

Anexos

Preescolar



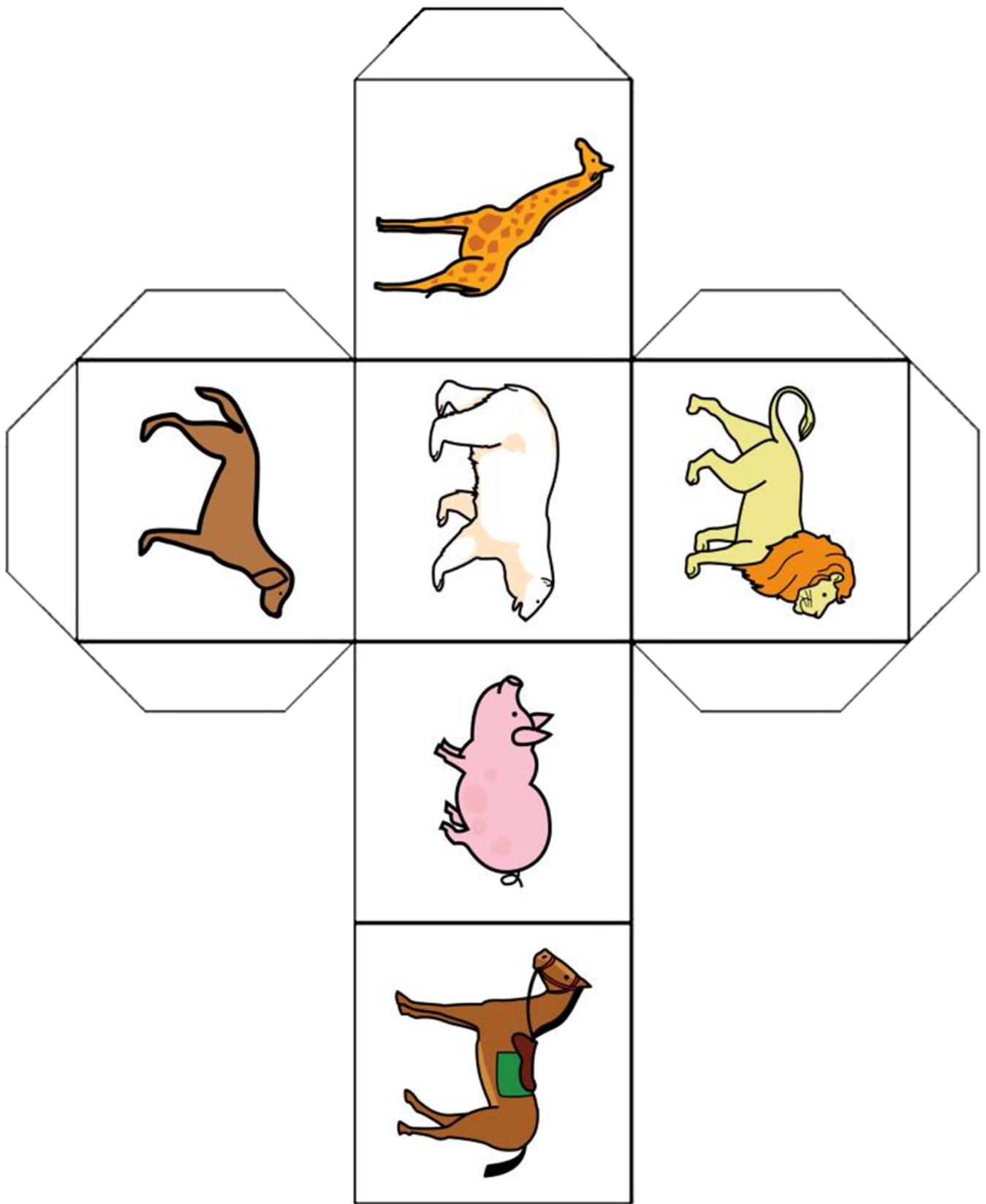
1. CUM

Vocabulario

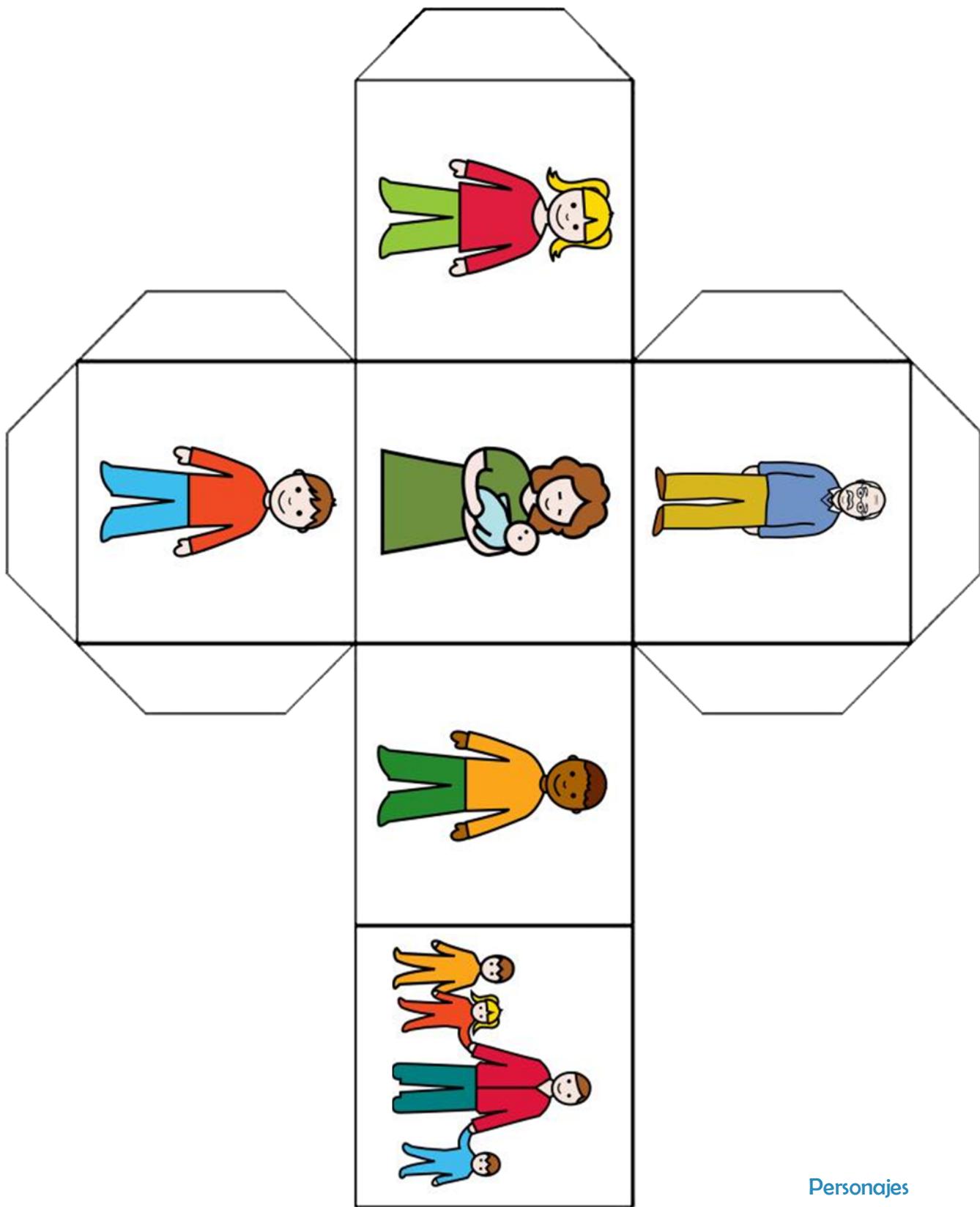
Storycubes

Instrucciones: Recorta los cubos y ármalos. Contarás historias con los elementos que salgan cuando los lances (personaje, acción, lugar). Se puede jugar con uno o varios cubos a la vez.

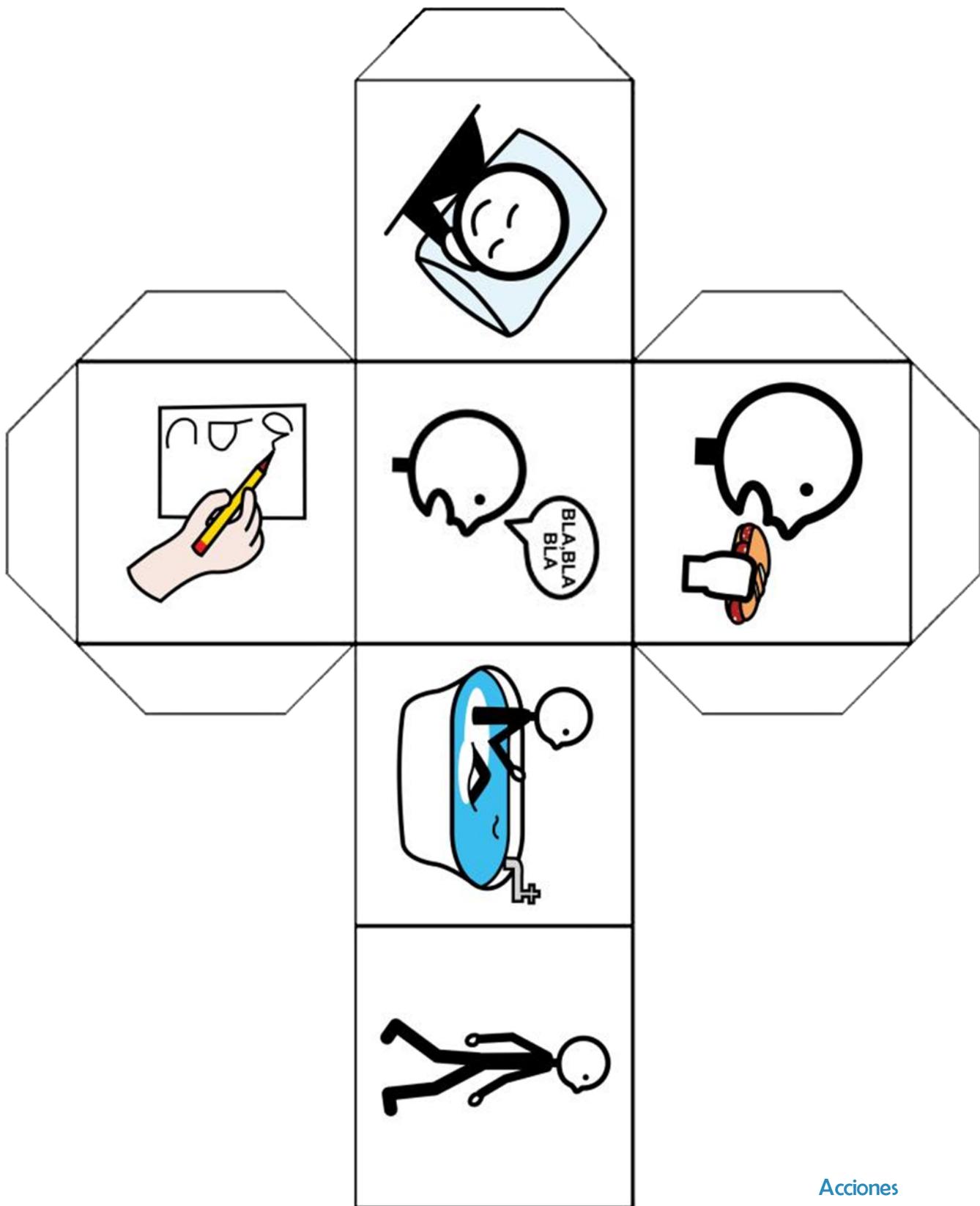
Se sugiere comenzar con oraciones sencillas, y posteriormente, emplear el uso de conectores (entonces, luego, de repente, etc.) para formar y expresar ideas más elaboradas.



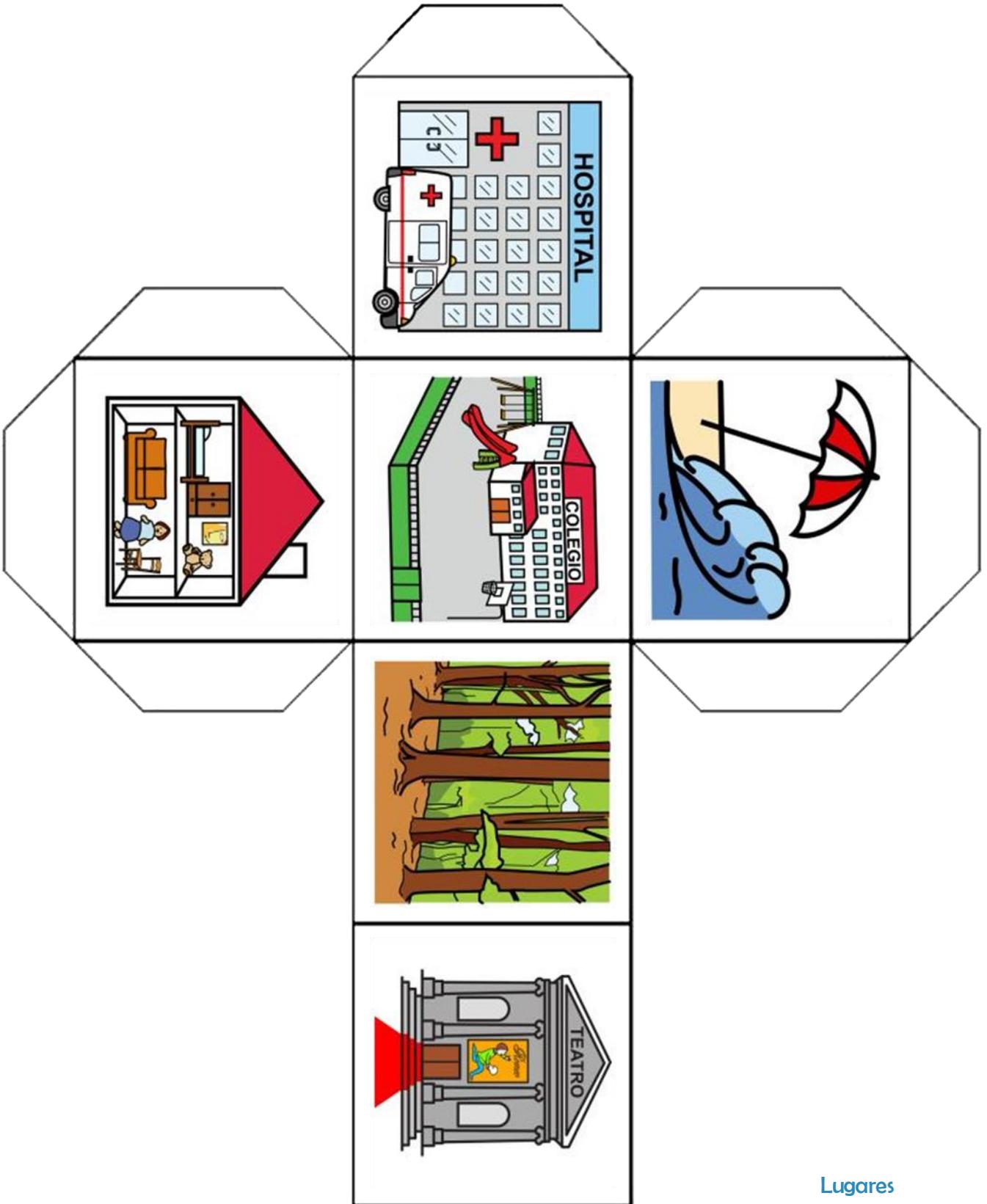
Personajes



Personajes



Acciones



Lugares

Cuentos con pictogramas

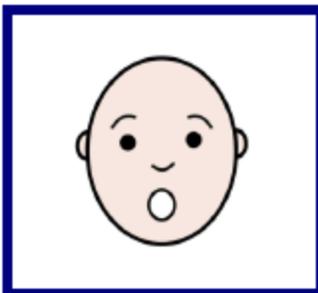
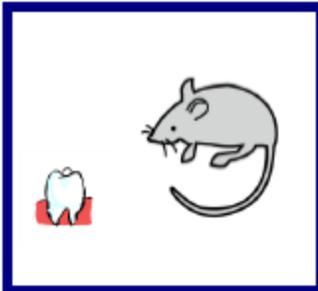
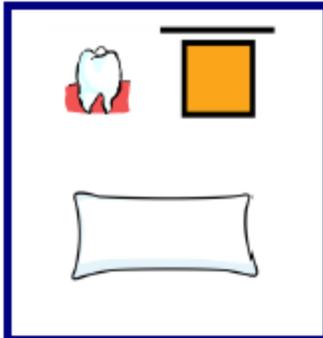
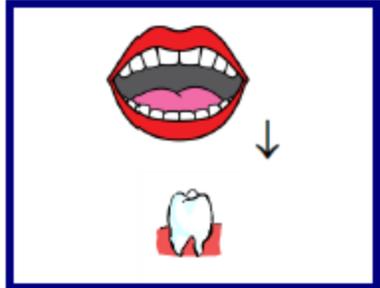
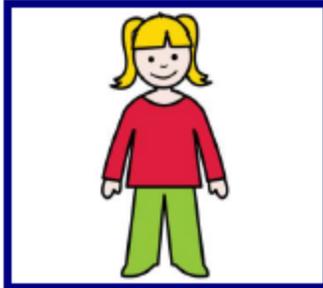
Instrucciones: Recorta los cuentos por cuadros, revuélvelos y vuélvelos a armar mientras los cuentas.

¡Se vale crear nuevas historias y nuevos finales!

Se sugiere que el adulto cuente la historia primero, para posteriormente comenzar guiando al niño a contar la historia con oraciones sencillas, y a continuación, emplear el uso de conectores (entonces, luego, de repente, etc.) para formar y expresar ideas más elaboradas.

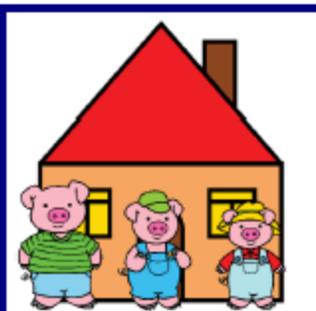
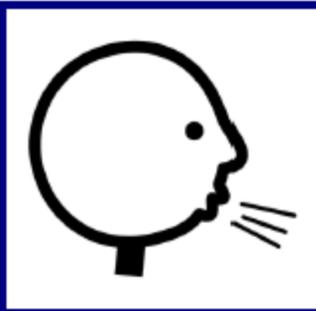


EL RATONCITO PÉREZ



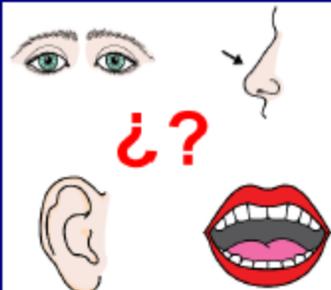


LOS 3 CERDITOS





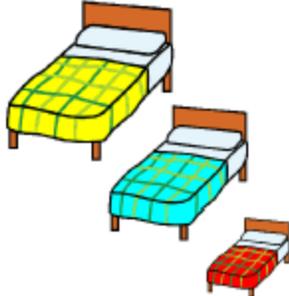
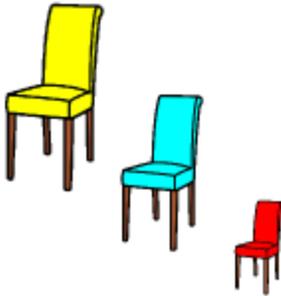
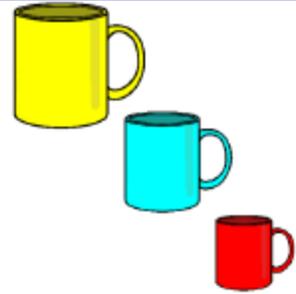
CAPERUCITA ROJA



COLORIN
COLORADO



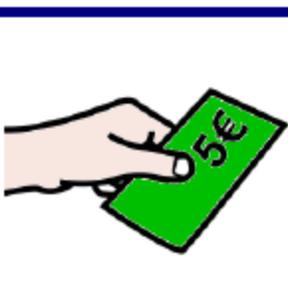
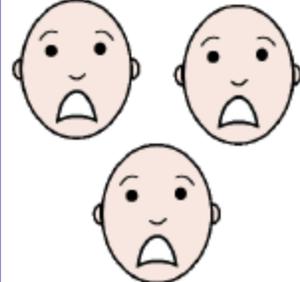
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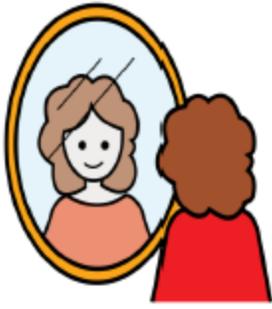


COLORIN
COLORADO

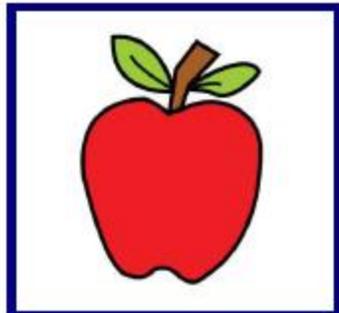
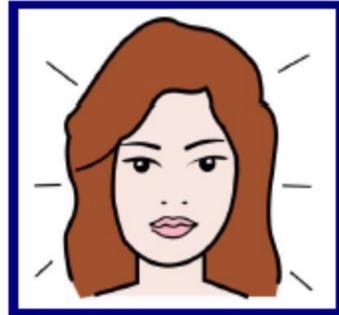
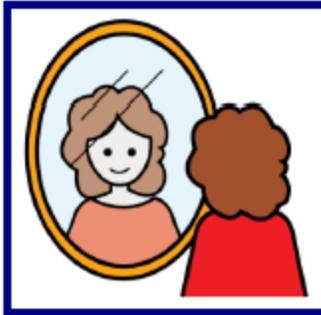
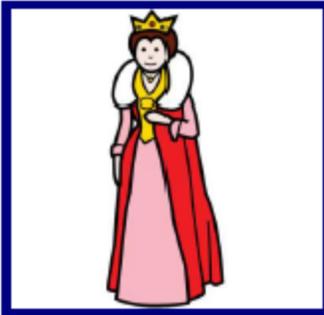


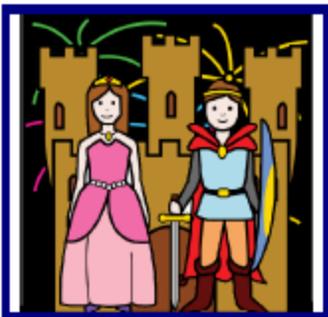
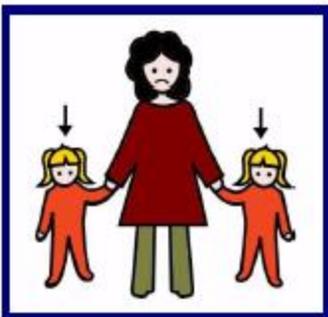
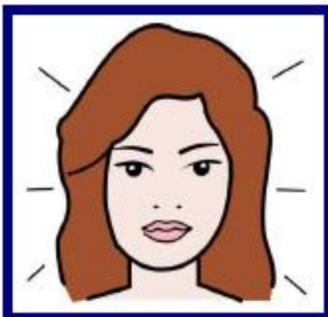
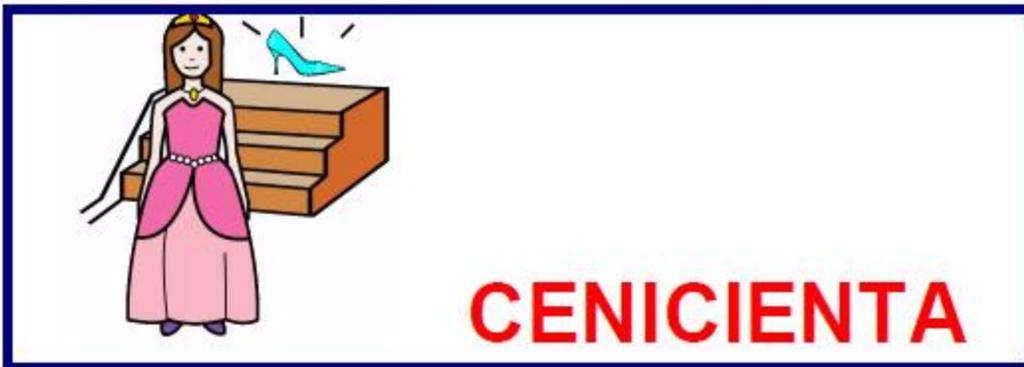
EL FLAUTISTA DE HAMELIN





BLANCANIEVES





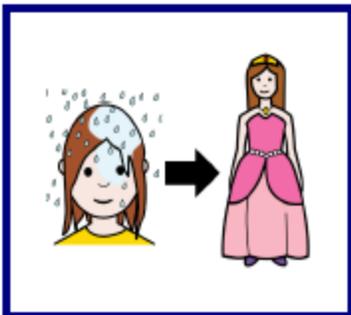
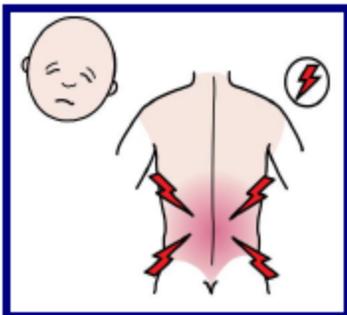
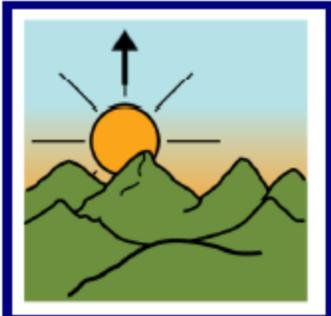
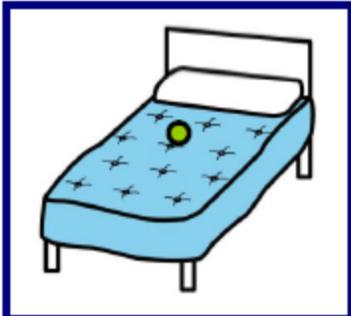
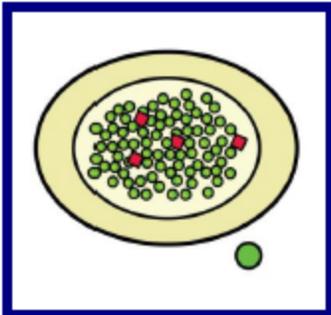
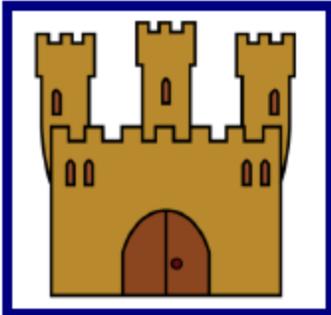


LA CASITA DE CHOCOLATE

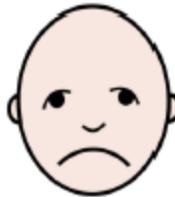
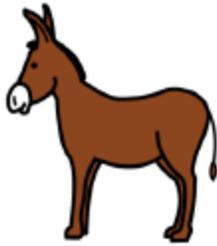
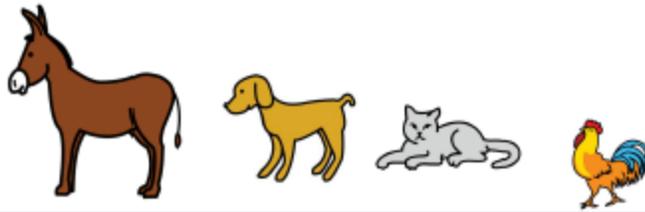




LA PRINCESA Y EL GUISANTE



LOS MÚSICOS DE BREMEN



FIN

2. CSM

Seguimiento de instrucciones

Modelos de plastilina

Instrucciones: Preparen la plastilina/masa con diferentes colores, se debe tapar con un pedazo de papel la respuesta del modelo. El adulto leerá las instrucciones paso a paso al niño, y solicitará que antes de ejecutar la instrucción la repita en voz alta. A medida que avancen en la construcción del modelo, se puede solicitar al niño hacer inferencias sobre lo que podrá ser (¿De qué tiene forma?, ¿qué crees que sea?)

Se debe tapar la respuesta de cada modelo para que el niño no la vea.

Conforme avancen en la actividad, se sugiere incrementar el número de instrucciones.

¿Sabes qué es?

1. Has una bola de plastilina de color rojo. Aplástala un poquito por un lado para que se mantenga sobre la mesa. En el otro lado has una raya en la parte alta que la divida por la mitad.
2. Has una bola de color negro del tamaño de la mitad que la anterior y aplástala también un poco por un lado para que se mantenga sobre la mesa.
3. Pega las 2 bolas, una junto a la otra con la raya de la bola roja en la misma dirección.
4. Has 10 bolitas de color negro que no sean más grandes que media uña del dedo meñique. No tienen porqué ser iguales. Aplasta 8 de ellas entre dos dedos para dejarlas planas. Pega 4 bolitas aplastadas a un lado de la raya y 4 al otro lado (colócalas como quieras).
5. Has 2 bolitas de color blanco como las anteriores. Aplástalas entre dos dedos.
6. Has 2 bolitas negras más pequeñas y pégalas en el centro de las blancas.
7. Has 2 churritos con las bolitas negras que te sobraron.
8. Pega las bolitas blancas que has aplastado en la parte frontal de la bola negra. Una al lado de la otra un poquito separadas. Justo encima coloca los dos churritos de forma perpendicular.

¡UNA CATARINA!

¿Sabes qué es?

1. *Has 3 bolas de plastilina, 2 iguales y una un poco más pequeña (las grandes del tamaño de la mitad del dedo gordo)*
2. *Has 2 bolitas pequeñas de color blanco. Como mucho, del tamaño de la mitad de la uña del dedo meñique. Aplástalas un poco con los dedos para aplanarlas.*
3. *Has 3 bolitas (más pequeñas que las blancas) de color negro y pégalas en el centro de las blancas que has aplastado*
4. *Has 2 bolas nuevas del mismo color que las primeras y del tamaño de la más pequeña. Divide cada una en 3 trozos y has un churro con ellas (no más largo que medio dedo meñique)*
5. *Pega las 3 bolas que has hecho al principio, una detrás de la otra, dejando en medio la bola más pequeña.*
6. *Pega 3 churros a un lado de la bola que ha quedado en medio (perpendiculares a las bolas) y tres en el otro lado.*
7. *Aplasta con los dedos el extremo que queda libre de cada churro.*
8. *Has 2 churros nuevos del mismo color pero la mitad del tamaño de los que tenemos hechos.*
9. *Pega las bolitas blancas que has aplastado en la parte frontal de una de las bolas grandes.*
10. *En la parte de arriba de la misma bola, pega los 2 churros de forma vertical.*

¡UNA HORMIGA!

¿Sabes qué es?

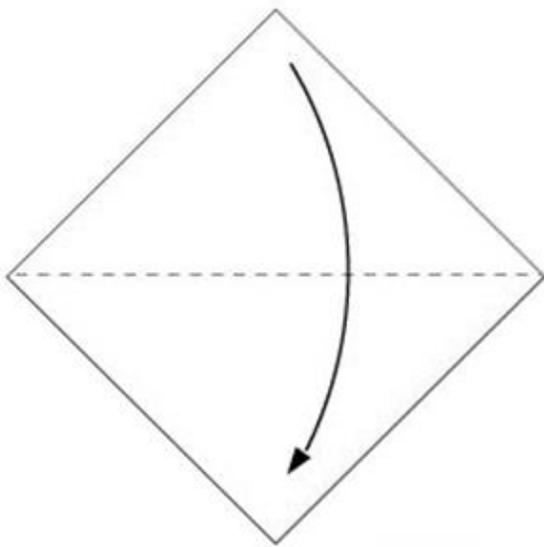
1. Has 1 bola con plastilina de color gris o blanco. Dale forma de papa (el tubérculo, no frita). Que no sea más grande que el dedo índice.
2. Has 2 bolitas de color negro del tamaño de la mitad de la uña del dedo meñique. Aplástalas un poquito con los dedos.
3. Has una bola más como las anteriores, pero déjala sin aplastar.
4. Has 6 bolitas más de color negro. Has churritos con ellas.
5. Has una bola del mismo color que la primera pero que no mida más de 2cm. Has un churro lo más largo que puedas y dale forma de "S".
6. Has 2 bolitas del mismo tamaño que la anterior. Aplástalas un poco entre dos dedos.
7. Has 2 bolitas un poco más pequeñas de color rosa. Aplástalas un poco entre dos dedos (asegúrate de que quedan más pequeñas que las anteriores).
8. Pega las bolitas que has apastado rosas en las que has hecho justo antes, lo más centradas que puedas.
9. Coge la papa, aplástala por un lado un poquito para poder dejarla sobre la mesa.
10. En un extremo de la papa (el más gordo), pega a continuación el churro con forma de "S" de forma que quede apoyado sobre la mesa. En el extremo opuesto pega la bolita negra.
11. Pon 3 churritos negros a la derecha y 3 a la izquierda de la bolita negra.
12. Justo encima pega las 2 bolitas negras que has aplastado una al lado de la otra un poco separadas (Junto con la anterior deben formar un triángulo).
13. Encima de las bolitas negras aplastadas pega lo que falta con la parte rosa mirando hacia donde están los churritos negros

iUN RATÓN!

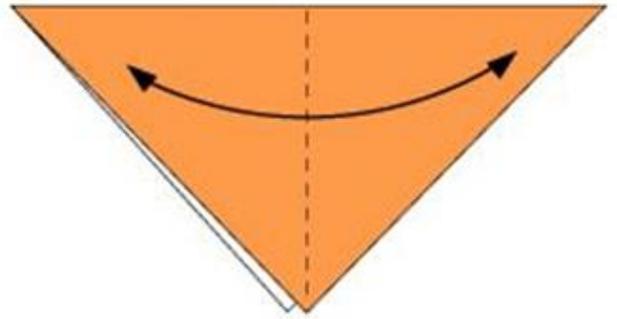
Origami

Instrucciones: Preparar la cantidad de hojas (del color y tamaño solicitado) antes de la actividad con el niño. Se sugiere colocar el instructivo del modelo frente al niño durante la actividad. El adulto irá diciendo las instrucciones paso a paso al niño y solicitará, que antes de ejecutar la instrucción, la repita en voz alta. Conforme avancen en la actividad, se sugiere pedir al niño que interprete las instrucciones y sea él quien las vaya diciendo.

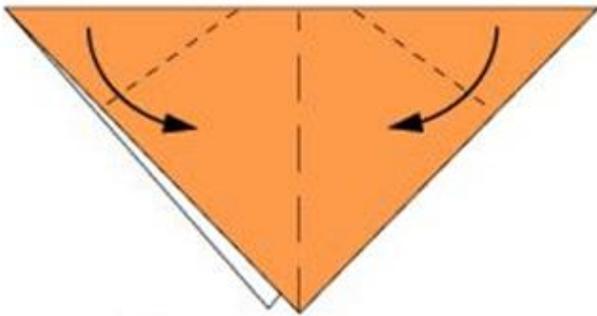
Conforme avancen en la actividad, se sugiere incrementar el número de instrucciones que se dan a la vez.



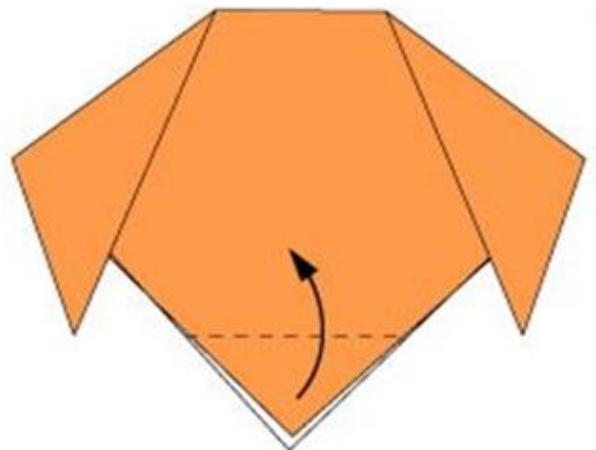
1. Dobra la hoja a la mitad.



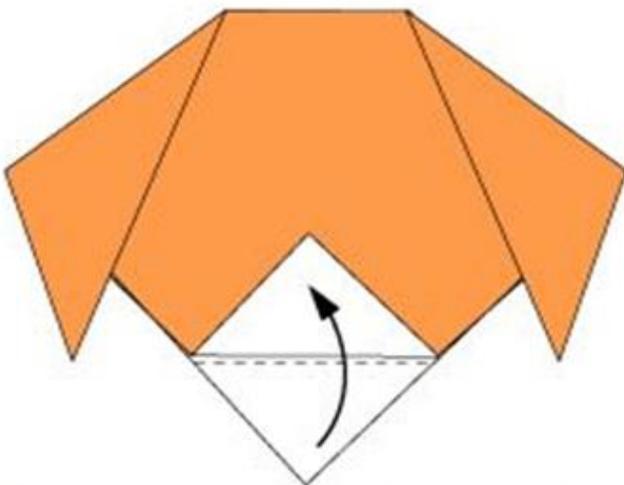
2. Dobra nuevamente a la mitad, uniendo las esquinas.



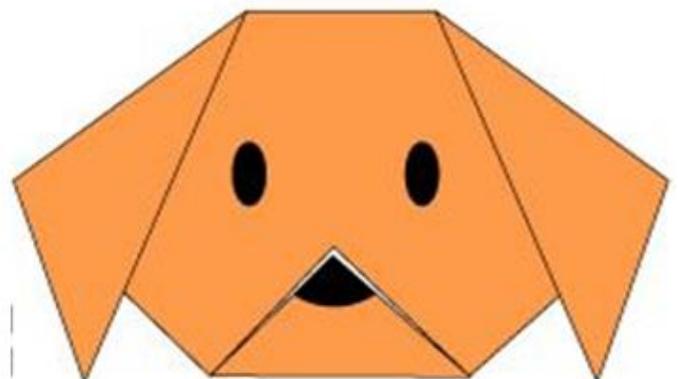
3. Dobra las esquinas superiores hacia el centro, siguiendo las líneas punteadas.



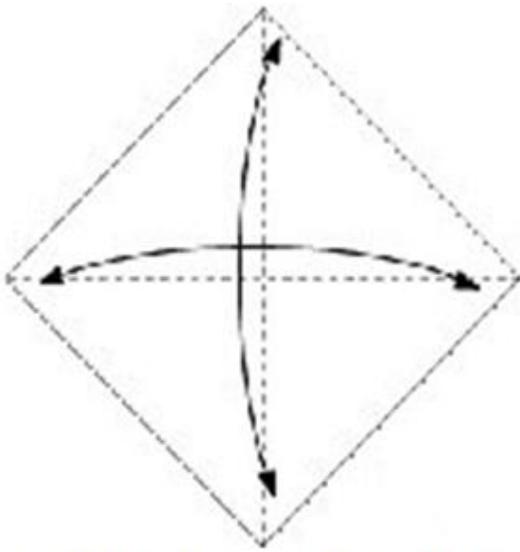
4. Dobra la esquina inferior hacia adentro, siguiendo la línea punteada.



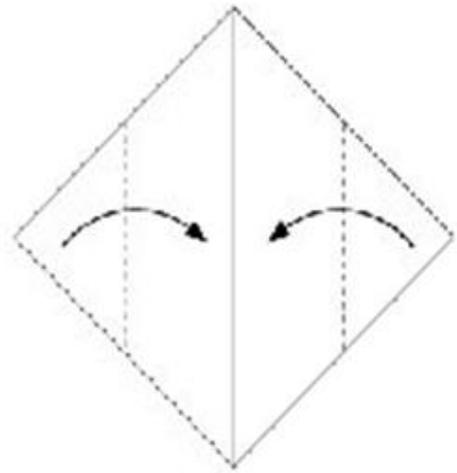
5. Dobra la esquina inferior trasera hacia afuera, siguiendo la línea punteada.



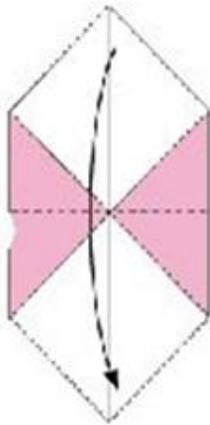
PERRO



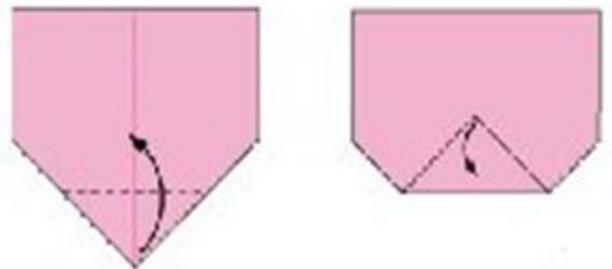
1. Dobra la hoja a la mitad, hacia ambos lados.



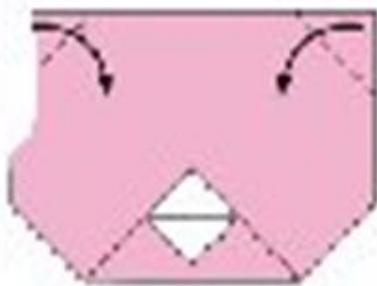
2. Dobra las esquinas de los lados hacia la línea del centro.



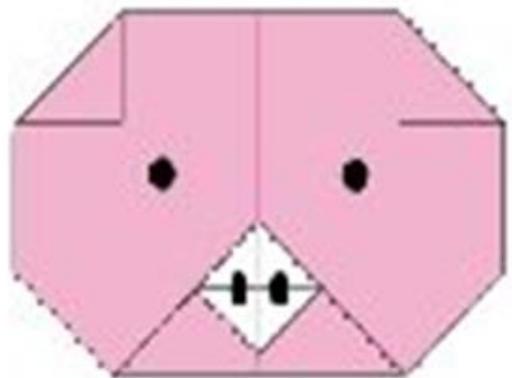
3. Dobra la esquina superior hacia abajo, juntándola con la inferior.



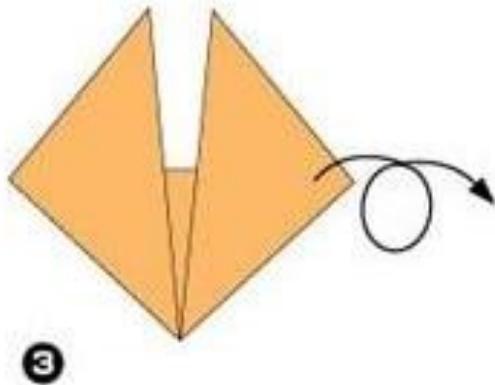
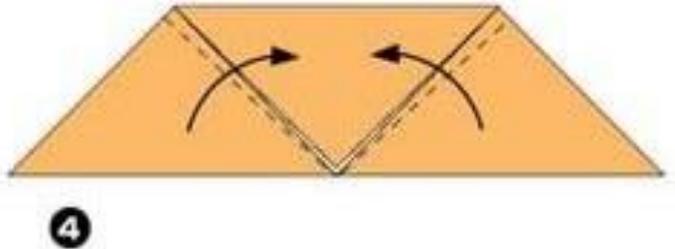
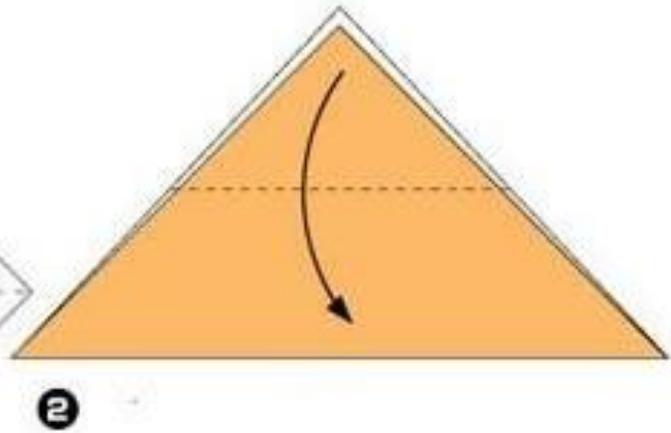
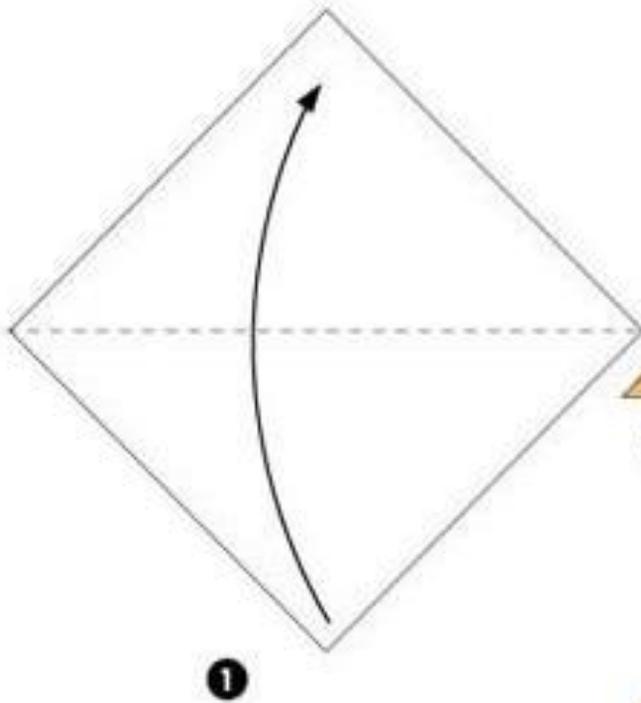
4. Dobra la esquina inferior hacia adentro.



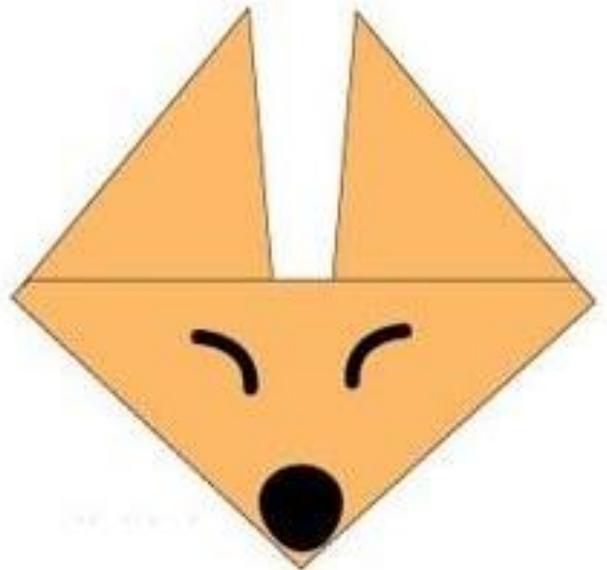
5. Dobra las esquinas superiores hacia adentro, haciendo las orejas.

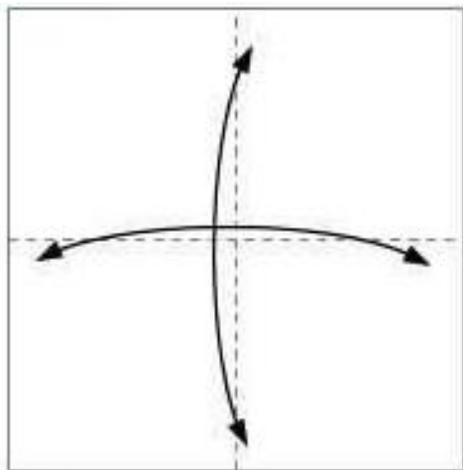


CERDITO

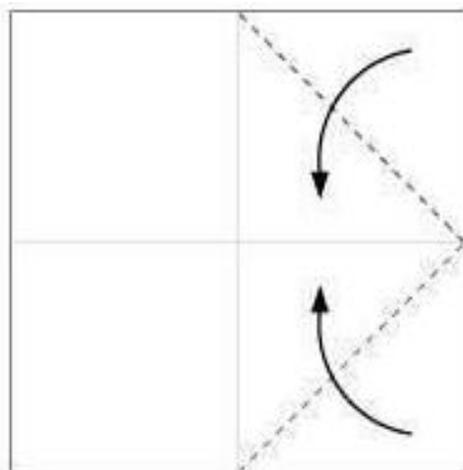


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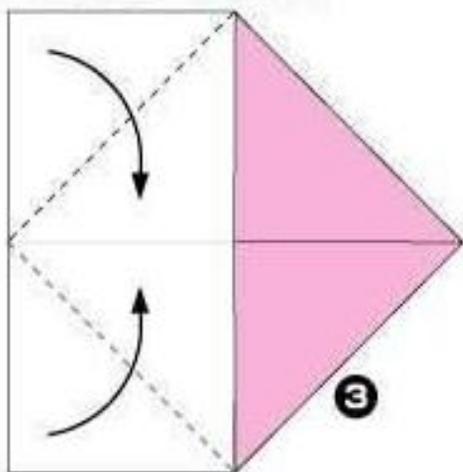




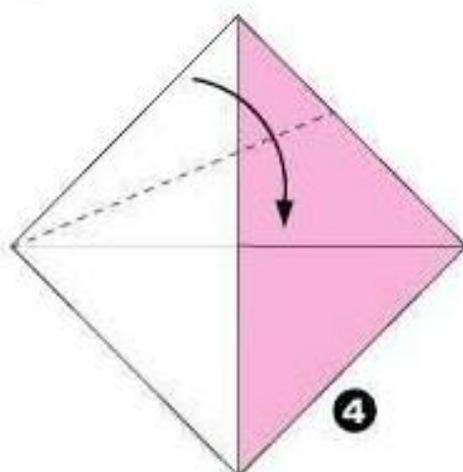
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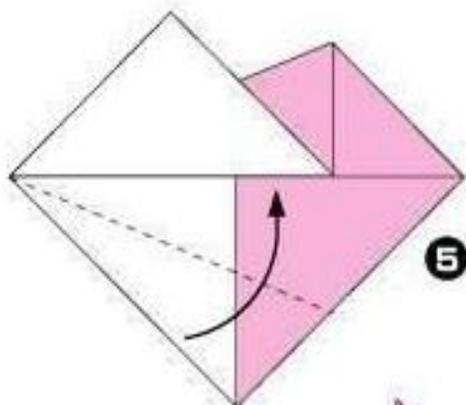
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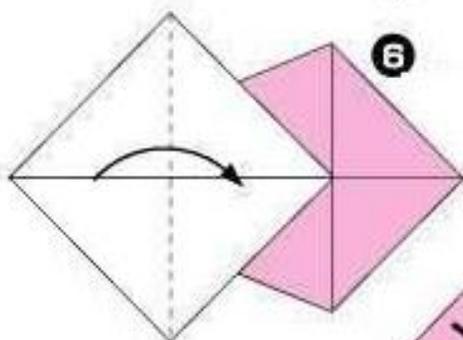
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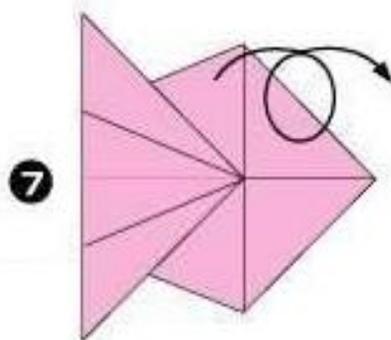
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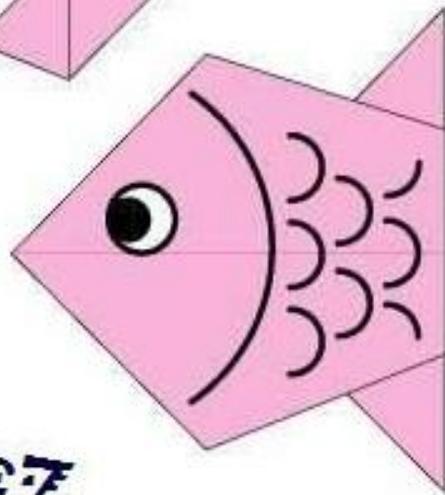
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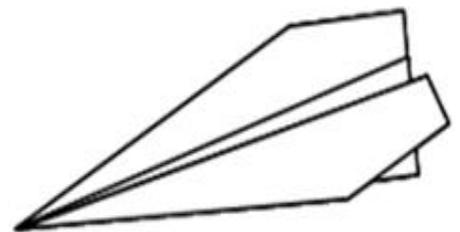
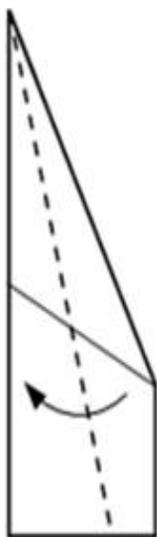
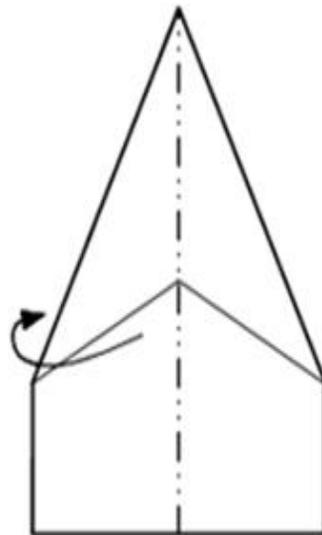
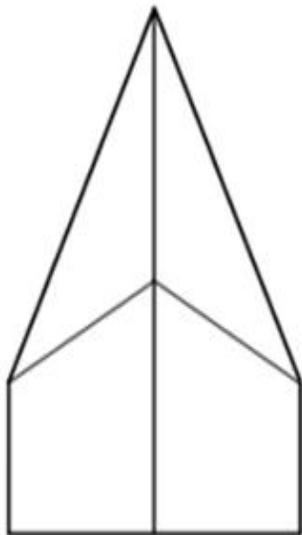
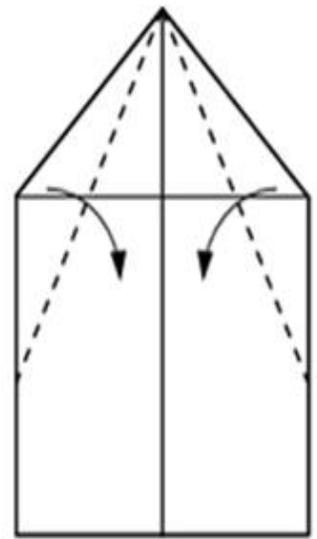
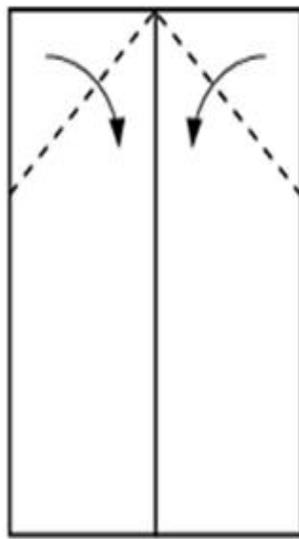
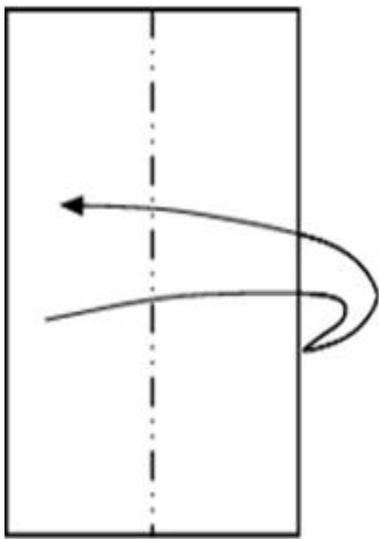
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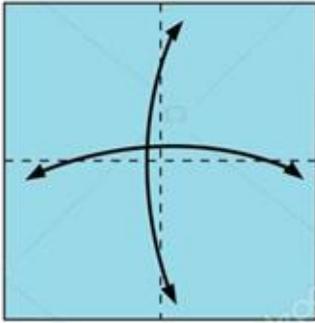


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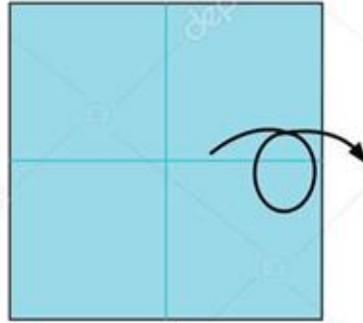


PEZ

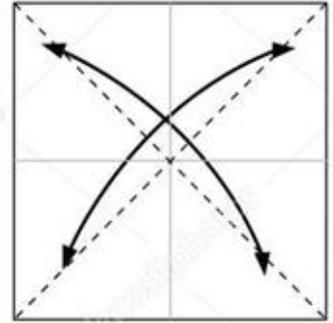




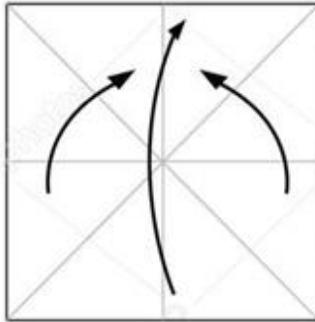
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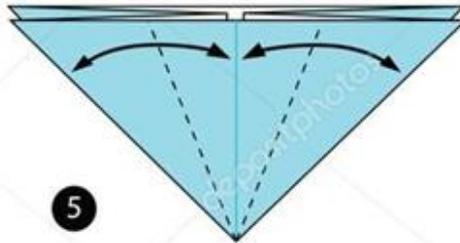
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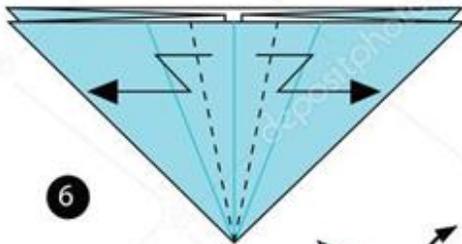
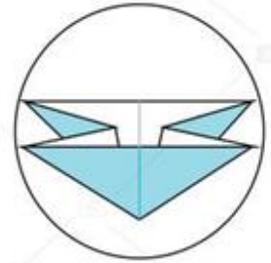
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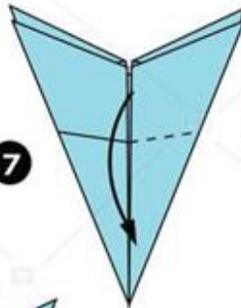
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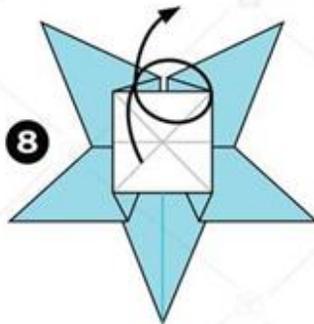
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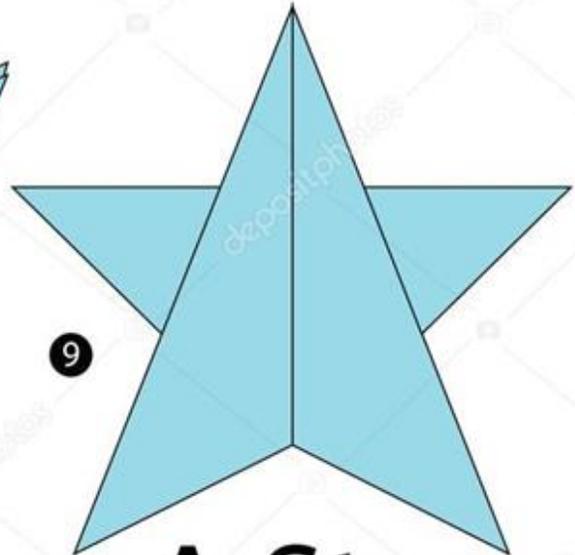
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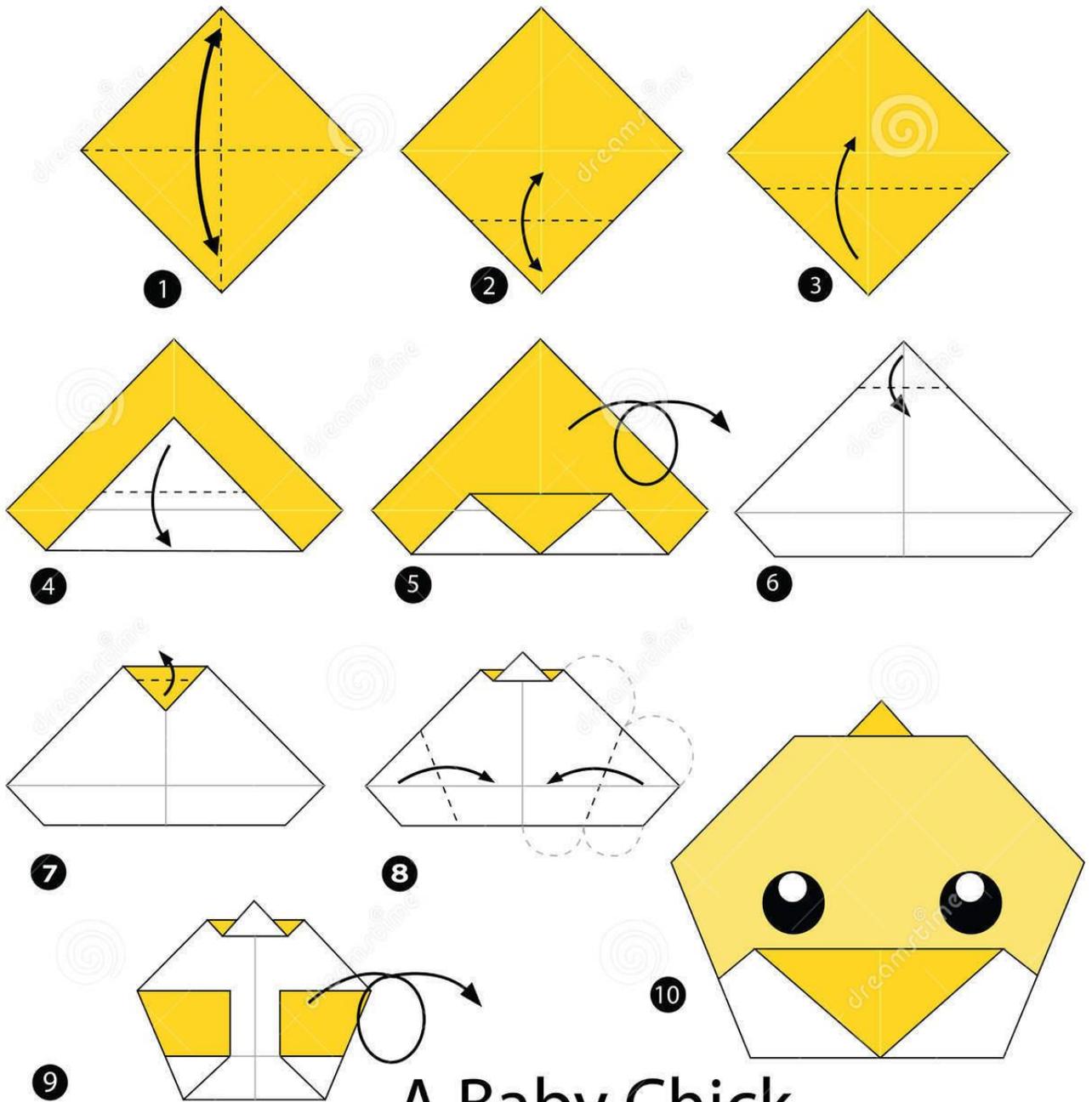


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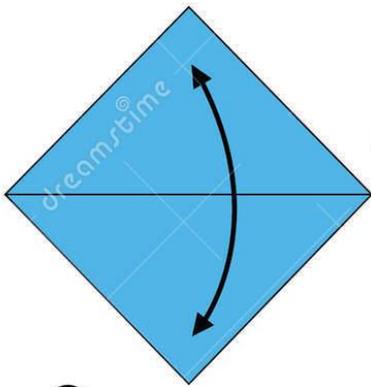


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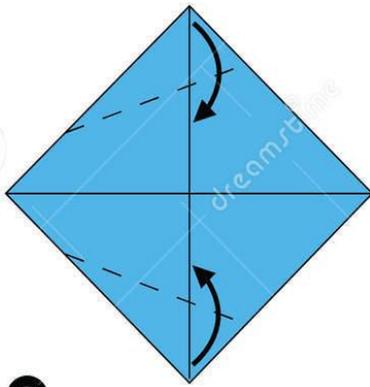
A Star



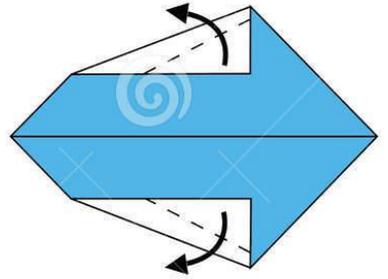
A Baby Chick



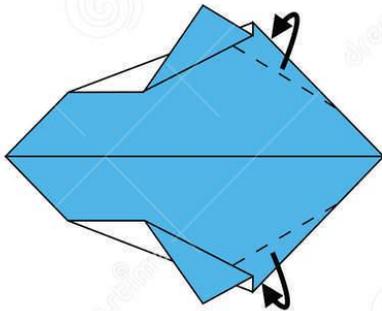
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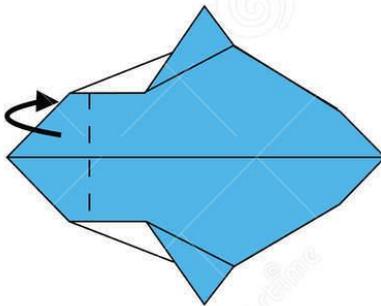
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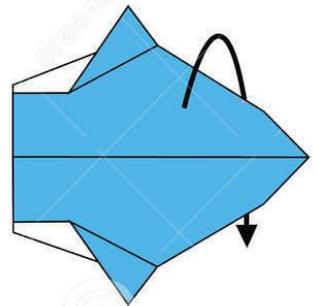
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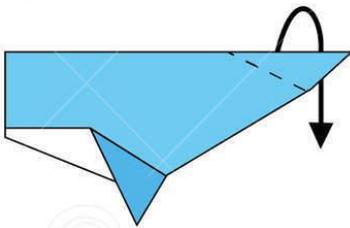
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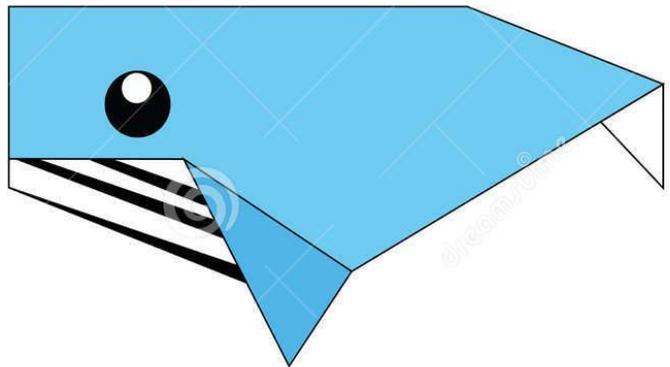
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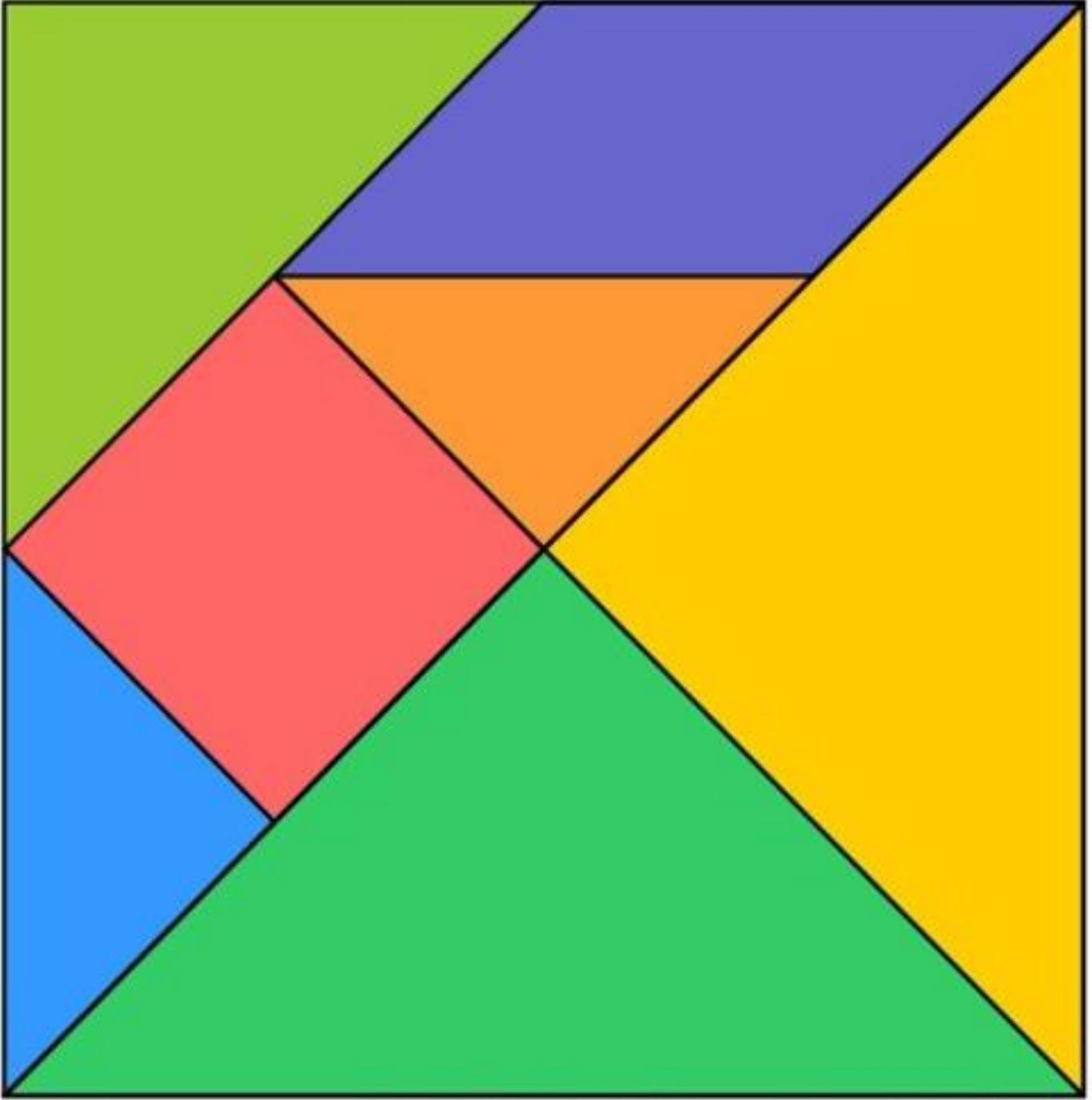
8

A Whale

Tangram

Instrucciones: Recortar las siguientes figuras del tangram, de ser posible imprimirlo en papel opalina gruesa, o pegarlo una vez recortado, sobre cartulina.

Se colocará al niño los modelos a armar y se pedirá que lo haga. Una vez armado el modelo, se solicitará al niño señalar al adulto los pasos a seguir para conseguir armarlo. ¡Pueden crear nuevas figuras y modelos





jirafa



canguro



delfín



garza



buitre



pez



caballo

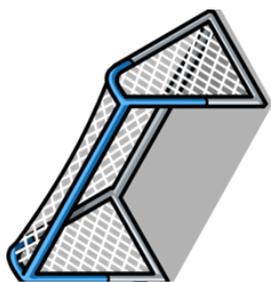
3. CUF

Integración visual

Movimientos sacádicos

Instrucciones: Presentar las láminas frente al niño, se sugiere que el niño esté de pie y colocar la lámina a la altura de su cara, o bien, sentado en posición erguida, colocando la lámina también a la altura de su cara. Indicar que únicamente moverán los ojos, sin mover la cabeza. Dar la instrucción de acuerdo a la lámina seleccionada

- Lámina 1 y 2: Solicitar al niño que cuando usted nombre una figura voltee a verla, moviendo únicamente los ojos. Diga el nombre de las figuras aleatoriamente.
- Lámina 3, 4, 5 y 6: Solicitar al niño nombrar los colores/figuras uno a uno, yendo de izquierda a derecha y de arriba a abajo; se puede cambiar la dirección del rastreo en ejercicios posteriores. Verificar que el niño mueve únicamente los ojos, sin mover la cabeza.





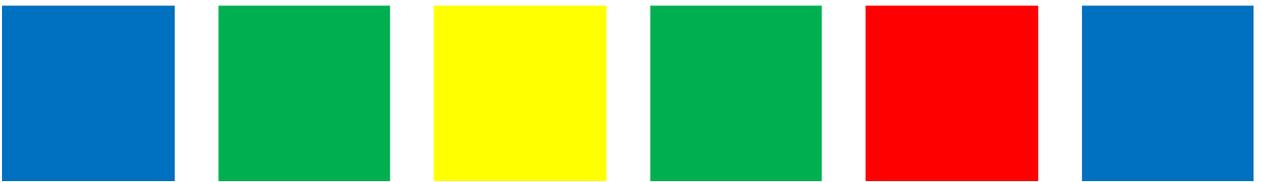
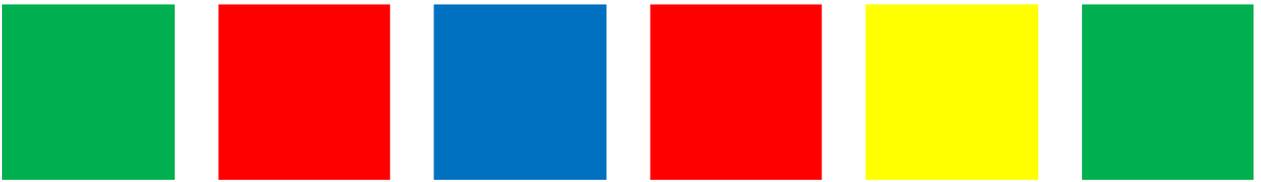
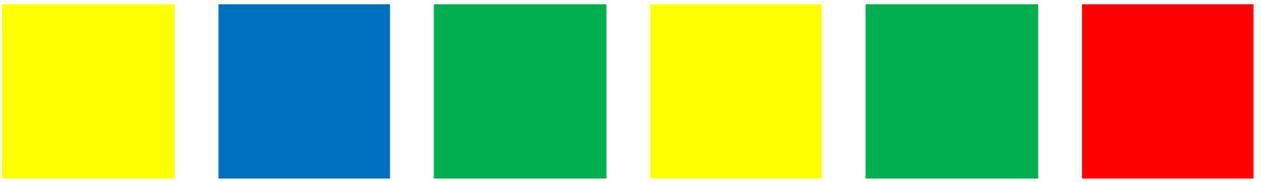
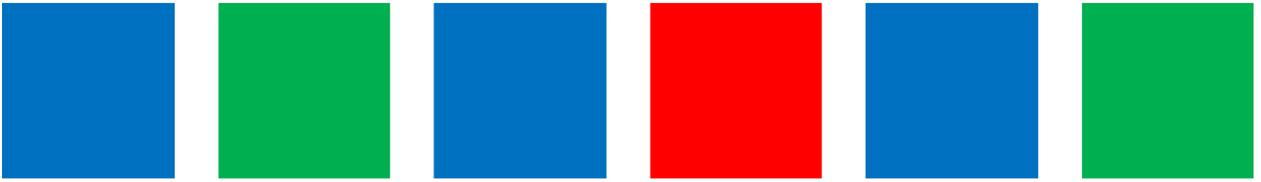
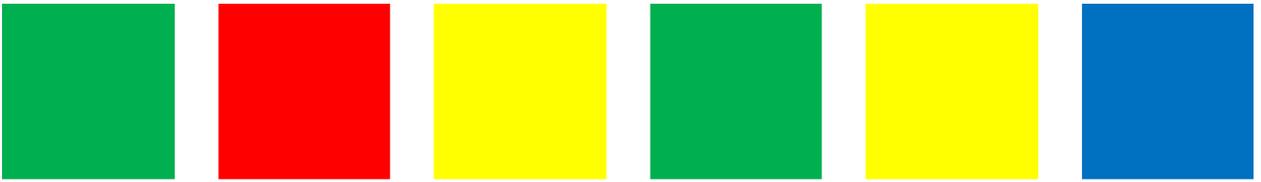


Lámina 3

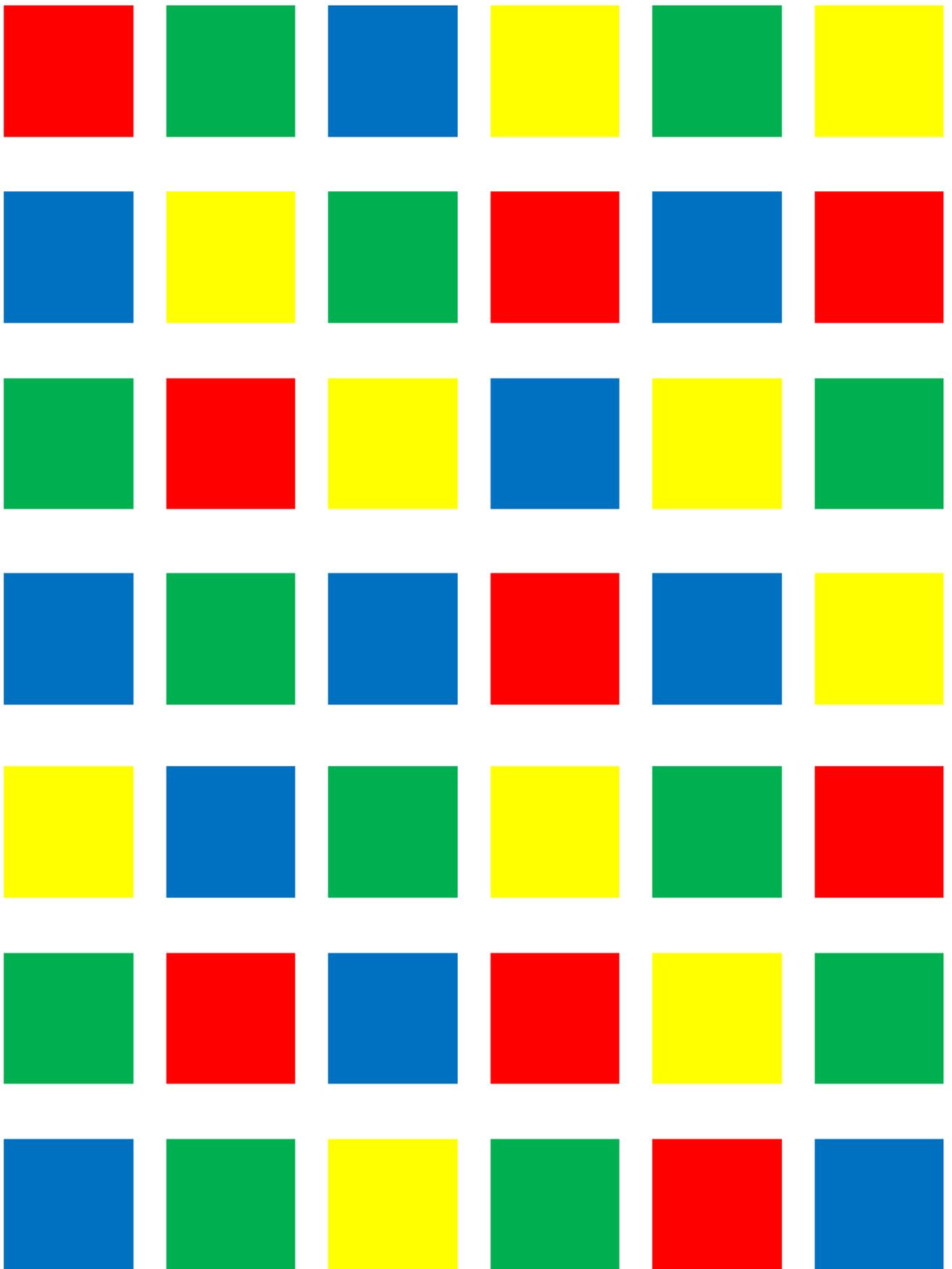
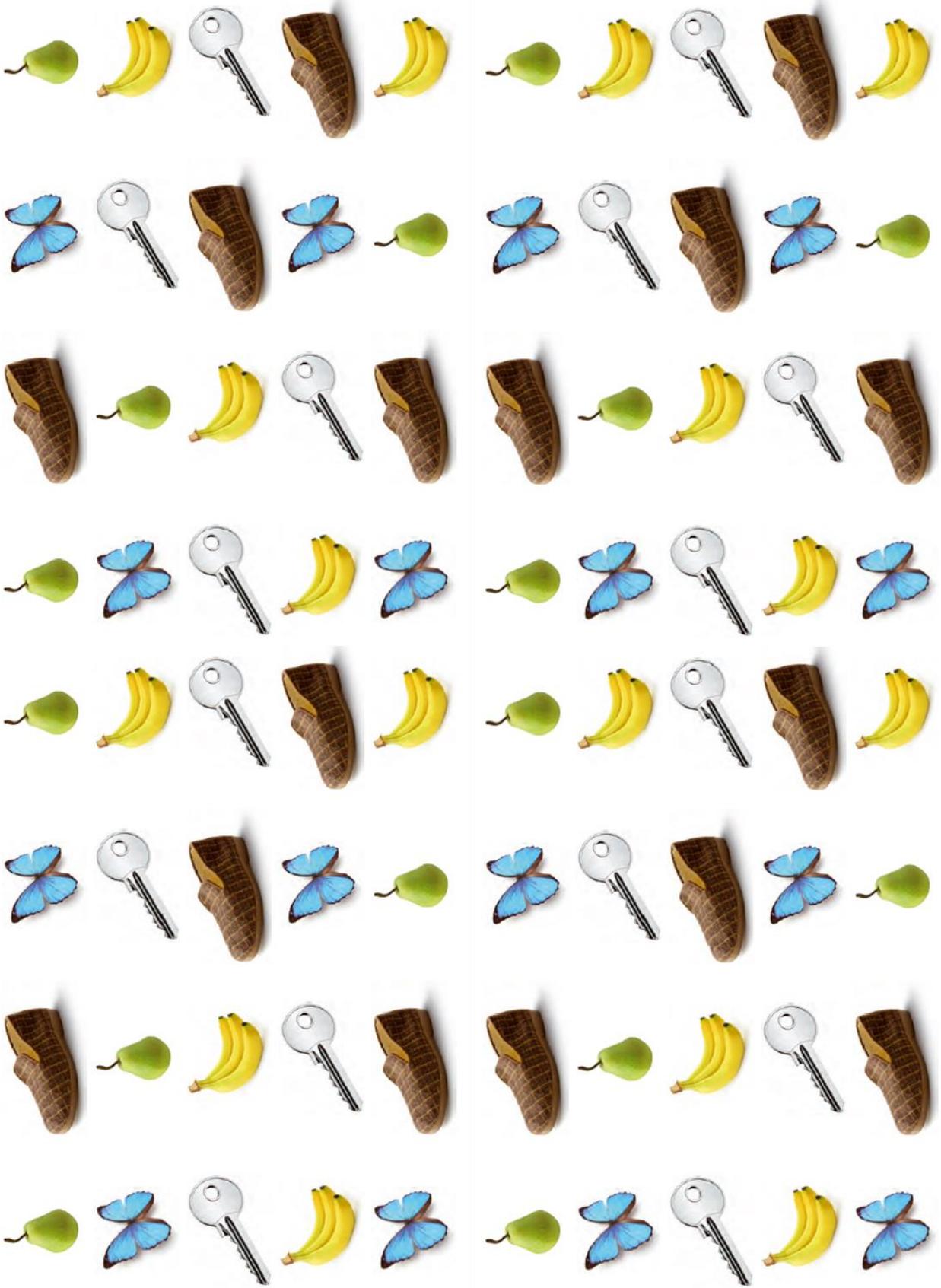


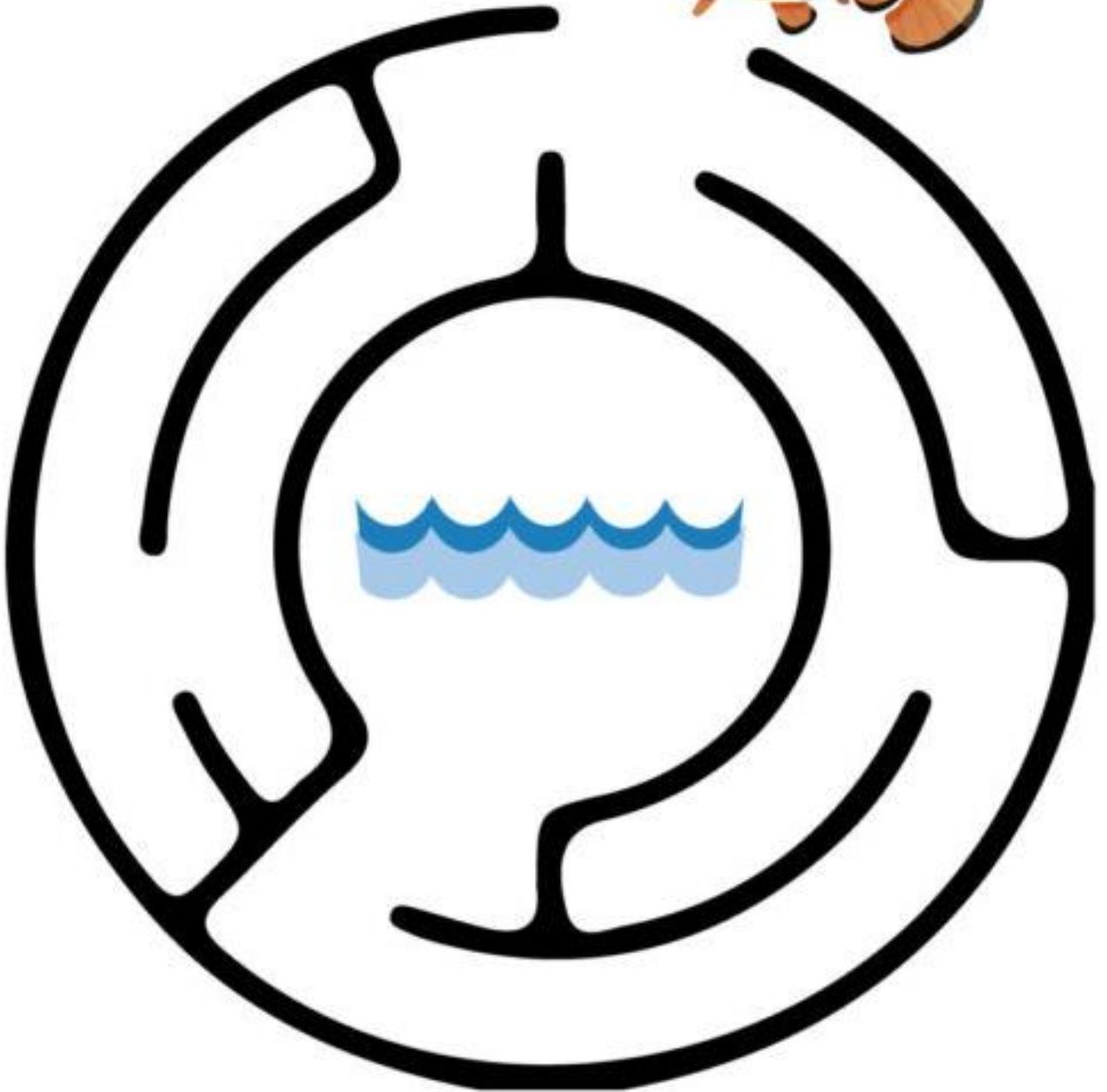
Lámina 4

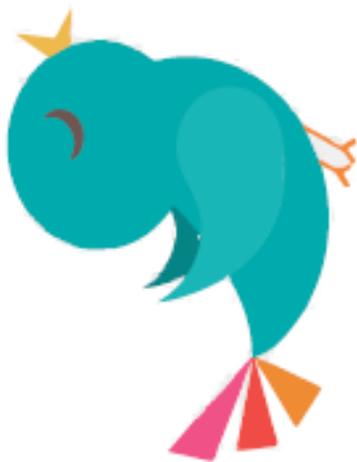




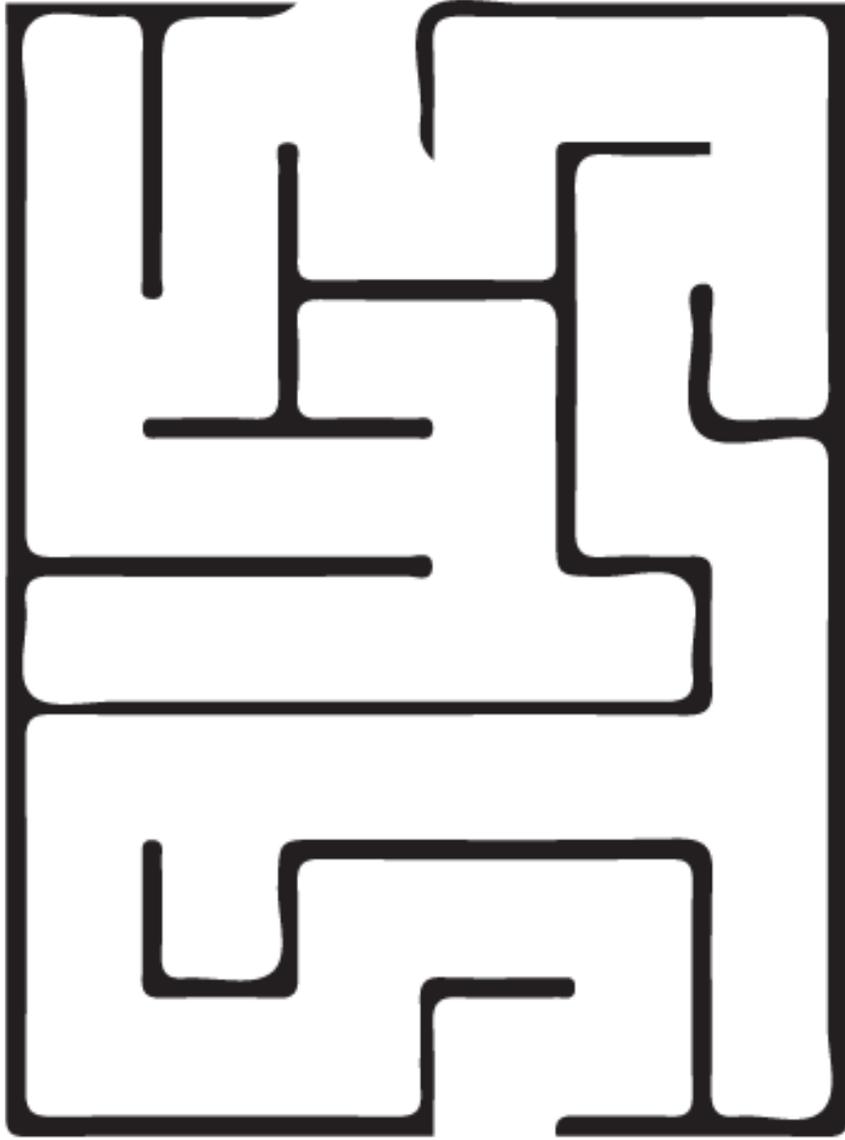
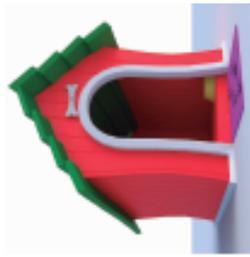
Laberintos

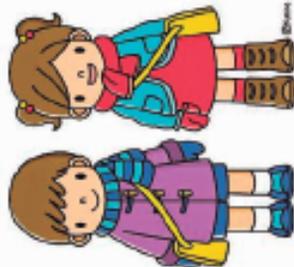
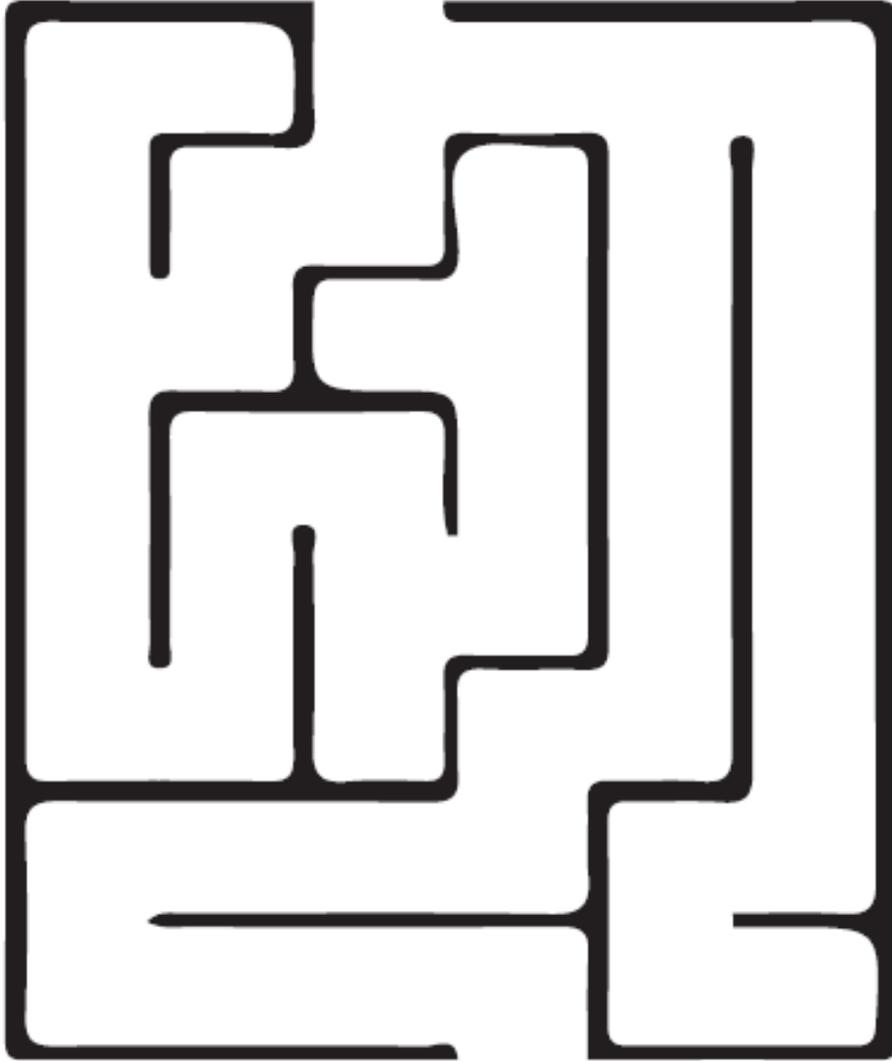
Instrucciones: Presentar el laberinto al niño. Solicitar que, antes de resolverlo con lápiz o color, encuentre el camino, únicamente moviendo sus ojos para ello. Una vez que haya encontrado el camino con los ojos, solicitar que lo repase con su dedo índice, siguiendo el movimiento de su dedo con los ojos. Finalmente, pedir que con un color de su elección señale el camino correcto.

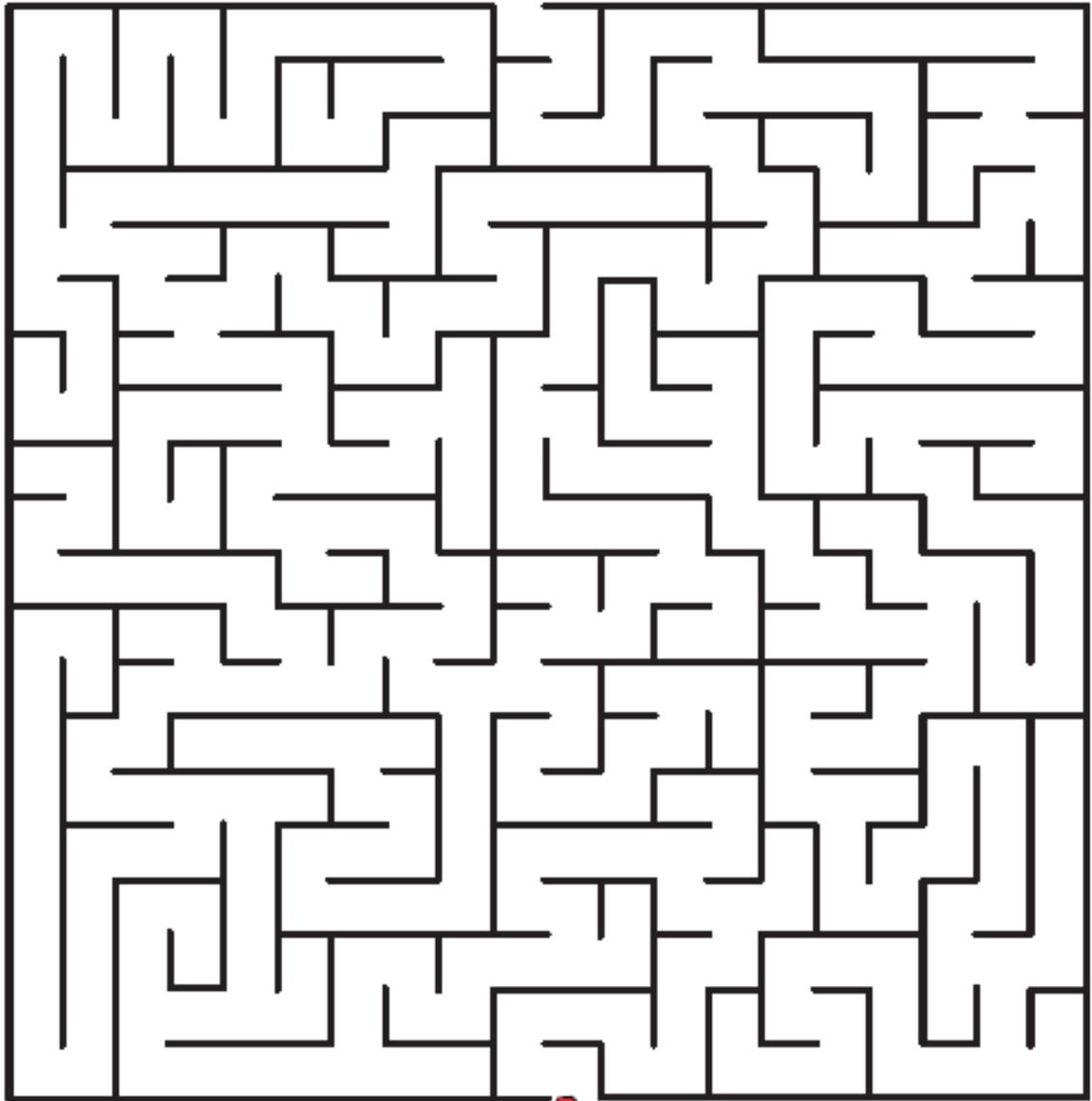










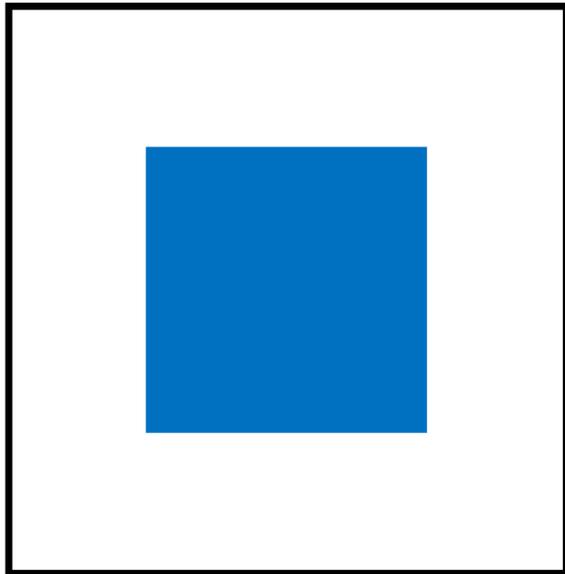
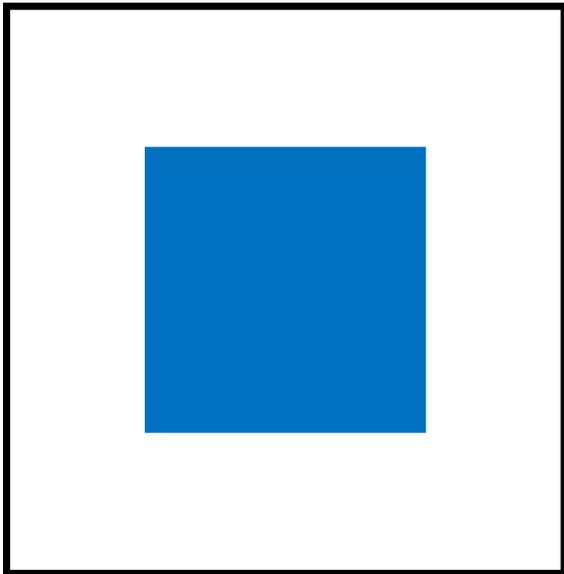
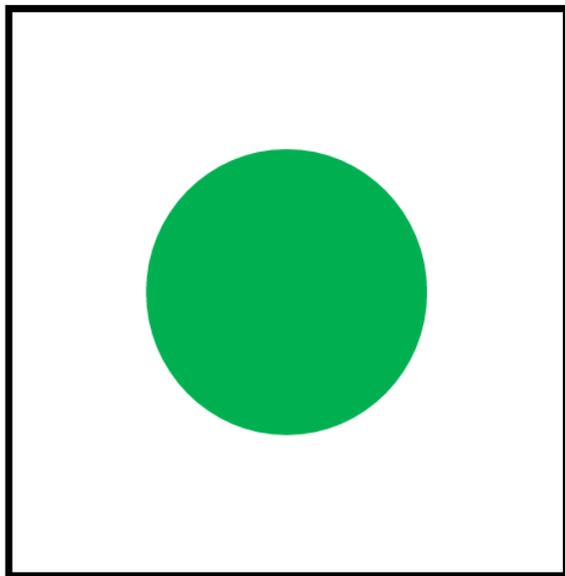
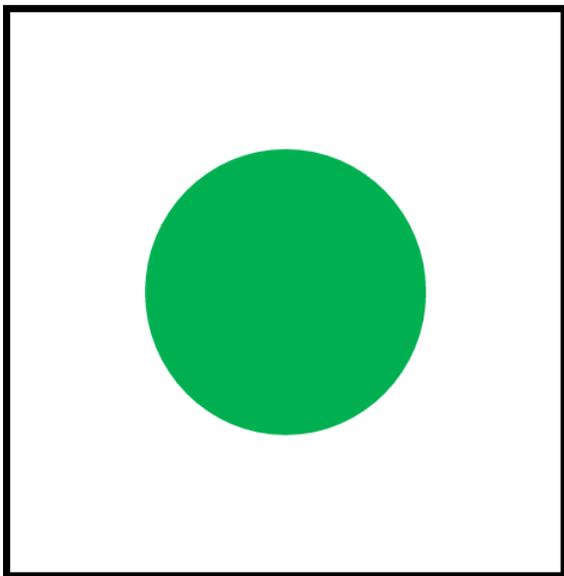
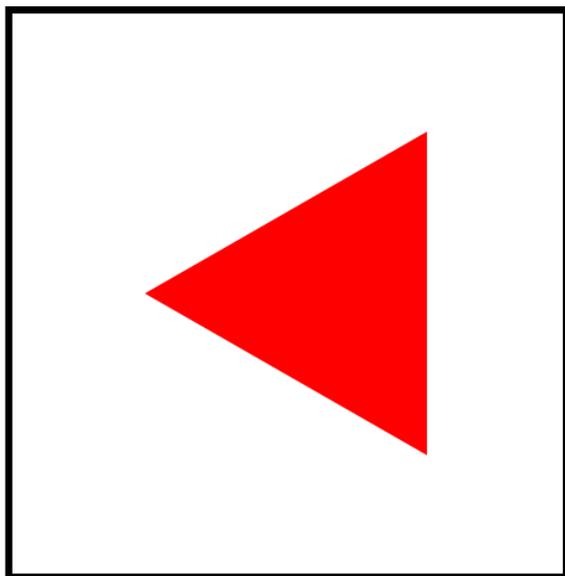
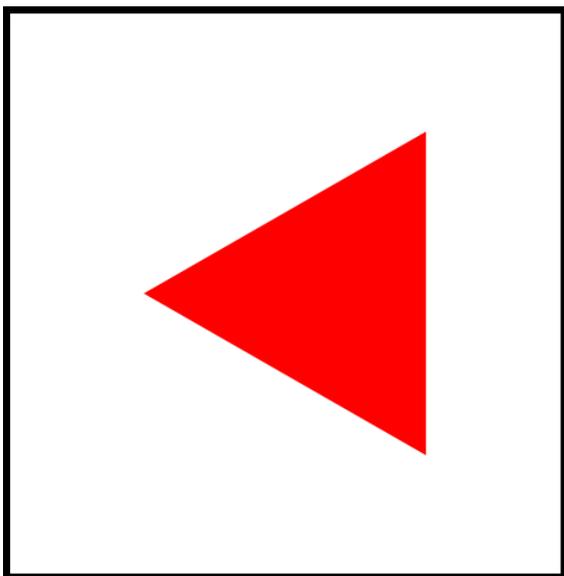


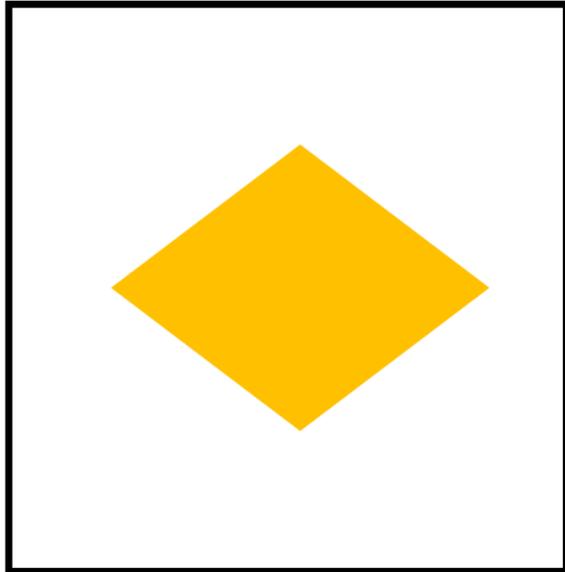
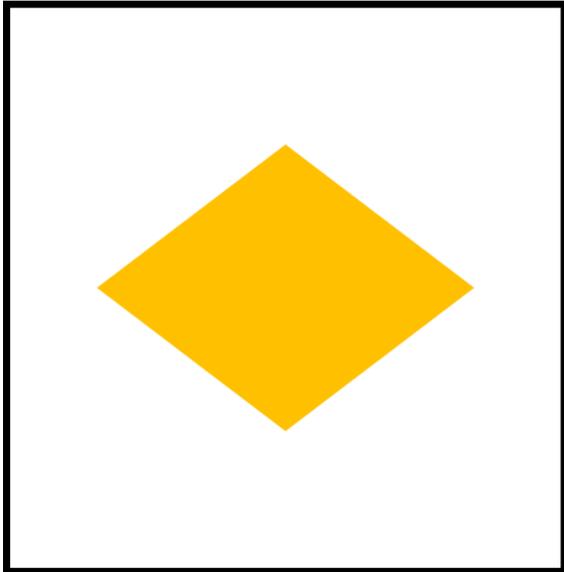
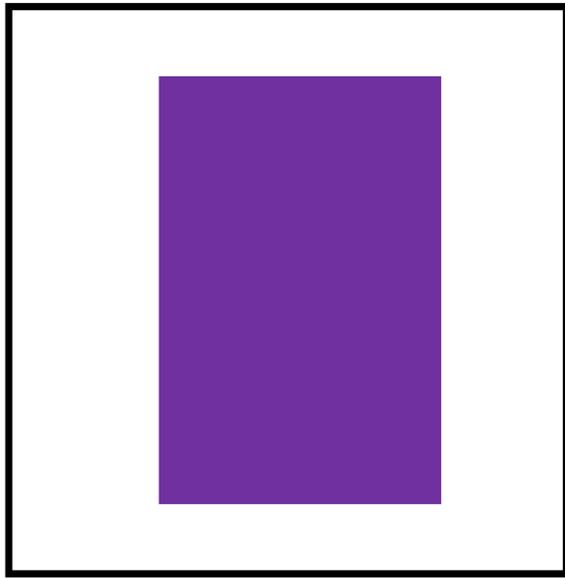
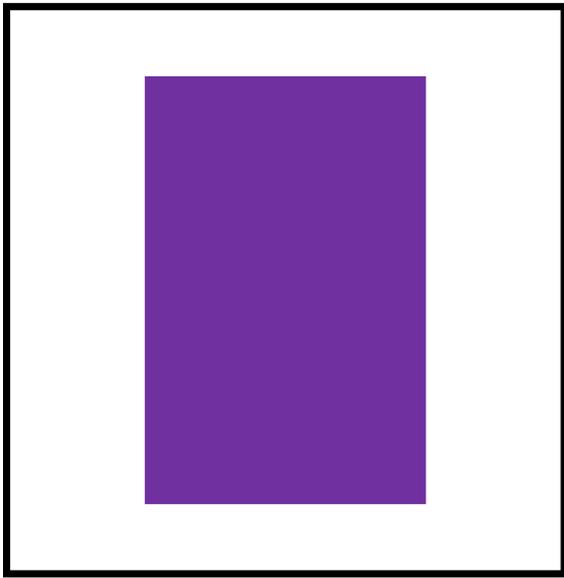
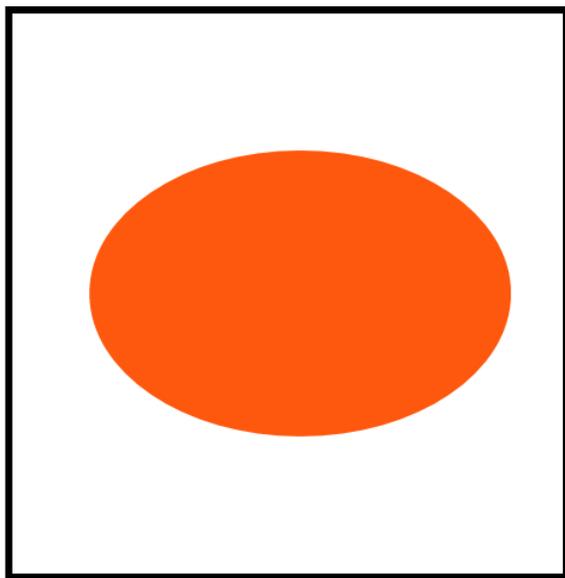
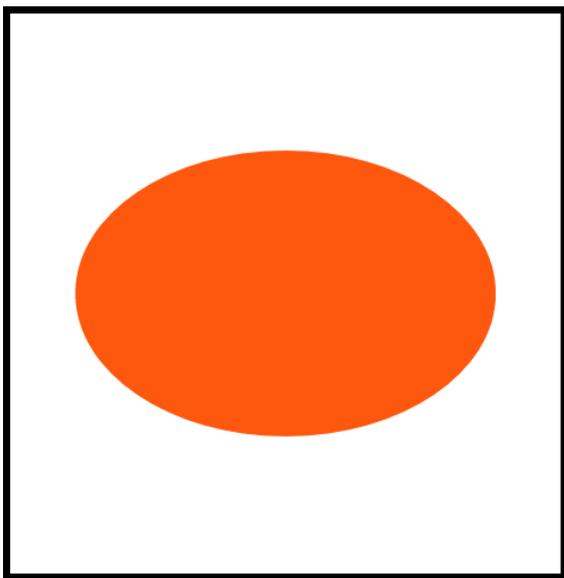
Memorama

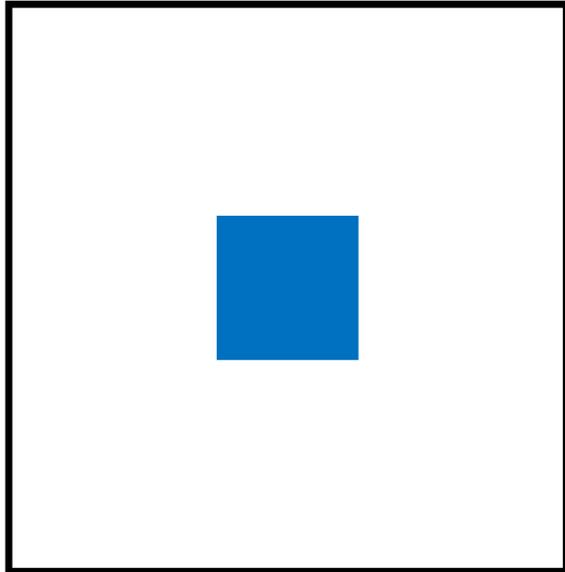
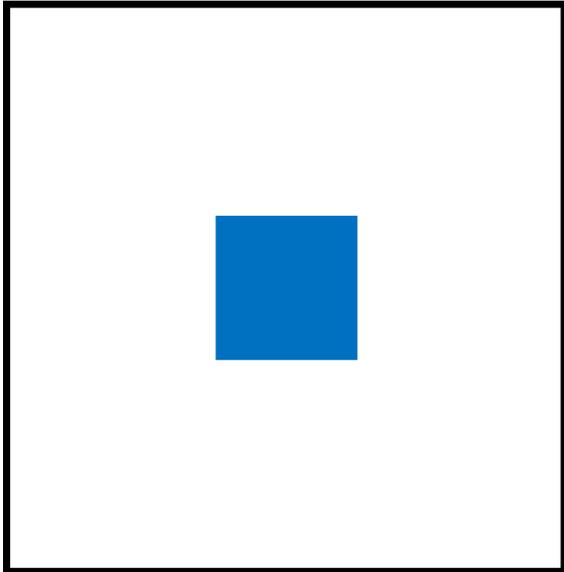
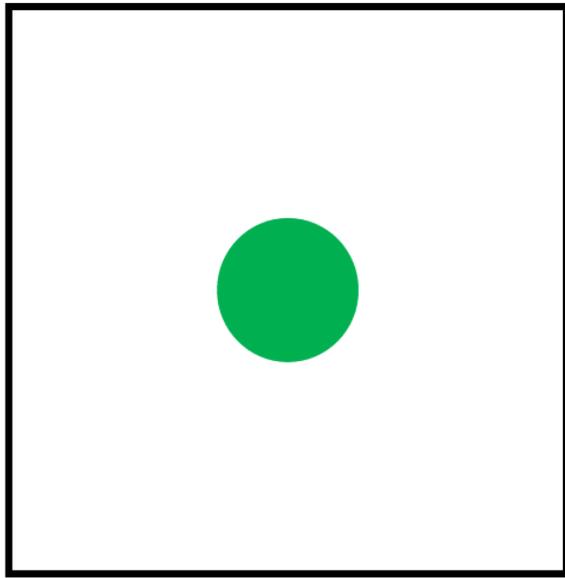
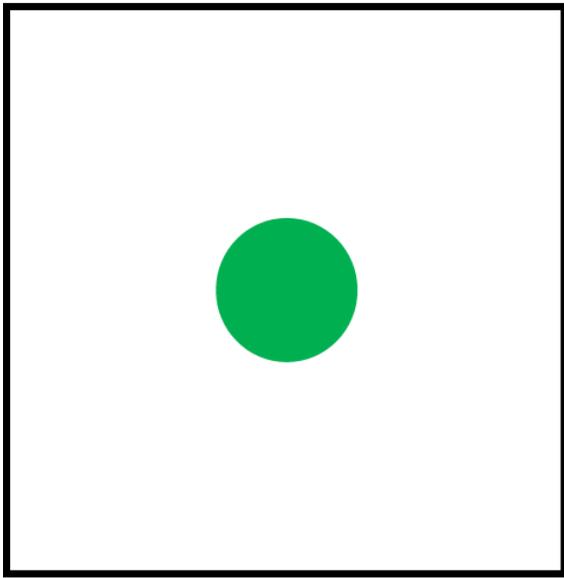
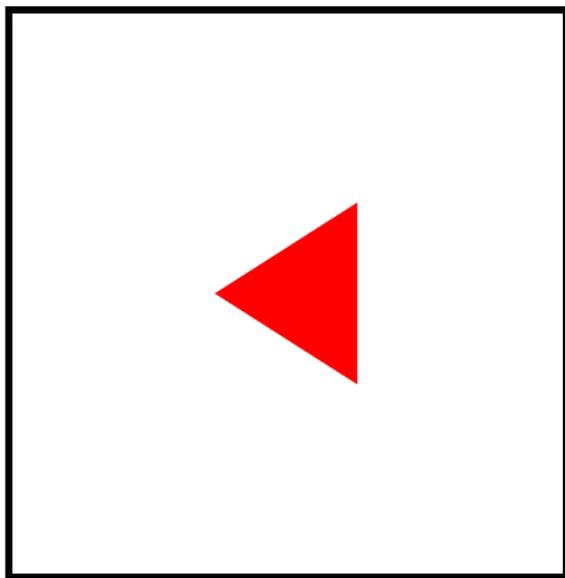
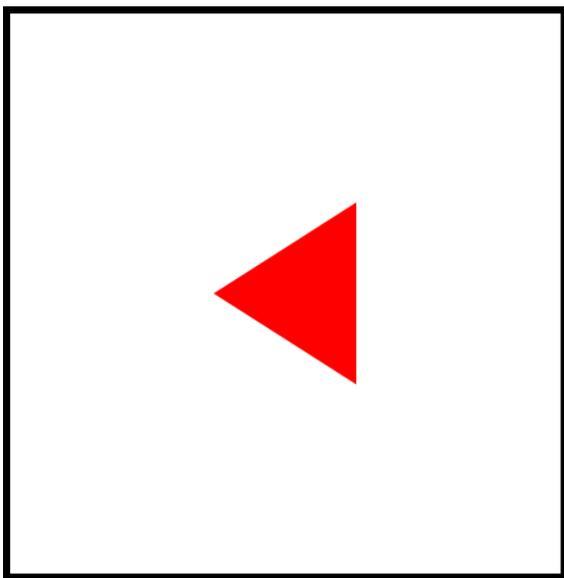
Instrucciones: Recortar las tarjetas del memorama, de ser posible imprimirlas en papel opalina gruesa, o pegarlas una vez recortadas, sobre cartulina.

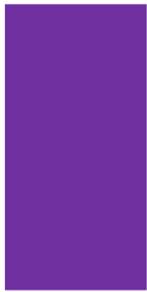
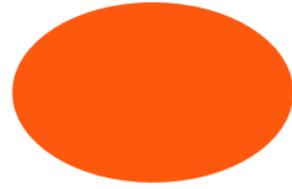
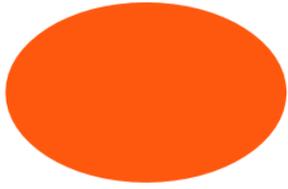
Se mostrarán al niño los pares, se revolverán y se acomodarán boca abajo. Por turnos, cada jugador irá volteando dos tarjetas para armar los pares.

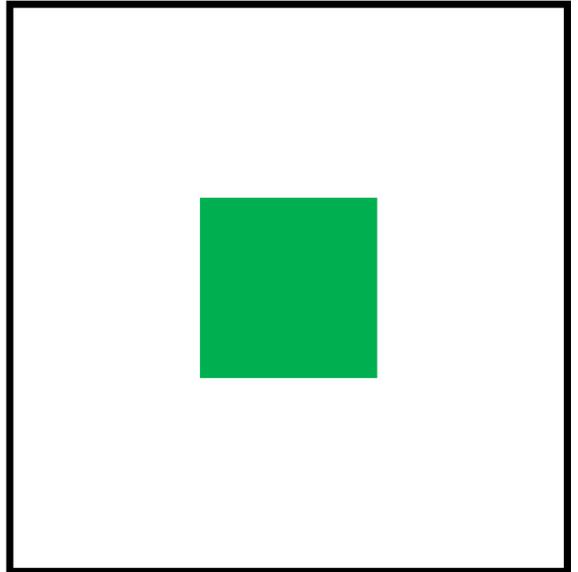
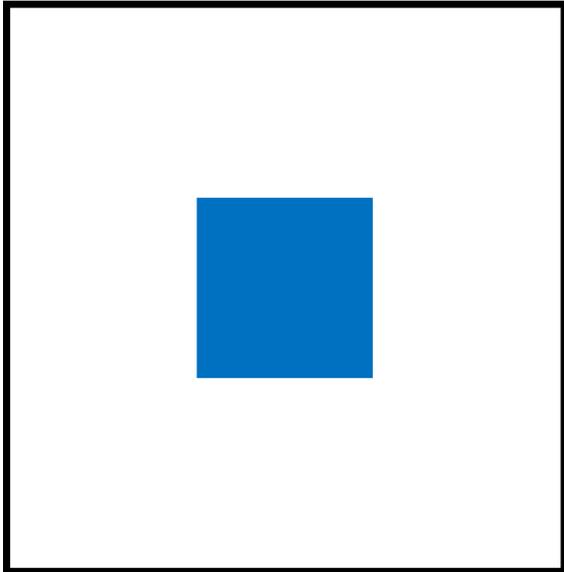
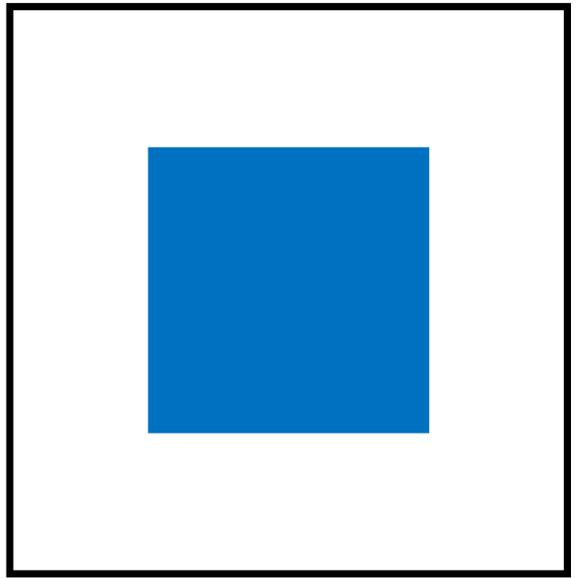
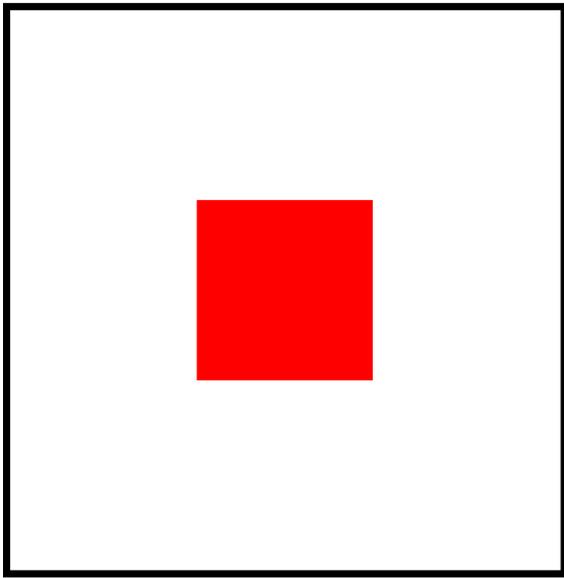
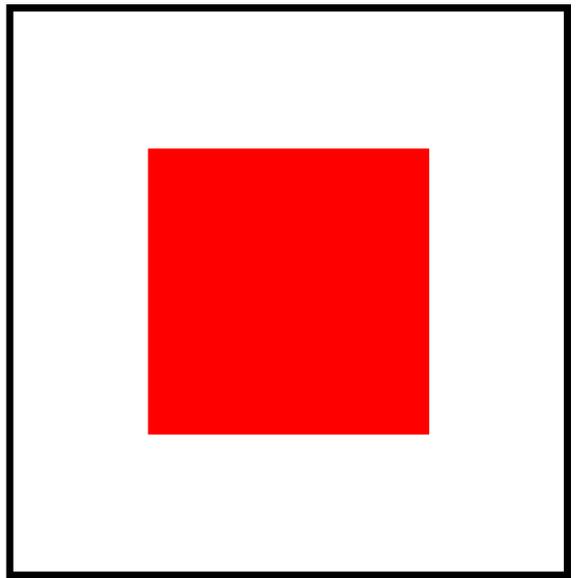
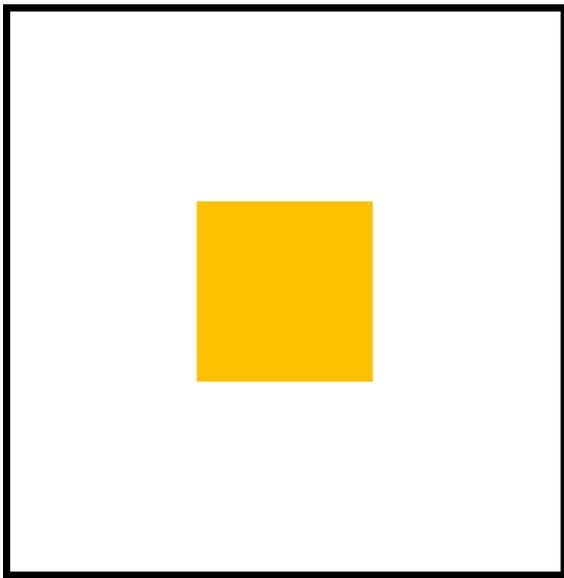
Se sugiere iniciar con 4-6 pares (especialmente con niños de preescolar I o 4 años), e ir incrementando el número de pares para crear mayor reto en el niño. Asimismo, se sugiere emplear nuevos criterios que aumenten la complejidad del memorama (ej: cuadrado grande azul- cuadrado chico azul, vocales mayúsculas- vocales minúsculas, etc.)

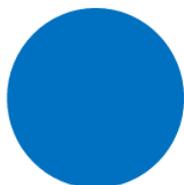
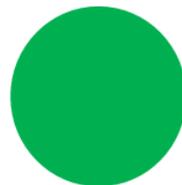
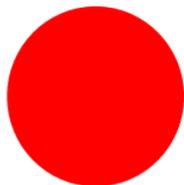


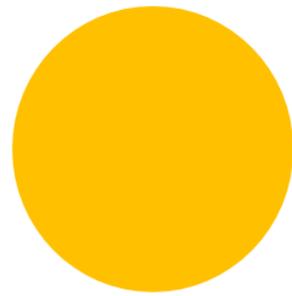
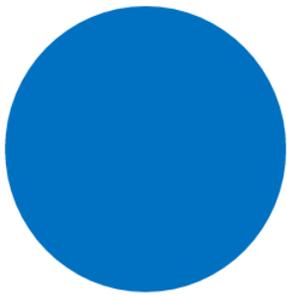
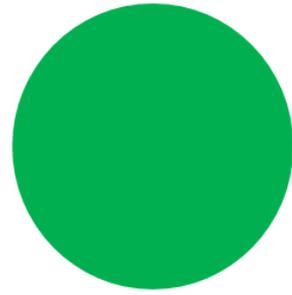
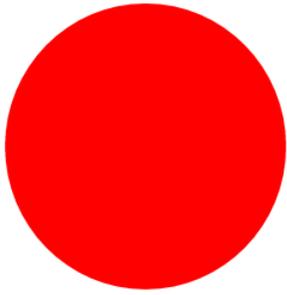


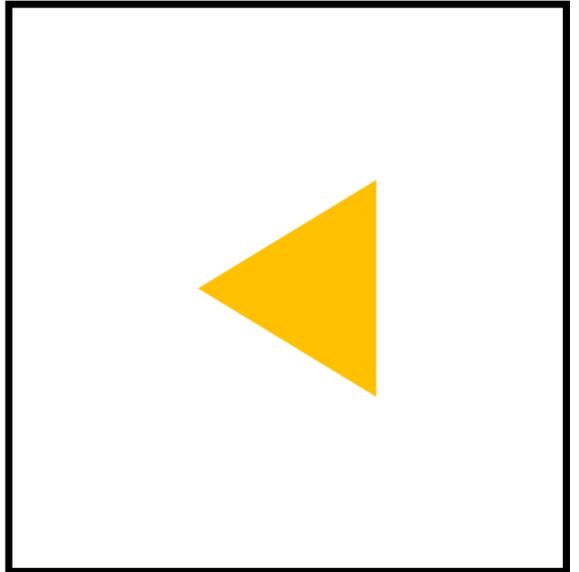
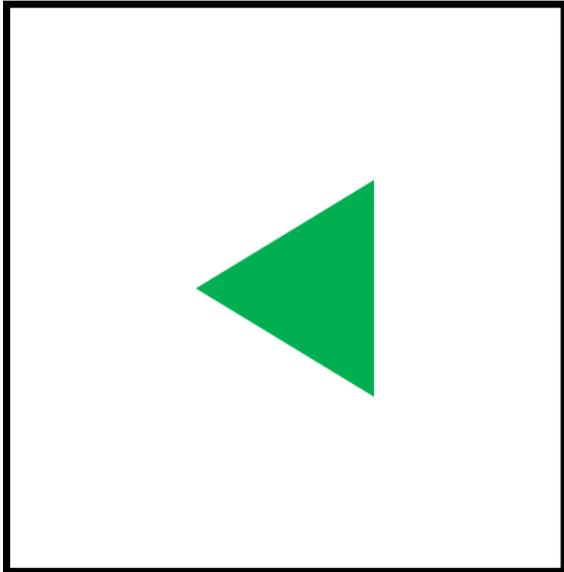
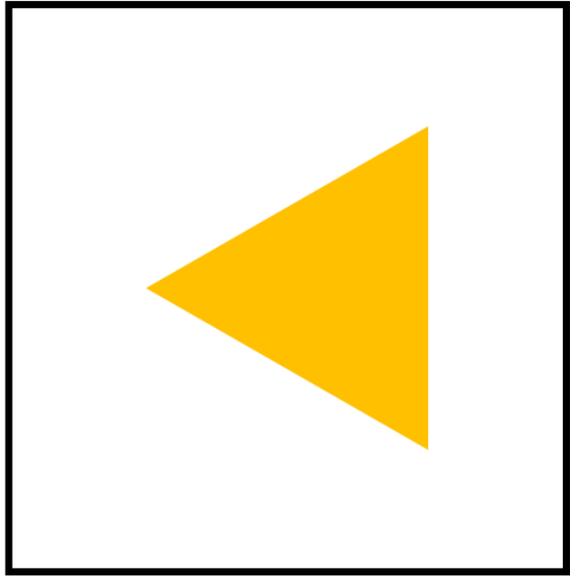
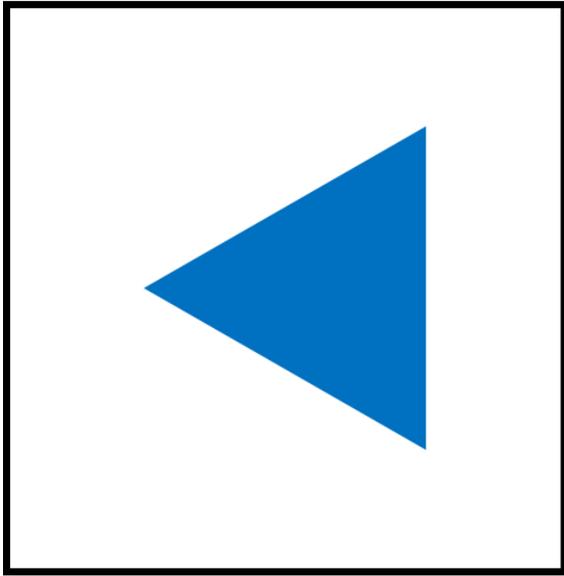
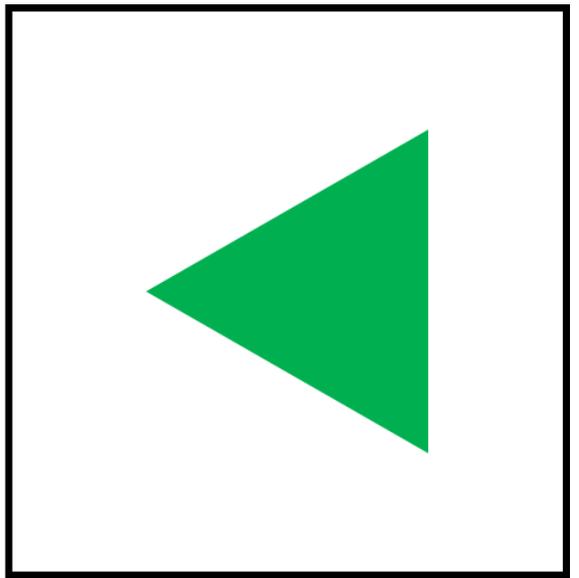
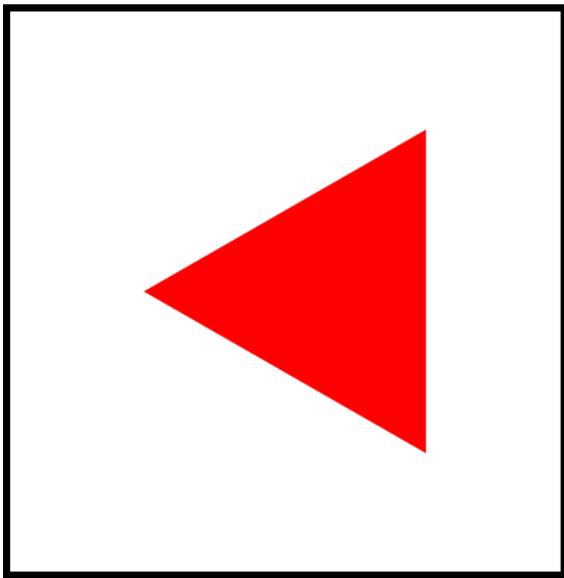


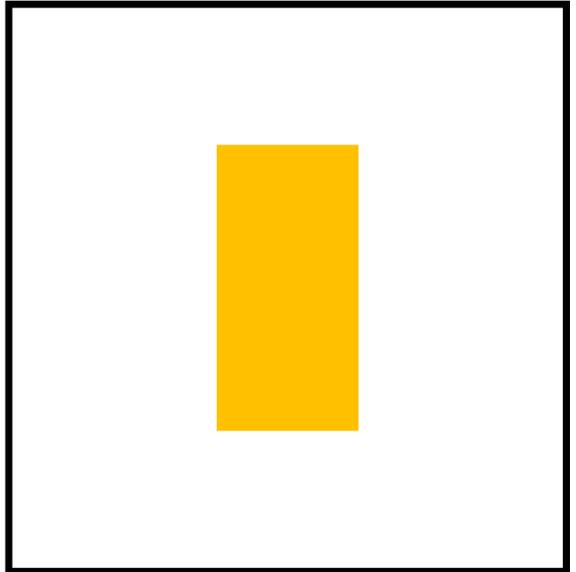
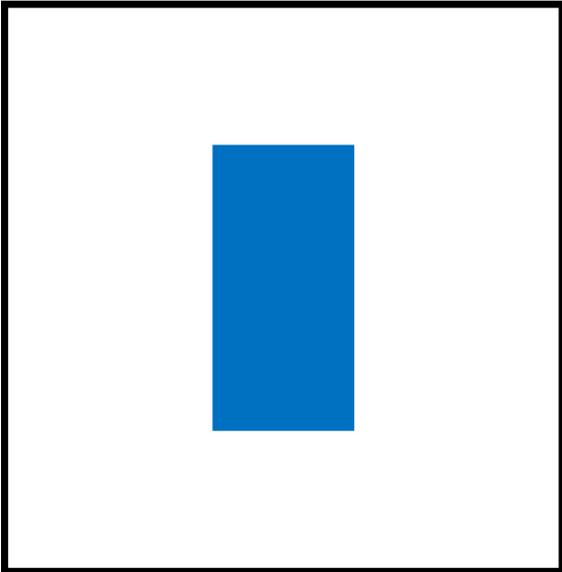
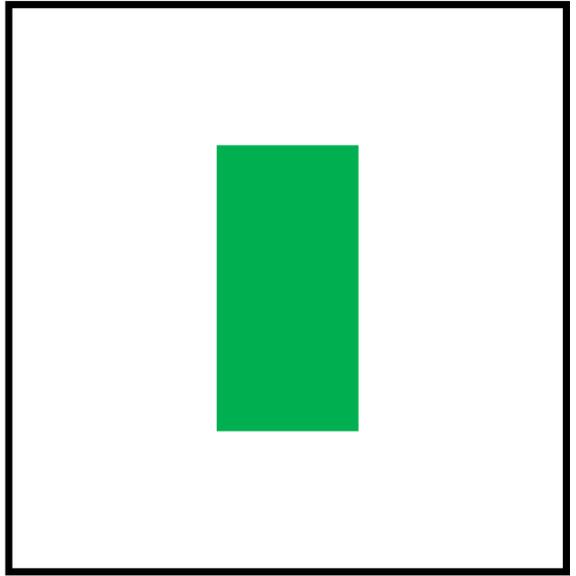
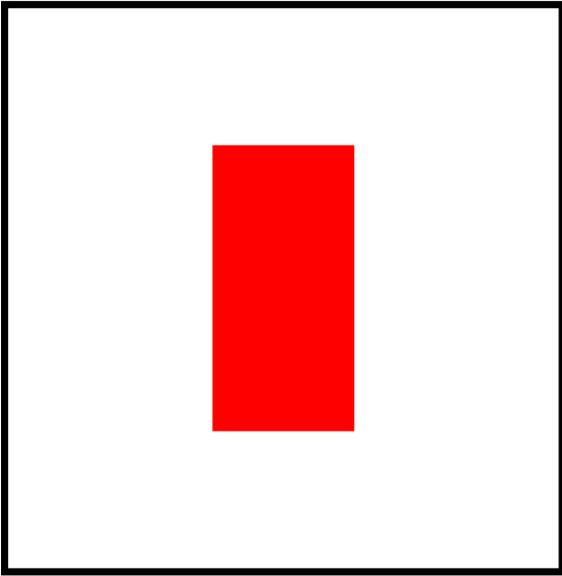
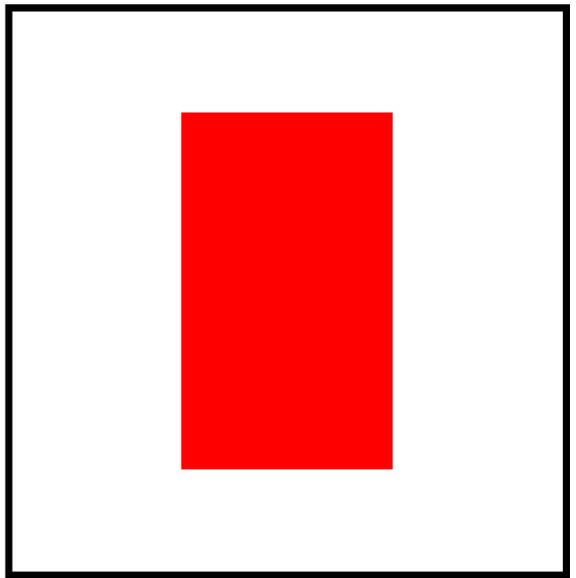
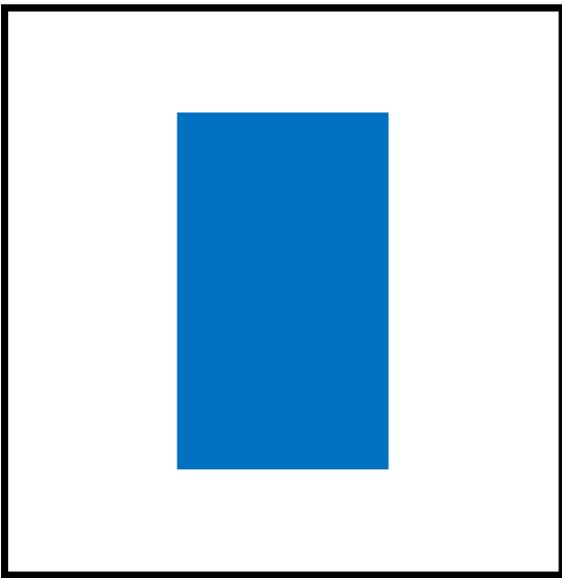


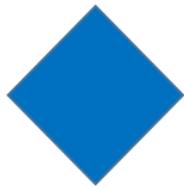
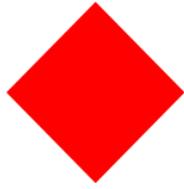


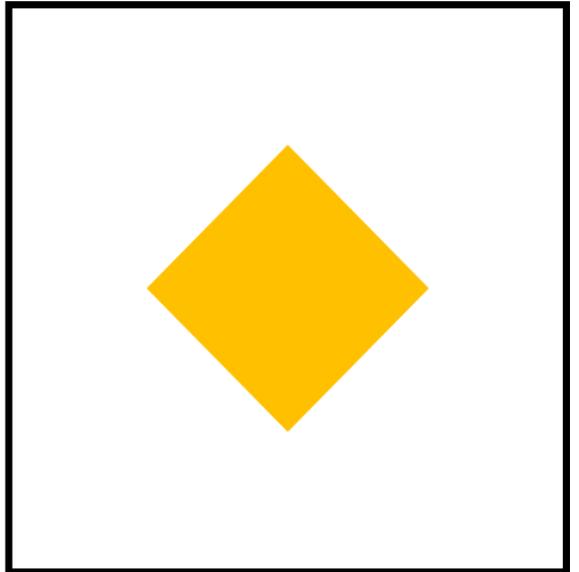
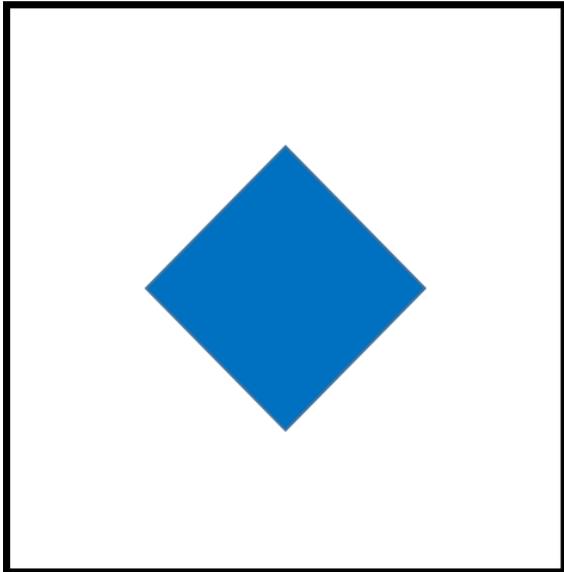
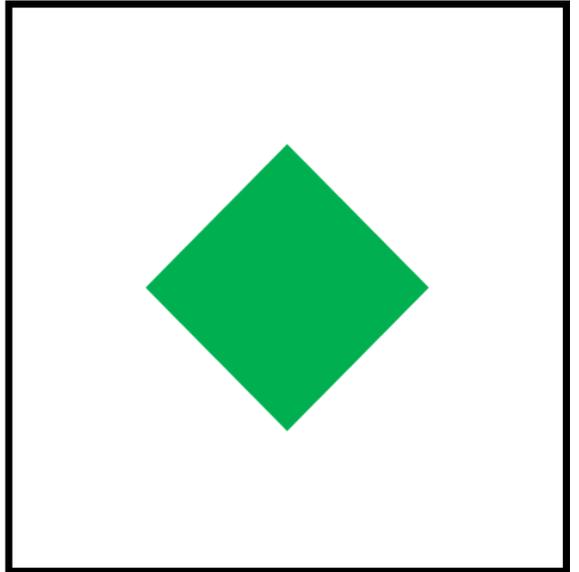
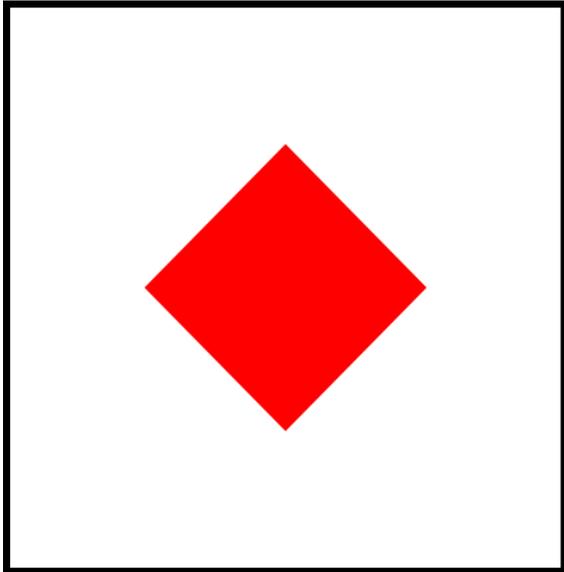


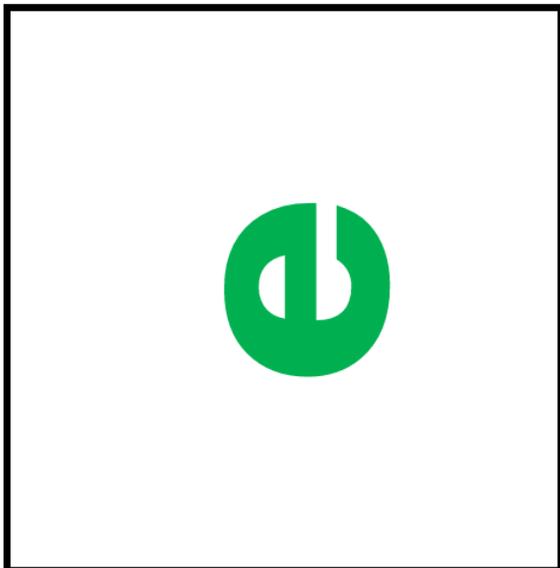
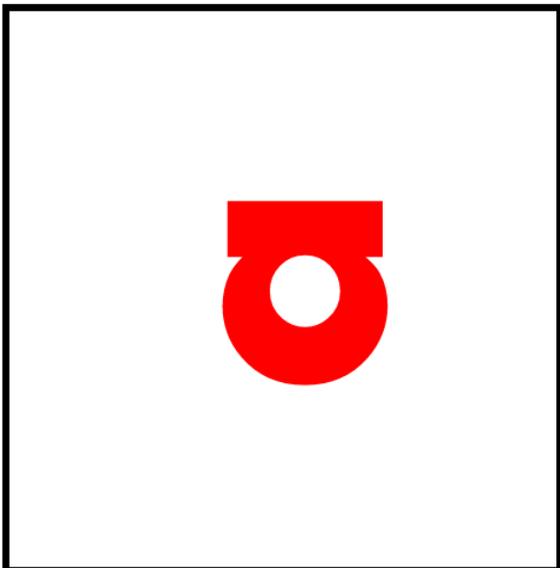
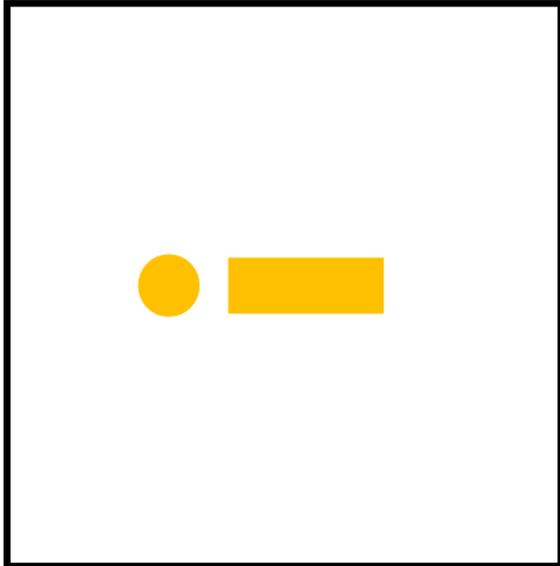
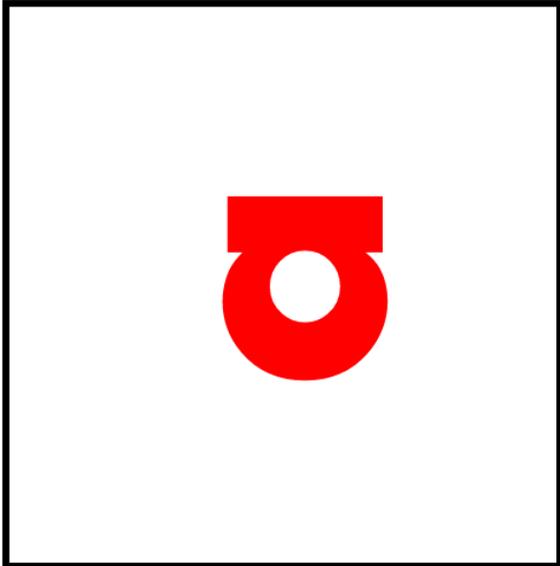
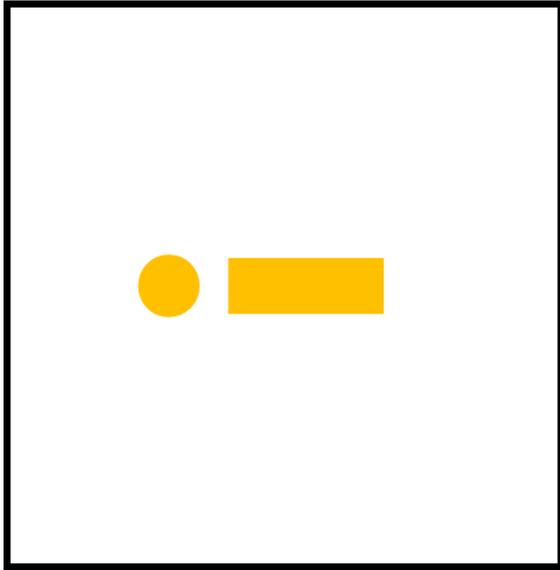
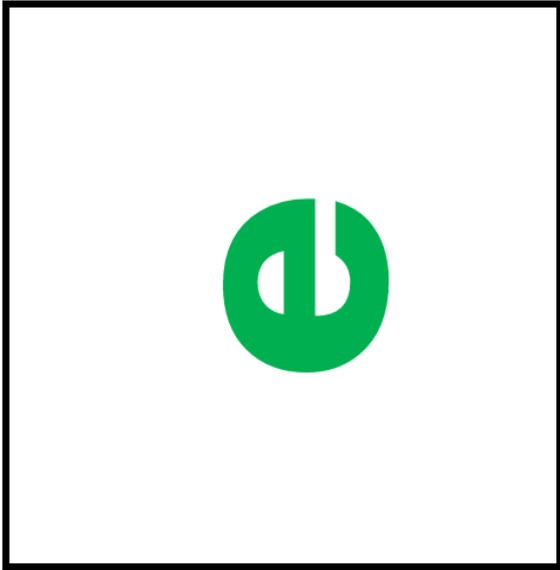












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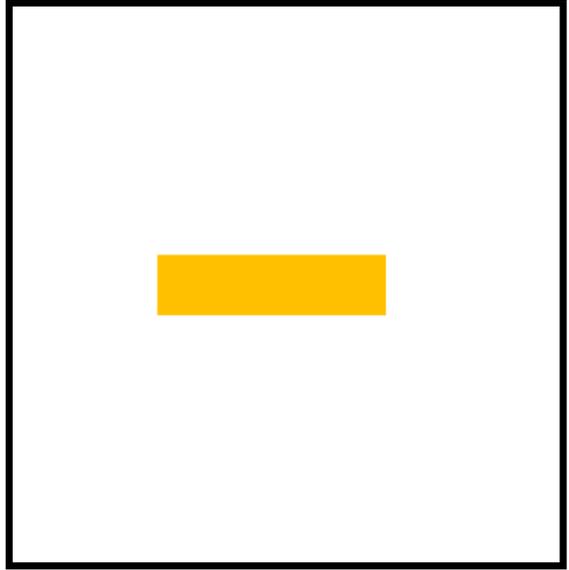
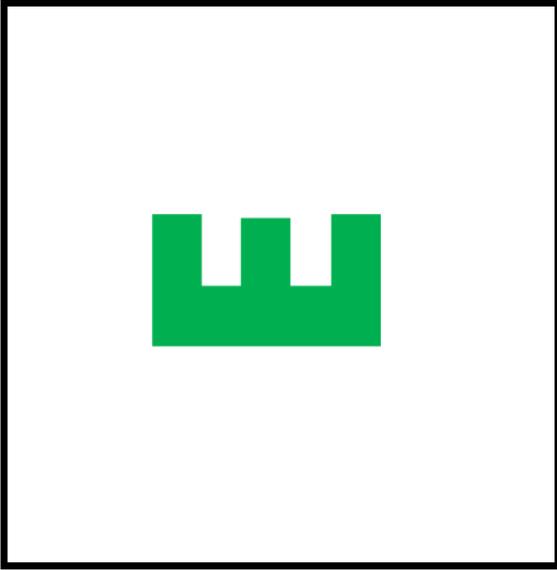
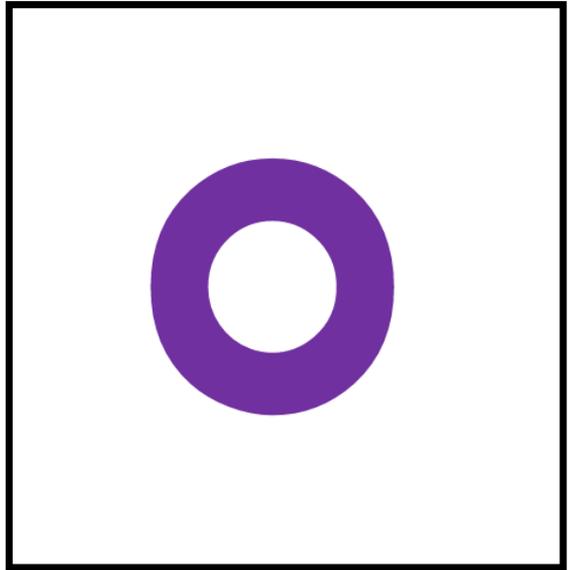
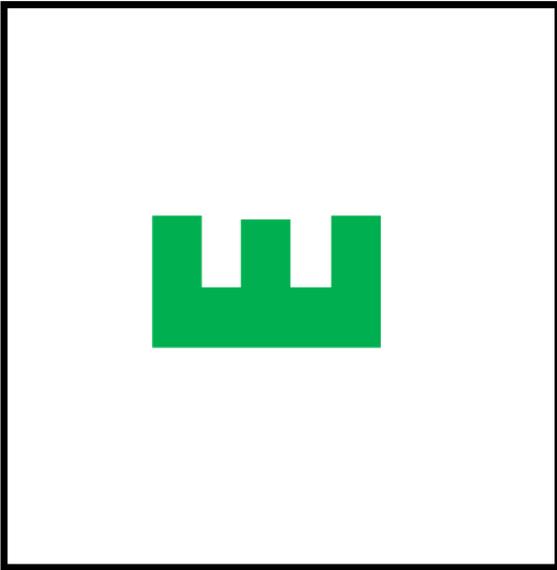
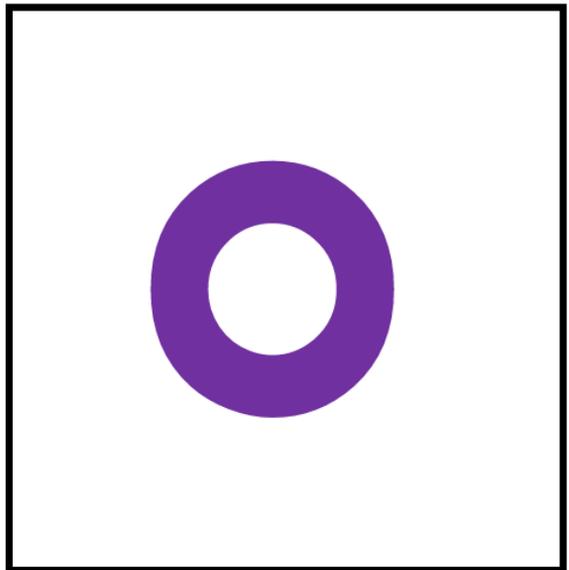
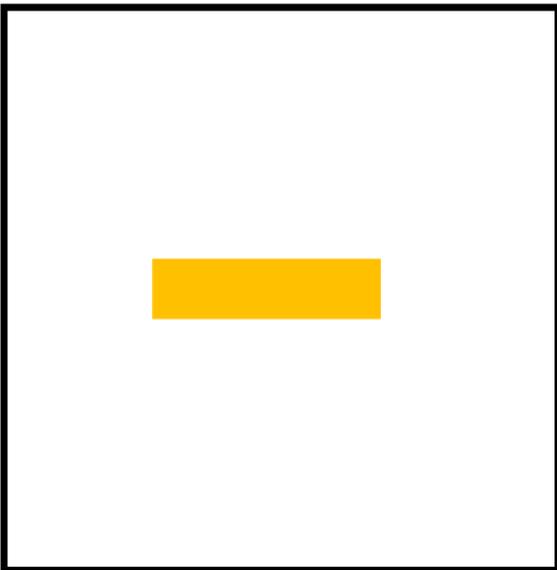
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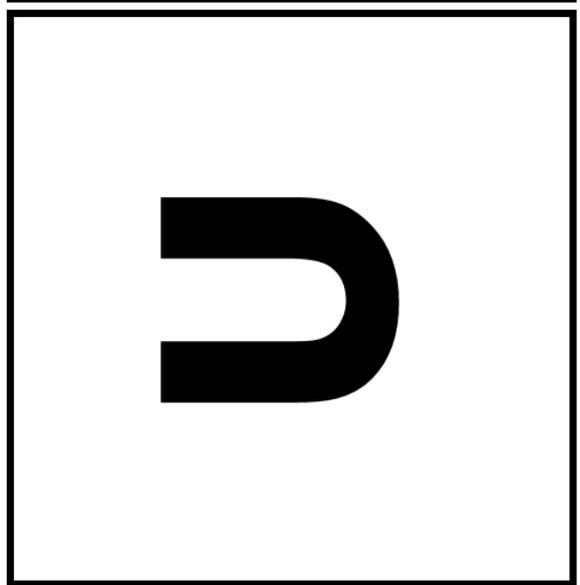
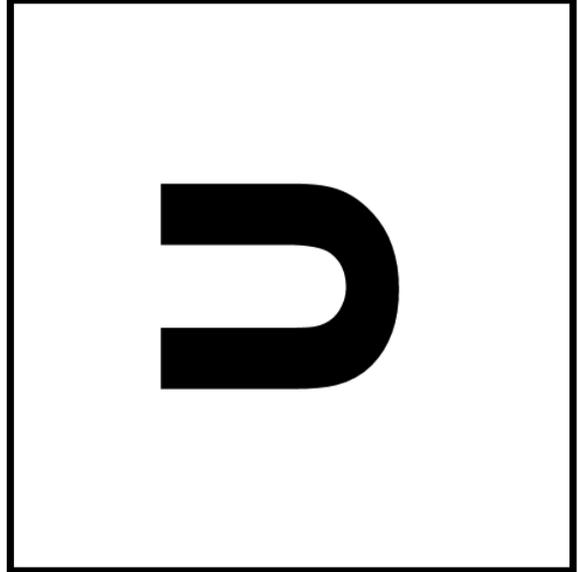
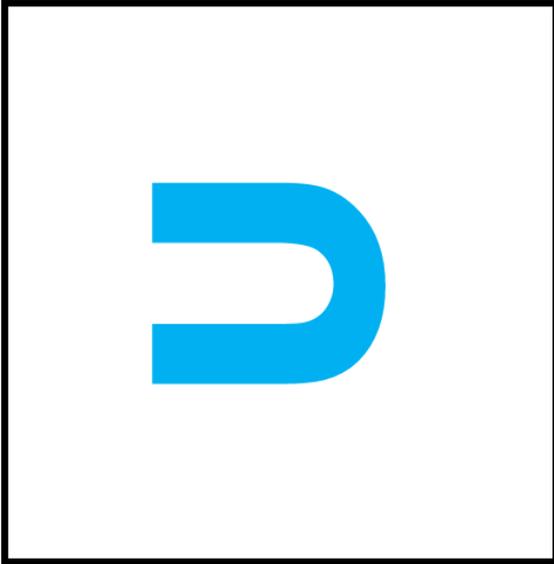
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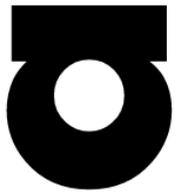
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O

D







D

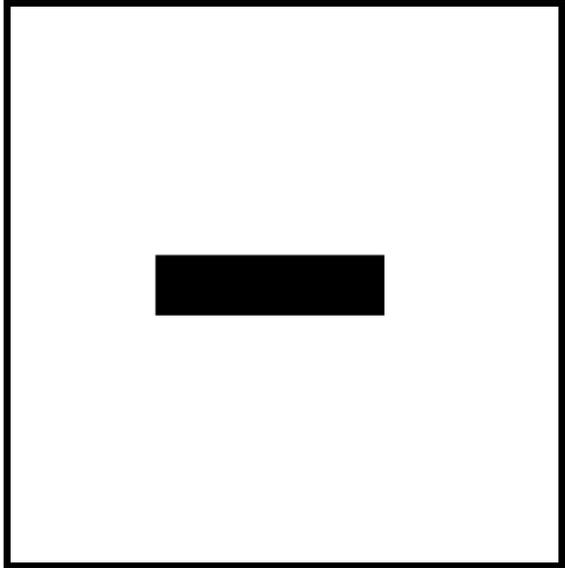
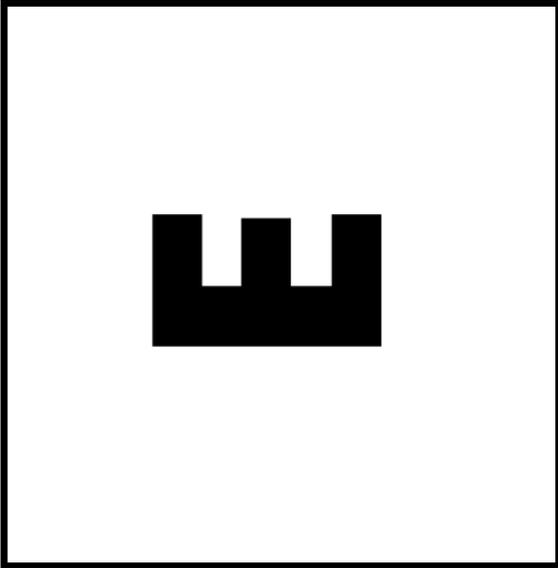
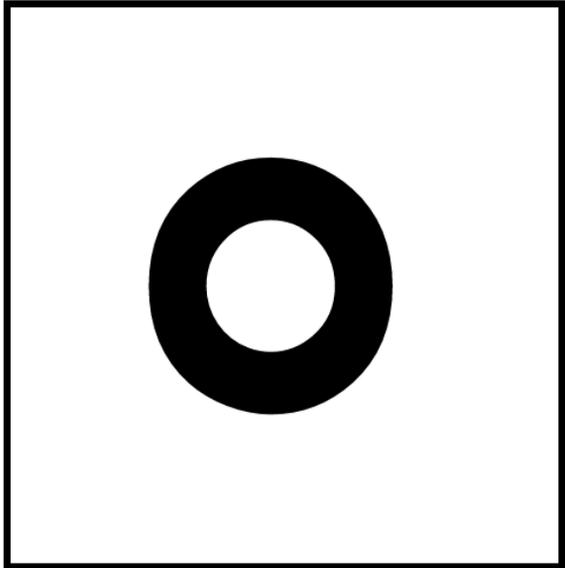
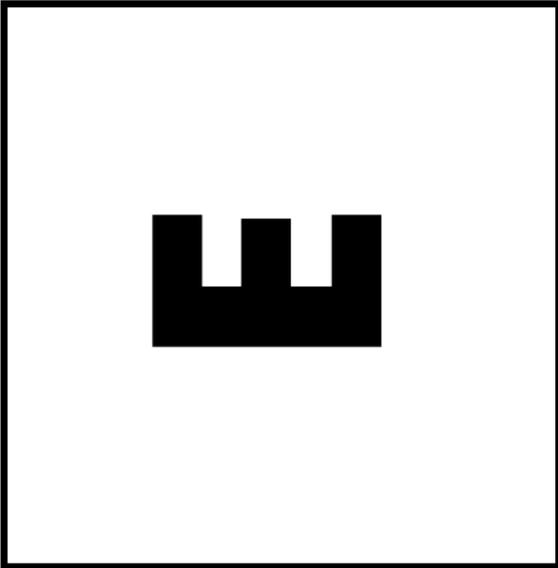
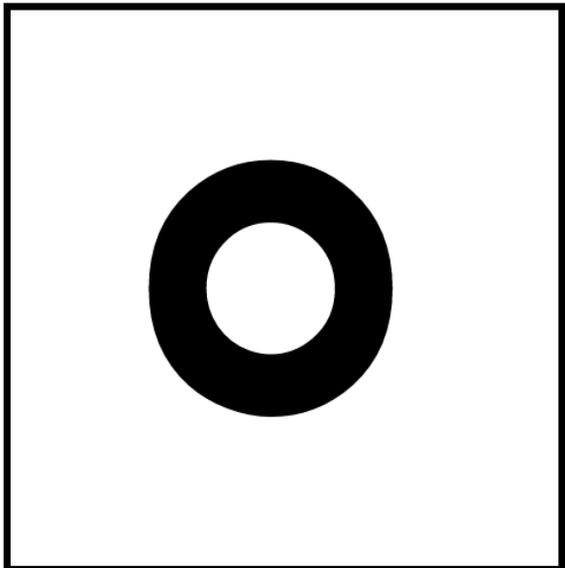
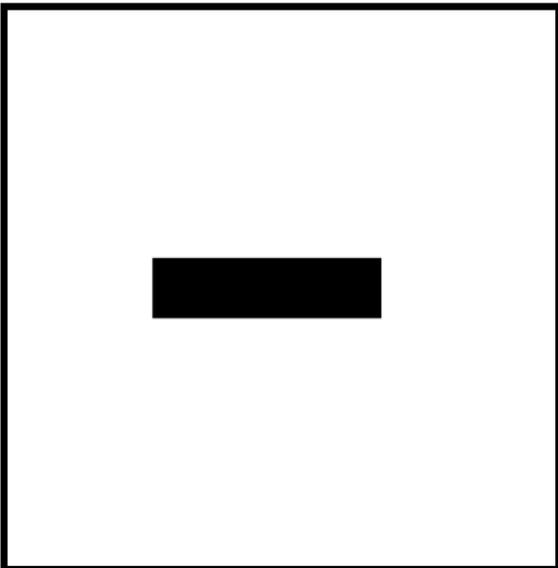
A

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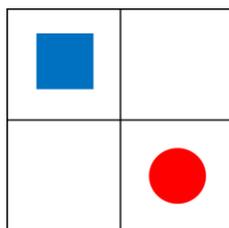
Tableros visuales

Instrucciones: Recortar los tableros (2 juegos de cada tamaño) y las figuras geométricas (2 juegos), de ser posible imprimirlas en papel opalina gruesa, o pegarlas una vez recortadas, sobre cartulina.

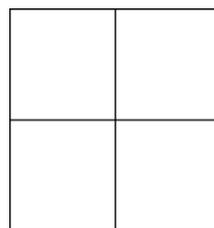
Se colocará en el tablero las figuras, se solicitará que el niño reproduzca a la memoria el modelo. Se sugiere comenzar con el tablero de 4x4, con dos figuras, e ir incrementando hasta llegar a 4 figuras; para posteriormente, hacerlo con el tablero de 2x6, comenzando con dos figuras hasta llegar a 6 figuras.

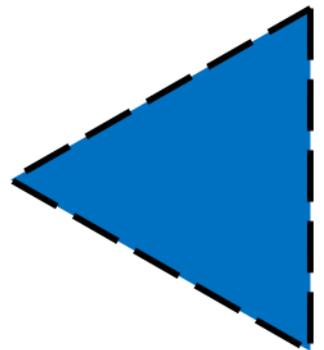
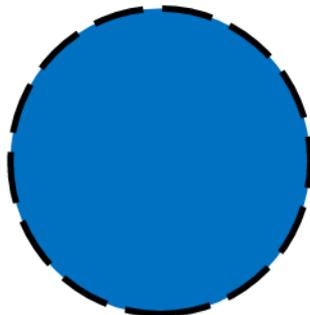
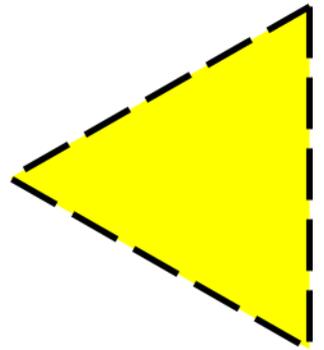
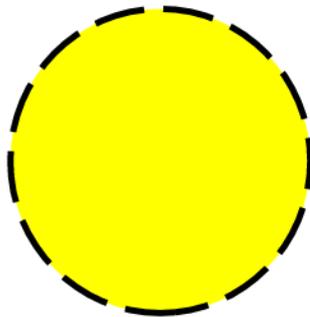
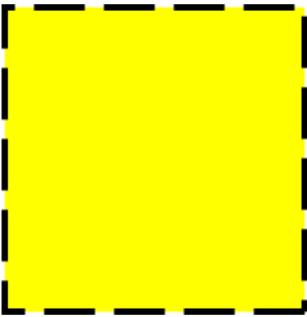
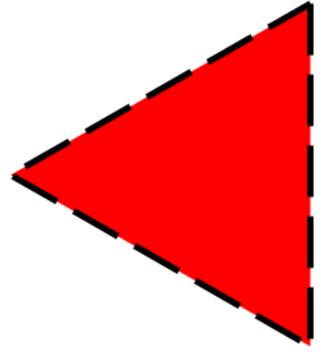
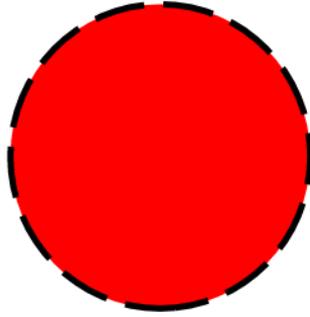
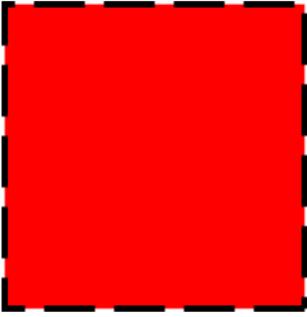
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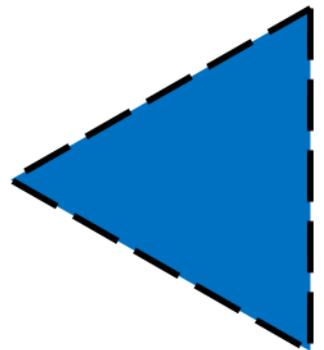
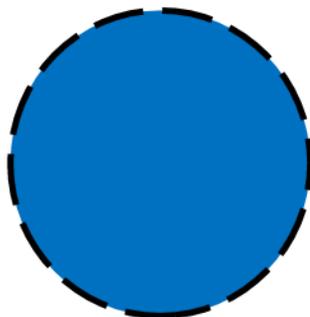
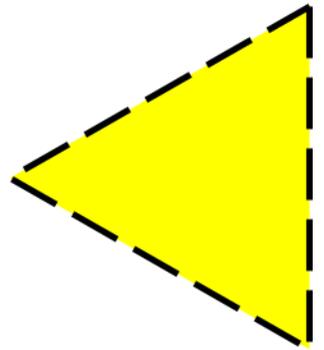
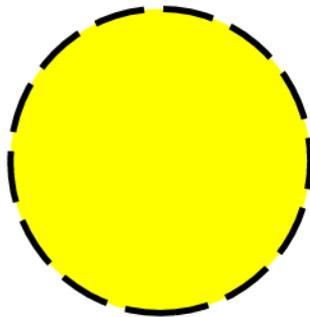
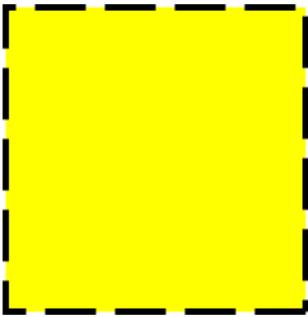
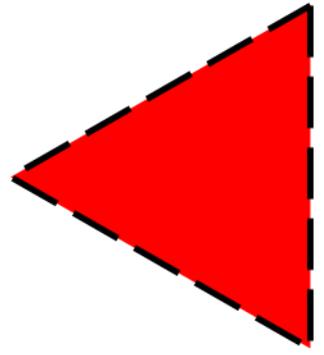
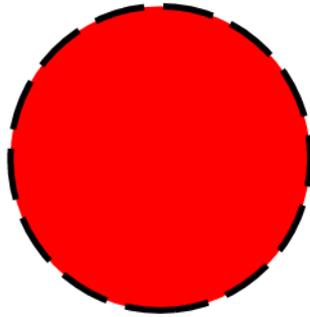
Adulto



Niño

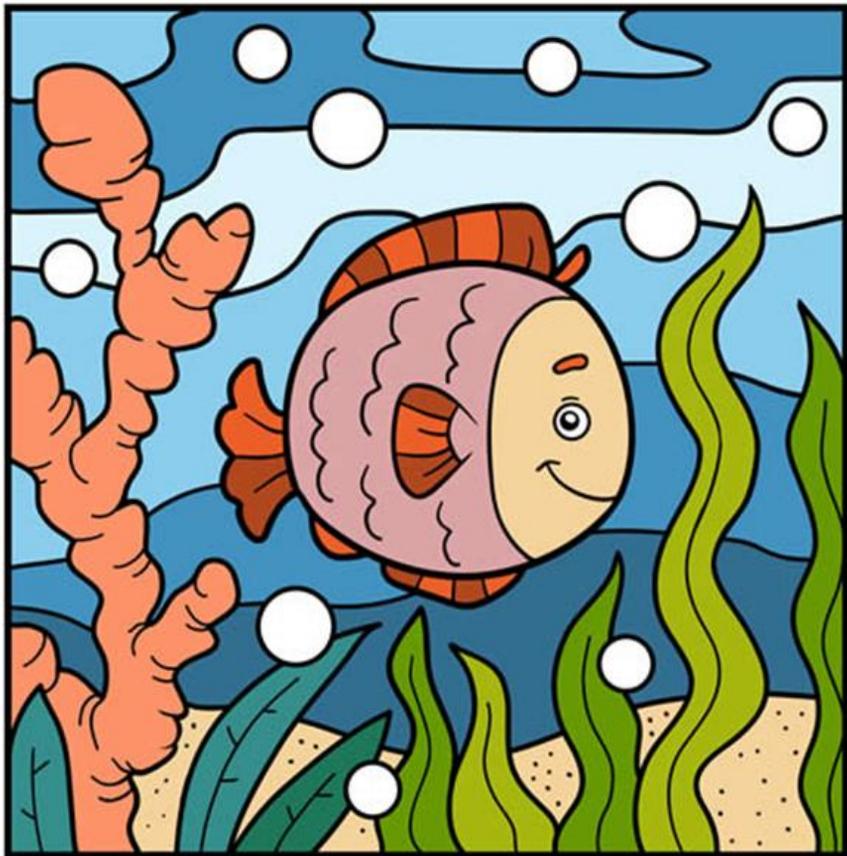
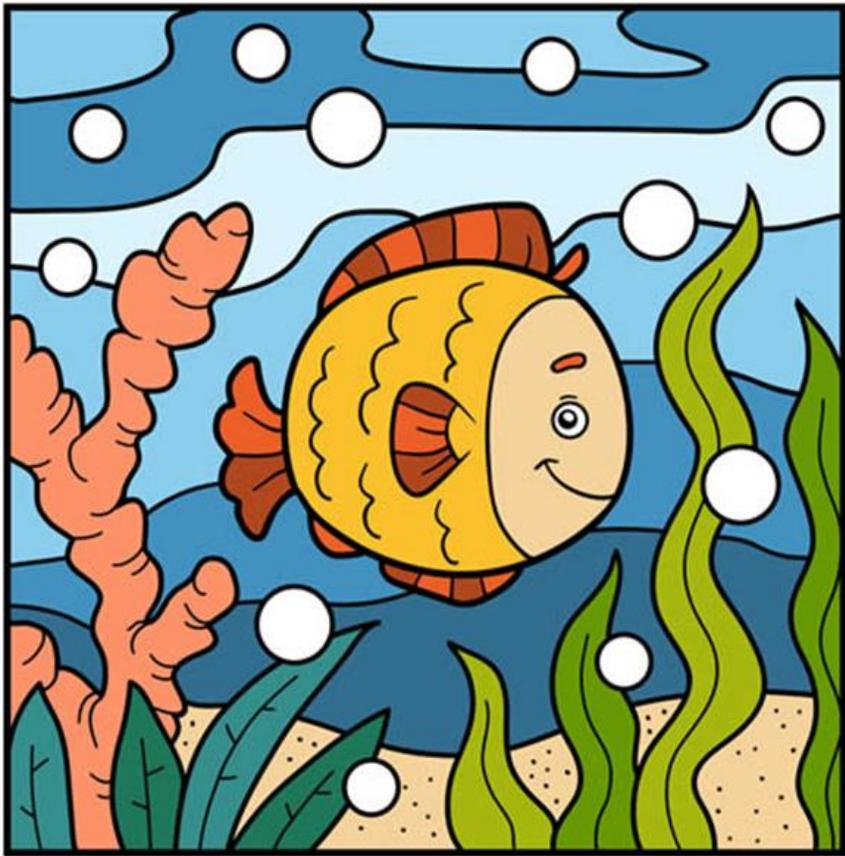






Encuentra las diferencias

Instrucciones: Busca y encuentra las diferencias entre dibujos. Circula las respuestas.



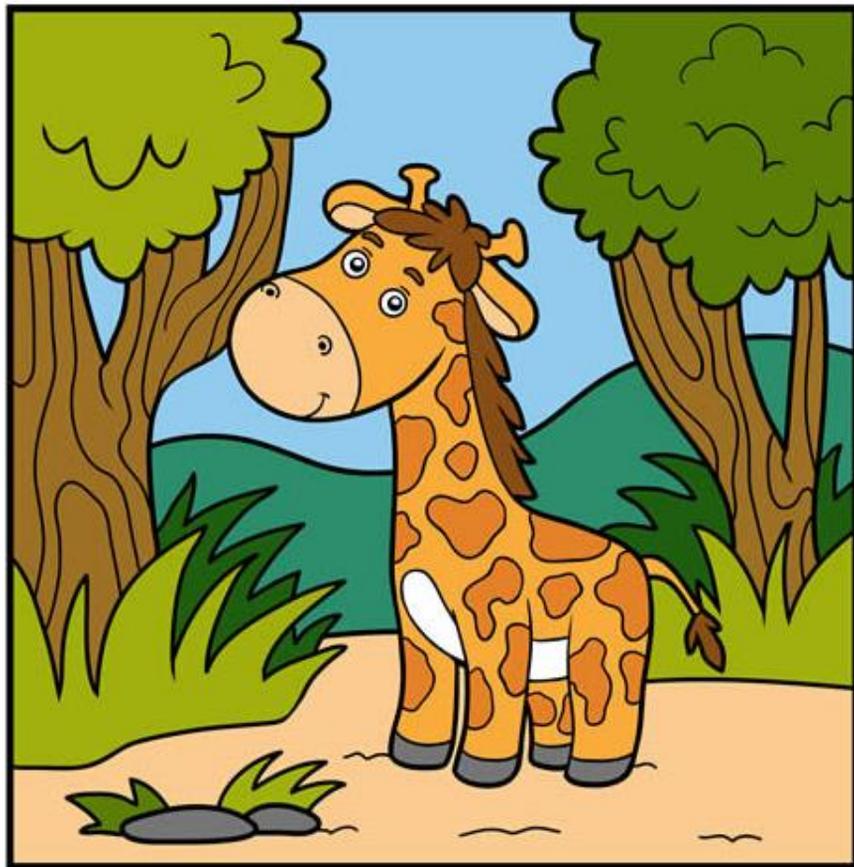
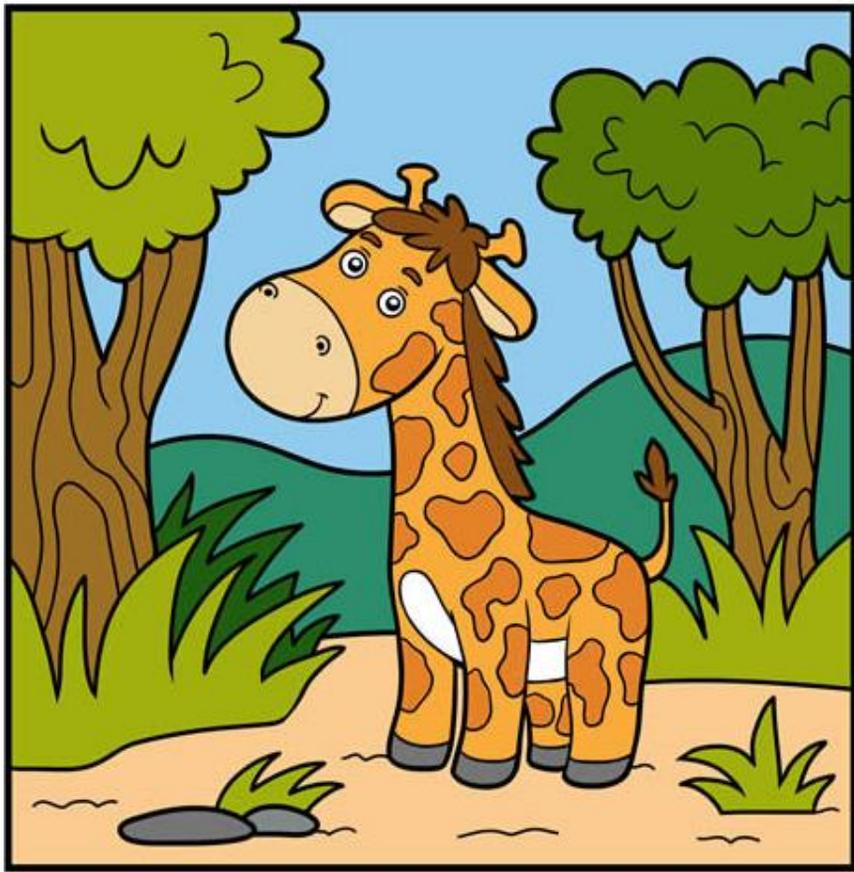
5 diferencias



5 diferencias



5 diferencias



8 diferencias



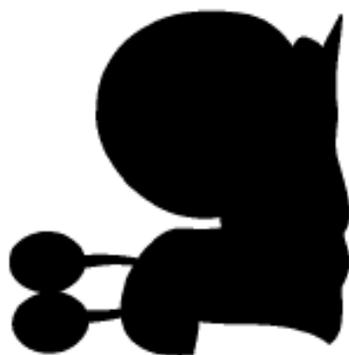
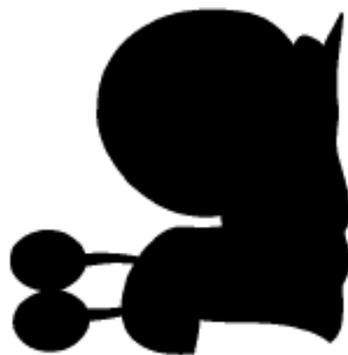
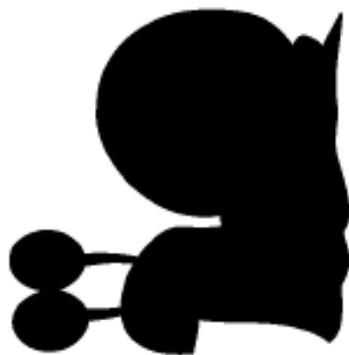
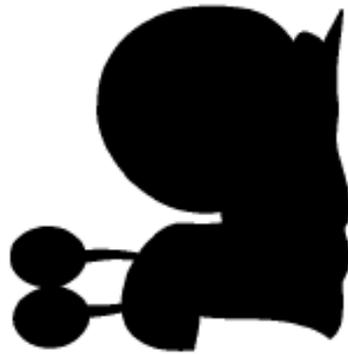
10 diferencias

Sombras de figuras

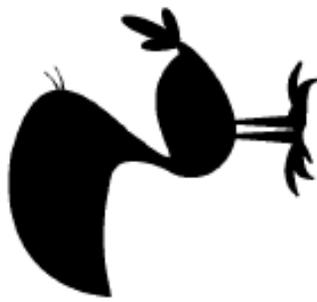
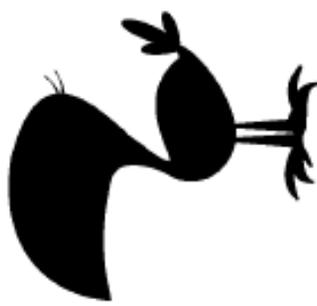
Instrucciones: Señala las siluetas que son iguales al modelo presentado.

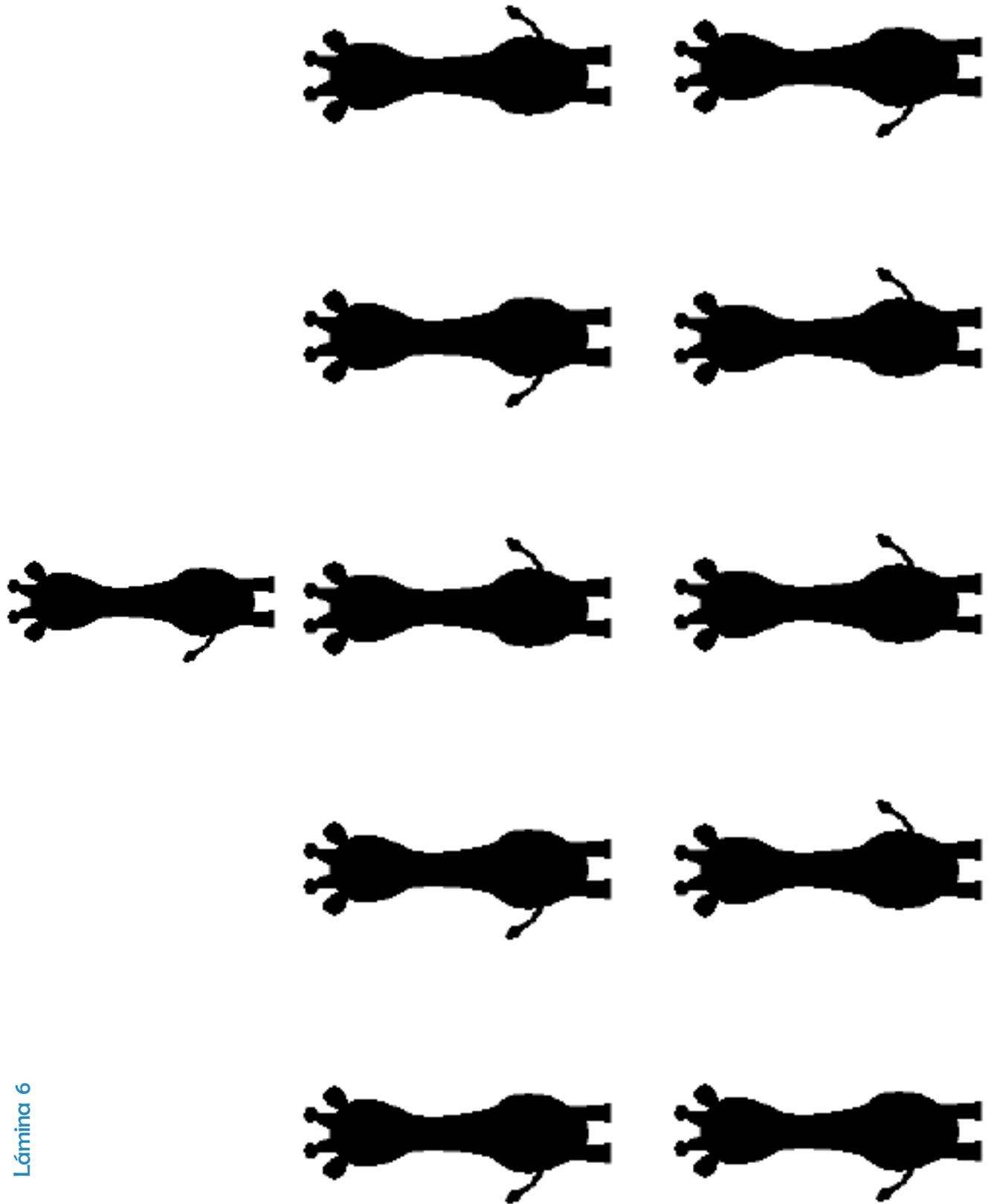


















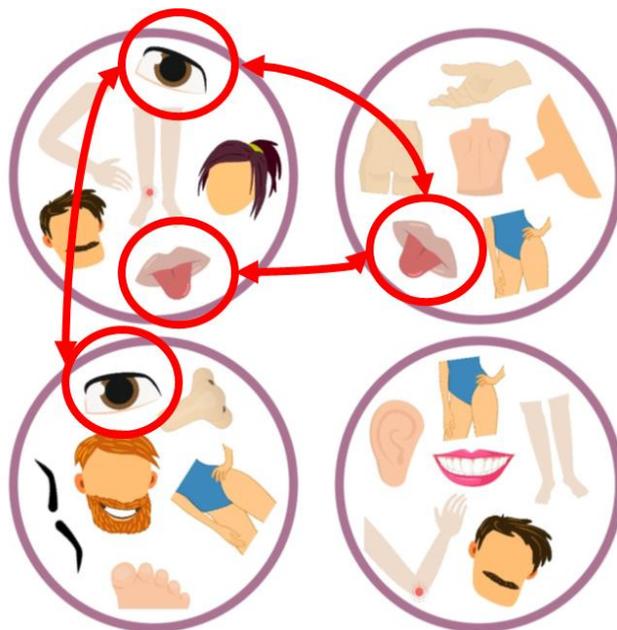


Dobble

Instrucciones: Recortar el material, de ser posible imprimirlo en papel opalina gruesa, o pegarlo una vez recortado, sobre cartulina.

Colocar boca abajo las tarjetas, dejando una boca arriba. Se irán volteando una a una las tarjetas, el jugador que encuentre más rápido el elemento en común en ambas tarjetas, ganará una de ellas. Gana quien más tarjetas logre acumular al final del juego.

Ejemplo:

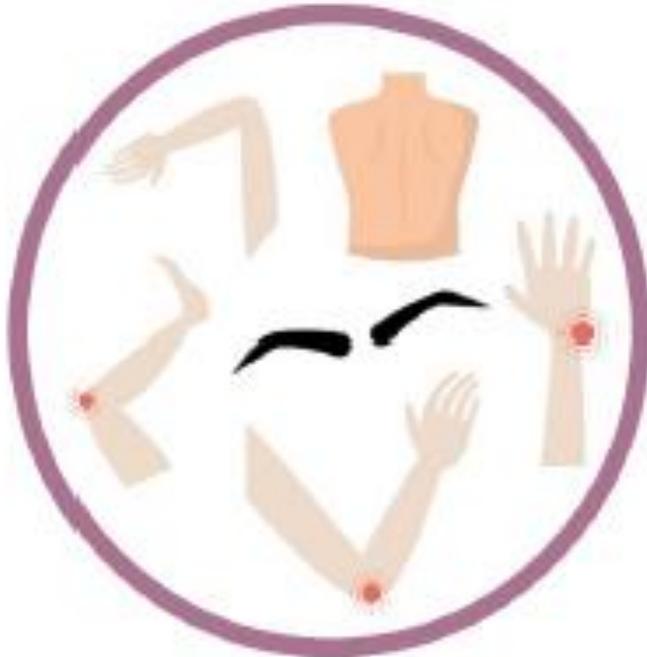




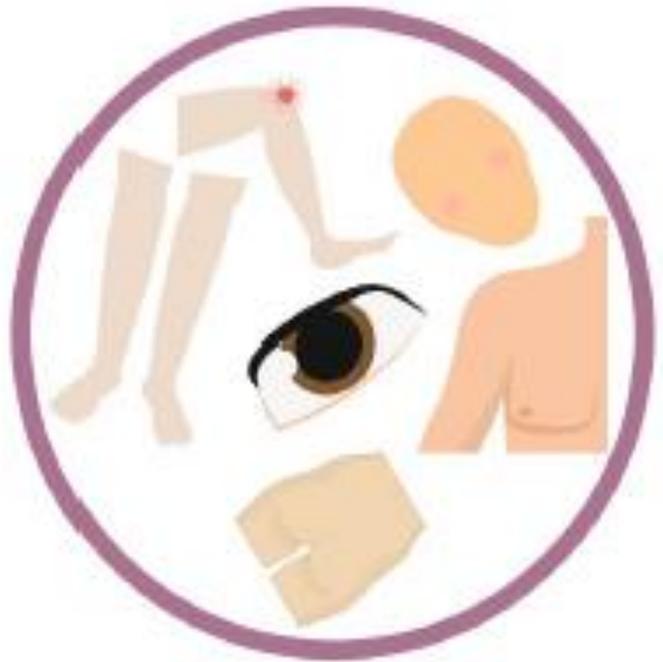












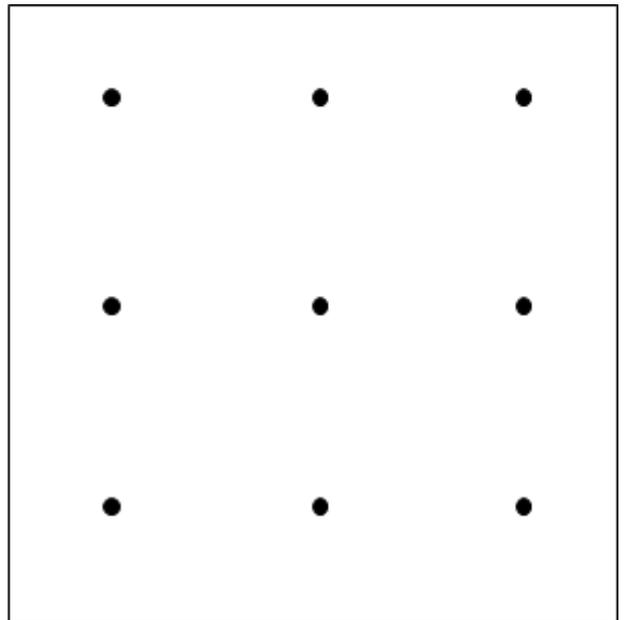
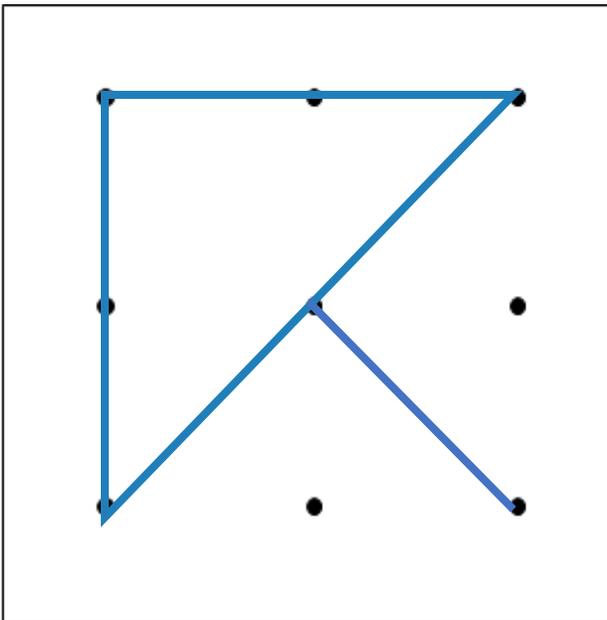
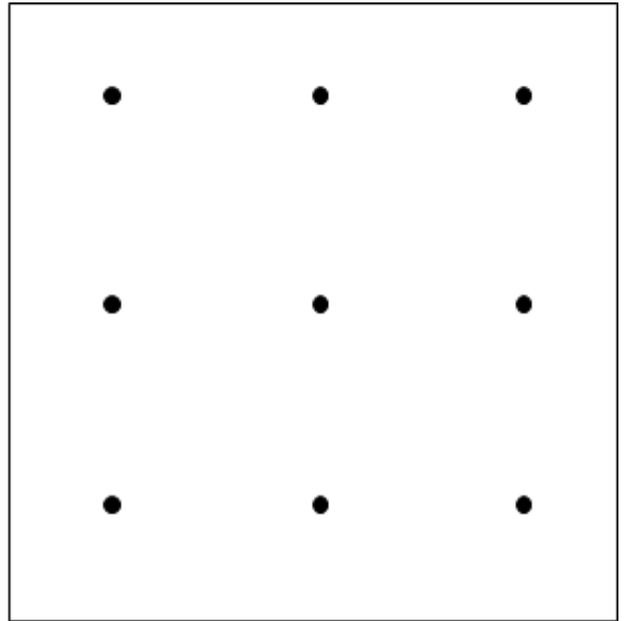
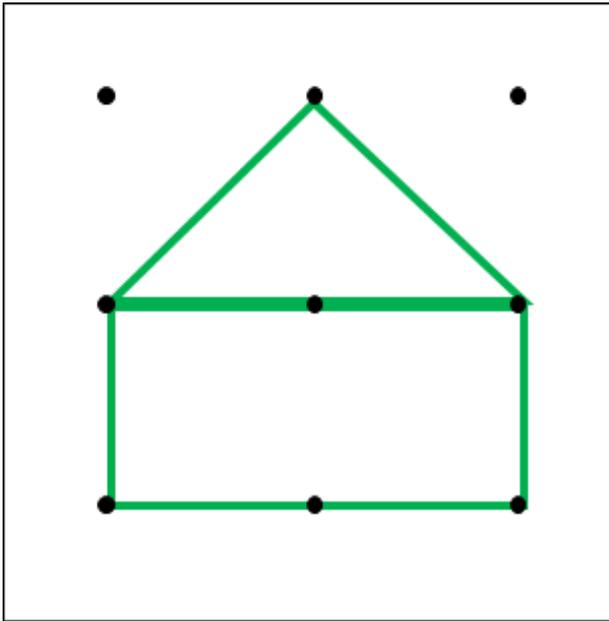


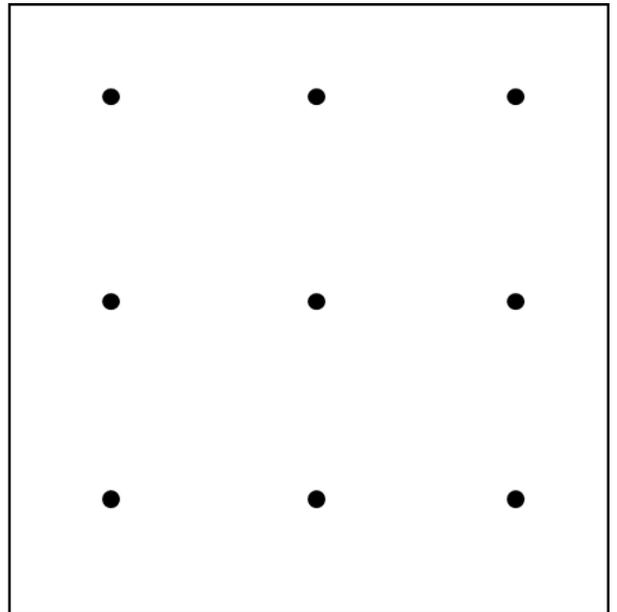
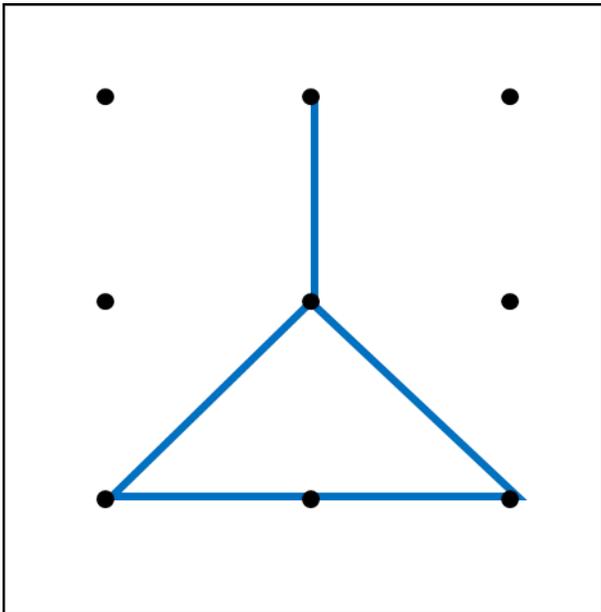
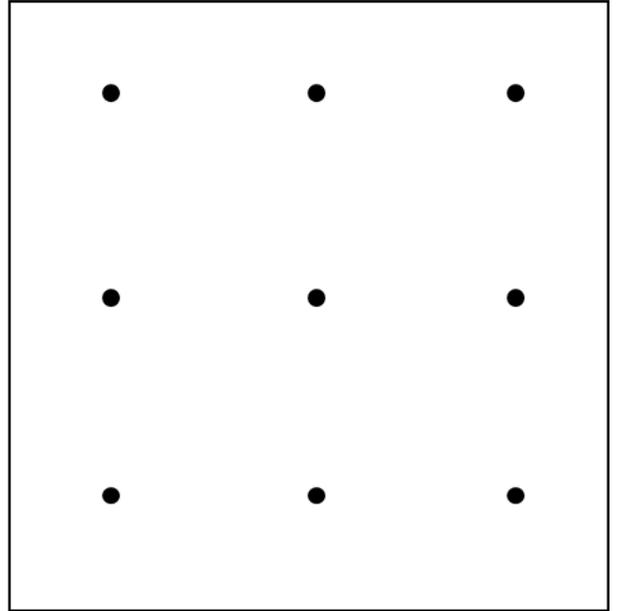
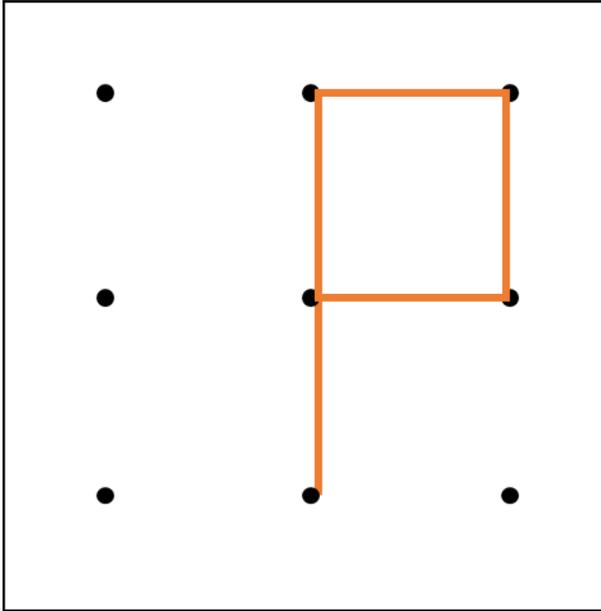
4. CRF

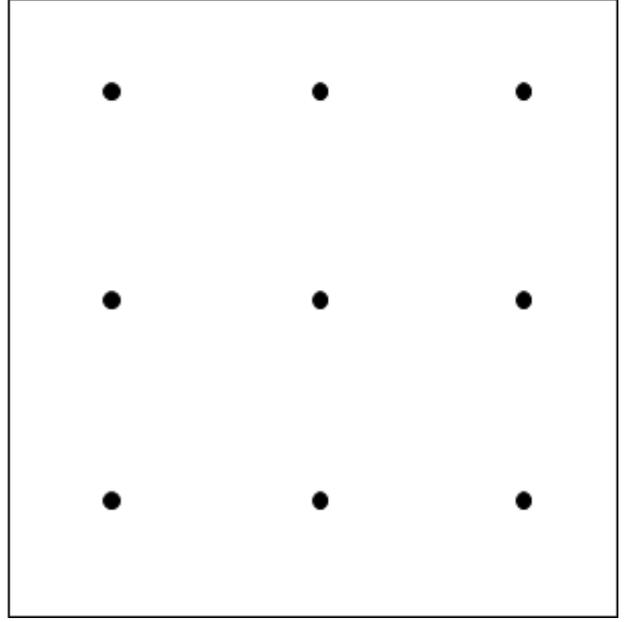
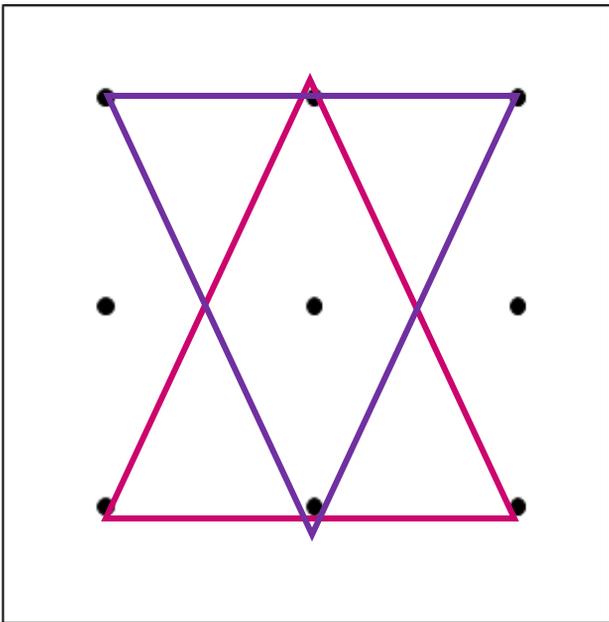
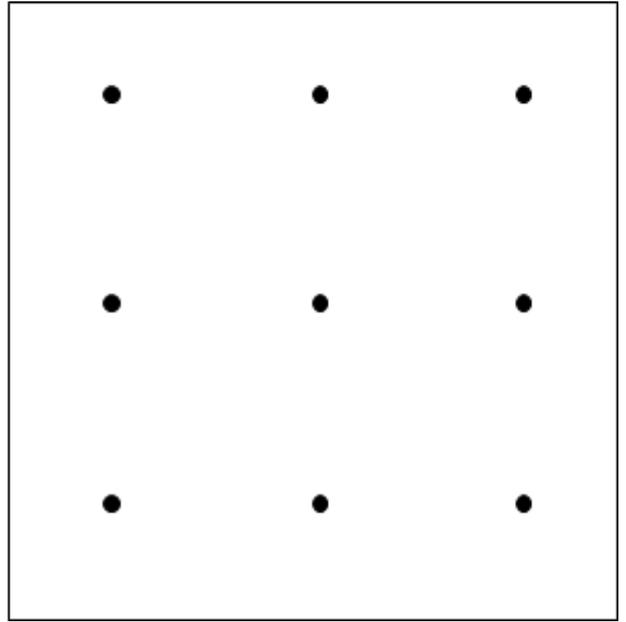
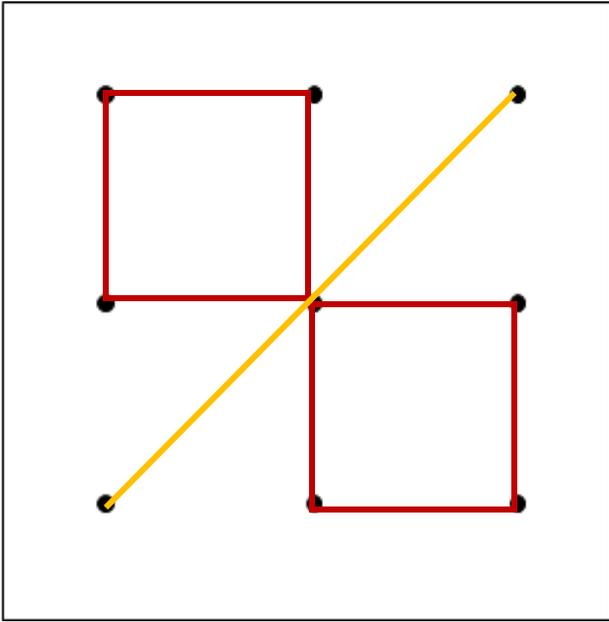
Relaciones espaciales

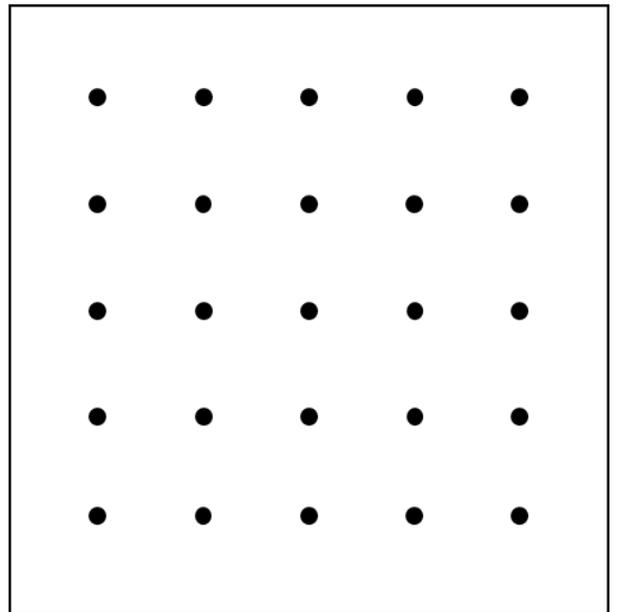
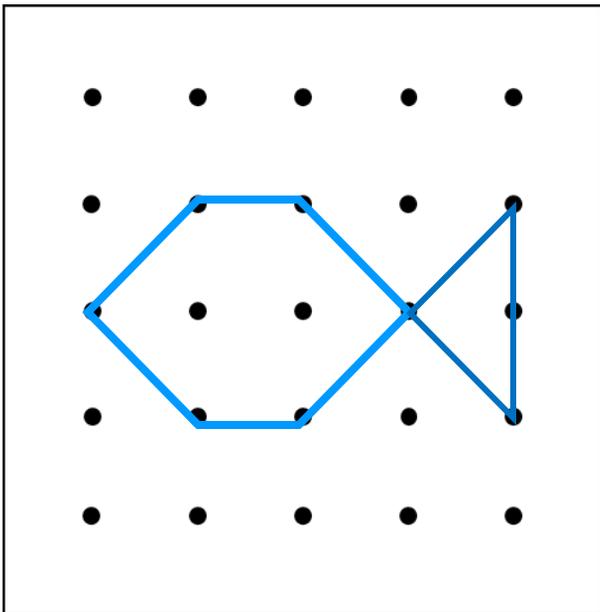
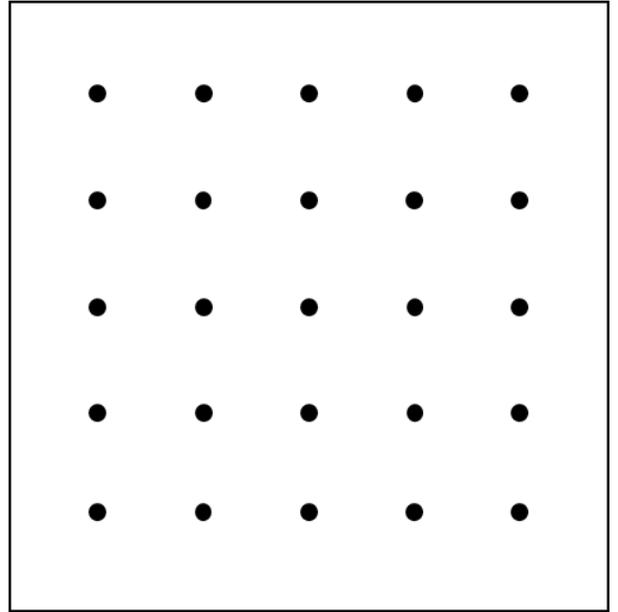
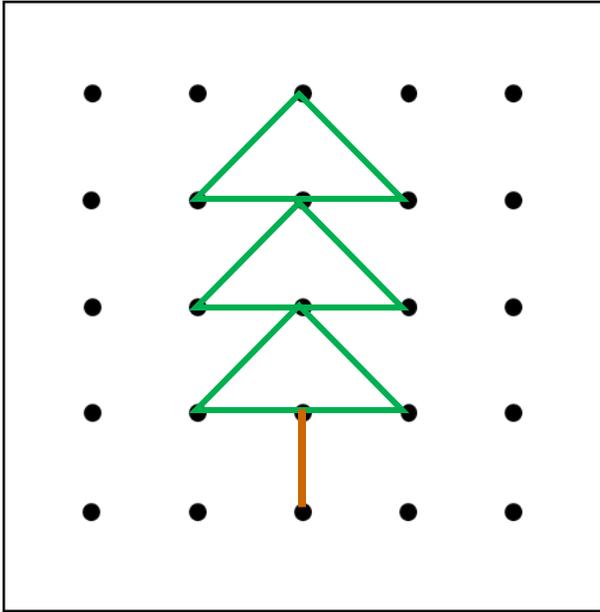
Geoplanos

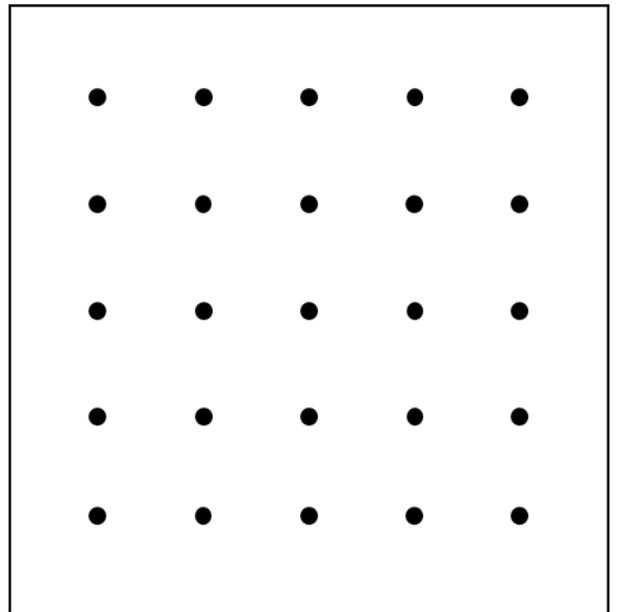
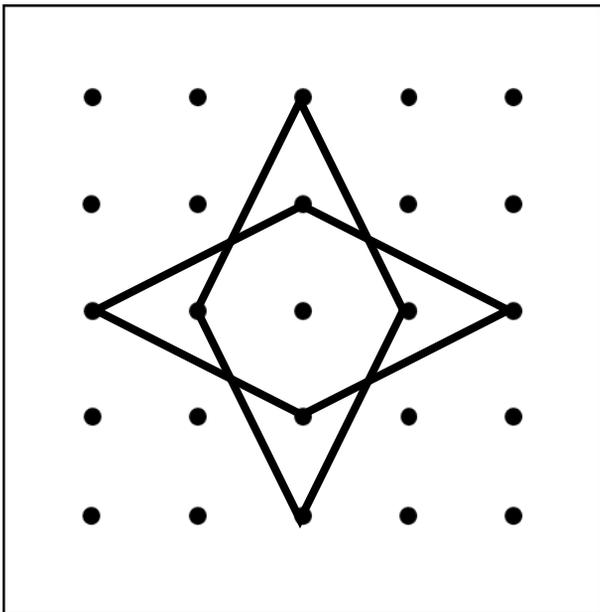
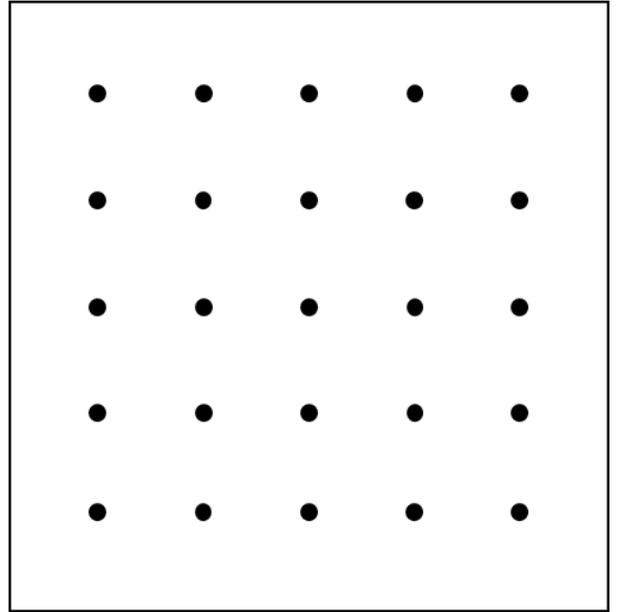
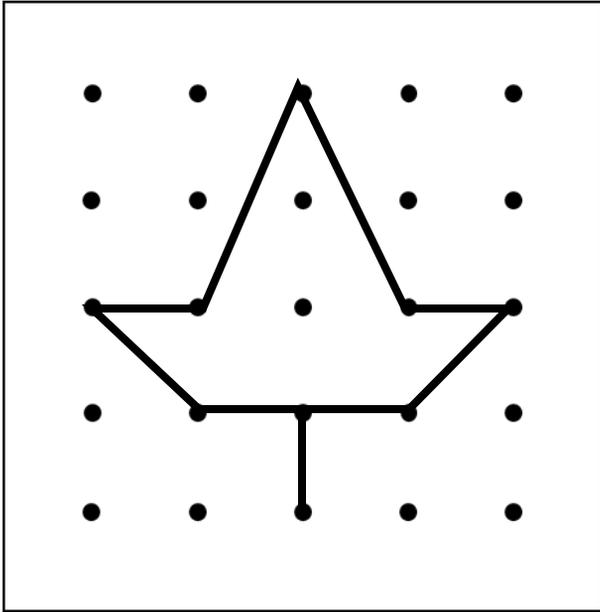
Instrucciones: Solicitar al niño la copia de modelos sobre un geoplano físico con ligas de colores, o sobre los tableros gráficos uniendo los puntos.

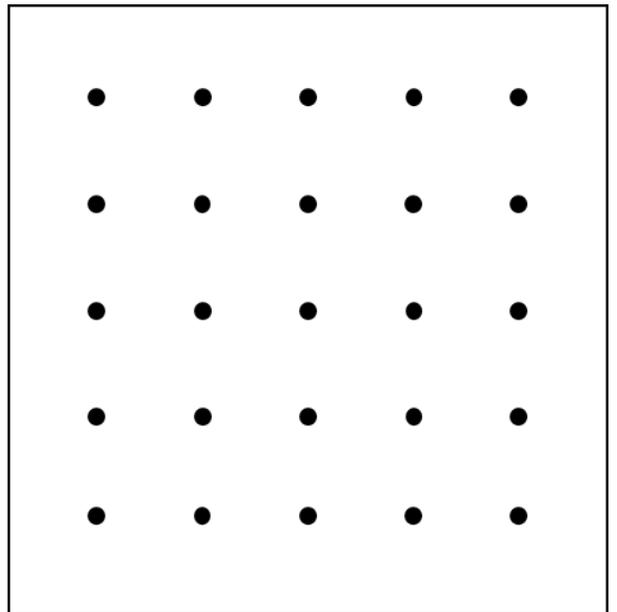
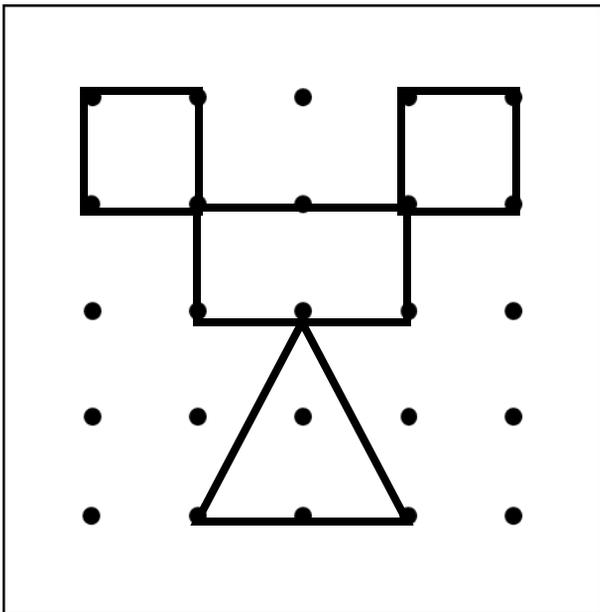
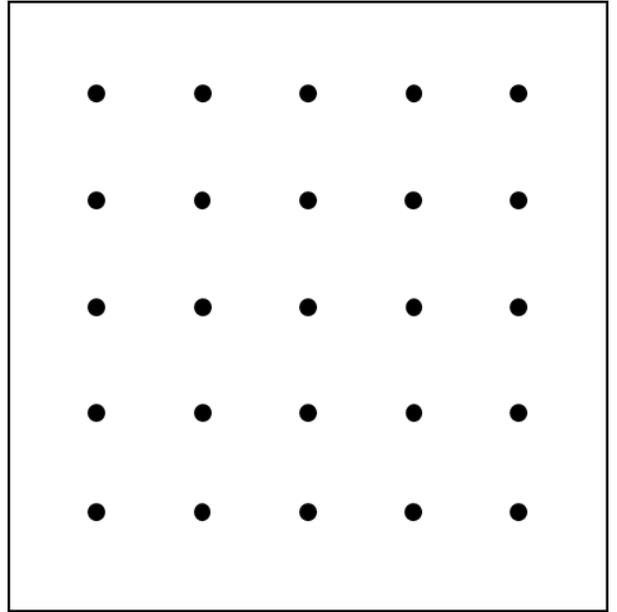
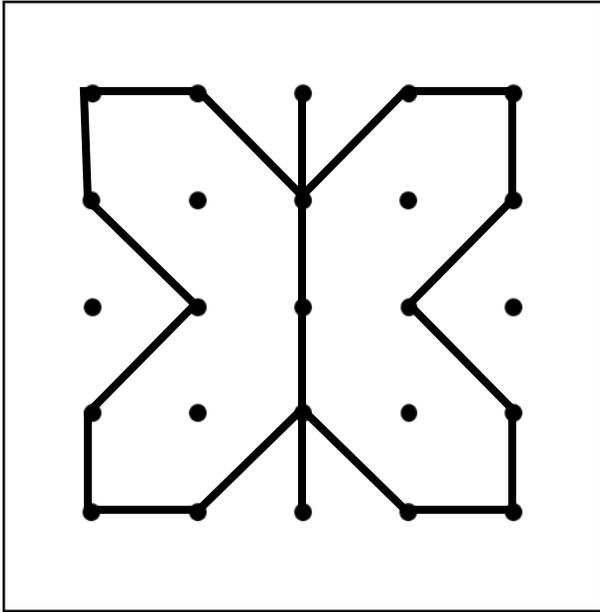












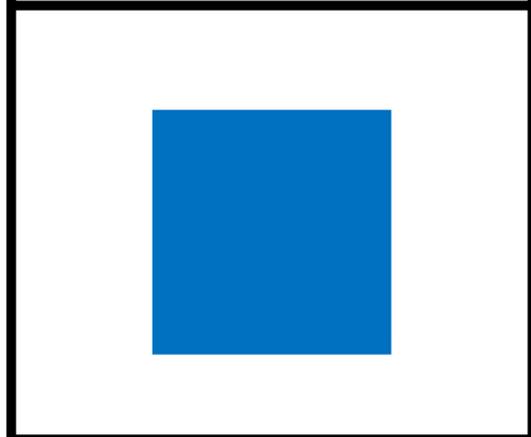
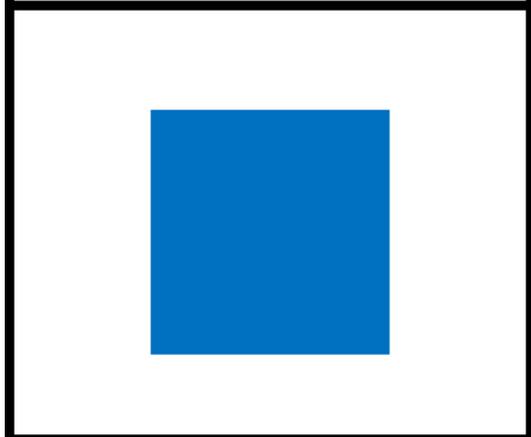
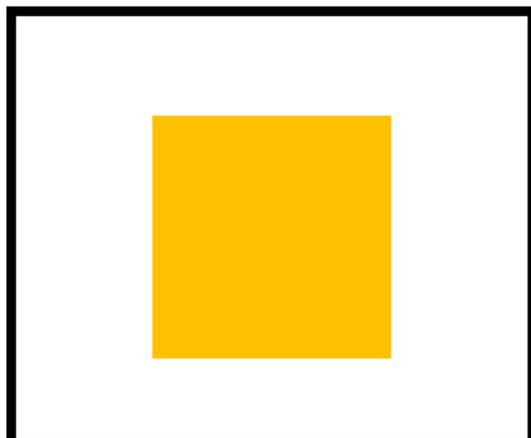
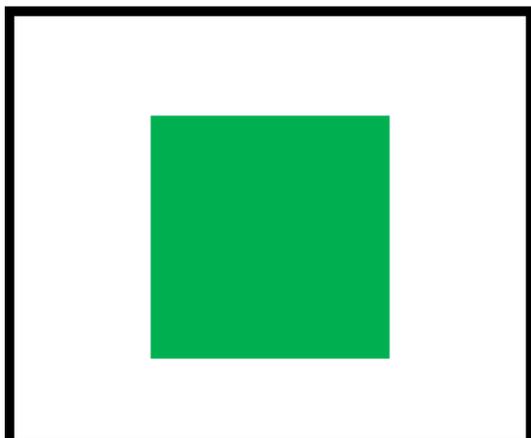
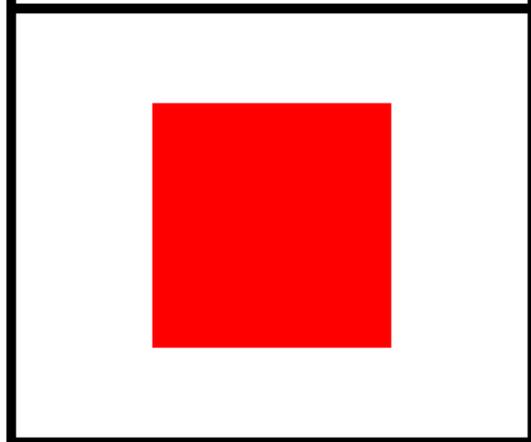
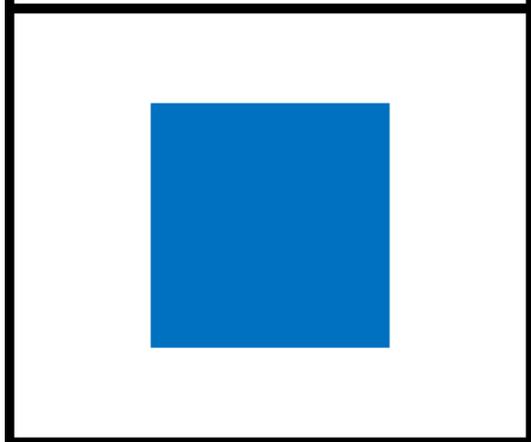
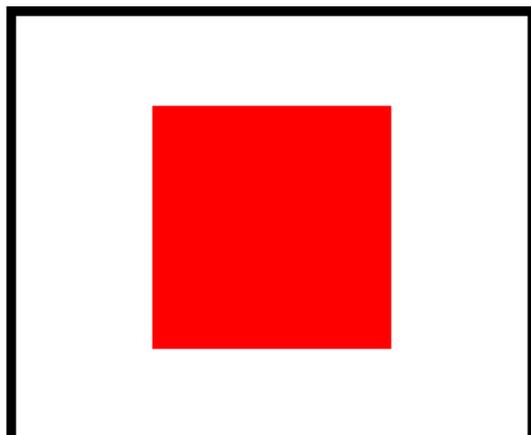
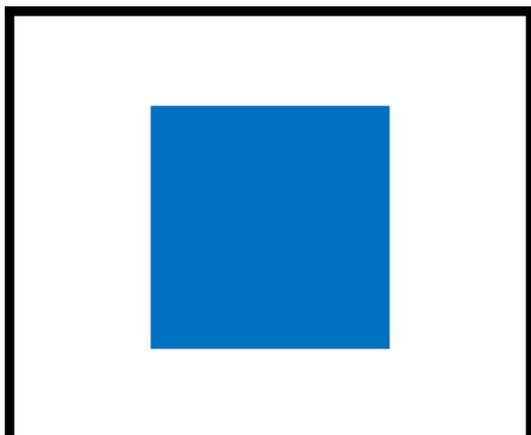
5. CSS

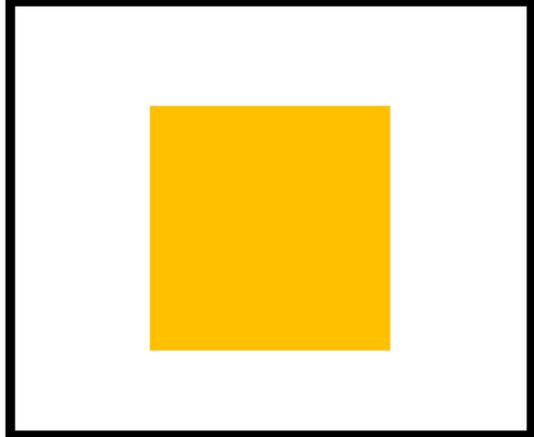
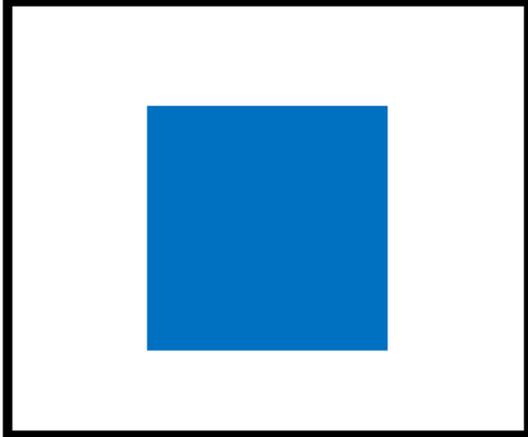
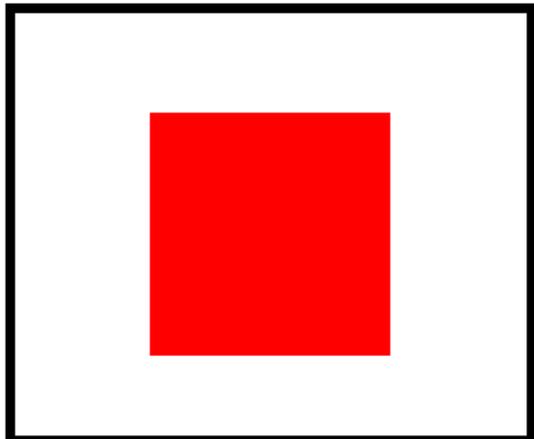
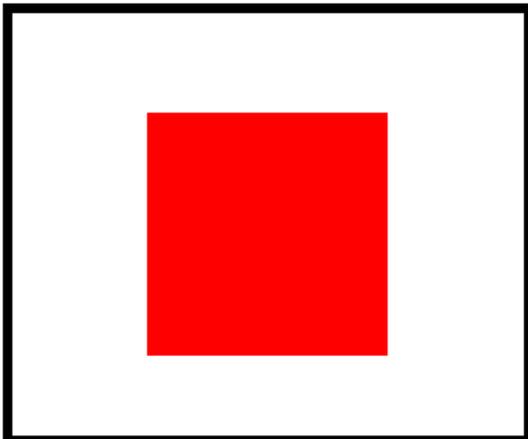
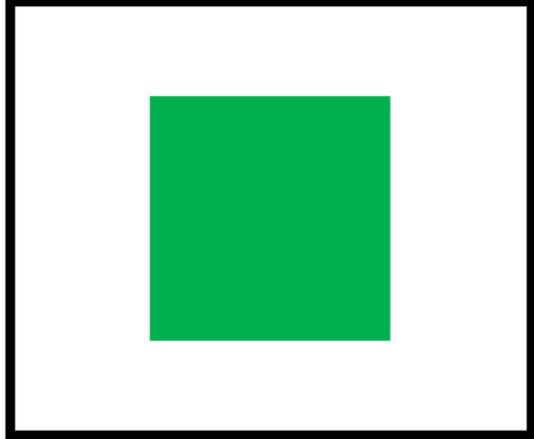
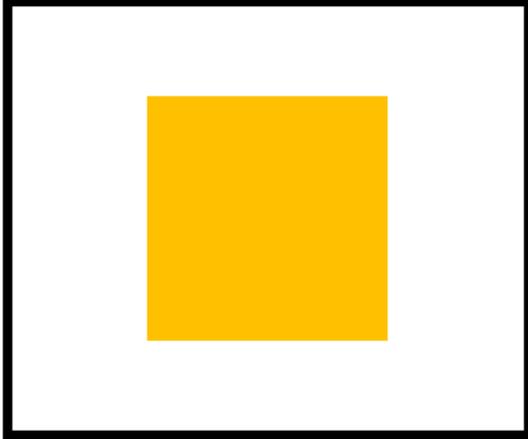
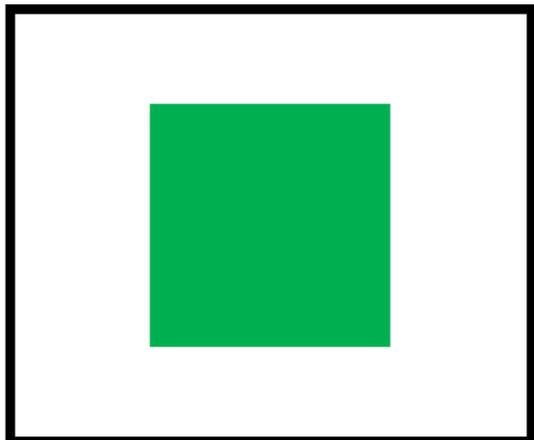
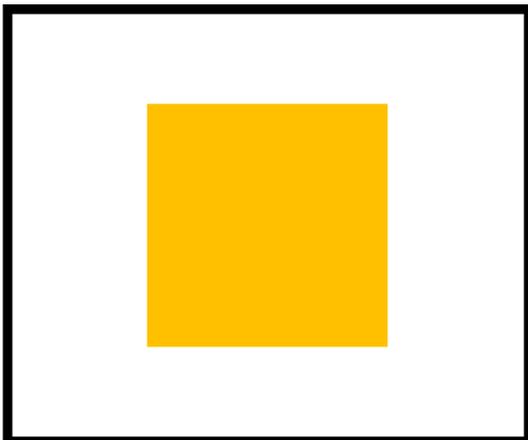
Conceptos numéricos

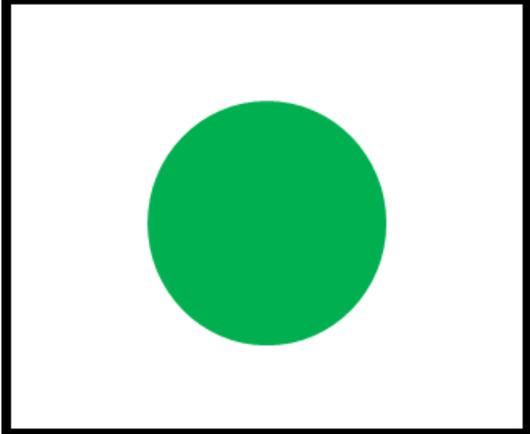
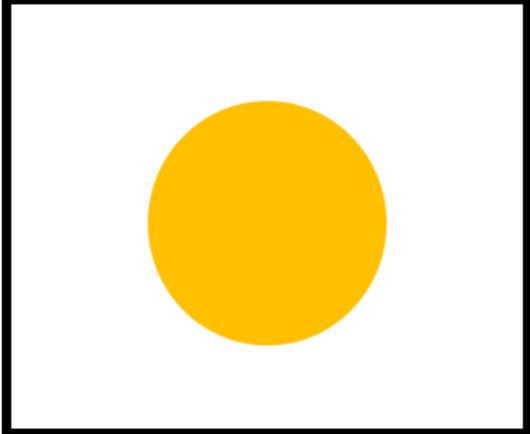
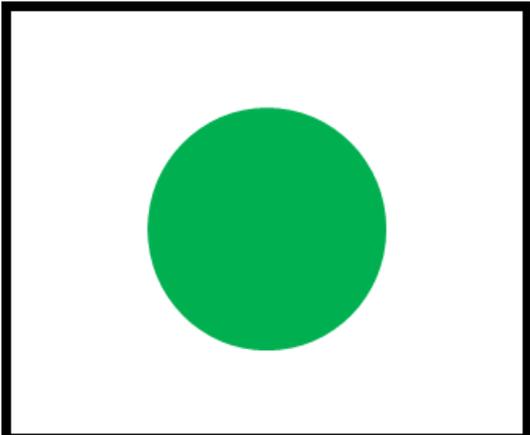
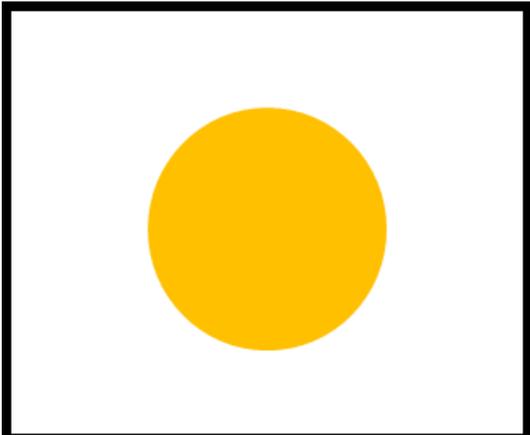
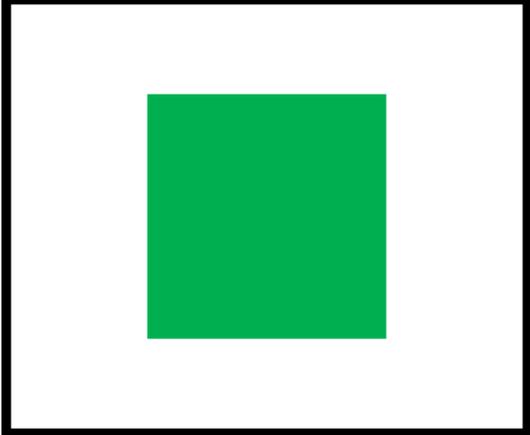
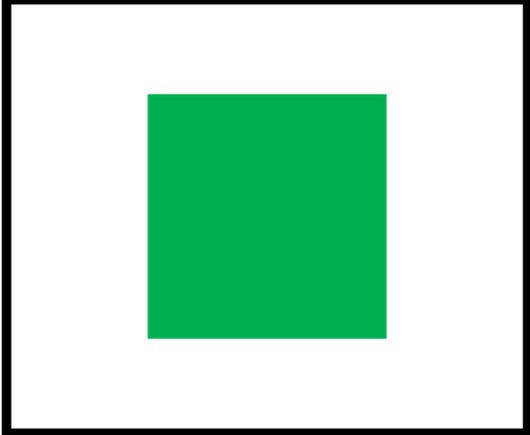
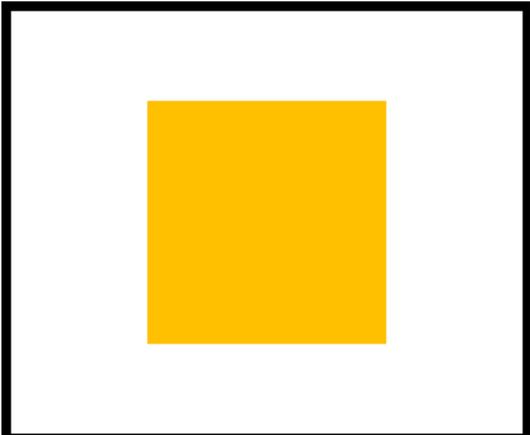
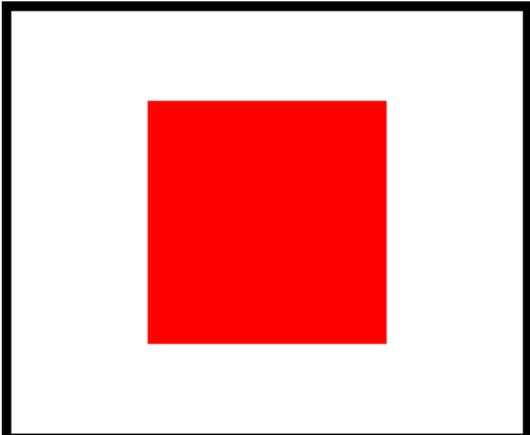
Dominó

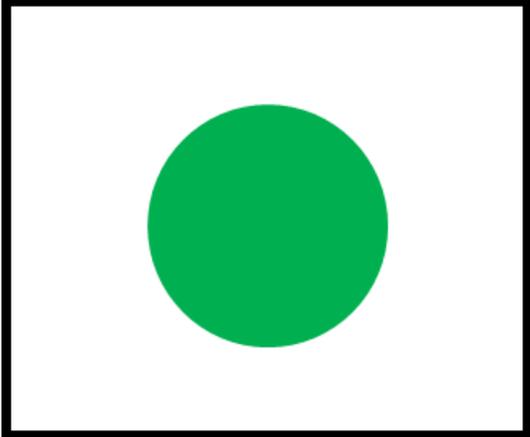
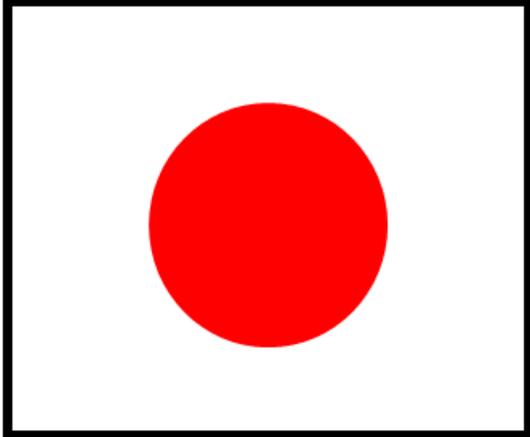
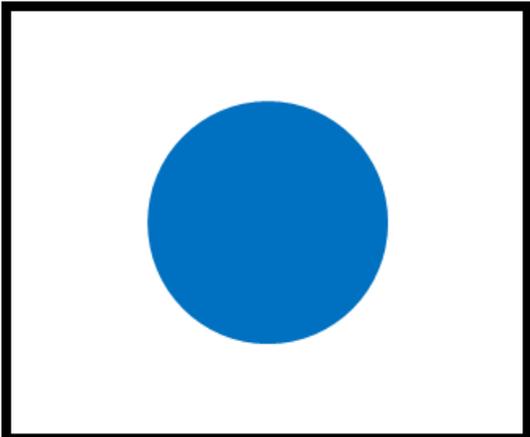
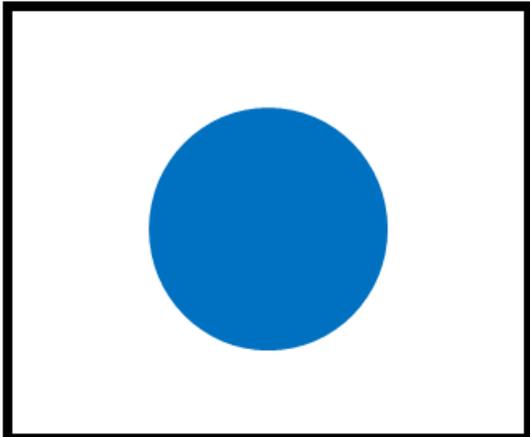
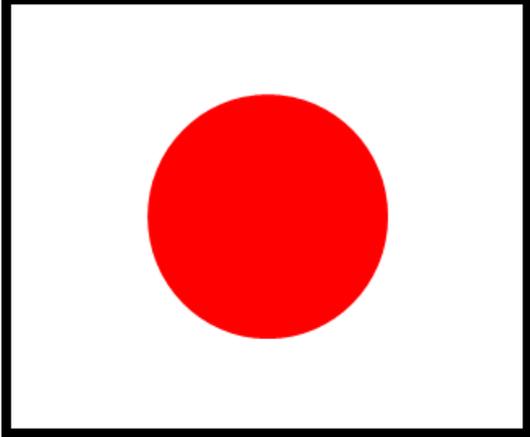
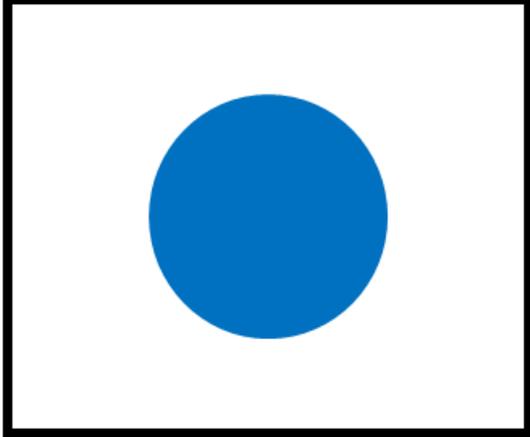
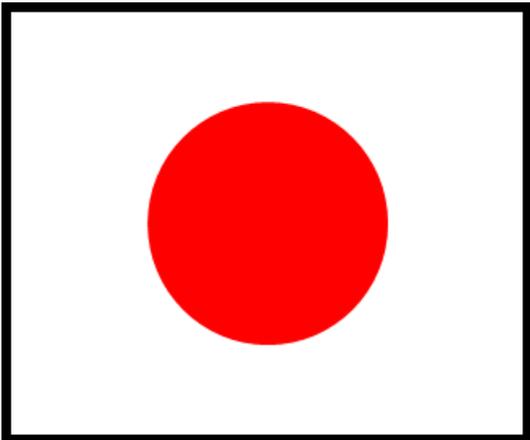
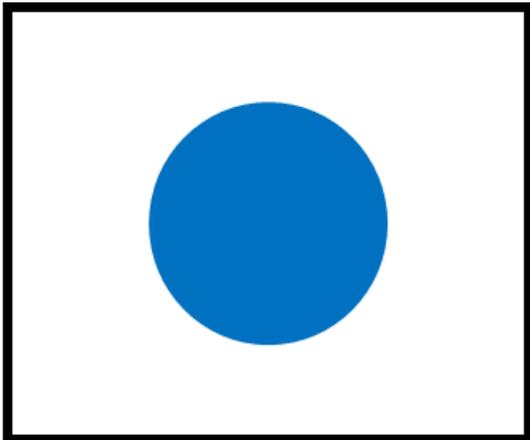
Instrucciones: Recortar las tarjetas, de ser posible imprimirlas en papel opalina gruesa, o pegarlas una vez recortadas, sobre cartulina.

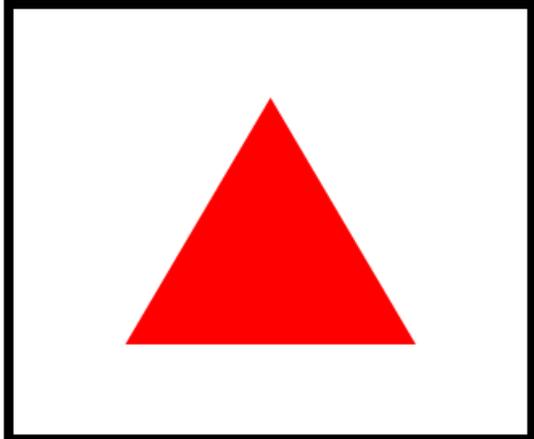
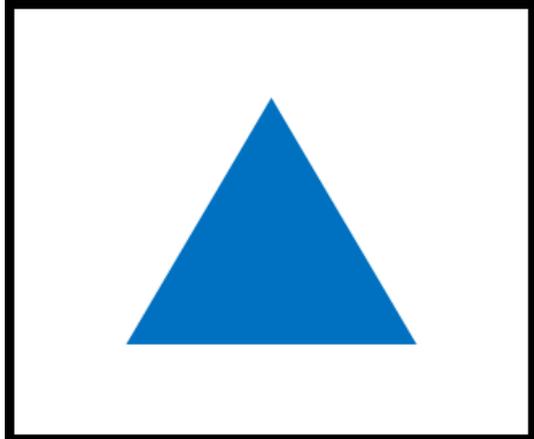
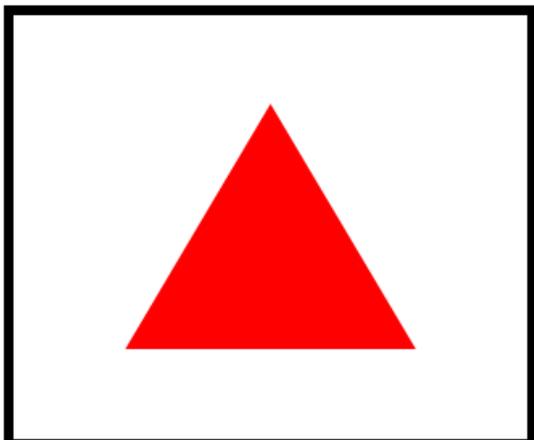
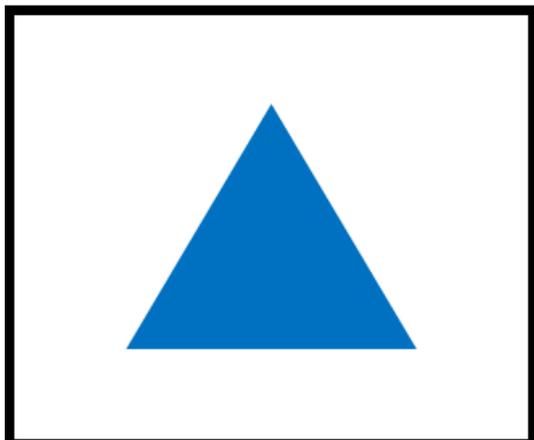
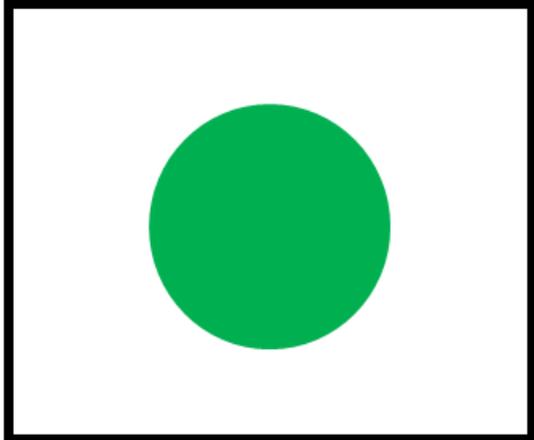
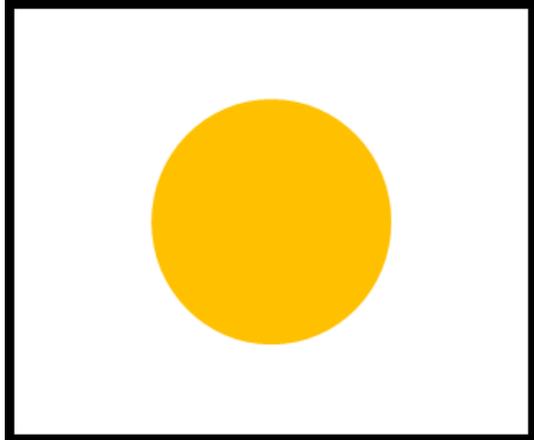
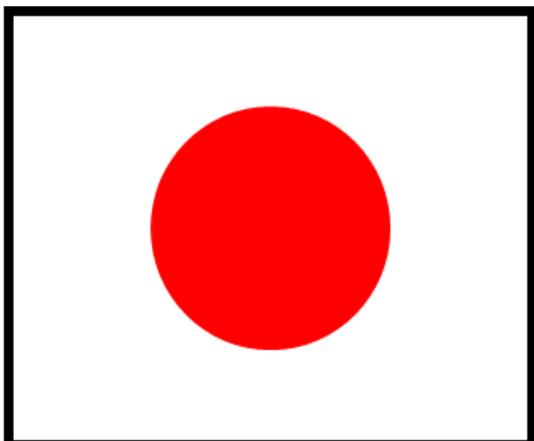
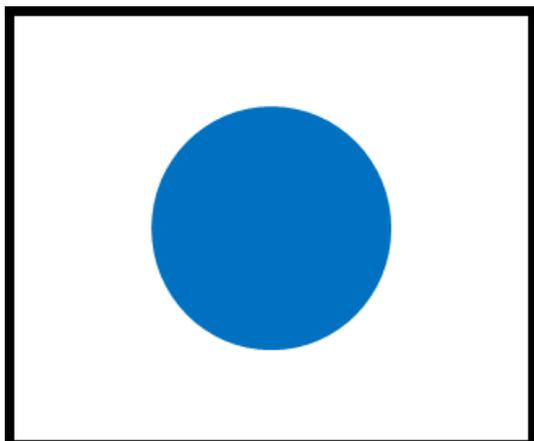
Revolver las fichas del dominó boca abajo, cada jugador tomará 7 fichas, e irán colocándolas por turnos, siguiendo el patrón de color o figuras. Se sugiere comenzar con el criterio de color, para posteriormente, incrementar la dificultad con los criterios de figura geométrica y color.

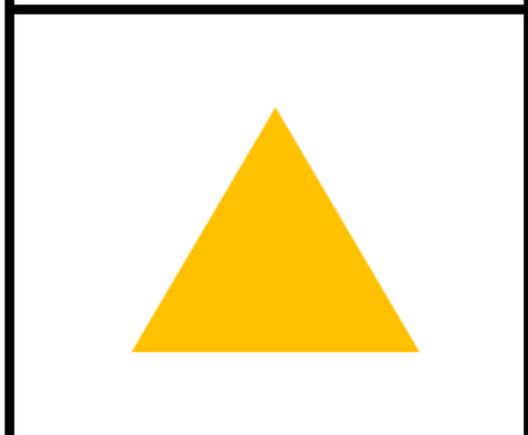
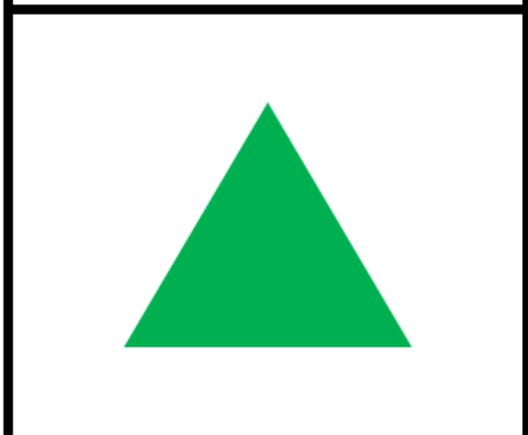
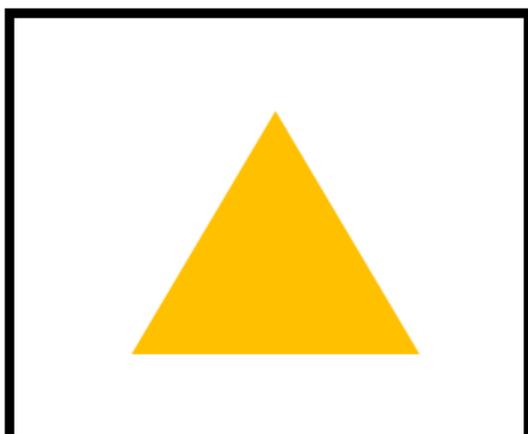
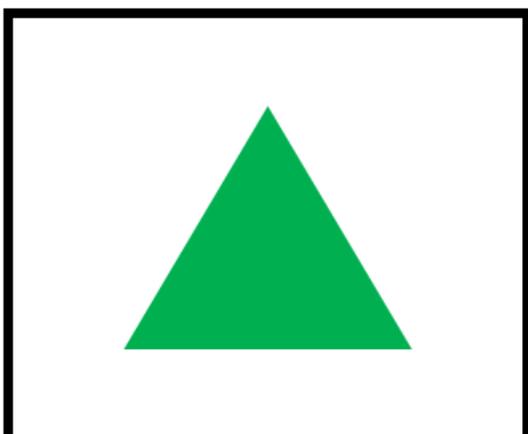
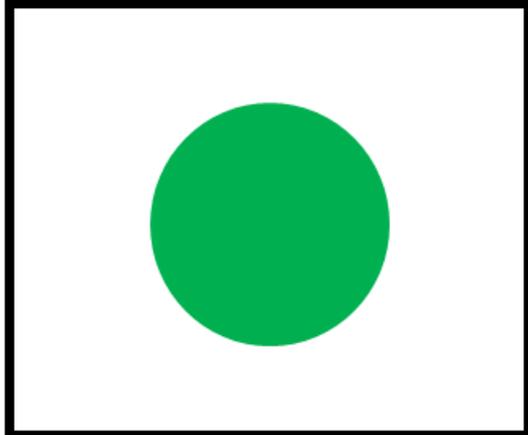
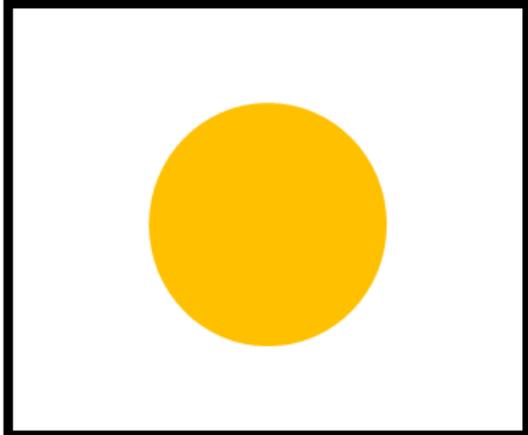
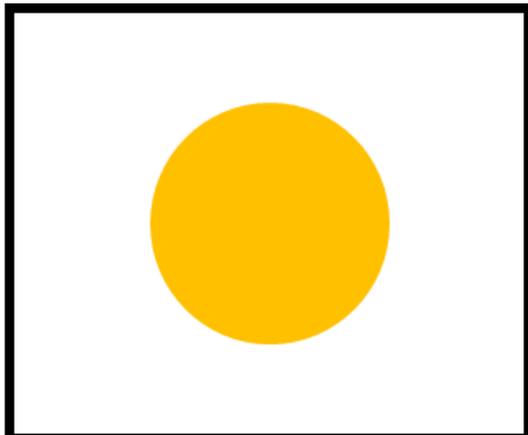
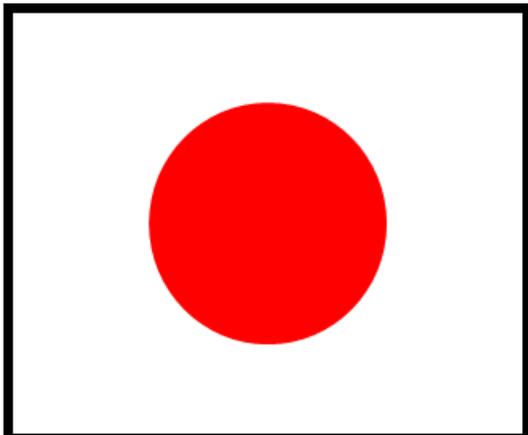


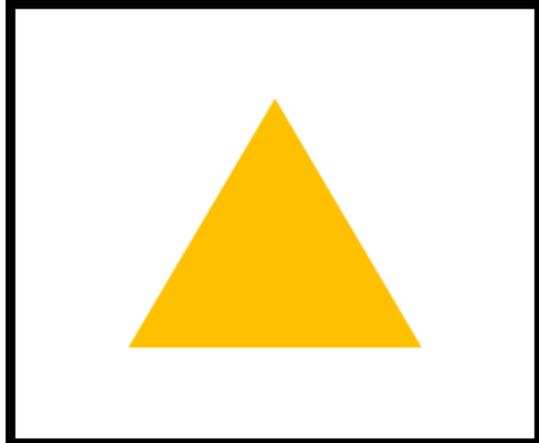
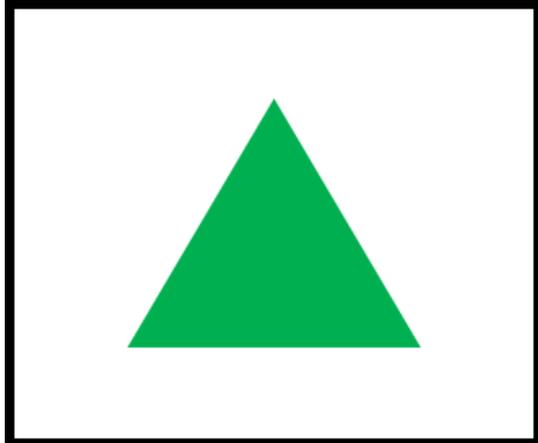
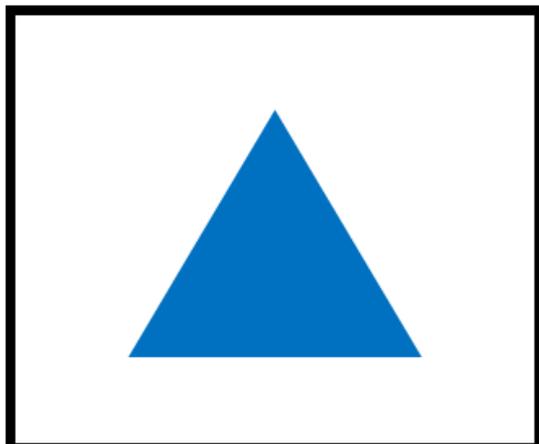
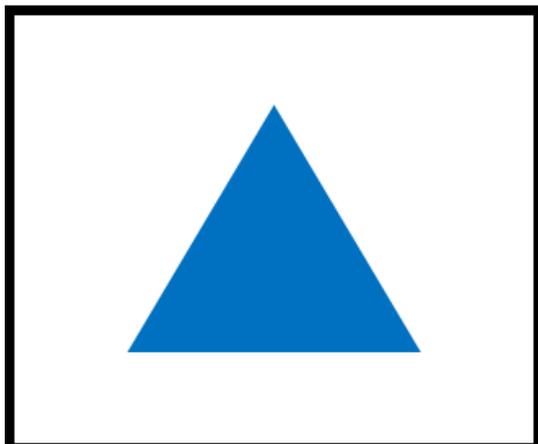
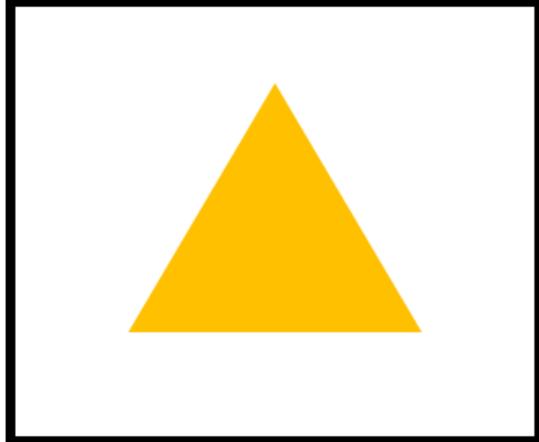
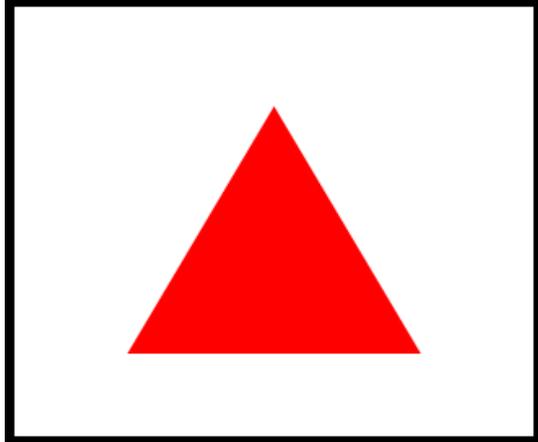
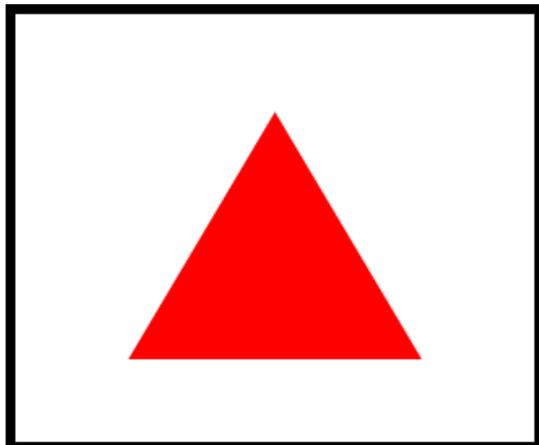
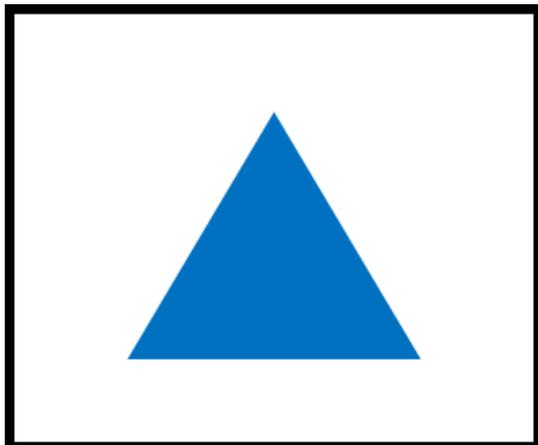


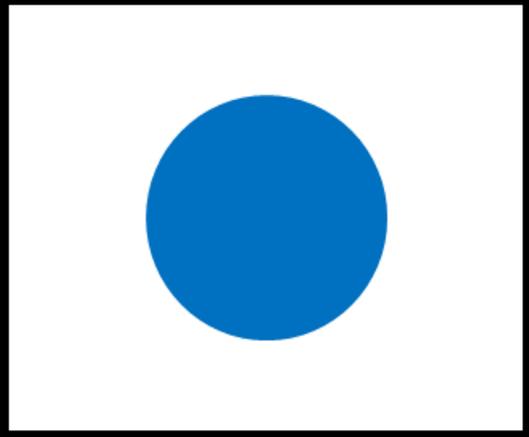
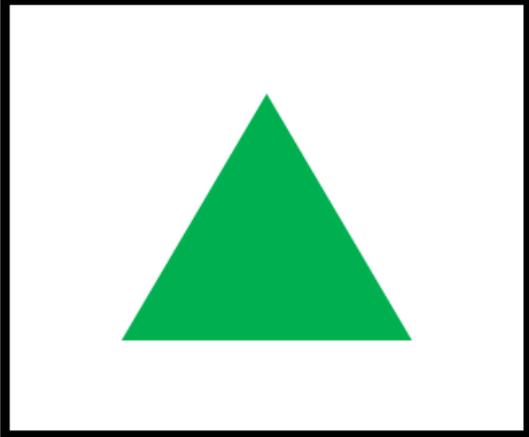
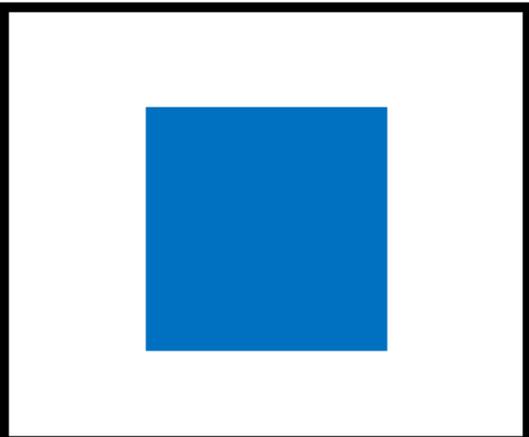
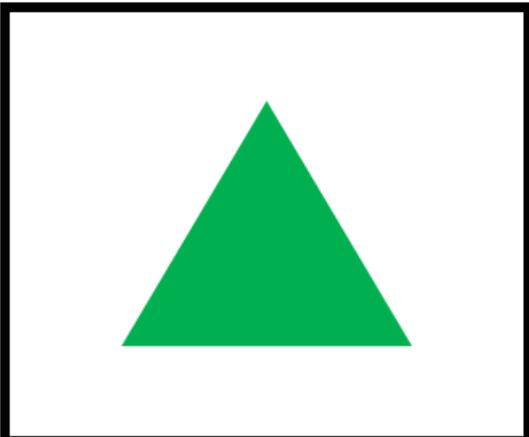
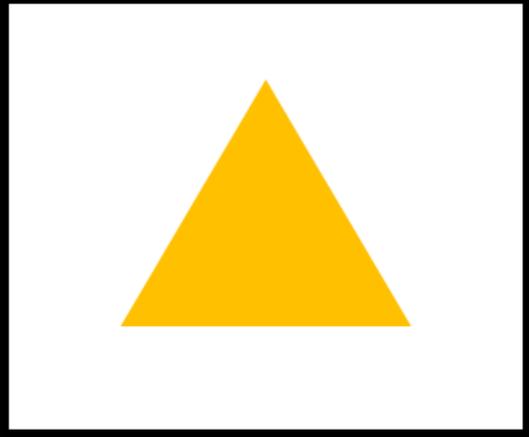
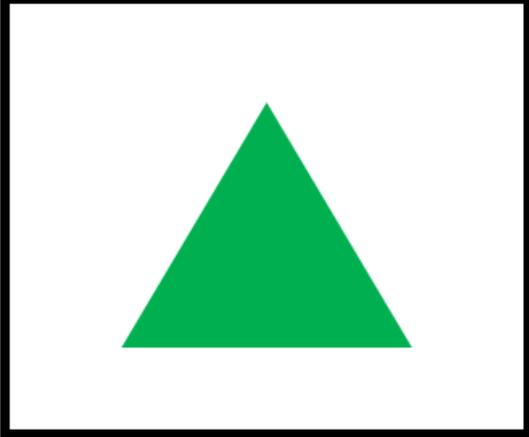
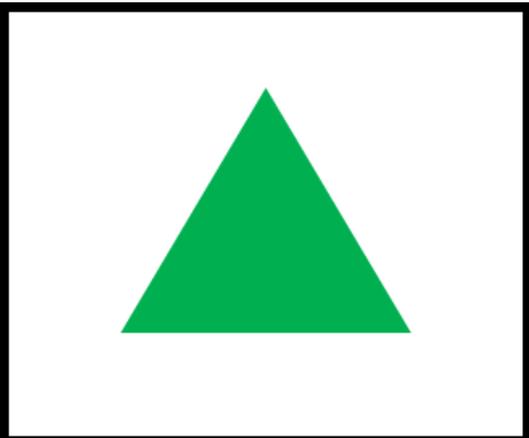
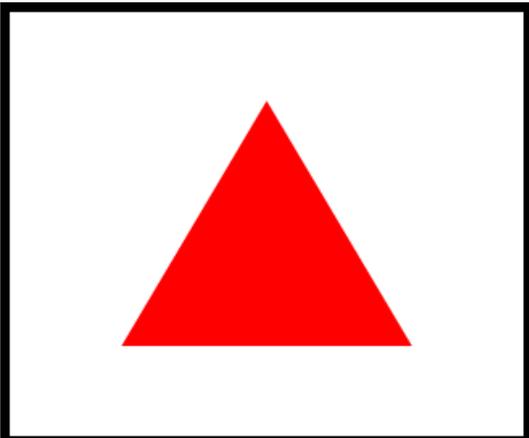


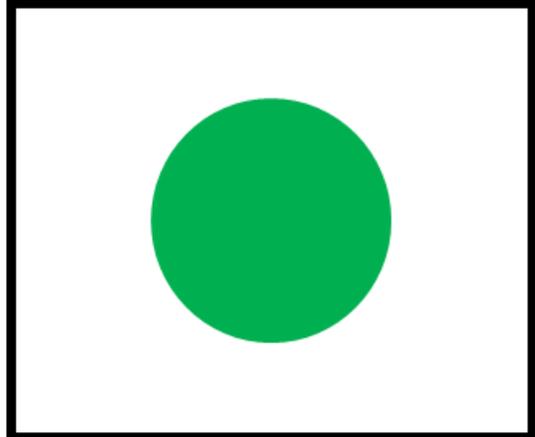
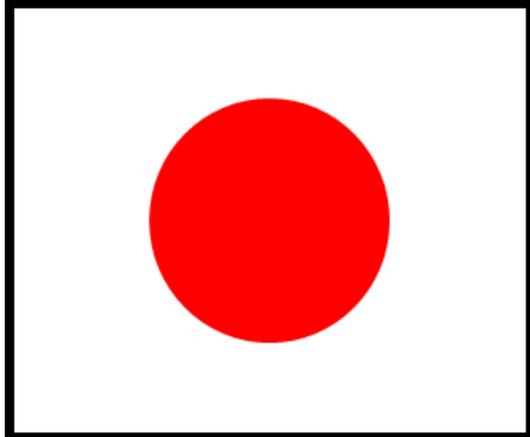
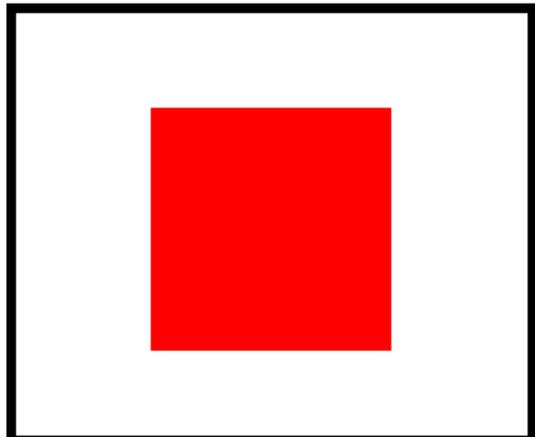
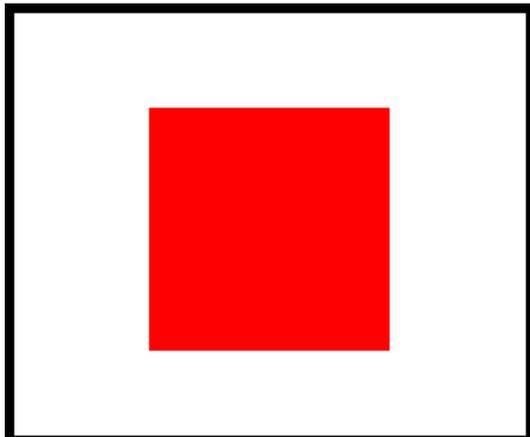
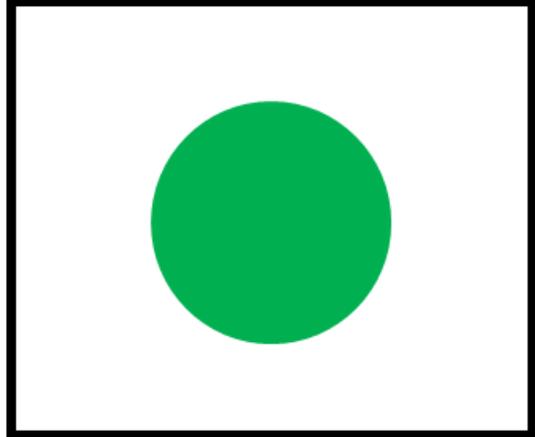
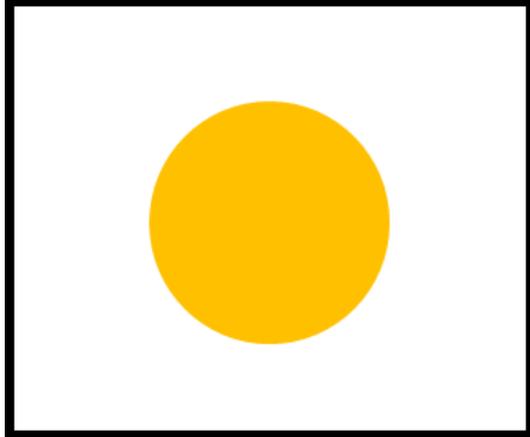
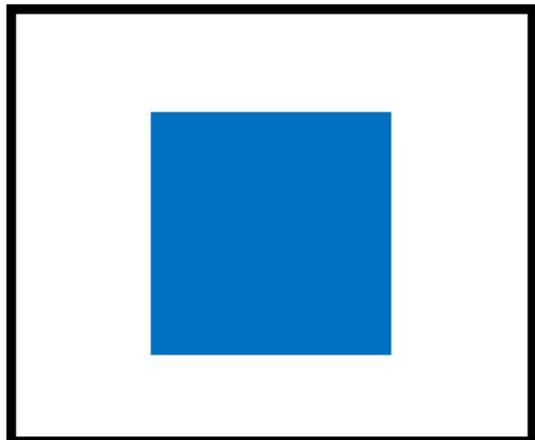
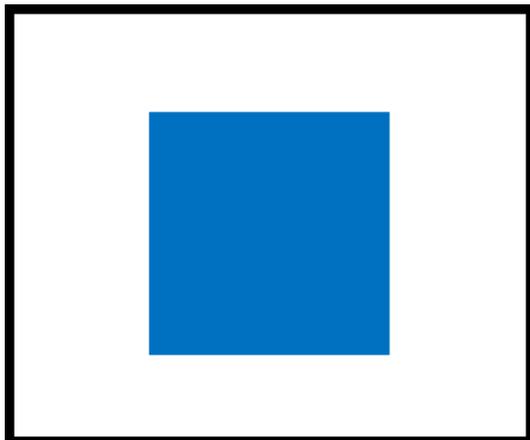


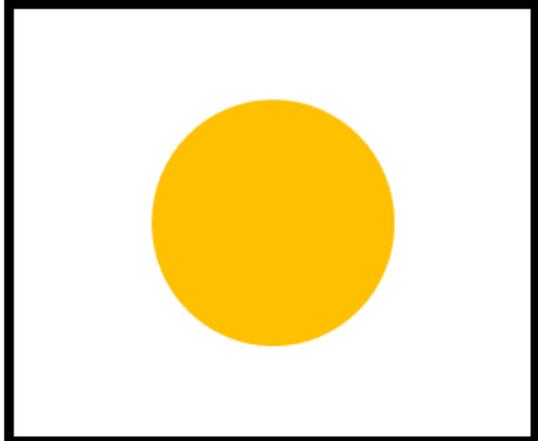
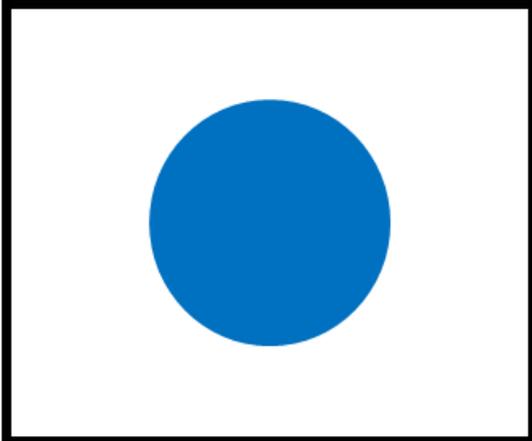
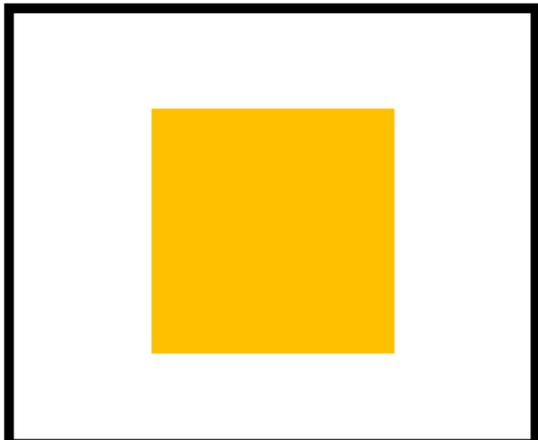
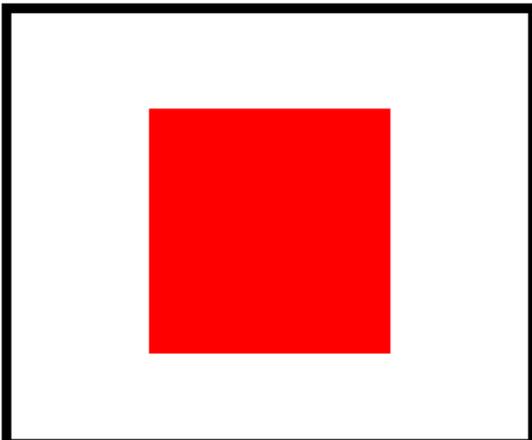
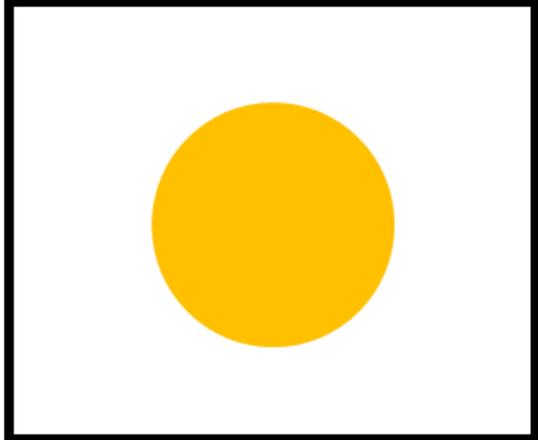
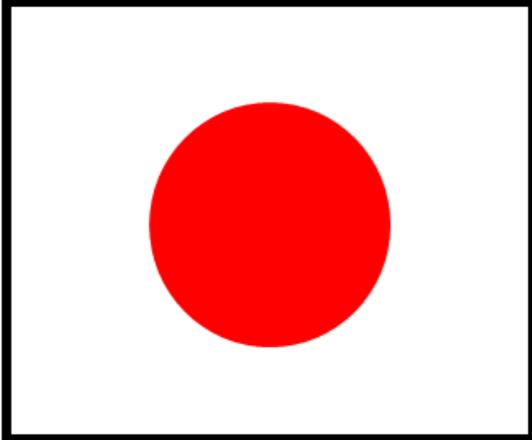
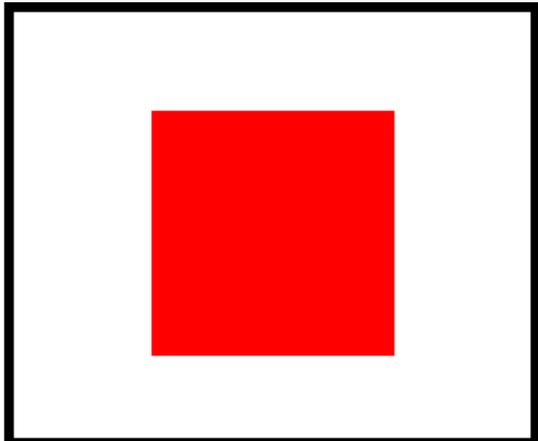
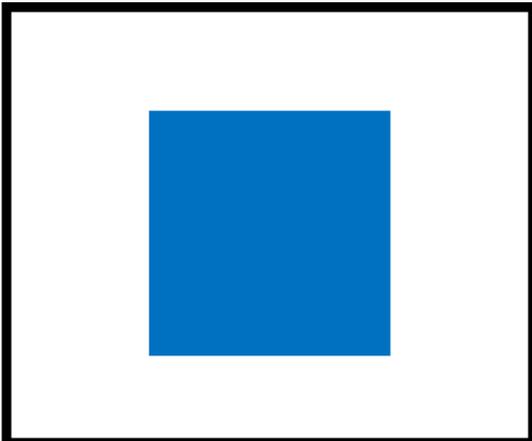


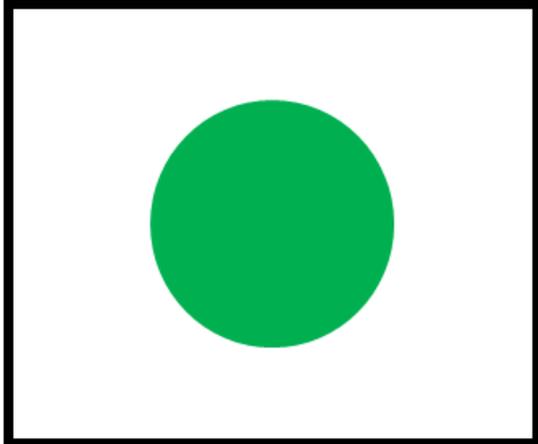
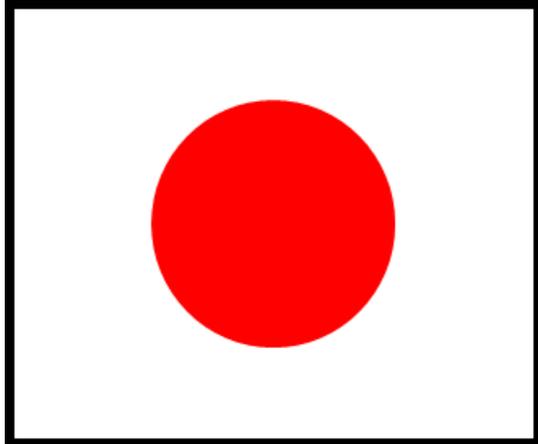
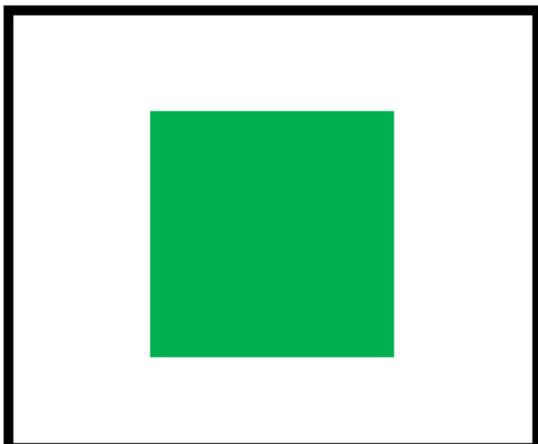
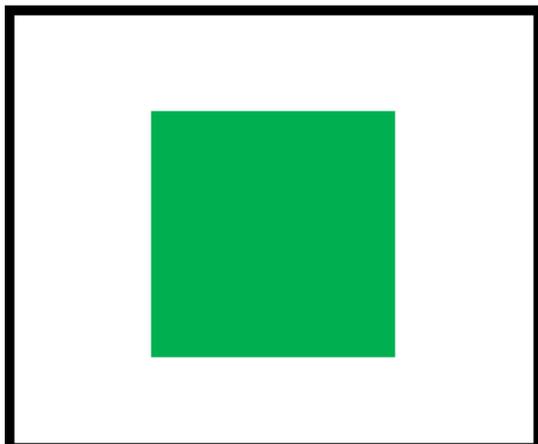
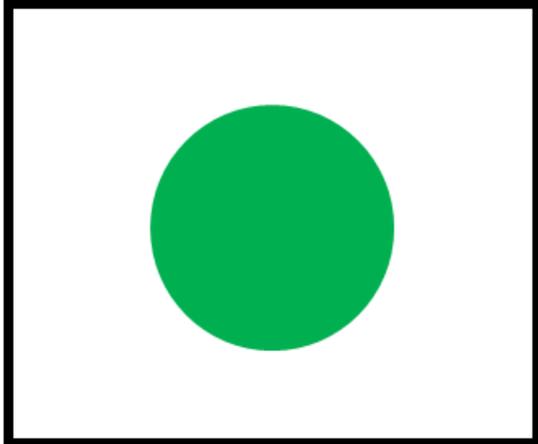
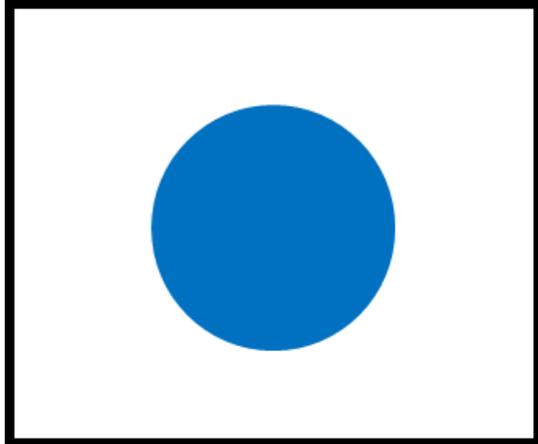
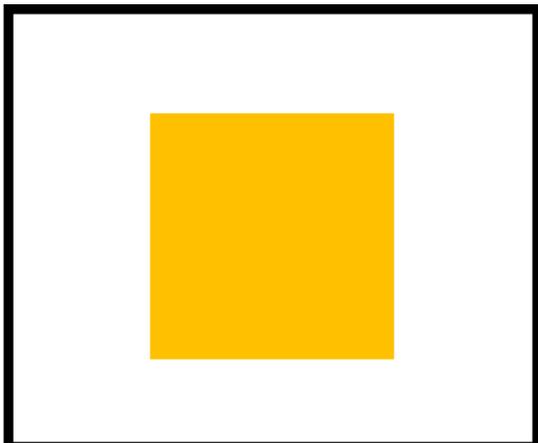
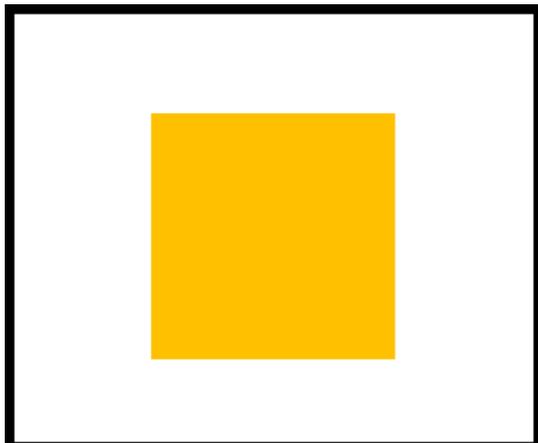


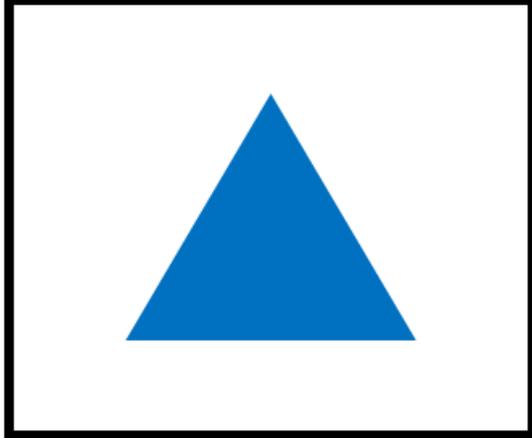
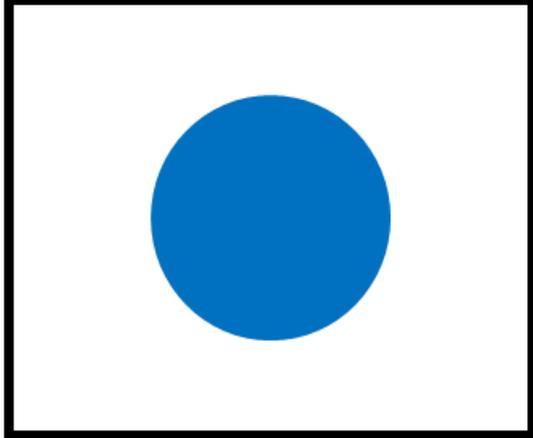
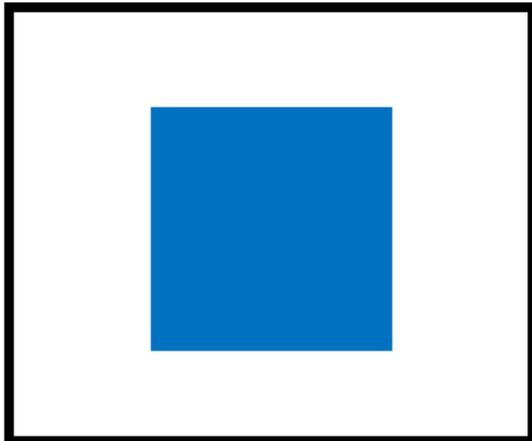
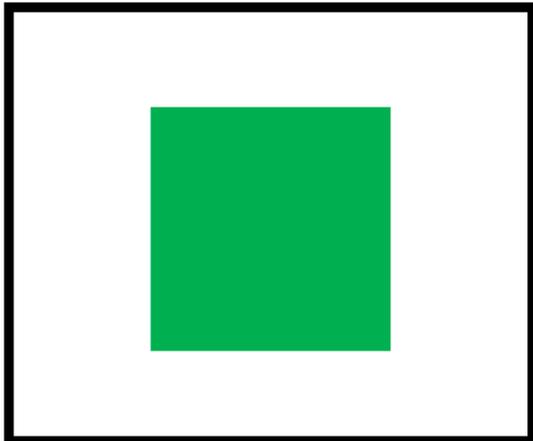
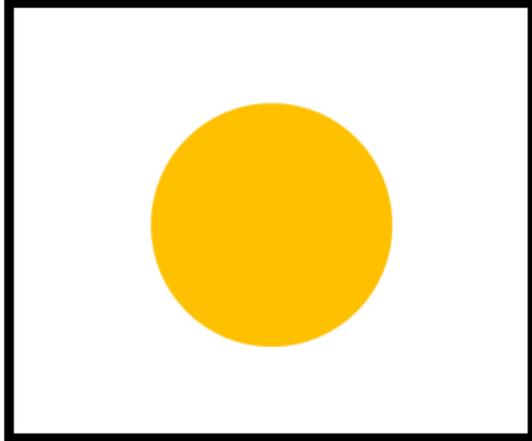
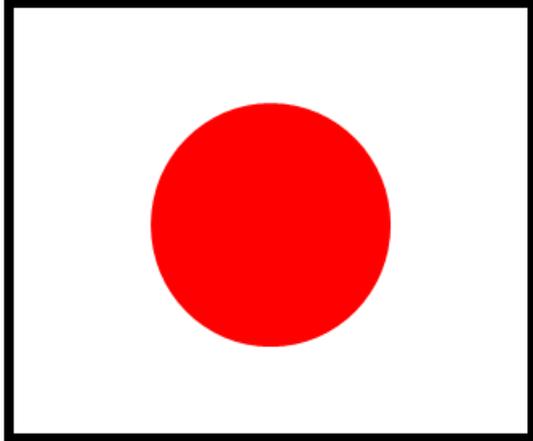
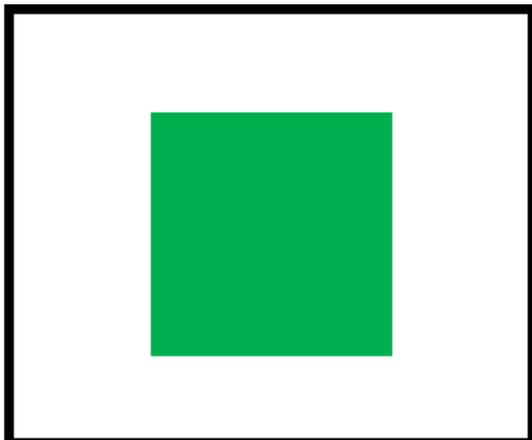
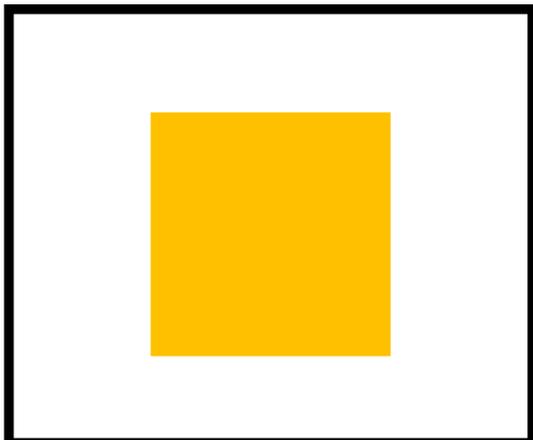


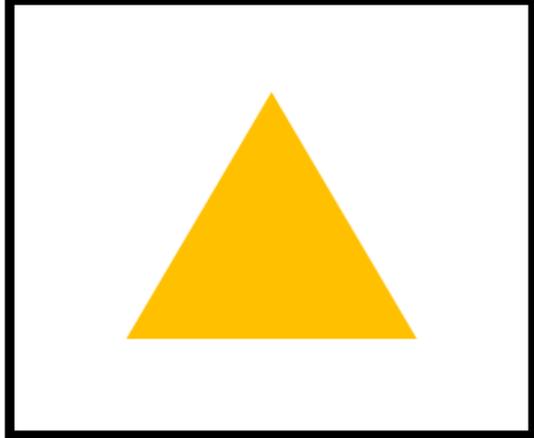
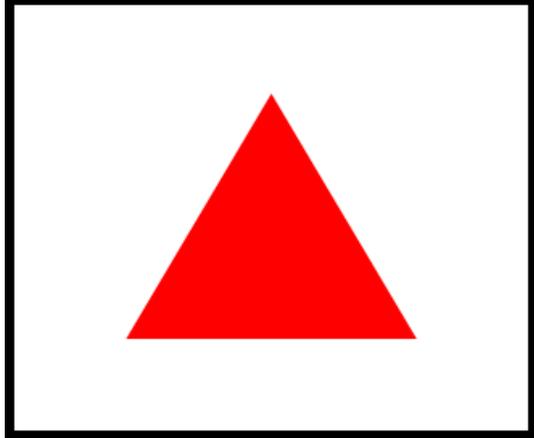
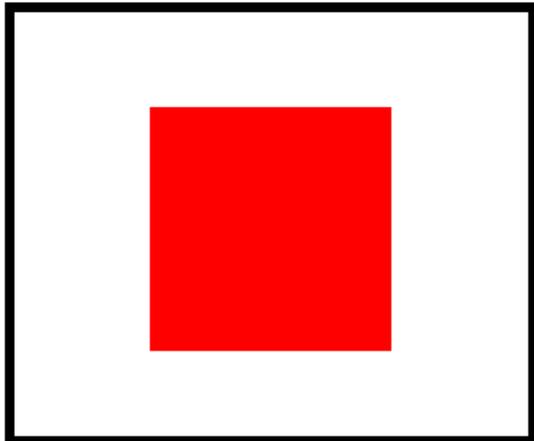
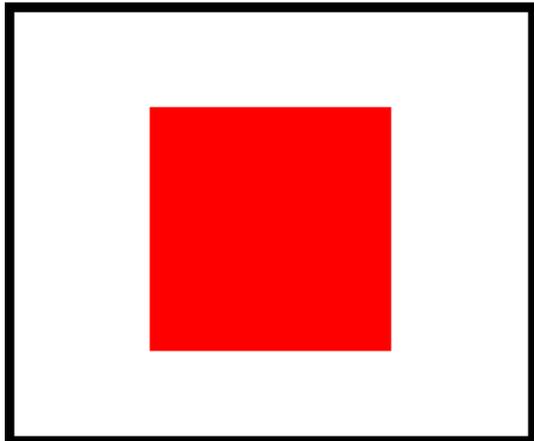
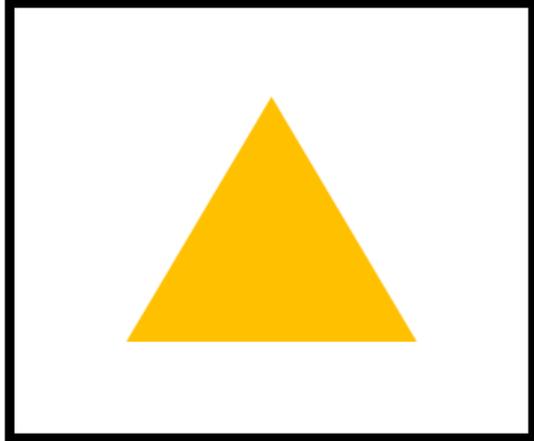
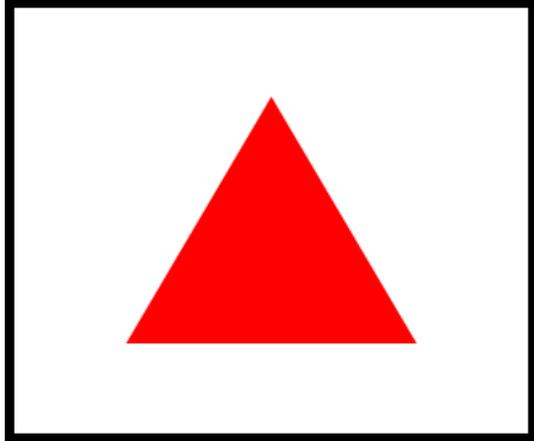
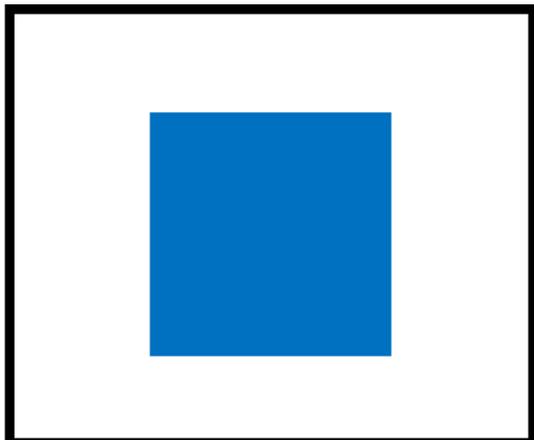
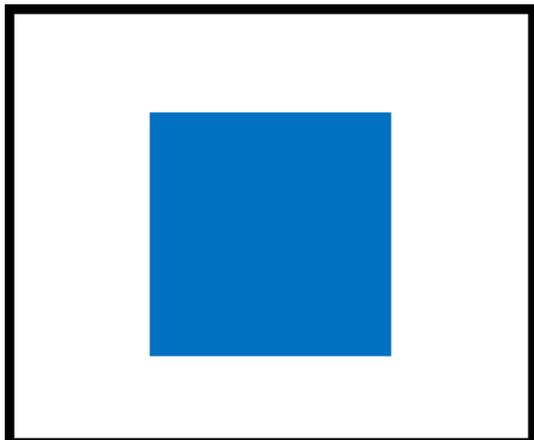


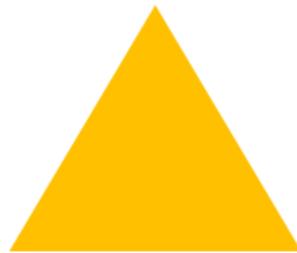
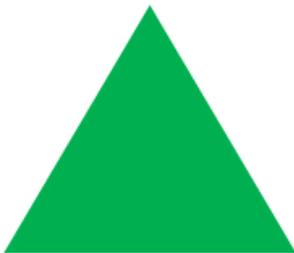
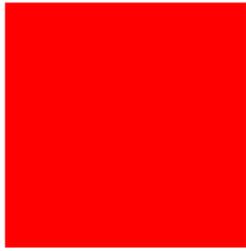
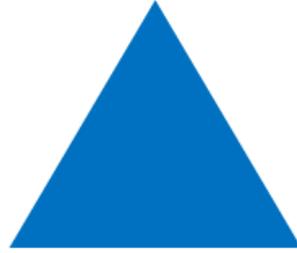
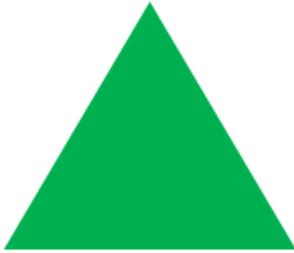
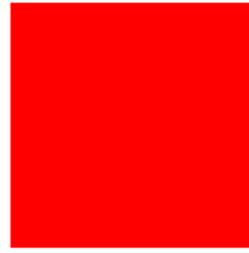


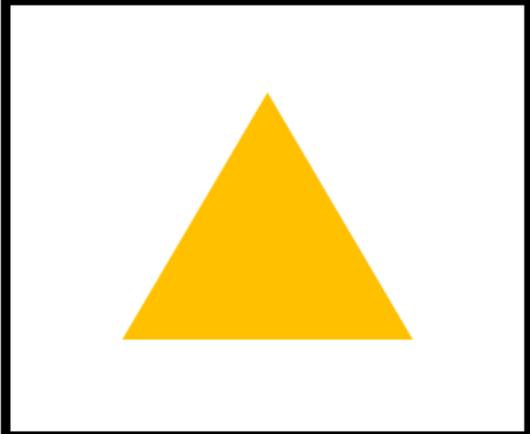
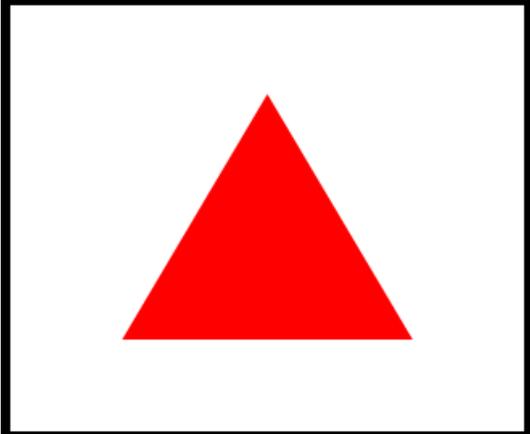
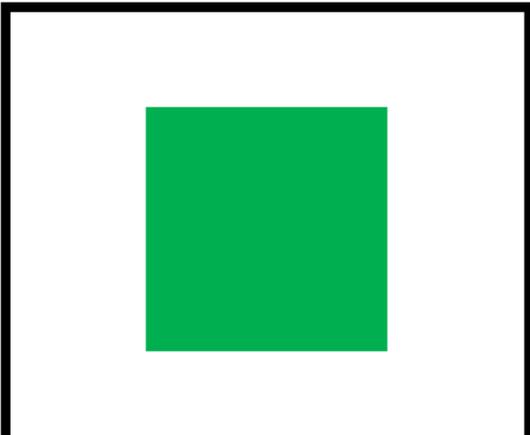
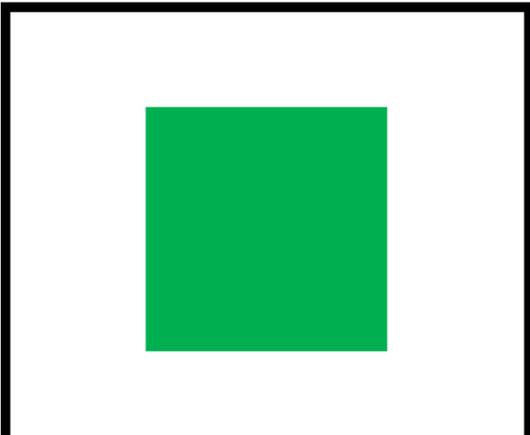
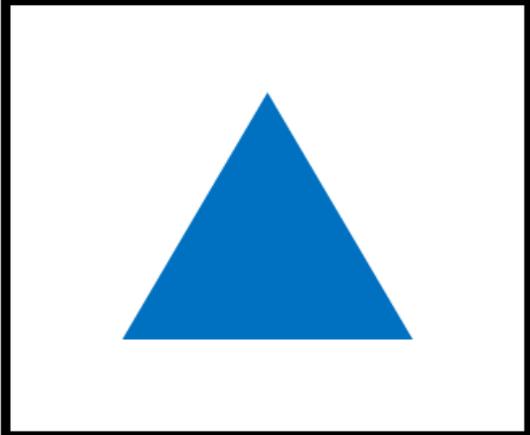
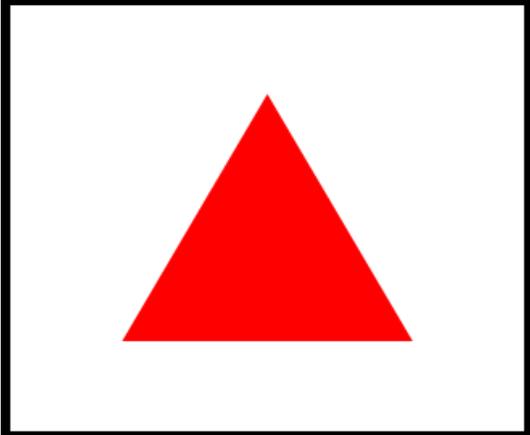
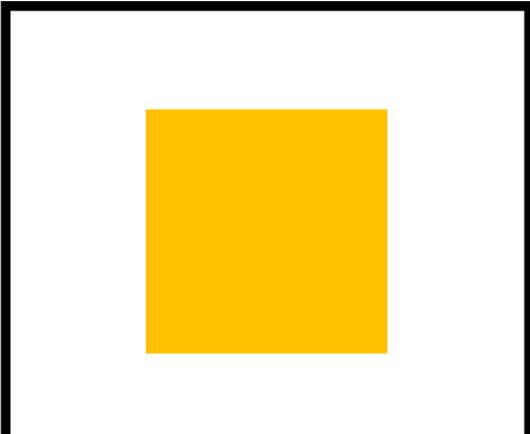
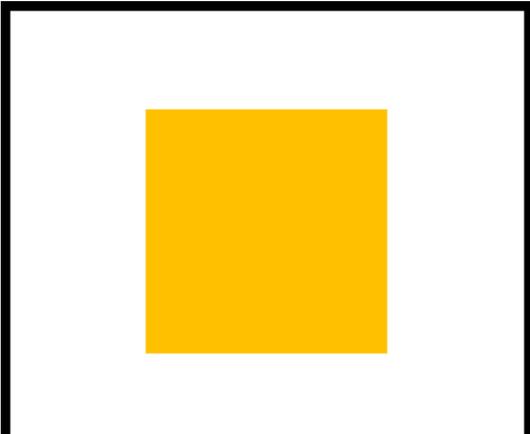


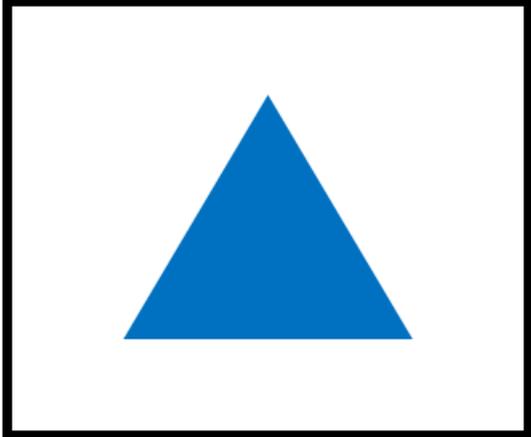
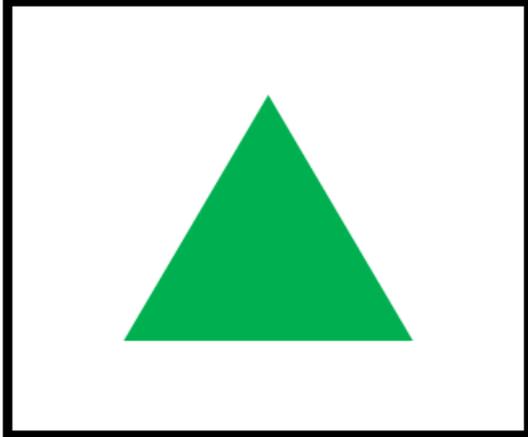
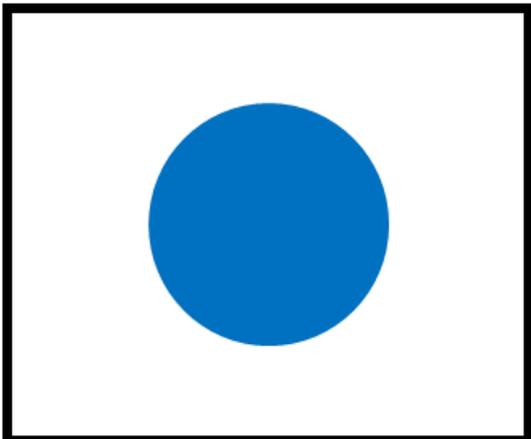
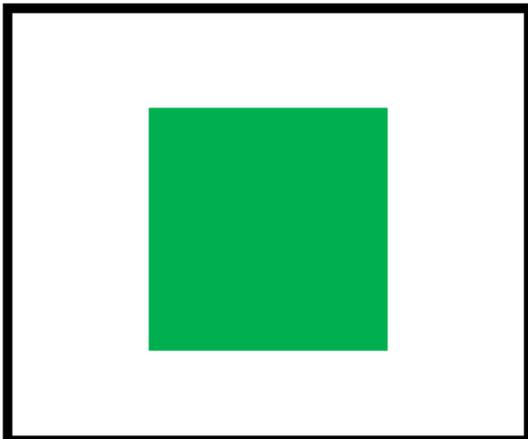
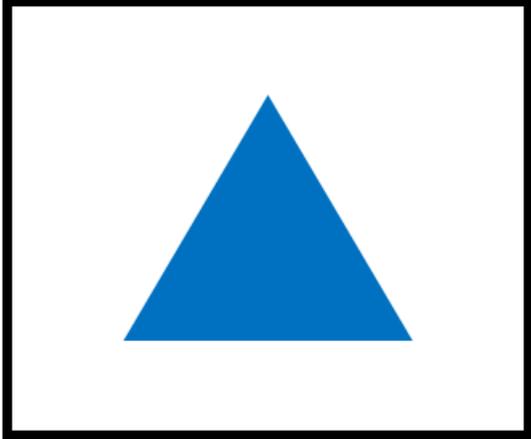
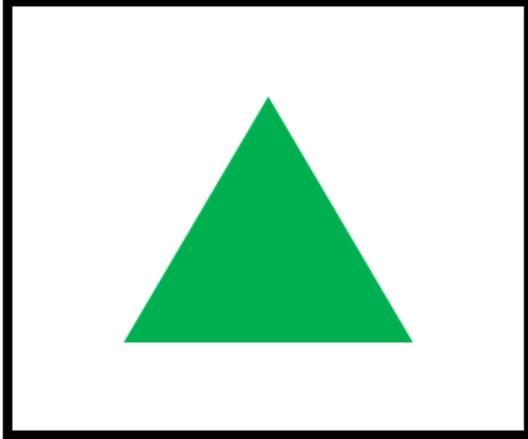
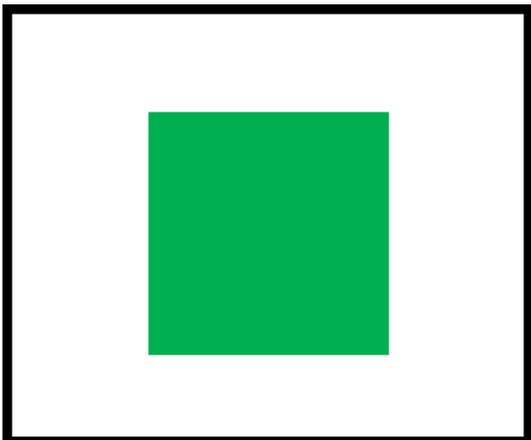
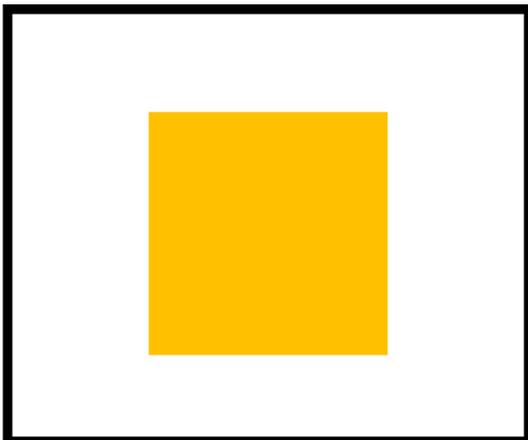


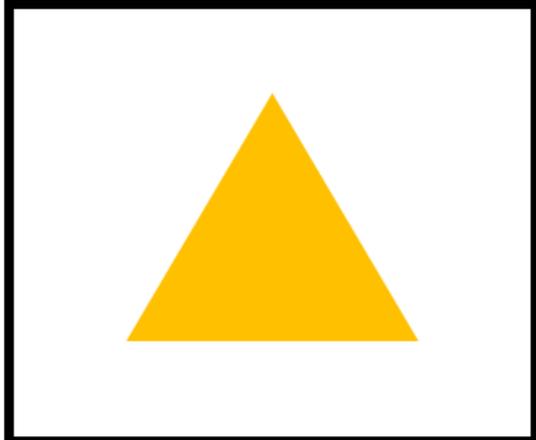
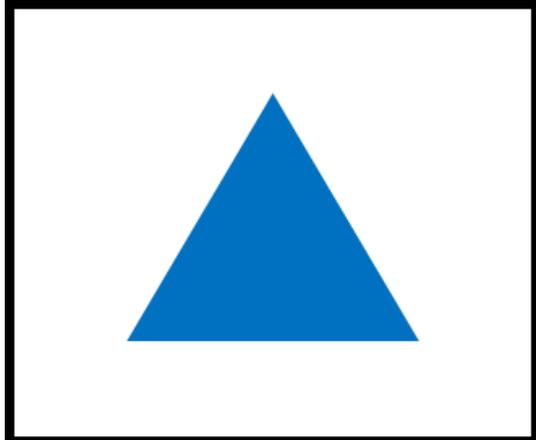
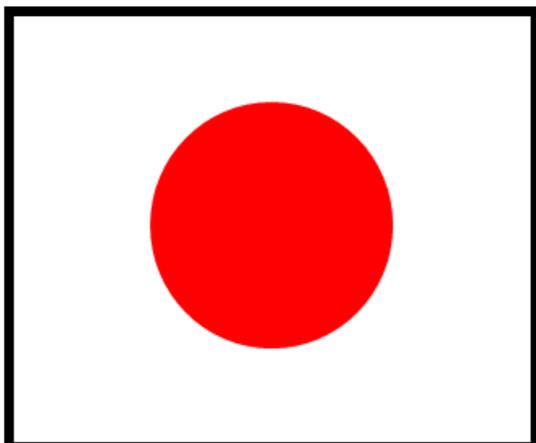
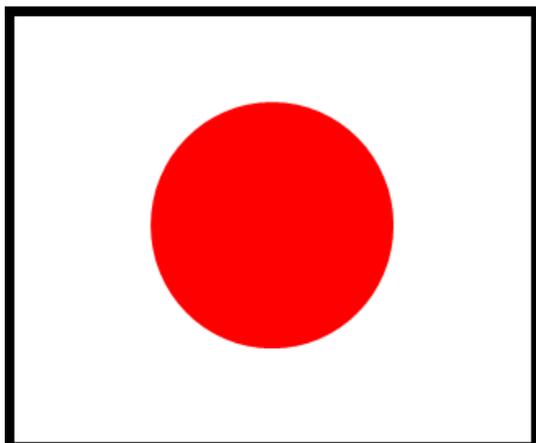
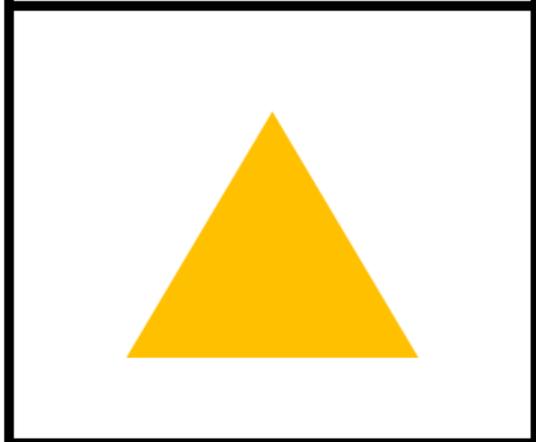
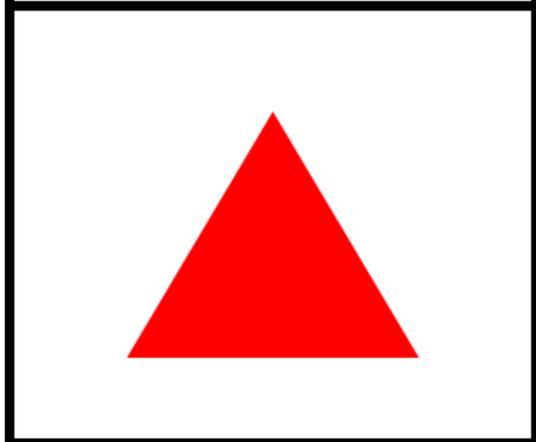
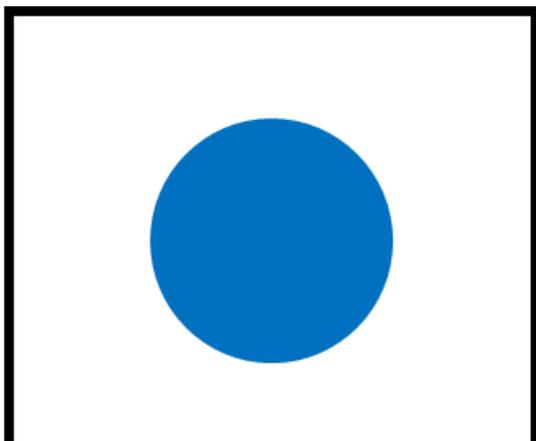
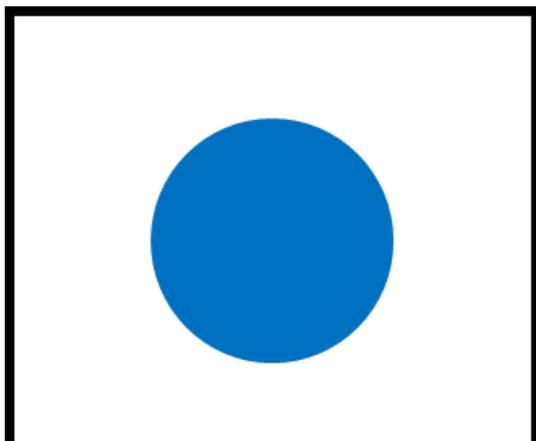


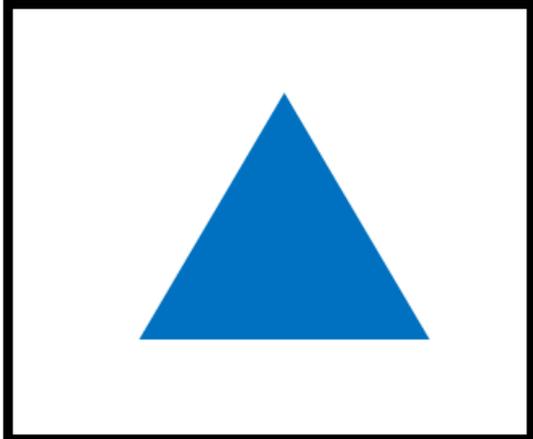
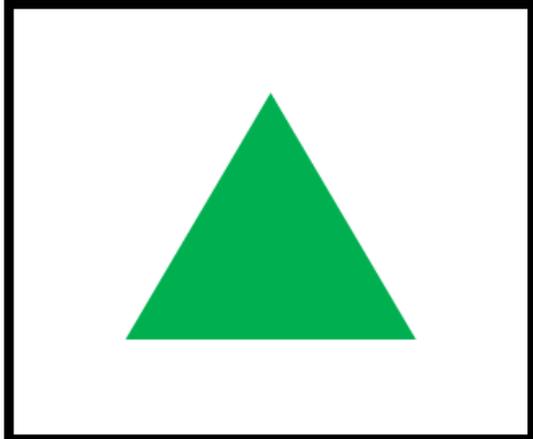
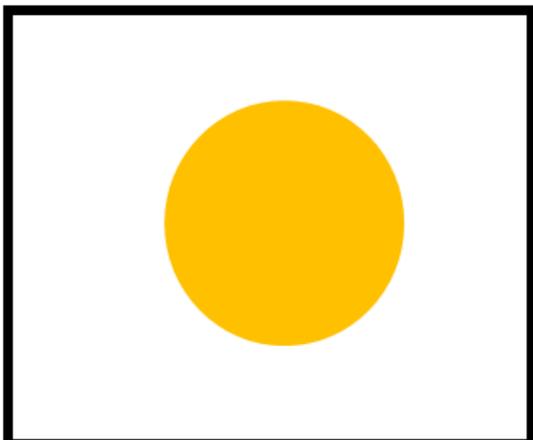
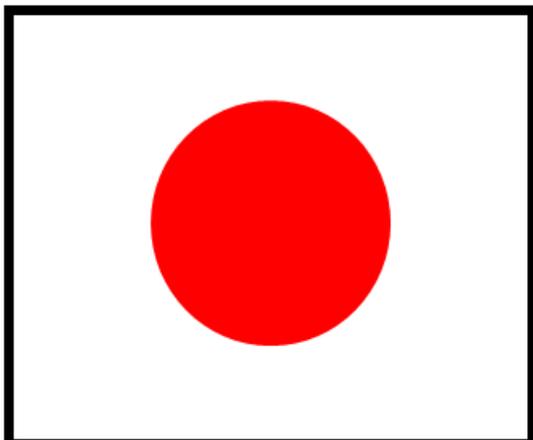
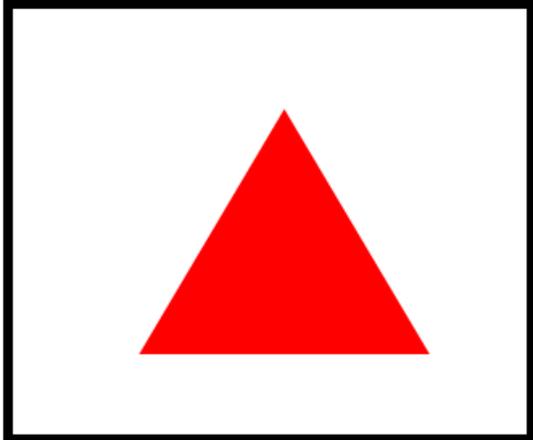
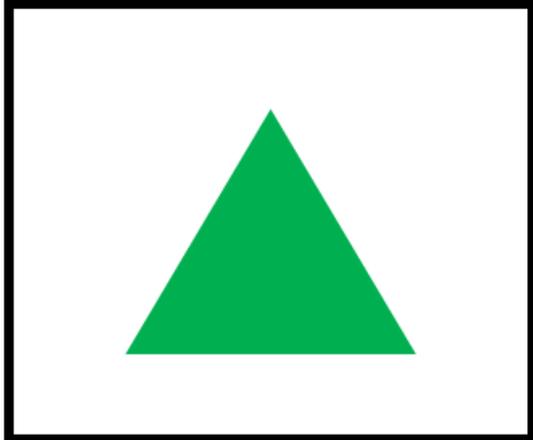
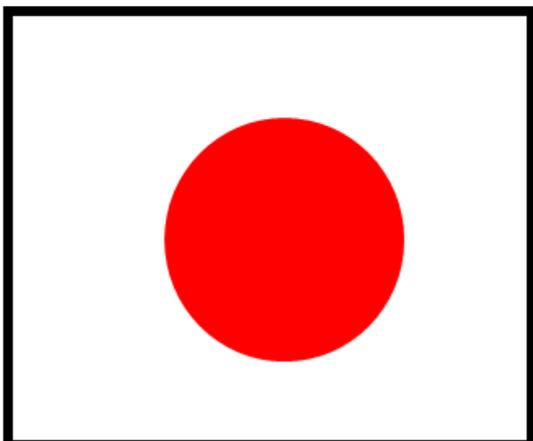
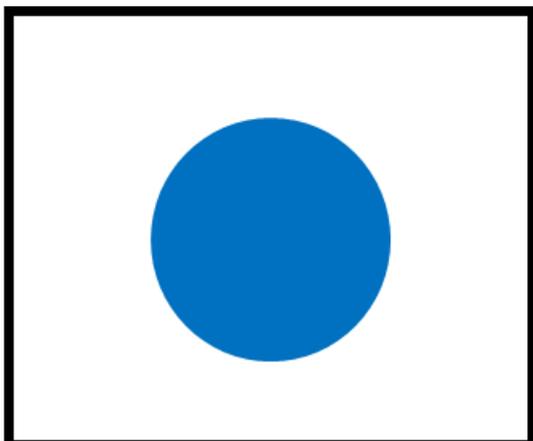


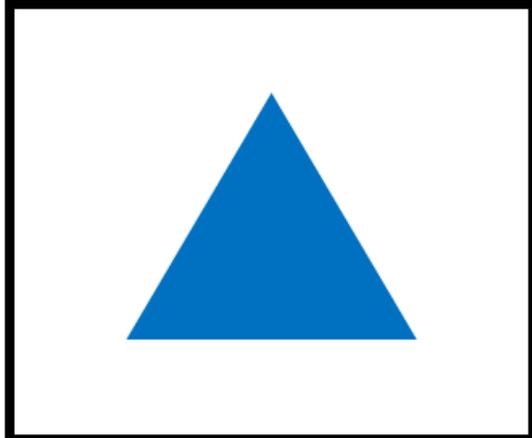
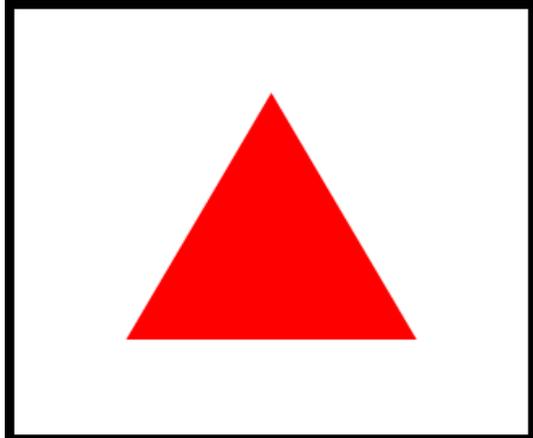
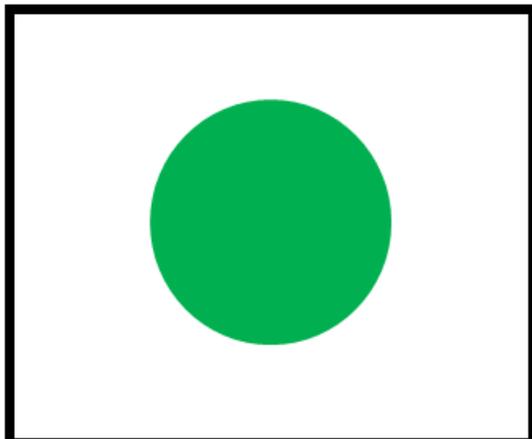
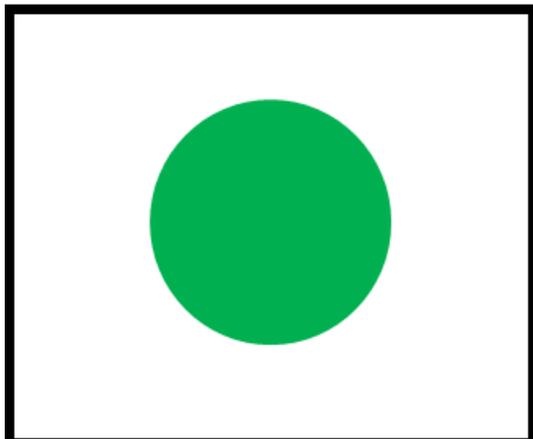
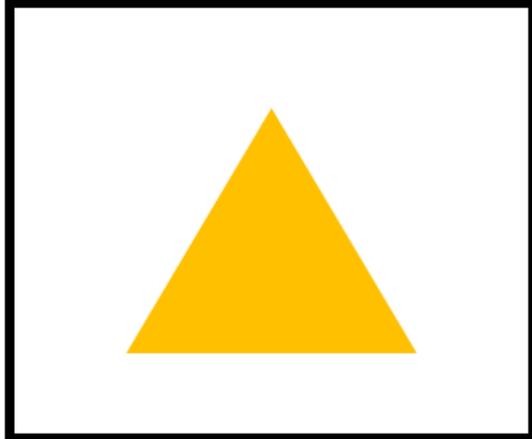
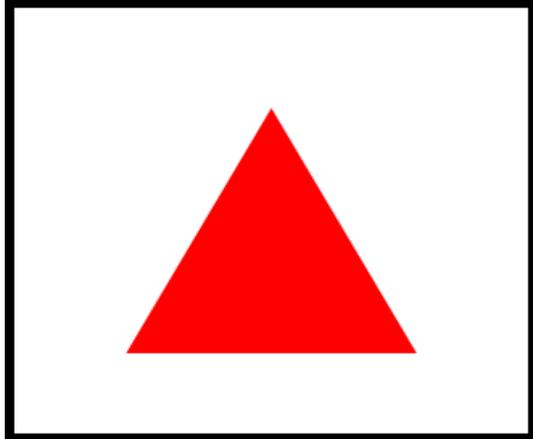
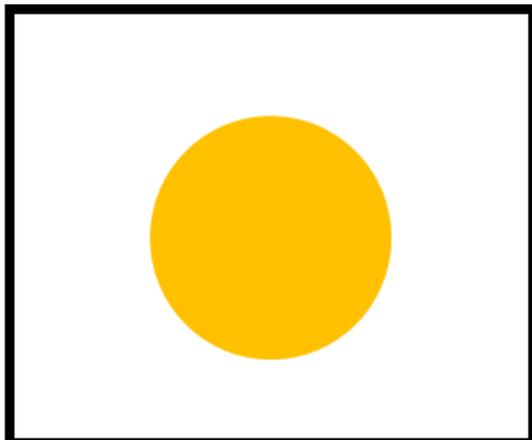
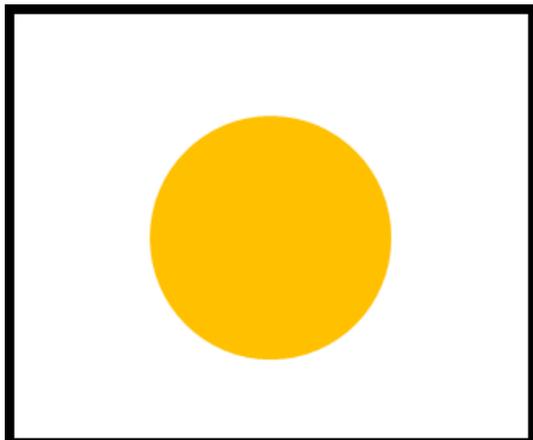


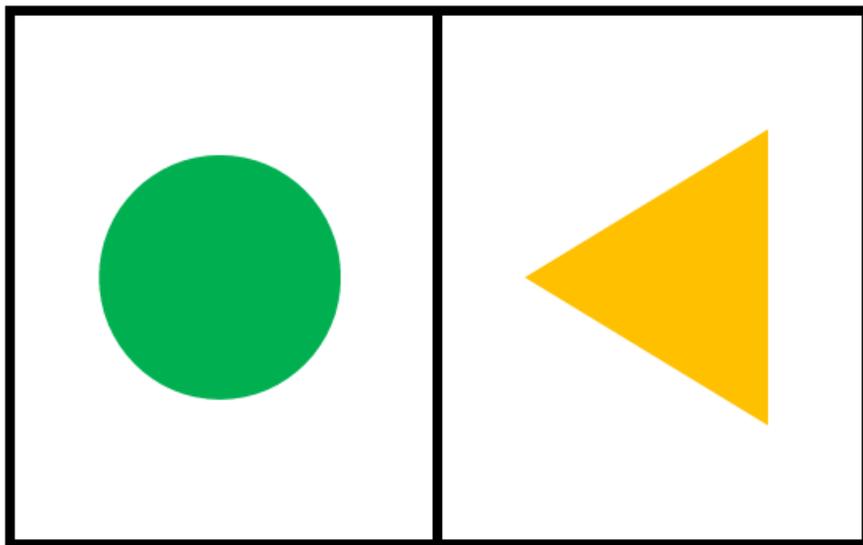
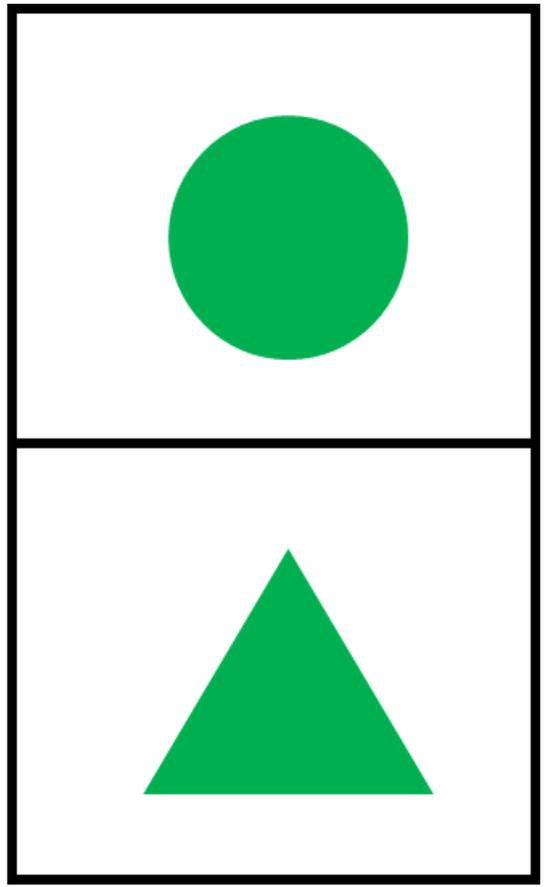
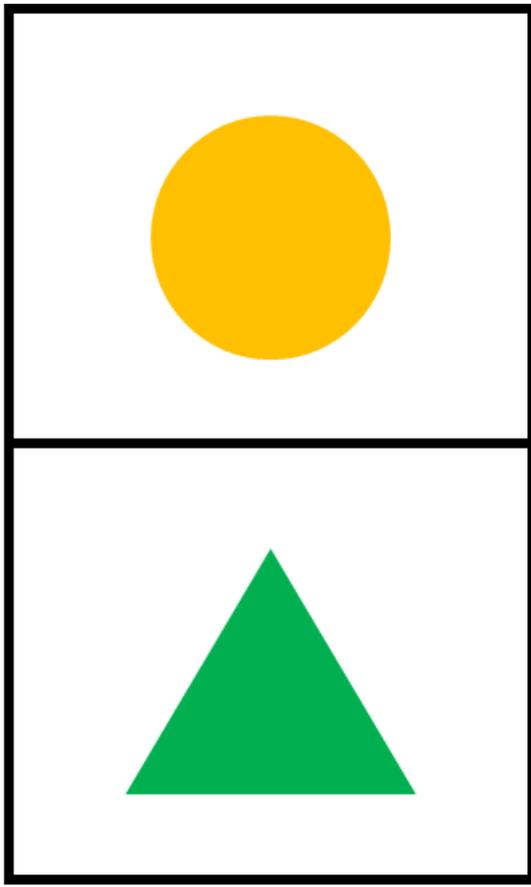


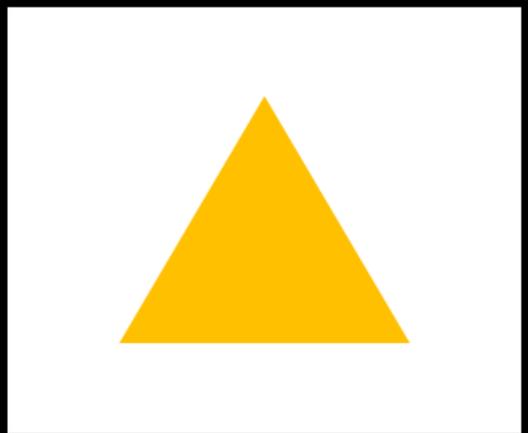
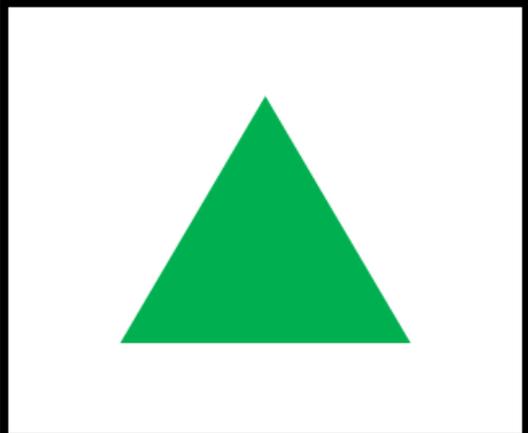
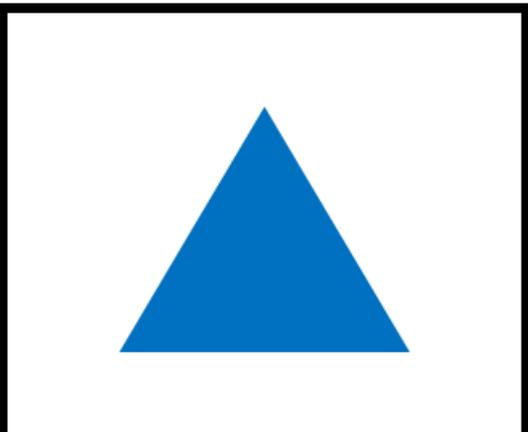
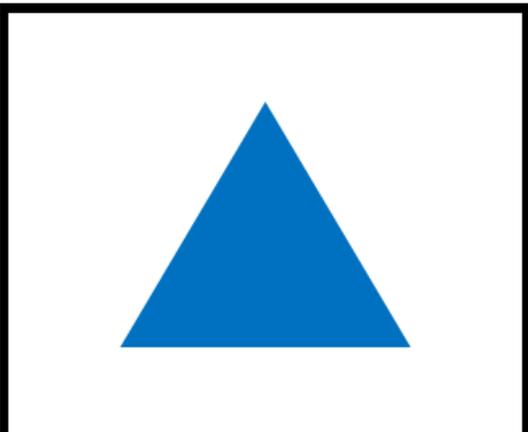
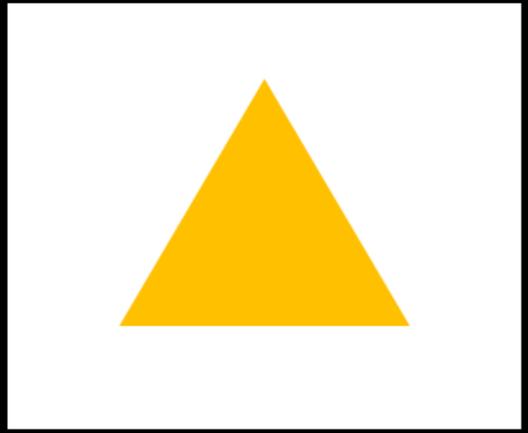
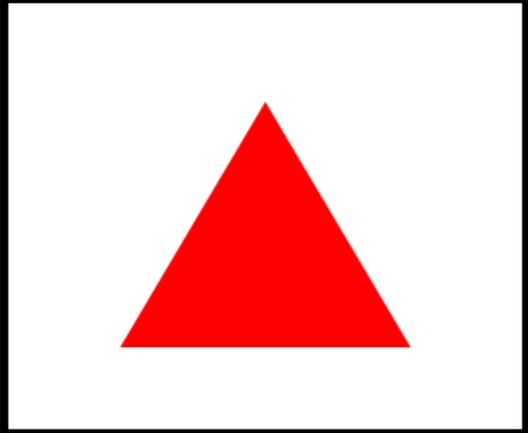
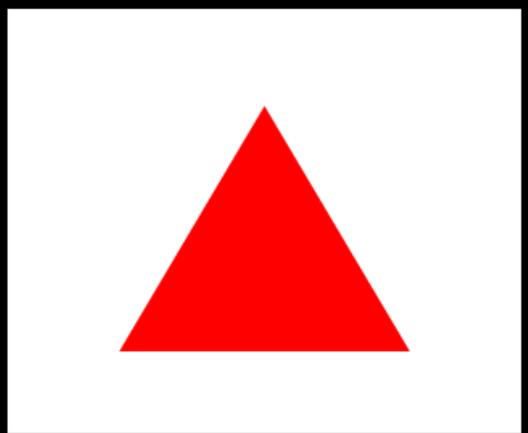
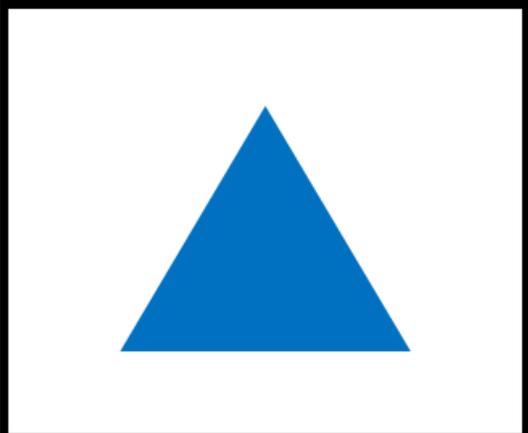


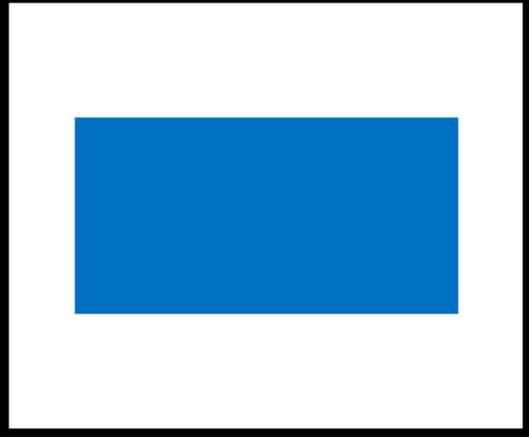
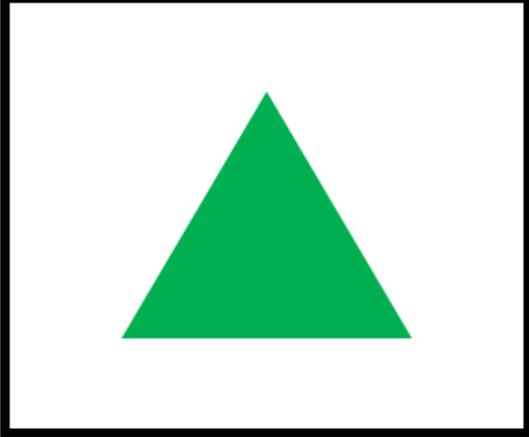
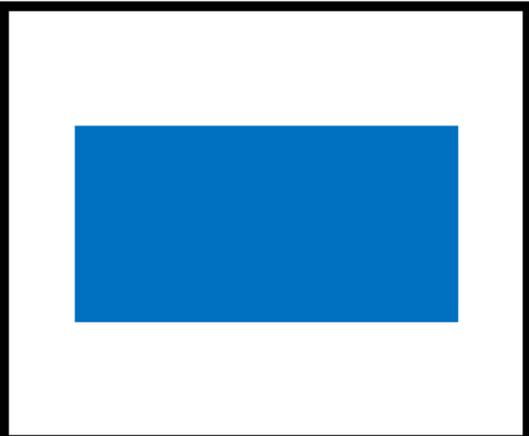
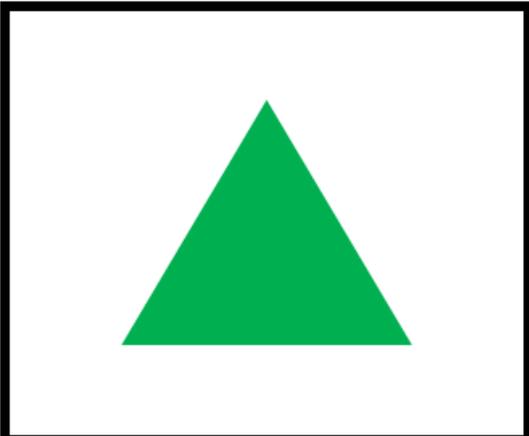
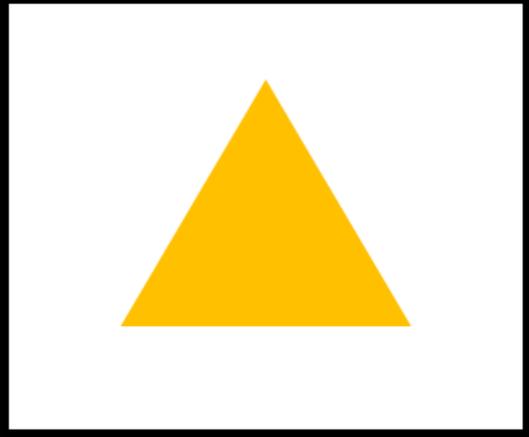
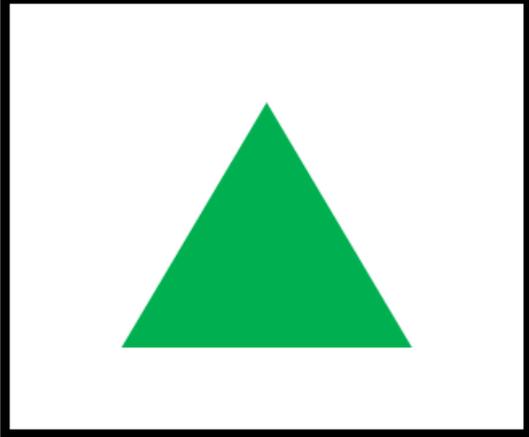
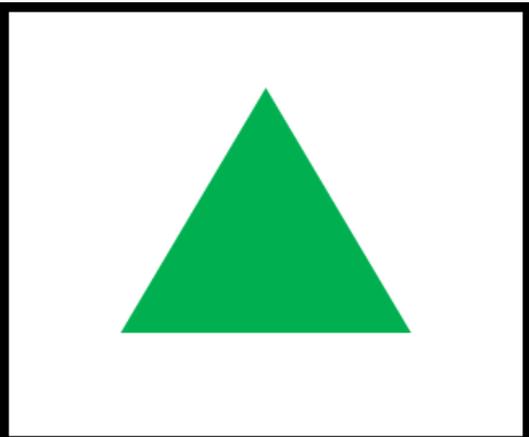
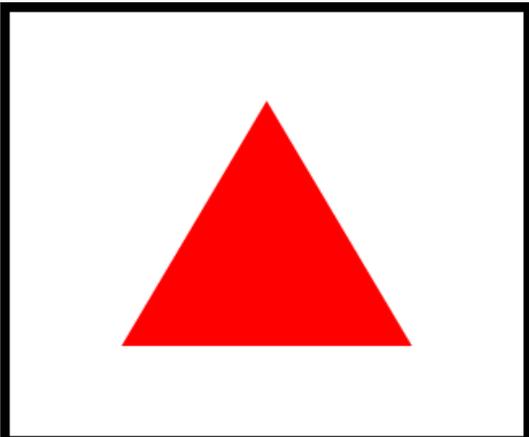


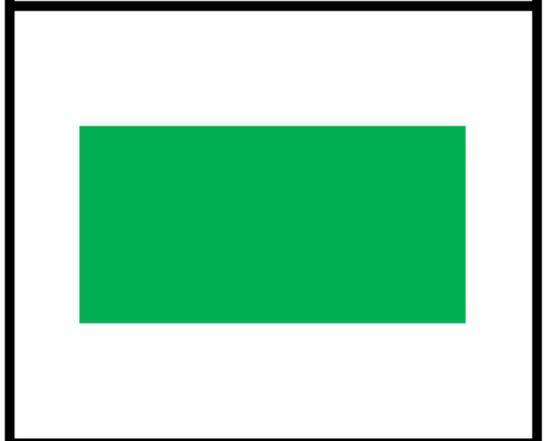
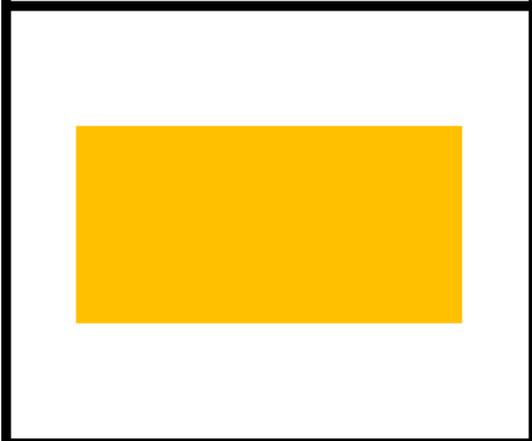
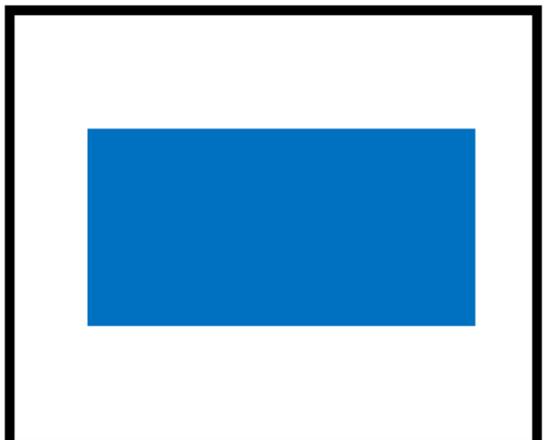
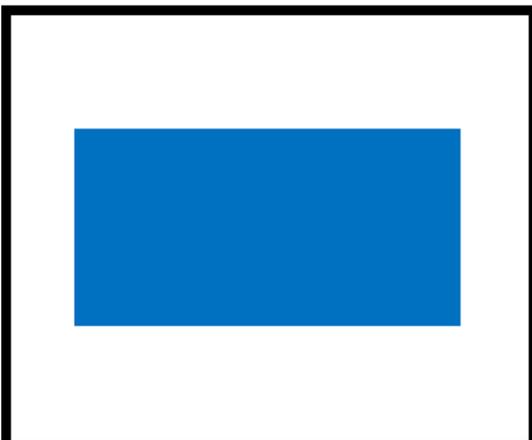
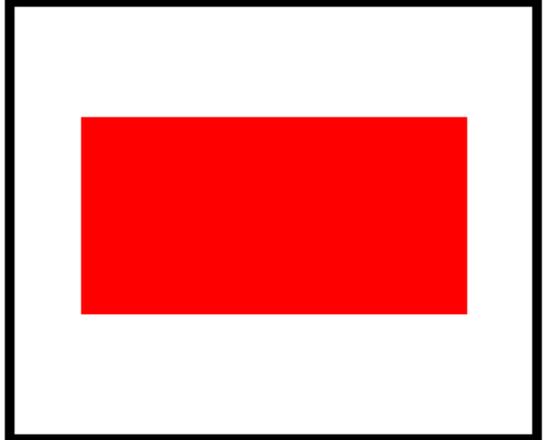
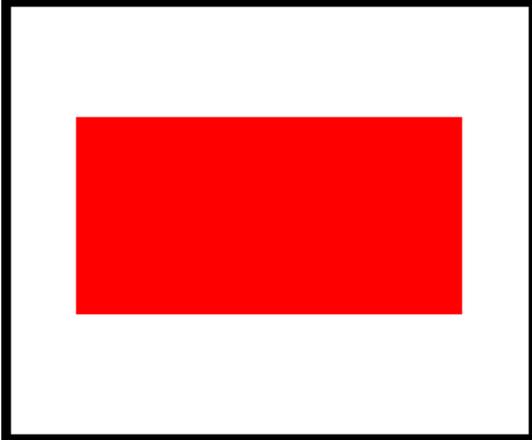
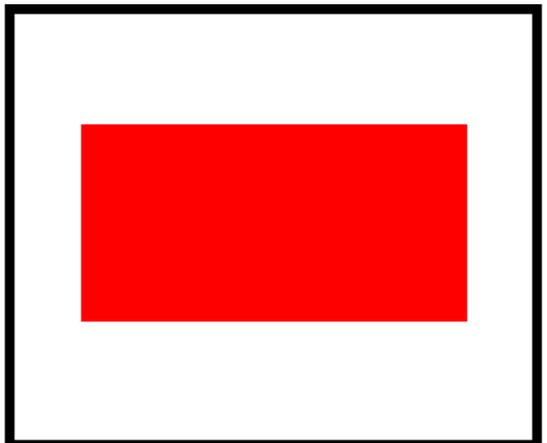
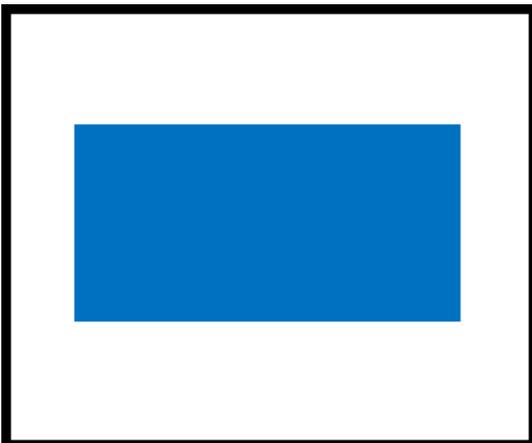


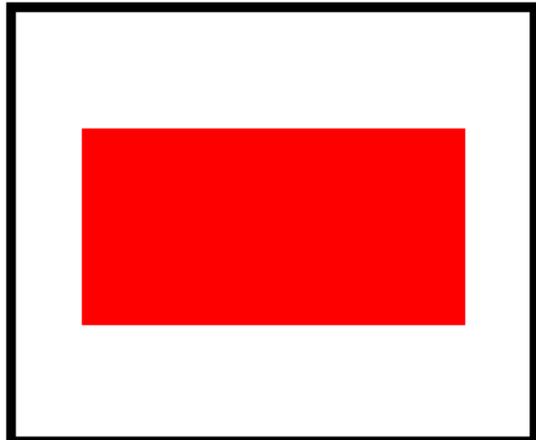
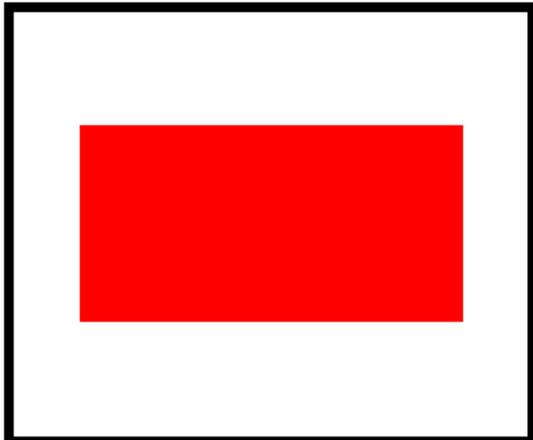
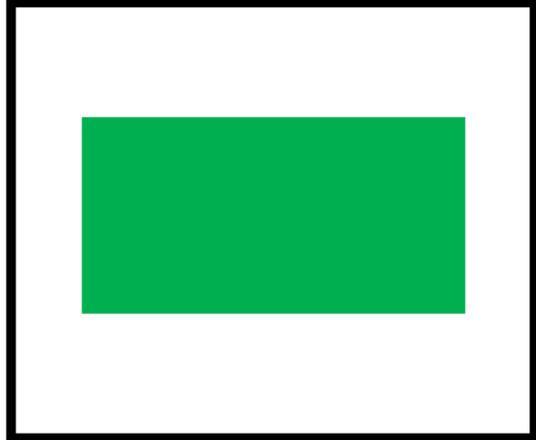
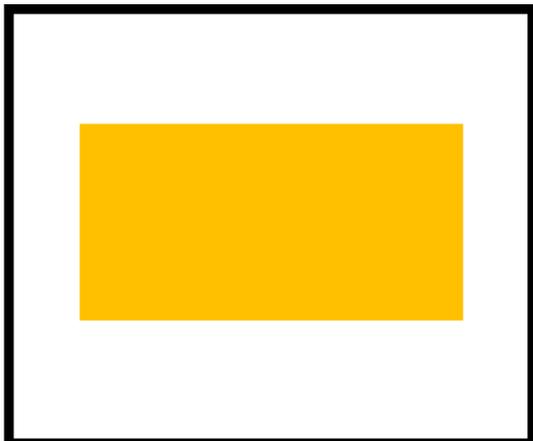


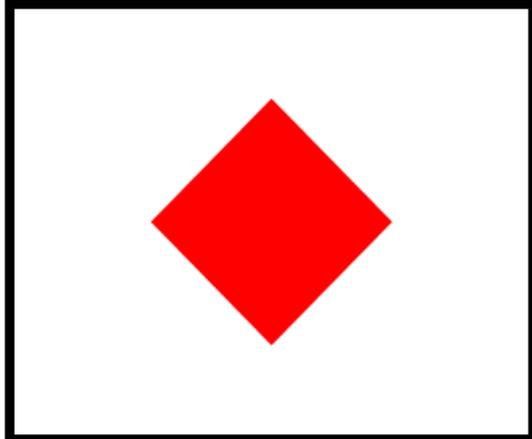
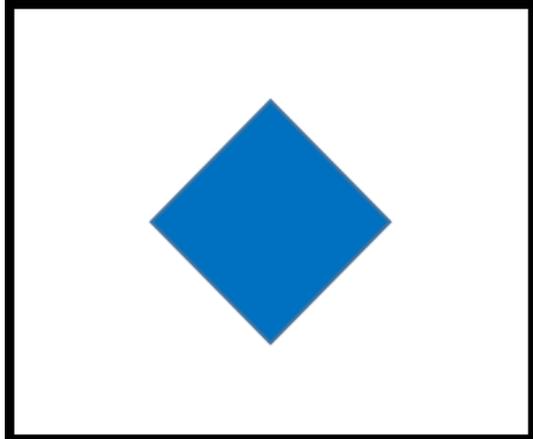
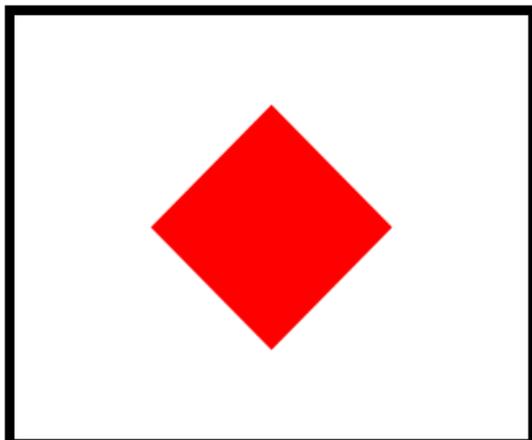
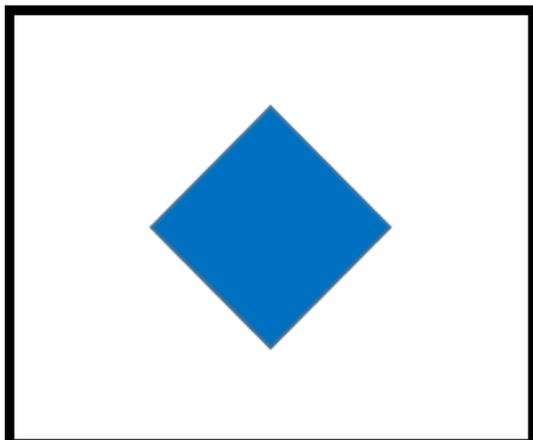
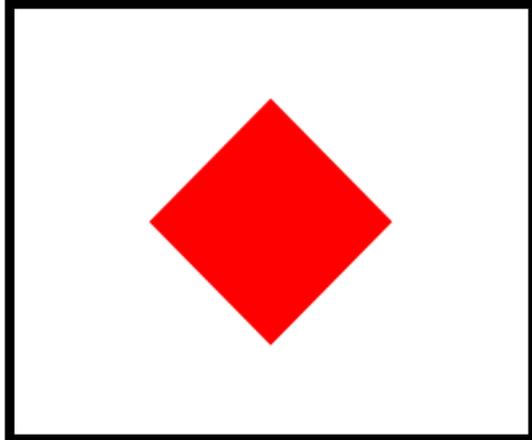
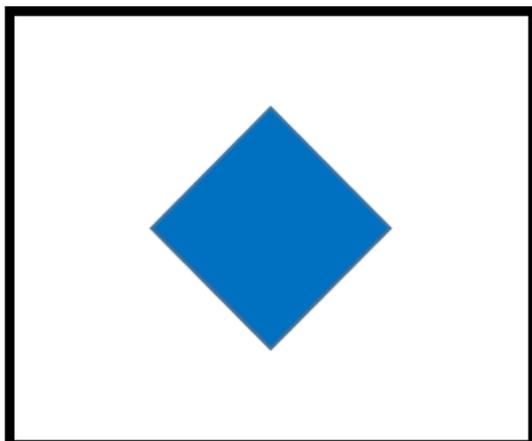
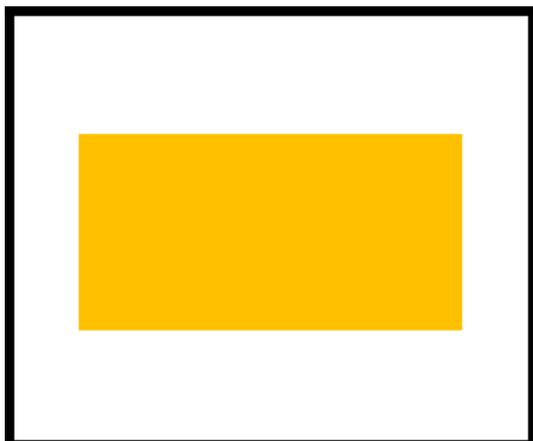


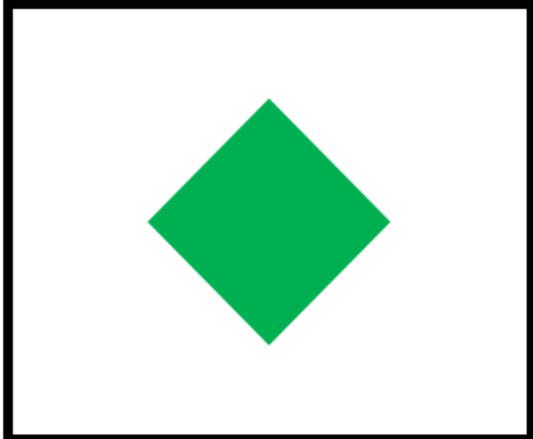
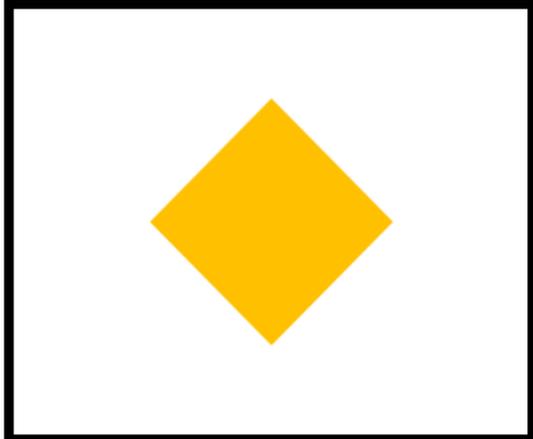
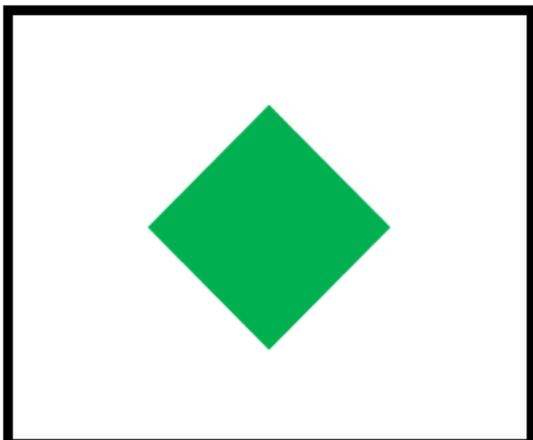
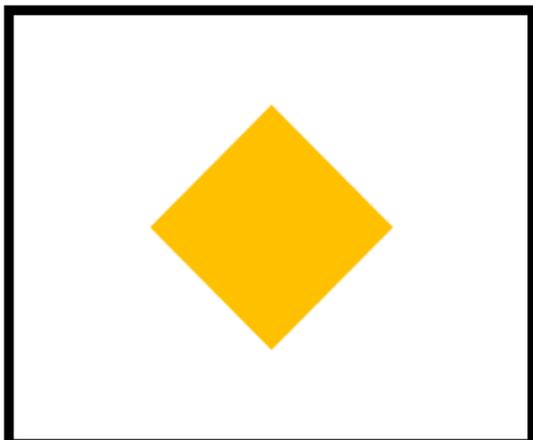
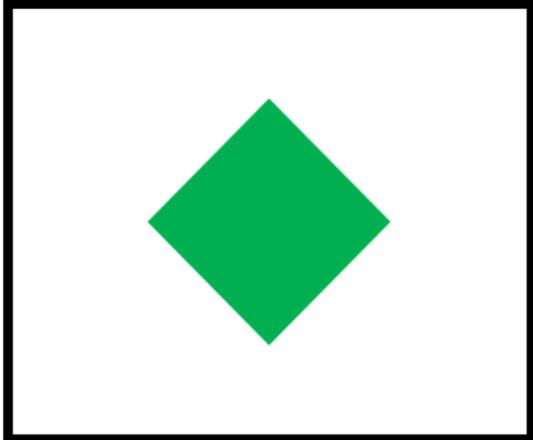
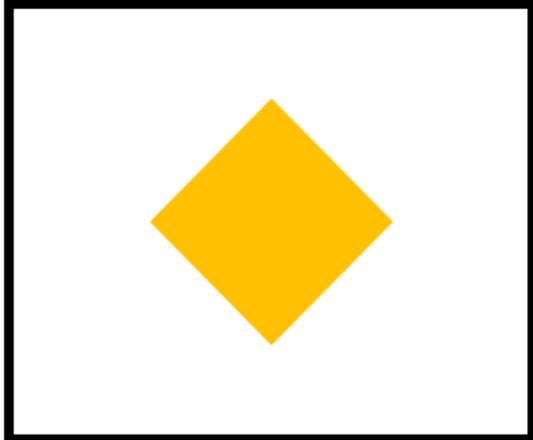
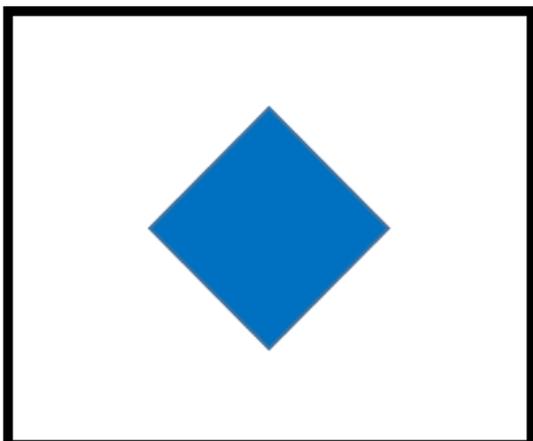
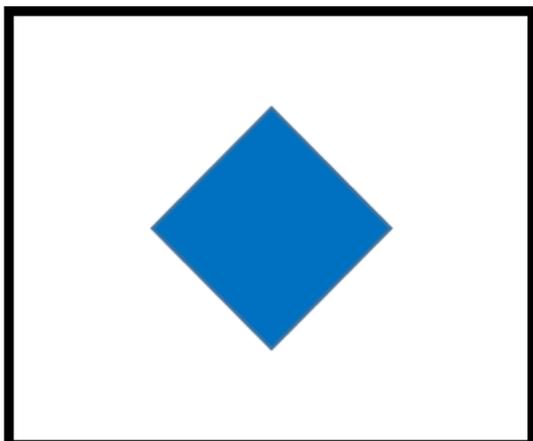


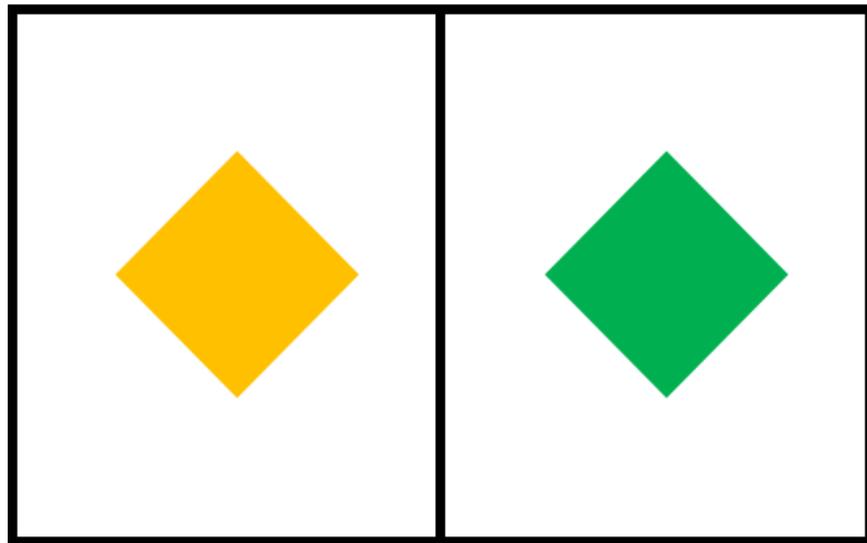
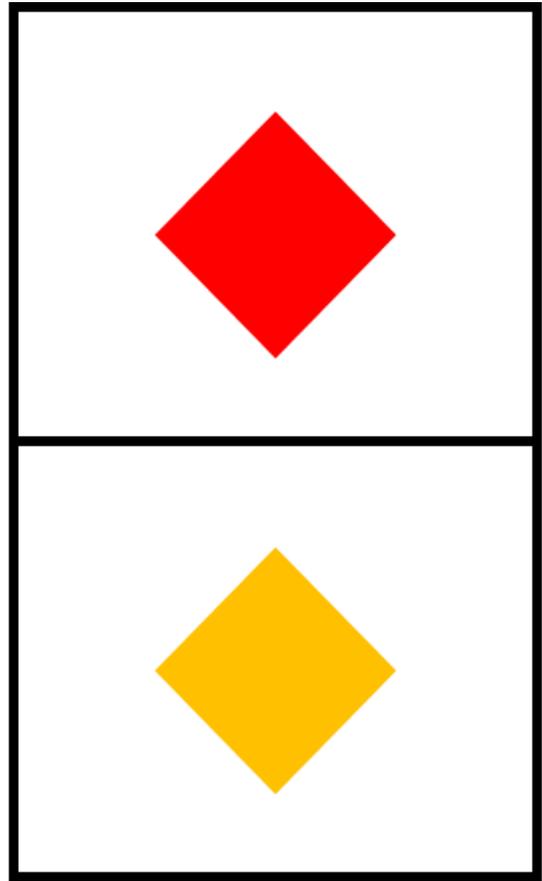
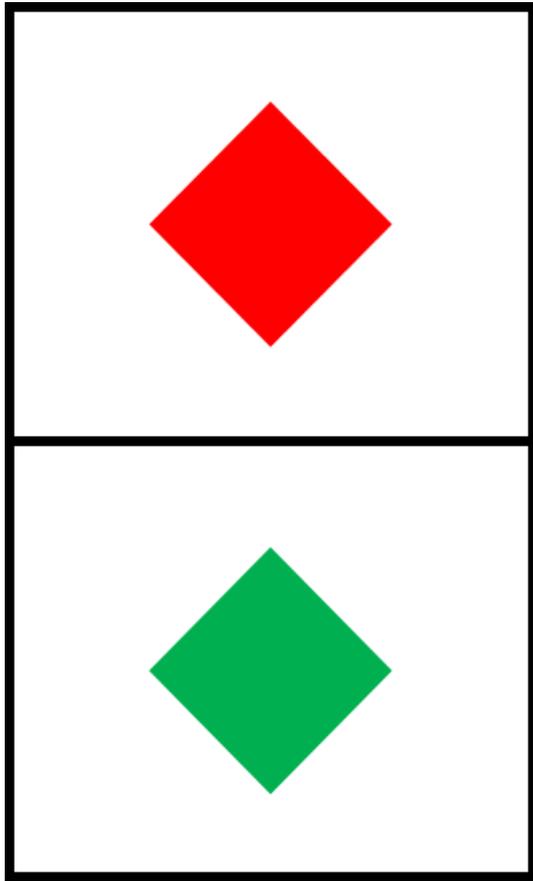












Dibujos numerados

Instrucciones: Colorear los dibujos, siguiendo las instrucciones señaladas con el número por color.
Para encontrar más dibujos visita:

<https://www.conmishijos.com/actividades-para-ninos/dibujos-para-colorear/dibujo-magico-de-un-velero-dibujo-para-colorear-e-imprimir/>



1



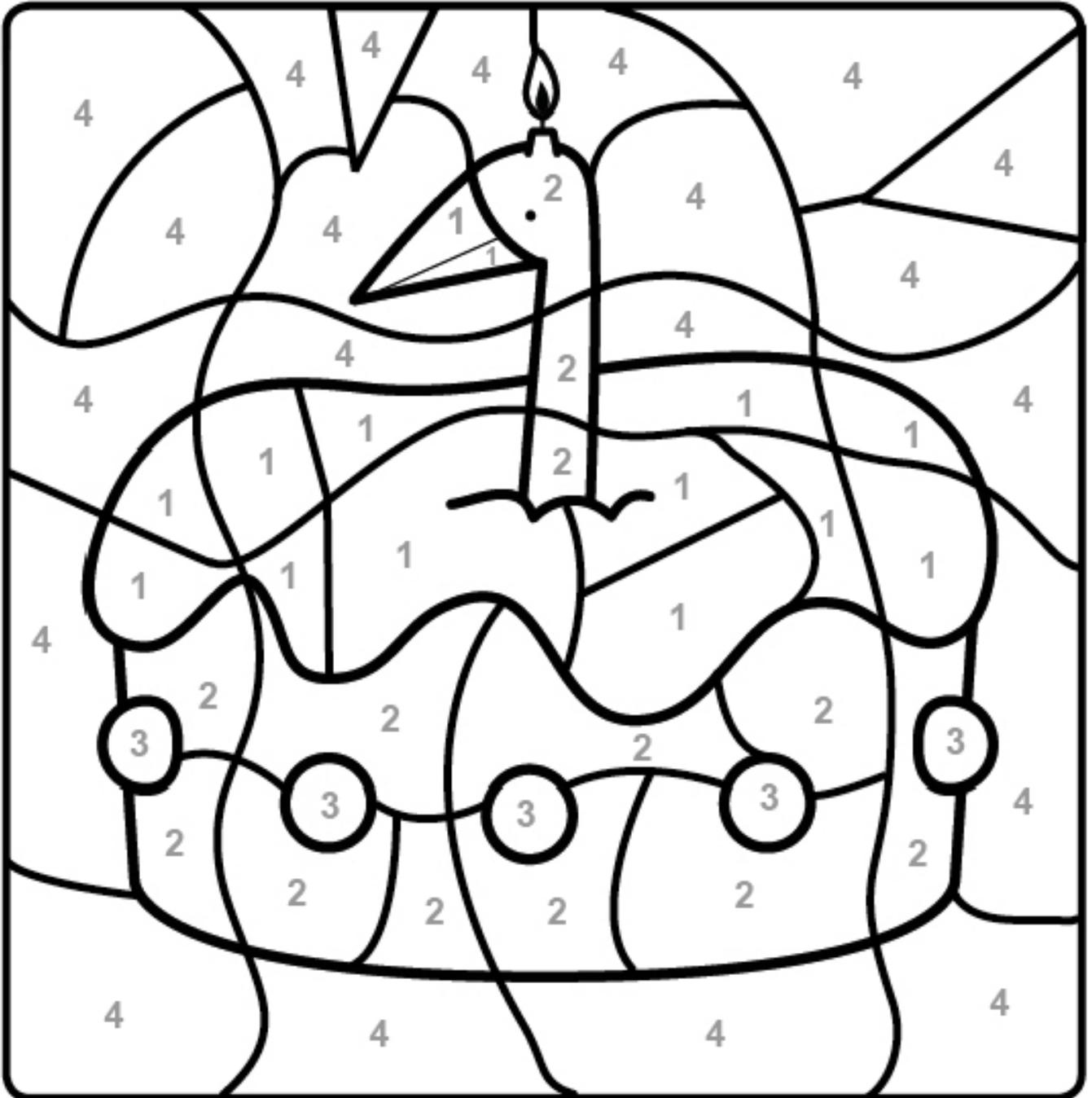
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3



4





1



2



3



4





1



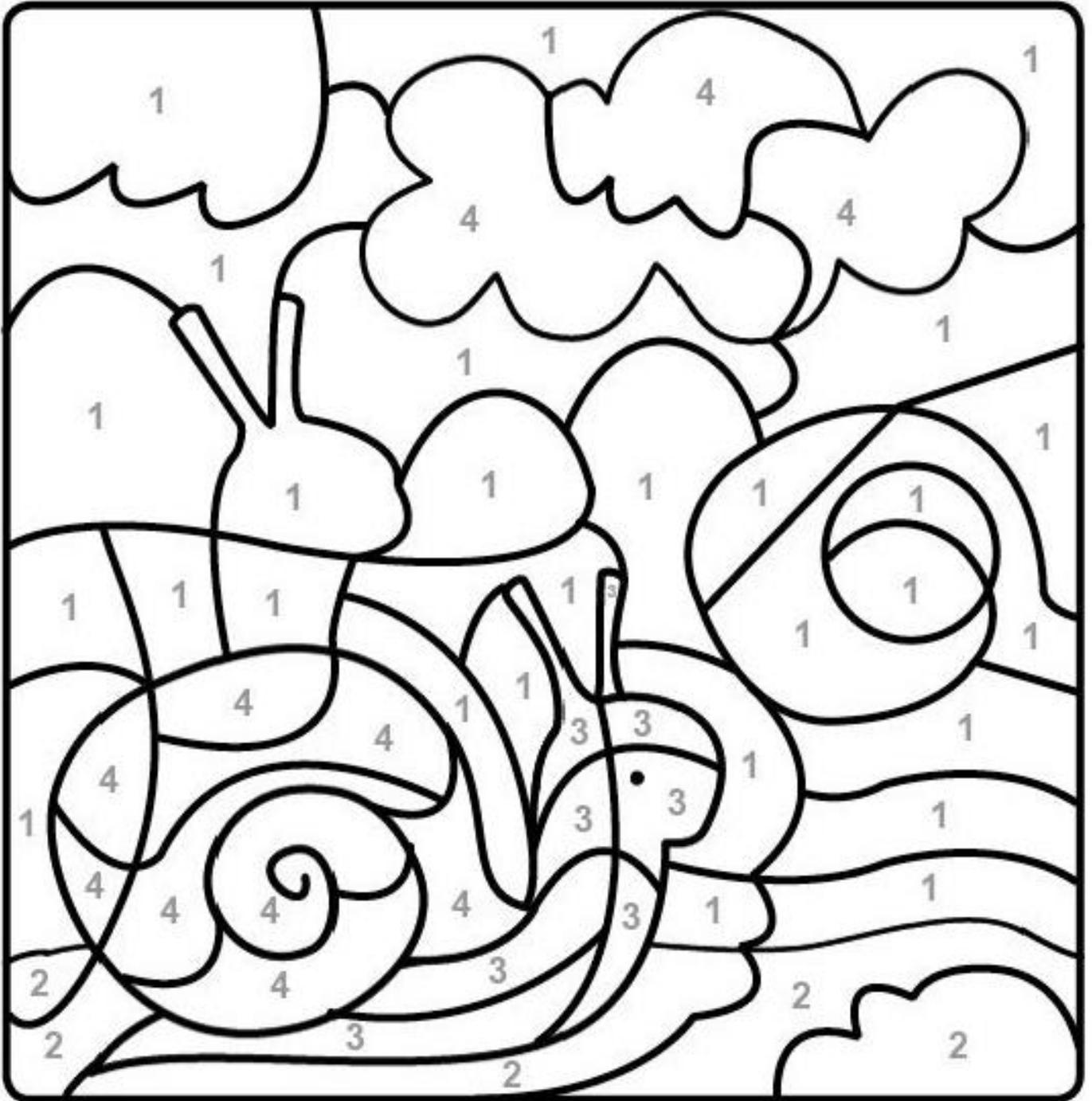
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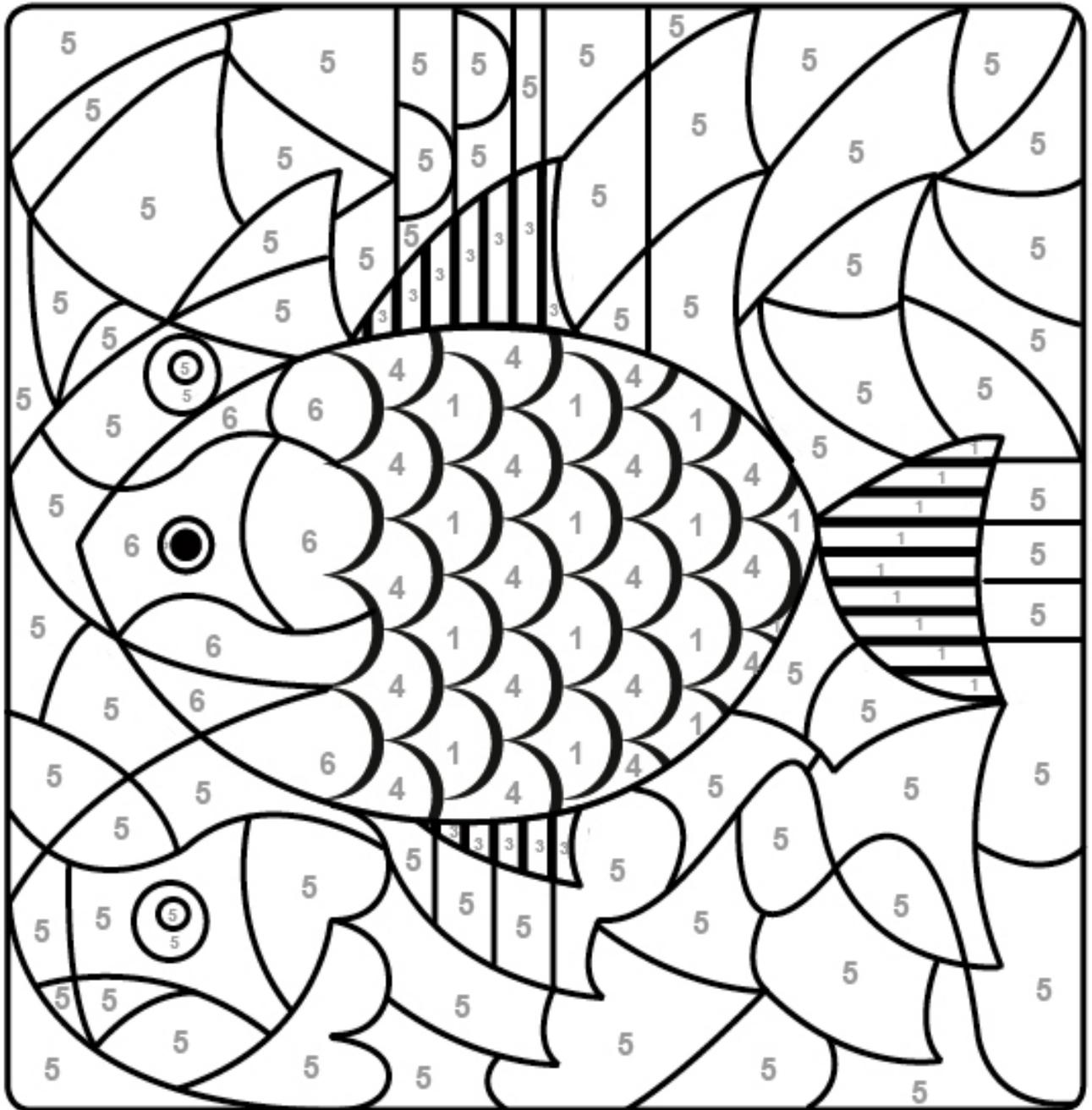
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7



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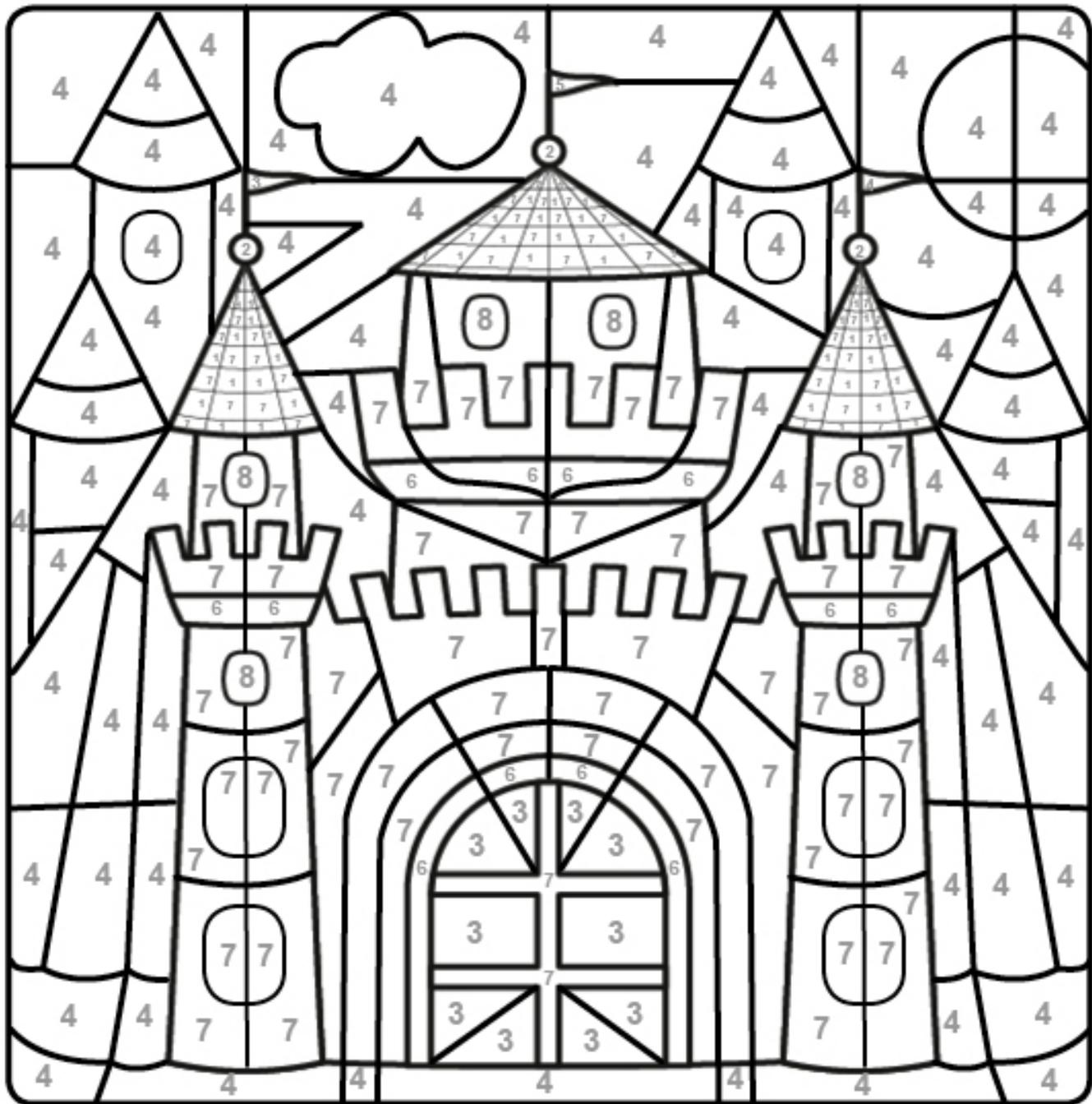
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7



8





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2



3



4



5



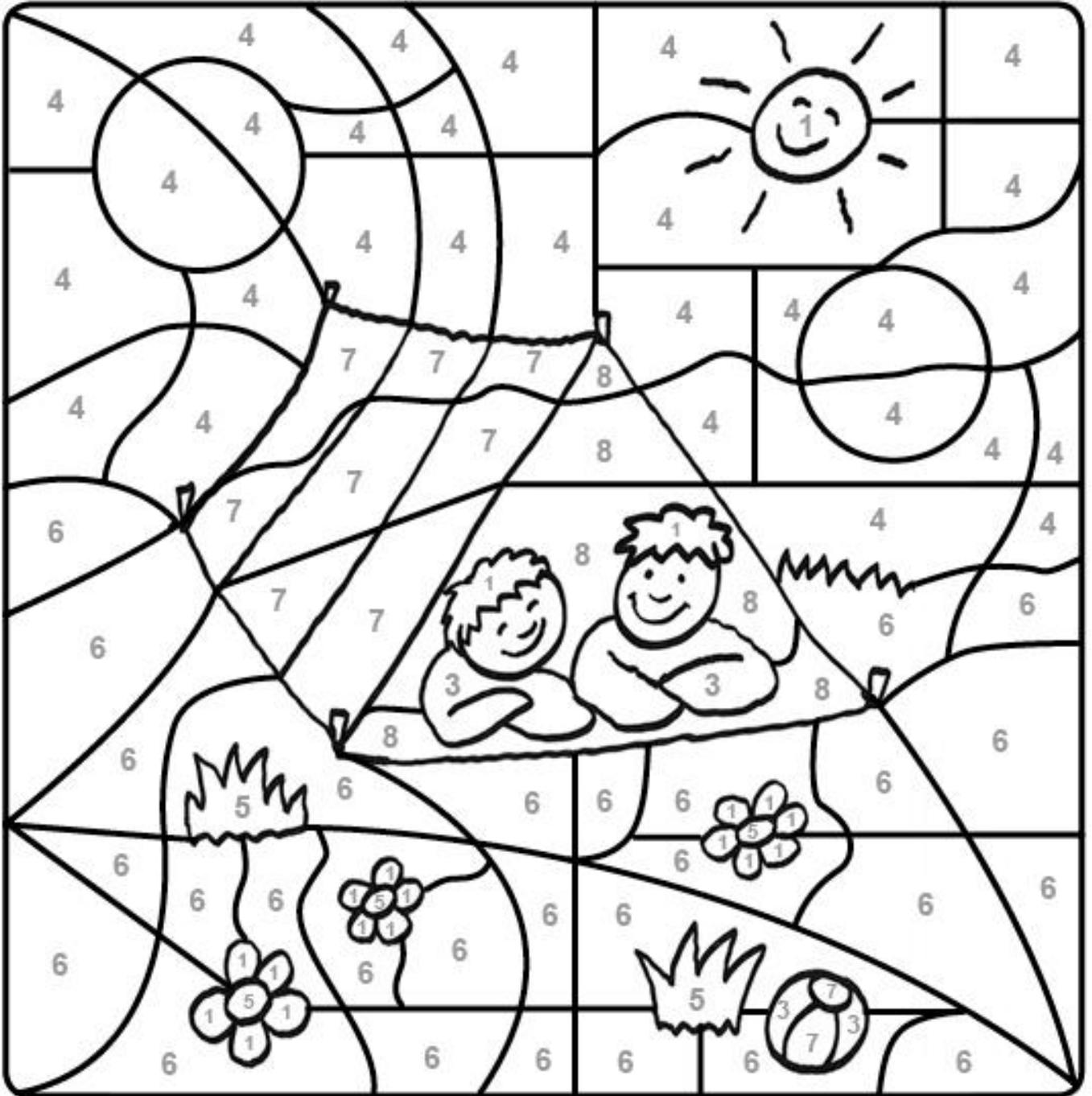
6



7

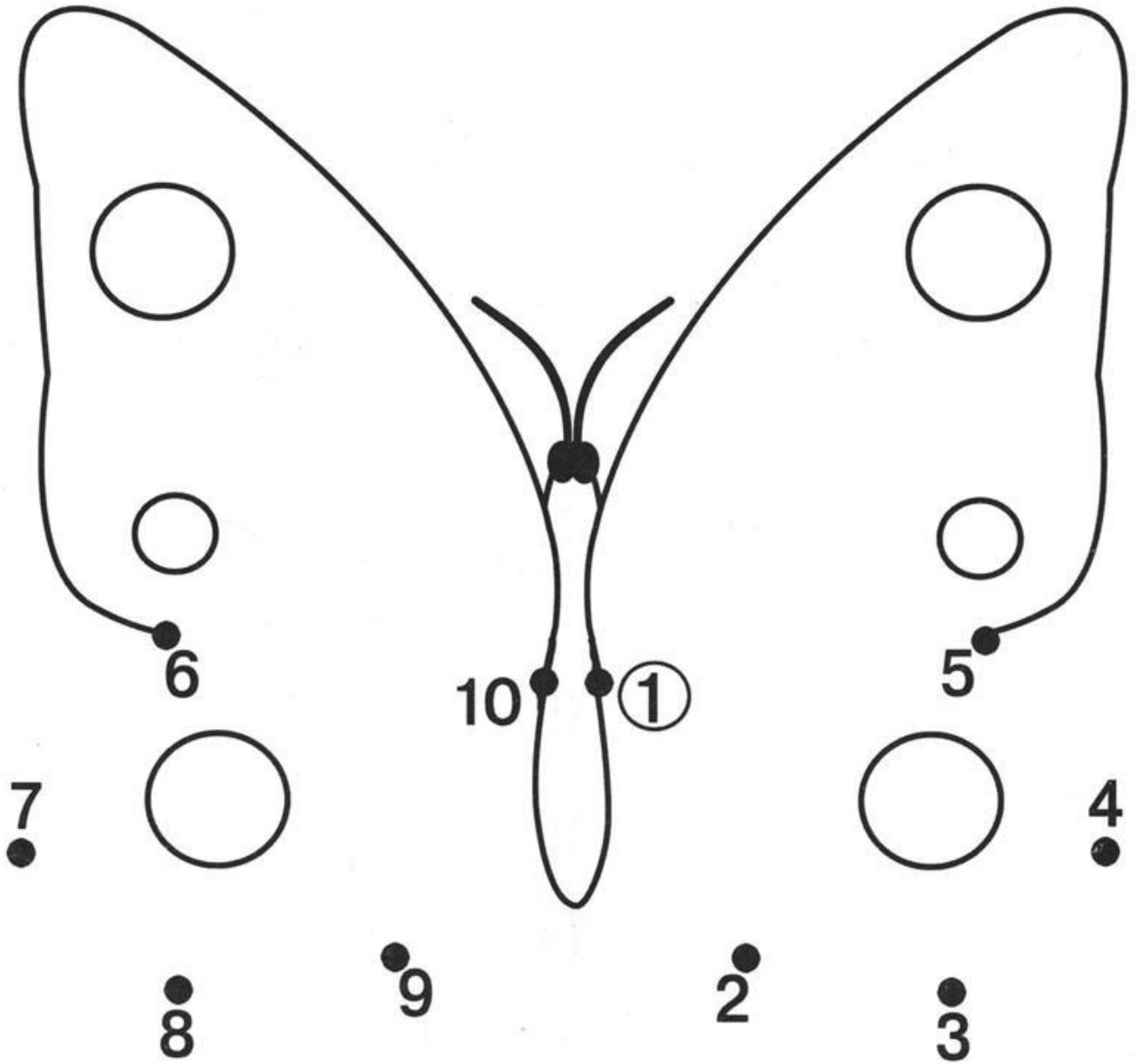


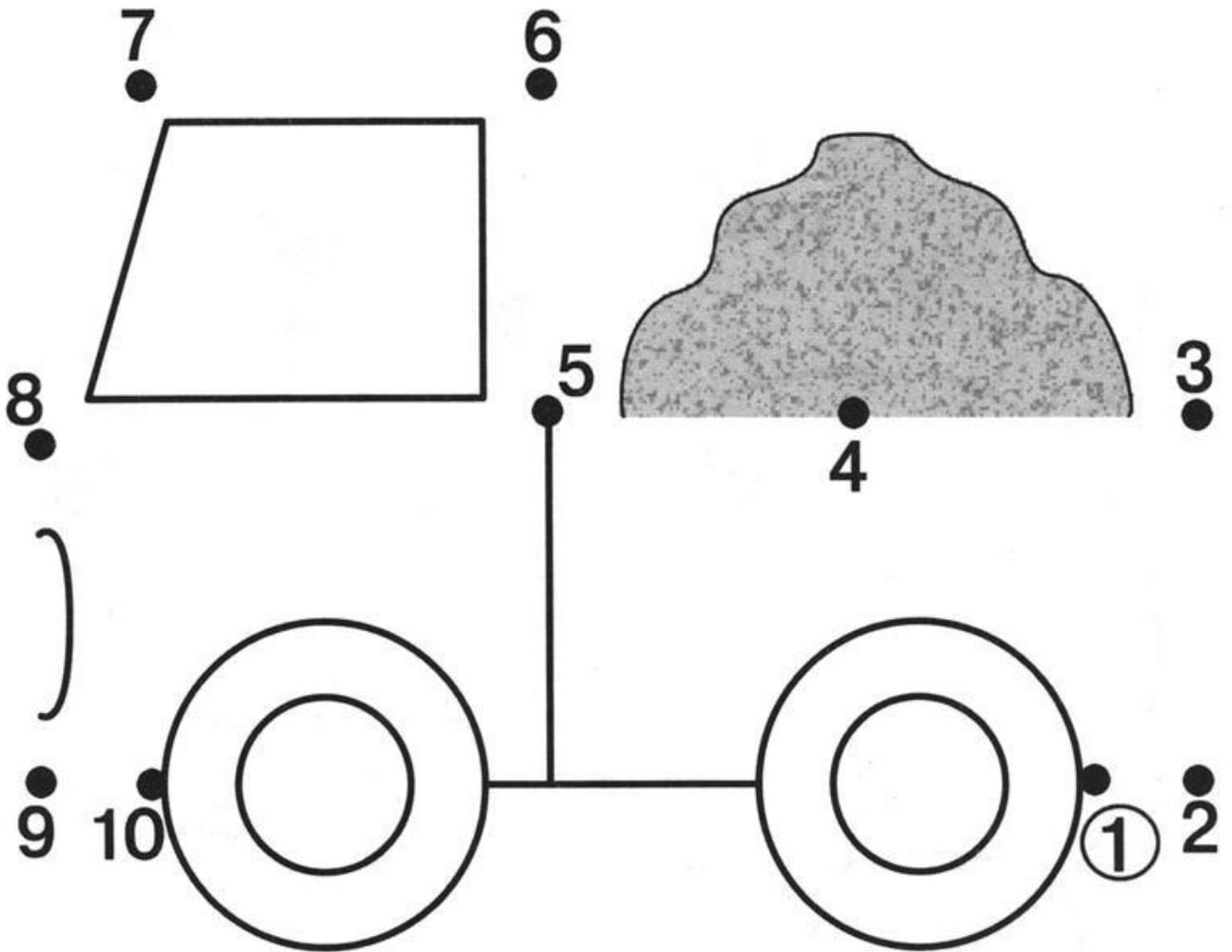
8

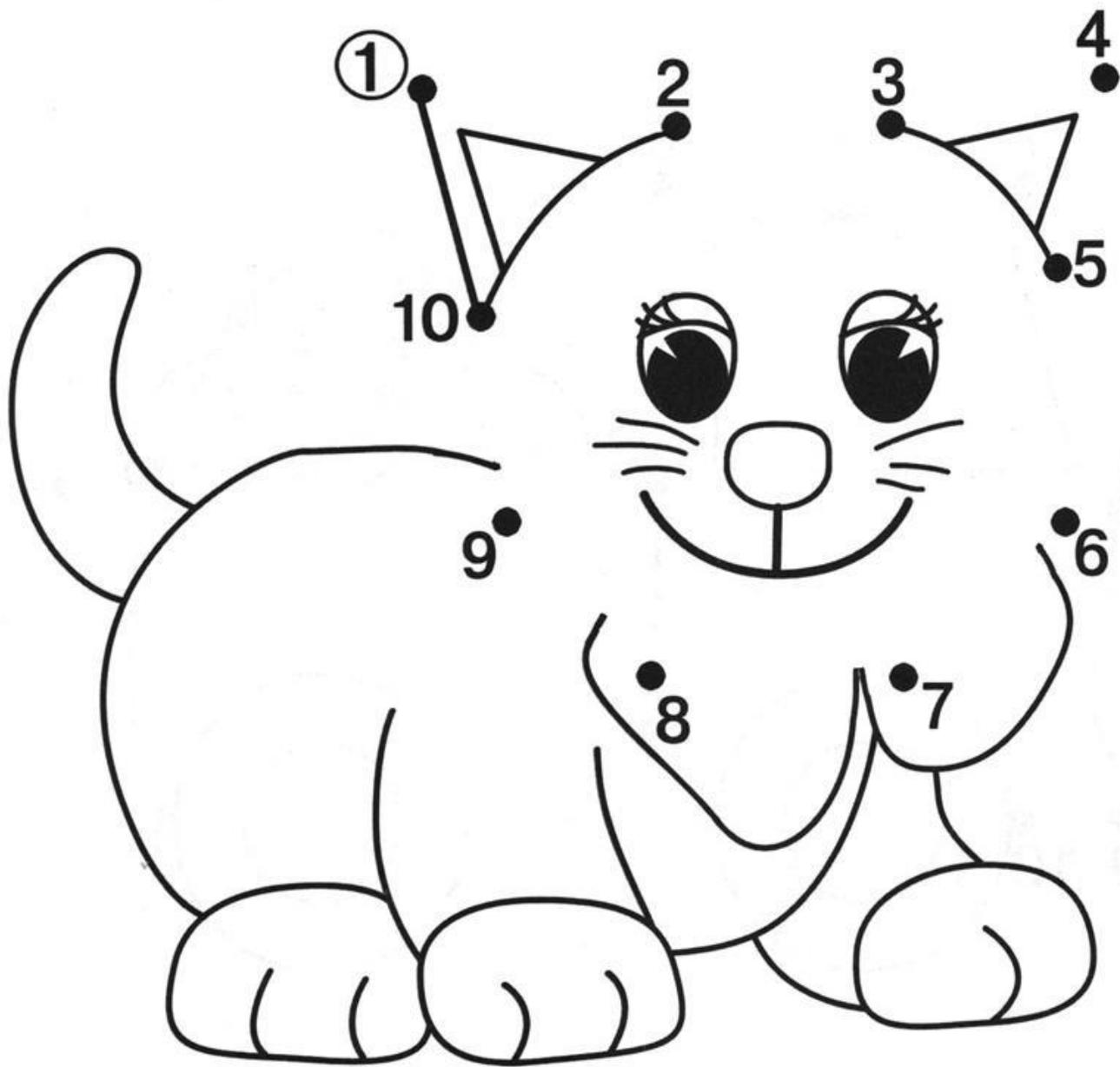


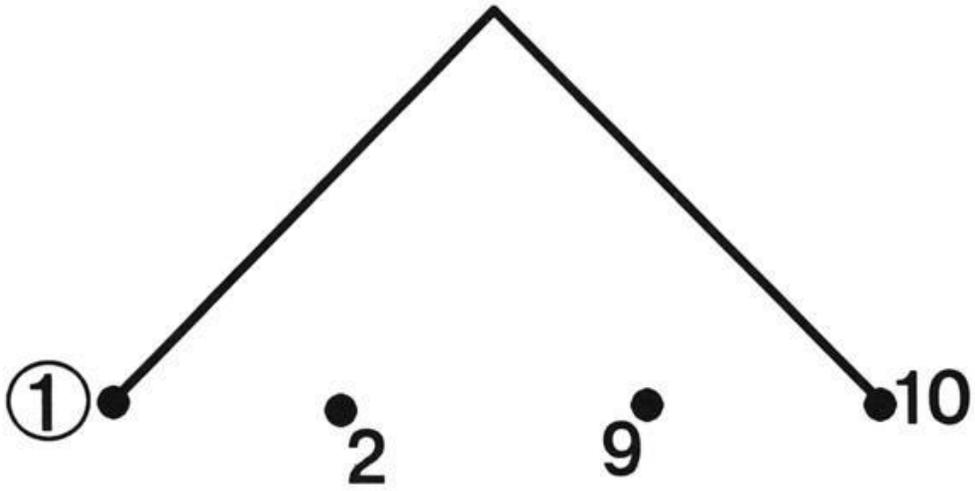
Figuras escondidas

Instrucciones: Une los números en orden ascendente para formar descubrir el dibujo. Colorea el dibujo









3●

4●

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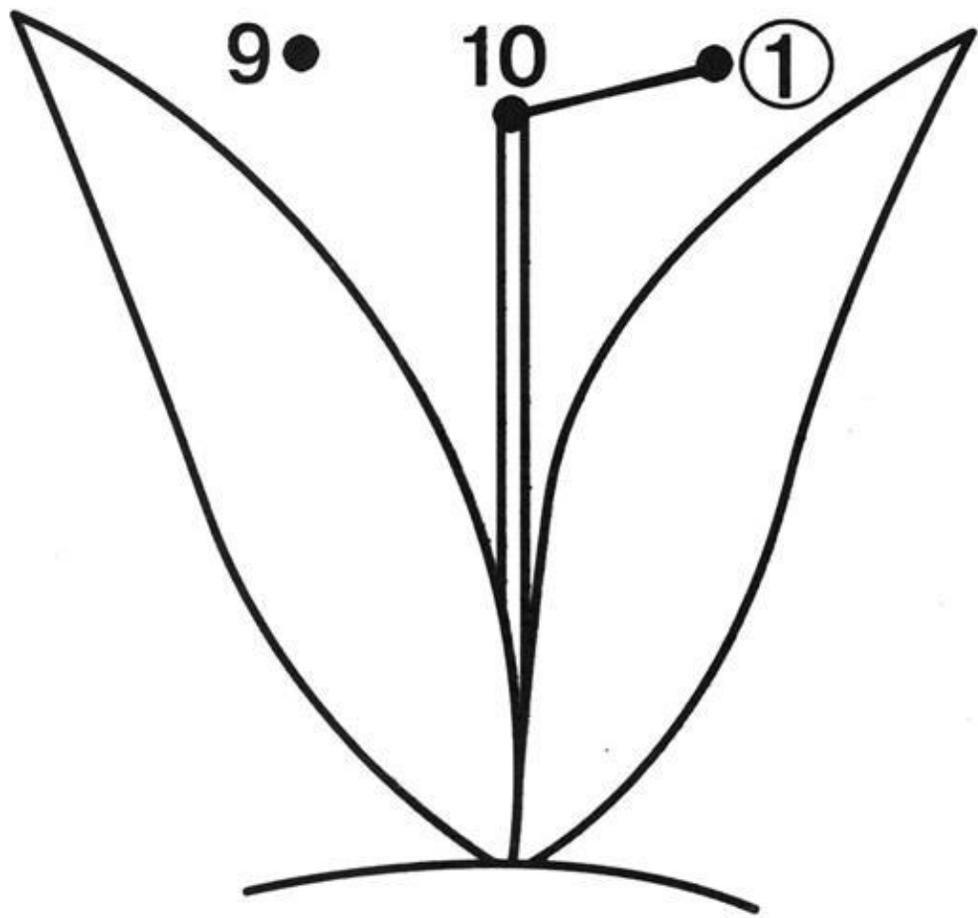
8●

5●

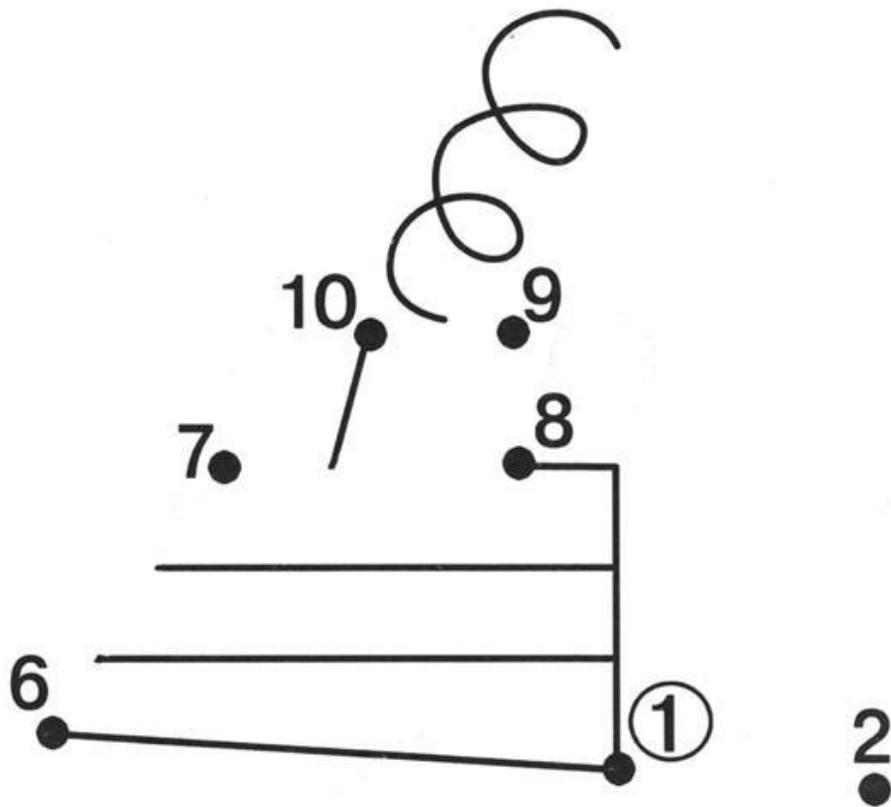


6●

7● 5● ●3
 6 4
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8● ●2

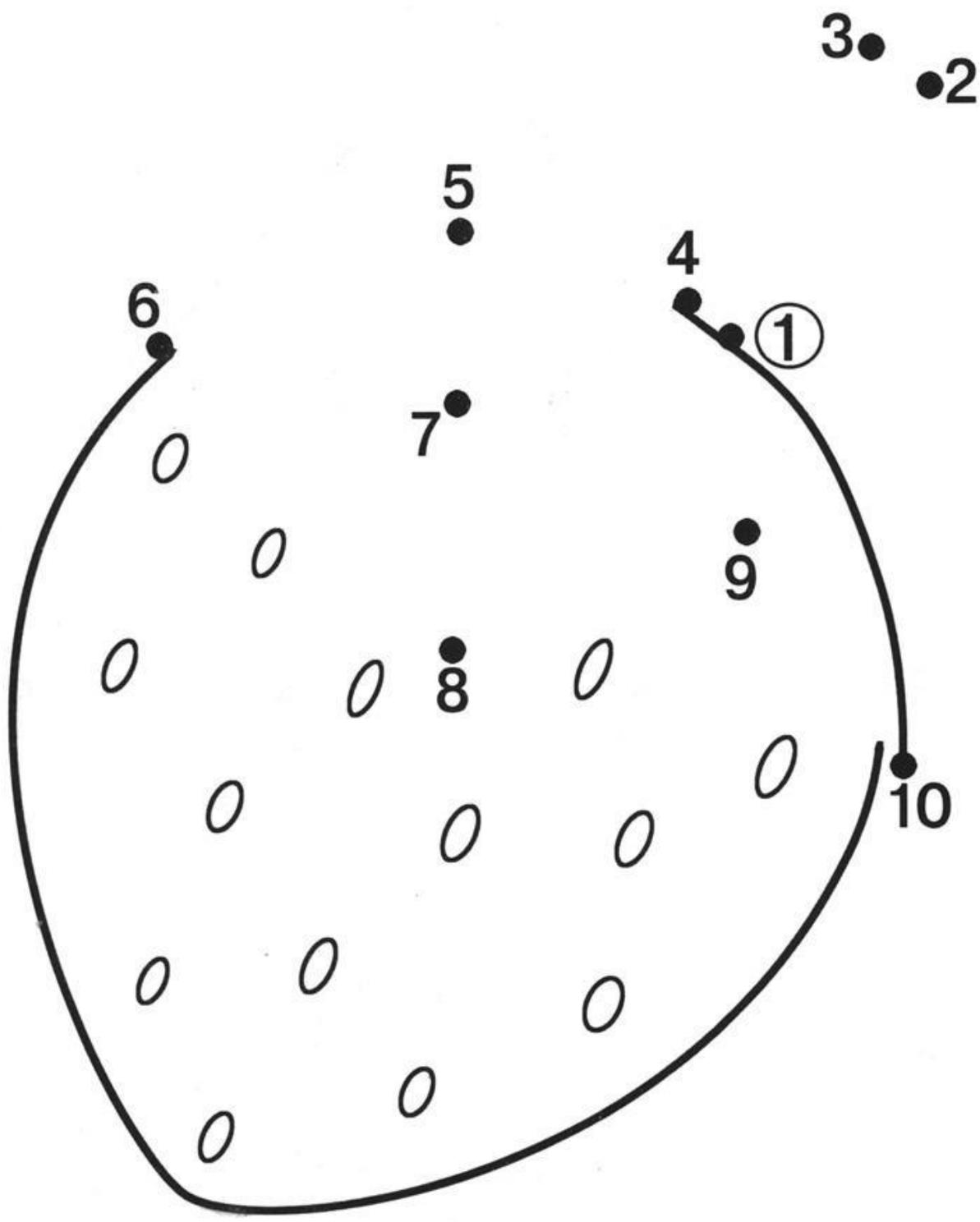


5 ●



4 ●

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3 ● ● 2

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① ●

6 ●

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