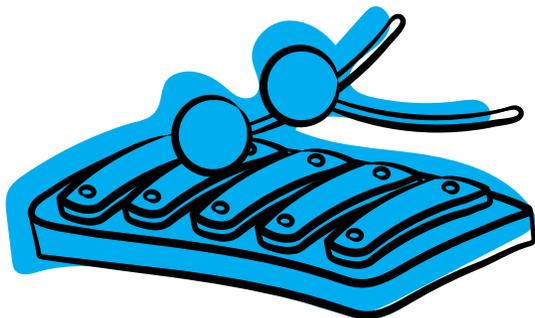
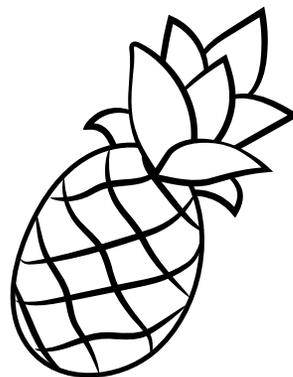
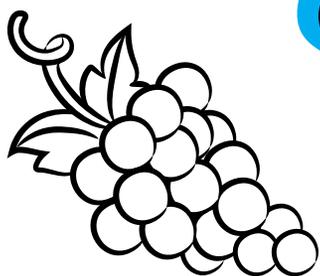
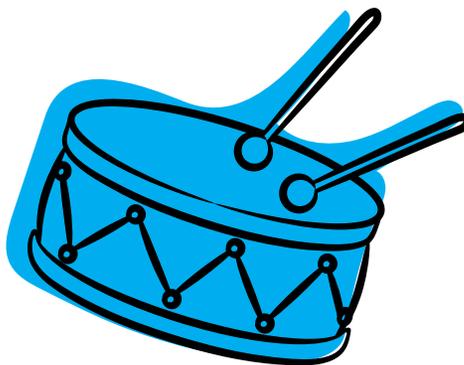
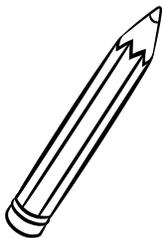
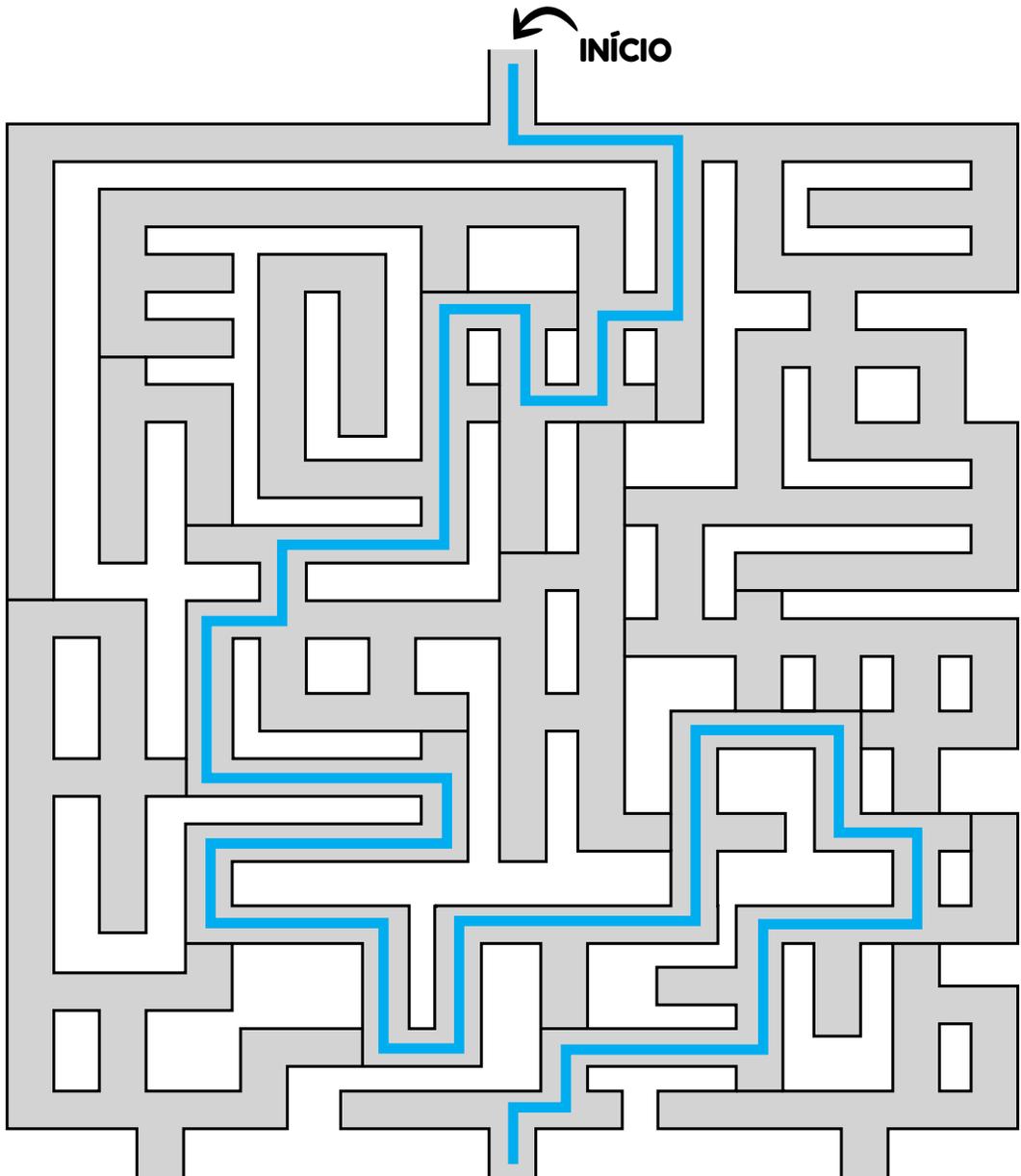


**GUTO E SEUS AMIGOS DECIDIRAM MONTAR UMA BANDA.
PINTE QUAIS SÃO OS OBJETOS
ABAIXO QUE ELES PODEM USAR DURANTE AS
APRESENTAÇÕES MÚSICAIS!**



DESVENDE O MISTÉRIO!

O QUE É QUE DÁ MUITAS VOLTAS, MAS NÃO SAI DO LUGAR?
ENCONTRE A SAÍDA DO LABIRINTO PARA DESCOBRIR A RESPOSTA DA CHARADA!



CAÇA-PALAVRAS

USE O CAÇA-PALAVRAS PARA DESVENDAR OS ENIGMAS ABAIXO. EM SEGUIDA, PROCURE AS RESPOSTAS NA CARTELA DE ADESIVOS E COLE-AS DENTRO DOS ESPAÇOS PONTILHADOS CORRESPONDENTES.

ADESIVOS

NÃO TEM PRESSA
PARA NADA:

TARTARUGA



SUA BEBIDA
PREFERIDA É LEITE:

GATO



ADORA
QUEIJO:

RATO



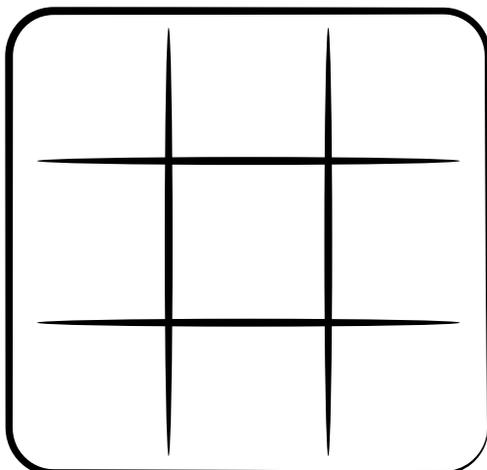
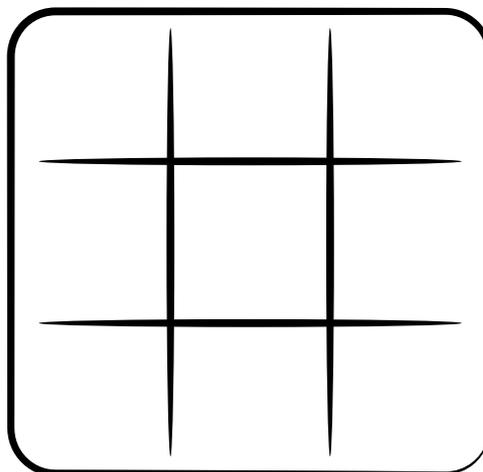
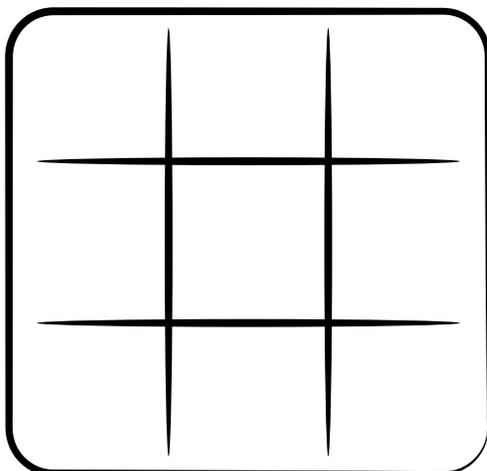
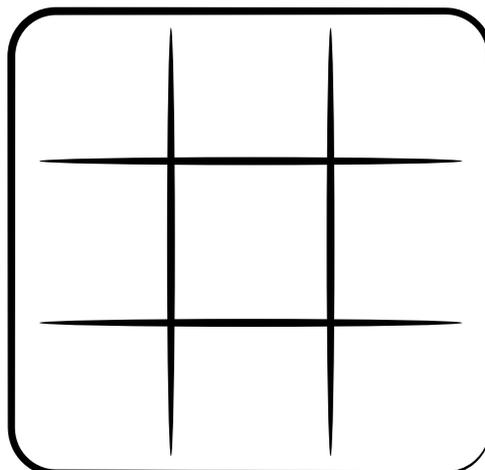
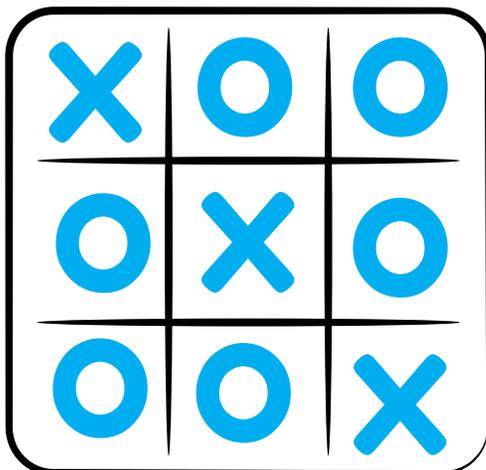
É O MELHOR AMIGO
DO HOMEM:

CACHORRO



X	H	Q	R	F	X	R	Q	X	G	Y
Q	Z	K	L	Z	G	T	G	V	A	Q
K	X	Z	X	A	H	H	A	P	T	E
X	W	P	B	J	Z	X	W	U	O	G
C	A	C	H	O	R	R	O	X	W	Q
Y	C	H	W	H	R	Y	R	A	T	X
Q	K	Q	W	T	A	K	L	H	Y	I
Z	X	T	A	R	T	A	R	U	G	A
Y	W	P	X	S	O	T	Q	R	W	Z

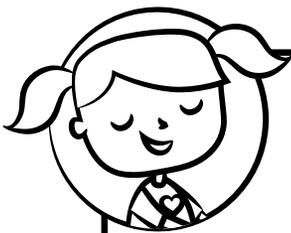
VAMOS BRINCAR DE JOGO DA VELHA?
GANHA O JOGO QUEM COMPLETAR
PRIMEIRO UMA SEQUÊNCIA DE TRÊS X OU O. BOA SORTE!



PLACAR

JOGADAS	X	O
1º		
2º		
3º		
4º		
5º		

JOÃO E MARIA ESTÃO ADMIRADOS COM A CASA QUE ENCONTRARAM NA FLORESTA. VOCÊ PERCEBEU DO QUE ELA É FEITA? CONTE QUANTOS DOCES DE CADA TIPO FORAM UTILIZADOS PARA CONSTRUÍ-LA.



14



1



9



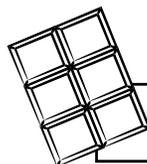
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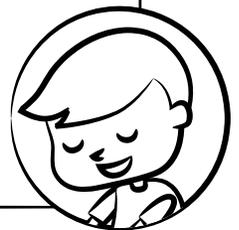
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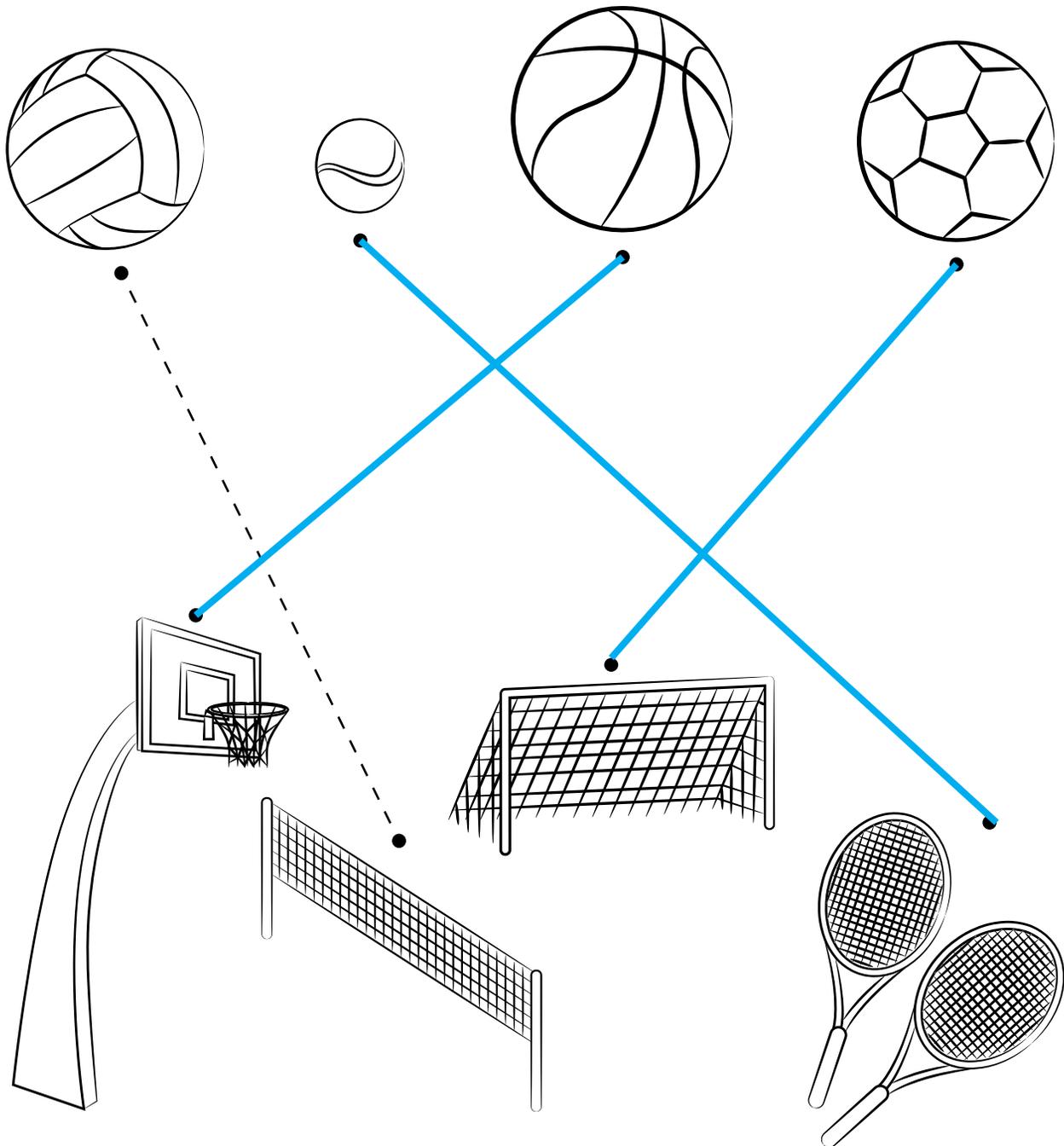
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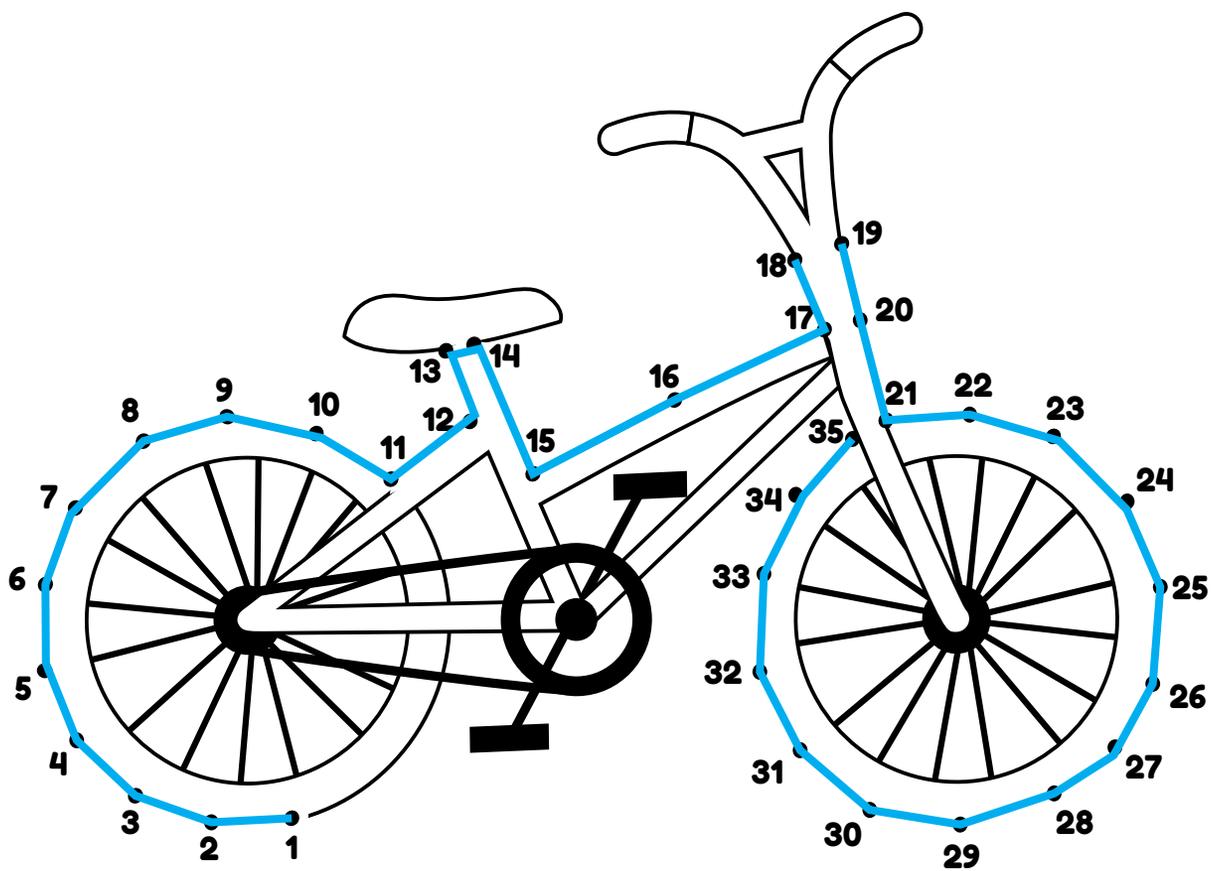
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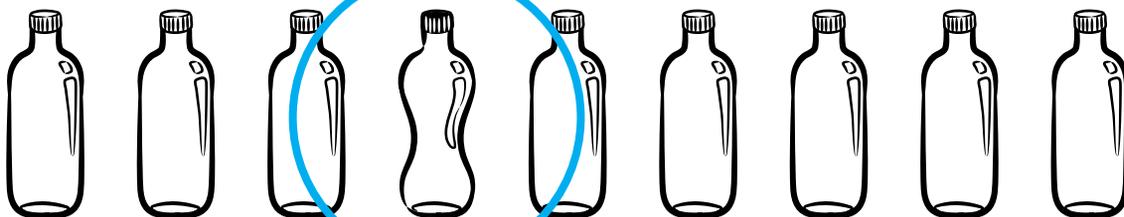
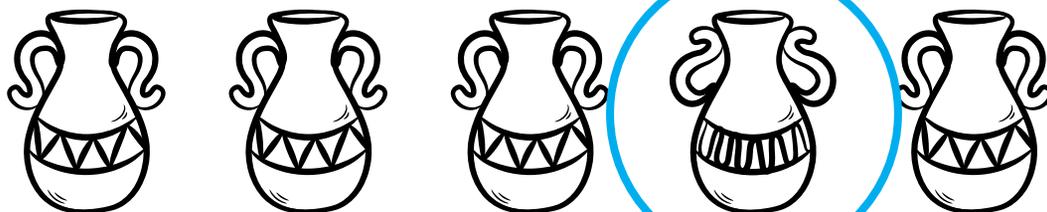
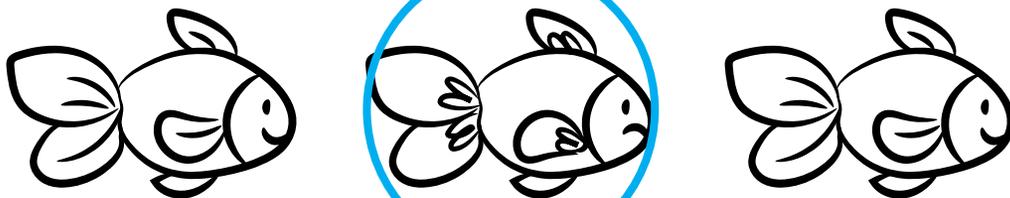
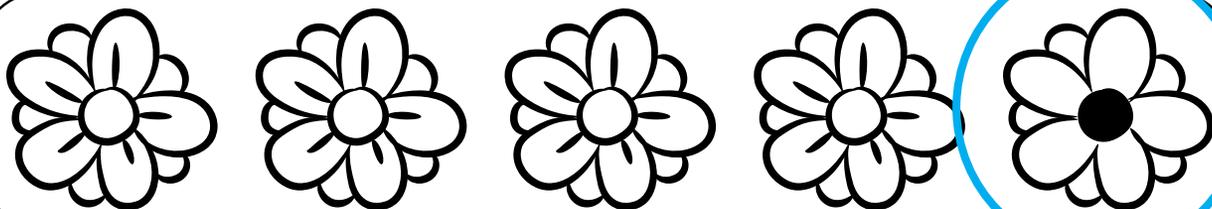
A BOLA ESTÁ PRESENTE EM DIVERSAS ATIVIDADES ESPORTIVAS, EM DIFERENTES CORES, TAMANHOS E PODE SER USADA NO CHÃO, PARA UM CHUTE, OU AR, EM UM SAQUE! LIGUE OS ESPORTES ABAIXO COM SUAS RESPECTIVAS BOLAS.



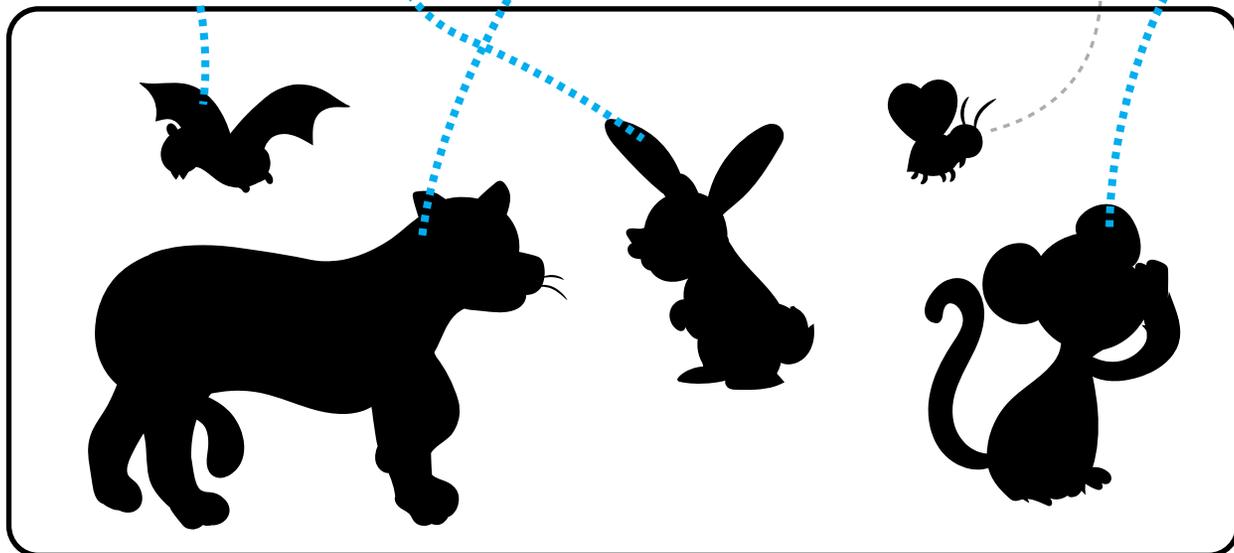
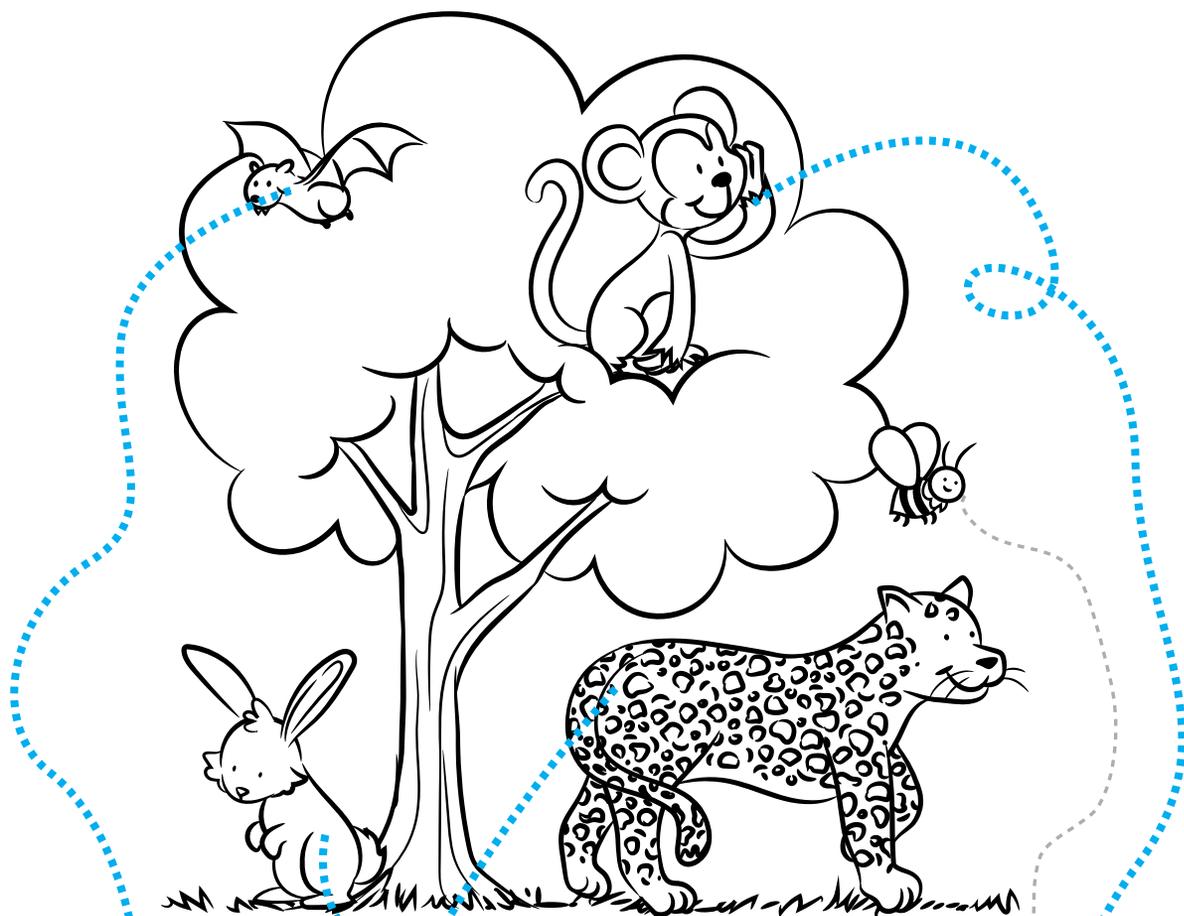
**LIGUE OS PONTOS PARA DESCOBRIR QUAL
É O MEIO DE TRANSPORTE
QUE USA A ENERGIA DO CORPO PARA FUNCIONAR!**



**ALGUMA COISA PARECE ESTRANHA?
CIRCULE A FIGURA DIFERENTE DE CADA FILEIRA.**

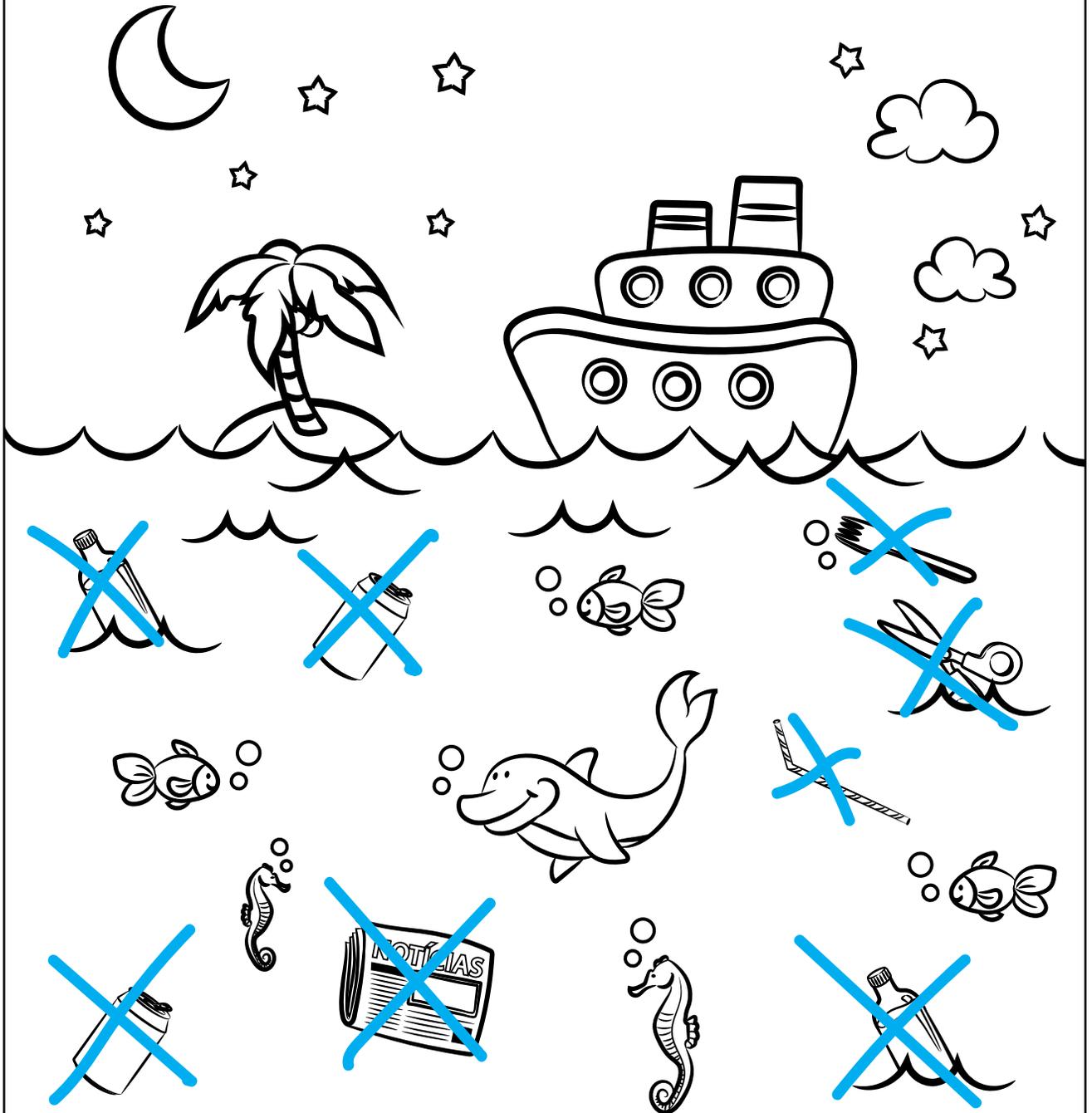


LEVE OS ANIMAIS DA FLORESTA ATÉ
AS SOMBRAS CORRESPONDENTES.



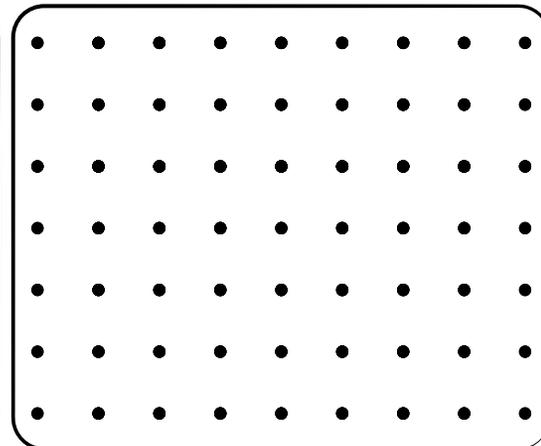
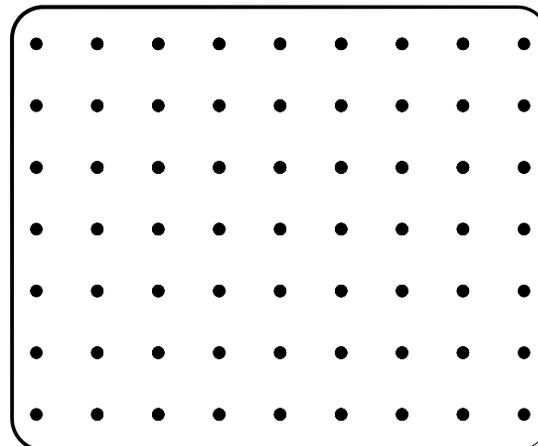
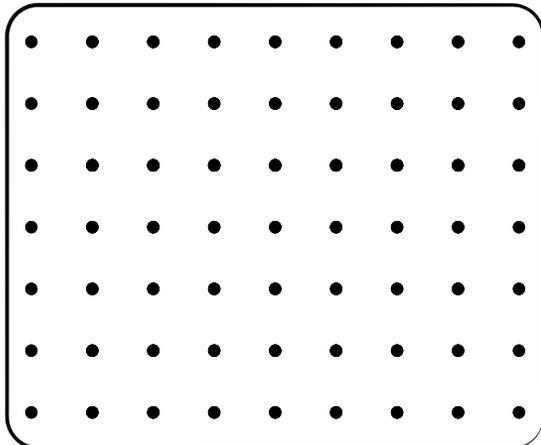
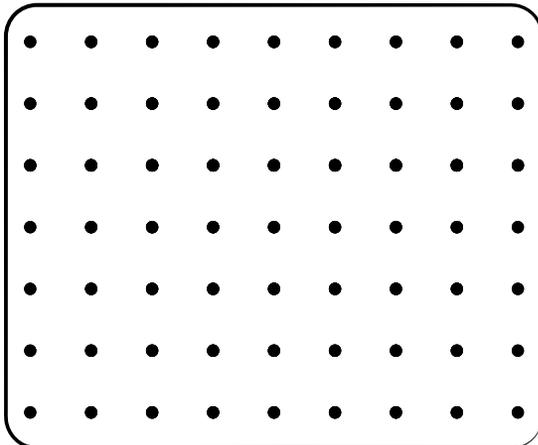
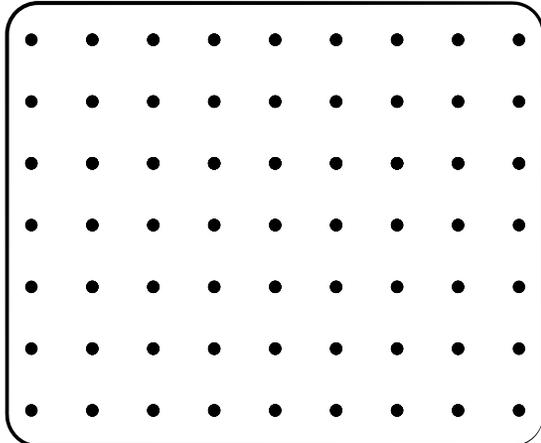
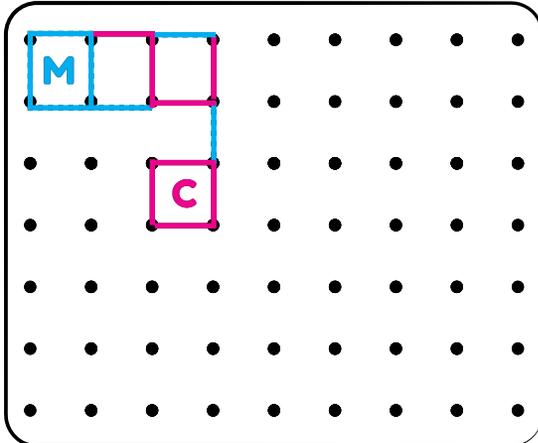
NOSSA, QUE SUJEIRA! COMO OS PEIXES CONSEGUIRÃO NADAR NESTA ÁGUA TÃO POLUÍDA?

MARQUE UM X NOS OBJETOS QUE NÃO DEVERIAM ESTAR NO MAR.

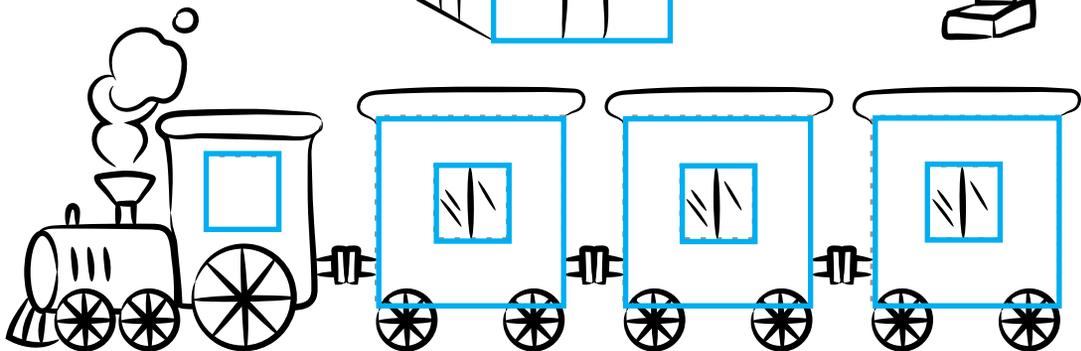
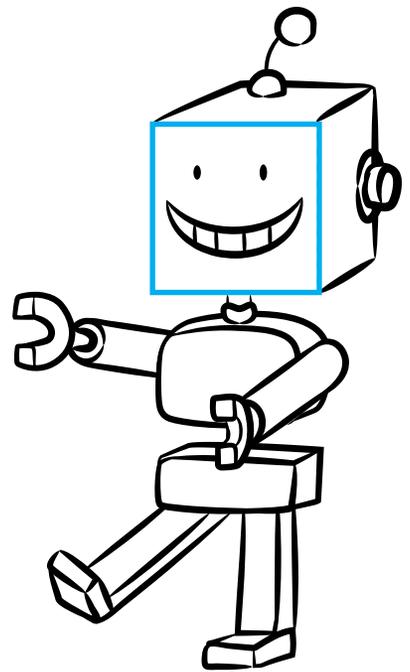
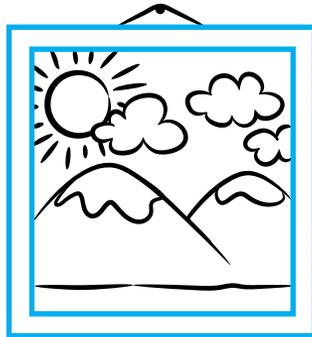
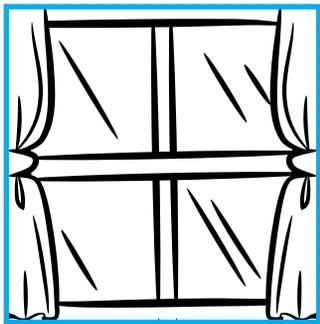
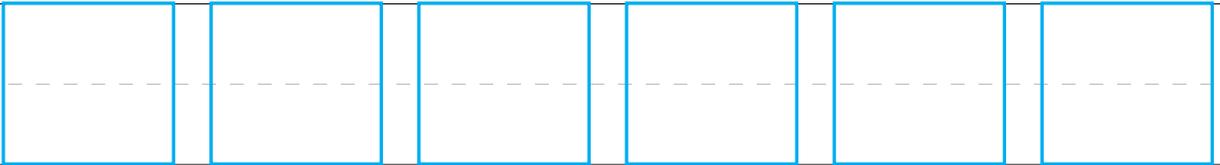
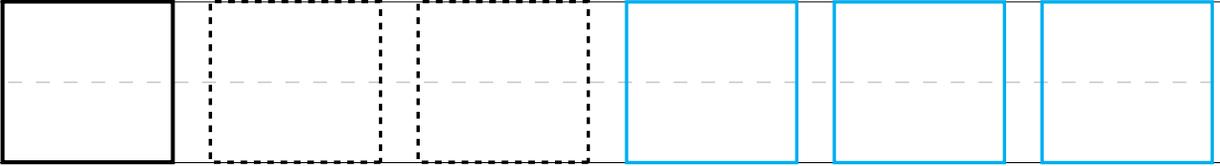


JOGO DOS PONTINHOS

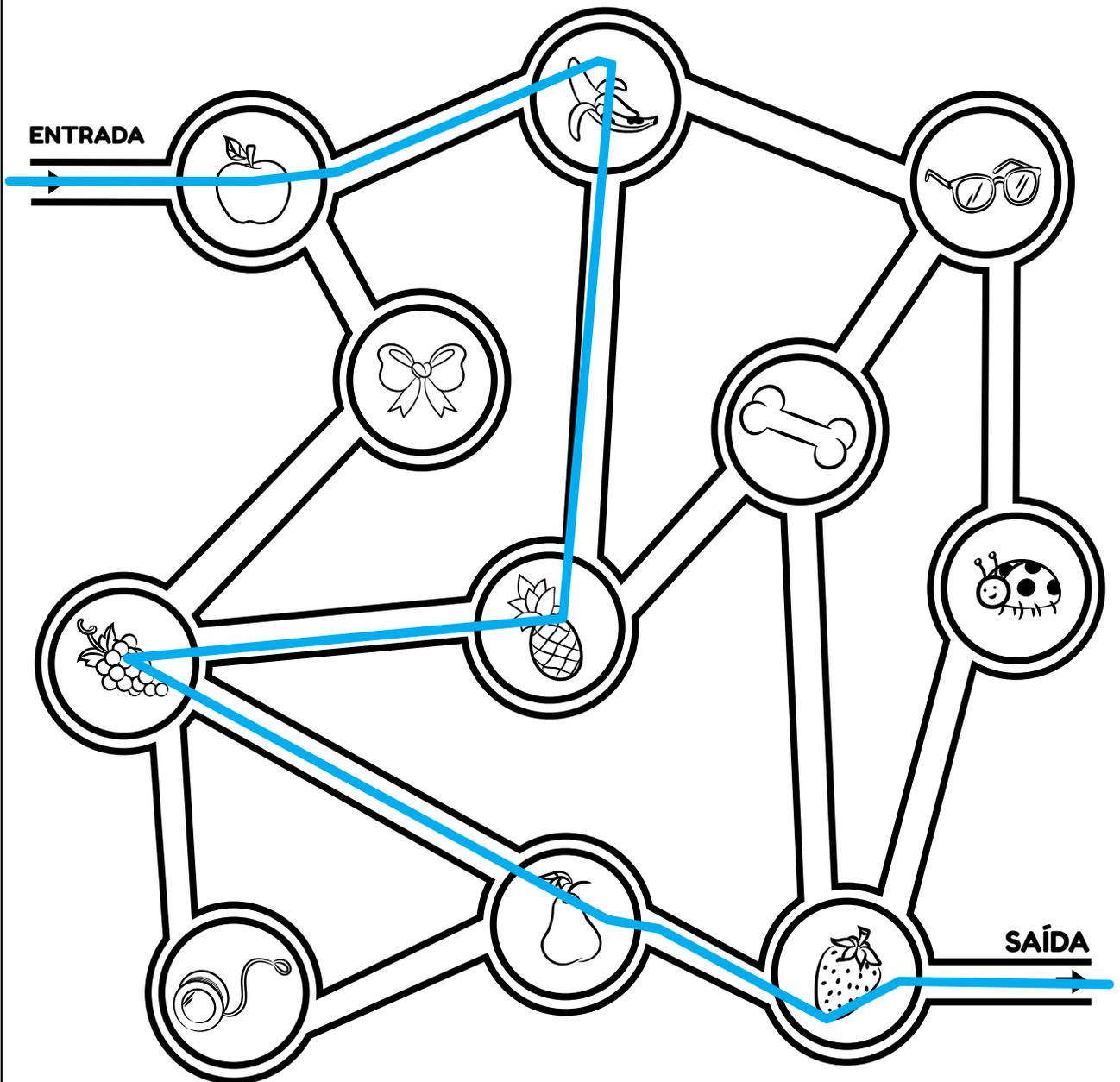
REGRA: CADA UM DEVE FAZER UM TRAÇO ENTRE OS PONTINHOS. O JOGADOR QUE COMPLETAR UM QUADRADO DEVERÁ COLOCAR A PRIMEIRA LETRA DO NOME OU PINTÁ-LO COM UMA COR. GANHA O JOGO QUEM FIZER MAIS QUADRADOS. VAMOS LÁ?!



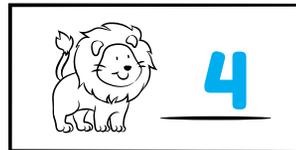
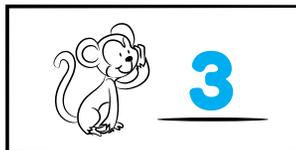
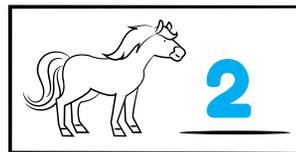
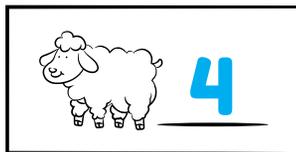
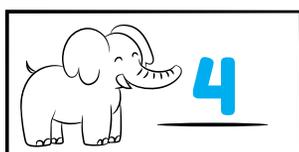
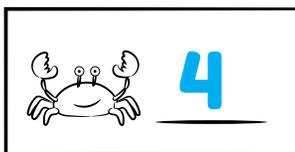
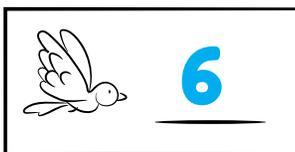
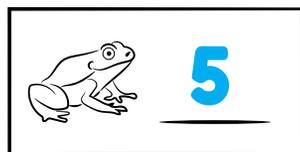
**SABIA QUE O QUADRADO POSSUI QUATRO LADOS IGUAIS?
CONTORNE OS OBJETOS QUE VOCÊ PODE DESENHAR COM
ESSA FORMA GEOMÉTRICA. DEPOIS, USE A LINHA PARA PRATICAR
SEUS QUADRADOS!**



AJUDE PEDRO A CONTINUAR NO CAMINHO DOS ALIMENTOS SAUDÁVEIS. SIGA OS CÍRCULOS QUE CONTÊM FRUTAS PARA ENCONTRAR A SAÍDA DO LABIRINTO.

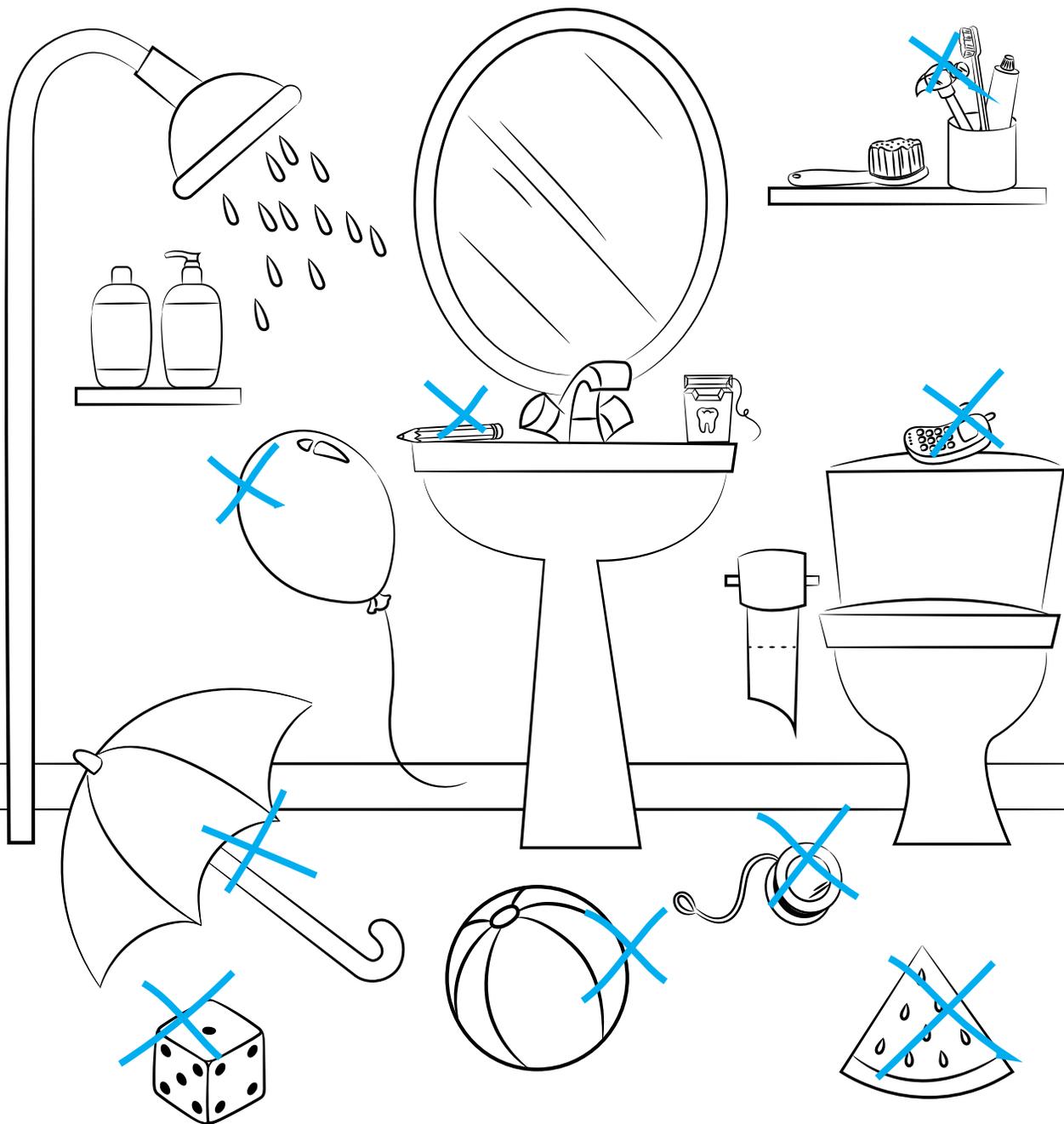


CONTE, ENCONTRE E PINTE
QUE BAGUNÇA! VAMOS SEPARAR OS BICHINHOS?
RESPONDA QUANTOS HÁ DE CADA. DEPOIS, PINTE BEM BONITO!

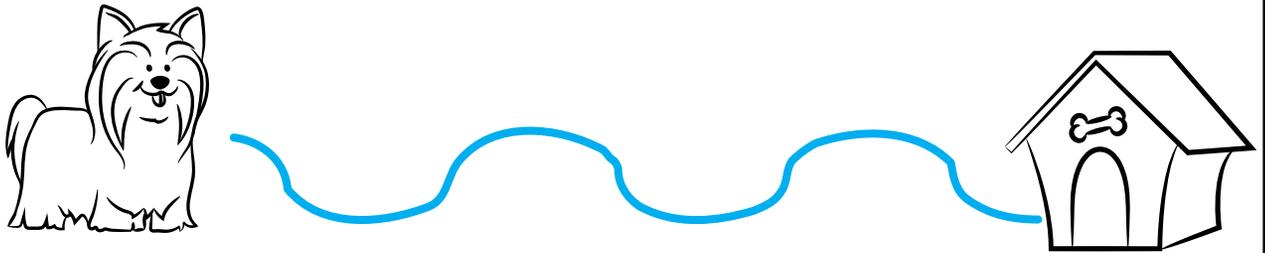
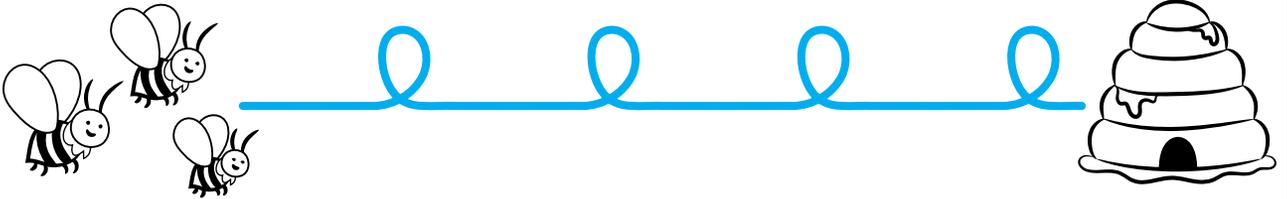


**CADA OBJETO TEM O SEU LUGAR CORRETO, NÃO É MESMO?
NO BANHEIRO, DEVEMOS COLOCAR APENAS OS ITENS
NECESSÁRIOS PARA A HIGIENE.**

MARQUE UM X NO QUE NÃO DEVERIA ESTAR NO LOCAL.



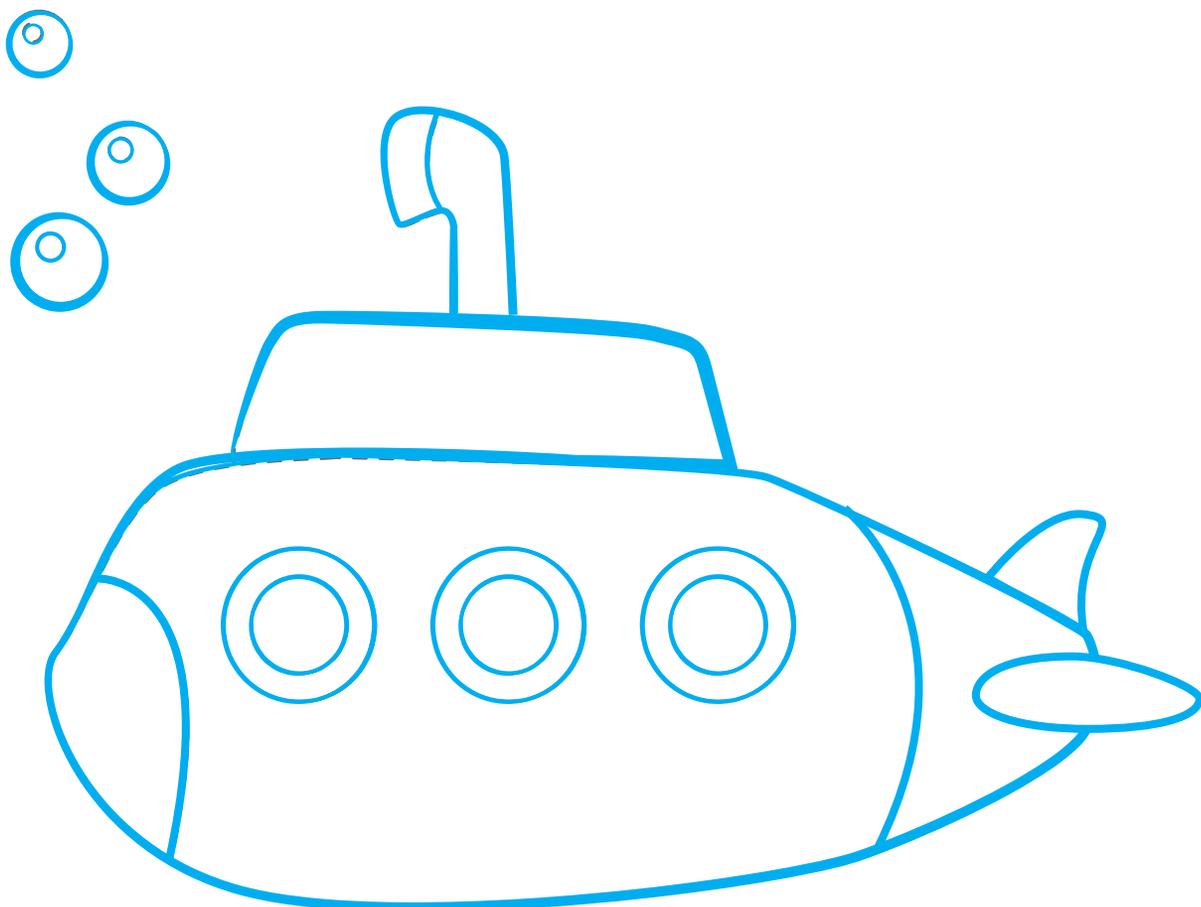
**DEPOIS DE UM DIA CHEIO DE ATIVIDADES,
ESTÁ NA HORA DE CADA UM
VOLTAR PARA SUA RESPECTIVA CASA.
AJUDE OS BICHINHOS A DESCOBRIR O CAMINHO CERTO.**



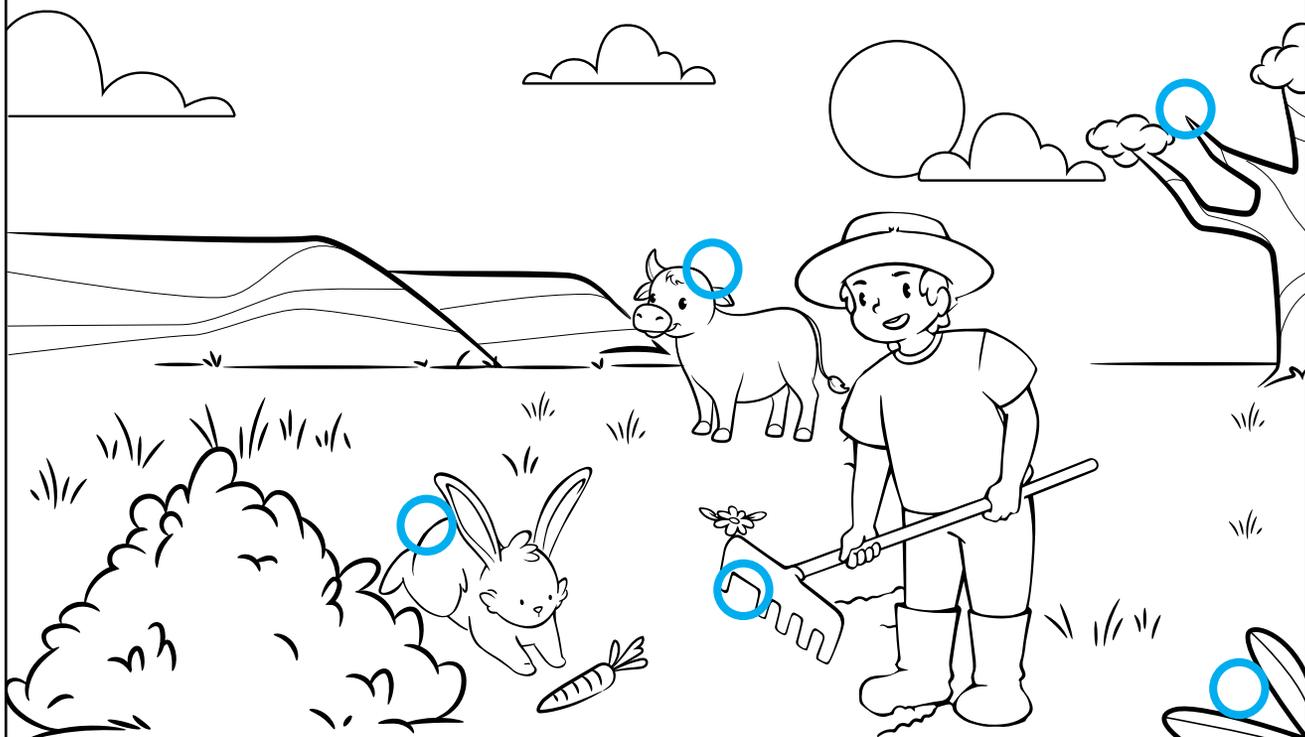
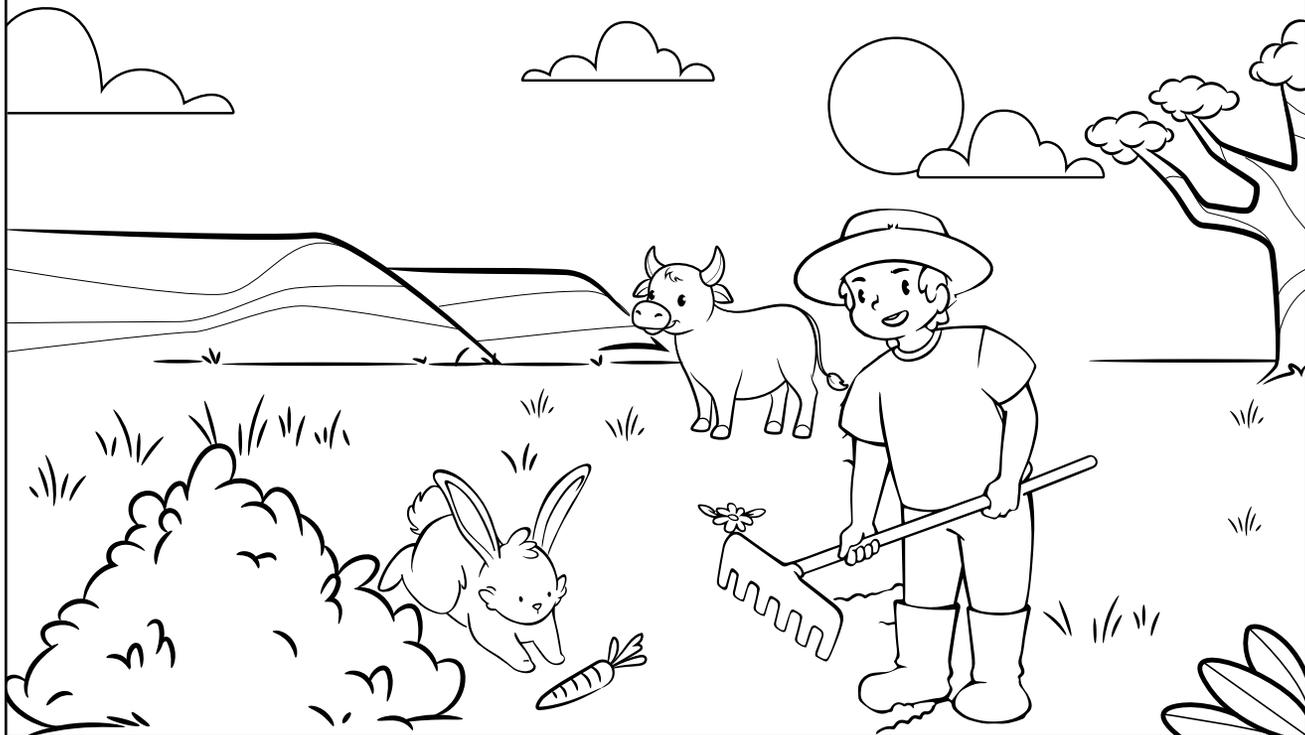
O QUE É, O QUE É?

- POSSUI UM SISTEMA DE NAVEGAÇÃO PELO SOM (SONAR)
- PODE RECEBER TRANSMISSÃO DE VOZ POR UM TELEFONE “SUBAQUÁTICO”.
- PODE ALCANÇAR PROFUNDIDADE SUPERIOR A 3,500 METROS.

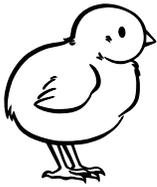
CUBRA O PONTILHADO PARA DESCOBRIR A RESPOSTA!



ENCONTRE OS 5 ERROS!



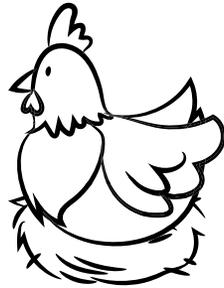
VAMOS ORGANIZAR A CENA?
NUMERE A ORDEM CORRETA DOS ACONTECIMENTOS.



4



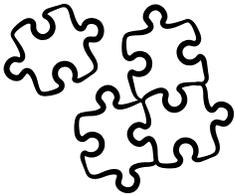
2



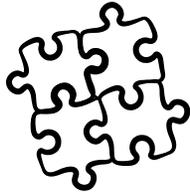
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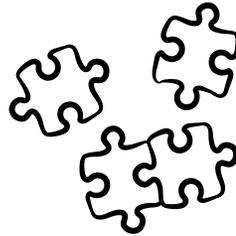
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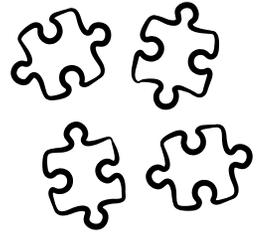
3



4



2



1



3



2

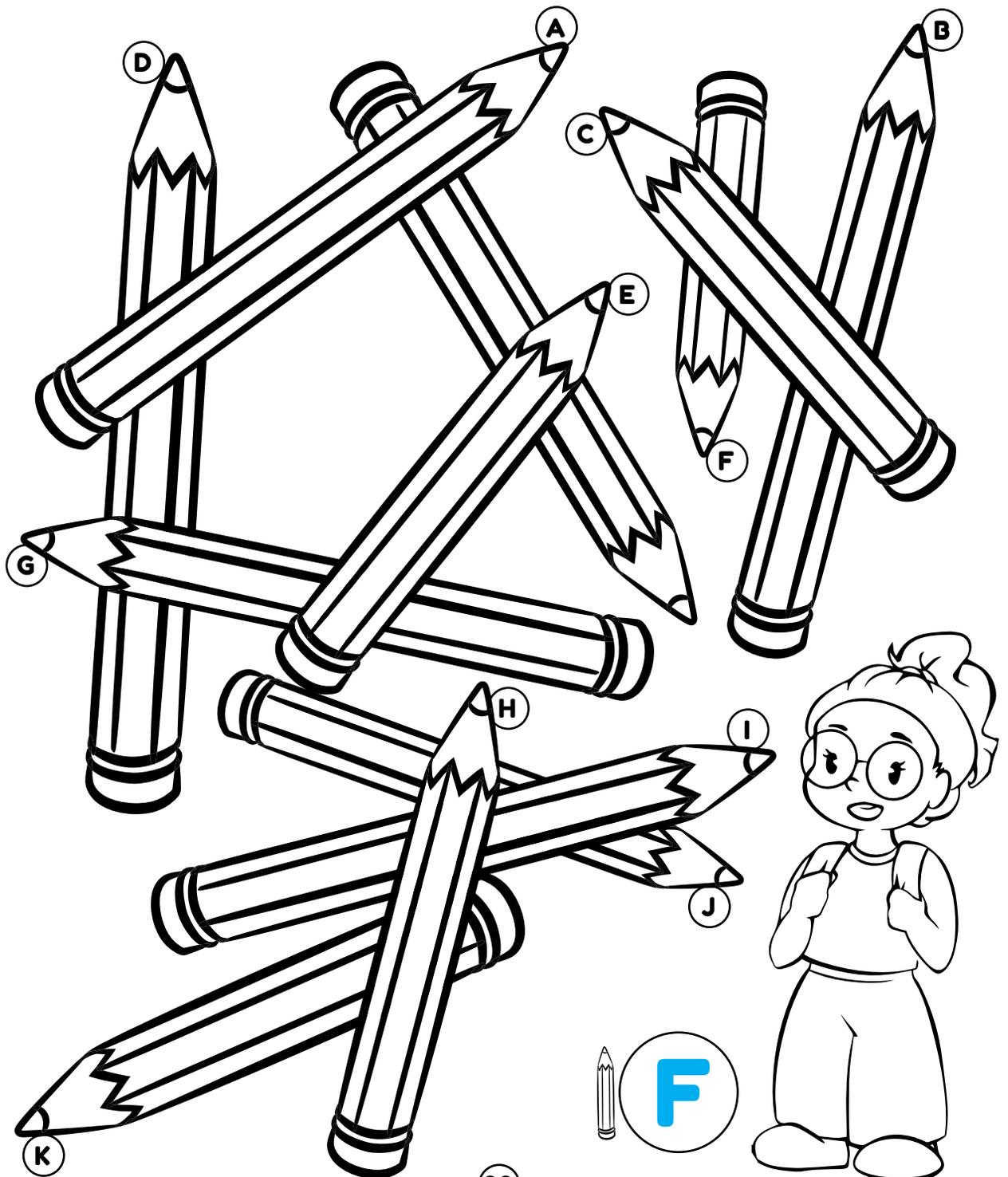


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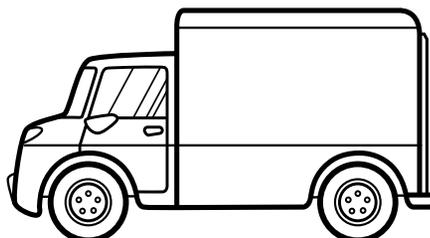
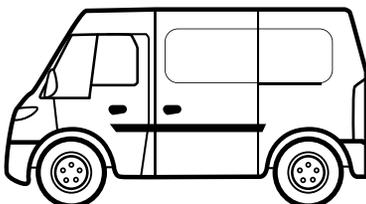
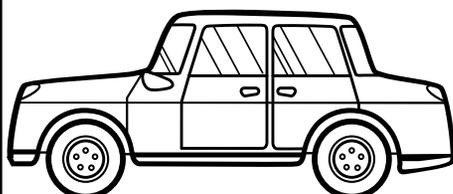
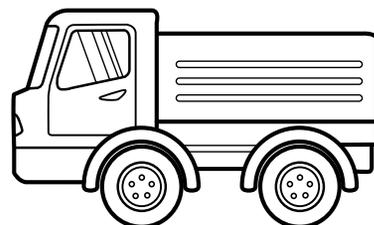
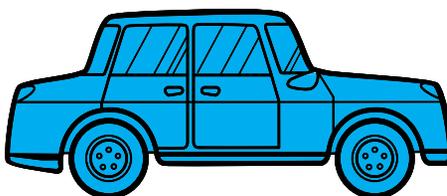
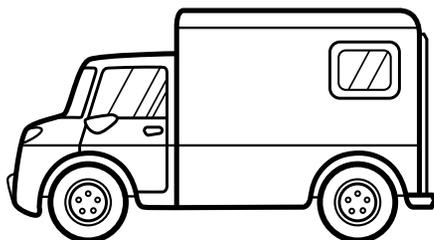
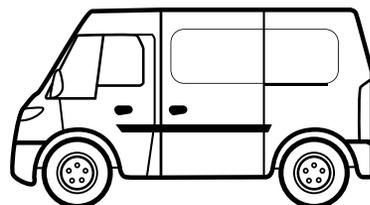
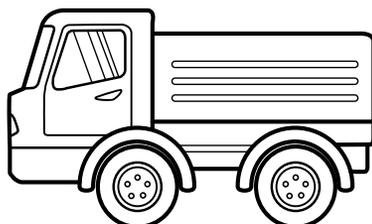
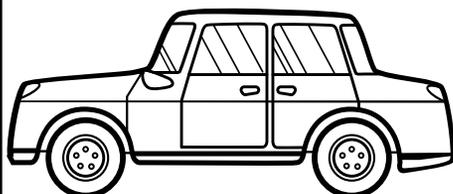
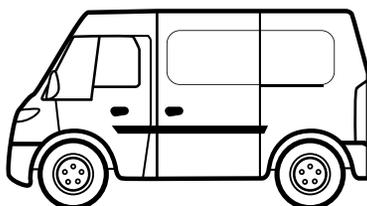
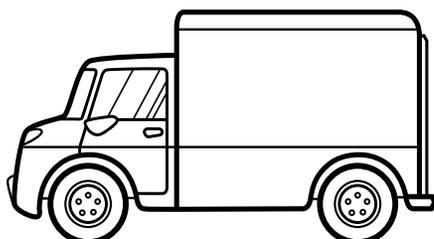
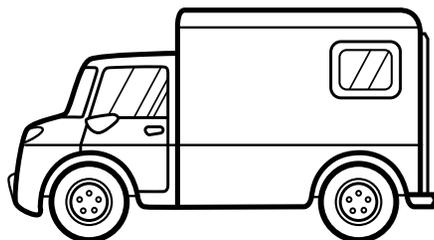
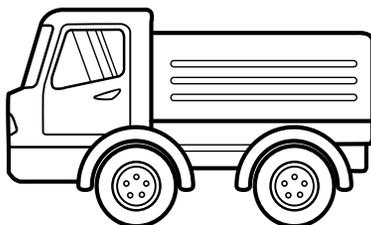
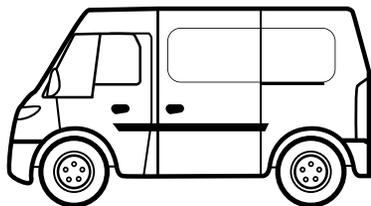


1

DE TANTO PINTAR DESENHOS, O LÁPIS DA ISABELA
ACABOU DIMINUINDO DE TAMANHO!
VOCÊ JÁ SABE QUAL É? PINTE A IMAGEM CORRETA.

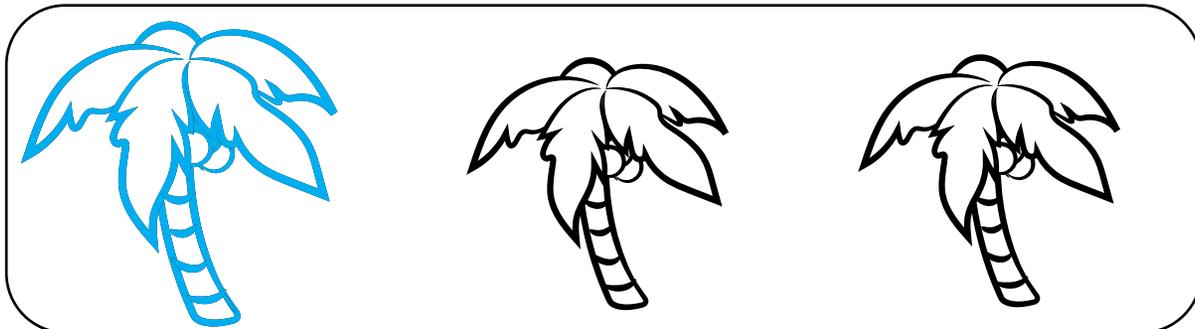


PINTE O CARRO QUE ESTÁ NA DIREÇÃO CONTRÁRIA.

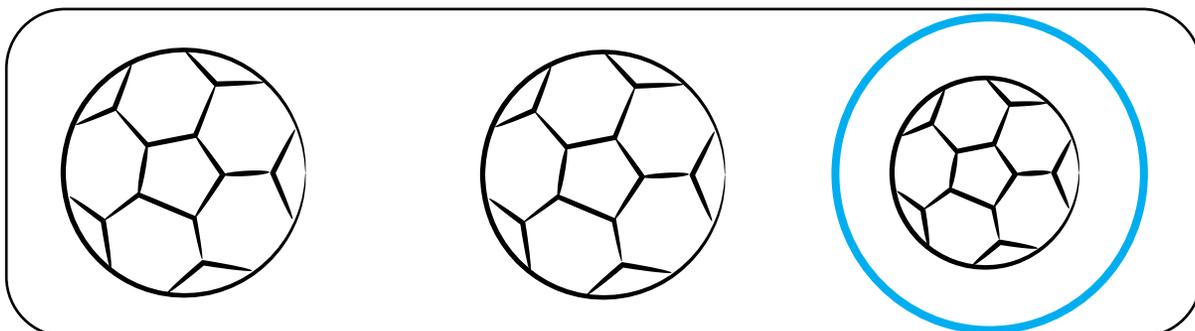


VOCÊ CONSEGUE ENCONTRAR A IMAGEM DIFERENTE?

PINTE O COQUEIRO MAIOR.



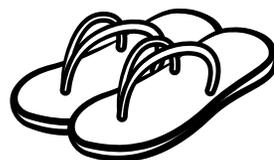
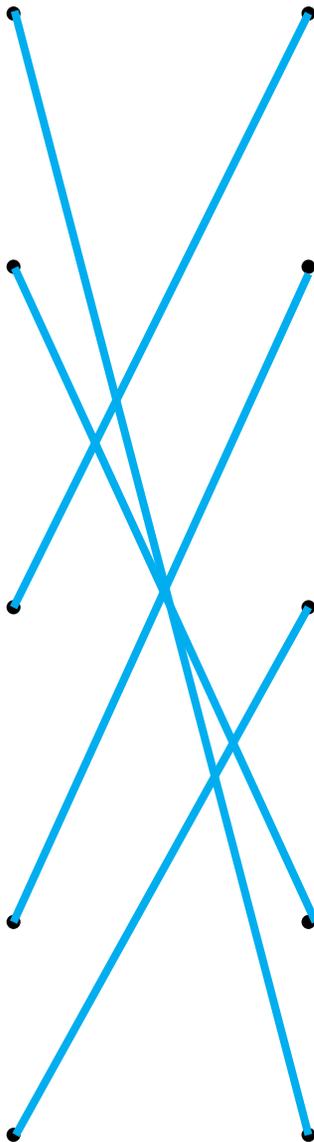
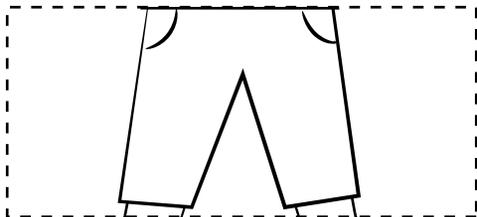
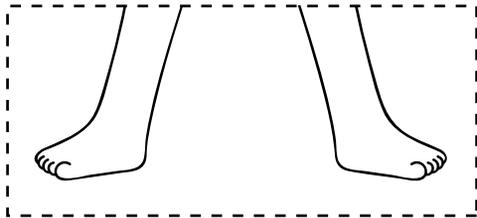
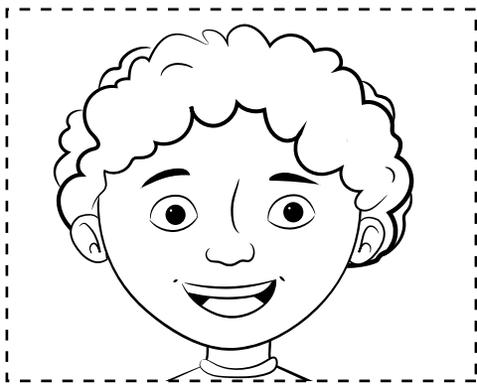
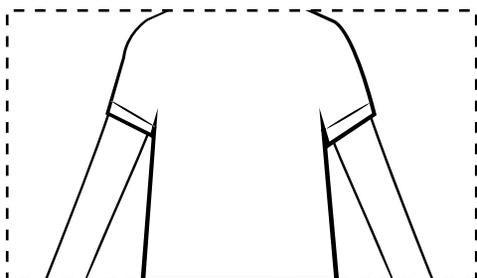
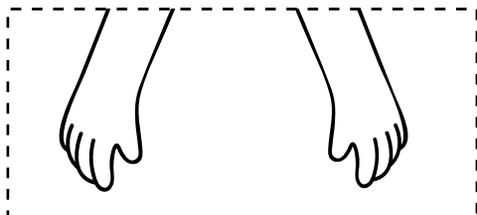
CIRCULE A BOLA MENOR.



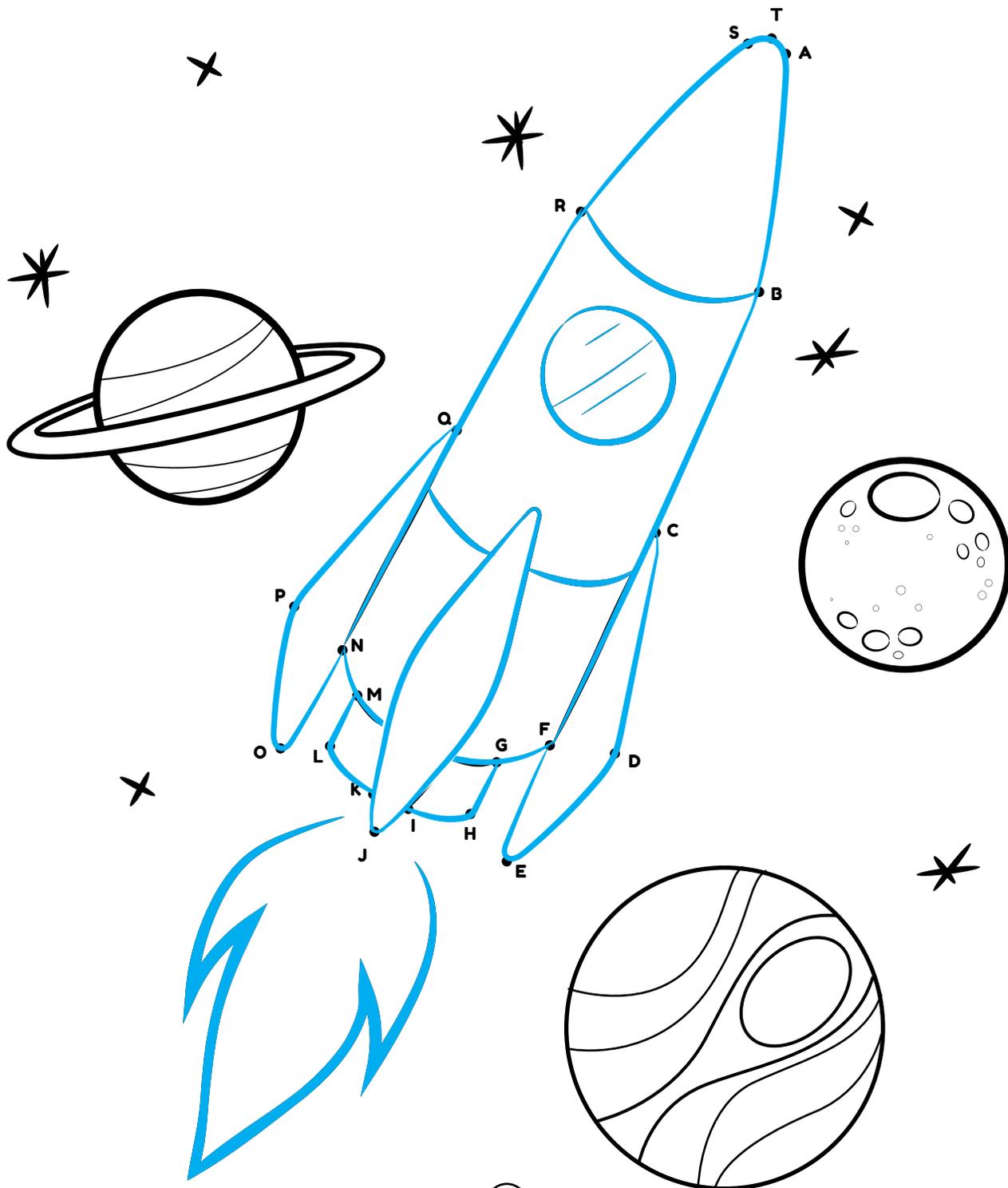
FAÇA UM X NA CESTA CHEIA DE FLORES



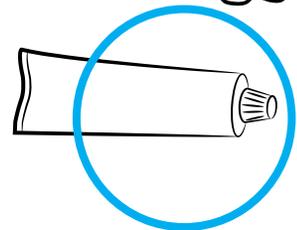
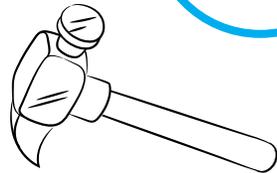
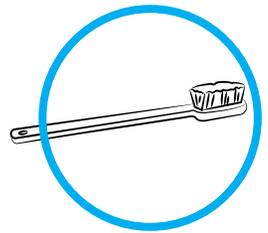
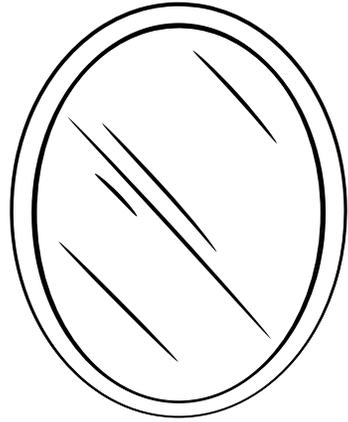
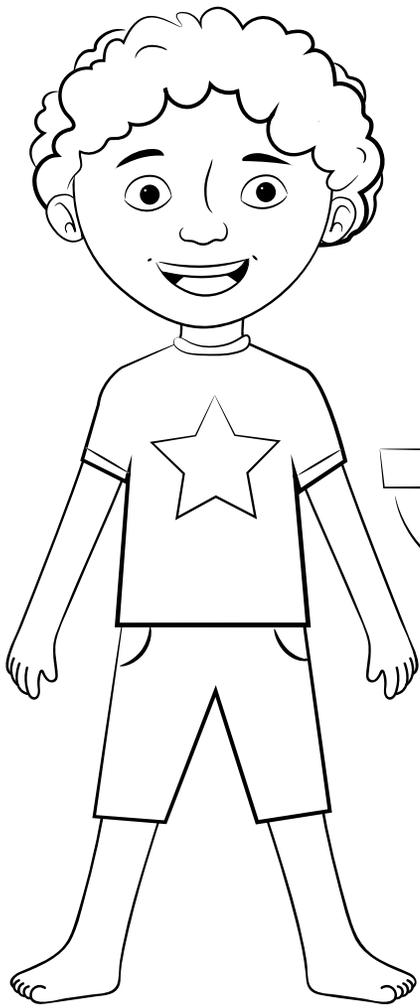
LIGUE AS IMAGENS CORRESPONDENTES PARA AJUDAR LÉO A SE VESTIR.



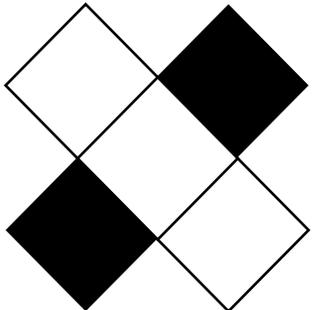
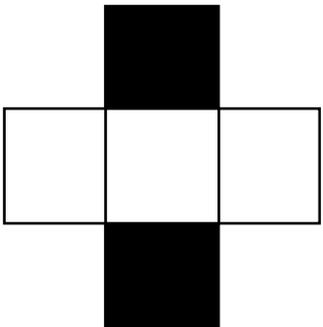
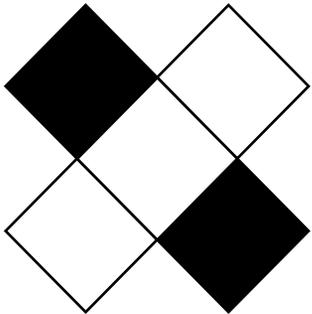
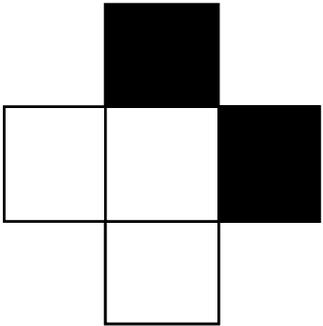
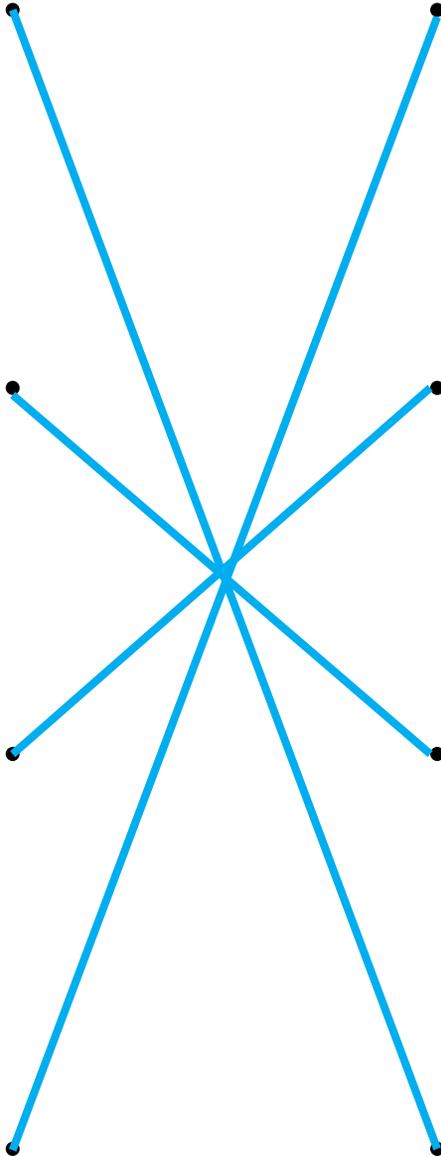
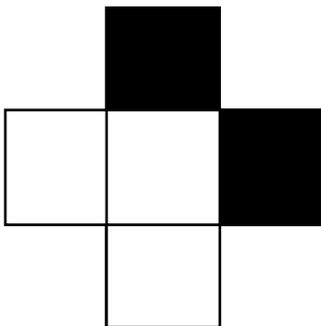
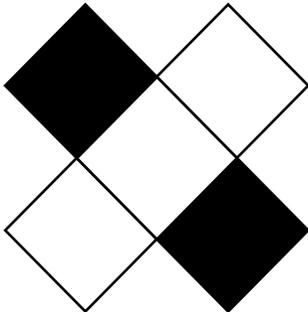
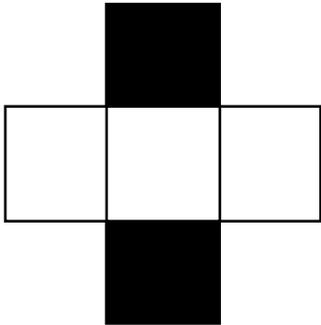
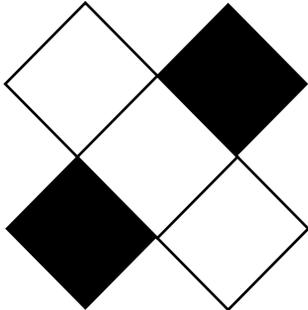
SIGA A ORDEM ALFABÉTICA PARA COMPLETAR O DESENHO. DEPOIS, PINTE BEM BONITO!



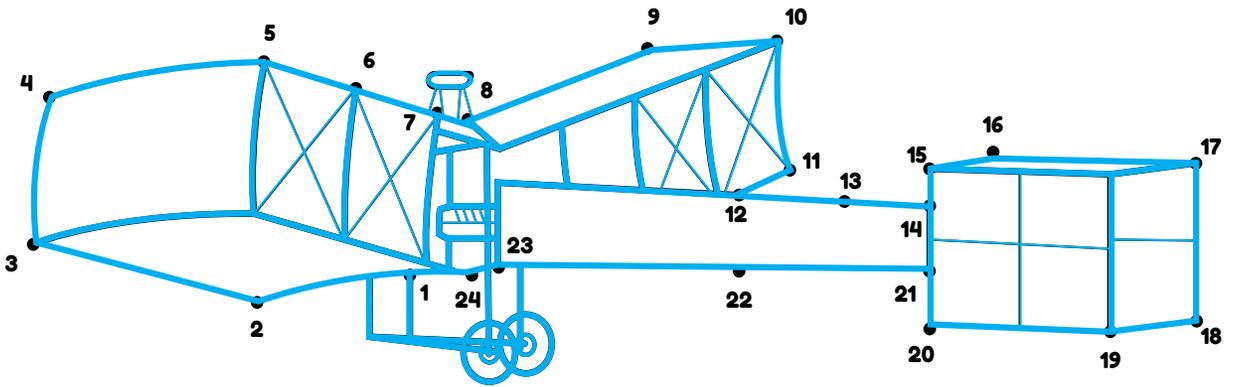
CIRCULE APENAS OS OBJETOS QUE PODEM SER UTILIZADOS PARA HIGIENIZAR OS DENTES.



LIGUE OS PARES!



VAMOS CONHECER O 14-BIS? LIGUE OS NUMERAIS!



14^{bis}

COMPLETE A CRUZADINHA COM O NOME DAS BRINCADEIRAS.



B	O	L	A
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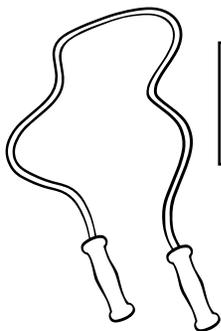
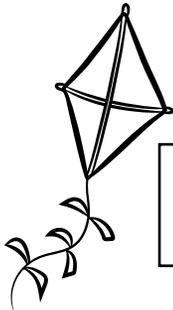


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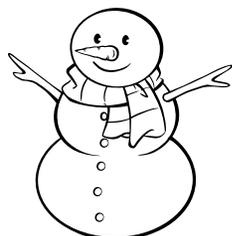
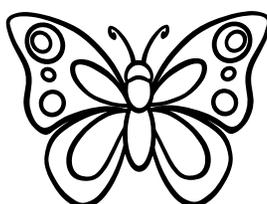
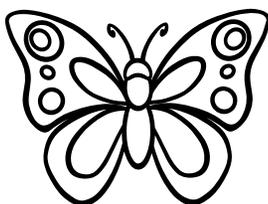
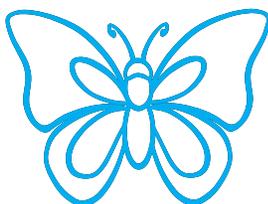
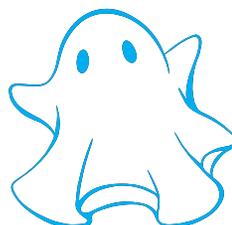
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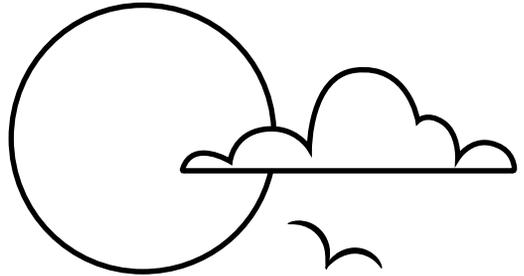
PINTE O DESENHO DIFERENTE DE CADA FILEIRA.



**COMPLETE O DESENHO DE ACORDO COM O MODELO.
DEPOIS DEIXE TUDO BEM COLORIDO!**



COMPLETE A PAISAGEM COM A CARTELA DE ADESIVOS.
DEPOIS, DEIXE TUDO BEM COLORIDO.



ADESIVOS

