

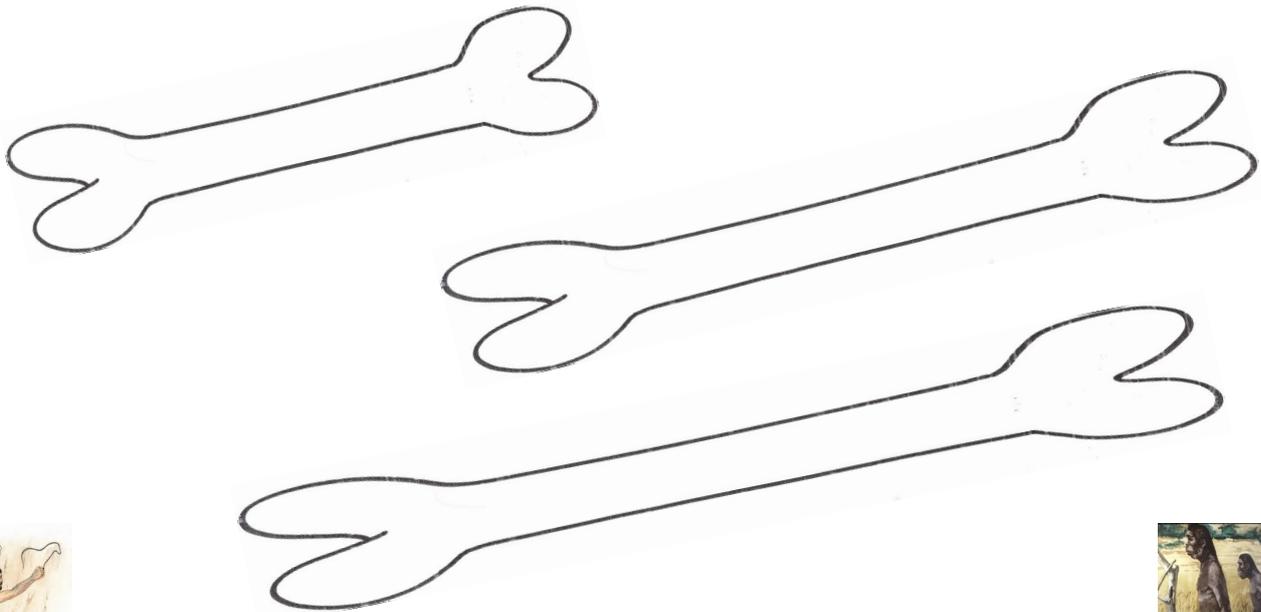


LOS MÁRMOL

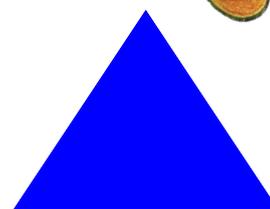
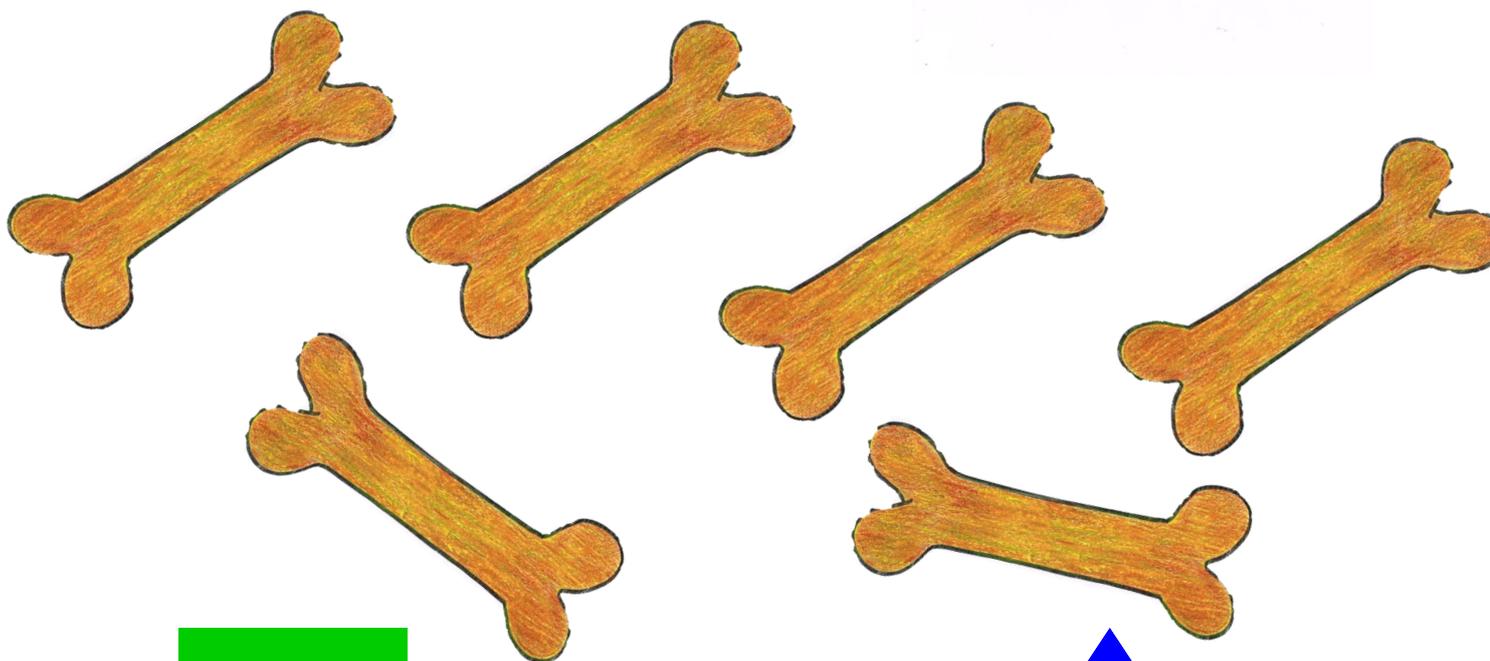
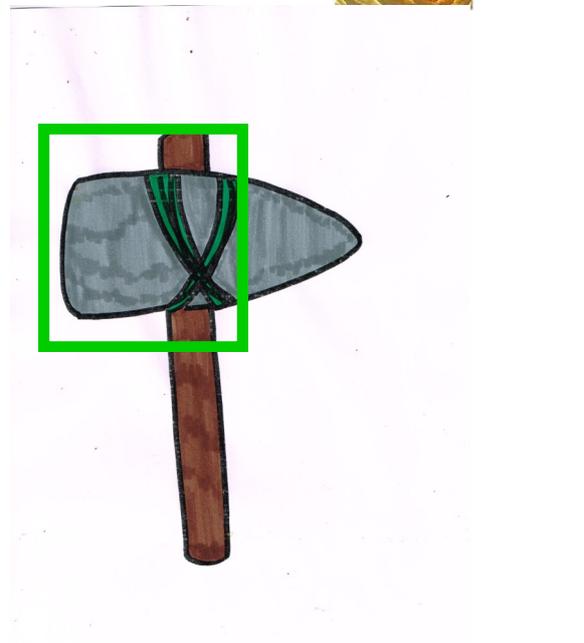
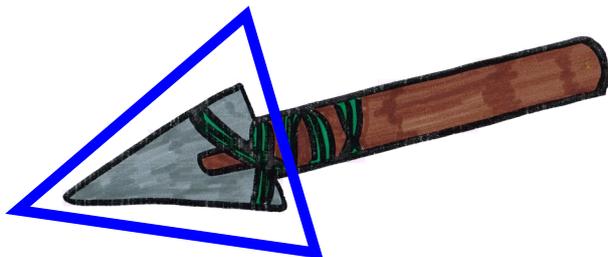
Cuaderno de Matemáticas 2



COLOCA CADA HUESO EN SU HUECO

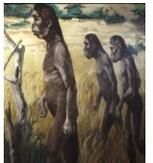
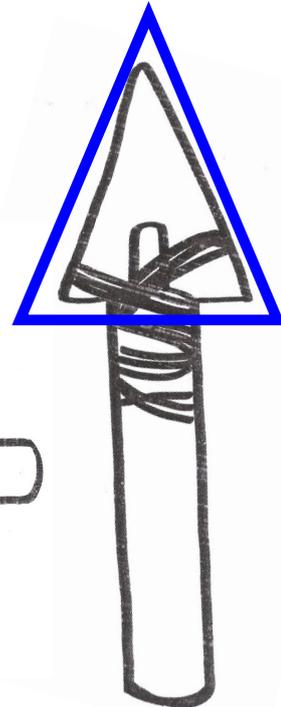
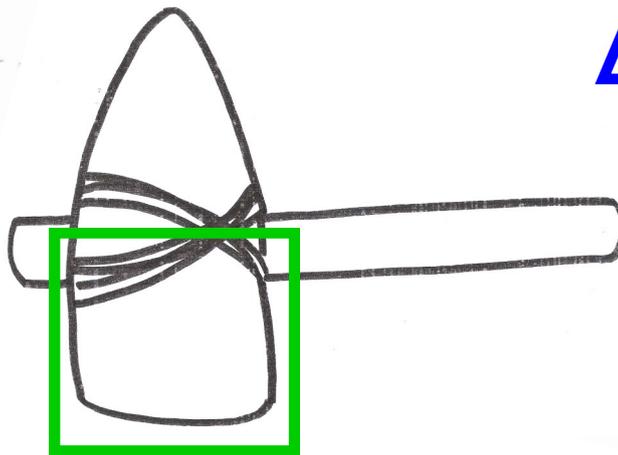
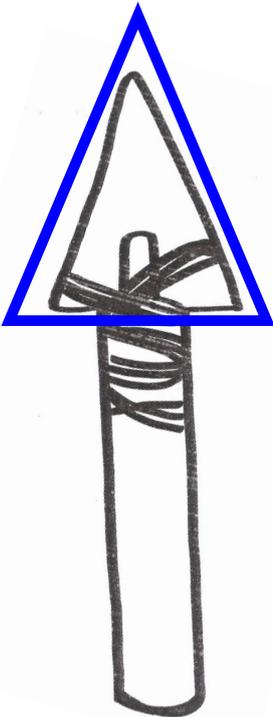
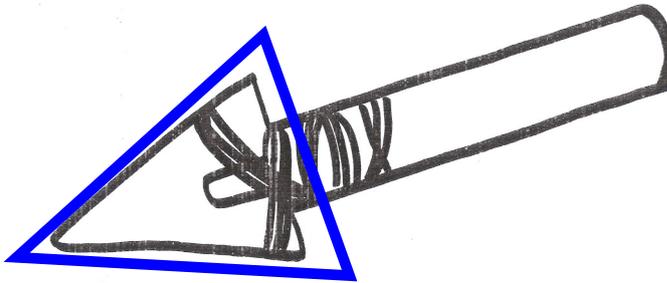
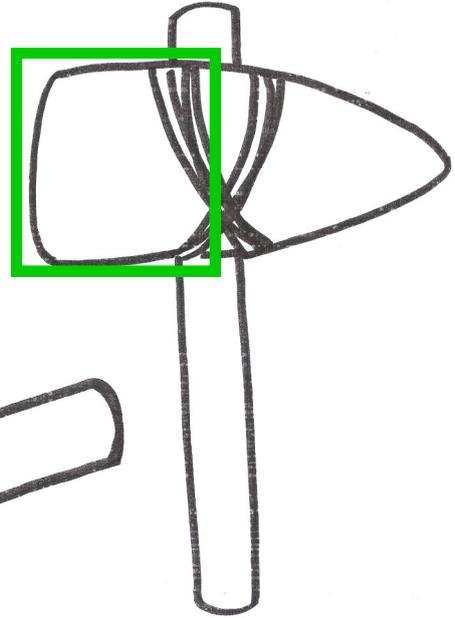
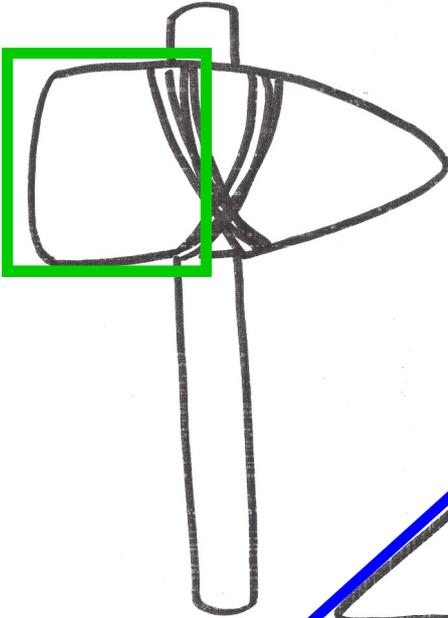
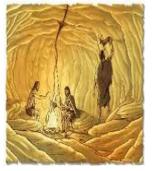


BUSCA EL CAMINO HASTA LLEGAR A LA FORMA QUE SE ASE-
MEJA A LA IMAGEN SEÑALADA EN LA LANZA Y EN EL HACHA

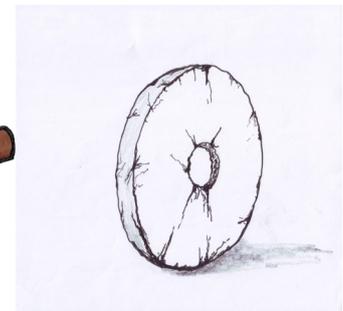
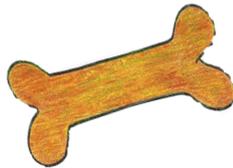




COLOREA CADA TROZO DE HERRAMIENTA PREHISTÓRICA
SEGÚN LA FORMA A LA QUE SE PAREZCA. LUEGO COLOREA EL
RESTO COMO TÚ QUIERAS

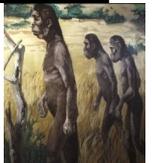
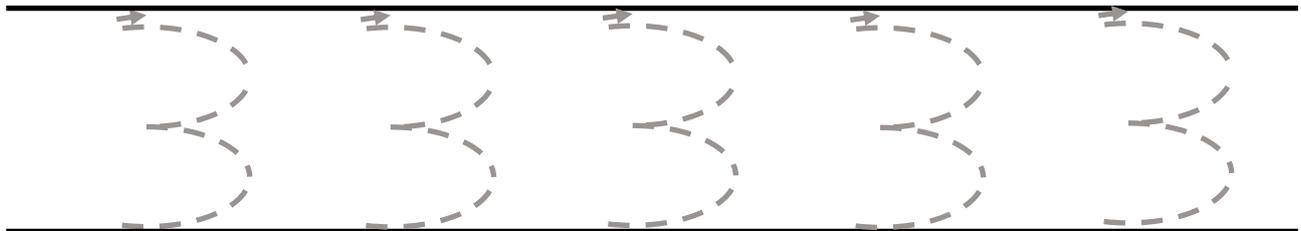


ÚRSULA E INÉS HAN VENIDO A VISITARTE. AYÚDALAS A ENCONTRAR AQUEL ELEMENTO NECESARIO PARA PODER REALIZAR LO QUE VES. PON UN GOMET DONDE CORRESPONDA



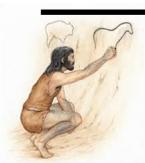
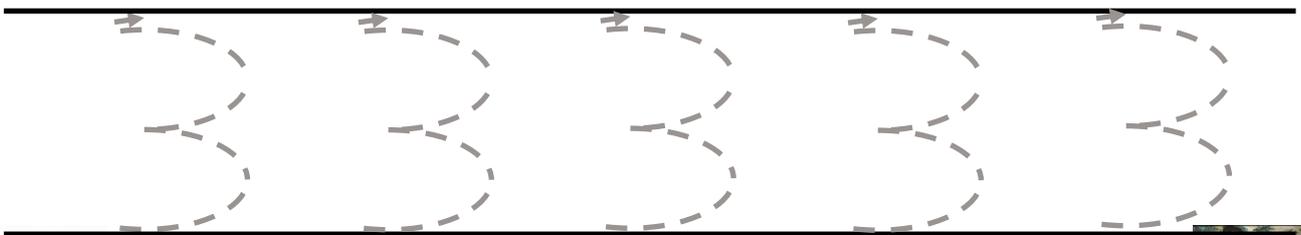
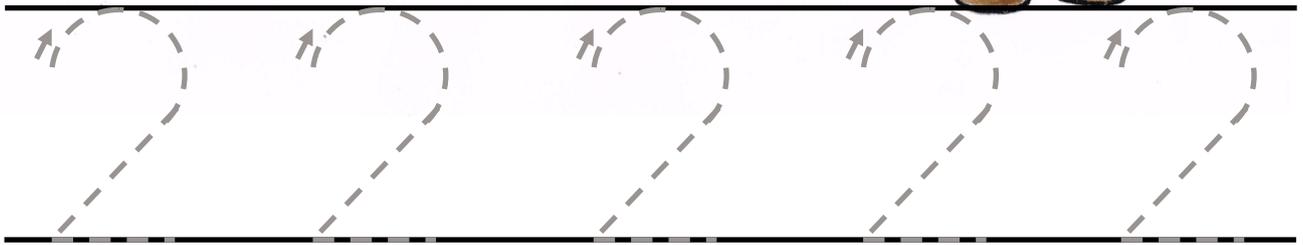
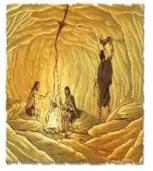


AQUÍ HAY MUCHA GENTE ENTRE LAS QUE SE ENCUENTRAN
TRES MIEMBROS DE LOS MÁRMOL, ANTONIO, ÚRSULA Y
ÓSCAR. LOCALÍZALOS Y COLOREA SOLO A ELLOS TRES. LUEGO
REPASA LOS TRESES DE MÁS ABAJO



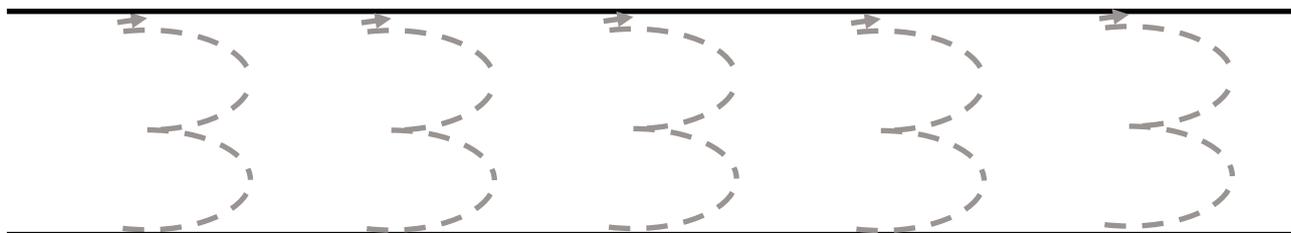
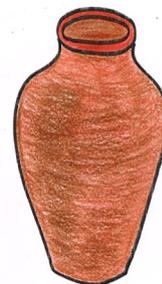
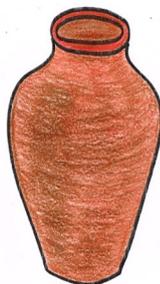
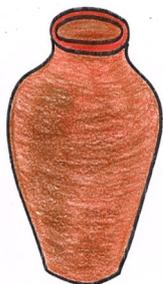
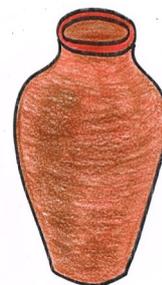
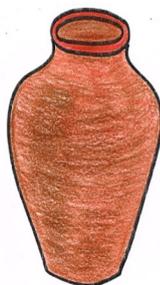
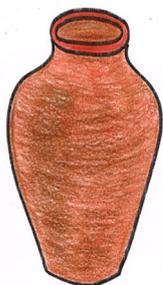
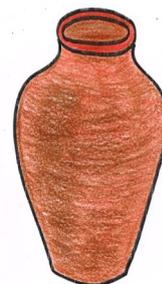
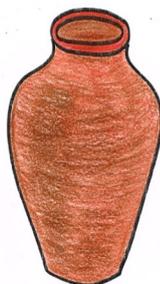
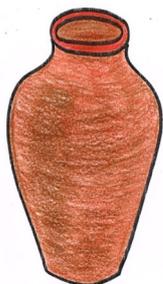


¿CUÁNTOS MIEMBROS DE LOS MÁRMOL HAY EN ESTA FOTO?
¿QUIÉNES SERÁN? DIBUJA A LOS DOS MIEMBROS QUE CREES
QUE SON Y LUEGO COMPLETA LOS NÚMEROS QUE CORRES-
PONDAN, ¿SERÁN DOS O TRES?





AGRUPA ESTAS VASIJAS QUE UTILIZA INÉS PARA GUARDAR EL AGUA EN GRUPOS DE TRES CON DIFERENTES COLORES. LUEGO REPASA LOS NÚMEROS TRES





CORTA LAS SIGUIENTES IMAGENES Y COLOCALAS ORDENADAS EN LA SIGUIENTE FICHA

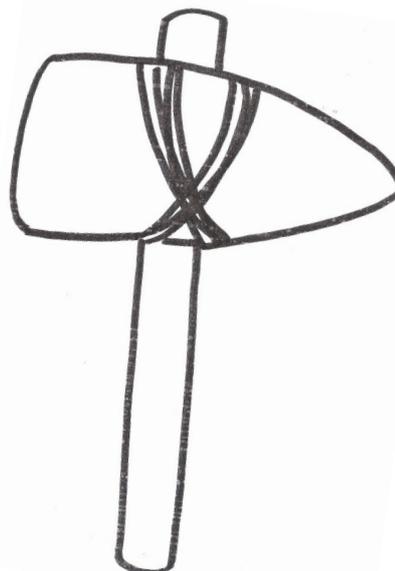
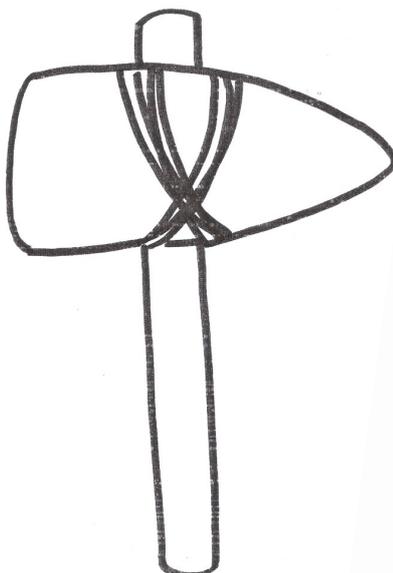
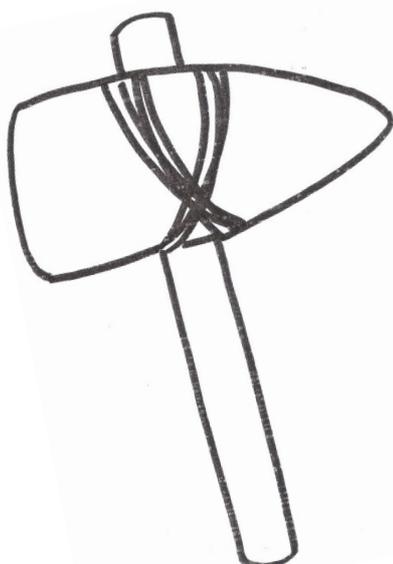
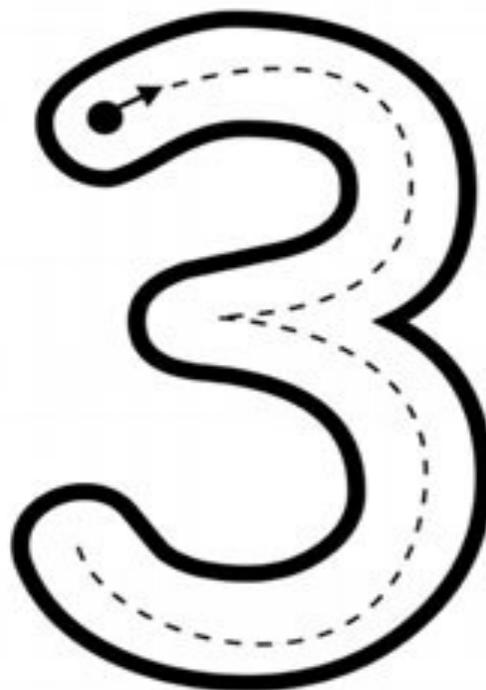
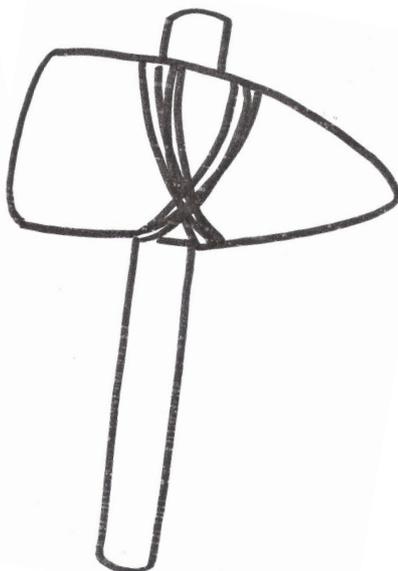
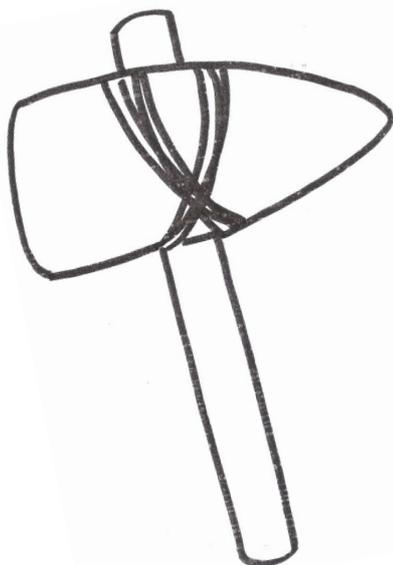


COLOCA LAS IMÁGENES



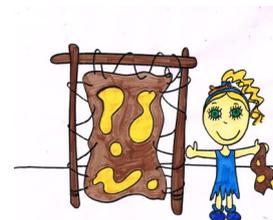


COLOREA EL GRUPO DE HACHAS CON TRES ELEMENTOS.
LUEGO REPASA DE VARIOS COLORES EL NÚMERO TRES



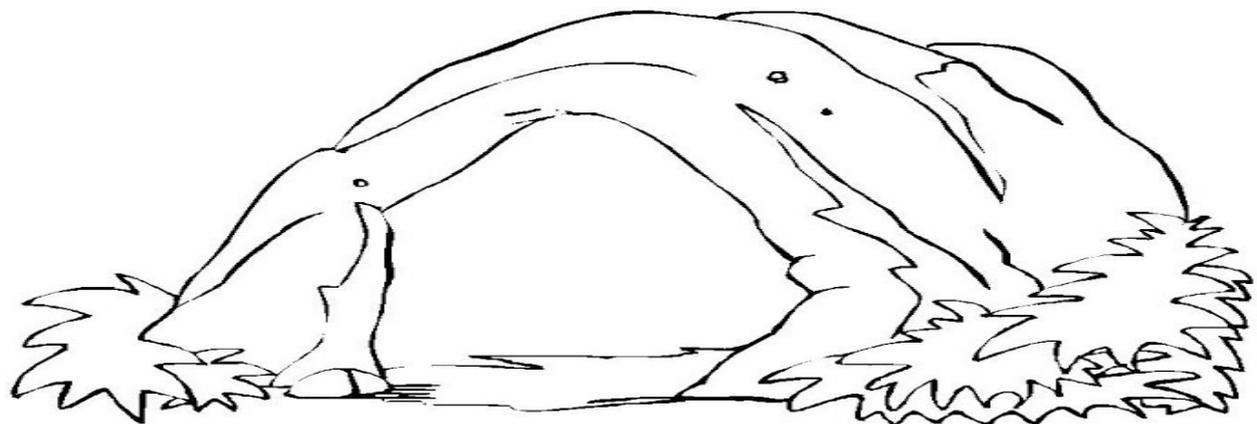


**BUSCA LOS TRES DIBUJOS DONDE INÉS ESTE CURTIENDO PIEL.
LUEGO RODEA A INÉS COCINANDO AL FUEGO EN GRUPOS DE
DOS EN DOS.**

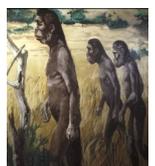
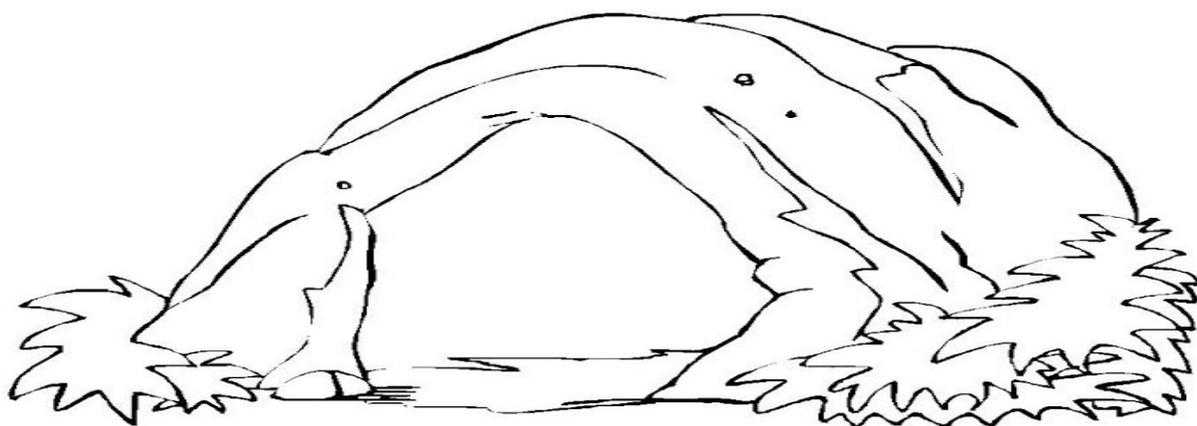




COLOCA EN CADA UNA DE LAS CUEVAS DOS BISONTES Y TRES TIGRES SABLE. LUEGO COLOREA CADA UNA DE LAS CUEVAS



HOJA DE PEGATINAS 1



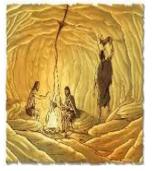


RODEA CON COLOR AZUL EL PERSONAJE DE LOS MÁRMOL QUE ESTÁ DETRÁS DEL MENHIR Y DE ROJO EL PERSONAJE QUE ESTÁ DELANTE. LUEGO PINTA AMBOS PERSONAJES.



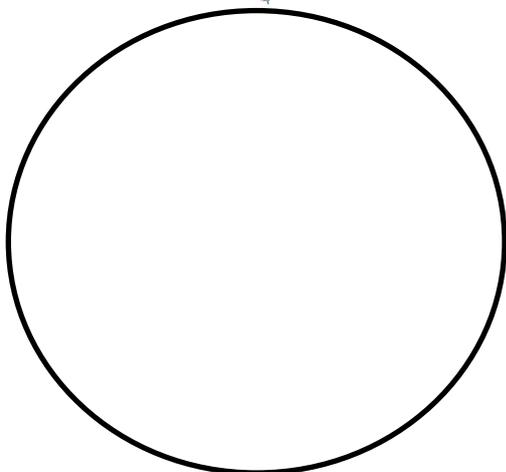


RODEA Y COLOREA LAS LANZAS NECESARIAS PARA QUE ANTONIO Y ÚRSULA VAYAN A CAZAR. LUEGO DIBUJA EL NÚMERO DE GORROS NECESARIOS PARA PODERSE LLEVAR EN UN DIA DE SOL

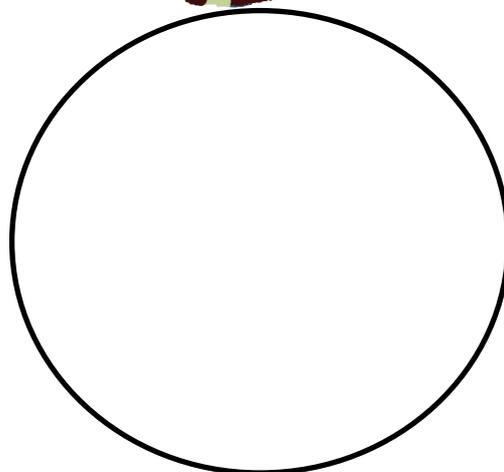




PEGA EN CADA CASO LAS VASIJAS
CORRESPONDIENTES



2

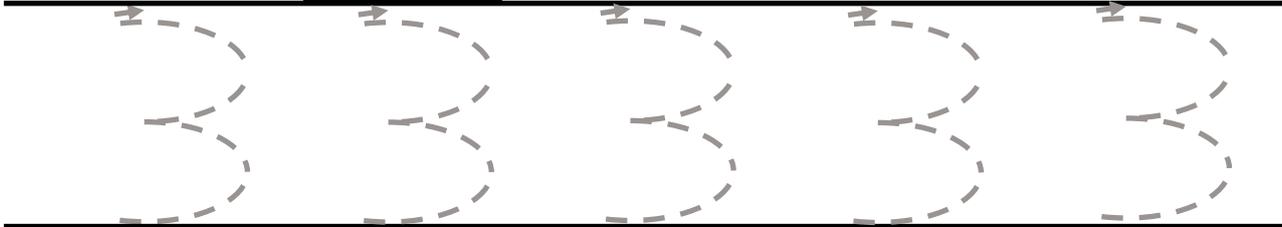
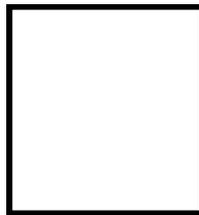
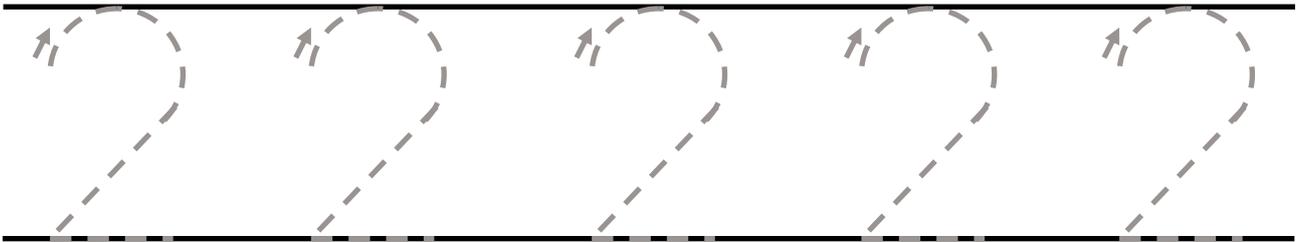
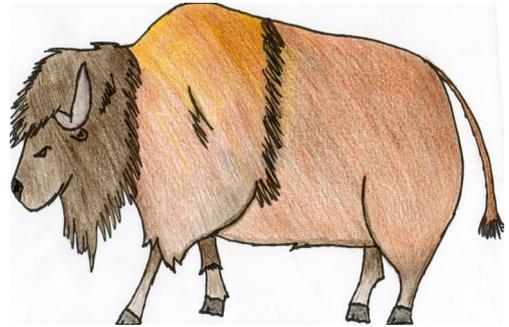
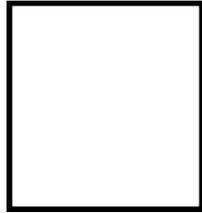
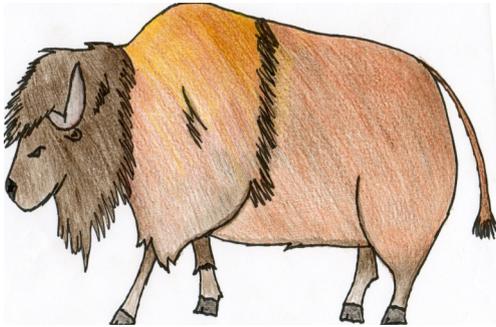
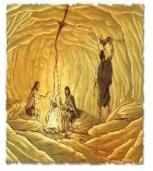


3



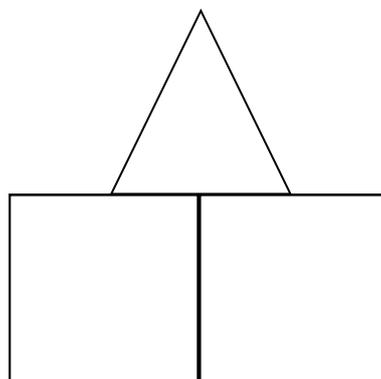
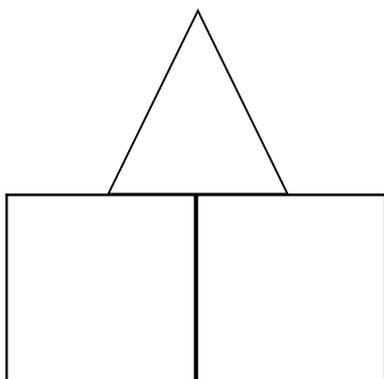
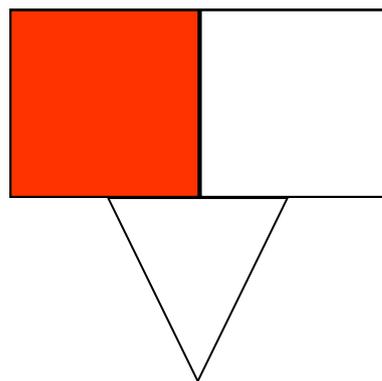
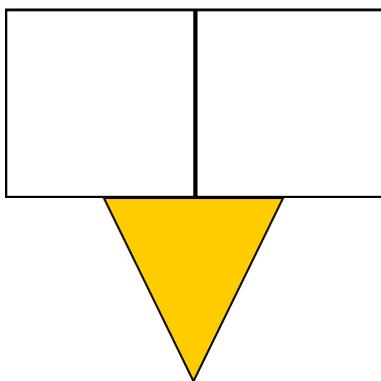
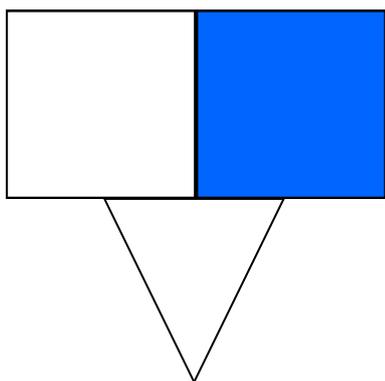
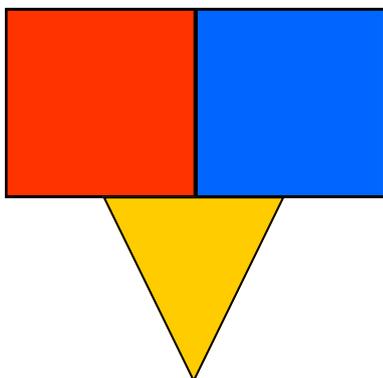


CUENTA CUANTOS HAY EN CADA CASO Y LUEGO REPASA EL NÚMERO CORRECTO



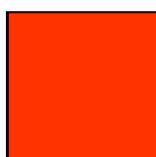
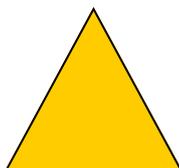
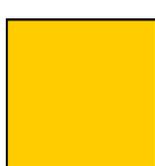


COLOREA SEGÚN EL MODELO





CONTINÚA LA SERIE PEGANDO LAS PEGATINAS CORRESPONDIENTES EN CADA CASO



HOJA DE PEGATINAS 2

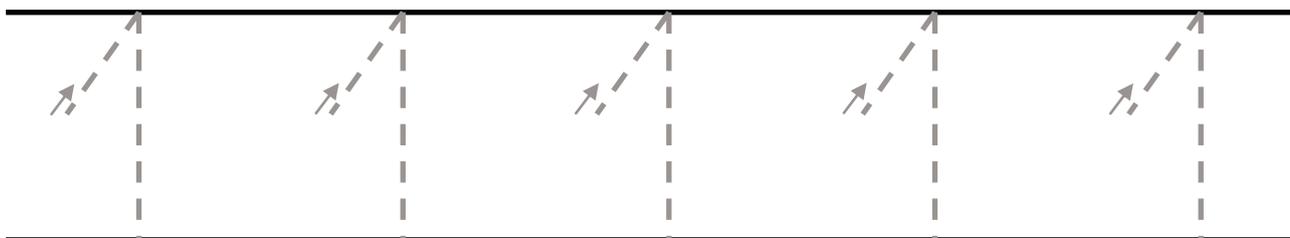
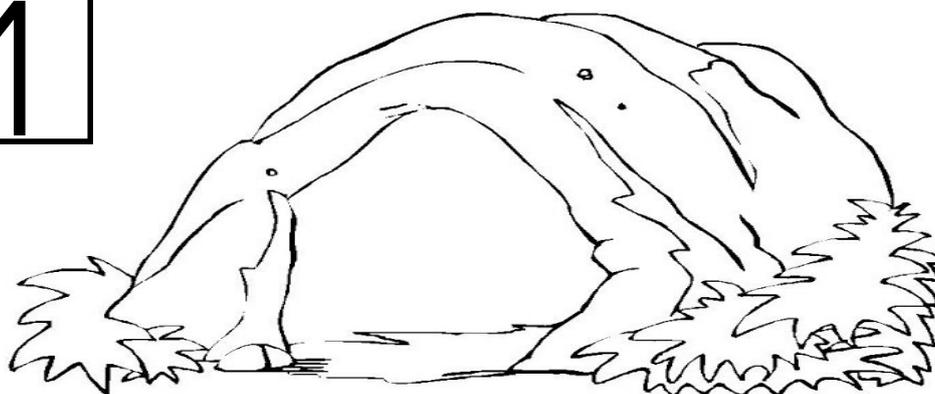




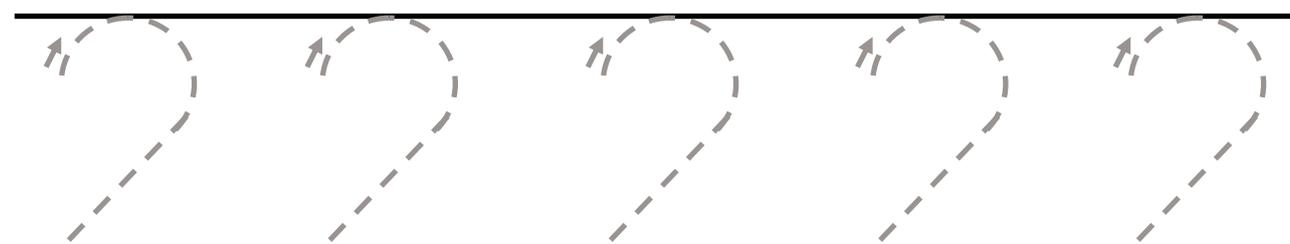
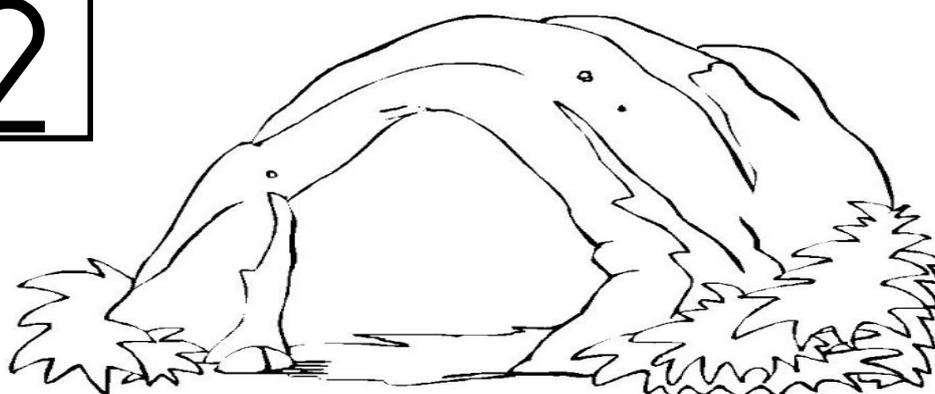
PEGA EN CADA CASO EL NÚMERO DE FUEGOS INDICADO



1



2

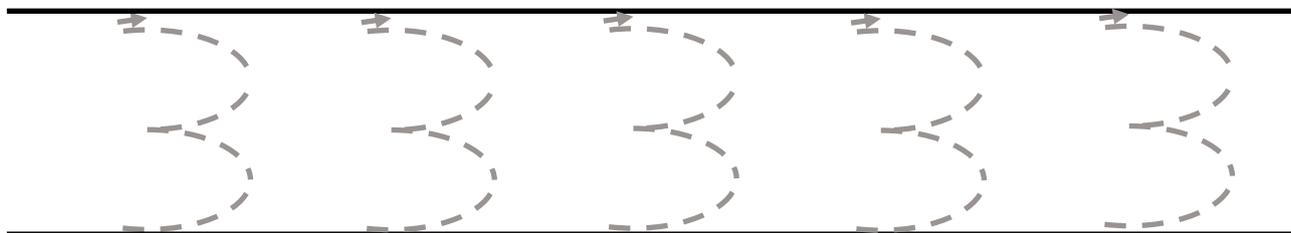
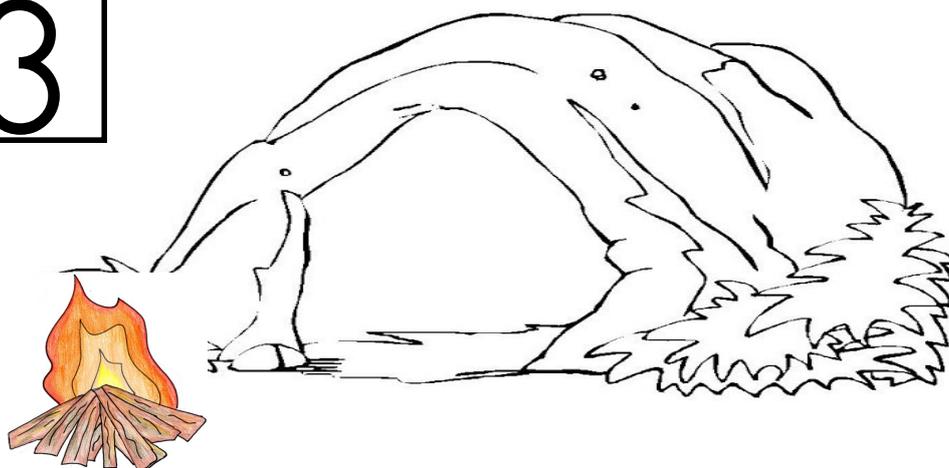




PEGA EN CADA CASO EL NÚMERO DE FUEGOS INDICADO

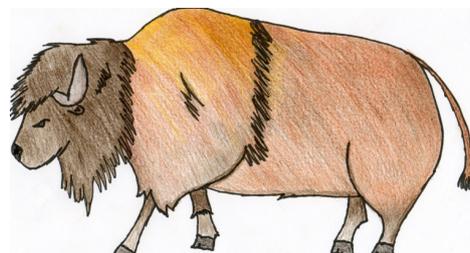
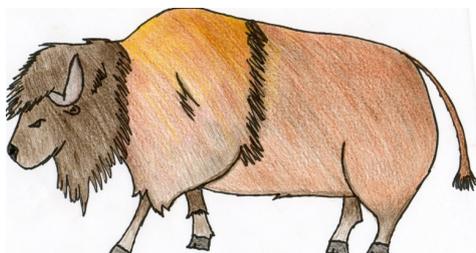


3





PEGATINAS 1



FICHA 13



FICHA 16

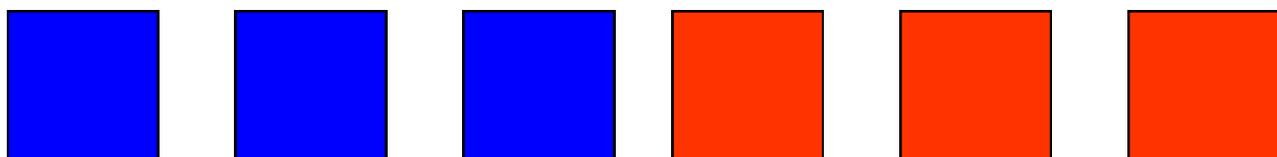
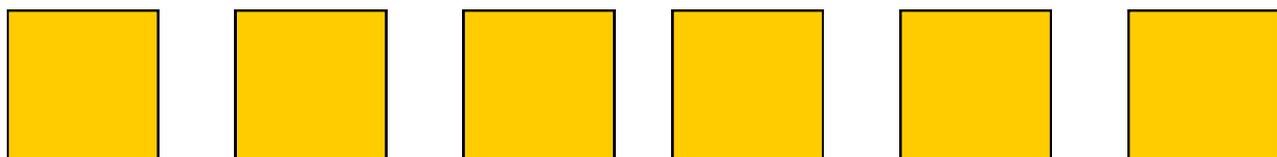
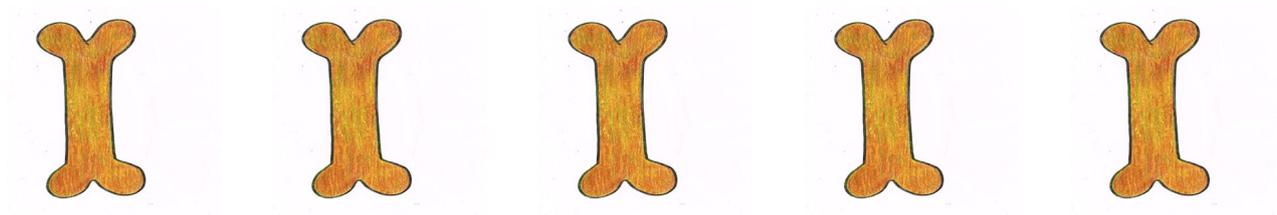


FICHA 20 Y 21





PEGATINAS 2



FICHA 19

