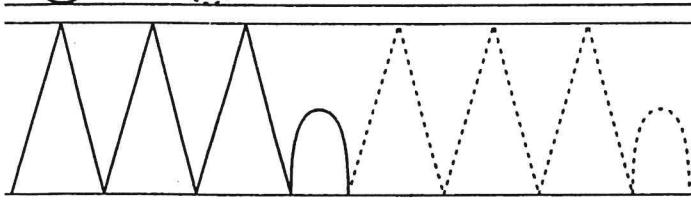
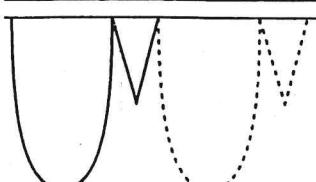
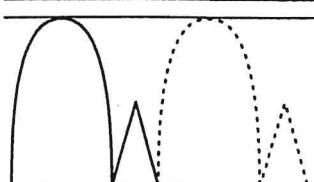
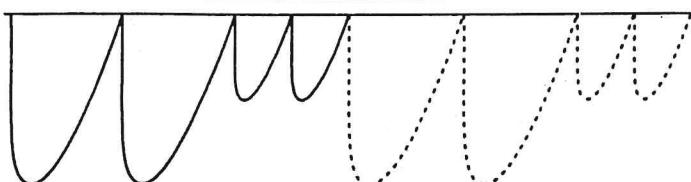
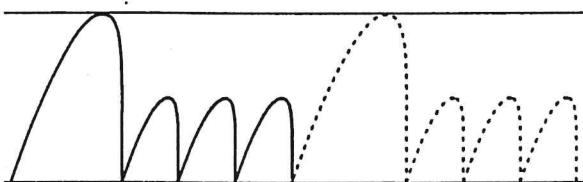
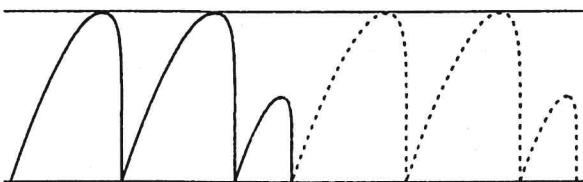
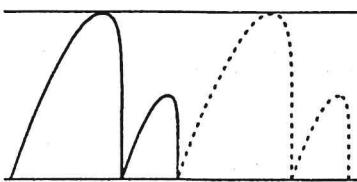
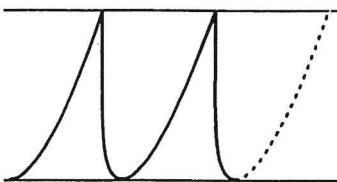
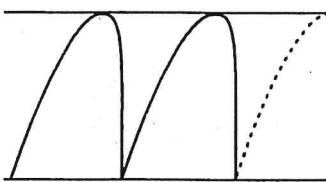
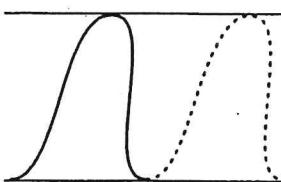
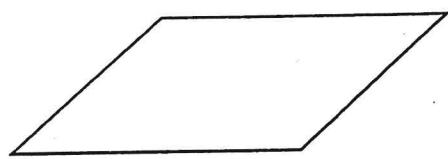
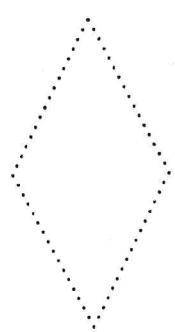
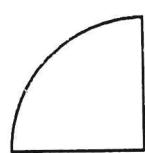
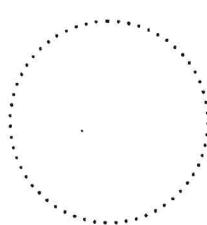
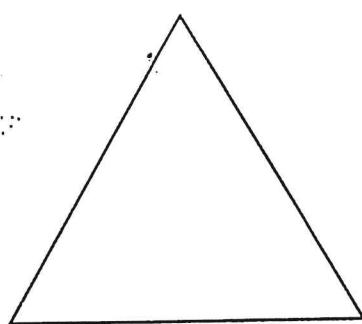
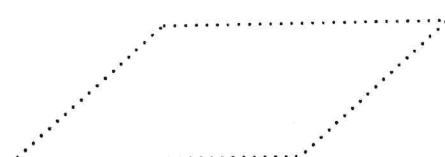
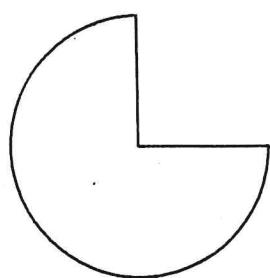
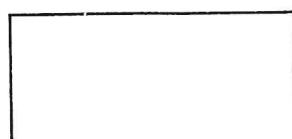
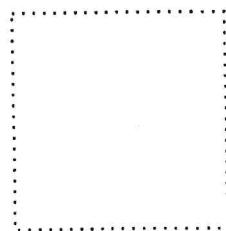
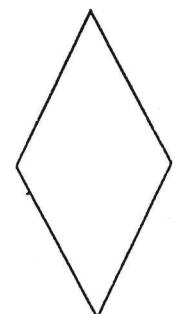
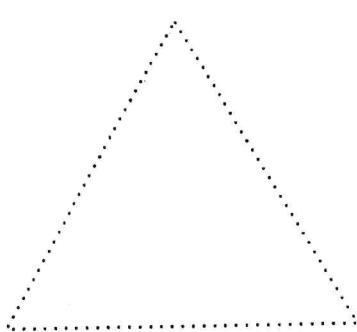
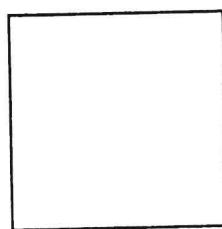
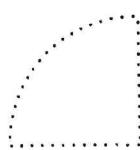
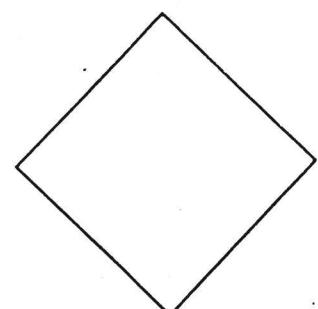
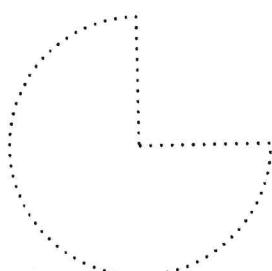
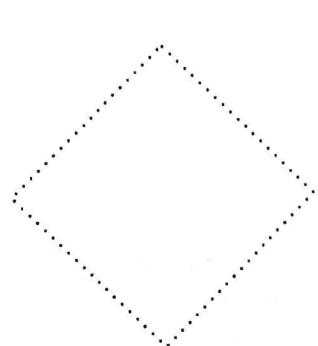
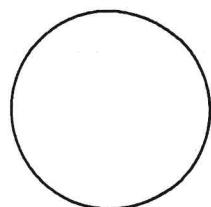


Tvary obtáhni a pokračuj dál.



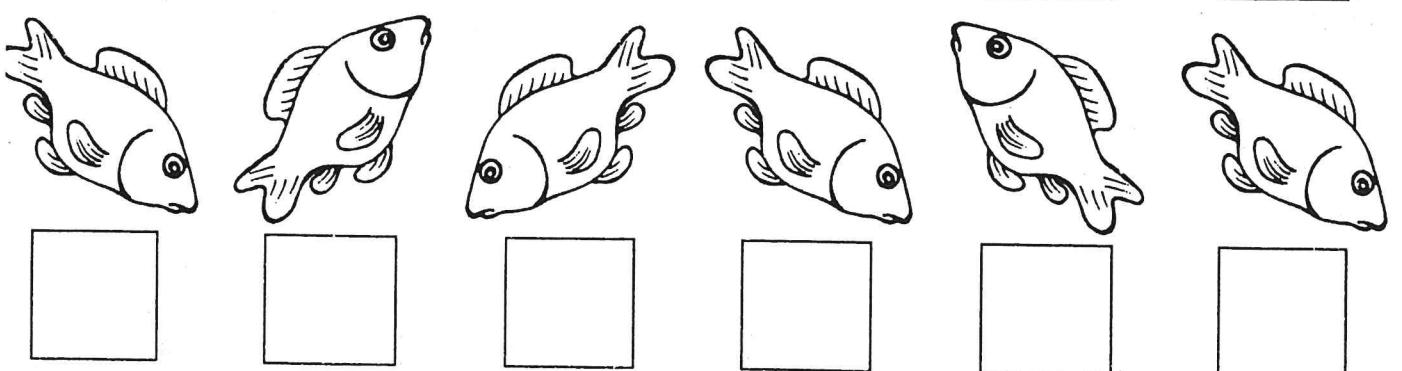
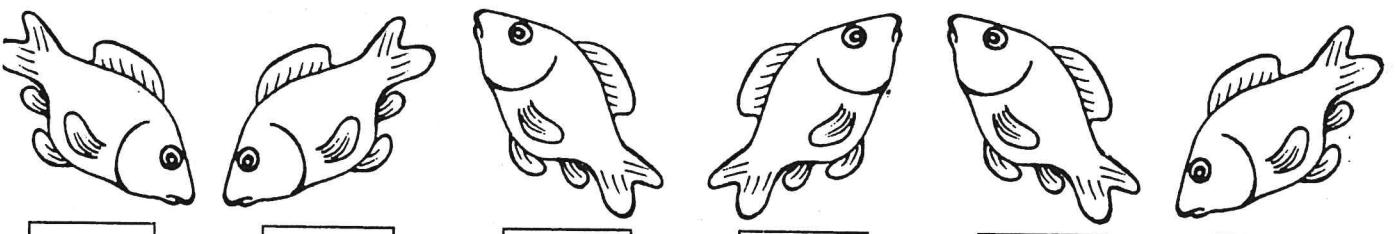
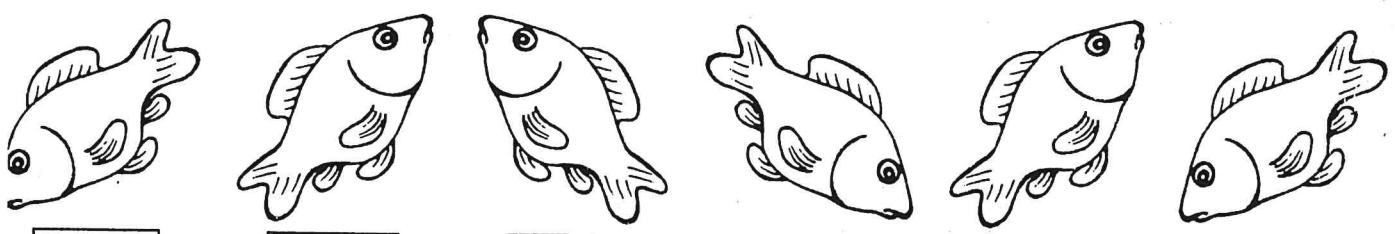
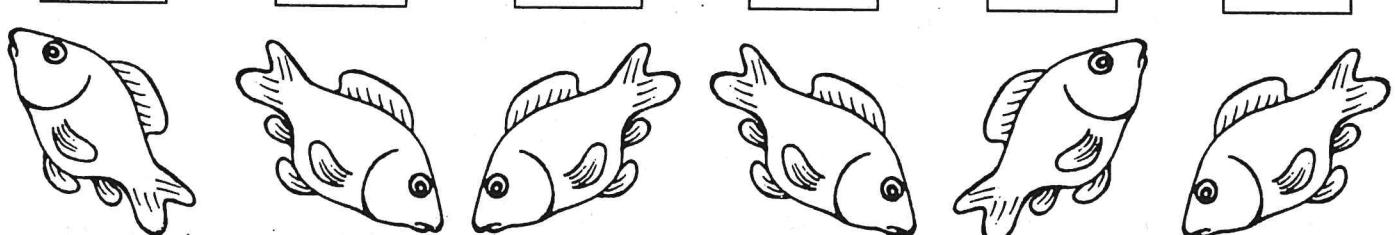
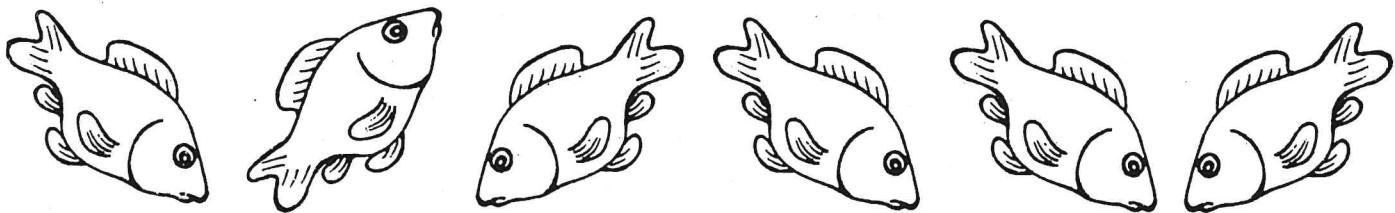


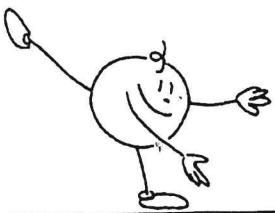
Spoj čarou dva stejné geometrické tvary.



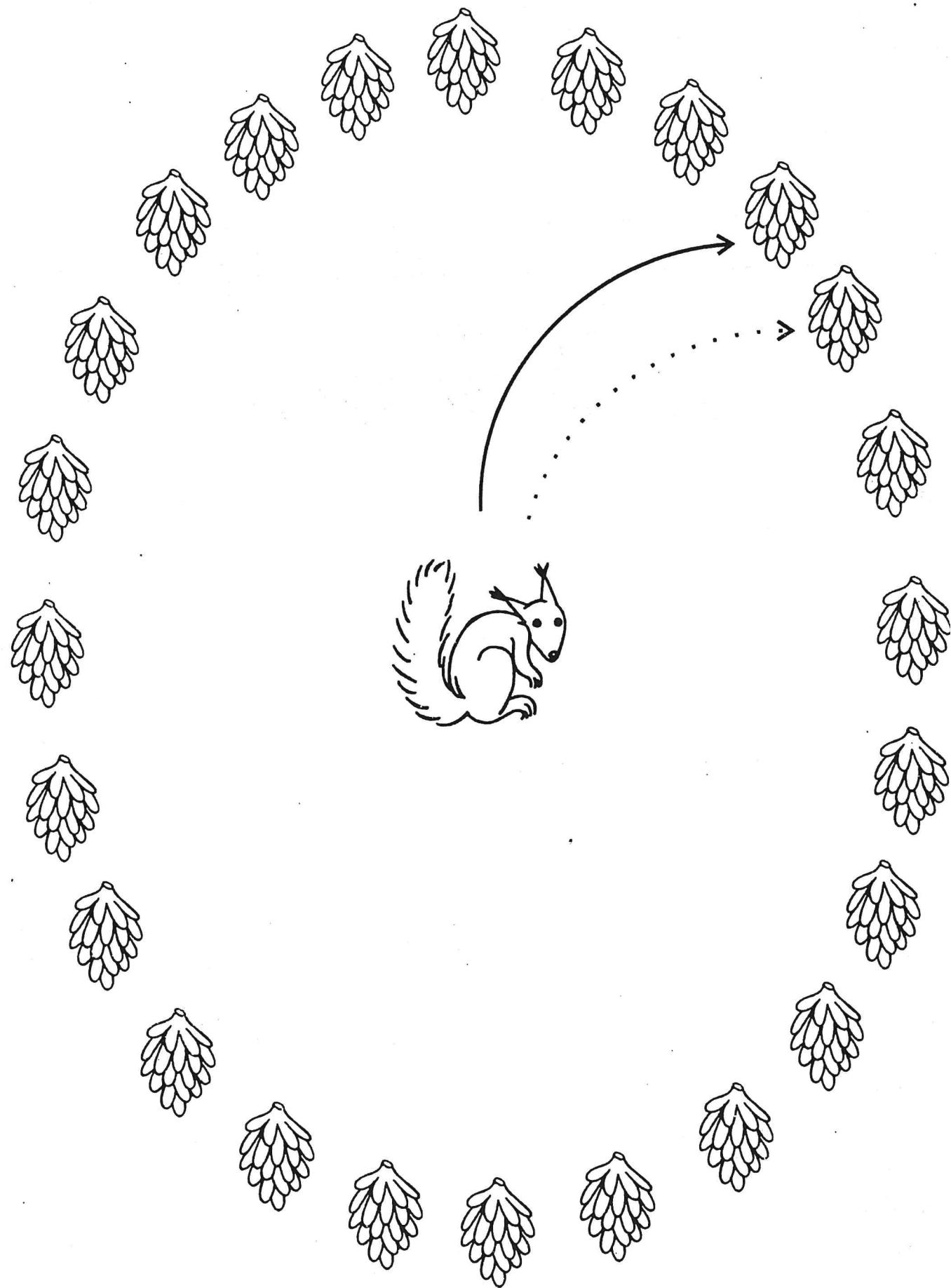


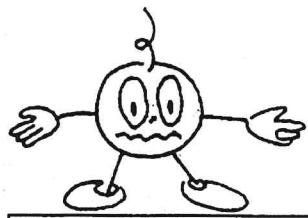
Pod každou rybku dokresli šipku tak, aby ukazovala,  
kterým směrem plave. Každý směr pojmenuj.  
Červeně vybarvi ty ryby, které plavou doleva nahoru.





Veverka skáče pro šišky. Dokresli další čáry tak, aby sesbírala všechny šišky, které má kolem sebe.





Každé zvířátko hledá něco k snědku. Pomoz jim. Projed' tužko cestičku, která je spojuje. Tvým úkolem je vést čáru co nejvíce středem cestičky, nedotýkej se jejích krajů.

