



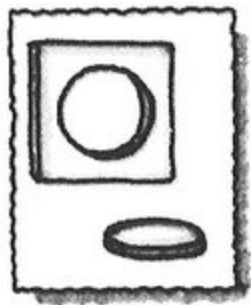
LIBRO DE MATEMÁTICAS BÁSICAS

# LOGICA Y CONCEPTOS

# 4

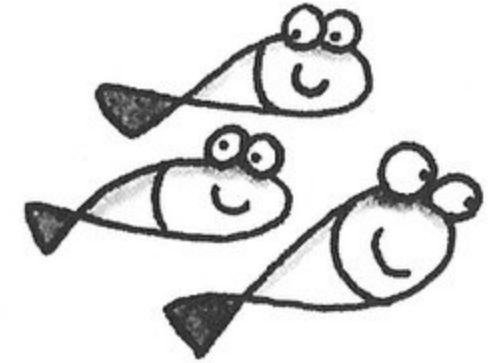
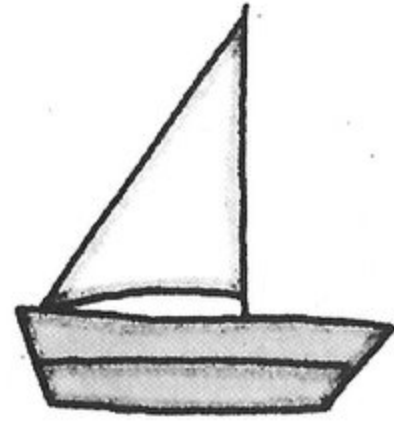


400 páginas



# PENSAMIENTO CREATIVO

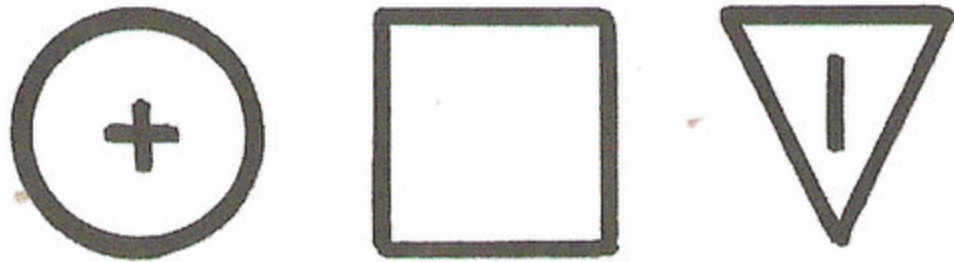
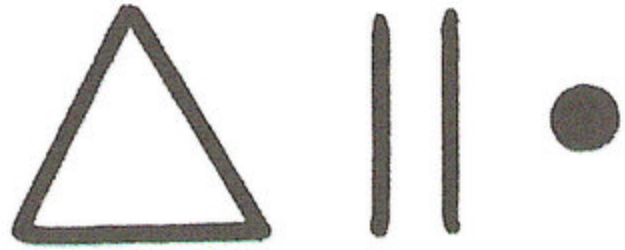
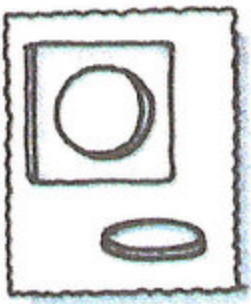
Dibuja un paisaje utilizando los elementos propuestos.



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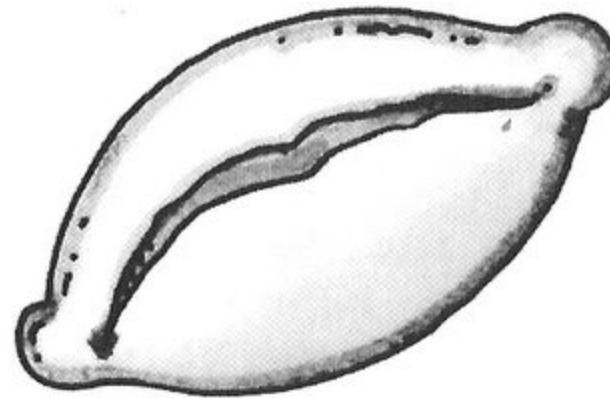
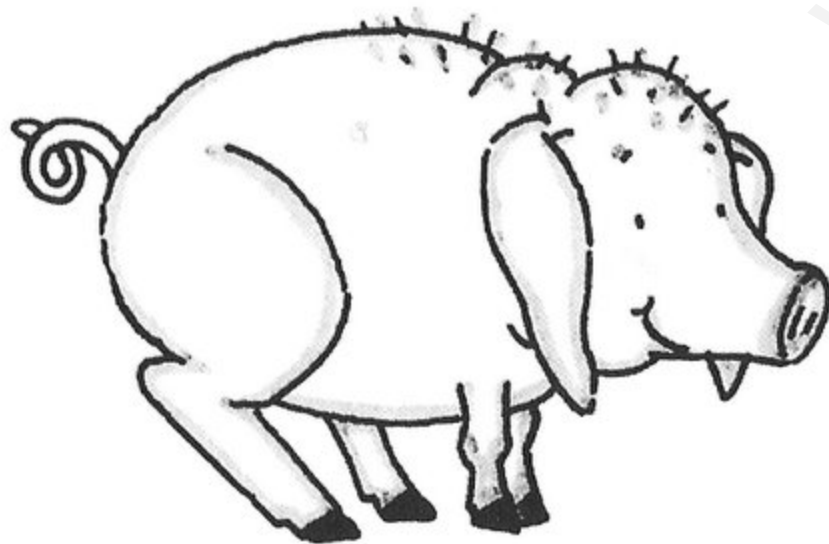
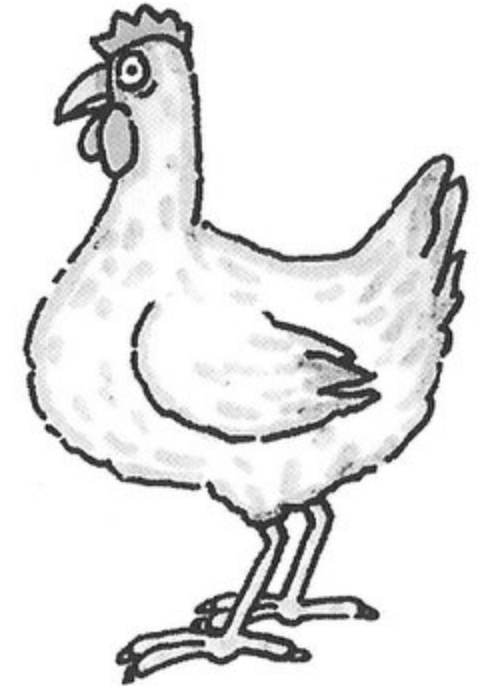
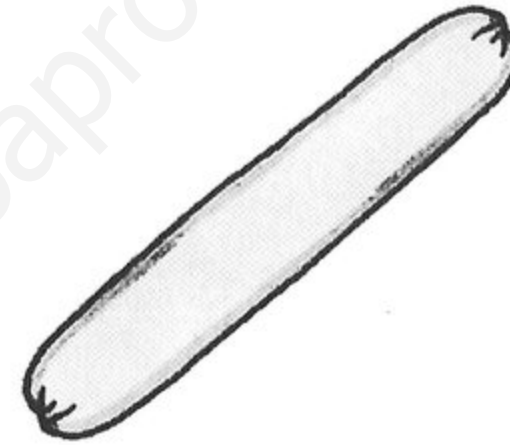
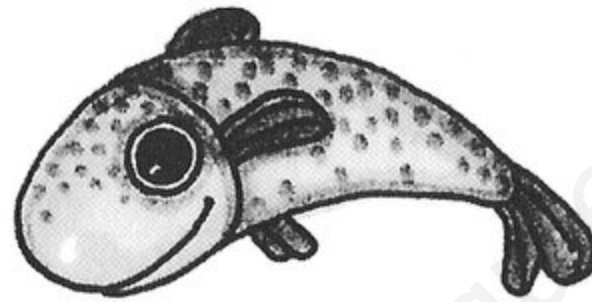
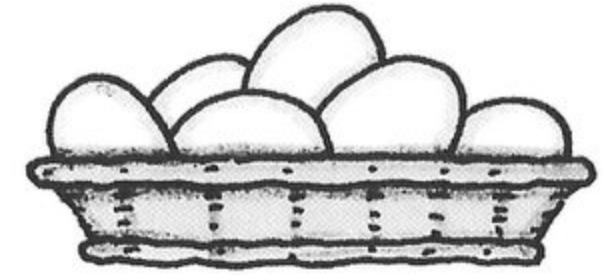
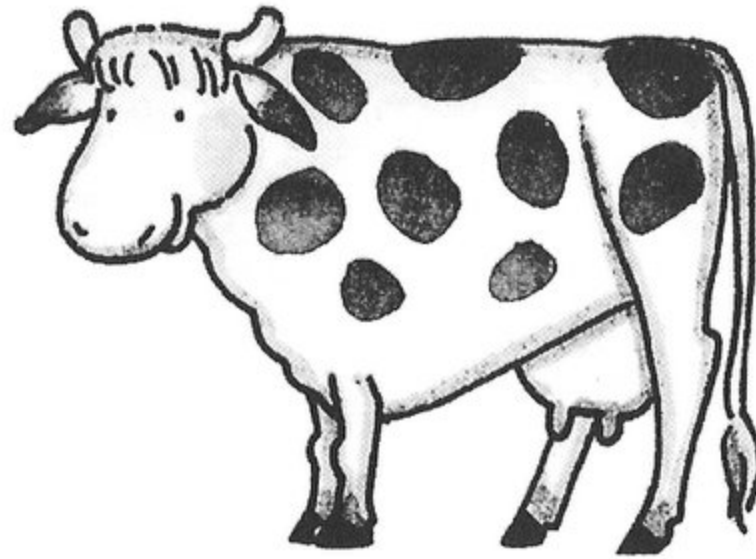
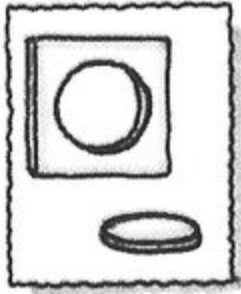
# SERIES LÓGICAS

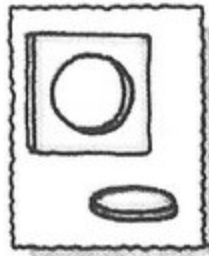
Continúa las series según los modelos.



# CORRESPONDENCIAS

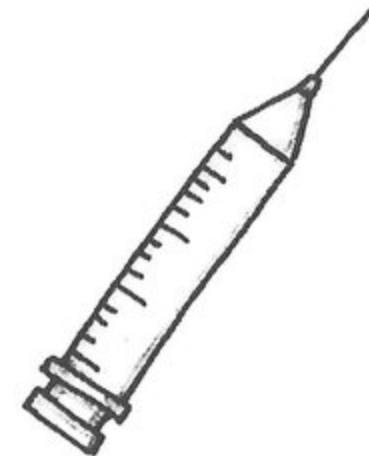
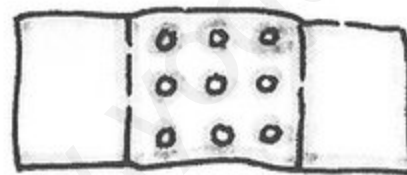
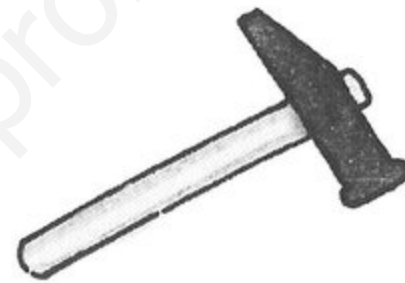
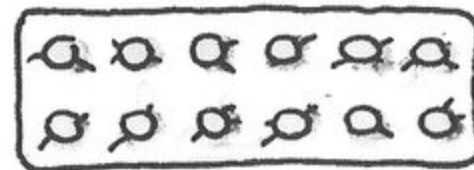
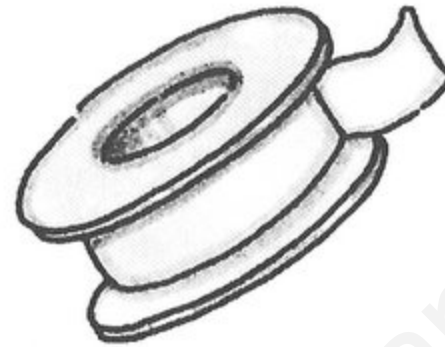
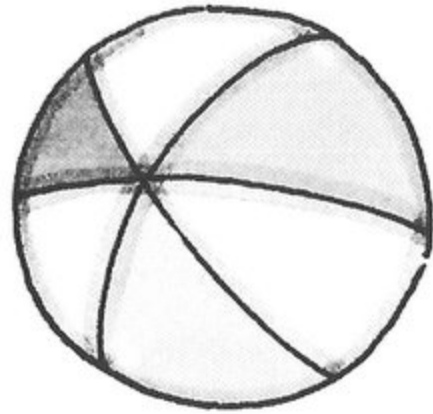
Une con flechas los dibujos que formen pareja según el criterio alimento-procedencia.





## RELACIONES Y ASOCIACIONES

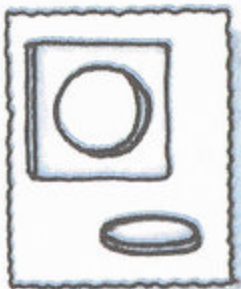
Encierra y une con una flecha los objetos que utiliza la enfermera en su trabajo.

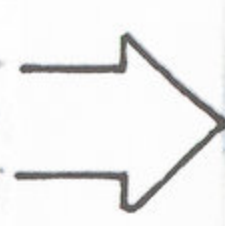


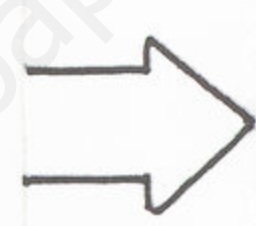
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# TRANSFORMACIONES

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



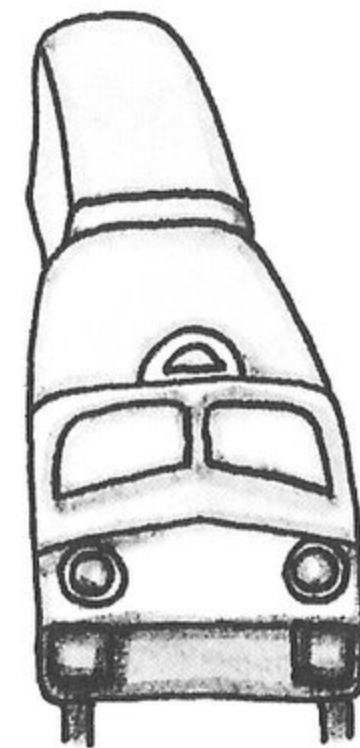
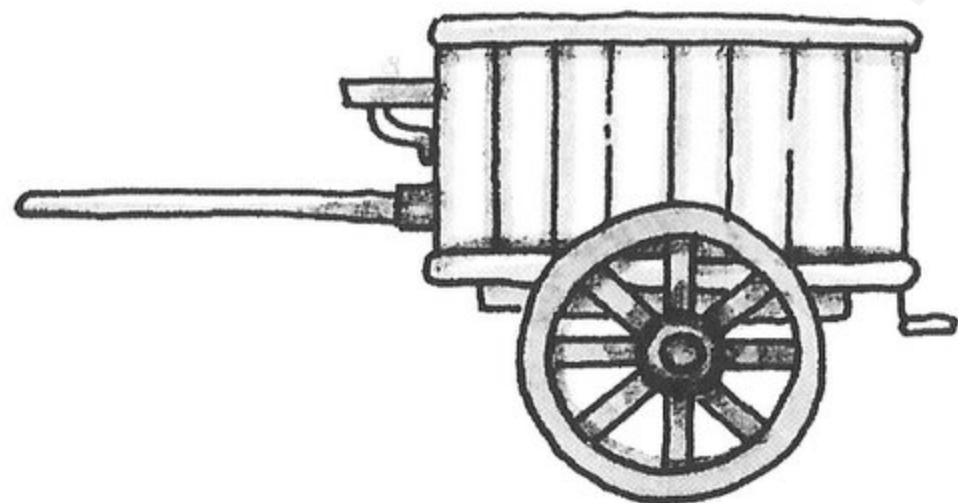
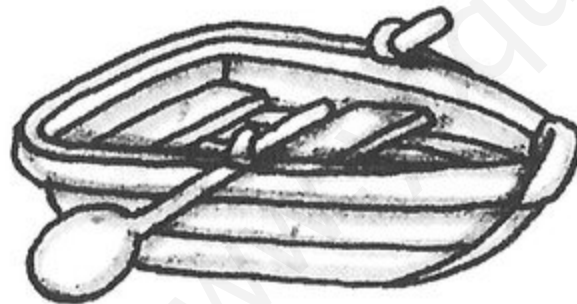
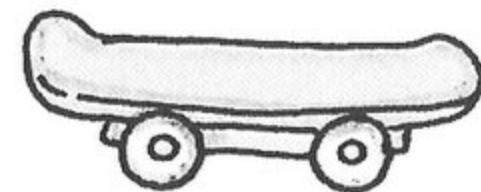
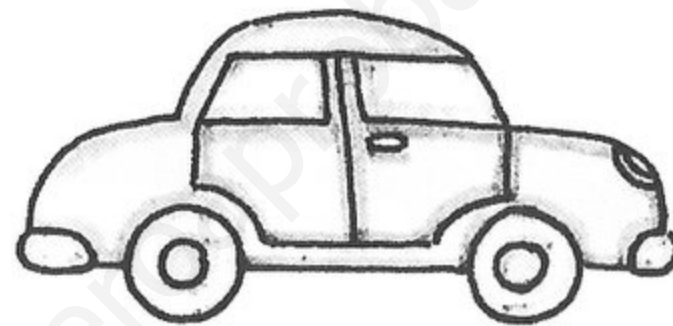
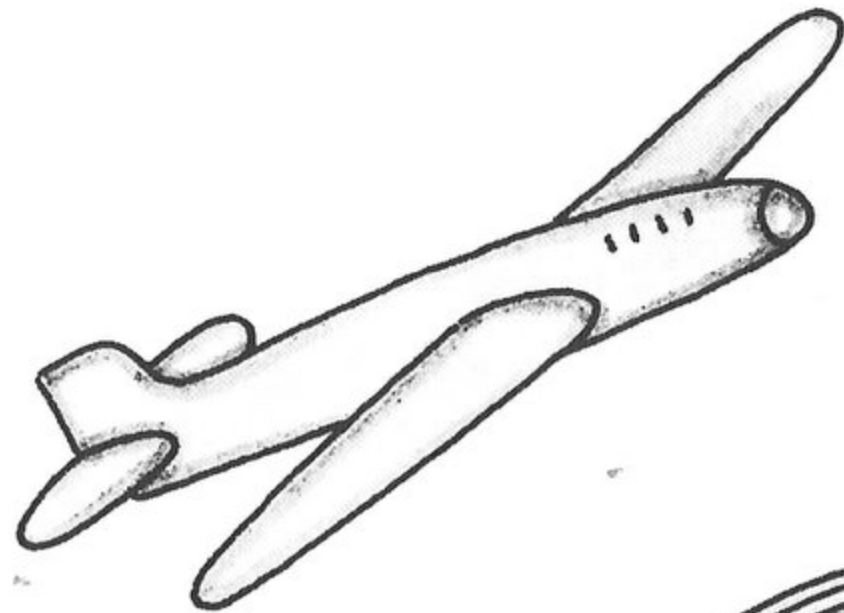
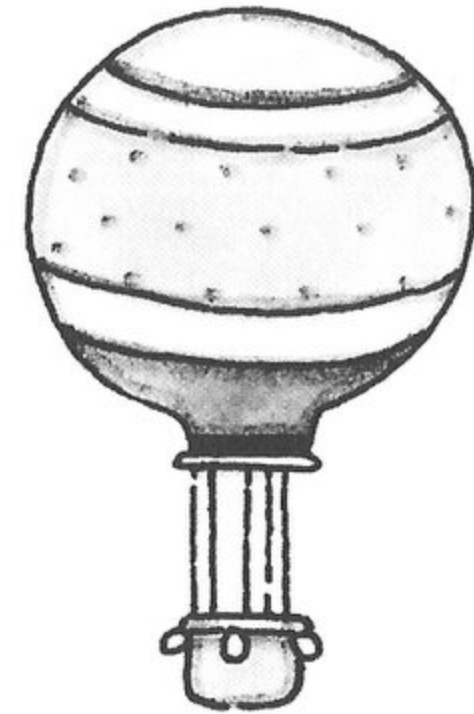
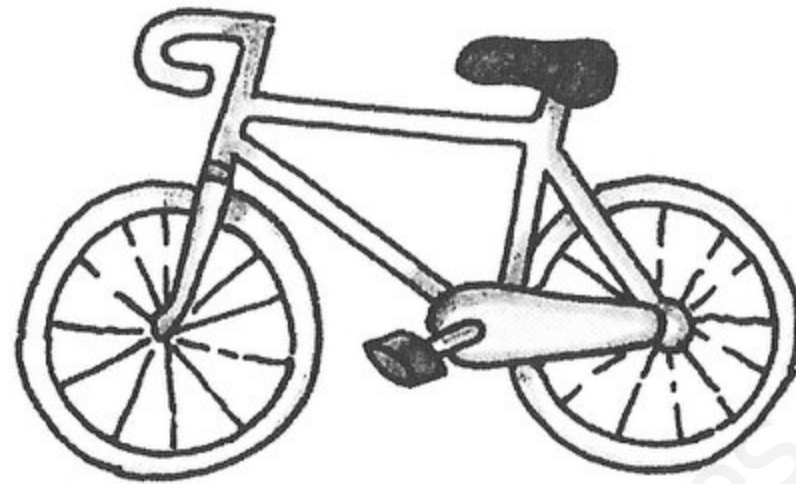
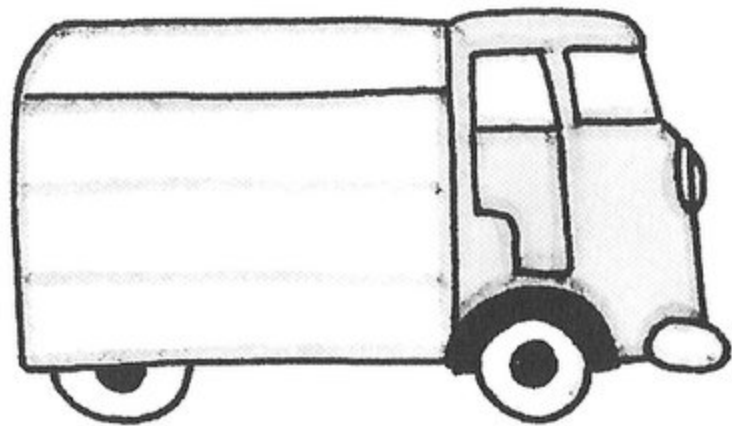
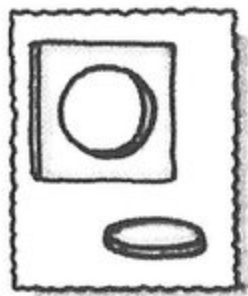



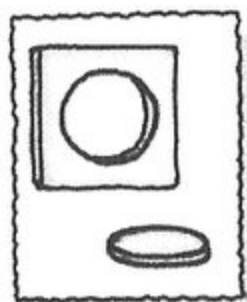




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# CLASIFICACIONES

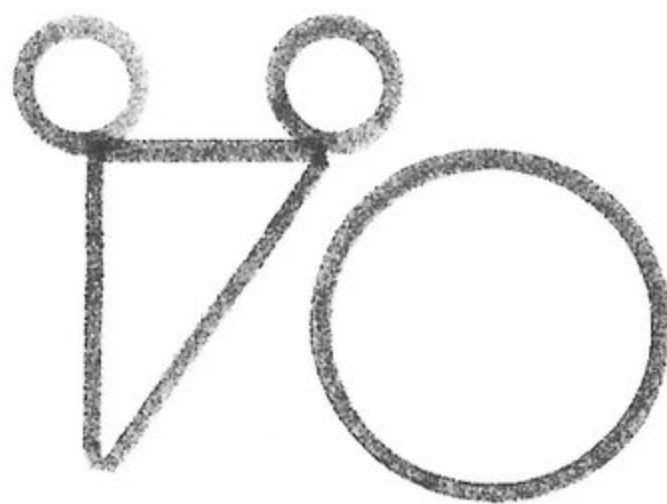
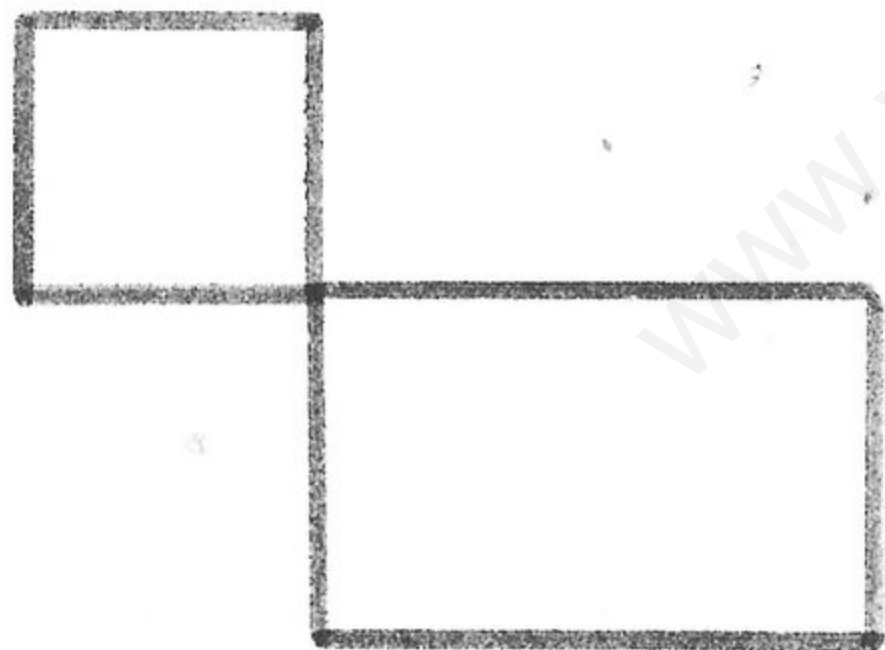
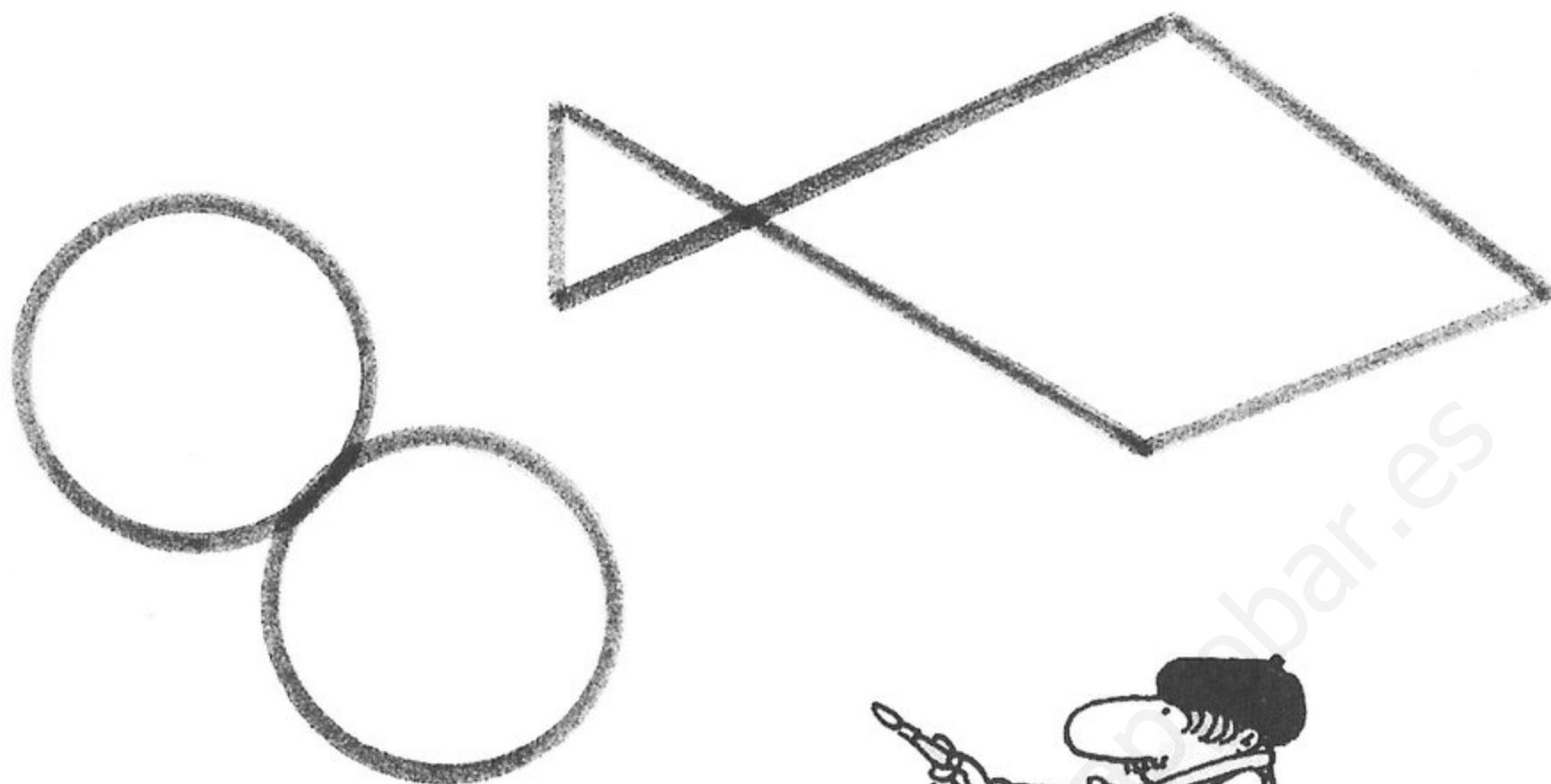
Encierra los medios de transporte aéreo.





# PENSAMIENTO CREATIVO

Completa las figuras y crea animales.

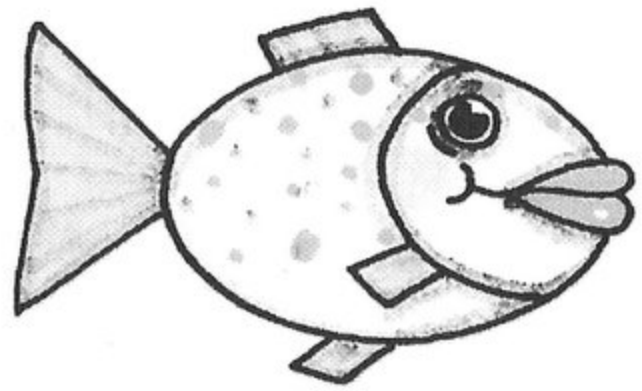
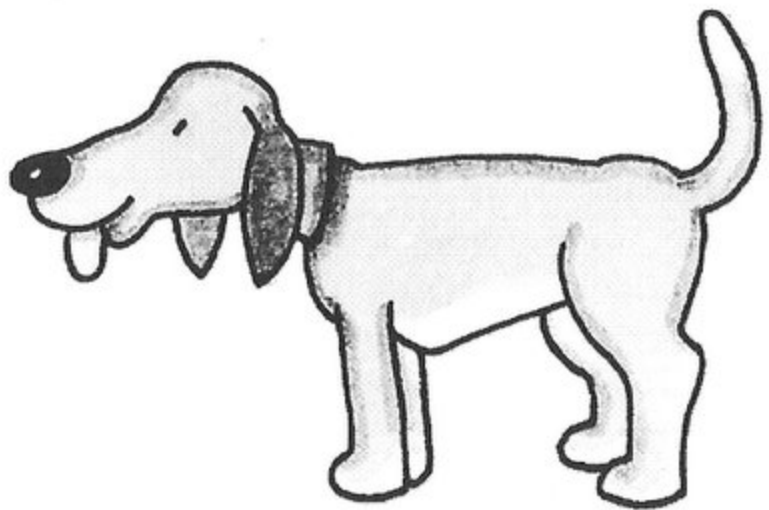
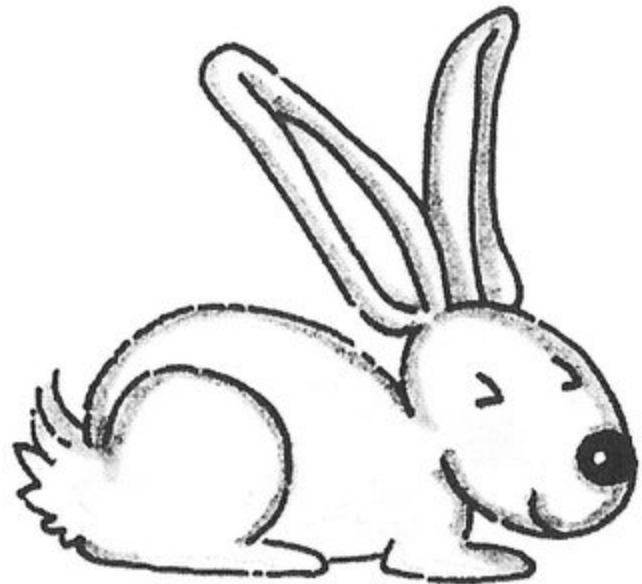
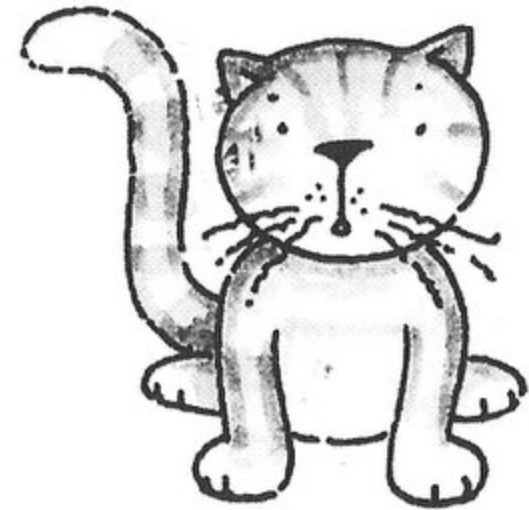
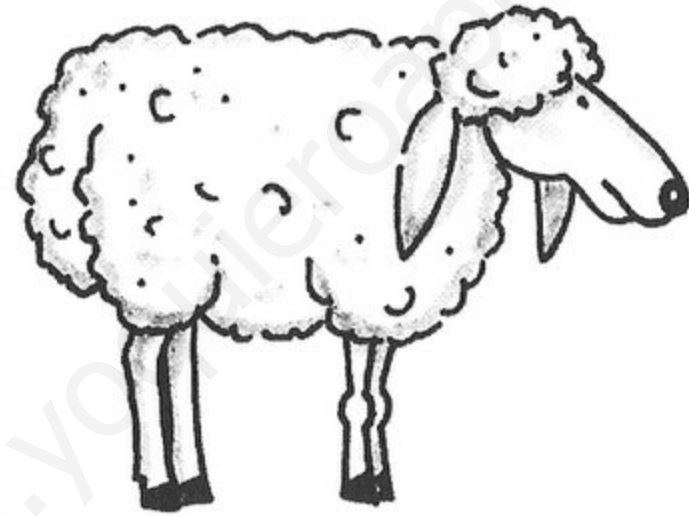
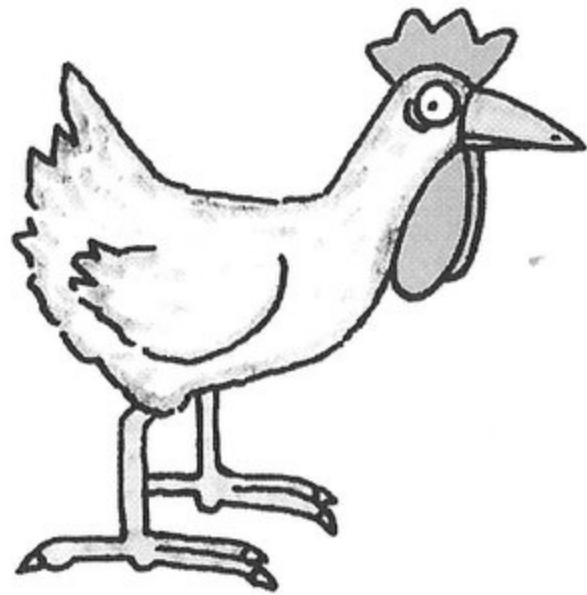
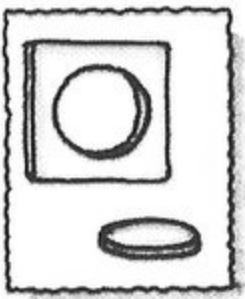


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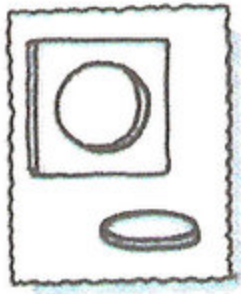
# CORRESPONDENCIA


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



# SERIES LÓGICAS

Continúa las series según los modelos.



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

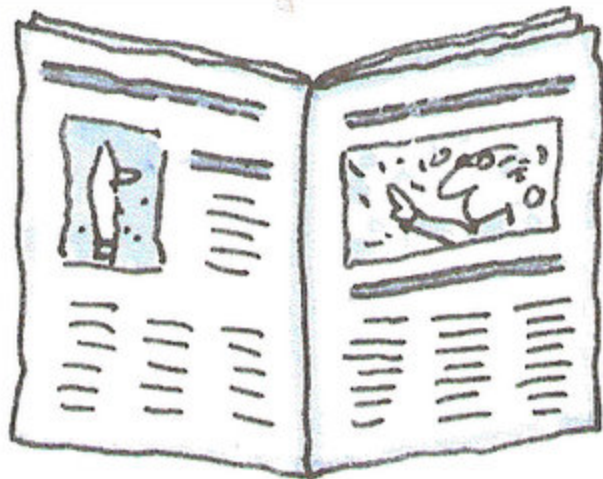
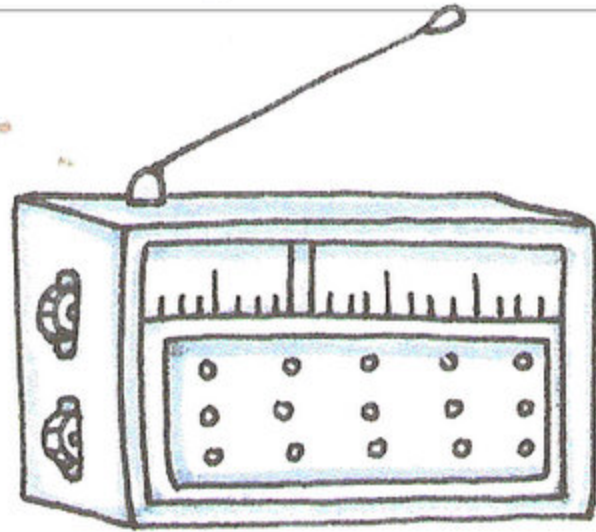
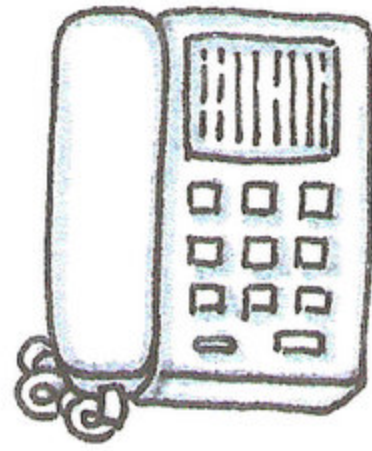
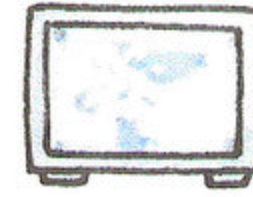
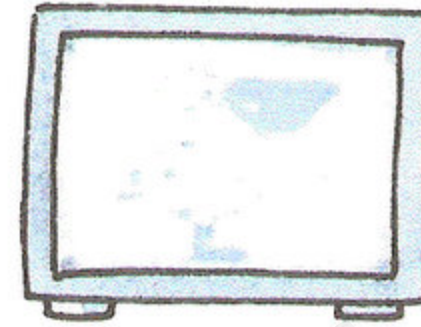
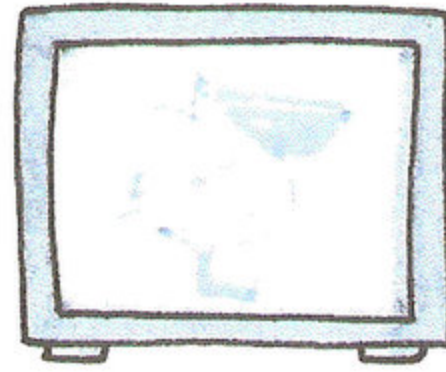
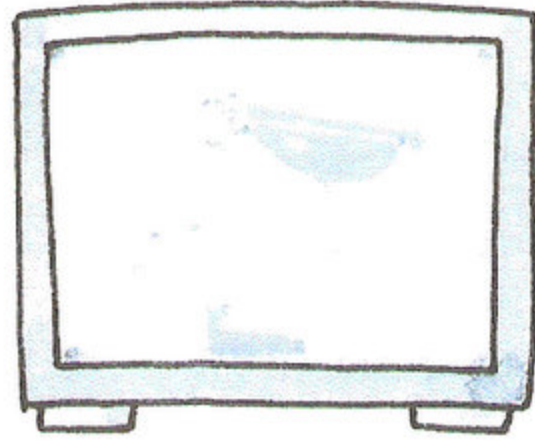
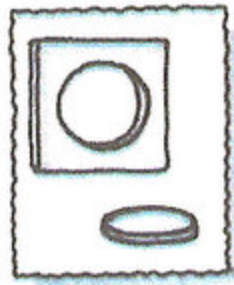
ABSURDOS LÓGICOS

Encierra los elementos absurdos.



# ORDENACIONES

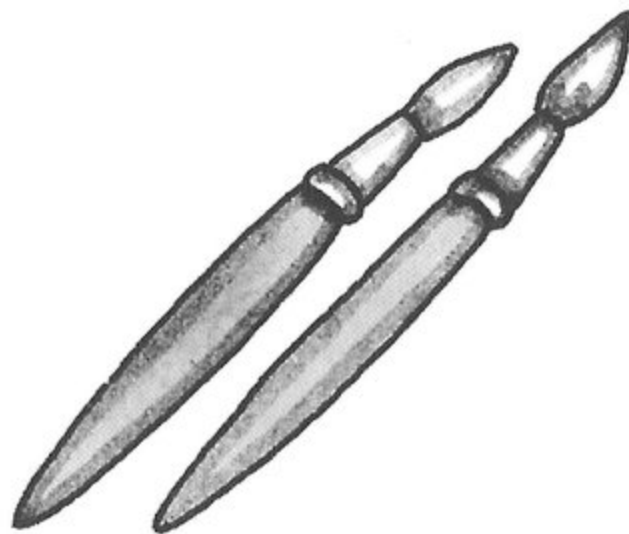
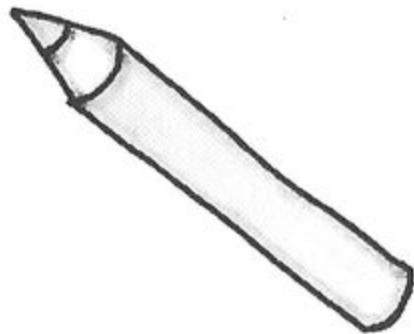
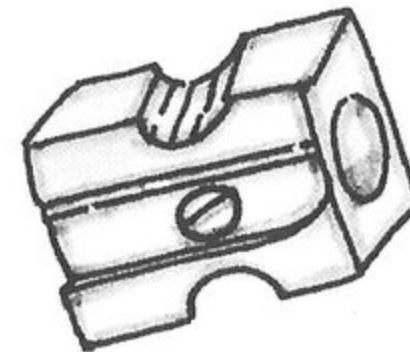
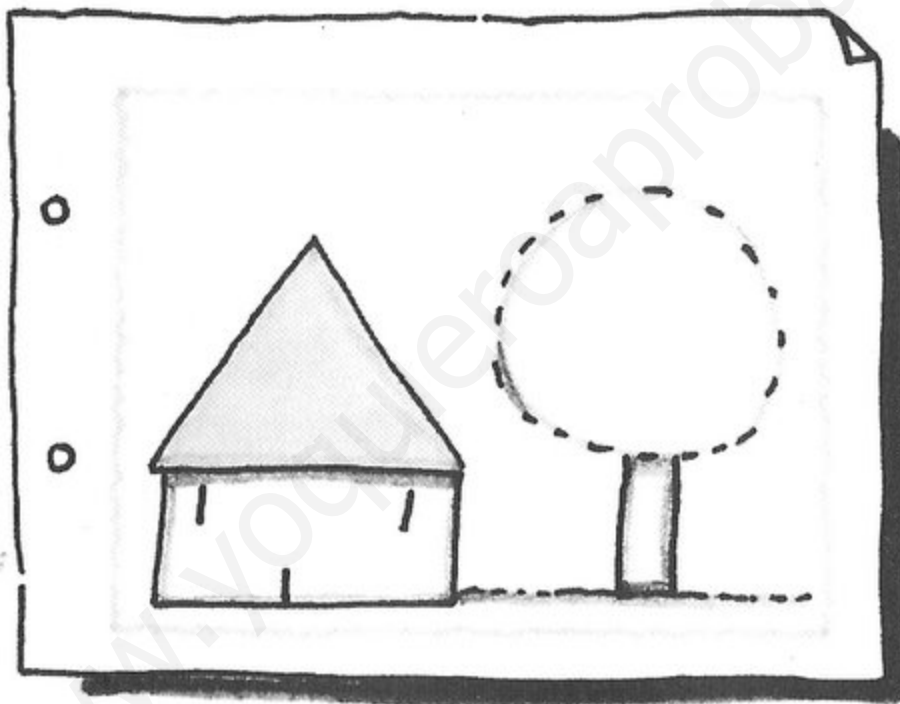
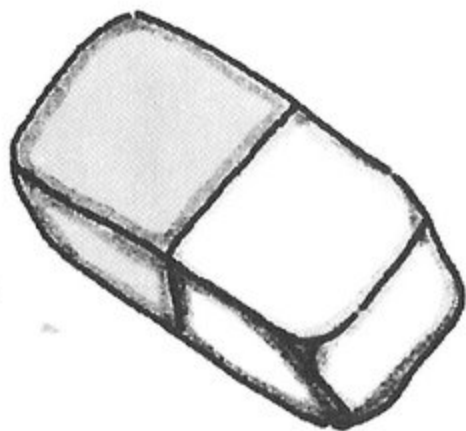
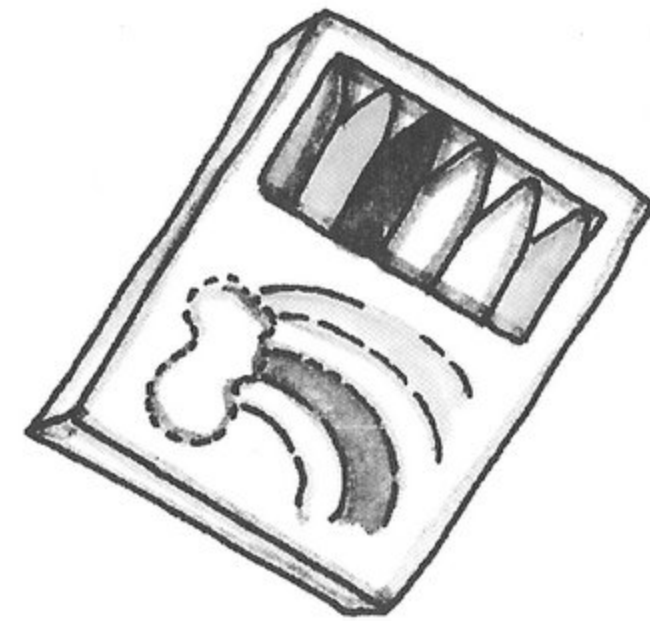
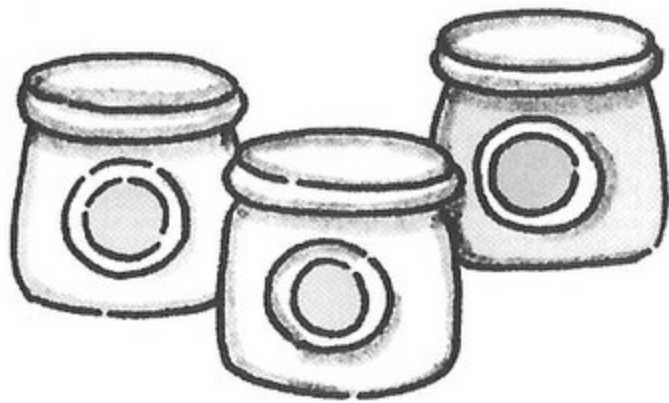
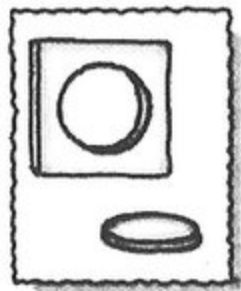
Repita cada dibujo en tres tamaños diferentes, de mayor a menor.



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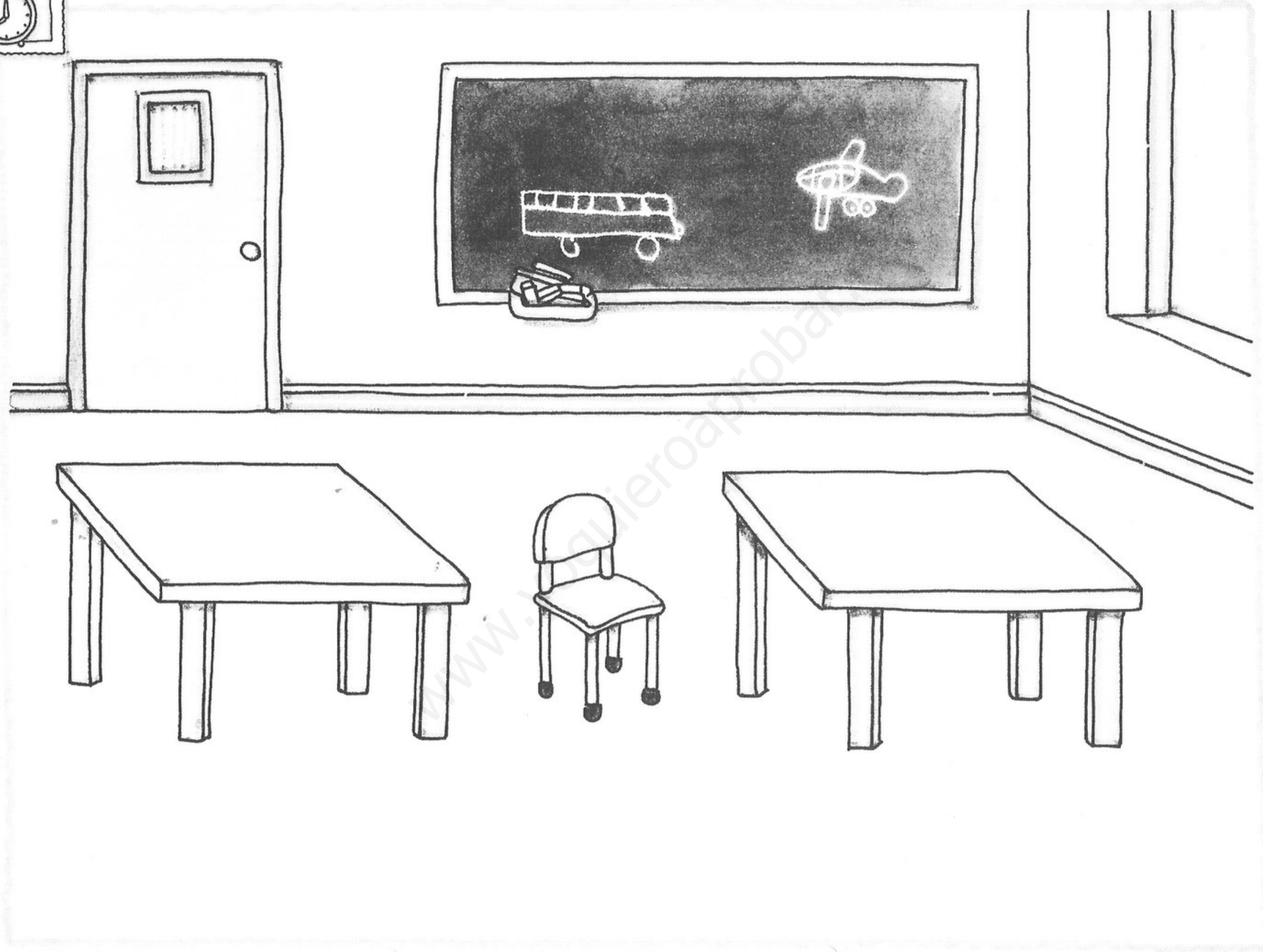
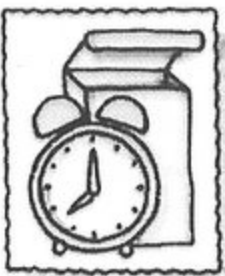
# RELACIONES Y ASOCIACIONES

Une con flechas los objetos que utilizas en clases.



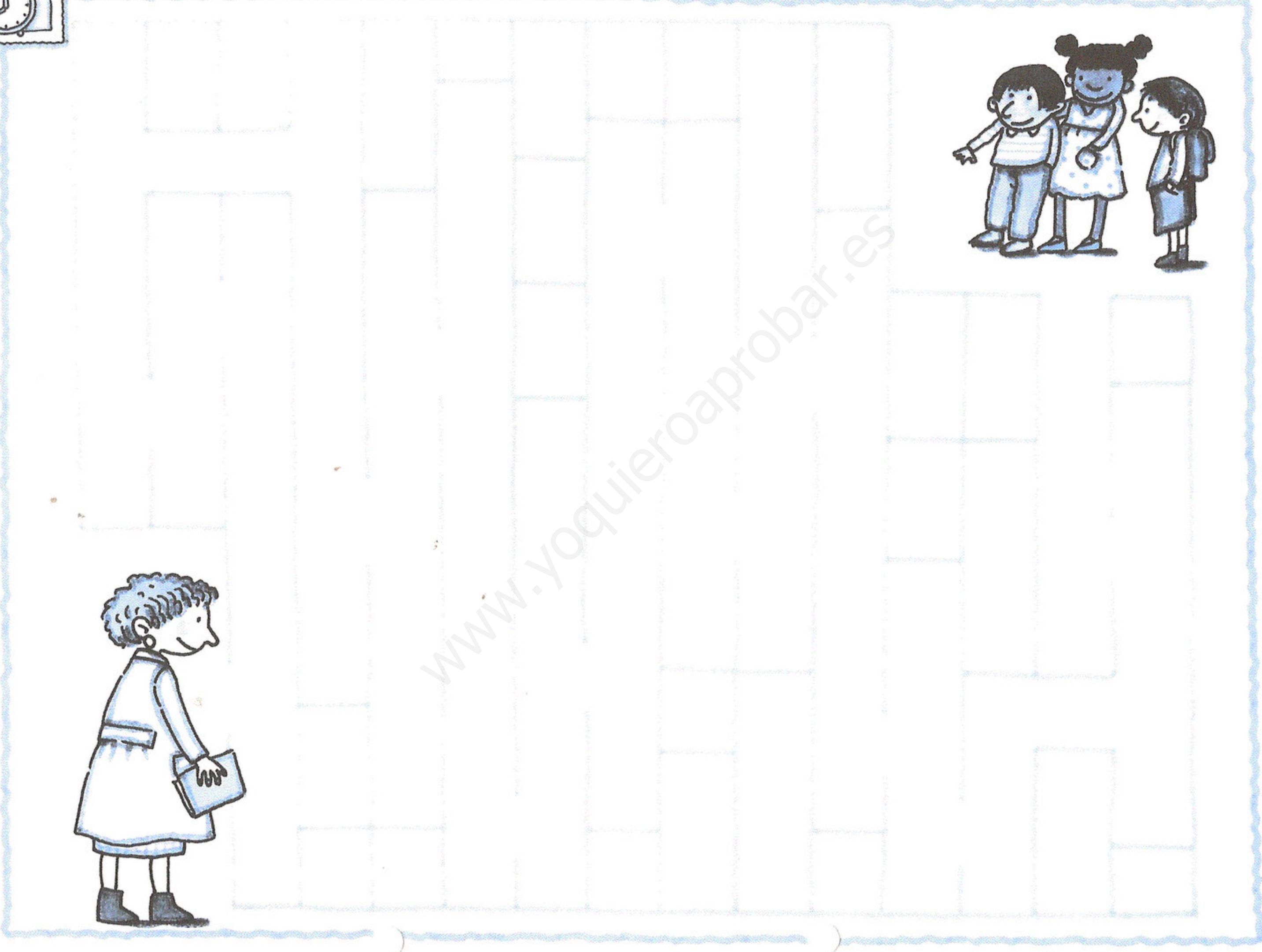
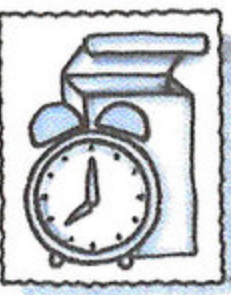
# CONCEPTOS ESPACIALES

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

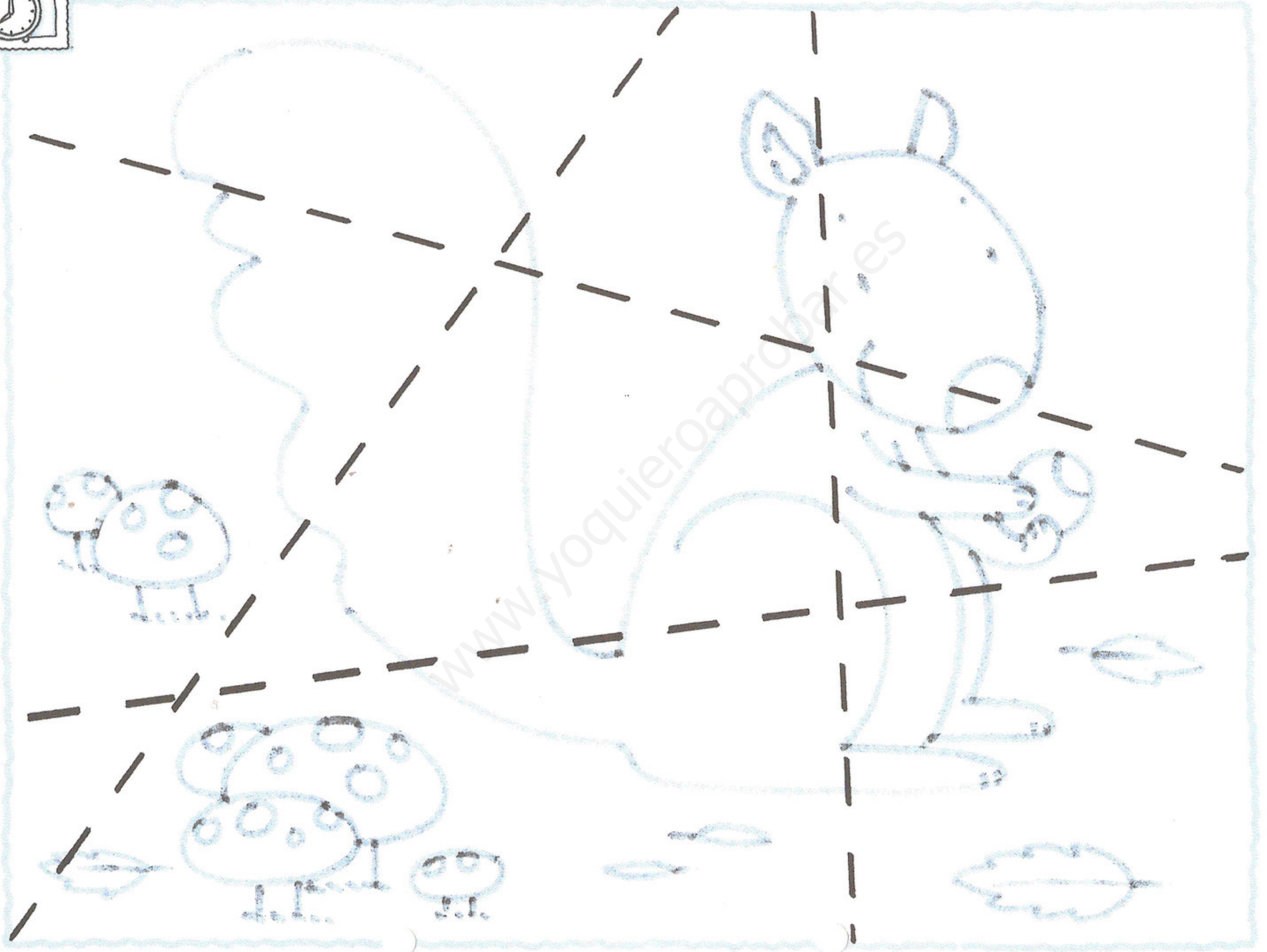
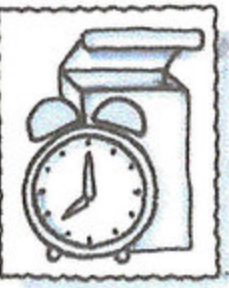
Encierra y pinta la casa situada **entre** dos edificios y la moto que está **entre** los dos autos.





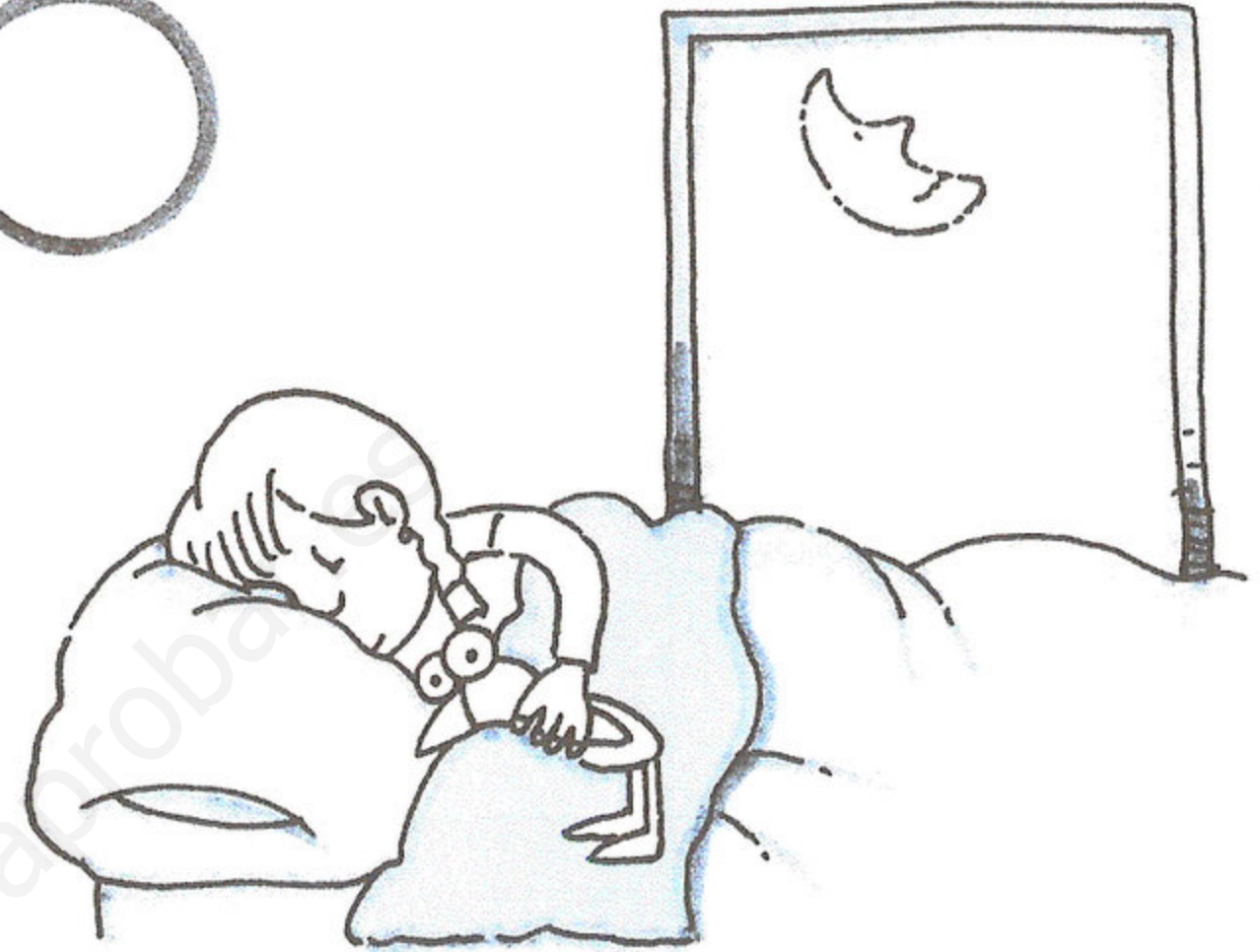
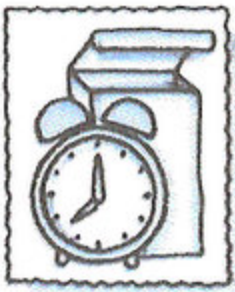
# ROMPECABEZAS

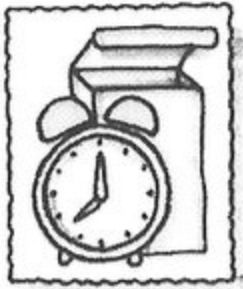
Pinta el dibujo. Recorta las piezas por las líneas discontinuas. Pégalas en una hoja aparte.



# CONCEPTOS TEMPORALES Y SECUENCIAS TEMPORALES

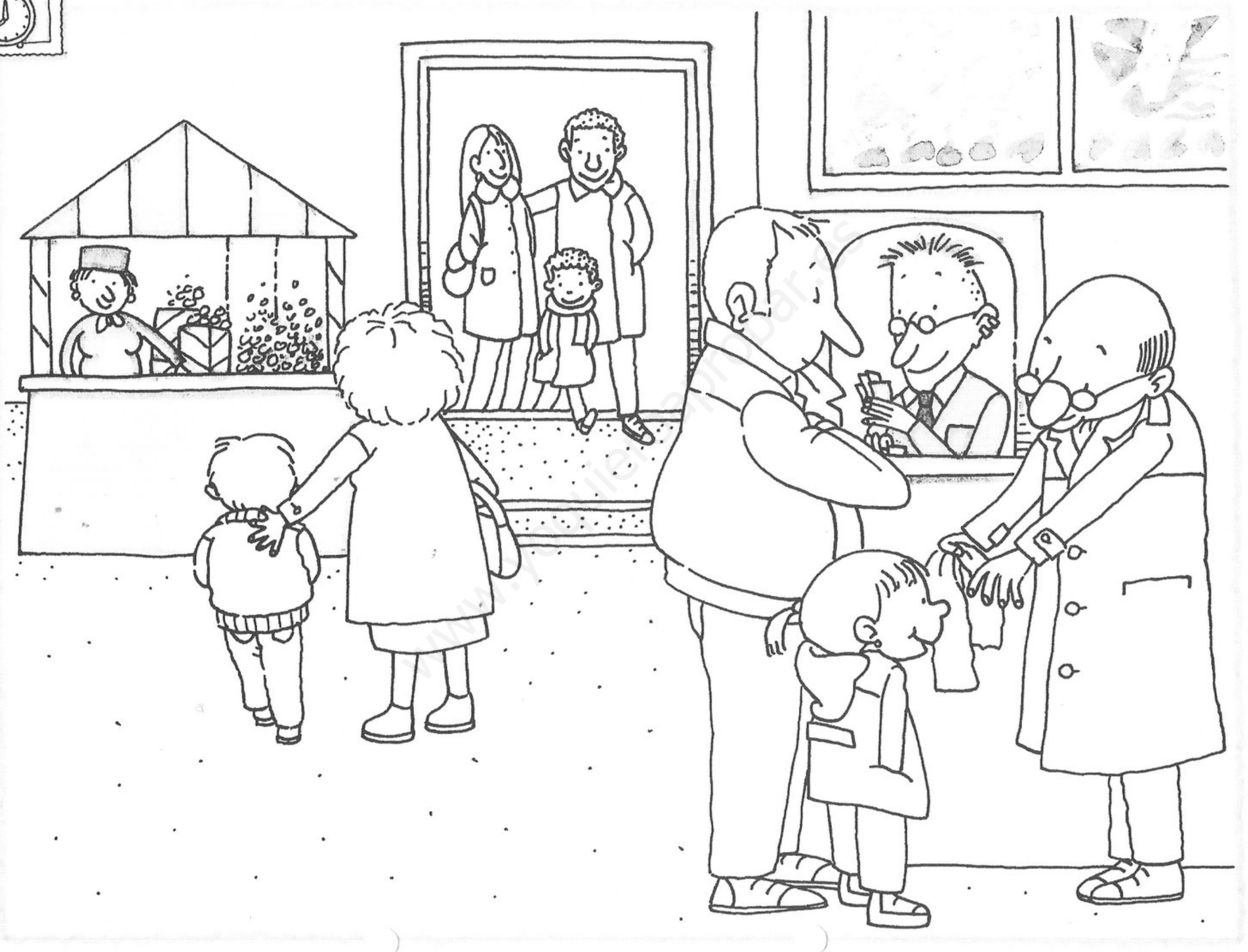
Pinta la niña. Numera del 1 al 4 las acciones que hace en el siguiente orden: **mañana** - **mediodía** - **tarde** - **noche**.

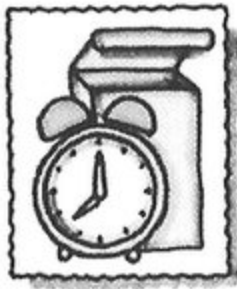




# CONCEPTOS ESPACIALES

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

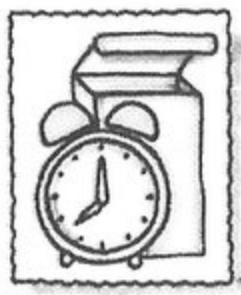




# SECUENCIAS TEMPORALES

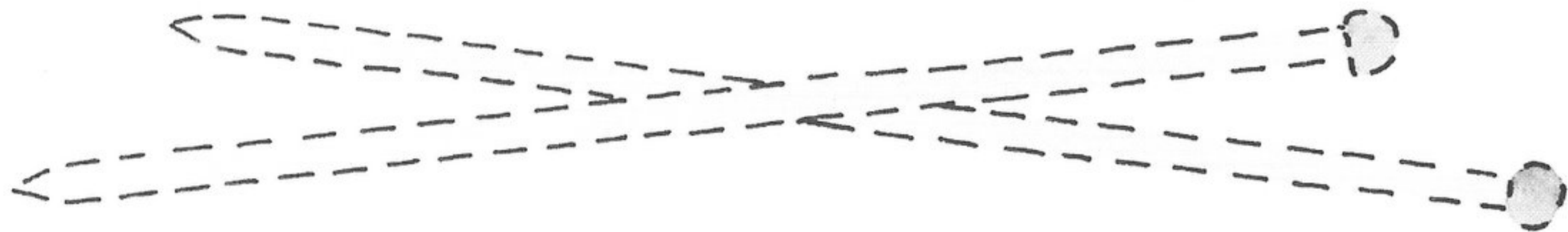
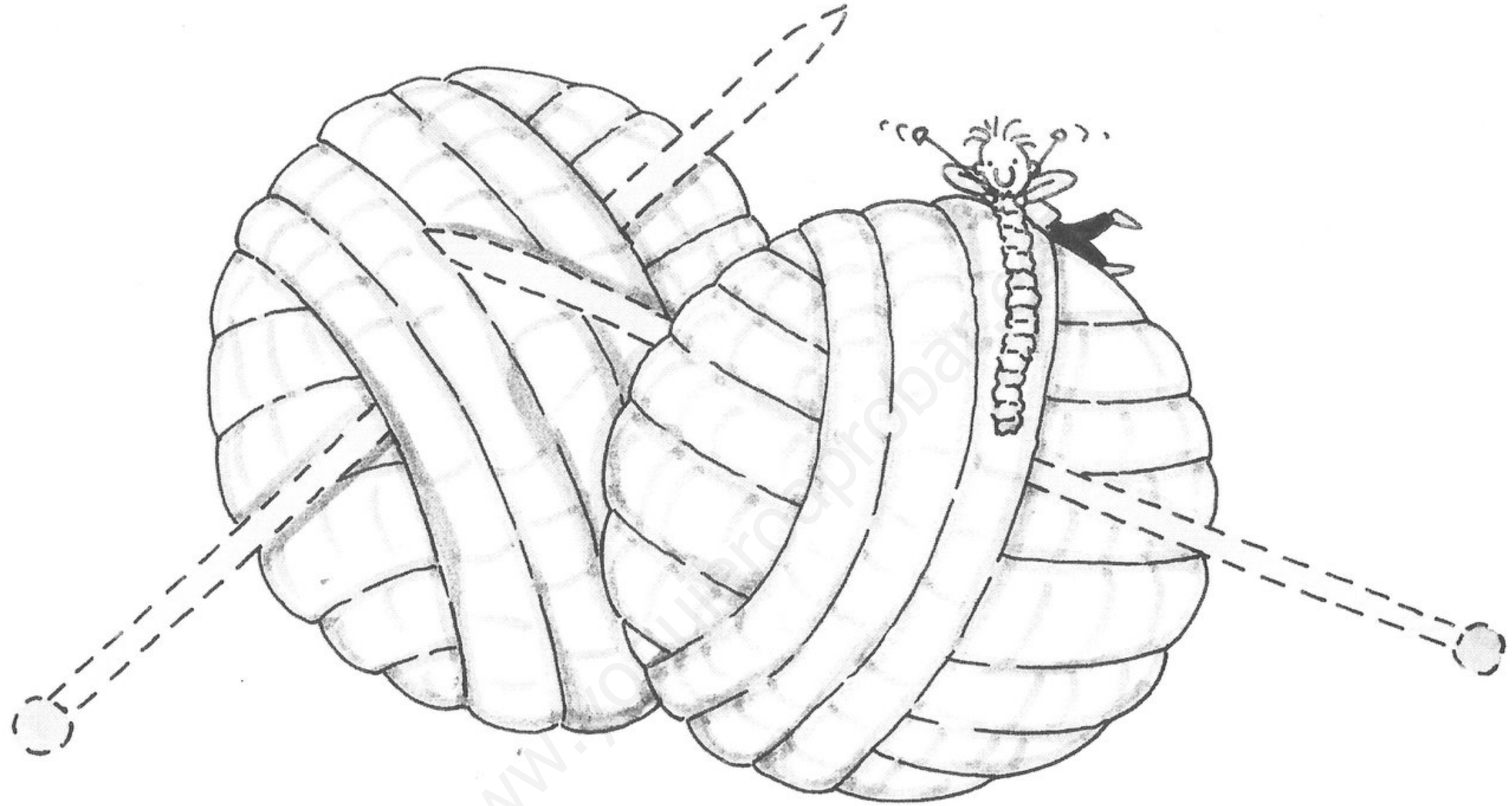
Pinta la niña. Numera del 1 al 5 para ordenar la secuencia.



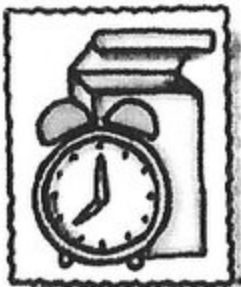


## CONCEPTOS ESPACIALES

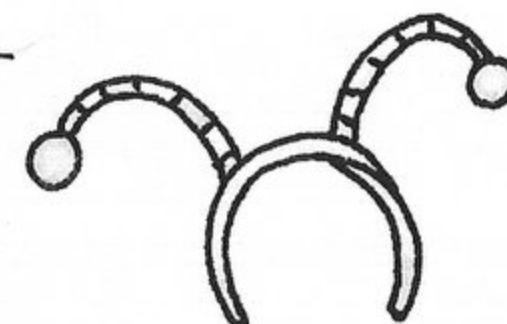
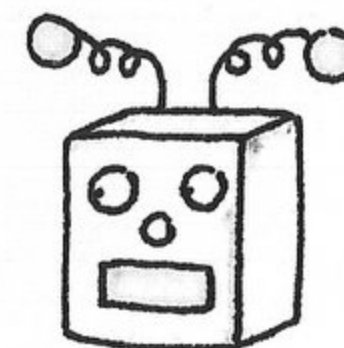
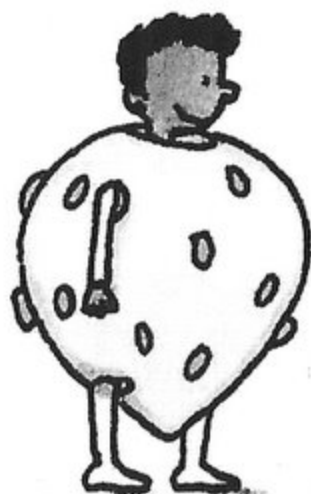
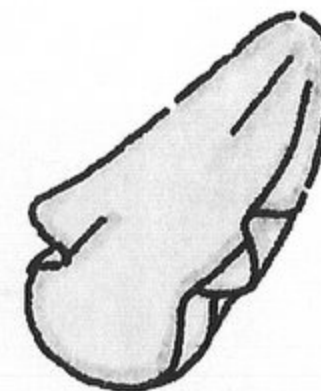
Repasa los palillos que pasan **a través de** las madejas. Encierra los que no pasan a través de las madejas.



# LABERINTOS



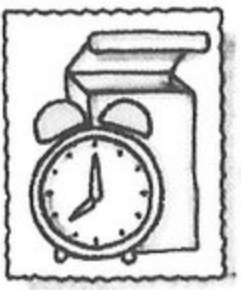
Traza el camino que deberá seguir cada niño o niña para tomar lo que le falta a su disfraz.

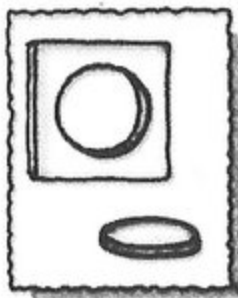


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# CONCEPTOS TEMPORALES Y PENSAMIENTO CREATIVO

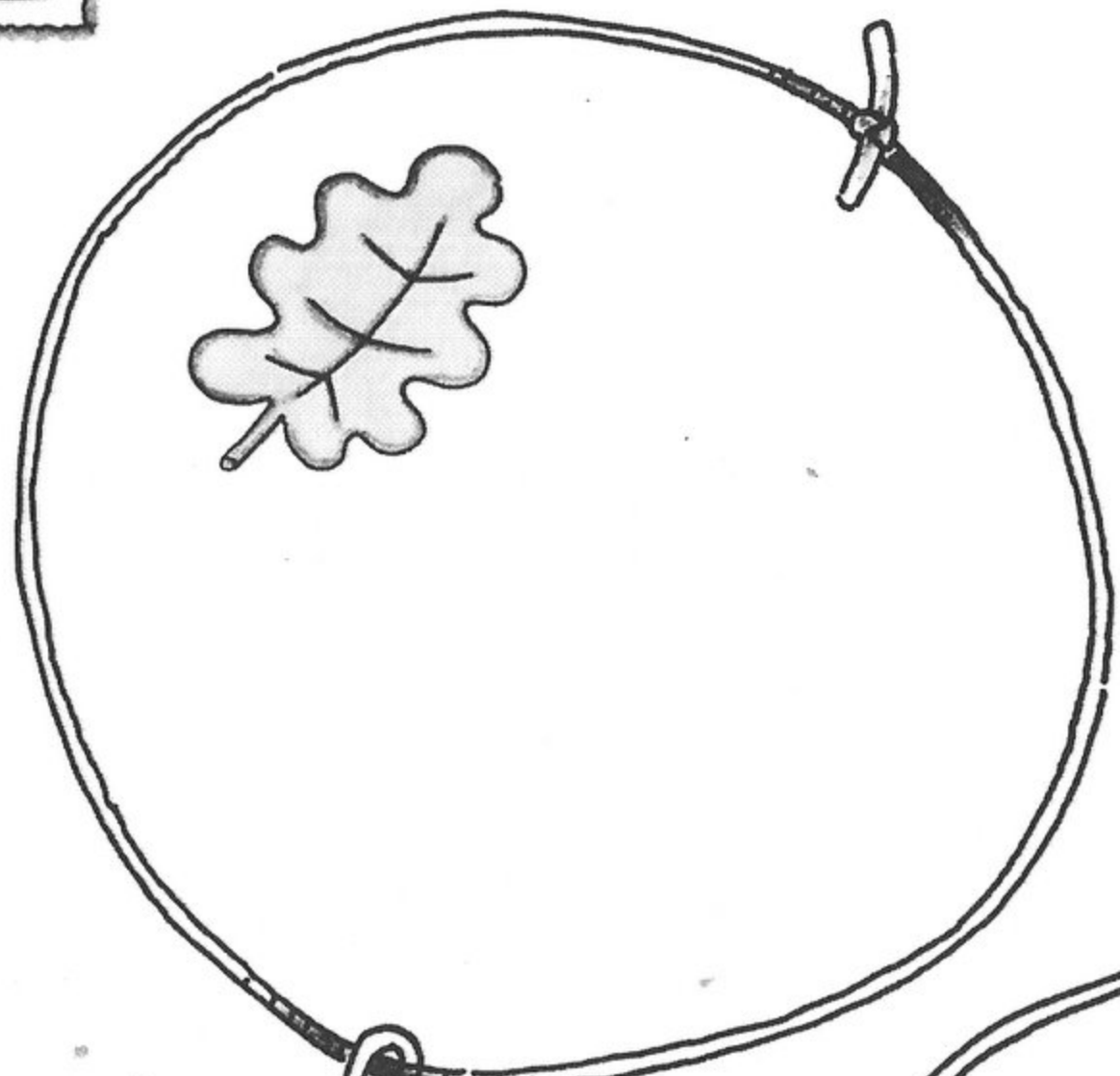
Dibuja en las ventanas lo que falta para que sea de **día** o de **noche** en estas dos escenas. Píntalas.



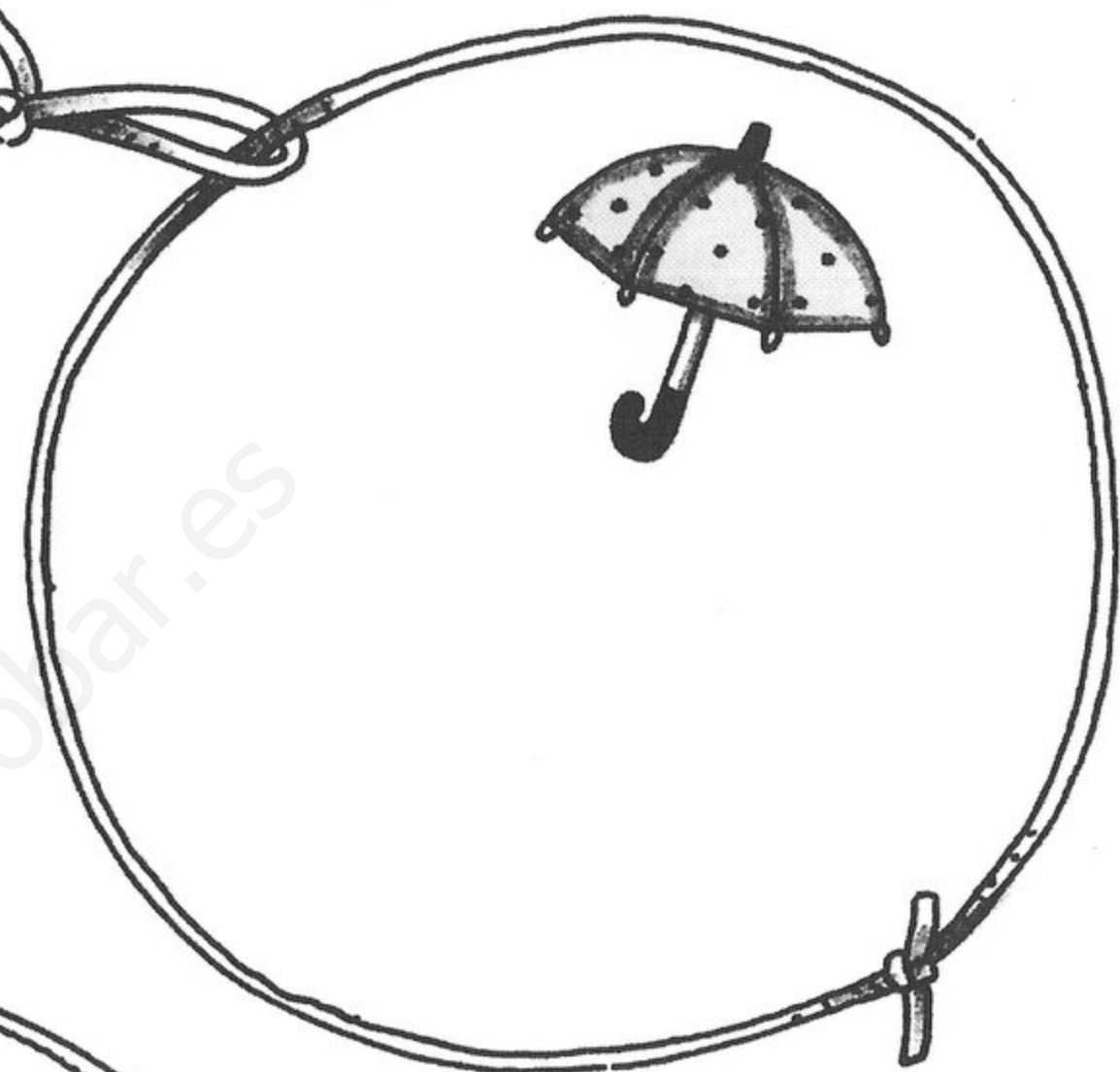


# PROBLEMAS NUMÉRICOS

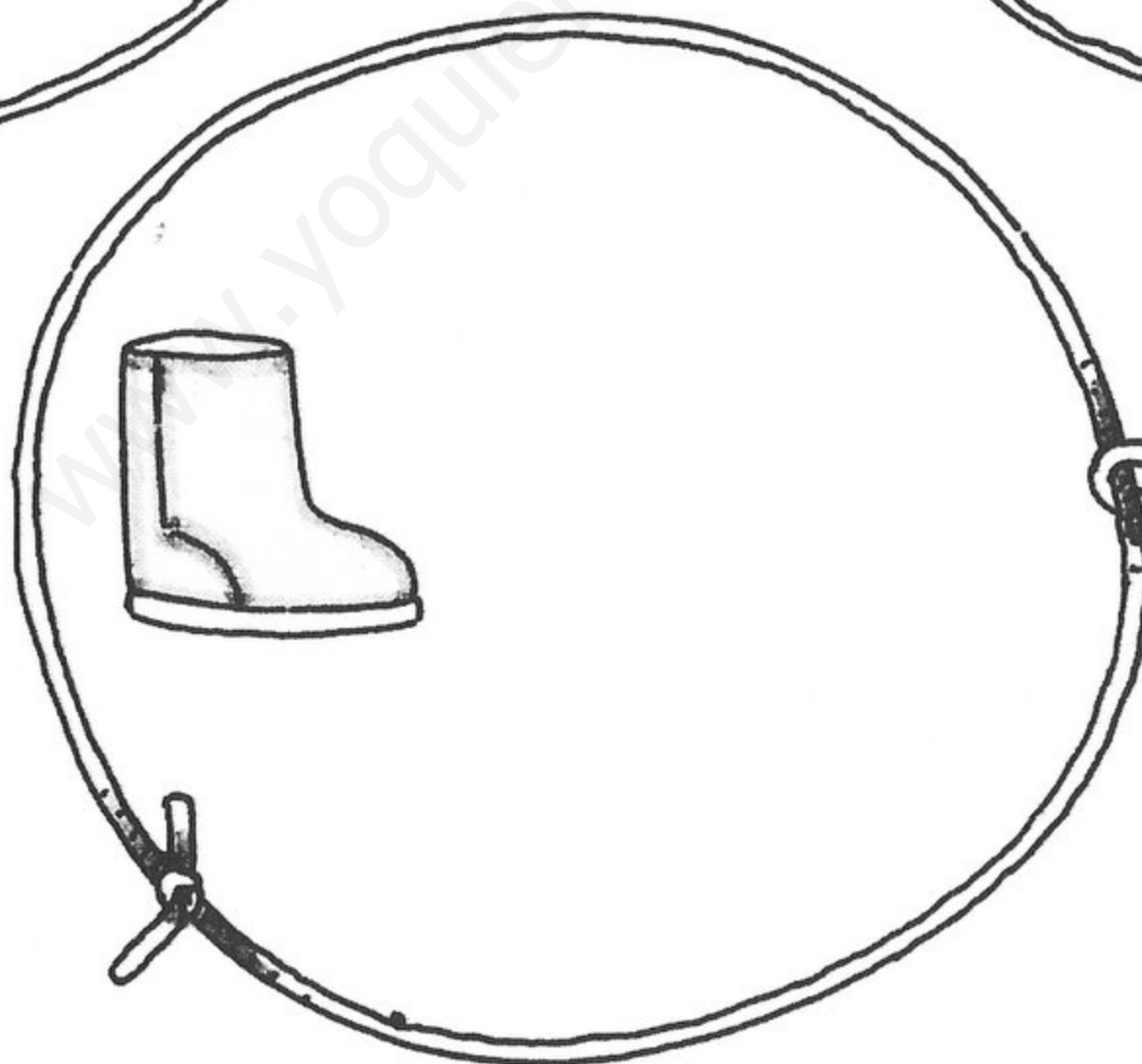
Completa los conjuntos.



5



6



4

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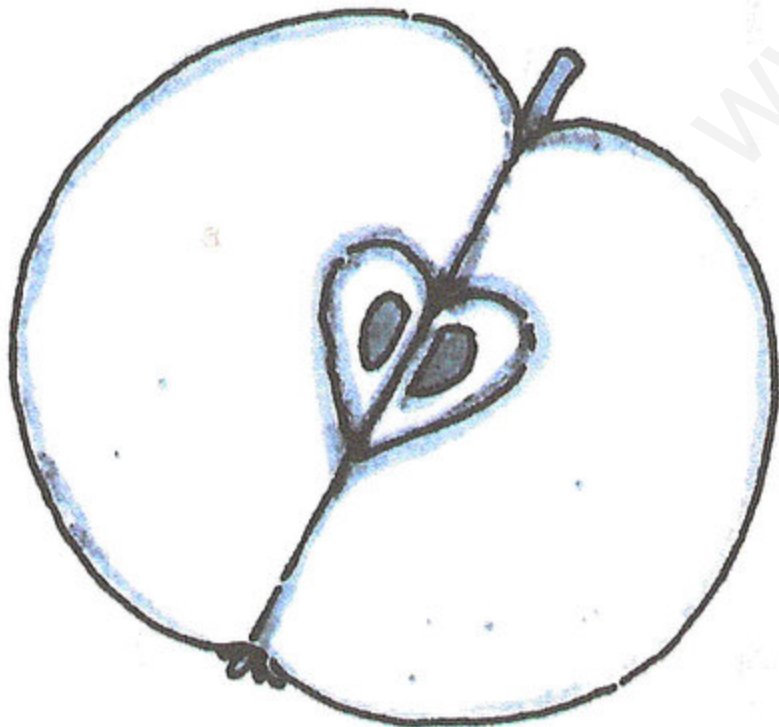
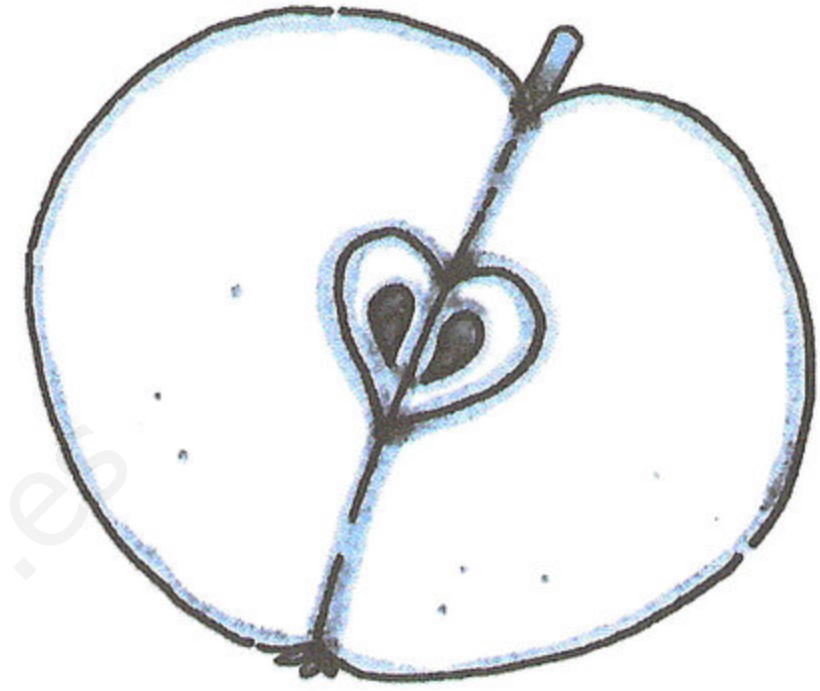
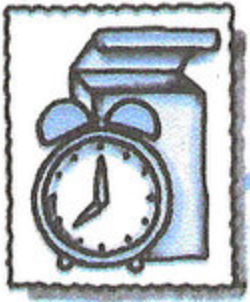
## SECUENCIAS TEMPORALES

Recorta los dibujos y pégalos ordenados en la parte superior.



**CONCEPTOS ESPACIALES**

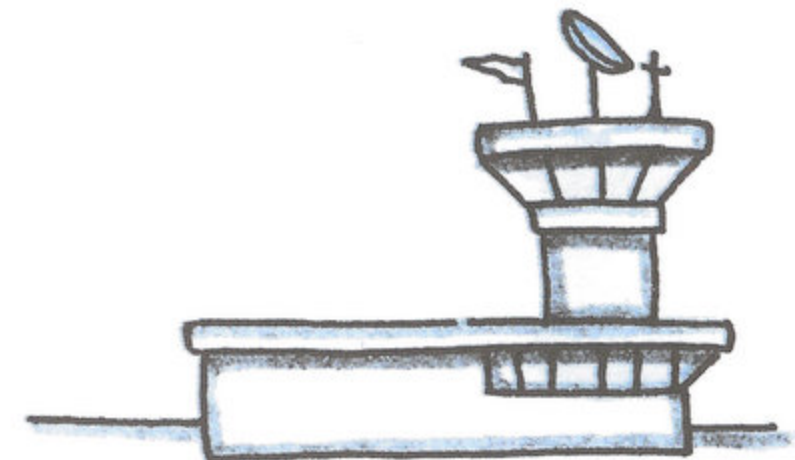
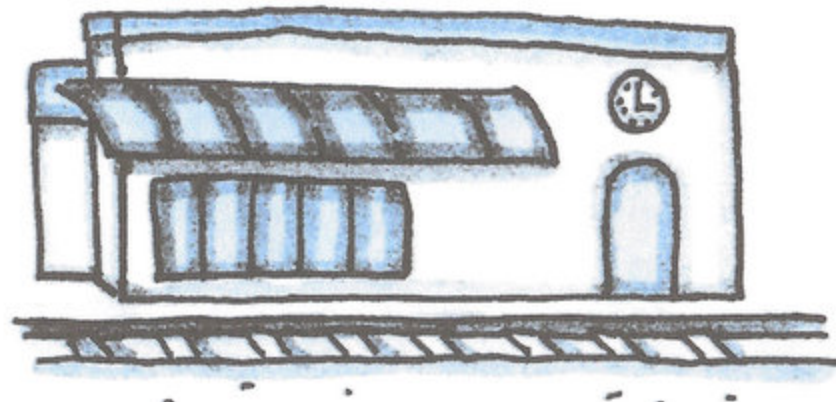
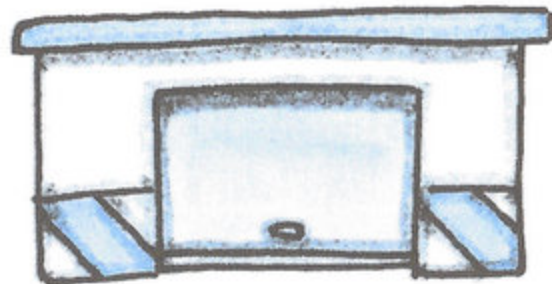
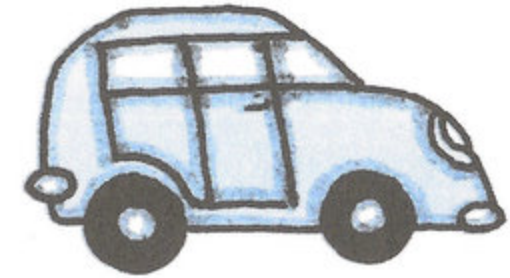
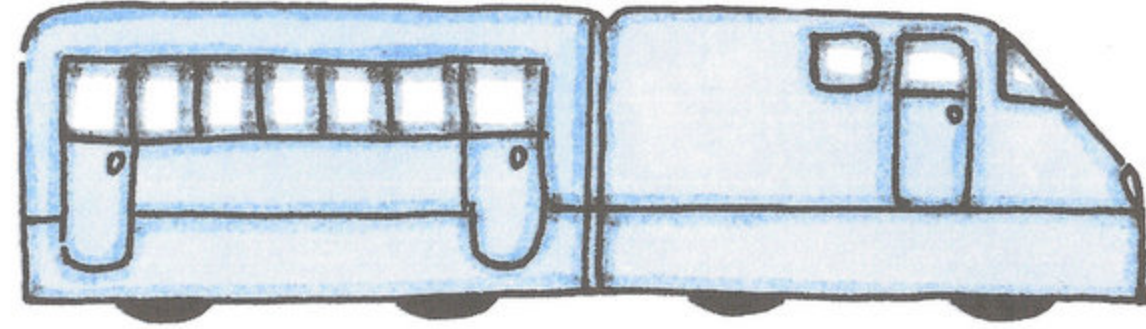
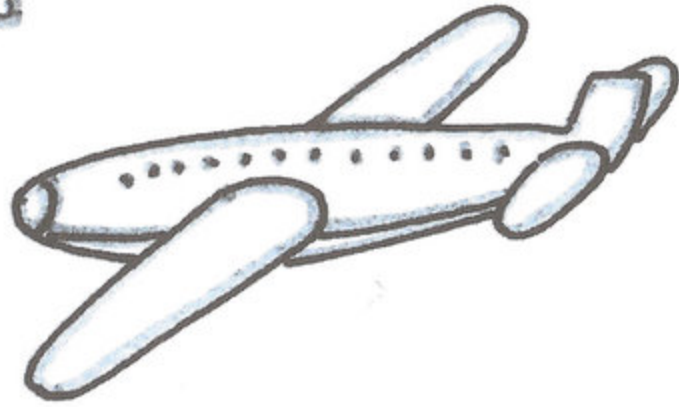
Repasa los **bordes** de las rebanadas de pan de molde. Píntalas.

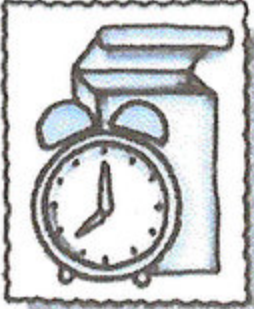


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# LABERINTOS

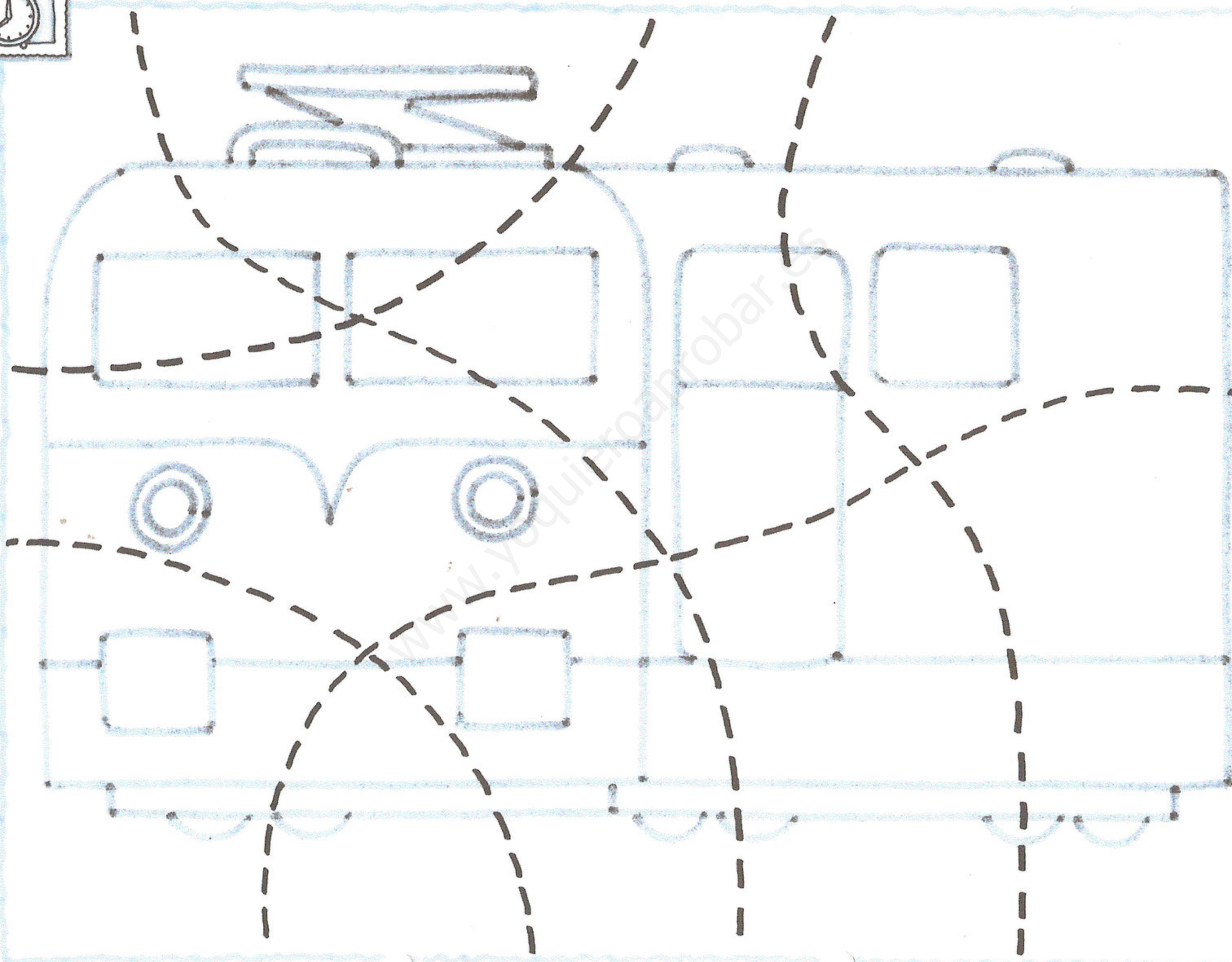
Traza el camino que deberá seguir cada vehículo hasta el lugar del que salió.





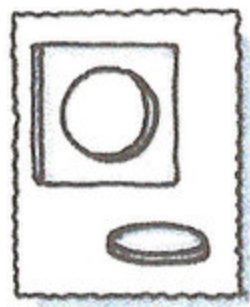
# ROMPECABEZAS

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



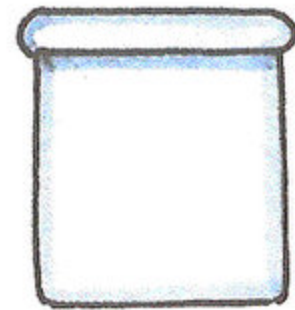
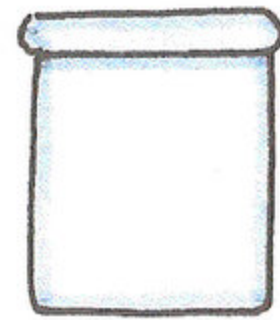
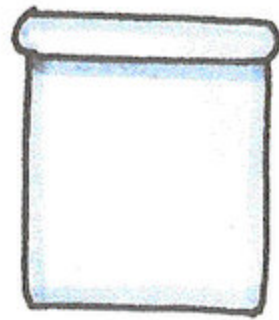
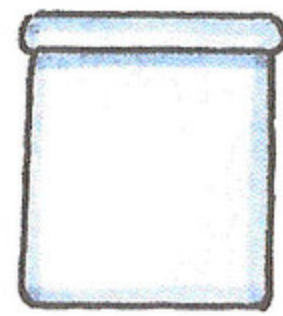
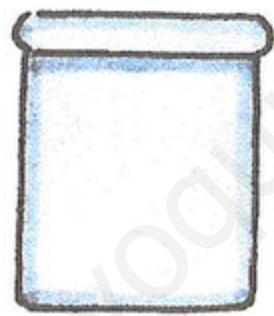
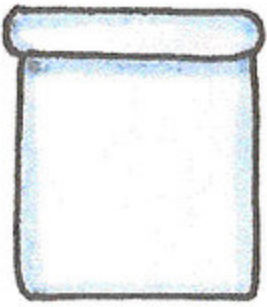
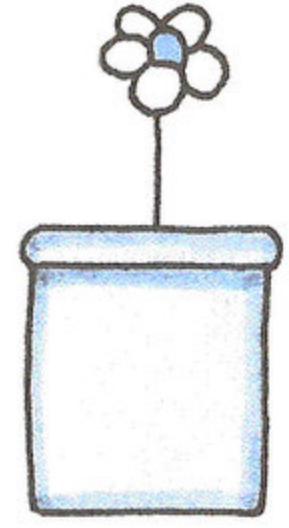
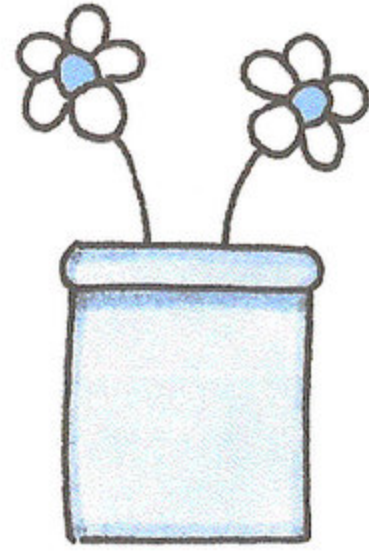
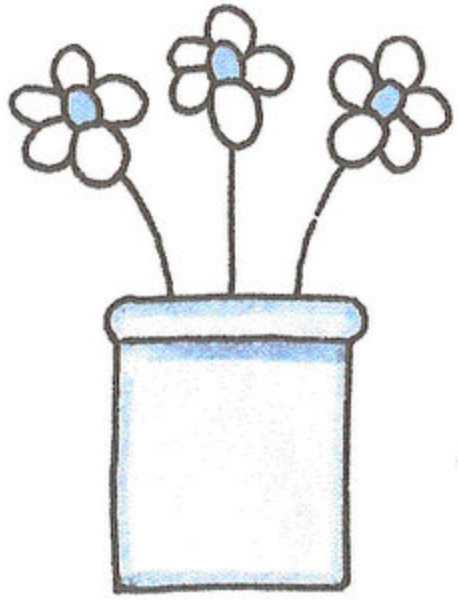
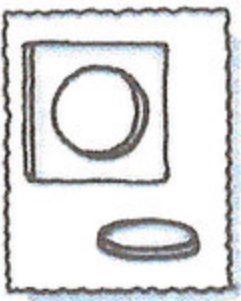
## MATRICES

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

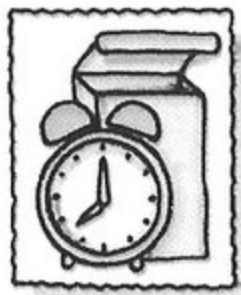



# SERIES LÓGICAS

Continúa la serie.



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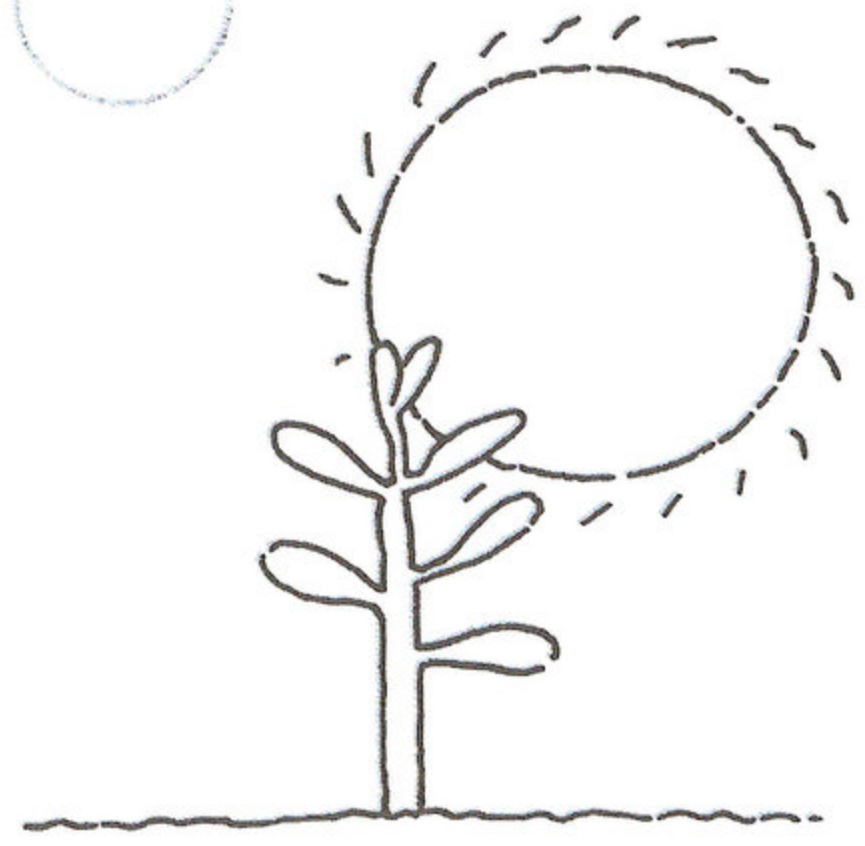
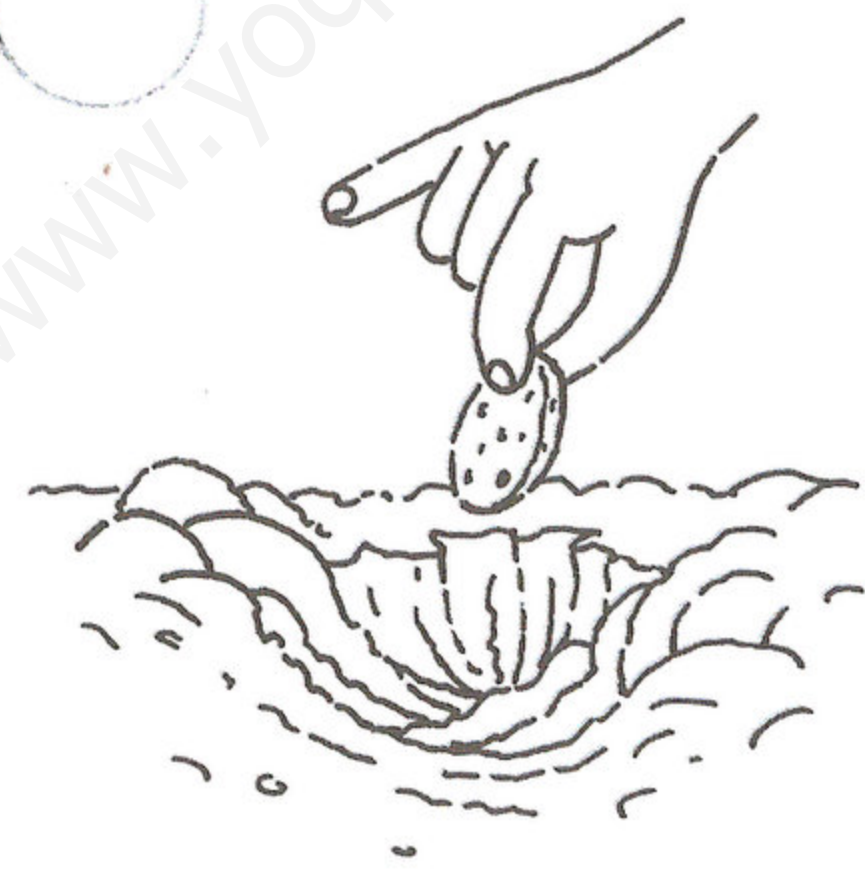
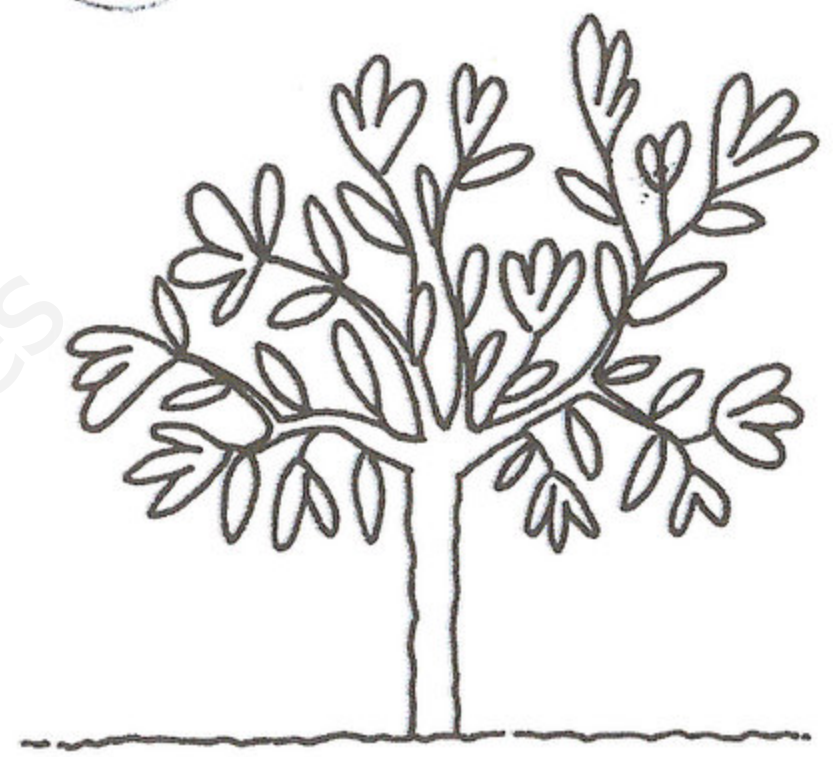
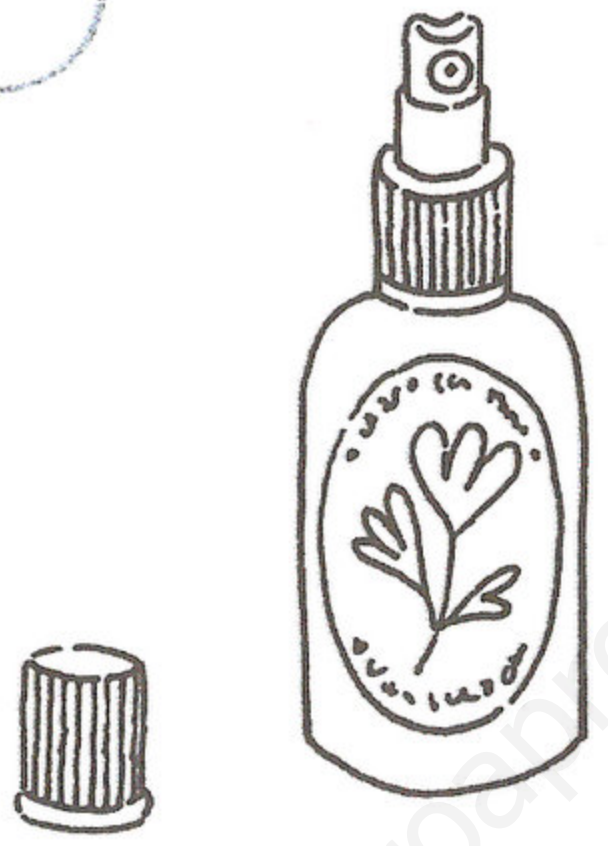
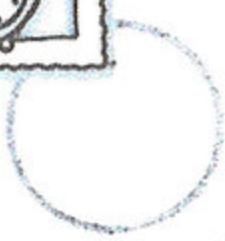
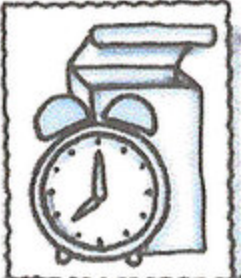
# CONCEPTOS ESPACIALES

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



# SECUENCIAS TEMPORALES

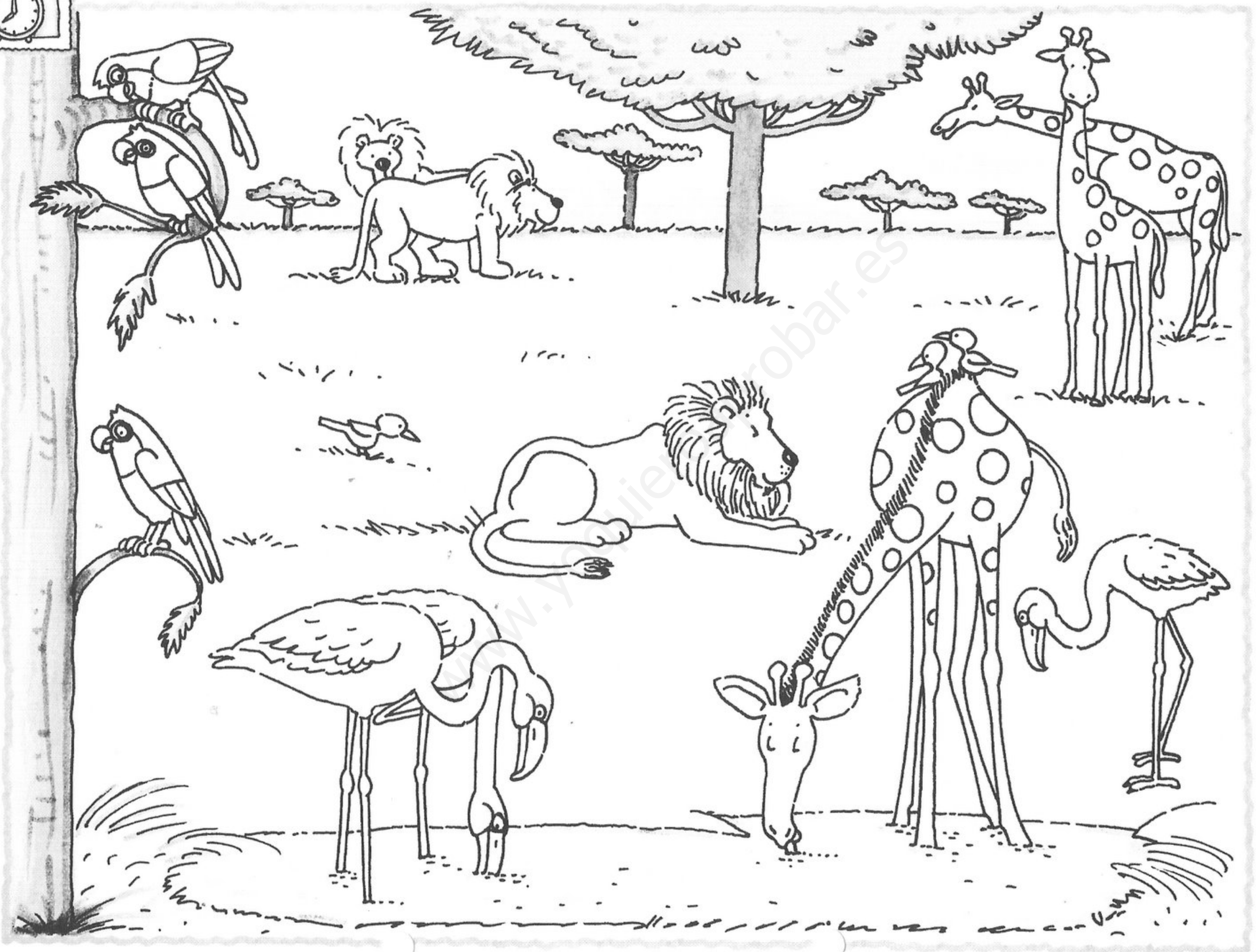
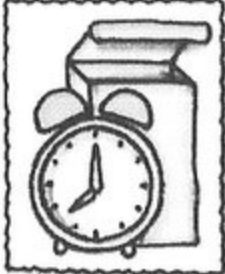
Numera del 1 al 6 para ordenar la secuencia. Pinta los dibujos.





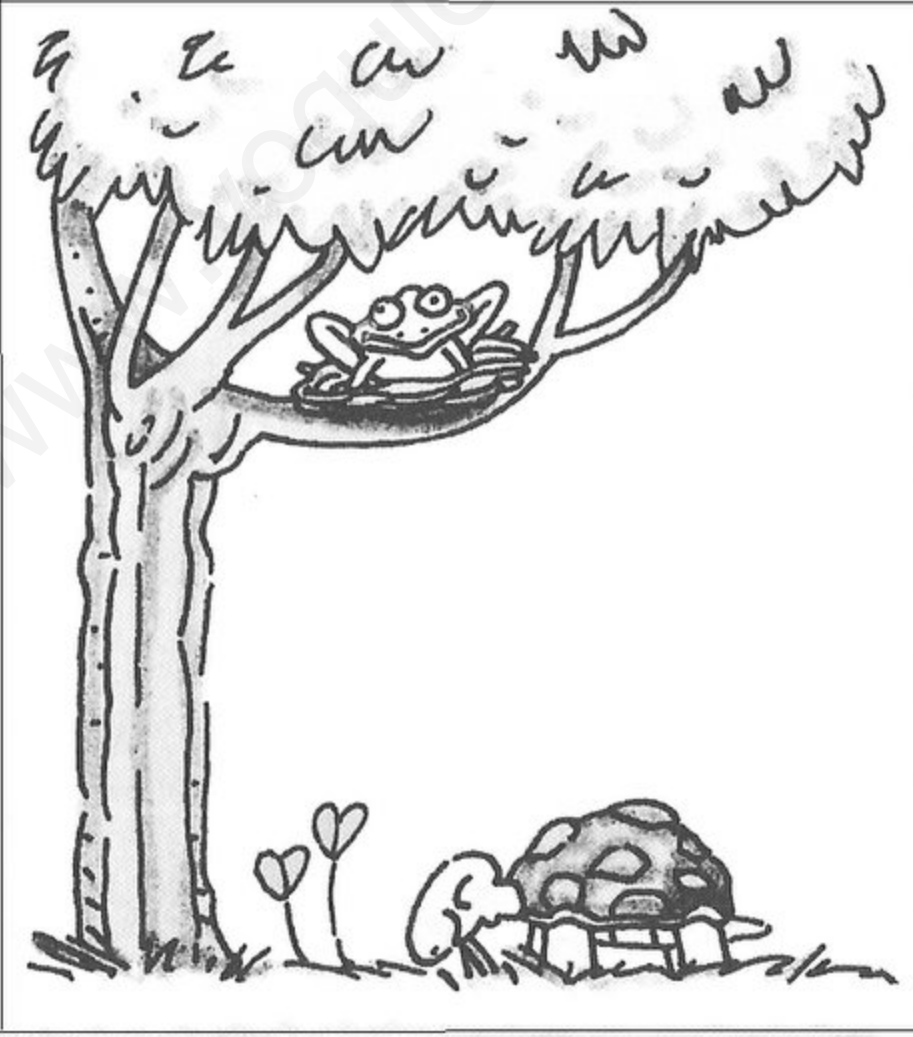
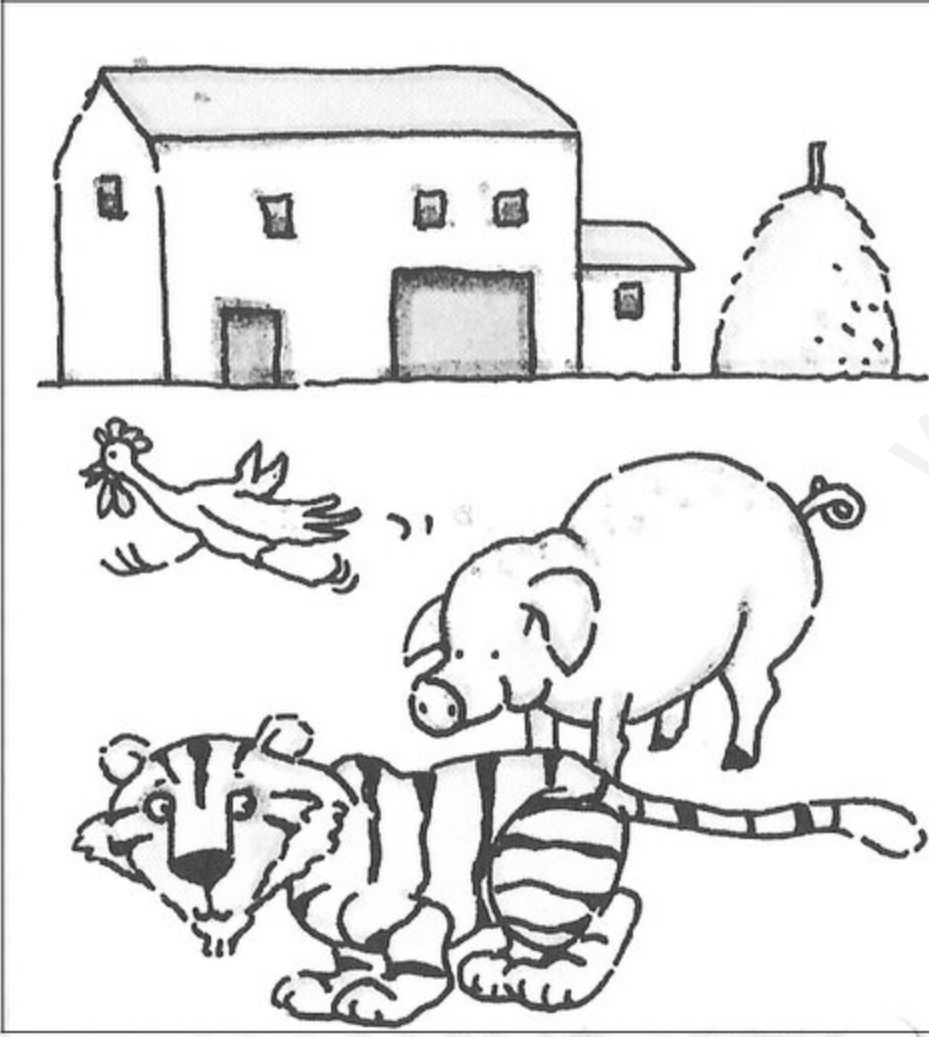
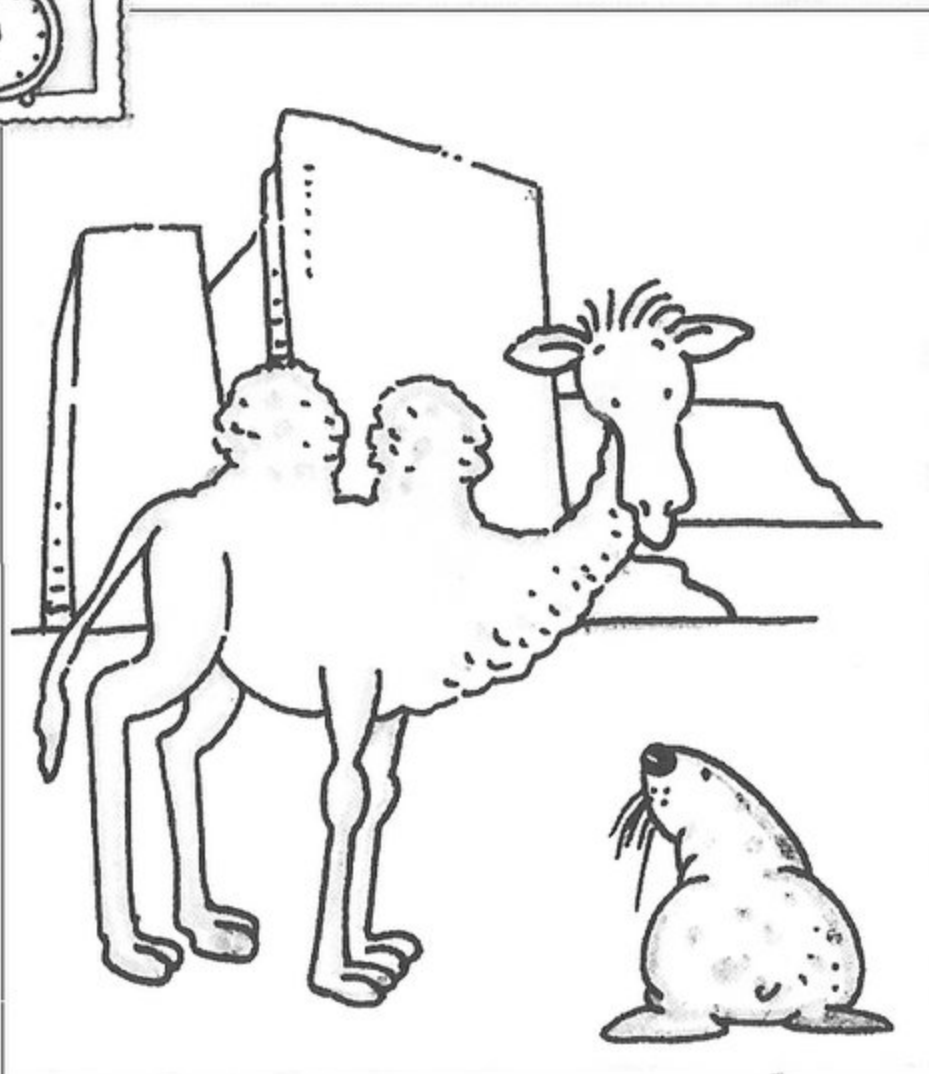
# CONCEPTOS ESPACIALES

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

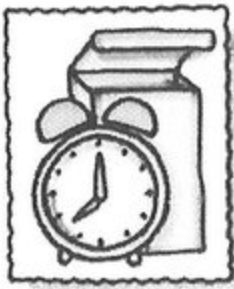
Dibuja en los cuadros los elementos transformados (círculo - triángulo). Píntalos.





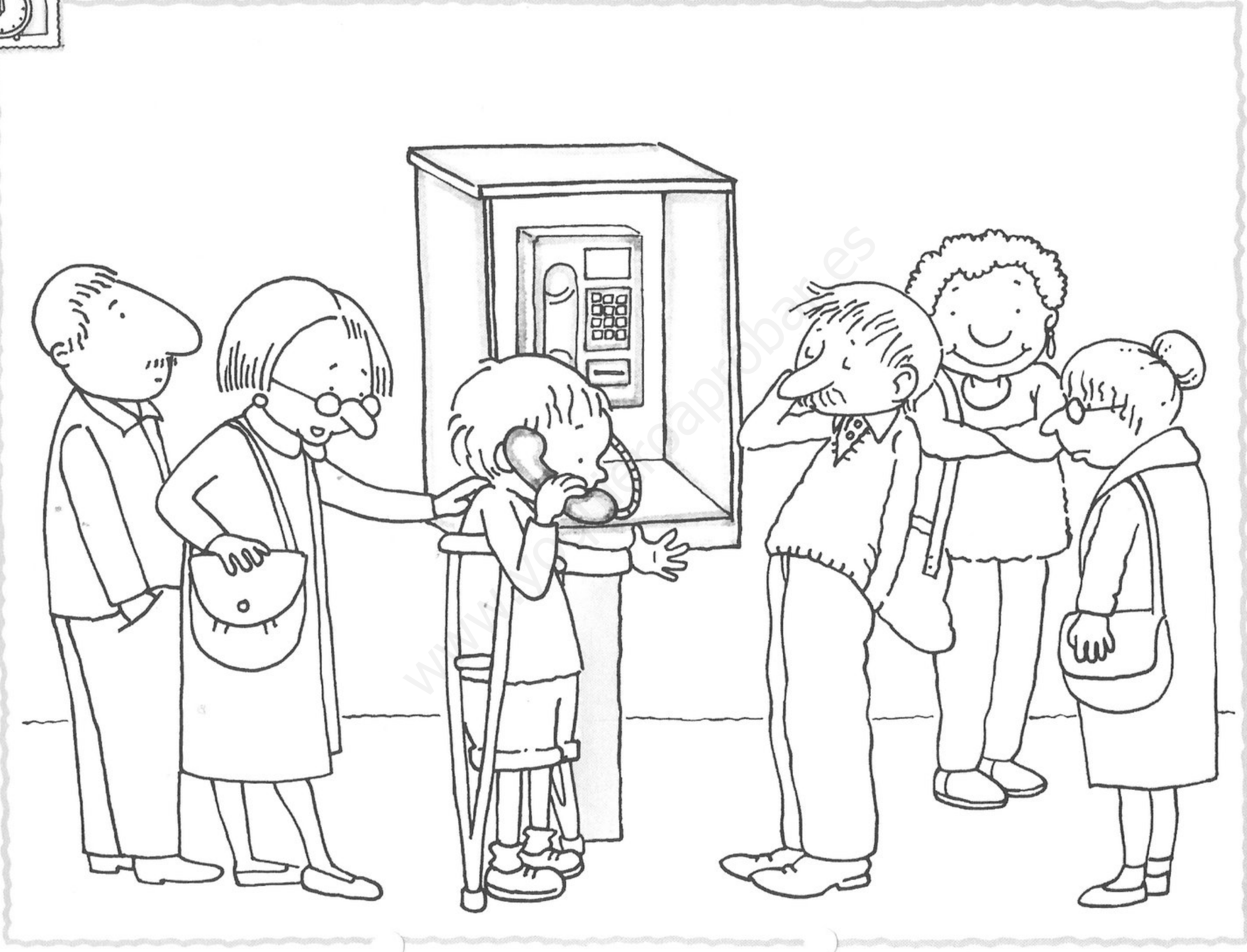






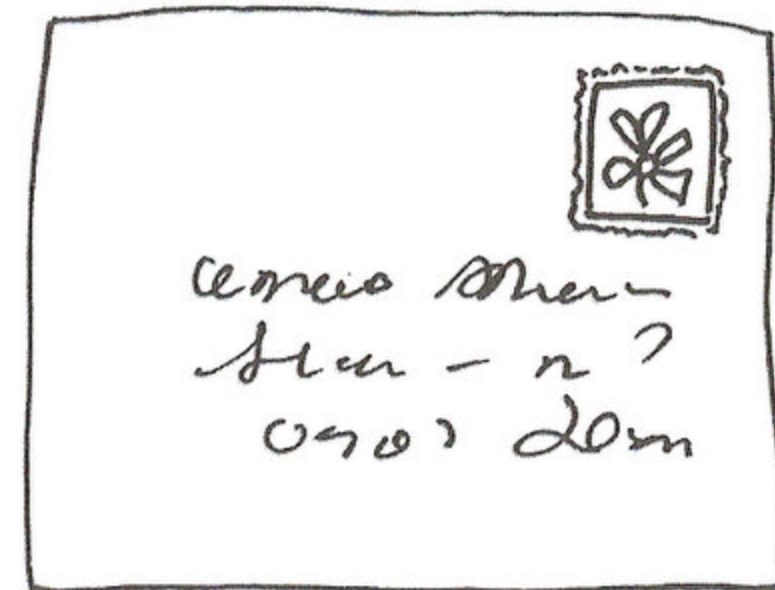
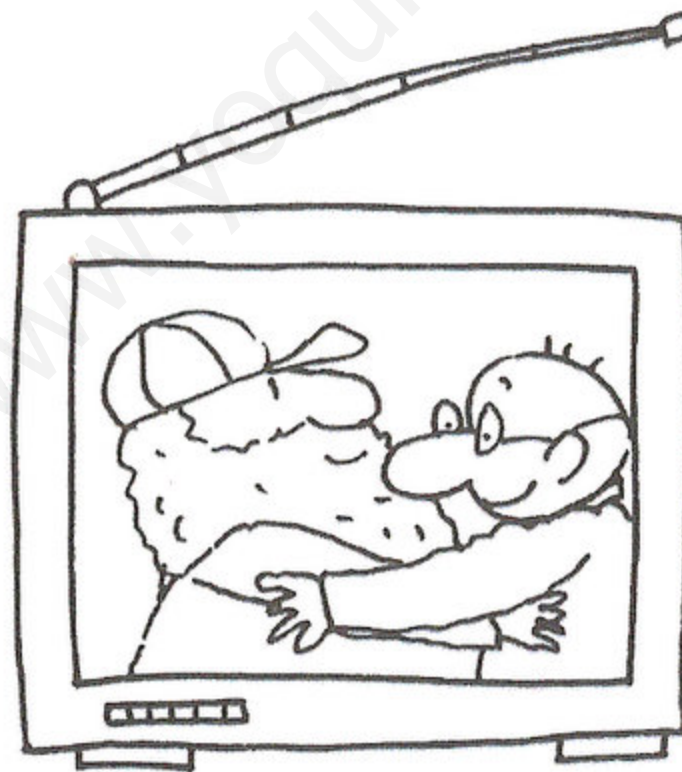
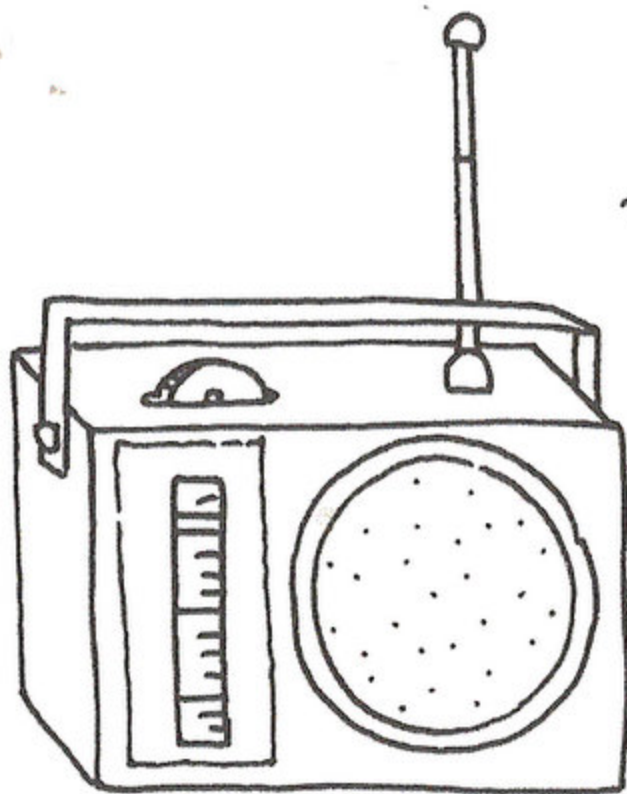
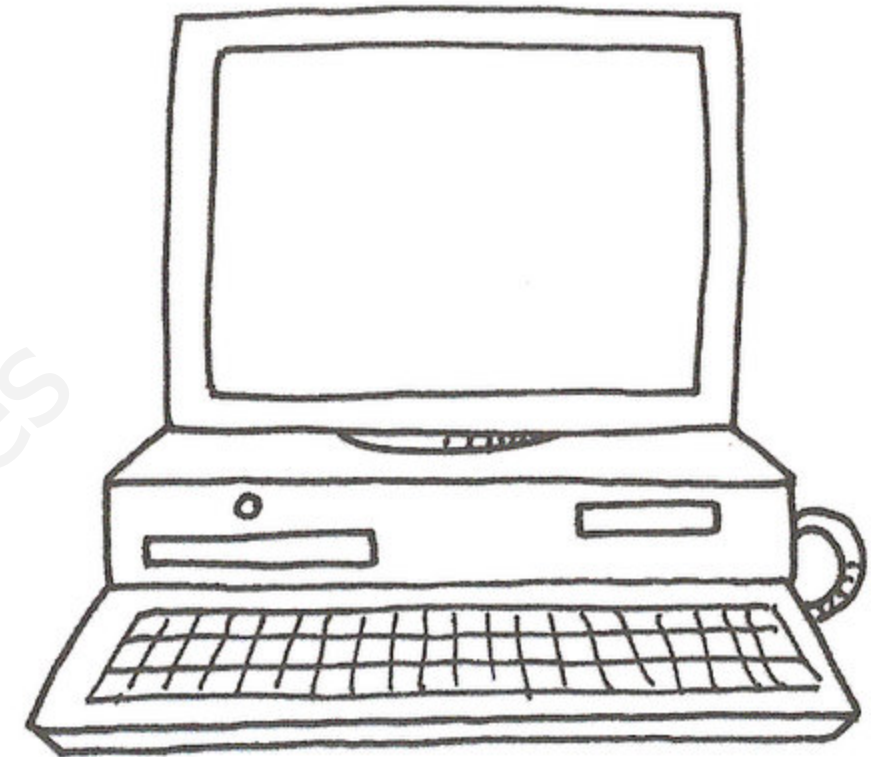
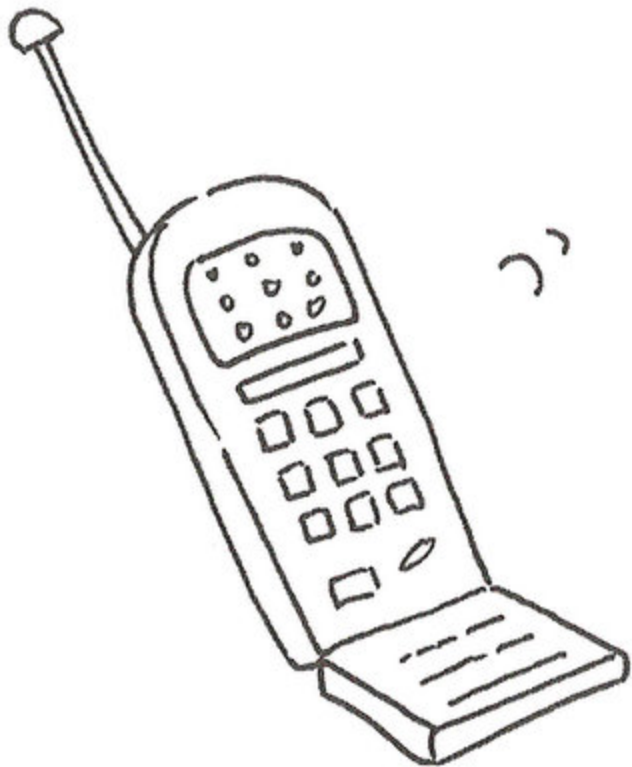
# CONCEPTOS ESPACIALES

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



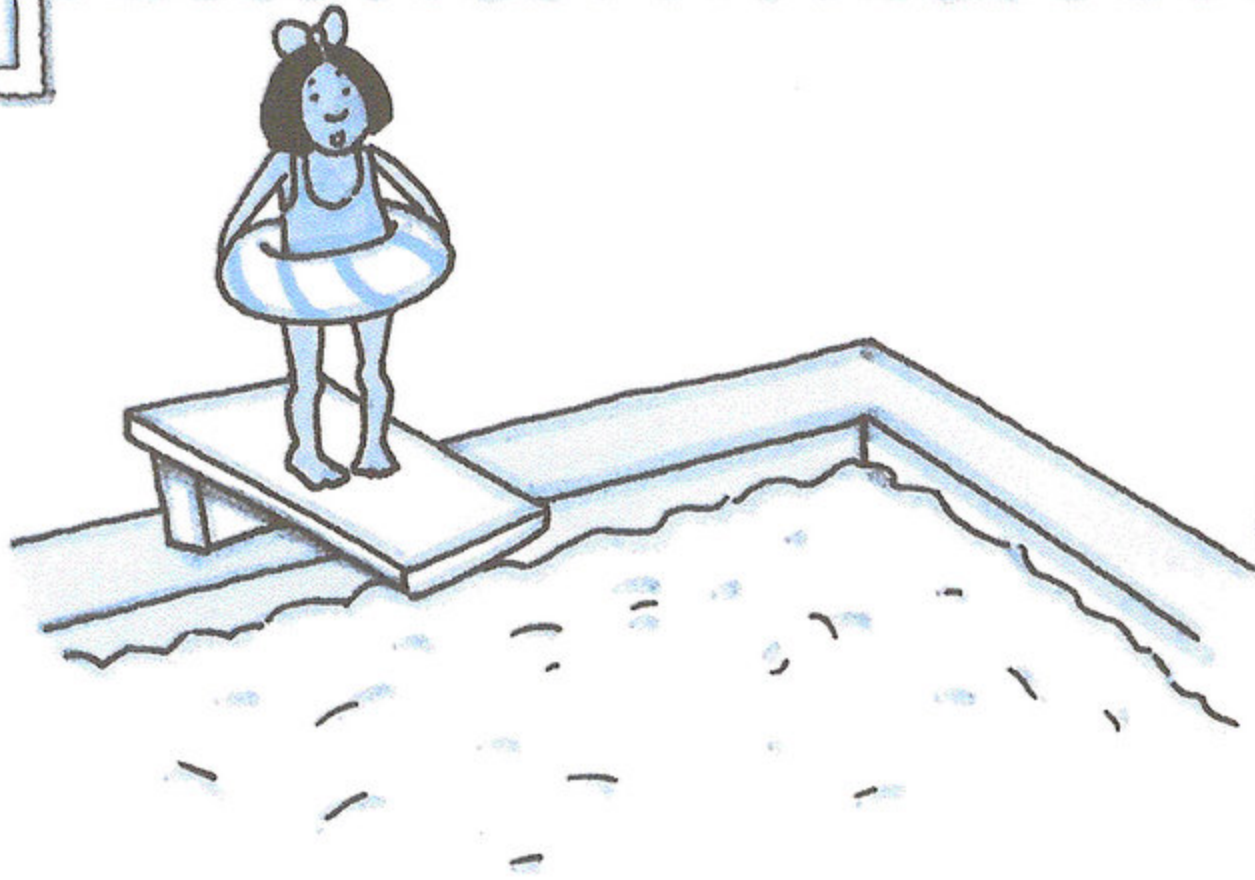
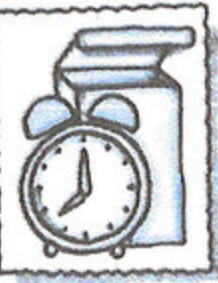
# CONCEPTOS TEMPORALES

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

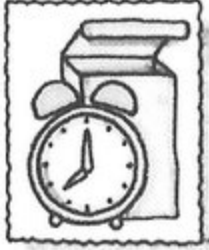


# CONCEPTOS TEMPORALES

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

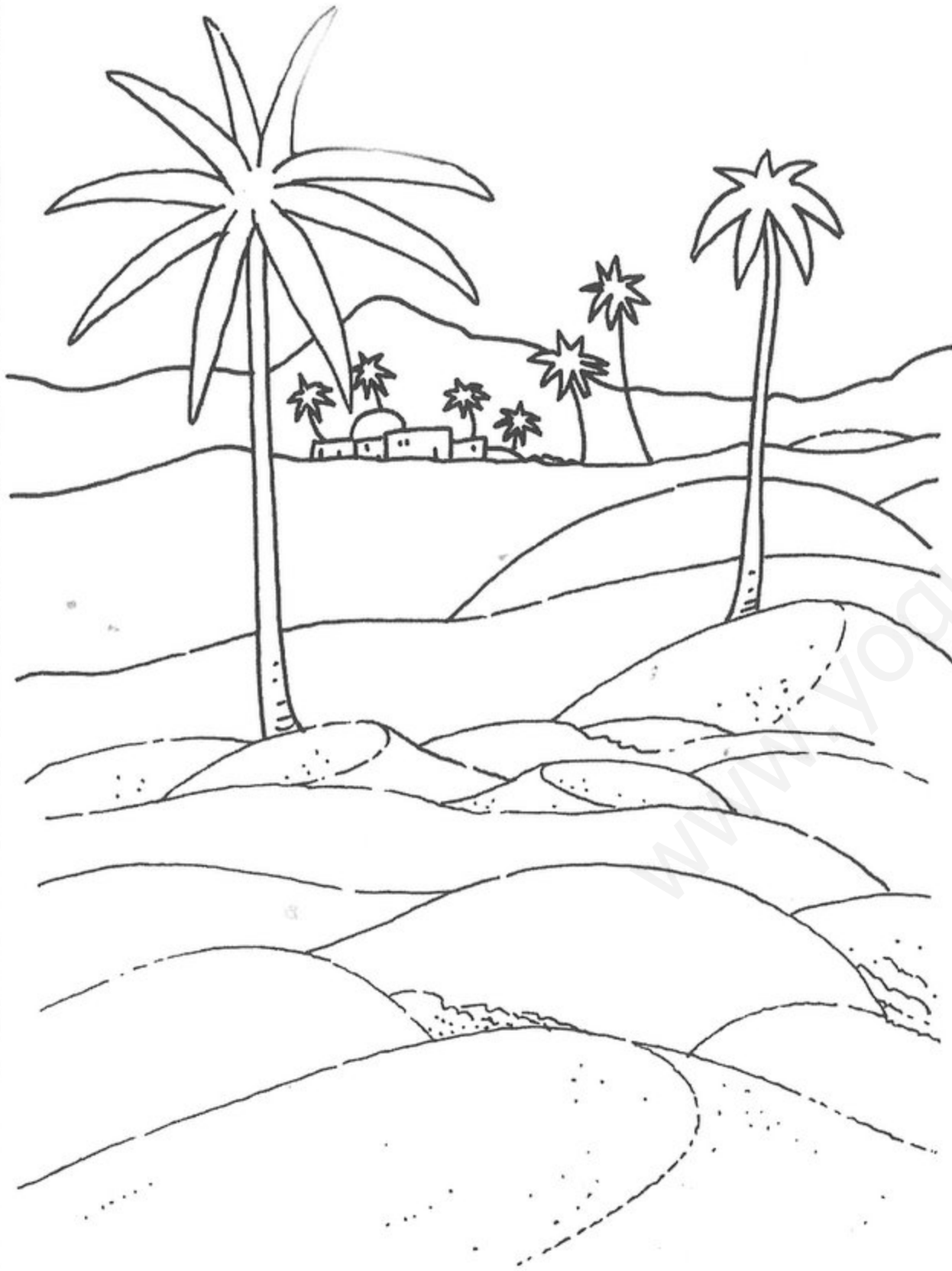


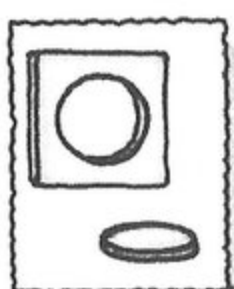
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## CONCEPTOS TEMPORALES

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





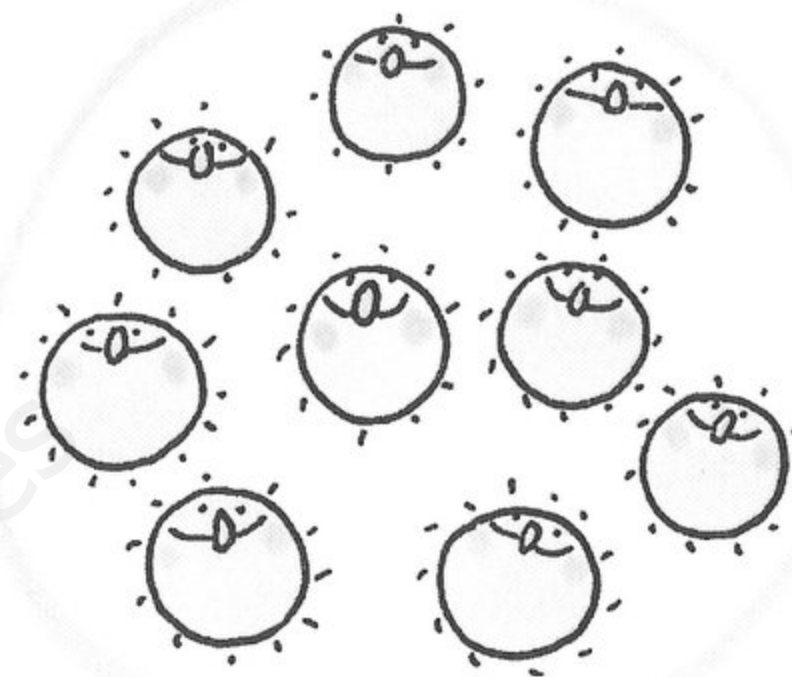
Cuenta los elementos de cada conjunto. Pinta el número correspondiente.



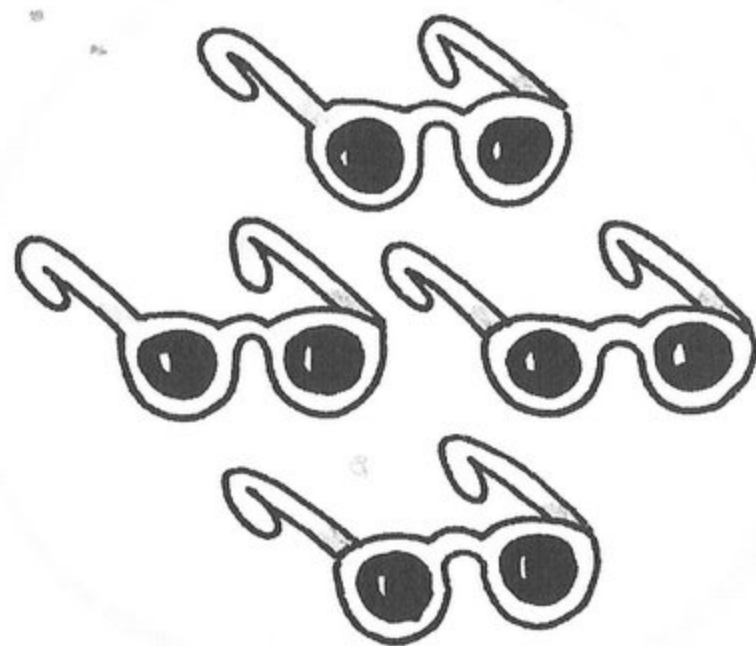
4 5 6 7 8 9



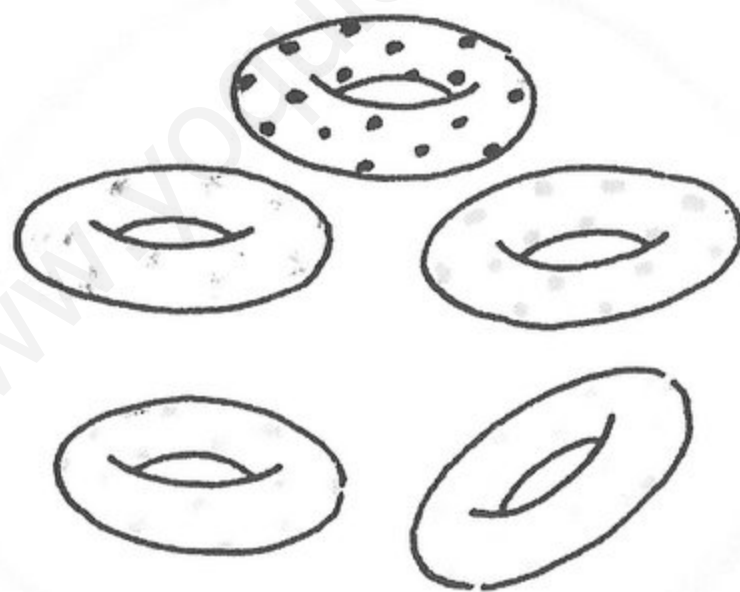
4 5 6 7 8 9



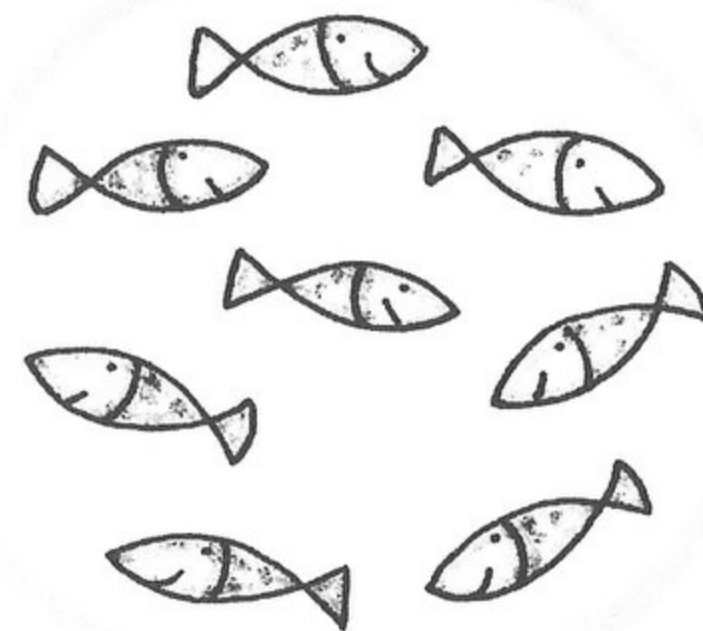
4 5 6 7 8 9



4 5 6 7 8 9

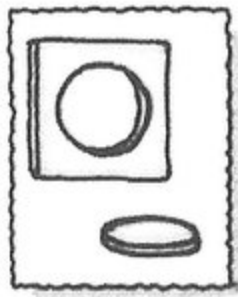


4 5 6 7 8 9



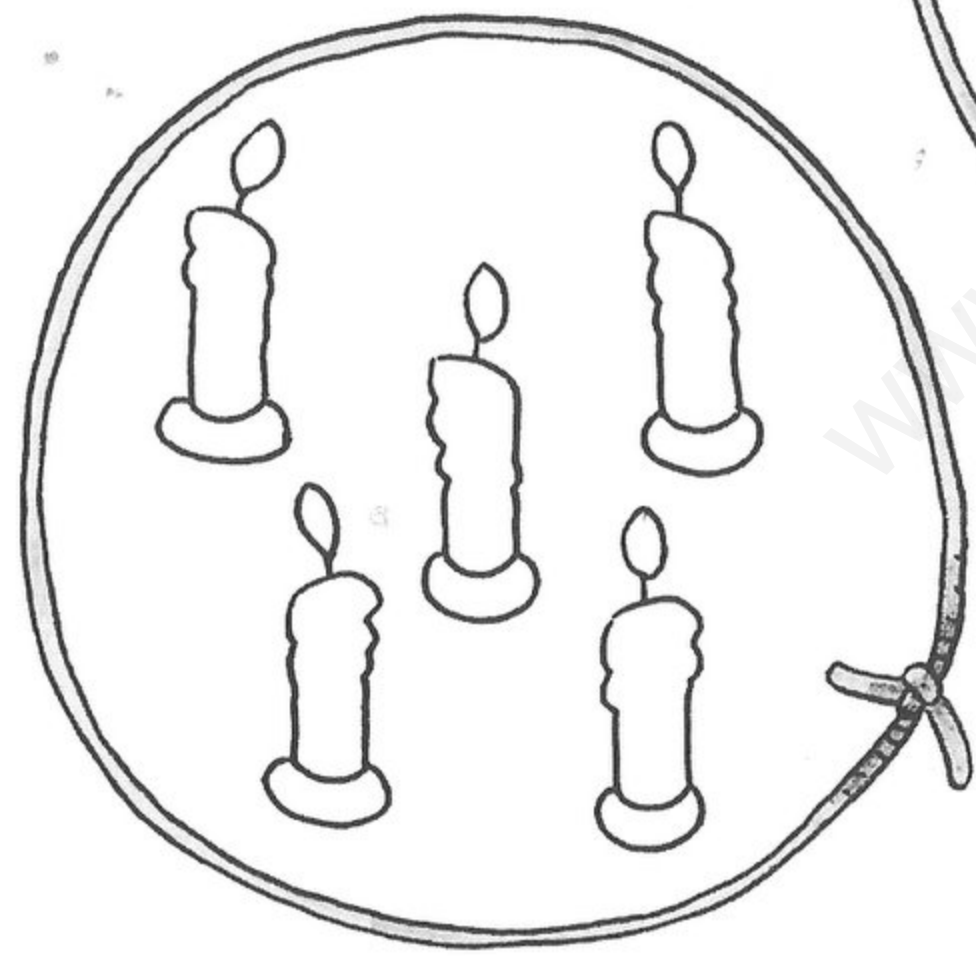
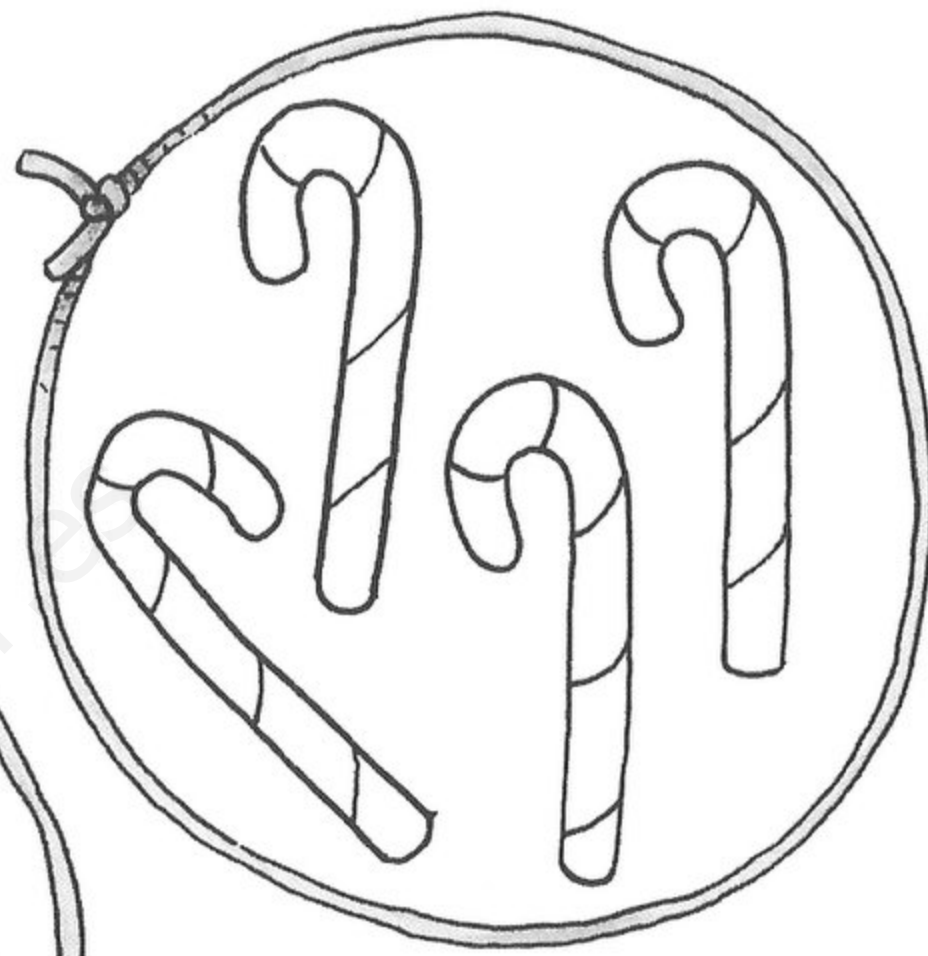
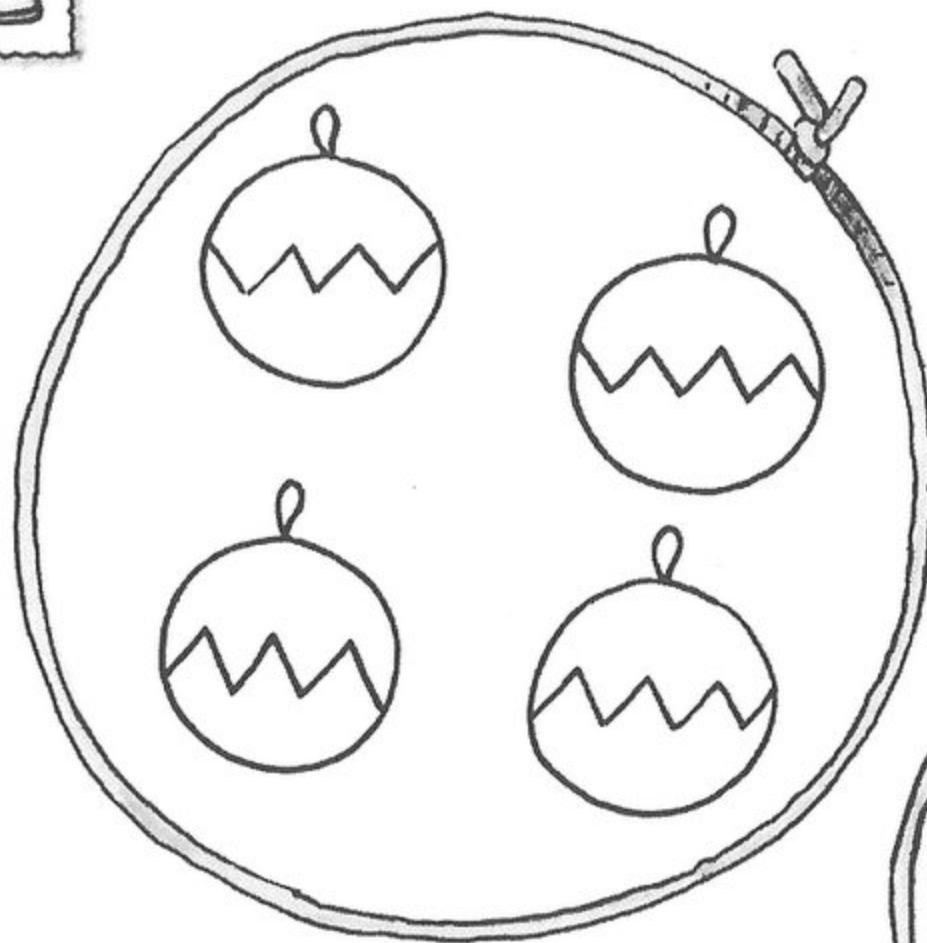
4 5 6 7 8 9

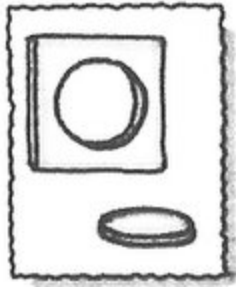




# PROBLEMAS NUMÉRICOS

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



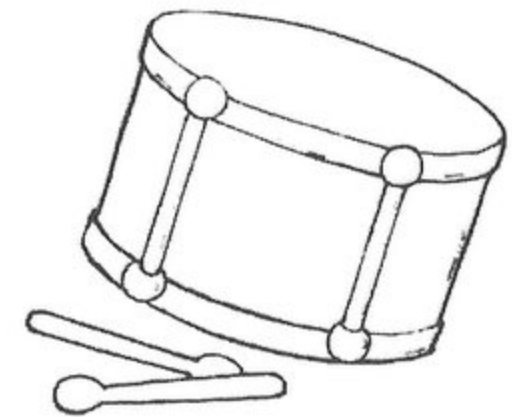
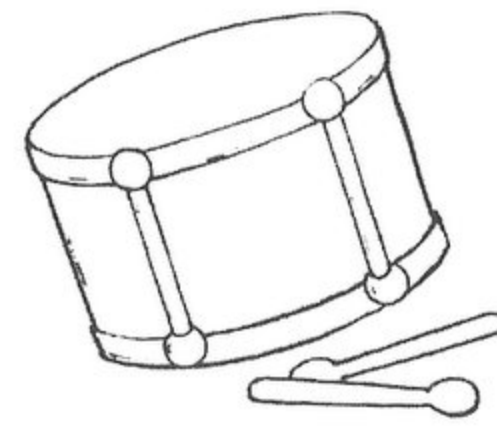
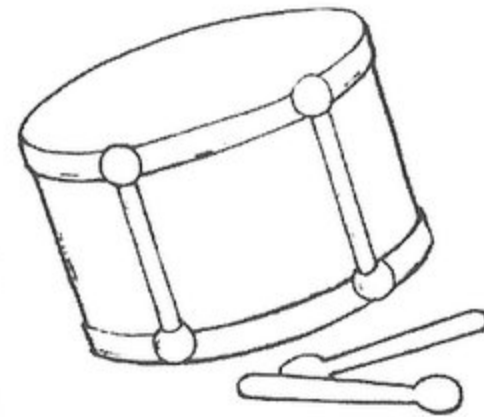
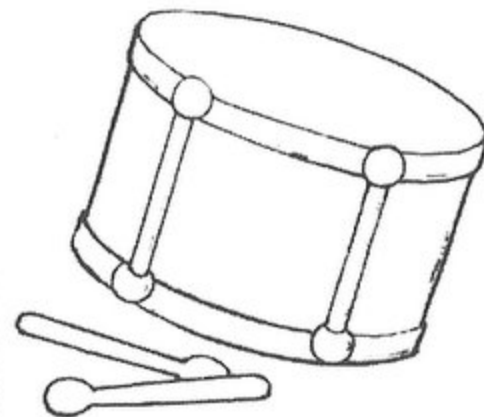
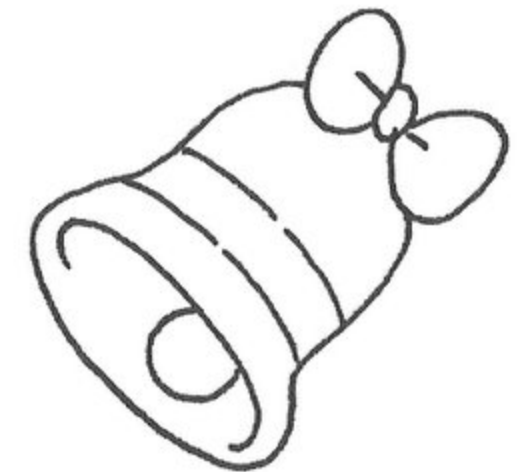
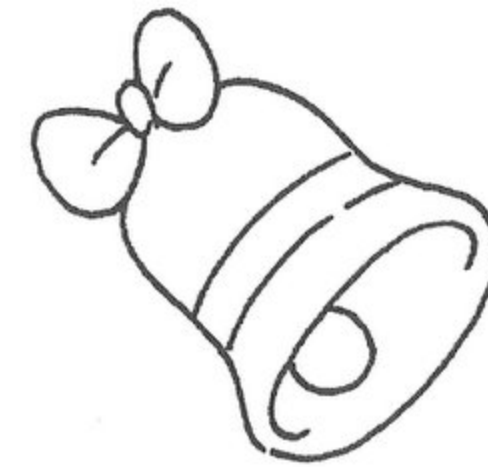
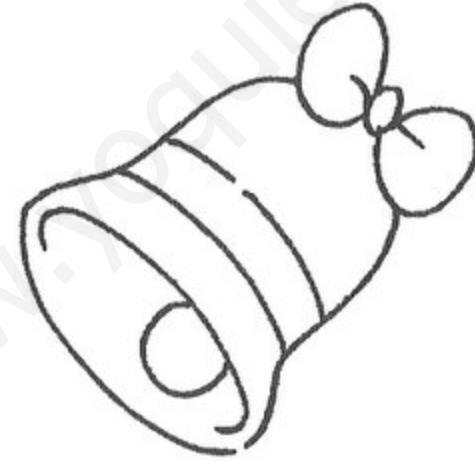
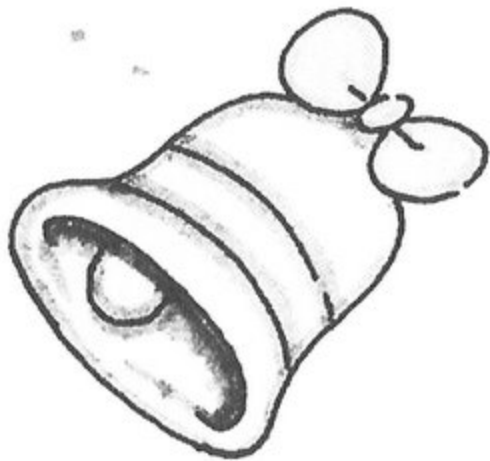
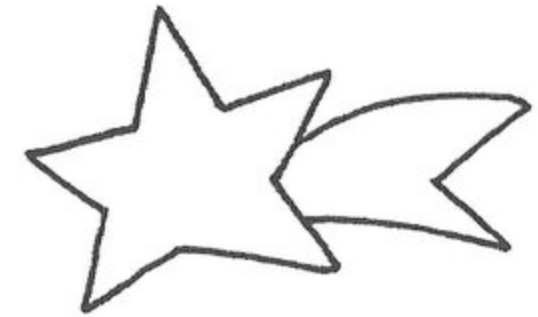
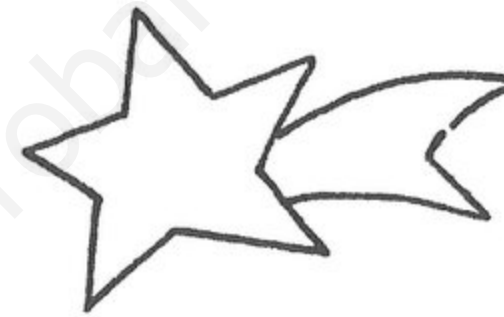
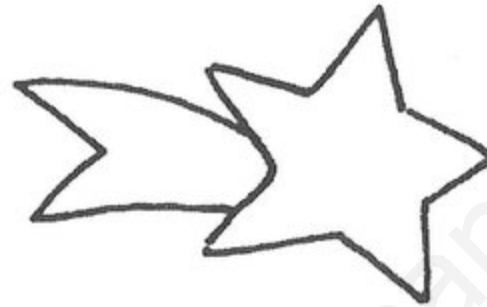
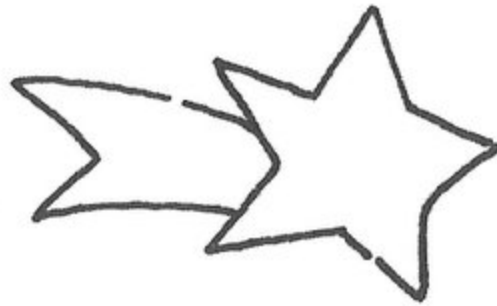
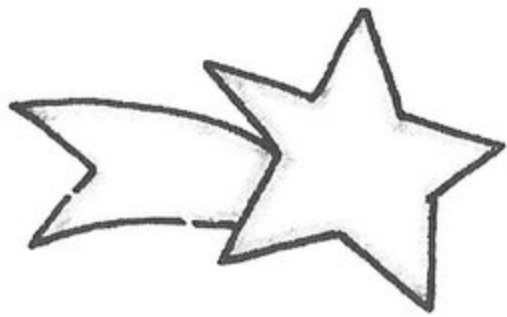
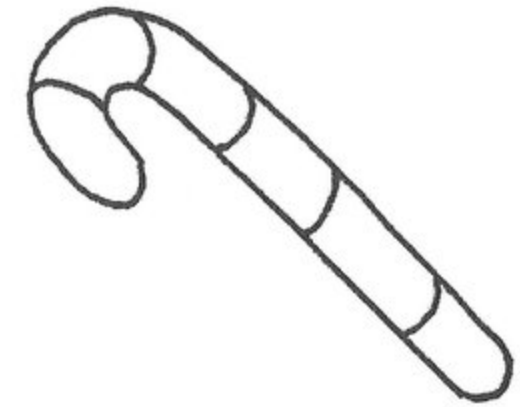
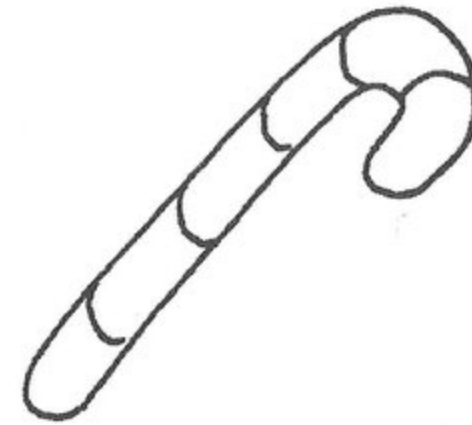
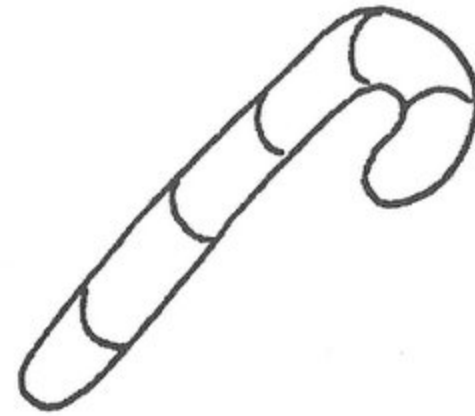
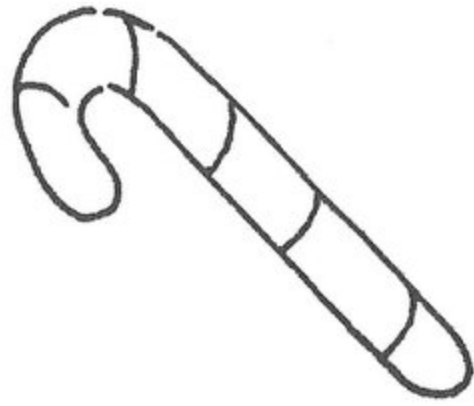
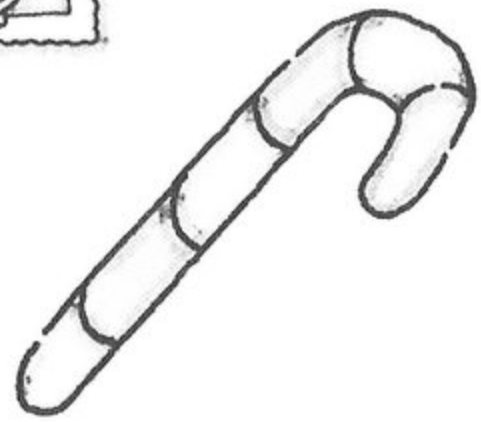


# ORDENACIONES

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

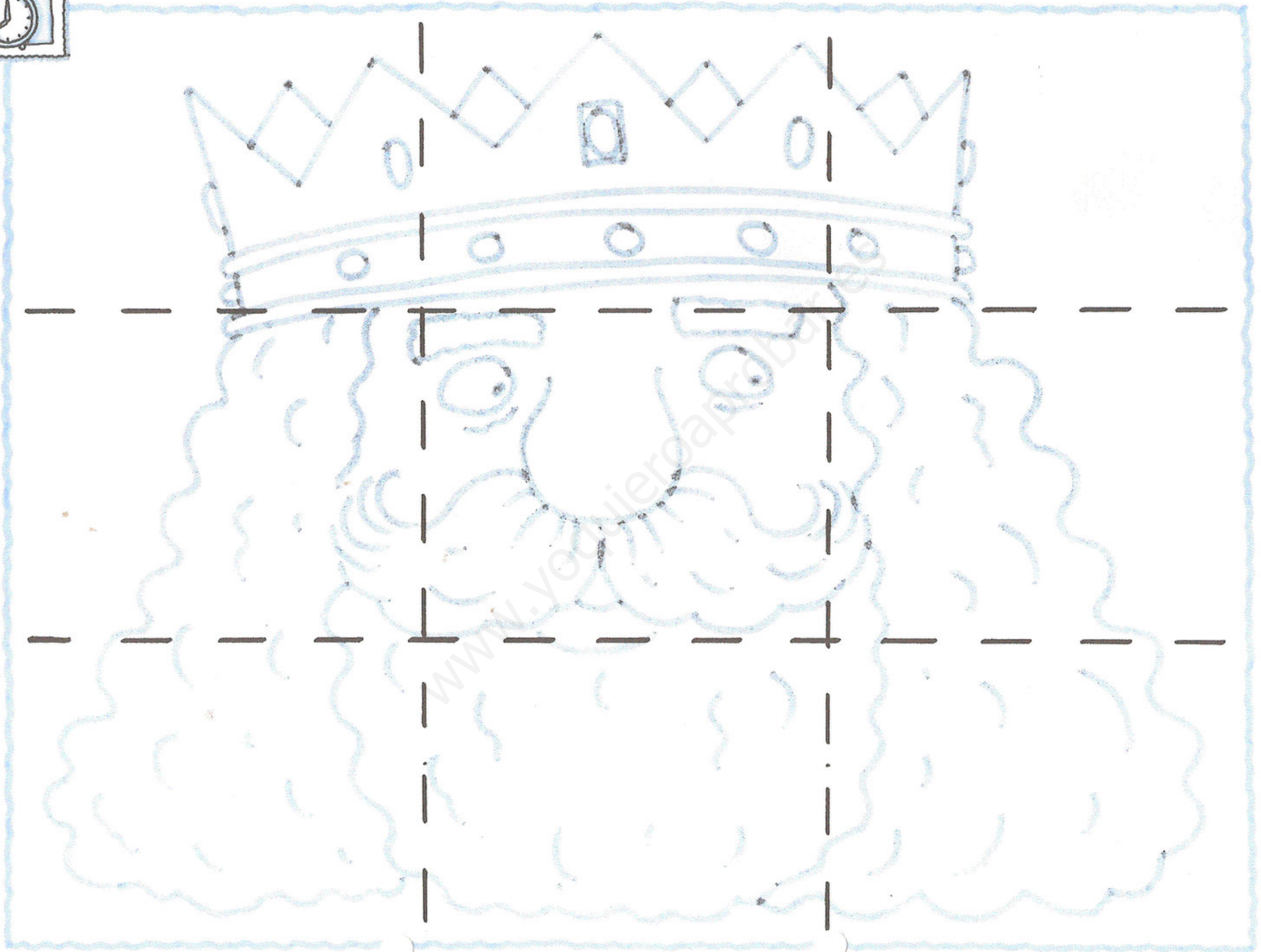
# CONCEPTOS ESPACIALES

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



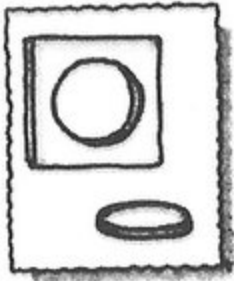
**ROMPECABEZAS**

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



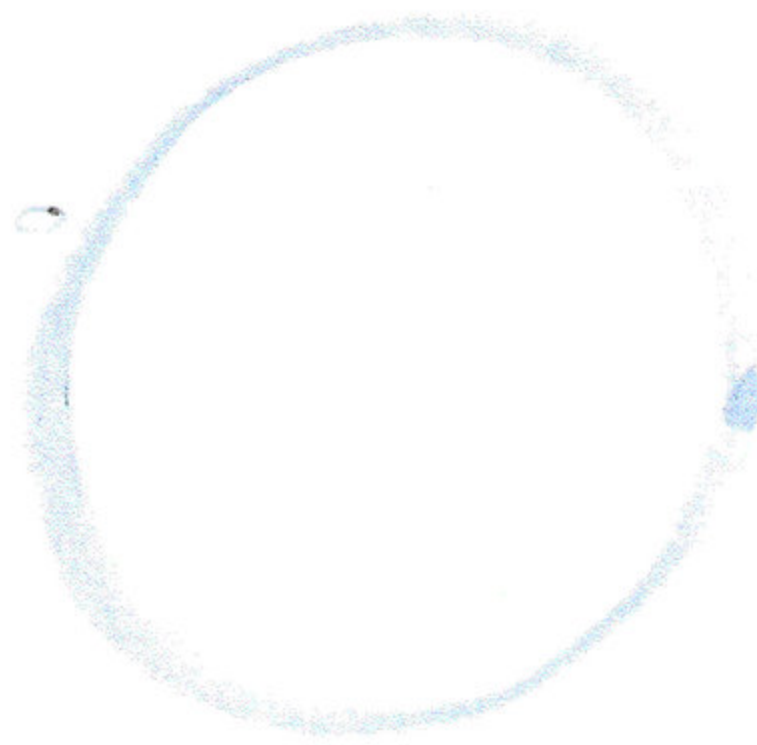
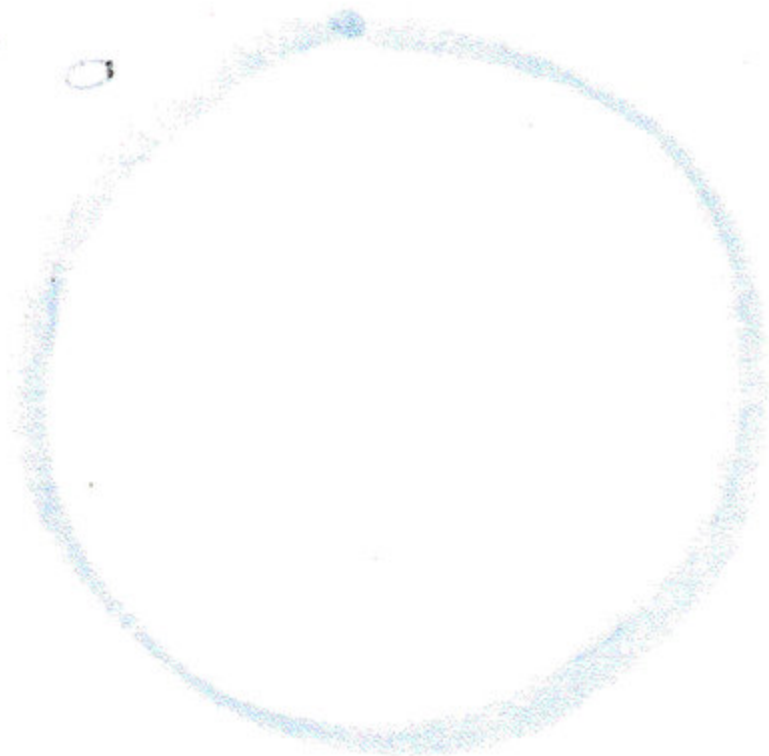
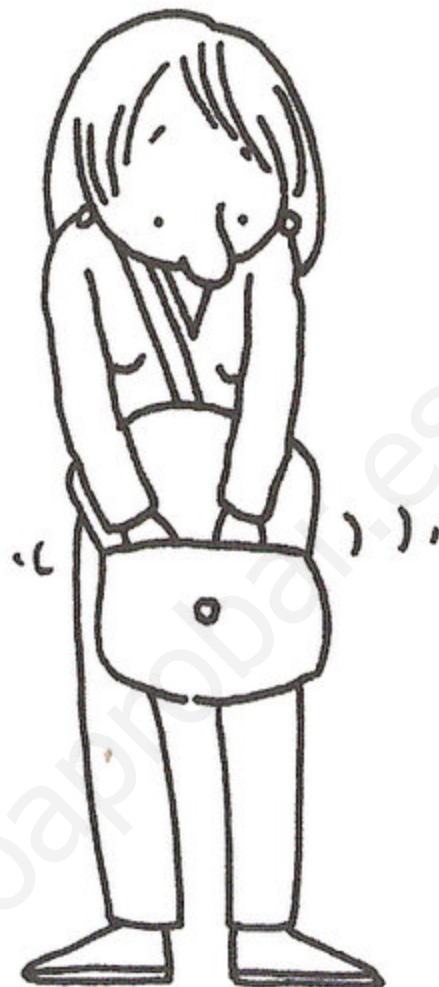
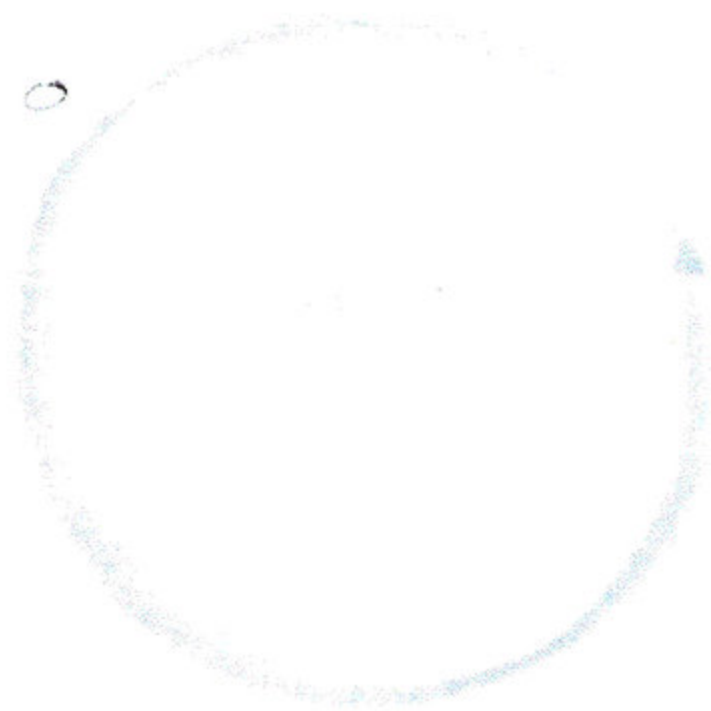
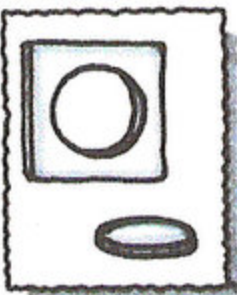
# ABSURDOS LÓGICOS

Encierra los elementos absurdos. Píntalos.



# PENSAMIENTO CREATIVO

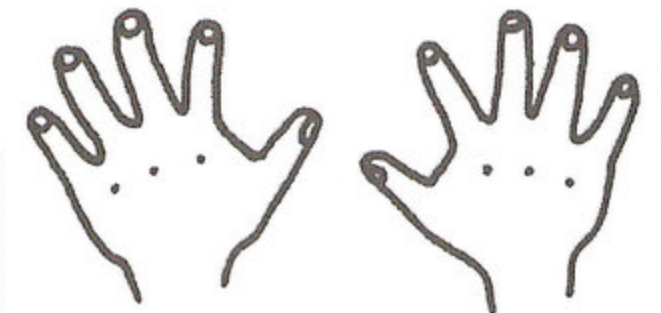
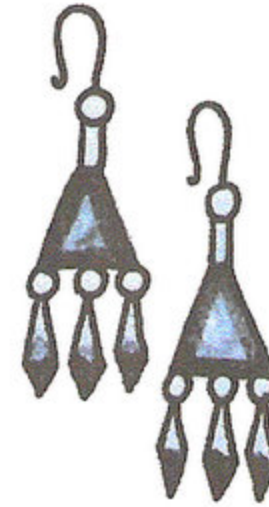
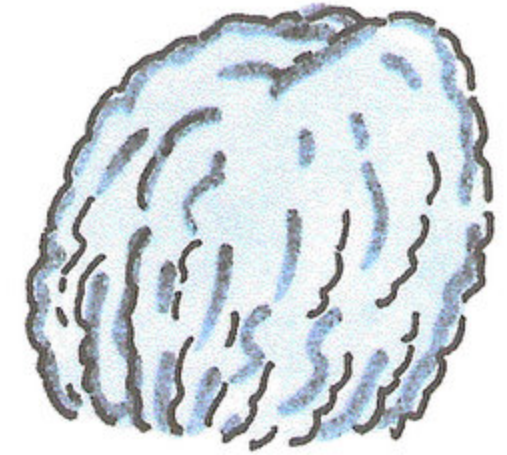
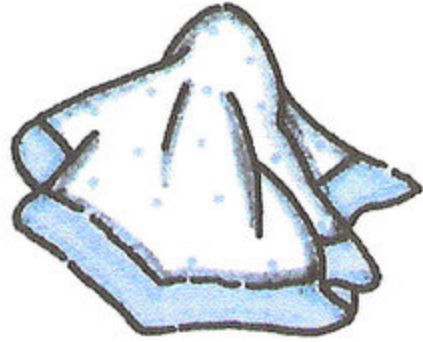
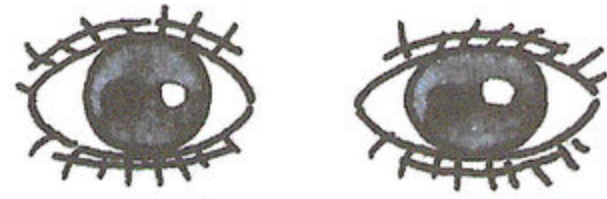
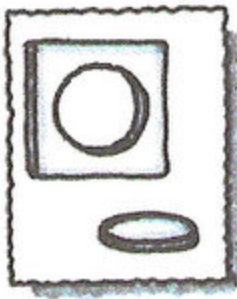
Dibuja y pinta lo que crees que está buscando cada miembro de la familia.

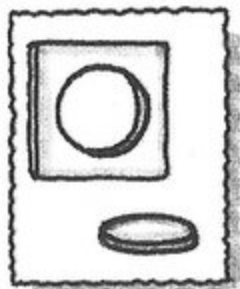


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# CORRESPONDENCIAS

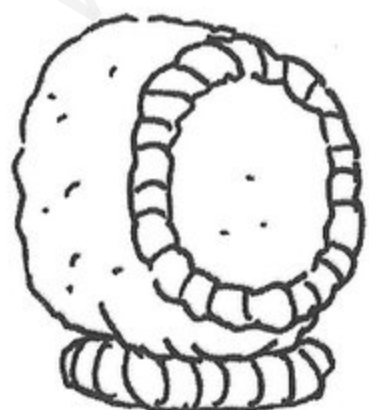
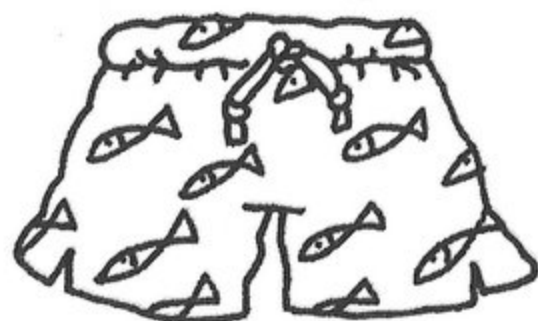
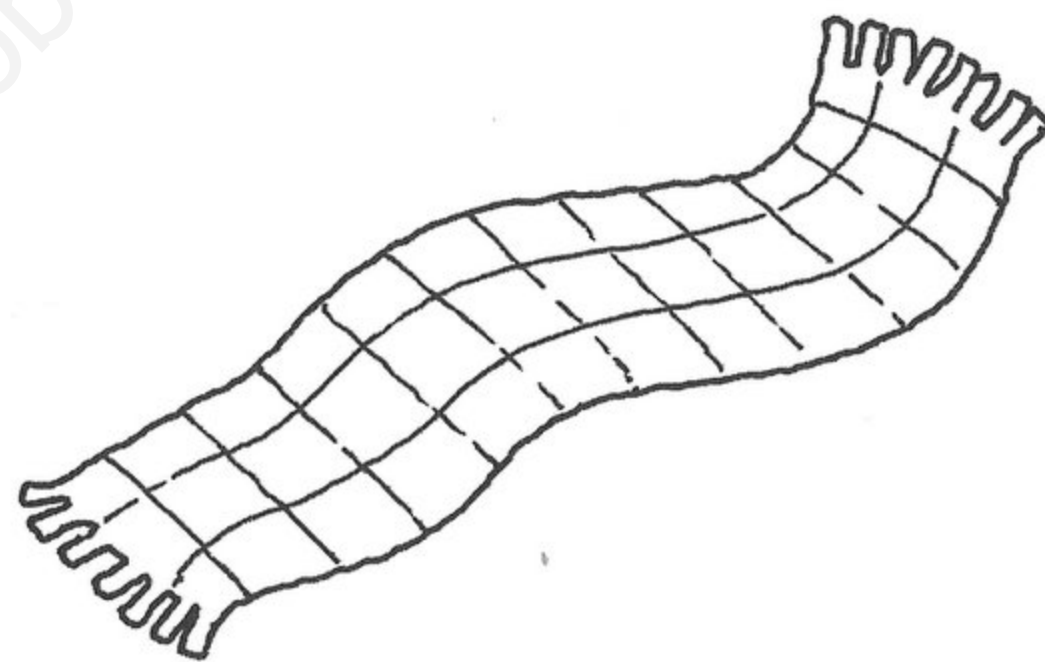
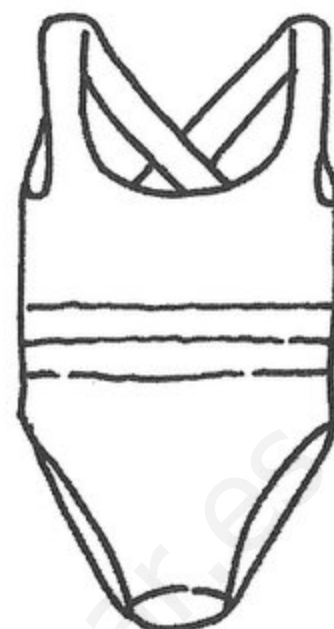
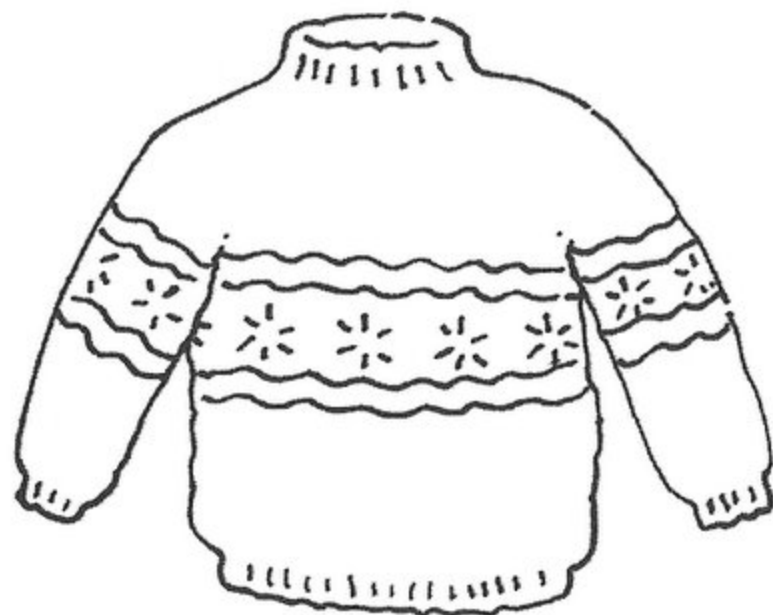
Une con una flecha cada elemento con la parte del cuerpo que le corresponde.





# CLASIFICACIONES

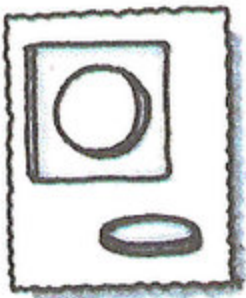
Pinta la ropa que se utiliza en invierno.


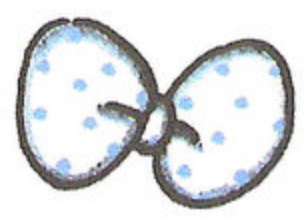


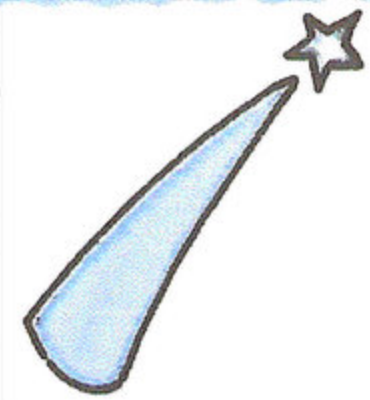









# MATRICES

Pinta los cuadros donde se crucen los elementos iguales.



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