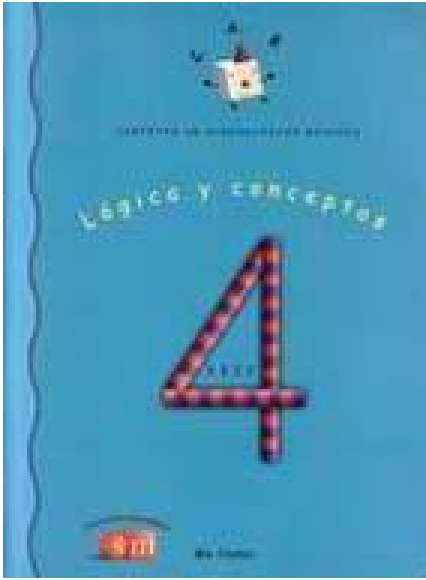
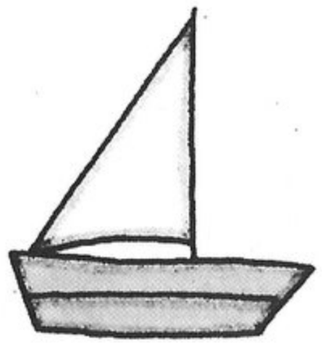
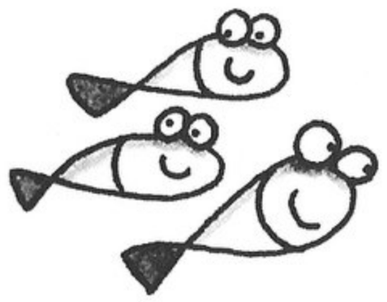

Lógica y conceptos
4

PENSAMIENTO CREATIVO

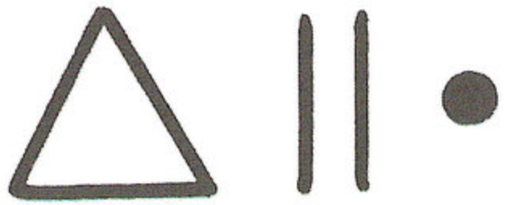
Dibuja un paisaje utilizando los elementos propuestos.

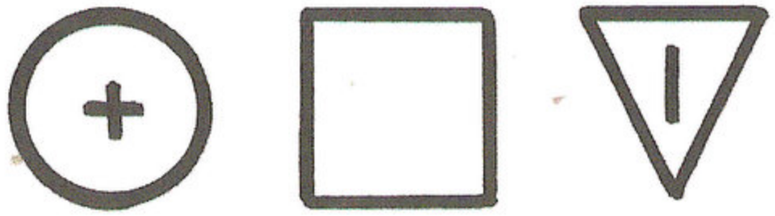


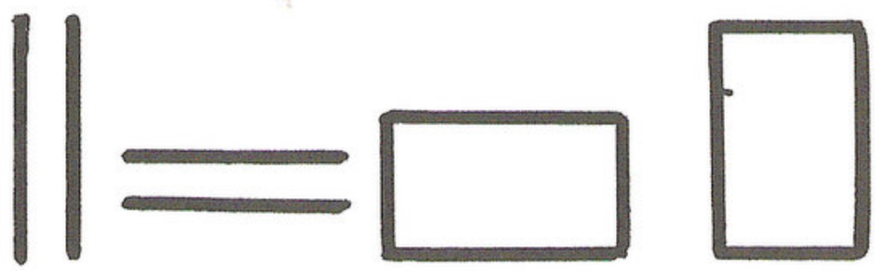


SERIES LÓGICAS

Continúa las series según los modelos.

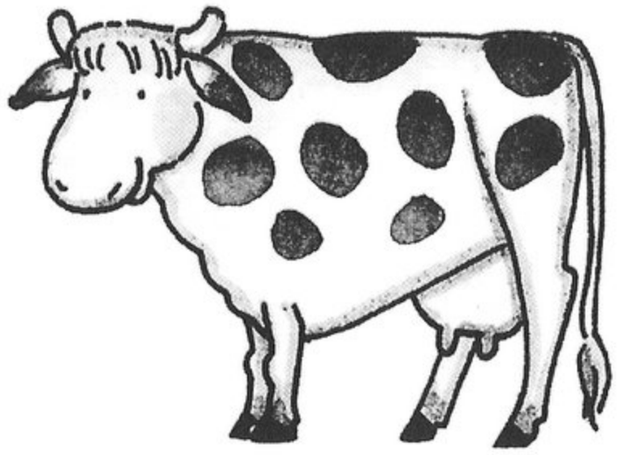


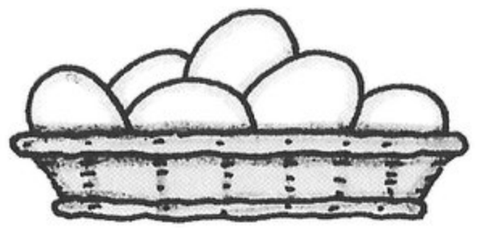


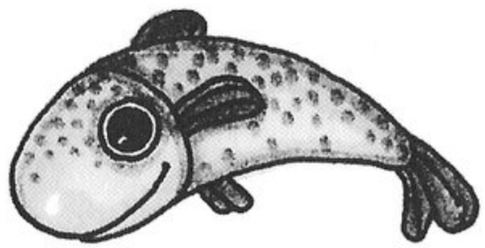


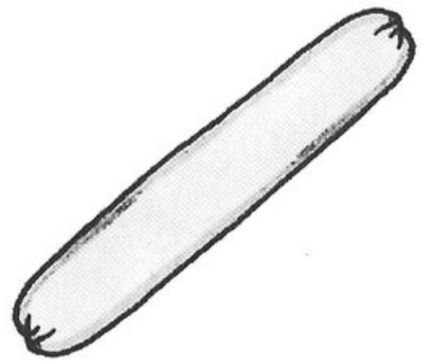
CORRESPONDENCIAS

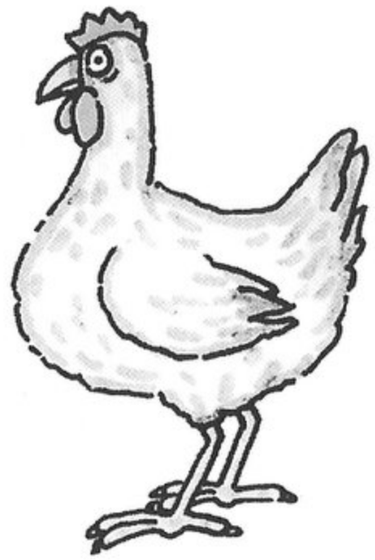
Une con flechas los dibujos que formen pareja según el criterio alimento-procedencia.

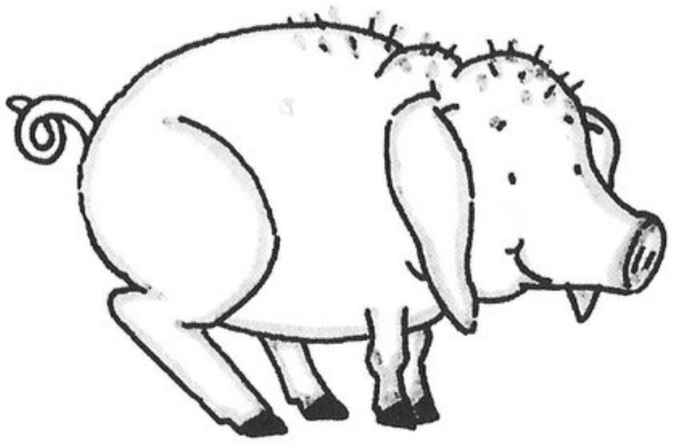


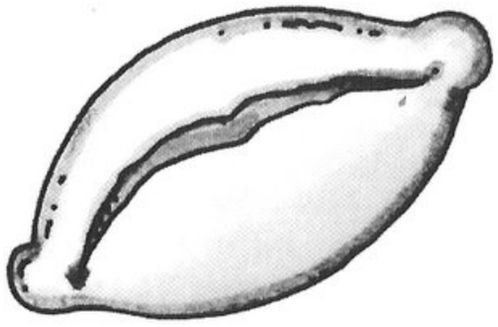






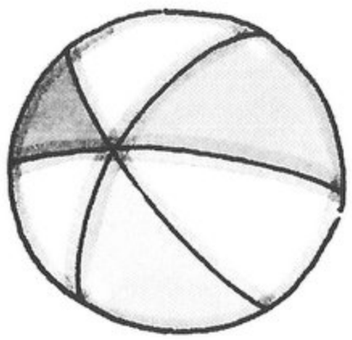


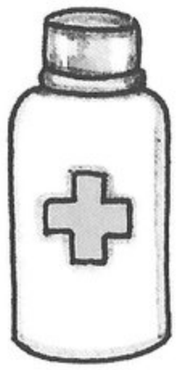


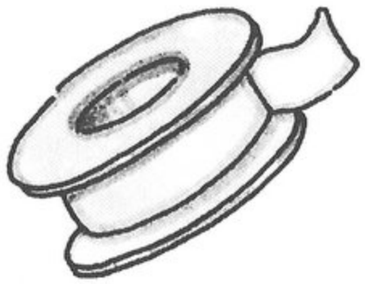


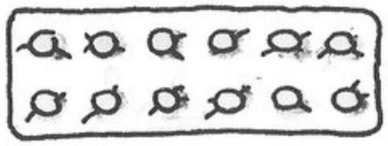
RELACIONES Y ASOCIACIONES

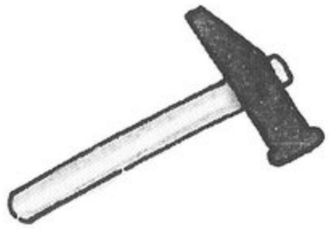
Encierra y une con una flecha los objetos que utiliza la enfermera en su trabajo.

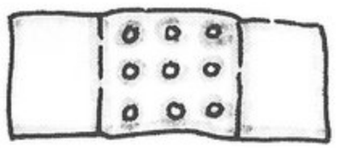






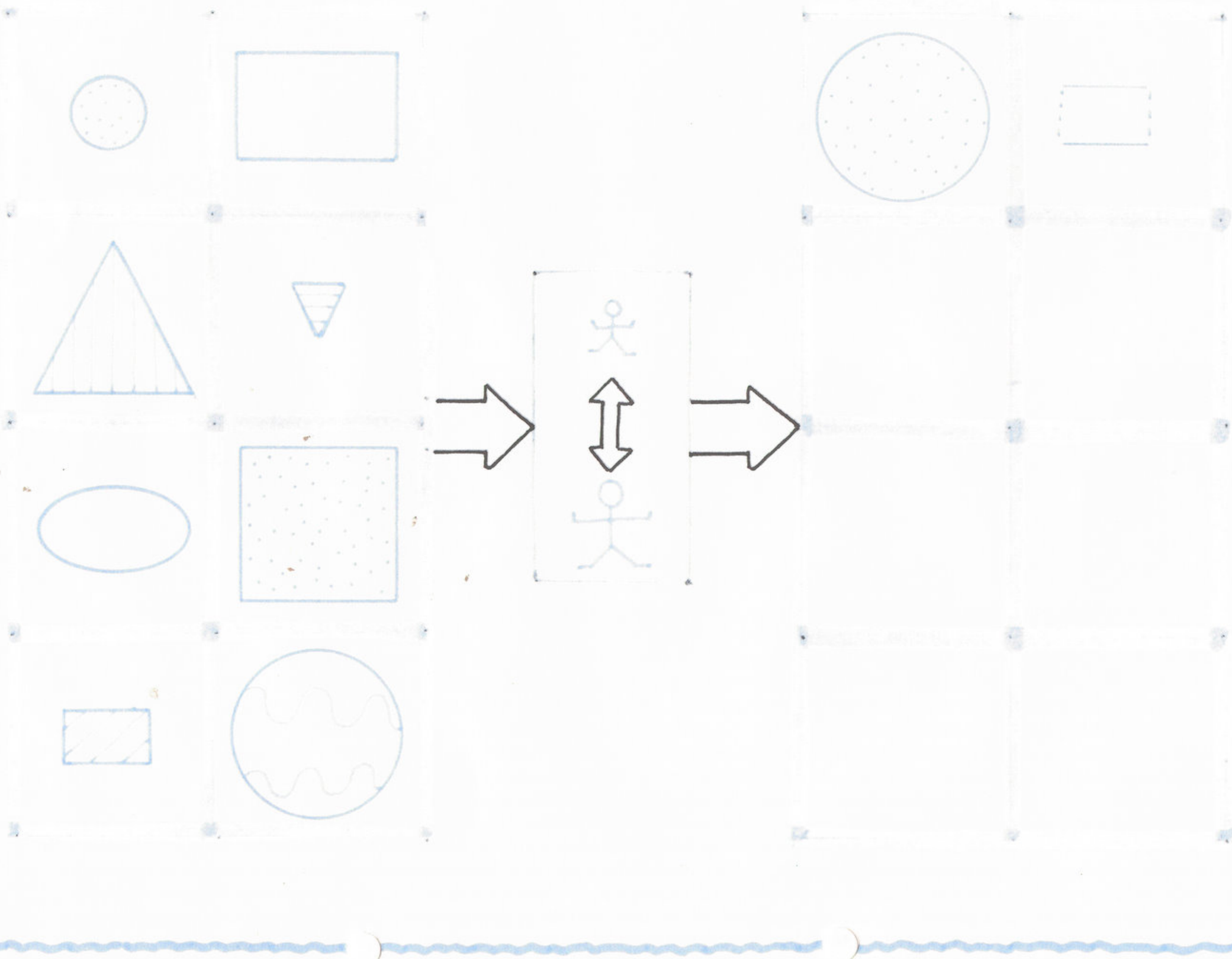






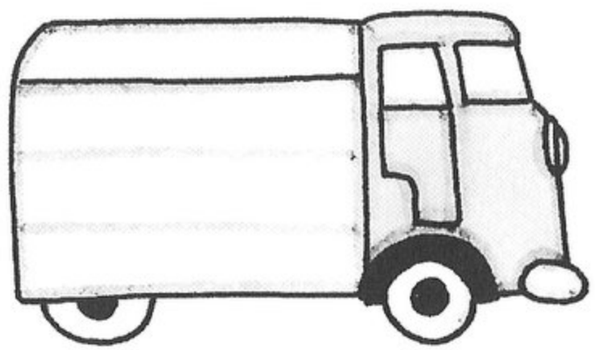
TRANSFORMACIONES

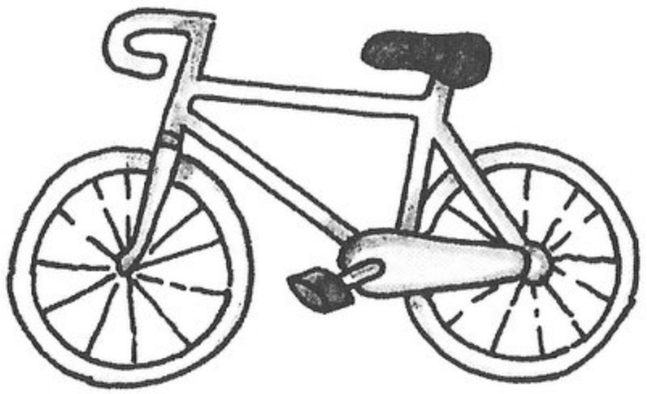
Completa los cuadros con la transformación correspondiente (grande - pequeño).

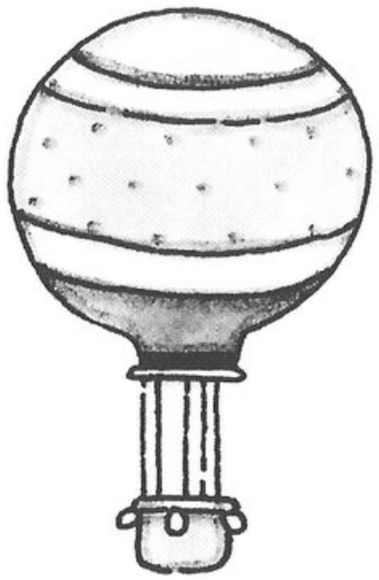


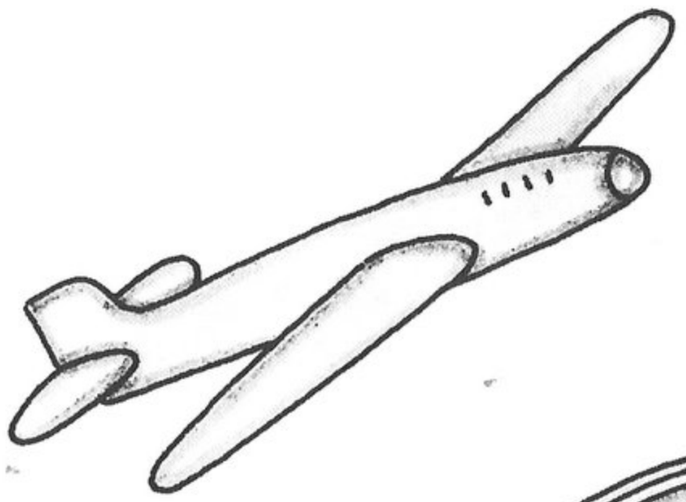
CLASIFICACIONES

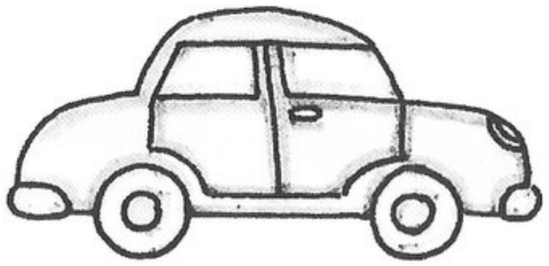
Encierra los medios de transporte aéreo.

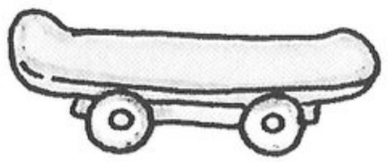


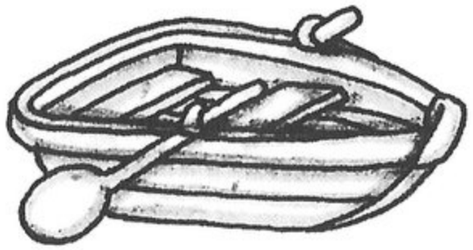


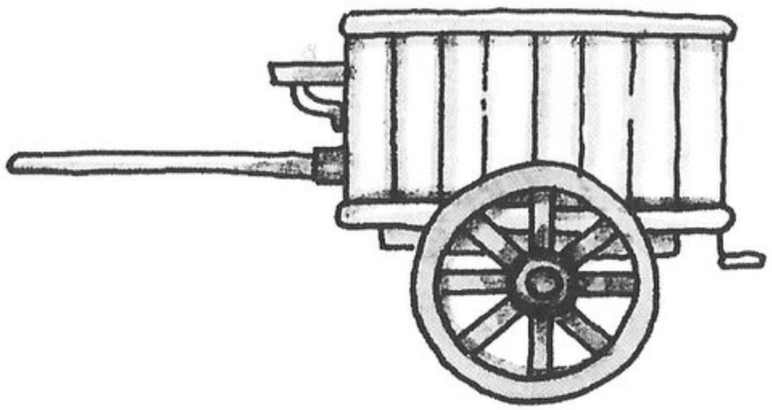


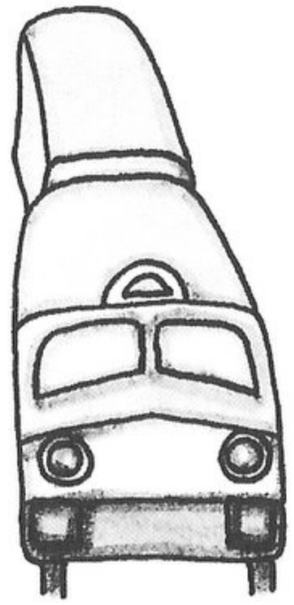






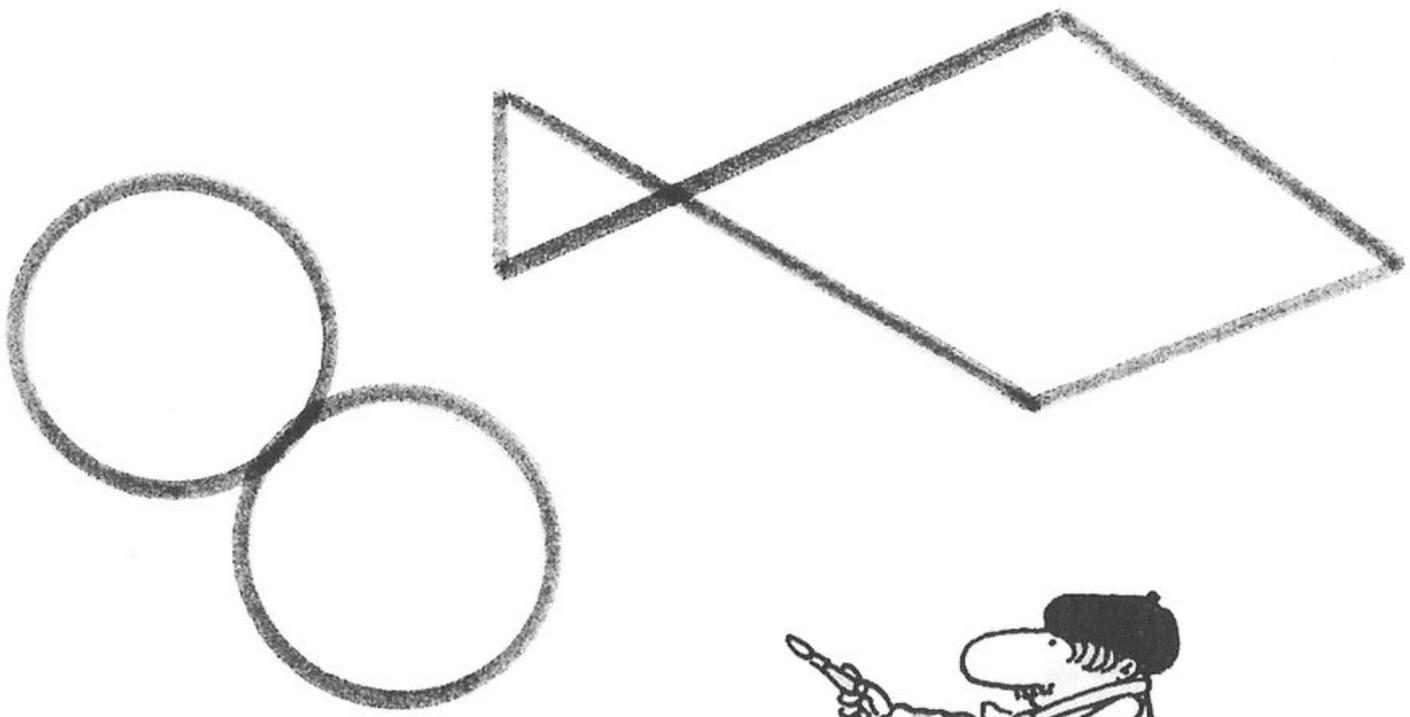


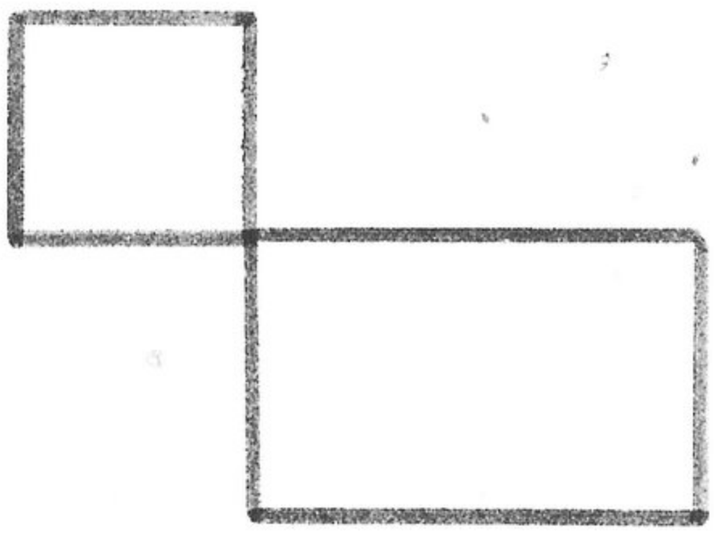


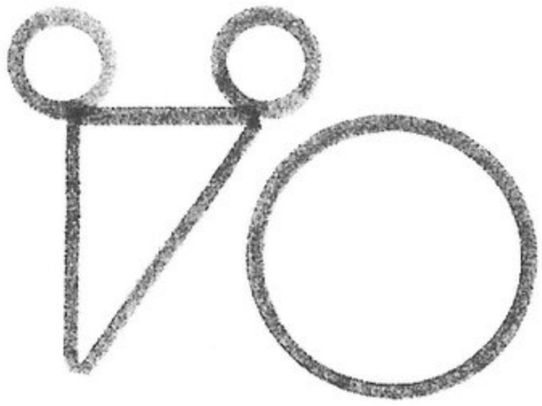


PENSAMIENTO CREATIVO

Completa las figuras y crea animales.

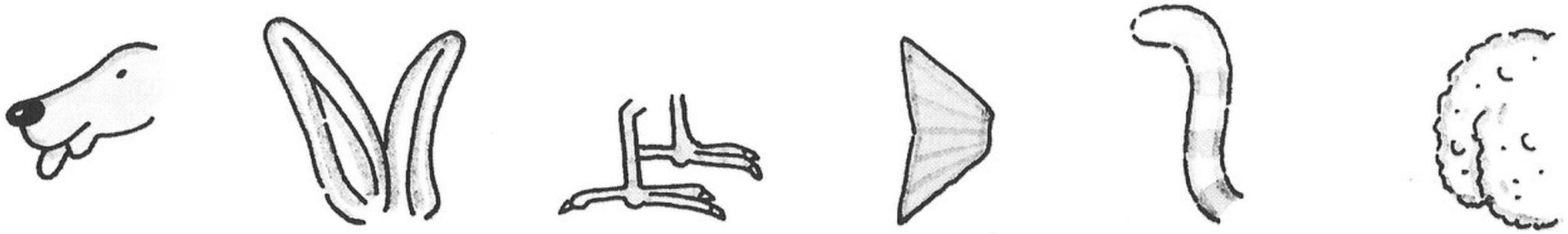


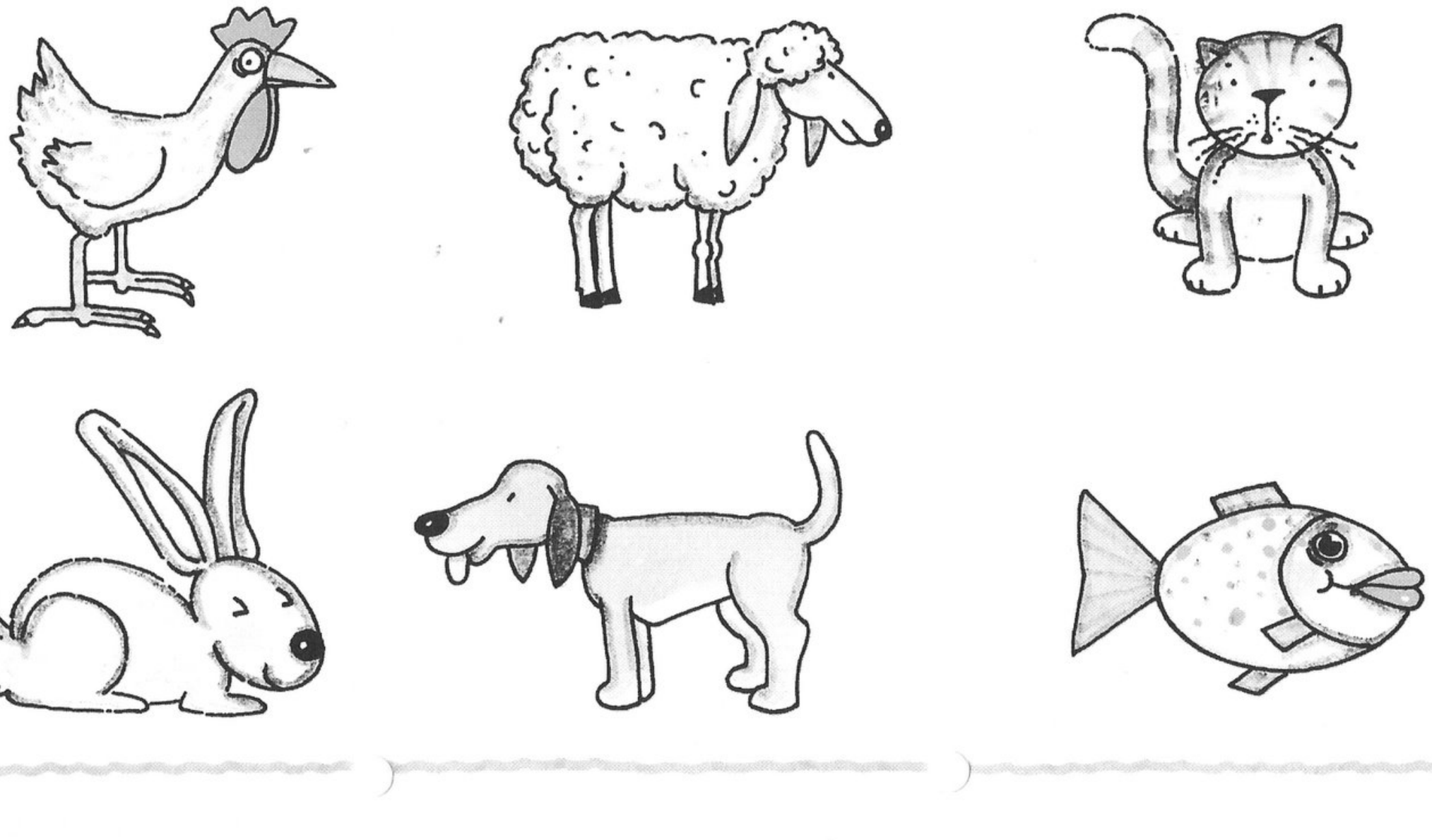




CORRESPONDENCIA

Une con una flecha cada animal con la parte que le corresponde.





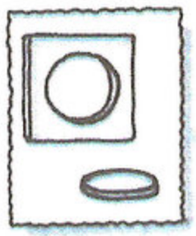
SERIES LÓGICAS

Continúa las series según los modelos.

D	D	D			
T	T	T			
L	L	L			
∩	∪	∩			
→	↓	←	↑		

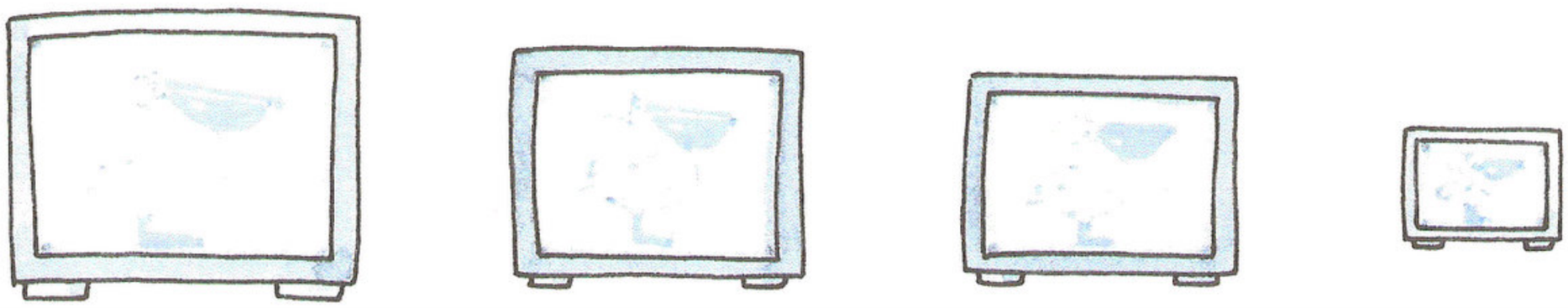
ABSURDOS LÓGICOS

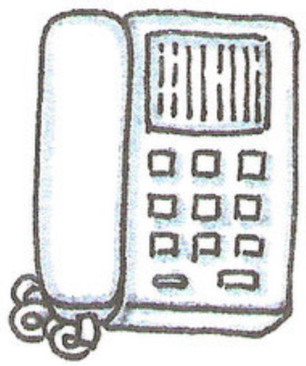
Encierra los elementos absurdos.

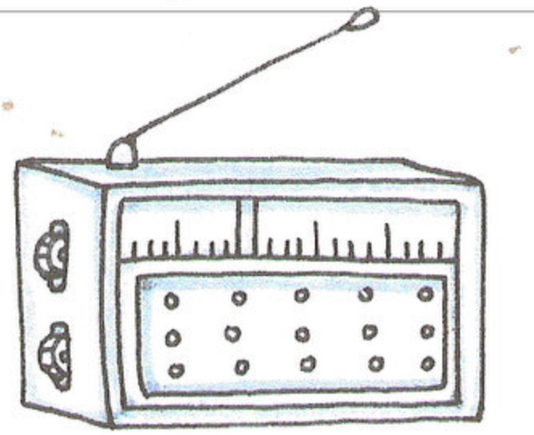


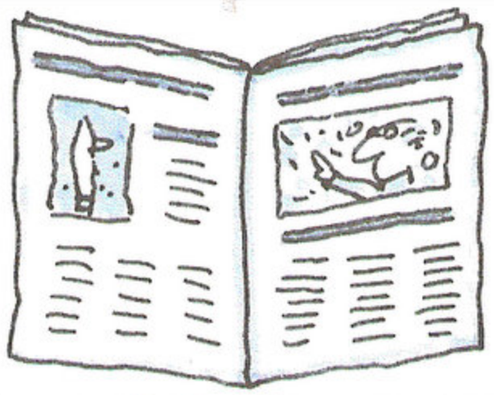
ORDENACIONES

Repite cada dibujo en tres tamaños diferentes, de mayor a menor.



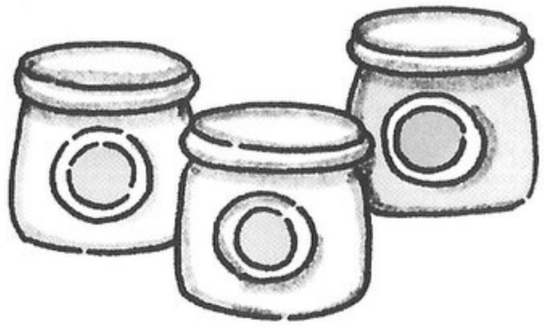


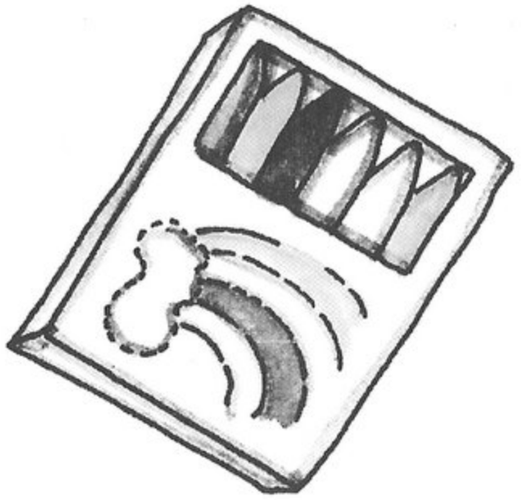


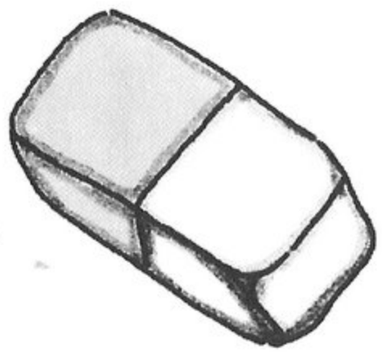


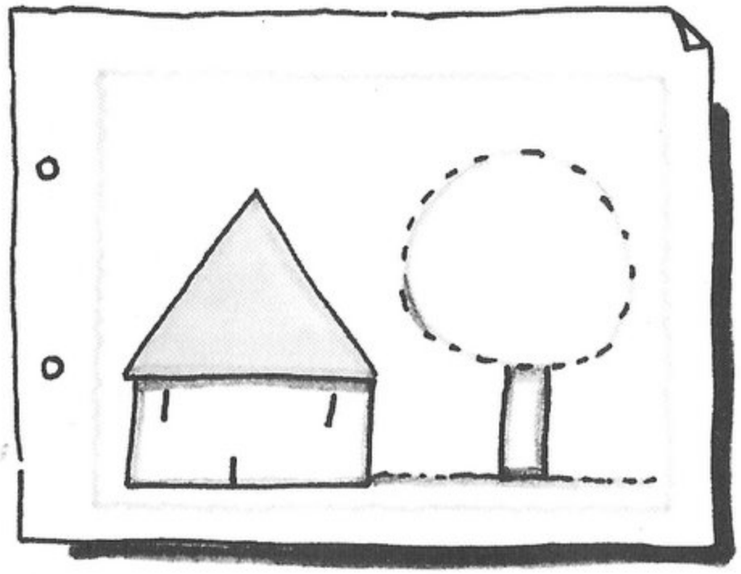
RELACIONES Y ASOCIACIONES

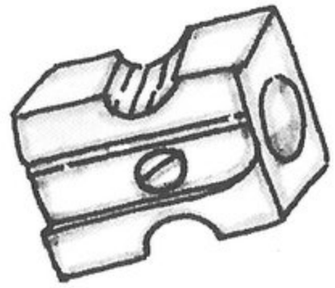
Une con flechas los objetos que utilizas en clases.

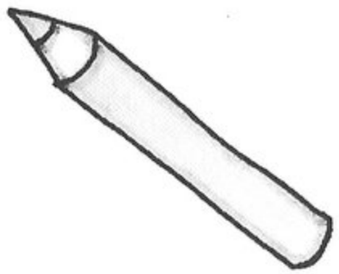


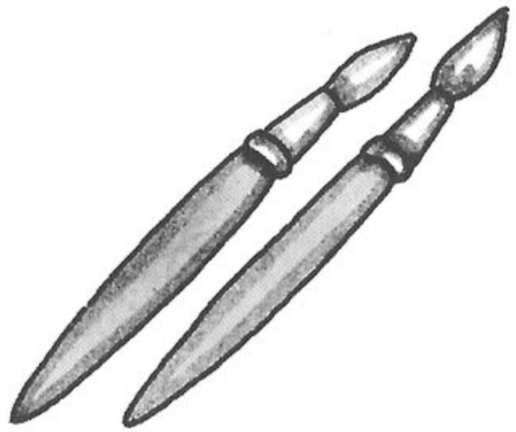






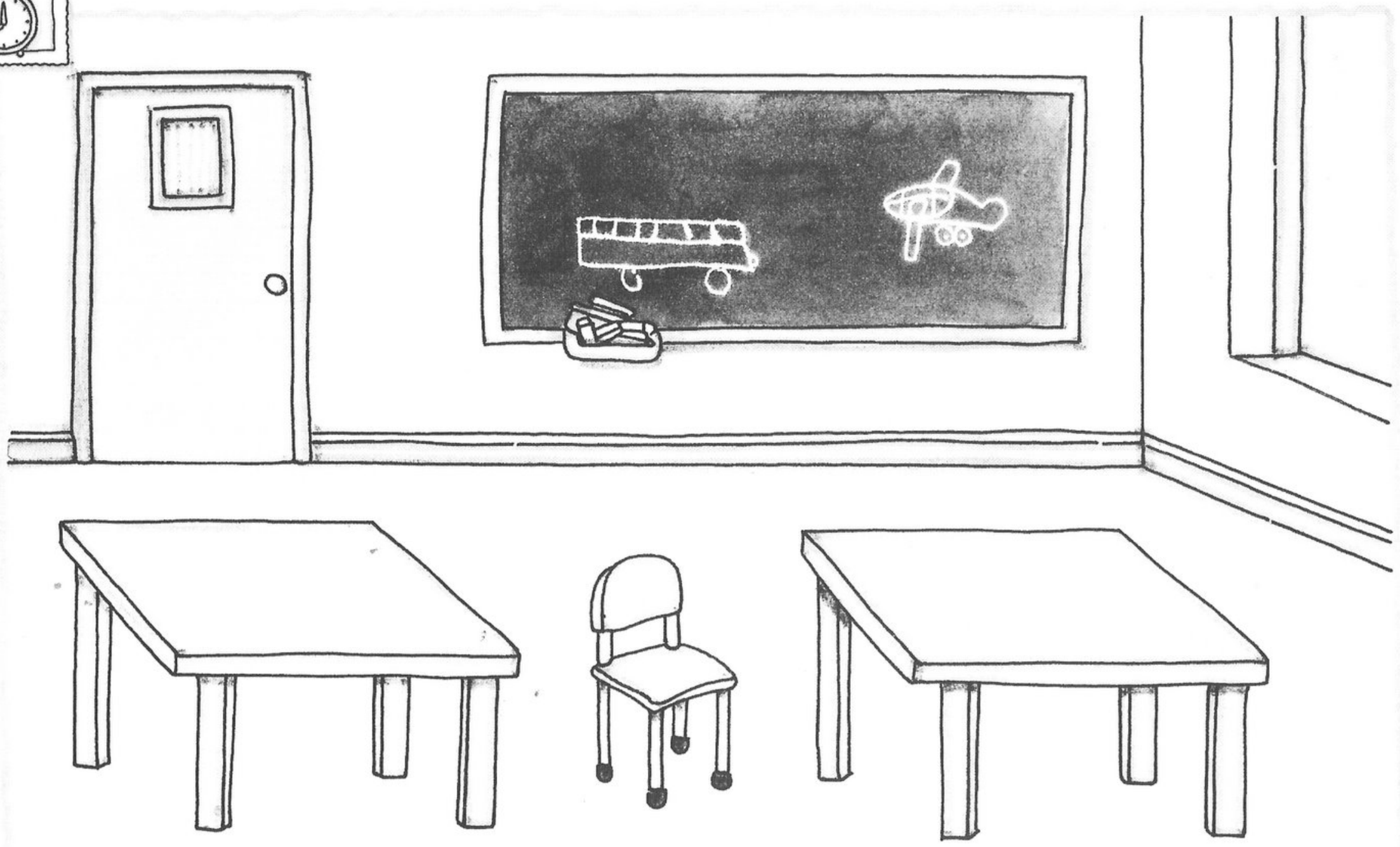






CONCEPTOS ESPACIALES

Encierra las **esquinas** de las mesas y del pizarrón. Dibuja en el suelo una caja y encierra las esquinas.

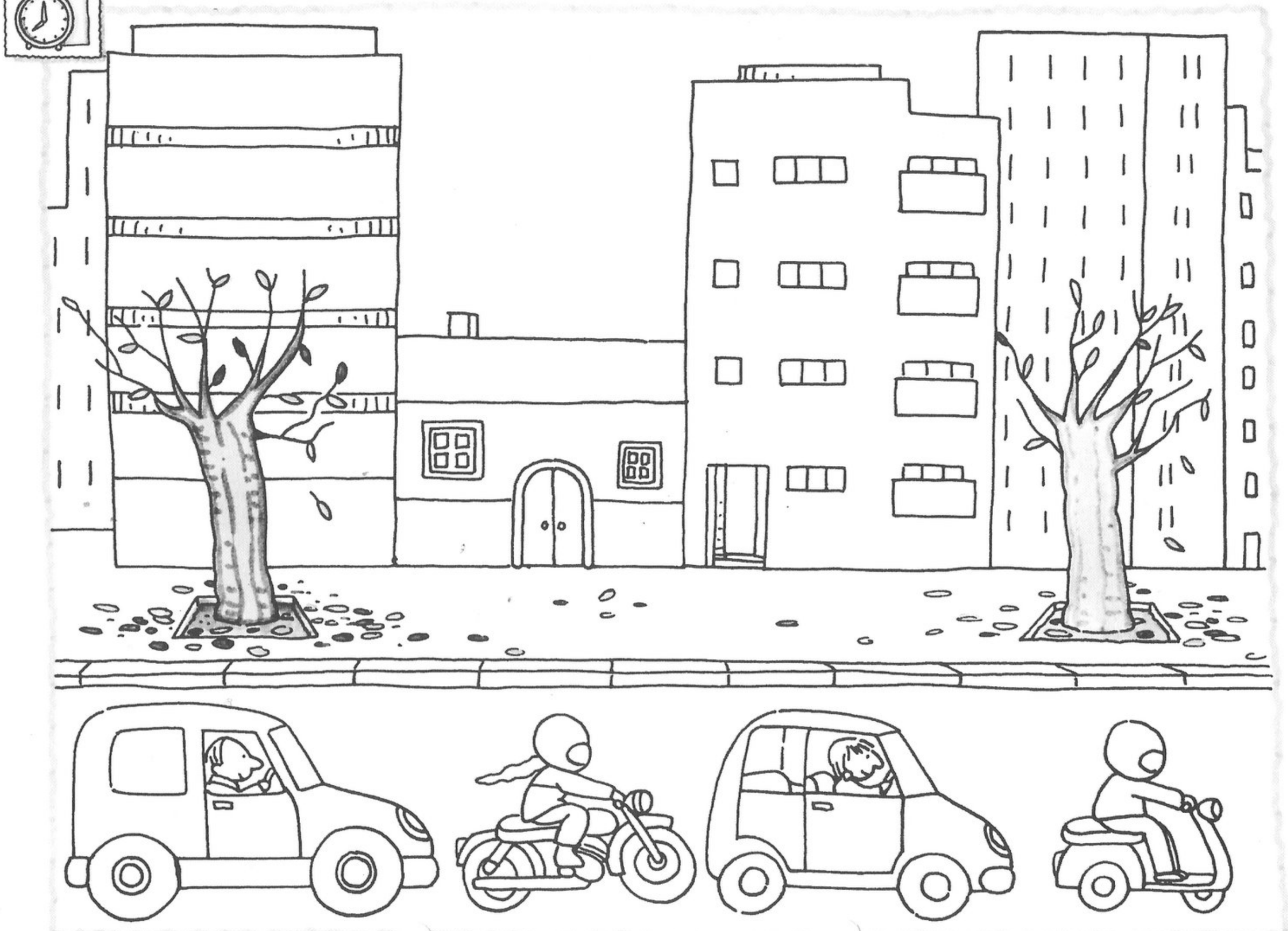


LABERINTOS

Traza el camino que recorrerá la profesora para llegar a los niños y niñas.

CONCEPTOS ESPACIALES

Encierra y pinta la casa situada **entre** dos edificios y la moto que está **entre** los dos autos.

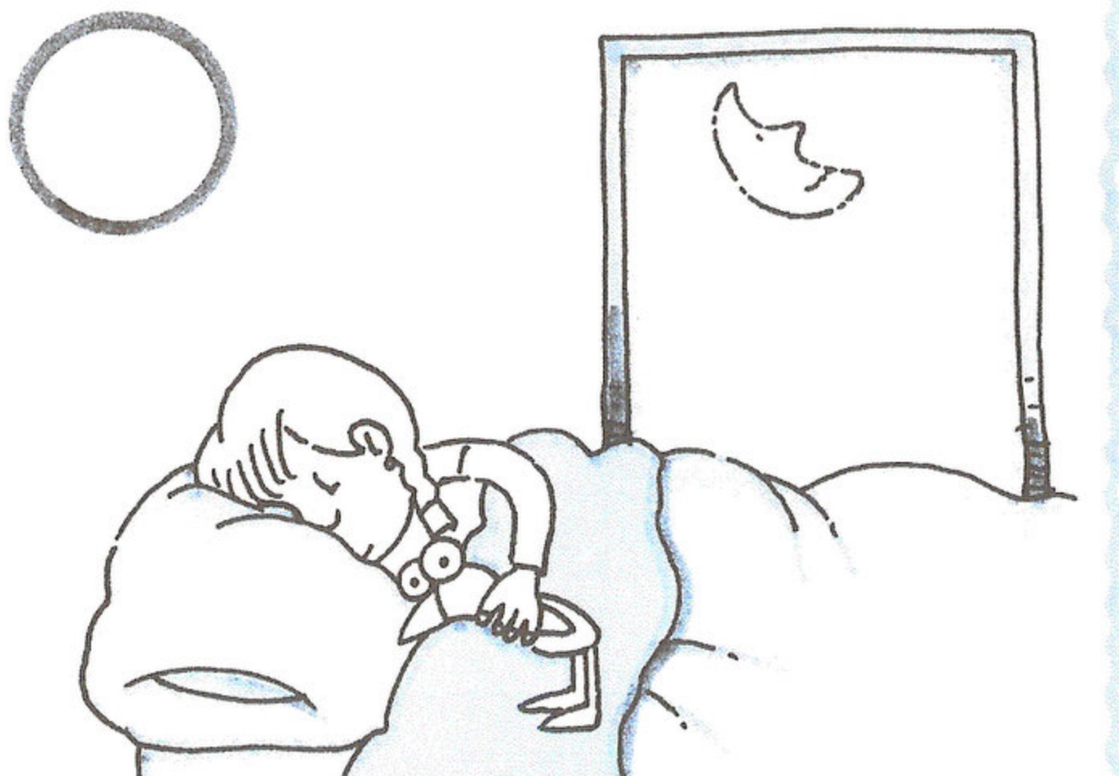


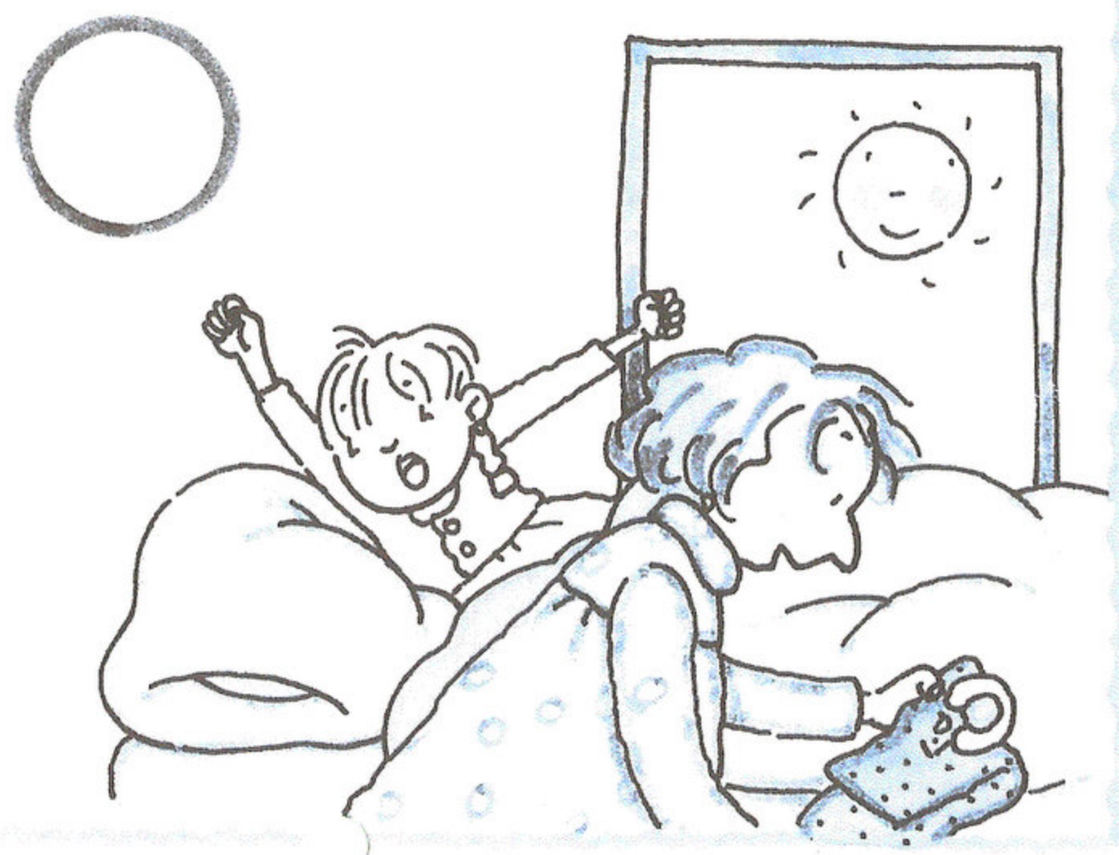
ROMPECABEZAS

Pinta el dibujo. Recorta las piezas por las líneas discontinuas. Pégalas en una hoja aparte.

CONCEPTOS TEMPORALES Y SECUENCIAS TEMPORALES

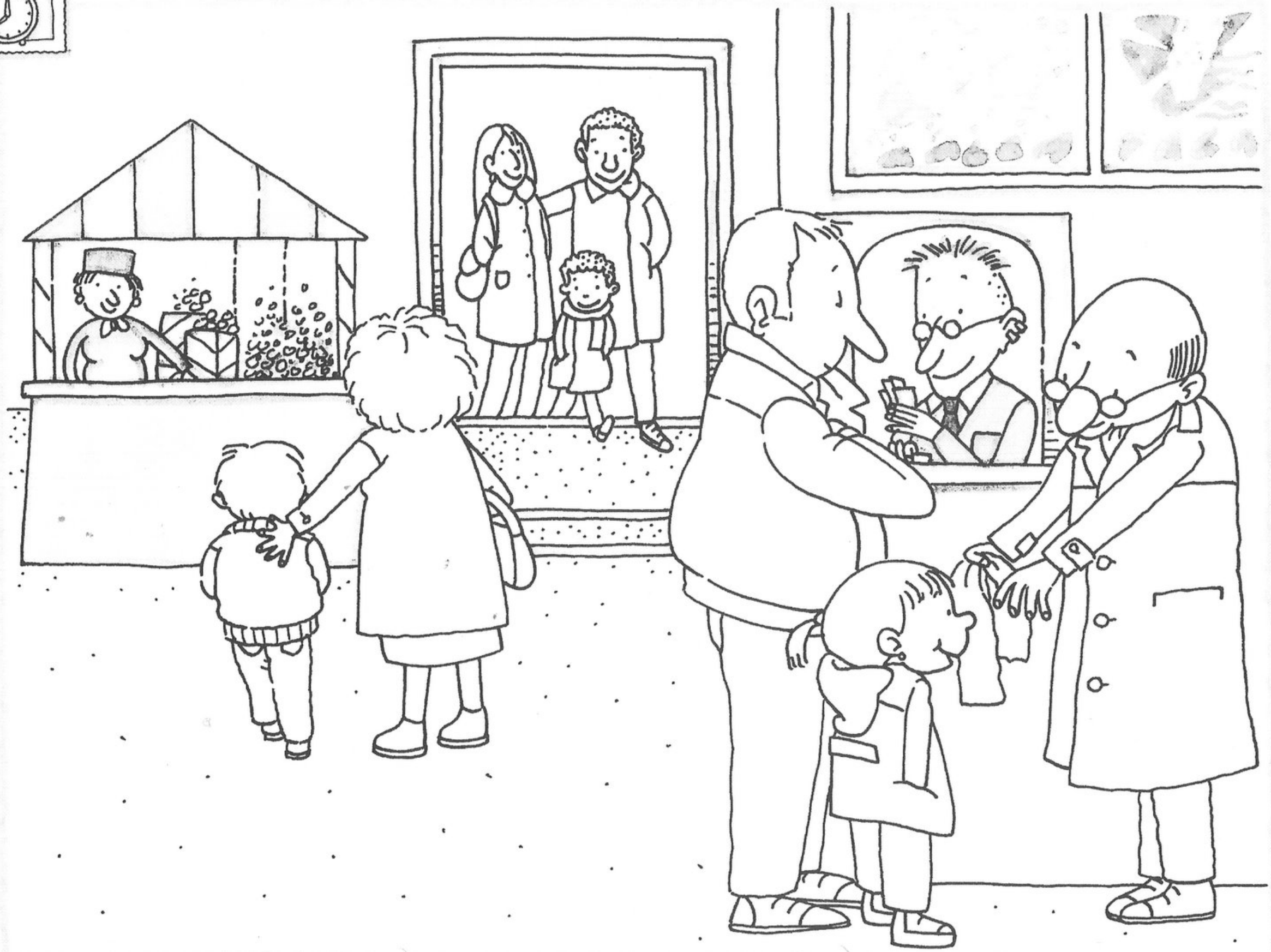
Pinta la niña. Numera del 1 al 4 las acciones que hace en el siguiente orden: **mañana** - **mediodía** - **tarde** - **noche**.





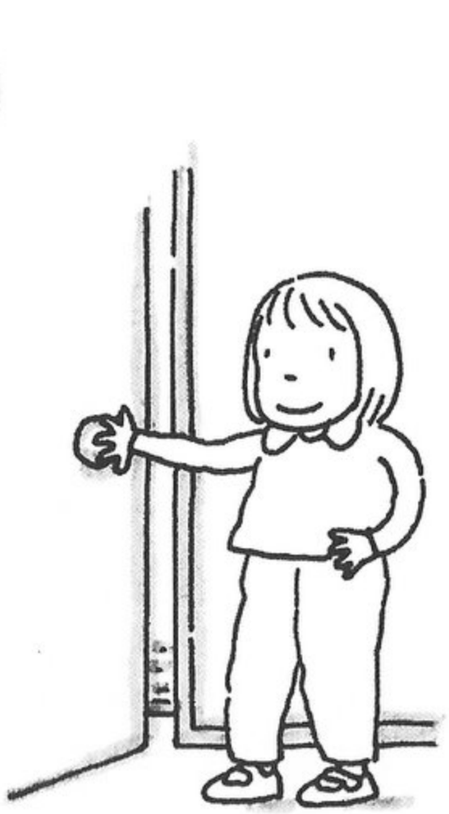
CONCEPTOS ESPACIALES

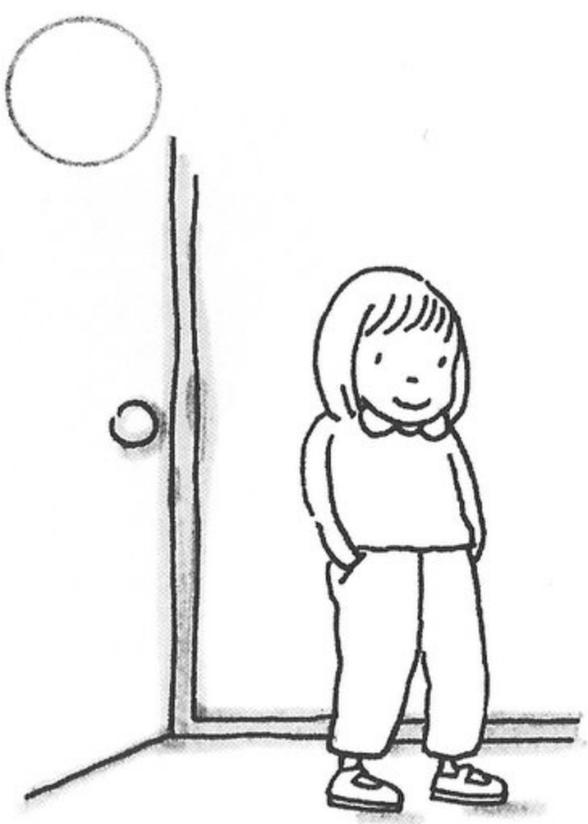
Pinta los miembros de la familia que están **frente a** la boletería del cine.

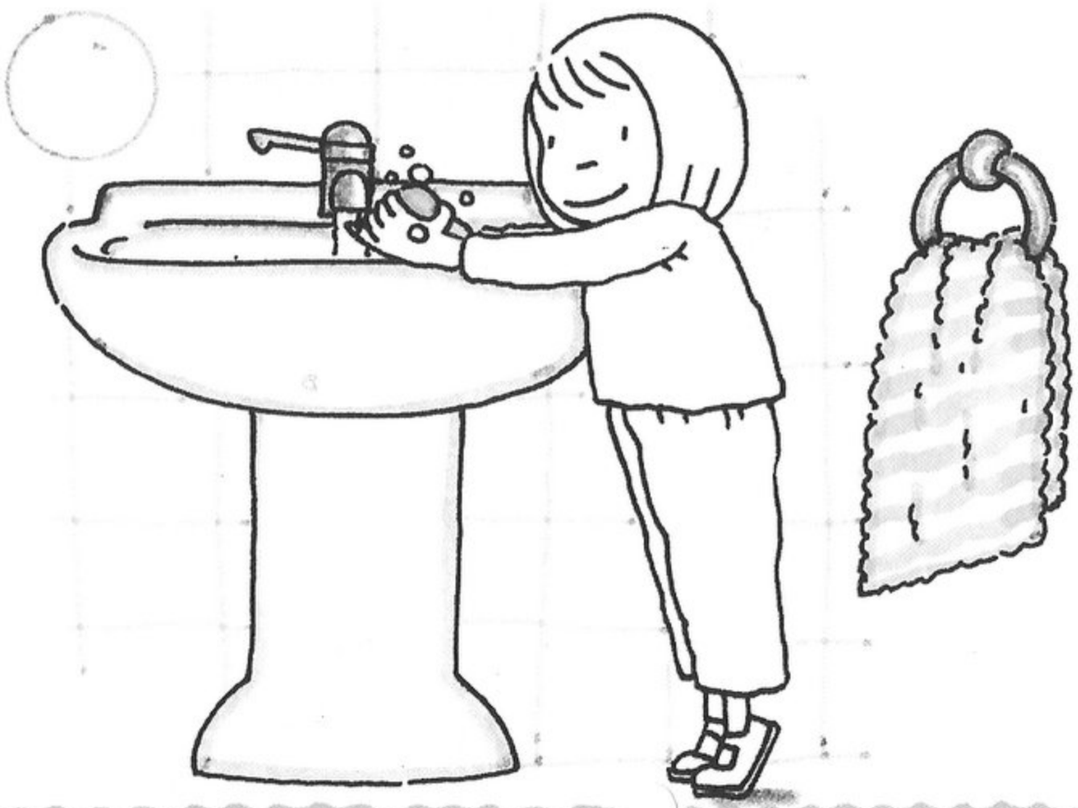


SECUENCIAS TEMPORALES

Pinta la niña. Numera del 1 al 5 para ordenar la secuencia.

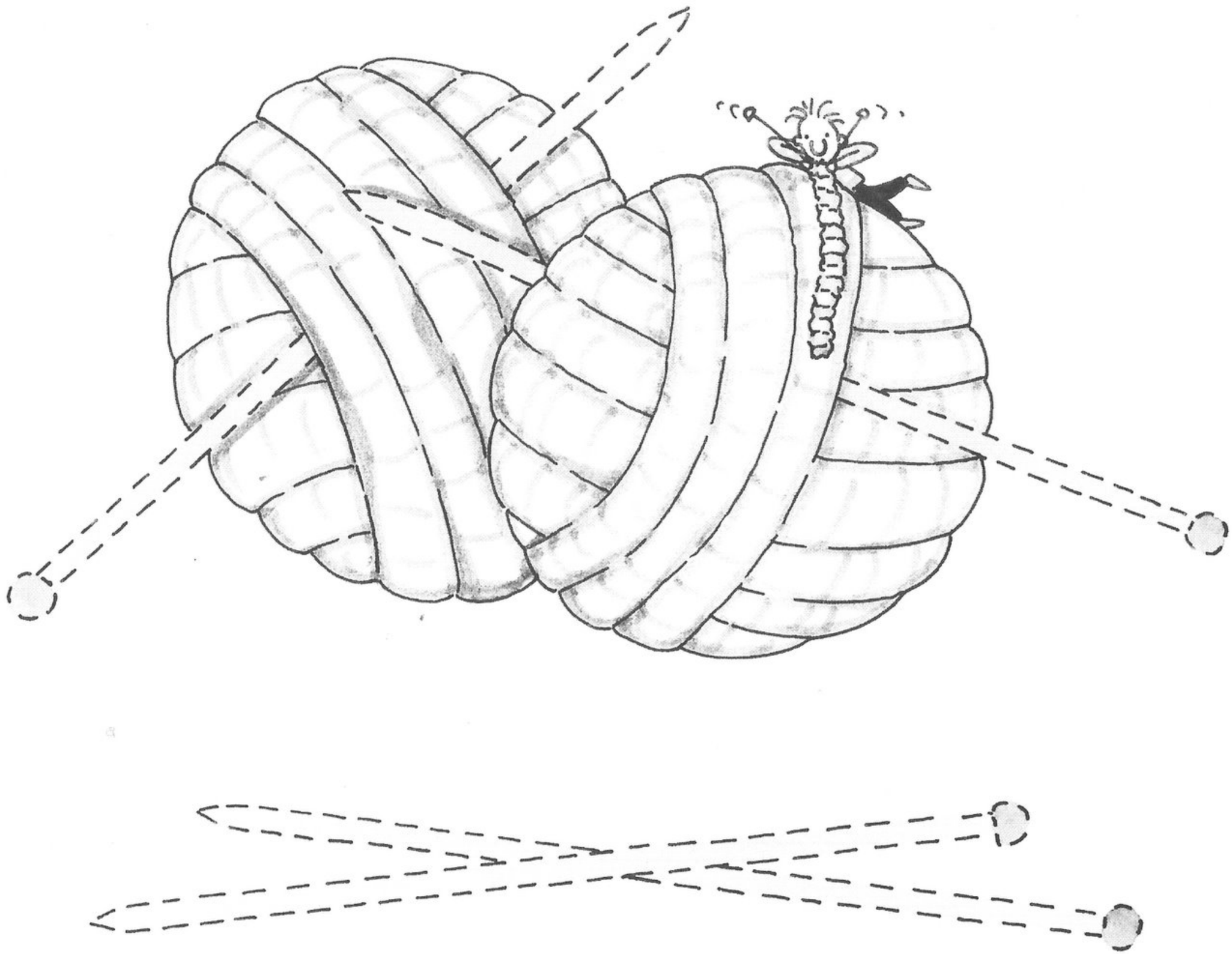






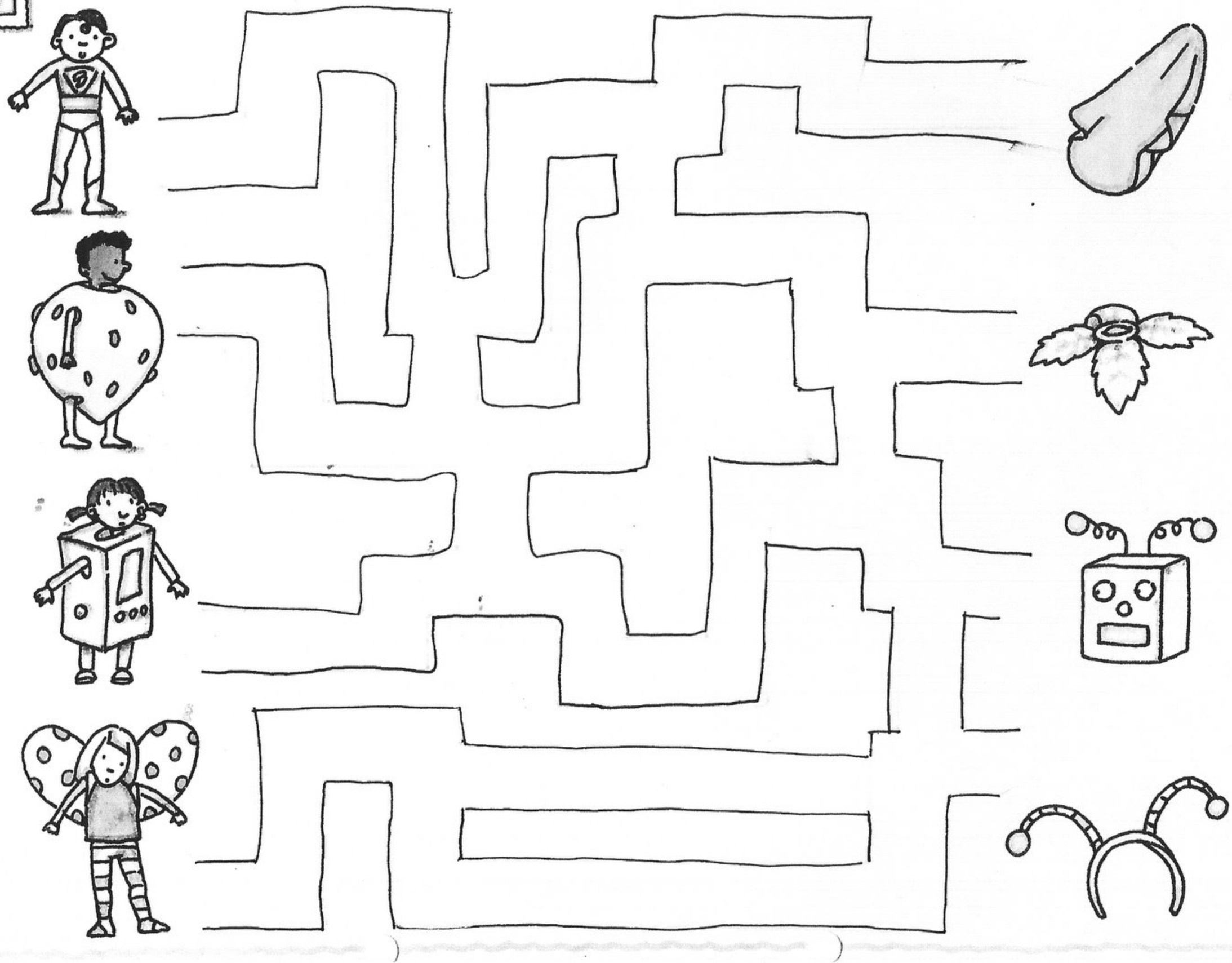
CONCEPTOS ESPACIALES

Repasa los palillos que pasan **a través de** las madejas. Encierra los que no pasan a traves de las madejas.



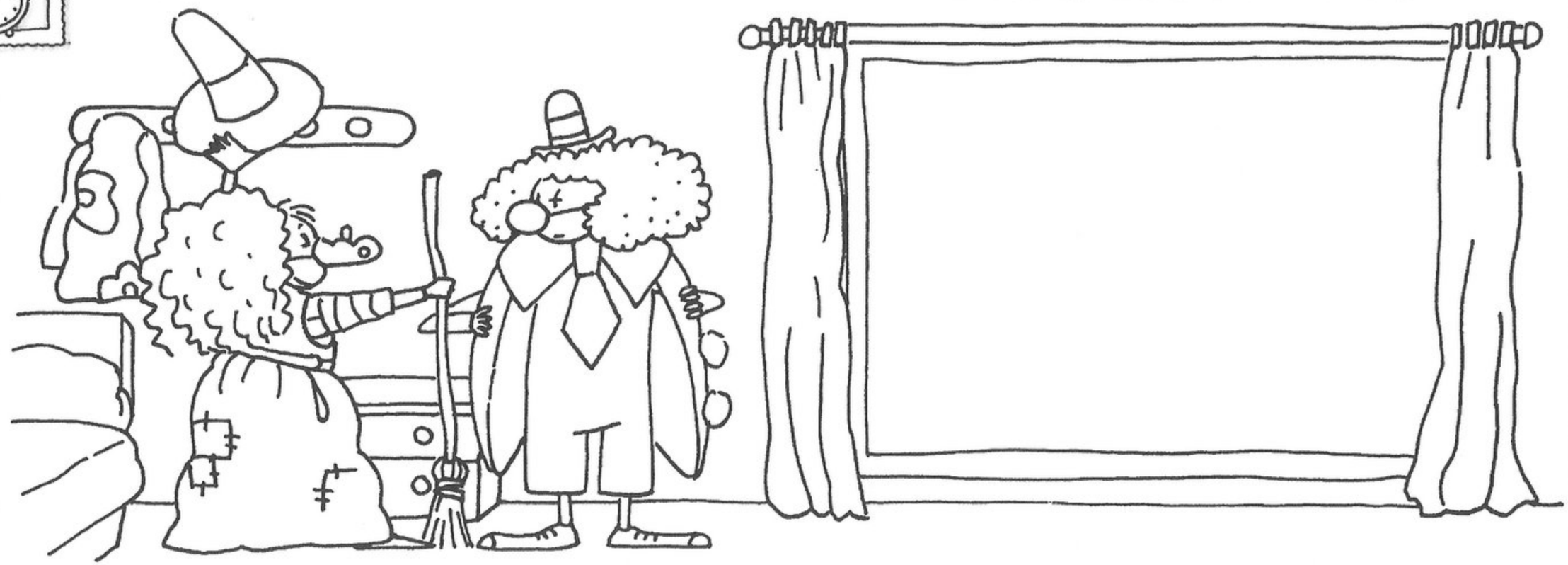
LABERINTOS

Traza el camino que deberá seguir cada niño o niña para tomar lo que le falta a su disfraz.



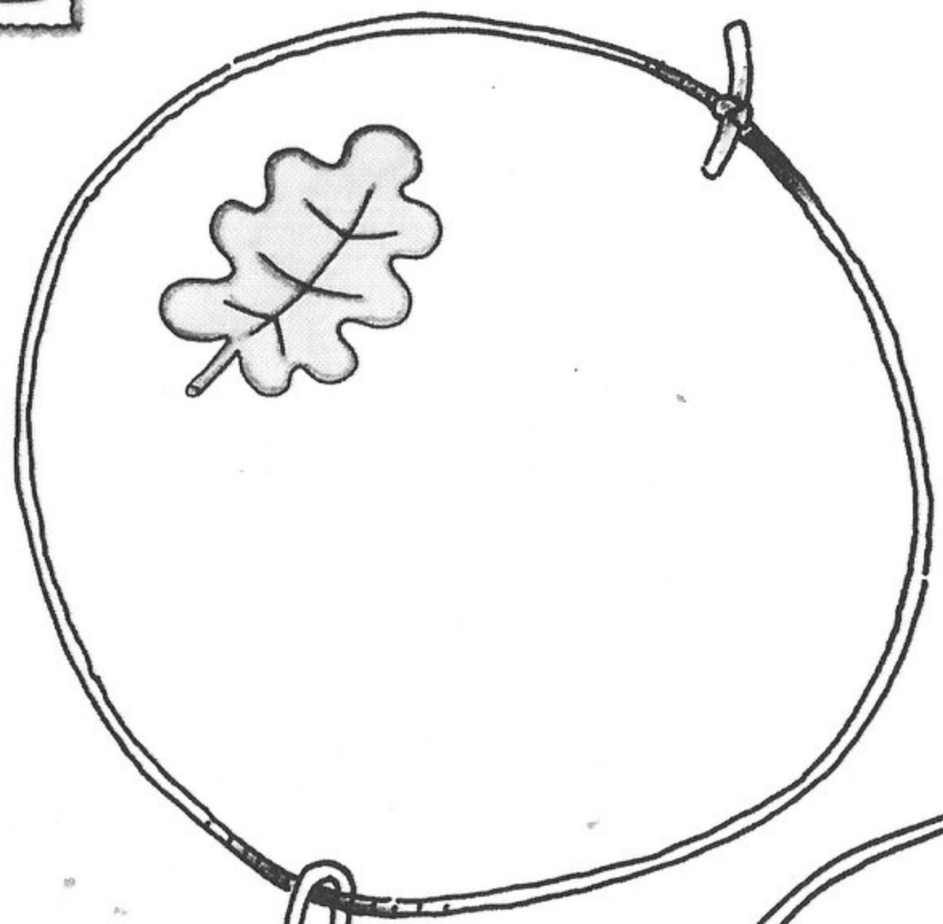
CONCEPTOS TEMPORALES Y PENSAMIENTO CREATIVO

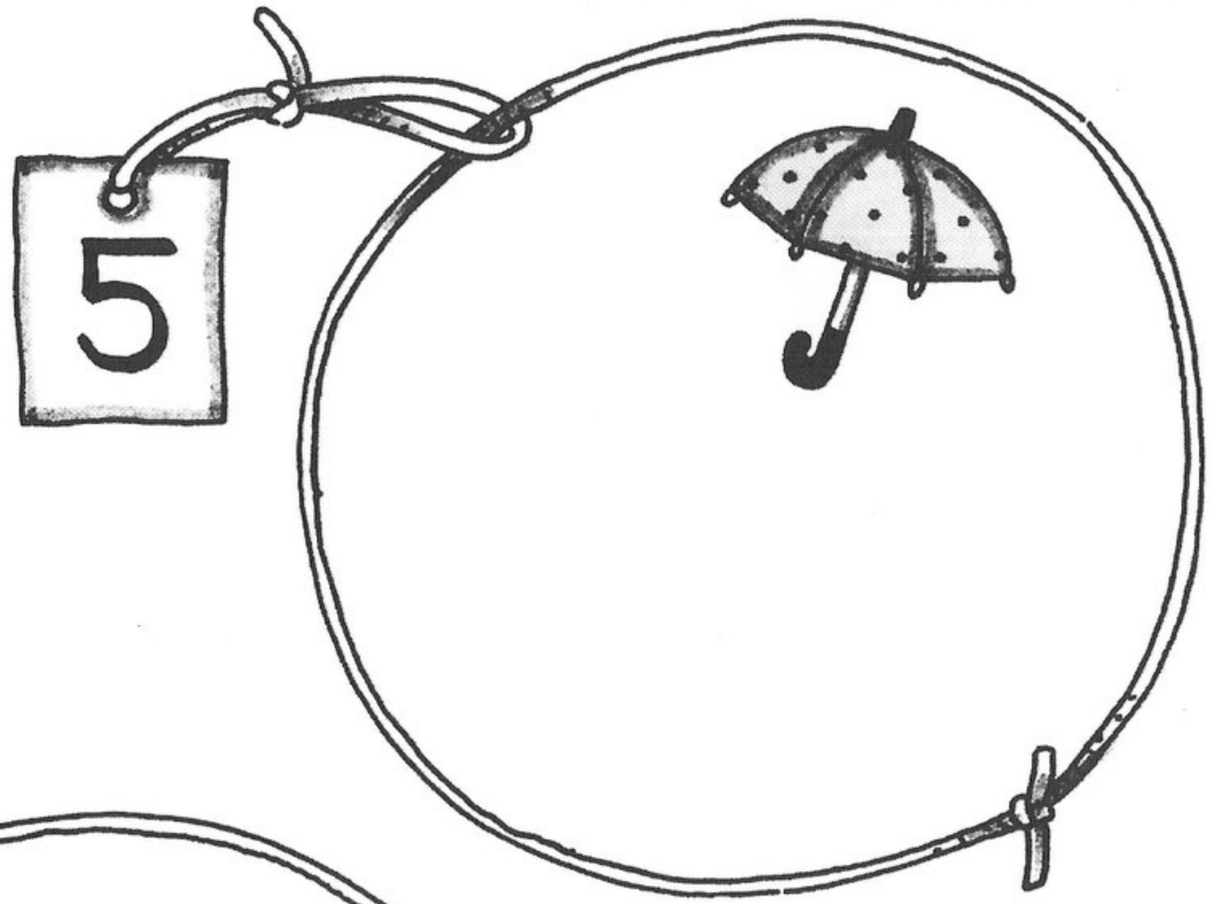
Dibuja en las ventanas lo que falta para que sea de **día** o de **noche** en estas dos escenas. Pintalas.

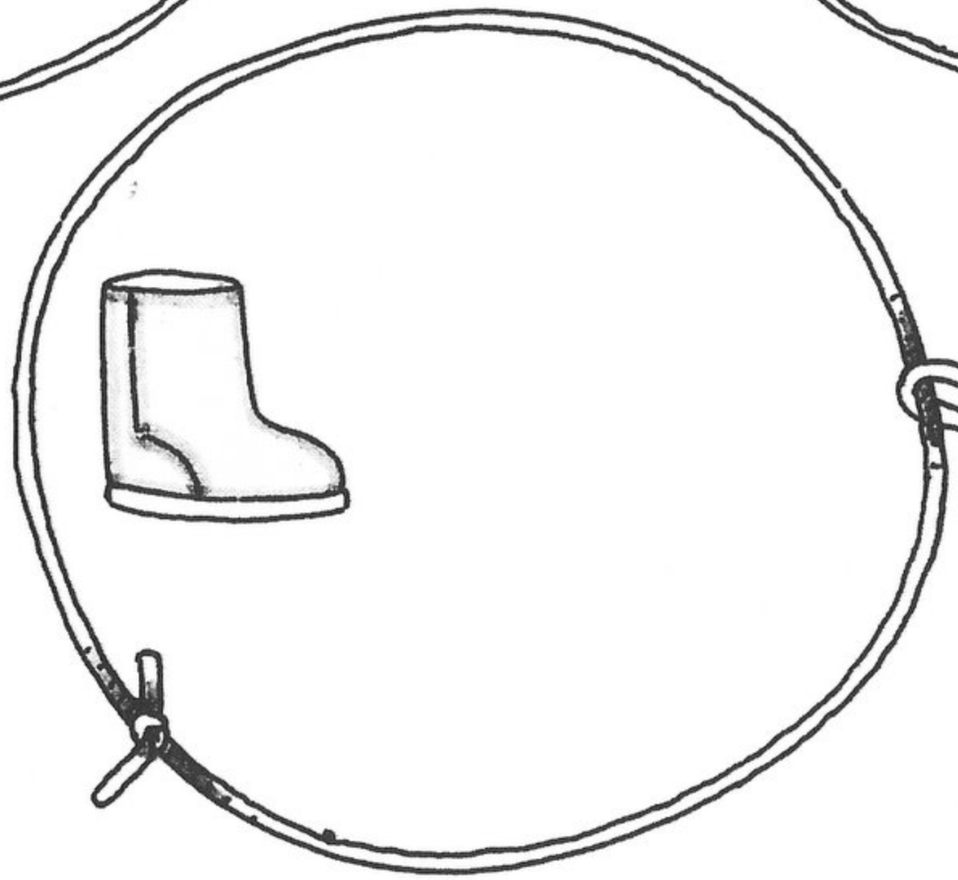


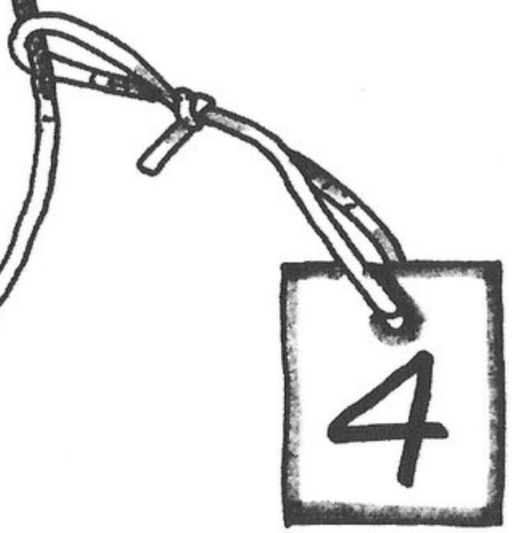
PROBLEMAS NUMÉRICOS

Completa los conjuntos.



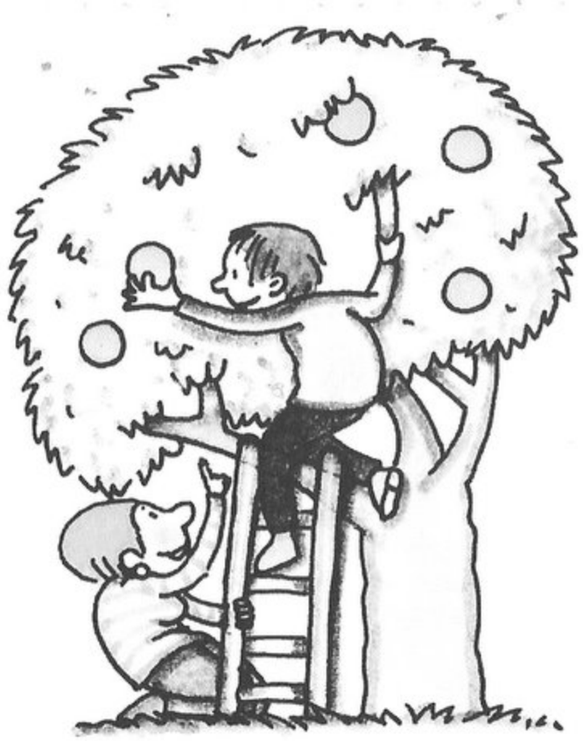






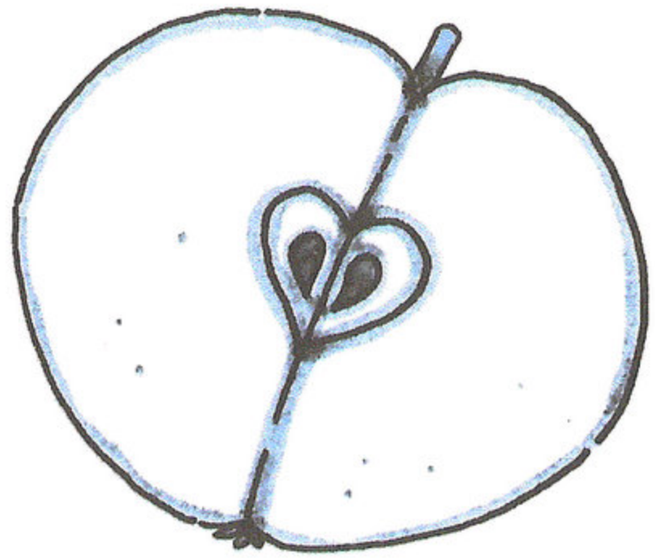
SECUENCIAS TEMPORALES

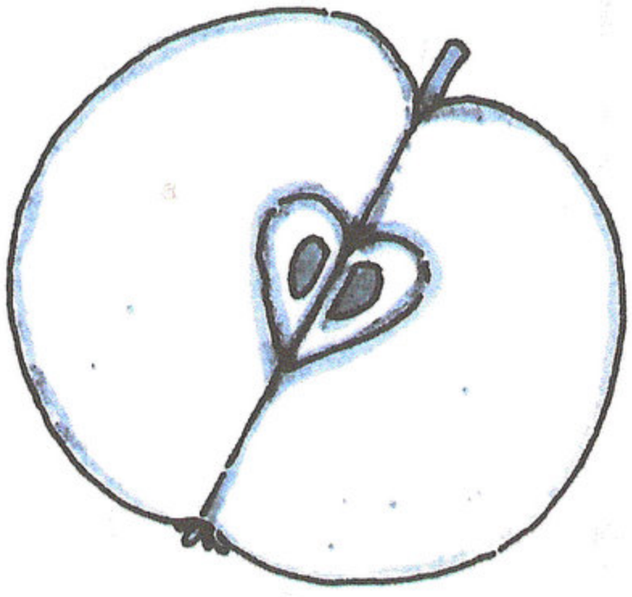
Recorta los dibujos y pégalos ordenados en la parte superior.



CONCEPTOS ESPACIALES

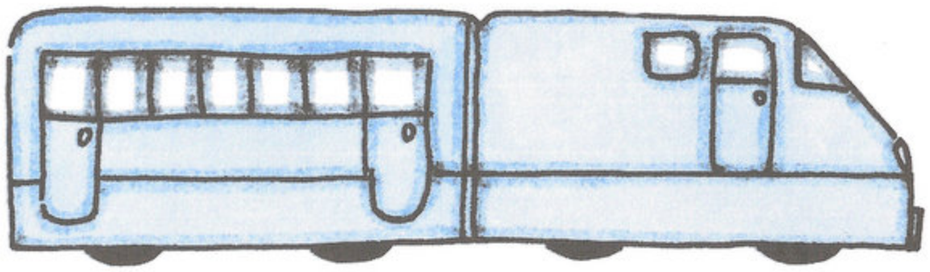
Repasa los **bordes** de las rebanadas de pan de molde. Píntalas.

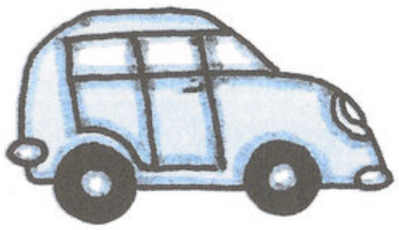


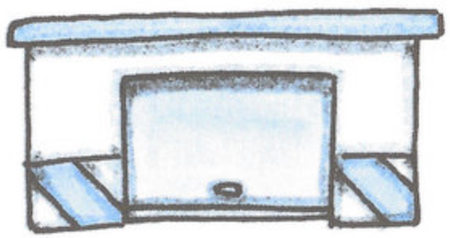


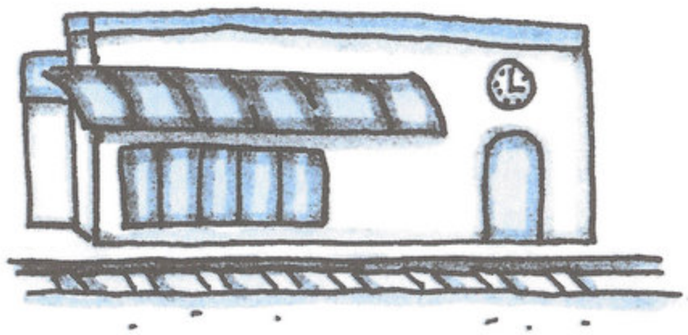
LABERINTOS

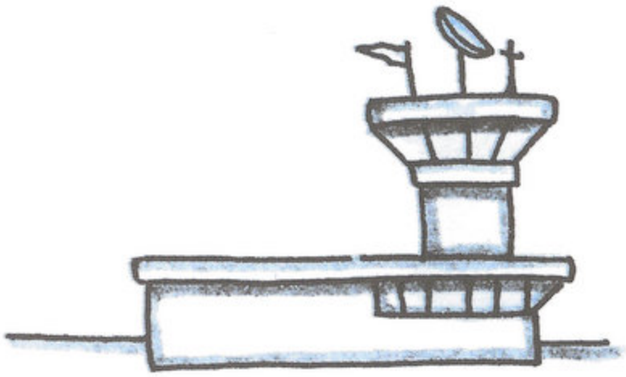
Traza el camino que deberá seguir cada vehículo hasta el lugar del que salió.

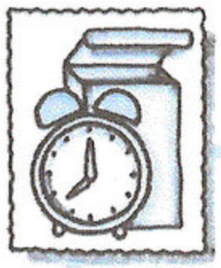










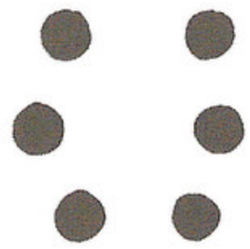
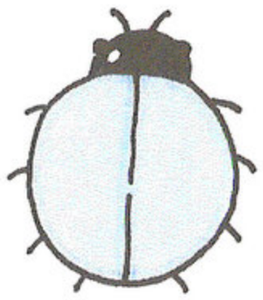
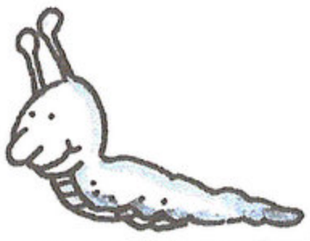


ROMPECABEZAS

Pinta y recorta por las líneas discontinuas. Pega las piezas en una hoja aparte.

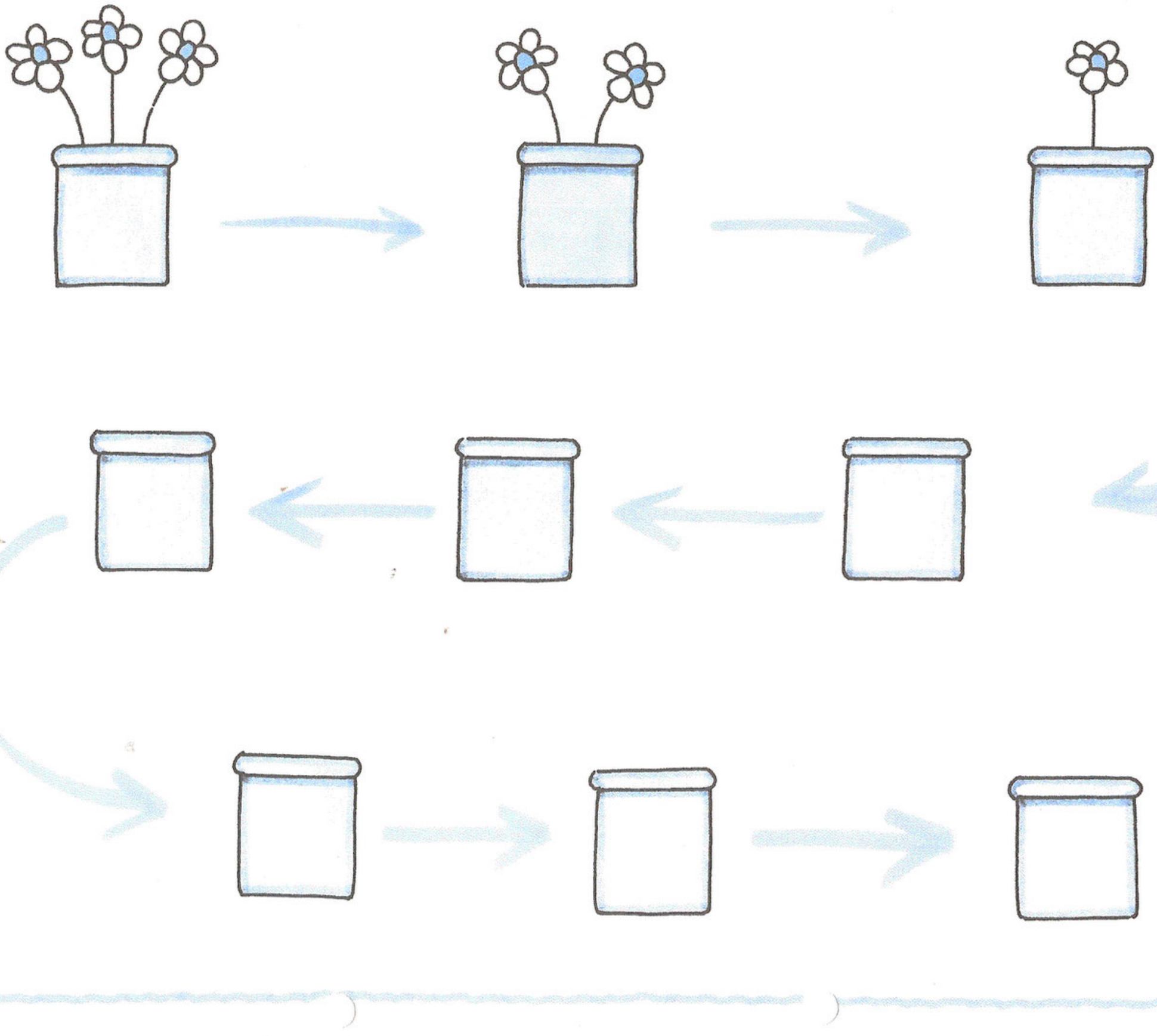
MATRICES

Marca con una cruz los cuadros donde coincida cada animal con la parte que le falta.

SERIES LÓGICAS

Continúa la serie.

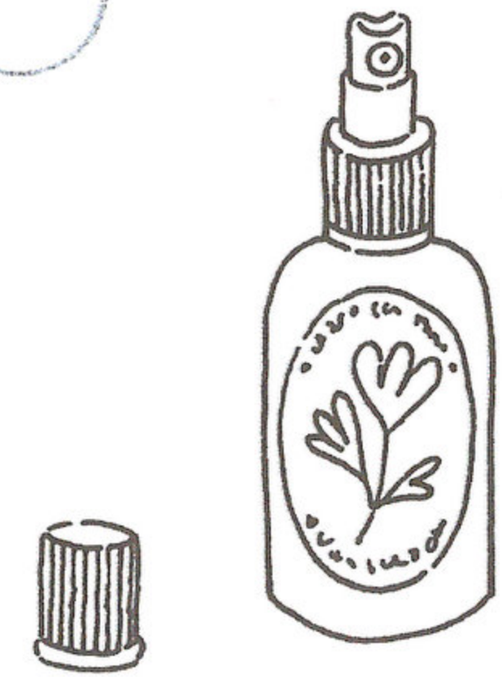


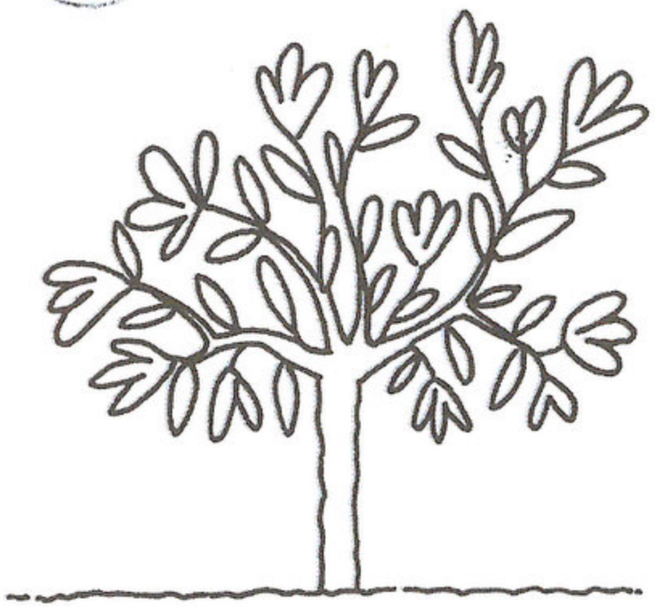
CONCEPTOS ESPACIALES

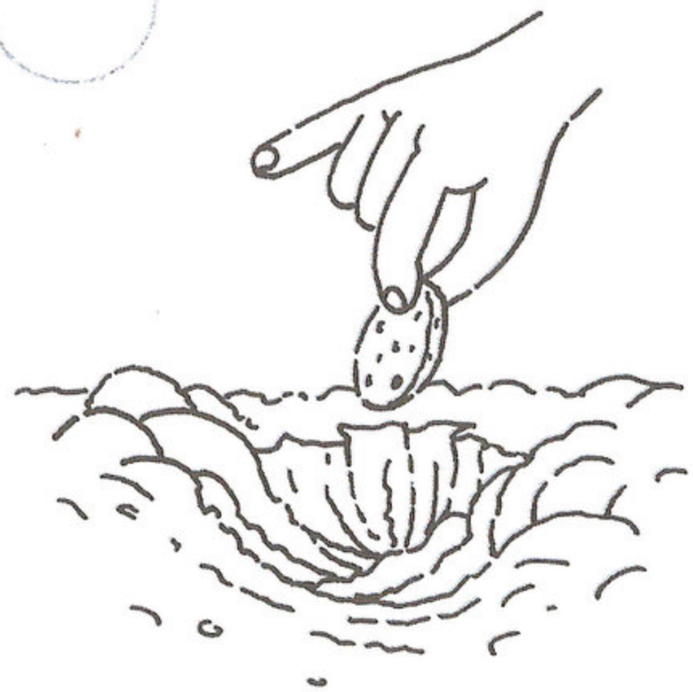
Encierra los insectos **cerca** de las flores. Tacha los que están **lejos** de las flores.

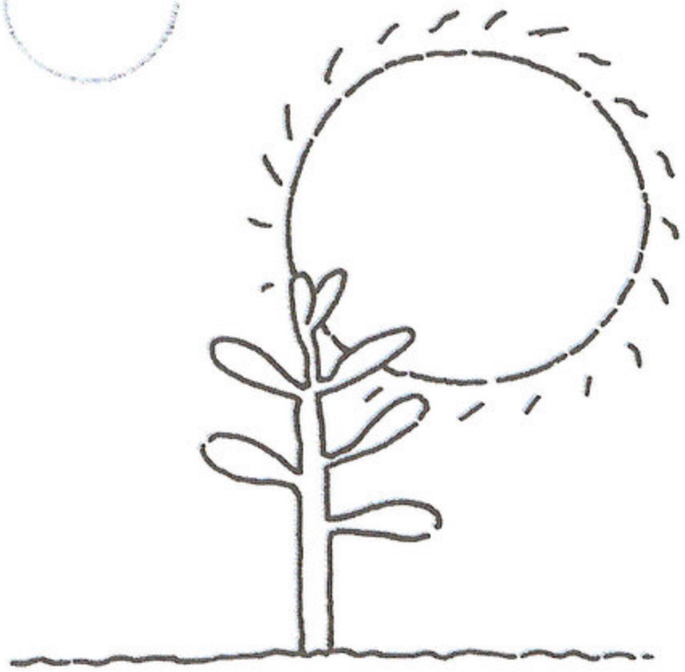
SECUENCIAS TEMPORALES

Numera del 1 al 6 para ordenar la secuencia. Pinta los dibujos.



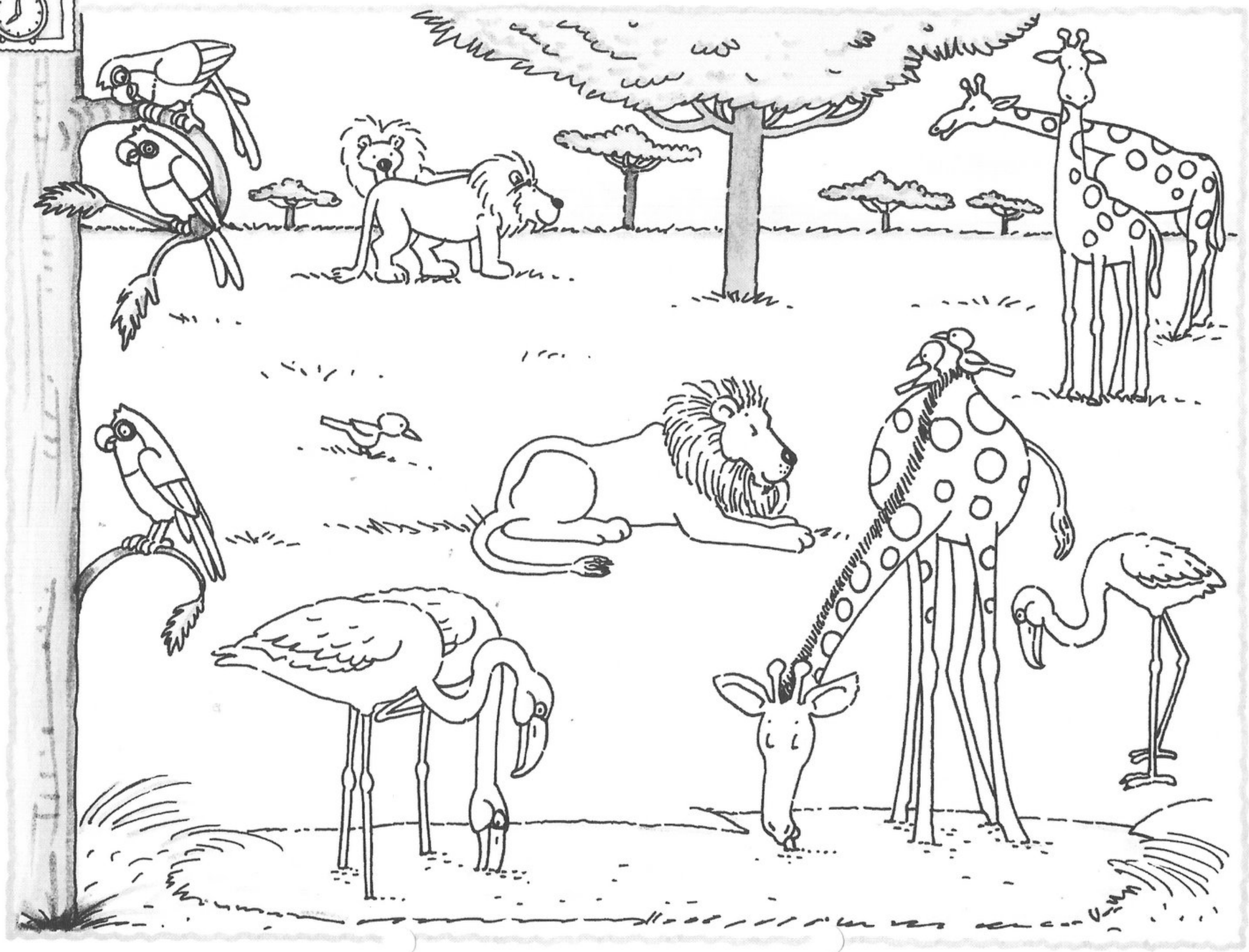






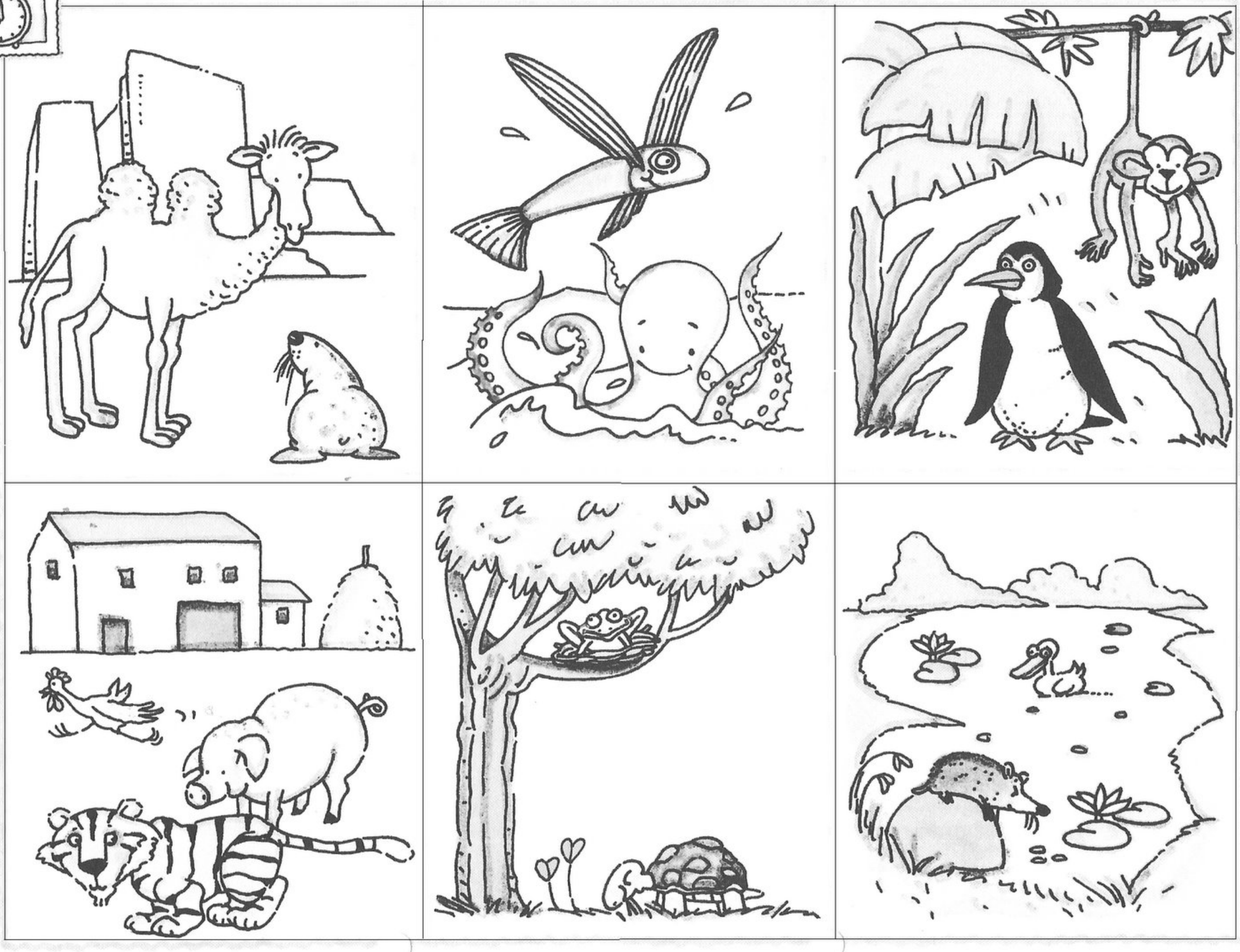
CONCEPTOS ESPACIALES

Encierra los animales iguales que están **juntos** y pinta los que están **separados**.



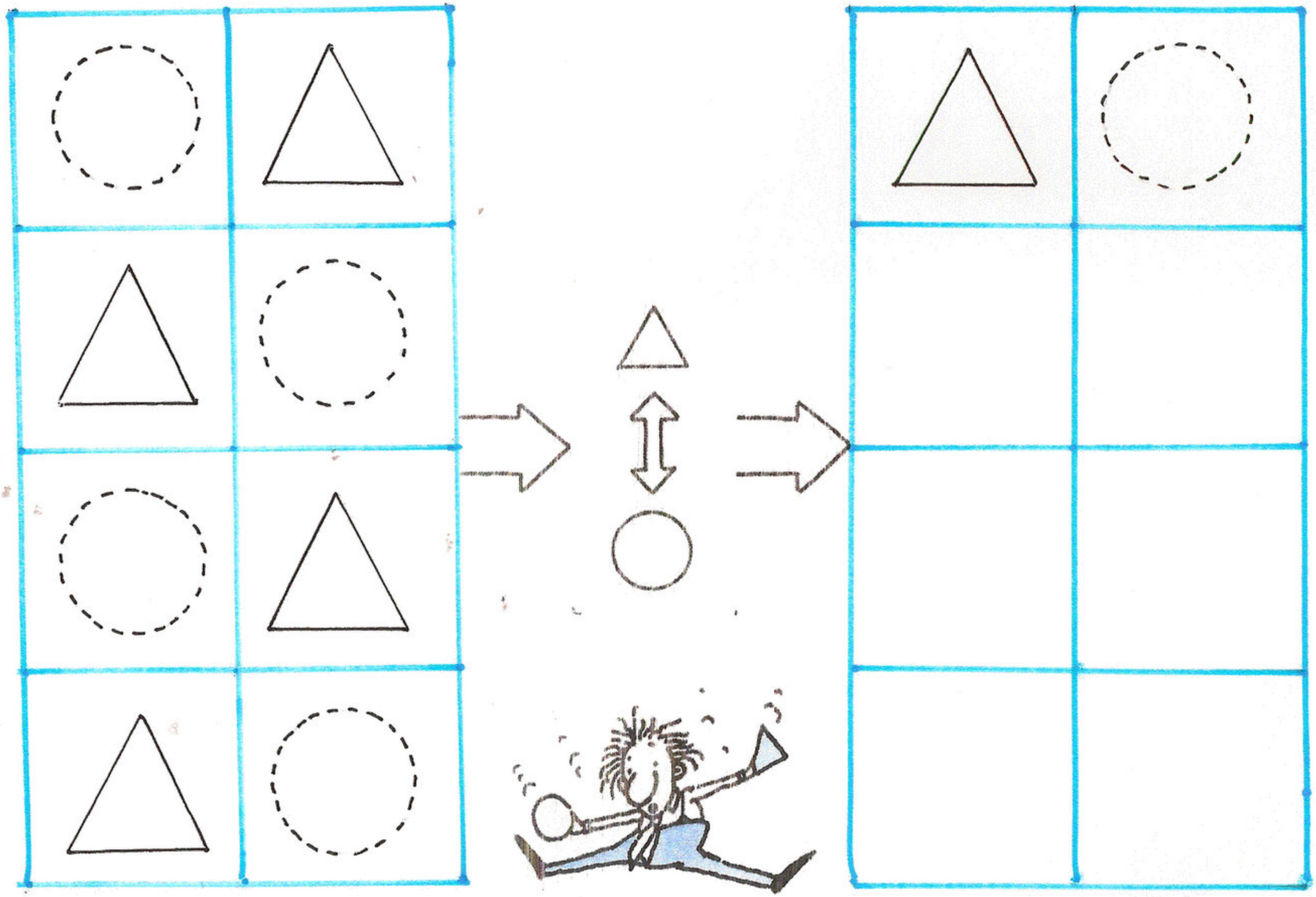
CONCEPTOS TEMPORALES

Tacha en cada escena los animales que **nunca** te encontrarías en esos paisajes.



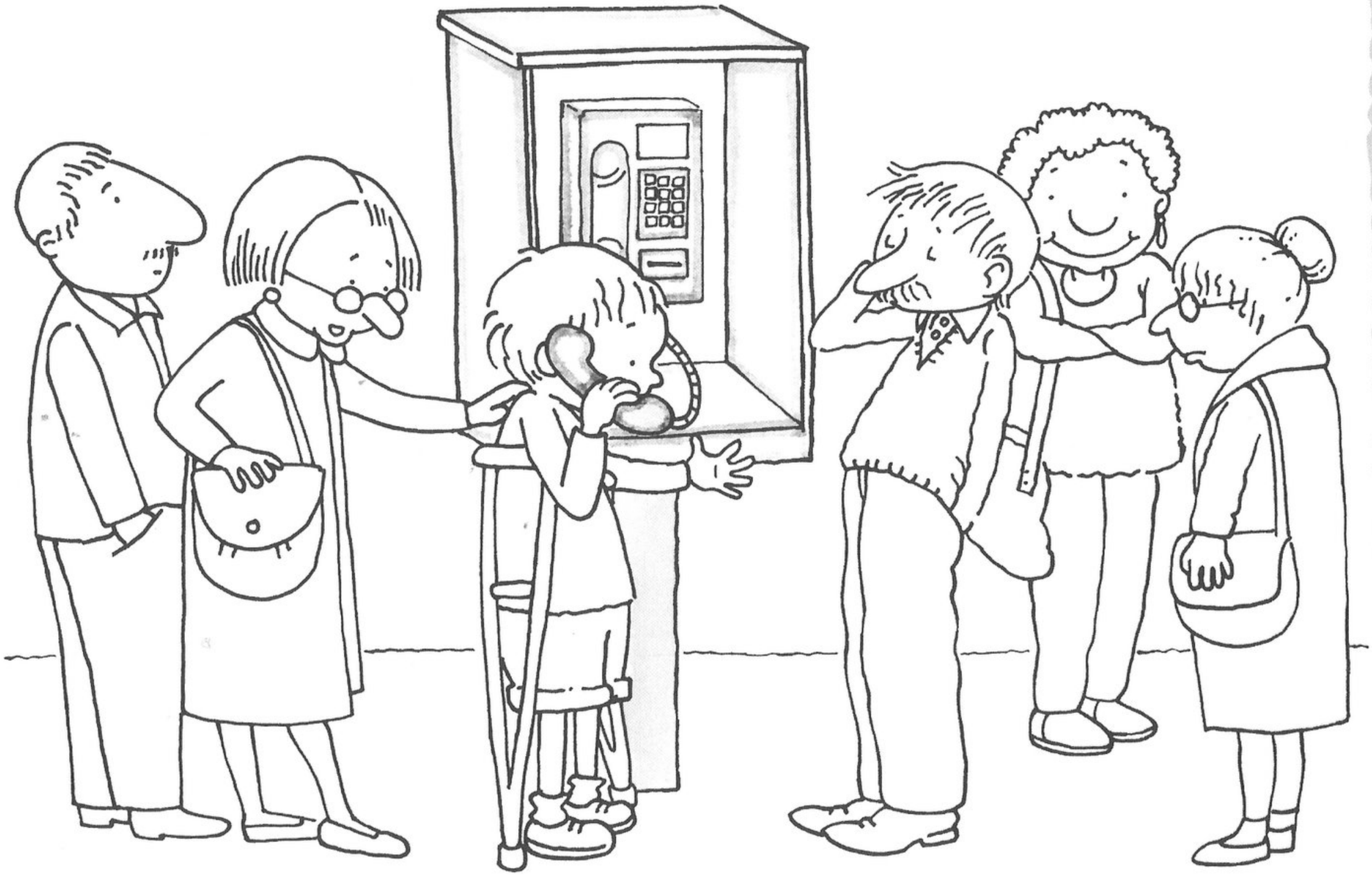
TRANSFORMACIONES

Dibuja en los cuadros los elementos transformados (círculo - triángulo). Píntalos.



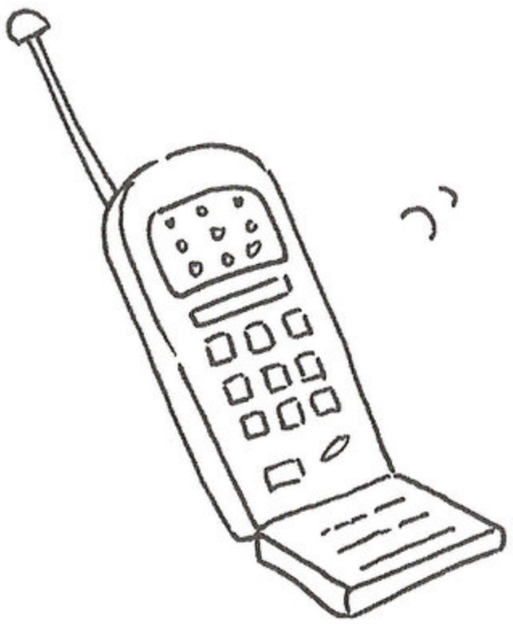
CONCEPTOS ESPACIALES

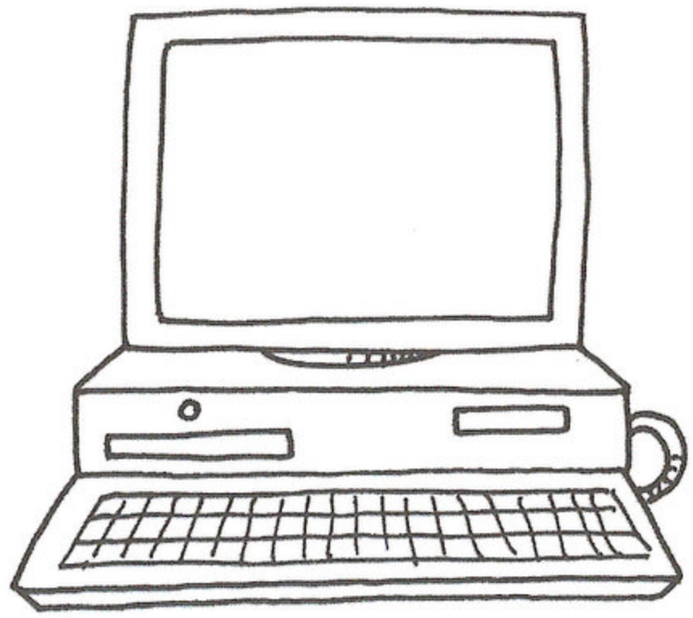
Pinta las personas que están a la **derecha** de la cabina de teléfonos y encierra las que están a la **izquierda**.

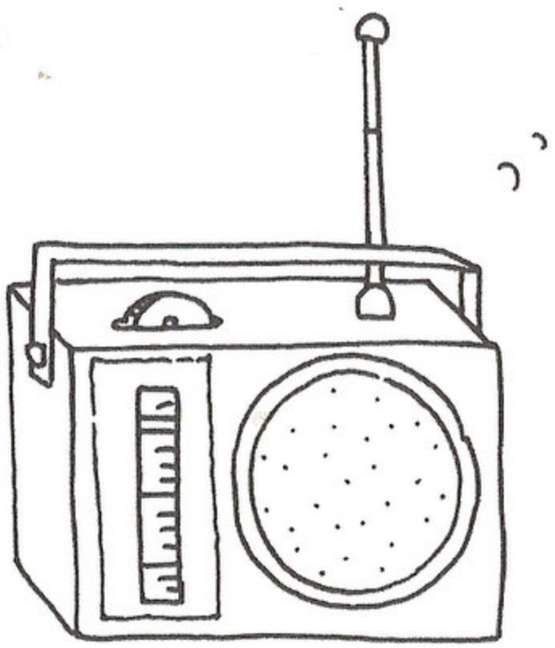


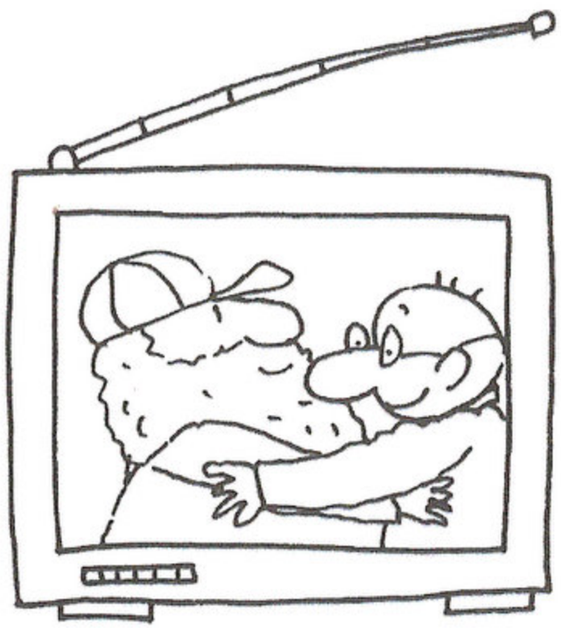
CONCEPTOS TEMPORALES

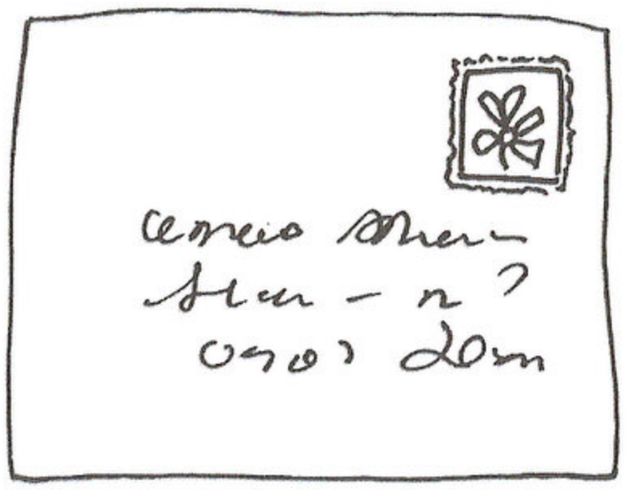
Pinta de azul los medios de comunicación que llegan **pronto** al usuario. Pinta de rojo los que llegan más **tarde**.





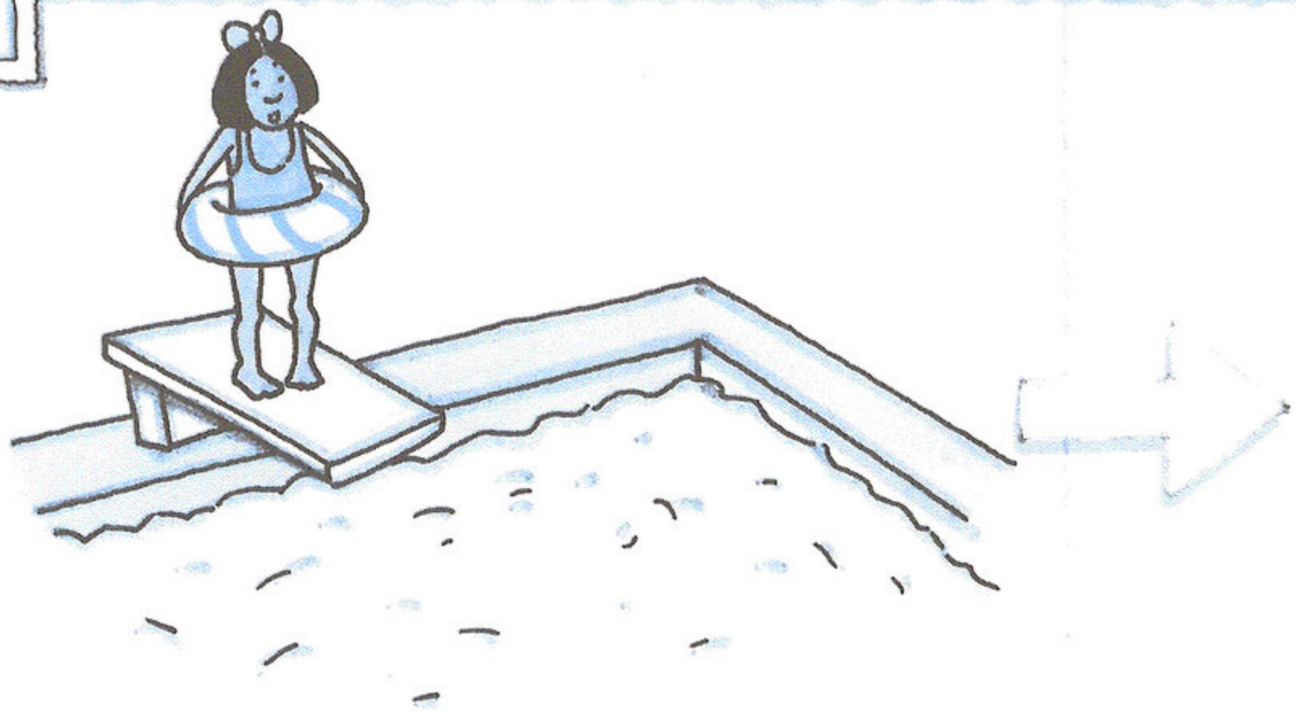






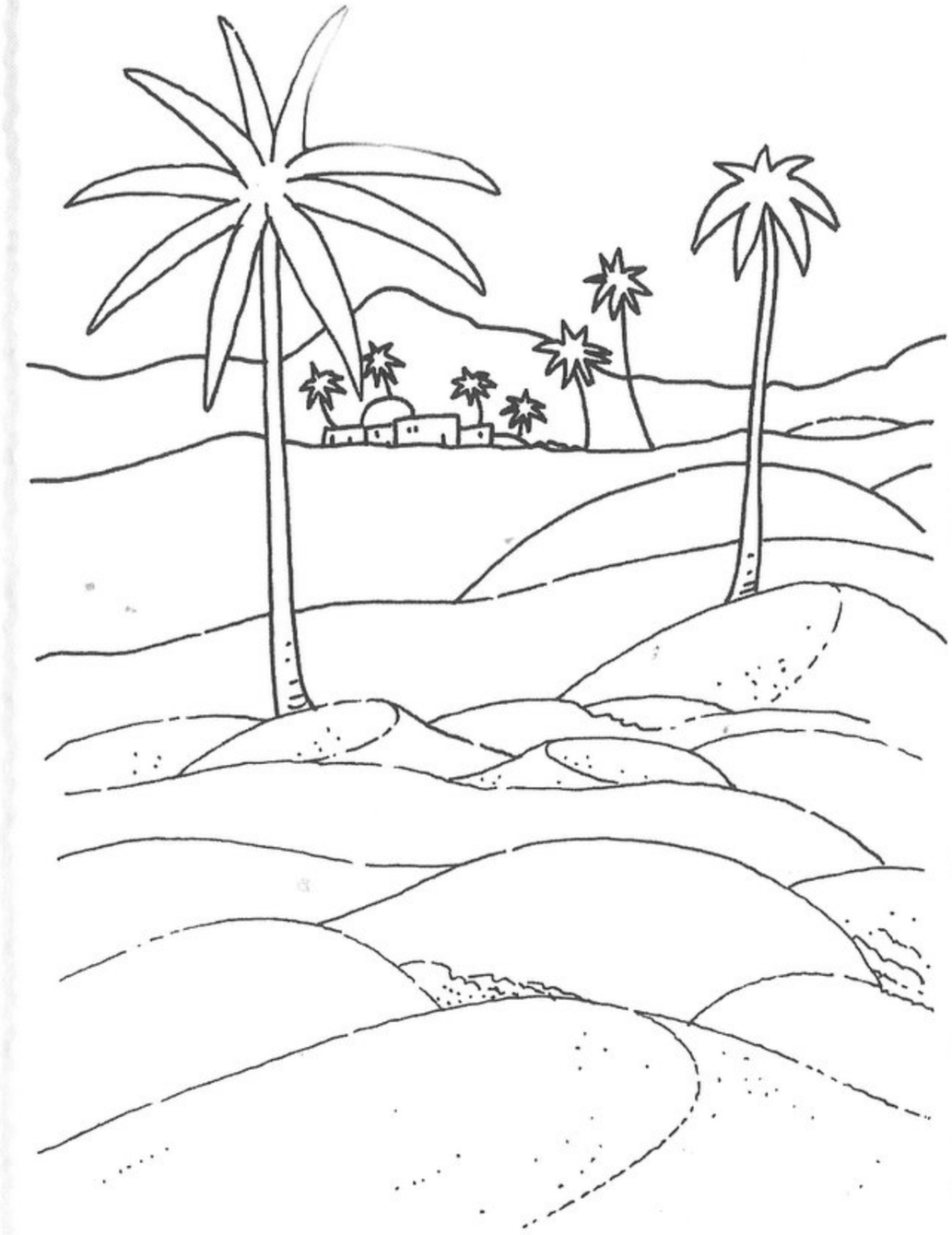
CONCEPTOS TEMPORALES

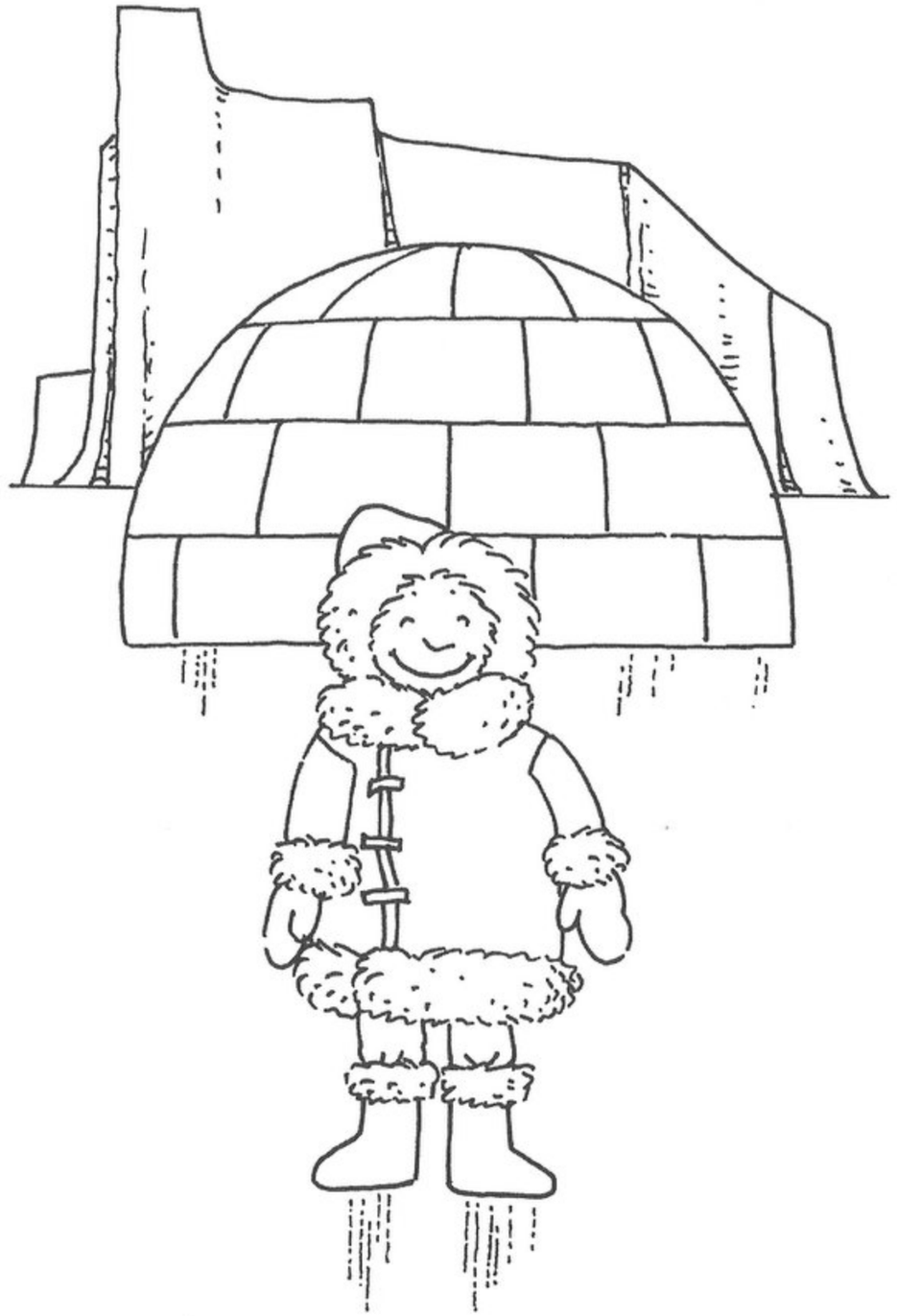
Observa lo que pasa **ahora** en las siguientes escenas y dibuja lo que crees que pasará **después**.



CONCEPTOS TEMPORALES

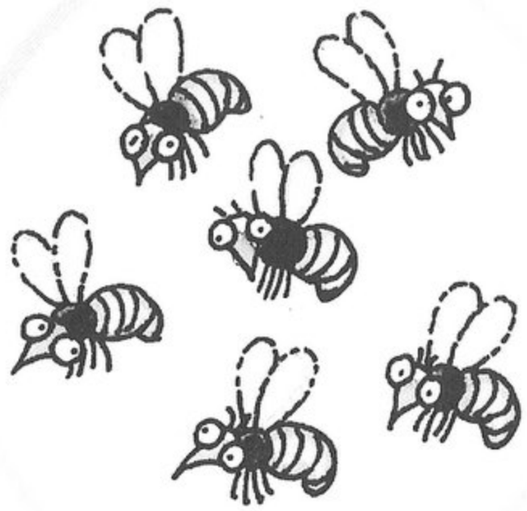
Pinta el paisaje en donde **siempre** hace calor.





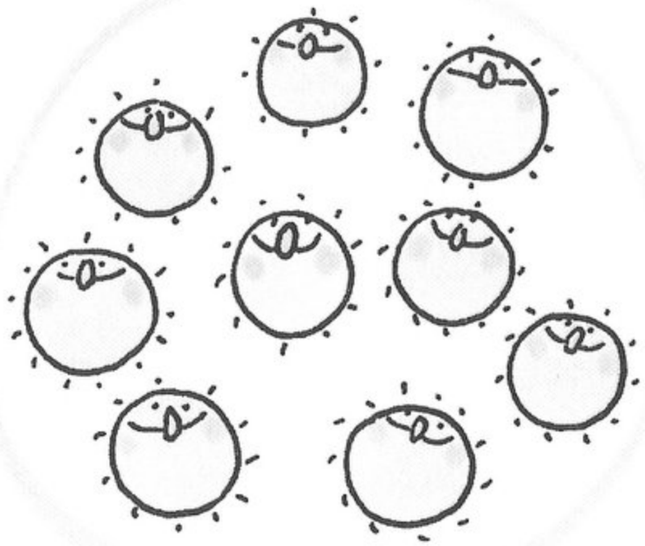
PROBLEMAS NUMÉRICOS

Cuenta los elementos de cada conjunto. Pinta el número correspondiente.

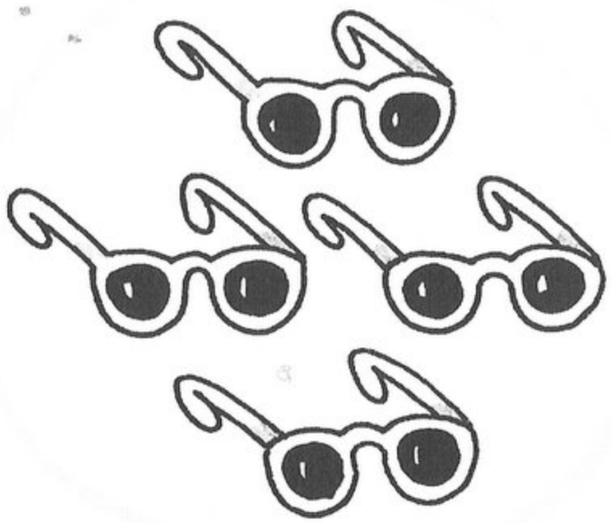


4 5 6 7 8 9

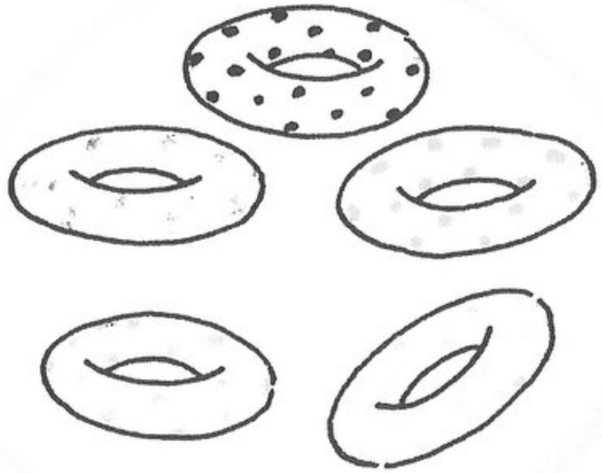
4 5 6 7 8 9



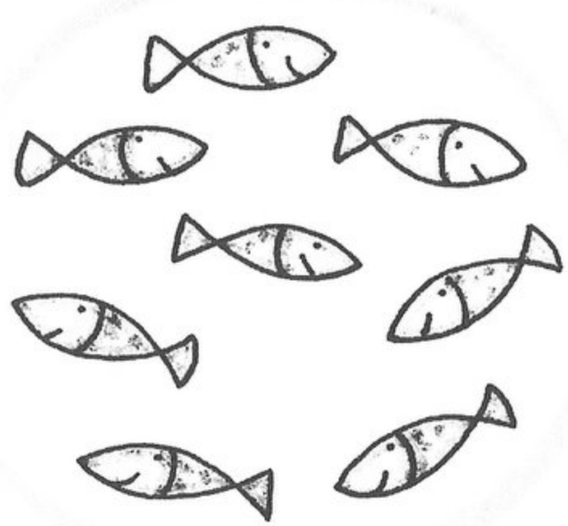
4 5 6 7 8 9



4 5 6 7 8 9



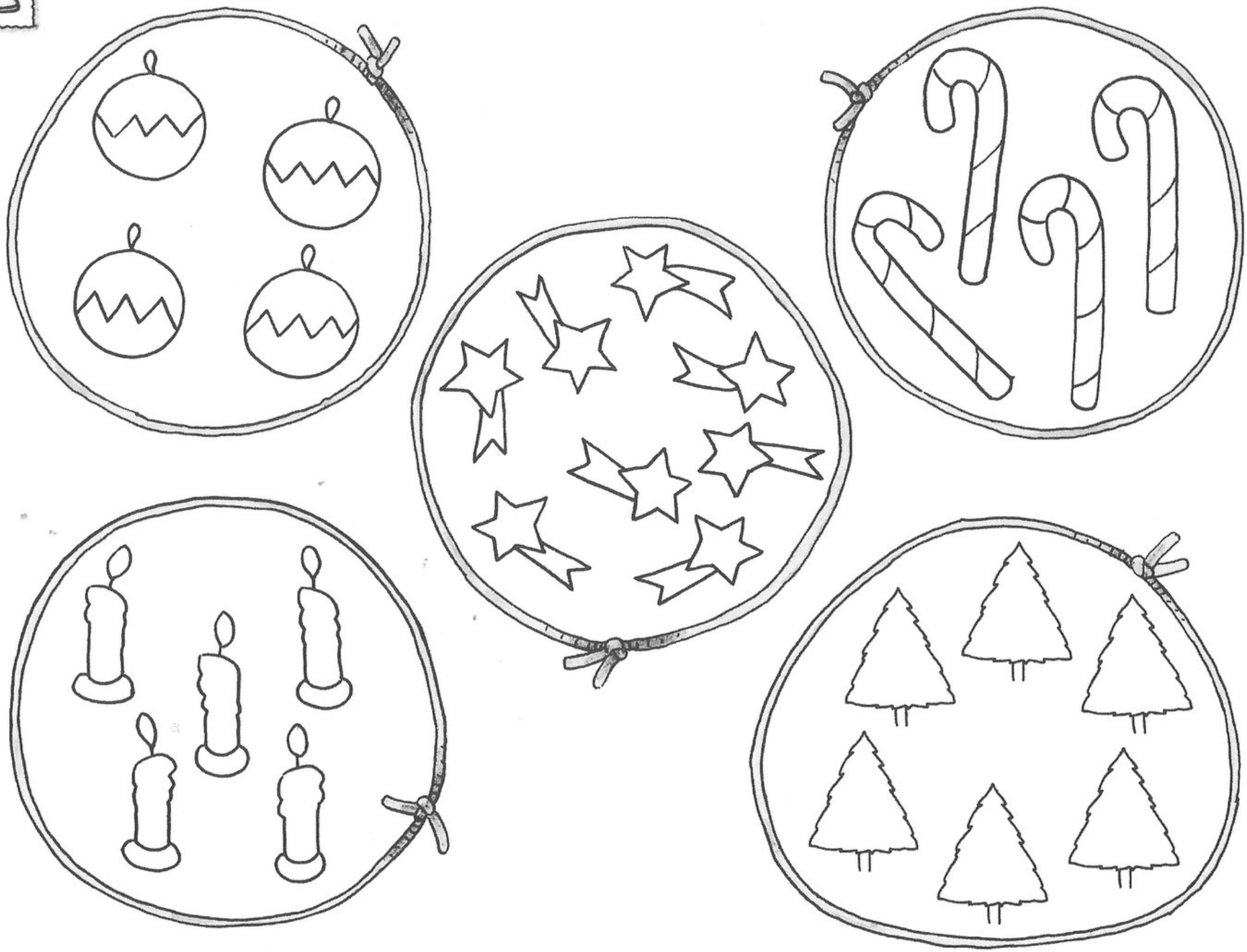
4 5 6 7 8 9



4 5 6 7 8 9

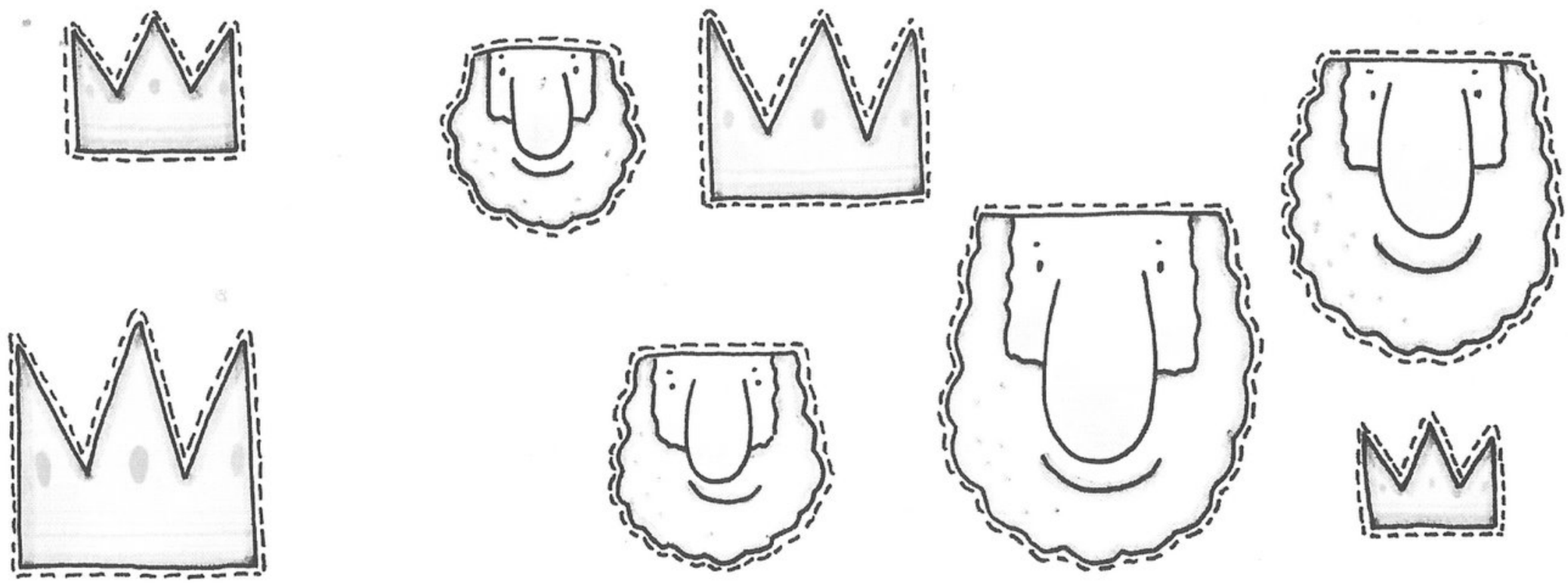
PROBLEMAS NUMÉRICOS

Pinta los conjuntos que tengan menos de seis elementos. Dibuja una etiqueta en cada uno y escribe el número dentro.



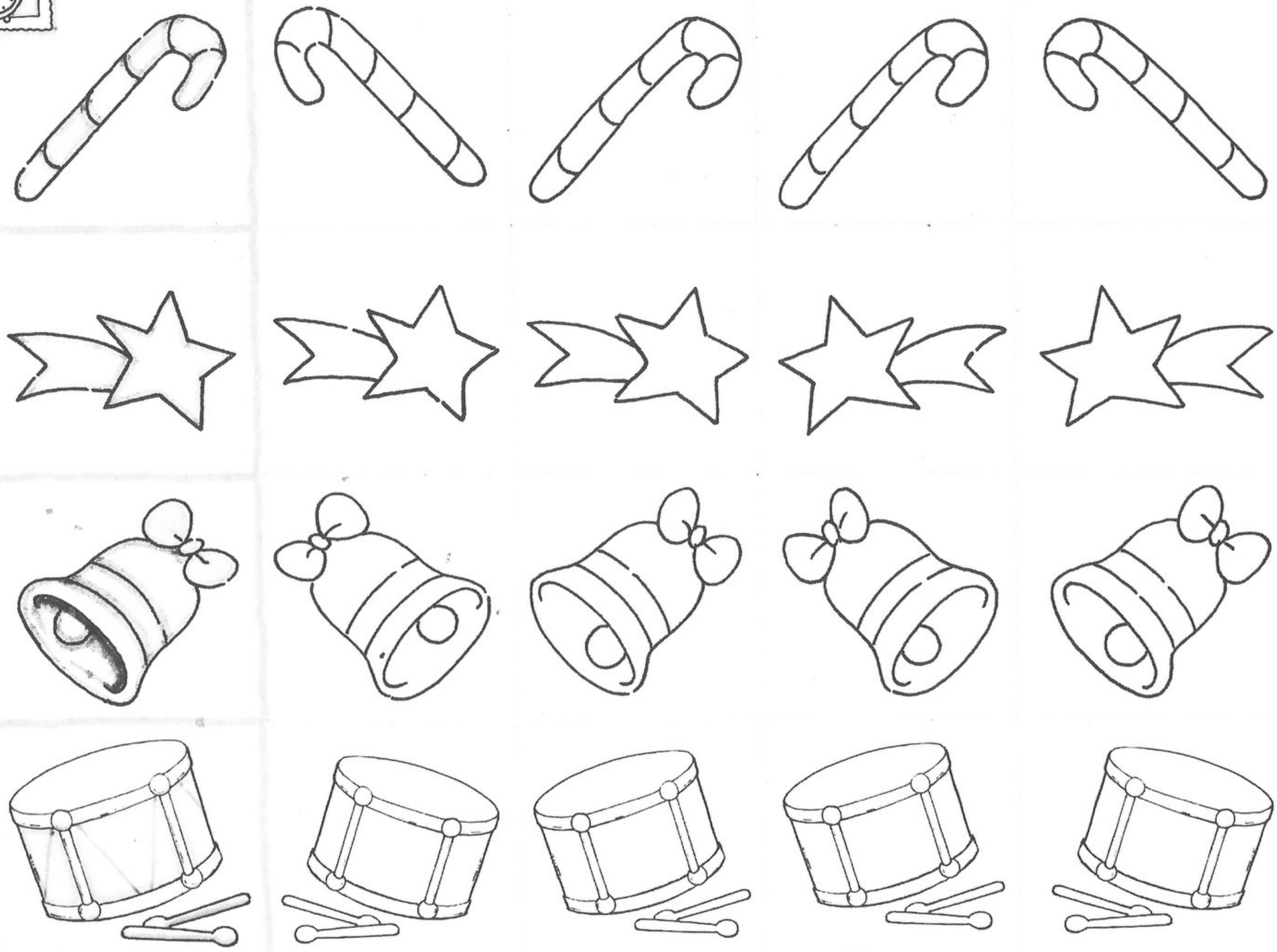
ORDENACIONES

Recorta las coronas y los Reyes Magos. Pégalos y ordénalos de menor a mayor.



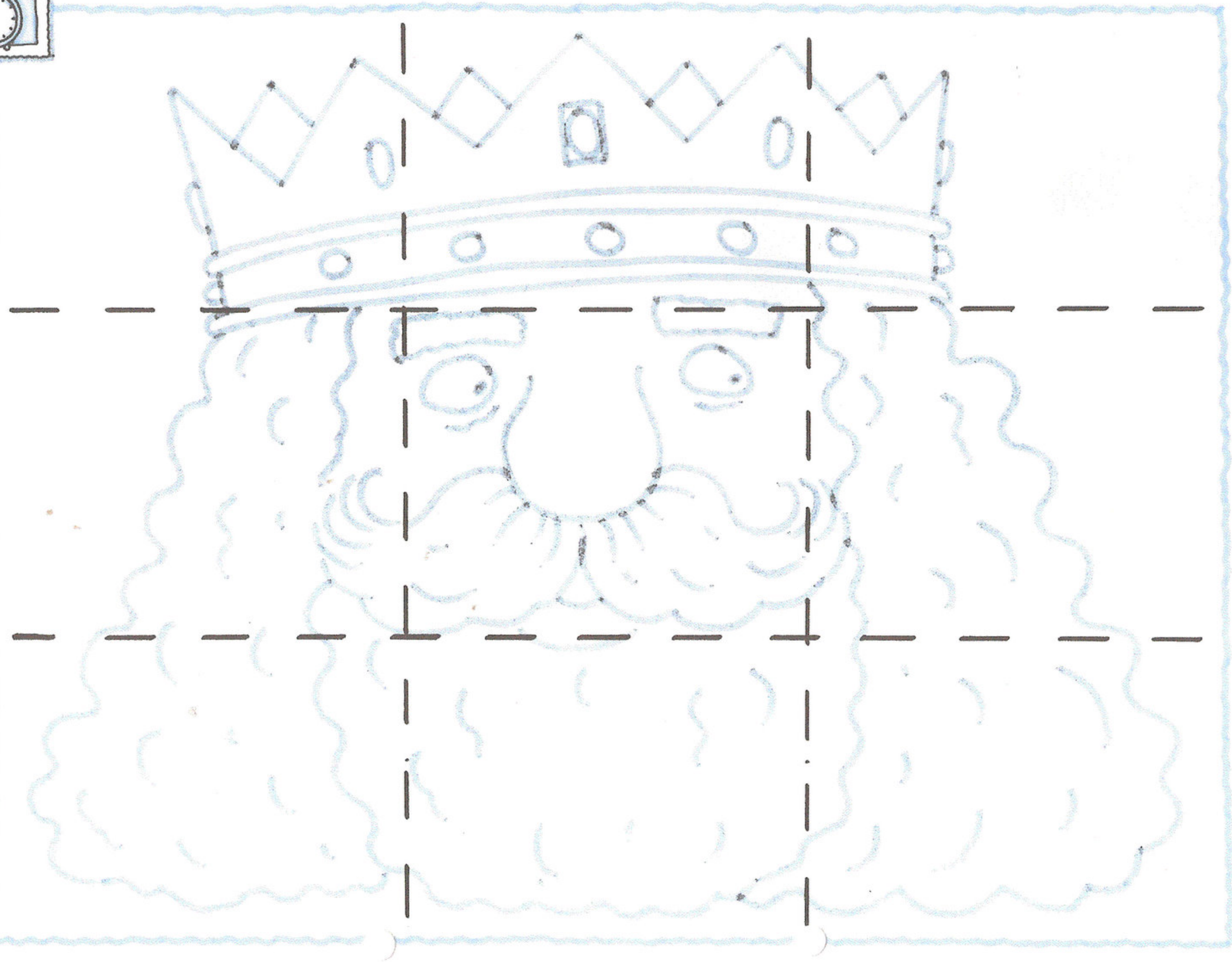
CONCEPTOS ESPACIALES

Encierra y pinta las figuras que están en la misma posición (**derecha** o **izquierda**) que su modelo.



ROMPECABEZAS

Pinta el dibujo y recorta por las líneas discontinuas. Pega las piezas en una hoja aparte.



ABSURDOS LÓGICOS

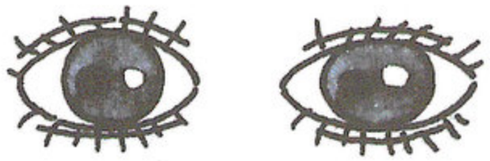
Encierra los elementos absurdos. Píntalos.

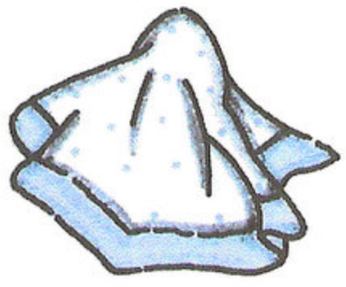
PENSAMIENTO CREATIVO

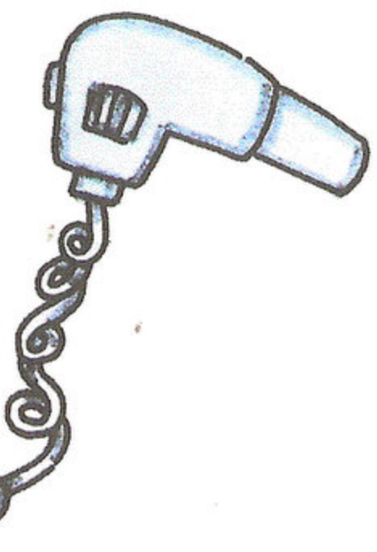
Dibuja y pinta lo que crees que está buscando cada miembro de la familia.

CORRESPONDENCIAS

Une con una flecha cada elemento con la parte del cuerpo que le corresponde.

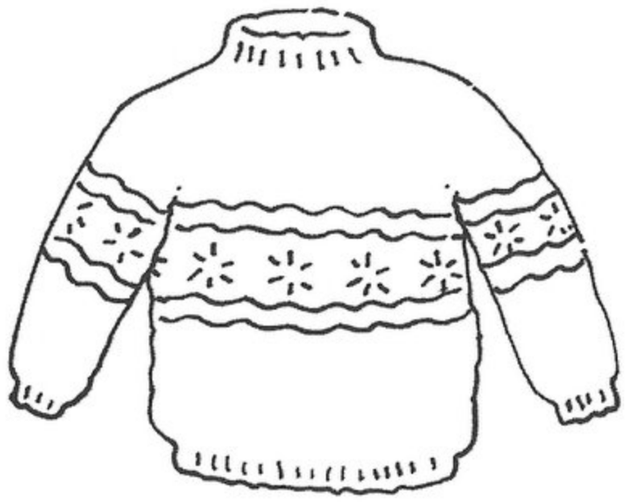


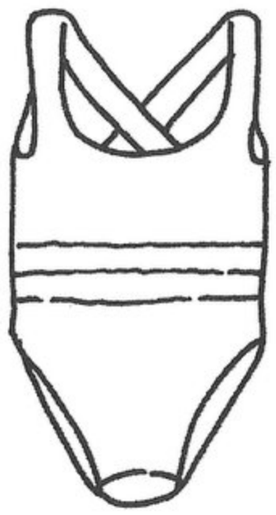


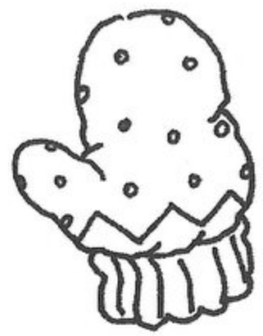


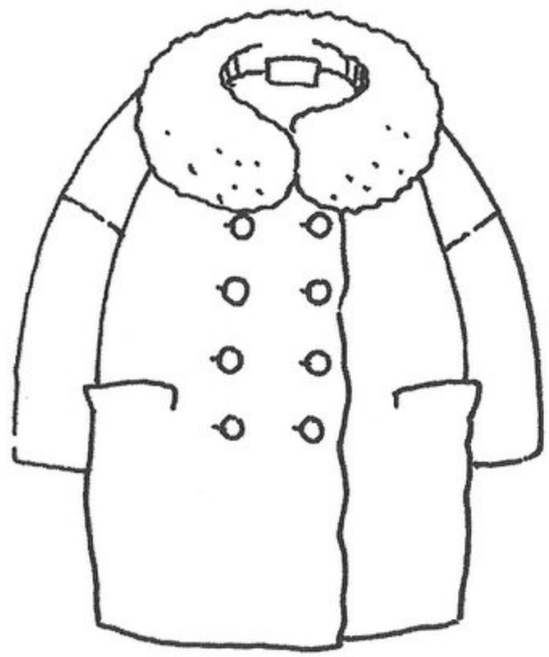
CLASIFICACIONES

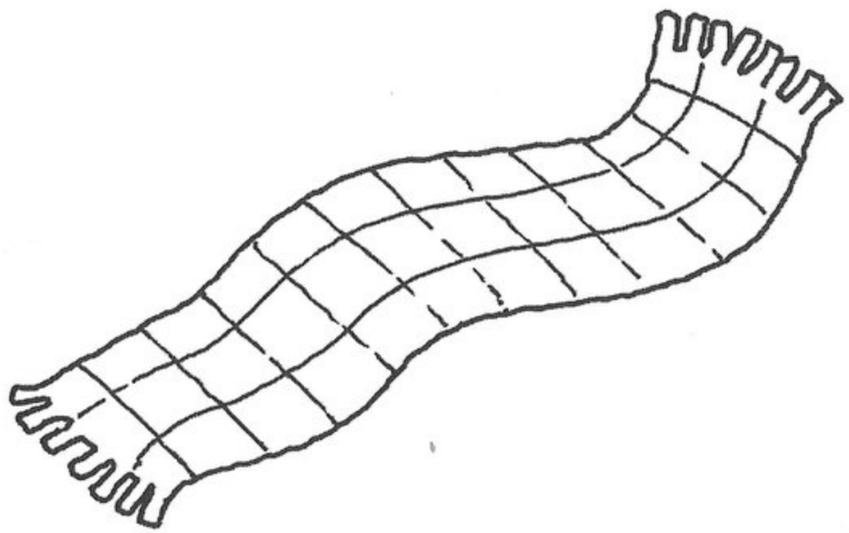
Pinta la ropa que se utiliza en invierno.

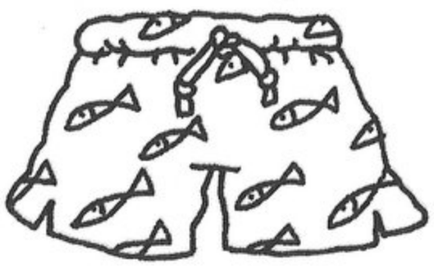


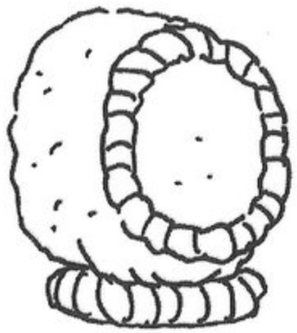


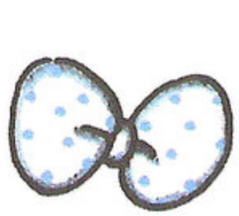
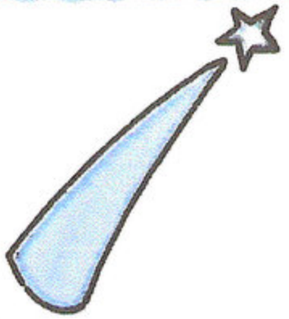
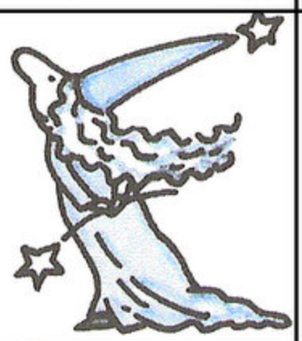










MATRICES

Pinta los cuadros donde se crucen los elementos iguales.