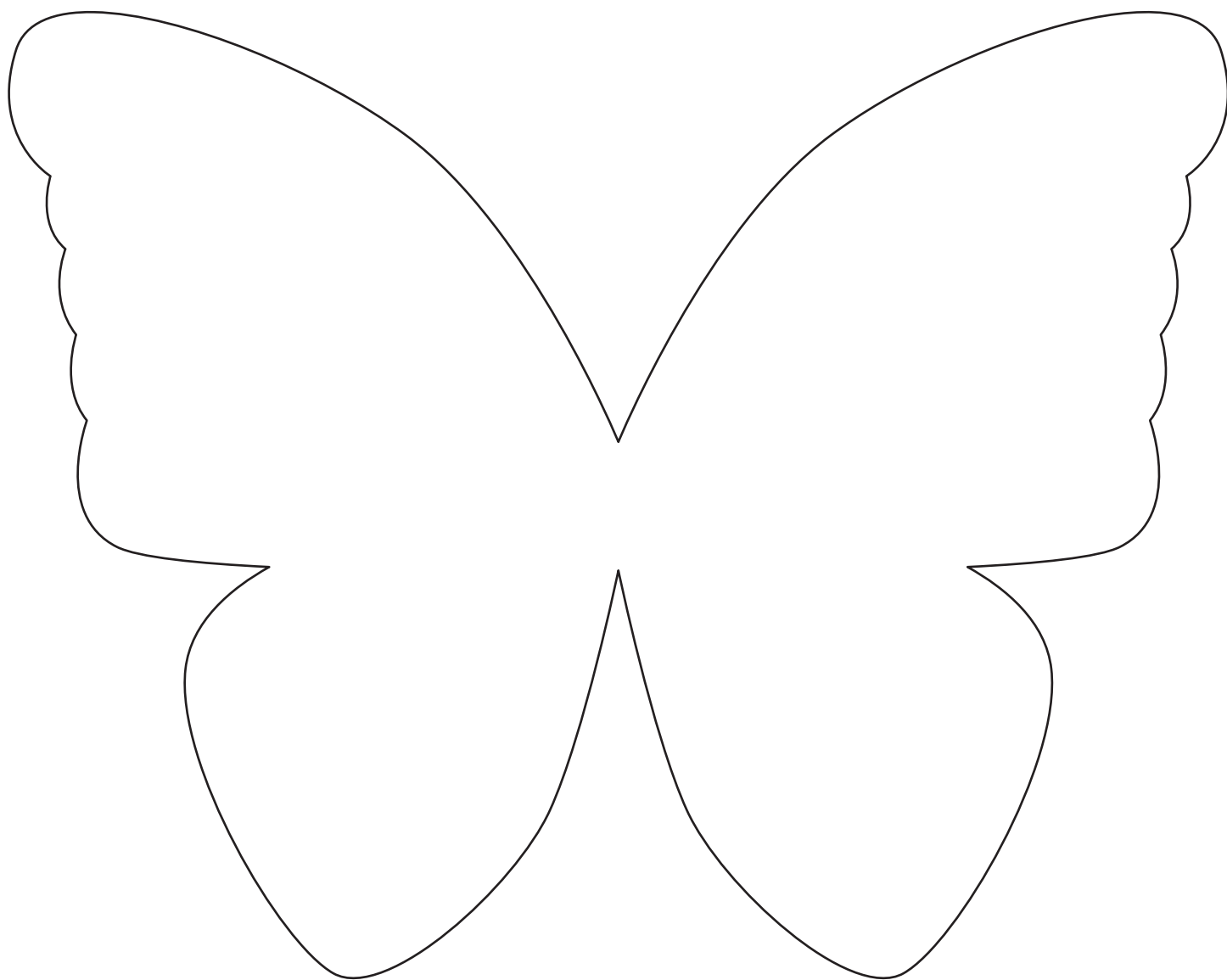
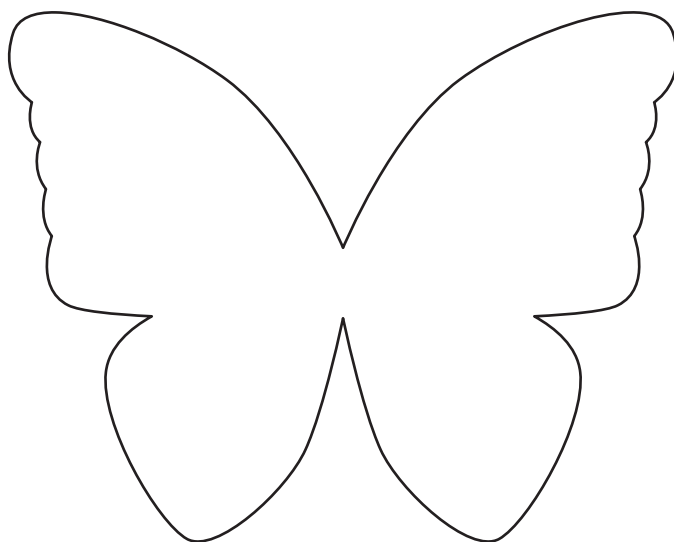
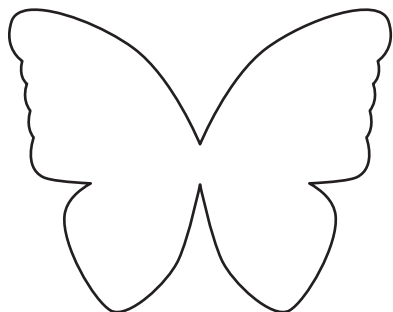


Imię: _____

Data: _____

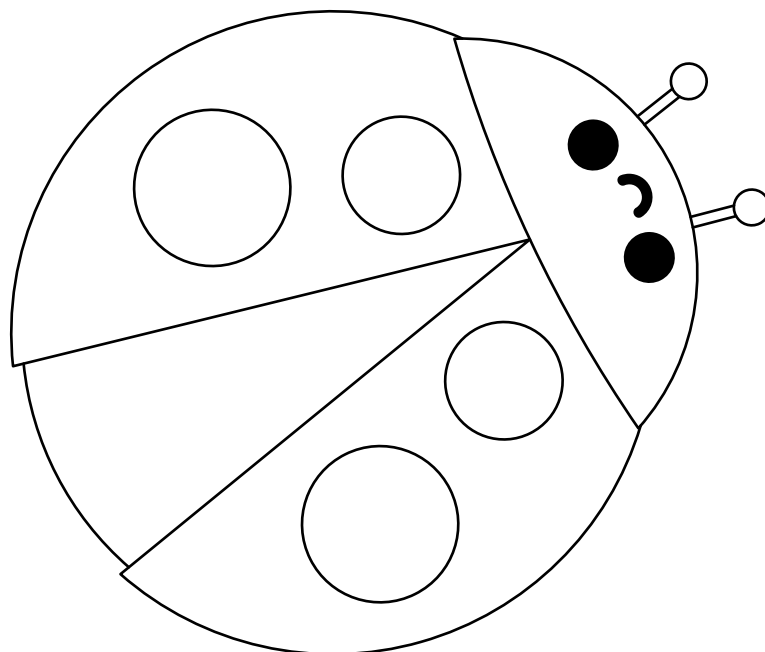
Rysuj po śladzie.



Imię: _____

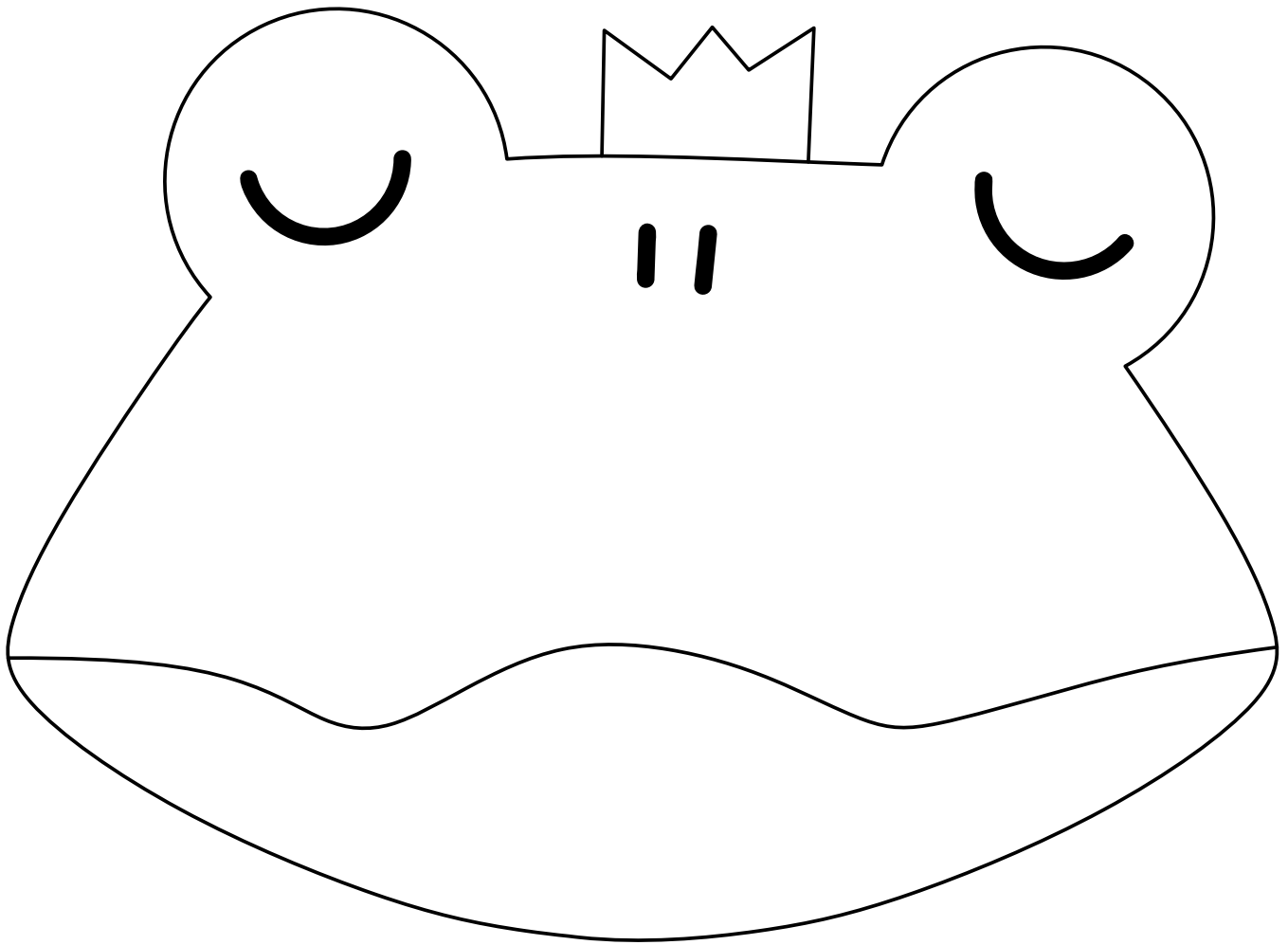
Data: _____

Rysuj po śladzie.



Imię: _____

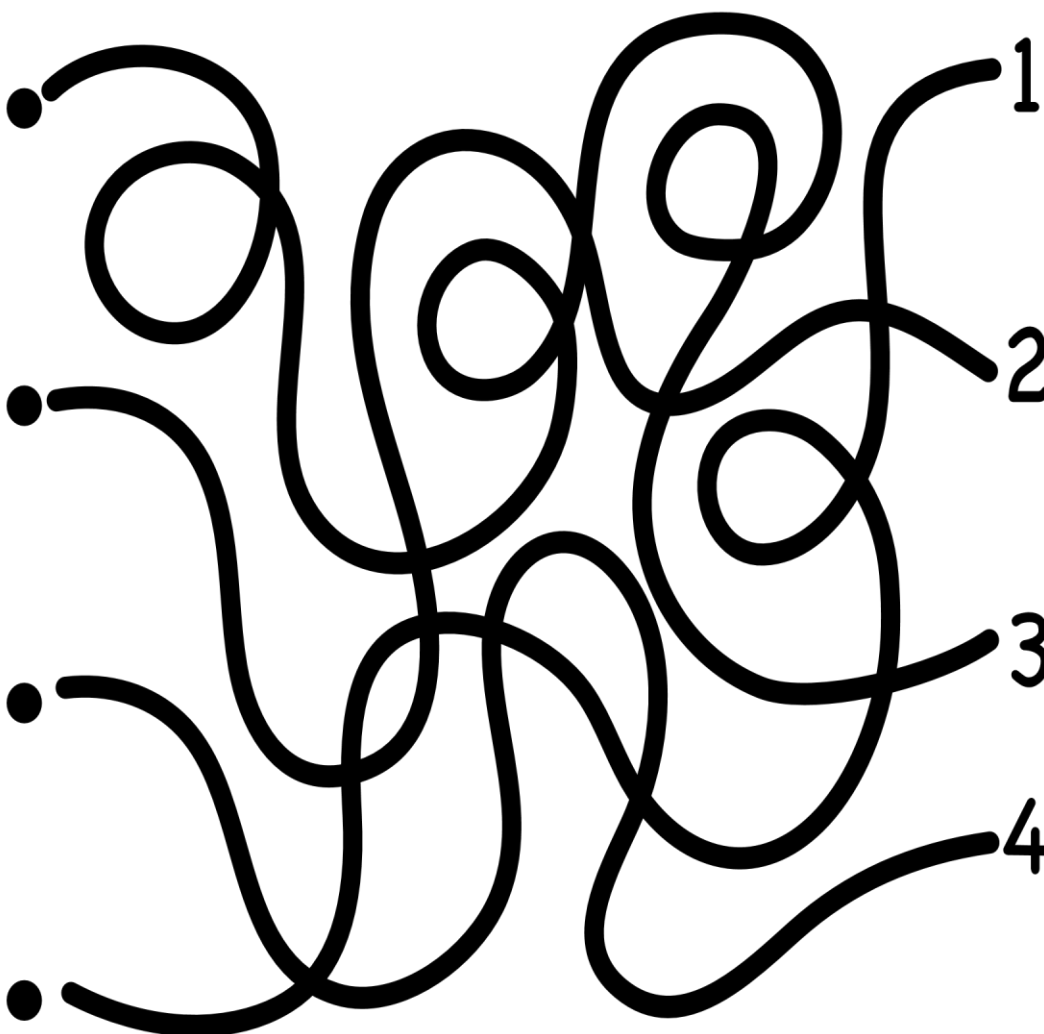
Data: _____



Sprawdź do której cyfry dotrą mieszkańcy łąki i zaznacz odpowiedź.

Imię: _____

Data: _____



1

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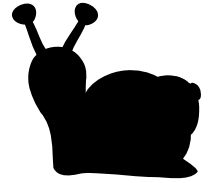
3

4

Dopasuj ślimaka do jego cienia.

Imię: _____

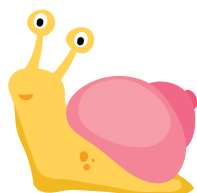
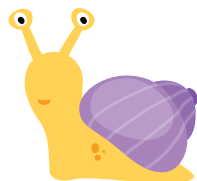
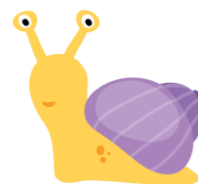
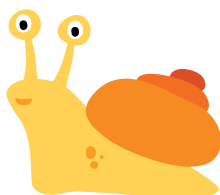
Data: _____



Imię: _____

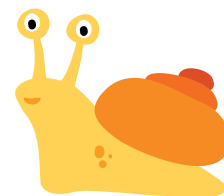
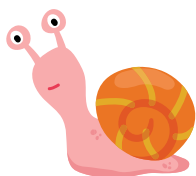
Data: _____

Połącz w pary takie same ślimak.

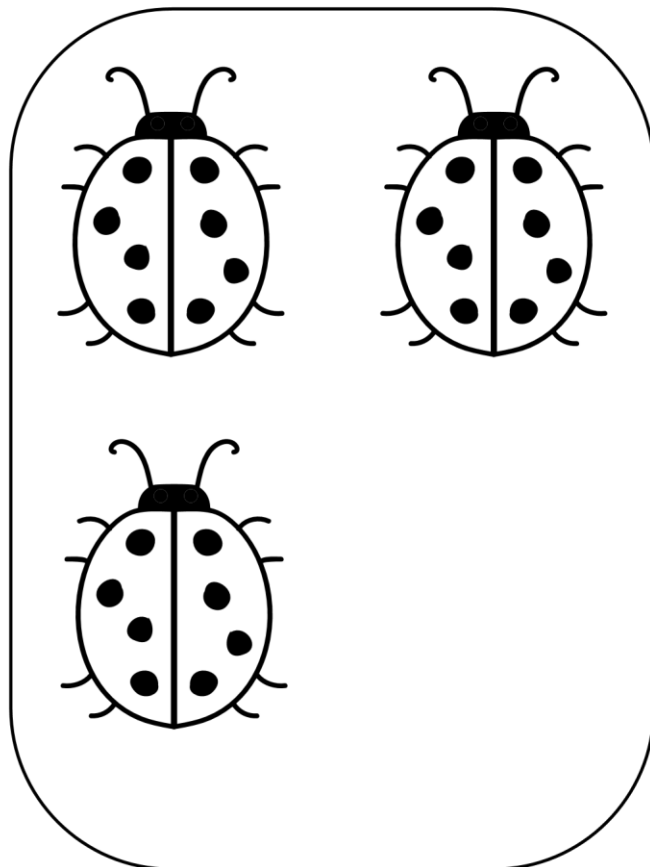
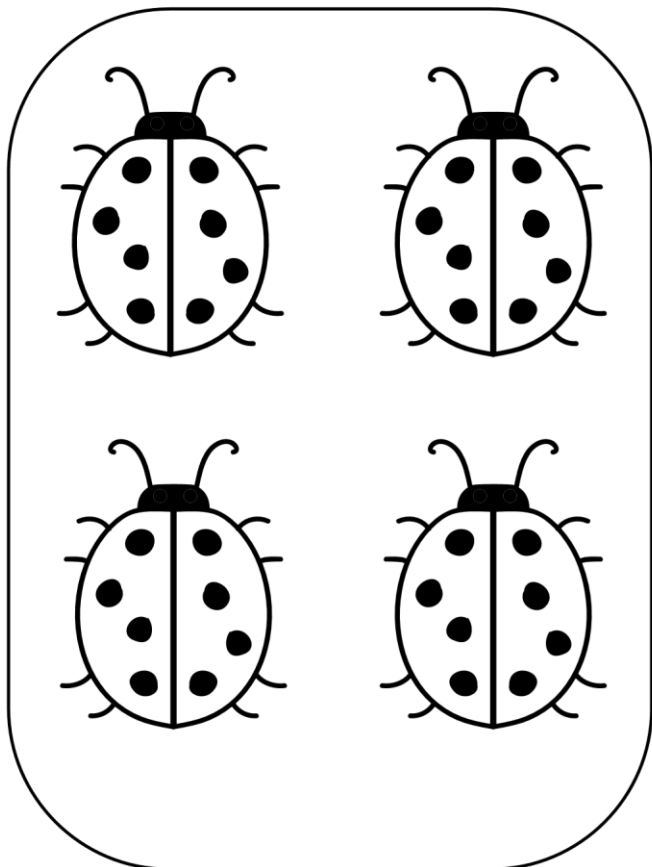


Imię: _____

Data: _____

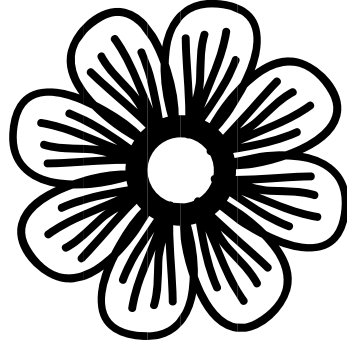
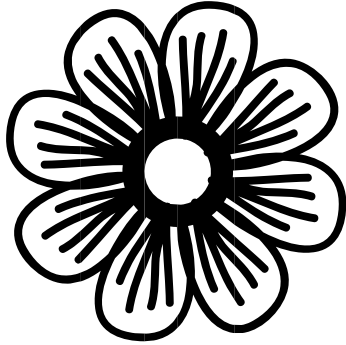
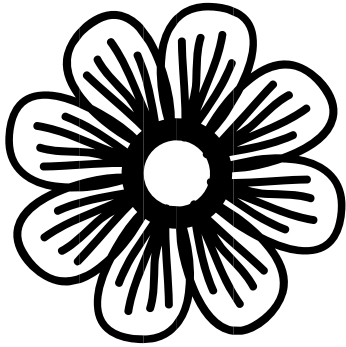


Dorysuj w ramce po prawej stronie tyle elementów, aby było ich
tyle samo co po lewej stronie.



Imię: _____

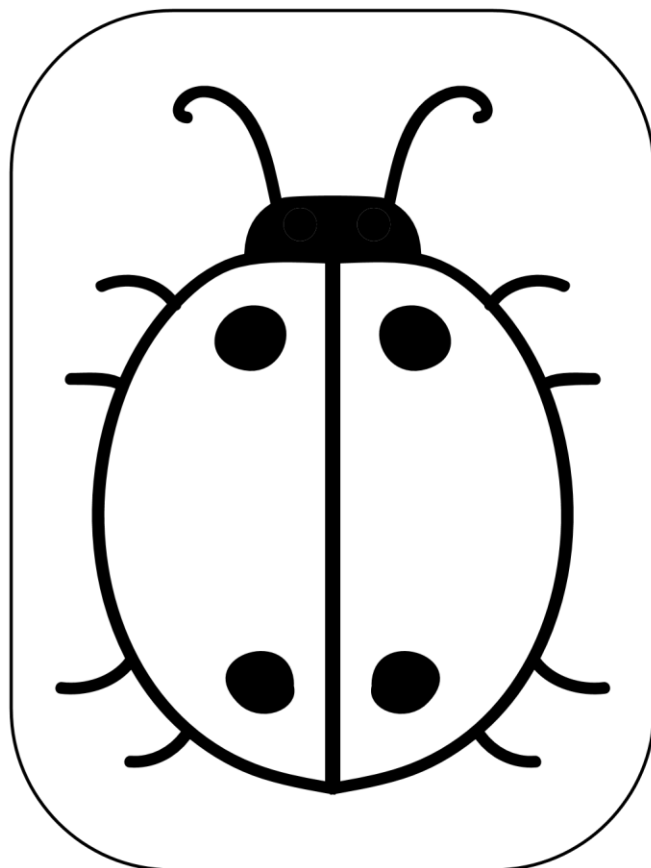
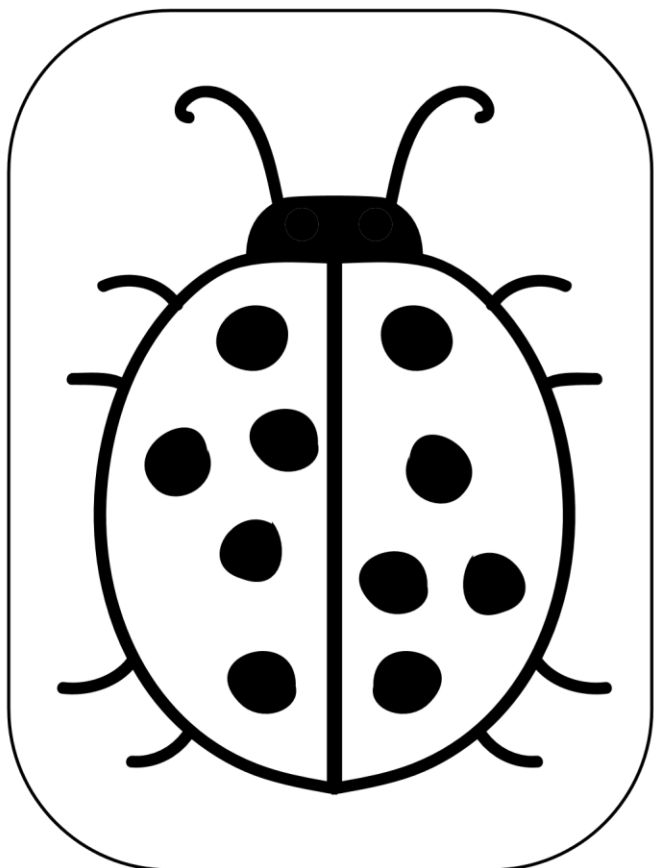
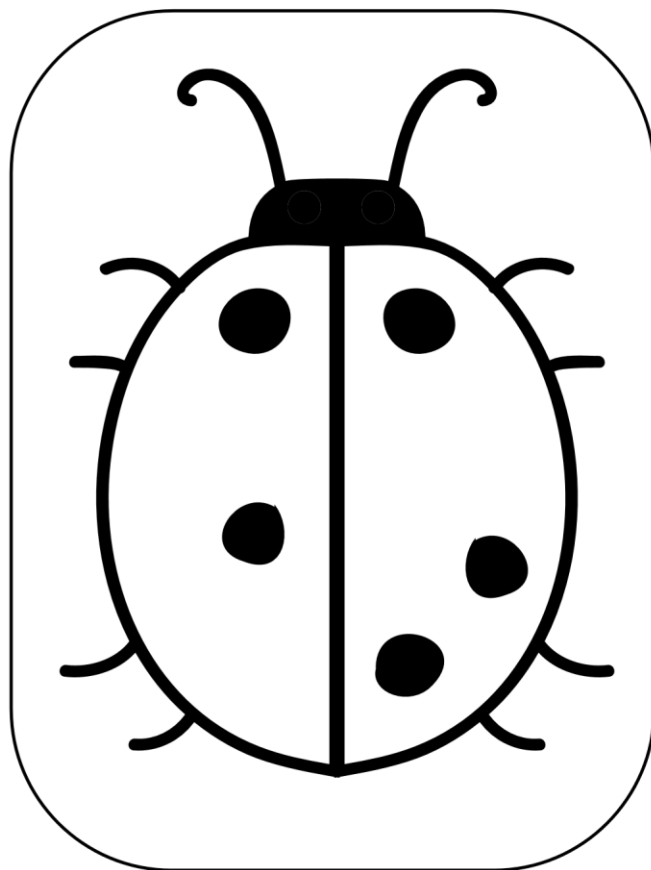
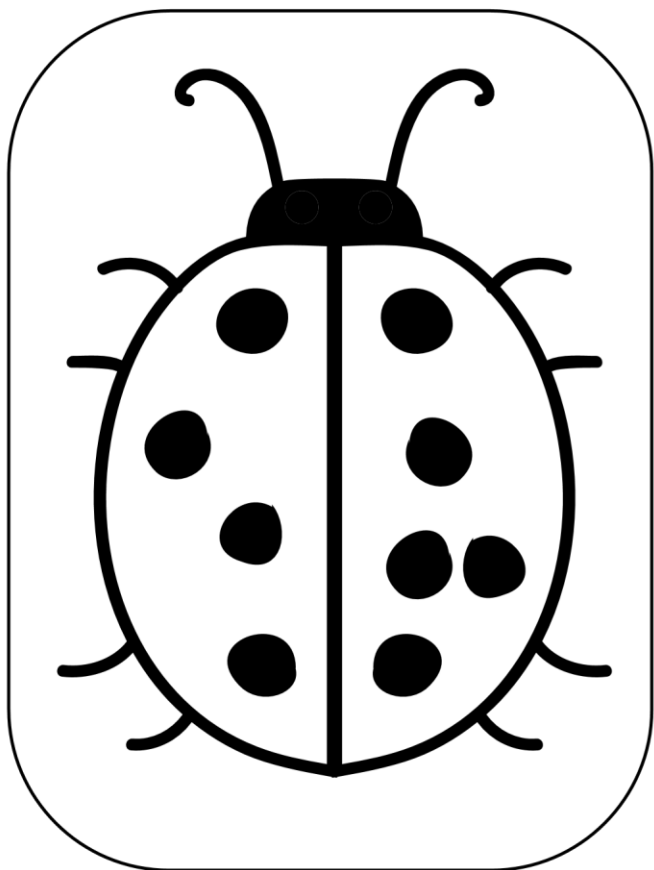
Data: _____



Imię: _____

Data: _____

Dorysuj biedronkom w ramce z prawej strony tyle kropek, aby było ich tyle samo co po lewej stronie.



Imię: _____



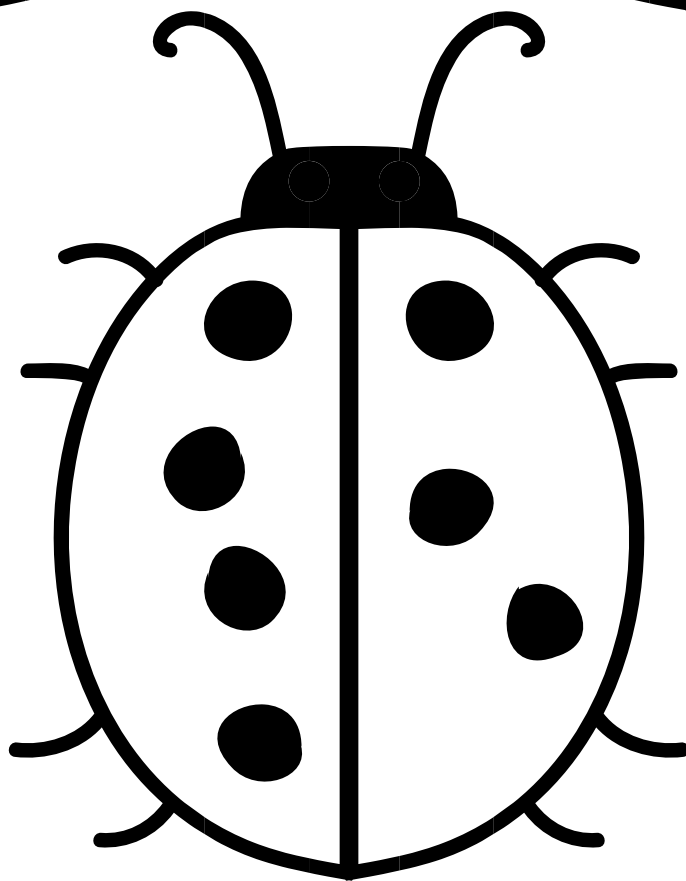
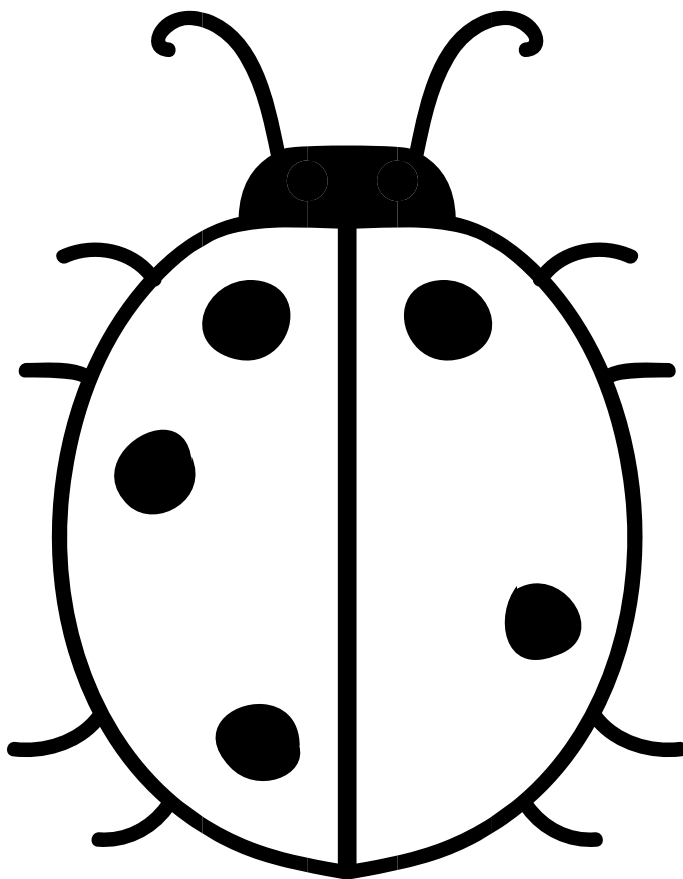
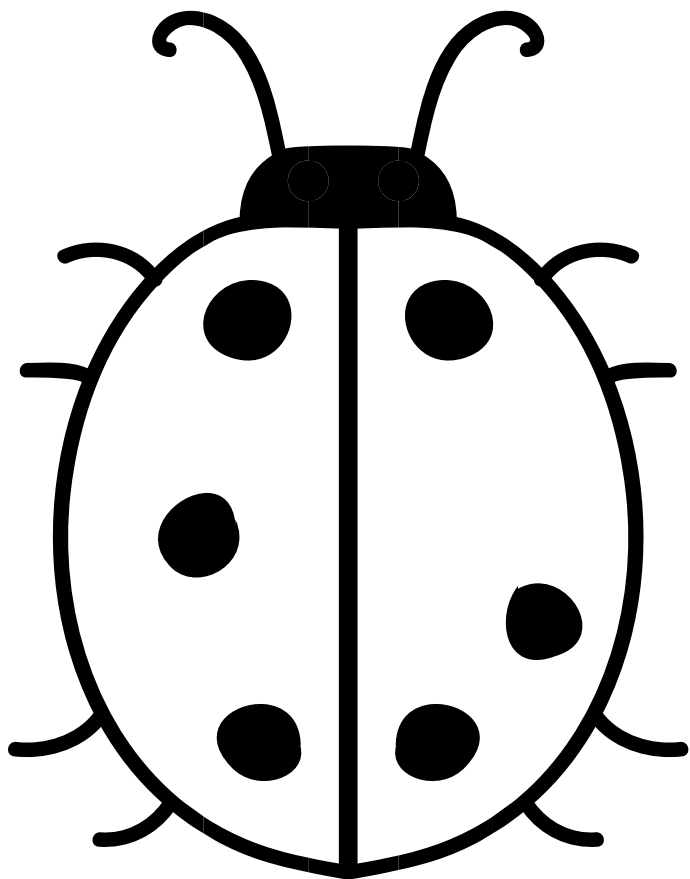
Data: _____

Zaznacz biedronkę z największą liczbą kropek.

Imię: _____

Data: _____

c



Imię: _____



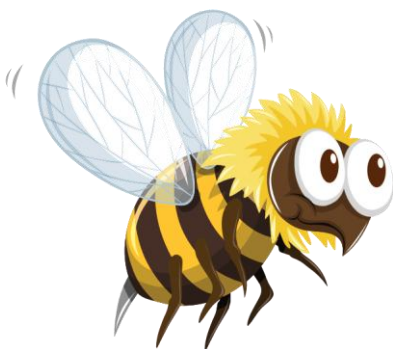
Data: _____

Zaznacz kółkiem mieszkańcy w łuki skierowanych w prawą stronę
oraz podkreśl tych skierowanych w lewą stronę.

Imię: _____

Data: _____

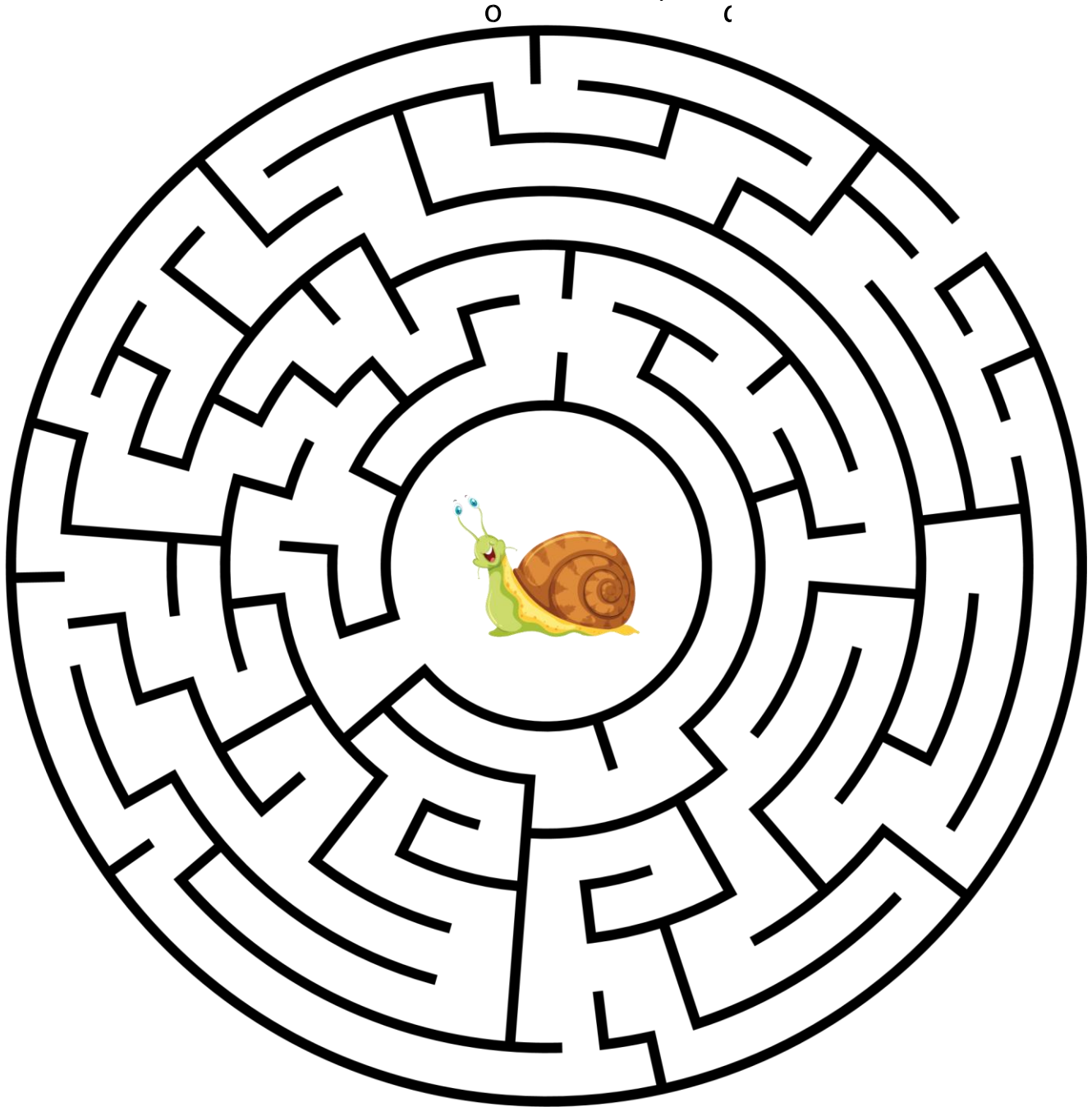
o



Wskaż ślimakowi dr gę do wyjścia z labiryntu.

Imię: _____

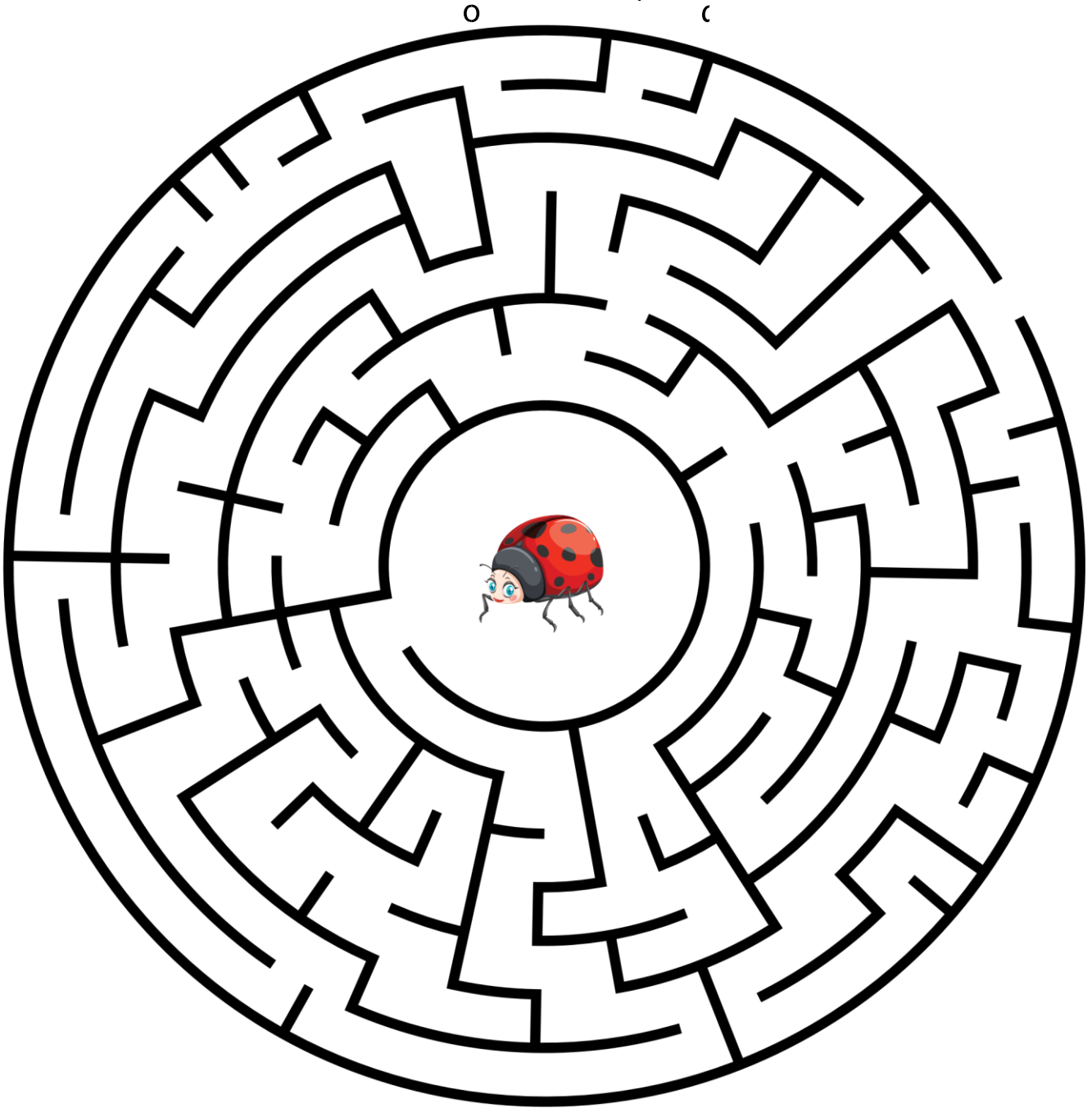
Data: _____



Wskaż biedronce drogę do wyjścia z labiryntu.

Imię: _____

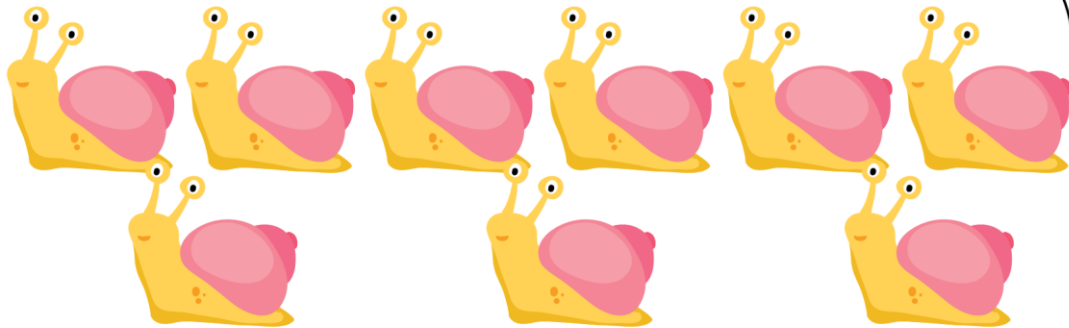
Data: _____



Imię: _____

Data: _____

Po lic i zaznacz prawidłową odpowiedź.



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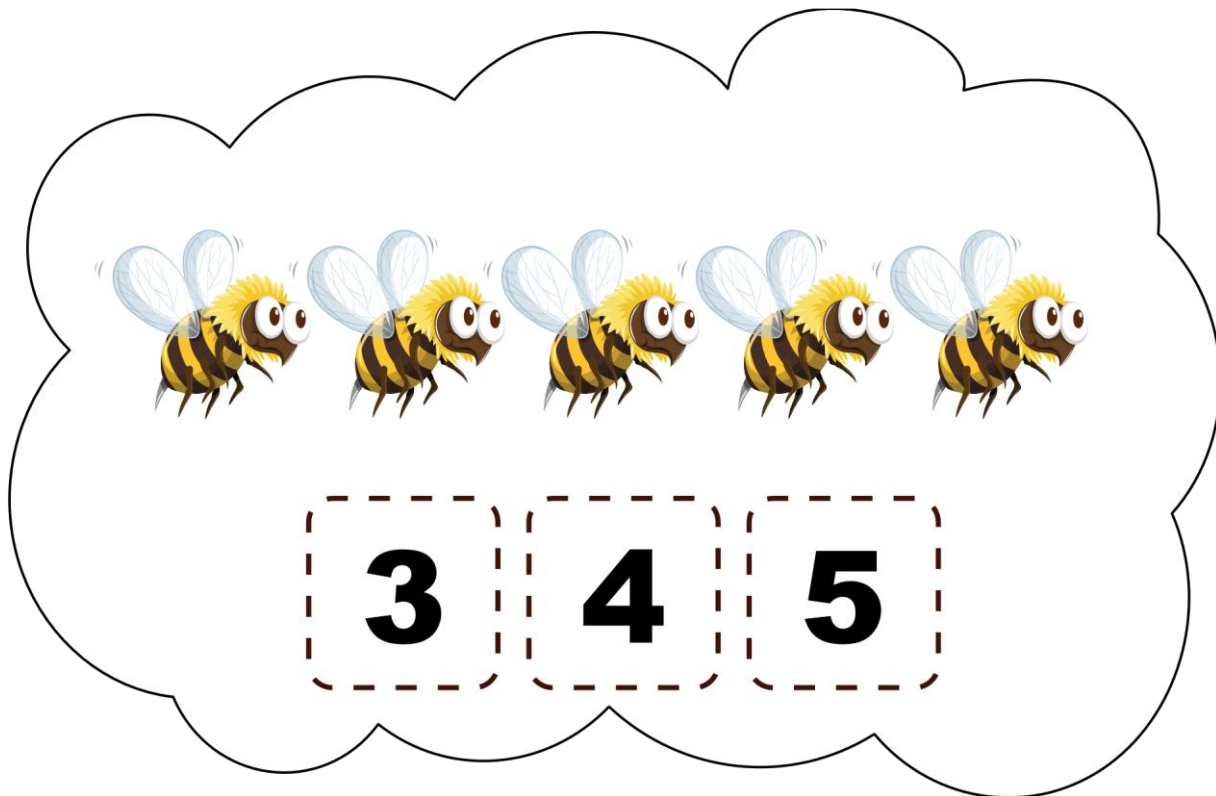
11

Imię: _____

Data: _____

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Policz i zaznacz prawidłową odpowiedź.



Imię: _____

Data: _____

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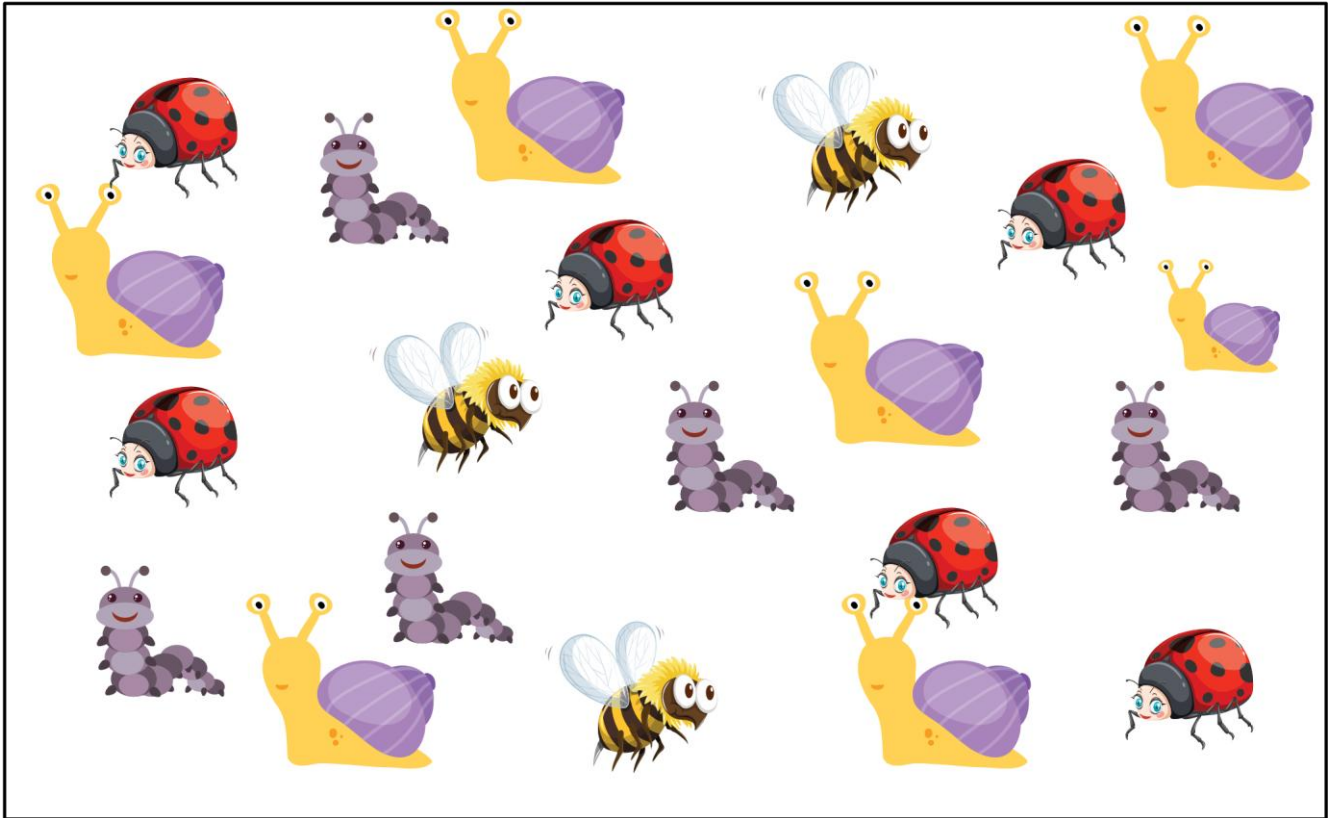
6

Policz i pokoloruj odpowiednią liczbę kwadratów.

Imię: _____

Data: _____

l) () (



Imię: _____

Data: _____

Znajdź wyrazy.

D	O	W	A	D	Y	A	O
O	Ł	Ą	K	A	O	P	L
F	E	G	K	E	R	Q	B
T	B	C	Ł	Ą	K	A	K
Y	F	P	O	S	A	K	T
N	Q	M	J	I	E	V	P
M	T	R	C	A	W	A	Y
U	Ś	L	I	M	A	K	R
R	T	A	M	L	K	U	S
U	M	O	T	Y	L	J	O

ŁĄKA, MOTYL, OWADY, OSA, ŚLIMAK