



+4 años

7. Memory



Coloca todas las cartas sobre la mesa dadas la vuelta. En cada ronda sólo podrás levantar 2 cartas. Si son lo mismo te quedarás con las cartas aceptadas y tendrás la oportunidad de



levantar otras 2 cartas. Gana el jugador que más cartas haya conseguido.



Se recomienda imprimir a doble cara.



Trabajamos la atención, memoria y vocabulario | Necesitaremos las cartas del memory
impresas a doble cara

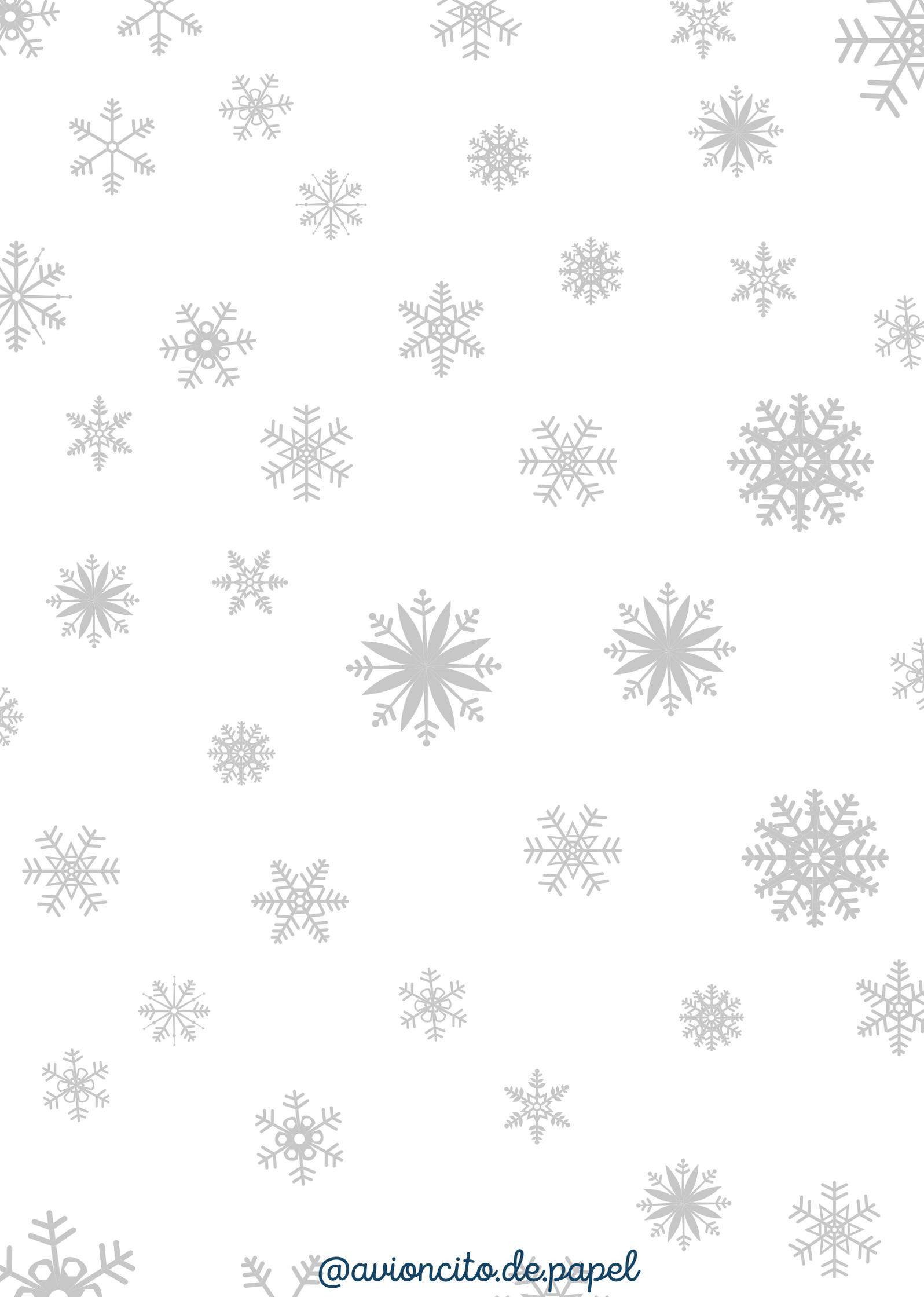
www.avioncitodepapel.es





FAMILY

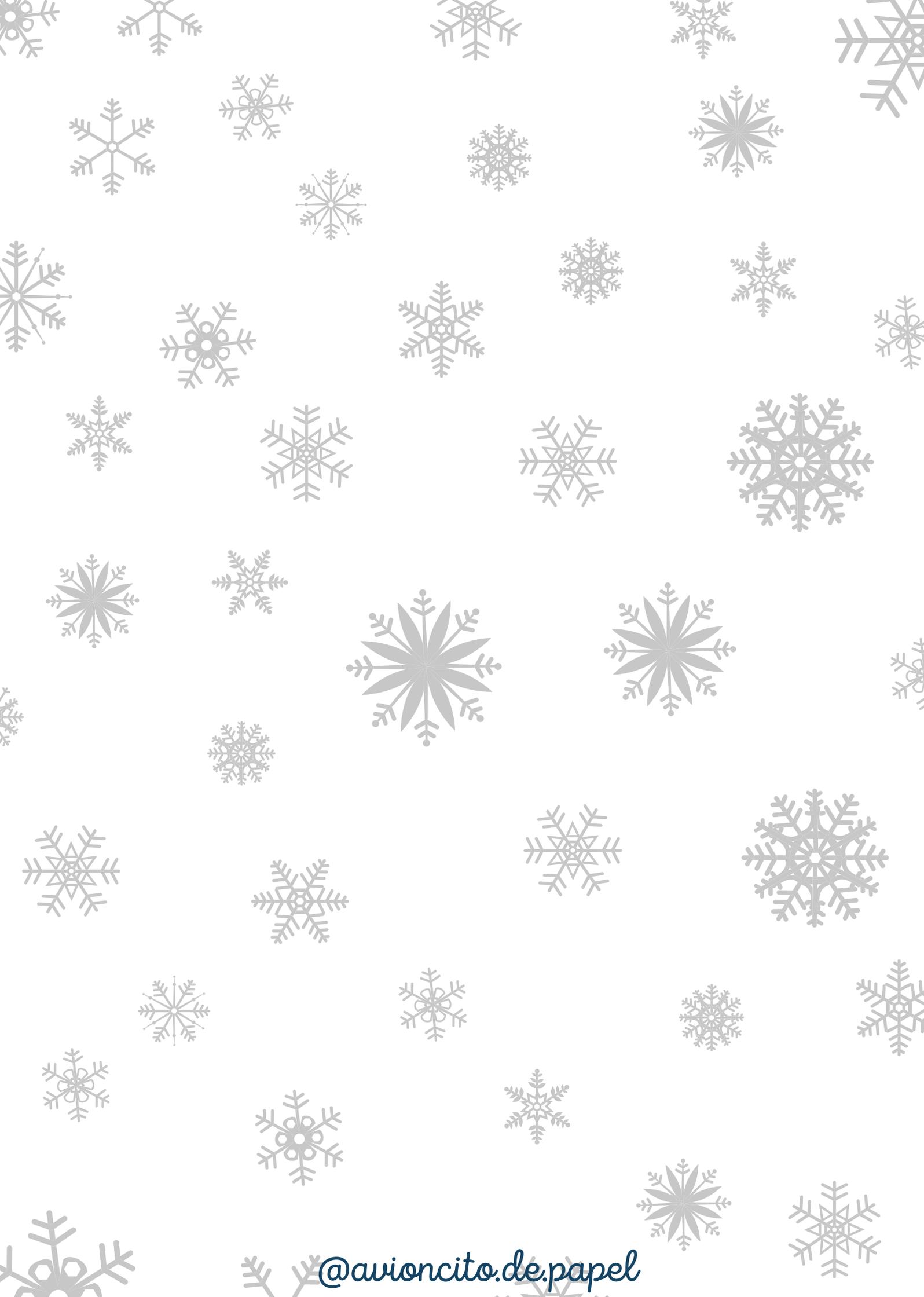


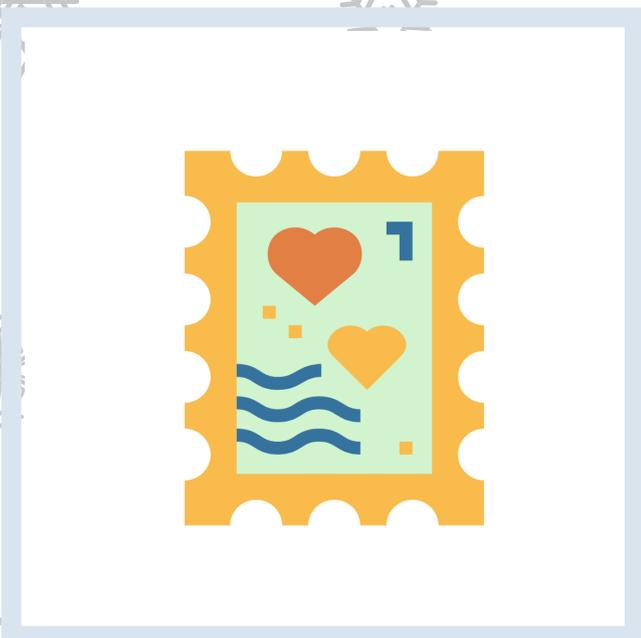
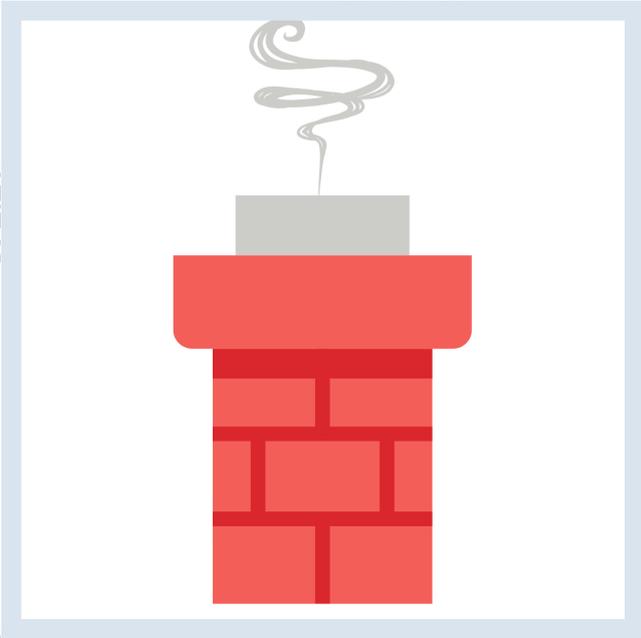


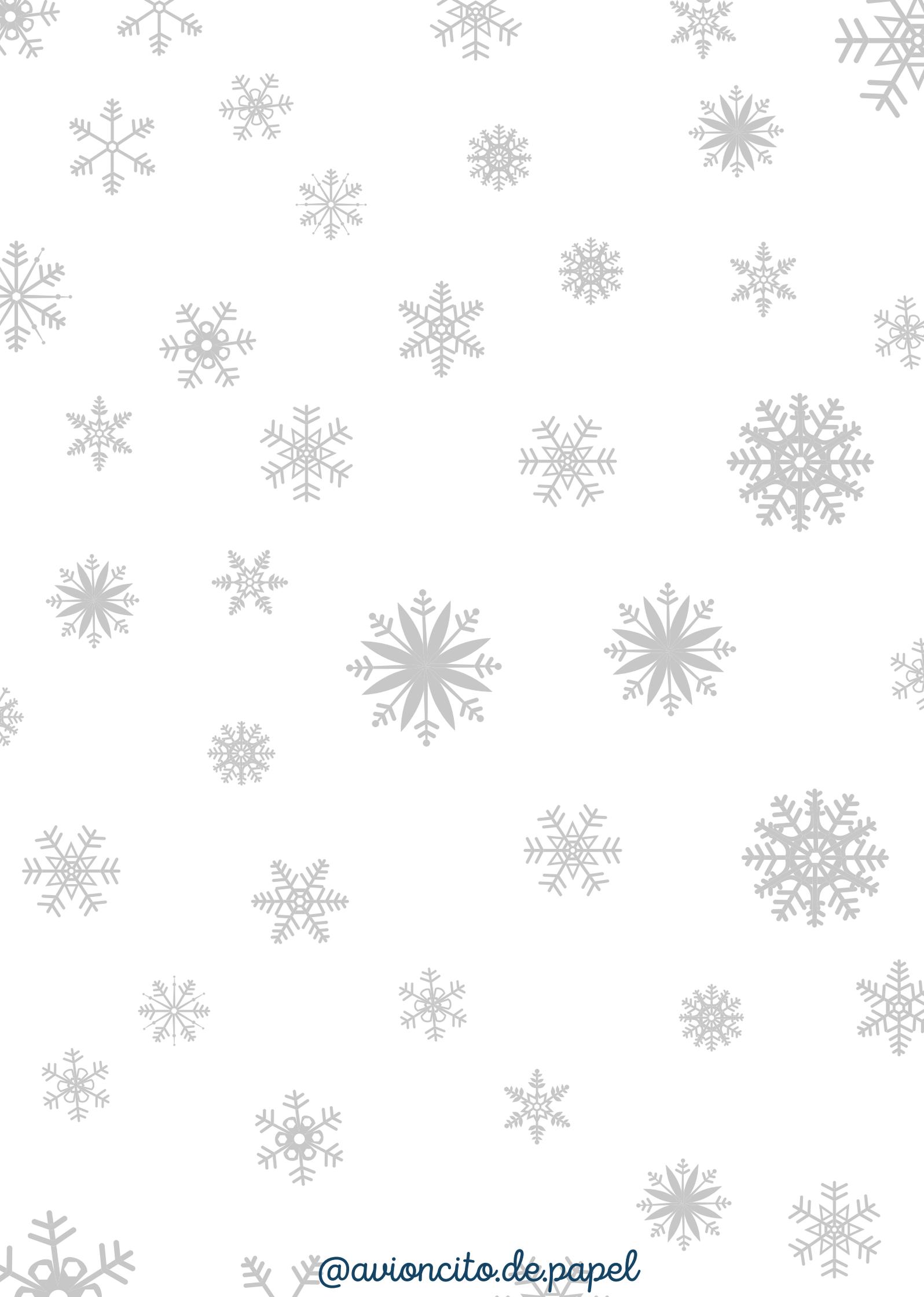


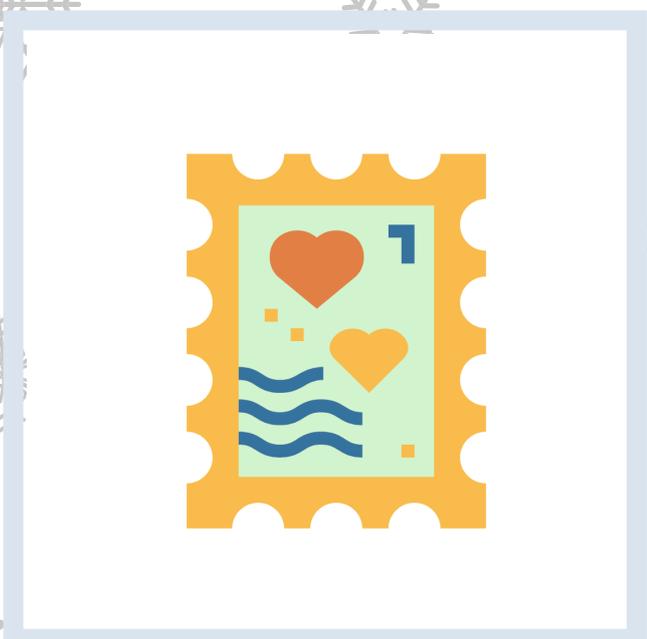
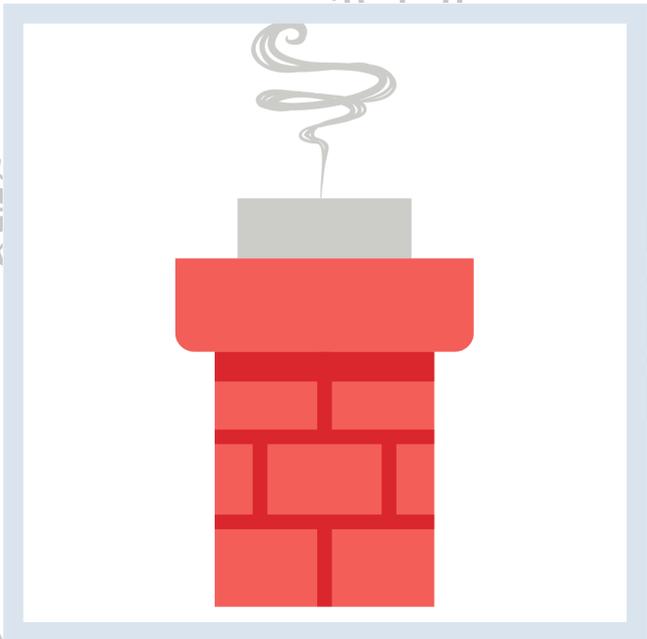
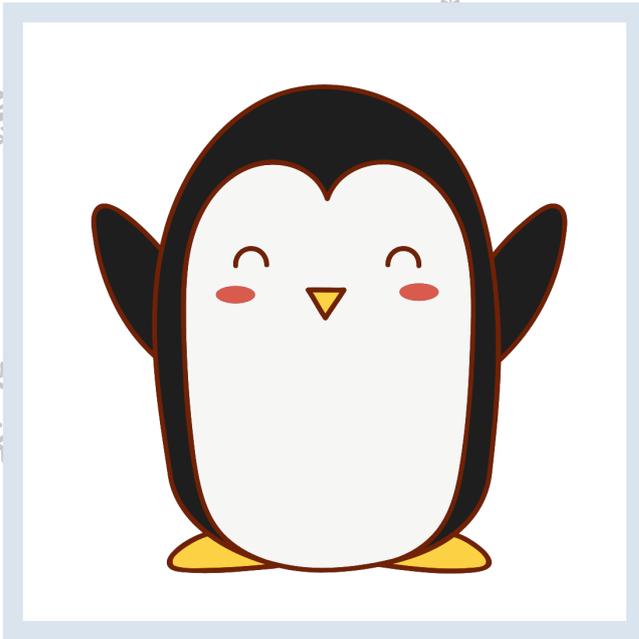
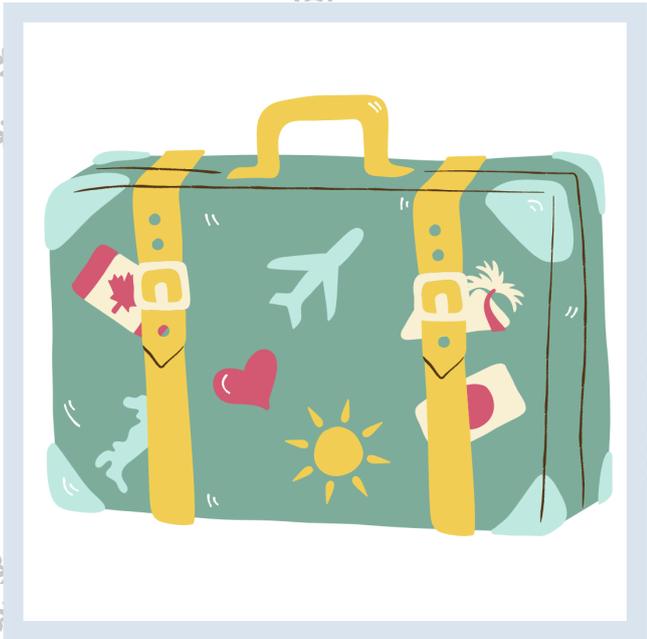
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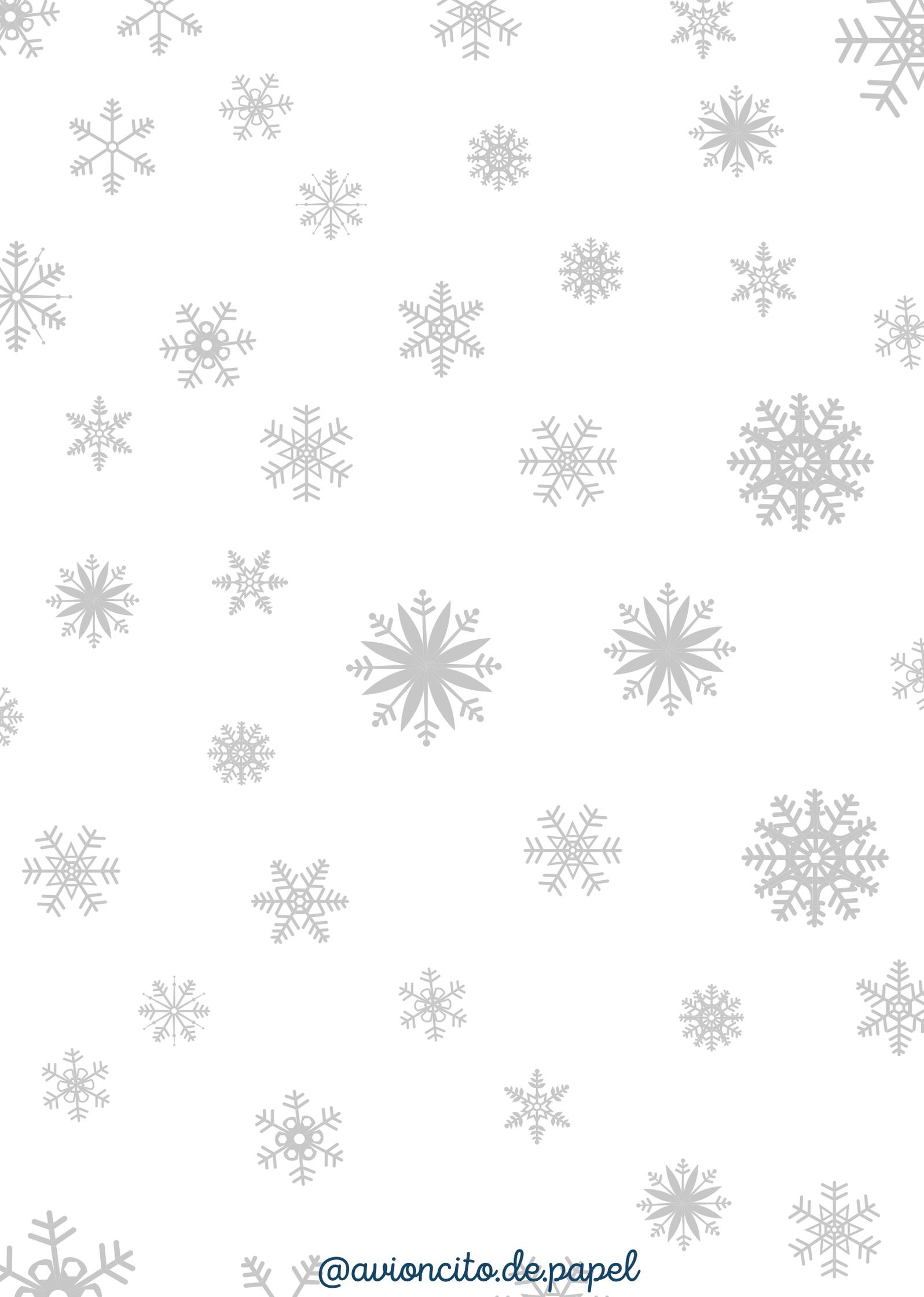


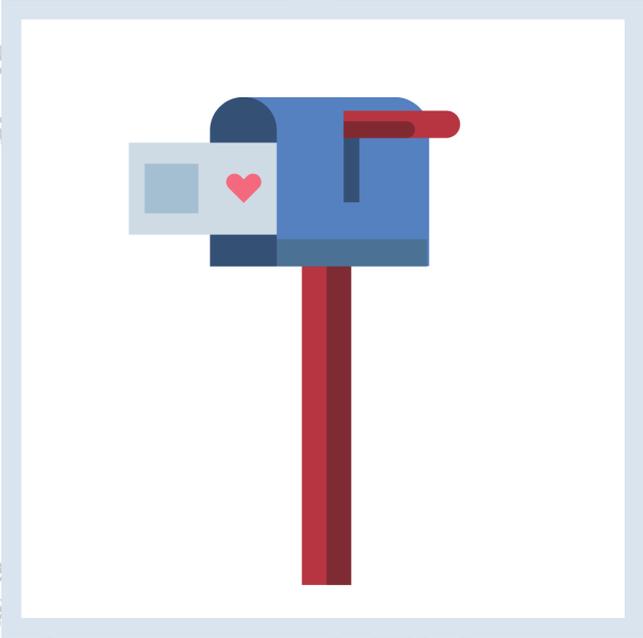


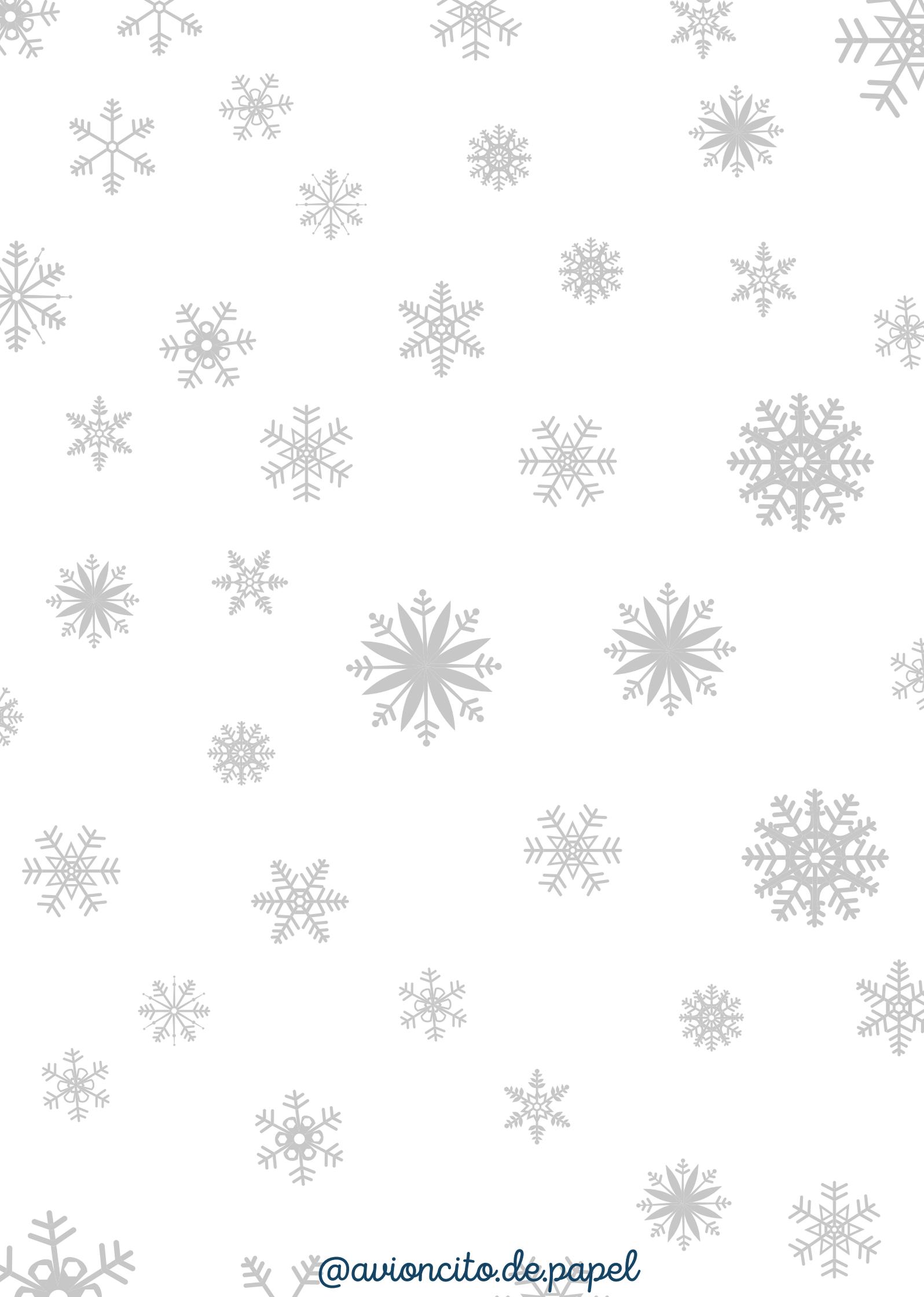


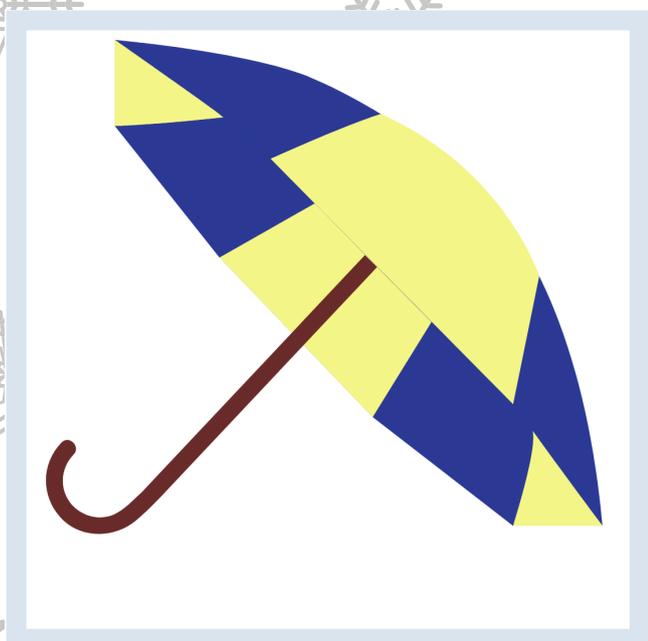
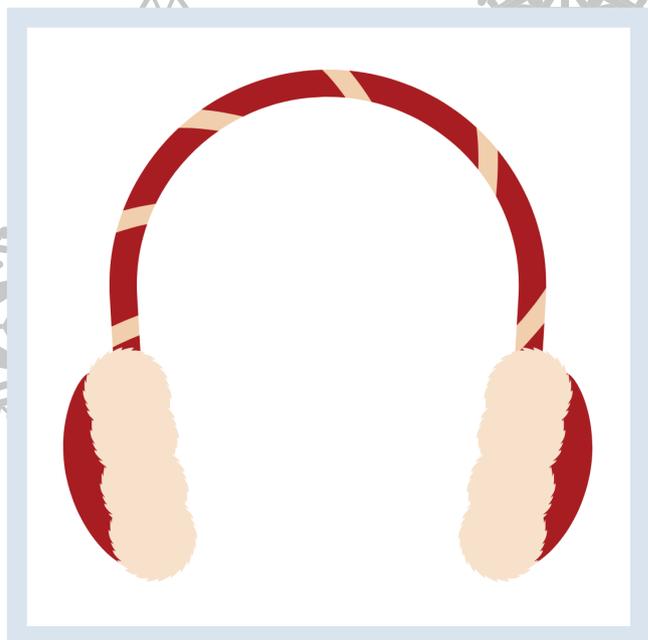
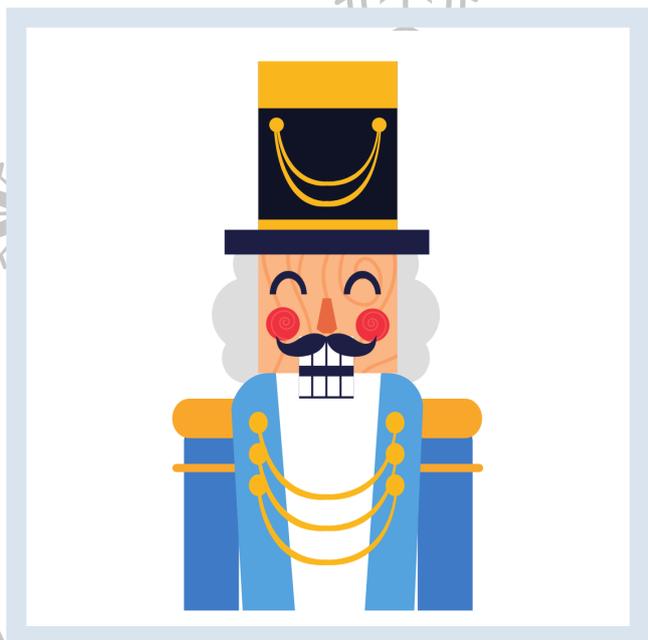
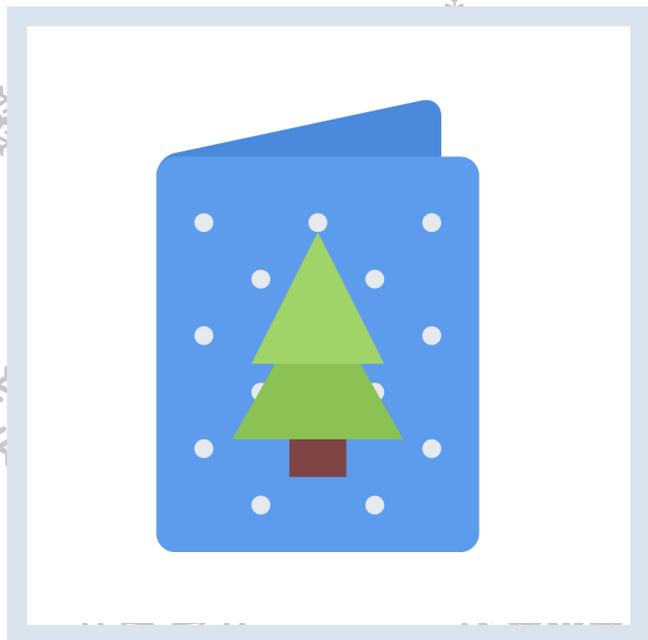
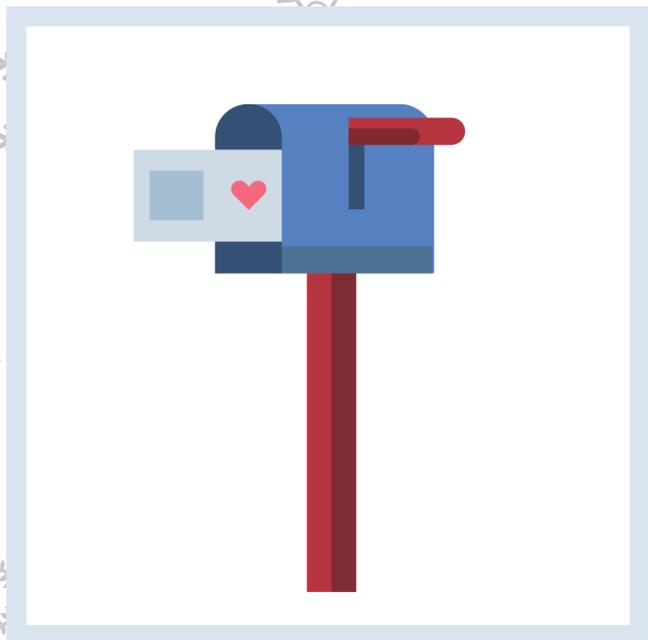


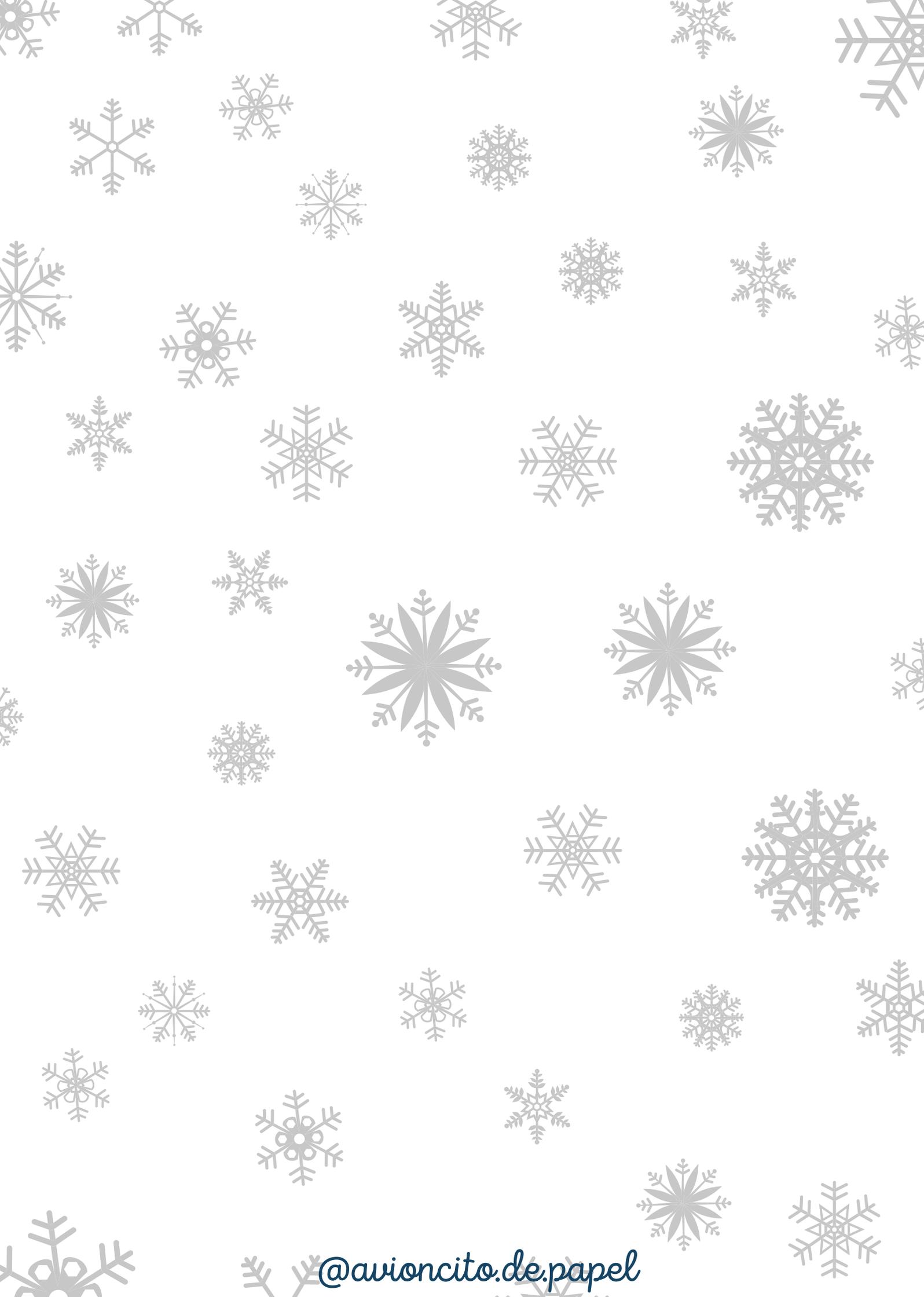


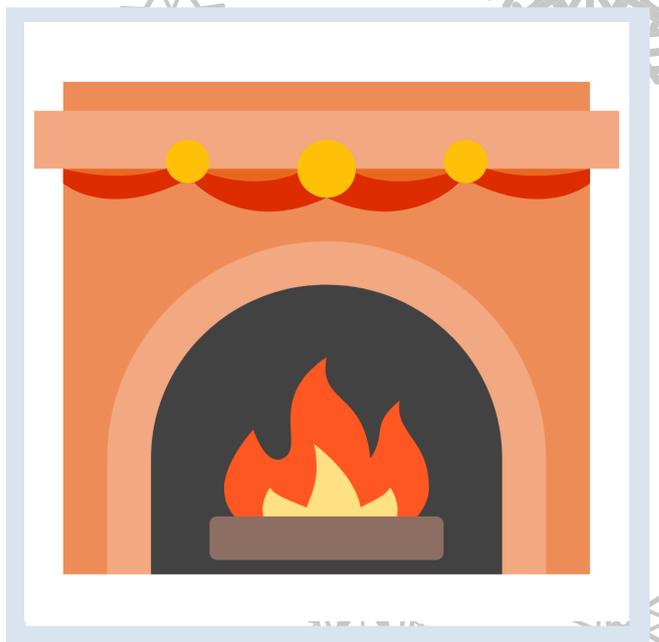
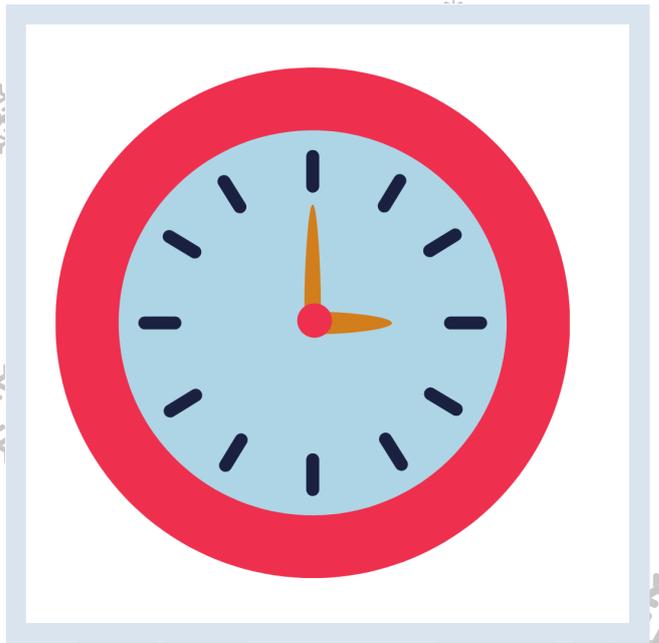
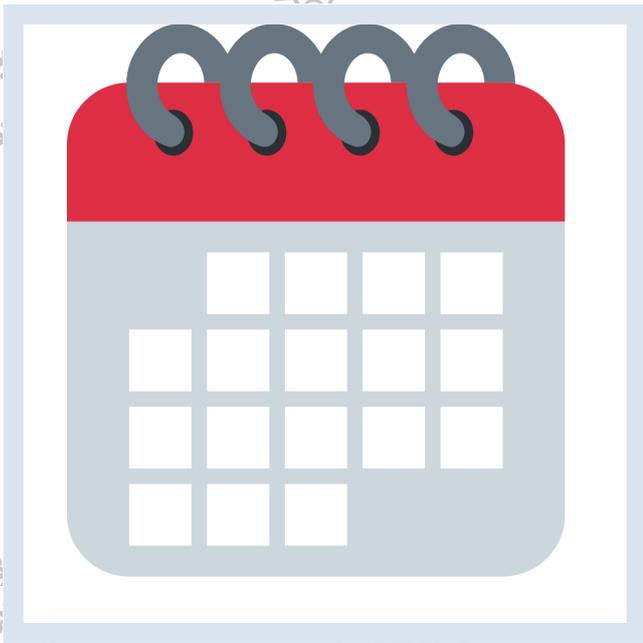


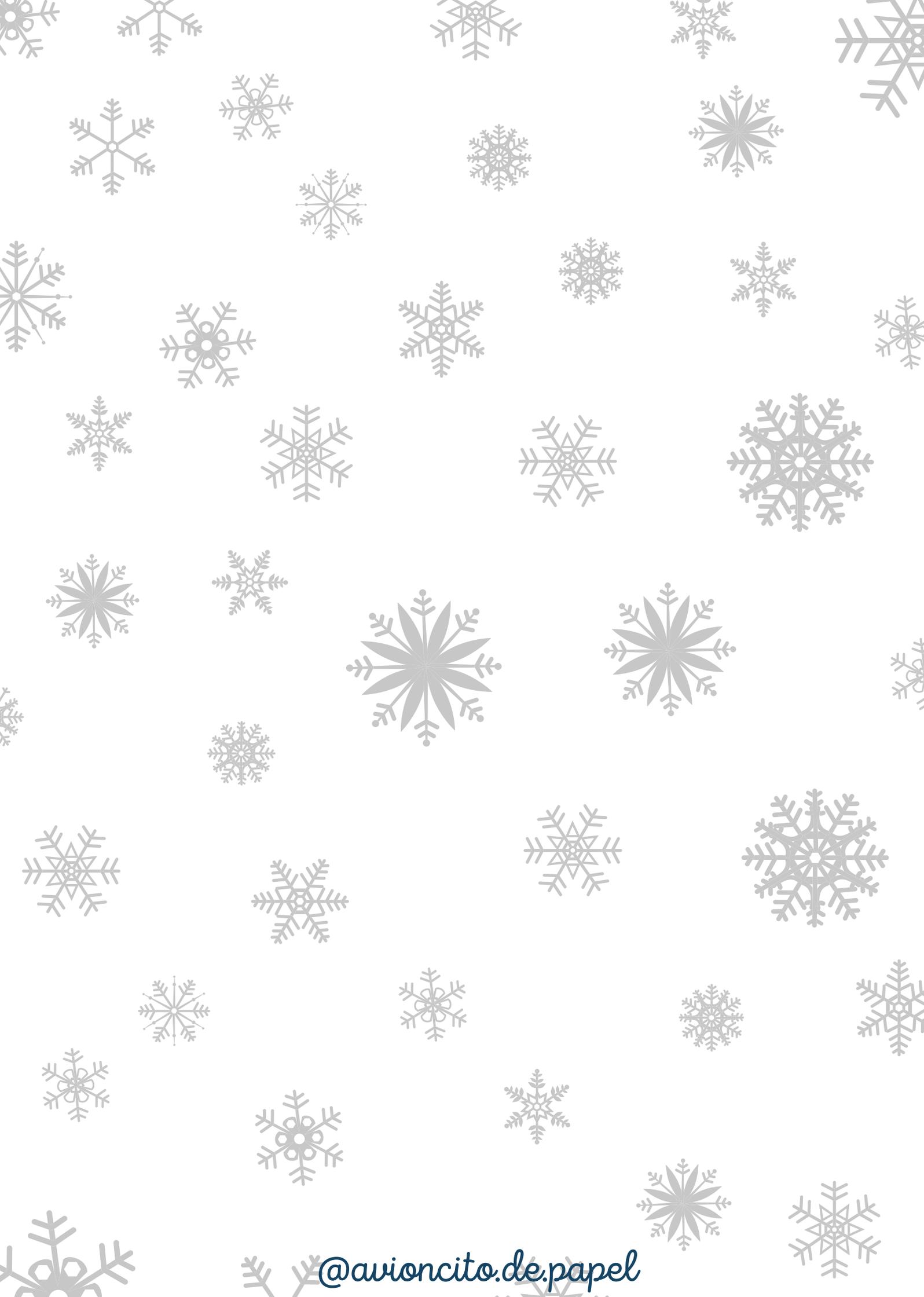


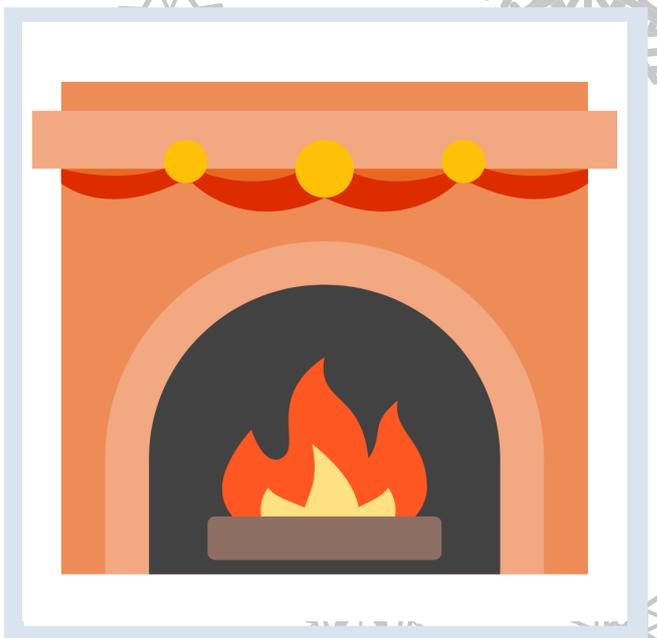
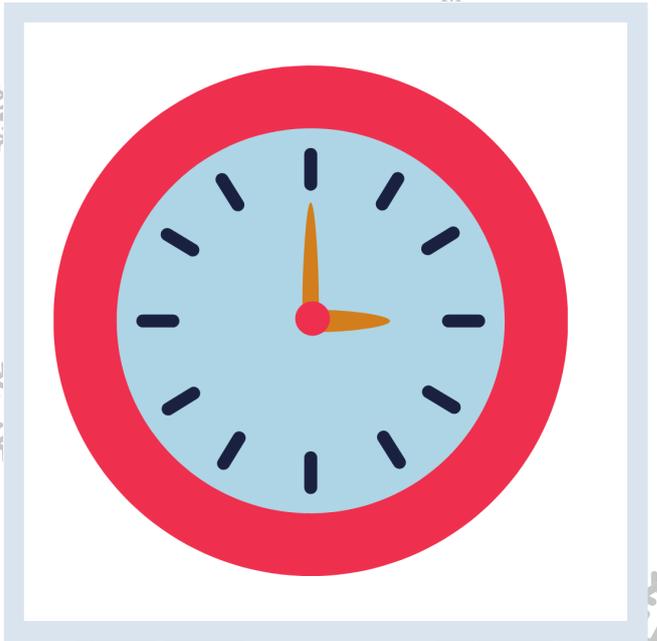


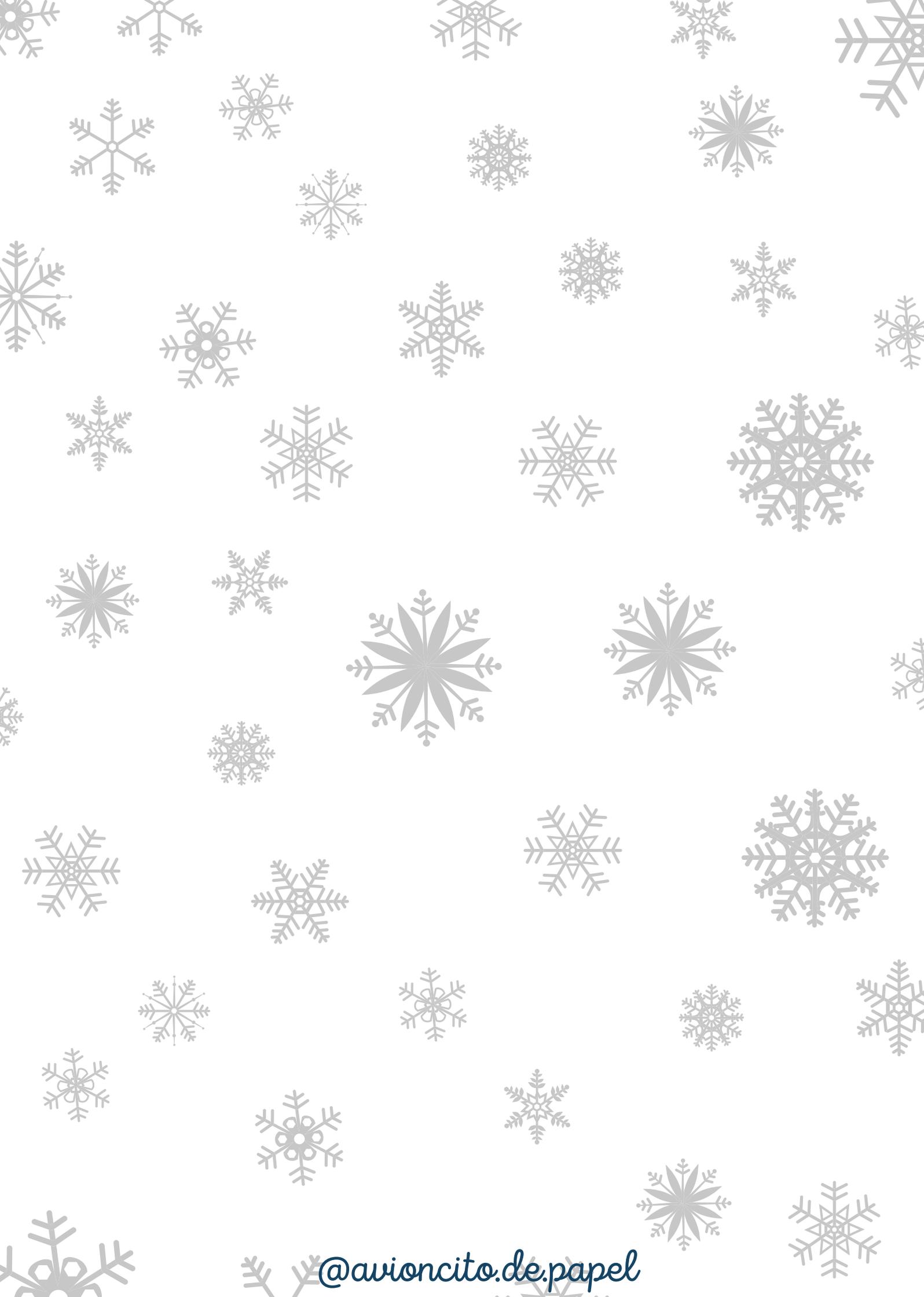


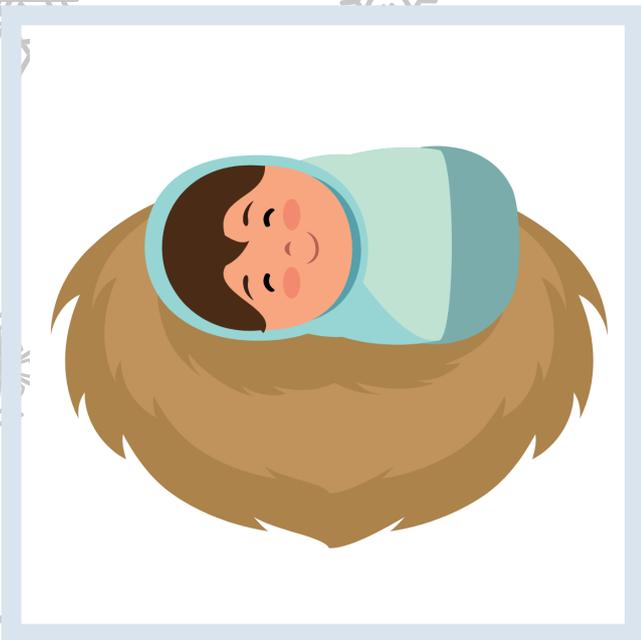
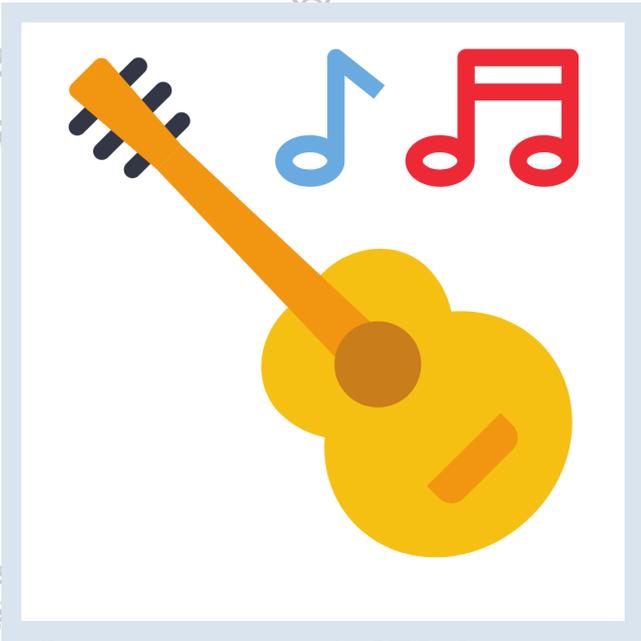


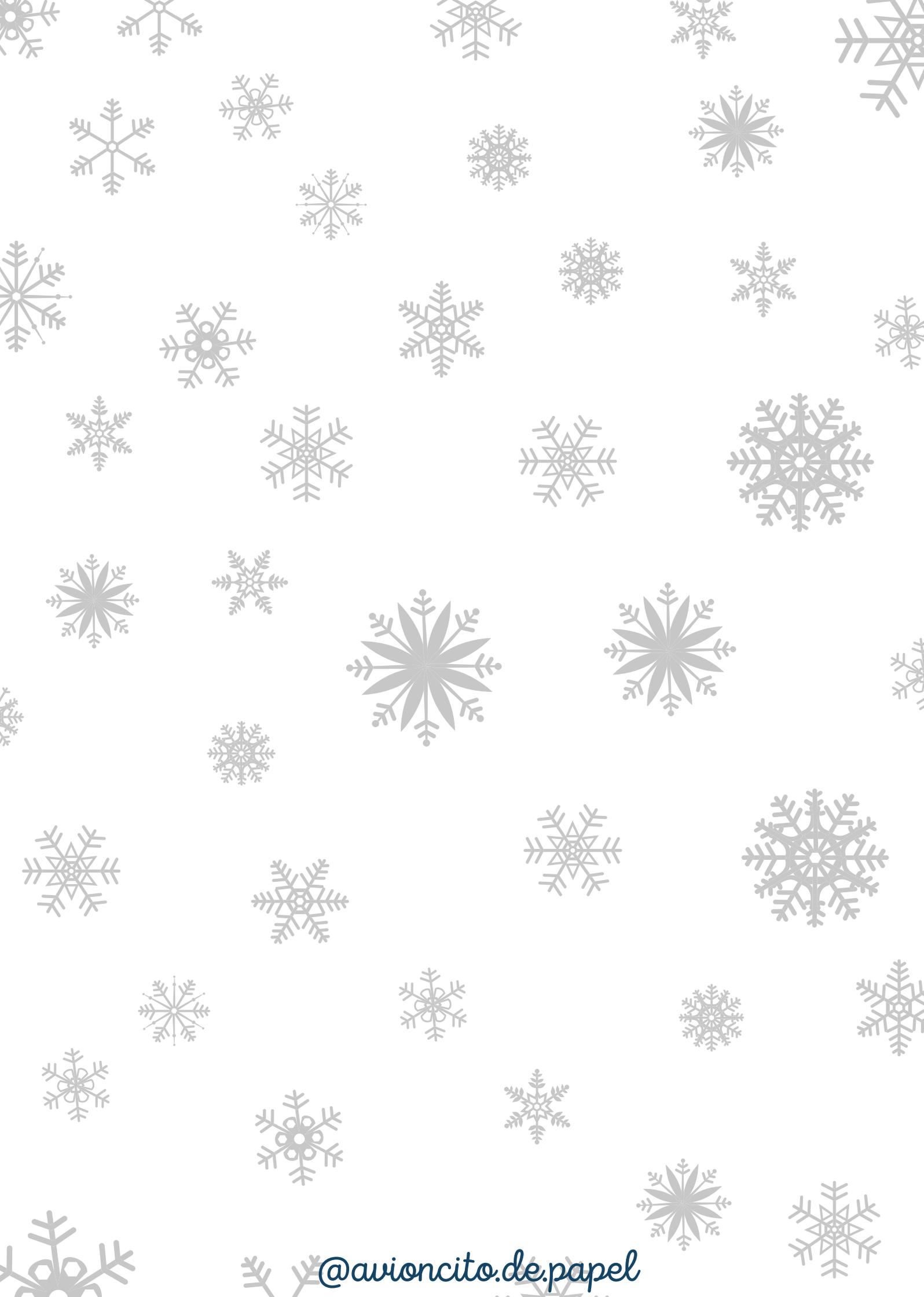


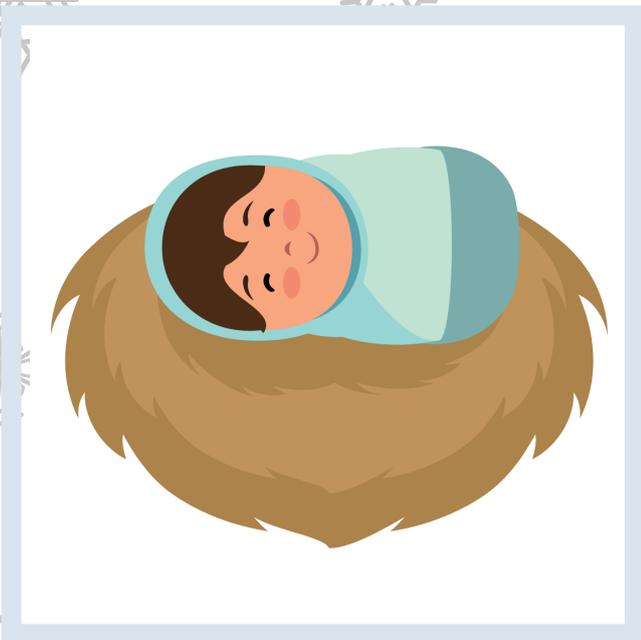
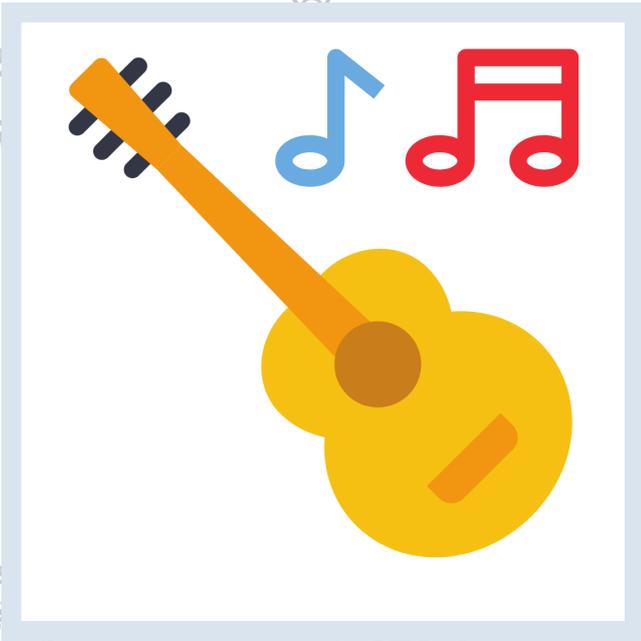


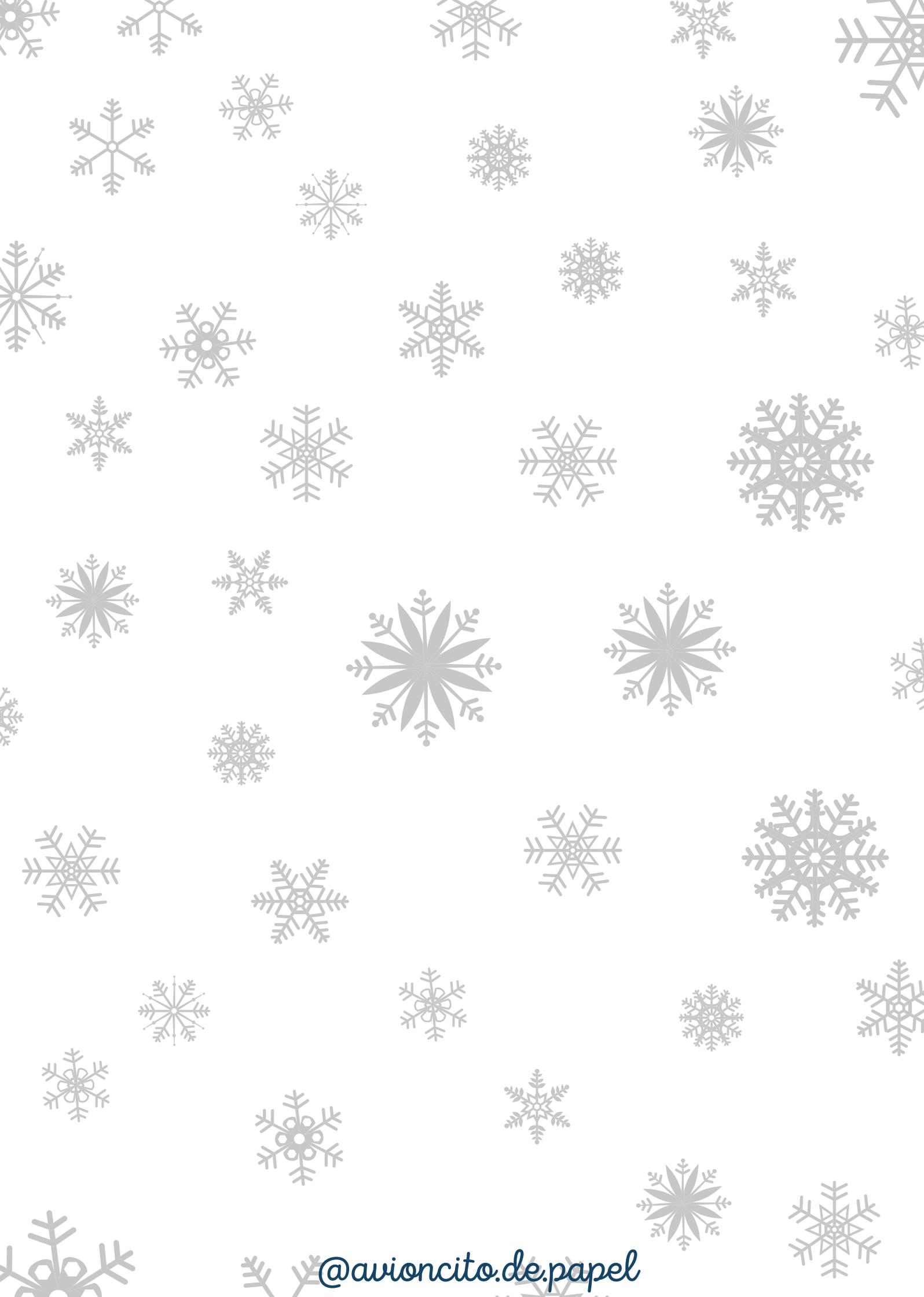


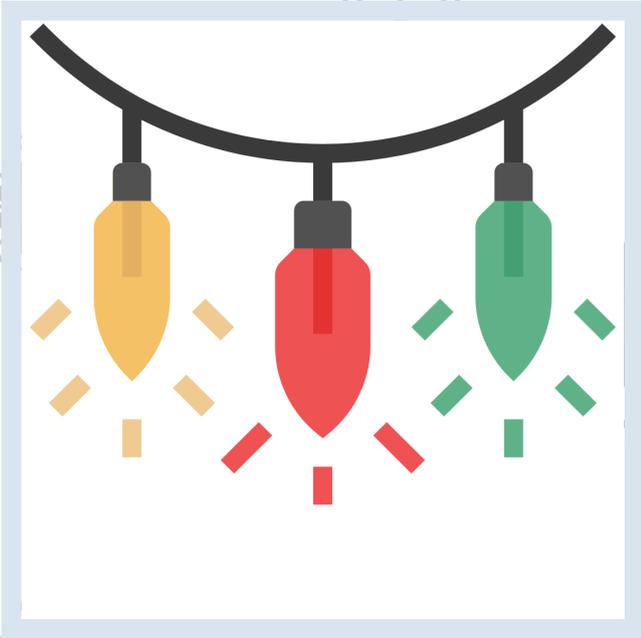




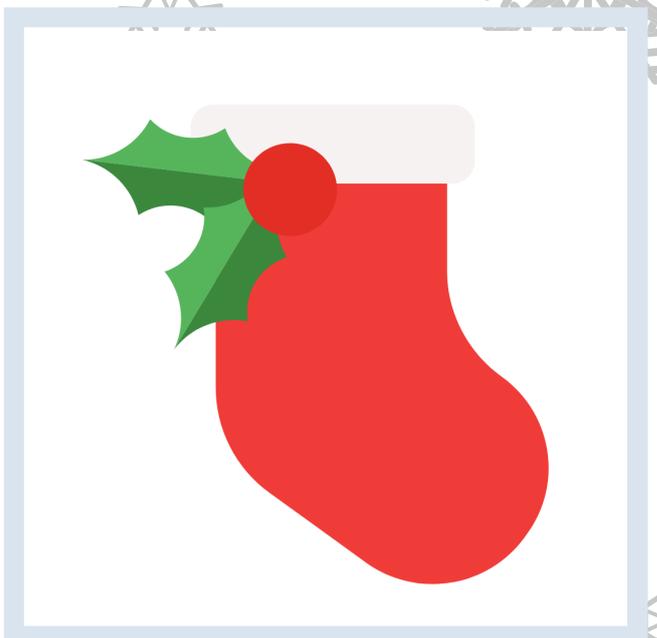


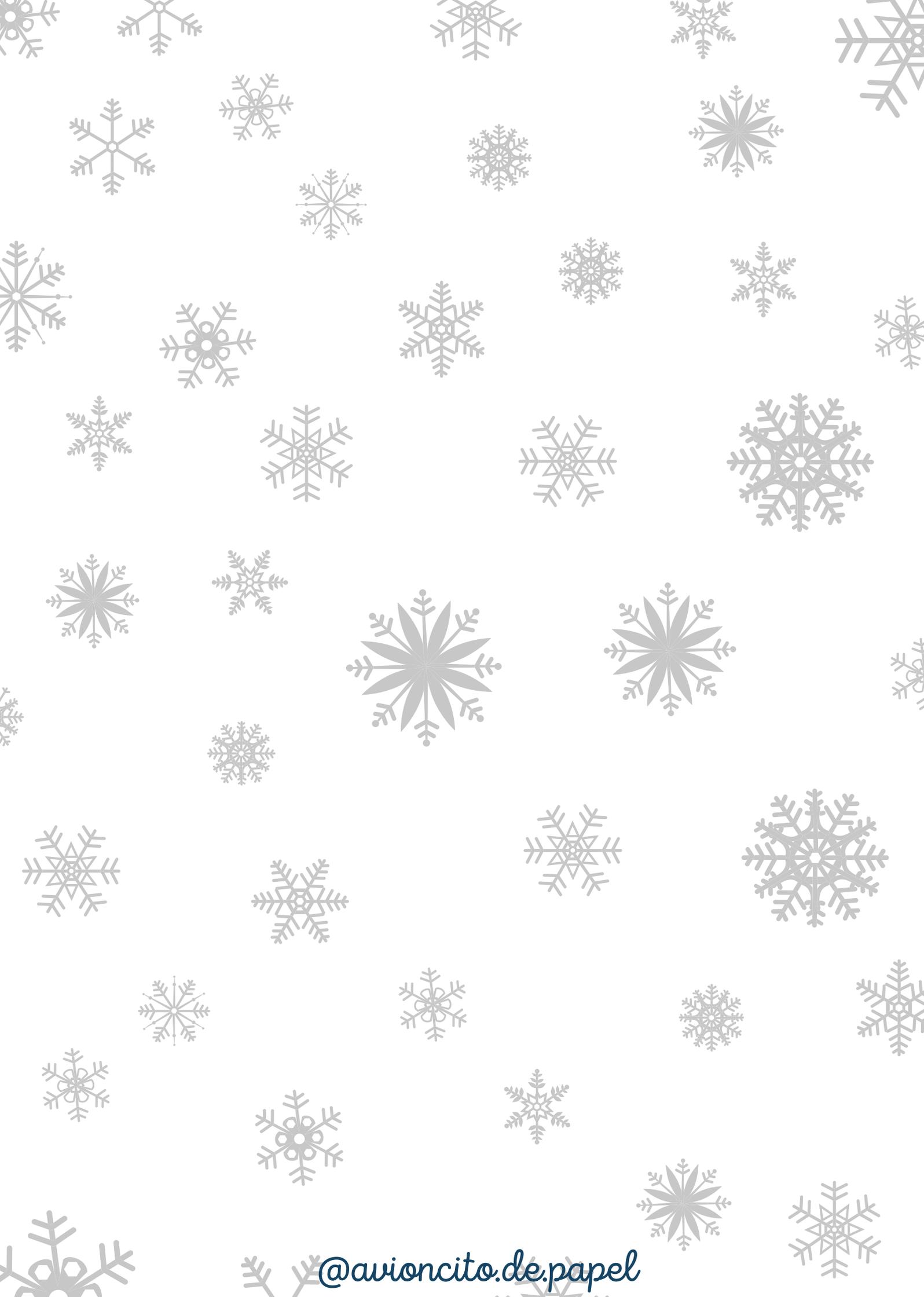


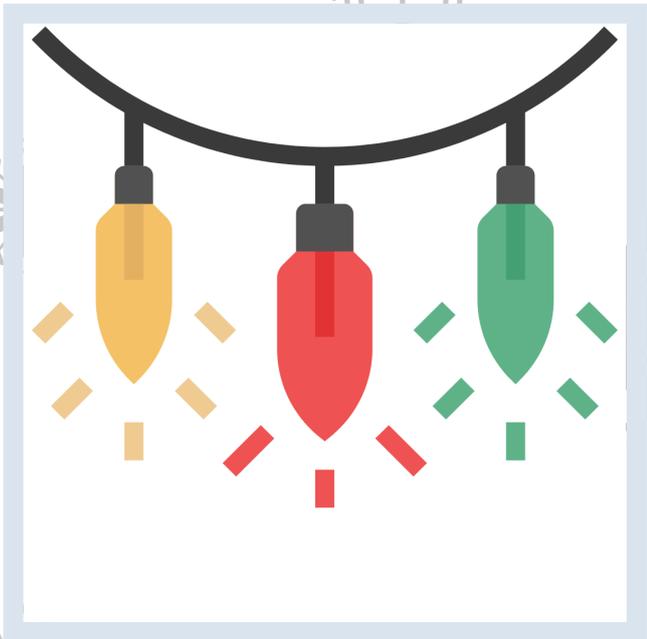




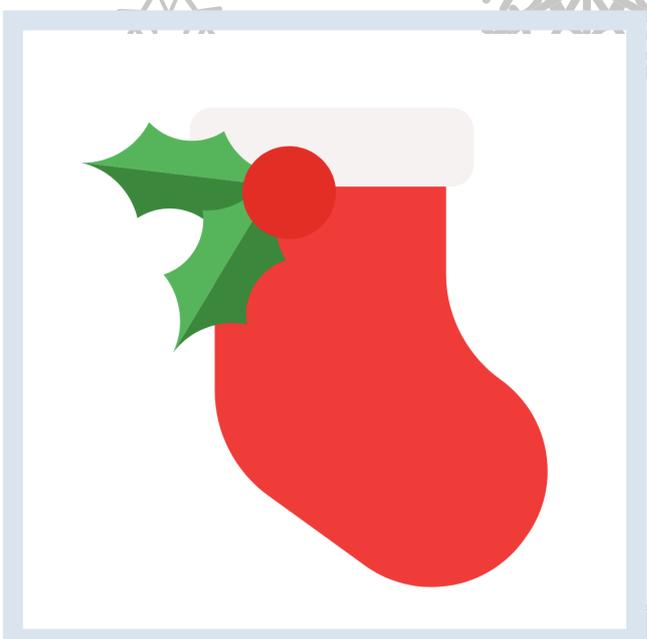
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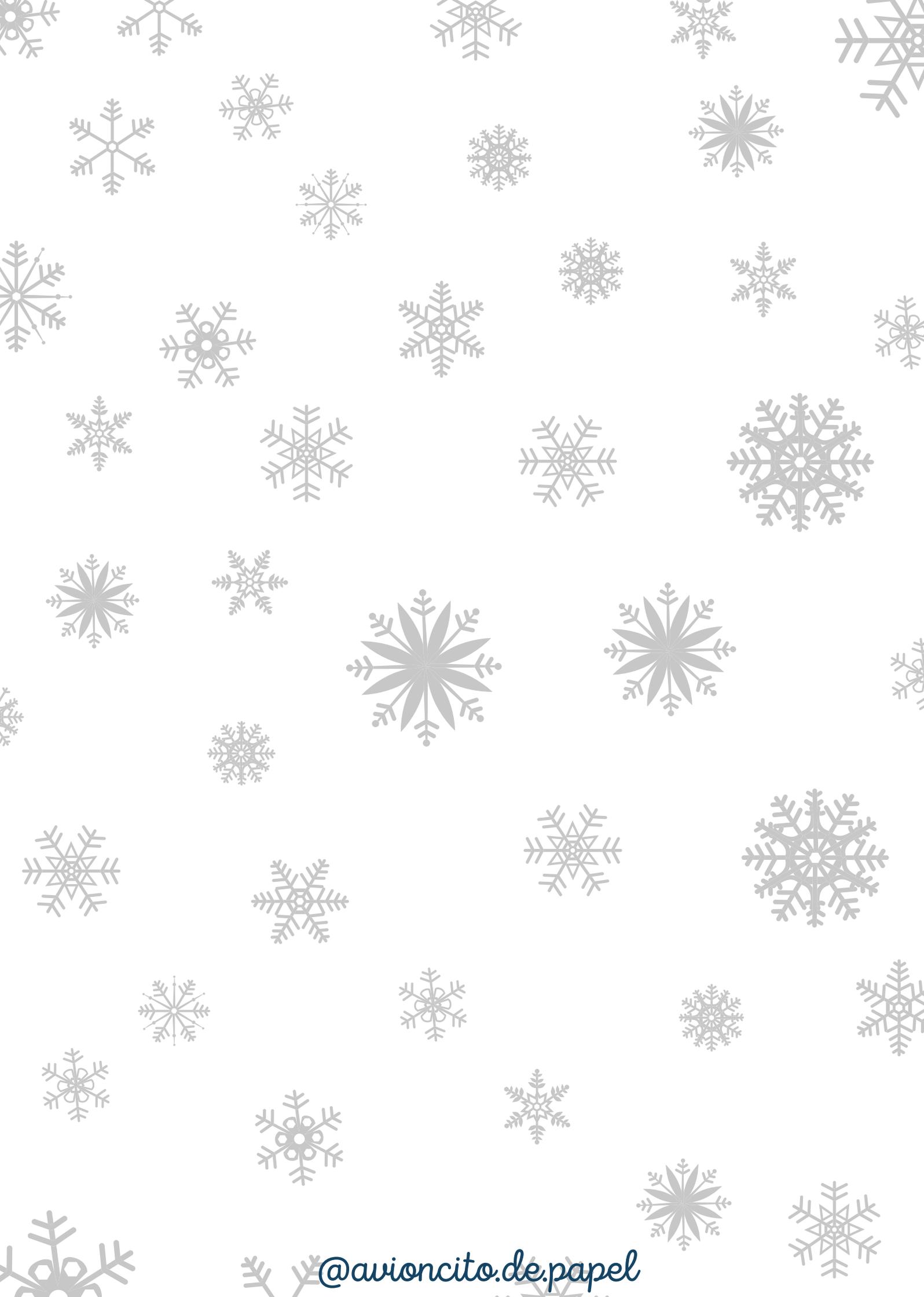


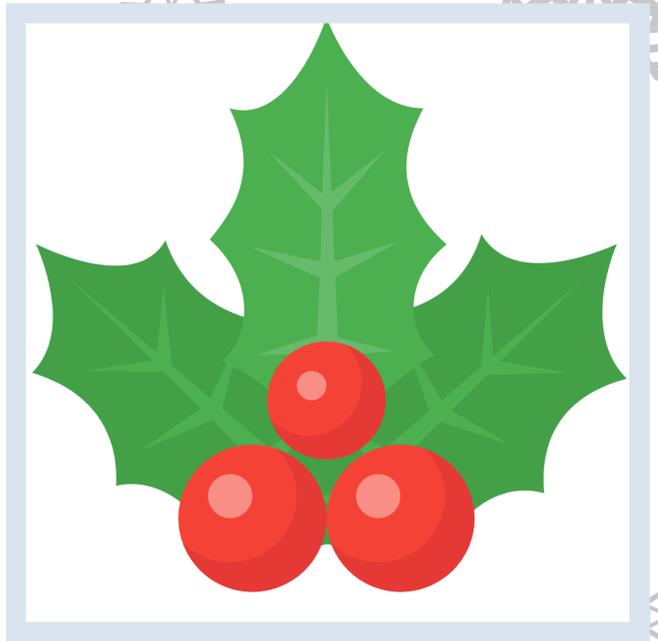
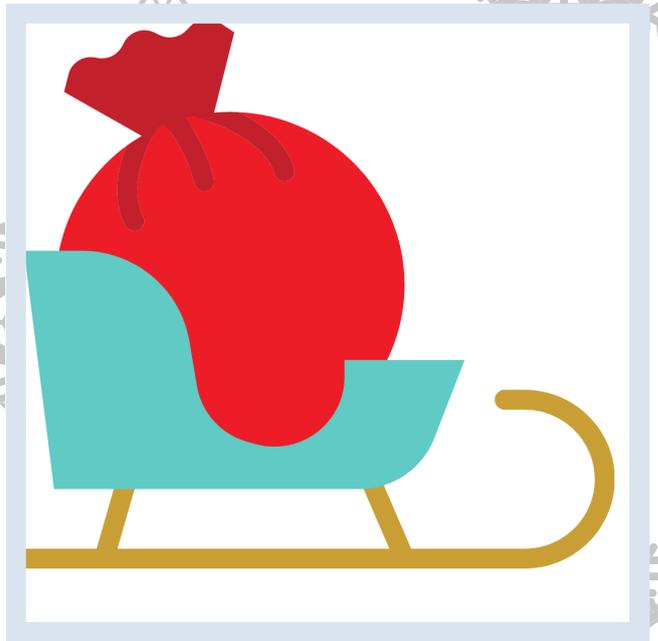
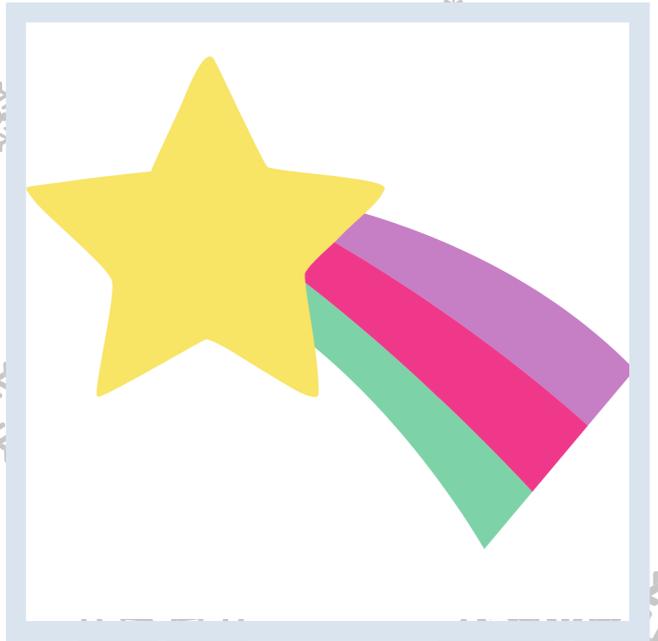


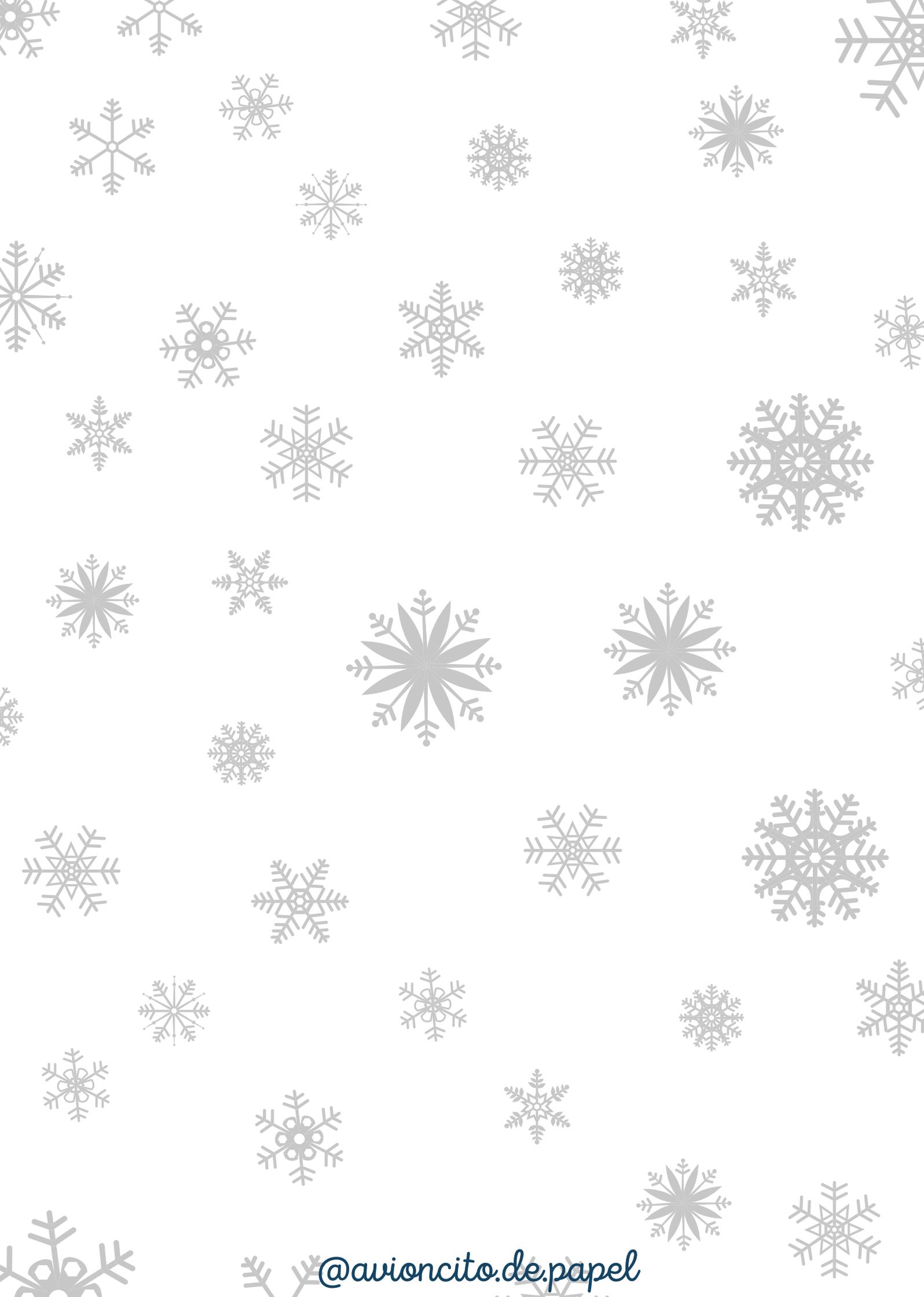


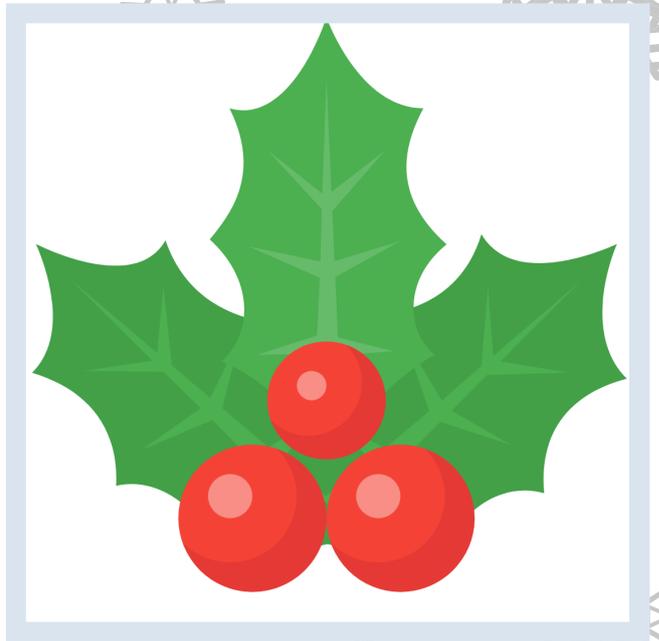
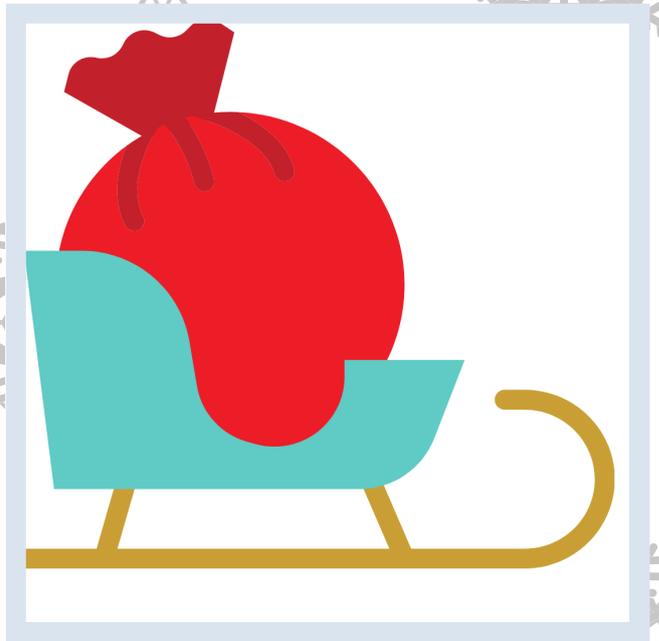
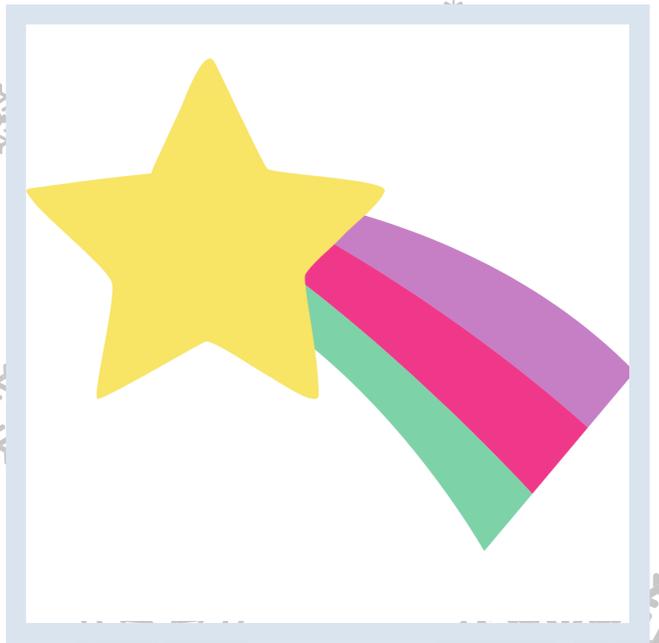
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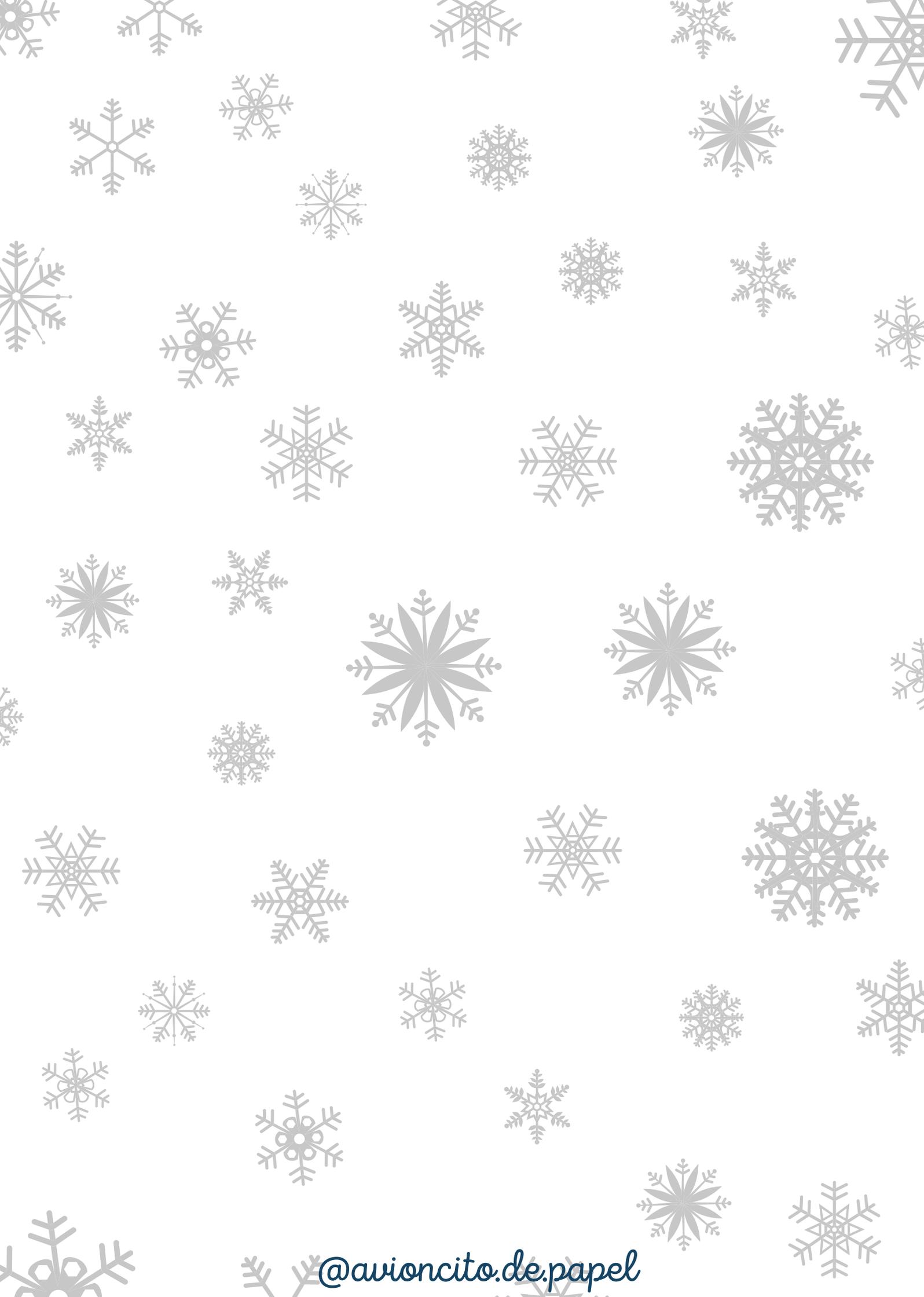


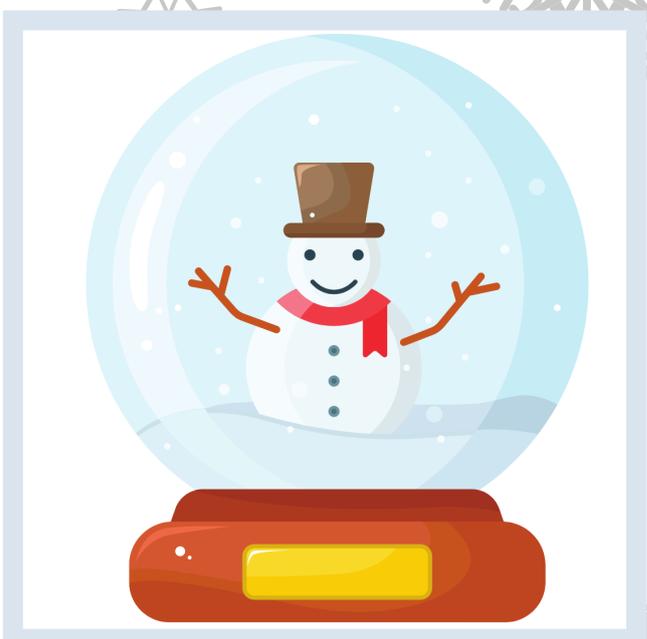
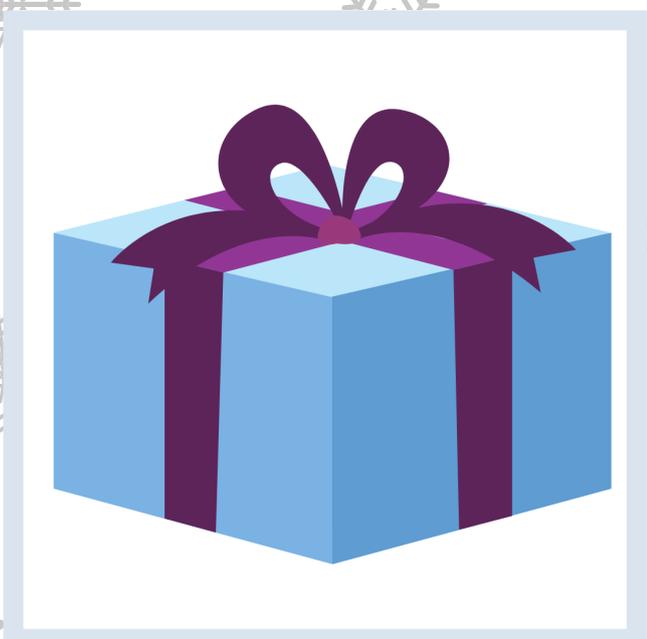
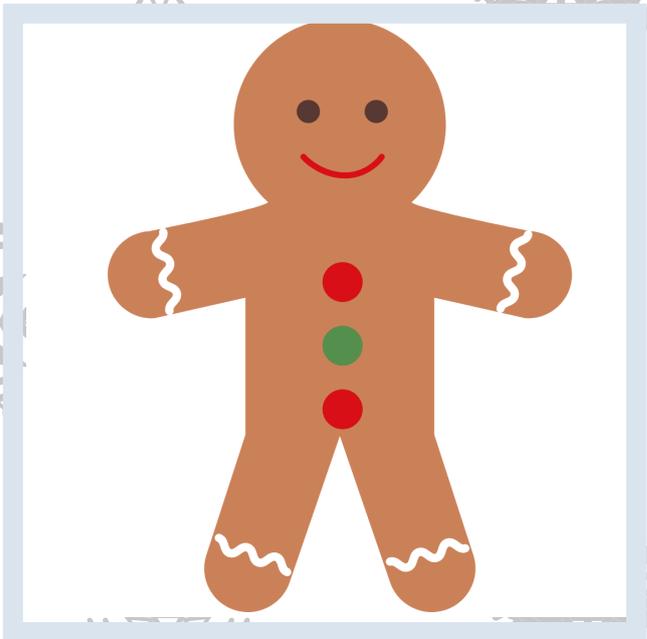
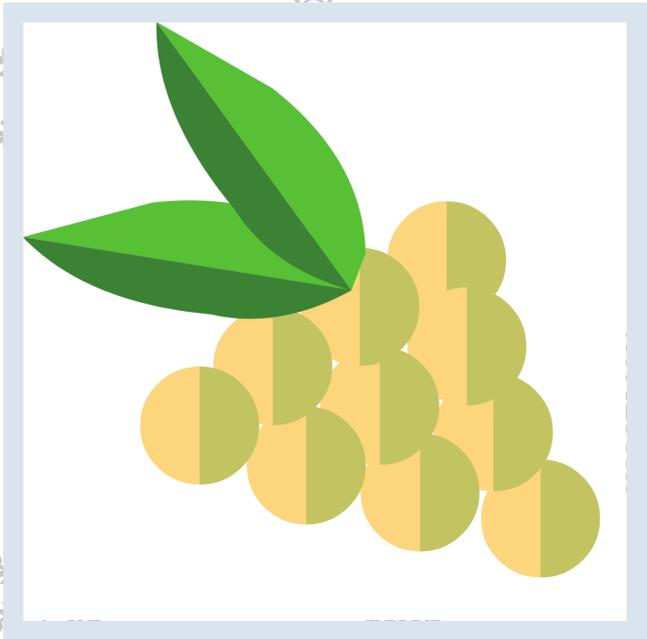


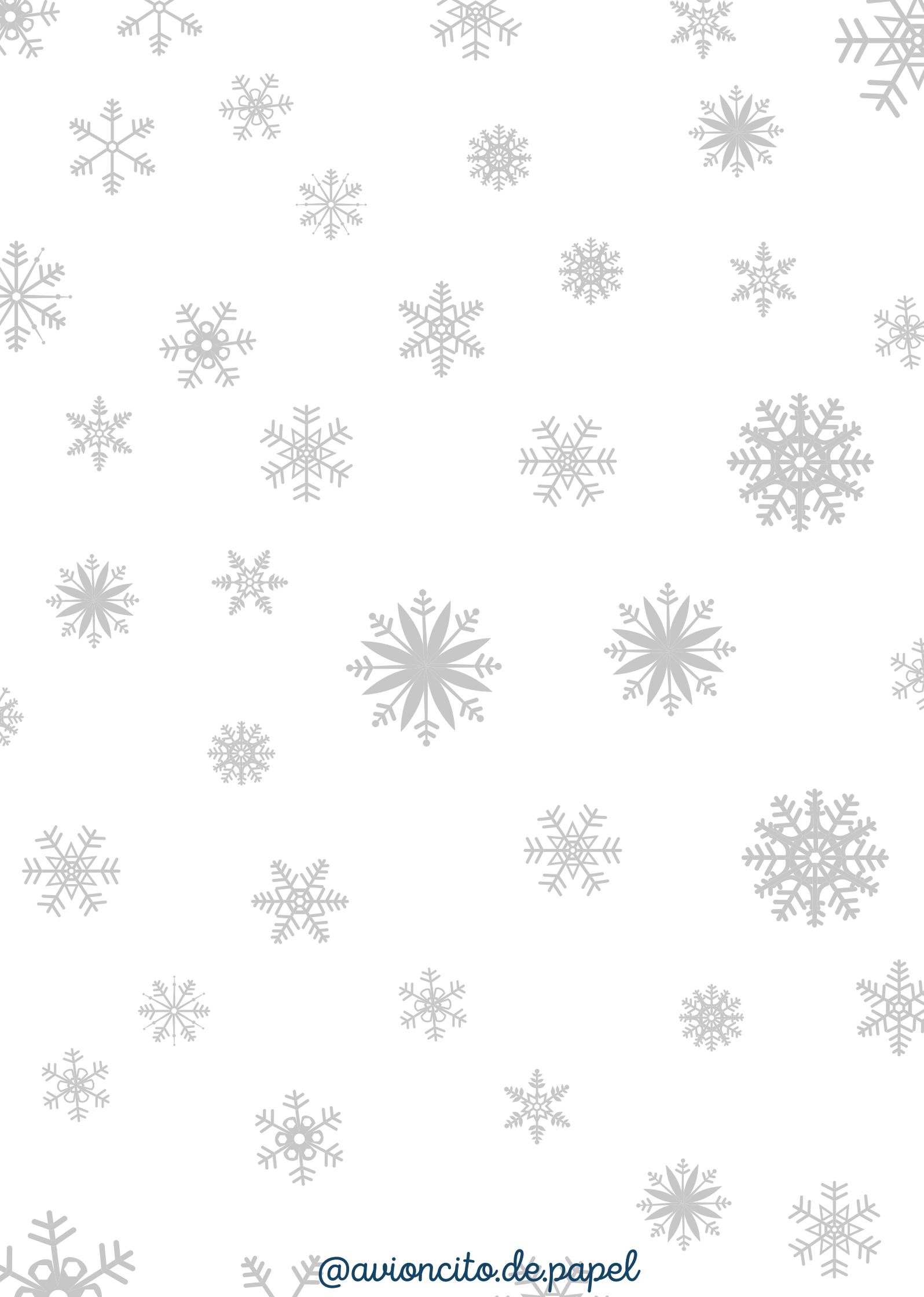


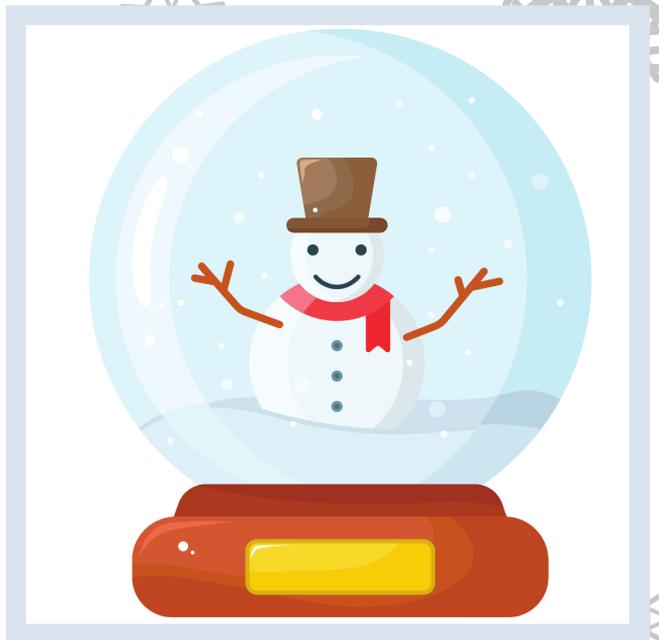
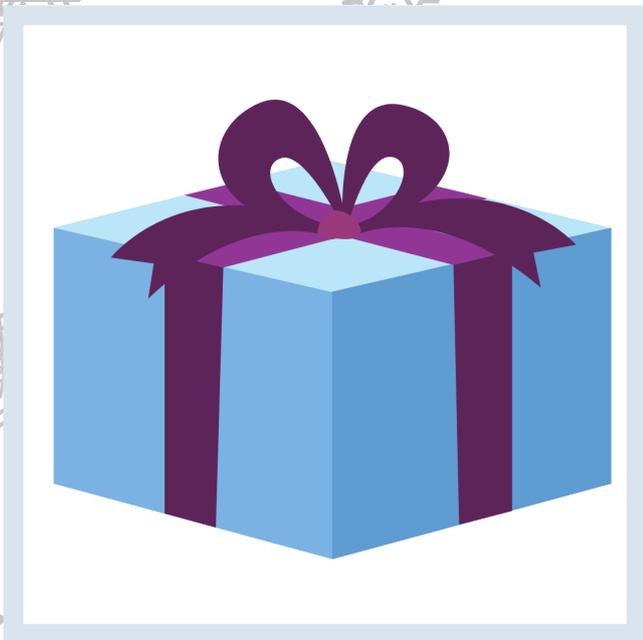
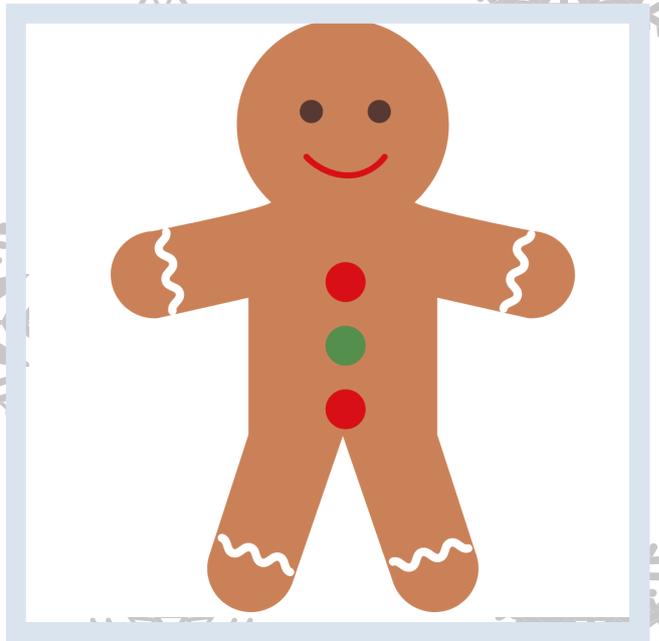
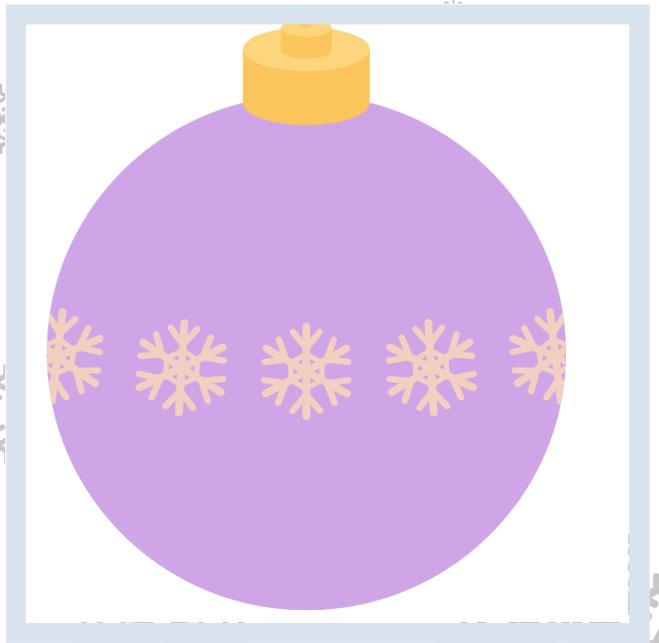
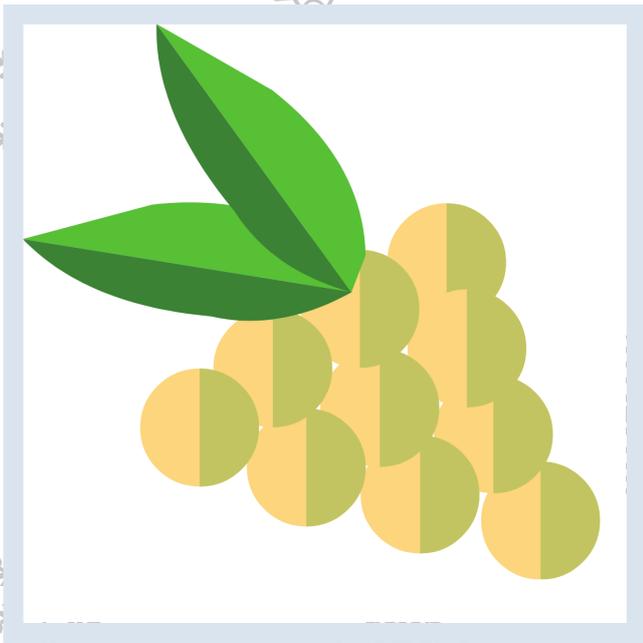


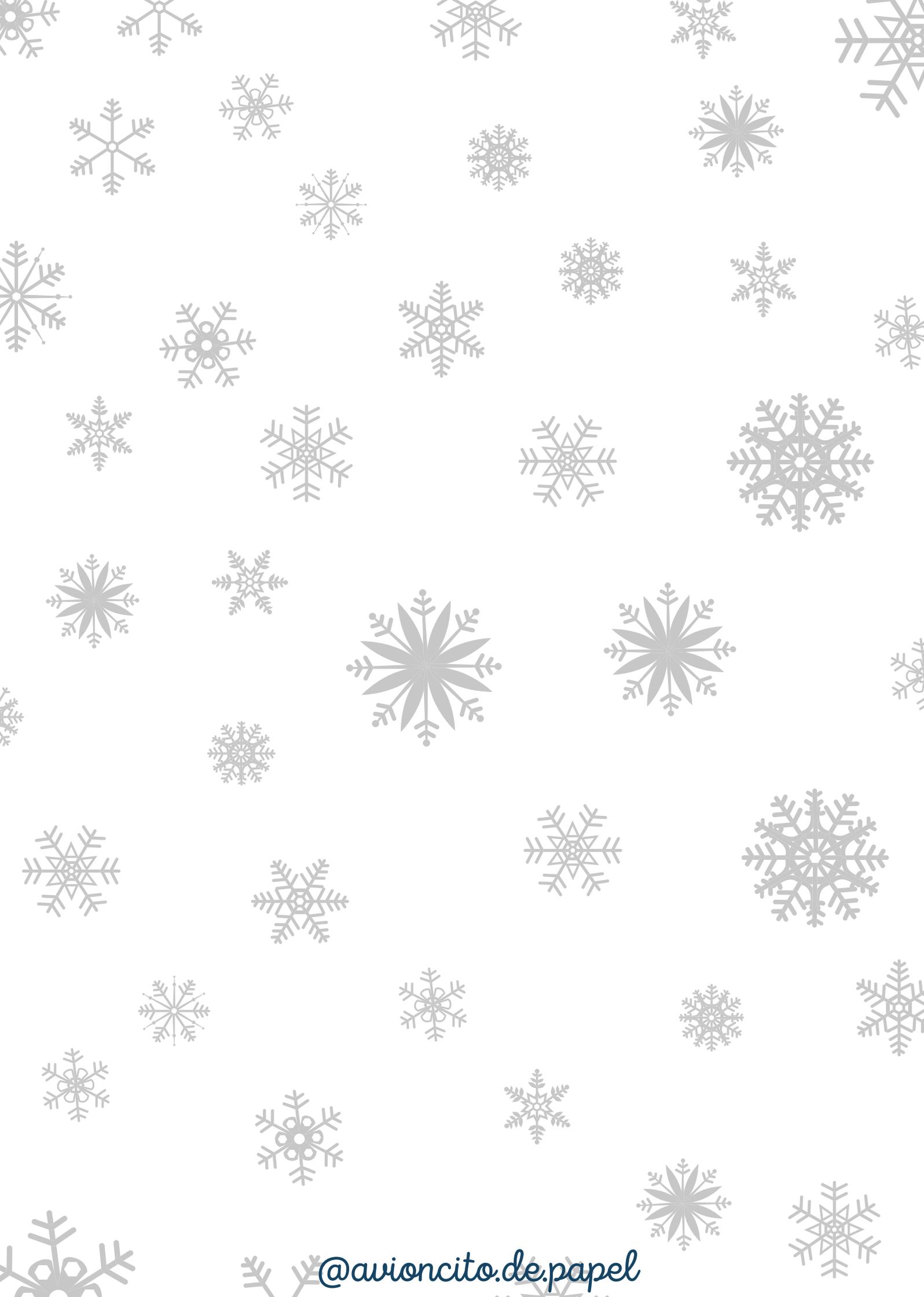




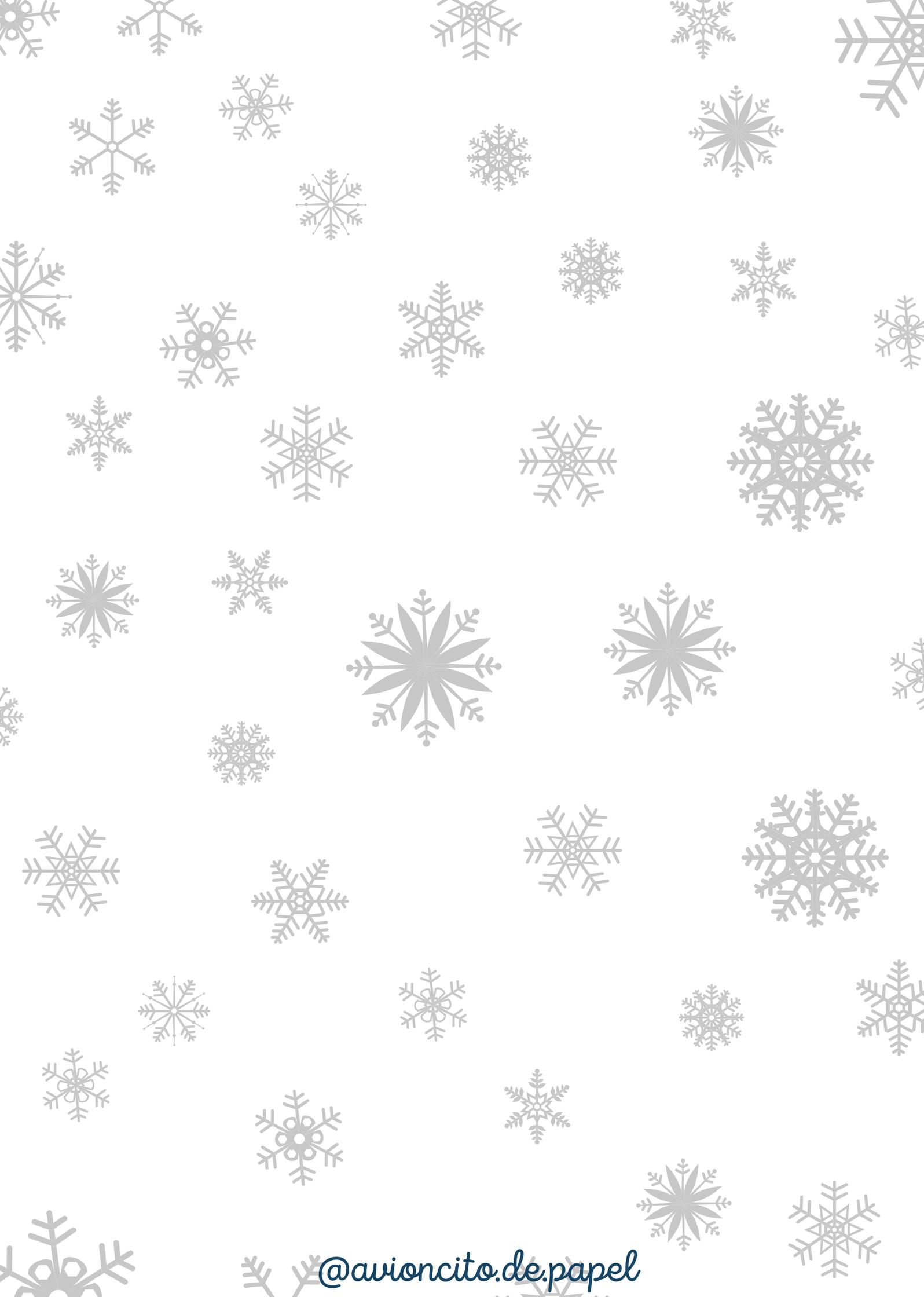




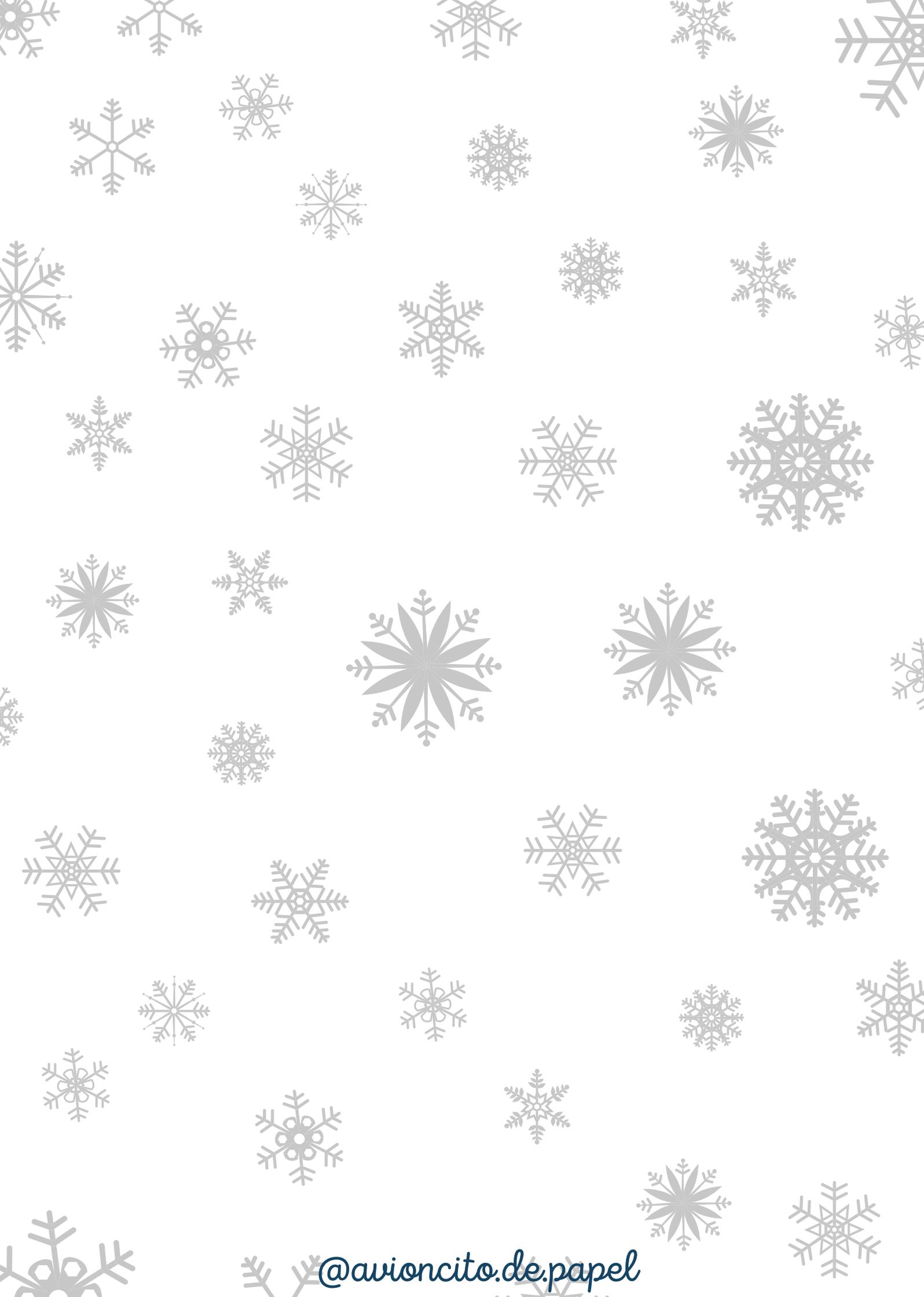




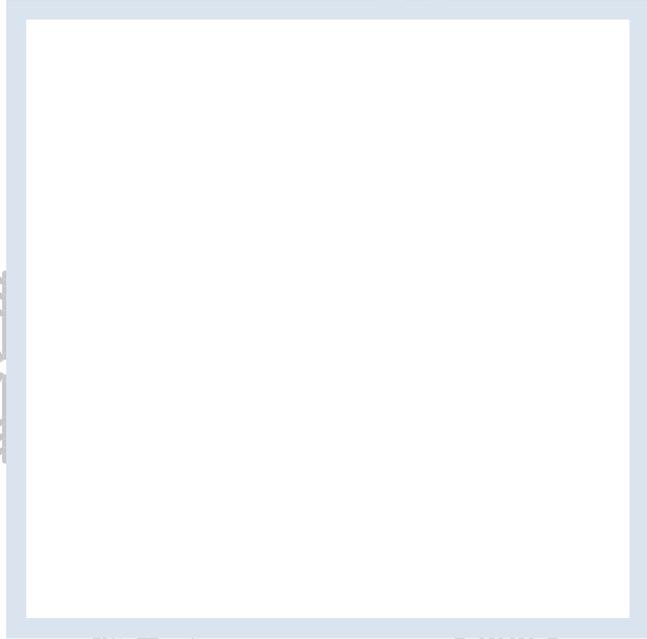








¿echas de menos algo? Dibújalo aquí



Dibuja al menos, dos iguales

A teal arrow pointing from the text towards the right-hand box.