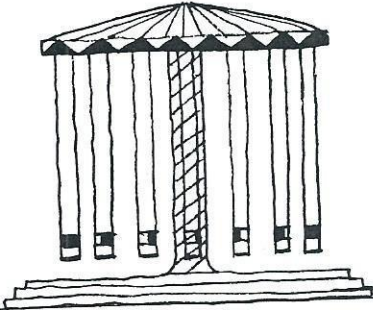
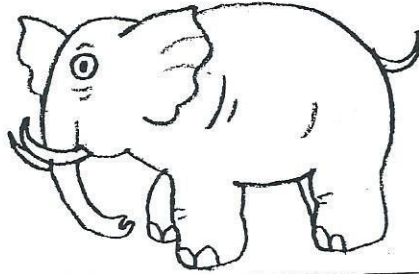


Roztleskej slova na slabiky. Do rámečku pod obrázkom nakresli toľik tečiek, koľik má slovo slabik.

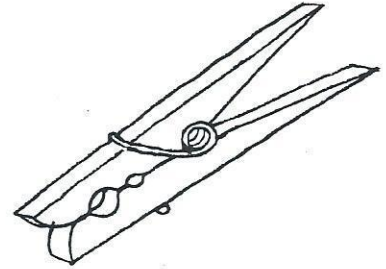
KOLOTOČ



SLON



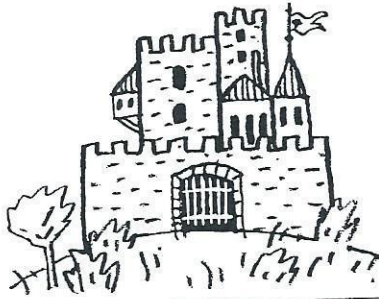
KOLÍK



HRNEC



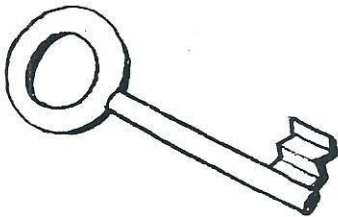
HRAD



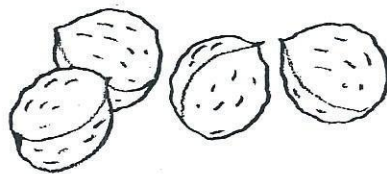
KORÁLE



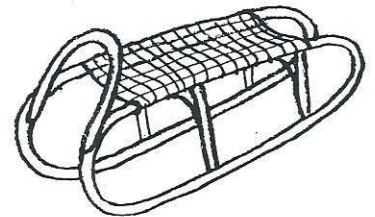
KLÍČ



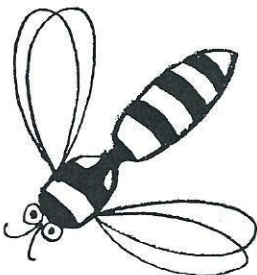
OŘECHY



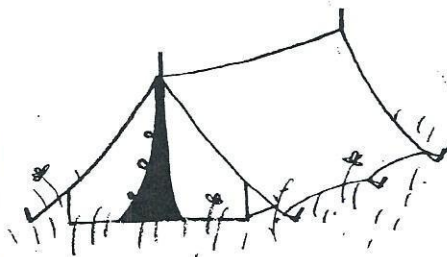
SÁNĚ



VOSA



STAN

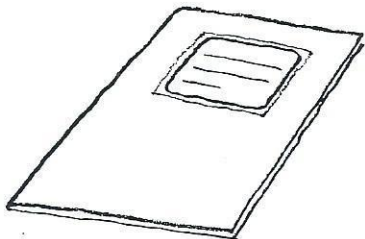


PASTELKY

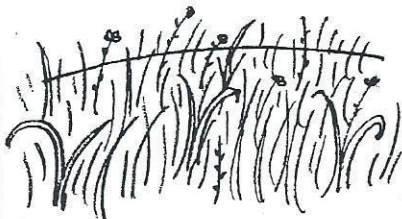


V řádku najdi dvě slova, která se rýmují. Slovo, které se s dvojicí nerýmuje, přeškrtni.

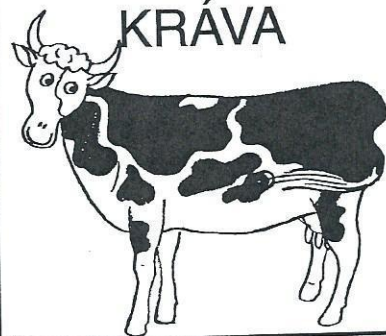
SEŠIT



TRÁVA



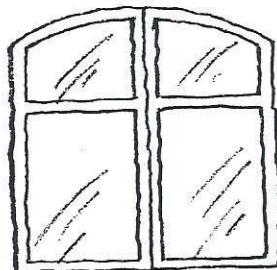
KRÁVA



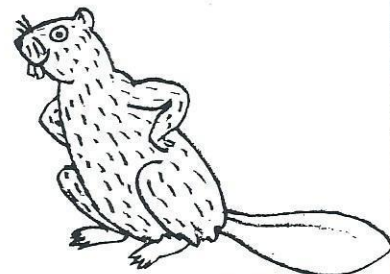
OBR



OKNO



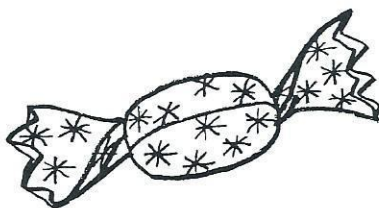
BOBR



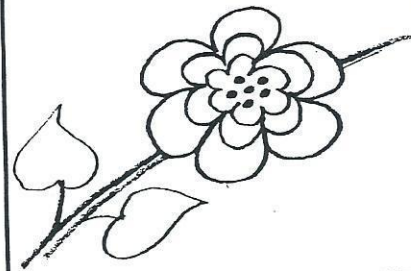
SVĚT



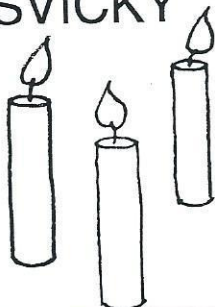
BONBON



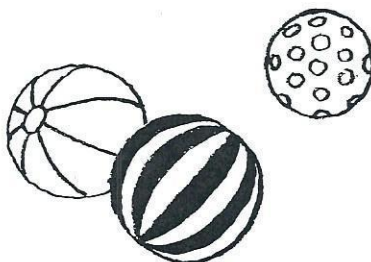
KVĚT



SVÍČKY



MÍČKY



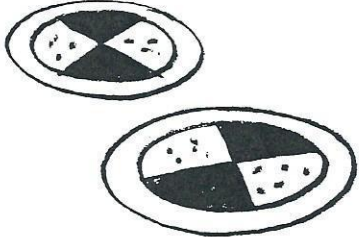
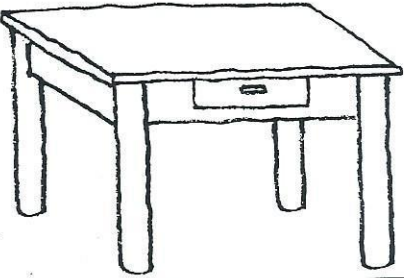
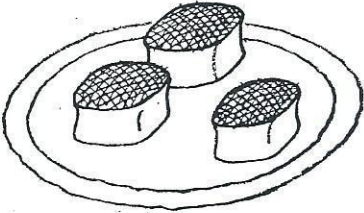
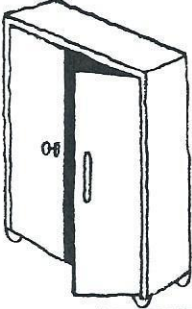
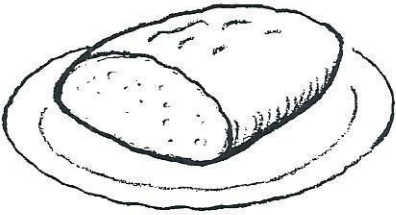
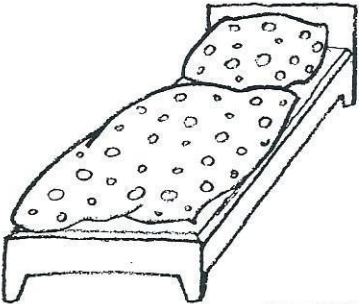
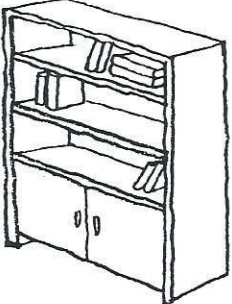
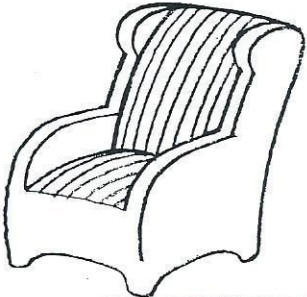
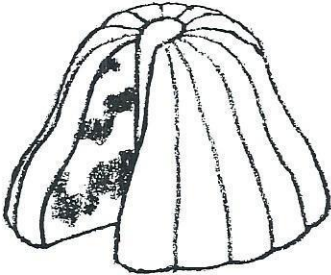
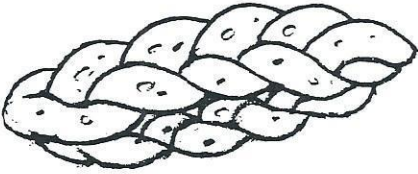


TRPASLÍK

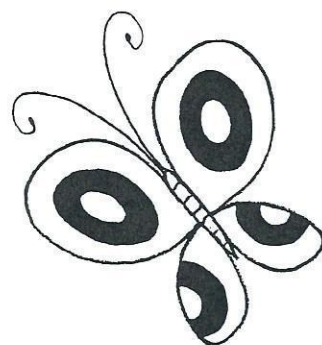
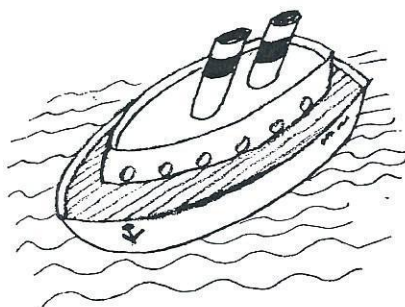
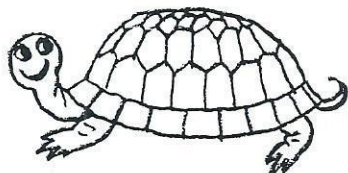
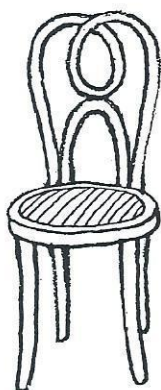
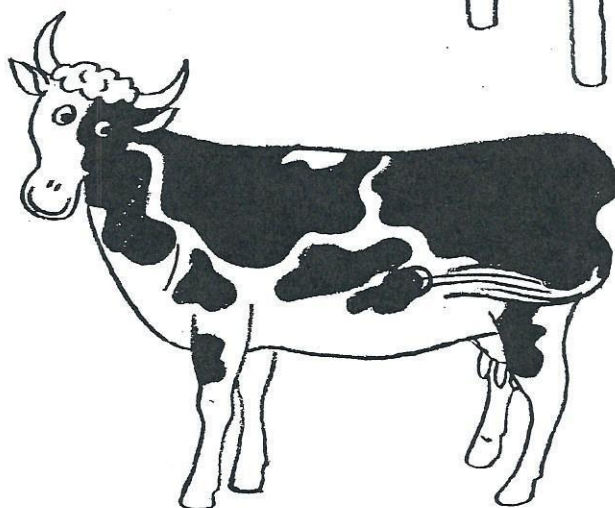
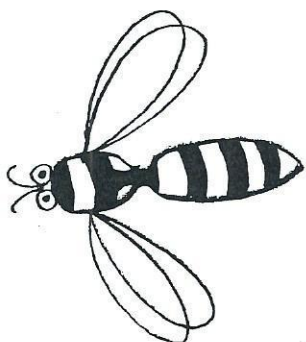
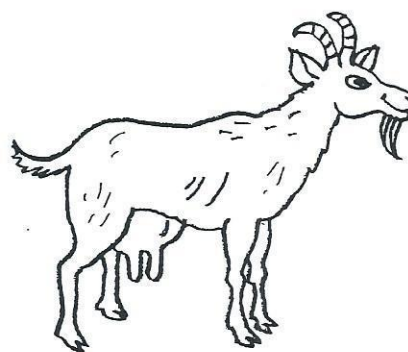
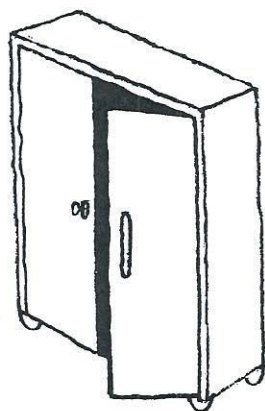
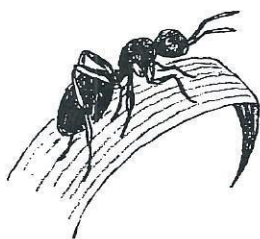
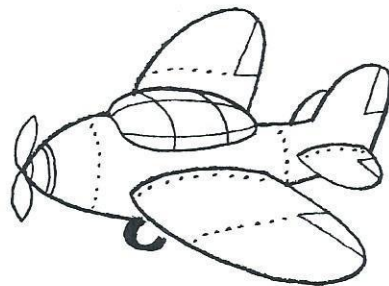
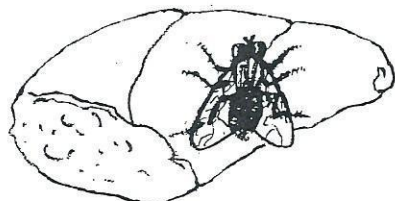
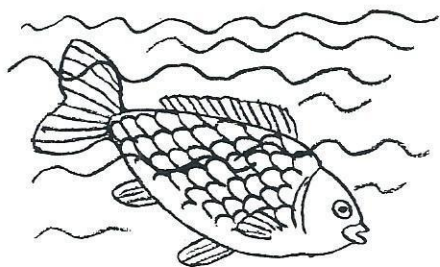




Roztleskej slova na slabiky. Do rámečku pod obrázkom nakresli toľik tečiek, koľko má slovo slabík. Ukazuj obrázky, na ktorých je nakresleno pečivo, na ktorých je nábytek.

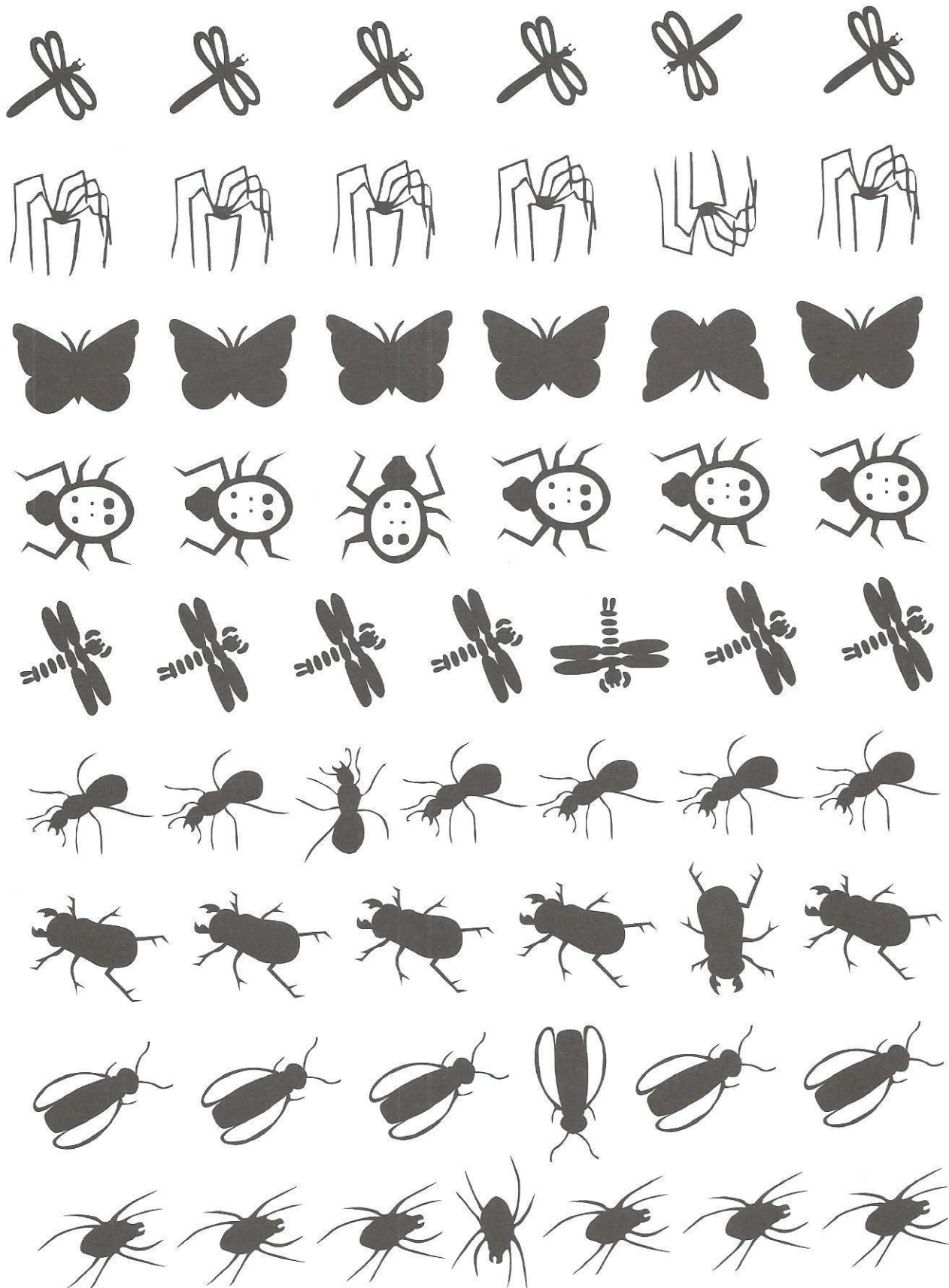
<p>ROHLÍK</p> 	<p>ŽIDLE</p> 	<p>KOLÁČE</p> 
<p>STŮL</p> 	<p>BUCHTY</p> 	<p>SKŘÍŇ</p> 
<p>CHLÉB</p> 	<p>POSTEL</p> 	<p>KNIHOVNA</p> 
<p>KŘESLO</p> 	<p>BÁBOVKA</p> 	<p>VÁNOČKA</p> 

Červeně označ všechna zvířata, která začínají na k; modře všechny nábytek, který začíná na s; zeleně všechny dopravní prostředky, které začínají na l; žlutě všechny hmyz, který začíná na m.

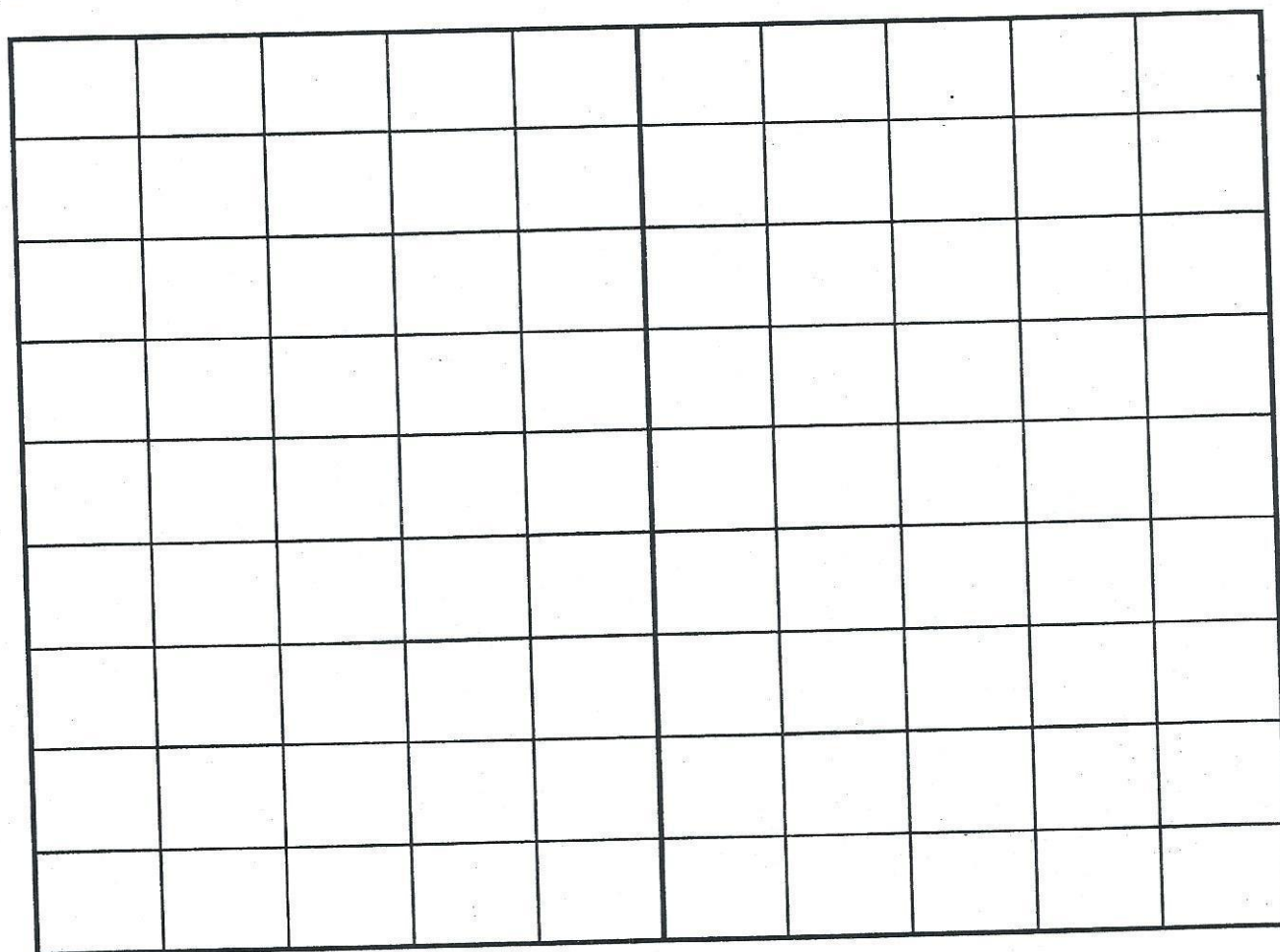
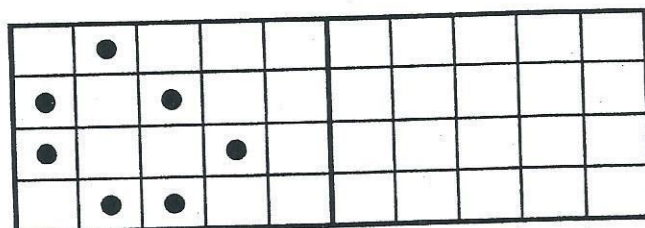
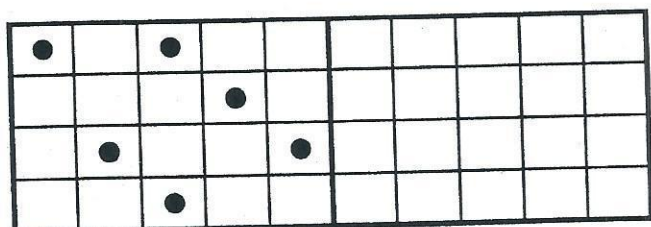
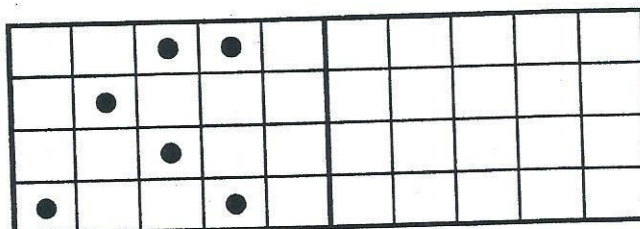
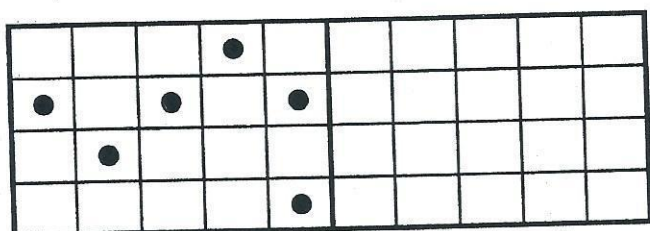
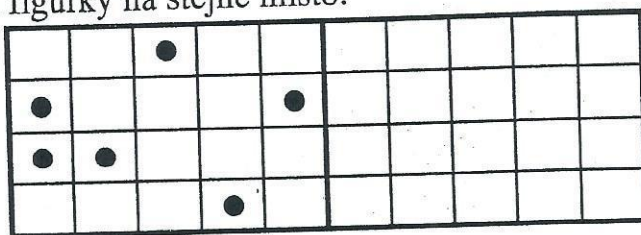
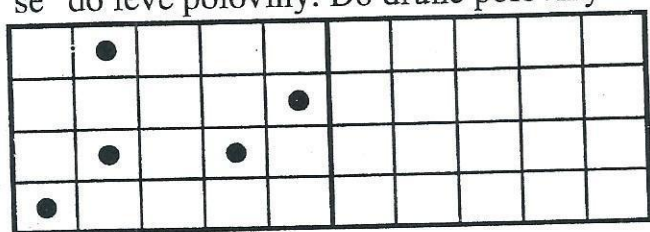




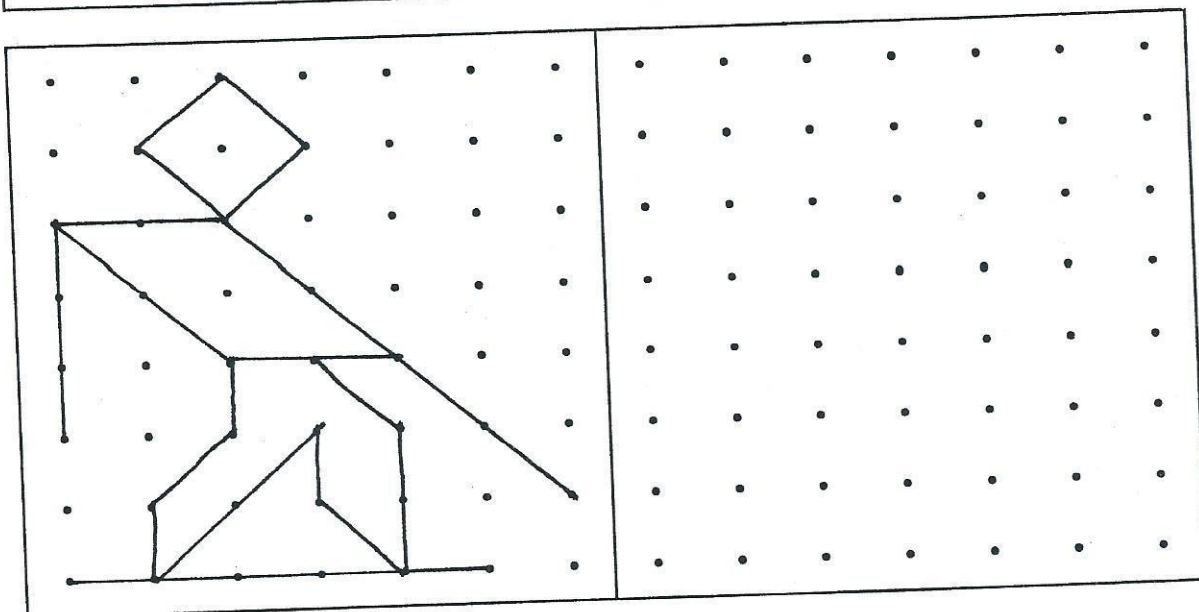
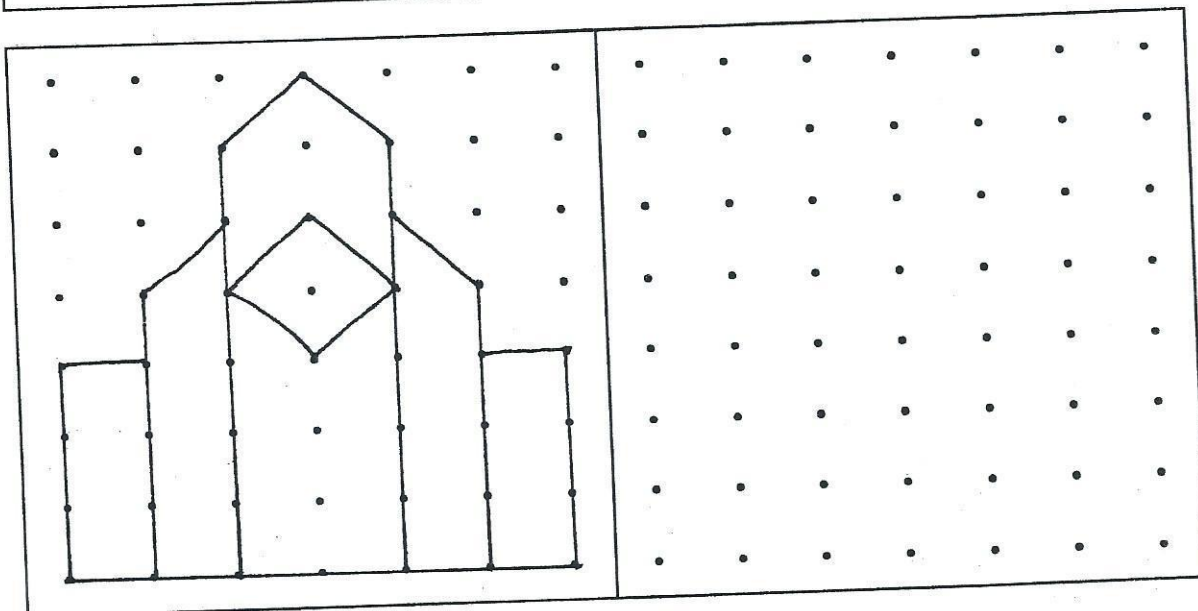
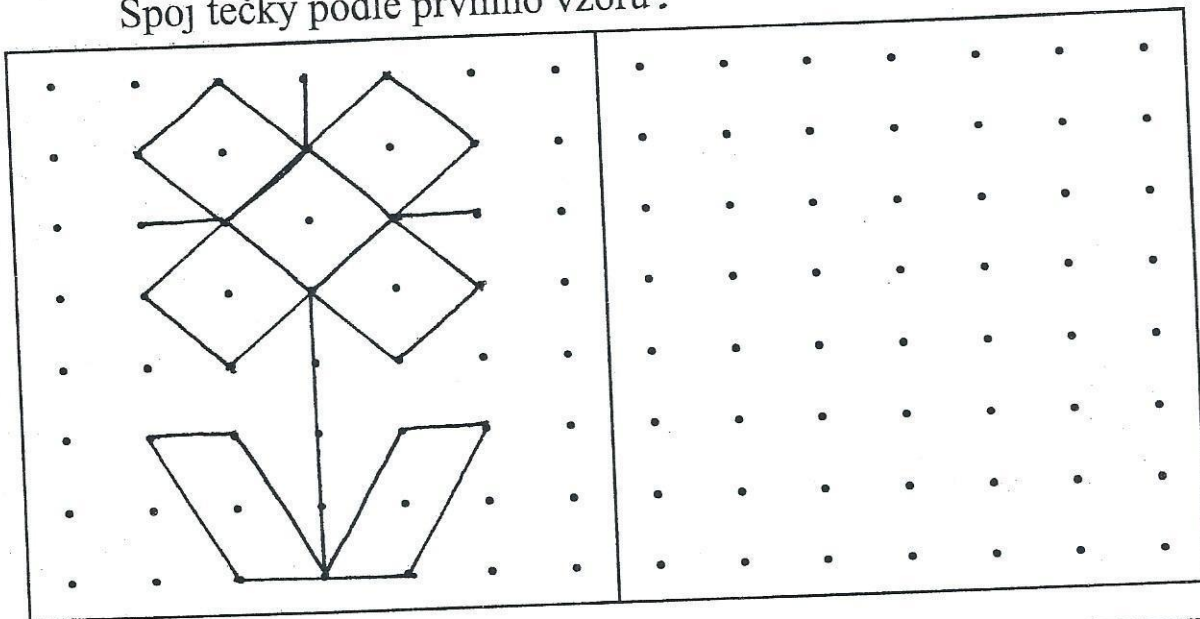
Označ v řadě jiný obrázek.



Dokresli do mřížky tečky na stejné místo, jako jsou u vzoru. U spodní mřížky požádej jednoho z rodičů, aby umístil 3 figurky (později více figurek) ze hry „Člověče, nezlob se“ do levé poloviny. Do druhé poloviny umísti figurky na stejné místo.

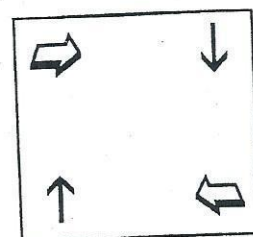
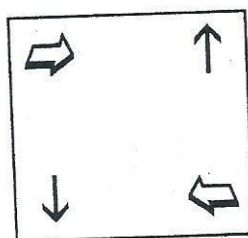
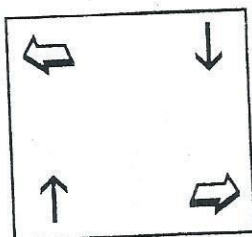
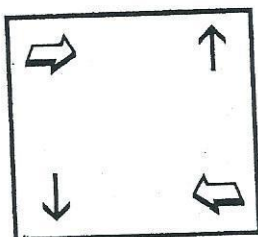
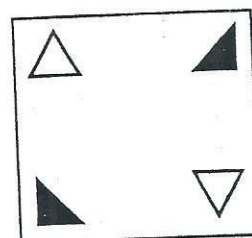
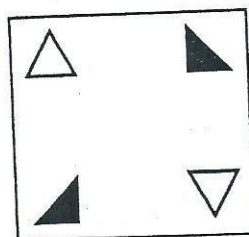
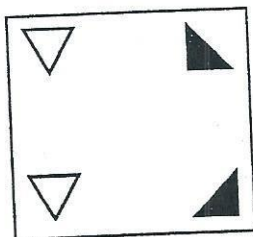
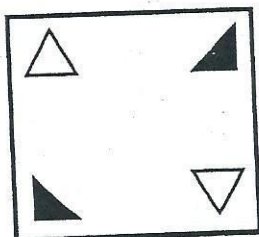
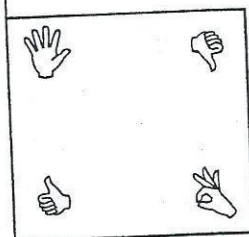
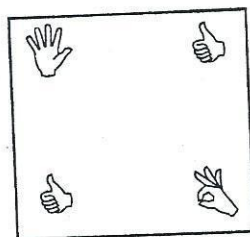
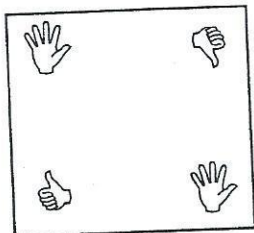
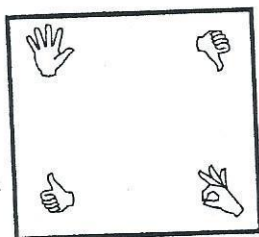
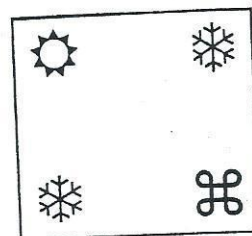
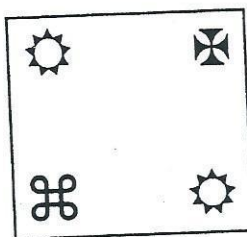
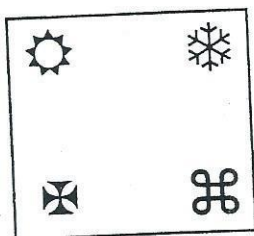
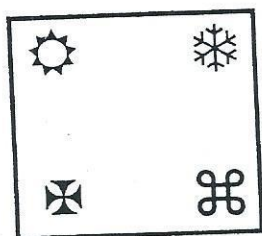
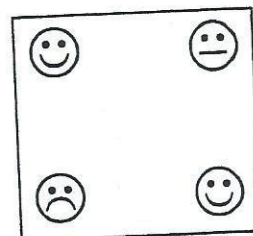
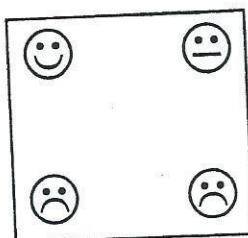
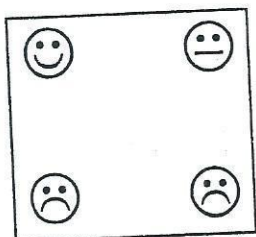
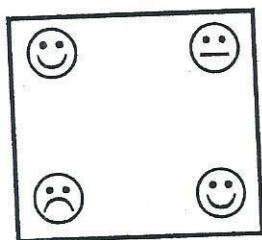
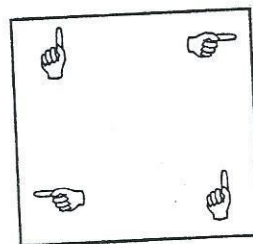
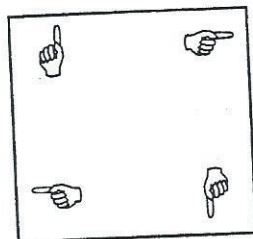
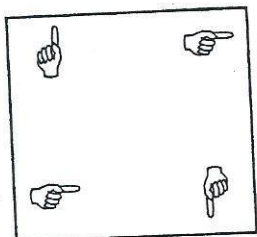
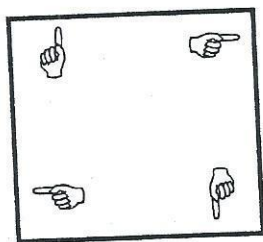


Spoj tečky podle prvního vzoru .



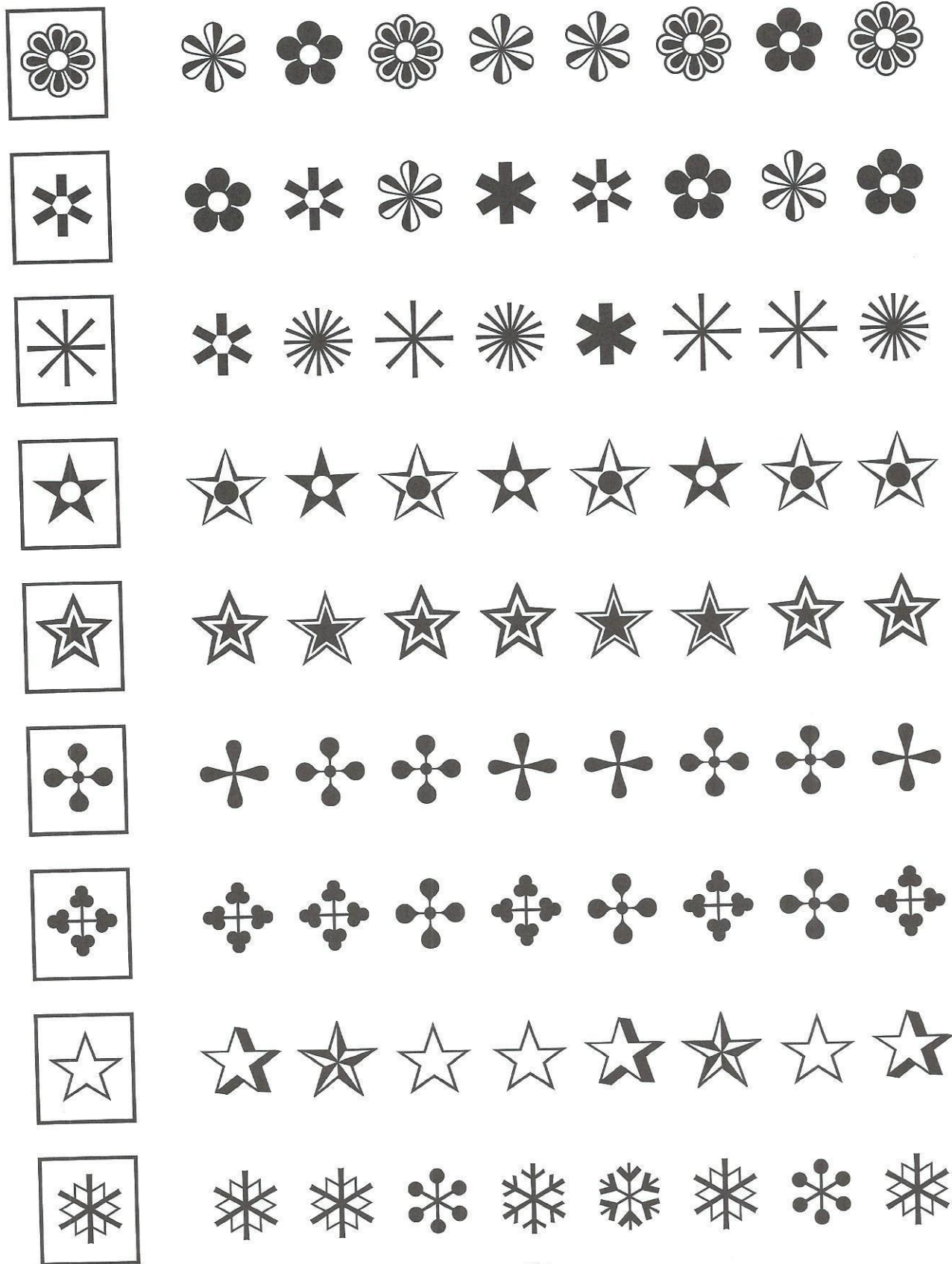


Označ, který čtverec je shodný s prvním vzorem na řádku.





Najdi v řadě všechny obrázky, které jsou shodné jako vzor v rámečku.



Najdi v řadě stejnou duhovou kuličku, jako je kulička v rámečku.

