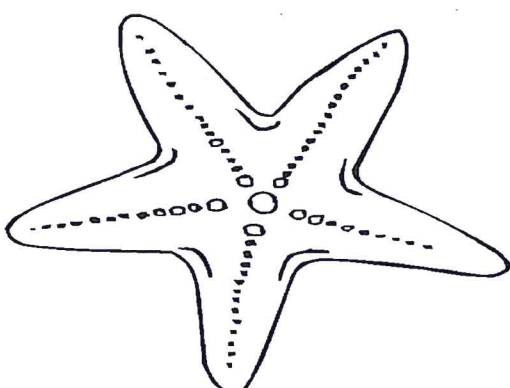
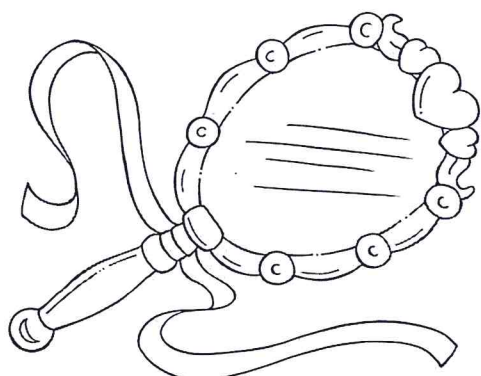
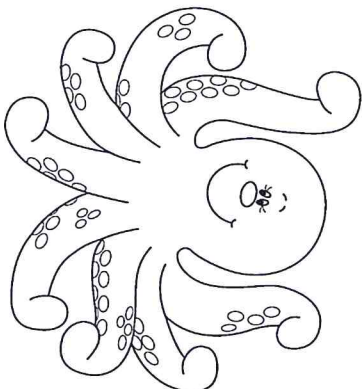
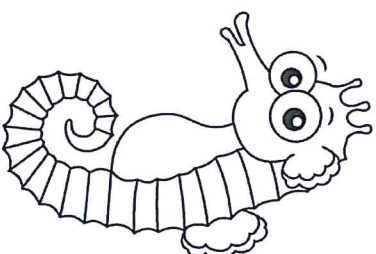
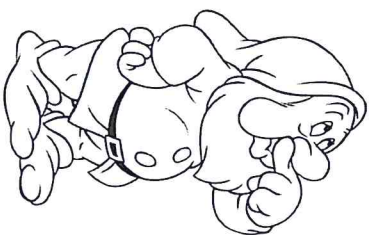


NOMBRE: _____

FECHA: _____



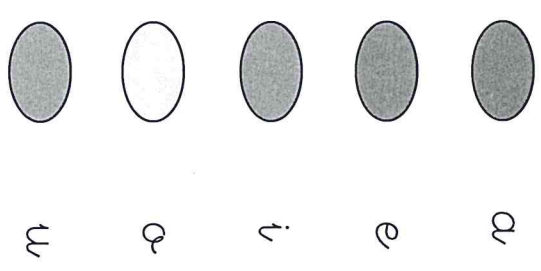
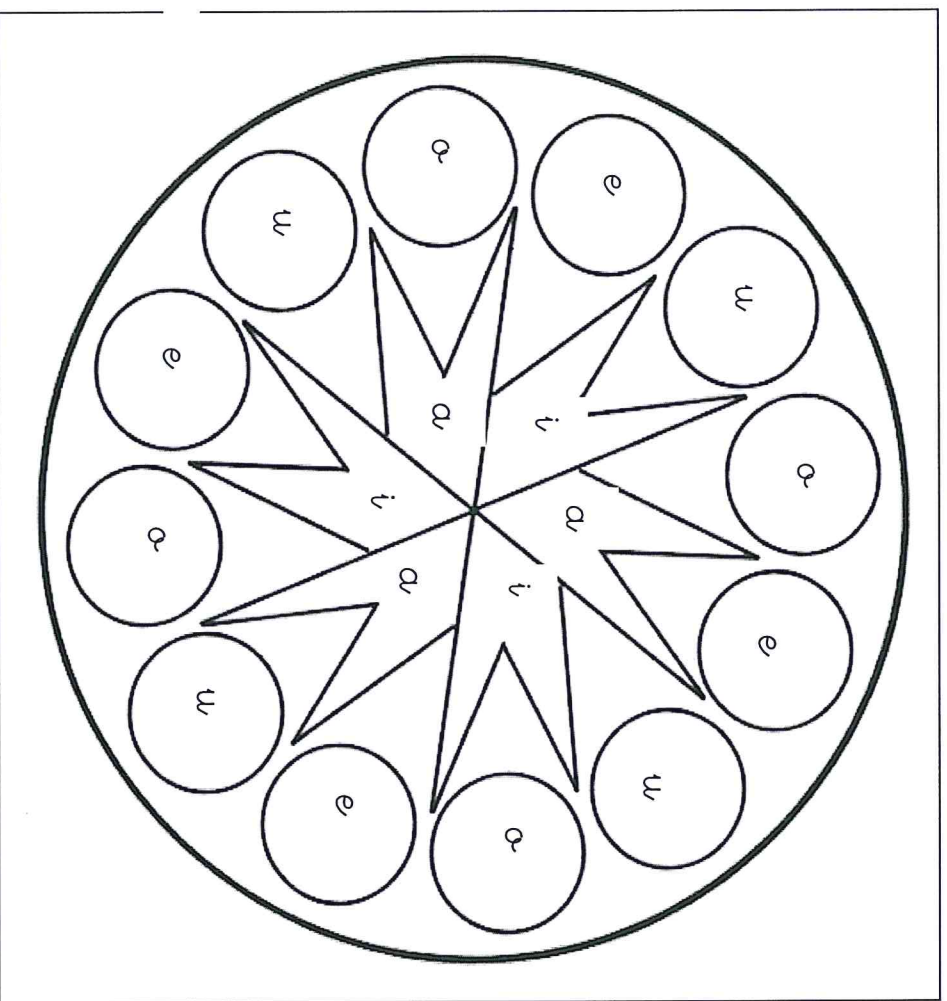
www.adafairy.com



Colorear los dibujos que comienza por e (pulpo, sepija, estrella de mar, ermitaño, caballo de mar y elefante)

NOMBRE: _____

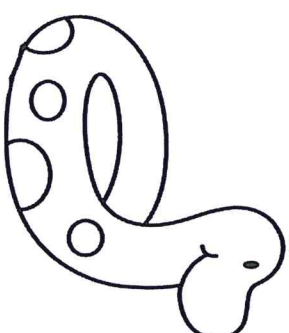
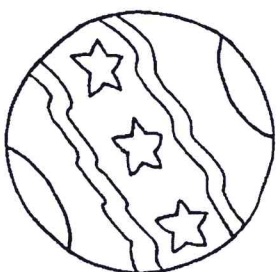
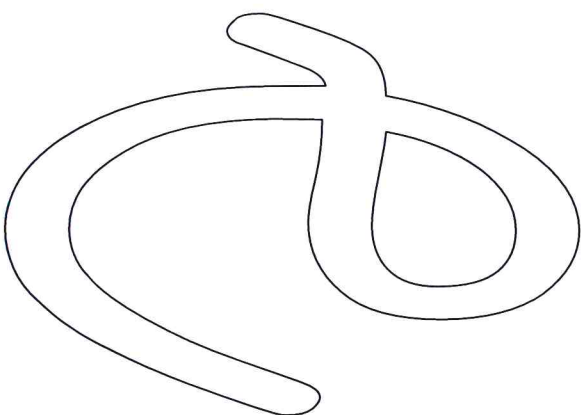
FECHA: _____



Colorear siguiendo la clave de color.

NOMBRE:

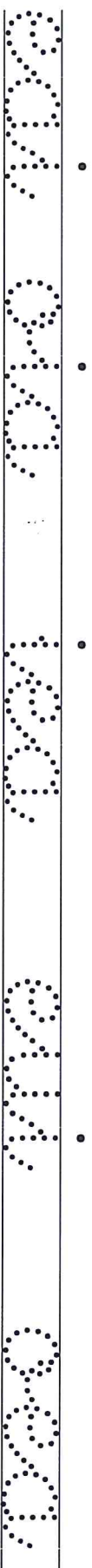
FECHA:



Colorea el dibujo que contenga "e" y repasa las letras.

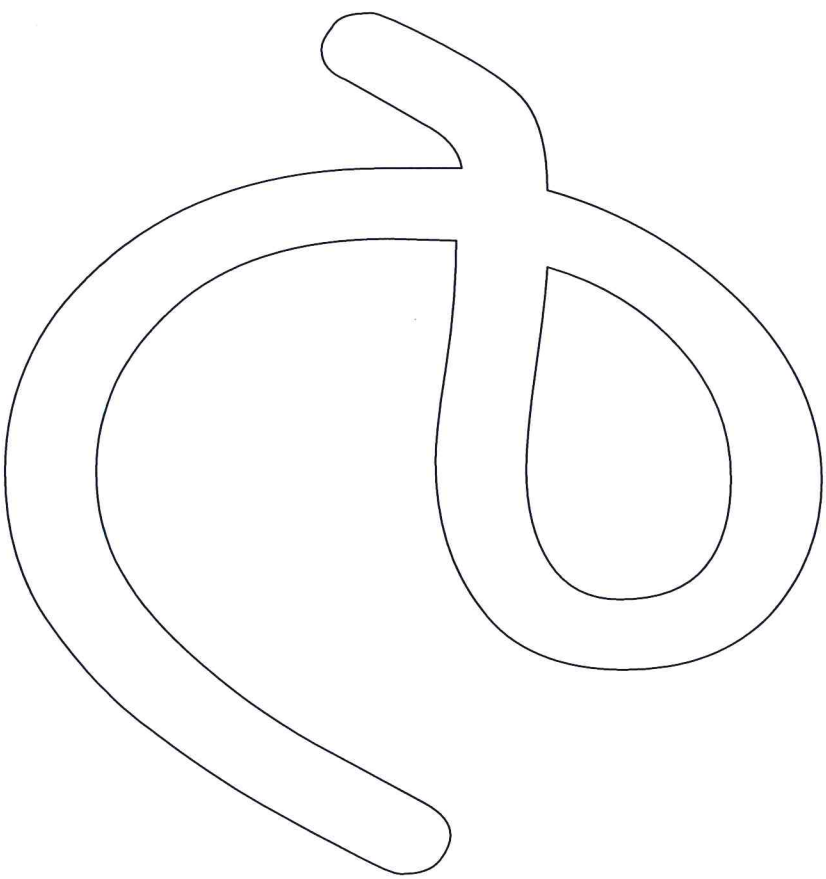
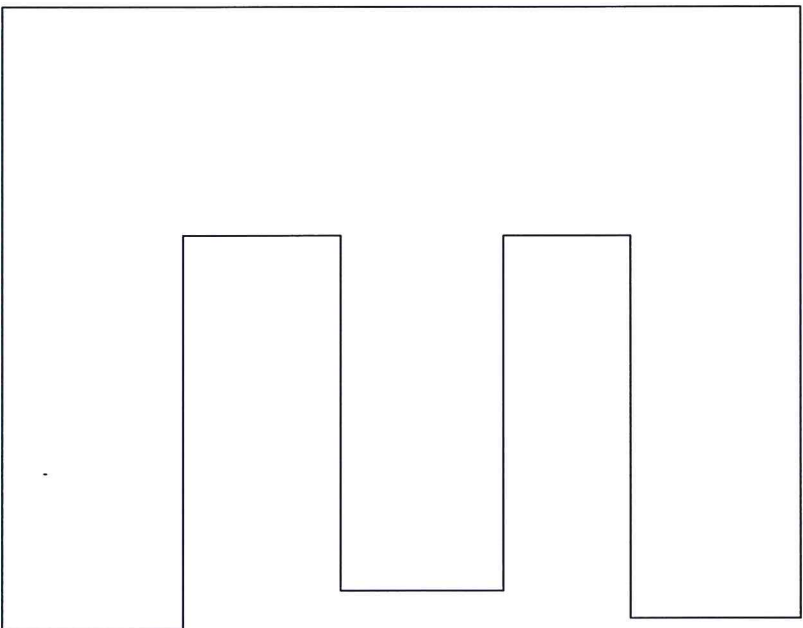
NOMBRE:

FECHA:



NOMBRE:

FECHA:



Rellena el interior de las letras.

NOMBRE: _____

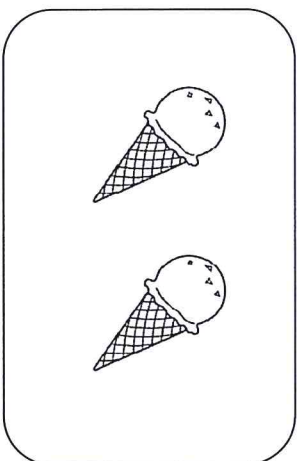
FECHA: _____



Repasar el trazo de las letras primera a lápiz y después con rotulador. Realizar la gráfica en las pautas.

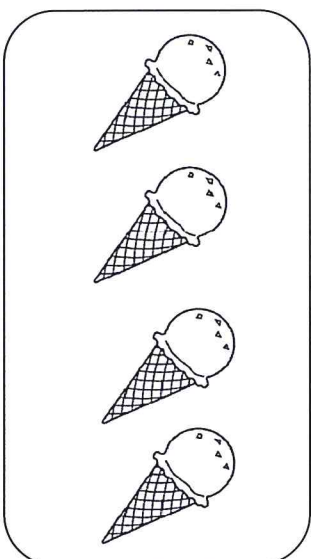
Nombre: _____

Fecha: _____

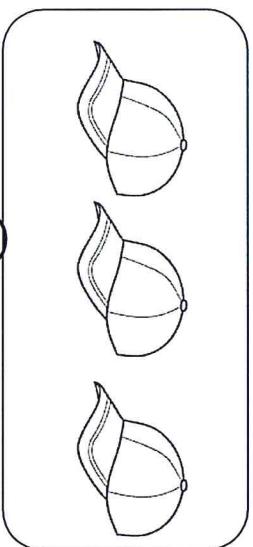
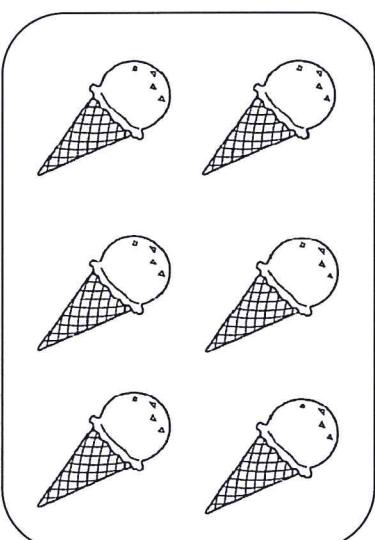


2

+

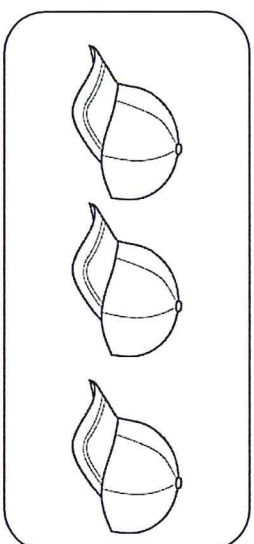


=

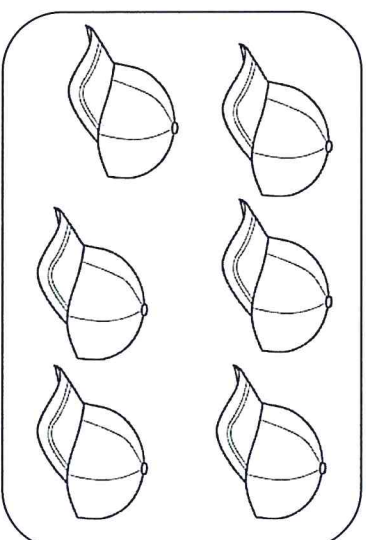


3

+

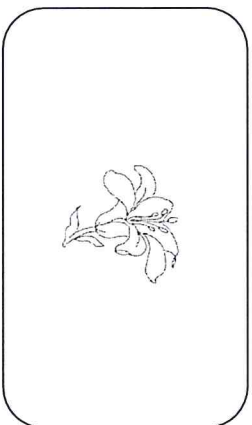


=

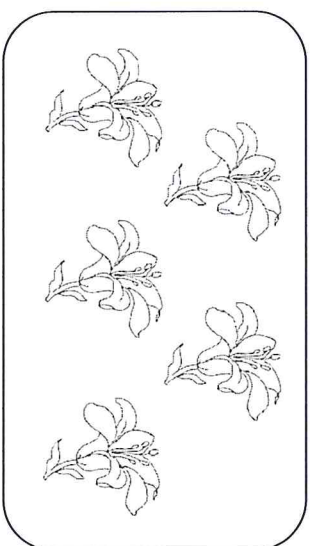


Nombre:

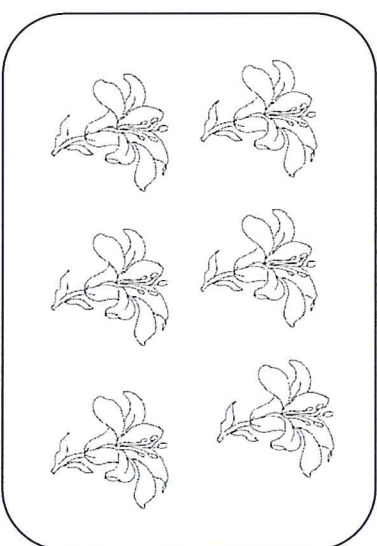
Fecha:



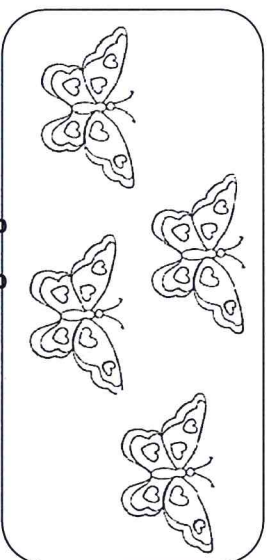
+



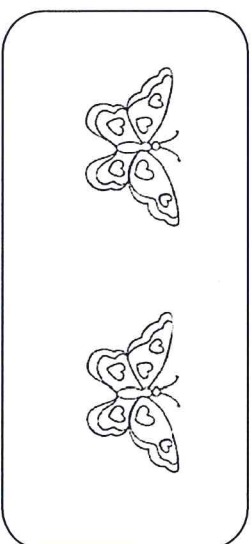
=



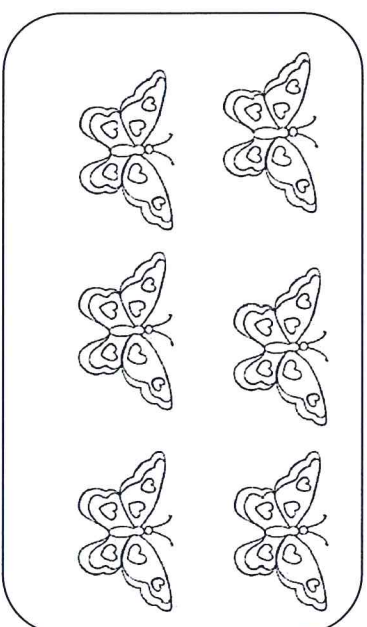
1



+



=





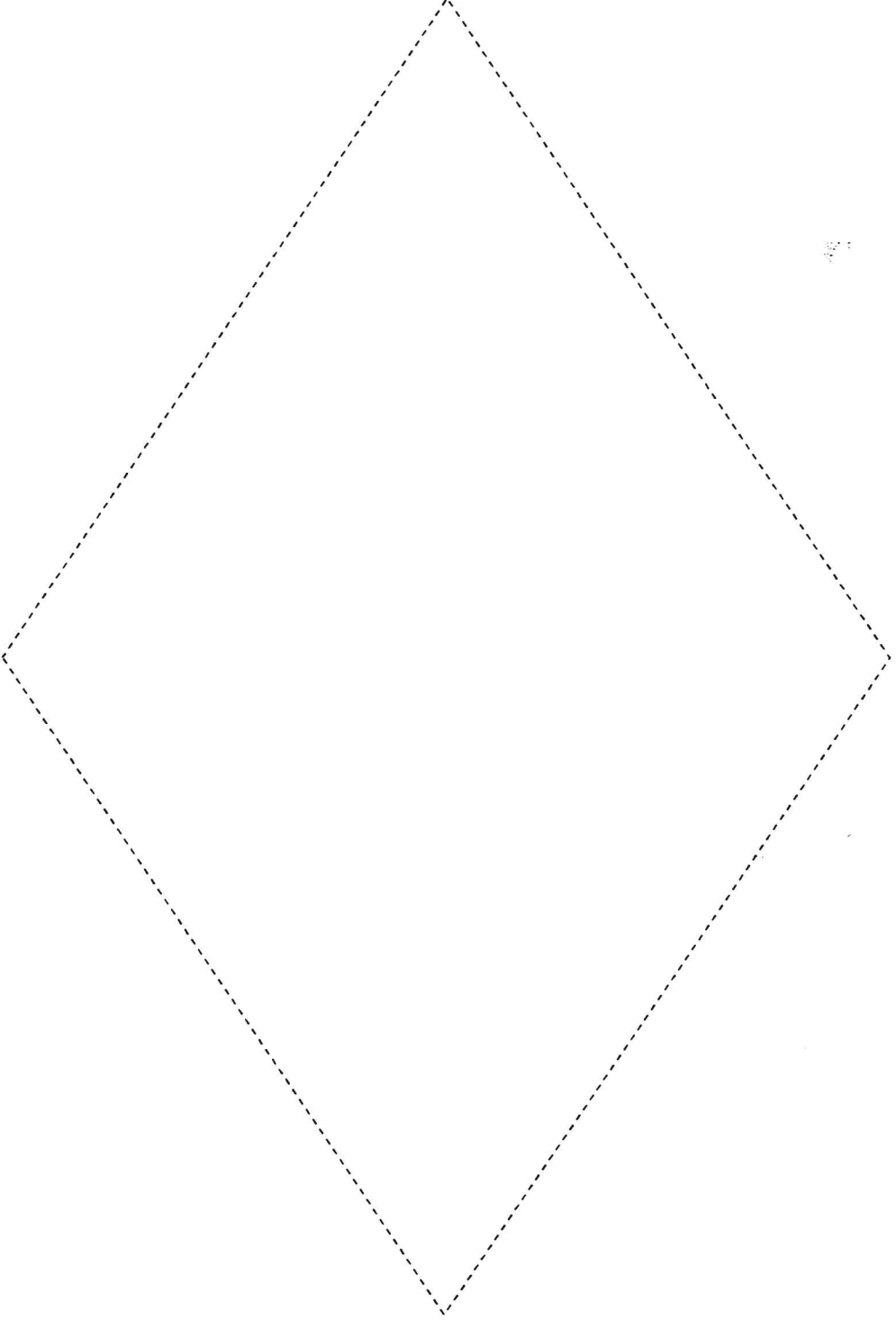
PEGAR AQUÍ EL ROMBO PICADO.

Fecha:

Nombre:



PICA EL ROMBO POR LA LÍNEA DE PUNTOS.

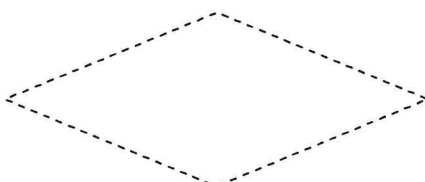
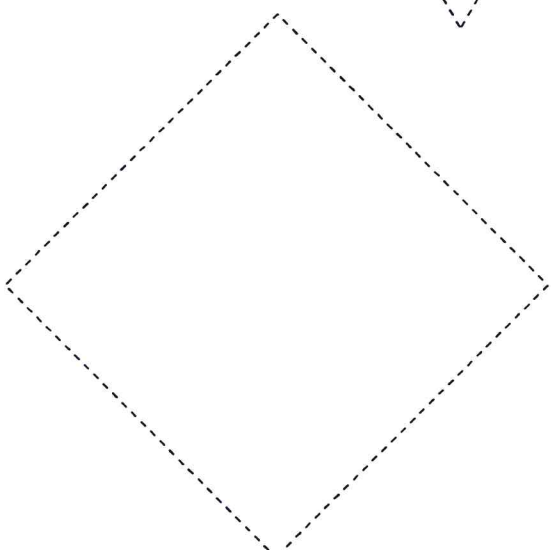
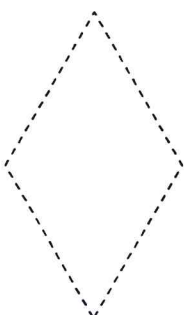
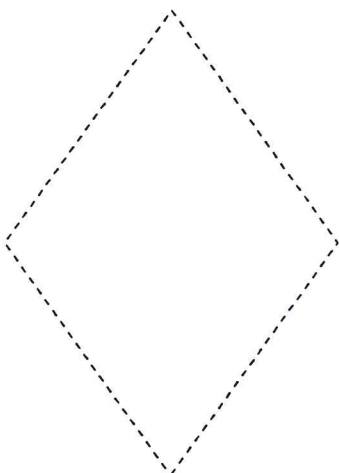
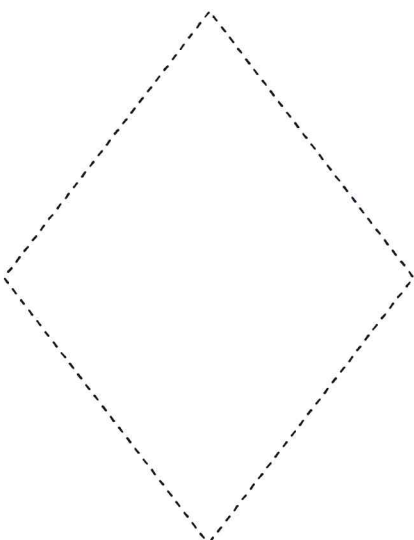
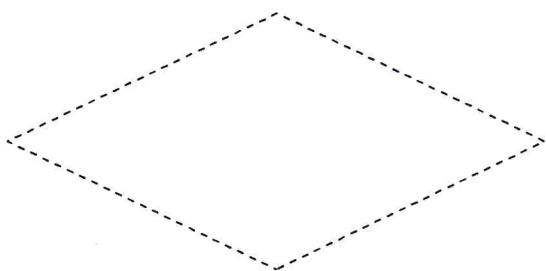
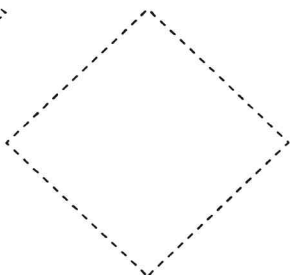
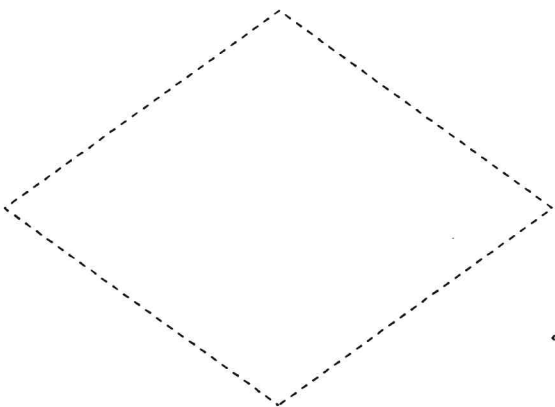


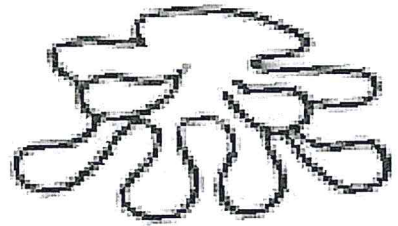


Nombre:

Fecha:

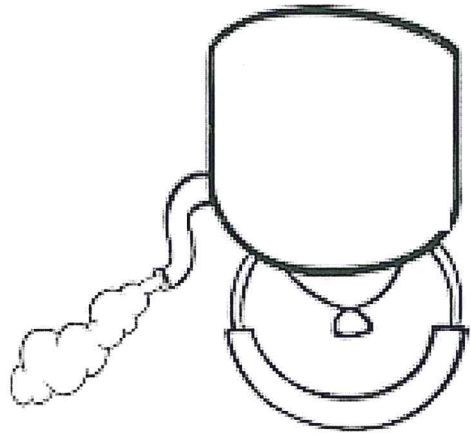
SIGUE LAS LINEAS Y FORMA TUS ROMBOS.





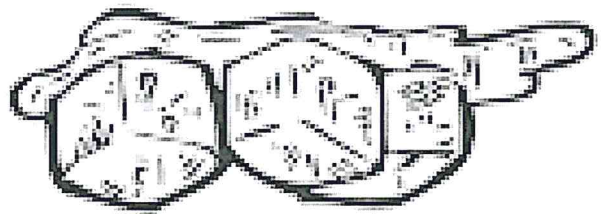
GASEOSO

Gaseosa



LÍQUIDO

Líquida



SÓLIDO

Sólida

Fecha:

Nombre:

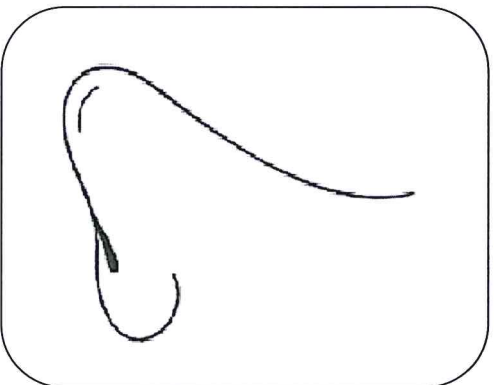


Nombre:

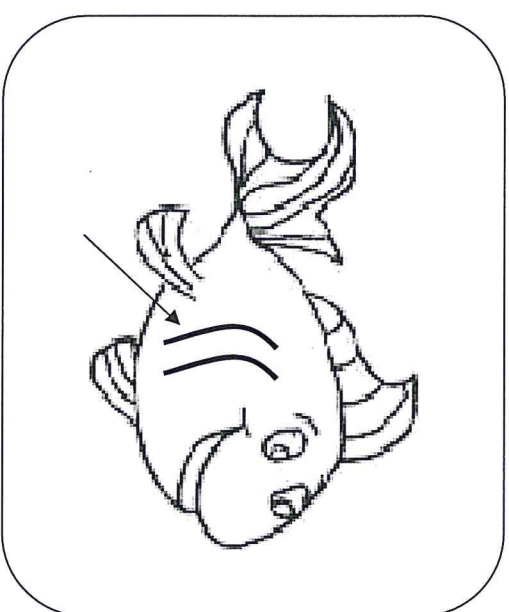
Fecha:

LOS

RESPIRAN POR



NARIZ



BRANQUIAS

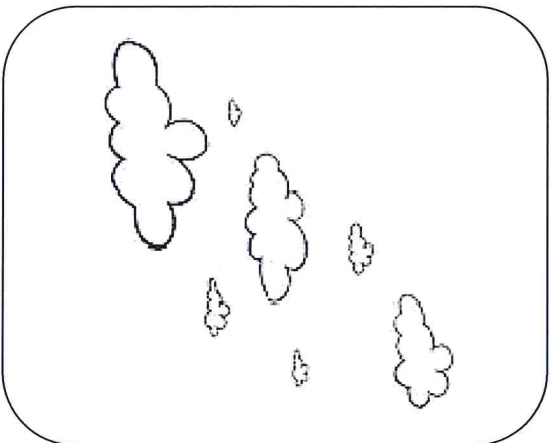


Nombre:

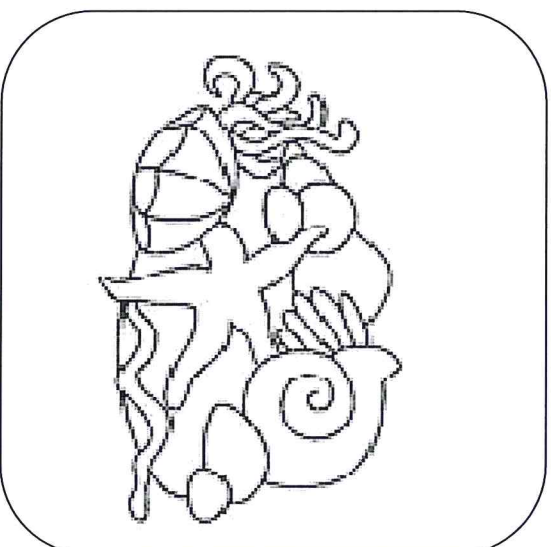
Fecha:

LOS

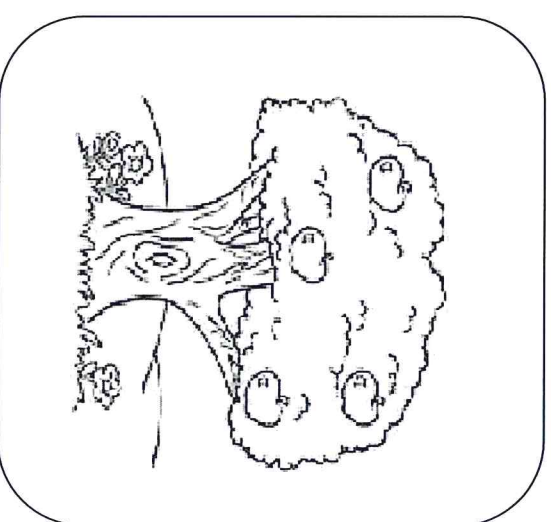
VIVEN EN



AIRE



AGUA



TIERRA

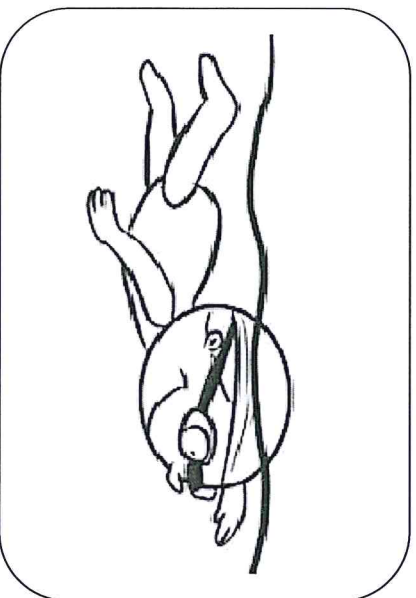
Nombre:

Fecha:

LOS

SE

MUEVEN



NADANDO

VOLANDO

ANDANDO

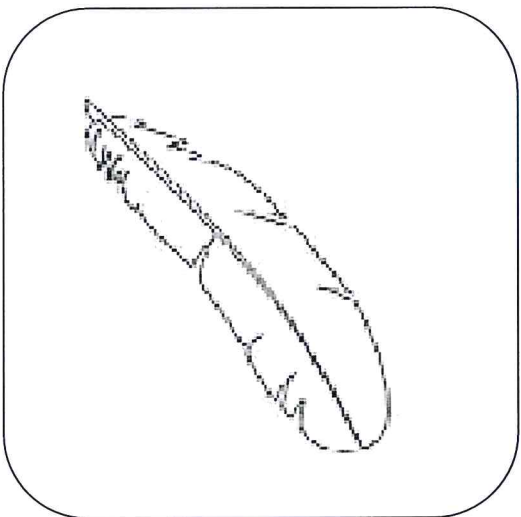


Nombre:

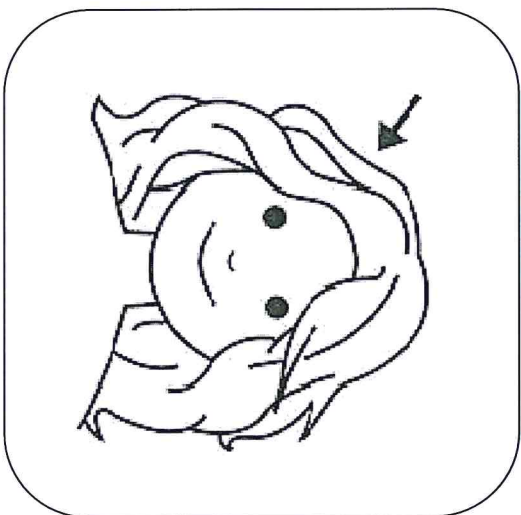
Fecha:

LOS

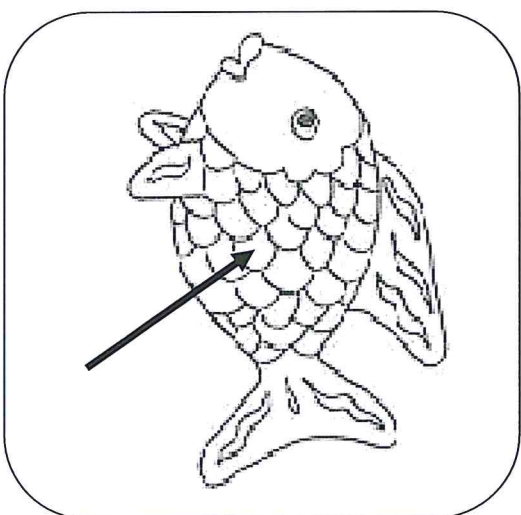
TIENEN



PLUMAS



PELO



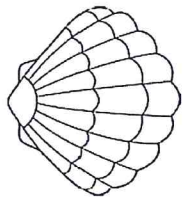
ESCAMAS



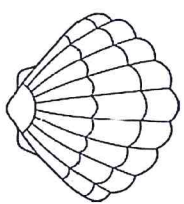
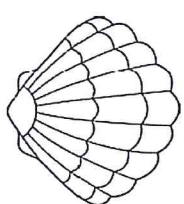


Nombre:

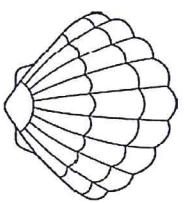
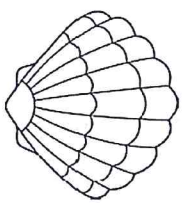
Fecha:



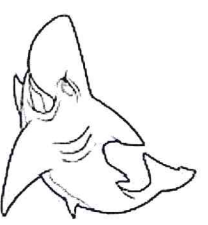
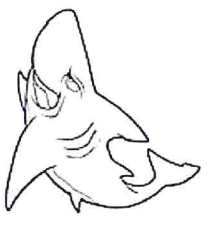
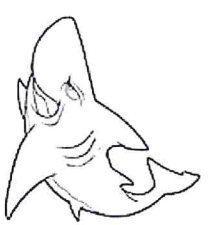
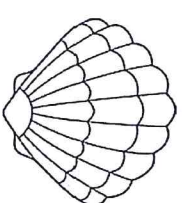
1º



3º



5º

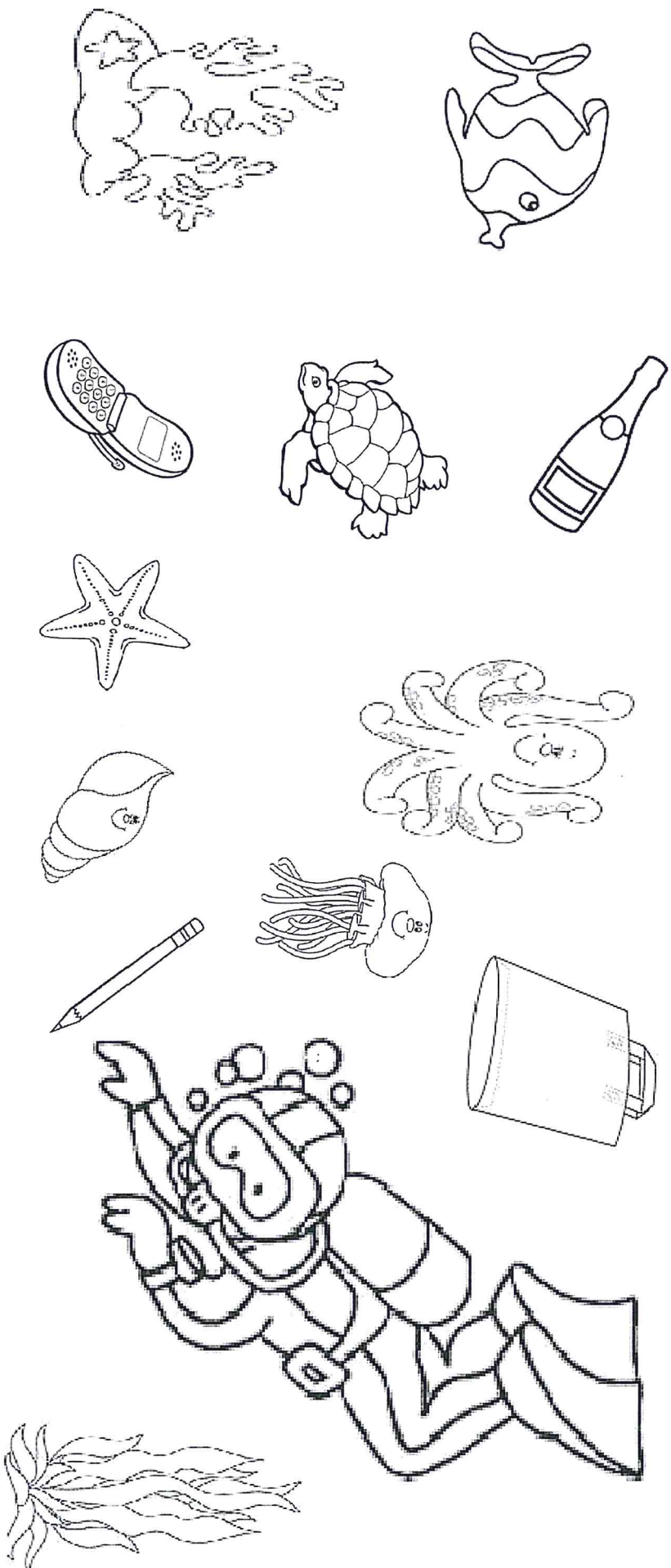


REALIZA LAS SERIES CON DIFERENTES COLORES Y COMPLETA CON LOS NÚMEROS ORDINALES.

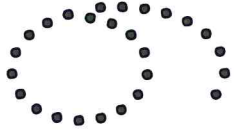
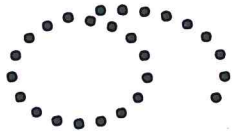
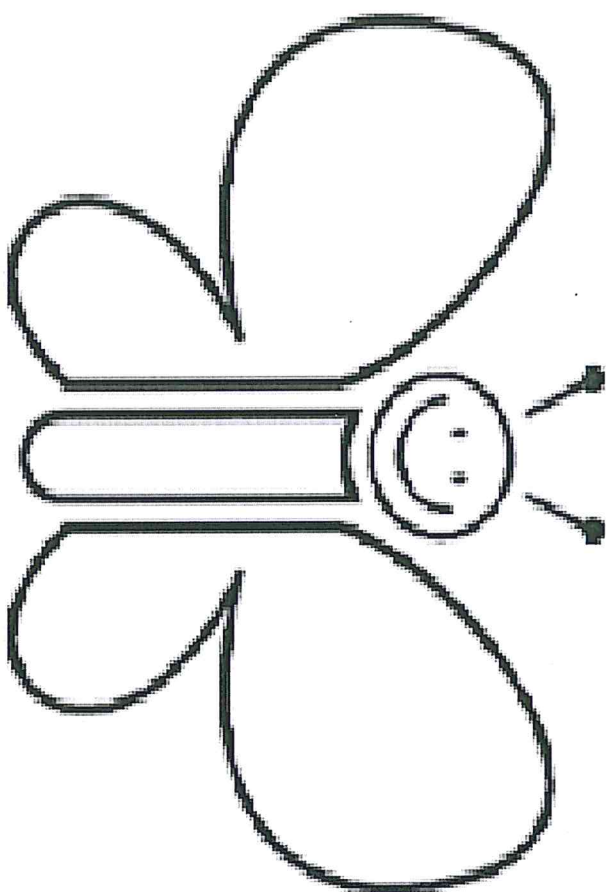
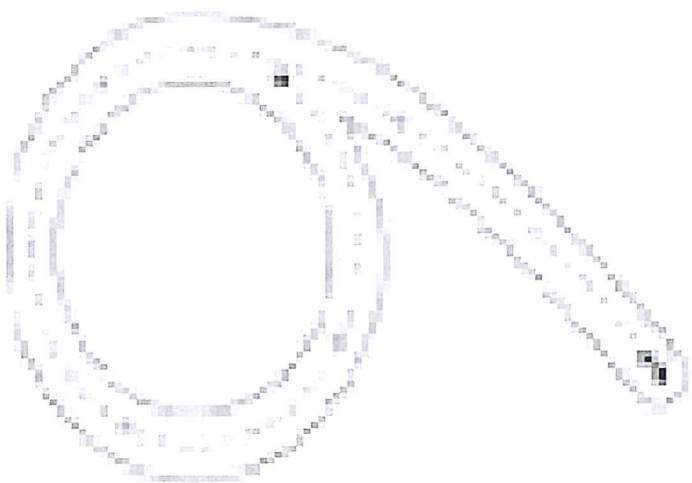


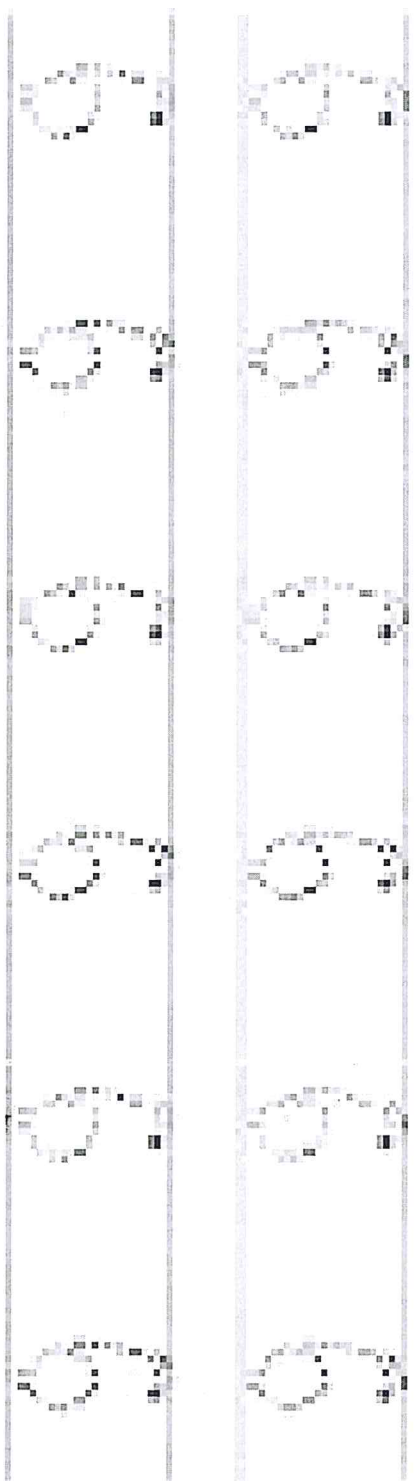
Nombre: _____

Fecha: _____



COLOREA LO QUE PERTENECE AL MAR Y TACHA LO QUE NO CORRESPONDA.





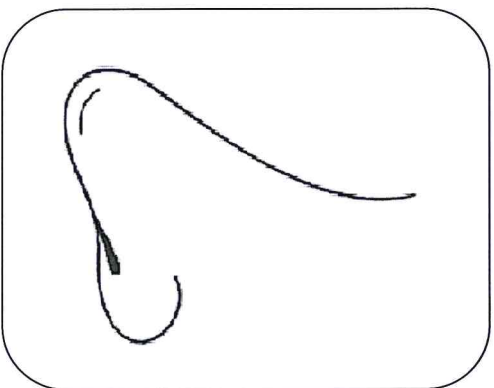


Nombre:

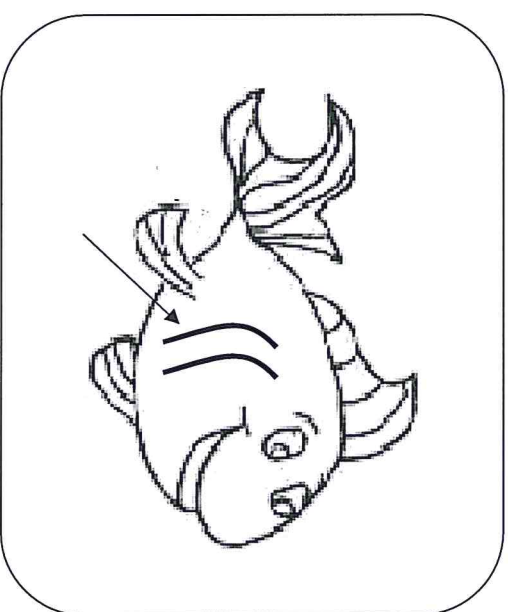
Fecha:

LOS

RESPIRAN POR



NARIZ



BRANQUIAS

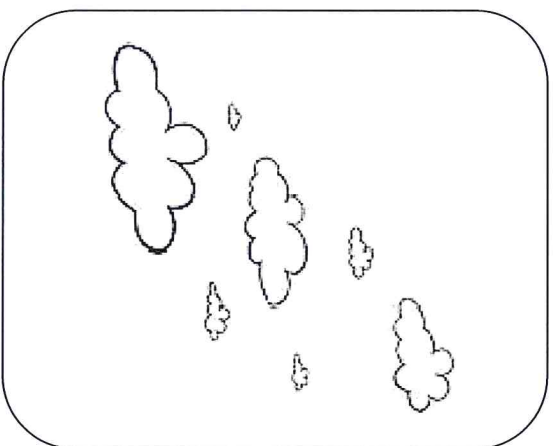


Nombre: _____

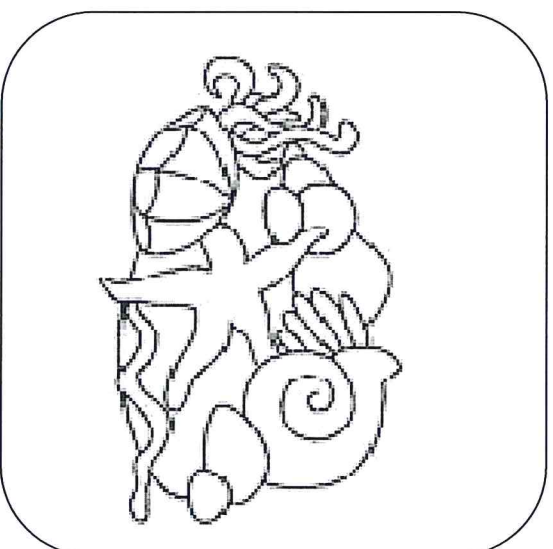
Fecha: _____

LOS

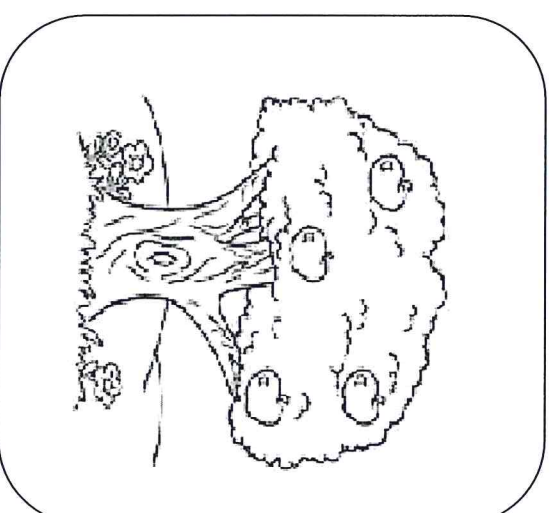
VIVEN EN



AIRE



AGUA



TIERRA



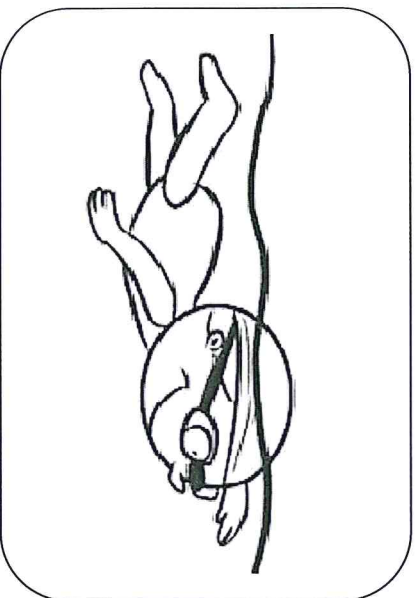
Nombre:

Fecha:

LOS

SE

MUEVEN



NADANDO



VOLANDO



ANDANDO



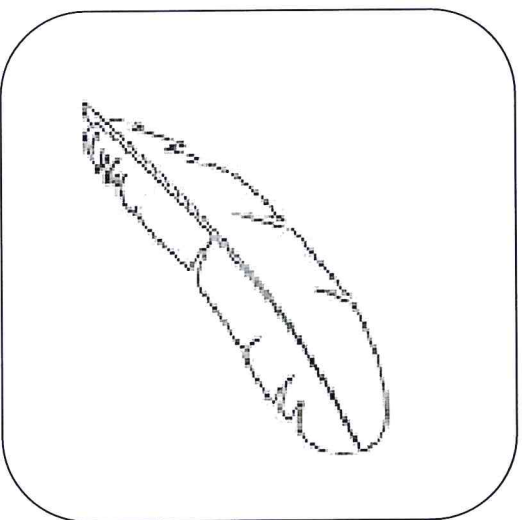


Nombre:

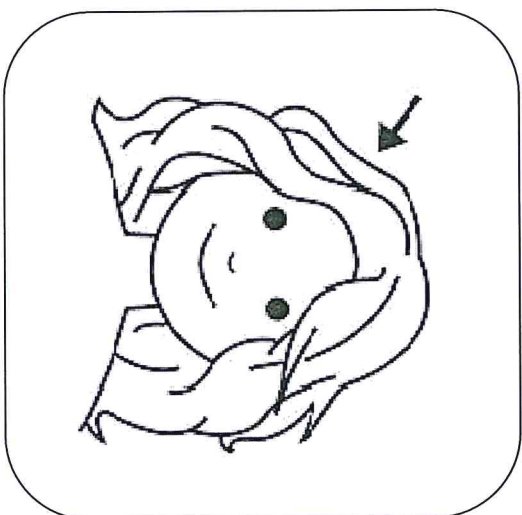
Fecha:

LOS

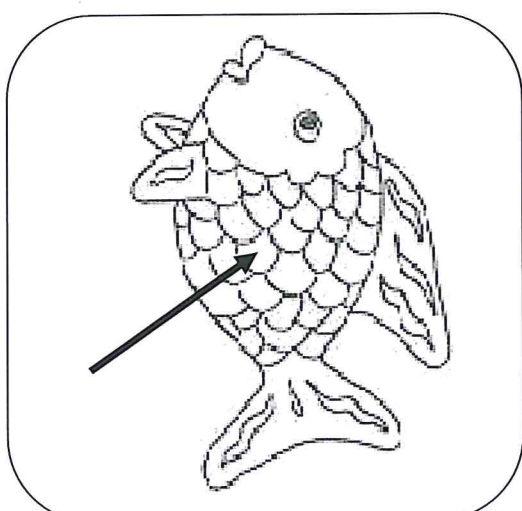
TIENEN



PLUMAS



PELO



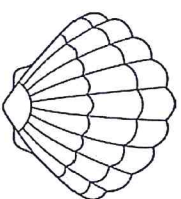
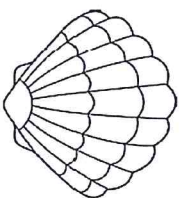
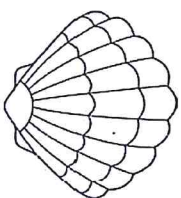
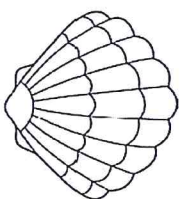
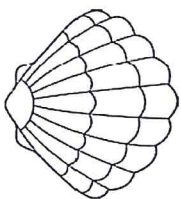
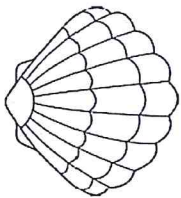
ESCAMAS





Nombre: _____

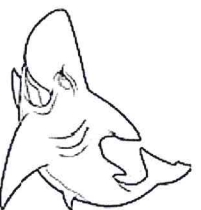
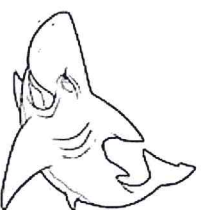
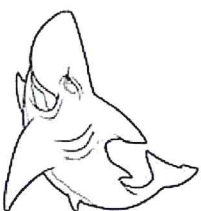
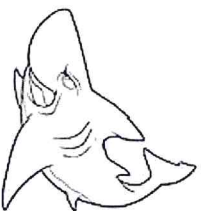
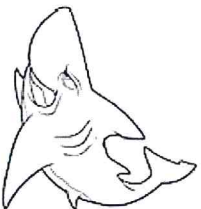
Fecha: _____



1º

3º

5º

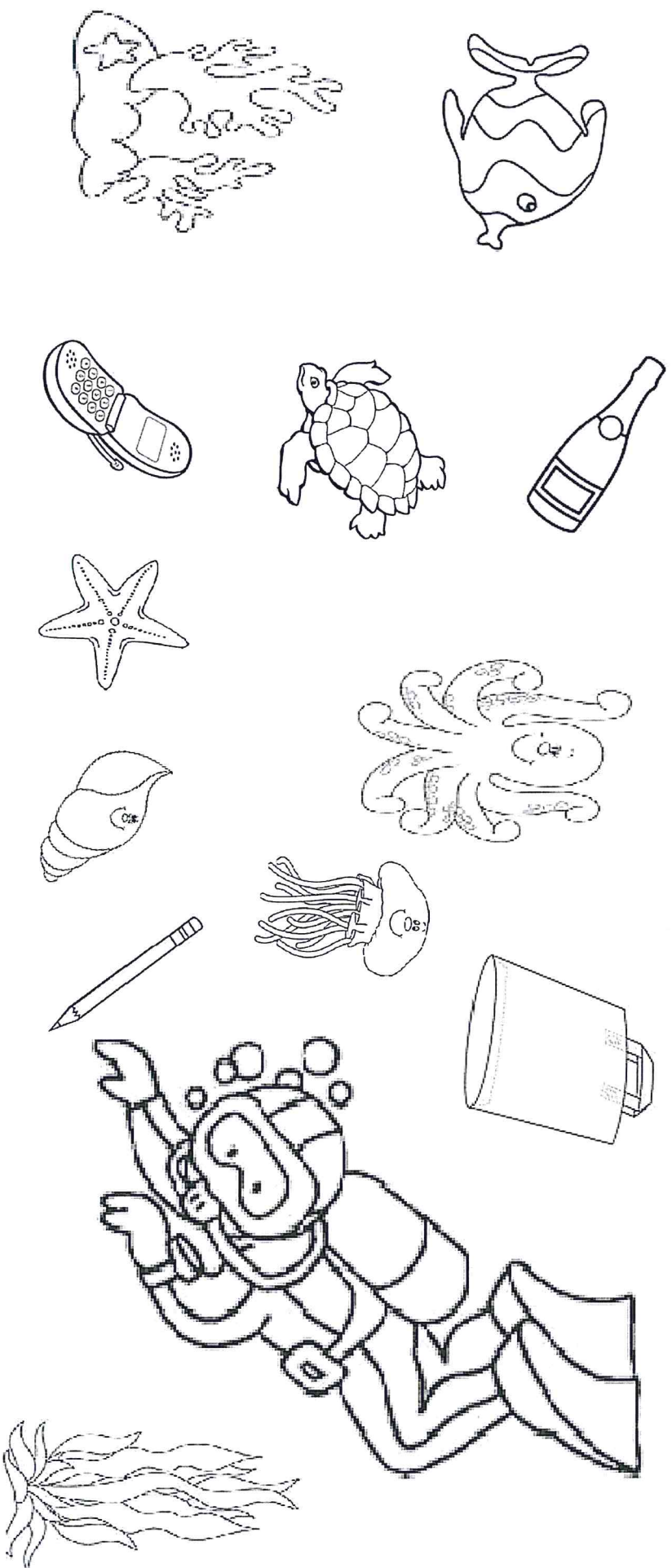


REALIZA LAS SERIES CON DIFERENTES COLORES Y COMPLETA CON LOS NÚMEROS ORDINALES.



Nombre: _____

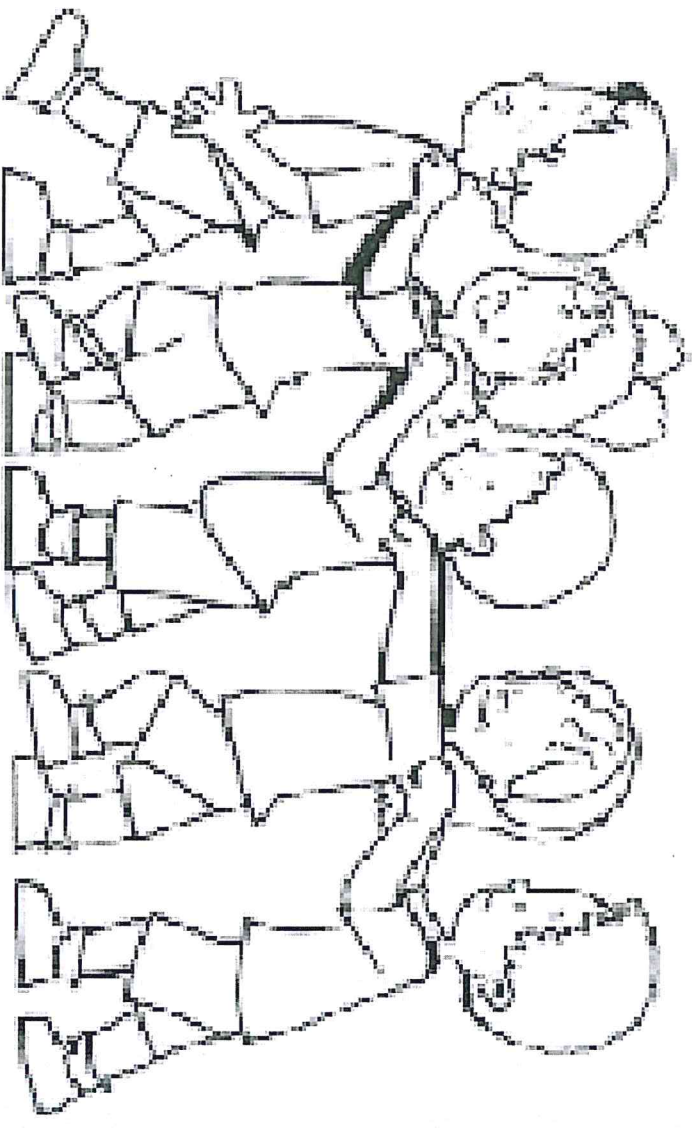
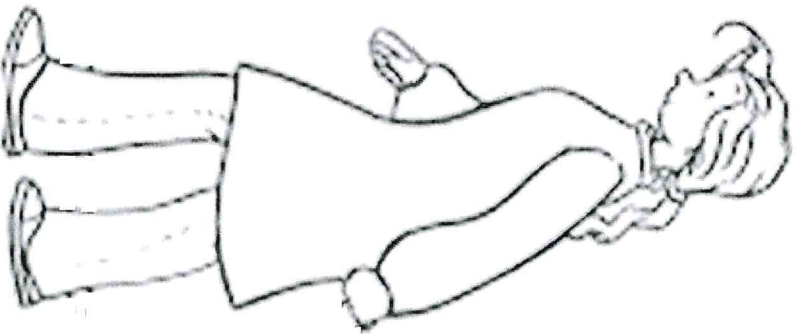
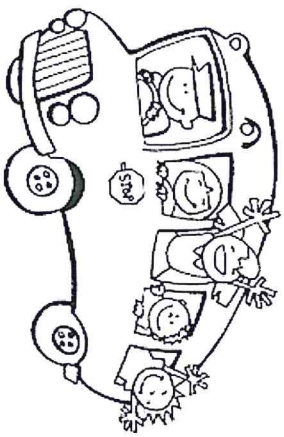
Fecha: _____



COLOREA LO QUE PERTENECE AL MAR Y TACHA LO QUE NO CORRESPONDA.

Nombre: _____

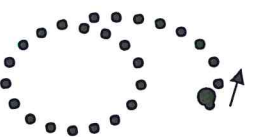
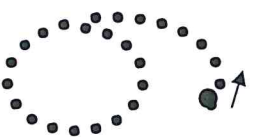
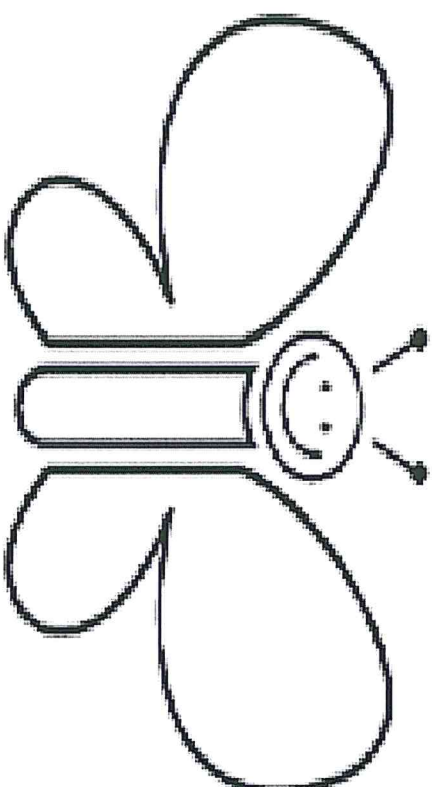
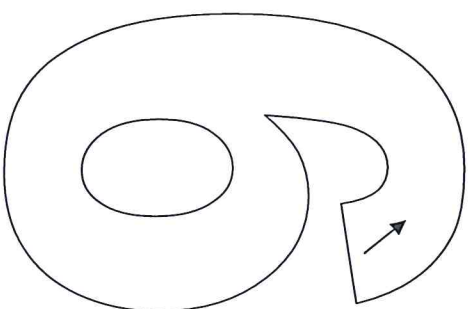
Fecha: _____



COLOREA Y ESCRIBE LOS NÚMEROS ORDINALES.

Nombre:

Fecha:

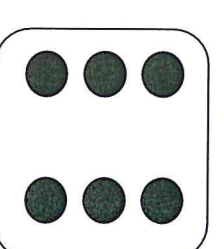
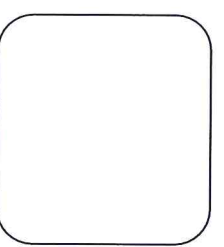
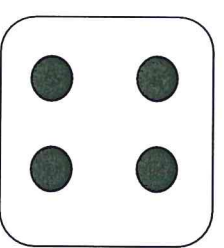
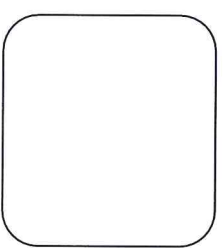
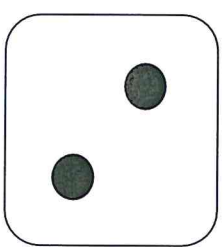
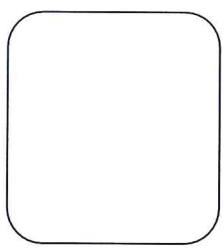
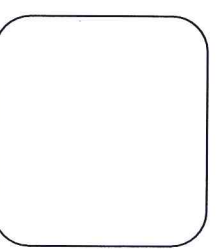
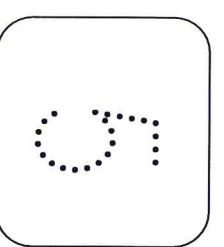
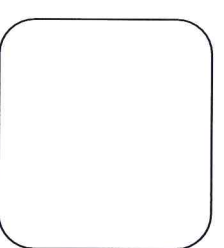
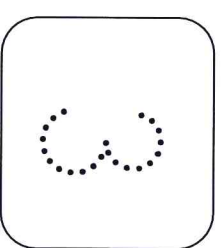
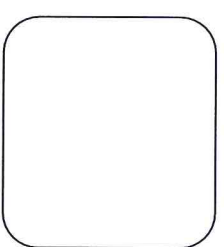
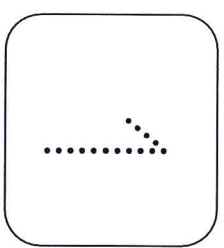


REALIZA LA GRAFÍA DEL NÚMERO 6. COLOREA LA MARIPOSA Y DIBUJA EN ELLA 6 PUNTOS.



Nombre:

Fecha:



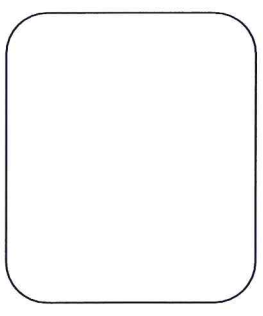
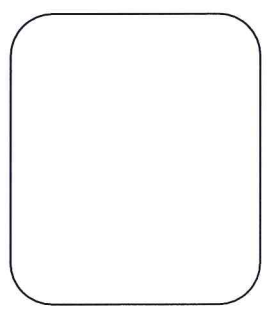
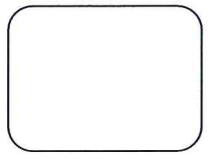
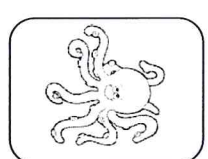
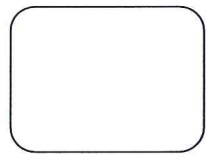
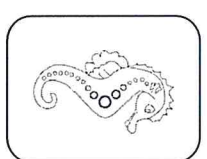
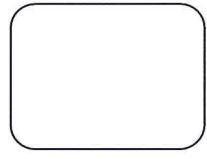
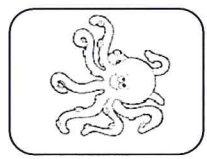
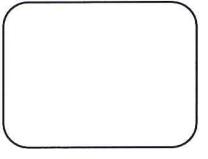
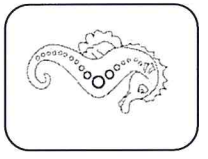
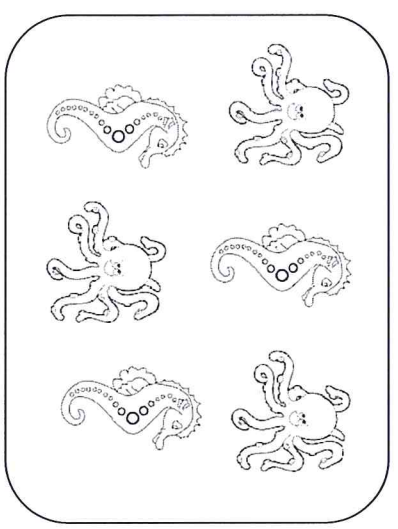
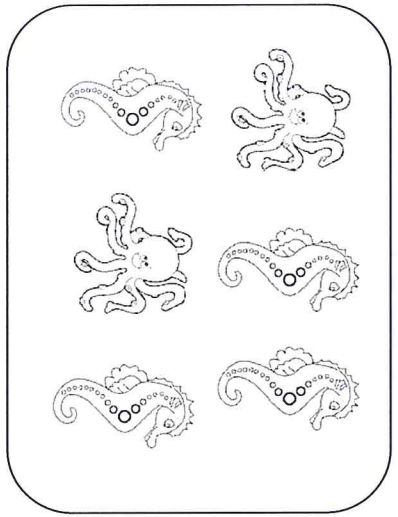
ESCRIBE LOS NÚMEROS O DIBUJA LOS PUNTOS EN SU LUGAR CORRESPONDIENTE.





Nombre:

Fecha:

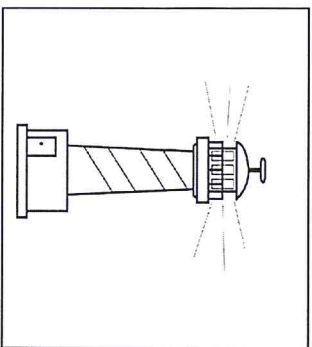


REALIZAR LAS DESCOMPOSICIONES.



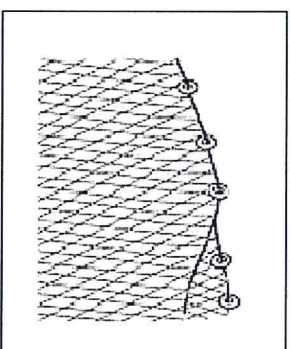
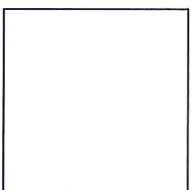
Nombre: _____

Fecha: _____



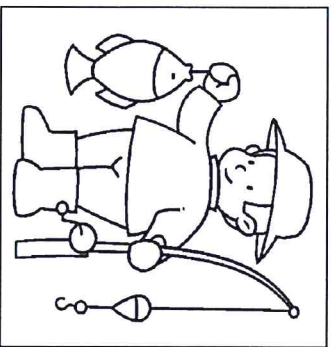
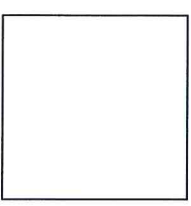
FARO

faro



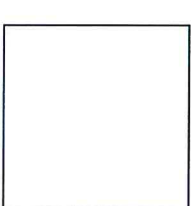
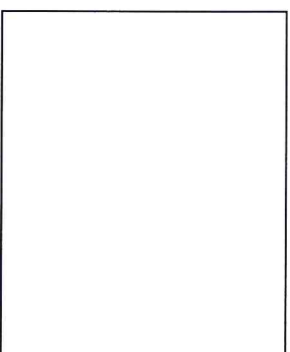
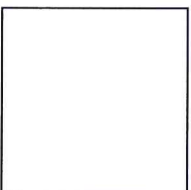
RED

red



PESCADOR

pescador



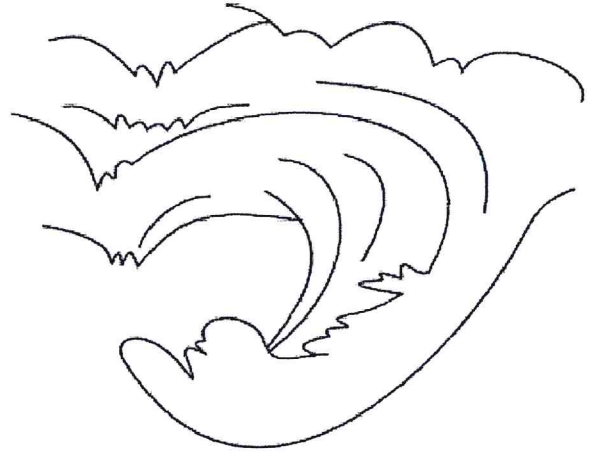
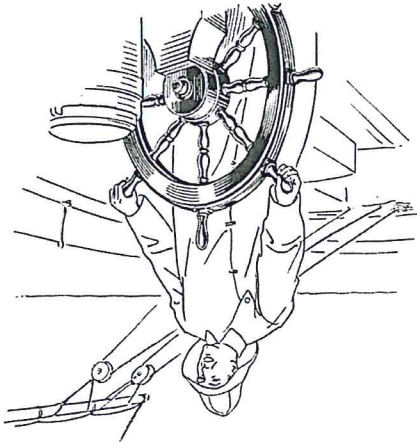
PON EL NÚMERO DE SÍLABAS QUE TIENE CADA UNA DE LAS PALABRAS Y DIBUJA UNA PALABRA CON TRES SÍLABAS.



COMPLETAR LAS PALABRAS CON LAS LETRAS QUE FALTAN. PINTAR

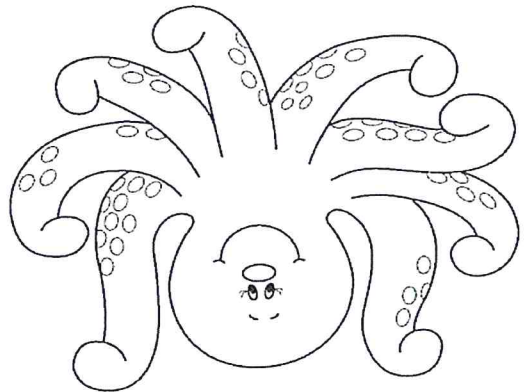
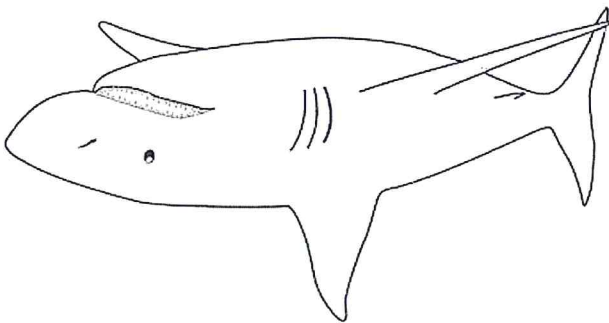
M _ R _ N _ R _

_ _ _ _ _



T _ B _ R _ N _

P _ I _ P _



Fecha:

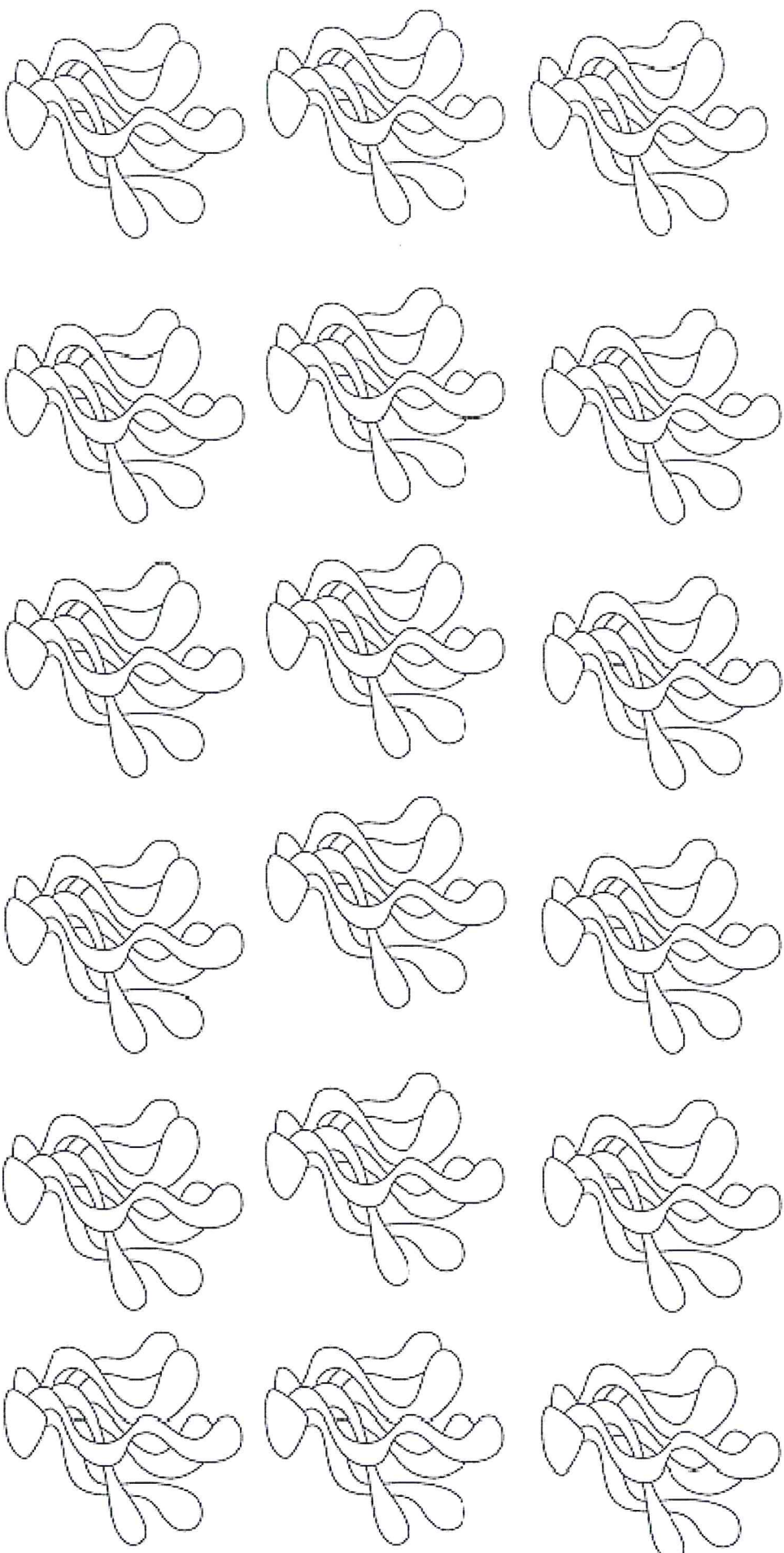
Nombre:





Nombre: _____

Fecha: _____



AGRUPAR LAS ALGAS MARINAS DE 6 EN 6.





PEGAR LAS PIEZAS DEL PUZZLE DE BUCEO.

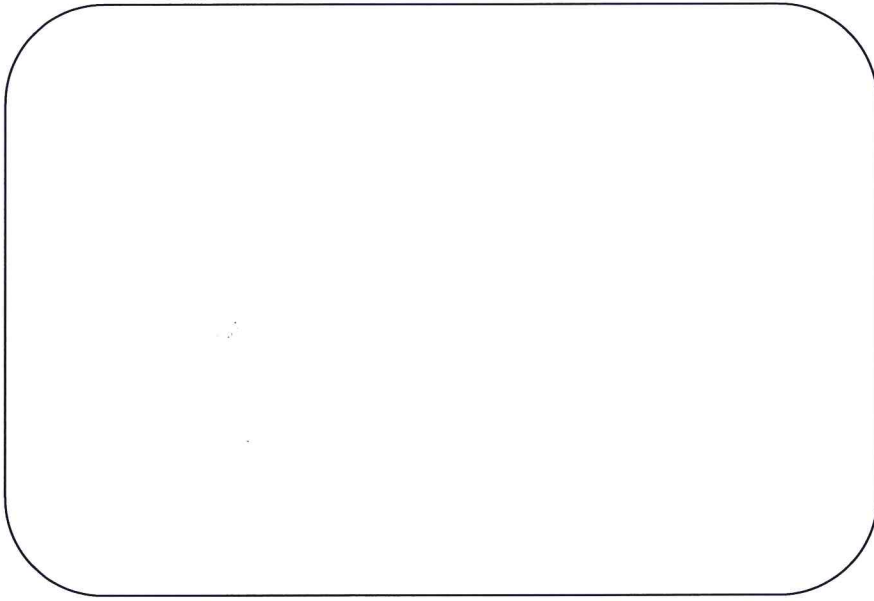
Fecha:

Nombre:





ESCRIBE LA SOLUCIÓN DE LA ADIVINANZA Y DIBÚJALA.



Das pinzas tengo,
hacia atrás camino,
de mar o de río,
en el agua vivo.

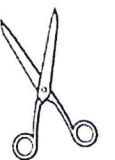
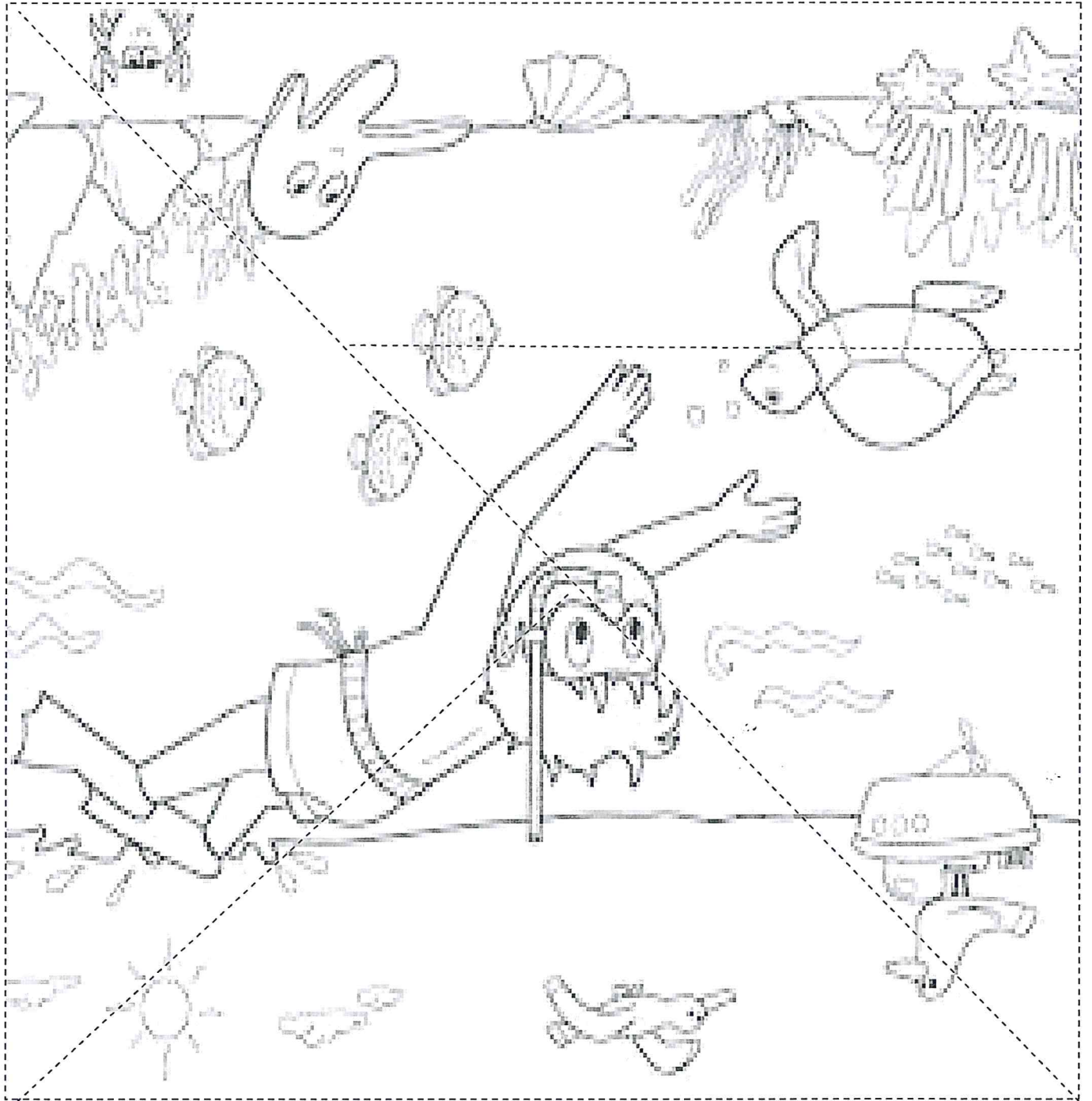
ADIVINANZA

Fecha:

Nombre:



COLOREA, RECORTA Y PEGA EN OTRA HOJA LAS PIEZAS DEL PUZZLE DE BUCEO.





Nombre:

Fecha:

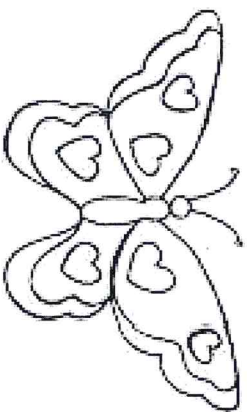
ABEJA

Abeja



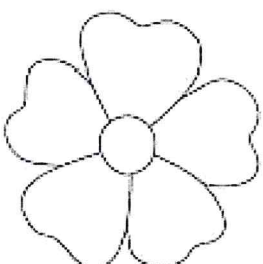
MARIPOSA

Mariposa



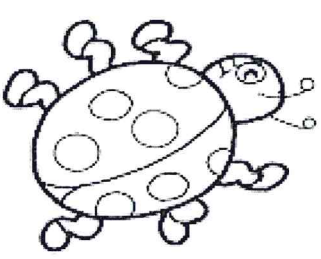
FLOR

Flor



MARIQUITA

Mariquita



RECORTA Y PEGA CADA ETIQUETA EN SU LUGAR CORRESPONDIENTE.

FLOR

Flor

MARIQUITA

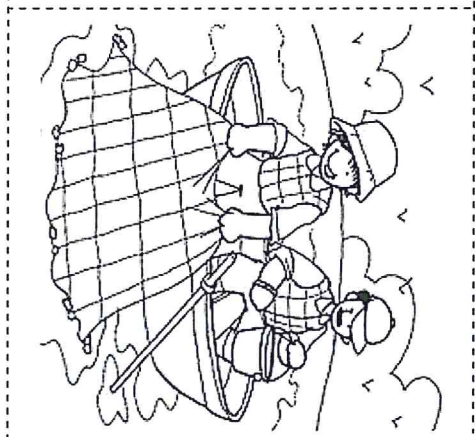
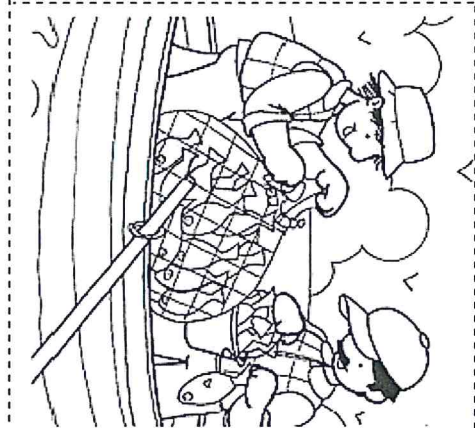
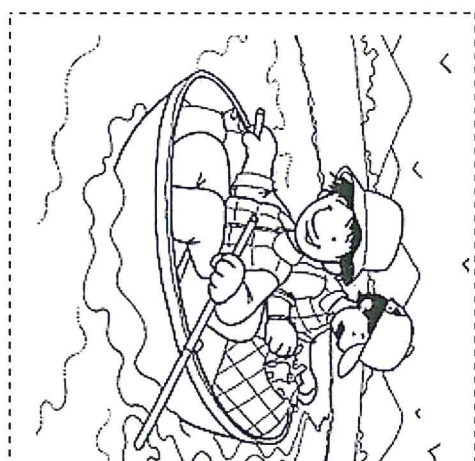
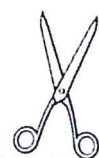
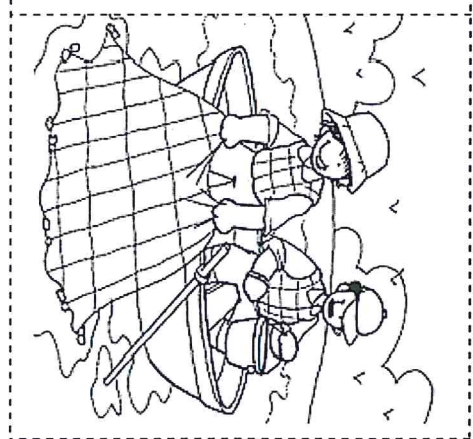
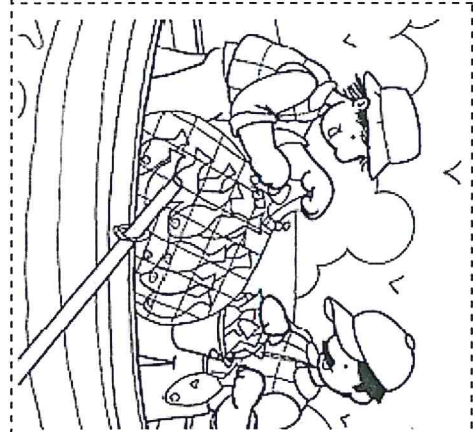
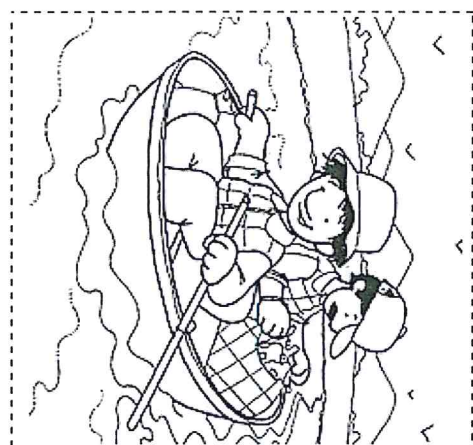
Mariquita

MARIPOSA

Mariposa

ABEJA

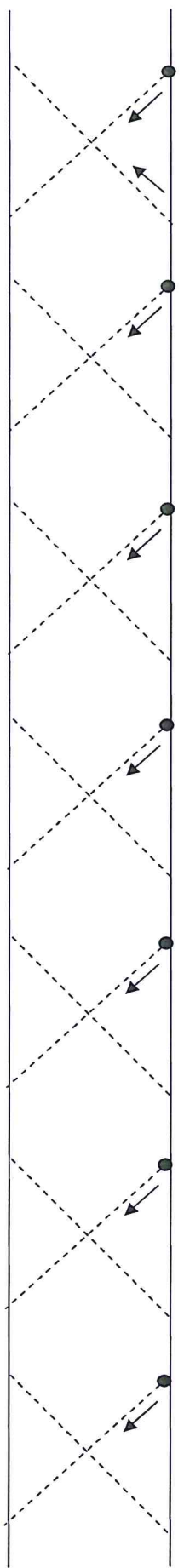
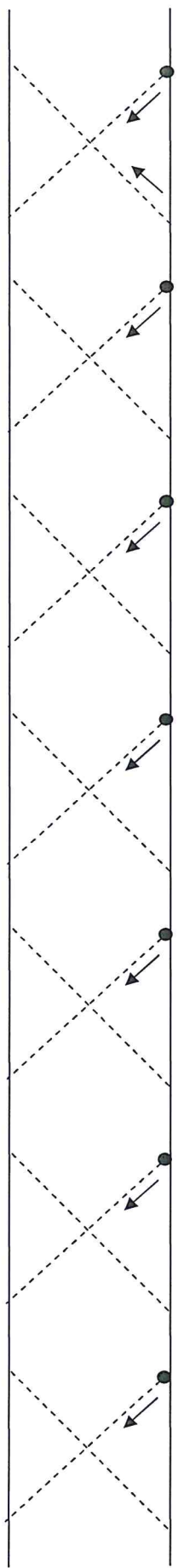
Abeja





Nombre:

Fecha:



REALIZAR LOS TRAZOS.





DIBUJA UN PAISAJE CON RÍO Y OTRO CON MAR.

PAISAJE DE MAR

PAISAJE DE RÍO

PAISAJE DE RÍO

PAISAJE DE MAR

Nombre:

Fecha:





PEGAR LAS PIEZAS DEL PUZZLE DE BUCEO.

Fecha:

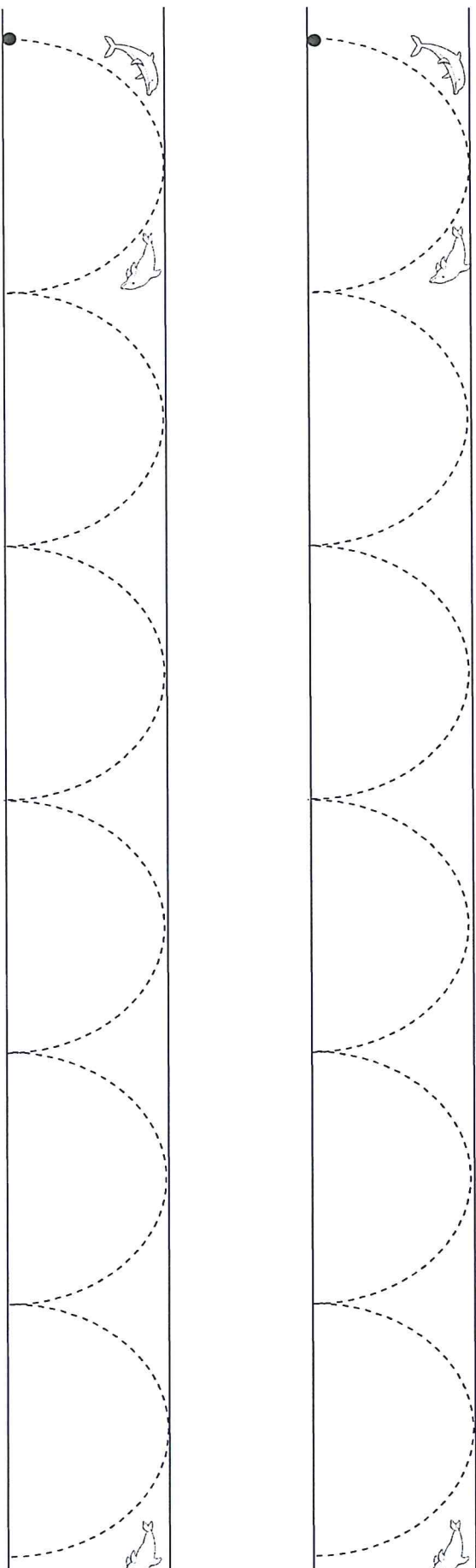
Nombre:





Nombre:

Fecha



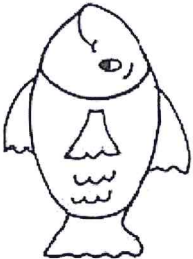
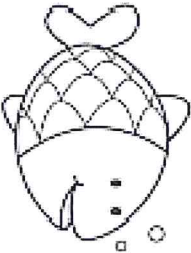
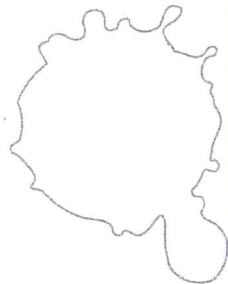
REALIZAR LOS TRAZOS.





Nombre:

Fecha:

				MORADO	
				NARANJA	
				ROSA	

DIBUJA Y PINTA CADA PEZ EN SU LUGAR CORRESPONDIENTE.





Nombre:

Fecha:

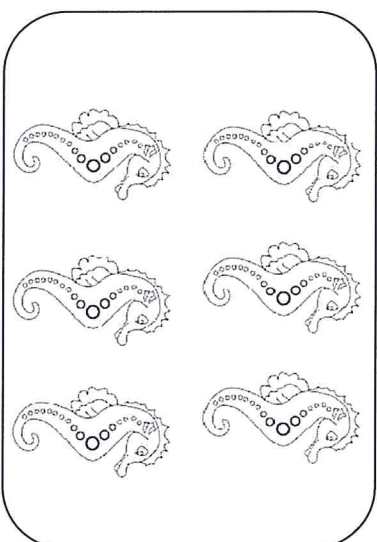
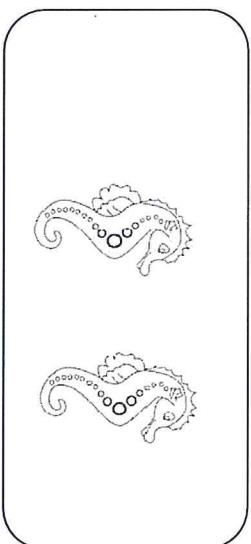
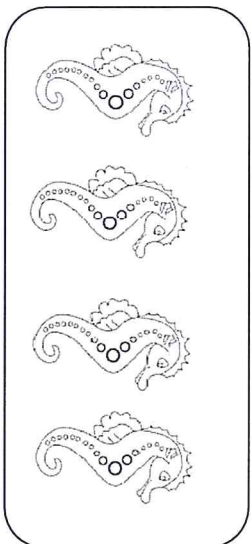
1. LOS PESCADORES SALEN CON SU BARCA
2. SE ADENTRAN EN EL MAR Y PREPARAN LAS REDES
3. TIRAN LAS REDES AL MAR PARA PODER PESCAR
4. RECOGEN LO QUE HAN PESCADO

PEGA CADA IMAGEN EN SU LUGAR CORRESPONDIENTE.



Nombre:

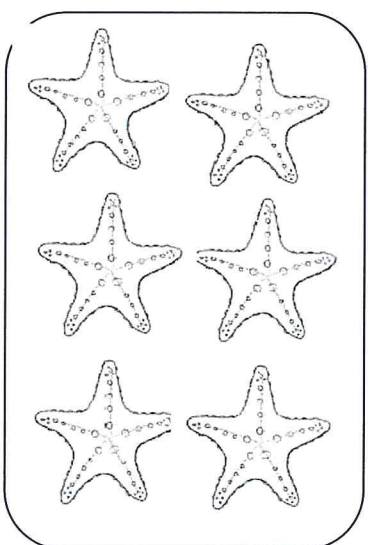
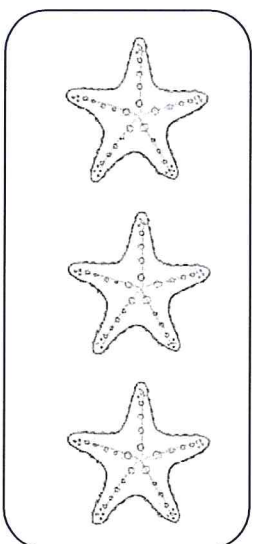
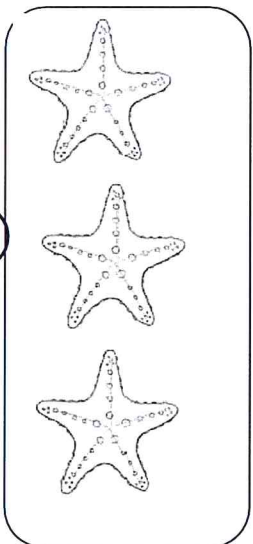
Fecha:



4

+

=



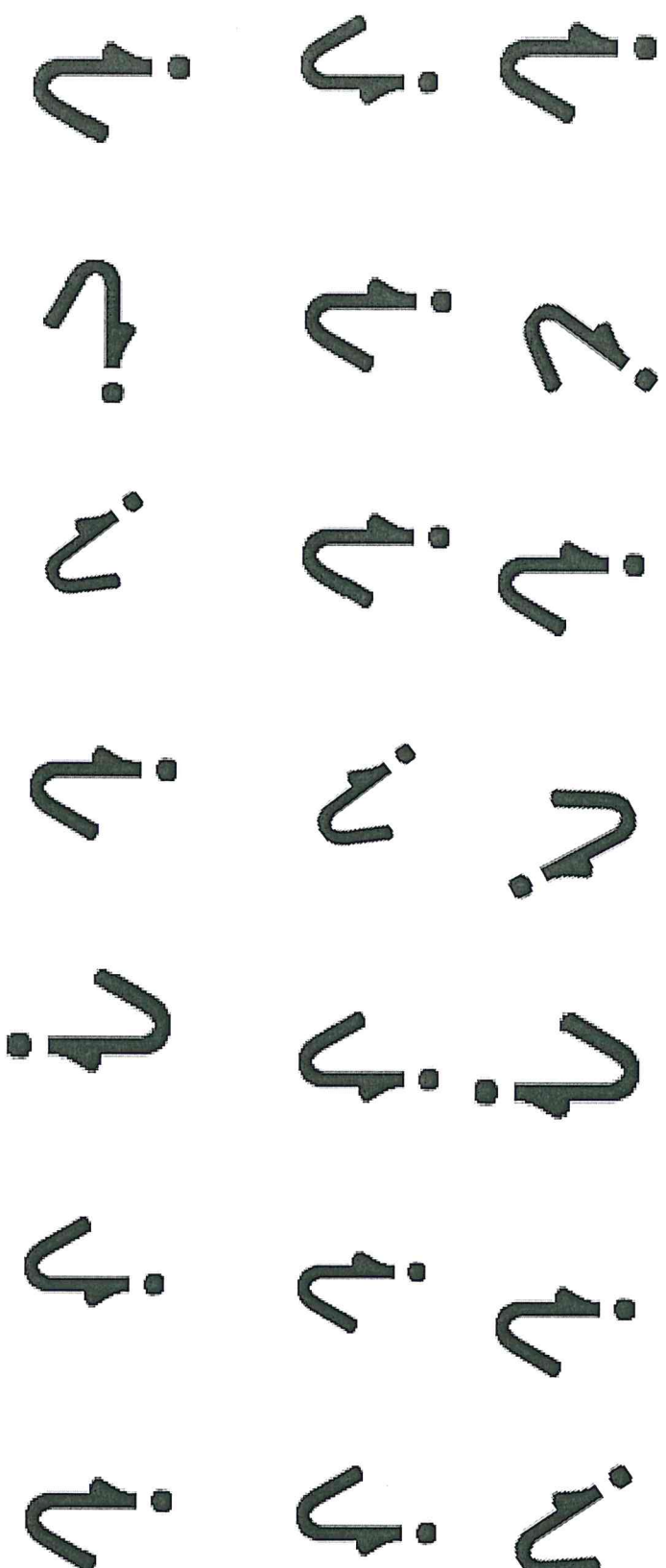
3

+

=

NOMBRE: _____

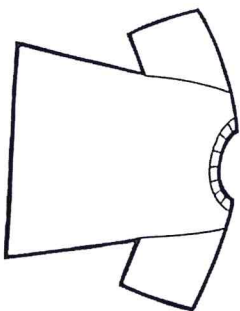
FECHA: _____



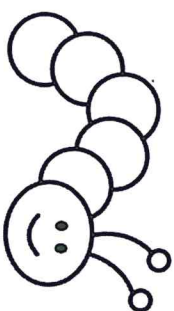
Rodear las letras bien escritas, tachar las que están mal.

NOMBRE: _____

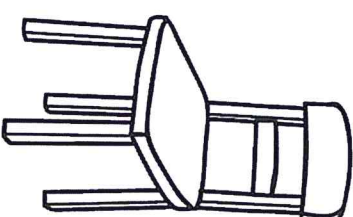
FECHA: _____



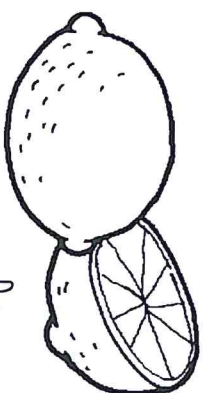
camiseta



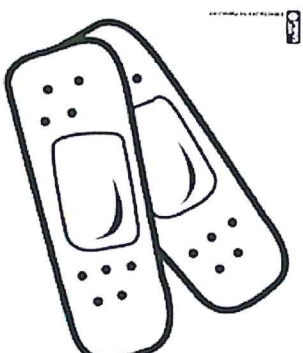
gusano



silla



limón



lirrita

Localizar y rodear las letras i. Colorear los dibujos que la contengan.

NOMBRE:

FECHA:

a i o i e u

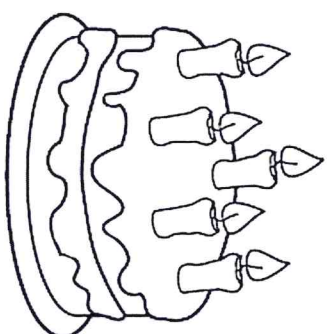
l e u o i a

u i e o o i

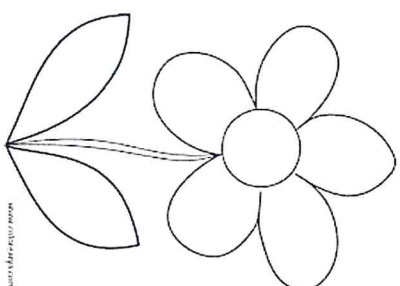
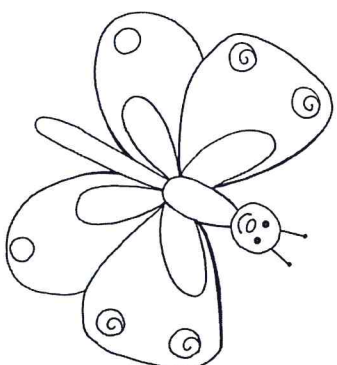
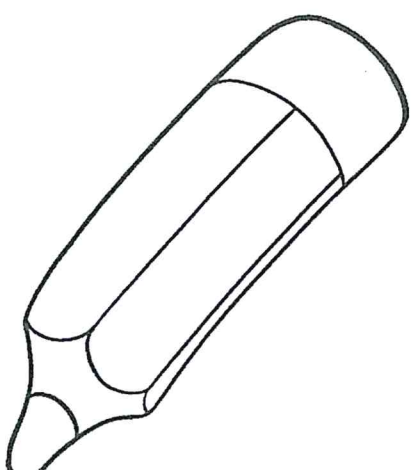
Localiza, rodea y repasa las letras i.

NOMBRE: _____

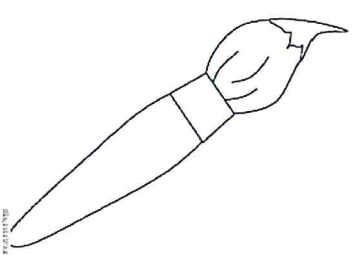
FECHA: _____



www.dibujosparaninos.com



www.dibujosparaninos.com

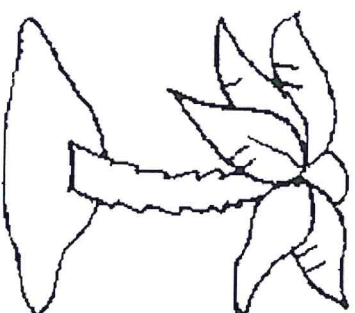
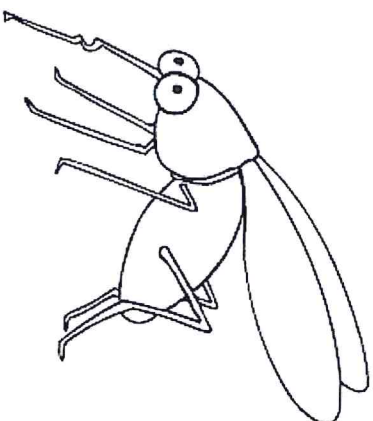
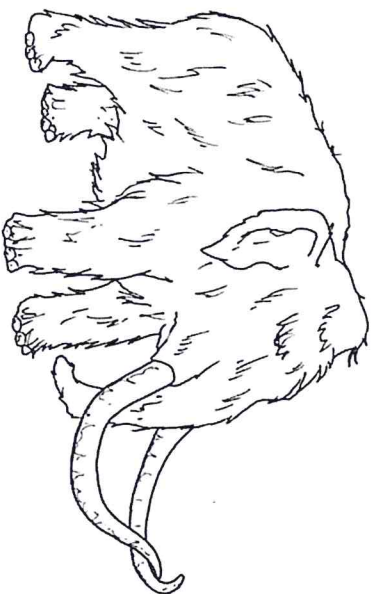
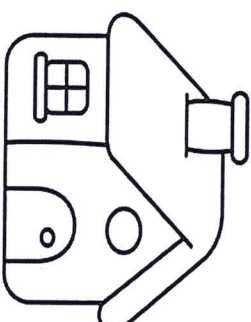
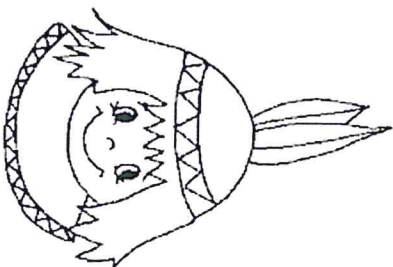
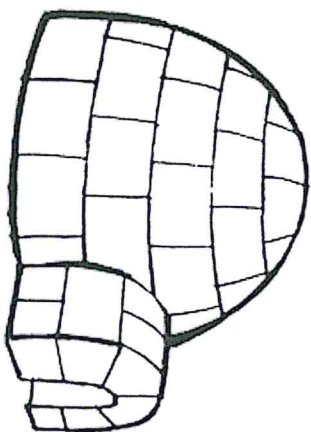


www.dibujosparaninos.com

Colorear los dibujos que contengan el sonido i

NOMBRE: _____

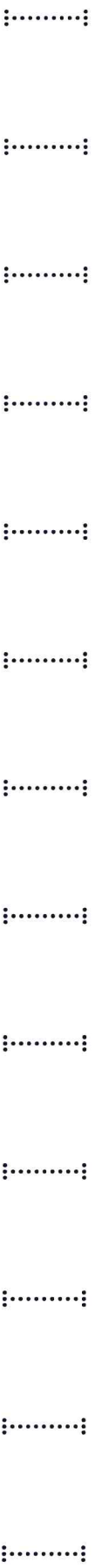
FECHA: _____

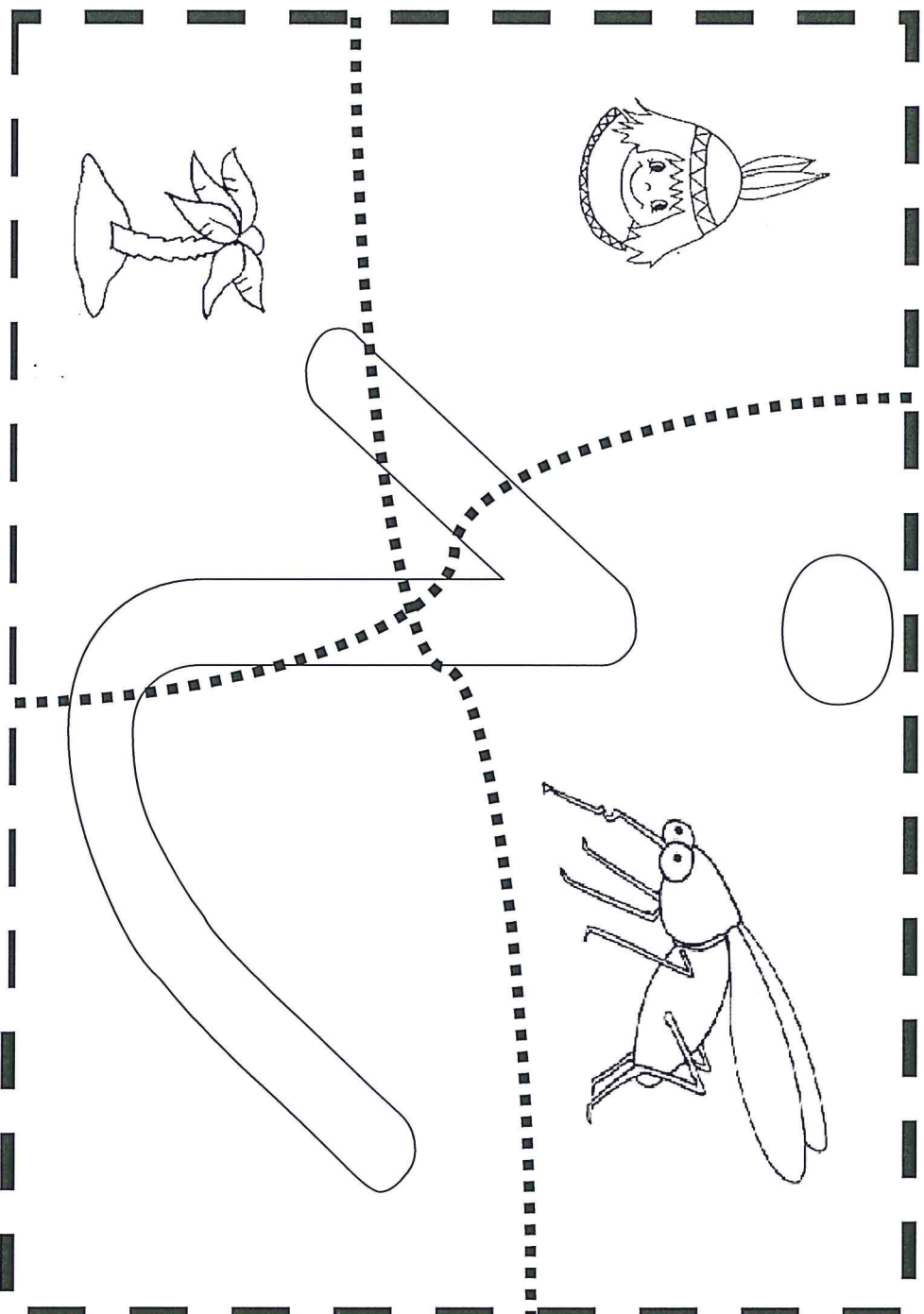


Colorean los dibujos que comienza por i

NOMBRE:

FECHA:

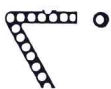
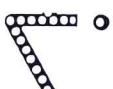
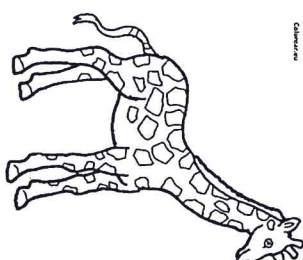
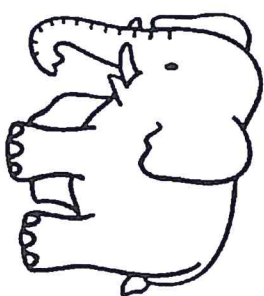
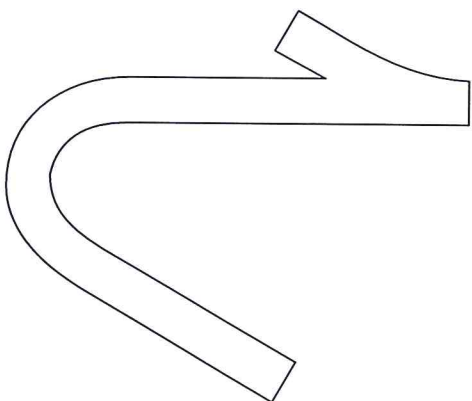




Colorear y recortar por la línea discontinua.

NOMBRE: _____

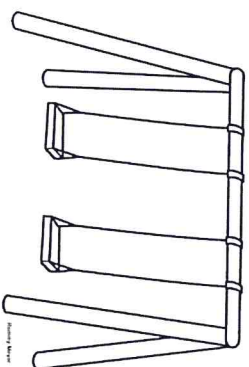
FECHA: _____



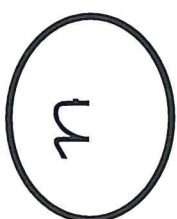
Colorea el dibujo que contenga "i" y repasa las letras.

NOMBRE: _____

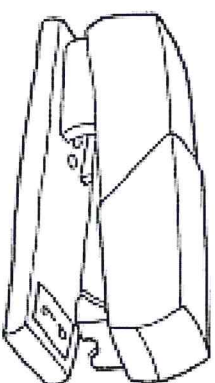
FECHA: _____



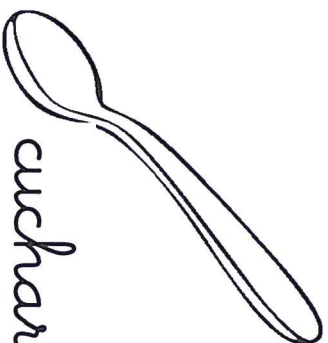
columpio



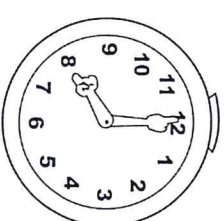
granadora



cuadro



cuchara

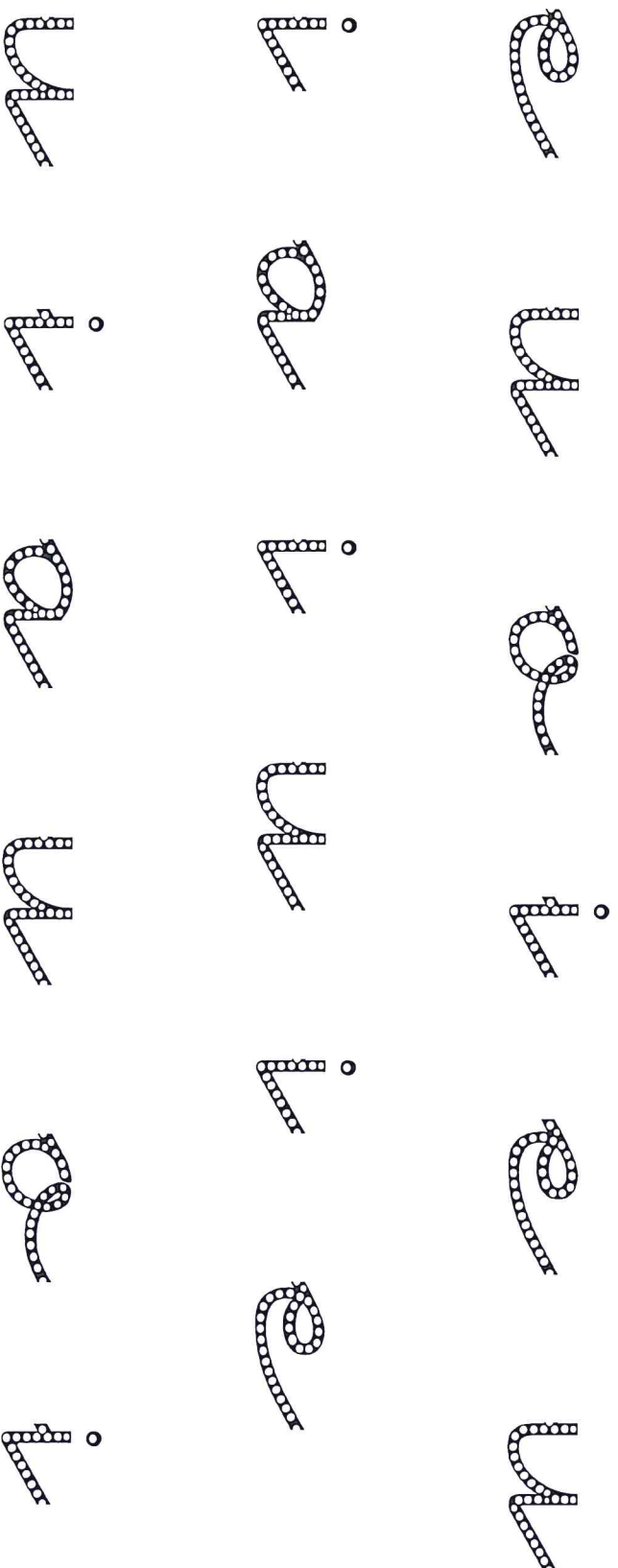


reloj

Localizar y rodear las letras u. Colorear los dibujos que la contengan.

NOMBRE: _____

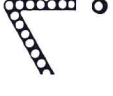
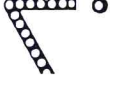
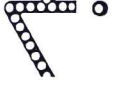
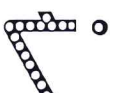
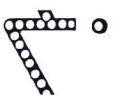
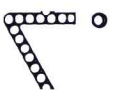
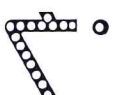
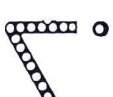
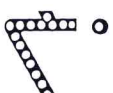
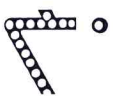
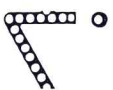
FECHA: _____



Localiza, rodea y repasa las letras u.

NOMBRE: _____

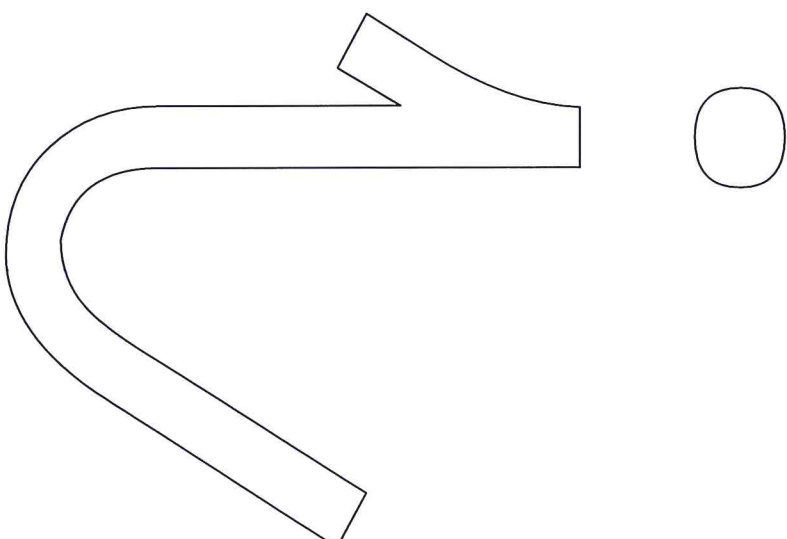
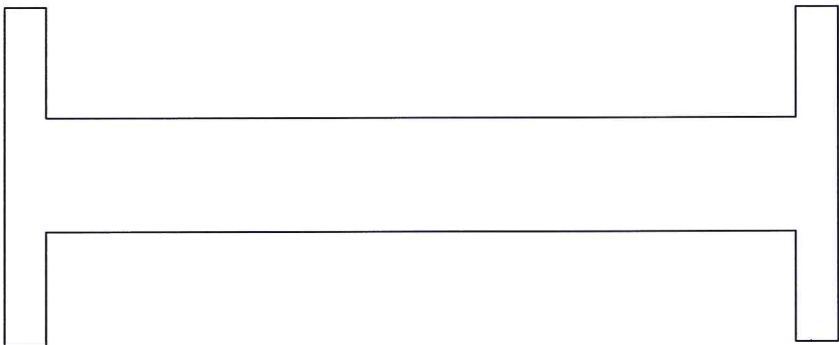
FECHA: _____



Repasar el trazo de las letras primera a lápiz y después con rotulador. Realizar la gráfica en las pautas.

NOMBRE:

FECHA:



Rellena el interior de las letras.

NOMBRE: _____

FECHA: _____

Repasar el trazo de las letras primera a lápiz y después con rotulador. Realizar la grafía en las pautas.

i i i i i i i i i i

i i i i i i i i i i

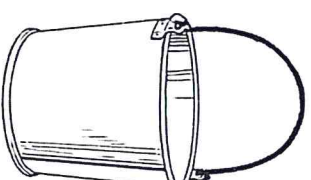
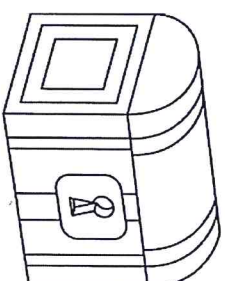
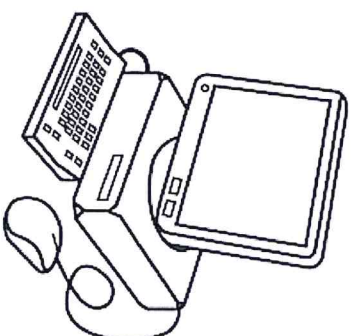
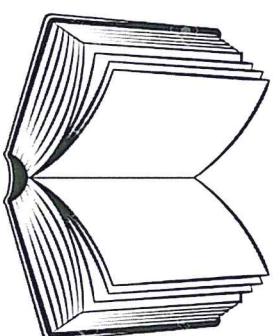
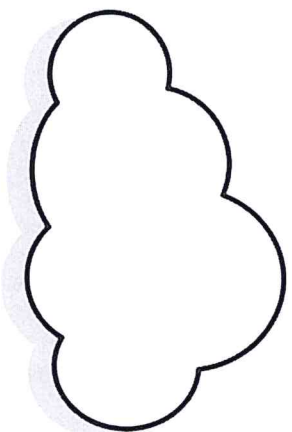
i i i i i i i i i i

• • • • • • • • • •

• • • • • • • • • •

NOMBRE: _____

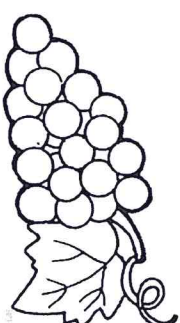
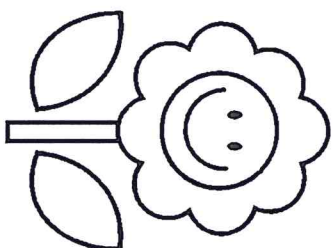
FECHA: _____



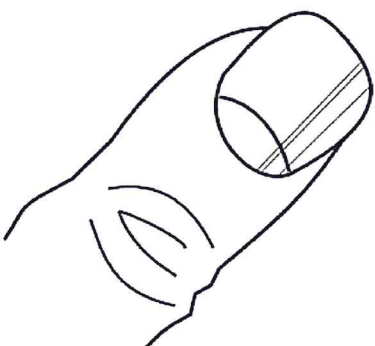
Colorear los dibujos que contengan el sonido u

NOMBRE: _____

FECHA: _____



clipartofthetwincorn.com



Colorear los dibujos que comienzen por u

NOMBRE: _____

FECHA: _____

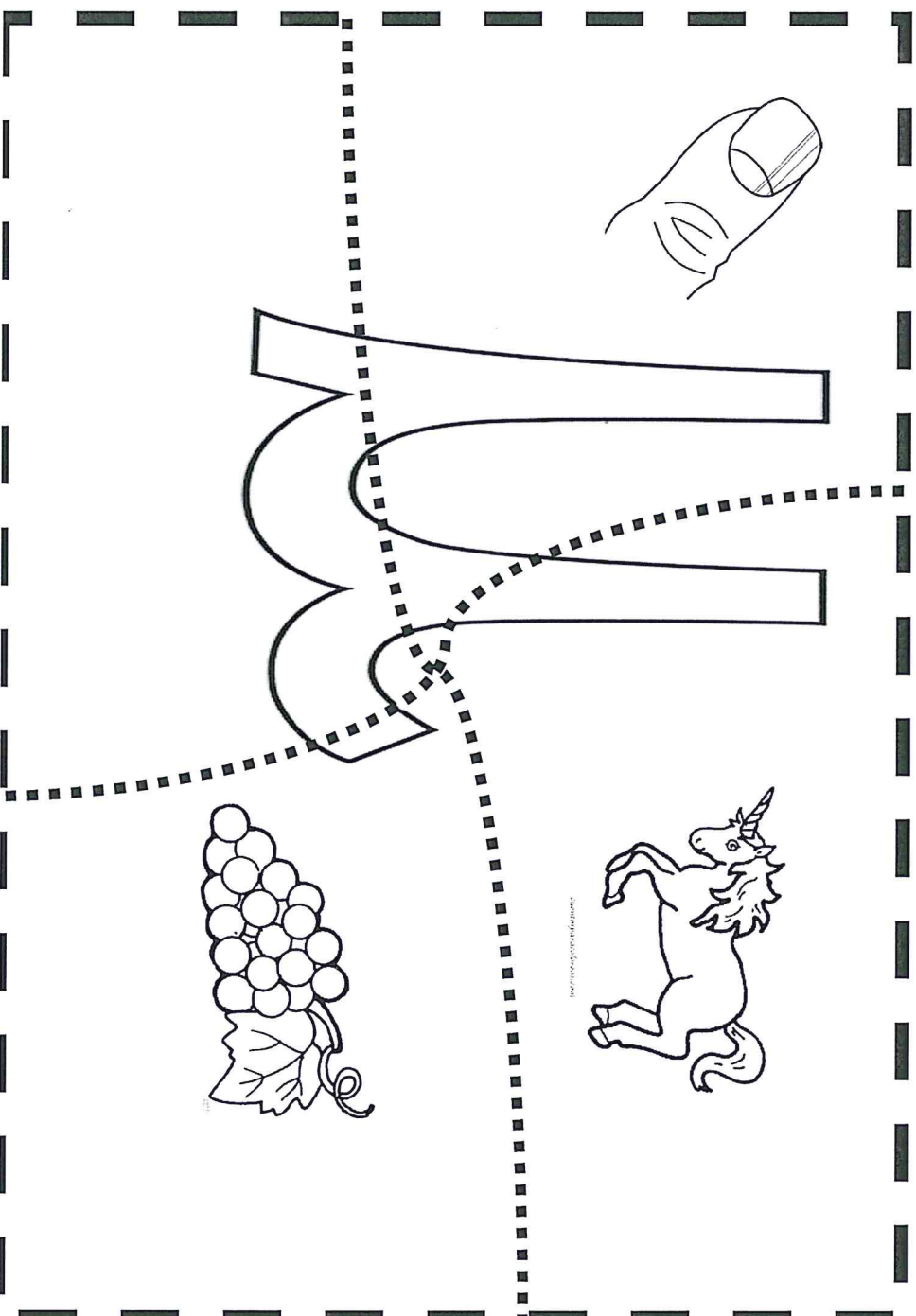
i i i i i
u u u u u

• • • • •

Repasar el trazo de las letras primero a lápiz y después con rotulador. Realizar la grafía en las pautas.

NOMBRE: _____

FECHA: _____



Colorear y recortar por la línea discontinua.

NOMBRE: _____

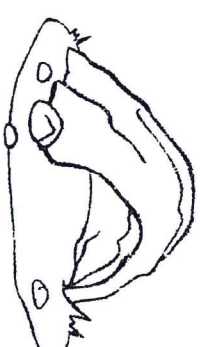
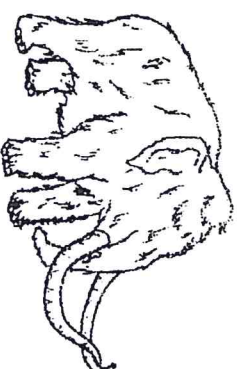
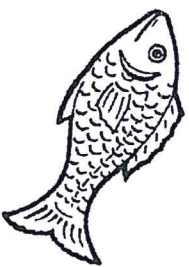
FECHA: _____

PESCADO

FUEGO

MAMUT

CAVERNA



RECORTA Y PEGA CADA ETIQUETA EN SU LUGAR CORRESPONDIENTE.

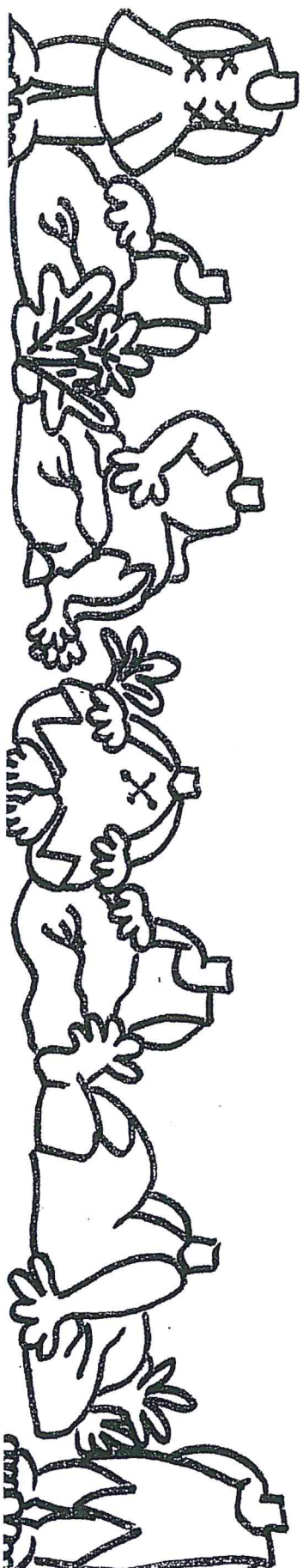
MAMUT

PESCADO

CAVERNA

FUEGO

UN PREHISTORIAL



NOMBRE: _____

FECHA: _____

U U U U U U U U U

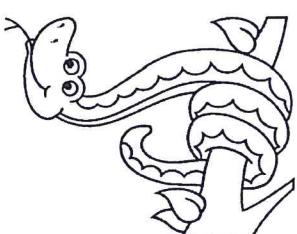
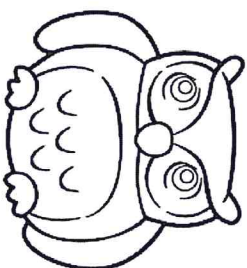
U U U U U U U U U

u u u u u u u u u

u u u u u u u u u

NOMBRE: _____

FECHA: _____



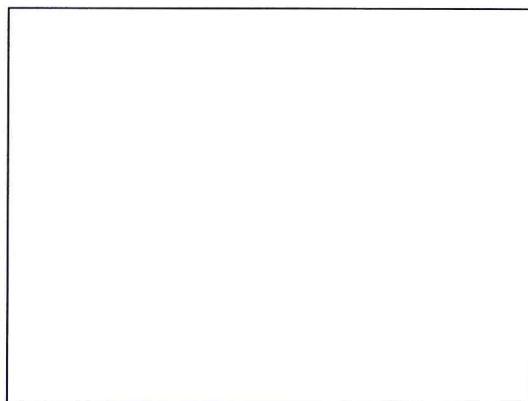
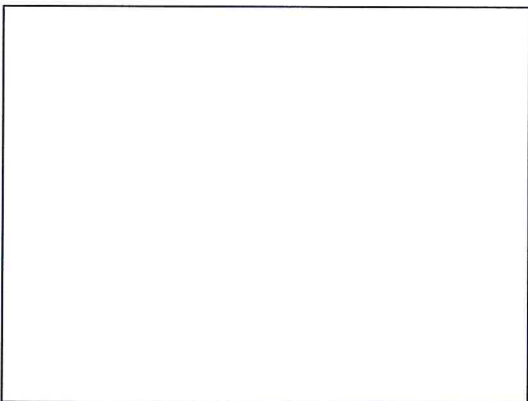
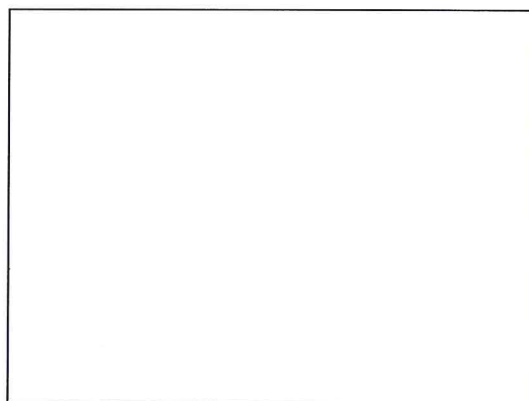
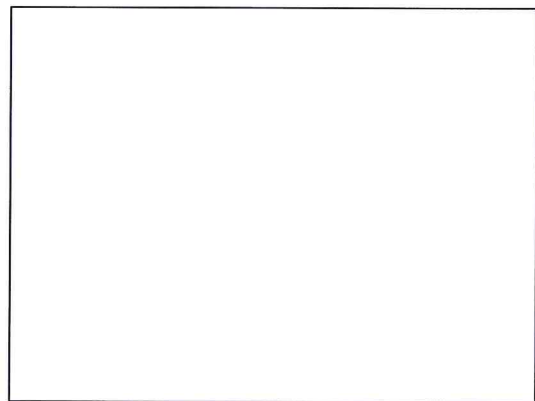
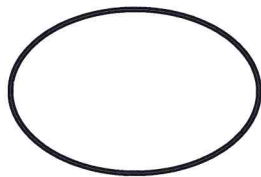
u



Colorear el dibujo que contenga " u " y repasar las letras.

FECHA:

NOMBRE:



Pasos para trabajar las consonantes.

1. Presentación de la letra en la pizarra: trazo y sonido (onomatopeya). Es importante diferenciar entre cómo se llama la letra y cómo suena.

Actividad: por parejas, los niños realizarán el trazo en el aire y en la espalda del compañero.

2. En la pizarra se unirá la consonante con cada vocal para formar la sílaba. Con las letras S, N, L, R también se formarán las sílabas inversas.

Actividad: los niños leerán las sílabas.

3. Levantarán la mano los niños que tengan la letra en su nombre.

4. Se pedirá a los niños que digan palabras que empiecen y/o contengan la letra o trabajen (luna de ideas).

5. Se elegirán cuatro de las palabras que han salido en la actividad anterior. La profesora realizará en la pizarra el dibujo de las palabras elegidas y cuatro niños saldrán a escribir en la pizarra la palabra debajo de cada imagen. (La profesora irá dictándoles las formas)

6. Para finalizar se pasará a realizar la ficha de la consonante en trabajo individual de mesa.

7. A lo largo de la semana las palabras que vayan surgiendo que contengan la consonante trabajada se escribirán en la pizarra destacándolas con algún color especial.

Orden de presentación de las consonantes:

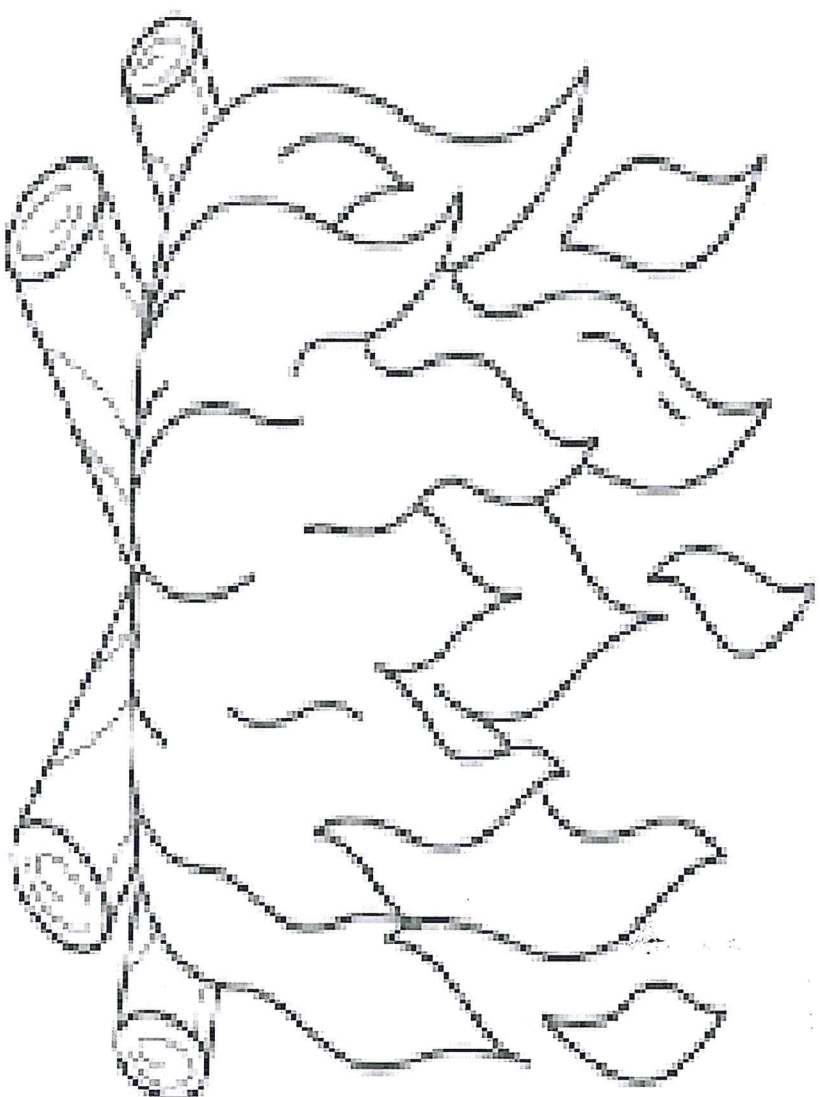
1º Trimestre: L, M, P, T, S, R

2º Trimestre: N, Ñ, D, B, V, G, J

3º Trimestre: F, CA-CO-CU, CE-CI, QUE-QUI, ZA-ZO-ZU.

NOMBRE:

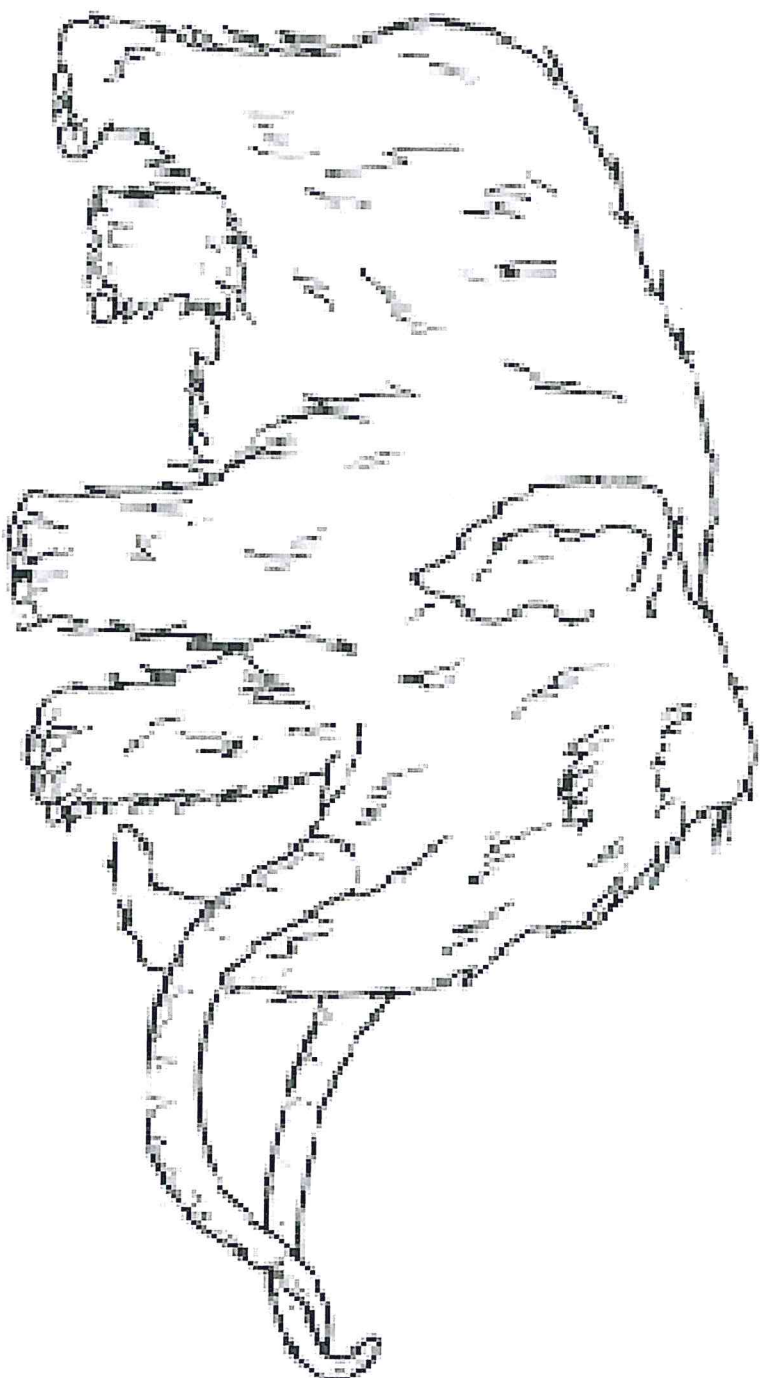
FECHA:



CORTAR PAPEL CELOFÁN Y PEGARLO EN EL FUEGO.

NOMBRE: _____

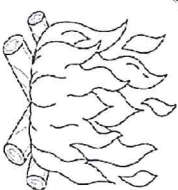
FECHA: _____



CORTAR Y PEGAR TROCITOS DE LANA EN EL MAMUT.

NOMBRE:

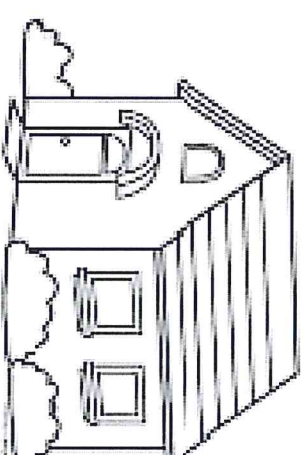
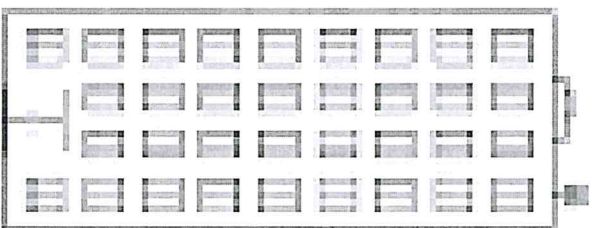
FECHA:



CONTINÚA LA SERIE DE TRES ELEMENTOS.

NOMBRE: _____

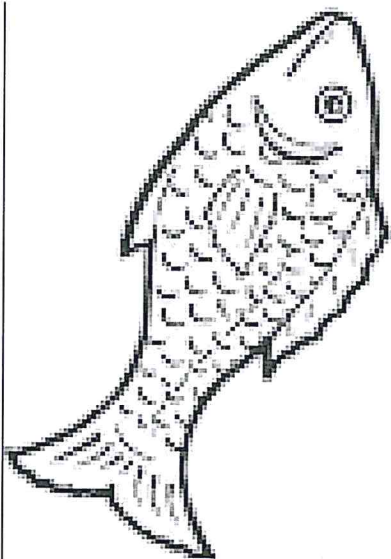
FECHA: _____

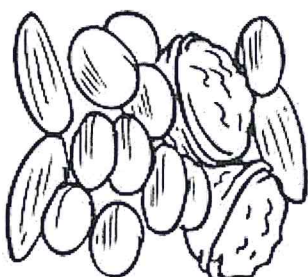


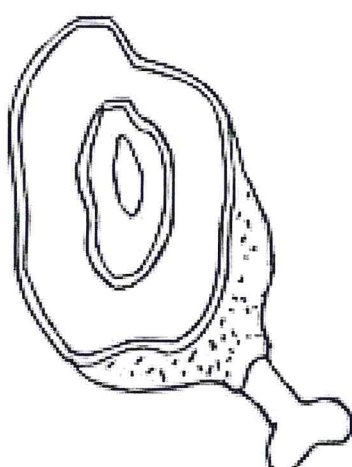
COLOREA LA VIVIENDA PREHISTÓRICA. ESCRIBE LOS NOMBRES DE LAS VIVIENDAS.

NOMBRE: _____

FECHA: _____



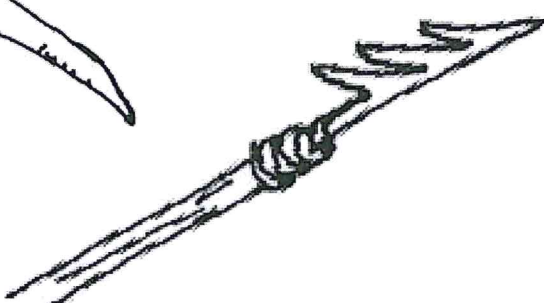
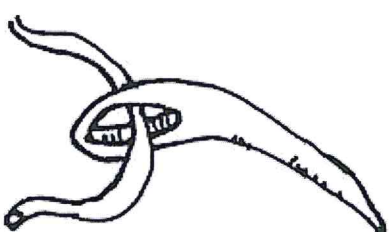
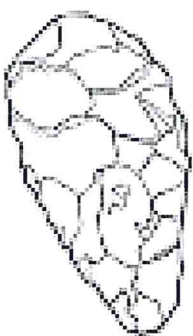
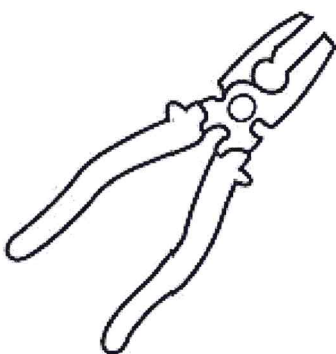
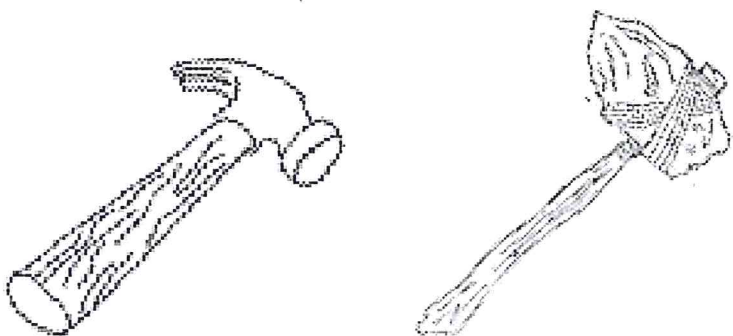




COLOREA LOS ALIMENTOS Y ESCRIBE SUS NOMBRES.

NOMBRE: _____

FECHA: _____



RODEA Y COLOREA LAS HERRAMIENTAS DE LA PREHISTORIA.

LOS PRIMEROS POBLADORES

LOS PRIMEROS POBLADORES
ERAN MUY TRABAJADORES.
CON HUESOS Y ALGUNAS PIEDRAS,
FABRICABAN HERRAMIENTAS.

SUS ROPAS HACÍAN CON PIEL
Y PESCABAN PARA COMER.
EN CAVERNAS SE METÍAN
CUANDO MUCHO FRÍO HACÍA.

ERAN LISTOS, DESDE LUEGO,
CON UN PALO HACÍAN FUEGO.
Y TAMBIÉN SABÍAN PINTAR
ALGÚN QUE OTRO ANIMAL

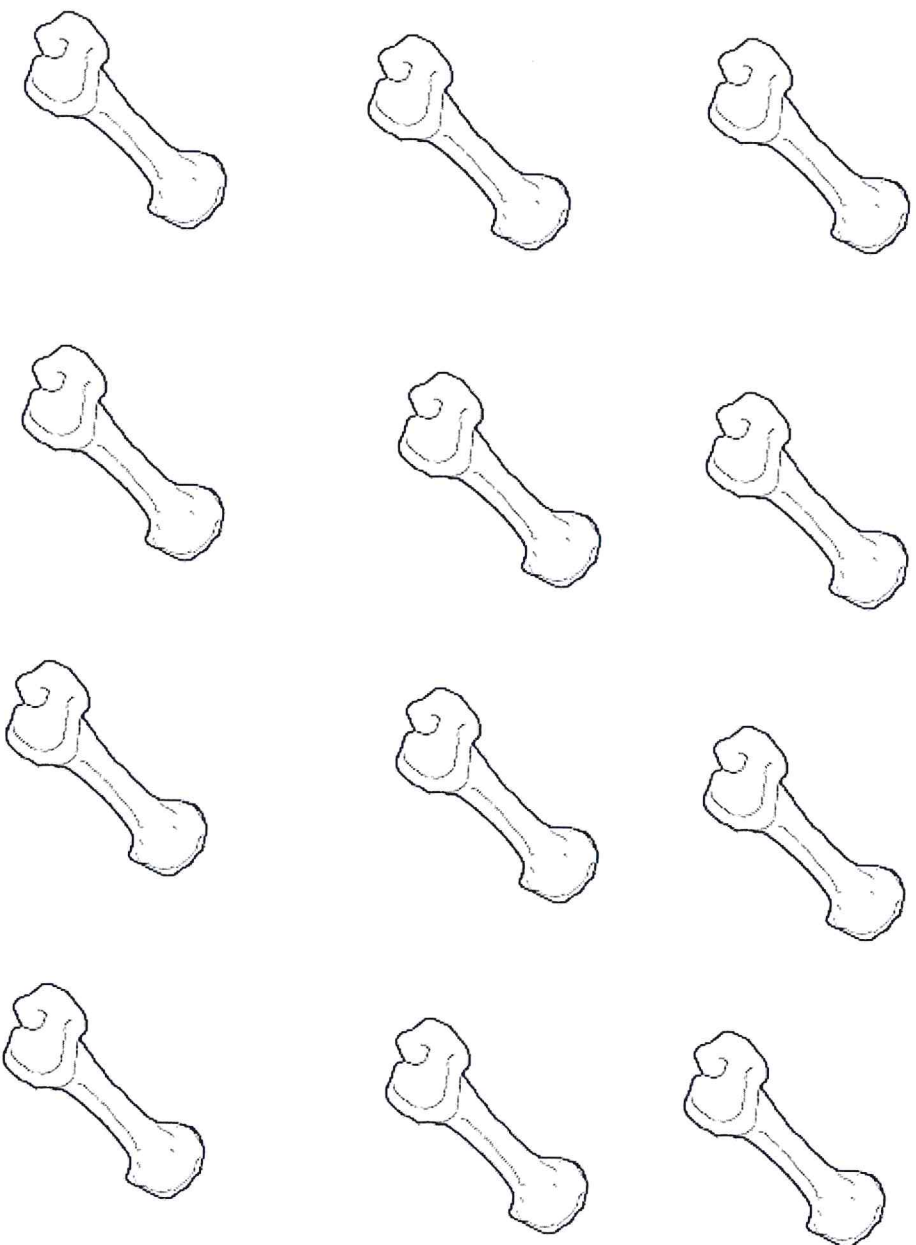


NOMBRE: _____

FECHA: _____

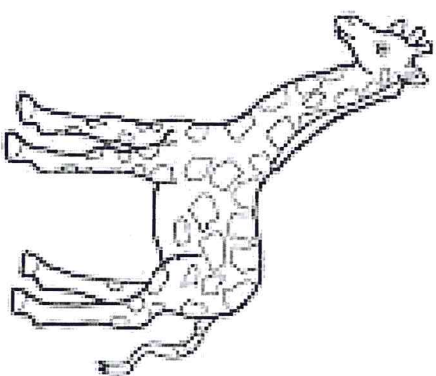
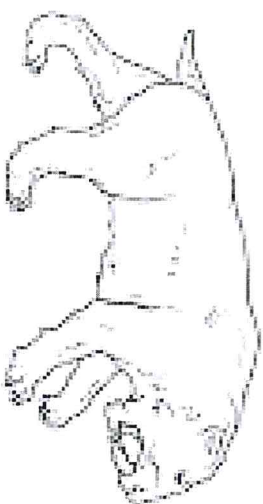
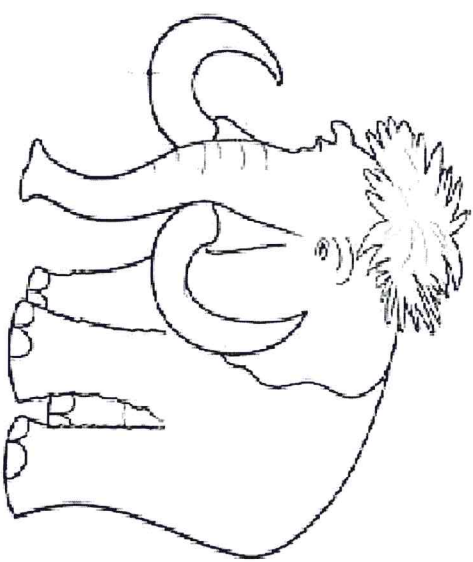
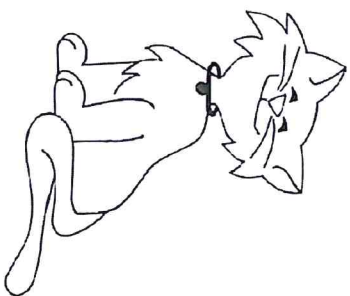


AGRUPA LOS HUESOS DE 4 EN 4.



NOMBRE: _____

FECHA: _____



COLOREAR LOS ANIMALES DE LA PREHISTORIA.

NOMBRE: _____

FECHA: _____



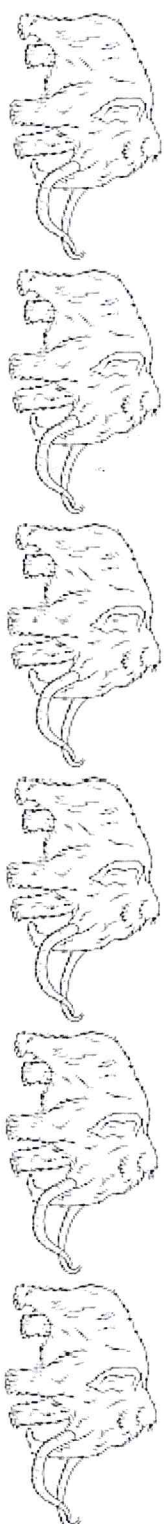
LOS HOMBRÉS PREHISTÓRICOS VIVÍAN EN _____

DECORA RASGANDO CON PAPEL SEDA MARRÓN Y DIBÚJATE DENTRO DE LA CUEVA.

NOMBRE: _____

FECHA _____

4



3



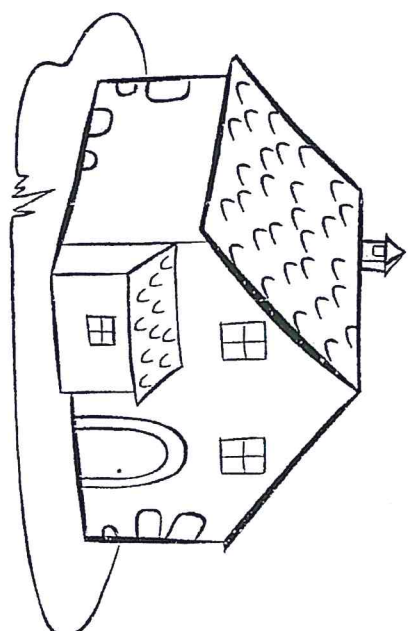
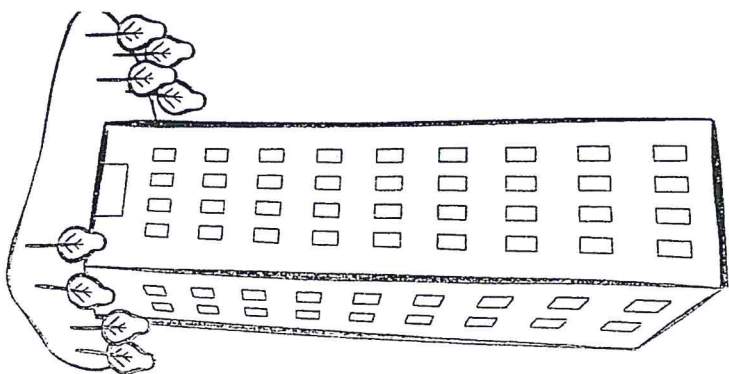
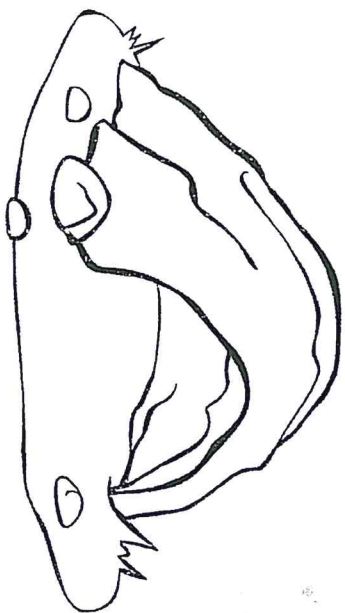
2



COLOREA TANTOS DIBUJOS COMO INDIQUE EL NÚMERO.

NOMBRE:

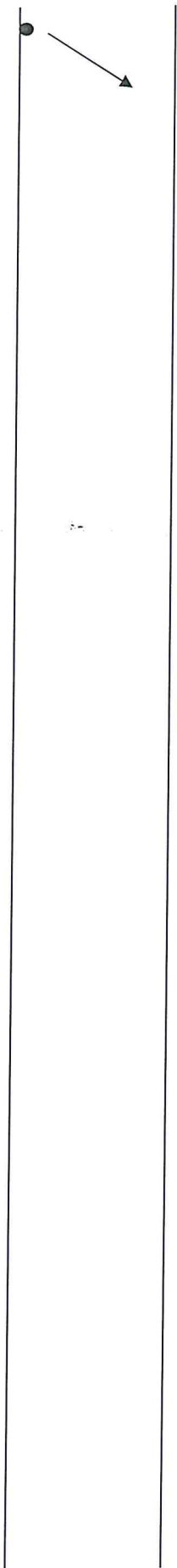
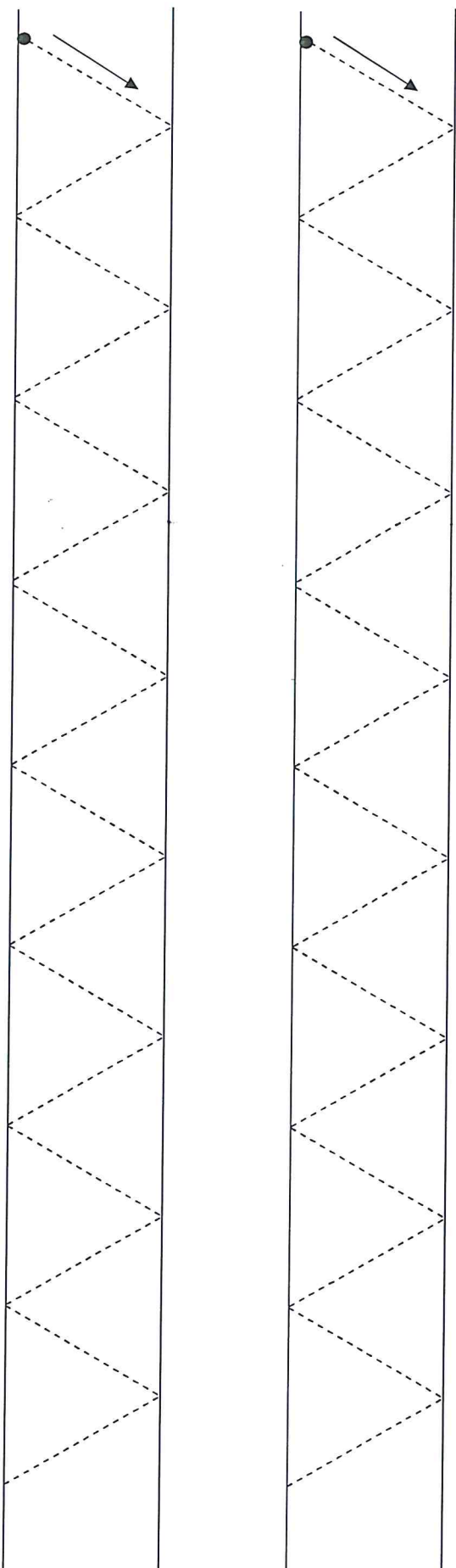
FECHA:



COLOREA LA VIVIENDA PREHISTÓRICA. ESCRIBE EL NOMBRE DE TODAS LAS VIVIENDAS.

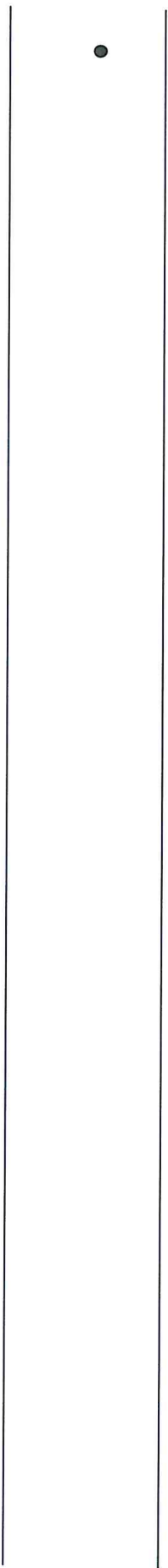
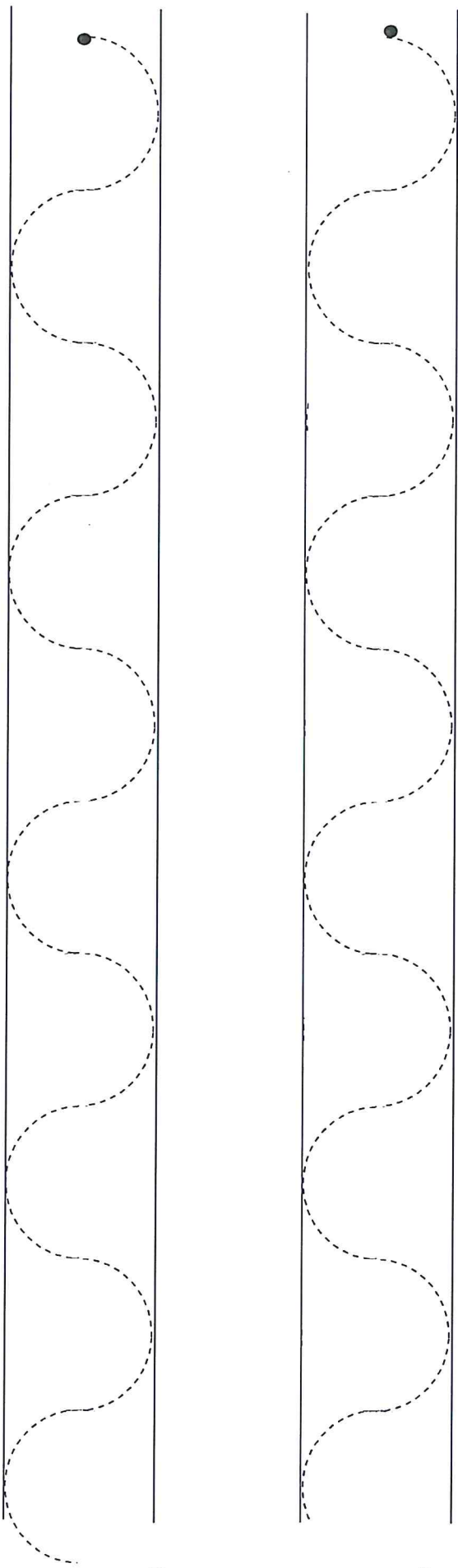
NOMBRE: _____

FECHA: _____



NOMBRE:

FECHA:

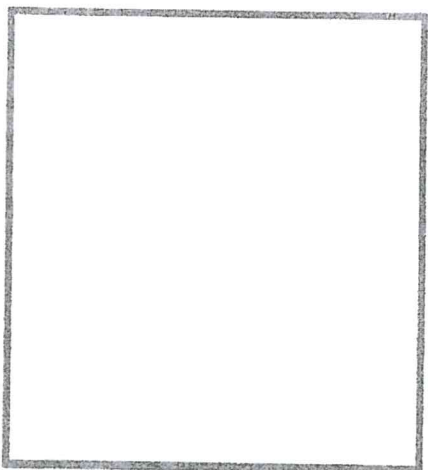


NOMBRE: _____

FECHA: _____

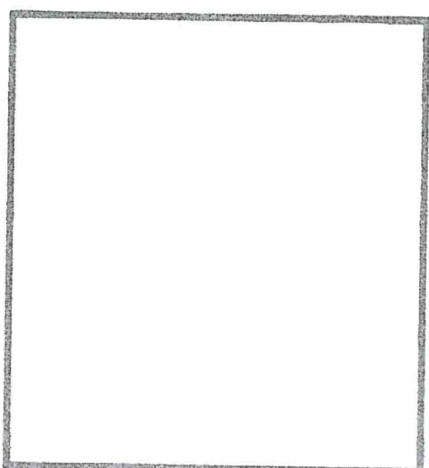
PEGA CADA IMAGEN EN SU LUGAR CORRESPONDIENTE:

1



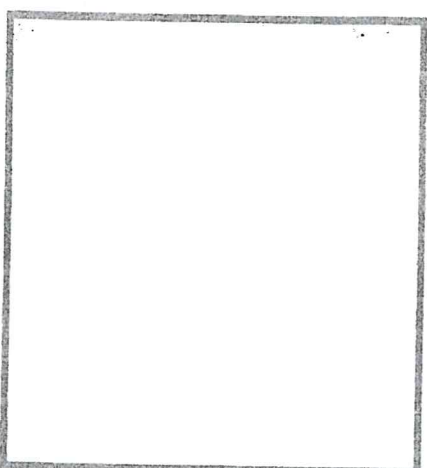
LOS HOMBRES DE
CROMAÑÓN PLANTABAN
SEMILLAS.

2

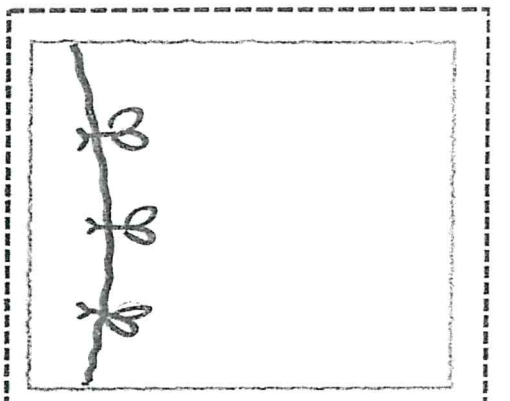
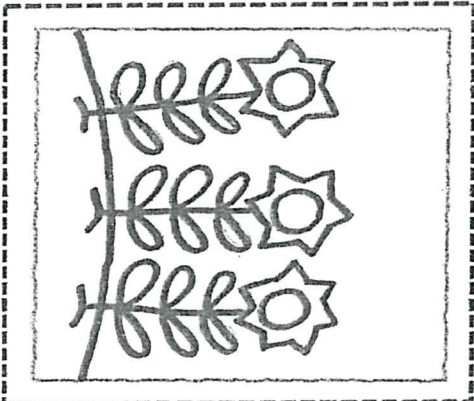
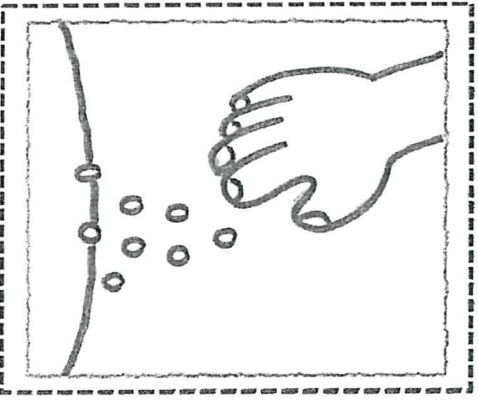
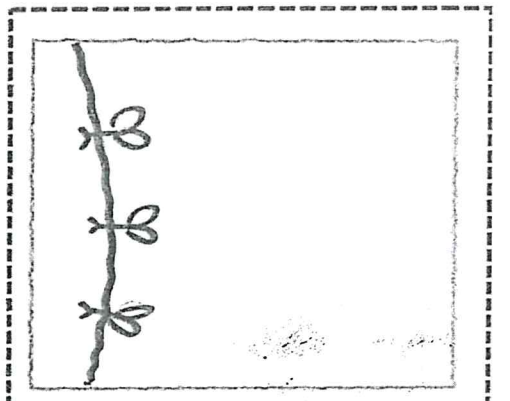
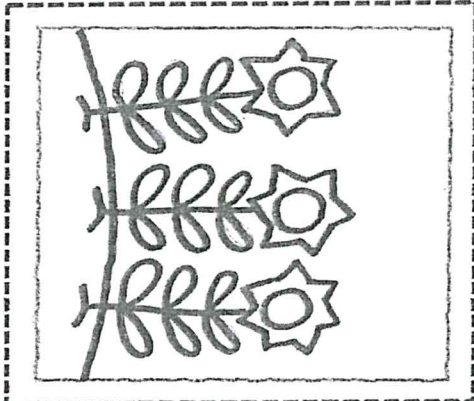
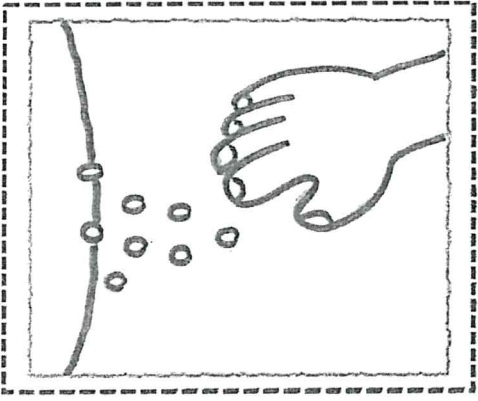
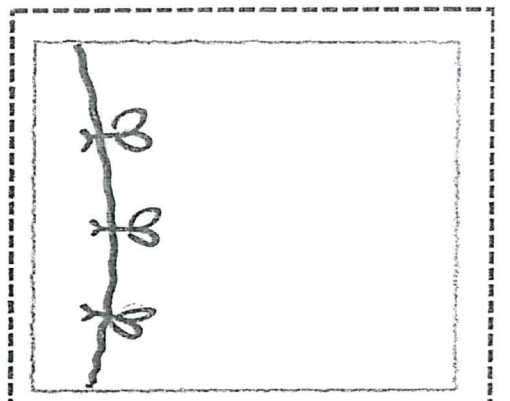
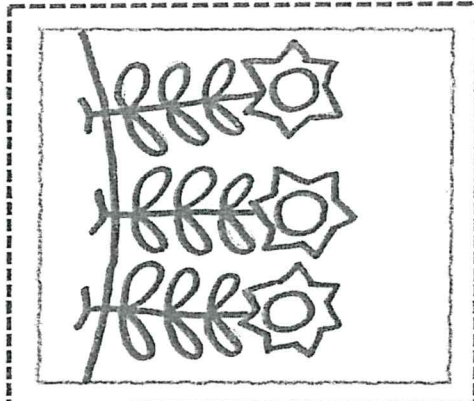
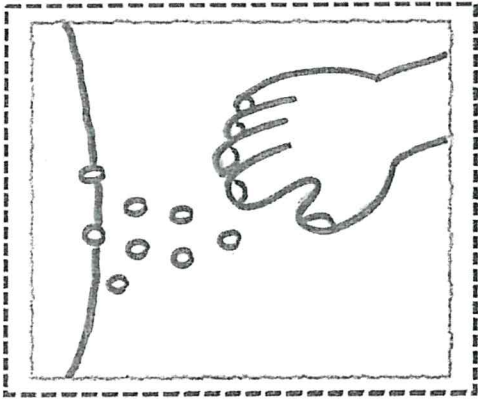
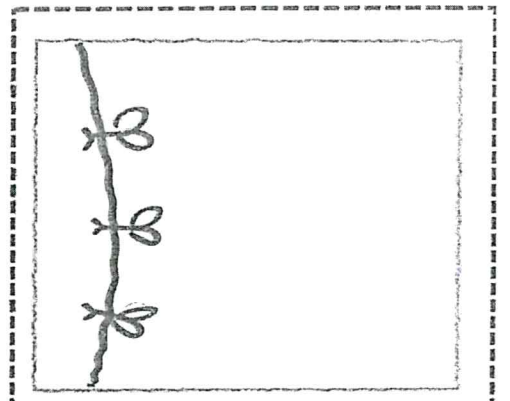
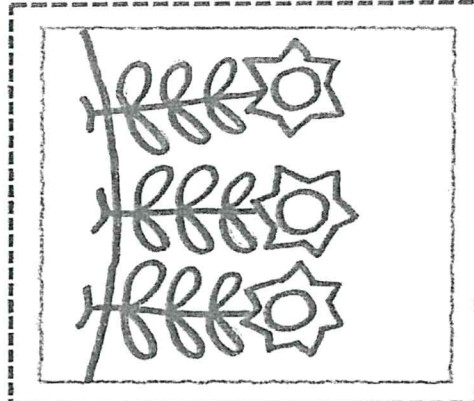
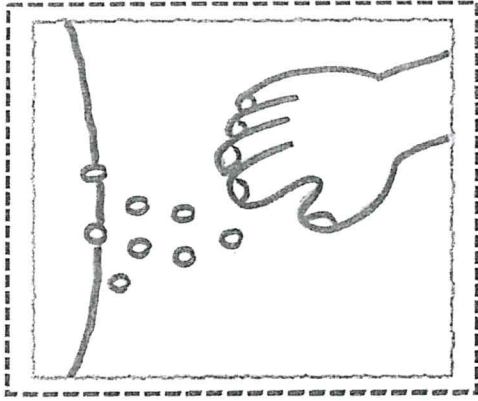


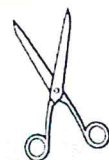
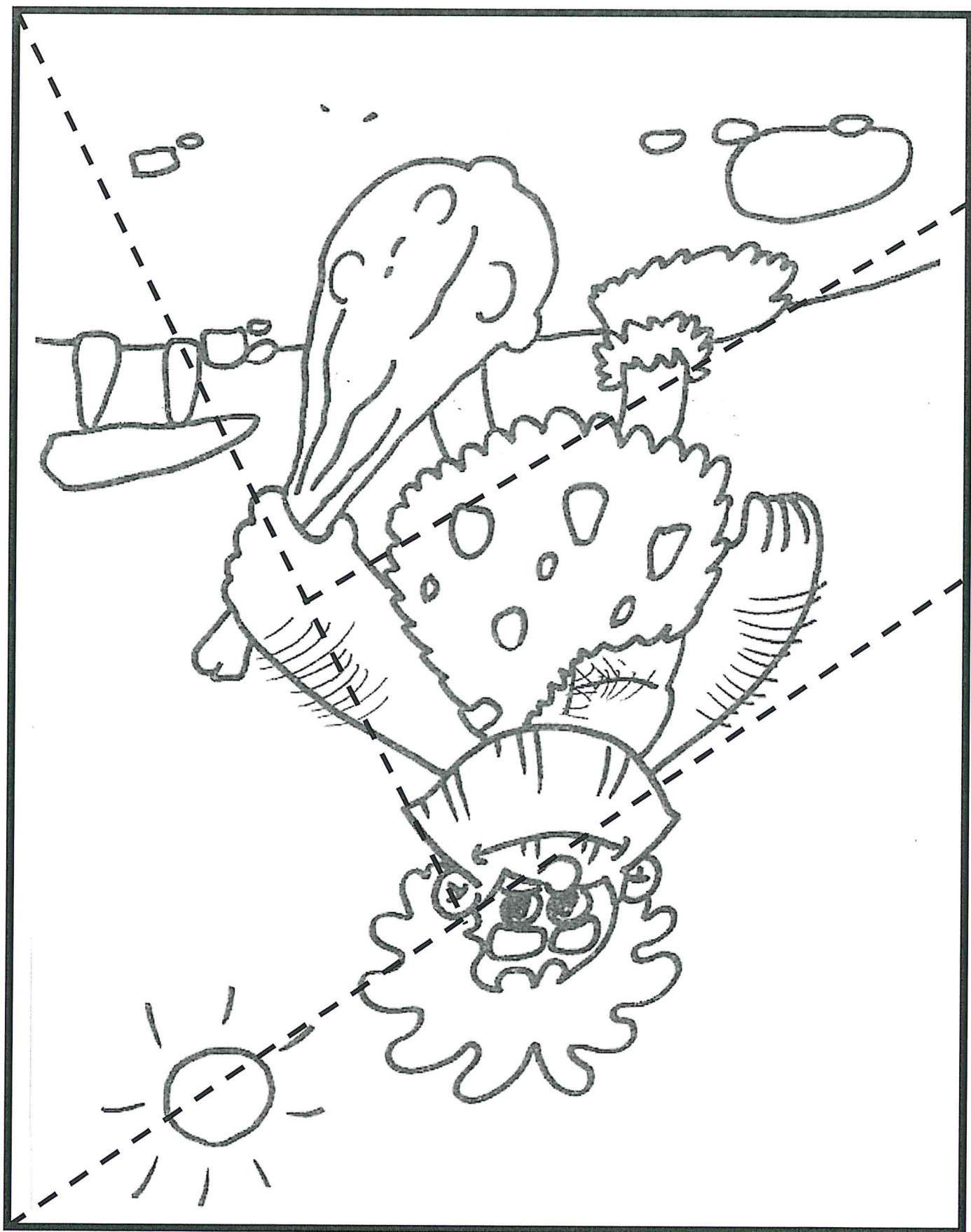
GRACIAS AL AGUA DE LA
LLUVIA Y LA LUZ DEL SOL,
LAS SEMILLAS
COMENZABAN SU PROCESO
DE GERMINACIÓN.

3



MÁS TARDE, A LAS
PLANTAS LES SALÍAN
FLORES Y, TIEMPO DESPUÉS,
CADA FLOR DABA LUGAR A
UN SABROSÍSIMO FRUTO.



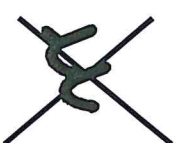


PEGAR AQUÍ LAS PIEZAS DEL PUZZLE .

FECHA:

NOMBRE:

• •

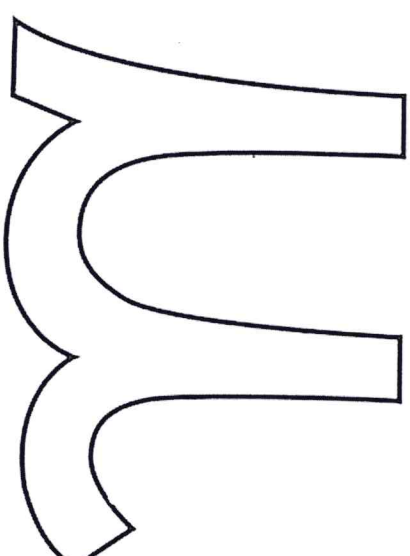
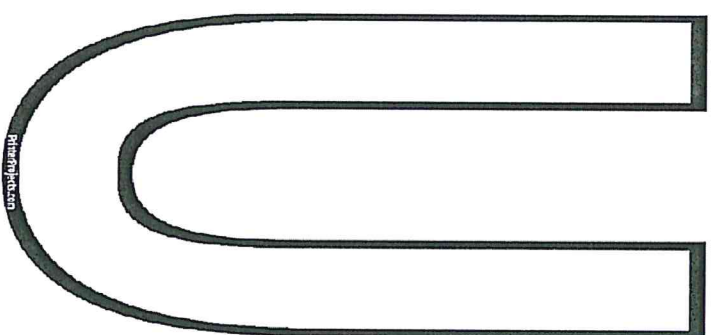


4

Reordenar las letras bien escritas, tachar las giradas.

NOMBRE: _____

FECHA: _____



Rellena el interior de las letras y pica.