

JUMP Math Inf.1

Libro Inf Parte 1 de 2

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o tu foto!



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Nota para educadores, familias y todos los que piensen que las matemáticas son tan importantes como las lenguas para el pleno funcionamiento de la sociedad.


Bienvenido a JUMP Math

Entrar en el mundo de JUMP Math significa creer que todos los niños y niñas tienen habilidades para la aritmética y para disfrutar de las matemáticas. El fundador y matemático John Mighton ha utilizado esta premisa para desarrollar este método innovador. Los recursos del programa aíslan y describen los conceptos de una manera tan clara y gradual que cualquiera puede entenderlos.

El programa JUMP Math consta de guías para los docentes (el núcleo del programa), lecciones interactivas para realizar en la pizarra, libros de práctica y evaluación para los alumnos, materiales de evaluación, programas de divulgación y formación para docentes. Para más información visiten la web de JUMP Math: www.jumpmath.es

Los educadores de los centros que implantan JUMP Math tienen acceso a las guías para docentes en nuestra web. Recomendamos que lean la introducción antes de utilizar estos recursos para poder entender la filosofía y la metodología de JUMP Math. Los libros de práctica y evaluación están pensados para que los alumnos los usen con la ayuda de adultos. Cada estudiante tiene unas necesidades únicas y es importante darle apoyo y animarlo a medida que trabaja el material.

Siempre que sea posible, dejen que los alumnos descubran los conceptos por sí mismos. En el ámbito de las matemáticas, los descubrimientos se pueden realizar de manera progresiva. Descubrir un paso nuevo es como encajar piezas de un rompecabezas: emocionante y gratificante.

Los ejercicios marcados con el dibujo  deben realizarse en un cuaderno. Es necesario que los alumnos dispongan de un cuaderno de papel cuadriculado para resolver los ejercicios extras o por si necesitan espacio adicional para realizar cálculos.

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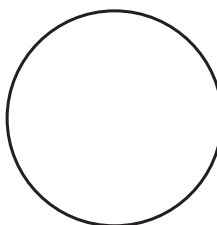
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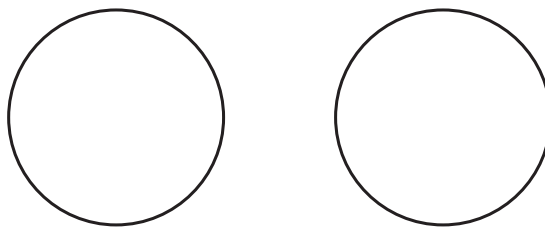
CCInf-1 Contar del 1 al 10

Colorea.

1.

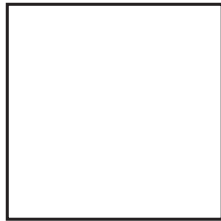


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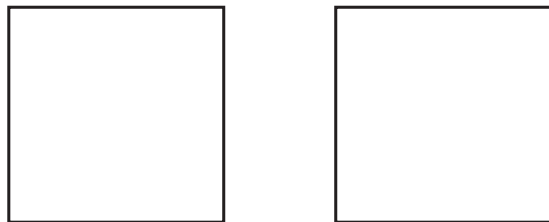


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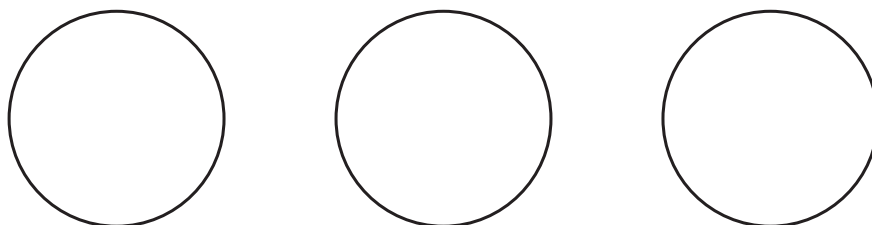


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Colorea.

5. EXTRA



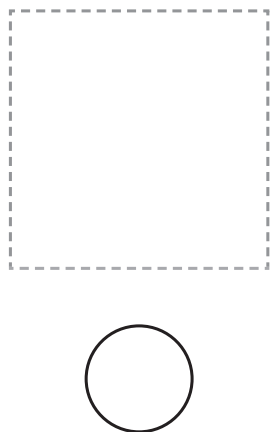
6. EXTRA



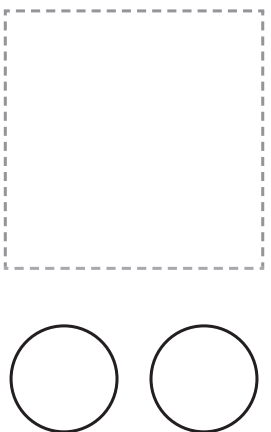
CCInf-2 Los números 1 y 2

Pega el número 1 o 2.

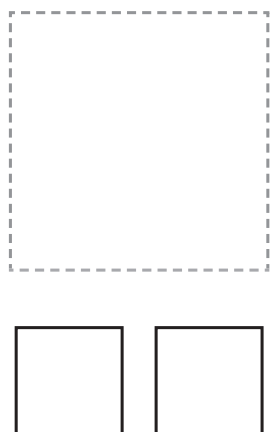
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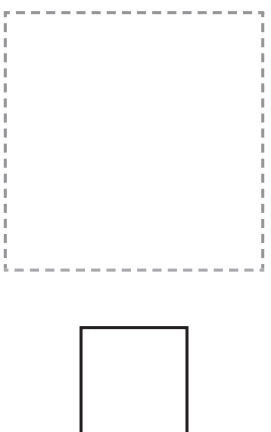
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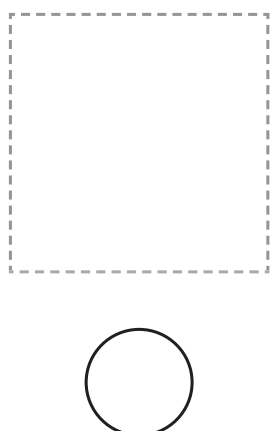
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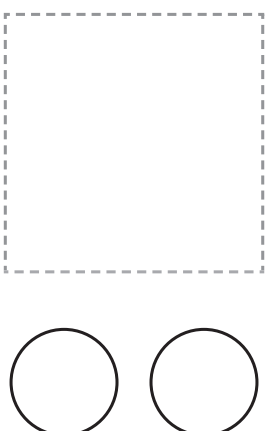
4.



5.




6.



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Pega un dibujo de 1 o 2.

7.




2

8.




1

9.




1

10.




2

11.



2

12.

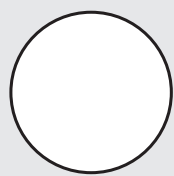


1

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EXTRA: Colorea 😊 si coincide. Colorea ☹️ si no coincide.

13.



1



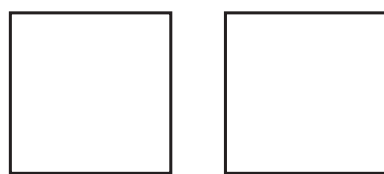
14.



2



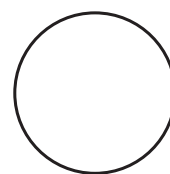
15.



2



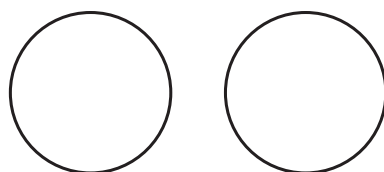
16.



1



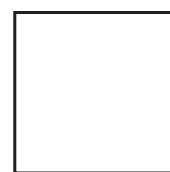
17.



1



18.



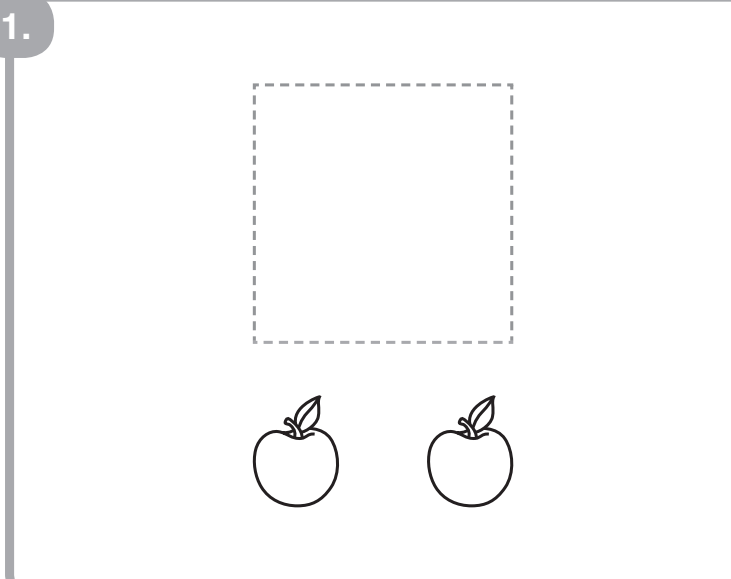
2



CCInf-3 El número 3

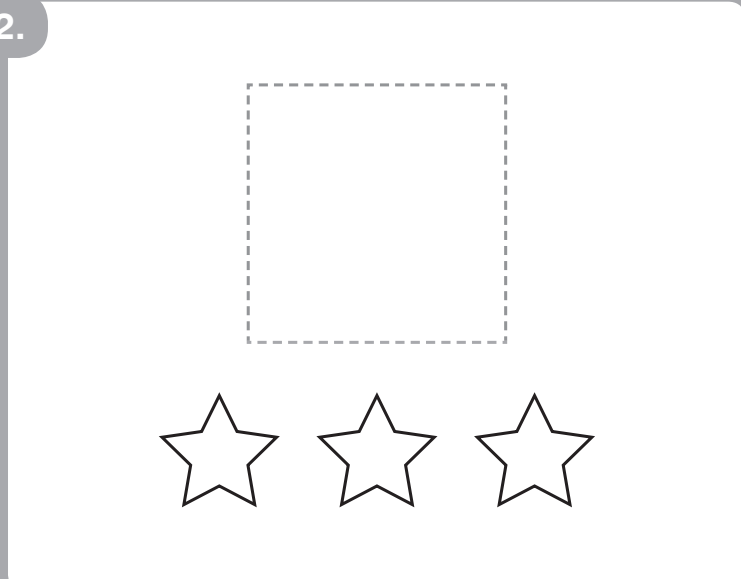
Pega el número 1, 2 o 3.

1.



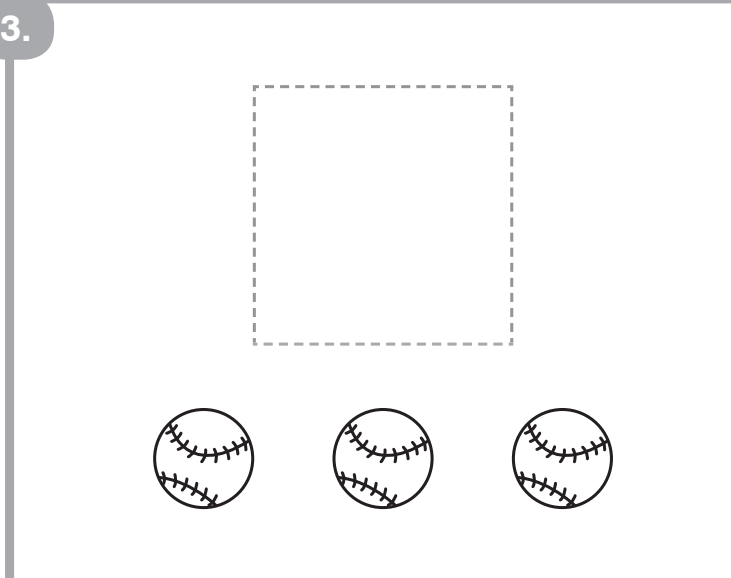
Two apples are shown below a dashed square box, indicating that the number 2 should be pasted into the box.

2.



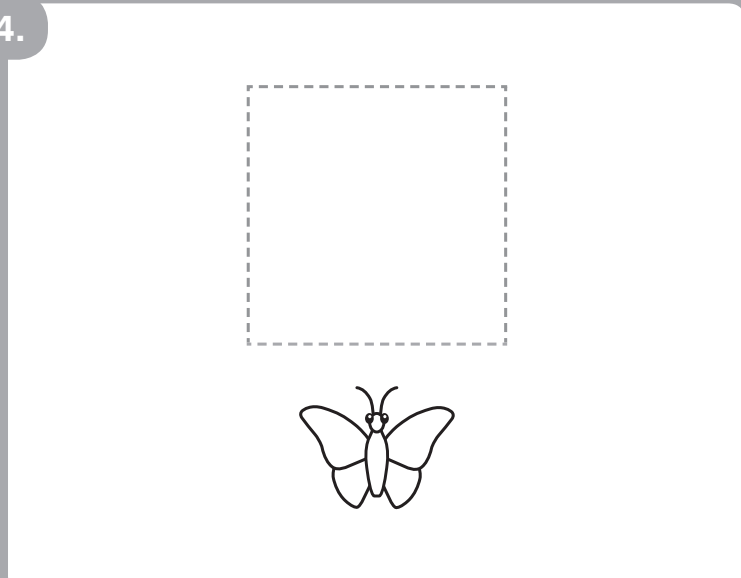
Three stars are shown below a dashed square box, indicating that the number 3 should be pasted into the box.

3.



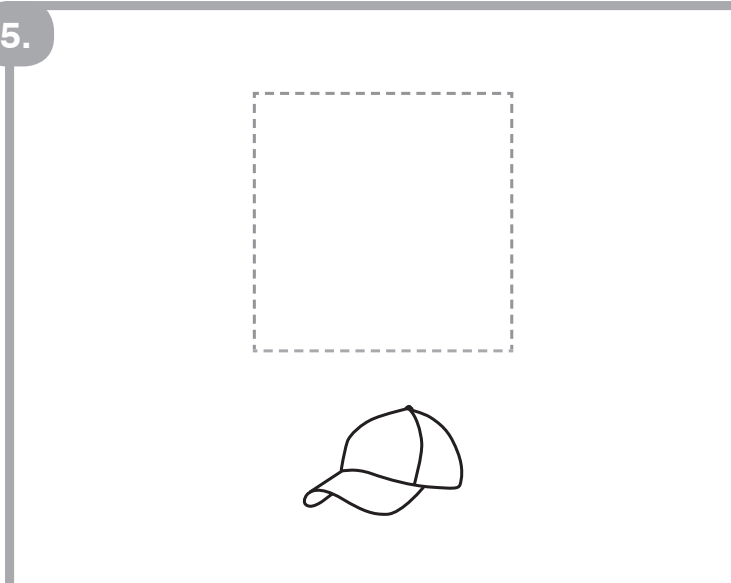
Three baseballs are shown below a dashed square box, indicating that the number 3 should be pasted into the box.

4.



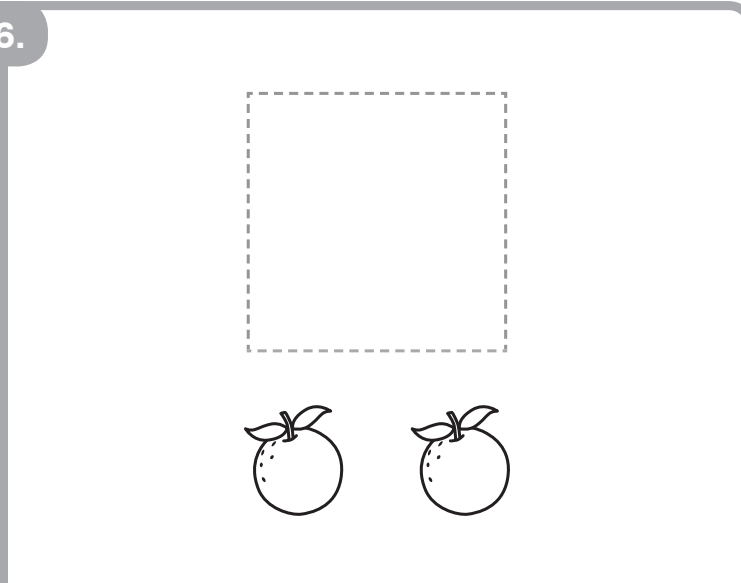
One butterfly is shown below a dashed square box, indicating that the number 1 should be pasted into the box.

5.



One baseball cap is shown below a dashed square box, indicating that the number 1 should be pasted into the box.

6.



Two oranges are shown below a dashed square box, indicating that the number 2 should be pasted into the box.

Pega un dibujo de 1, 2 o 3.

7.



2

8.



1

9.



3

10.



2

11.



1

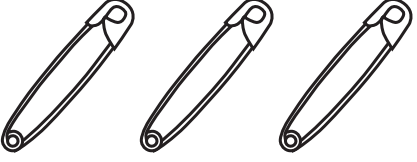
12.





3

EXTRA: Colorea 😊 si es correcto. Colorea ☹ si no es correcto.

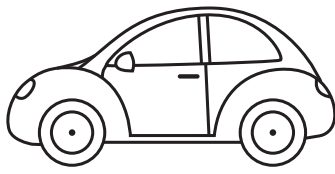
13.





2




14.





1




15.





1



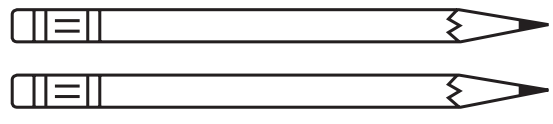
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3



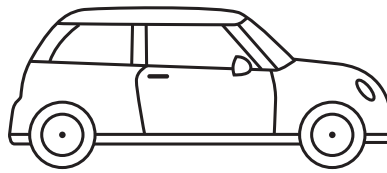
17.





2



18.



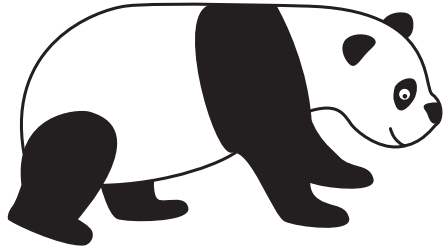
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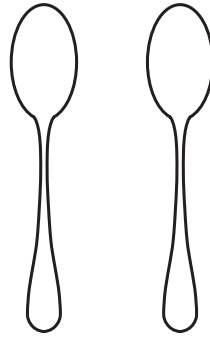
CCInf-4 Contar

Cuenta.

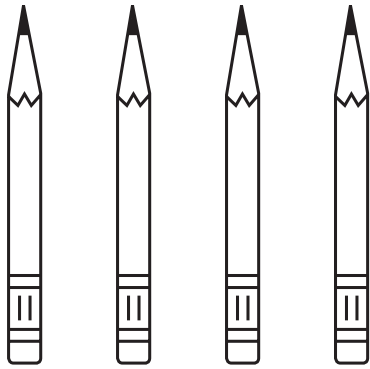
1.



2.



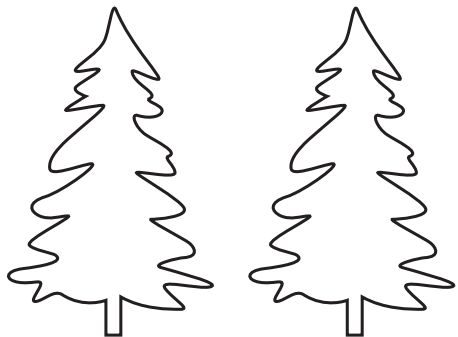
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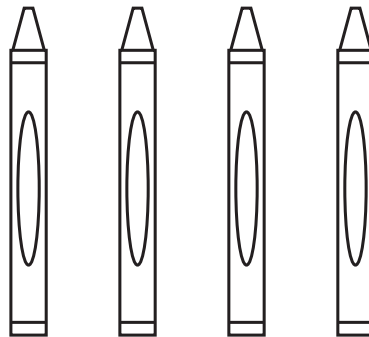
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5.

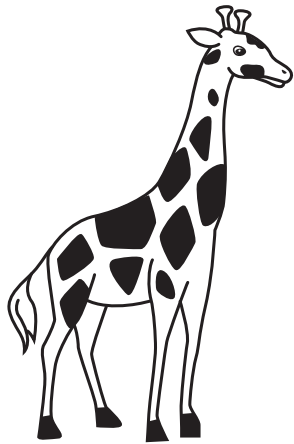


6.

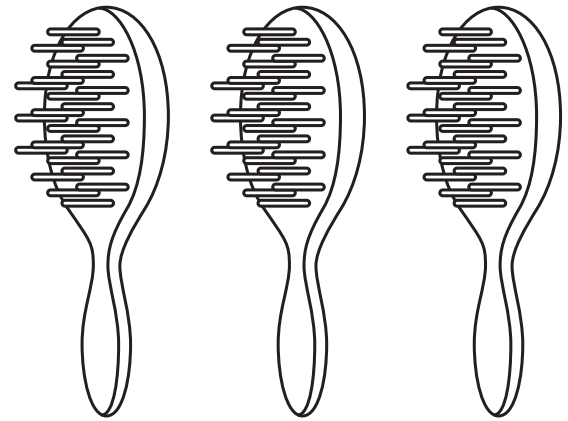


Cuenta.

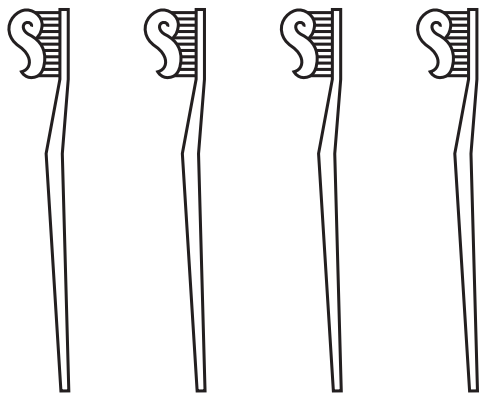
7.



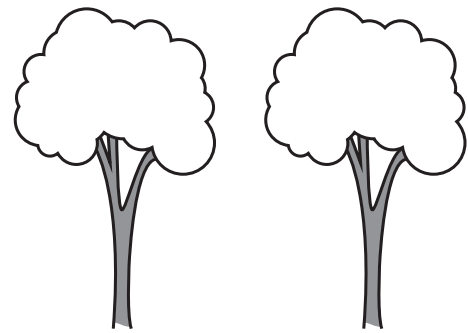
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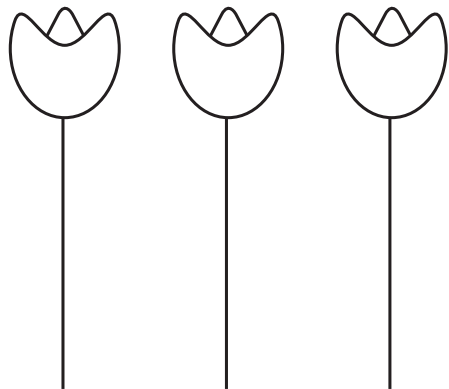
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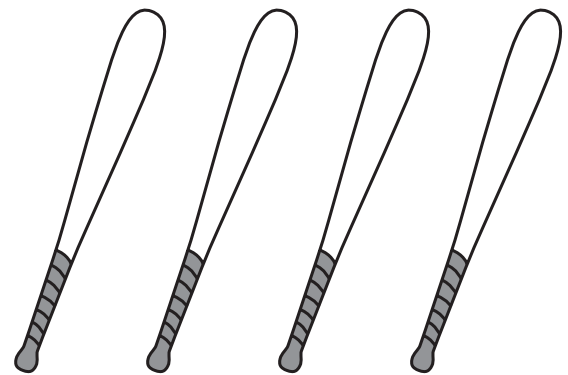
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11.



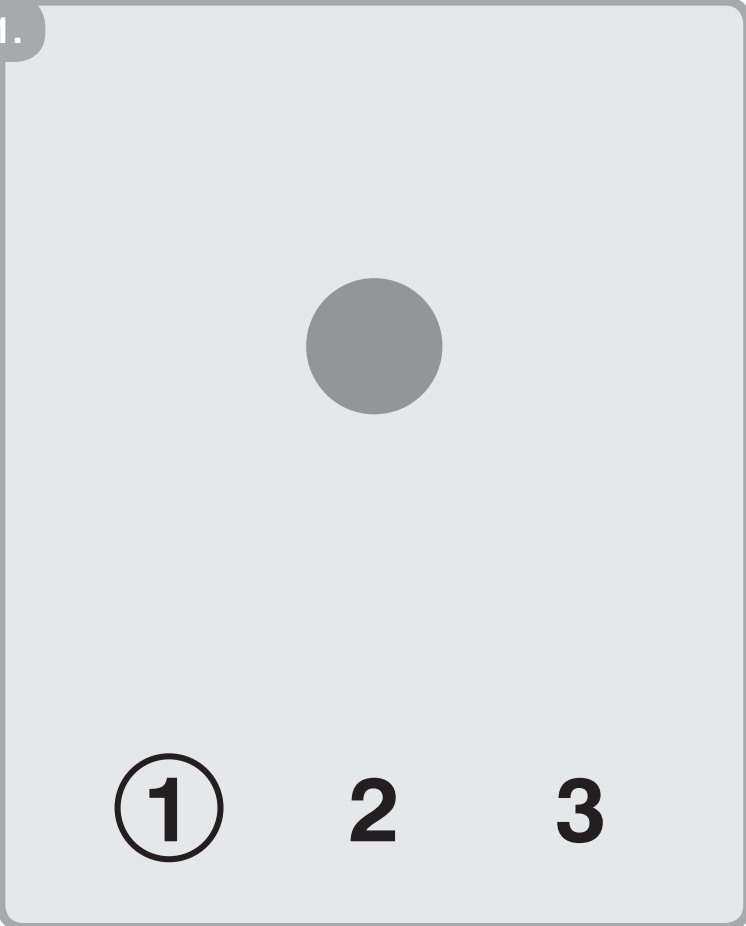
12.



CCInf-5 Contar 1, 2 y 3

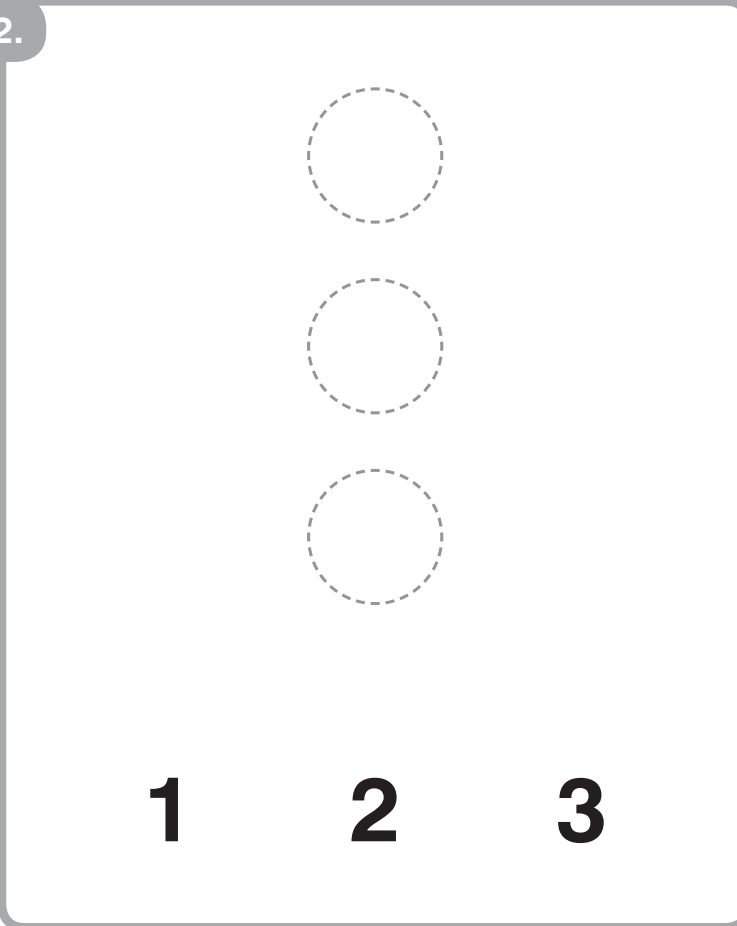
Cuenta y rodea el número.

1.



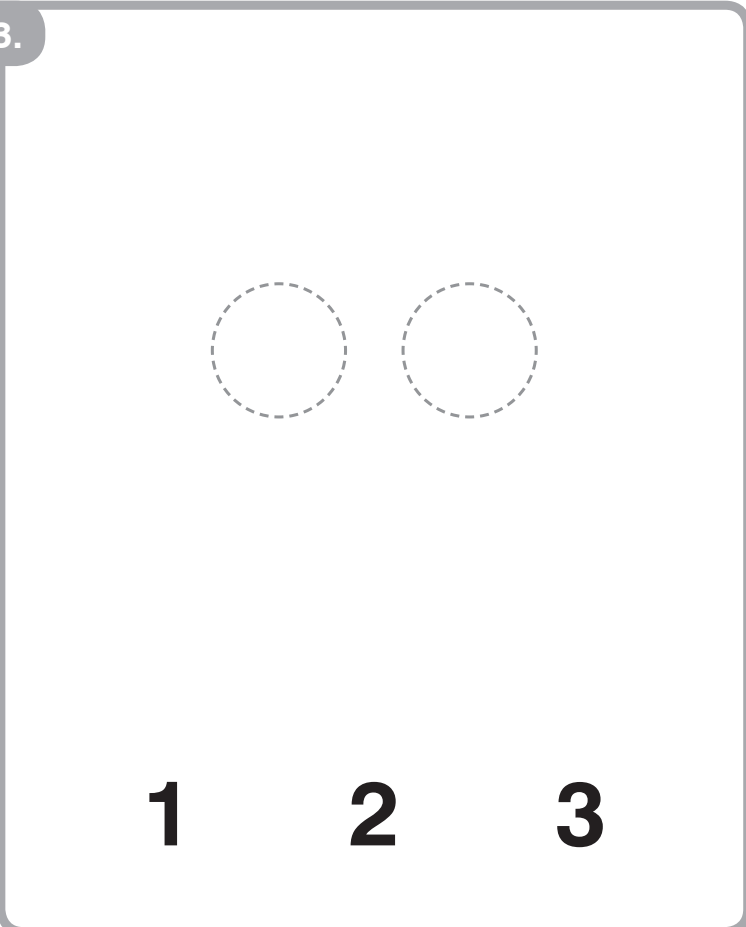
1 2 3

2.



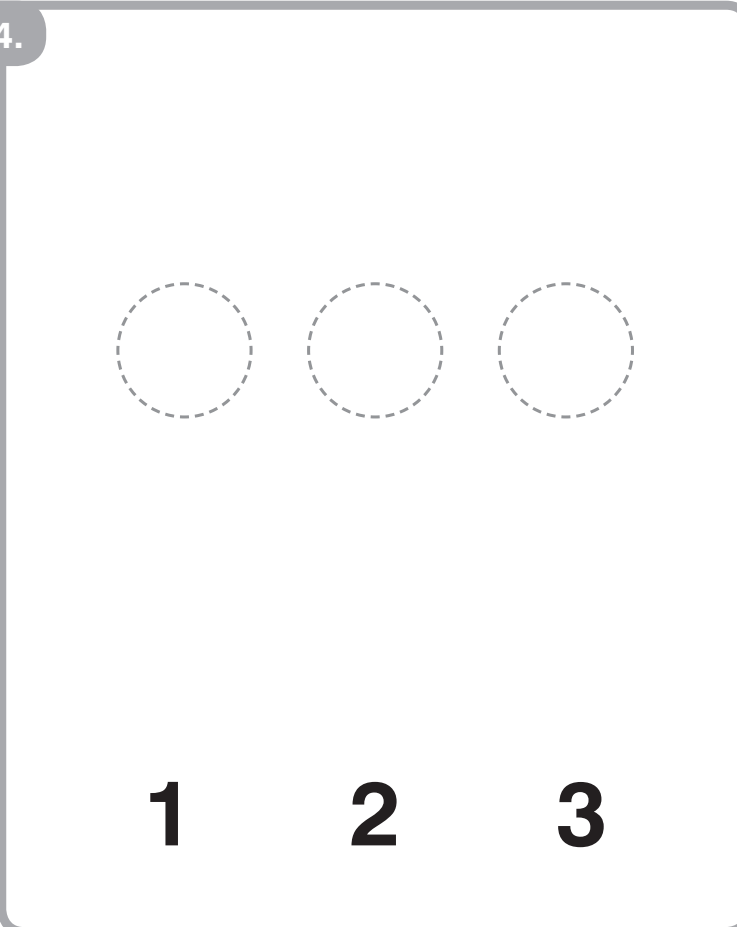
1 2 3

3.



1 2 3

4.




1 2 3

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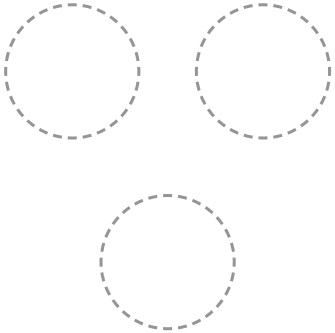
Cuenta y rodea el número.

5.



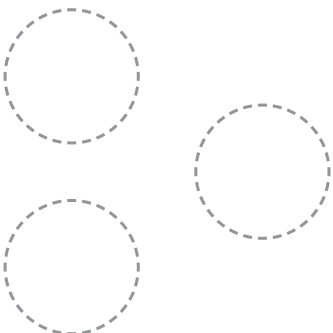
1 2 3

6.



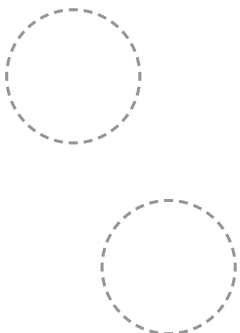
1 2 3

7.



1 2 3

8.



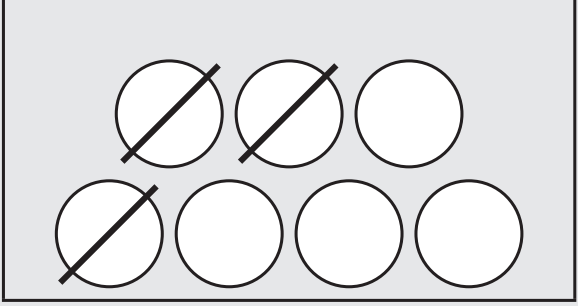
1 2 3

CCInf-6 Contar 1, 2 y 3 (ampliación)

Cuenta y tacha.

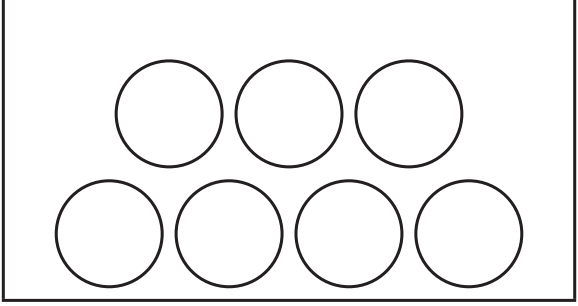
1.

3



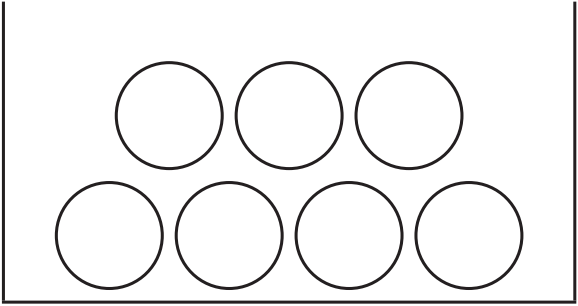
2.

1



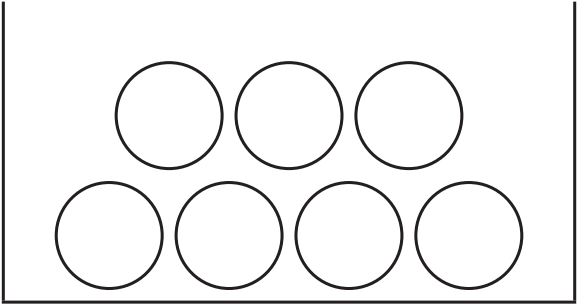
3.

2



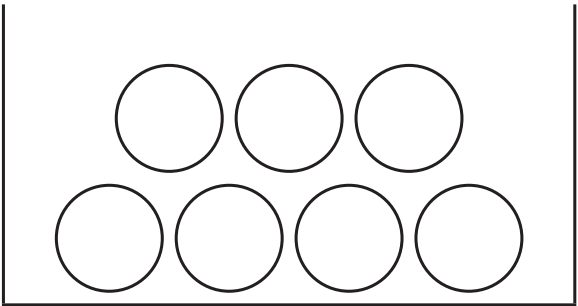
4.

3



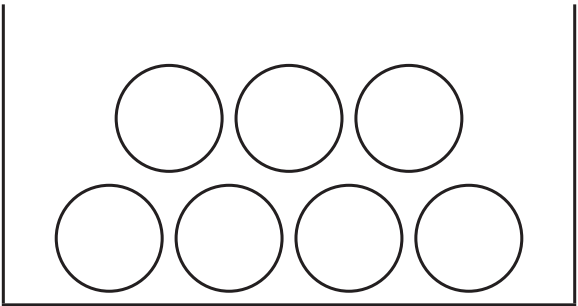
5.

1



6.

2

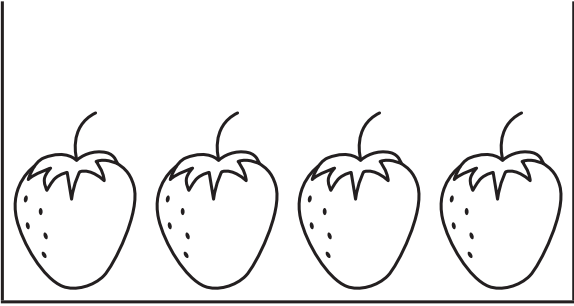


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EXTRA: Cuenta y tacha.

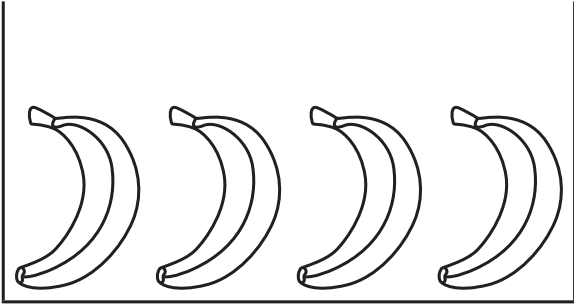
7.

3



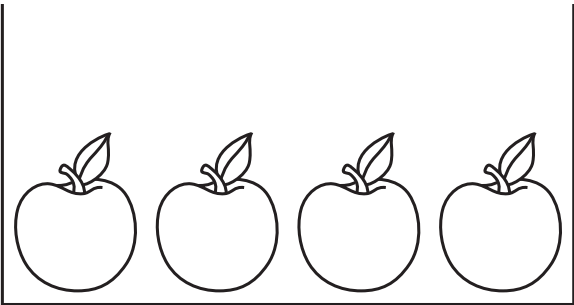
8.

2



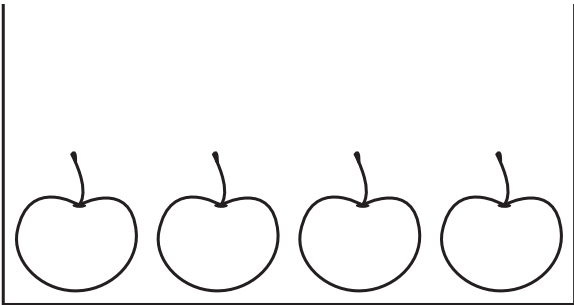
9.

1



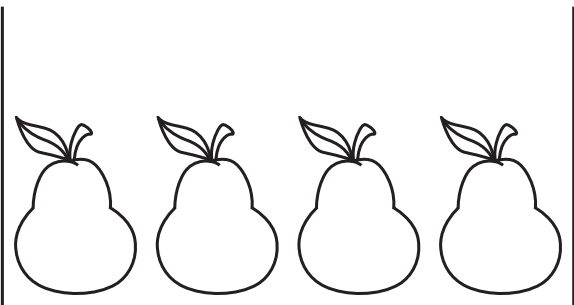
10.

3



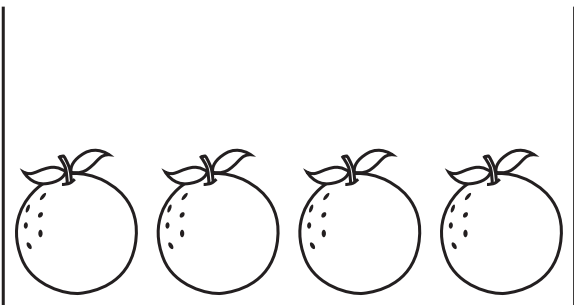
11.

2



12.

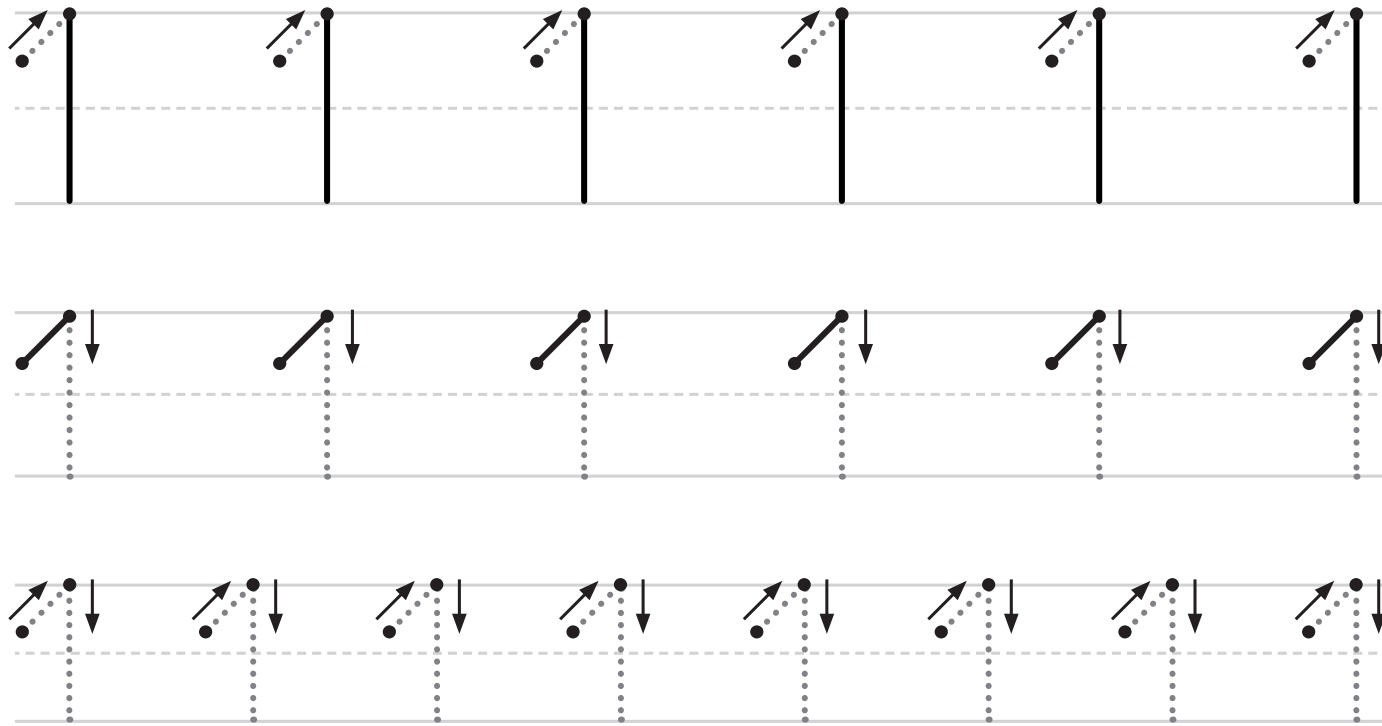
1



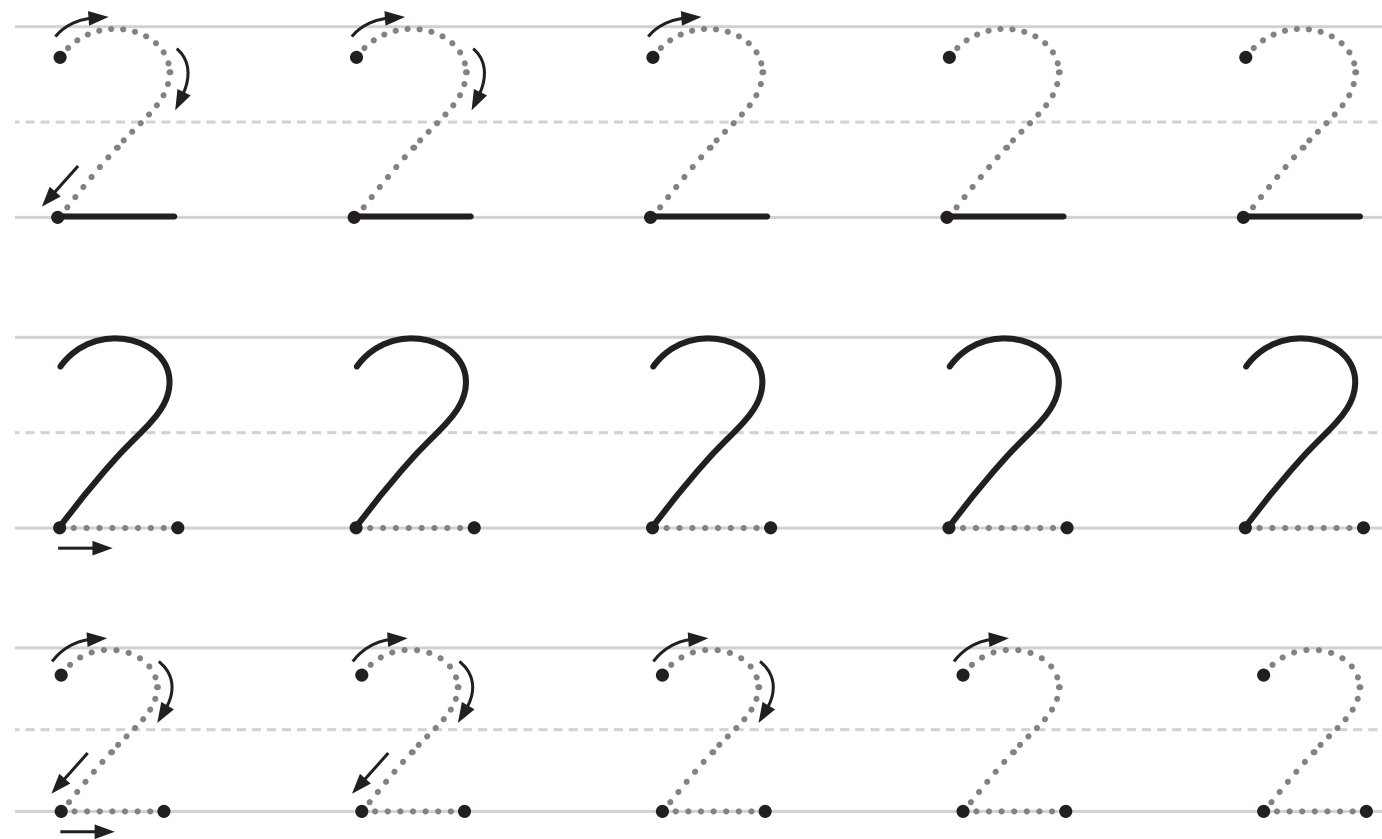
CCInf-7 Escribir el 1, el 2 y el 3

Repasa.

1.



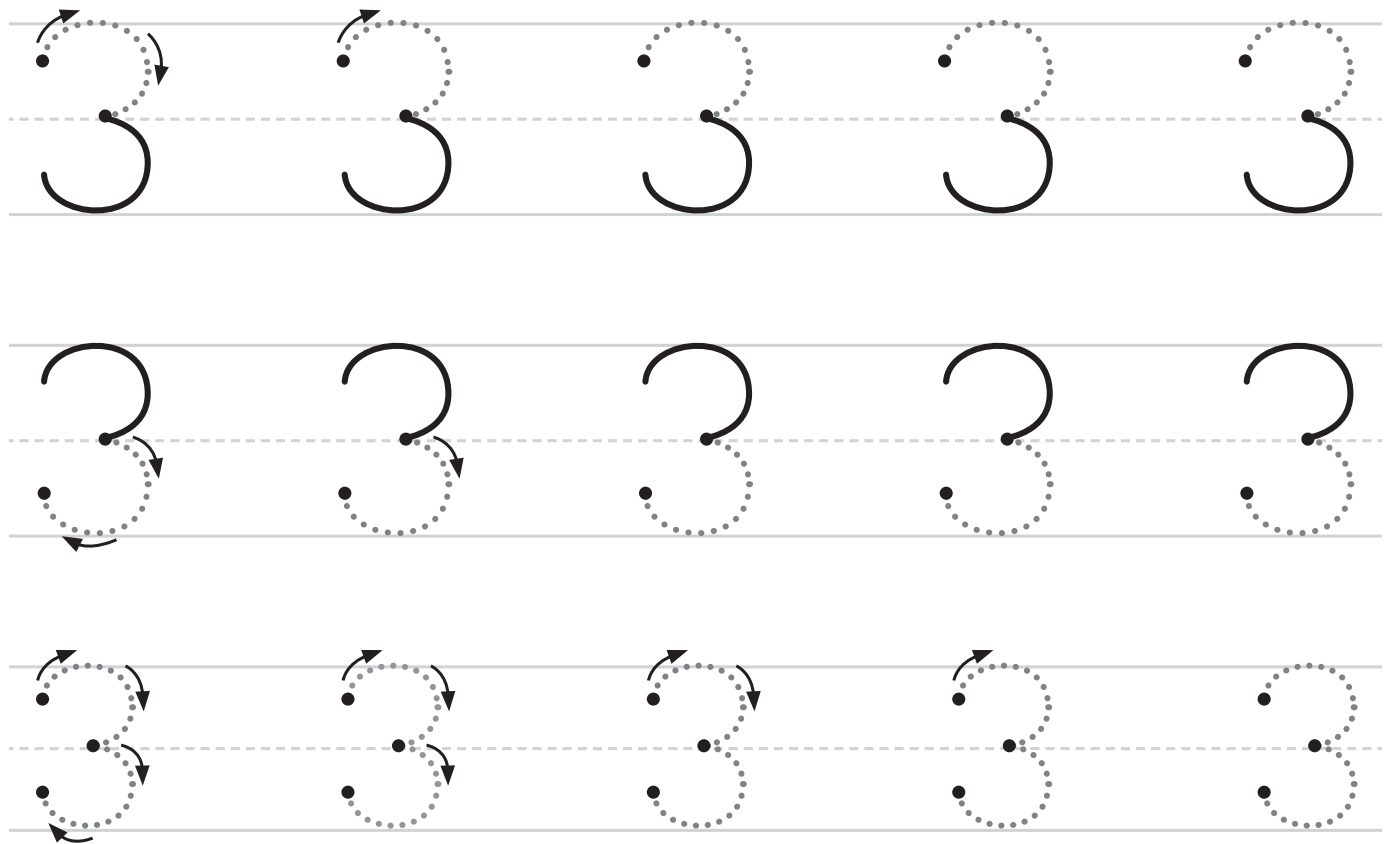
2.



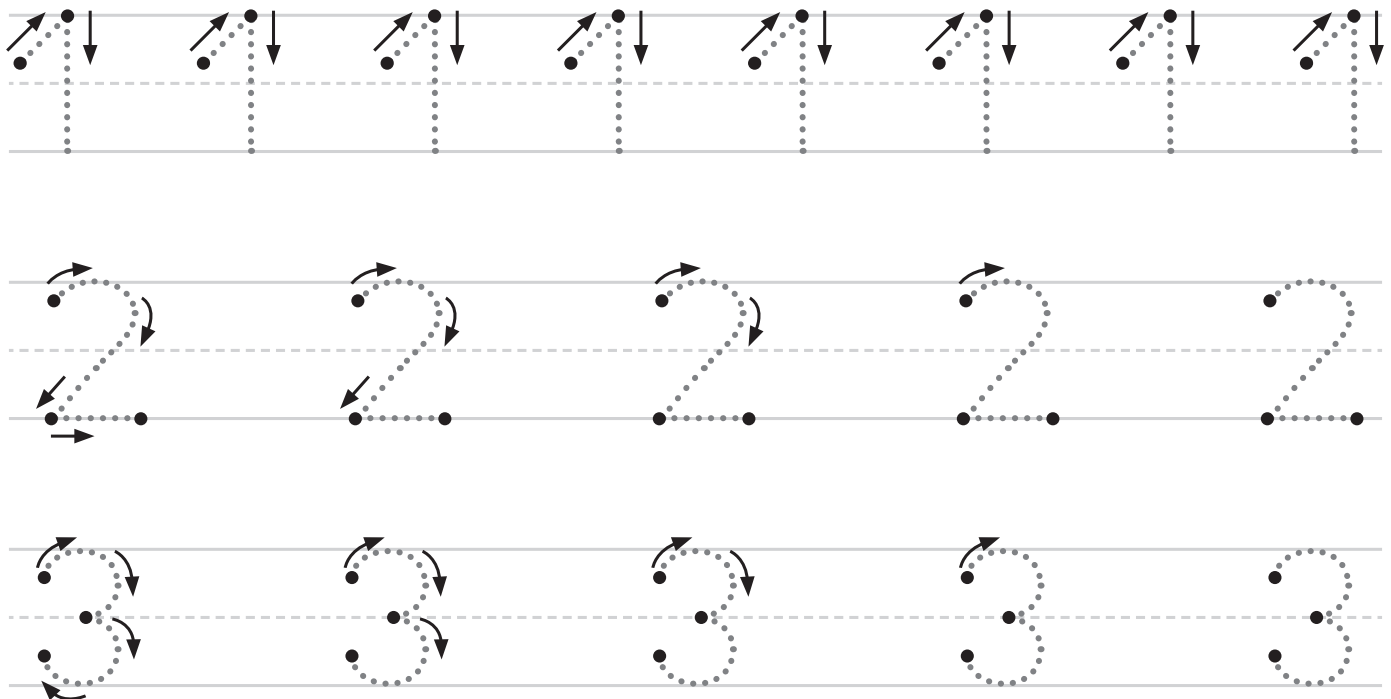
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Repasa.

3.

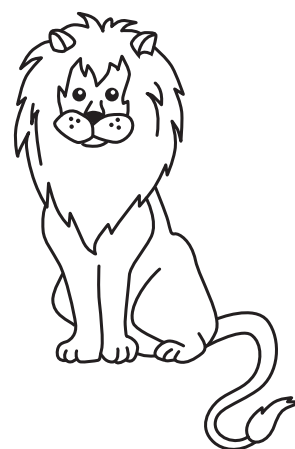
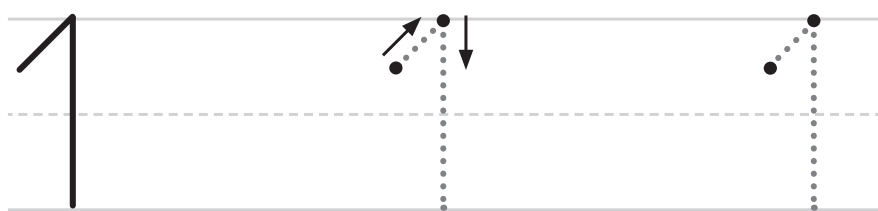


4.

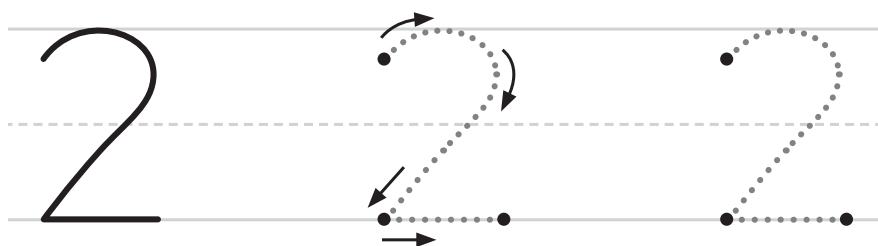


Repasa y colorea.

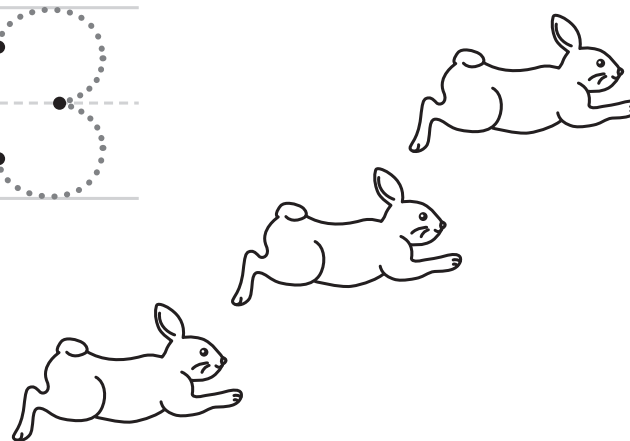
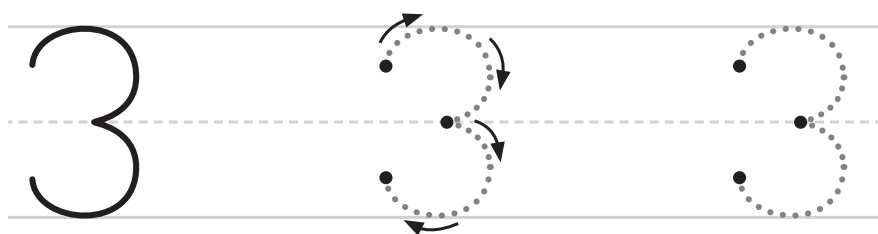
5.



6.



7.




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CCInf-8 Contar 4

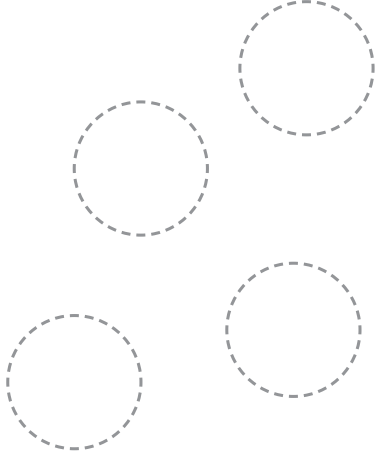
Usa . Cuenta.

1.



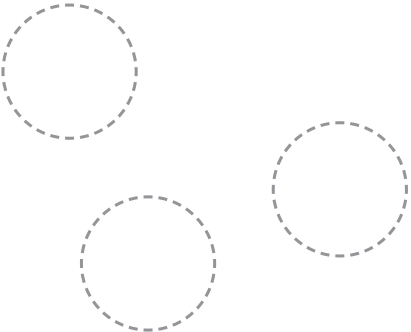
1 2 3 4

2.



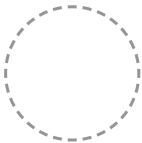
1 2 3 4

3.



1 2 3 4

4.

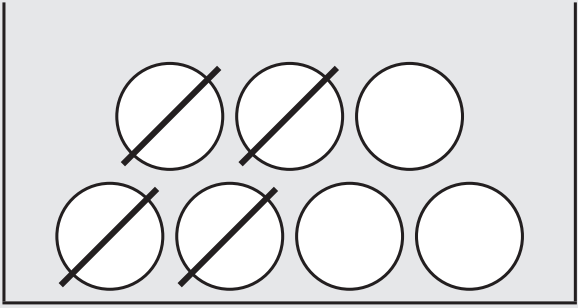


1 2 3 4

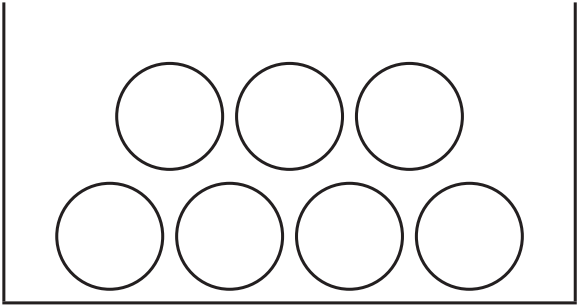
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Cuenta y tacha.

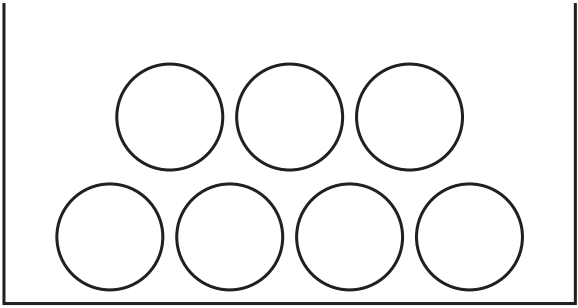
5. **4**



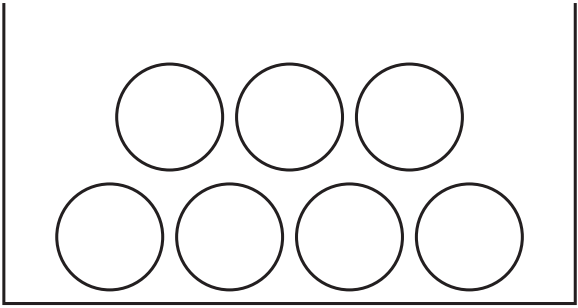
6. **2**



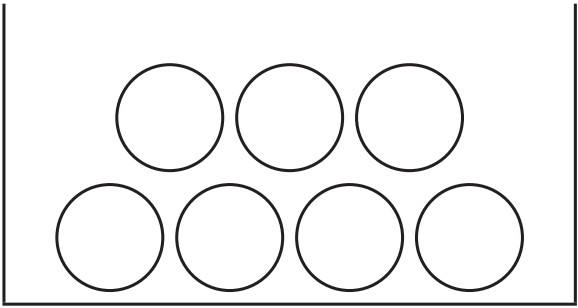
7. **1**



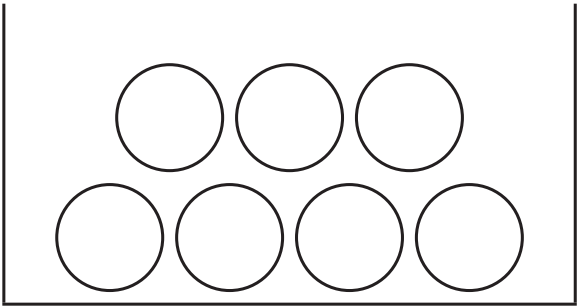
8. **3**



9. **3**



10. **4**




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EXTRA: Cuenta y tacha.

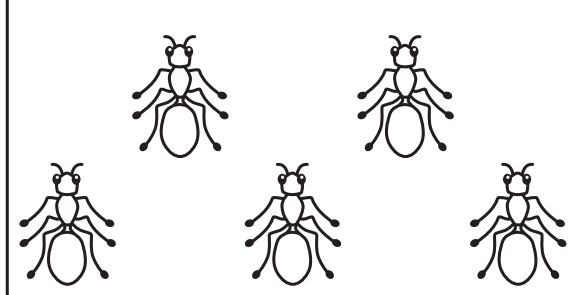
11.

3



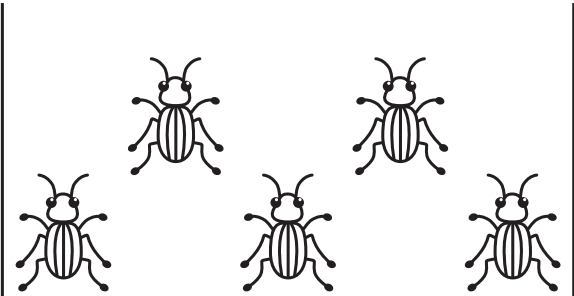
12.

2



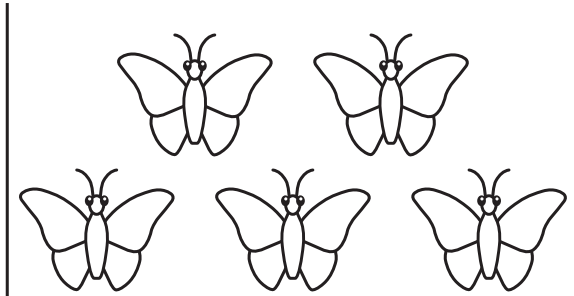
13.

4



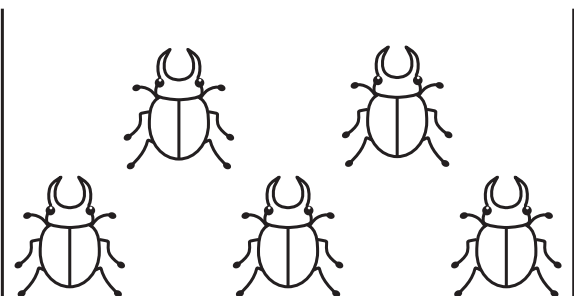
14.

1



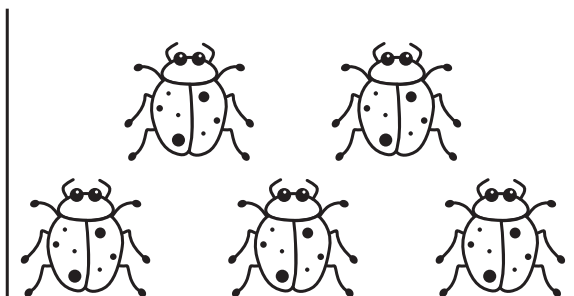
15.

3



16.

4

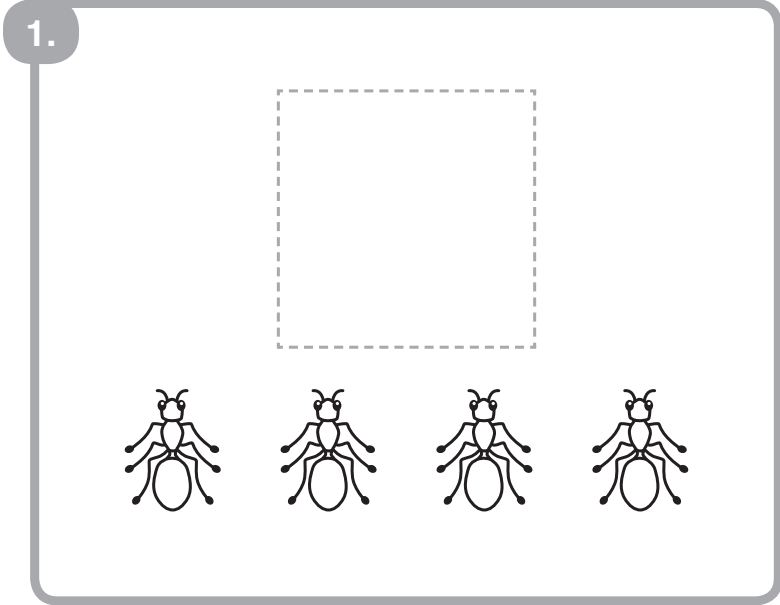


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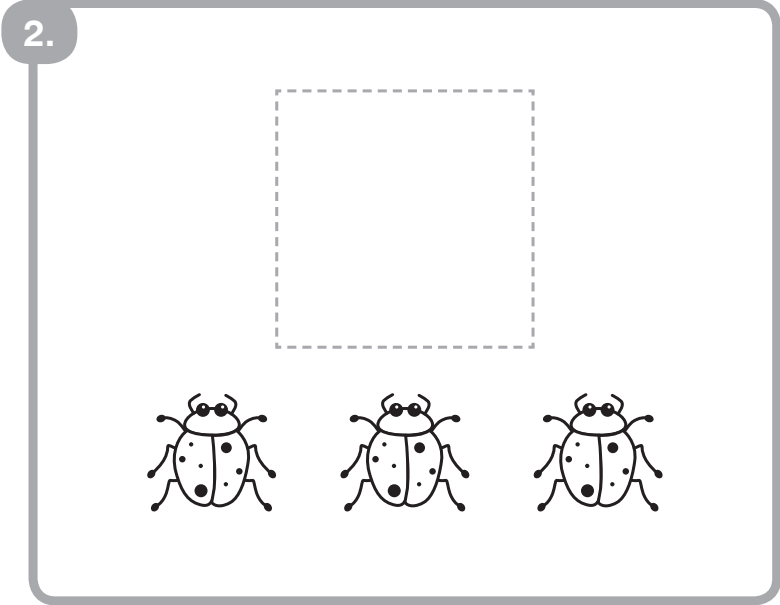
CCInf-9 El número 4

Pega el número 3 o 4.

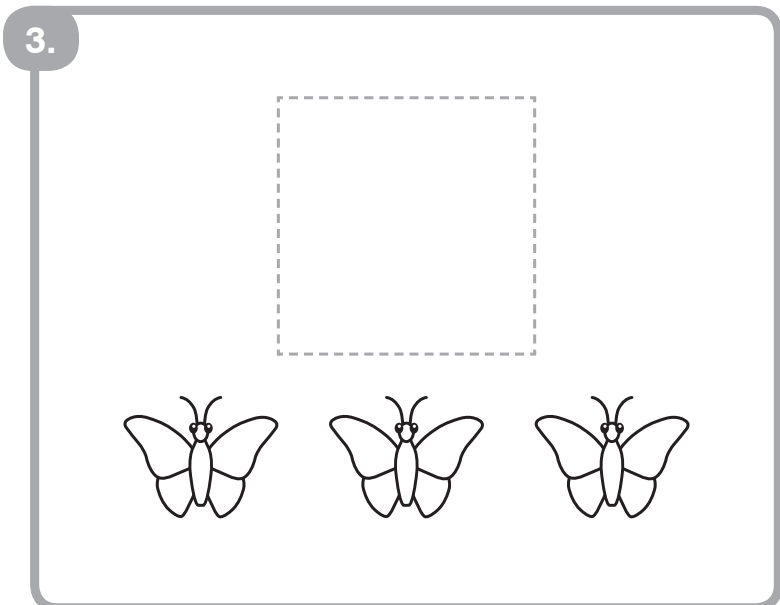
1.



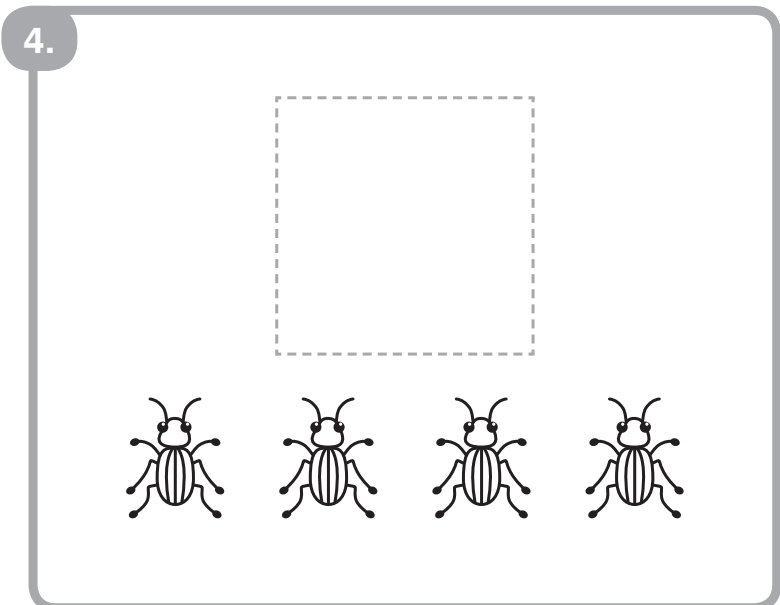
2.



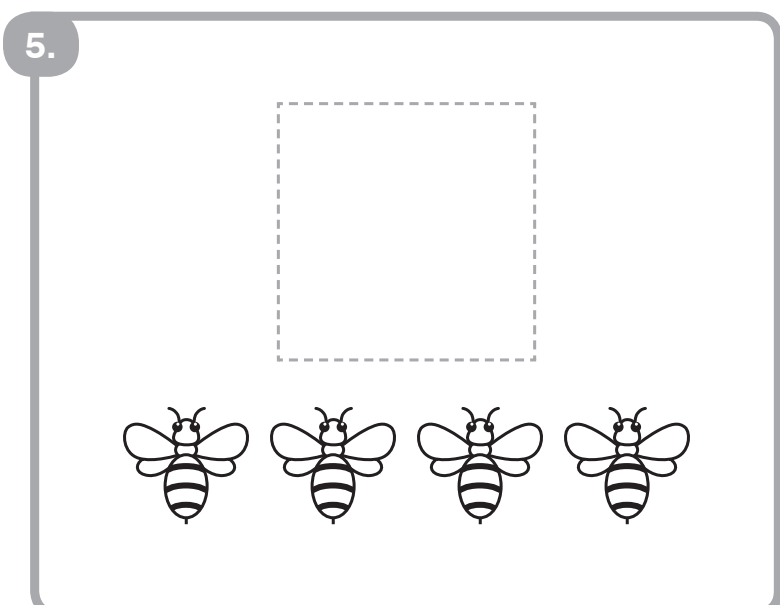
3.



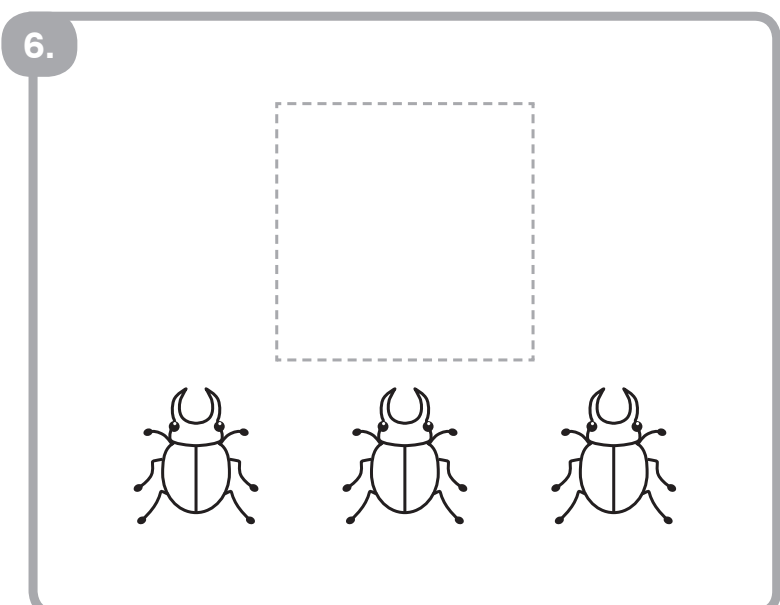
4.



5.



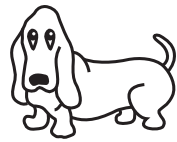
6.



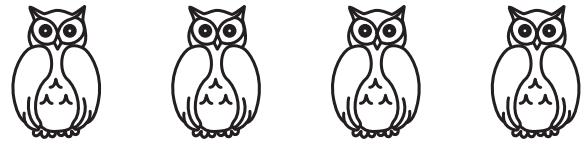
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Pega el número 1, 2, 3 o 4.

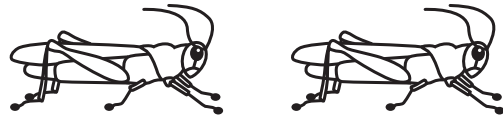
7.



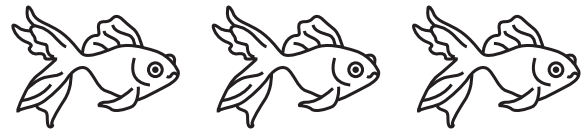
8.



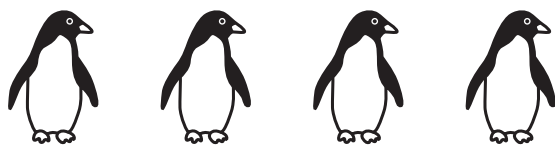
9.



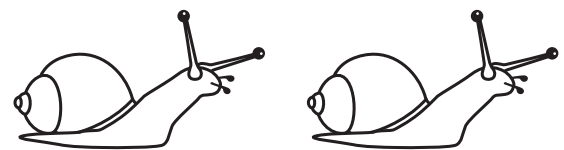
10.



11.

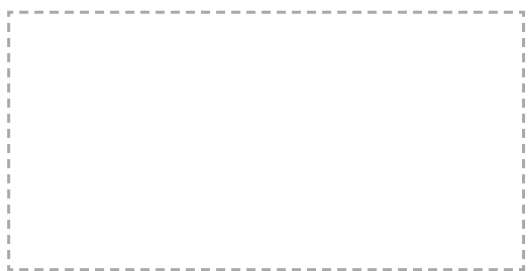


12.



Pega un dibujo de 1, 2, 3 o 4.

13.



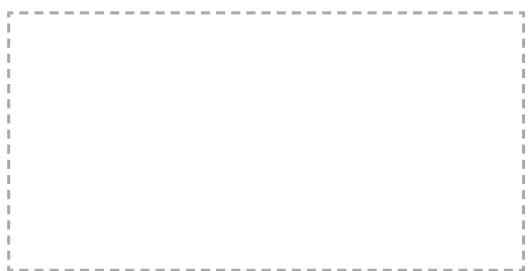
3

14.



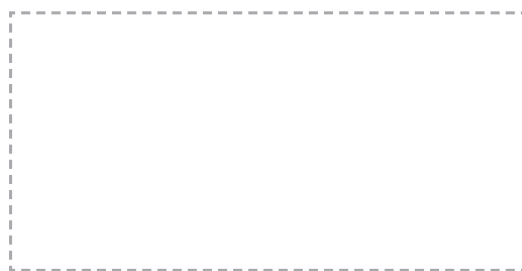
1

15.



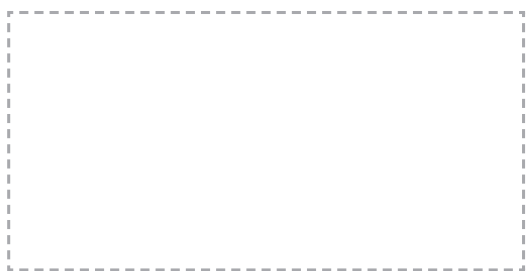
2

16.



4

17.



4


18.





3

EXTRA: Colorea 😊 si es correcto. Colorea ☹ si no es correcto.

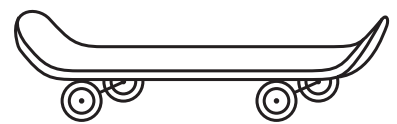
19.





4



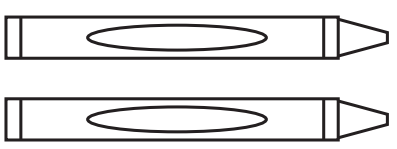
20.





2



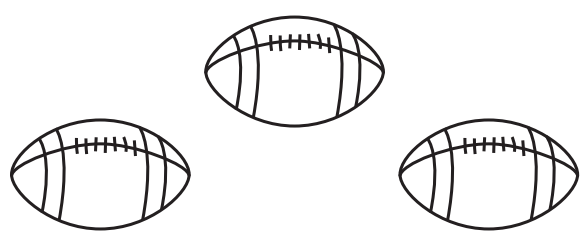
21.





1




22.





3




23.





2



24.



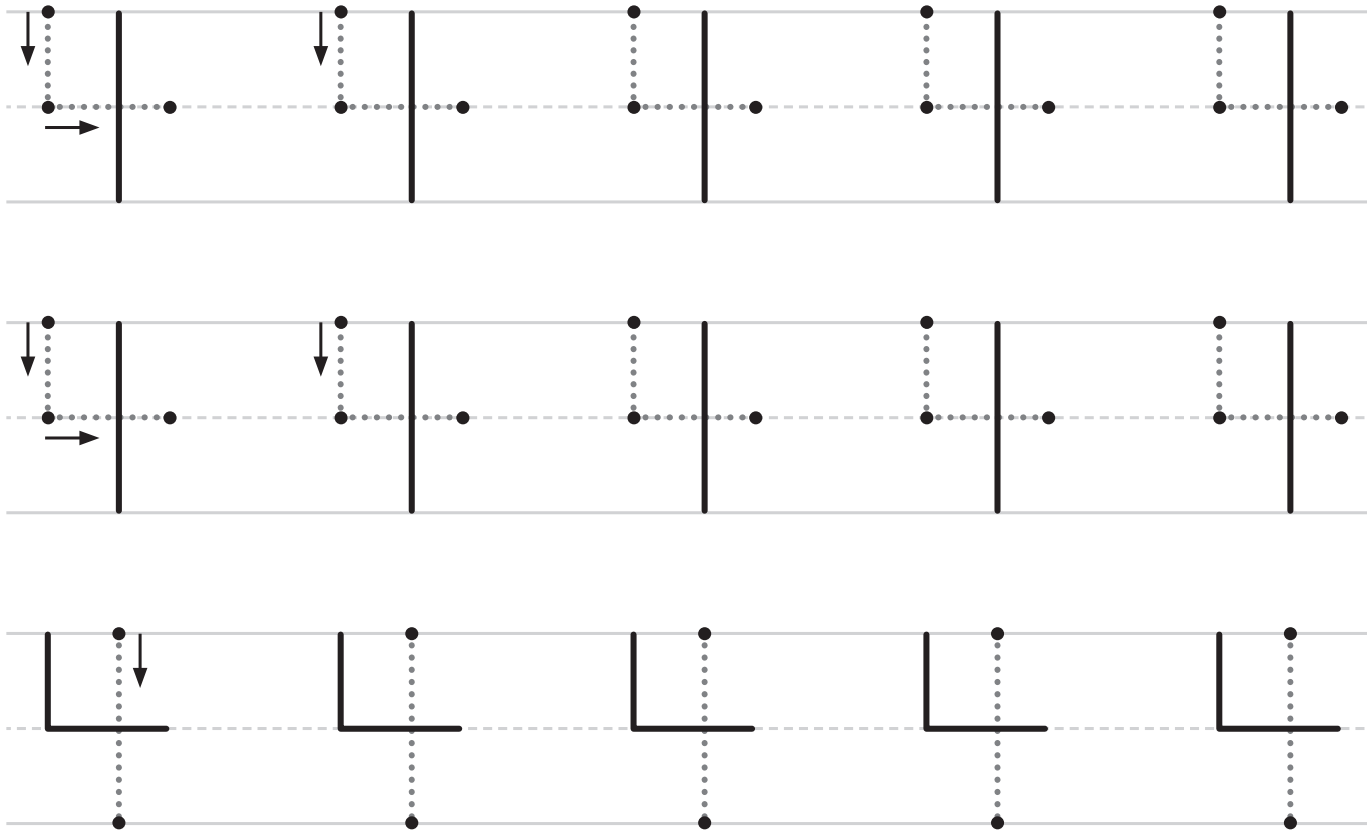
4



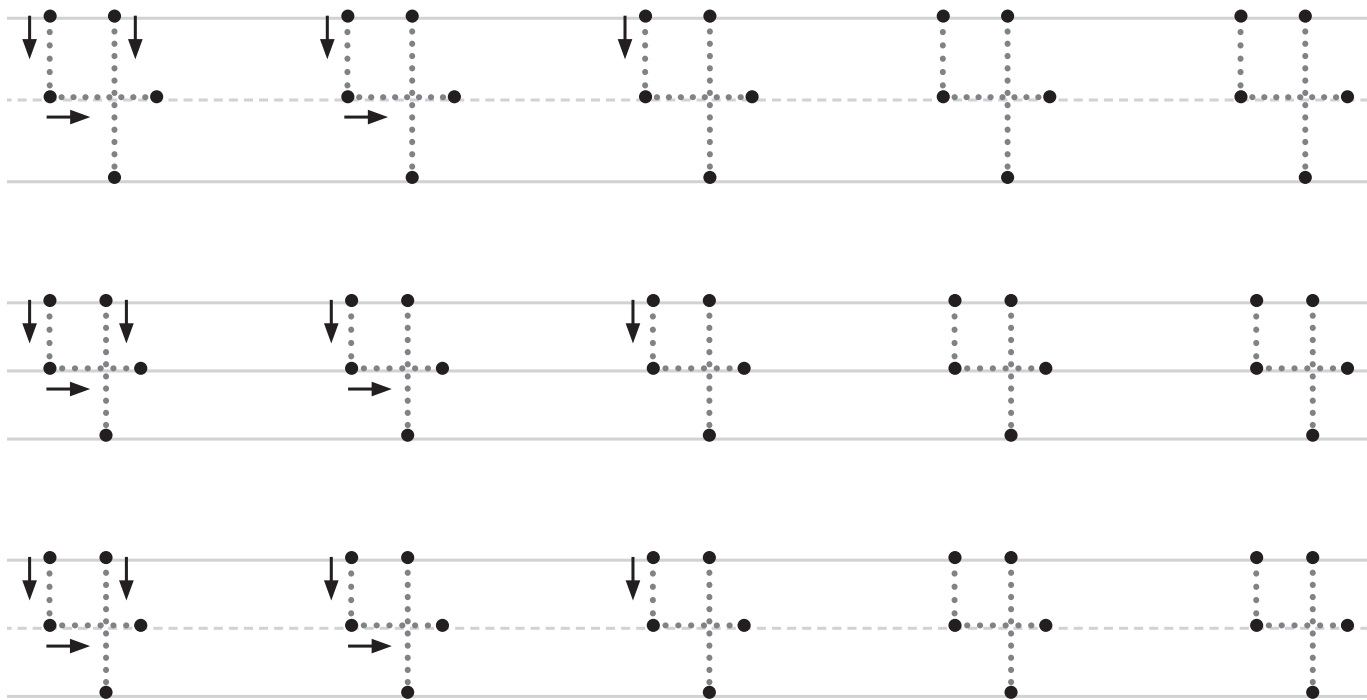
CCInf-10 Escribir el 4

Repasa.

1.

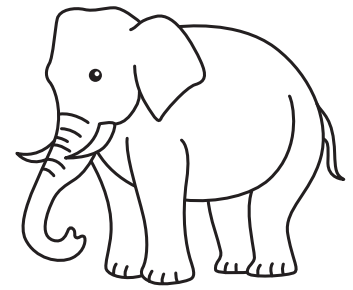
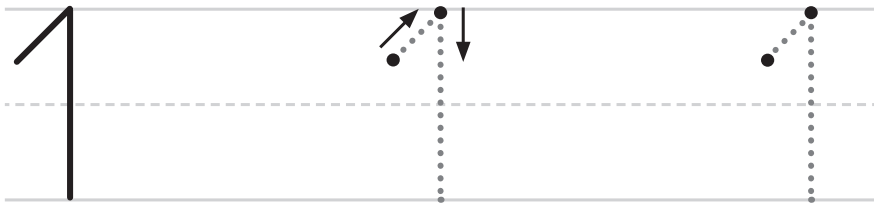


2.

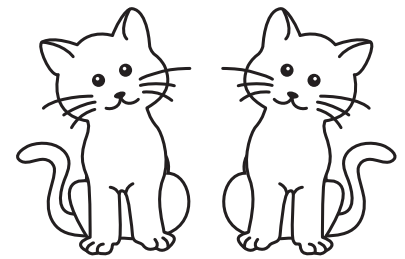
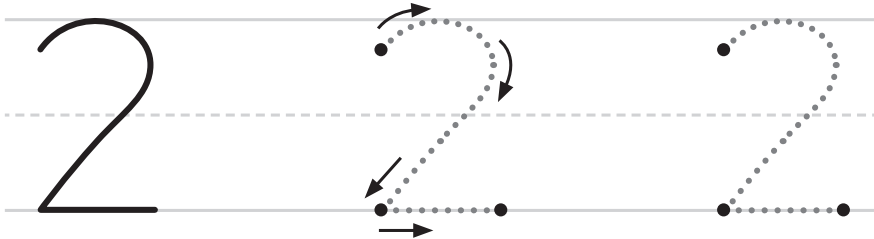


Repasa y colorea.

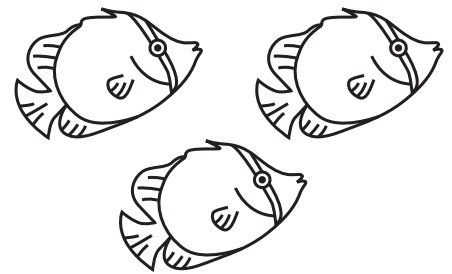
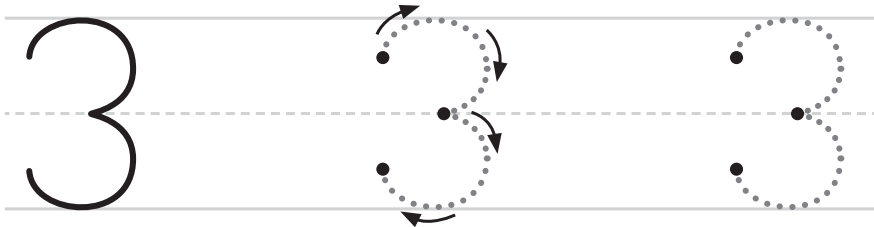
3.



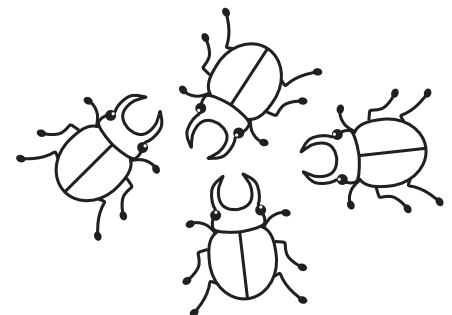
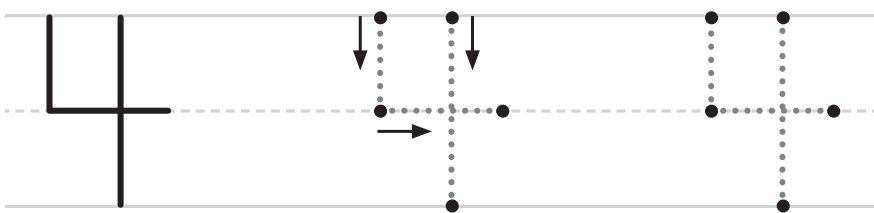
4.



5.




6.



CCInf-11 Contar 5

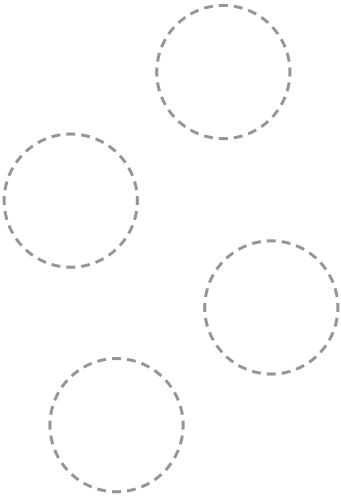
Cuenta y rodea el número.

1.



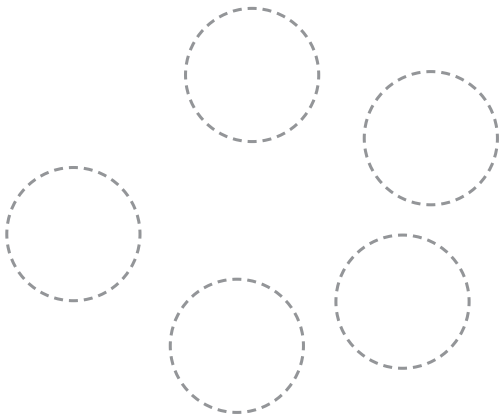
1 2 3 4 5

2.




1 2 3 4 5

3.



1 2 3 4 5

4.

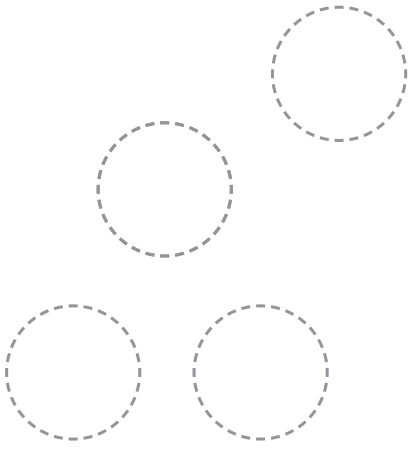


1 2 3 4 5

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Cuenta y rodea el número.

5.



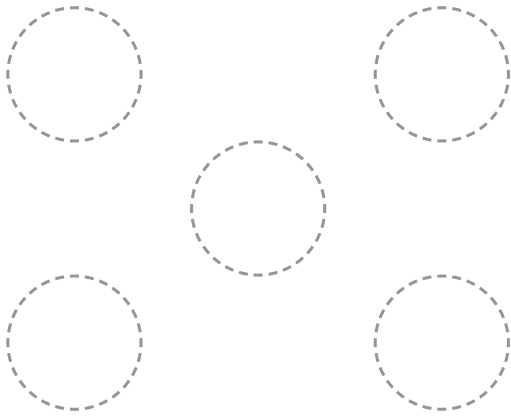
1 2 3 4 5

6.



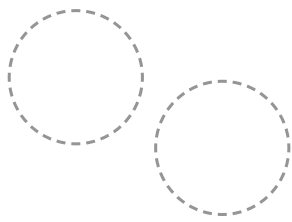
1 2 3 4 5

7.



1 2 3 4 5

8.

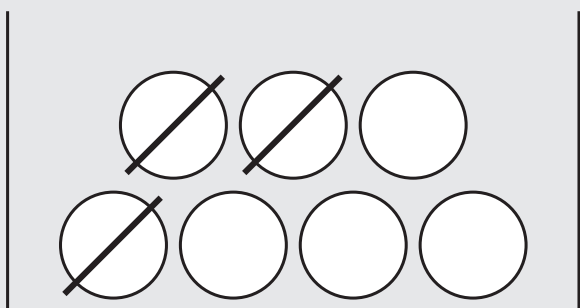


1 2 3 4 5

Cuenta y rodea el número.

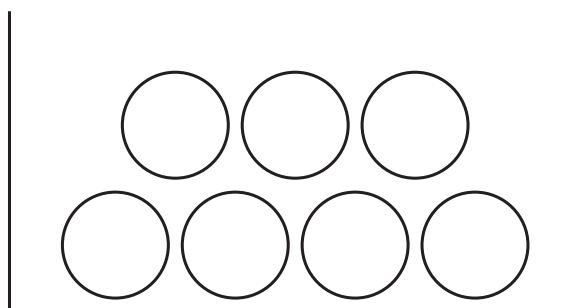
9.

3



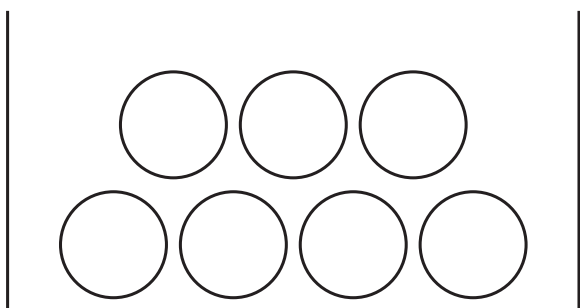
10.

5



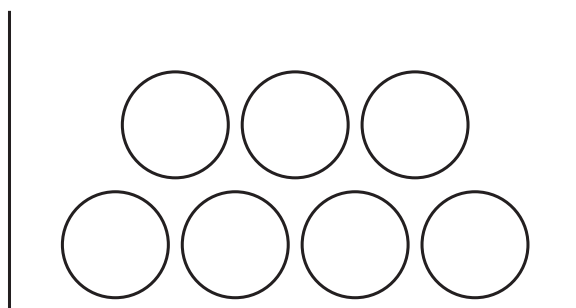
11.

2



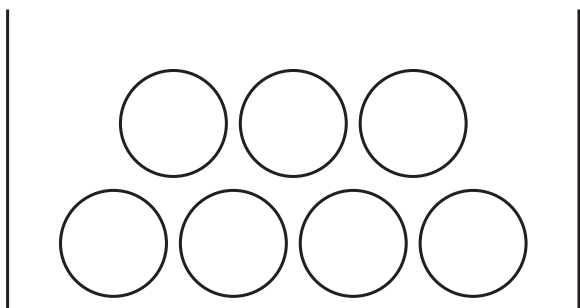
12.

4



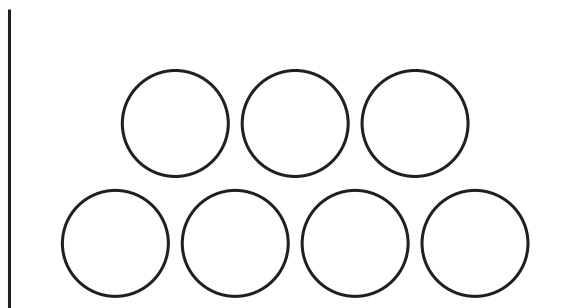
13.

5



14.

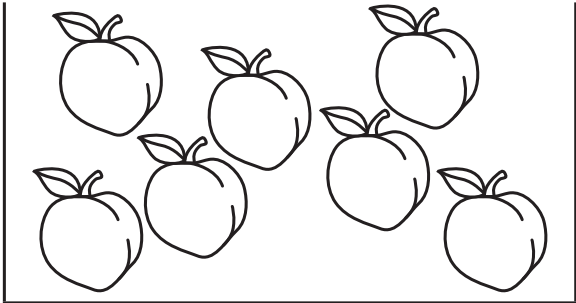
1



EXTRA: Cuenta y tacha.

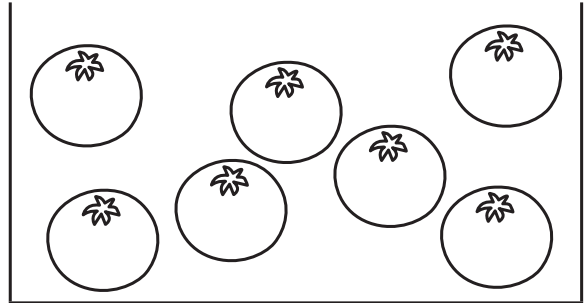
15.

4



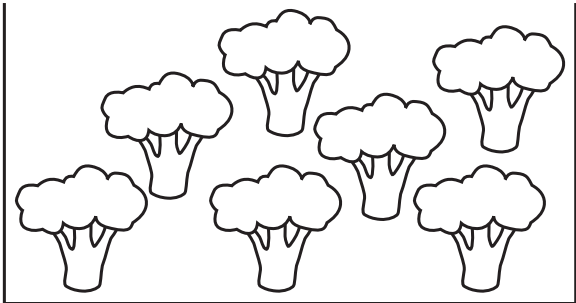
16.

3



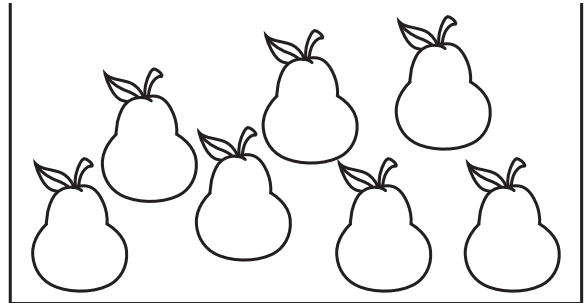
17.

5



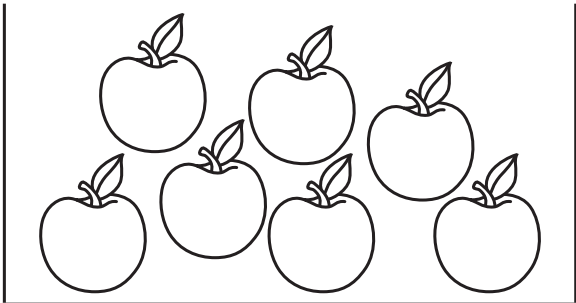
18.

2



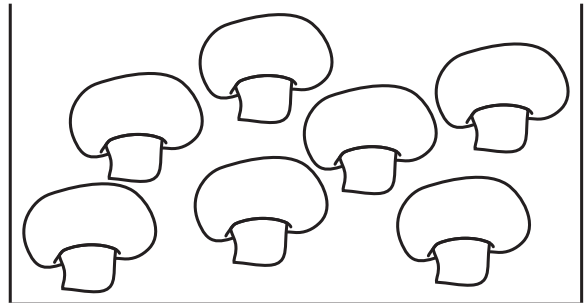
19.

3



20.

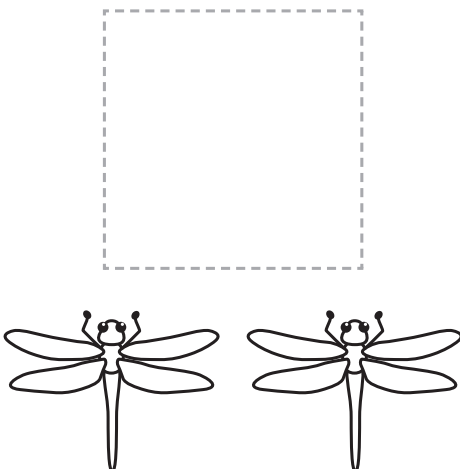
5



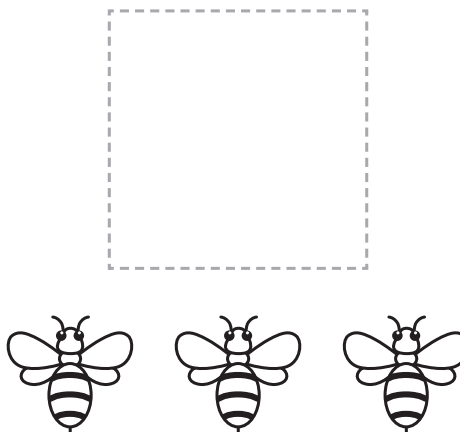
CCInf-12 El número 5

Pega el número 1, 2, 3, 4 o 5.

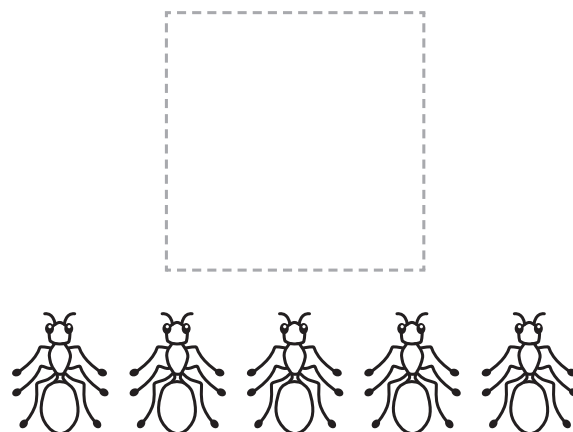
1.



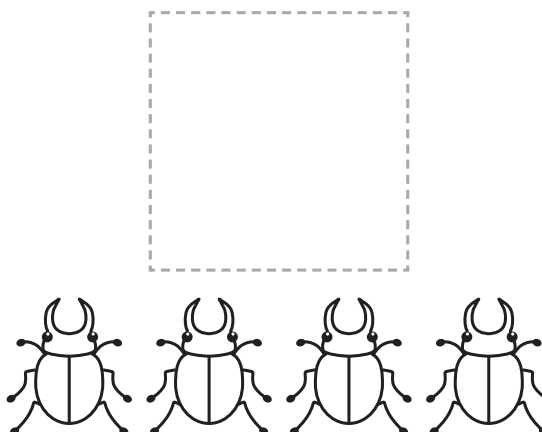
2.



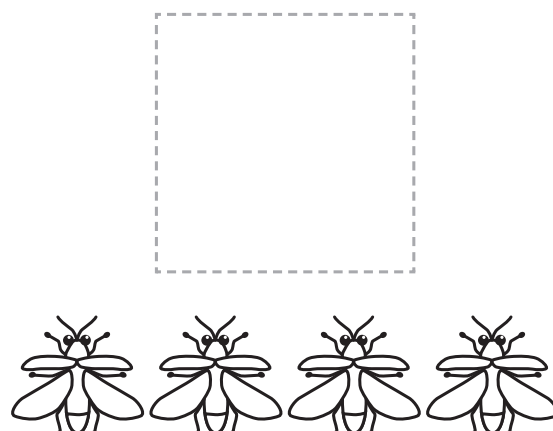
3.



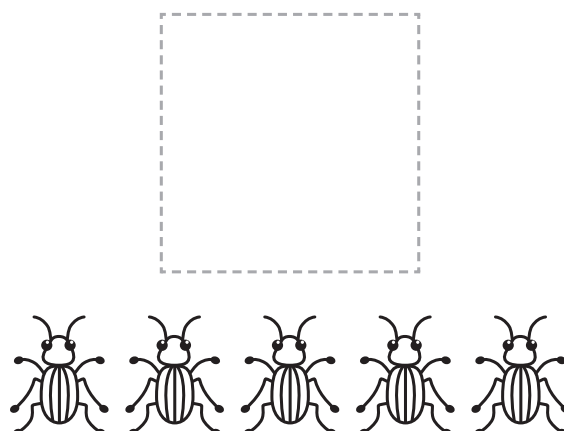
4.



5.




6.



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Pega un dibujo de 1, 2, 3, 4 o 5.

7.




3

8.




2

9.




5

10.




4

11.



1

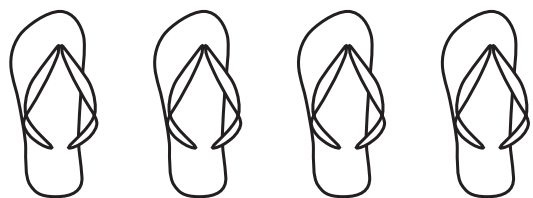
12.



5

EXTRA: Colorea 😊 si es correcto. Colorea ☹ si no es correcto.

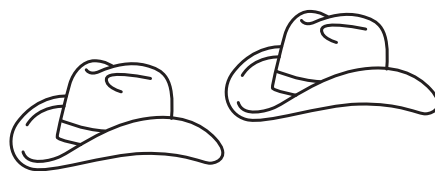
13.



5



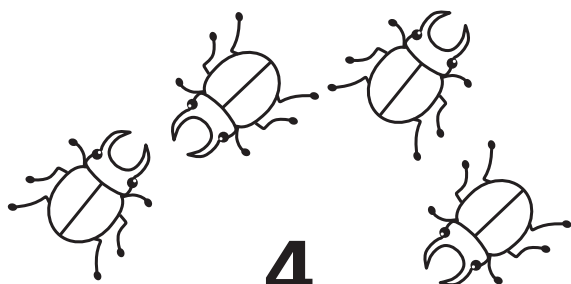
14.



2



15.



4



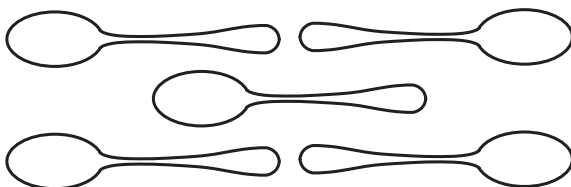
16.



3



17.



5



18.



1



CCInf-13 Escribir el 5

Repasa.

1.

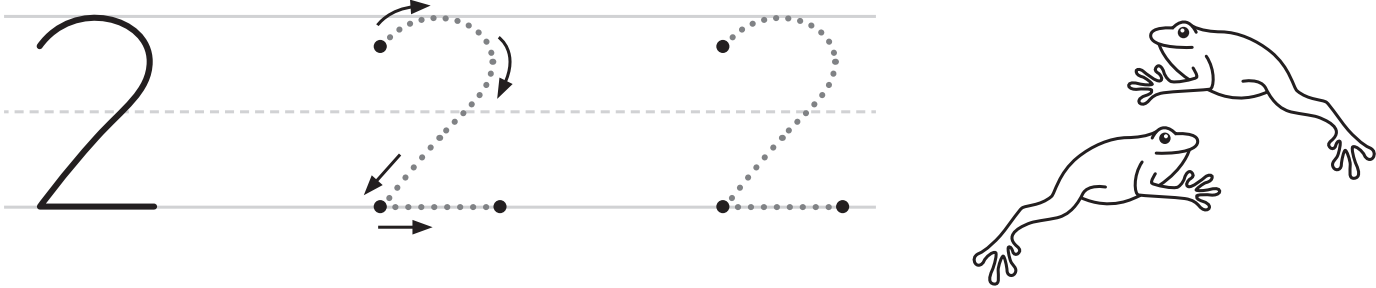
Handwriting practice for the number 5. The first row shows five examples of the number 5 with arrows indicating the stroke order: a horizontal line from left to right, a vertical line down, and a curved line from the top of the vertical line to the bottom. The second row shows five more examples with stroke order arrows. The third row shows five dotted 5s with stroke order arrows. The fourth row shows five dotted 5s with stroke order arrows.

2.

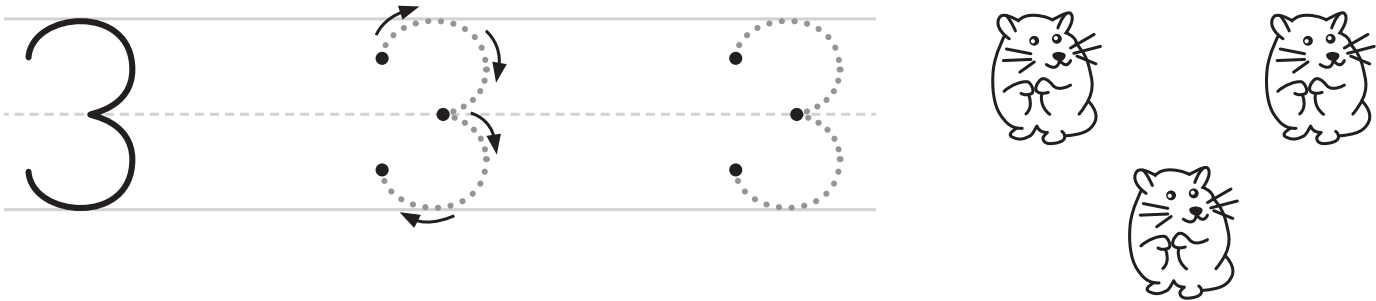
Handwriting practice for the number 5. The first row shows five dotted 5s with stroke order arrows. The second row shows five dotted 5s with stroke order arrows.

Repasa y colorea.


3.



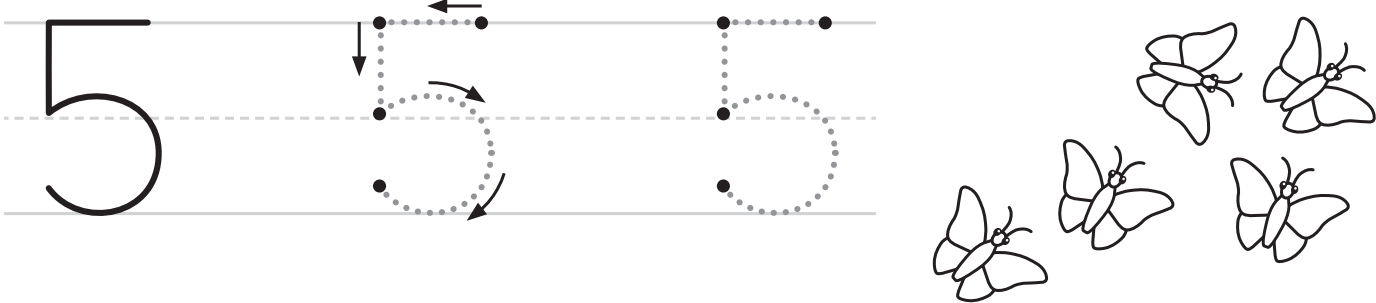
4.



5.



6.

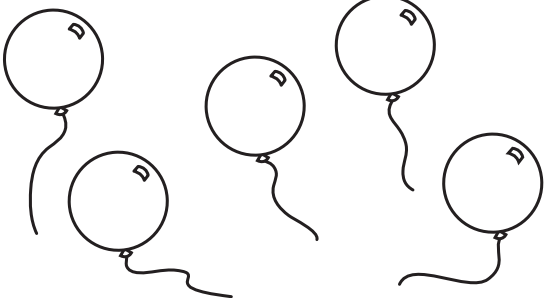


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CCInf-14 Repaso de 1, 2, 3, 4 y 5

Colorea.

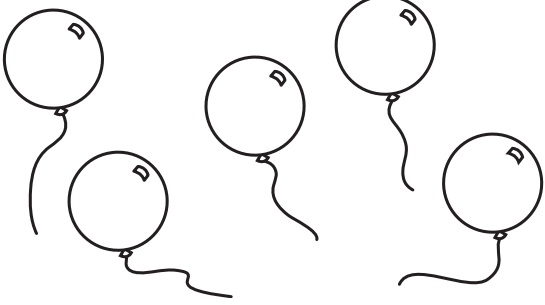
1.



1

A square box containing a single balloon with a string and a small bow. The number '1' is printed below the balloon.

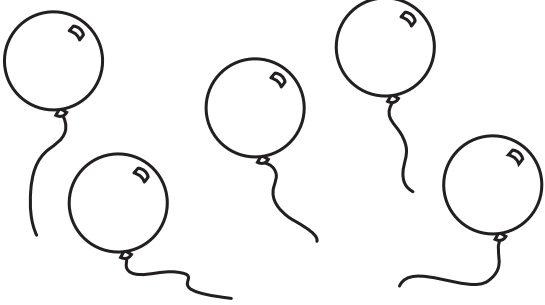
2.



2

A square box containing two balloons, one on the left and one on the right, each with a string and a small bow. The number '2' is printed below the balloons.

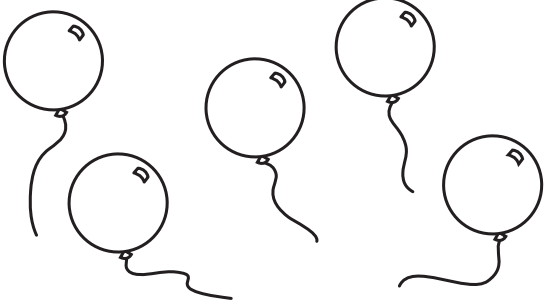
3.



3

A square box containing three balloons arranged in a row, each with a string and a small bow. The number '3' is printed below the balloons.

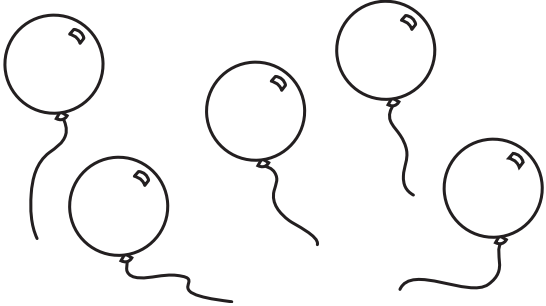
4.



4

A square box containing four balloons arranged in two rows of two, each with a string and a small bow. The number '4' is printed below the balloons.

5.



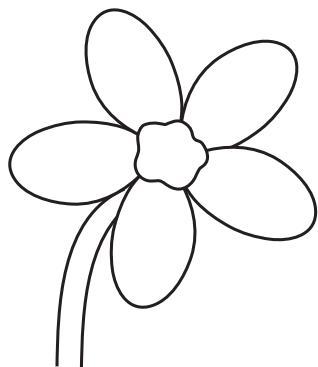
5

A square box containing five balloons arranged in two rows: three in the top row and two in the bottom row, each with a string and a small bow. The number '5' is printed below the balloons.

Colorea.

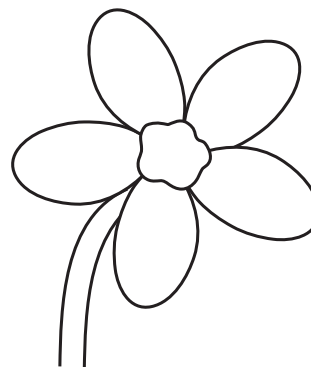
6.

1



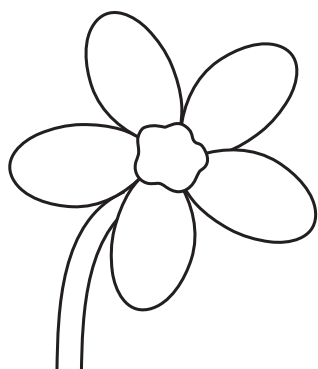
7.

2



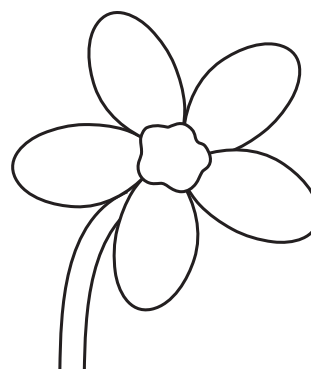
8.

3



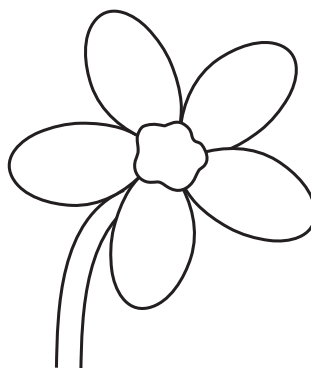
9.

4



10.

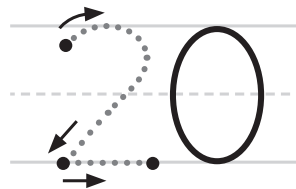
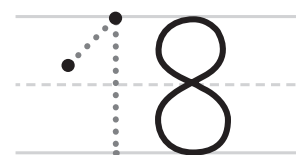
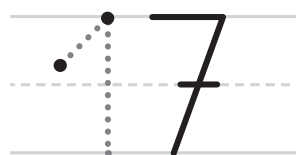
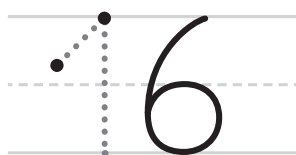
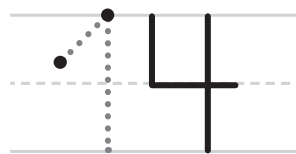
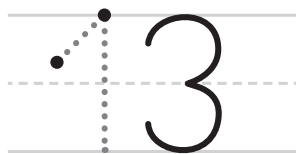
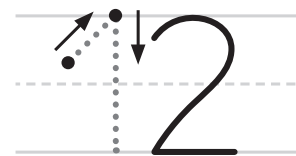
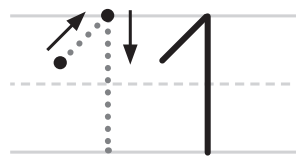
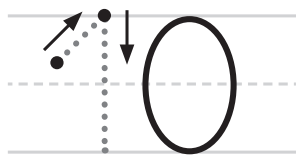
5



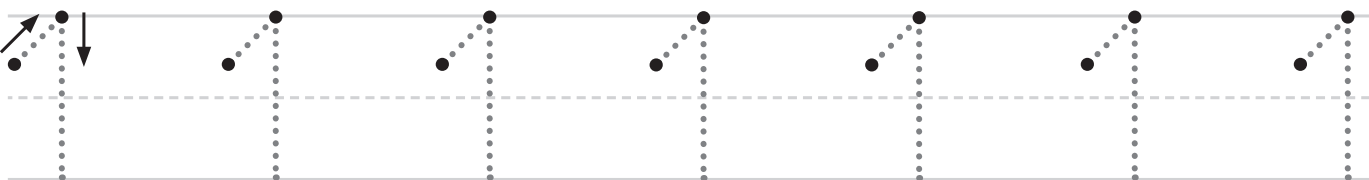
CCInf-15 Contar hasta el 20

Repasa.

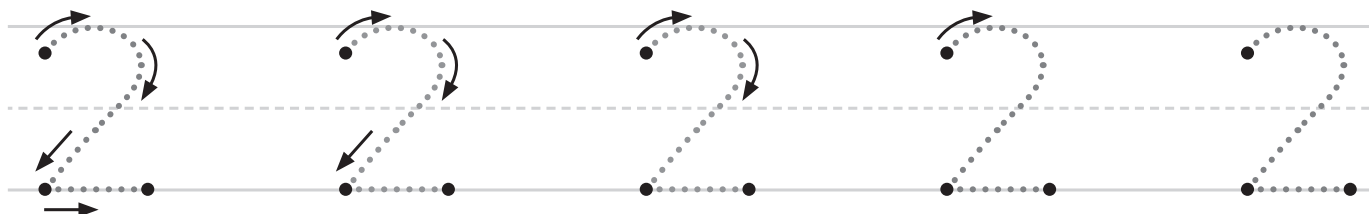
1.



2.



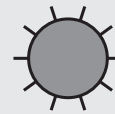
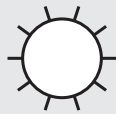
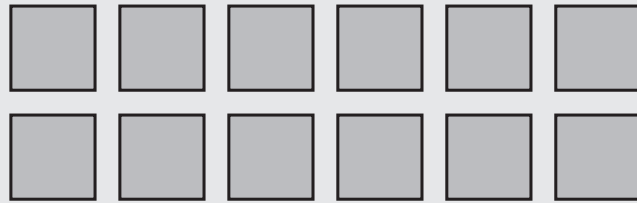
3.



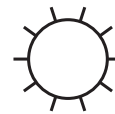
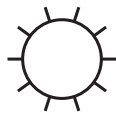
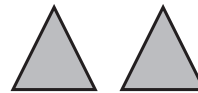
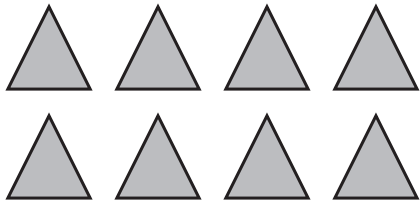
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Colorea el ☀ del grupo que tiene **más elementos**.

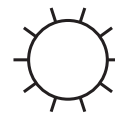
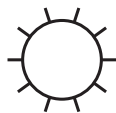
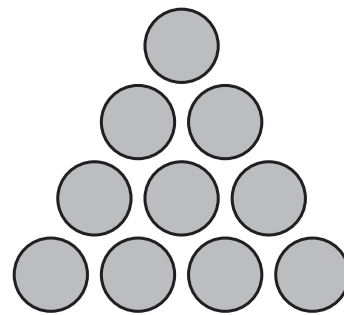
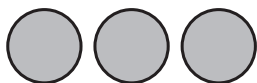
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2.

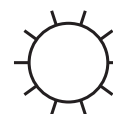
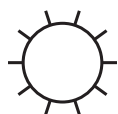
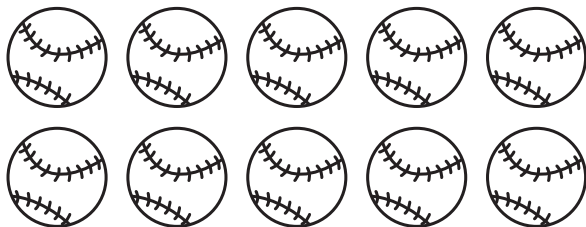


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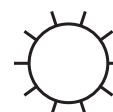
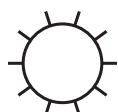
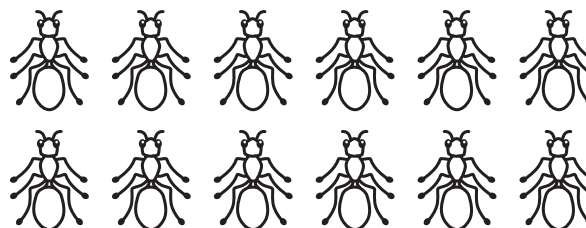
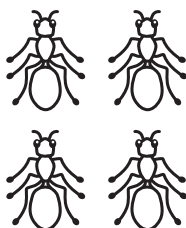


Colorea el ☀ del grupo que tiene **más elementos**.

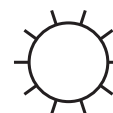
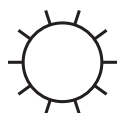
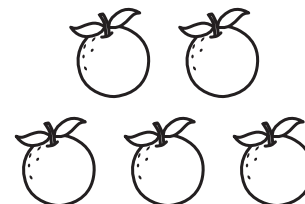
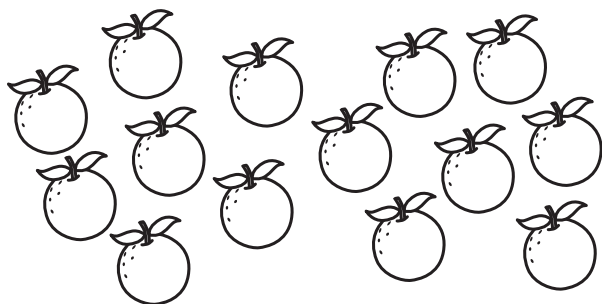
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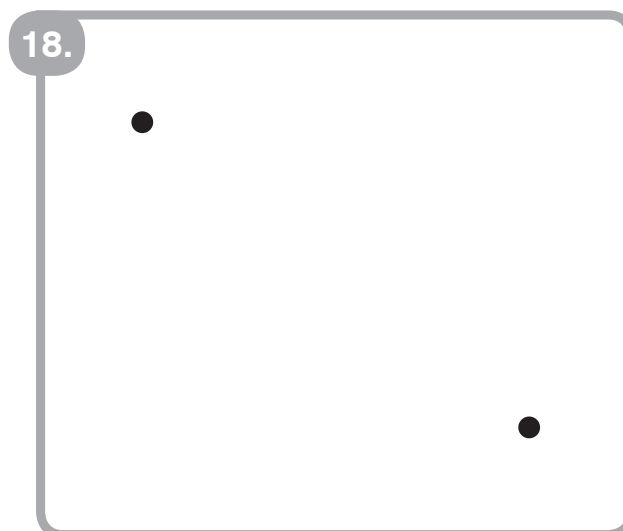
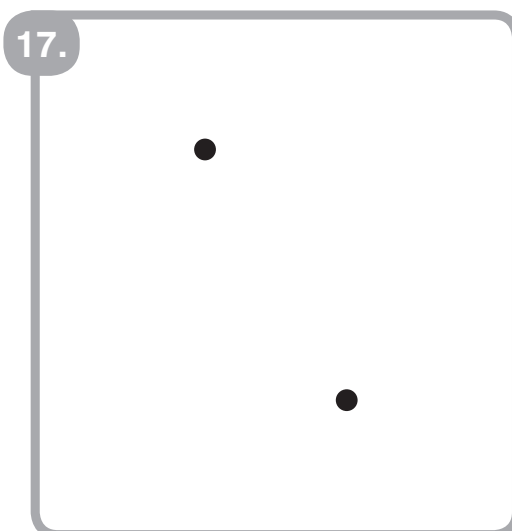
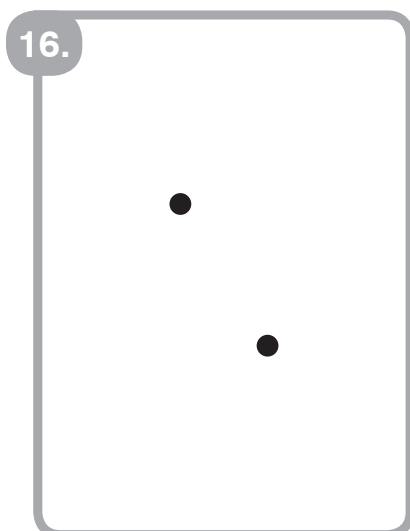
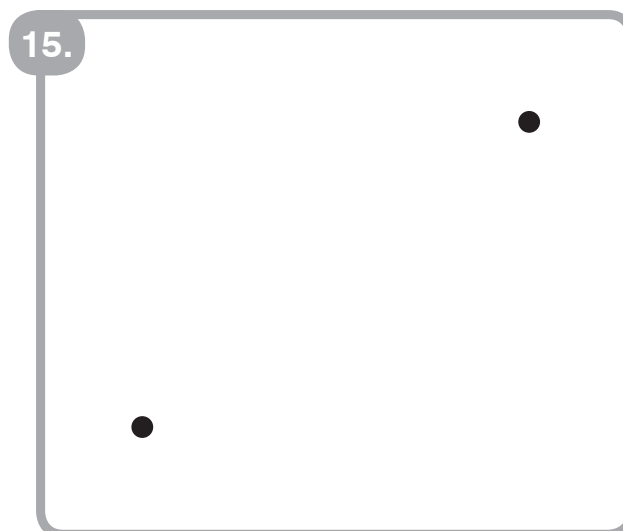
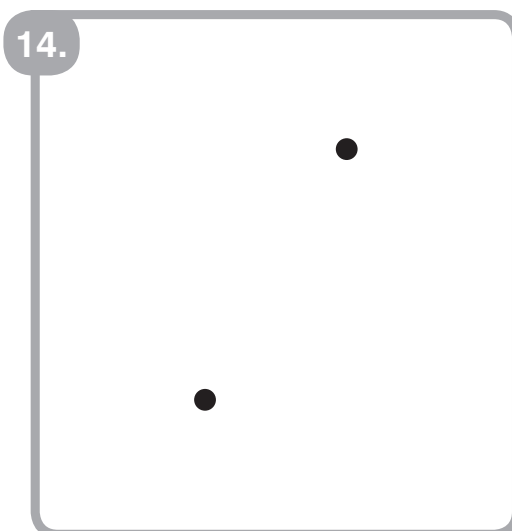
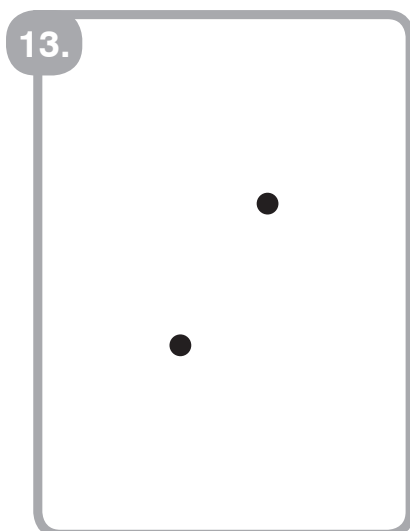
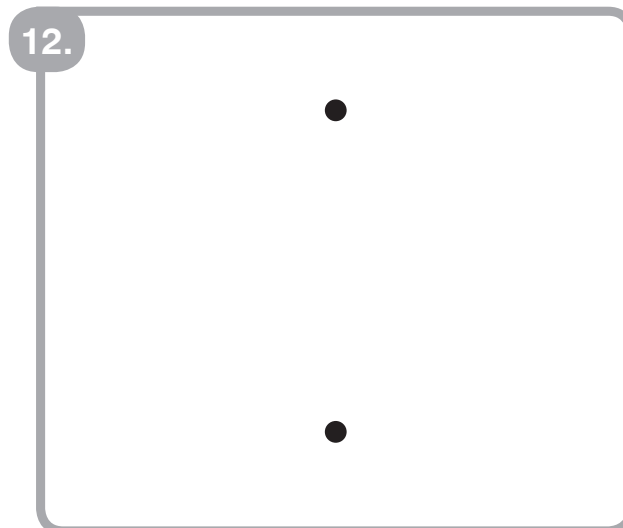
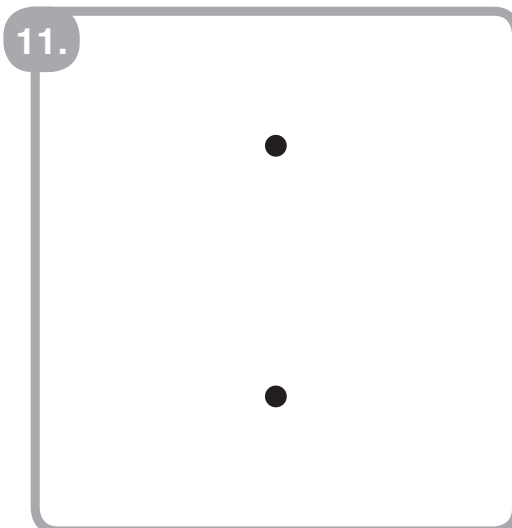
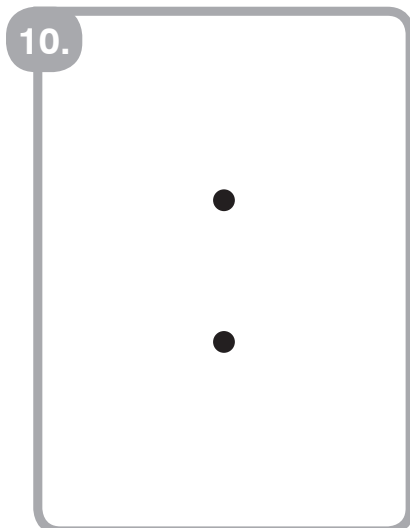
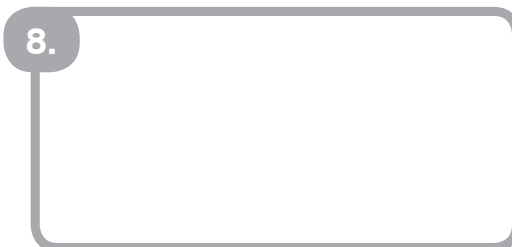
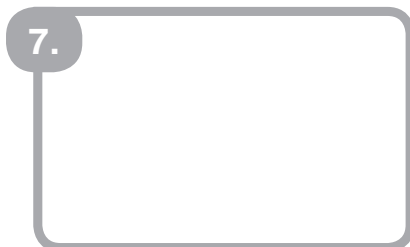
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6.

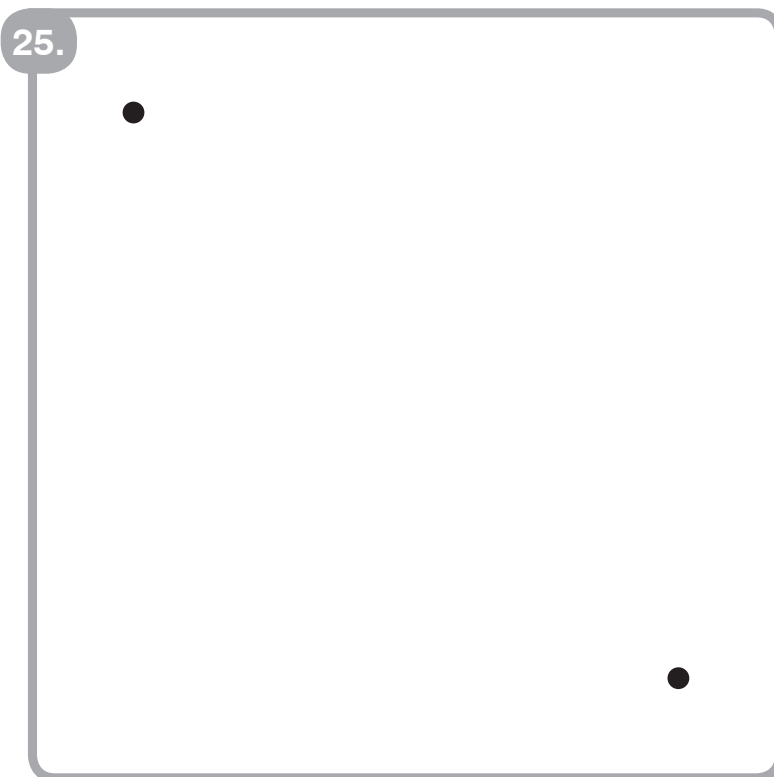
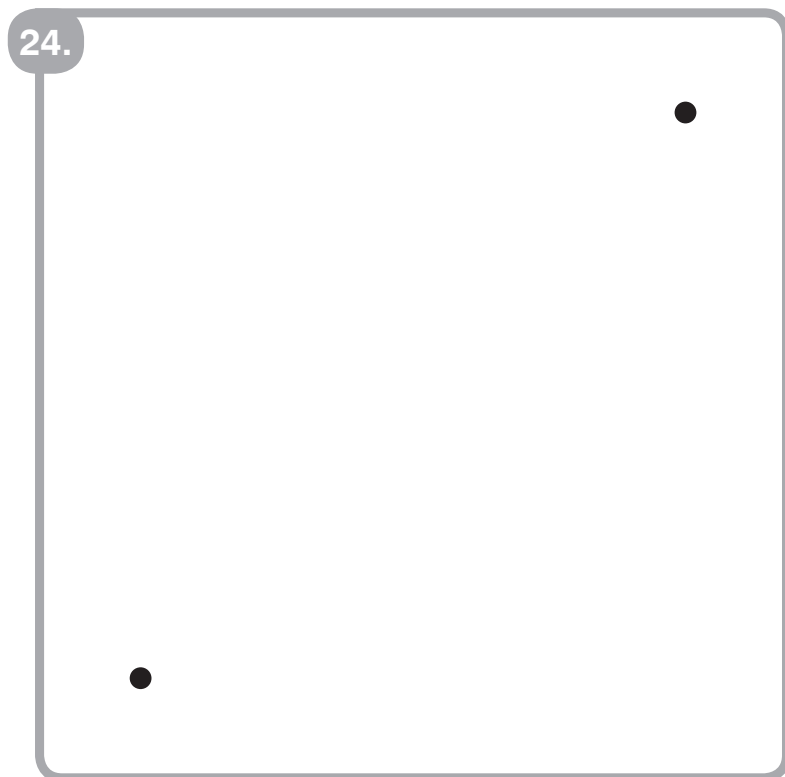
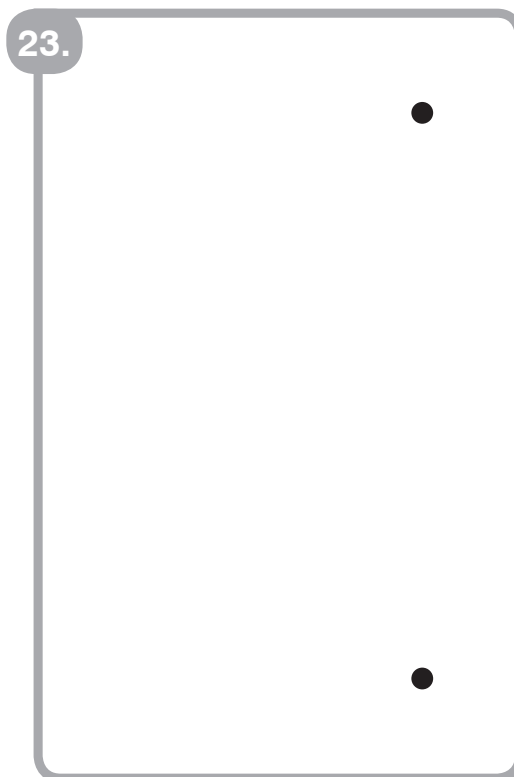
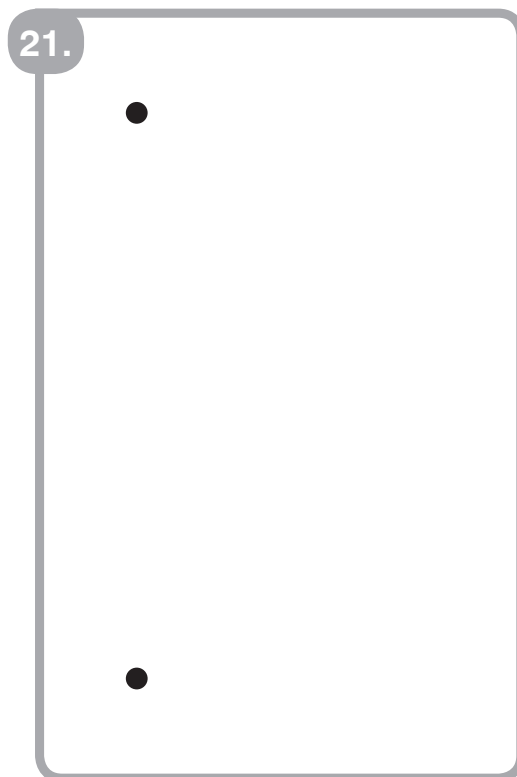
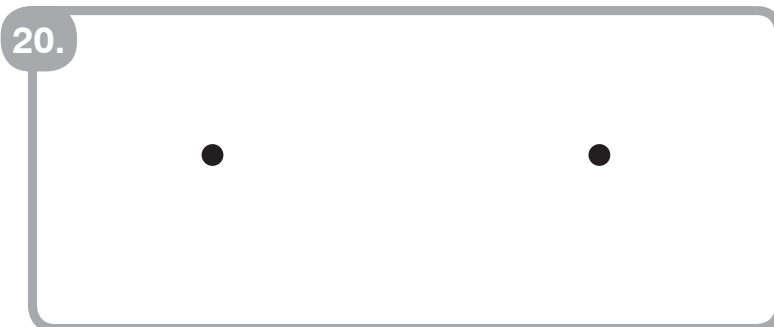
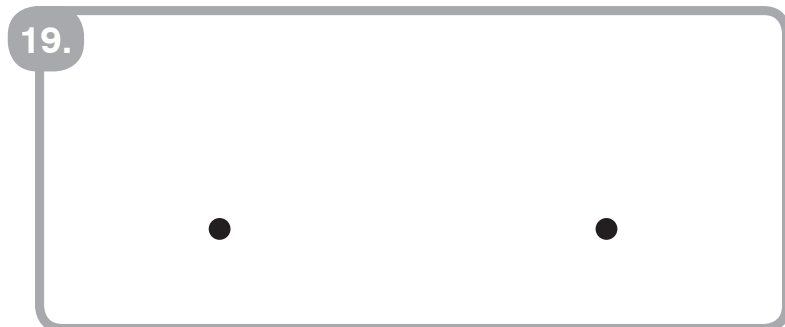


Une los puntos.



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Une los puntos.

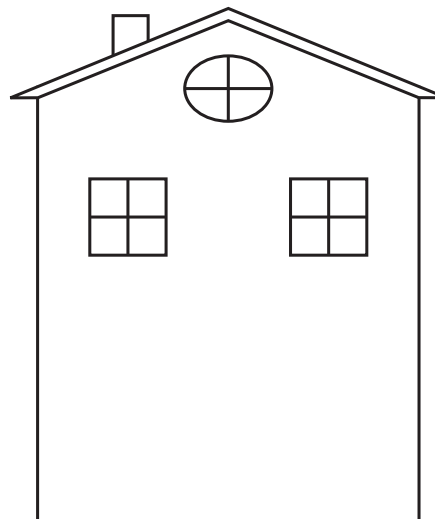
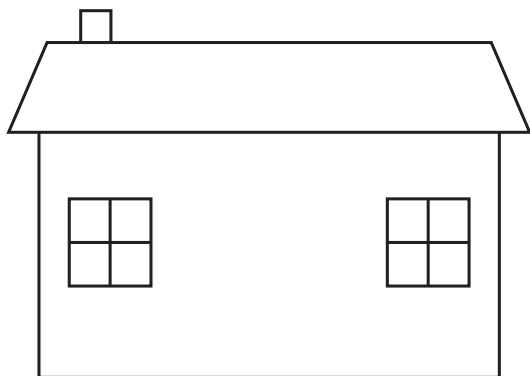
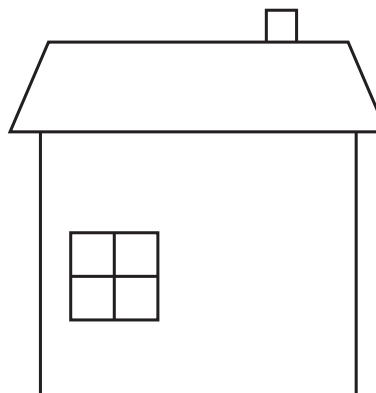
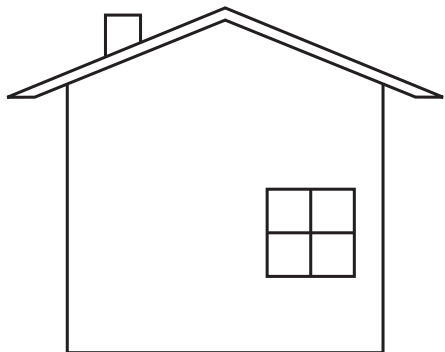
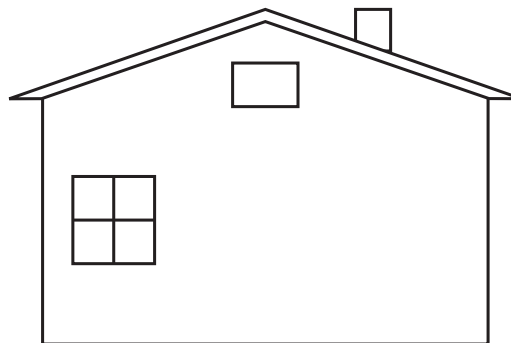
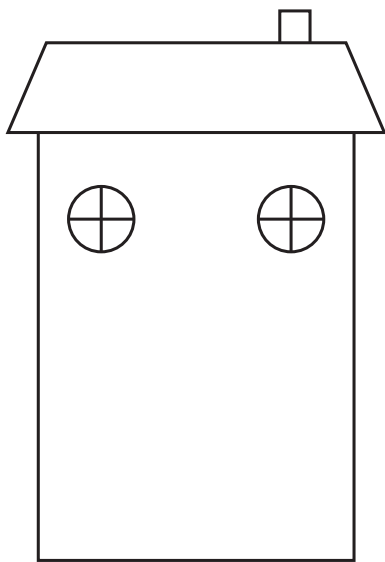


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CCInf-17 Igual a (relacionar)

Dibuja una  en cada .

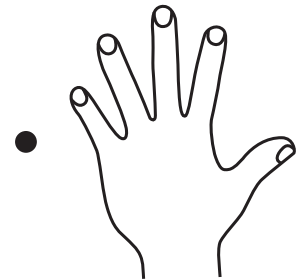
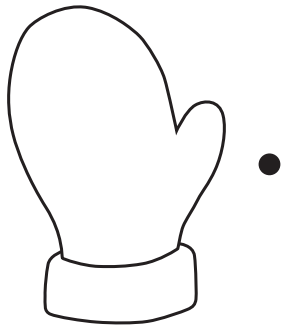
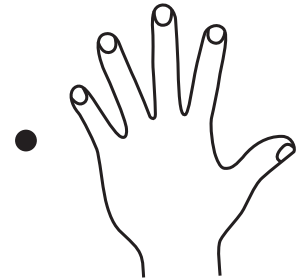
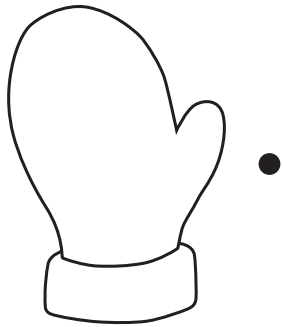
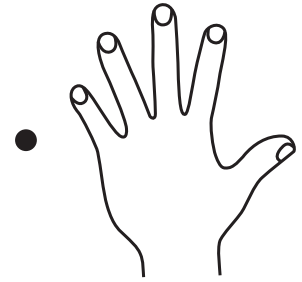
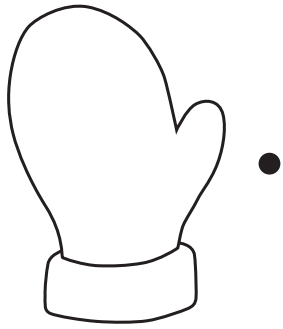
1.



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Une con una línea cada  con una .

2.



Une con una línea cada  con un .

3.



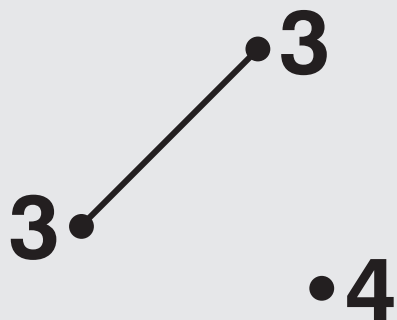
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CCInf-18 Igual a (contar)

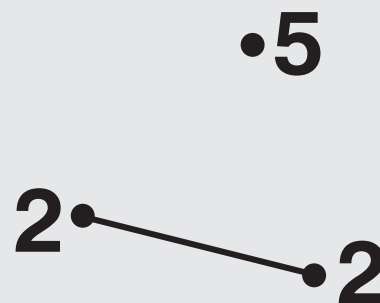
¿Qué números son iguales?

Únelos con una línea.

1.



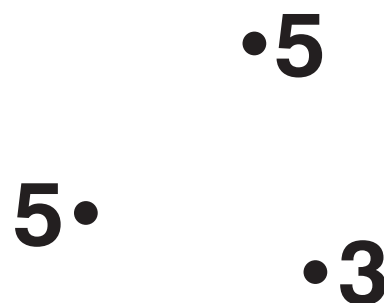
2.



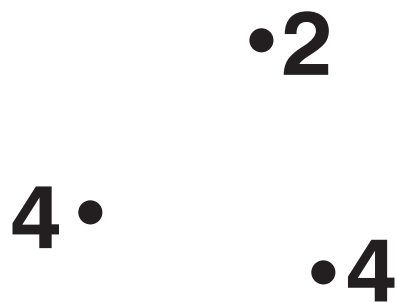
3.



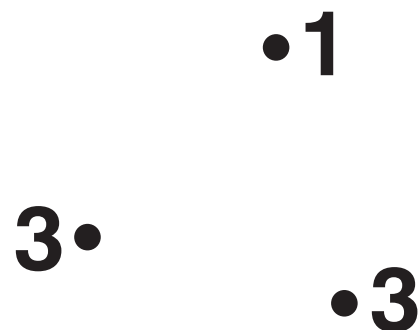
4.



5.



6.



Cuenta. Rodea el número.

Colorea 😊 si son iguales. Colorea ☹️ si son diferentes.

7.



1 ② 3 4 5



① 2 3 4 5

8.



1 2 3 4 5



1 2 3 4 5

9.



1 2 3 4 5



1 2 3 4 5

Cuenta. Rodea el número.

Colorea 😊 si son iguales. Colorea ☹️ si son diferentes.

10.



1 2 3 4 5



1 2 3 4 5

11.



1 2 3 4 5



1 2 3 4 5

12.



1 2 3 4 5



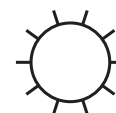
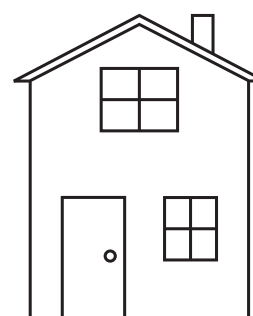
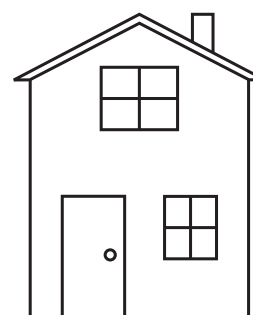
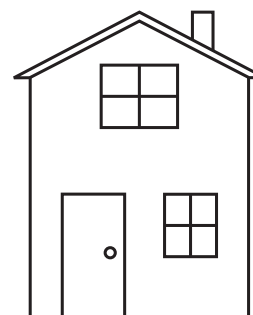
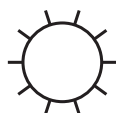
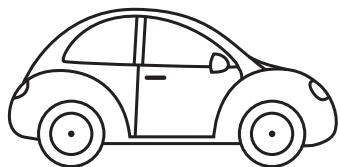
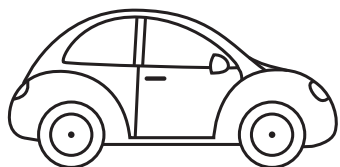
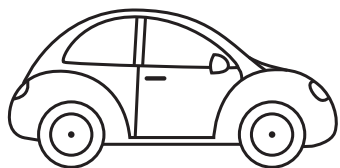
1 2 3 4 5

CCInf-19 Mayor que (relacionar)

Une con una línea.

Colorea el ☀ del lado que tiene **más elementos**.

1.

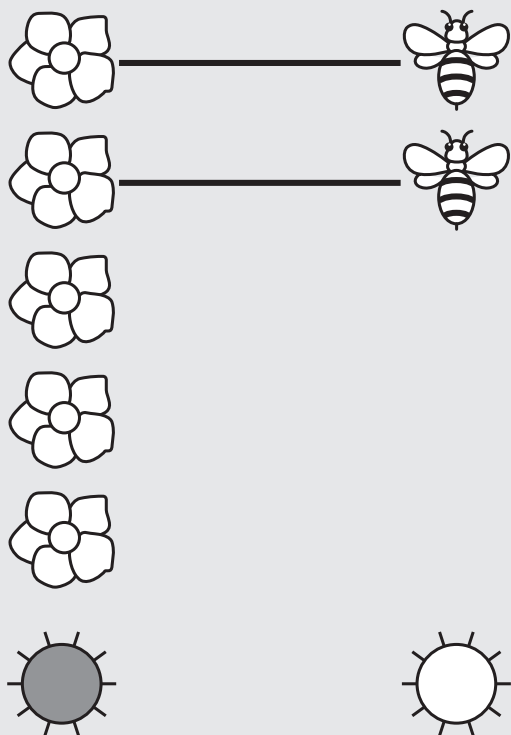


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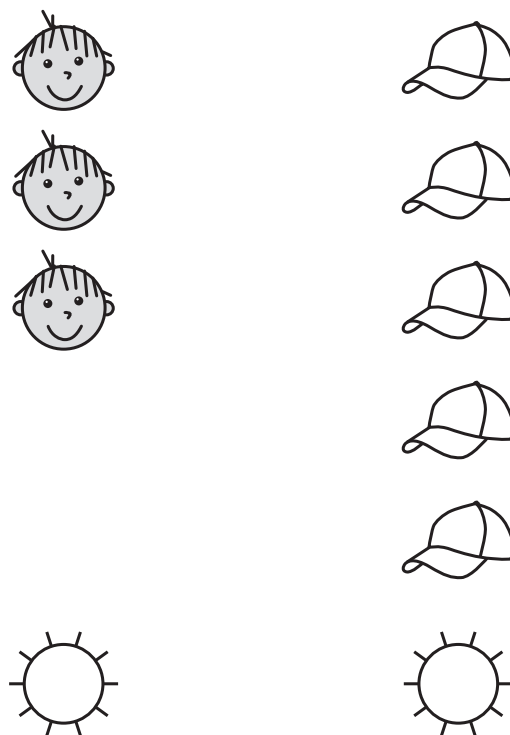
Une con una línea.

Colorea el ☀ del lado que tiene **más elementos**.

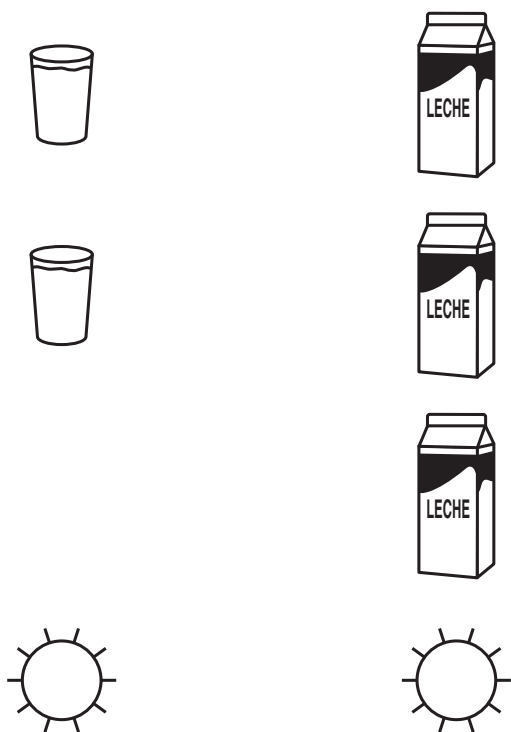
2.



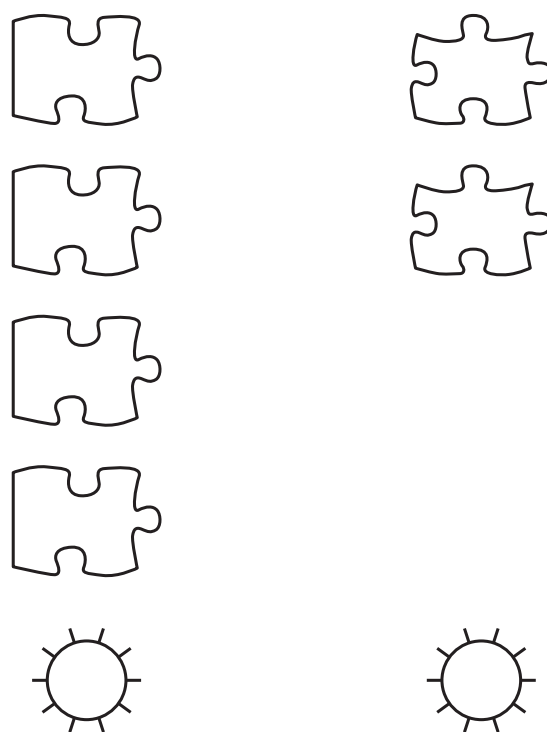
3.



4.



5.



1 2 3 4 5

Rodea el número **mayor**.

1.

2

4

2.

3

1

3.

4

5

4.

2

5

5.

3

2

6.

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3

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5

1

8.

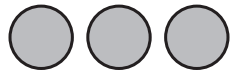
1

4

Cuenta. Rodea el número.

Colorea el ☀ del número mayor.

9.



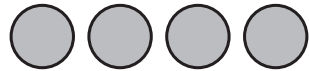
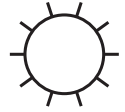
1

2

3

4

5



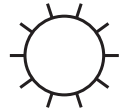
1

2

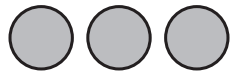
3

4

5



10.



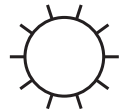
1

2

3

4

5



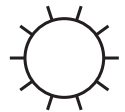
1

2

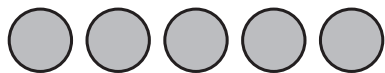
3

4

5



11.



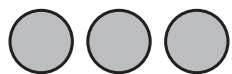
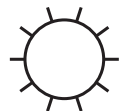
1

2

3

4

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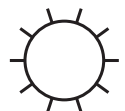
1

2

3

4

5



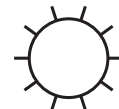
Cuenta. Rodea el número.

Colorea el ☀ del número mayor.

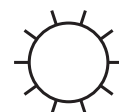
12.



1 2 3 4 5



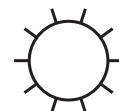
1 2 3 4 5



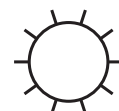
13.



1 2 3 4 5



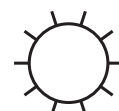
1 2 3 4 5



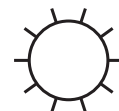
14.



1 2 3 4 5



1 2 3 4 5

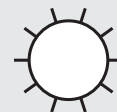
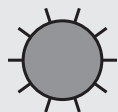
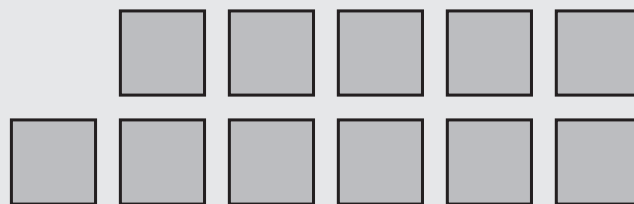


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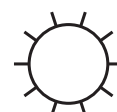
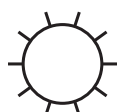
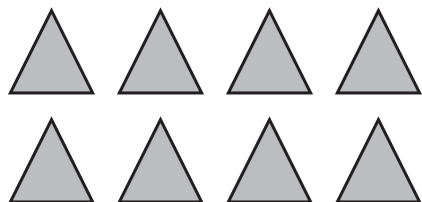
CCInf-21 *Menor que (relacionar)*

Colorea el ☀ del grupo que tiene **menos elementos**.

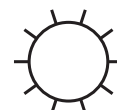
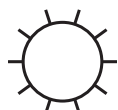
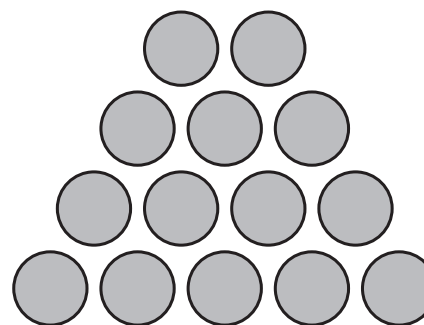
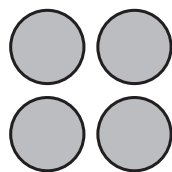
1.



2.



3.

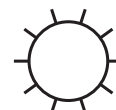
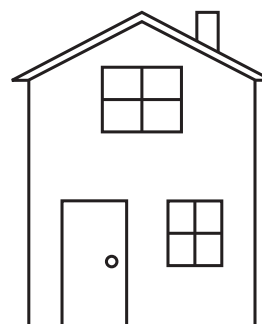
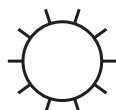
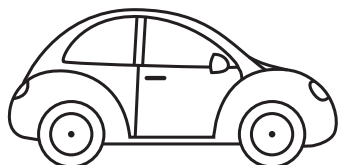
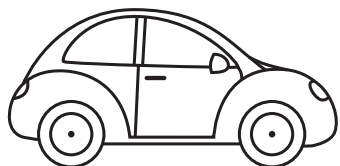
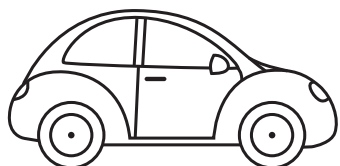


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Une con una línea.

Colorea el ☀ del lado que tiene menos elementos.

4.

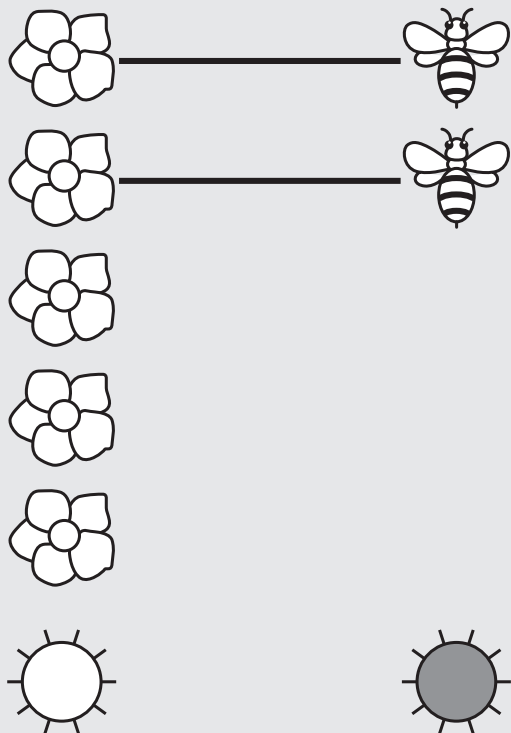


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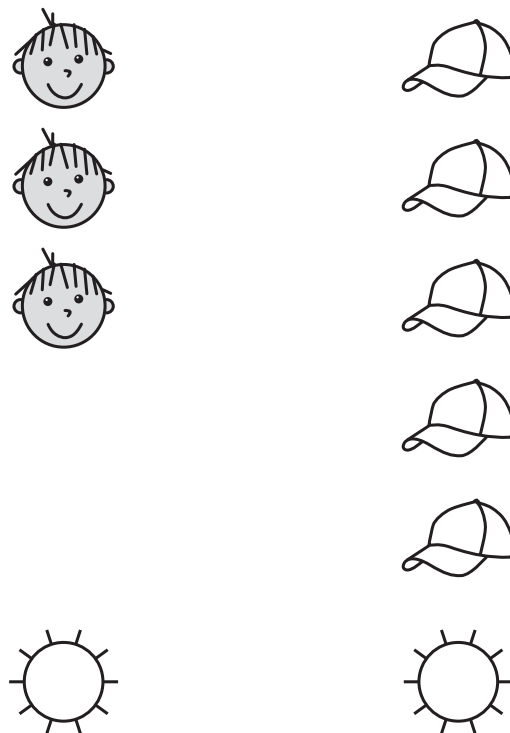
Únelos con una línea.

Colorea el ☀ del lado que tiene menos elementos.

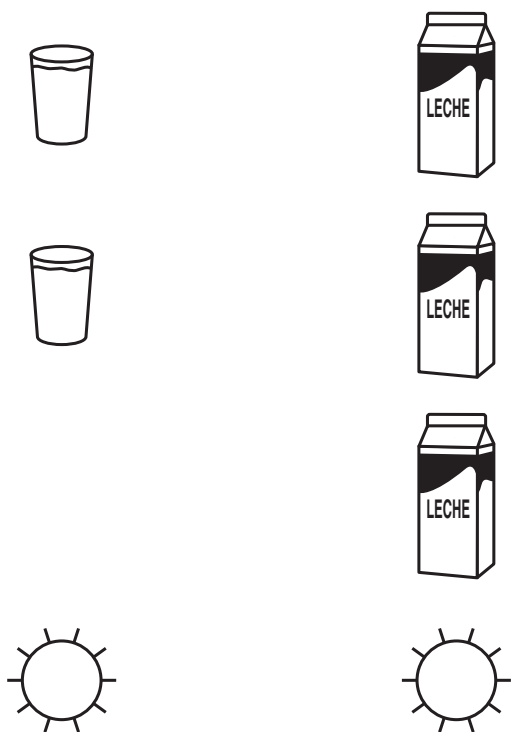
5.



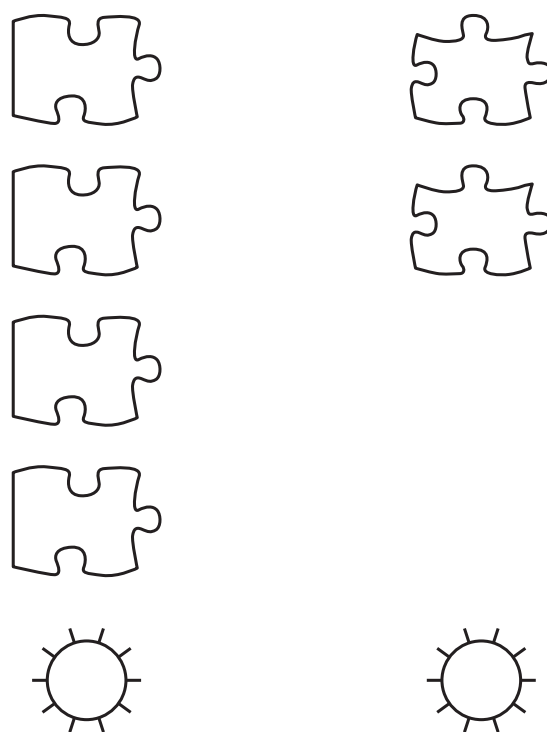
6.



7.



8.



CCInf-22 Menor que (contar)

1 2 3 4 5

Rodea el número **menor**.

1.

②

4

2.

3

①

3.

4

5

4.

2

5

5.

3

2

6.

4

3

7.

5

1

8.

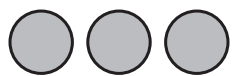
1

4

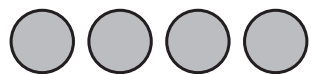
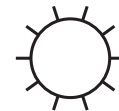
Cuenta. Rodea el número.

Colorea el ☀ del número menor.

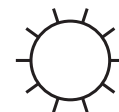
9.



1 2 3 4 5



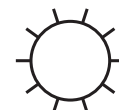
1 2 3 4 5



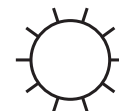
10.



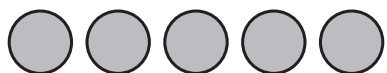
1 2 3 4 5



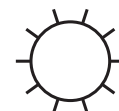
1 2 3 4 5



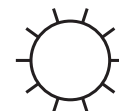
11.



1 2 3 4 5



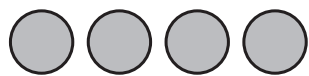
1 2 3 4 5



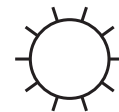
Cuenta. Rodea el número.

Colorea el ☀ del número menor.

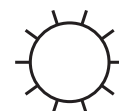
12.



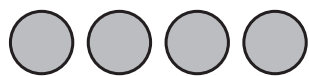
1 2 3 4 5



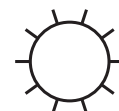
1 2 3 4 5



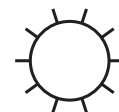
13.



1 2 3 4 5



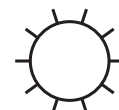
1 2 3 4 5



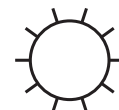
14.



1 2 3 4 5



1 2 3 4 5



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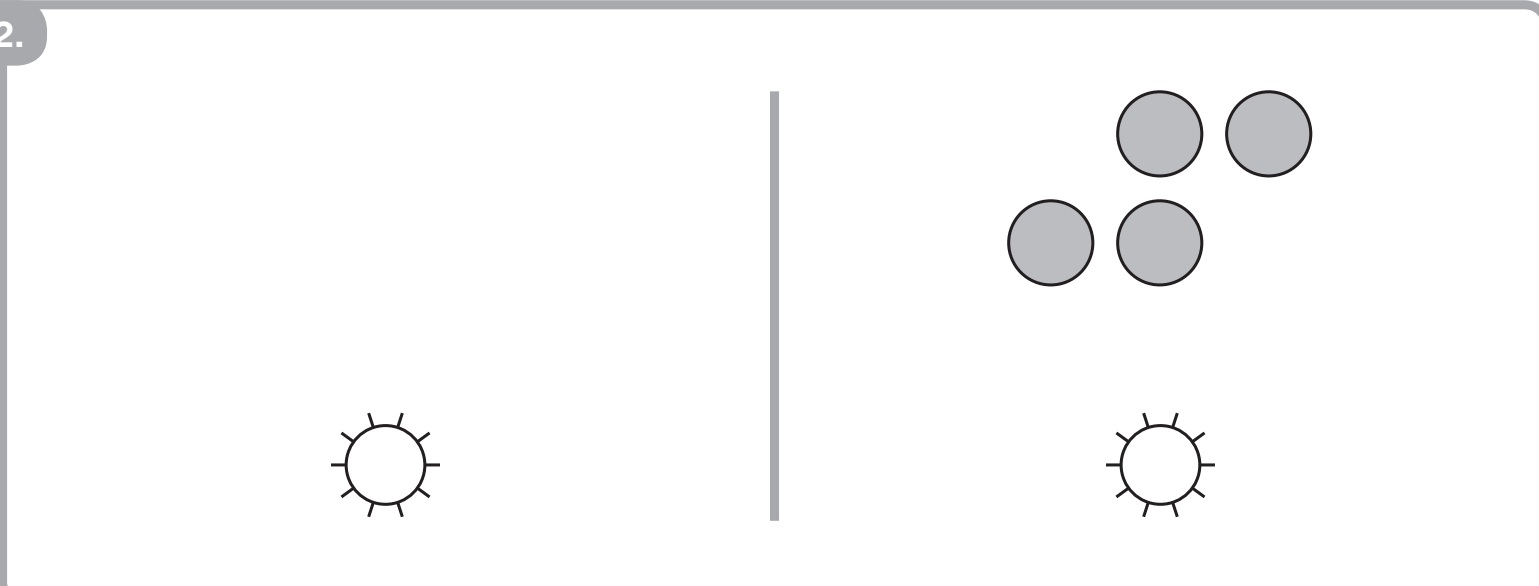
CCInf-23 Cero

Colorea el ☀ para indicar cuál es 0.


1.



2.



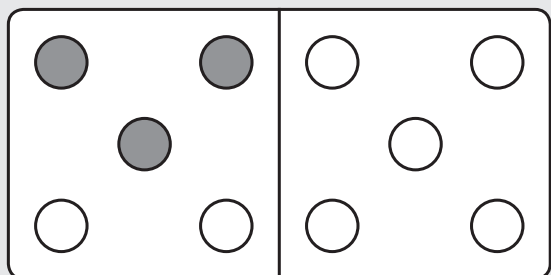
3.



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Colorea los puntos que indican los números.

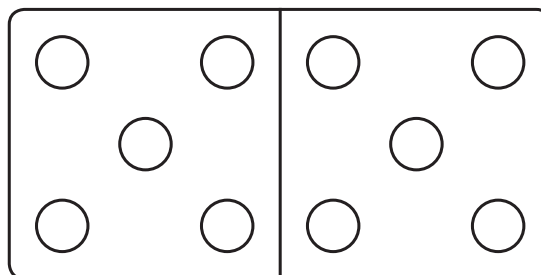
4.



3

0

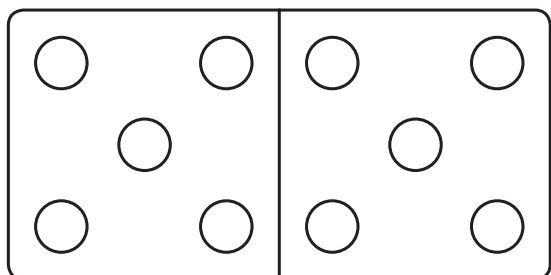
5.



1

4

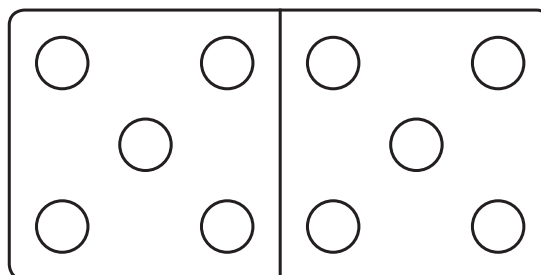
6.



5

1

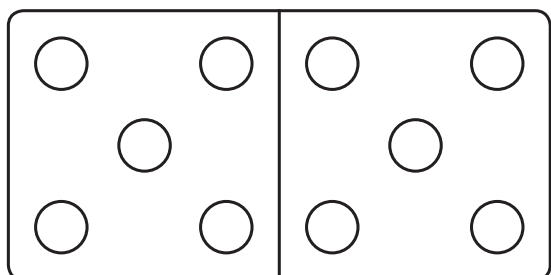
7.



0

2

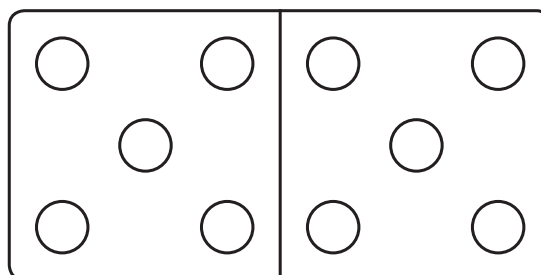
8.



0

4

9.



3

5

0 1 2 3 4 5

Rodea el número **menor**.

10.

2

0

11.

0

4

12.

0

1

13.

3

1

14.

4

0

15.

2

5

16.

4

5

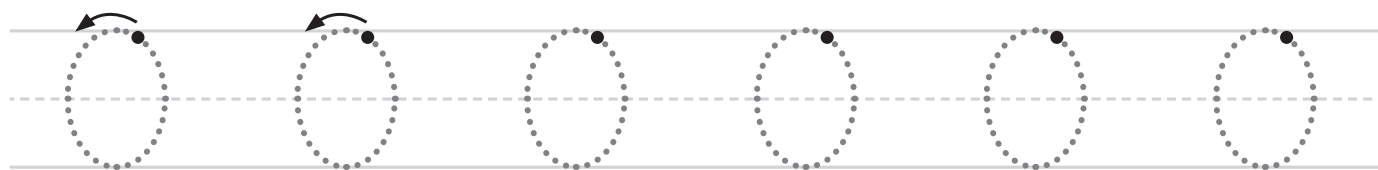
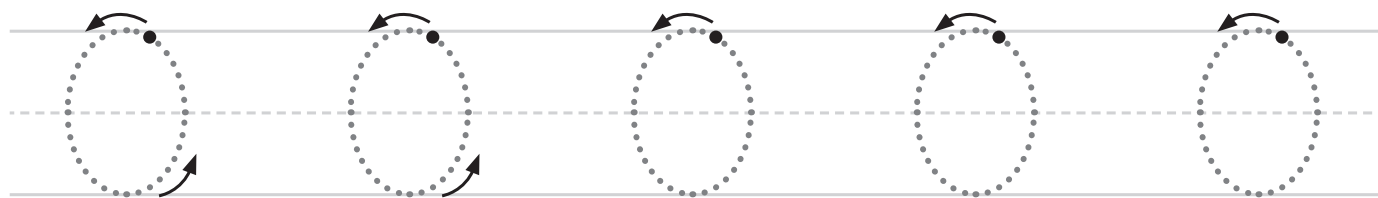
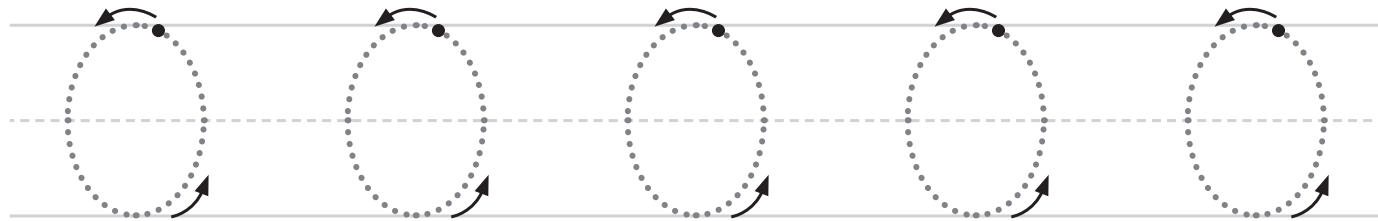
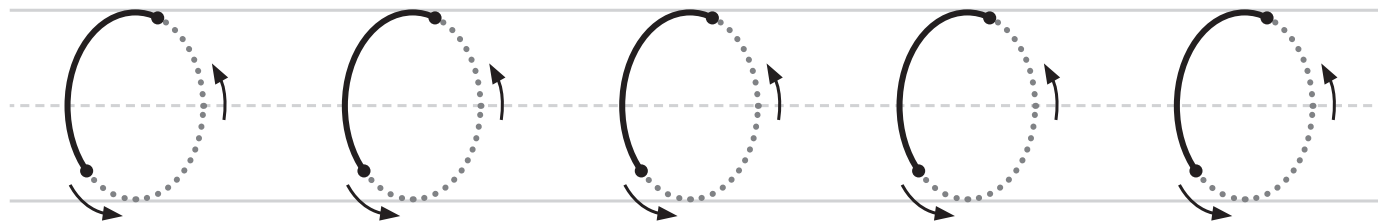
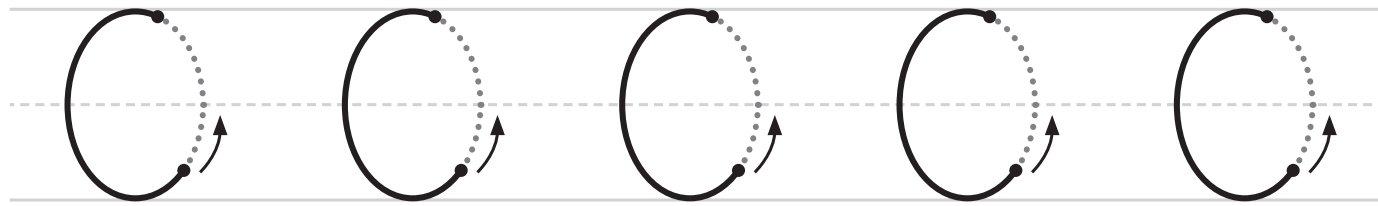
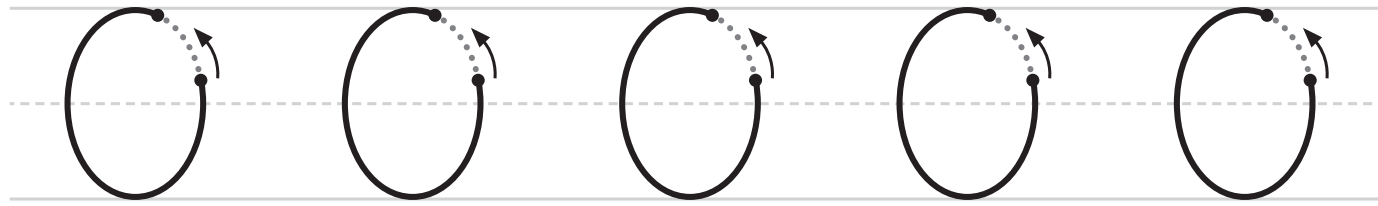
17.

3

0

Repasa.

18.



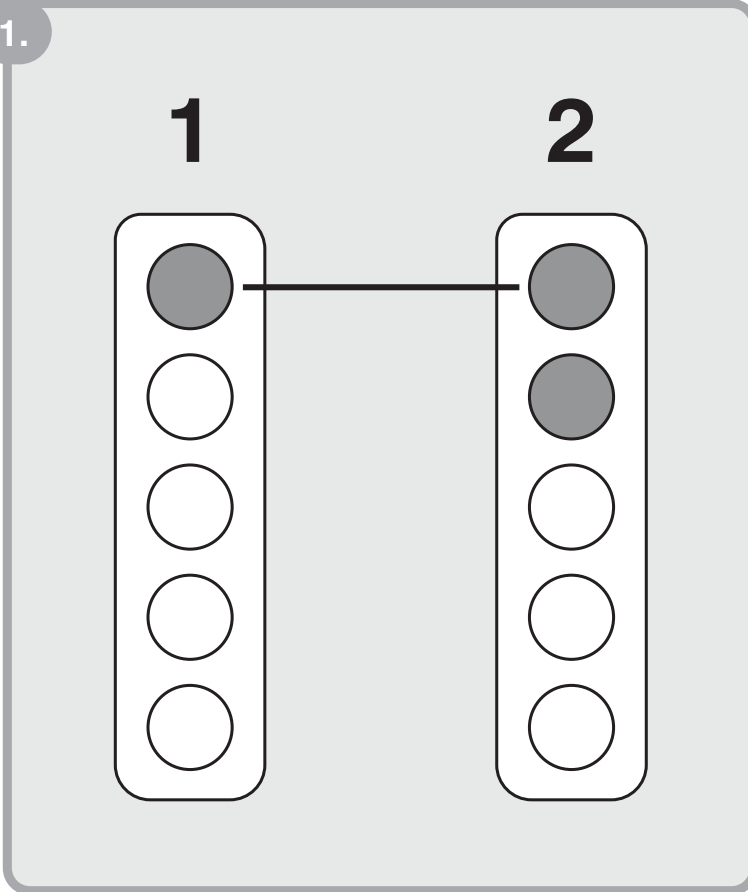
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CCInf-24 Comparar números del 1 al 5

- Colorea los círculos que indican los números.
- Únelos con una línea.

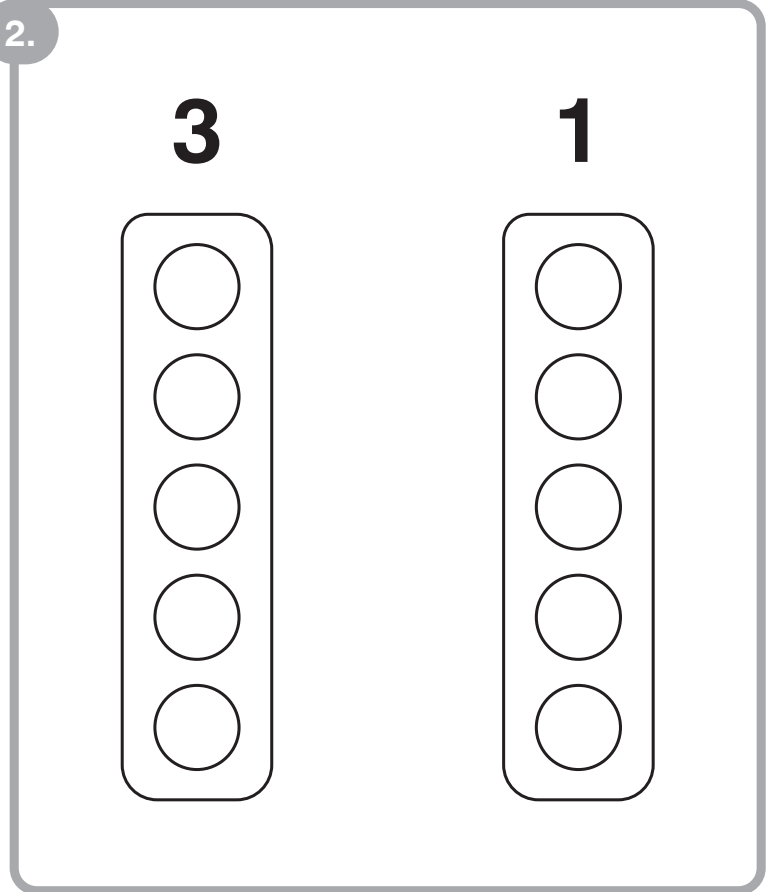
1.

1 **2**



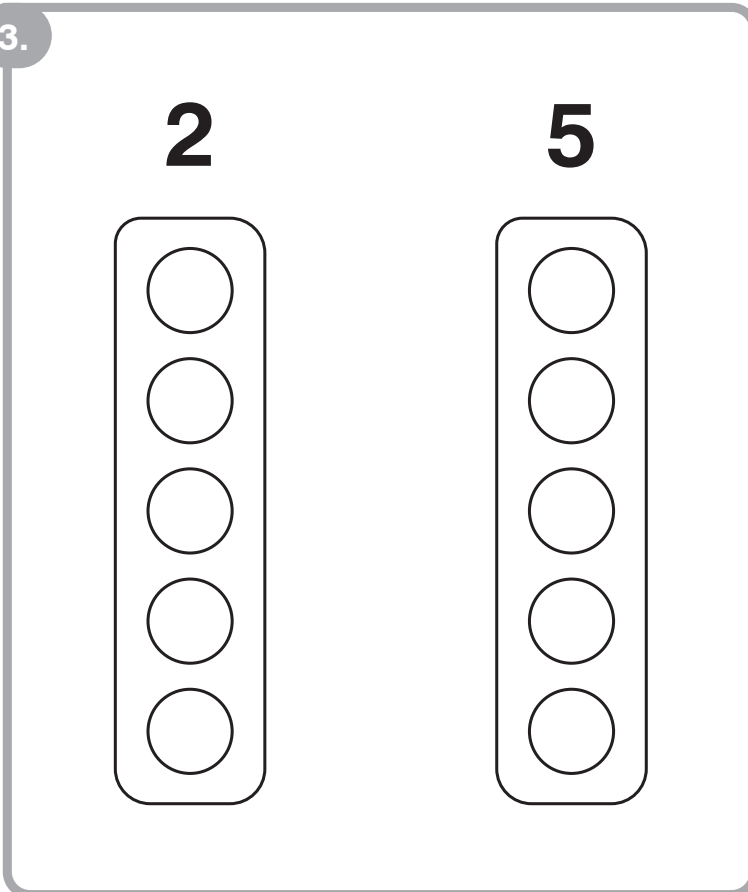
2.

3 **1**



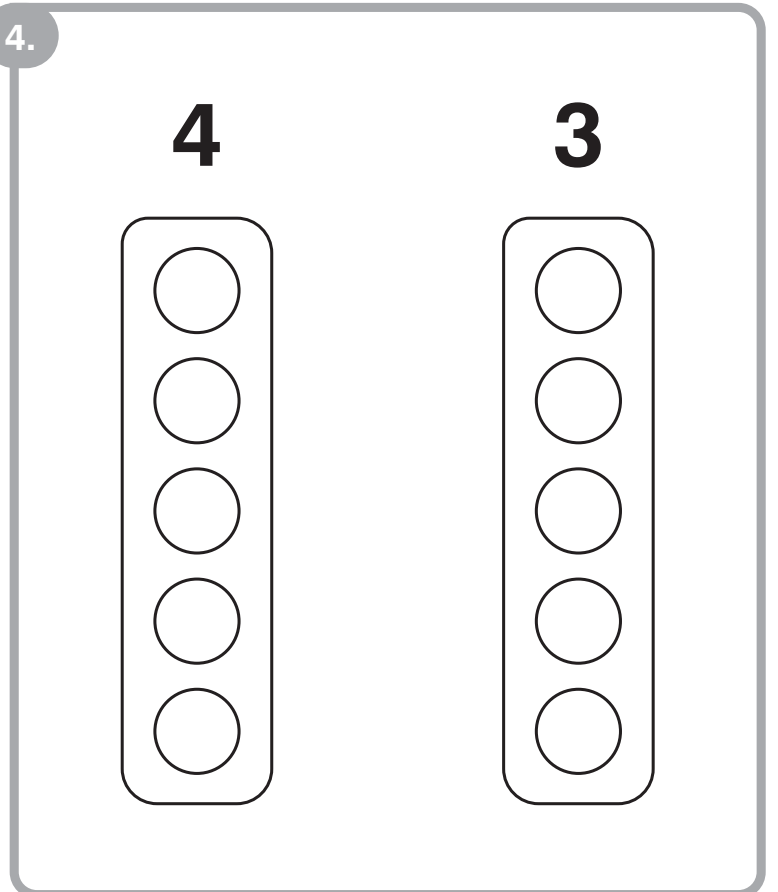
3.

2 **5**



4.

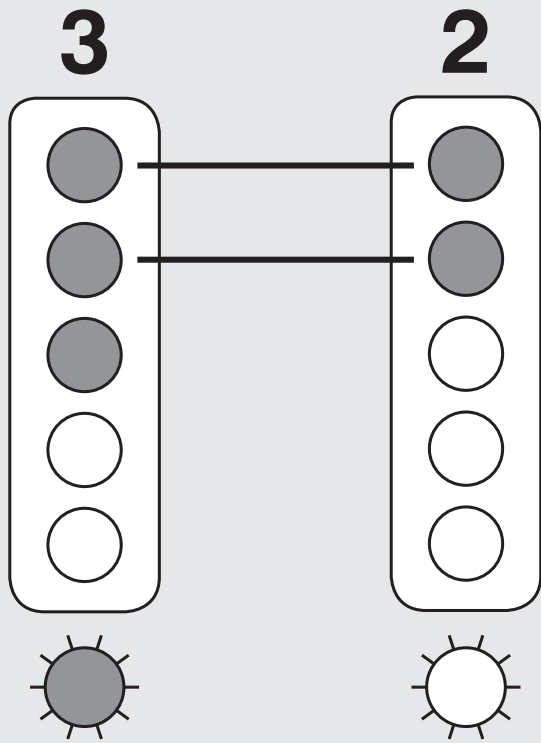
4 **3**



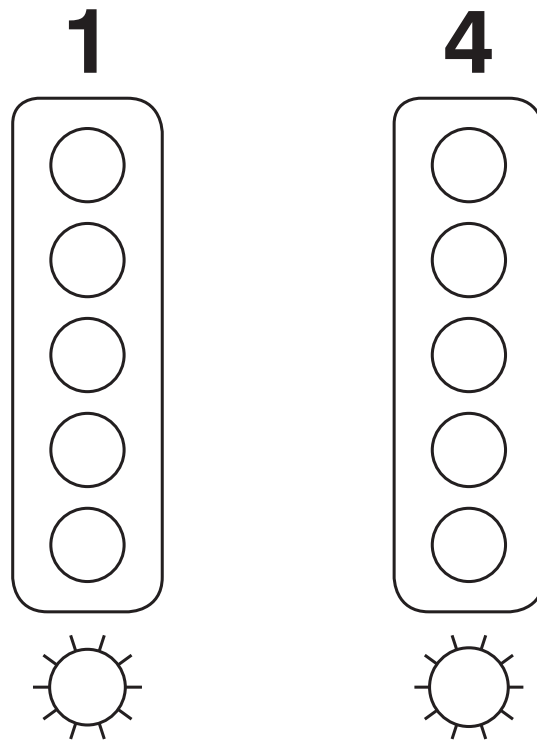
Colorea los círculos que indican los números y únelos.

Colorea el ☀ del número mayor.

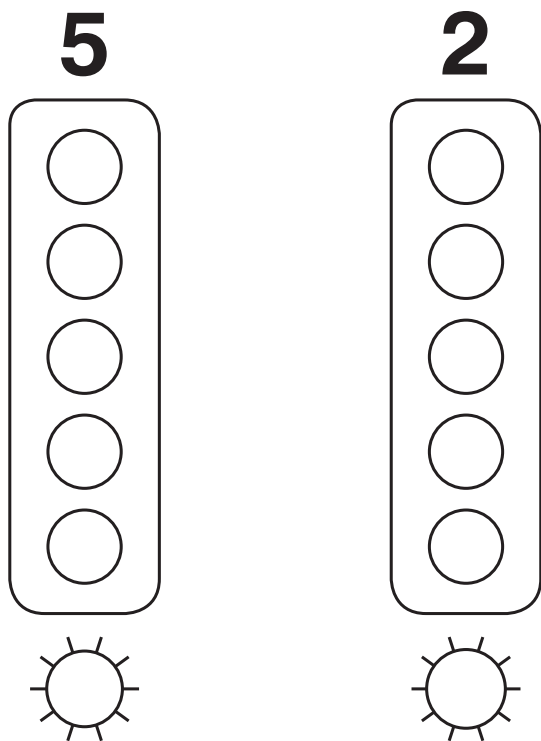
5.



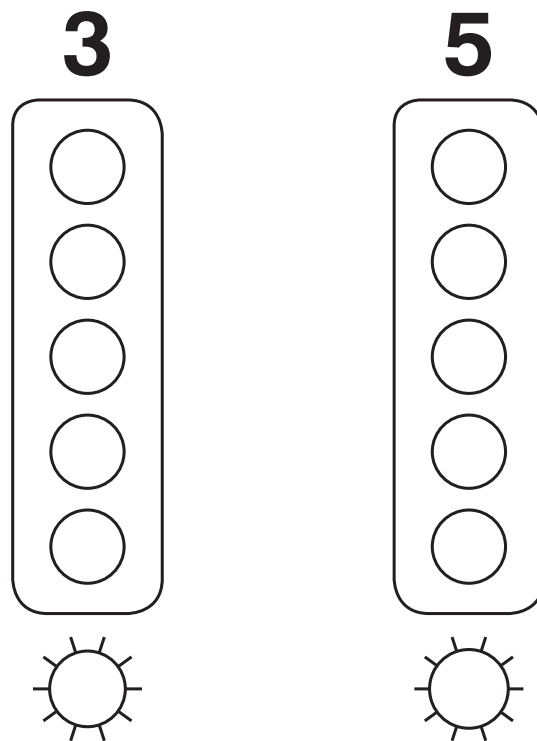
6.



7.



8.



Colorea los círculos que indican los números y únelos.

Colorea el ☀ del número menor.

9.

3 **1**

☀ ☀

10.

2 **4**

☀ ☀

11.

5 **4**

☀ ☀

12.

2 **3**

☀ ☀

GIInf-1 Contar hasta el 30

Repasa.

1.

20

21

22

23

24

25

26

27

28

29

30

2.

2 2 2 2 2 2 2

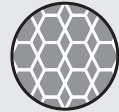
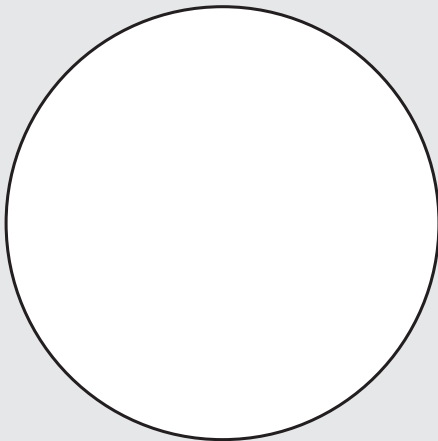
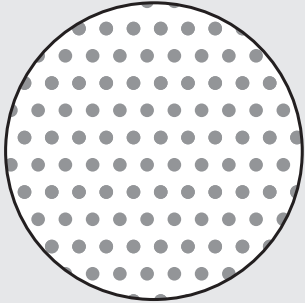
Escribe el 2.

3.

GInf-2 Círculos

Cuenta los ○.

1.



1

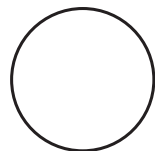
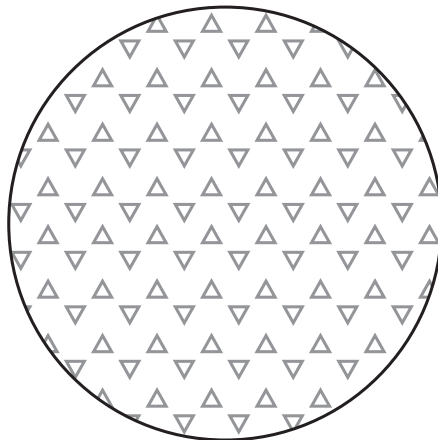
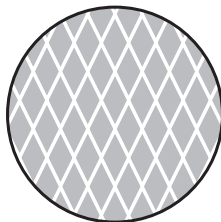
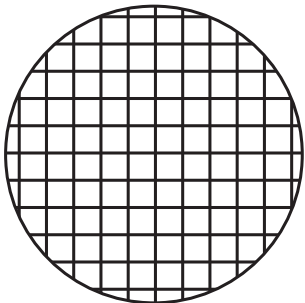
2

3

4

5

2.



1

2

3

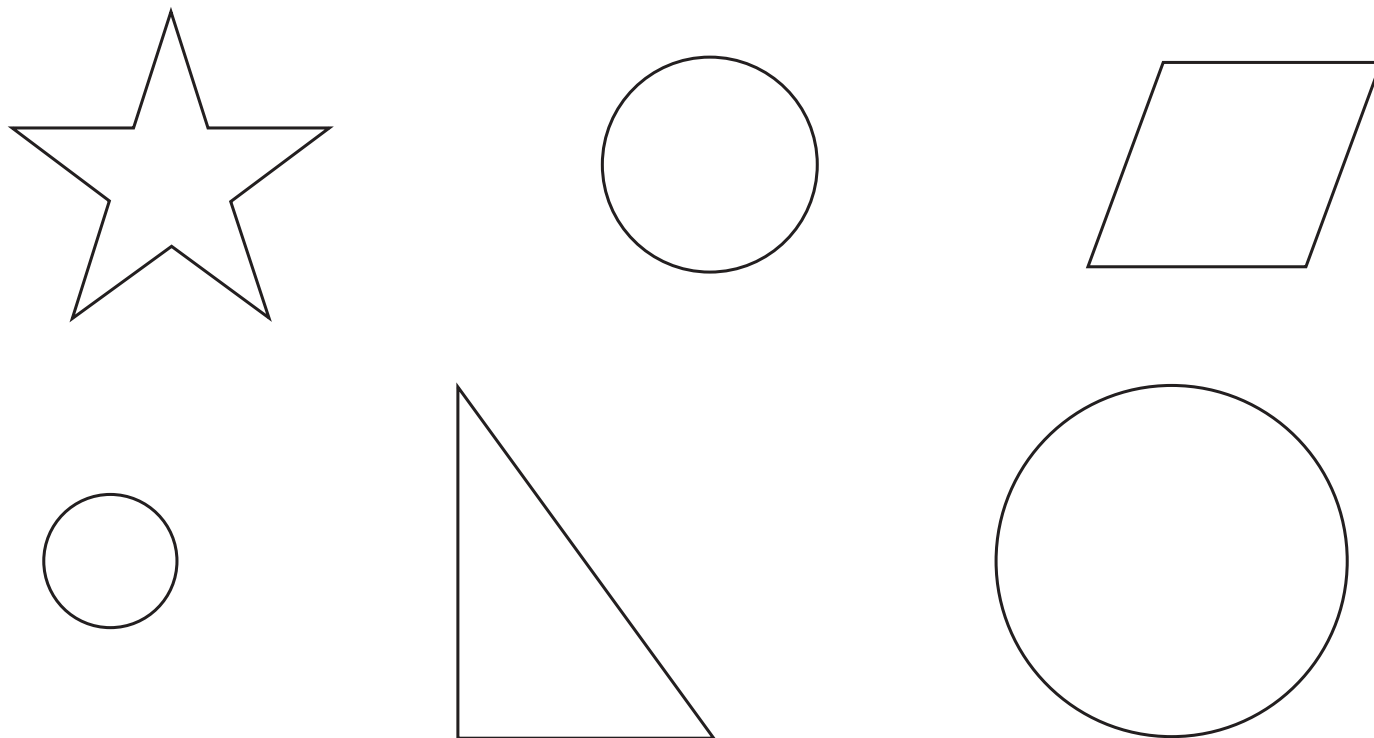
4

5

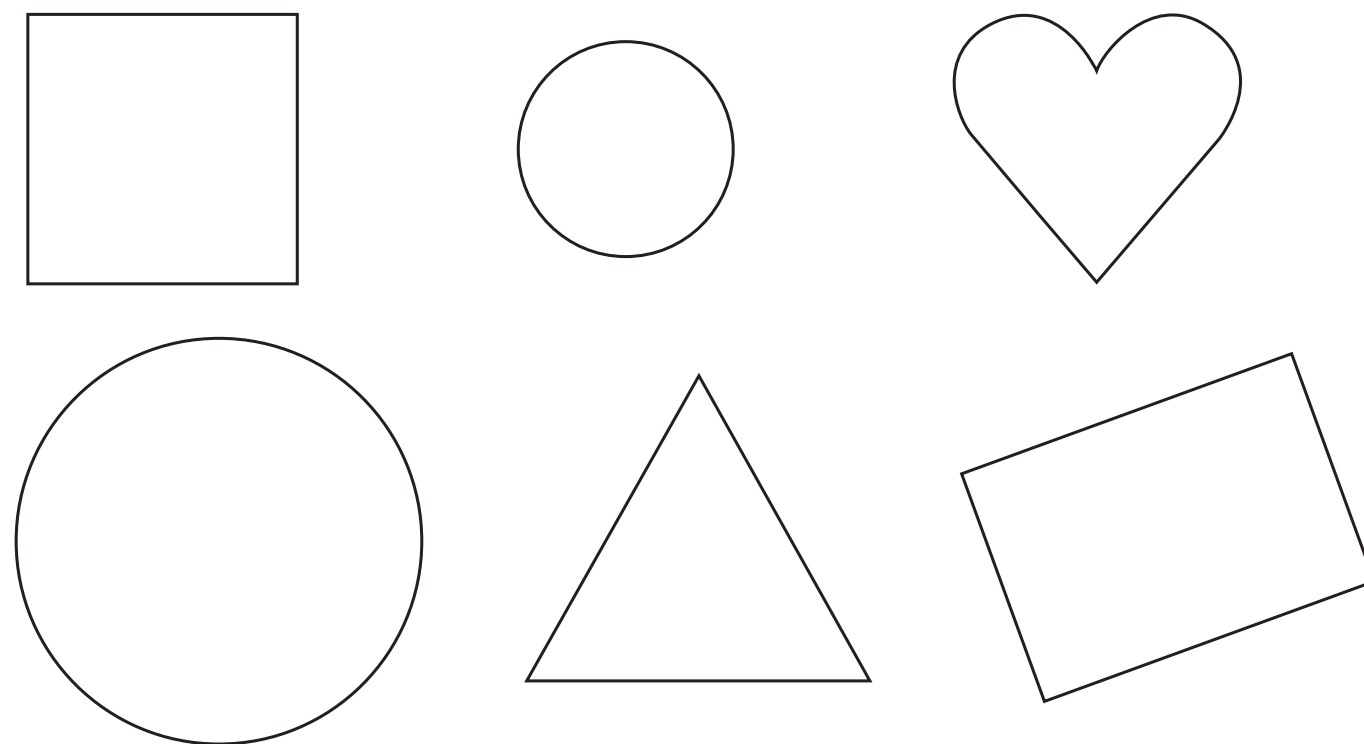
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- Colorea los ○.
- Dibuja una ✕ en las otras figuras.

3.



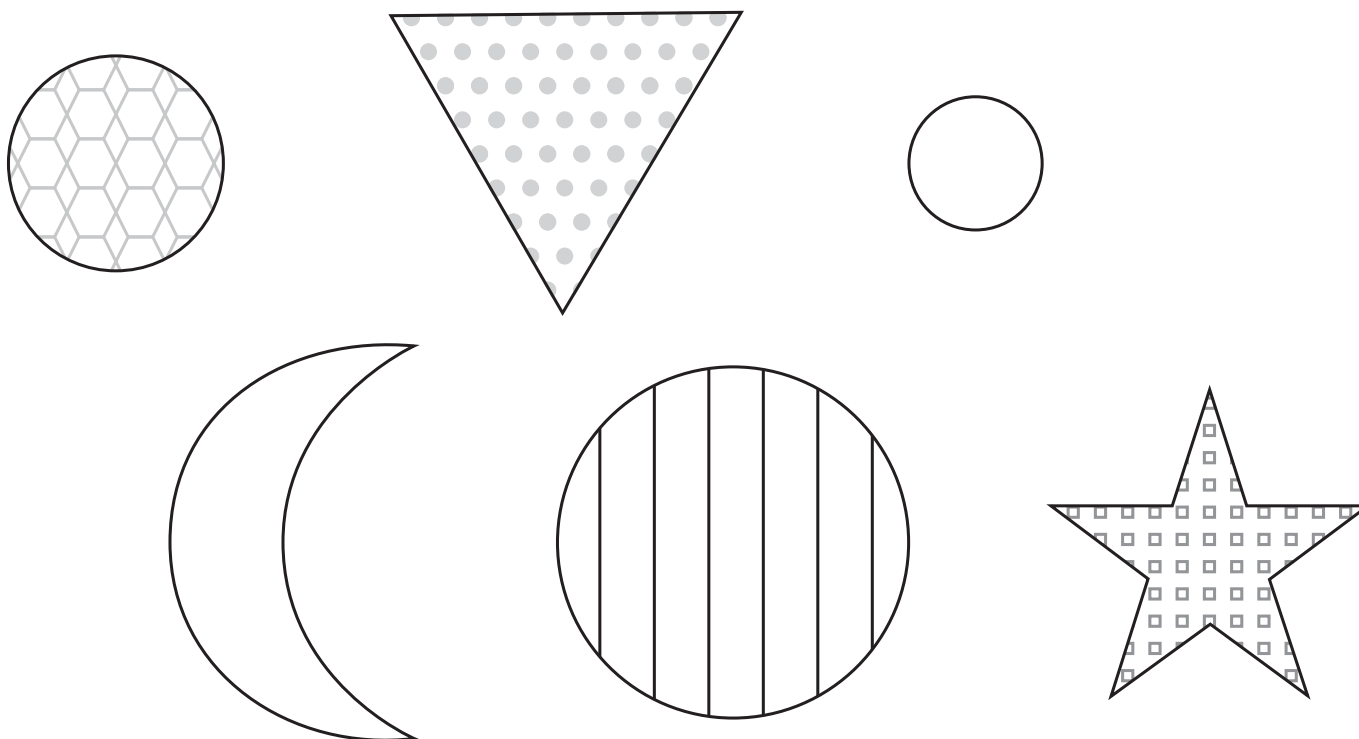
4.



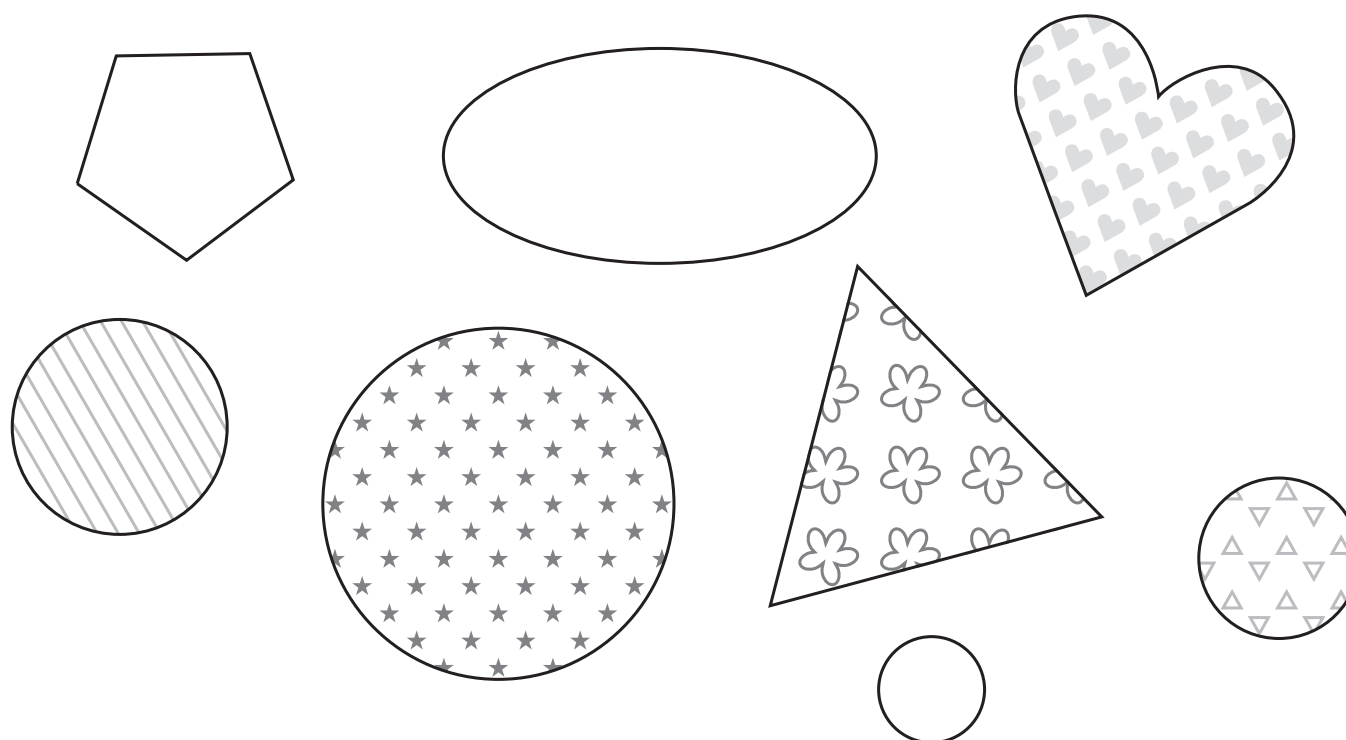
Colorea los ○.

Dibuja una ✕ en las otras figuras.

5.



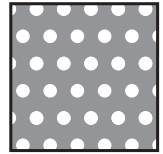
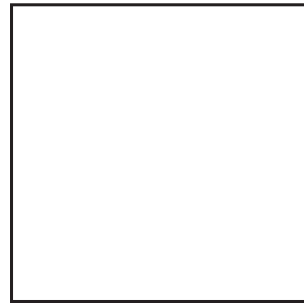
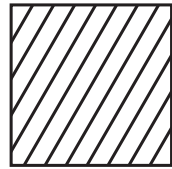
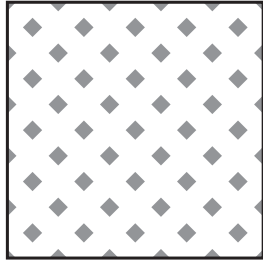
6.



GInf-3 Cuadrados

Cuenta los .

1.



1

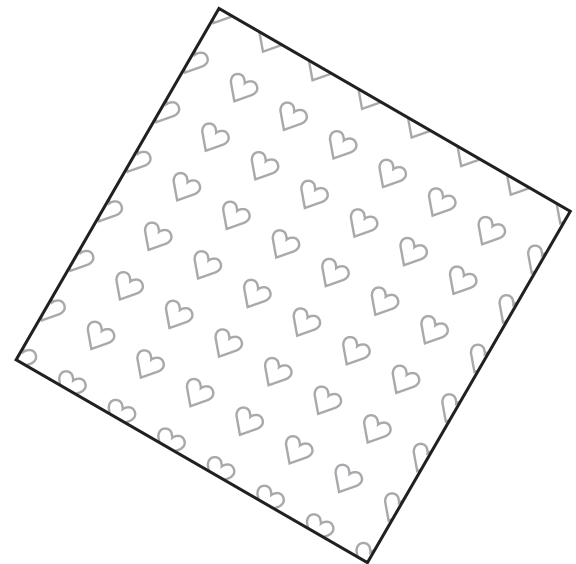
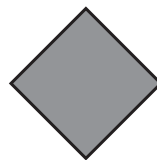
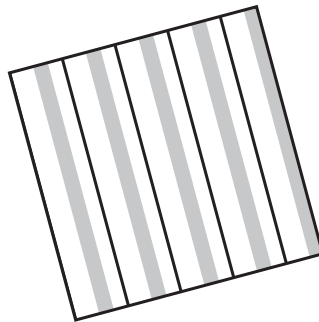
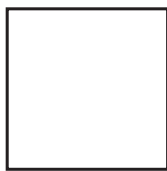
2

3

4

5

2.



1

2

3

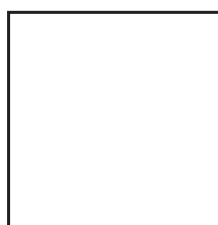
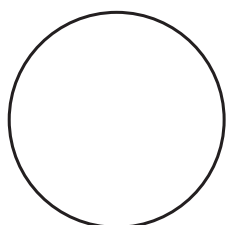
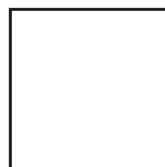
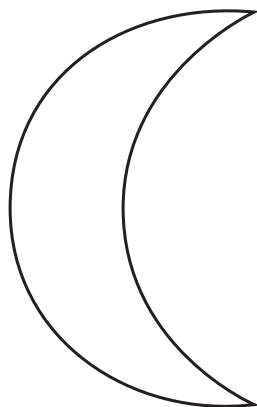
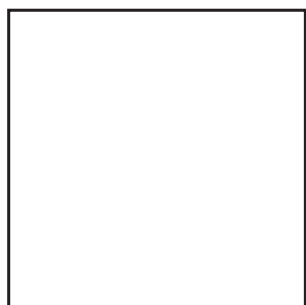
4

5

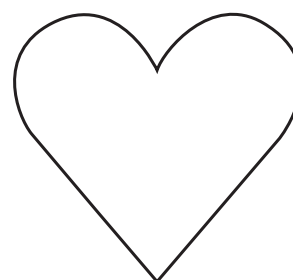
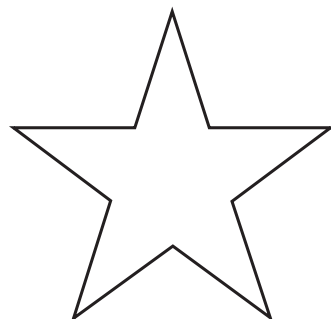
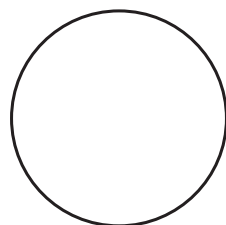
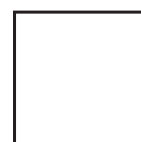
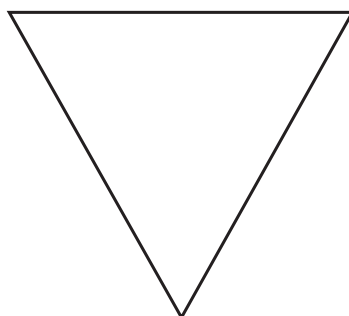
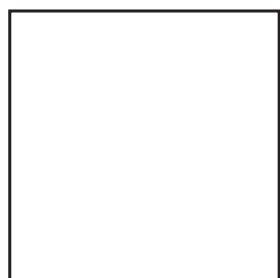
Colorea los .

Dibuja una  en las otras figuras.

3.

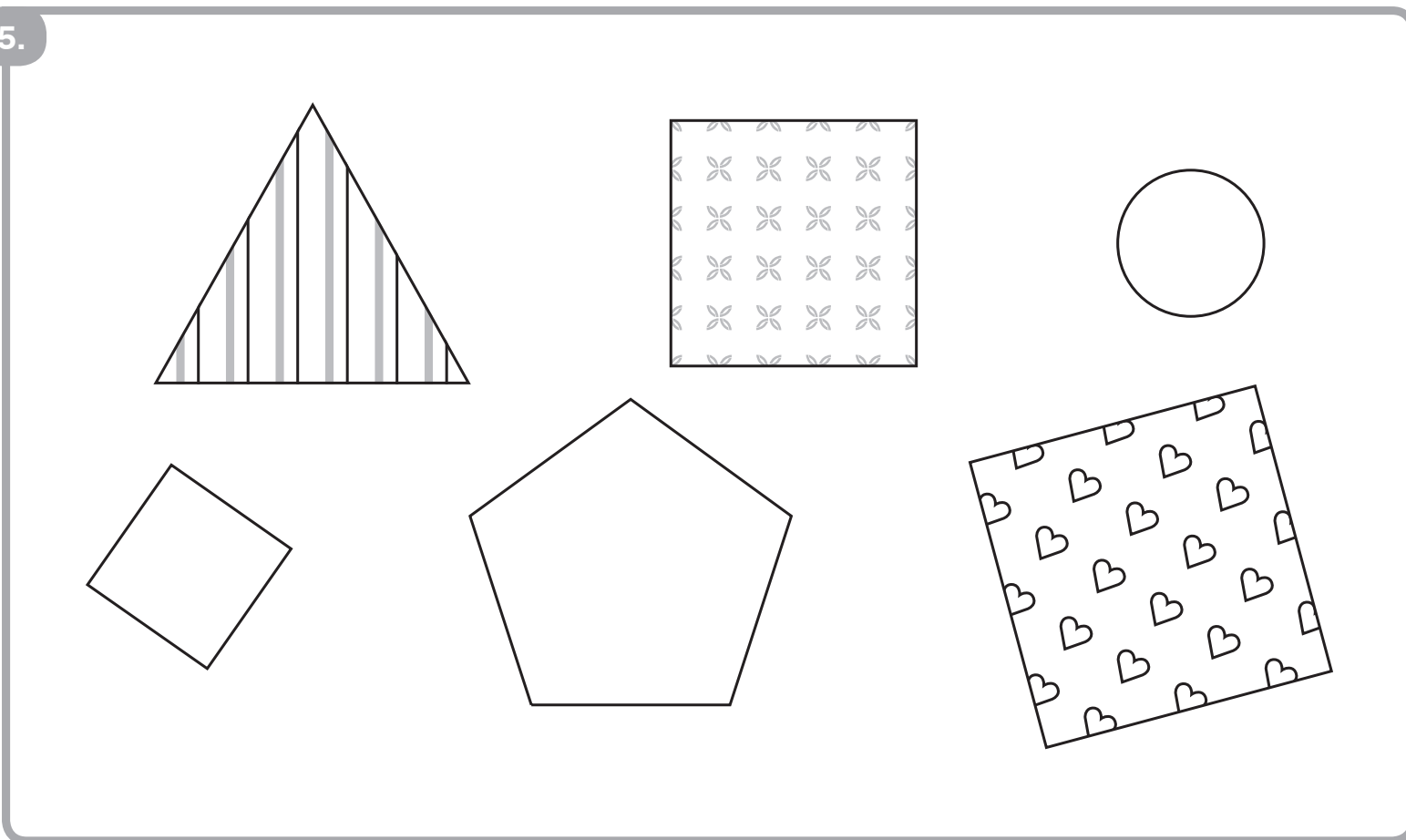


4.

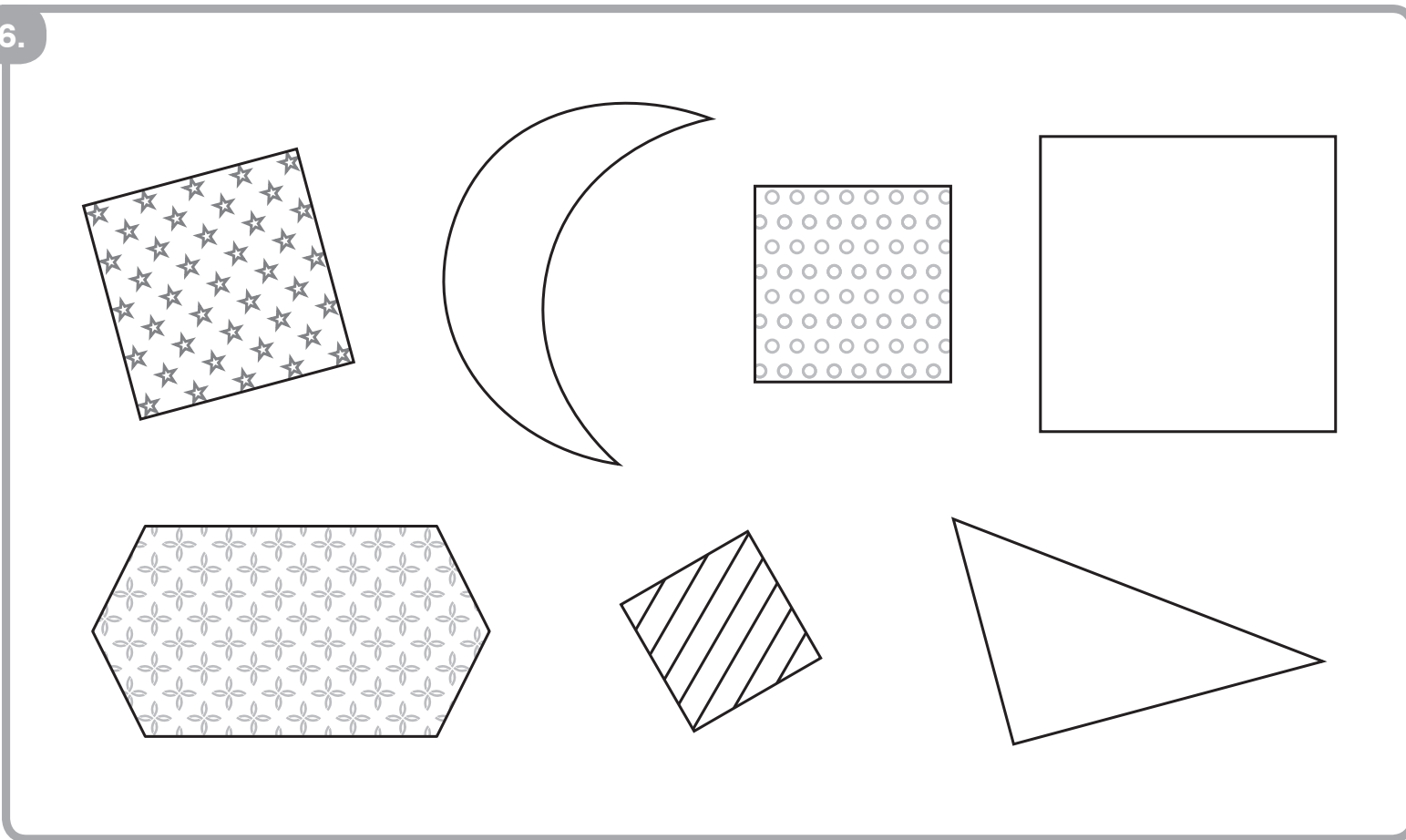


- Colorea los .
- Dibuja una  en las otras figuras.

5.



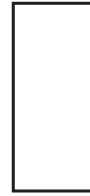
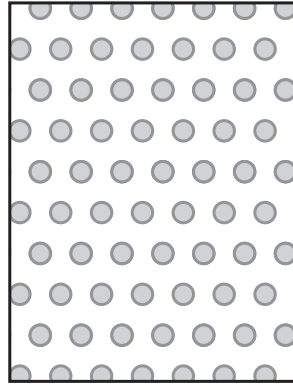
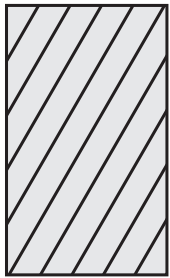
6.



Inf-4 Rectángulos

Cuenta los .

1.



1

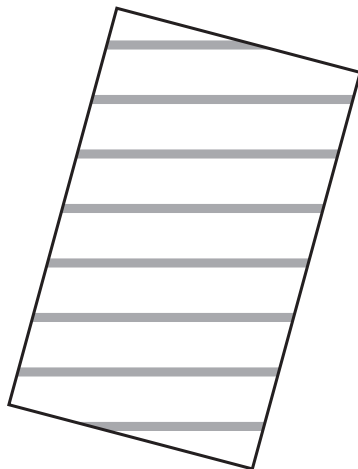
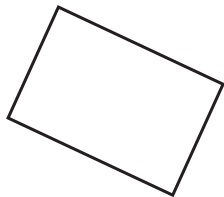
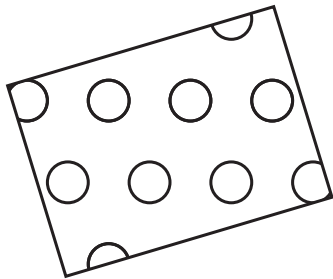
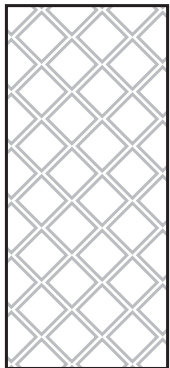
2

3

4

5

2.



1



2

3

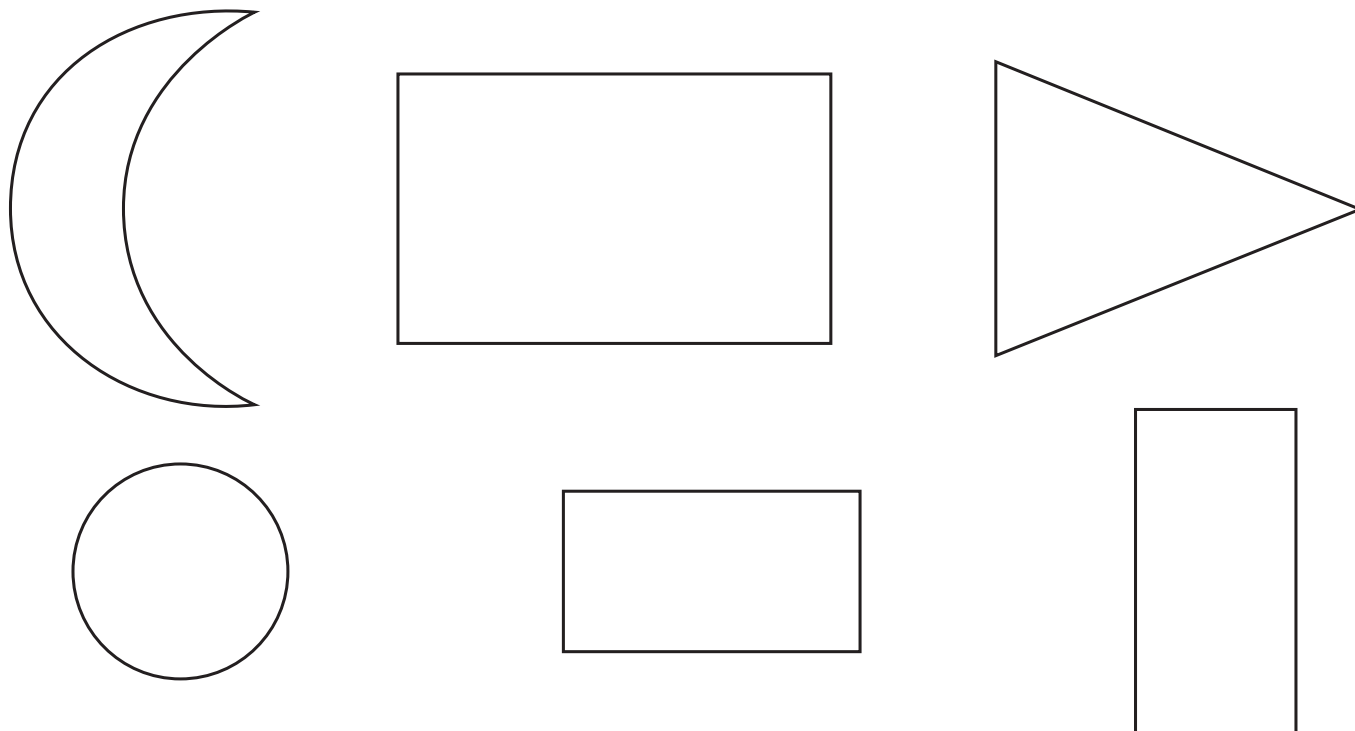
4

5

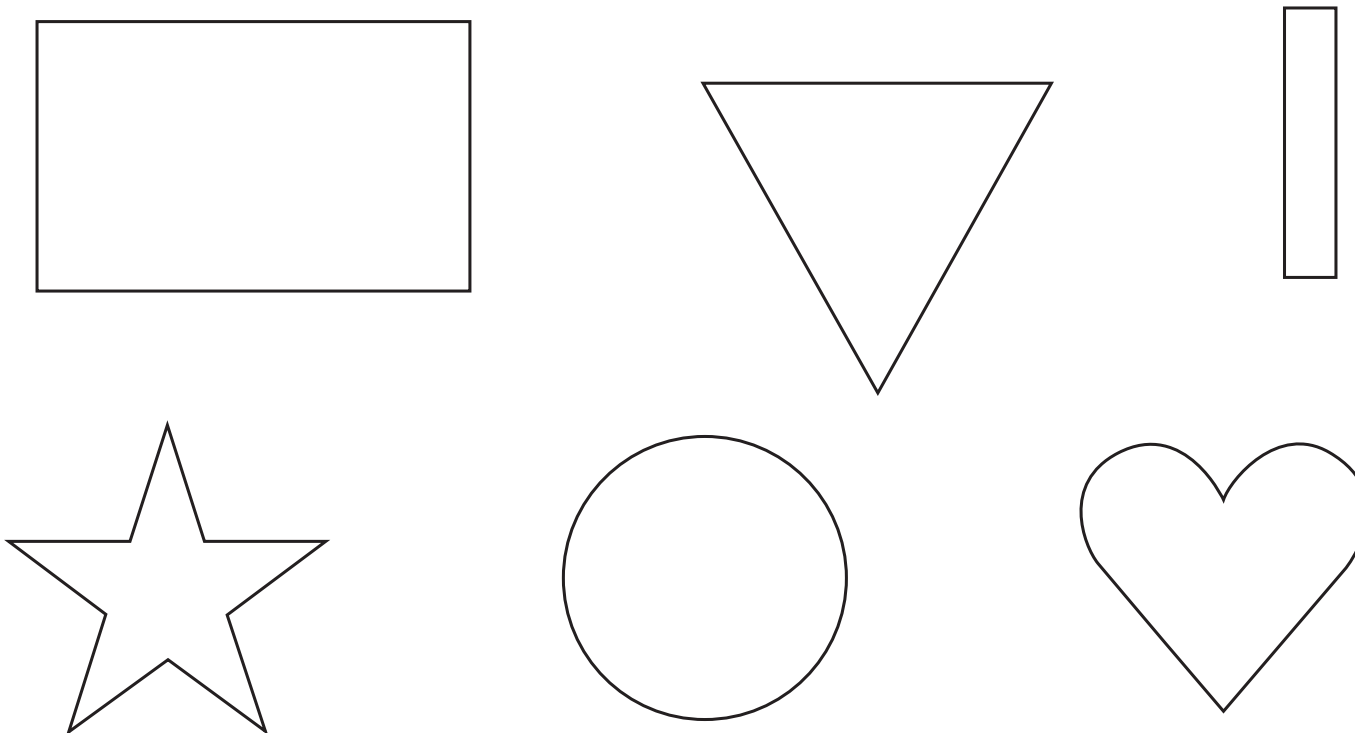
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- Colorea los .
- Dibuja una  en las otras figuras.

3.



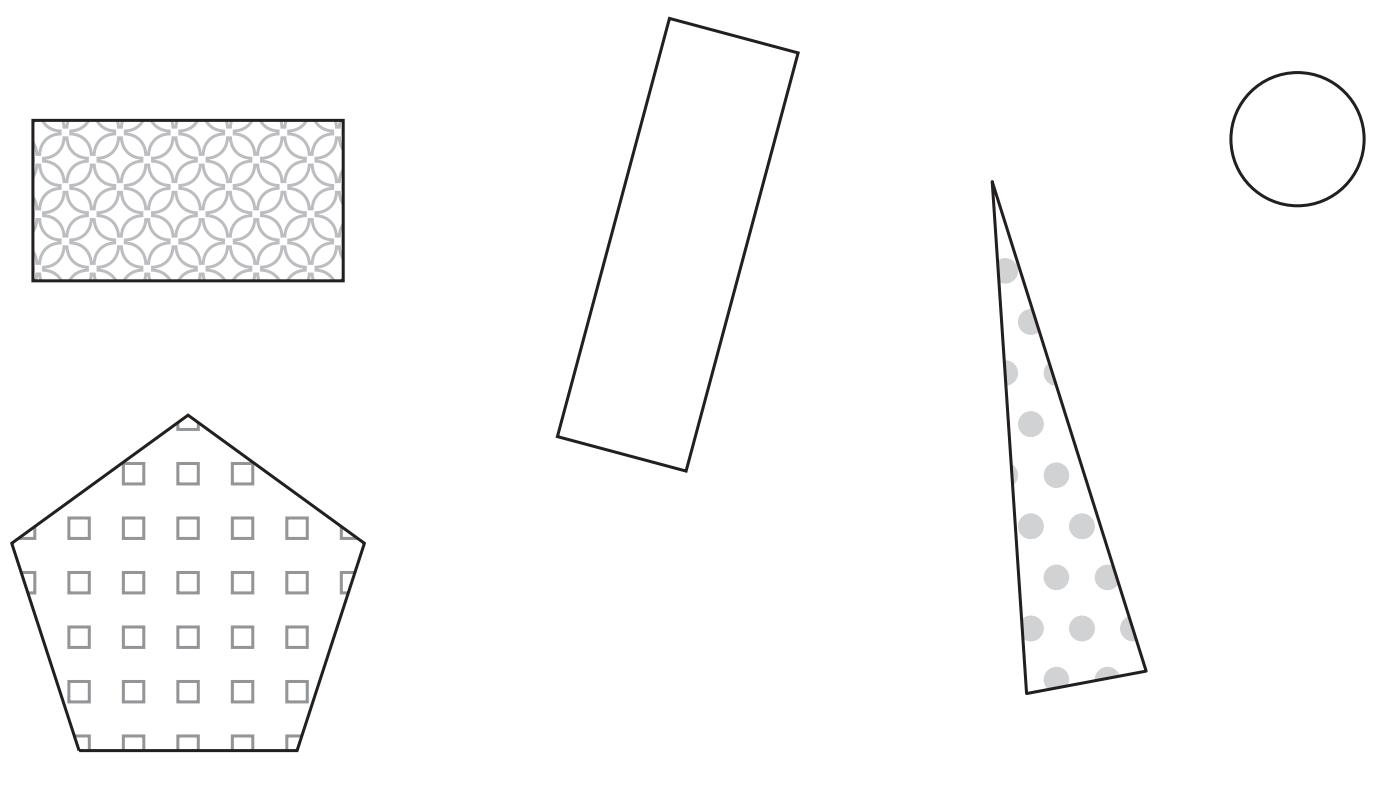
4.



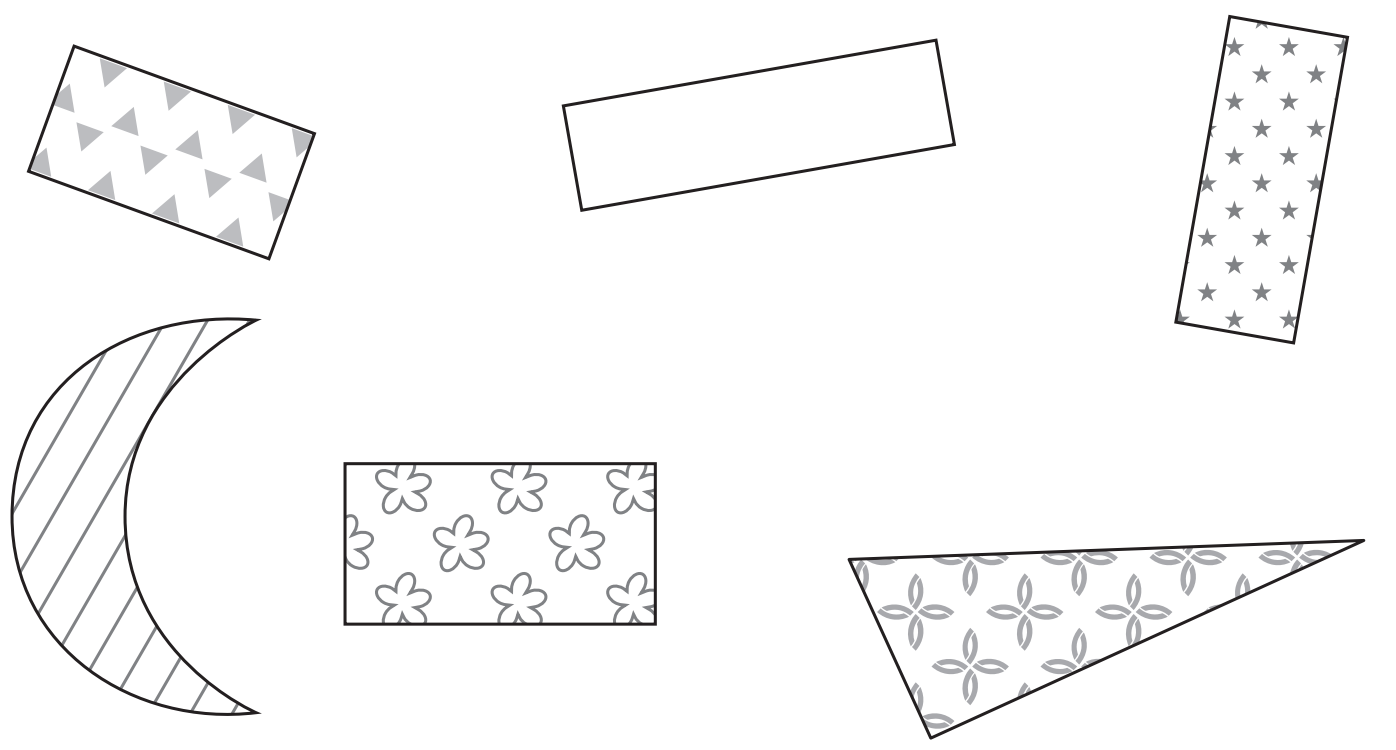
Colorea los .

Dibuja una  en las otras figuras.

5.



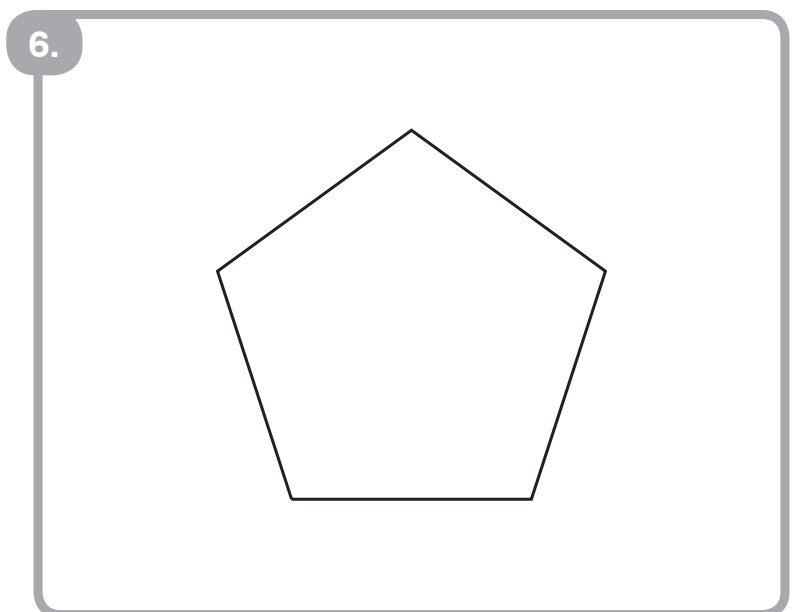
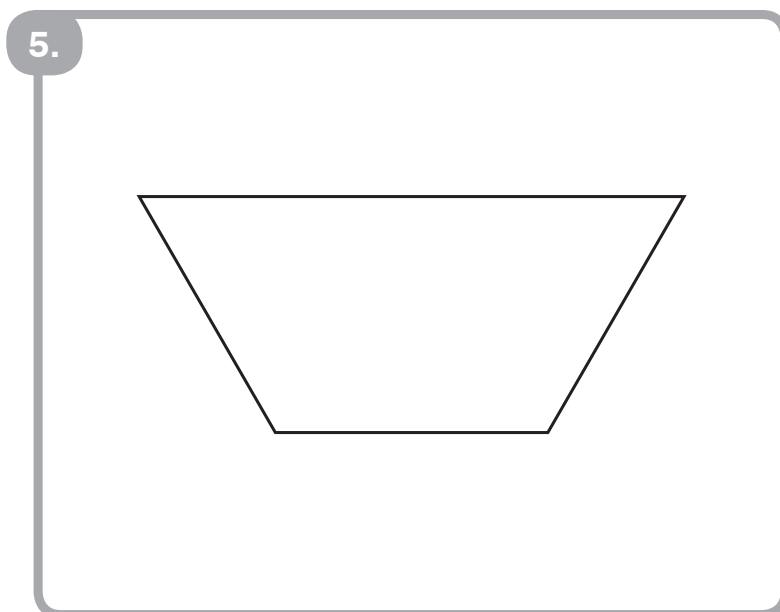
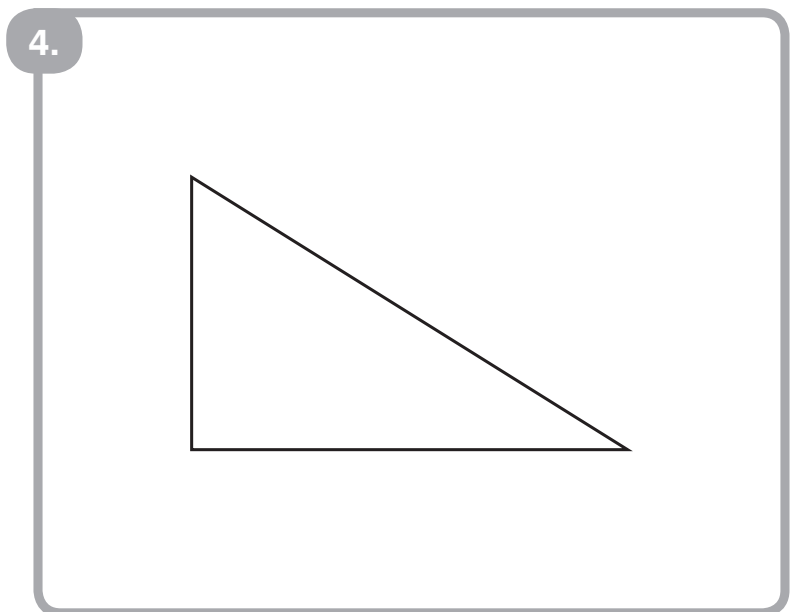
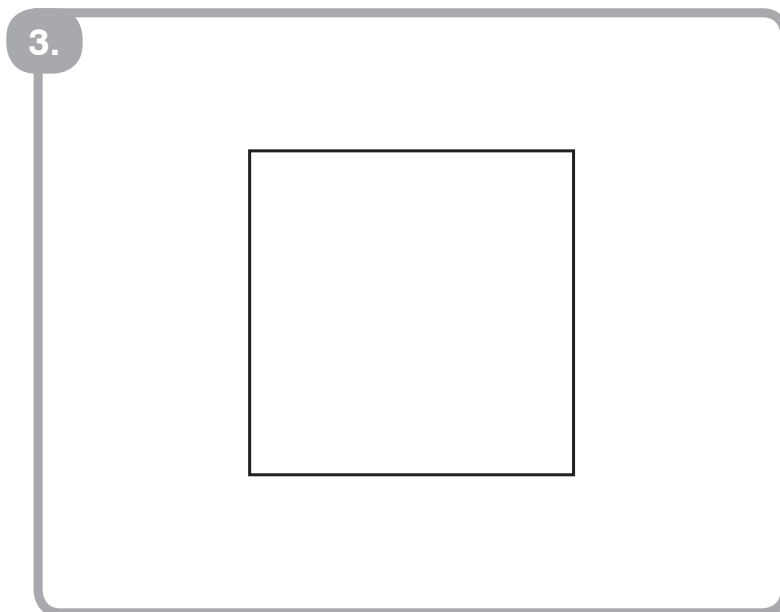
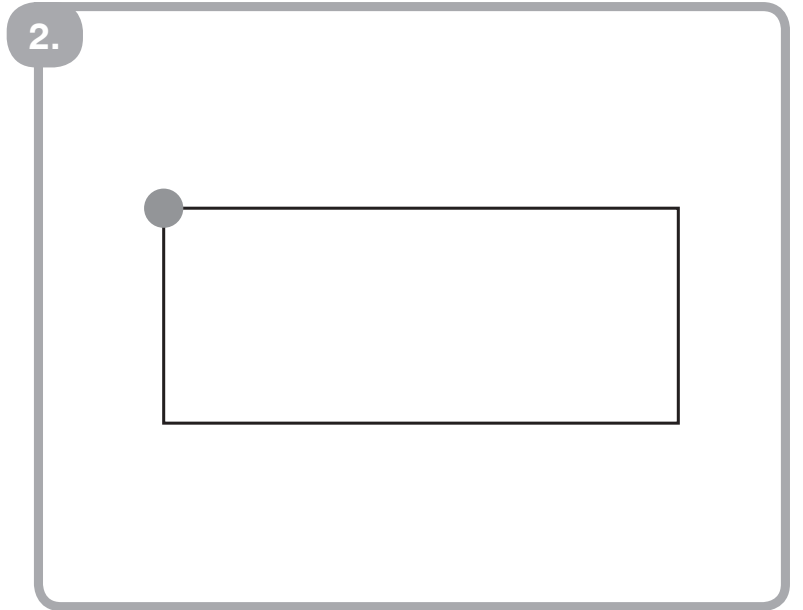
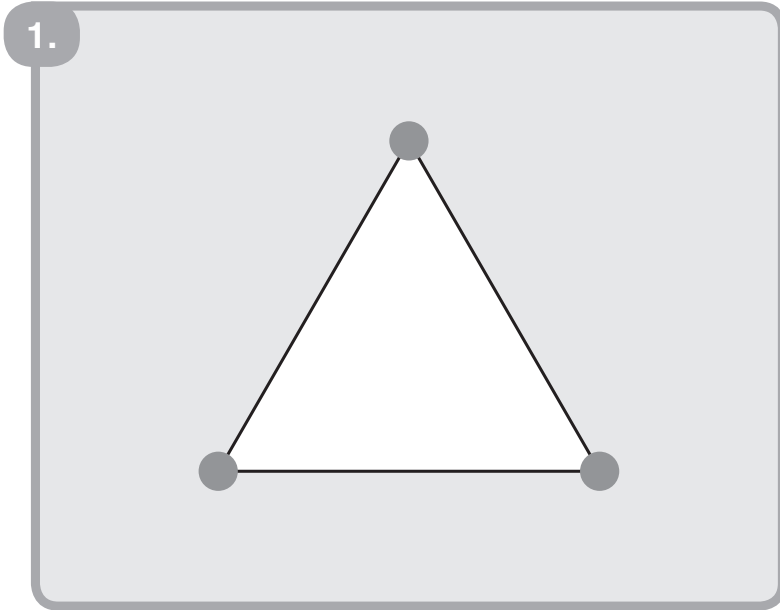
6.



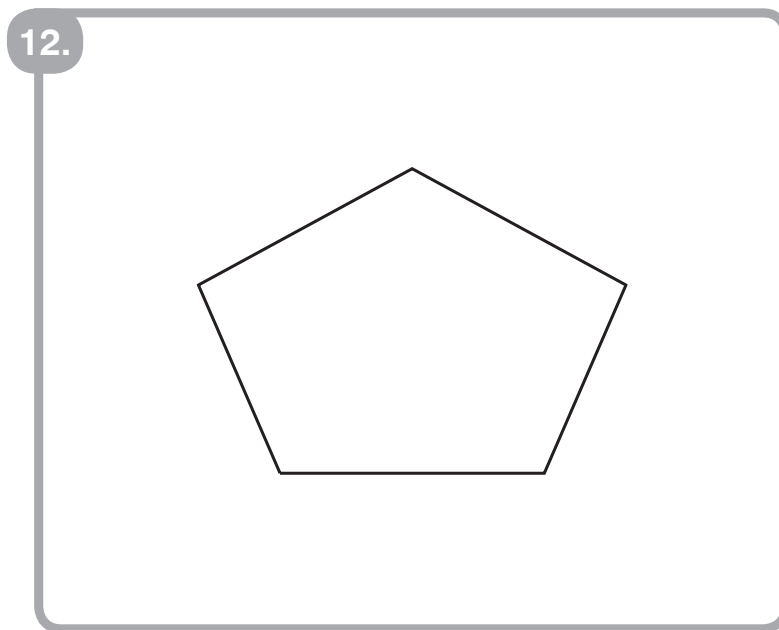
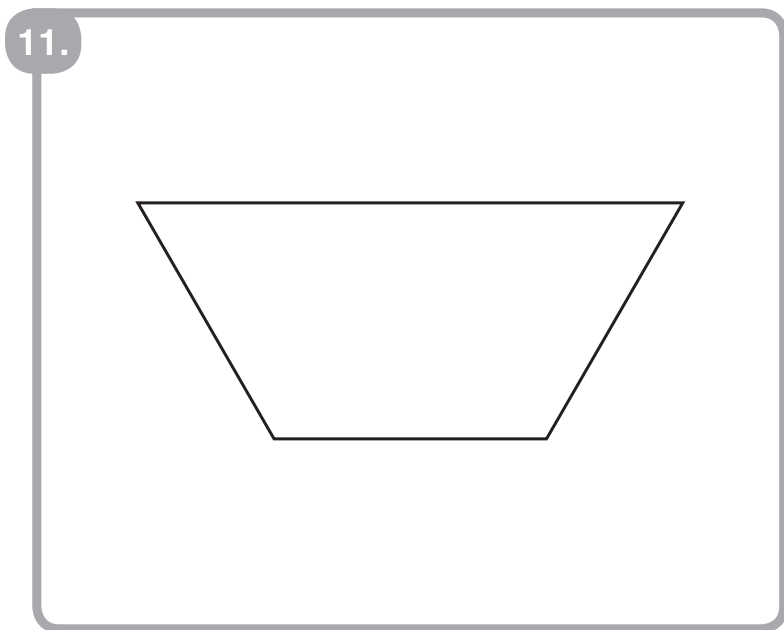
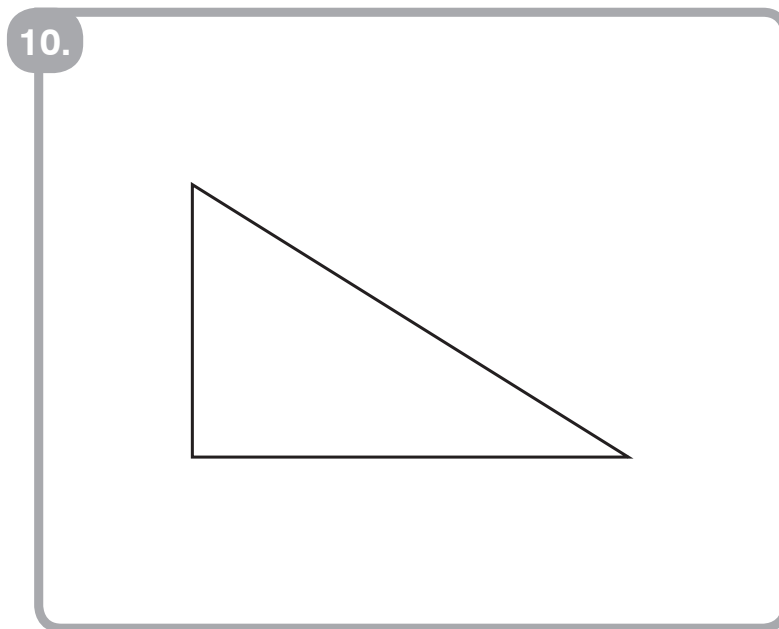
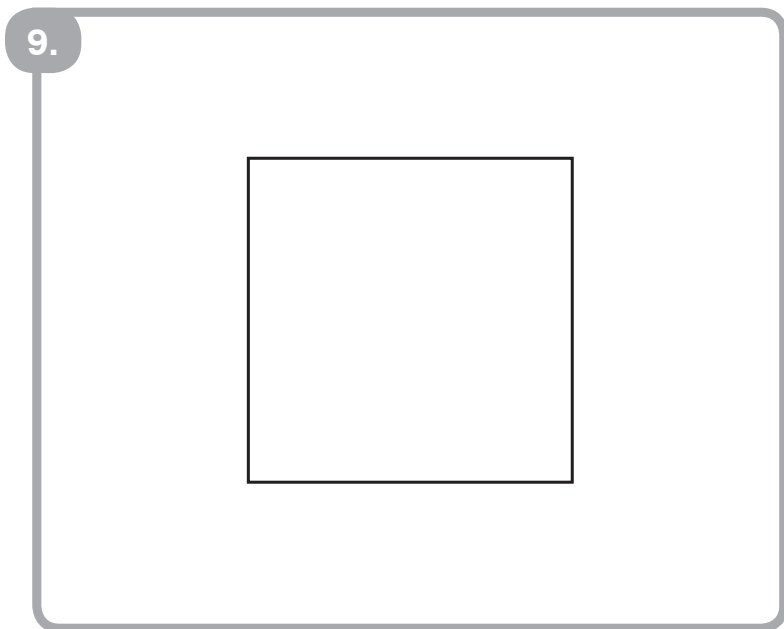
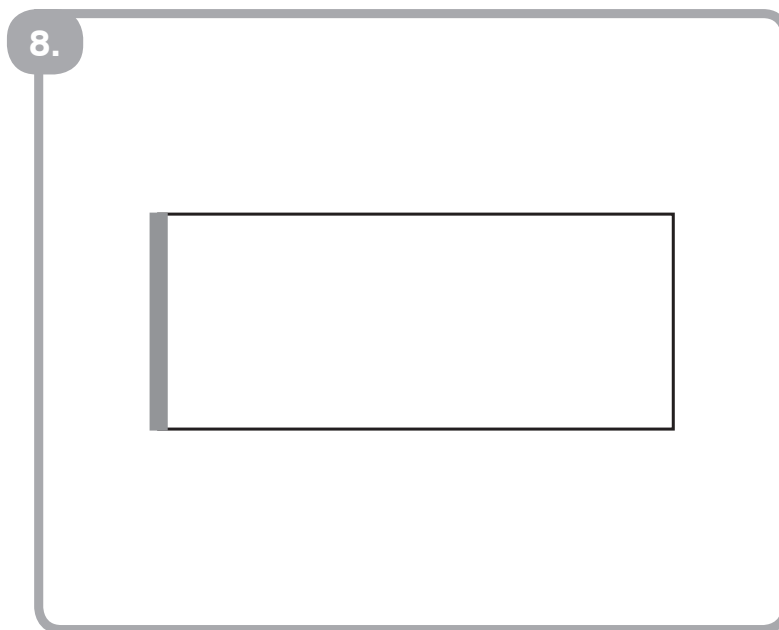
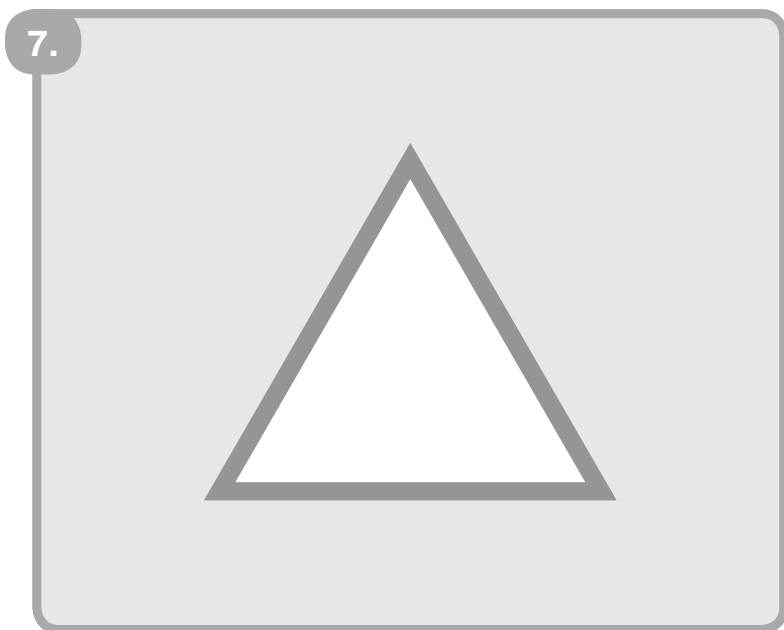
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GIInf-5 Esquinas y lados

Dibuja ● en cada esquina.



Colorea los lados.



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GIInf-6 Contar esquinas y lados

Dibuja ● en cada esquina.

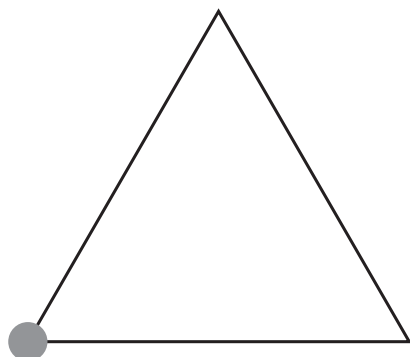
Cuenta las esquinas.

1.



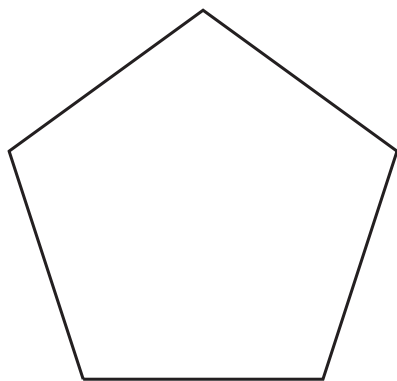
1 2 3 4 5

2.



1 2 3 4 5

3.

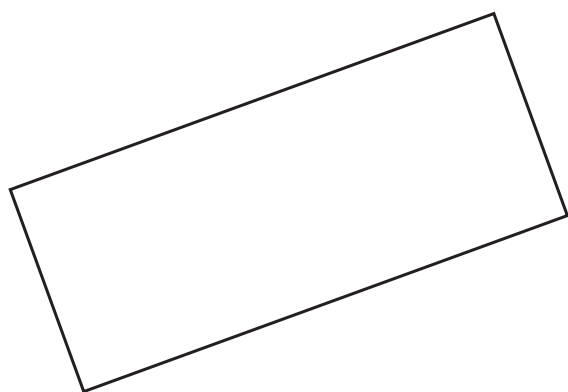


1 2 3 4 5

Dibuja ● en cada esquina.

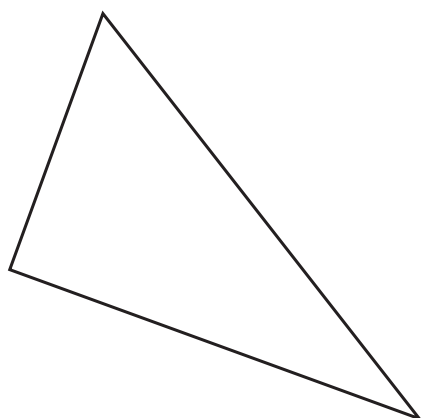
Cuenta las esquinas.

4.



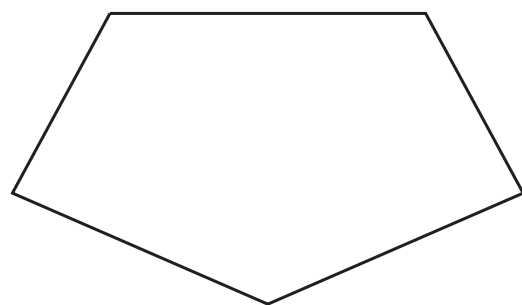
1 2 3 4 5

5.



1 2 3 4 5

6.



1 2 3 4 5

Colorea los lados.

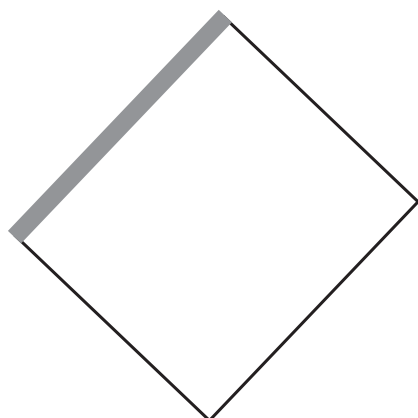
Cuenta los lados.

7.



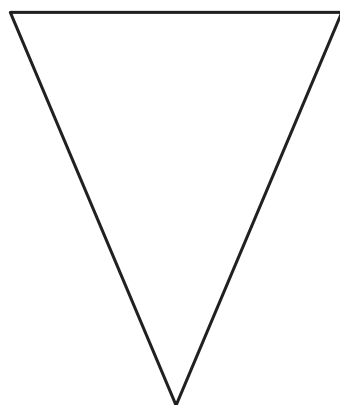
1 2 ③ 4 5

8.



1 2 3 4 5

9.

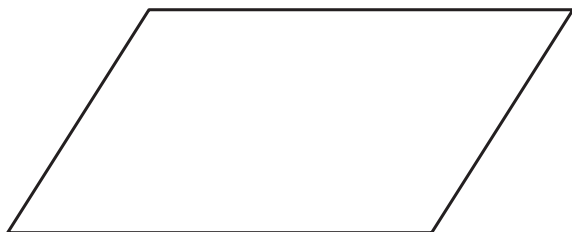


1 2 3 4 5

Colorea los lados.

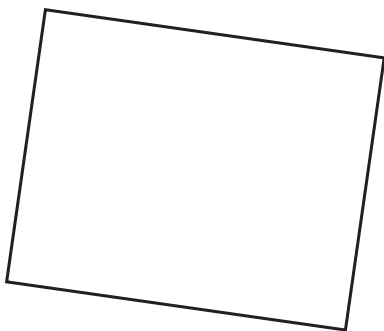
Cuenta los lados.

10.



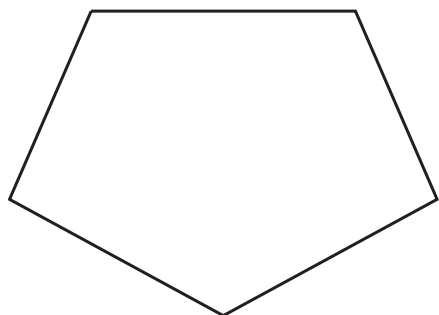
1 2 3 4 5

11.



1 2 3 4 5

12.

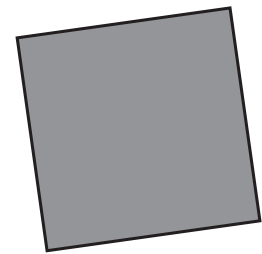
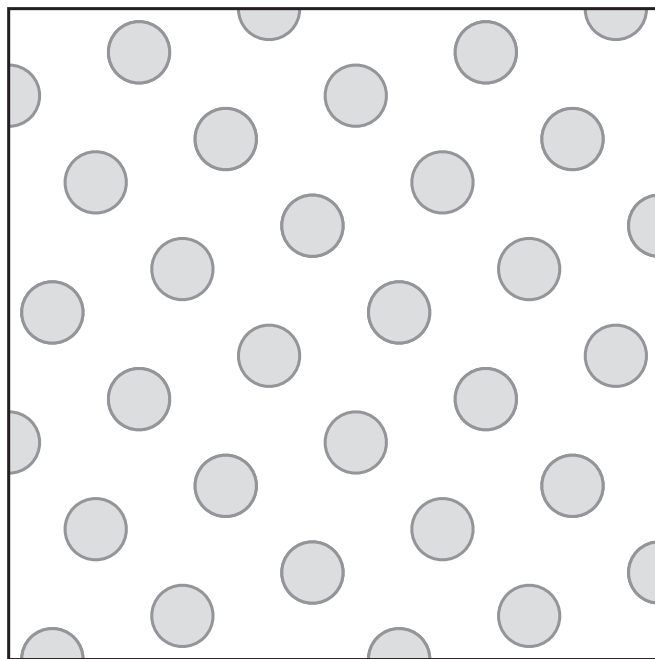
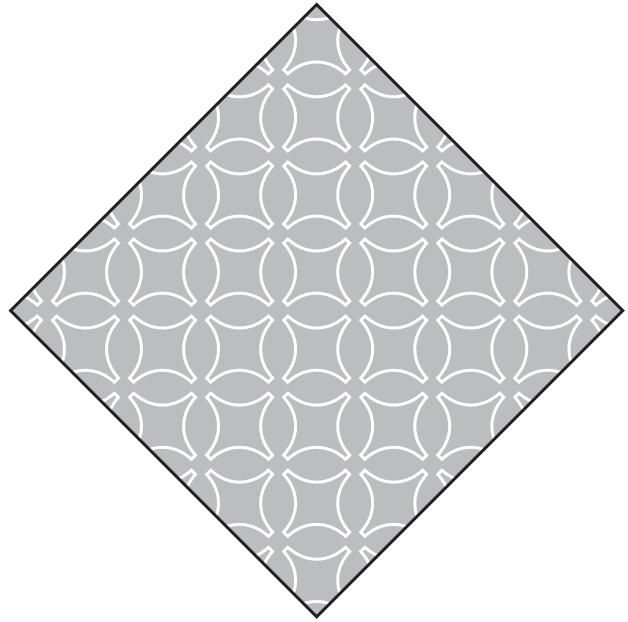
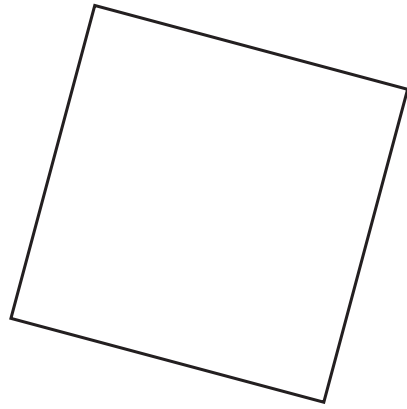


1 2 3 4 5

Inf-7 Más cuadrados y rectángulos

Cuenta los .

1.



1

2

3

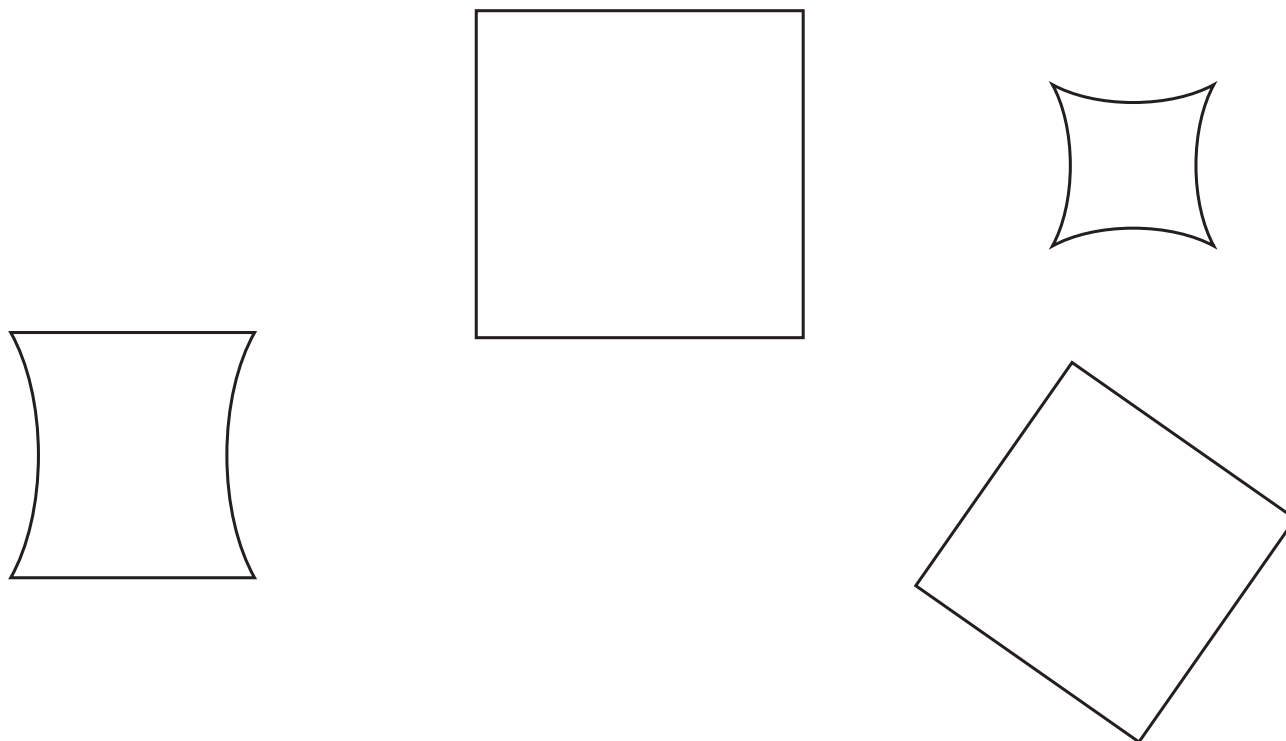
4

5

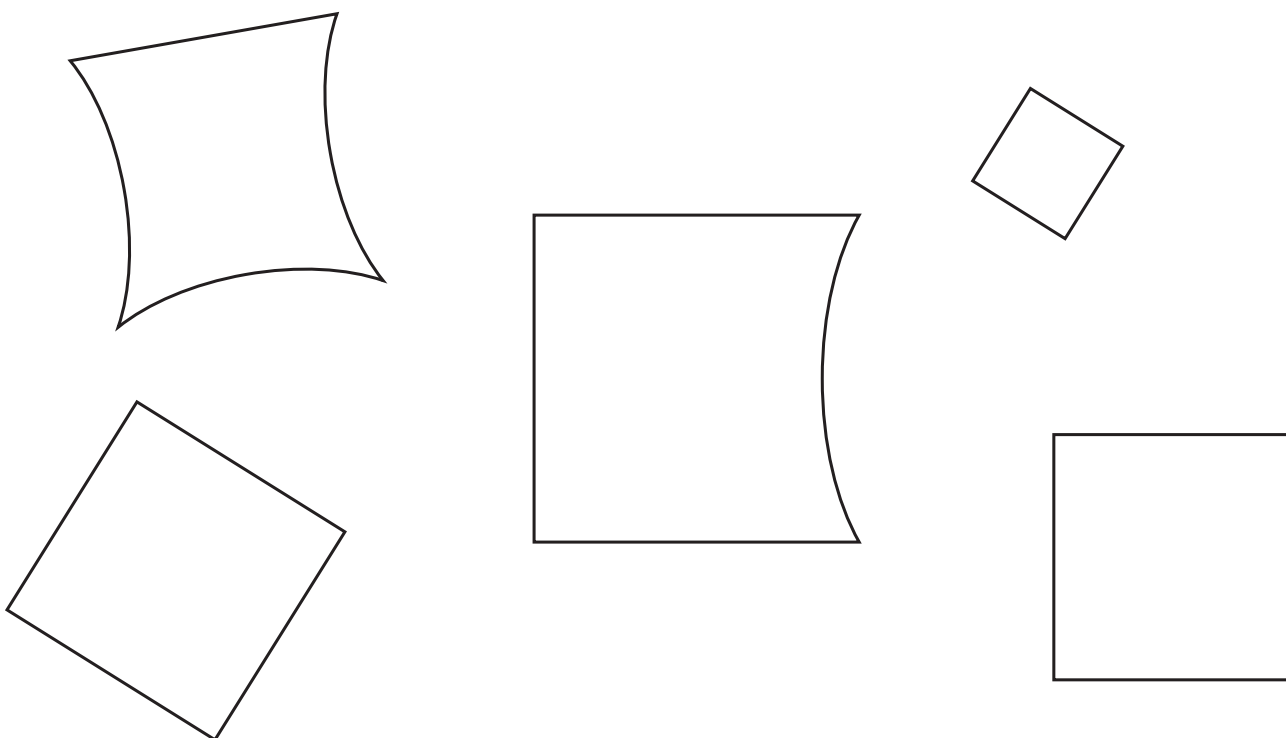
Colorea los .

Dibuja  en las otras figuras.

2.

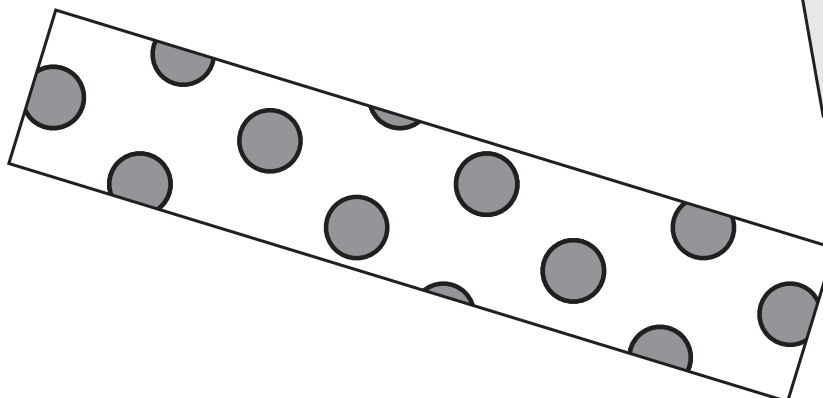
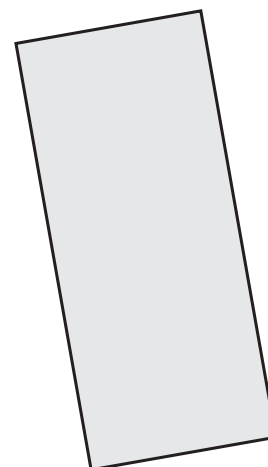
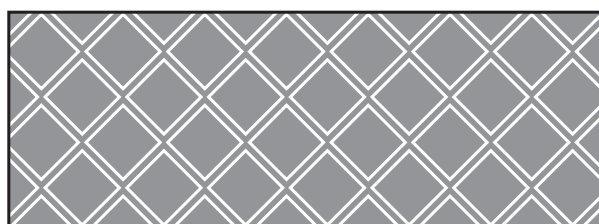
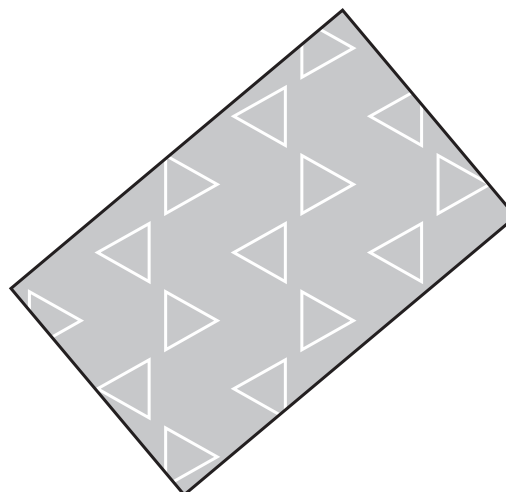
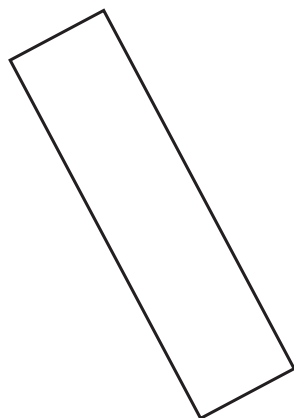


3.



Cuenta los .

4.



1

2

3

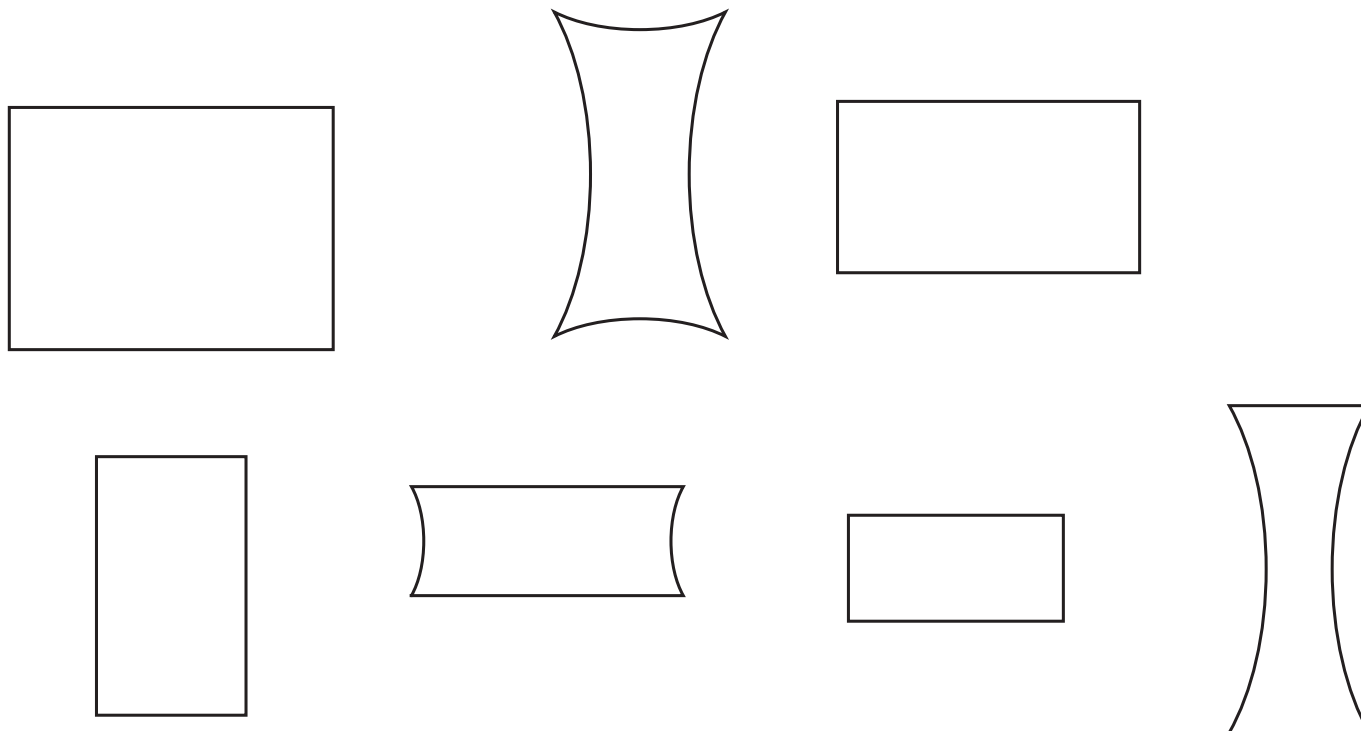
4

5

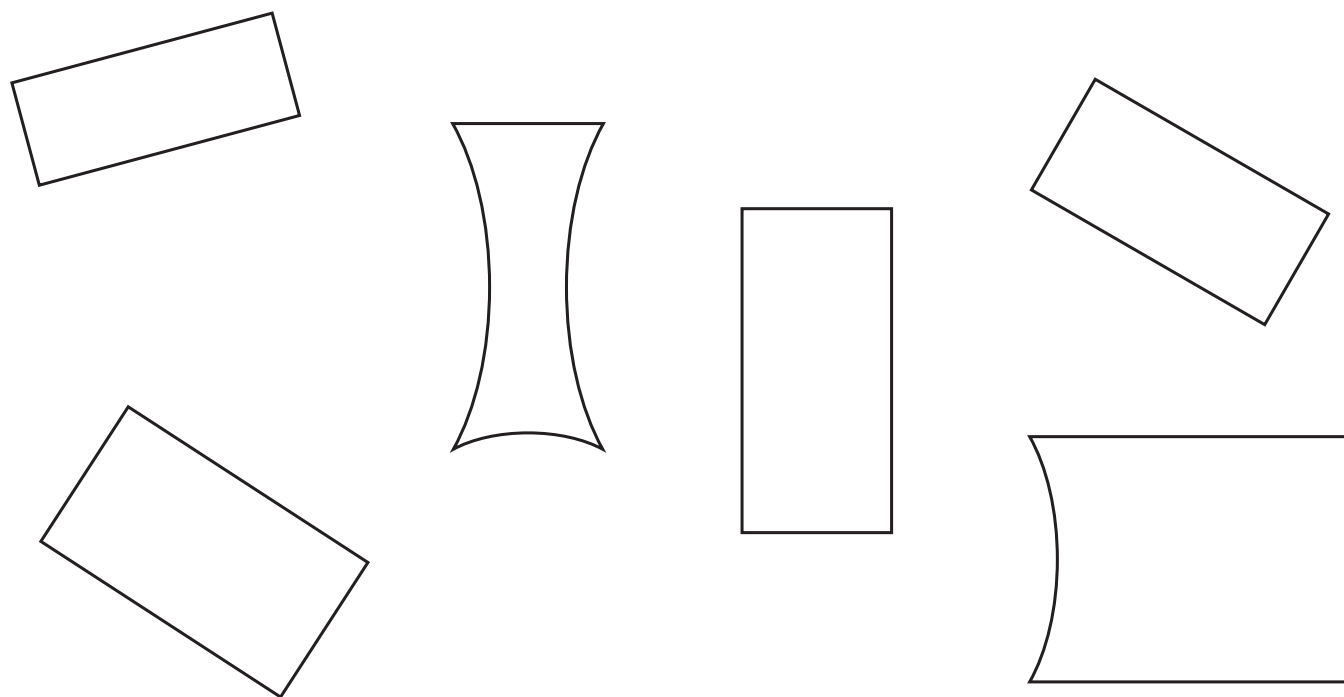
Colorea los .

Dibuja  en las otras figuras.

5.



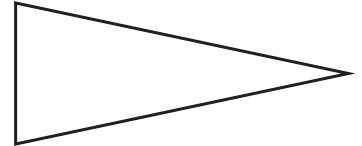
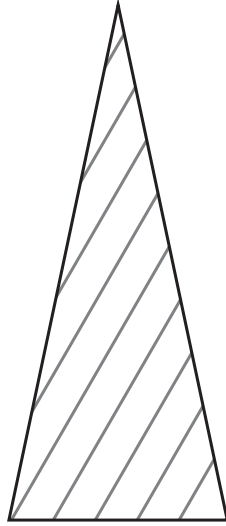
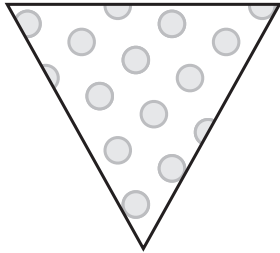
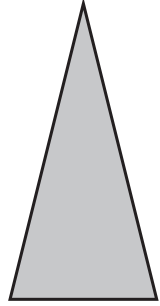
6.



GInf-8 Triángulos

Cuenta los .

1.



1

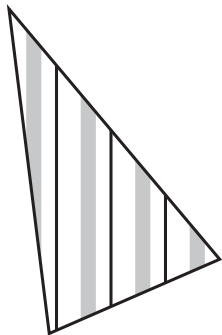
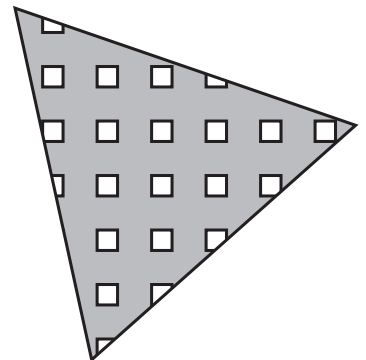
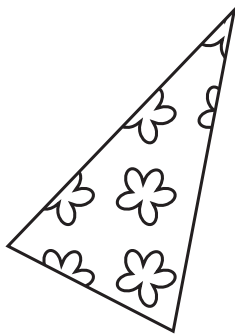
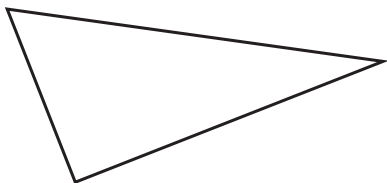
2

3

4

5

2.



1

2

3

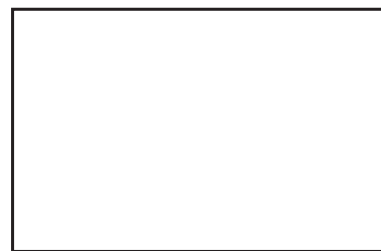
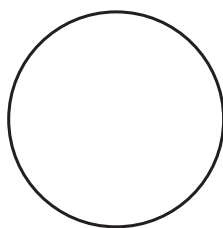
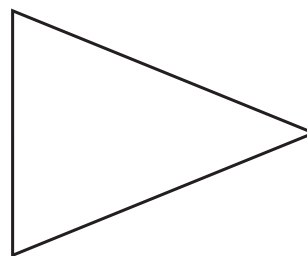
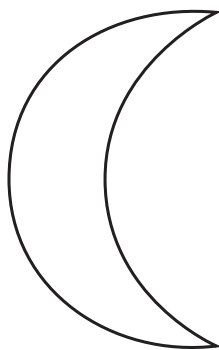
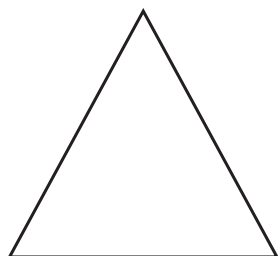
4

5

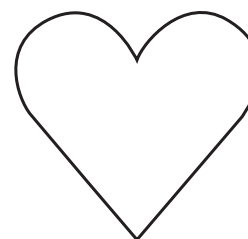
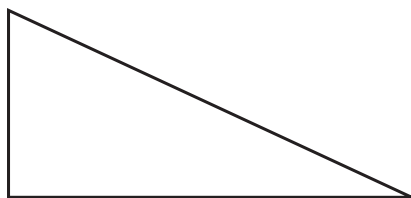
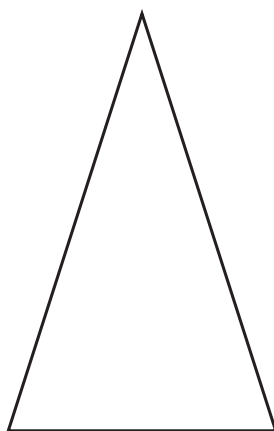
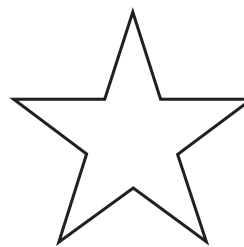
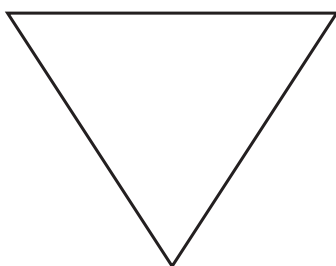
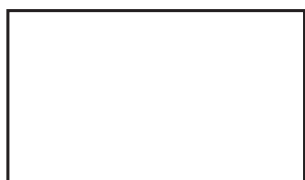
Colorea los \triangle .

Dibuja \times en las otras figuras.

3.

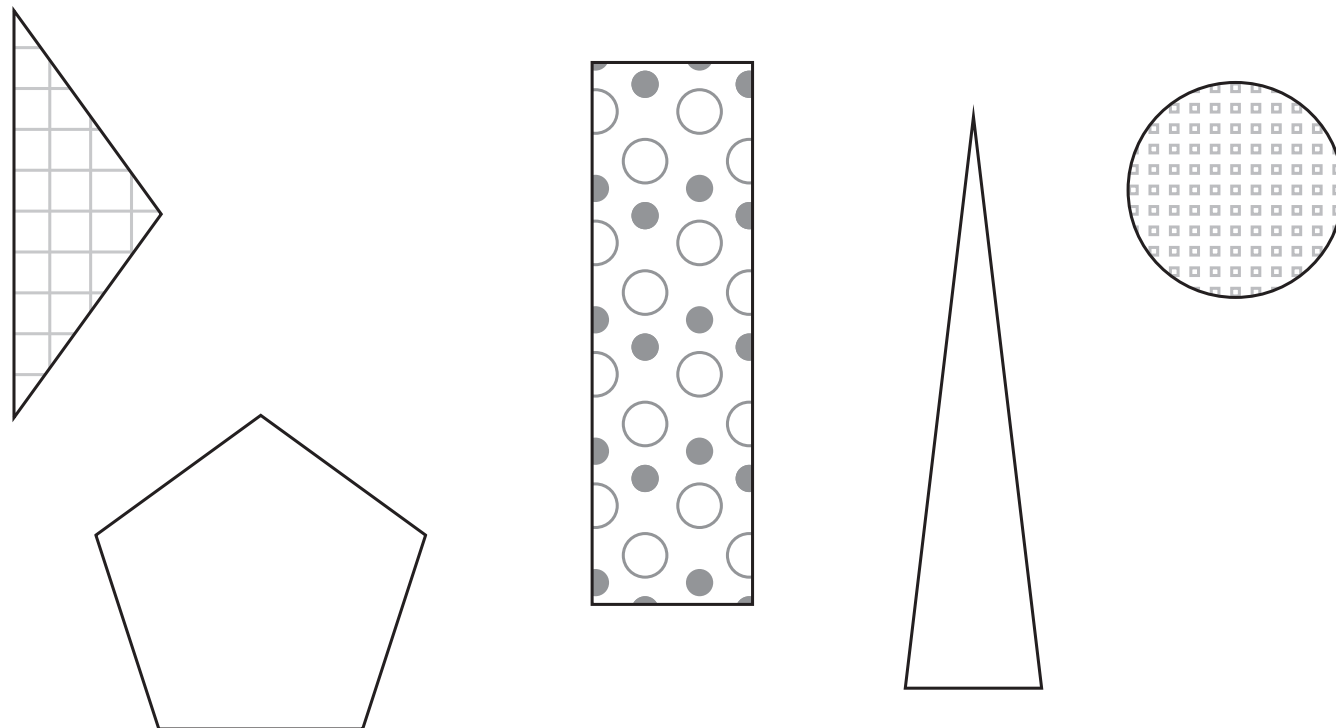


4.

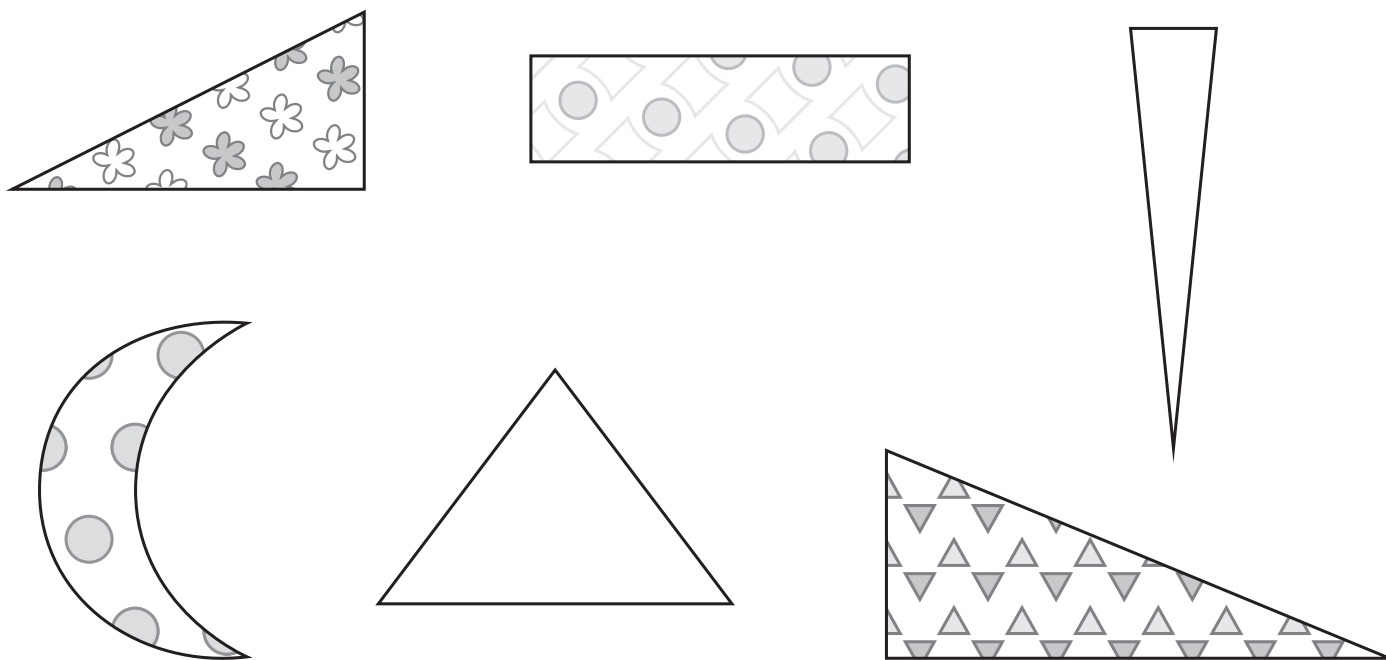


- Colorea los \triangle .
- Dibuja \times en las otras figuras.

5.



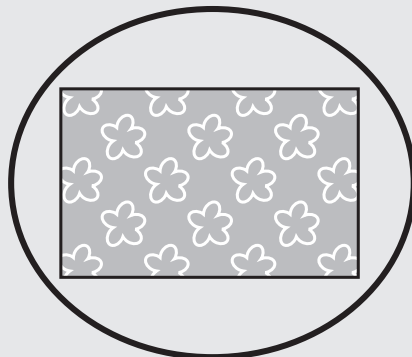
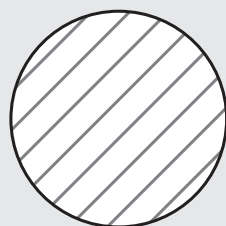
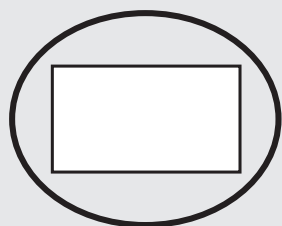
6.



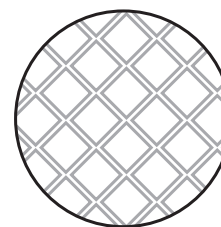
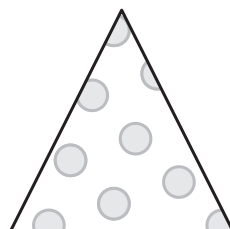
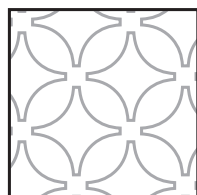
GInf-9 Describir y comparar figuras

Rodea las figuras que tienen la **misma** forma.

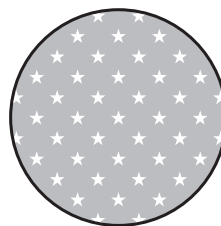
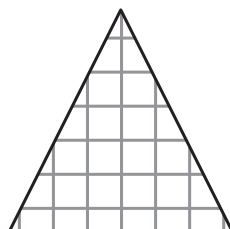
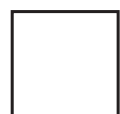
1.



2.

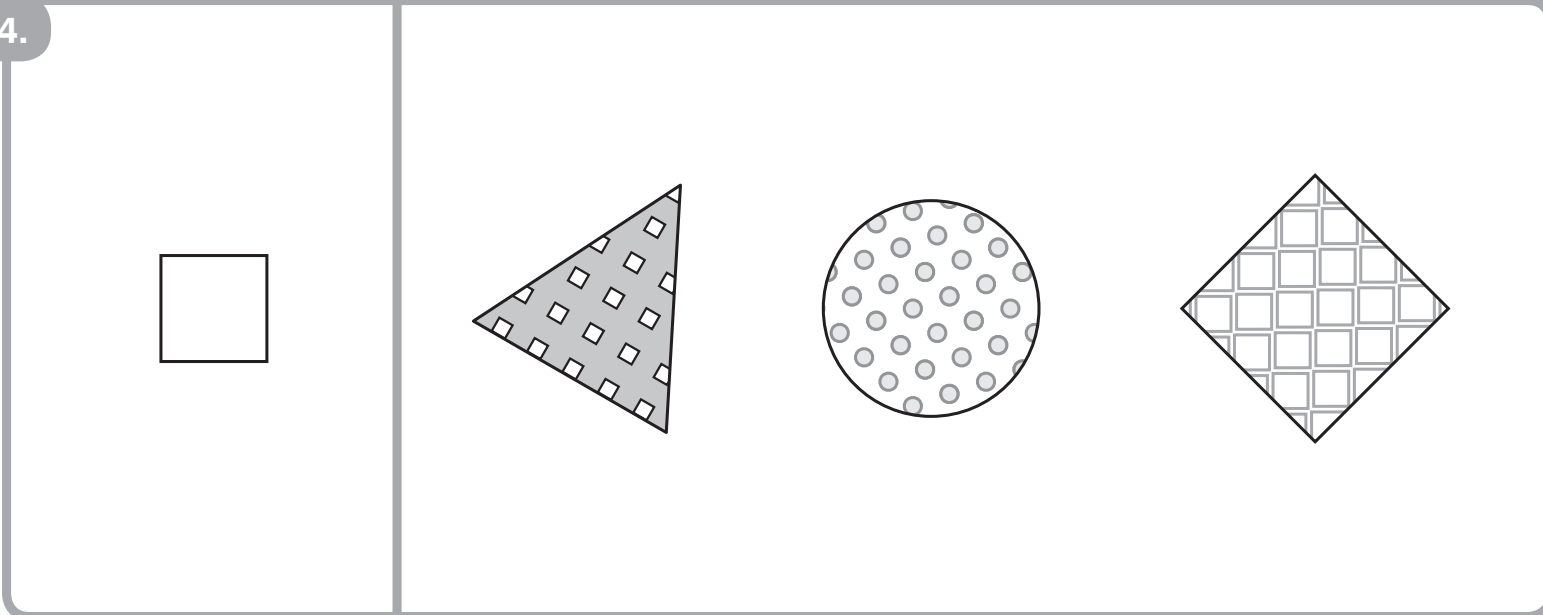


3.



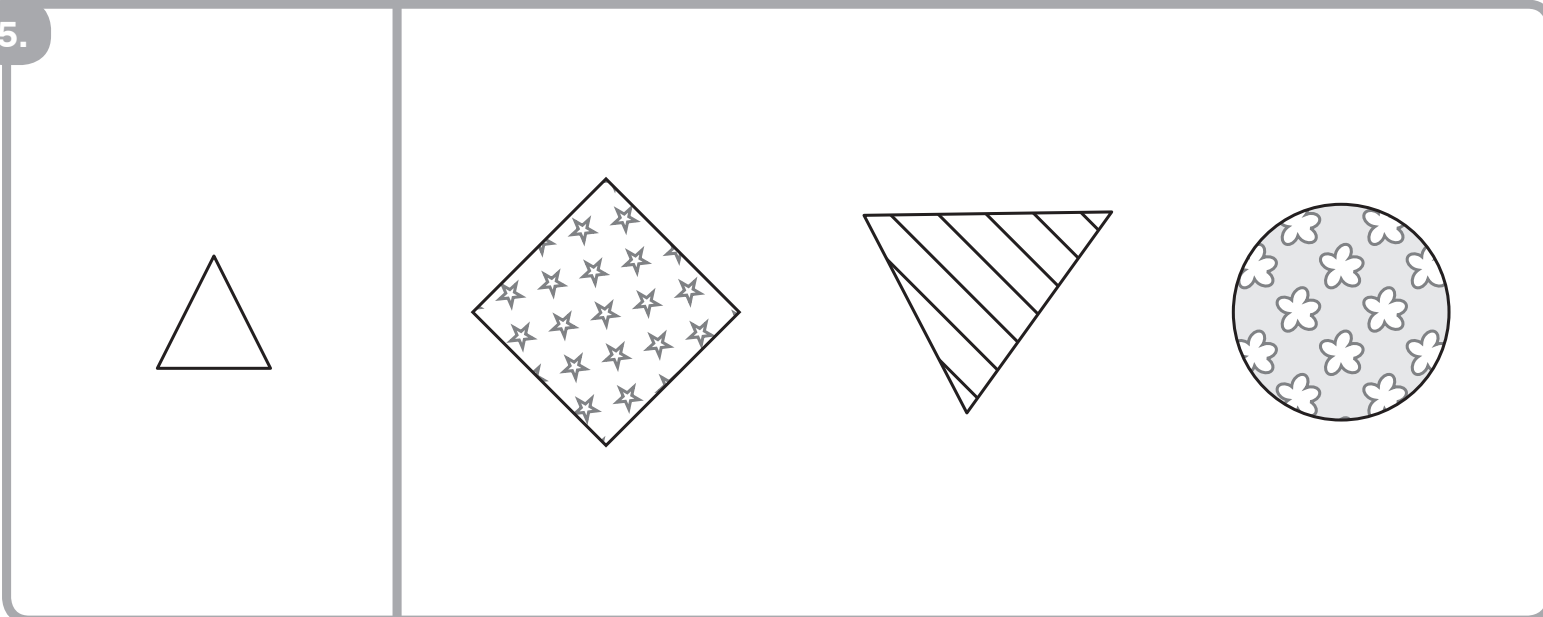
Rodea las figuras que tienen la **misma** forma.

4.



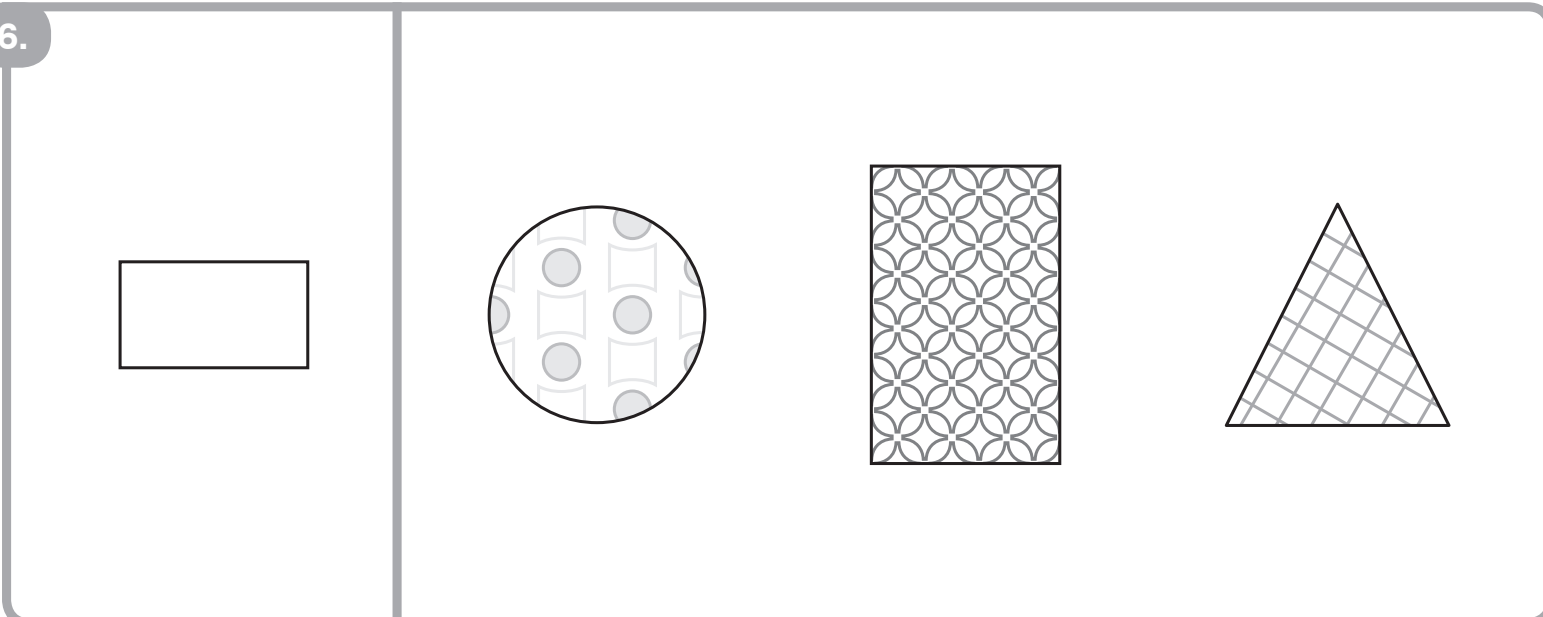
This exercise shows a reference square on the left. To its right are three options: a triangle filled with a grid of small squares, a circle filled with small circles, and a diamond filled with a grid of squares.

5.



This exercise shows a reference triangle on the left. To its right are three options: a diamond filled with small stars, a triangle filled with diagonal lines, and a circle filled with small flowers.

6.

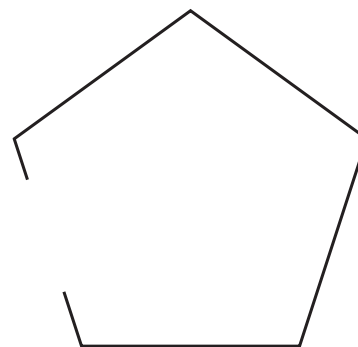
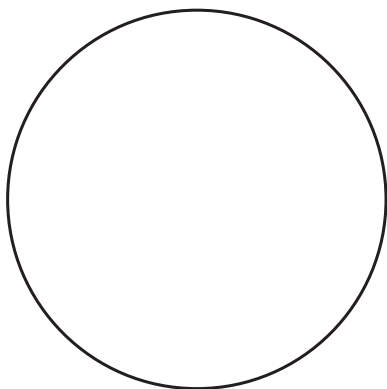
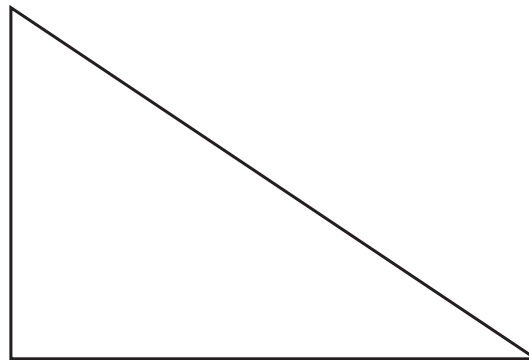
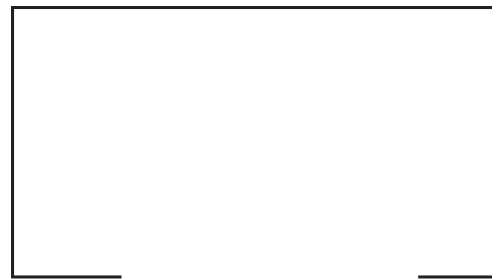
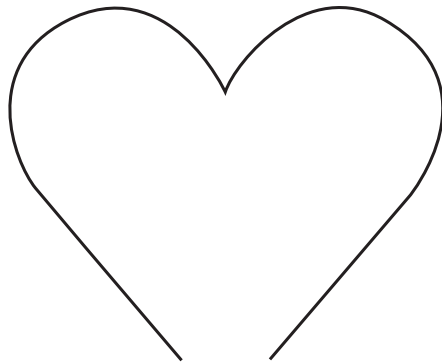
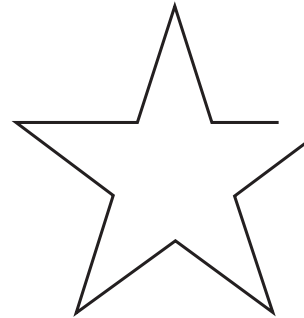
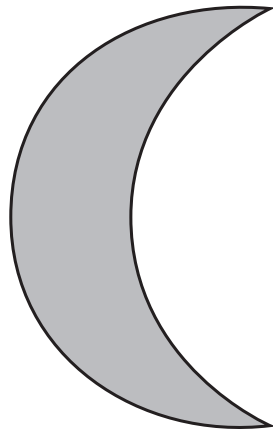
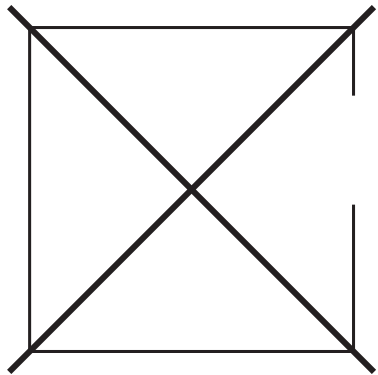


This exercise shows a reference rectangle on the left. To its right are three options: a circle filled with a pattern of small circles and rectangles, a rectangle filled with a pattern of overlapping circles, and a triangle filled with a grid of squares.

GInf-10 Figuras abiertas y figuras cerradas

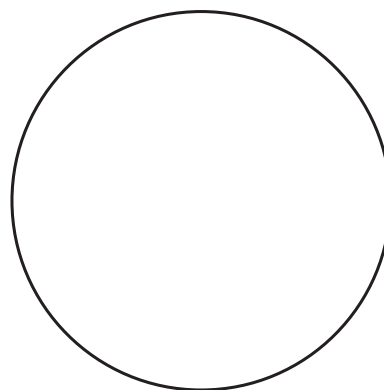
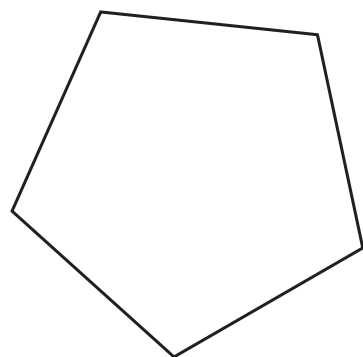
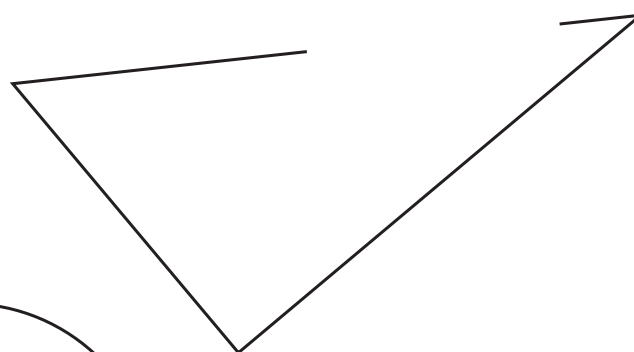
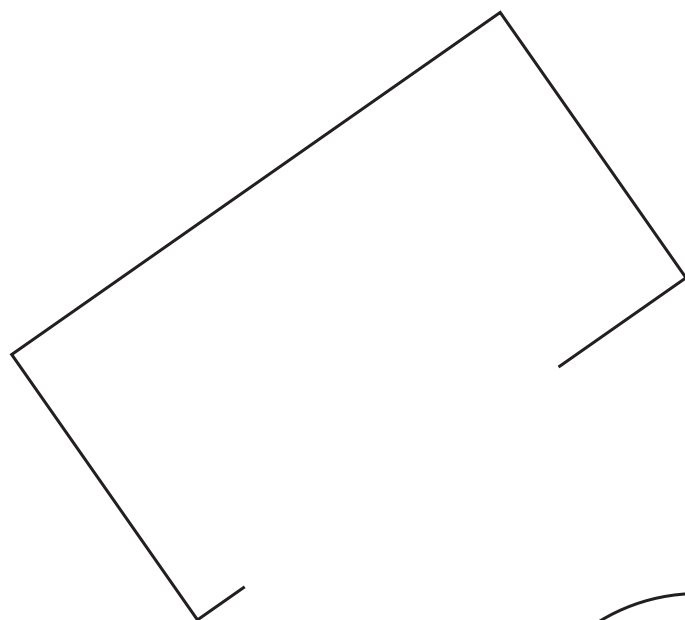
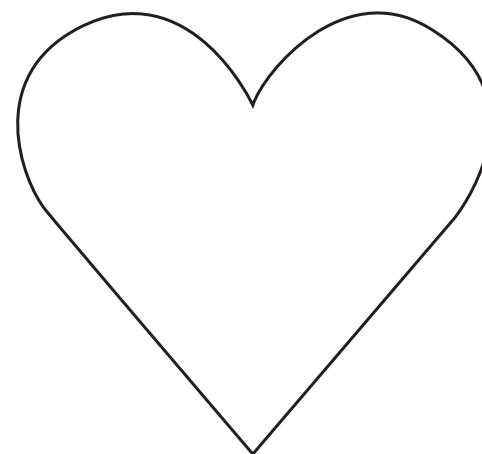
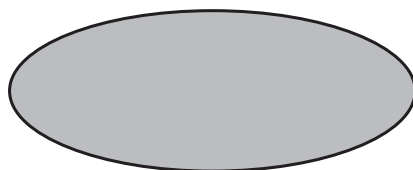
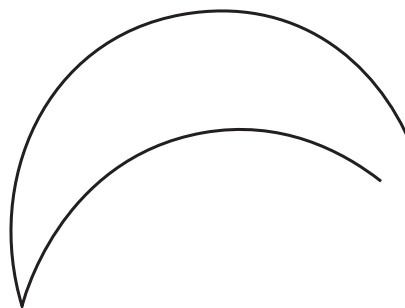
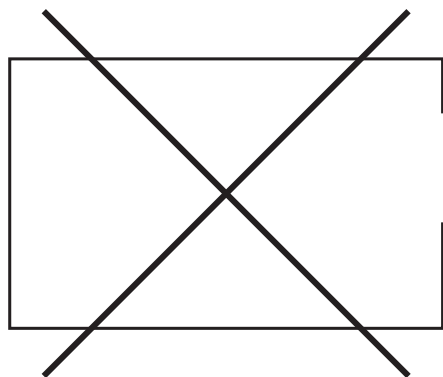
- Colorea las **figuras cerradas**.
- Dibuja una **X** en las **figuras abiertas**.

1.



- Colorea las **figuras cerradas**.
- Dibuja una **X** en las **figuras abiertas**.

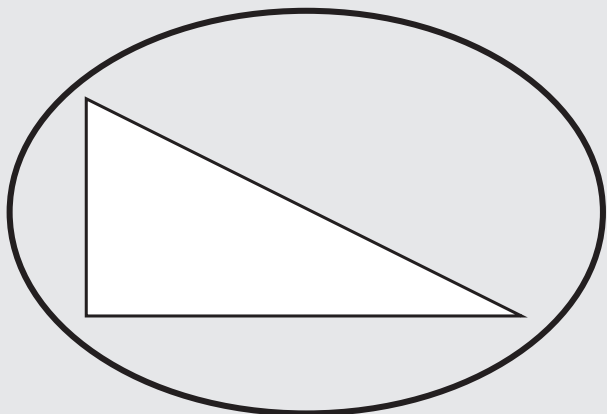
2.



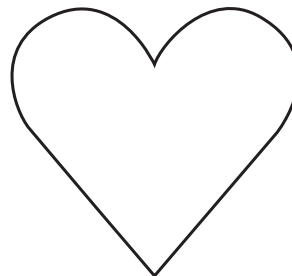
GInf-11 *Encima*

Rodea la figura que está **encima**.

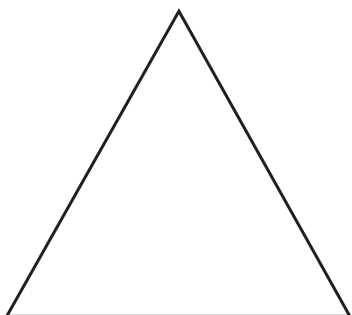
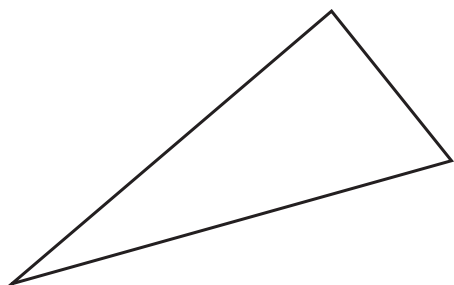
1.



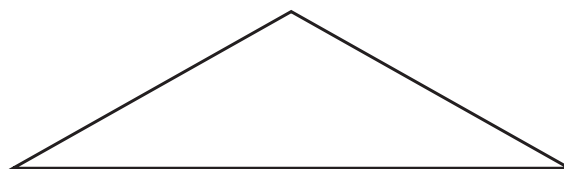
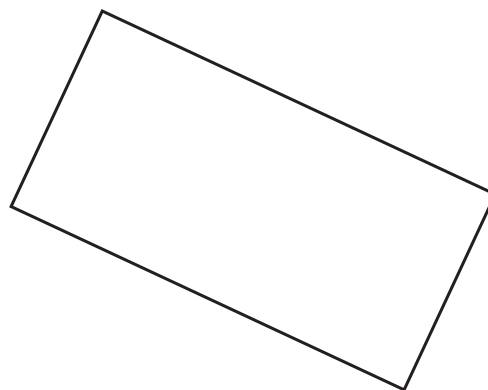
2.



3.

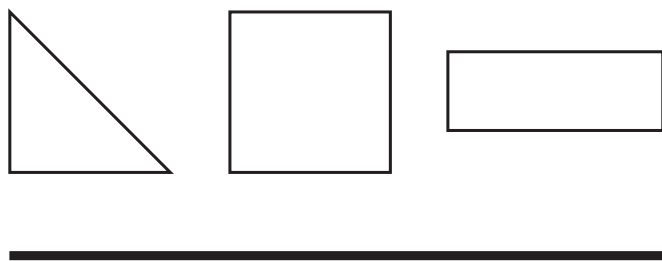


4.



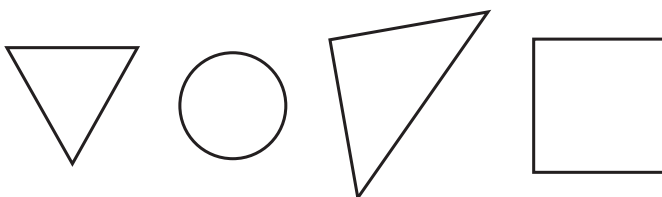
¿Cuántas figuras hay encima de la línea?

5.



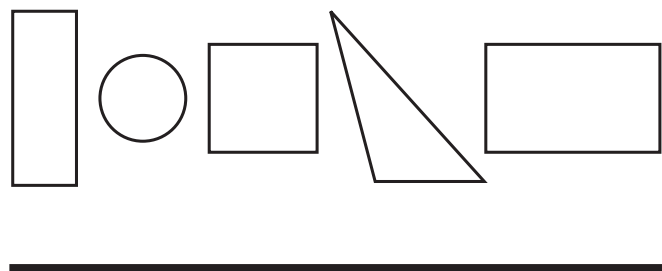
1 2 3 4 5

6.



1 2 3 4 5

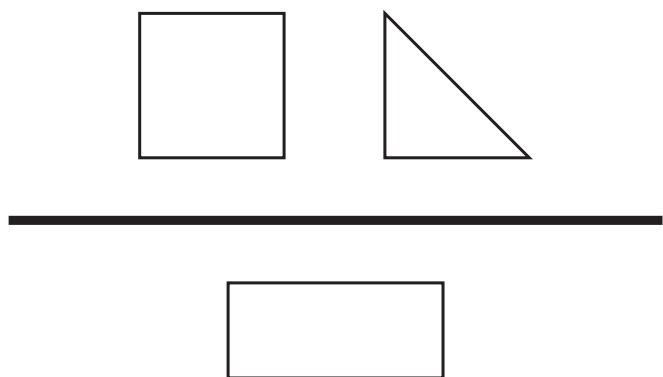
7.



1 2 3 4 5

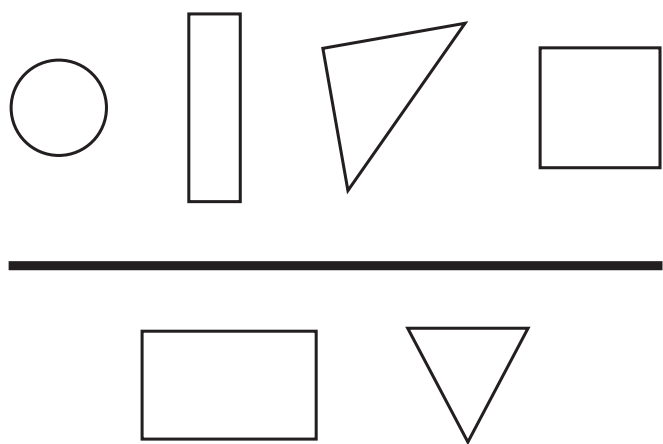
¿Cuántas figuras hay encima de la línea?

8.



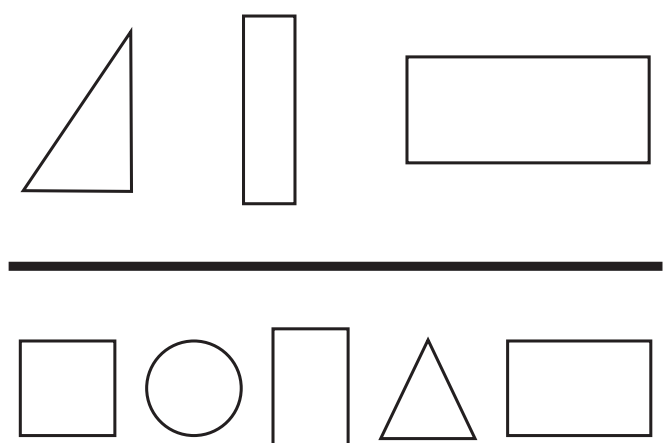
1 2 3 4 5

9.



1 2 3 4 5

10.



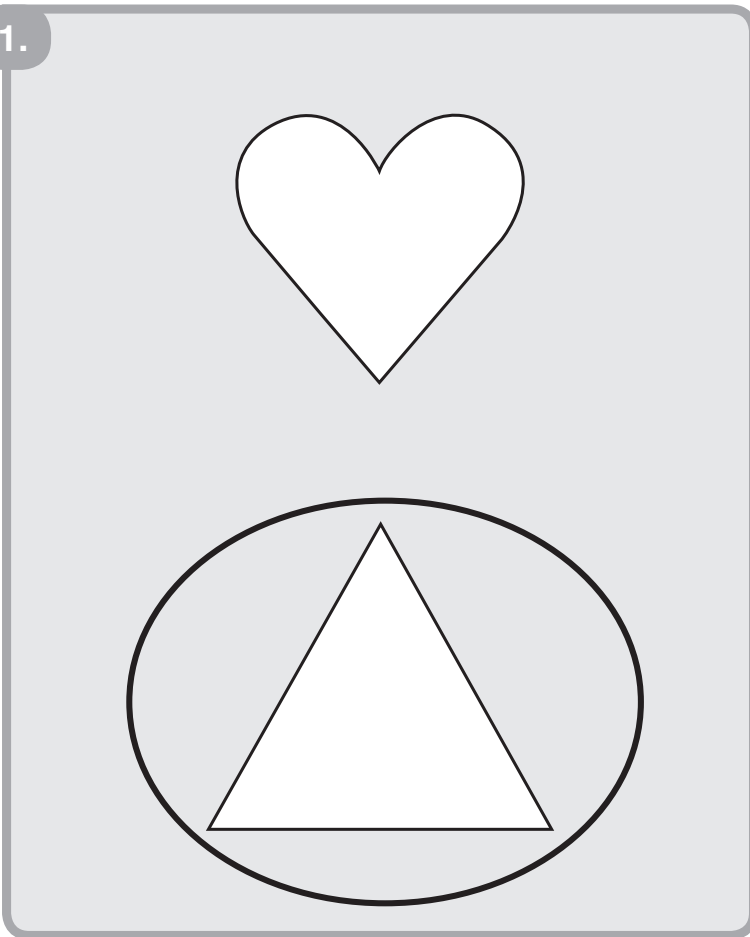
1 2 3 4 5

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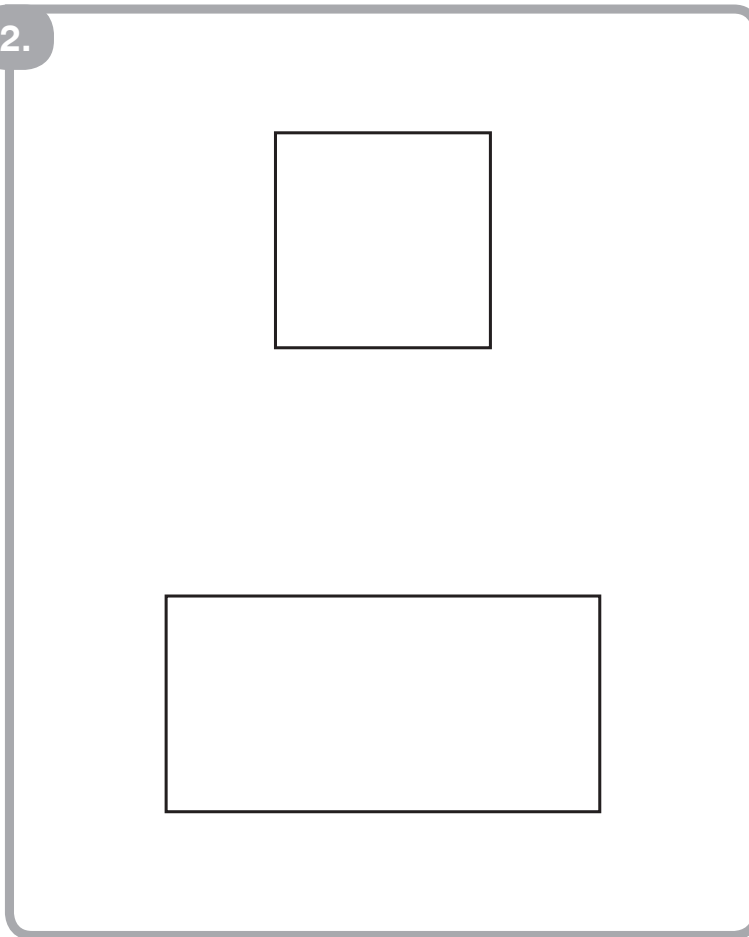
GInf-12 *Debajo*

Rodea la figura que está **debajo**.

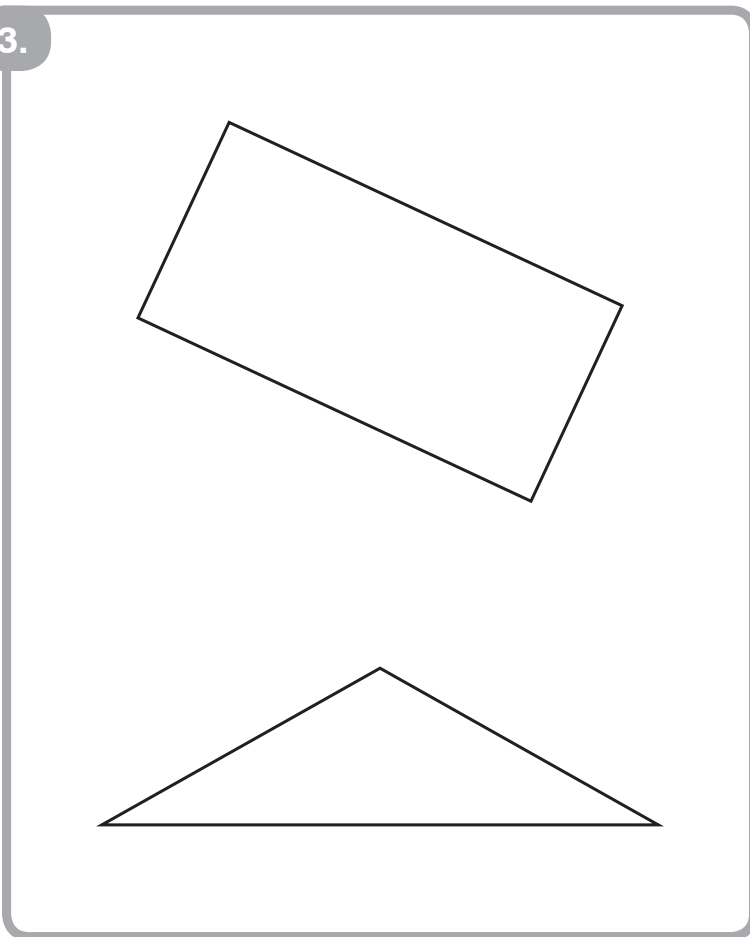
1.



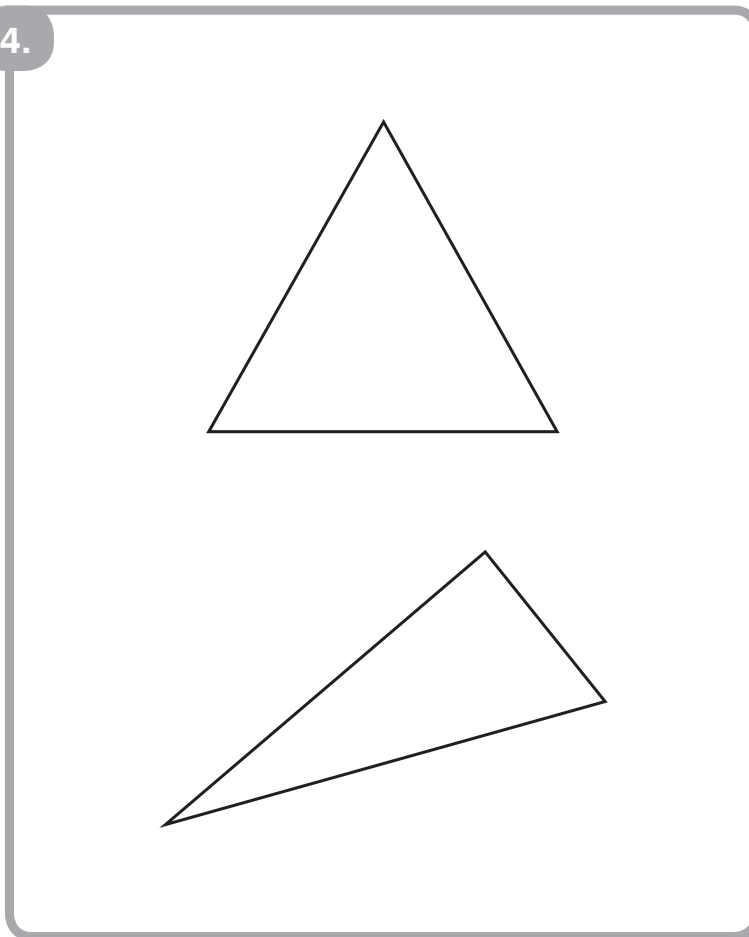
2.



3.



4.



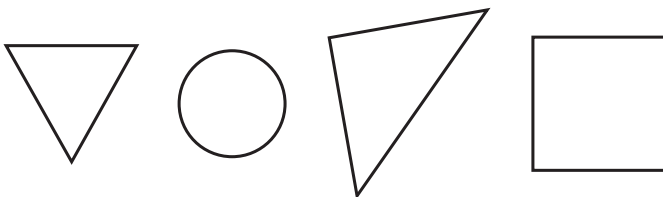
¿Cuántas figuras hay debajo de la línea?

5.



1 2 3 4 5

6.



1 2 3 4 5

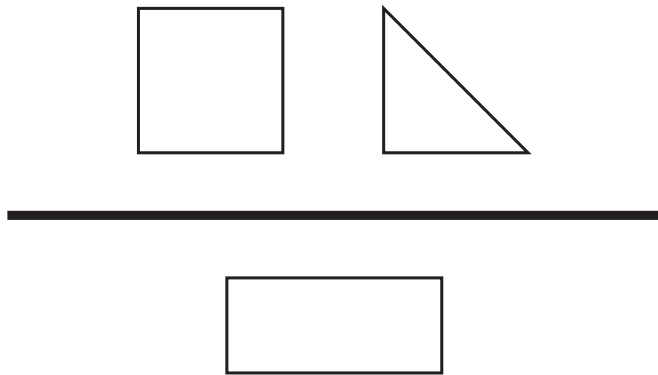
7.



1 2 3 4 5

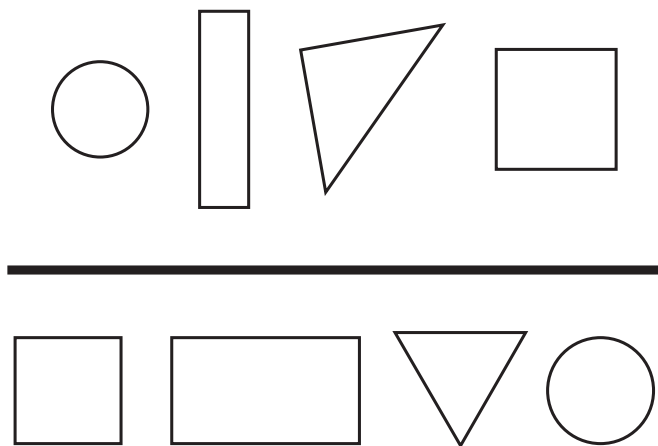
¿Cuántas figuras hay debajo de la línea?

8.



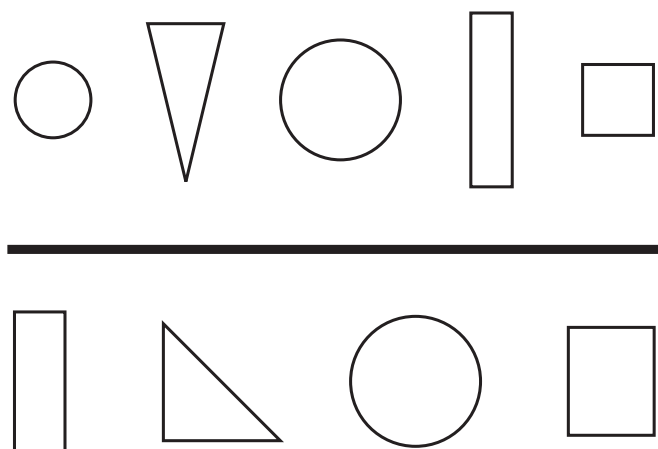
1 2 3 4 5

9.



1 2 3 4 5

10.

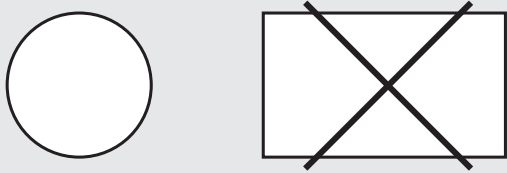


1 2 3 4 5

GInf-13 *Al lado*

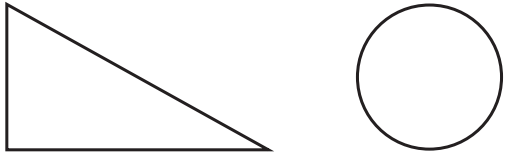
Dibuja una ✕ en la figura que hay **al lado** del ○.

1.



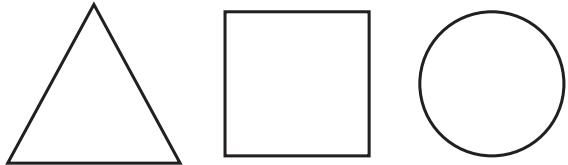
A circle is on the left and a rectangle with a large 'X' drawn across it is on the right.

2.



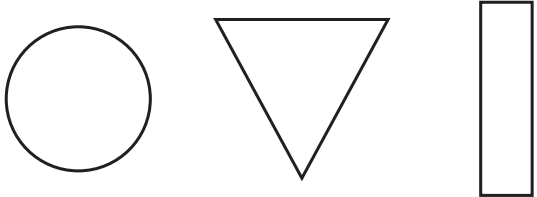
A right-angled triangle is on the left and a circle is on the right.

3.



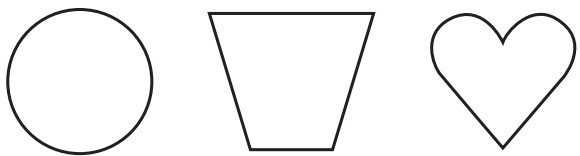
A triangle is on the left, a square is in the middle, and a circle is on the right.

4.



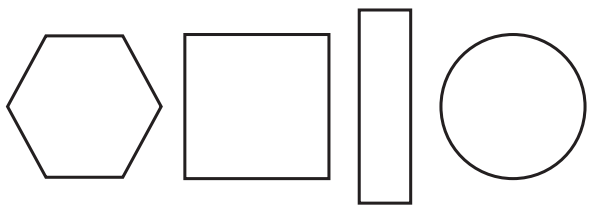
A circle is on the left, an inverted triangle is in the middle, and a vertical rectangle is on the right.

5.



A circle is on the left, a trapezoid is in the middle, and a heart is on the right.

6.

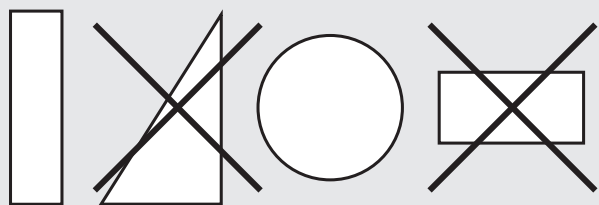


A hexagon is on the left, a square is in the middle, a vertical rectangle is to the right of the square, and a circle is on the far right.

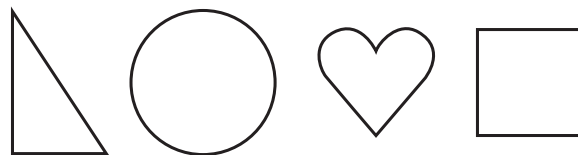
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Dibuja una ✕ en la figura que hay al lado del ○.

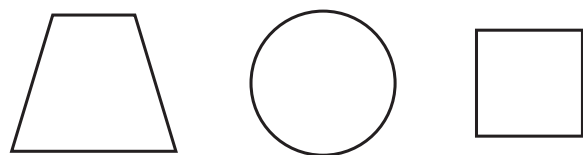
7.



8.



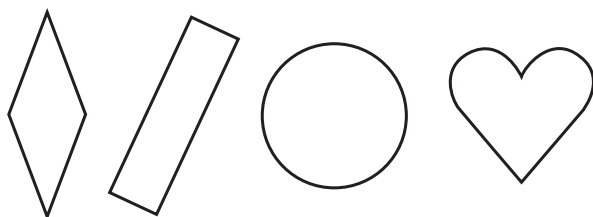
9.



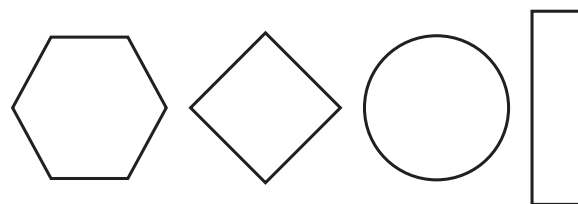
10.



11.



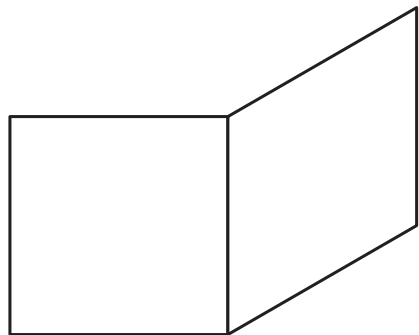
12.



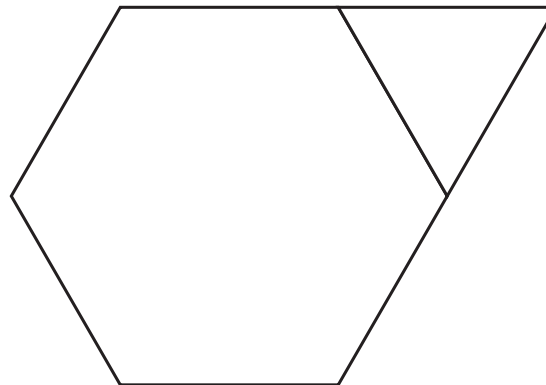
GInf-14 Componer figuras

Utiliza 2 bloques lógicos para componer la figura.

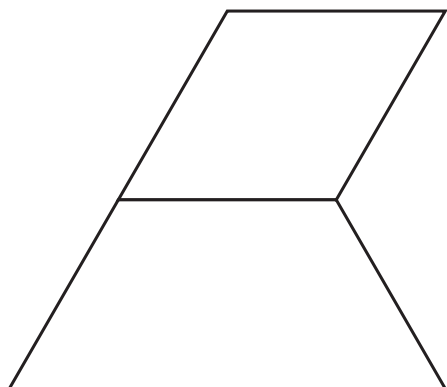
1.



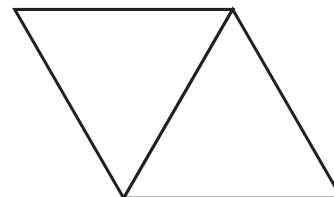
2.



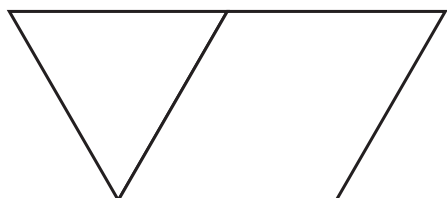
3.



4.



5.

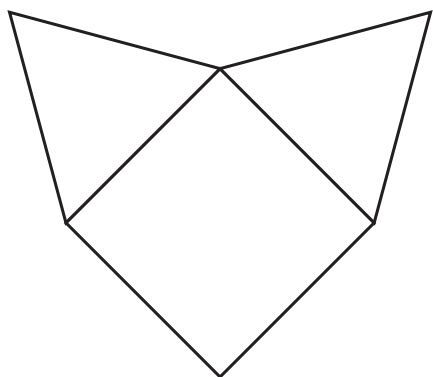


6.

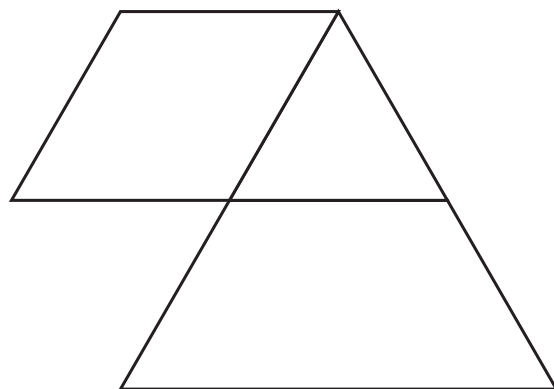


Utiliza bloques lógicos para componer la figura.

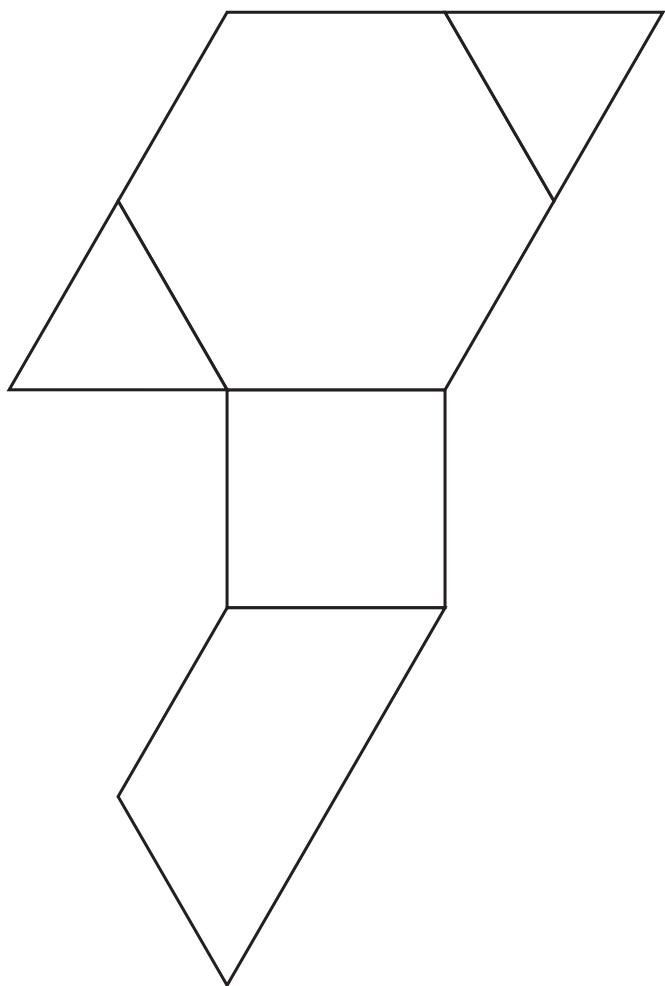
7.



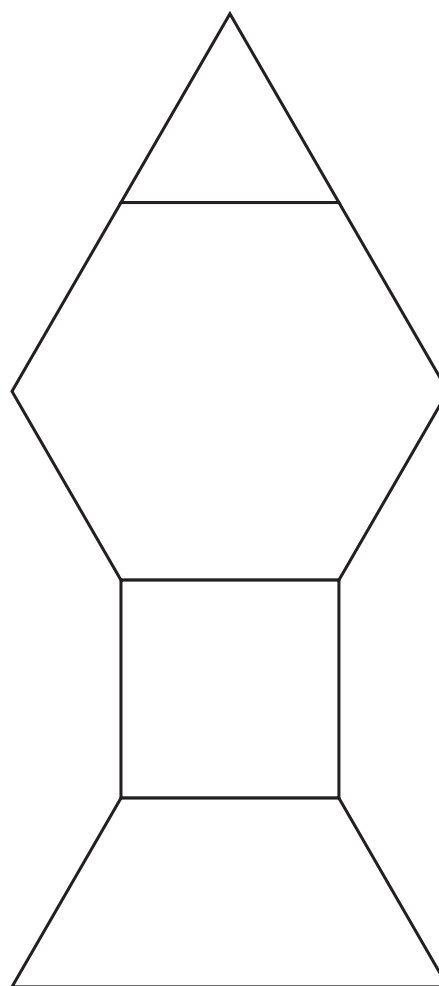
8.



9.

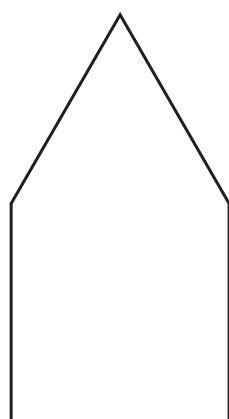


10.



Utiliza bloques lógicos para componer la figura.

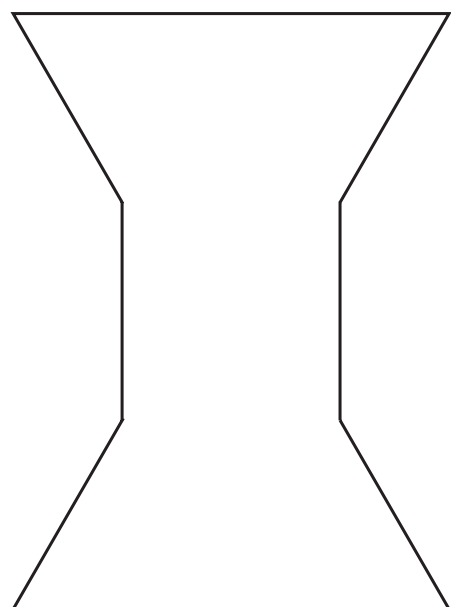
11.



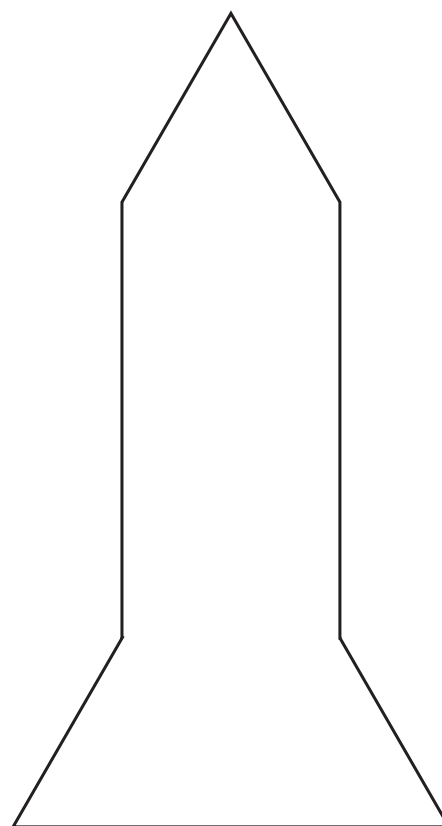
12.



13.



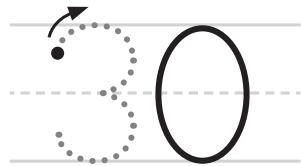
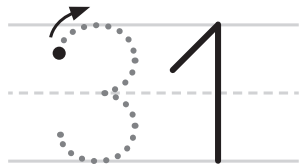
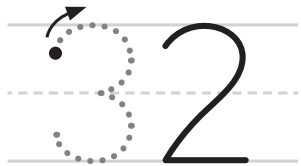
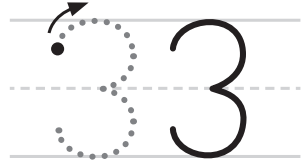
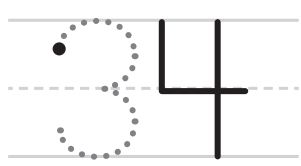
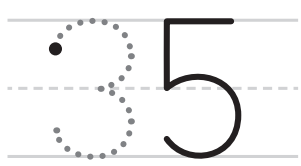
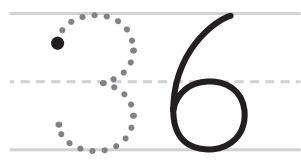
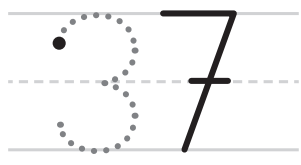
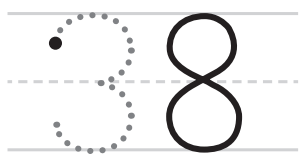
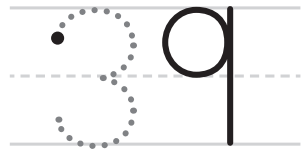
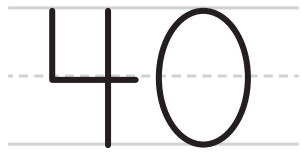
14.



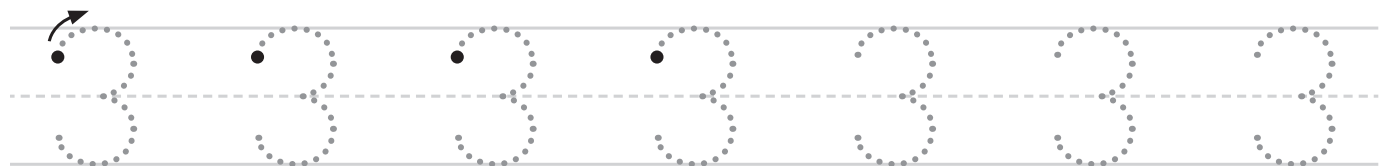
CCInf-25 Contar hasta el 40

Repasa.

1.

2.



Escribe el 3.

3.

CCInf-26 Contar 6 y 7

¿Cuántos?

Cuenta. Rodea el número.

1.

1 ② 3 4 5 6 7

2.

○ ○ ○ ○ ○ ○

1 2 3 4 5 6 7

3.

□ □ □ □ □ □ □

1 2 3 4 5 6 7

4.

😊 😊 😊

😊 😊 😊

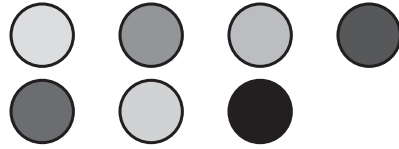
1 2 3 4 5 6 7

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¿Cuántos?

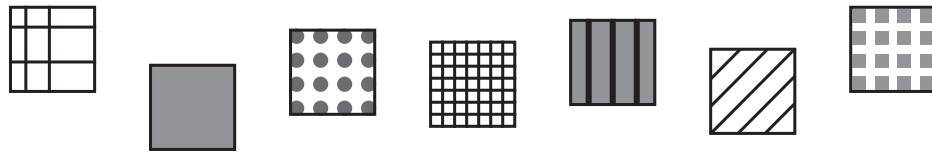
Cuenta. Rodea el número.

5.



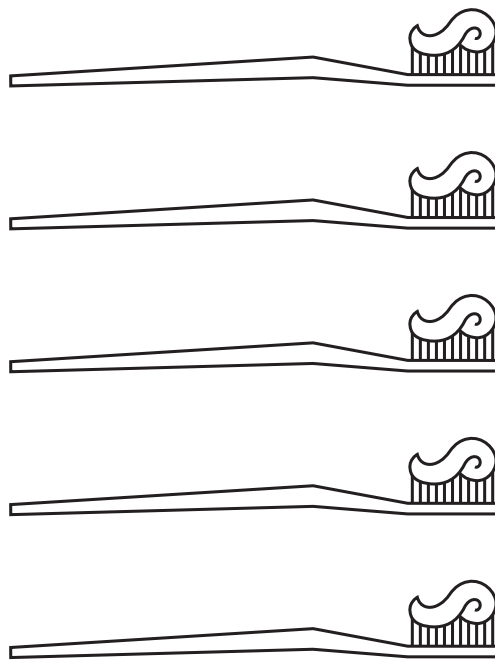
1 2 3 4 5 6 7

6.



1 2 3 4 5 6 7

7.

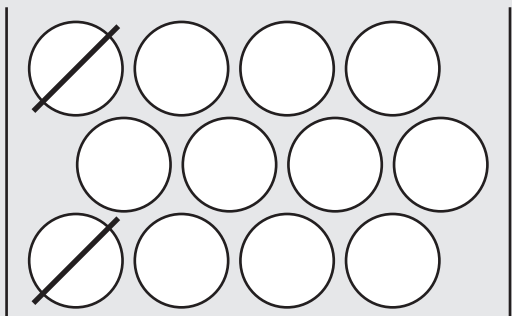


1 2 3 4 5 6 7

Cuenta y tacha.

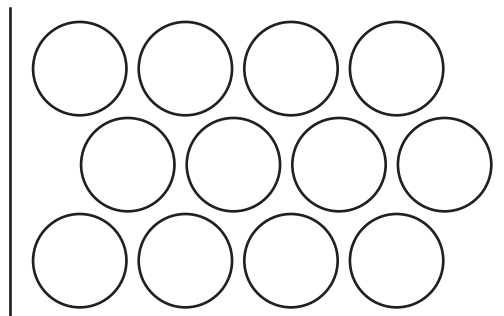
8.

2



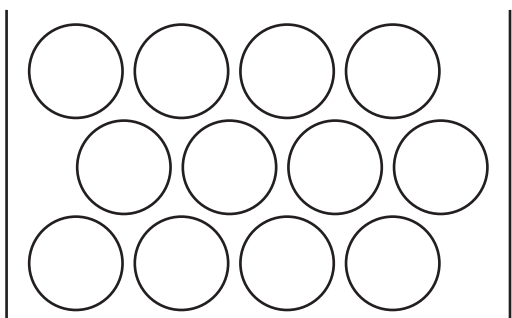
9.

5



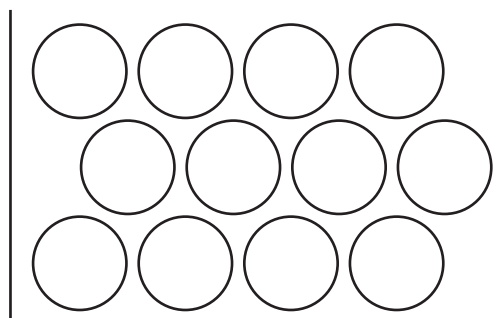
10.

3



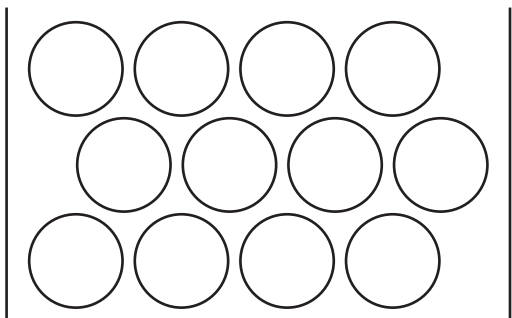
11.

6



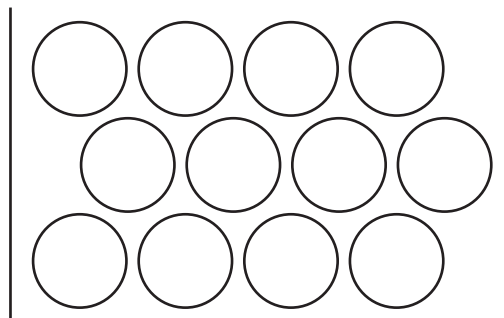
12.

7



13.

4



CCInf-27 Los números 6 y 7 Une con una línea.

1.



•4



•6

2.



•5



•7

3.



•6



•7

4.



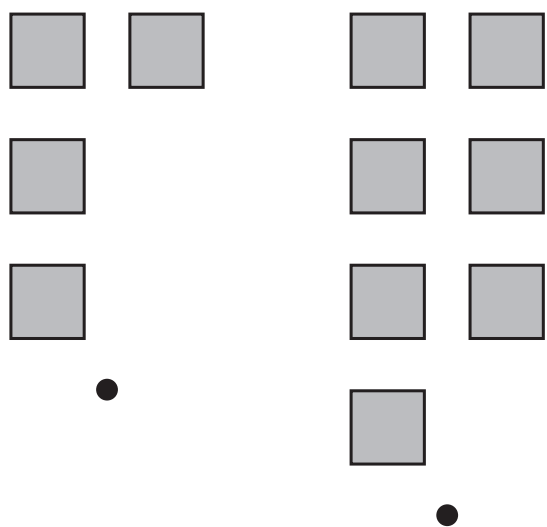
•5



•6

Une con una línea.

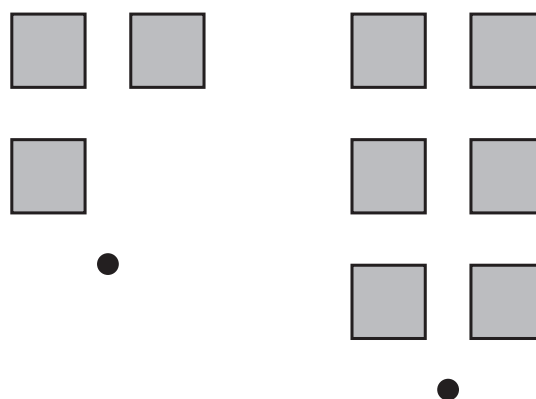
5.



4

7

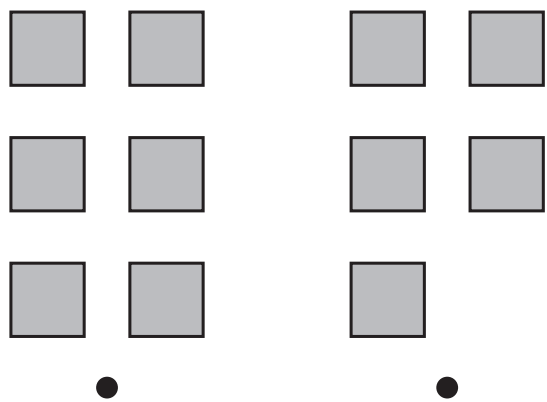
6.



6

3

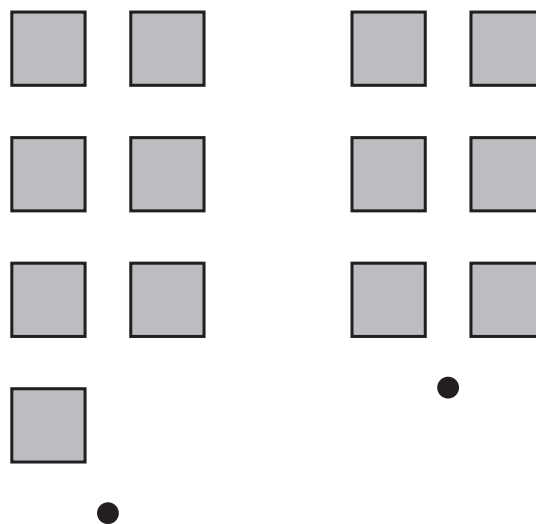
7.



5

6

8.



7

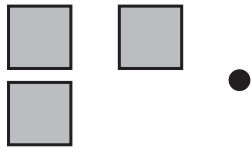
6

Une con una línea.

9.

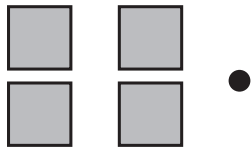


•3



•7

10.

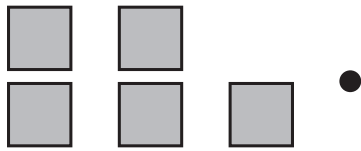


•4



•5

11.



•6

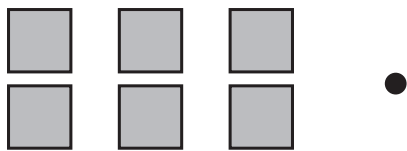


•5

12.



•7

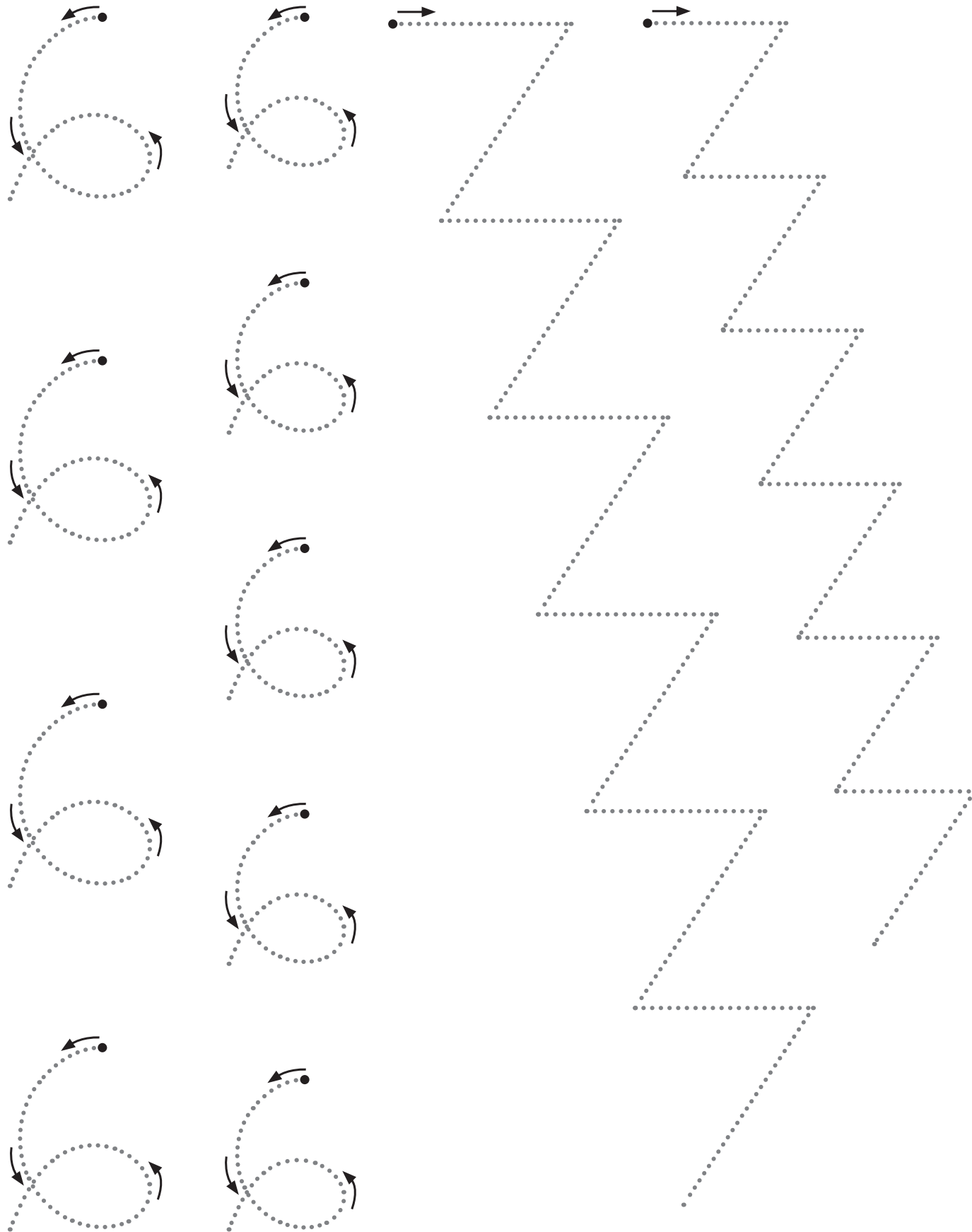


•6

CCInf-28 Escribir el 6 y el 7

Repasa.

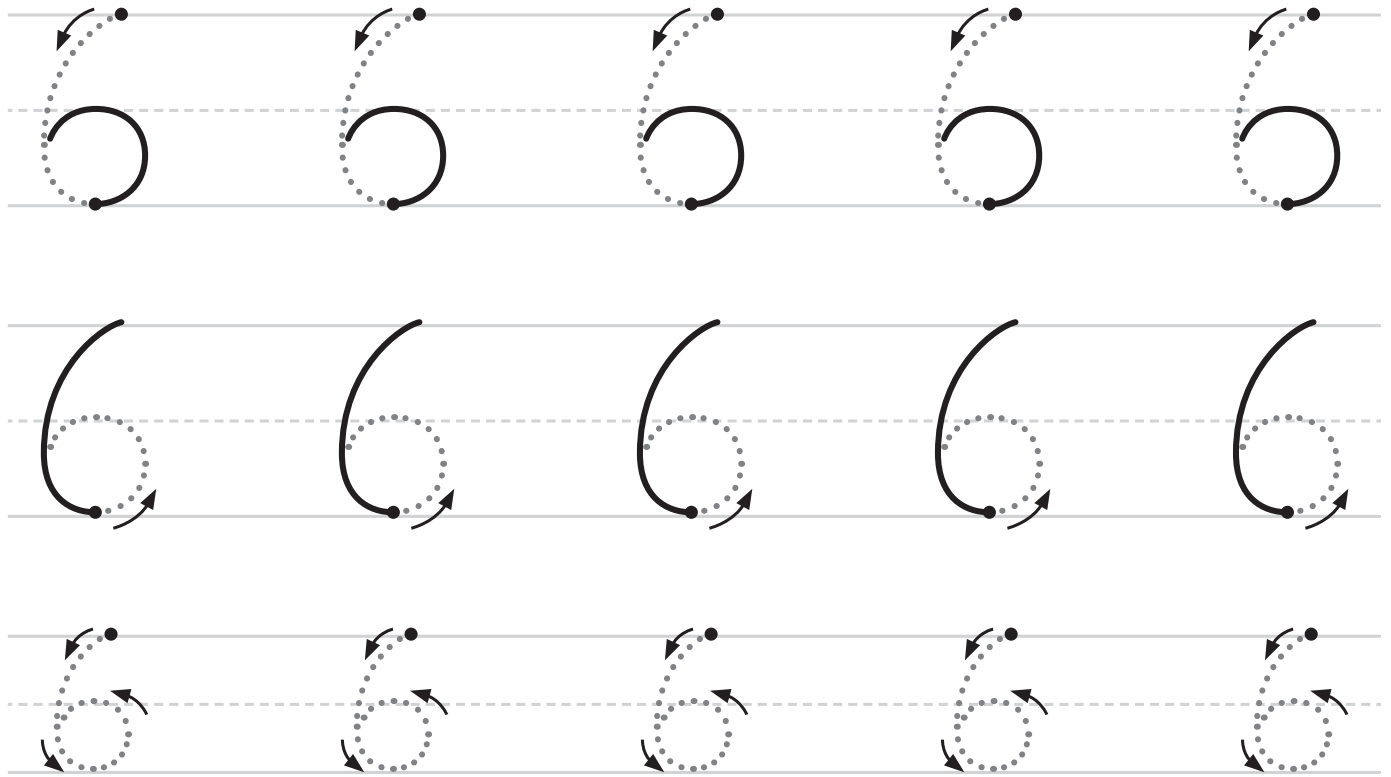
1.



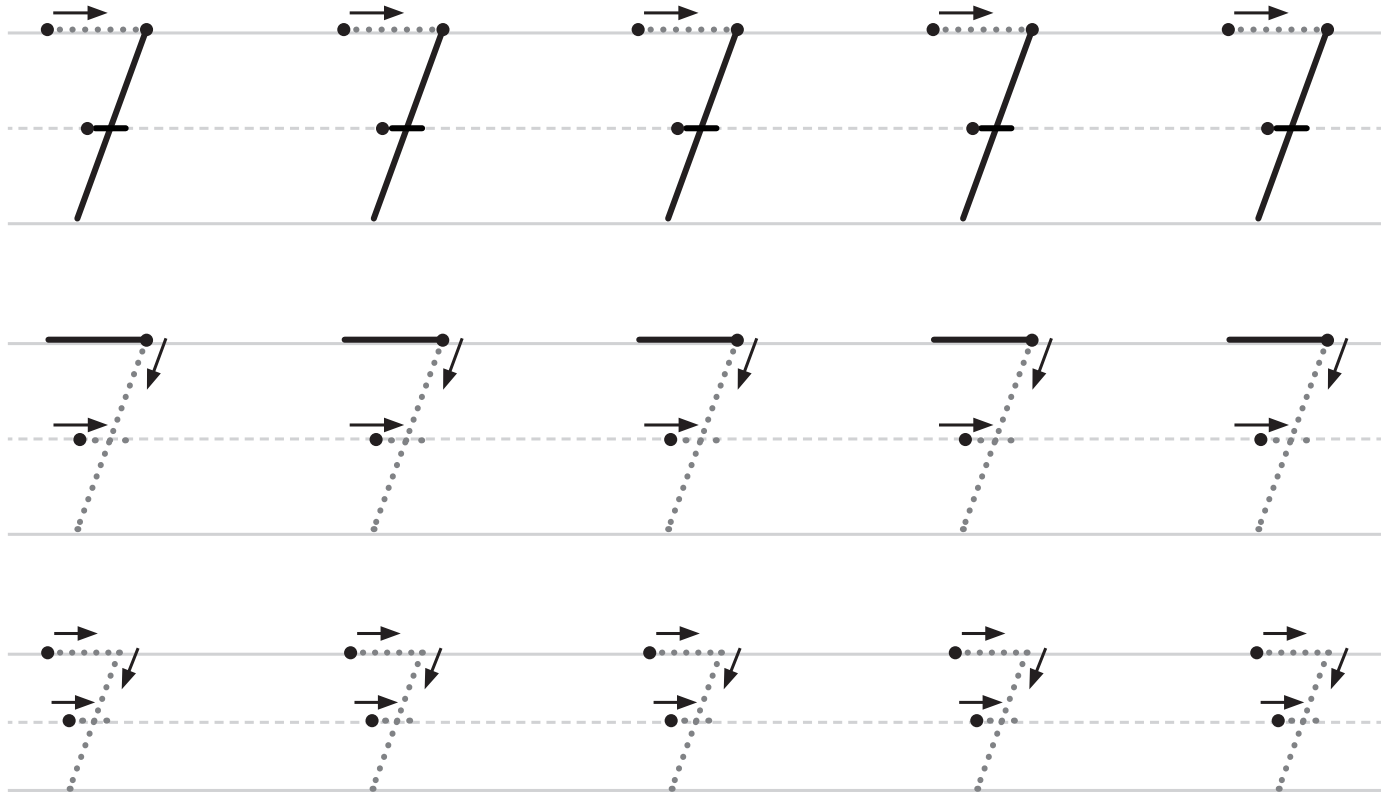
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Repasa.

2.



3.

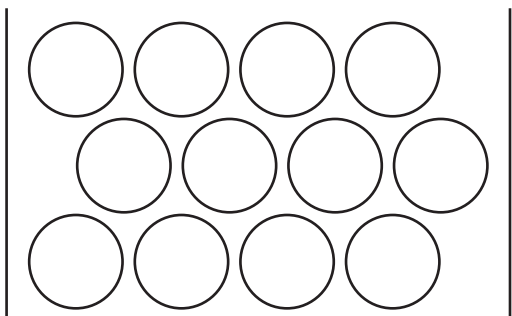


CCInf-29 Contar 8 y 9

Cuenta y tacha.

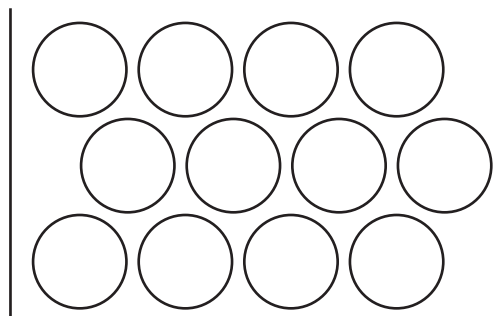
1.

4



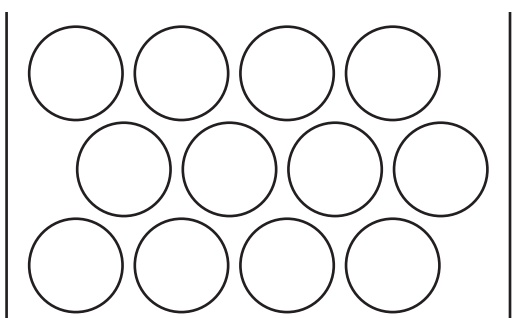
2.

6



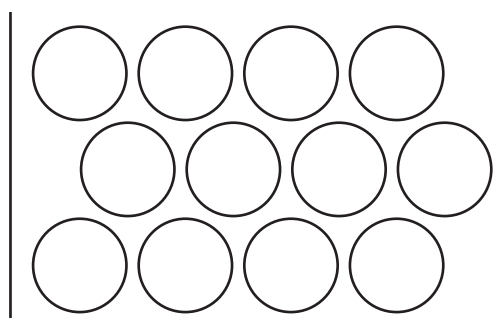
3.

9



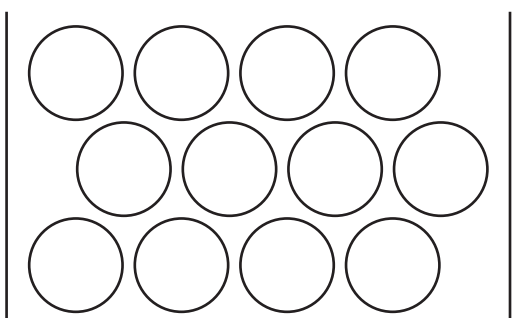
4.

8



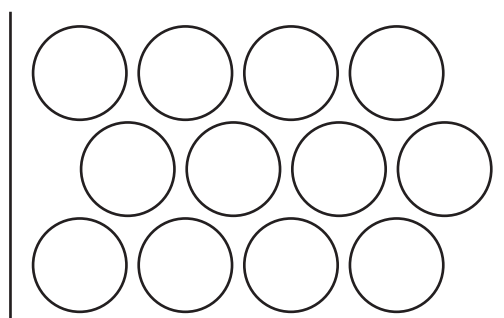
5.

7



6.

5



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- Usa ■.
- Mueve y cuenta cada ■.
- Rodea el número.

7.

8 9

8.

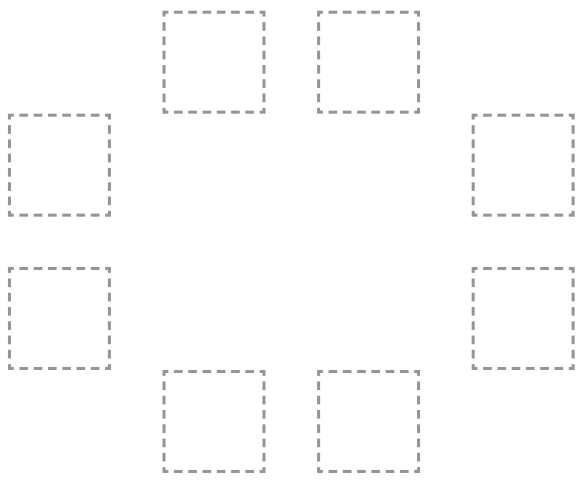
8 9

Usa ■.

Mueve y cuenta cada ■.

Rodea el número.

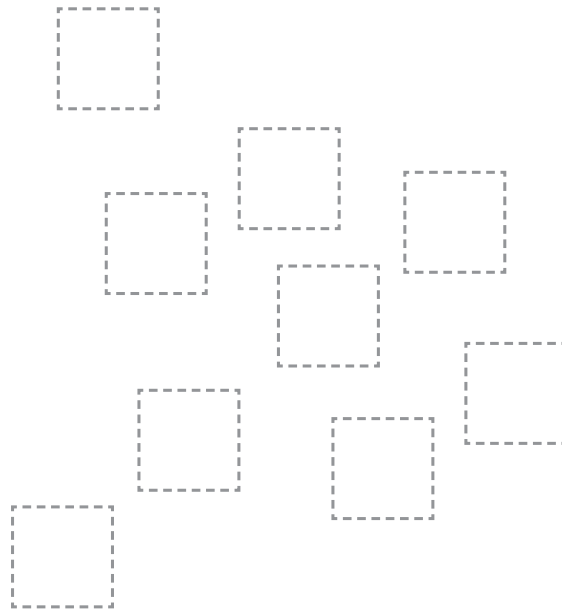
9.



8

9

10.



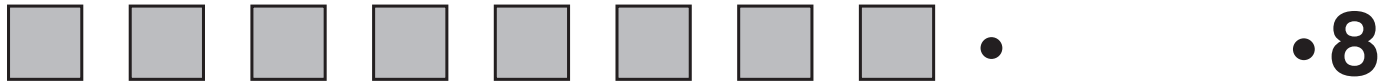
8

9

CCInf-30 Los números 8 y 9

Une con una línea.

1.



2.



3.



4.



Une con una línea.

5.

4 8

6.

6 9

7.

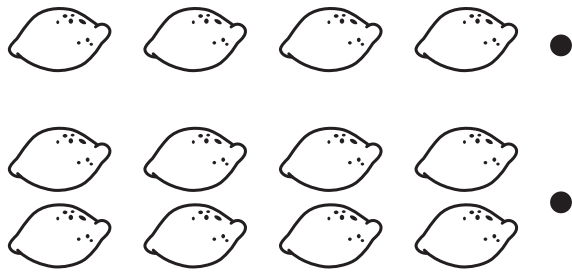
8 7

8.

9 8

EXTRA: Une con una línea.

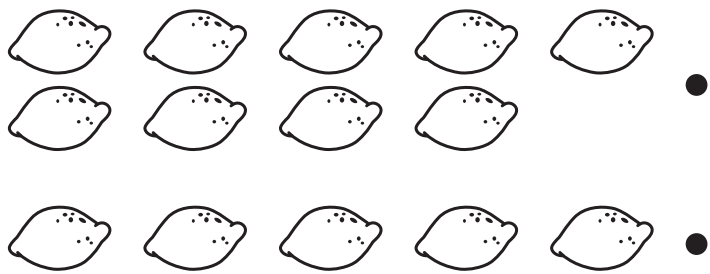
9.



• 8

• 4

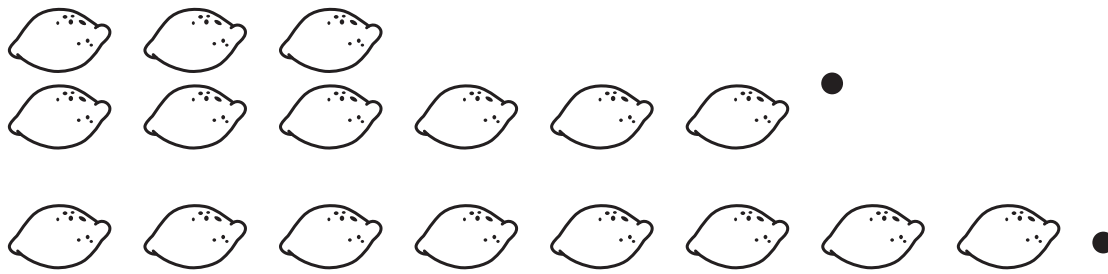
10.



• 9

• 5

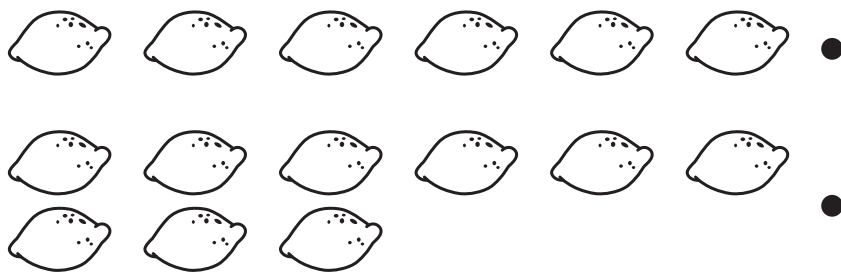
11.



• 8

• 9

12.



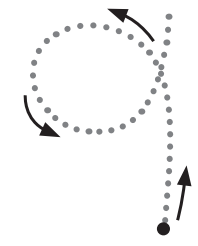
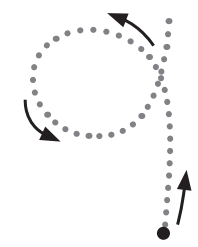
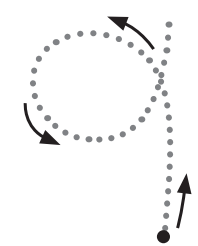
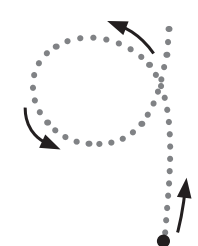
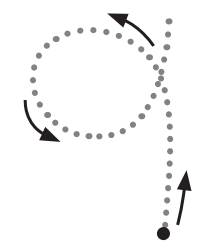
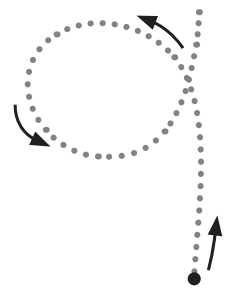
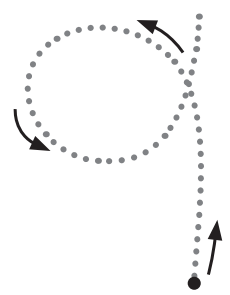
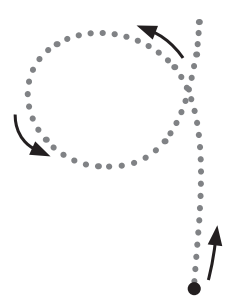
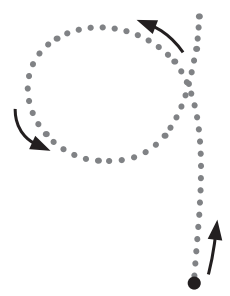
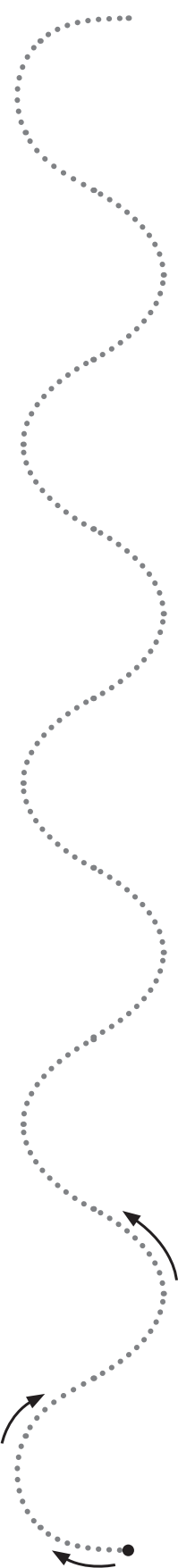
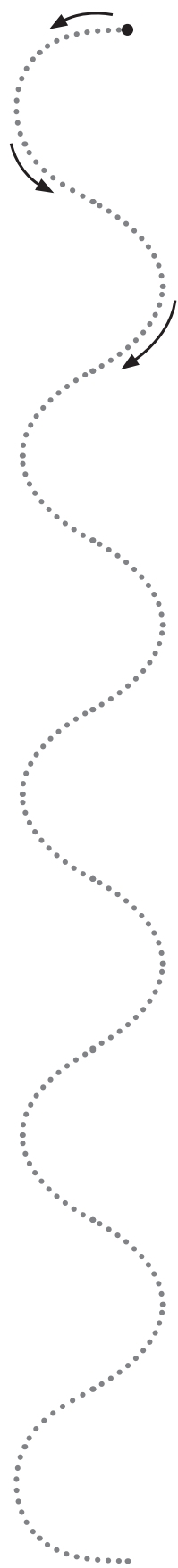
• 6

• 9

CCInf-31 Escribir el 8 y el 9

Repasa.

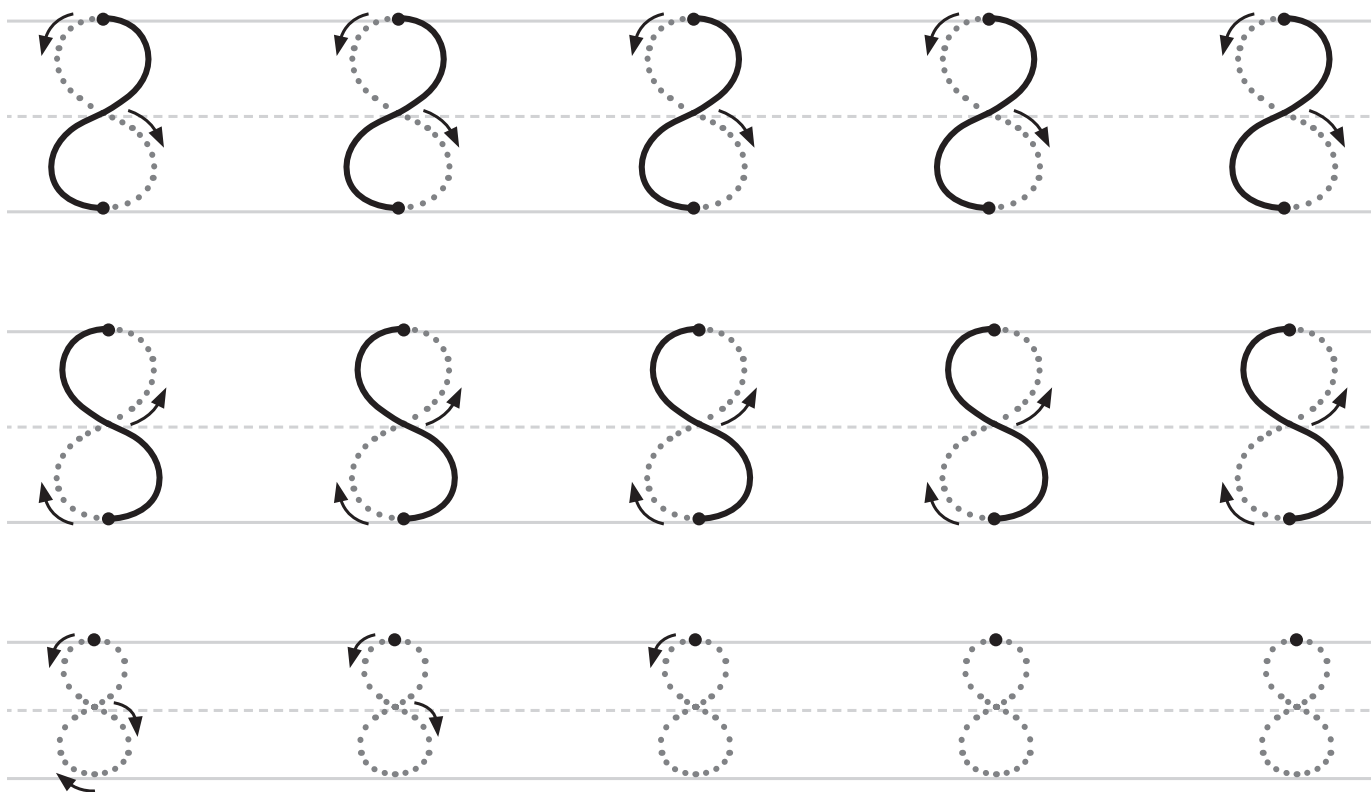
1.



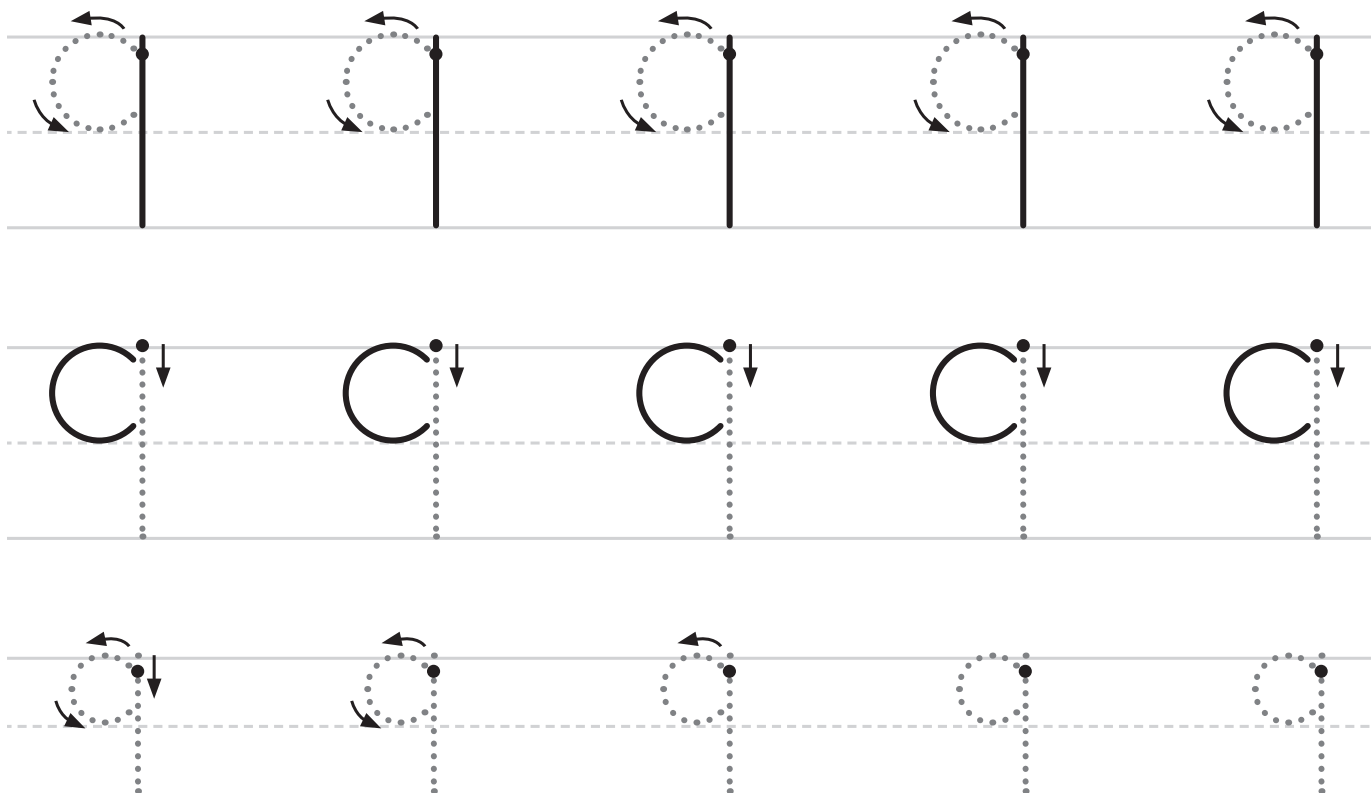
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Repasa.

2.



3.



CCInf-32 Contar 10

¿Cuántos?

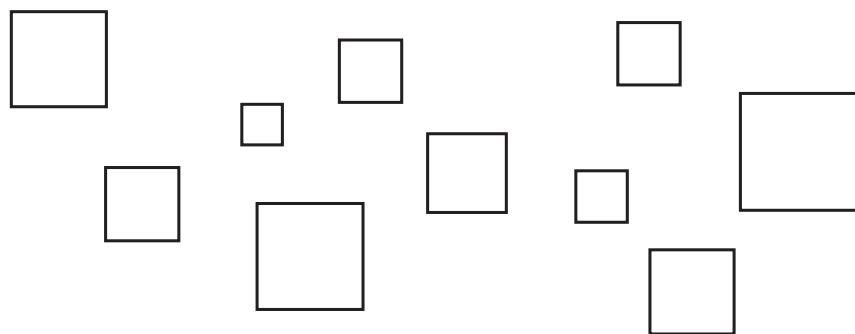
Cuenta. Rodea el número.

1.



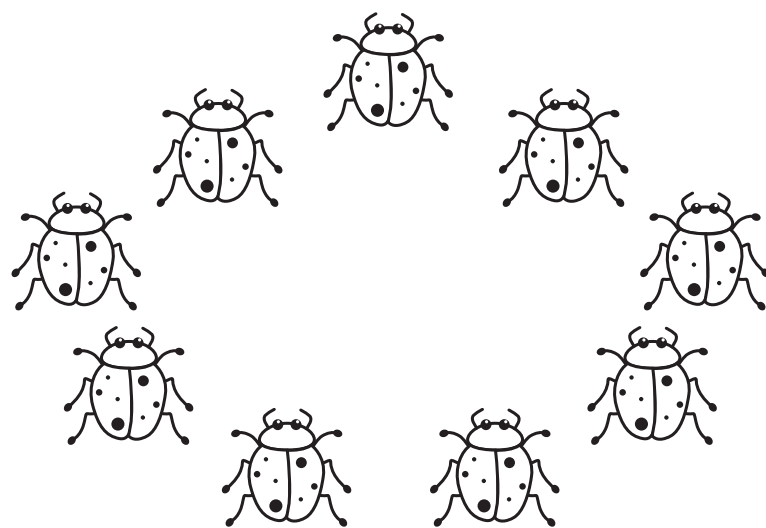
1 2 3 4 5 6 7 8 9 10

2.



1 2 3 4 5 6 7 8 9 10

3.



1 2 3 4 5 6 7 8 9 10

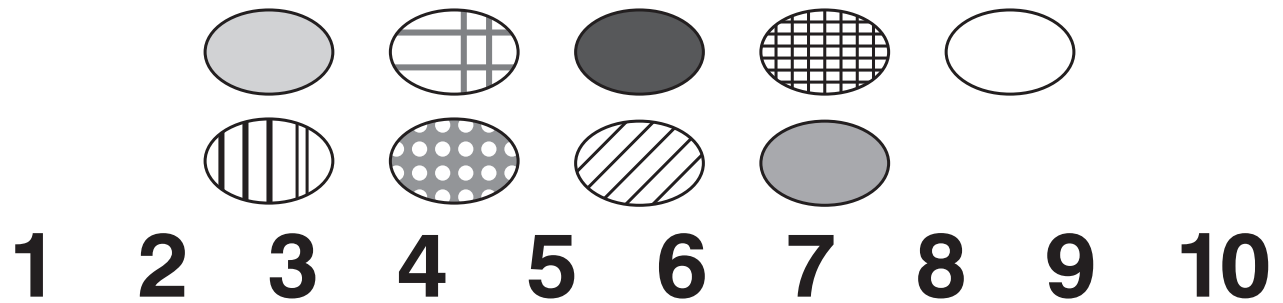
¿Cuántos?

Cuenta. Rodea el número.

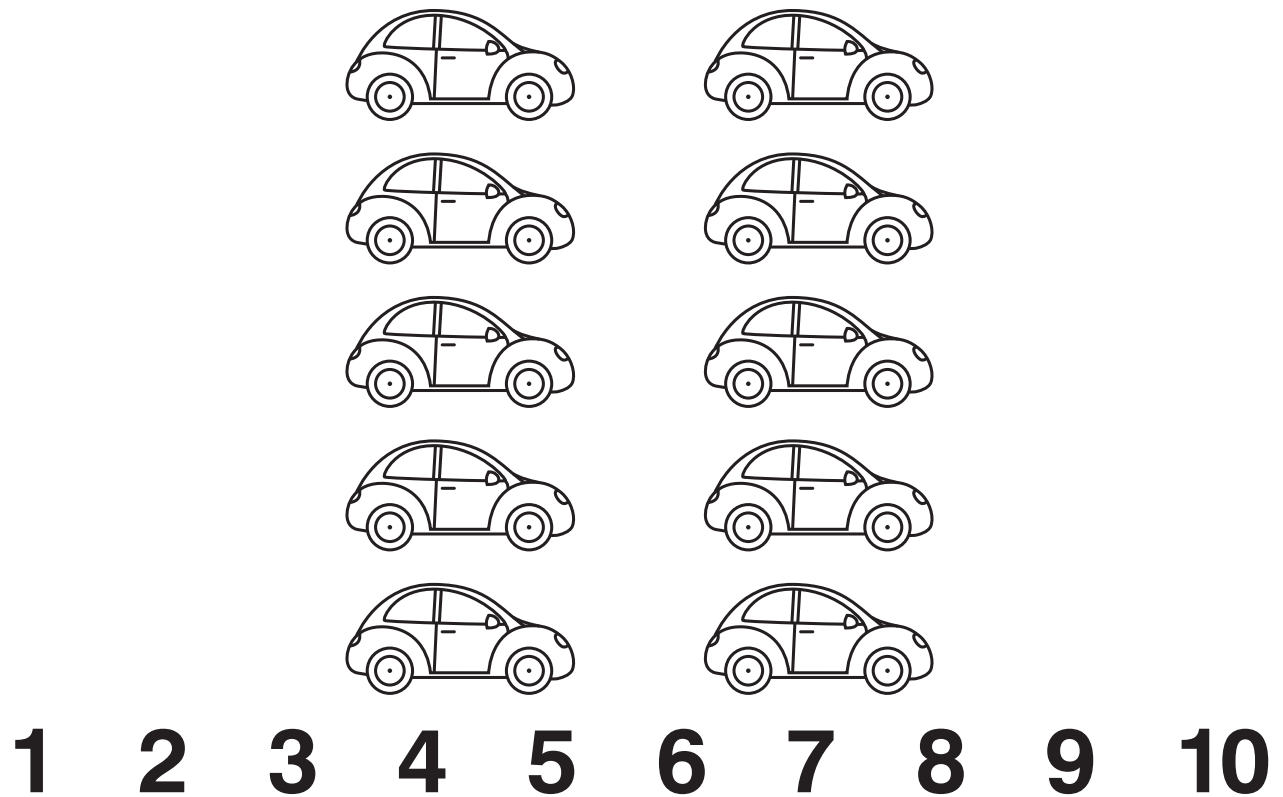
4.



5.



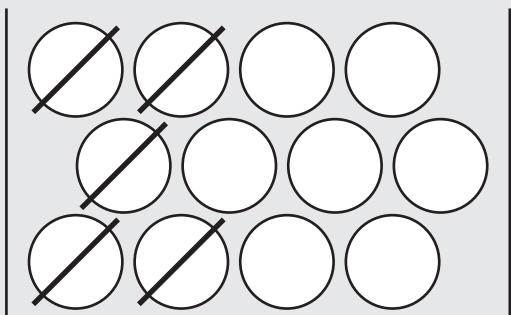
6.



Cuenta y tacha.

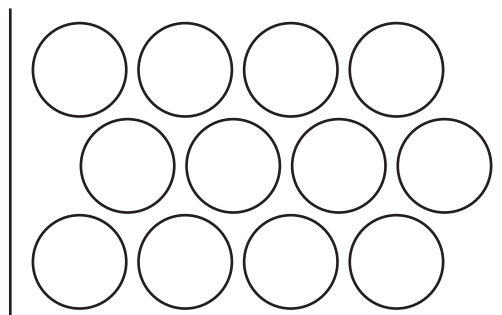
7.

5



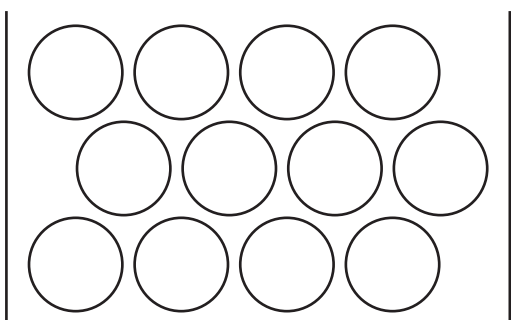
8.

8



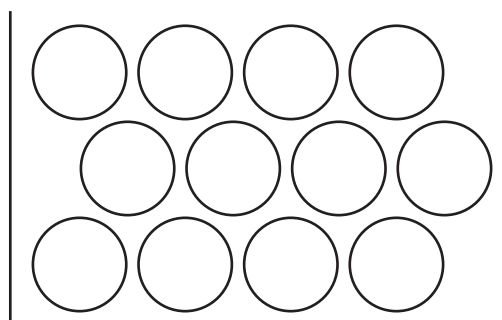
9.

7



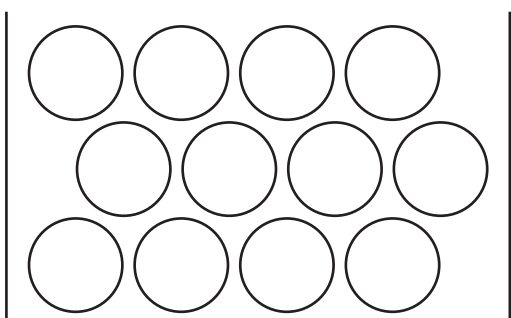
10.

9



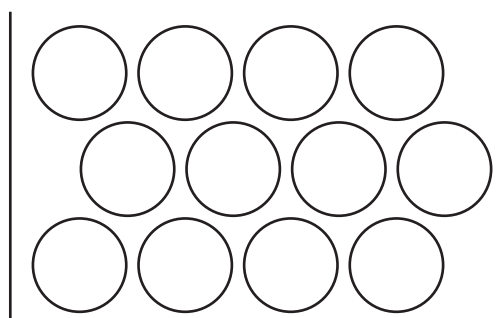
11.

10



12.

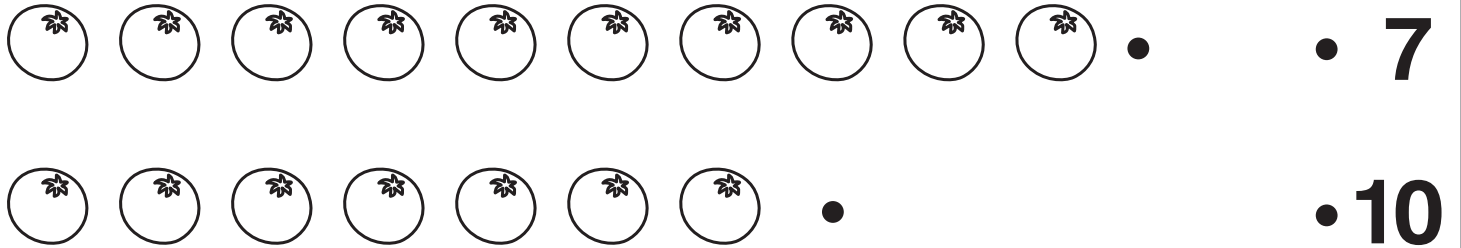
6



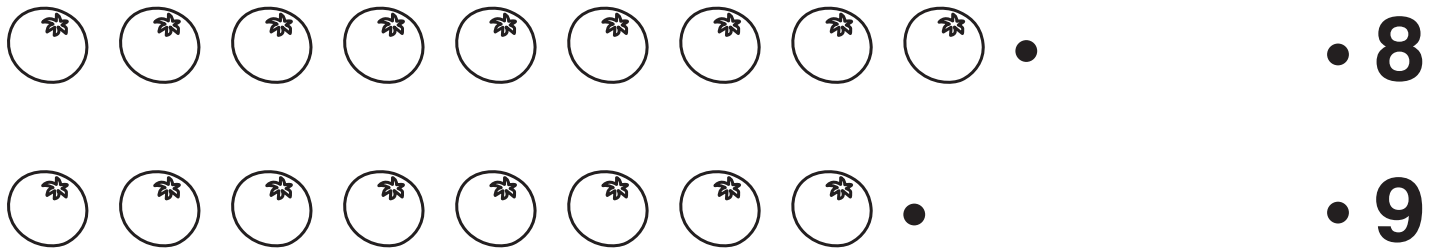
CCInf-33 El número 10

Une con una línea.

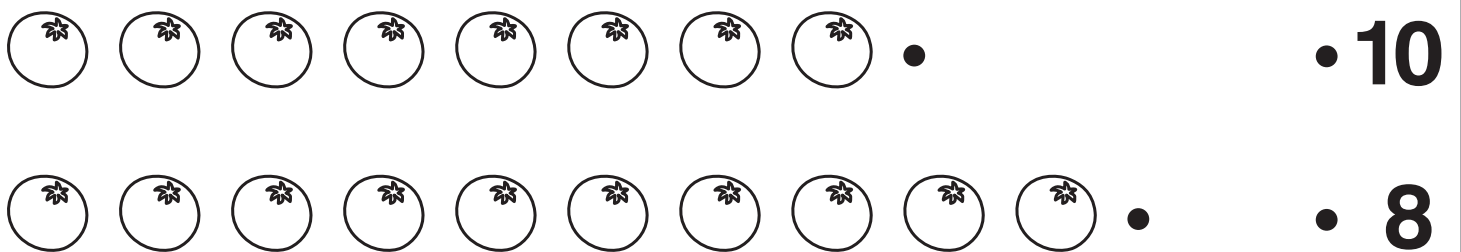
1.



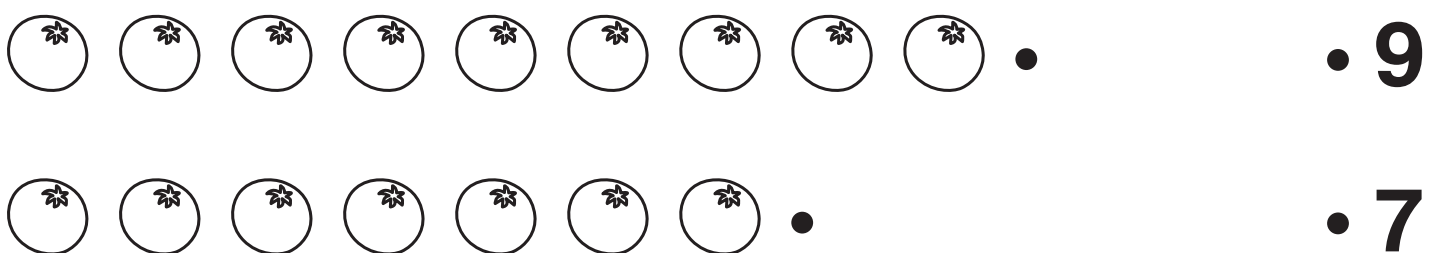
2.



3.



4.



Une con una línea.

5.

8 10

6.

9 7

7.

9 8

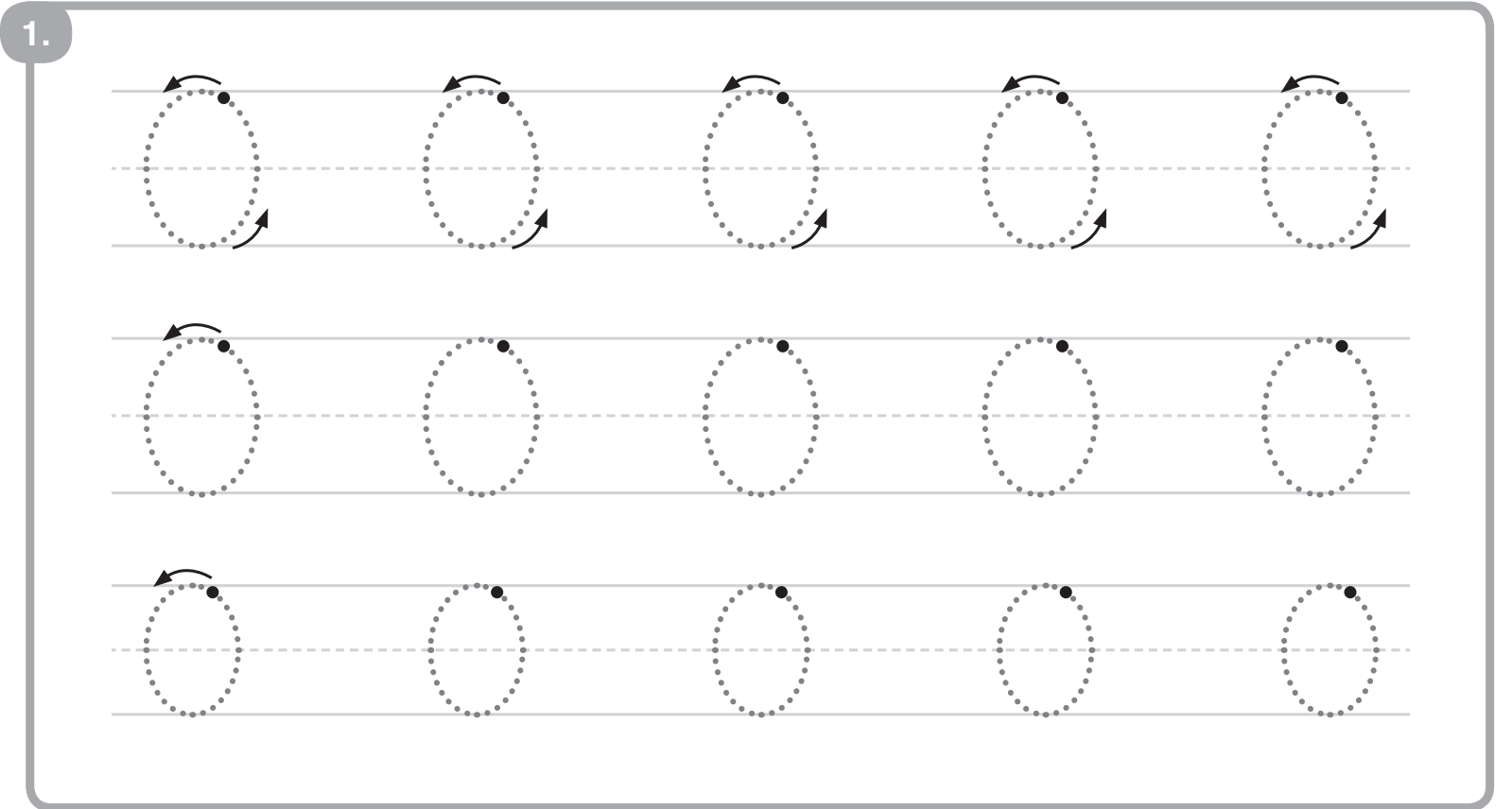
8.

7 10

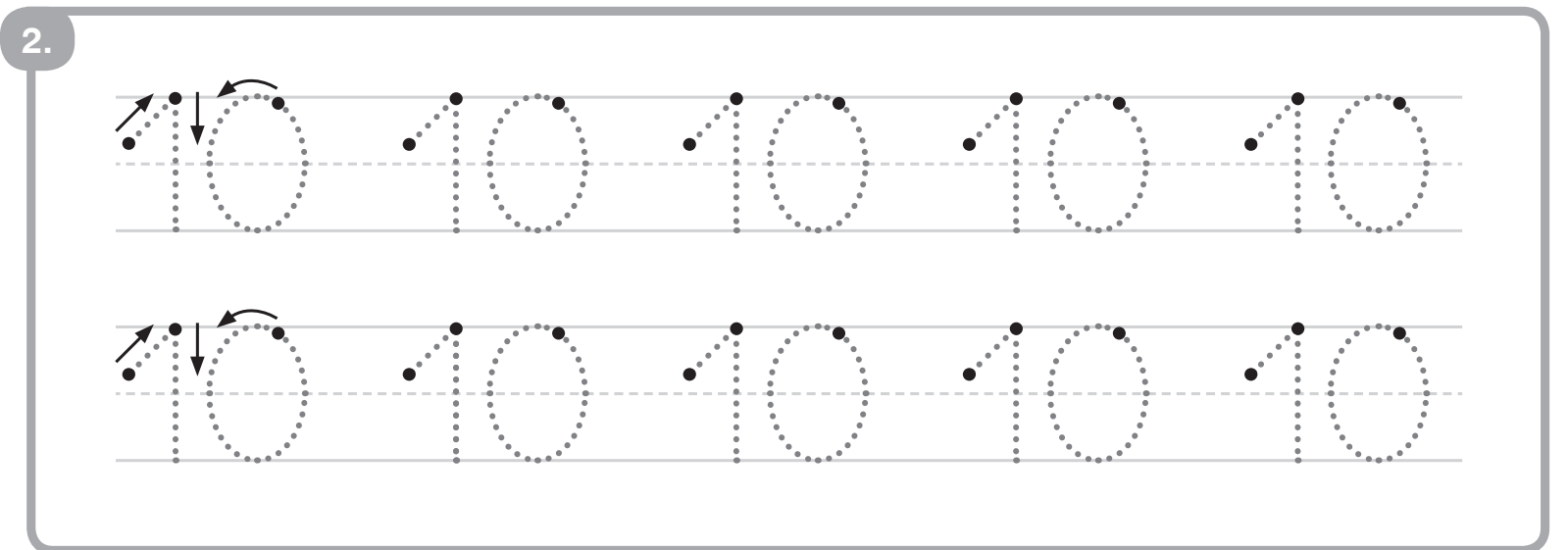
CCInf-34 Escribir el 10

Repasa.

1.



2.



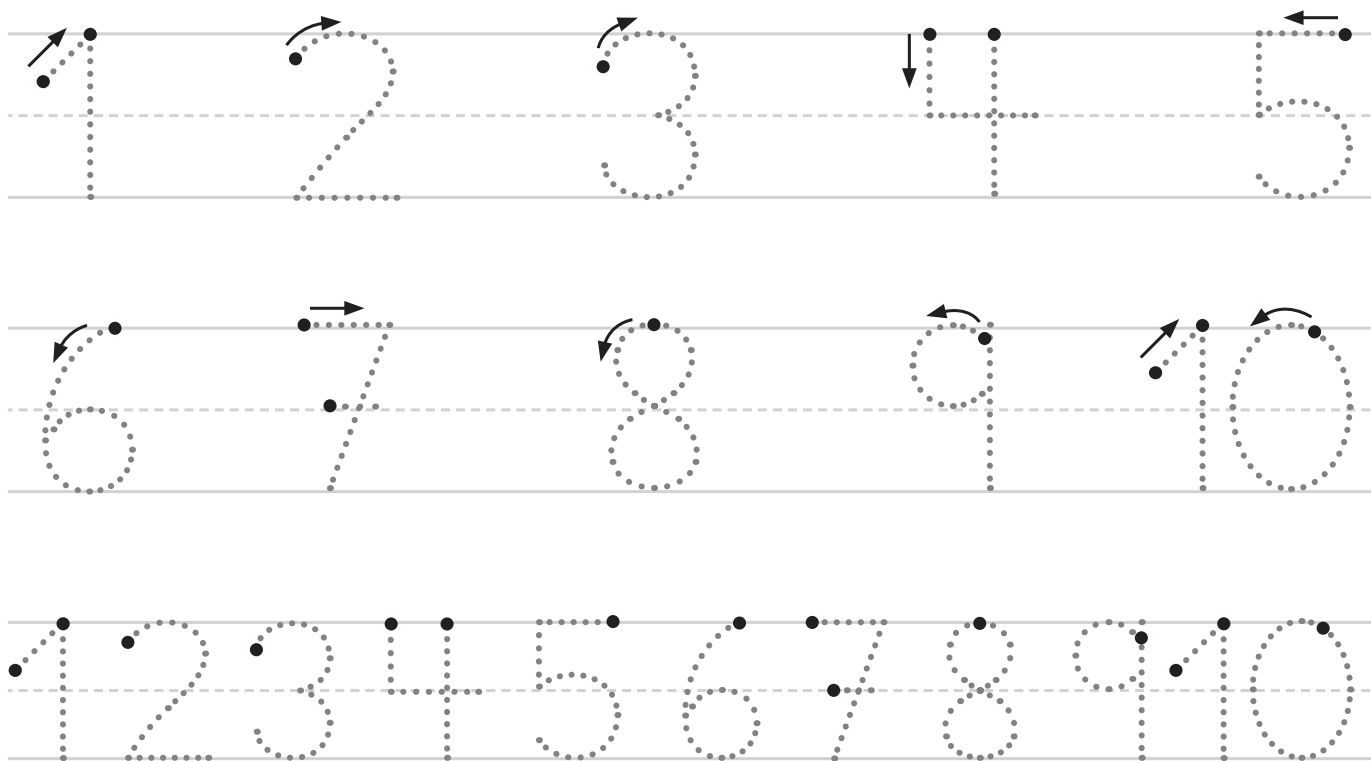
Escribe el 10.

3.

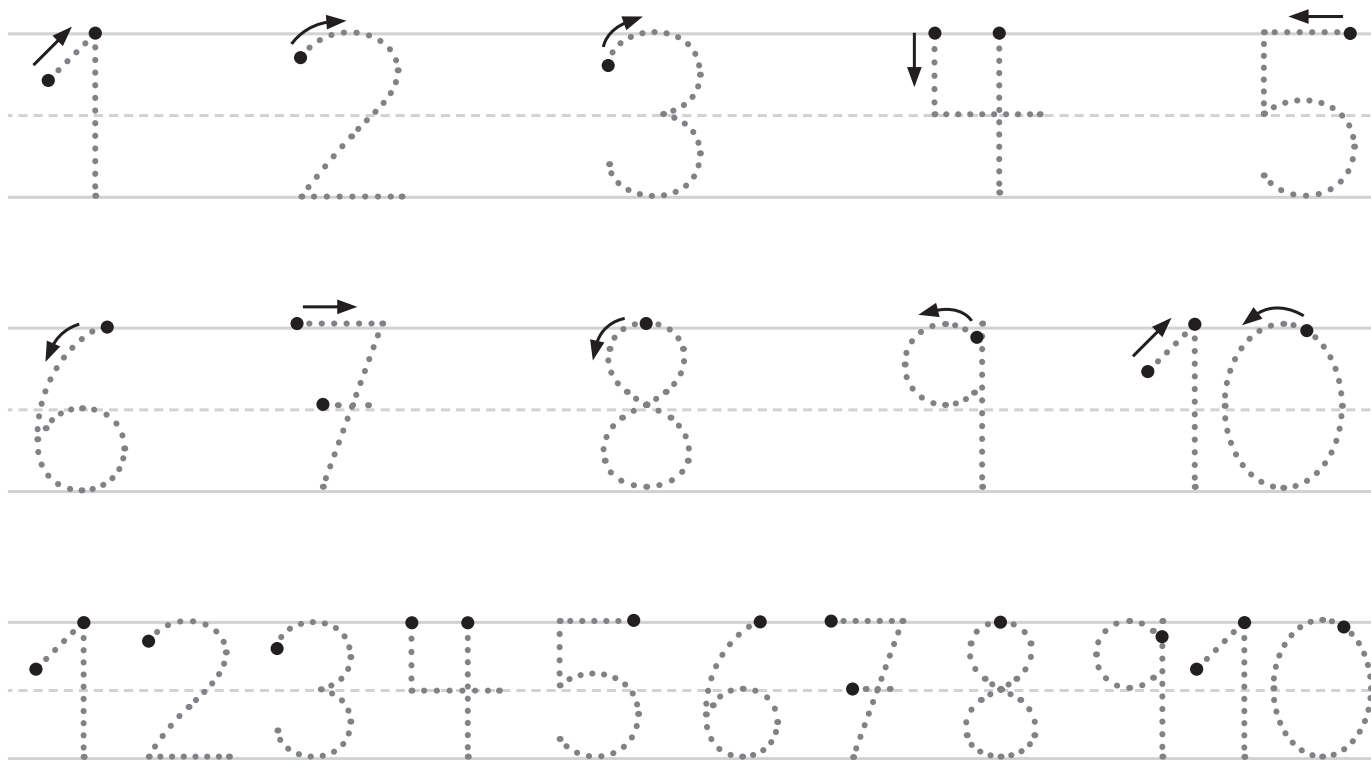


Repasa.

4.



5.

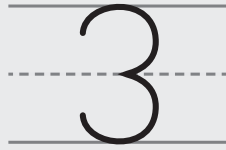


CCInf-35 Repaso de 0 a 10

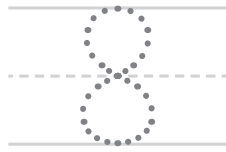
Repasa.

Colorea el número de cuadrados.

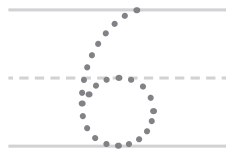
1.



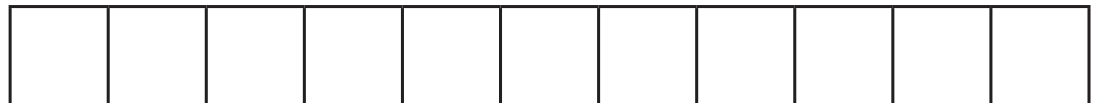
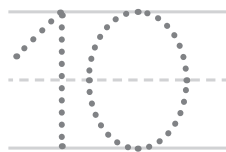
2.



3.



4.





CCInf-36 Contar hasta el 50

Repasa.

1.

40

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2.

4 4 4 4 4 4 4

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Escribe el 4.

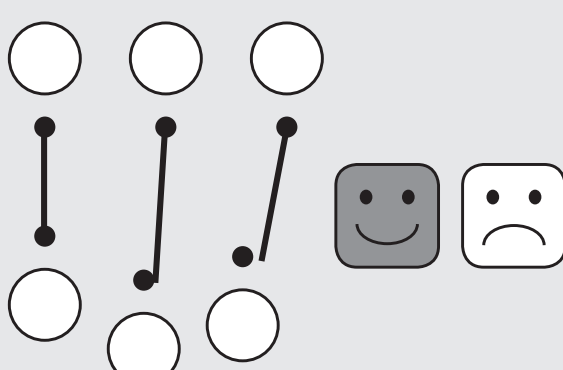
3.

CCInf-37 Igual a

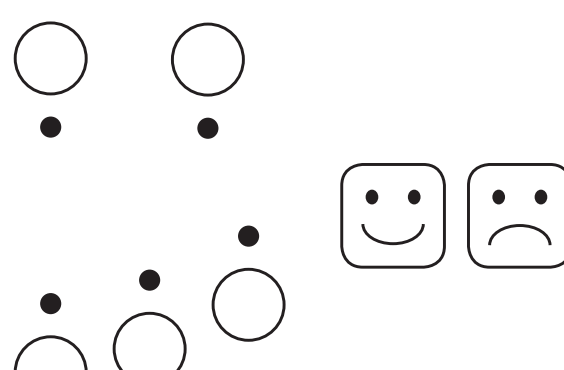
Une con una línea.

Colorea 😊 si es igual. Colorea ☹ si es diferente.

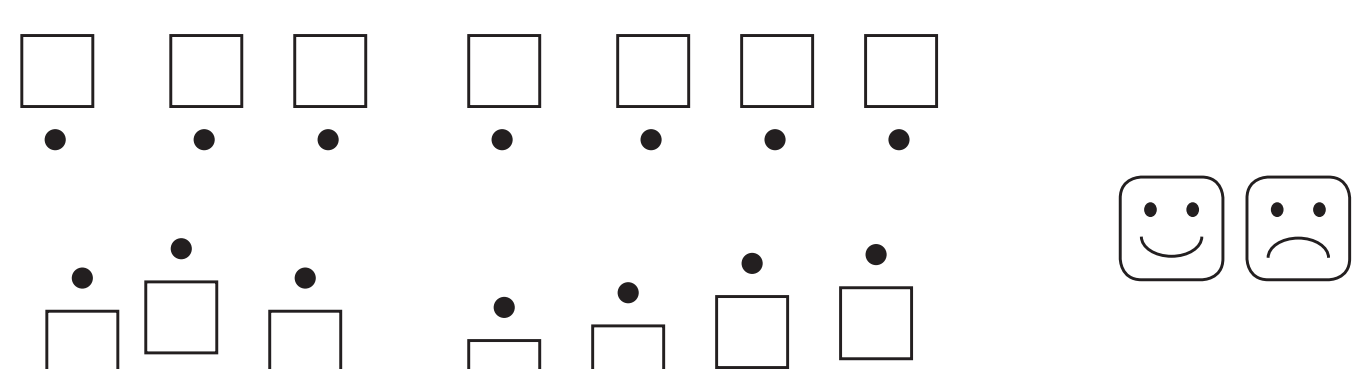
1.



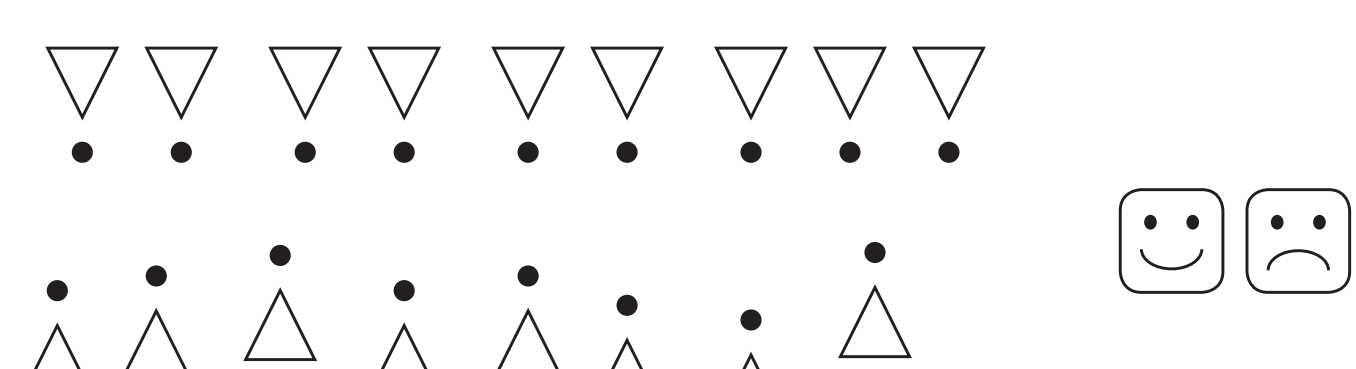
2.



3.



4.

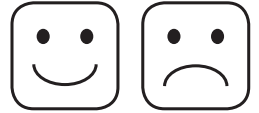
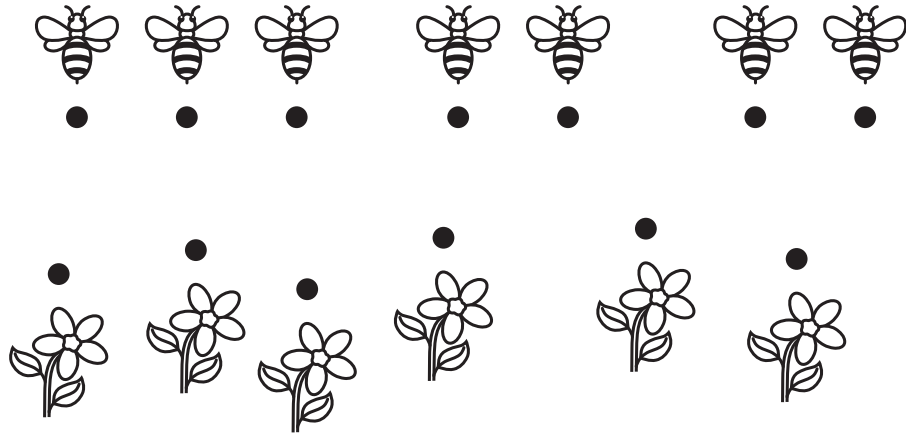


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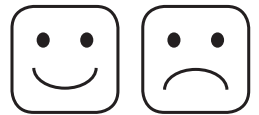
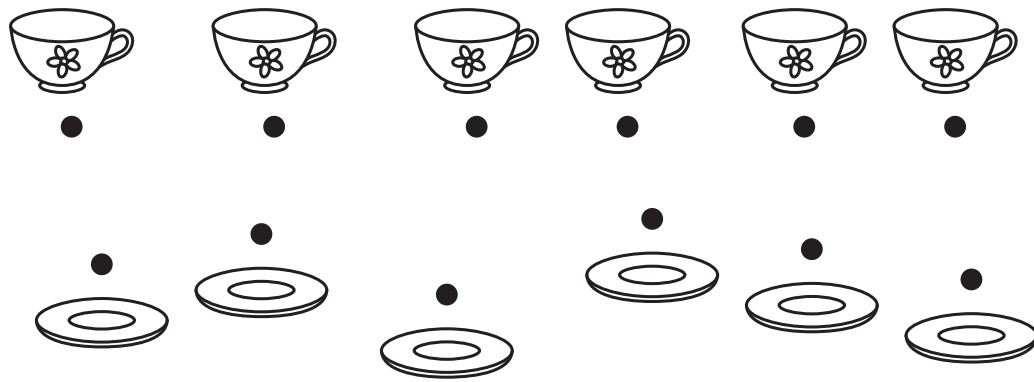
Une con una línea.

Colorea 😊 si es igual. Colorea ☹️ si es diferente.

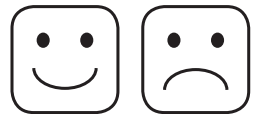
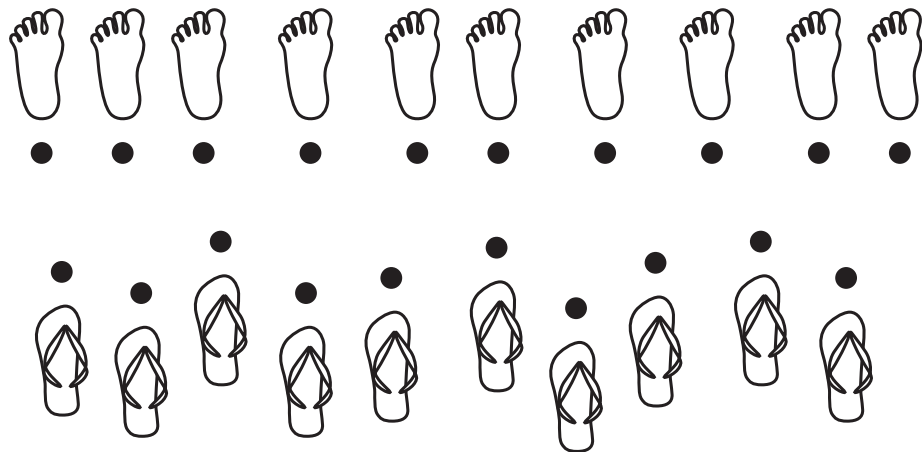
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6.



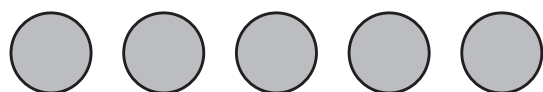
7.



Cuenta. Rodea el número.

Colorea 😊 si es igual. Colorea ☹️ si es diferente.

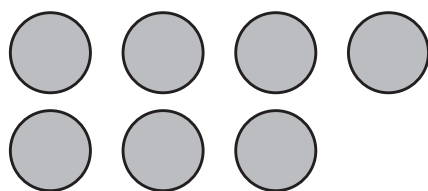
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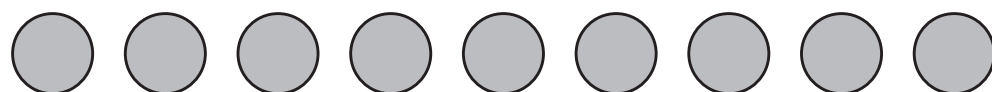
1 2 3 4 5 6 7 8 9 10



1 2 3 4 5 6 7 8 9 10



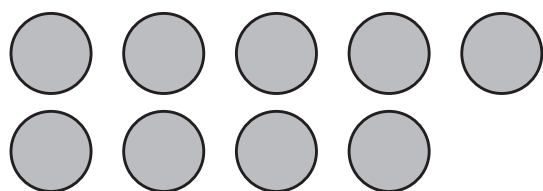
9.



1 2 3 4 5 6 7 8 9 10



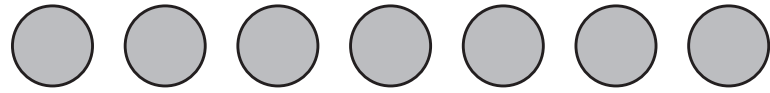
1 2 3 4 5 6 7 8 9 10



Cuenta. Rodea el número.

Colorea 😊 si es igual. Colorea ☹️ si es diferente.

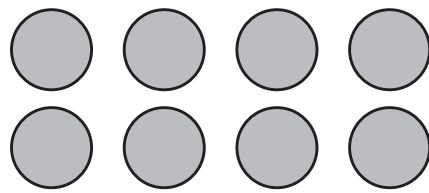
10.



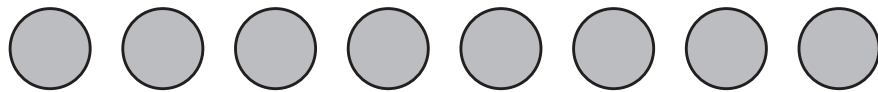
1 2 3 4 5 6 7 8 9 10



1 2 3 4 5 6 7 8 9 10



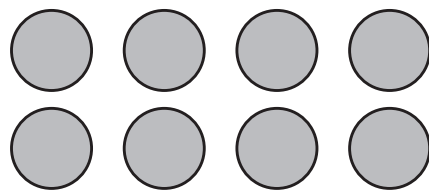
11.



1 2 3 4 5 6 7 8 9 10



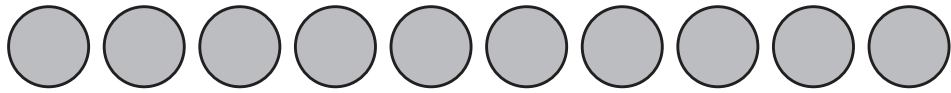
1 2 3 4 5 6 7 8 9 10



Cuenta. Rodea el número.

Colorea 😊 si es igual. Colorea ☹️ si es diferente.

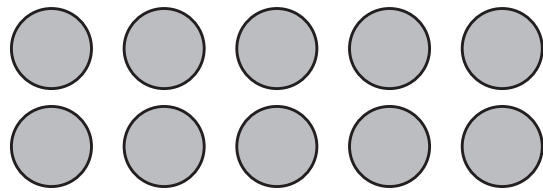
12.



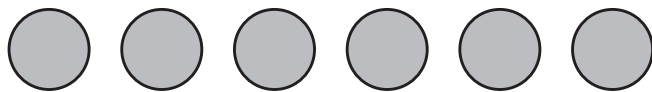
1 2 3 4 5 6 7 8 9 10



1 2 3 4 5 6 7 8 9 10



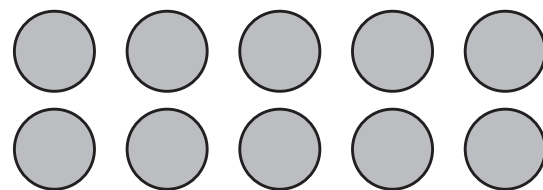
13.



1 2 3 4 5 6 7 8 9 10



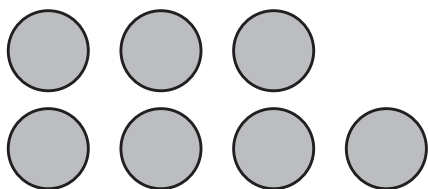
1 2 3 4 5 6 7 8 9 10



Cuenta. Rodea el número.

Colorea 😊 si es igual. Colorea ☹️ si es diferente.

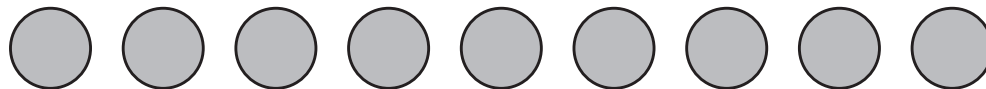
14.



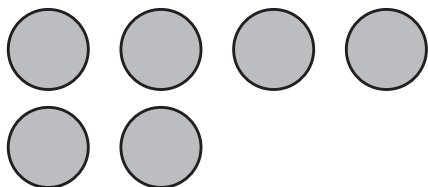
1 2 3 4 5 6 7 8 9 10



1 2 3 4 5 6 7 8 9 10



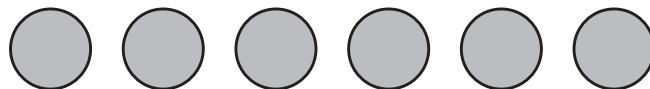
15. EXTRA



1 2 3 4 5 6 7 8 9 10



1 2 3 4 5 6 7 8 9 10

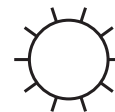
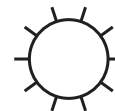
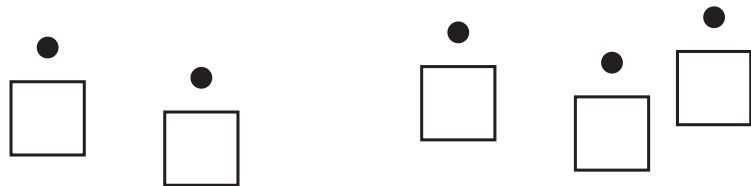


CCInf-38 Mayor que

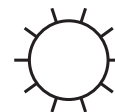
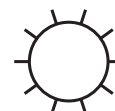
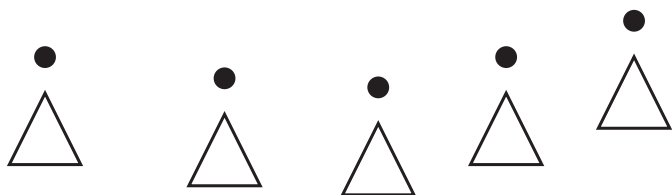
Une con una línea.

Colorea el ☀ del grupo que tiene más elementos.

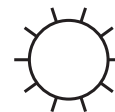
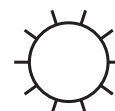
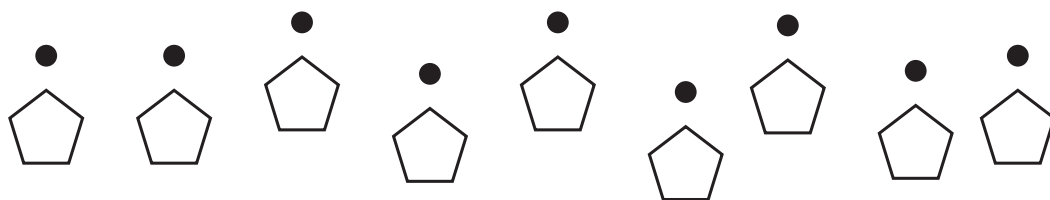
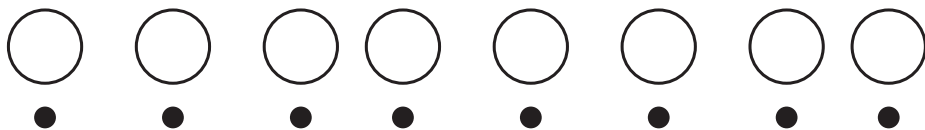
1.



2.



3.

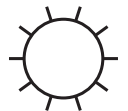
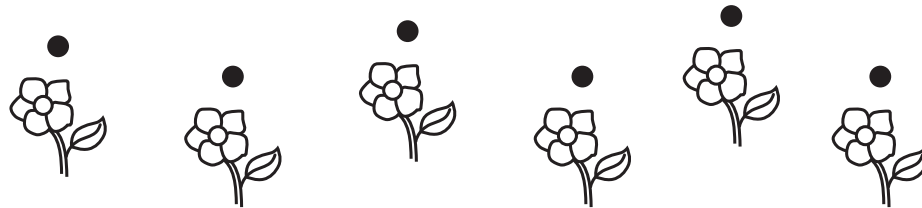
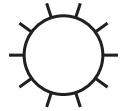
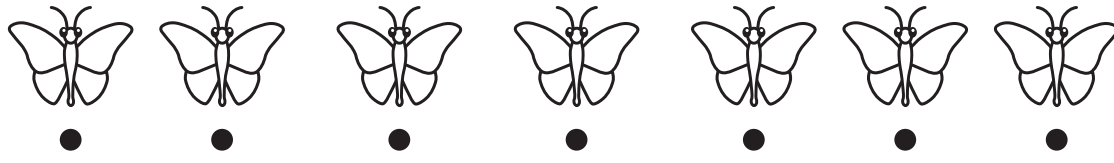


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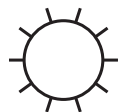
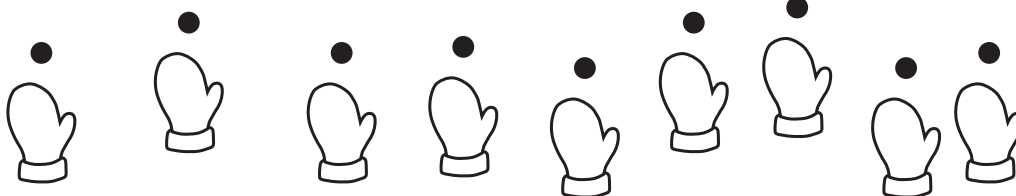
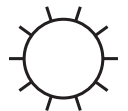
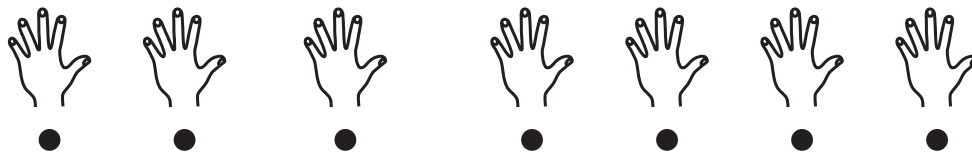
Une con una línea.

Colorea el ☀ del grupo que tiene más elementos.

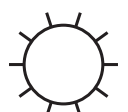
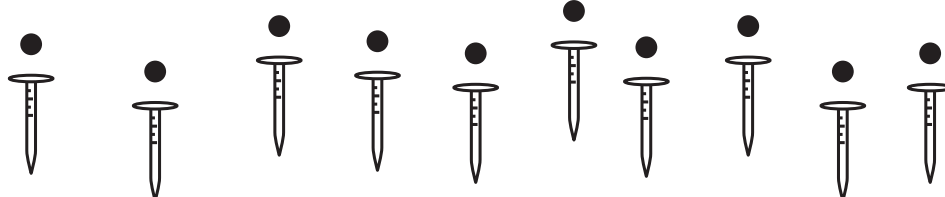
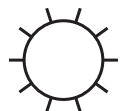
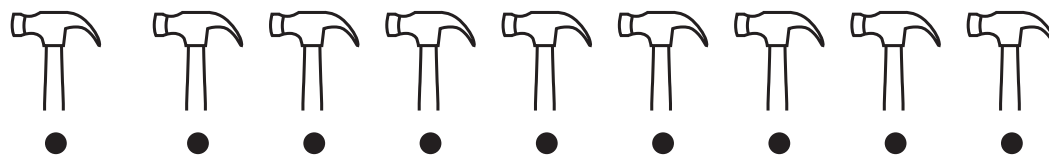
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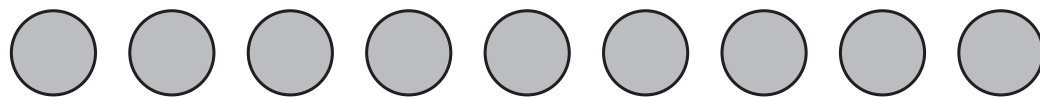
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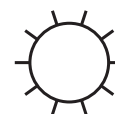
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Colorea el ☀ del número mayor.

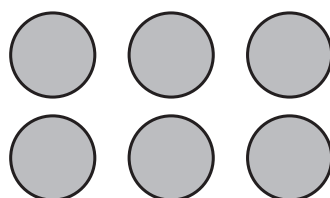
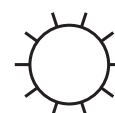
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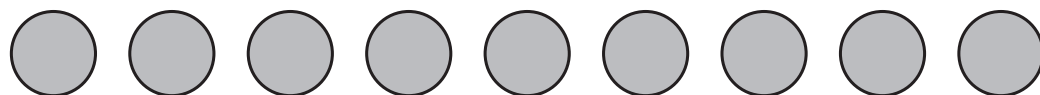
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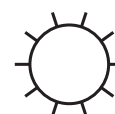
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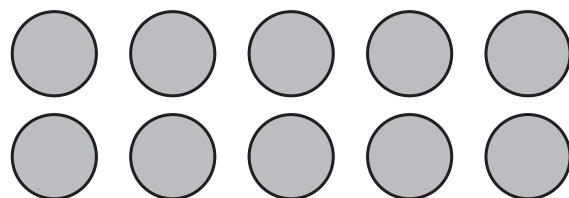
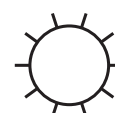
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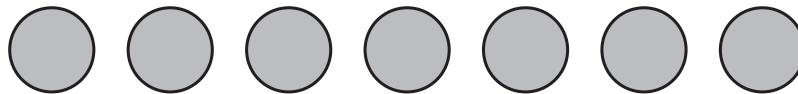
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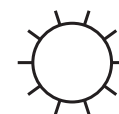
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Colorea el ☀ del número mayor.

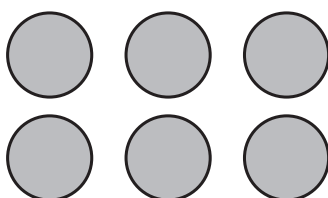
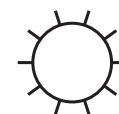
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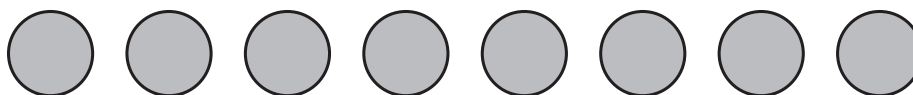
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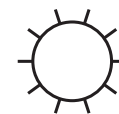
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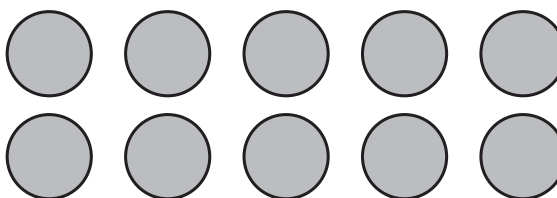
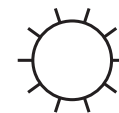
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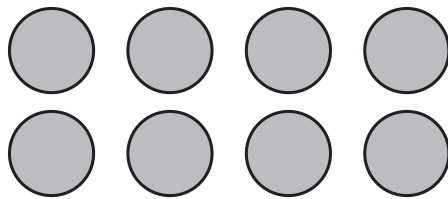
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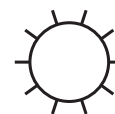
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Colorea el ☀ del número mayor.

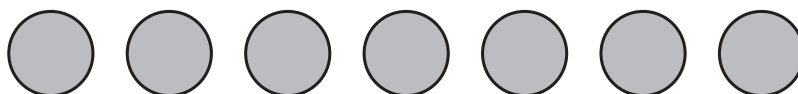
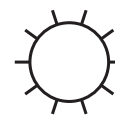
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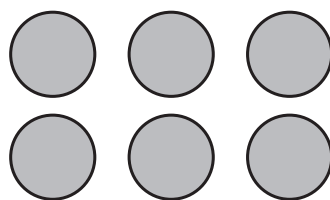
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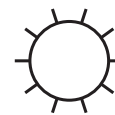
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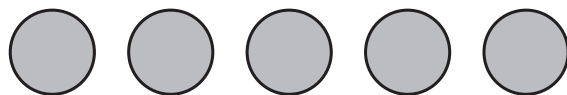
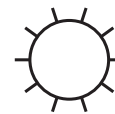
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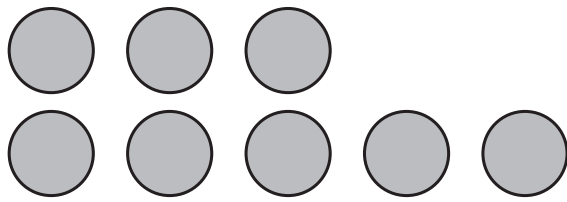
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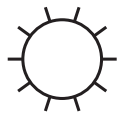
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Colorea el ☀ del número mayor.

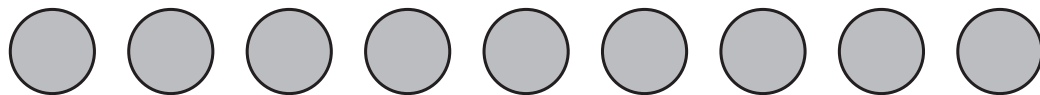
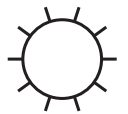
13. EXTRA



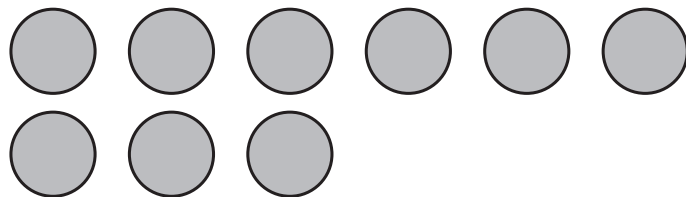
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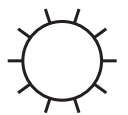
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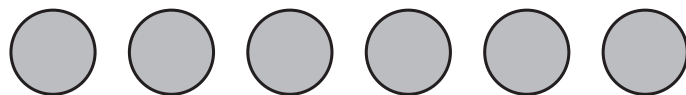
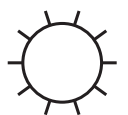
14. EXTRA



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1 2 3 4 5 6 7 8 9 10

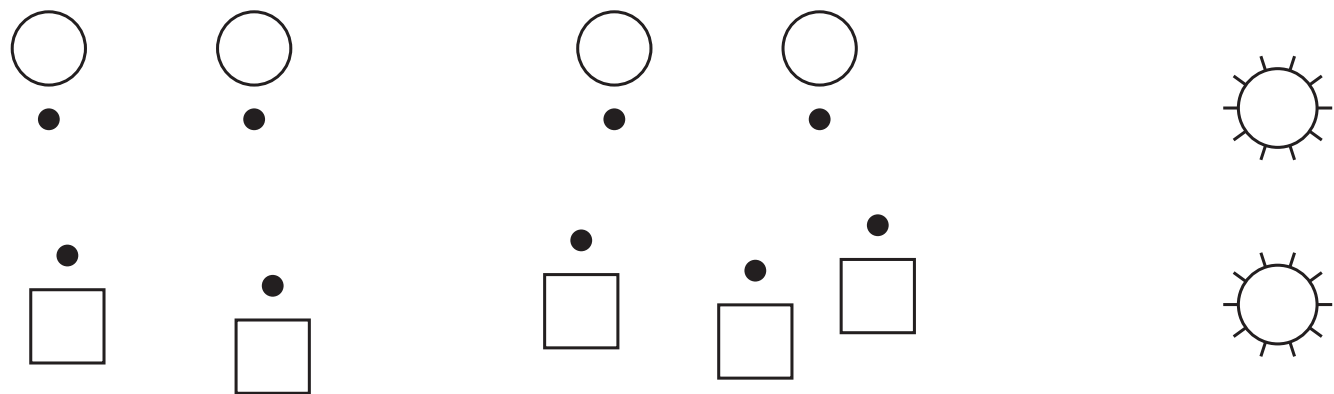


CCInf-39 *Menor que*

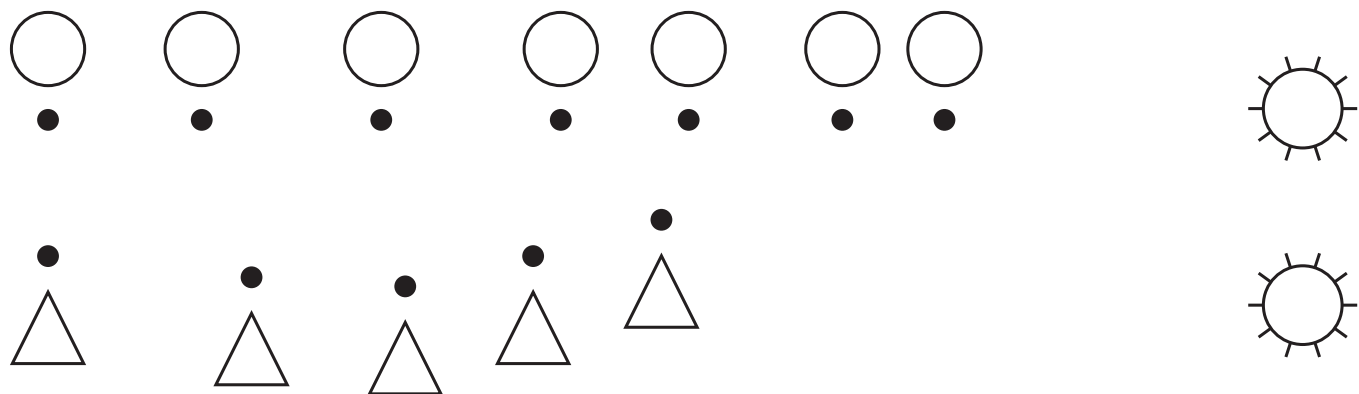
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Colorea el ☀ del grupo que tiene menos elementos.

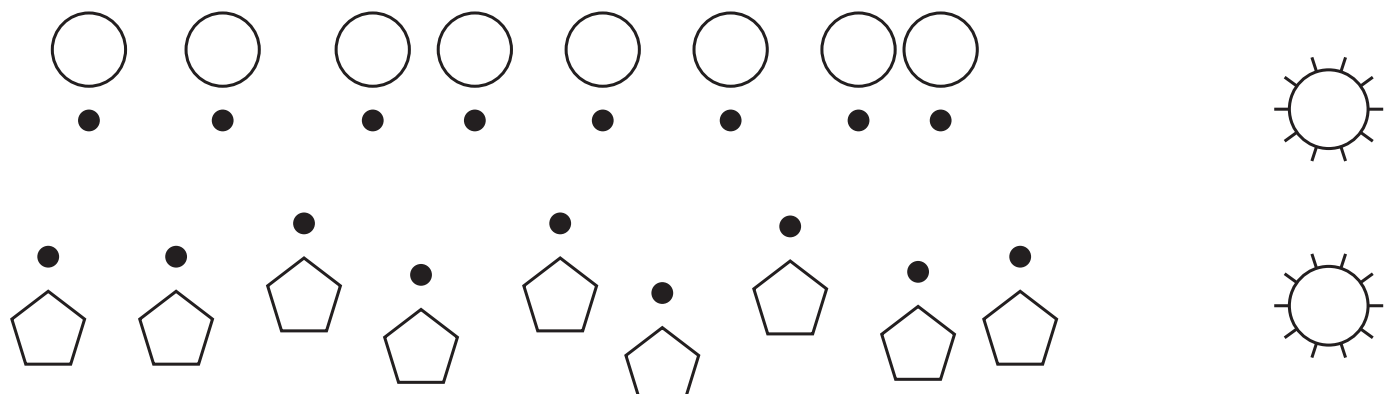
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2.



3.

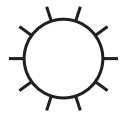
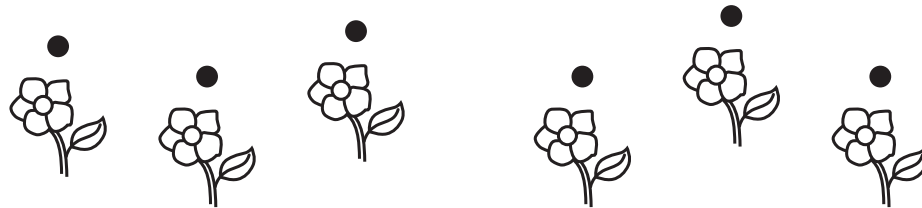
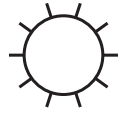
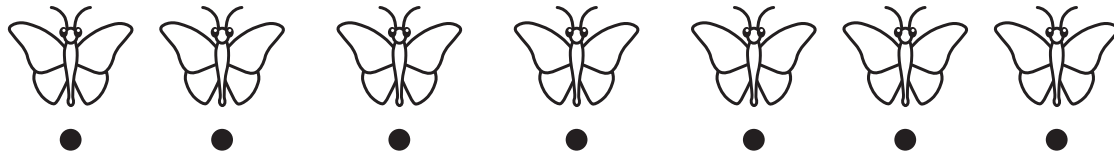


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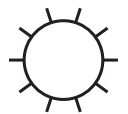
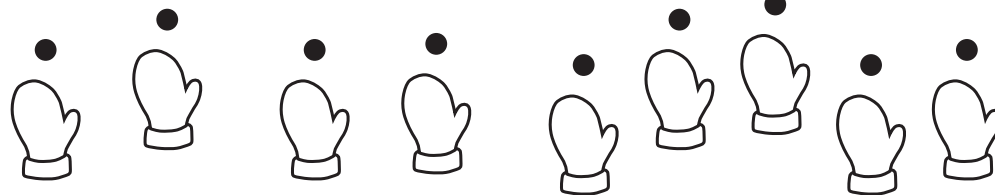
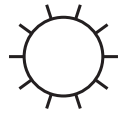
Une con una línea.

Colorea el ☀ del grupo que tiene menos elementos.

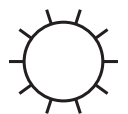
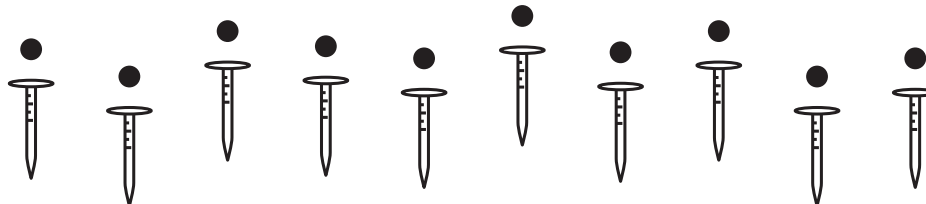
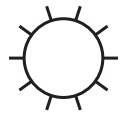
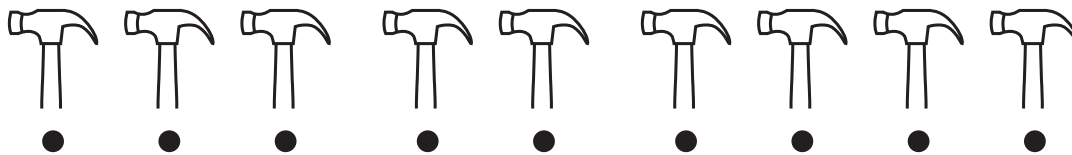
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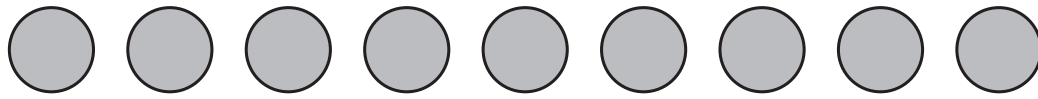
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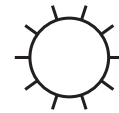
Cuenta. Rodea el número.

Colorea el ☀ del número menor.

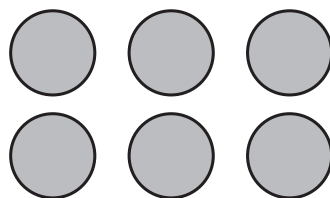
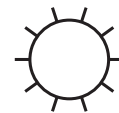
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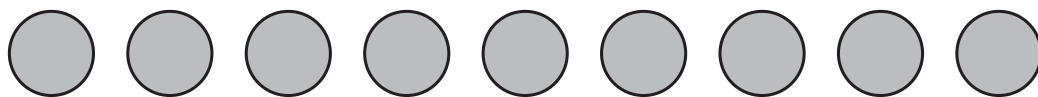
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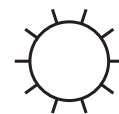
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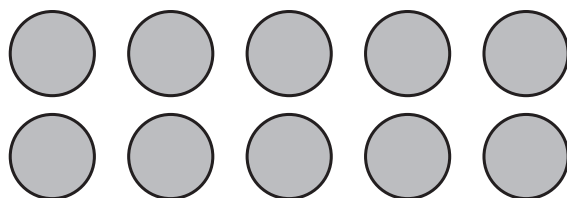
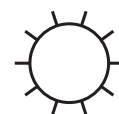
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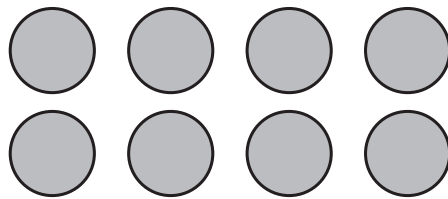
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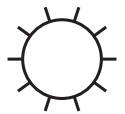
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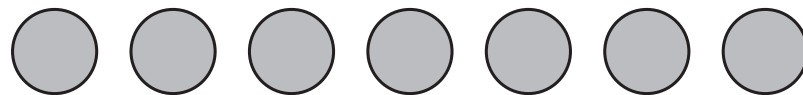
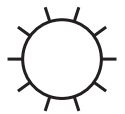
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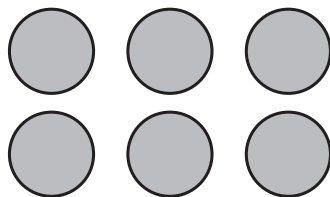
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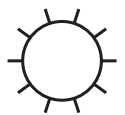
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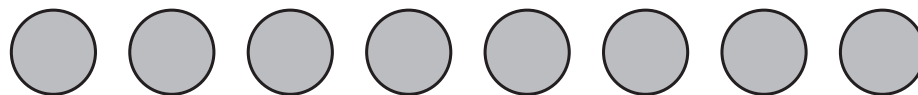
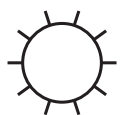
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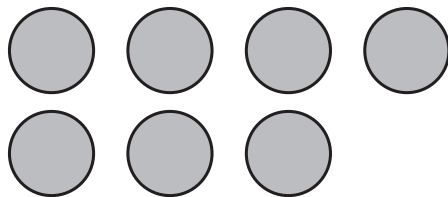
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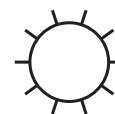
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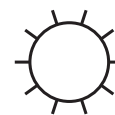
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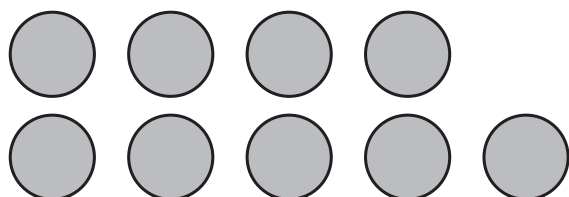
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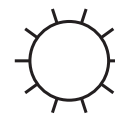
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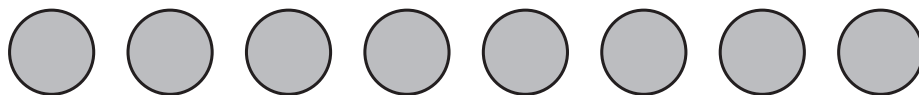
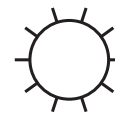
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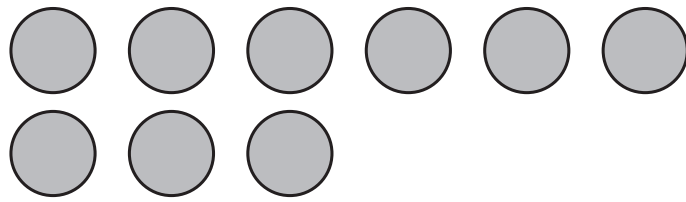
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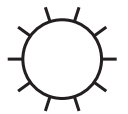
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Colorea el ☀ del número menor.

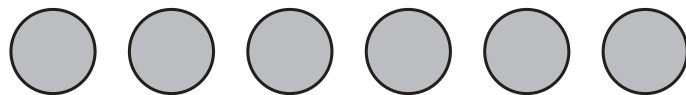
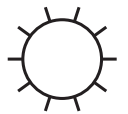
13. EXTRA



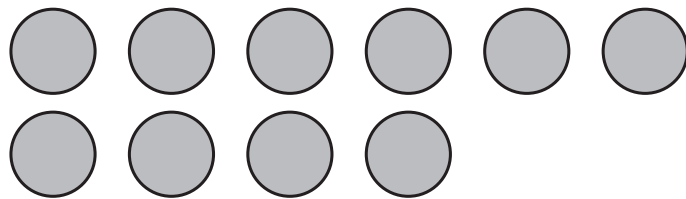
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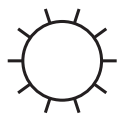
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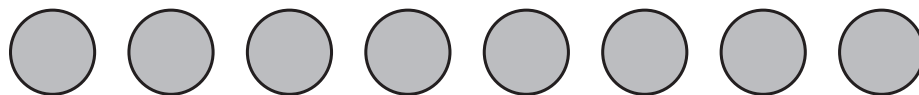
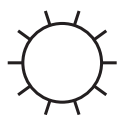
14. EXTRA



1 2 3 4 5 6 7 8 9 10



1 2 3 4 5 6 7 8 9 10



CCInf-40 *Uno más que*

Dibuja una línea debajo del número.

Rodea el número siguiente.

1.

4 1 2 3 4 (5) 6 7 8 9 10

2.

9 1 2 3 4 5 6 7 8 9 10

3.

5 1 2 3 4 5 6 7 8 9 10

4.

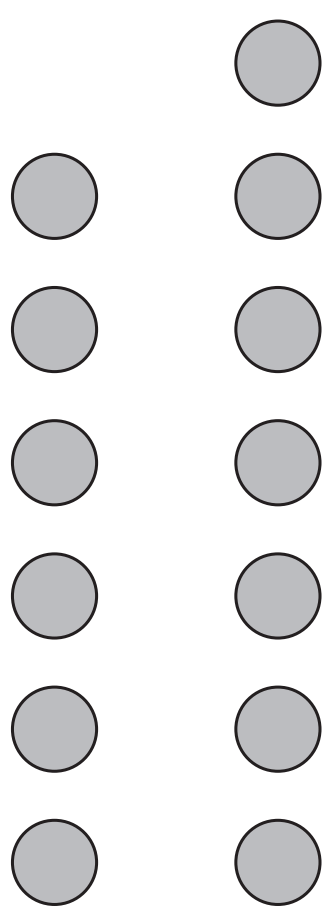
2 1 2 3 4 5 6 7 8 9 10

5.

8 1 2 3 4 5 6 7 8 9 10

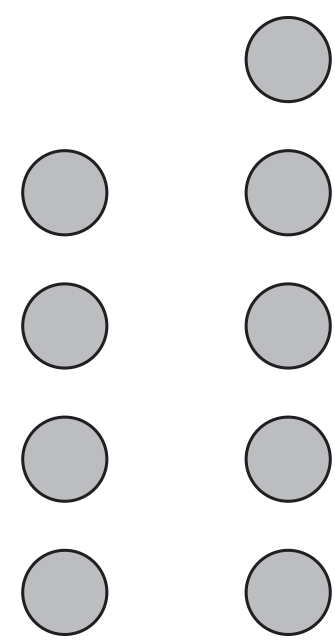
- Une con una línea.
- Rodea los ● que sobran.
- Escribe cuántos sobran.

6.



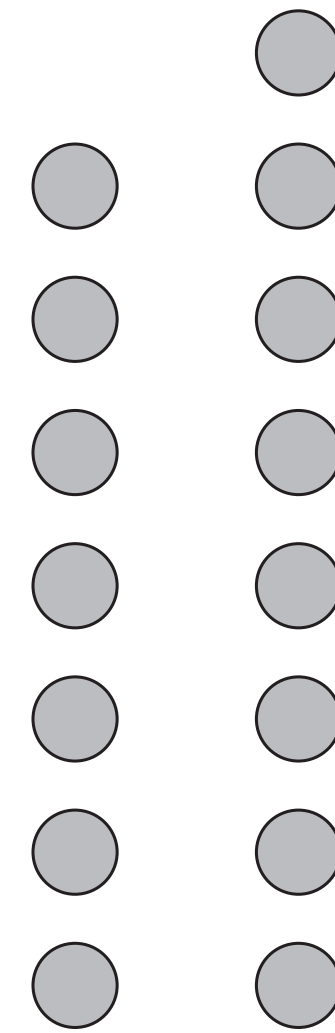
6 **7**

7.



4 **5**

8.



7 **8**

Escribe el número siguiente.

Colorea para obtener el número siguiente.

9.

4

10.

5

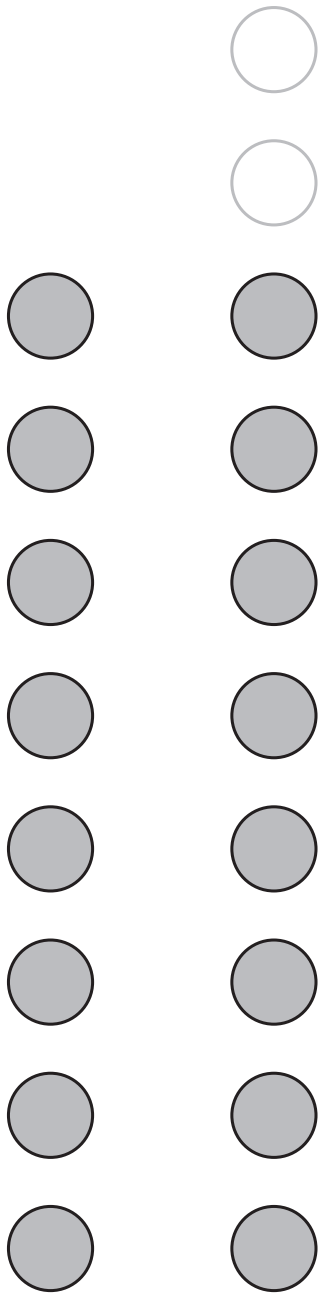
11.

9

Escribe el número siguiente.

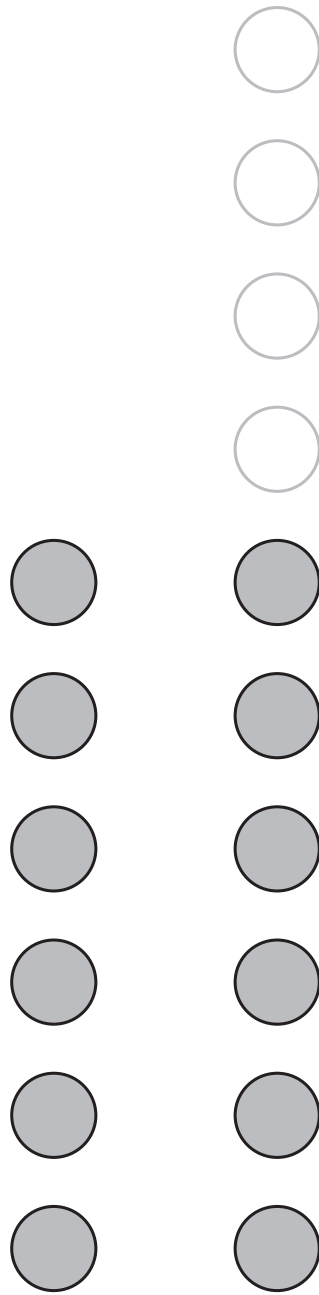
Colorea para obtener el número siguiente.

12.



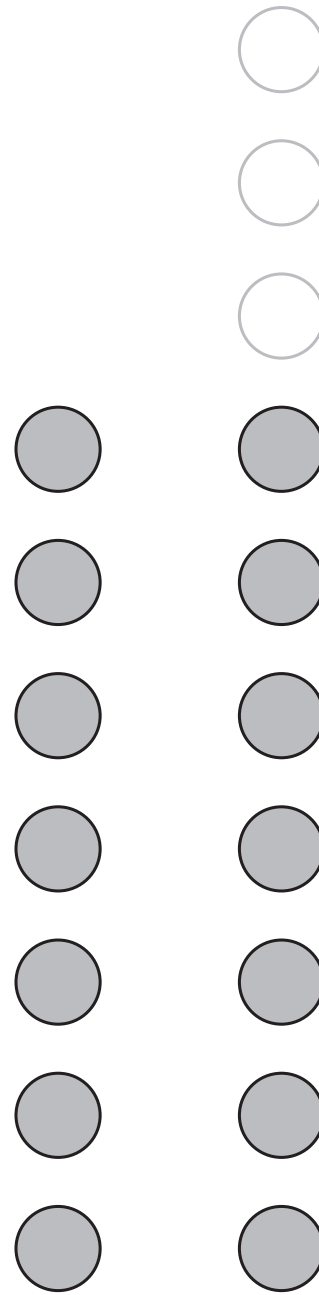
8

13.



6

14.



7

CCInf-41 Comparar números

Rodea los números.

Colorea el ☀ del número mayor.

1.

7 ☀

1 2 3 4 5 6 7 8 9 10

2 ☀

2.

3 ☀

1 2 3 4 5 6 7 8 9 10

9 ☀

3.

10 ☀

1 2 3 4 5 6 7 8 9 10

1 ☀

4.

4 ☀

1 2 3 4 5 6 7 8 9 10

6 ☀

Colorea los círculos que indican los números y únelos.

Rodea el número menor.

5.

○	○
○	○
○	○
○	○
○	○

1 **4**

6.

○	○
○	○
○	○
○	○
○	○

4 **2**

7.

○	○
○	○
○	○
○	○
○	○

3 **5**

8.

○	○
○	○
○	○
○	○
○	○
○	○

6 **2**

9.

○	○
○	○
○	○
○	○
○	○
○	○

3 **6**

10.

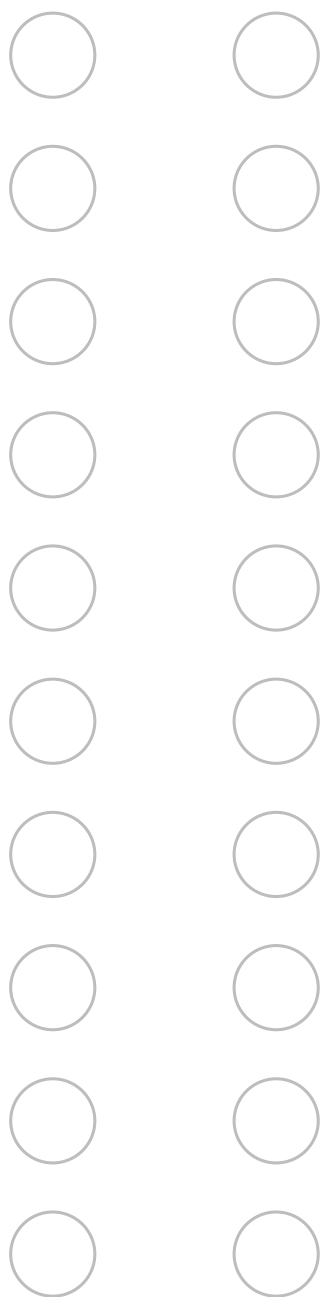
○	○
○	○
○	○
○	○
○	○
○	○

1 **5**

Colorea los círculos que indican los números y únelos.

Rodea el número menor.

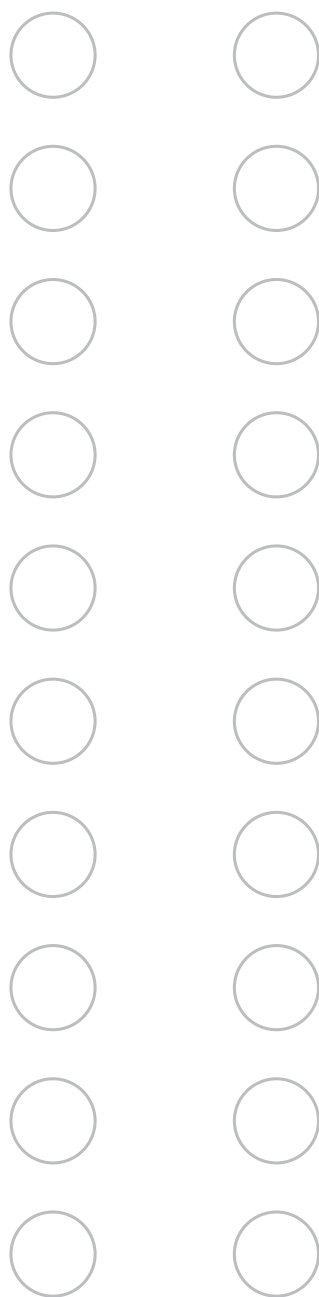
11.



9

5

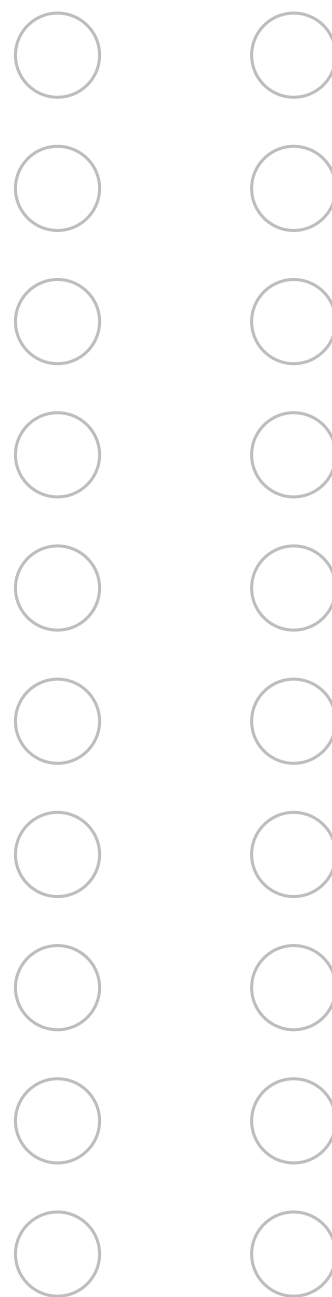
12.



8

3

13.



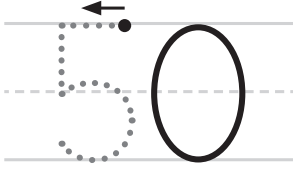
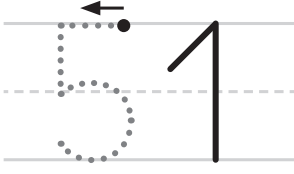
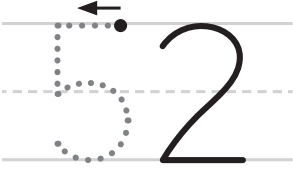
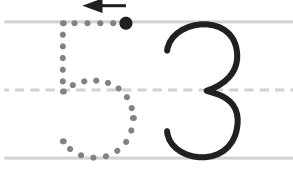
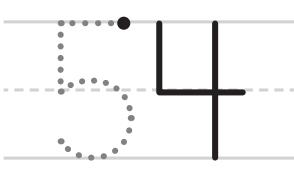
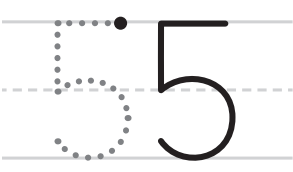
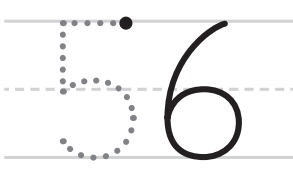
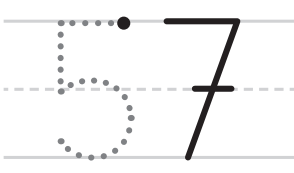
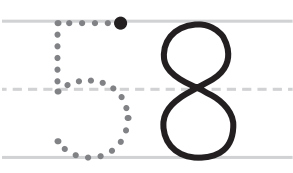
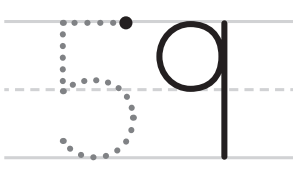
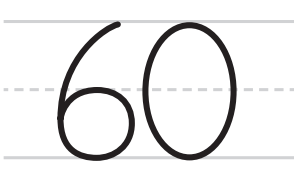
6

10

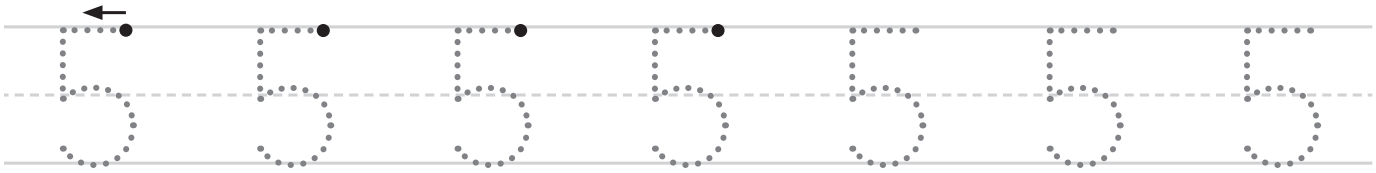
MDInf-1 Contar hasta el 60

Repasa.

1.

2.



Escribe el 5.

3.



MDInf-2 Clasificar en dos grupos

¿A dónde pertenece cada figura?

Dibuja una línea.

1.

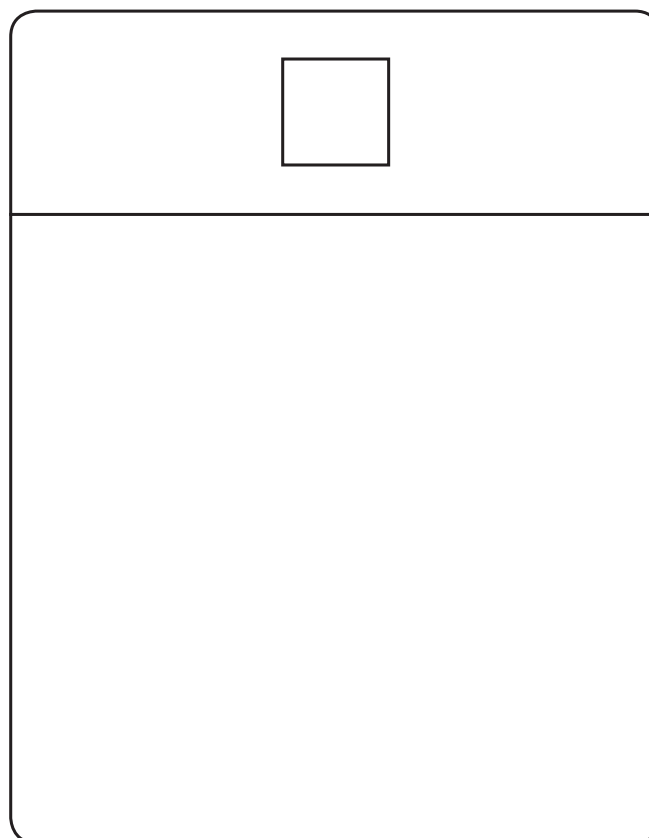
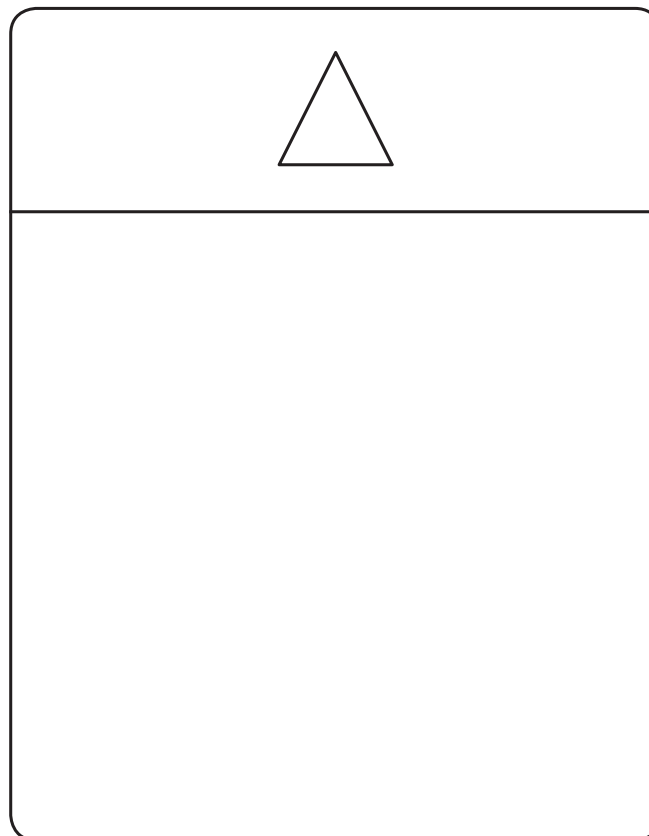
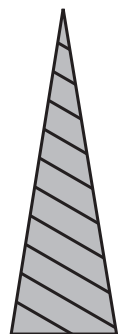
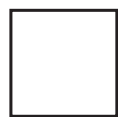
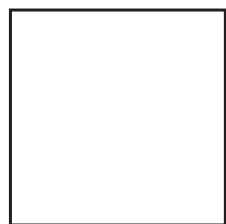
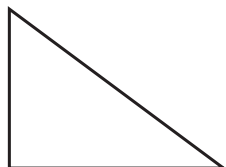
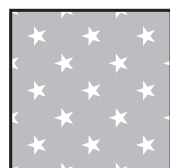
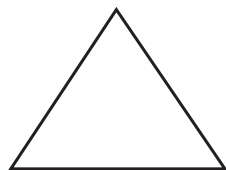
The diagram shows a classification task. On the left, there are seven geometric shapes: a small circle, a horizontal rectangle, a large circle, a vertical rectangle, a medium circle, a large horizontal rectangle, and a small vertical rectangle. On the right, there are two large rounded rectangular boxes. The top box contains a small circle in its upper section, and a line from the small circle on the left points to the middle of the box. The bottom box contains a horizontal rectangle in its upper section.

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¿A dónde pertenece cada figura?

Dibuja una línea.

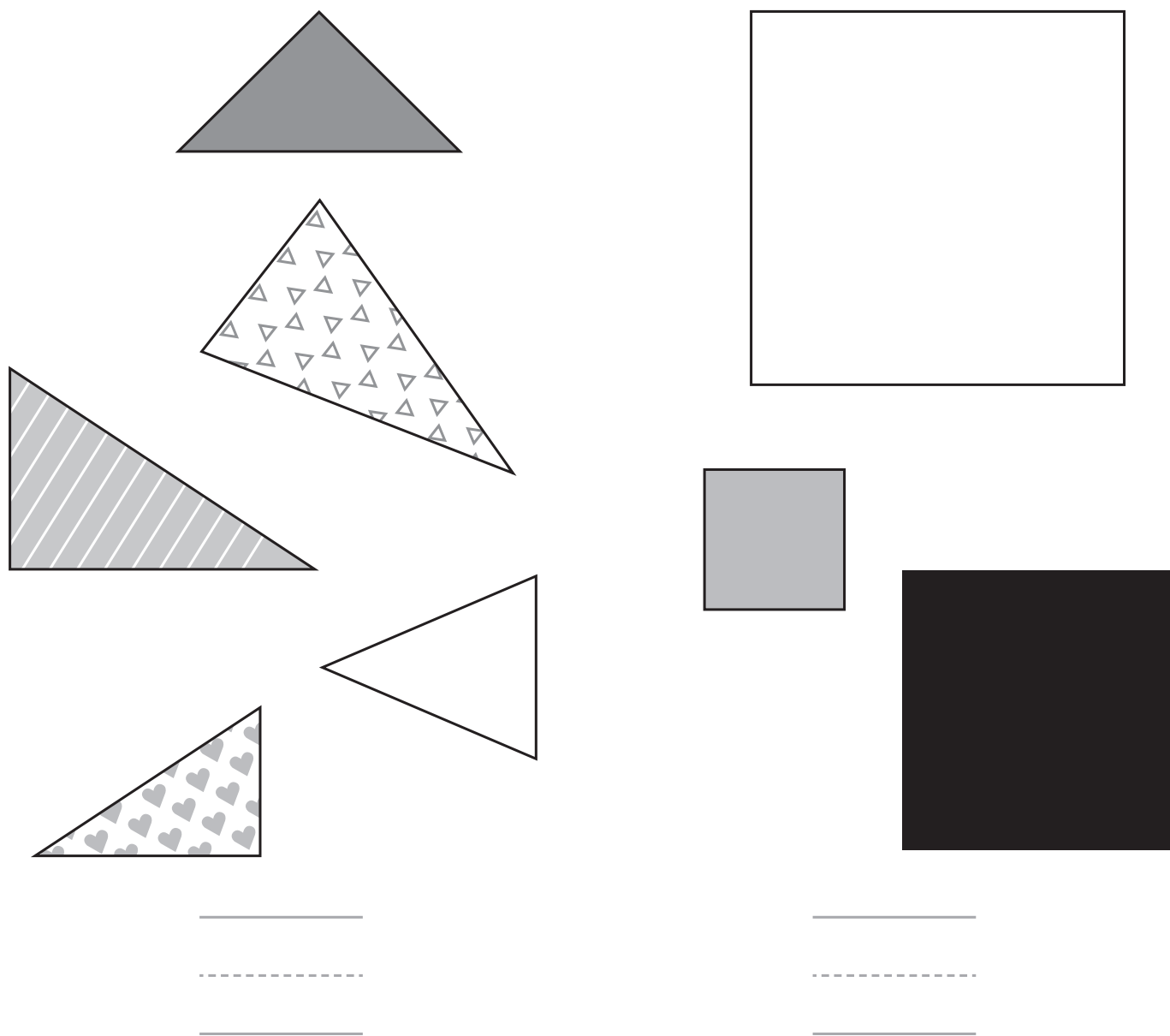
2.



Escribe cuántos \triangle hay.

Escribe cuántos \square hay.

3.



¿Hay más \triangle o \square ?

Rodea la respuesta.

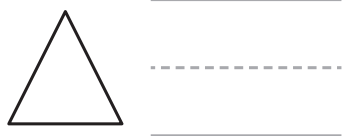
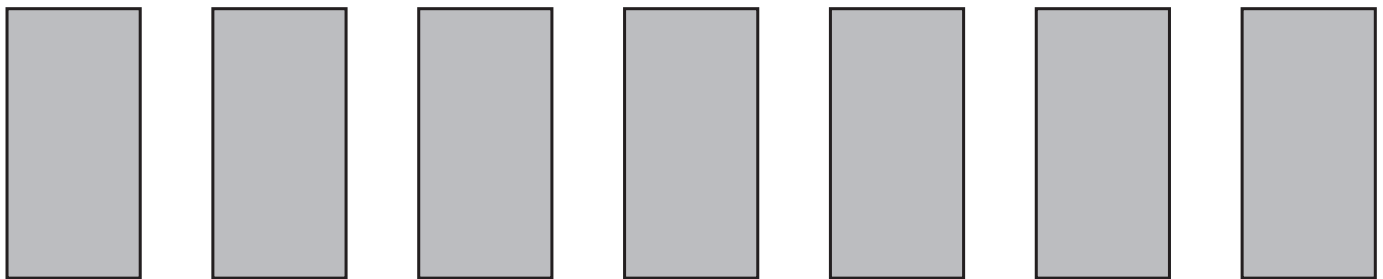
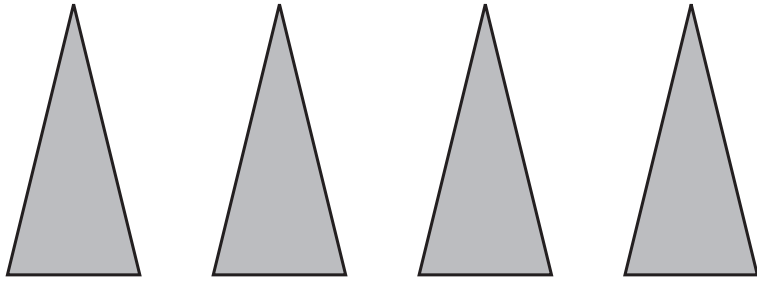
4.



Escribe cuántos \triangle hay.

Escribe cuántos \square hay.

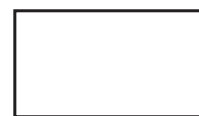
5.



¿Hay más \triangle o \square ?

Rodea la respuesta.

6.

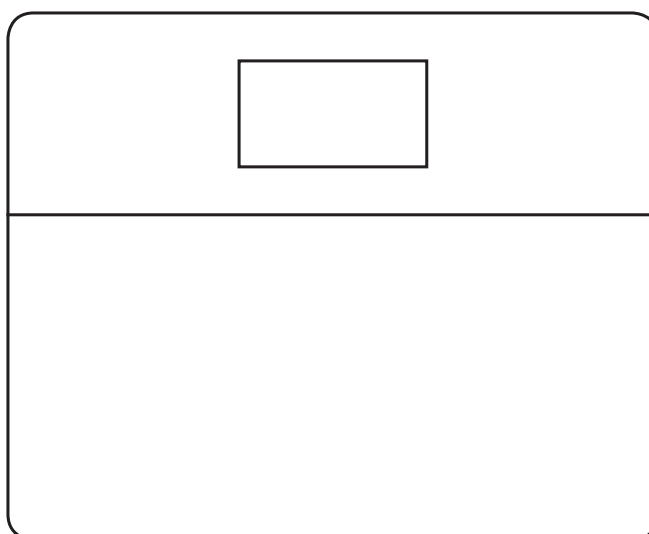
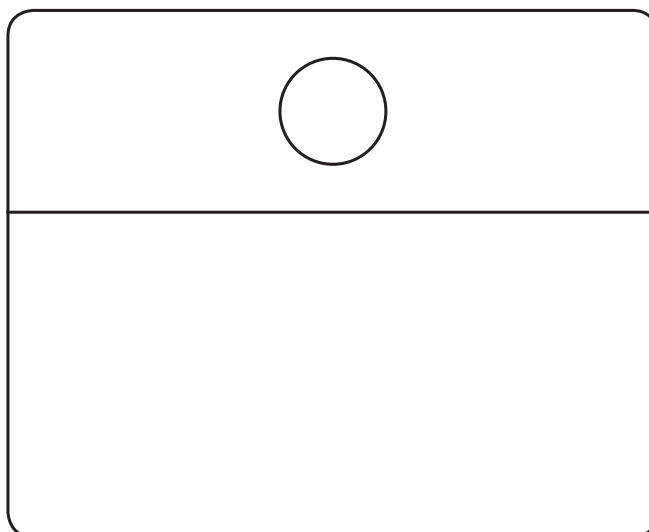
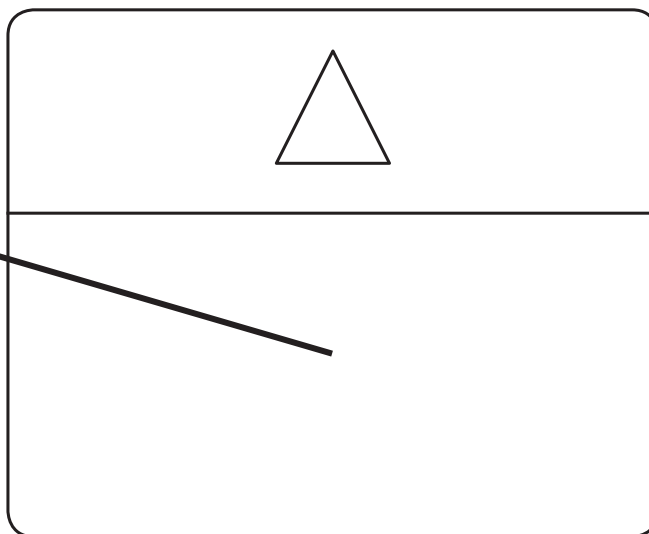
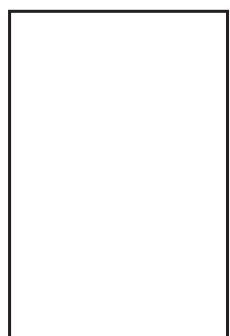
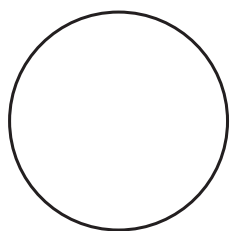
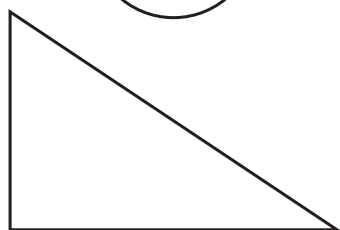
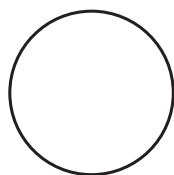
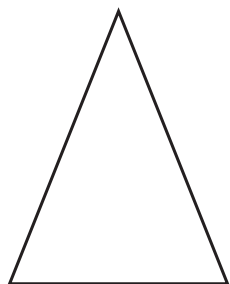
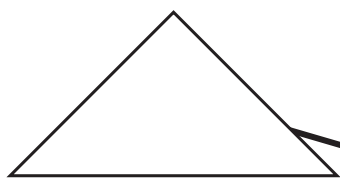


MDInf-3 Clasificar en tres grupos

¿A dónde pertenece cada figura?

Dibuja una línea.

1.

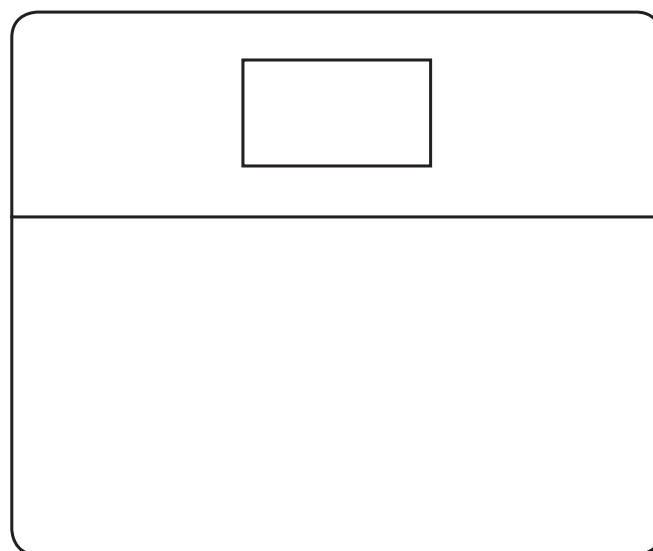
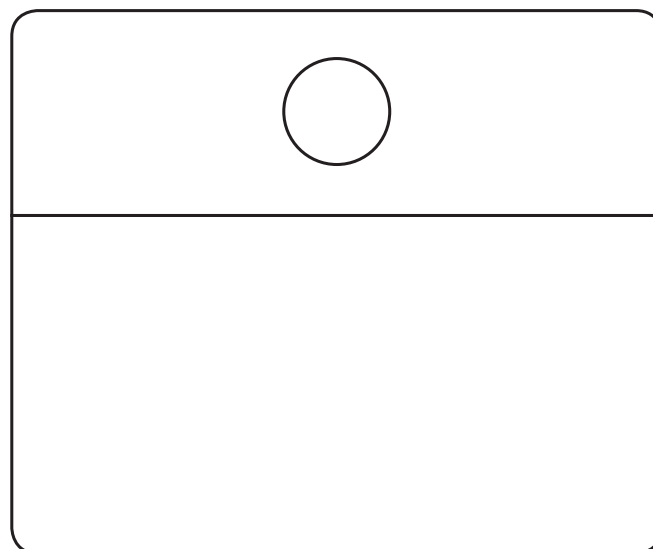
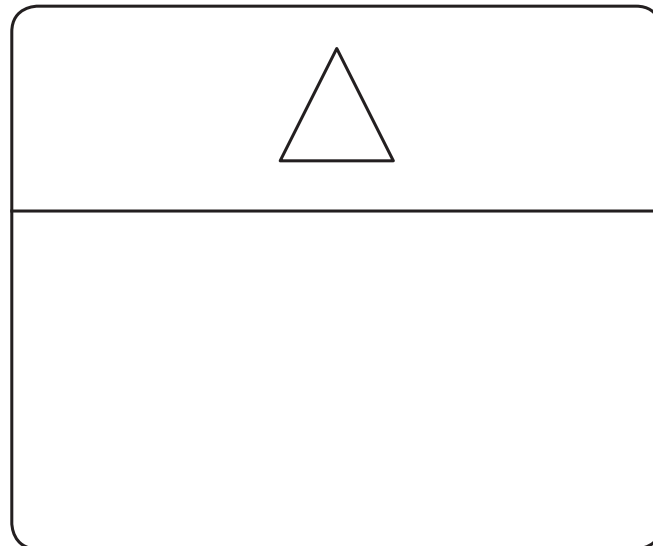
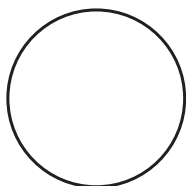
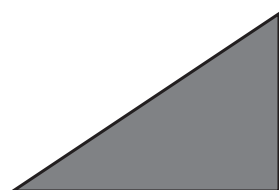
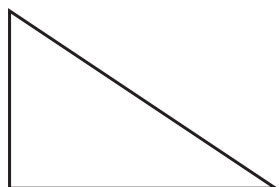
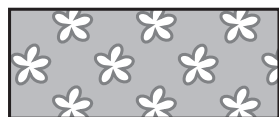
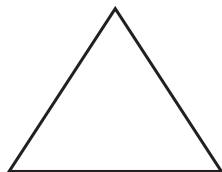


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¿A dónde pertenece cada figura?

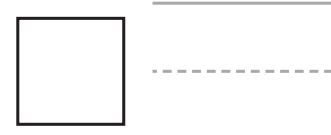
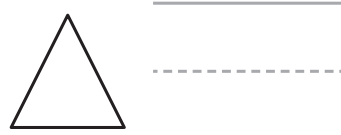
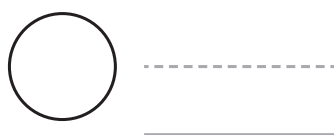
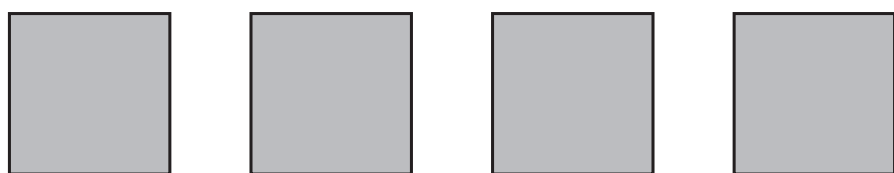
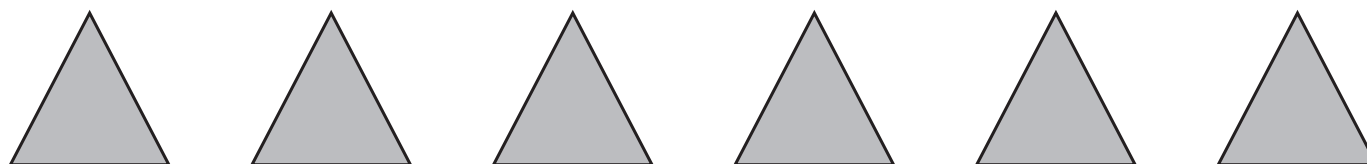
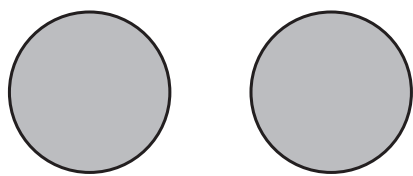
Dibuja una línea.

2.



Escribe cuántos hay de cada figura.

3.



¿Hay más \triangle o \square ?

Rodea la respuesta.

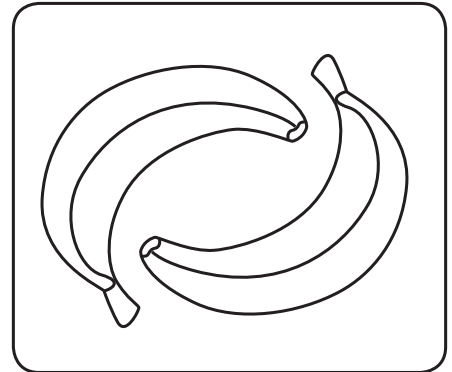
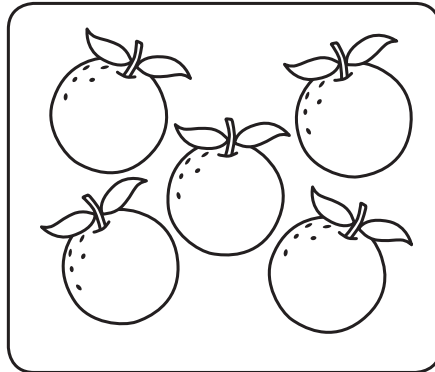
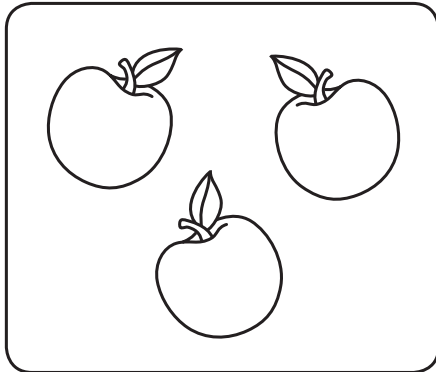
4.



¿Cuántas piezas de cada fruta hay?

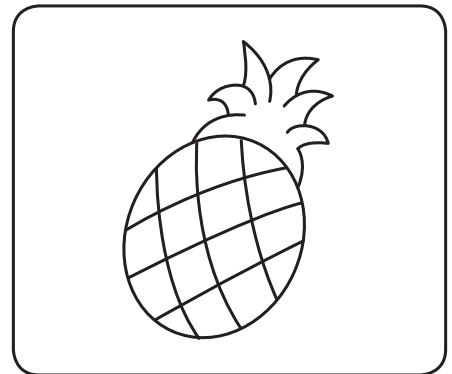
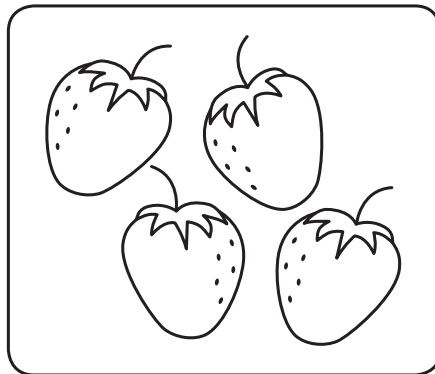
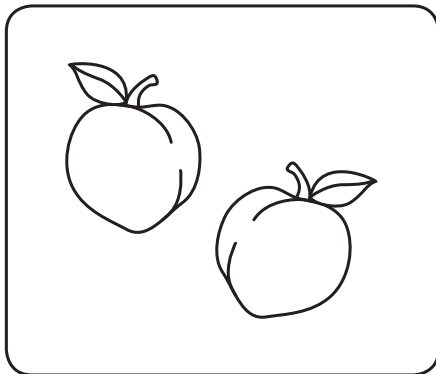
Dibuja una línea.

5.



1	2	3	4	5
----------	----------	----------	----------	----------

6.



1	2	3	4	5
----------	----------	----------	----------	----------

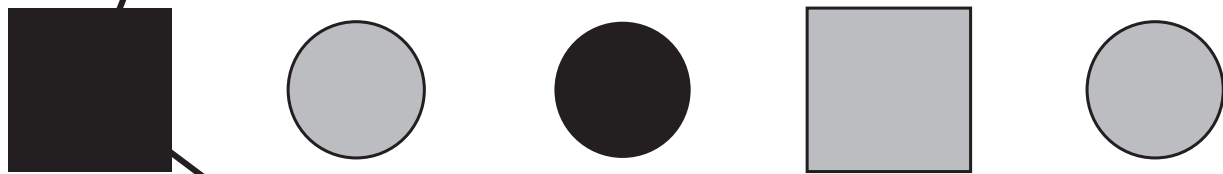
MDInf-4 Varias maneras de clasificar

- Dibuja líneas para clasificar por colores.
- Dibuja líneas para clasificar por figuras.

1.

Negro

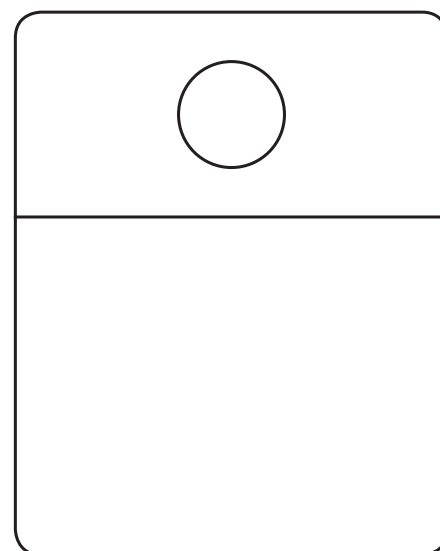
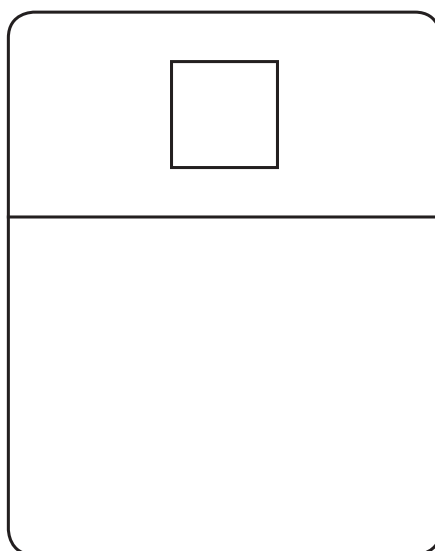
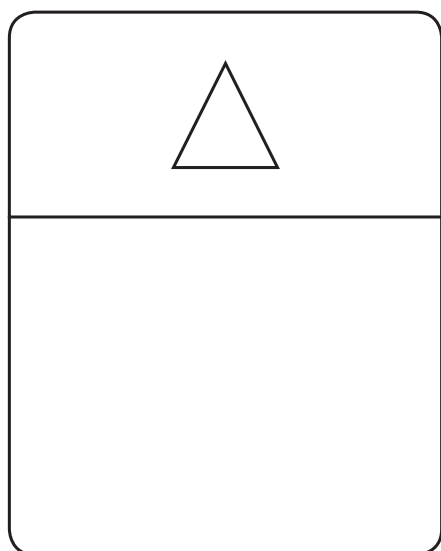
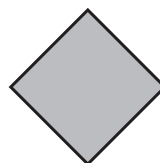
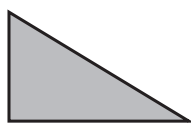
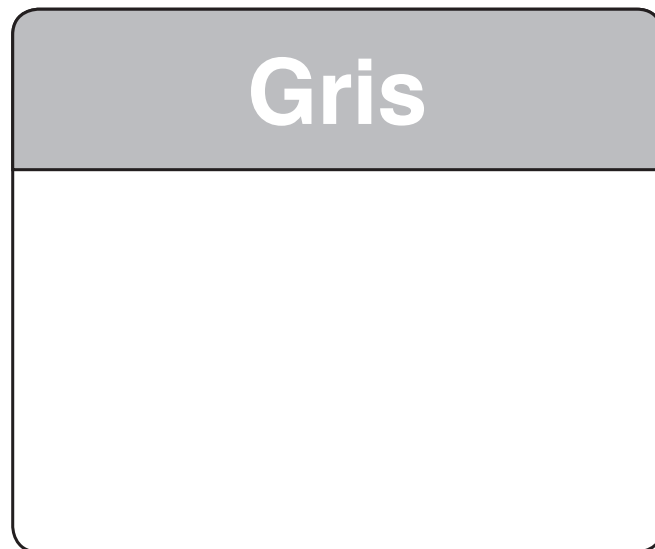
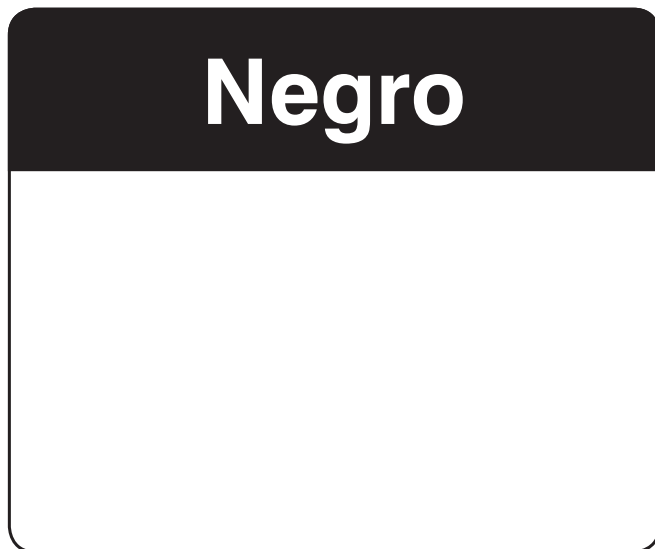
Gris



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- Dibuja líneas para clasificar por colores.
- Dibuja líneas para clasificar por figuras.

2.



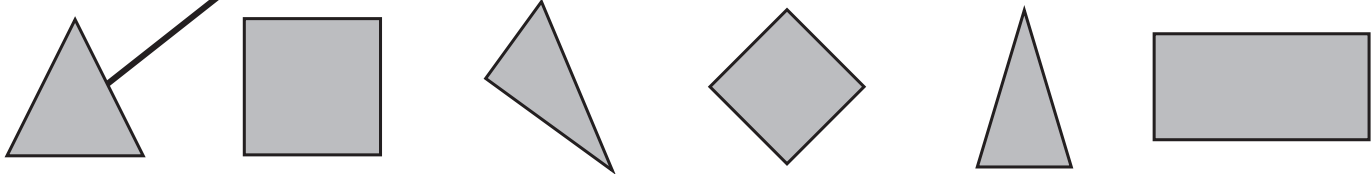
MDInf-5 Clasificar por número de esquinas y lados

¿Cuántas esquinas tienen?

Dibuja una línea.

1.

3 esquinas



4 esquinas

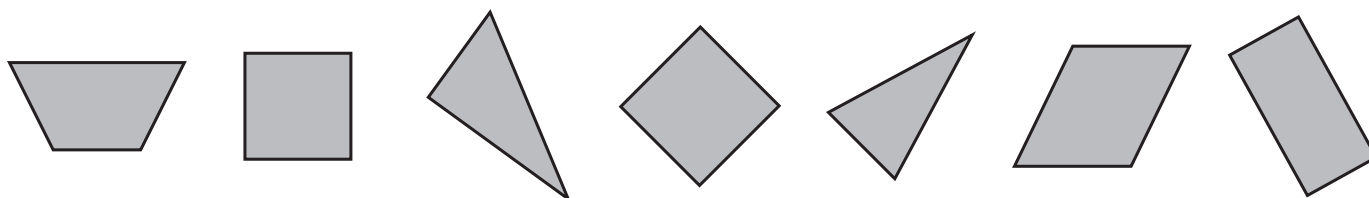
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¿Cuántos lados tienen?

Dibuja una línea.

2.

3 lados



4 lados

