











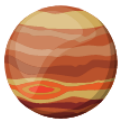













W puste kratki wpisz litery odpowiadające obrazkom
i odczytaj rozwiązanie.








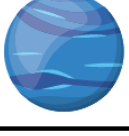




					
S	T	I	A	O	W
					
N	R	Z	J	U	P









					







					

W puste kratki wpisz litery odpowiadające obrazkom i odczytaj rozwiązanie.

					
K	T	I	A	O	E
					
N	S	Z	J	U	M



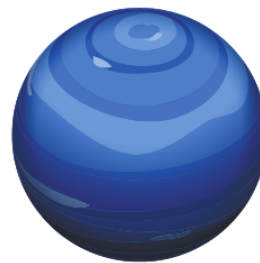
					

Pokoloruj kratki na **cz**erwono lub **nie**biesko,
odpowiednio do samogłosek lub spółgłosek
podanych nazw.



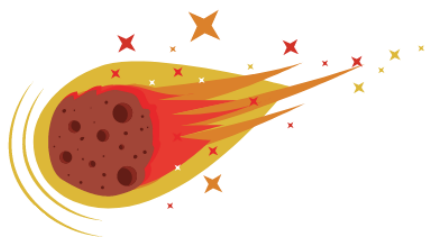
Ziemia

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Neptun

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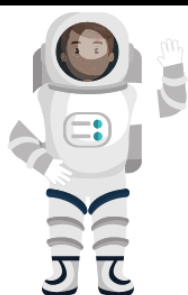
kometa

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rakieta

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astronauta

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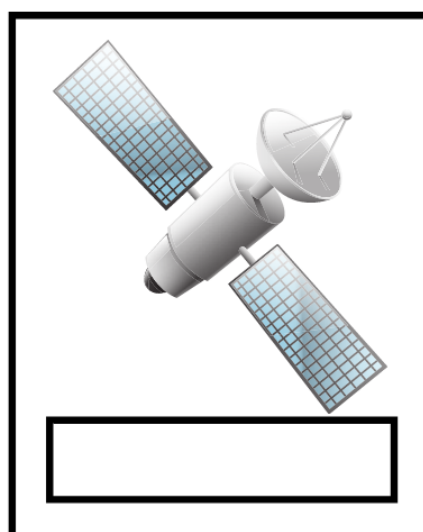
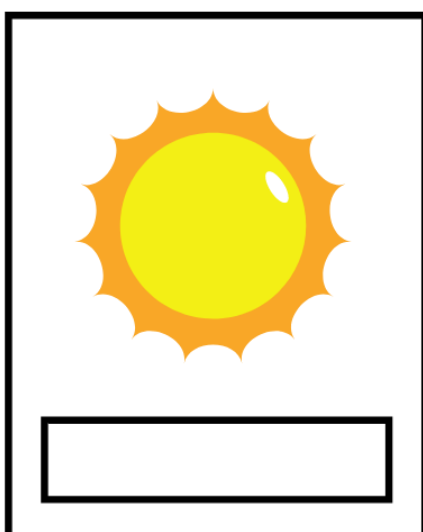
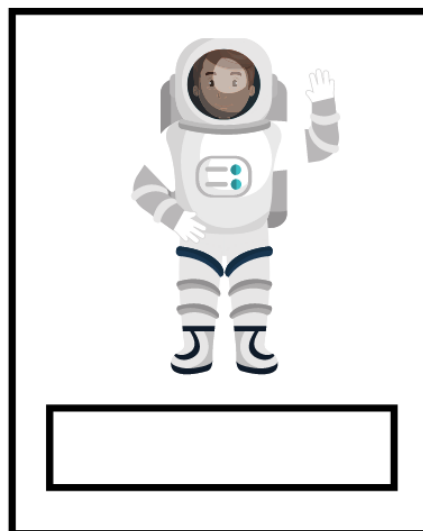
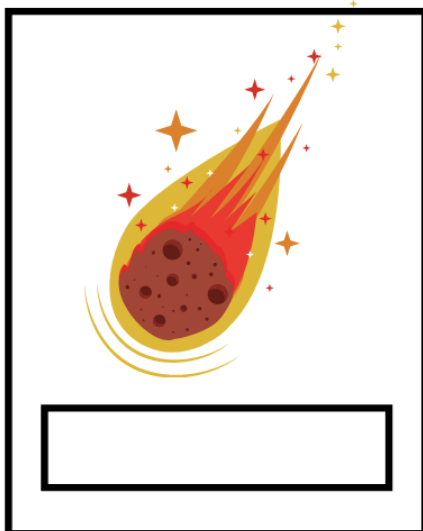
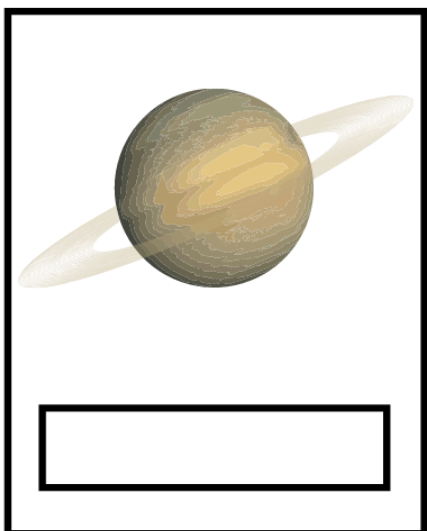
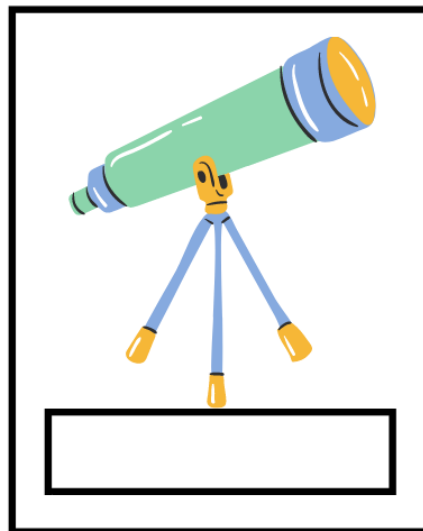
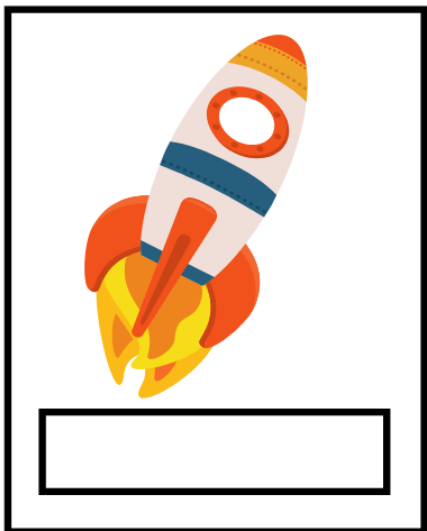


gwiazda

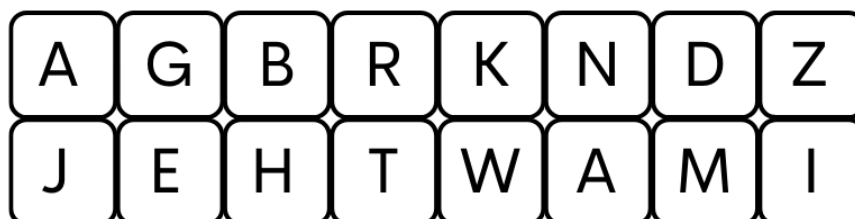
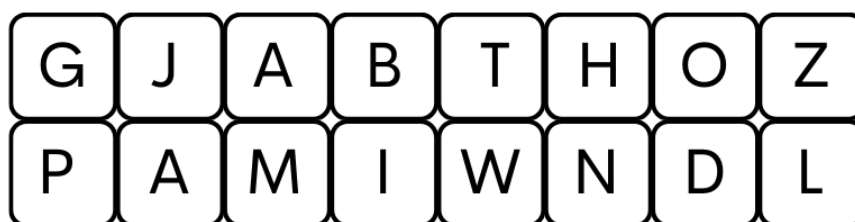
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Podziel nazwy na sylaby.

Narysuj tyle kresek, ile sylab jest w danym wyrazie.



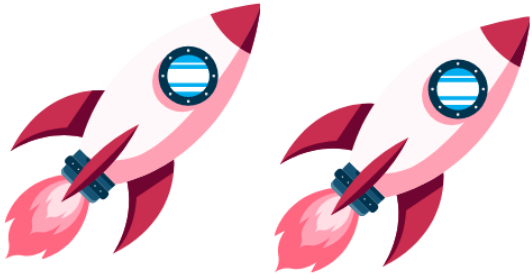
Zamaluj te litery, które są potrzebne do napisania wyrazu z ramki.



Pokoloruj odpowiednią ilość gwiazdek.



Policz i zakoloruj odpowiednie pole.



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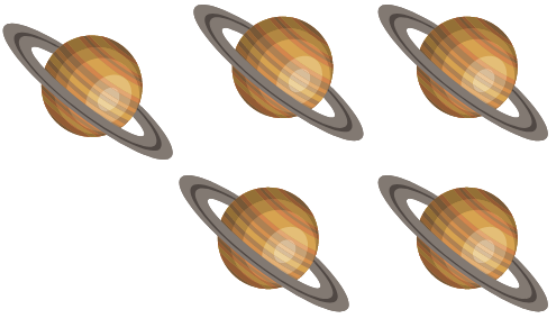
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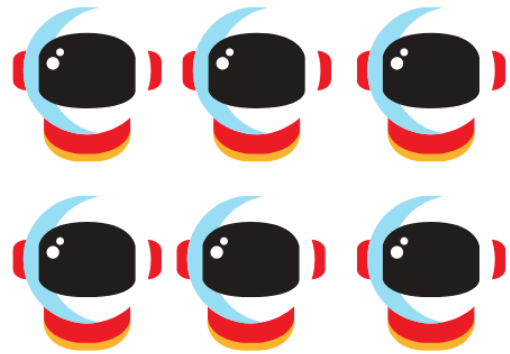
3



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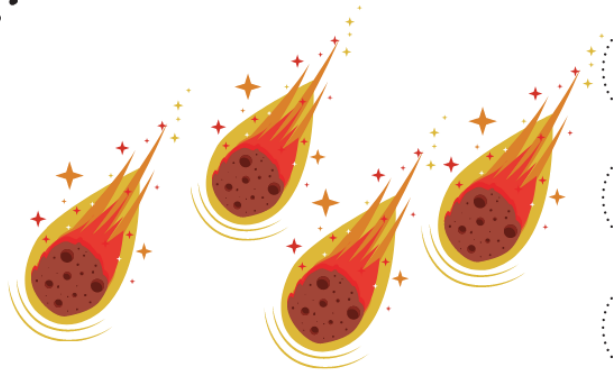
6



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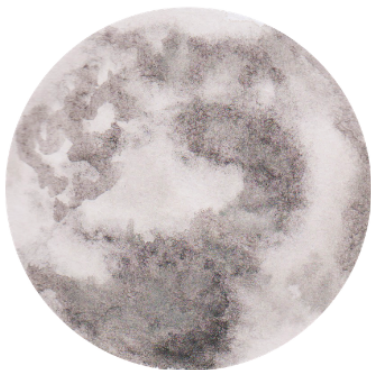
7



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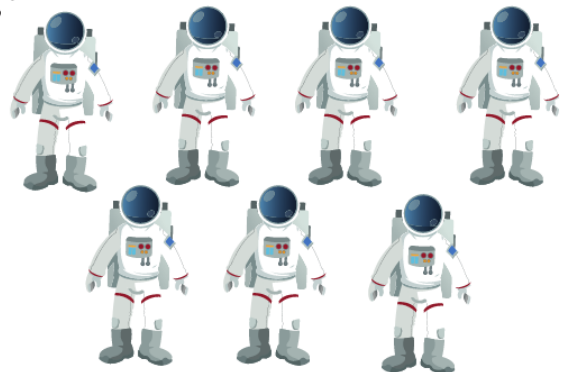
5



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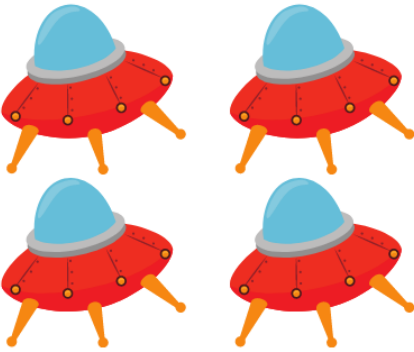


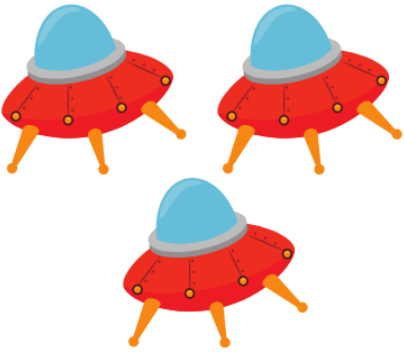
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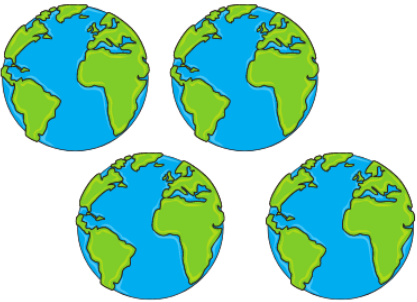
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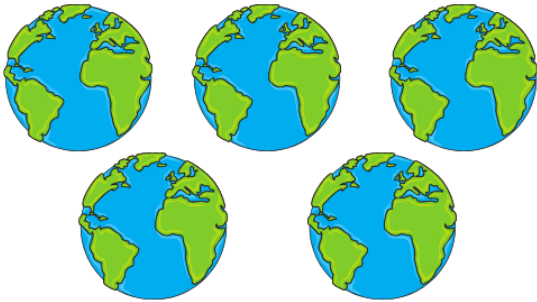
7

Policz elementy i wstaw odpowiedni znak $<$, $>$, $=$.











Narysuj tyle gwiazd, aby w każdym zbiorze było ich tyle,
ile wskazuje cyfra.

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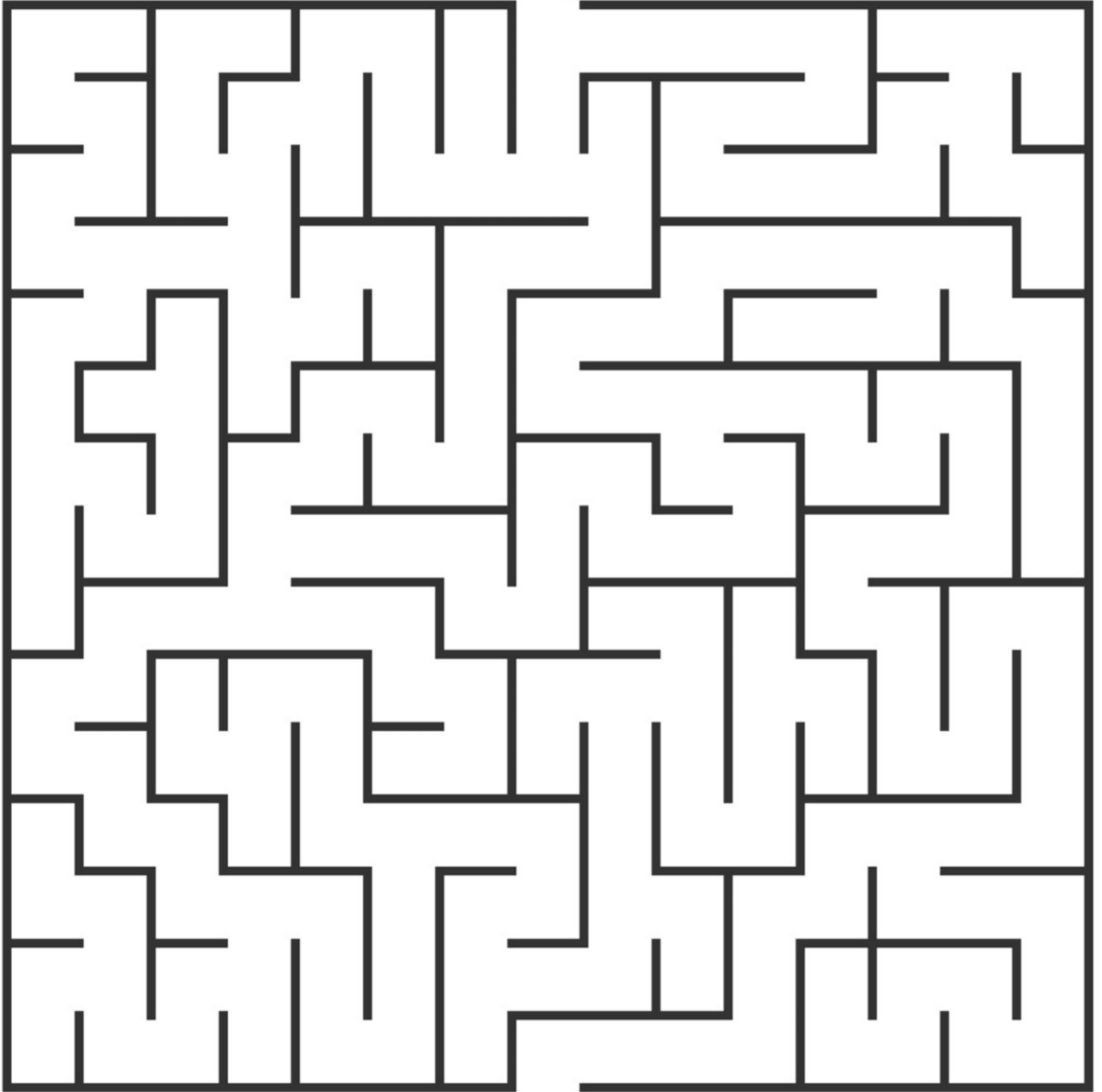
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6

Pomóż rakiecie wrócić na Ziemię.



Narysuj tyle raket, ile jest kropek na kostce.

