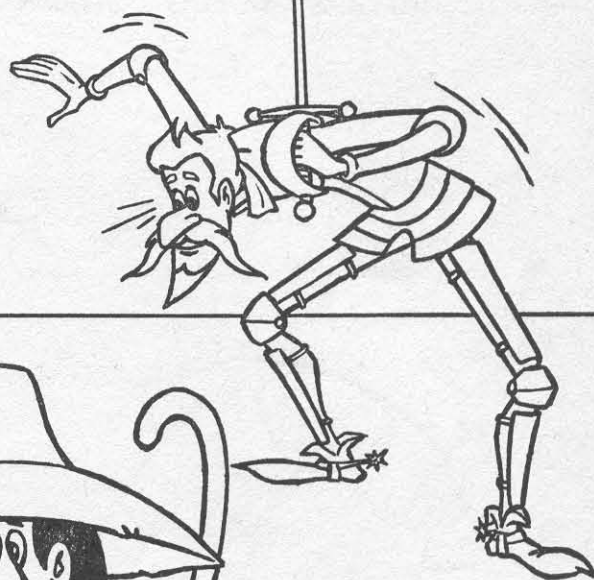
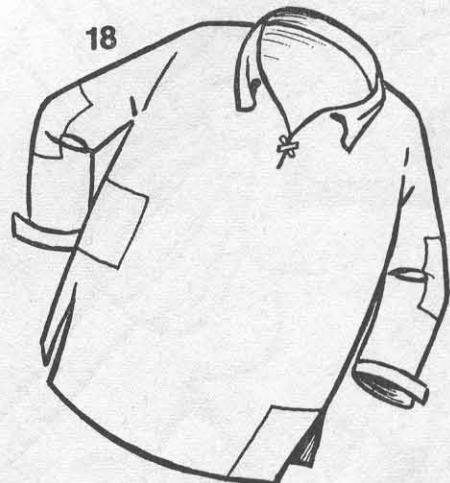
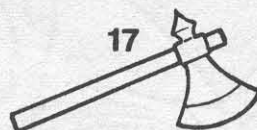
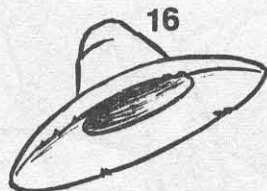
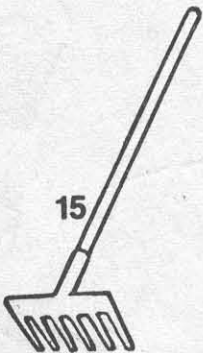
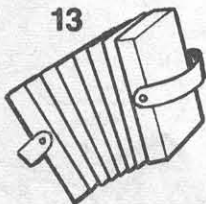
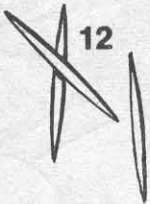
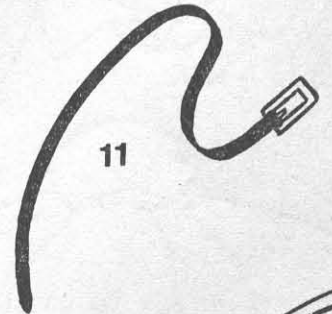
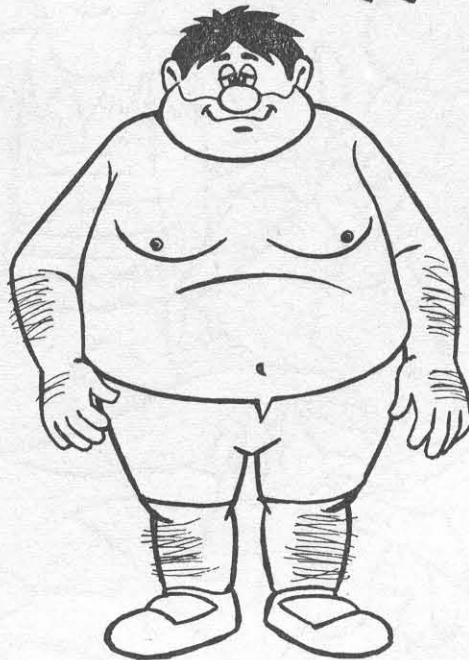
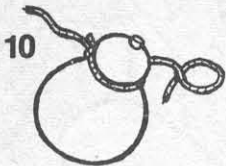
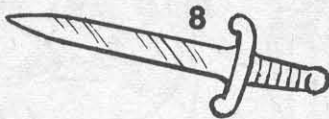
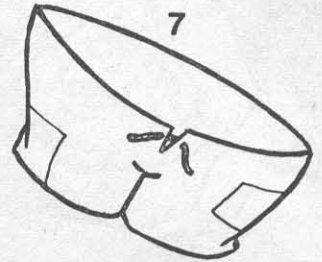
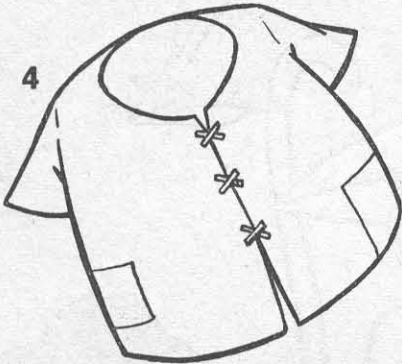
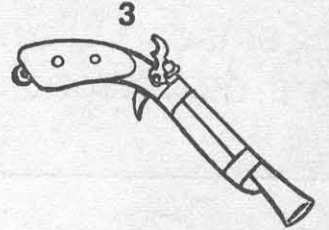
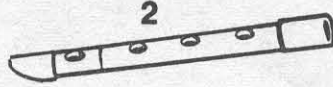
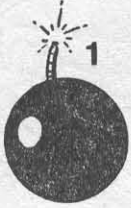


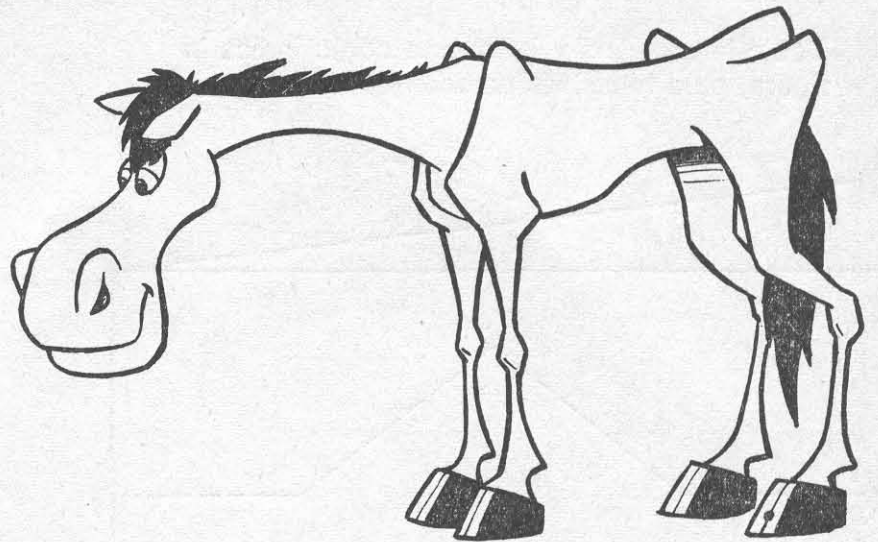
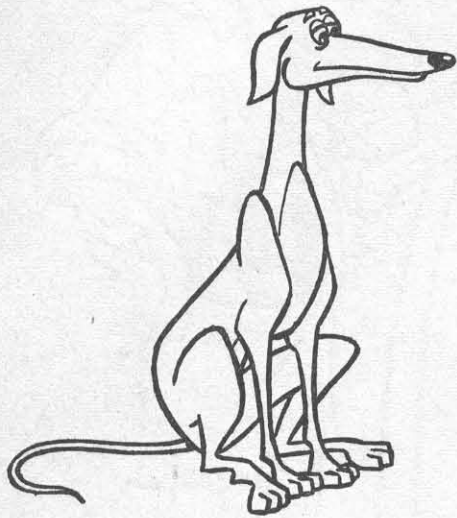
Ayudo a Don Quijote a buscar a su amada Dulcinea entre este grupo de personajes.



Busco las ropas de Sancho Panza
entre todos estos objetos.

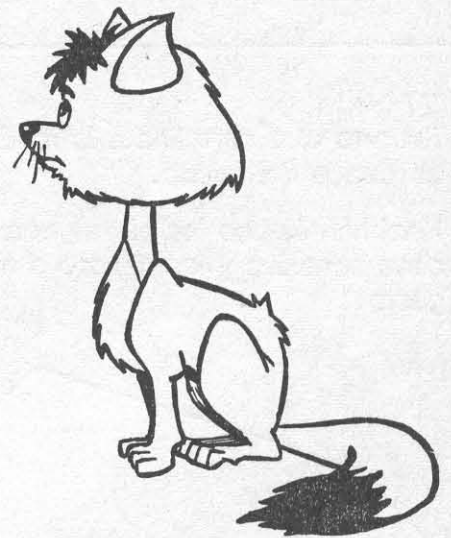
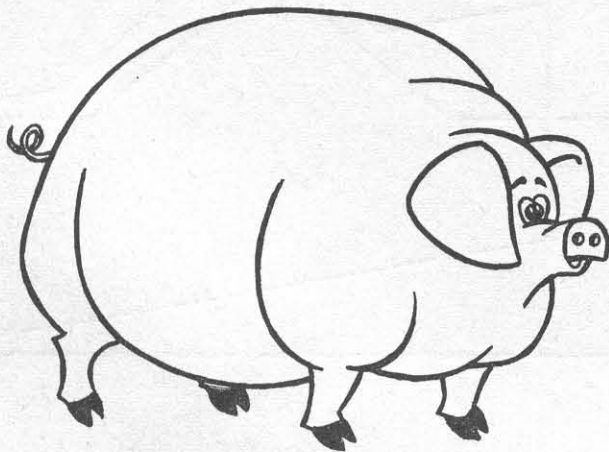


Completo el nombre de estos animales
colocando en las casillas las letras que faltan.



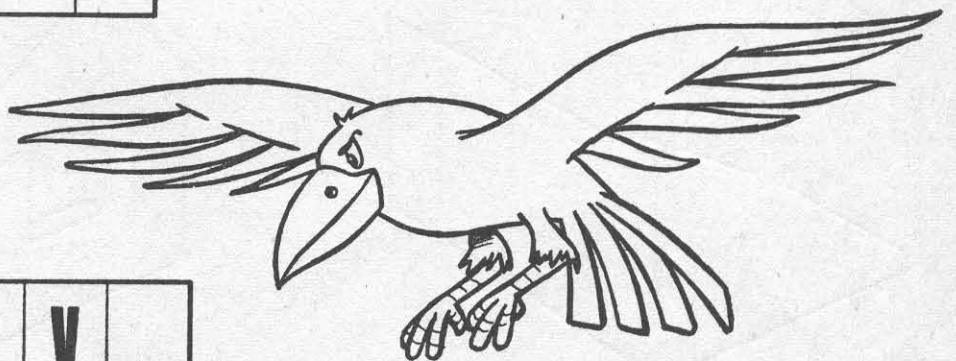
R	C	I			N	T
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P		R		O
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C		R		O
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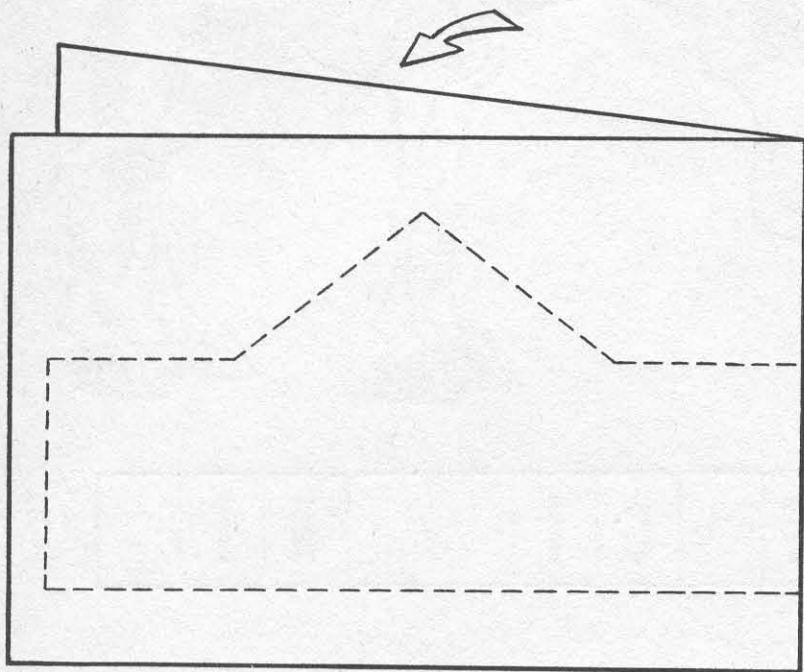
G		T	
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C			R	V	
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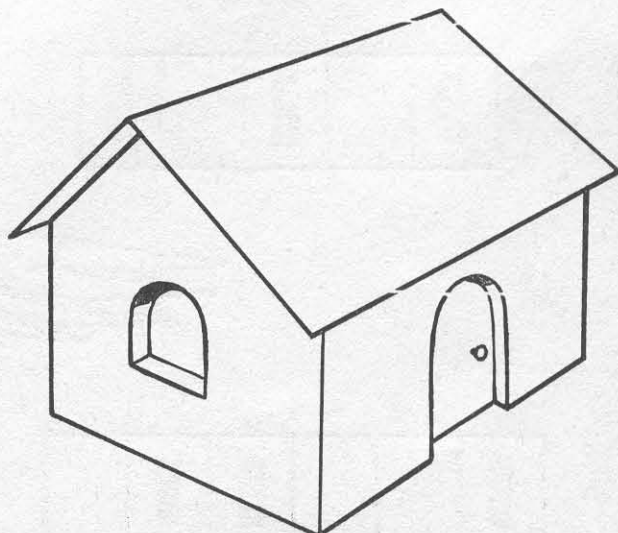
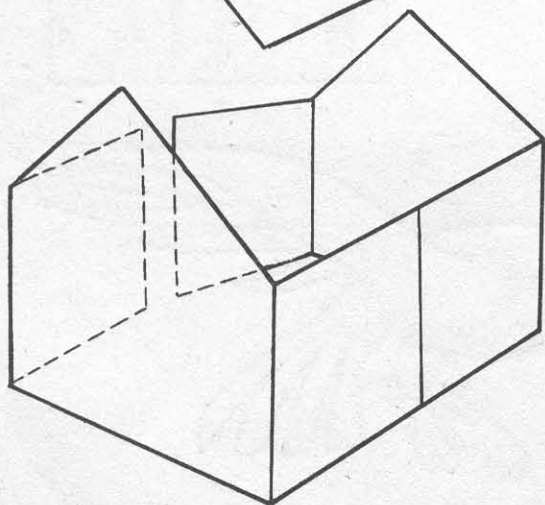
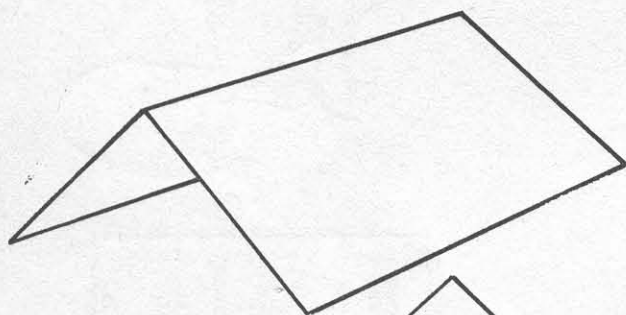
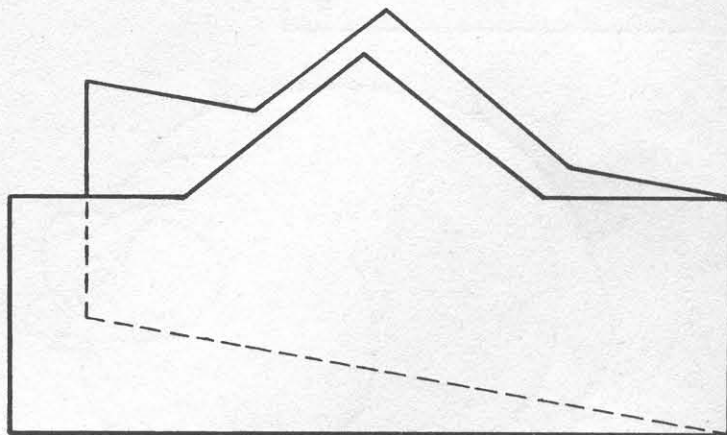
Construyo la casita del pastor con cartulina.

Doblo la cartulina y la recorto como indica la figura, para hacer las paredes de la casita.

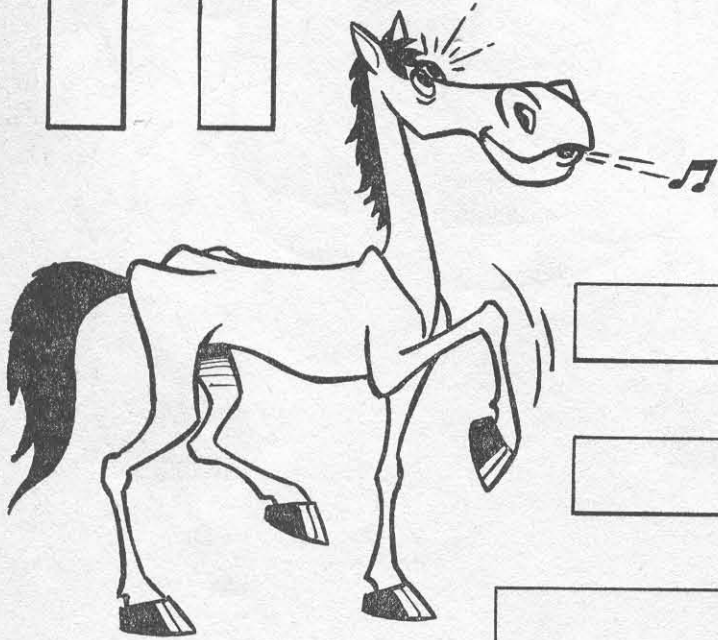
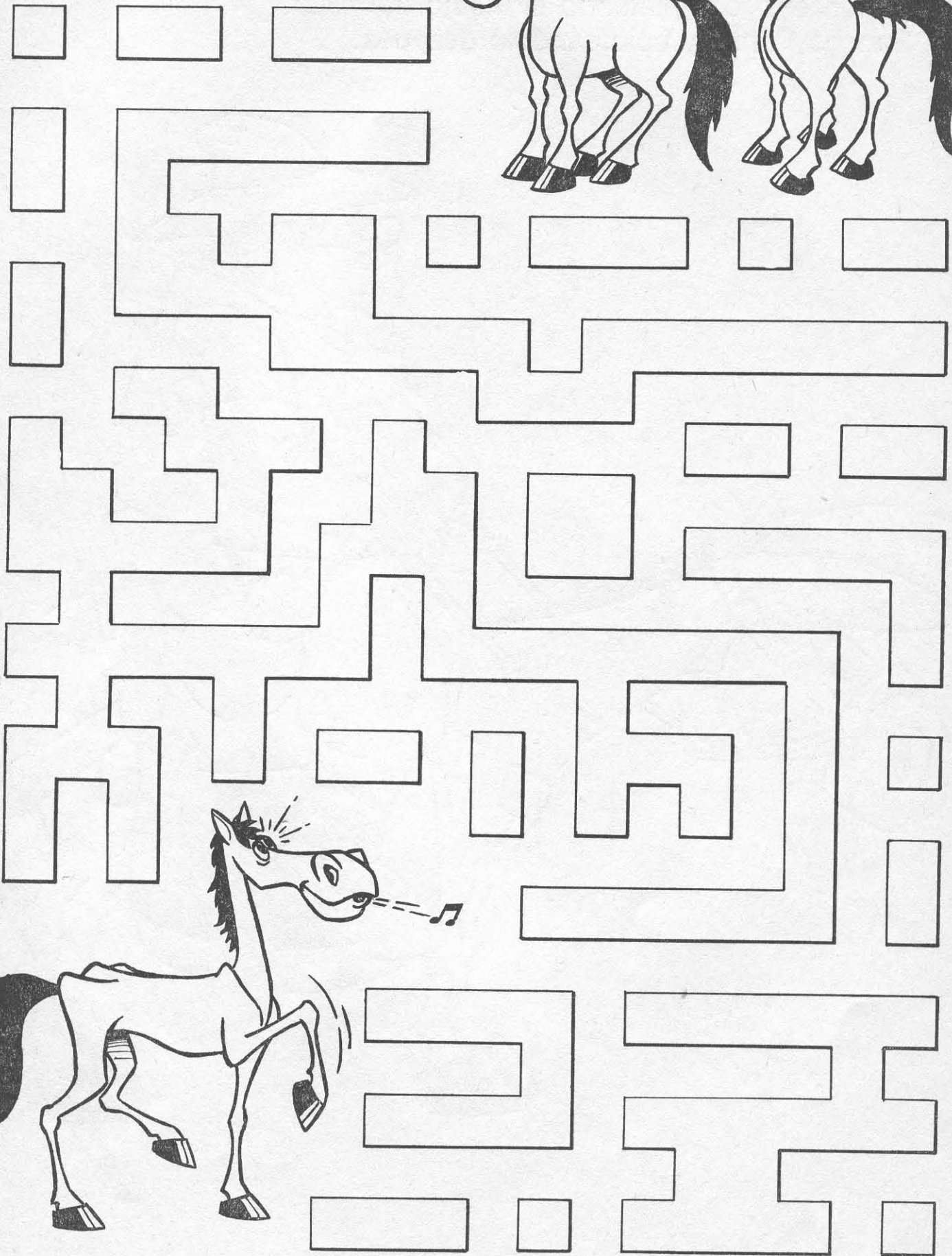
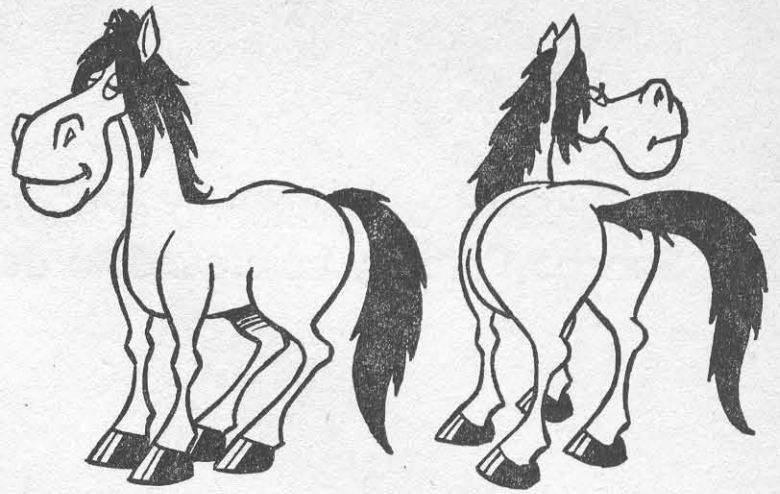


Recorto otra cartulina a la medida adecuada del tejado.

Finalmente, uno las piezas con cinta adhesiva y las decoro a mi gusto.



Ayudo a Rocinante a encontrar el camino para llegar hasta las yeguas.



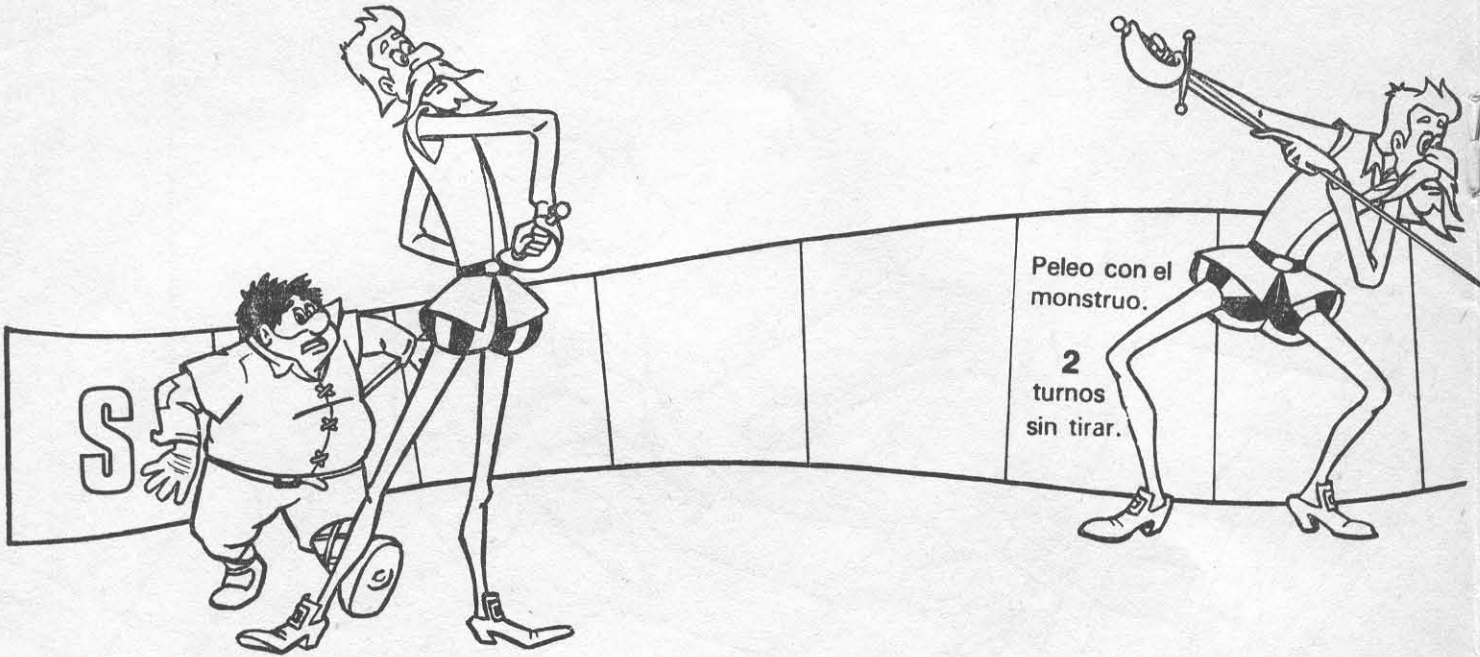
Me divierto completando el dibujo de Sancho Panza y coloreándolo después.



Observo que Don Quijote no puede escribir porque no encuentra el tintero. Le ayudo a buscarlo y lo dibujo en el lugar donde debe estar.

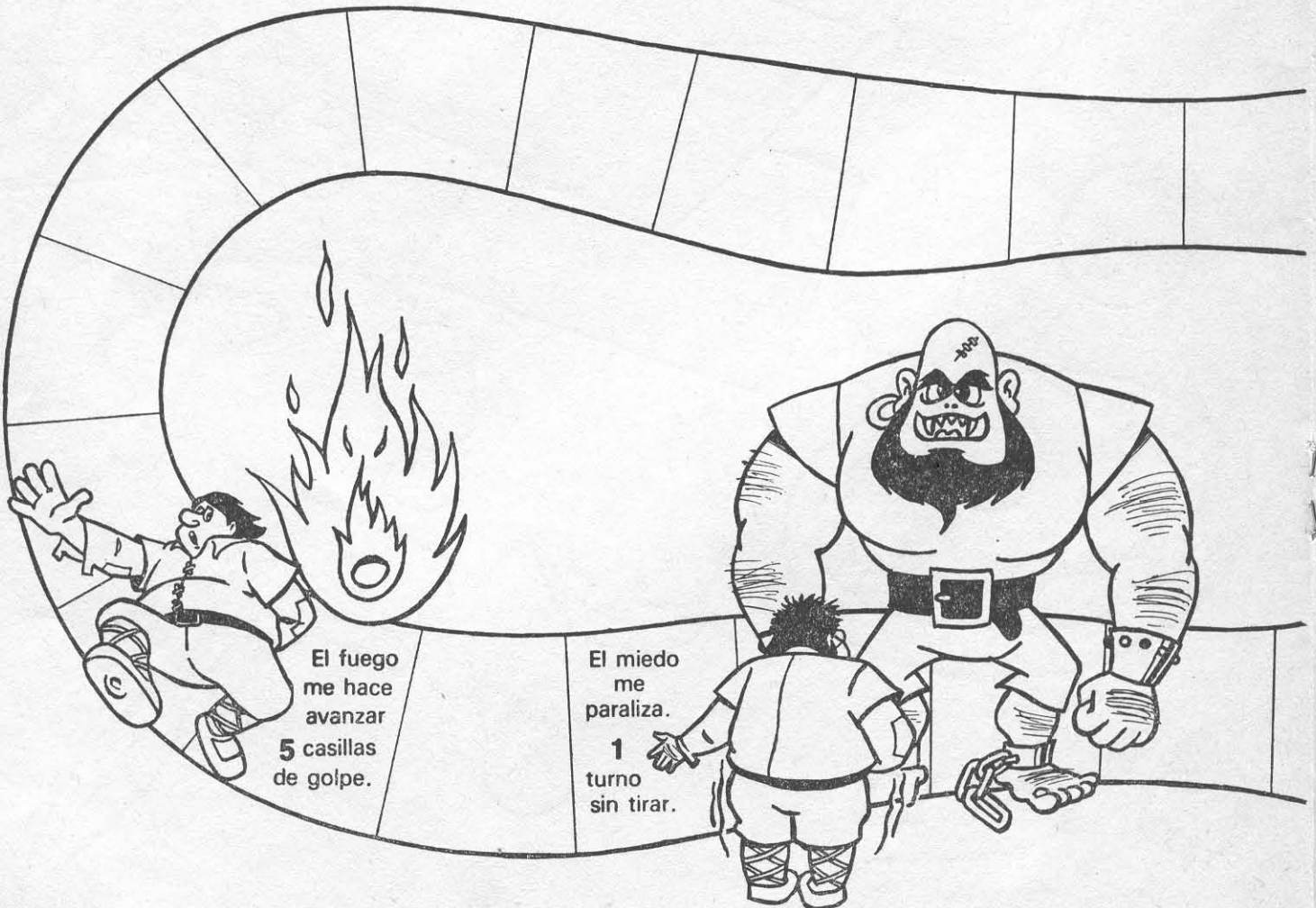


Juego con mis amigos al rescate de la princesa,
número más alto saldrá el primero de la casilla S.



Peleo con el
monstruo.

2
turnos
sin tirar.

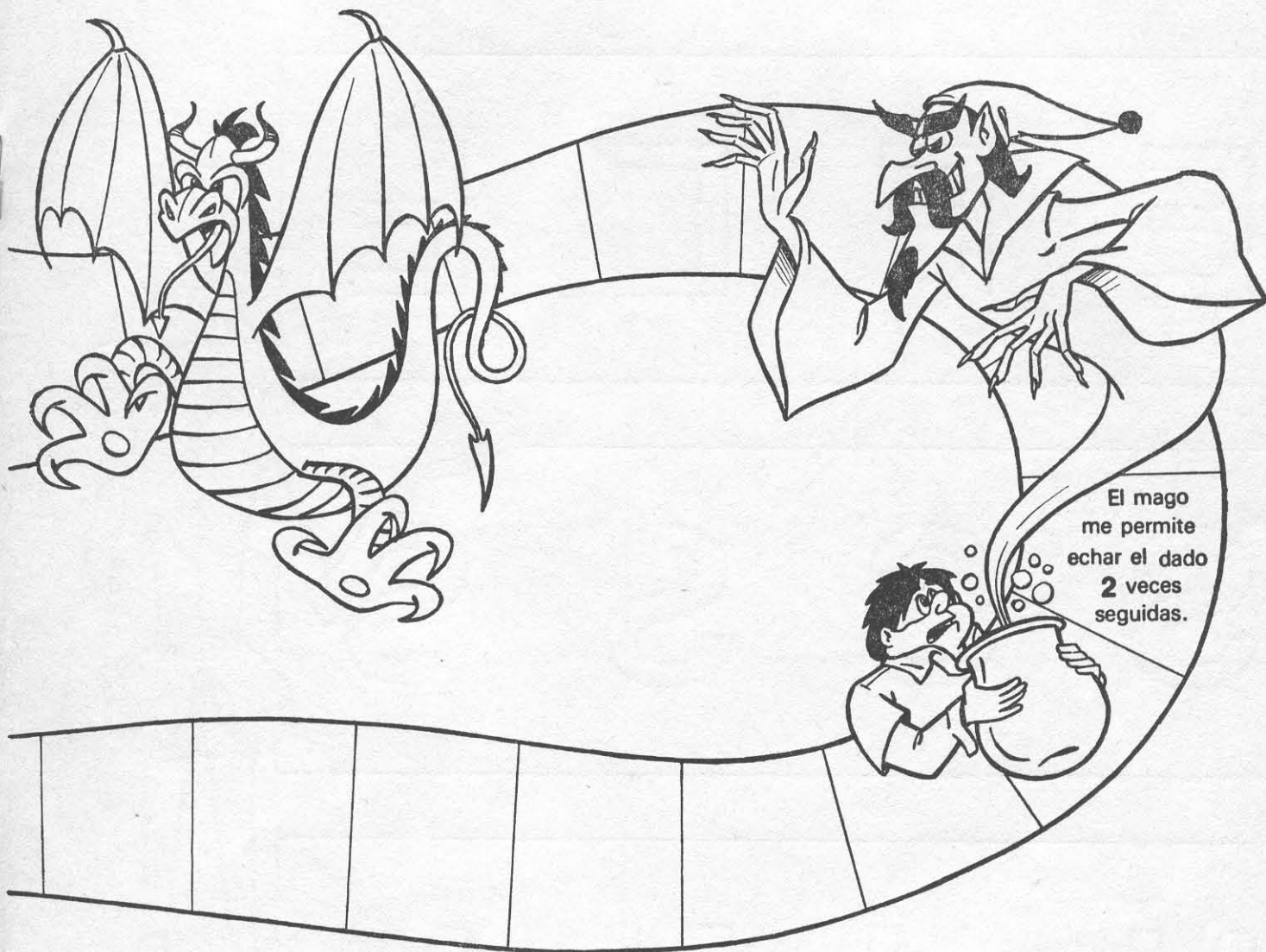


El fuego
me hace
avanzar
5 casillas
de golpe.

El miedo
me
paraliza.
1
turno
sin tirar.

sa,
S.

utilizando fichas y dados de parchís. El que saque el
Ganará el que consiga llegar antes hasta la casilla M.



El mago
me permite
echar el dado
2 veces
seguidas.



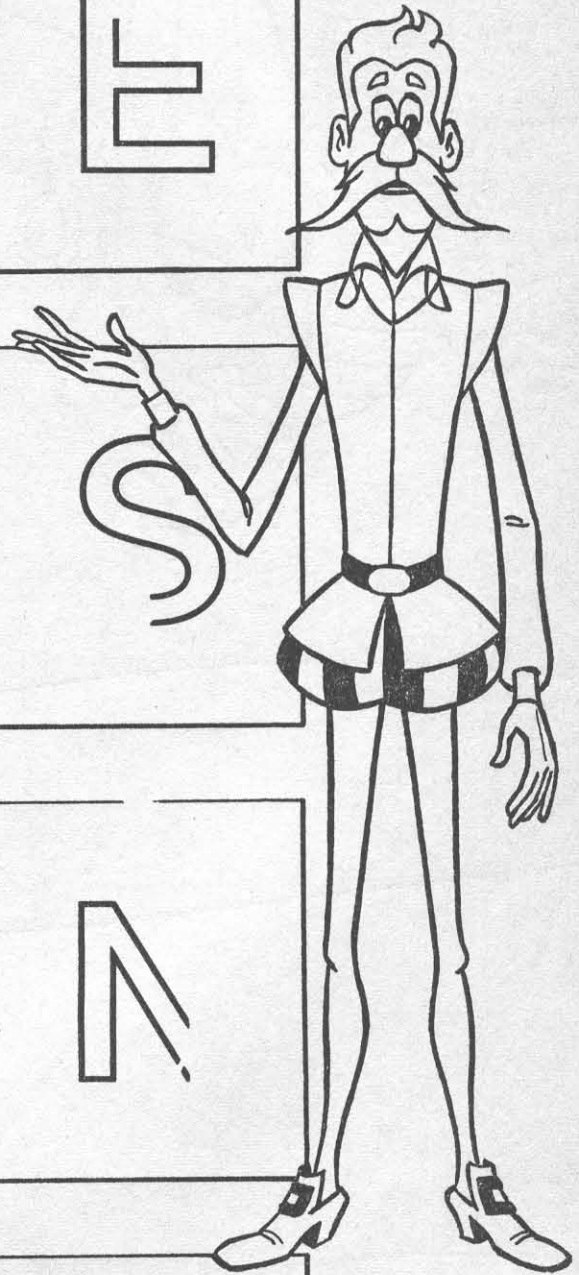
Termino las letras que están incompletas fijándome en los modelos.

E F E E

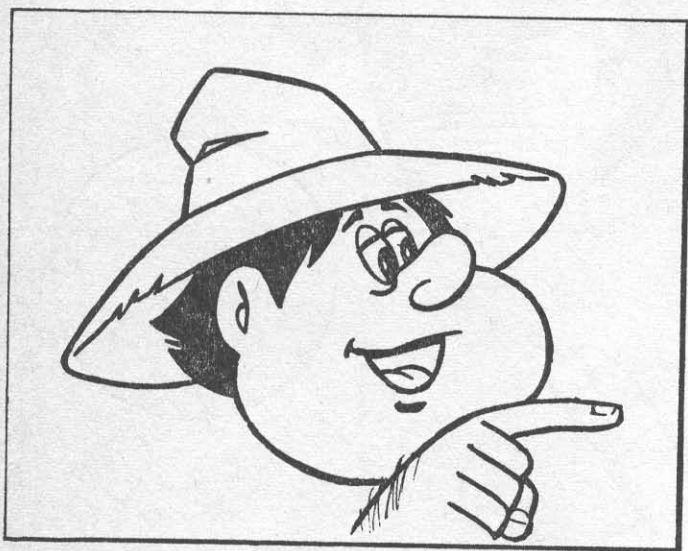
S S S S

N N N N

T T T T



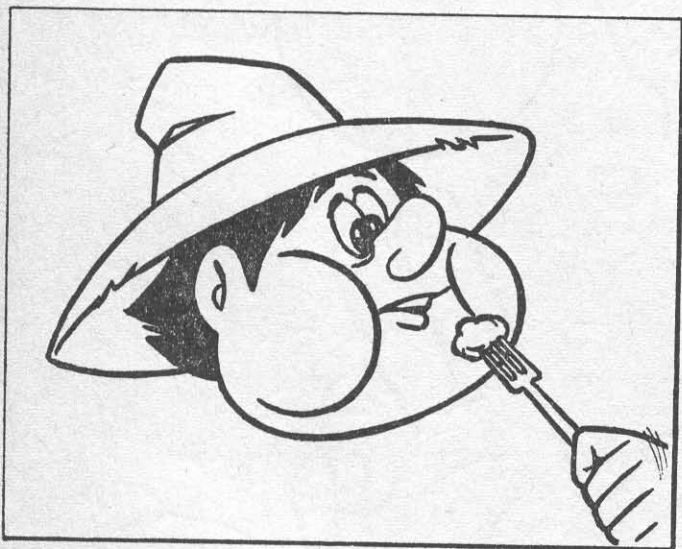
Observo a Sancho Panza con atención...



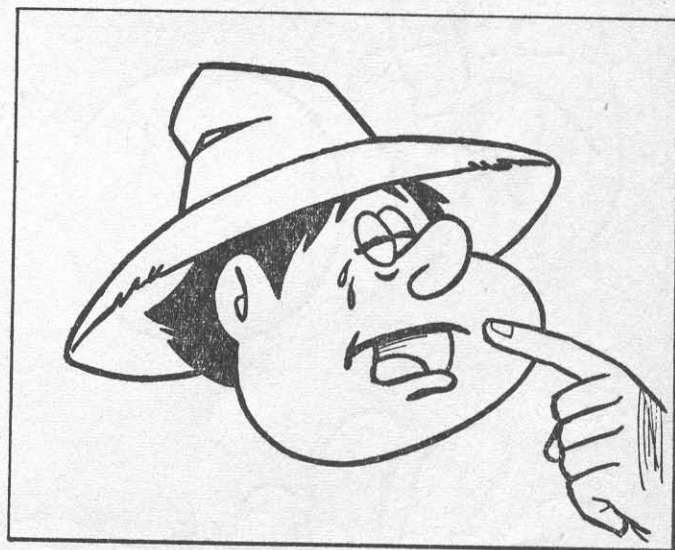
Habla



Bebe



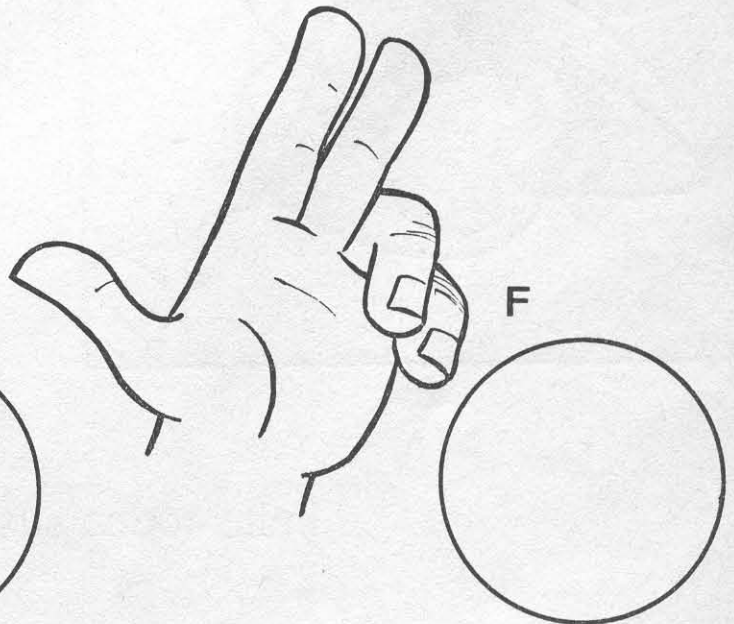
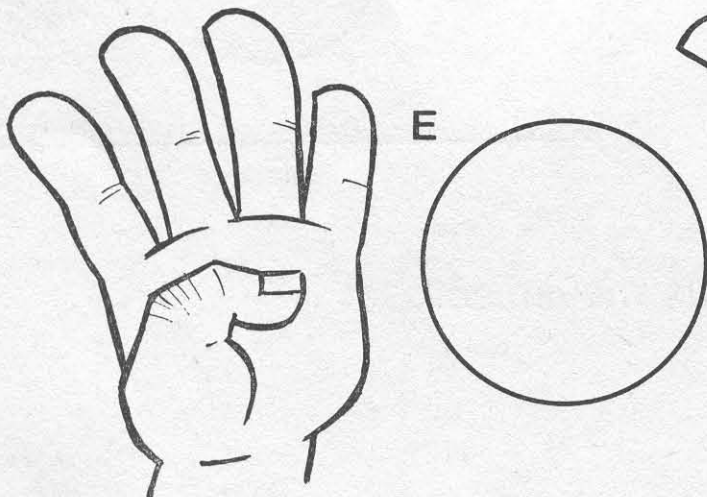
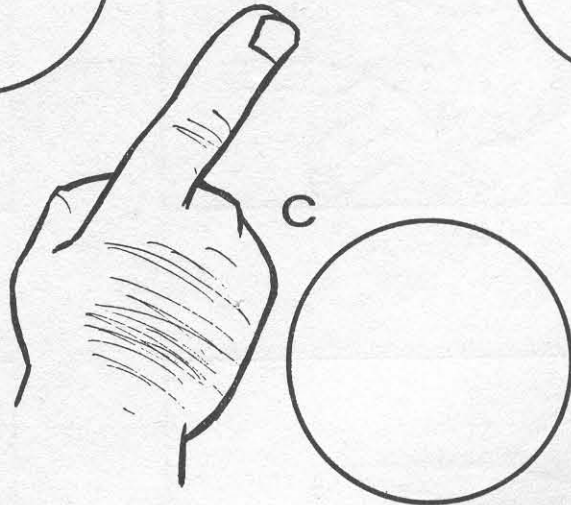
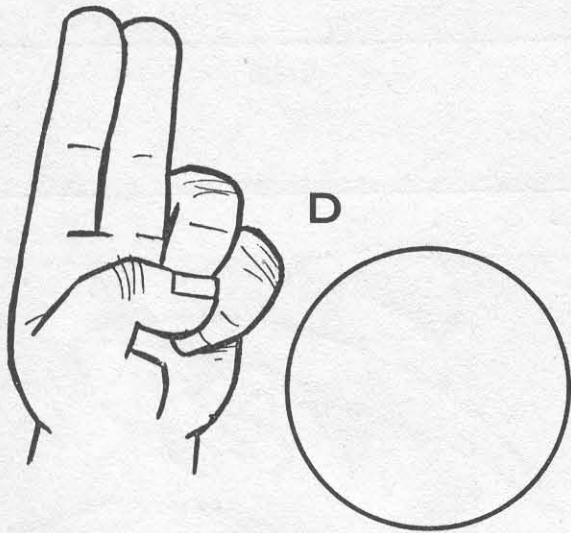
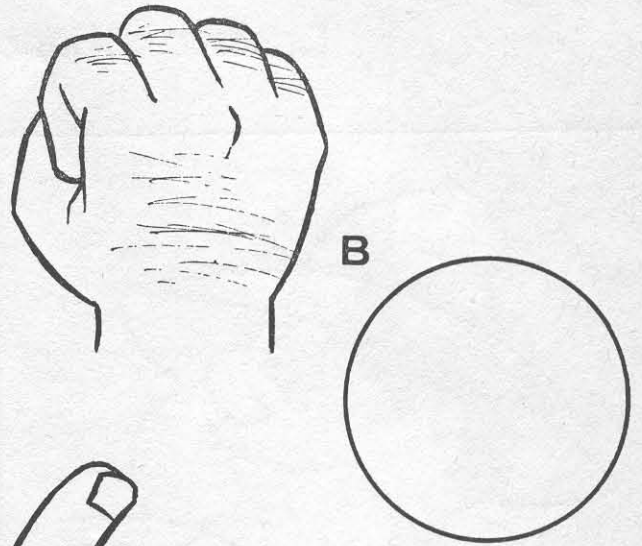
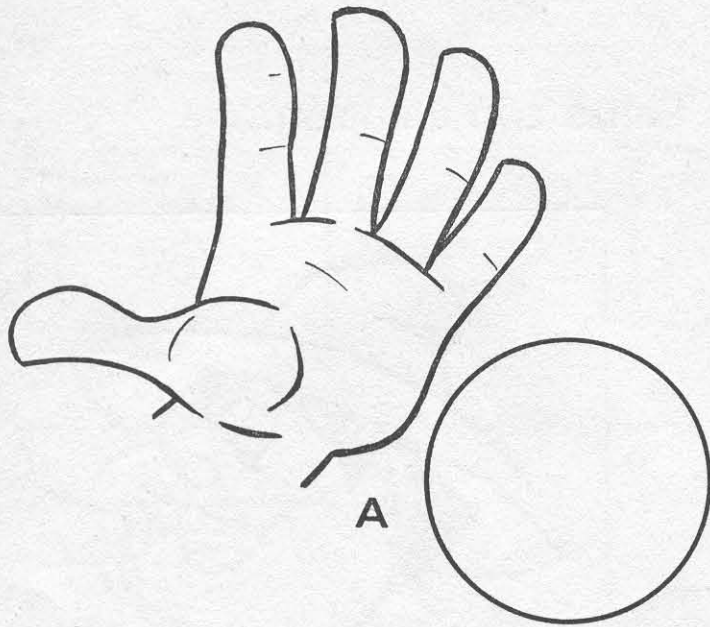
Come



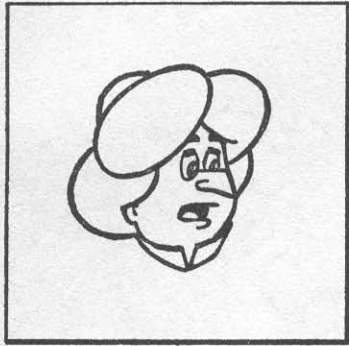
Llora

Imito todos sus movimientos.

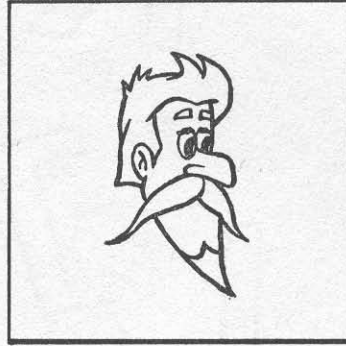
Observo estas manos y coloco dentro de los círculos el número de dedos que tiene levantados cada una de ellas.



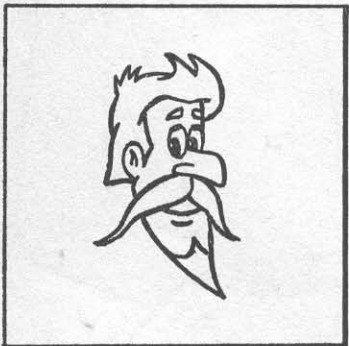
Dibuja la boca de cada uno de estos personajes cuando están...



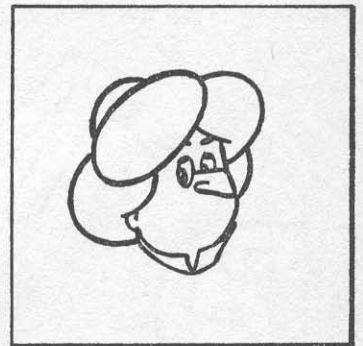
Hablando



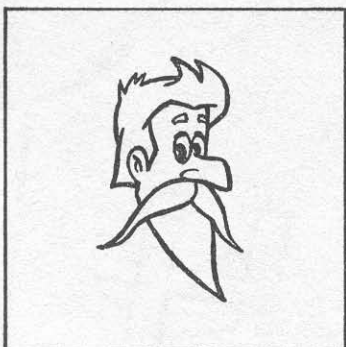
Llorando



Riendo



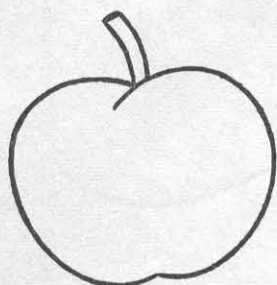
Sorprendidos



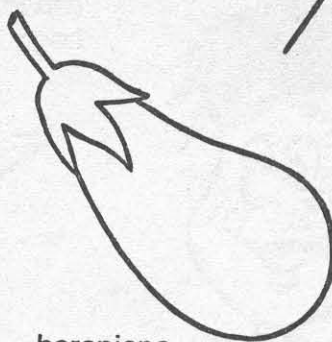
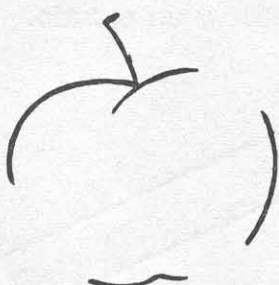
Observo que una de las letras está repetida y se la indico a Don Quijote.



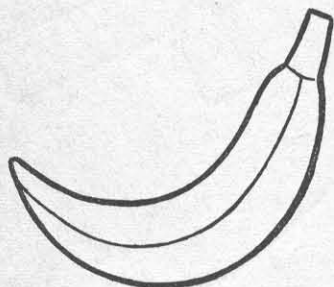
Completo el dibujo de cada uno de estos vegetales y luego los pinto según sus colores naturales.



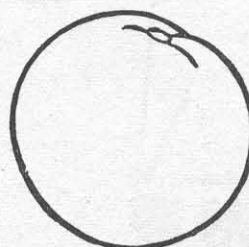
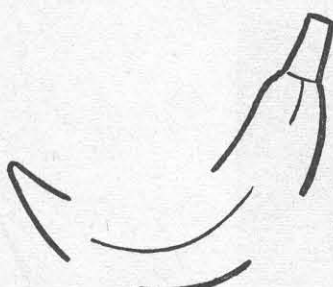
Manzana



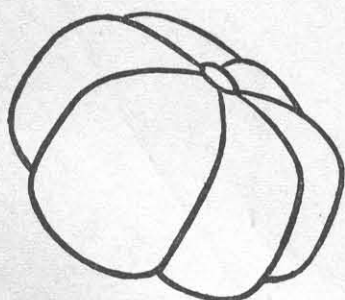
berenjena



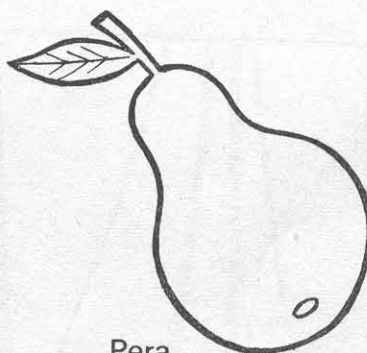
Plátano



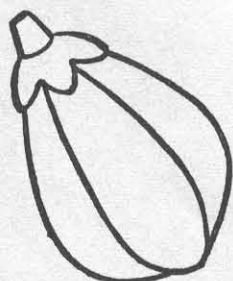
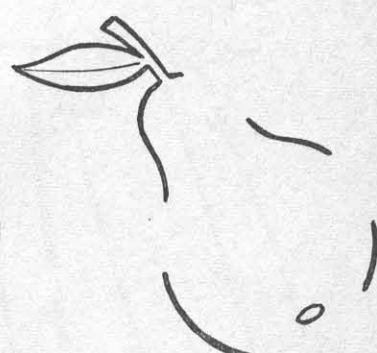
Naranja



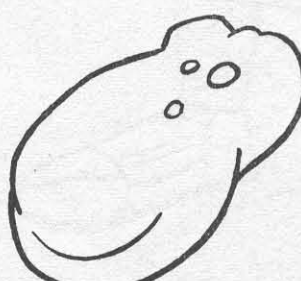
Tomate



Pera



Higo



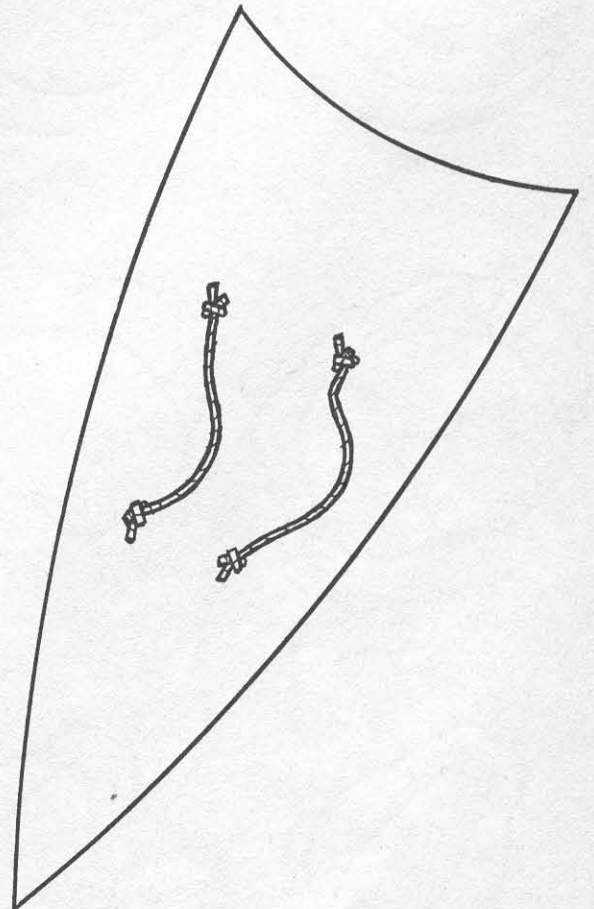
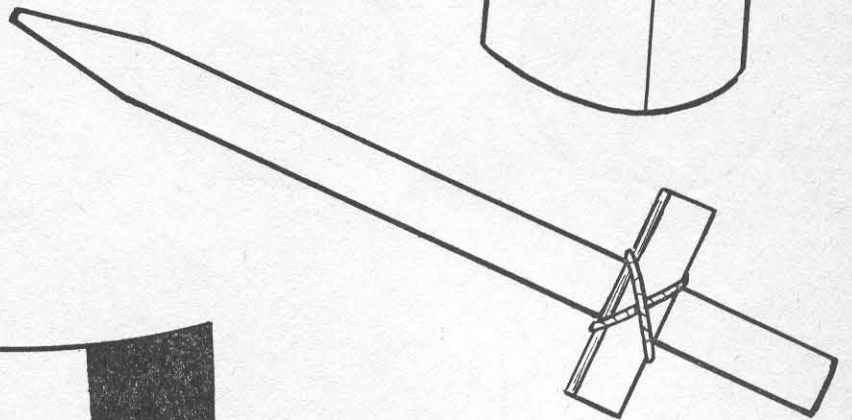
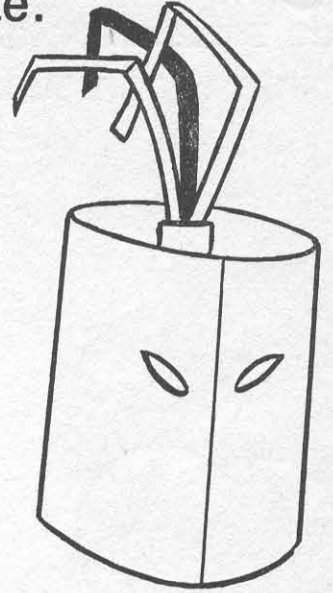
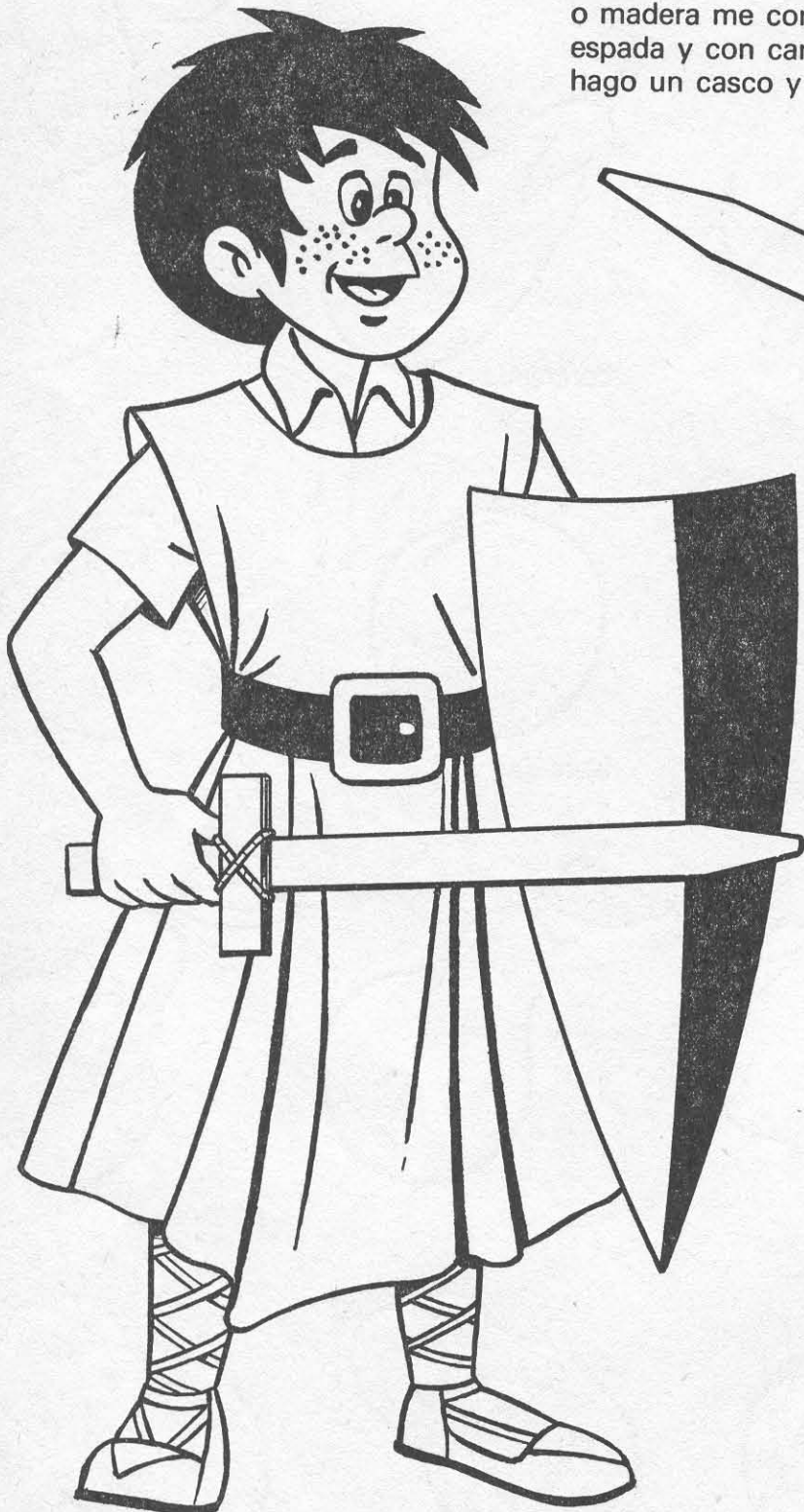
Patata



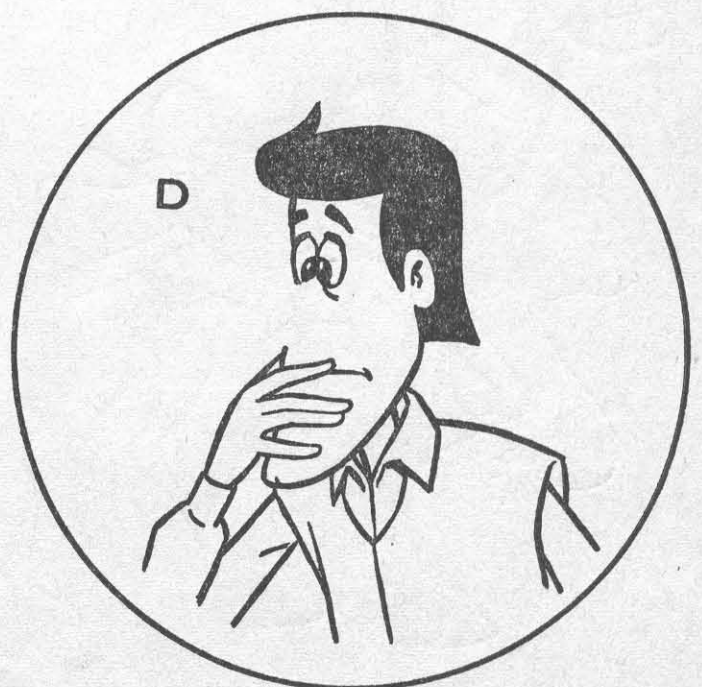
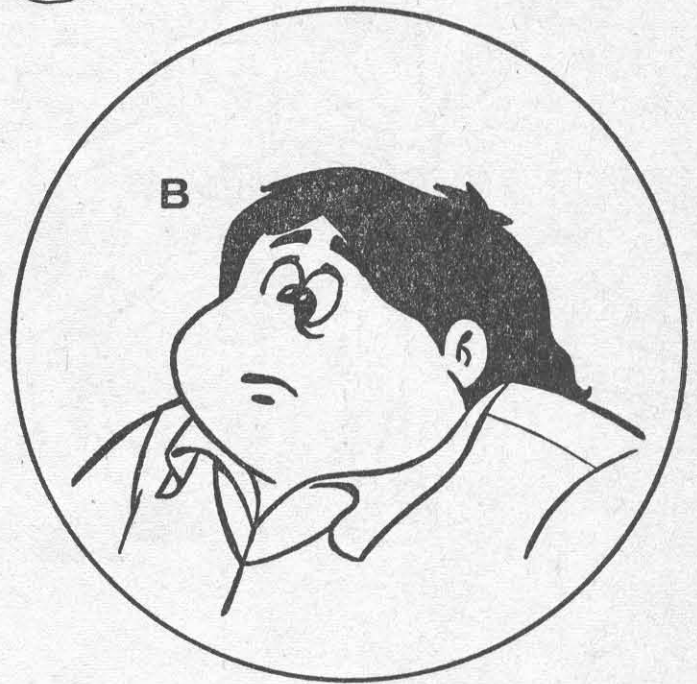
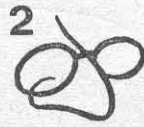
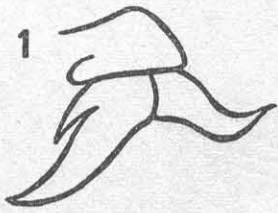
Juego a disfrazarme de caballero andante.

Con una sábana vieja hago un traje de largos faldones como el de la figura.

Con dos tiras de cartón o madera me construyo una espada y con cartulinas hago un casco y un escudo.

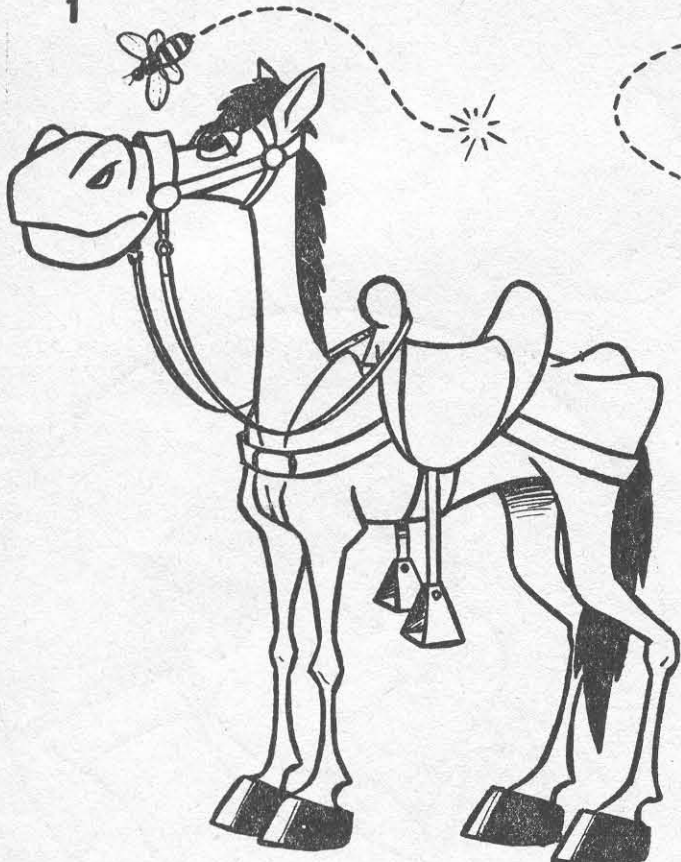


Indico qué nariz corresponde a cada personaje y luego se la dibujo.

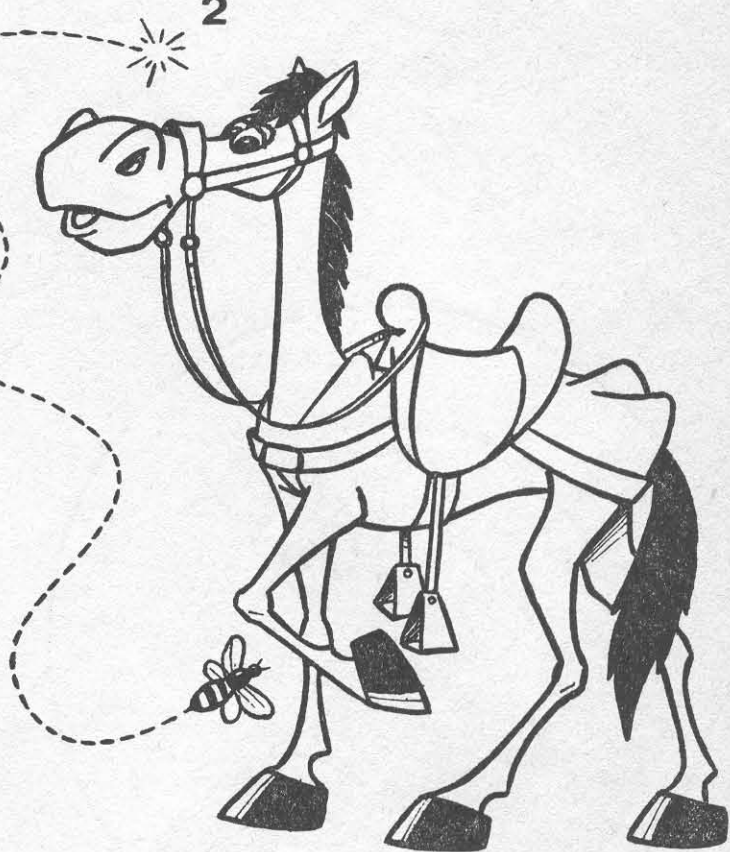


Observo los movimientos del caballo y explico lo que sucede.

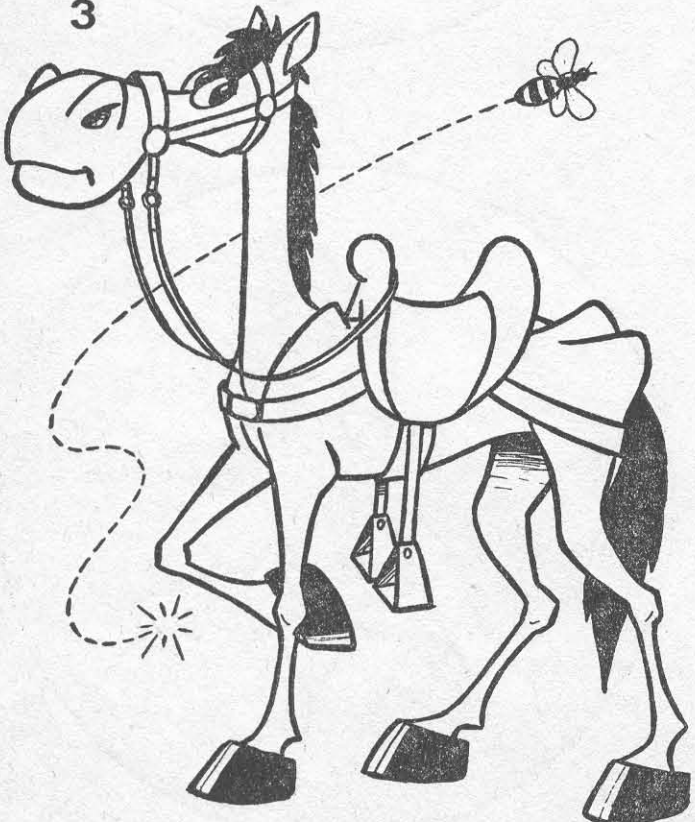
1



2



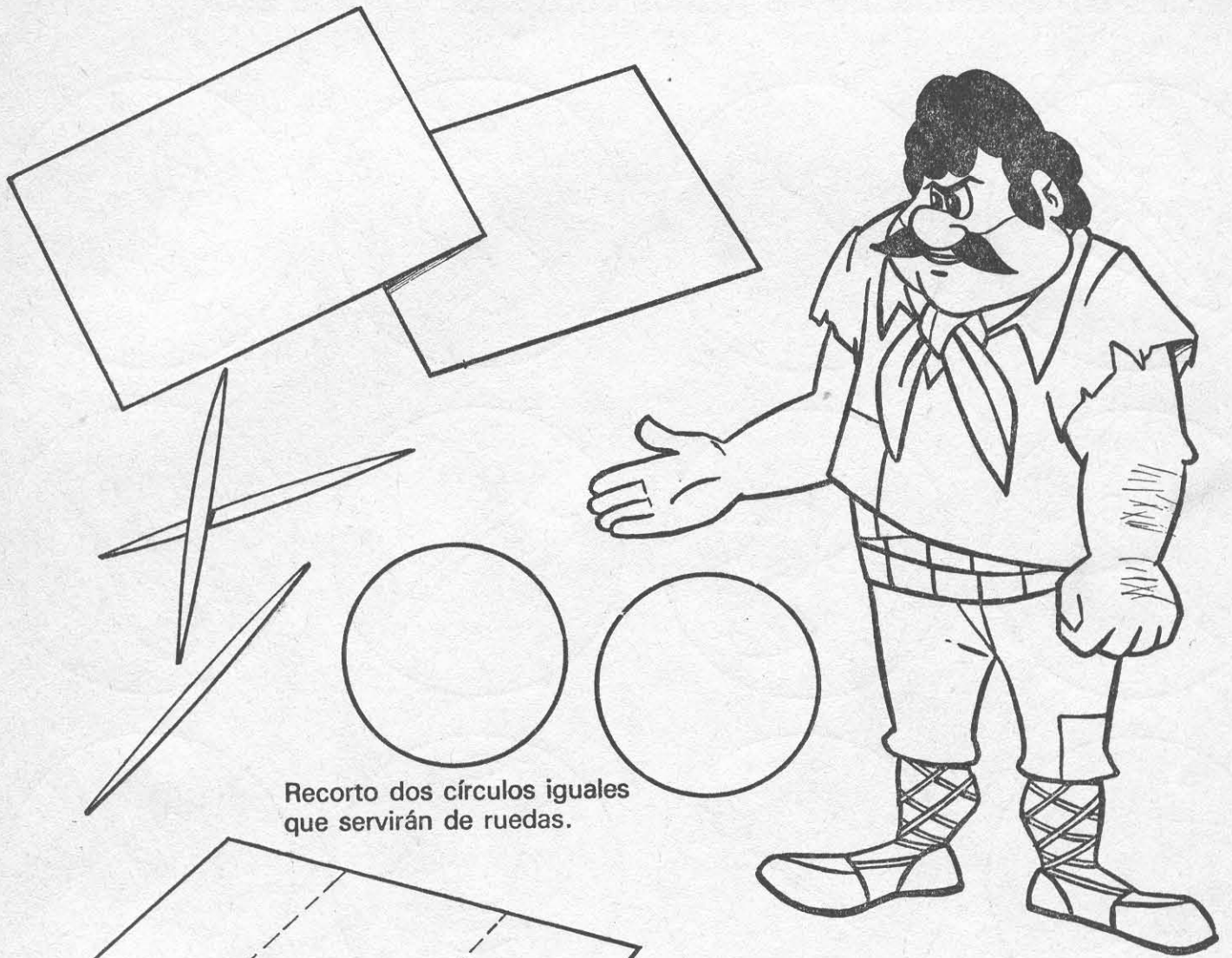
3



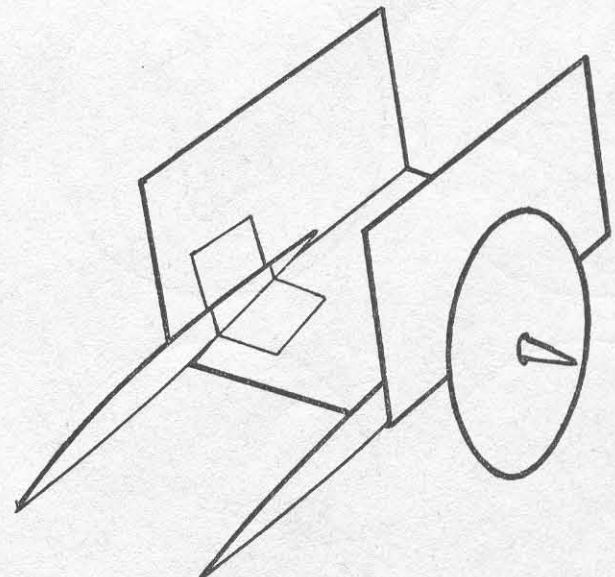
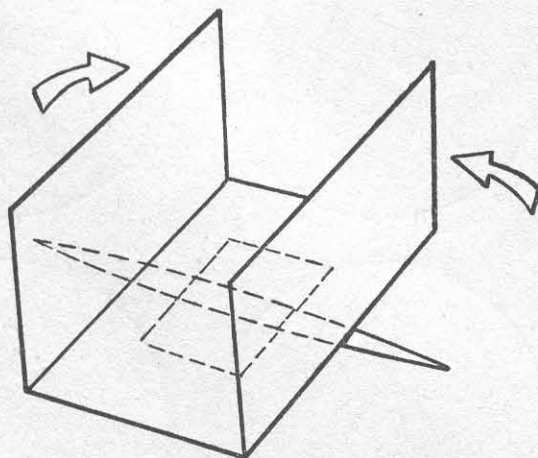
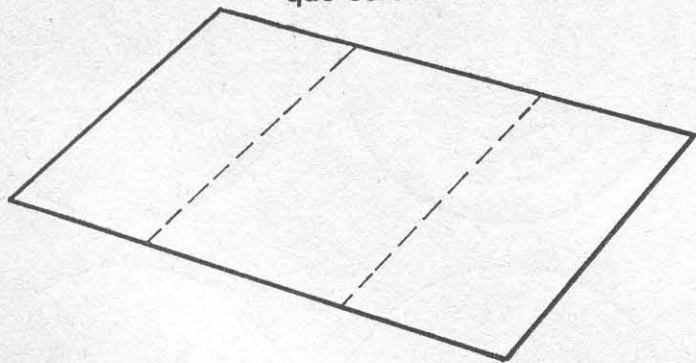
4



Construyo un carrito con dos cartulinas y varios mondadientes.

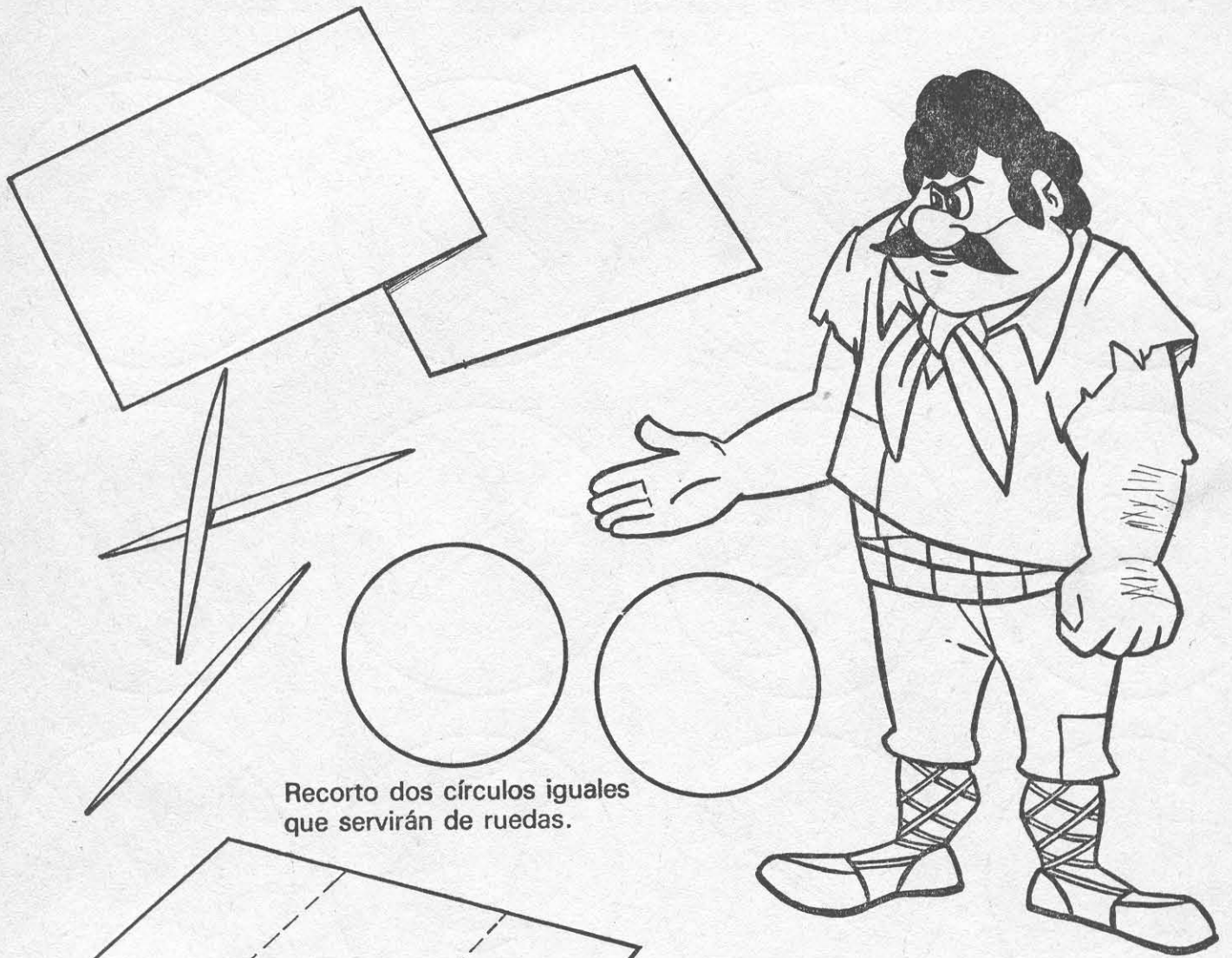


Recorto dos círculos iguales que servirán de ruedas.

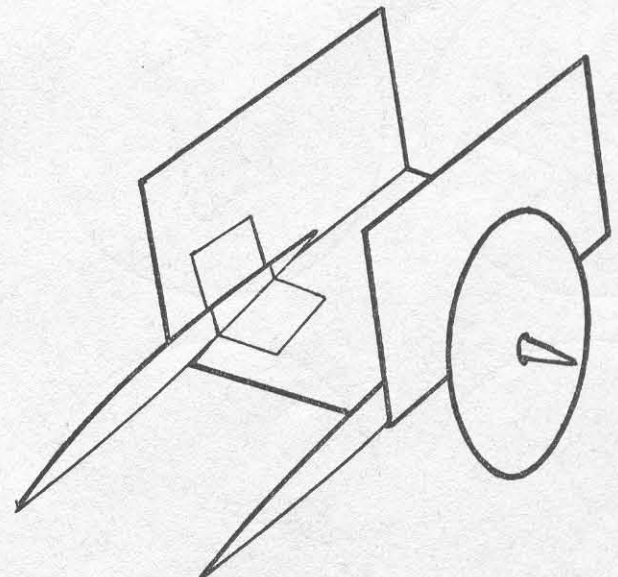
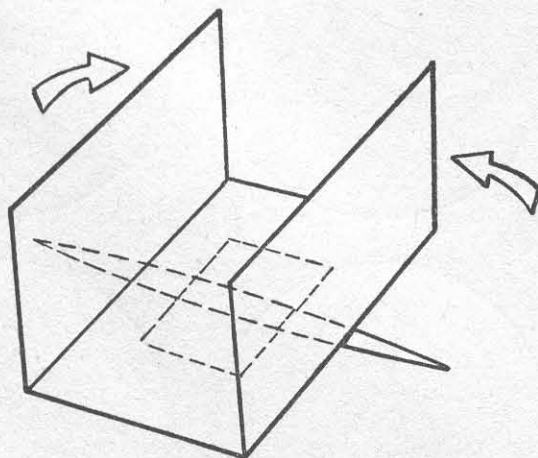
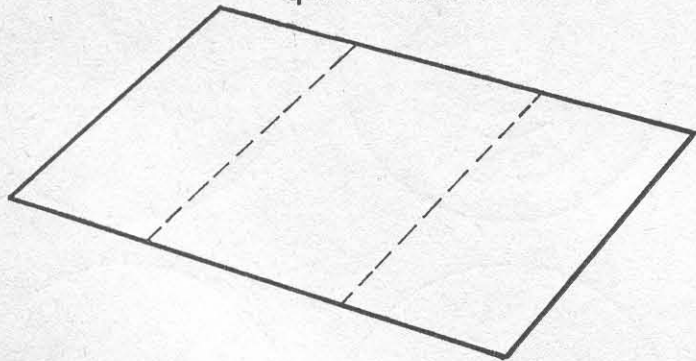


Utilizando cinta adhesiva, uno las piezas como muestra la figura.

Construyo un carrito con dos cartulinas y varios mondadientes.

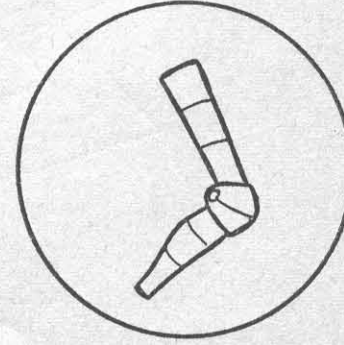
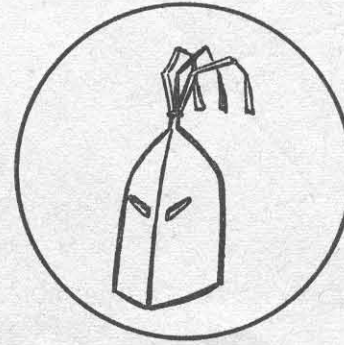
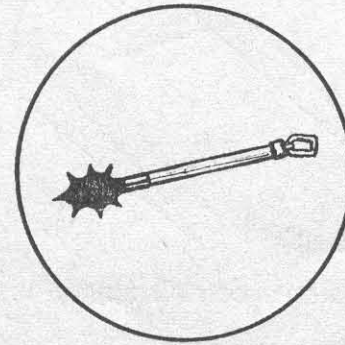
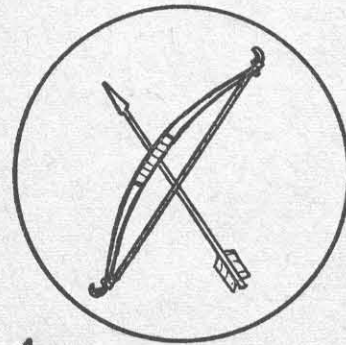
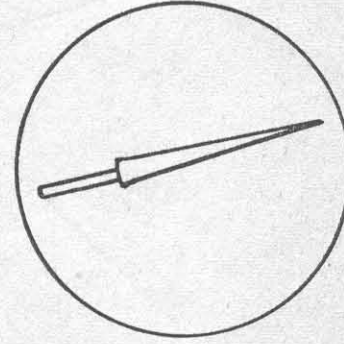
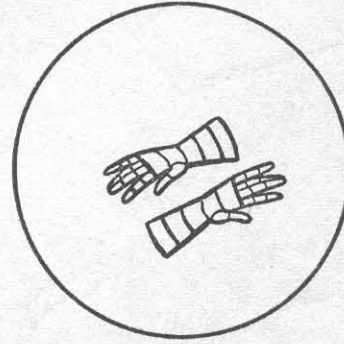
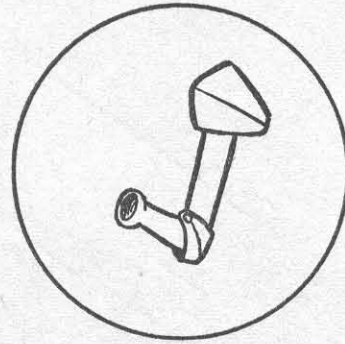
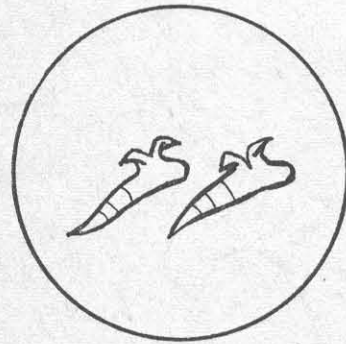
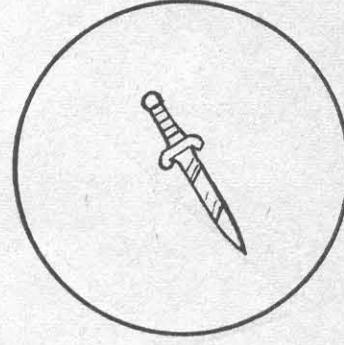
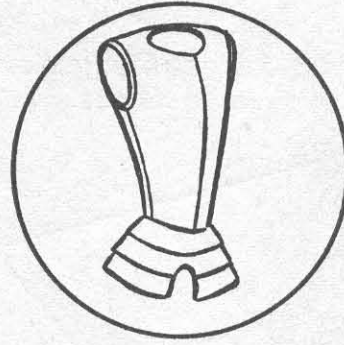
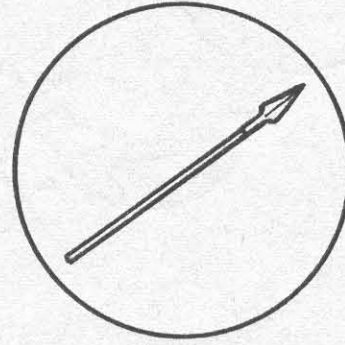
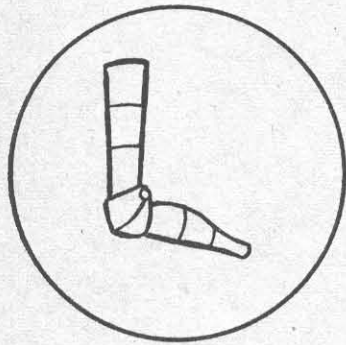
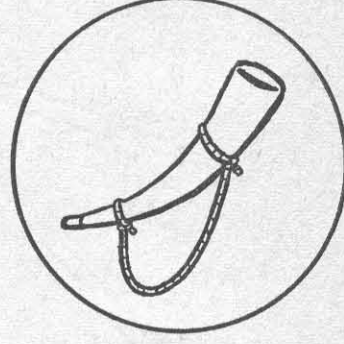
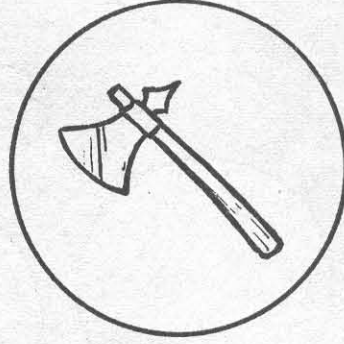
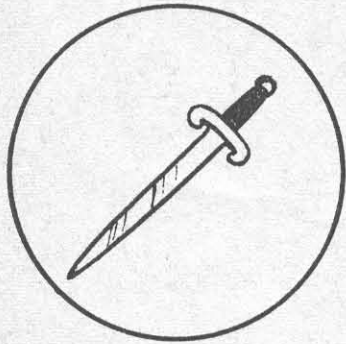
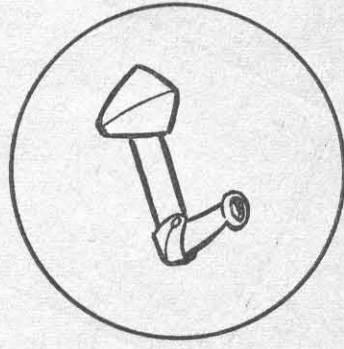
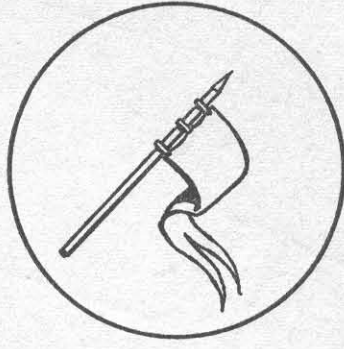
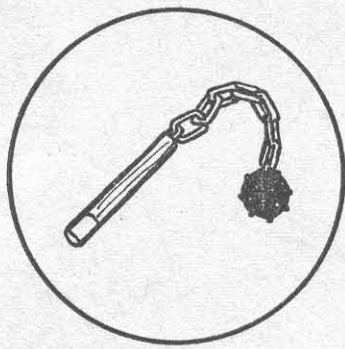
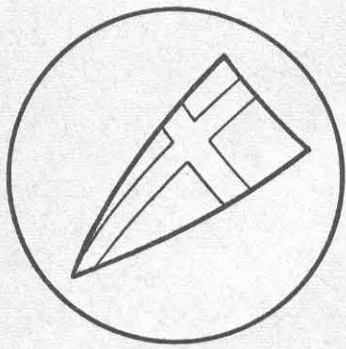


Recorto dos círculos iguales que servirán de ruedas.

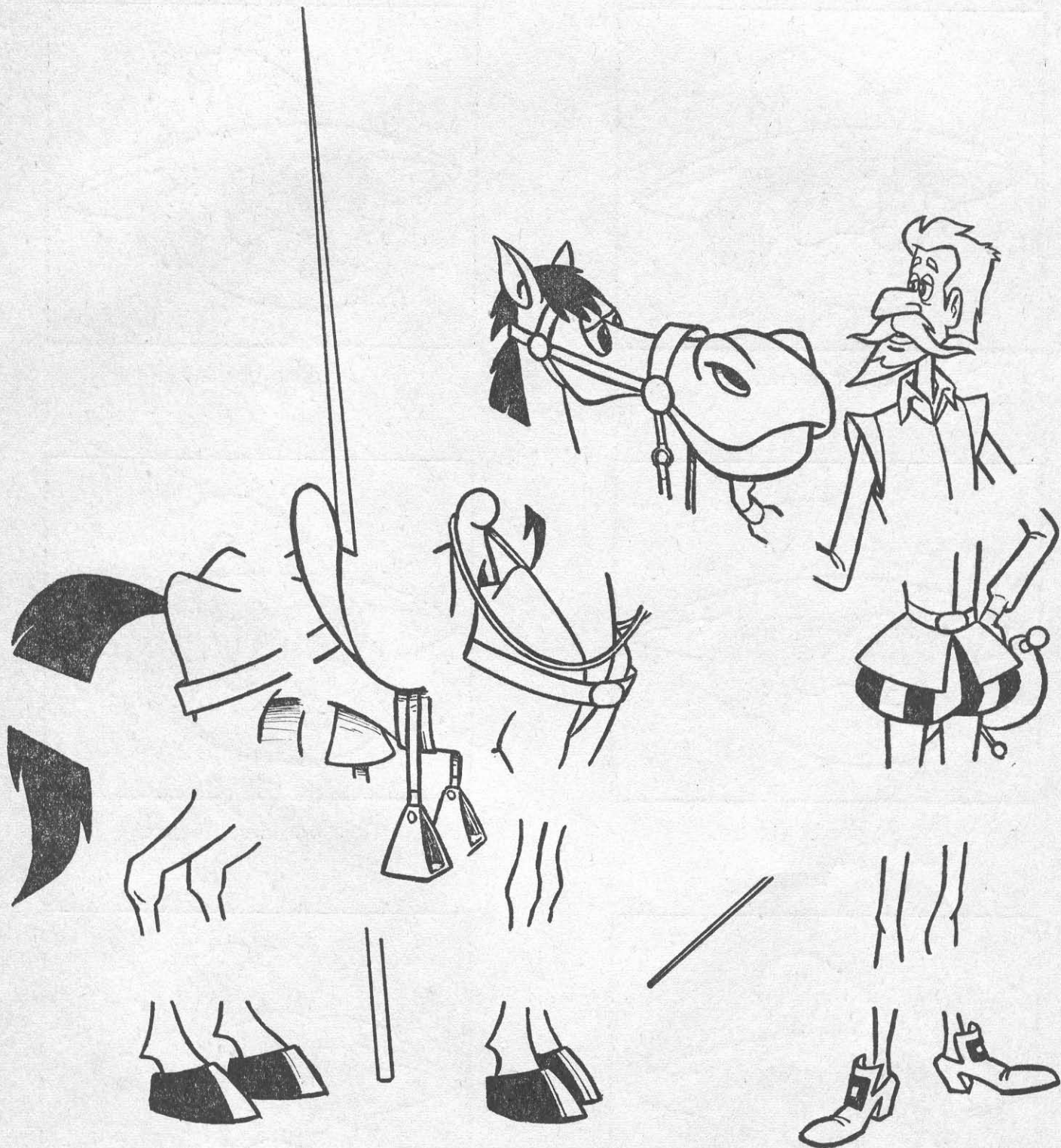


Utilizando cinta adhesiva, uno las piezas como muestra la figura.

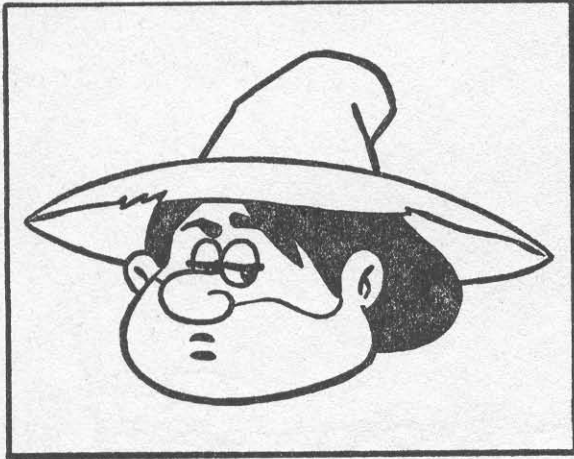
Juego a ponerme la armadura de Don Quijote y a utilizar las armas haciendo los gestos convenientes para ello.



Dibujo las líneas que faltan para completar el dibujo.



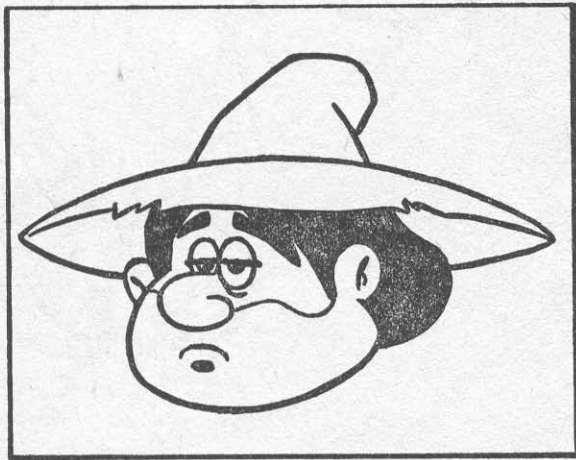
Coloreo a Sancho según sus estados de ánimo.



Verde por la envidia.



Amarillo por la ira.



Negro por la tristeza.



Rojo por la vergüenza.

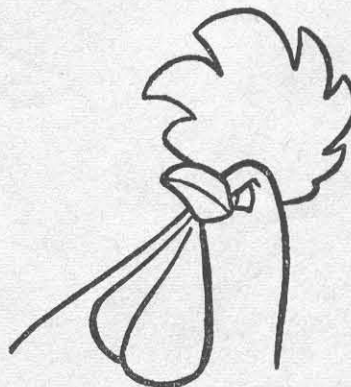
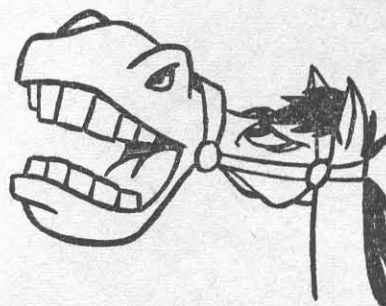
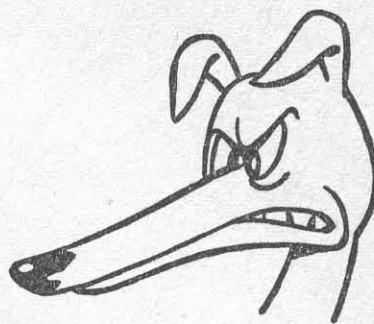
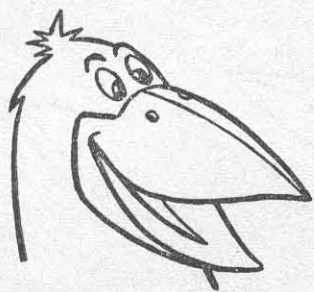


Blanco por el susto.



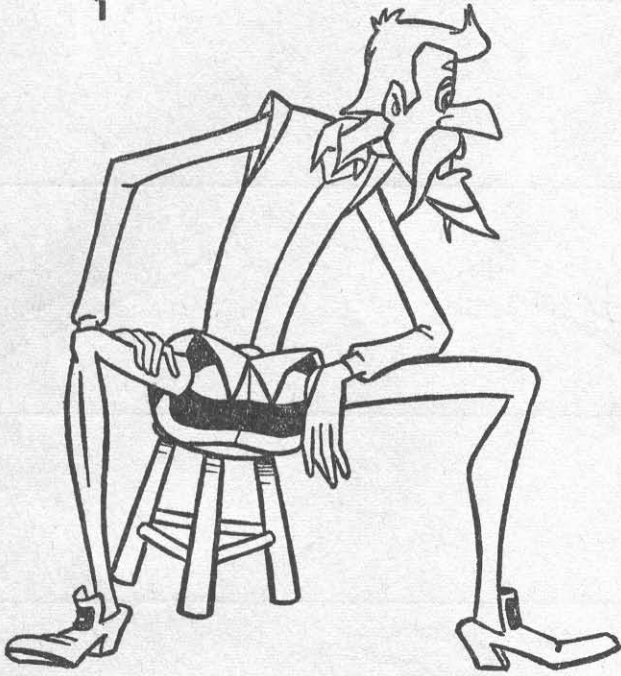
Azul por el frío.

Imito los gruñidos característicos de cada uno de estos animales.

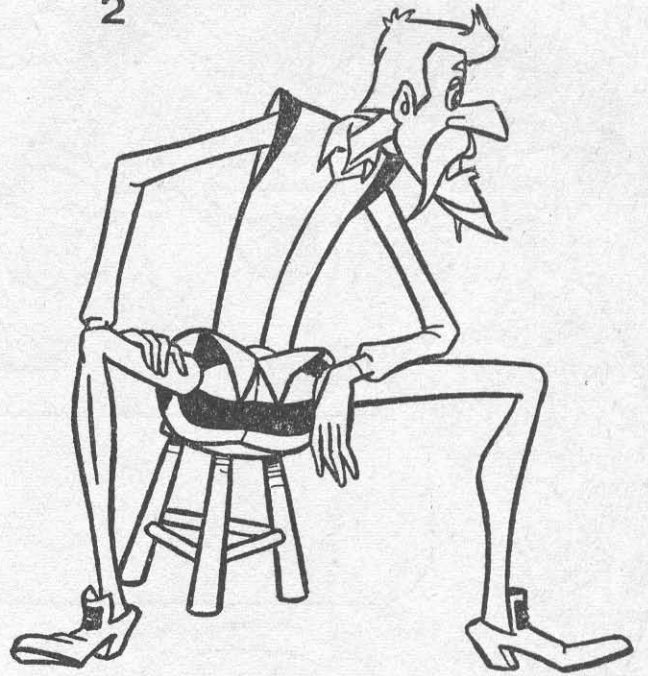


Busco las dos figuras de Don Quijote que son iguales.

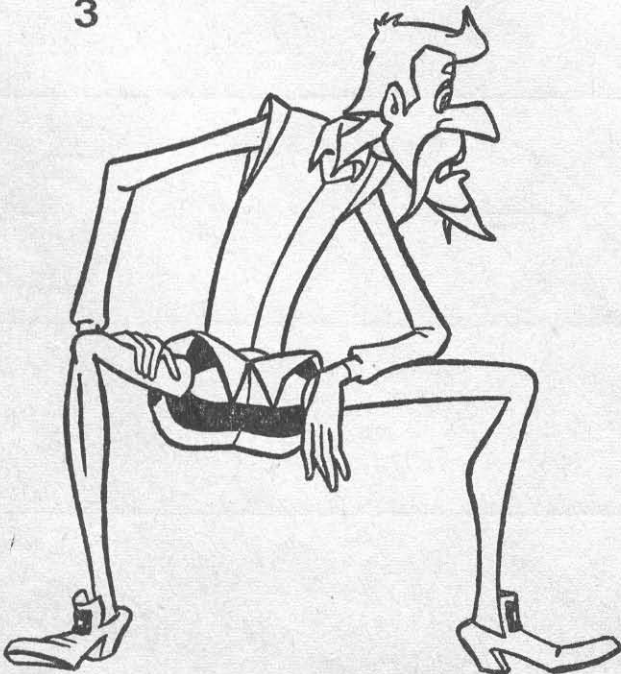
1



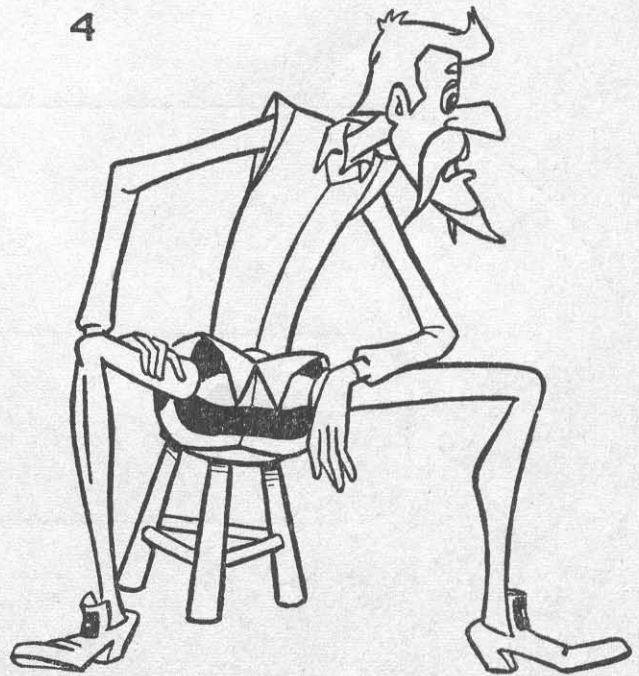
2



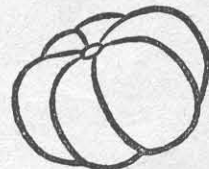
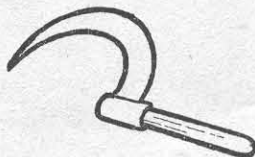
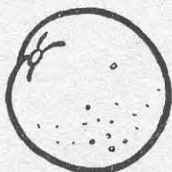
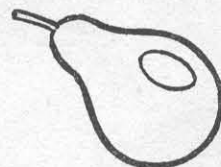
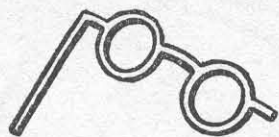
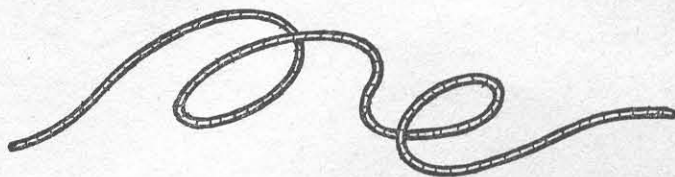
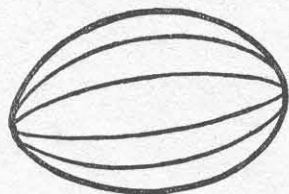
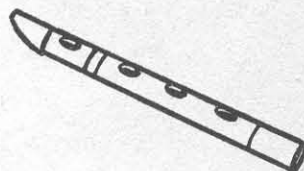
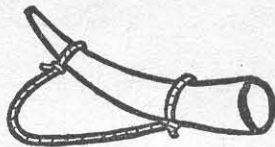
3



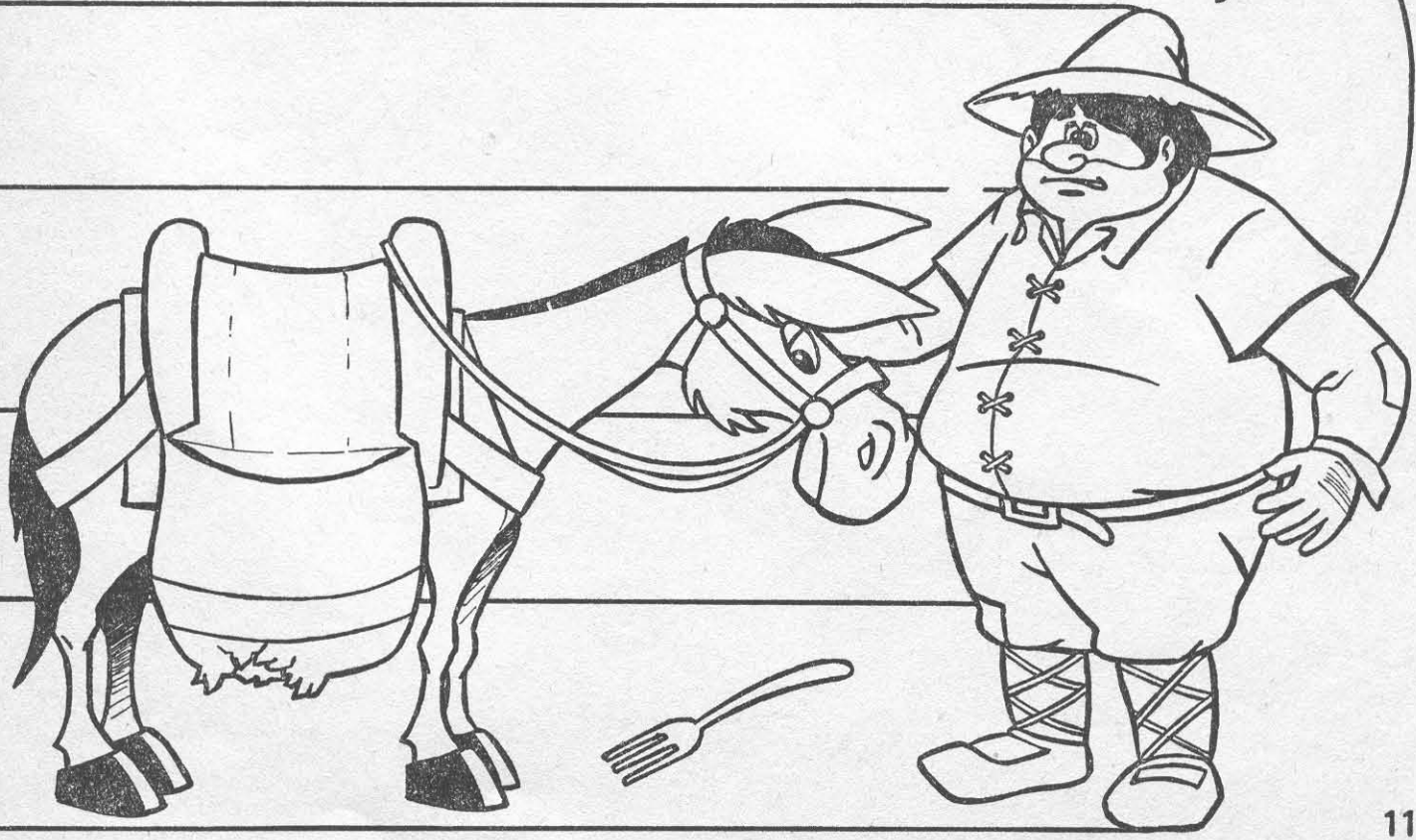
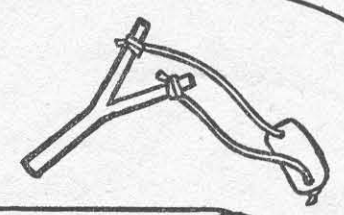
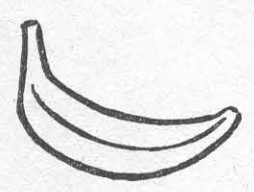
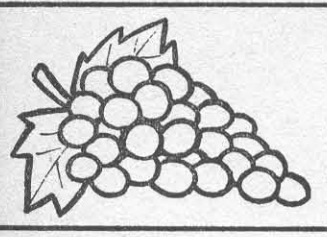
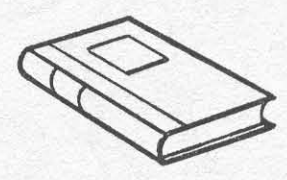
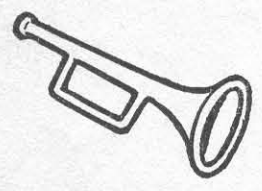
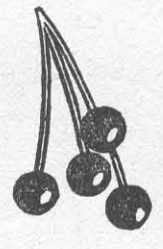
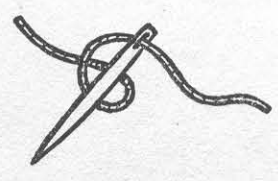
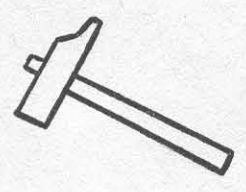
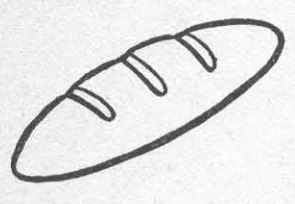
4



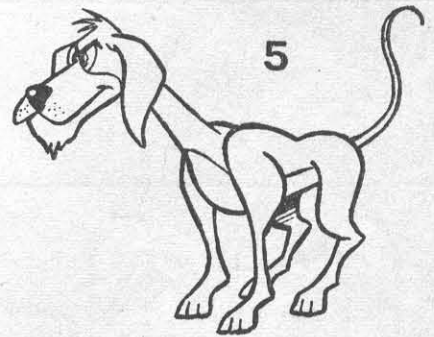
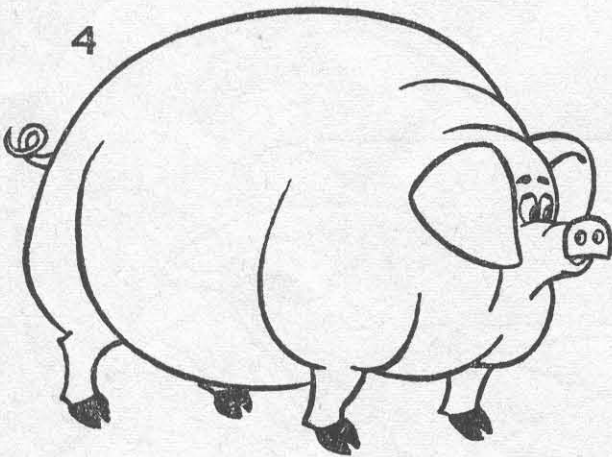
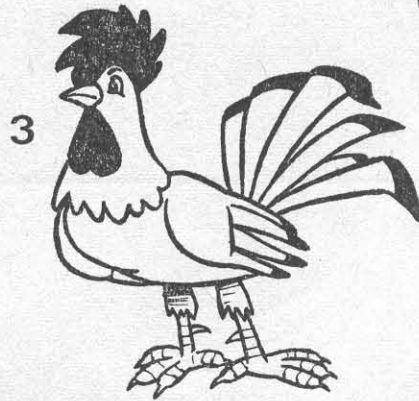
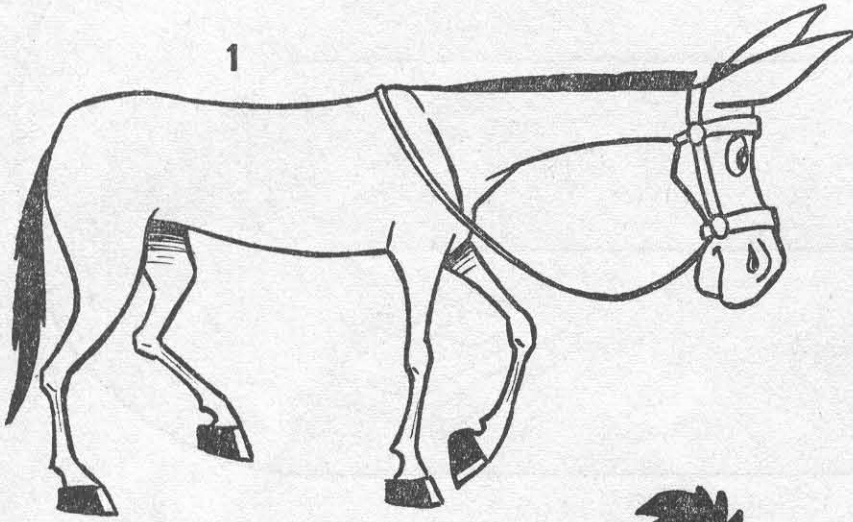
Sancho sale de viaje sin advertir que tiene
apetito, se da cuenta que no lleva nada en
lamentará haber perdido.



rotas las alforjas y cuando llega a su destino, con mucho
ellas. Adivino cuáles son las pertenencias que más



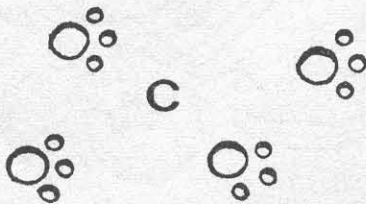
Uno con una línea a cada uno de los personajes con sus huellas correspondientes.



A



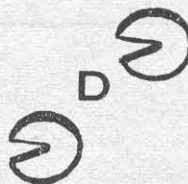
B



C



D

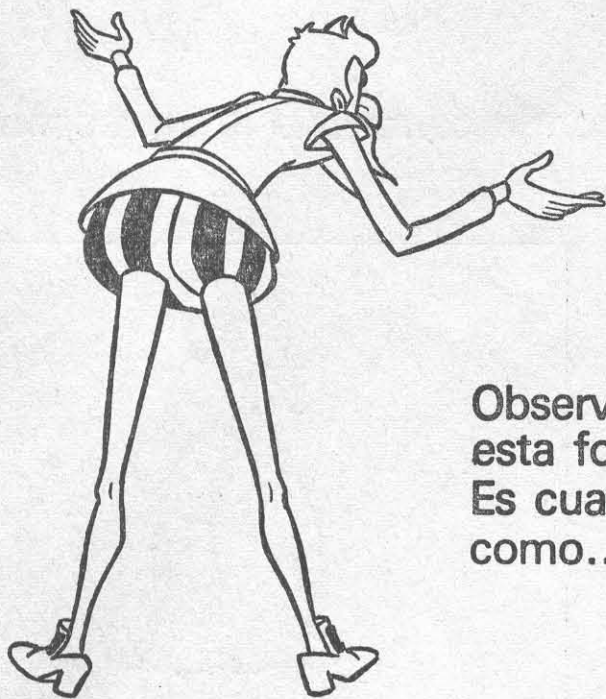


D

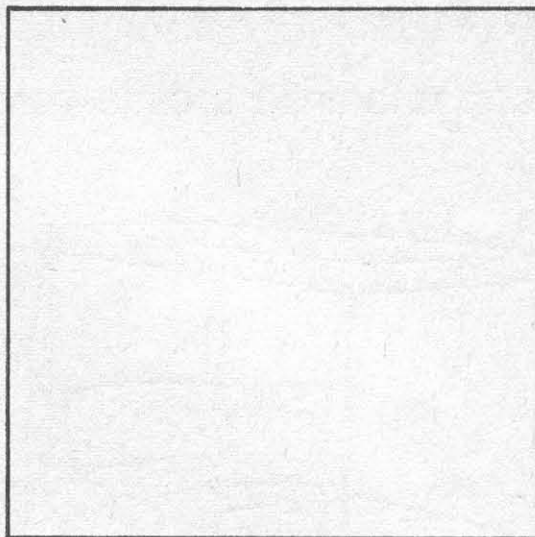


E

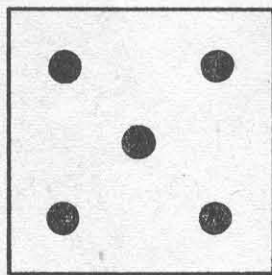




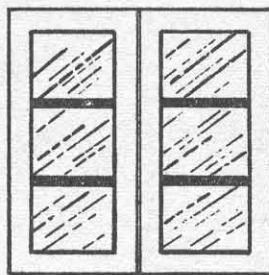
Observo
esta forma.
Es cuadrada
como...



...este cuadro,

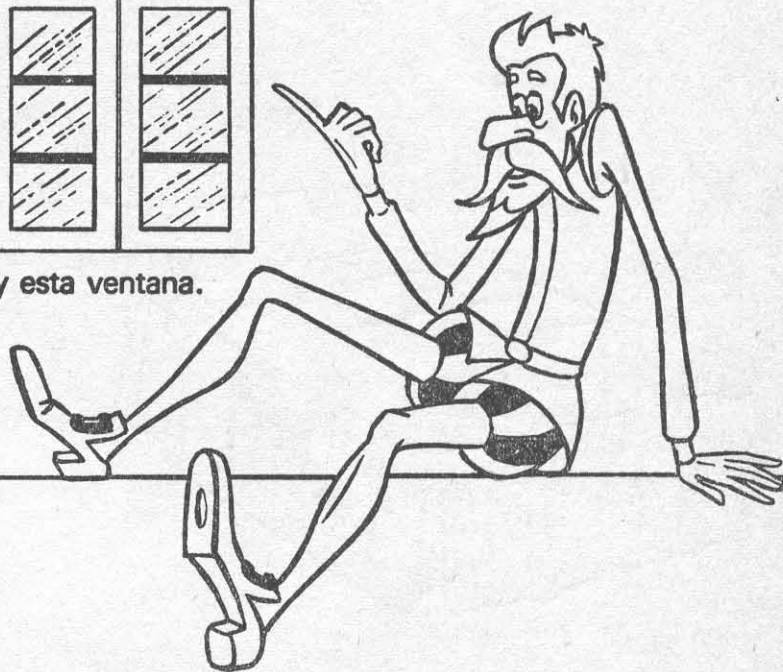


la cara de un dado

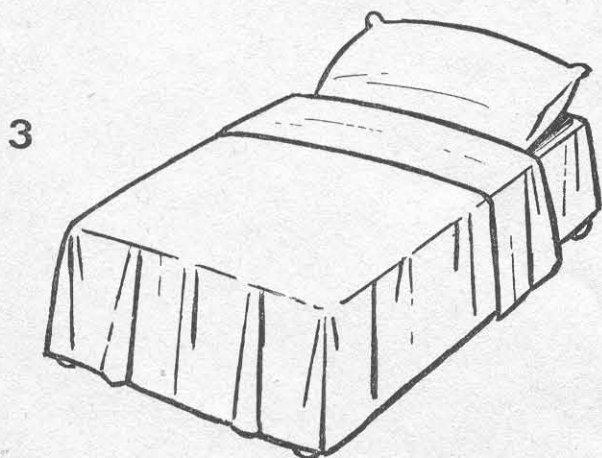
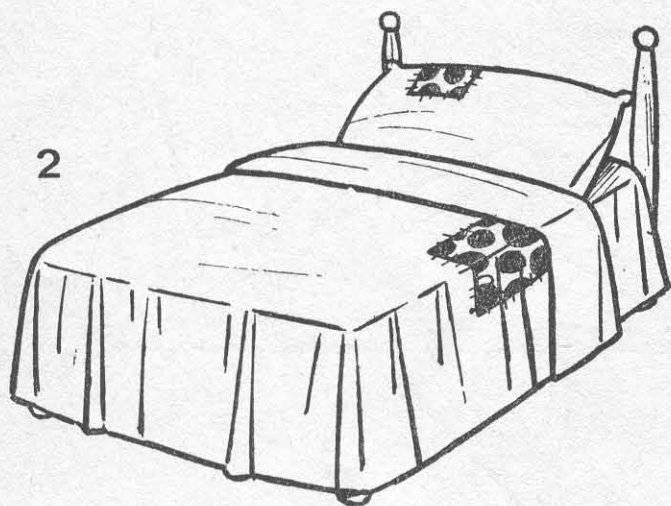
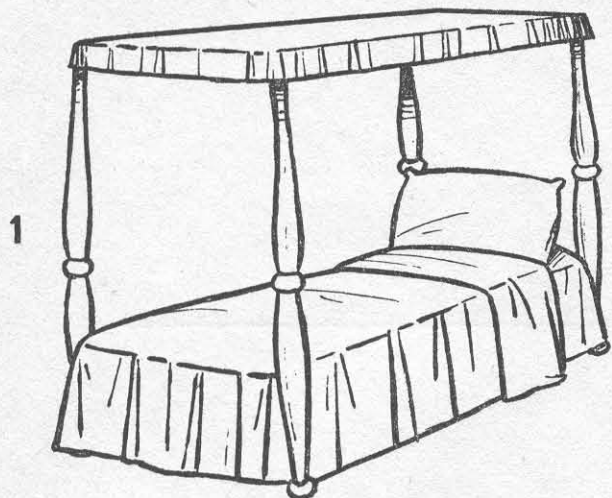


y esta ventana.

Dibujo en este recuadro otras cosas
que tengan también forma cuadrada.



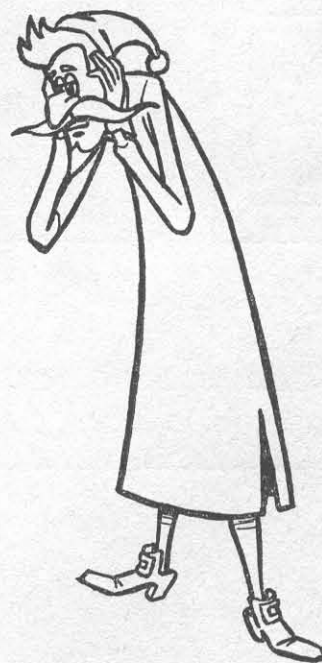
Uno con una línea a cada personaje con la cama que le corresponde.



A

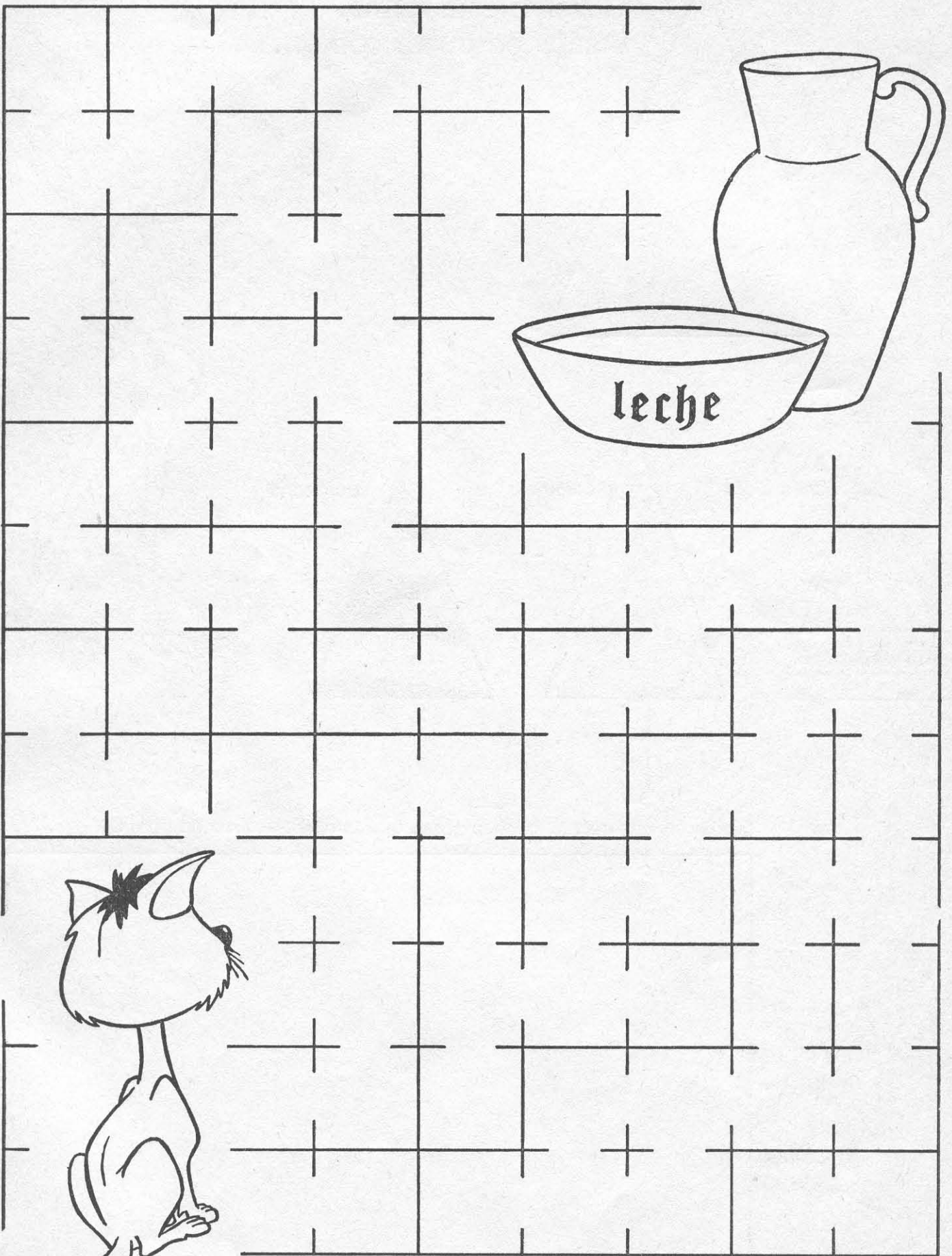


B



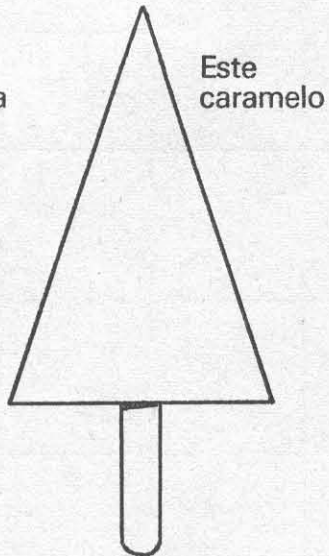
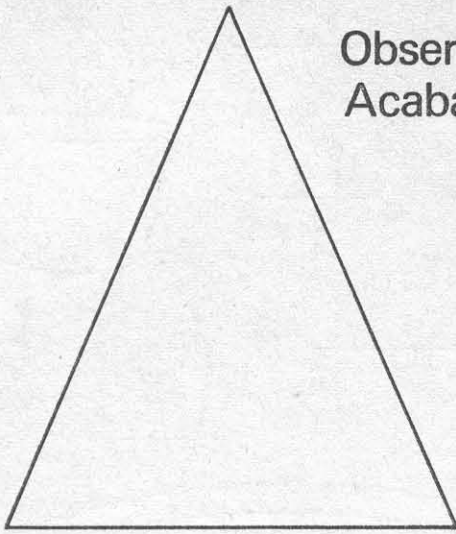
C





Adivino el camino que seguirá el gato para llegar hasta su plato de leche.

Observo esta forma.
Acaba en punta como...



Dibuja en este recuadro otras cosas que también acaben en punta.

