

NOME: \_\_\_\_\_ DATA: \_\_\_\_\_

## NÚMERO 6



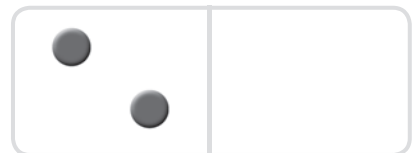
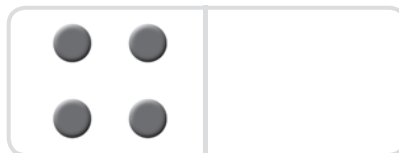
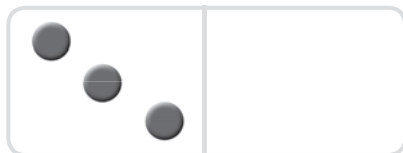
*seis*

- 1 Completa o **6** passando por cima do tracejado. Desenha o número **6** e escreve a palavra **seis**.

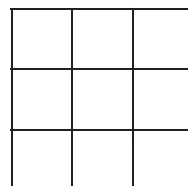
6	6	6	6									
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*seis* \_\_\_\_\_

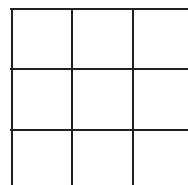
- 2 Completa desenhando o número de pintas necessárias para obteres **seis**.



- 3 Pinta tantos  quantos os animais representados. Circunda o número correto.



1	2	3	4	5	6
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1	2	3	4	5	6
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