

E.M. RECANTO FELIZ – PROFa. SANDRA REGINA RODRIGUES DA SILVA

PROFa. LUCIANA CONCEIÇÃO DA SILVA

FASE II –A

7ª APOSTILA – 21/06 A 02/07



<https://i.pinimg.com/originals/fb/70/9b/fb709b4bde4657b2cf6bcedd09839d86.jpg>

ALUNO (A) _____

NOME: _____

21/06

MARQUE COM O "X" O QUE NÃO PERTENCE A FESTA JUNINA:



1. MARQUE COM O "X" A DANÇA QUE NÃO PERTENCE A FESTA JUNINA:

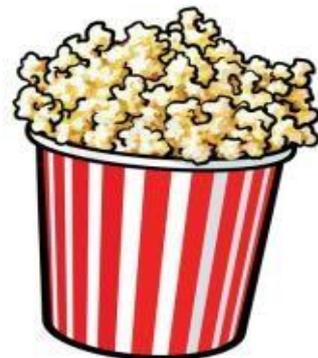
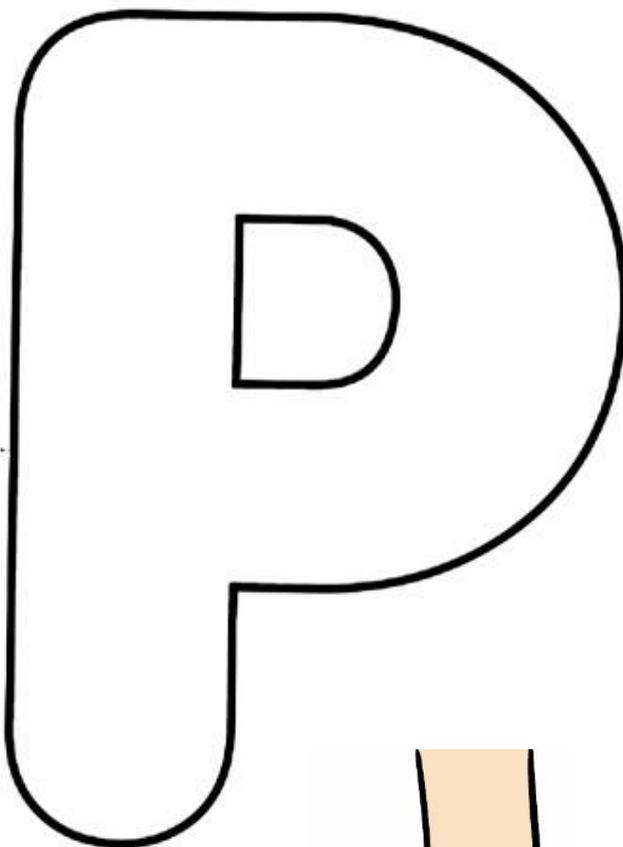
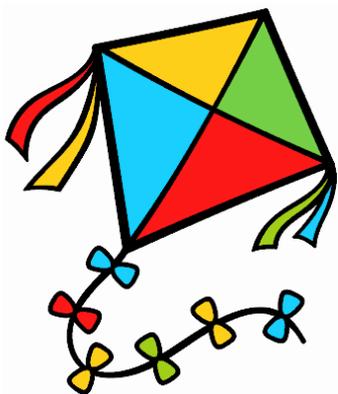


2. MARQUE COM O "X" AS COMIDAS QUE NÃO PERTENCE A FESTA JUNINA:

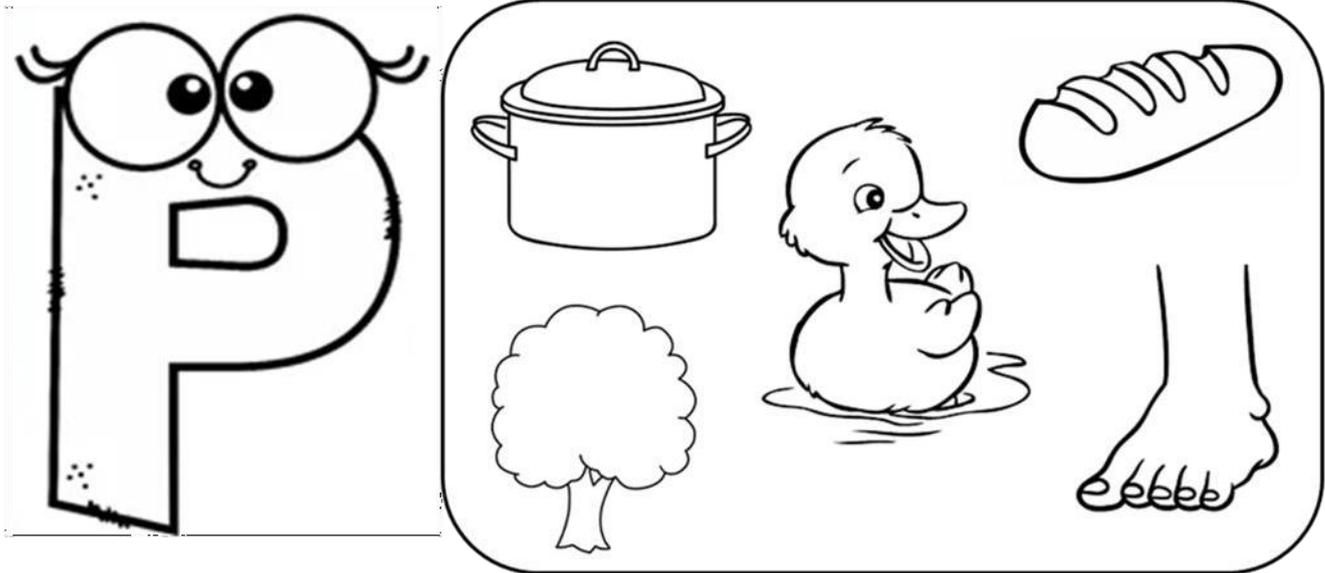


A LETRINHA DO DIA É...

1. FAÇA O CONTORNO NA LETRA P COM GIZ DE CERA LARANJA.
2. DEPOIS CIRCULE AS FIGURAS QUE COMEÇAM COM A LETRA P



1. PINTE AS FIGURAS QUE COMEÇAM COM A LETRA P.



2. COLOQUE AS LETRAS INICIAIS DE CADA FIGURA



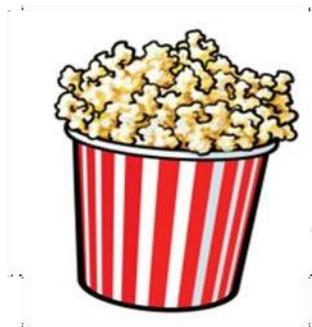
_____ ANELA



_____ ÃO



_____ ATO



_____ IPOCA



_____ IANO



_____ É

VAMOS CANTAR?

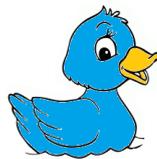
O PATINHO COLORIDO

O PATINHO **AMARELINHO**
RESOLVEU MUDAR DE COR
USOU TINTA COLORIDA
E AZUL ELE FICOU



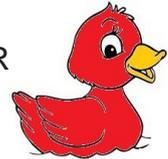
VIVA O PATINHO AZULZINHO(4X)

O PATINHO **AZULZINHO**
RESOLVEU MUDAR DE COR
USOU TINTA COLORIDA
E VERMELHO ELE FICOU



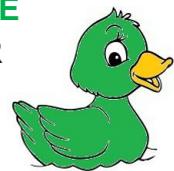
VIVA O PATINHO VERMELHO(4X)

O PATINHO **VERMELHINHO**
RESOLVEU MUDAR DE COR
USOU TINTA COLORIDA
E VERDINHO ELE FICOU



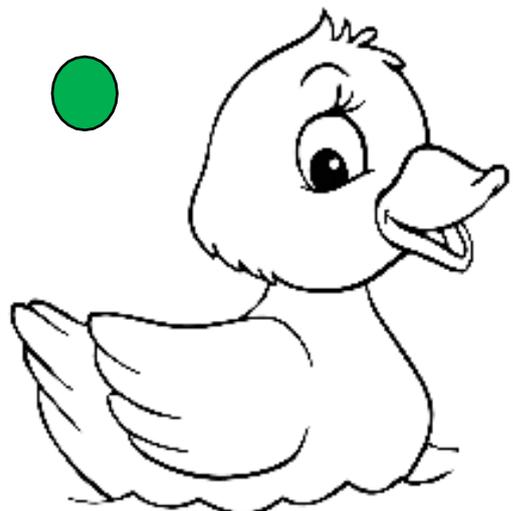
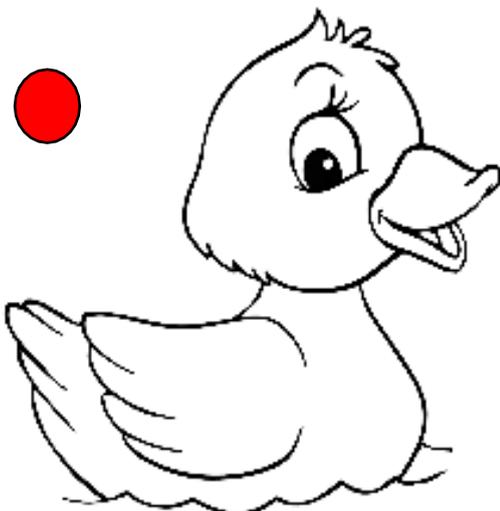
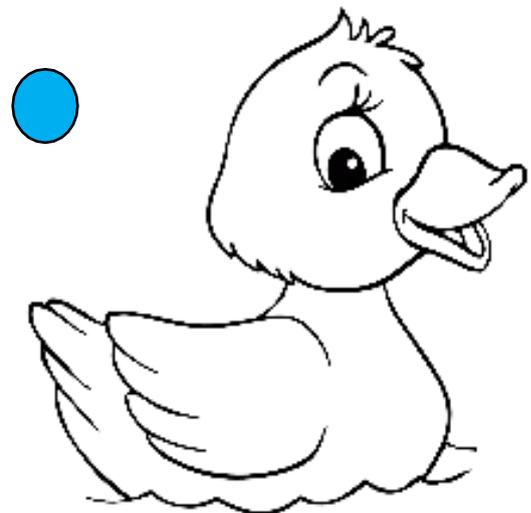
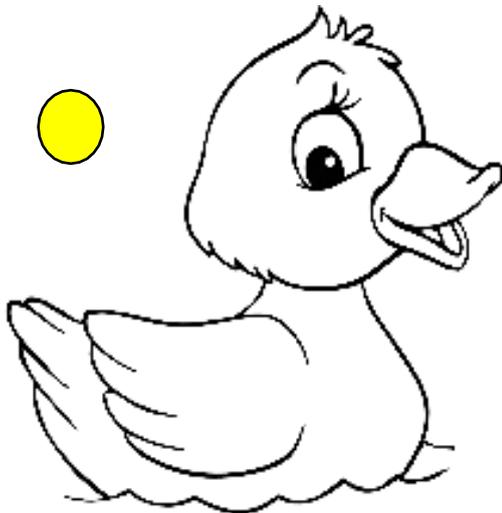
VIVA O PATINHO VERDINHO(4X)

O PATINHO QUE ERA **VERDE**
RESOLVEU MUDAR DE COR
USOU TINTA COLORIDA
E AMARELO ELE FICOU.



VIVA O PATINHO AMARELO(4X)

3. PINTE O PATINHO DE ACORDO COM A COR INDICADA.



NOME: _____

24/06

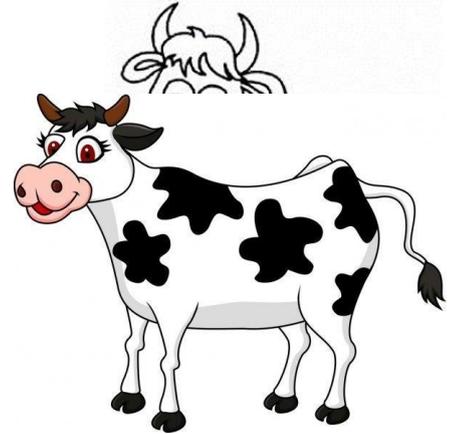
1. IDENTIFIQUE O ANIMAL CITADO NA MÚSICA E CIRCULE-O E DEPOIS COLOQUE A LETRA FALTOSA EM CADA FIGURA.



	A	P	O
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	A	T	O
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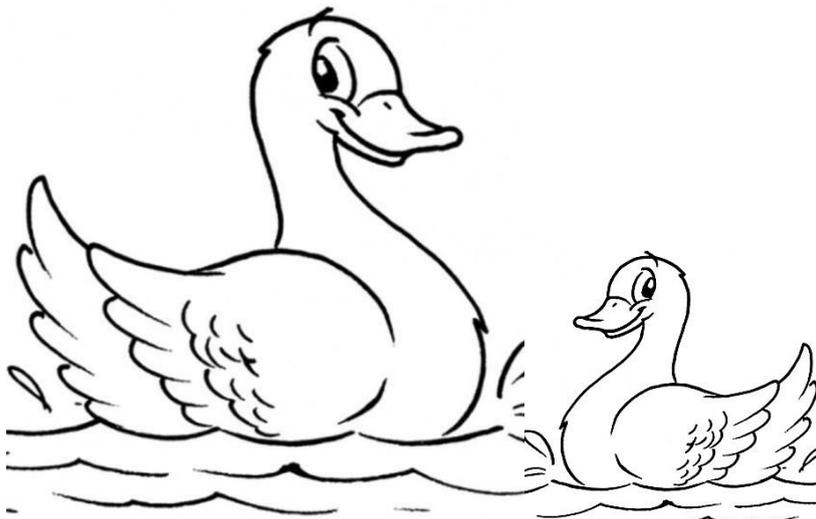


	A	C	A
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2. OS PATINHOS ESTÃO NO LAGO NADANDO, MAS UM DELES É TEIMOSO E ESTÁ INDO PARA O LADO INVERSO. VAMOS IDENTIFICAR E CIRCULÁ-LO.



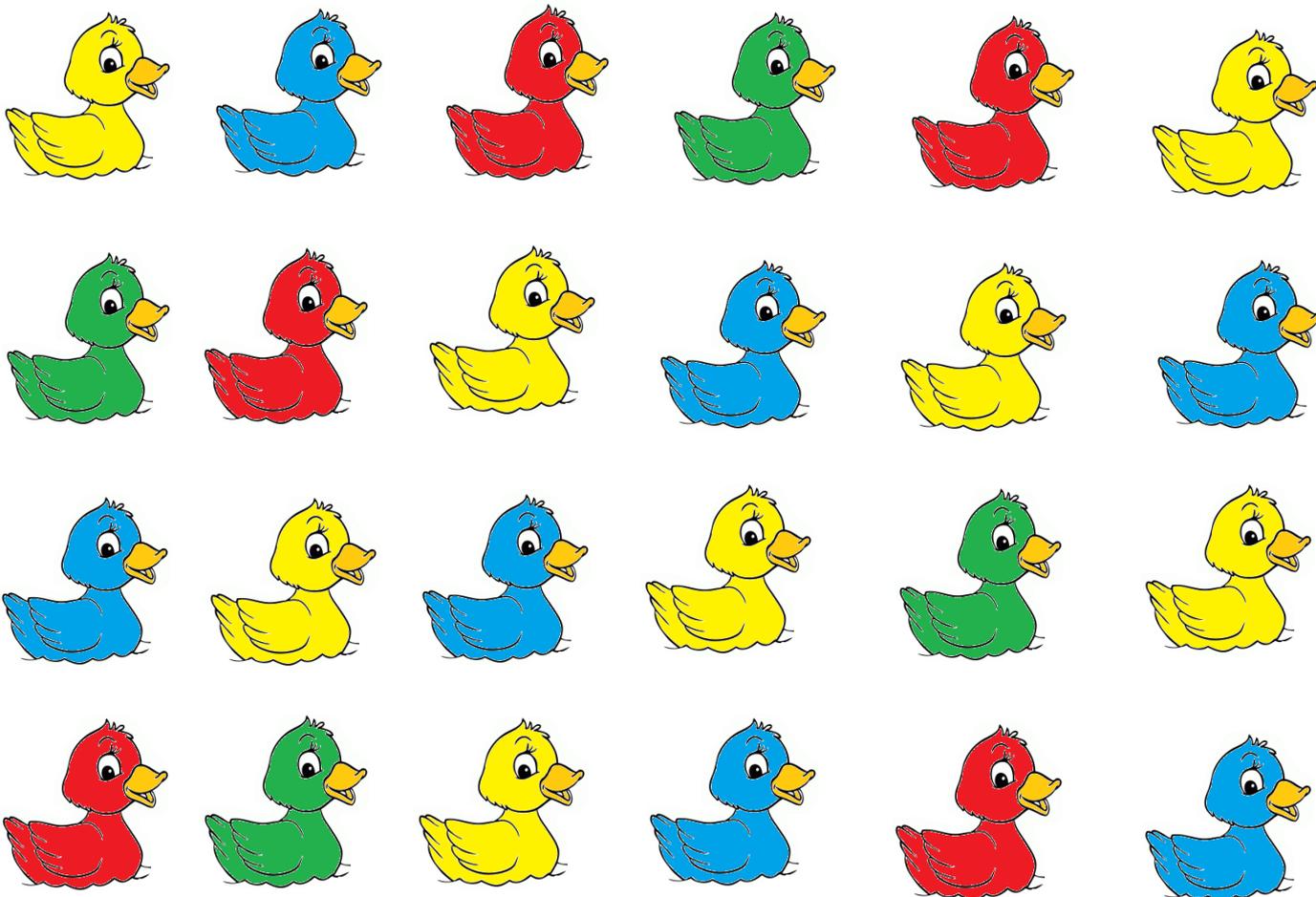
3. PINTE O PATINHO MAIOR E CIRCULE O MENOR.



NOME: _____

25/06

PINTE OS QUADRINHOS DE ACORDO COM AS QUANTIDADES.

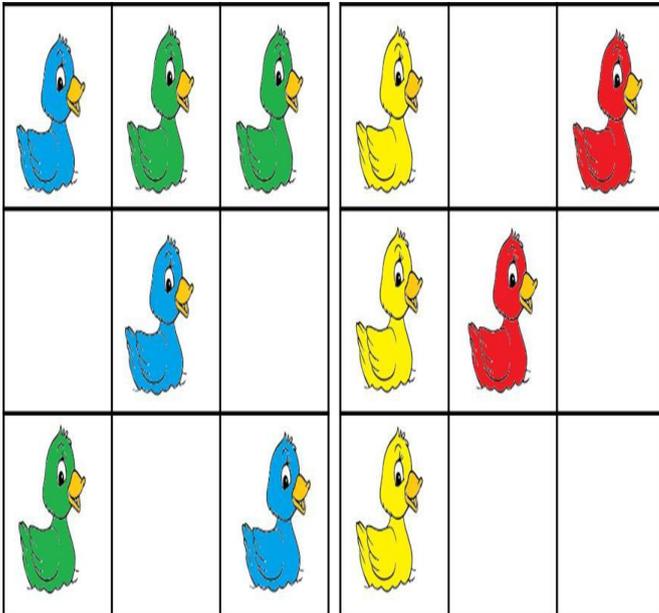


NOME: _____

28/06

JOGO DA VELHA



Objetivo: Conseguir **3 marcas em linha**, quer seja horizontal, vertical ou diagonal e, ao mesmo tempo, quando possível, impedir o adversário de ganhar na próxima jogada.

Material: 1 tabuleiro e 10 marcadores (5 para cada jogador)

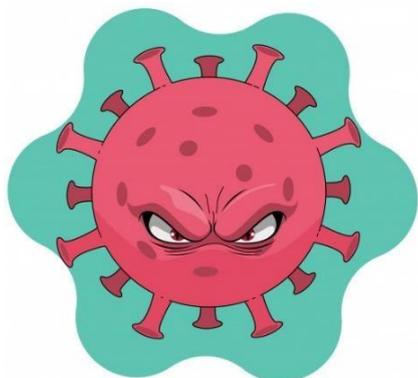
Numero de jogadores: dois

Regras: 1. Cada jogador escolhe 5 marcadores; 2. Cada jogador deve jogar alternadamente, preenchendo uma lacuna que esteja vazia; 3. Vence o jogador que conseguir conquistar o objetivo; 4. Os casos de empate são chamados de "Velha", ou seja quando os jogadores empatam diz-se que: "Deu a Velha".

Família recorte e cole o jogo em um papelão ou caixa de sapato e depois brinque com a criança com o material que está na página 16. Não esqueça de registrar com fotos. Boa diversão!

Registre como foi a brincadeira e qual a dificuldade apresentada pela criança durante a realização da atividade.

1. CIRCULE A FIGURA QUE INDICA O CORONAVÍRUS



2. MARQUE COM UM "X" A CENA QUE MOSTRA UMA DAS FORMAS DE PREVENÇÃO DO CORONAVÍRUS:

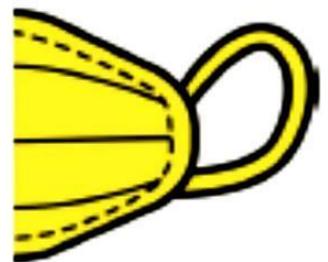
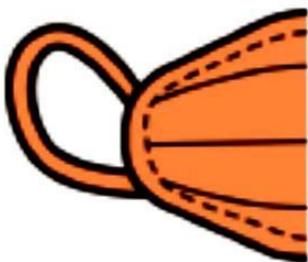
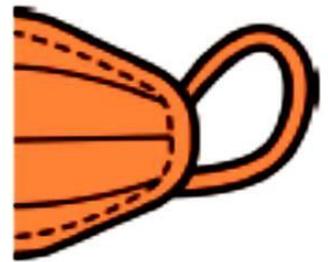
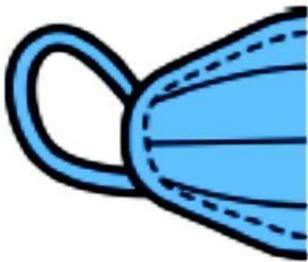
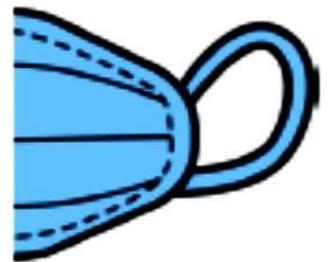
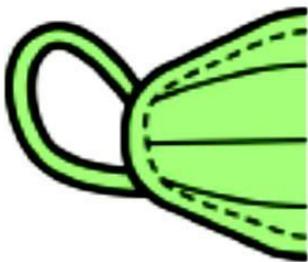
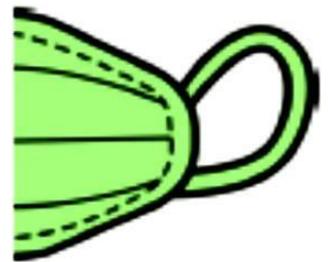
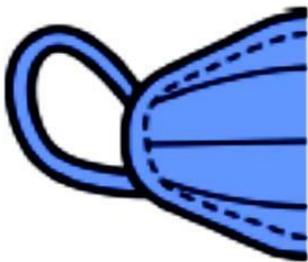
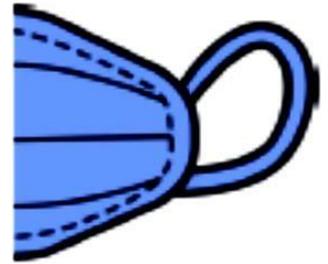
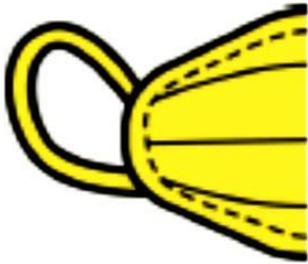


3. CIRCULE O OBJETO USAMOS PARA MEDIR A TEMPERATURA CORPORAL

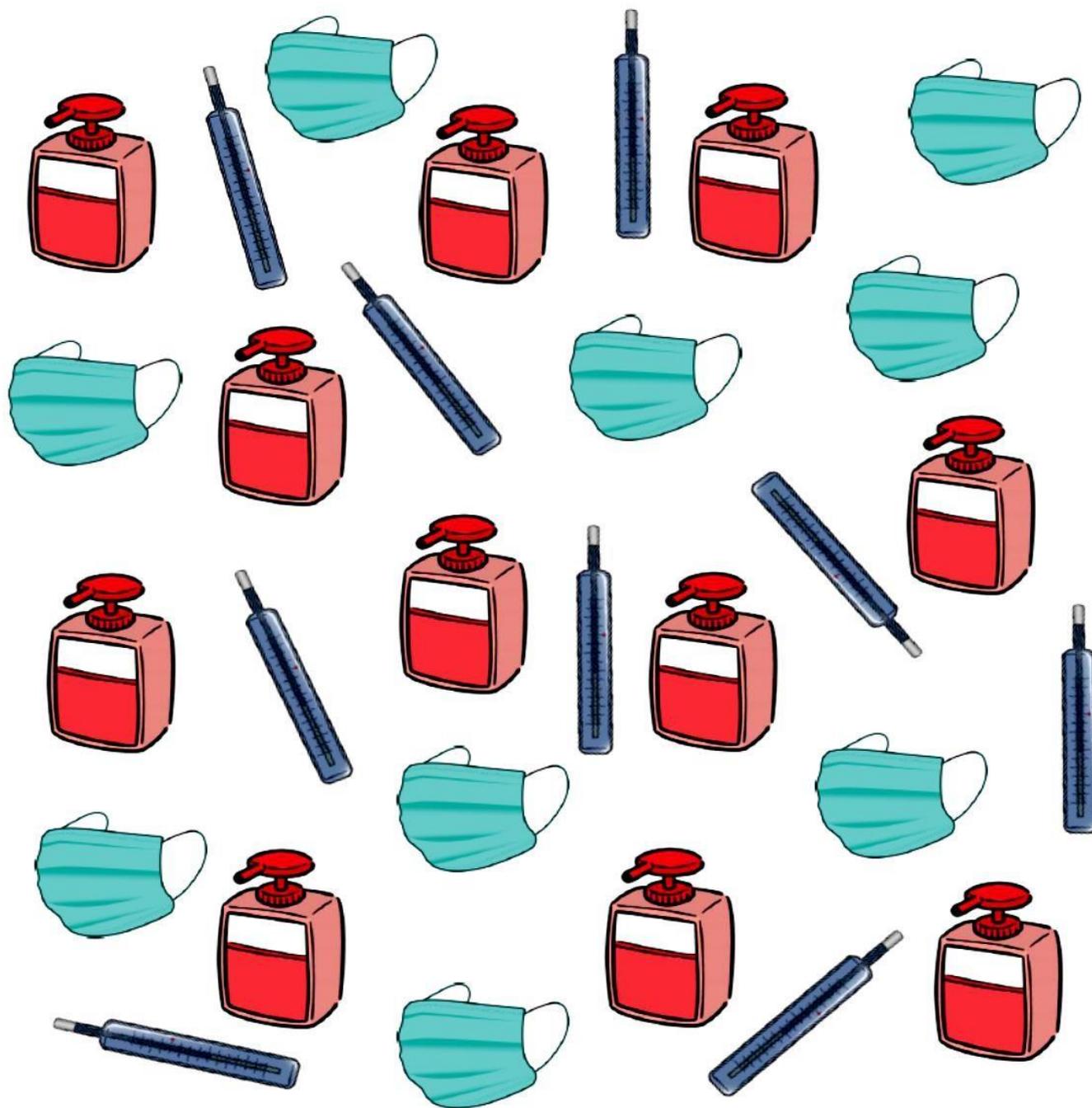
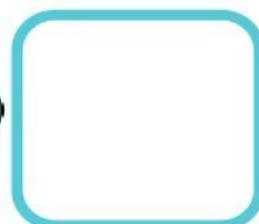
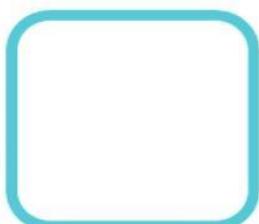


NOME: _____ 30/06

LIGUE CADA MÁSCARA À SUA METADE:



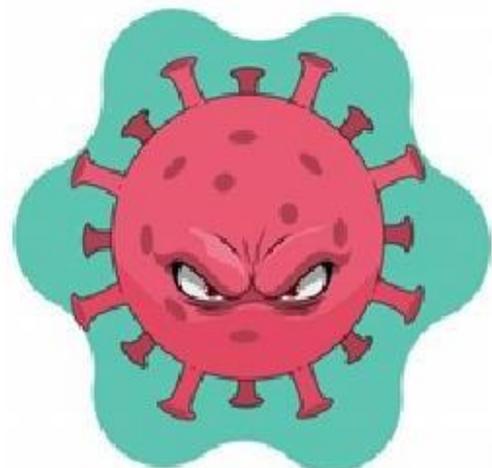
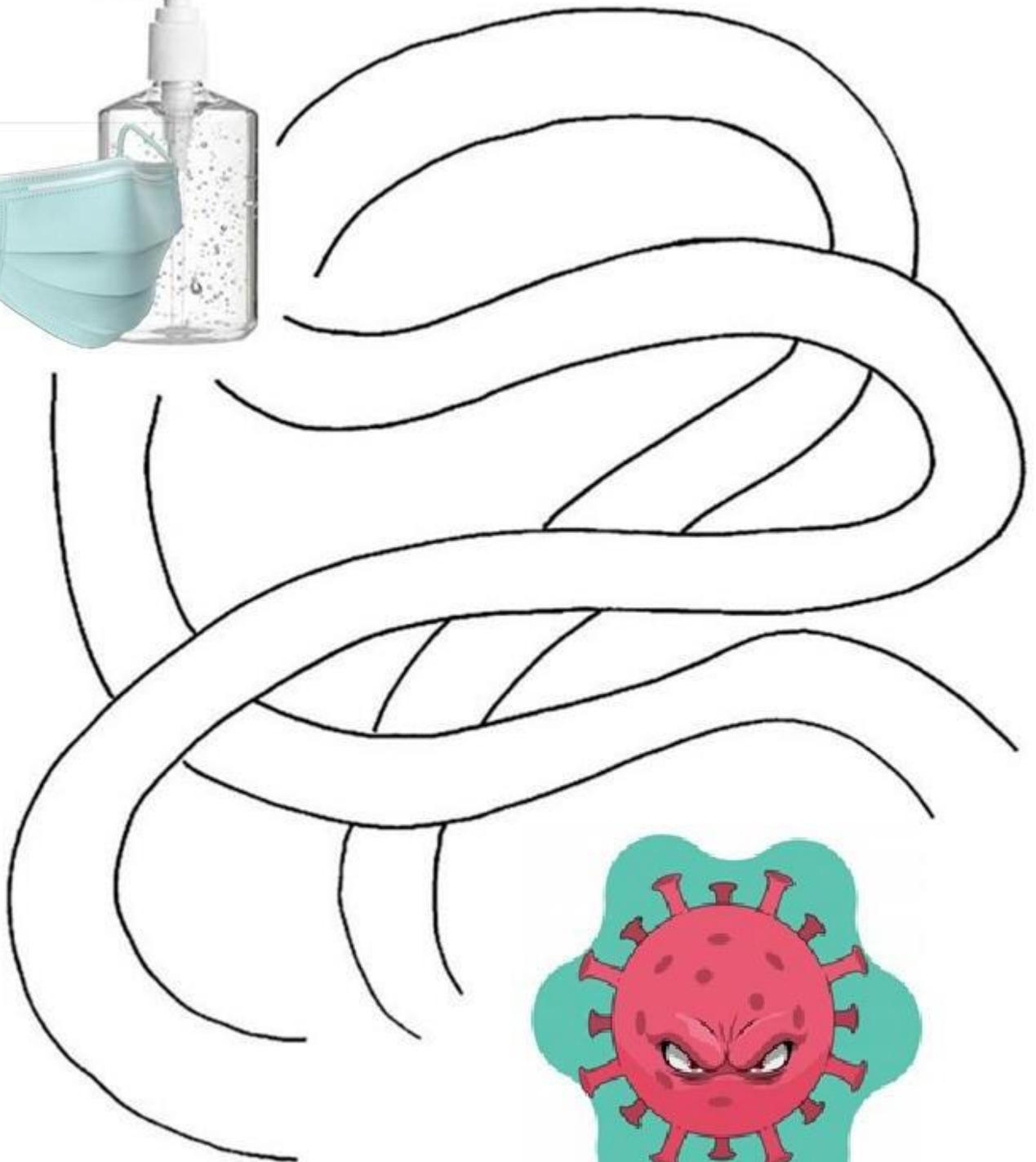
VAMOS CONTAR?



NOME: _____

01/07

LEVE O KIT ATÉ O CORONAVIRUS USANDO GIZ DE CERA, LÁPIS DE COR OU OU GUACHE.



NOME: _____

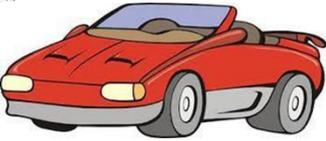
02/07

MARQUE COM O "X" O INTRUSO:

B						
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C						
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D						
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F						
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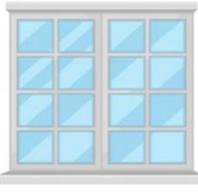
G						
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H						
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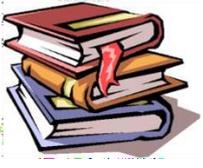
NOME: _____

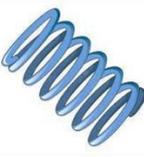
02/07

MARQUE O INTRUSO:

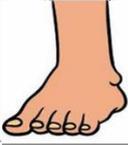
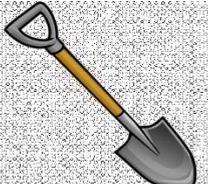
J						
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K						
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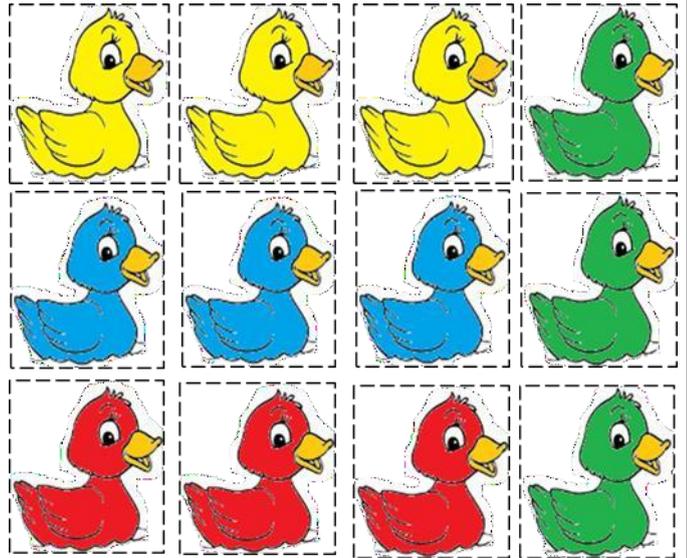
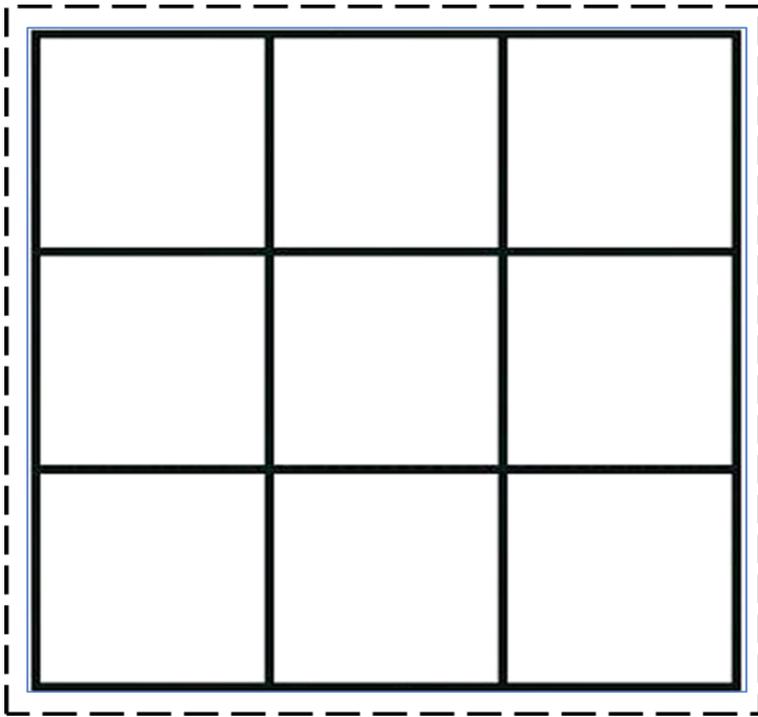
L						
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M						
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N						
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P						
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ANEXO DA PÁGINA 08



ANEXO DA PÁGINA 09

