

RECUERDA

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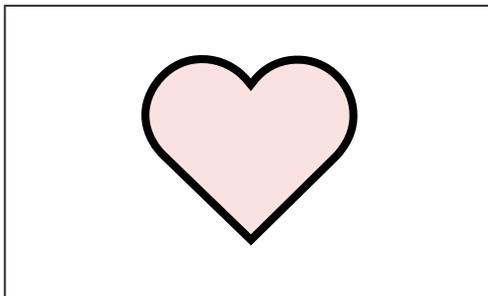
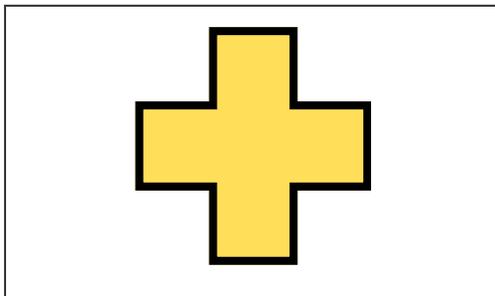
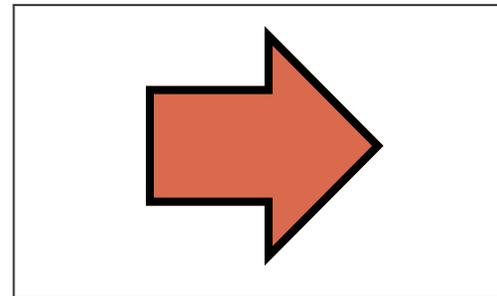
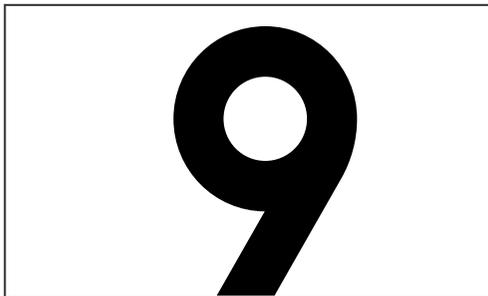
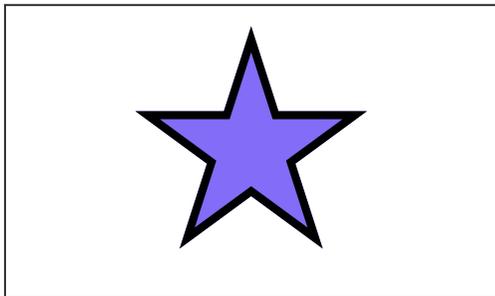
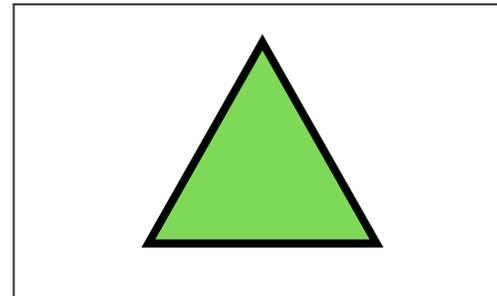
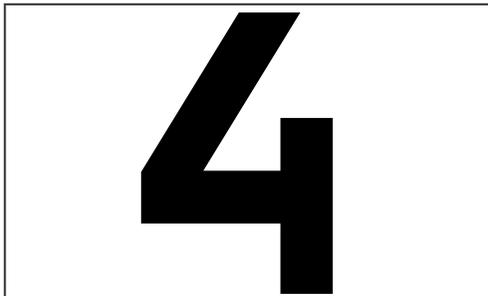
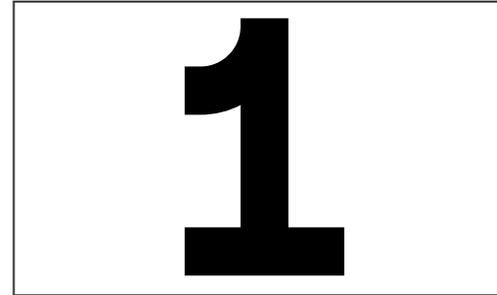
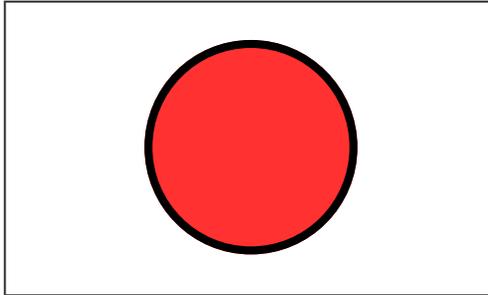
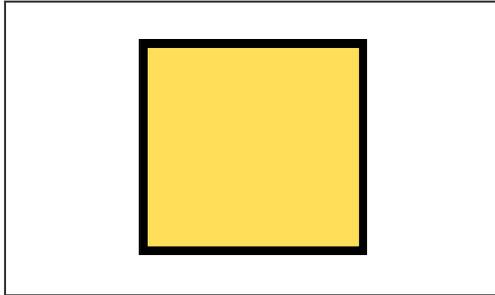


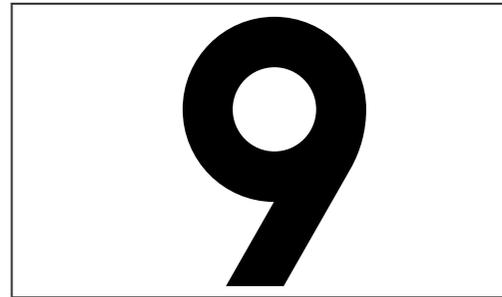
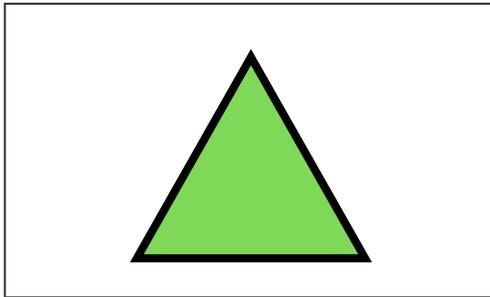
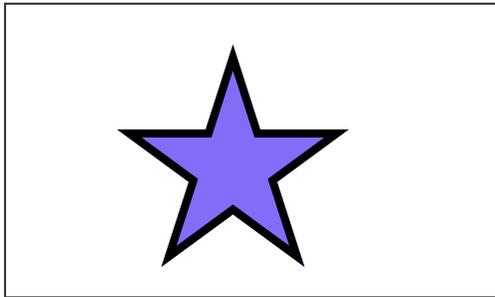
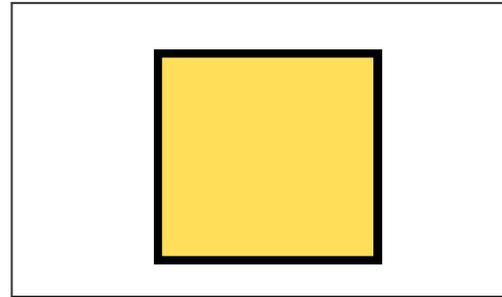
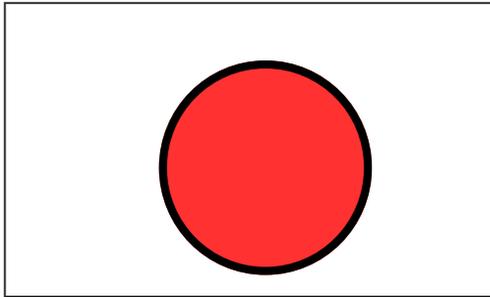
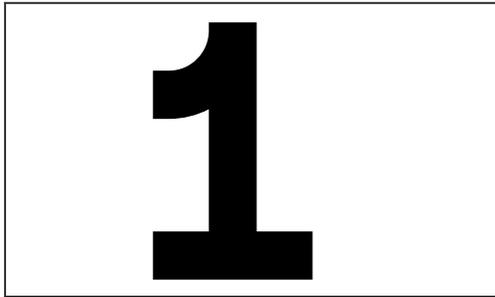
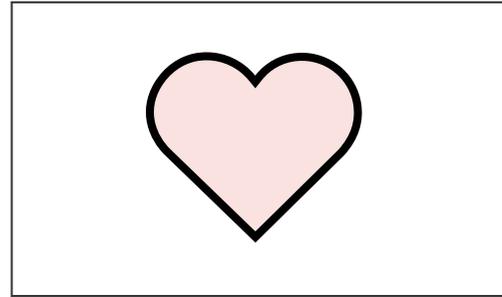
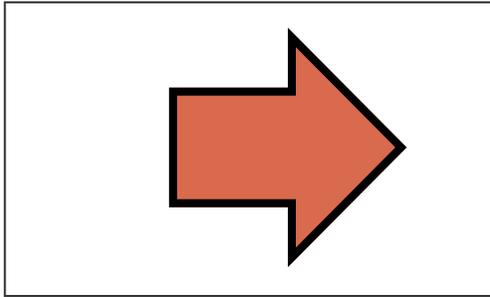
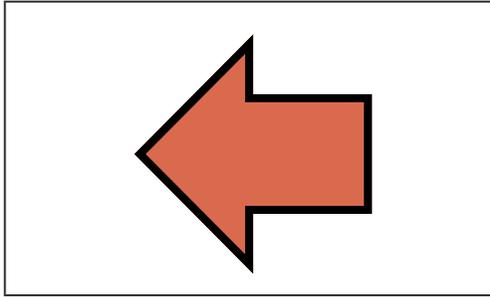
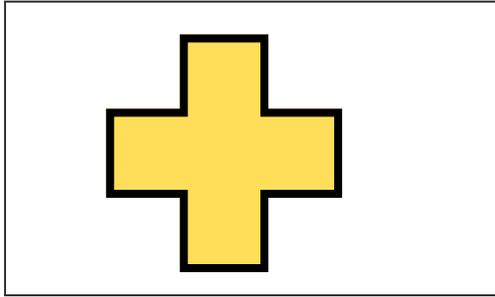
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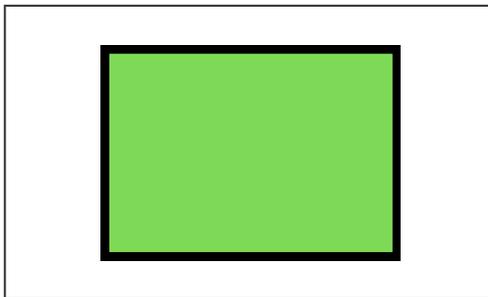
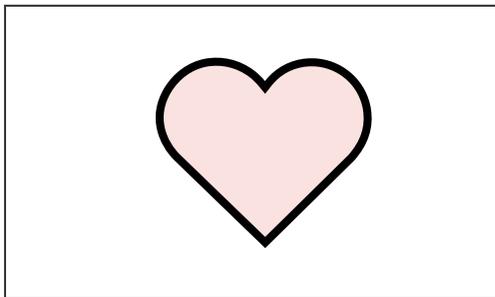
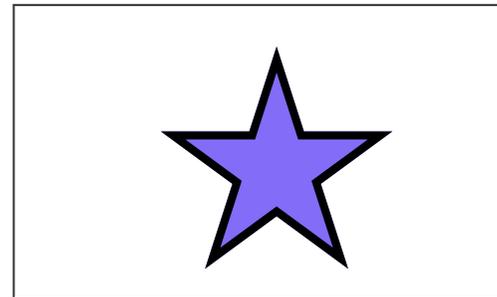
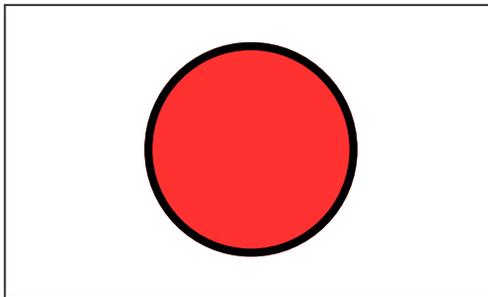
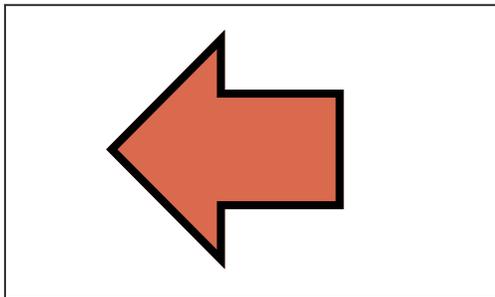
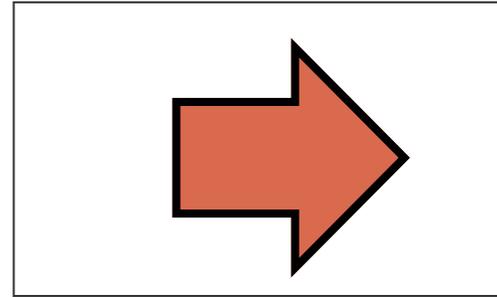
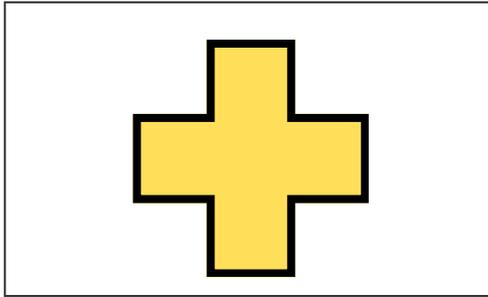
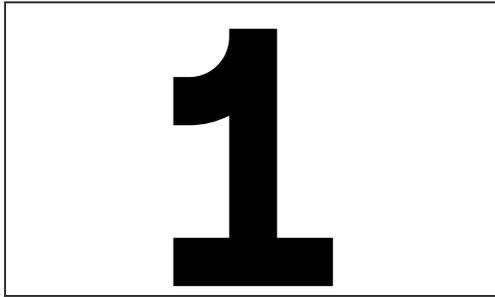
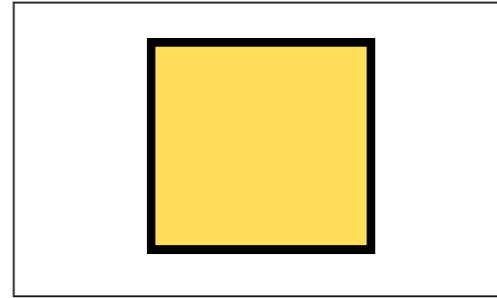
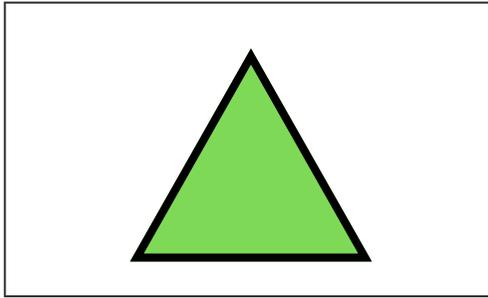
Cómo JUGAR

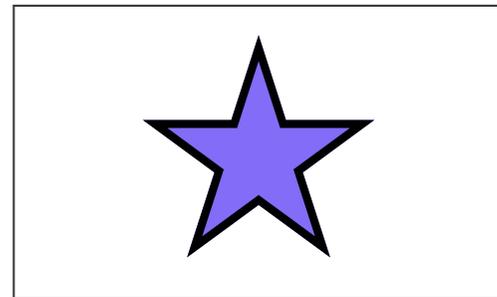
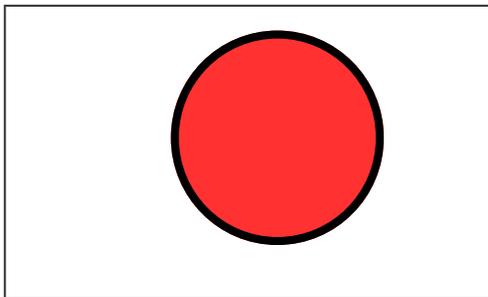
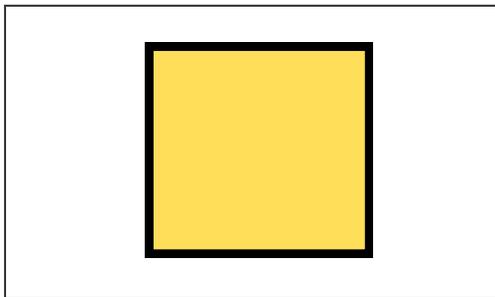
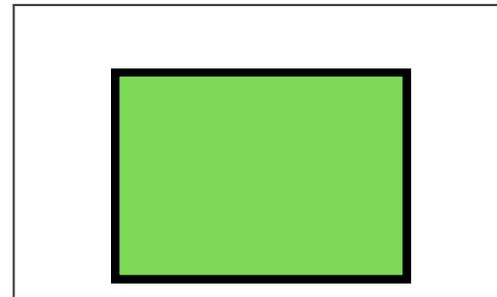
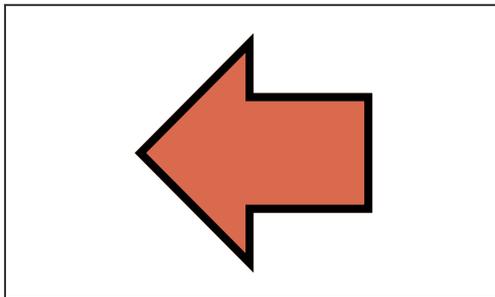
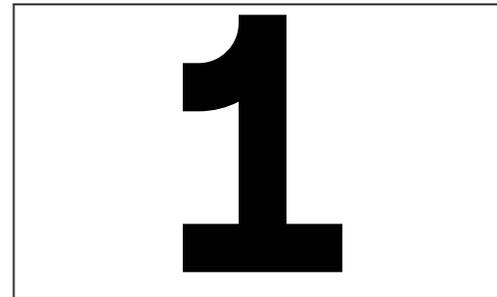
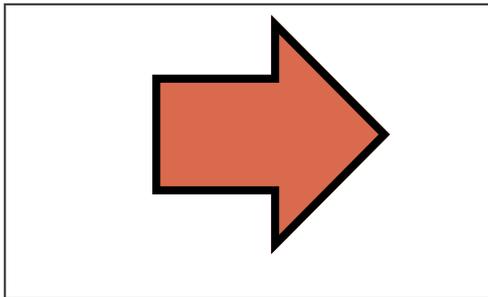
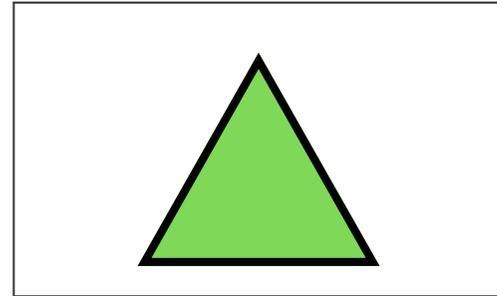
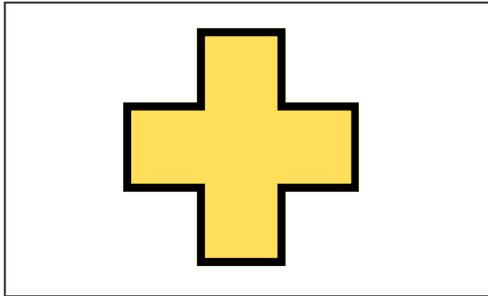
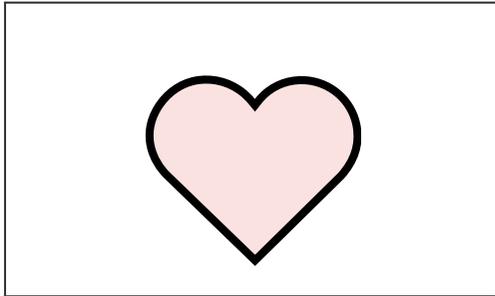
EL ALUMNADO DEBERÁ REPRODUCIR CADA UNA DE LAS LÁMINAS EN LA PIZARRA. PARA ELLO TENDRÁ QUE MEMORIZAR LA IMAGEN Y DIBUJARLA EN LA CUADRÍCULA CORRESPONDIENTE. COLOCA LA IMAGEN A UNA DISTANCIA PRUDENTE DE LA PIZARRA Y DE TAL FORMA QUE EL ALUMNADO NO PUEDA VERLA SI SE GIRA. GANARÁ AQUEL O AQUELLA QUE LOGRÉ COMPLETAR ANTES CADA UNA DE LAS CELDAS.

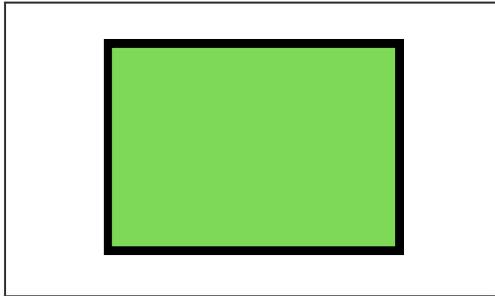




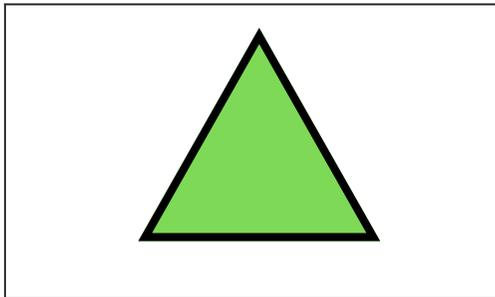
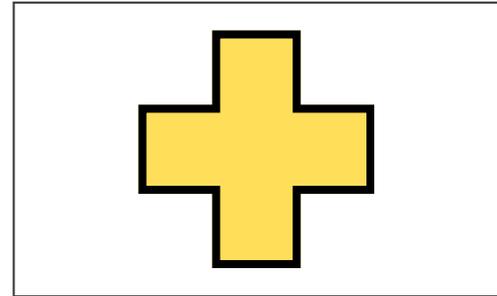




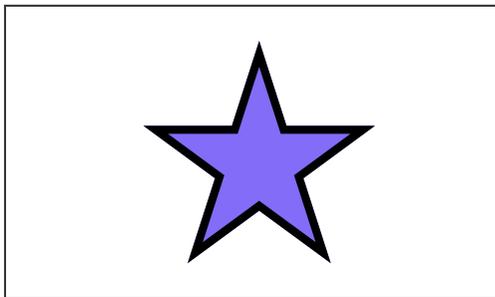
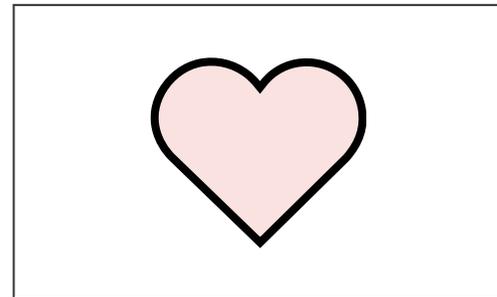
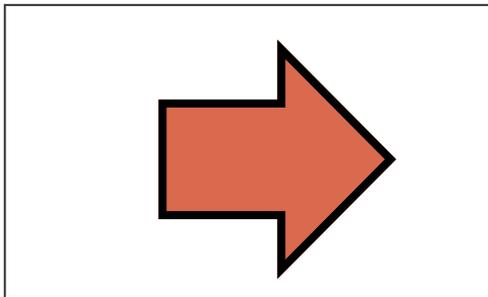
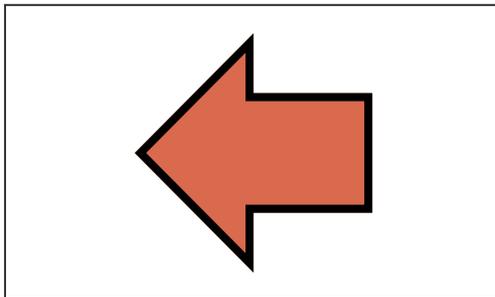
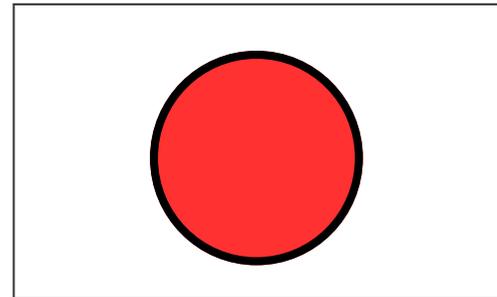




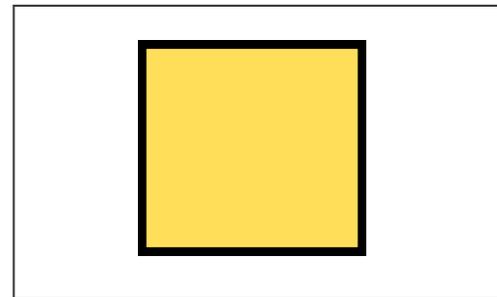
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