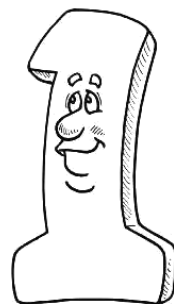
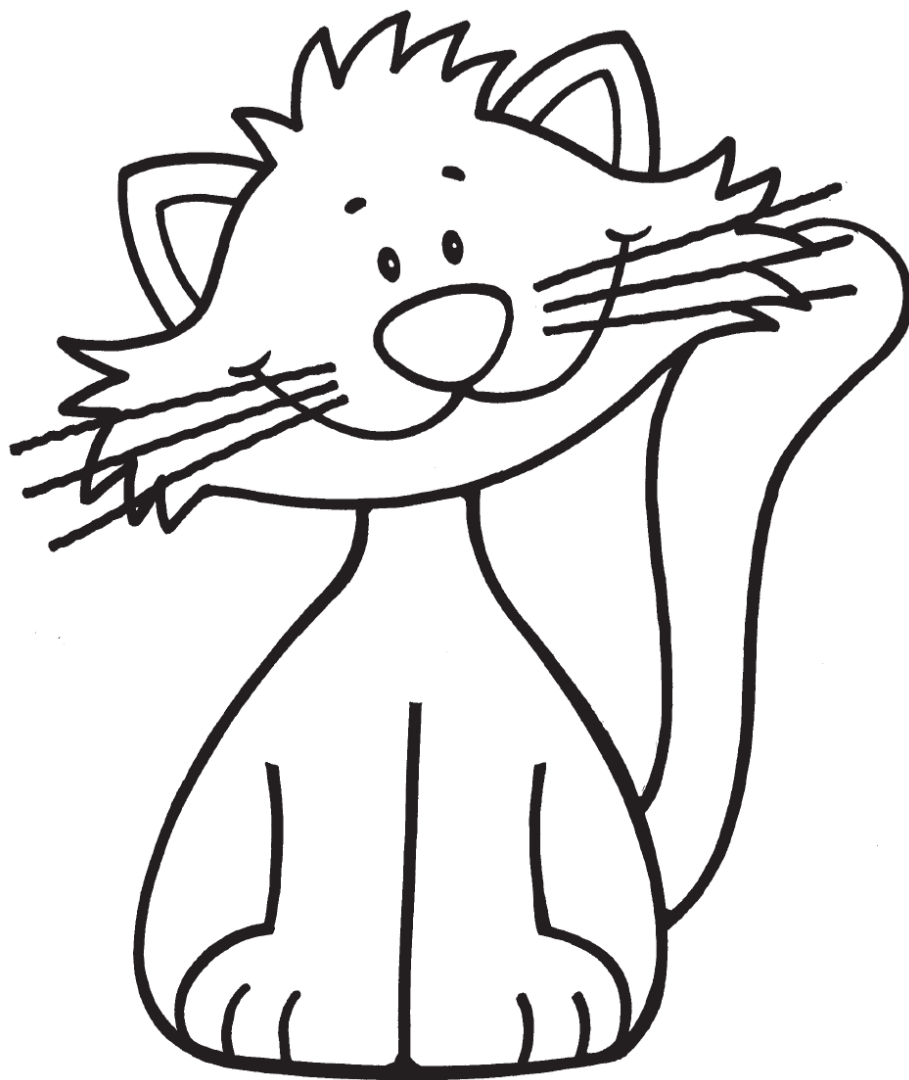
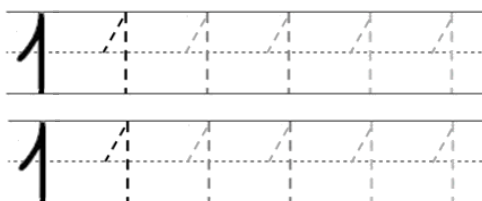


Nome : _____

INFORMAÇÃO : _____

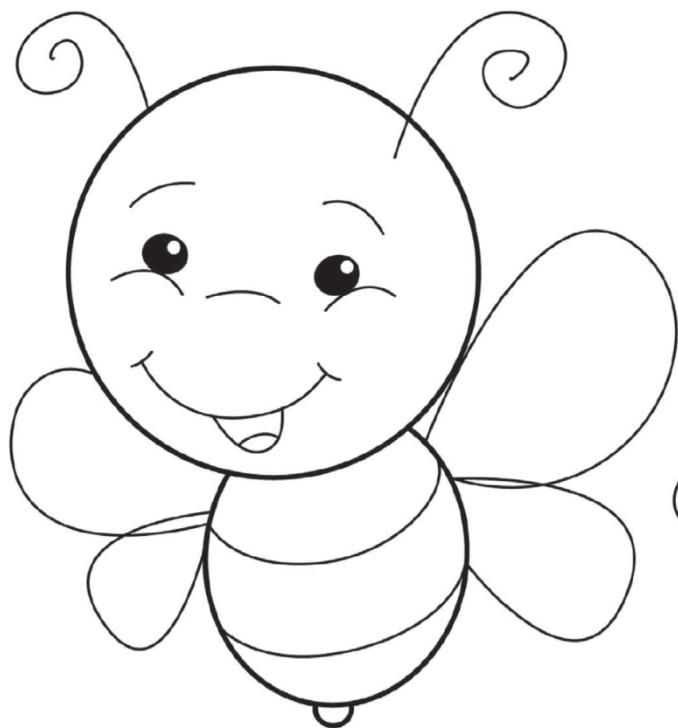
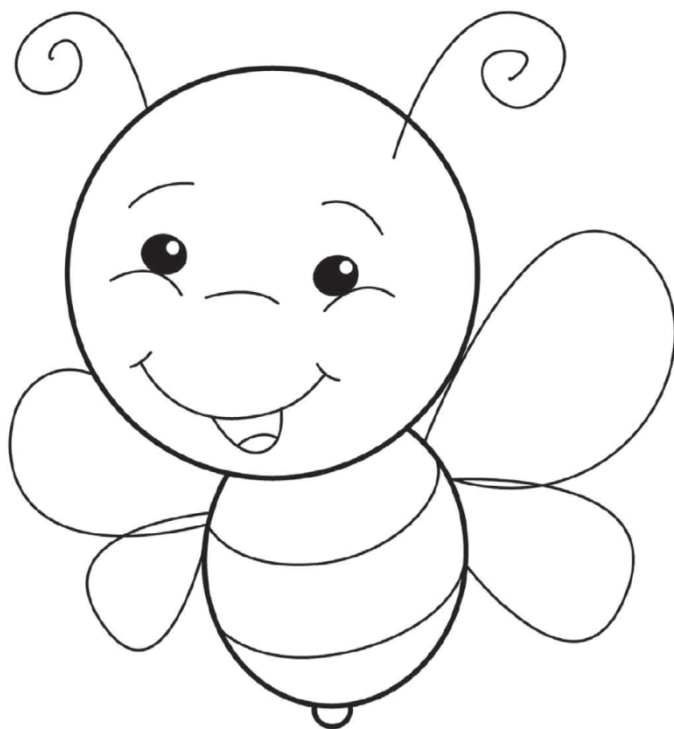
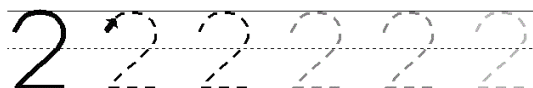
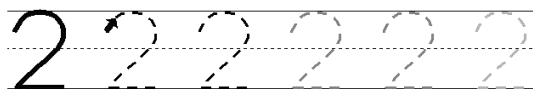
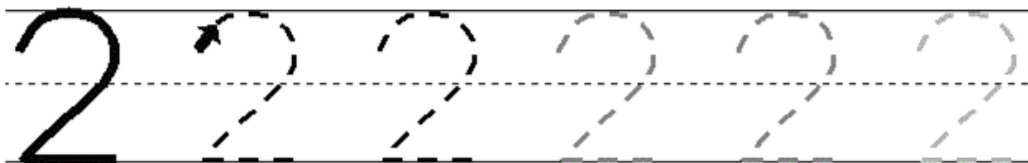
Data : __/__/__

**um****Copia.**

Nome : _____

INFORMAÇÃO : _____

Data : __/__/__

**dois****Copia.**

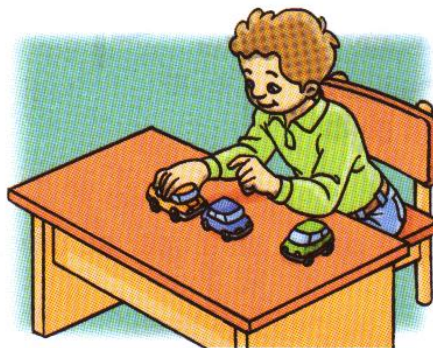
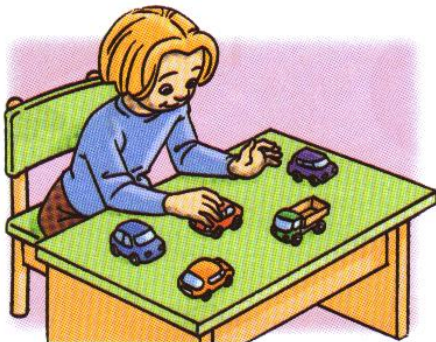
Nome : _____

INFORMAÇÃO : _____

Data : ____/____/____



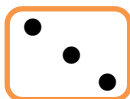
Na mesa da menina, corta com um **X** o número de carros necessários para ficar com tantos como o menino.



Pinta o grupo que tem menos crianças.



Desenha na roupa a quantidade de botões indicada.



Desenha elementos ou escreve a quantidade representada.

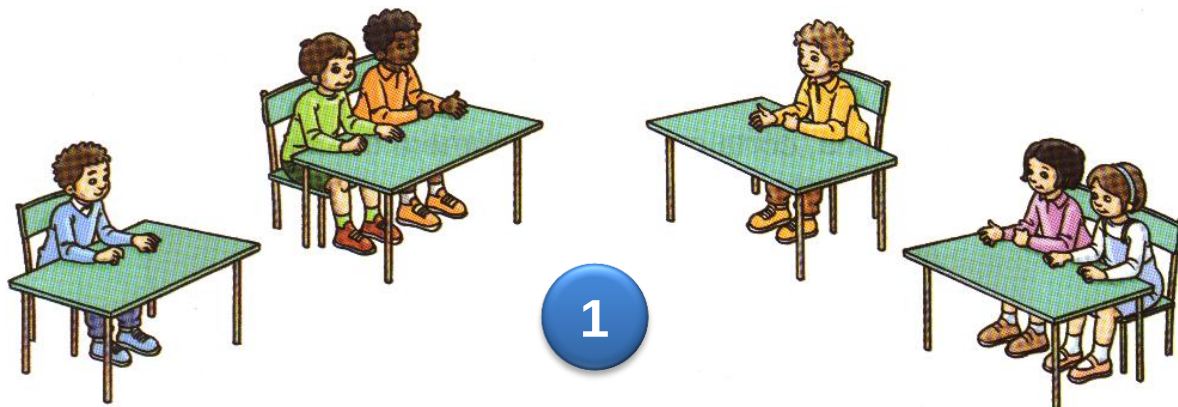


1

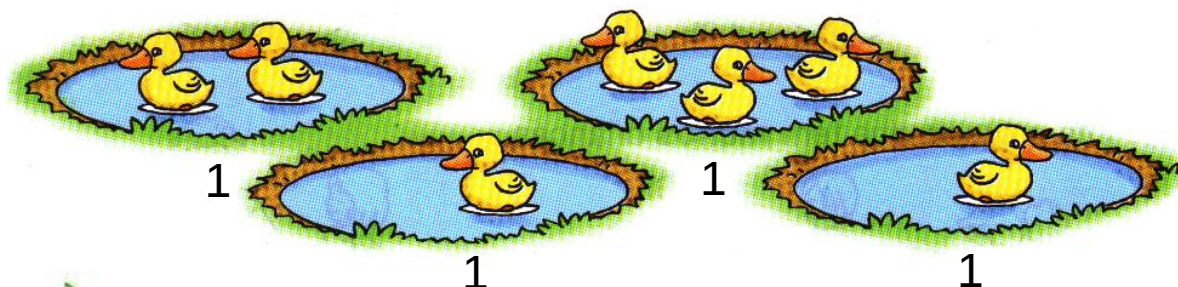
1



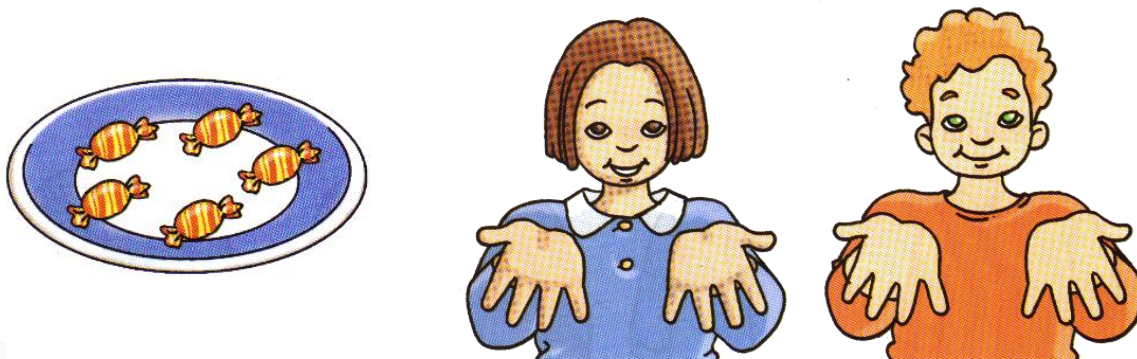
Liga, com um traço, o número à quantidade.



Corta os patos com X para ficar só um em cada lago.



Desenha um caramelo em cada mão. Por cada caramelo que desenhares, corta com um X um caramelo do prato.



Escreve o algarismo 1 nas etiquetas do quadro.



Nome : _____

INFORMAÇÃO : _____

Data : ____/____/____



Cobre e completa.

1	1	1	1	1	1	1	1	1	1	1	1	1
1	1											



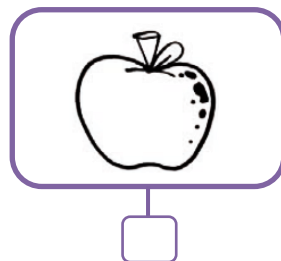
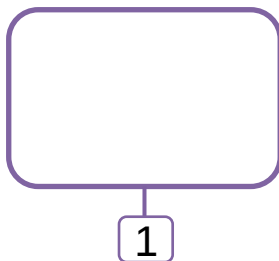
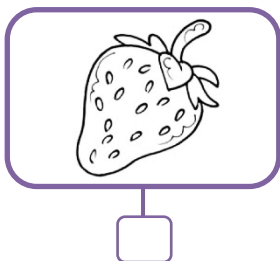
Pinta 1 pérola do colar.



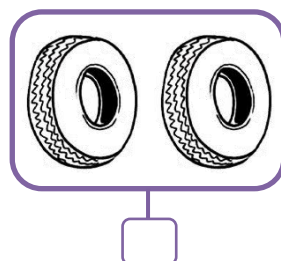
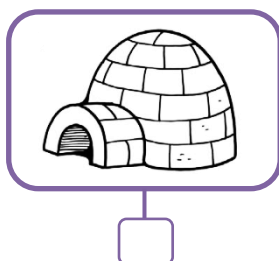
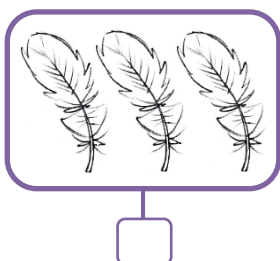
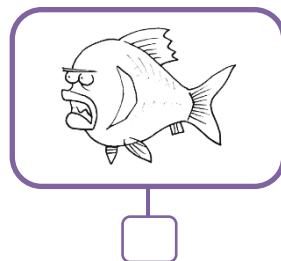
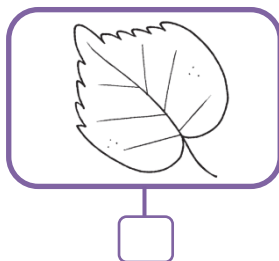
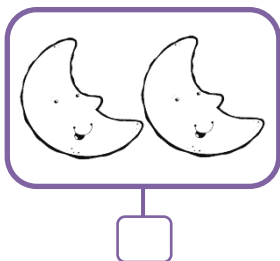
Desenha 1 pinta no cartão.



Observa e completa.



Assinala com X os conjuntos que têm 1 elemento.



Nome : _____

INFORMAÇÃO : _____

Data : ____/____/____



Cobre e completa.

2	2	2	2	2	2	2	2	2	2	2	2	2
2	2											



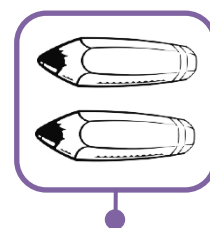
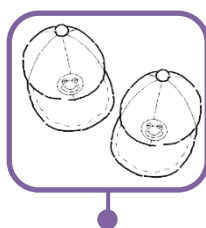
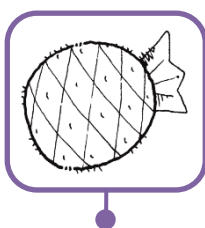
Pinta 2 pérolas do colar.



Desenha 2 pintas no cartão.



Liga com um traço cada conjunto ao número de elementos.



1

2



Escreve os números representados em cada ábaco.

