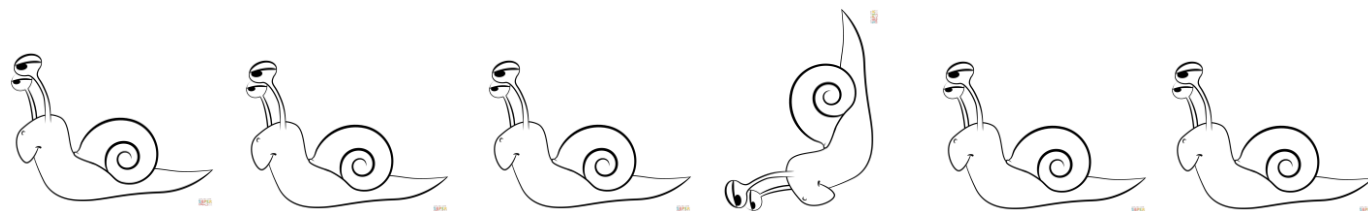
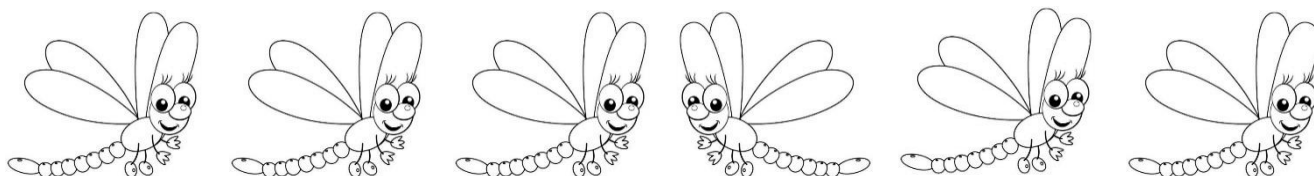
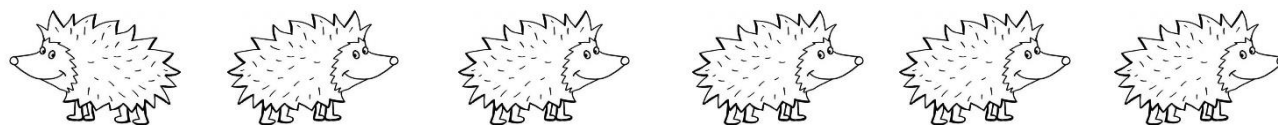
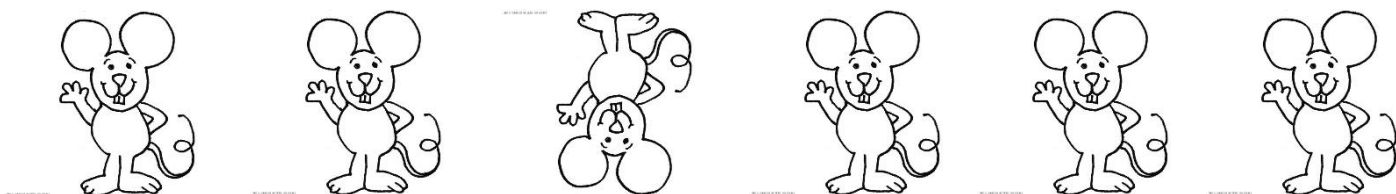
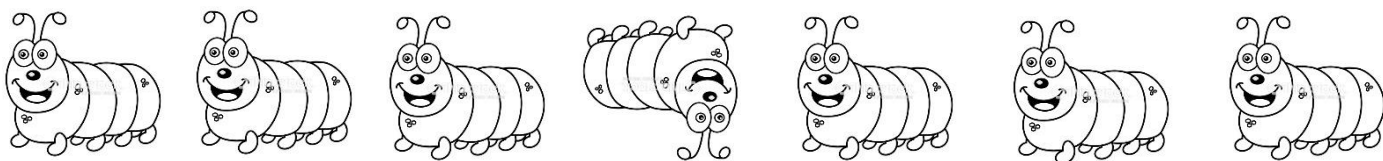
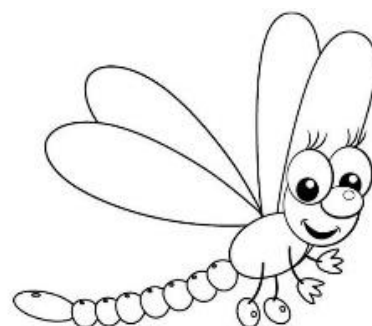
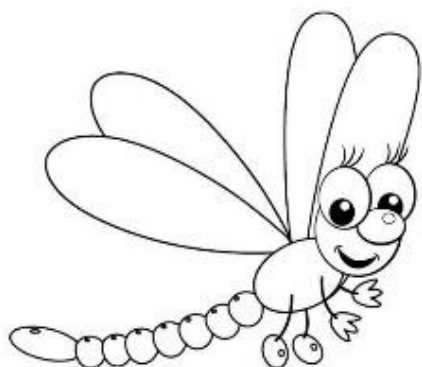
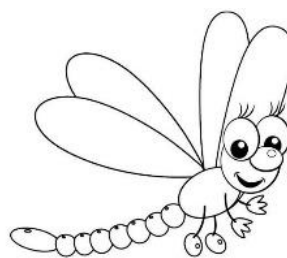
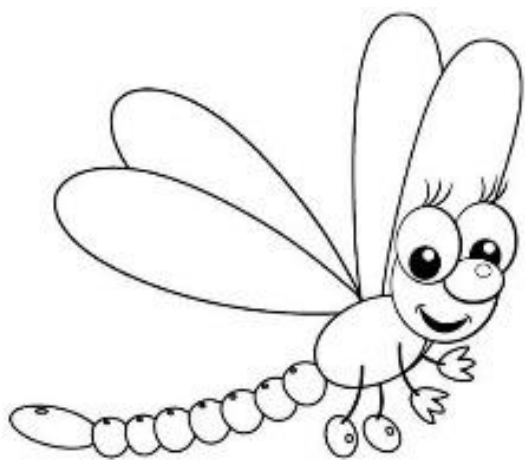
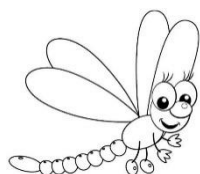
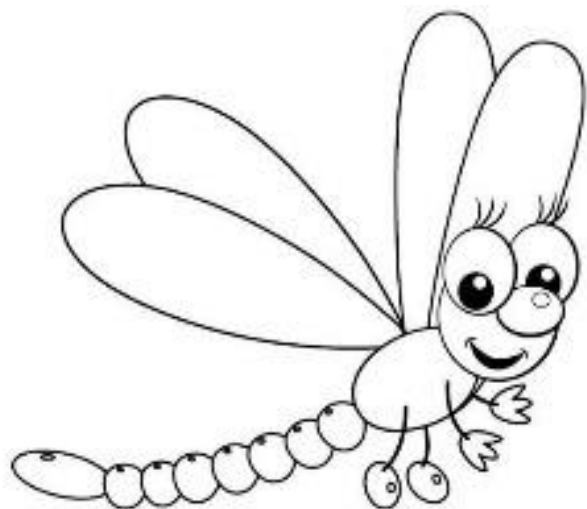
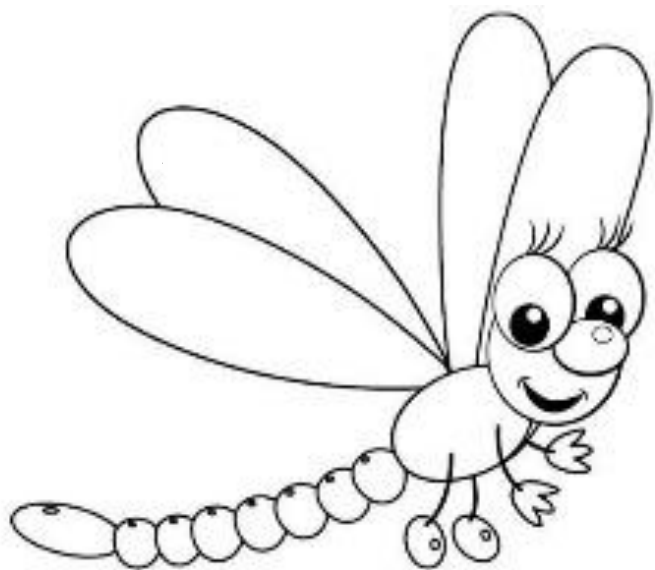


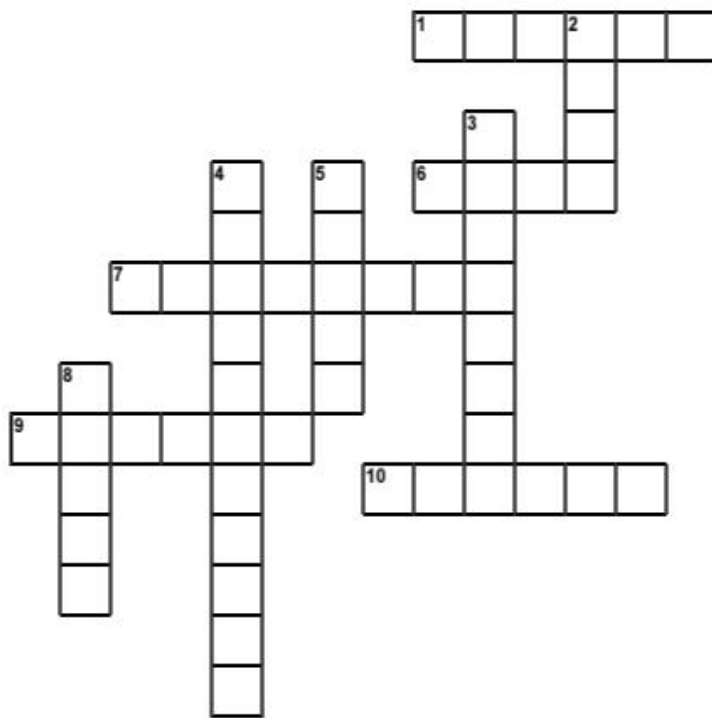
Zaznacz, który rysunek nie pasuje do pozostałych w szeregu.



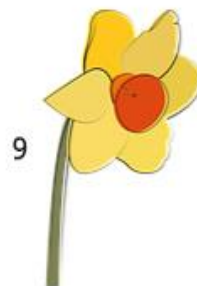
Połącz obrazki linią od najmniejszego do największego.



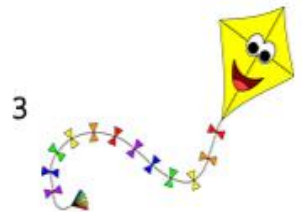
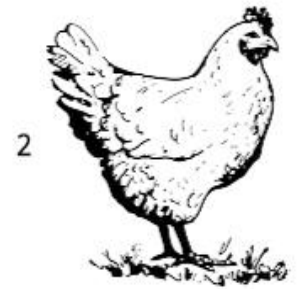
Rozwiąż krzyżówkę.



Poziomo:








Pionowo:



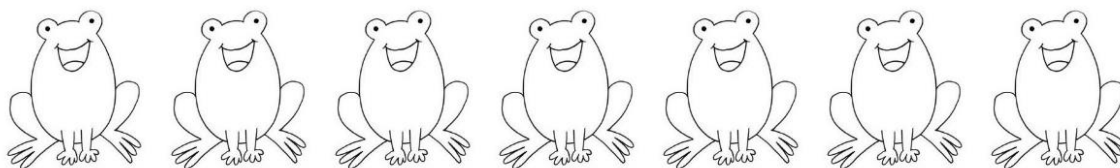
Policz obrazki. W odpowiednim miejscu w tabeli wpisz liczbę kropek odpowiadającą ilości obrazków.



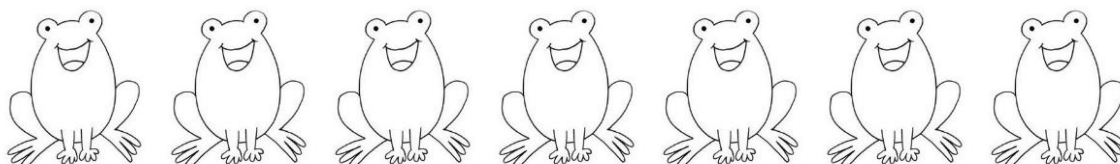
				

Pokoloruj według instrukcji.

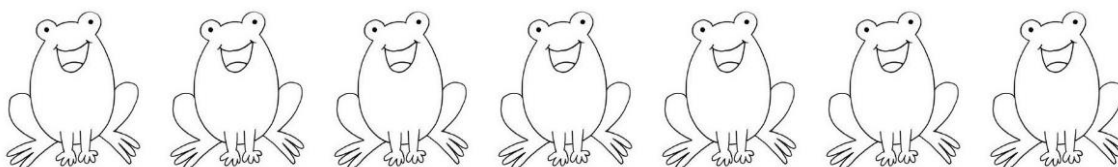
3



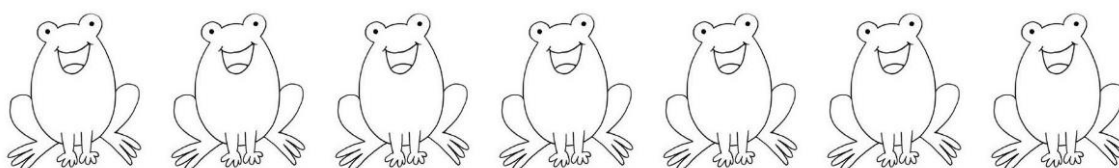
5



7



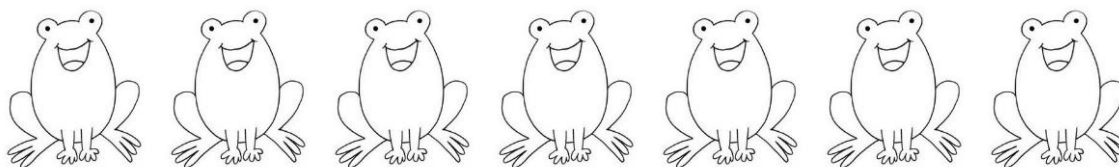
2



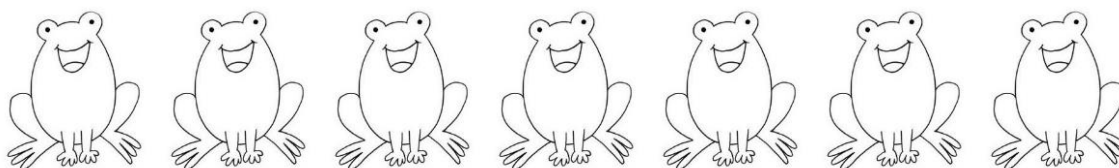
6



1



4





WIOSENNA

WYKREŚLANKA

Q	W	A	Ż	K	A	F	G
A	O	B	O	C	I	A	N
F	M	O	T	Y	L	A	H
K	R	O	K	U	S	P	K
U	Z	W	I	O	S	N	A
K	W	I	A	T	K	I	D
Z	O	S	A	Ł	Ą	K	A
E	F	K	O	T	Ż	U	K

BOCIAN

KWIATKI

WAŻKA

KOT

MOTYL

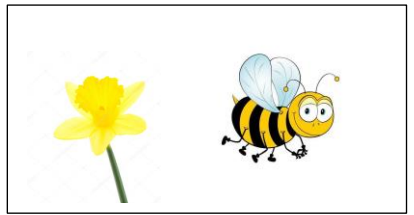
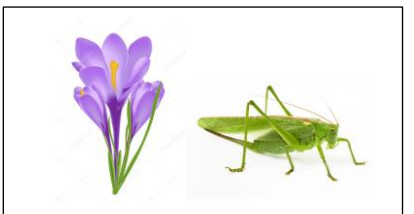
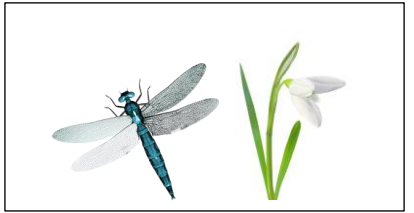
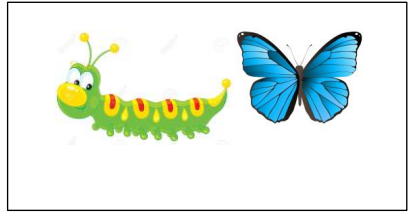
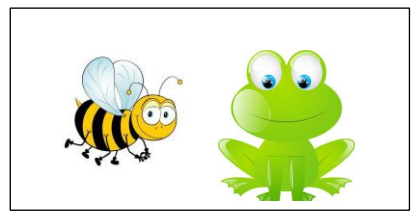
WIOSNA

KROKUS

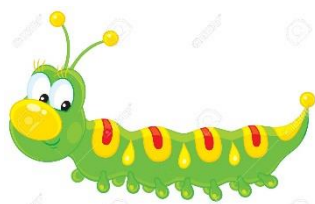
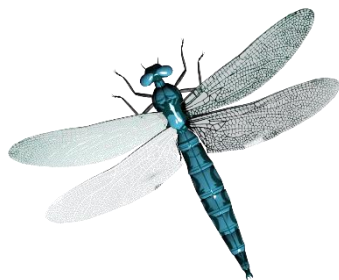
OSA

ŁĄKA ŻUK

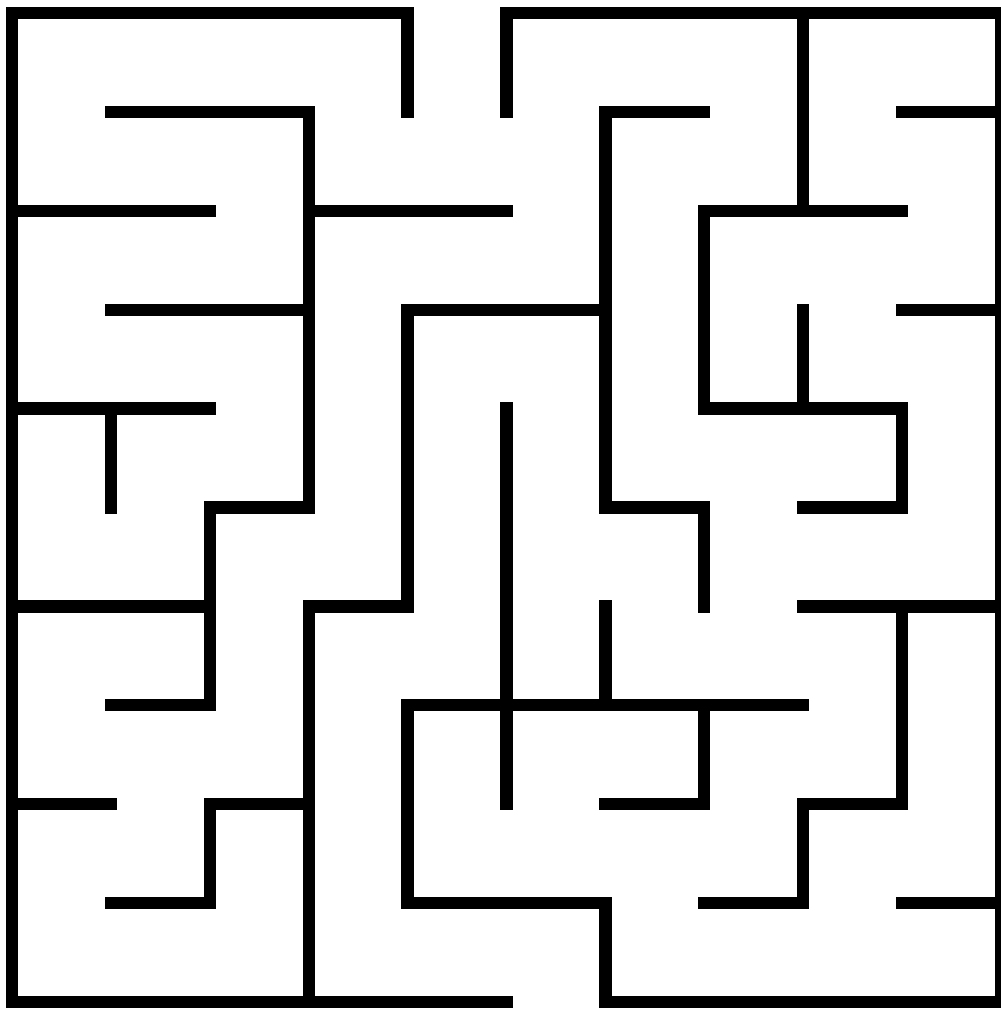
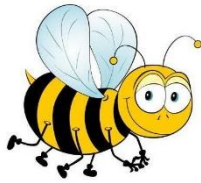
Co będzie dalej? Zaznacz.



Co lata nad łąką? Zaznacz.

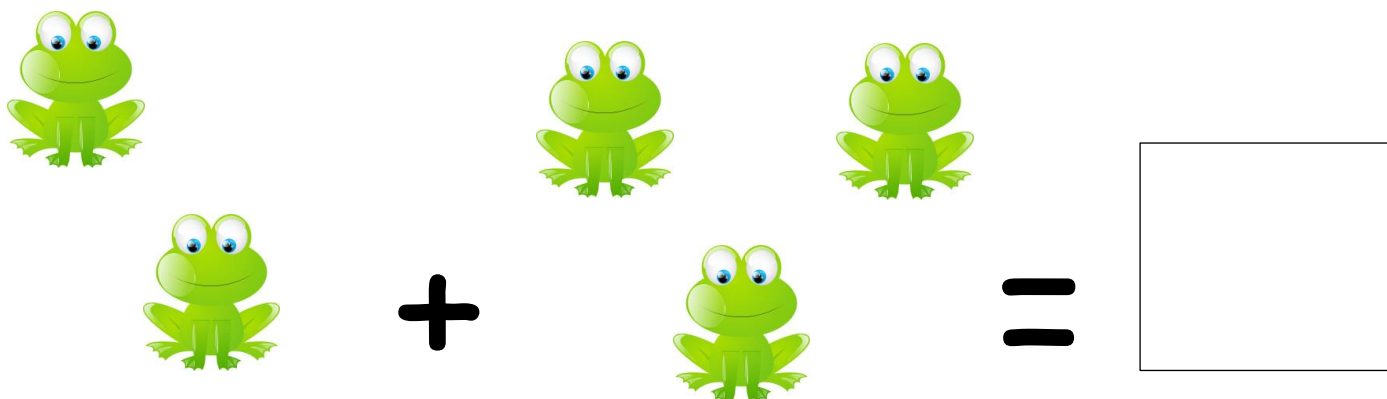
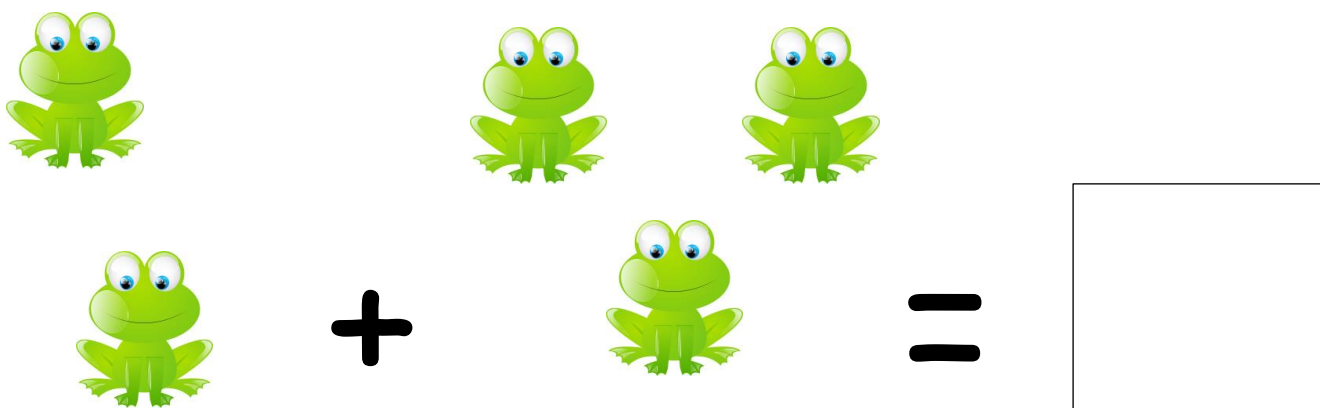
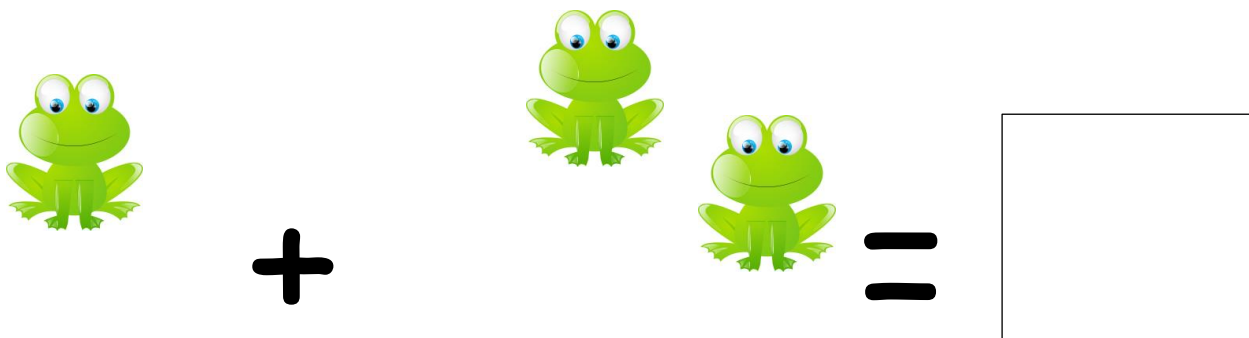


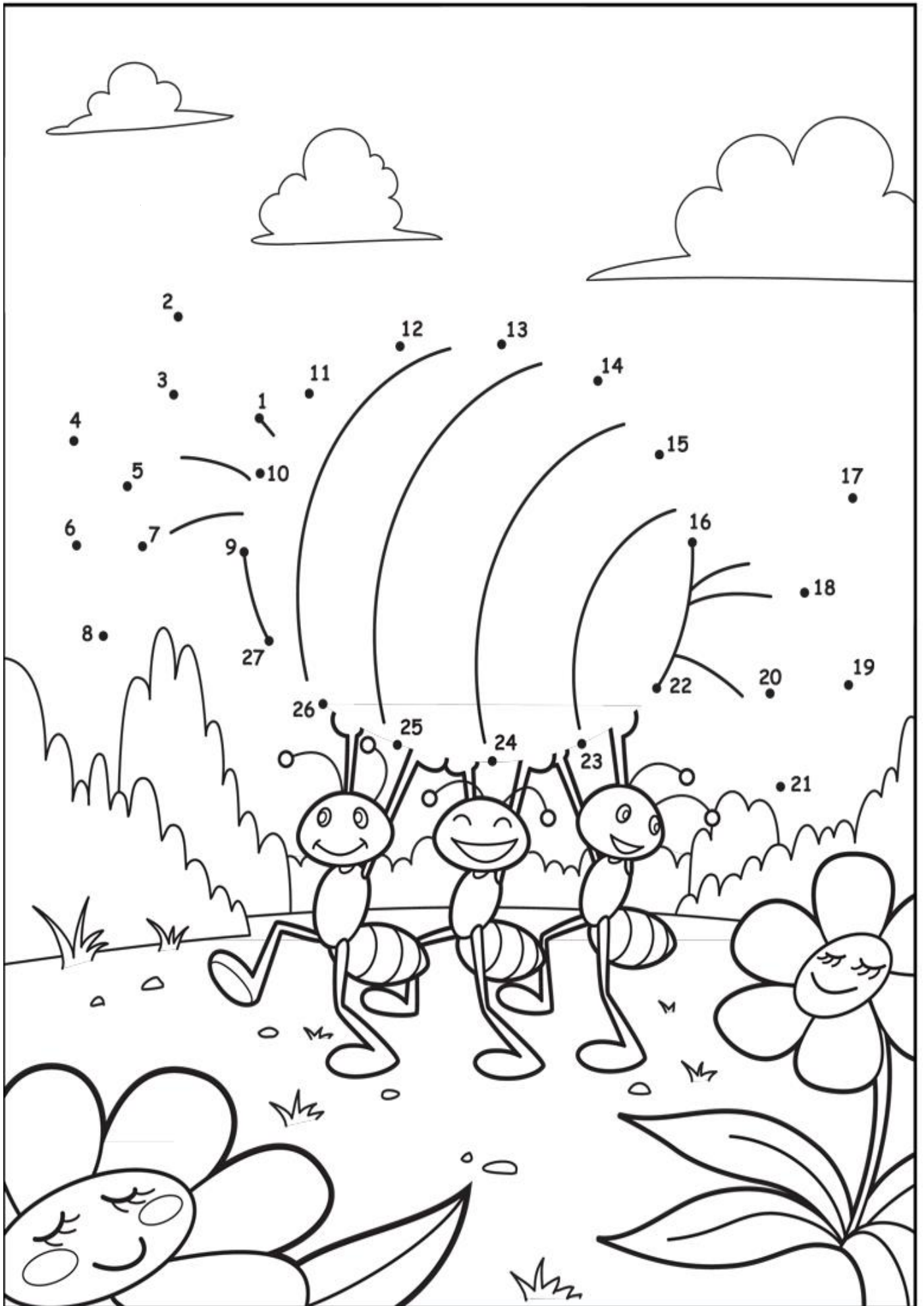
Pomóż pszczołce znaleźć drogę do kwiatka.



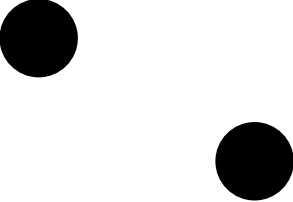

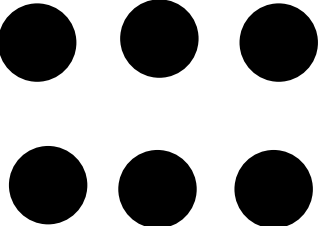
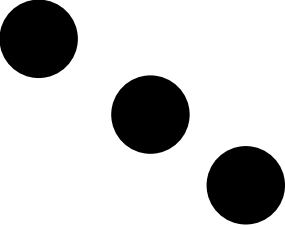
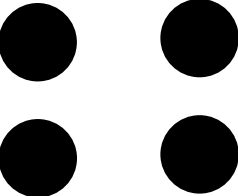
NCH

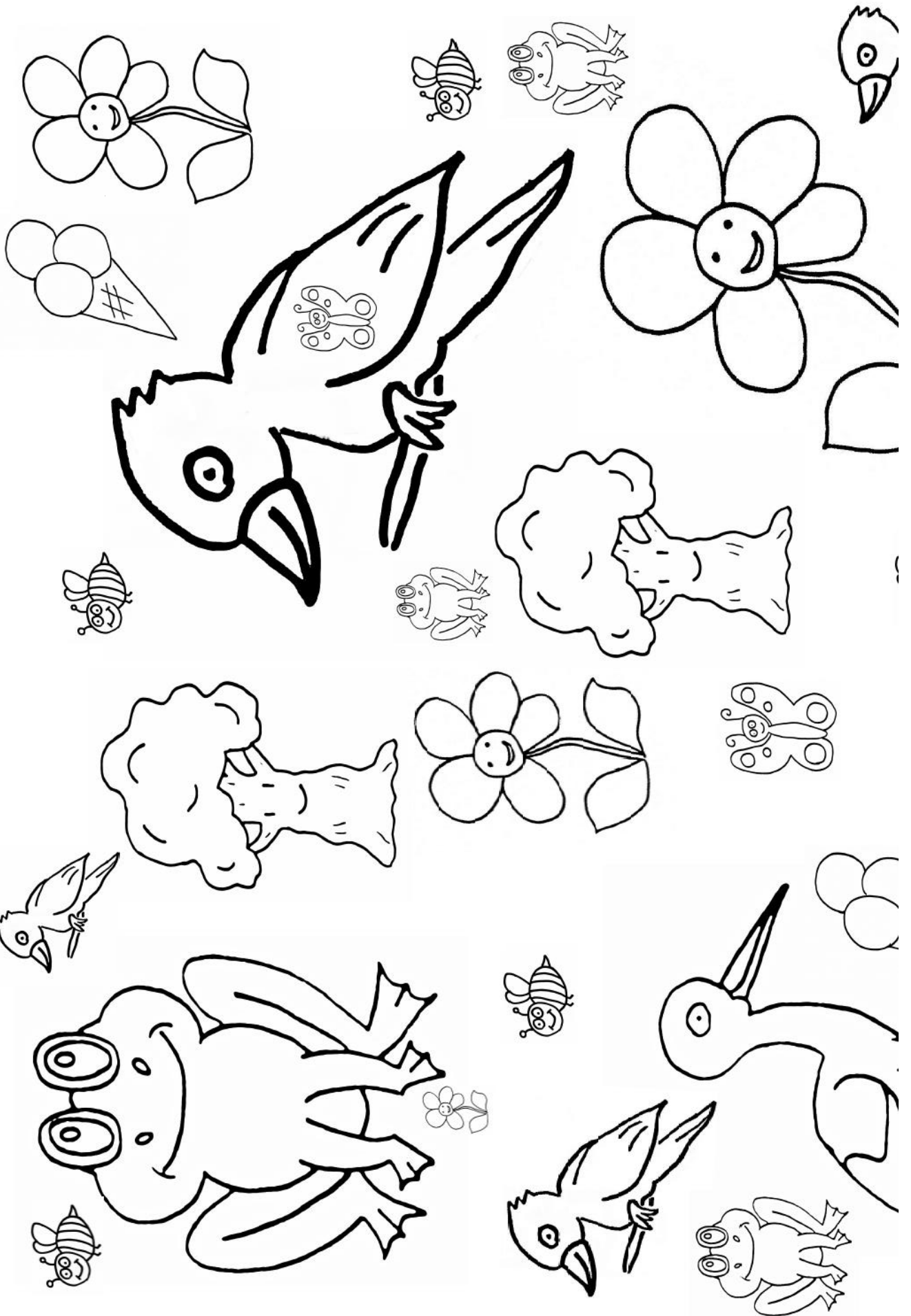
Policz żabki. W kratce narysuj tyle kropek ile jest żabek.



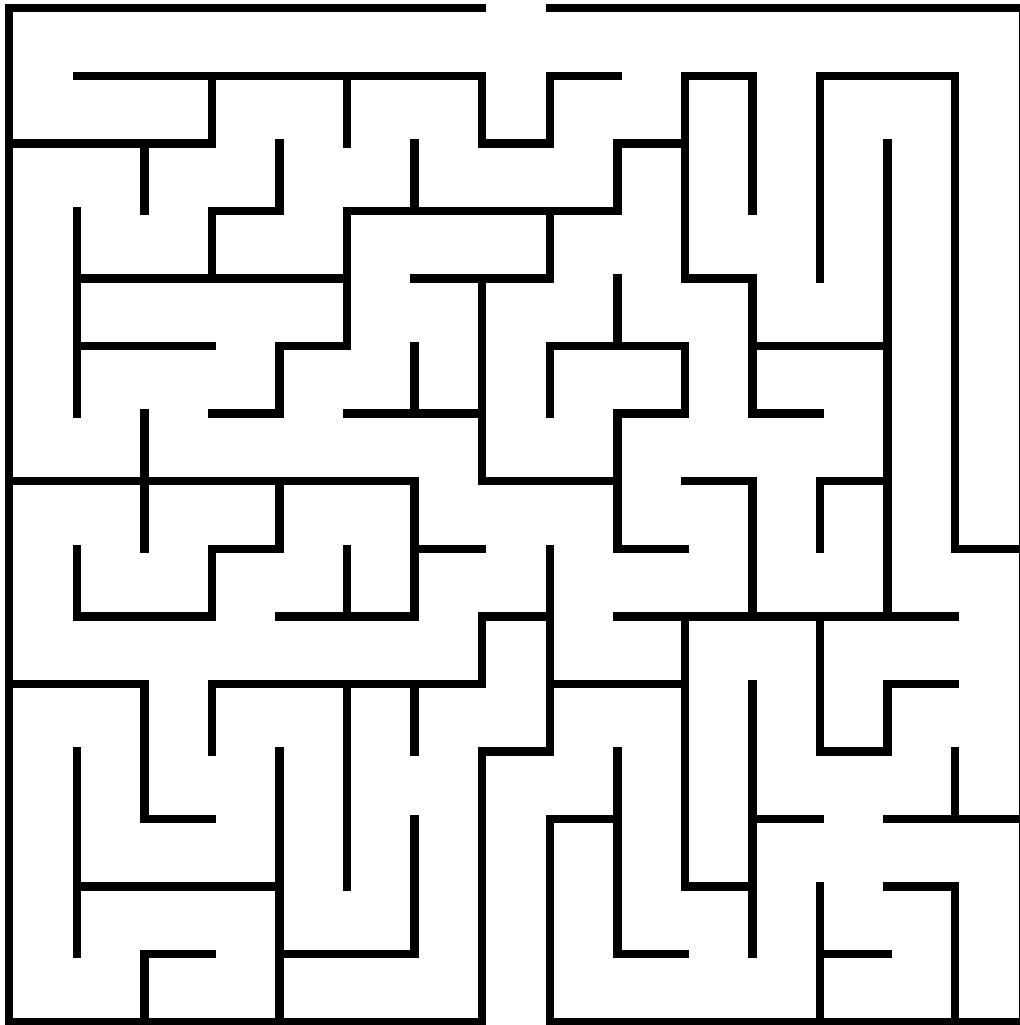


Wklej do tabelki tyle elementów, ile wskazują kropki.

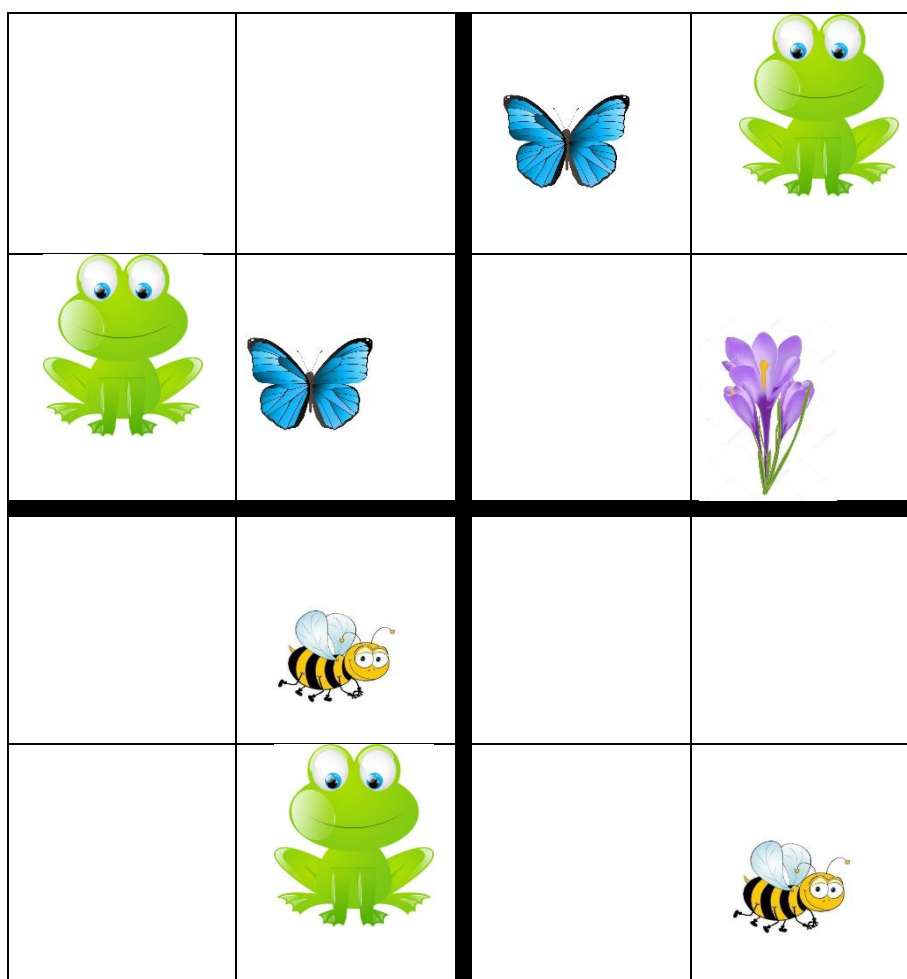


Pomóż bocianowi znaleźć drogę do żabki.



NCH

Rozwiąż sudoku.



Pionowo:



1



2

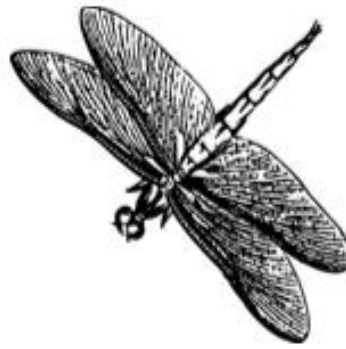


3

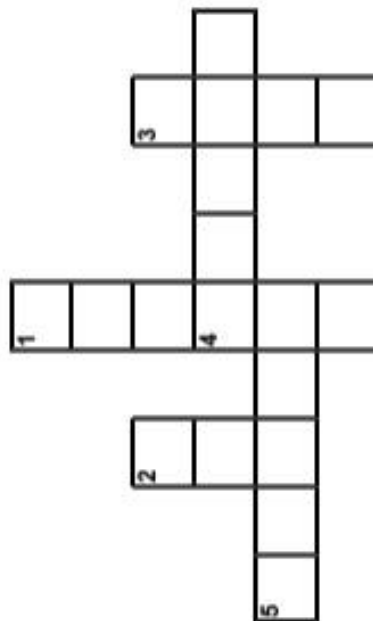
Poziomo:



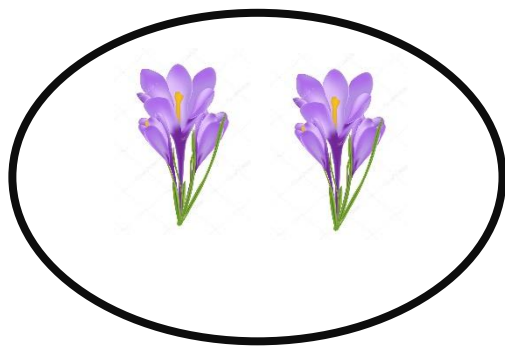
4



5



Dorysuj strzałki od liczb do elementów w pentelkach.



1

2

3

4

5

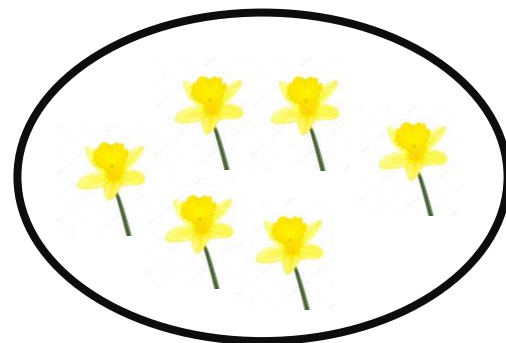
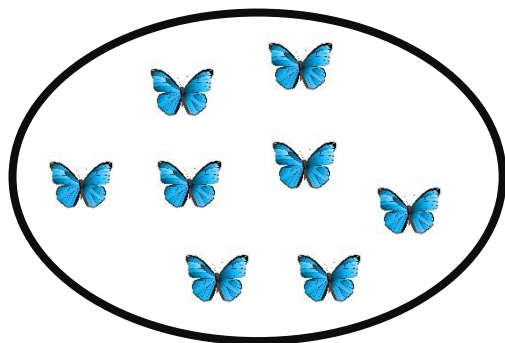
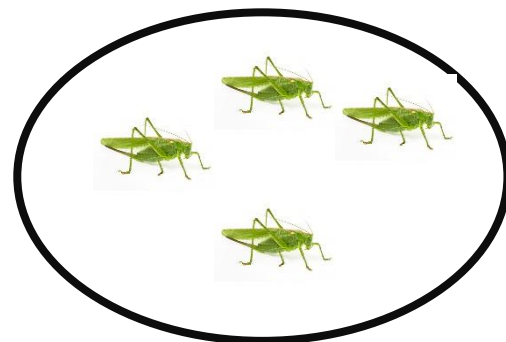
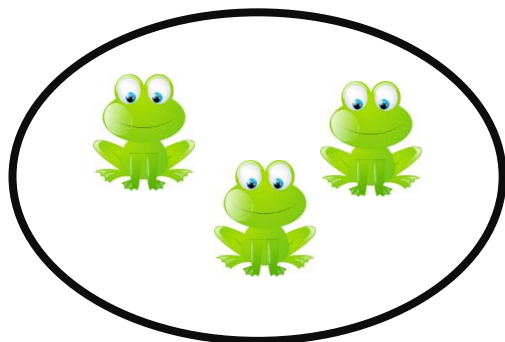
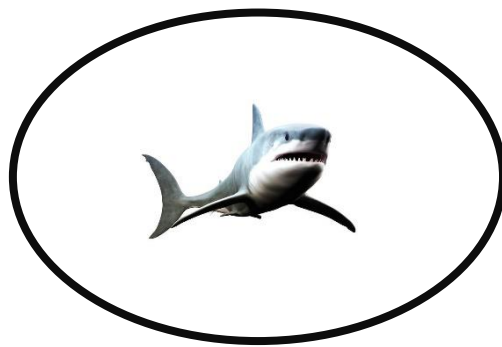
6

7

8

9

10





Wykreślanka

E	Ż	A	B	A	J	N
T	M	Y	S	Z	A	Q
M	O	T	Y	L	B	W
M	I	Z	B	J	E	Ż
Ś	L	I	M	A	K	U
H	S	P	I	C	H	Q
M	D	H	V	N	P	Z

JEŻ

MYSZ

ŻABA

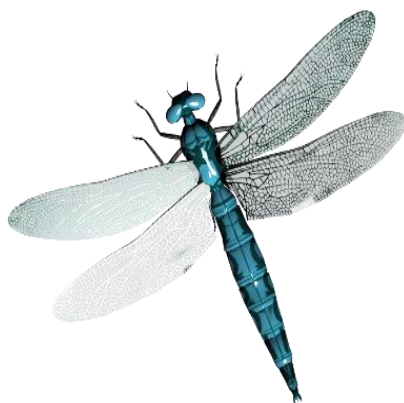
MOTYL

SLIMAK

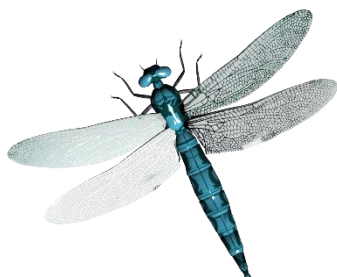
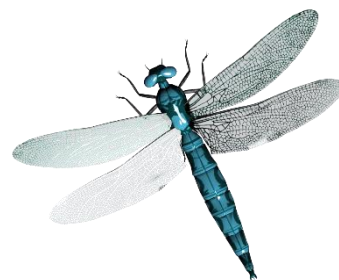
Zaznacz największy obrazek w rzędzie.



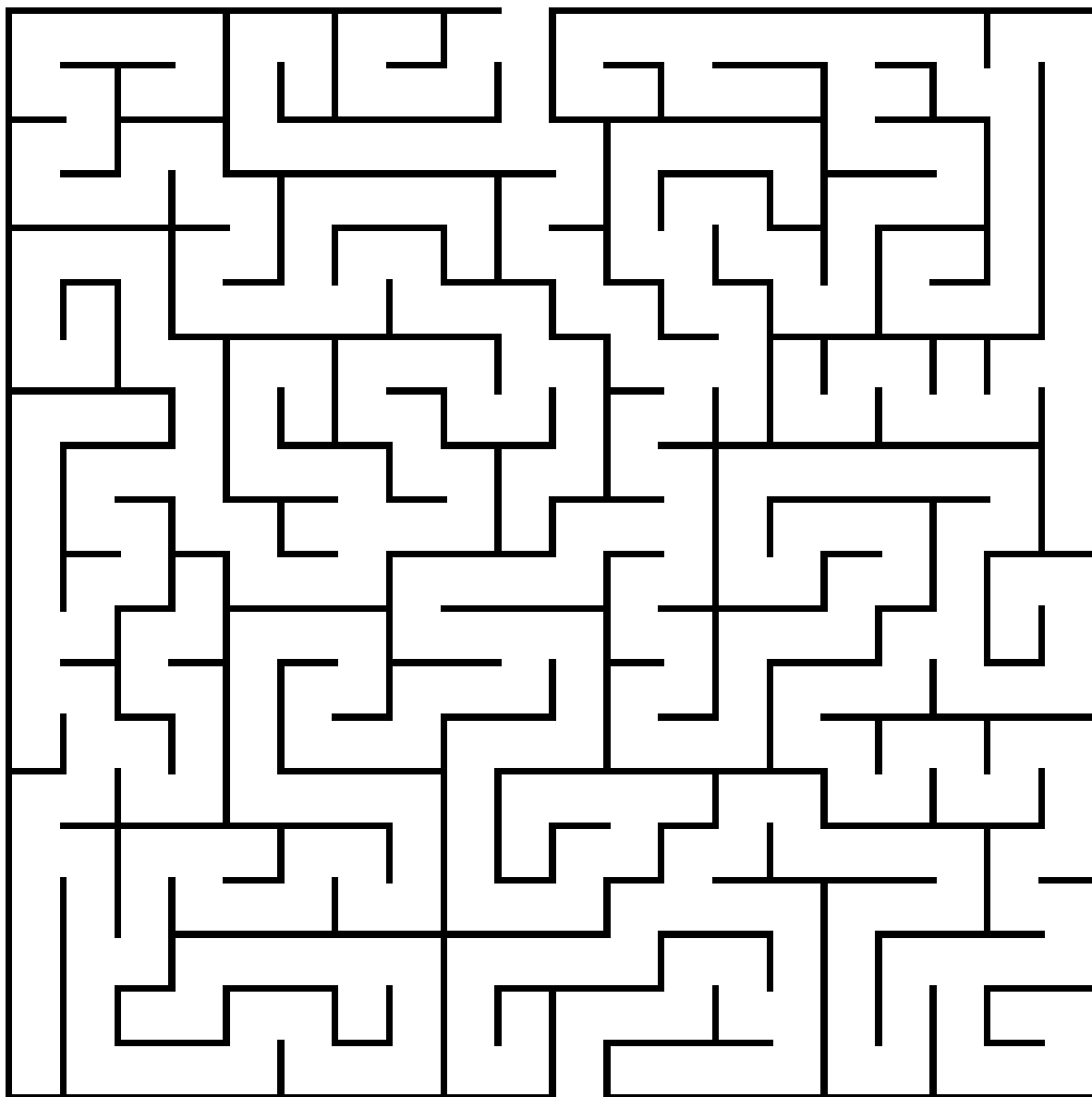
Zaznacz najmniejszy obrazek w rzędzie.



Połącz w pary.

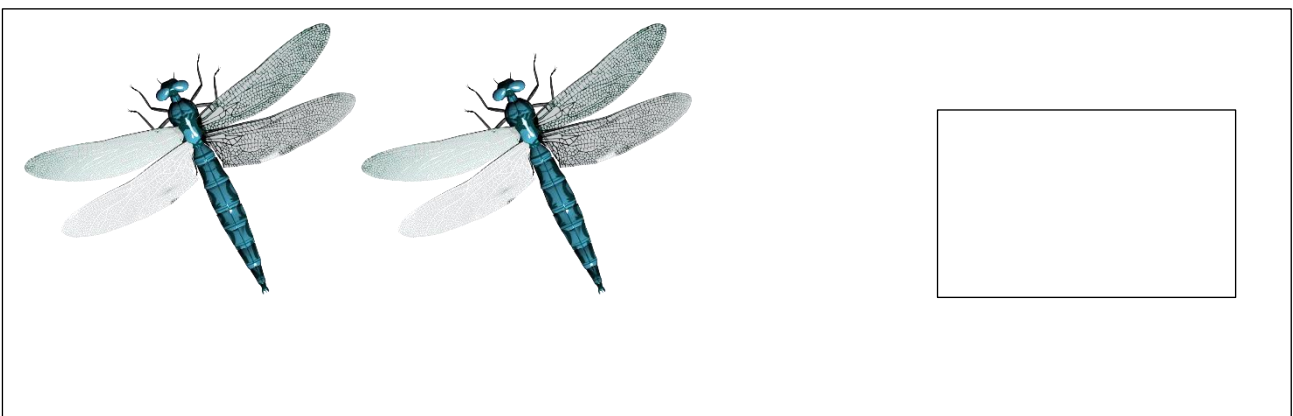
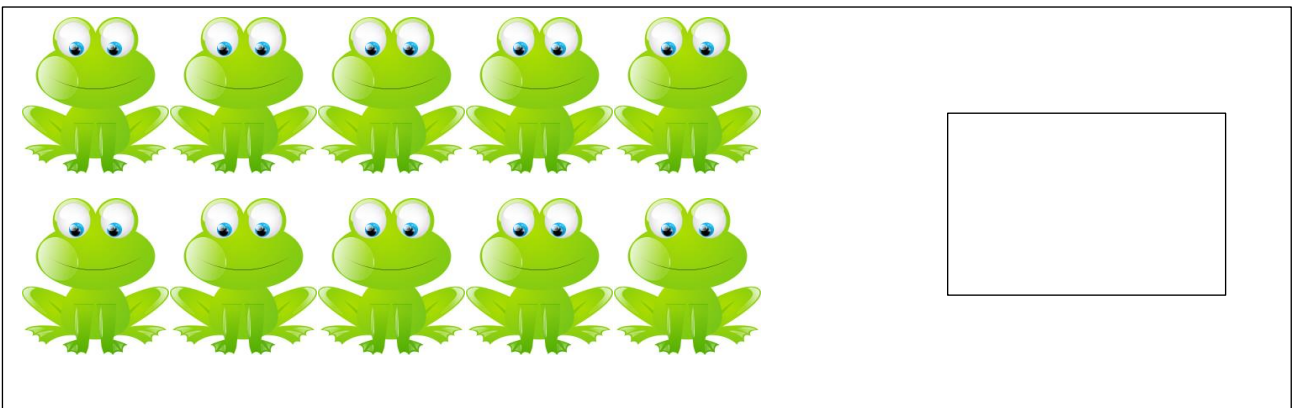
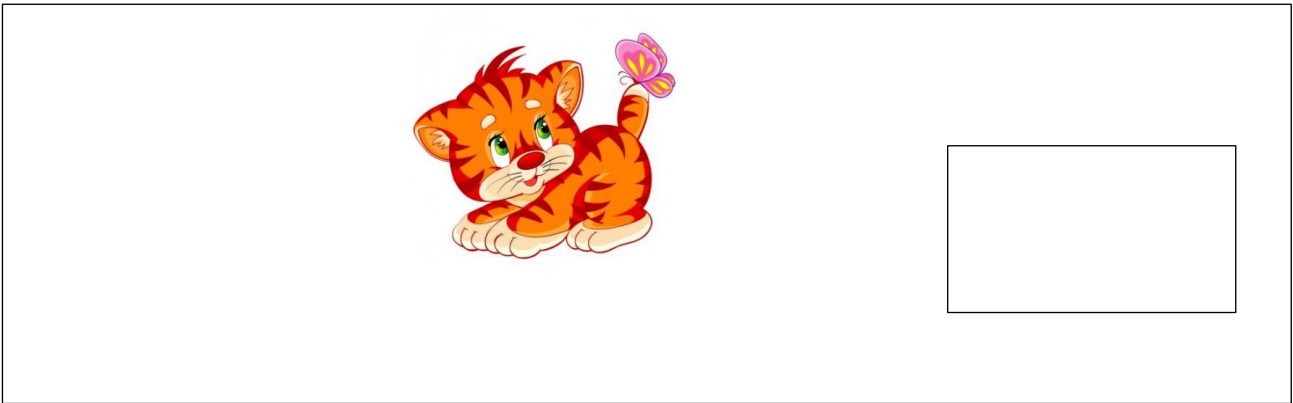
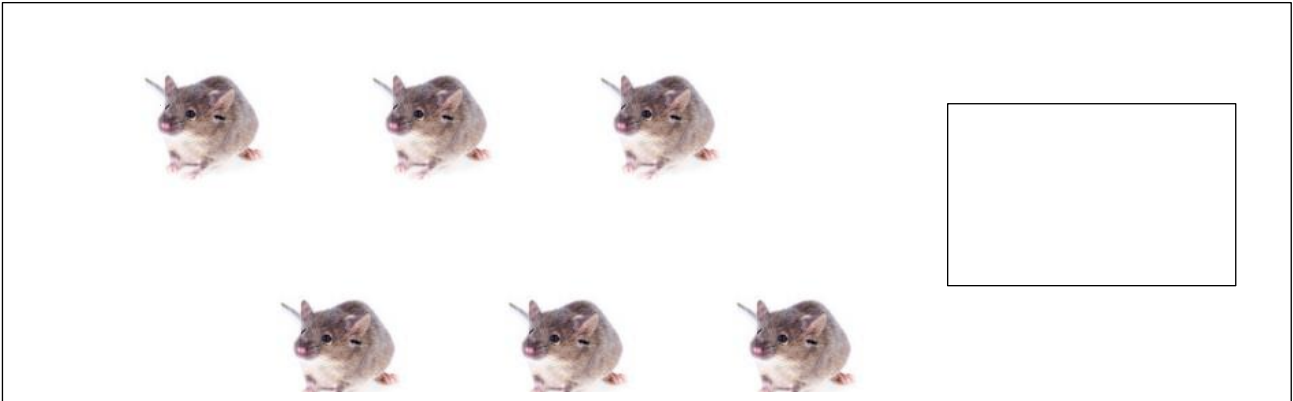


Pomóż kotkowi znaleźć drogę do myszki.

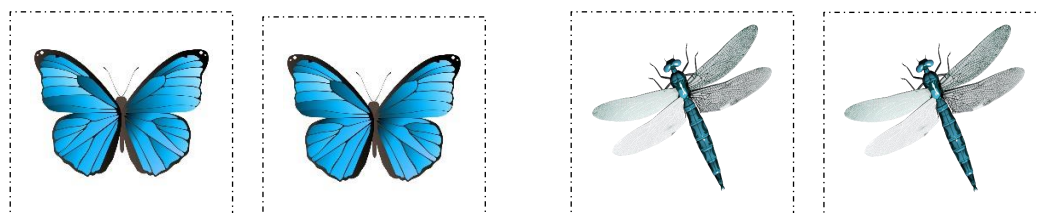
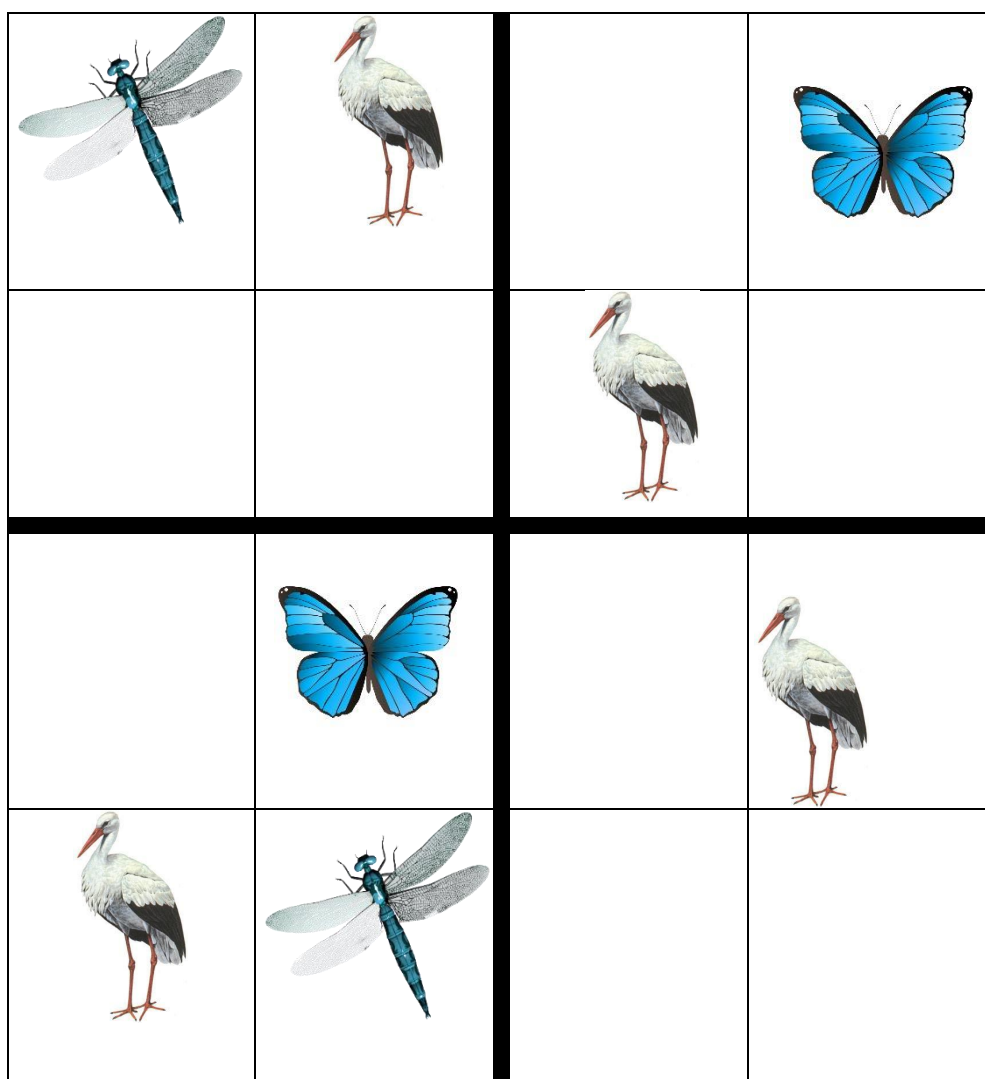


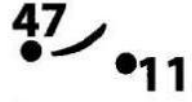
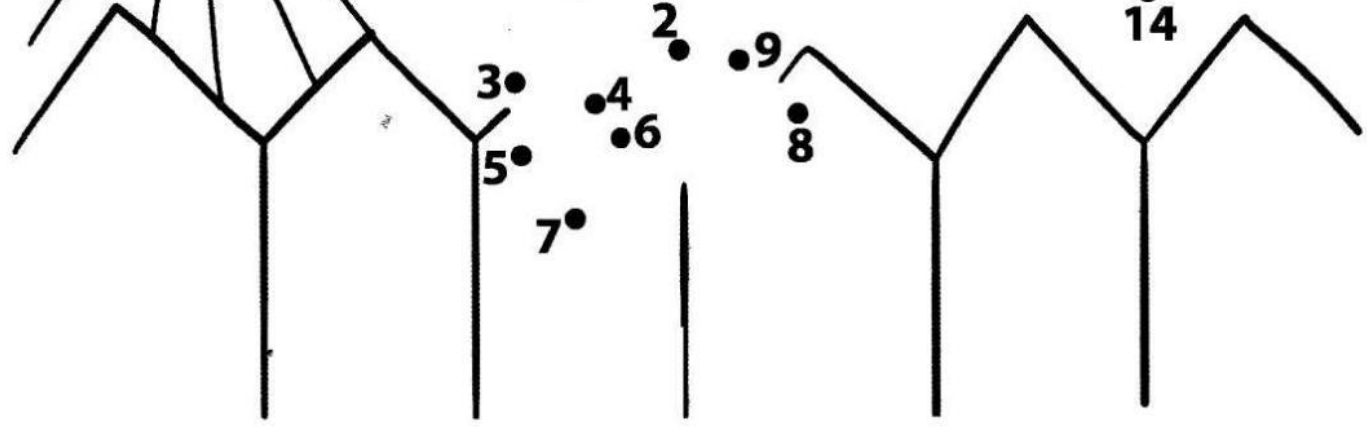
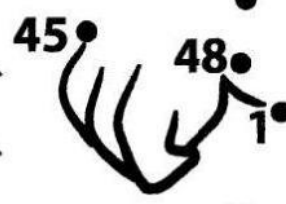
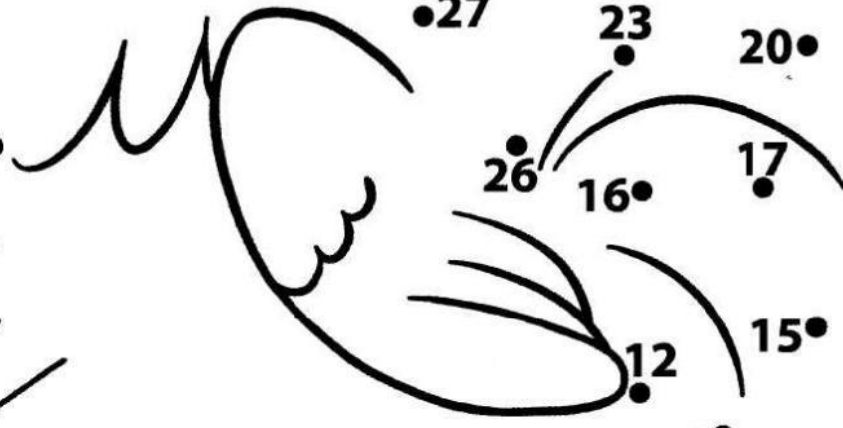
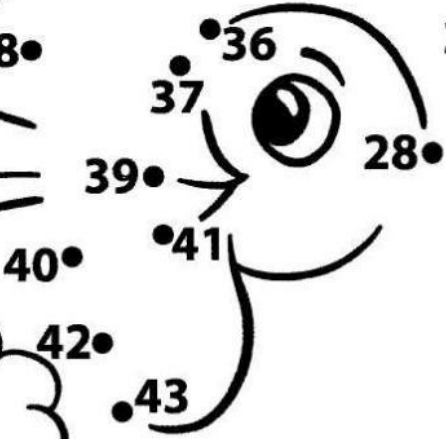
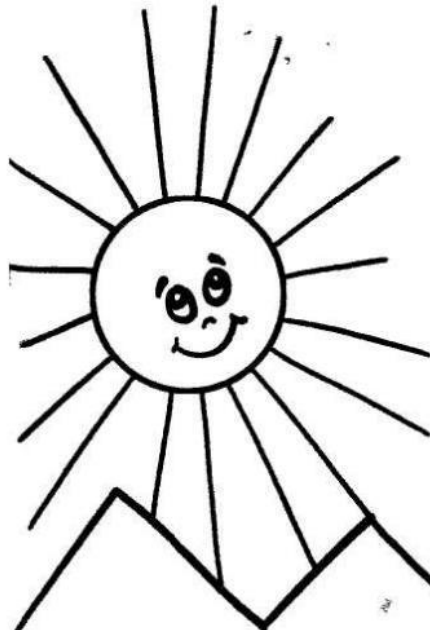
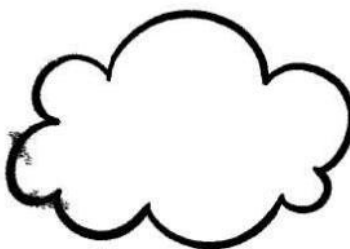
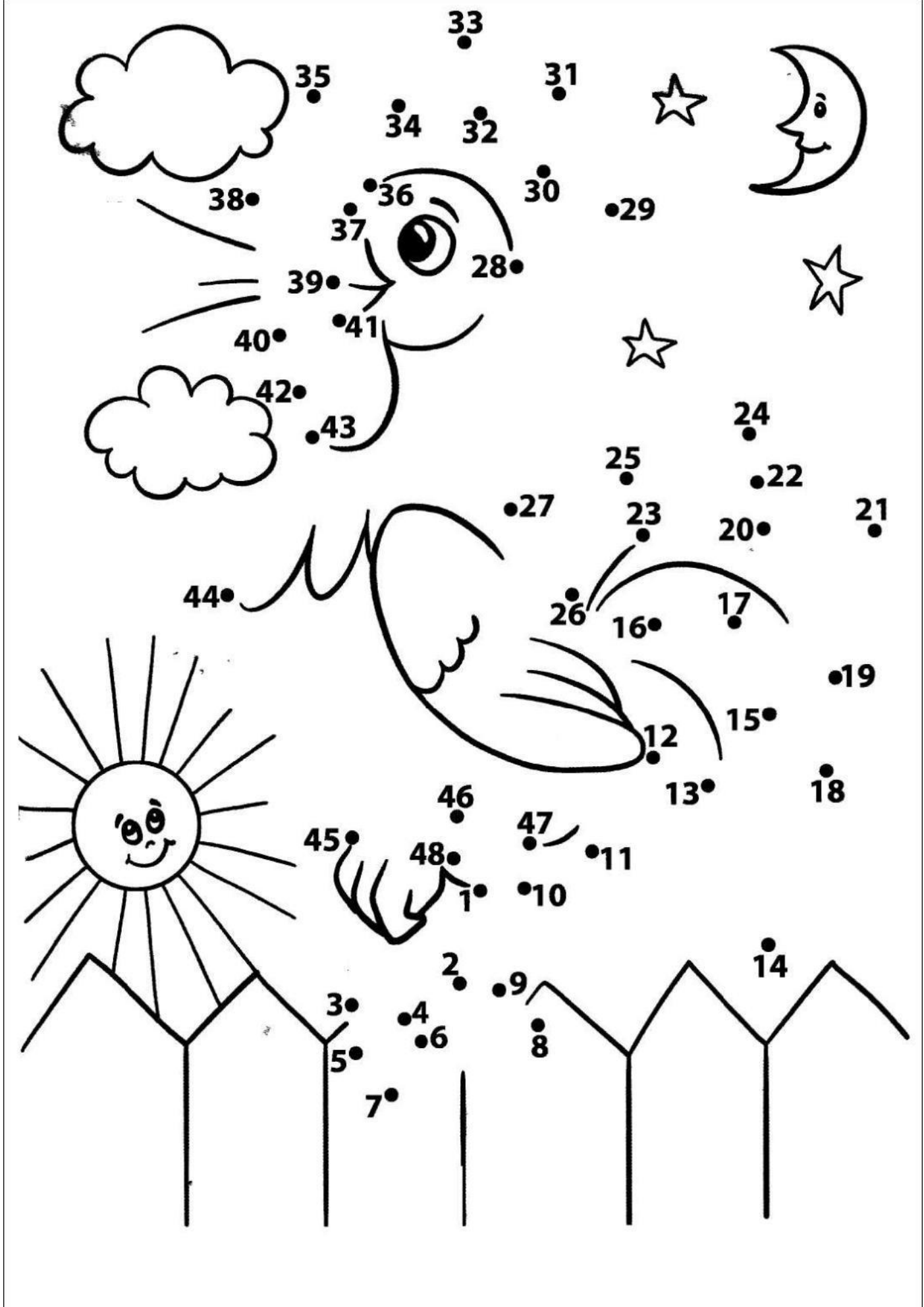
NCH

Policz elementy.

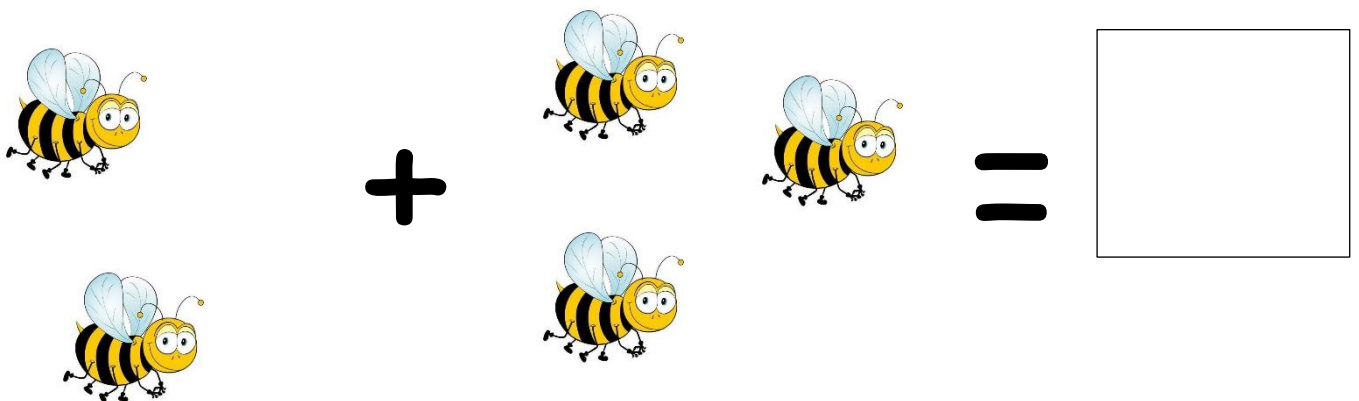
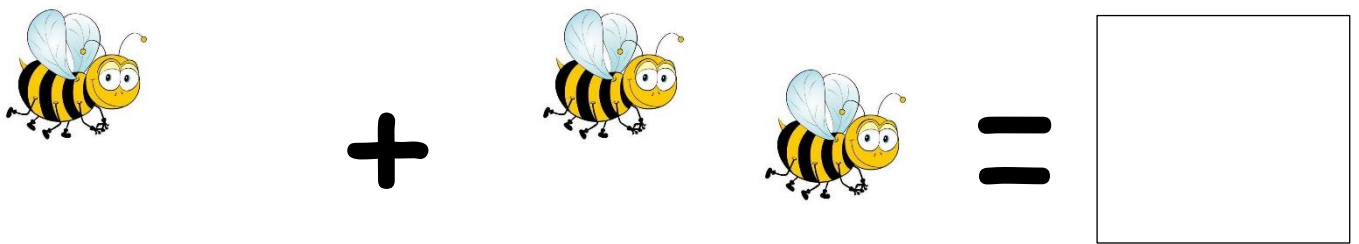
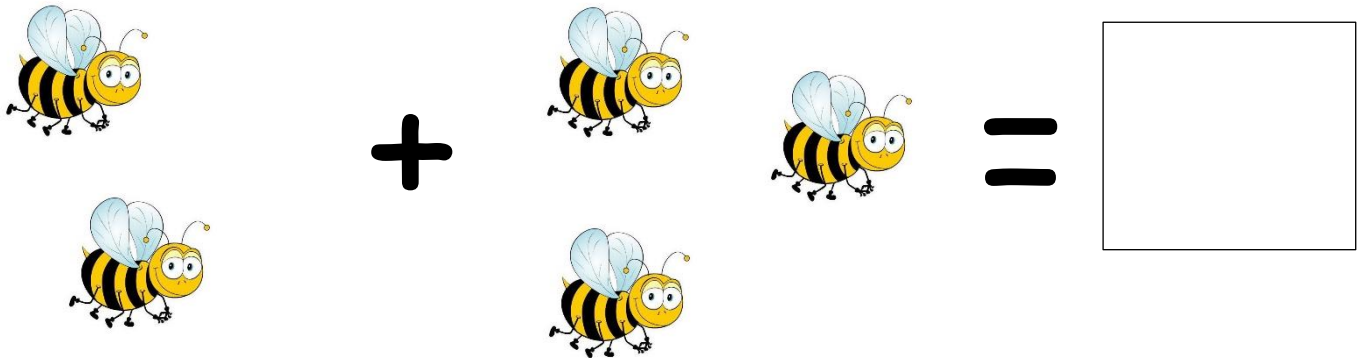


Rozwiąż sudoku.



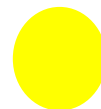
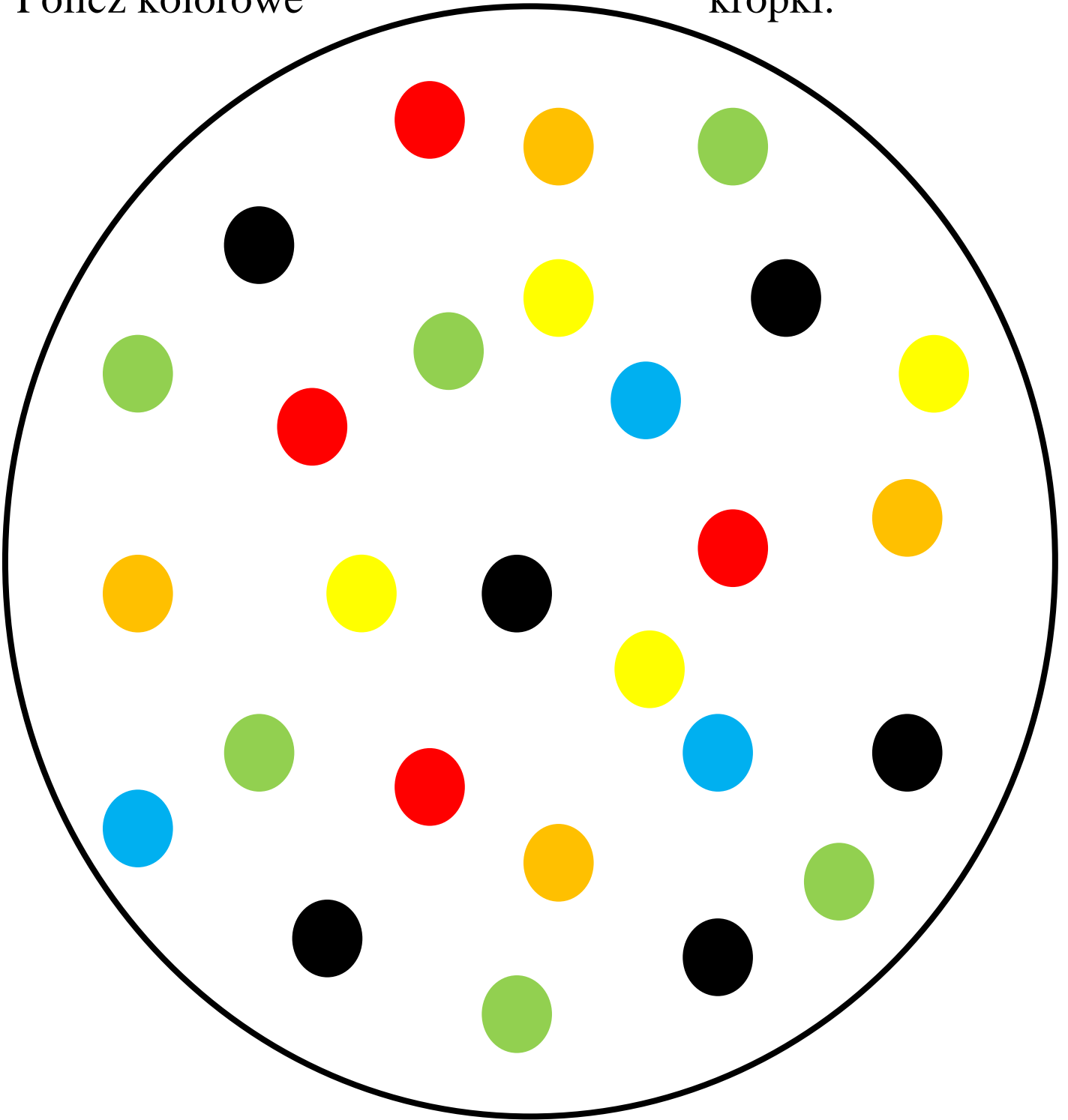


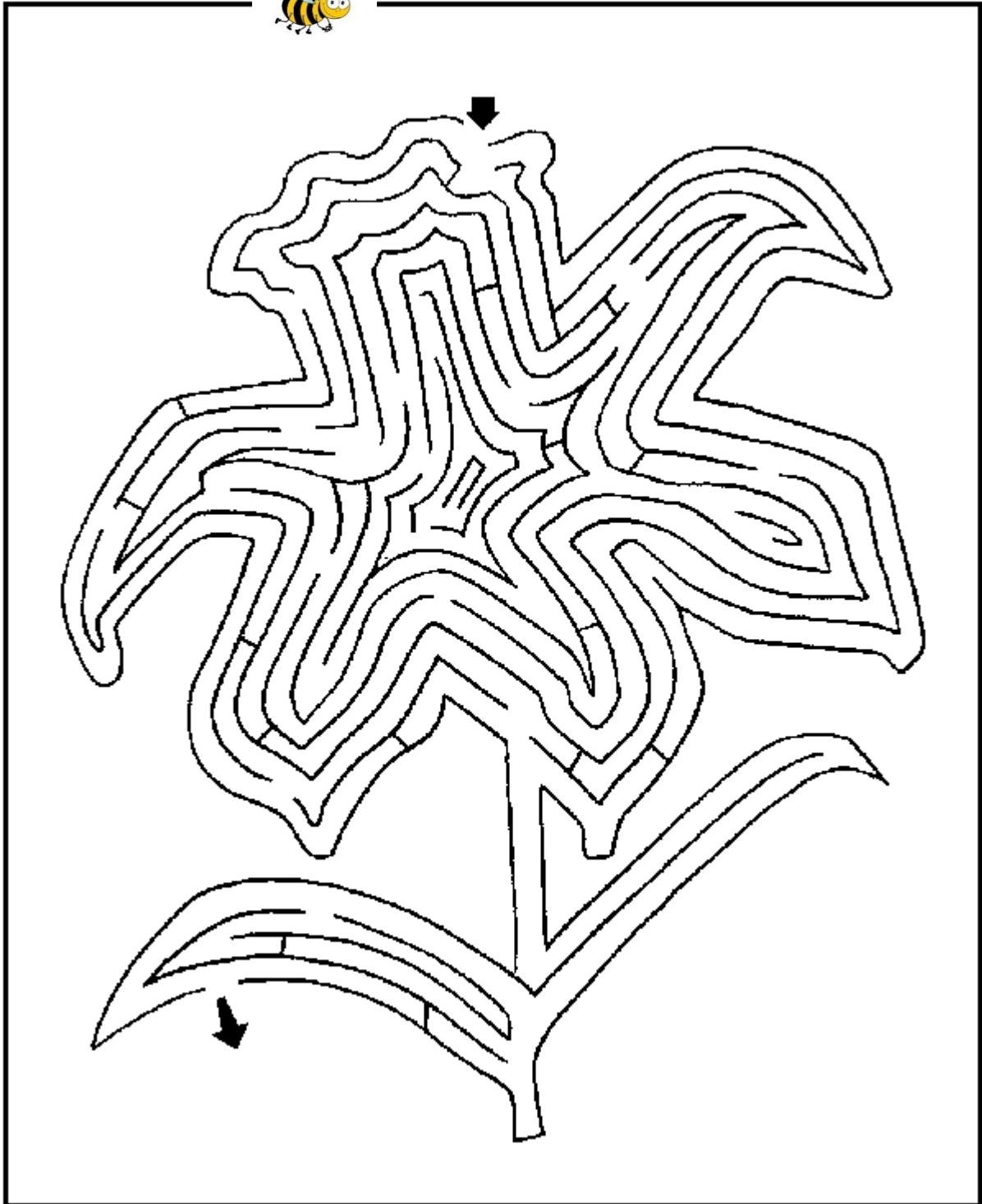
Policz pszczołki. W kratce narysuj tyle kropek ile jest pszczołek.



Policz kolorowe

kropki.





NCH