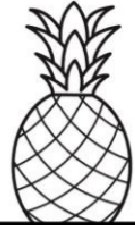


NOME: \_\_\_\_\_ DATA: \_\_\_/\_\_\_/\_\_\_\_\_

OBSERVE AS LETRAS DE CADA PALAVRA. ENCONTRE-AS NO ALFABETO E PINTE-AS. DEPOIS, PINTE O DESENHO.

A B C D E F G H I J  
K L M N O P Q R S T  
U V W X Y Z



**ABACAXI**

A B C D E F G H I J  
K L M N O P Q R S T  
U V W X Y Z



**SOLDADO**

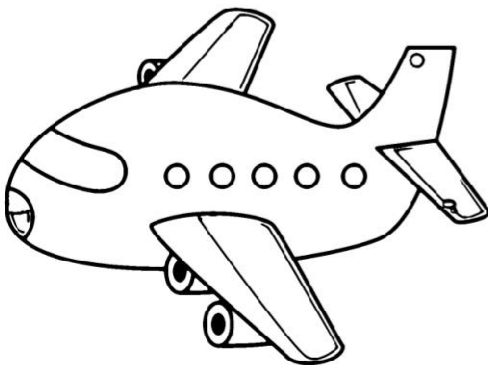
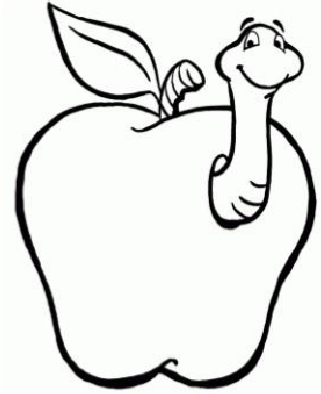
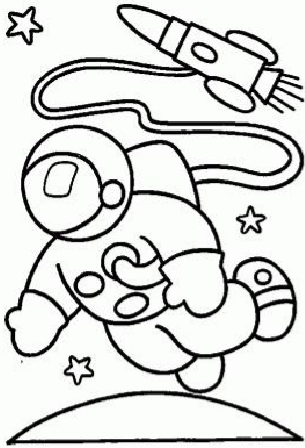
A B C D E F G H I J  
K L M N O P Q R S T  
U V W X Y Z



**DENTE**

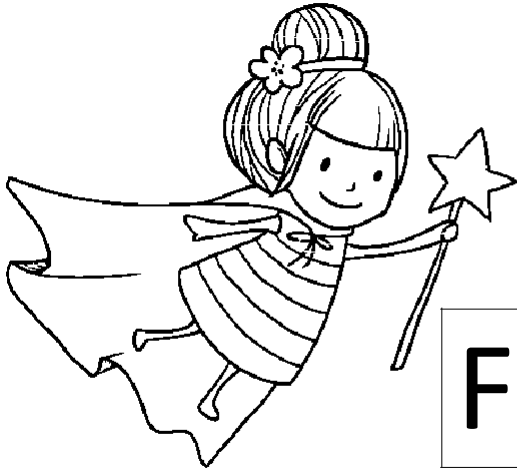
NOME: \_\_\_\_\_ DATA: \_\_\_/\_\_\_/\_\_\_\_\_

OBSERVE AS IMAGENS ABAIXO E PINTE SOMENTE OS DESENHOS  
CUJO NOME COMEÇA COM A LETRA A.



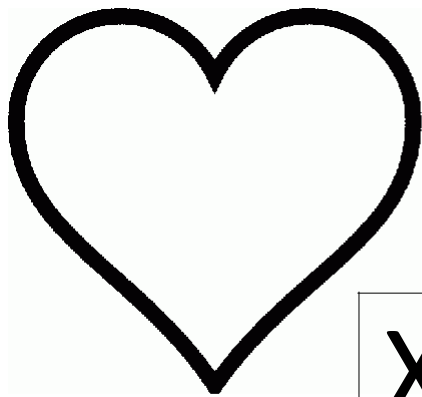
NOME: \_\_\_\_\_ DATA: \_\_\_/\_\_\_/\_\_\_\_\_

OBSERVE A PALAVRA, PROCURE-A NA BARRA DE LETRAS E PINTE-A.



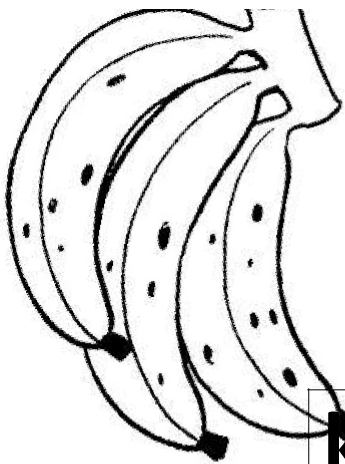
F A D A

F S R F A D A T U L



C O R A Ç Ã O

X I C O R A Ç Ã O G M

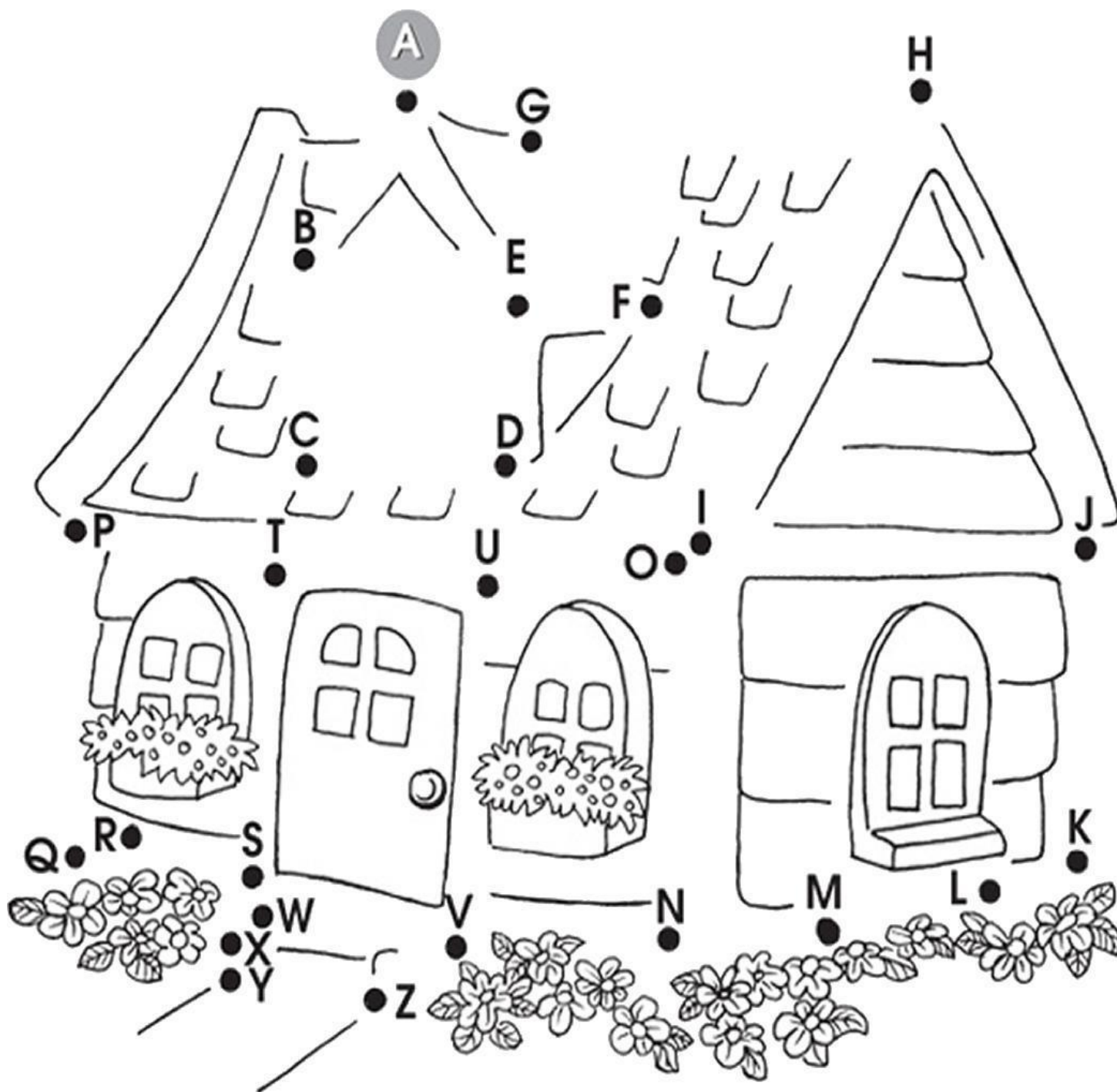


B A N A N A

K B A U B A N A N A

NOME: \_\_\_\_\_ DATA: \_\_\_/\_\_\_/\_\_\_

LIGUE OS PONTOS, SEGUINDO A ORDEM ALFABÉTICA. DEPOIS, PINTE O DESENHO QUE FORMOU.



NOME: \_\_\_\_\_ DATA: \_\_\_/\_\_\_/\_\_\_

LIGUE PONTOS  
E TRACINHOS



NOME: \_\_\_\_\_ DATA: \_\_\_\_/\_\_\_\_/\_\_\_\_

# AJUDE A ABELHINHA A CHEGAR ATÉ A COLMEIA

