



# MINHAS ATIVIDADES



NOME: \_\_\_\_\_

TURMA: \_\_\_\_\_

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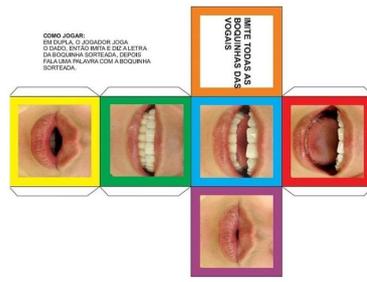
## FASE 6 - 03/05 ATÉ 14/05

- **LINGUAGEM:**

A) MOSTRE PARA A CRIANÇA E QUESTIONE SE ELA SABE QUE LETRA A BOQUINHA ESTÁ FAZENDO. (AJUDE-A APENAS SE NECESSÁRIO).



B) VAMOS JOGAR? MONTE O DADO E JOGUE COM A CRIANÇA. A FACE QUE VIRAR ELA DEVE ADIVINHAR QUAL É A LETRA E DIZER UMA PALAVRA QUE INICIA COM ELA. (DADO EM ANEXO)



C) COM A AJUDA DE UM ADULTO ESCREVA A LETRA CORRESPONDENTE:



\_\_\_\_\_

- **NUMERAIS/ QUANTIDADES:**

1. VAMOS ESTUDAR OS NÚMEROS ATÉ O 5? QUESTIONE A CRIANÇA QUAL É O NOME DOS NUMERAIS (AJUDE-A APENAS SE NECESSÁRIO).

1 2 3 4 5

2. AGORA, SOLICITE QUE A CRIANÇA PEGUE A QUANTIDADE DE PALITOS DE ACORDO COM A QUANTIDADE. POR EXEMPLO: PEGUE 3 PALITOS; AGORA VAMOS FAZER O TRÊS COM A MÃO?

3. VAMOS COLAR AS QUANTIDADES? RECORTE PARA A CRIANÇA AS QUANTIDADES E PRIMEIRAMENTE SOLICITE QUE ELA RELACIONE SEM COLAR; DEPOIS AJUDE COLAR.

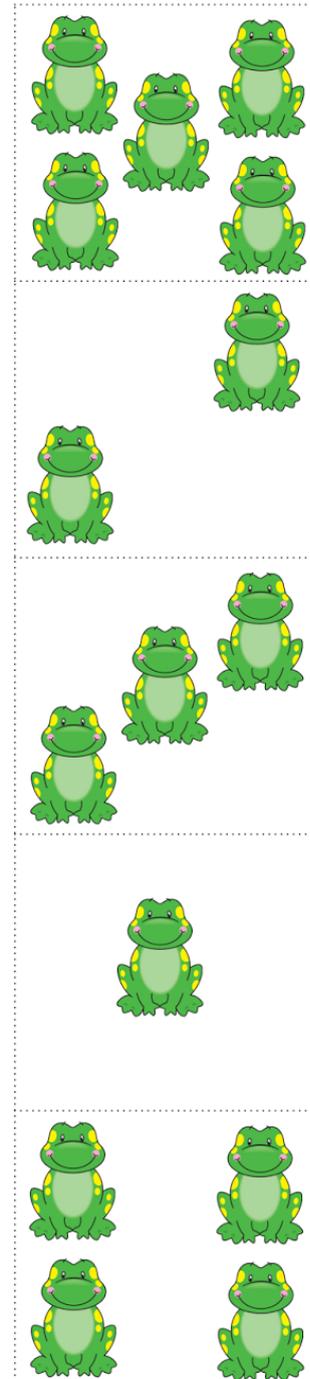
NOME \_\_\_\_\_



RECORTE E COLE DE ACORDO COM A QUANTIDADE.

### ATIVIDADE

 <b>1</b>	
 <b>2</b>	
 <b>3</b>	
 <b>4</b>	
 <b>5</b>	

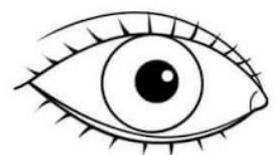
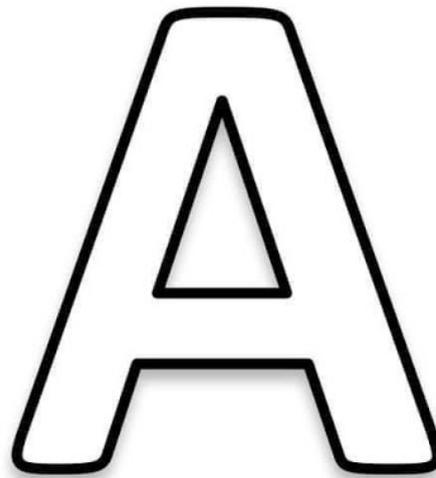
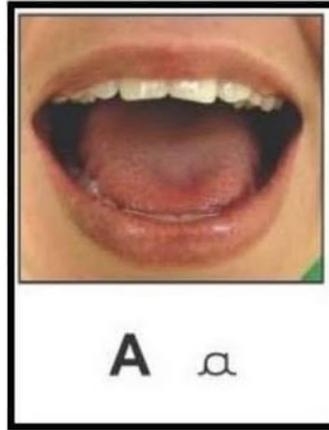
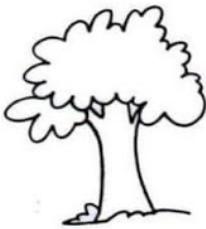


● **PERCEÇÃO VISUAL:**

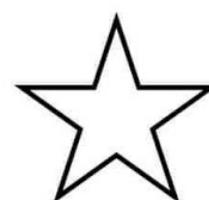
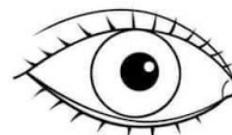
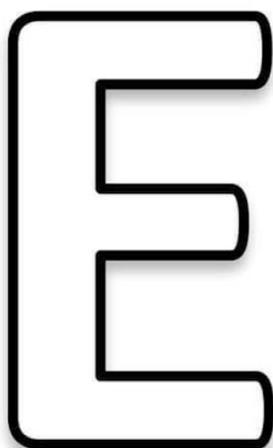
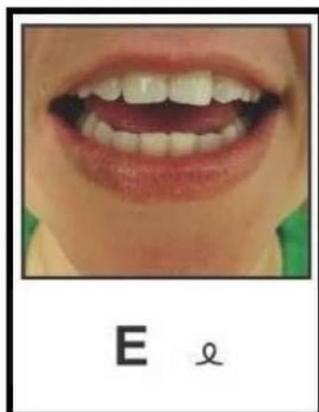
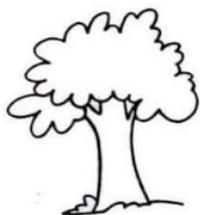
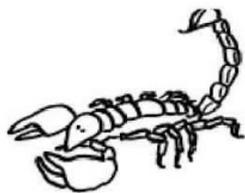
1.VAMOS PAREAR OS NUMERAIS NA CENTOPÉIA.(MATERIAL EM ANEXO).

● **LINGUAGEM:**

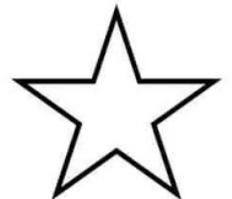
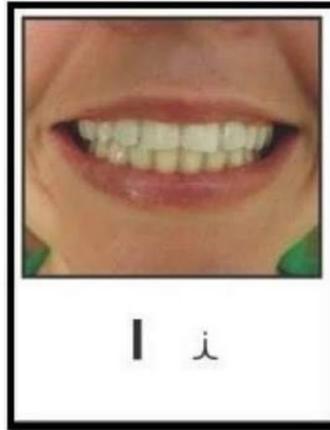
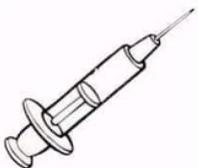
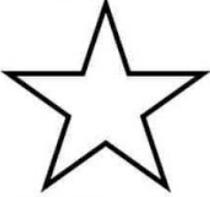
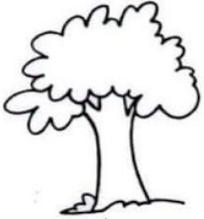
- PINTE E LIGUE APENAS AS FIGURAS QUE COMECEM COM A LETRA A:



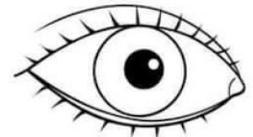
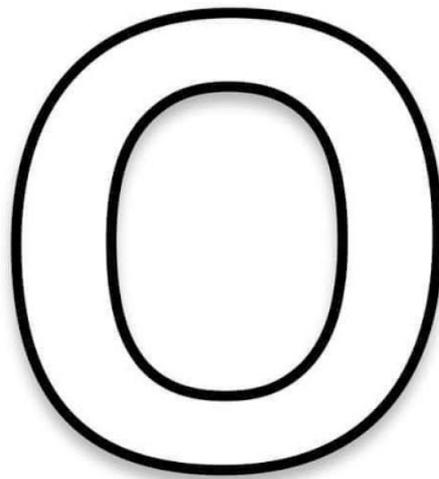
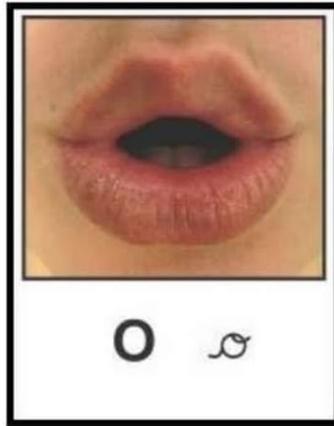
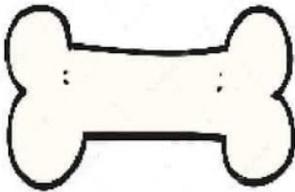
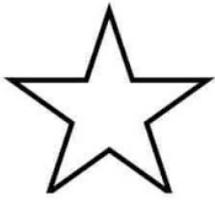
- PINTE E LIGUE APENAS AS FIGURAS QUE COMECEM COM A LETRA E:



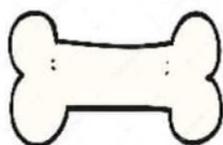
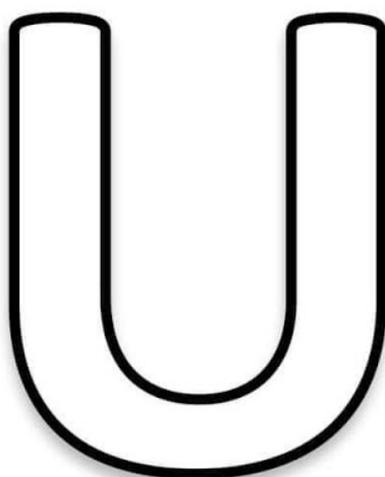
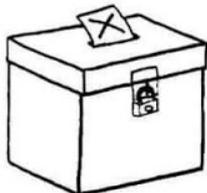
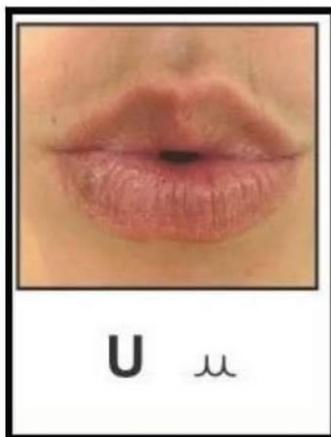
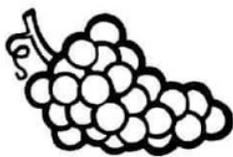
- PINTE E LIGUE APENAS AS FIGURAS QUE COMECEM COM A LETRA I:



• PINTE E LIGUE APENAS AS FIGURAS QUE COMECEM COM A LETRA O:

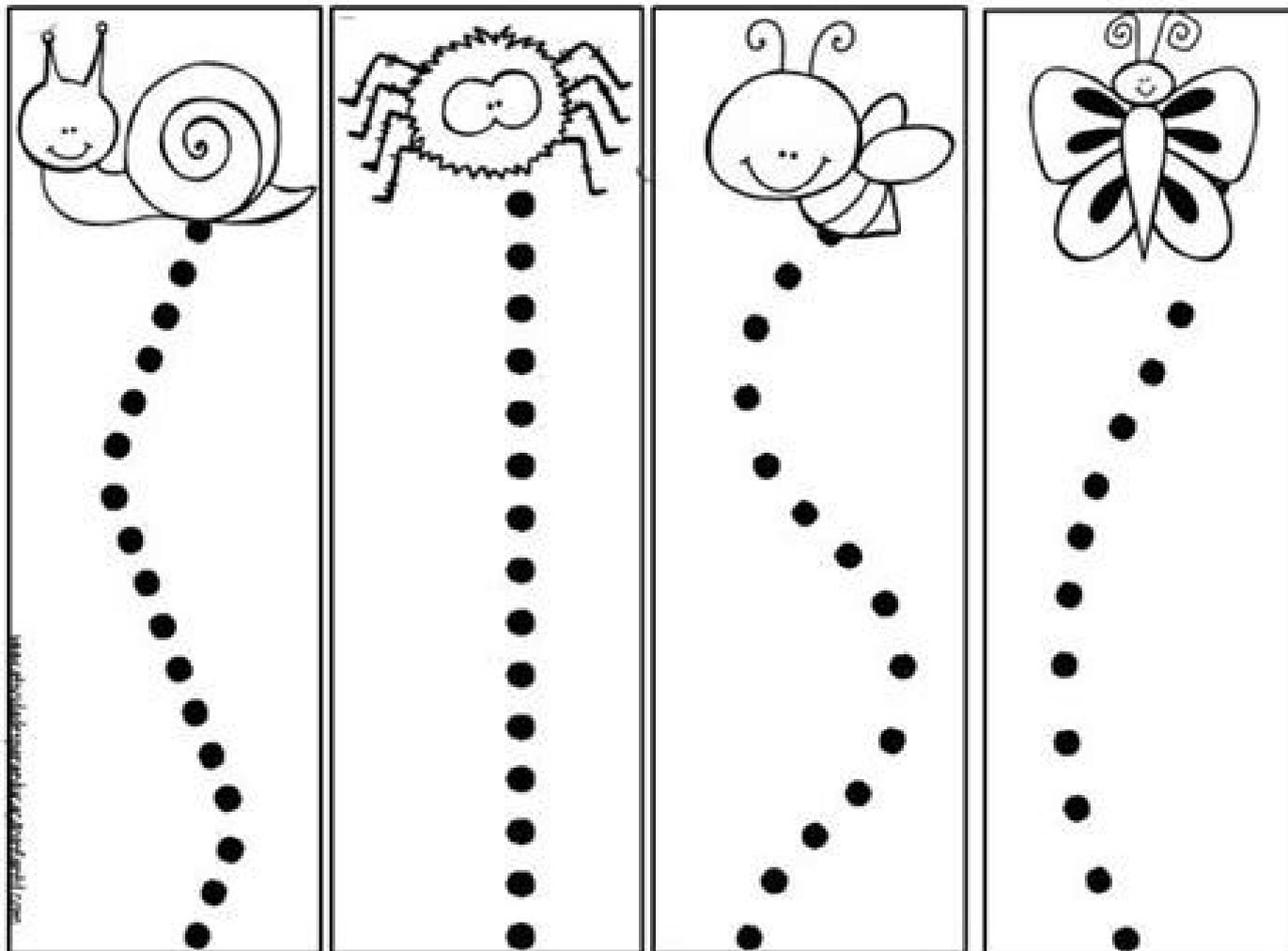


• PINTE E LIGUE APENAS AS FIGURAS QUE COMECEM COM A LETRA U:

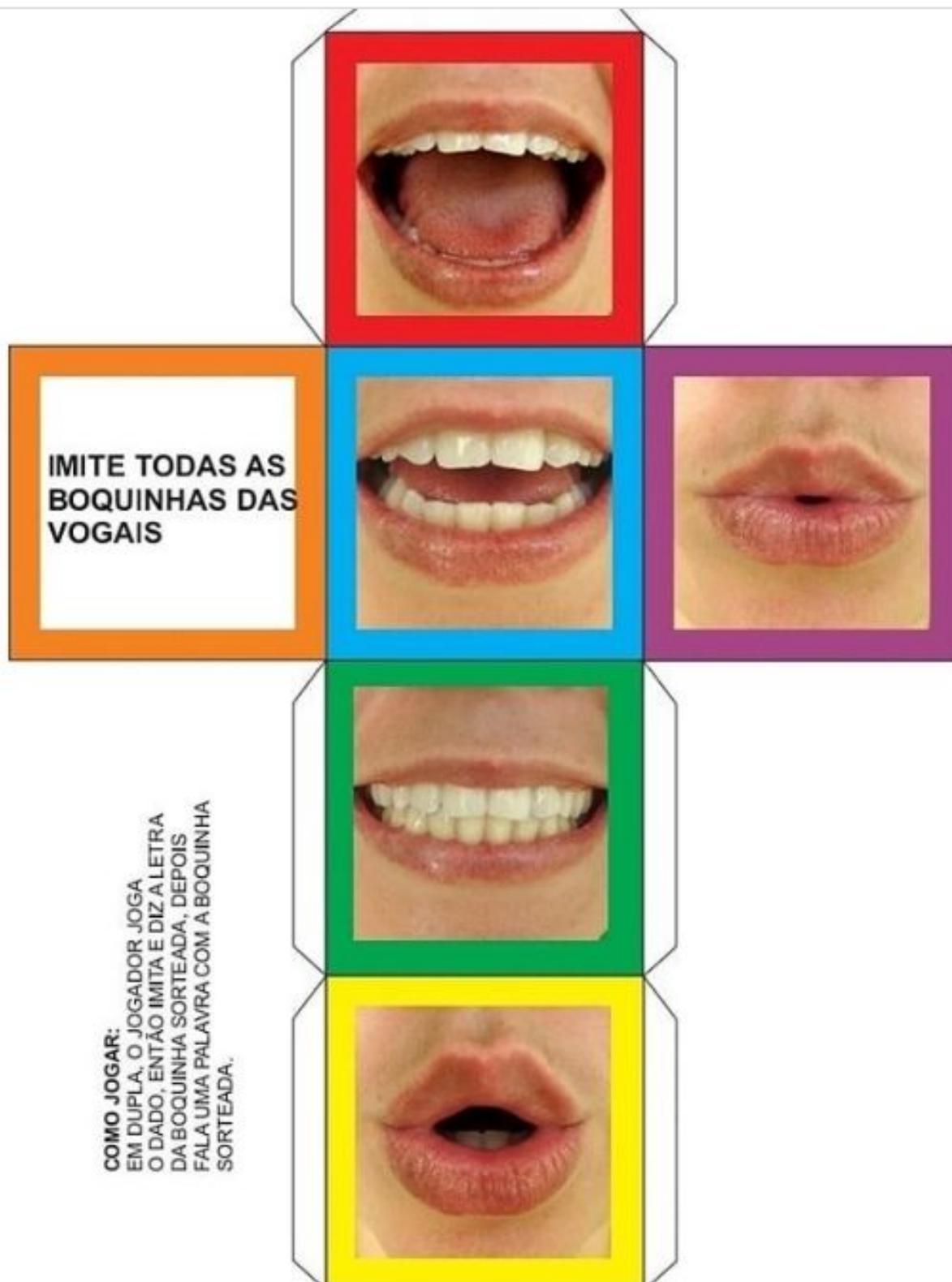


• COORDENAÇÃO MOTORA:

1. RECORTE SEGUINDO O PONTILHADO:



**COMO JOGAR:**  
EM DUPLA, O JOGADOR JOGA  
O DADO. ENTÃO IMITA E DIZ A LETRA  
DA BOQUINHA SORTEADA, DEPOIS  
FALA UMA PALAVRA COM A BOQUINHA  
SORTEADA.



**IMITE TODAS AS  
BOQUINHAS DAS  
VOGAIS**