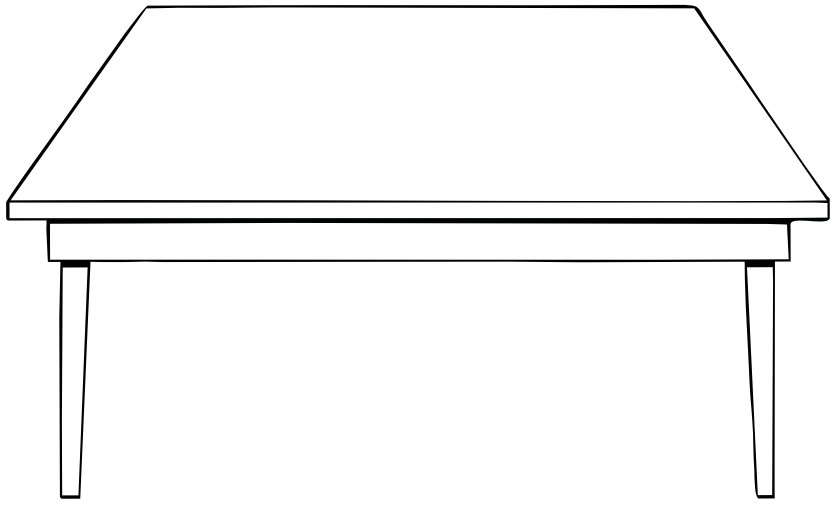
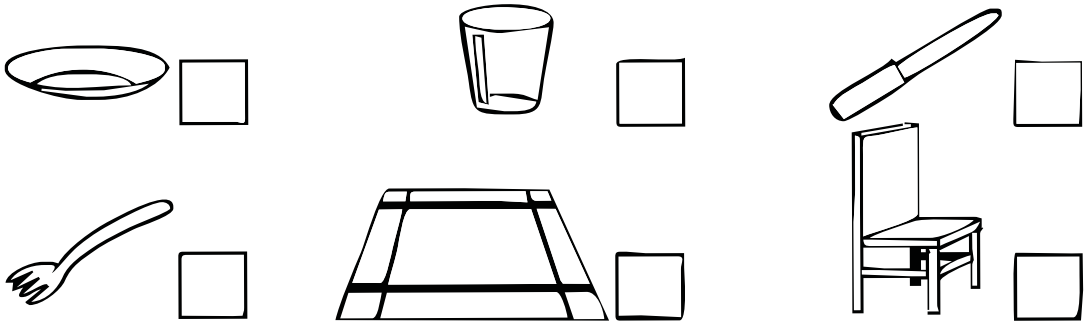
## PROBLEMAS COM SITUAÇÕES A PARTIR DE UMA FIGURA

EU, PAPAI, MAMÃE E MEU IRMÃO FOMOS ALMOÇAR.
CHEGOU UM AMIGO DO PAPAI QUE TAMBÉM VAI ALMOÇAR.
ARRUME A MESA PARA ESSE ALMOÇO!



VOU PRECISAR DE:



# VEJA A FESTA DE ANIVERSÁRIO:

RESPONDA:

QUANTOS ANOS BRUNO FEZ? ☐

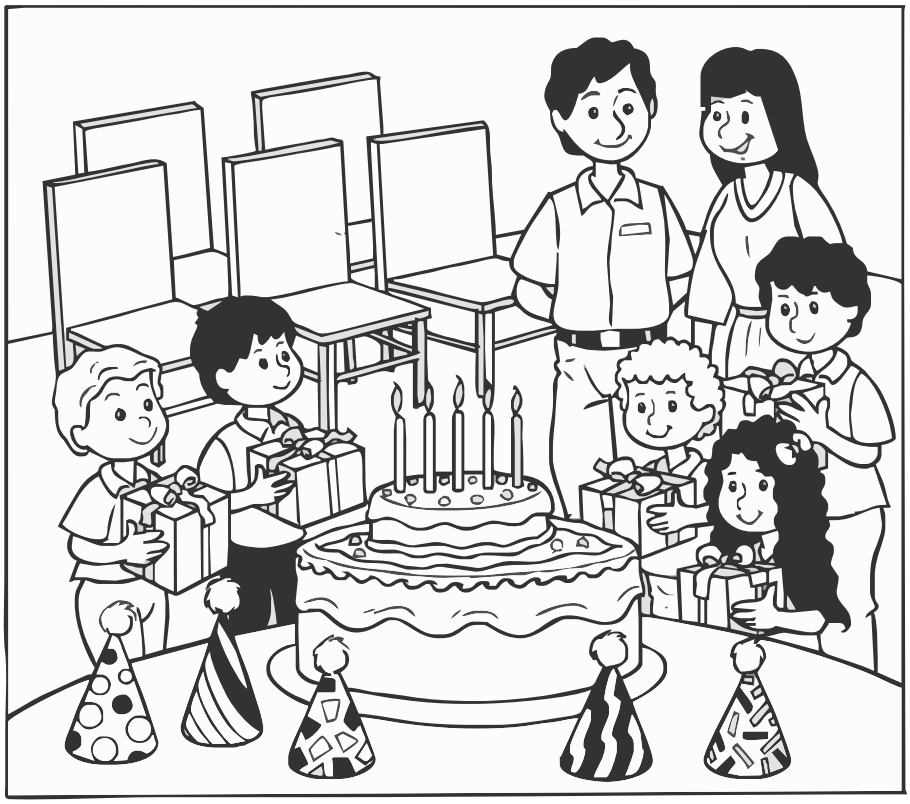
QUANTOS ENFEITES PARA CABEÇA? ☐

TEM BOLO? QUANTOS? ☐

TÊM ADULTOS? QUANTOS? ☐

E CRIANÇAS? ☐

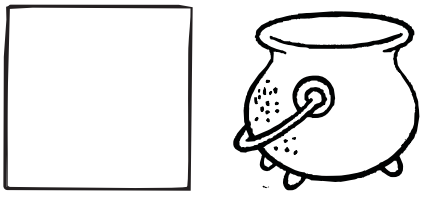
QUANTOS PRESENTES? ☐

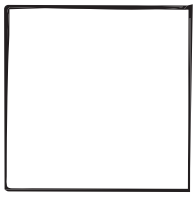


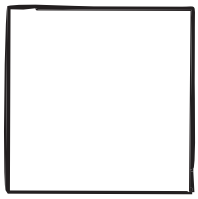
# MALVADA

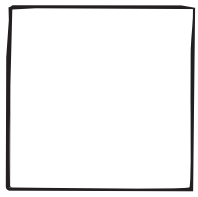


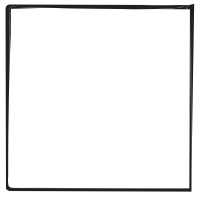
QUANTOS

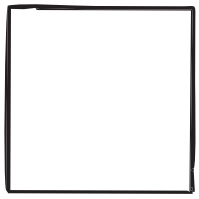








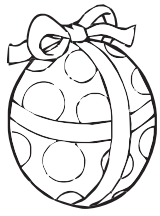




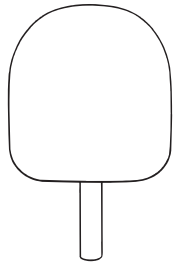

# FAZENDO COMPRAS



**R$ 3,00**



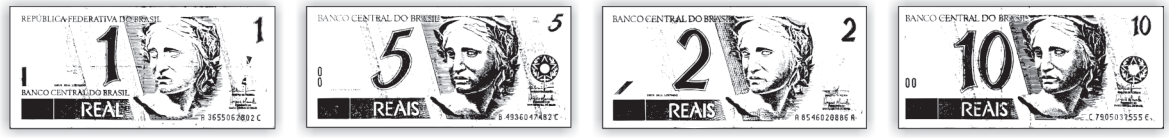
**R$ 5,00**



**R$ 2,00**

PINTE AS CÉDULAS QUE VOCÊ USARIA PARA COMPRAR?

COCA



OVO DE PÁSCOA



**ou**

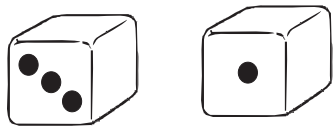
SORVETE



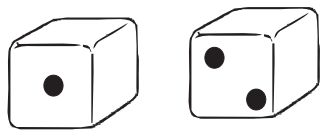
**A TRILHA**

RENATO FOI JOGAR TRILHA JUNTO COM DOIS AMIGOS.
OLHE OS PONTOS QUE CADA UM MARCOU.
ESCREVA NA TRILHA OS NOMES
DOS MENINOS DE ACORDO COM OS PONTOS DE CADA UM.

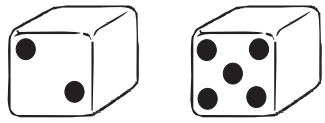
RENATO (DESENHO DE UM DADO APARECENDO O Nº 3 E OUTRO APARECENDO O Nº 1)

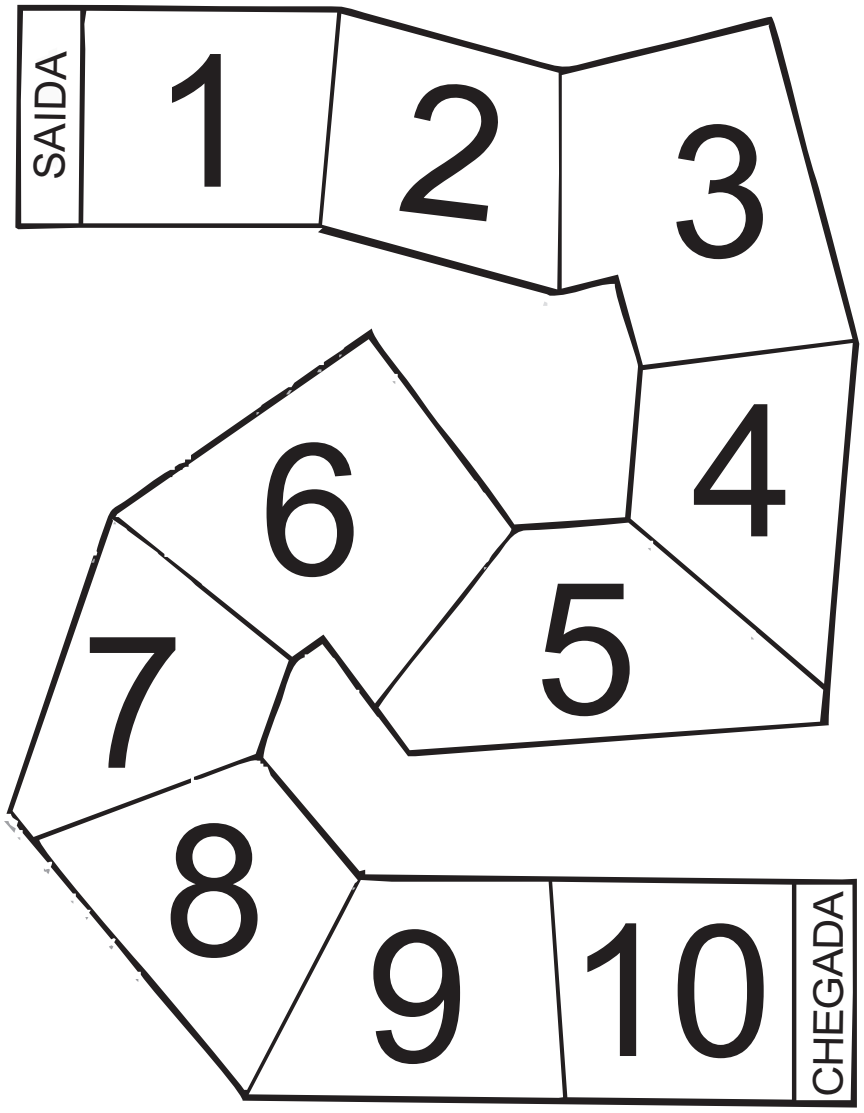


EDU (DESENHO DE UM DADO APARECENDO O Nº 1 E OUTRO APARECENDO O Nº 2)



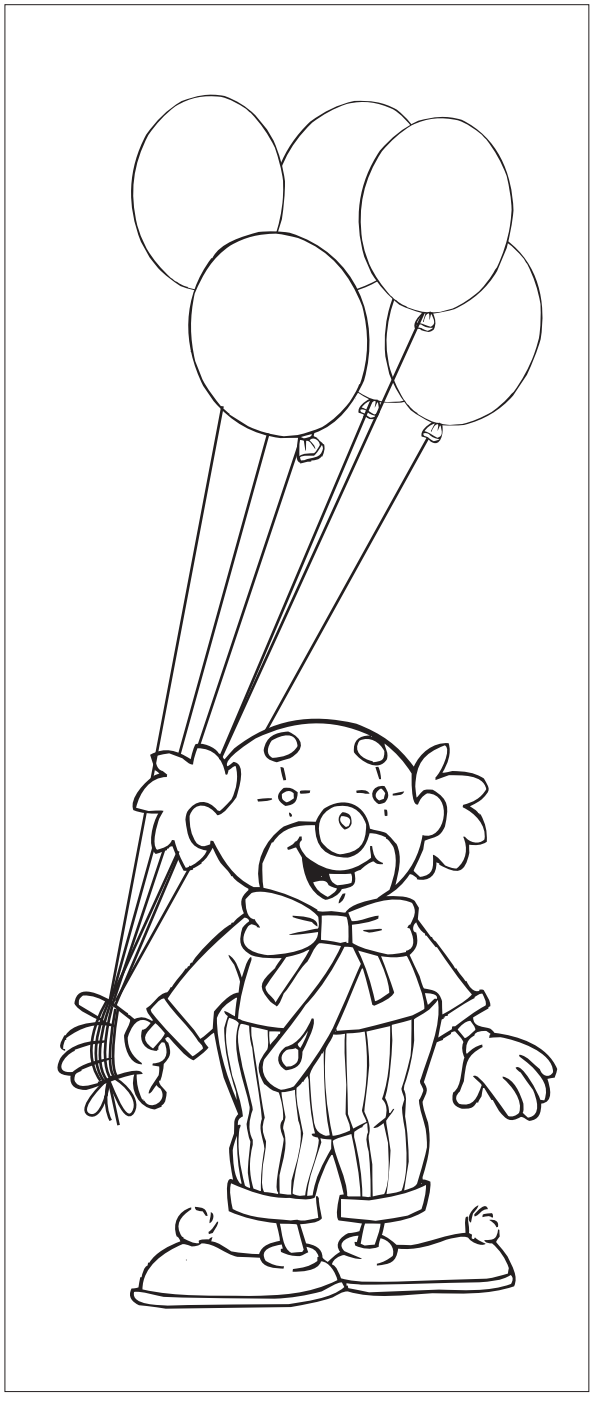
JOÃO (DESENHO DE UM DADO APARECENDO O Nº 2 E OUTRO APARECENDO O Nº 5)

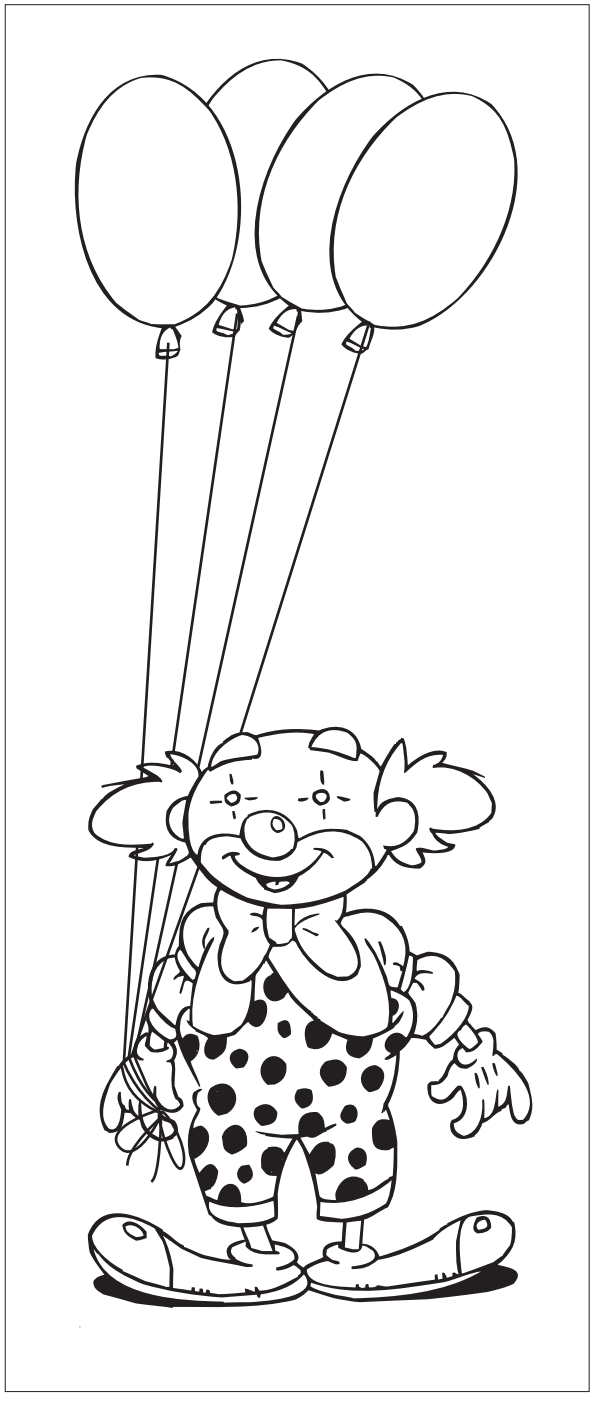





QUEM ESTÁ NA FRENTE.....

COMPLETE OS BALÕES DOS PALHAÇOS DE MODO QUE CADA UM FIQUE COM 10 BALÕES.





FALTAM ☐ BALÕES. ☐

FALTAM ☐ BALÕES. ☐



RESPONDA:
QUANTAS CASAS? ☐

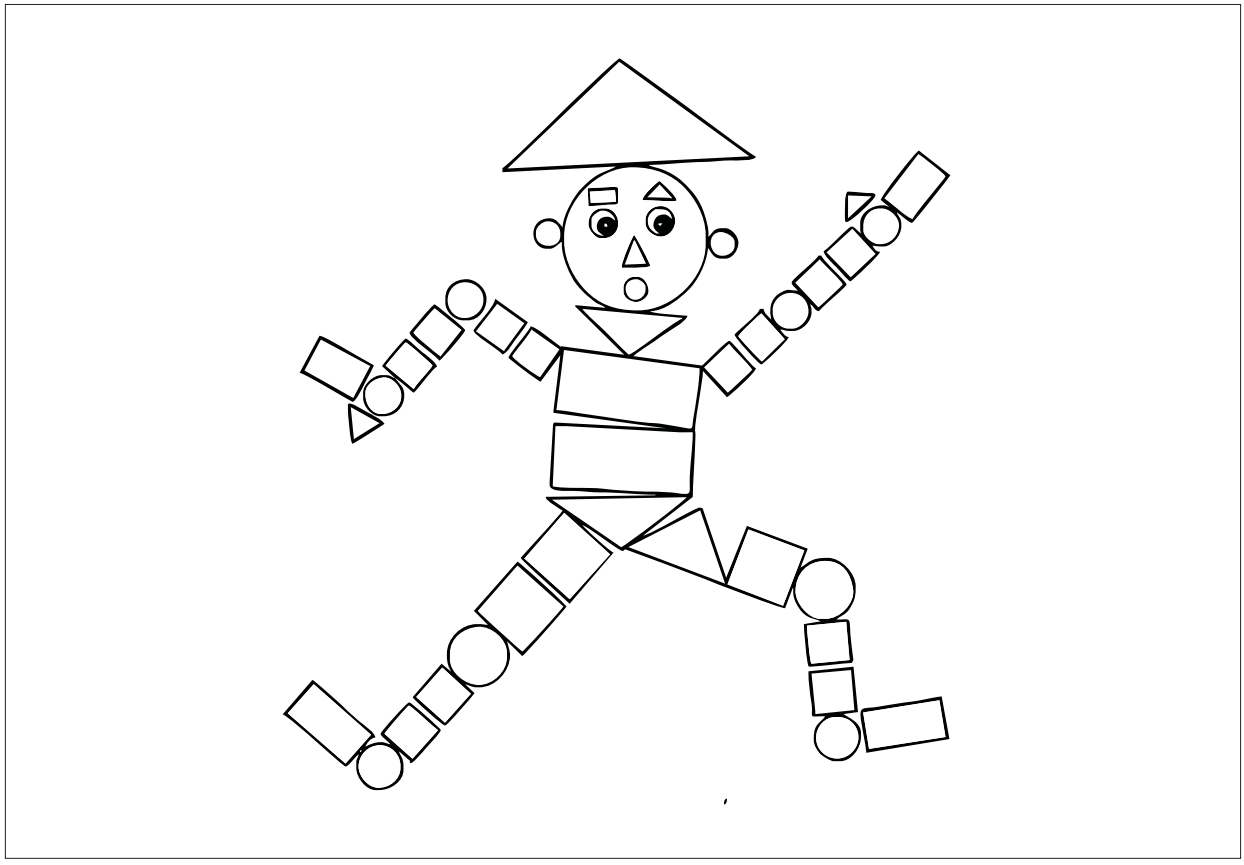
A CASA TEM JANELAS? QUANTAS? ☐

TEM SOL? QUANTOS? ☐

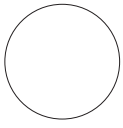
QUANTAS CRIANÇAS? ☐

QUANTAS ÁRVORES? ☐

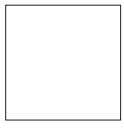
QUANTOS PÁSSAROS? ☐



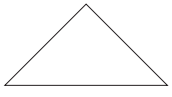
OBSERVE O DESENHO E COMPLETE O NÚMERO DE FIGURAS GEOMÉTRICAS?



CÍRCULO



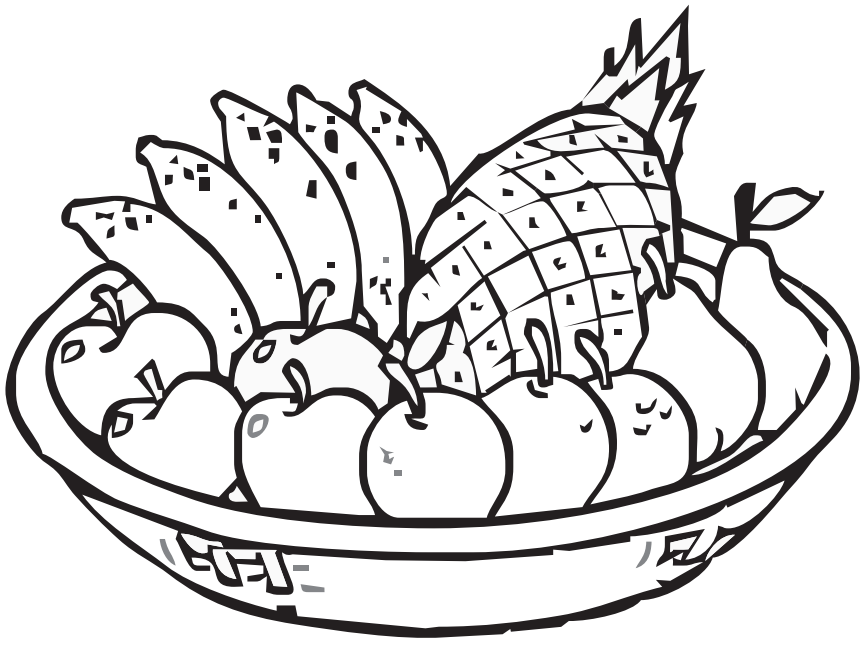
QUADRADO



TRIÂNGULO



RETÂNGULO



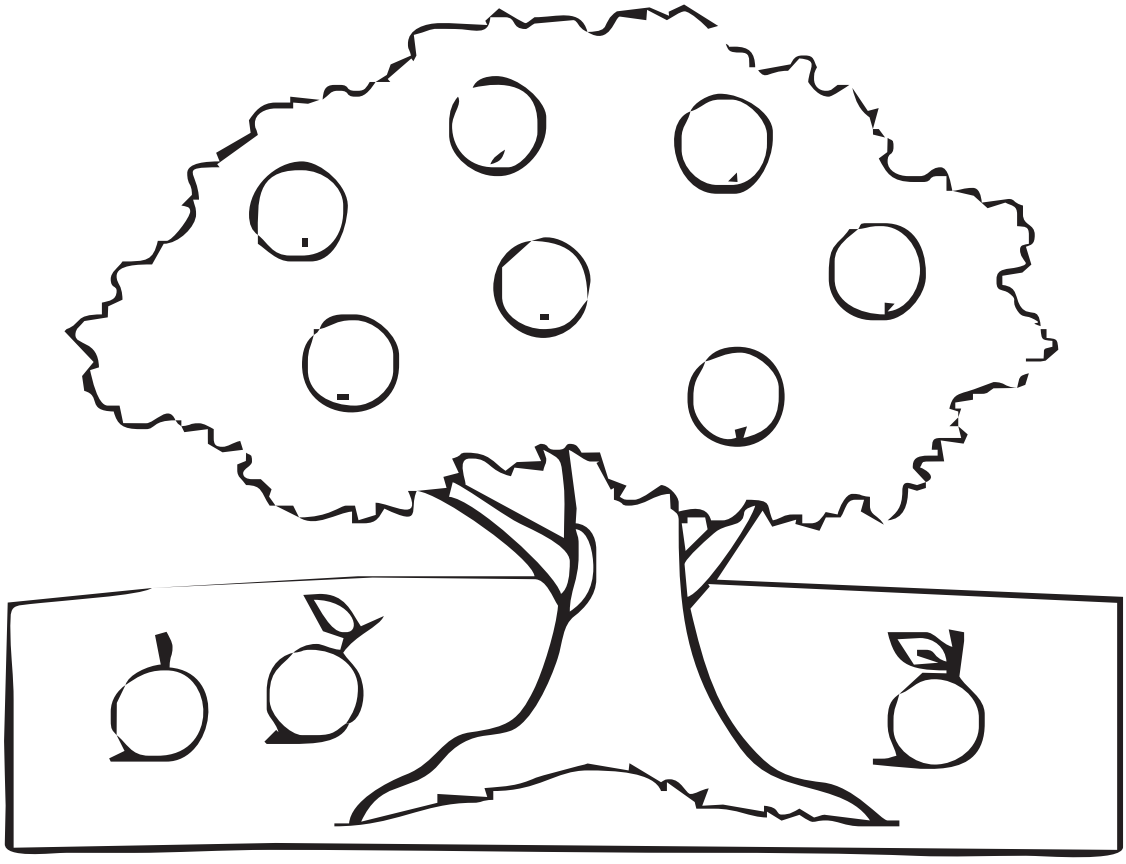
NA CESTA DE FRUTAS HÁ:

ABACAXI ☐ LARANJAS ☐

MAÇÃS ☐ PÊRAS ☐

BANANAS ☐

# FRUTAS VERDES E MADURAS



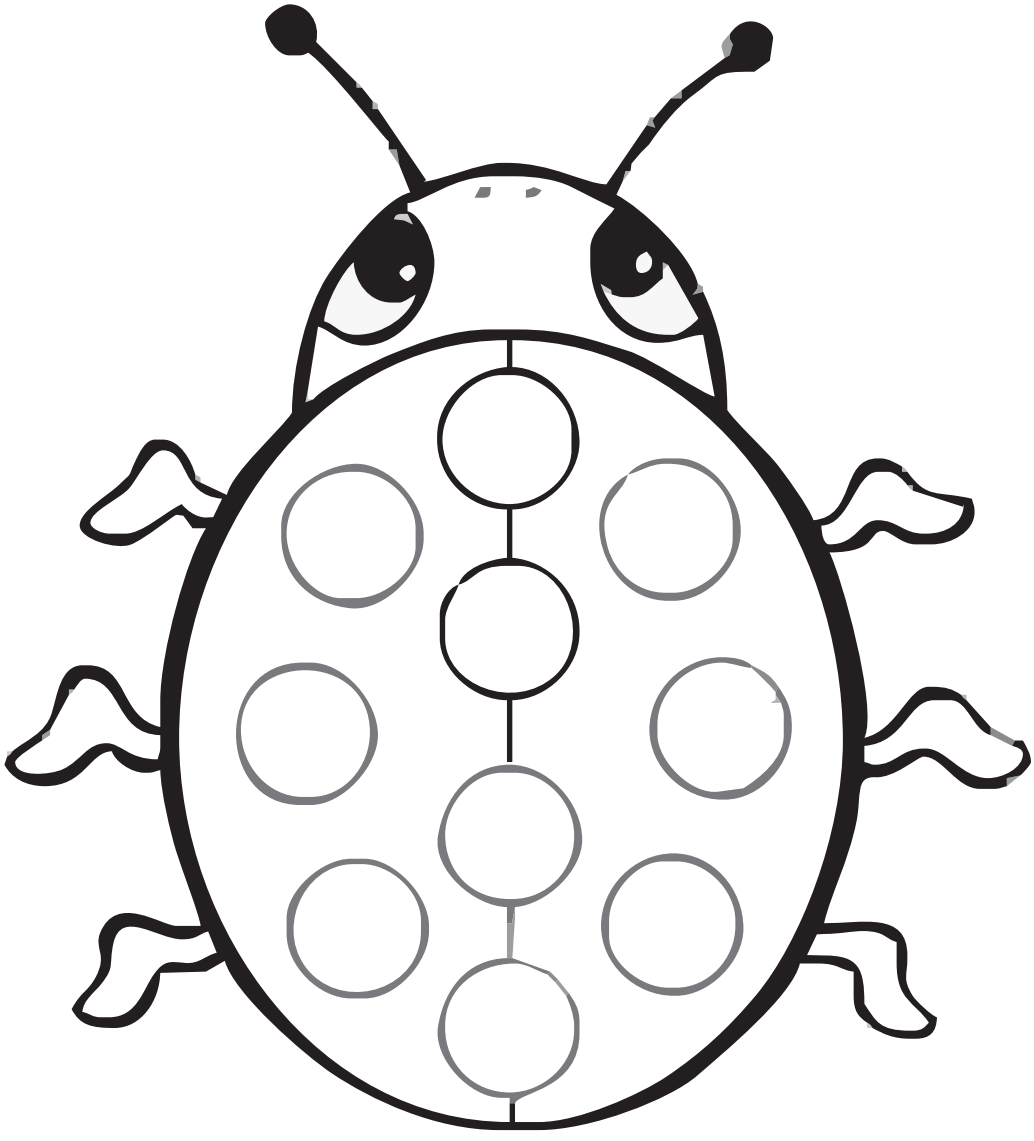
PINTE DE VERDE AS FRUTAS QUE ESTÃO NA ÁRVORE
E DE LARANJA AS QUE CAÍRAM NO CHÃO.

LARANJAS VERDES

LARANJAS MADURAS

# A JOANINHA

COLOQUE OS NÚMEROS DE 1 A 10 NAS PINTAS DA JOANINHA.



## PROBLEMAS A PARTIR DE JOGOS

O PROFESSOR DEVE APROVEITAR O MOMENTO COM OS JOGOS E CRIAR SITUAÇÕES DE PROBLEMATIZAÇÃO, QUESTIONANDO AS REGRAS E OS RESULTADOS.
O REGISTRO DA DISCUSSÃO SOBRE O JOGO DEVE SER ATRAVÉS DE DESENHO.

## PROBLEMAS A PARTIR DE UM CENÁRIO

O PROFESSOR CONTA UMA PEQUENA HISTÓRIA. DIVIDE A CLASSE EM 2 OU 3 GRUPOS E CADA GRUPO IRÁ MONTAR O CENÁRIO OU FICARÁ ENCARREGADO DE UMA PARTE DO CENÁRIO. NÃO SE ESQUECER DE QUE O CENÁRIO DEVE TER TODO O MATERIAL REFERENTE À HISTÓRIA QUE O PROFESSOR CONTOU.

# PROBLEMAS COM TEXTO

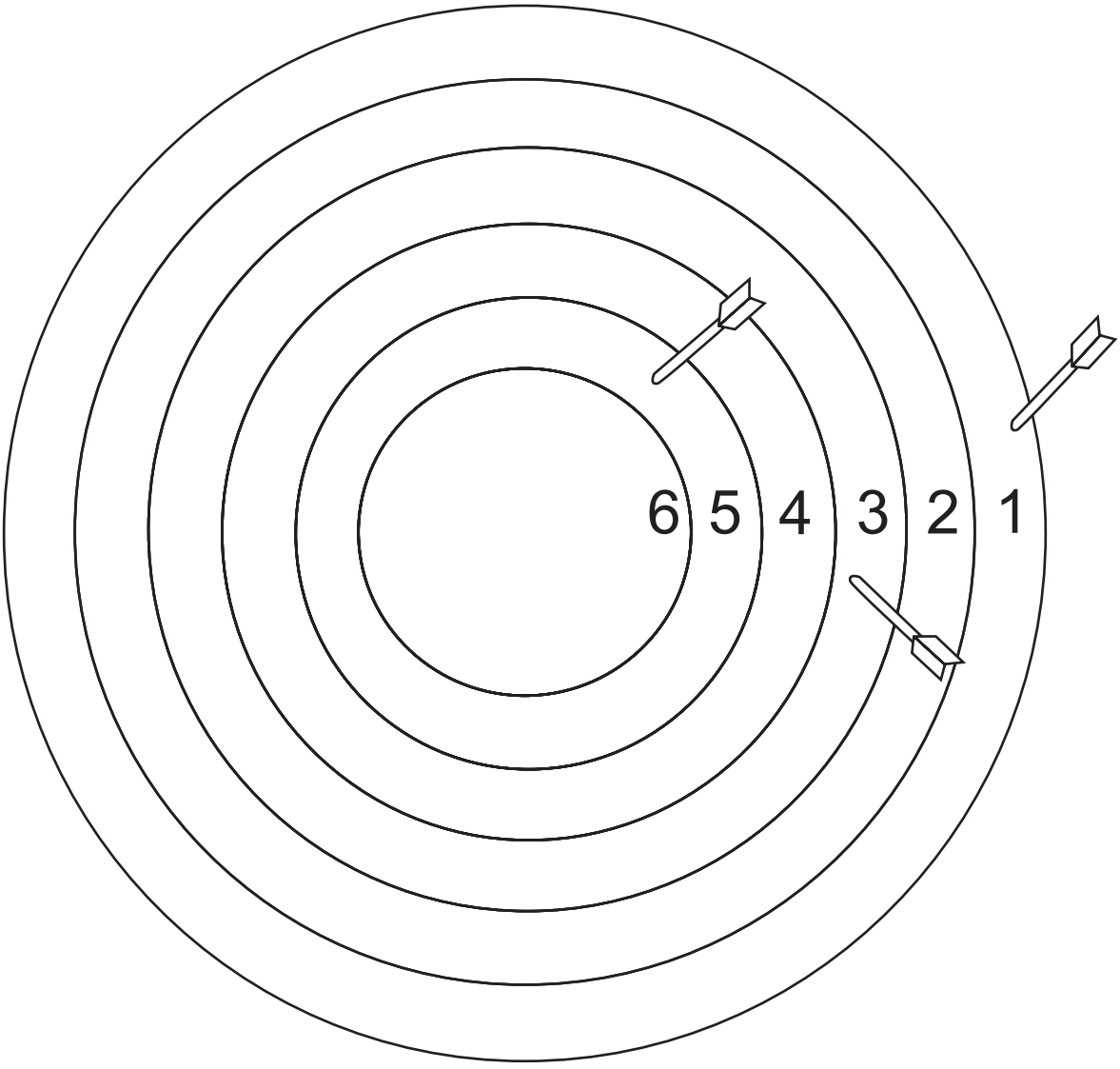
PROFESSOR, É IMPORTANTE QUE O PROBLEMA SEJA QUESTIONADO, DESENHADO PELO ALUNO E, NUM TERCEIRO PASSO, SEJA REALIZADA A OPERAÇÃO.

DANIEL TINHA 2 CARRINHOS E GANHOU MAIS 1 DE SUA TIA. VAMOS RESPONDER:

- QUANTOS CARRINHOS ELE TEM AGORA?
- QUANTOS ELE TINHA ANTES DO PRESENTE?
- CADA CARRINHO TEM 4 RODAS. SE ELE CONTAR TODAS AS RODAS DOS CARRINHOS QUE ELE TEM, QUANTAS SERÃO?
- SE ELE DER 1 CARRINHO PARA UM AMIGO, COM QUANTOS FICARÁ?
- DESENHE ABAIXO, O QUE VOCÊ ENTENDEU DO PROBLEMA.

O VASO DA MAMÃE TEM 4 FLORES. PATRÍCIA COMPROU 3 ROSAS PARA COLOCAR NO VASO. DESENHE COMO IRÁ FICAR O VASO DA MAMÃE.

VINÍCIUS FOI À FESTA E BRINCOU DE TIRO AO ALVO.
VEJA QUANTOS PONTOS ELE FEZ.

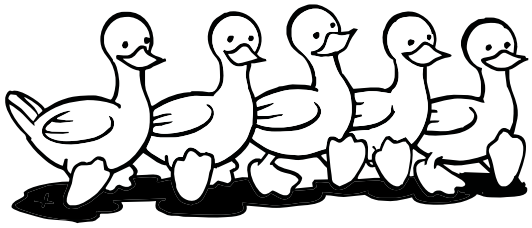


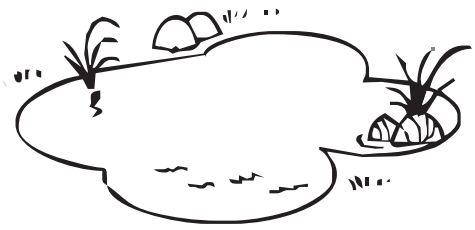

MARQUE OS PONTOS QUE VINÍCIUS ACERTOU:

☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐

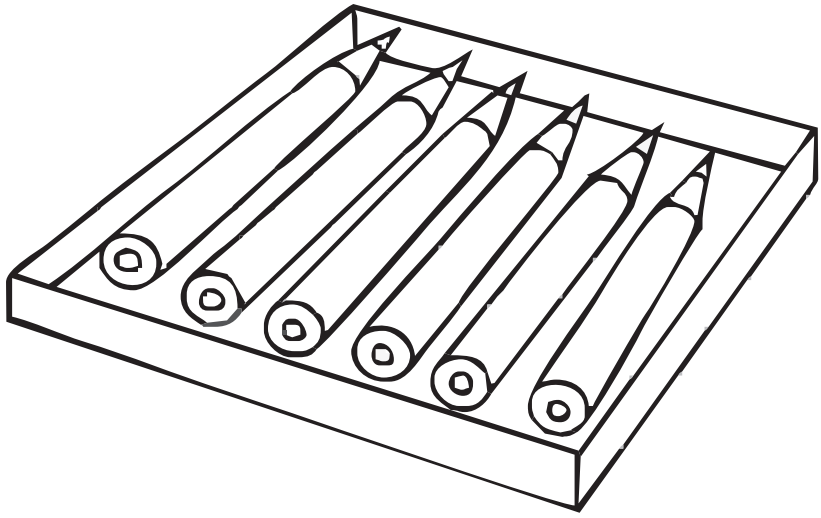
NO TOTAL ELE MARCOU ☐ PONTOS.

CINCO PATINHOS SAÍRAM PARA NADAR. DOIS DELES VOLTARAM PARA CASA. QUANTOS PATINHOS CHEGARAM AO LAGO?

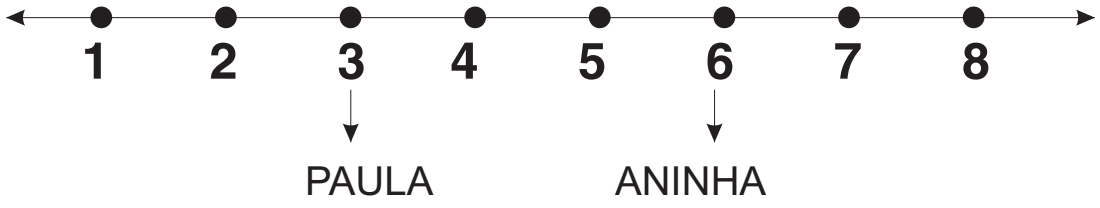




NO ESTOJO DE ANDRÉ TEM 3 LÁPIS PRETOS, 1 AZUL E 2 AMARELOS. QUANTOS LÁPIS ESTÃO NO ESTOJO DE ANDRÉ?



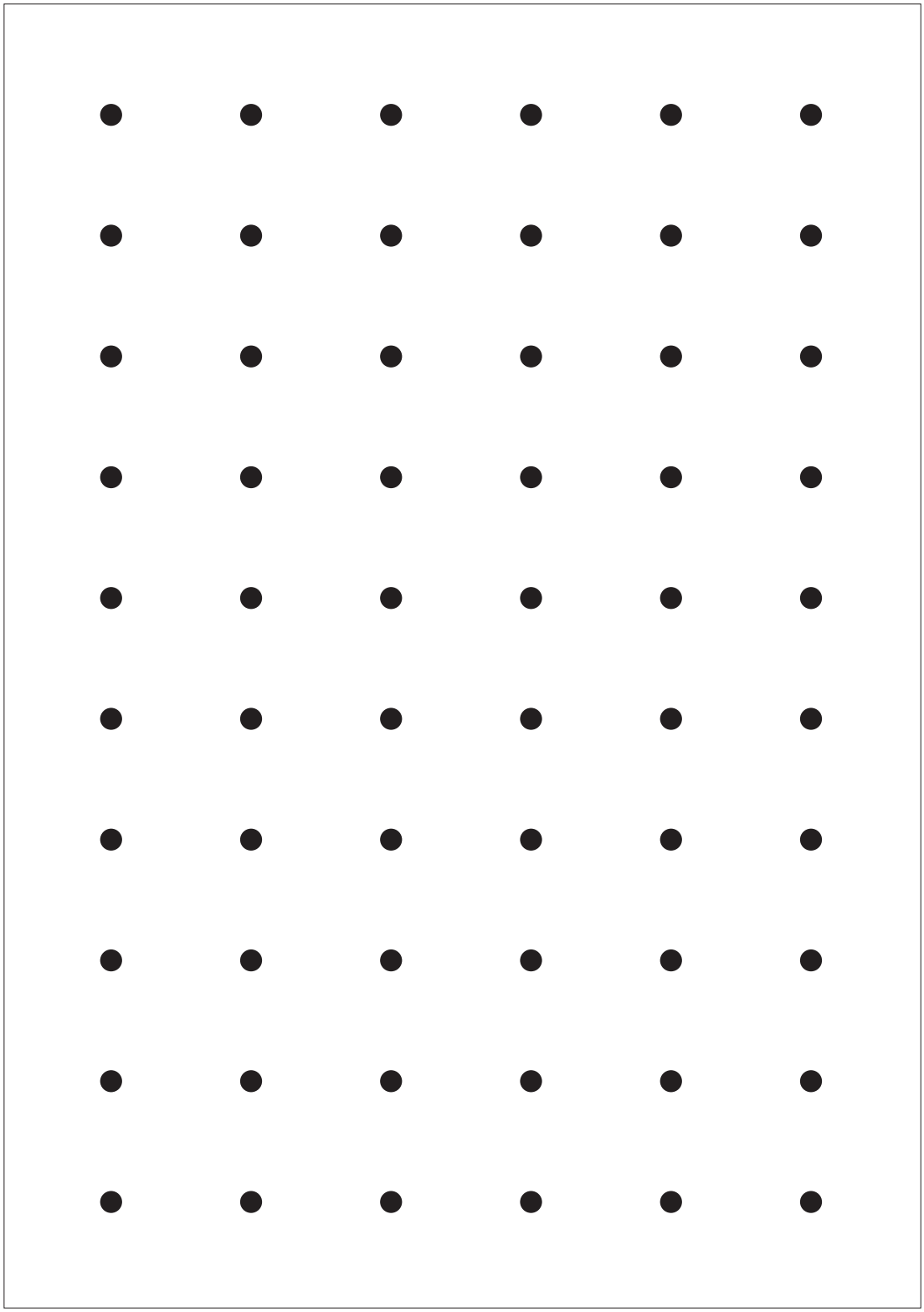
OLHE A LINHA DO TEMPO DE ANINHA E SUA IRMÃ PAULA.




RESPONDA:
QUEM É MAIS VELHA?
QUANTOS ANOS TEM A IRMÃ DE ANINHA?

UM CACHORRO TEM 4 PATAS. QUANTAS PATAS TÊM 2 CACHORROS?

# JOGO DO RATINHO

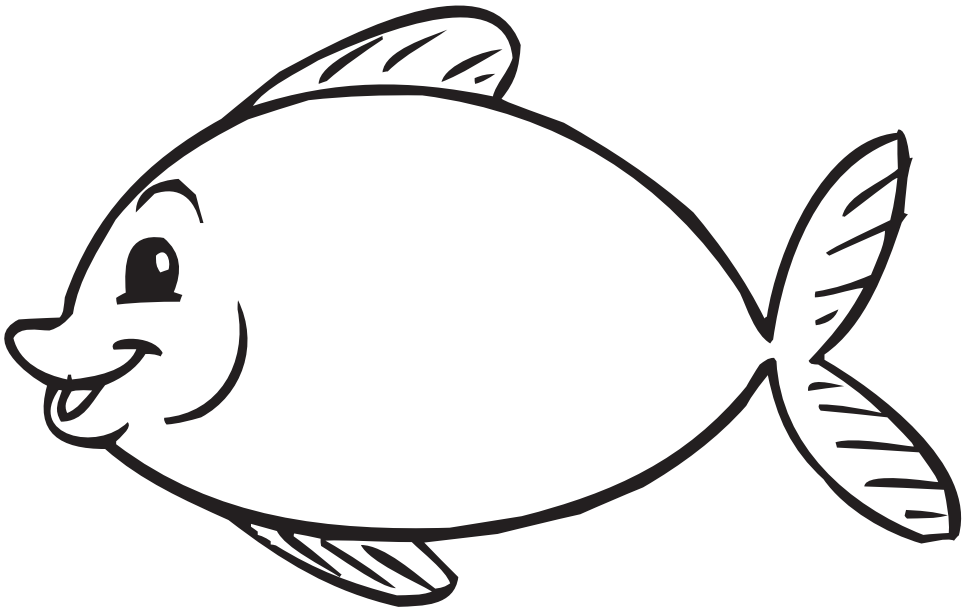


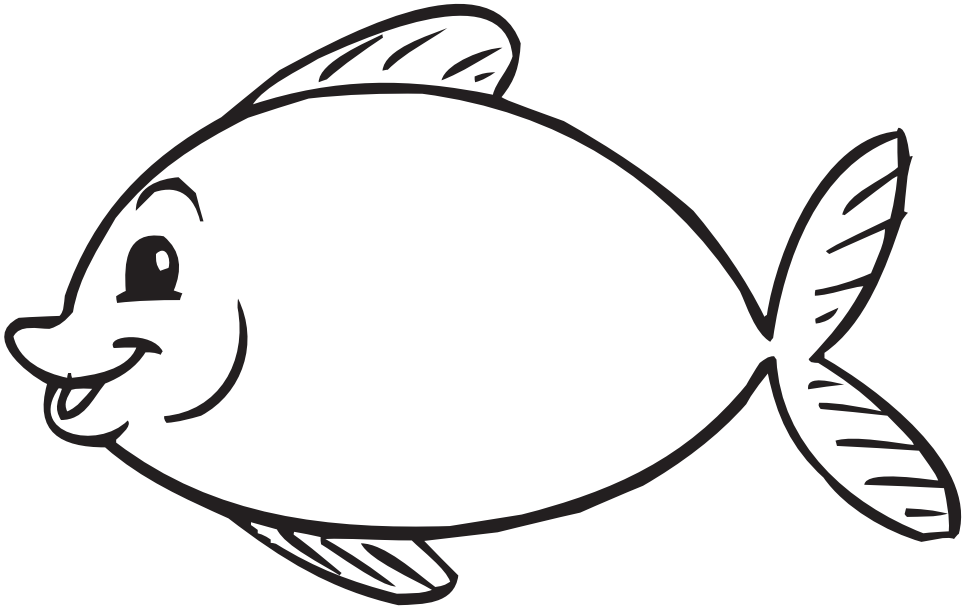
## CARTELA PARA O JOGO PESCA DEZ-MEMÓRIA-VALE-MAIS

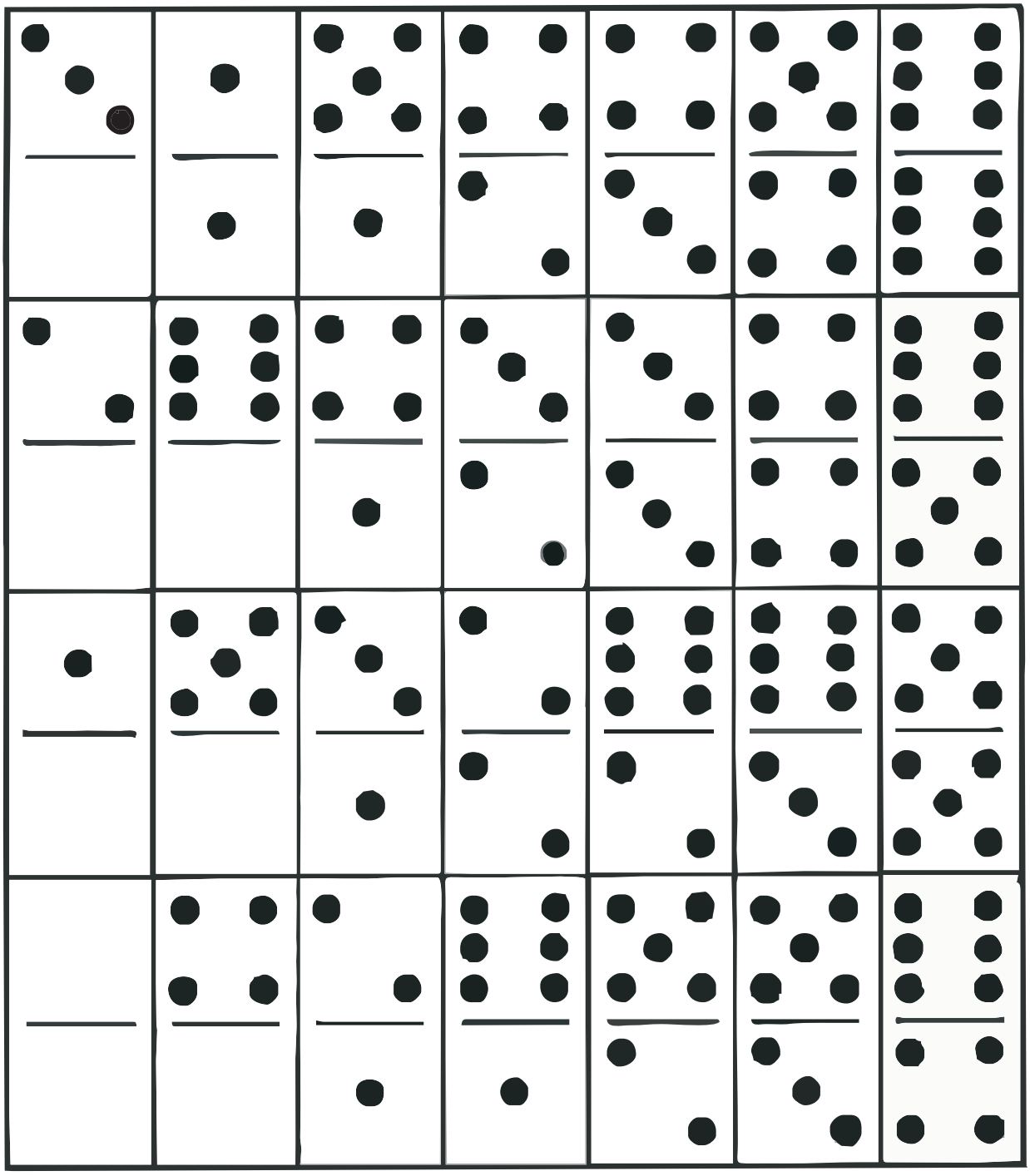


| | |
|---|---|
| 4 | 9 |
| 3 | 8 |
| 2 | 7 |
| 1 | 6 |
| 0 | 5 |

# MODELO DO PEIXE – JOGO PESCARIA



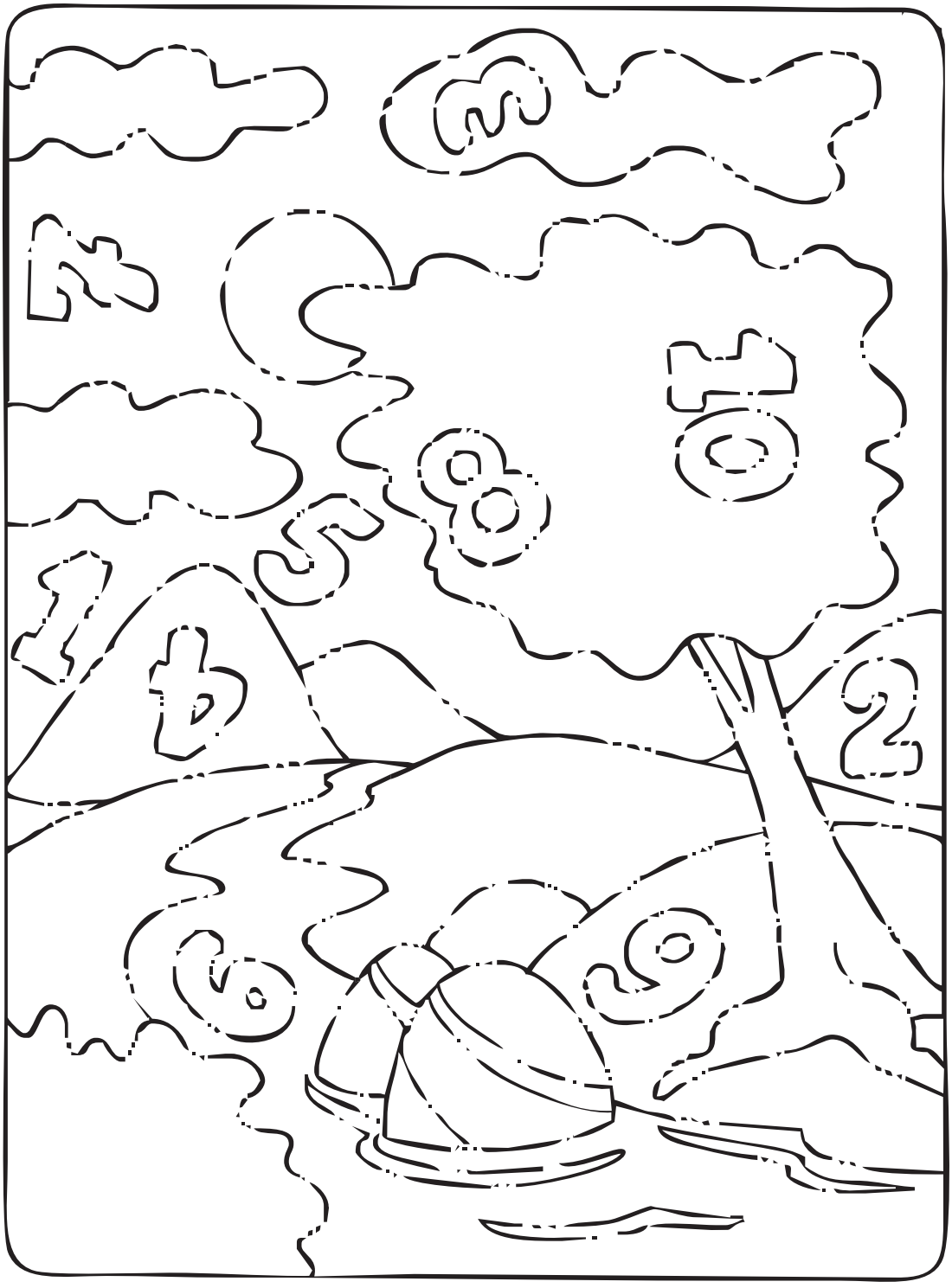




# PASSATEMPO

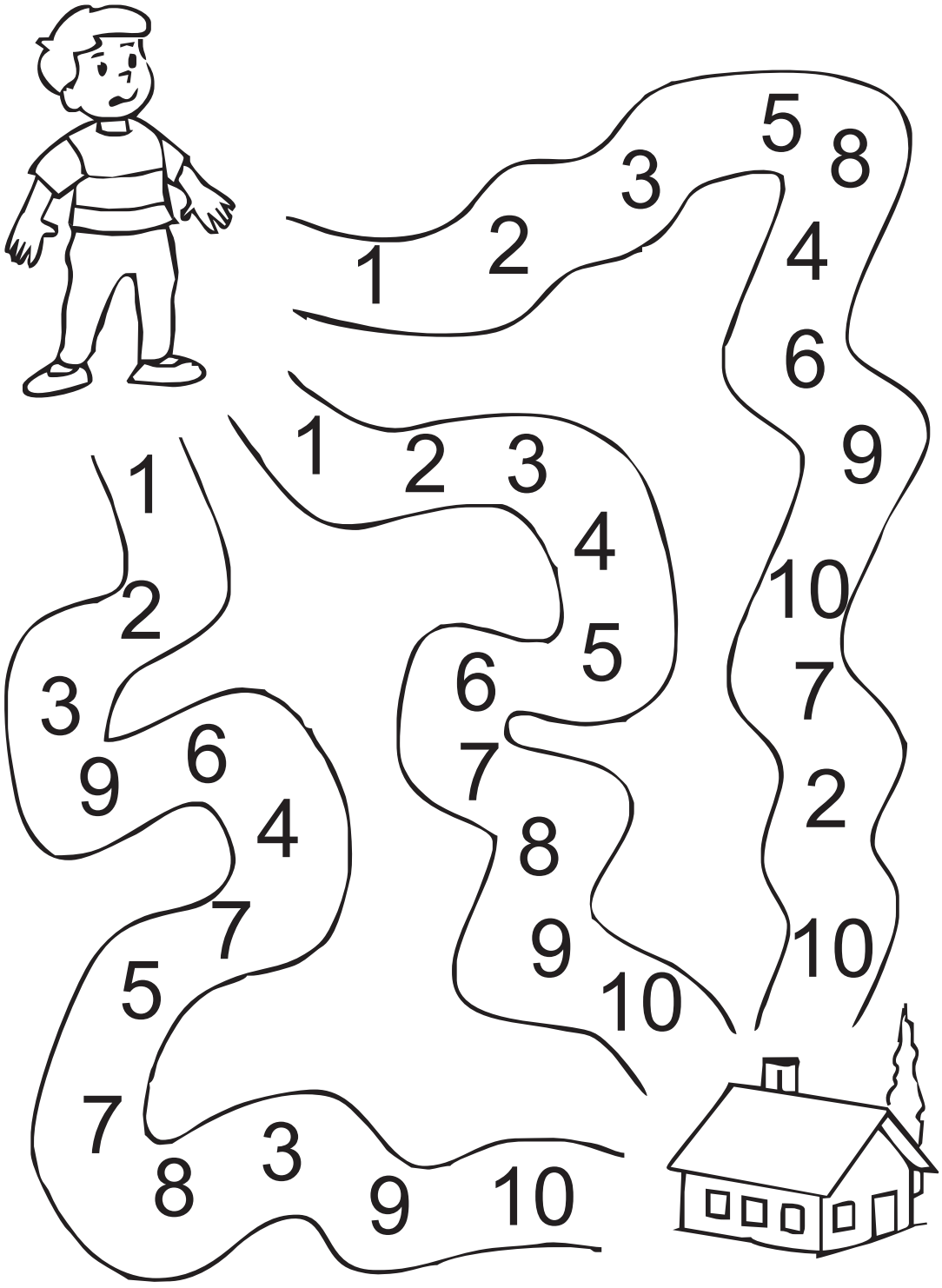
## CAÇA – NÚMEROS

DESCUBRA ONDE ESTÃO OS NÚMEROS DE 1 A 10:

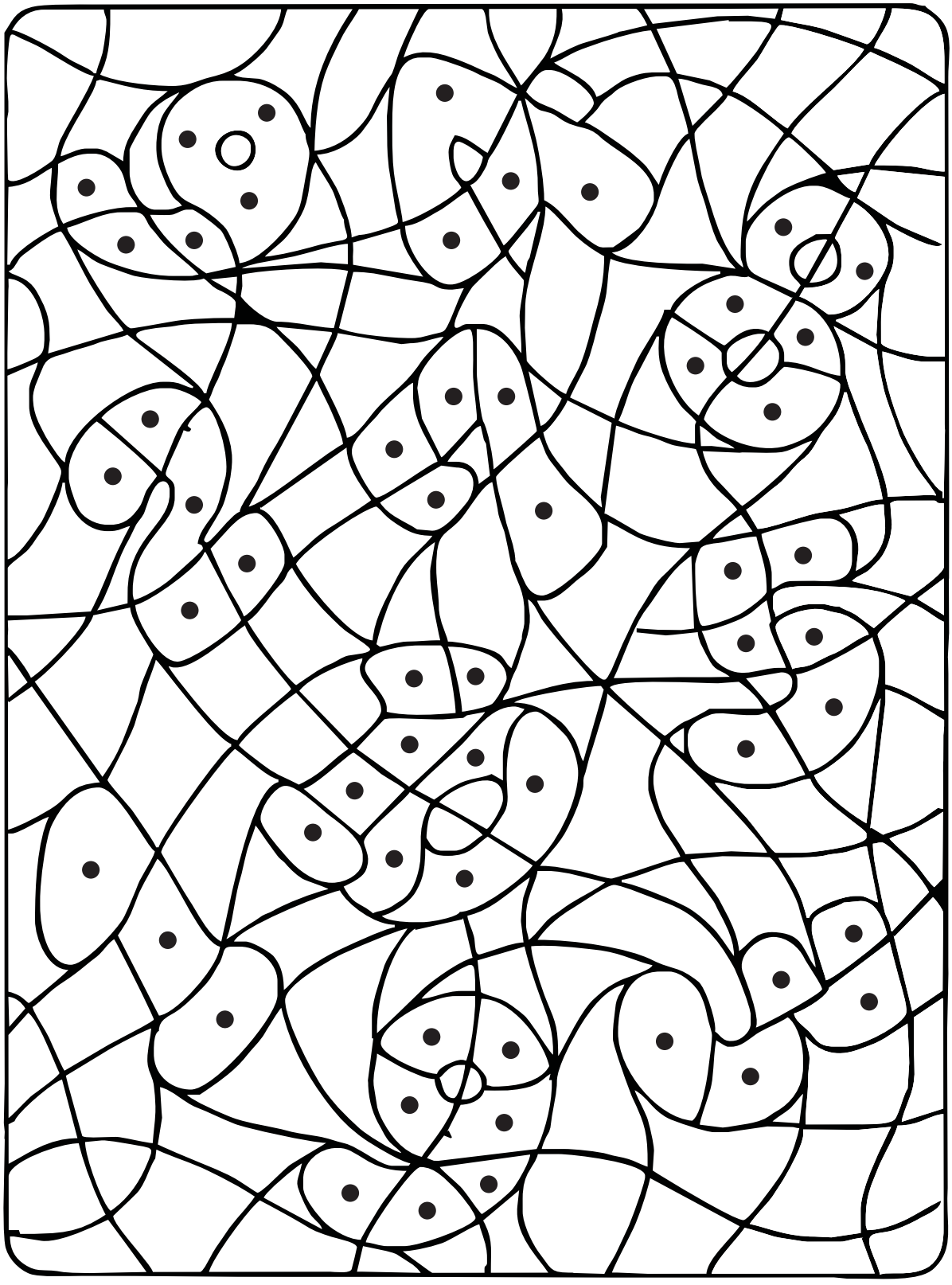


## SEGUINDO A PISTA

AJUDE O MENINO A CHEGAR À CASA 10, NA ORDEM CORRETA.

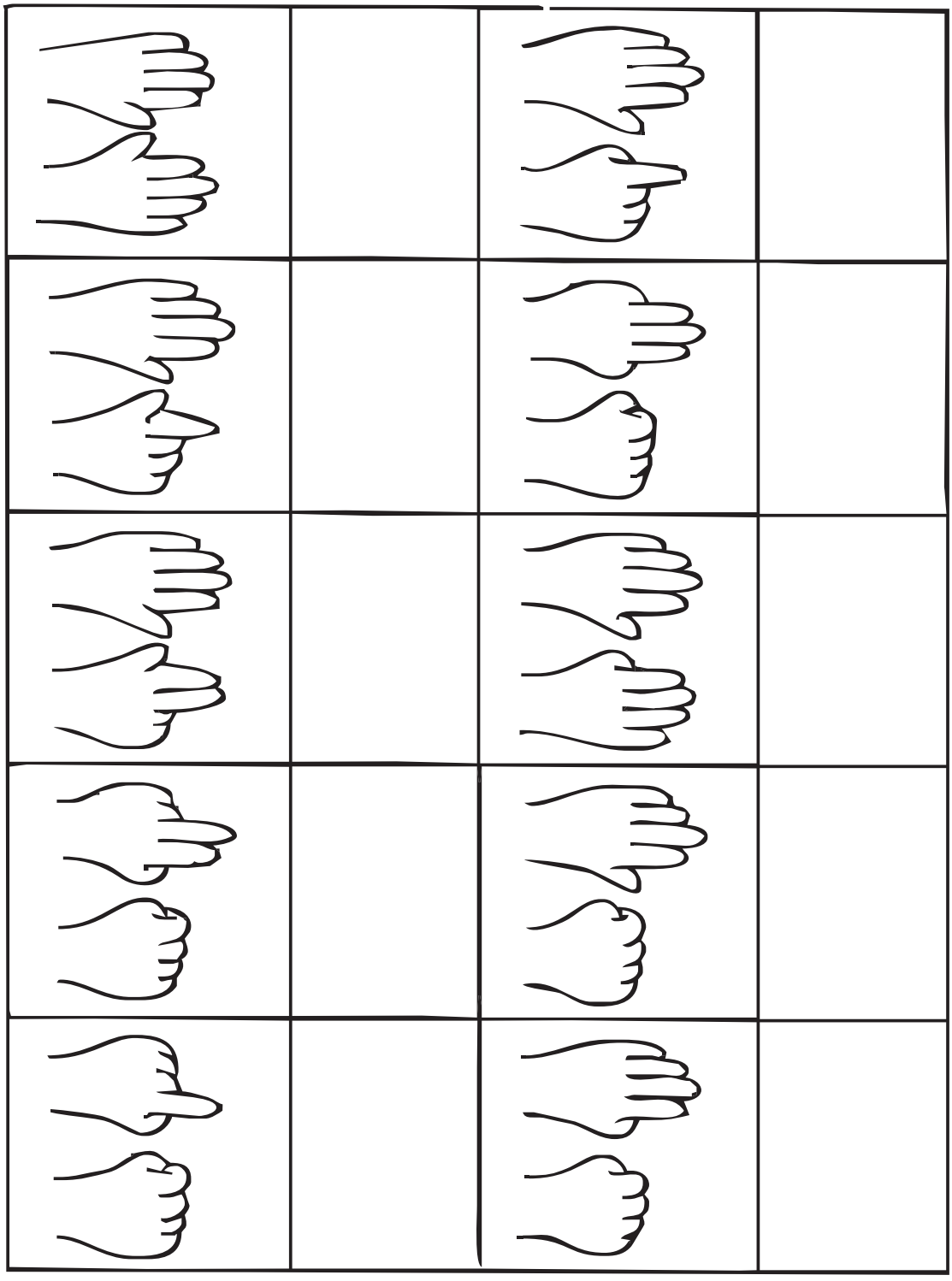


# PINTE ONDE TEM AS BOLINHAS E DESCUBRA OS NÚMEROS (1 A 10)



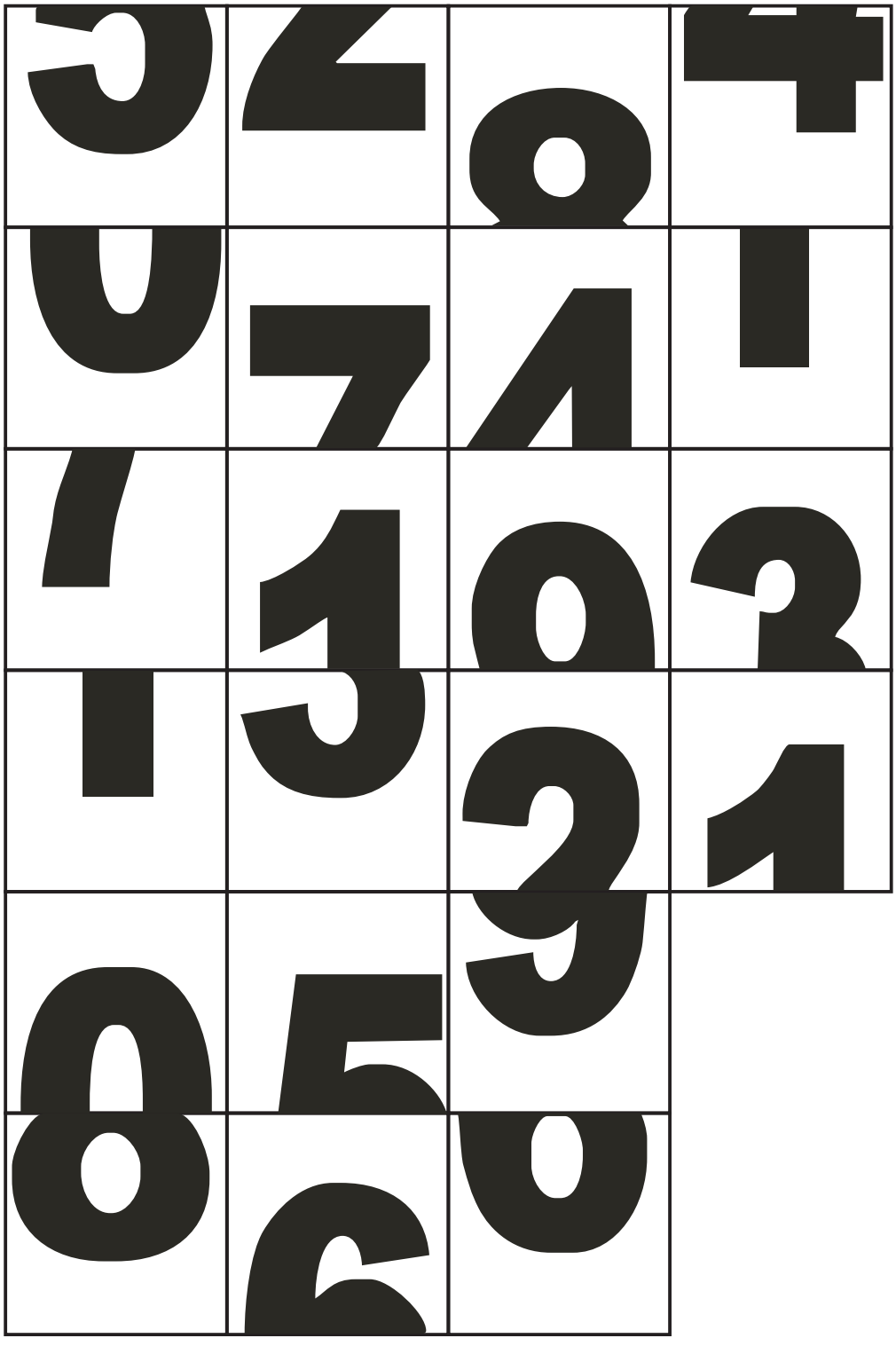
# MÃOZINHAS ESPERTAS

ESCREVA OS NÚMEROS DE ACORDO COM A QUANTIDADE INDICADA NOS DEDINHOS DAS MÃOS.



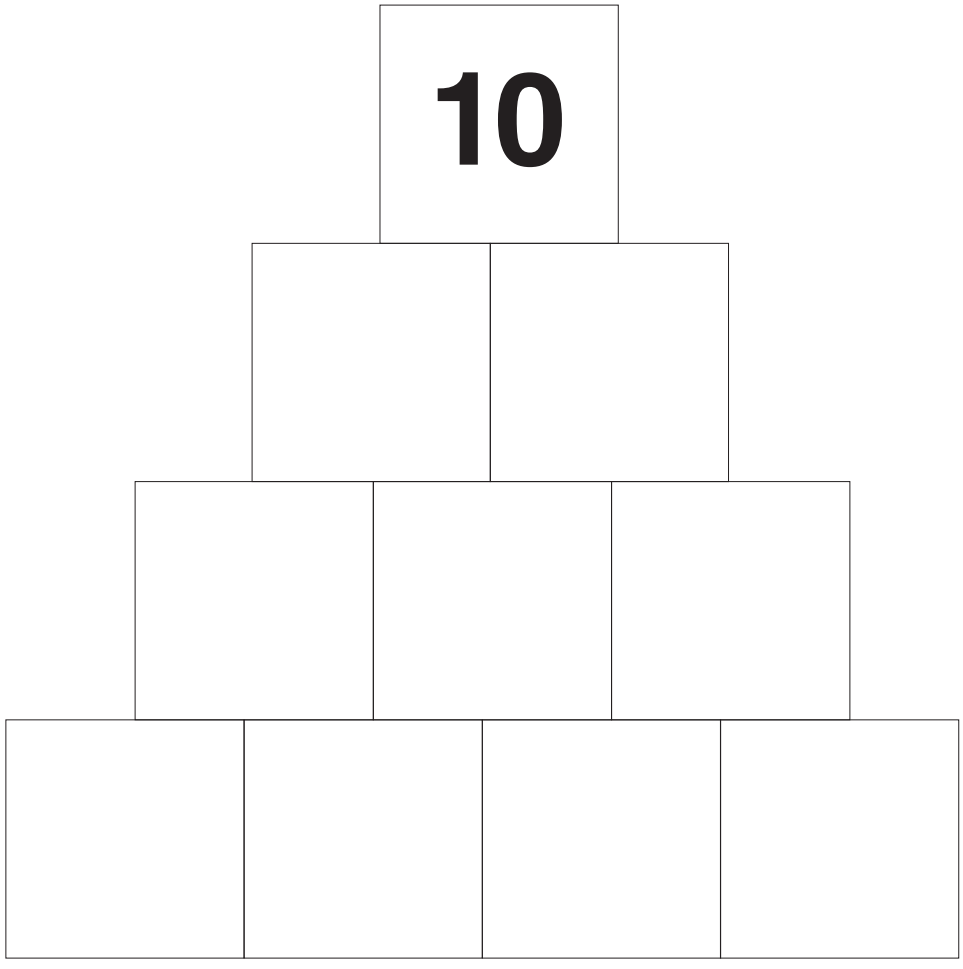
# QUEBRA-CABEÇA DOS NÚMEROS

RECORTE E DEPOIS MONTE OS NUMERAIS DE 1 A 10:



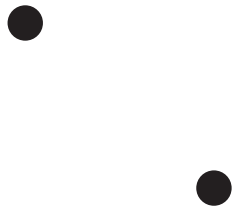
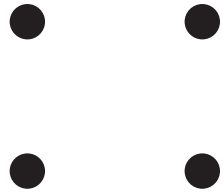
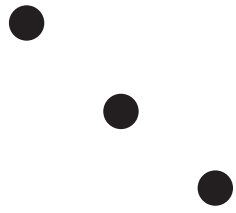
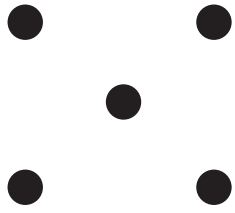
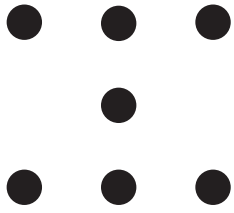
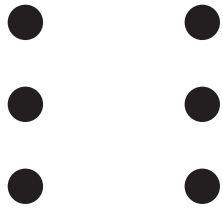
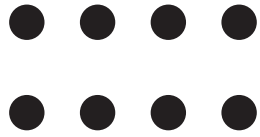
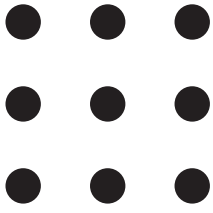
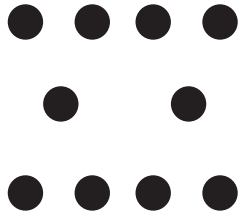
# TOPO DO MURO

ESCREVA OS NUMERAIS DE 1 A 9
(ARRUME-OS NA POSIÇÃO CORRETA).



# BARALHO DA QUANTIDADE

RECORTE E COLE AS CARTAS DE ACORDO COM A QUANTIDADE:

| | | | |
|---|---|---|---|
|  |  |  |  |
|  |  |  |  |
|  |  | 1 | 2 |
| 3 | 4 | 5 | 6 |
| 7 | 8 | 9 | 10 |

## JOGO DE DARDOS

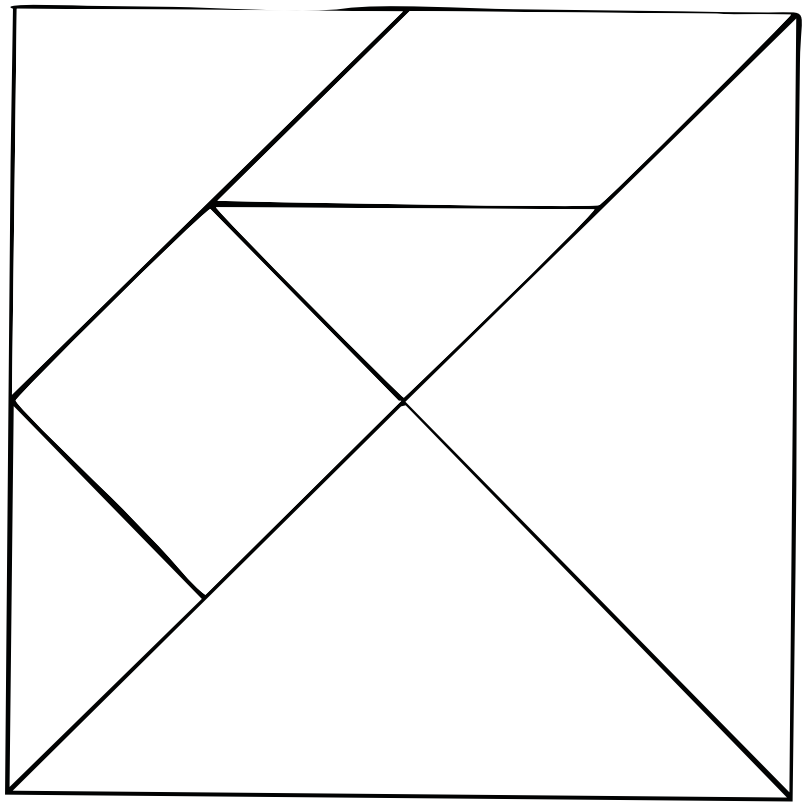
PROCEDIMENTO: FAZER UM ALVO DE PAPELÃO OU ISOPOR E PENDURAR NO QUADRO. DIVIDIR EM EQUIPES. CADA EQUIPE TEM 5 CHANCES PARA JOGAR. SOMAM-SE OS PONTOS. GANHARÁ A EQUIPE QUE FIZER MAIS PONTOS.

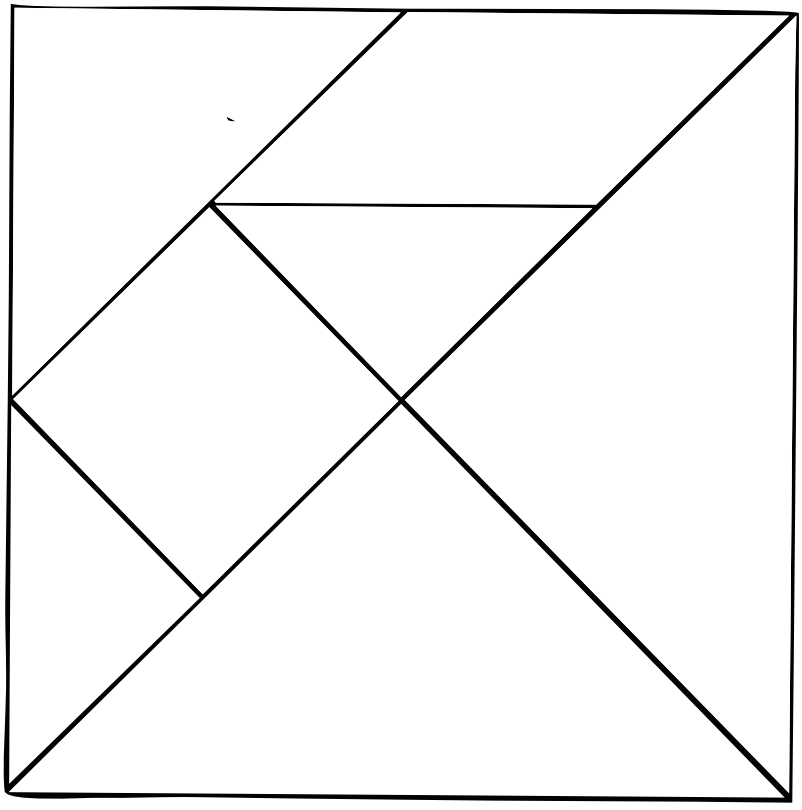
## JOGO DO PERDE OU GANHA

MATERIAL: 3 FICHAS NUMERADAS DE 1 A 3, VIRADAS PARA BAIXO.
2 OU 3 ALUNOS
PROCEDIMENTO: CADA CRIANÇA SORTEIA UM NÚMERO E ANDA NA TRILHA. A CADA JOGADA A CRIANÇA FAZ OS CÁLCULOS E ESCREVE NUMA FOLHA OS PONTOS OBTIDOS. GANHA QUEM TIVER MAIS PONTOS NO FINAL.

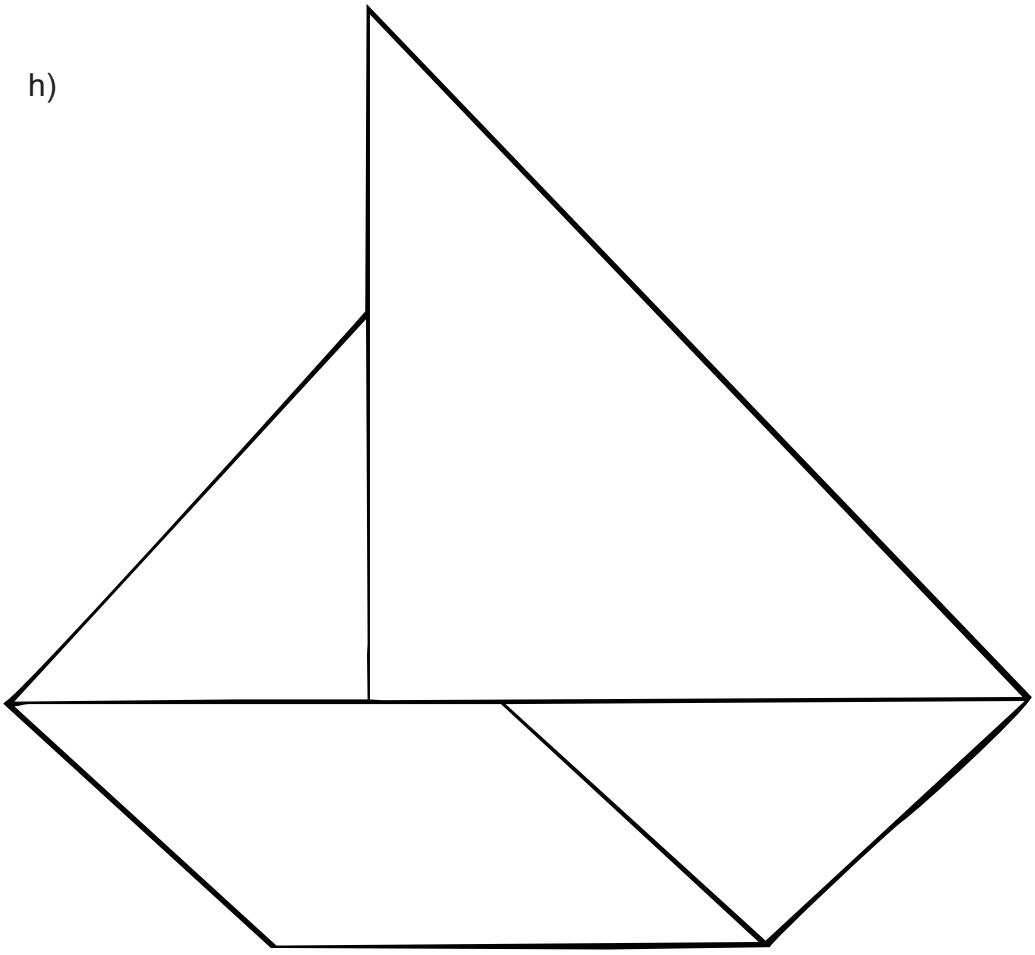
## RABO COMPRIDO

MATERIAL: FIOS DE LÃ OU CORDA
DE DIVERSOS TAMANHOS.
PROCEDIMENTO: PEDIR QUE AS CRIANÇAS FIQUEM
EM UMA FILEIRA, SEGURANDO NA MÃO O
PEDAÇO DO FIO OU CORDA.
QUANDO O PROFESSOR DER UM SINAL, AS MESMAS
COMEÇARÃO UMA CORRIDA ATÉ O PONTO DE CHEGADA,
MARCADO ALGUNS METROS ADIANTE, PELO PROFESSOR.
ESTA CORRIDA CONSISTE EM IR ESTENDENDO O FIO OU
CORDA NO CHÃO, CORRER ATÉ O FINAL DO CORDÃO E
ESTICÁ-LO NOVAMENTE, ATÉ CHEGAR
AO PONTO DE CHEGADA.
AO MESMO TEMPO EM QUE CORREM, DEVERÃO IR
CONTANDO O NÚMERO DE VEZES QUE ESTICARAM O FIO.
NO FINAL, COMPARARÃO O TAMANHO DO FIO PARA VER
SE QUEM TINHA O BARBANTE MAIS COMPRIDO
CHEGOU ANTES, OU NÃO.

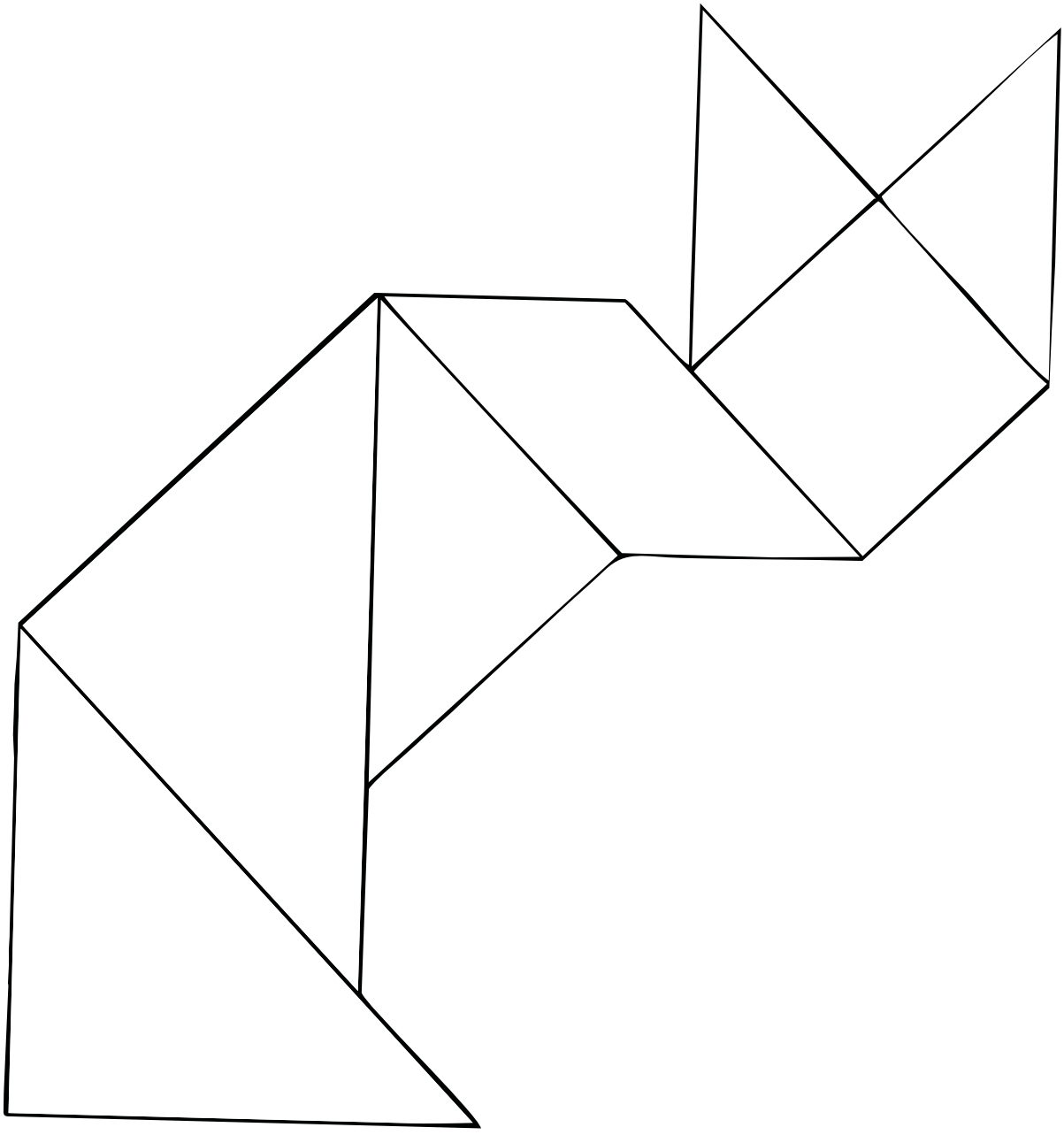




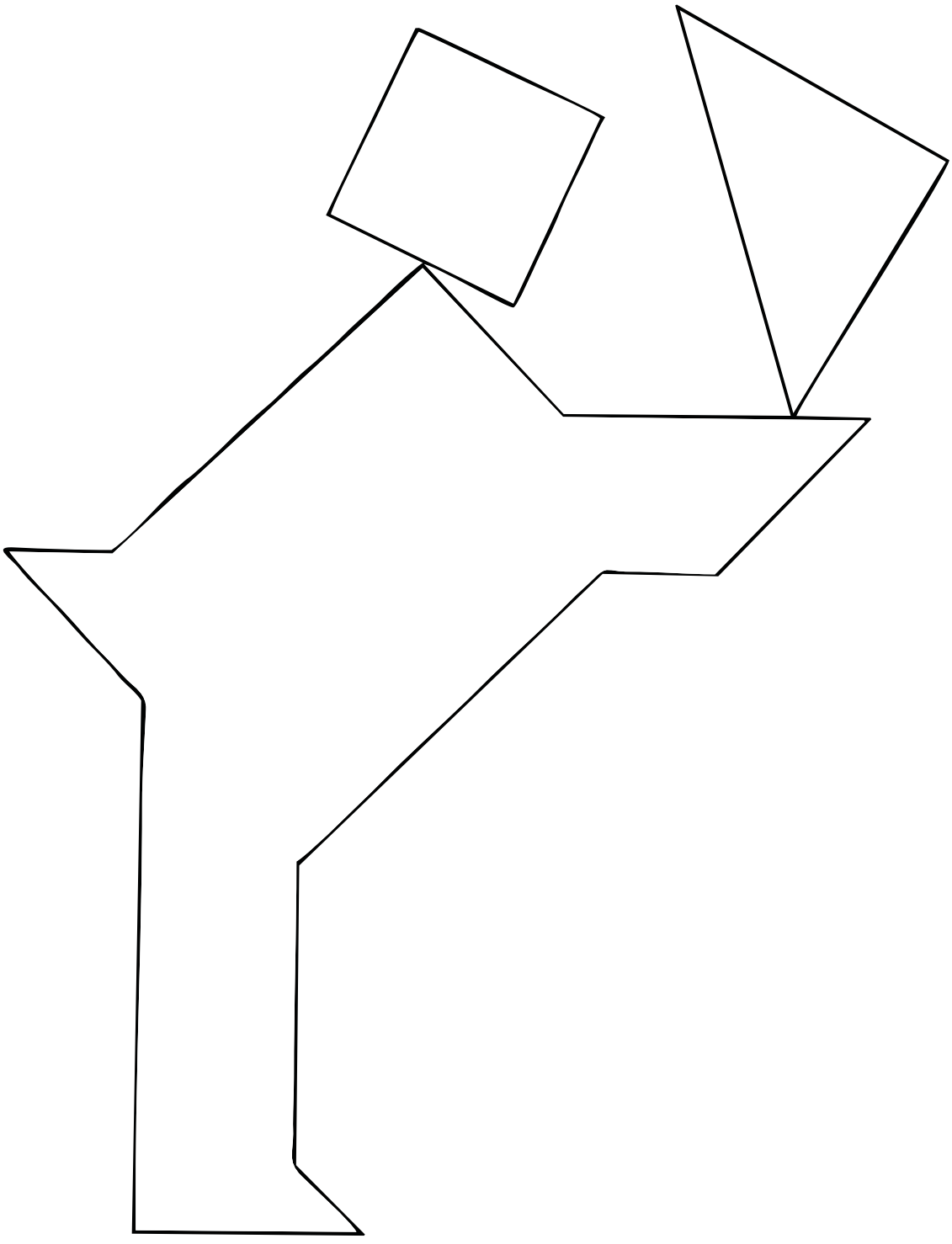
h)



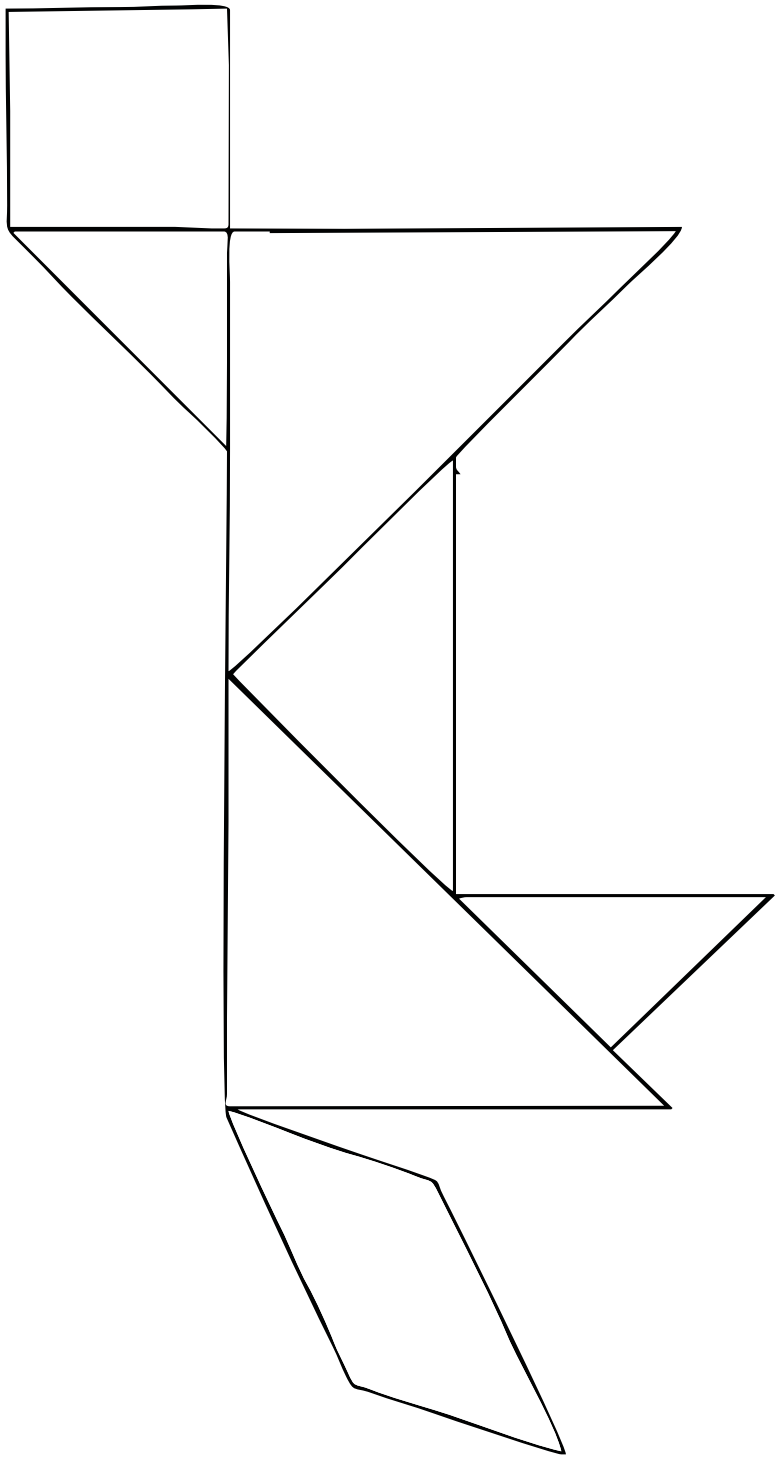
# GATO



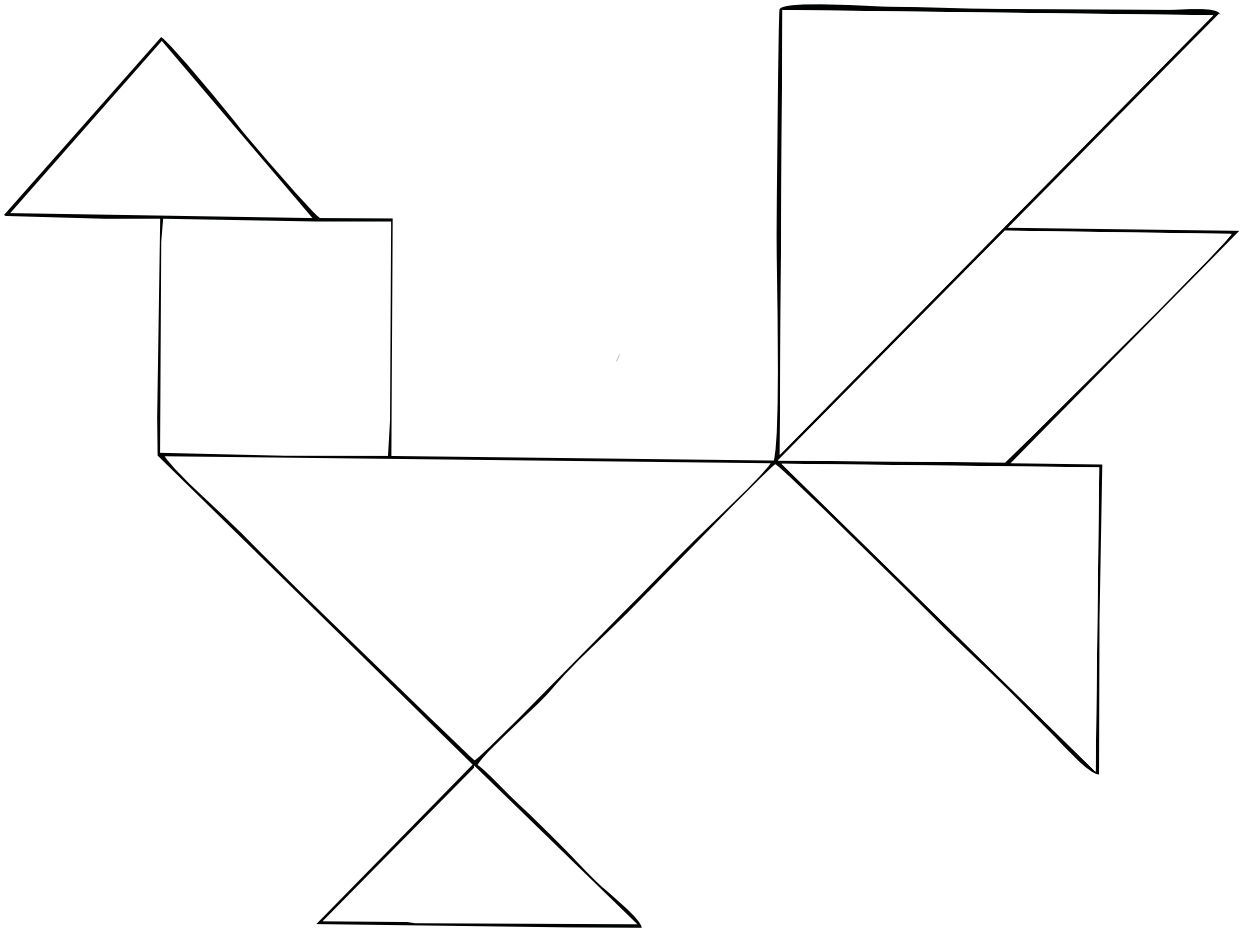
# CACHORRO



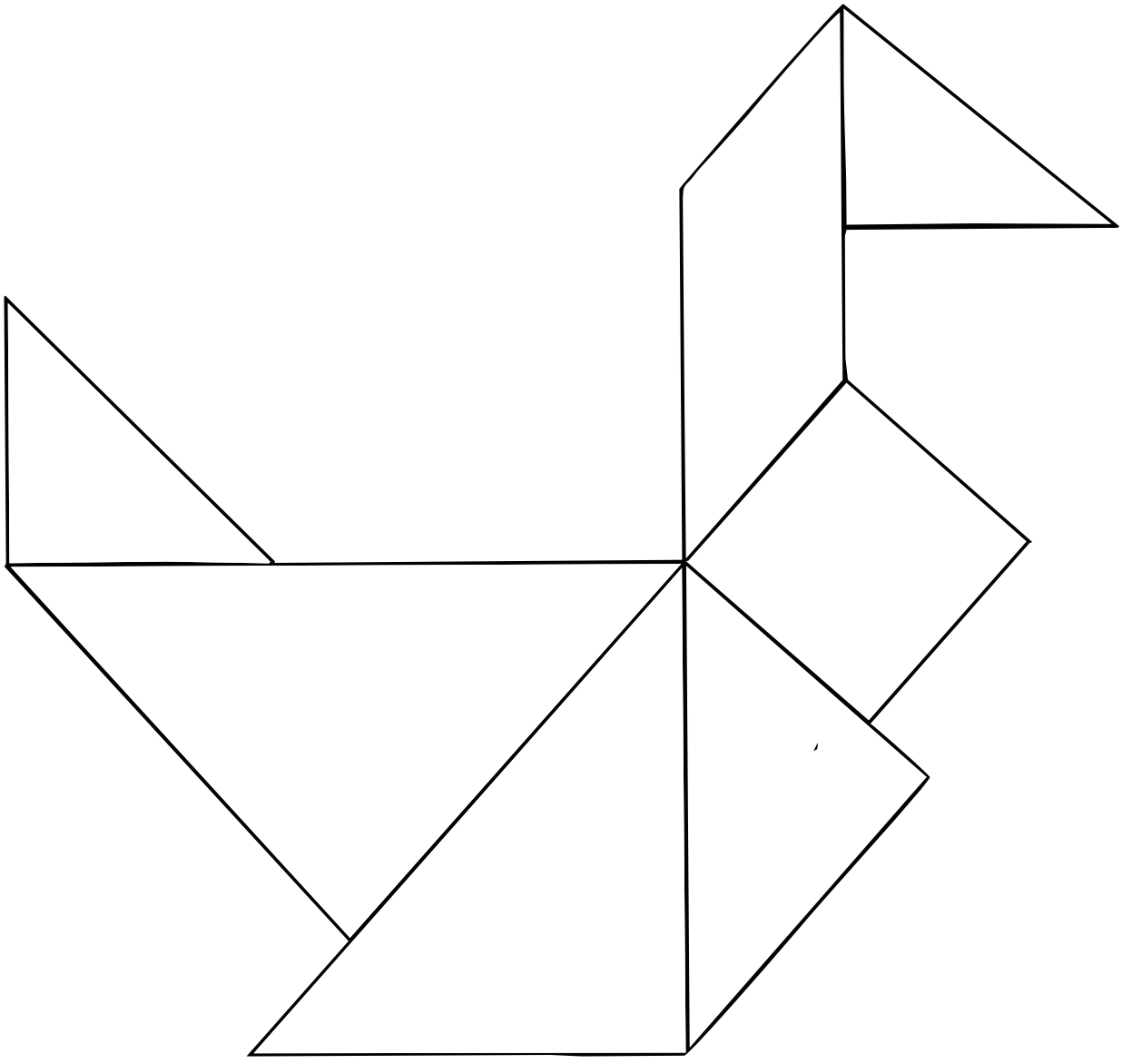
# CACHORRO



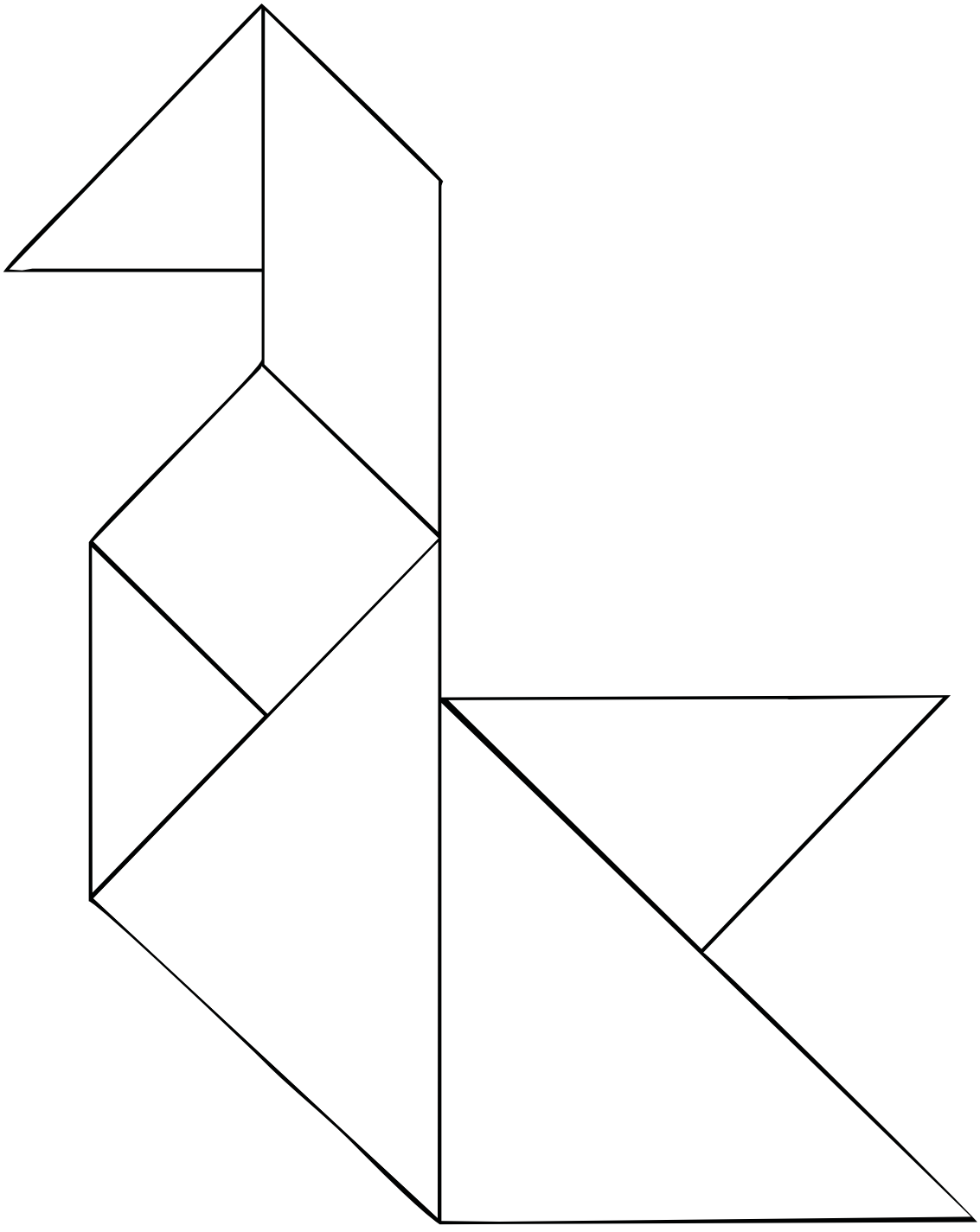
# GALO



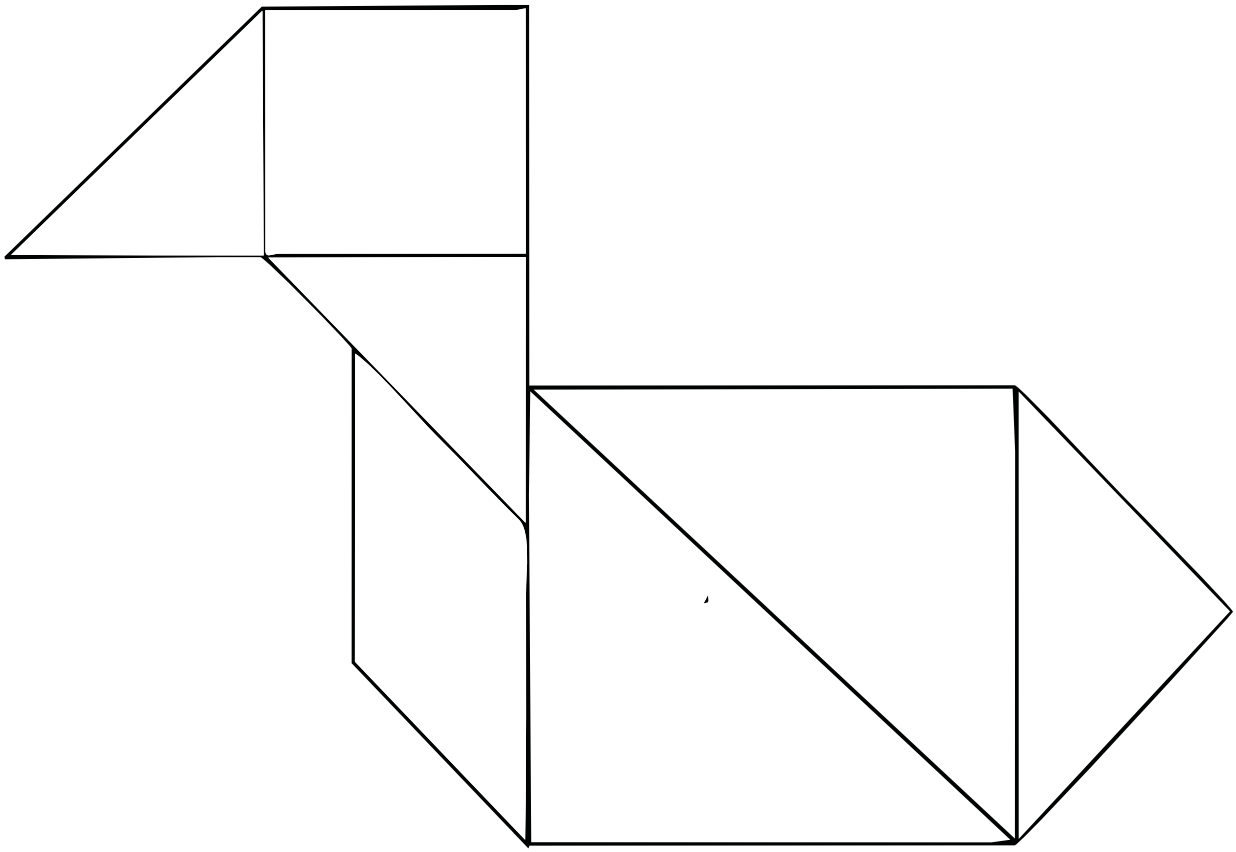
# GALINHA



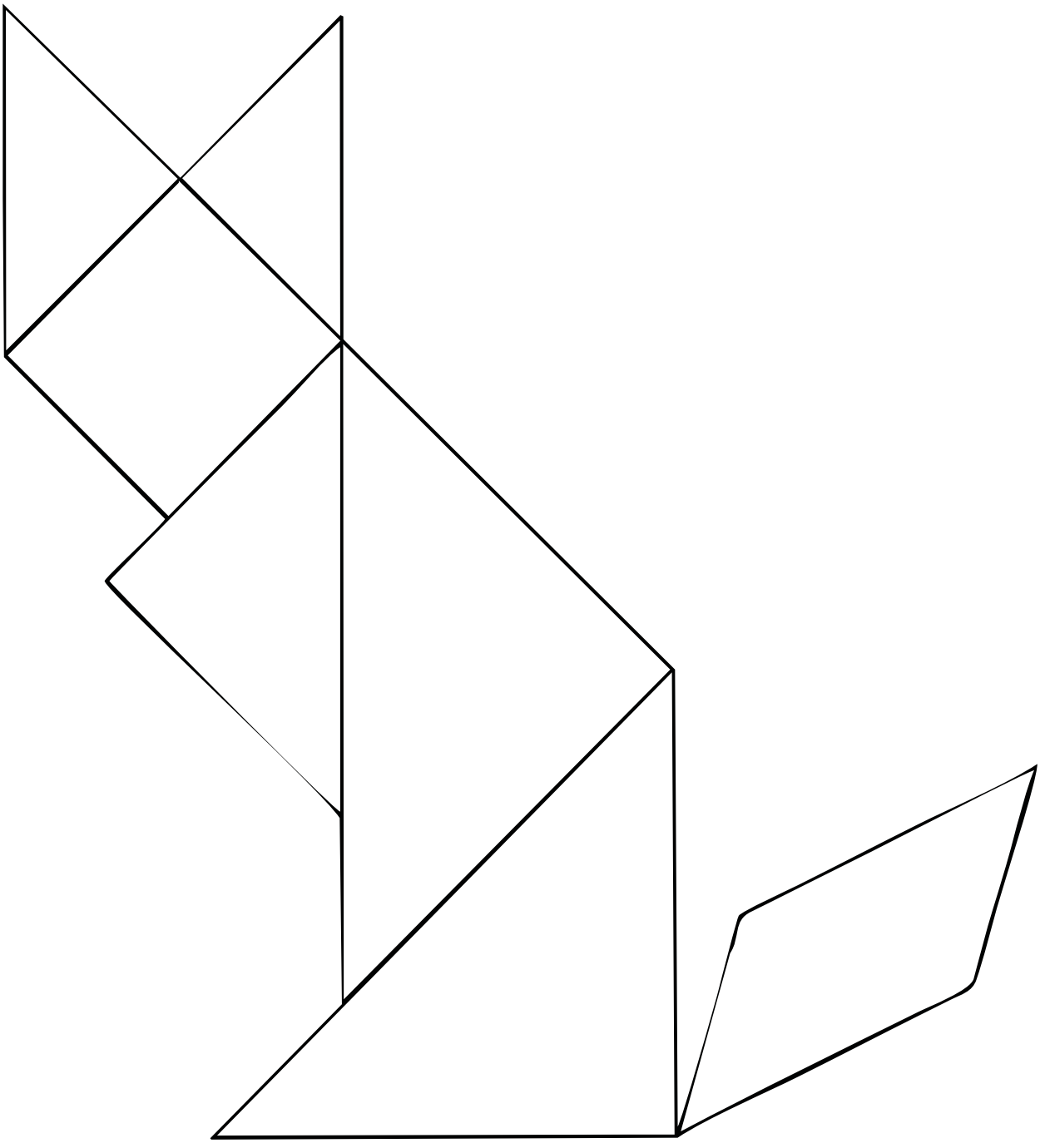
# CISNE



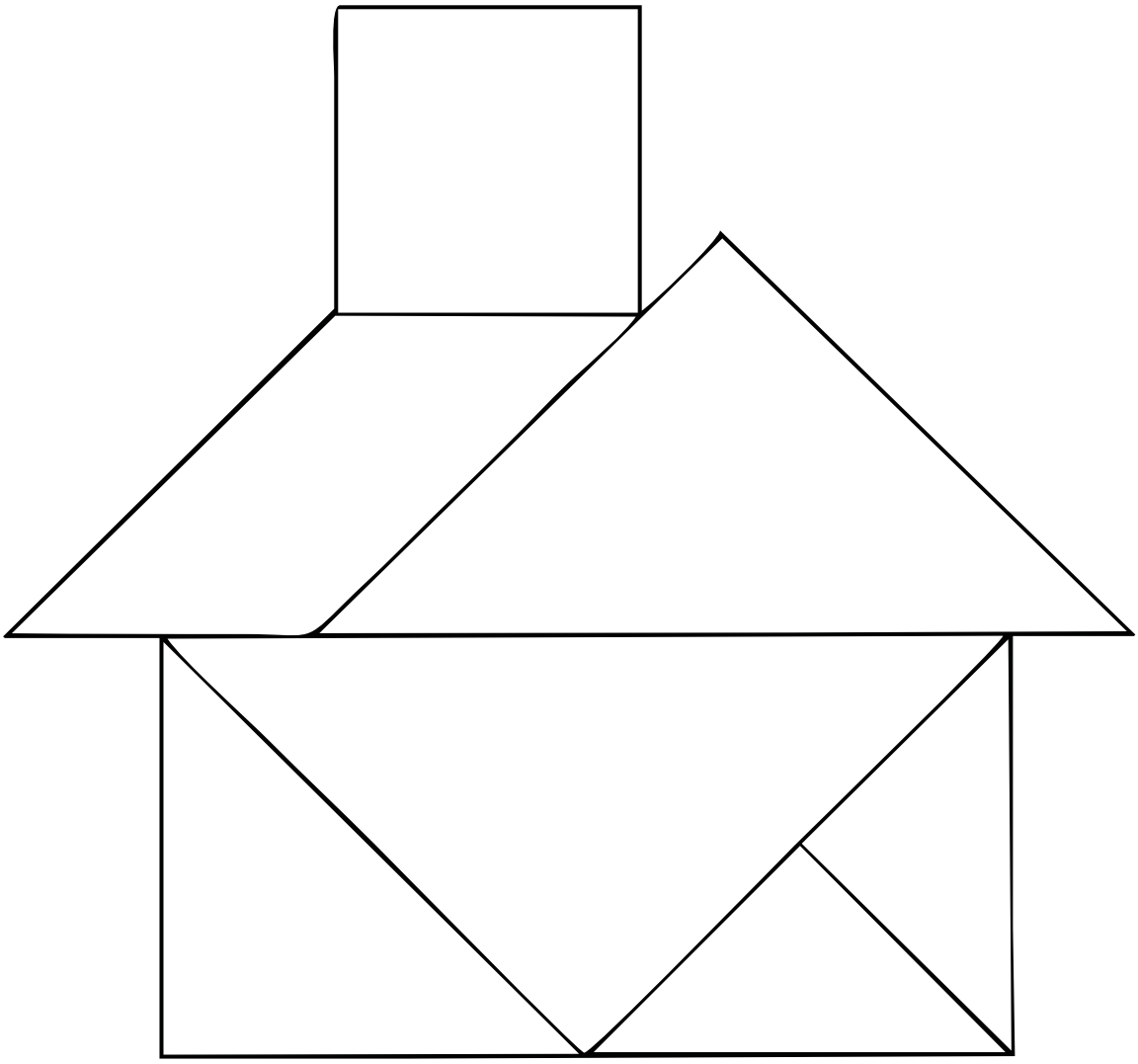
# PATO



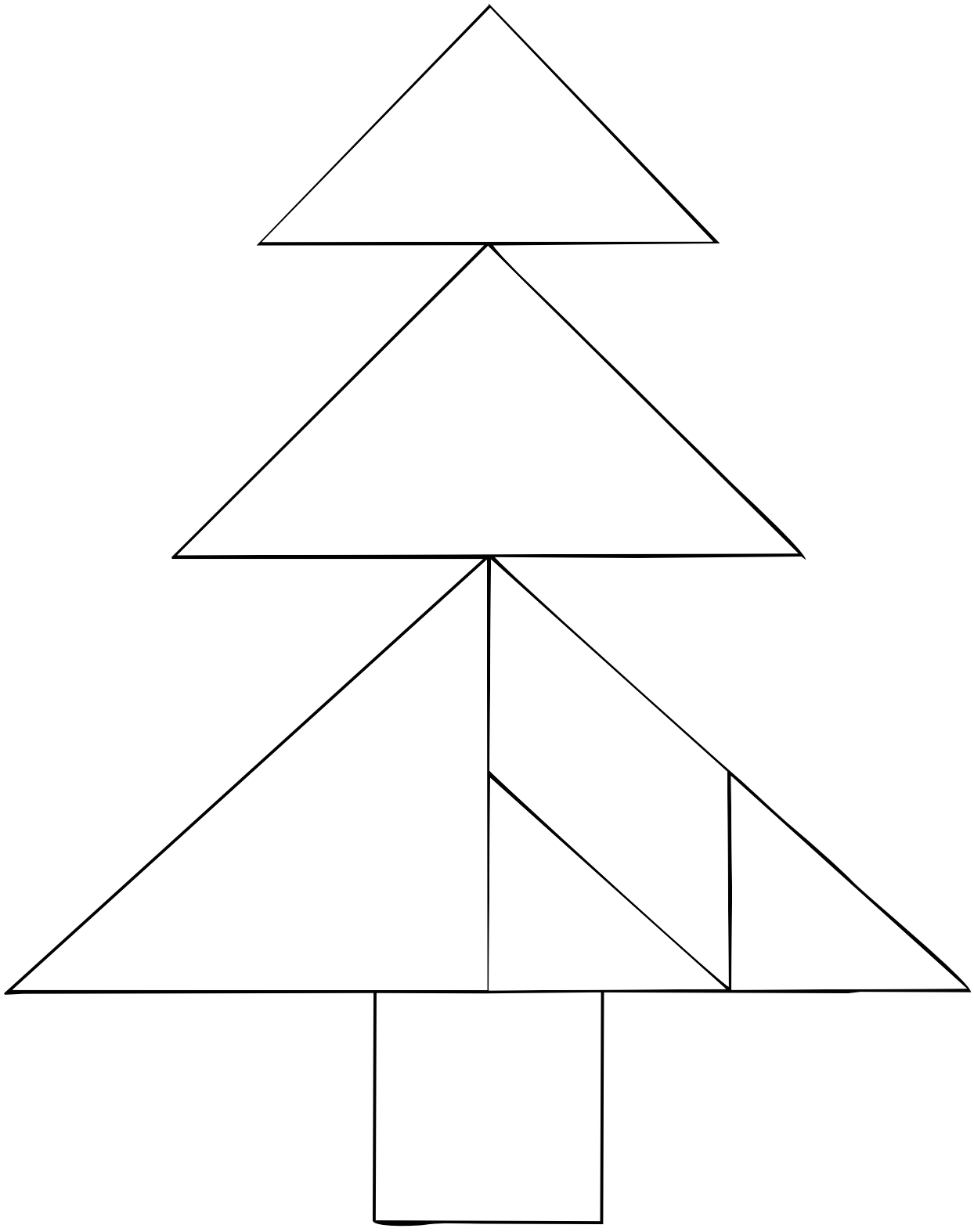
# CACHORRO



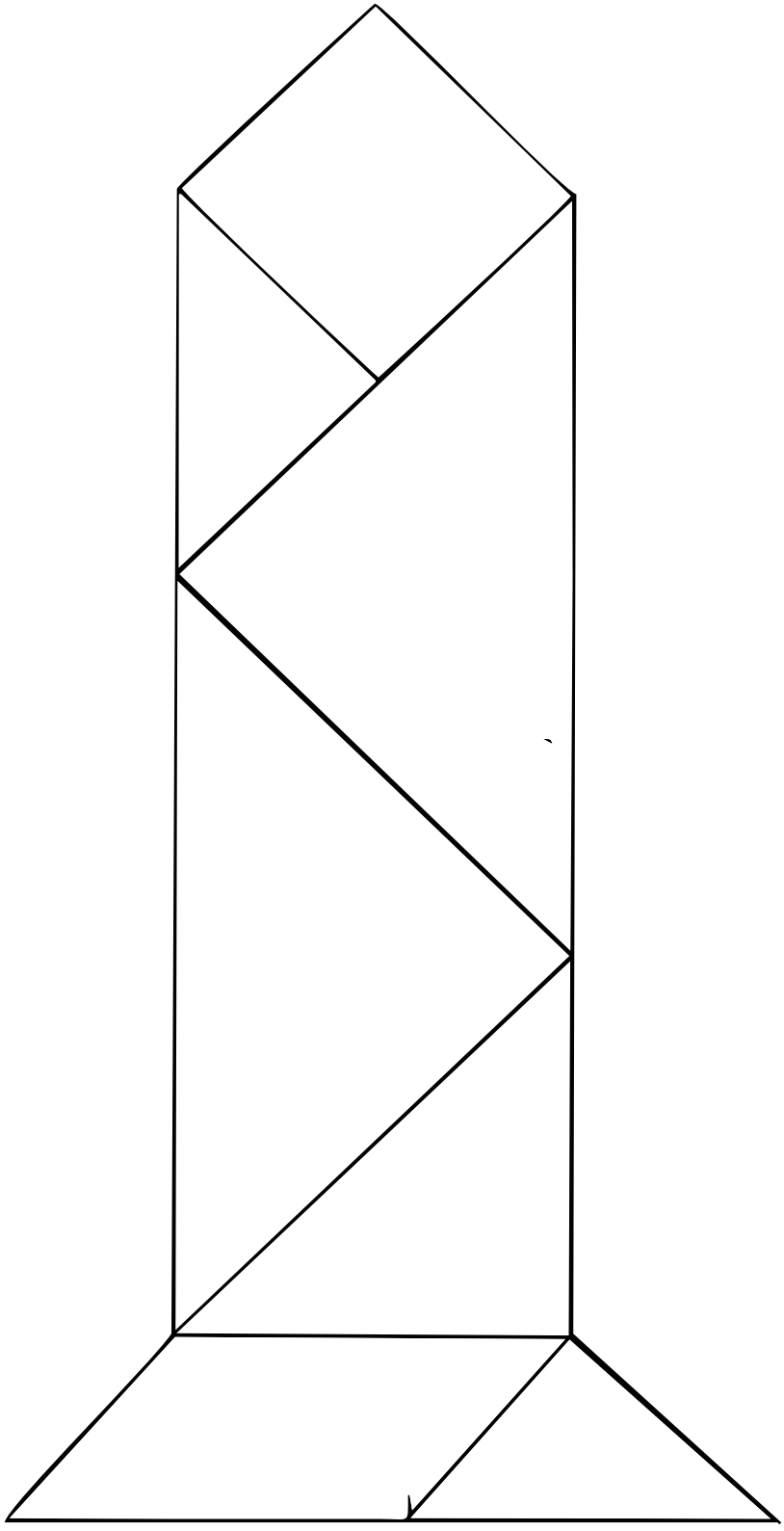
# CASA



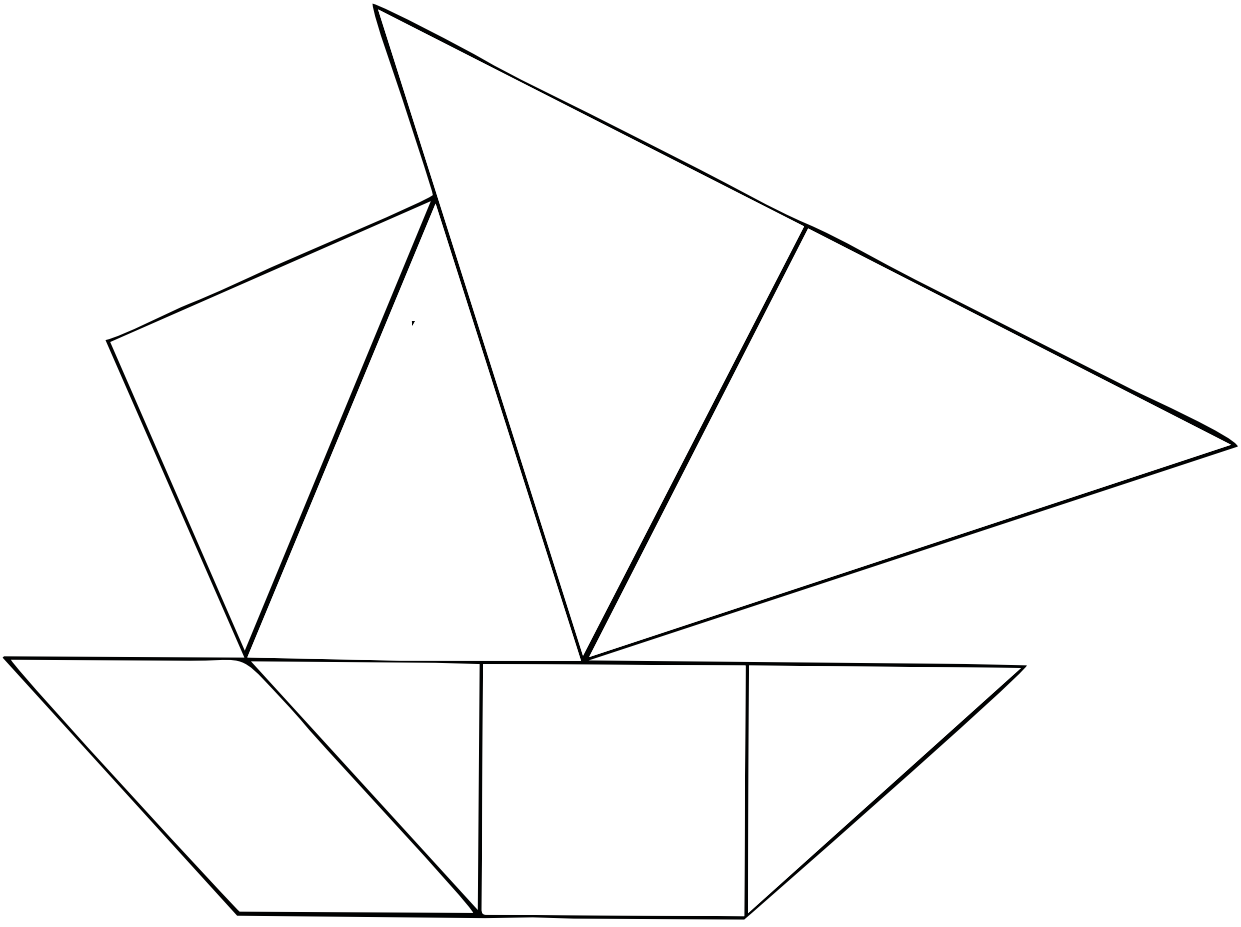
# PINHEIRO



# FOGUETE

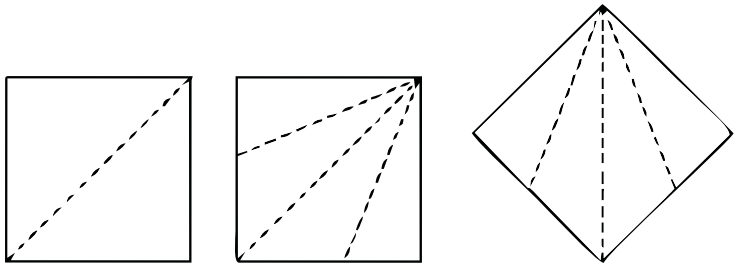


# BARCO

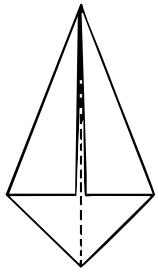


# PALHACINHO

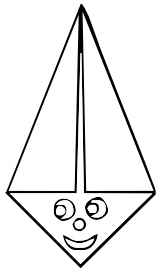
1 – UTILIZE PAPEL COLORIDO QUADRADO.
2 – DOBRAR O PAPEL DIAGONAL, VINCÁ-LO E DESDOBRAR.



3 – DOBRAR AS LATERAIS PARA A FRENTE, NA DIAGONAL, DE MODO A SE ENCONTRAREM NO CENTRO.

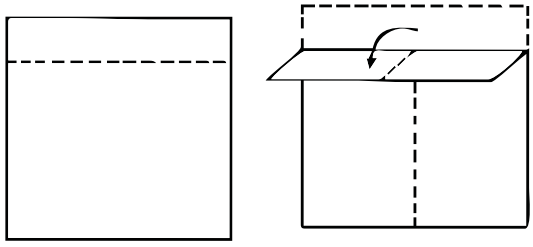


4 – DESENHAR OS OLHOS, NARIZ E BOCA. PARA O CORPO USE O DESENHO COMO RECURSO.

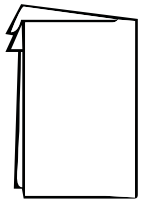


# ESTALO

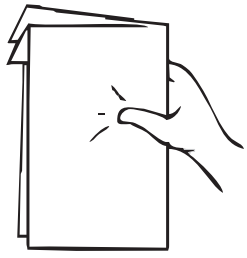
1 – DOBRAR UM DOS LADOS DE UMA FOLHA QUADRADA, CONFORME INDICA A FLECHA NO DESENHO:



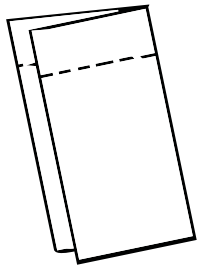
2 – DOBRAR NOVAMENTE, AGORA AO MEIO.



3 – SEGURAR FIRMEMENTE COM O POLEGAR E O INDICADOR COMO MOSTRA A FLECHA;

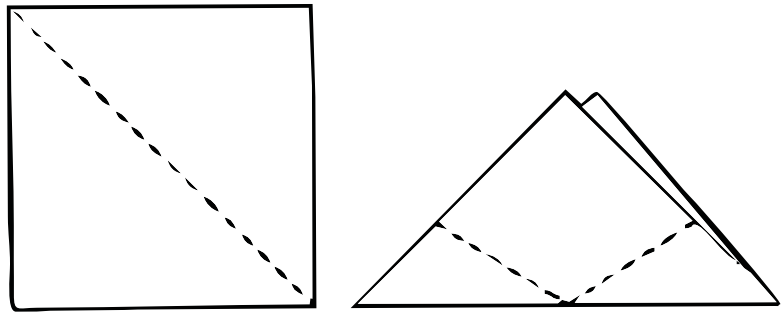


4 – MOVIMENTAR FORTEMENTE PARA BAIXO PARA QUE A PARTE DOBRADA, QUE ESTÁ DENTRO, SAIA PRODUZINDO UM ESTALO. PARA OBTER ESTE RUÍDO, É NECESSÁRIO QUE A DOBRADURA SEJA COM PAPEL DA ESPESSURA DO SULFITE.

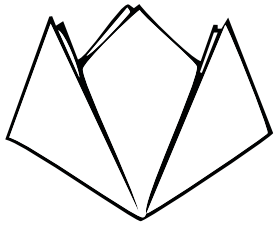


# TULIPA

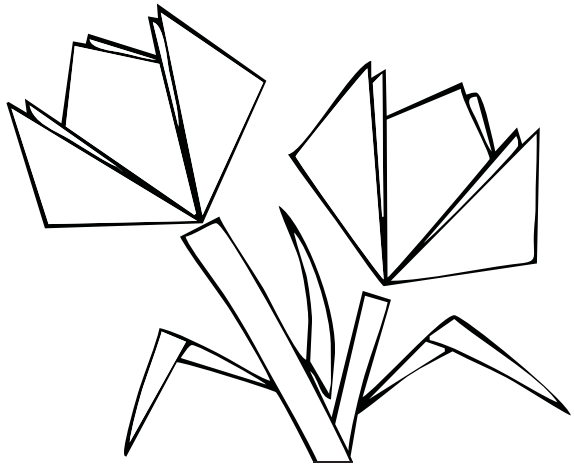
1 – UTILIZAR PAPEL QUADRADO E DOBRAR NA DIAGONAL, VINCANDO-O.



2 – DOBRAR AS PONTAS LATERAIS PARA CIMA, COMO MOSTRA O DESENHO:

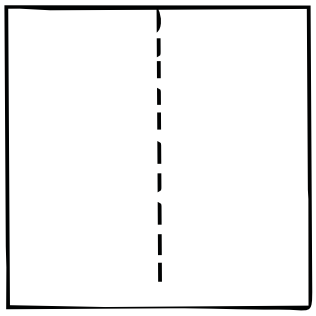


3 – COLAR E DESENHAR A HASTE E A FOLHA DA FLOR.

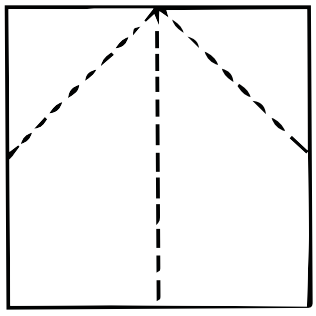


# CASINHA – 1

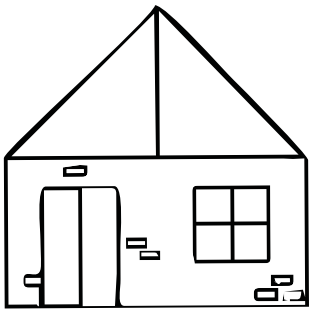
1 – PAPEL QUADRADO DOBRAR AO MEIO E VINCAR.



2 – DOBRAR ATÉ O CENTRO AS DUAS PONTAS LATERAIS.

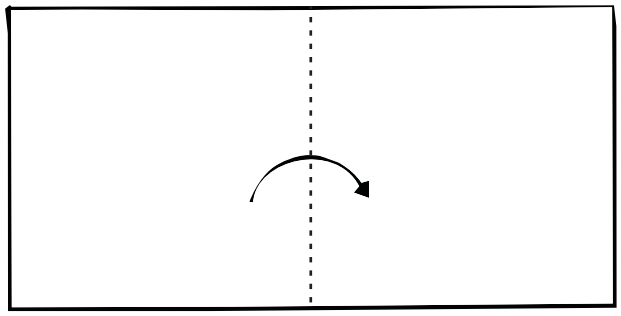


3 – DESENHAR A PORTA, JANELA.

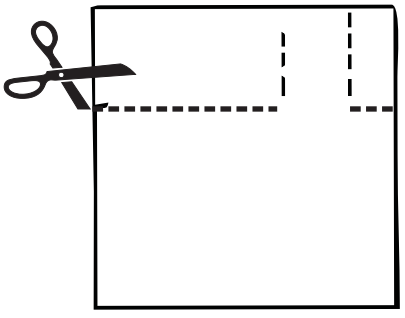


# CASINHA – 2

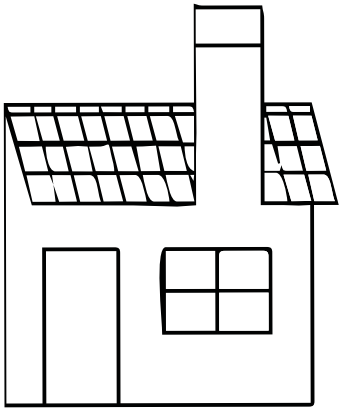
1 – PAPEL RETÂNGULO DOBRAR AO MEIO E VINCAR.



2 – DOBRAR AO MEIO COM AS PARTES ABERTAS PARA CIMA, PONTILHAR (VEJA DESENHO) PARA RECORTAR.

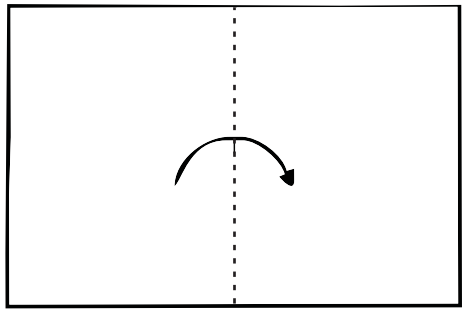


3 – RECORTAR E DOBRAR A PARTE RECORTADA PARA BAIXO, FORMANDO O TELHADO. DECORAR A CASINHA.

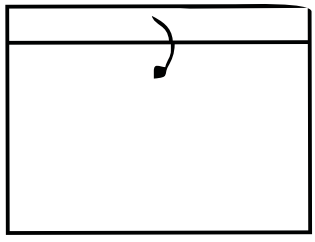


# CASINHA – 3

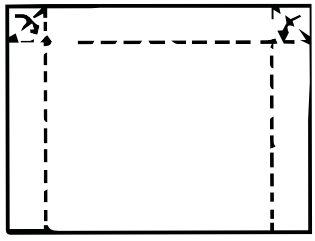
1 – PAPEL RETÂNGULO DOBRAR AO MEIO E VINCAR.



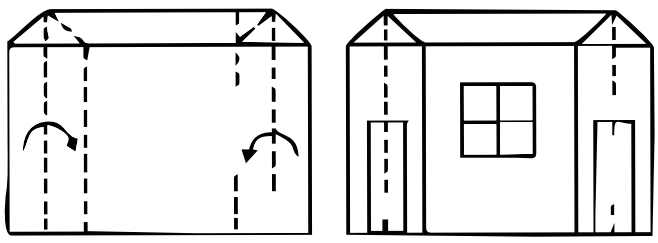
2 – DOBRAR UMA PARTE (SENTIDO COMPRIMENTO) PARA BAIXO.



3 – DOBRAR UM POUCO CADA LADO DO PAPEL E AS PONTAS LATERAIS TAMBÉM.

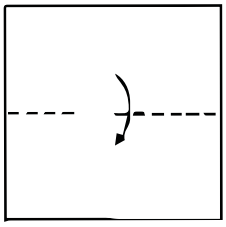


4 – COM OS DEDOS ABRIR AS PONTAS DOBRADAS FORMANDO O TELHADO E DECORAR.

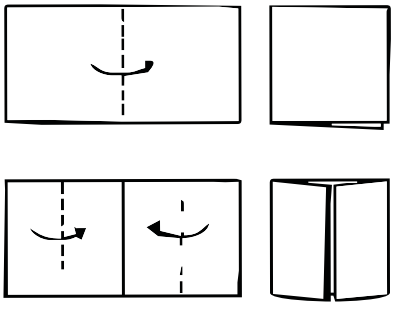


# CASINHA – 4

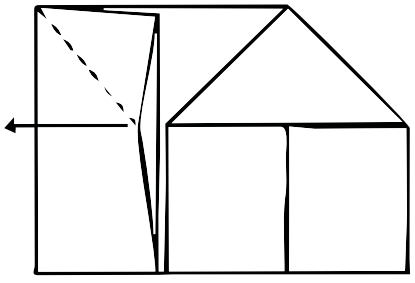
1 – PAPEL RETANGULAR DOBRAR AO MEIO, VINCAR E DOBRAR AO MEIO NOVAMENTE.



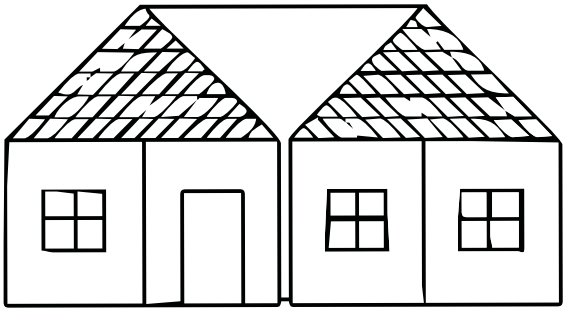
2 – ABRIR E DOBRAR CADA LADO ATÉ ENCONTRAR O MEIO.



3 – COLOCAR A PONTA DO DEDO POR DENTRO E ABRIR O PAPEL PARA FORMAR O TELHADO E A PAREDE.

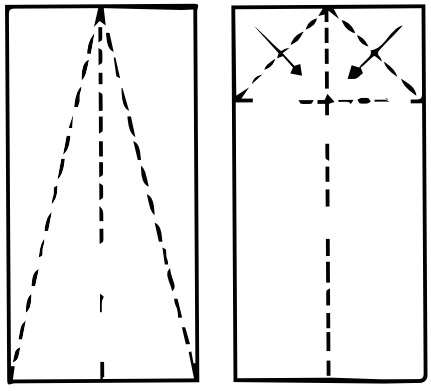


4 – ABRIR COM OS DEDOS OS DOIS LADOS E DECORAR A CASINHA.

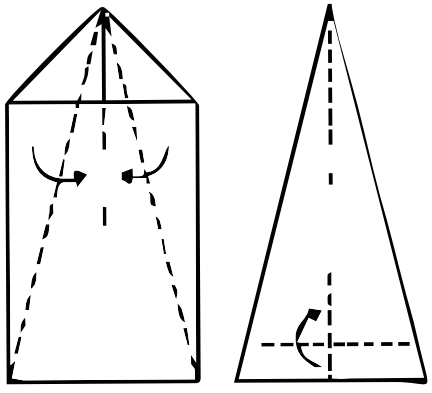


# BARCO

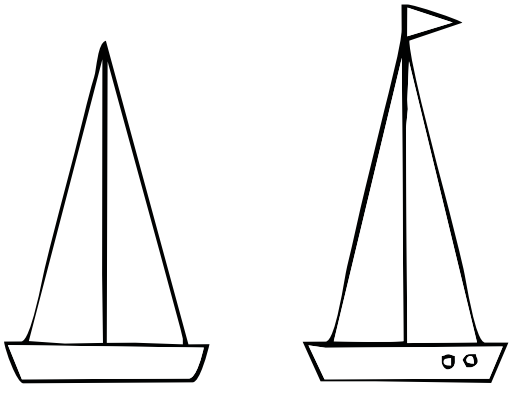
1 – UTILIZAR PAPEL RETANGULAR E DOBRAR AO MEIO NO SENTIDO DO COMPRIMENTO. DOBRAR AS PONTAS SUPERIORES ATÉ SE ENCONTRAREM NO CENTRO.



2 – DOBRAR NOVAMENTE, DO MESMO JEITO, SEGUINDO AS LINHAS PONTILHADAS E DAR UMA DOBRA PEQUENA NAS PONTAS INFERIORES.

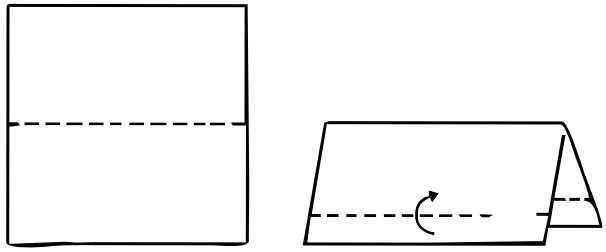


3 – ENFEITAR COM BANDEIRINHA DE PAPEL.

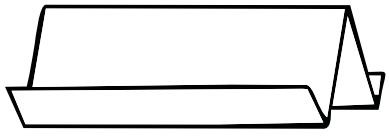


# CHAPÉU DE CAMPONESA

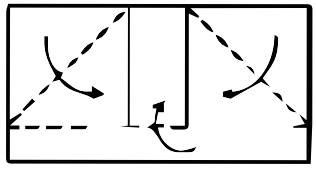
1 – DOBRAR UMA FOLHA QUADRADA AO MEIO.



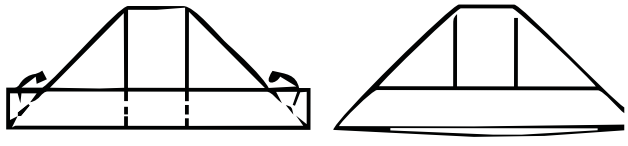
2 – DOBRAR A QUARTA PARTE INFERIOR, CONFORME MOSTRA O DESENHO. DESDOBRAR.



3 – DOBRAR OS CANTOS, SEGUINDO A FLECHA.



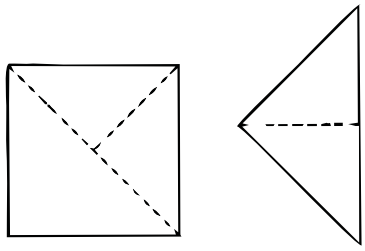
4 – VIRAR AS PARTES INFERIORES PARA CIMA PARA FORMAR AS ABAS DO CHAPÉU.



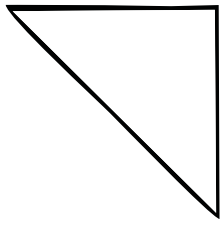
# PEIXE SIMPLES

1 – PARA CONFECCIONÁ-LO UTILIZAR 2 QUADRADOS DE PAPEL DO MESMO TAMANHO.

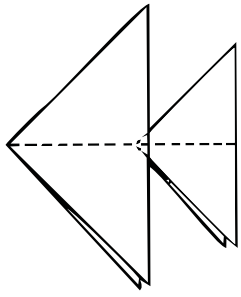
2 – DOBRAR O QUADRADO NA DIAGONAL, VINCAR E RESERVAR ESSE PAPEL JÁ DOBRADO.



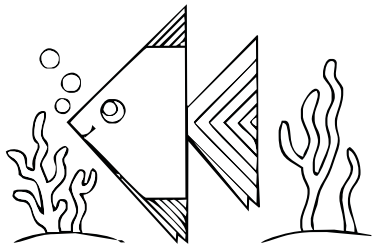
3 – COM O SEGUNDO PAPEL PROCEDER IGUAL AO PRIMEIRO E DOBRÁ-LO NOVAMENTE.



4 – MONTAGEM DO PEIXE.

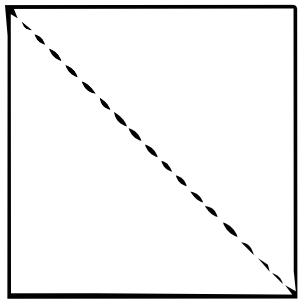


5 – DESENHAR O OLHO E O AMBIENTE ONDE O PEIXE ESTÁ INSERIDO.

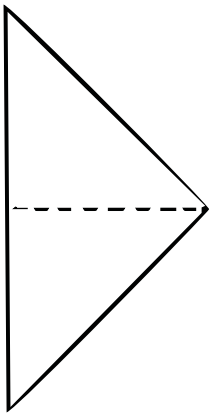


# PEIXE JAPONÊS

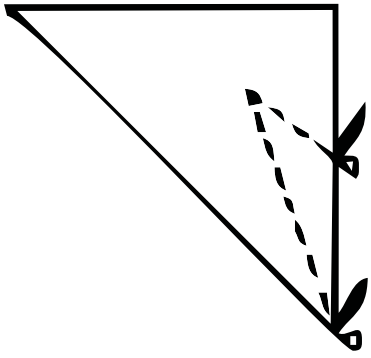
1 – UTILIZAR UMA FOLHA DE PAPEL NA FORMA QUADRADA.



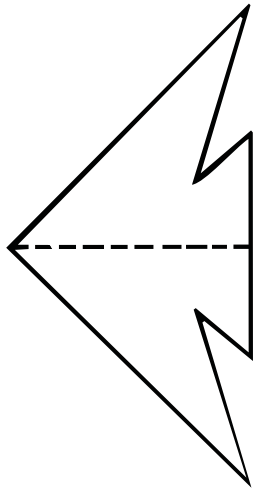
2 – DOBRÁ-LA NA DIAGONAL E VINCAR.



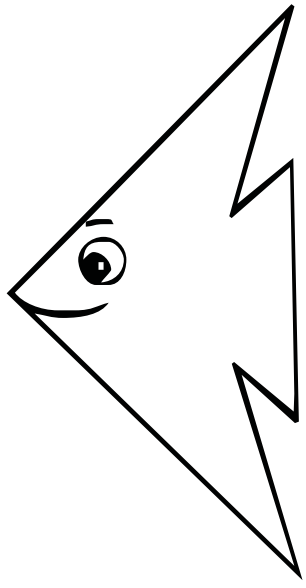
3 – DOBRAR NOVAMENTE AO MEIO NA HORIZONTAL.



4 – SEGUIR A INSTRUÇÃO ONDE RECORTAR.



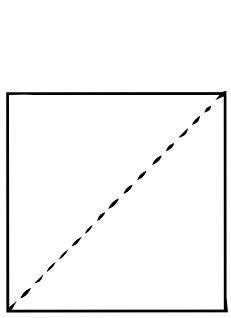
5 – RETIRAR A PARTE RECORTADA E DESDOBRAR O PAPEL. DESENHAR O OLHO E O AMBIENTE.

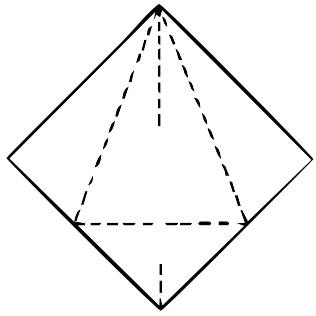


# PÁSSARO - 1

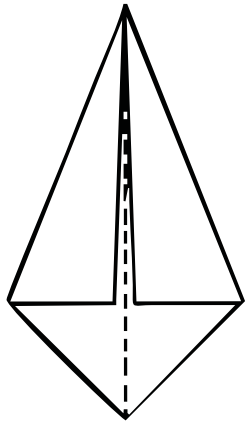
1 – UTILIZAR PAPEL QUADRADO.

2 E 3 – PASSOS IGUAIS DO PALHACINHO.

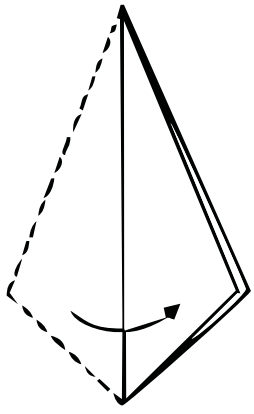




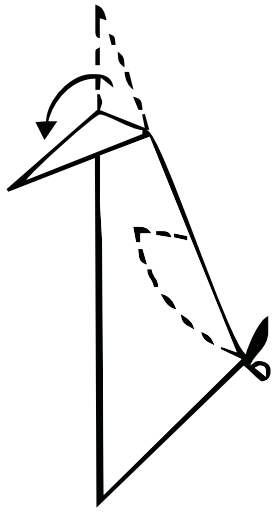
4 – DOBRAR PARA TRÁS NA VERTICAL.



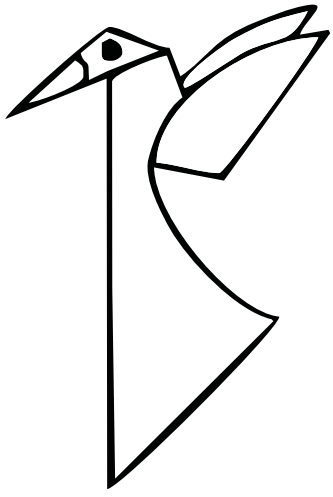
5 – DOBRAR A PARTE PONTINHA PARA FORMAR A CABEÇA.



6 – DESENHAR COM O LÁPIS E DEPOIS RECORTAR.

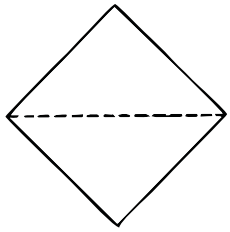


7 – DOBRAR PARA TRÁS, DE CADA LADO, A PARTE RECORTADA DANDO ASSIM O FORMATO DAS ASAS. DESENHAR O BICO E O OLHO.

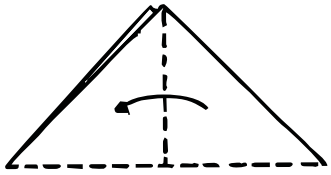


# PÁSSARO - 2

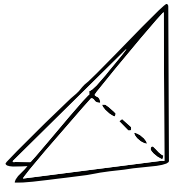
1 – UTILIZAR FOLHA QUADRADA E DOBRAR NA DIAGONAL.



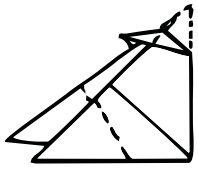
2 – DOBRAR AO MEIO.



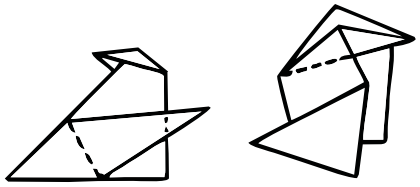
3 – DOBRAR, NA LINHA PONTILHADA, UMA PARTE PARA A FRENTE E A OUTRA PARA TRÁS.



4 – DOBRAR PARA DENTRO NA LINHA PONTILHADA, FORMANDO A CABEÇA DO PASSARINHO.

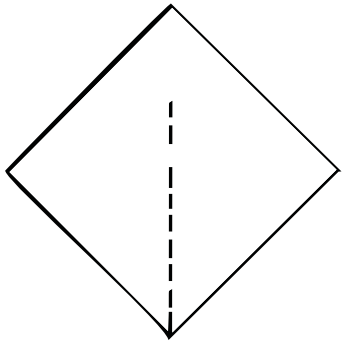


5 – DOBRAR DE AMBOS OS LADOS, SEGUINDO O PONTILHADO, PARA FORMAR AS ASAS DO PASSARINHO.

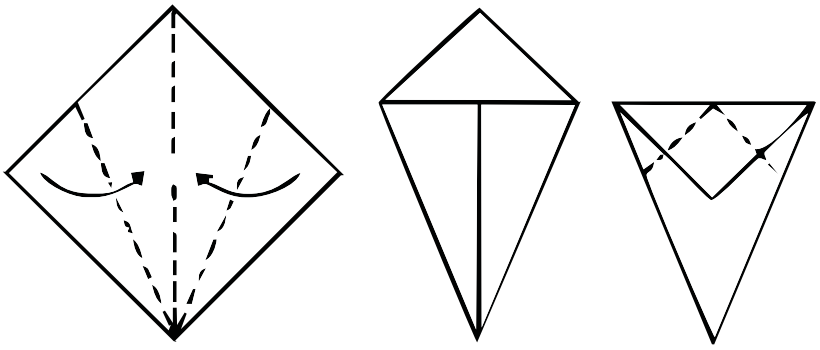


# PÁSSARO - 3

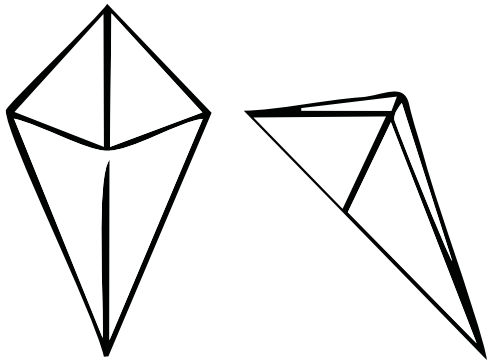
1 – UTILIZAR PAPEL QUADRADO, DOBRAR AO MEIO E VINCAR.



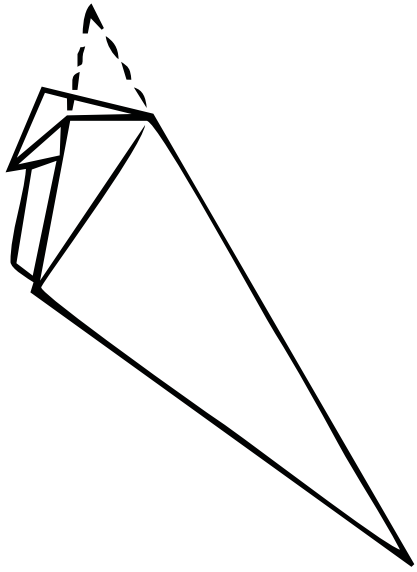
2 – DOBRAR AS LATERAIS, DE MODO QUE SE ENCONTREM AO CENTRO E DOBRAR A PONTA SUPERIOR PARA FRENTE.



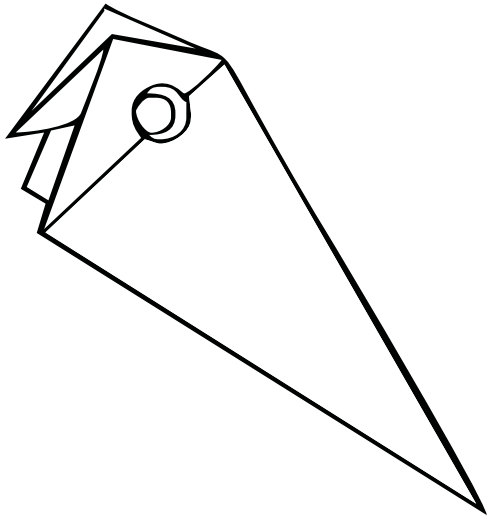
3 – DOBRAR AS PONTAS SUPERIORES ATÉ SE ENCONTRAREM AO CENTRO.



4 – DOBRAR PARA BAIXO, COM A ABERTURA DO CENTRO PARA CIMA.



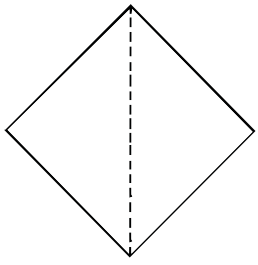
5 – DOBRAR PARA TRÁS A PONTA SUPERIOR, VINCANDO BEM E DESDOBRAR. FORÇAR A PARTE QUE FOI VINCADA PARA DENTRO FORMANDO O BICO. PINTAR OS OLHOS NOS DOIS LADOS.



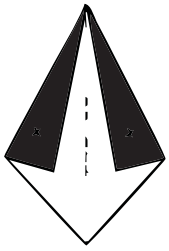
# PINGÜIM

1 – UTILIZAR PAPEL QUADRADO PRETO.

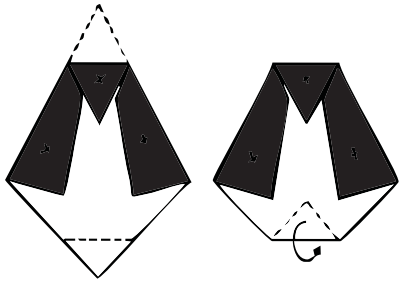
2 – COM A PARTE PRETA PARA BAIXO, DOBRAR O PAPEL NA DIAGONAL, VINCAR E DESDOBRAR.



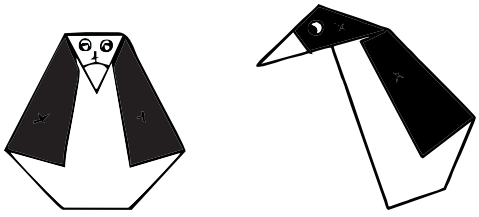
3 – DOBRAR AS PONTAS DAS DIAGONAIS, DE MODO QUE QUASE SE ENCONTREM AO CENTRO.



4 – DOBRAR A PARTE SUPERIOR PARA FRENTE E A INFERIOR PARA TRÁS.

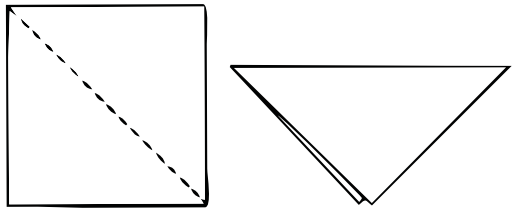


5 – DOBRAR O PAPEL AO MEIO, DEIXANDO A PARTE PRETA DO PAPEL PARA FORA E PUXAR O QUE VOCÊ DOBROU NA PARTE SUPERIOR PARA FORMAR O BICO. DESENHAR O OLHO.

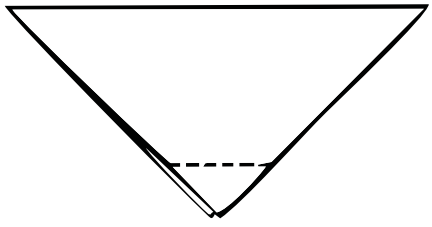


# CABEÇA DO CÃO

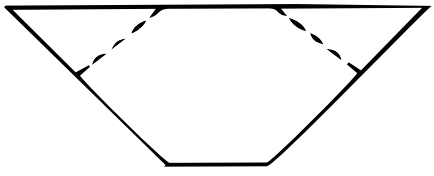
1 – UTILIZAR PAPEL QUADRADO E DOBRAR NA DIAGONAL, VINCANDO-O.



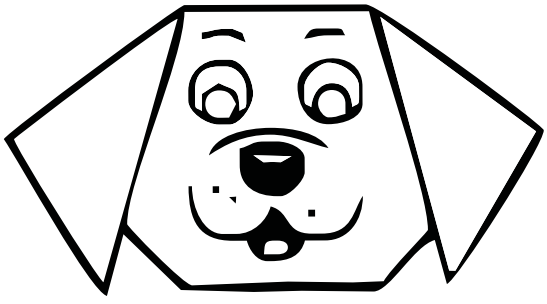
2 – DOBRAR A PONTA INFERIOR PARA TRÁS.



3 – DOBRAR AS PONTAS LATERAIS PARA CIMA, COMO MOSTRA O DESENHO:

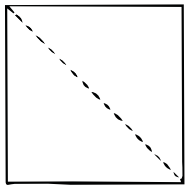


4 – DESENHAR OS OLHOS, NARIZ E BOCA.

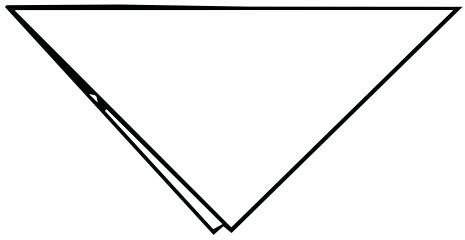


# CARINHA DO PORCO

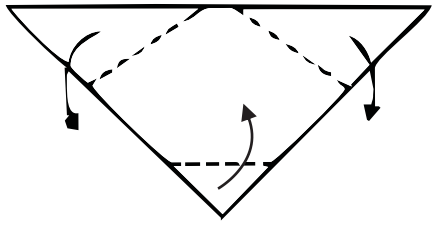
1 – UTILIZAR PAPEL QUADRADO E DOBRAR NA DIAGONAL, VINCANDO-O.



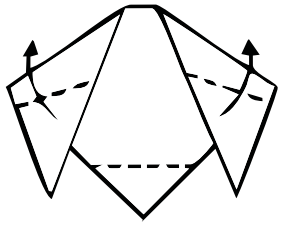
2 – DOBRAR UMA DAS PONTAS INFERIORES PARA FRENTE.



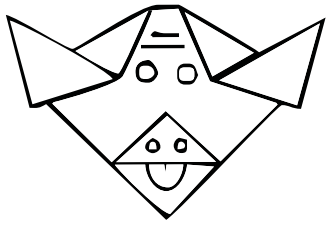
3 – DOBRAR AS PONTAS LATERAIS PARA CIMA, COMO MOSTRA O DESENHO:



4 – DOBRAR PARA FRENTE E TORNAR A DOBRAR PARA CIMA.

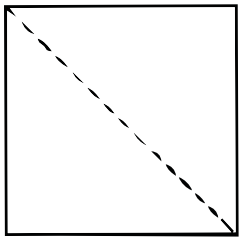


5 – DESENHAR O FOCINHO, OLHOS, BOCA.

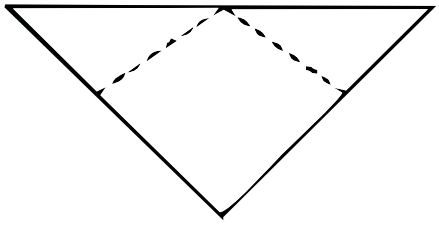


# RATINHO

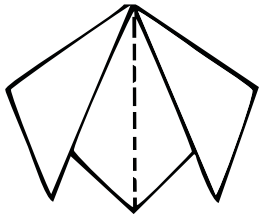
1 – UTILIZAR PAPEL QUADRADO E DOBRAR NA DIAGONAL, VINCANDO-O.



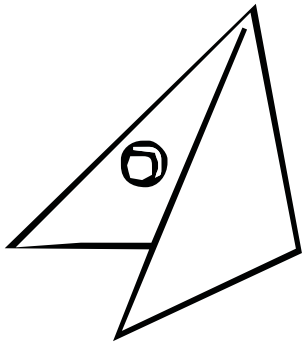
2 – DOBRAR DE NOVO NA DIAGONAL.



3 – DOBRAR NOVAMENTE E VIRAR AS PONTAS LATERAIS PARA FRENTE COMO VOCÊ FEZ COM AS ORELHAS DO CACHORRO.

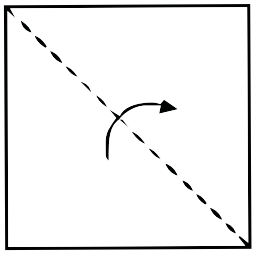


4 – AGORA DOBRAR NOVAMENTE AO MEIO E VOCÊ TERÁ UM RATINHO. DESENHAR O OLHO.

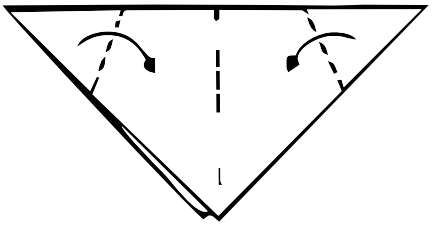


# SAPO

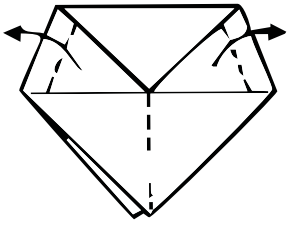
1 – UTILIZAR PAPEL QUADRADO E DOBRAR NA DIAGONAL.



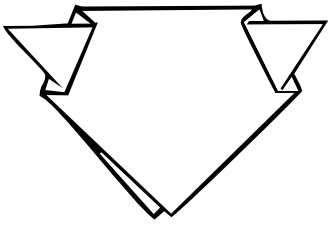
2 – DOBRAR AS PONTAS LATERAIS COMO NO DESENHO:



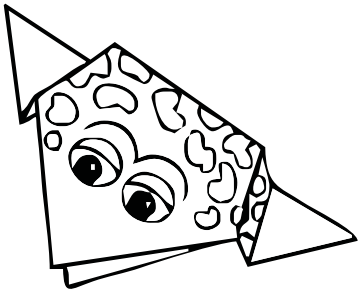
3 – VINCAR ONDE É INDICADO NA FIGURA:



4 – VEJA COMO FICA, NO VERSO:



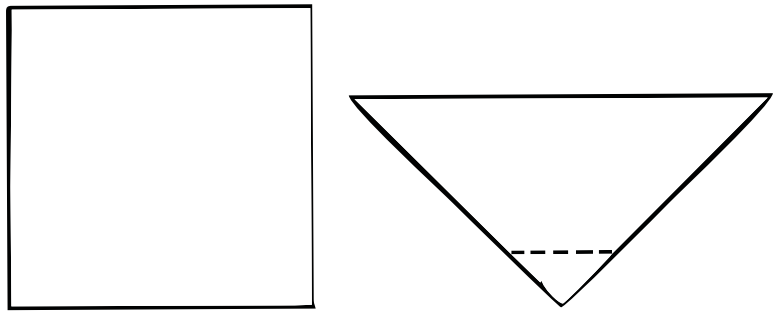
5 – DESENHAR O CORPO DO SAPO.



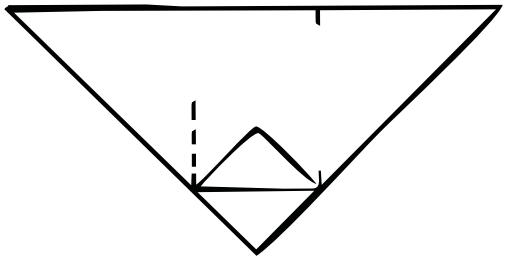
# VACA

VOCÊ VAI PRECISAR DE UM PAPEL QUADRADO PARA A CARINHA E UM PAPEL RETÂNGULO PARA O CORPO.

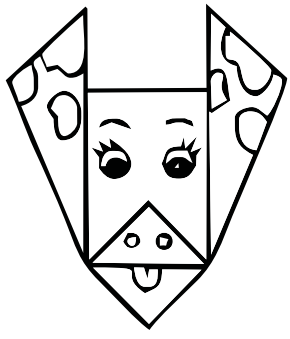
1 – USAR O PAPEL QUADRADO E COM O LADO COLORIDO PARA BAIXO; DOBRAR NA DIAGONAL.



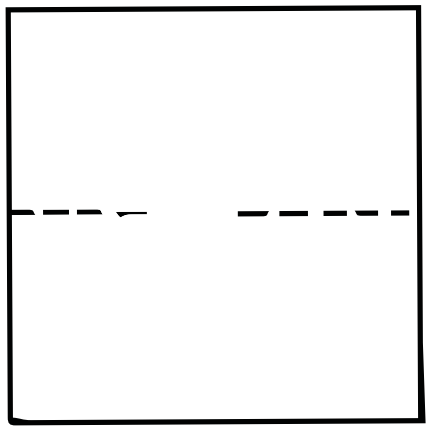
2 – NO SENTIDO DA FIGURA ABAIXO, DOBRAR UMA DAS PONTAS INFERIORES PARA CIMA E VINCAR AS PONTAS LATERAIS PARA FORMAREM AS ORELHAS.



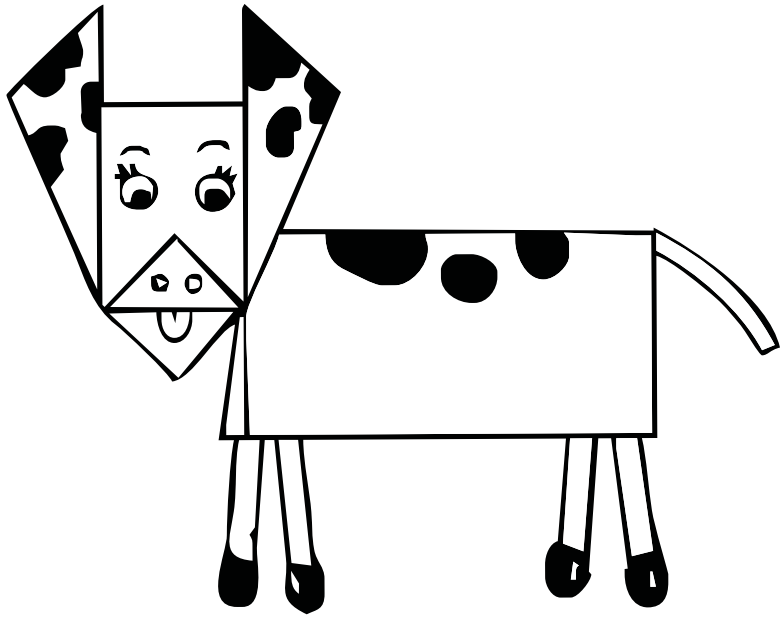
3 – ESTÁ PRONTA A CARA DA VACA, DESENHAR OLHOS, FOCINHO. COLAR UM PEDACINHO DE PAPEL VERMELHO DEBAIXO DO PAPEL QUE FOI DOBRADO PARA IMITAR A LÍNGUA.



4 – O PAPEL RETÂNGULO, DOBRAR AO MEIO NO SENTIDO HORIZONTAL, VOCÊ TERÁ O CORPO DA VACA.

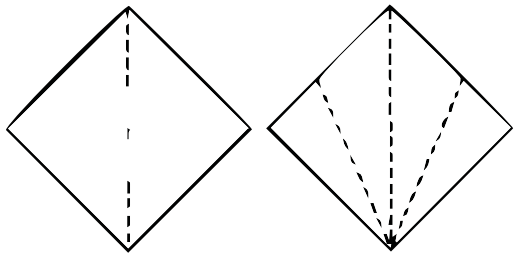


5 – AGORA MONTE COLANDO O CORPO E A CABEÇA; COMPLETAR COM PALITOS DE FÓSFORO FORMANDO AS PERNAS.

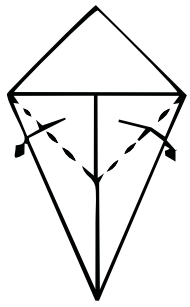


# ELEFANTE

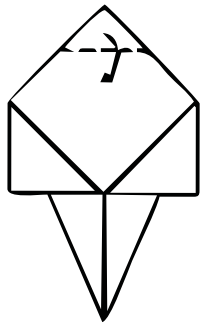
1 – UTILIZAR PAPEL QUADRADO E DOBRAR AO MEIO NA DIAGONAL E DESDOBRAR.



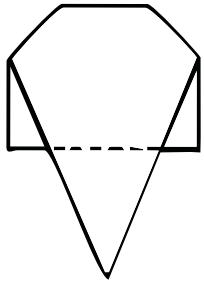
2 – DOBRAR AS PONTAS LATERAIS, DE FORMA A SE ENCONTRAREM NO CENTRO.



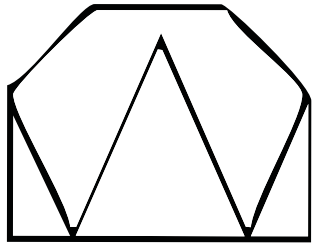
3 – DOBRAR AS PONTAS PARA FORA. VEJA DESENHO:



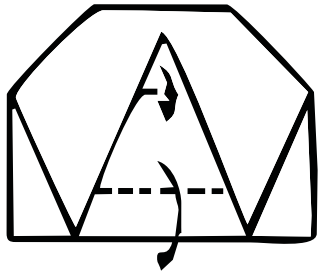
4 – DÊ UMA PEQUENA DOBRA PARA BAIXO, NA PONTA SUPERIOR.



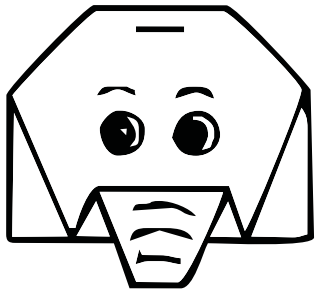
5 – VIRAR A FIGURA PARA O OUTRO LADO E DOBRAR PARA CIMA A PONTA INFERIOR.



6 – DAR UMA PEQUENA DOBRA NA PONTA E DOBRAR NOVAMENTE PARA BAIXO, FAZENDO UMA PREGA, FORMARÁ A TROMBA.

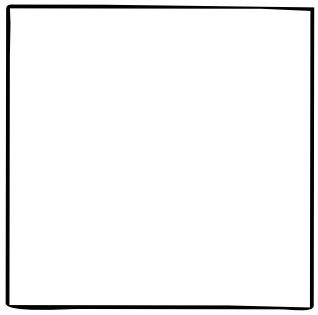


7 – DESENHAR OS DETALHES.

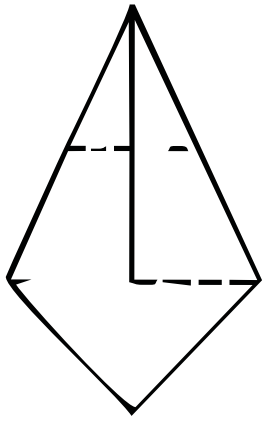


# GALO

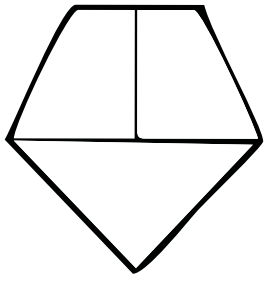
1 – UTILIZAR PAPEL QUADRADO, DOBRAR AO MEIO NA DIAGONAL, VINCAR E DESDOBRAR.



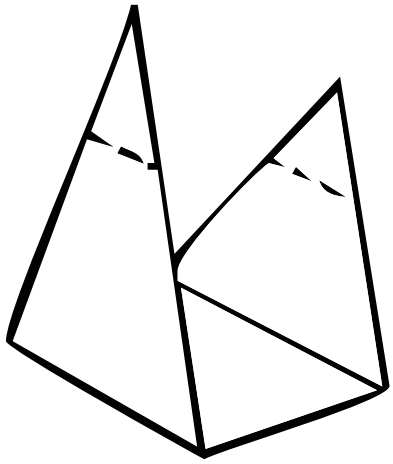
2 – DOBRAR AS LATERAIS, ATÉ CRUZAREM-SE AO CENTRO.



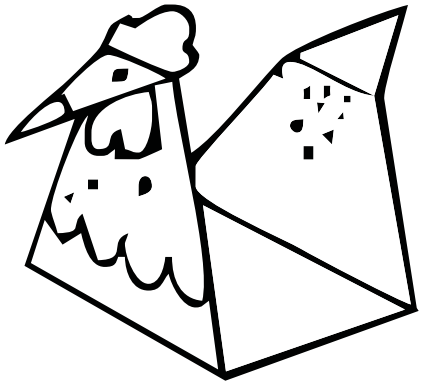
3 – DOBRAR AO MEIO O BICO QUE SE FORMOU.



4 – COLOCAR A FIGURA SOBRE A MESA E DOBRAR, FORMANDO O CORPO E A CABEÇA.

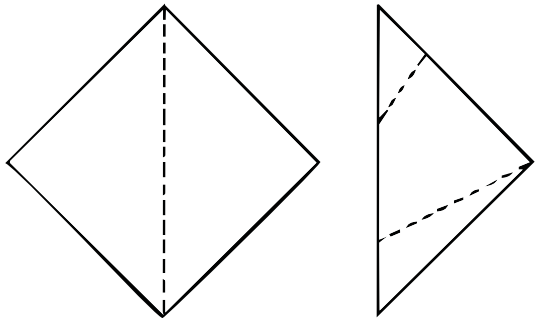


5 – RECORTAR PAPEL IMITANDO CRISTA E COLAR; DESENHAR O BICO E O OLHO.

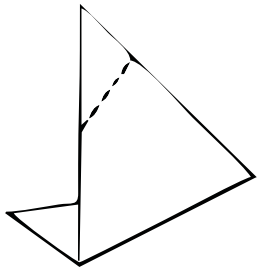


# GALINHA

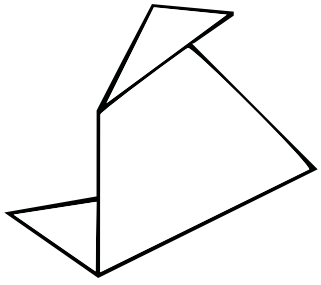
1 – UTILIZAR PAPEL QUADRADO E DOBRAR AO MEIO NA DIAGONAL, OBTENDO UM TRIÂNGULO.



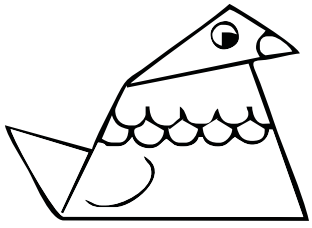
2 – DOBRAR A PONTA INFERIOR DO TRIÂNGULO PARA TRÁS, FORMANDO O RABO DA GALINHA.



3 – DOBRAR A PONTA SUPERIOR DO TRIÂNGULO PARA TRÁS, FORMANDO O BICO.

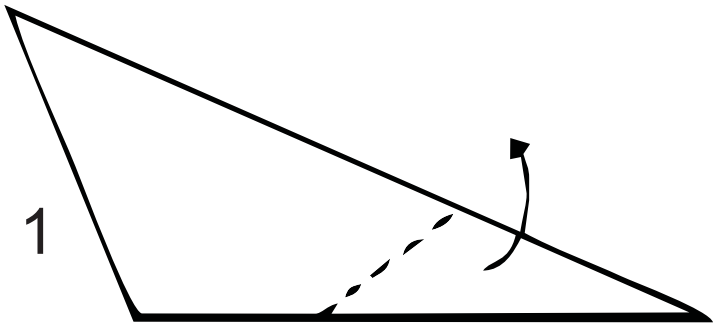


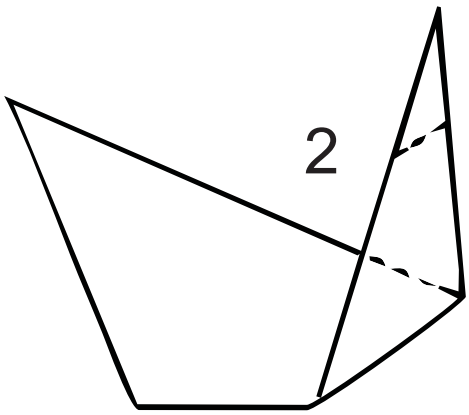
4 – DESENHAR O BICO E O OLHO.

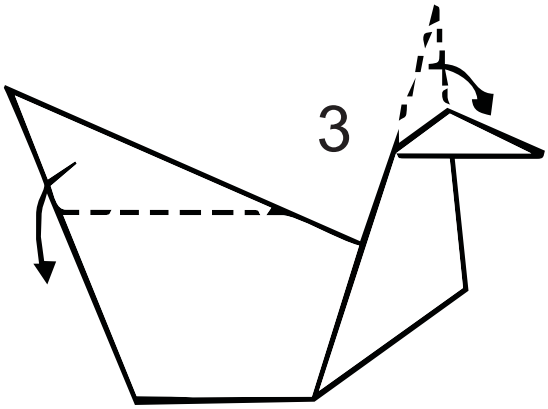


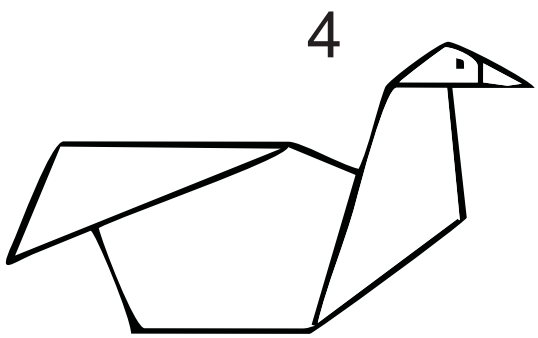
# PATA

MODELO IGUAL AO DA GALINHA, COM UMA DOBRA A MAIS. DOBRAR A CAUDA.



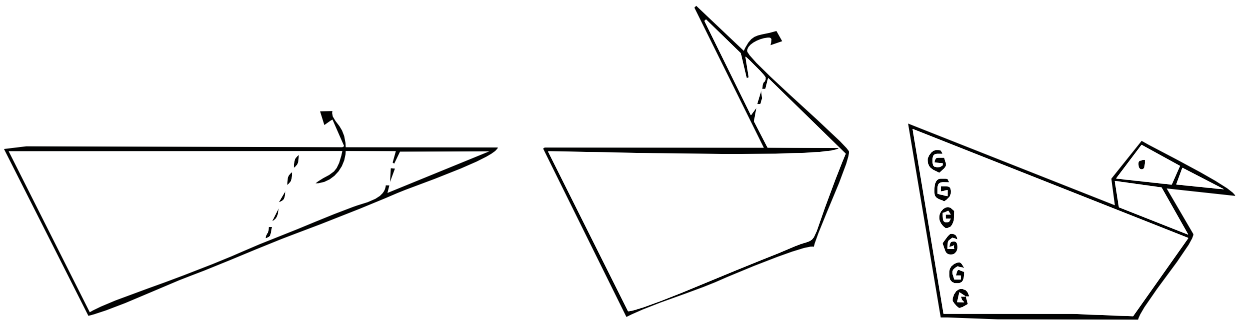



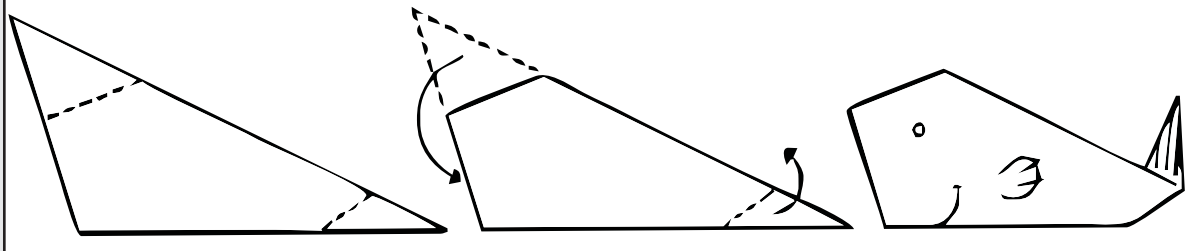
## PAVÃO

MESMA DOBRADURA DA PATA, COM PESCOÇO MAIS CURTO. PINTAR A CAUDA.



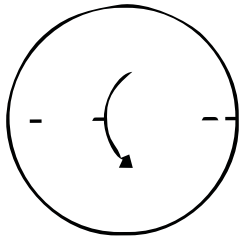
## PEIXE

MESMA DOBRADURA, EM POSIÇÃO CONTRÁRIA. O QUE ERA CABEÇA PASSA A SER CAUDA.

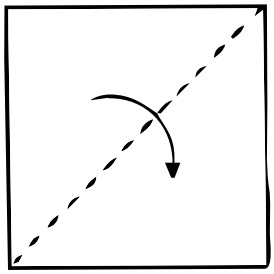


# RATINHO

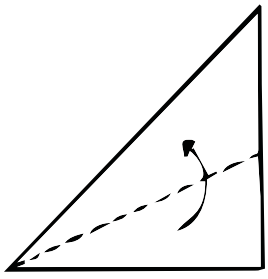
1 – PARA O CORPO VOCÊ VAI PRECISAR DE UM PAPEL CORTADO EM CÍRCULO, DOBRADO AO MEIO.



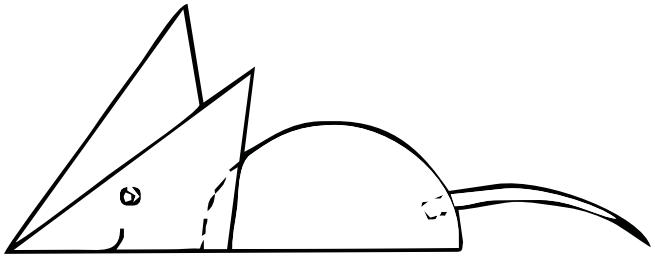
2 – PARA A CABEÇA, UM PAPEL QUADRADO DOBRADO NA DIAGONAL.



3 – APÓS DOBRAR NA DIAGONAL DOBRAR AS PONTAS PARA CADA LADO COMO MOSTRA O MODELO.

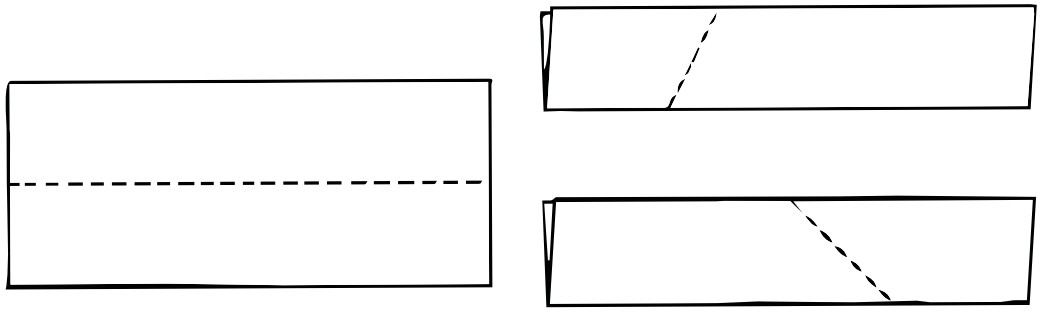


4 – MONTAR O RATINHO ENFIANDO A CABEÇA NO CORPO E DESENHAR O RABO, A BOCA E O OLHO.

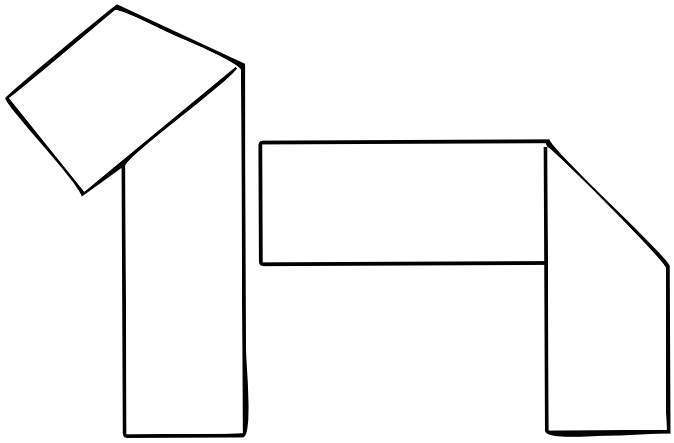


# CAVALO

1 – É NECESSÁRIO DOIS PAPÉIS DO MESMO TAMANHO, RETANGULARES. DOBRÁ-LOS NO SENTIDO DO COMPRIMENTO E DOBRÁ-LOS NOVAMENTE.



2 – MONTAGEM DO CAVALO.



3 – VEJA O ENCAIXE. FAÇA O RABO E A CRINA COM PAPEL RECORTADO.

