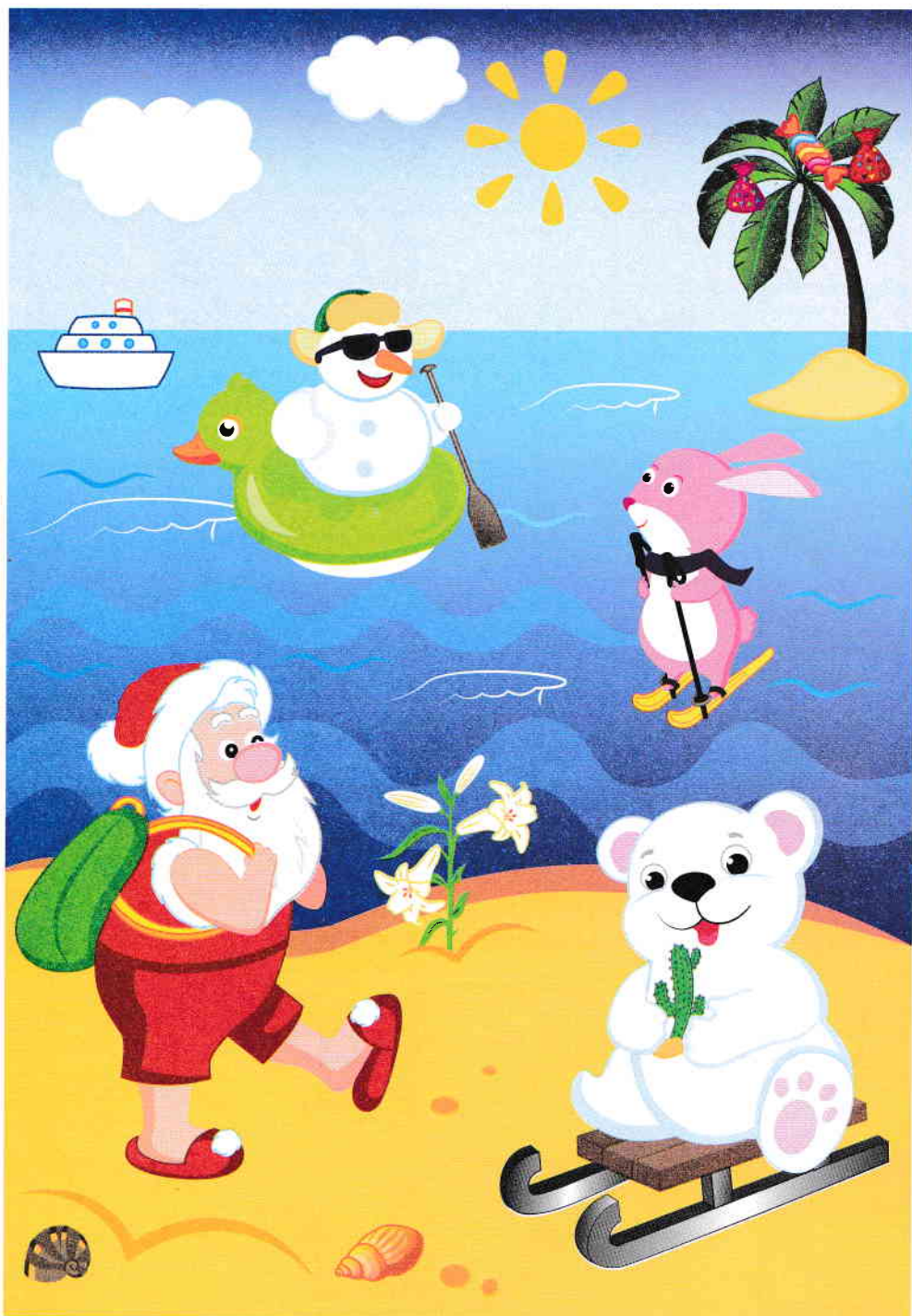
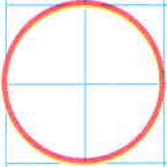

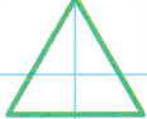


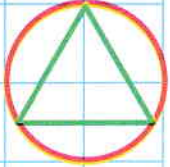
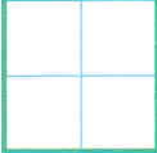




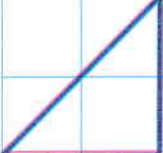

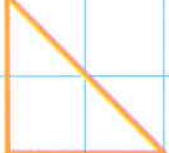




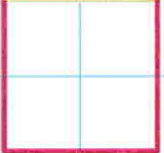









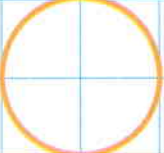




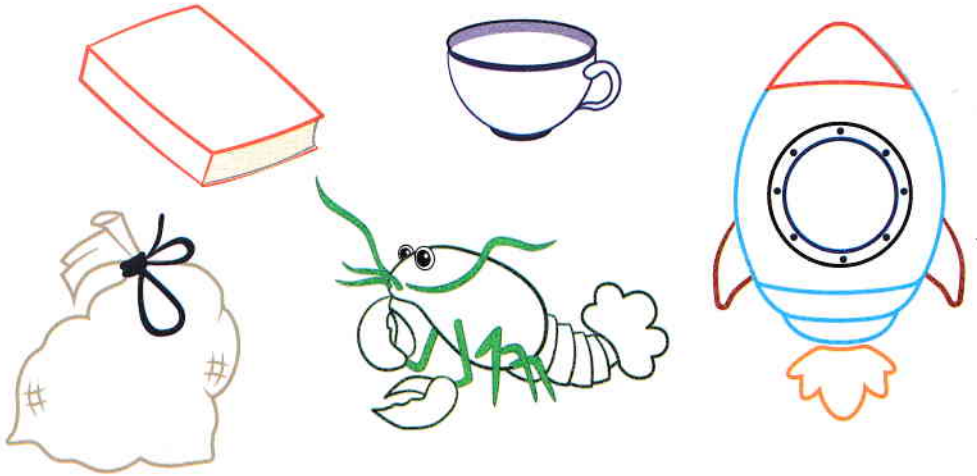
► Privește cu atenție și spune ce a greșit pictorul.



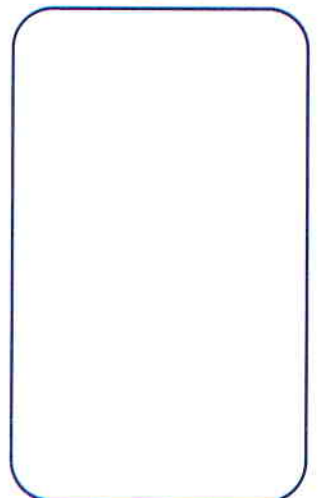
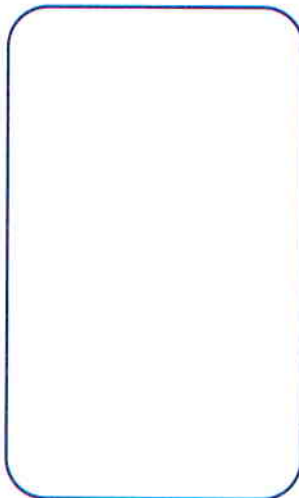
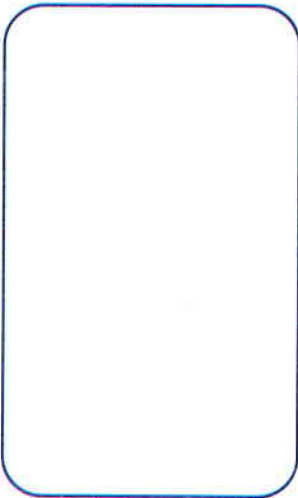
Desenează rezultatul după modelul propus.

→ Colorează imaginile al căror nume începe cu sunetul [r].



● Joacă-te cu mărimile și fă-le poftă tigrilor desenând câte o bucată de jambon suculentă!



• Ajută iepurele să ajungă la morcov.

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