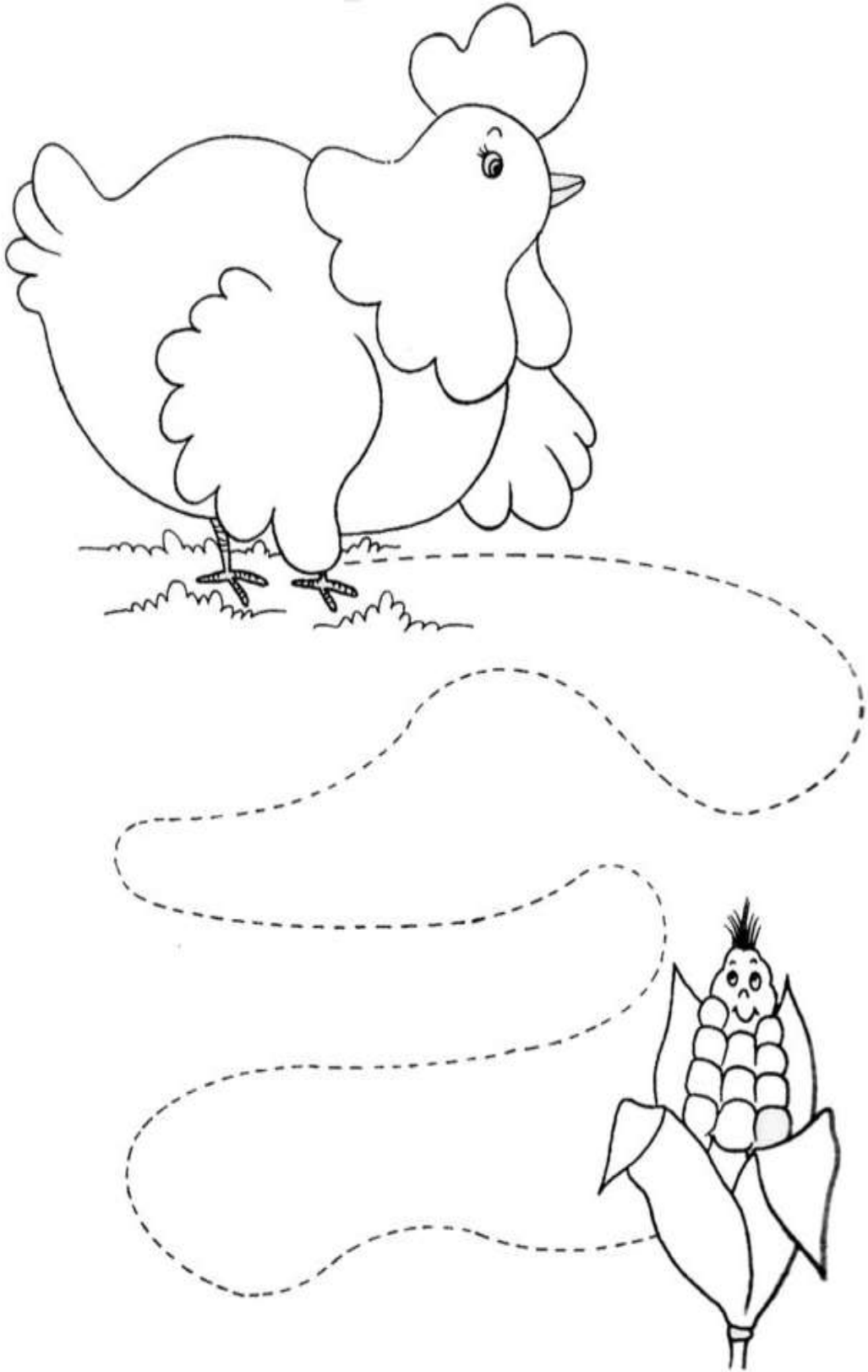
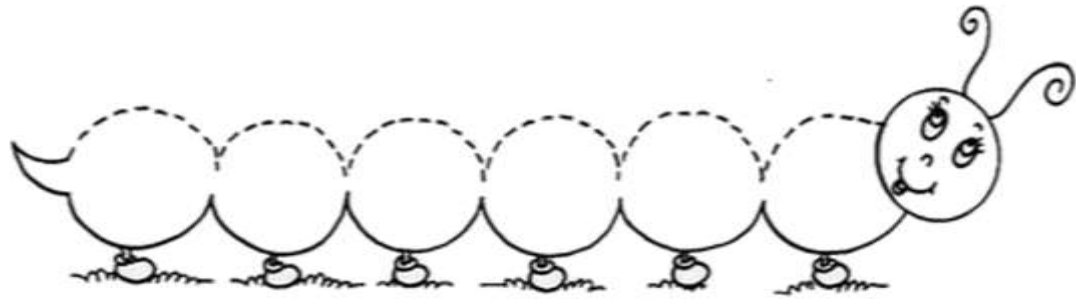
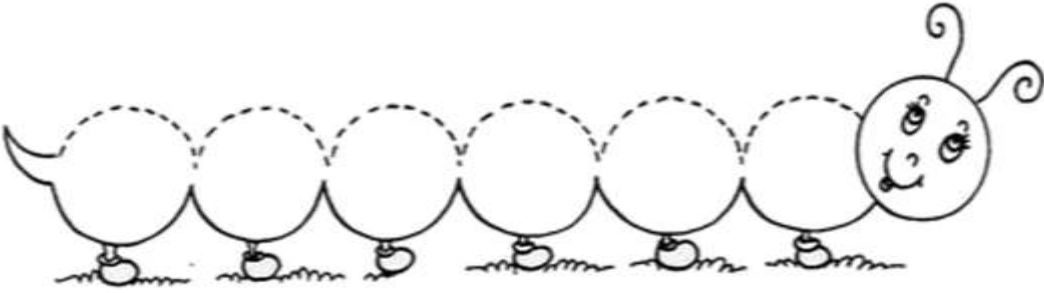
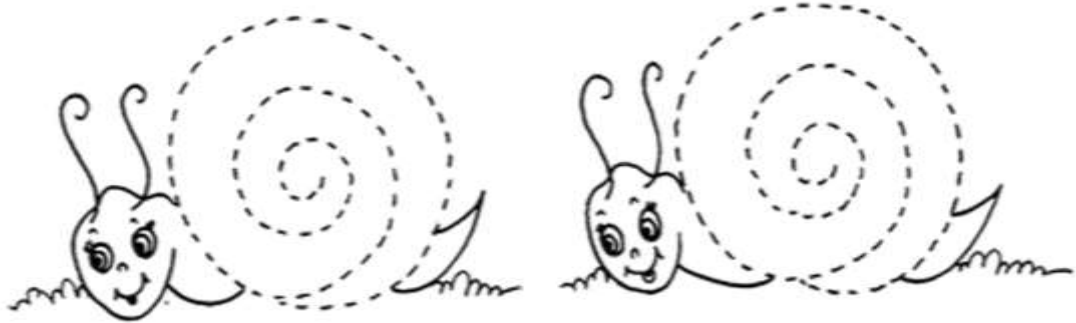
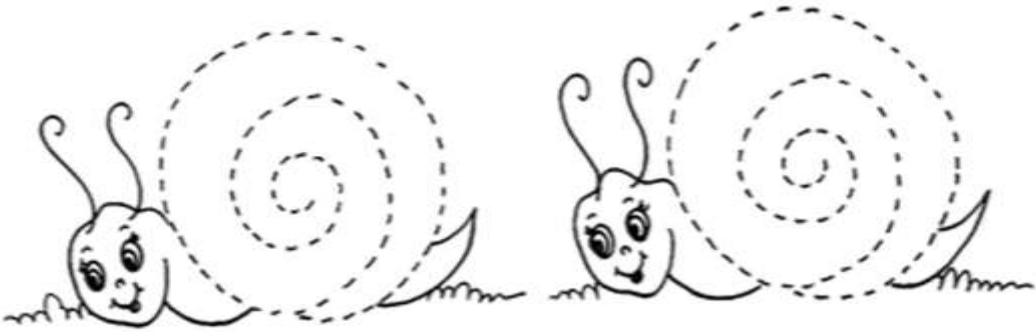


AJUDE A GALINHA A CHEGAR NO MILHO COLOCANDO COLA GLITER NO PONTILHADO.

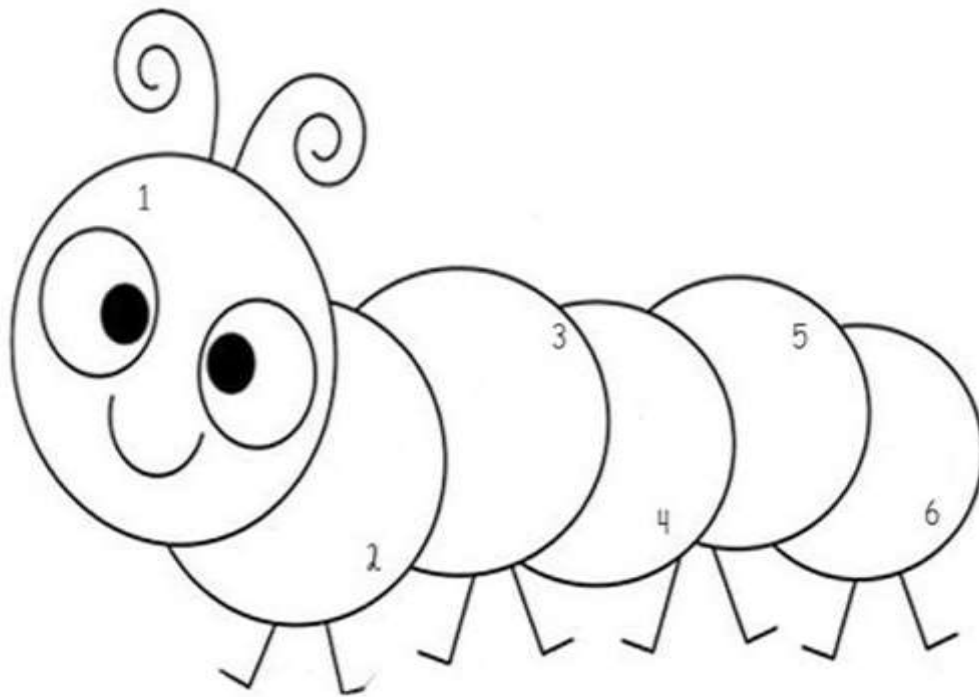


COM O GIZ DE CERA CUBRA O PONTILHADO E FORME O DESENHO.



COLORINDO...

1-PINTE DE ACORDO COM A LEGENDA:



AMARELO



AZUL



VERMELHO



VERDE

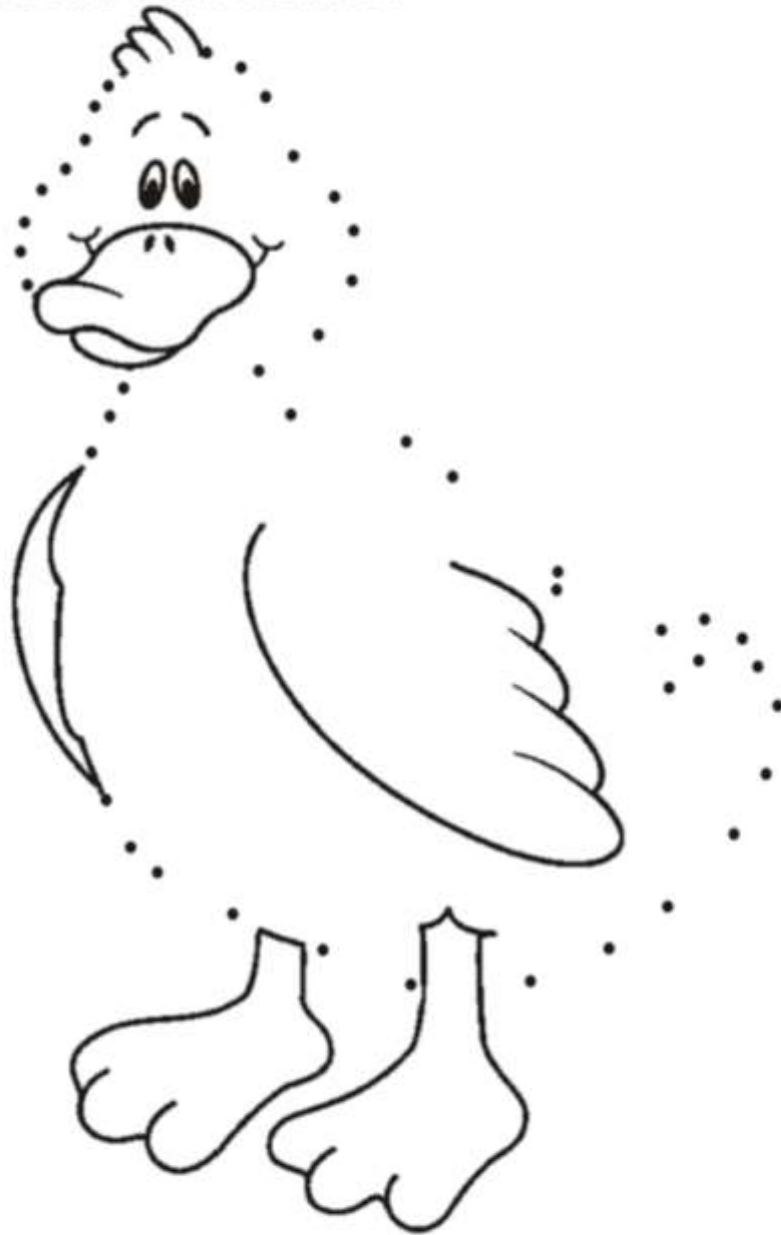


ROXO



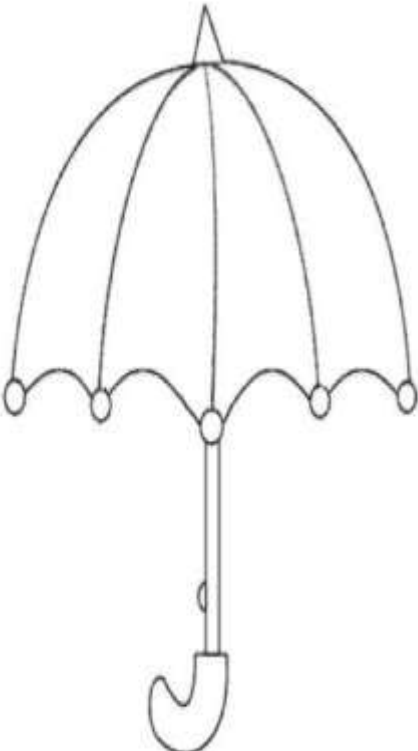
LARANJA

1. LIGUE OS PONTOS E DESCUBRA QUAL É O ANIMAL QUE USOU
UMA PANELA COMO ESCONDERIJO.



O NOME DO ANIMAL É _____

COLE EVA NO NUMERO 1 E COM O LAPIZ CUBRA OS PONTILHADOS.



COLE EVA NO NUMERO 2 E COM O LAPIZ CUBRA OS PONTILHADOS.

