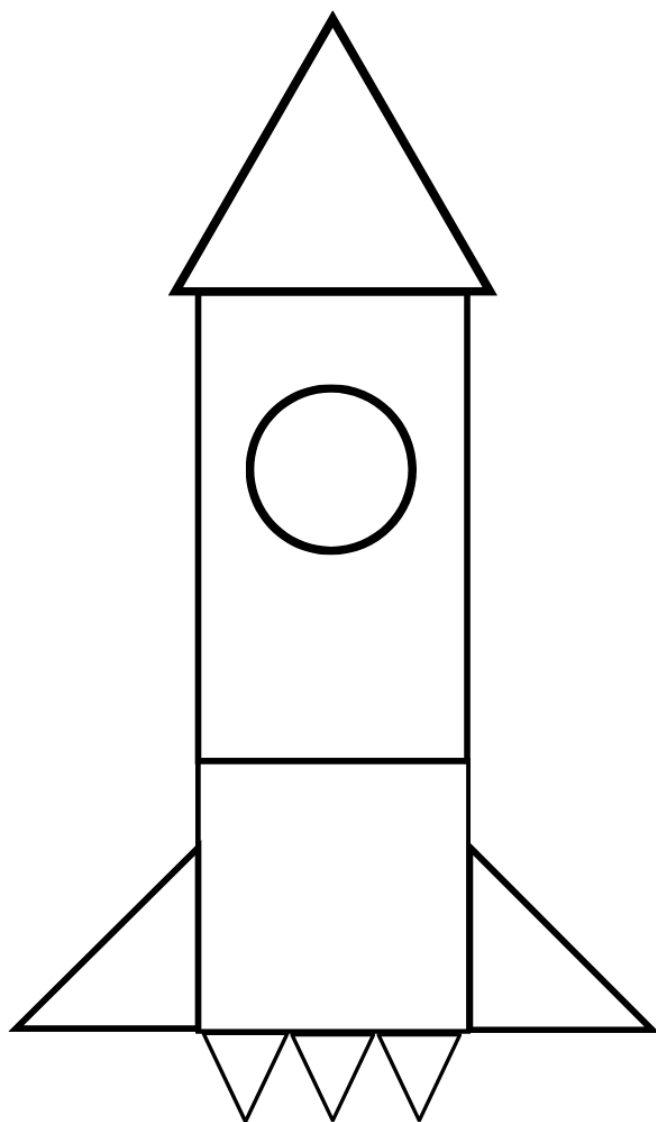
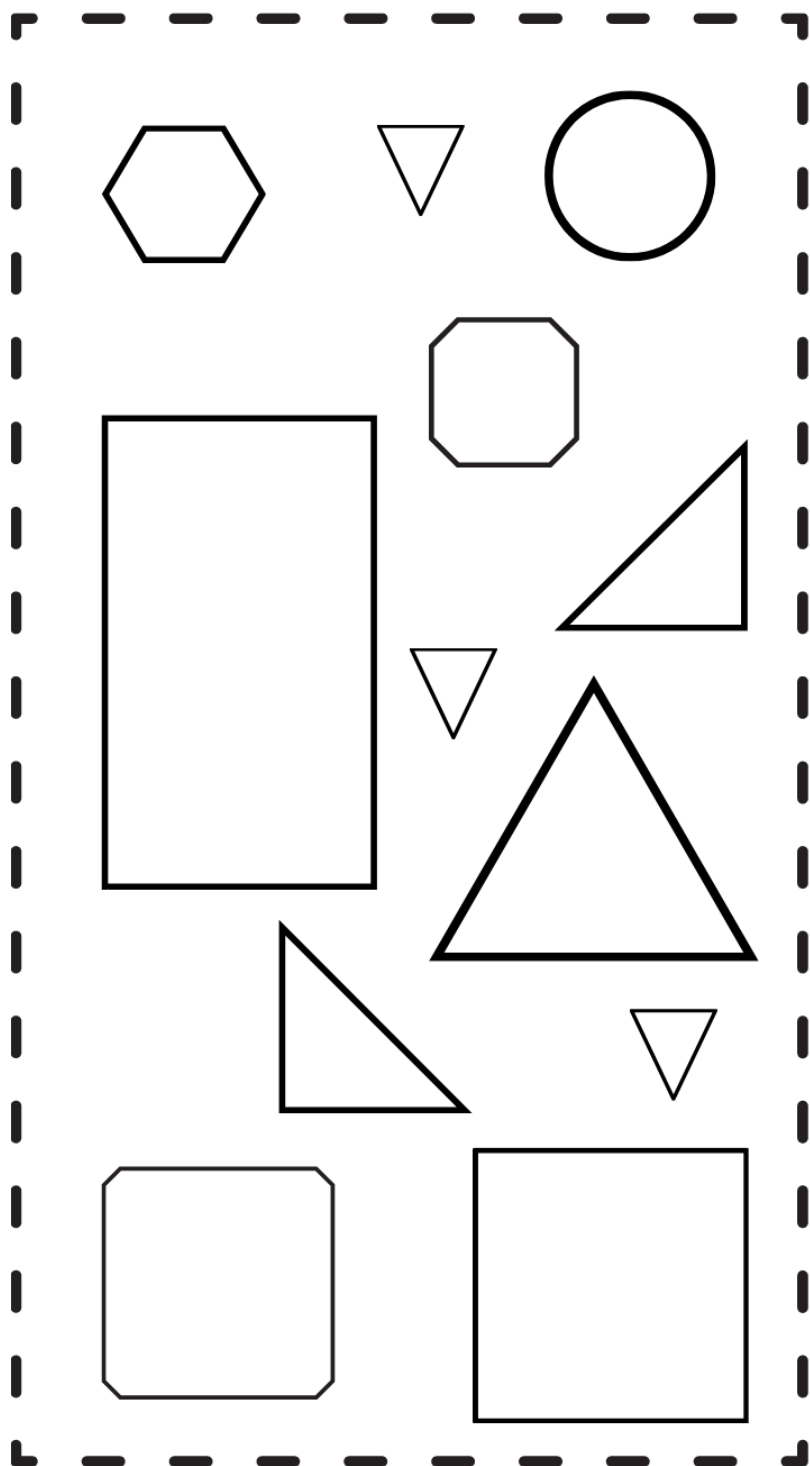
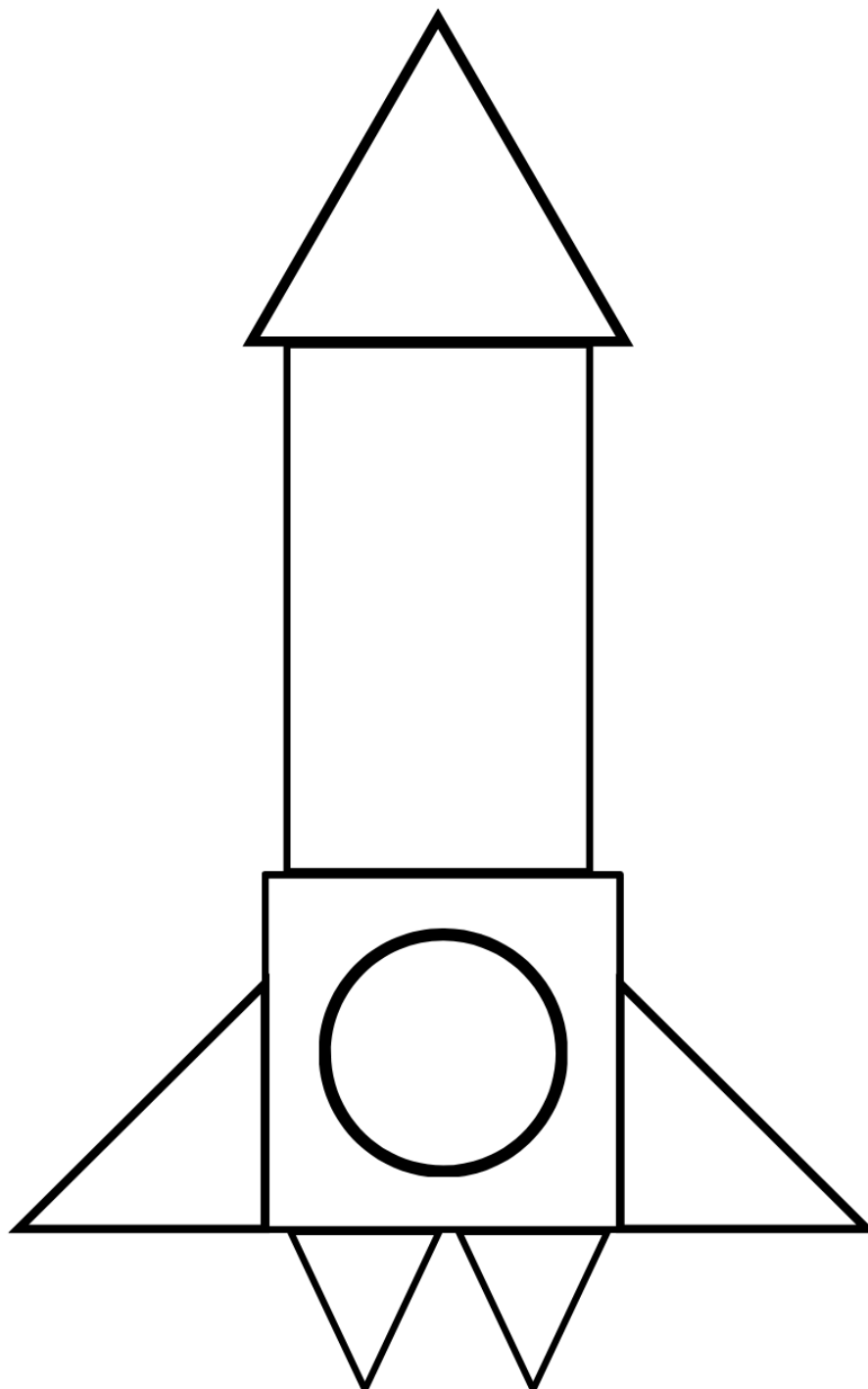
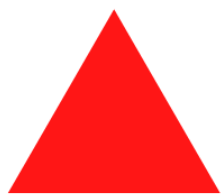


Odszukaj w ramce kształty, z których można ułożyć obrazek po prawej stronie.

Każdy fragment obrazka oraz odpowiadający mu element w ramce pokoloruj tak samo.

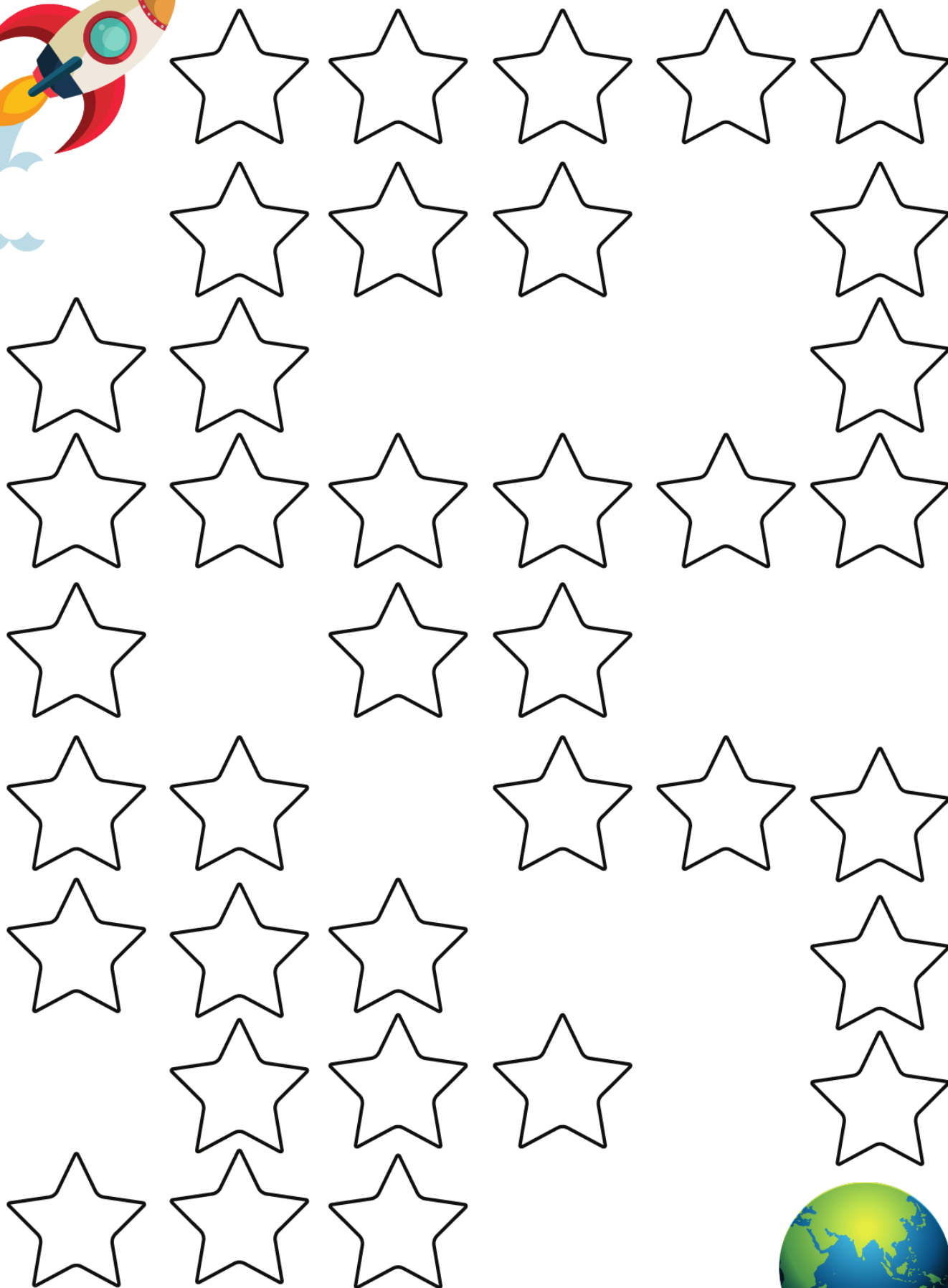


Pokoloruj raketę zgodnie ze wzorem.

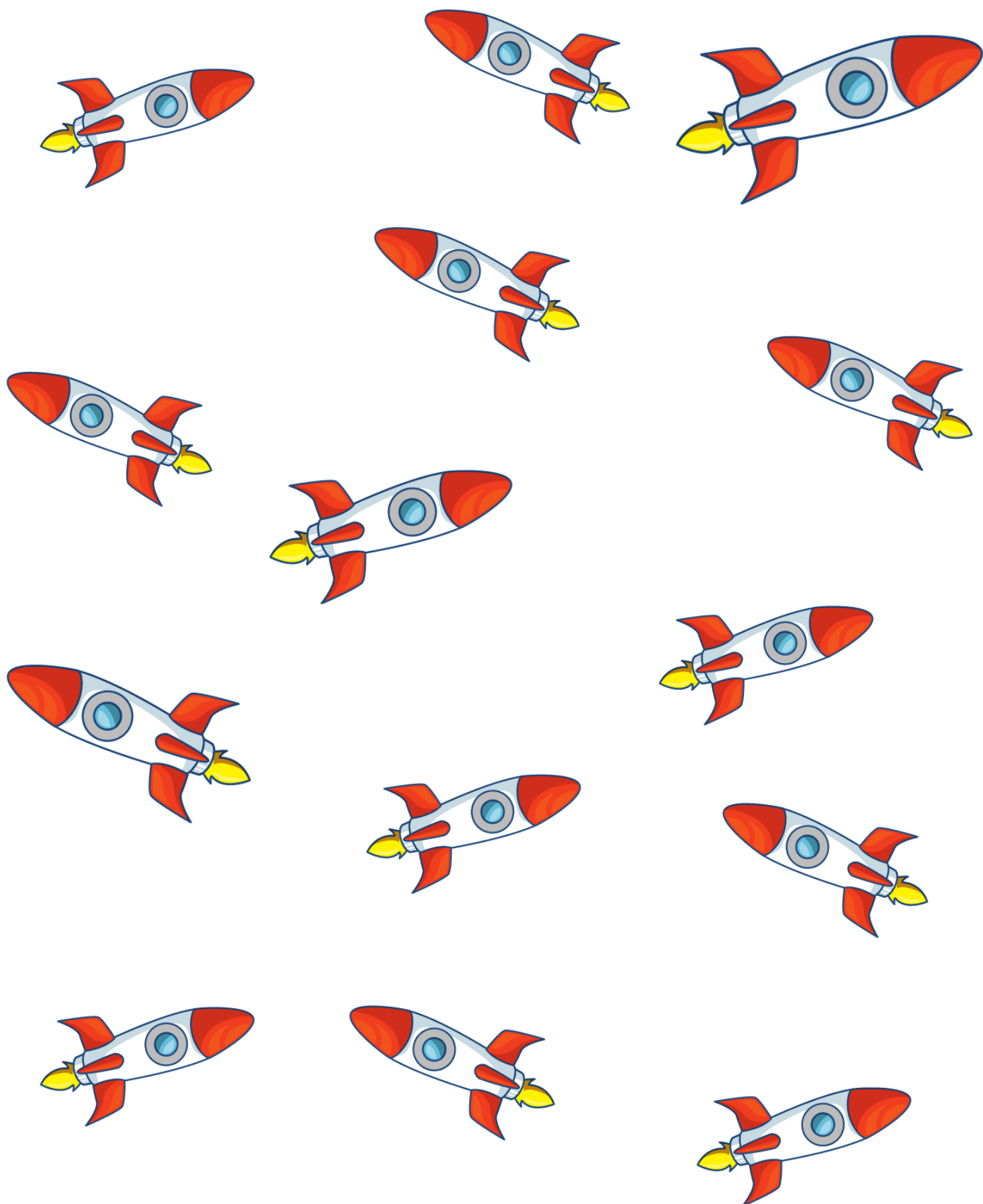


Wskaż rakiiecie drogę powrotną do domu - na Ziemię.

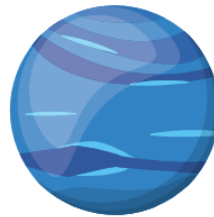
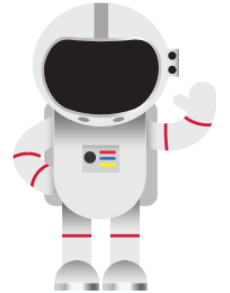
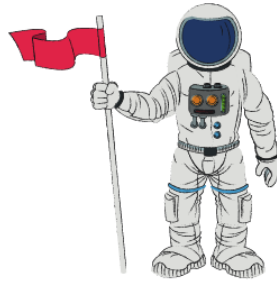
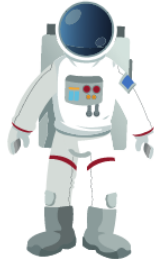
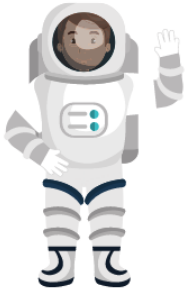
Pokoloruj ją.



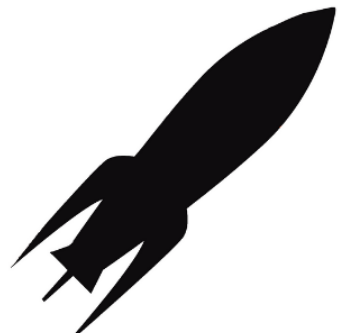
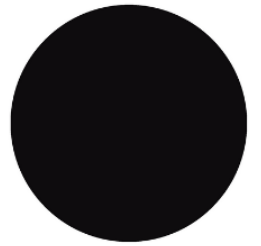
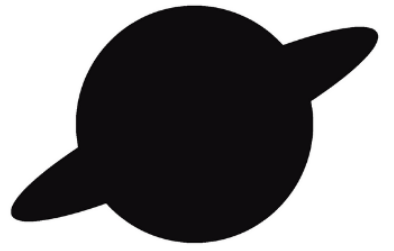
Otocz **czerną** pętlą rakiety lecące w prawo,
a **niebieską** rakiety lecące w lewo.



Co tu nie pasuje?



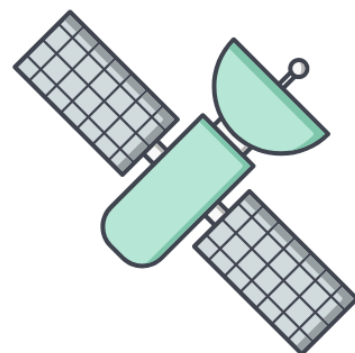
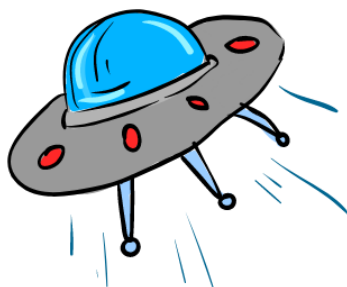
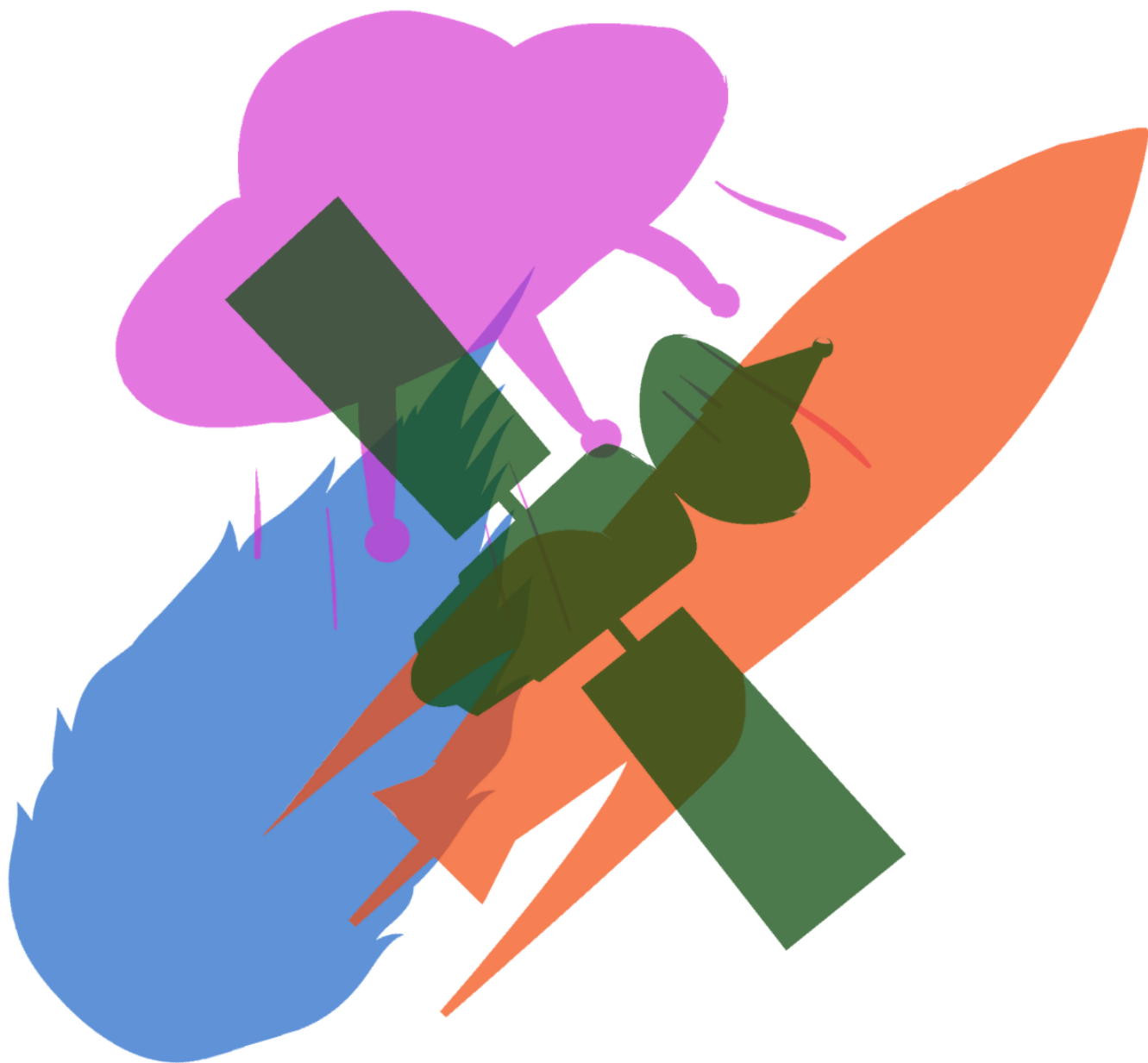
Połącz.



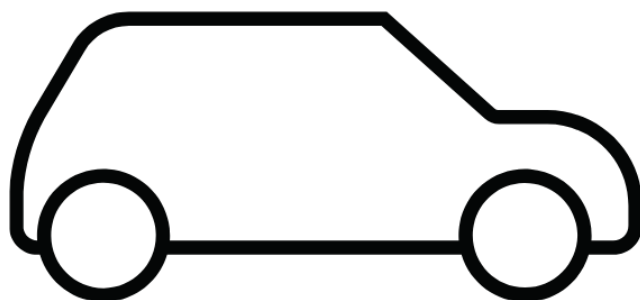
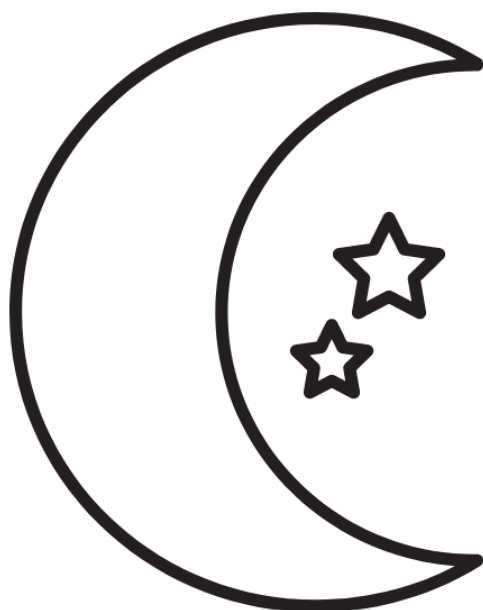
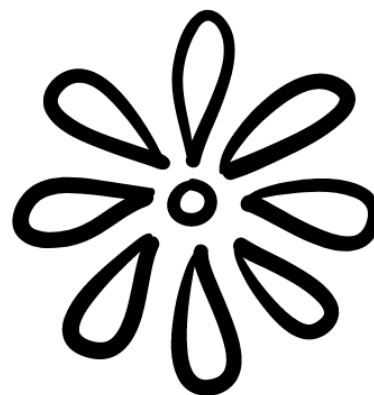
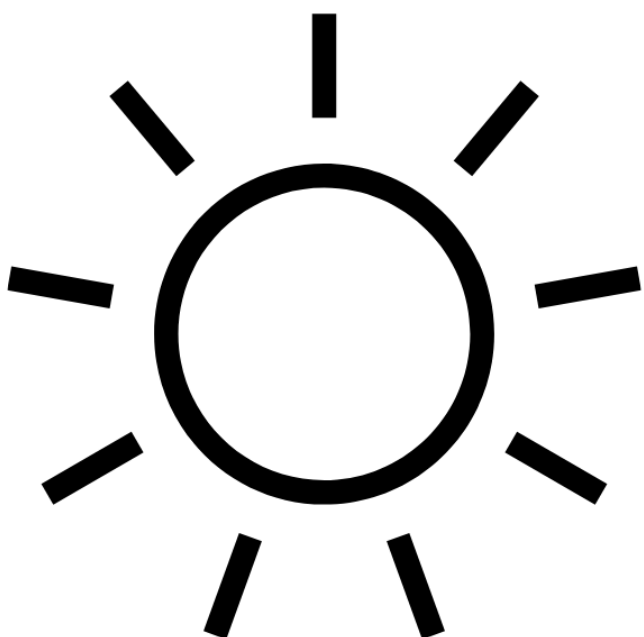
Zaznacz te elementy, których cienie widzisz.



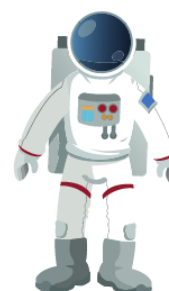
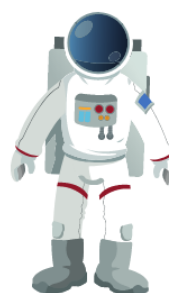
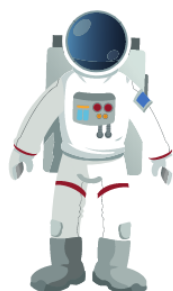
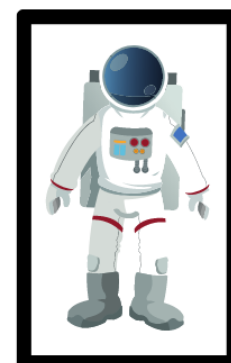
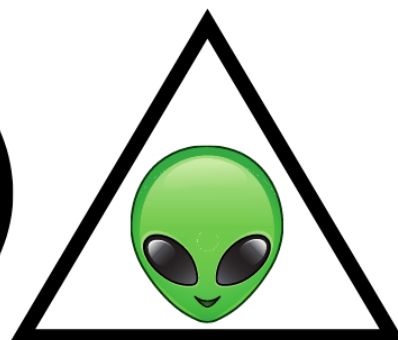
Zaznacz te elementy, których cienie widzisz.



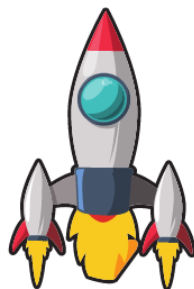
Otocz pętlą elementy, których nie można znaleźć na niebie. Pokoloruj pozostałe elementy.



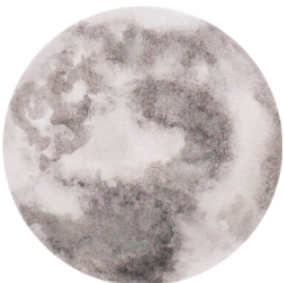
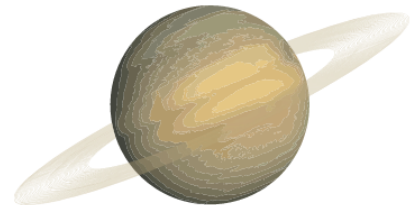
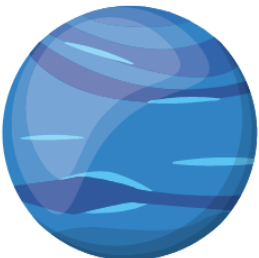
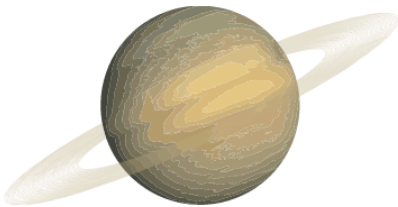
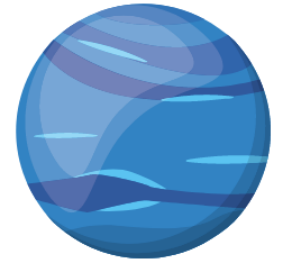
Otocz obrazki figurą zgodnie ze wzorem.



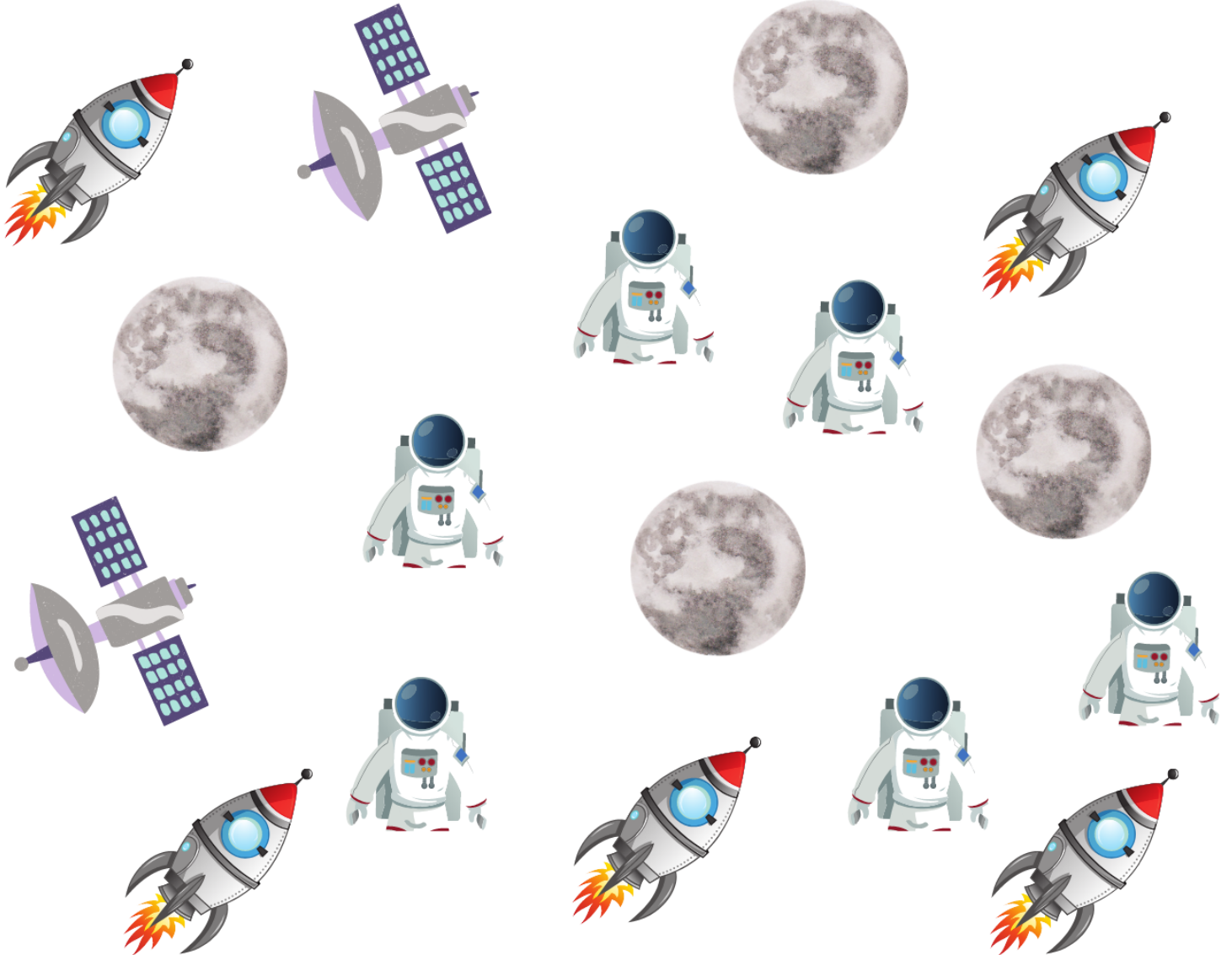
Otocz pętlą po 3 elementy.



Połącz takie same obrazki.



Policz elementy i pokoloruj odpowiednią ilość kwadratów.



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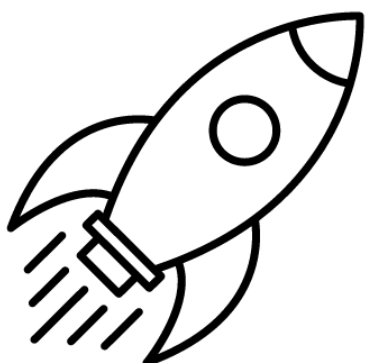
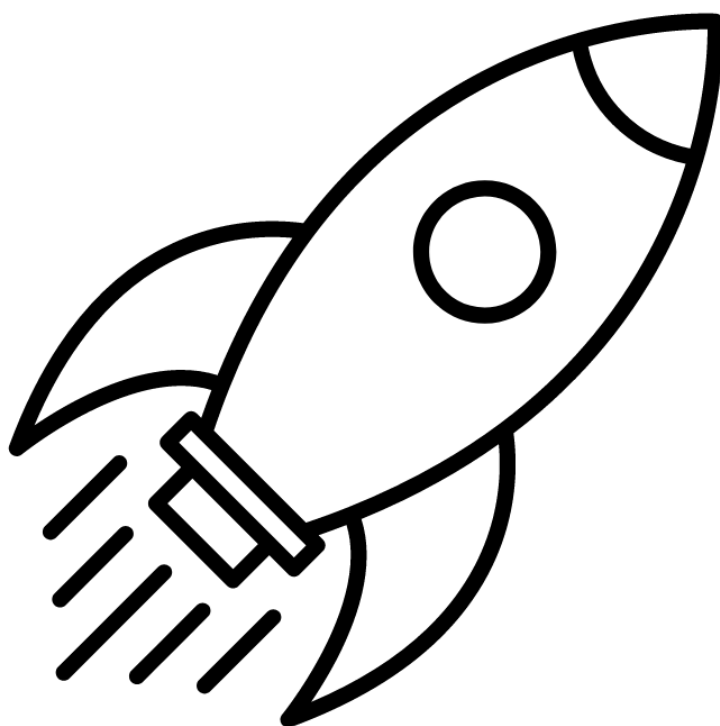
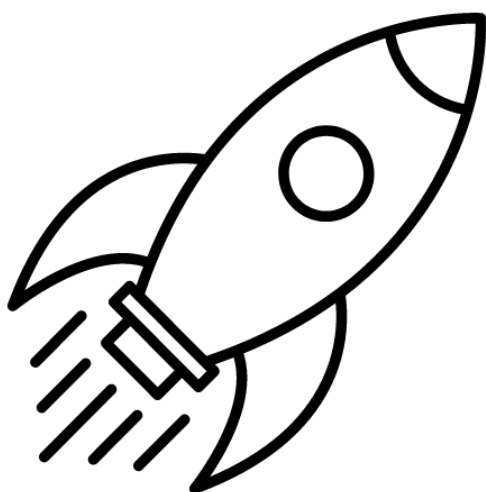
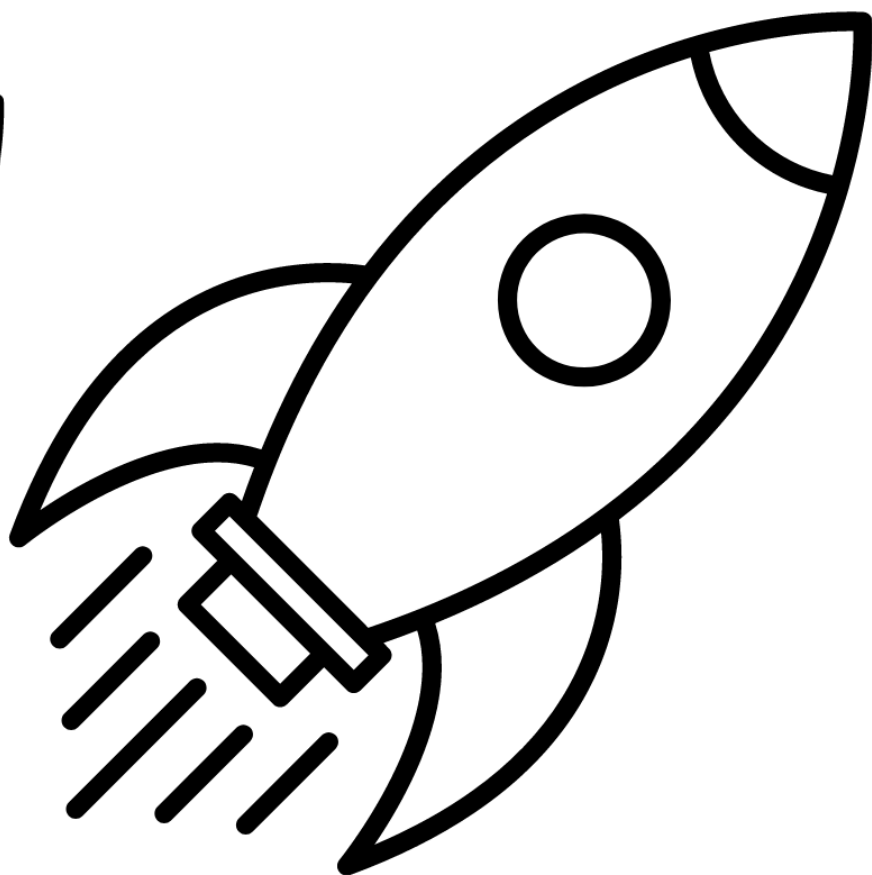
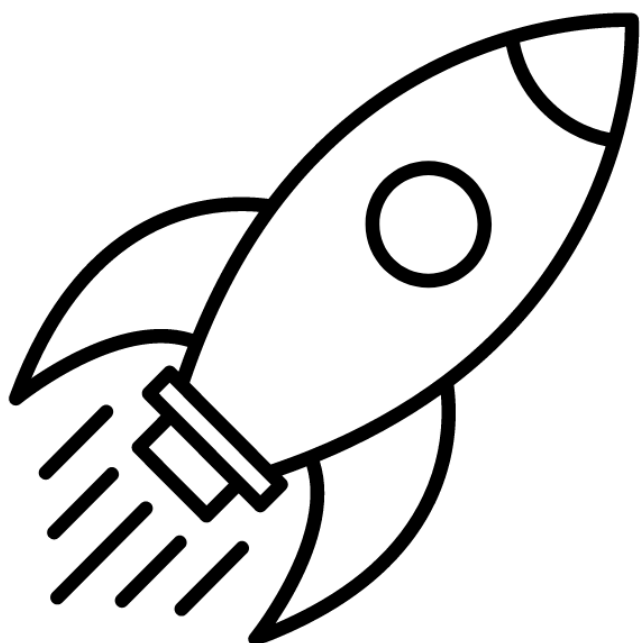


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Pokoloruj największą i najmniejszą rakietę.



Wytnij planety i ułóż ją od najmniejszego do największego.

