

## OKAZJA! KARTY RUCHOWE DO DRUKU

56 KART Z RÓŻNYMI CZYNNOŚCIAMI



# WYPRZEDAŻ - 50 pakietów

## PROMOCJA - 49,99ZŁ

Kup PDF na drukatek.pl

### POMOCE DYDAKTYCZNE

**10  
zestawów**

- Sylaby otwarte - 114 kart pokazowych
- 200 kart do nauki czytania z sylabami i literami
- 56 kart ruchowych
- 10 zestawów gry "Ja mam, kto ma"?
- Karty klamerkowe alfabet + cyfry
- Alfabet z dopasowywaniem obrazków
- 119 stron szlaczek do druku
- 100 stron "Literey i wyrazy"
- Wąż - układanka z alfabetem (dwa rodzaje)

### KARTY PRACY

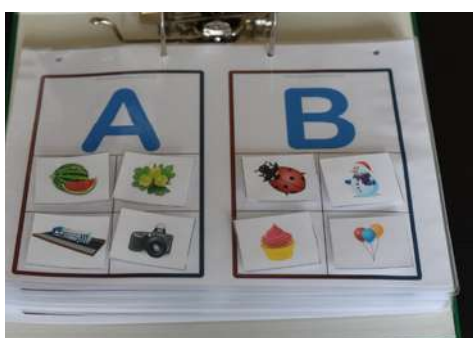
**14  
zestawów**

- Zestaw łamigłówek (sudoku, labirynty, kodowanie)
- Wielkanoc - 48 stron
- Wiosna - ponad 100 stron
- Matematyka - 90 stron
- Dzień Dinozaura - 62 strony
- Zima - 100 stron
- Mikołaj - 45 stron
- Jesień - 58 stron + kart pokazowych + sylaby
- Owocowe lato - 35 stron
- Wakacje - 45 stron
- Dzieci z różnych stron świata - 42 strony
- Instrumenty - 16 stron kart pracy + 14 kart pokazowych
- Strażak - 25 stron
- Kosmos - 44 strony

### DODATKOWE GRATISY KARTY PRACY I NIE TYLKO

**27  
zestawów**

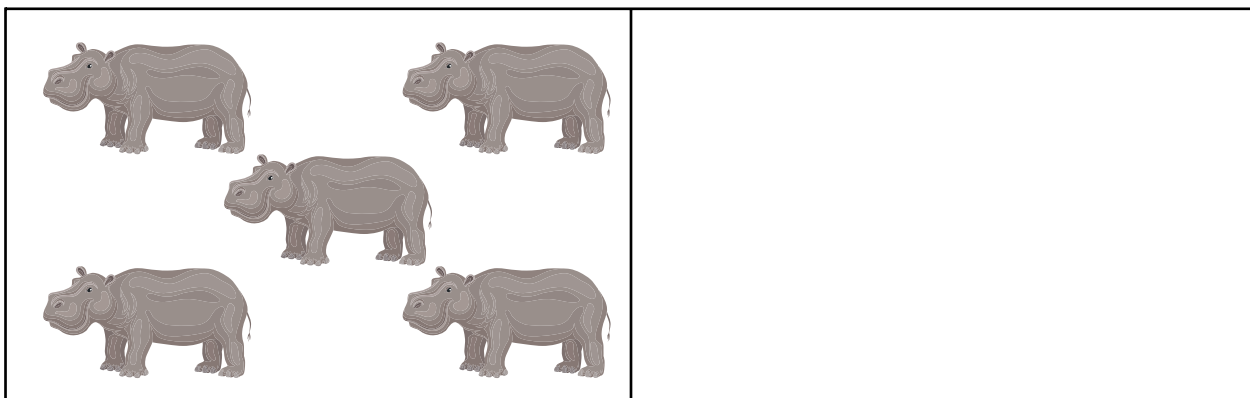
- Krzyżówki
- Rozsypanka literowa
- Dzień Lodów
- Dzień Pszczoły
- Ekologia
- Dzień Kobiet
- Dzień Kota
- Tłusty Czwartek
- Dzień Pizzy
- Walentynki
- Dzień Guzika
- Dzień Misia
- Dzień Kredki
- Dzień Listonosza
- Dzień Poczty
- Dzień Uśmiechu
- Dzień Kropki
- Mieszkańcy łąki
- Karty pracy o grillu
- Karty pracy o dynii
- Karty pracy o Polsce
- Karty pracy o rodzinie
- Karty pracy o mamie
- Karty pracy o tacie
- Plansza "Dyżurni"
- Znaczniki do sali



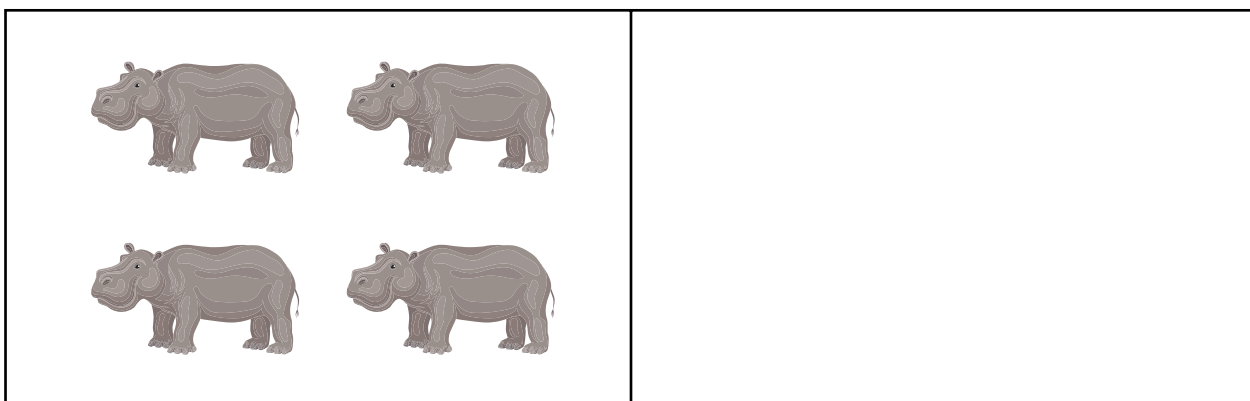
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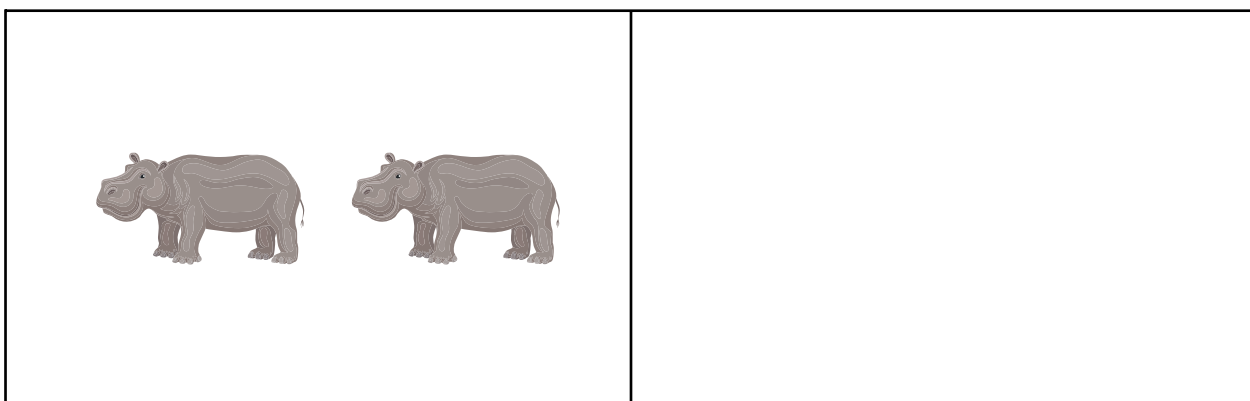
Narysuj o dwie kropki mniej, niż jest hipopotamów.



Narysuj samo kropek, ile jest hipopotamów.



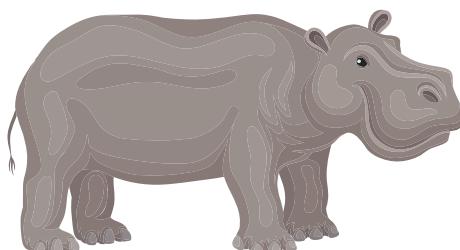
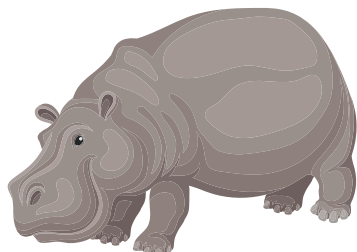
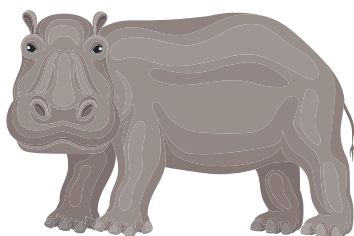
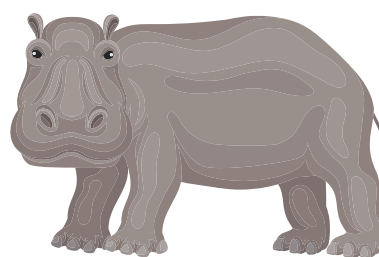
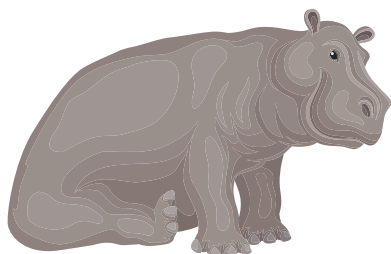
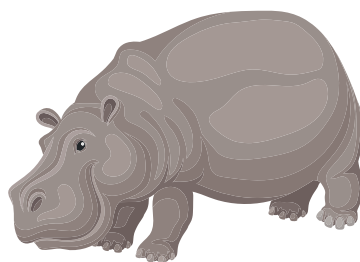
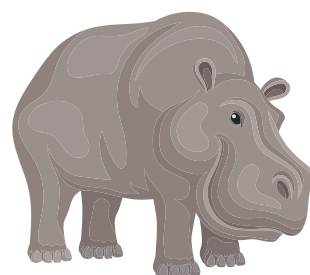
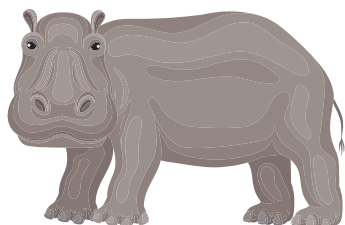
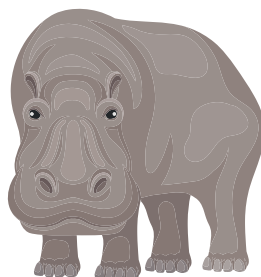
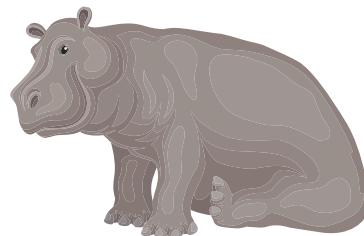
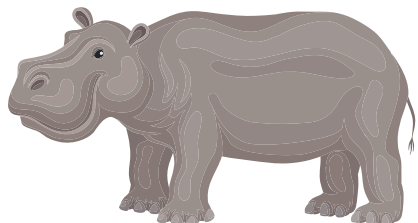
Narysuj o trzy kropki więcej, niż jest hipopotamów.



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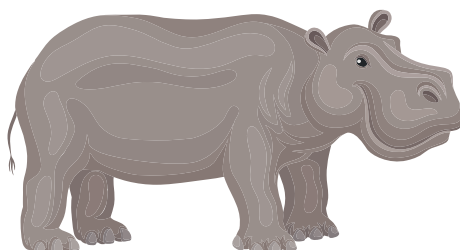
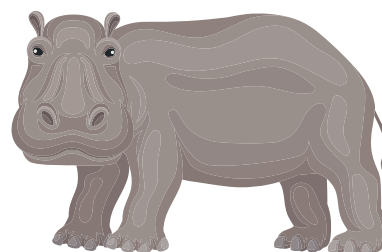
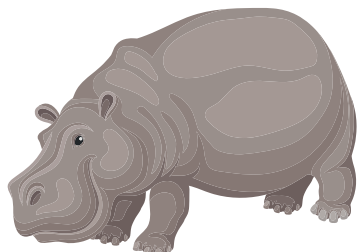
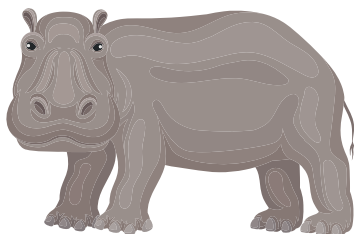
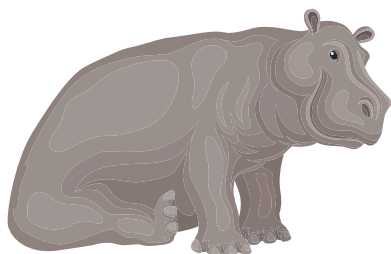
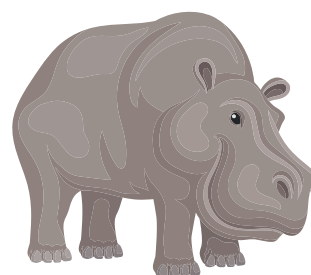
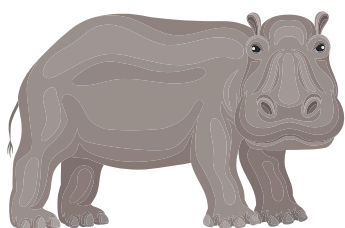
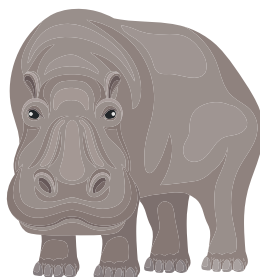
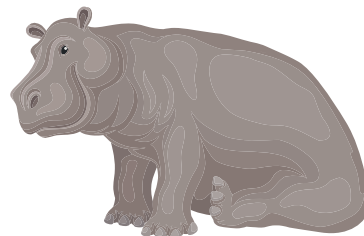
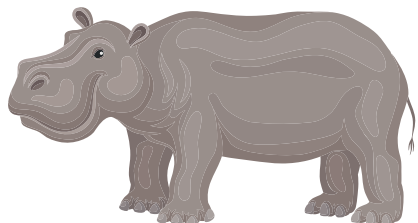
Otocz pętla po cztery hipopotamy. Ile powstało petli?



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Otocz zieloną pętlą hipopotamy zwrócone w prawą stronę, a czerwoną pętlą hipopotamy zwrócone w lewą stronę.

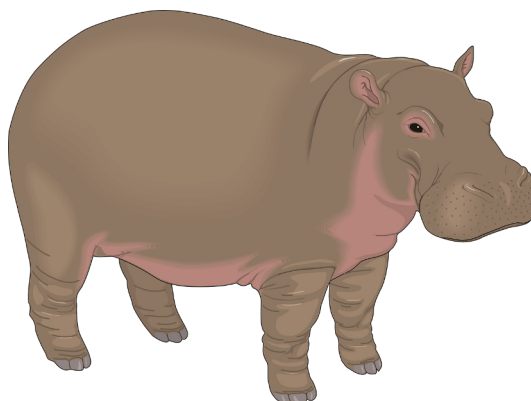
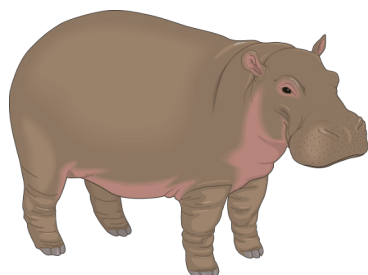
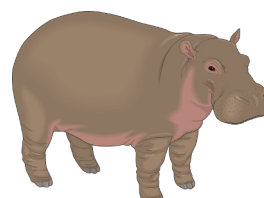
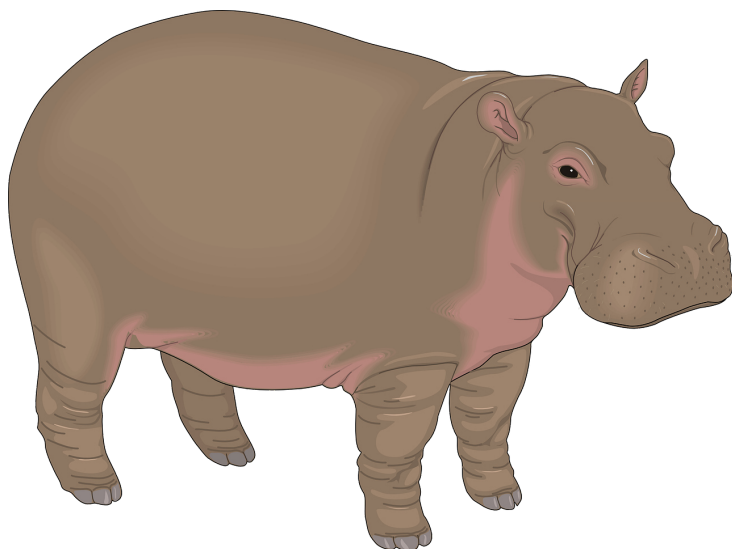
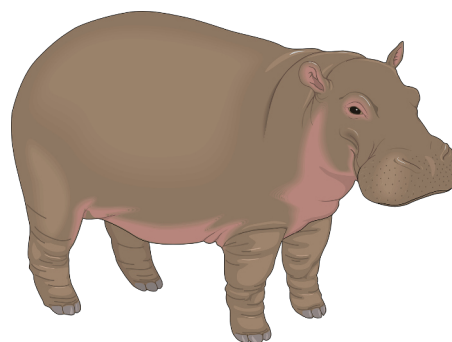
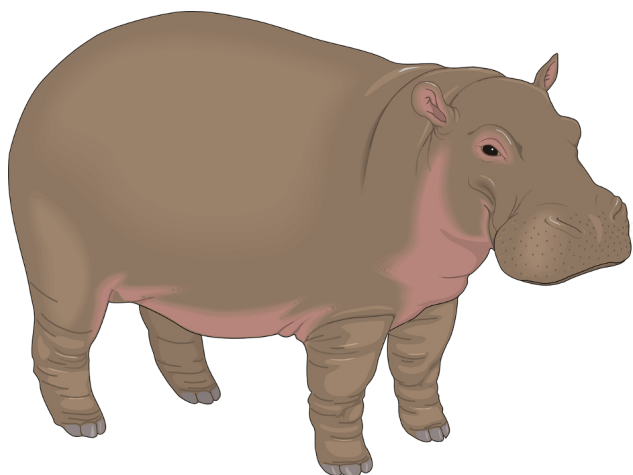




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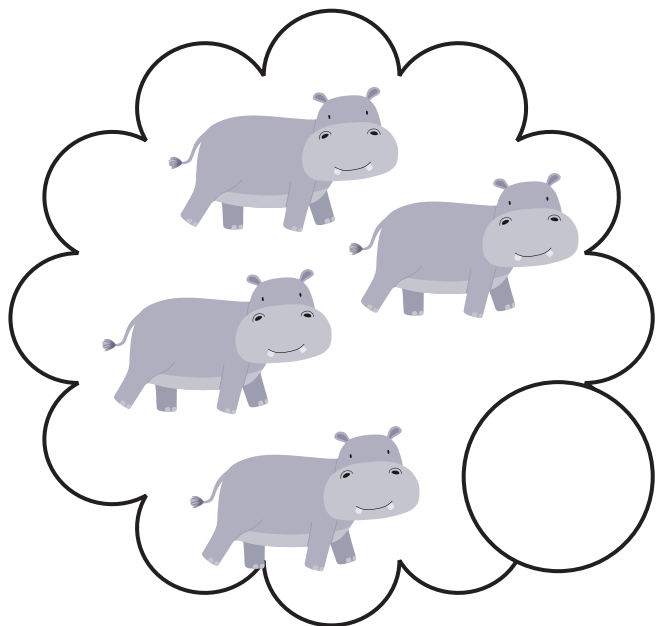
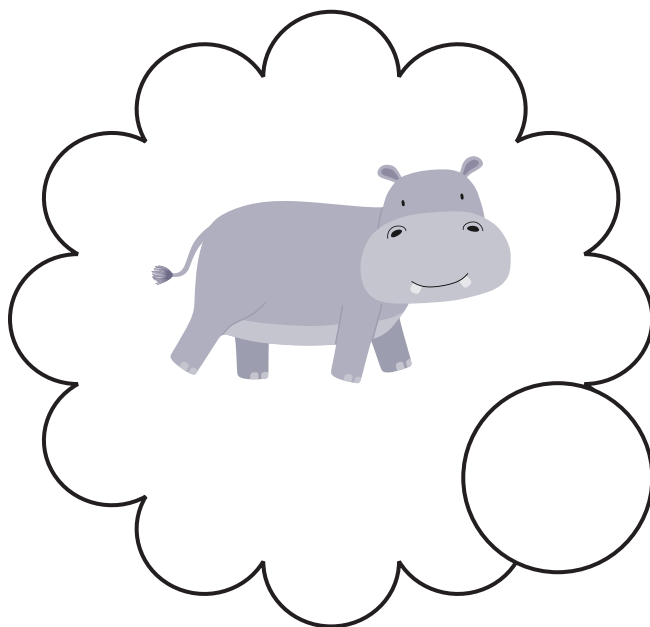
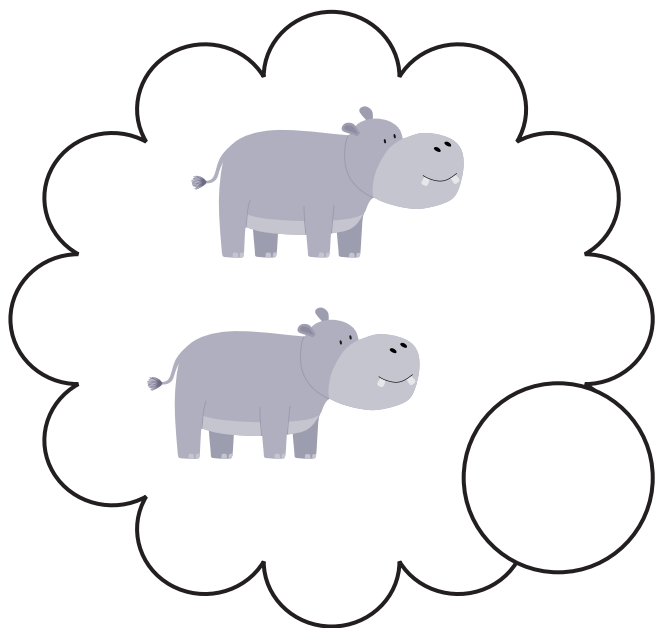
Połącz liniami hipopotamy od najmniejszego do największego. Żółtą pętlą otocz najmniejsze zwierzę a czerwoną największe.



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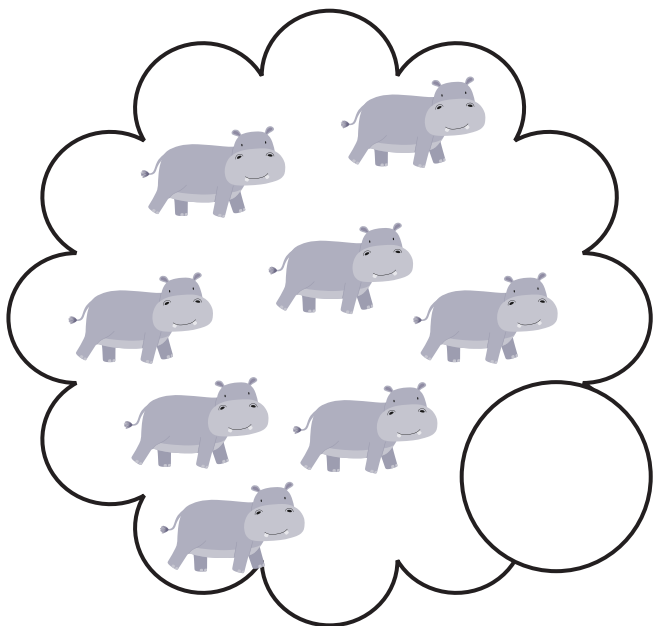
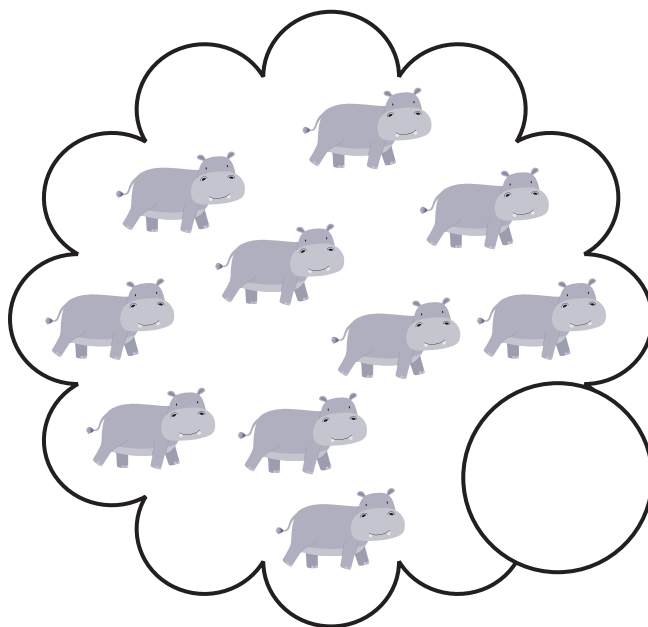
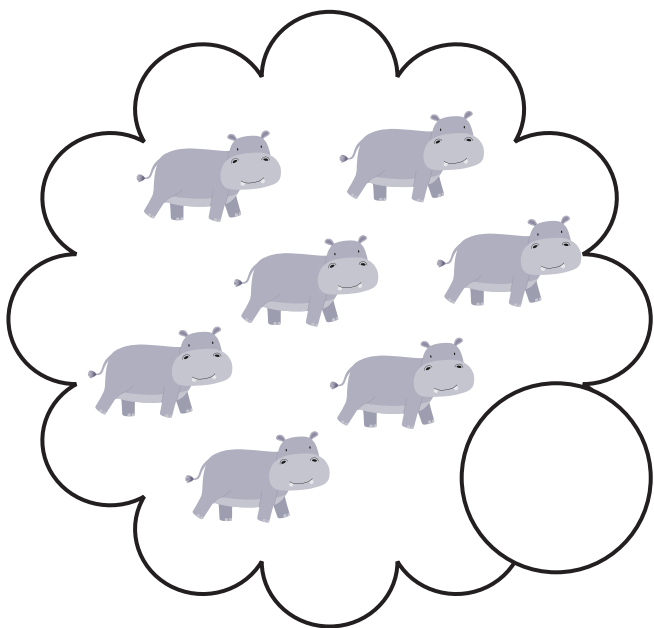
Policz hipopotamy w chmurach. W kwadracie obok wpisz odpowiednią cyfrę lub narysuj tyle kropek, ile jest zwierząt.



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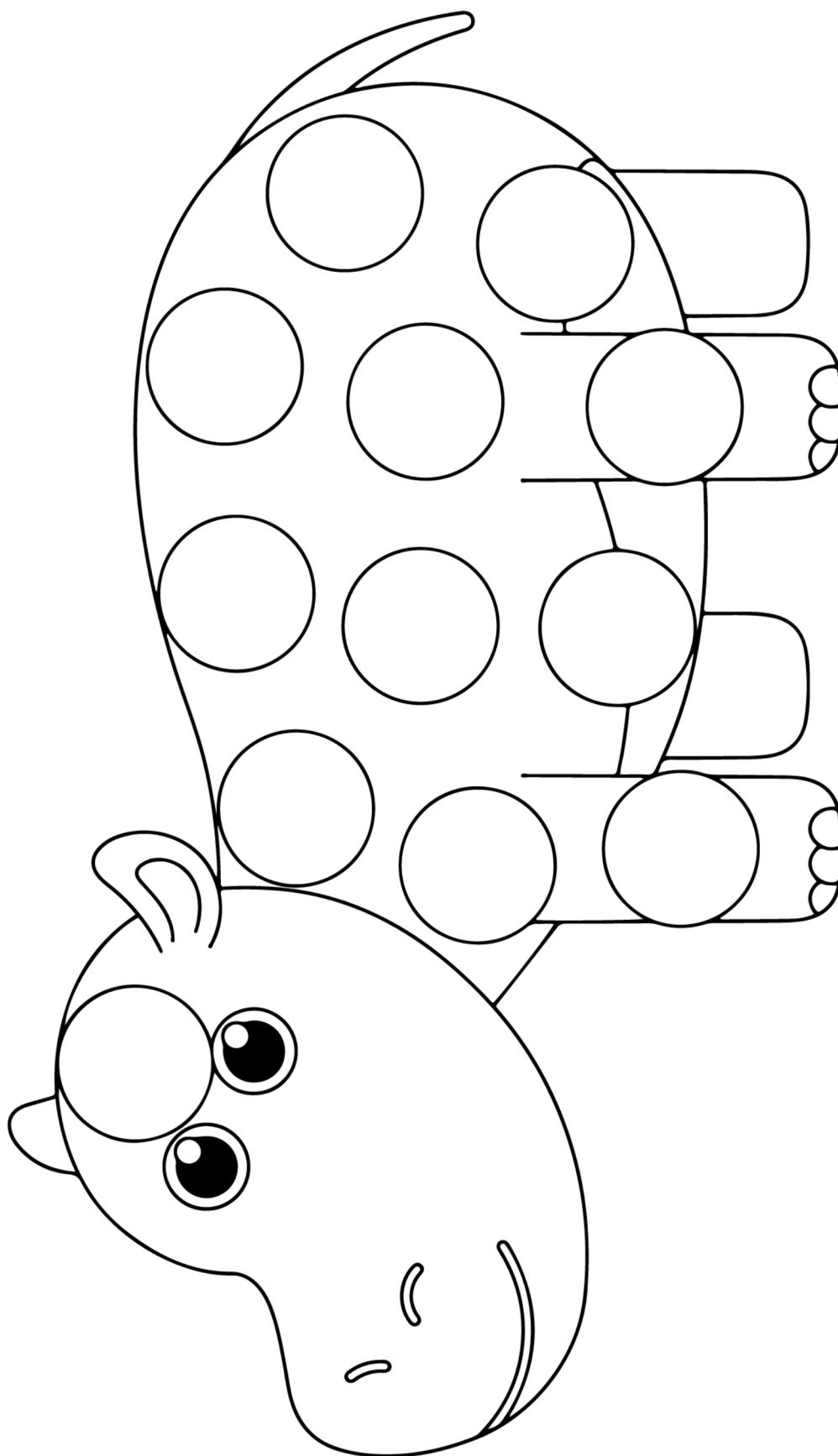
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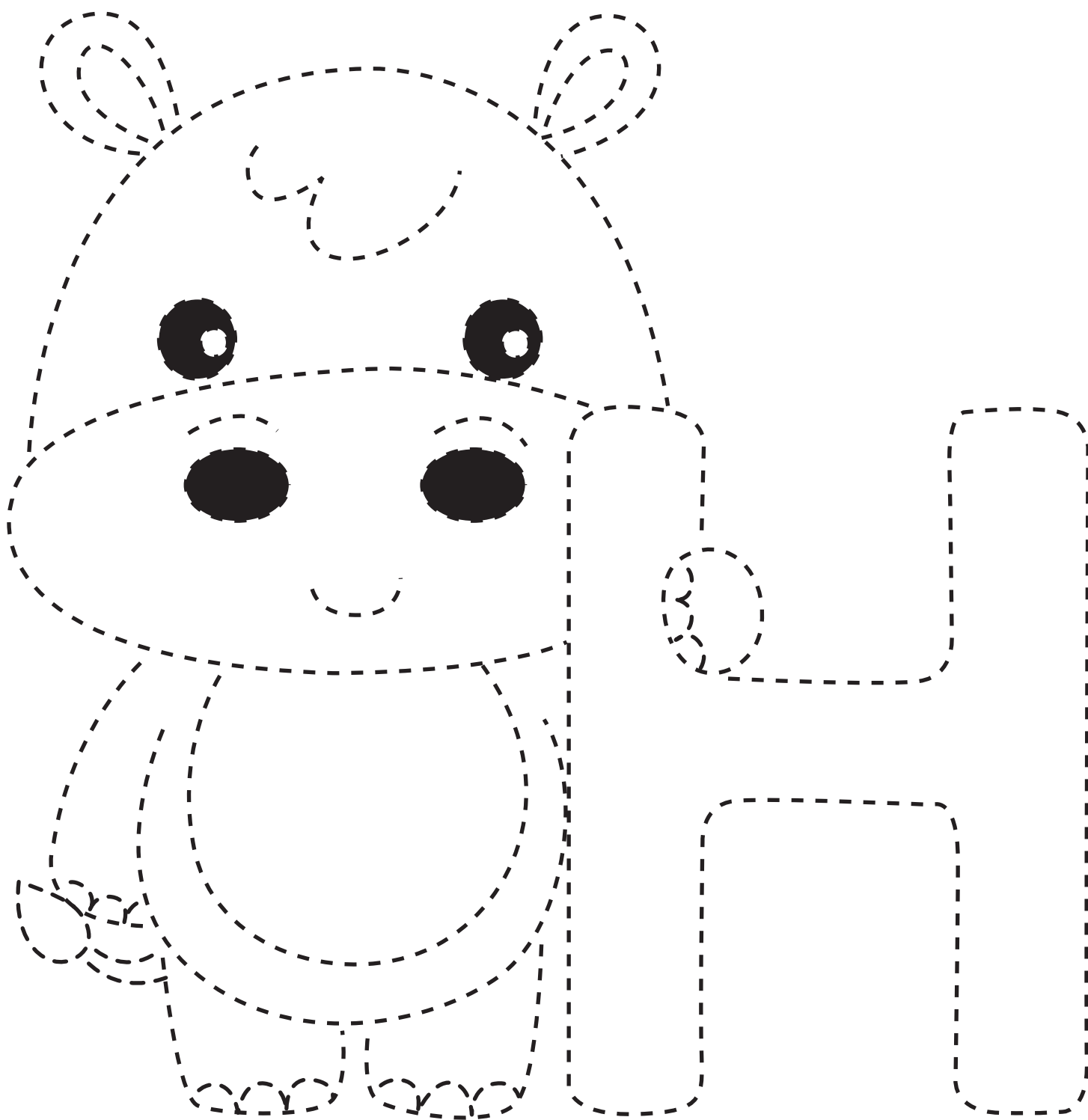
Wypełnij kropki plasteliną.



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Rysuj po śladzie.

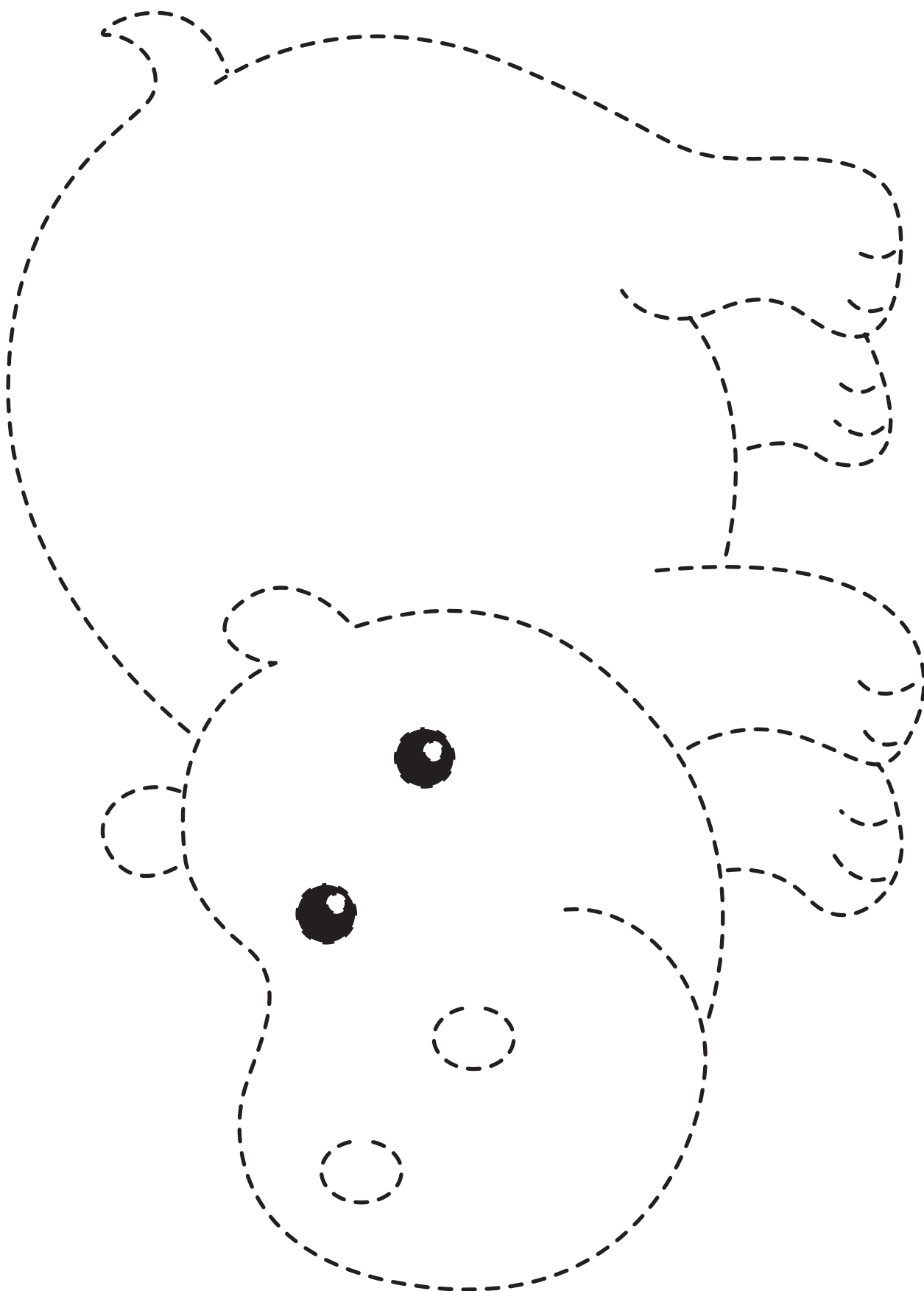




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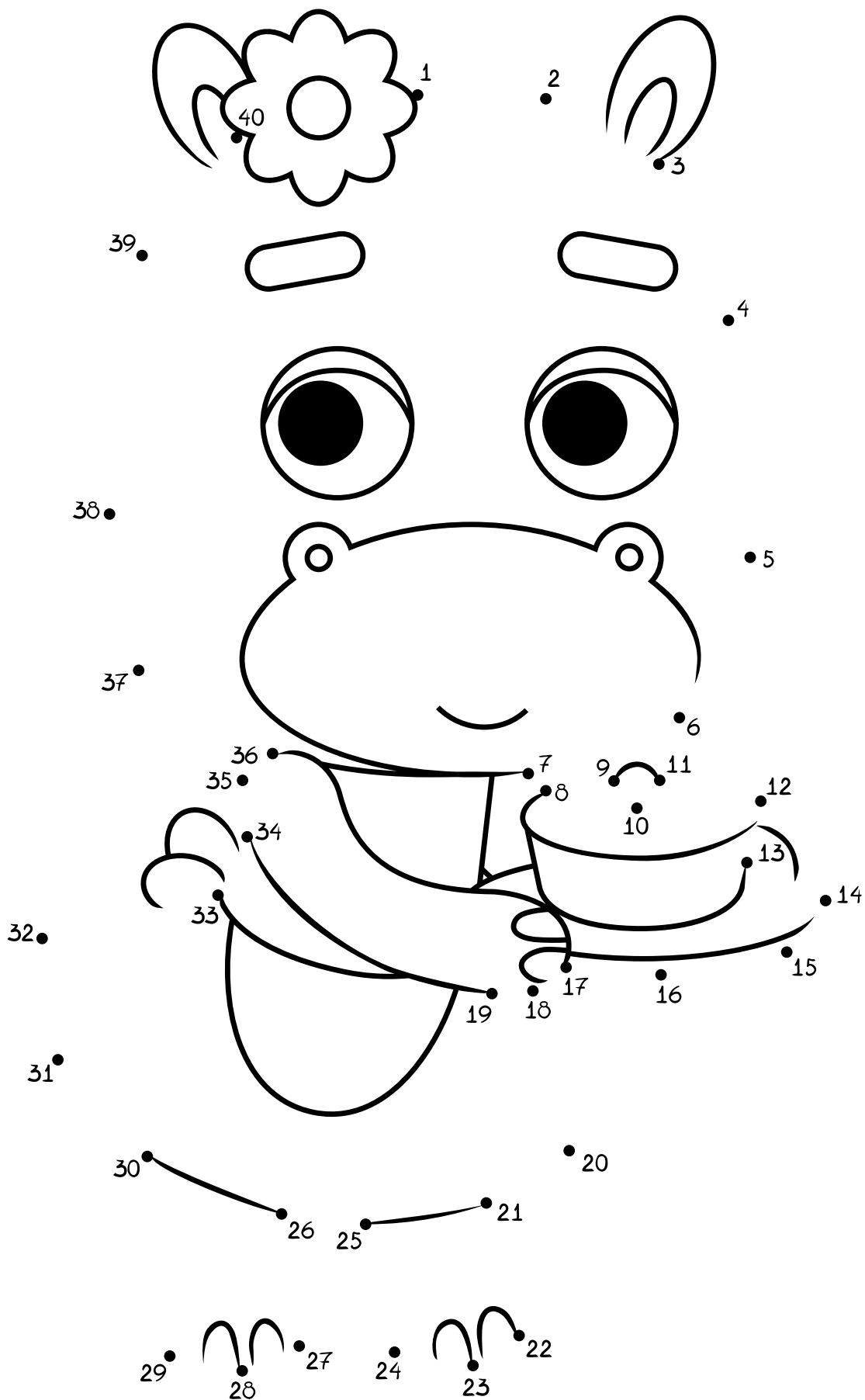
Rysuj po śladzie i pokoloruj obrazek.



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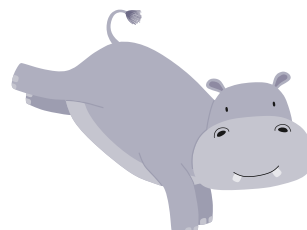
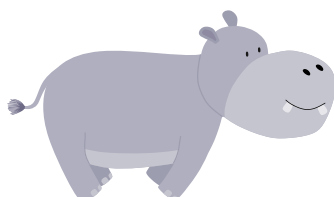
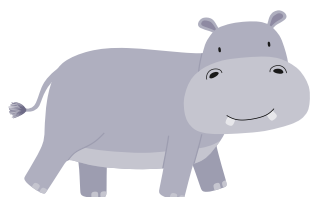
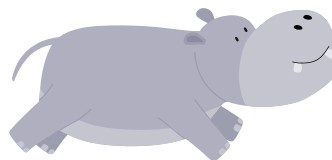
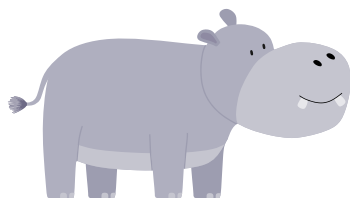
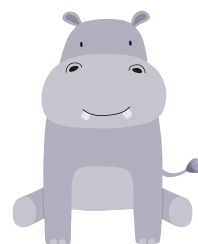
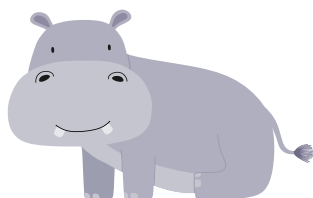
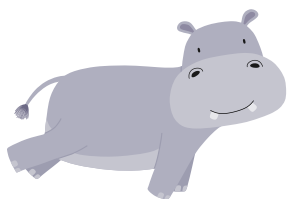
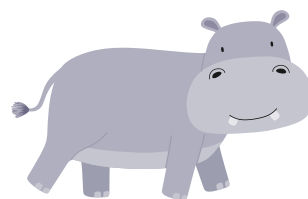
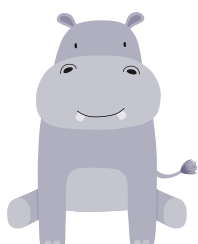
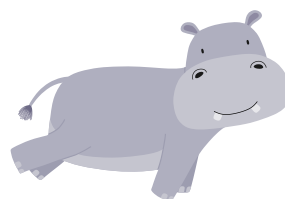
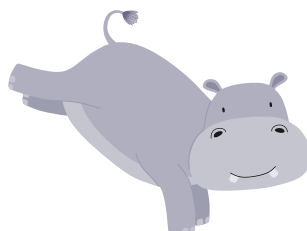
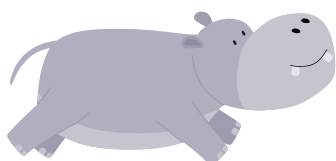
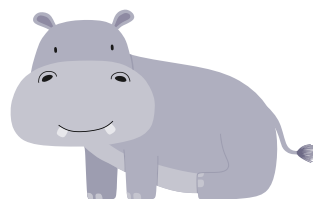
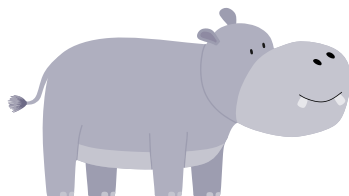
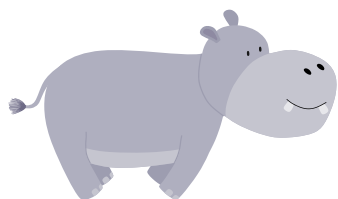
Połącz kropki i pokoloruj obrazek.



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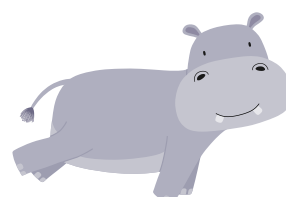
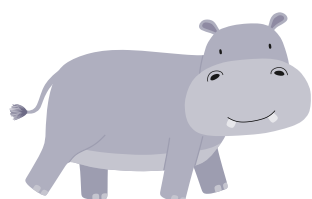
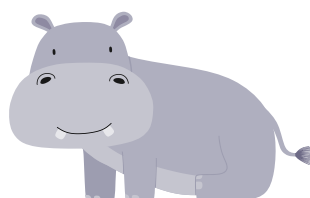
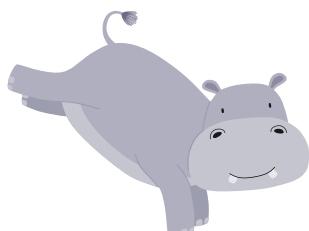
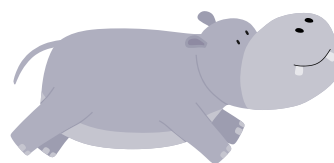
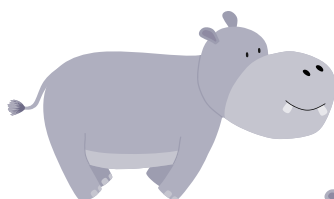
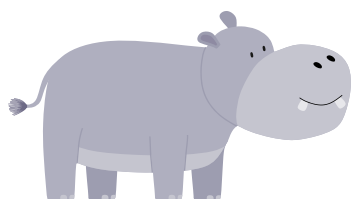
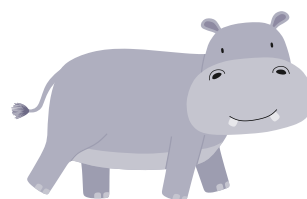
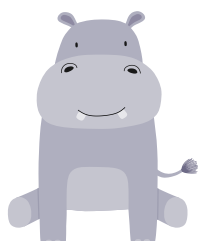
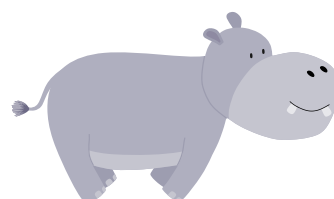
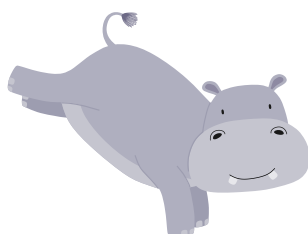
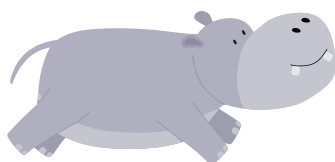
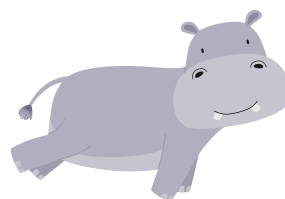
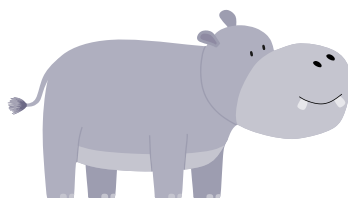
Połącz pary.



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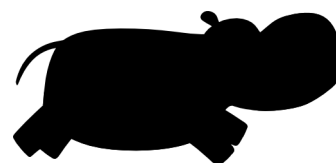
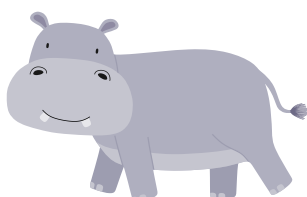
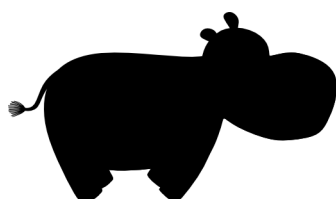
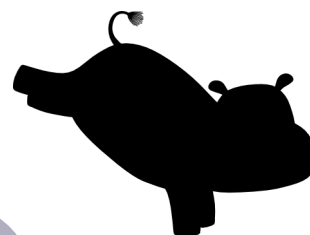
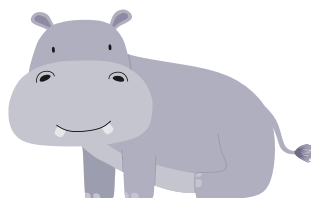
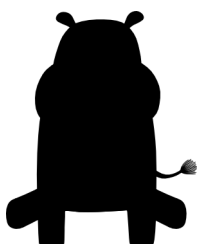
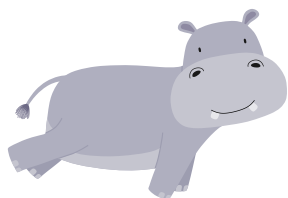
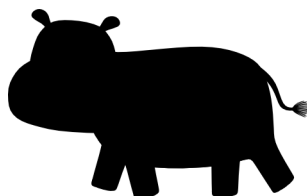
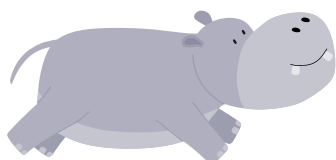
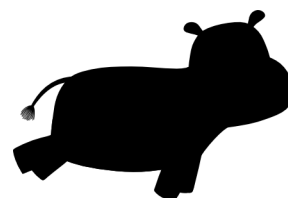
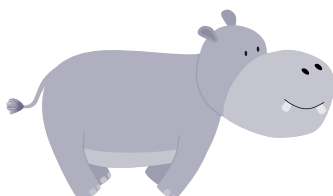
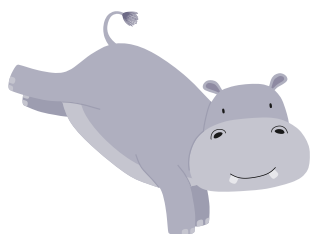
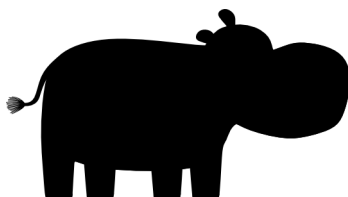
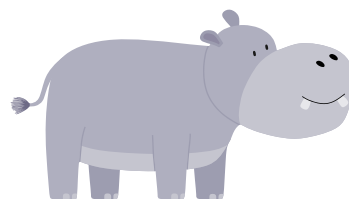
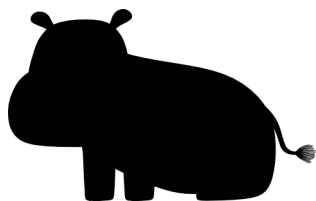
Znajdź hipopotama bez pary.



Imię: \_\_\_\_\_

Data: \_\_\_\_\_

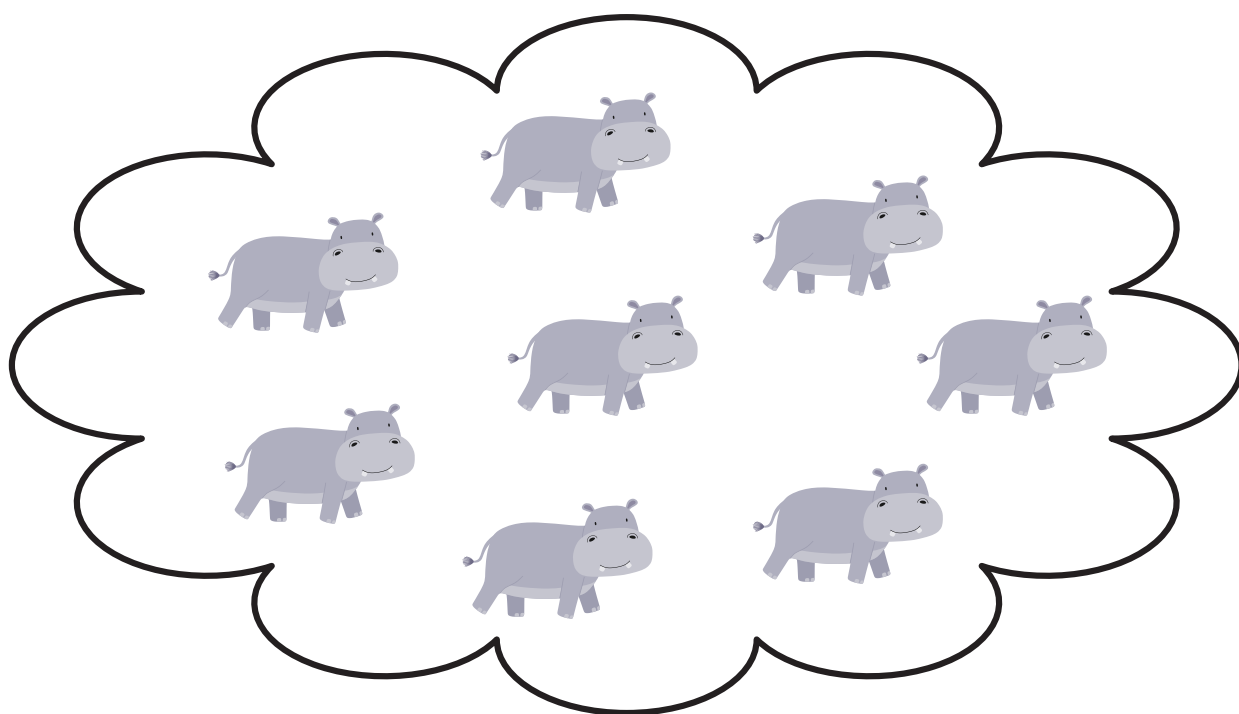
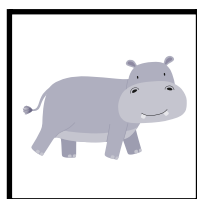
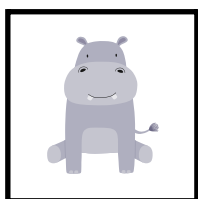
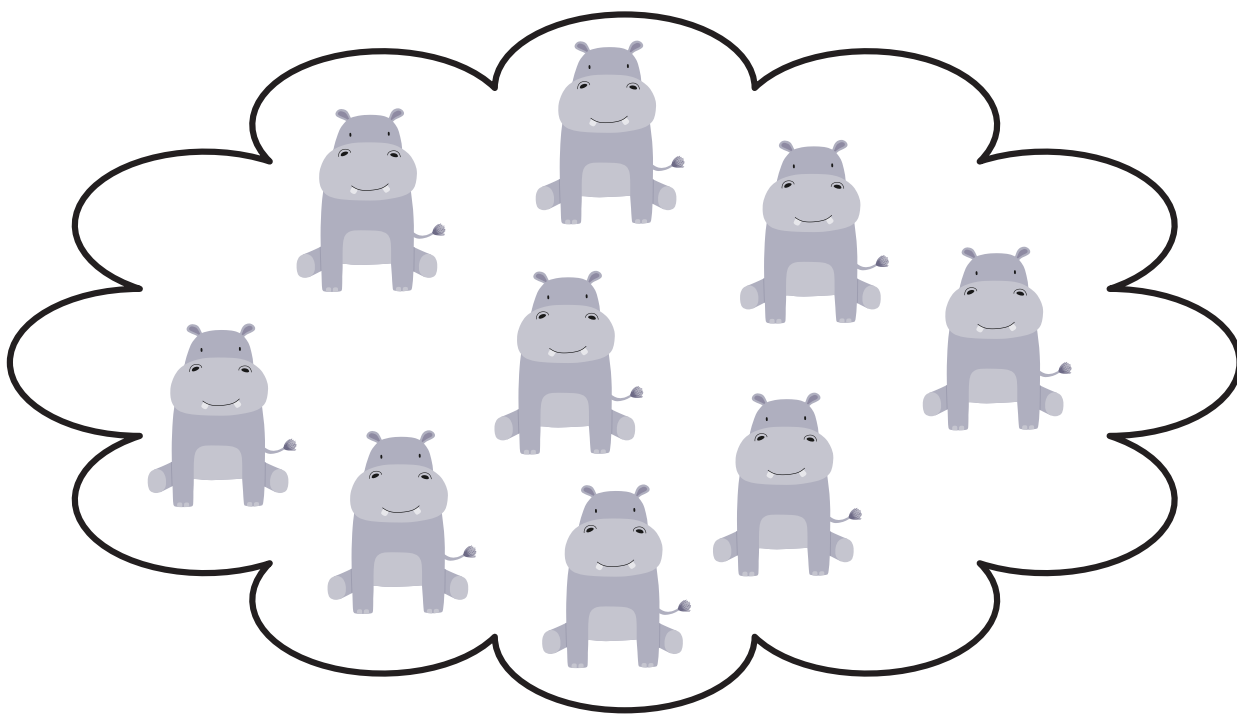
Połącz pary.



Imię: \_\_\_\_\_

Data: \_\_\_\_\_

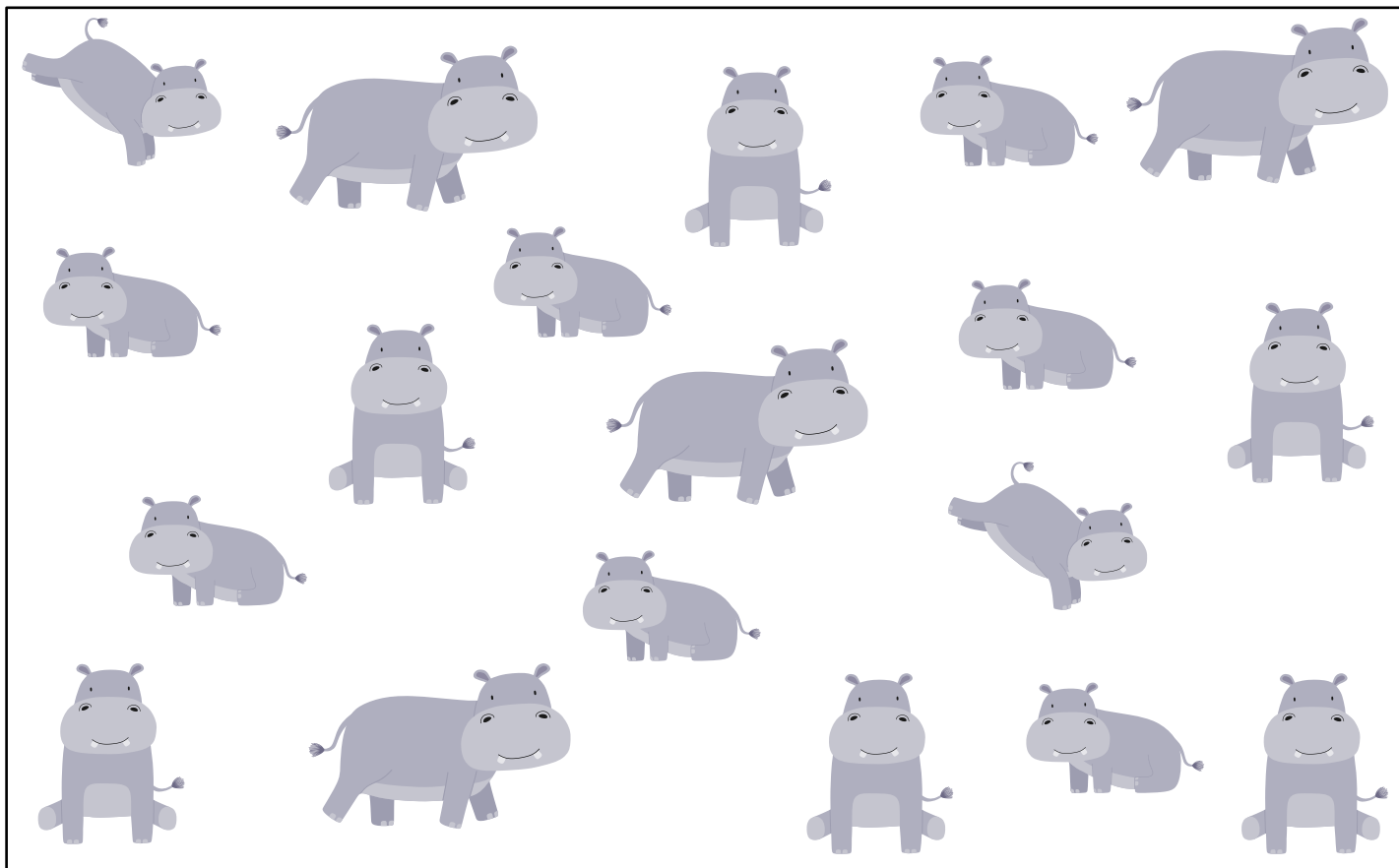
Policz i zaznacz, których obrazków jest więcej.



Imię: \_\_\_\_\_

Data: \_\_\_\_\_

Policz i pokoloruj odpowiednią liczbę kwadratów.



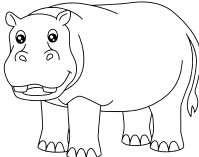
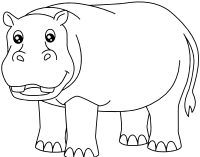
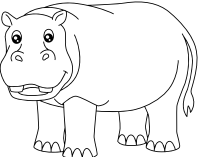
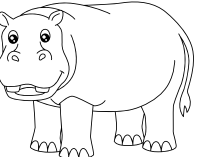
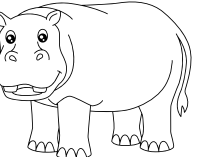
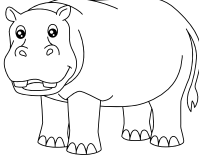
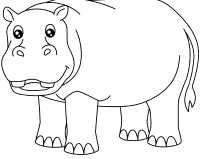
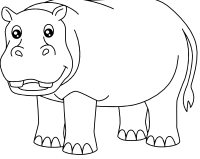
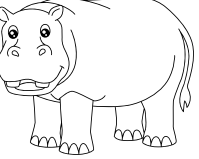
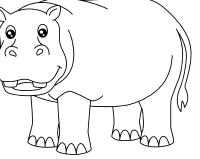
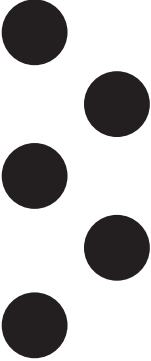
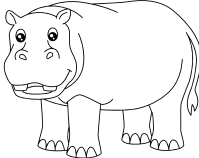
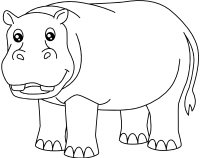
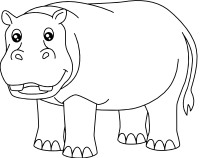
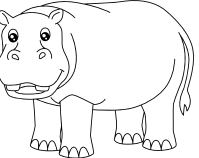
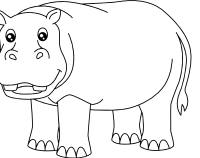
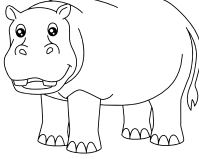
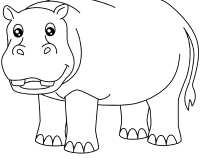
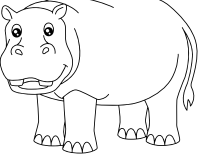
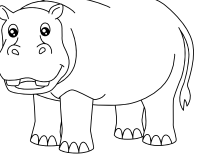
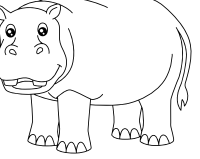
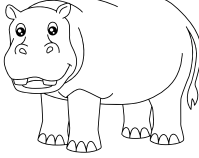
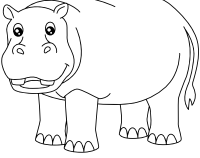
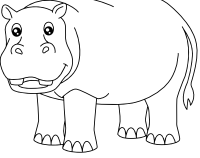
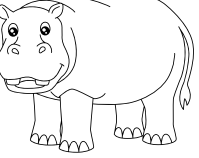
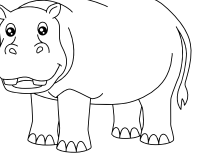
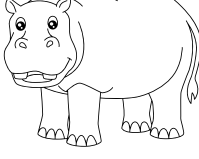
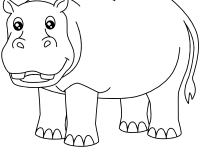
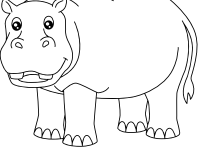
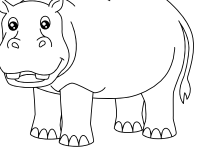
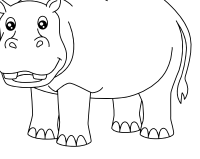
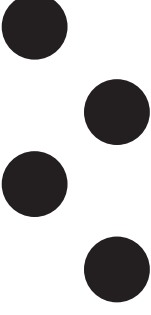
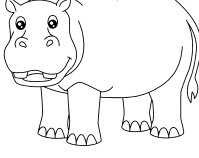
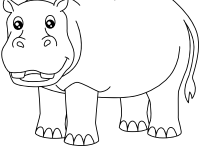
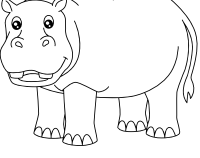
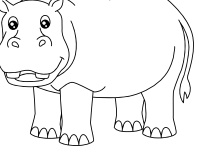
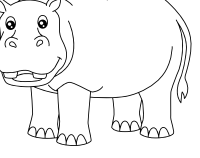
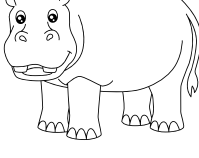
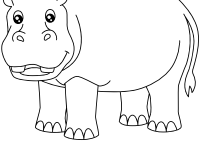
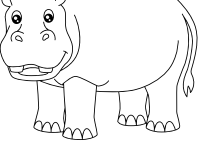
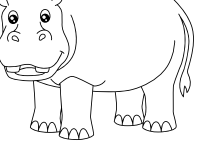
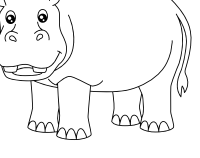
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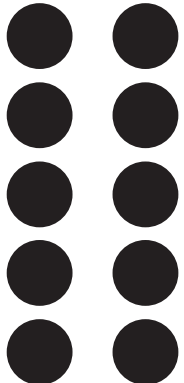
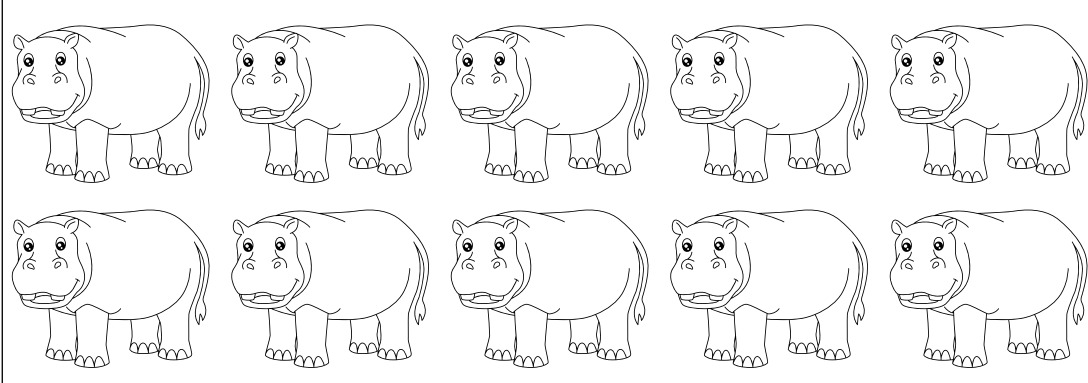
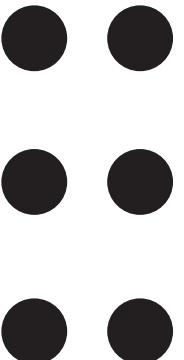
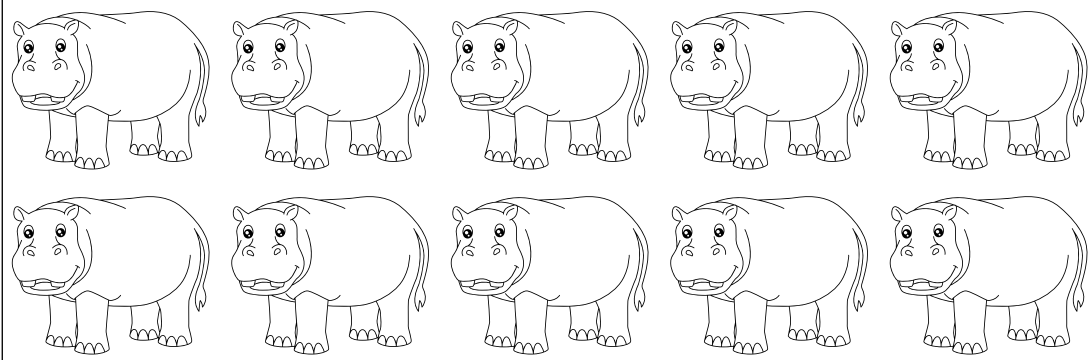
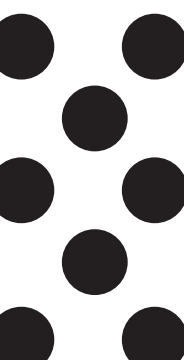
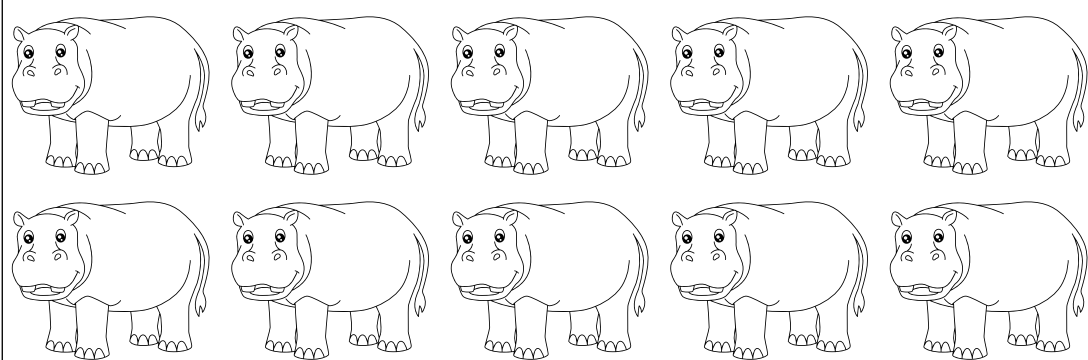
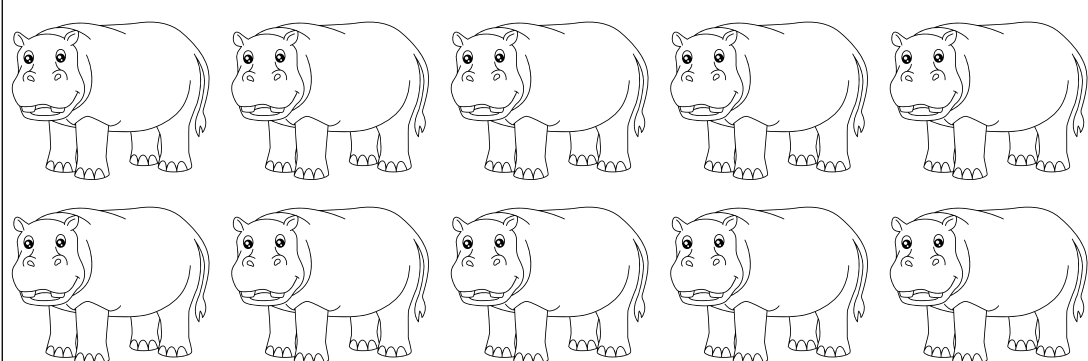
Pokoloruj tyle obrazków ile kropek jest po lewej stronie.

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Imię: \_\_\_\_\_

Data: \_\_\_\_\_

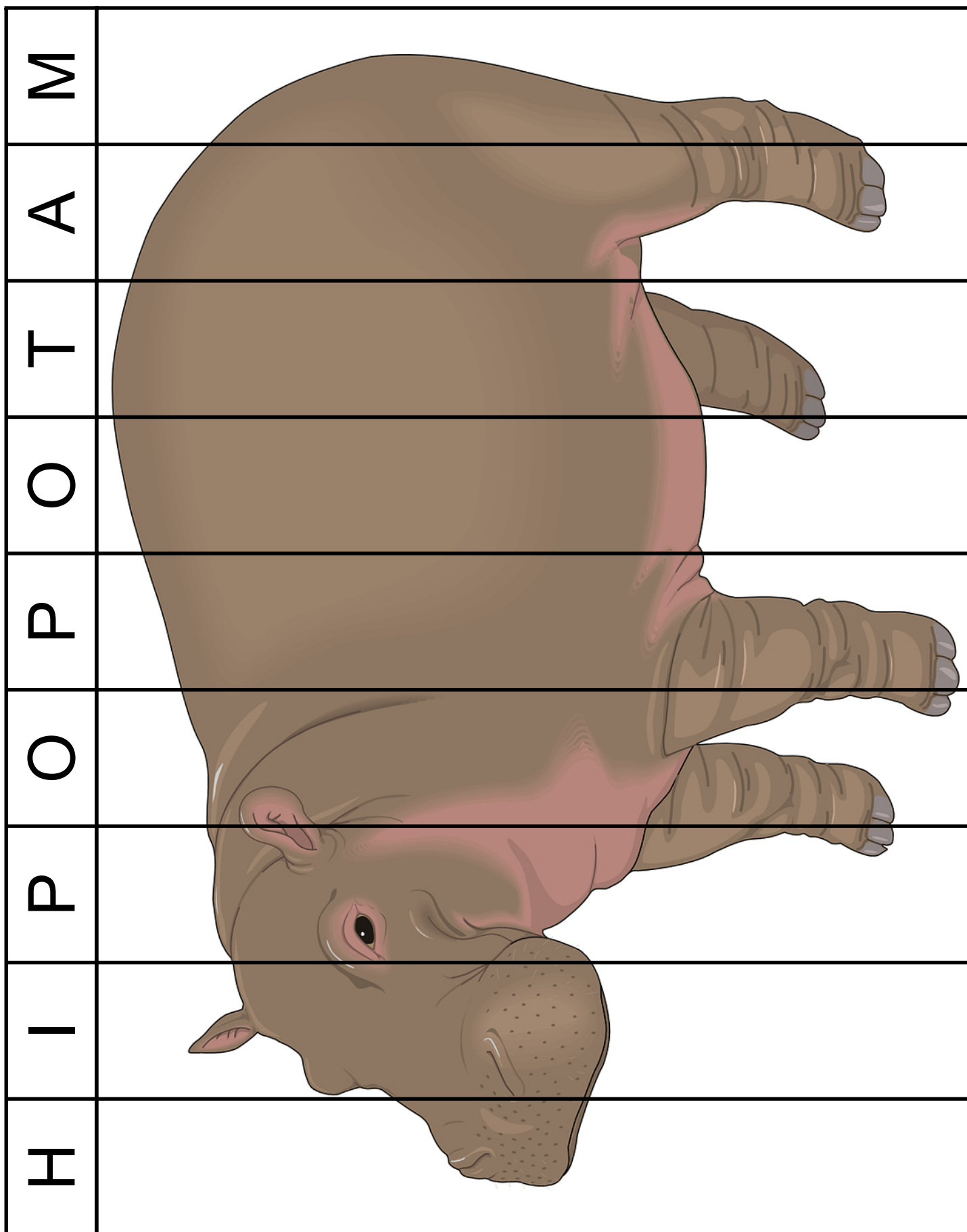
Pokoloruj tyle obrazków ile kropek jest po lewej stronie.

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Imię: \_\_\_\_\_

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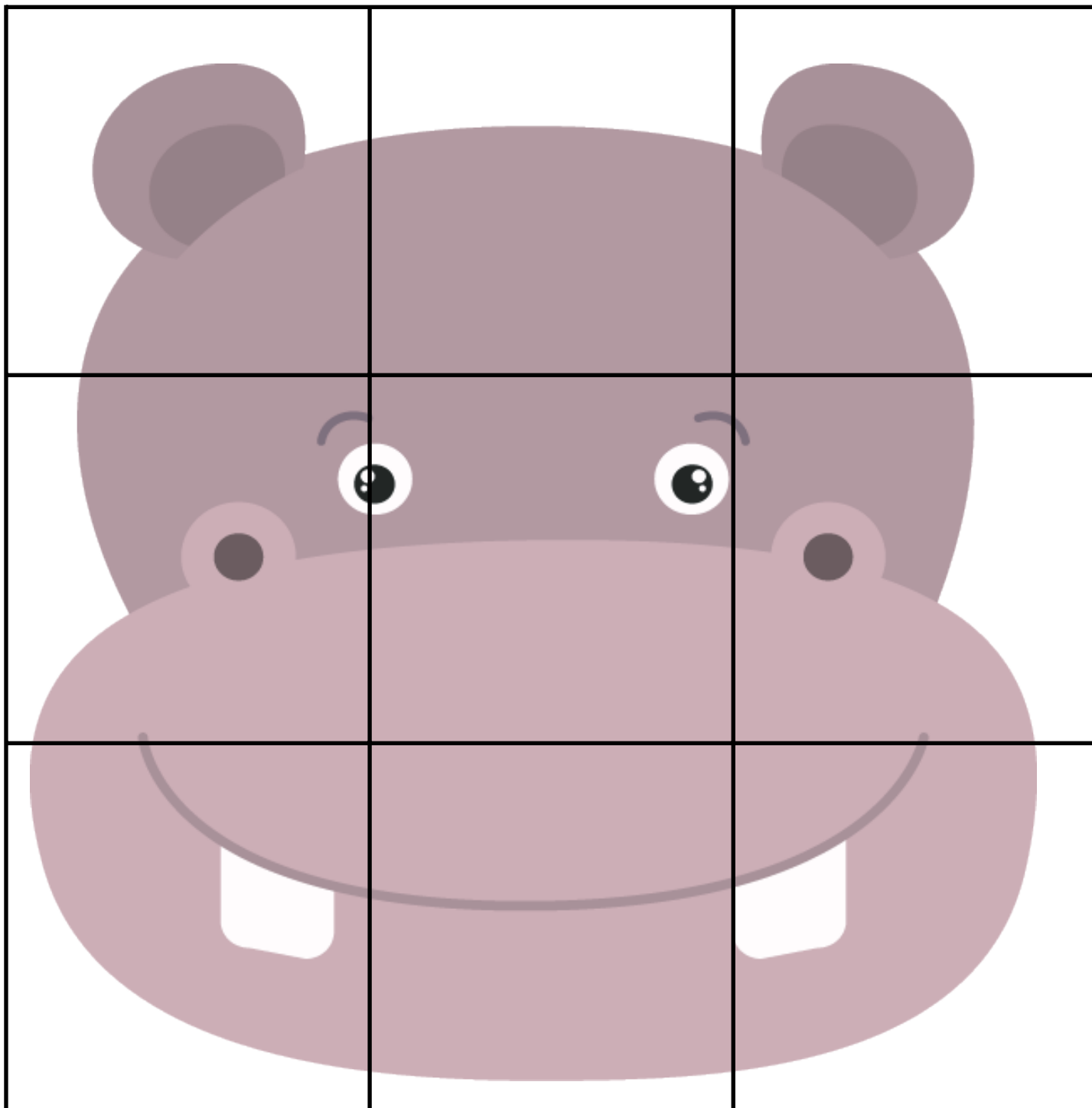
Wytnij i ułóż puzzle.



Imię: \_\_\_\_\_

Data: \_\_\_\_\_

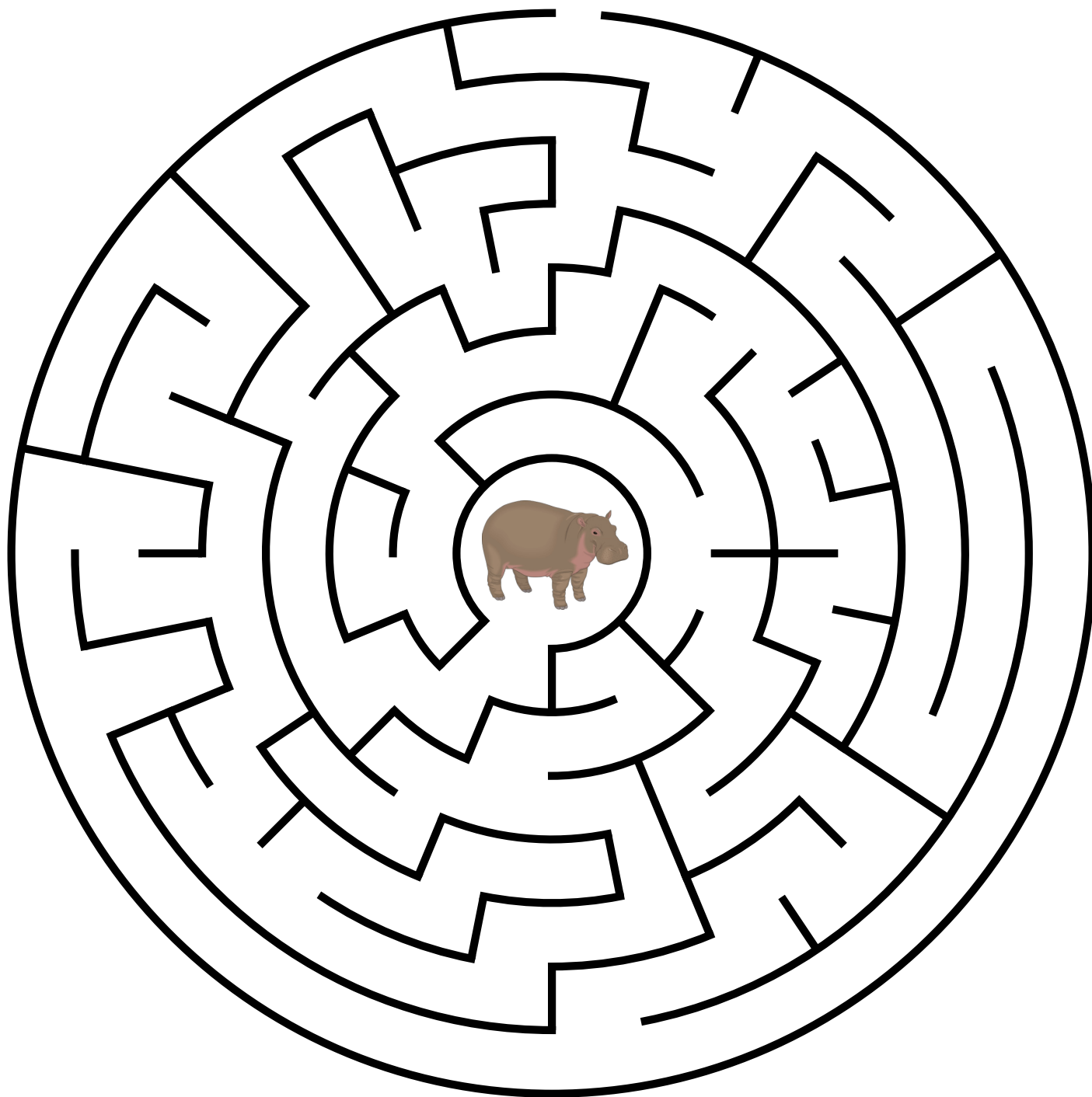
Wytnij i ułóż puzzle.



Imię: \_\_\_\_\_

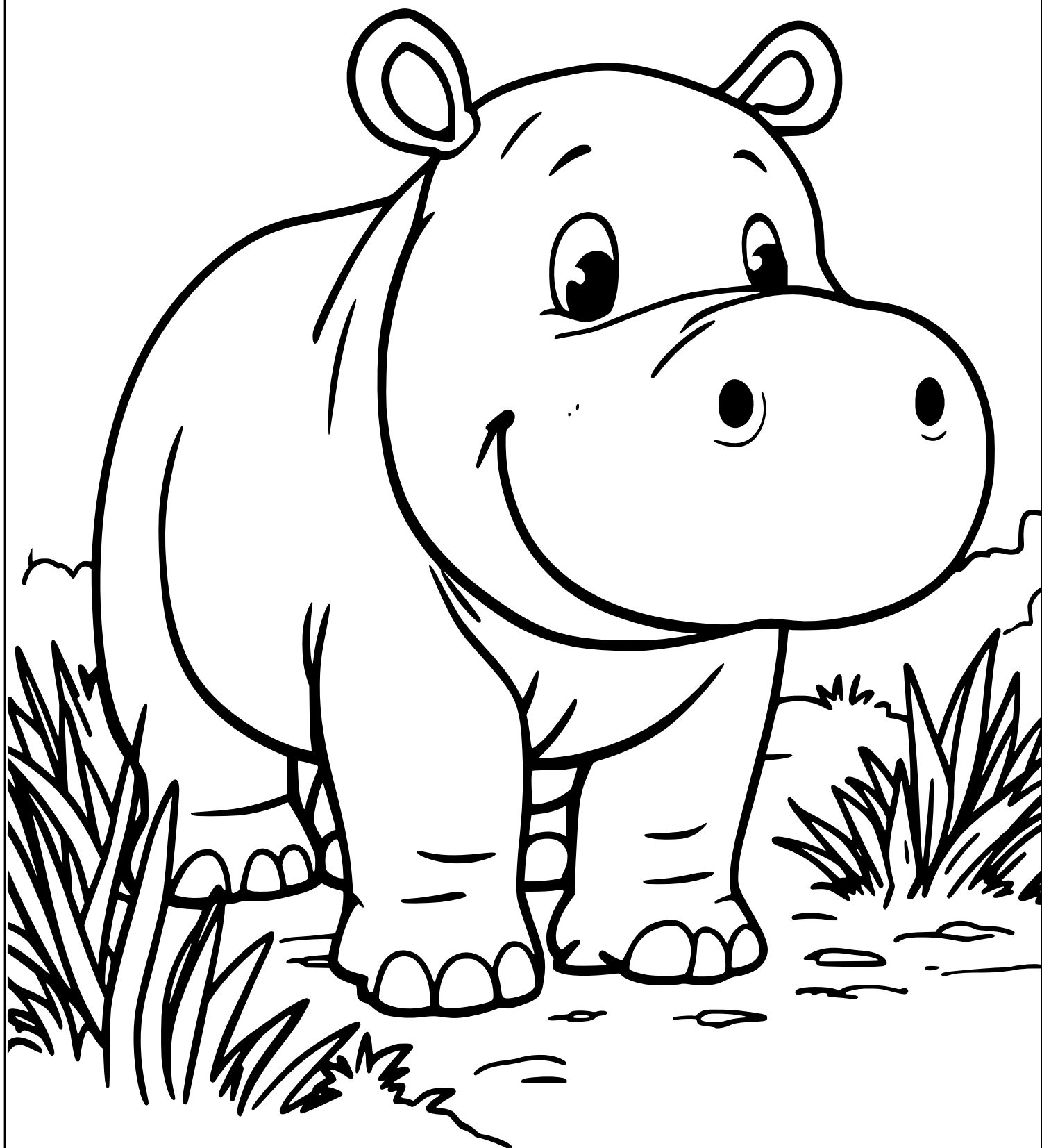
Data: \_\_\_\_\_

Pomóż hipopotamowi znaleźć wyjście z labiryntu.



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Imię: \_\_\_\_\_

Data: \_\_\_\_\_

