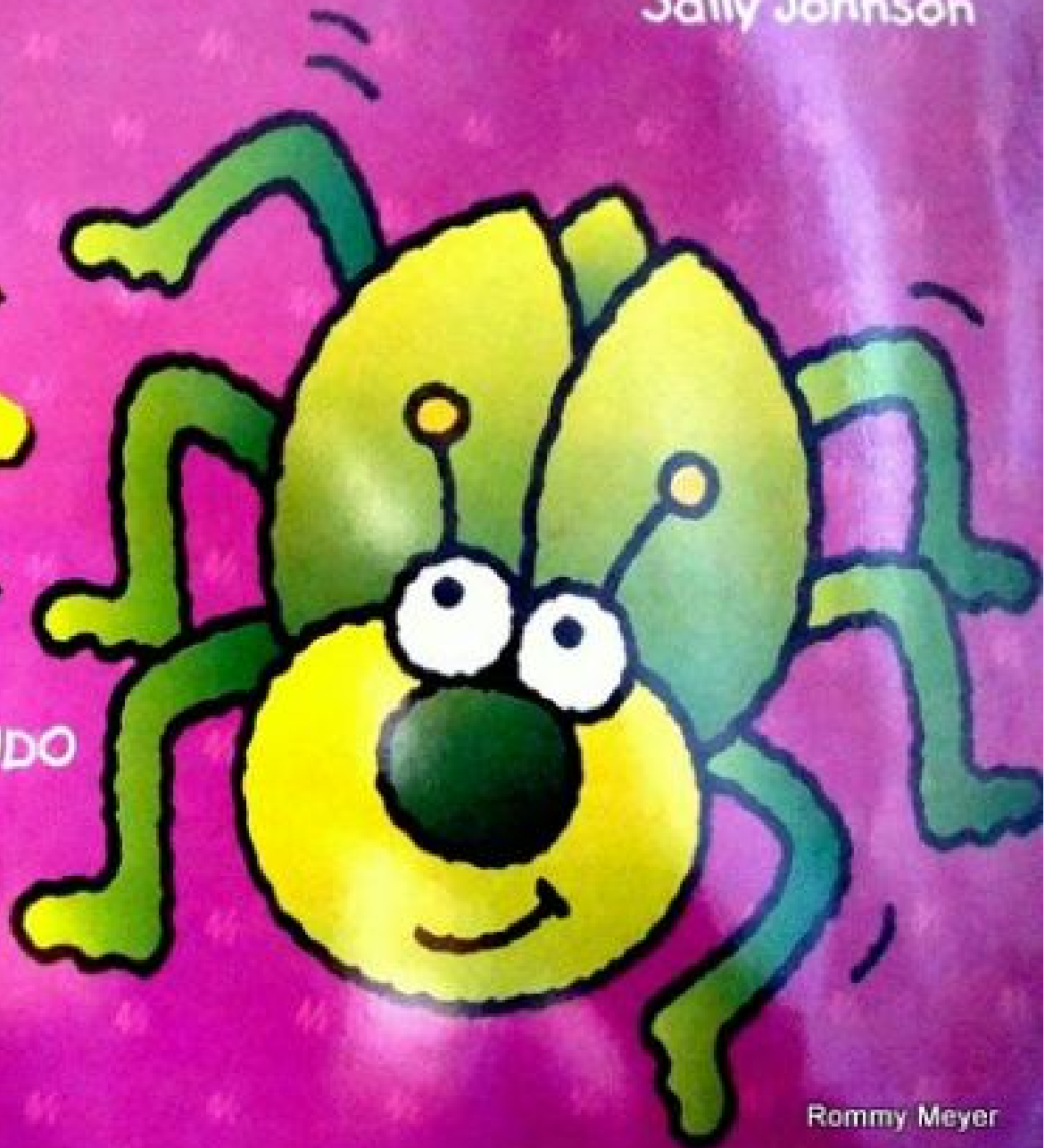


Sally Johnson

Tic Toc



BRINCO, DESENHO E APRENDO

2

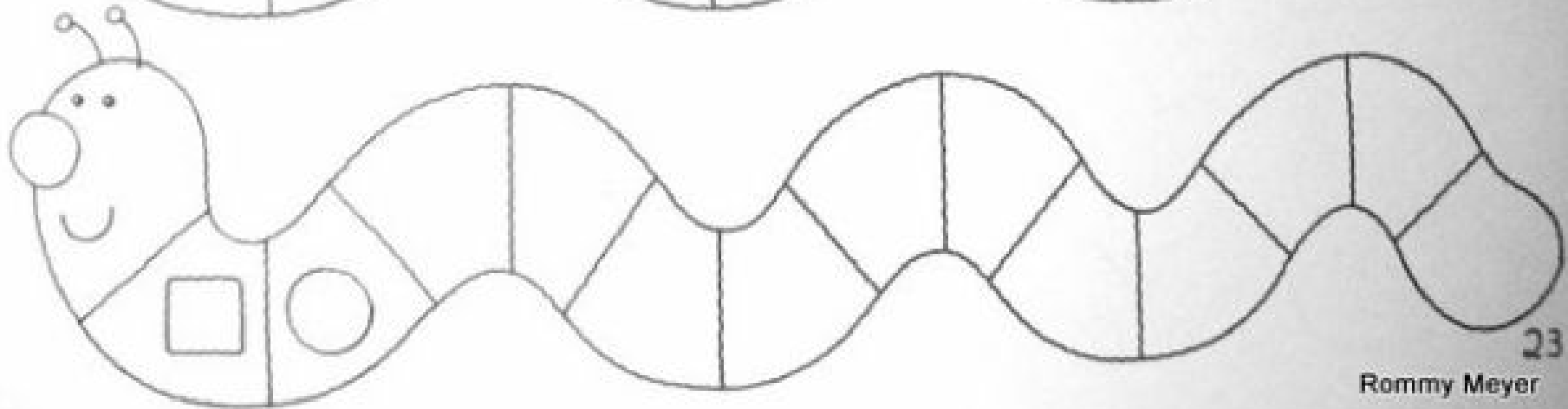
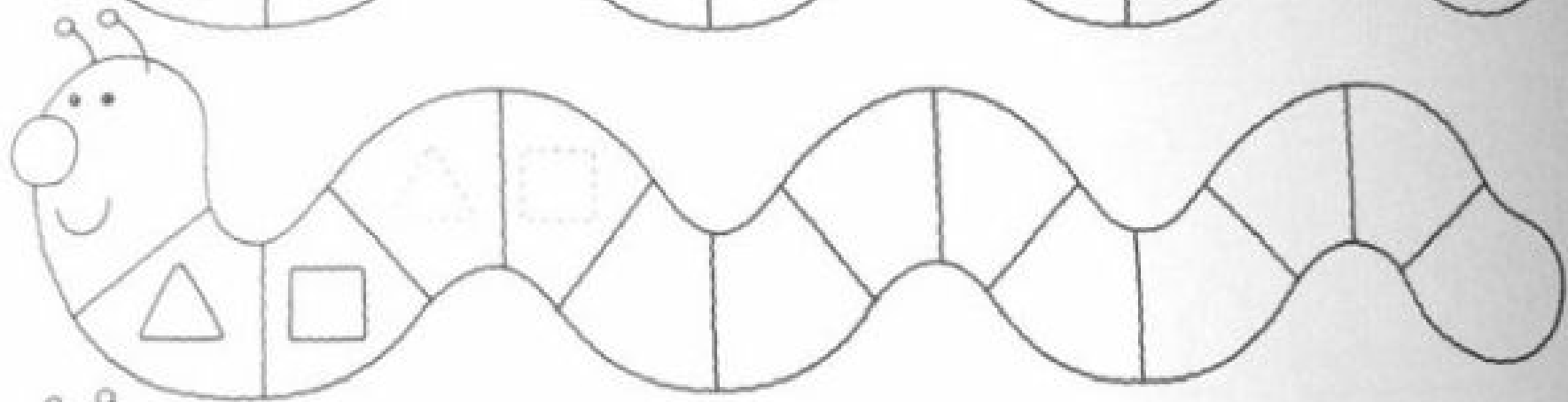
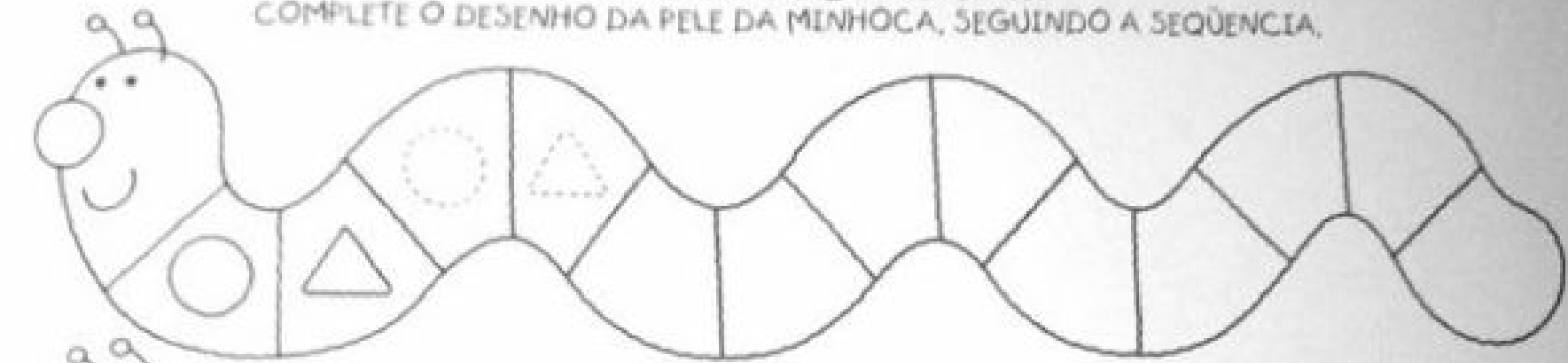


Sala Viva Editora

Rommy Meyer

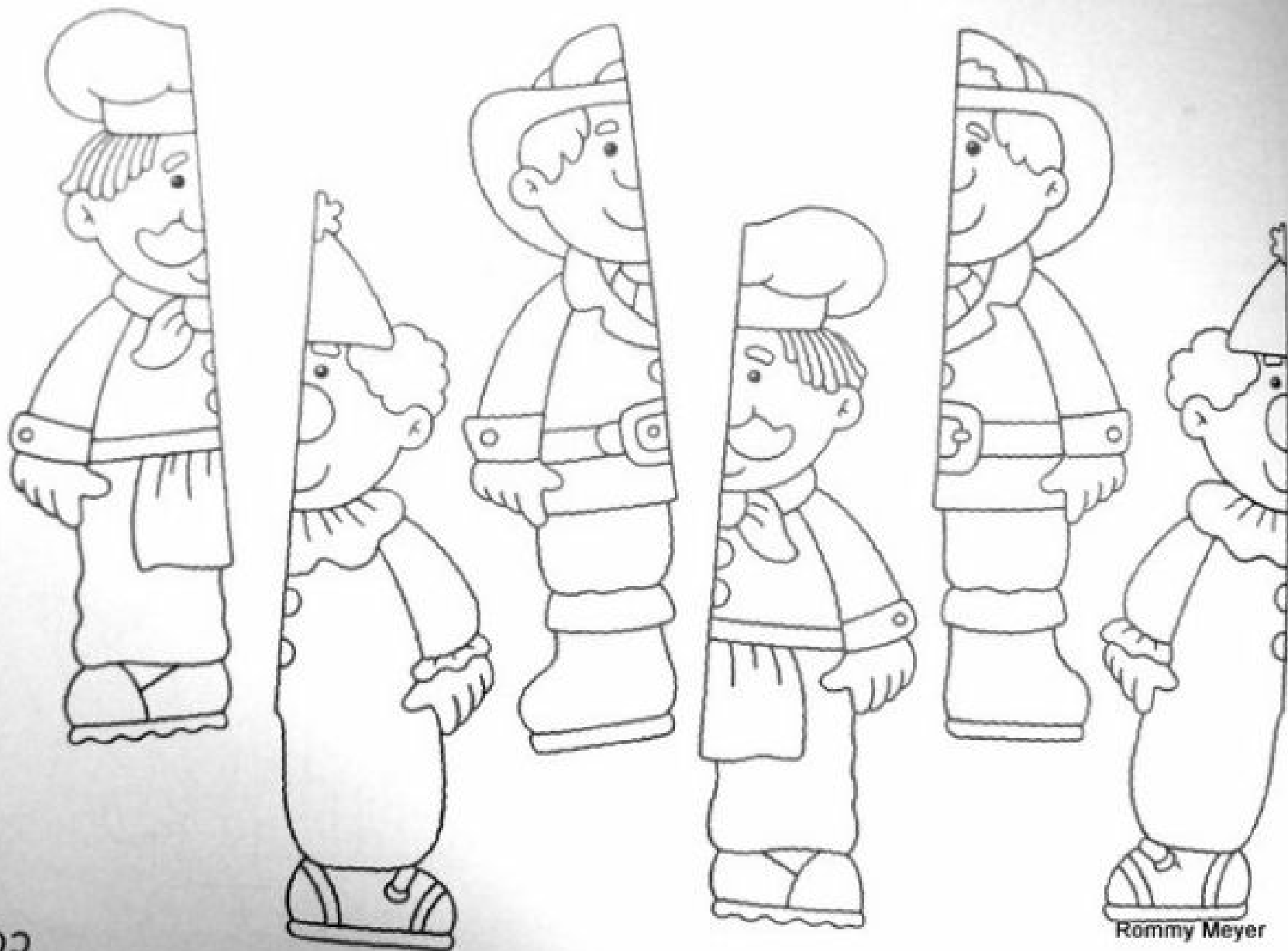
MINHOCAS DECORADAS

COMPLETE O DESENHO DA PELE DA MINHOCA, SEGUINDO A SEQUÊNCIA.



PERSONAGENS DISTRAÍDOS

LIGUE COM UMA LINHA AS DUAS METADES IGUAIS E PINTE O DESENHO.

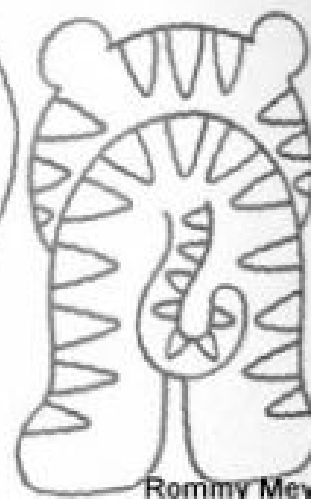
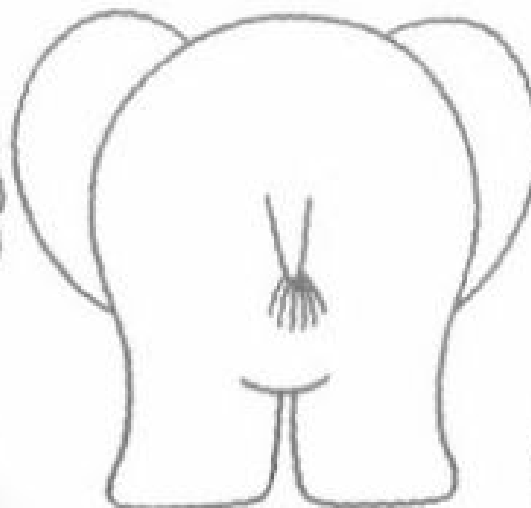
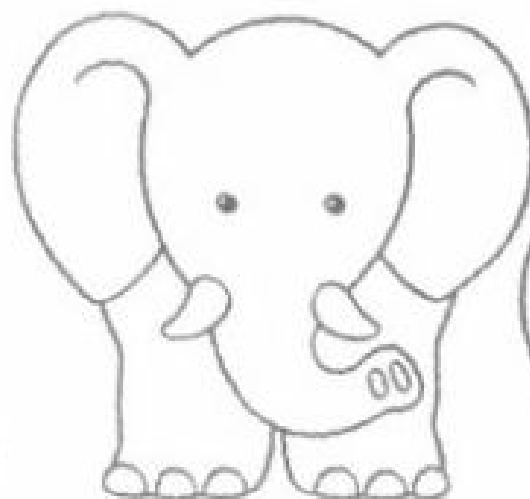
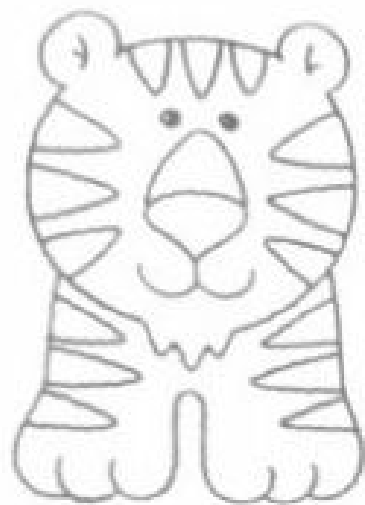


OVELHINHA FELIZ.
DESENHE TODOS OS ROLOS DE LÃ QUE PUDER NESTA OVELHA.



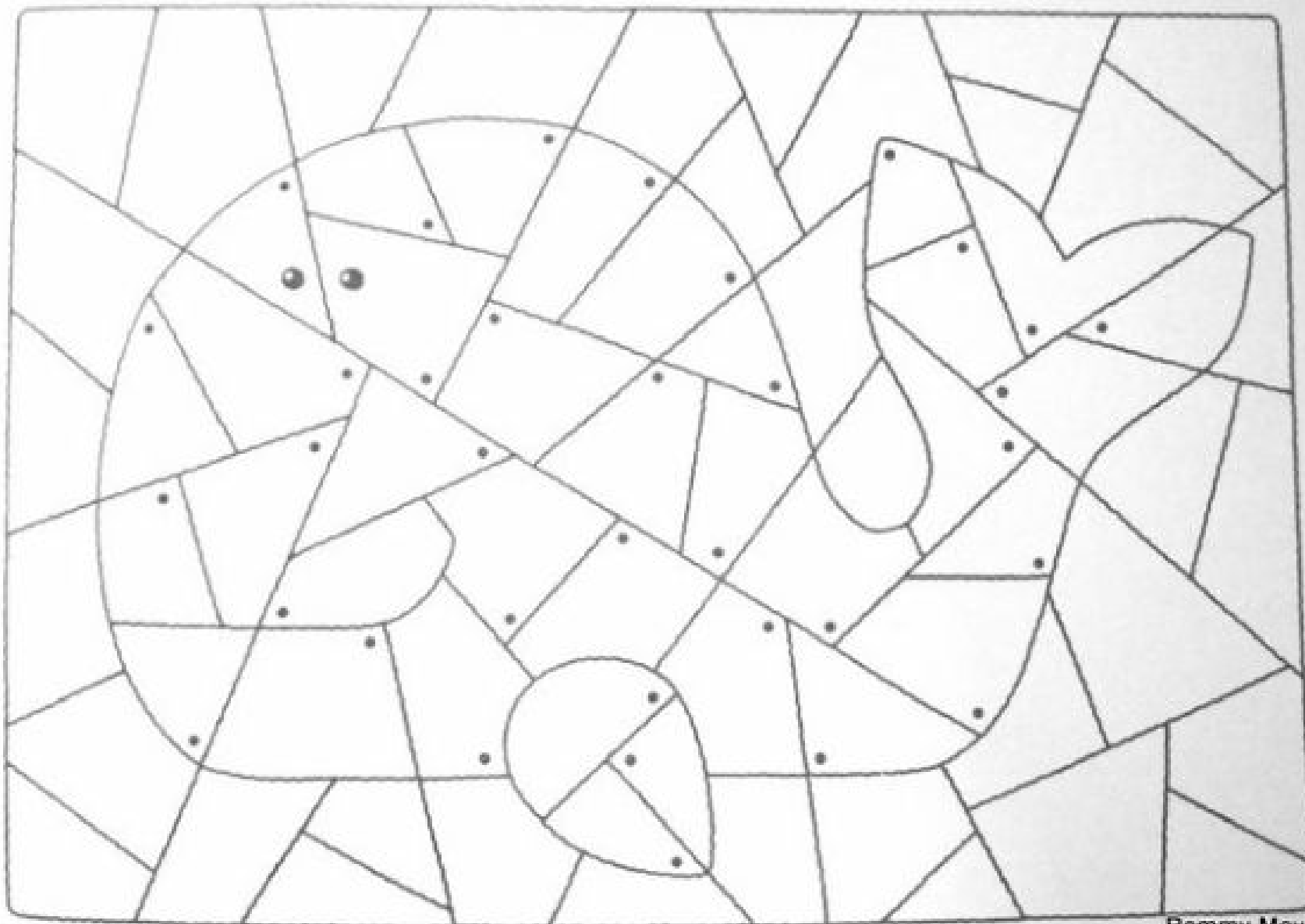
Rommy Meyer

DE FRENTE E DE COSTAS.
UNIR CADA ANIMAL COM SUA IMAGEM DE COSTAS. PINTAR AS DUAS PARTES DA MESMA COR.

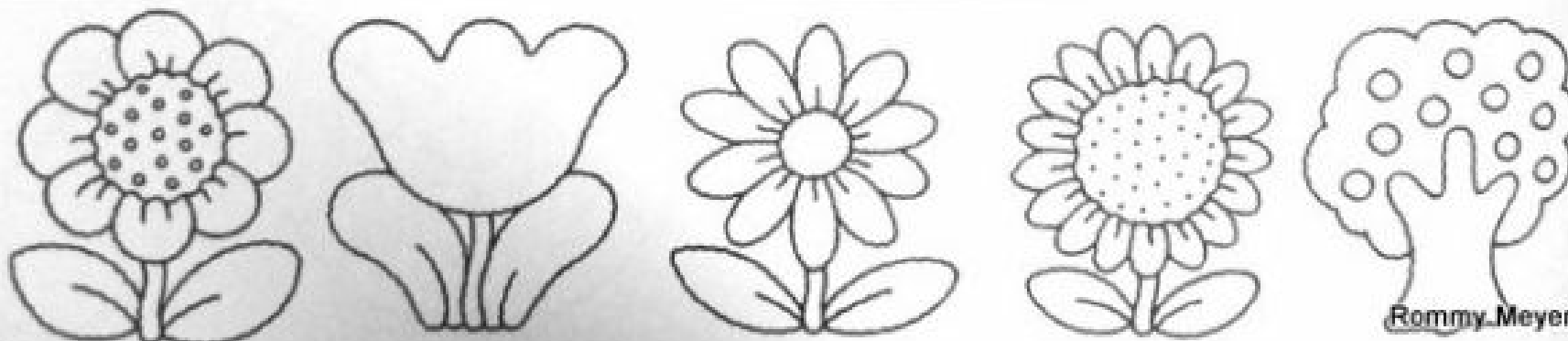
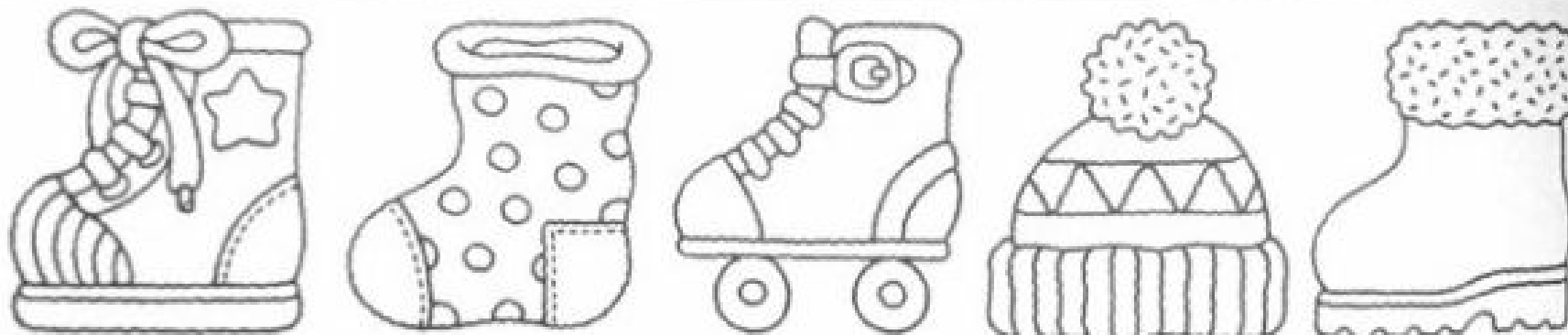


Rommy Meyer

ERA UMA VEZ...
PINTE AS PEÇAS QUE TEM UM PONTO. QUE ANIMAL É ESTE?

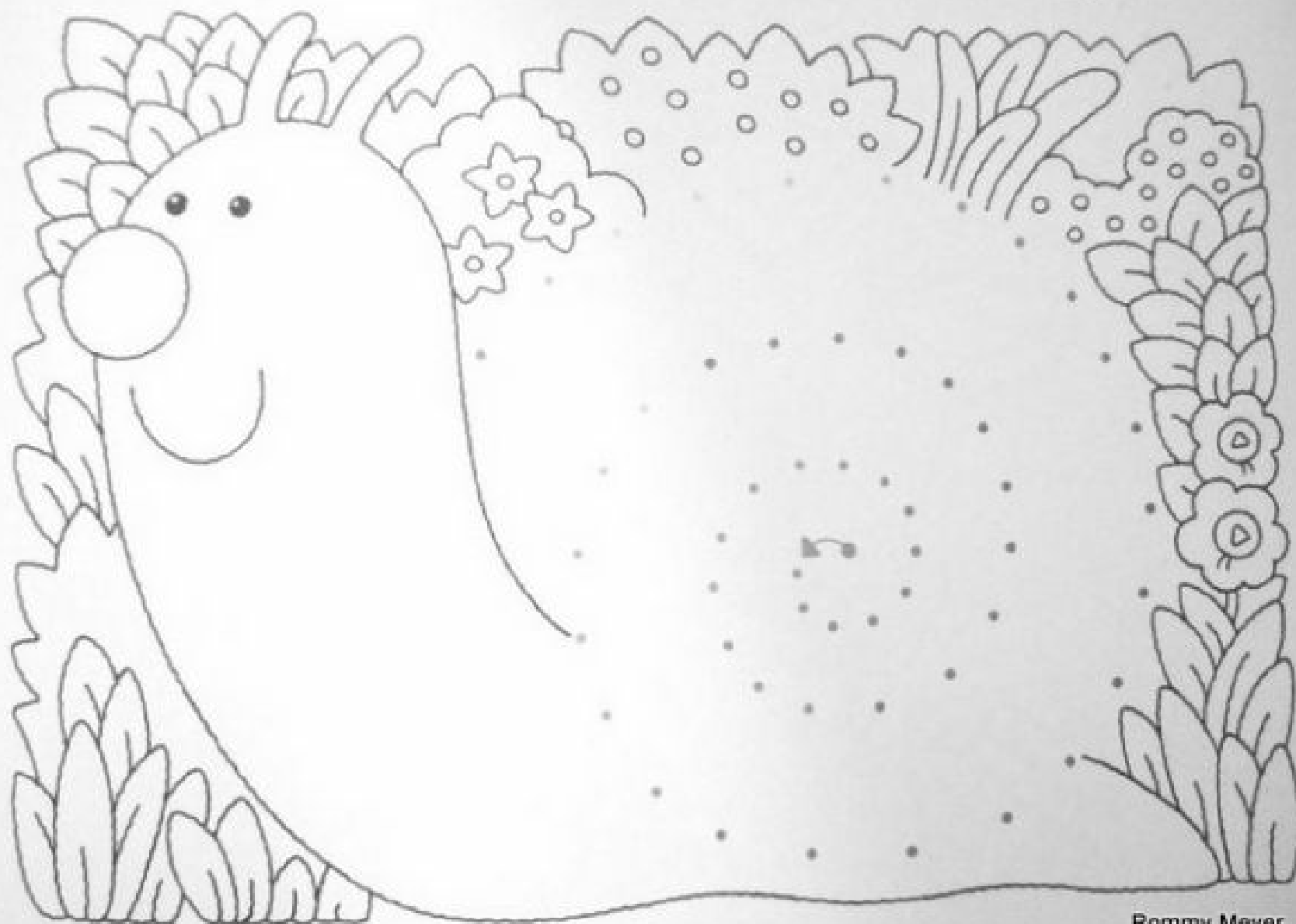


EXISTE UM QUE NÃO FOI CONVIDADO.
PINTE EM CADA FILEIRA A FIGURA QUE NÃO PERTENCE AO GRUPO.



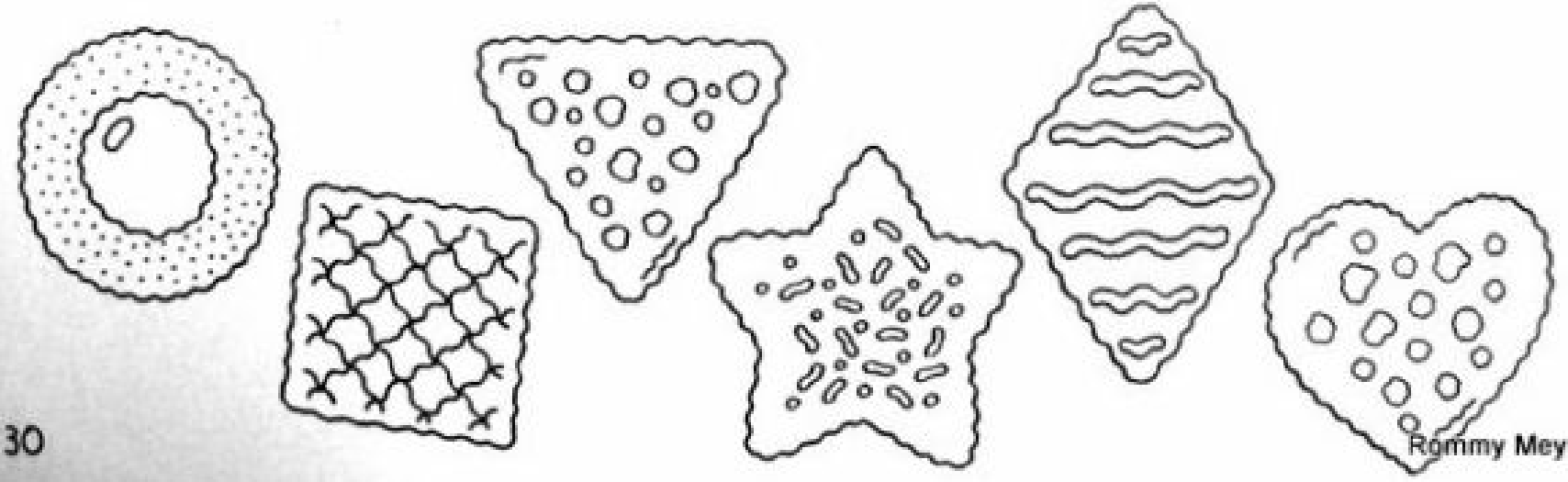
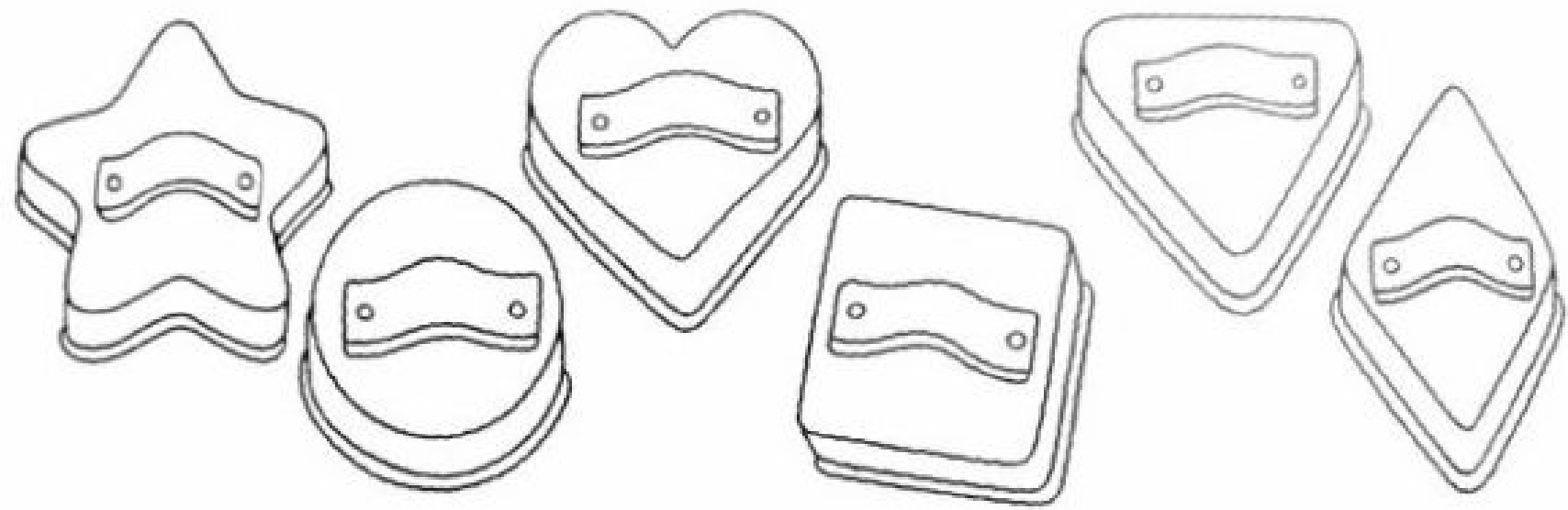
Rommy Meyer

COM A CASINHA NAS COSTAS
DESENHE A CONCHA DO CARACOL, PARTINDO DA SETA. DEPOIS PINTE.



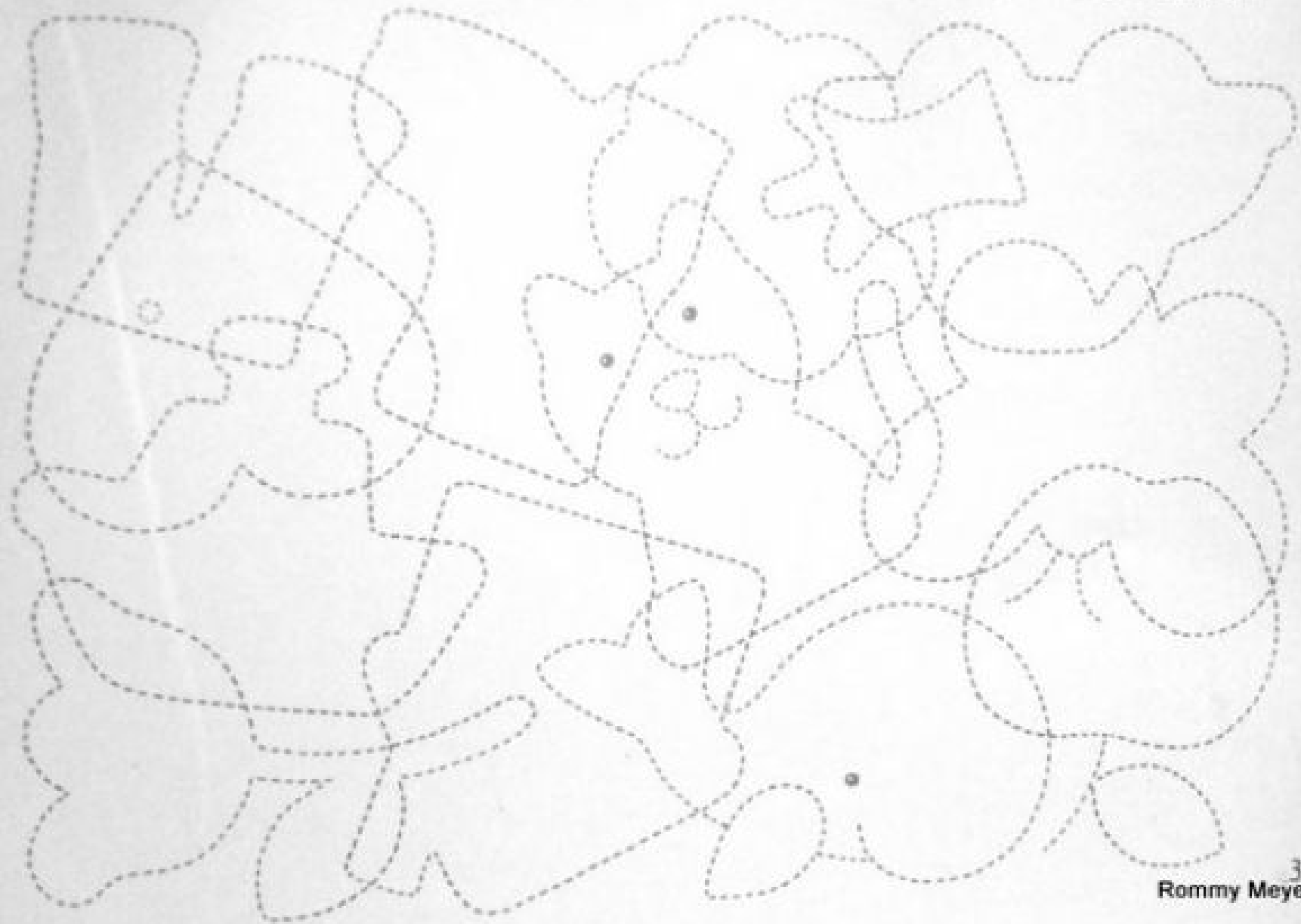
Rommy Meyer

HOJE É DIA DE BOLACHAS
LIGUE CADA BOLACHA A FORMA QUE PERTENCE.



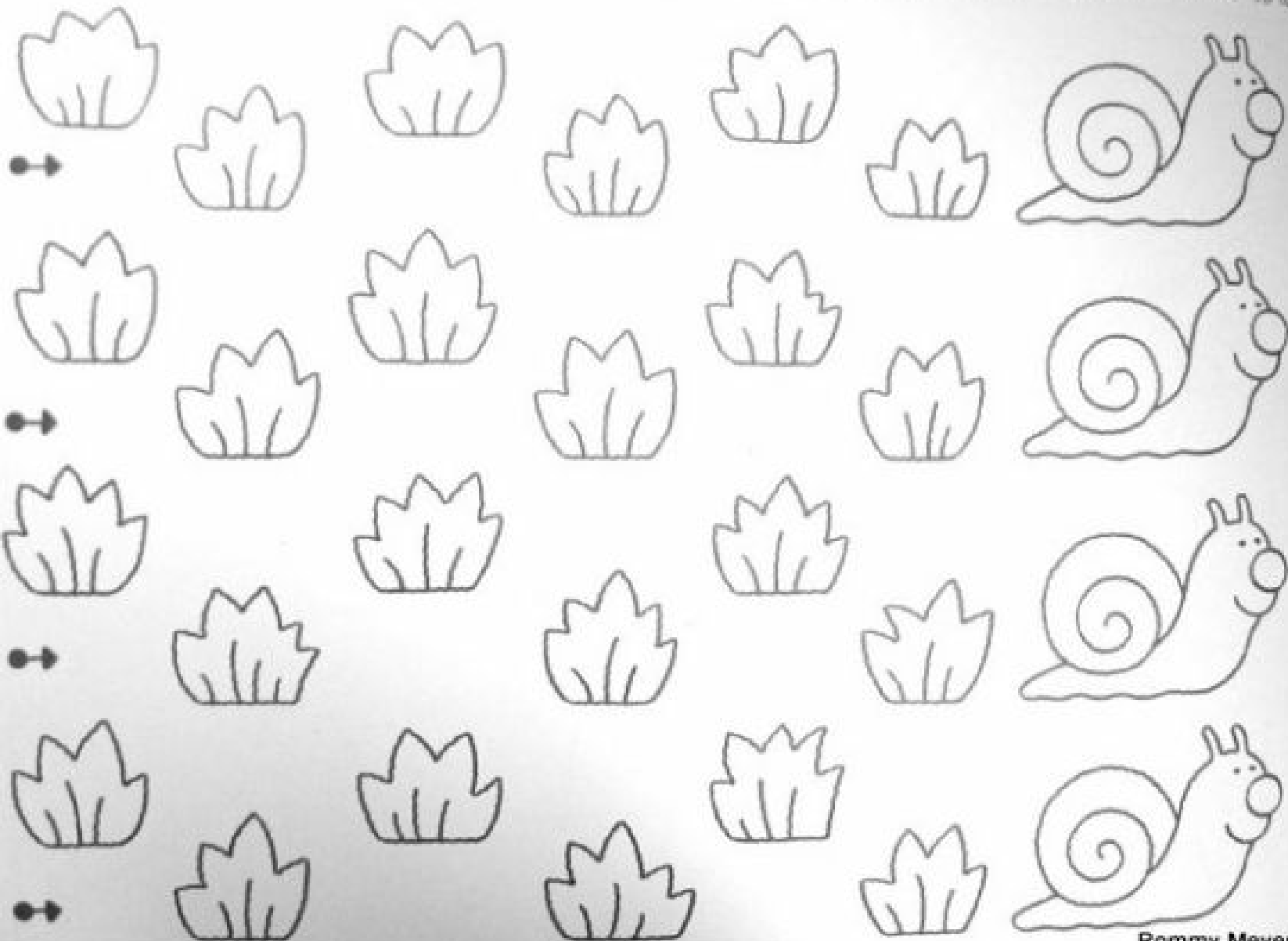
QUE CONFUSÃO!

ACHE AS FIGURAS ESCONDIDAS COBRINDO OS PONTOS, USE UMA COR PARA CADA FIGURA.



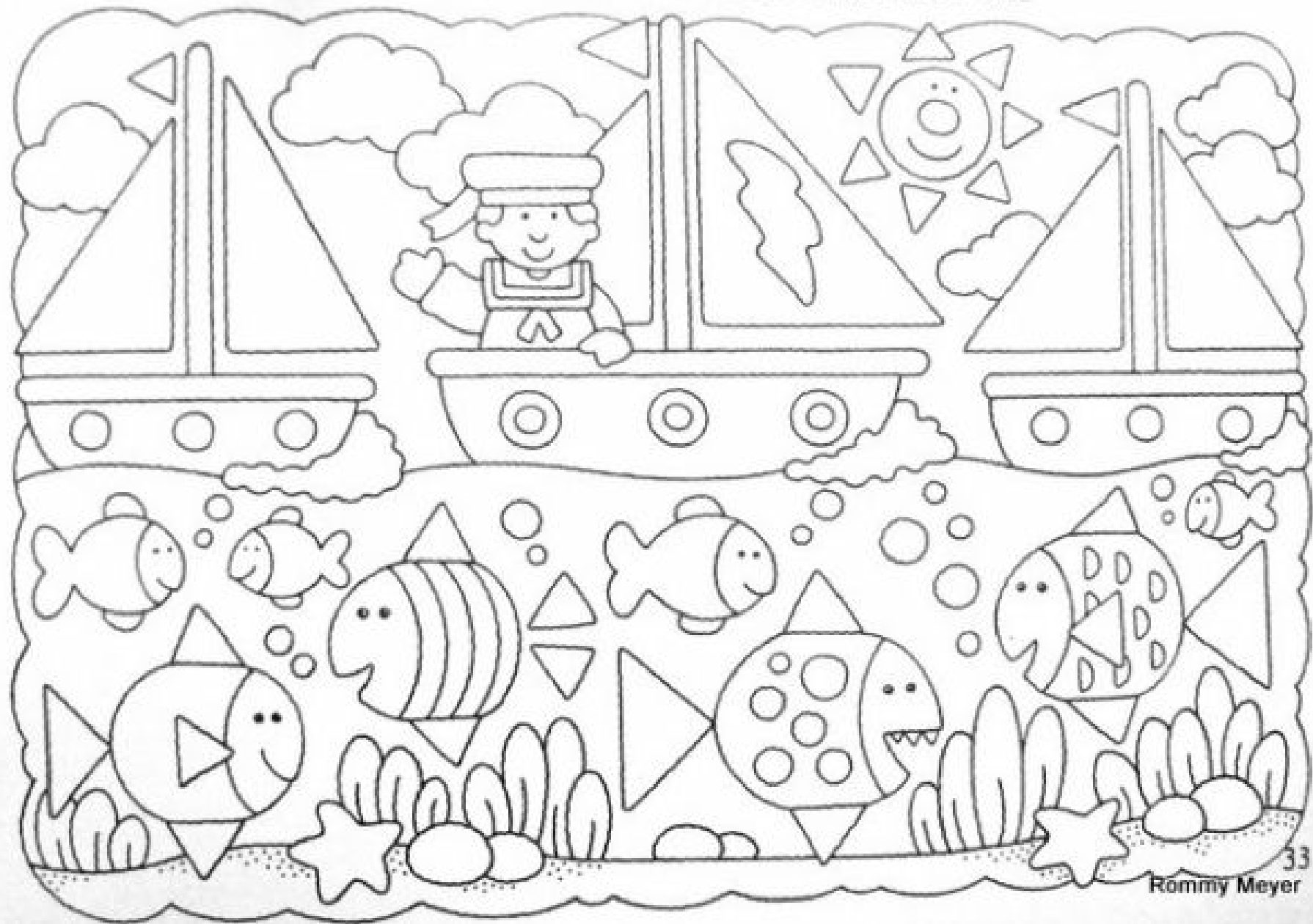
O PASSINHO LENTO DO CARACOL

PARTINDO DE CADA SETA USANDO CORES DIFERENTES DESENHE UM PERCURSO PARA CADA CARACOL.

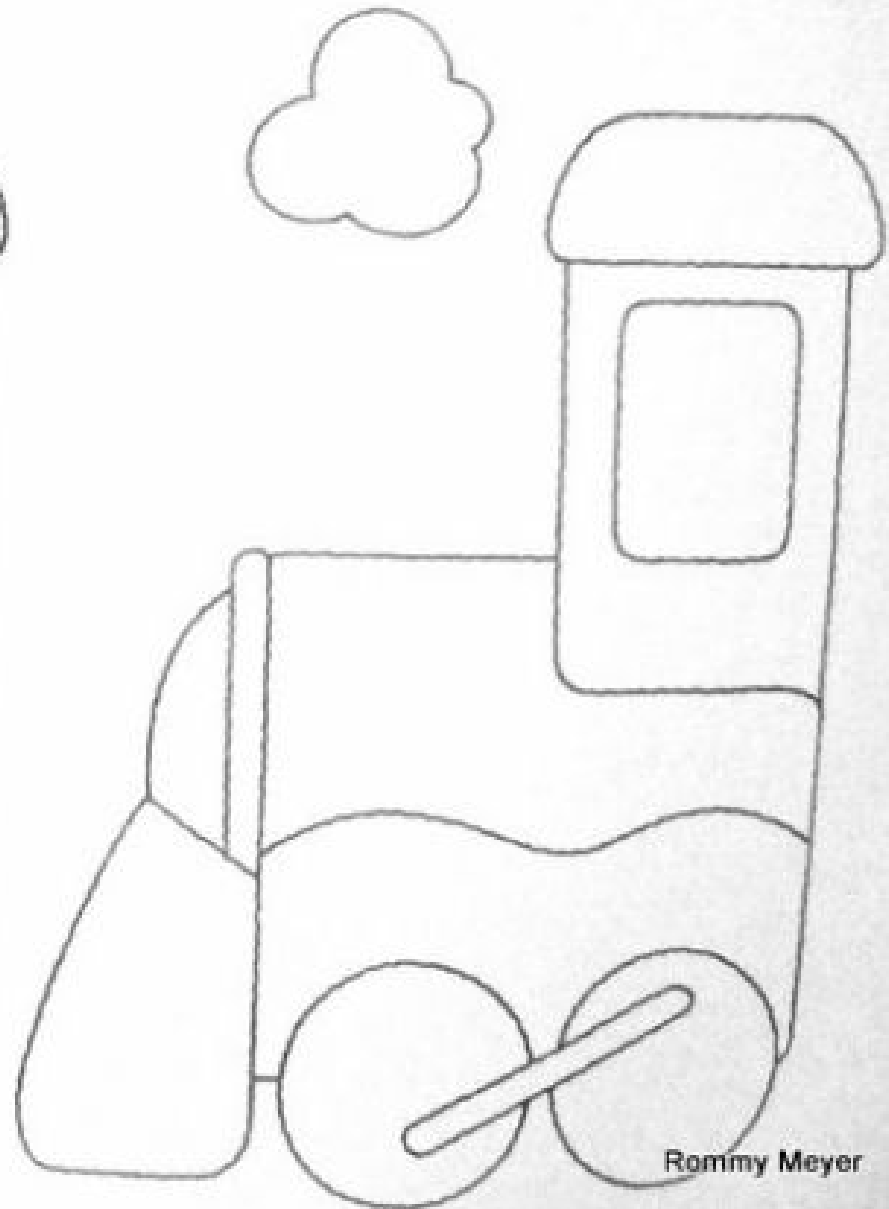
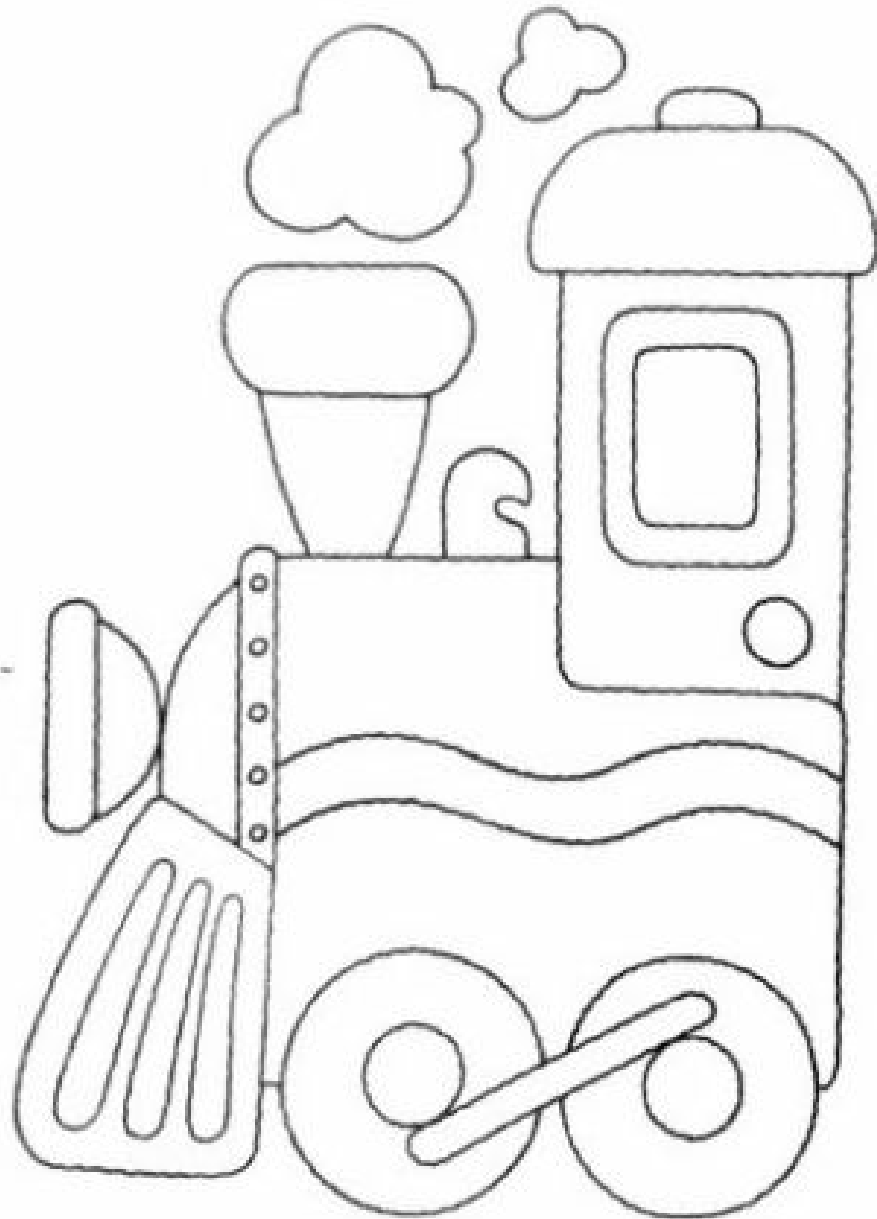


Rommy Meyer

MAR DE TRIÂNGULOS
ESTE É UM \triangle . COLORIR OS TRIÂNGULOS QUE ENCONTRAR

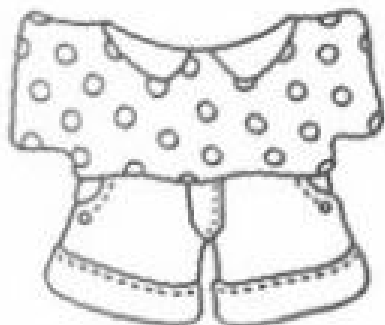


PIUIIII...PIUIIII...
COMPLETE O SEGUNDO DESENHO PARA QUE FIQUE IGUAL AO PRIMEIRO.



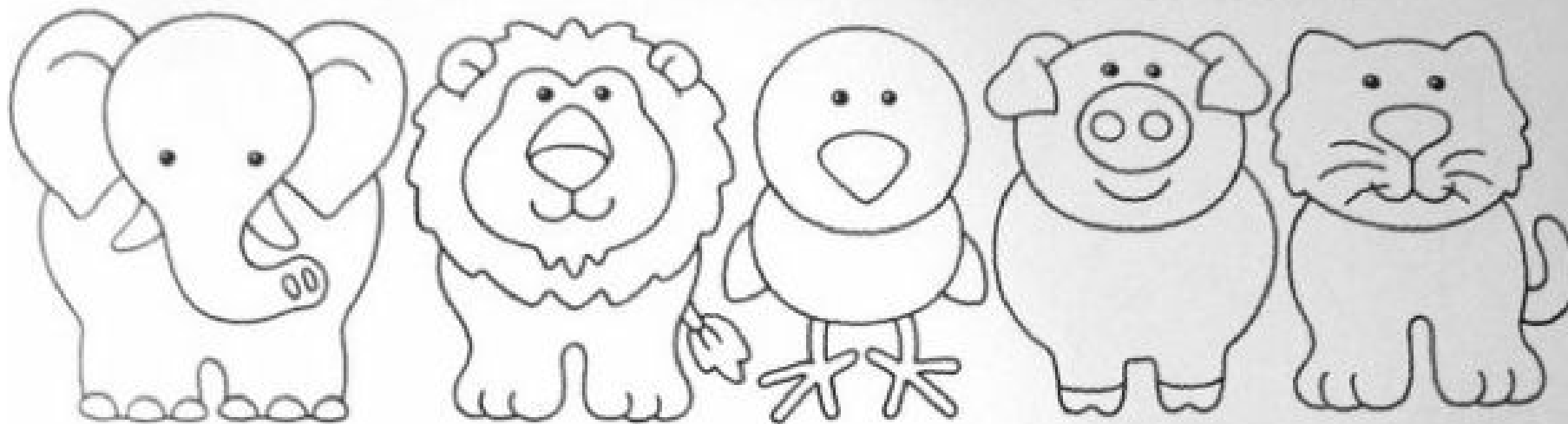
Rommy Meyer

GRANDE, MEDIO E PEQUENO.
A QUE TIGRE PERTENCE CADA ROUPA? LIGUE COM UMA LINHA E PINTE.



Rommy Meyer

DE FRENTE E POR BAIXO
LIGUE COM UMA LINHA CADA ANIMAL A SUA IMAGEM DE BAIXO, PINTE.



JOÃO, O FAZENDEIRO
COMPLETE COM SEMENTES O SULCO QUE JOÃO FEZ COM SEU TRATOR.



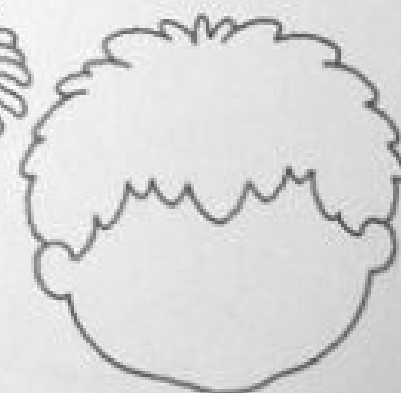
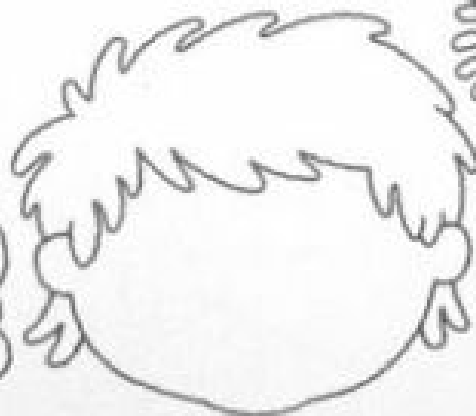
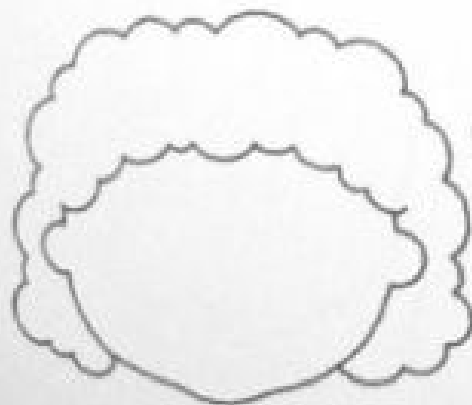
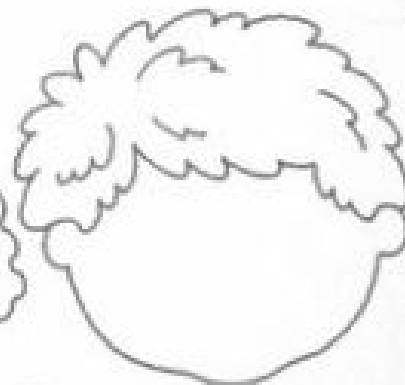
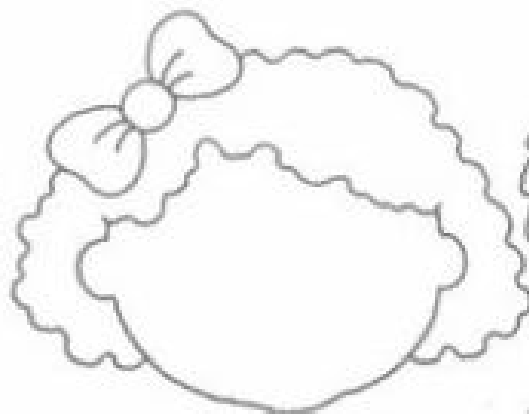
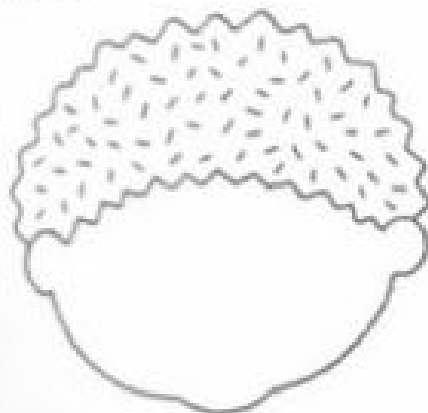
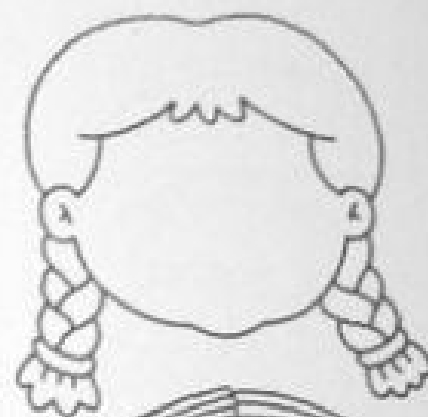
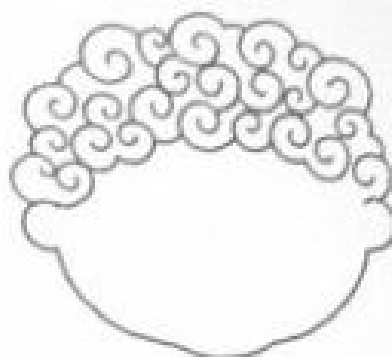
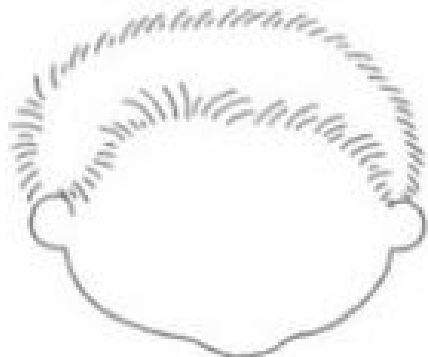
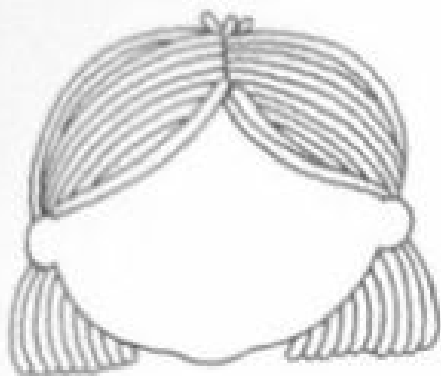
GATINHOS MALABARISTAS

COMPLETE O MALABARISMO DE CADA GATINHO, RESPEITANDO A SEQUÊNCIA DAS FIGURAS.



Rommy Meyer

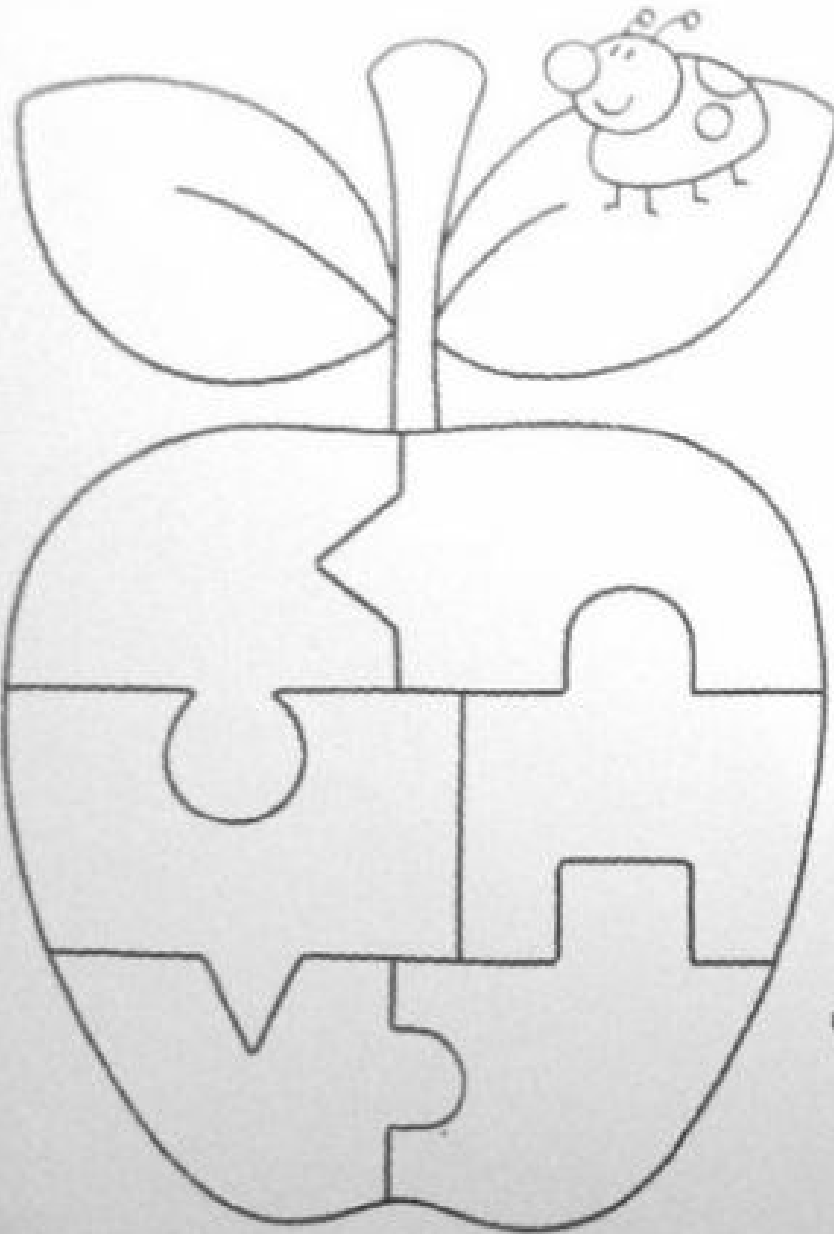
QUANTOS ROSTOS DIFERENTES
COMPLETE OS ROSTOS DAS CRIANÇAS COM AS EXPRESSÕES QUE VOCÊ MAIS GOSTA.



Rommy Meyer

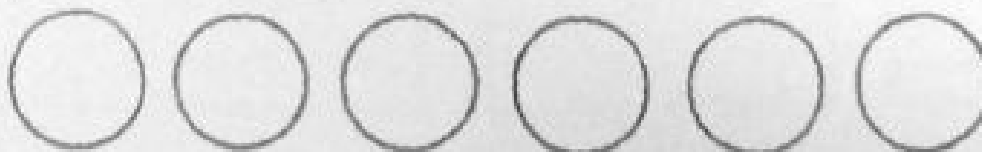
PEDACINHOS DE MAÇA

PINTE AS PEÇAS IGUAIS COM A MESMA COR E LIGUE AS COM UMA LINHA.



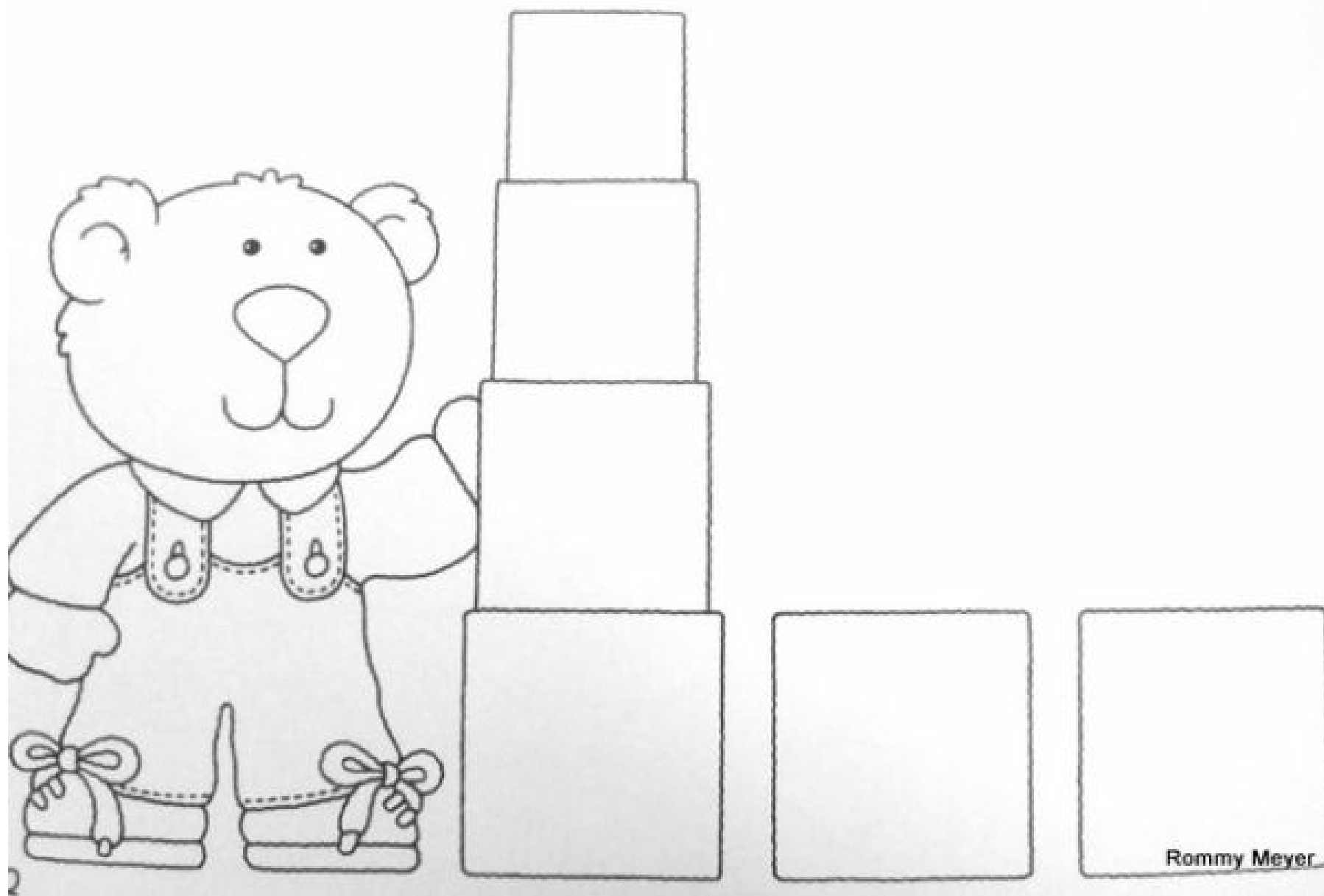
COZINHAS DIFERENTES

DESCOBRIR AS DIFERENÇAS ENTRE OS DOIS DESENHOS. PINTE UM CÍRCULO PARA CADA DIFERENÇA.



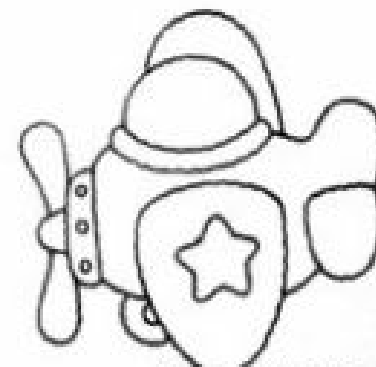
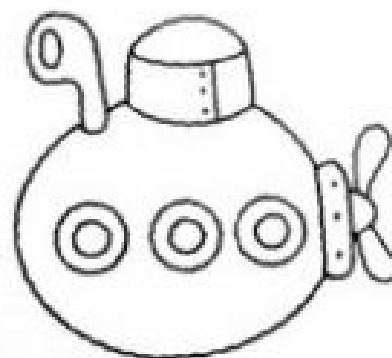
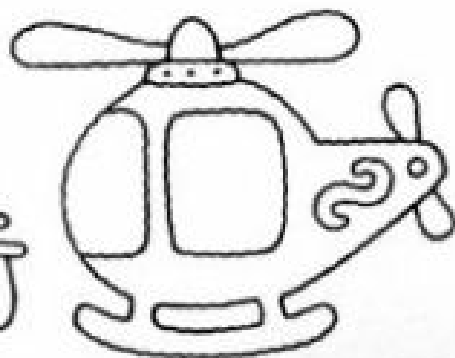
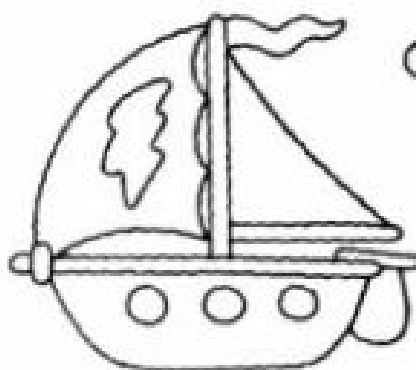
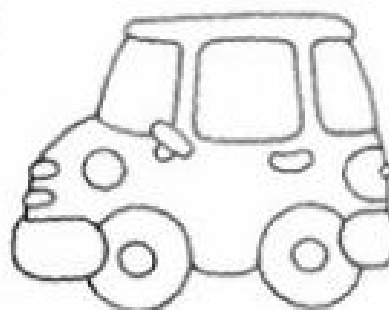
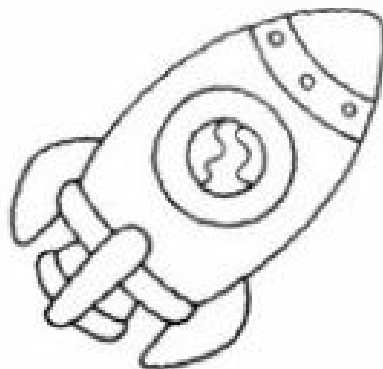
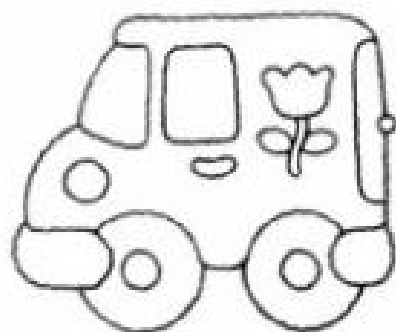
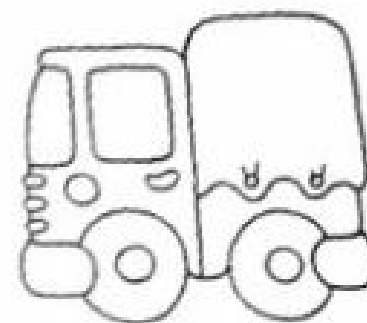
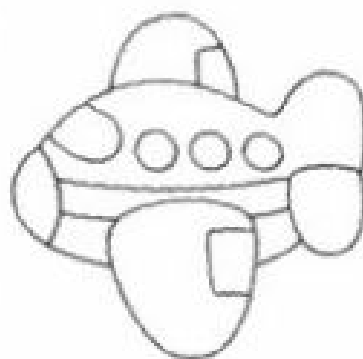
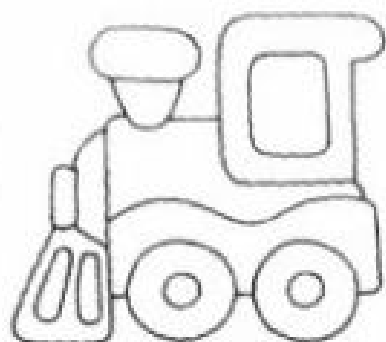
URSINHO CONSTRUTOR

DESENHE OS QUADRADOS QUE FALTAM NAS TORRES PARA QUE ELAS FIQUEM IGUAIS.



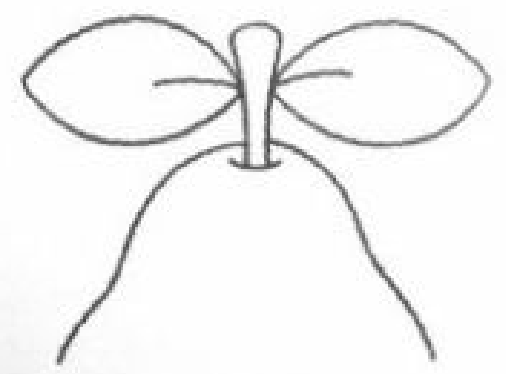
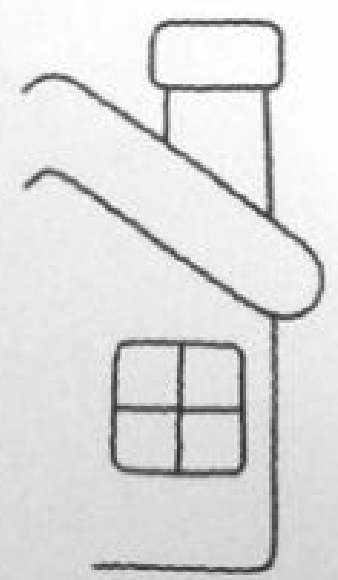
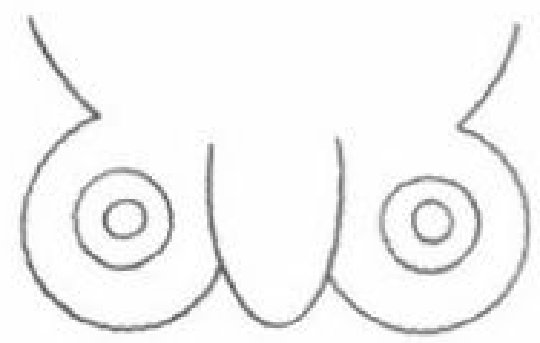
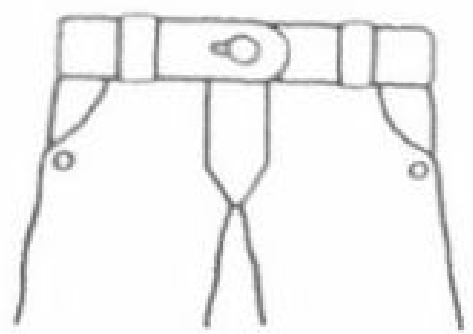
VAMOS PASSEAR

FALE O NOME DE CADA MEIO DE TRANSPORTE E PINTE OS QUE SE LOCOMOVEM EM TERRA.



Rommy Meyer

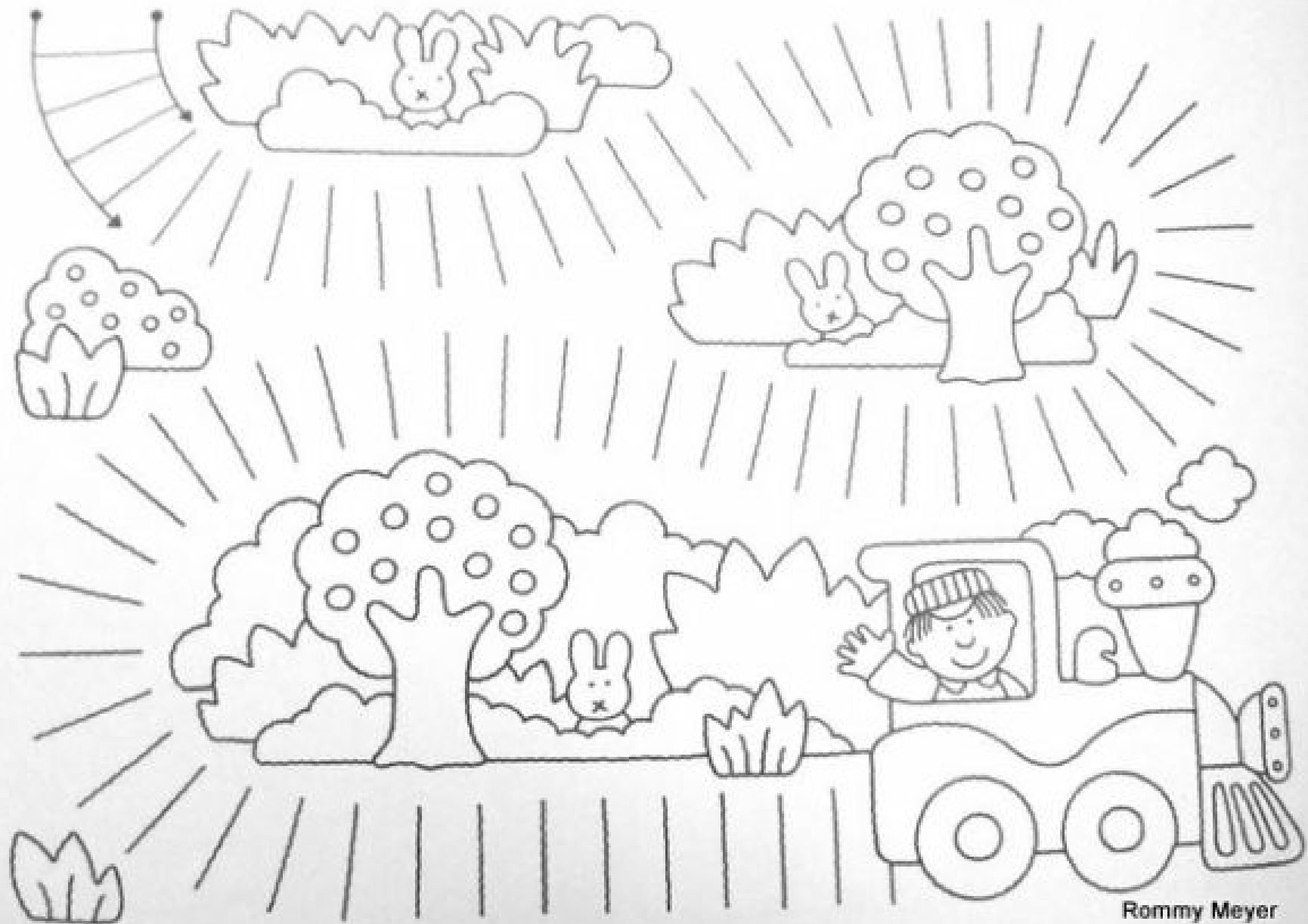
DESENHOS INCOMPLETOS
COMPLETE OS DESENHOS E PINTE.



Rommy Meyer

UM PASSEIO DE TREM

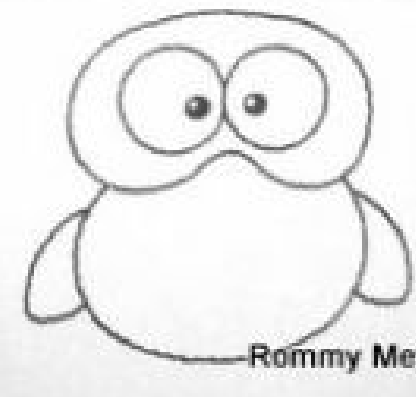
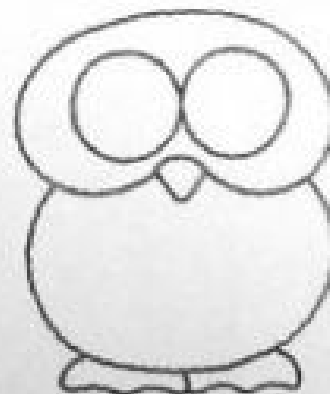
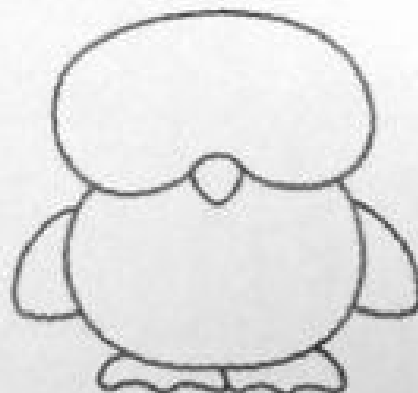
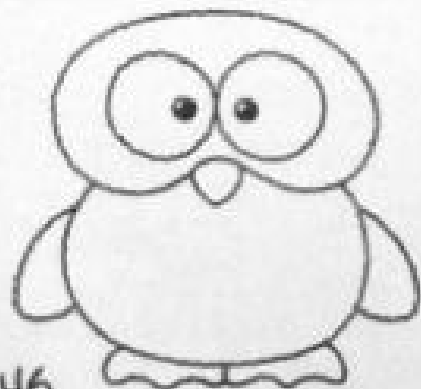
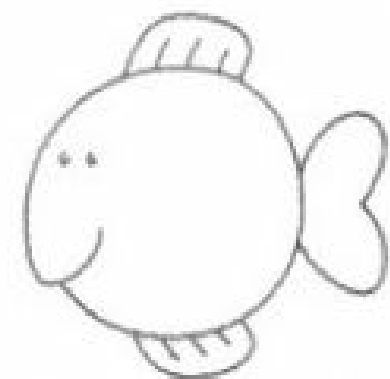
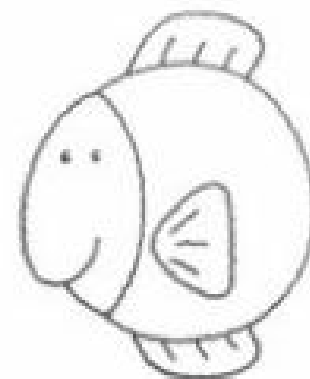
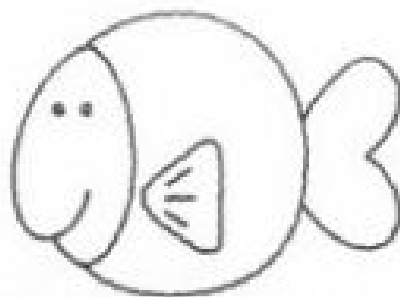
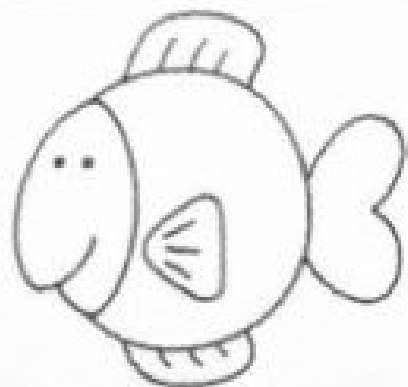
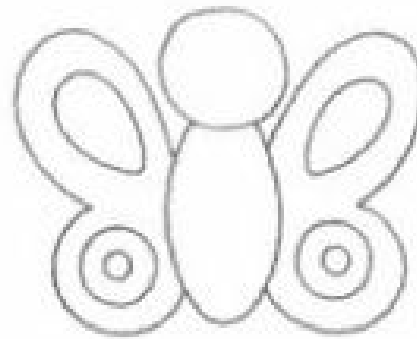
SIGA AS SETAS, DESENHE OS TRILHOS POR ONDE VIAJA O TREM.



Rommy Meyer

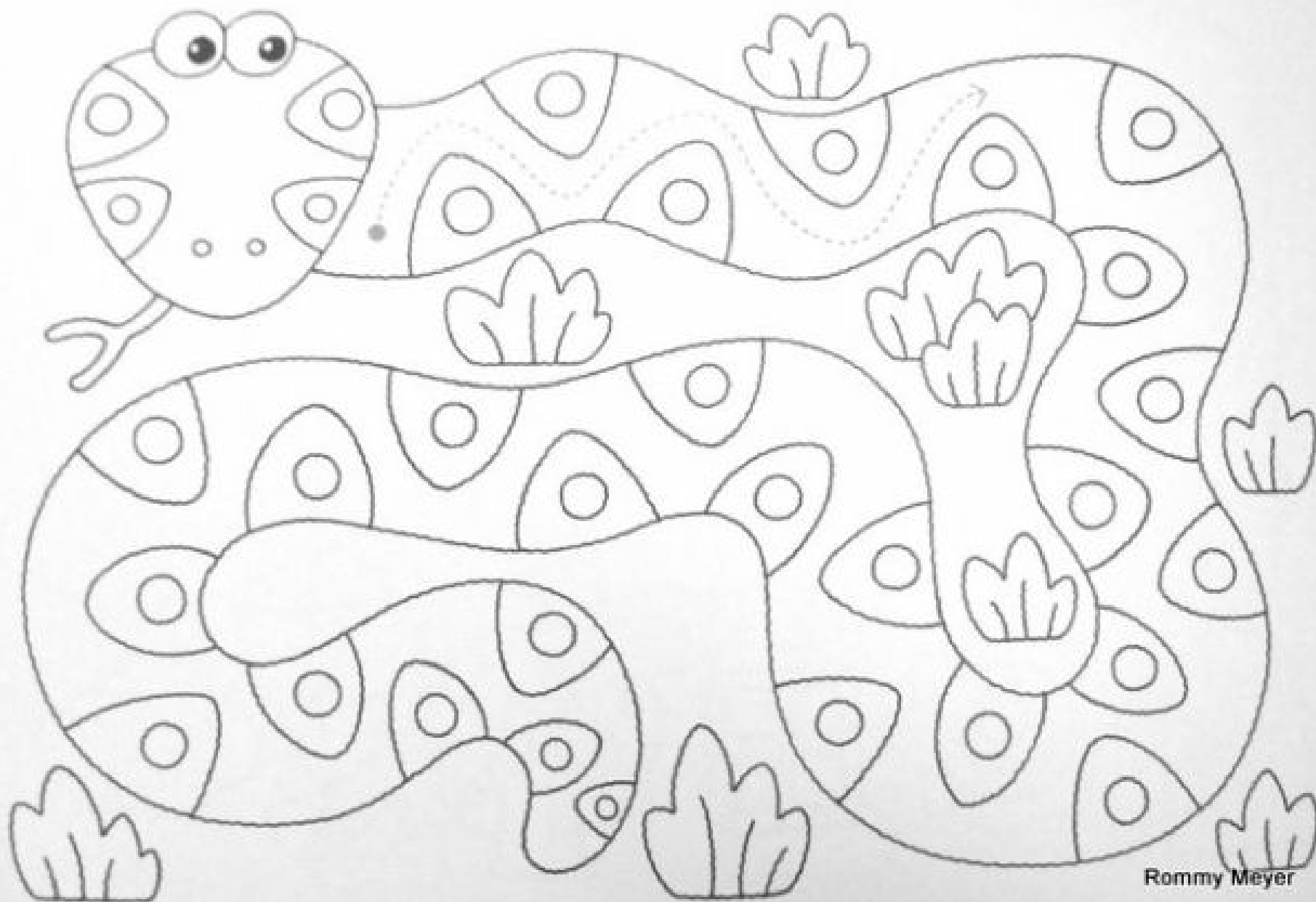
TODOS IGUAIS

COMPLETE OS DESENHOS DE CADA FILEIRA PARA QUE FIQUEM IGUAIS.

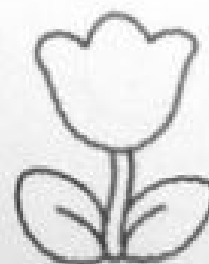
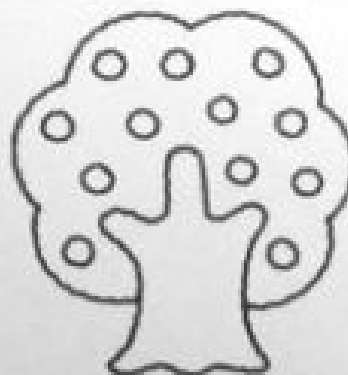
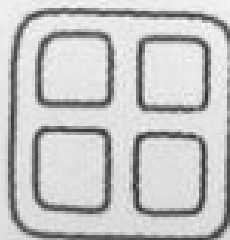
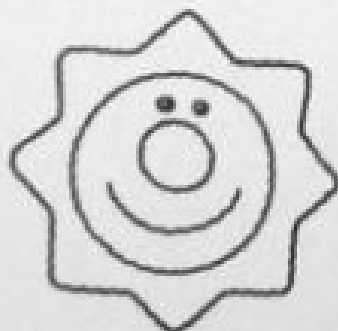
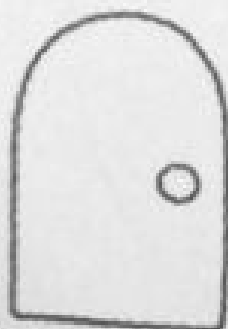
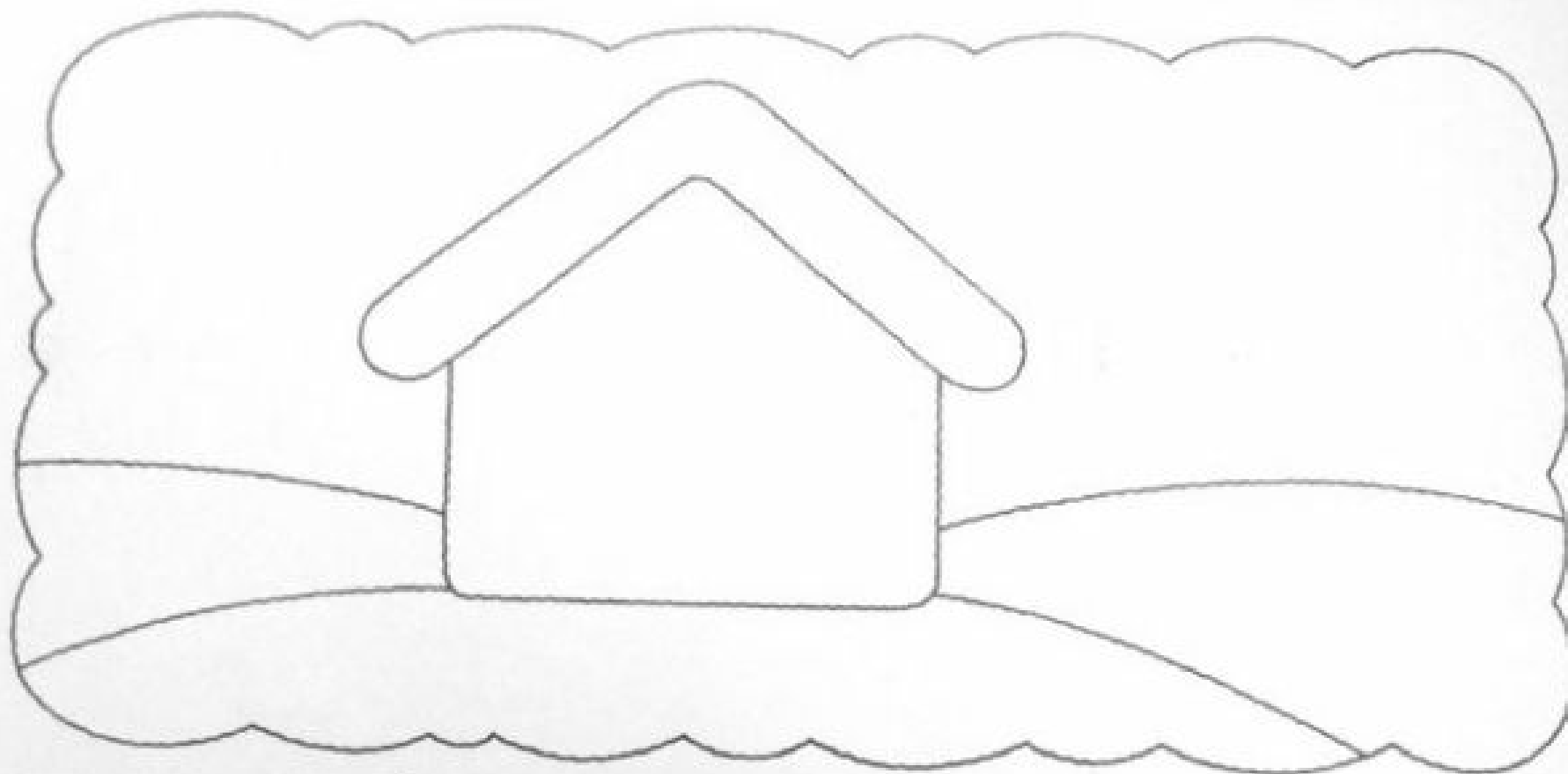


SERPENTE SINUOSA

COMPLETE O DESENHO DA PELE DA SERPENTE, SEGUINDO A SETA COM UM LÁPIS DE COR.

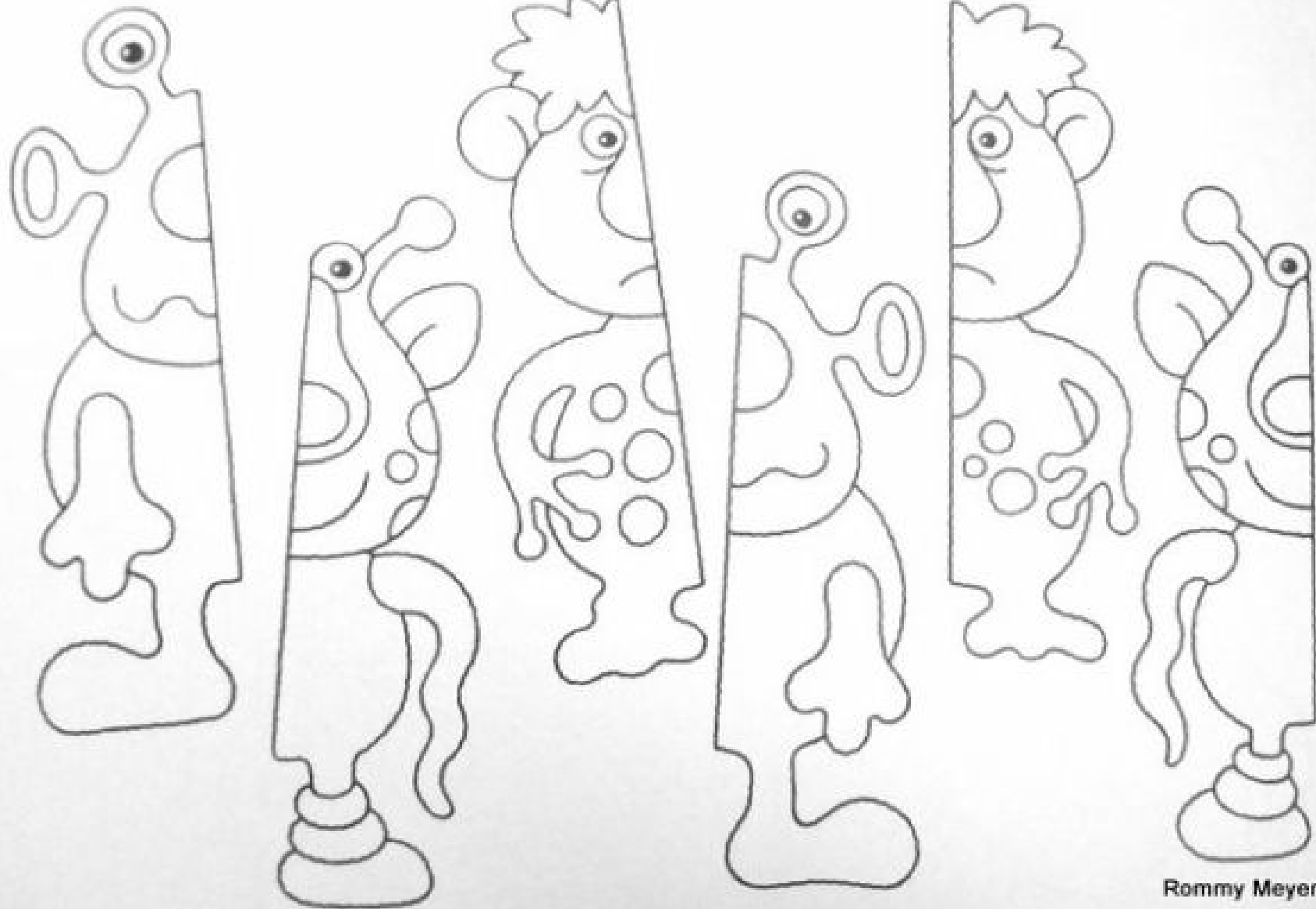


A CASINHA DA COLINA
DESENHE NA PAISAGEM AS FIGURAS QUE APARECEM ABAIXO E PINTE.



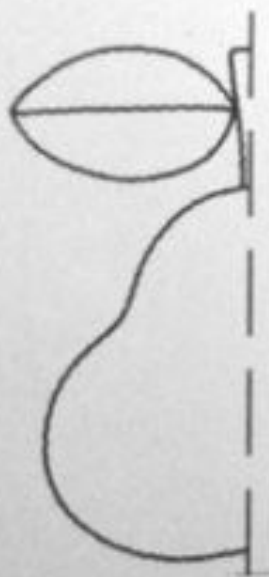
Rommy Meyer

METADES MONSTRUOSAS
LIGUE COM UMA LINHA AS METADES IGUAIS DOS MONSTROS.



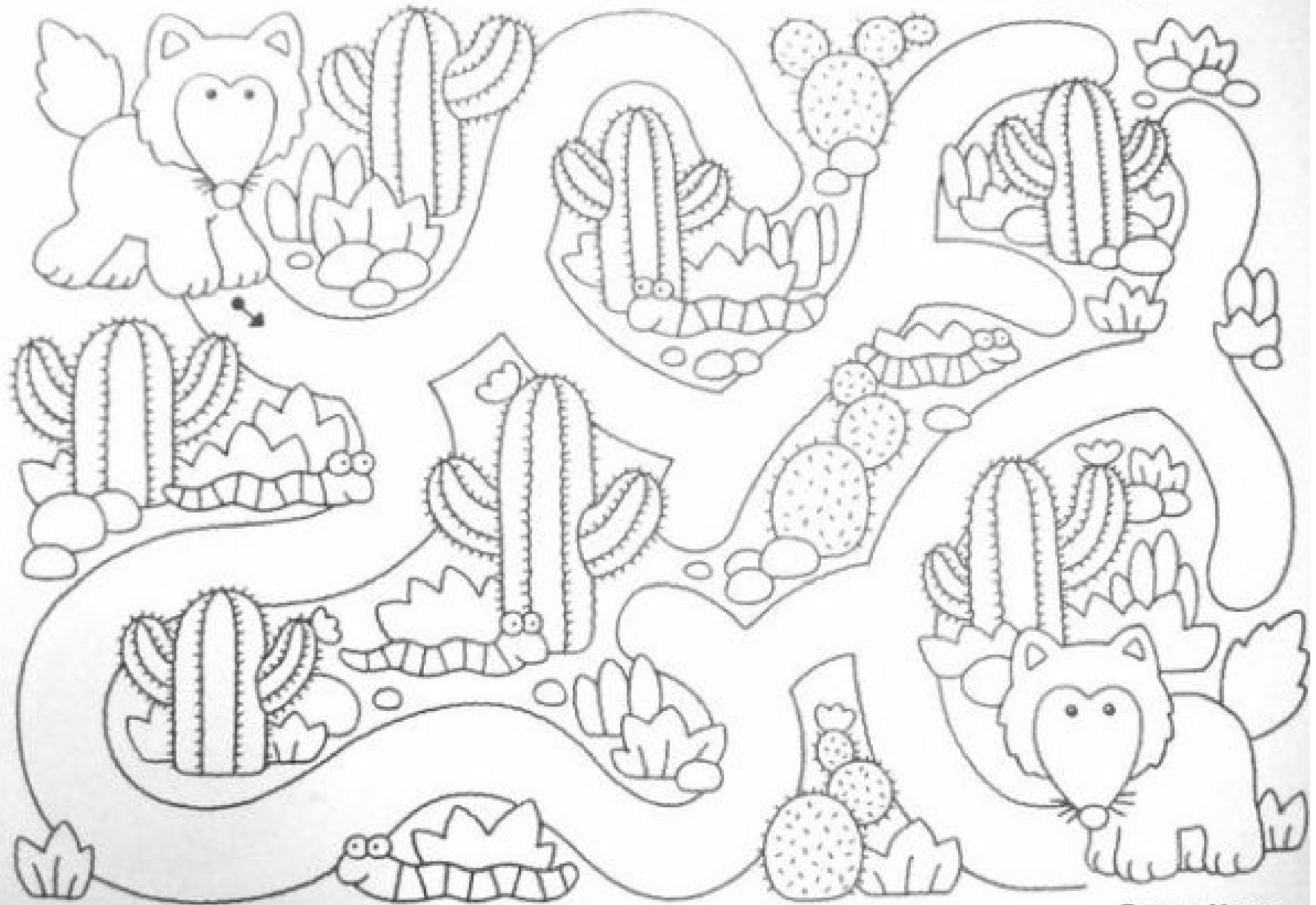
Rommy Meyer

BRINCANDO DE ESCONDE ESCONDE.
COMPLETE A METADE QUE FALTA EM CADA DESENHO.



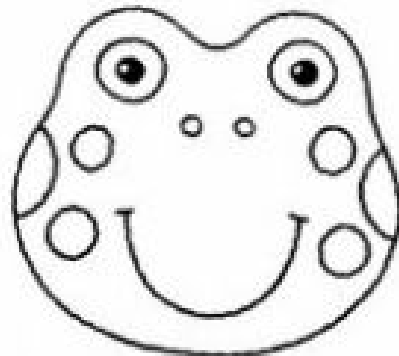
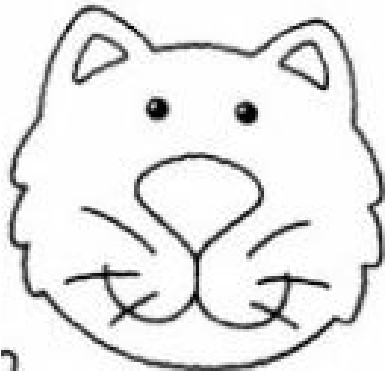
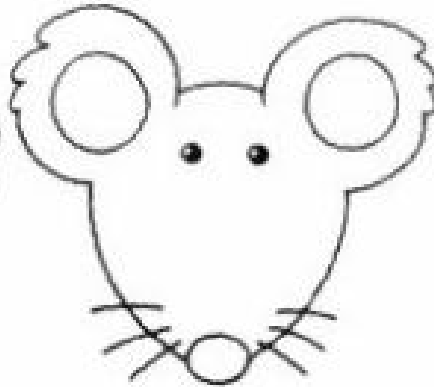
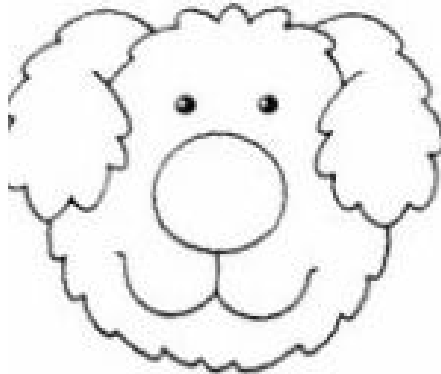
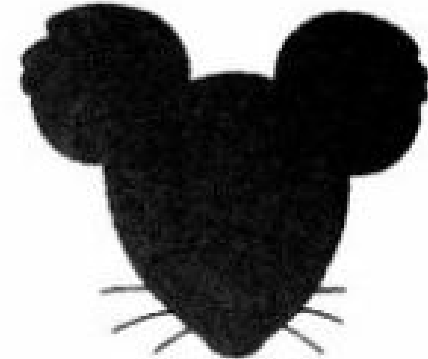
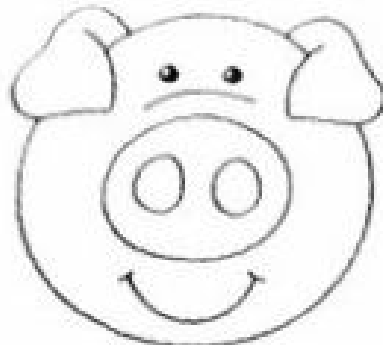
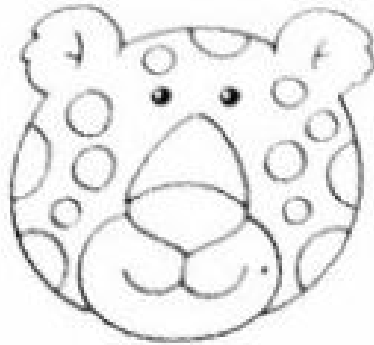
PERDIDOS NO DESERTO

PARTINDO DA SETA DESENHE O PERCURSO DA RAPOSA PARA ENCONTRAR SEU AMIGO.



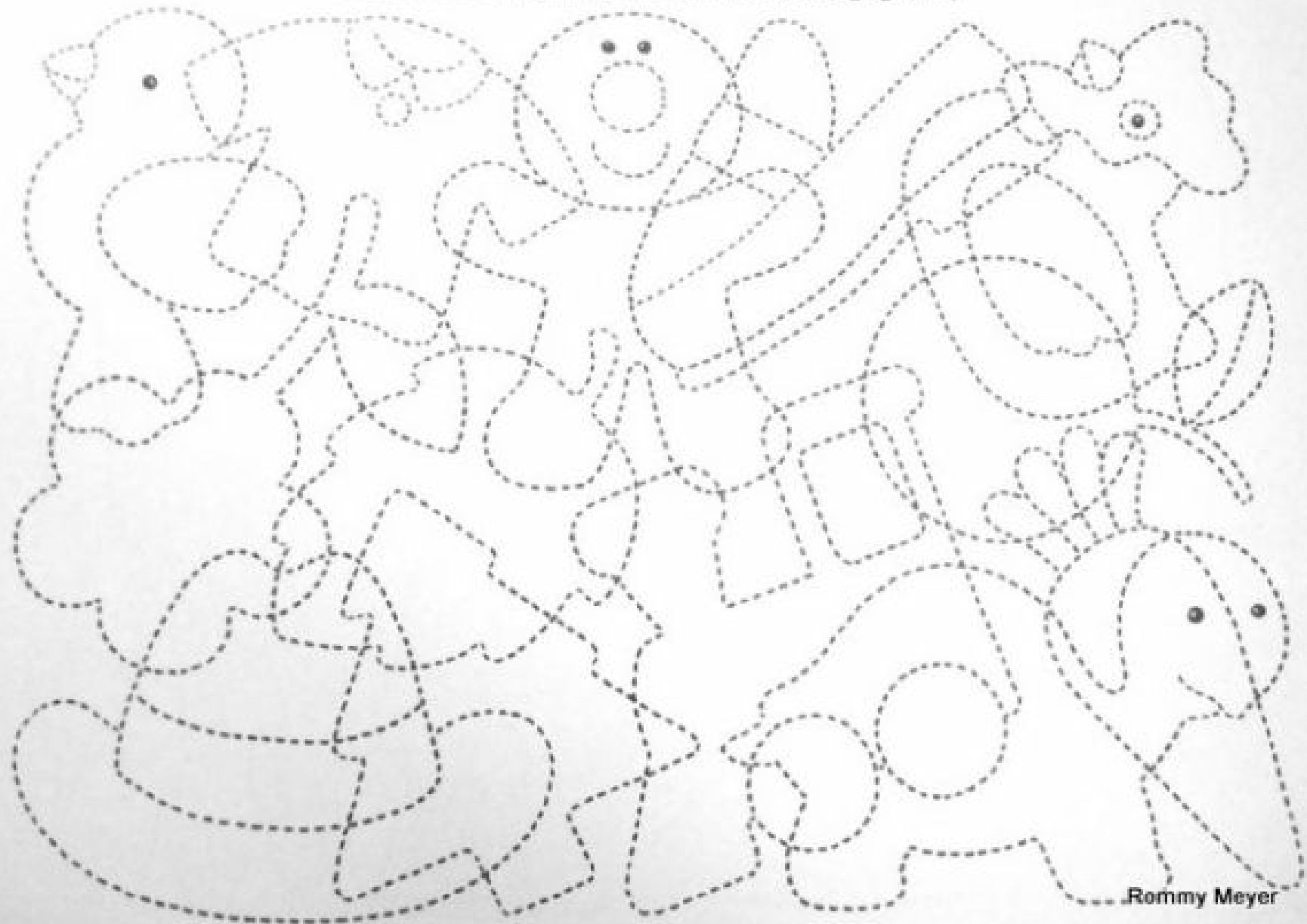
Rommy Meyer

CADA UM COM A SUA SOMBRA.
LIGUE CADA ANIMAL A SUA SOMBRA.



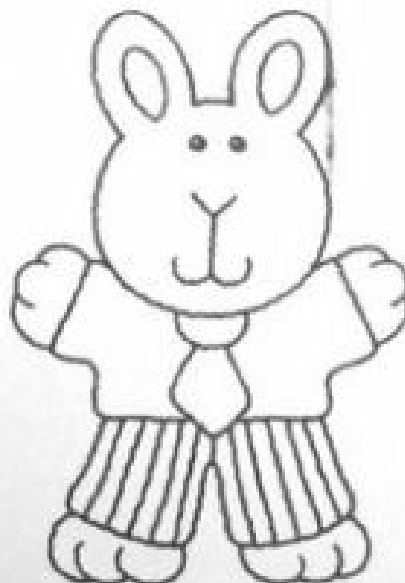
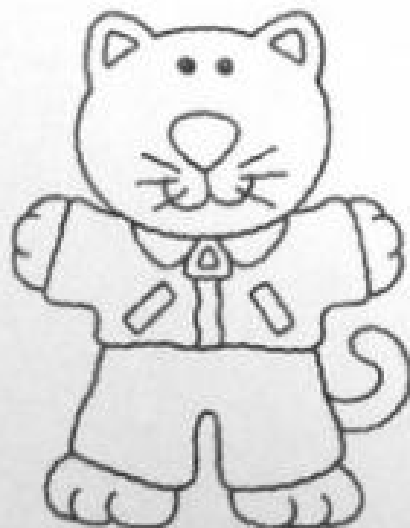
EMBARALHADOS

DESCUBRA OS DESENHOS QUE ESTÃO ESCONDIDOS COBRINDO OS PONTOS,
USE UMA COR DIFERENTE PARA CADA DESENHO.



Rommy Meyer

ESTÃO TODOS MUITO ELEGANTES
LIGUE COM UMA SETA OS ANIMAIS QUE ESTÃO VESTIDOS DA MESMA MANEIRA. PINTE.



FLORES E FLORZINHAS
DESENHE NOS VASOS AS FLORES QUE FALTAM DE MODO QUE SEJA MENOR QUE A ANTERIOR.

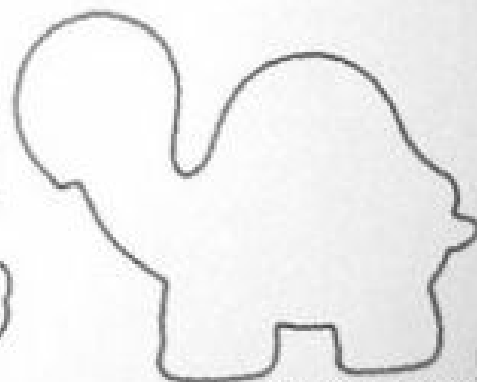
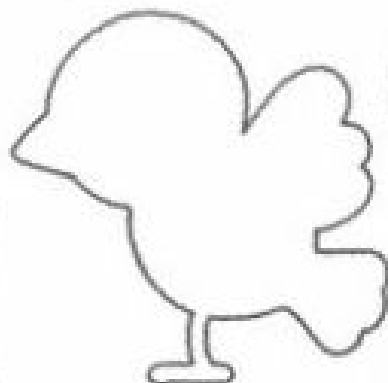
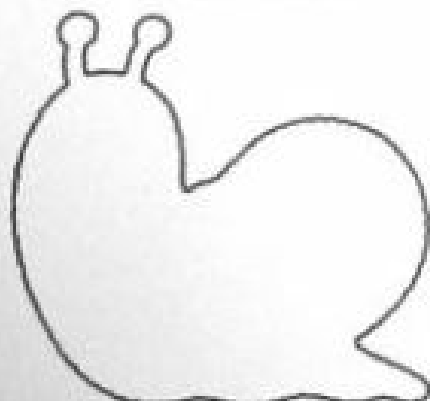
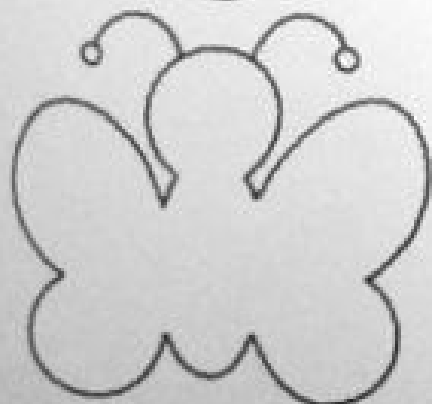
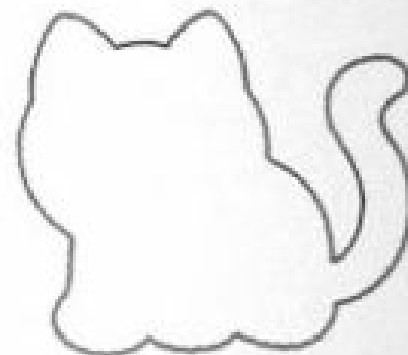
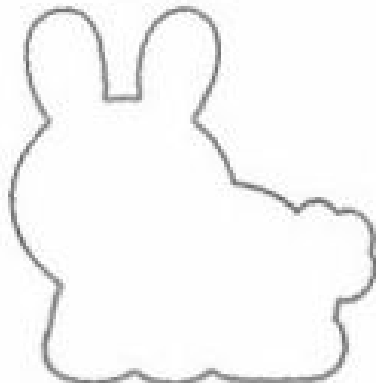
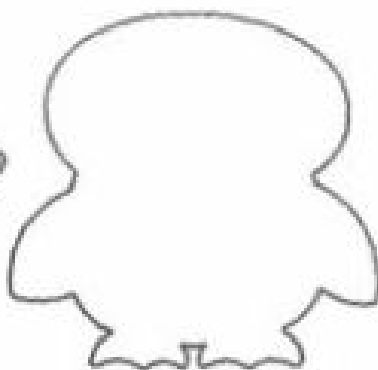
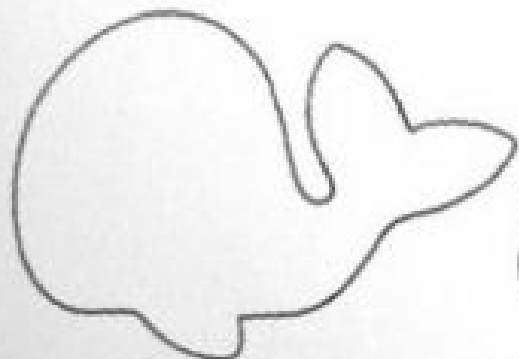
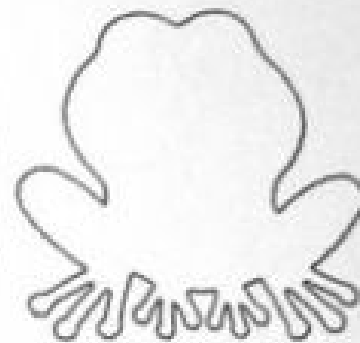
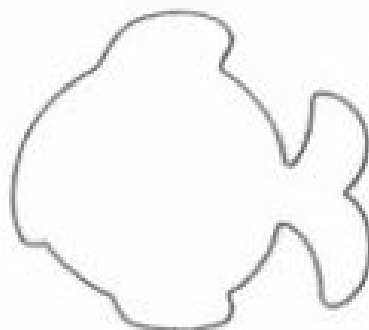
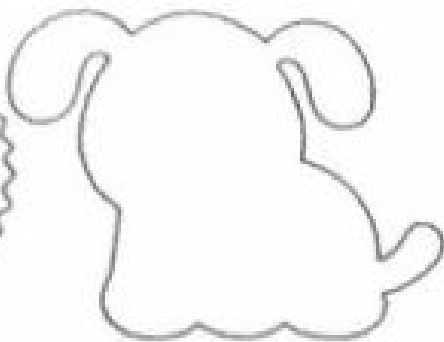
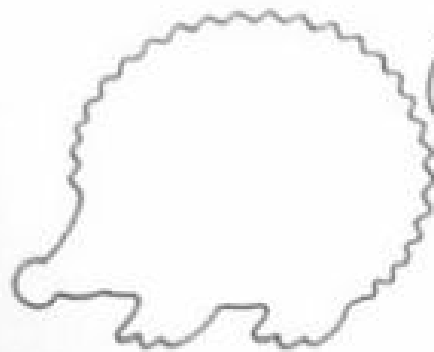


JARDINEIROS

COMPLETE O PERSONAGEM DA DIREITA PARA QUE FIQUE IGUAL AO DA ESQUERDA.

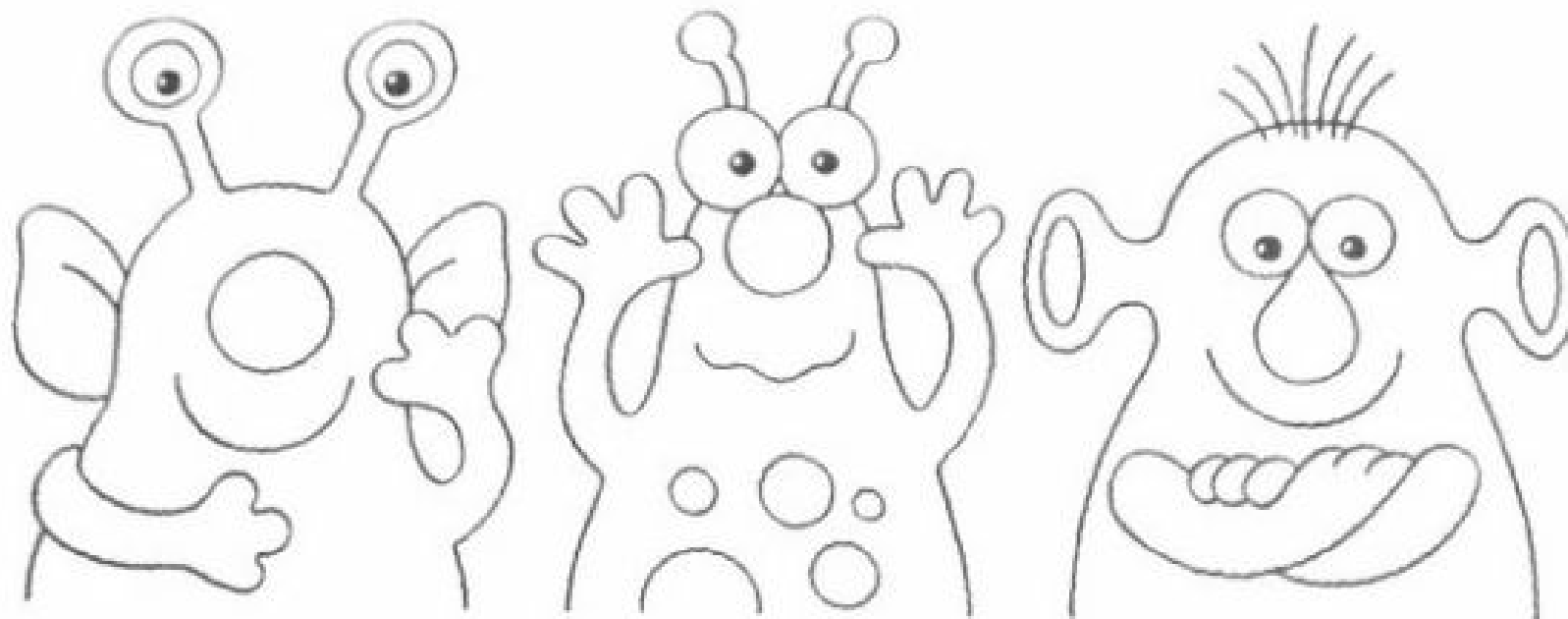


COMPLETANDO OS BICHINHOS
VOCÊ RECONHECE ESTES BICHINHOS? COMPLETE TODOS OS DESENHOS PARA QUE ELES APAREÇAM.



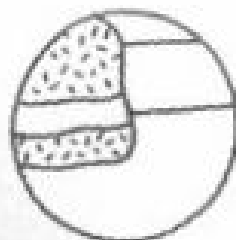
OS AMIGOS EXTRA TERRESTRES

DESENHE A PARTE DE BAIXO DE CADA EXTRA TERRESTRE. DEPOIS PINTE DA MANEIRA QUE MAIS GOSTAR.

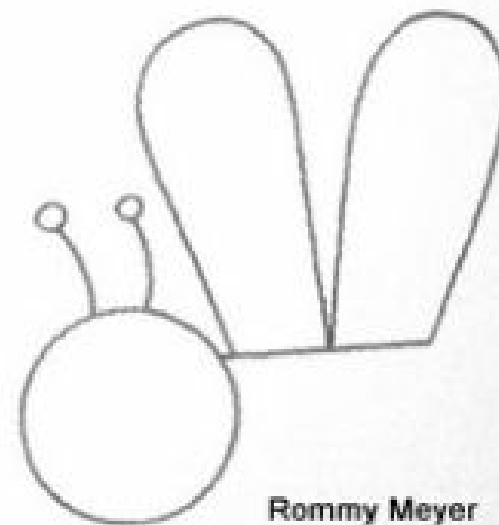
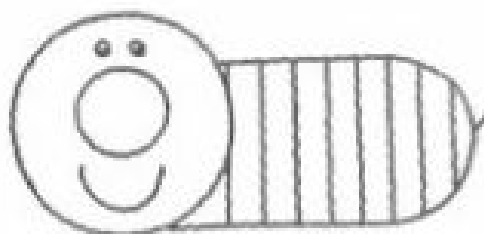
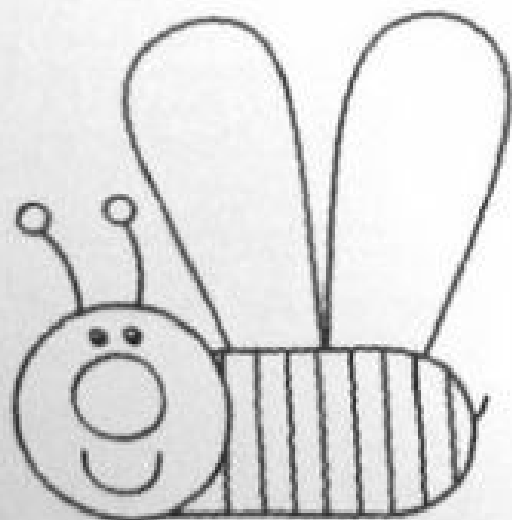


HORA DO BANHO

A QUE LUGARES CORRESPONDEM AS FIGURAS ABAIXO DA CENA DO BANHO? LIGUE E PINTE.

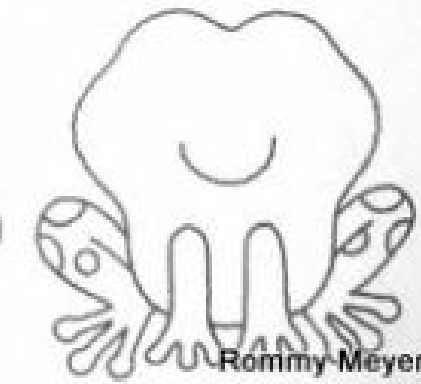
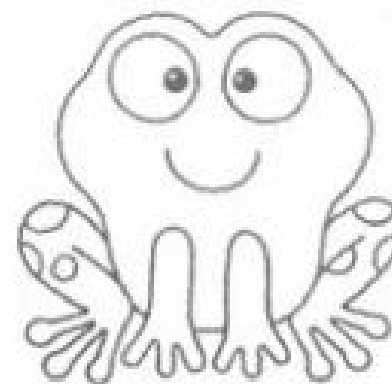
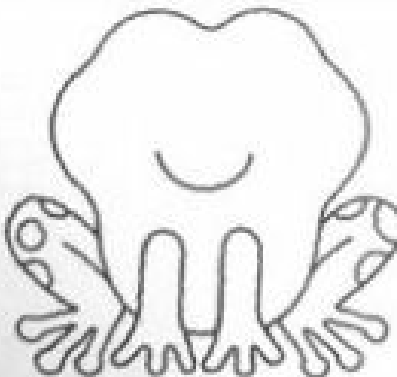
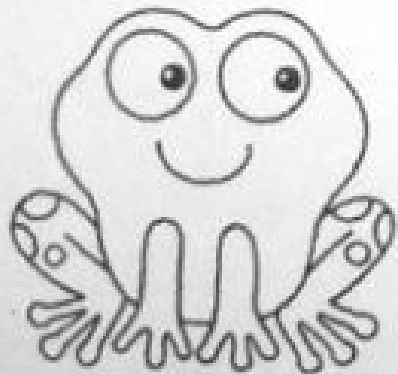
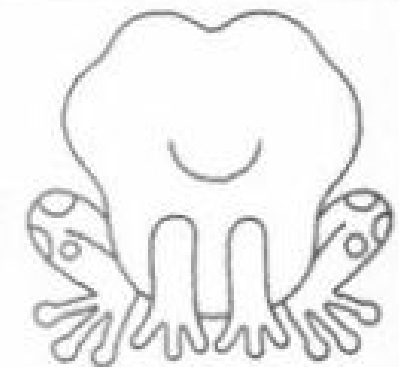
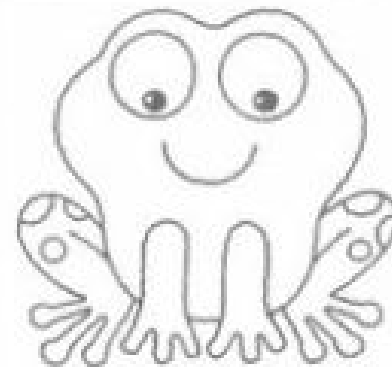
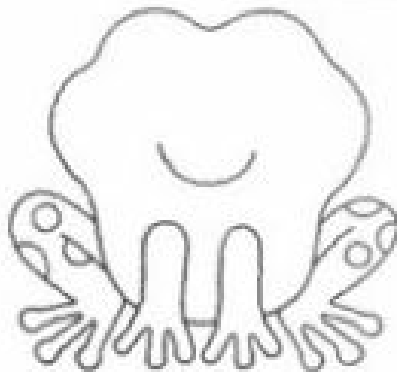
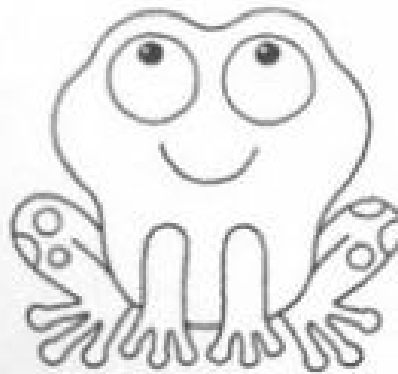
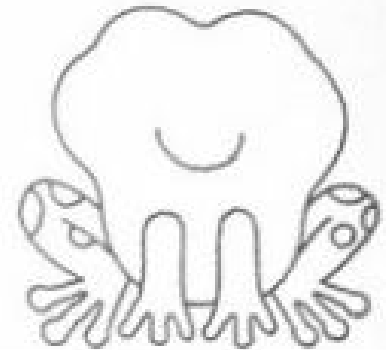
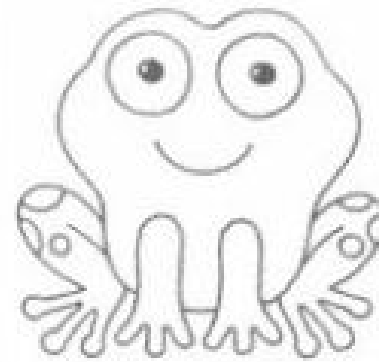
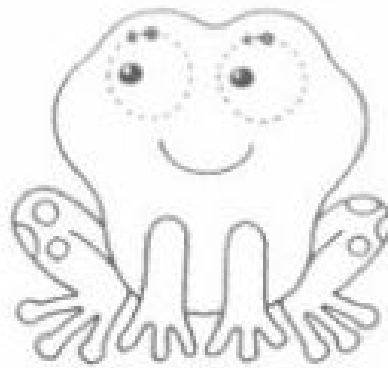
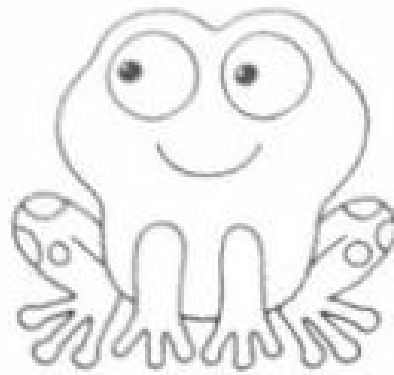


IGUAL AO PRIMEIRO
COMPLETE OS DESENHOS PARA QUE FIQUEM IGUAIS AO PRIMEIRO.



Rommy Meyer

PARA ONDE ESTOU OLHANDO?
COMPLETE O DESENHO PARA QUE OS SAPOS OLHEM PARA A MESMA DIREÇÃO QUE SEU PAR.

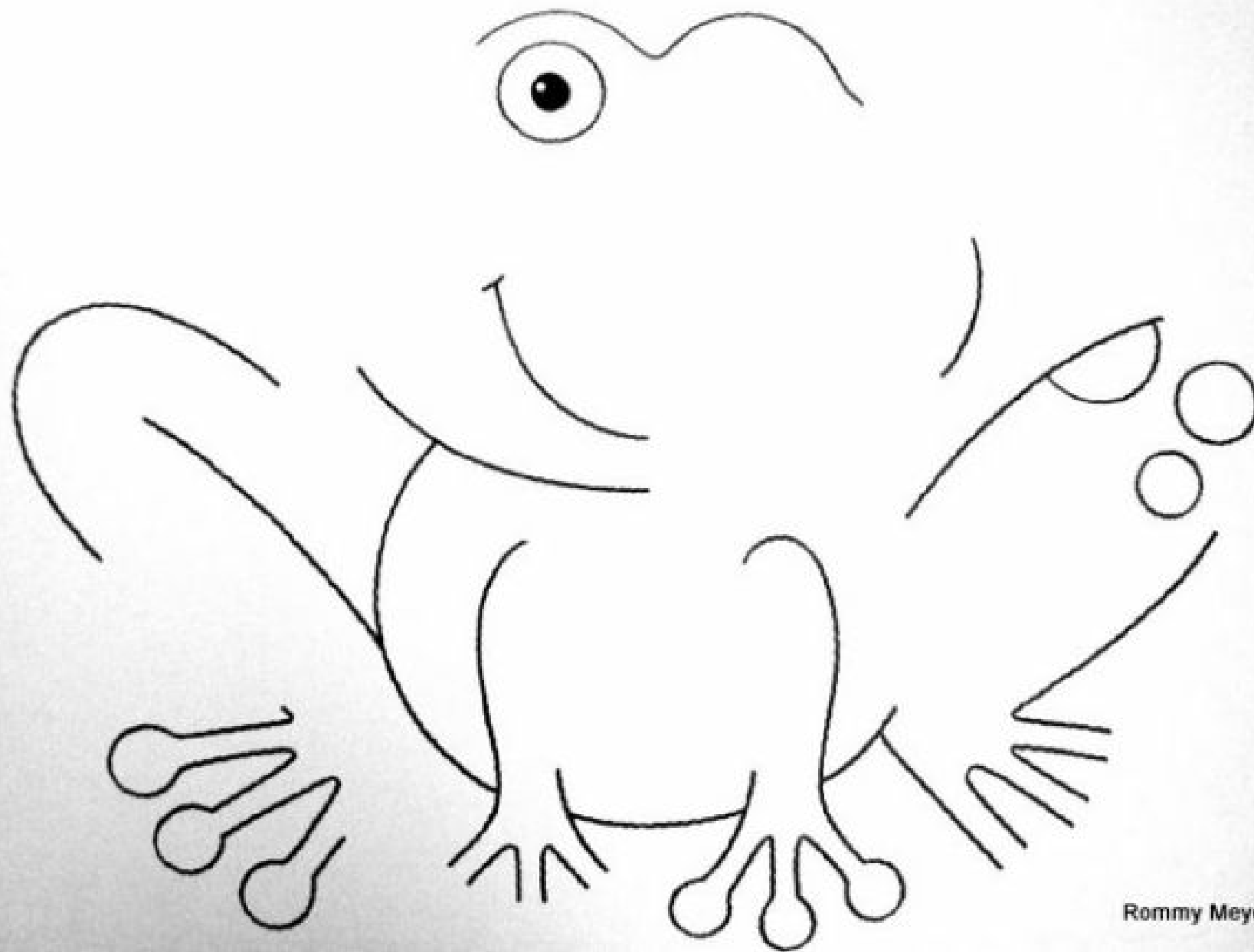


CINCO INDIOZINHOS

LIGUE CADA ÍNDIO COM A SUA IMAGEM DE COSTAS E DEPOIS PINTE.



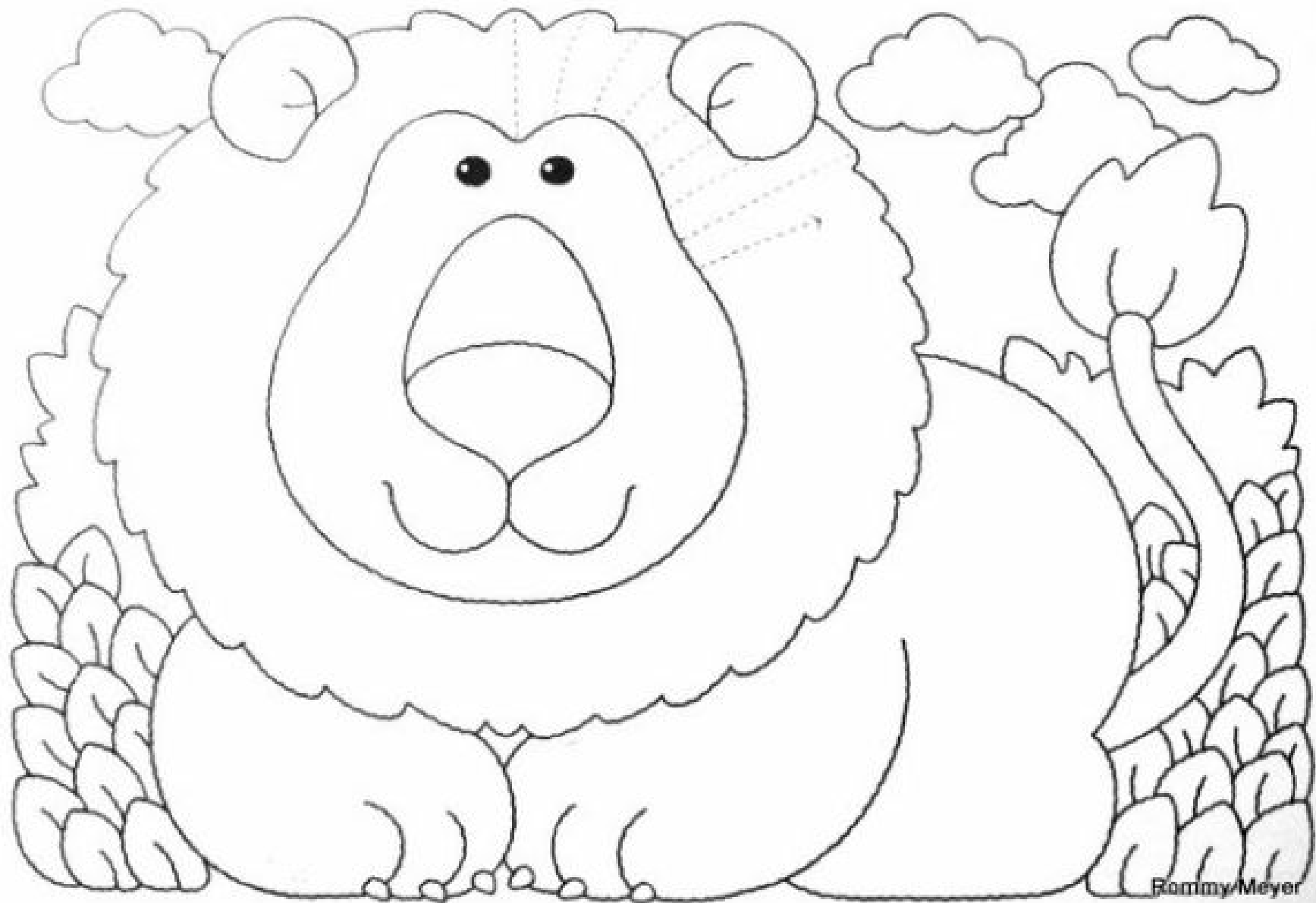
ONDE ESTÁ O SAPO?
COMPLETE O DESENHO E DEPOIS ENFEITE.



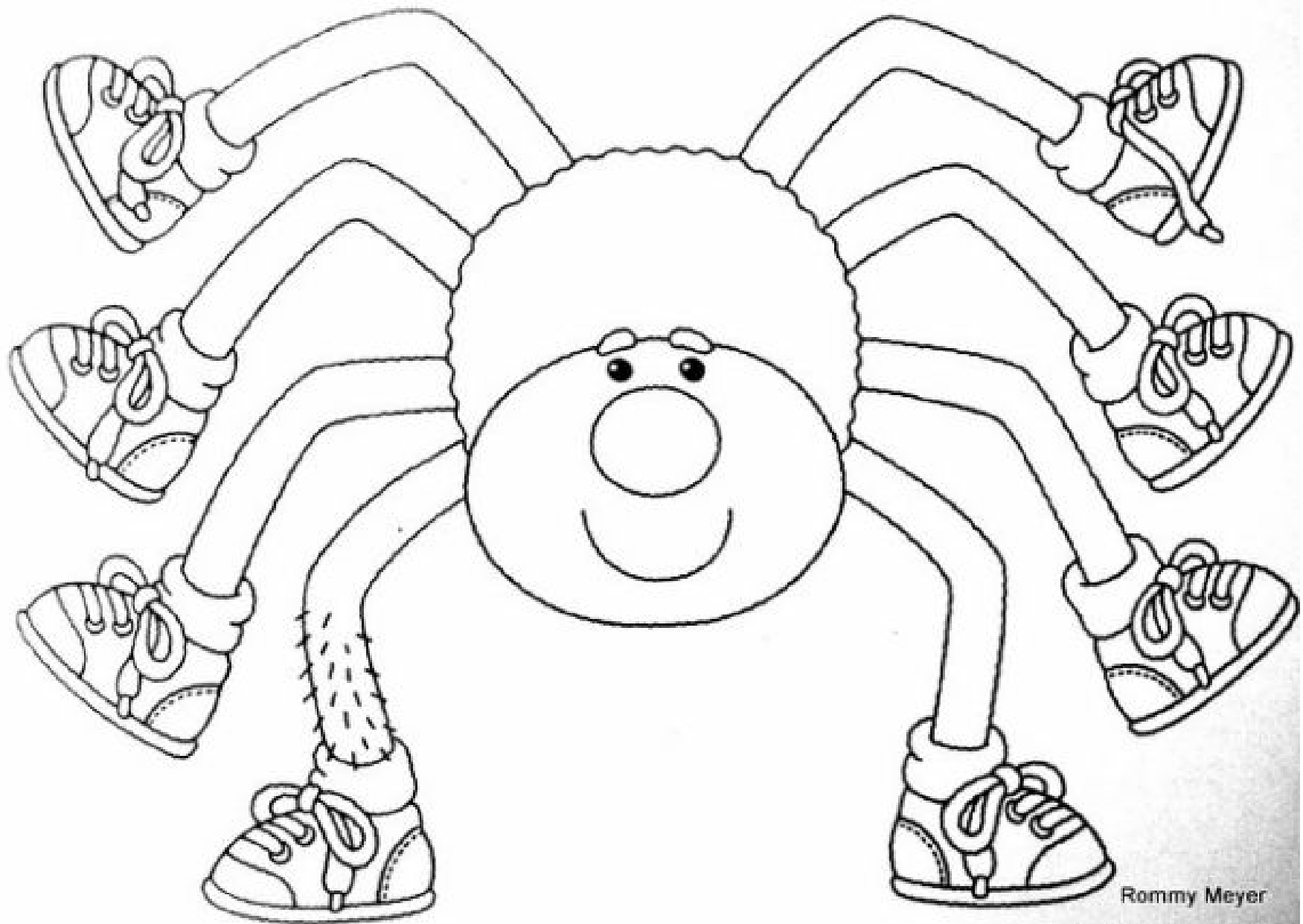
Rommy Meyer

LEÃO DESPENTEADO

COMPLETE A JUBA DO LEÃO E DEPOIS PINTE DA MANEIRA QUE VOCÊ MAIS GOSTA.



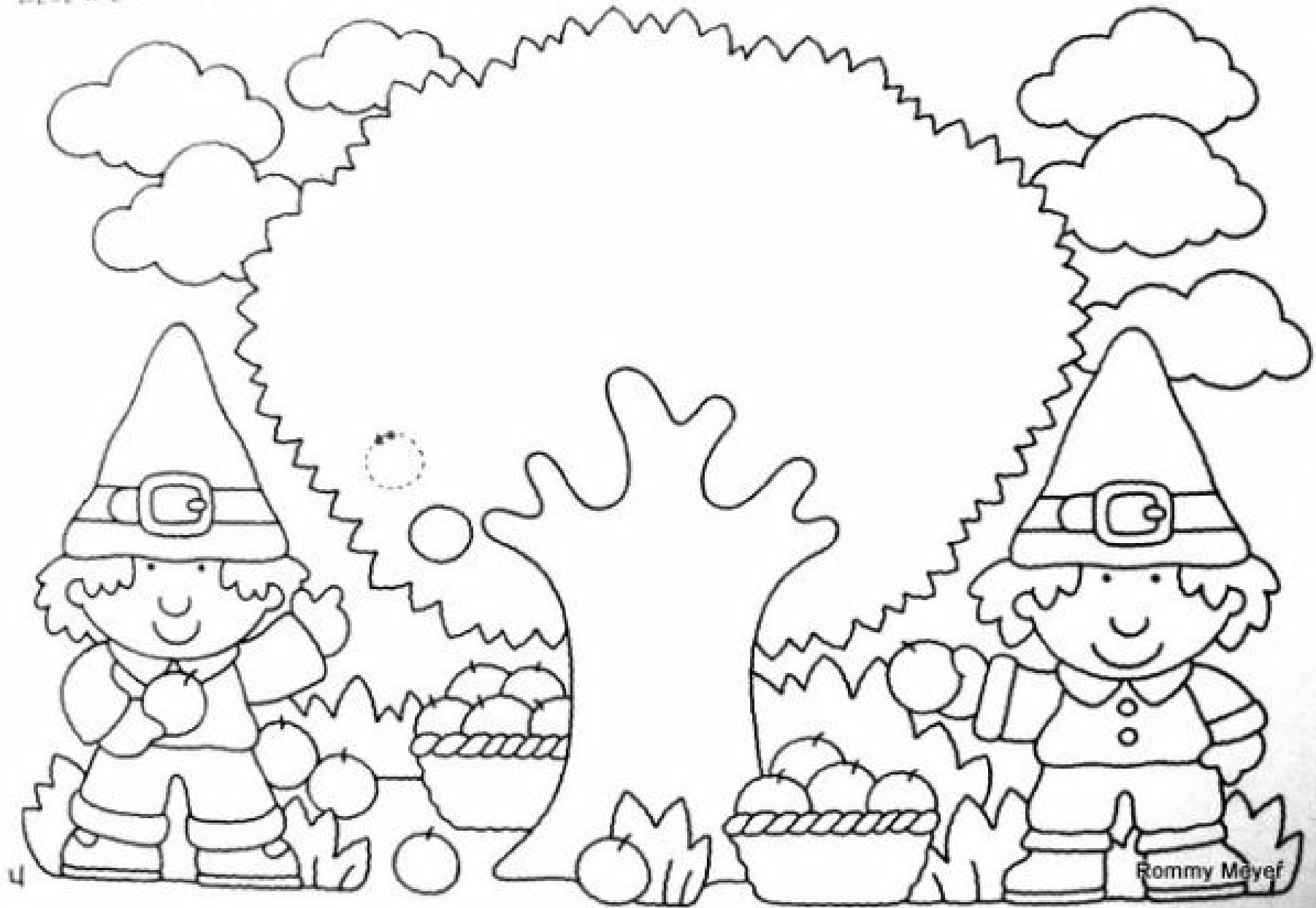
PEPITA, A ARANHA DE PATAS PELUDAS.
COMPLETE COM MUITOS PELINHOS AS PERNAS DE PEPITA.



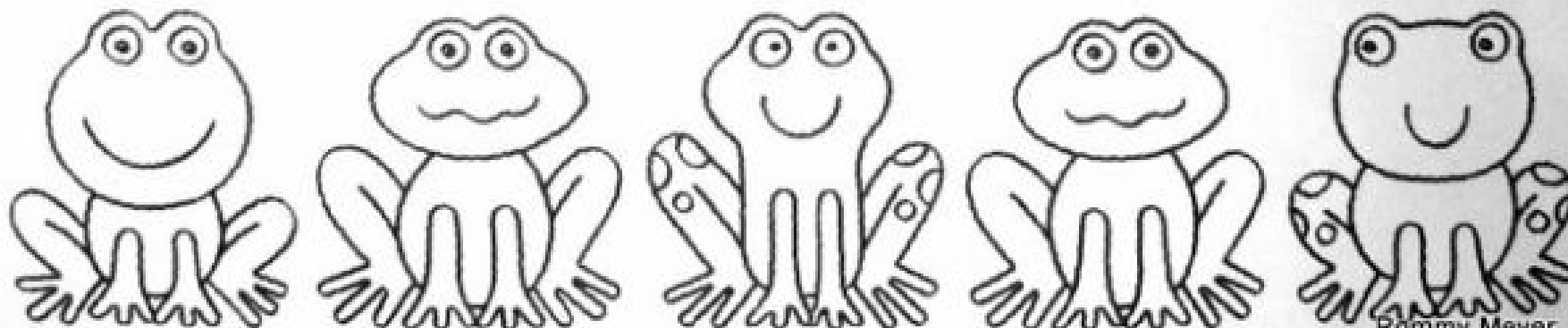
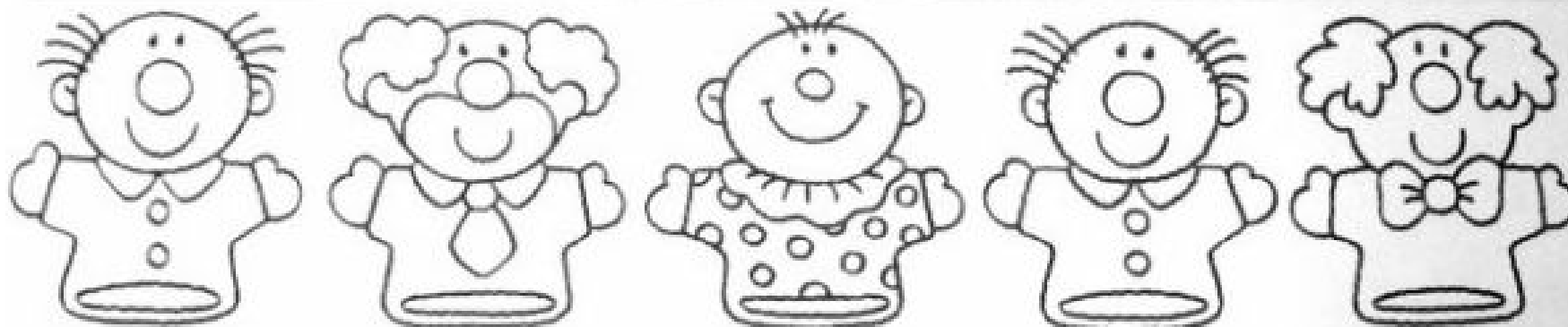
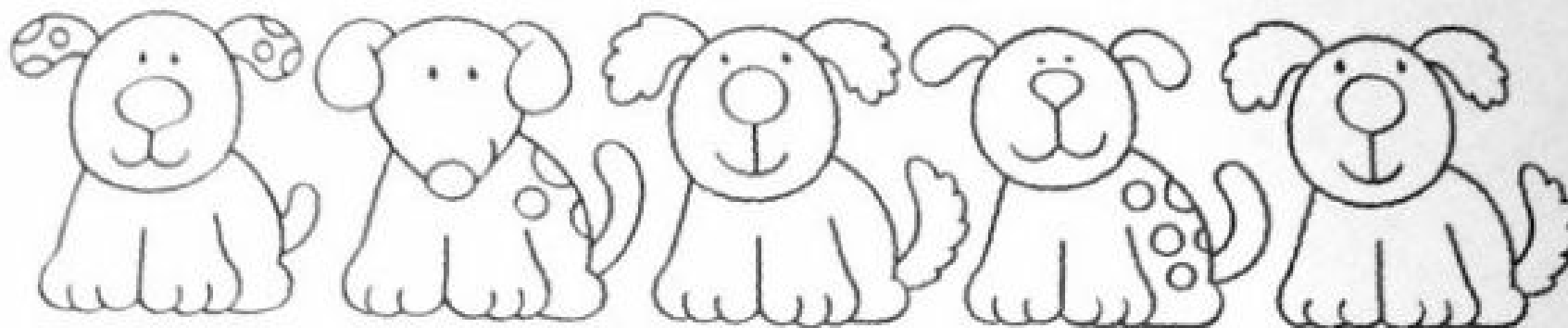
Rommy Meyer

COLHEITA.

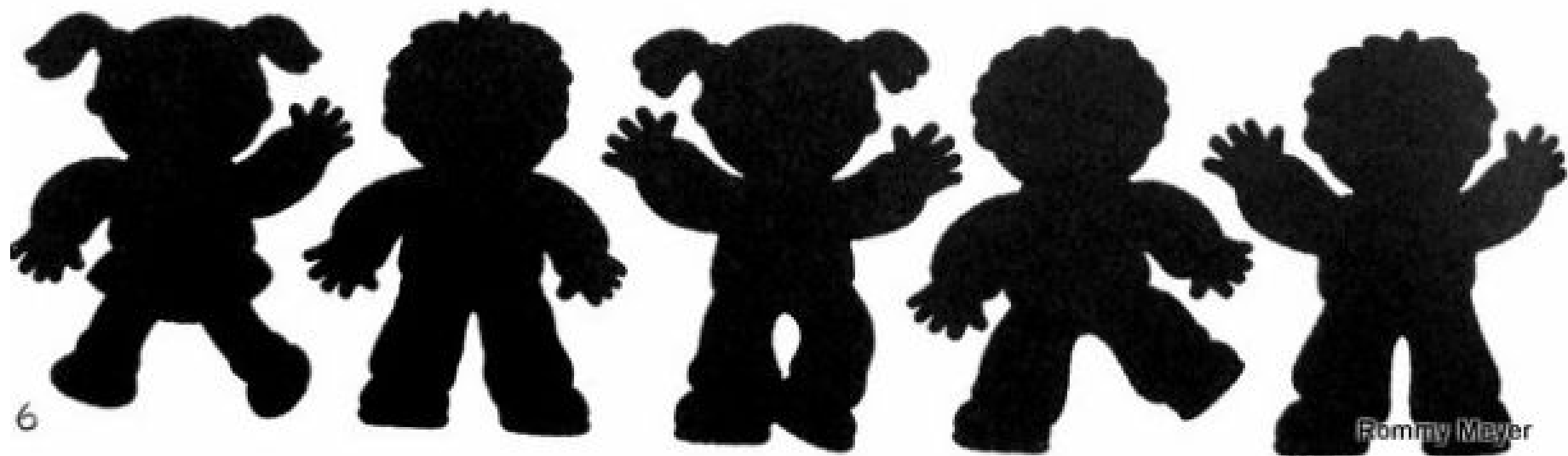
DESENHE NA ARVORE TODAS AS MAÇAS QUE PUDER. ASSIM, AS CRIANÇAS TERÃO UMA BOA COLHEITA.



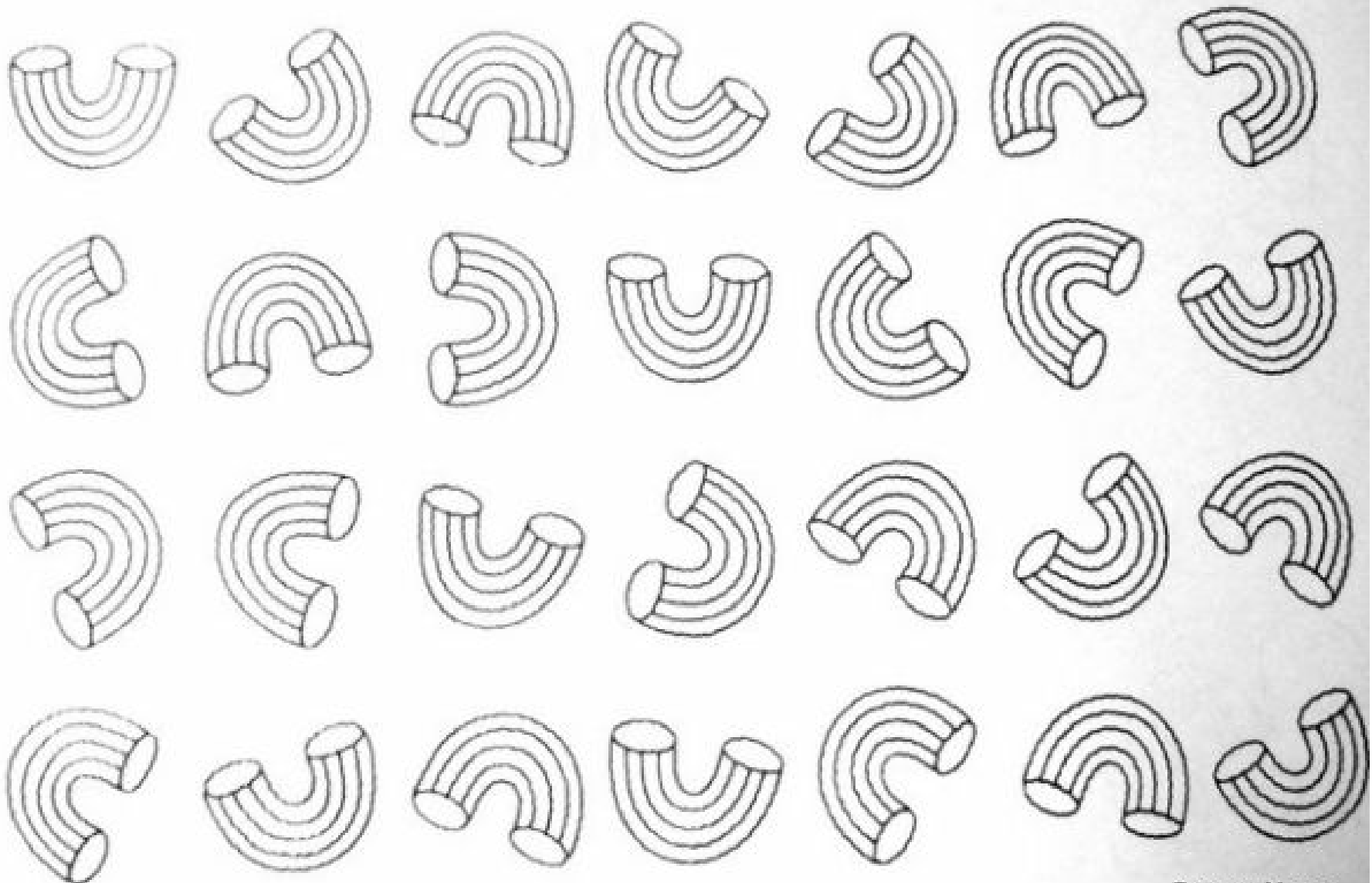
ESTE SIM, ESTE NÃO.
PROCURE E PINTE AS DUAS FIGURAS IGUAIS EM CADA FILEIRA.



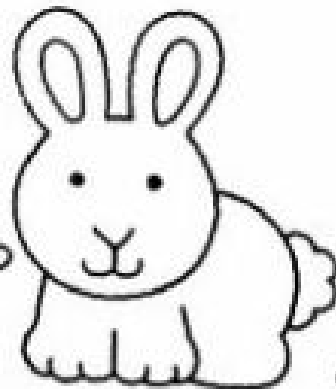
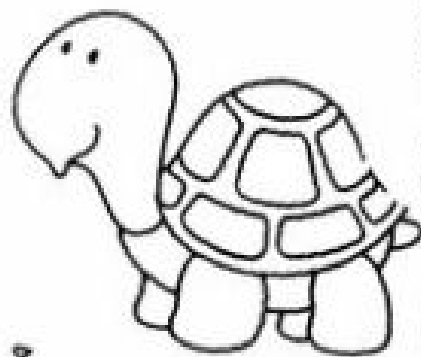
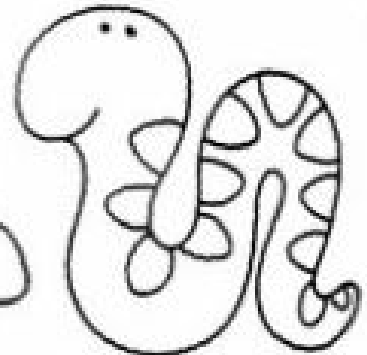
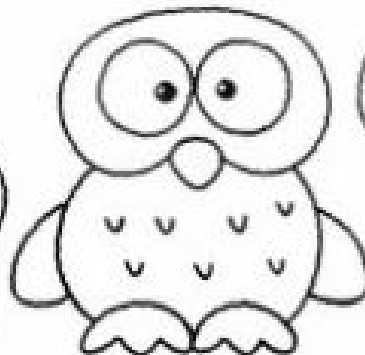
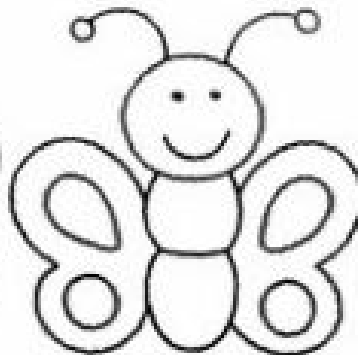
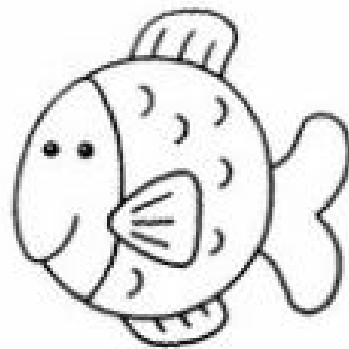
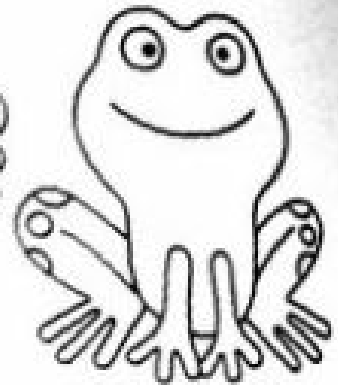
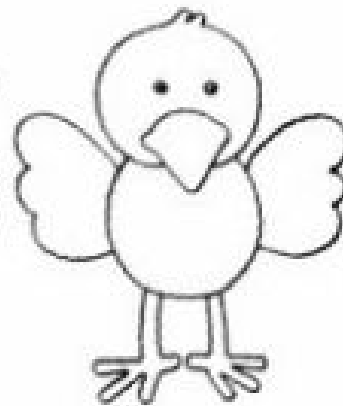
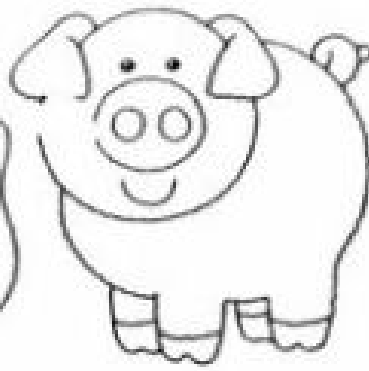
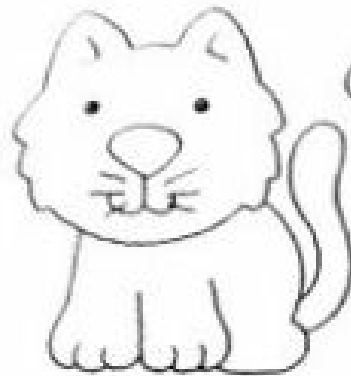
SOMBRAS QUE SE MOVEM
LIGUE CADA CRIANÇA À SUA SOMBRA COM UMA LINHA.



COLAR DE MACARRÕES
COMPLETE CADA FIO PARA QUE TODOS OS MACARRÕES FIQUEM UNIDOS.



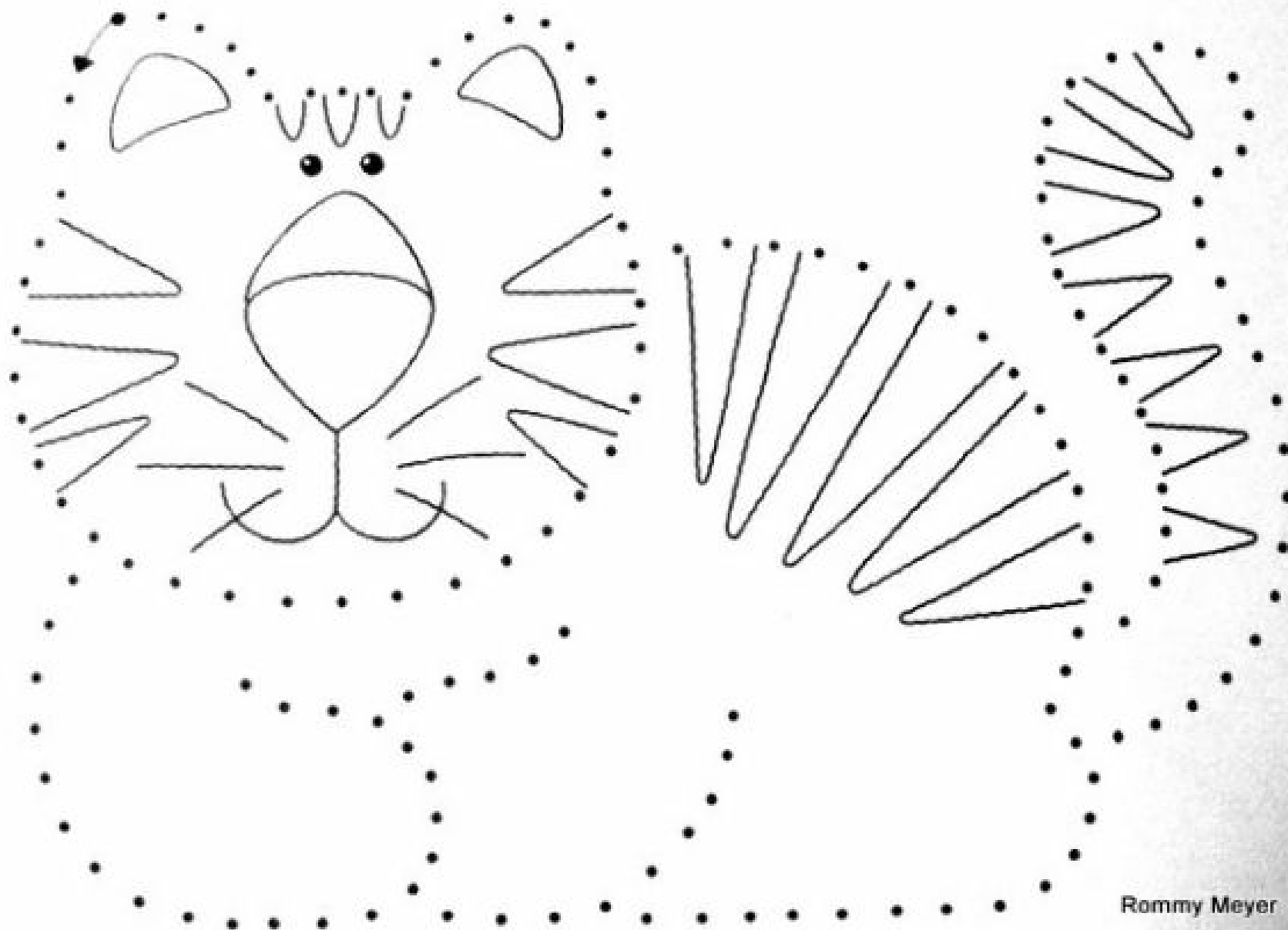
VOA, VOA
QUE ANIMAL É ESTE? AGORA CIRCULE SOMENTE OS ANIMAIS QUE VOAM.



Romy Meyer

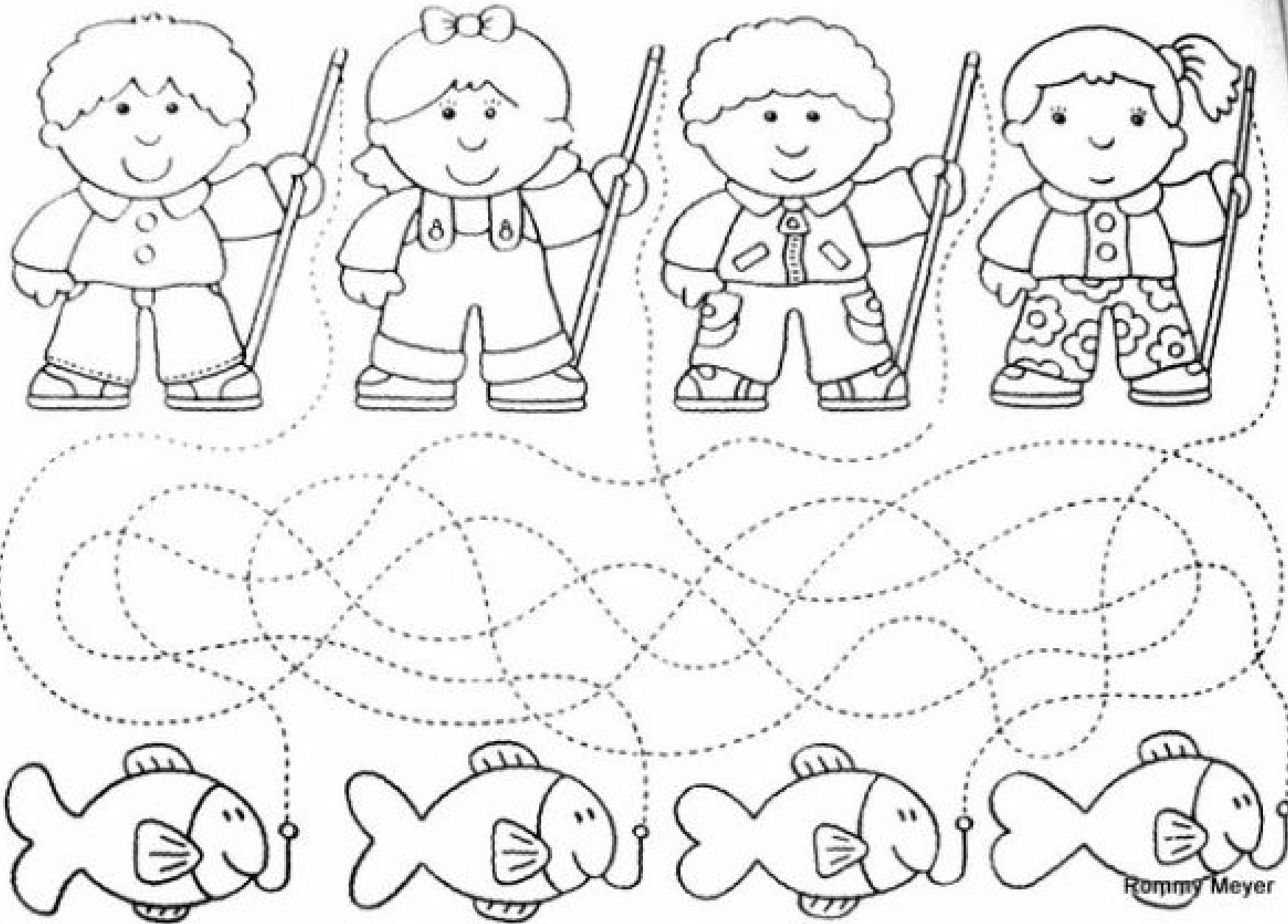
FALTA ALGUMA COISA

COMPLETE A FIGURA DO GATO, UNINDO OS PONTOS COM UMA LINHA, DEPOIS PINTE A FIGURA.



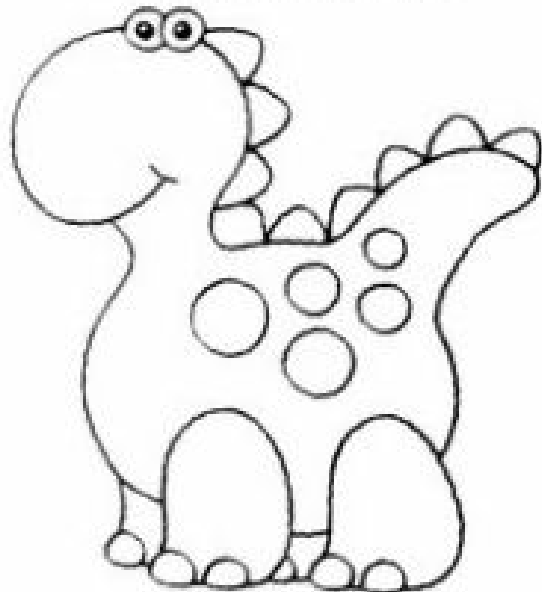
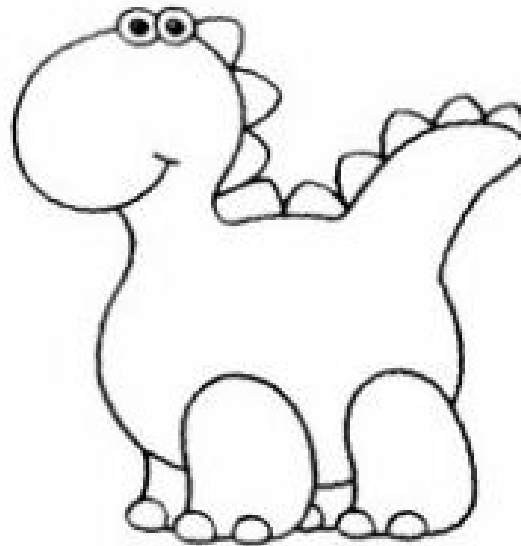
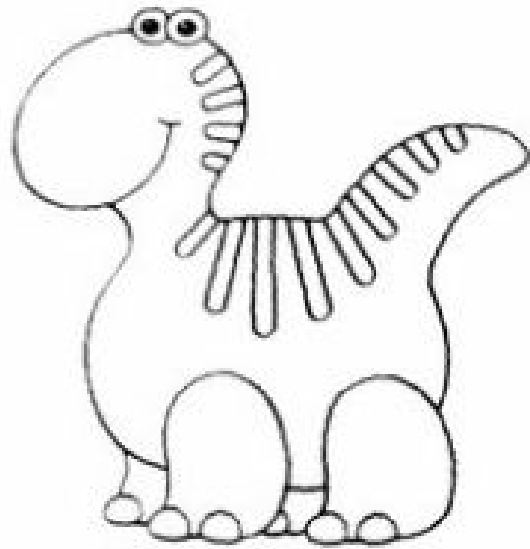
PESCA COMPLICADA

COM LÁPIS DE COR DIFERENTE, SIGA CADA FIO E VEJA QUAL PEIXE QUE CADA CRIANÇA PESCOU!



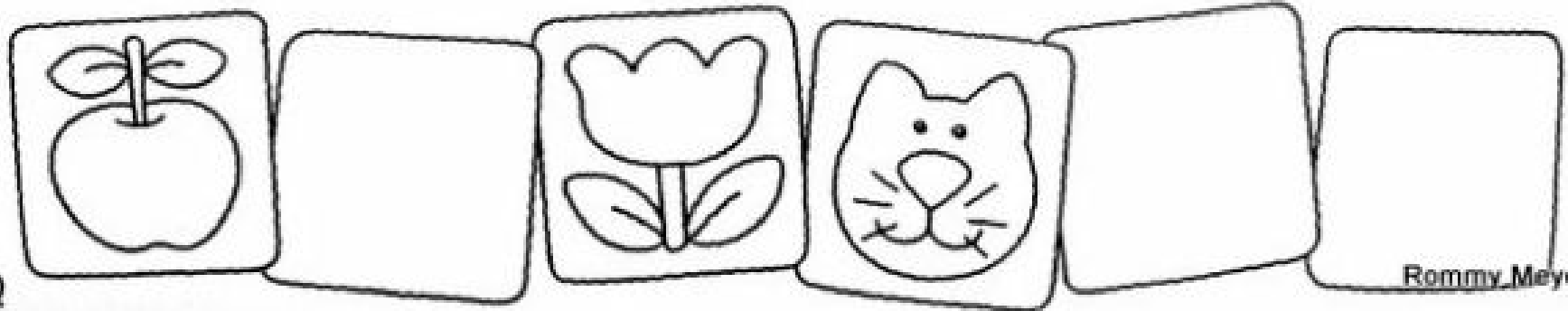
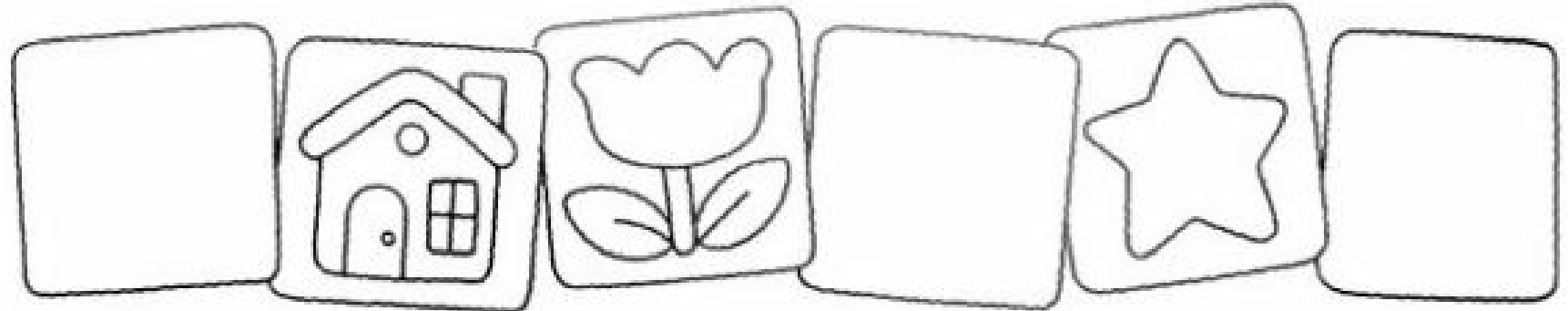
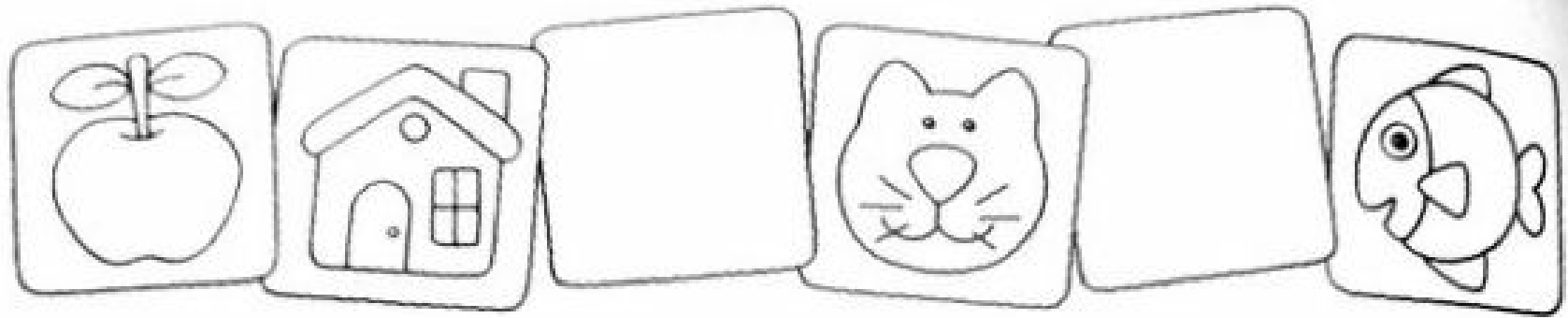
DINOSSAUROS

ENTRE TODOS OS DINOSSAUROS EXISTEM DOIS QUE SÃO IGUAIS. PROCURE-OS E PINTE-OS.

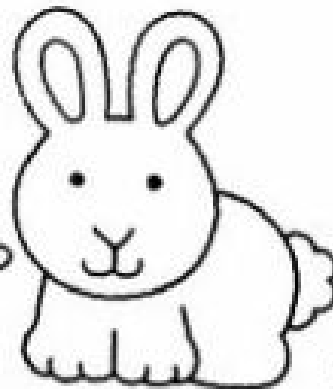
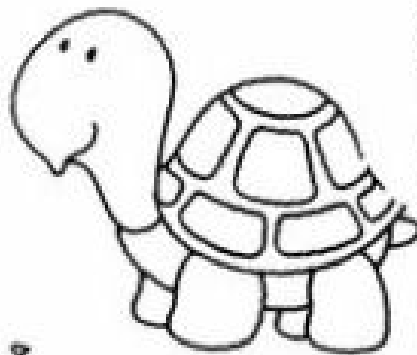
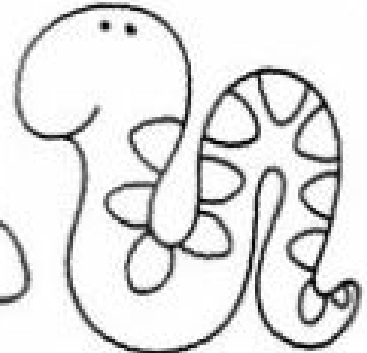
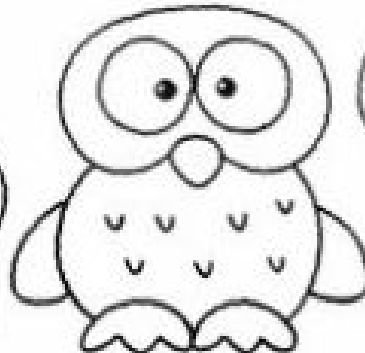
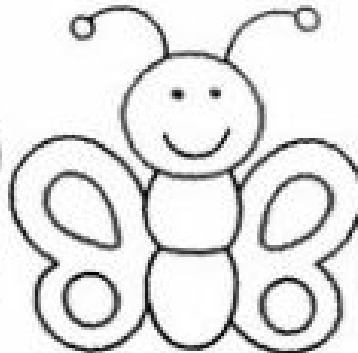
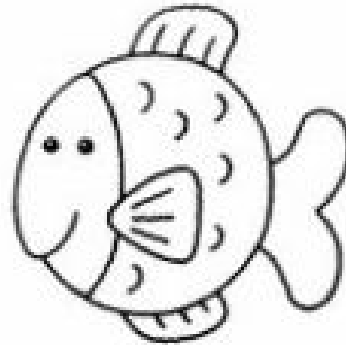
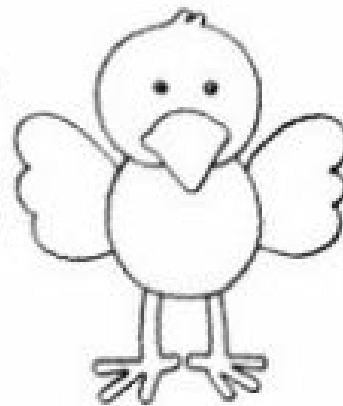
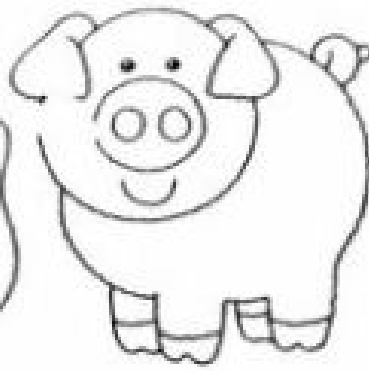
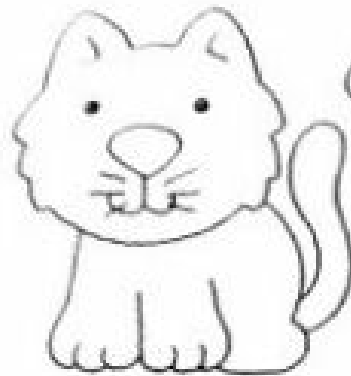


FIGURINHAS

COMPLETE OS QUADROS VAZIOS COM OS DESENHOS QUE FALTAM PARA QUE AS FILEIRAS FIQUEM IGUAIS



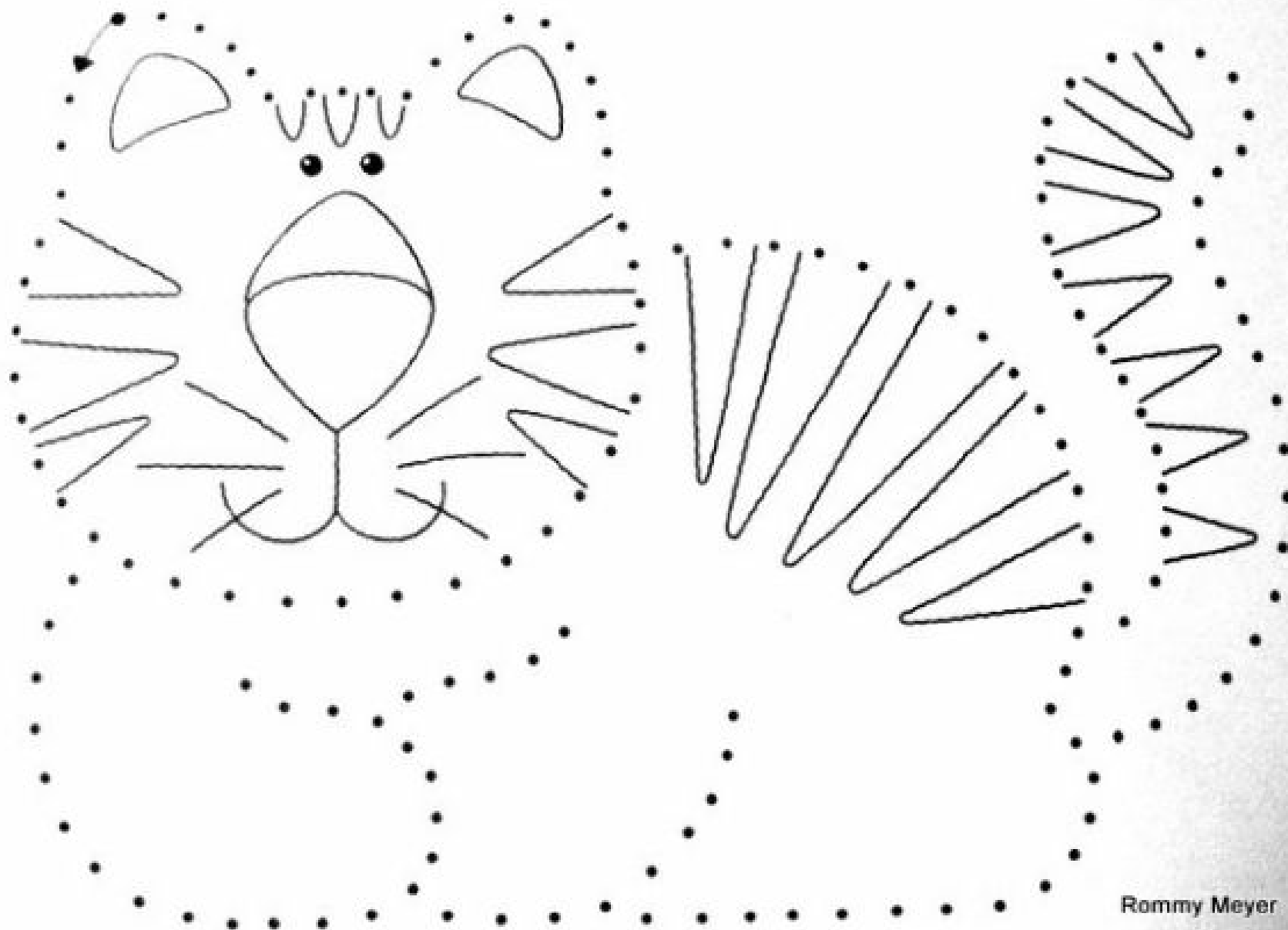
VOA, VOA
QUE ANIMAL É ESTE? AGORA CIRCULE SOMENTE OS ANIMAIS QUE VOAM.



Romy Meyer

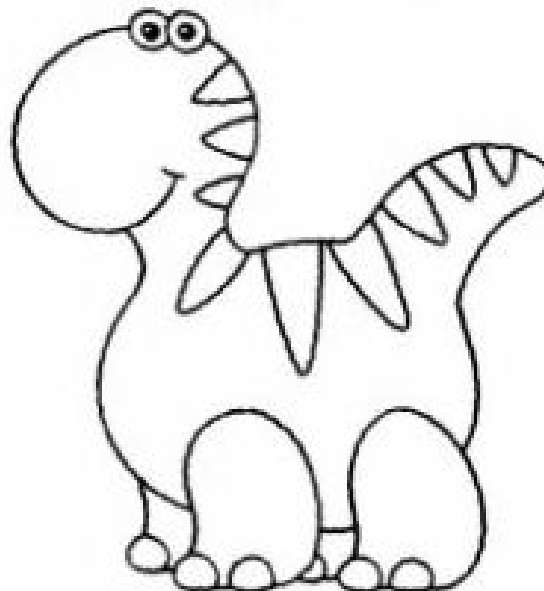
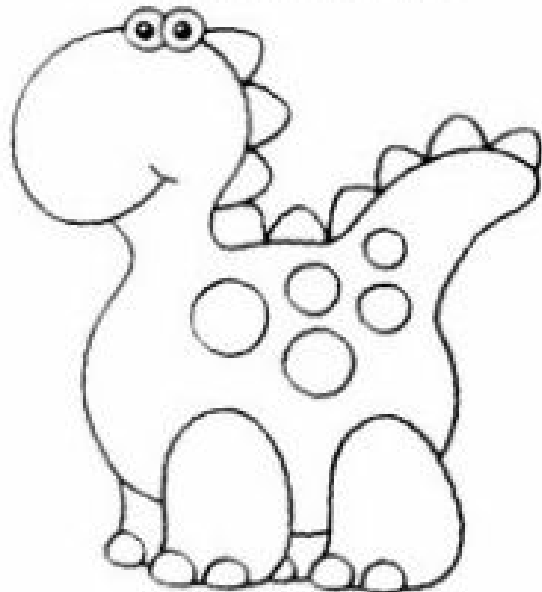
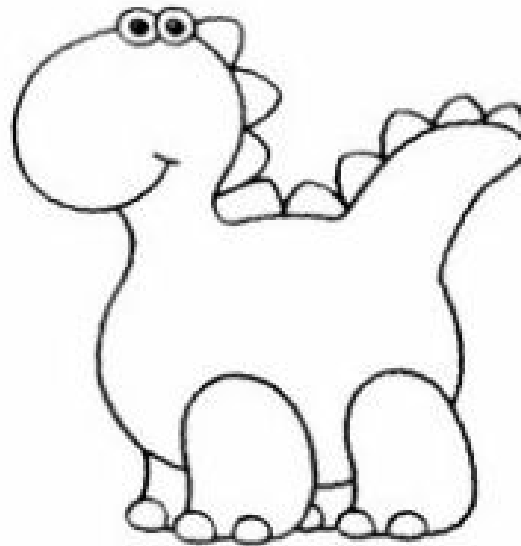
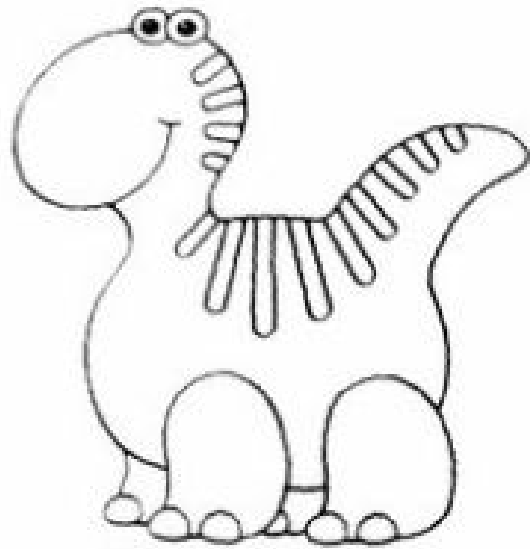
FALTA ALGUMA COISA

COMPLETE A FIGURA DO GATO, UNINDO OS PONTOS COM UMA LINHA, DEPOIS PINTE A FIGURA.



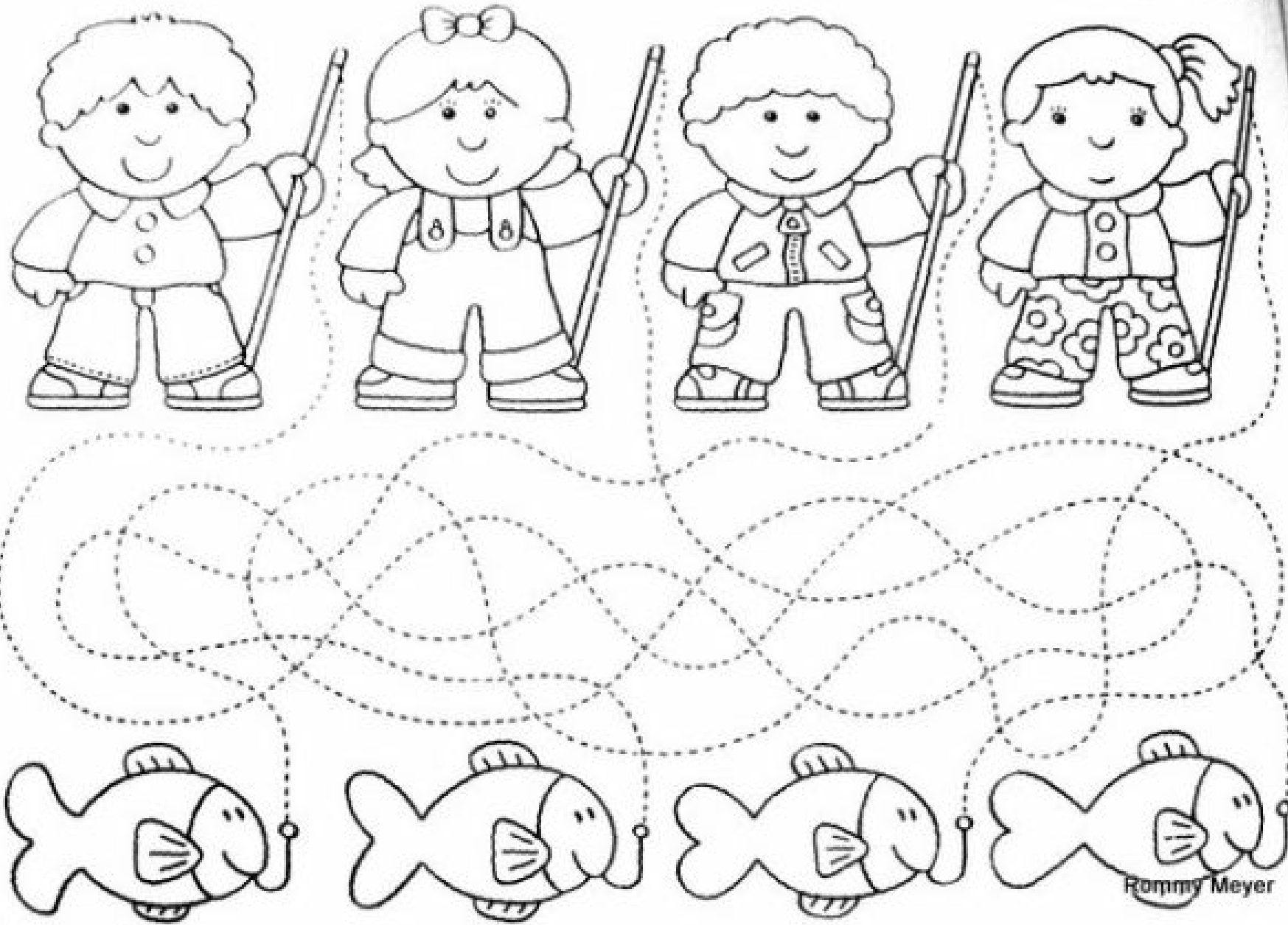
DINOSSAUROS

ENTRE TODOS OS DINOSSAUROS EXISTEM DOIS QUE SÃO IGUAIS. PROCURE-OS E PINTE-OS.



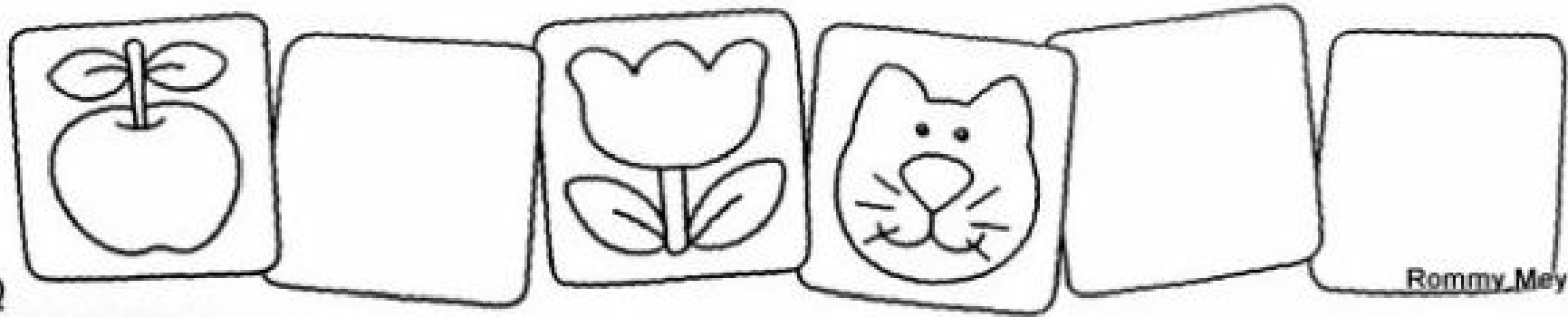
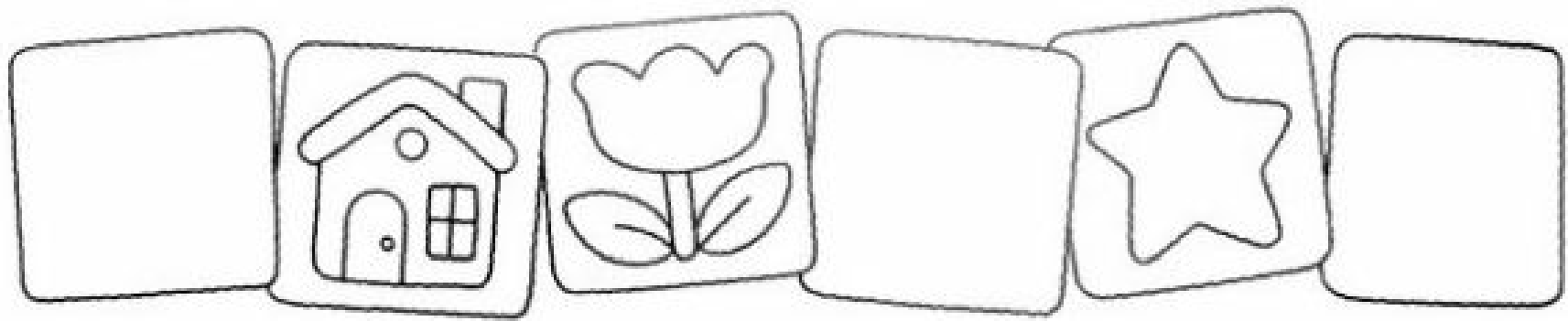
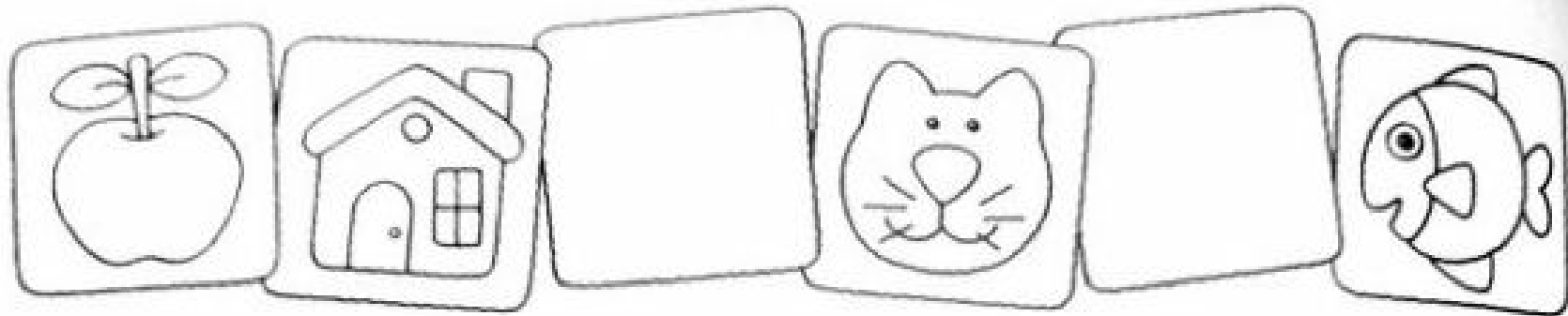
PESCA COMPLICADA

COM LÁPIS DE COR DIFERENTE, SIGA CADA FIO E VEJA QUAL PEIXE QUE CADA CRIANÇA PESCOU!



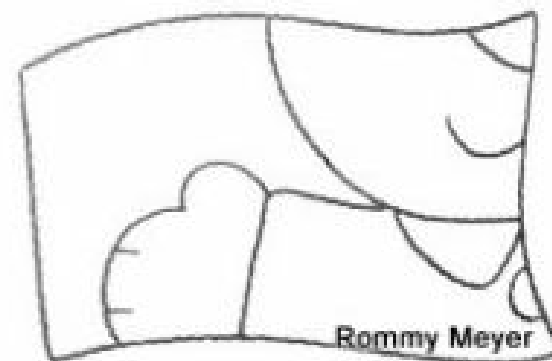
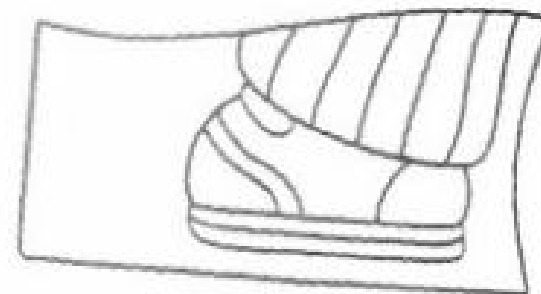
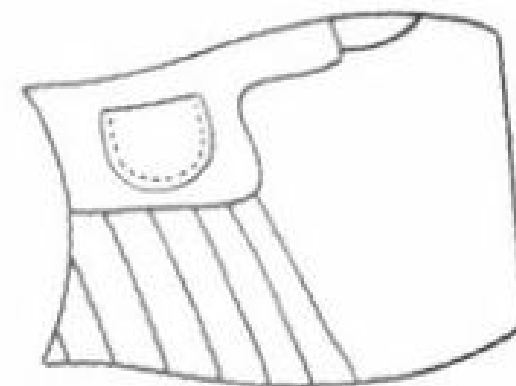
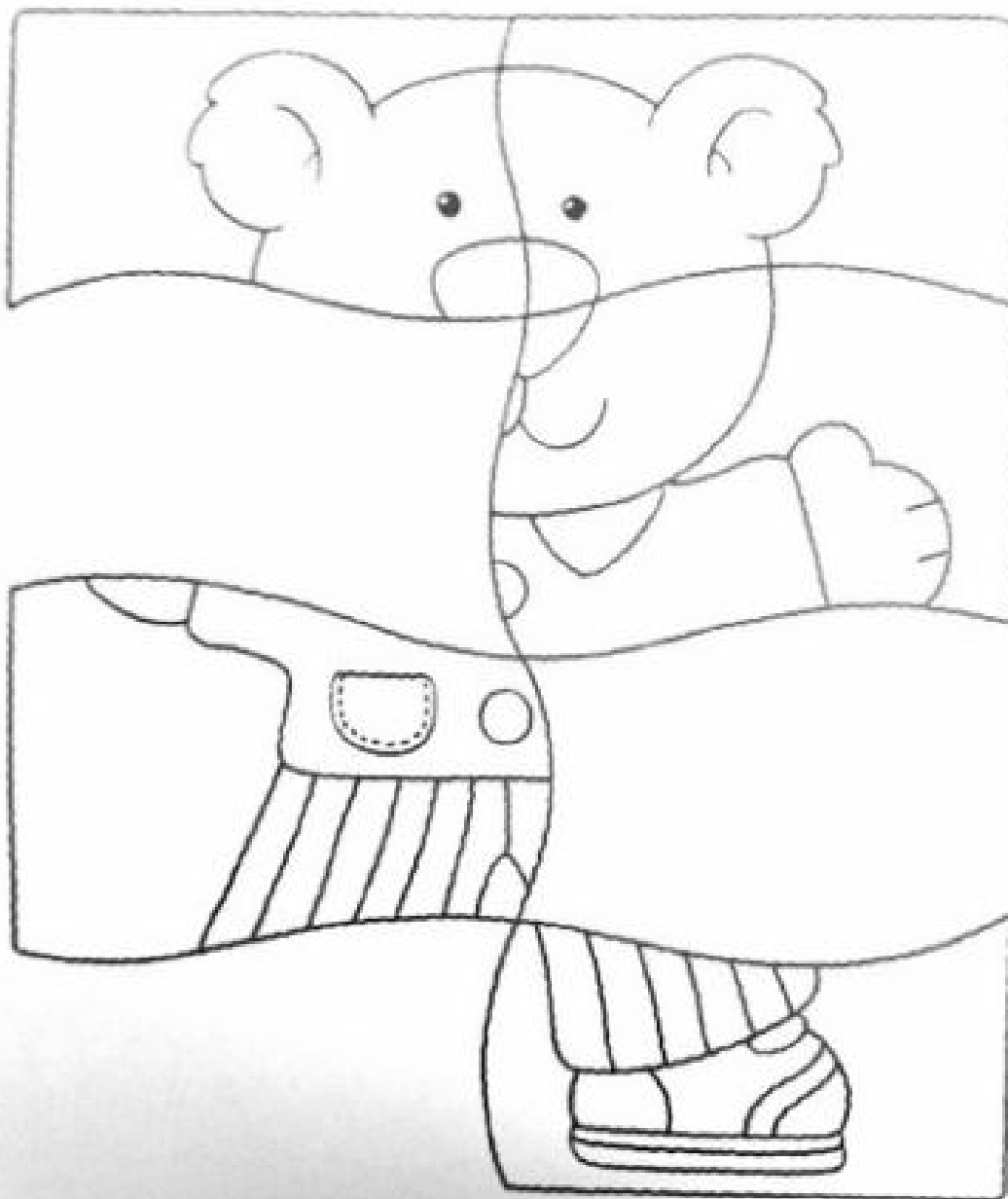
FIGURINHAS

COMPLETE OS QUADROS VAZIOS COM OS DESENHOS QUE FALTAM PARA QUE AS FILEIRAS FIQUEM IGUAIS



QUEBRA CABEÇA

INDIQUE COM UMA LINHA O LUGAR DE CADA PEÇA NO QUEBRA CABEÇA.



Rommy Meyer

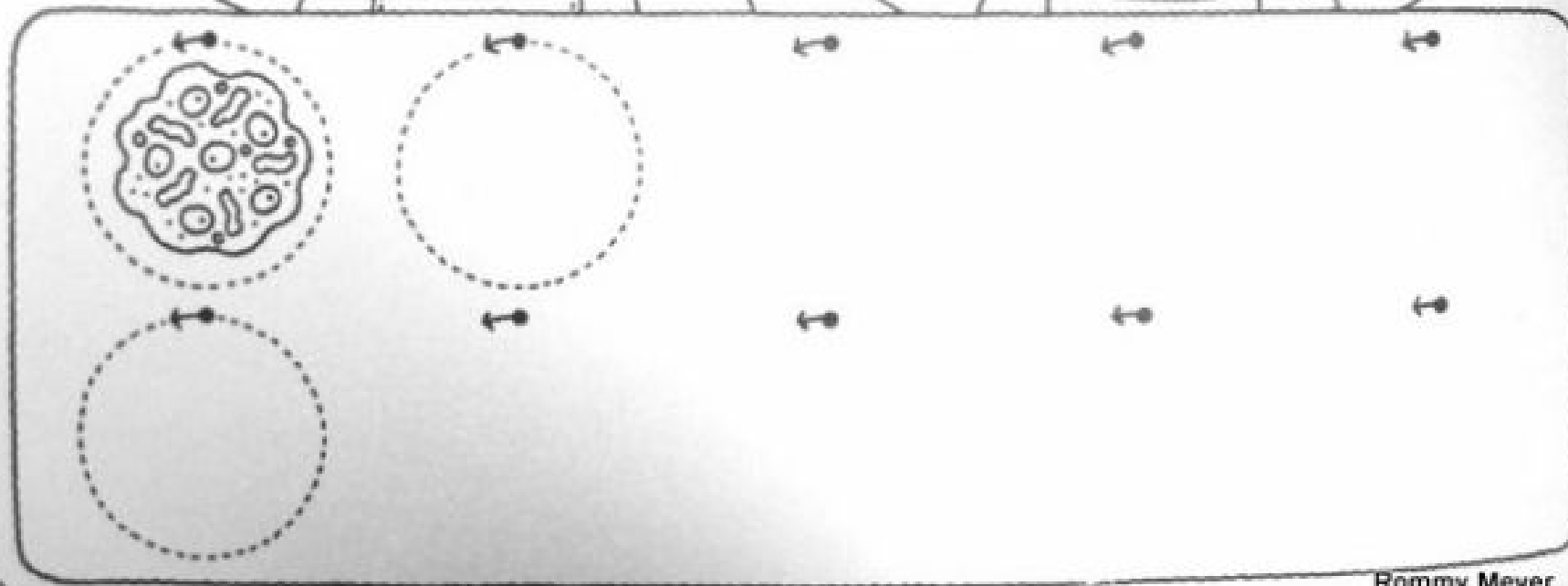
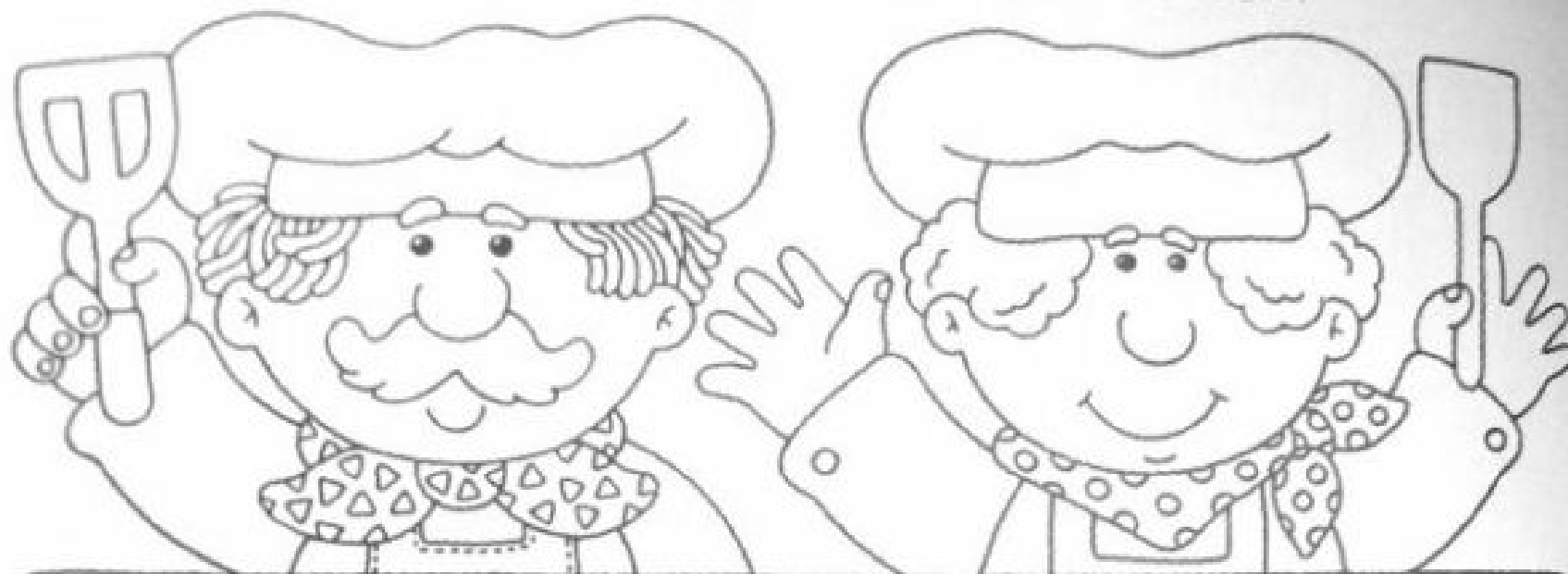
QUE GOSTOSO!!!

PROCURE E PINTE OS OBJETOS QUE ESTÃO DENTRO DO QUADRO COM A MESMA COR QUE PINTAR OS DE FORA.



PIZZAIOLO

DESENHE SOBRE A BANDEJA AS PIZZAS, SIGA O MODELO.



QUADRADOS E QUADRADINHOS

ESTE É UM □ FAÇA UM 'X' DE AZUL EM TODOS OS QUADRADOS QUE ENCONTRAR.

