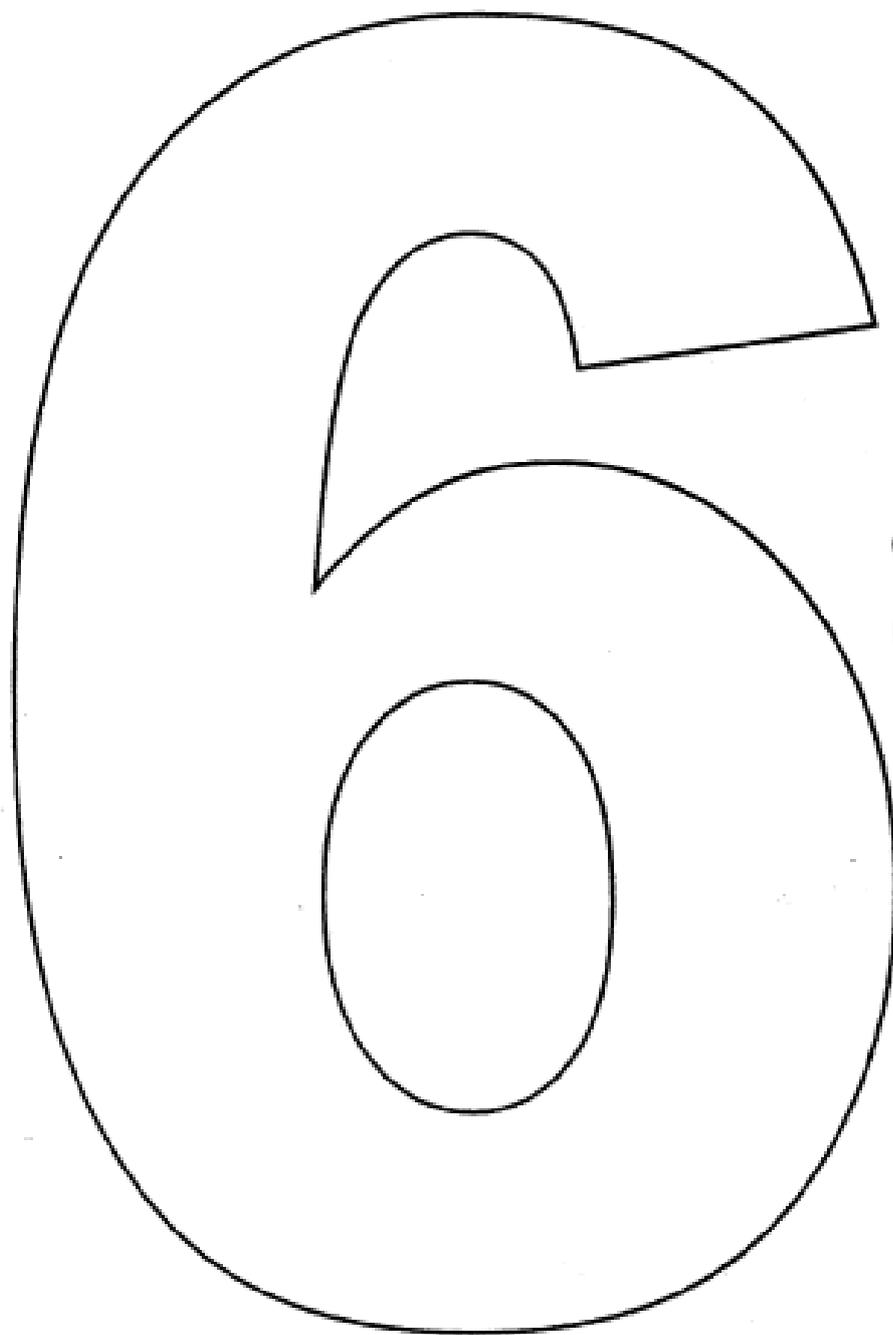


EL NUMERO SEIS

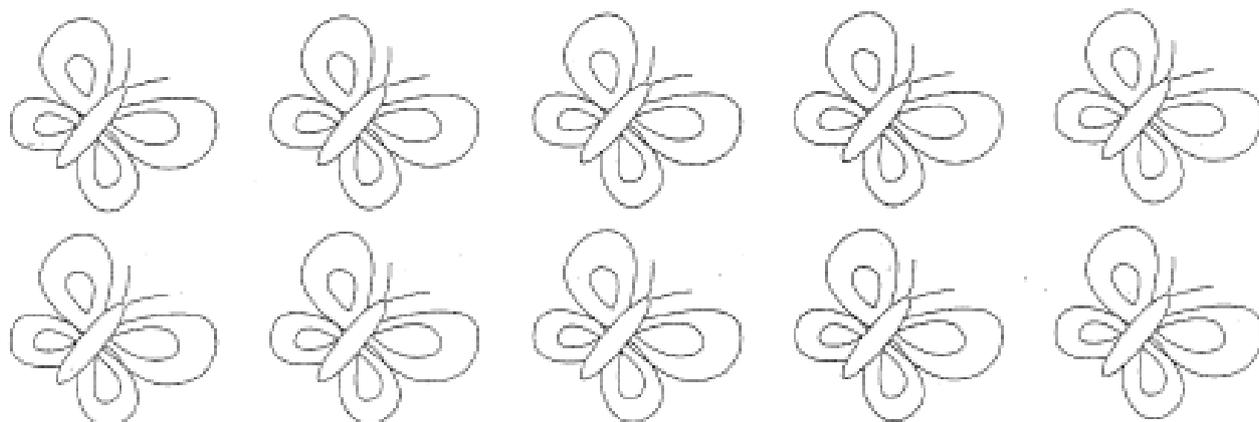
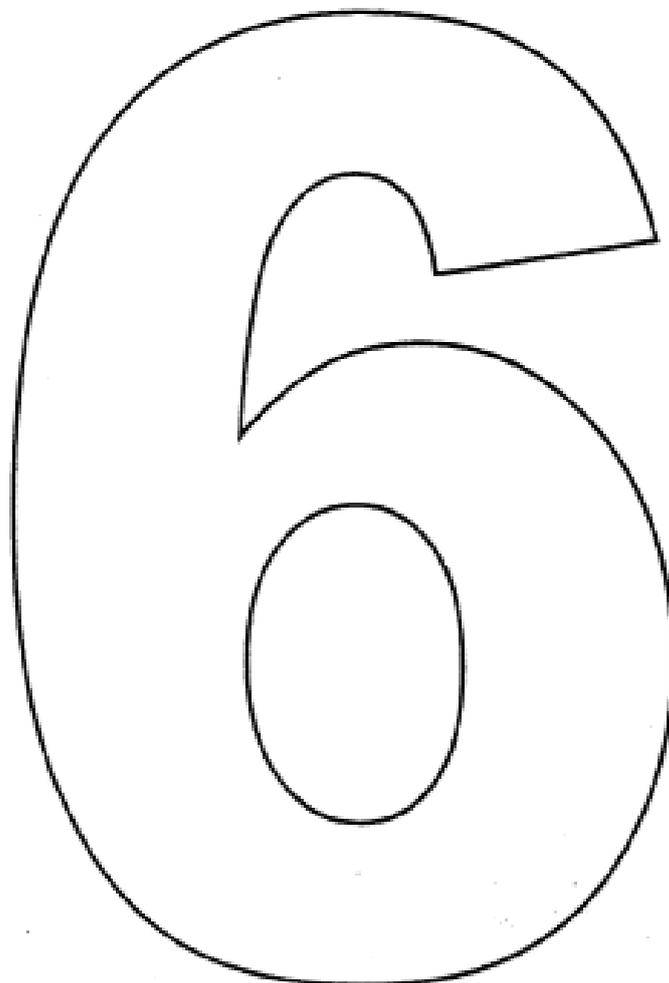
Pega serpentina en el número seis.

Pinta las figuras de los caracolitos.

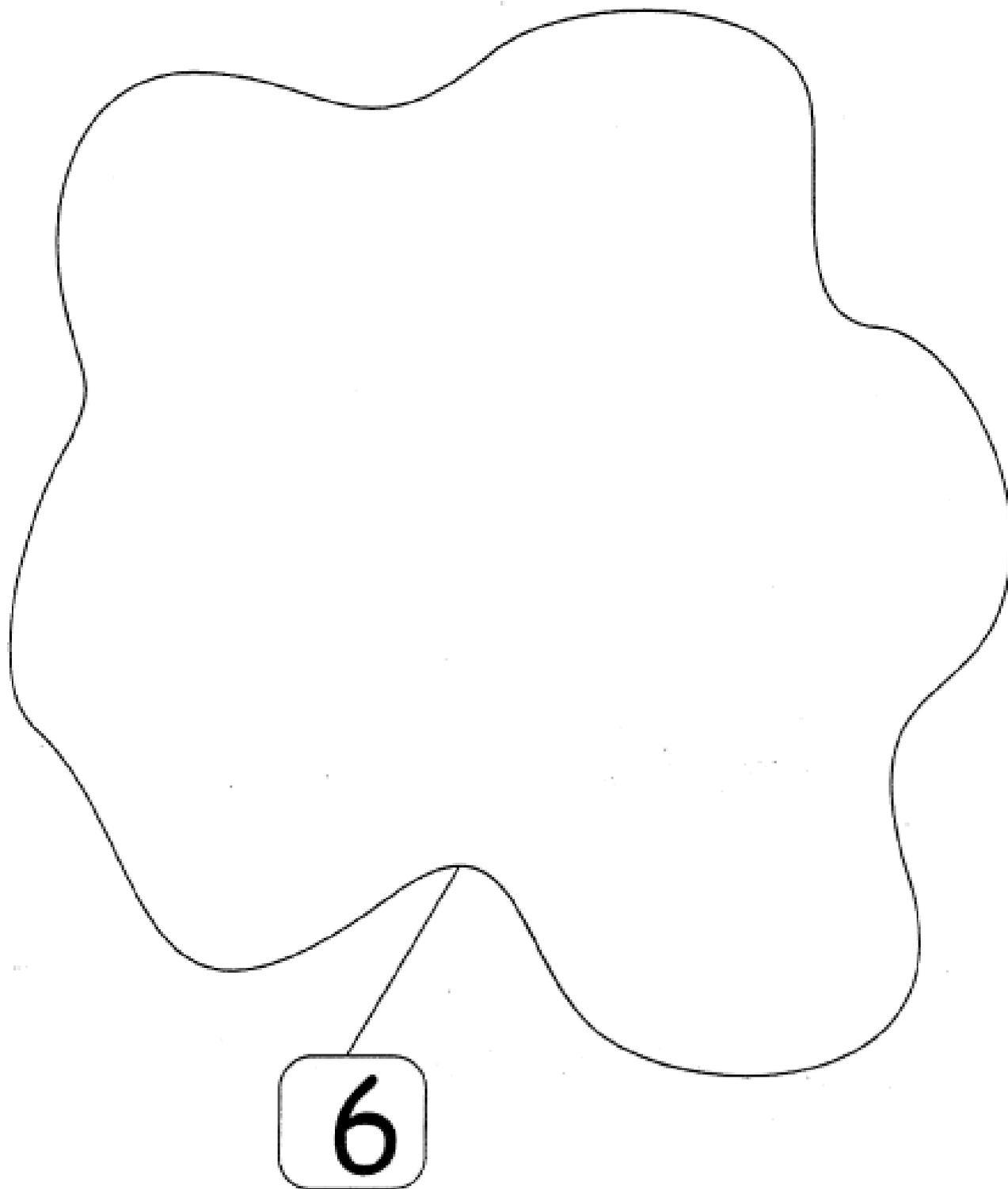


Pinta el número seis.

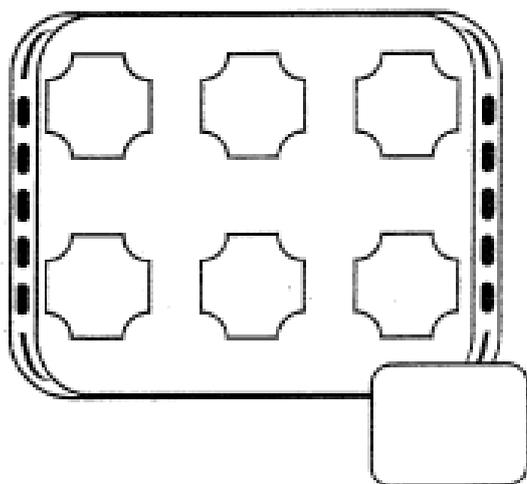
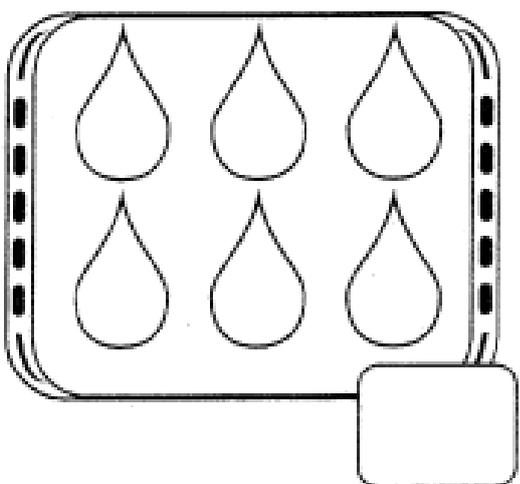
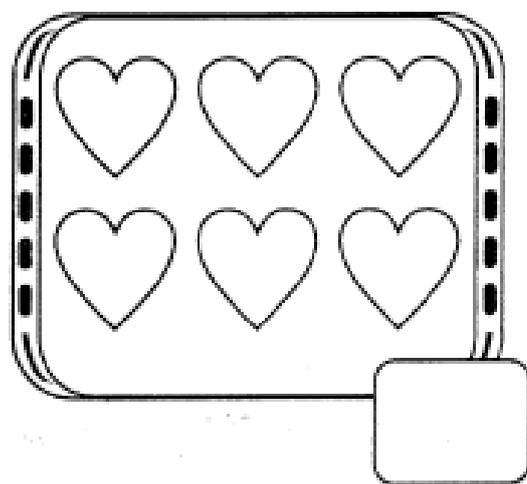
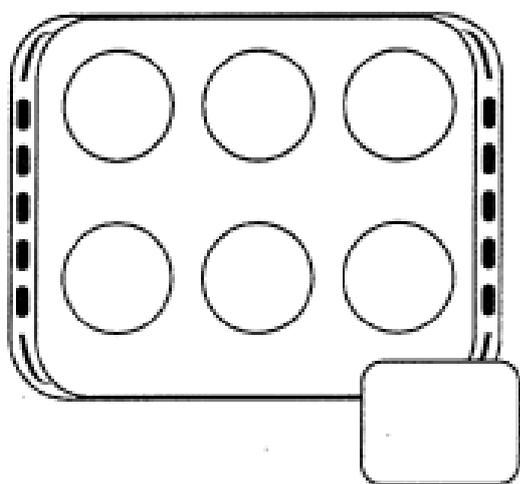
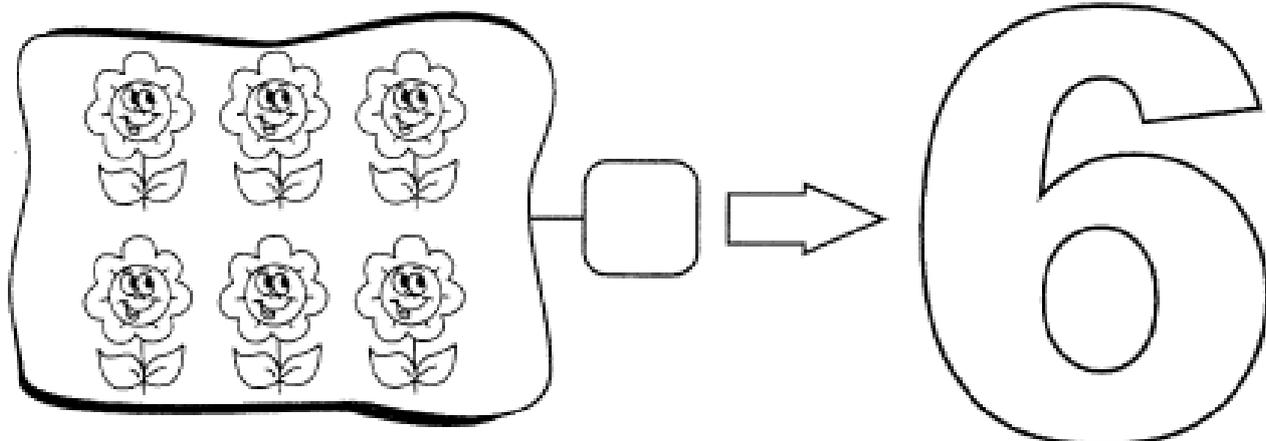
Maraca solo el número seis de los elementos.



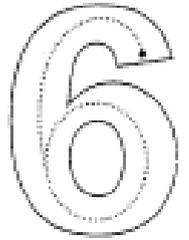
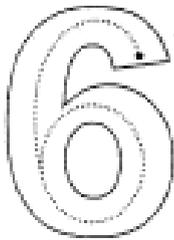
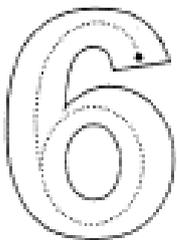
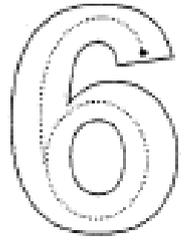
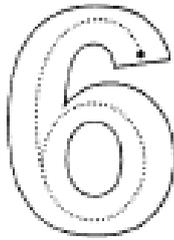
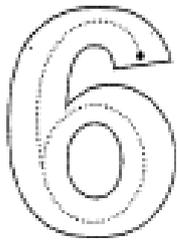
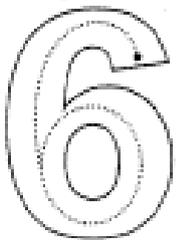
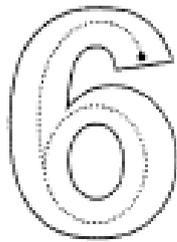
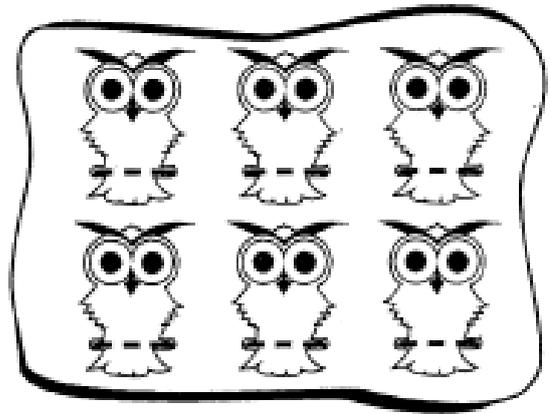
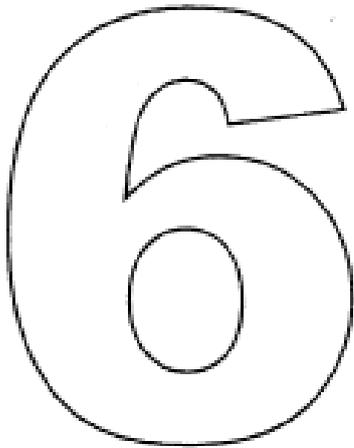
Dibuja o pinta seis figuras y o elementos.



Pinta los conjuntos con seis elementos.



Delinea el número seis con tu lápiz.



Pinta según se te indica el número.

        	        	         	        	   
--	--	---	--	---

Delinea con tú lápiz donde corresponde.

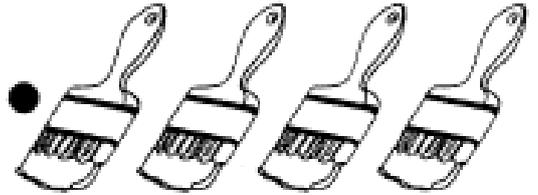
2

•



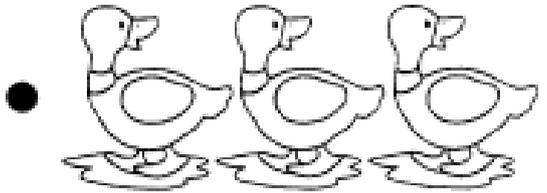
1

•



3

•



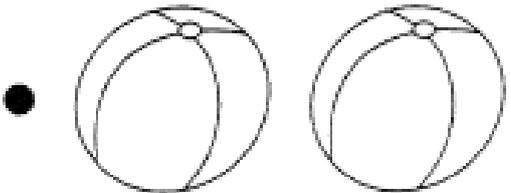
5

•



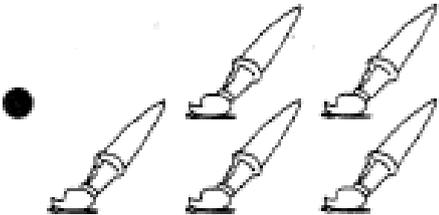
4

•

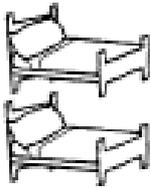
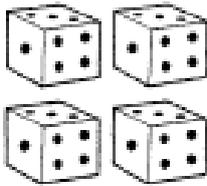
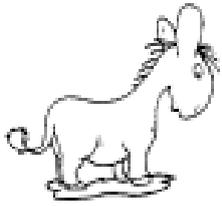


6

•



Delinea todos los números y figuras según corresponda.



2

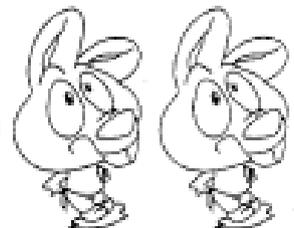
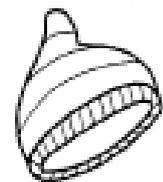
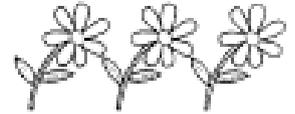
1

3

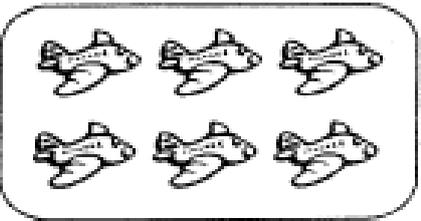
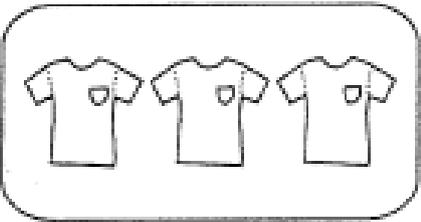
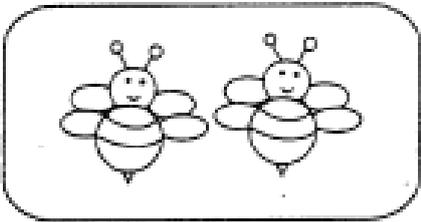
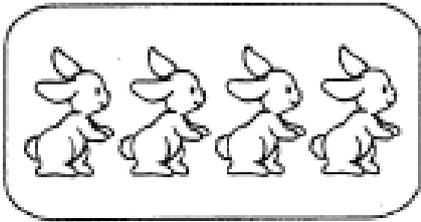
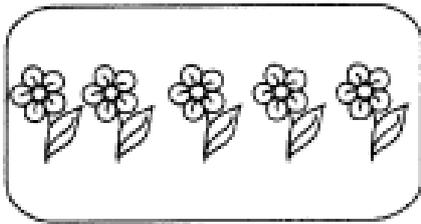
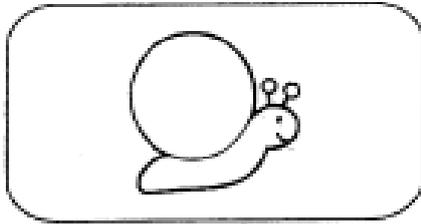
5

4

6



Une con una línea los conjuntos con el numeral que le corresponde.



.

.

.

.

.

.

.

.

.

.

.

.

2

4

6

1

3

5

Marca los números seis correctamente escritos.

Pega bolitas de papel en el número seis, pinta seis figuras.

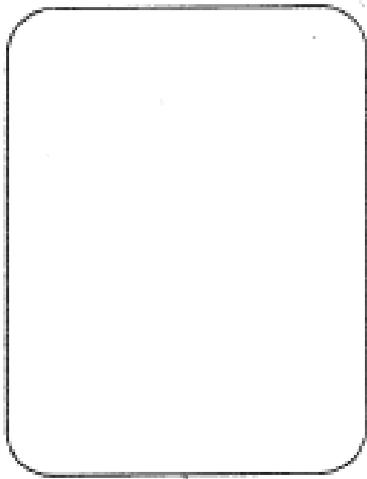
Escribe el seis en los casilleros que faltan.

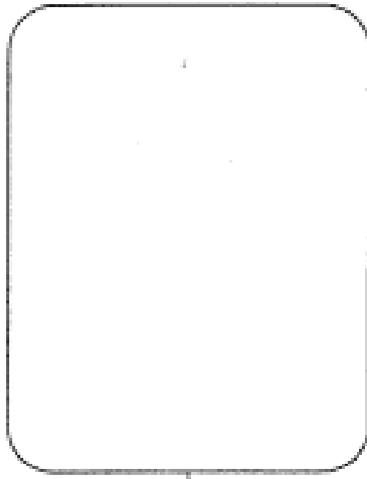
Encierra el número seis bien escritos y marca con x el número mal escrito.



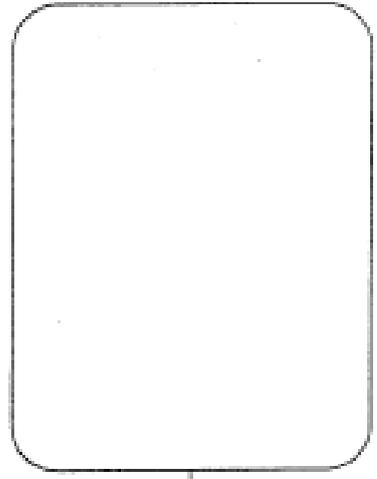
Dibuja elementos para cada conjunto.



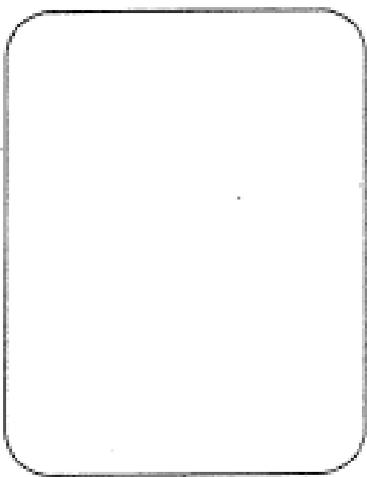
1



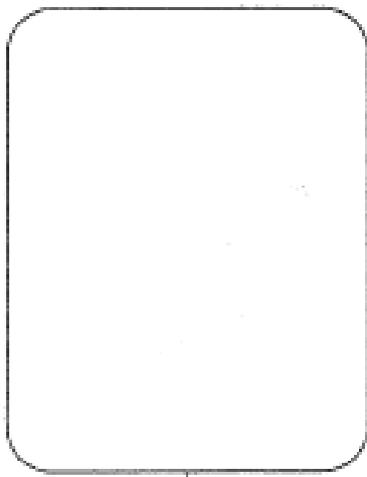
2



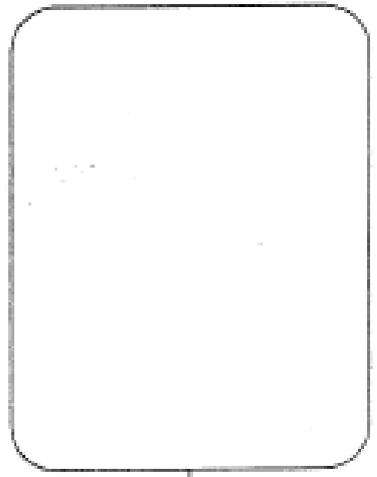
3



4

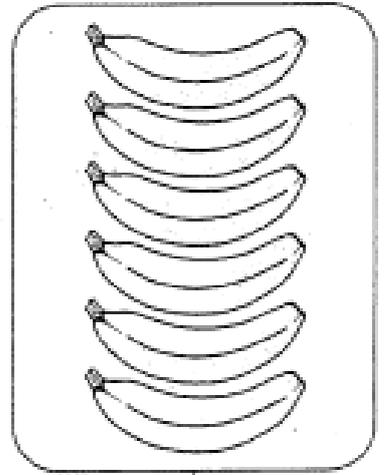
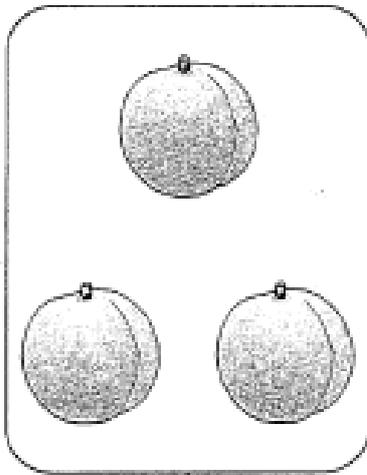
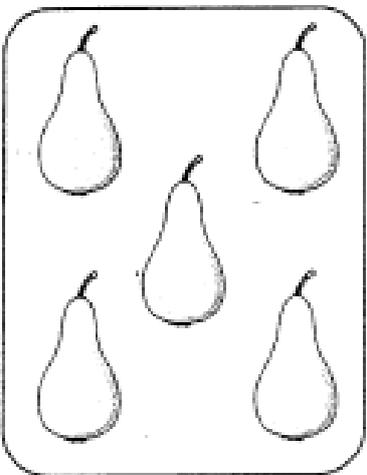
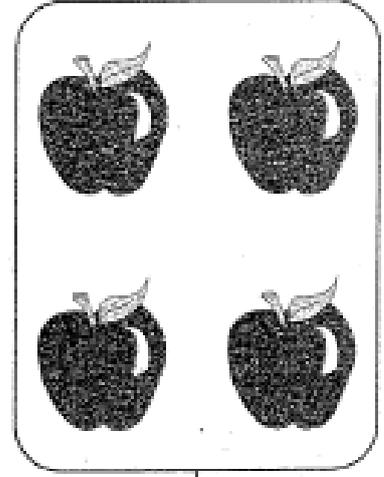
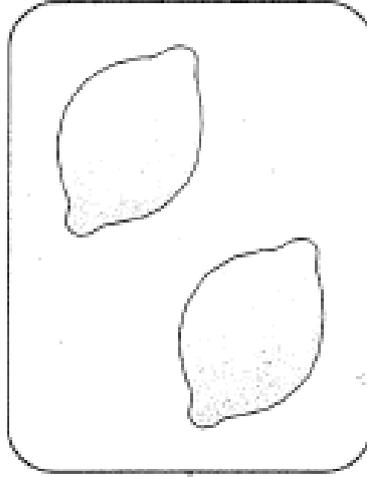
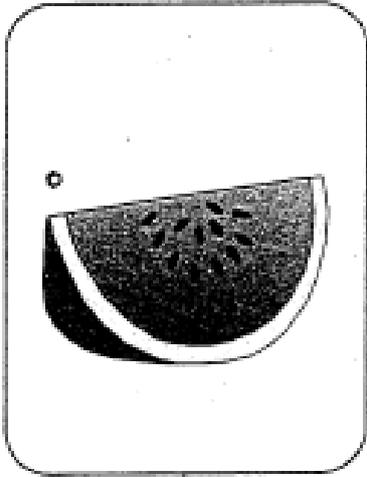


5



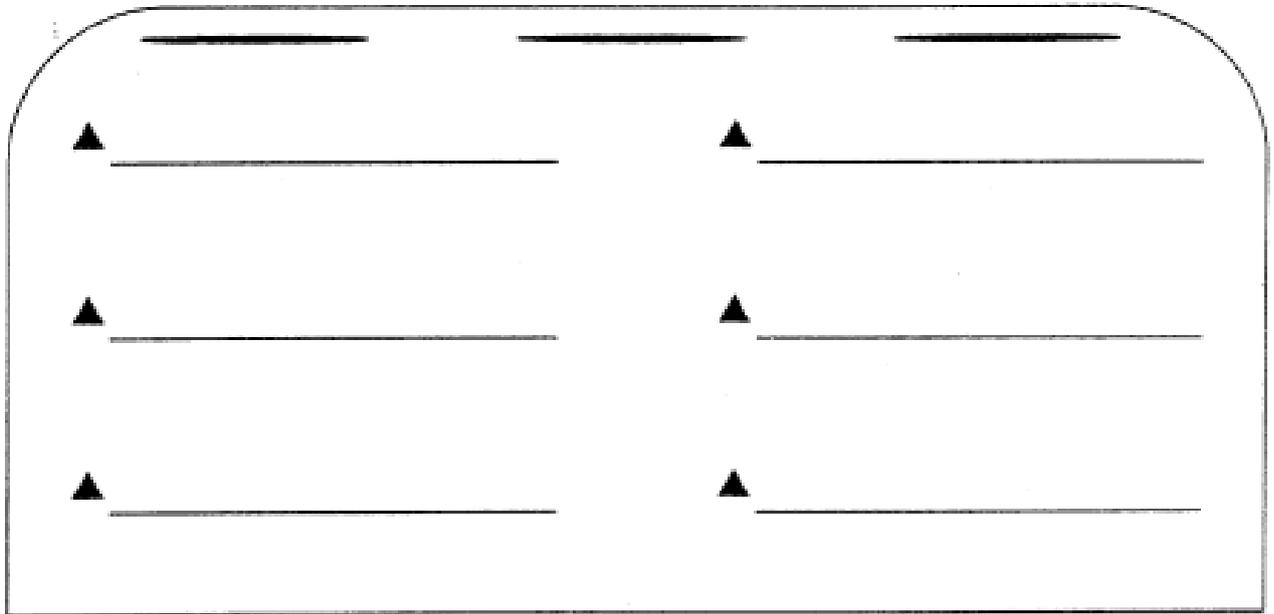
6

Cuenta los números que corresponden a cada conjunto.



Dictado del uno al seis.

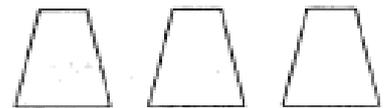
Une y pinta donde corresponde.



3



4



5



6

