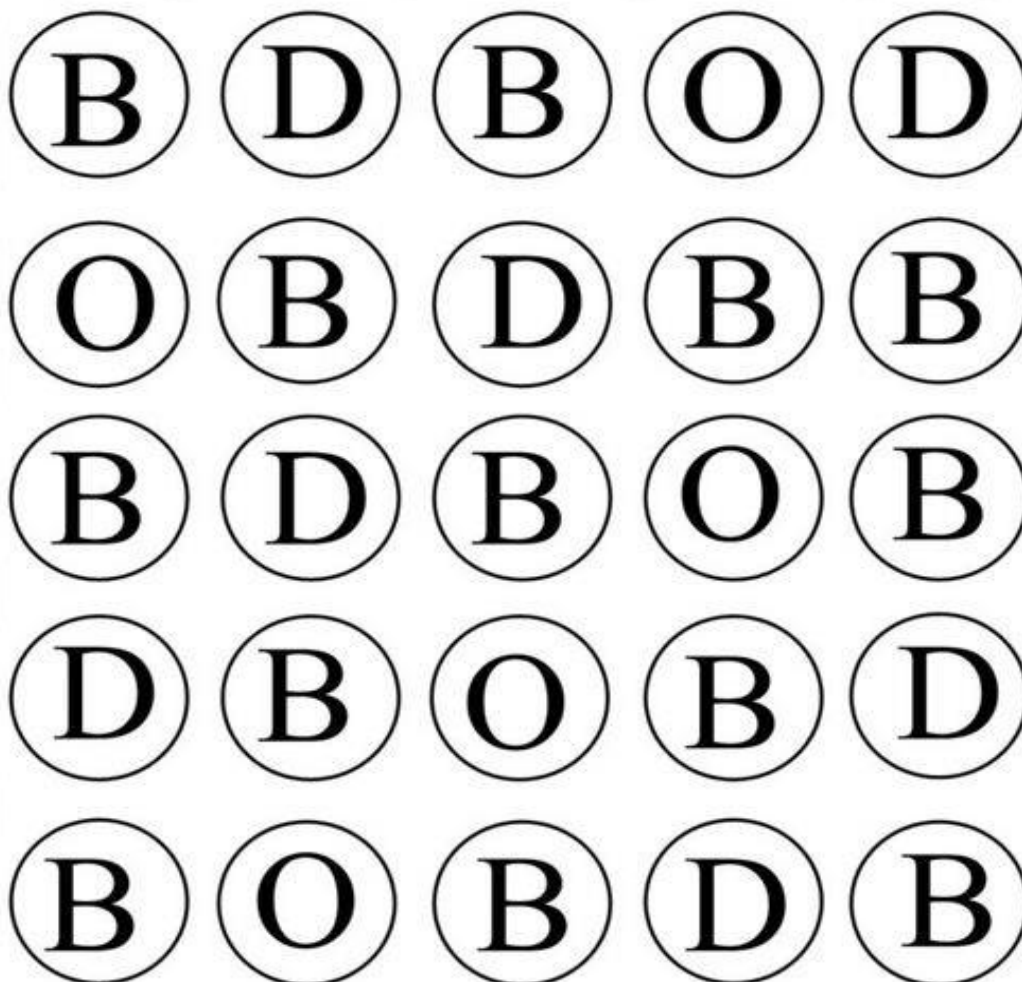
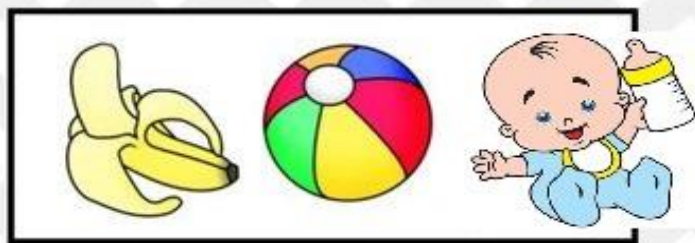
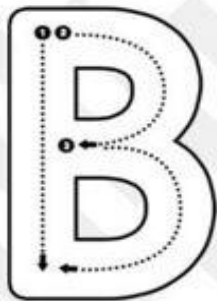


E.M. "SANTINO FRANCISCO VIEIRA"

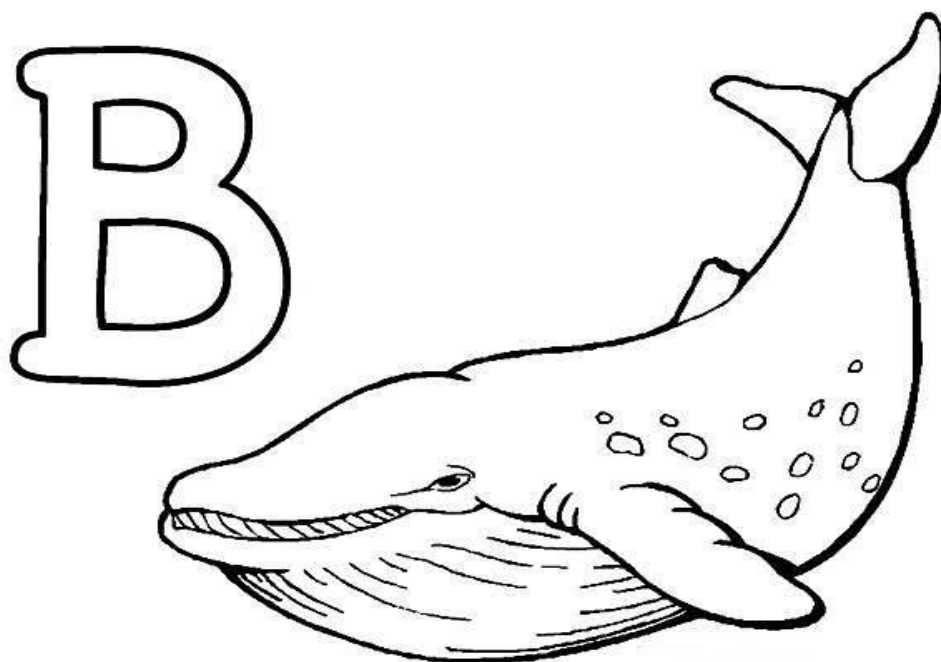
KAIO MIKAEL 3º ANO A

4ª REMESSA: 19/04 A 10/05

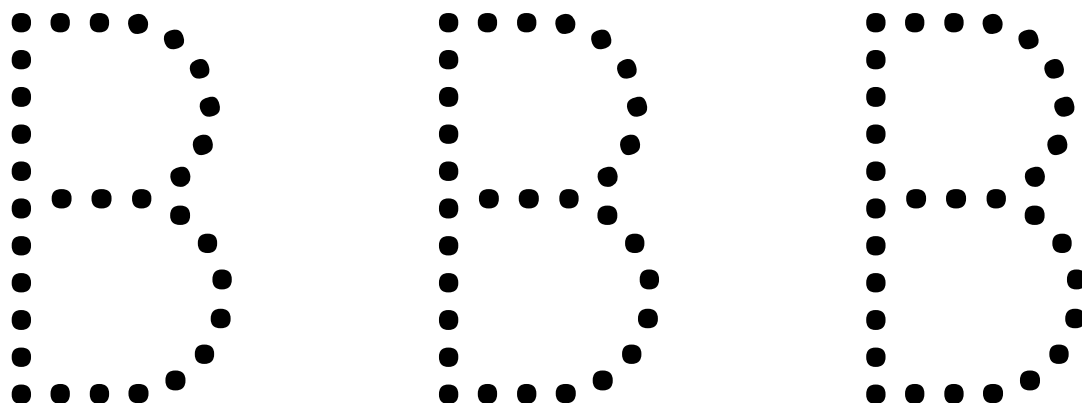
ATIVIDADES ADAPTADAS DE LÍNGUA PORTUGUESA

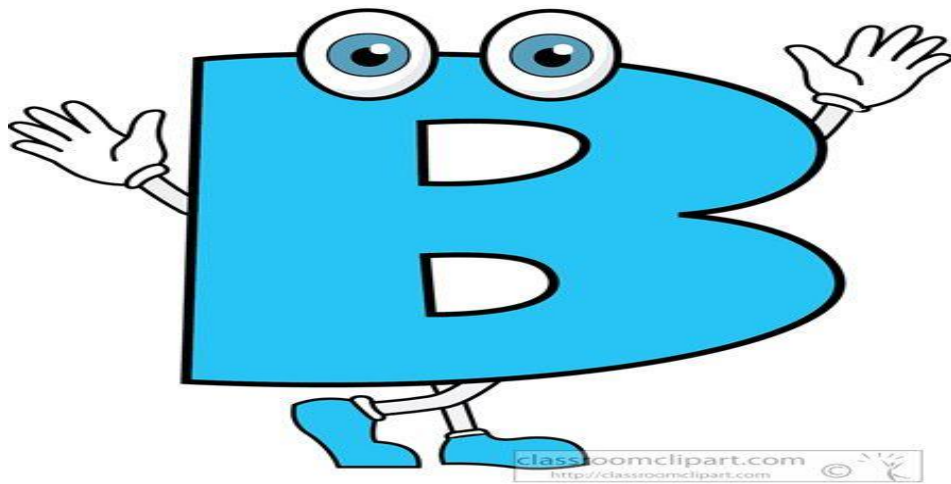


PINTE A LETRA DA BALEIA:

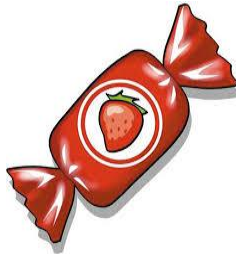


CONTORNE A LETRA B:





CIRCULE OS DESENHOS QUE COMEÇAM COM A LETRA B:



PINTE TODAS AS LETRAS B DO TEXTO:

PARA LER:



COM O BODE
NINGUÉM PODE.
É BICHO
DE CHIFRE
DE BARBA
E BIGODE.

B -

B -

CIRCULE AS VOGAIS DO SEU NOME:

A-E-I-O-U

K A I O

MIKAEEL

COPIE O SEU NOME:

K	A	I	O

CIRCULE A 1ª LETRA DO SEU NOME:

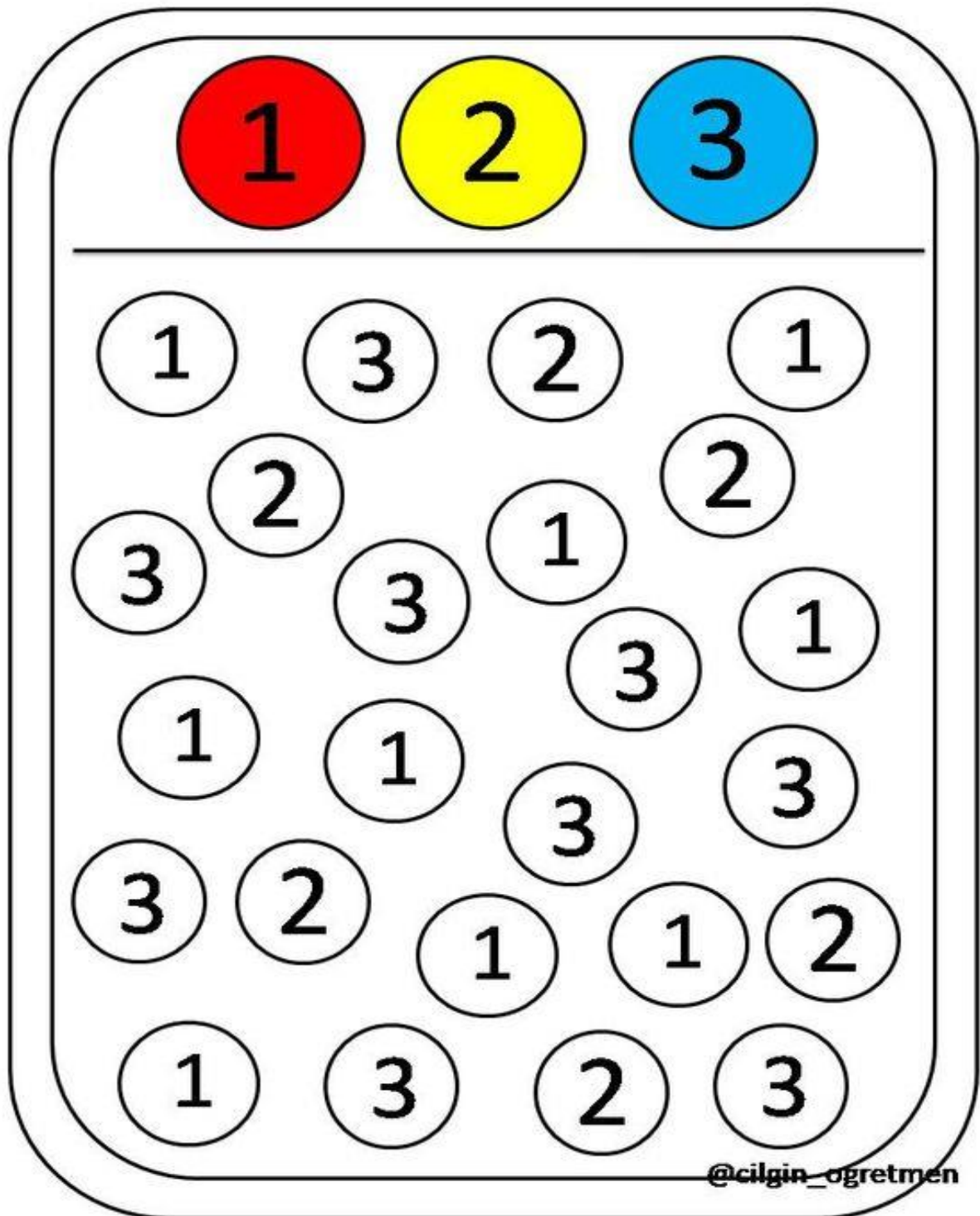
KAIO

K	U	K	U	U	K	U
E	K	E	K	E	E	K
K	I	K	I	K	I	K
A	K	E	K	A	K	A

KAIO MIKAEL – 3º ANO A

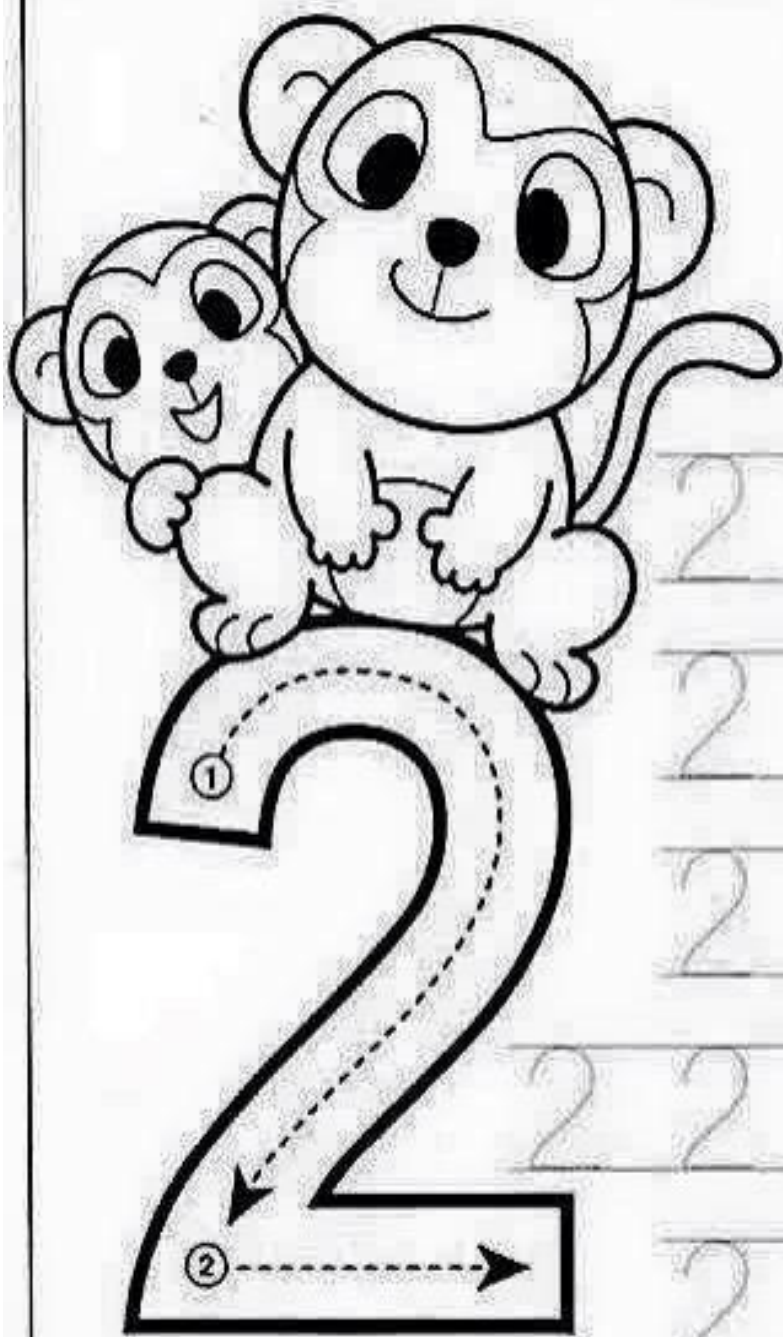
ATIVIDADES ADAPTADAS DE MATEMÁTICA

1-PINTE CADA NÚMERO COM A COR PEDIDA:



CONTORNE:

The image is a worksheet for tracing the number 1. On the left side, there is a cartoon illustration of a girl with a party hat and a large number 1. The number 1 has a dashed line and an arrow indicating the stroke direction, starting from the top left and going down. To the right of the illustration is a grid of writing lines. The grid consists of 10 rows. The first row has a large number 1 at the beginning, followed by four empty boxes. The remaining nine rows are empty. Each row is defined by four horizontal lines, creating a space for writing. The first row also has a diagonal slash in the top left corner of each box, indicating the starting point for the stroke.



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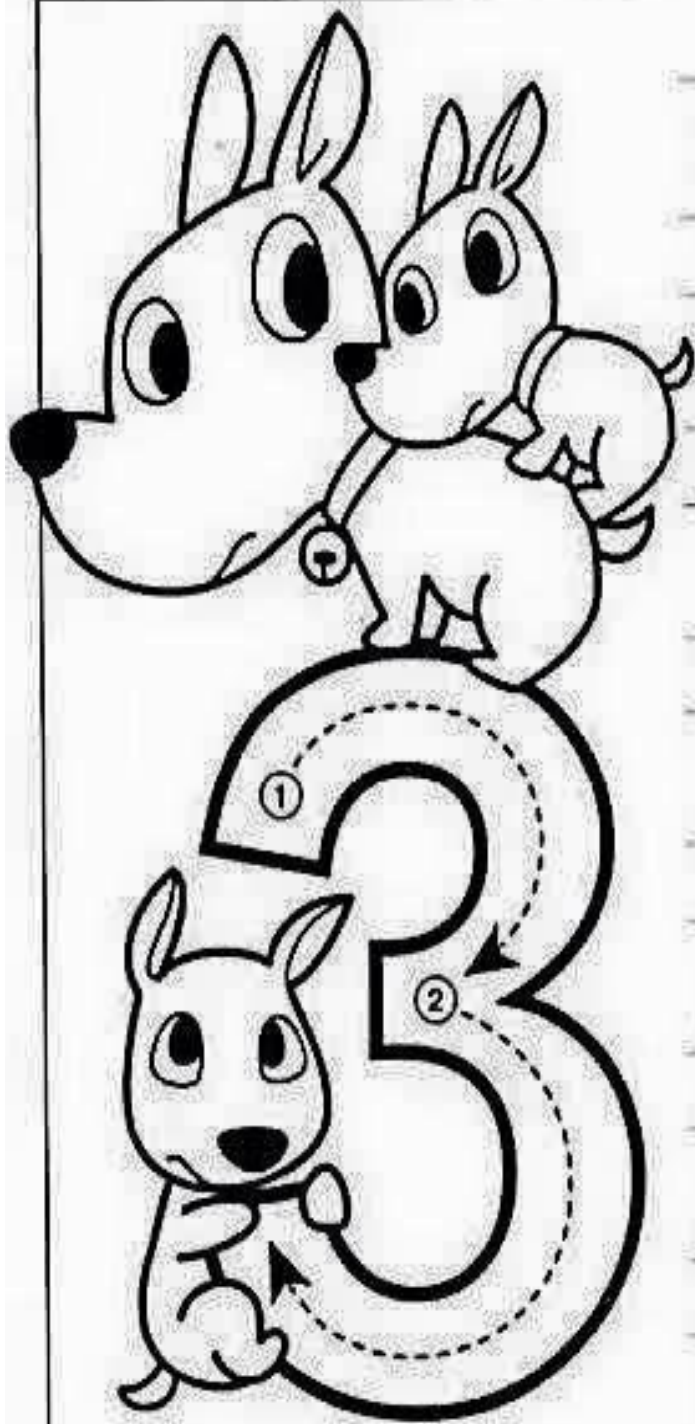
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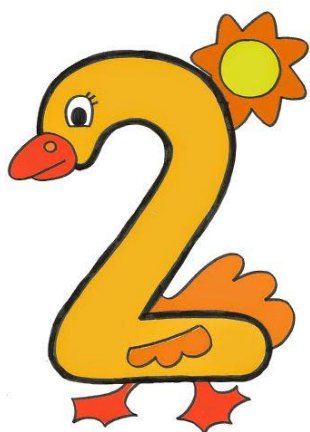
3

3

3

3

LIGUE:



3

1

2

CIRCULE A QUANTIDADE DE CADA FIGURA:



1 2 3



1 2 3



1 2 3

LIGUE:

