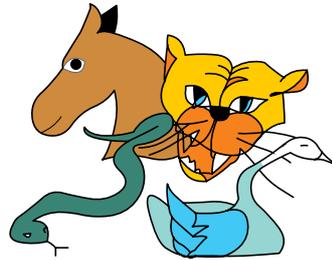


8

unidad didáctica

# LOS ANIMALES



## Bloque 4

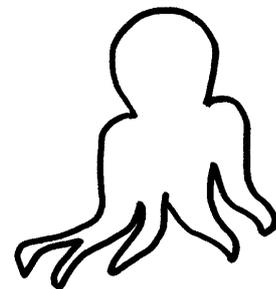
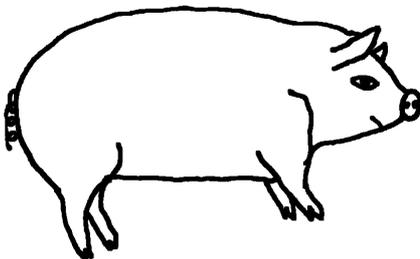
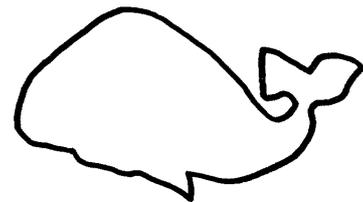
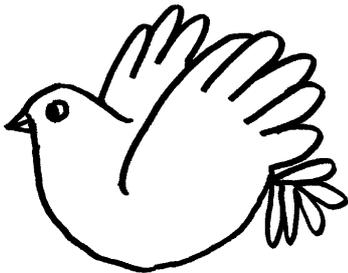
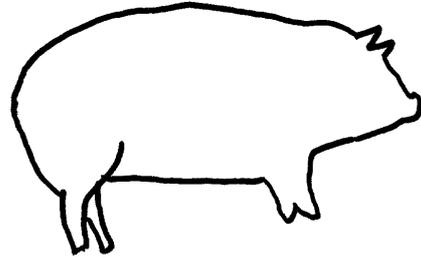
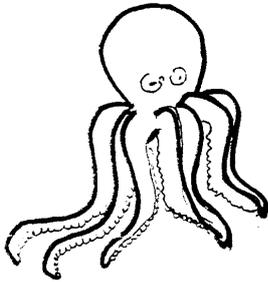
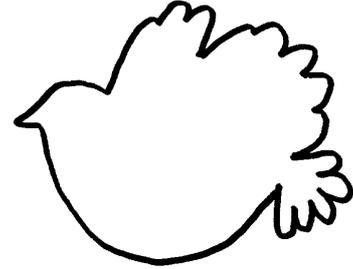
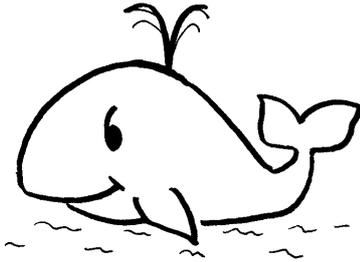
### Orientaciones metodológicas

#### **Sobre grafomotricidad. Maduración perceptivo motriz:**

1. Búsqueda de sombras.
2. Completar lo que falta en imagen.
3. Búsqueda de animales.
4. Discriminación figura-fondo.
5. Realización de un puzzle.
6. Búsqueda de lo diferente.
7. Laberinto.
8. Identificación de imágenes atendiendo a conceptos.
9. Actividades de coloreado, recortado, picado y dibujos.

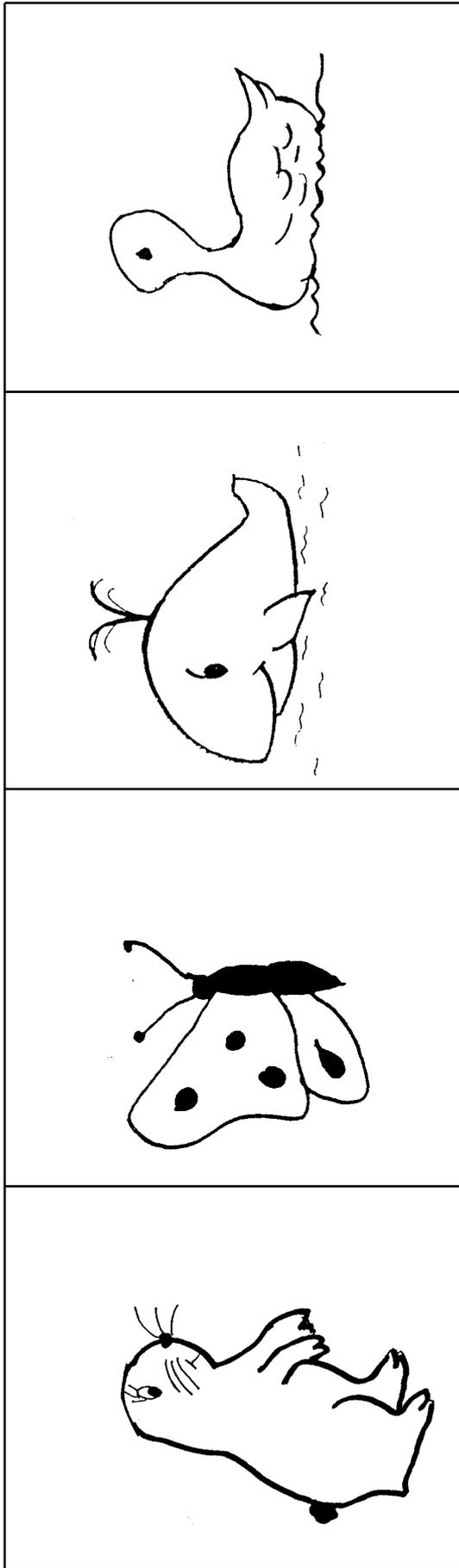


Une cada animal con su sombra.

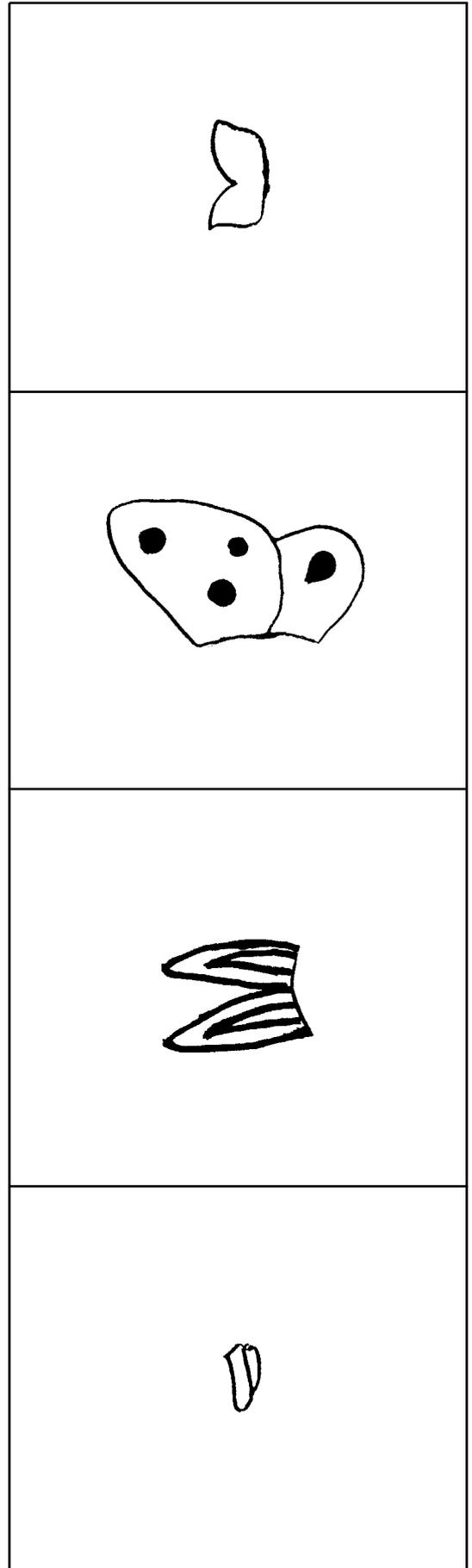




Busca lo que le falta a cada animal.

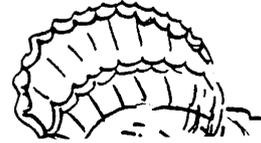
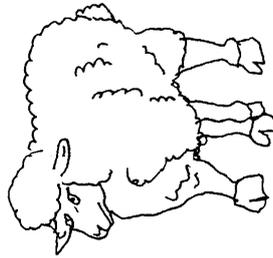
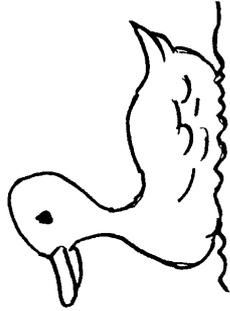
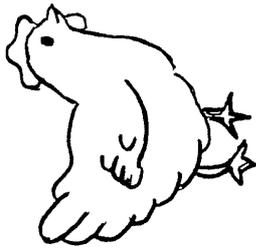
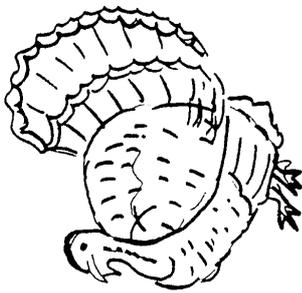


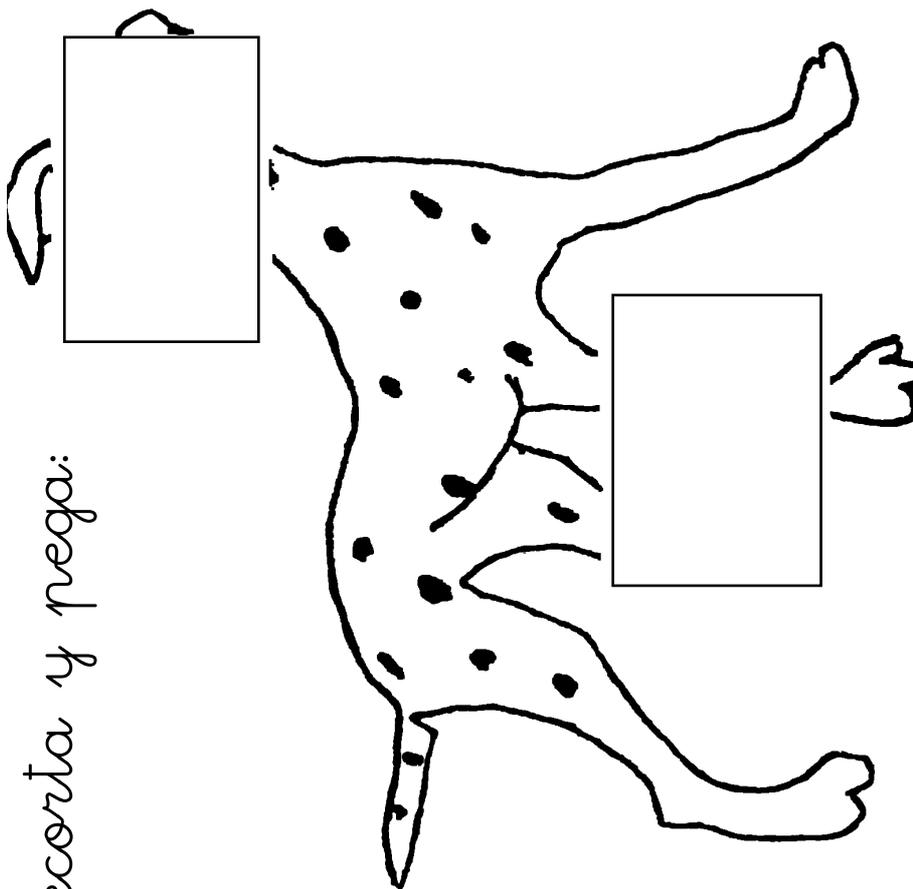
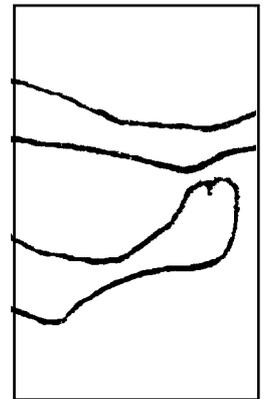
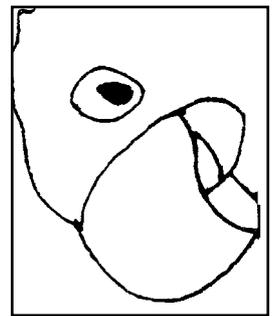
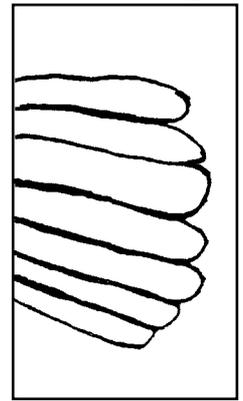
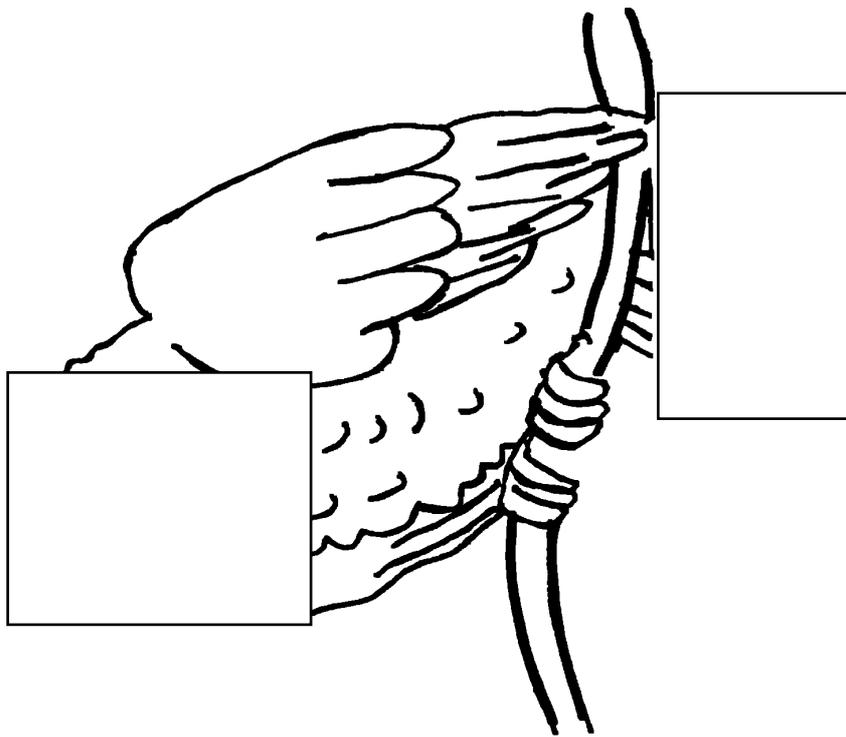
Une con flechas y dibújale en su lugar.





Une cada animal con la parte que le corresponde.





Recorta y pega:



Colorea los animales que encuentres:



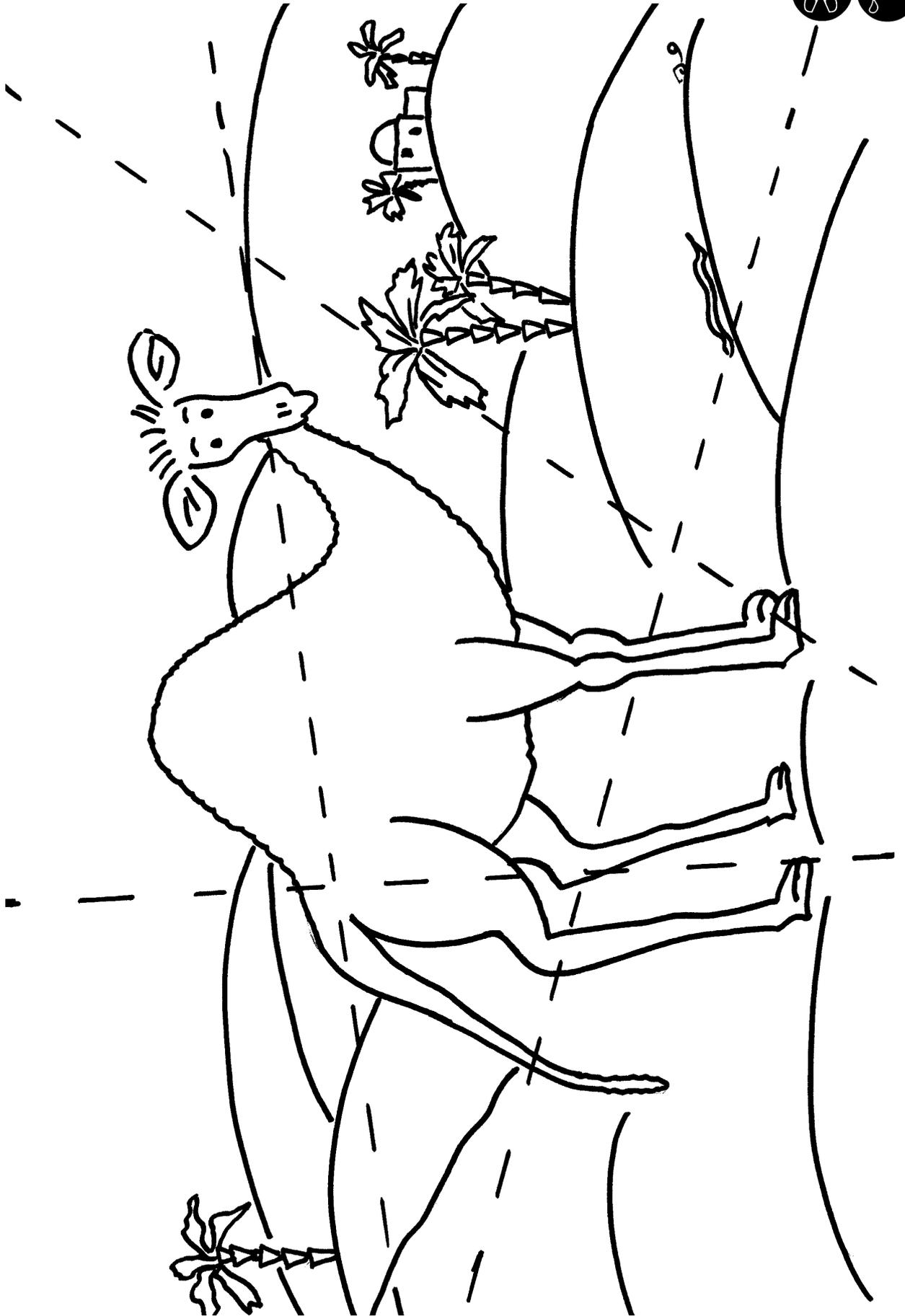


Colorea el conejo:



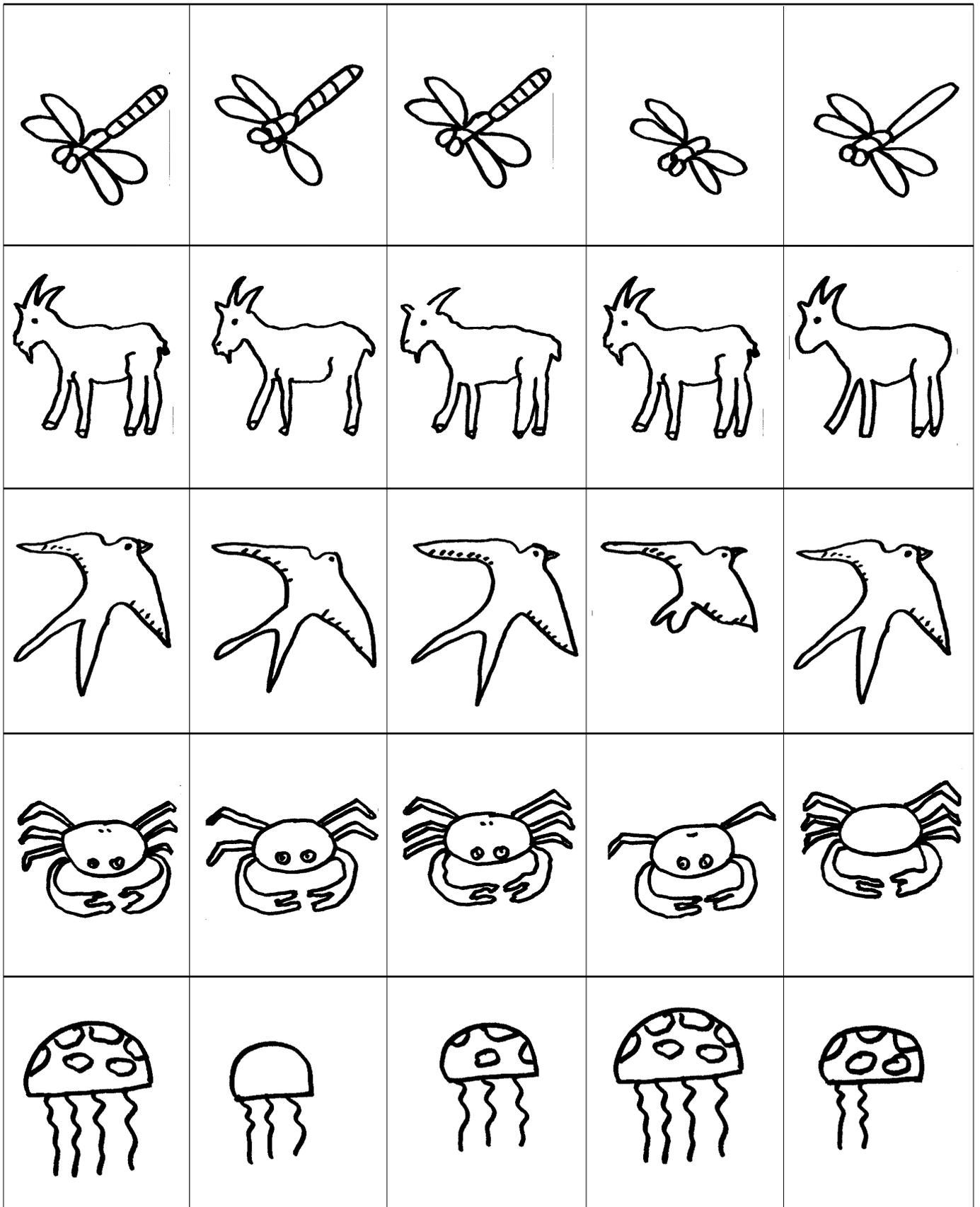


Realiza el puzzle:



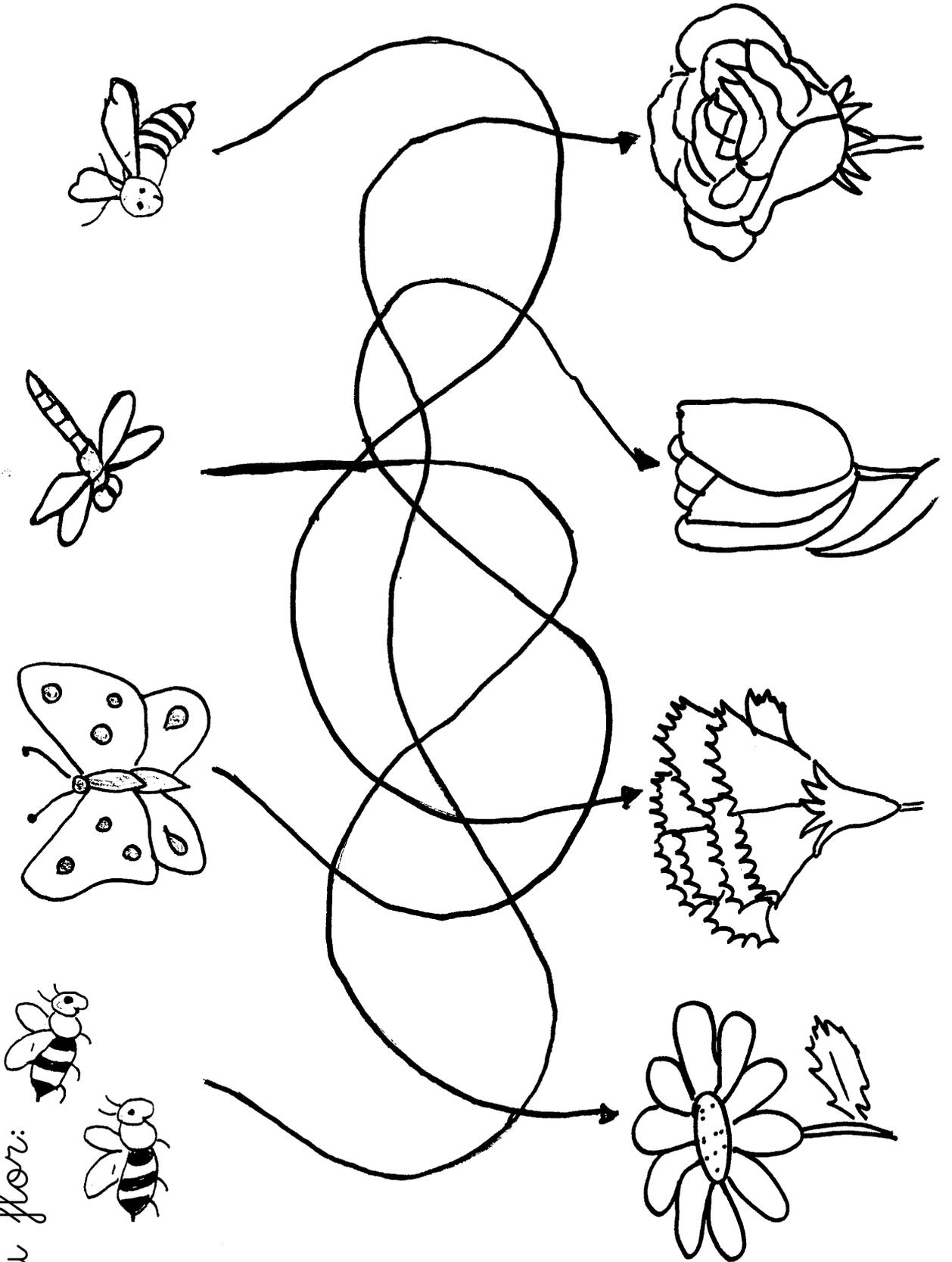


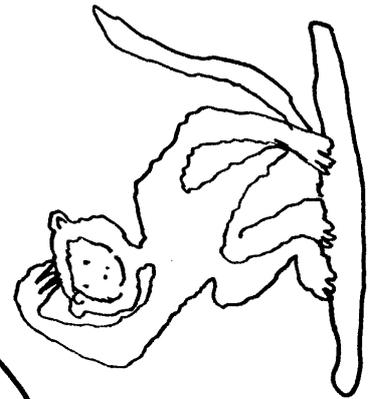
Busca lo diferente.





Busca el camino que cada insecto recorre para buscar su flor:

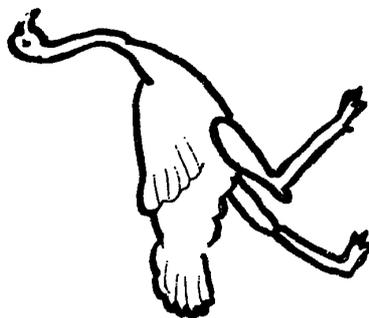




Laberinto.

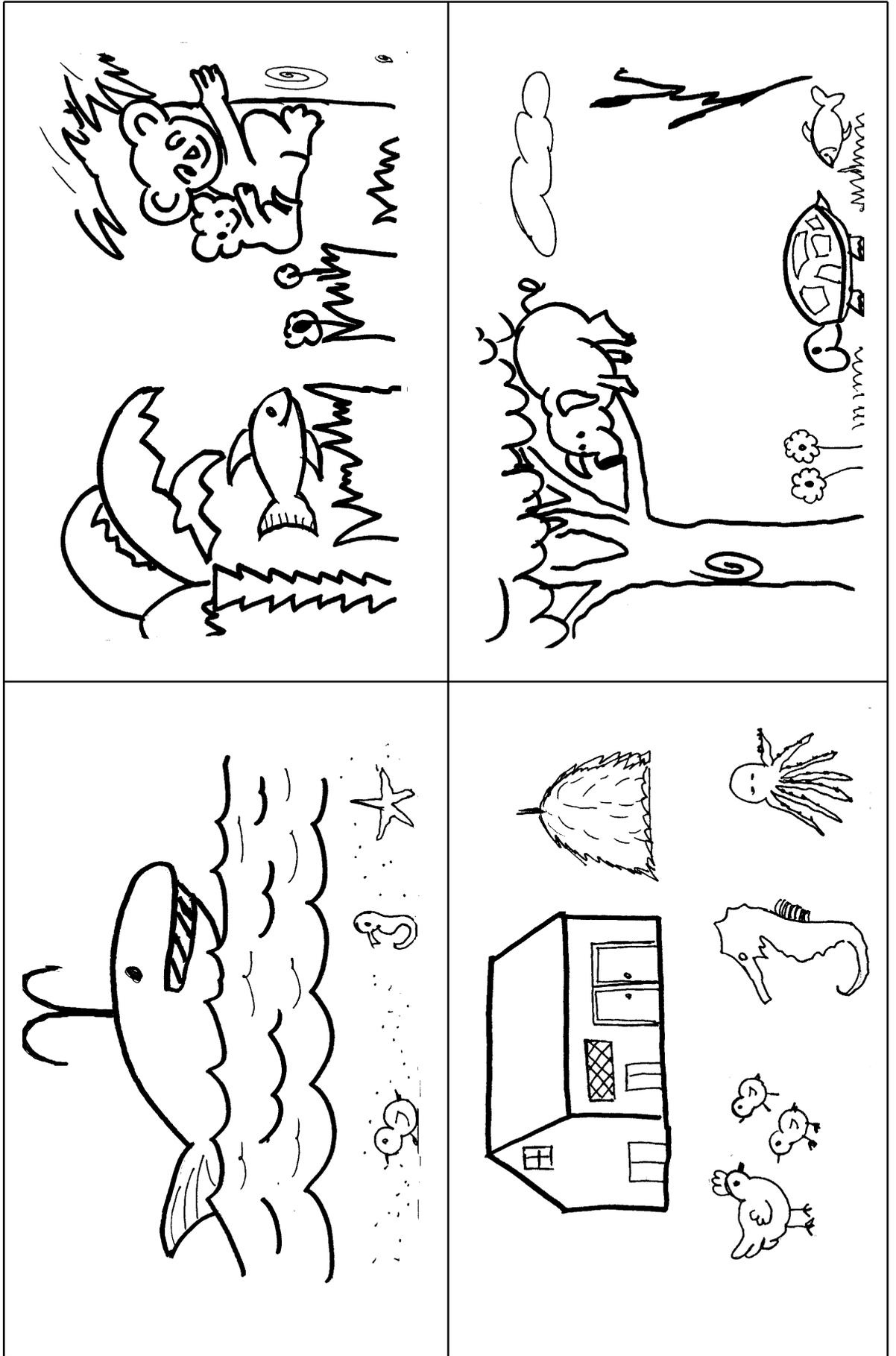


No colorees el primero ni el último.



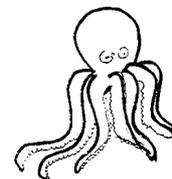
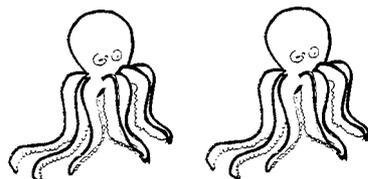
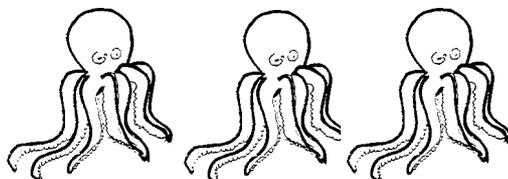
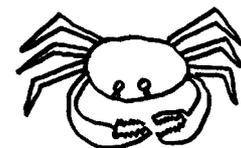
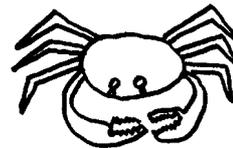
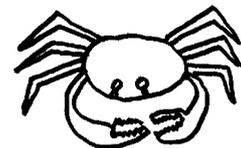
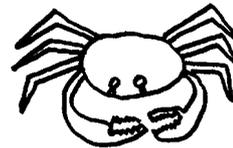
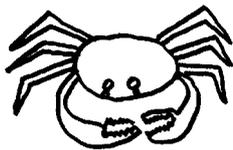
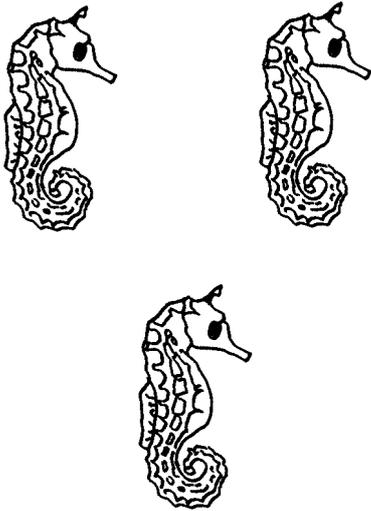


Tacha en cada escena los animales que nunca encontrarías en estos paisajes



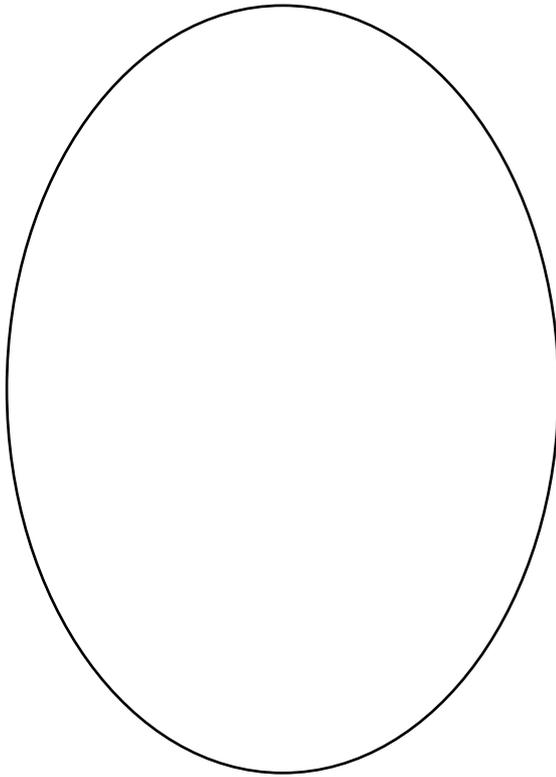


Colorea donde hay varios:

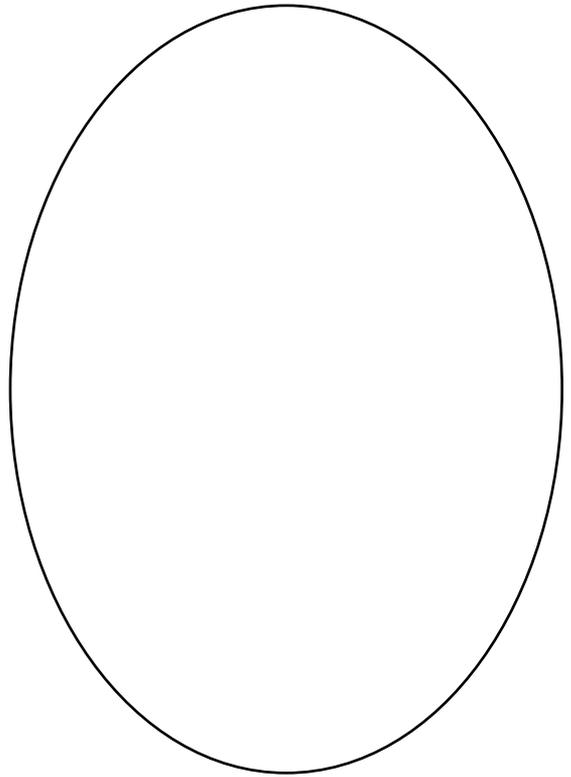
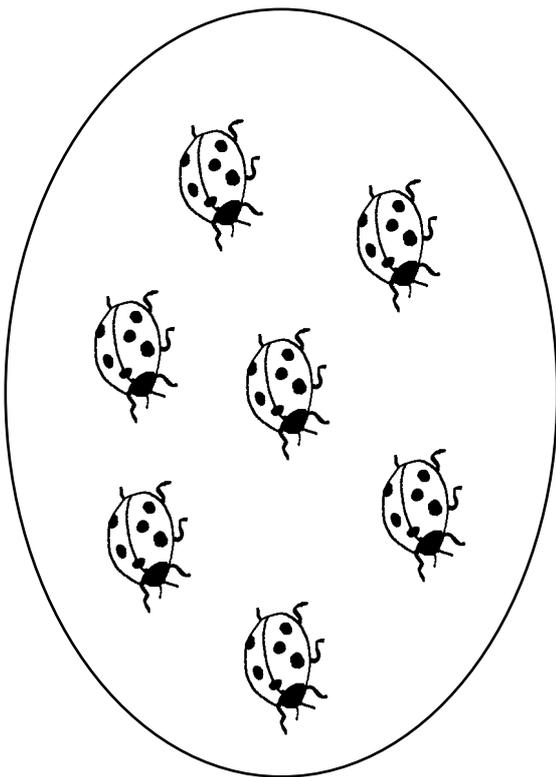




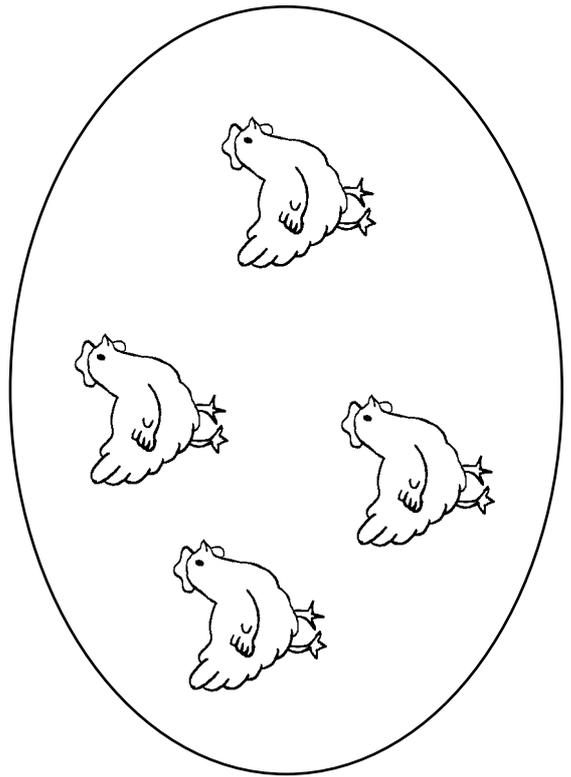
Dibuja tantos como hay dibujados.



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Colorea y pica:

