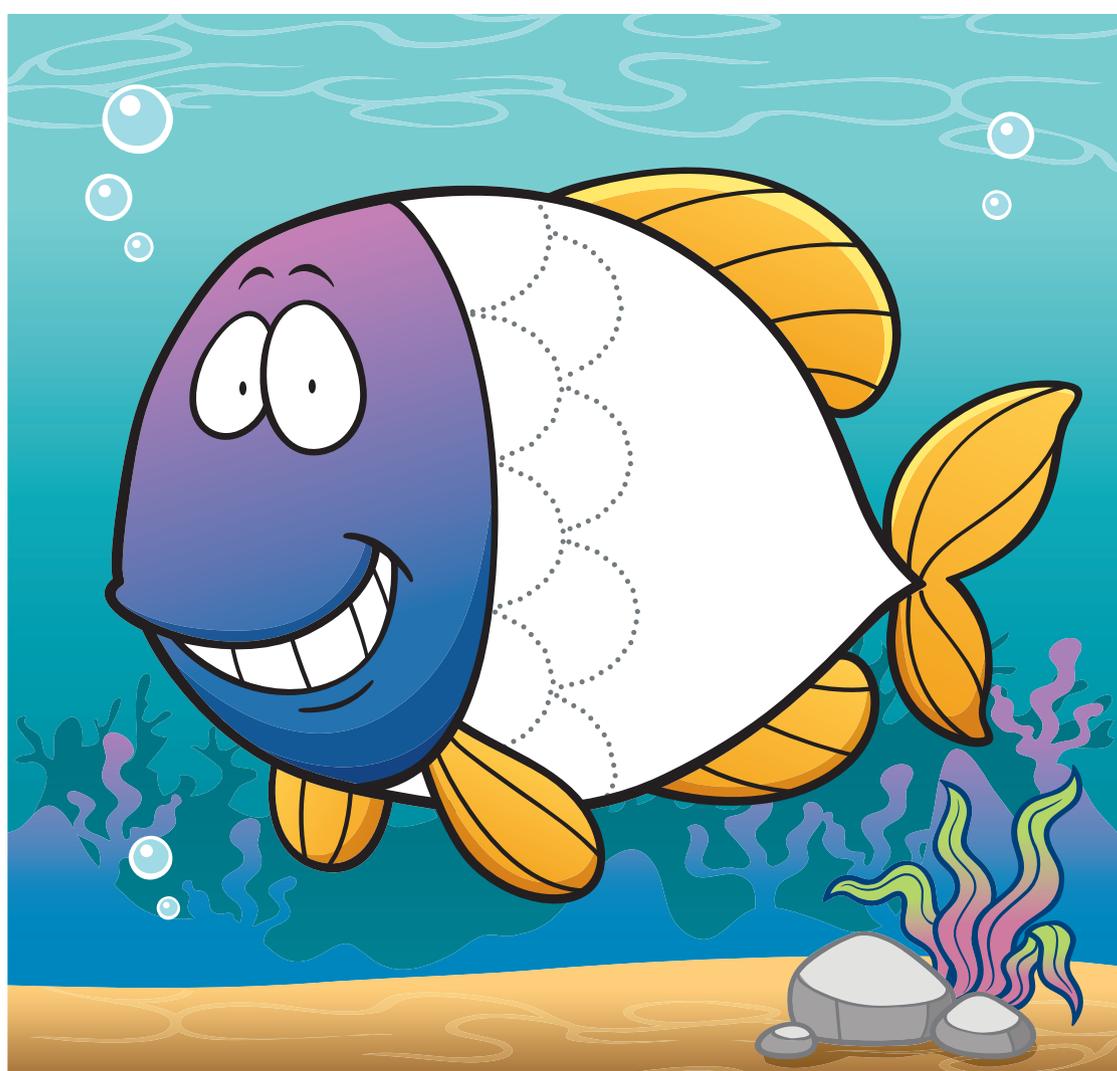




# PASSATEMPO DA TURMA DO DAI

Vamos  
Desenhar?

Desenhe as escamas do peixe e pinte-as



# QUAL É A PRÓXIMA?

Observe atentamente cada sequência das figuras e circule a que virá em seguida

1



2



3



# Idênticos

Circule as duas únicas imagens idênticas



Jogo dos  
**10**  
erros

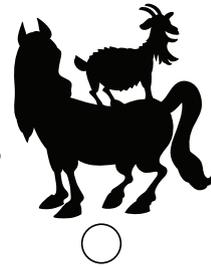
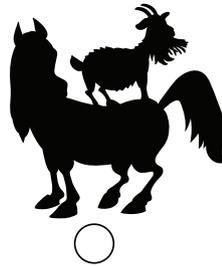
Ache as  
diferenças  
entre  
os dois  
desenhos



# Idênticos

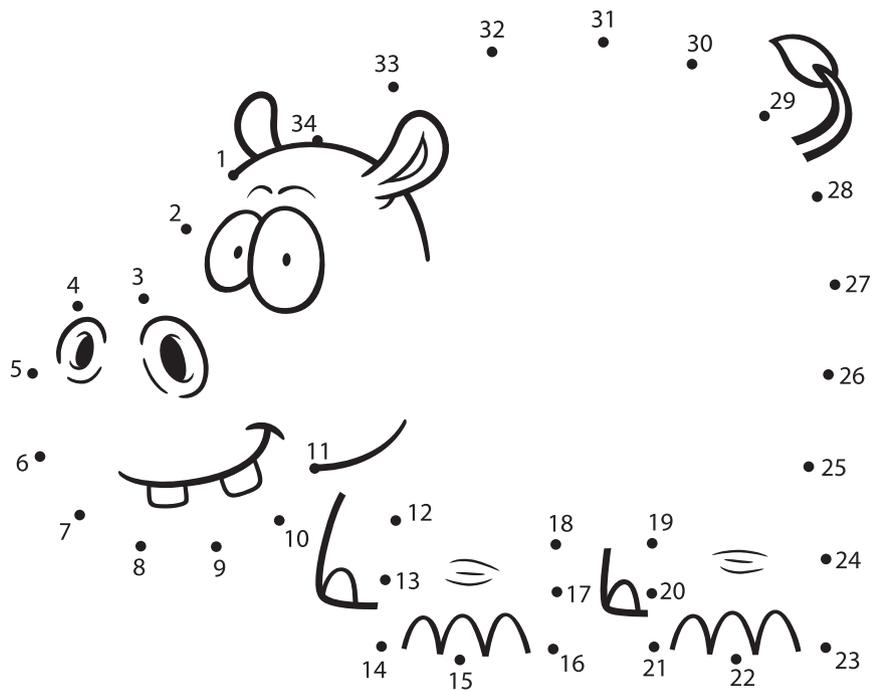


Marque a sombra exatamente igual à da imagem em destaque



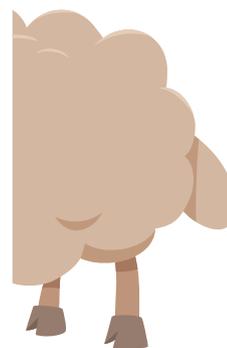
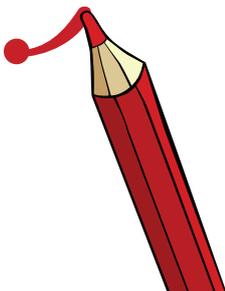
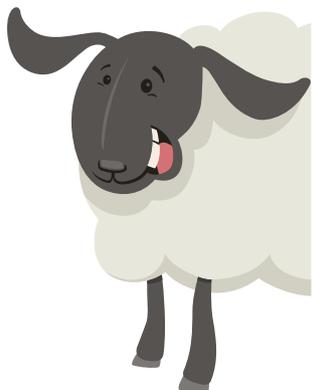
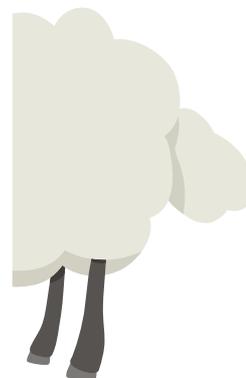
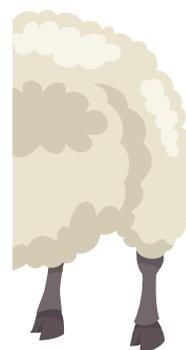
# Ligue os pontos

Ligue os pontos corretamente completando o desenho do hipopótamo



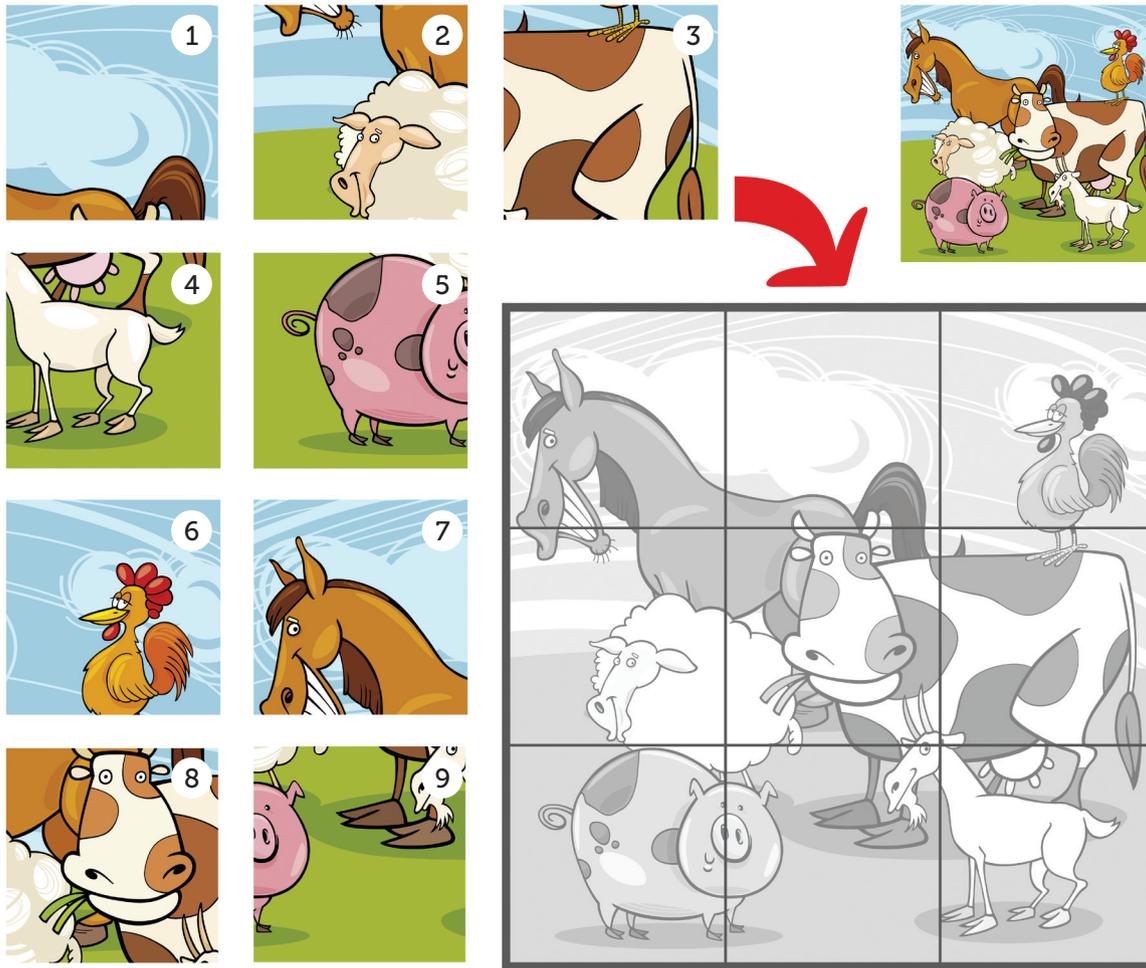
# LIGUE

Ligue corretamente cada animal à sua outra metade



# QUEBRA-CABEÇA

Marque o número da peça correta no quebra-cabeças em preto e branco



## RESULTADOS

