

LA
AVENTURA
DE LOS
NÚMEROS

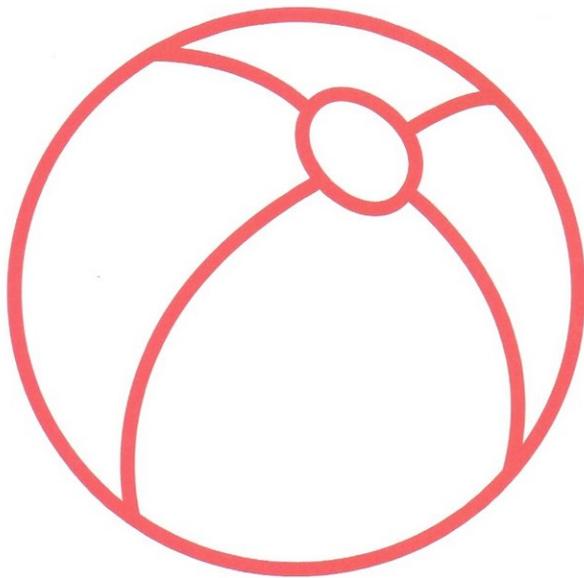
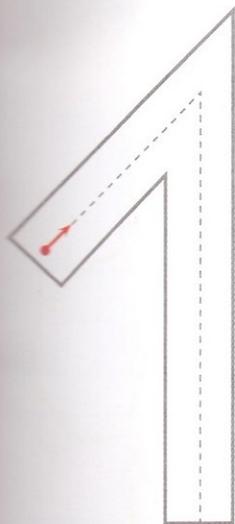


everest

Número uno

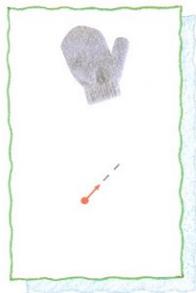
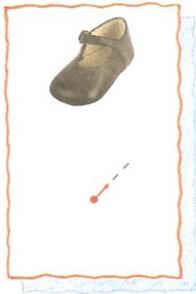
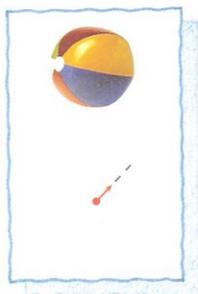
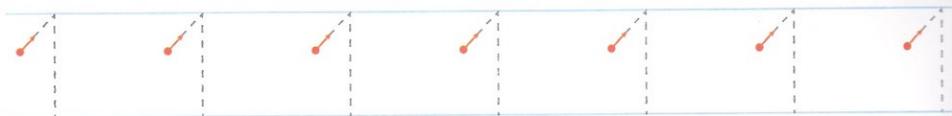
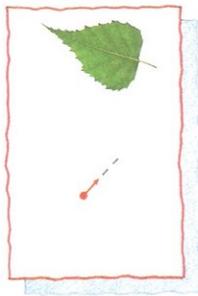
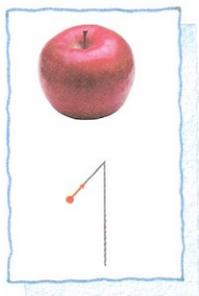


- ✦ Repasar el número uno.
- ✦ Colorear la pelota.



2

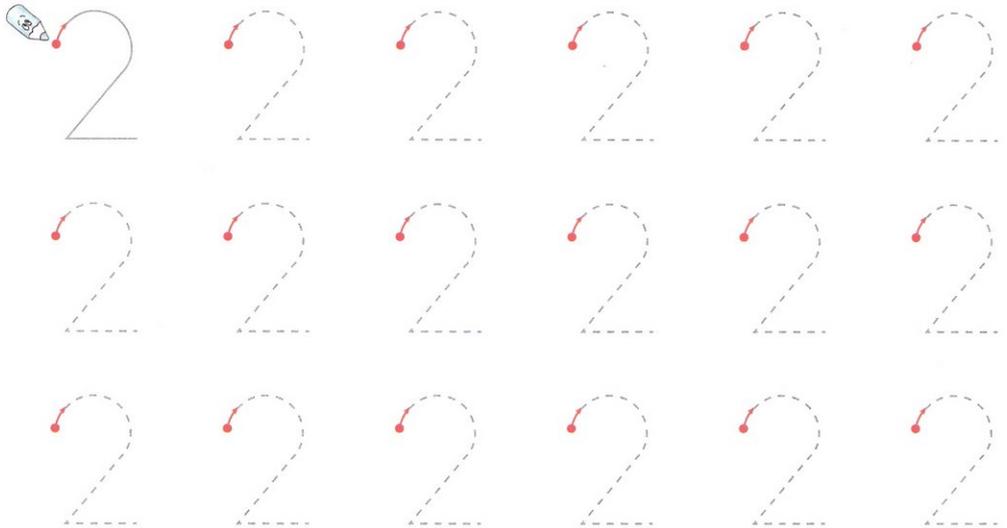
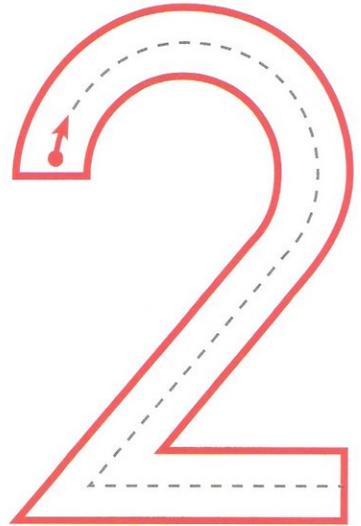
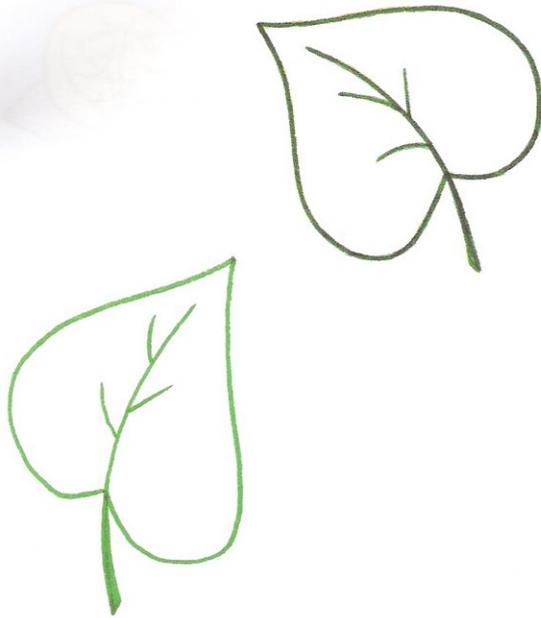
- ★ Contar los objetos de cada recuadro y escribir su número debajo.
- ★ Realizar las grafías.



Número dos

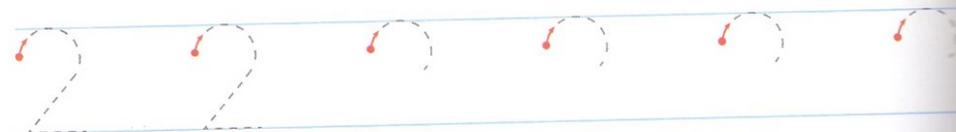
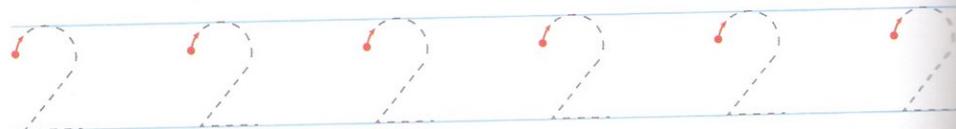
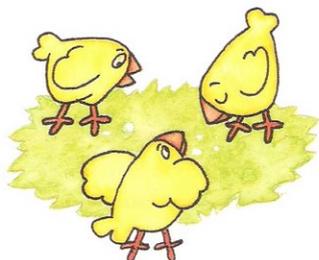
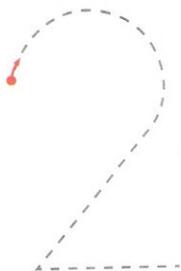
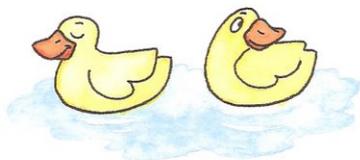


- ☆ Contar y colorear las hojas.
- ☆ Repasar los números dos.



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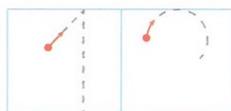
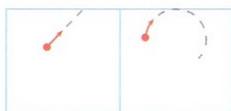
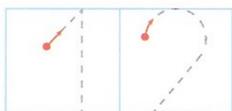
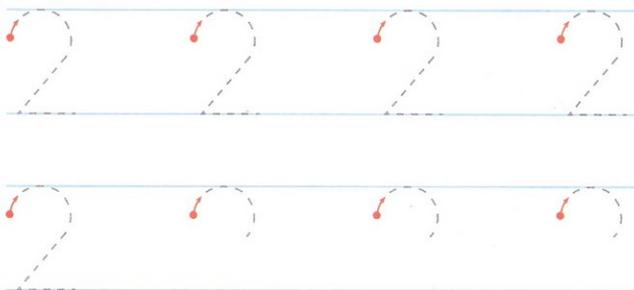
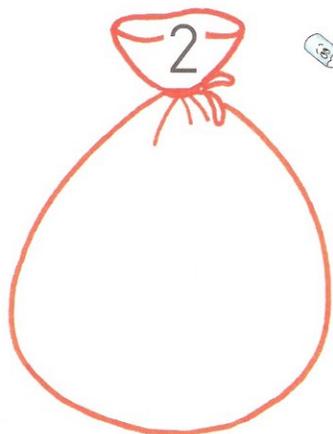
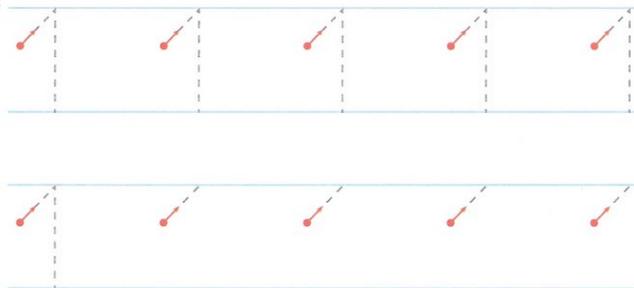
- ☆ Repasar el número dos grande y unirlo con los grupos que tengan dos animales.
- ☆ Realizar las grafías.



Cantidad

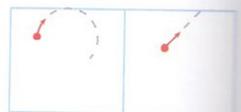
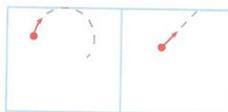
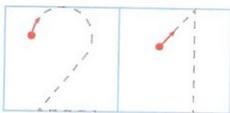
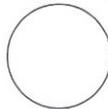
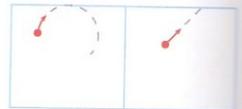
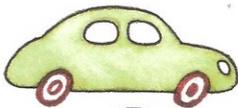
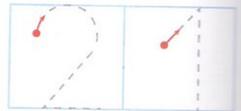
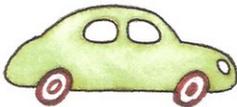
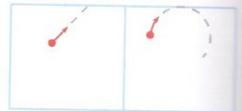
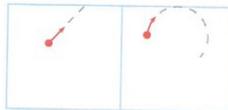
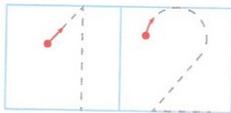
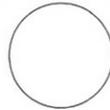
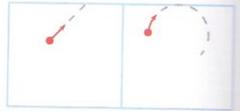
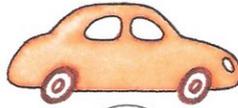
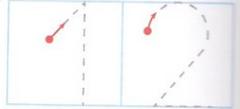
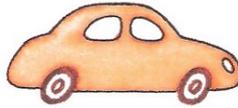
5

- ☆ Dibujar tantas pelotas o pegar tantos gomets en los saquitos como indica el número.
- ☆ Realizar las grafías.



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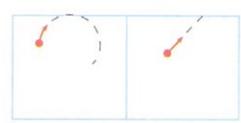
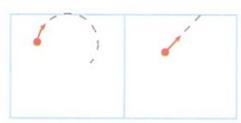
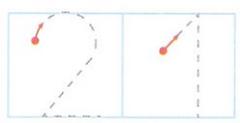
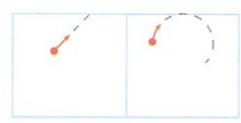
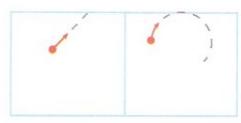
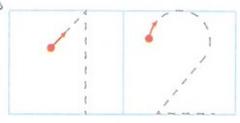
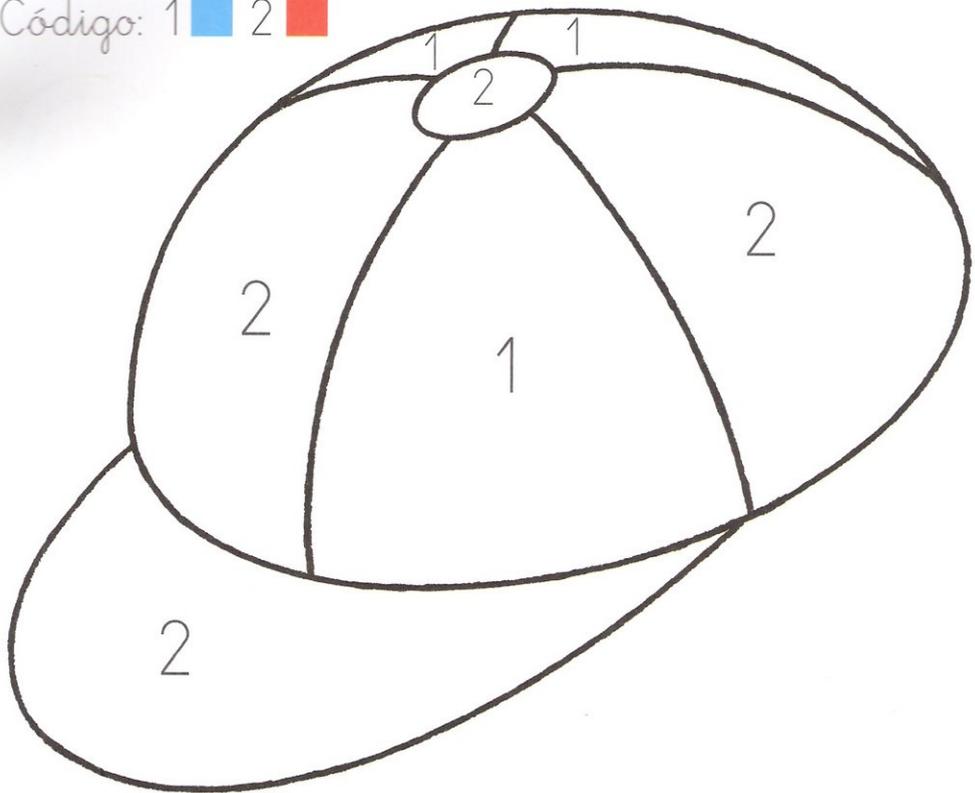
- ★ Contar los coches de cada columna y escribir su cardinal en la etiqueta.
- ★ Realizar las grafías.



Identificar

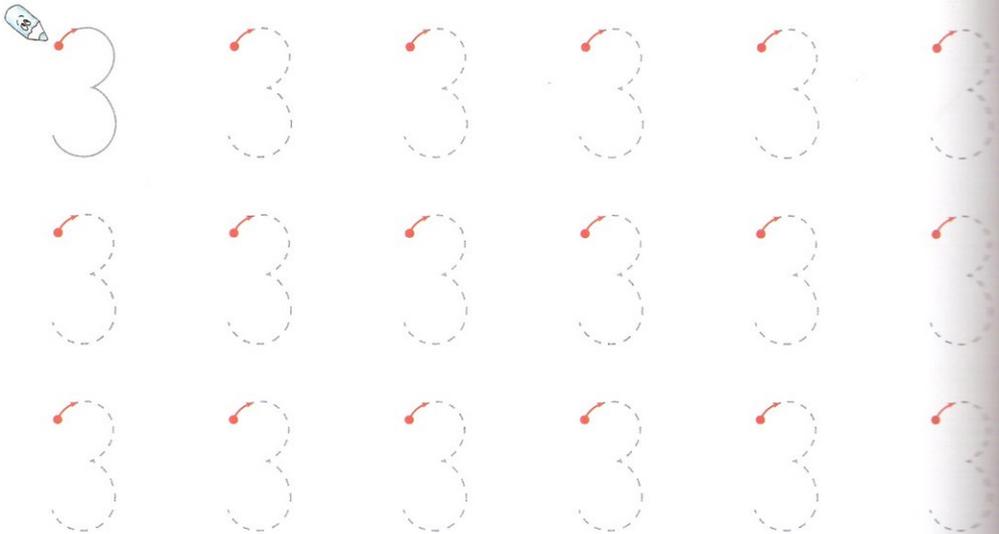
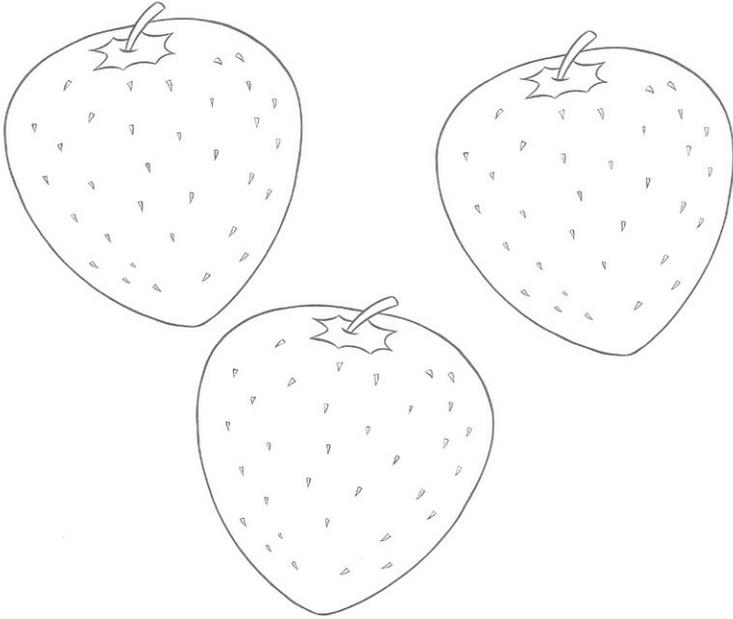
- ☆ Colorear la gorra según el código.
- ☆ Completar la grafía de los números.

Código: 1 ■ 2 ■



8

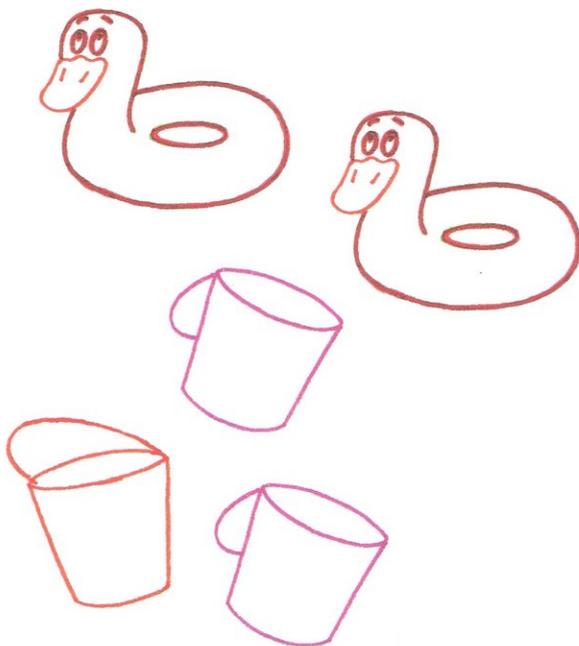
- ☆ Contar y colorear las fresas.
- ☆ Repasar los números tres.



Relacionar

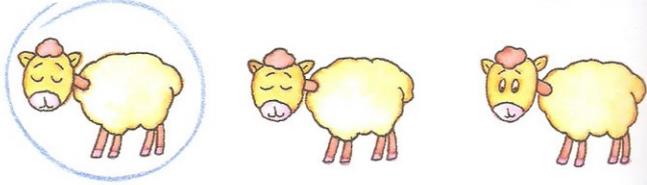
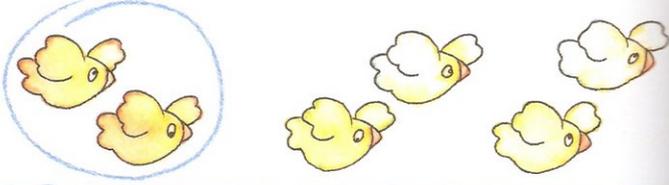
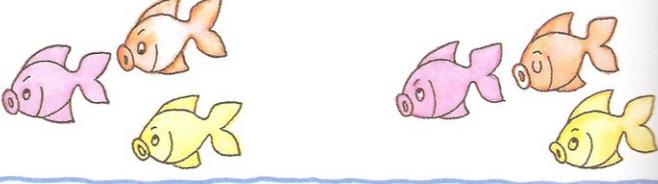
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- ☆ Colorear el grupo que tiene tres elementos y unirlo al número tres grande.
- ☆ Realizar y completar las grafías del número tres.



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- ☆ Hacer grupos de animales en cada fila, según indica el número.
- ☆ Realizar las grafías.

1	
2	
3	



Tracing practice for numbers 1, 2, and 3 on a three-line grid.

Row 1: Number 1. One solid line with a red starting dot, followed by five dashed lines for tracing.

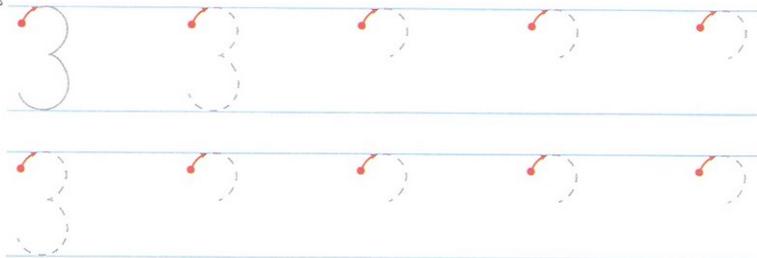
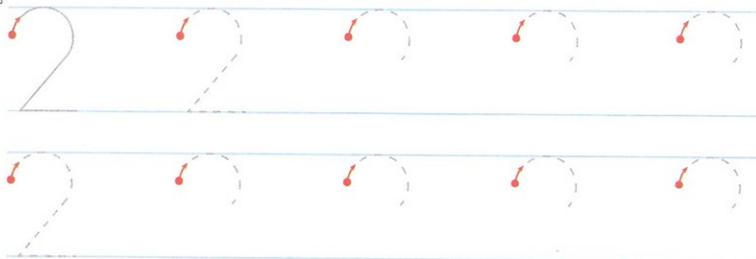
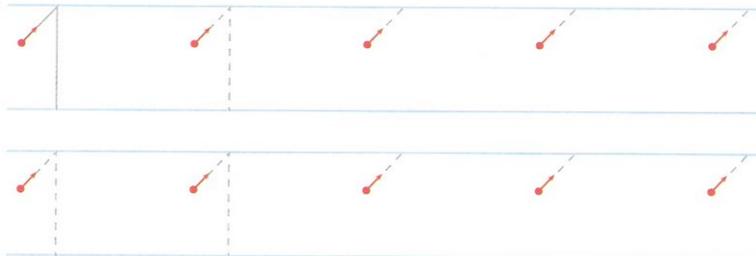
Row 2: Number 2. One solid line with a red starting dot, followed by five dashed lines for tracing.

Row 3: Number 3. One solid line with a red starting dot, followed by five dashed lines for tracing.

Cantidad y grafía

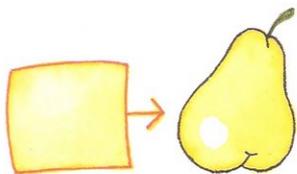
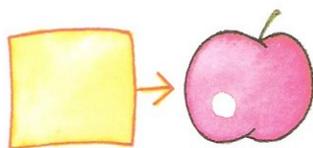
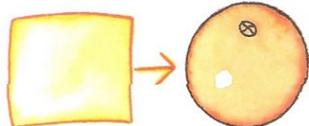
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- ★ Contar las flores de cada florero y escribir su cardinal en el círculo.
- ★ Rodear el florero que tiene tres flores.
- ★ Realizar las grafías.



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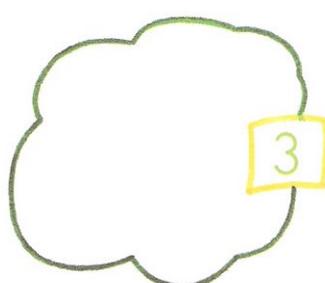
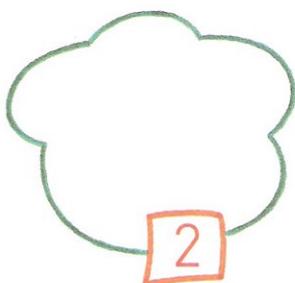
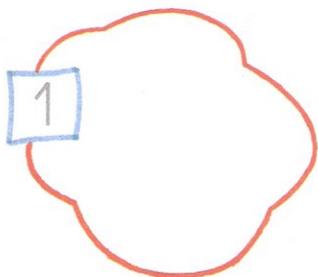
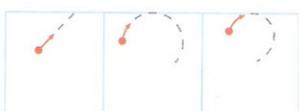
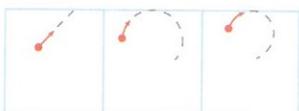
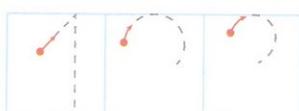
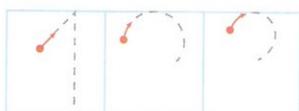
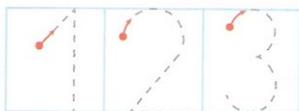
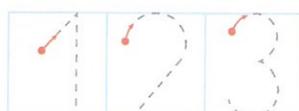
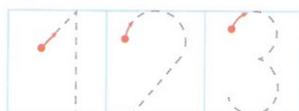
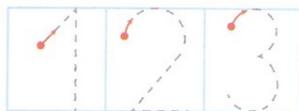
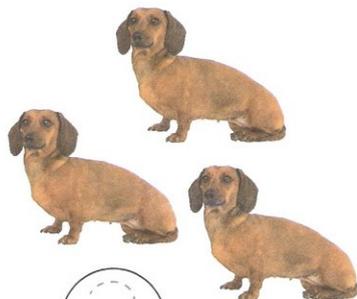
- ☆ Contar las manzanas, peras y naranjas que hay en el frutero y escribir su número en cada etiqueta.
- ☆ Realizar las grafías.



Serie numérica ascendente

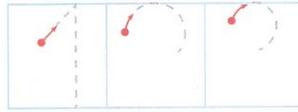
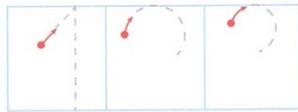
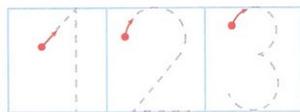
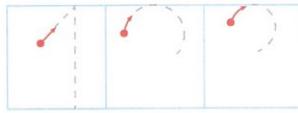
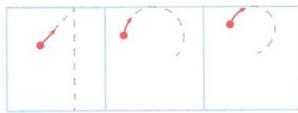
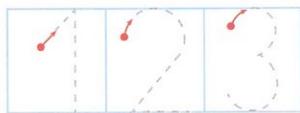
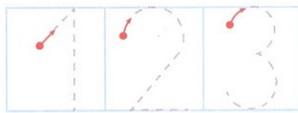
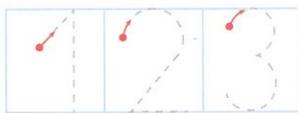
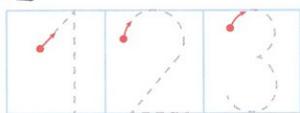
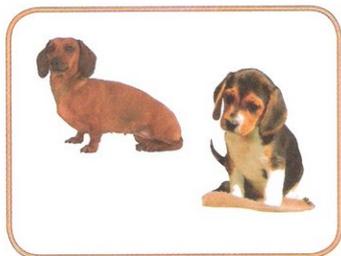
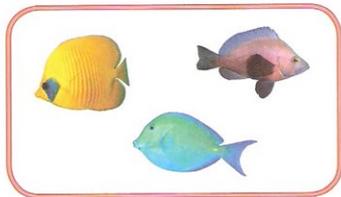
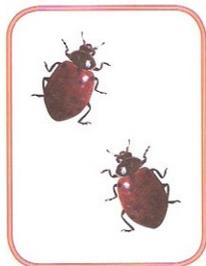
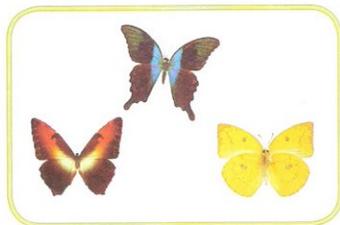
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- ★ Contar los perros y escribir su cardinal en la etiqueta.
- ★ Realizar las grafías.
- ★ Dibujar en los espacios tantas bolas como indica su cardinal.



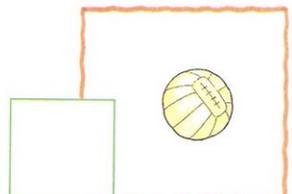
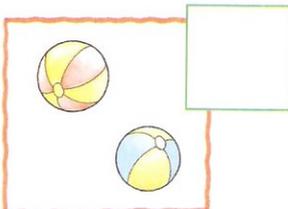
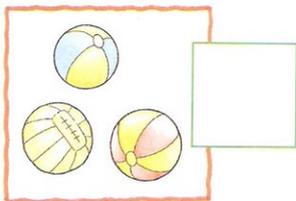
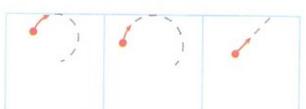
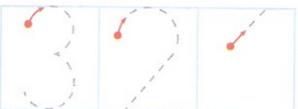
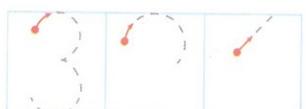
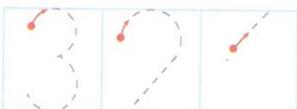
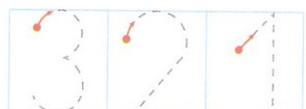
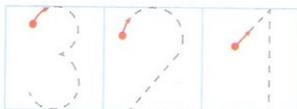
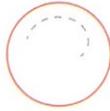
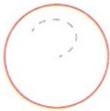
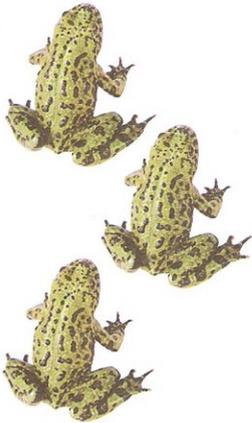
14

- ☆ Unir con una línea los grupos de animales que tienen igual número.
- ☆ Realizar las grafías.



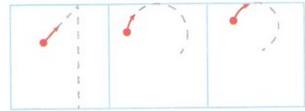
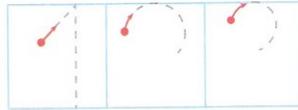
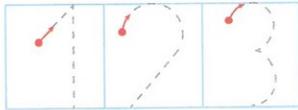
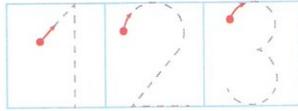
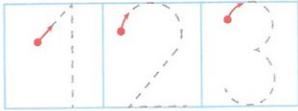
Serie numérica descendente

- ☆ Contar las ranas y escribir su número en las etiquetas.
- ☆ Realizar las grafías.
- ☆ Escribir el número de pelotas en su etiqueta correspondiente.

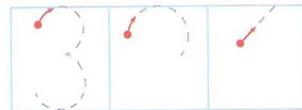
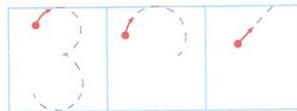
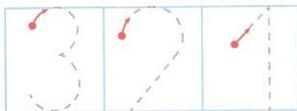
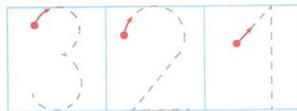
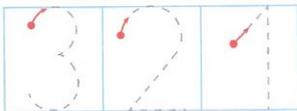
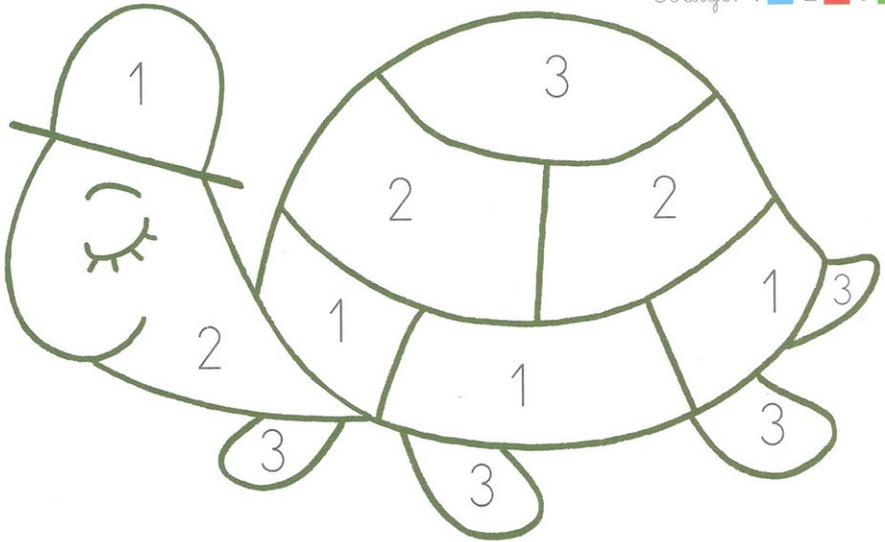


16

- ☆ Colorear los espacios de la tortuga según se indica: número uno azul, dos rojo y tres verde.
- ☆ Realizar las grafías.

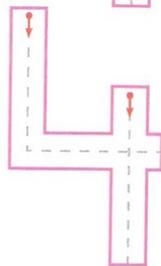
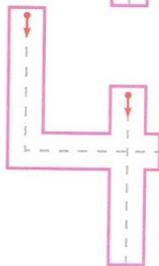
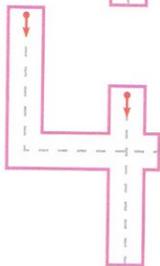
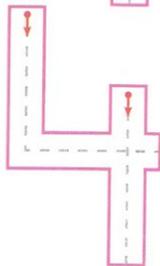
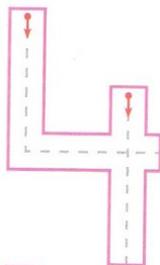
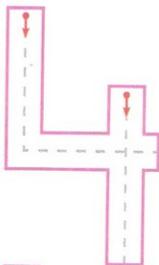
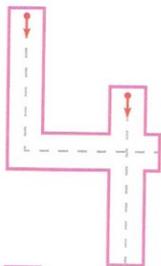
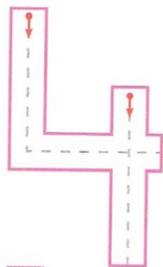
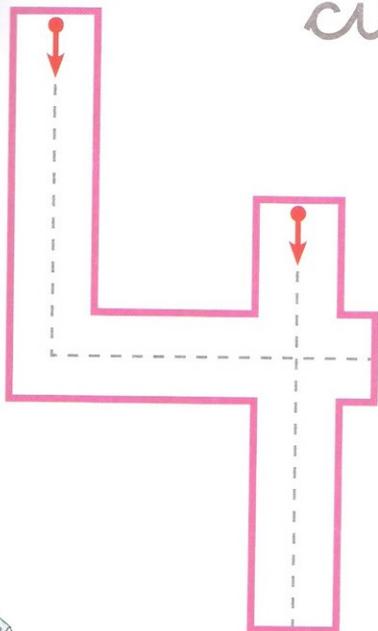


Código: 1 ■ 2 ■ 3 ■



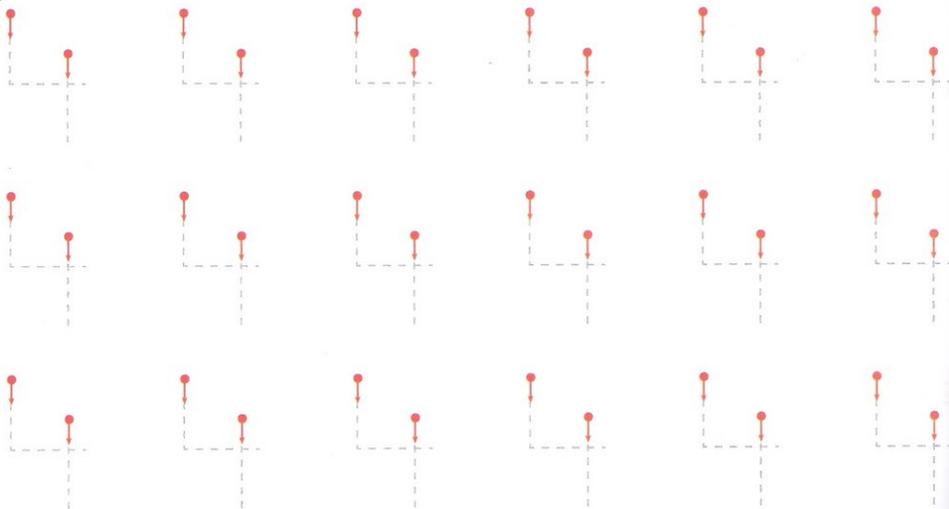
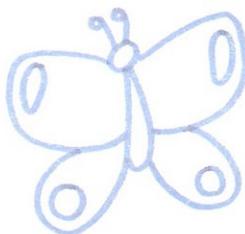
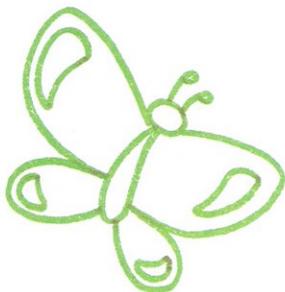
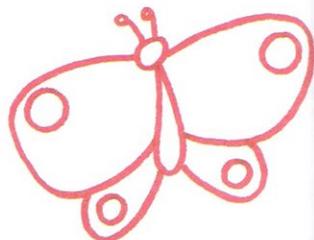
- ☆ Contar los dedos extendidos de la mano y colorearlos.
- ☆ Mostrar cuatro dedos de la mano y contarlos.
- ☆ Realizar las grafías del número cuatro.

cuatro

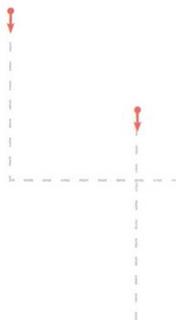
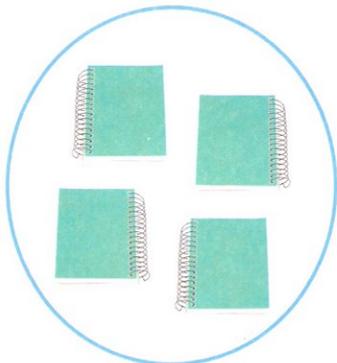
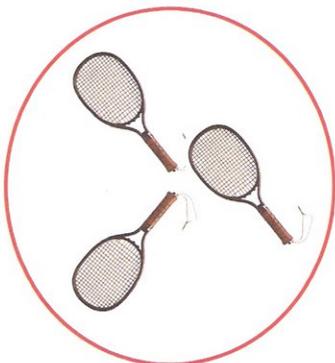


18

- ☆ Contar las mariposas y colorear solo cuatro.
- ☆ Realizar las grafías.



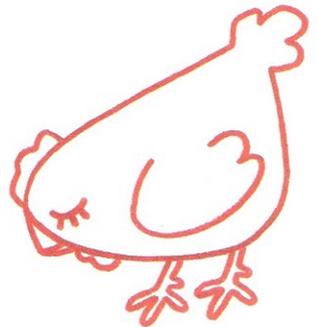
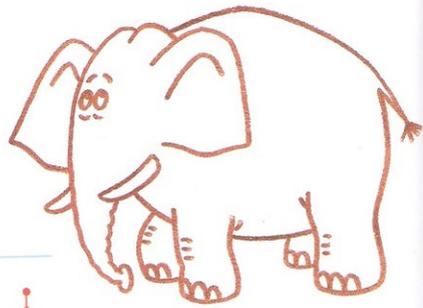
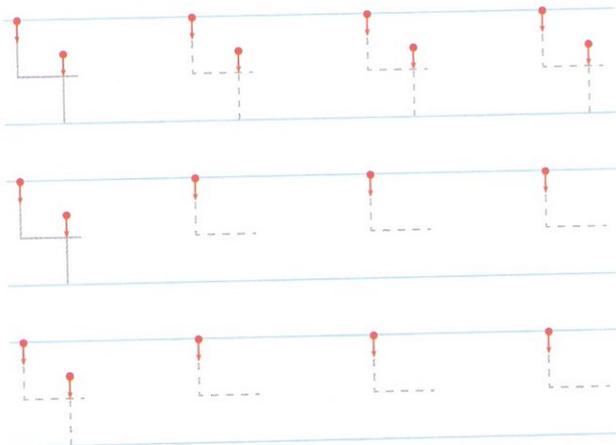
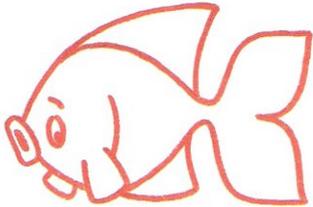
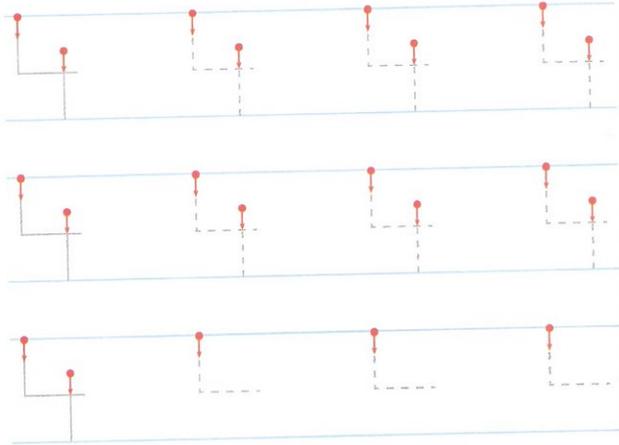
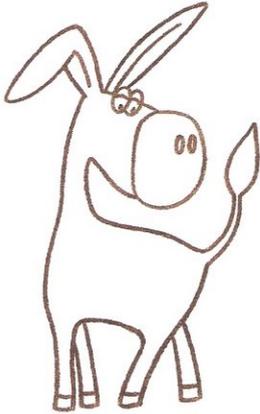
- ★ Repasar el número cuatro grande y unirle con los grupos que tienen cuatro elementos.
- ★ Completar las grafías.



Three rows of handwriting practice lines. Each row consists of four horizontal blue lines. The first line of each row has a red dot at the start. Dashed lines form the number 4, starting from the red dot, going down to the second line, then right to the third line, and finally down to the fourth line. There are six such dashed 4s in each row for tracing.

20

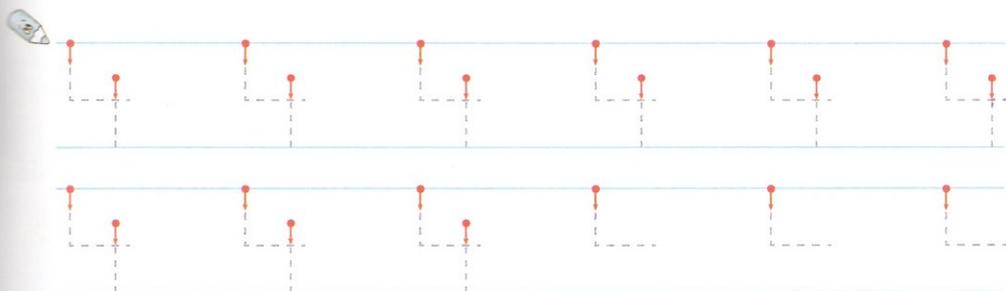
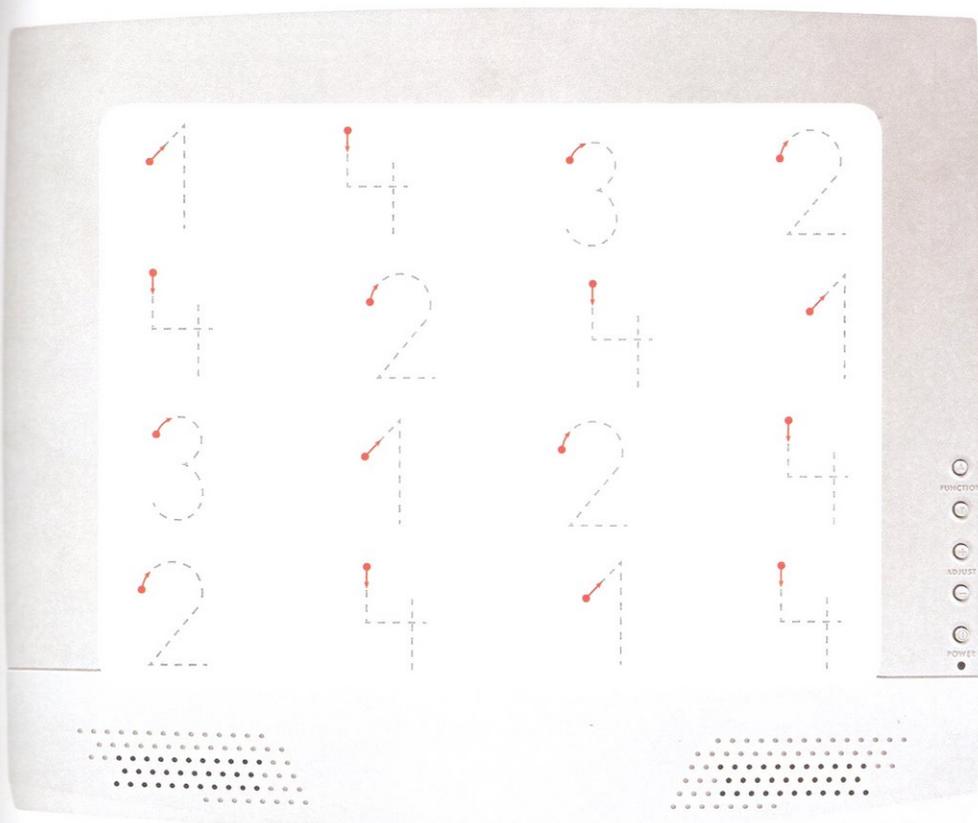
- ★ Colorear los animales que tienen cuatro patas.
- ★ Realizar las grafías.



Identificar la grafía

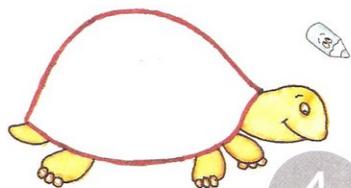
- ★ Repasar de diferente color los números cuatro de la pantalla del ordenador.
- ★ Realizar las grafías.

21

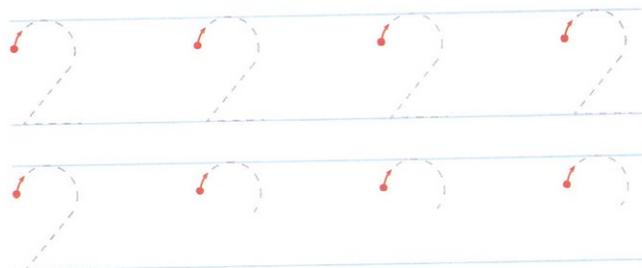


22

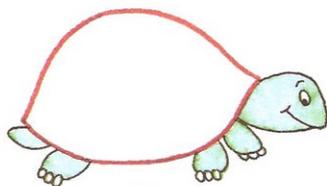
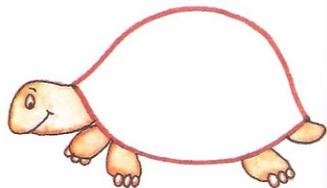
- ☆ Dibujar a cada tortuga tantas manchas como indica su número.
- ☆ Repasar y completar las grafías.



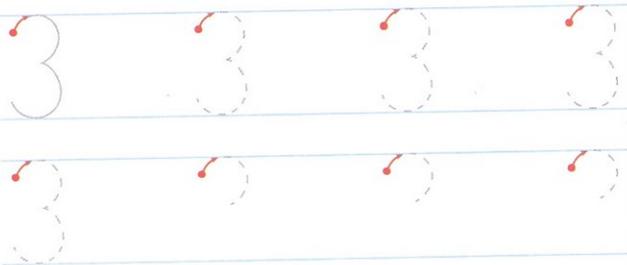
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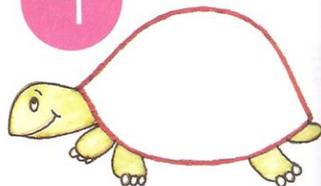
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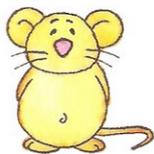
3



4



- ☆ Contar los ratones de cada columna y escribir su número en los círculos.
- ☆ Completar las series.



1	2		
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1			
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1		3	
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	2		
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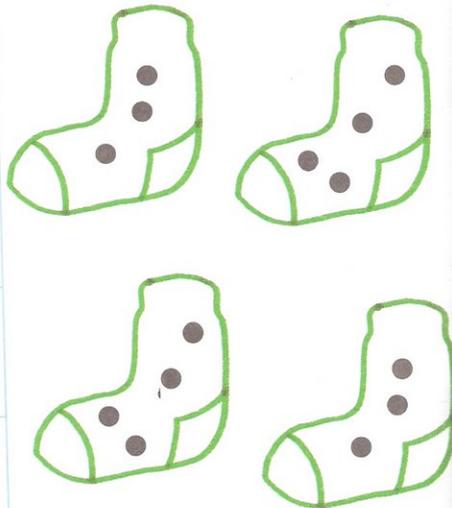
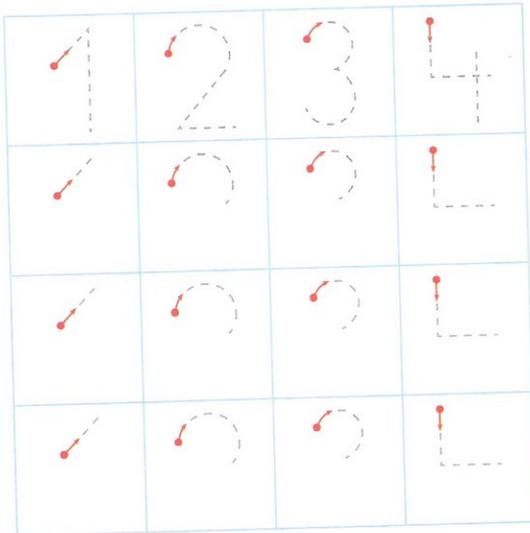
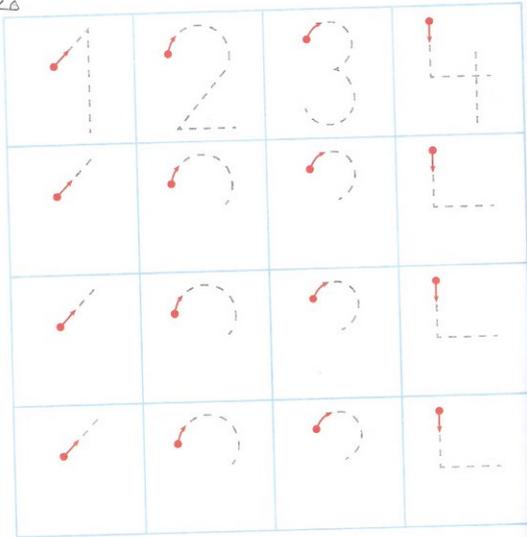
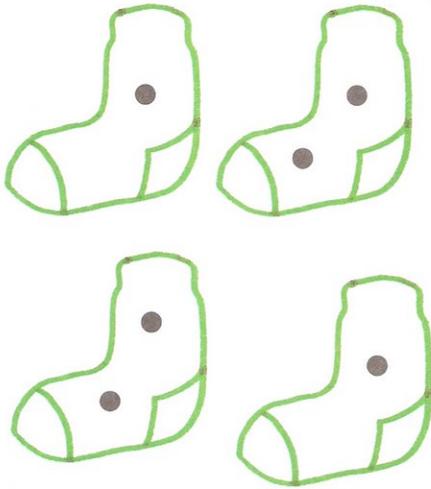
	2		
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1			4
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24

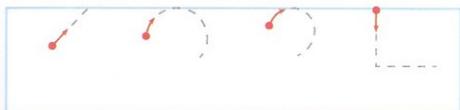
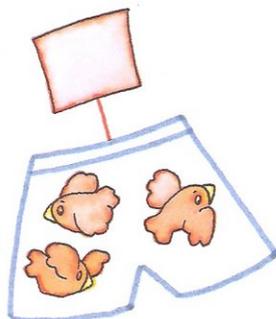
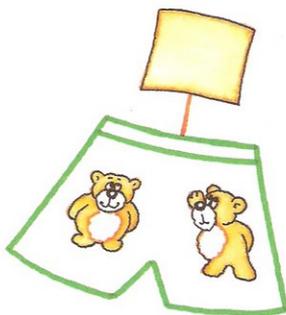
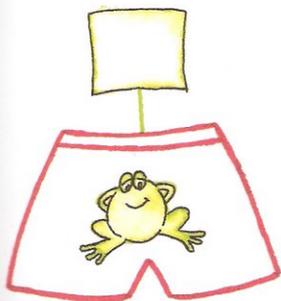
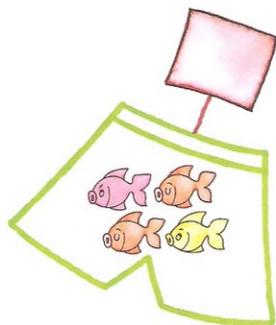
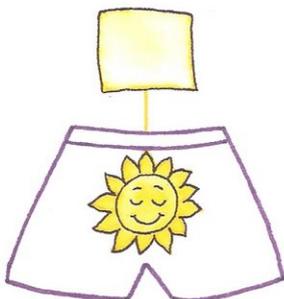
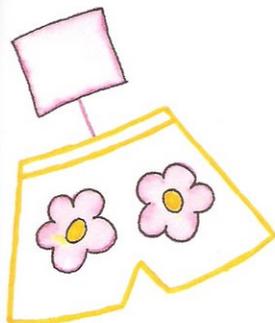
- ☆ Hacer parejas de calcetines con el mismo número de puntos.
- ☆ Colorear cada pareja de un color.
- ☆ Realizar y completar las grafías.



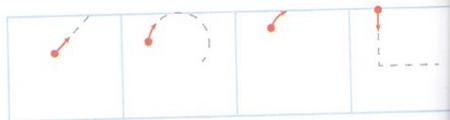
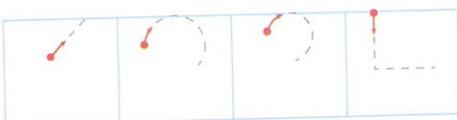
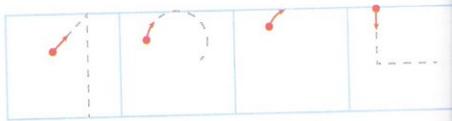
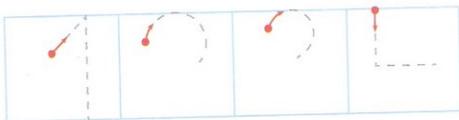
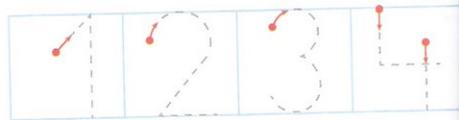
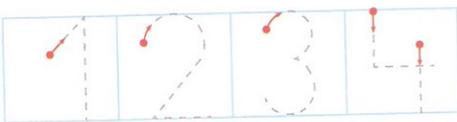
Cantidad y grafía

- ☆ Contar los dibujos de cada pantalón y escribir su cardinal en la etiqueta.
- ☆ Realizar las grafías completando las seires.

25

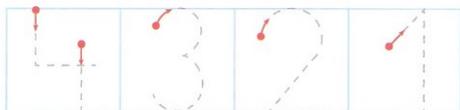
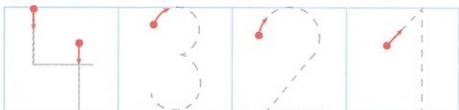


- ☆ Contar cuántos animales hay de cada especie dentro de la cuerda y escribir su número en el recuadro correspondiente.
- ☆ Realizar y completar las grafías de las series ascendentes.



Serie numérica descendente

- ☆ Contar los osos de cada columna y escribir su número en la etiqueta.
- ☆ Realizar las grafías de las series descendentes.



- ☆ Rodear el número que corresponde a cada grupo.
- ☆ Realizar las grafías de las series ascendentes y descendentes.



1 2 ③ 4



1 2 3 4



1 2 3 4



1 2 3 4



1 2 3 4



1 2 3 4



1 2 3 4

4 3 2 1

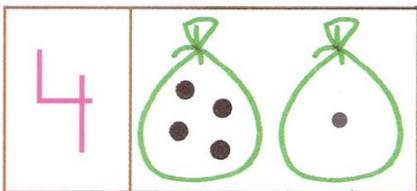
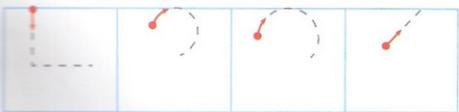
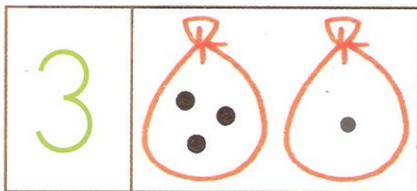
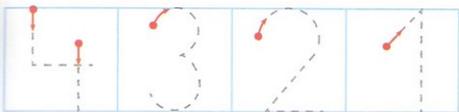
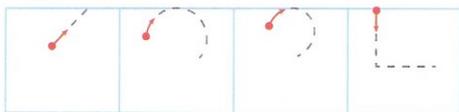
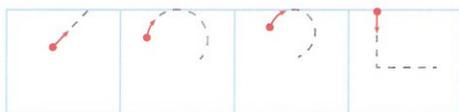
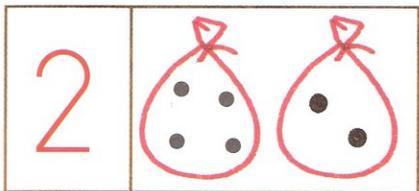
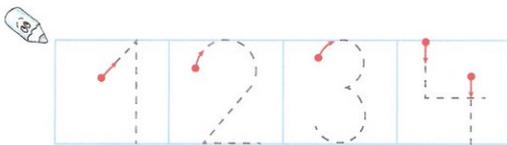
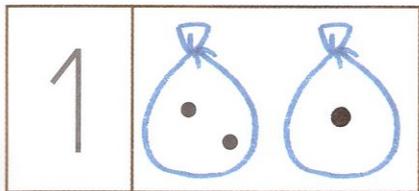
1 2 3 4

4 3 2 1

1 2 3 4

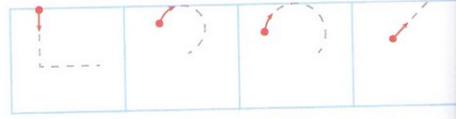
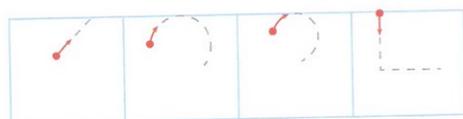
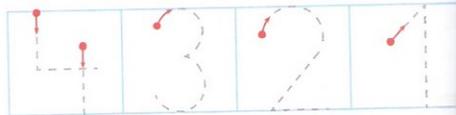
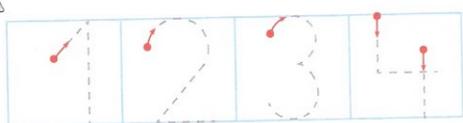
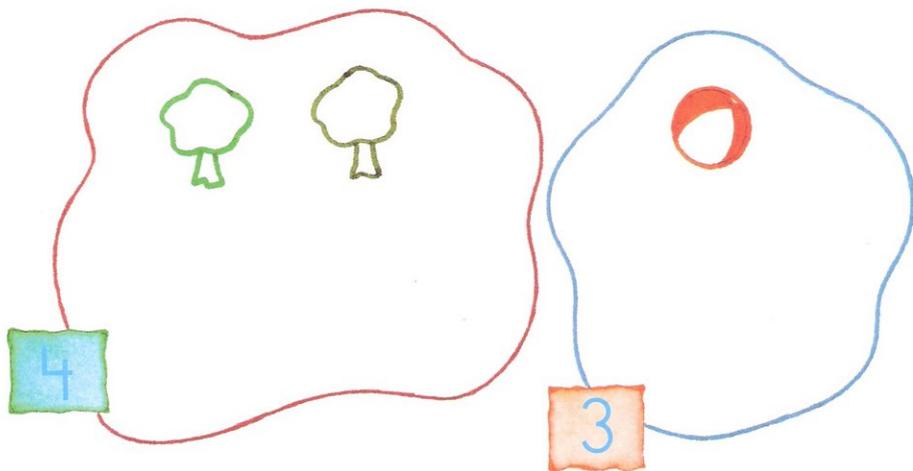
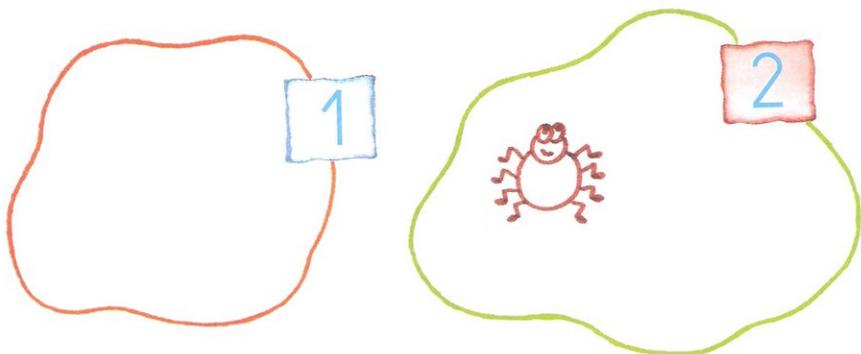
4 3 2 1

- ☆ Colorear las bolsas que tengan tantas bolas como indica el número.
- ☆ Completar las series ascendentes y descendentes.

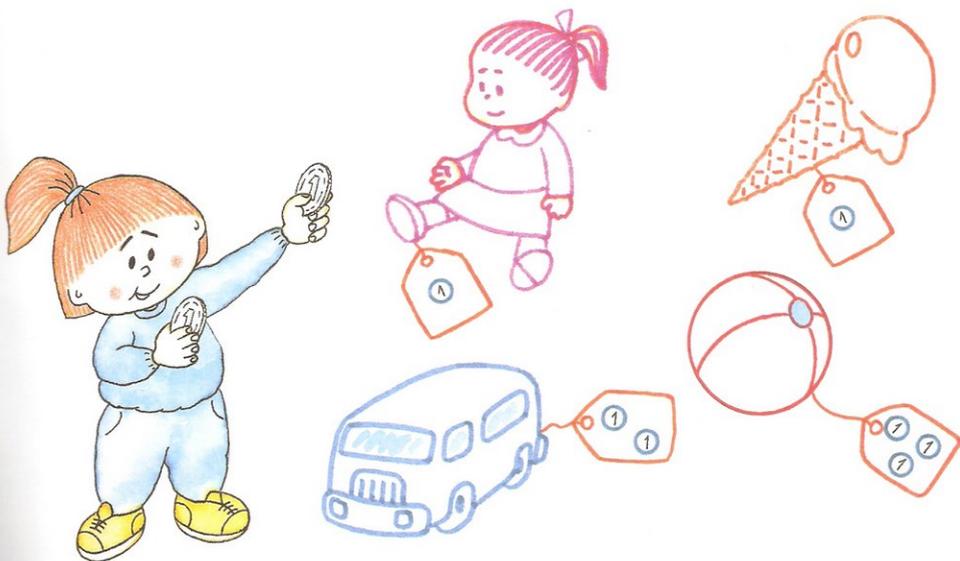
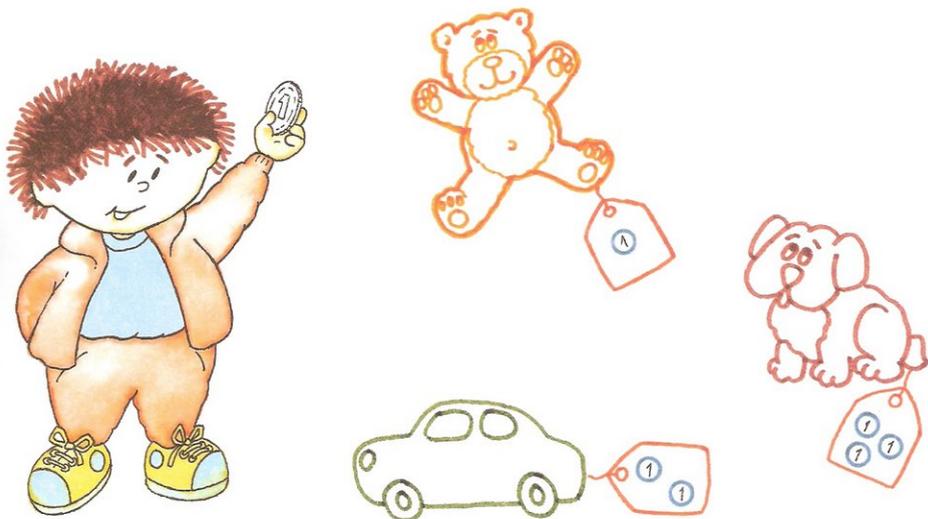


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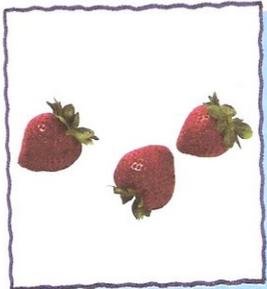
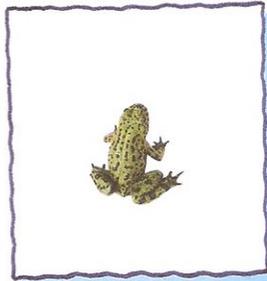
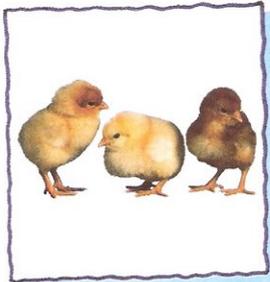
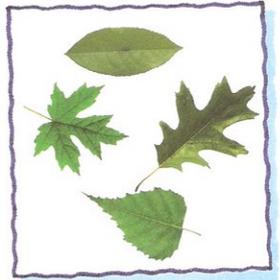
- ☆ Dibujar y completar los grupos según indica el número correspondiente.
- ☆ Realizar las grafías de las series ascendentes y descendentes.



★ Colorear los juguetes que puede comprar el niño o la niña con las monedas que tiene cada uno.



* Contar los objetos de cada recuadro y escribir su cardinal en la etiqueta.



LA AVENTURA DE LOS NÚMEROS

2

- Nº 1. Números 1, 2 y 3. La cantidad y sus gráficas, identificar el número, agrupar, relacionar y evaluación.
- Nº 2. Número 4 y repaso. Series ascendentes y descendentes, identificar según un código, situación problemática y evaluación.**
- Nº 3. Números 5, 6 y repaso. Descomposición, relacionar, tantos como, uno más, situación problemática y evaluación.
- Nº 4. Número 7 y repaso. Identificar según un código, series ascendentes y descendentes, hay igual, situación problemática y evaluación.
- Nº 5. Número 0, 8 y repaso. Descomposición, signos +, -, =, iniciación a la suma y a la resta, situación problemática y evaluación.
- Nº 6. Número 9 y repaso. Tantos como, menos que, números anterior y posterior, mayor que, sumas, restas, situación problemática y evaluación.
- Nº 7. Número 10 y repaso. Más que, menos dos y más dos, razonamiento, problemas, sumas, restas y evaluación.



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