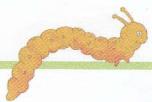
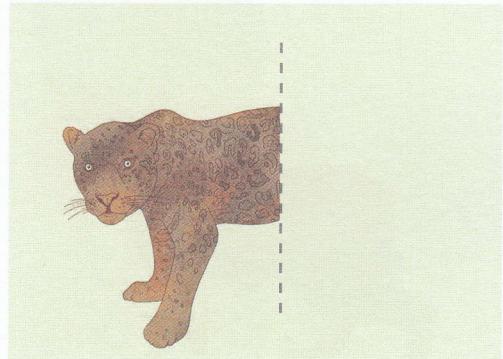
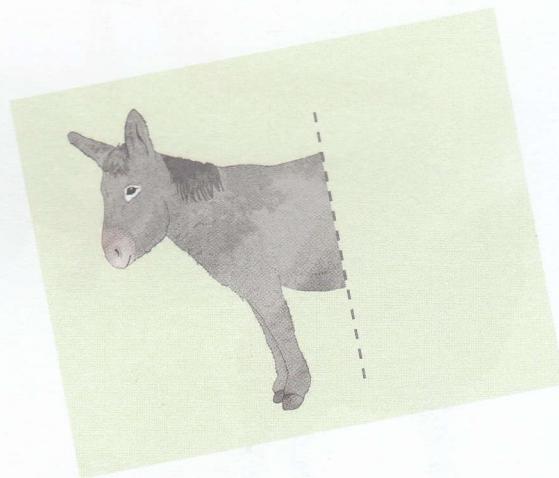
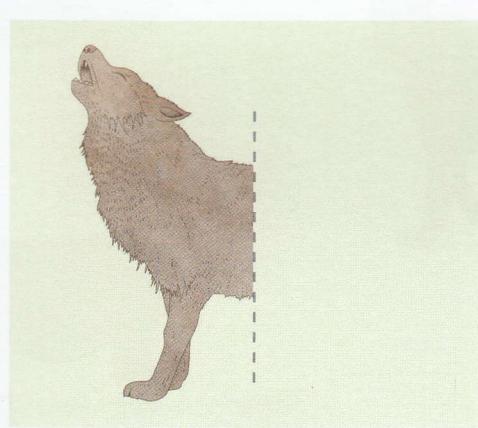
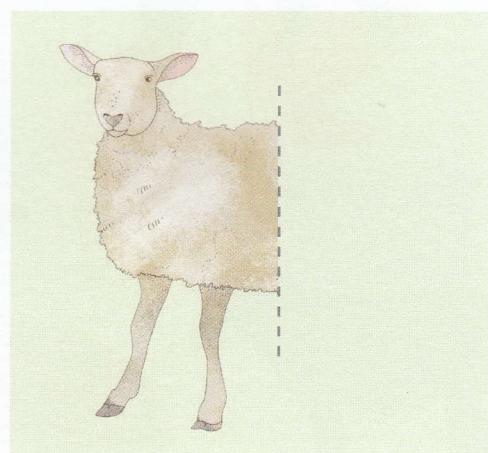


Prima mea carte de
ACTIVITĂȚI
cu numere
Montessori

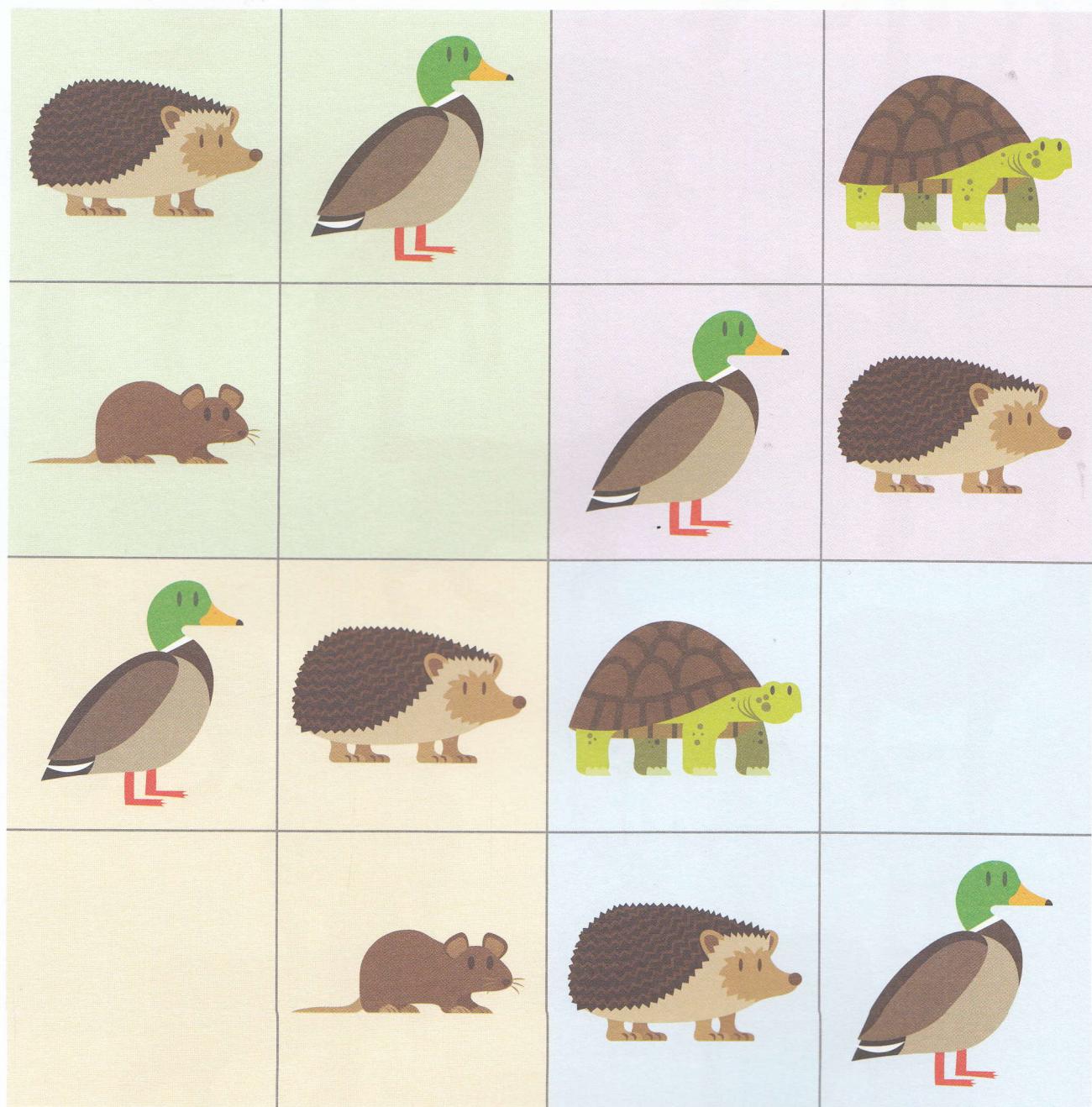
Activități concepute de Delphine Urvoy
Illustrații de Lotie

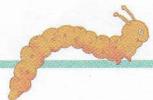


Aceste animale și-au pierdut jumătate din corp.
Găsește-le la pagina 55, decupează-le și lipeste-le
la locul lor.

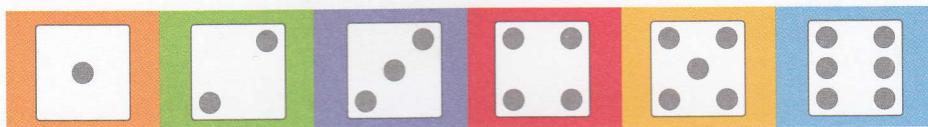


Decupează cartonașele de la pagina 55 și lipeste fiecare animal la locul potrivit, astfel încât acesta să se regăsească o singură dată pe câte un rând, coloană și spațiu colorat.





Unește punctele și colorează desenul după indicații.



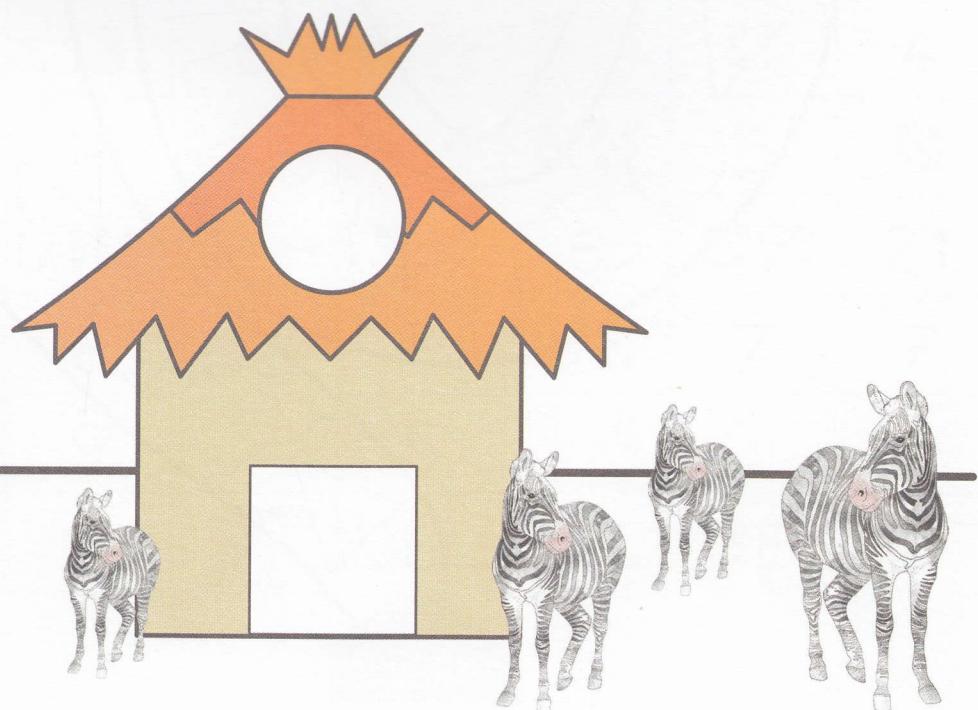
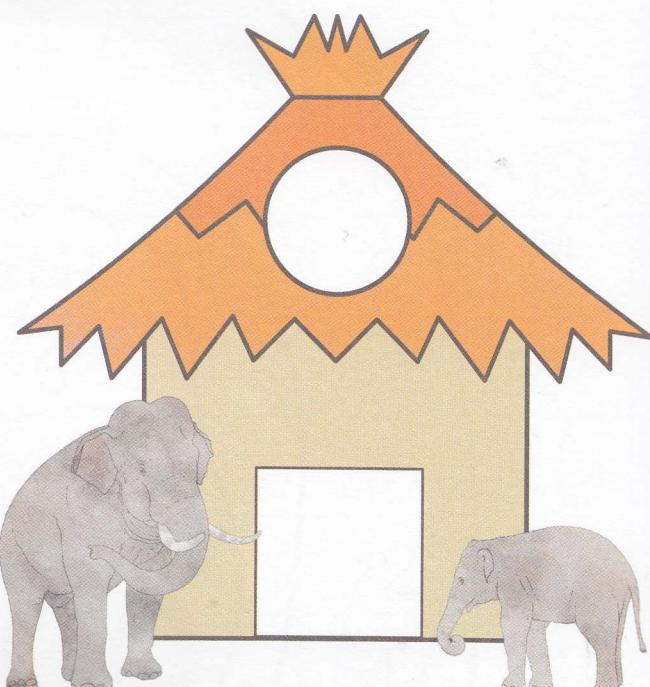
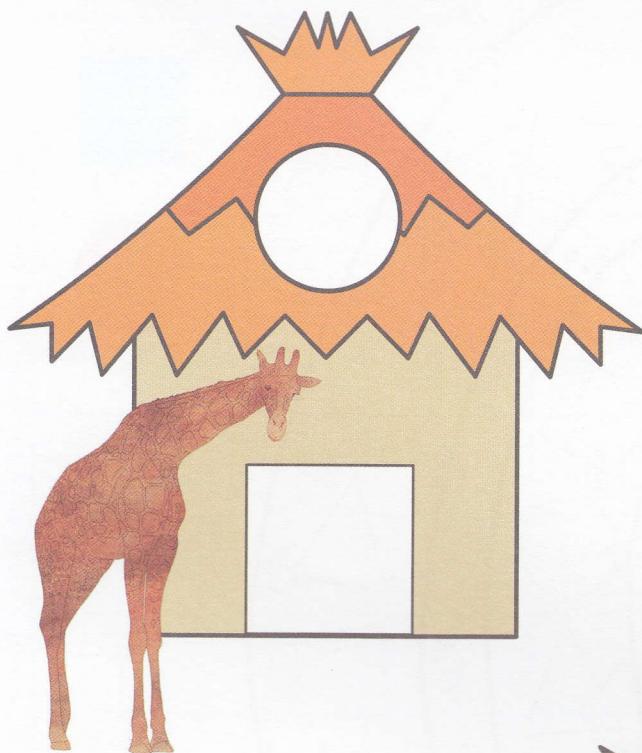
Trasează drumul lui 6 colorând căsuțele care corespund cifrei 6.

plecare

2				6			8
		4	5	9			15
10						6	
9				6			8
8		5				15	
	6		3		4	12	
1	6	9	7		9	1	
		13	8				4
5		16				5	
3					6		21
		6				7	7
5	3	9		5			
		14		6			8

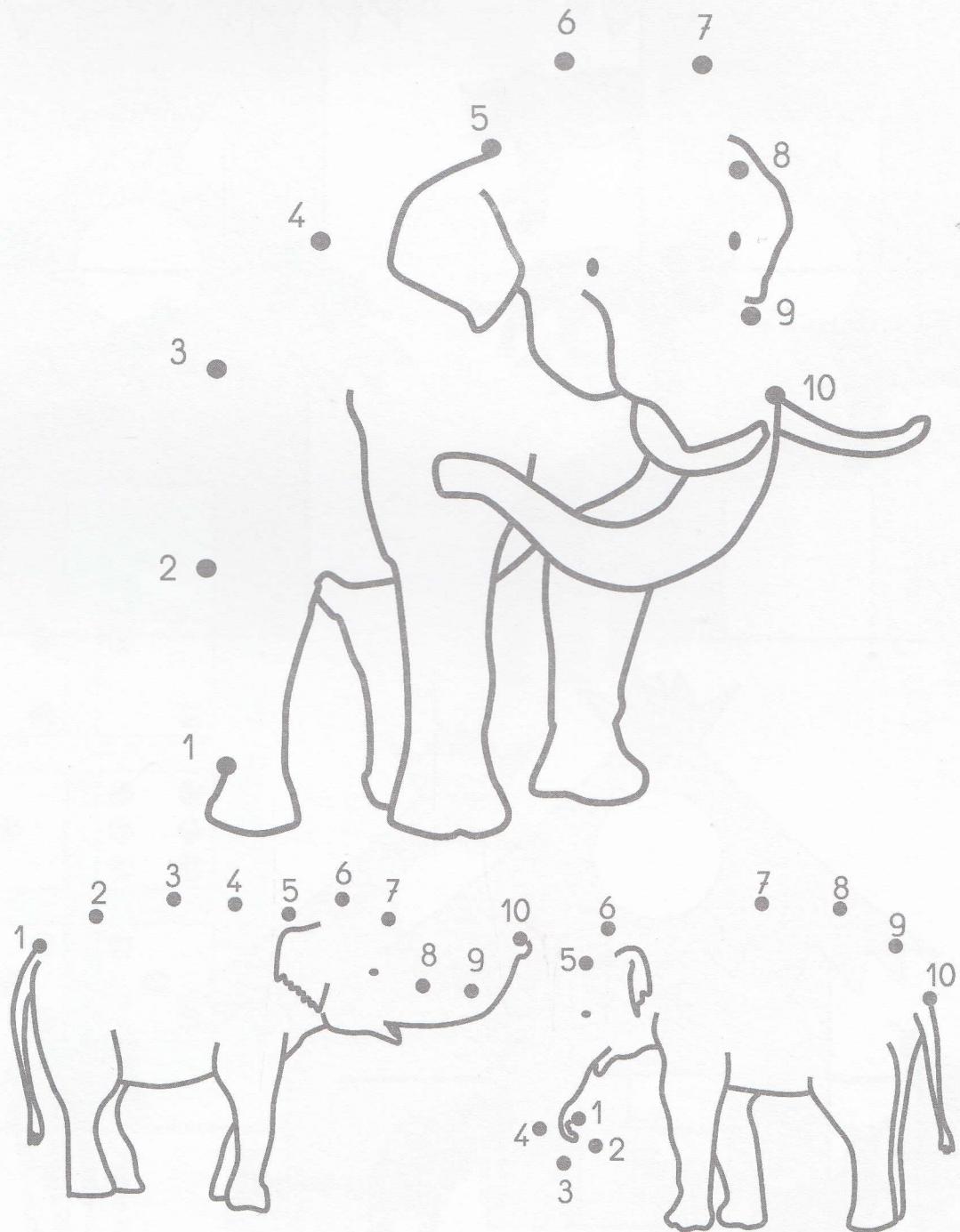
sosire

Scrie pe acoperisul căsuțelor numărul animalelor care trăiesc în ea. Desenează pe fiecare poartă zarul corespunzător, după model.



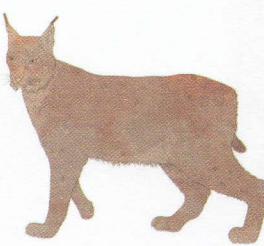
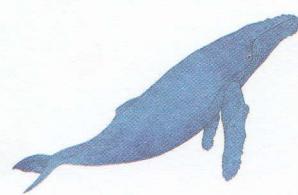
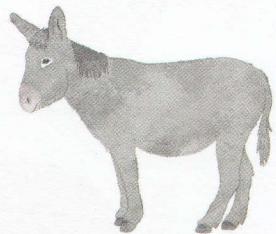
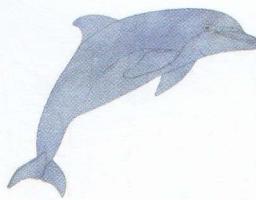
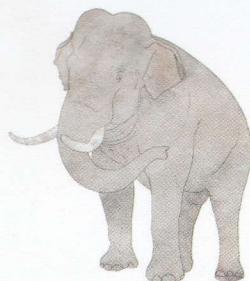
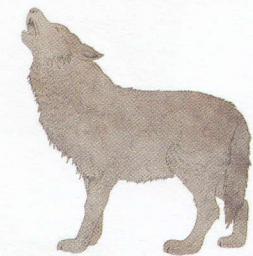
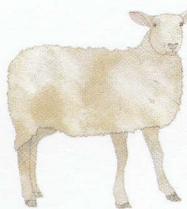
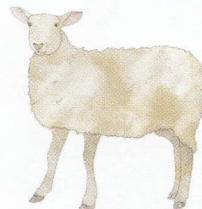
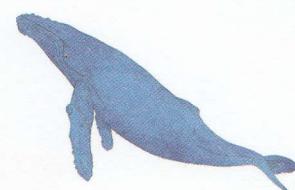
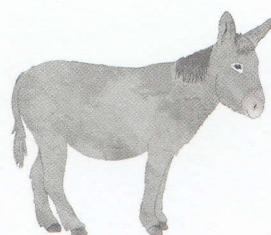
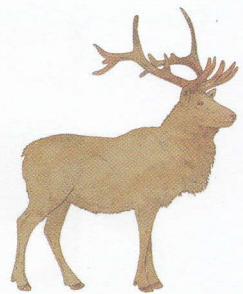
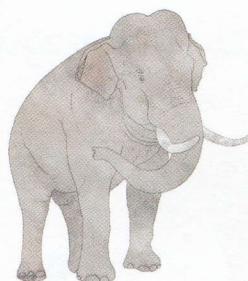
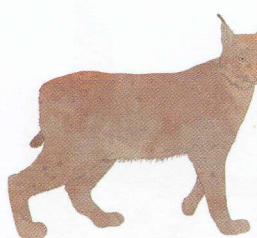
Elefantii

Unește punctele în ordine crescătoare de la 1 la 10.





Formează perechi de animale.
Găsește și încercuiște intrusul.



Ioricelul se strecoară



Ioricelului îi place să se strecoare printre animale.
Trasează-i drumul respectând ordinea indicată.

