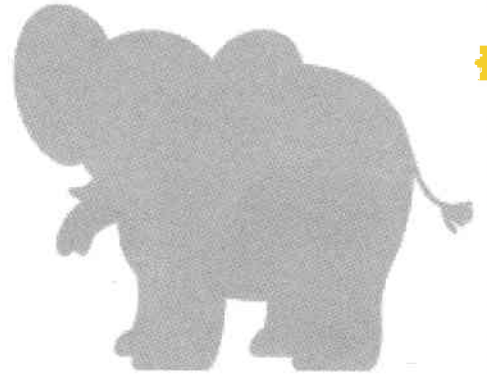
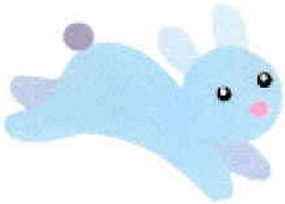
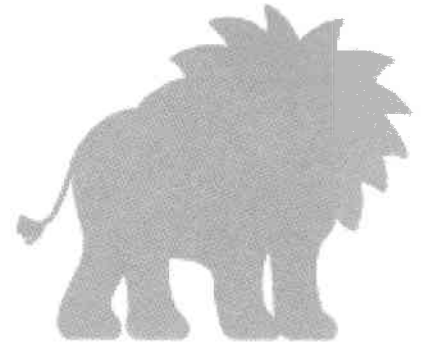
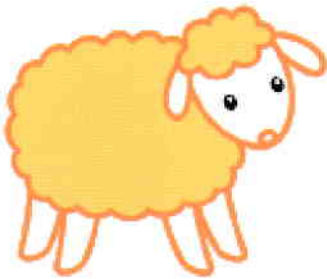
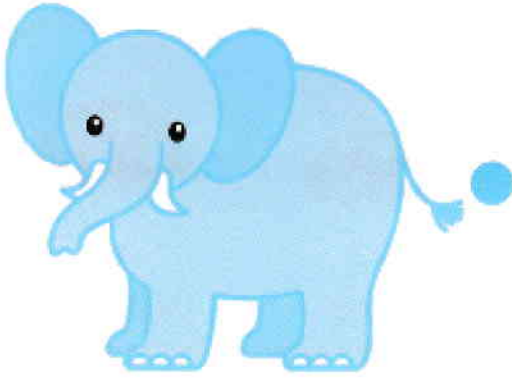


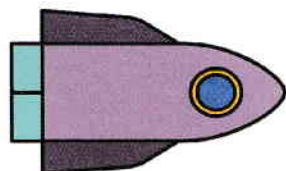
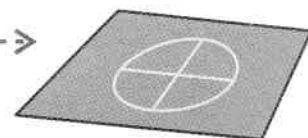
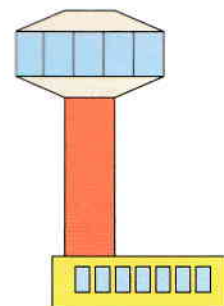
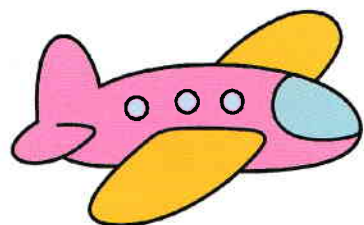
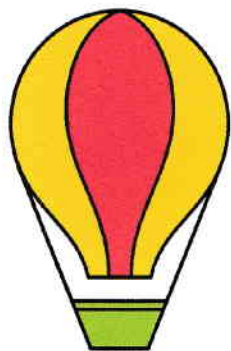
# ANIMALE ȘI UMBRE



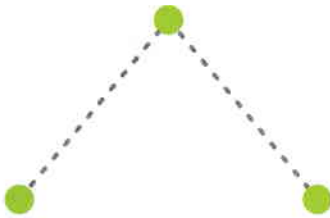
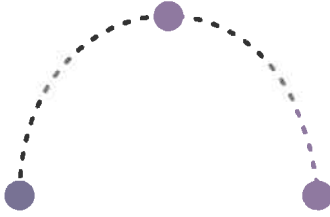
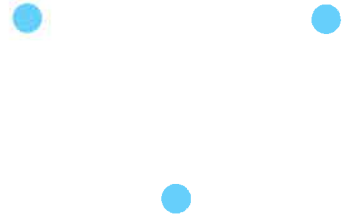
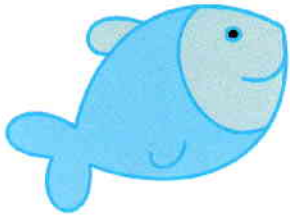
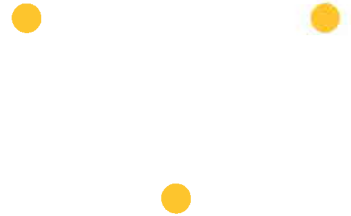
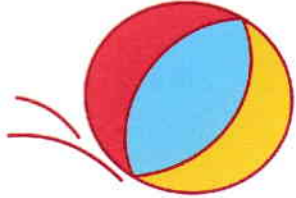
Uneste fiecare animal cu umbra lui. Trage câte o linie de la cerculețul colorat de lângă fiecare animal până la cerculețul gri de lângă umbra potrivită.



Condu mijloacele de transport aeriene spre destinațiile lor.  
Trage câte o linie din fiecare punct albastru, urmărind linia  
întreruptă.

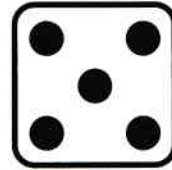
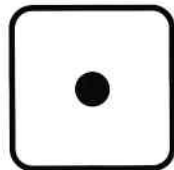
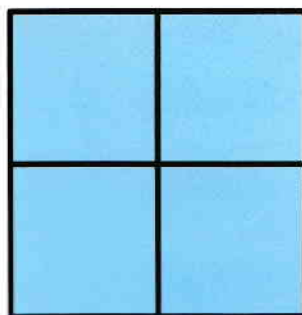
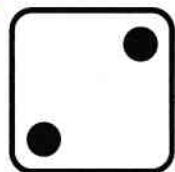
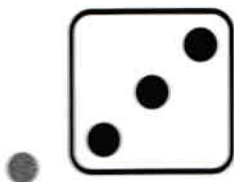
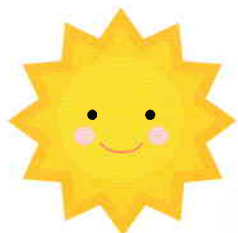


Pe fiecare rând, unește punctele după model.





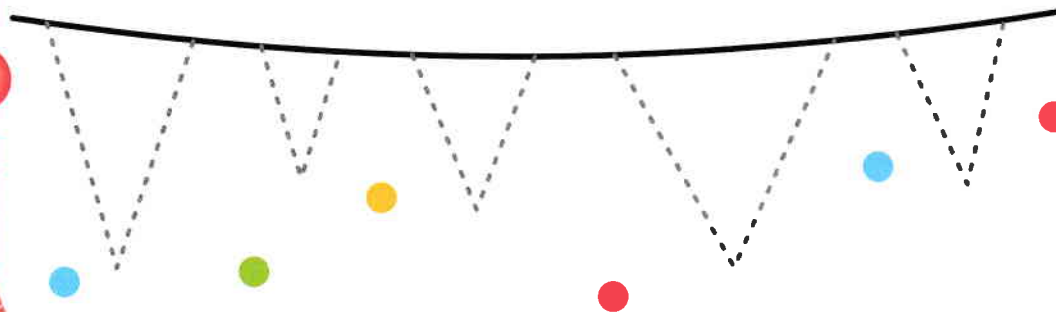
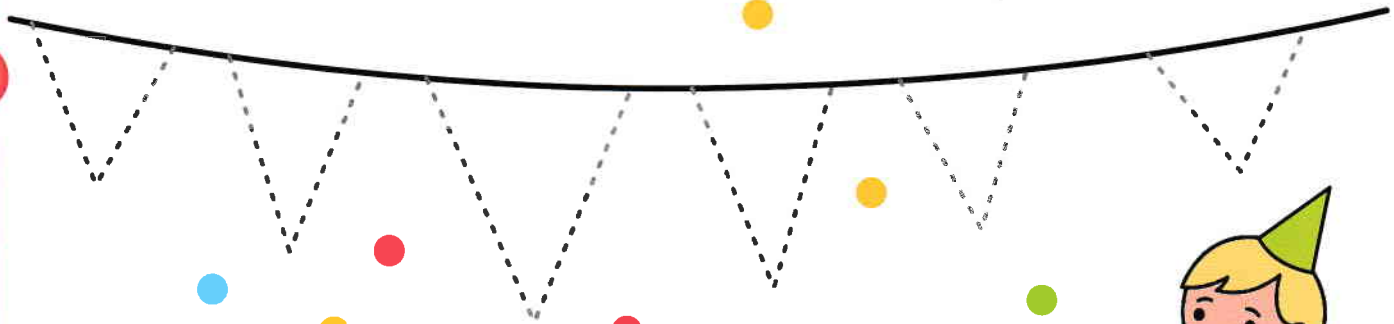
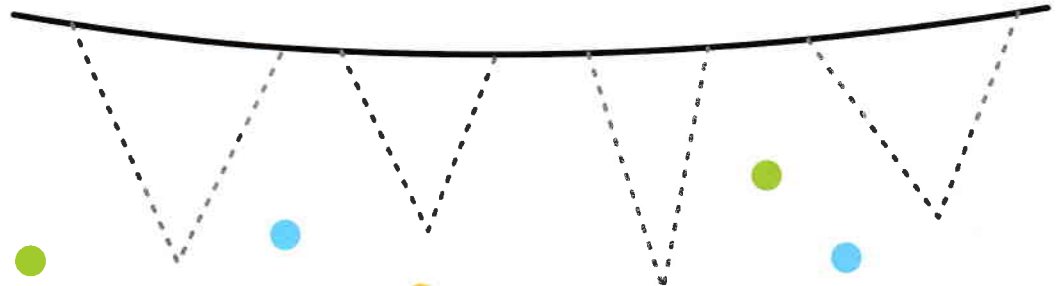
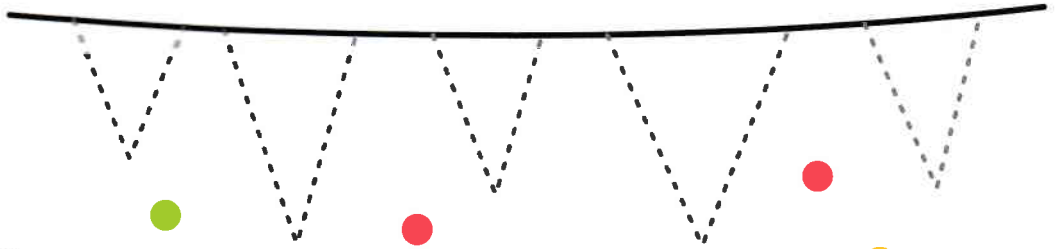
Numără punctele negre din fiecare chenar, apoi unește punctele gri de lângă chenare, de la 1 la 5. Colorează desenul astfel obținut.



# Libris .RO PETRECEREA SOFIEI



Respectă regulile jocului și  
Desenează cu creioane colorate stegulețele din camera Sofiei, trasând de-a lungul liniilor punctate.



Fă ordine în dulap.

Încercuiește perechile, după model.

