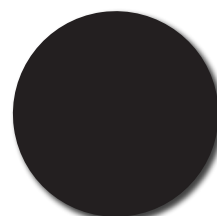
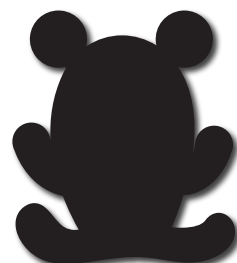
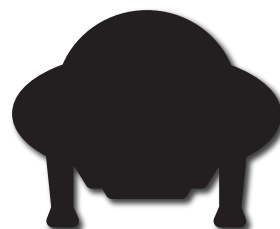
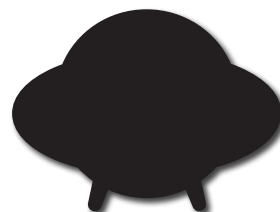
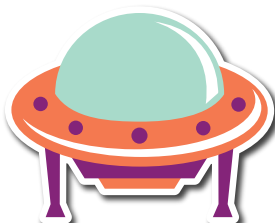
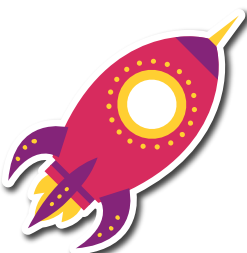
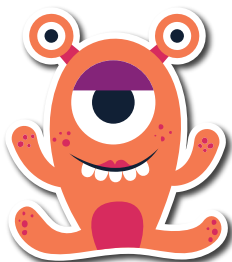




NIESAMOWITA PRZYGODA W KOSMOSIE

POŁĄCZ CIEN Z RYSUNKIEM



Znajdź dwa takie same obrazki

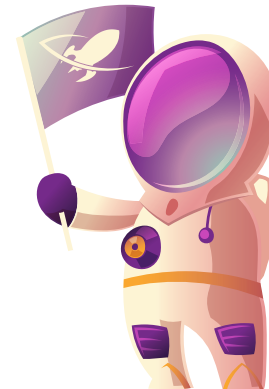
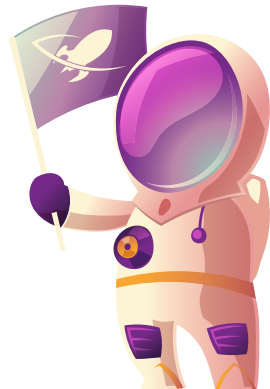
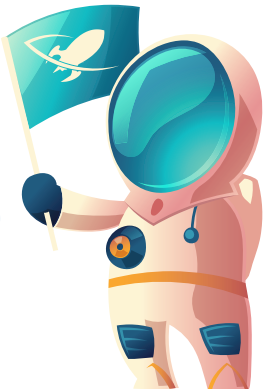
1

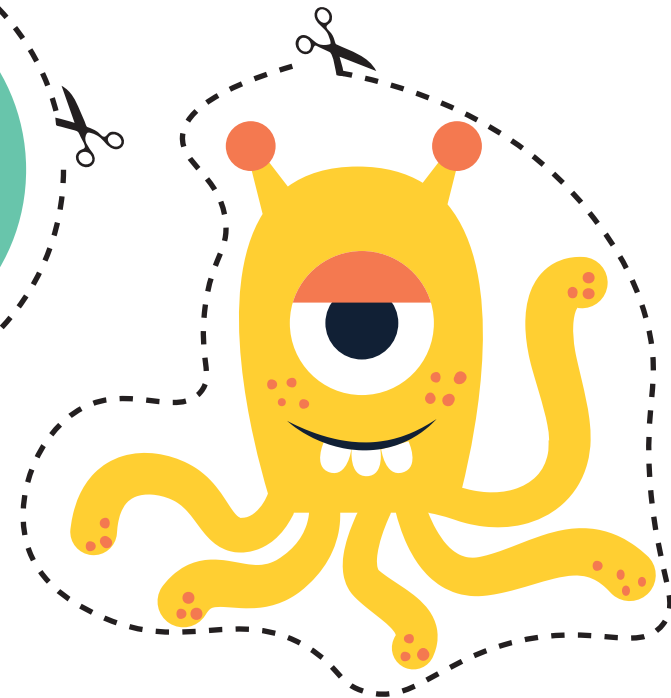
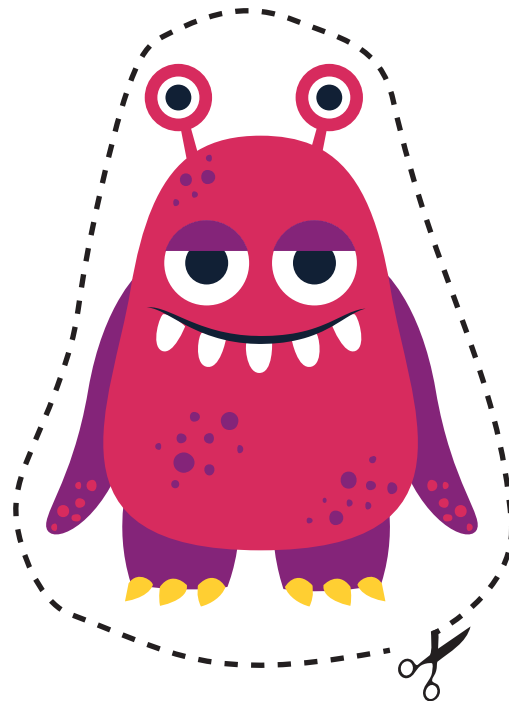
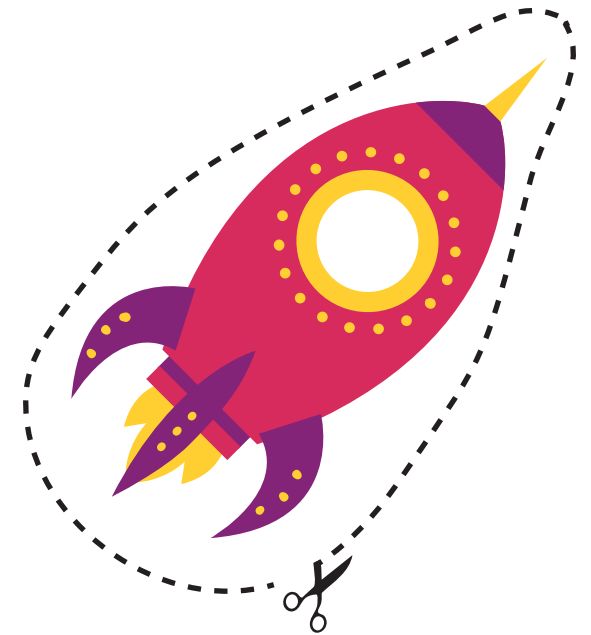
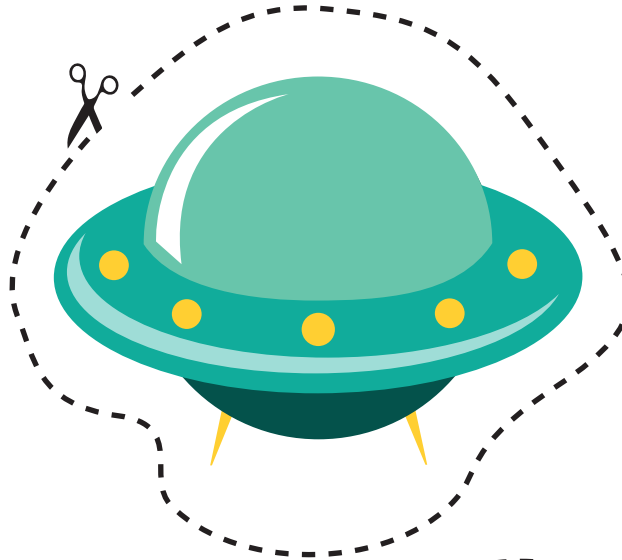
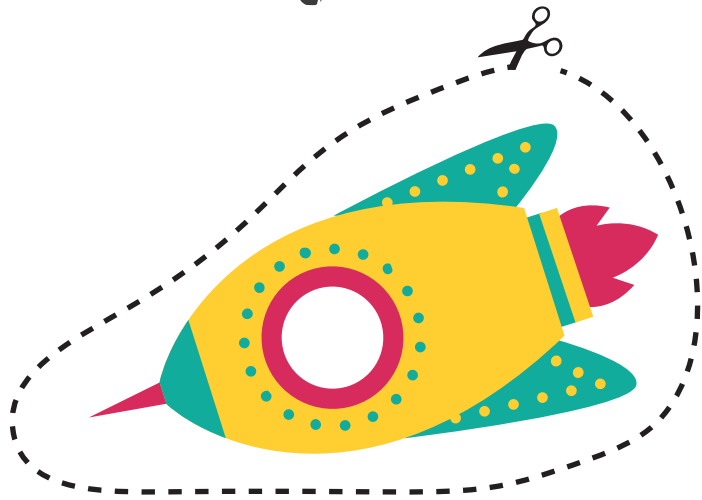


2



3

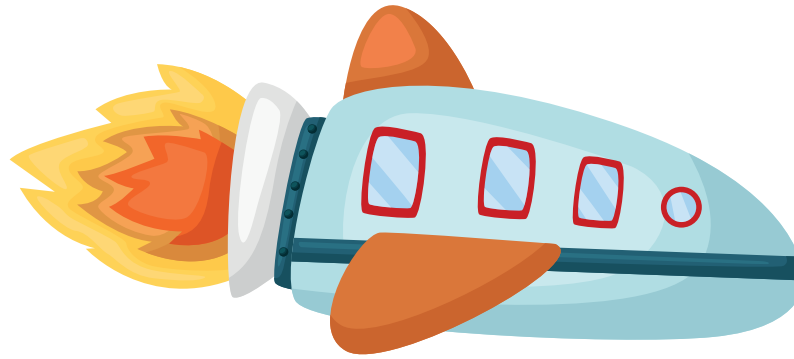




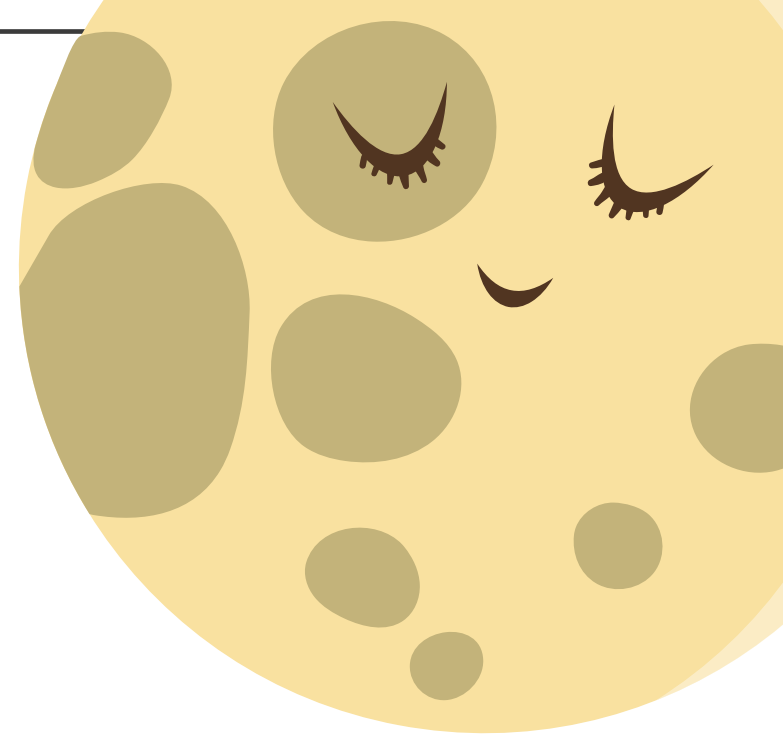
Wymyśl i narysuj historię z wykorzystaniem obrazków



PIES



RAKIETA



KSIĘŻYC

1

2

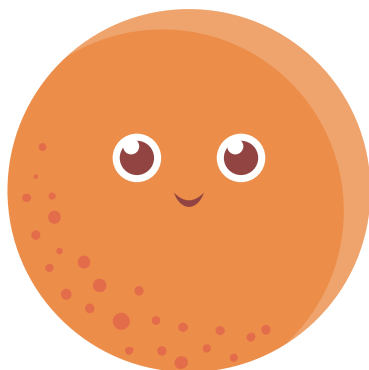
3

Pomóż zagubionemu kosmicie wrócić do domu.

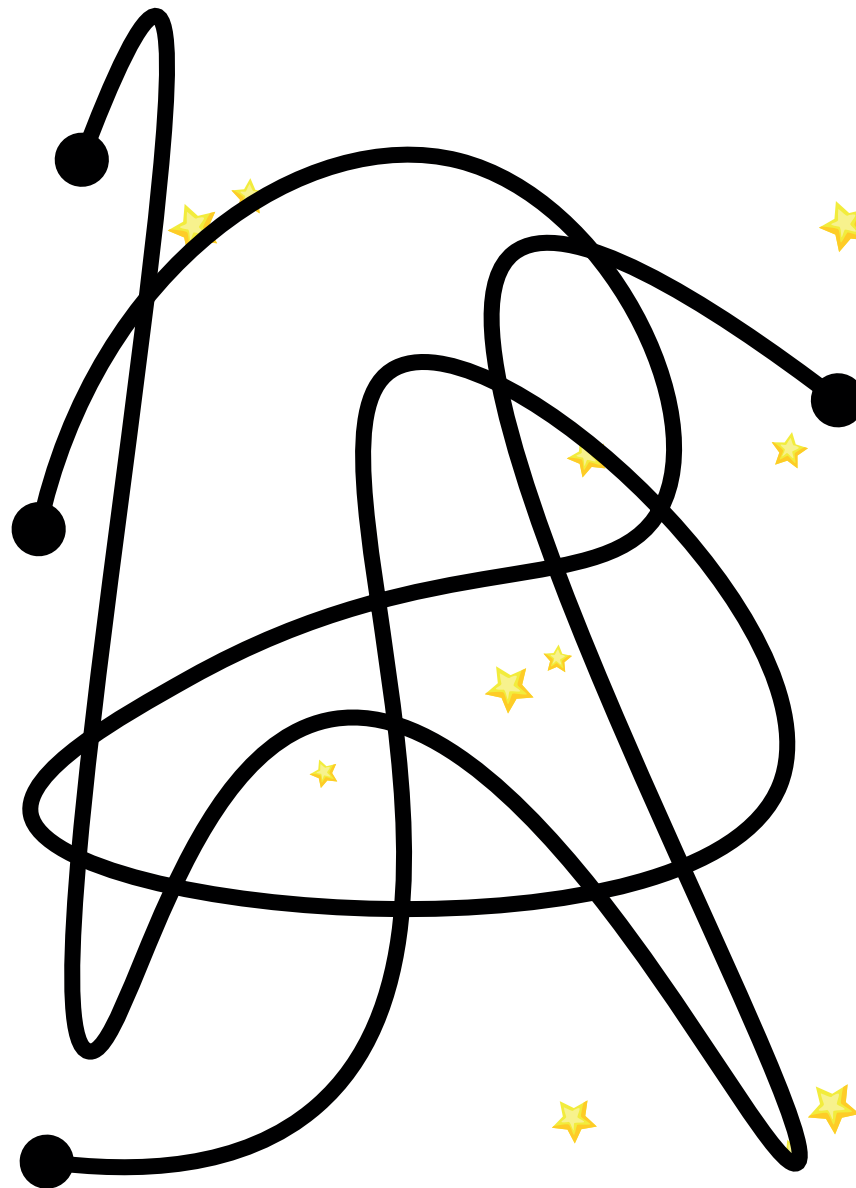
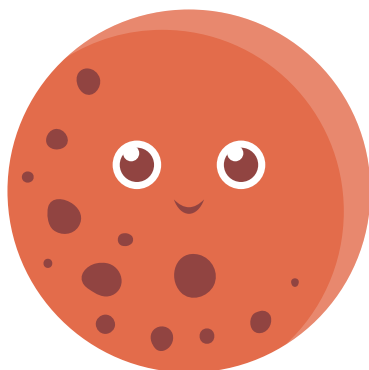
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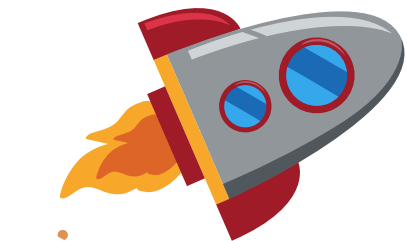
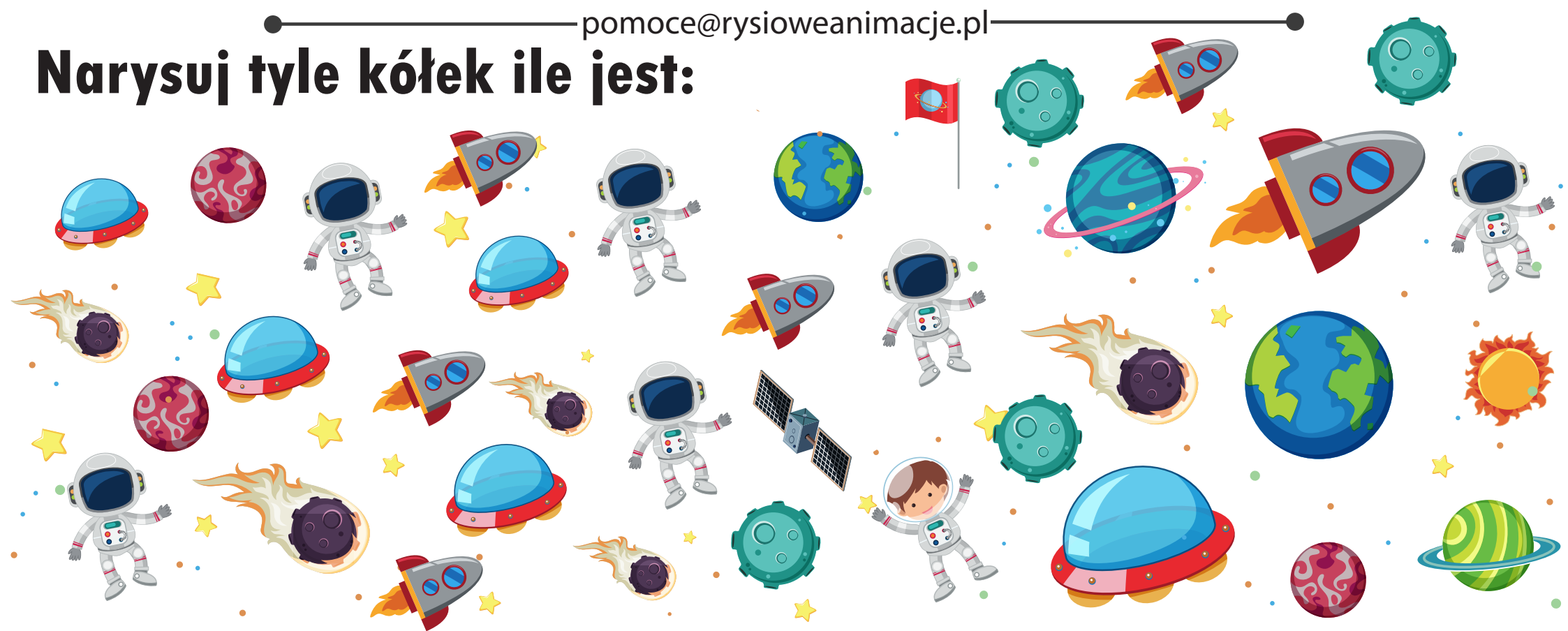
2



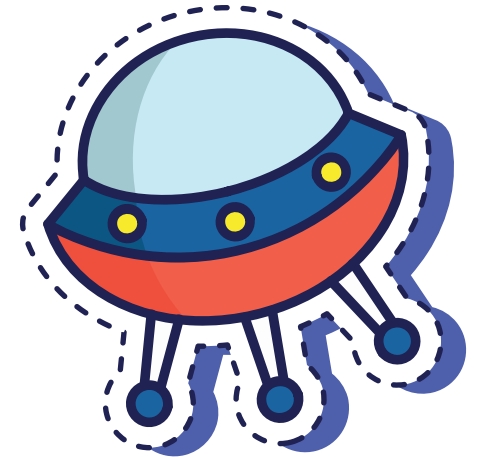
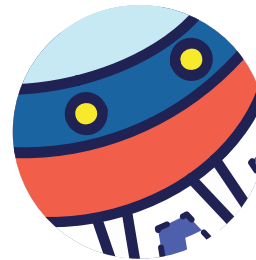
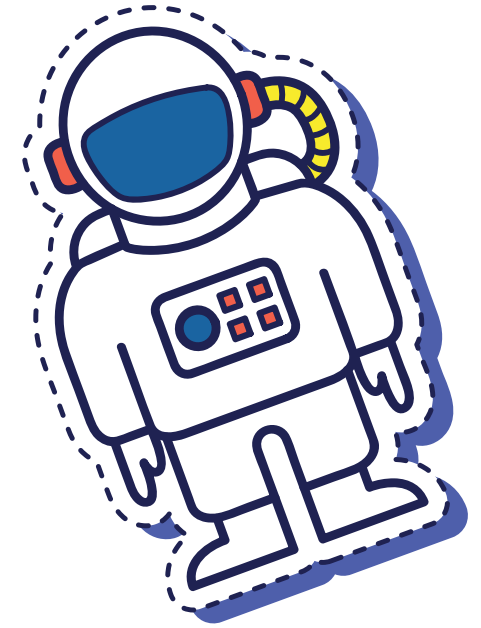
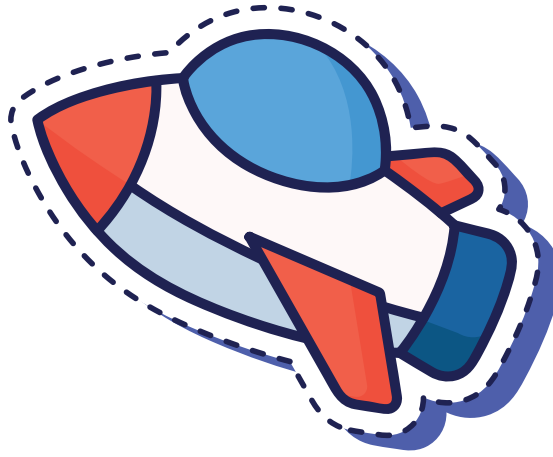
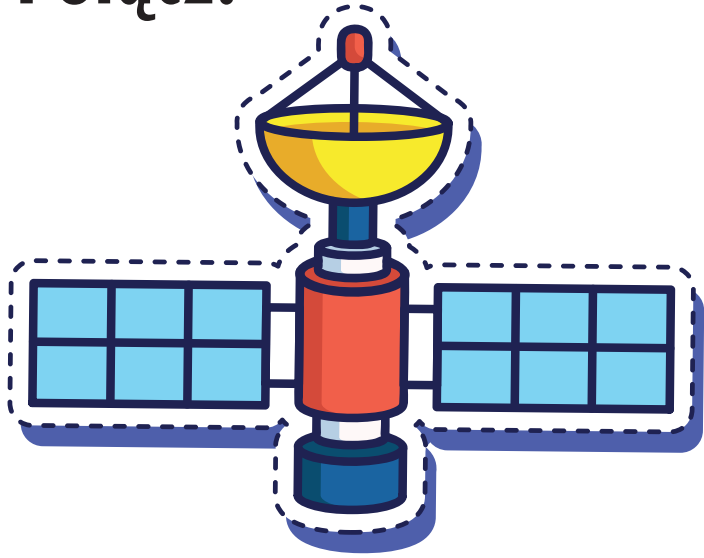
3



Narysuj tyle kółek ile jest:

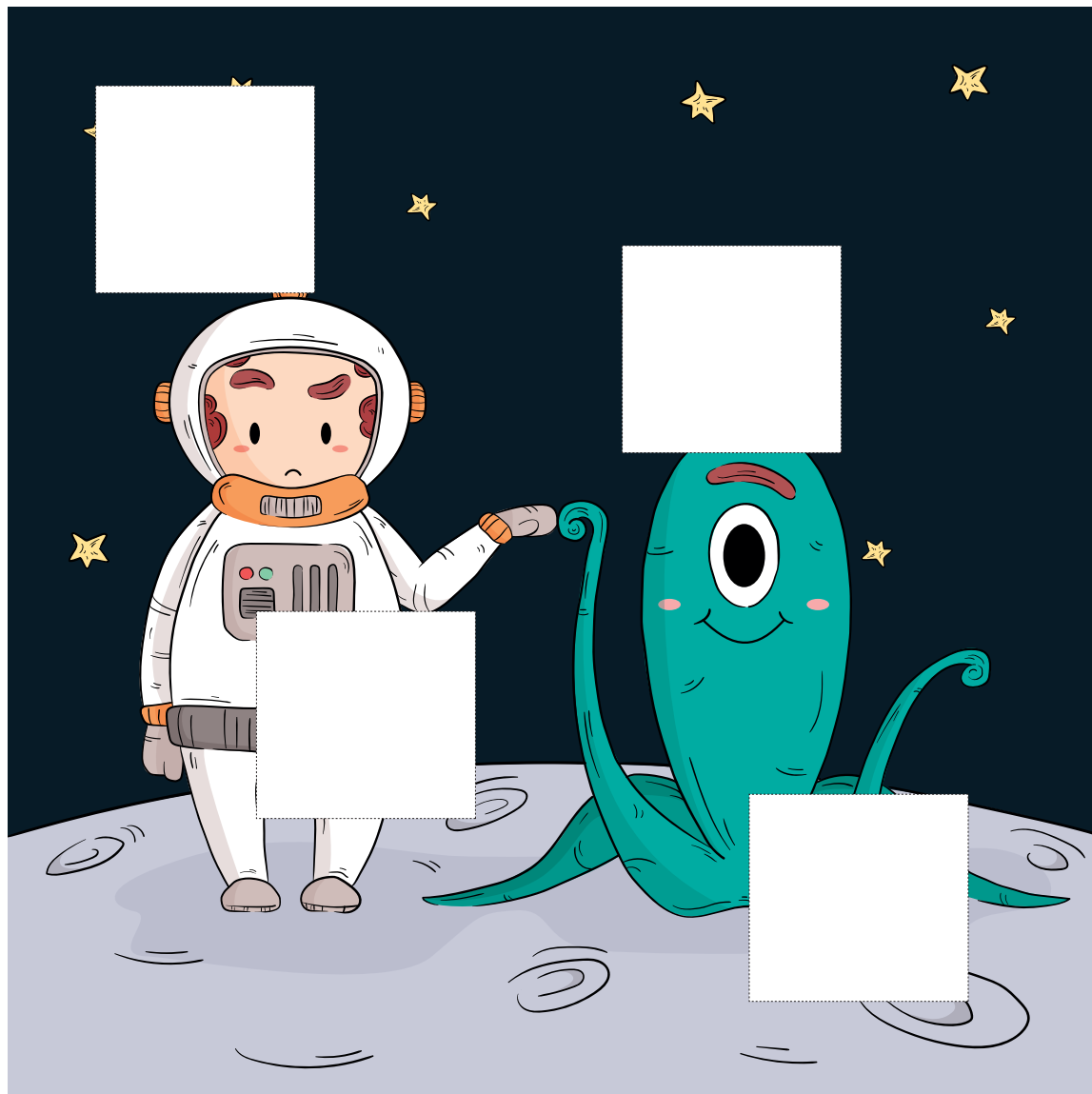


Połącz:

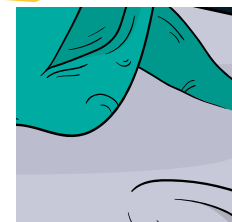




wycinki obrazka z miejscem w którym powinny się znajdować.



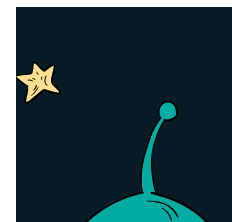
1



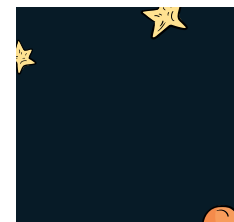
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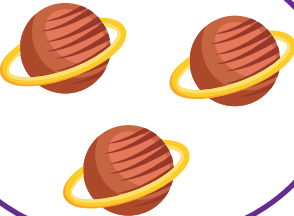
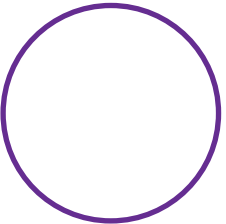
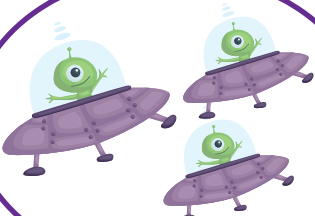
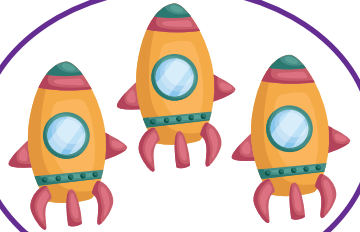
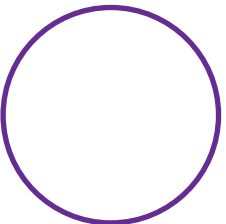
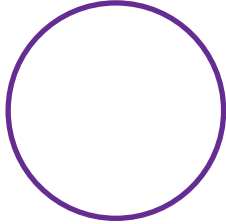
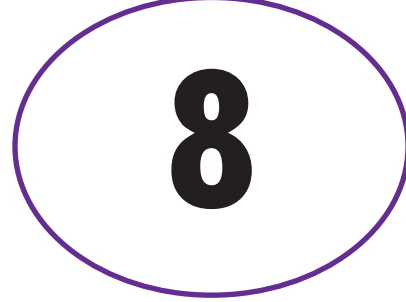
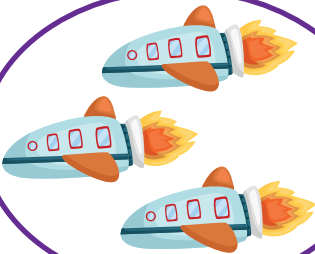
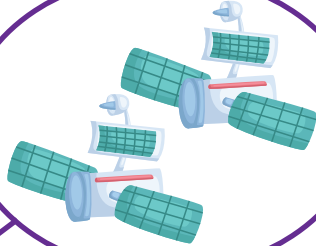
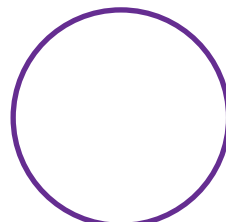
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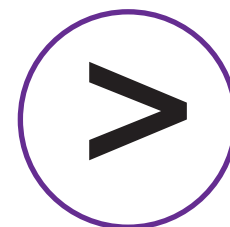
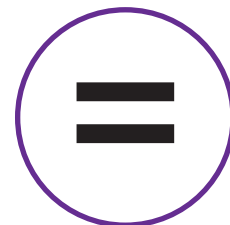
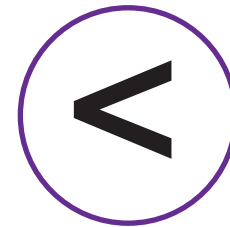
4





	+			
	+			
	+			
	+			

Wstaw odpowiednie znaki:



WYŚCIG RAKIET

Rakieta która na swojej drodze zbierze **najwięcej kropek** wygra wyścig.

Wpisz ile kropek zdobyła każda z rakiet, otocz pętlą tą która wygrała.