

3-6
anos

ACTIVIDADES
para a

1

PRÉ-ESCOLA

4.^a
edição



- INICIAÇÃO À ESCRITA / GRAFISMOS
- RECONHECER SONS / RIMAS / LETRAS / RELACIONAR
- ASSOCIAR / COMPARAR / INICIAÇÃO AOS NÚMEROS
- ORDENAR / CONTAR / ORIENTAÇÃO ESPACIAL / COMPLETAR
- VER DIFERENÇAS / PINTAR / FORMAS / CORES / OPOSTOS
- ESTIMULAR A ORALIDADE / EXPRESSÃO VERBAL

PAPA-LETRAS

Nome

Data

Procura as cinco diferenças entre os dois desenhos.



Nome

Data

Pinta com as cores indicadas.

● = encarnado

■ = azul

▲ = amarelo

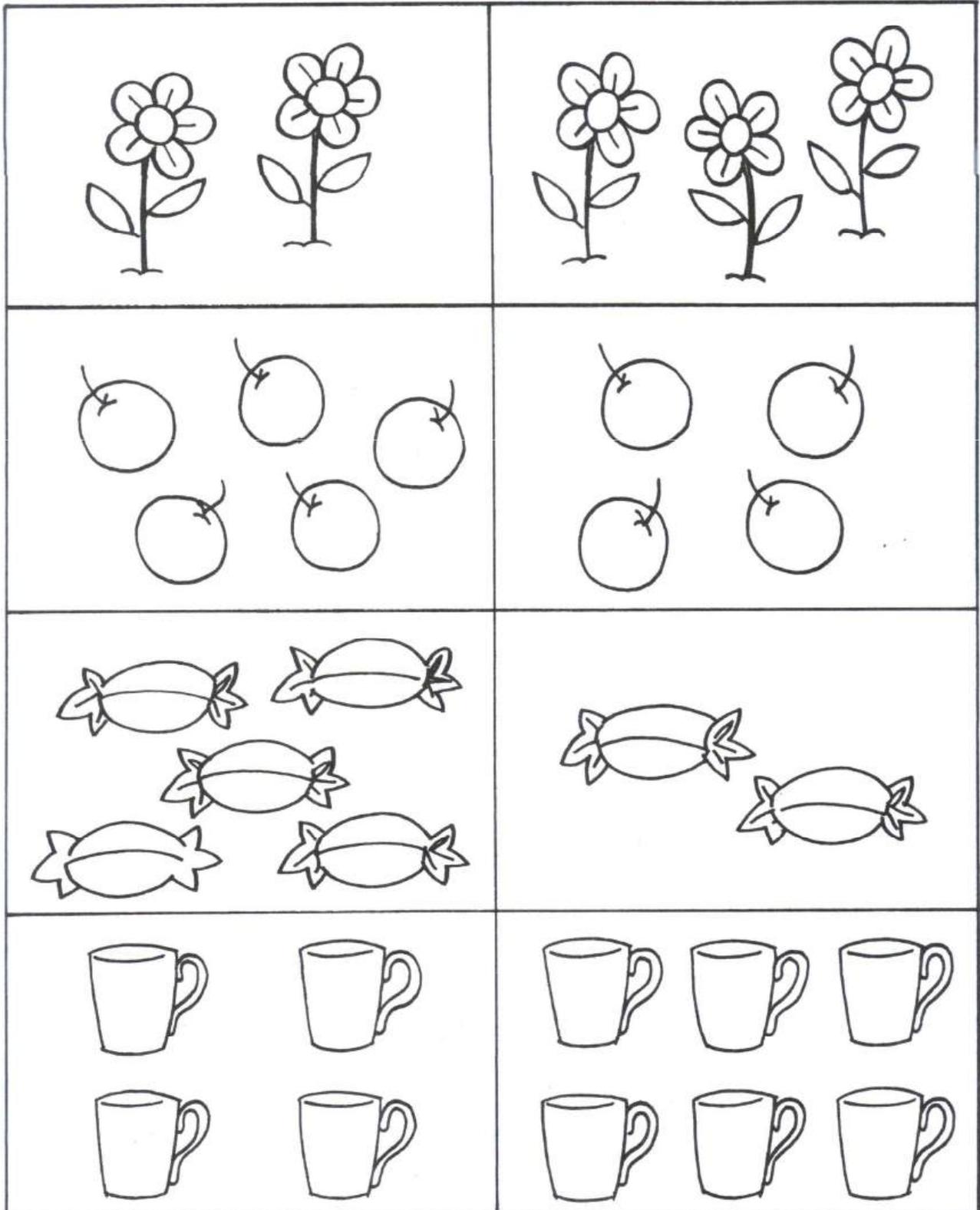
★ = verde



Nome

Data

Em cada par, pinta o desenho que tiver mais objectos.

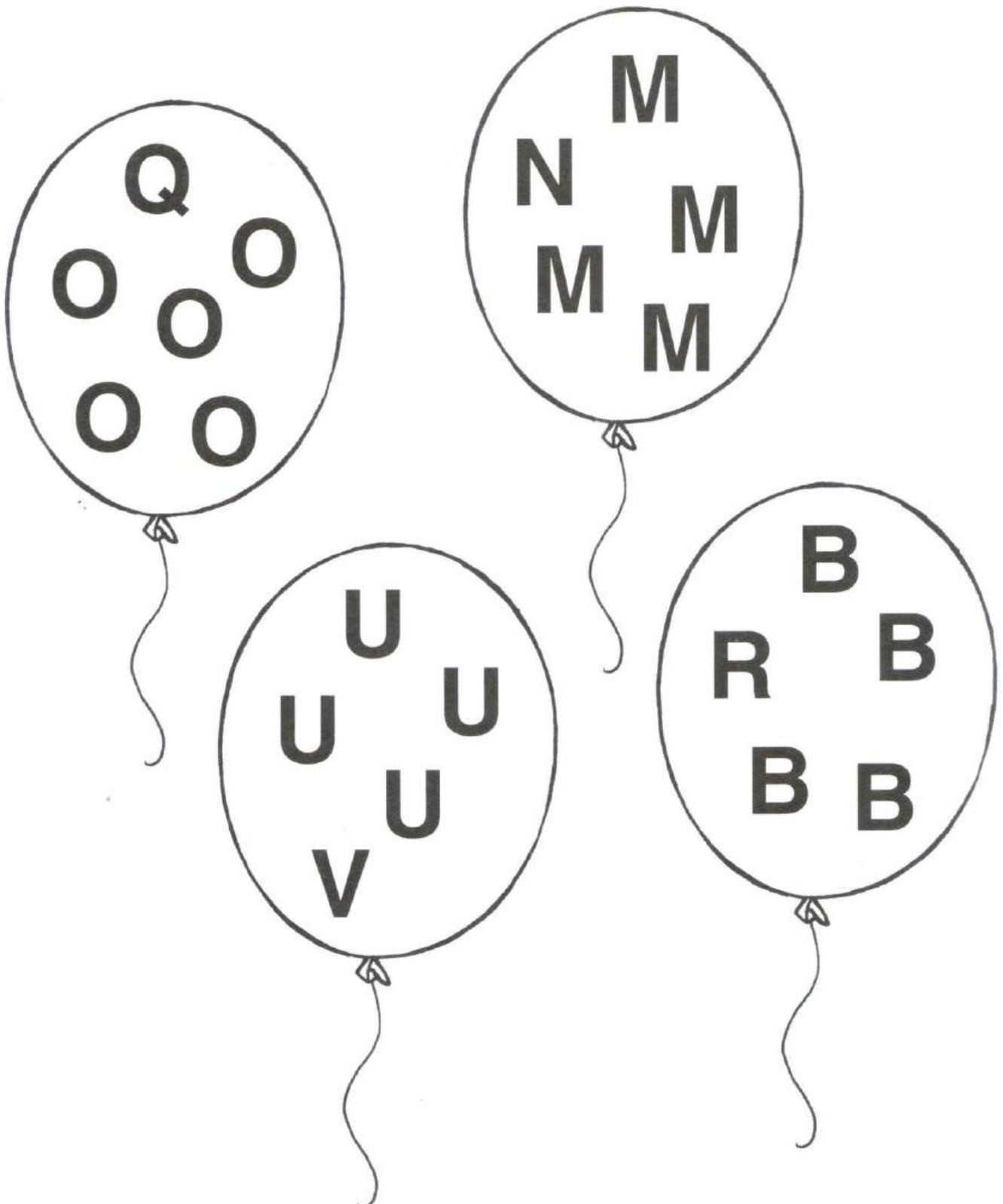


Nome

Data

Cada balão tem dentro uma letra diferente das outras.

Faz um círculo à volta dessa letra.



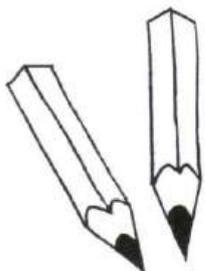
Nome

Data

Conta os elementos. O número correcto está escrito ao lado. Escreve-o tu seguindo o traçado e depois sozinho.



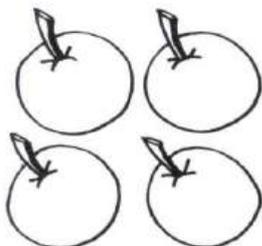
1



2



3



4



5

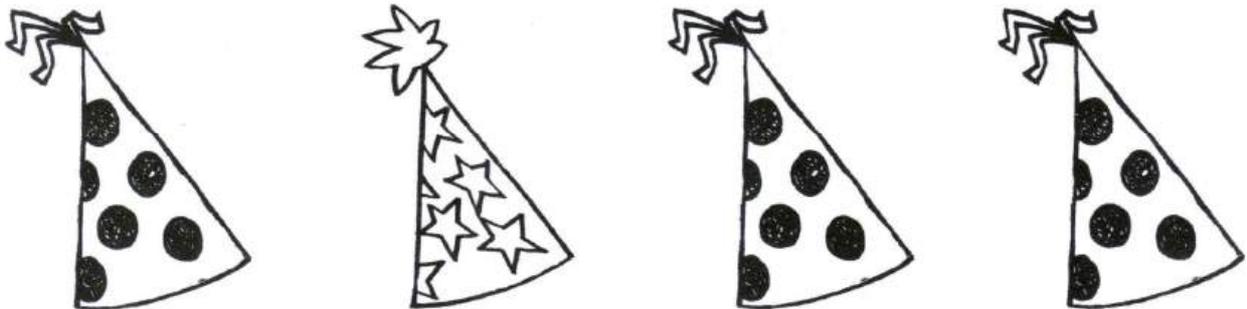
Nome	
Data	

Desenha um chapéu à menina.
Põe-lhe uma flor na mão e um cesto com
maçãs no chão, a seu lado.
Pinta o desenho que completaste como
gostares mais.



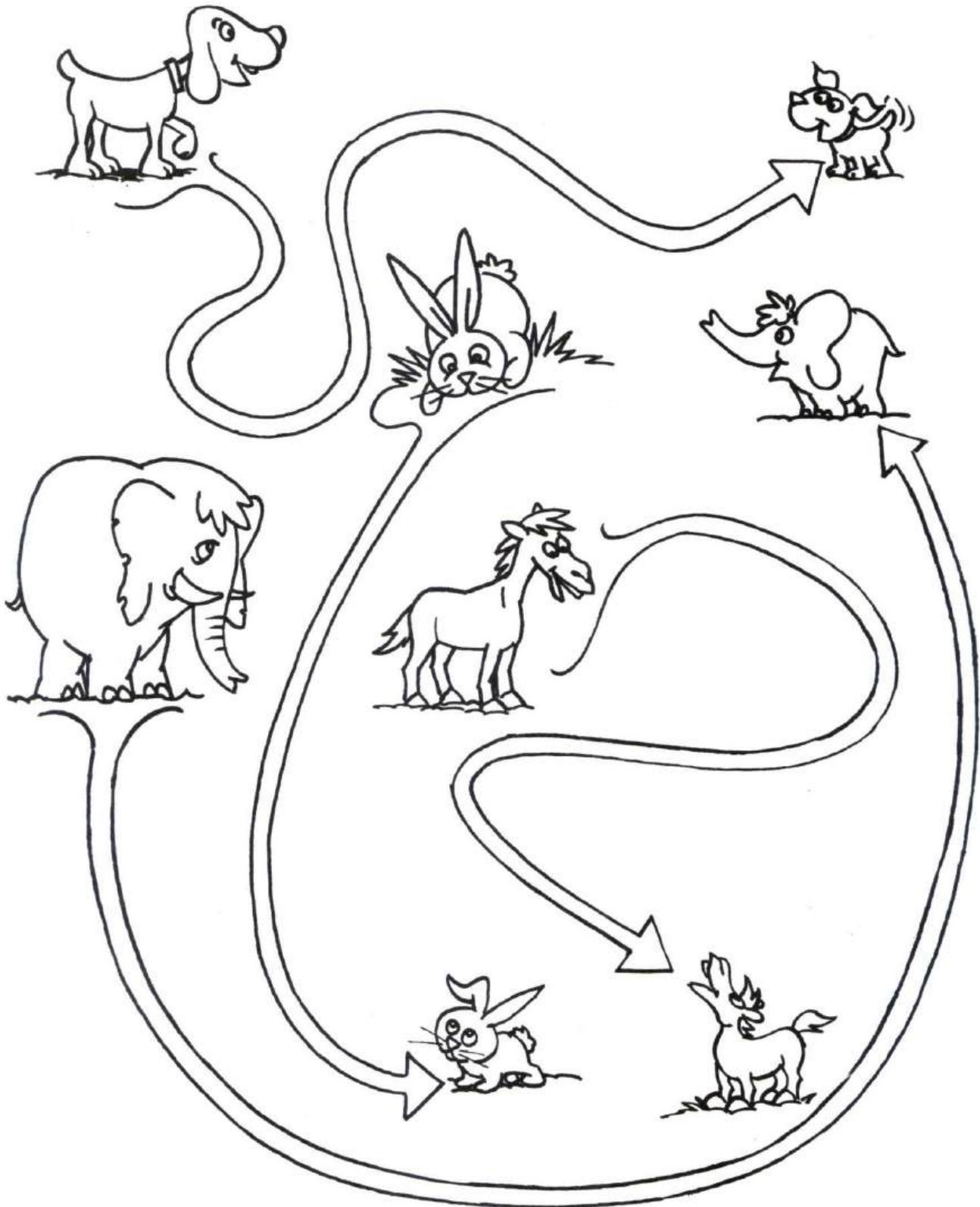
Nome	
Data	

Em cada fila, pinta o chapéu que é diferente dos outros.



Nome	
Data	

Segue o caminho que leva cada animal à sua cria, primeiro com o dedo e depois com um lápis.



Nome	
Data	

Compara as palavras. Em cada par faz um círculo à volta das letras iguais.

MESA

BIBE

SACO

FLOR

LIVRO

RUA

GATO

CHAVE

PINTO

BARCO

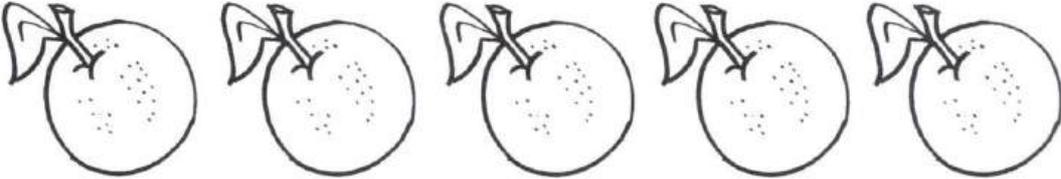
BOLA

SINO

Nome

Data

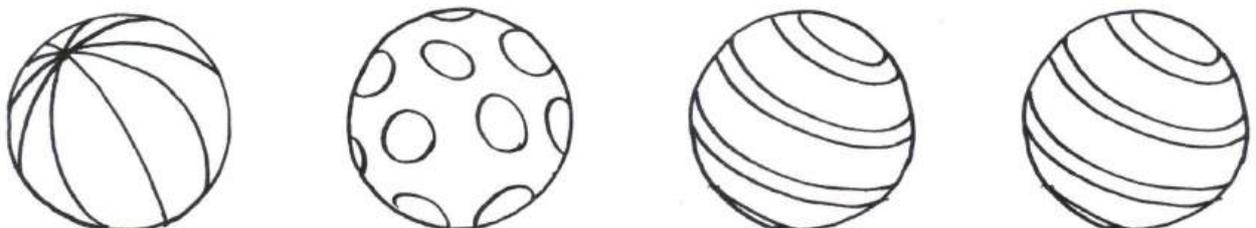
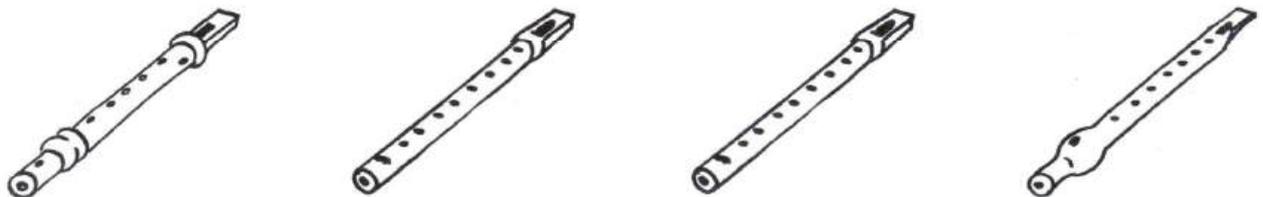
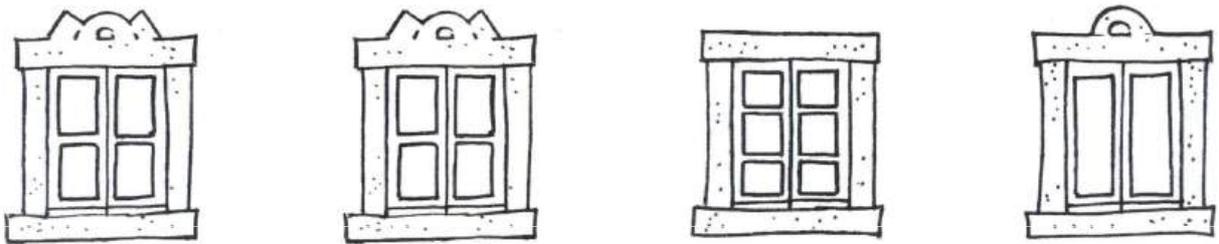
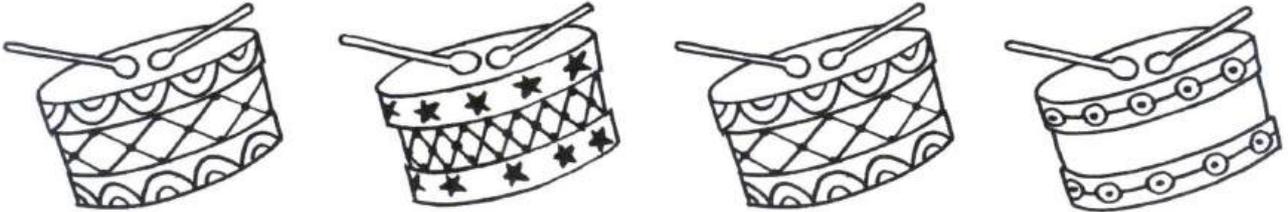
Observa o número escrito antes da série de elementos. Pinta o número de elementos correspondente em cada série.

4	
1	
5	
2	
0	
3	

Nome

Data

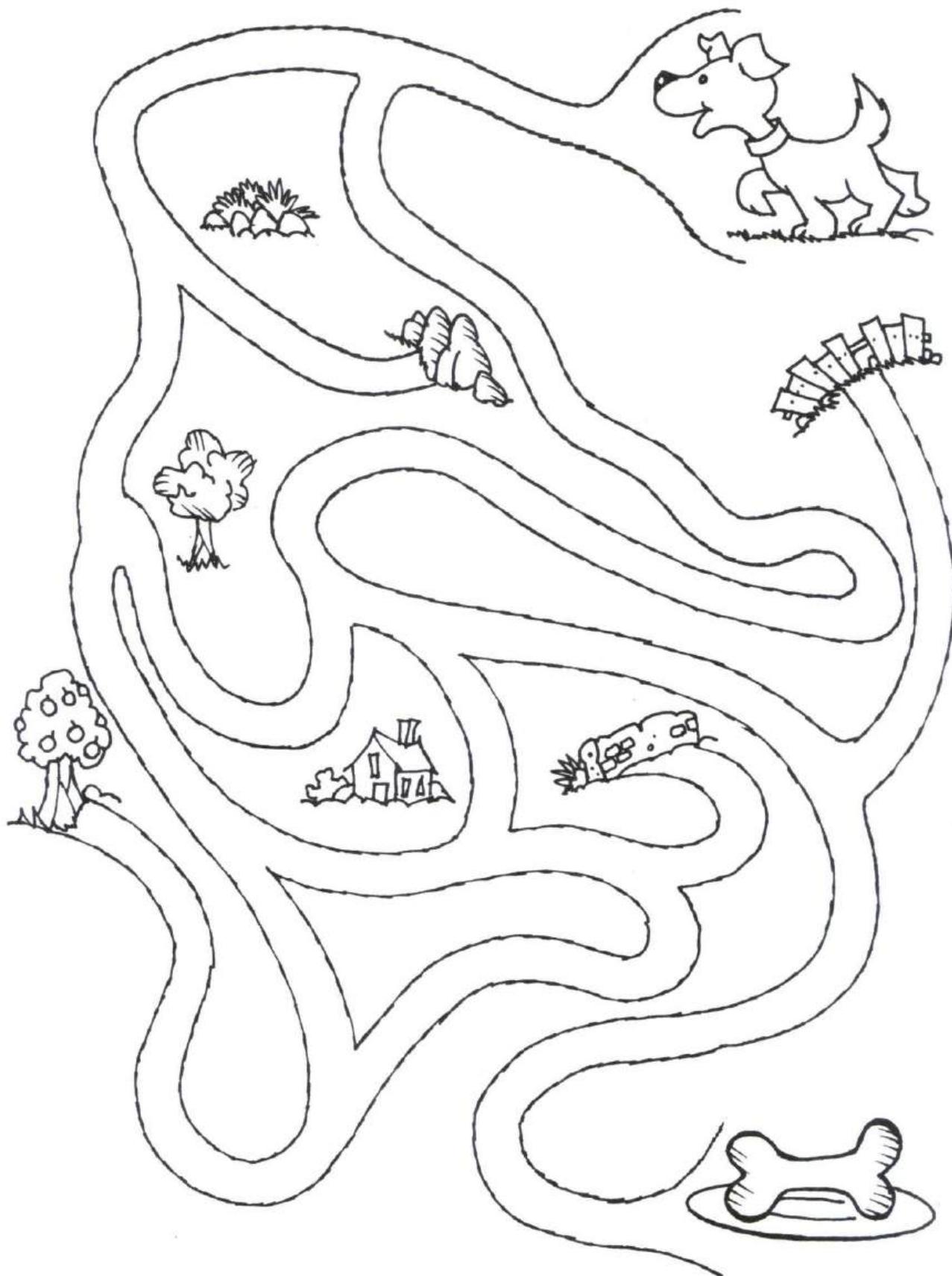
Pinta os dois elementos iguais em cada fila.



Nome

Data

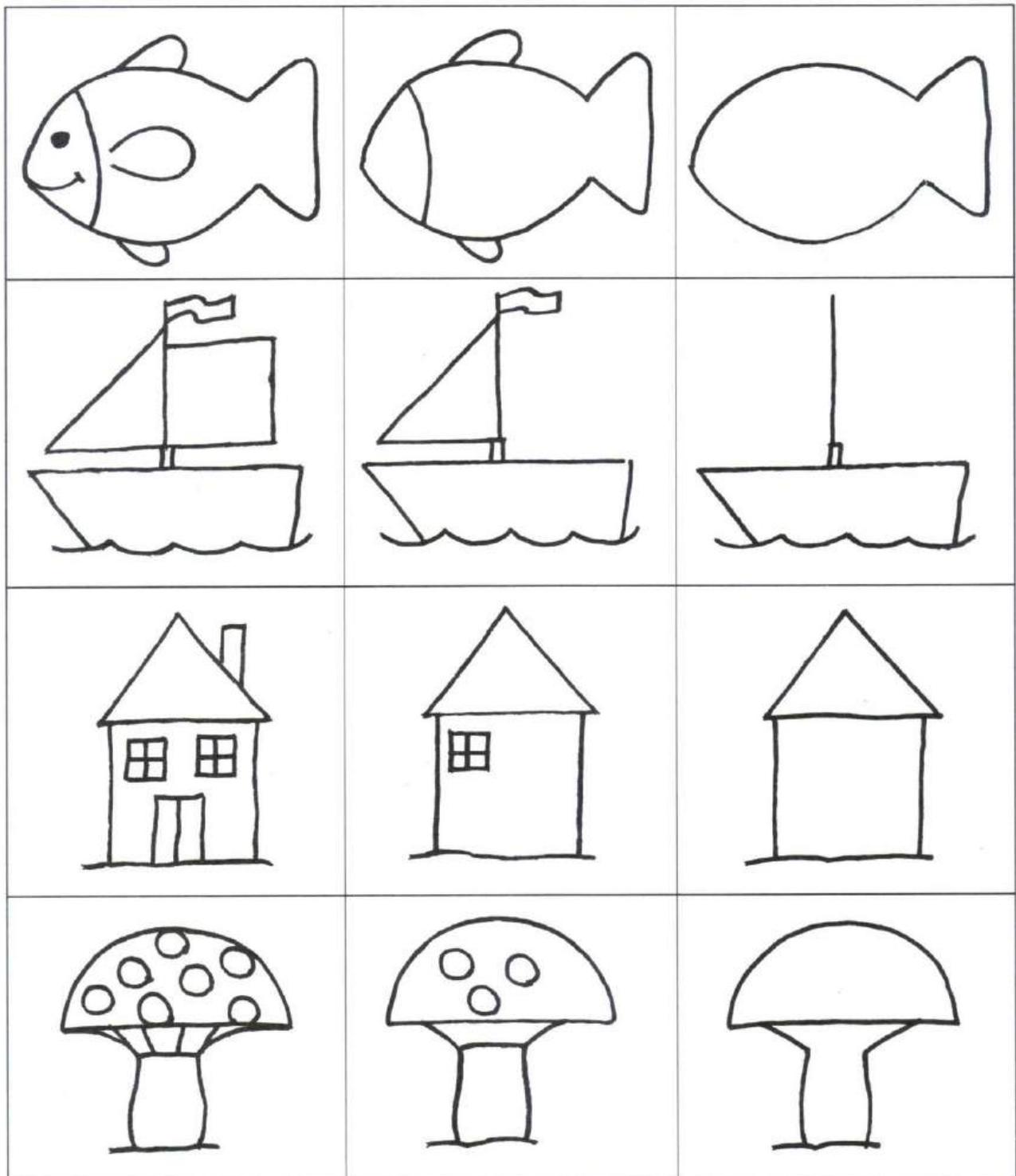
Leva o cãozinho até ao osso.



Nome

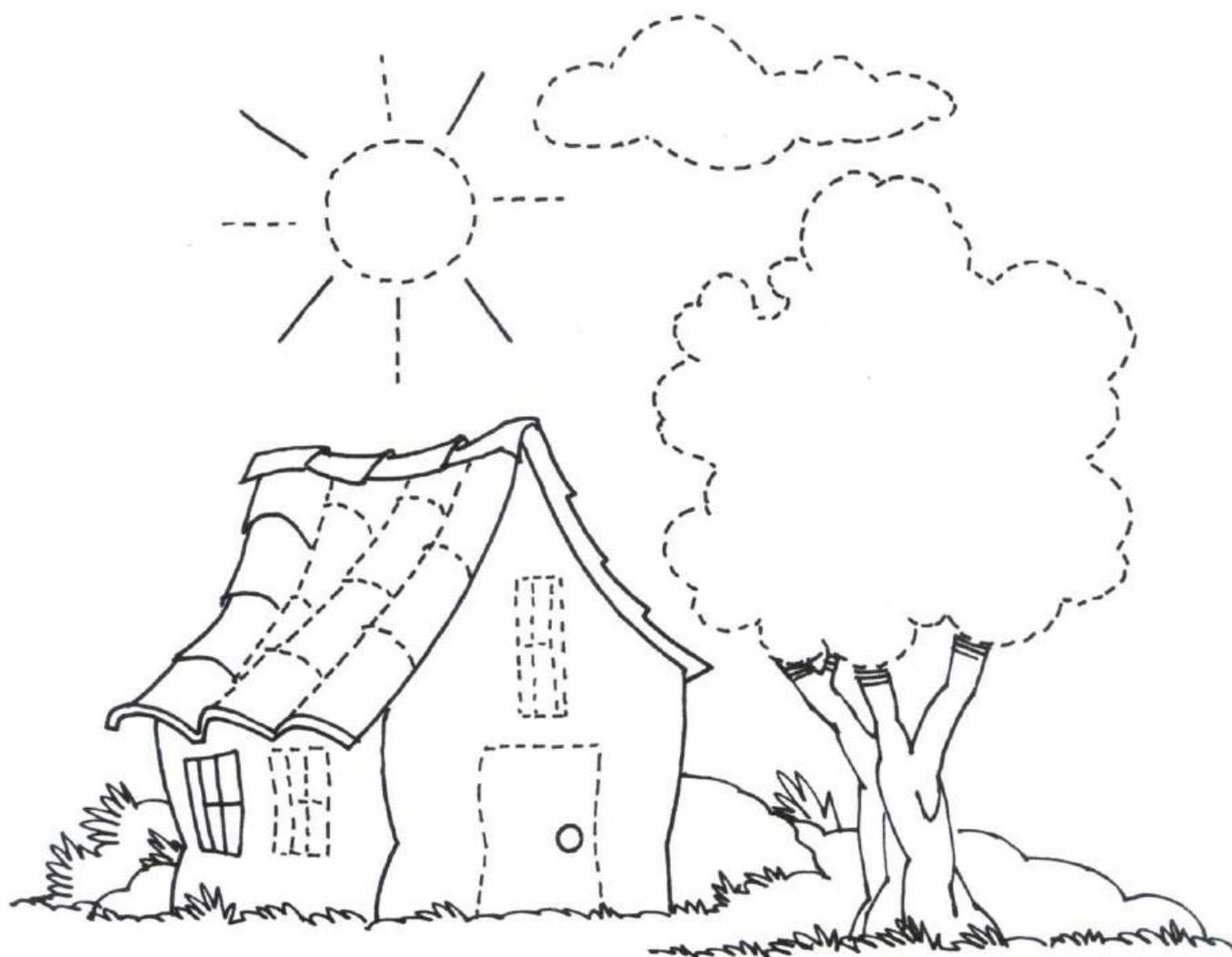
Data

Observa bem o primeiro desenho.
Depois completa os outros dois.
Quando terminares, pinta os desenhos
que completaste como quiseres.



Nome	
Data	

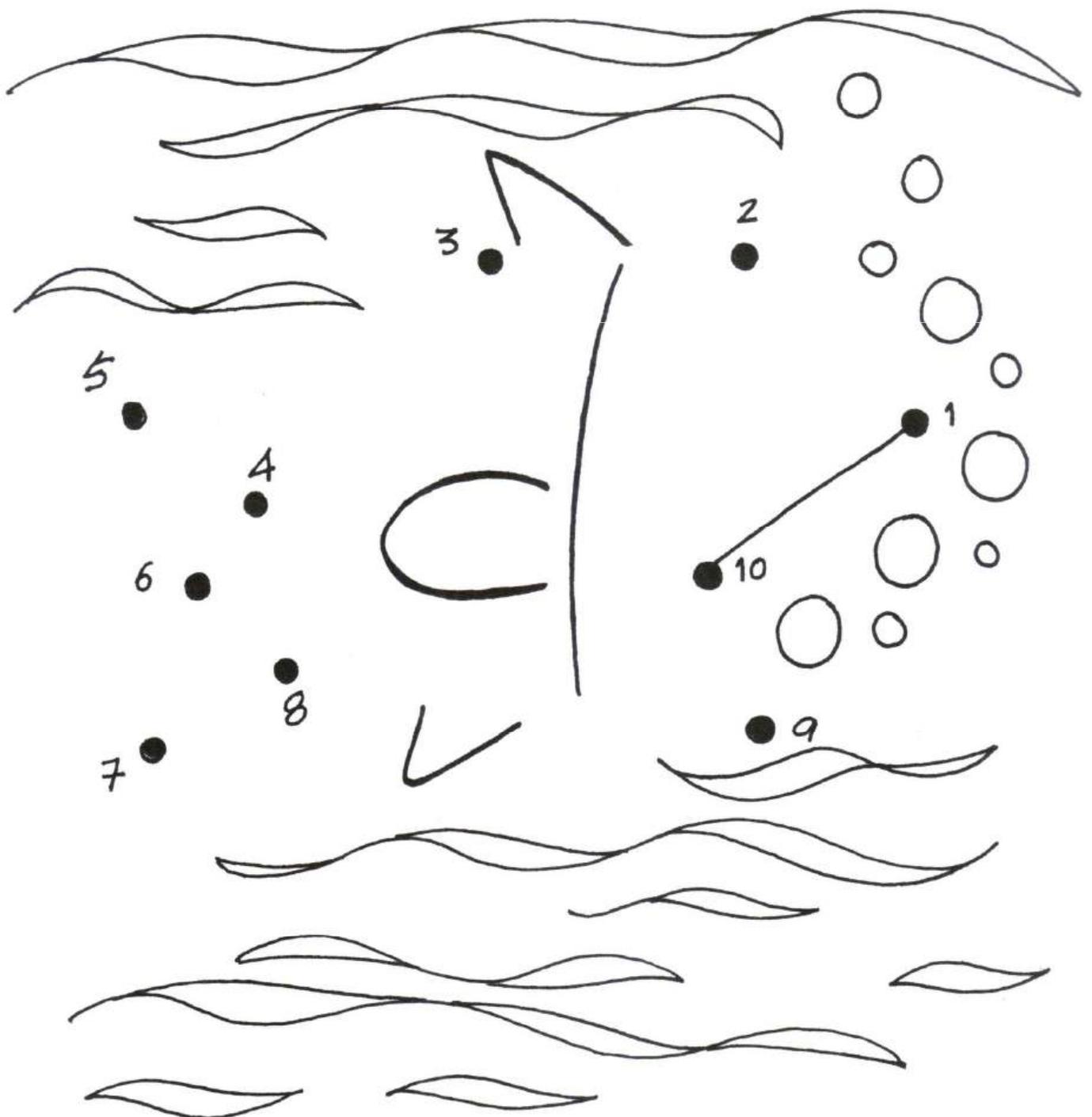
Termina o desenho pintando sobre o tracejado. No fim, pinta-o.



Nome

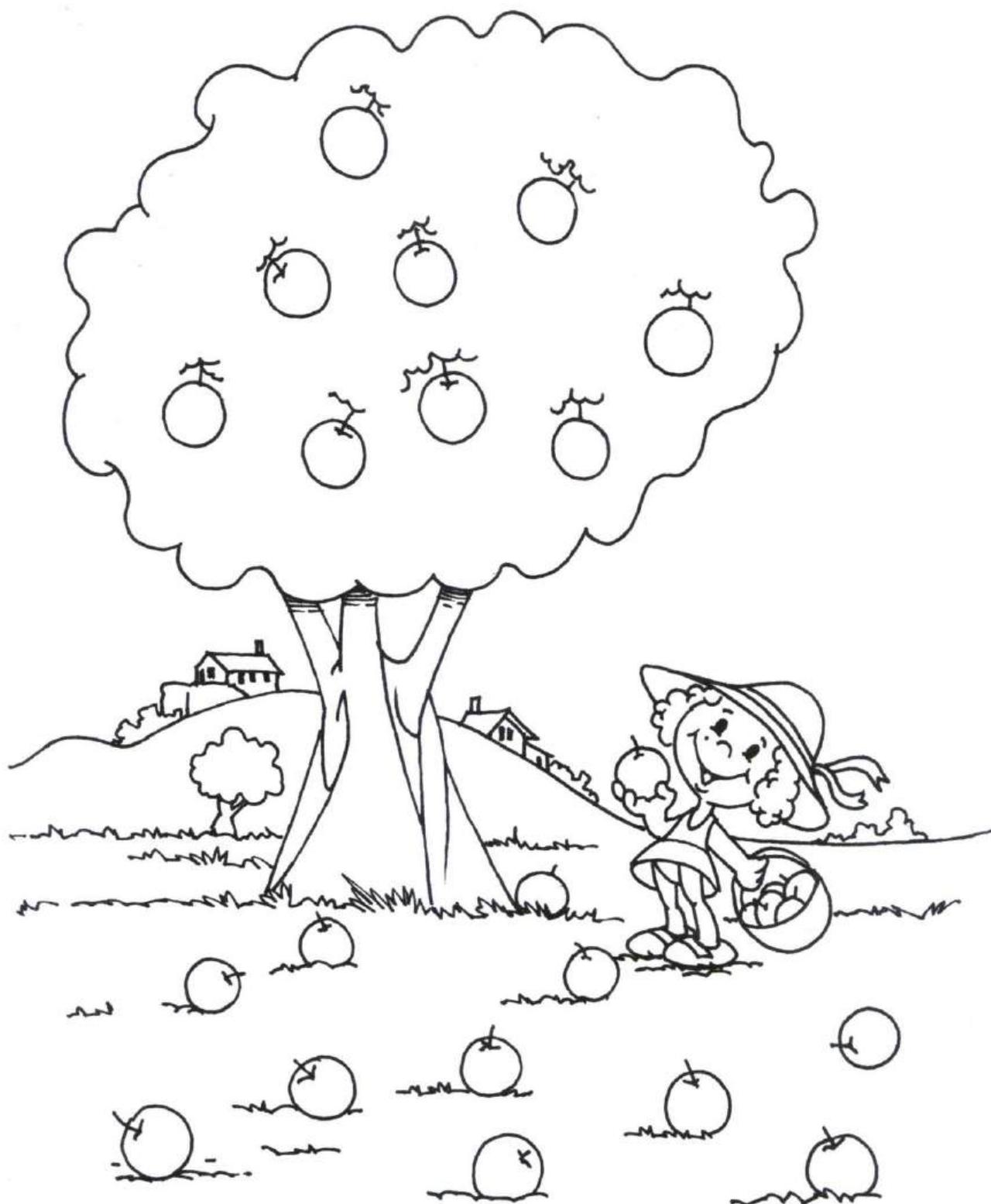
Data

Une os números por ordem de 1 a 10.
Que descobriste?
Pinta.



Nome	
Data	

Pinta de verde as maçãs que estão por cima da Alice, e de vermelho as que estão por baixo.



Nome

Data

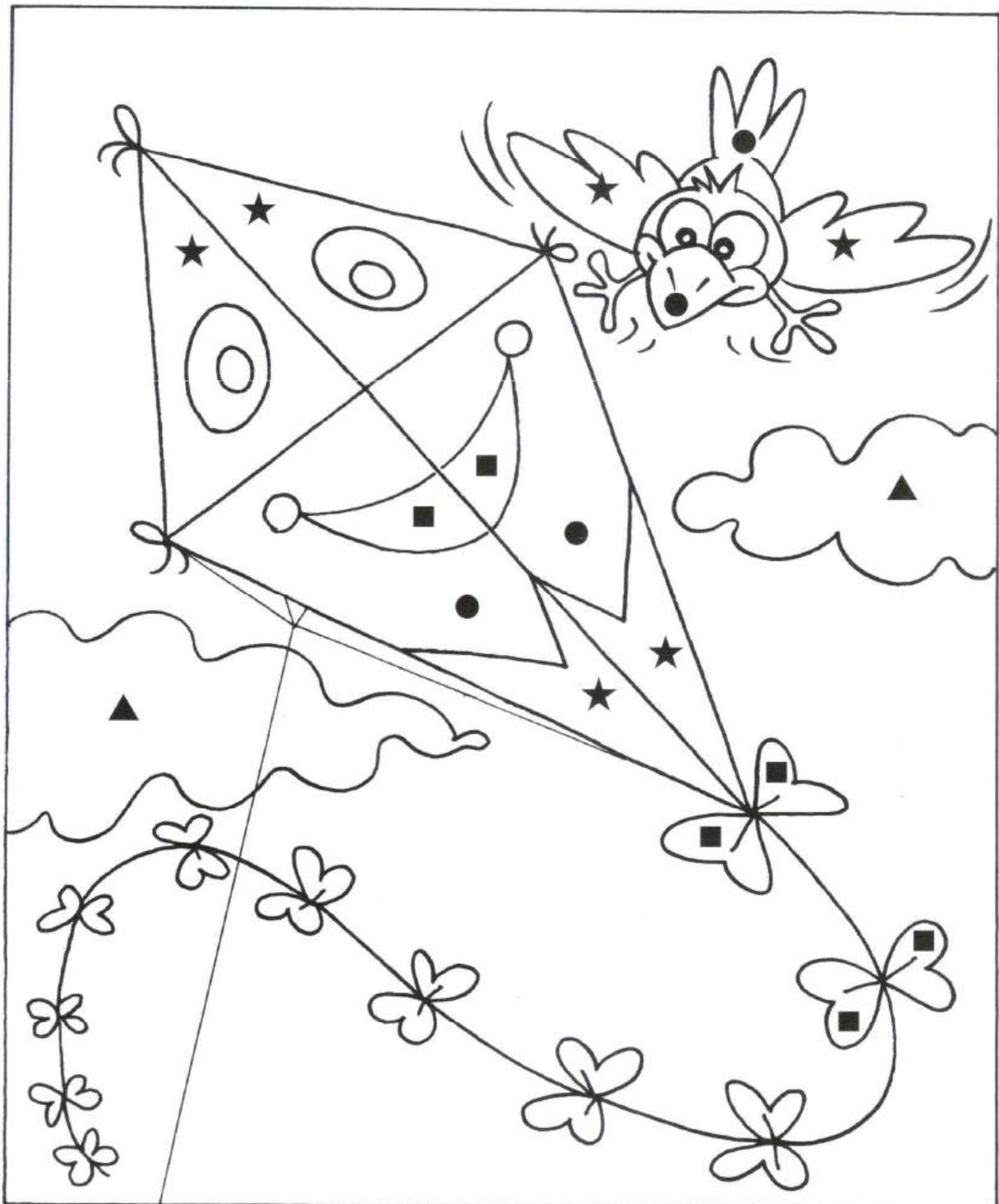
Pinta seguindo as indicações dos símbolos.

● = amarelo

■ = encarnado

▲ = azul

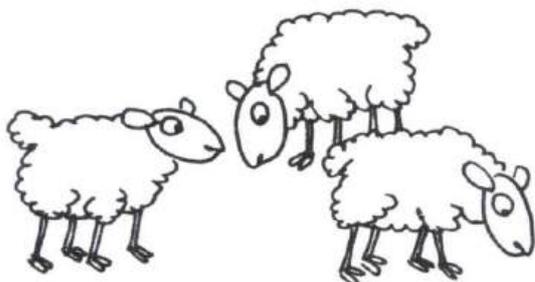
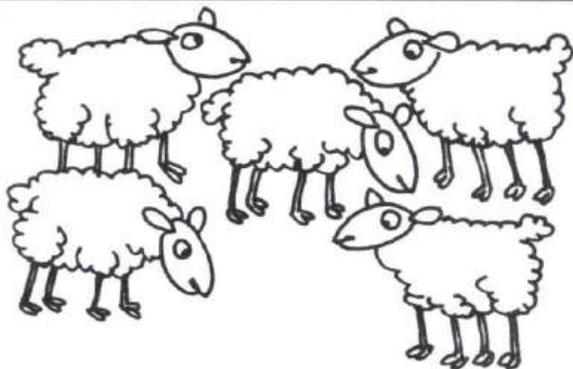
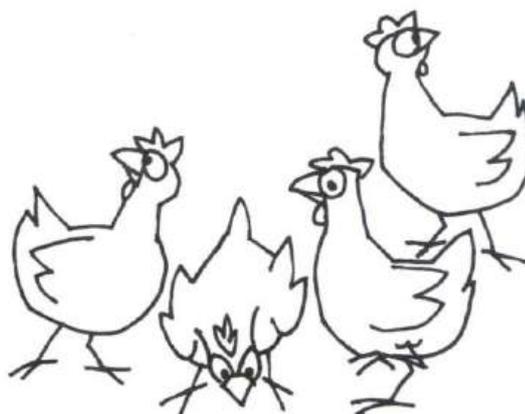
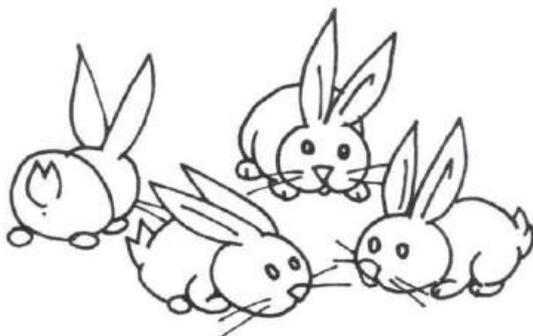
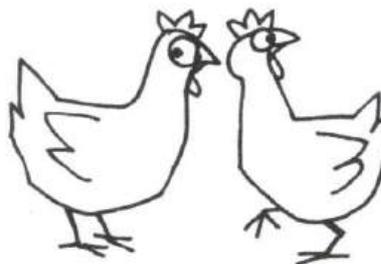
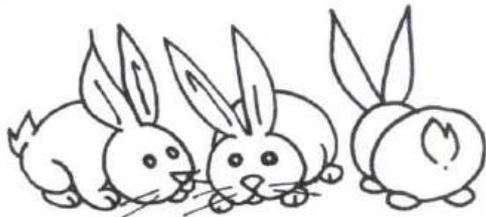
★ = verde



Nome

Data

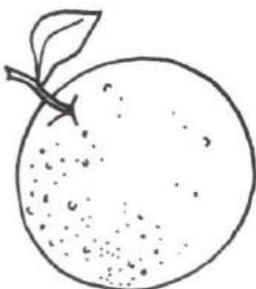
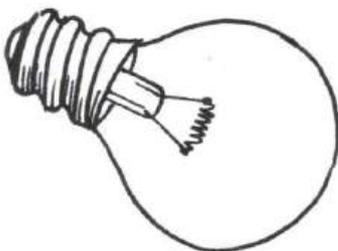
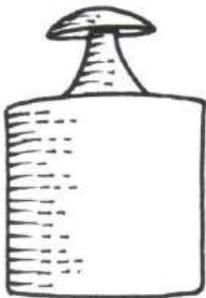
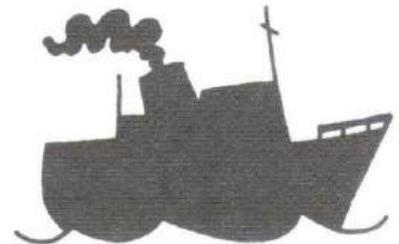
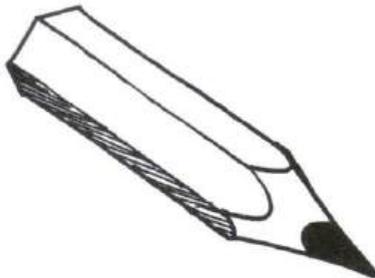
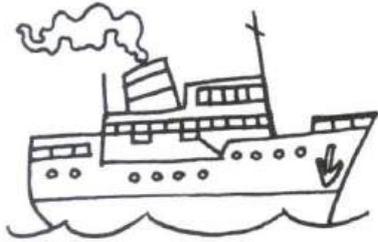
Em cada par de desenhos de animais iguais, faz um círculo à volta do grupo que contém mais elementos.



Nome

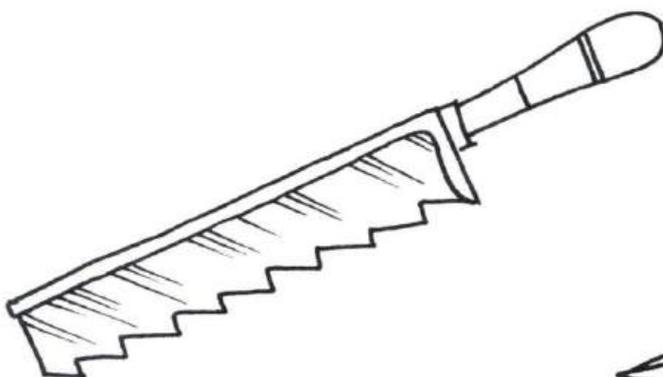
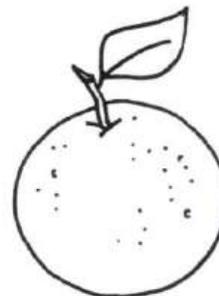
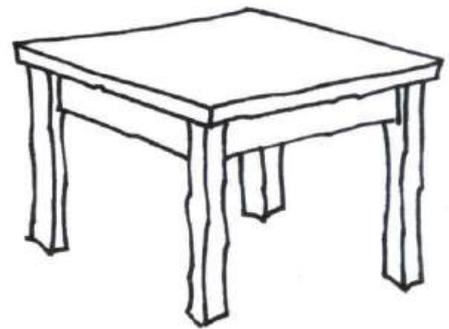
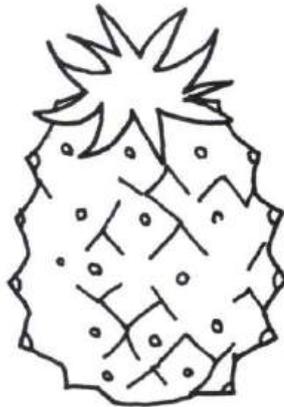
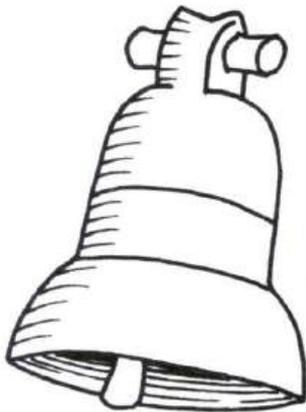
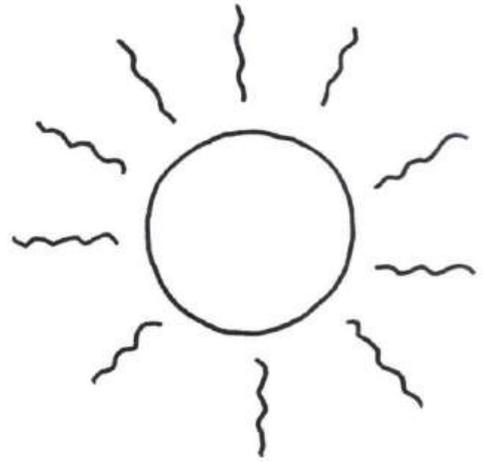
Data

Une com um traço cada elemento
à sua sombra.



Nome	
Data	

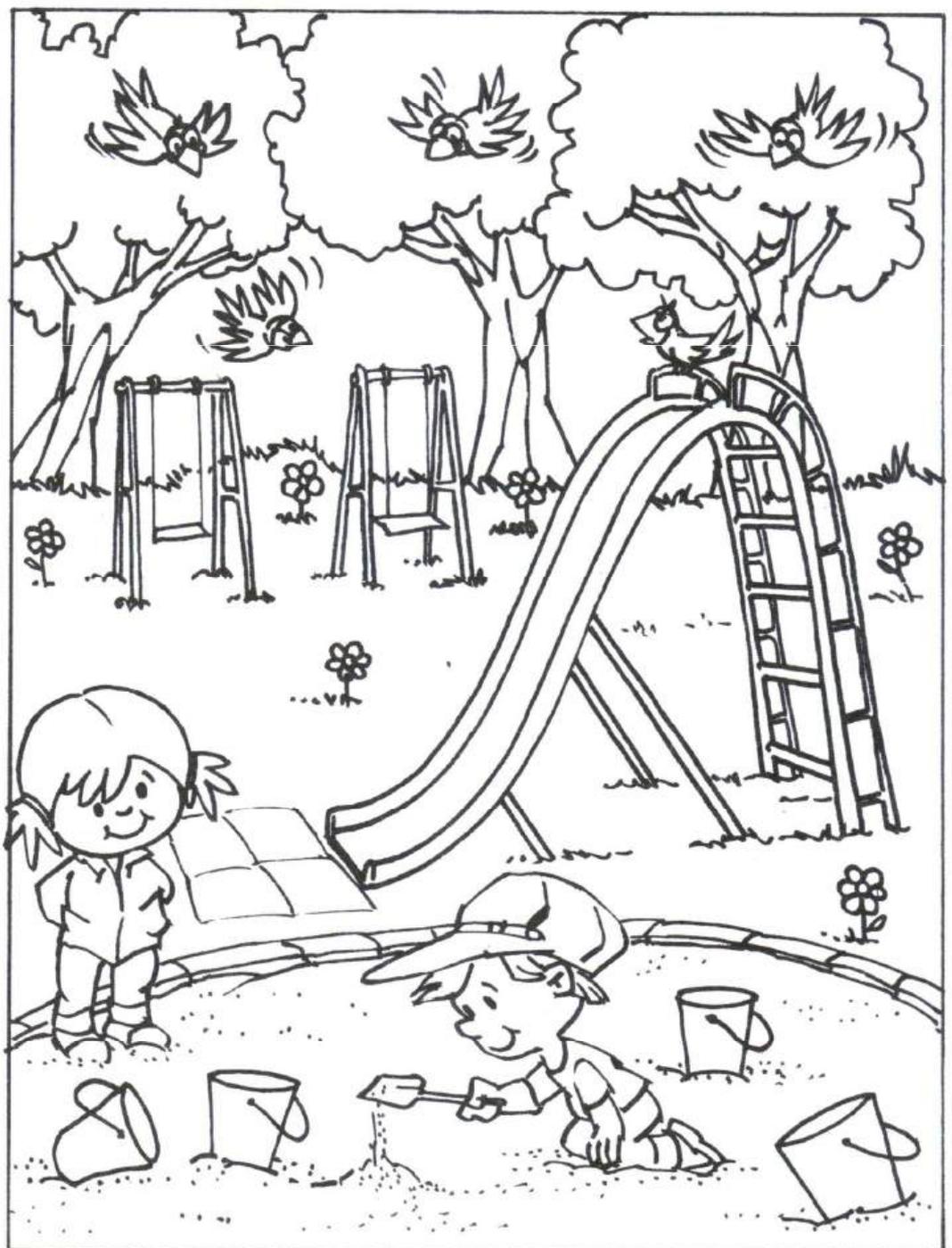
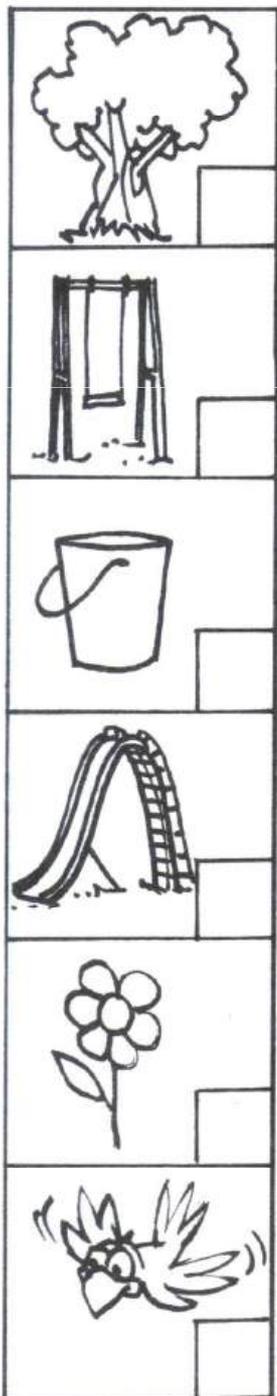
Pinta os objectos cujo nome começa por S.
Primeiro diz os seus nomes em voz alta.



Nome

Data

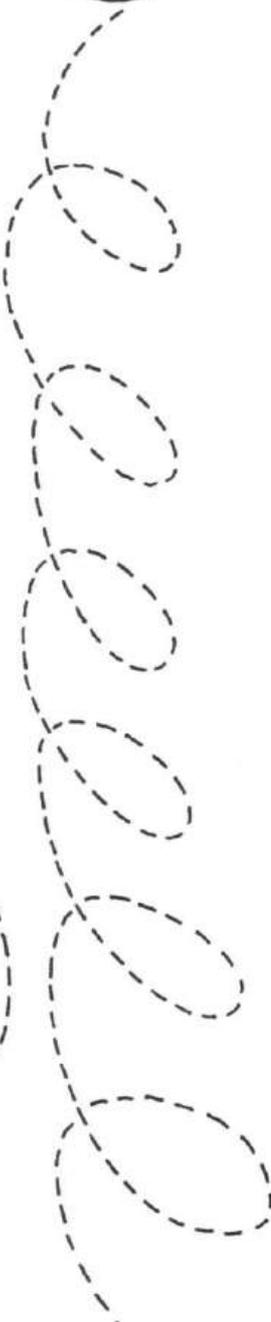
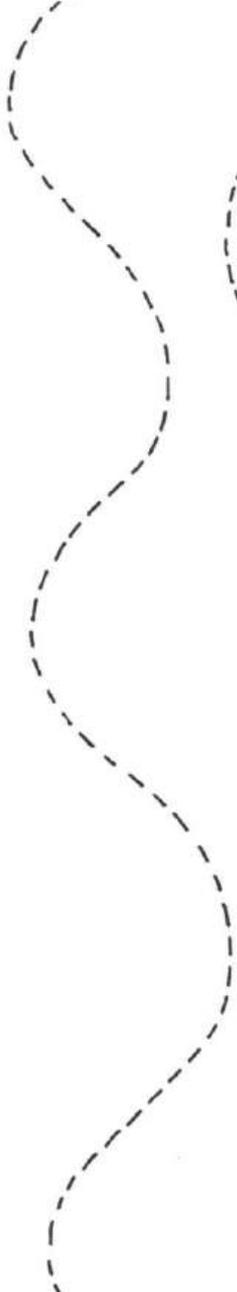
Conta, no desenho grande, os elementos da coluna da esquerda e escreve o número correcto nos quadradinhos.
Se quiseres, no fim pinta o desenho.



Nome

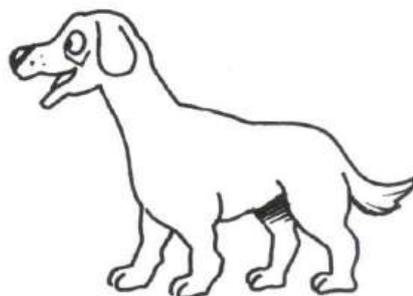
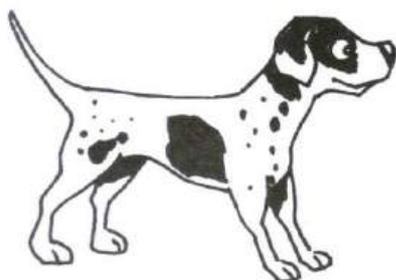
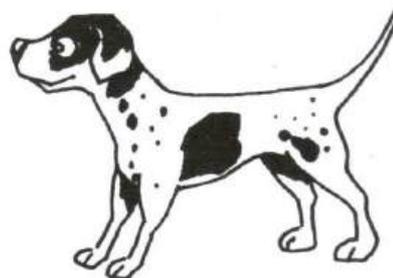
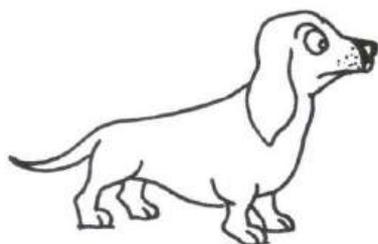
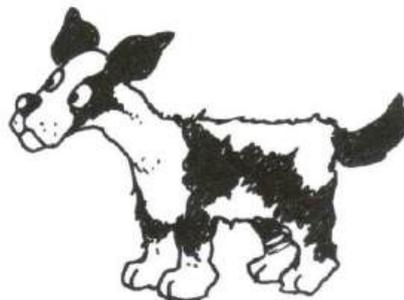
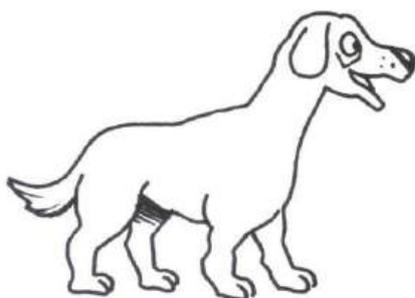
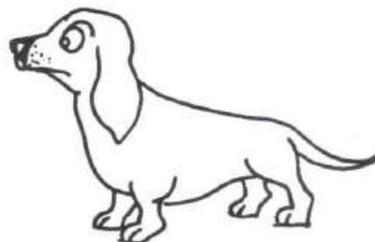
Data

Como cai? Segue os tracejados com um marcador e faz depois as outras três linhas sozinho.



Nome	
Data	

Une com um traço os cães iguais.



Nome

Data

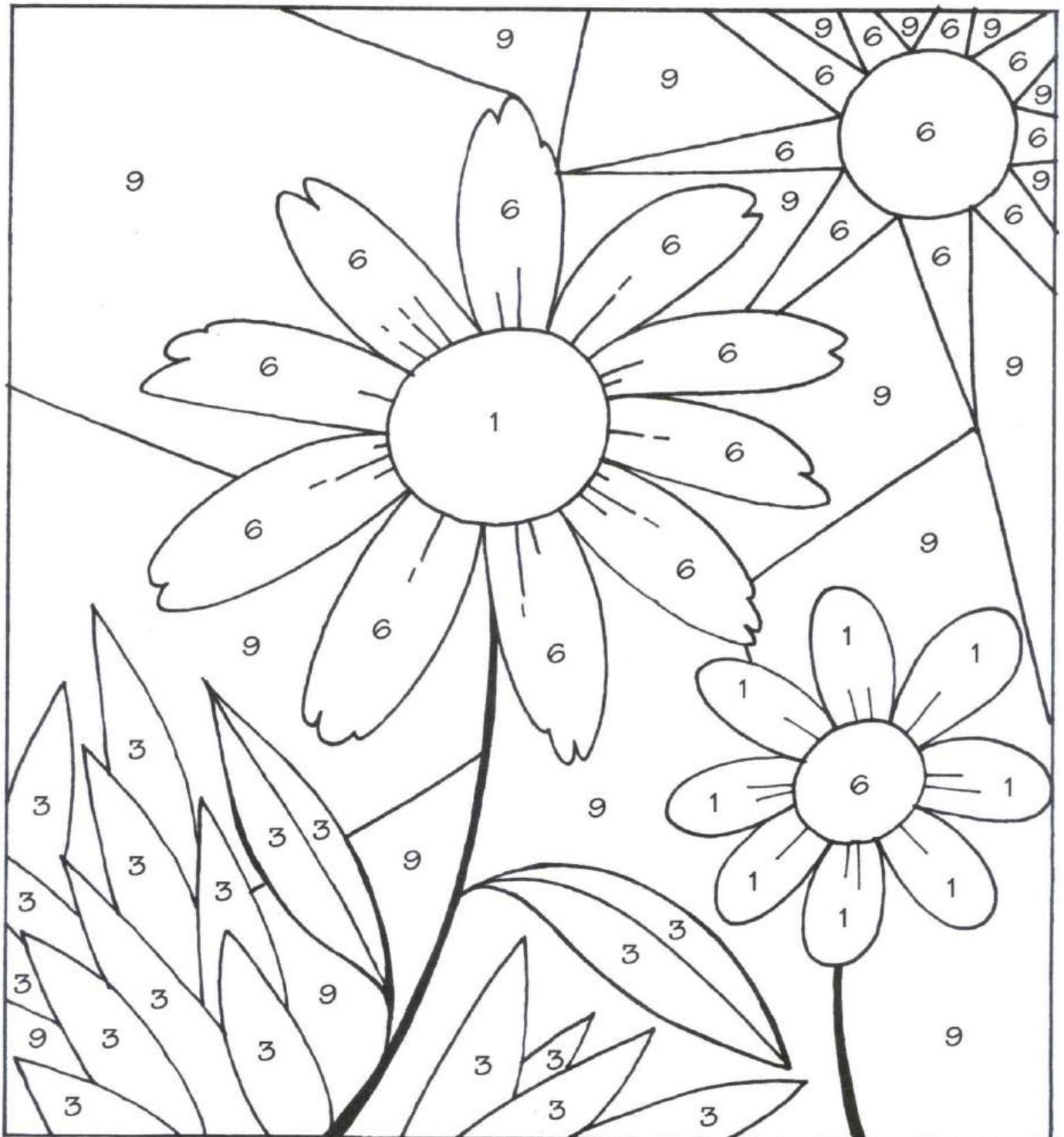
Pinta o desenho seguindo as cores indicadas.

1 = encarnado

3 = verde

6 = amarelo

9 = azul



Nome

Data

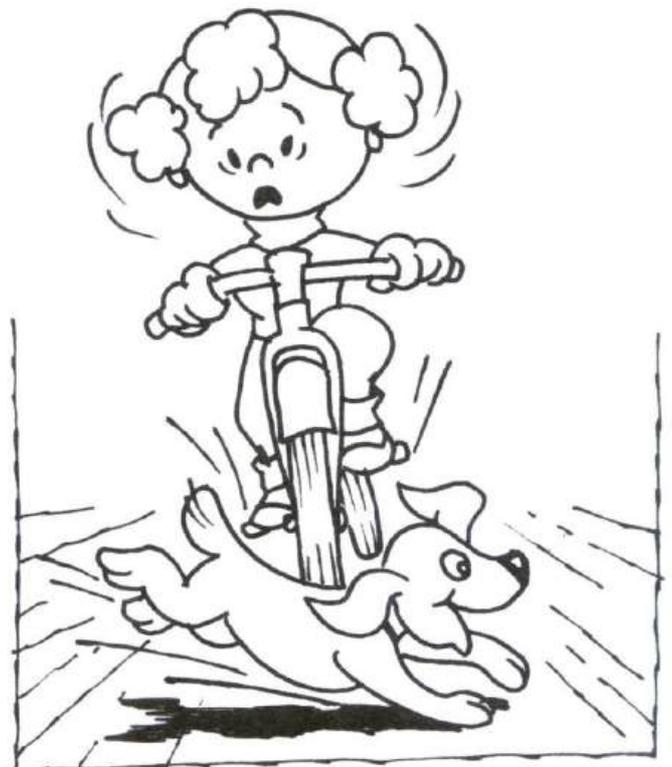
Traça uma linha de cada letra da palavra para a letra igual na caixa. Vê o exemplo. No fim, pinta os desenhos.



Nome

Data

Explica o que se passou.
No fim pinta o primeiro desenho.



Nome

Data

Desenha o número de objectos indicado.



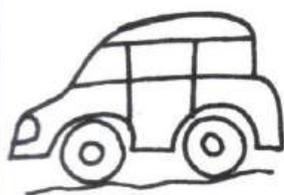
5



3



2



1

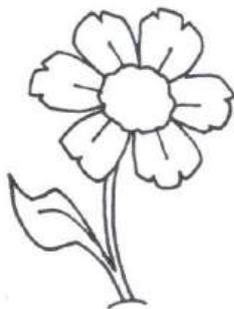
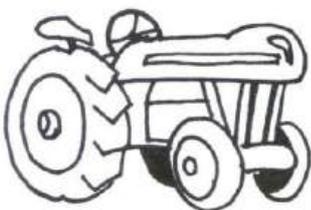
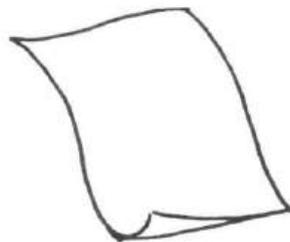
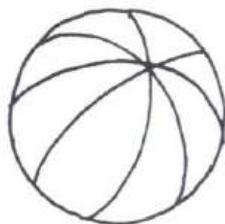
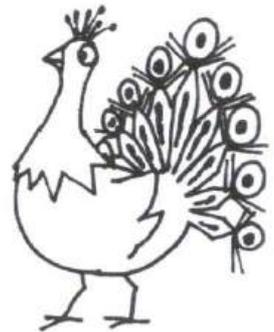
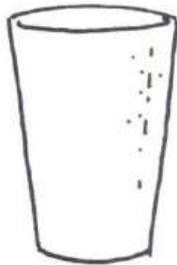
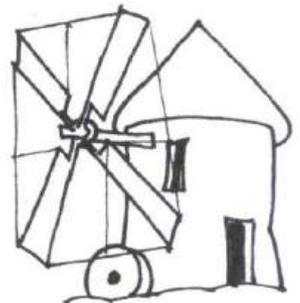
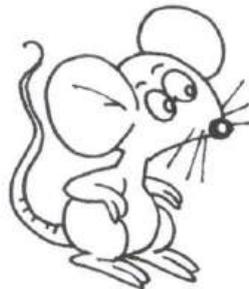
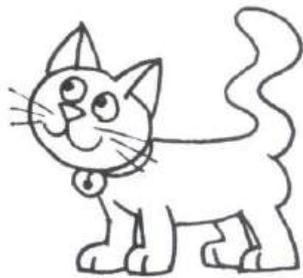


4

Nome

Data

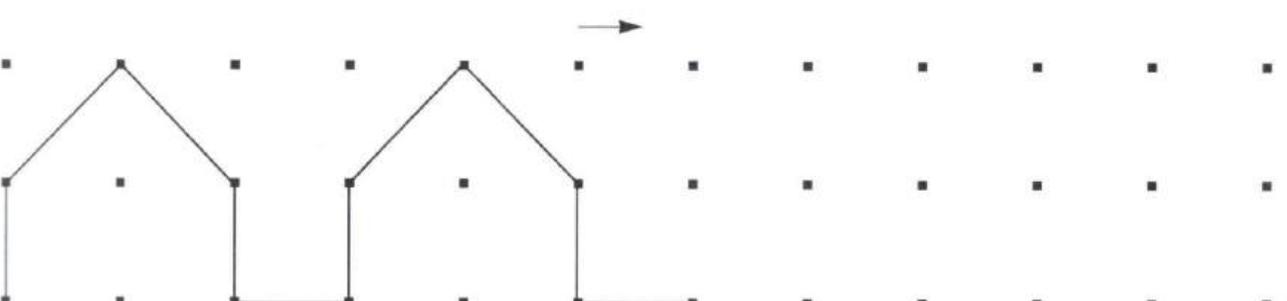
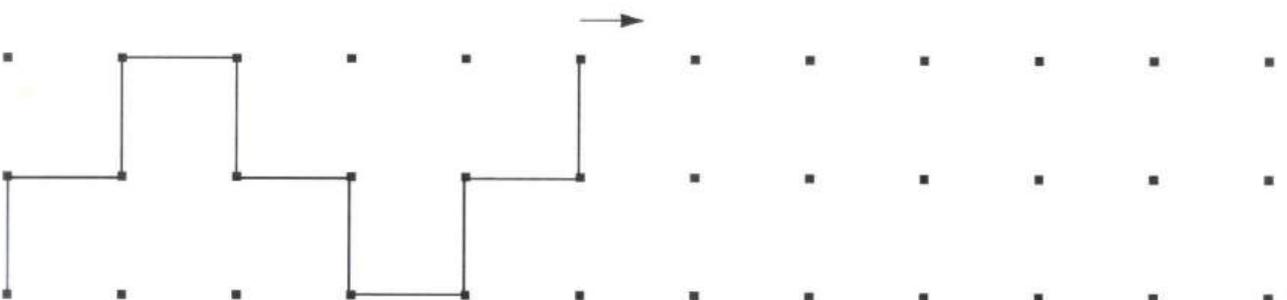
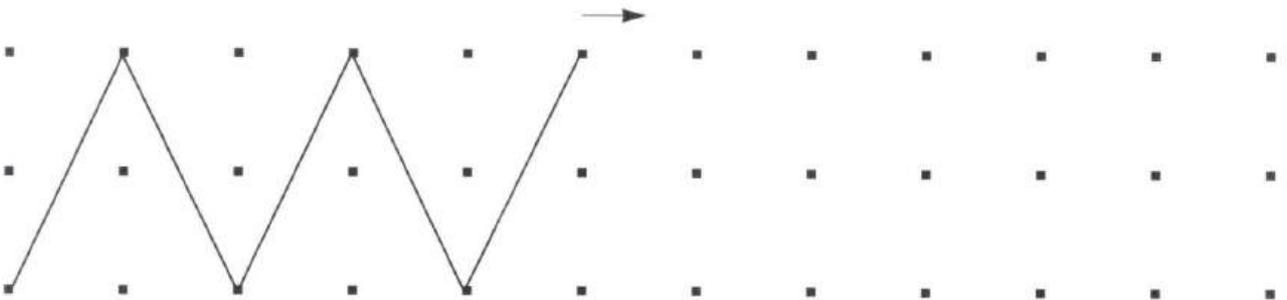
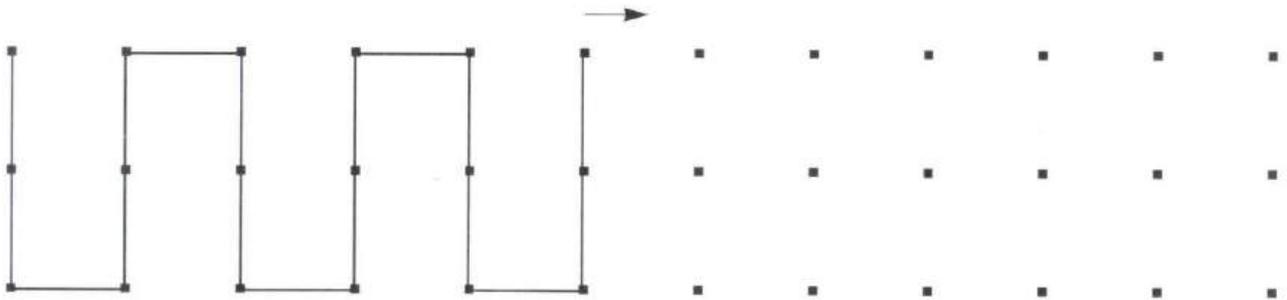
Pinta o elemento de cada fila cujo nome não acaba com o mesmo som.



Nome

Data

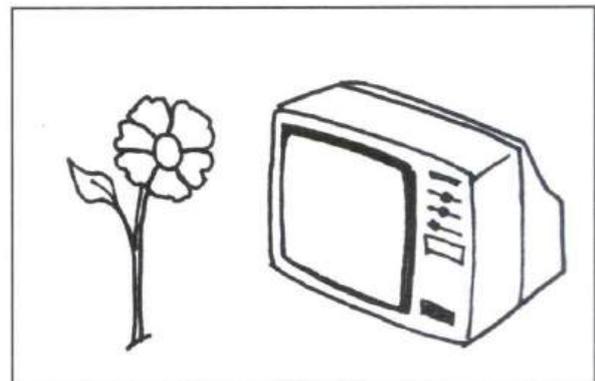
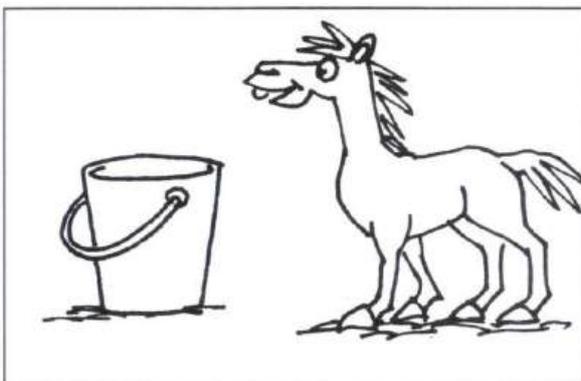
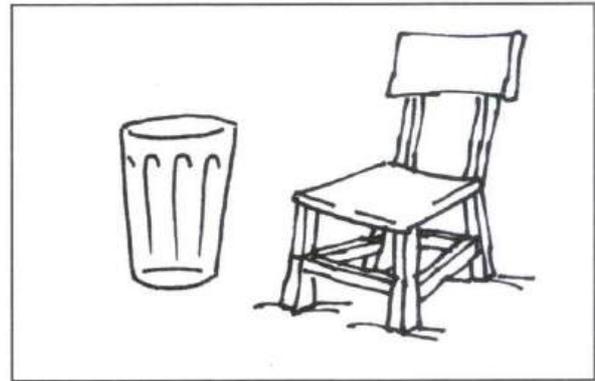
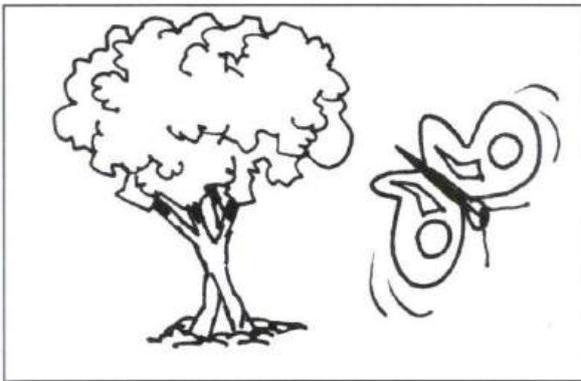
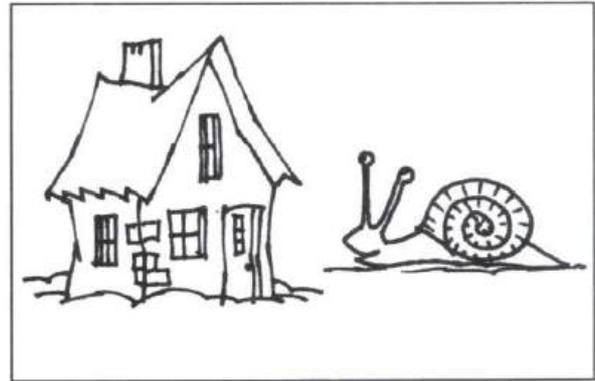
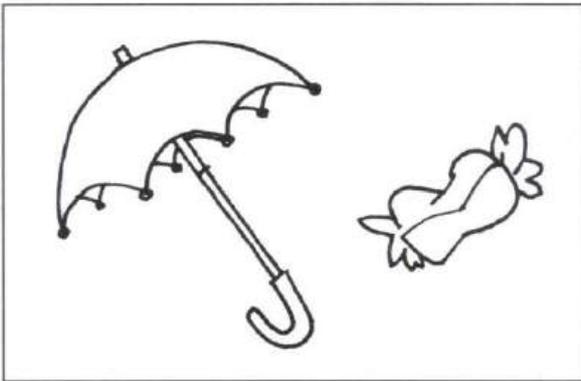
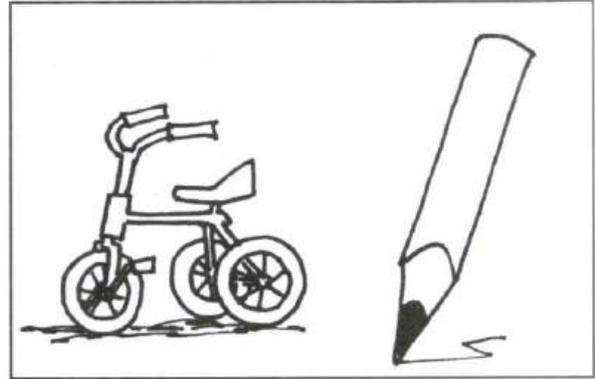
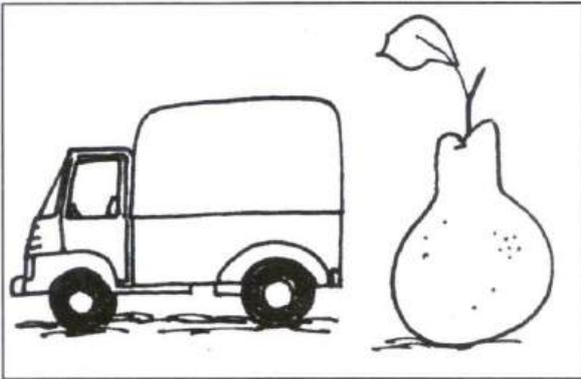
Termina as linhas seguindo os modelos.



Nome

Data

Pinta o elemento que é mais pequeno na realidade.



Nome

Data

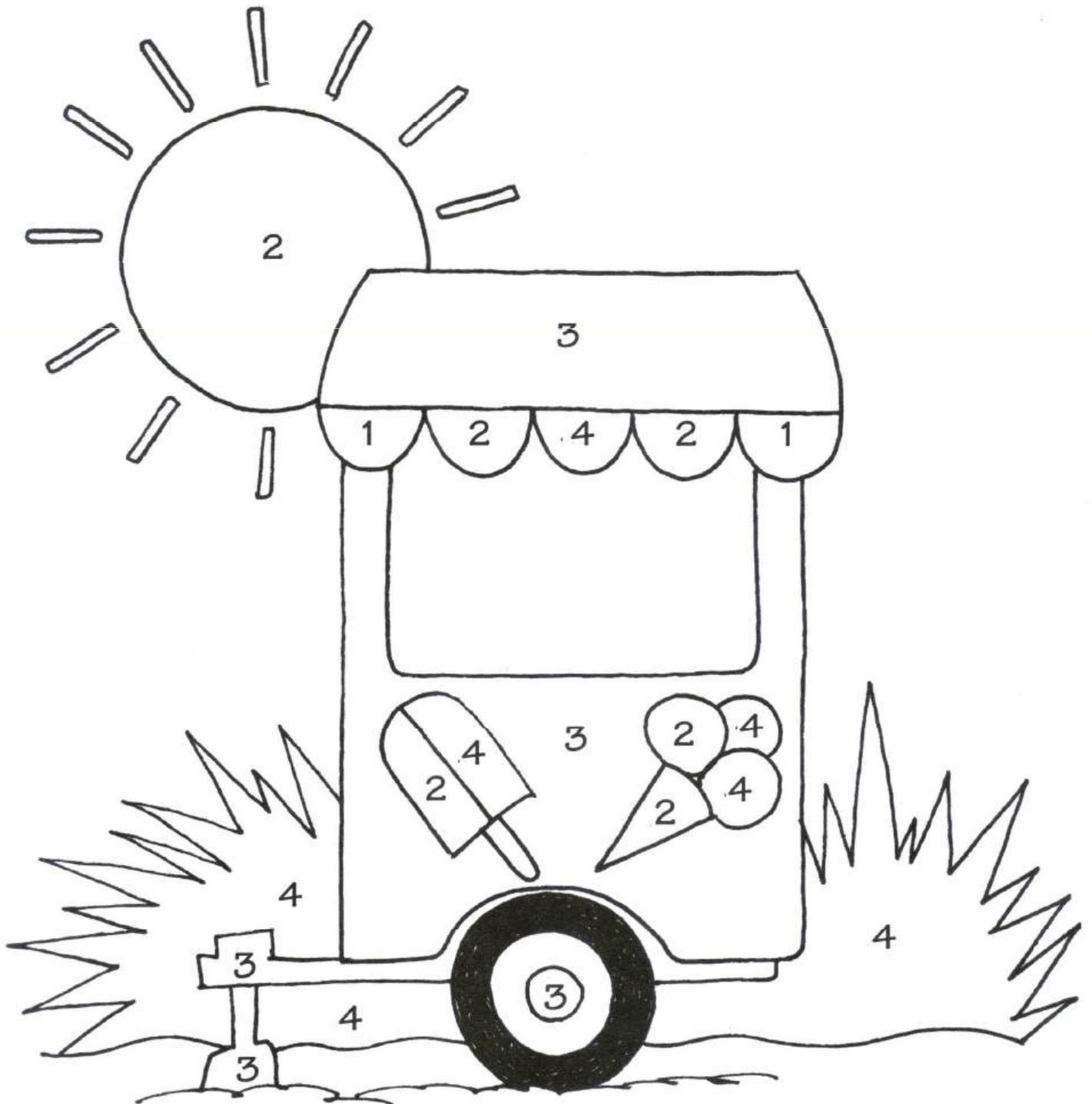
Pinta como indicado:

1 = encarnado

2 = amarelo

3 = azul

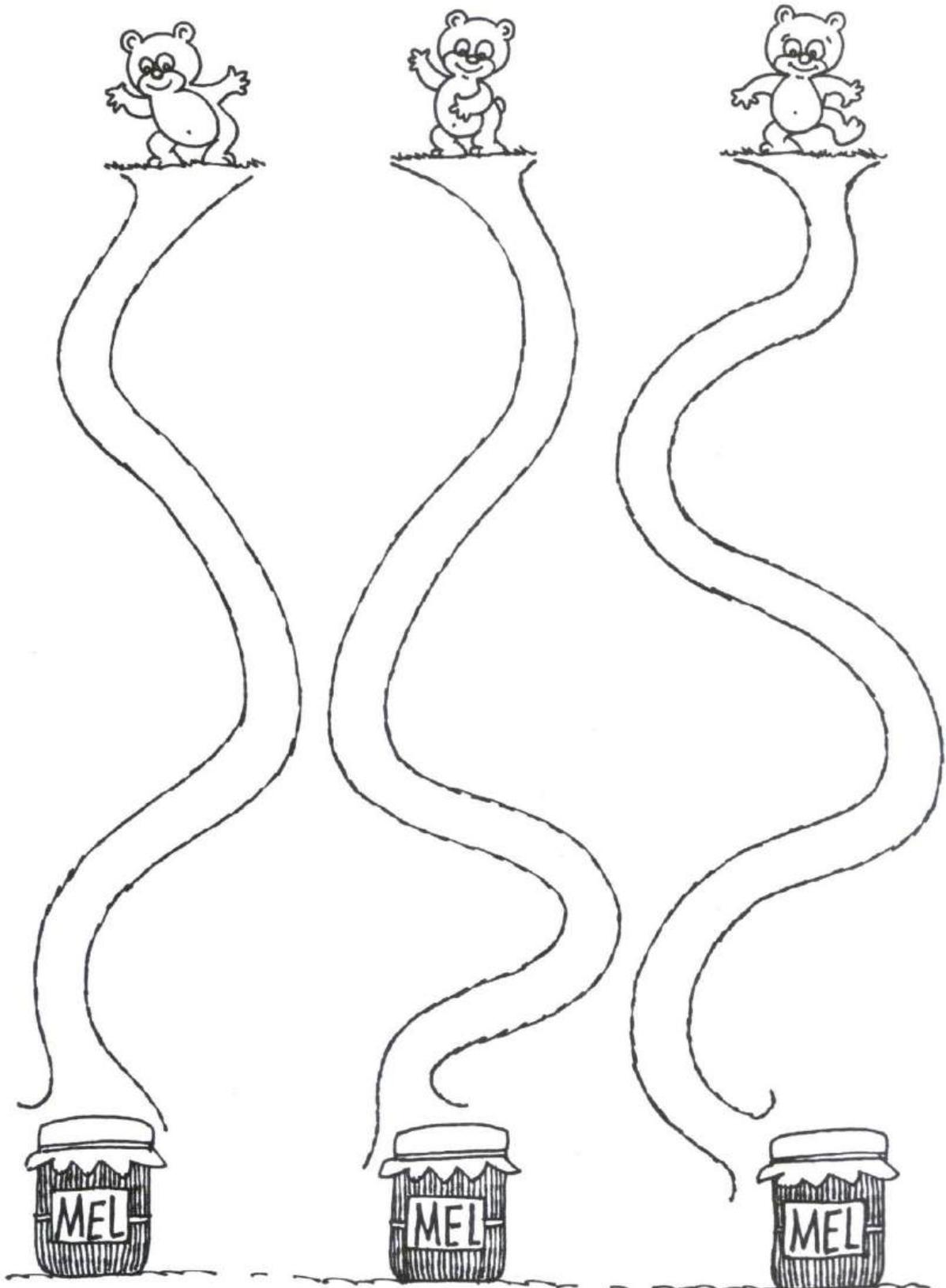
4 = verde



Nome

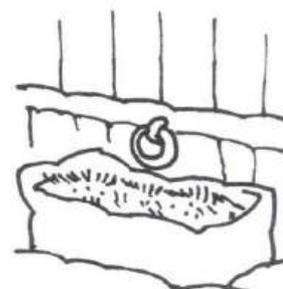
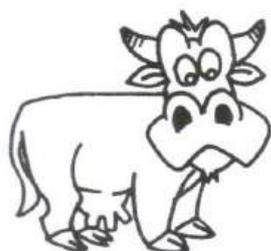
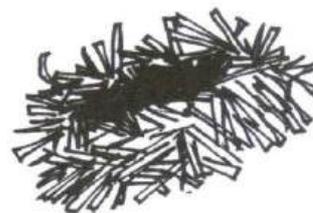
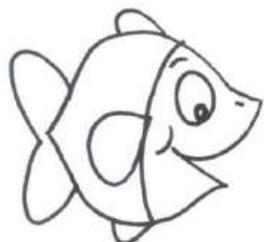
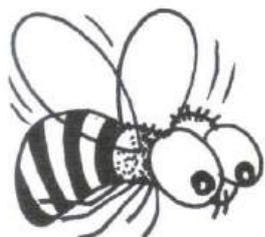
Data

Traça o caminho que leva cada ursinho ao seu pote de mel.



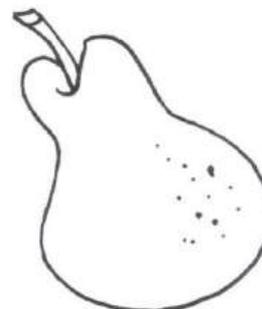
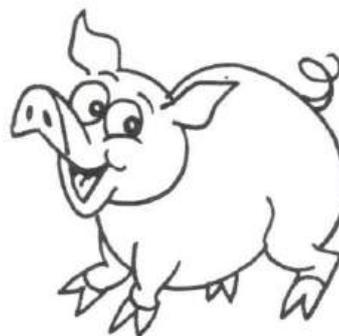
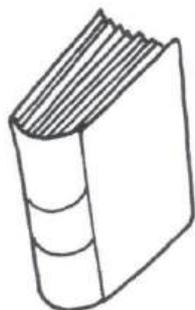
Nome	
Data	

Liga cada animal à sua casa.



Nome	
Data	

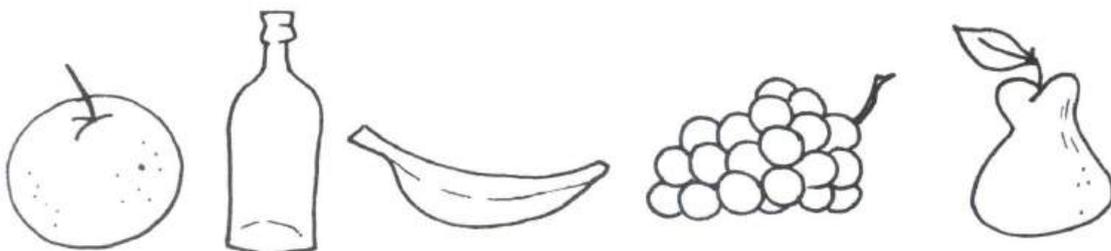
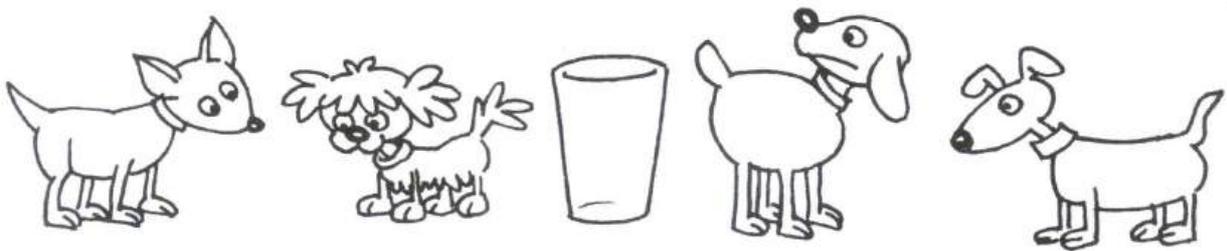
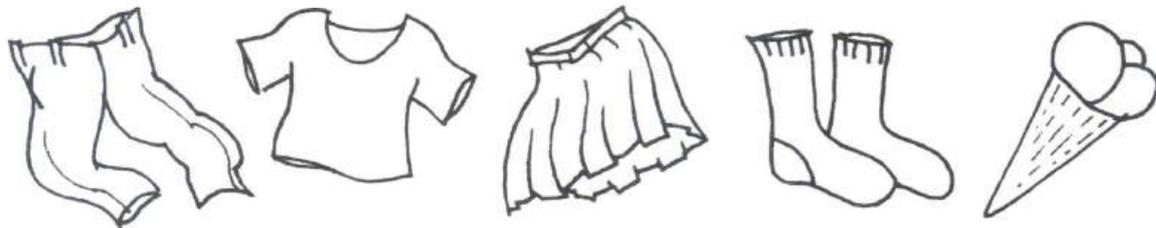
Pinta os objectos cujo nome começa com o mesmo som: P.



Nome

Data

Procura em cada fila o elemento que não pertence à mesma família. Risca-o.



Nome

Data

Procura e faz um círculo à volta da letra igual à primeira de cada fila.

O C S Q O C Q

B P R B I P R

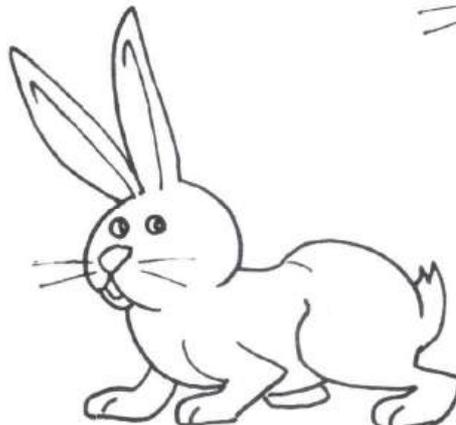
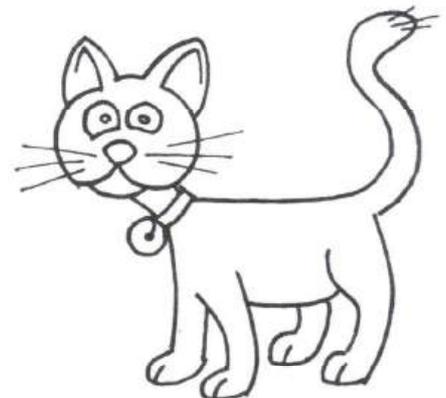
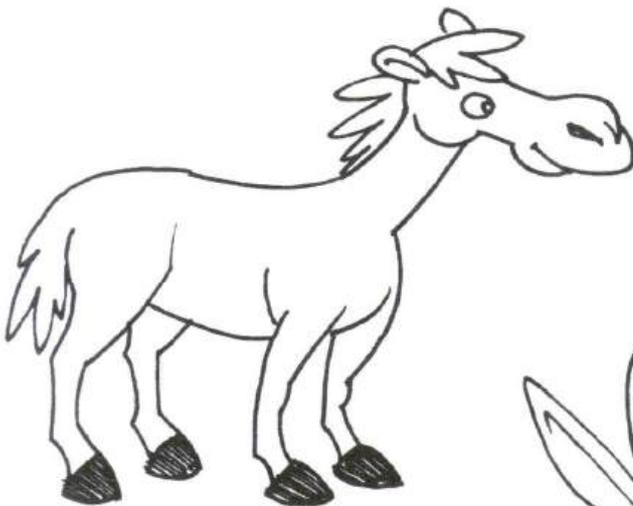
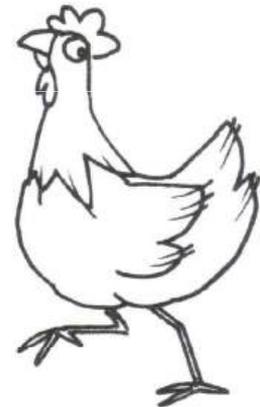
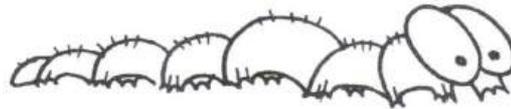
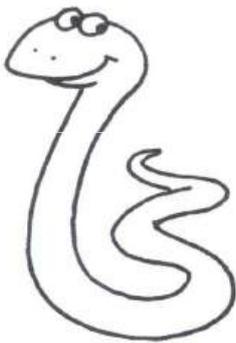
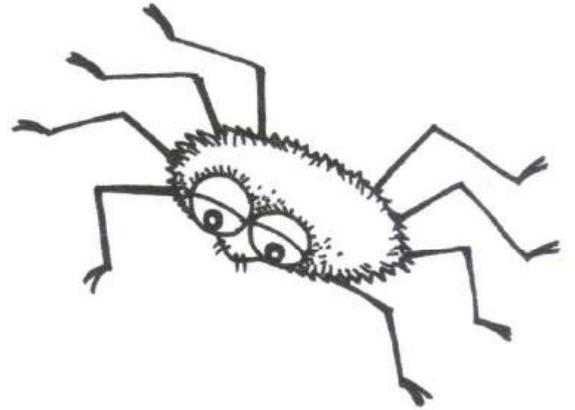
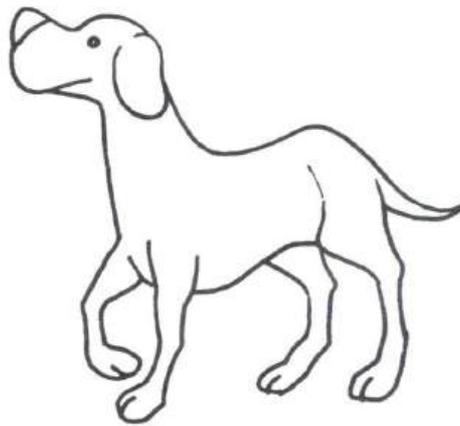
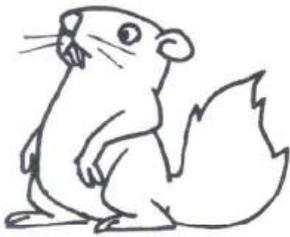
M M N V N X

A V M X A V

P R P B S R

Nome	
Data	

Pinta os animais que têm quatro patas.



Nome	
Data	

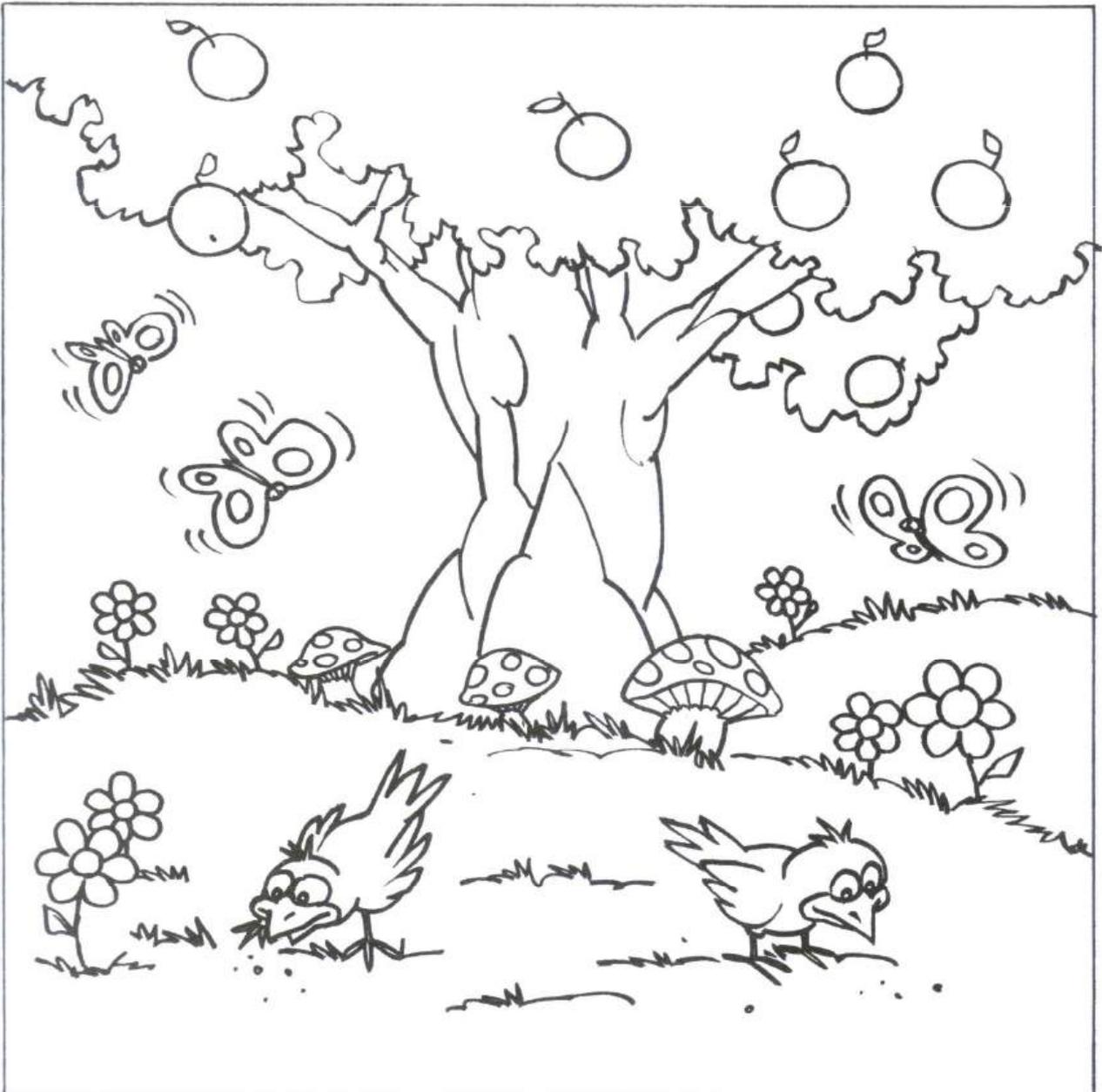
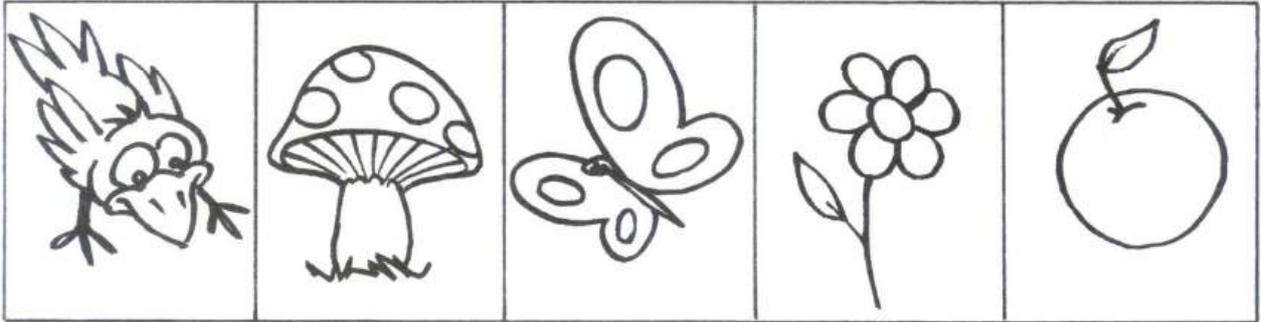
A galinha Pintadinha não sabe onde se meteram os seus cinco pintos.
Procura-os e pinta-os de amarelo.
Se quiseres, no fim, pinta o resto do desenho.



Nome

Data

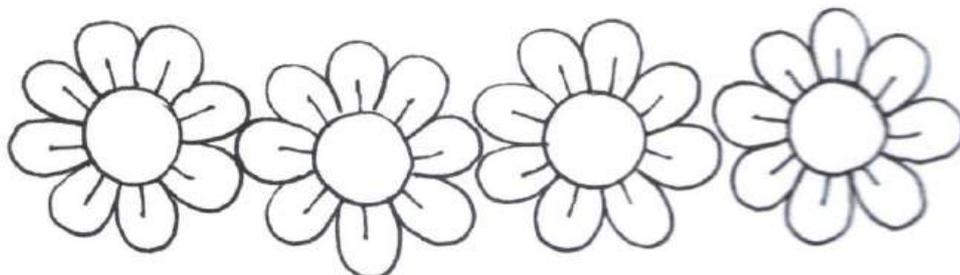
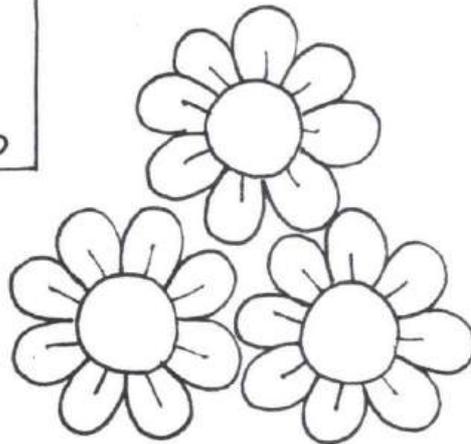
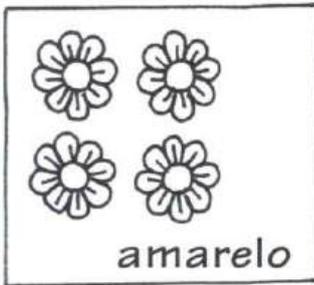
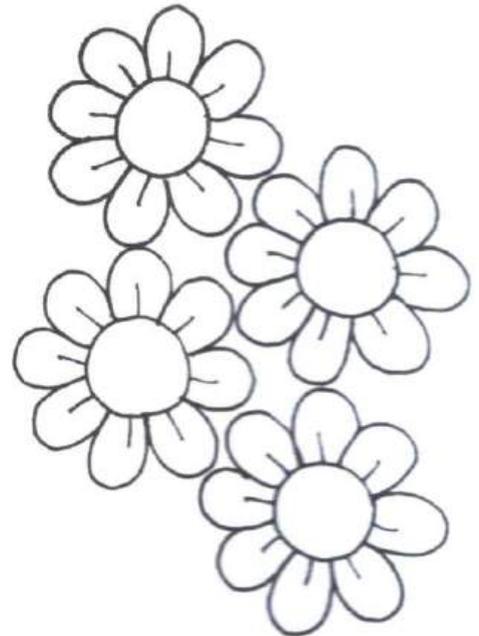
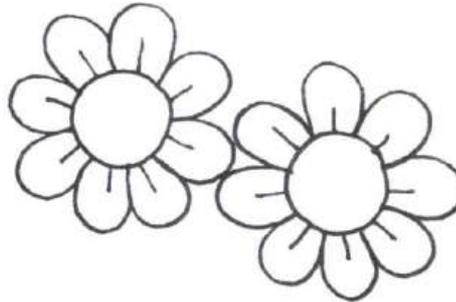
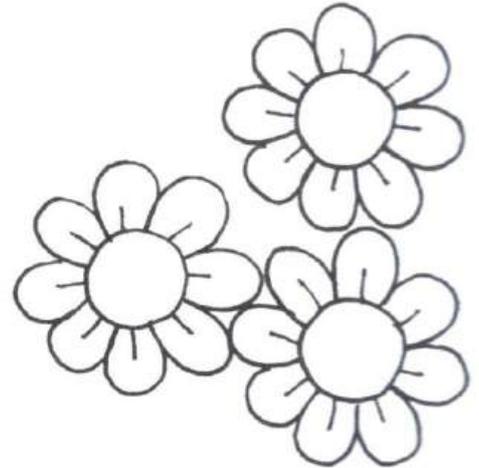
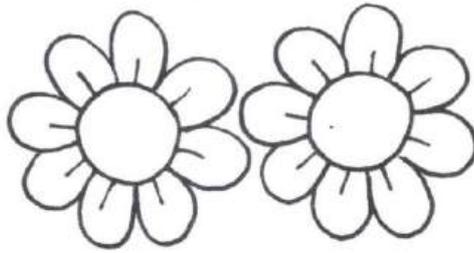
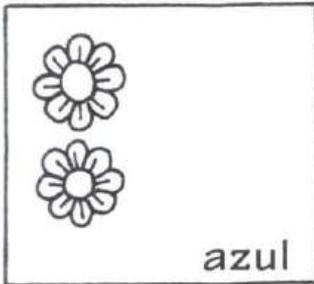
Pinta estes elementos com cores iguais, em baixo e no desenho grande.



Nome

Data

Conta e pinta os grupos de flores na cor indicada.



Nome

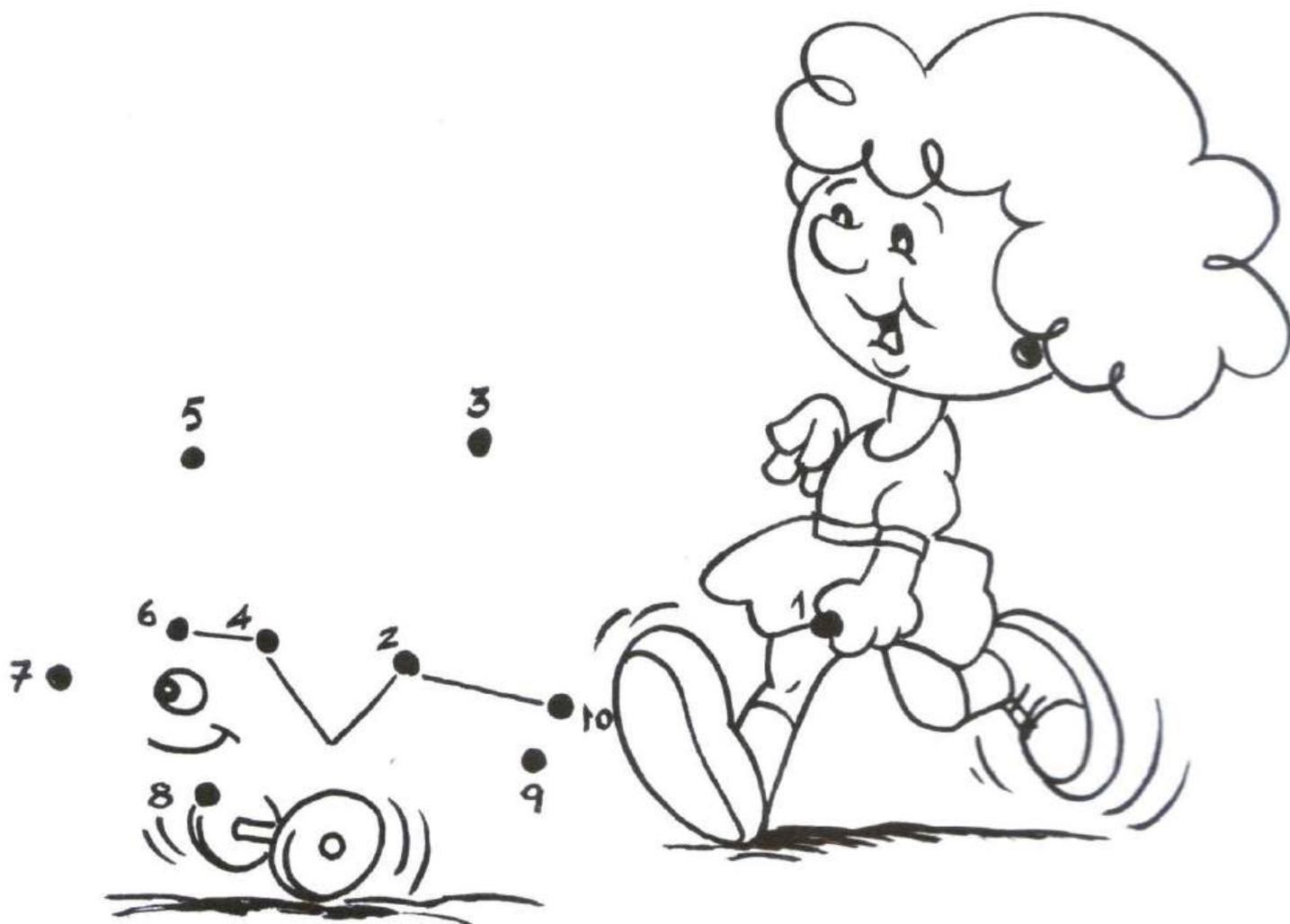
Data

Une os objectos às pessoas que os estão a utilizar. Pinta os desenhos, no fim.



Nome	
Data	

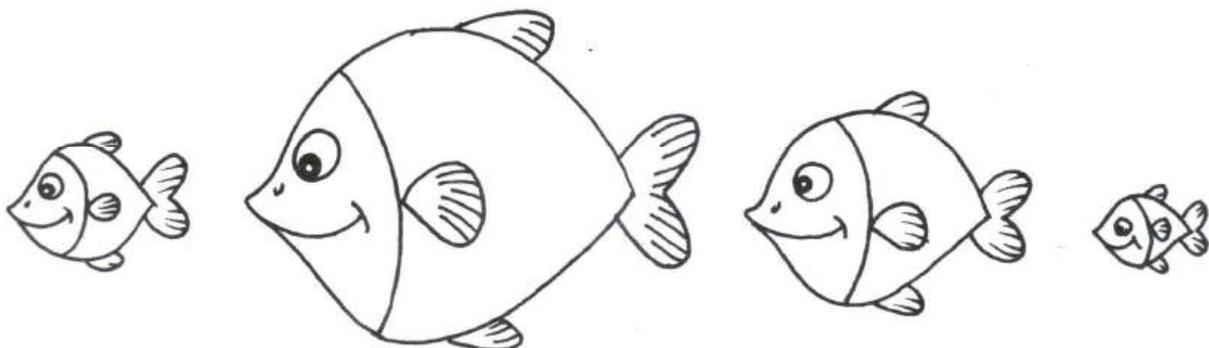
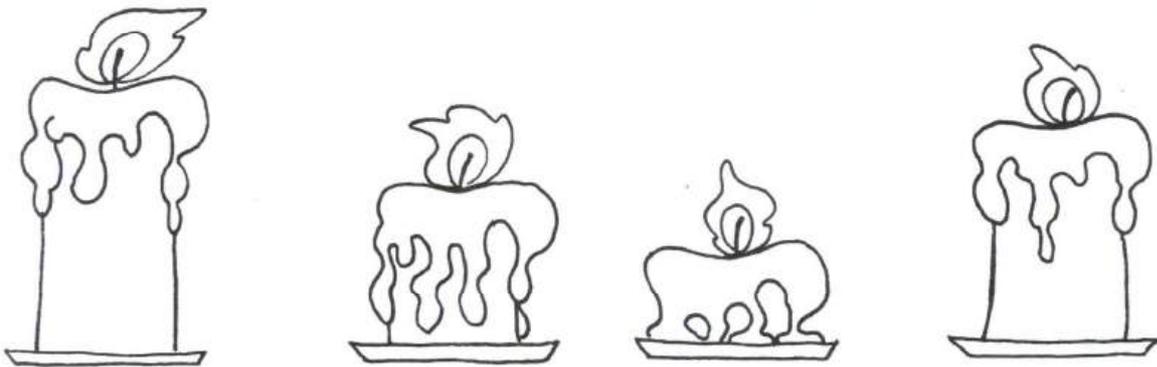
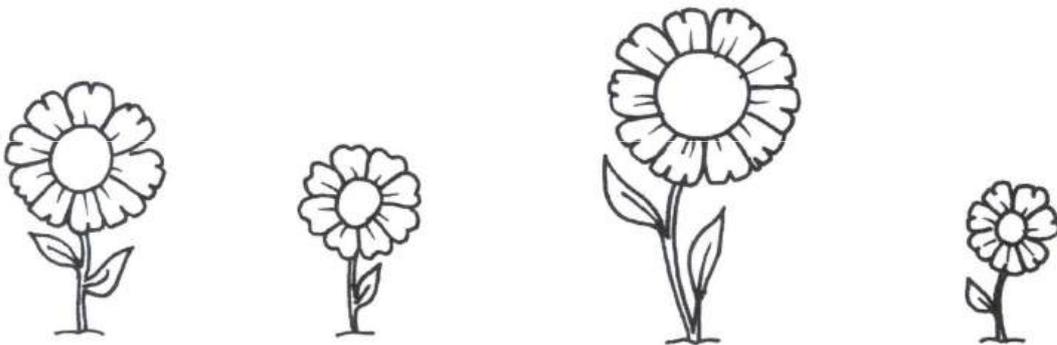
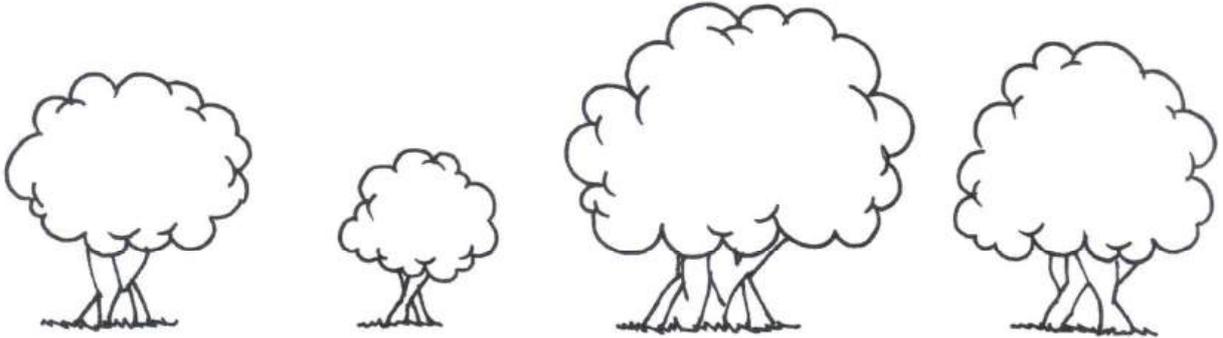
Une os pontos de 1 a 10 e descobre
o brinquedo da Teresa.
No fim, pinta o desenho.



Nome

Data

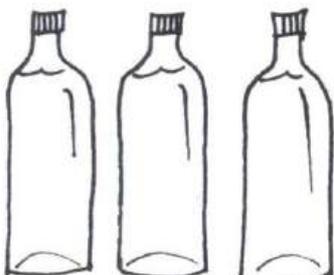
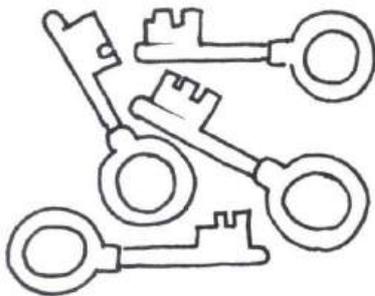
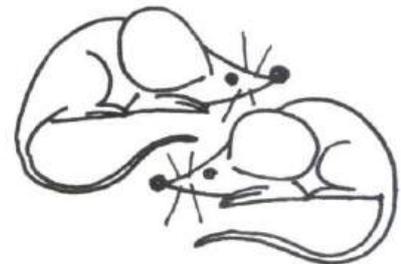
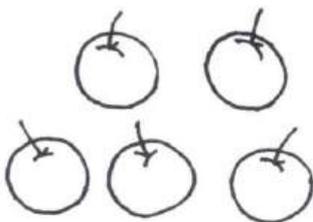
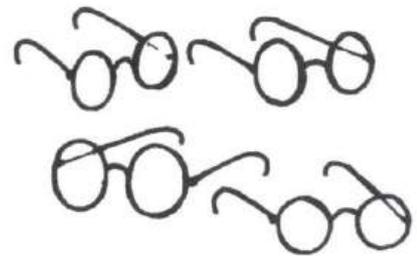
Em cada fila, pinta o elemento maior e faz um círculo à volta do mais pequeno.



Nome

Data

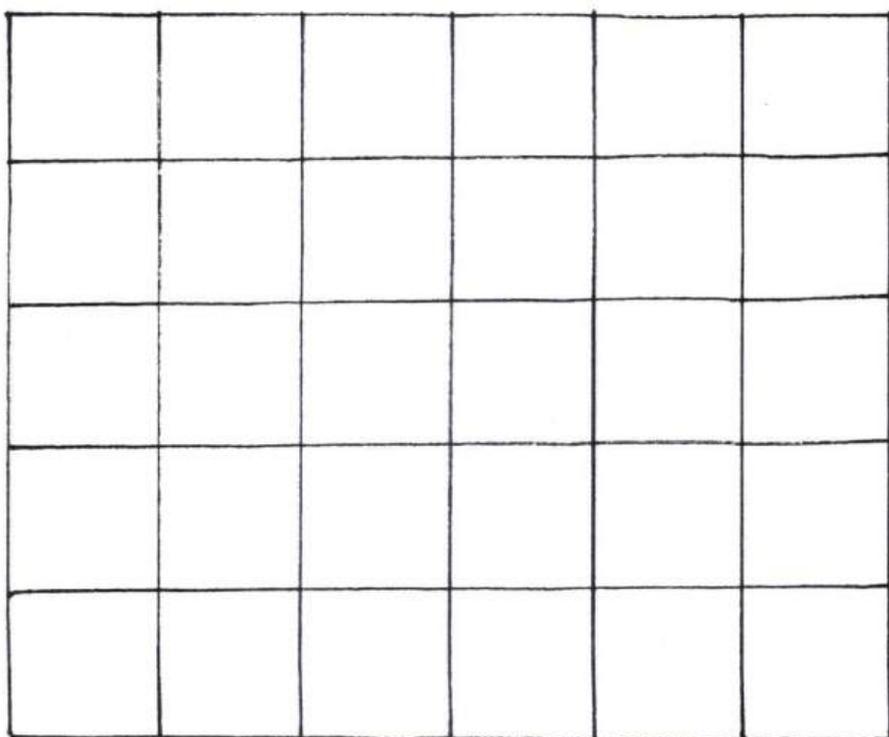
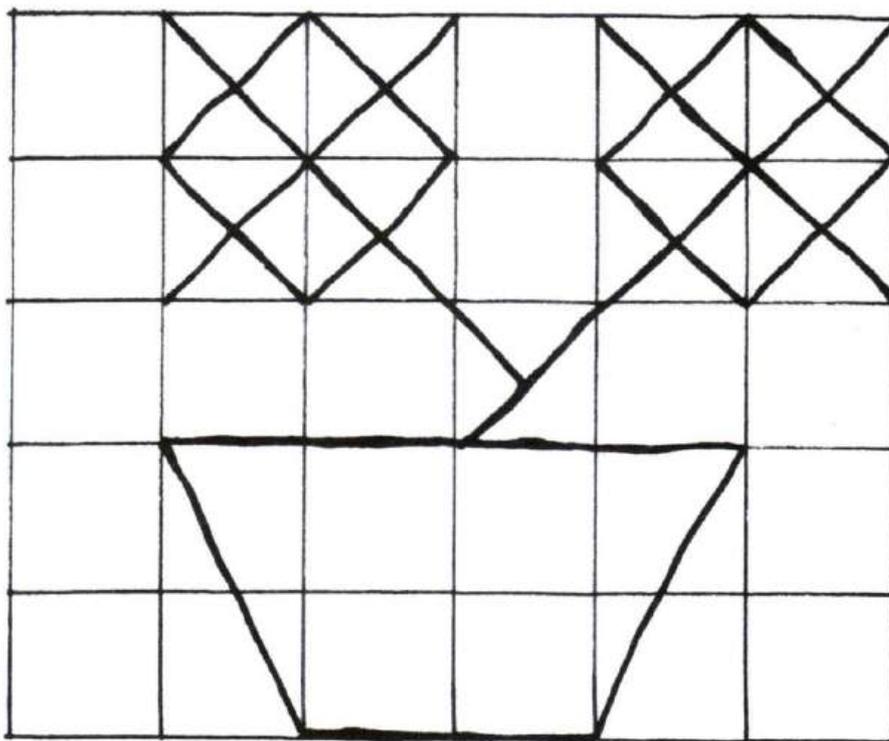
Une os grupos que têm o mesmo número de elementos.



Nome

Data

Copia na grelha de baixo o desenho da grelha de cima.



Nome

Data

Conta os elementos. O número correcto está escrito ao lado. Escreve-o tu seguindo o traçado e depois sozinho.



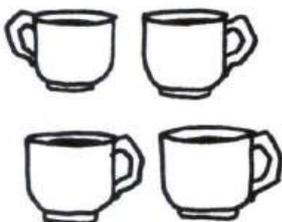
1



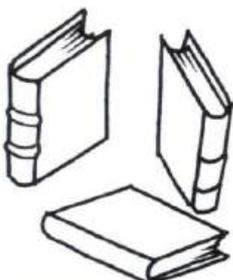
5



2



4



3

Nome	
Data	

Pinta o desenho da estação do ano em que faz mais calor.

Diz os nomes das estações, qual a estação que preferes e explica porquê.

