







- Continuă modelul:




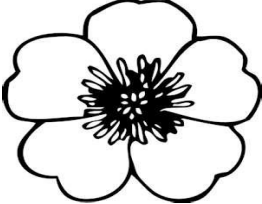
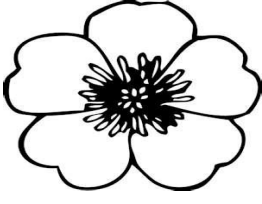
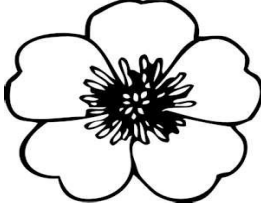
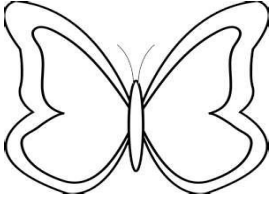
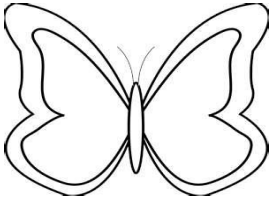
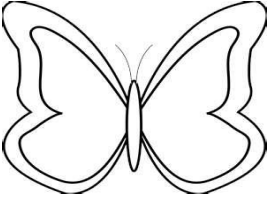


- Trasează în casete atâtea linii câte obiecte de același fel vezi în tablou:

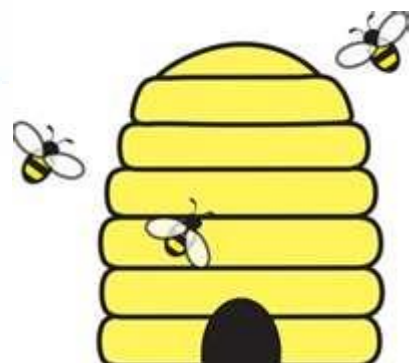
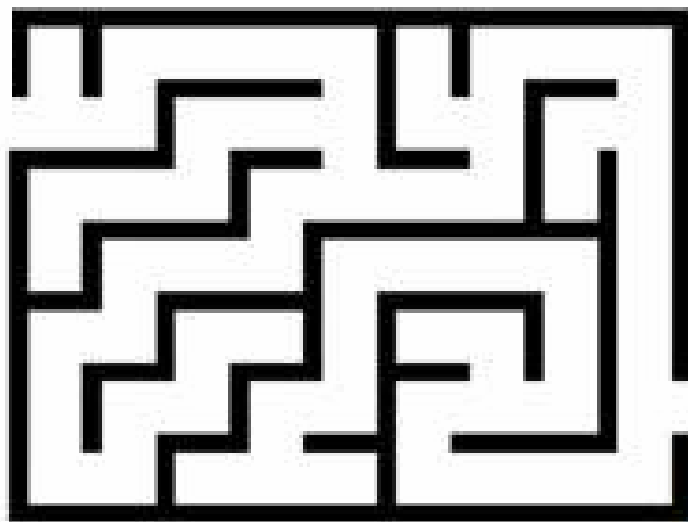
					



- Colorează atâtea elemente câte îți arată cifra:

1			
2			
3			

- Ajută albina să ajungă la stup:



- Colorează așa cum îți arată creioanele:

