

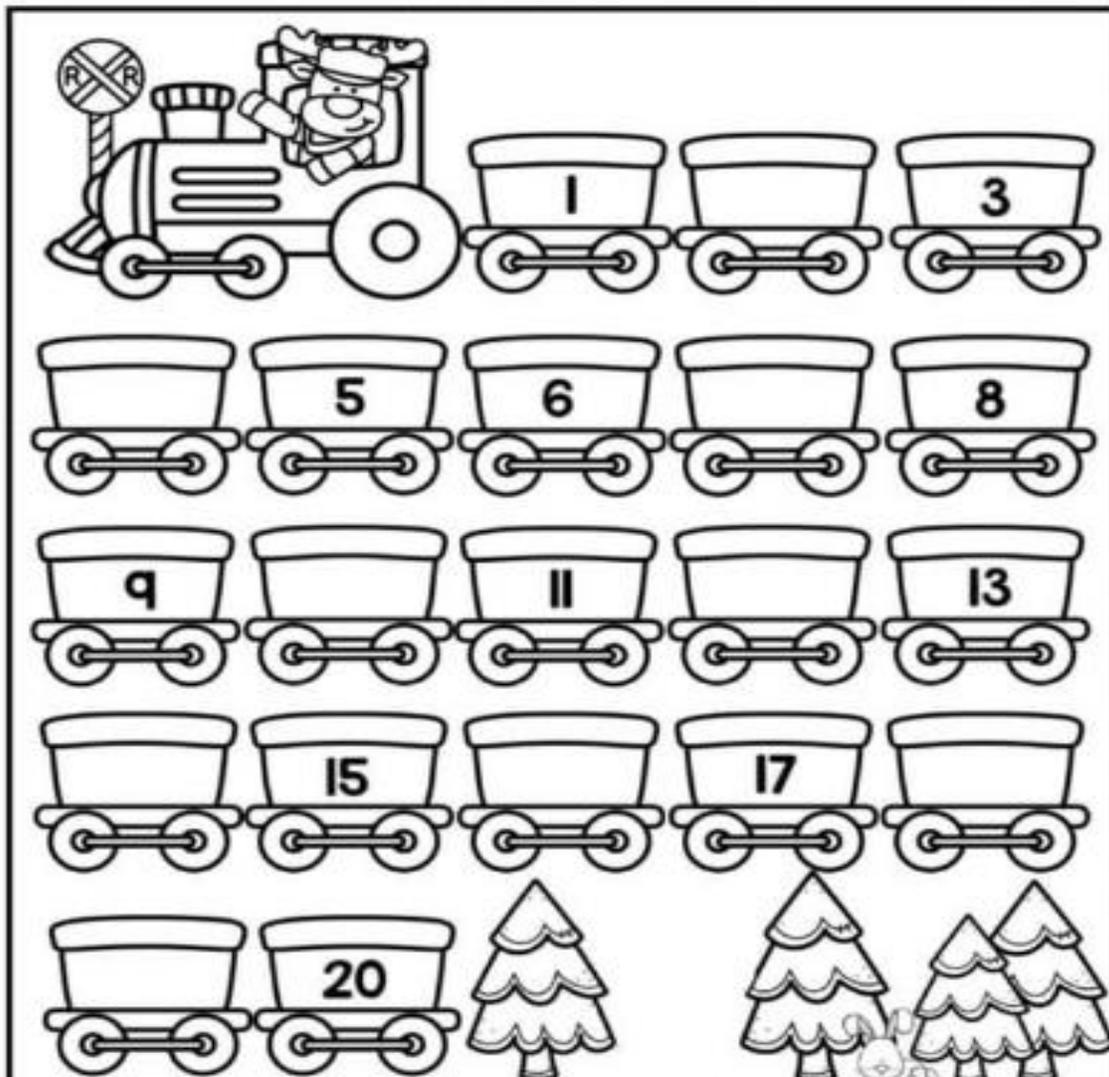
Guía de apoyo de Matemática

Semana 21 al 25 de septiembre

Nombre: _____ Curso: 1° básico.

Objetivo: Demostrar y contar los números hasta el 40 a través de ejercicios propuestos, reforzando sus habilidades matemáticas asociadas a la vida cotidiana.

1.- Identifica y cuenta los números que faltan en los carros del tren que se presenta a continuación.



II.- Identifica, cuenta y completa los círculos que le faltan los números.

A sequence of 10 circles. The 3rd circle contains the number 4, and the 7th circle contains the number 8. To the right of the sequence is a small sheep illustration.

A sequence of 10 circles. The 1st circle contains the number 9, the 6th circle contains the number 14, and the 8th circle contains the number 16. To the left of the sequence is a dog illustration.

A sequence of 10 circles. The 3rd circle contains the number 19, and the 6th circle contains the number 23. To the right of the sequence is a dog illustration.

A sequence of 10 circles. The 7th circle contains the number 30, and the 9th circle contains the number 32. To the left of the sequence is a dog illustration.

A sequence of 10 circles. The 1st circle contains the number 33, the 4th circle contains the number 36, and the 8th circle contains the number 40. To the right of the sequence is a dog illustration.

III.- Une los puntos y sigue la secuencia numérica para descubrir la imagen.

A dot-marker puzzle. In the top left corner, there is a circular logo with the text "PIPOCLUB" and a cartoon character. The main puzzle consists of 21 numbered dots (1-21) arranged to form the outline of a character's face and body. The character has large eyes, a wide smile, and is wearing a cap and a jacket. The dots are numbered as follows: 1-3 form the top of the head; 4-6 form the right eye; 7-11 form the right side of the face; 12-14 form the nose; 15-17 form the left side of the face; 18-20 form the left eye; 21 forms the chin. The character's body is formed by dots 22-32, including the neck, jacket, and arms.