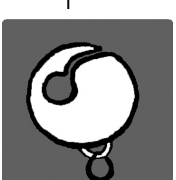


1

CARAMELLES. EL PROGRAMA

NOM: _____

DATA: _____



ENGANXAR UN PROGRAMA



2a

CARAMELLES. VESTUARI

NOM: _____

DATA: _____



◆ PINTA:

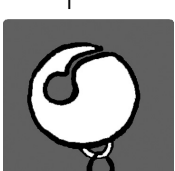
- BARRETINA
- FAIXA
- RET
- DAVANTAL
- ESPARDENYES



2b CARAMELLES. VESTUARI

NOM: _____

DATA: _____

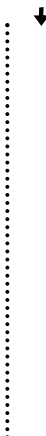


◆ PINTA EL DIBUIX I COPIA LES PARAULES.

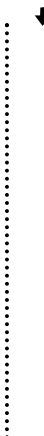
BARRETINA



CAMISA



FAIXA



RET



BRUSA



DAVANTAL



ESPARDENYES



2C

CARAMELLES. VESTUARI

NOM: _____

DATA: _____



◆ PINTA EL DIBUIX I ESCRIU EL NOM DE LES PECES DE ROBA.

B
.....

R
.....

C
.....

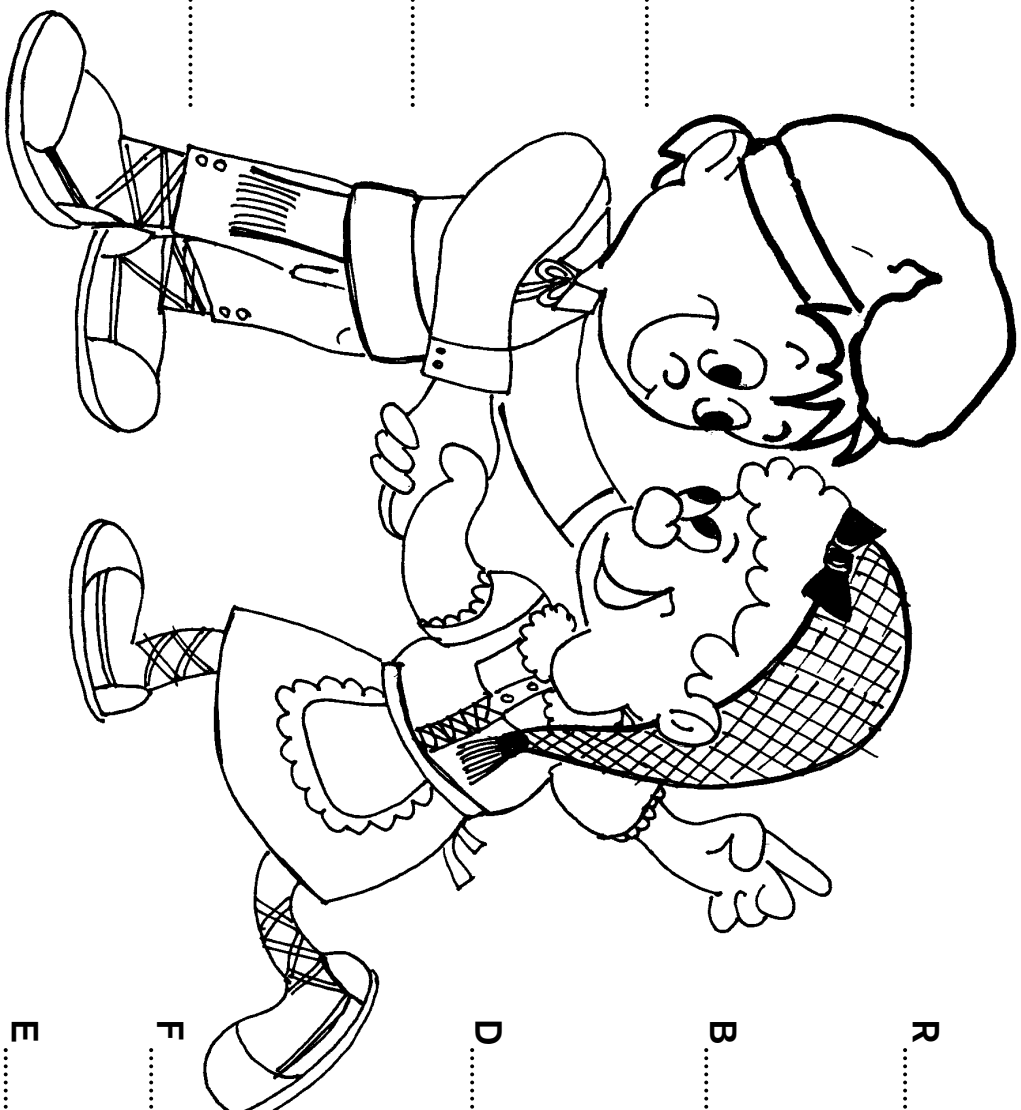
B
.....

F
.....

D
.....

P
.....

F
.....



E
.....



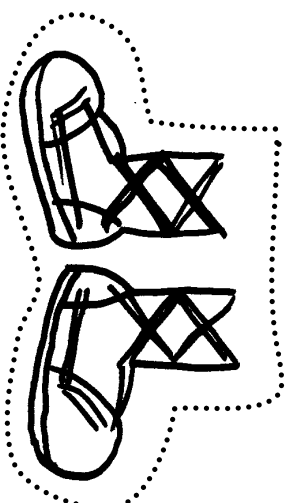
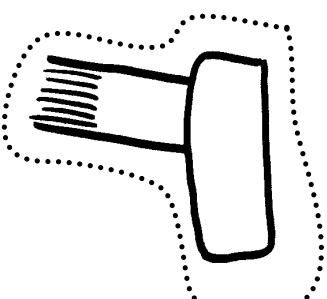
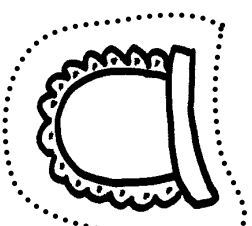
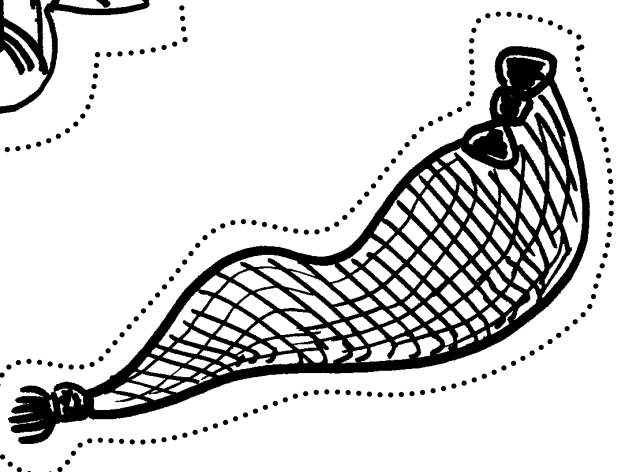
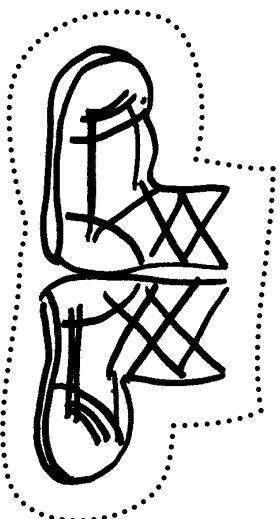
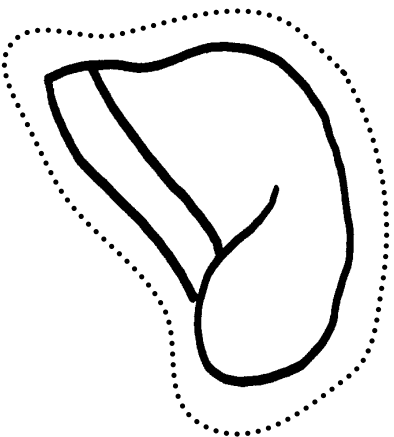
2d

CARAMELLES. VESTUARI

■ PINTA, RETALLA I ENGANXA.

NOM: _____

DATA: _____



2e

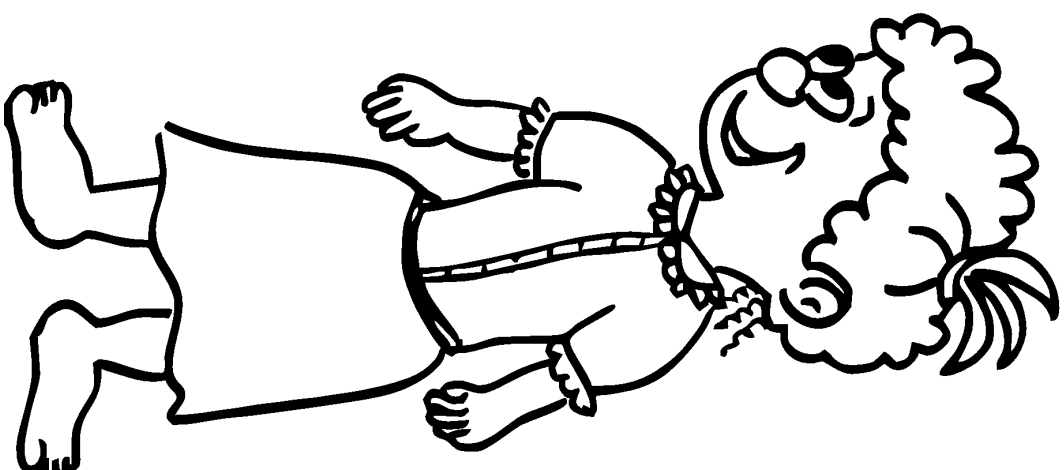
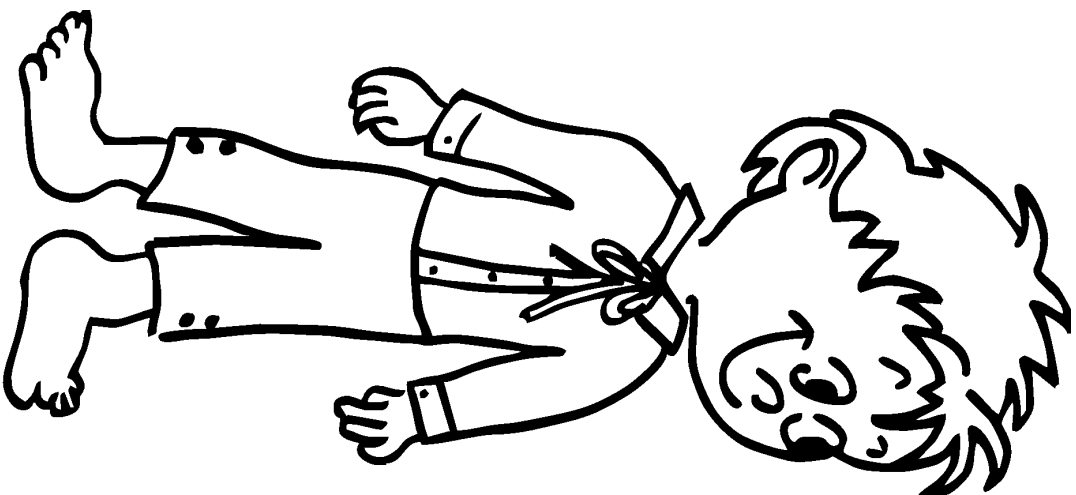
CARAMELLES. VESTUARI

NOM: _____

DATA: _____



- ◆ PINTA I ENGANXA LES PECES DE ROBA QUE FALTEN.

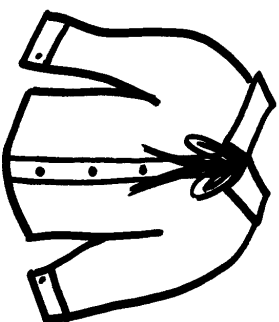
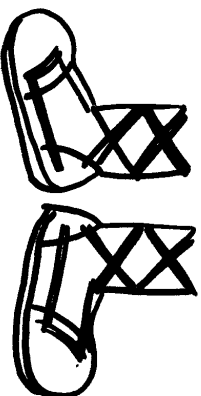
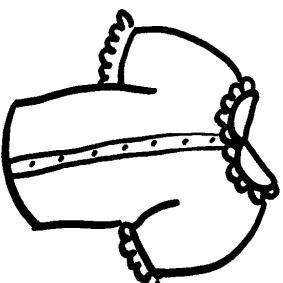
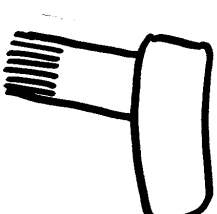
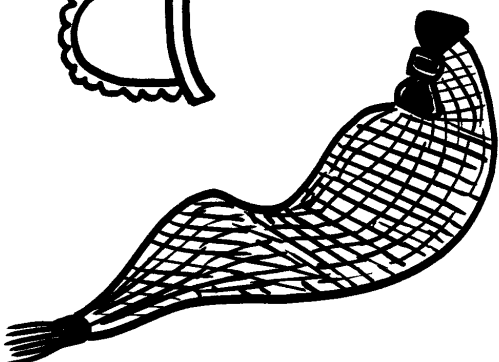
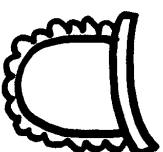
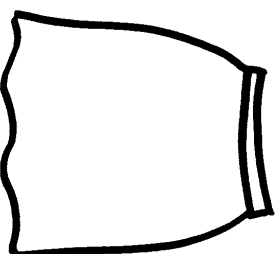
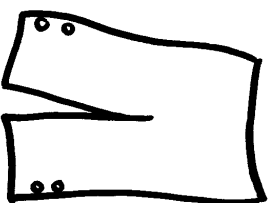
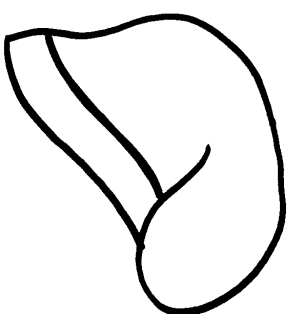


2f CARAMELLES. VESTUARI

◆ PINTA, RETALLA I ENGANXA.

NOM: _____

DATA: _____

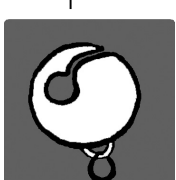


2g

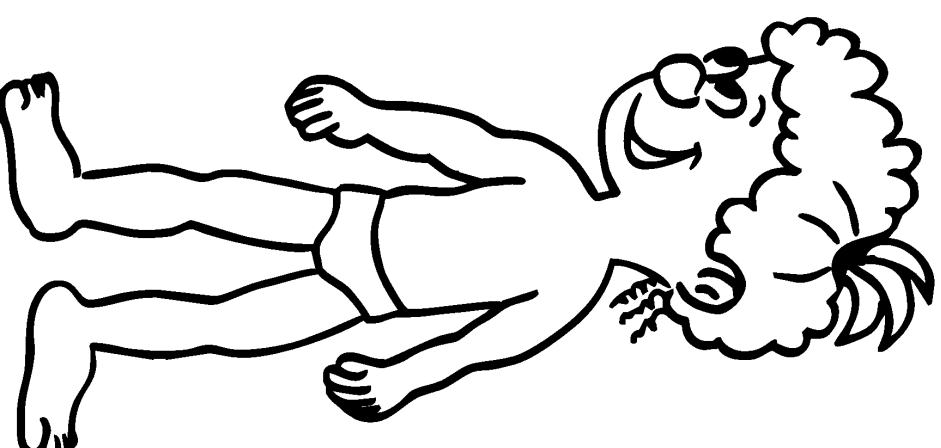
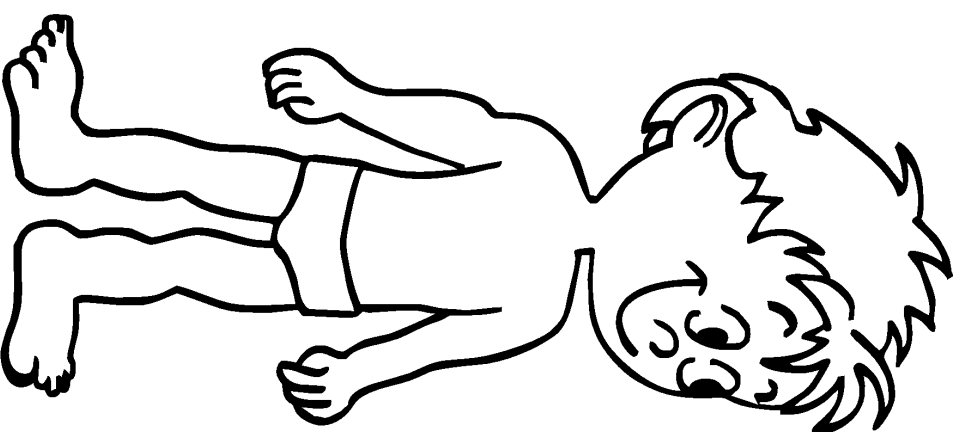
CARAMELLES. VESTUARI

NOM: _____

DATA: _____



- ◆ PINTA, RETALLA I ENGANXA LES PECES DE ROBA DELS CARAMELLAIRES.



3

RECORDEM LA FESTA

NOM: _____

DATA: _____



■ QUÈ VAIG FER?

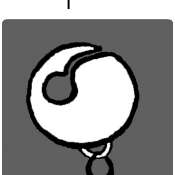


4a

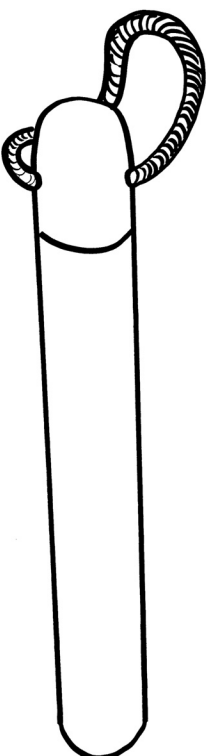
CARAMELLES. ELS BASTONS

NOM: _____

DATA: _____



- ▀ DIBUIXA BASTONS I PINTA'LS.

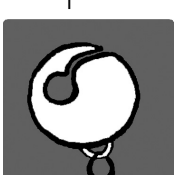


4b

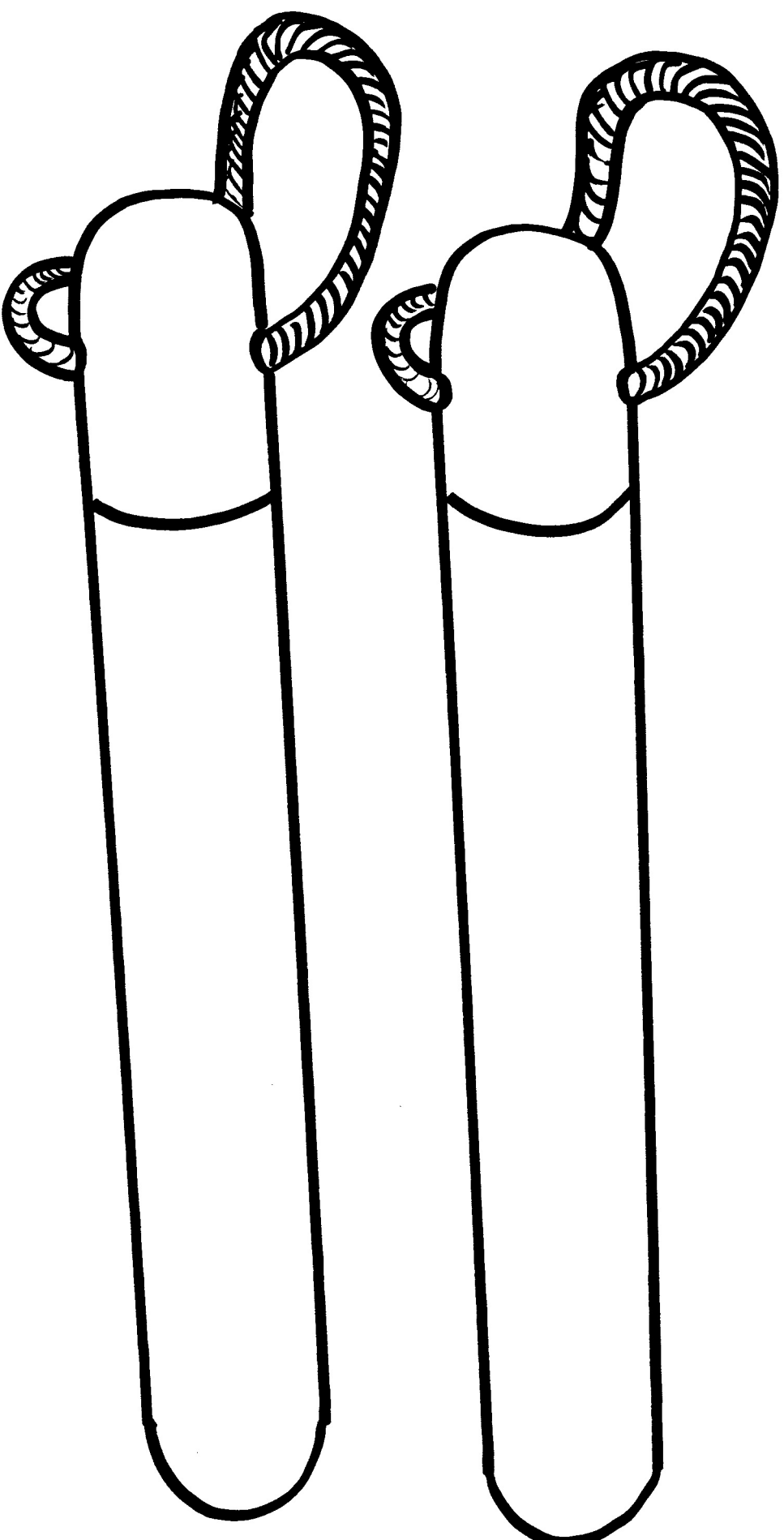
CARAMELLES. ELS BASTONS

NOM: _____

DATA: _____



- ENGANXA GOMETES DINS ELS BASTONS.



4C

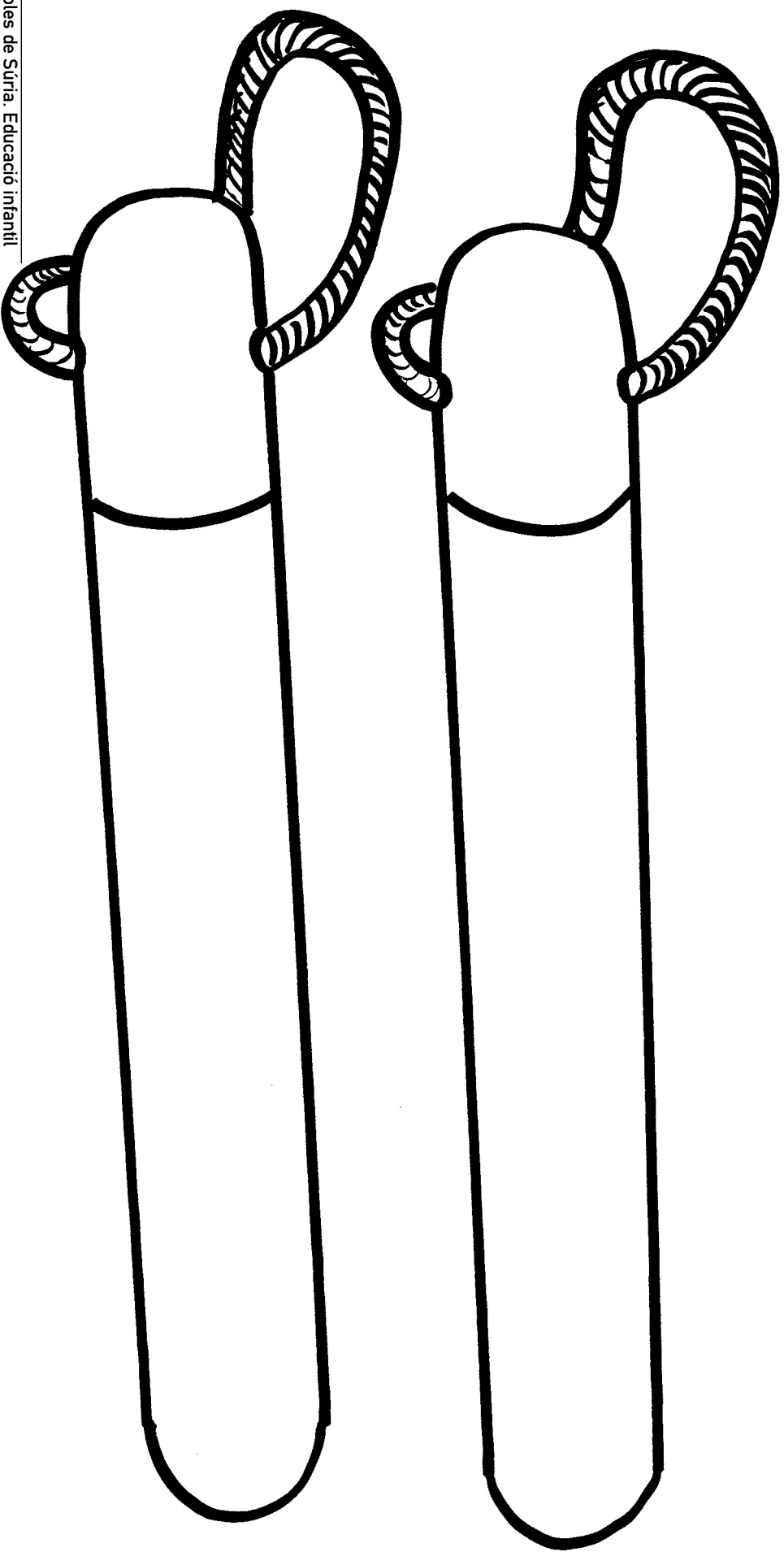
CARAMELLES. ELS BASTONS

NOM: _____

DATA: _____



- ◆ ESQUINÇA PAPER XAROL VERMELL I NEGRE I ENGANXA'L ALS BASTONS.



5a

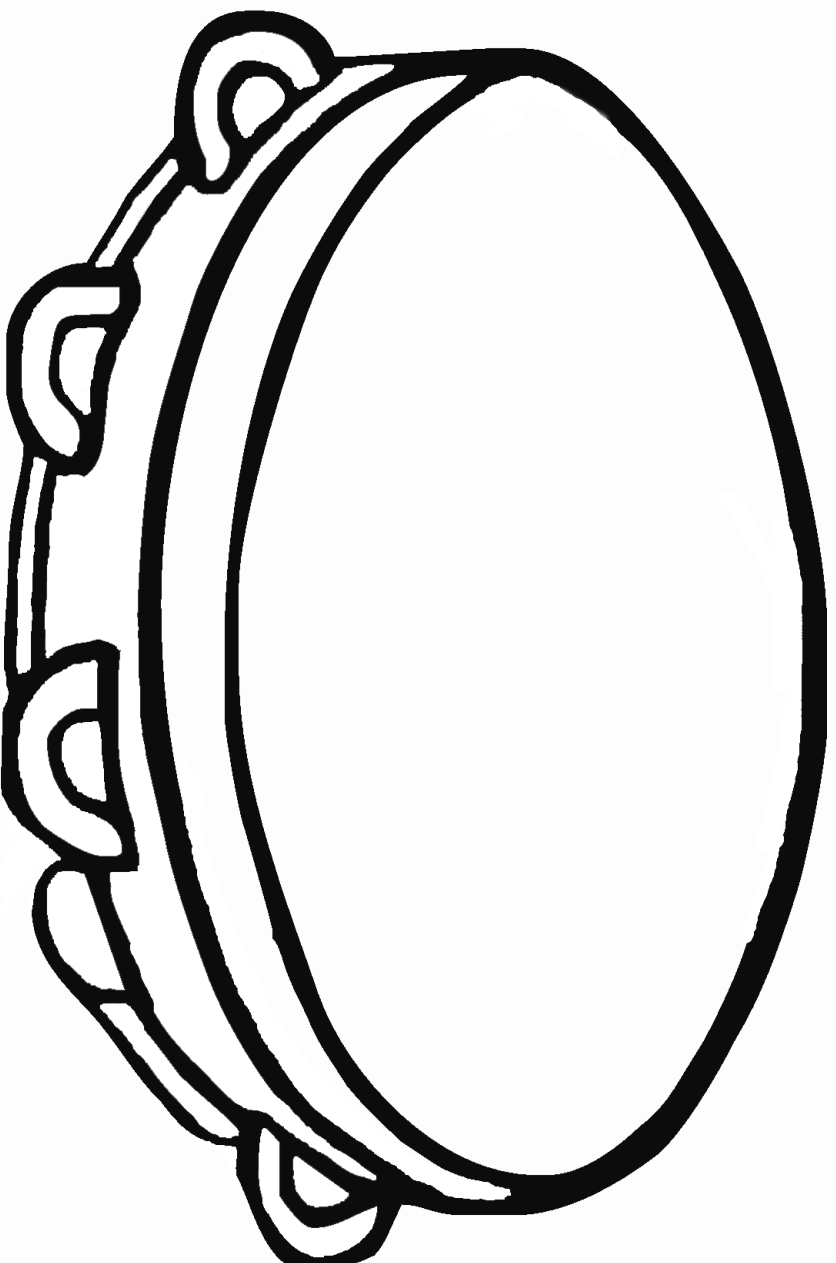
CARAMELLES. LA PANDERETA

NOM: _____

DATA: _____



- ▀ PINTA LA PANDERETA I ENGANXA-HI GOMETS.



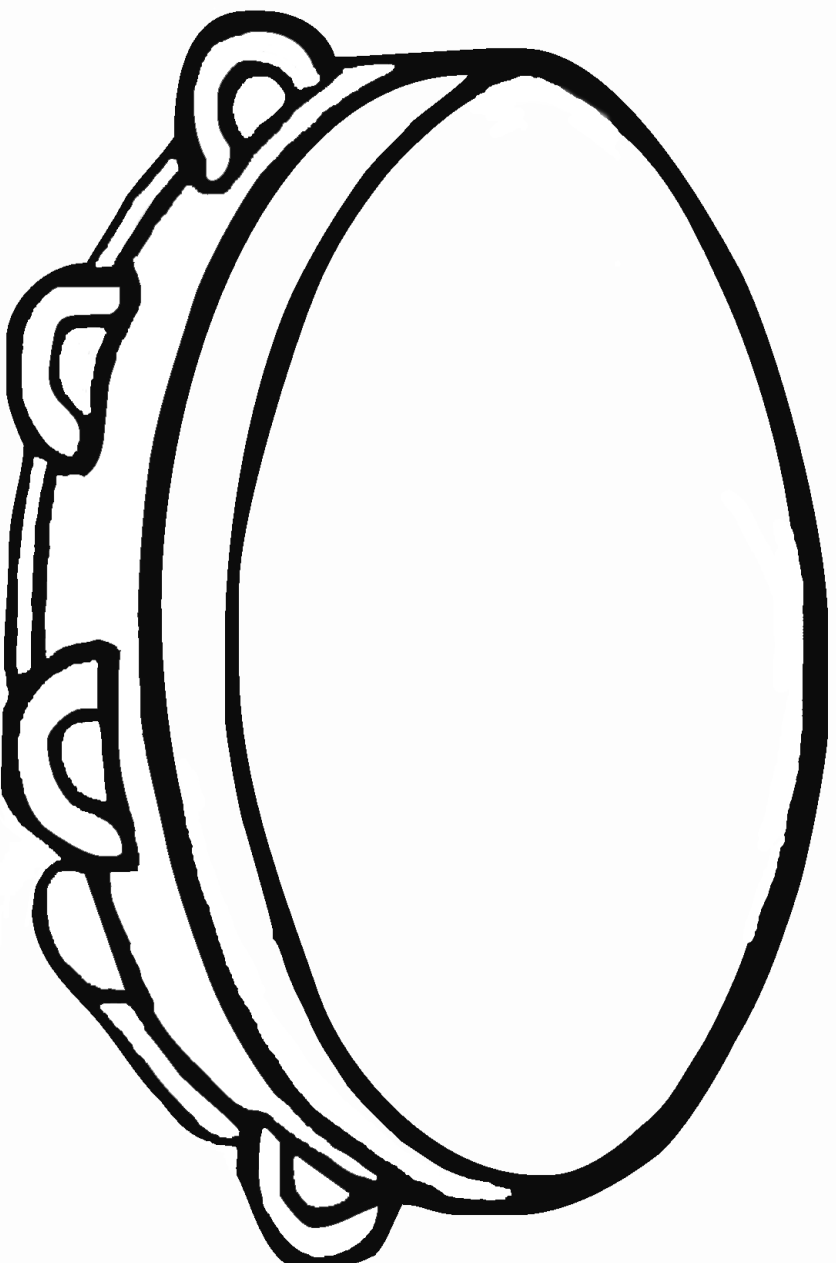
5b CARAMELLES. LA PANDERETA

NOM: _____

DATA: _____



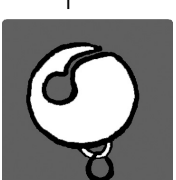
- ESQUINÇA PAPER DE SEDA I ENGANXA'L A LA PANDERETA.



5C CARAMELLES. LA PANDERETA

NOM: _____

DATA: _____



- PUNXA LA BASE DE LA PANDERETA I DESPRÉS ENGANXA-HI UN TROS DE PAPER DE SEDA.

