
PEDAGÓGICOS

A criança aprende brincando, por isso é preciso criar ambientes que estimulem a sua criatividade.

APOSTILA

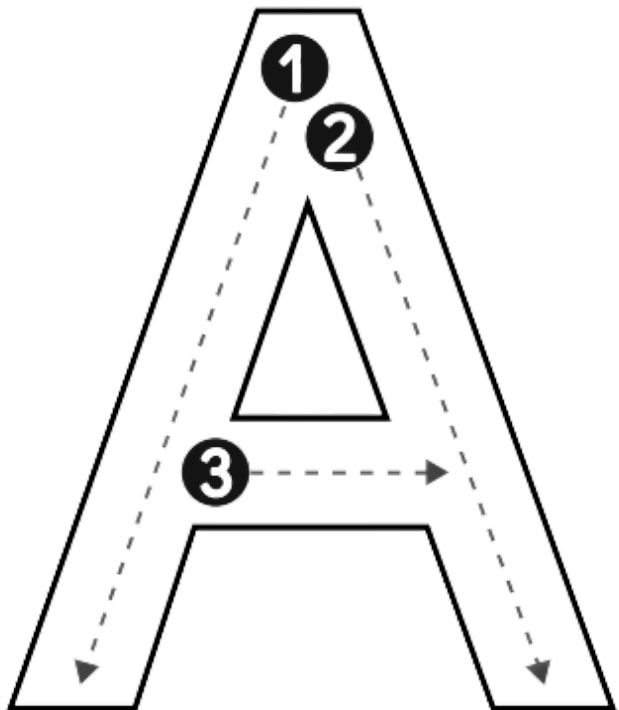
ALFABETO PONTILHADO

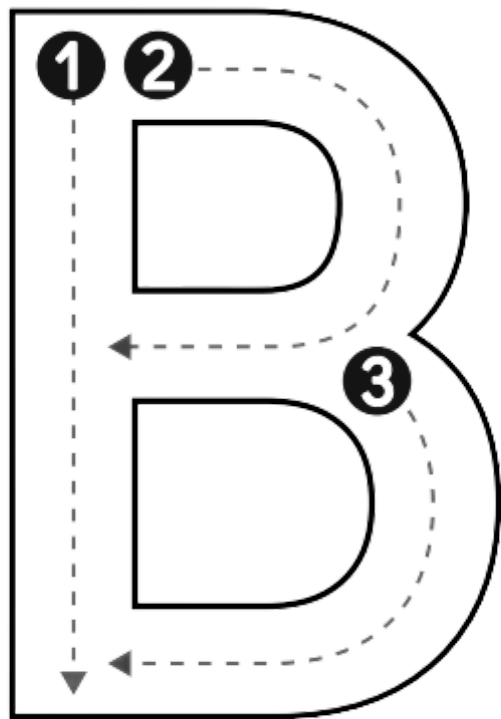
INFORMAÇÕES

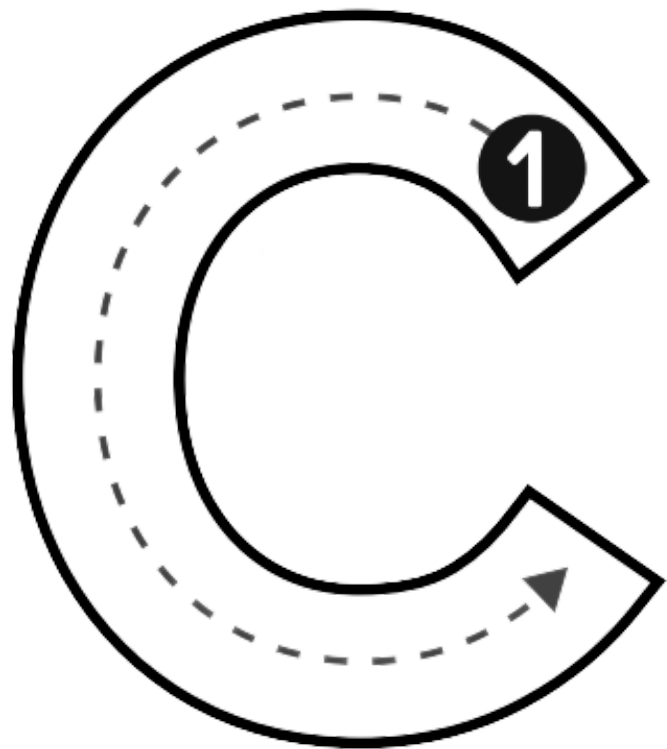
Recurso para trabalhar as letras do alfabeto de forma lúdica.

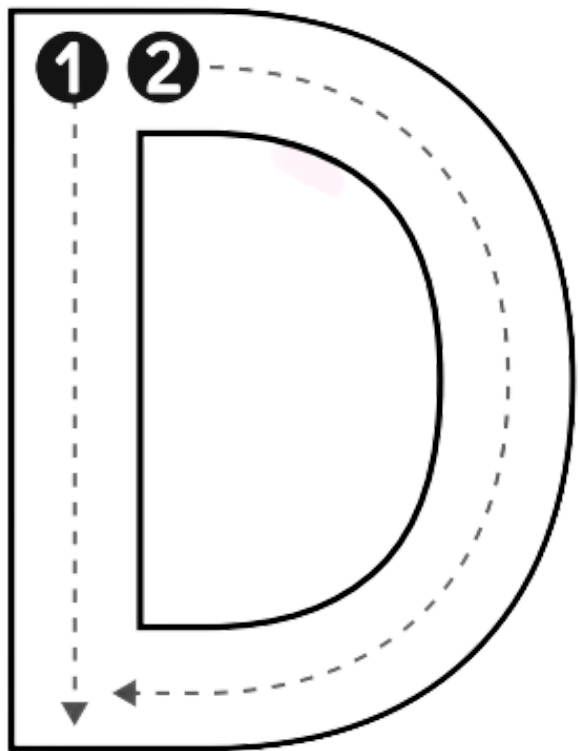
Como fazer a atividade: Peça para criança seguir a linha pontilhada em cada letra.

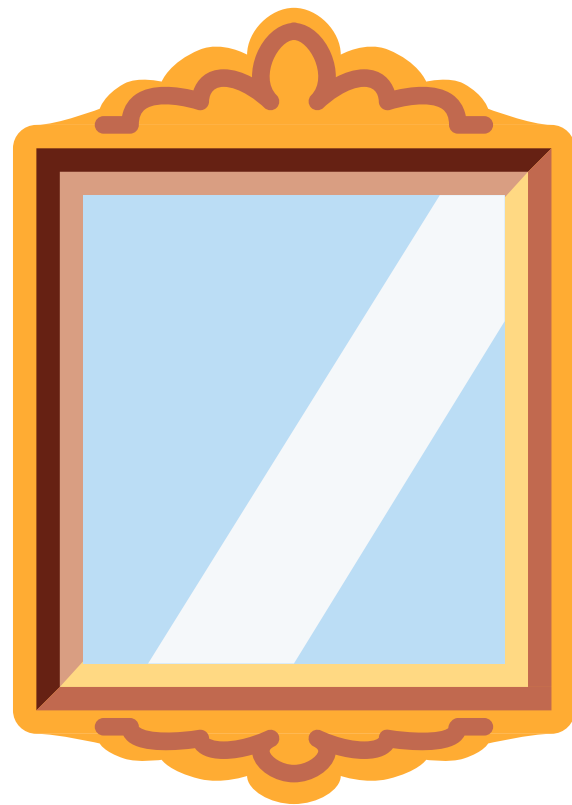
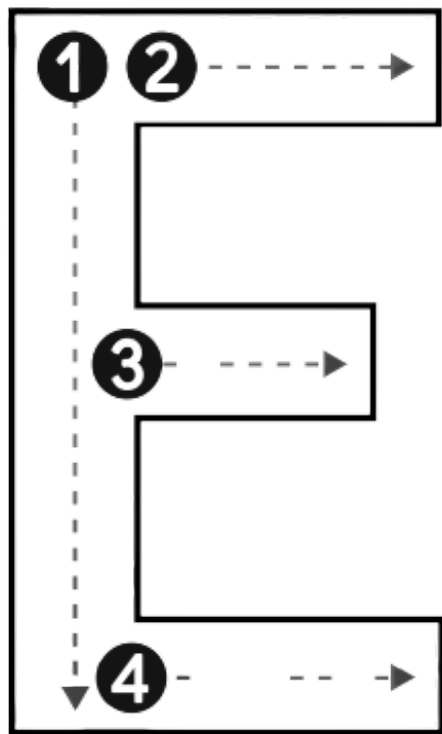


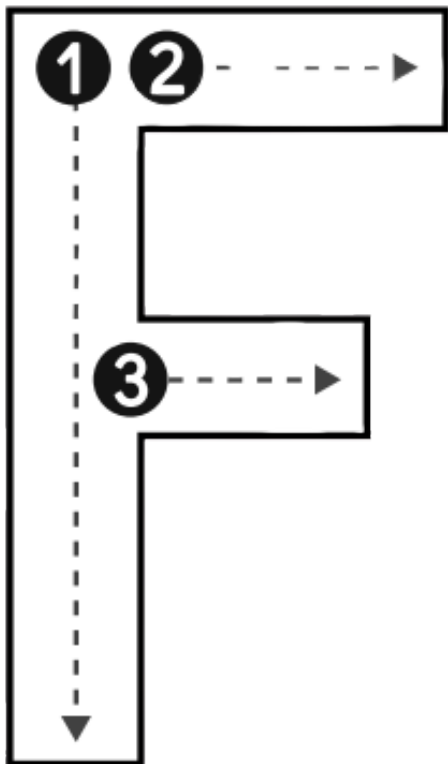


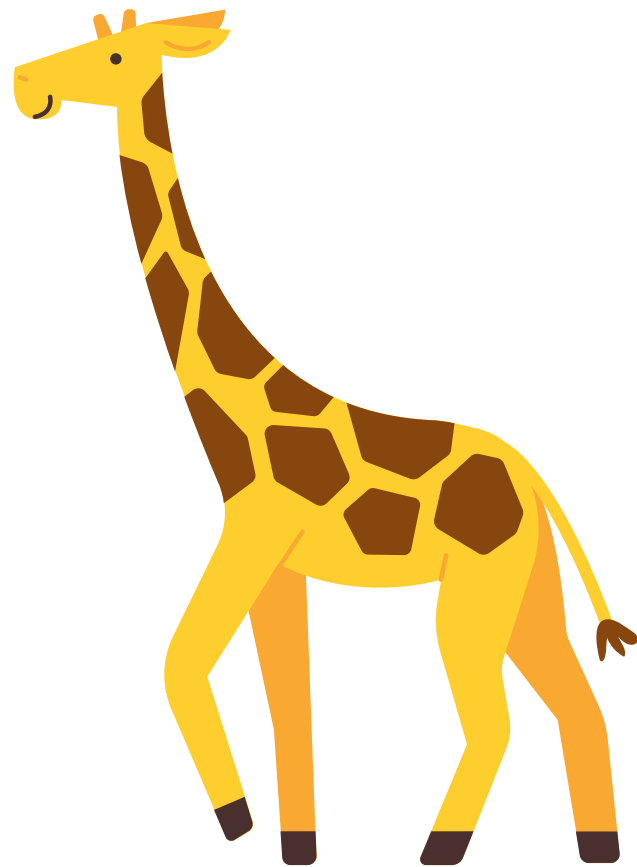
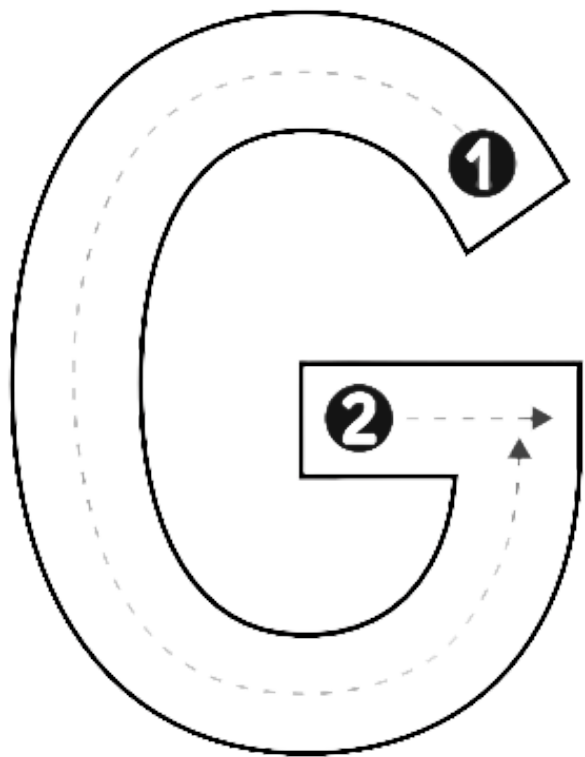


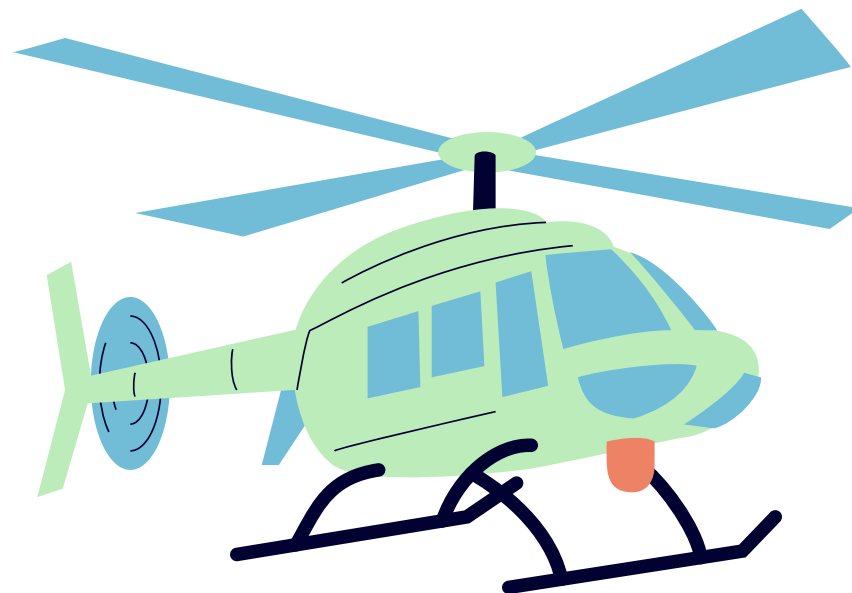
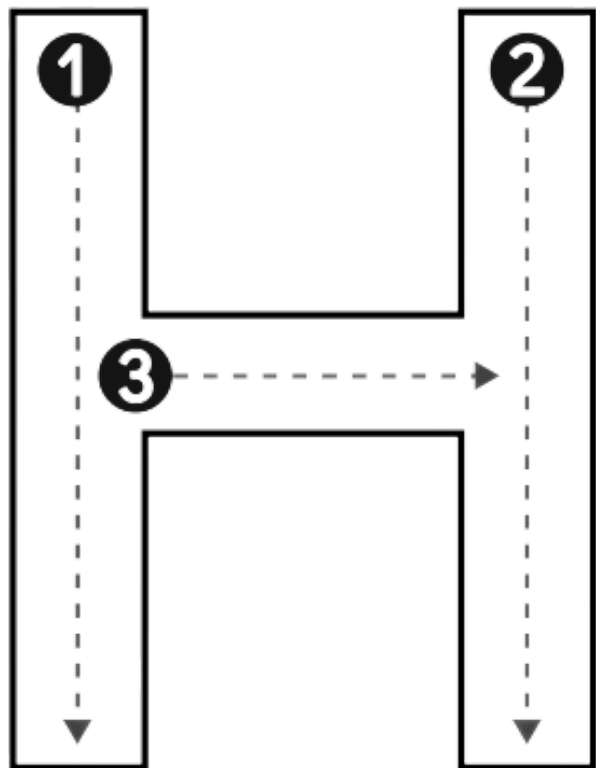


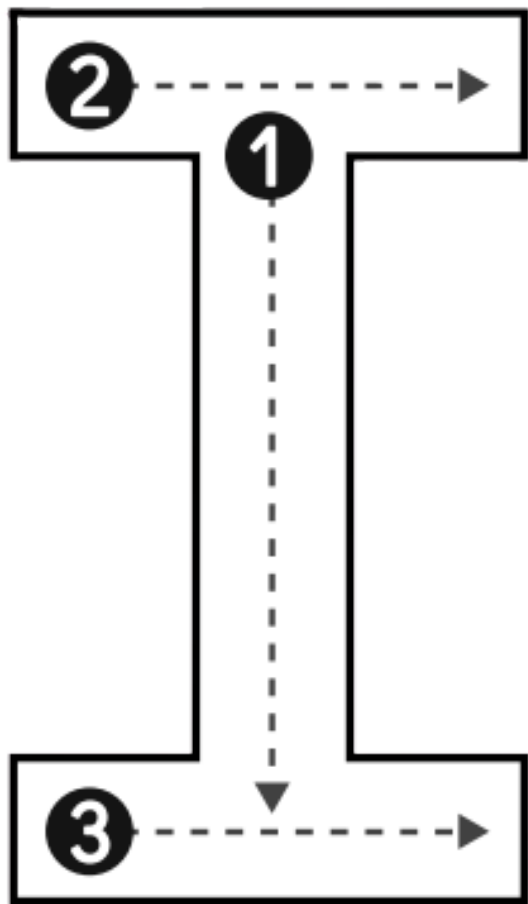


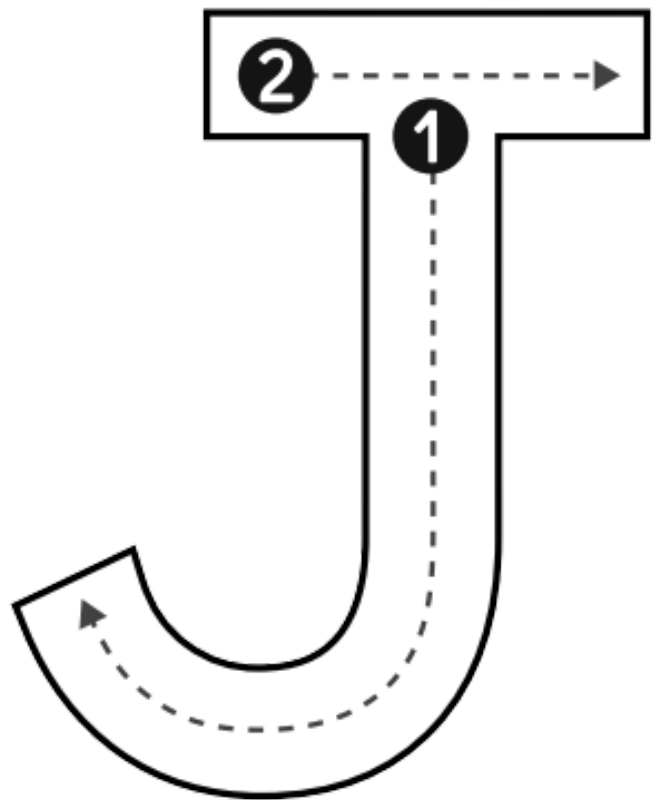


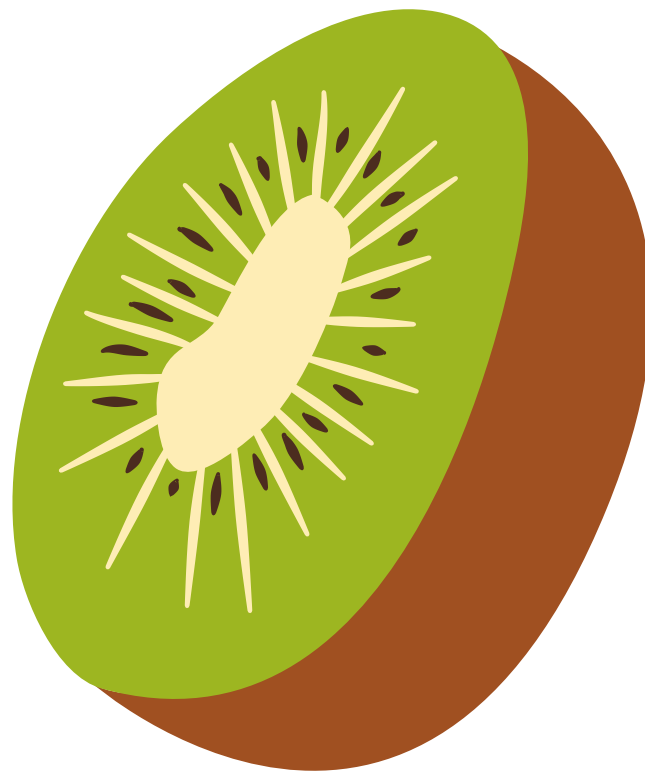
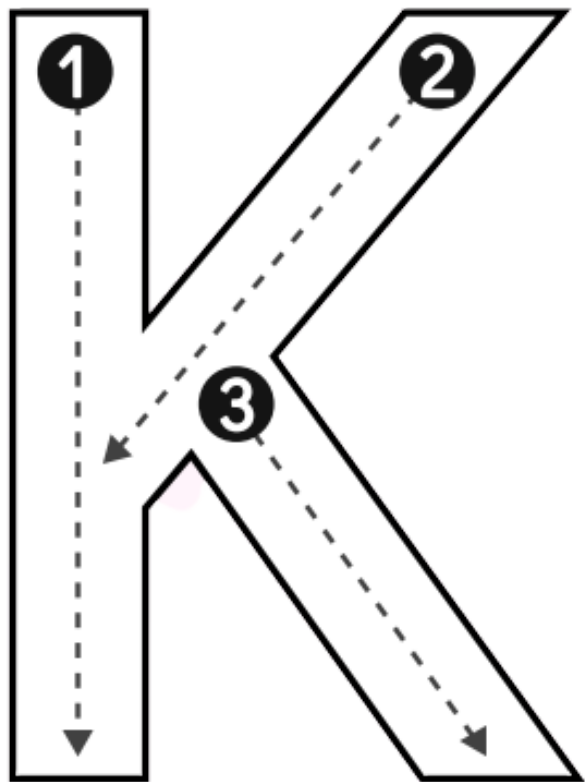


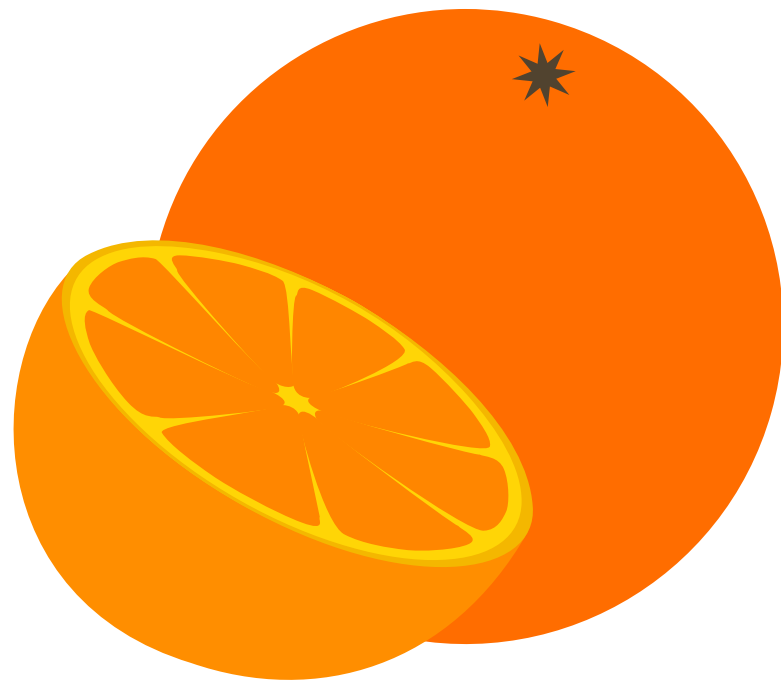
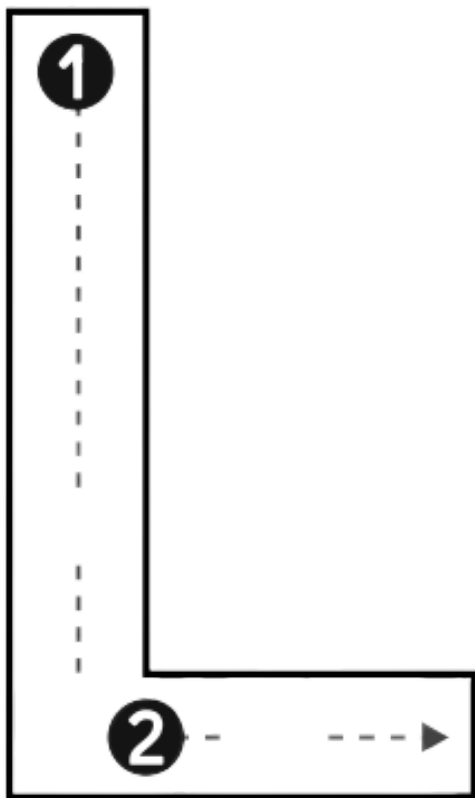


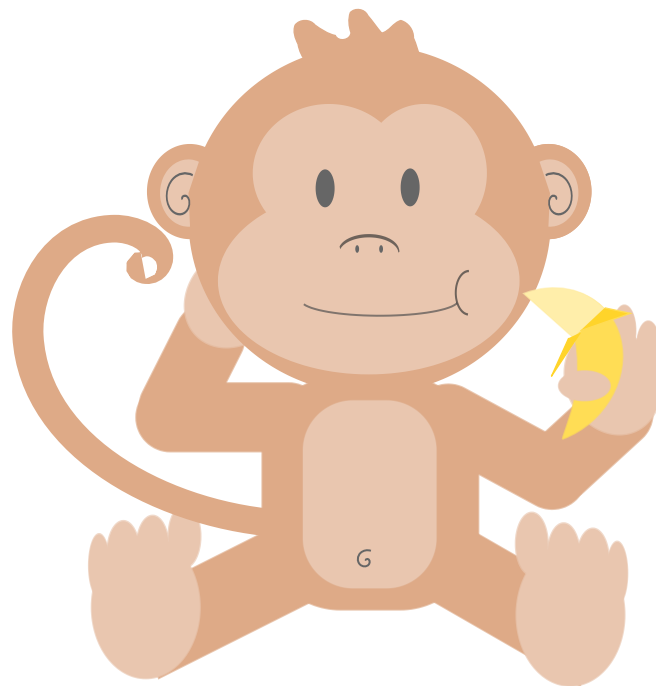
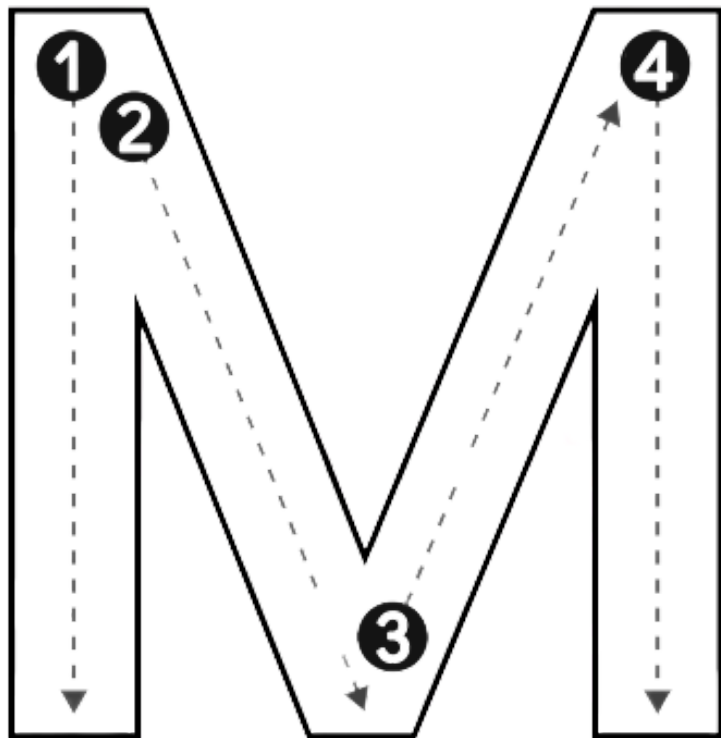


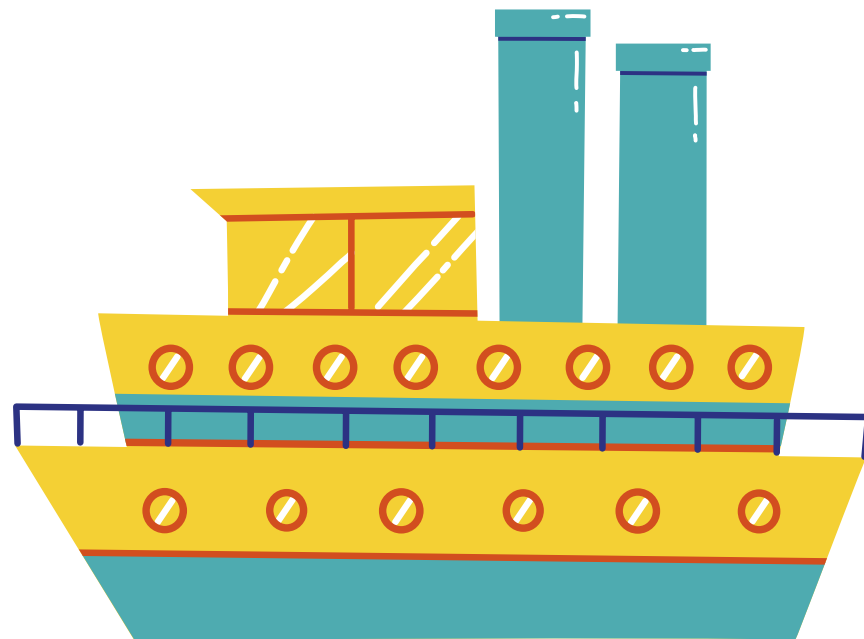
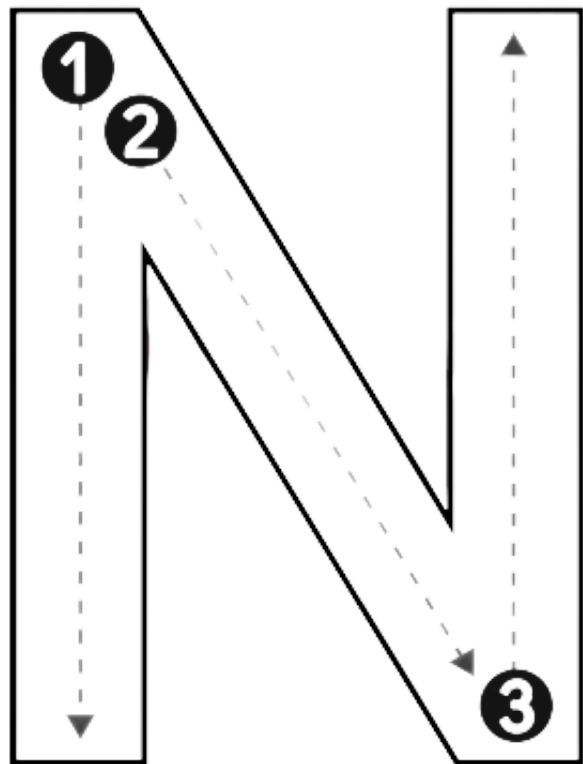


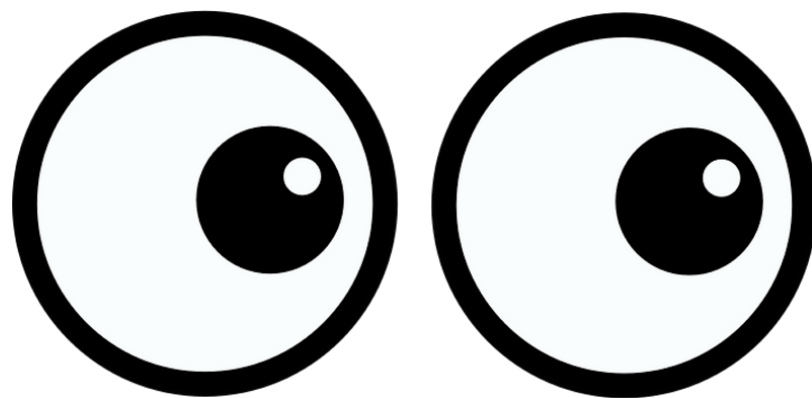
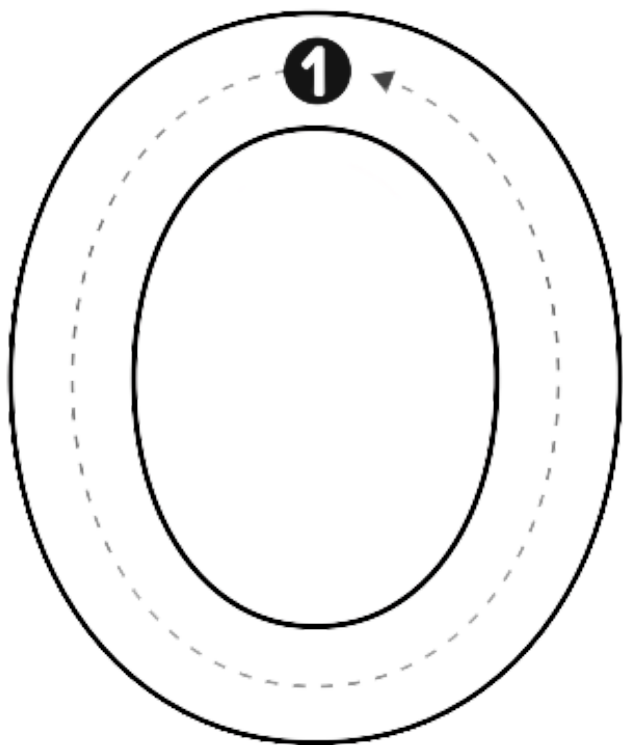


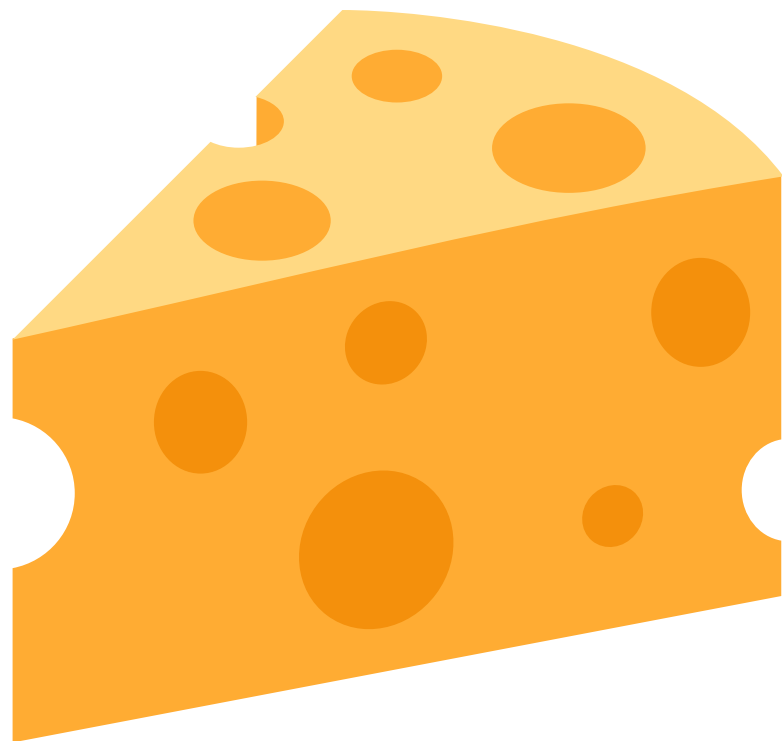
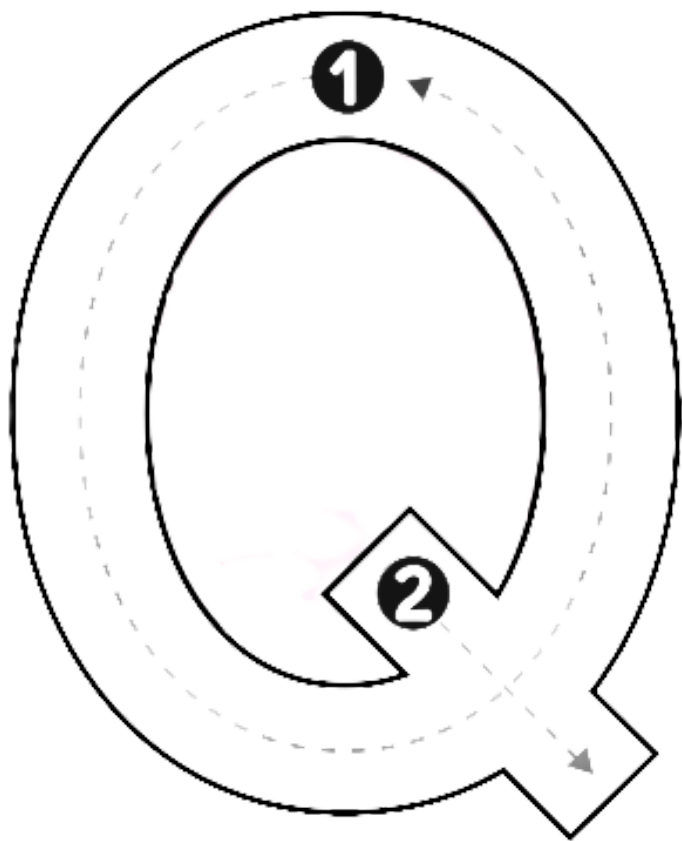


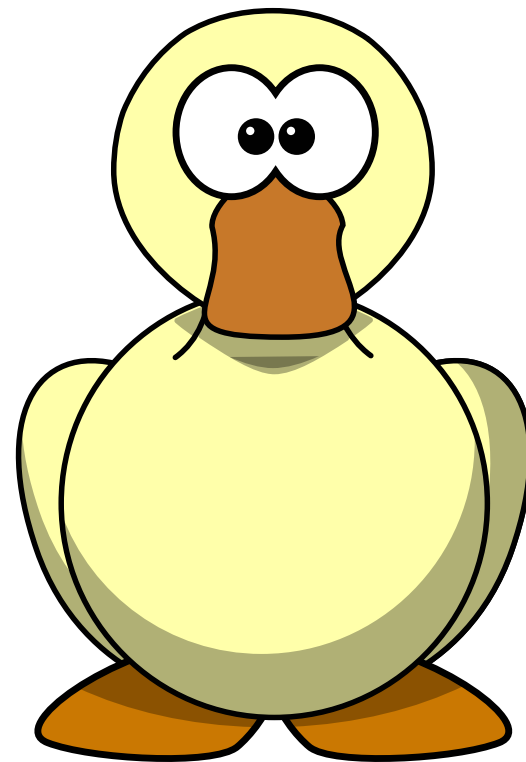
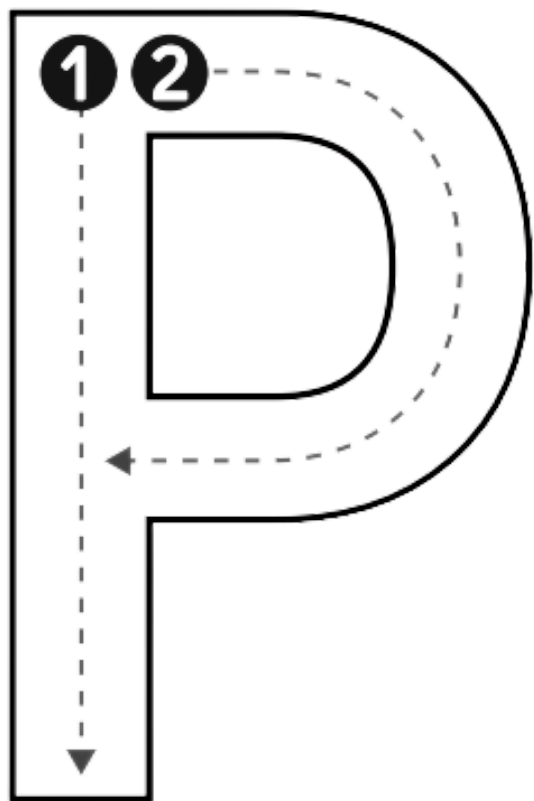


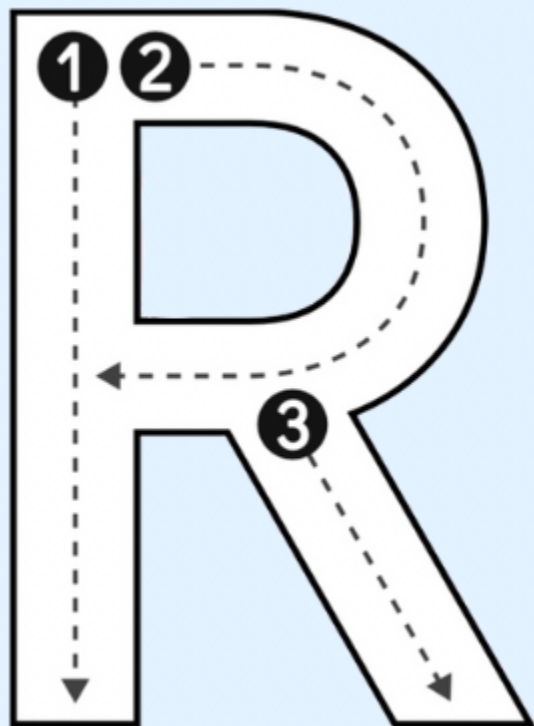


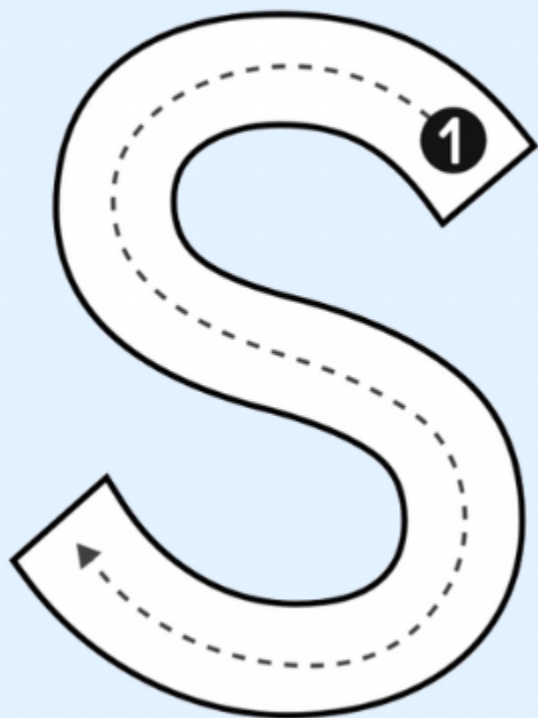


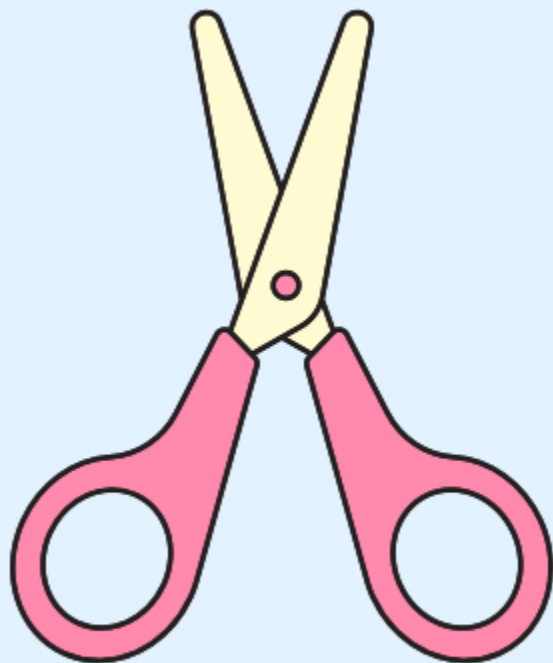
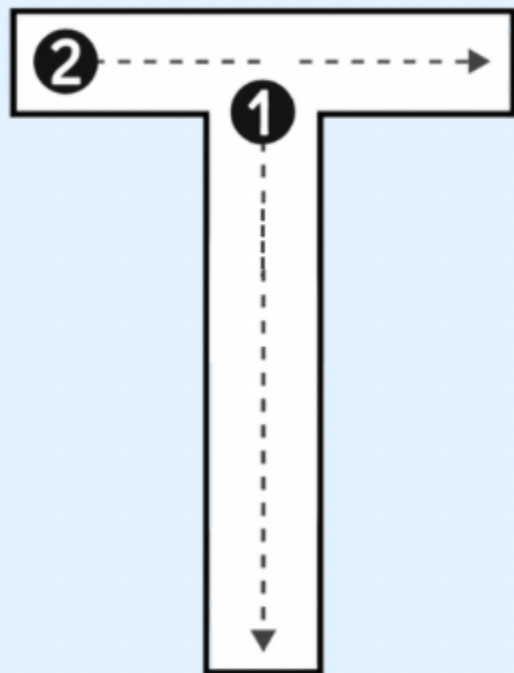


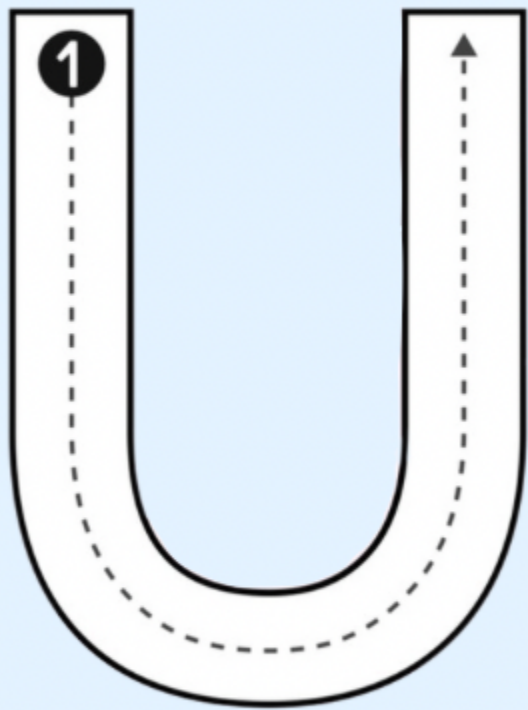


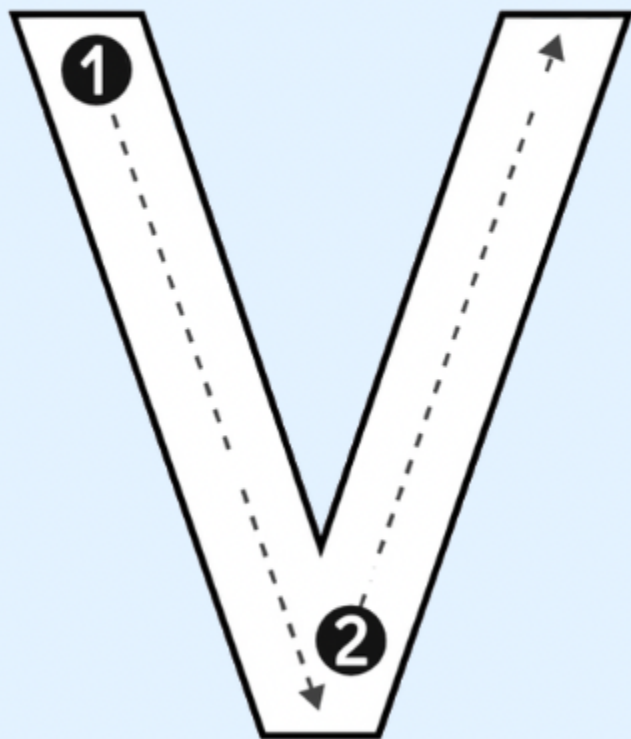


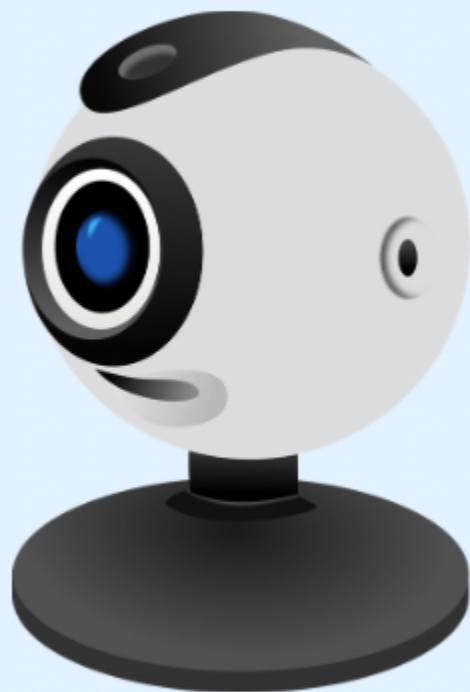
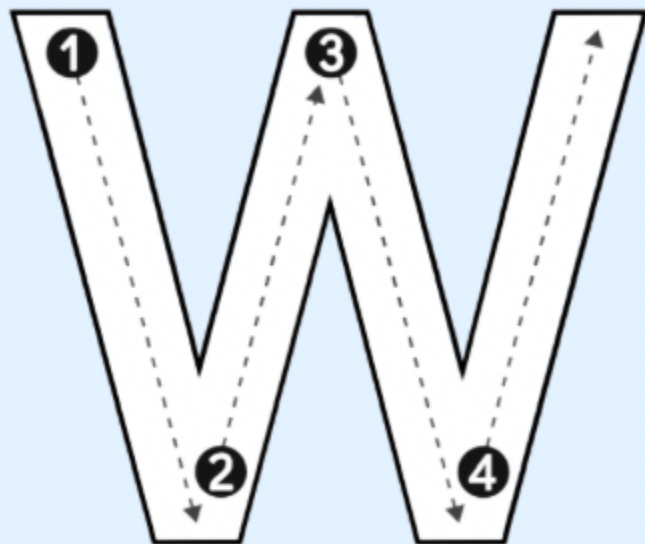


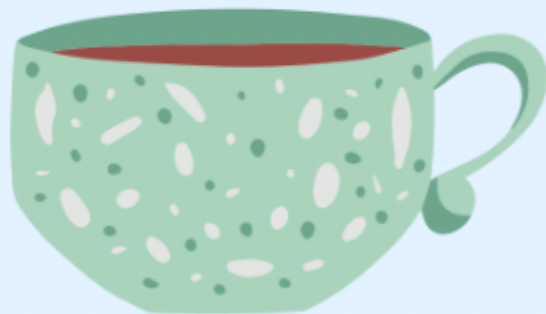
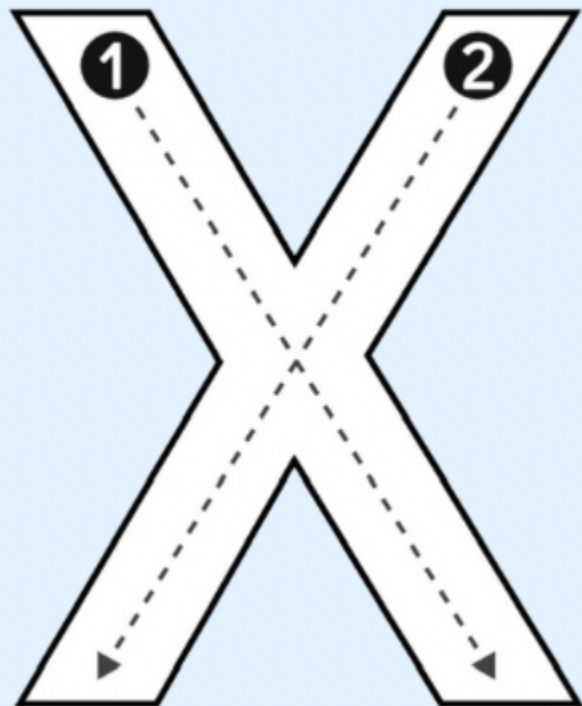


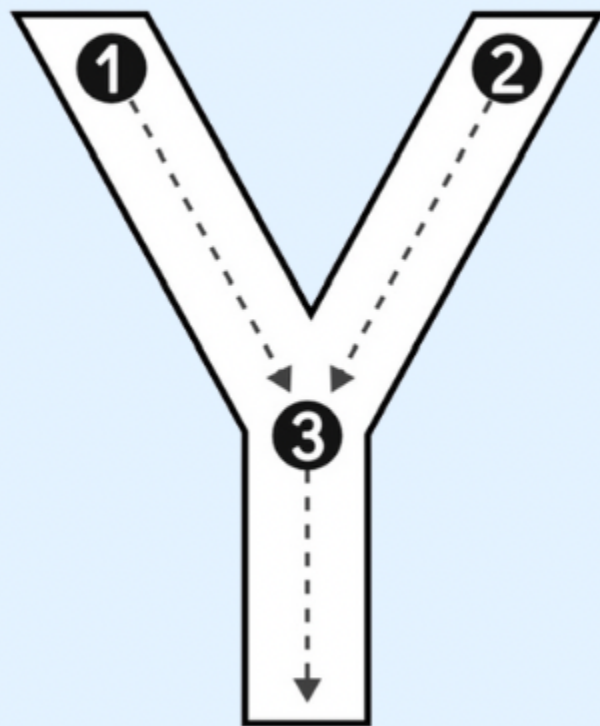


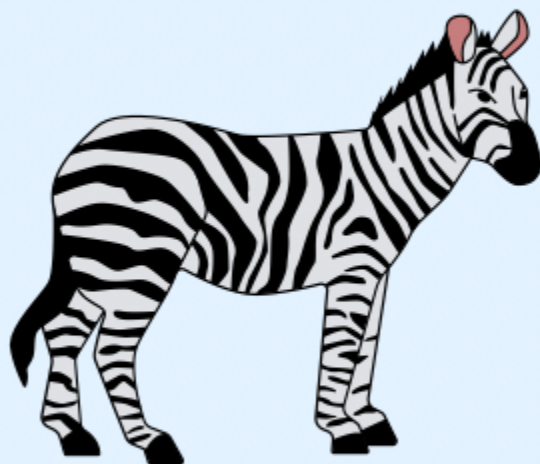
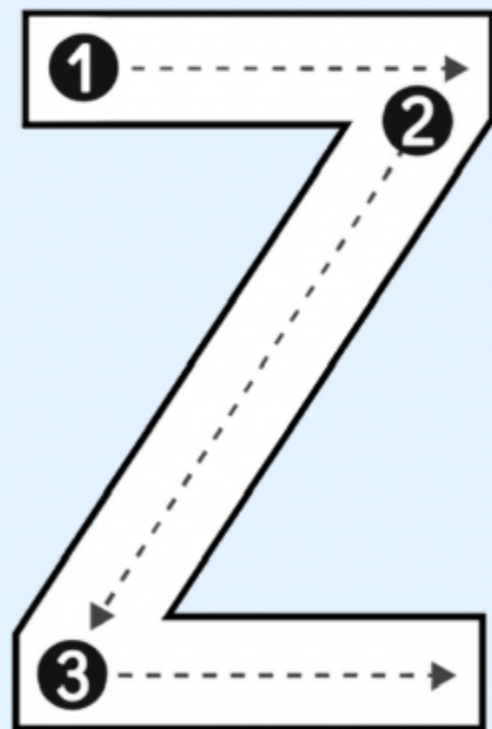












CATEGORIZAÇÃO DA FAMÍLIA

COLE A FOTO
AQUI

PAPAI

COLE A FOTO
AQUI

MAMÃE

COLE A FOTO
AQUI

VOVÓ

COLE A FOTO
AQUI

VOVÔ

COLE A FOTO
AQUI

VOVÓ

COLE A FOTO
AQUI

VOVÔ

CATEGORIZAÇÃO DA FAMÍLIA

COLE A FOTO
AQUI

IRMÃO(A)

COLE A FOTO
AQUI

PRIMOS

COLE A FOTO
AQUI

TIA

COLE A FOTO
AQUI

AMIGOS

COLE A FOTO
AQUI

TIO

COLE A FOTO
AQUI

PROFESSORA

vamos conhecer o círculo!



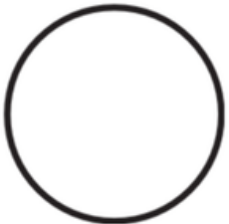
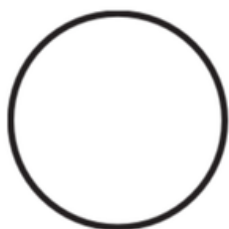
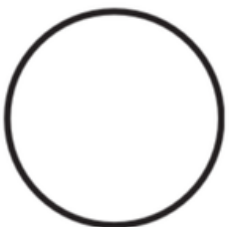
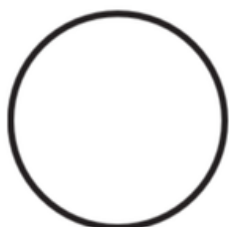
Colora



Trace



Forma



vamos conhecer o Quadrado!



Colora 



Trace 

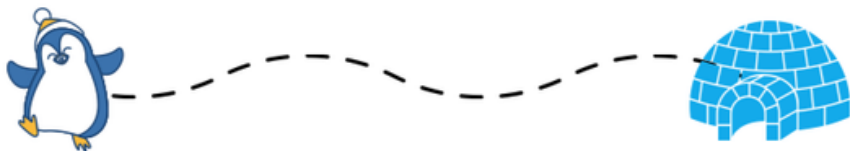
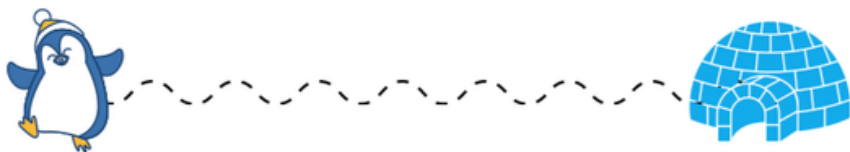
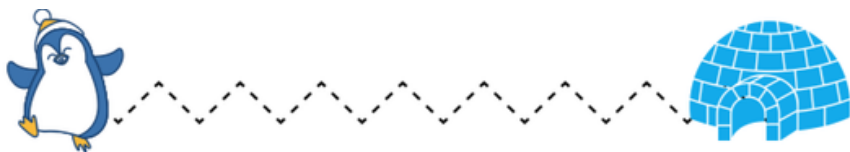


Forma



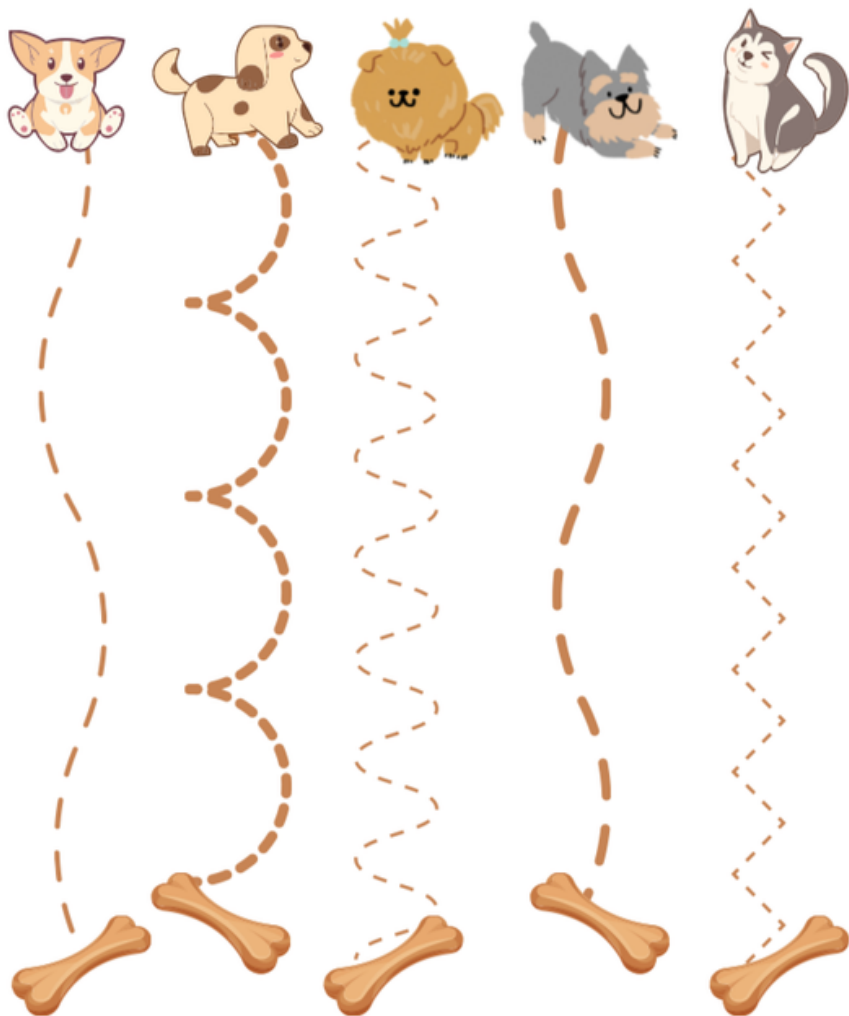
AJUDE OS PINGUINS

A CHEGAREM NO IGLU



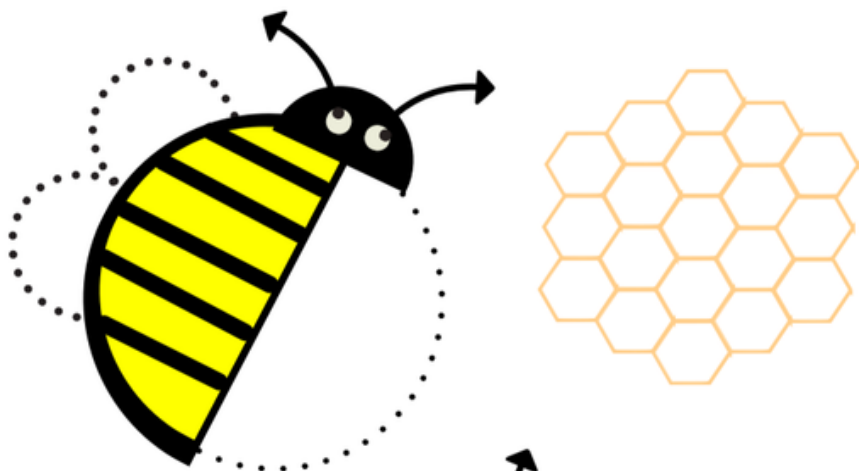
VAMOS TRABALHAR

A COORDENAÇÃO MOTORA COM OS CACHORRINHOS?



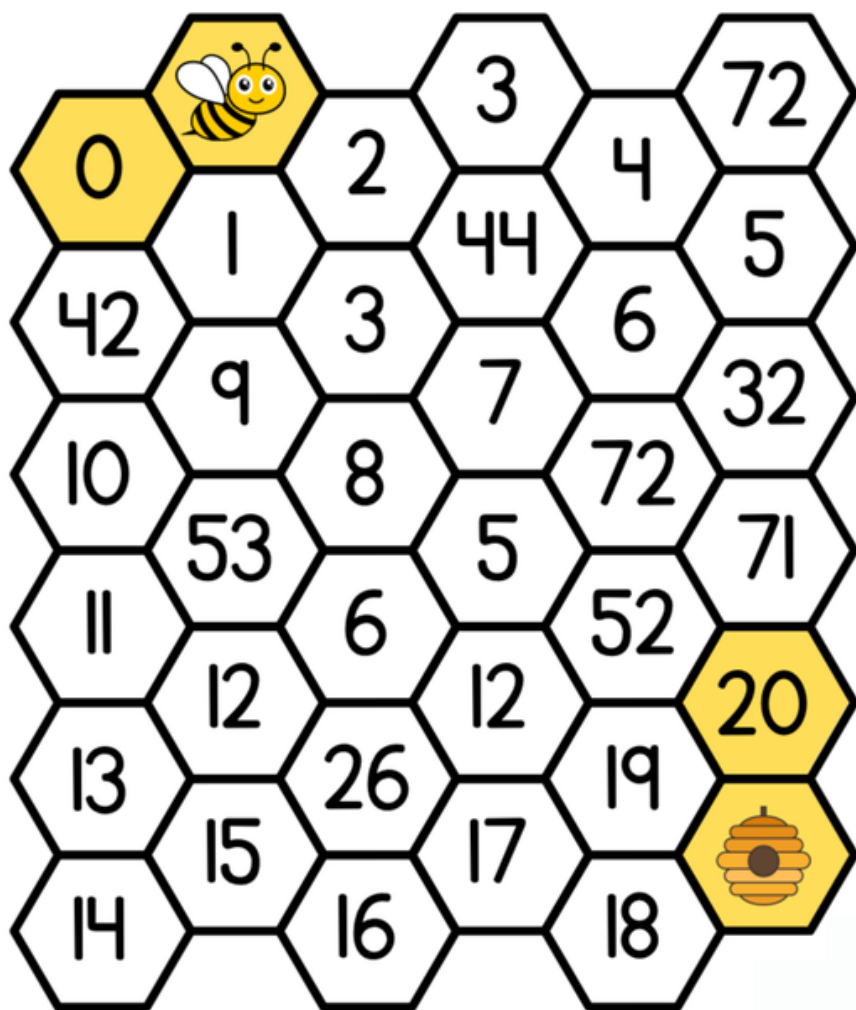
tracce sobre a abelhinha

trabalhando a coordenação motora fina



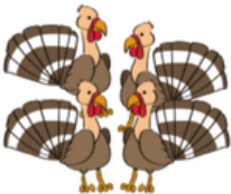
LABIRINTO DOS NÚMEROS

Ajude a abelha a encontrar o caminho de casa colorindo os números de 0 a 20 no labirinto do favo de mel:

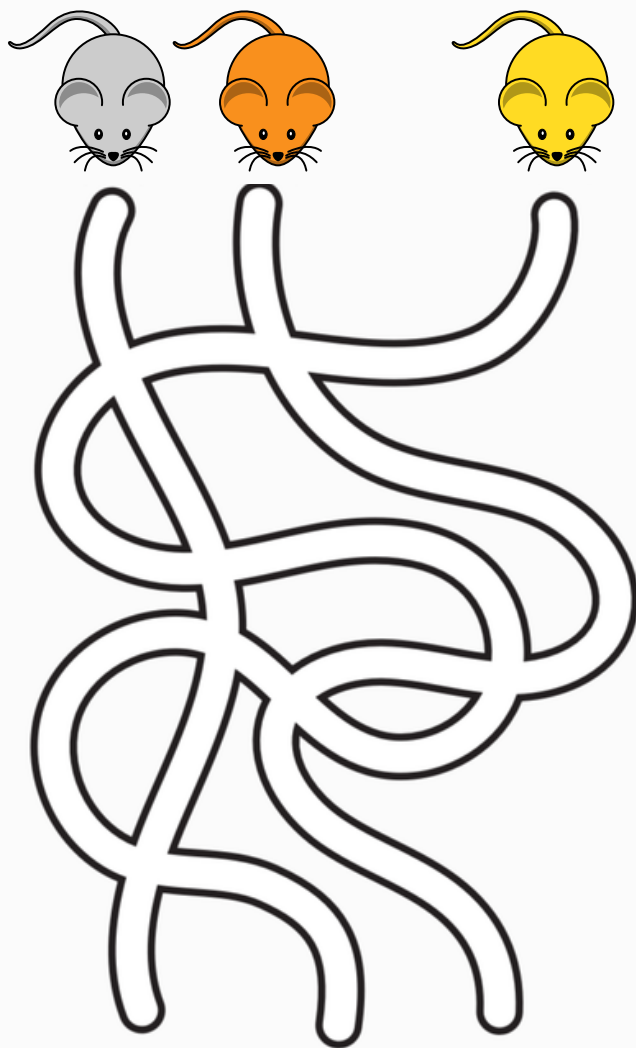
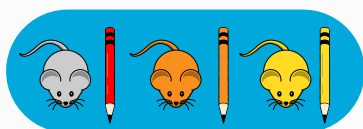


LABIRINTO DOS NÚMEROS



	1 1 1 1 1
	2 2 2 2 2
	3 3 3 3 3
	4 4 4 4 4
	5 5 5 5 5

Use cores diferentes para percorrer o caminho:
COLORA DE CORES DIFERENTES OS CAMINHOS DOS 3 RATINHOS
PARA CHEGAREM ATÉ O QUEIJO!



BOAS MANEIRAS NA SALA DE AULA E NA ESCOLA!

Quais das crianças abaixo estão seguindo as regras? Com a canetinha faça uma estrela para quem estiver merecendo.



Prestar atenção
na aula



Fazer bagunça



Agradecer



Pedir por favor



Machucar um colega



Compartilhar
com um colega



Jogar lixo na lixeira

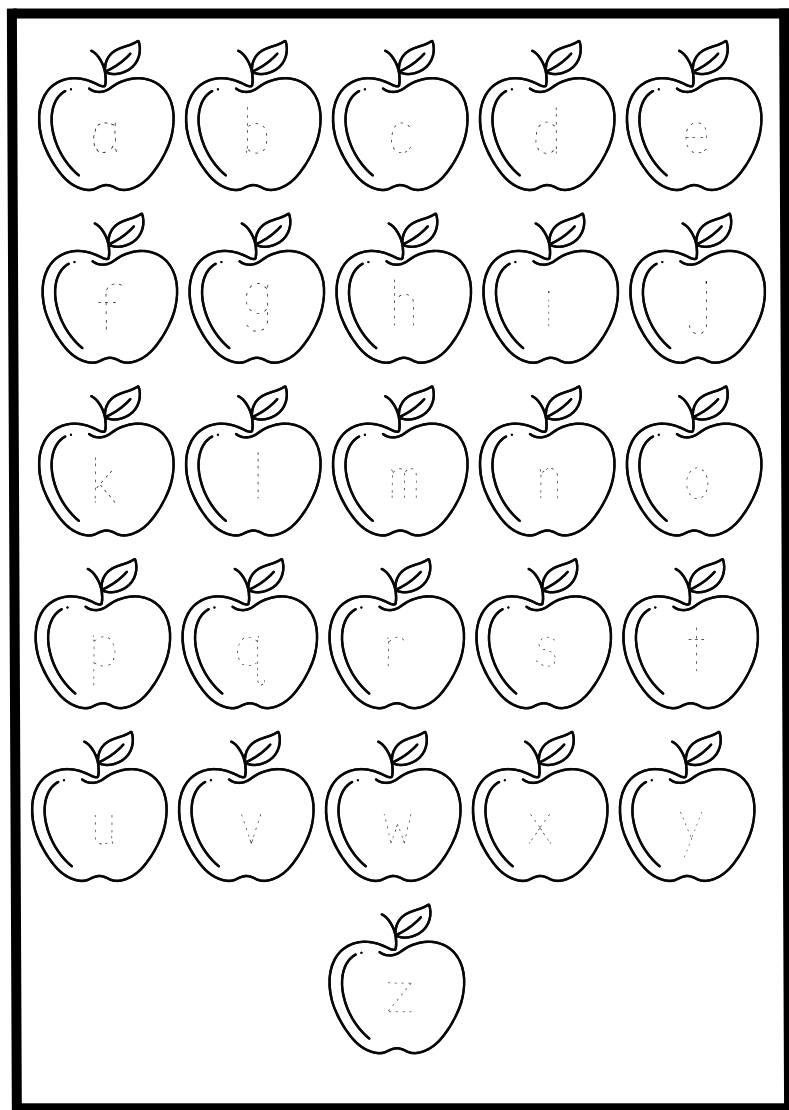


Levantar a mão para
fazer perguntas



Gritar

TRACE SOBRE O ALFABETO



MATEMÁTICA

Encontre as respostas para os seguintes problemas de matemática:

1     +  -   =

2 -       = 8

3   +   -   =

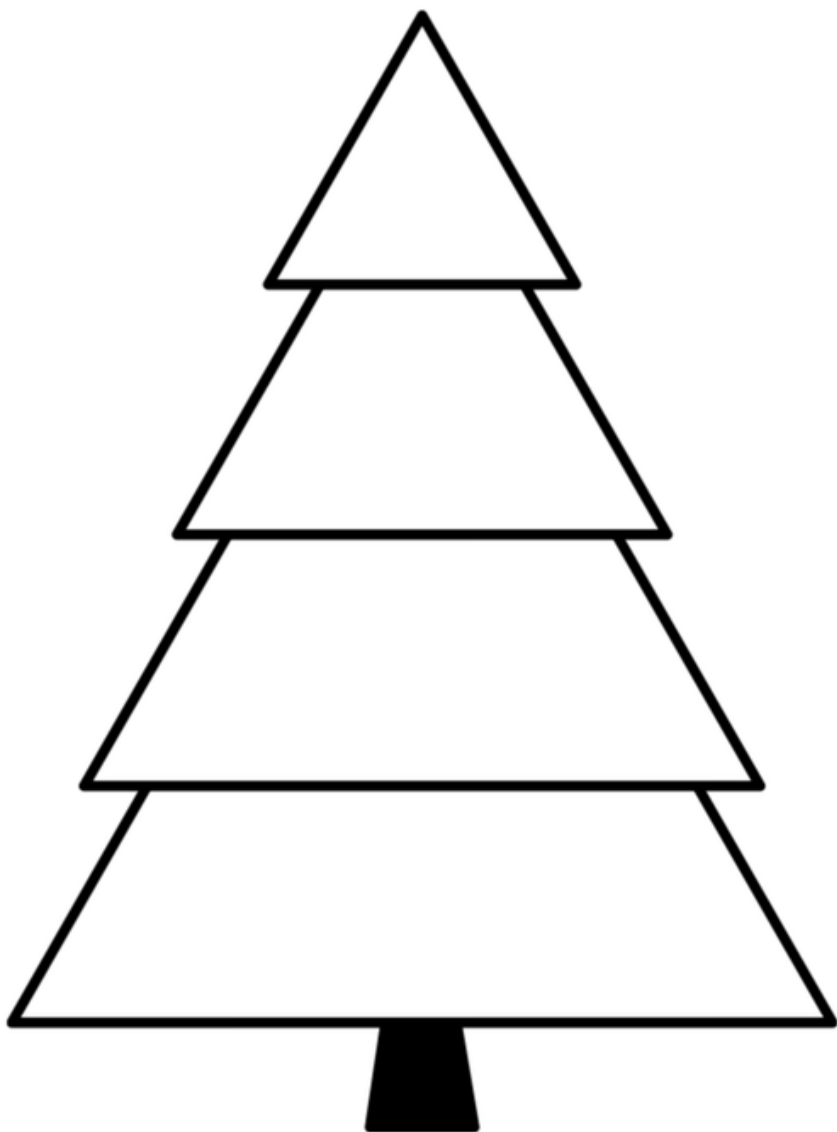
4   + -  = 7

5      + 16 =

6 -         = 3

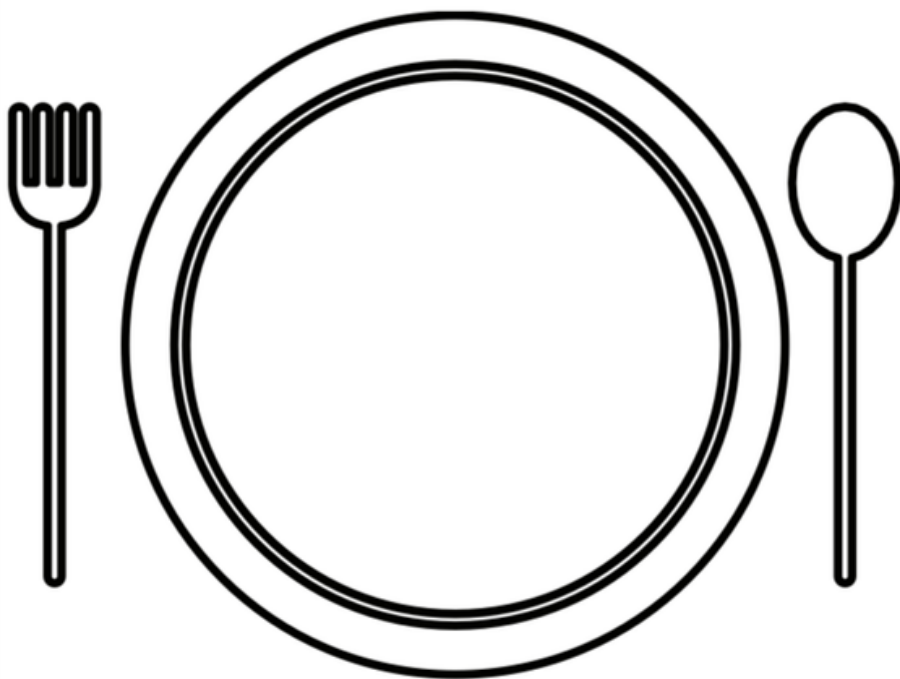
DECORE

Instruções: Decore e pinte a sua árvore de Natal:



NATAL

Desenhe e descreva suas comidas natalinas favoritas no prato abaixo:



NOME: _____

SÉRIE & TURMA: _____

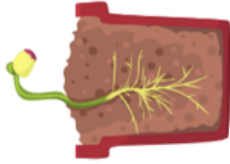
PROFESSOR: _____

DATA: _____

CICLO DE VIDA DAS PLANTAS

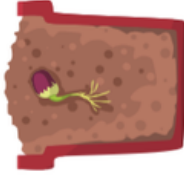
Como todas as coisas vivas, as plantas passam por um ciclo. Neste exercício, organize as ilustrações na ordem certa do ciclo de vida de uma planta.

1



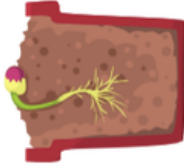
A

2



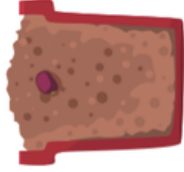
B

3



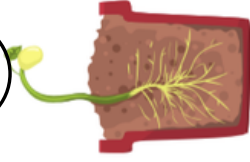
C

4



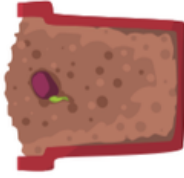
D

5



E

6



F

Nome: _____

Série & Turma: _____

Professor: _____

Data: _____

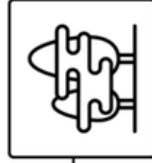


CASAS DOS ANIMAIS

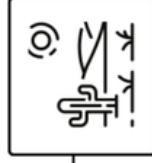
Que animais vivem nos habitats a seguir? Corte figuras de animais e cole cada uma em seu respectivo ambiente.



Oceano



Floresta



Deserto

Meu Mundo

NOME:

SÉRIE:

DATA:

PROFESSOR:

Fico feliz quando estou...

Meu prato favorito é...

Eu adoraria viajar para...

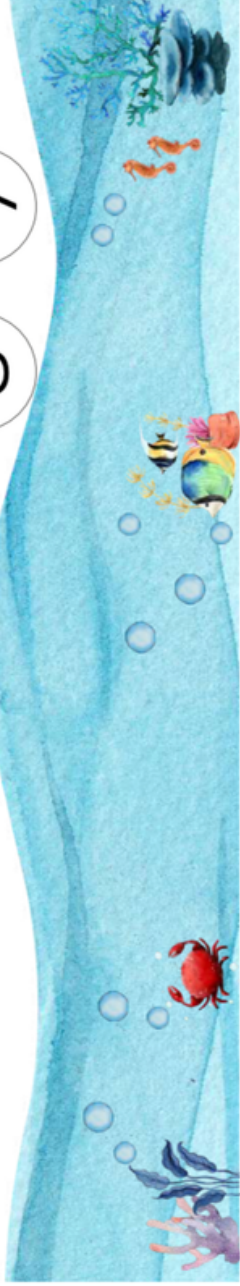
Meu brinquedo ou jogo favorito é...

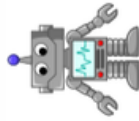
Se eu fosse um animal, eu seria...

Vamos criar uma colagem!
Em cada caixa, insira uma
imagem que combine com a
respectiva pergunta.

Contando de 1 a 10

Ajude o peixinho a encontrar o caminho para o oceano colorindo os números de 1 a 10

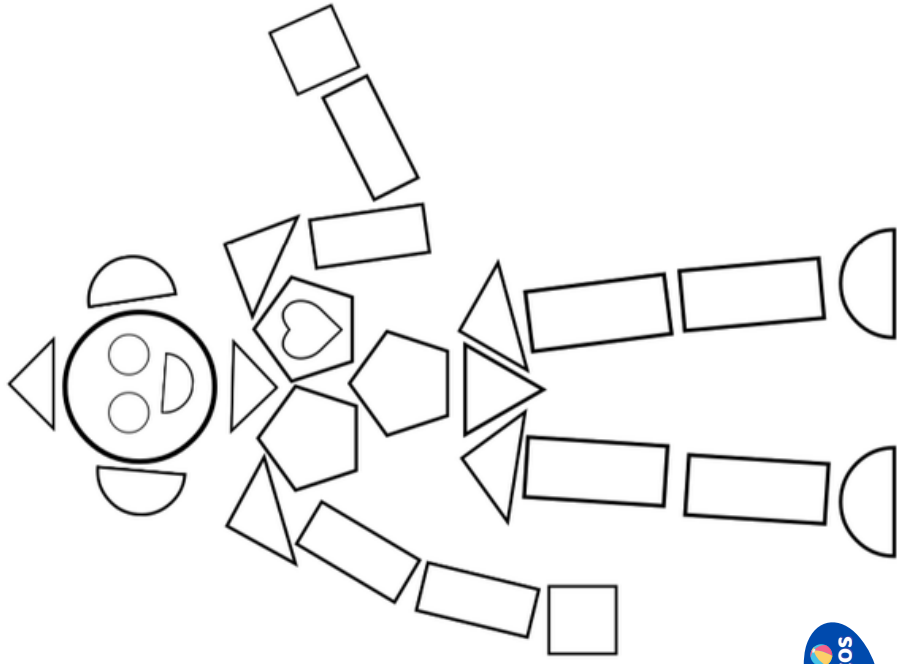
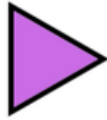




Robo das Formas

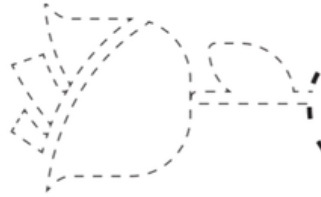
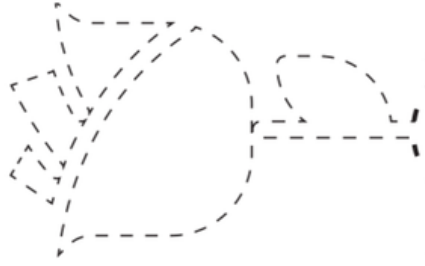
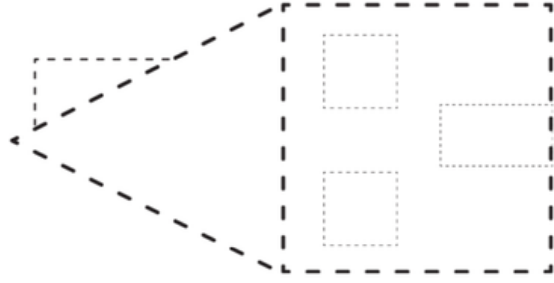
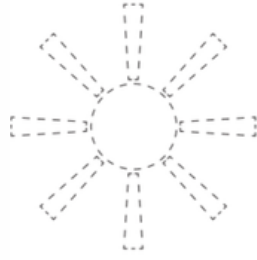
Nome :

- Pinte o robô de acordo com as cores das figuras abaixo.



Vamos Treinar?

Trace sobre a linha e forme um lindo desenho



A a Z

PRÁTICA DE CALIGRAFIA

____ letras maiúsculas ____

A

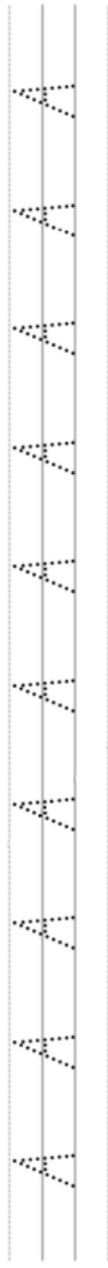
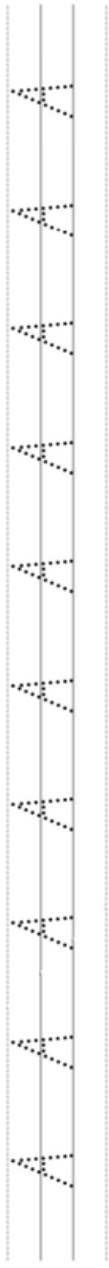
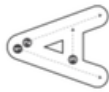
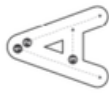
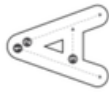
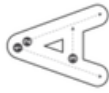
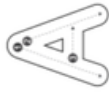
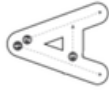
Y

B

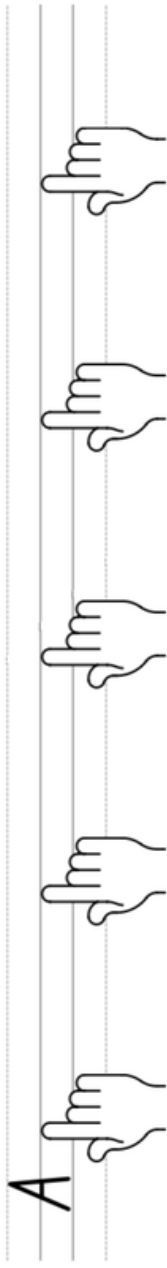
D



Trace:



Escreva a letra entre cada espaço de dedo



Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:



Trace:



Escreva a letra entre cada espaço de dedo

B



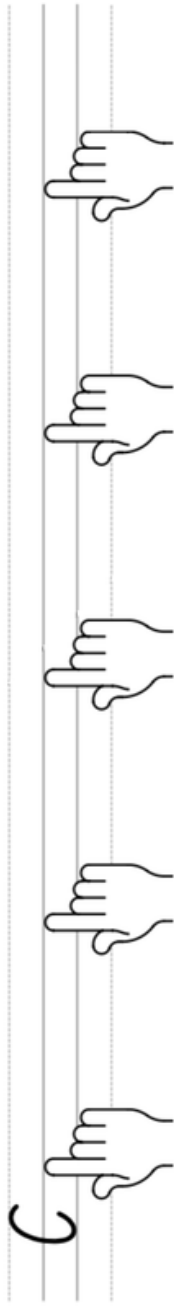
Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:

B

Trace:



Escreva a letra entre cada espaço de dedo



Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:



Trace:



Escreva a letra entre cada espaço de dedo

D



Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:

D

Trace:



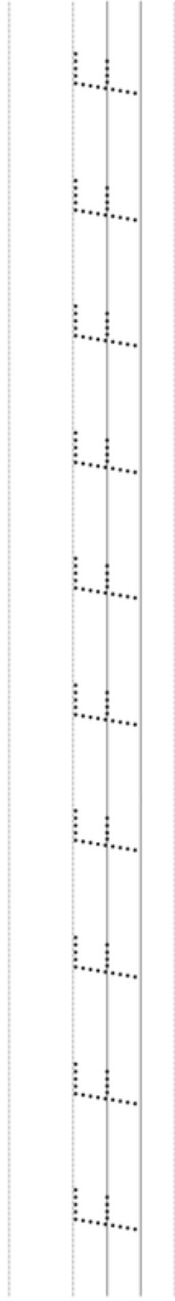
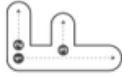
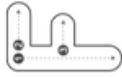
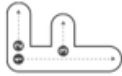
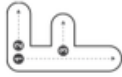
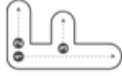
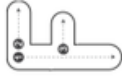
Escreva a letra entre cada espaço de dedo



Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:



Trace:



Escreva a letra entre cada espaço de dedo

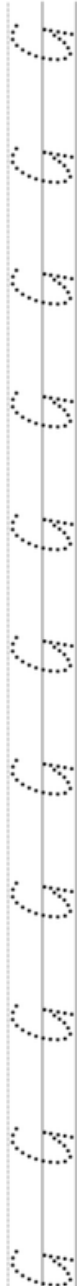
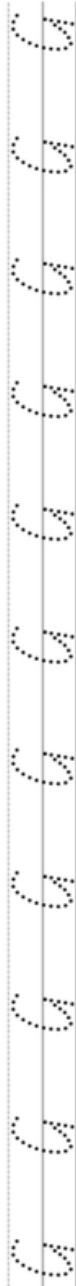
F



Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:

F

Trace:



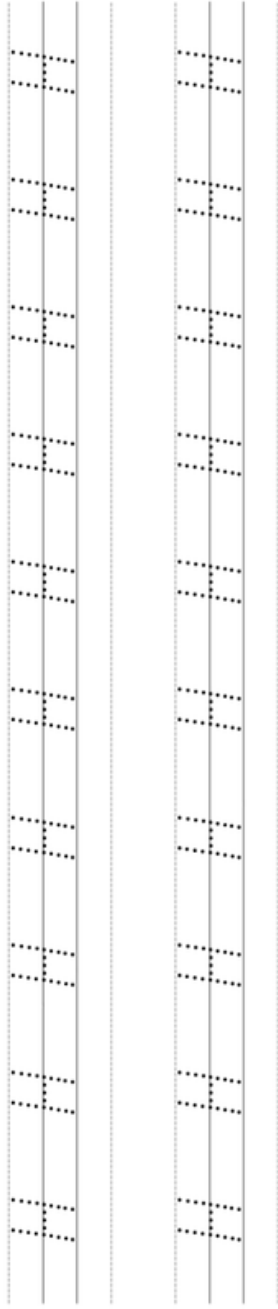
Escreva a letra entre cada espaço de dedo



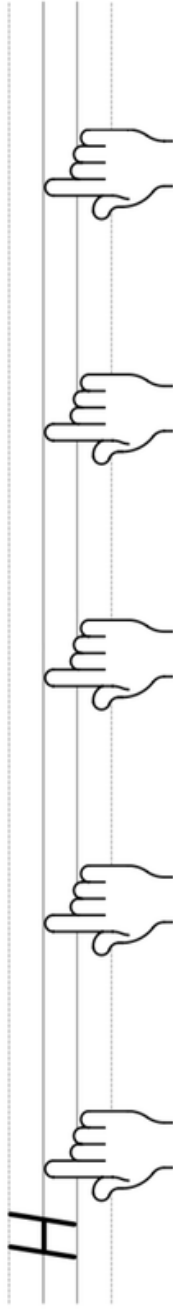
Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:



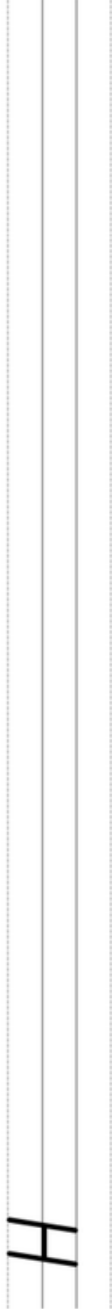
Trace:



Escreva a letra entre cada espaço de dedo



Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:



Trace:



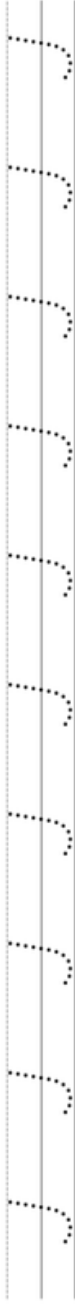
Escreva a letra entre cada espaço de dedo



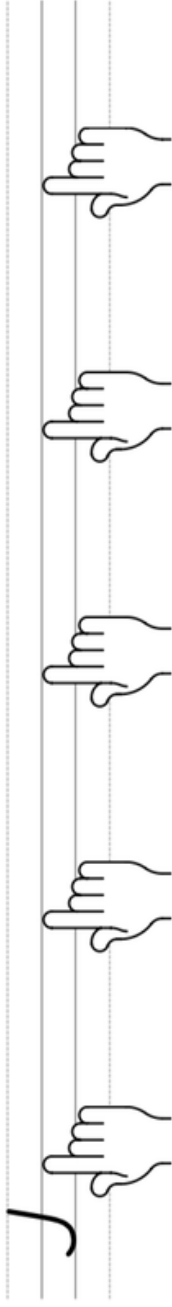
Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:



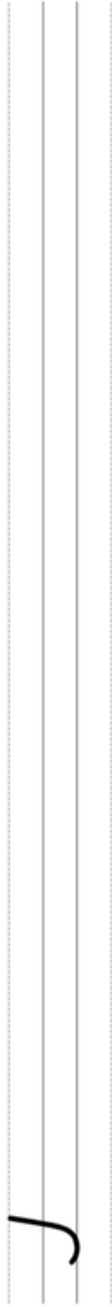
Trace:



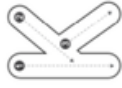
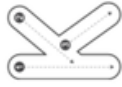
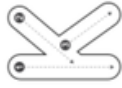
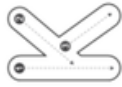
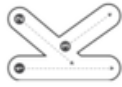
Escreva a letra entre cada espaço de dedo



Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:



Trace:



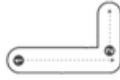
Escreva a letra entre cada espaço de dedo



Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:



Trace:



Escreva a letra entre cada espaço de dedo



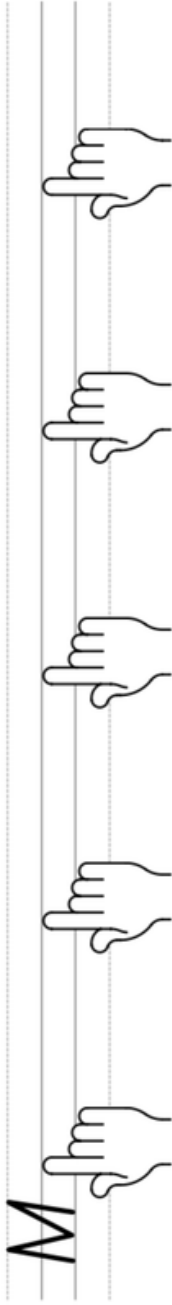
Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:



Trace:



Escreva a letra entre cada espaço de dedo



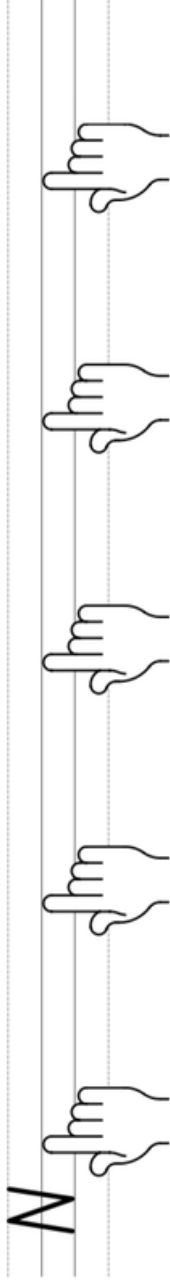
Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:



Trace:



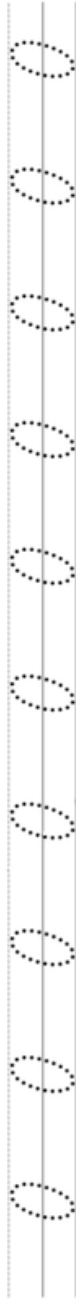
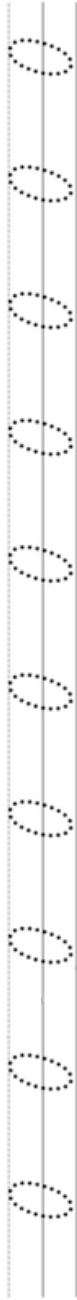
Escreva a letra entre cada espaço de dedo



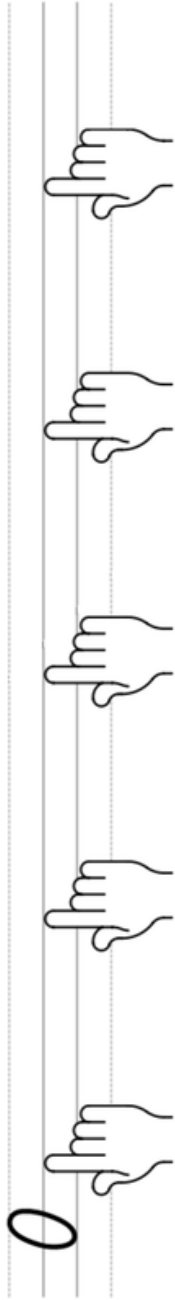
Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:



Trace:



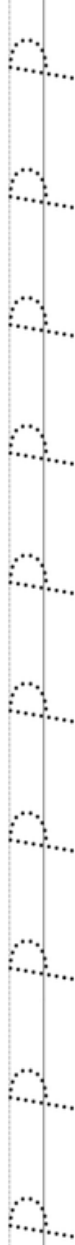
Escreva a letra entre cada espaço de dedo



Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:

O

Trace:



Escreva a letra entre cada espaço de dedo

P



Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:

P

Trace:



Escreva a letra entre cada espaço de dedo



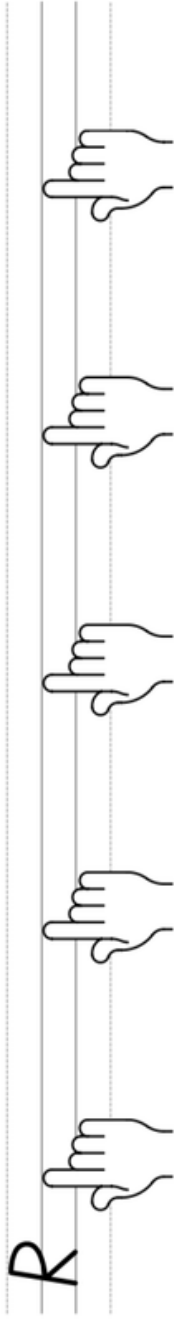
Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:



Trace:



Escreva a letra entre cada espaço de dedo



Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:



Trace:



S

S

S

S

S

S

S

S

S

S

S

S

Escreva a letra entre cada espaço de dedo

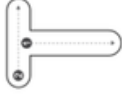
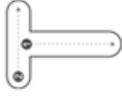
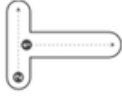
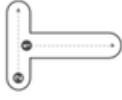
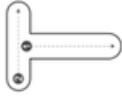
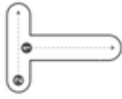
S



Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:

S

Trace:



Escreva a letra entre cada espaço de dedo

T



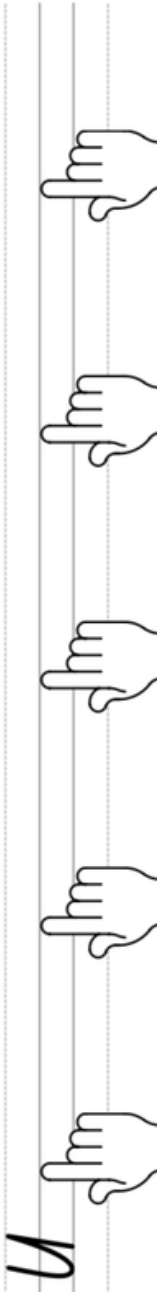
Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:

T

Trace:



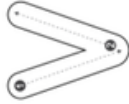
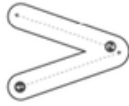
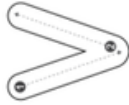
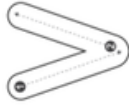
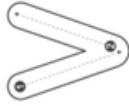
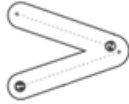
Escreva a letra entre cada espaço de dedo



Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:

U

Trace:



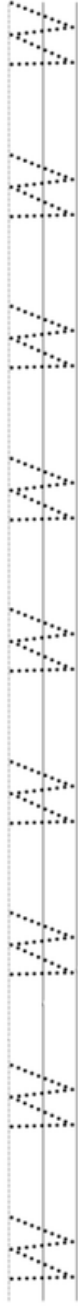
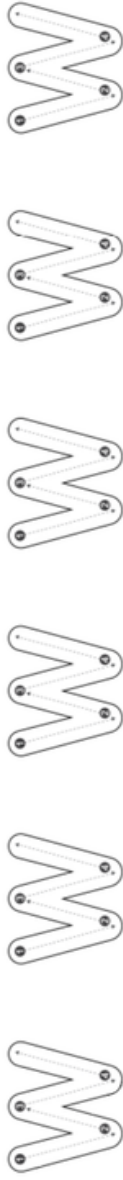
Escreva a letra entre cada espaço de dedo



Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:



Trace:



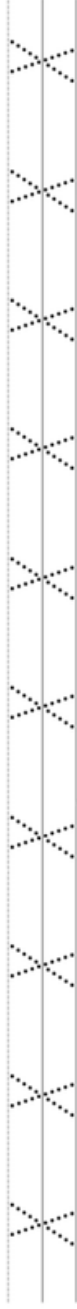
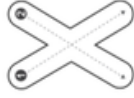
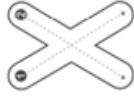
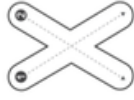
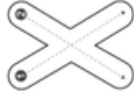
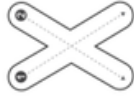
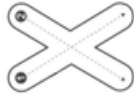
Escreva a letra entre cada espaço de dedo



Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:



Trace:



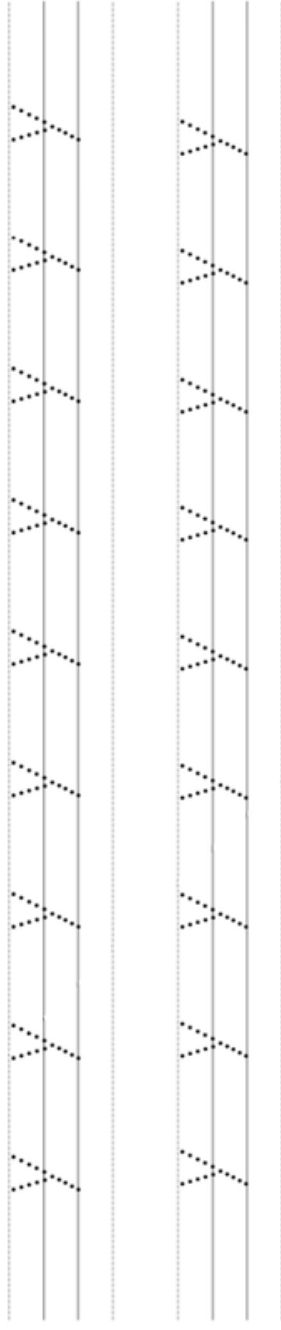
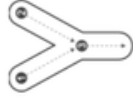
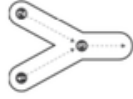
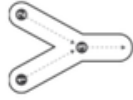
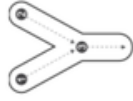
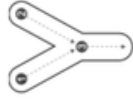
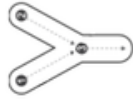
Escreva a letra entre cada espaço de dedo



Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:



Trace:



Escreva a letra entre cada espaço de dedo

Y



Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:

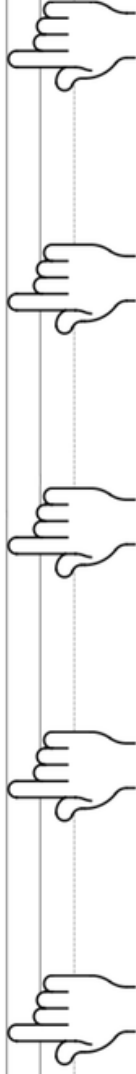
Y

Trace:



Escreva a letra entre cada espaço de dedo

Z



Escreva a letra nas linhas abaixo. Deixe seus próprios espaços entre cada letra:

Z

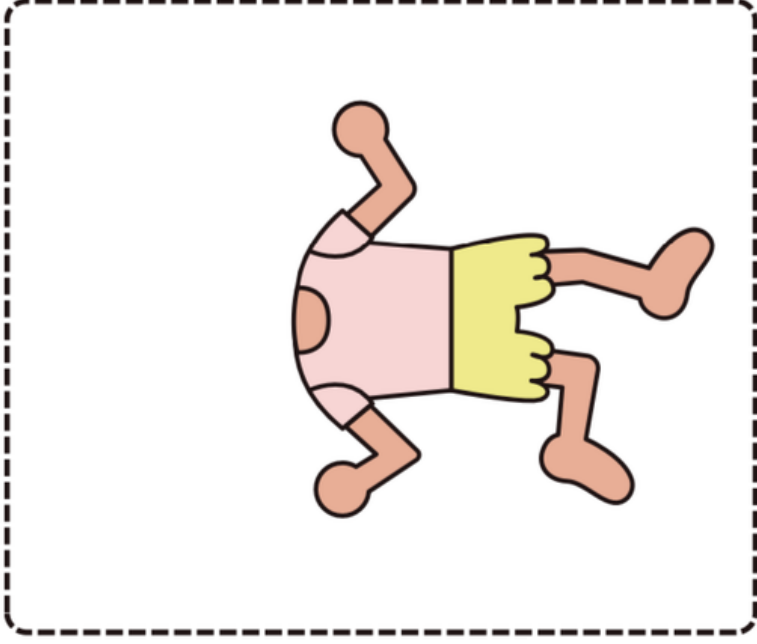
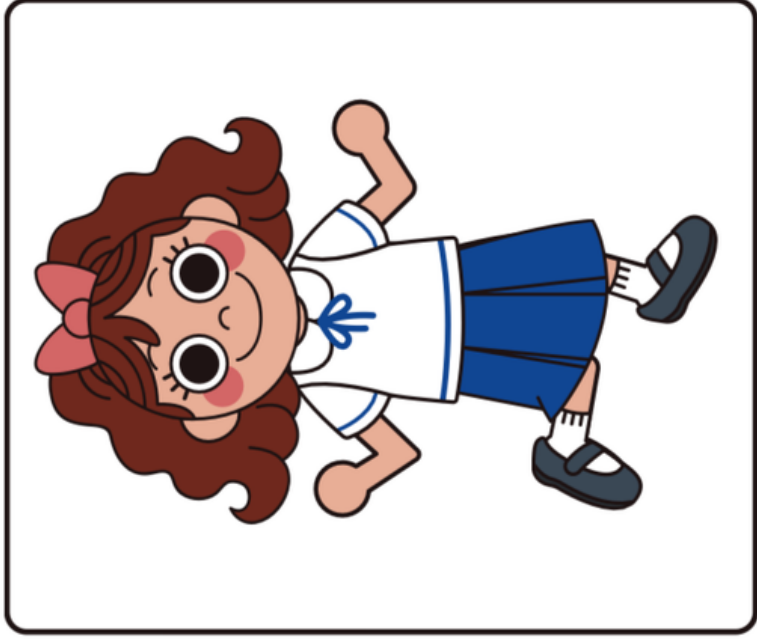
CONTE E PINTE

Pinte o número correto de frutas.

6	     
1	     
5	     
2	     
4	     
3	     

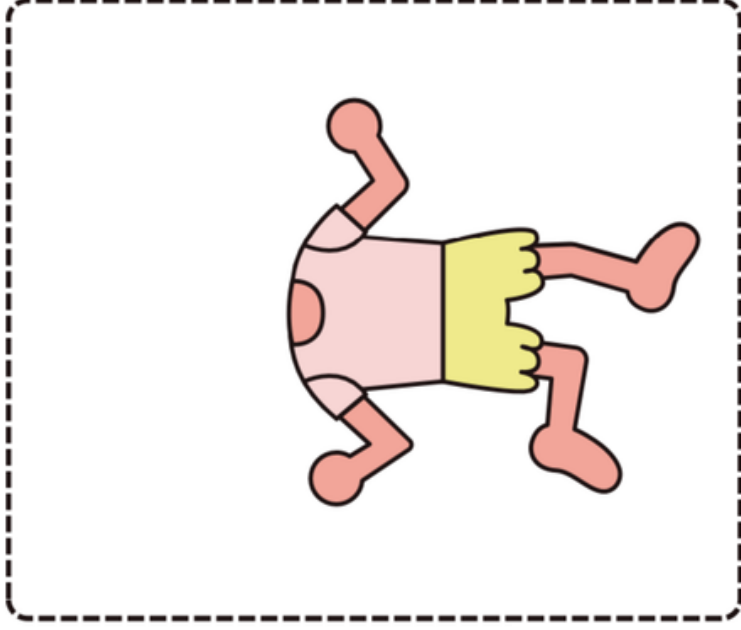
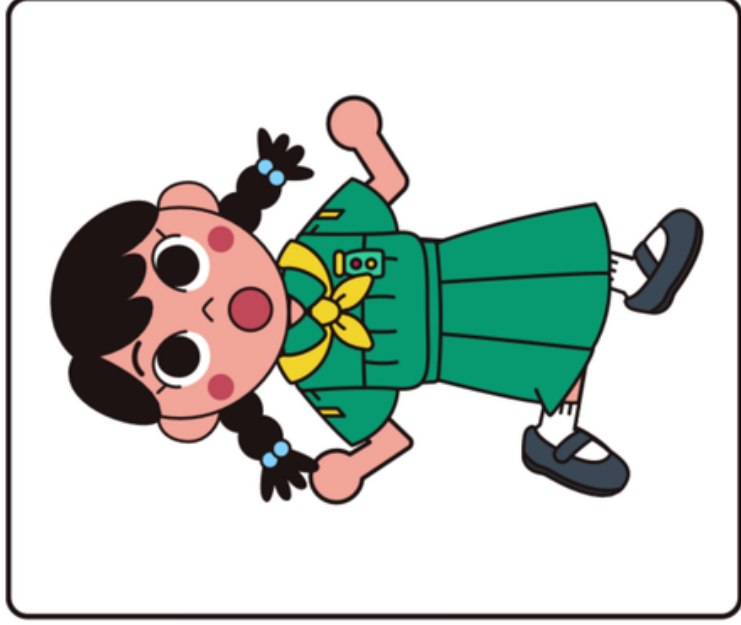
CONSTRUA O PERSONAGEM

Copie o personagem colando cada parte correspondente na caixa à direita.



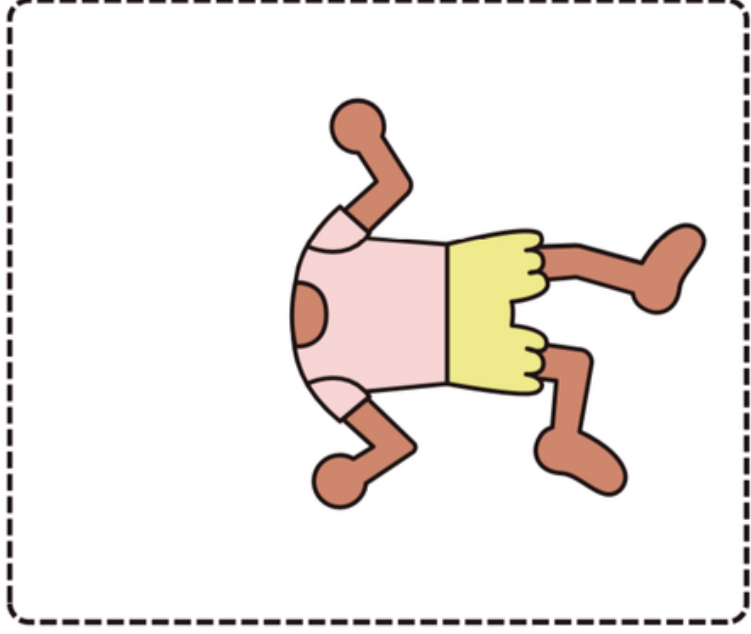
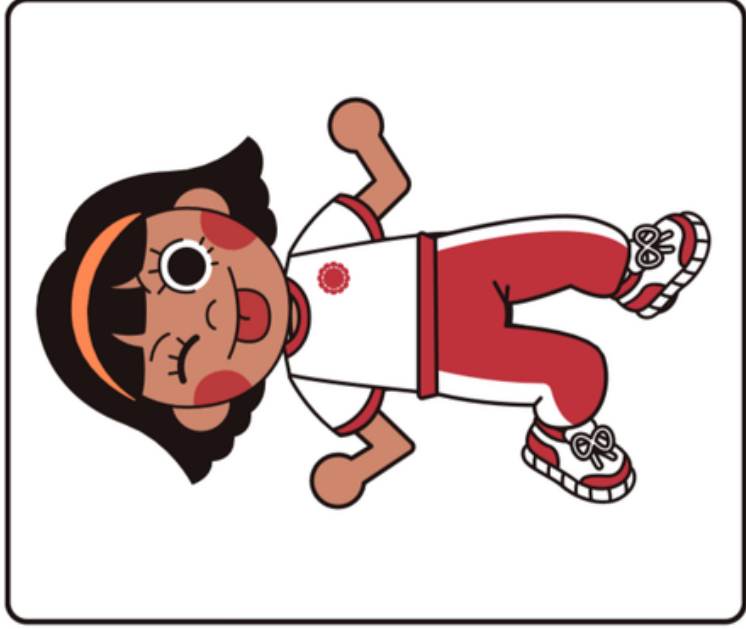
CONSTRUA O PERSONAGEM

Copie o personagem colando cada parte correspondente na caixa à direita.



CONSTRUA O PERSONAGEM

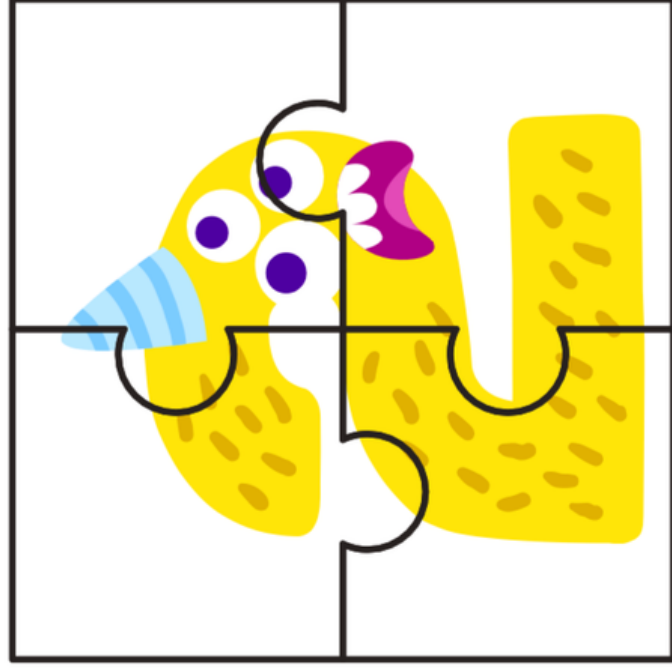
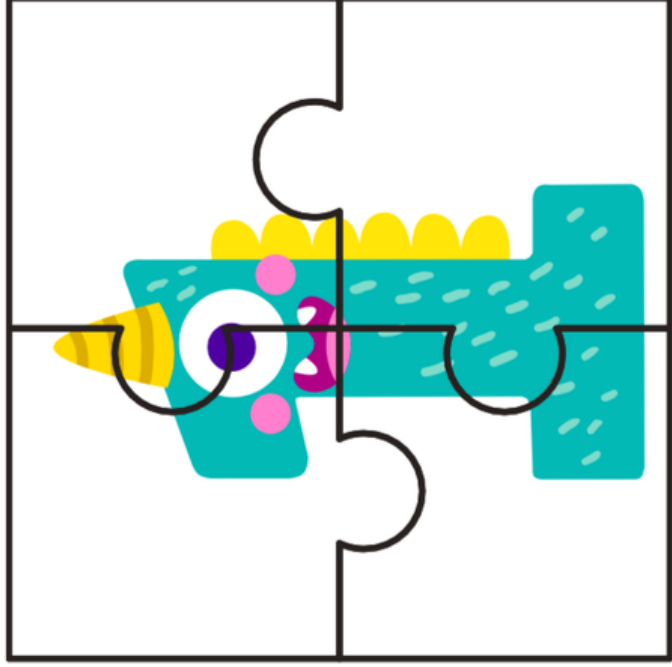
Copie o personagem colando cada parte correspondente na caixa à direita.



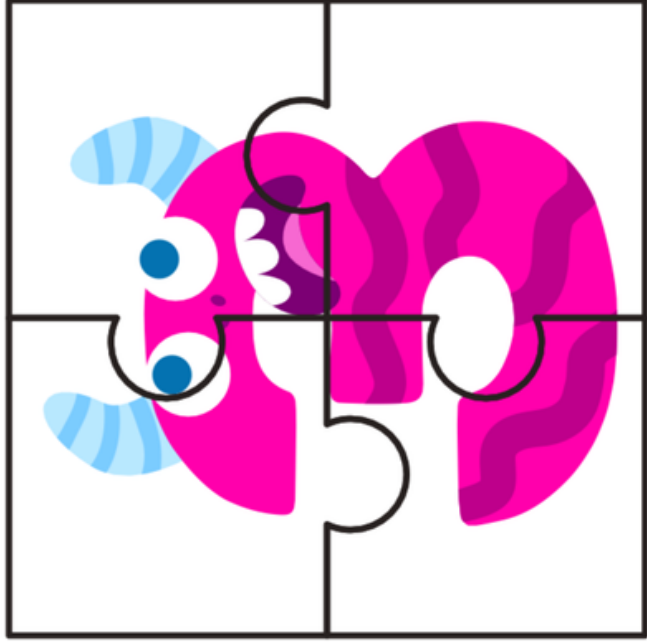
Recorte para a atividade acima



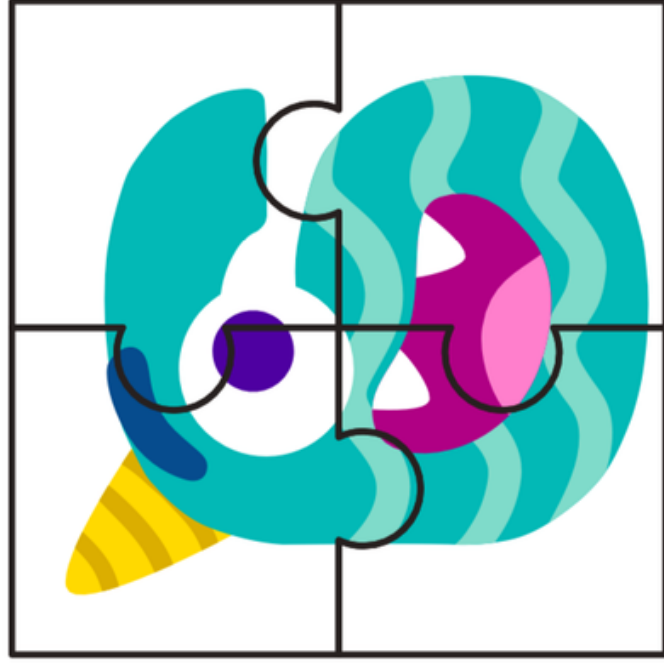
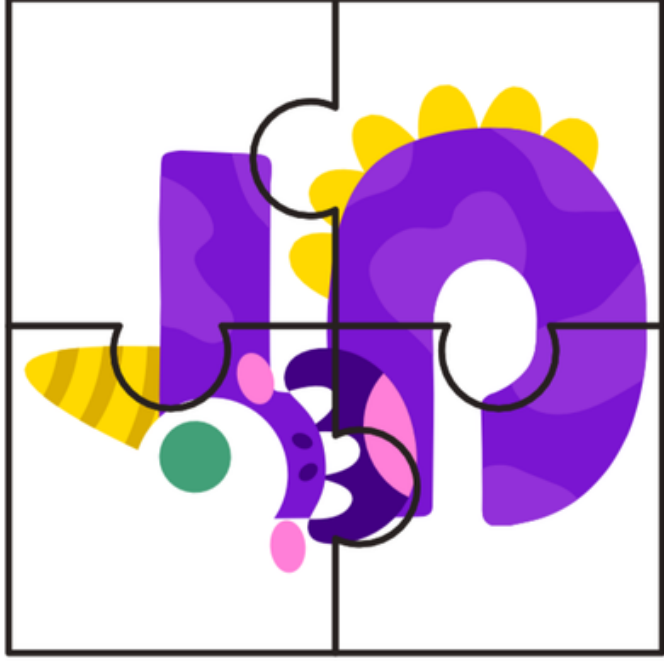
Recorte para a atividade acima



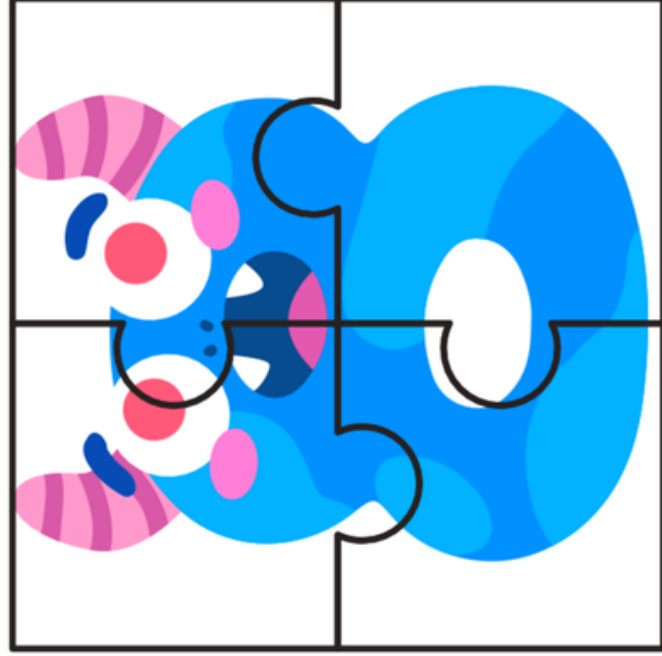
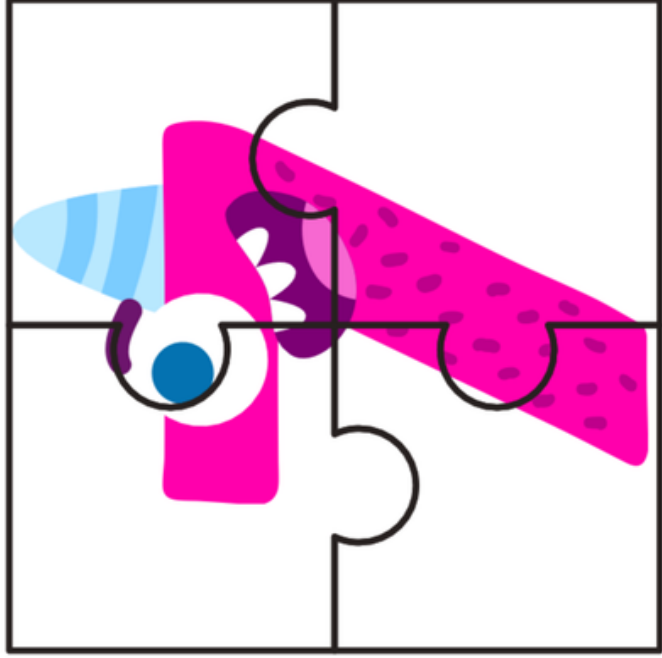
Recorte para a atividade acima



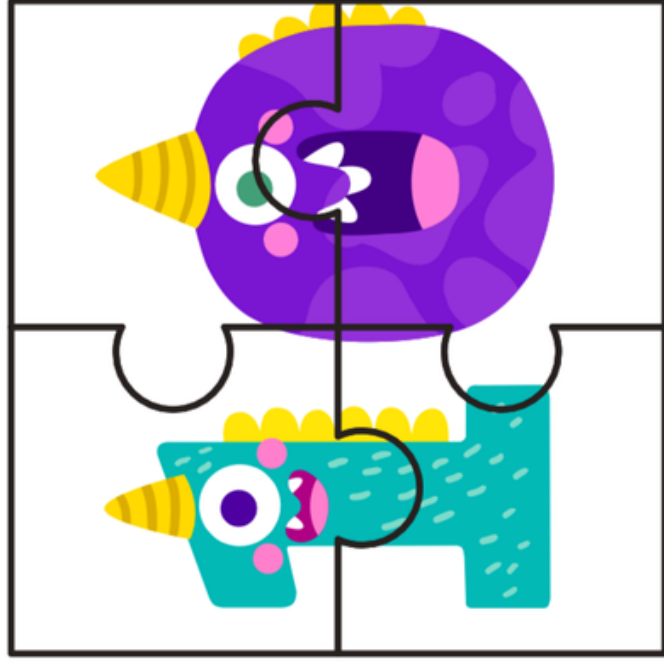
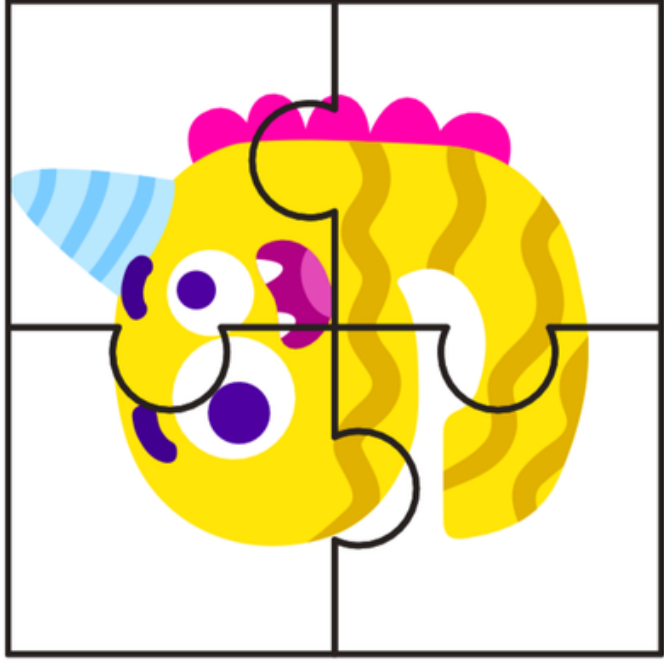
Recorte para a atividade acima



Recorte para a atividade acima



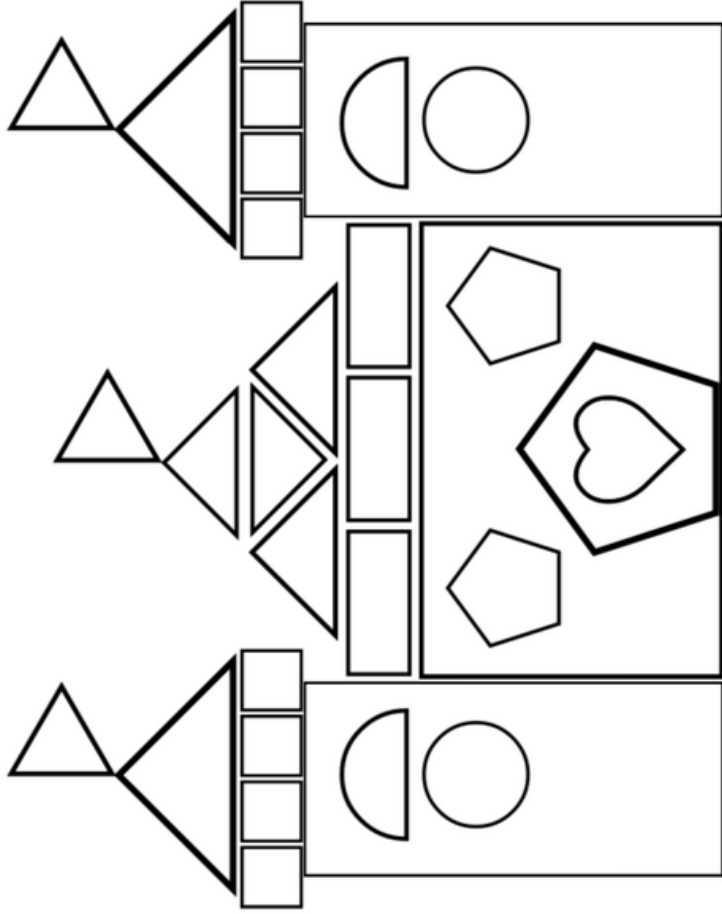
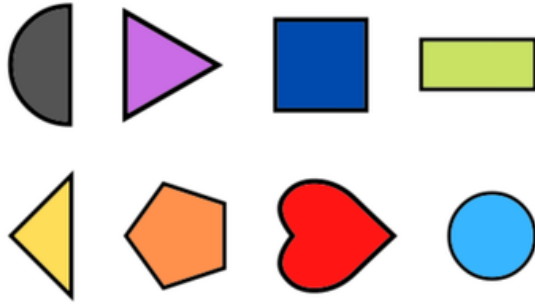
Recorte para a atividade acima

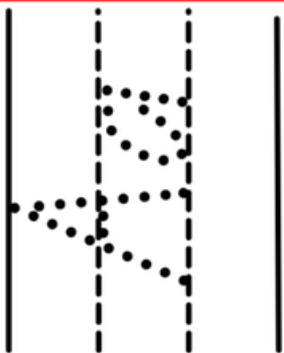
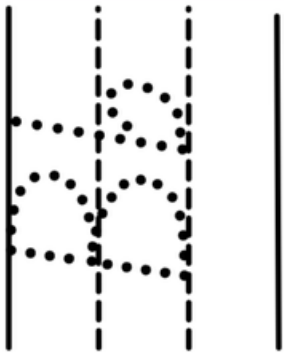
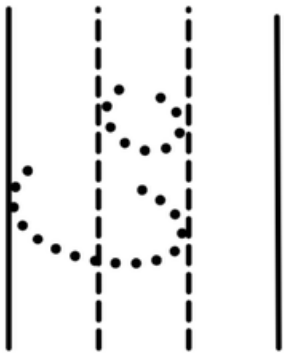


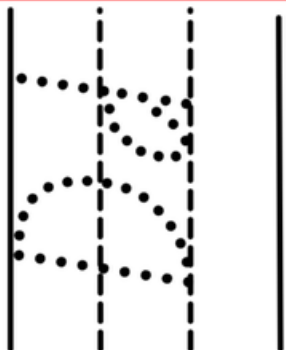
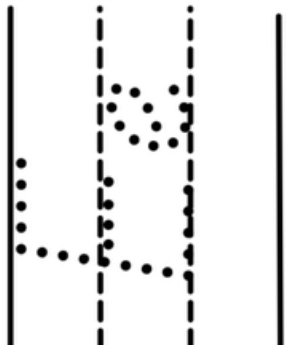
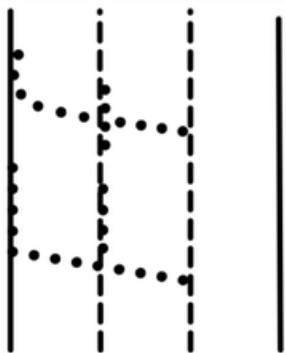
Castelo das Formas

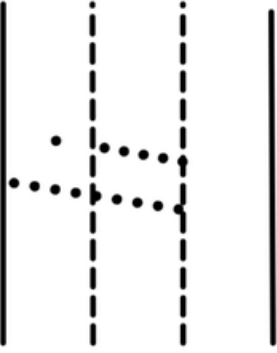
Nome:

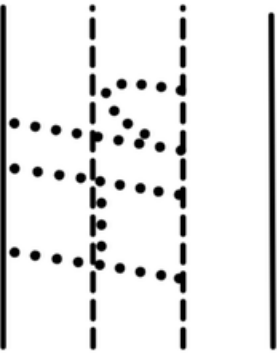
- Pinte o castelo de acordo com as cores das figuras abaixo.

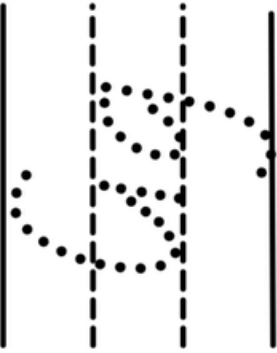


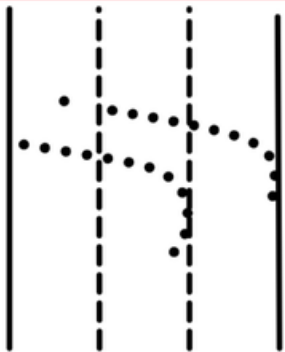
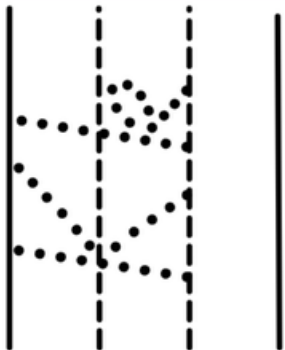
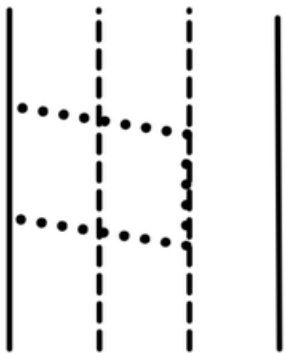


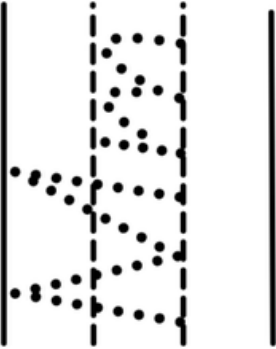
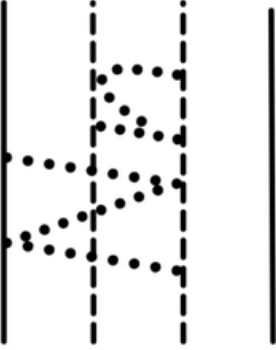
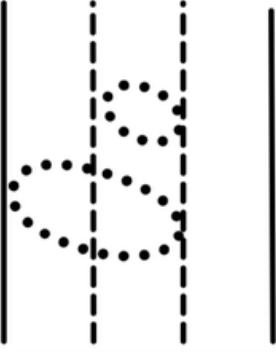


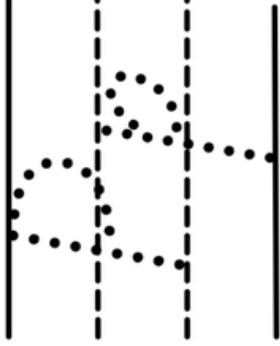
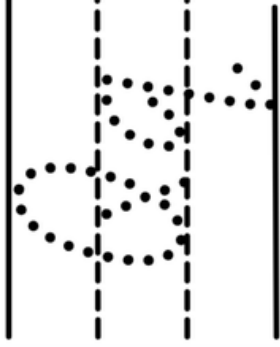
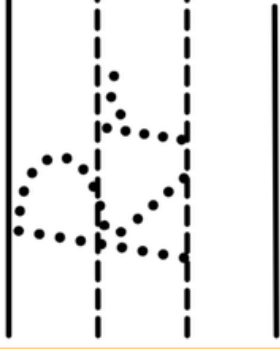



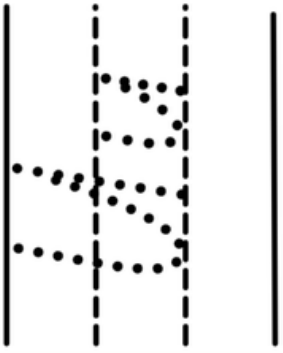





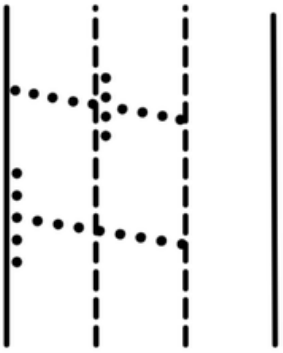




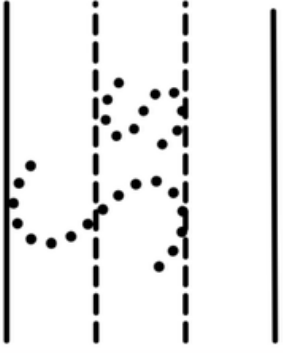


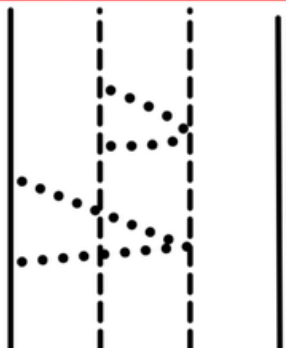
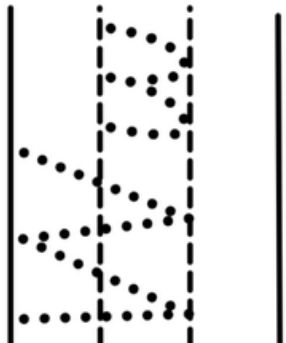
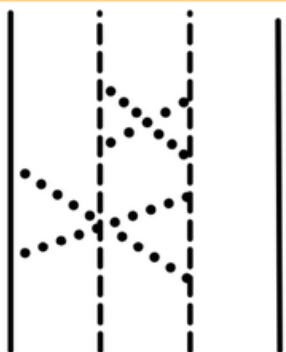




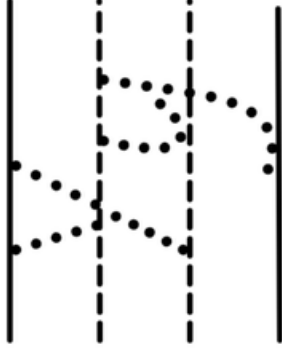
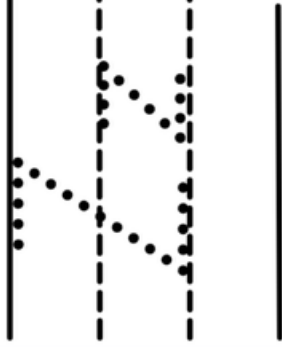








 **JOGOS
PEDAGÓGICOS**



Ajude os Animais!

Ajude os animais a pegar sua comida.

