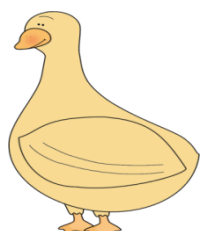
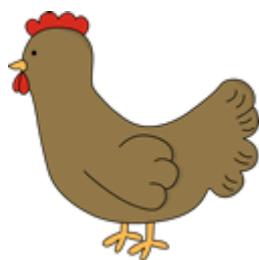
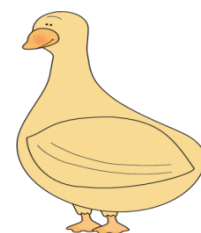
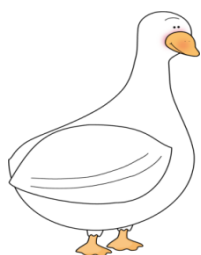
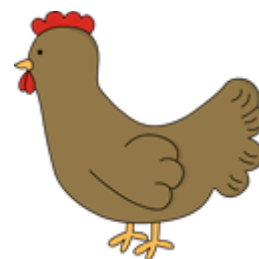
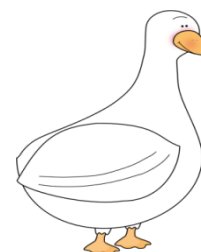
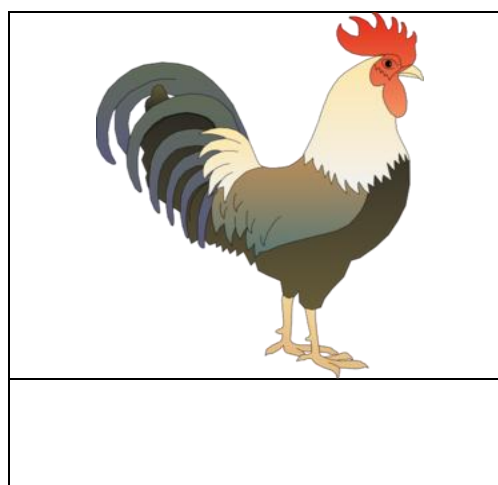
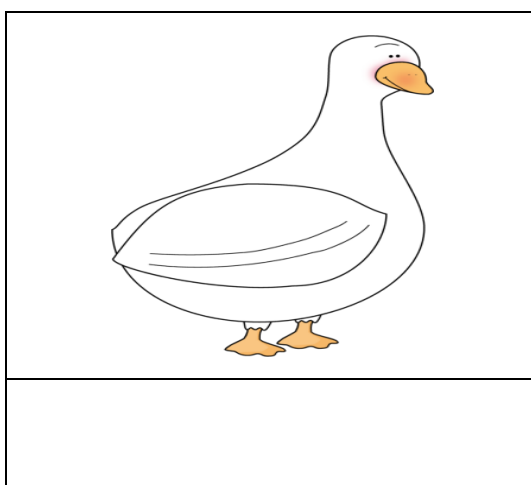
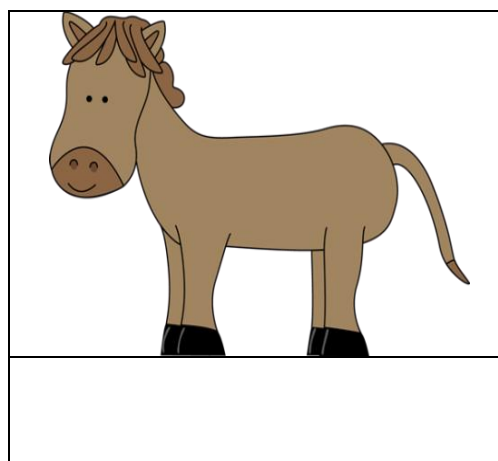
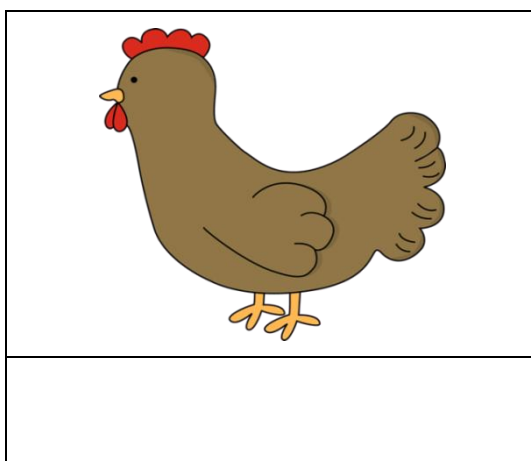
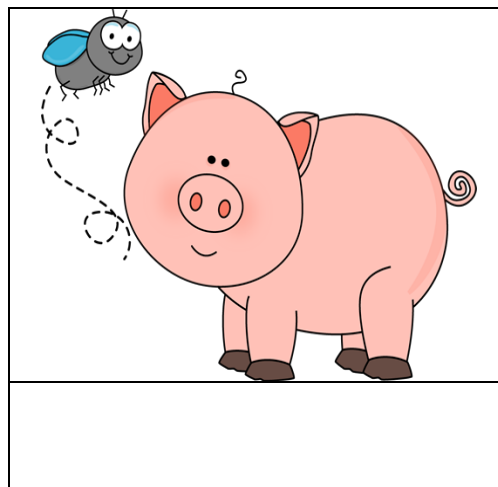
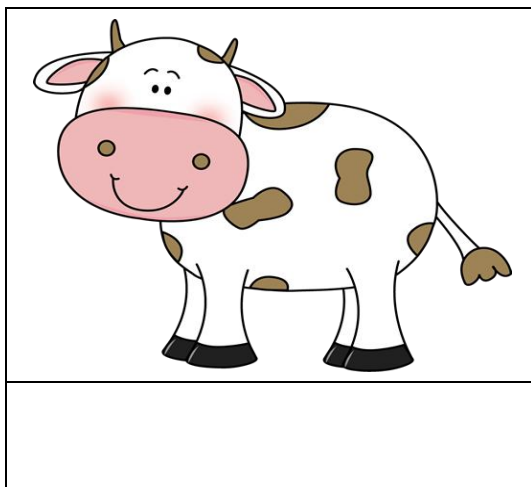


POŁĄCZ TAKIE SAME ZWIERZĘTA



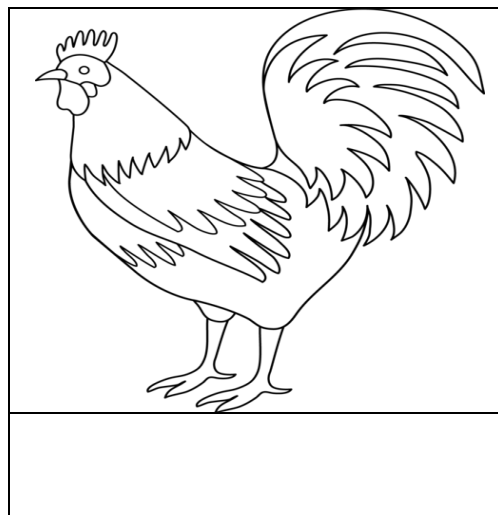
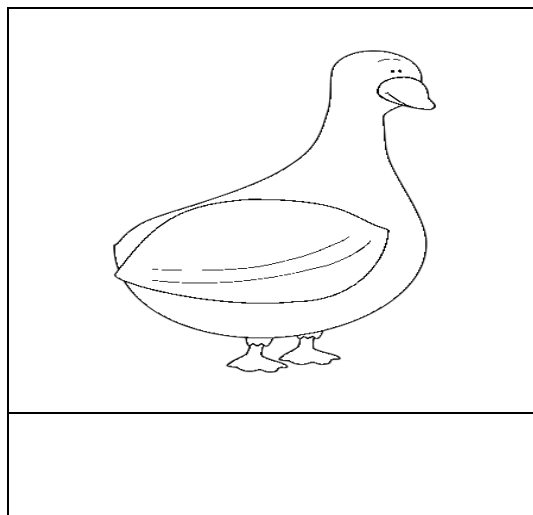
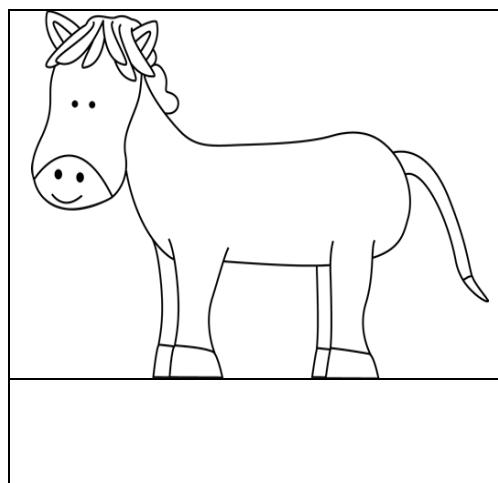
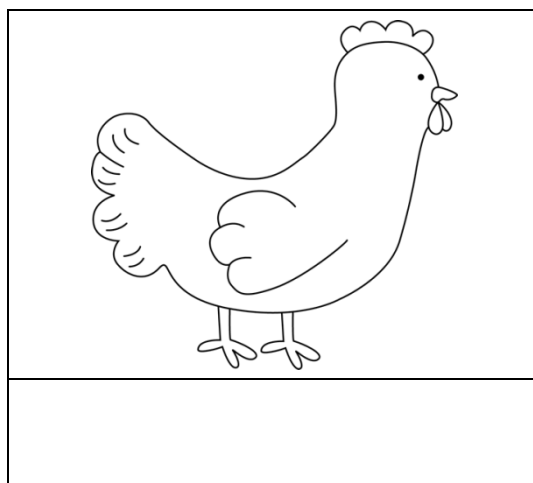
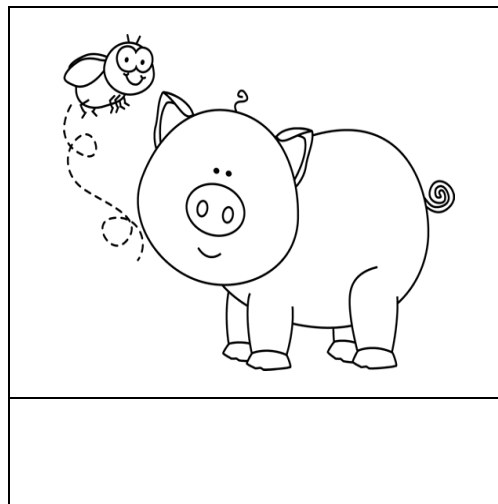
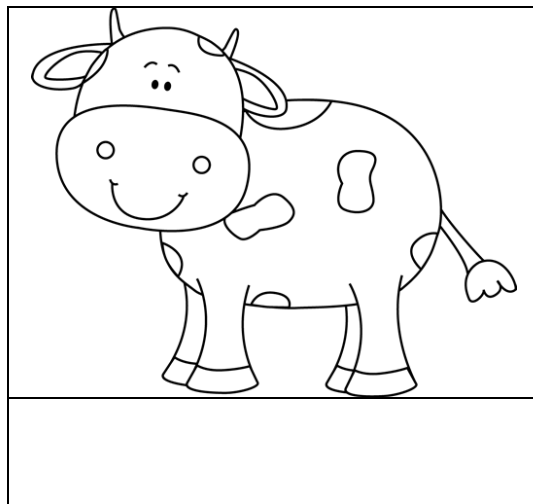
PODZIEL NAZWY ZWIERZĄT NA SYLABY

POD OBRAZKIEM NARYSUJ TYLE KRESEK Z ILU SYLAB SKŁADA SIĘ NAZWA DANEGO ZWIERZĘCIA



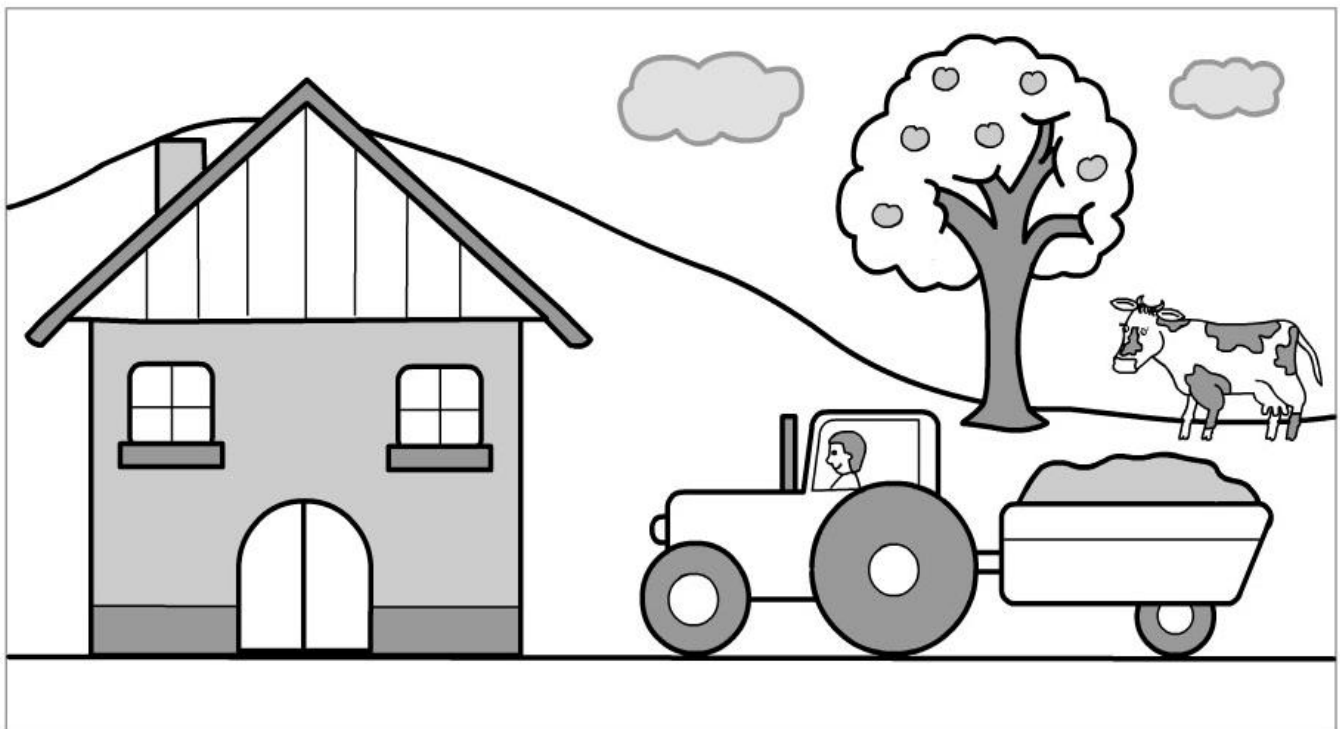
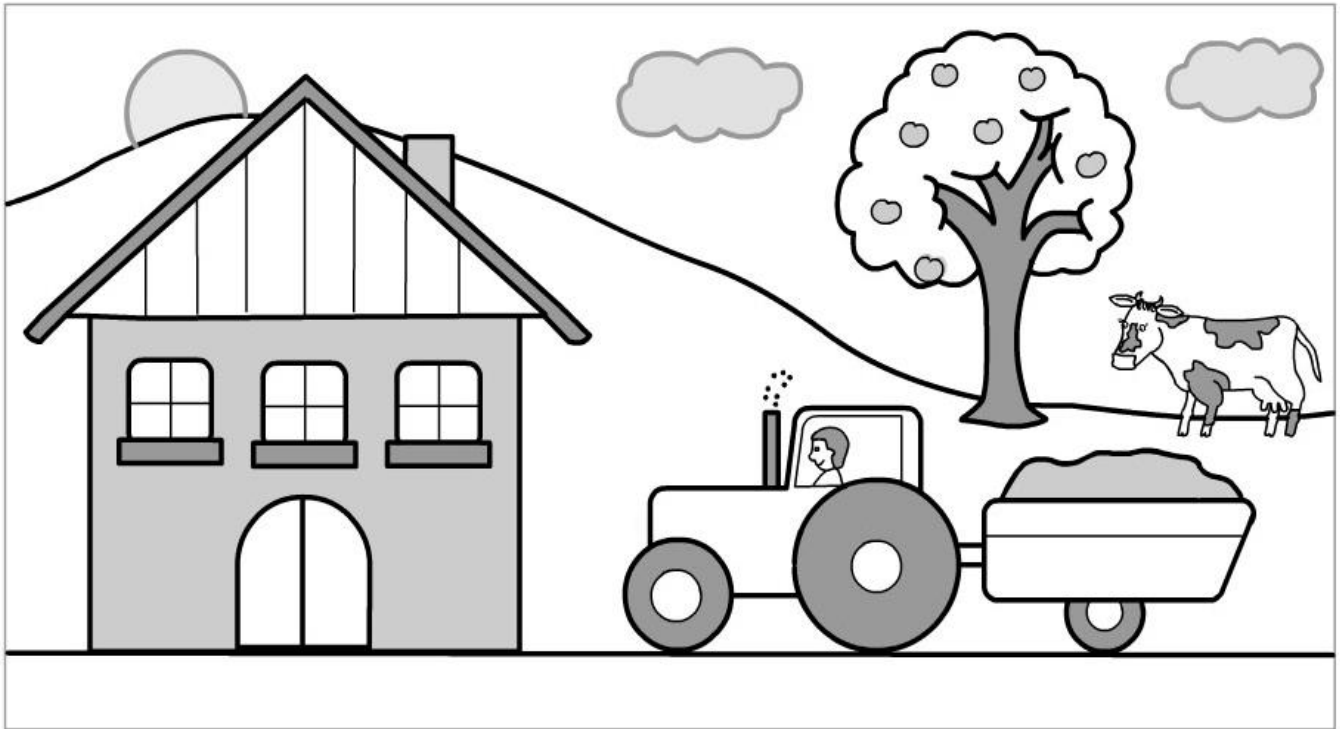
PODZIEL NAZWY ZWIERZĄT NA SYLABY

POD OBRAZKIEM NARYSUJ TYLE KRESEK Z ILU SYLAB SKŁADA SIĘ NAZWA DANEGO ZWIERZĘCIA

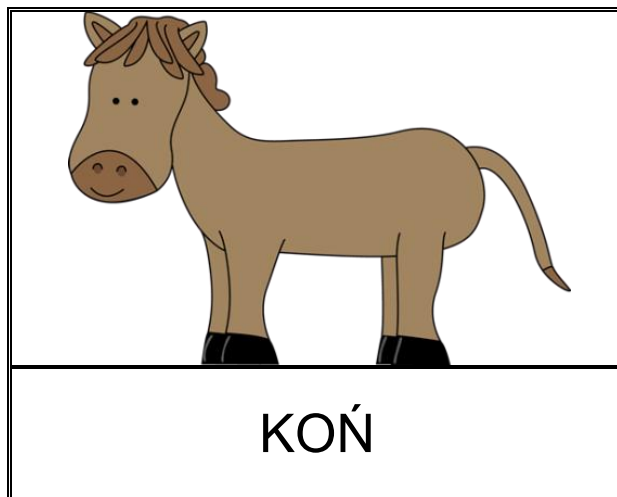


ZNAJDŹ I ZAZNACZ RÓŻNICE MIĘDZY DWOMA OBRAZKAMI

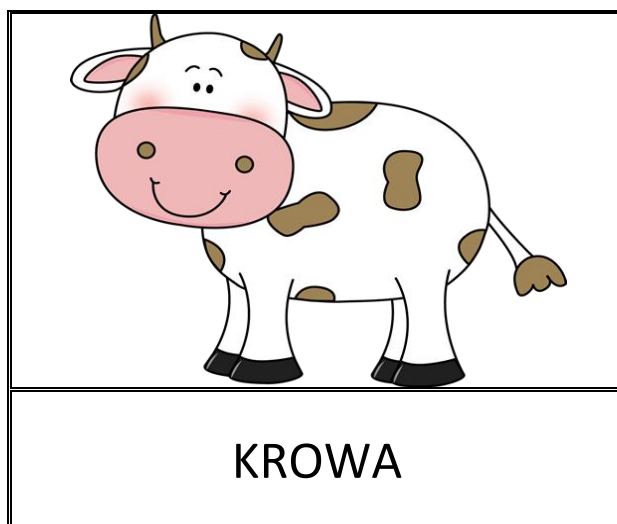
8 RÓŻNIC



ZAMALUJ TE LITERY, KTÓRE SĄ POTRZEBNE DO
NAPISANIA PODANEGO WYRAZU W RAMCE

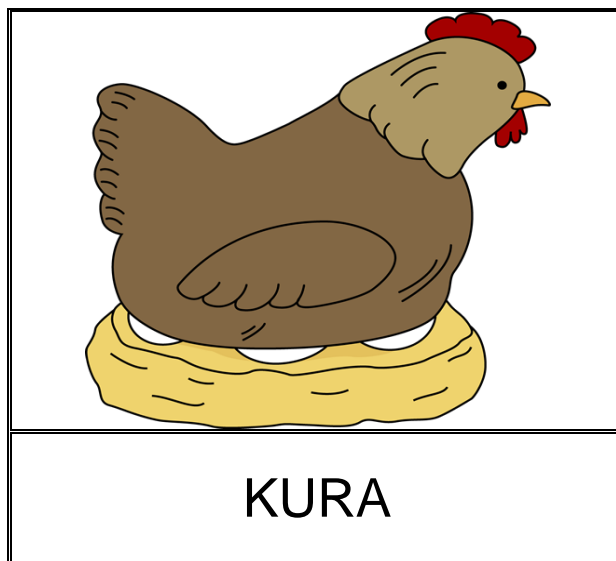


R	A	N	S	K	A	I	M
S	B	K	T	O	Y	Ń	L

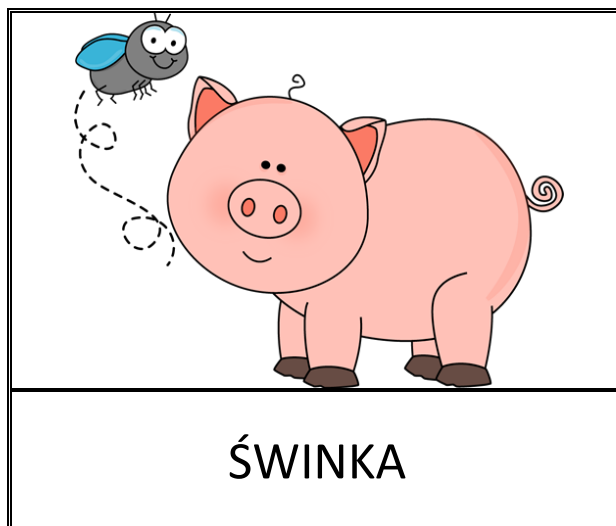


O	R	A	T	Z	W	L	C
A	D	K	R	I	M	Y	O

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NAPISANIA PODANEGO WYRAZU W RAMCE

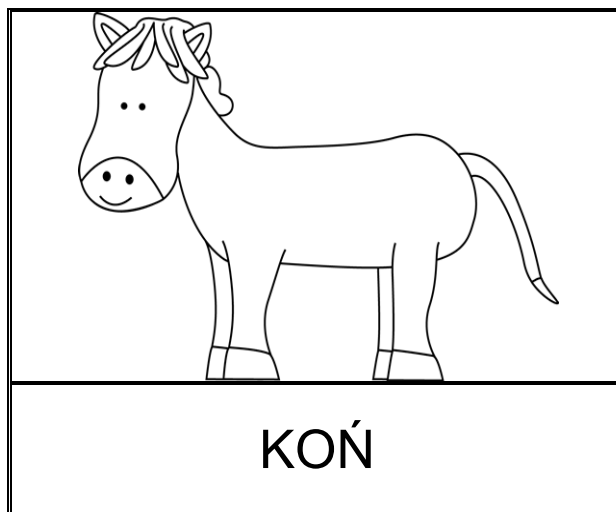


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S	B	K	U	E	Y	T	L

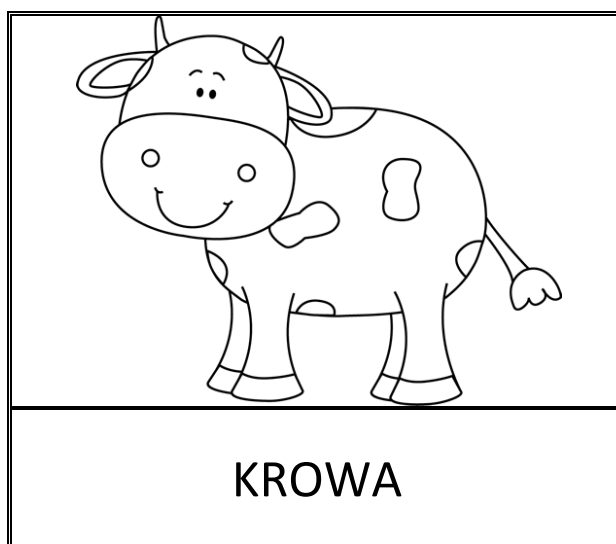


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S	D	K	R	W	M	Y	O

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NAPISANIA PODANEGO WYRAZU W RAMCE

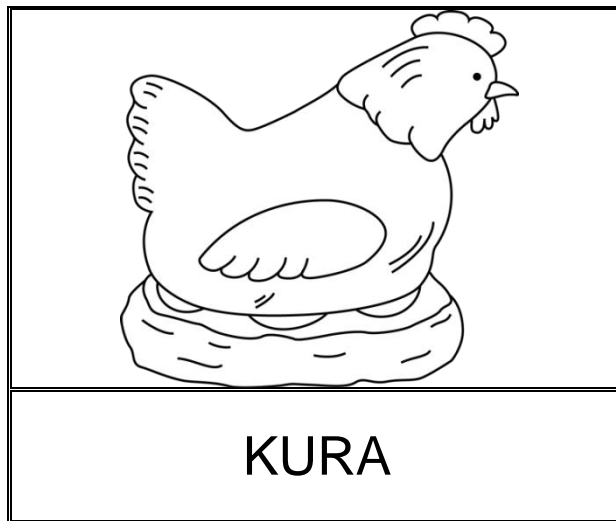


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S	B	K	T	O	Y	Ń	L

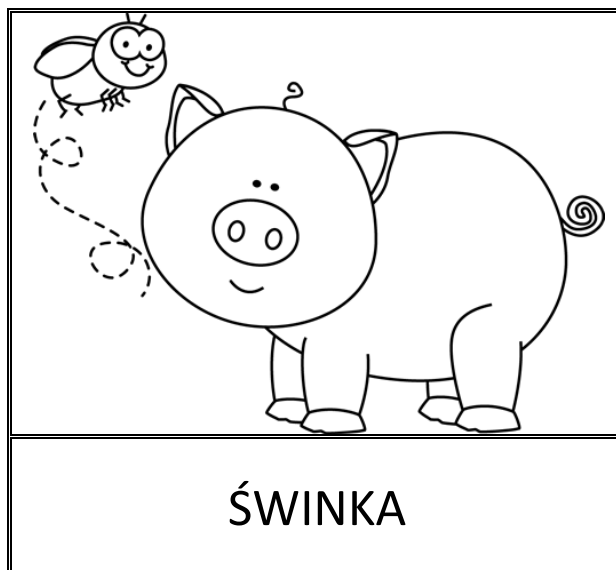


O	R	A	T	Z	W	L	C
A	D	K	R	I	M	Y	O

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NAPISANIA PODANEGO WYRAZU W RAMCE

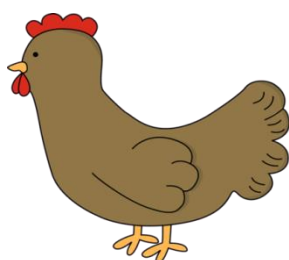
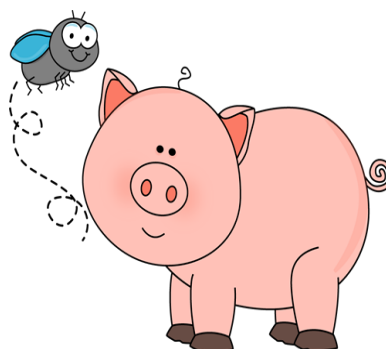
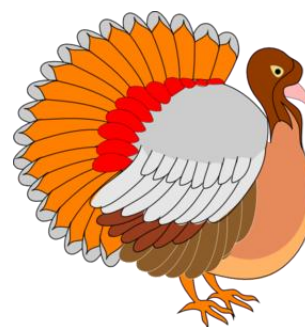
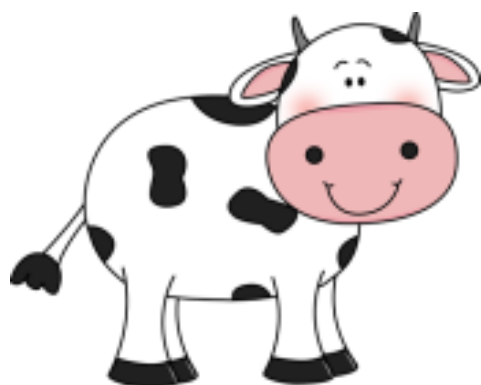
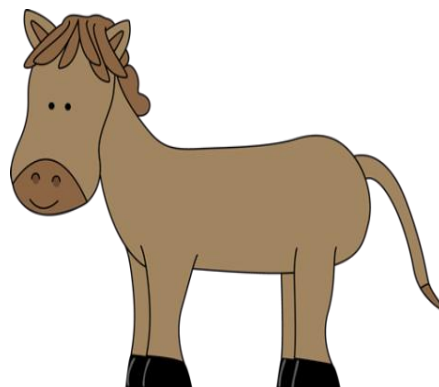
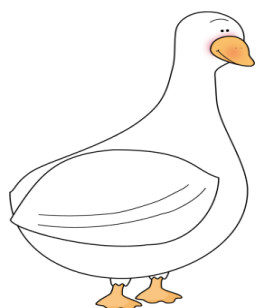


R	A	N	S	K	A	I	M
S	B	K	U	E	Y	T	L

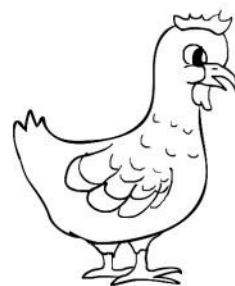
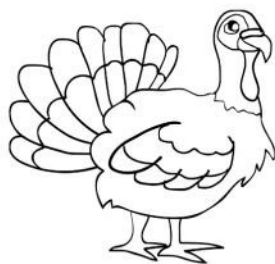
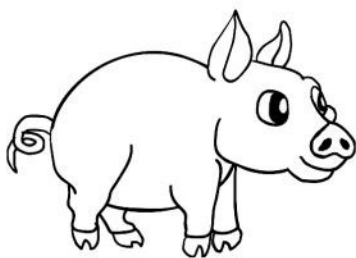
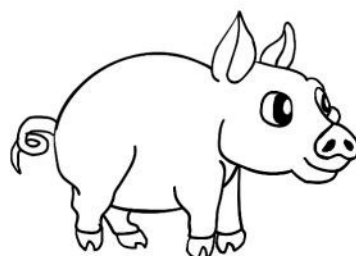
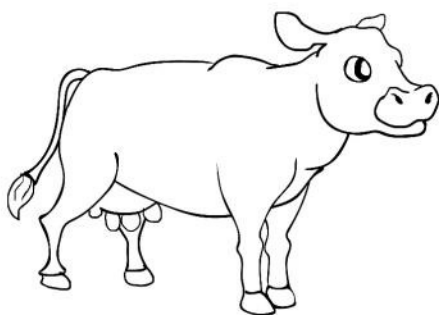
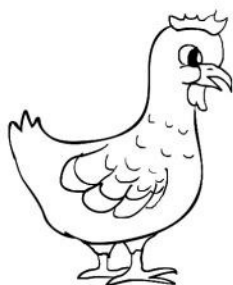
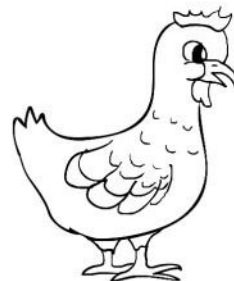
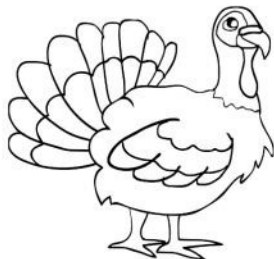
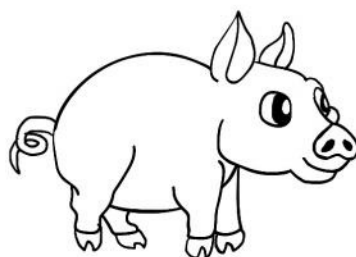
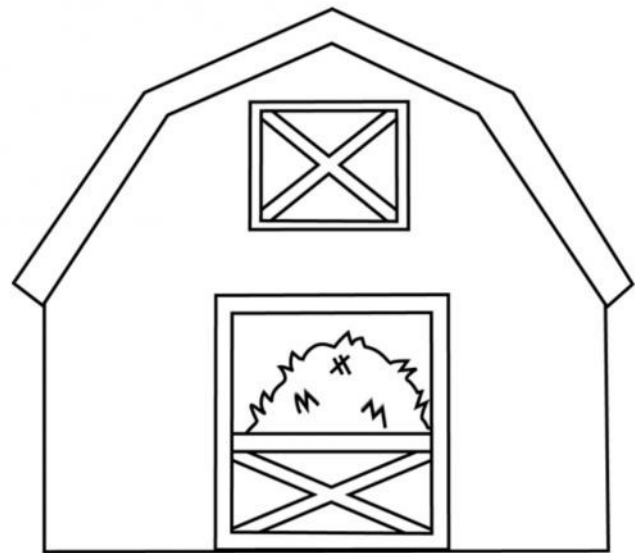


O	Ś	A	I	Z	A	N	C
S	D	K	R	W	M	Y	O

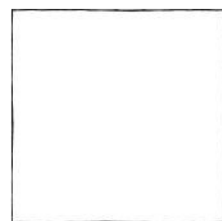
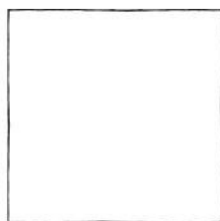
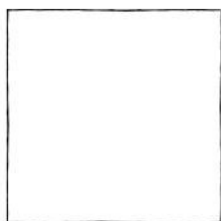
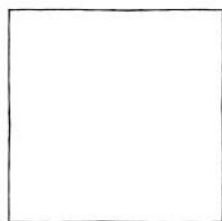
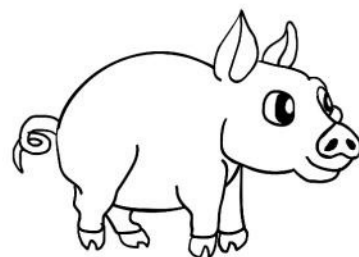
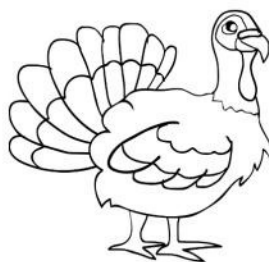
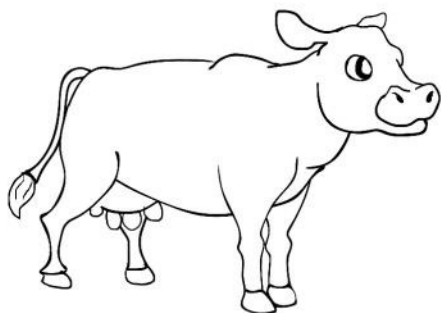
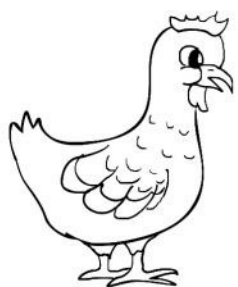
OTOCZ PĘTLĄ TE ZWIERZĘTA, KTÓRYCH NAZWY
ROZPOCZYNAJĄ SIĘ TĄ SAMĄ GŁOSKĄ



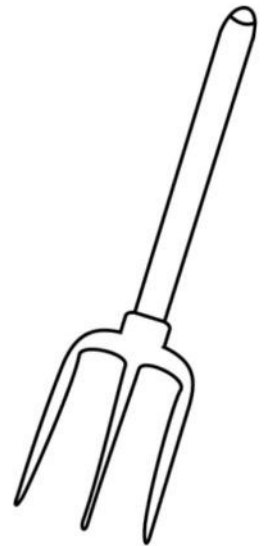
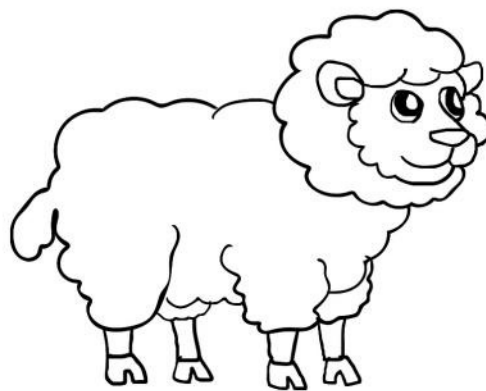
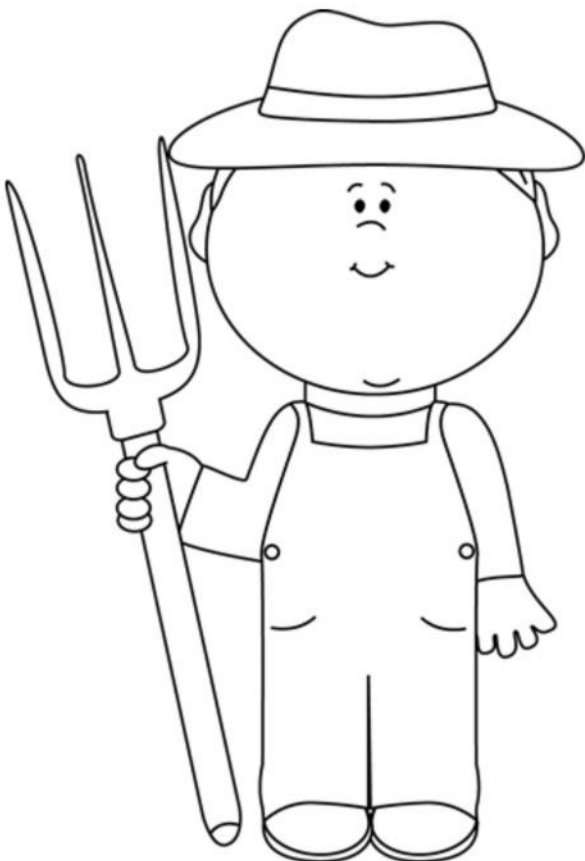
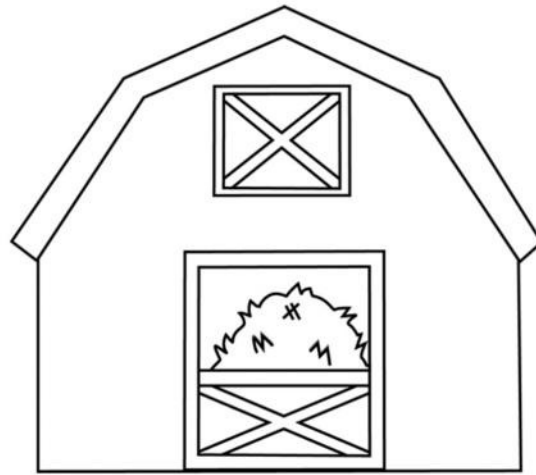
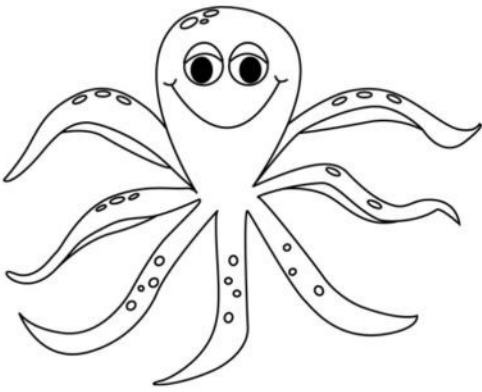
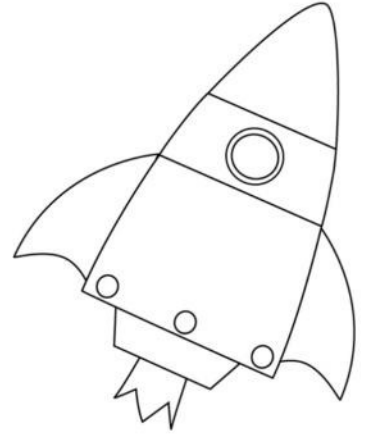
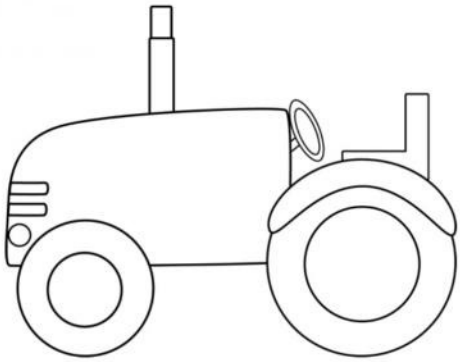
POKOLORUJ OBRAZKI. W KAŻDEJ BUDCE NARYSUJ TYLE KROPEK, ILE ZWIERZĄT DANEGO GATUNKU BIEGA PO FARMIE.



DZIECKIEMBADZ.BLOGSPOT.COM



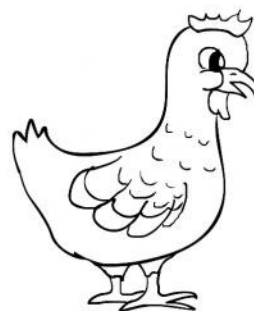
CO JEST ZWIĄZANE Z PRACĄ ROLNIKA? POKOLORUJ ODPOWIEDNIE OBRAZKI.



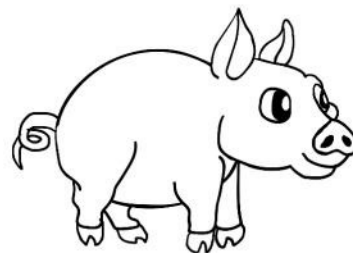
rolnik

NAZWIJ ZWIERZĘTA. PODZIEL ICH NAZWY NA SYLABY. POŁĄCZ SYLABY ROZPOCZYNAJĄCE
NAZWY Z ODPOWIEDNIMI ZWIERZĘTAMI.

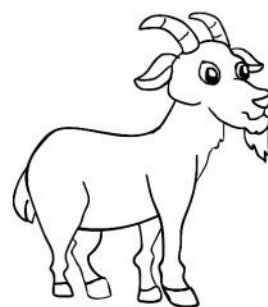
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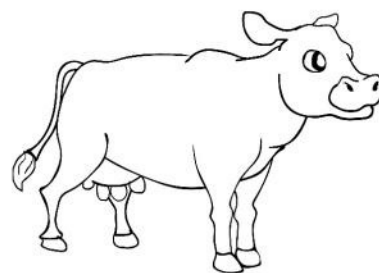
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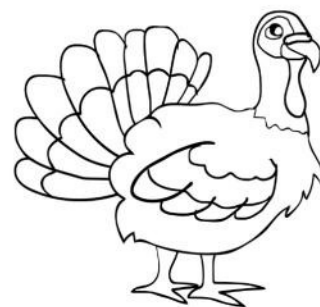
IN-



KU-



KO-



KARTA PRACY - NUMER 1

POTRZEBNE MATERIAŁY:



WEŹ KREDKĘ I RYSUJ PO ŚLADZIE.



KARTA PRACY - NUMER 2

POTRZEBNE MATERIAŁY:



POŁĄCZ BOCIANA ZE SWOIM CIENIEM.

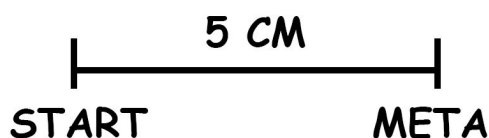
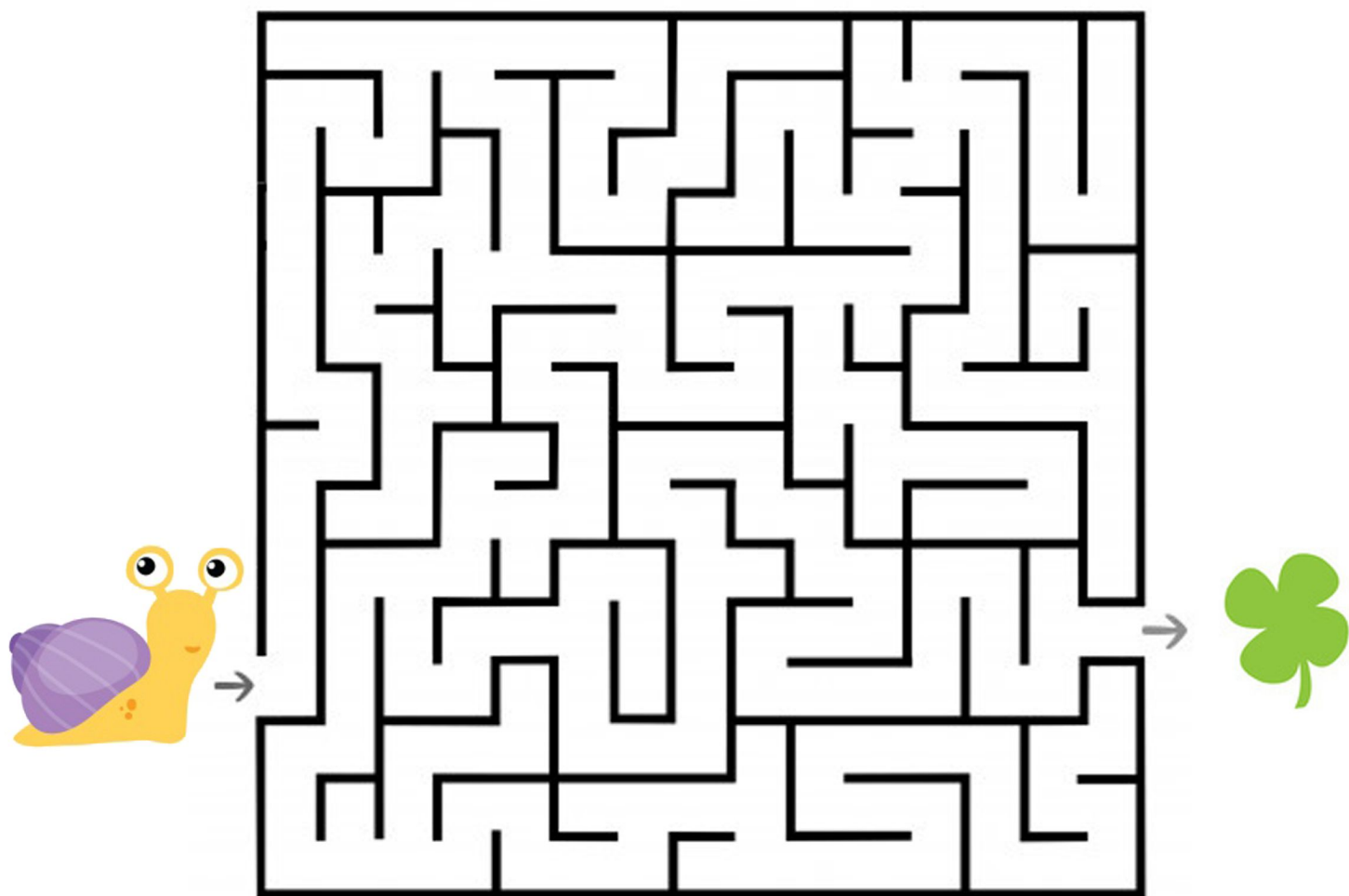


KARTA PRACY - NUMER 3

POTRZEBNE MATERIAŁY:



POMÓŻ ŚLIMAKOWI DOJŚĆ DO LISTKA.



PRZYŁÓŻ PALEC NA START
I PRZESUWAJ GO LICZĄC
DO 60 SEKUND.

CZY ŚLIMAK CHODZI WOLNO
CZY SZYBKO?

CIEKAWOSTKA:
ŚREDNIA PRĘKOŚĆ ŚLIMAKA
TO 5 CM NA MINUTĘ.



TERAPIA RĘKI - POMYSŁY
AGNIESZKA WOJCIECHOWSKA

KARTA PRACY - NUMER 4

POTRZEBNE MATERIAŁY:



WYKLEJ BIAŁE KROPKI PLASTELINĄ U MAMY PSZCZOŁY. MAŁEJ PSZCZOŁCE ZAMALUJ KROPKI FARBĄ ZA POMOCĄ WACIKA.



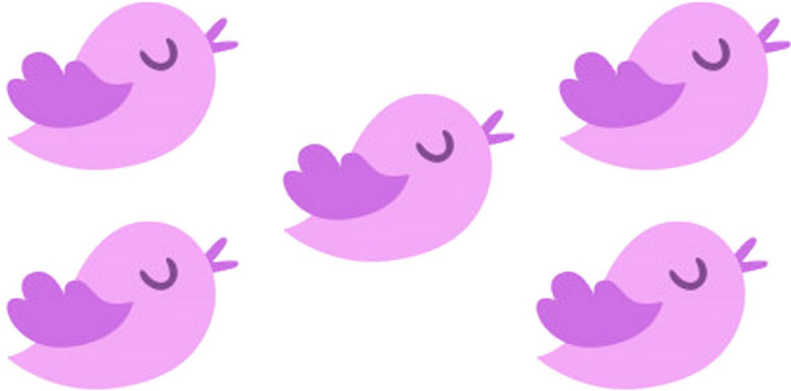

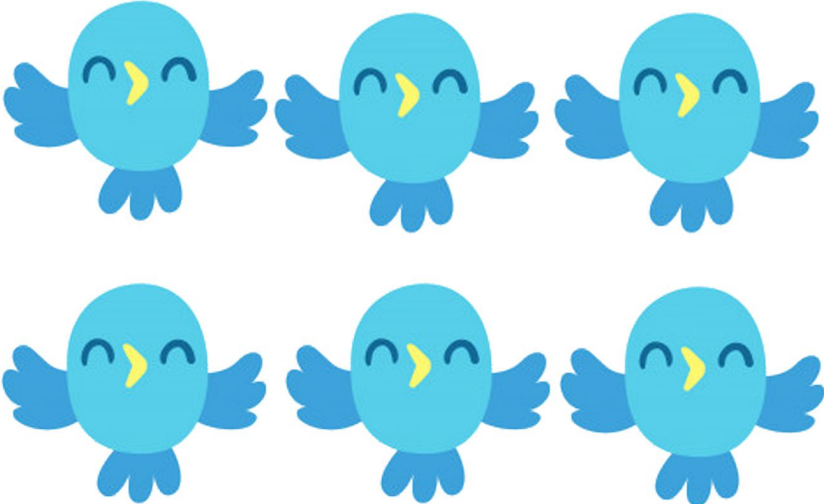
TERAPIA RĘKI - POMYSŁY
AGNIESZKA WOJCIECHOWSKA

KARTA PRACY - NUMER 5

POTRZEBNE MATERIAŁY:



POLICZ I ZAZNACZ ODPOWIEDNIĄ CYFRĘ.

	1 3 5
	3 4 5
	2 4 6

KARTA PRACY - NUMER 6

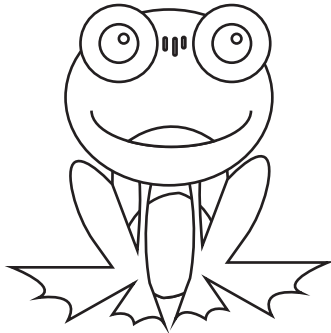
POTRZEBNE MATERIAŁY:



NARYSUJ WIOSENNY RYSUNEK.

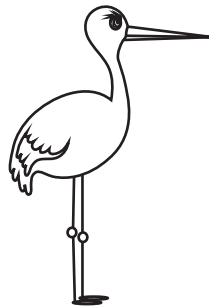
IMIĘ:

ZADANIE: Zamaluj pola z literami,
które są potrzebne do napisania wyrazu
z ramki.



ŻABA

Ż	Z	N	Ó	M	K	A
S	B	O	A	K	Y	E

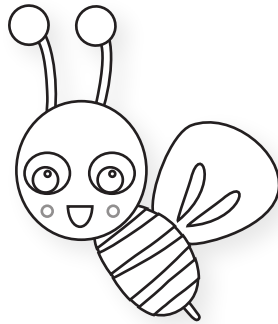


BOCIAN

B	A	O	E	T	A	K
I	N	Z	Ś	M	C	I

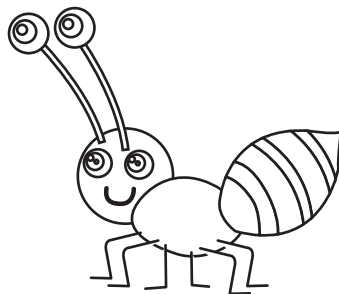
IMIĘ:

ZADANIE: Zamaluj pola z literami,
które są potrzebne do napisania wyrazu
z ramki.



PSZCZOŁA

P	Z	N	C	M	K	A
S	B	O	A	Z	Y	Ł

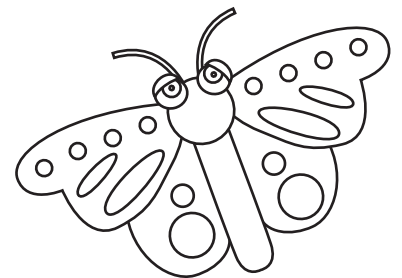
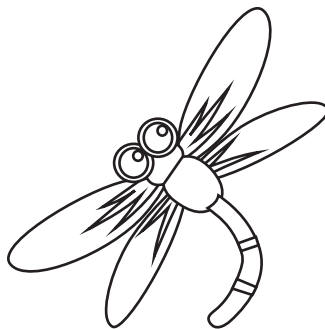
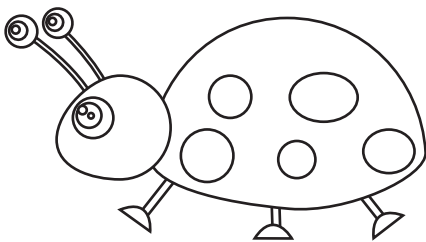
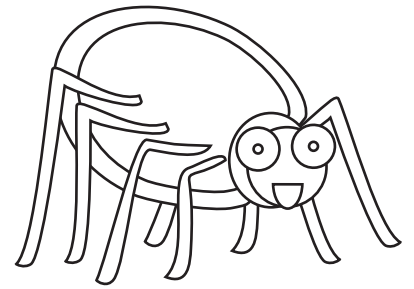
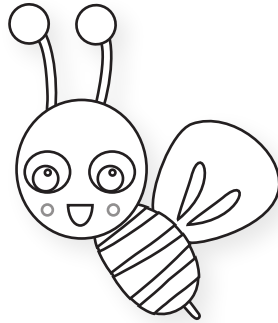
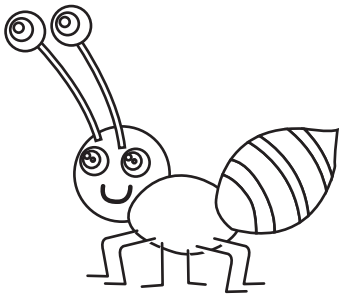


MRÓWKA

R	A	O	E	T	A	K
I	W	Z	Ó	M	C	I

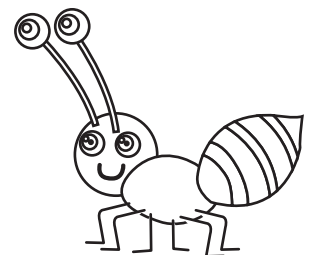
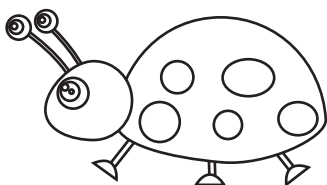
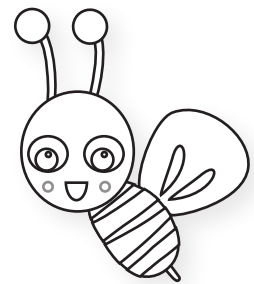
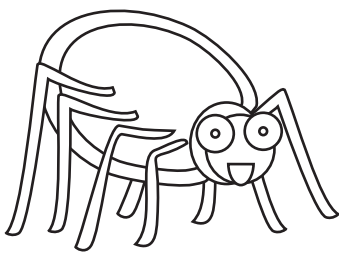
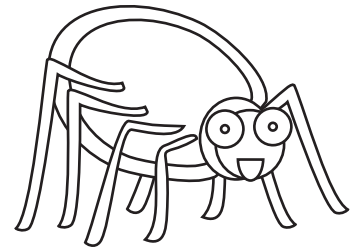
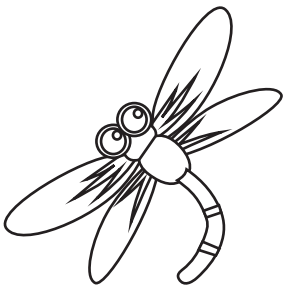
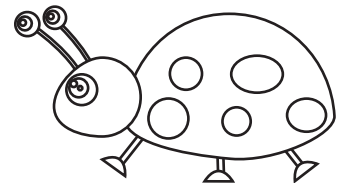
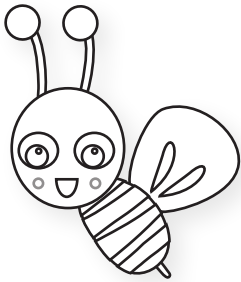
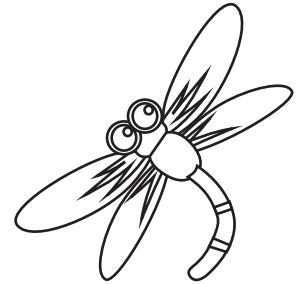
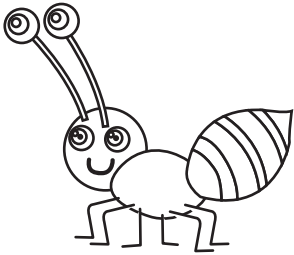
IMIĘ:

ZADANIE: Podziel na sylaby nazwy owadów,
a następnie
w wyznaczonym miejscu narysuj tyle kresek
ile jest sylab w danej nazwie.



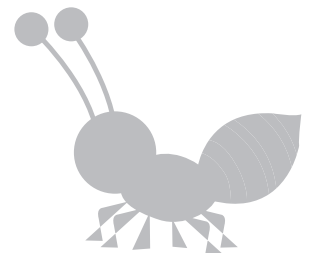
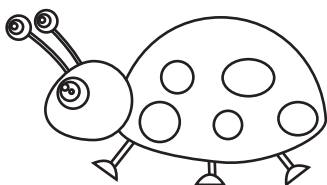
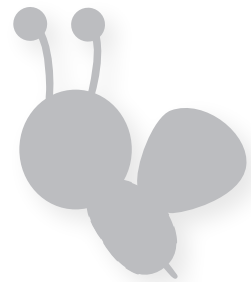
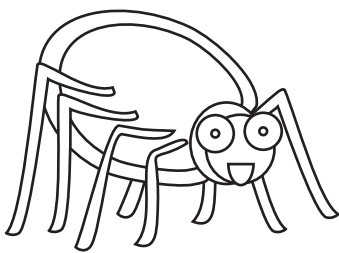
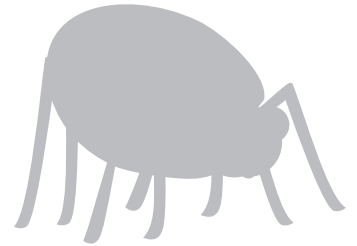
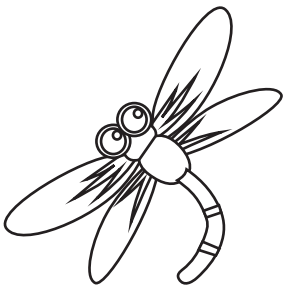
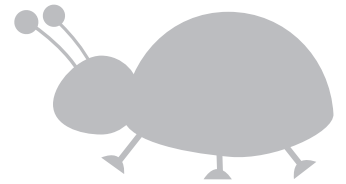
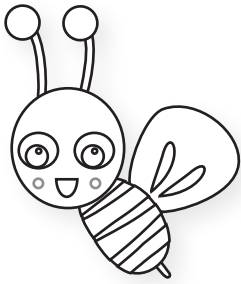
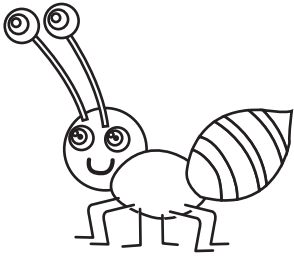
IMIĘ:

ZADANIE: Połącz w pary takie same obrazki.



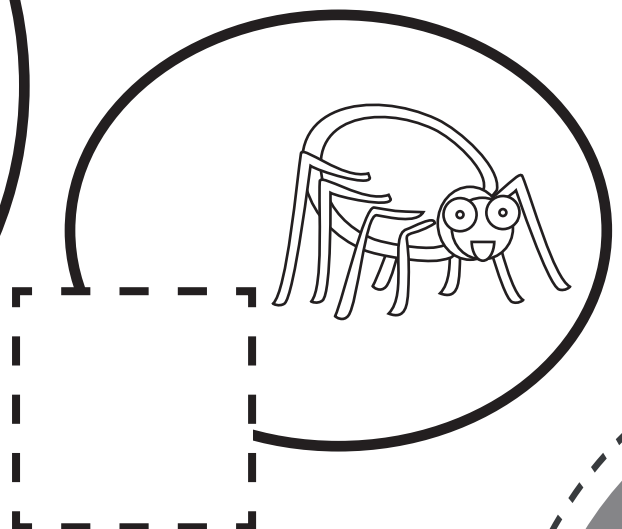
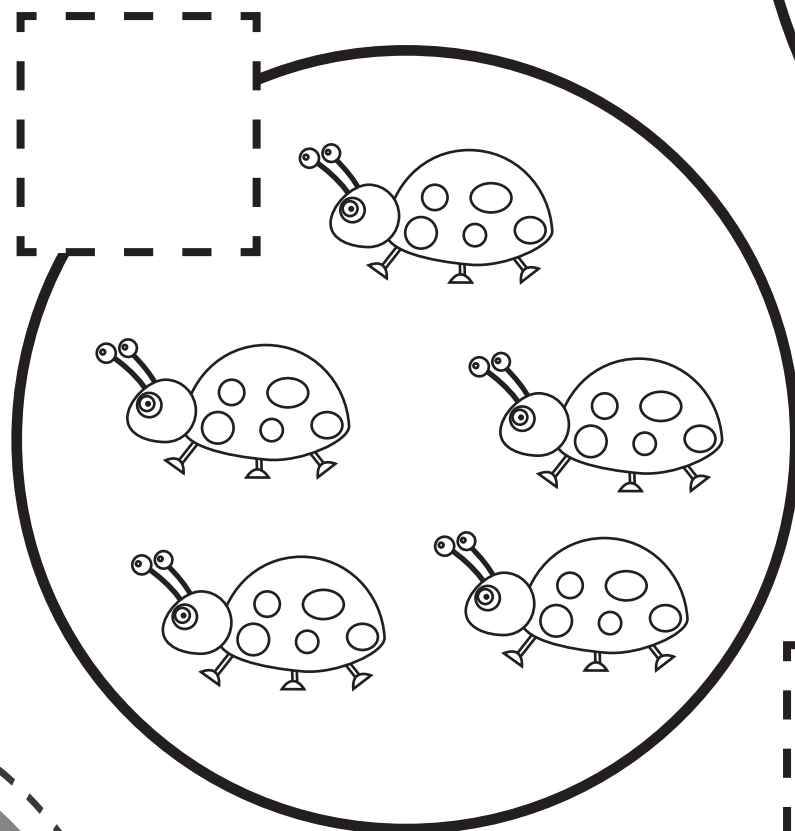
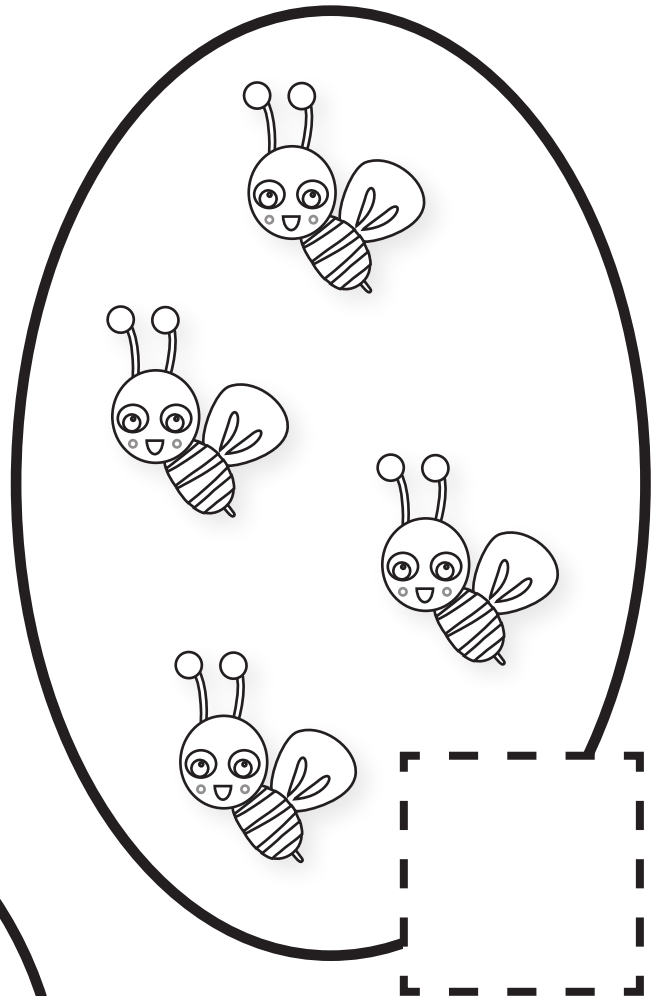
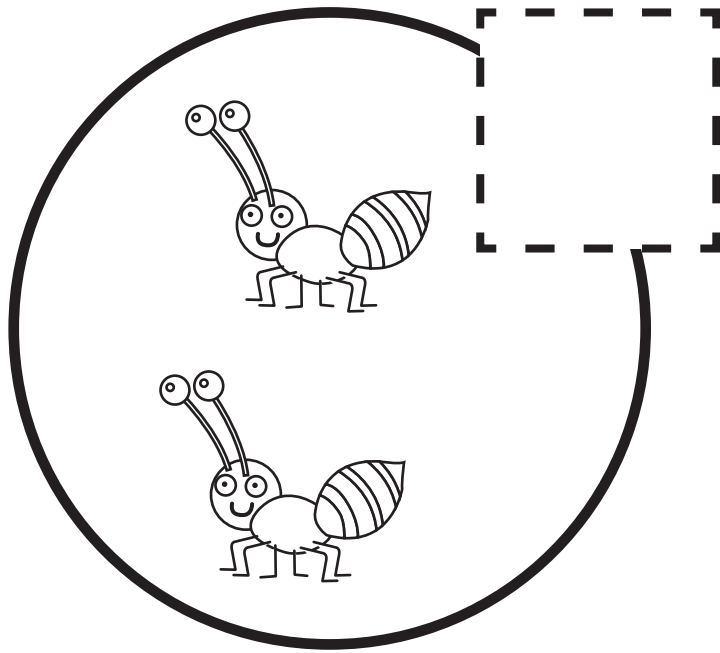
IMIĘ:

ZADANIE: Połącz obrazek z jego cieniem.



IMIĘ:

ZADANIE: Policz, a następnie w wyznaczonym miejscu narysuj tyle kresek ile jest owadów w poszczególnych zbiorach.



IMIĘ:

ZADANIE: Policz owady, a następnie pokoloruj największego i najmniejszego z nich.

