

Ejercicios para jugar y pensar



Organização
de Estados
Ibero-americanos

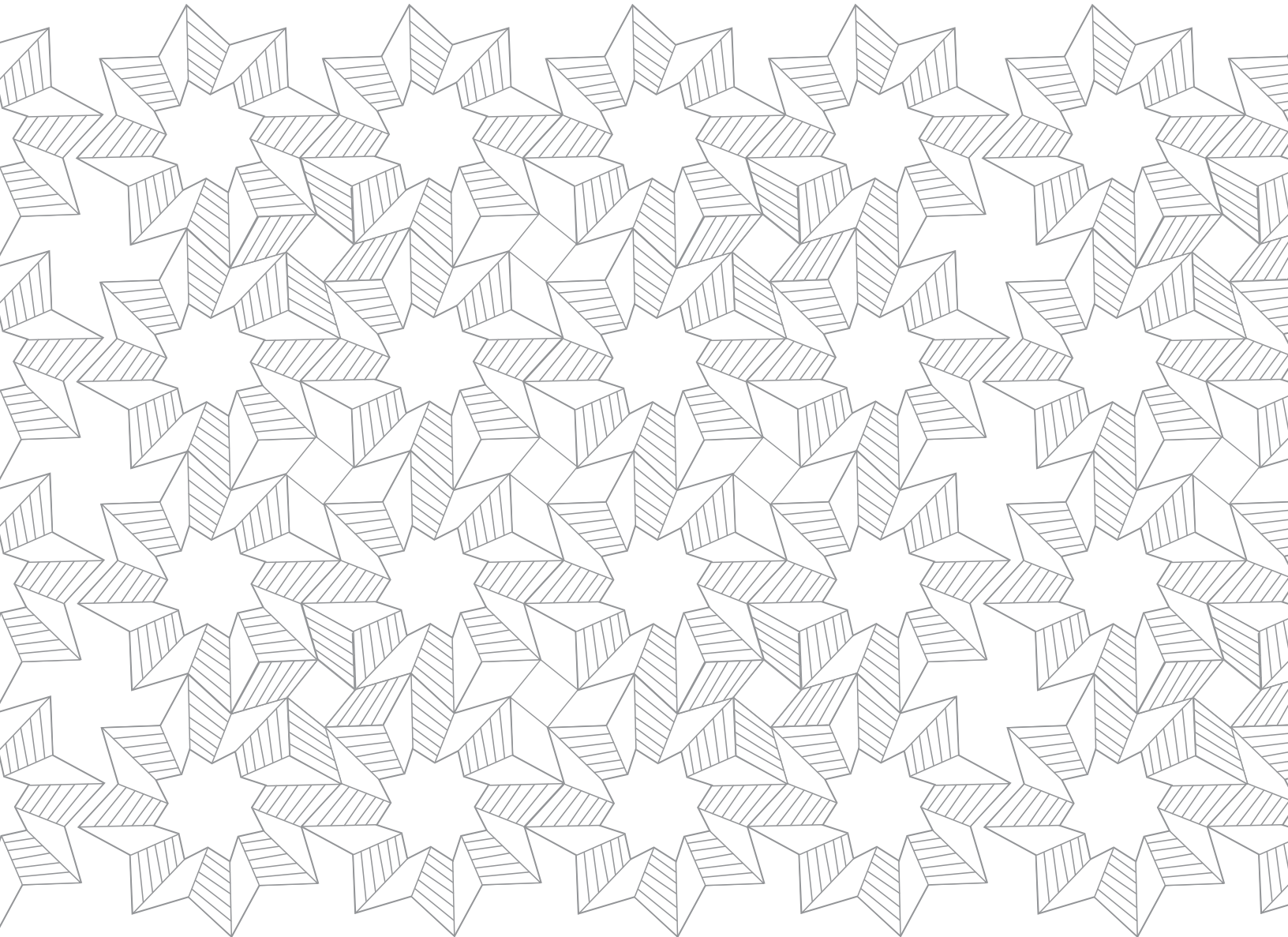


Organización
de Estados
Iberoamericanos

Para a Educação,
a Ciência
e a Cultura

Para la Educación,
la Ciencia
y la Cultura

Ejercicios para jugar y pensar



Organização
de Estados
Ibero-americanos

Para a Educação,
a Ciência
e a Cultura



Organización
de Estados
Iberoamericanos

Para la Educación,
la Ciencia
y la Cultura

Organización de Estados Iberoamericanos para la
Educación, la Ciencia y la Cultura (OEI)
República Dominicana. 2017
1ra. edición

Secretario General: Paulo Speller
Directora Oficina Nacional: Catalina Andujar Scheker
Autora: Analía Rosoli
Título: Ejercicios para Jugar y Pensar
Serie Sistema Integral de Apoyo a los Aprendizajes
Diseño: Lourdes Periche Agencia Creativa
ISBN: 978-9945-9089-2-3

Este documento es un aporte a la consecución de las Metas 2021: La Educación que queremos para la Generación de los Bicentenarios, específicamente para la Meta general segunda: Incrementar las oportunidades y la atención educativa a la diversidad de necesidades del alumnado superando toda forma de discriminación en la educación.

Este material es un recurso para trabajar áreas del pensamiento fundamentales que deben desarrollarse durante la infancia. Cada una de ellas aporta a los procesos cognitivos que diariamente utilizamos.

En ocasiones cuando falta una adecuada estimulación, algunas áreas no se desarrollan en el momento esperado, pudiendo generar rezagos en el logro de algunos aprendizajes.

Los **Ejercicios para jugar y pensar** fueron integrados en este documento para que los estudiantes de los centros educativos puedan jugar y paralelamente favorecer el desarrollo de áreas fundamentales que subyacen a los procesos de lectura, escritura, pensamiento lógico matemático, comprensión y desarrollo motor.

Este material es un complemento al trabajo curricular que se debe trabajar en las escuelas, está recomendado para niños con un desarrollo de pensamiento entre 5 y 8 años de edad.

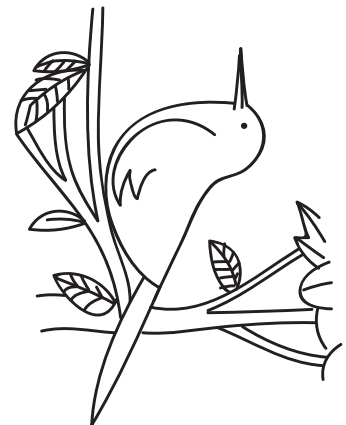
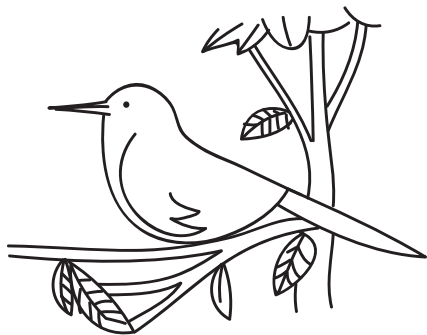
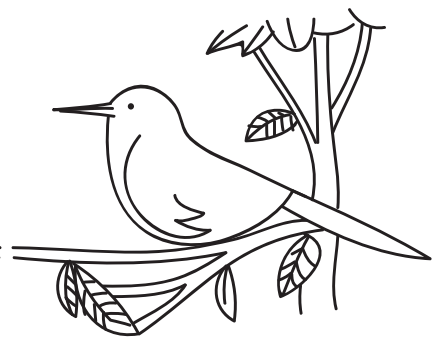
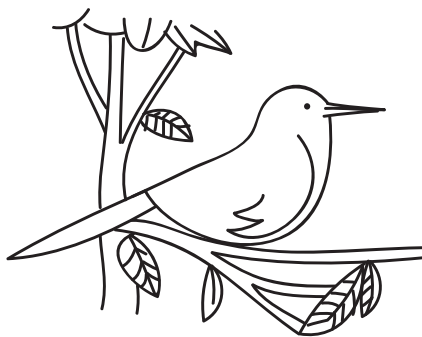
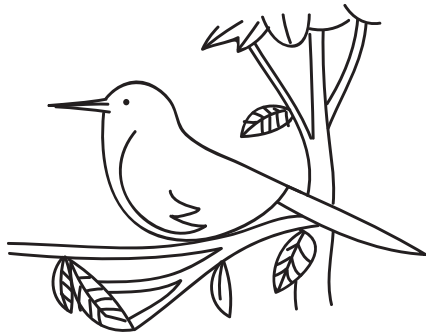
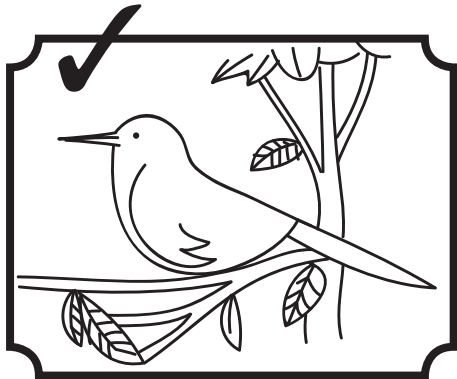
Algunas actividades deben desarrollarse en un tiempo límite. Para éstas el estudiante precisará de un docente que lo apoye haciendo uso de un reloj con el que pueda medir el tiempo.

A continuación se presentan íconos con las áreas que se trabajan en las diferentes actividades, de tal forma que el docente conozca qué área cognitiva estará favoreciendo cuando le indique a su estudiante determinada actividad.



EJERCICIO 1

Colorea los pájaros que estén en la misma posición del modelo.



EJERCICIO 2

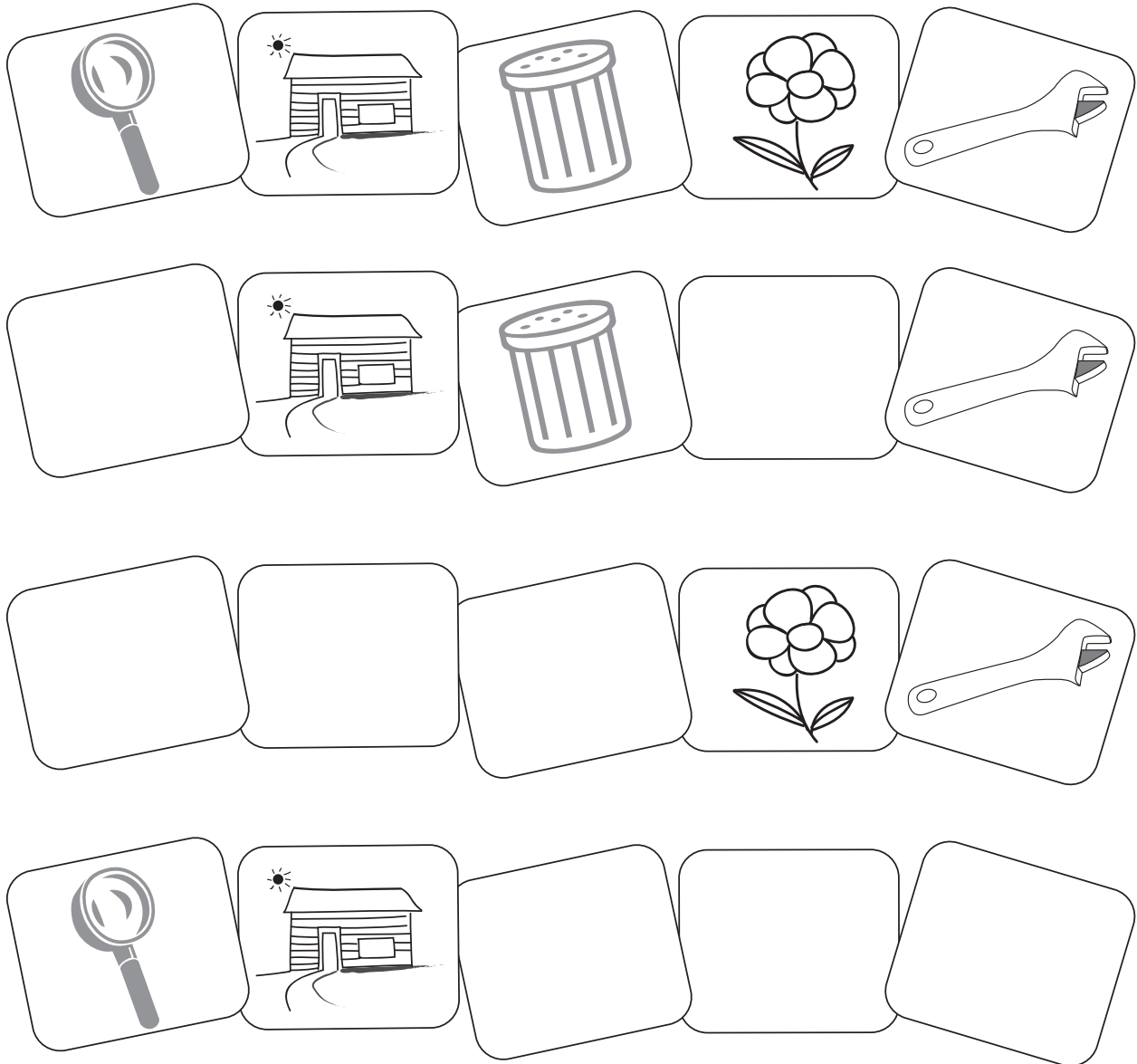
Tacha con una cruz los que no se parecen al modelo que está en el recuadro.





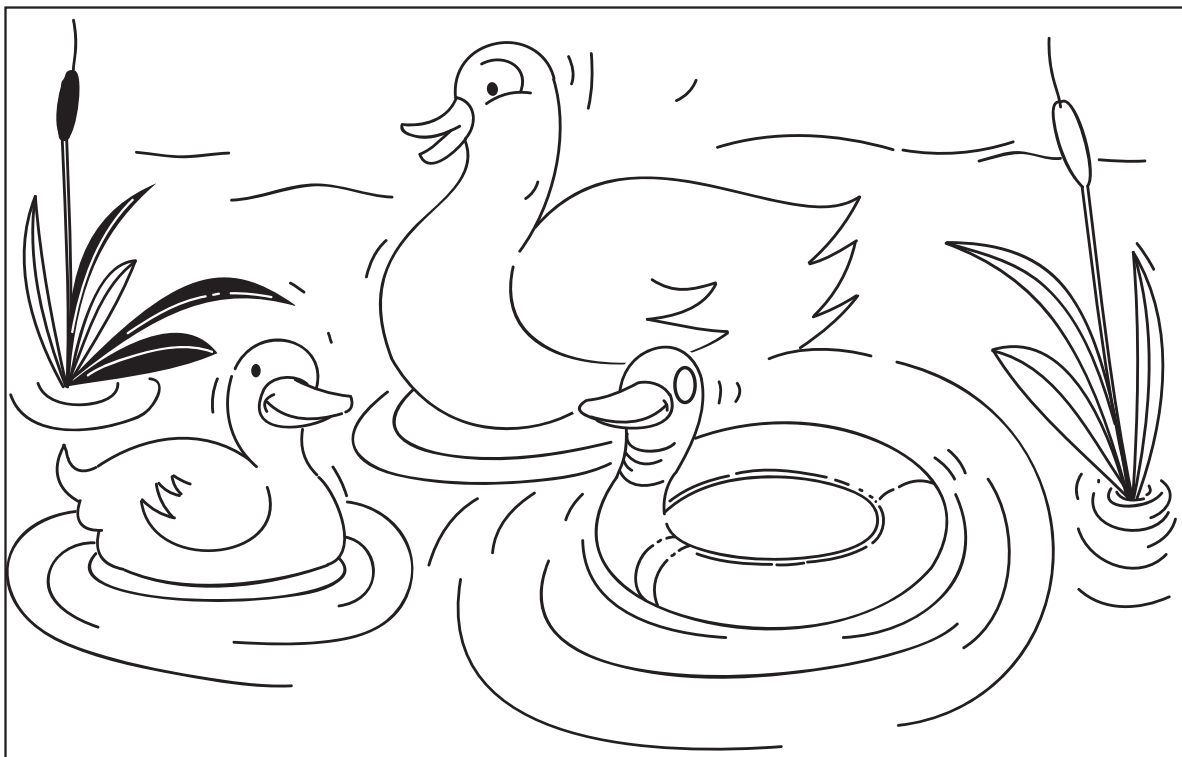
EJERCICIO 3

Completa los recuadros vacíos con los dibujos que correspondan para que las cuatro filas queden iguales.



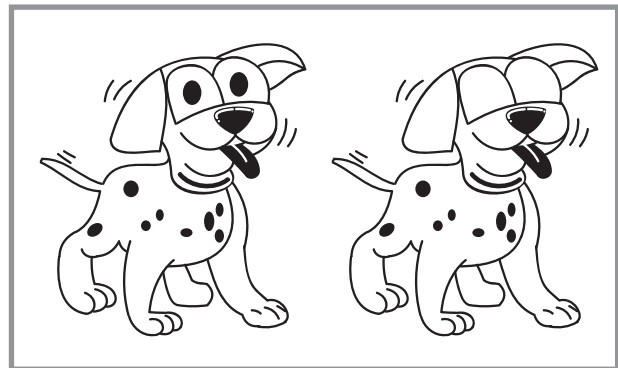
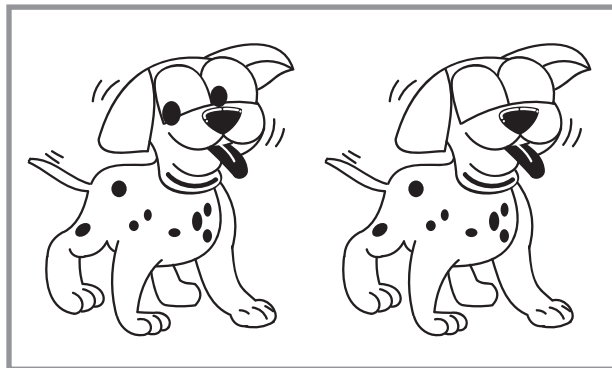
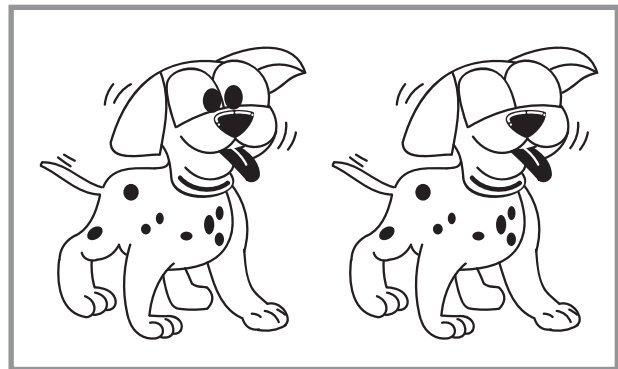
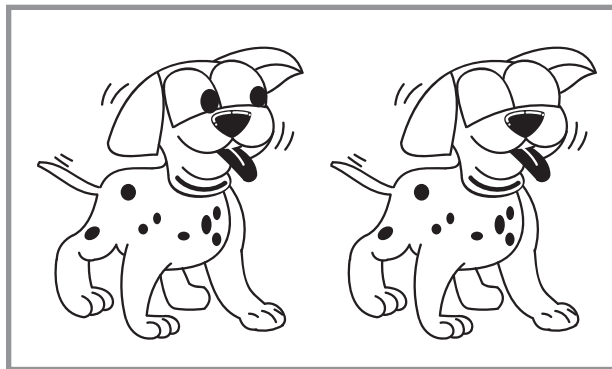
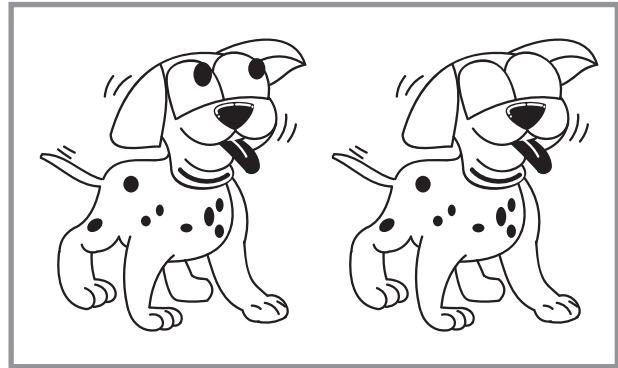
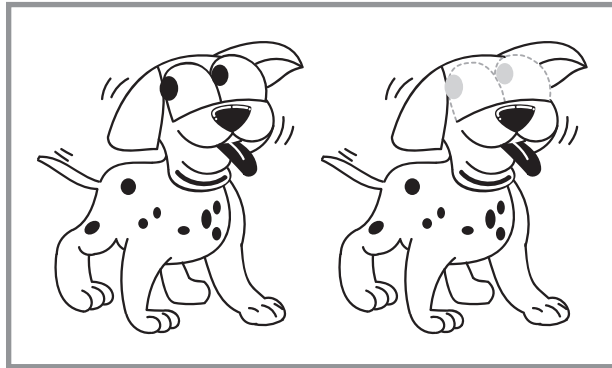
EJERCICIO 4

Busca las 5 diferencias que hay entre los dibujos. Cuando las encuentres márcalas con una X.



EJERCICIO 5

Completa los ojos de los perros para que cada pareja mire en la misma dirección. Luego colorea.



EJERCICIO 6

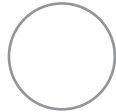
Pinta con los colores que indican las figuras.



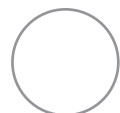
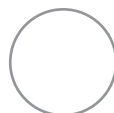
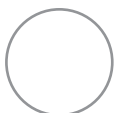
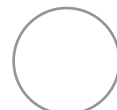
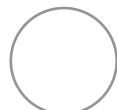
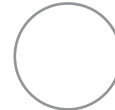
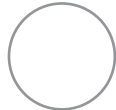
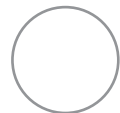
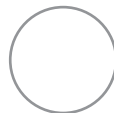
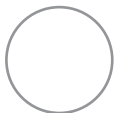
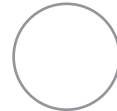
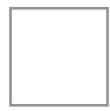
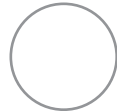
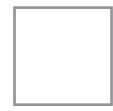
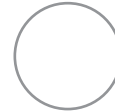
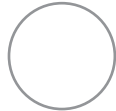
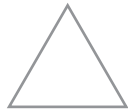
ROJO



AMARILLO

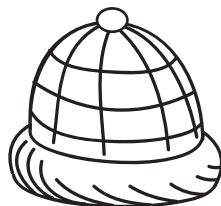
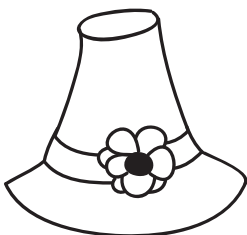
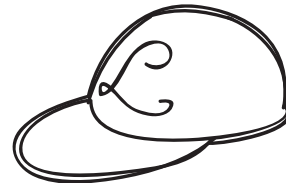
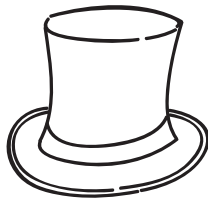
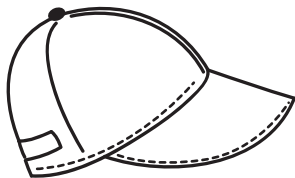
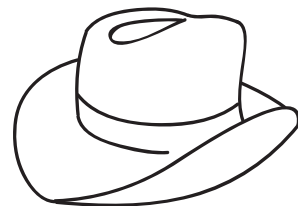
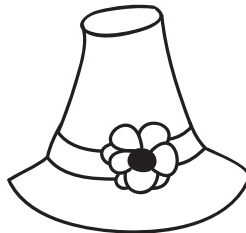
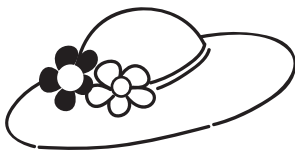
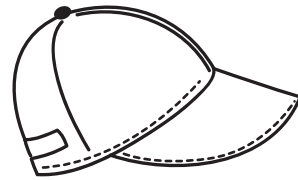
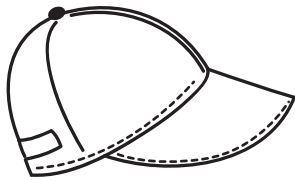
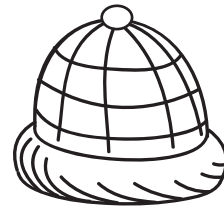
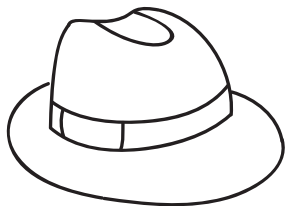
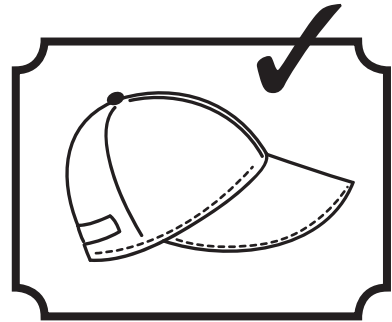


AZUL



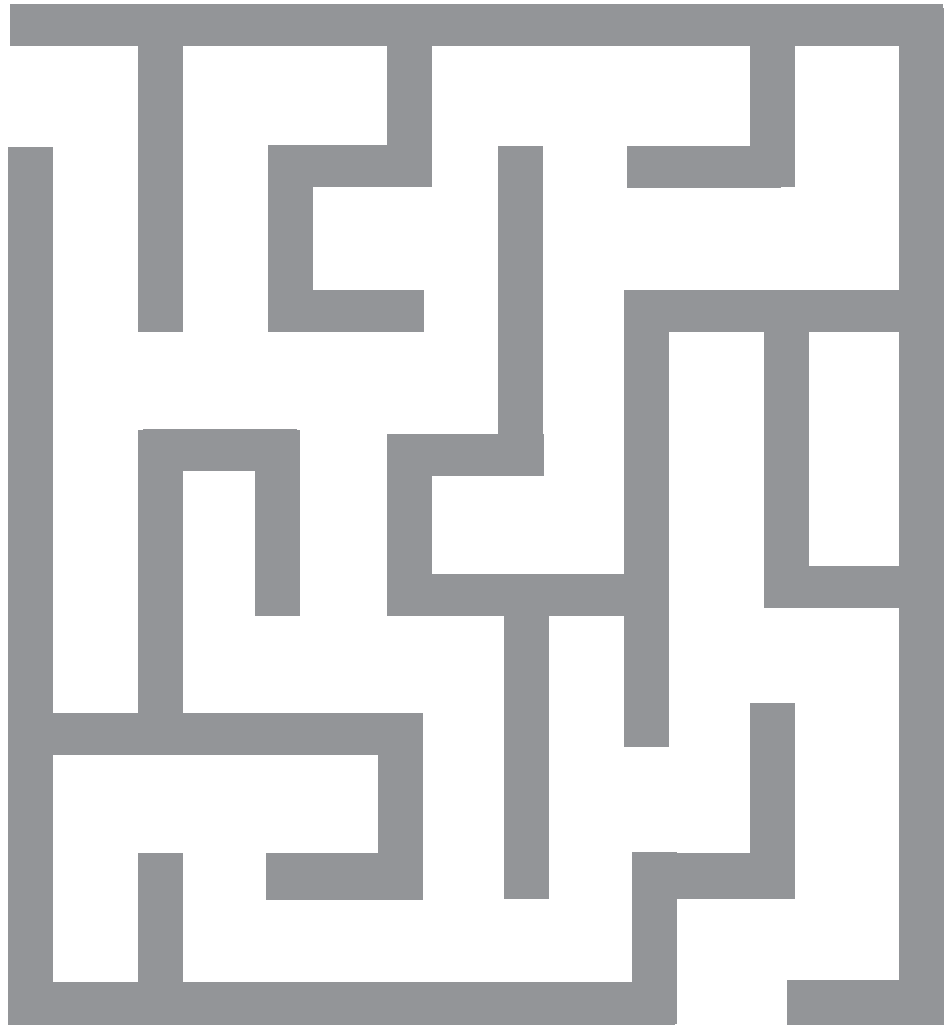
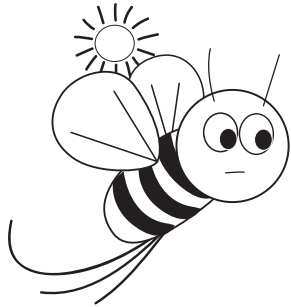
EJERCICIO 7

Colorea los sombreros iguales al modelo.



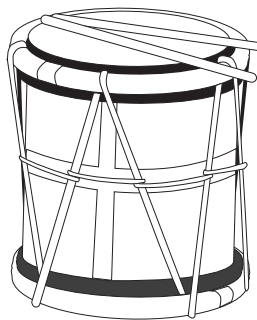
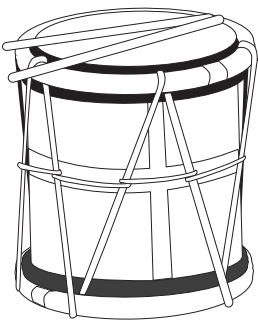
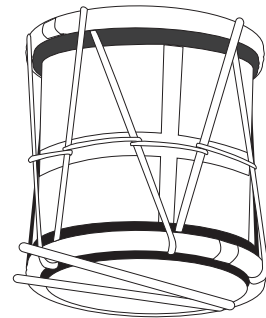
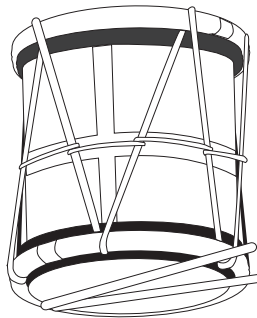
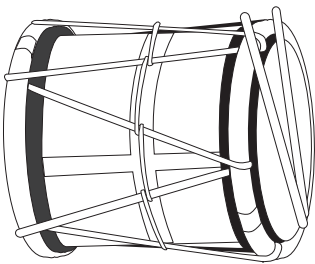
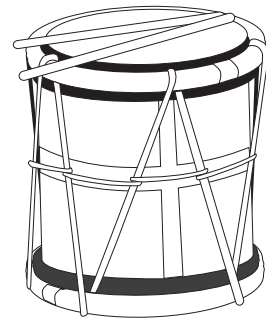
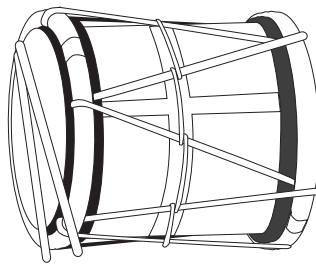
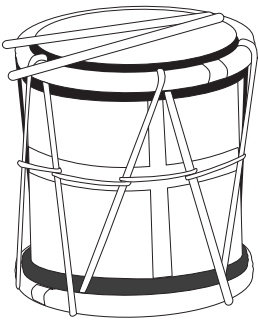
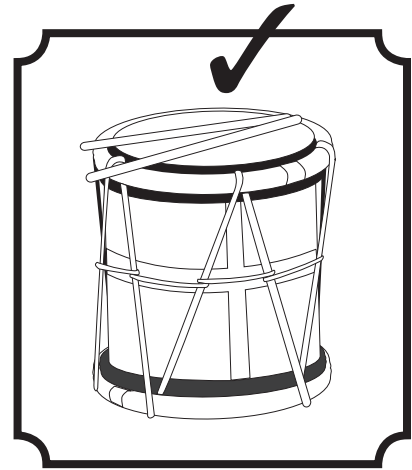
EJERCICIO 8

Ayuda a la abeja a llegar hasta las flores.



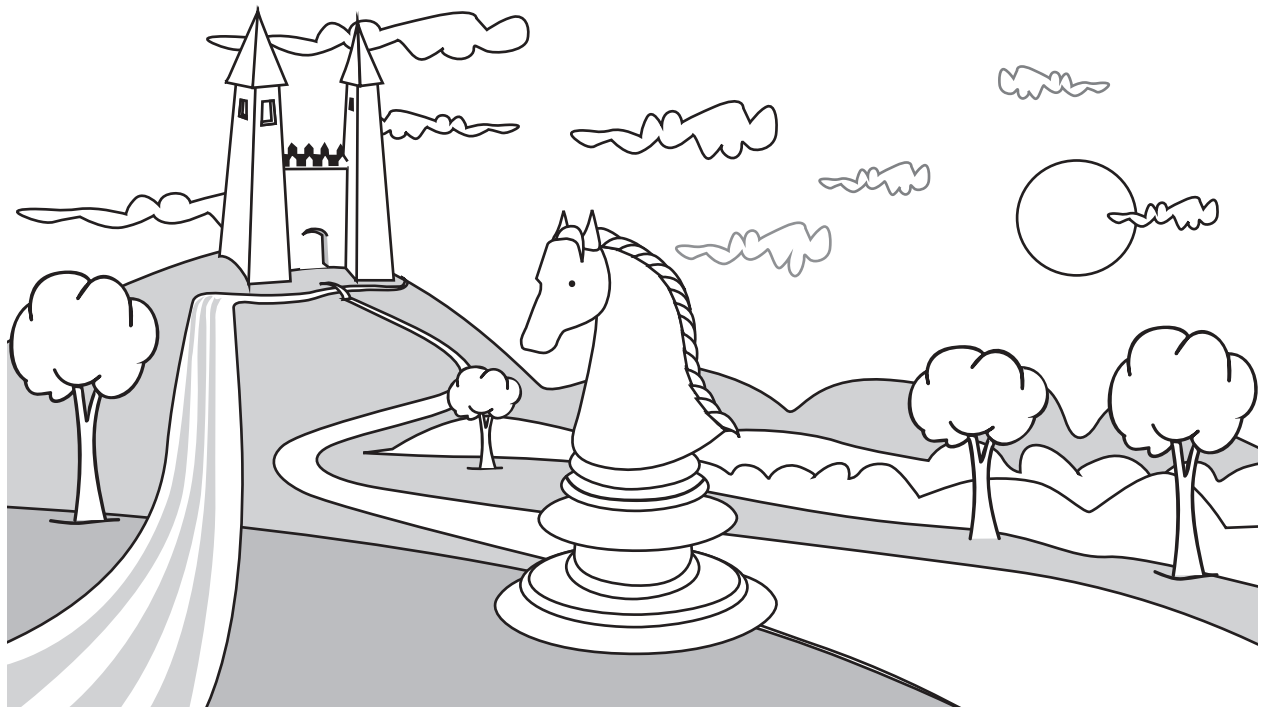
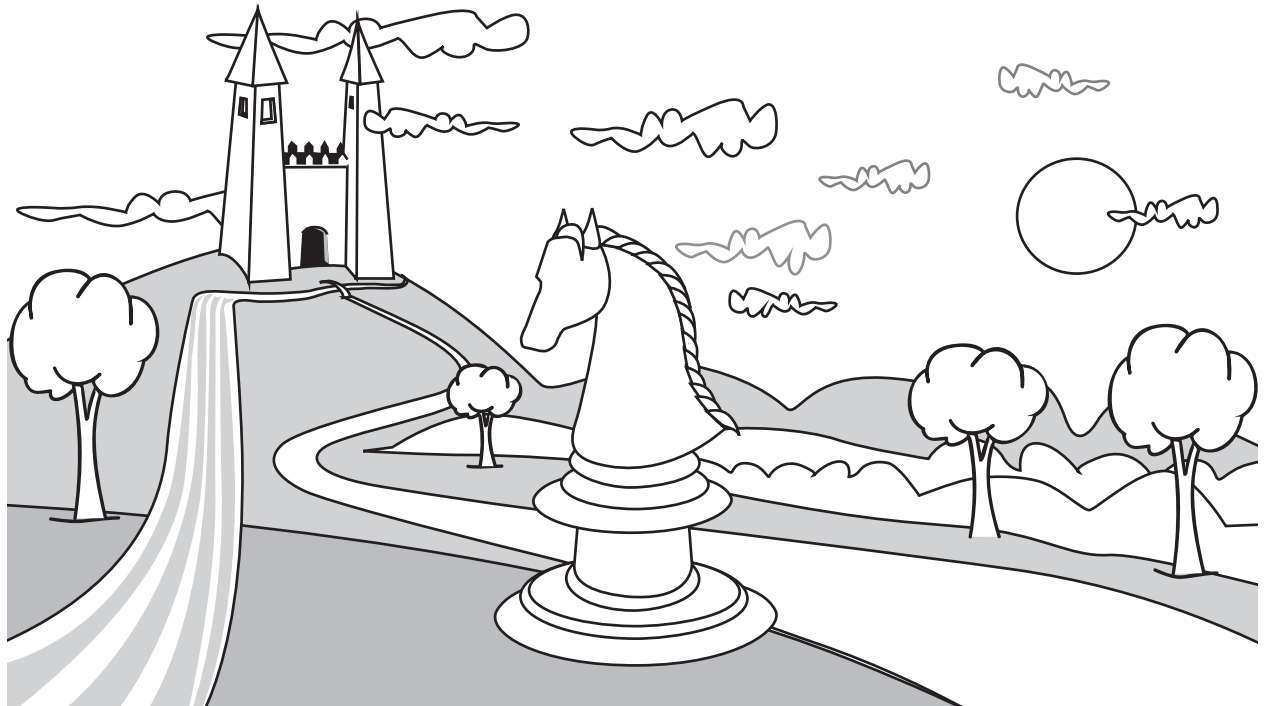
EJERCICIO 9

Colorea las tamboras que sean iguales al modelo.



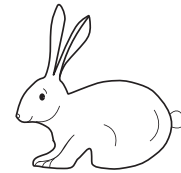
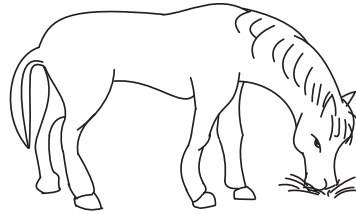
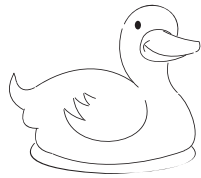
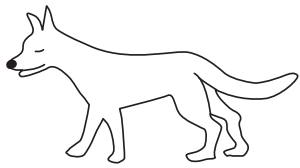
EJERCICIO 10

Busca las 7 diferencias que hay entre los dibujos y márcalas con una X.



EJERCICIO 11

Pinta el perro de marrón, el pato de amarillo, el caballo de verde y el conejo de rojo.

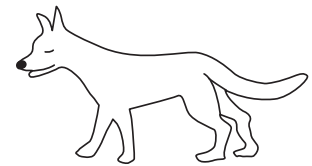
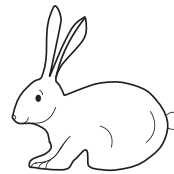
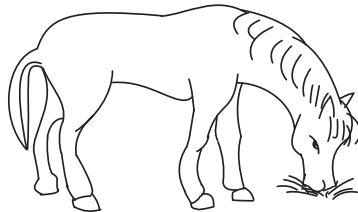
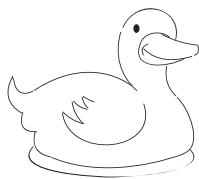
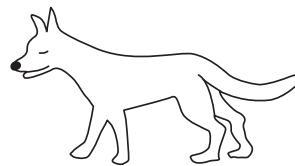
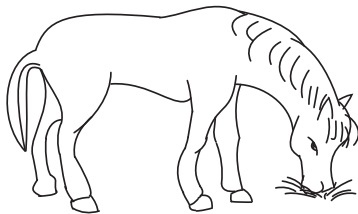
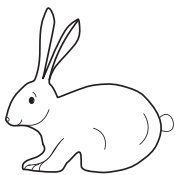
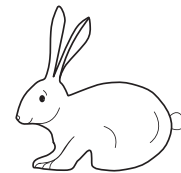
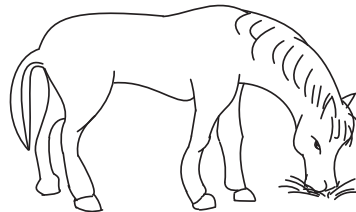
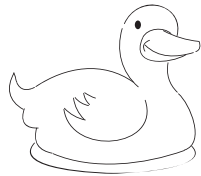
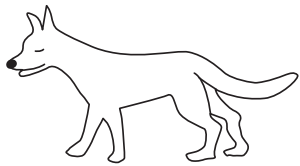


MARRÓN

AMARILLO

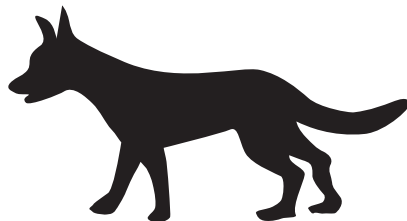
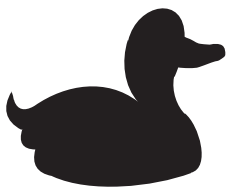
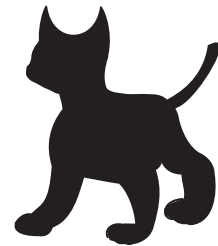
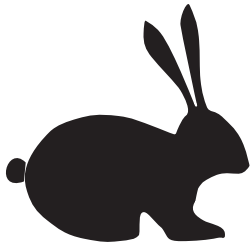
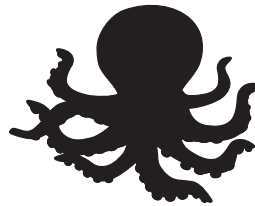
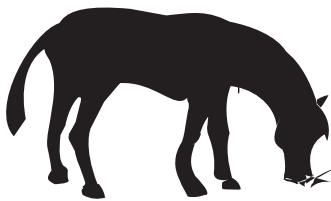
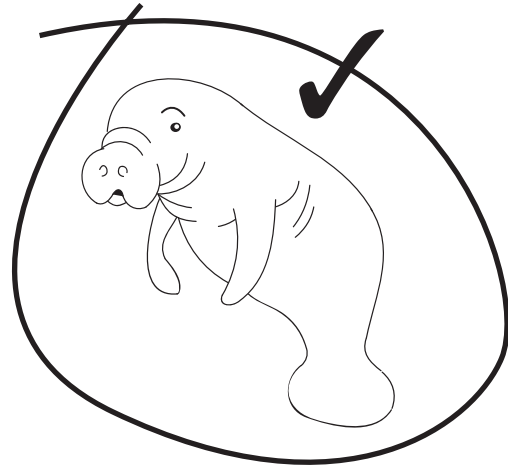
VERDE

ROJO



EJERCICIO 12

Busca y rodea la sombra que pertenece al manatí.



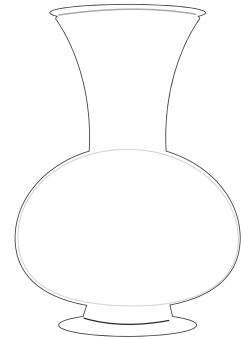
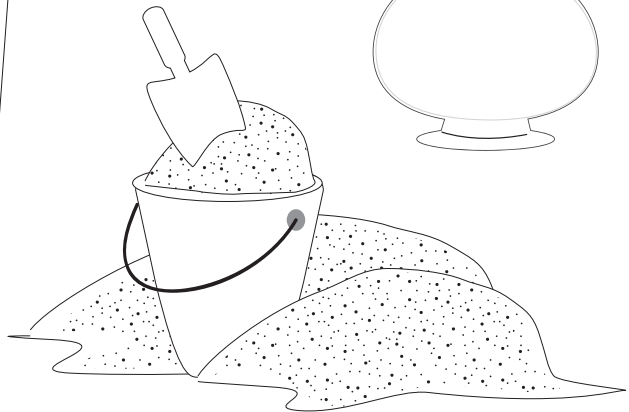
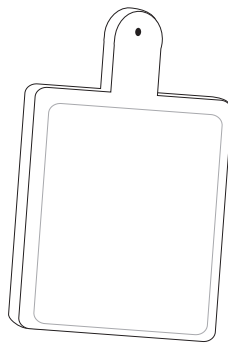
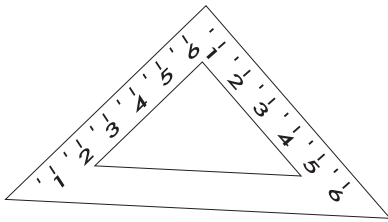
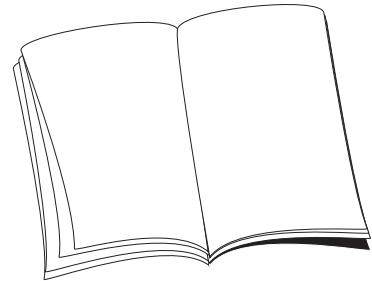
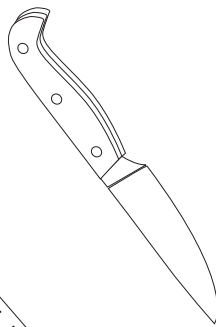
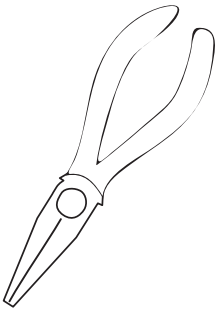
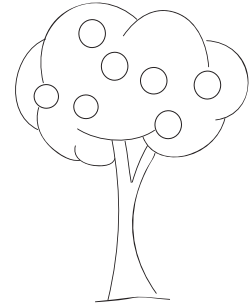
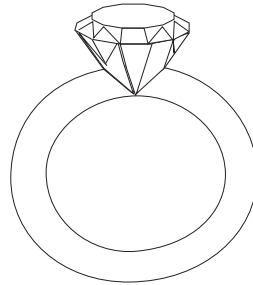
EJERCICIO 13

Encuentra todos los ratoncitos que puedas y enciérralos en un círculo rojo. Tienes 45 segundos.



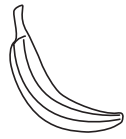
EJERCICIO 14

Pinta las imágenes cuyos nombres inician con "A".



EJERCICIO 15

Completa las secuencias.



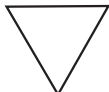








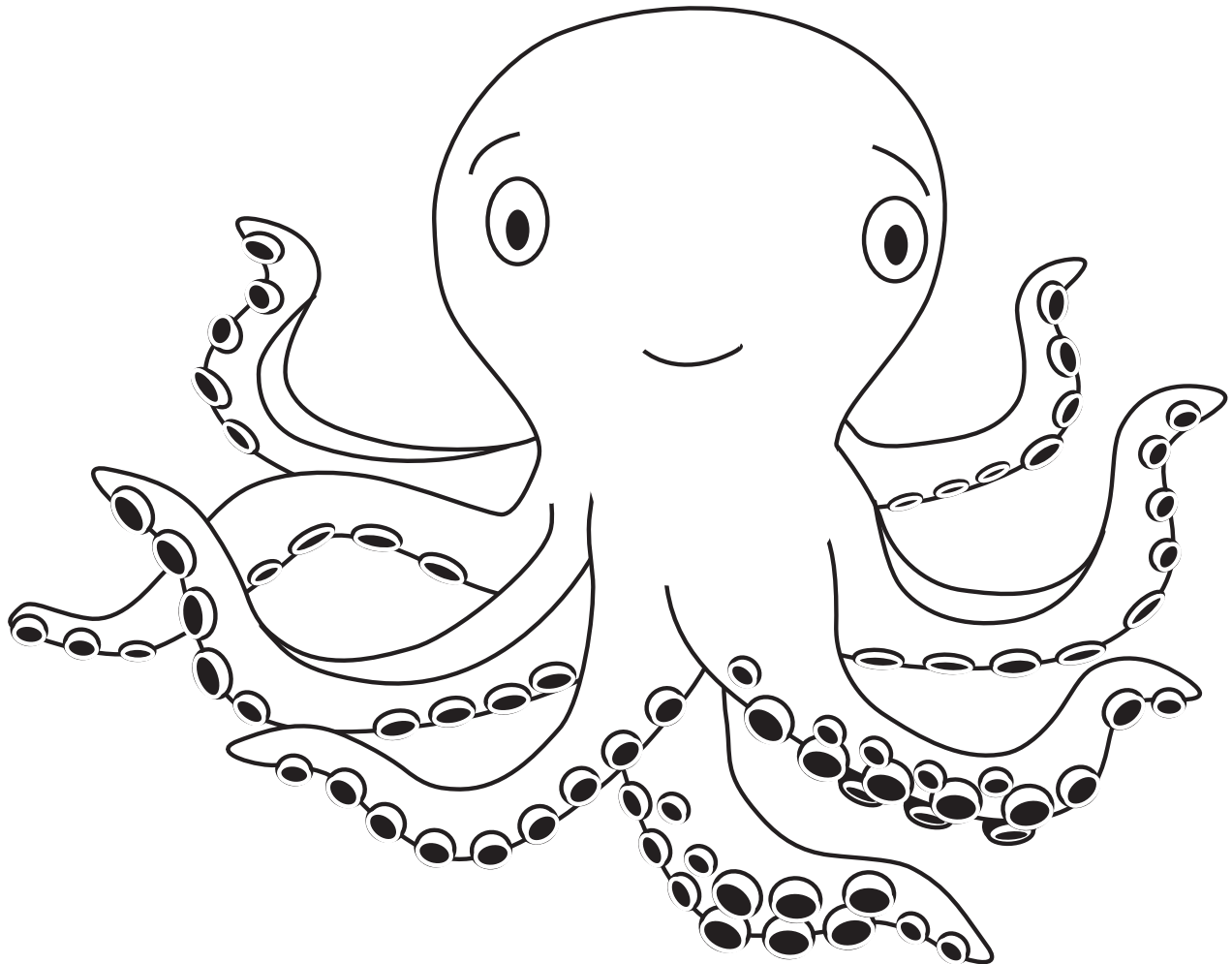






EJERCICIO 16

Mira la imagen del pulpo durante 3 minutos. Luego pasa a la página 23.



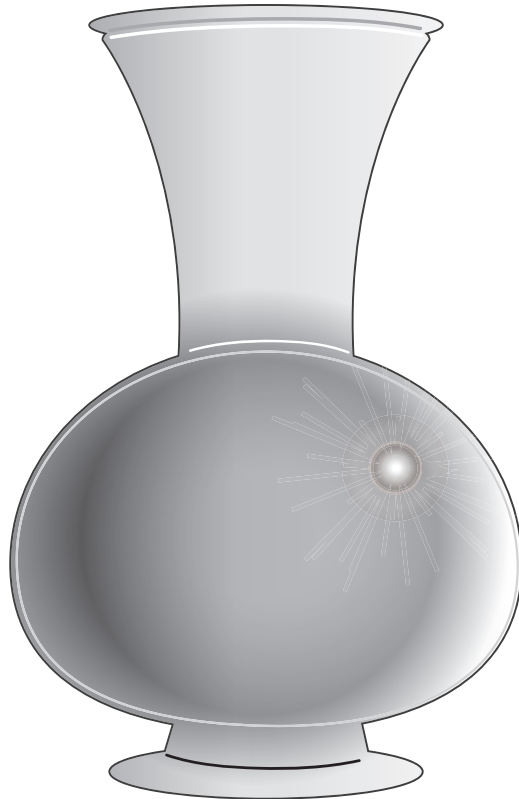
EJERCICIO 17

Encuentra todos los martillos que puedas y enciérralos en un círculo rojo. Tienes 45 segundos.



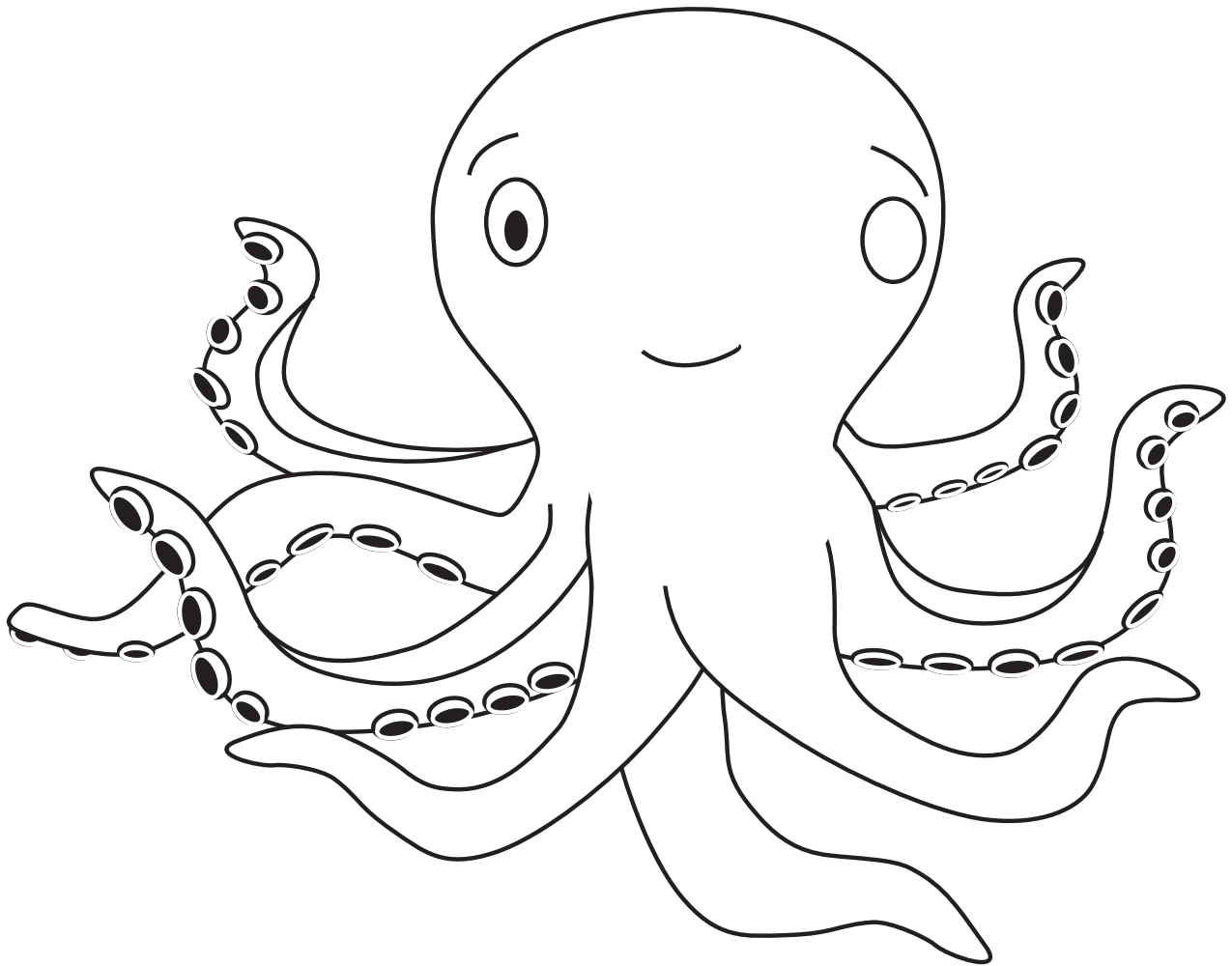
EJERCICIO 18

¿Qué dibujarías para este florero?



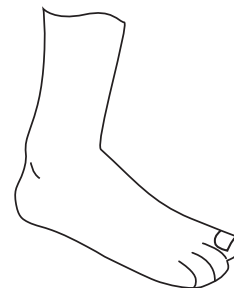
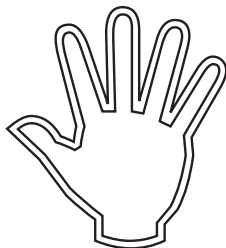
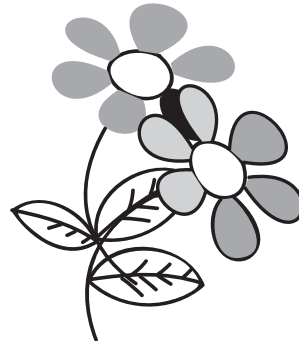
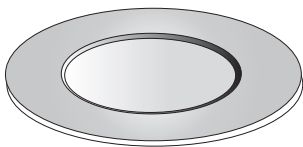
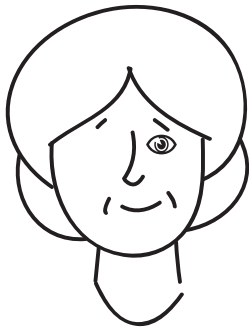
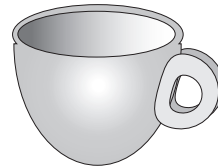
EJERCICIO 19

Dibuja lo que le falta a la imagen del pulpo.



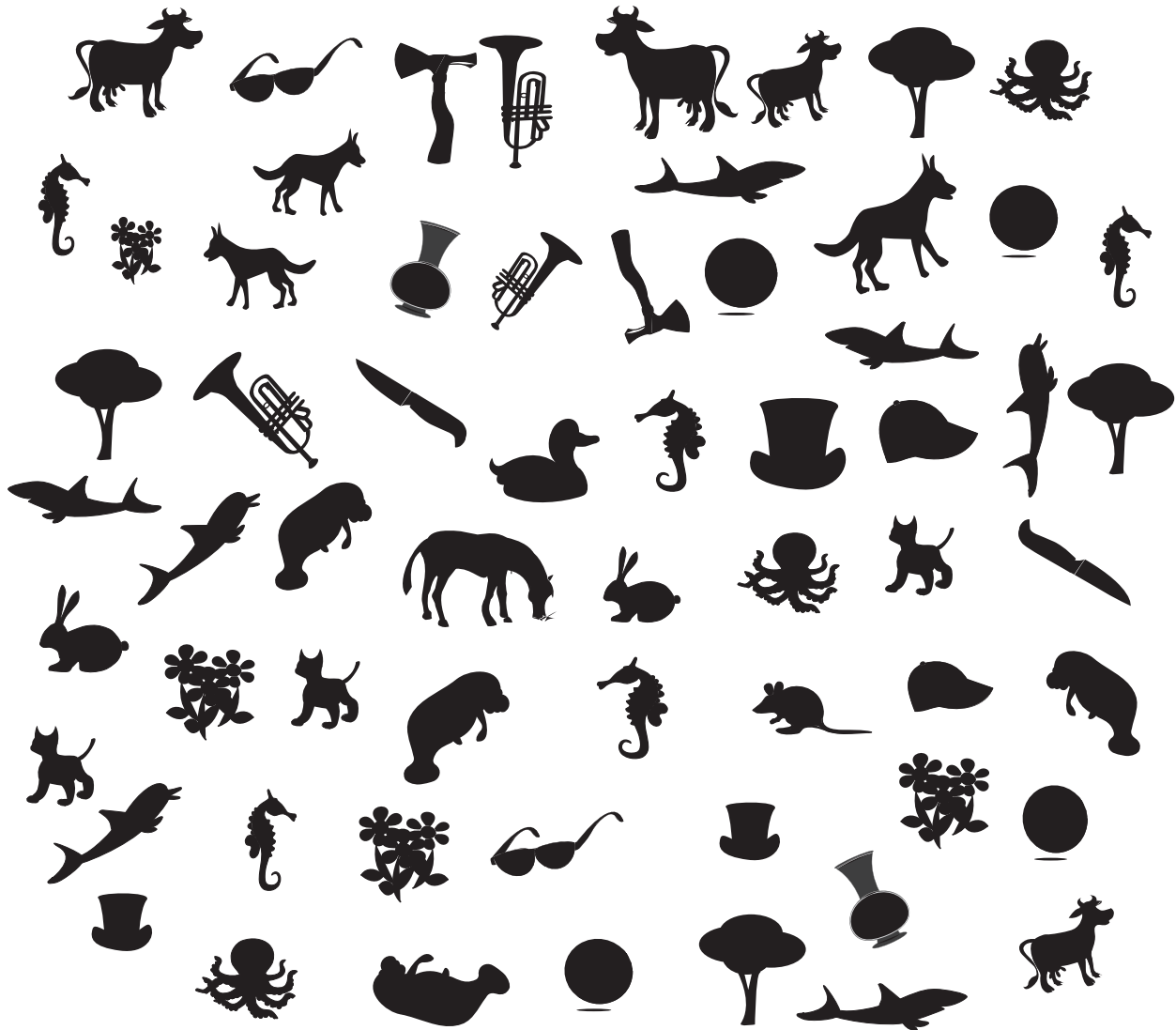
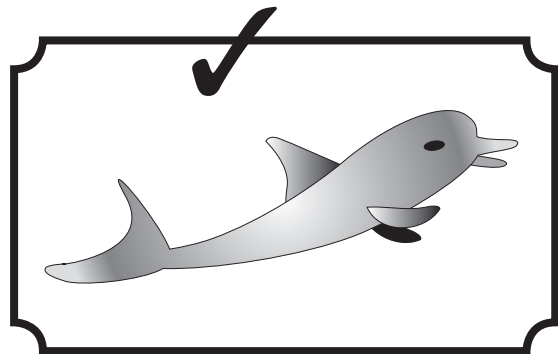
EJERCICIO 20

Une cada uno de los dibujos, con el que le corresponde.



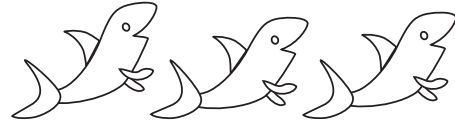
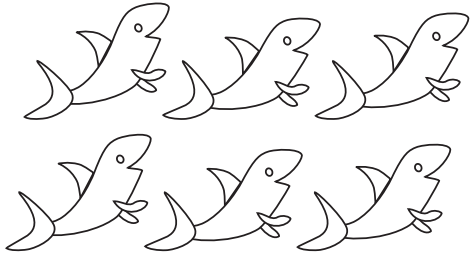
EJERCICIO 21

Busca y rodea la sombra que pertenece al delfín.



EJERCICIO 22

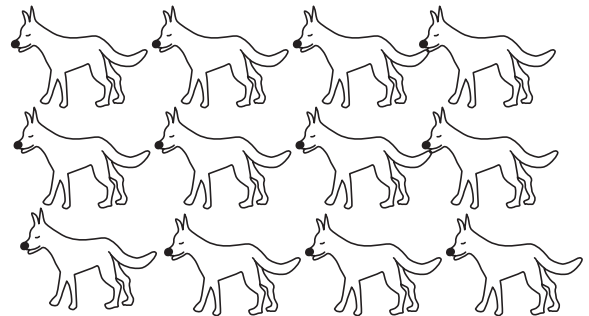
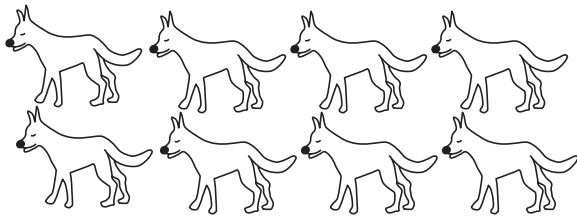
Pinta los tiburoncitos de la izquierda



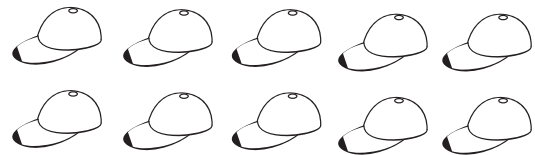
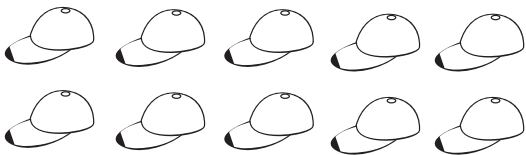
Pinta las cubetas de la izquierda



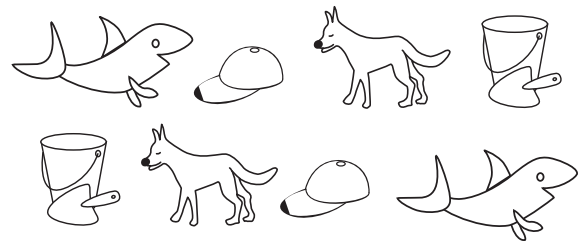
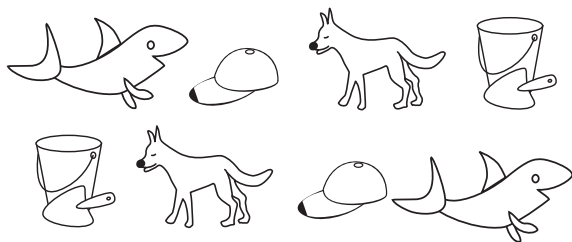
Pinta los perros de la derecha



Pinta las gorras de la izquierda

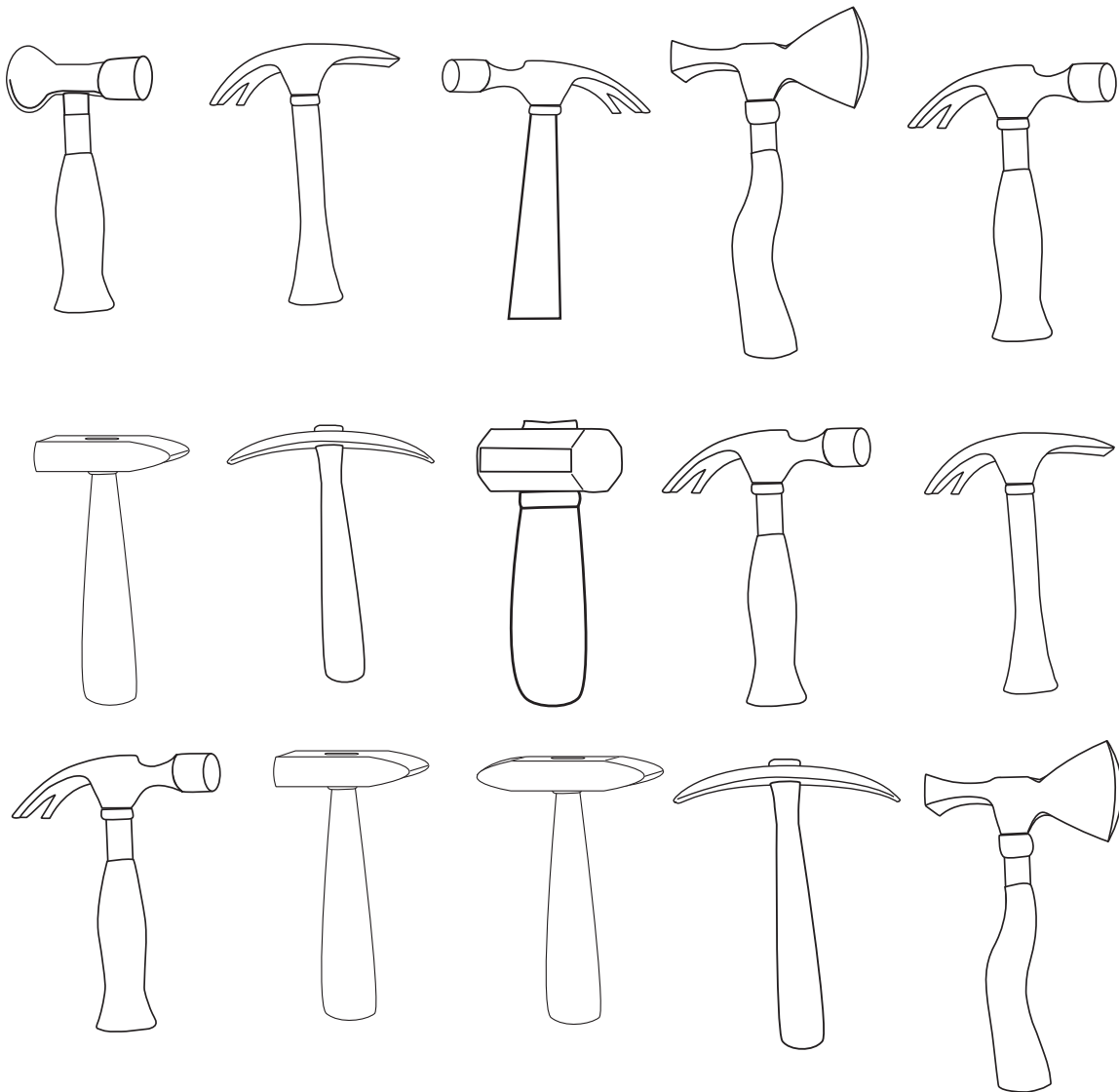
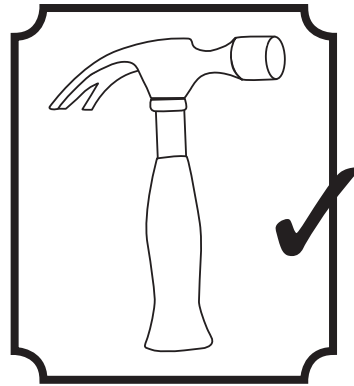


Pinta las gorras de la derecha



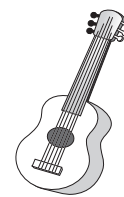
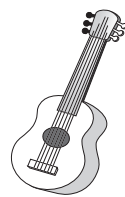
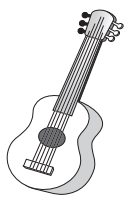
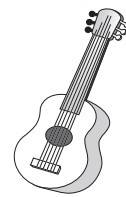
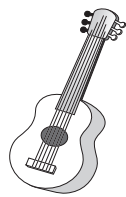
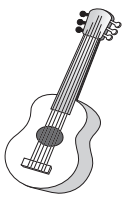
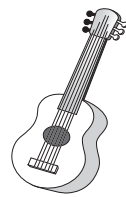
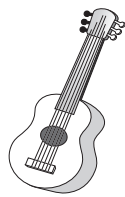
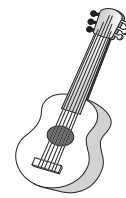
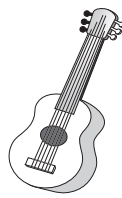
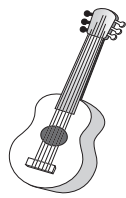
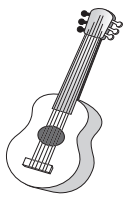
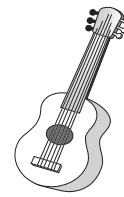
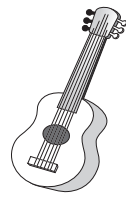
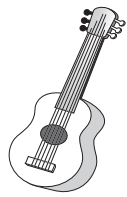
EJERCICIO 23

Colorea los martillos iguales al modelo.



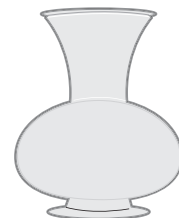
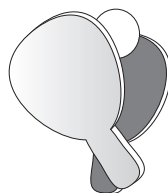
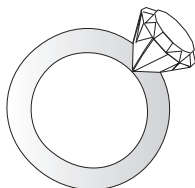
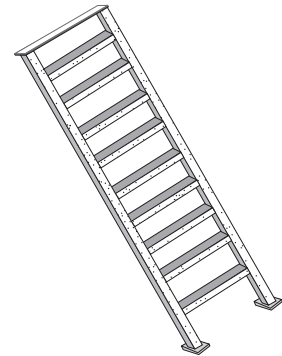
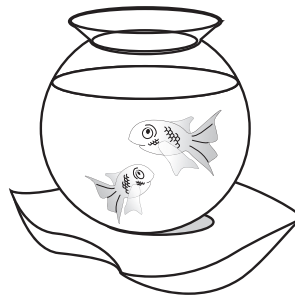
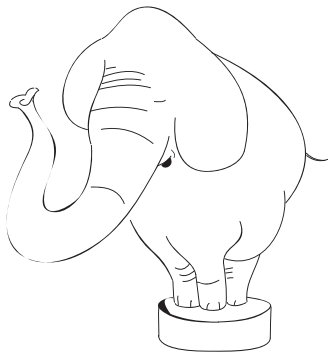
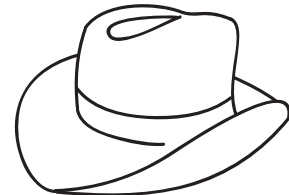
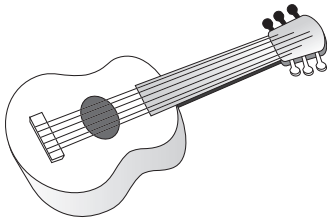
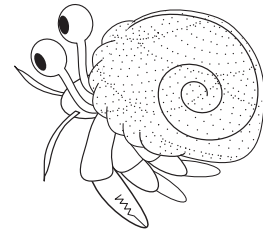
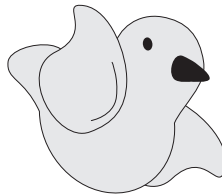
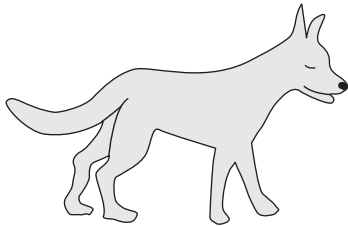
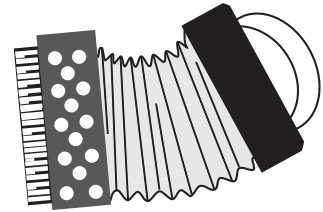
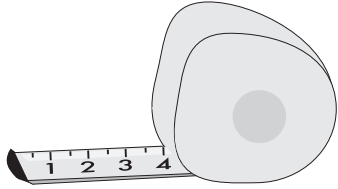
EJERCICIO 24

Escribe 1 debajo de guitarra, y 2 debajo de la tambora.



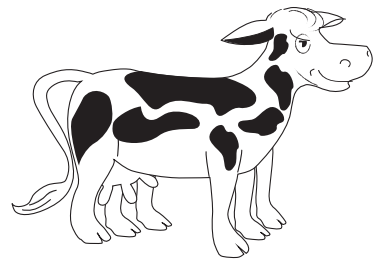
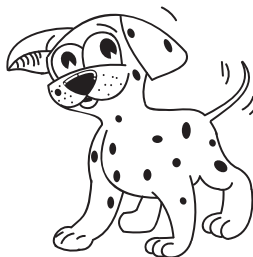
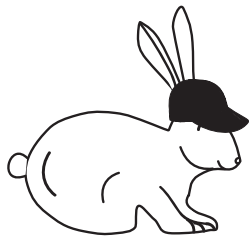
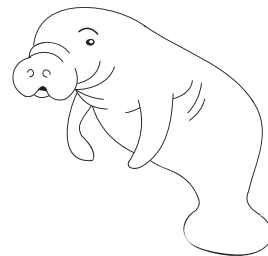
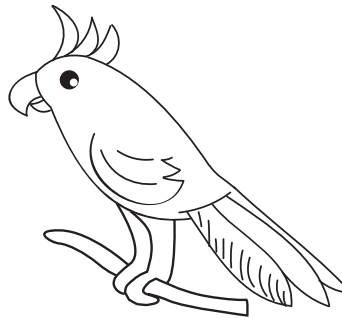
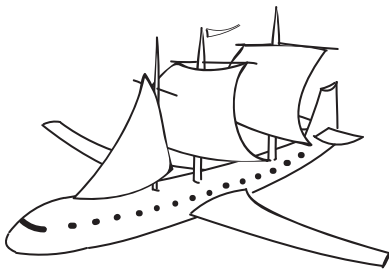
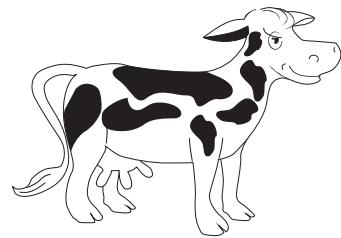
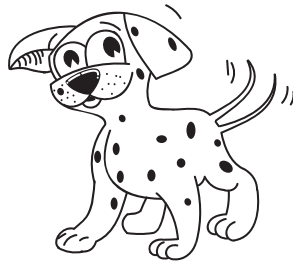
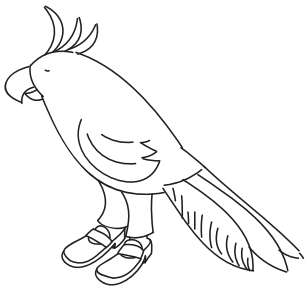
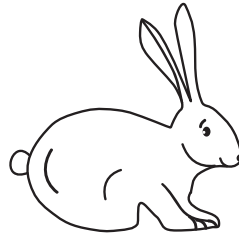
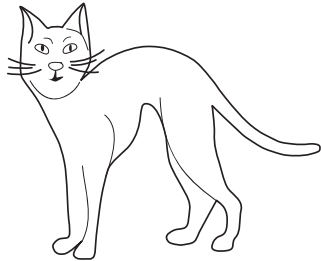
EJERCICIO 25

Pinta los dibujos cuyos nombres inician con "E".



EJERCICIO 26

Descubre lo que no le corresponde a cada uno de estos dibujos.



EJERCICIO 27

Encuentra todos los elementos que se usan en la playa y márcalos con una cruz. Tienes 45 segundos.



EJERCICIO 28

Escribe el número que corresponde debajo de cada dibujo.



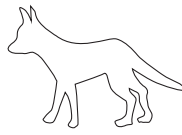
1



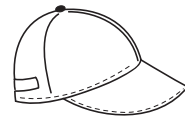
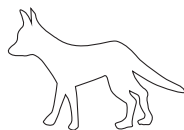
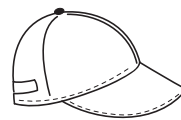
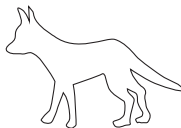
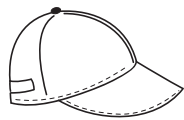
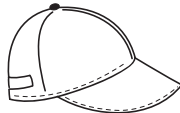
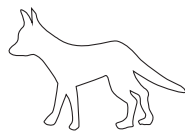
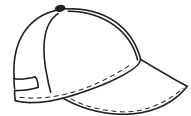
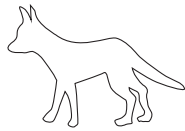
2



3

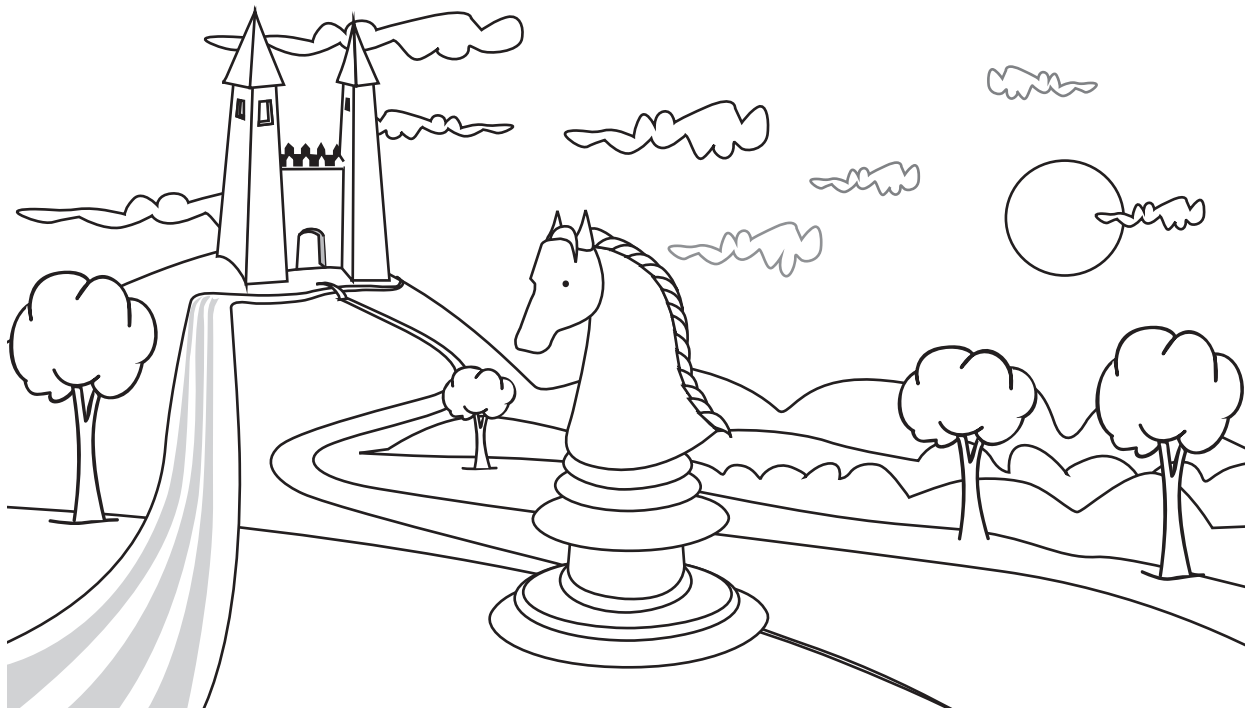


4



EJERCICIO 29

Mira la imagen durante 3 minutos.
Luego pasa a la página 36.



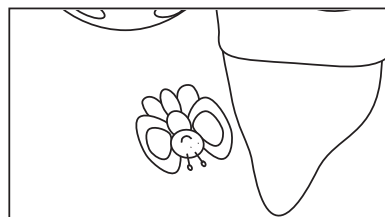
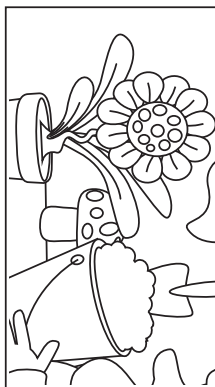
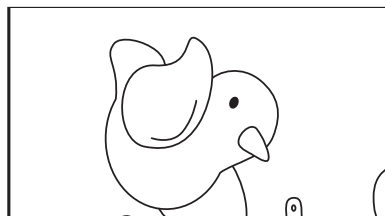
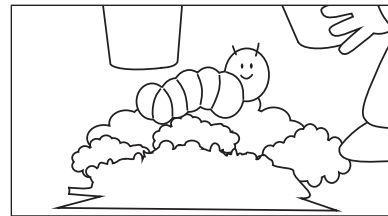
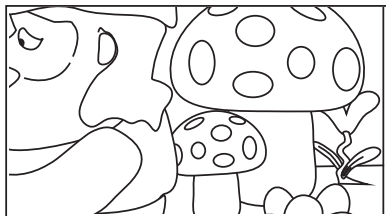
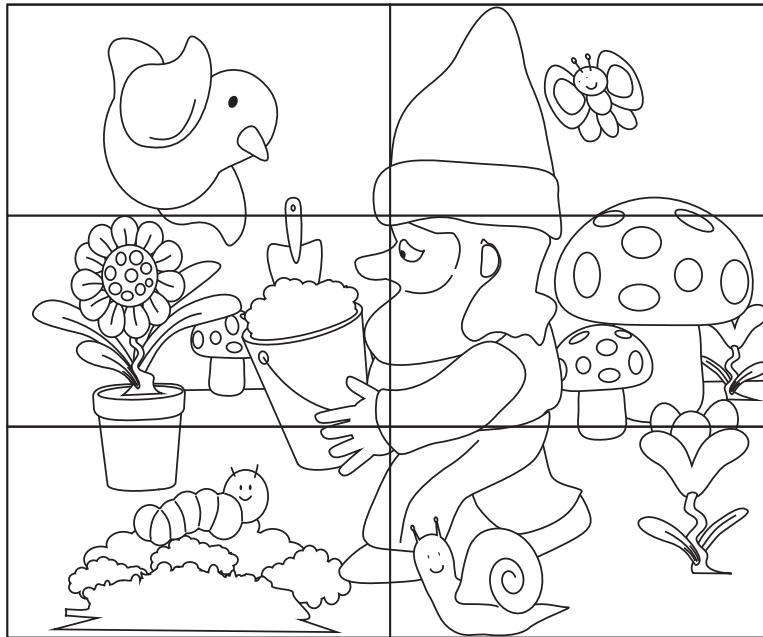
EJERCICIO 30

Completa la secuencia.



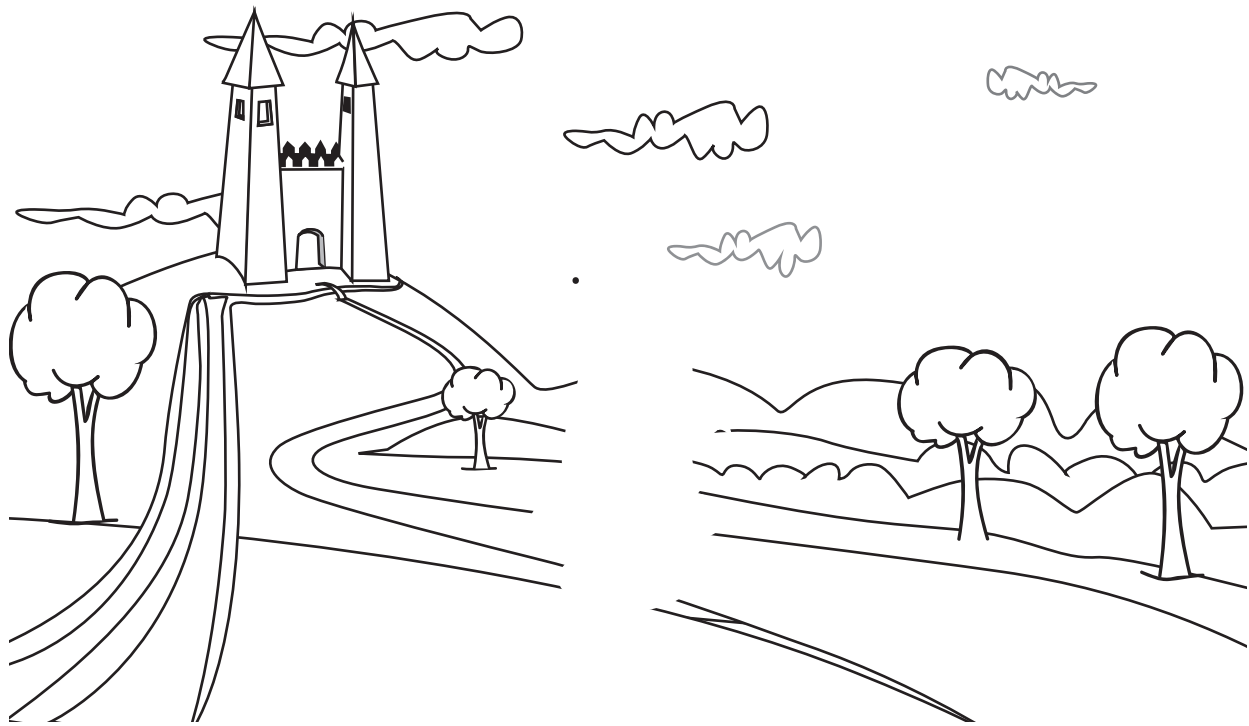
EJERCICIO 31

Busca cada pieza del rompecabezas y únela con una línea.



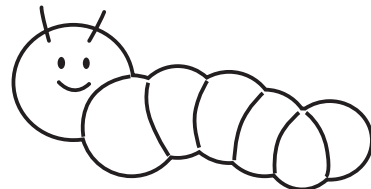
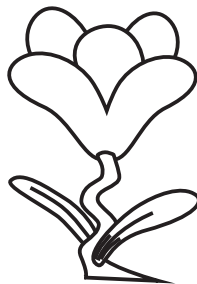
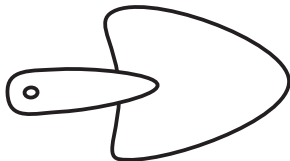
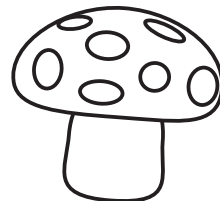
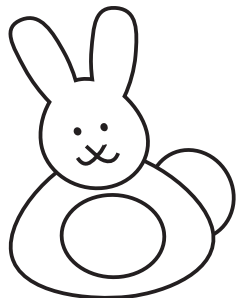
EJERCICIO 32

Dibuja lo que le falta a la imagen.



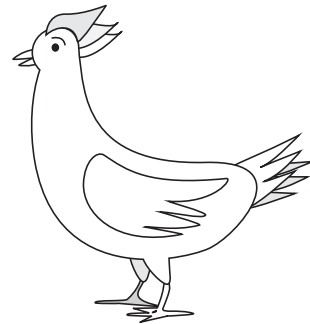
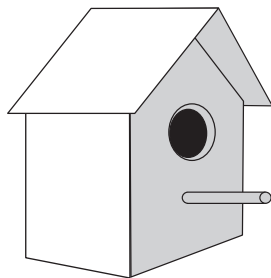
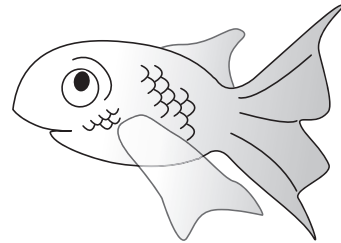
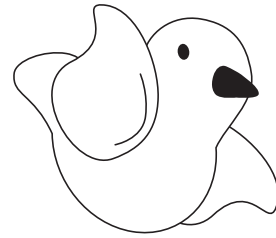
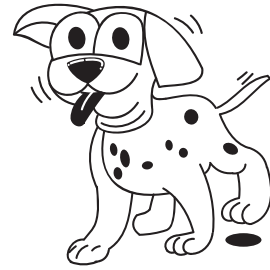
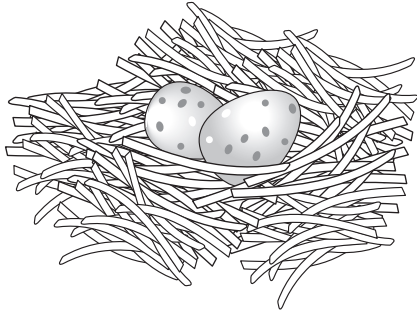
EJERCICIO 33

Busca y colorea en el dibujo completo las figuras que se encuentran en la parte inferior de la página.



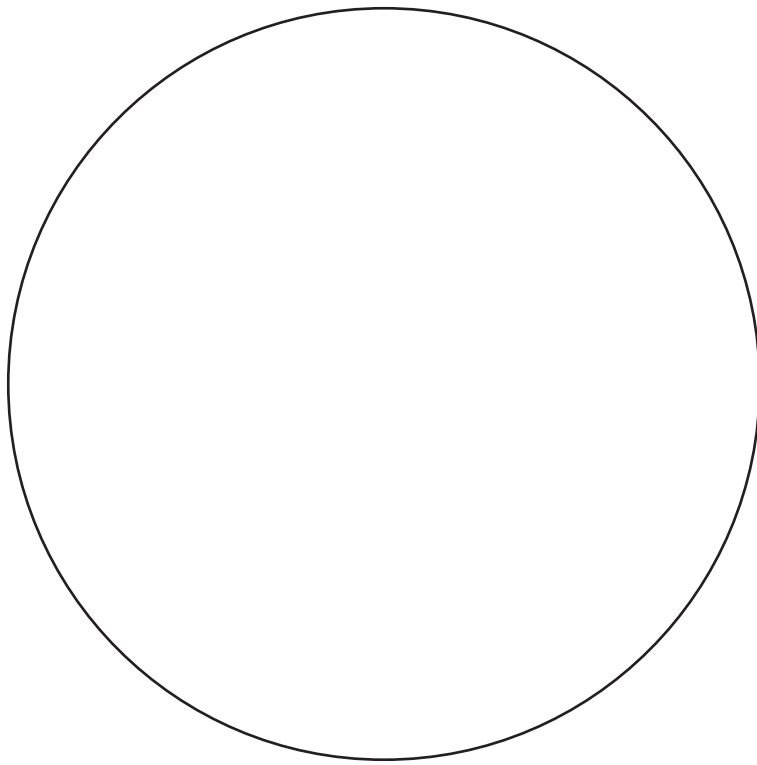
EJERCICIO 34

Une a cada animalito con su casa.



EJERCICIO 35

¿Qué puede ser este círculo?

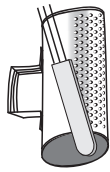


EJERCICIO 36

Escribe el número que corresponde debajo de cada dibujo.



1



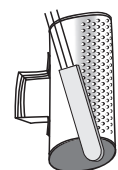
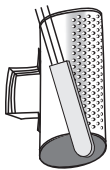
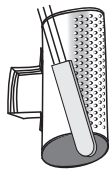
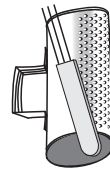
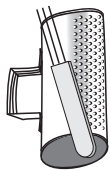
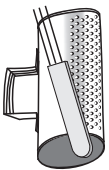
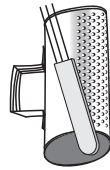
2



3

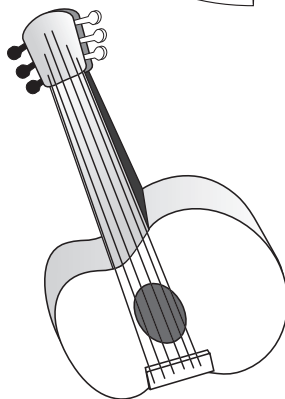
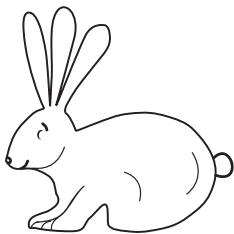
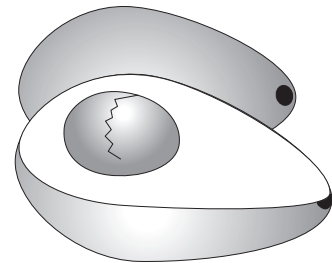
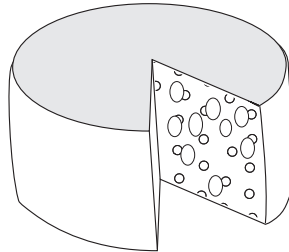
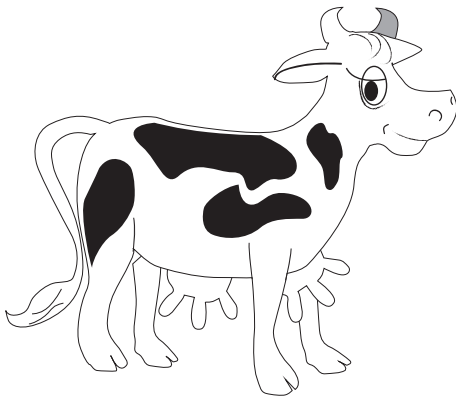
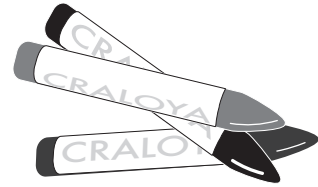
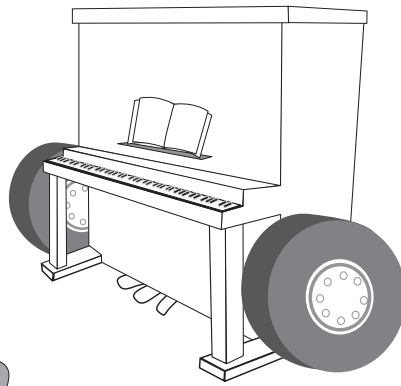
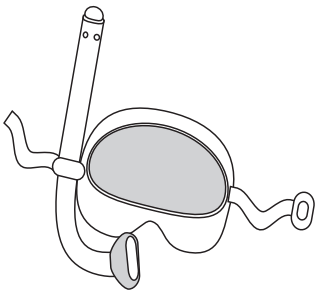
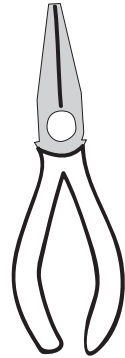
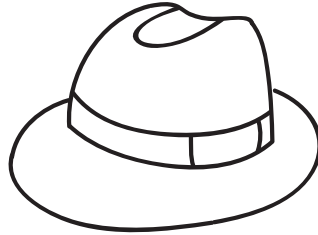


4



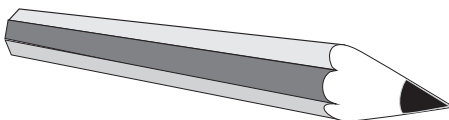
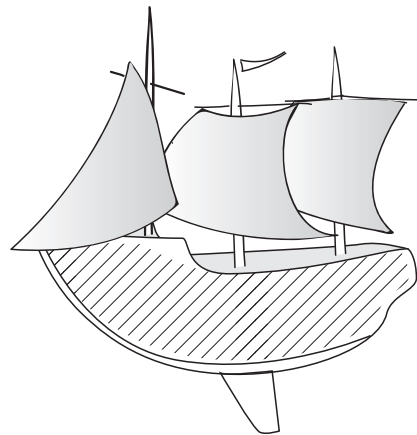
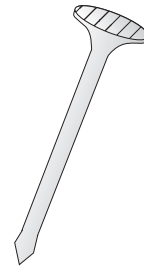
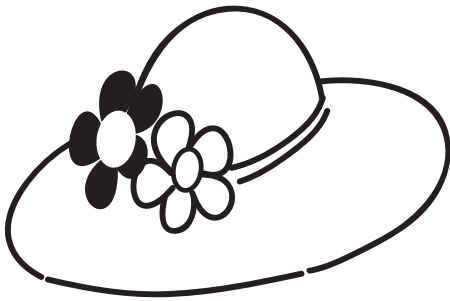
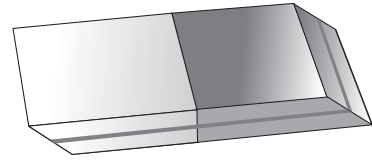
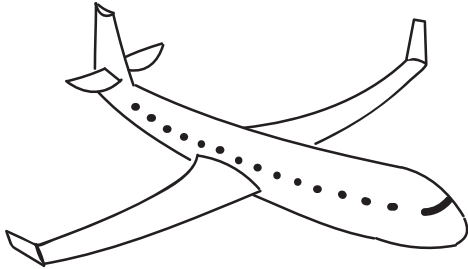
EJERCICIO 37

Busca las 5 imágenes que tienen un error y rodéalas con un círculo.



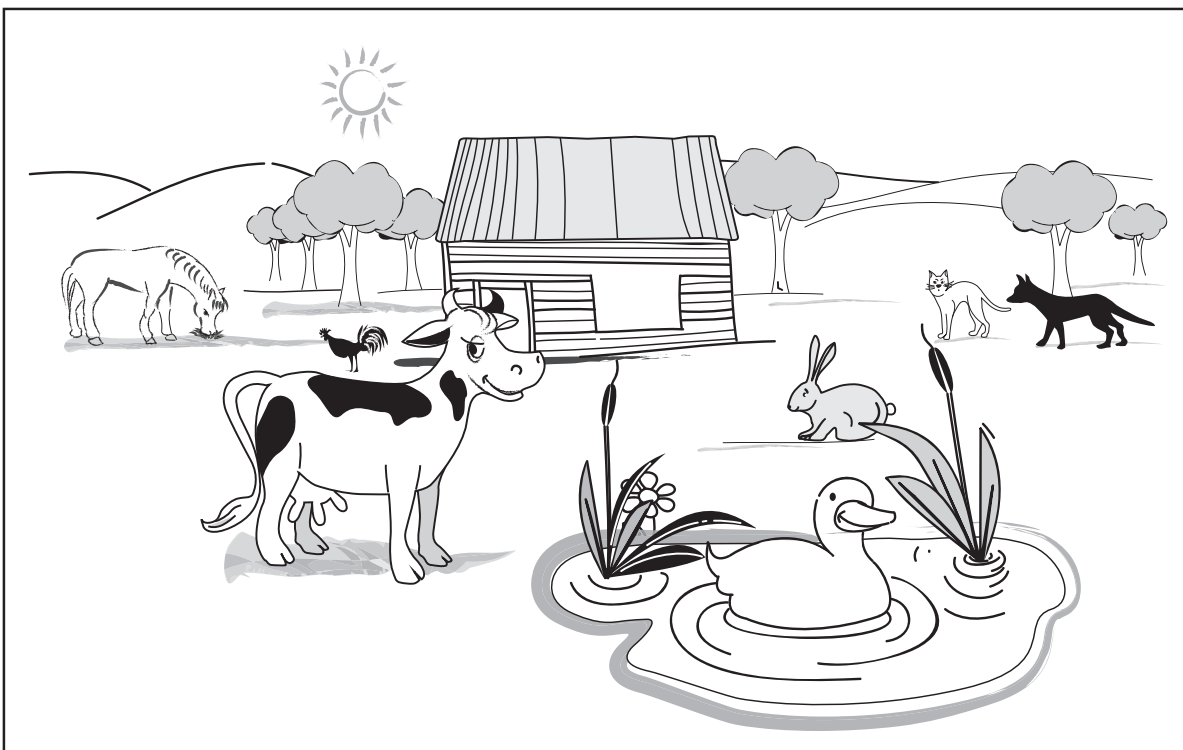
EJERCICIO 38

Une lo que va junto.



EJERCICIO 39

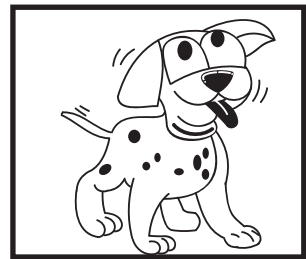
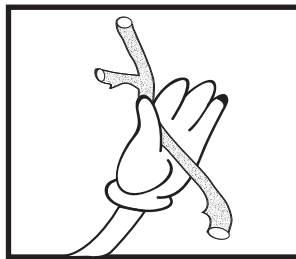
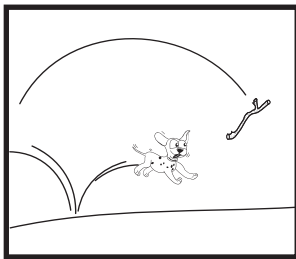
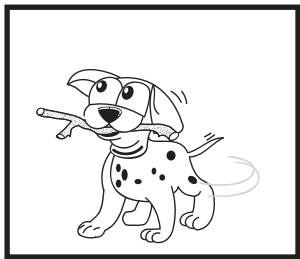
Busca las 8 diferencias.



EJERCICIO 40

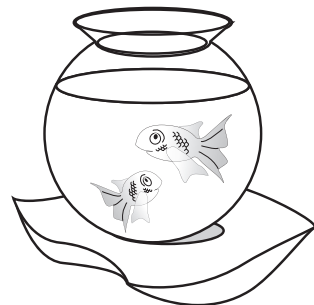
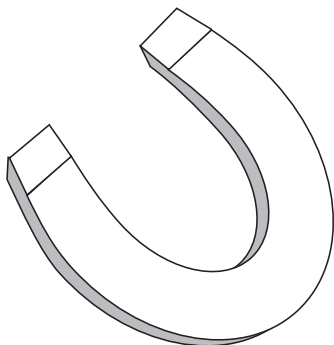
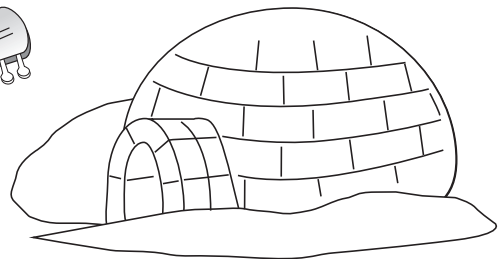
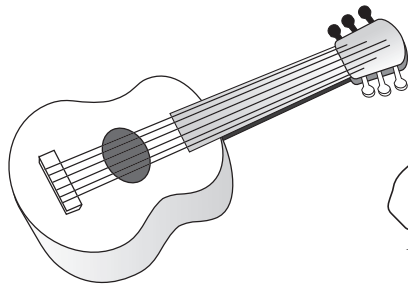
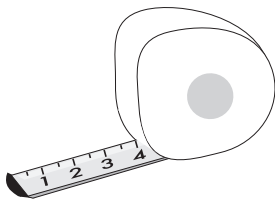
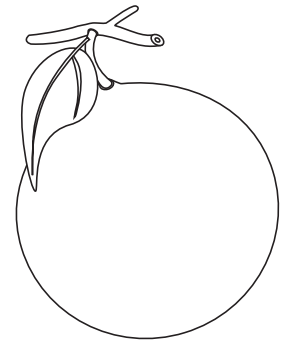
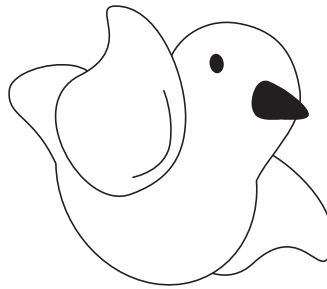
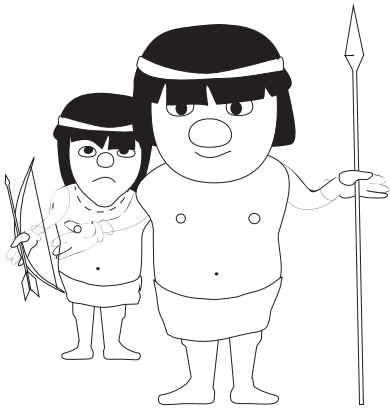
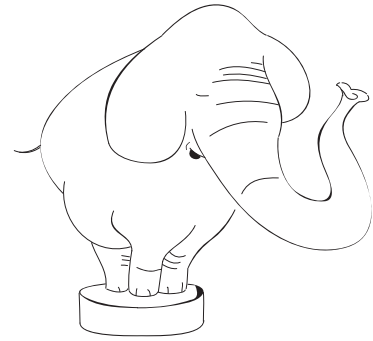
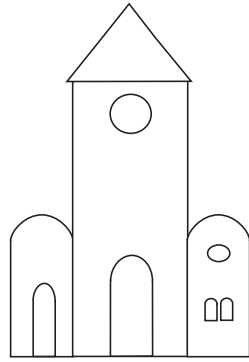
Ordena las imágenes de la historia del 1 al 4 para indicar cuál va primero y cuál queda de último.

Viru es un perrito juguetón, siempre espera atento que le lancen una rama para irla a buscar y seguir jugando.



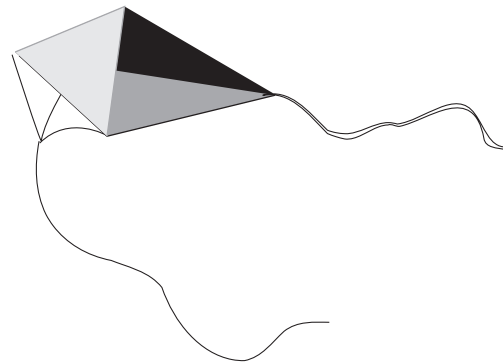
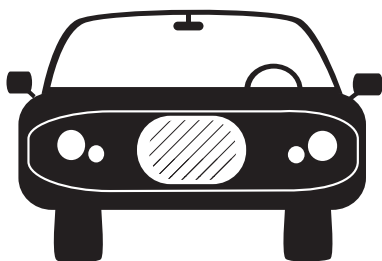
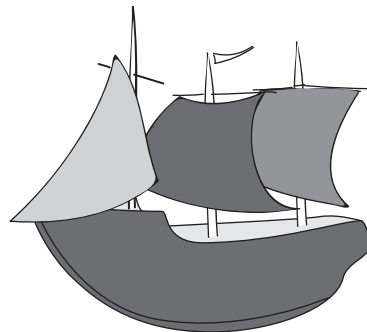
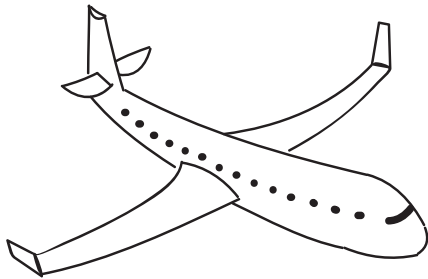
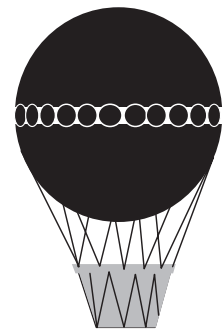
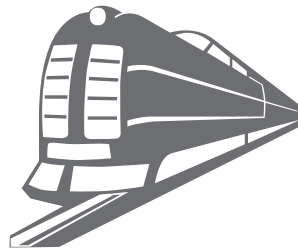
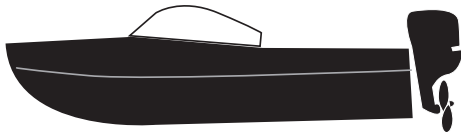
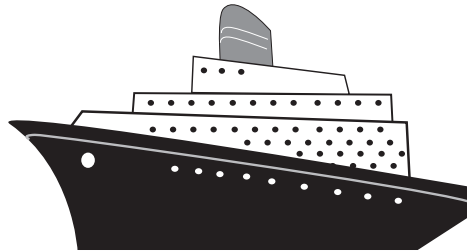
EJERCICIO 41

Pinta las imágenes cuyos nombres inician con "I".



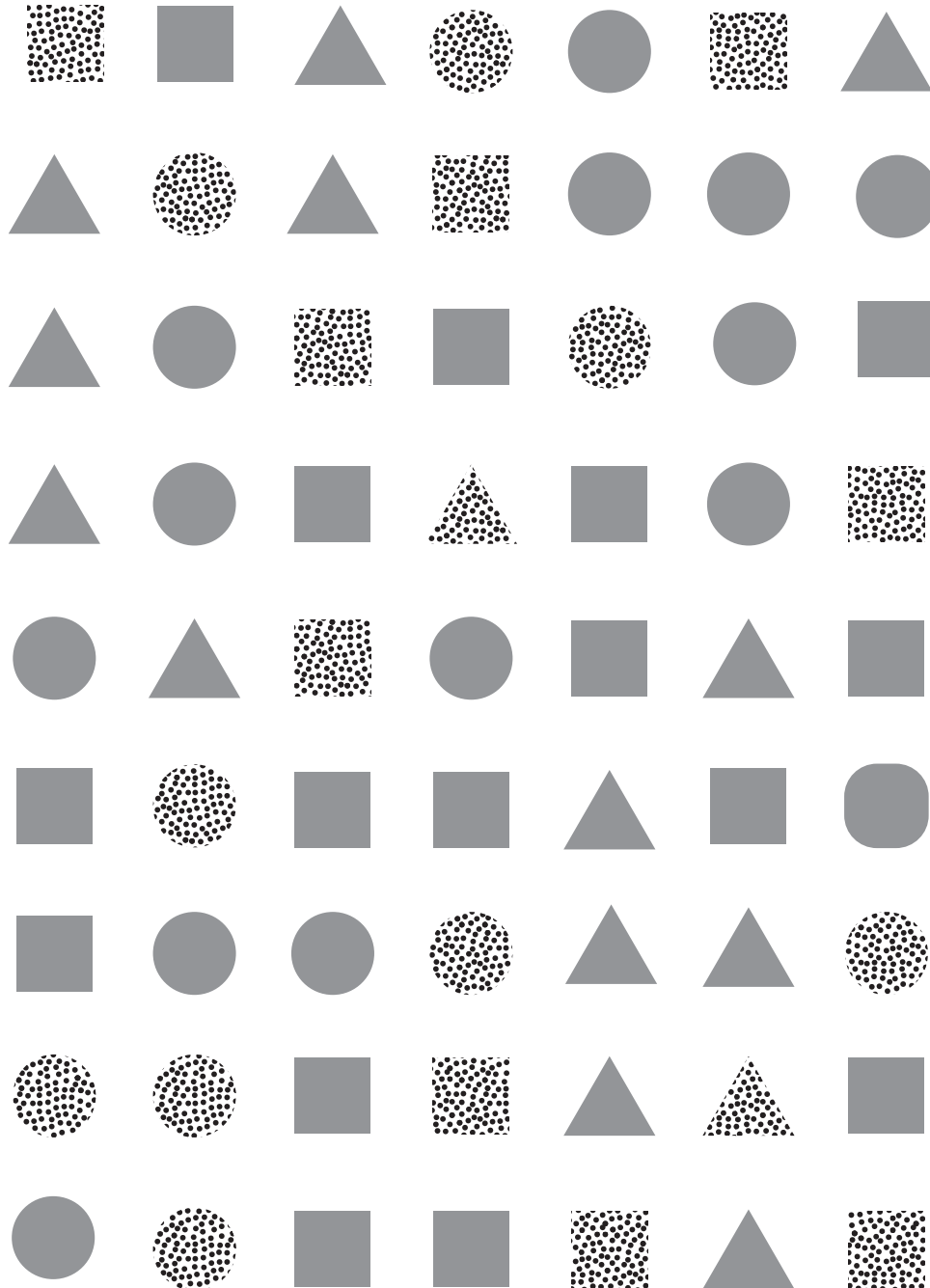
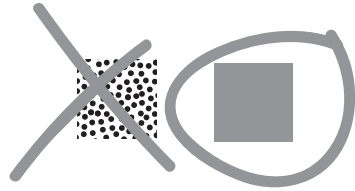
EJERCICIO 42

Une con una línea del mismo color lo que va junto.



EJERCICIO 43

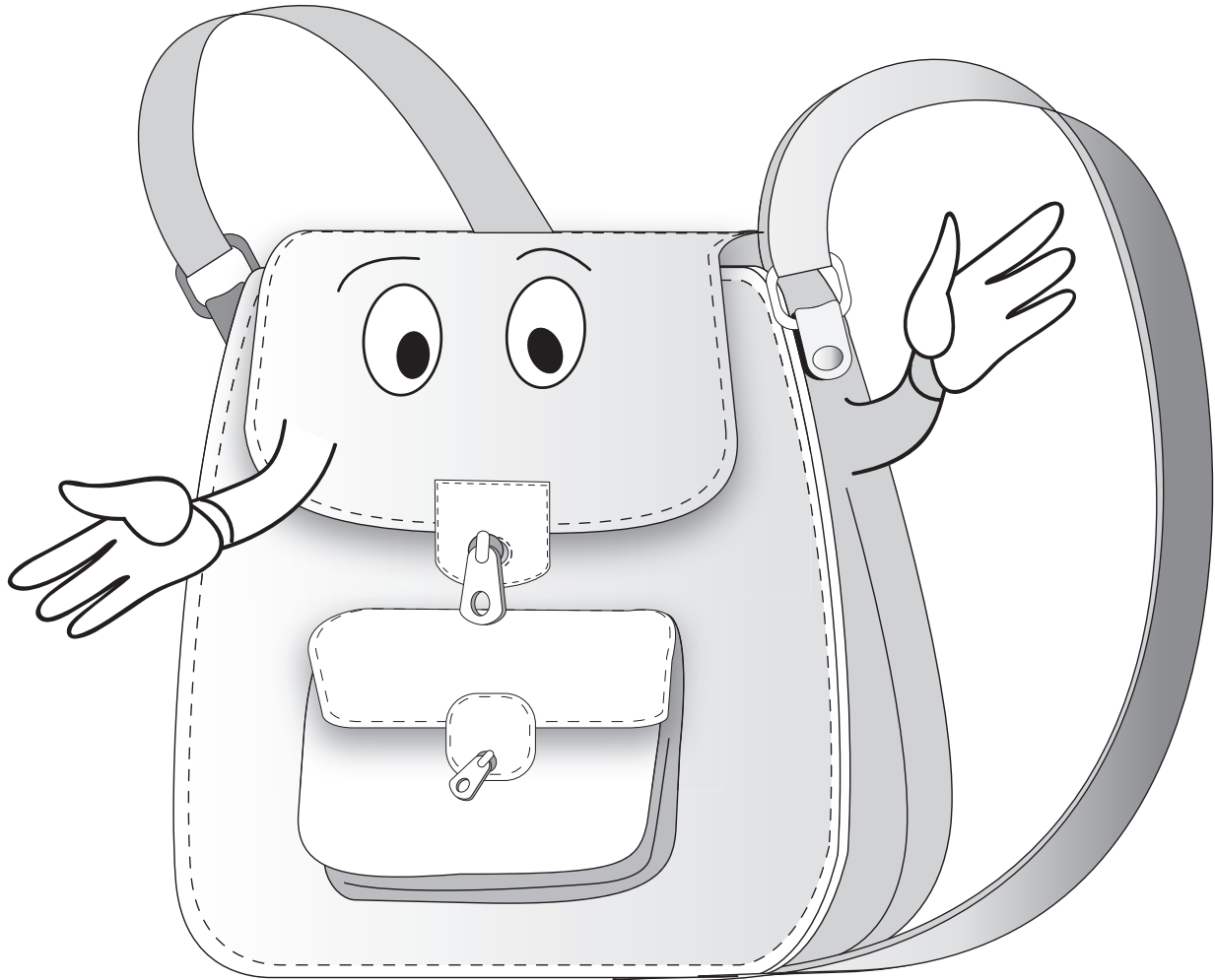
Tacha y rodea siguiendo las instrucciones.



EJERCICIO 44

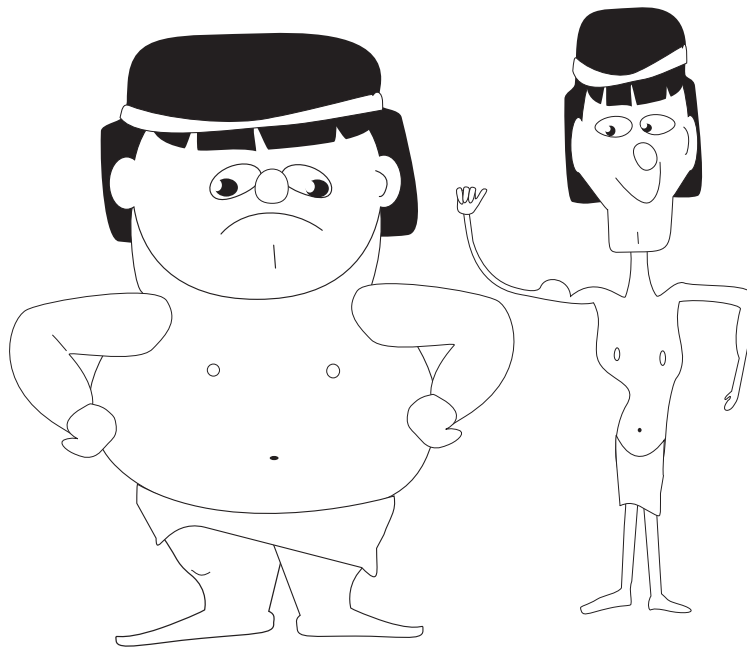
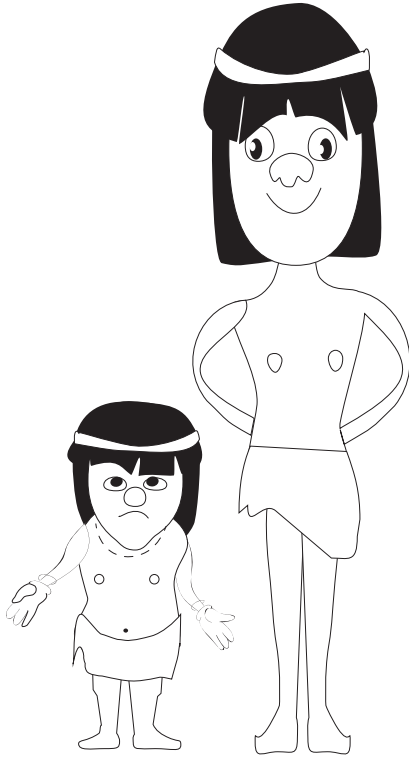
¿Qué guardarías en una mochila?

(Recorta las imágenes que están en la página 81 y pégalas en la mochila).



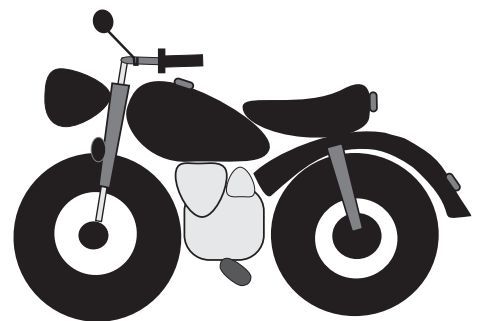
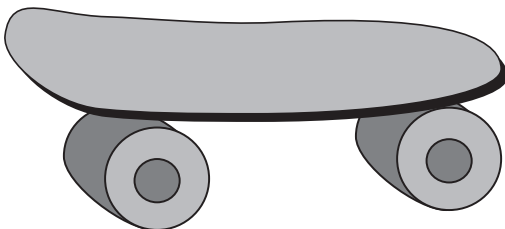
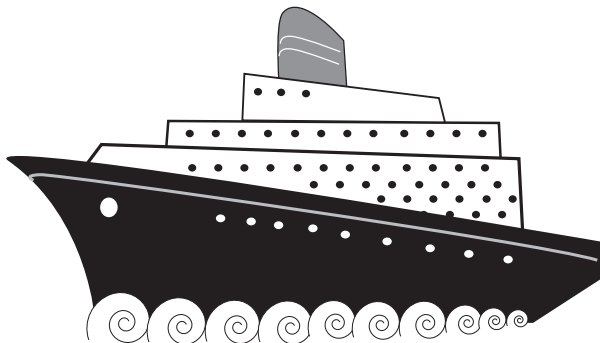
EJERCICIO 45

Mira los personajes taínos. Di la característica contraria para cada uno.



EJERCICIO 46

Cuando íbamos hacia la escuela nos quedamos sin gasolina en el carro y nos fuimos en taxi, ¿cuál transporte hemos usado para llegar a la escuela?



EJERCICIO 47

Busca las 5 imágenes que tienen un error y rodéalas con un círculo.



EJERCICIO 48

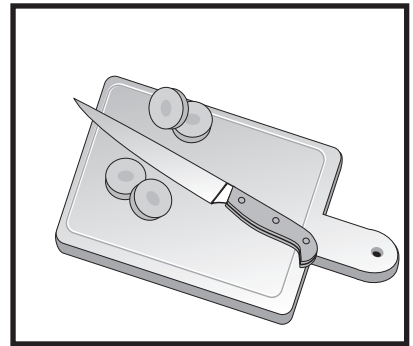
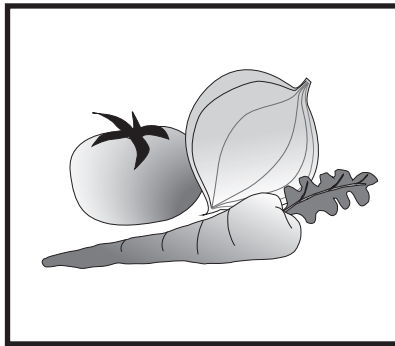
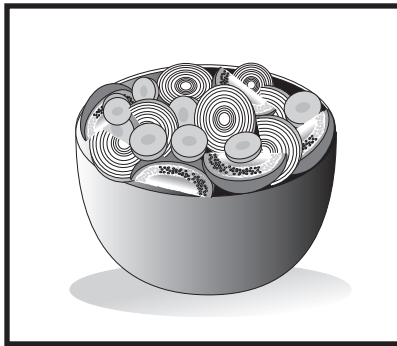
Encuentra las 10 diferencias.



EJERCICIO 49

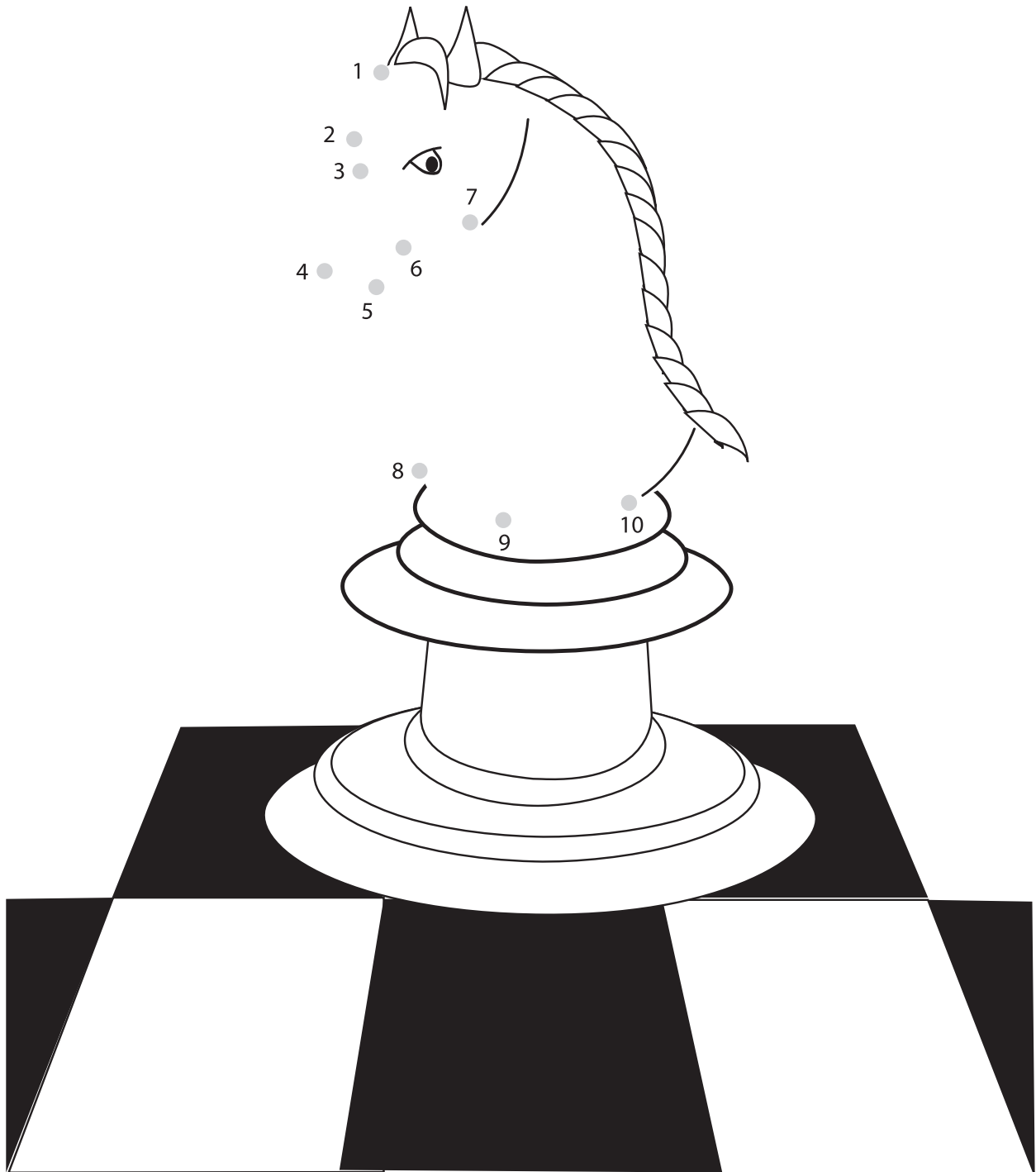
Pedro ayuda a su mamá a hacer la ensalada.

Ordena los dibujos con los números del 1 al 3, para organizar la secuencia de las imágenes



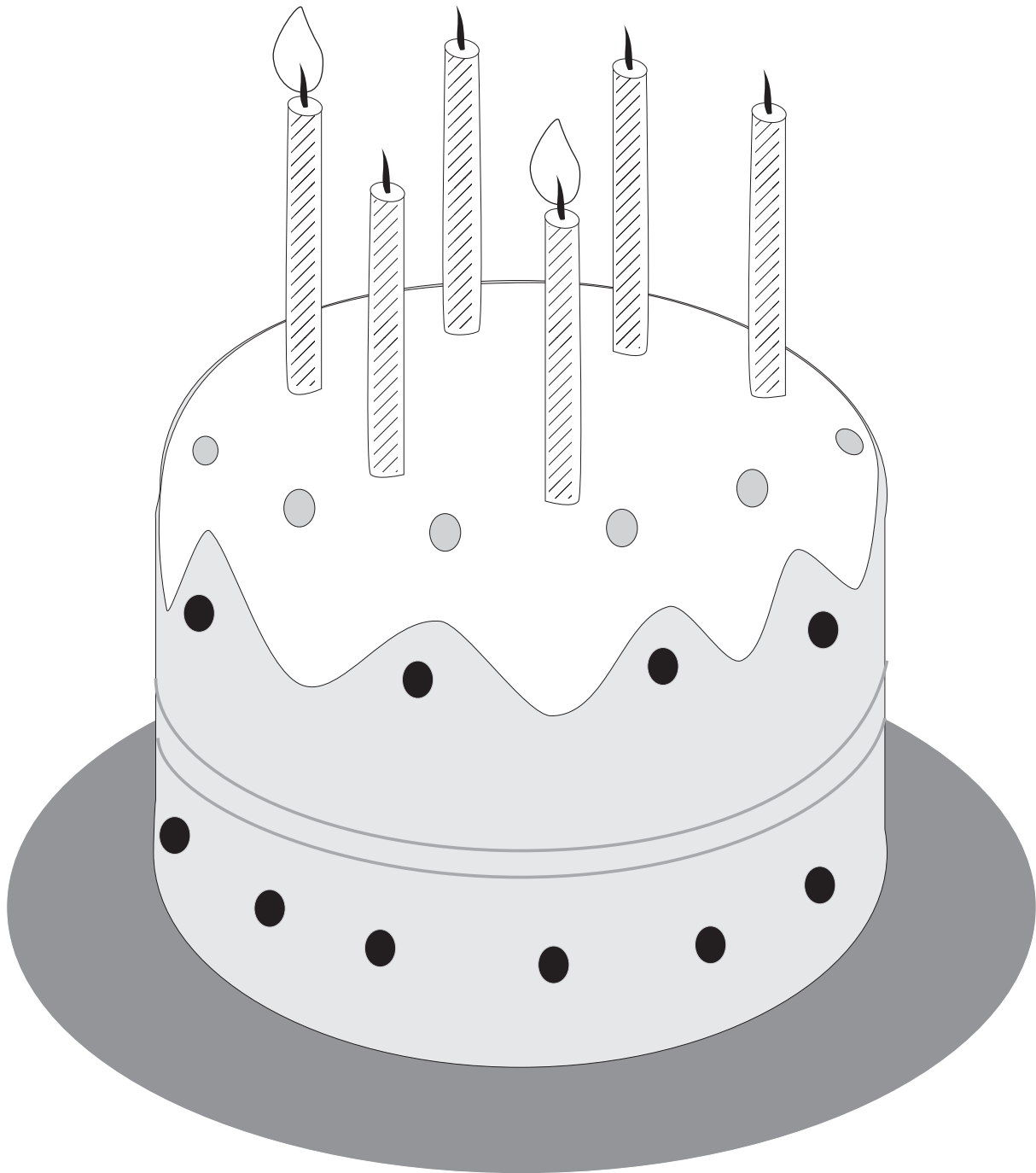
EJERCICIO 50

Une los puntos siguiendo la secuencia, desde el número 1 al 10.






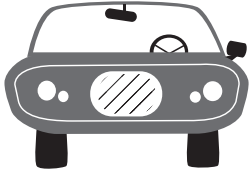
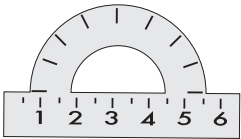
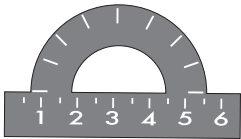
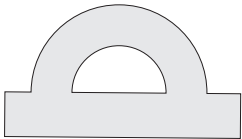
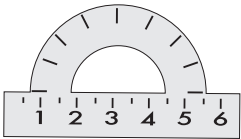




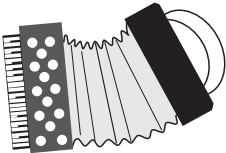
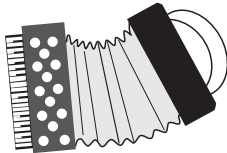
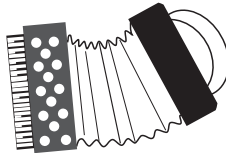
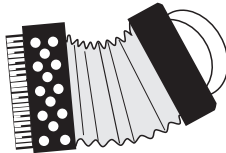
EJERCICIO 51

Mi bizcocho de cumpleaños tiene 4 velitas rojas y 2 velitas azules
¿cuántos años cumplí?



EJERCICIO 52

Tacha con una cruz los dibujos diferentes al modelo de la izquierda.

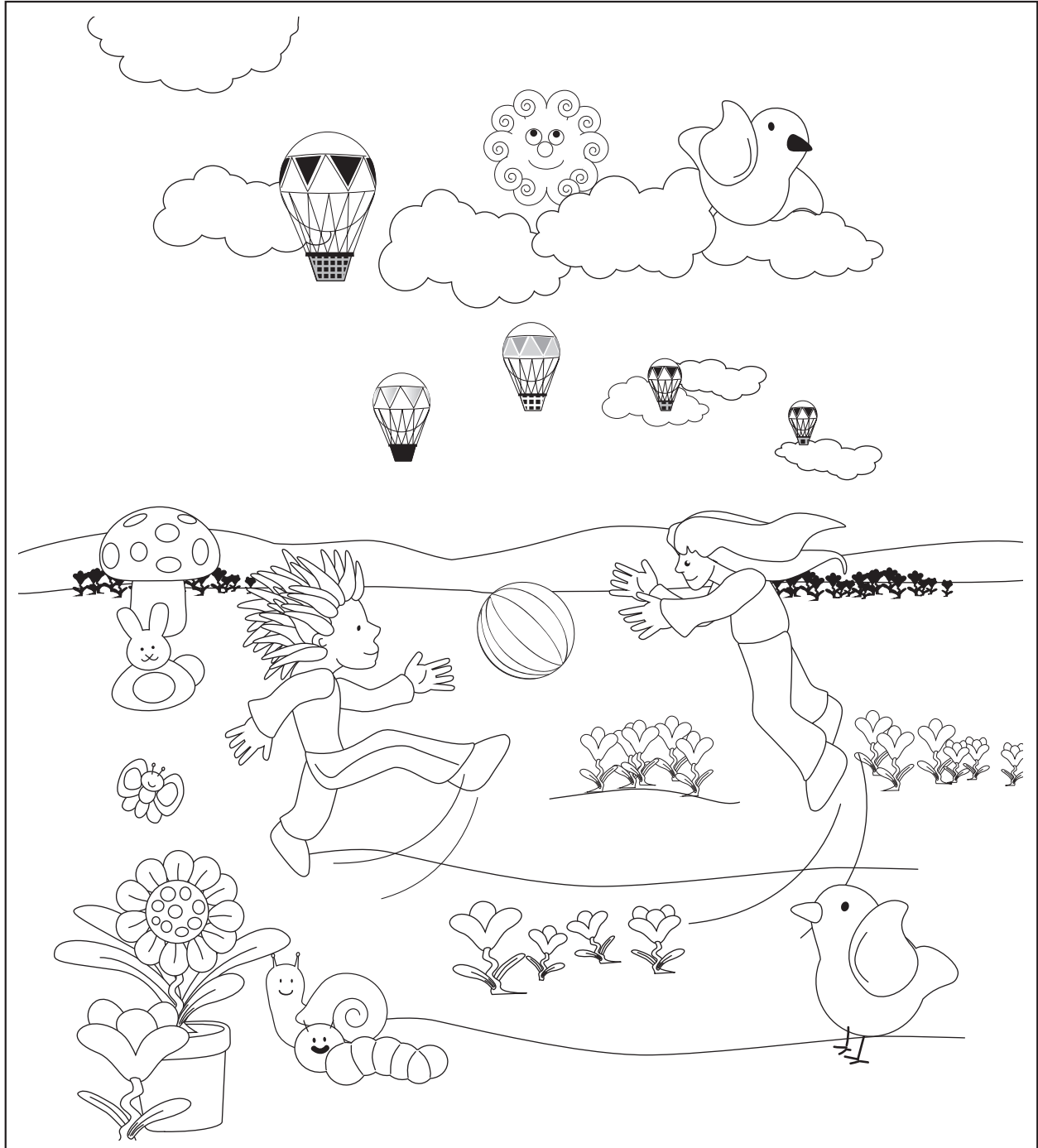
			
			
			
			



EJERCICIO 53

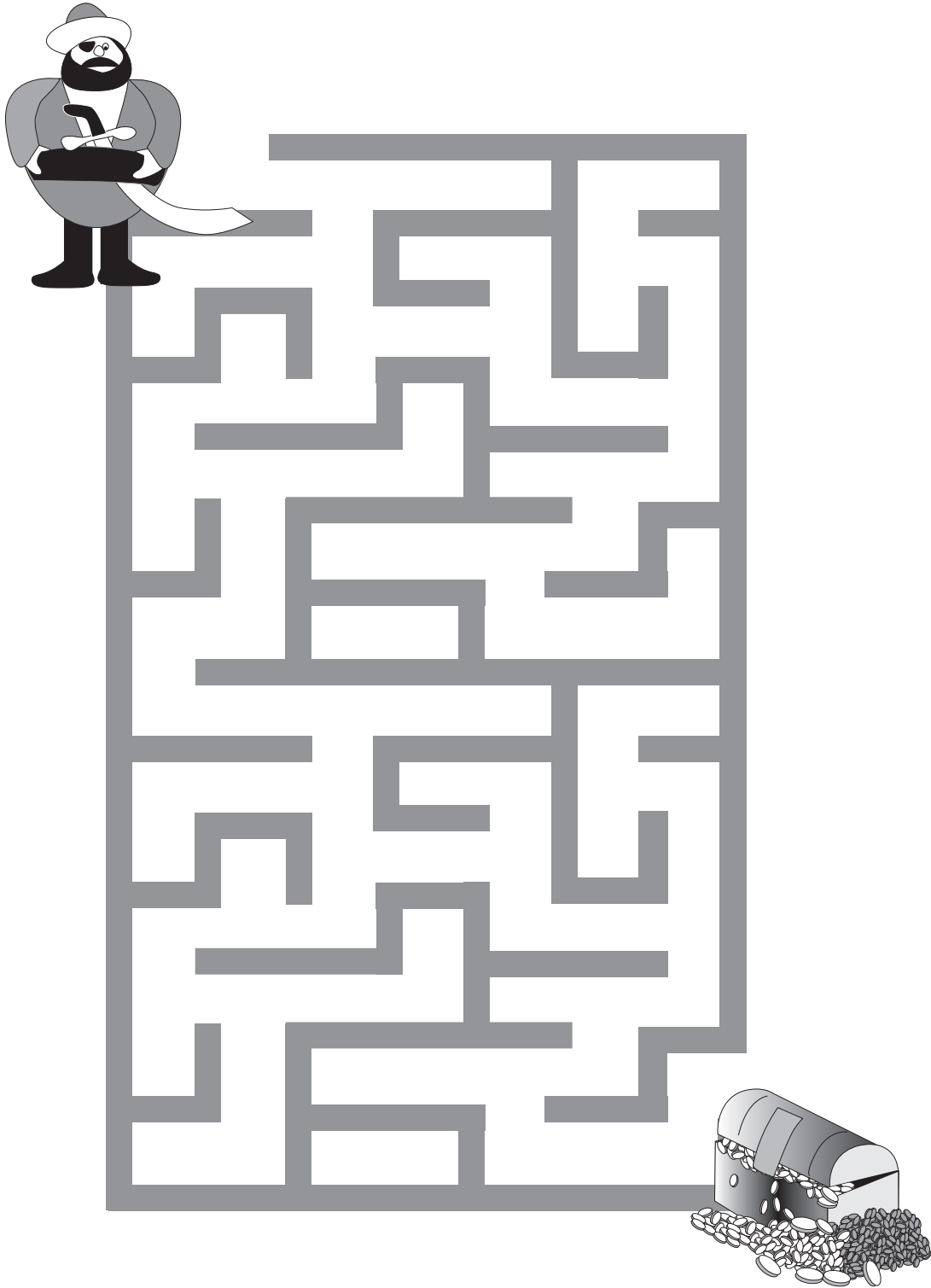
Esto es un círculo ○

Marca con color rojo todos los círculos que encuentres en el dibujo.



EJERCICIO 54

Ayudemos al pirata a cruzar el laberinto para llegar al cofre del tesoro.



EJERCICIO 55

Escribe el número que corresponde debajo de cada dibujo.



1



2



3



4















































































































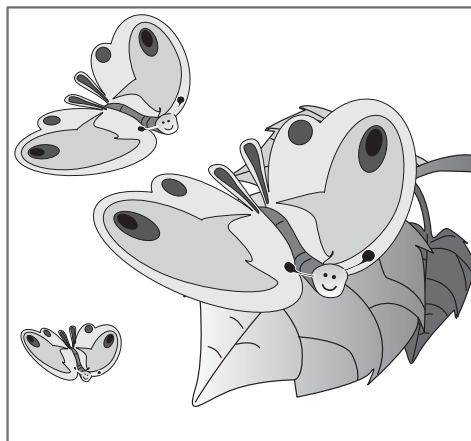
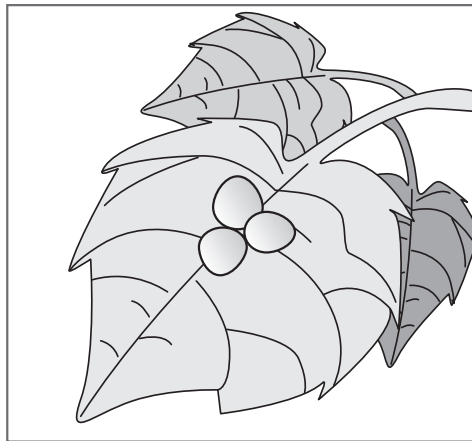
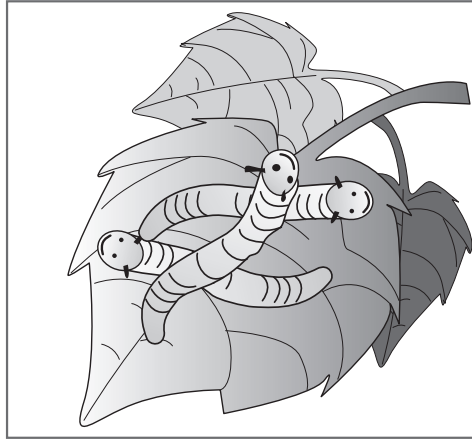






EJERCICIO 56

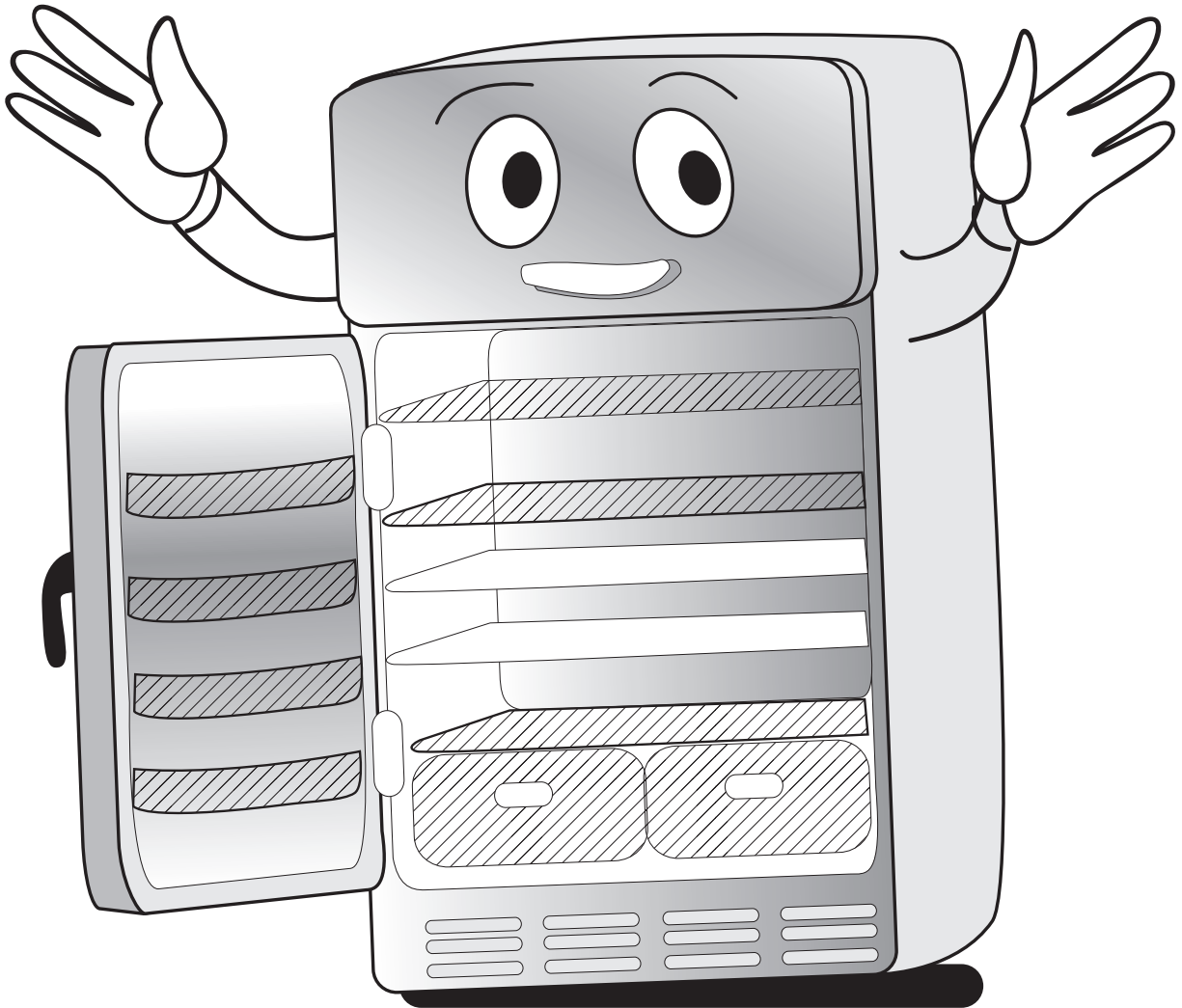
Ordena las imágenes colocando los números del 1 al 3 para indicar cuál va primero y cuál queda de último.



EJERCICIO 57

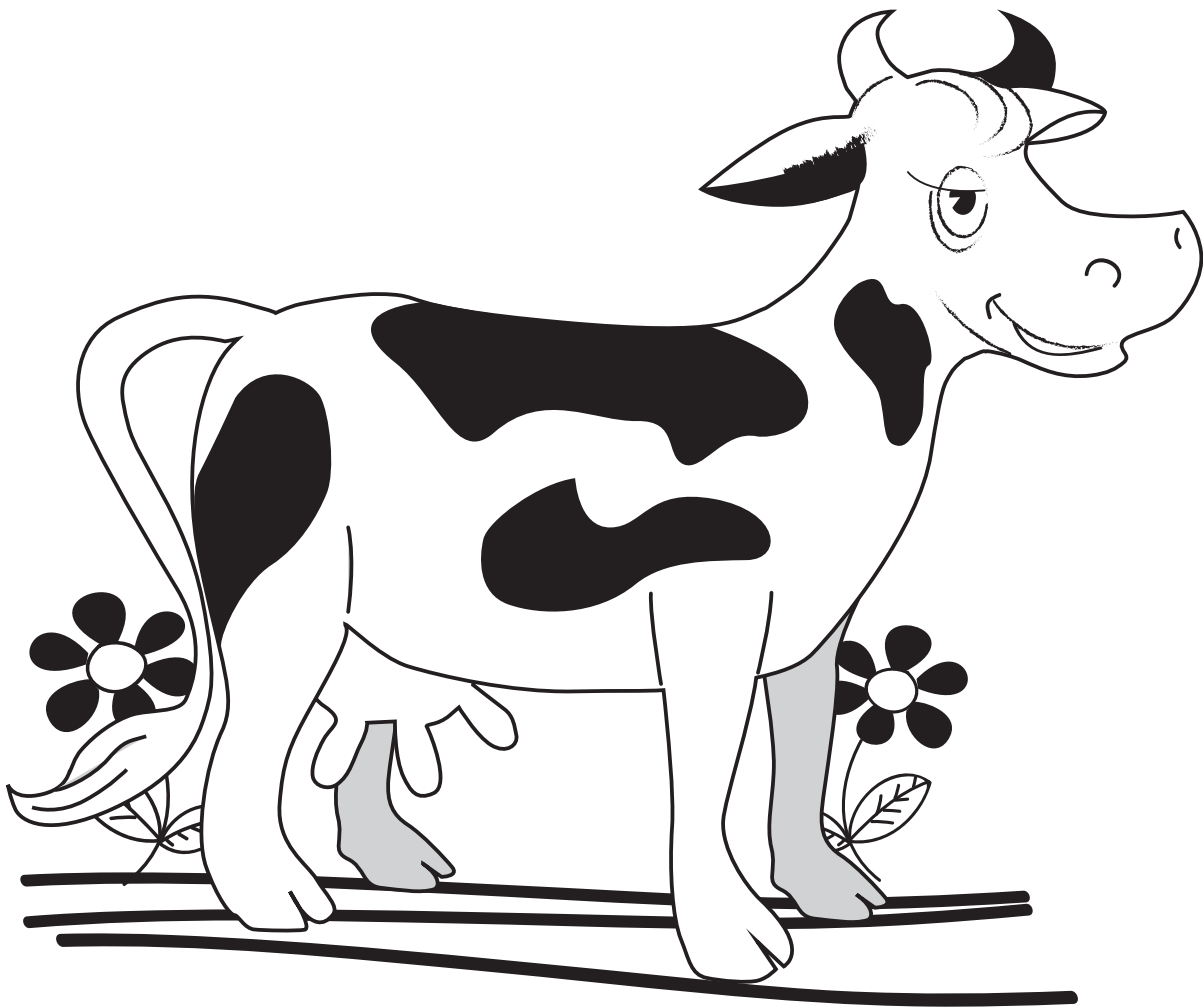
¿Qué guardarías en esta nevera?

(Recorta las imágenes que están en la página 83)



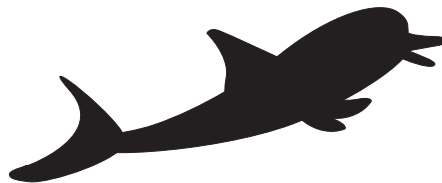
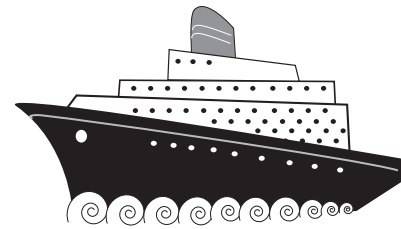
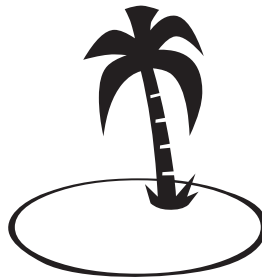
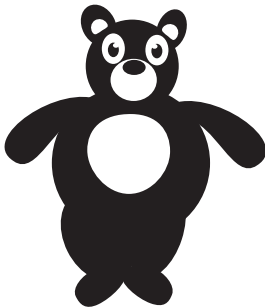
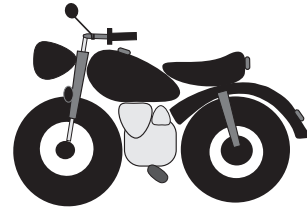
EJERCICIO 58

Observa el dibujo durante 3 minutos y luego pasa a la página 66.



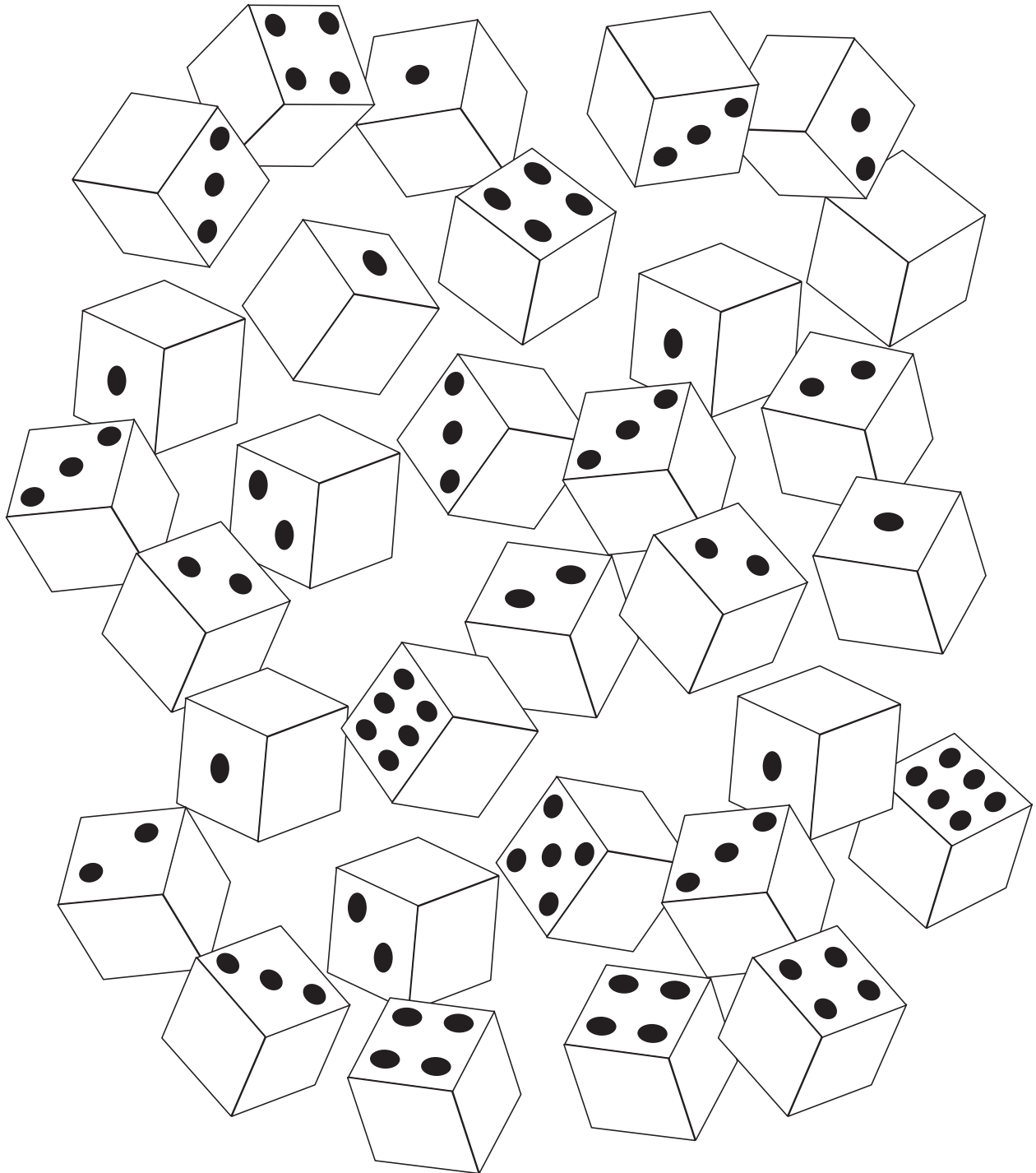
EJERCICIO 59

Rodea las imágenes cuyos nombres inician con "O".



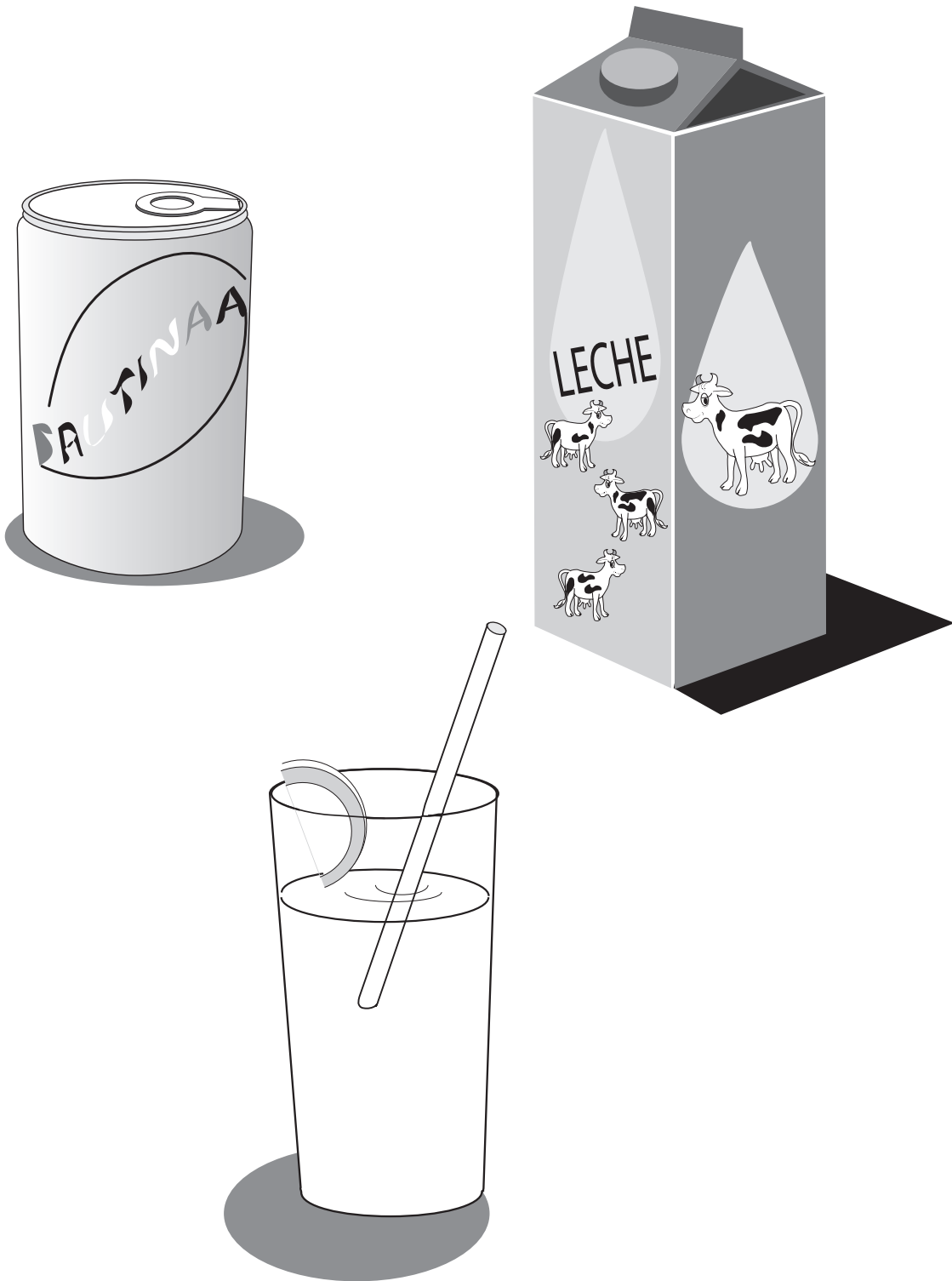
EJERCICIO 60

Pinta del mismo color los dados que tienen igual número.



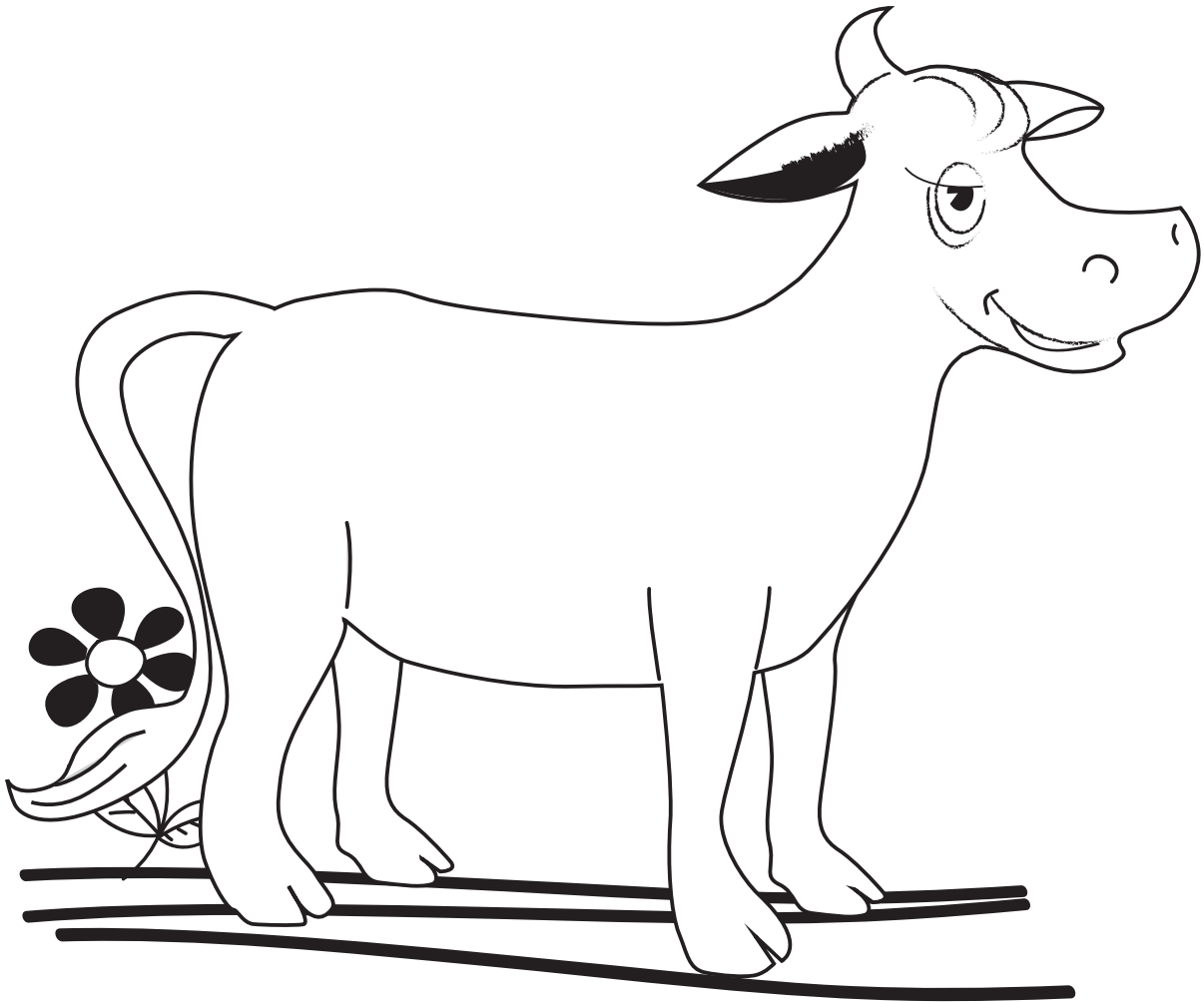
EJERCICIO 61

Me bebí la taza entera después de calentarla en el microondas.
¿Qué bebida bebí?



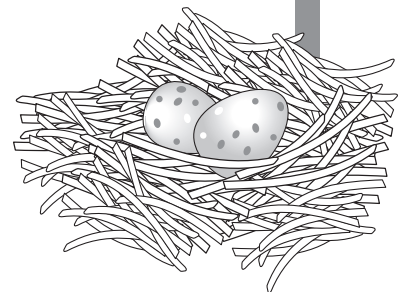
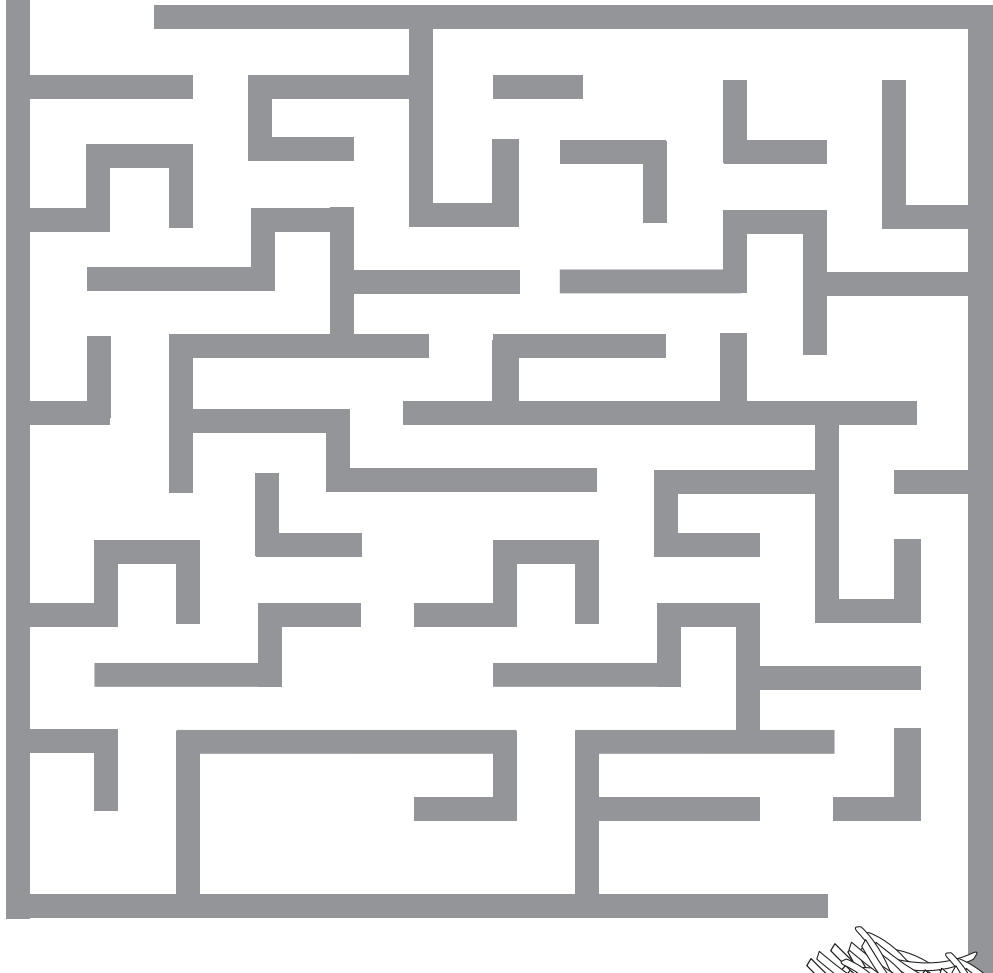
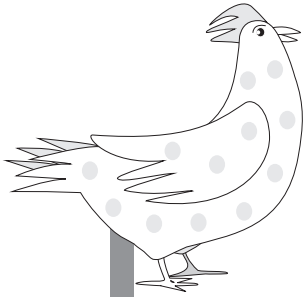
EJERCICIO 62

Completa el dibujo de la vaca con lo que le falta.



EJERCICIO 63

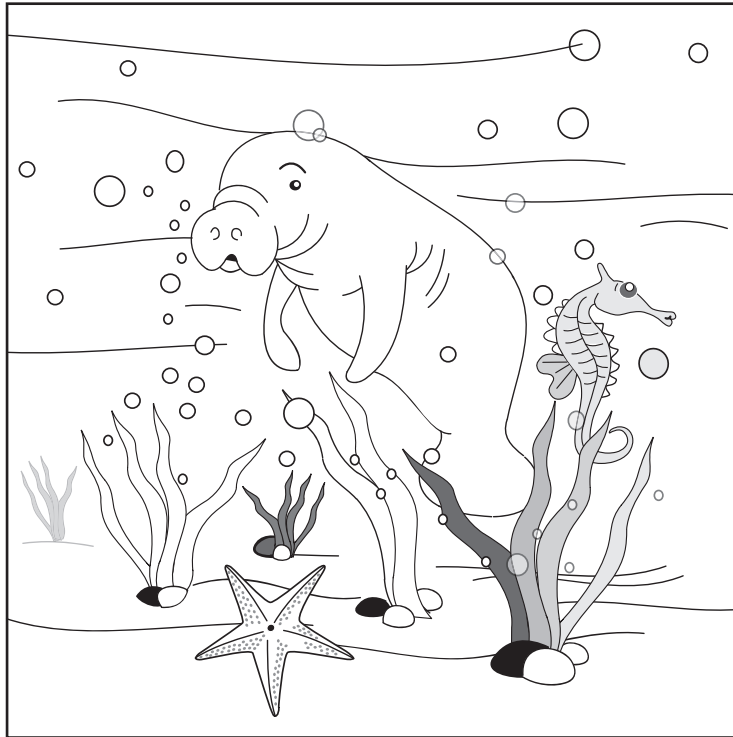
Ayuda a la gallina a encontrar su nido.



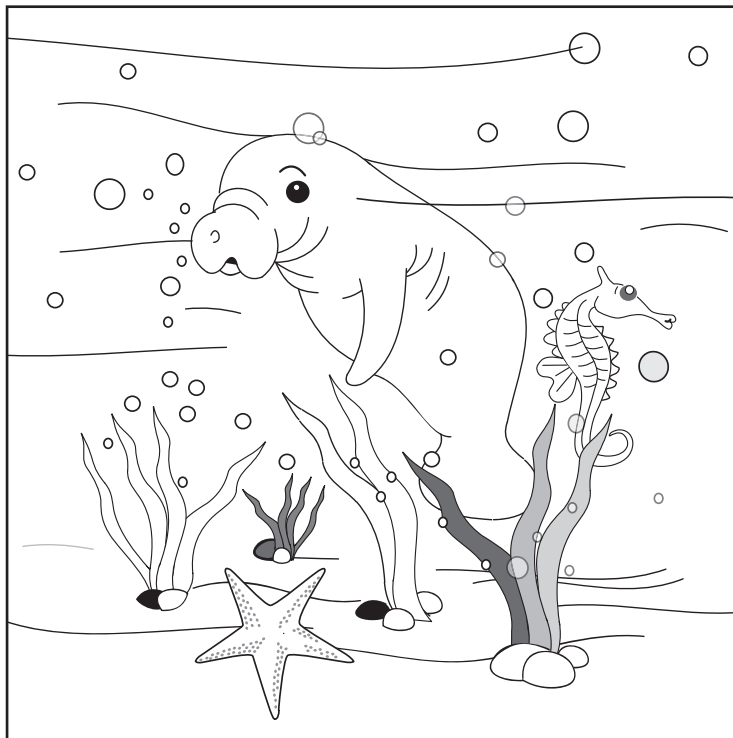
EJERCICIO 64

Busca las 10 diferencias y márcalas en el dibujo B.

A

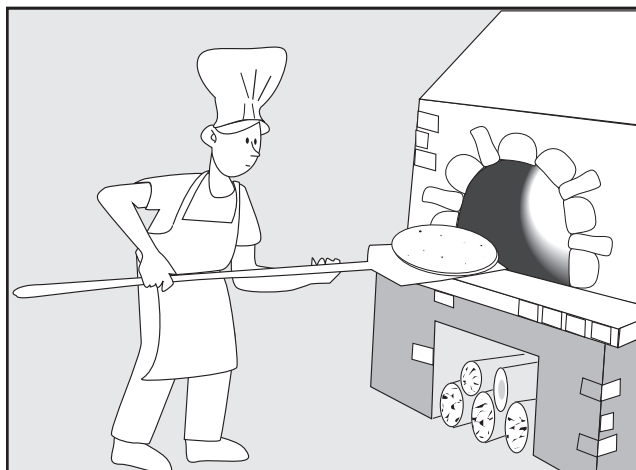
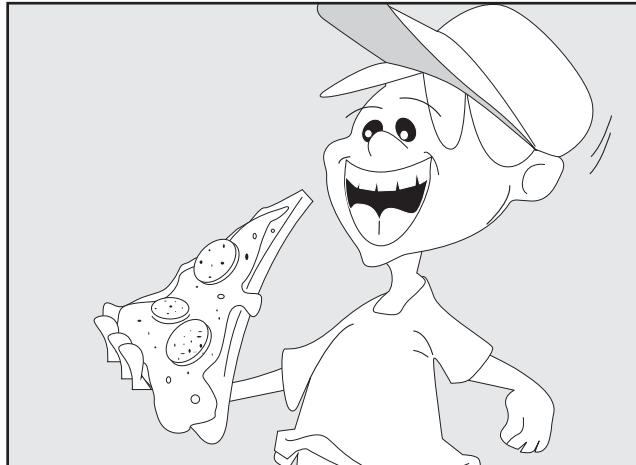


B



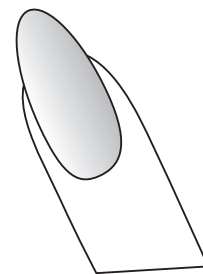
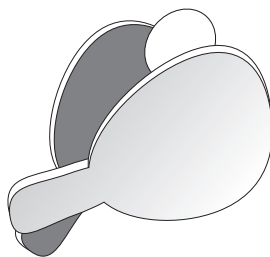
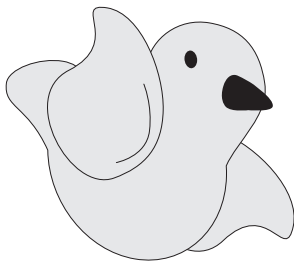
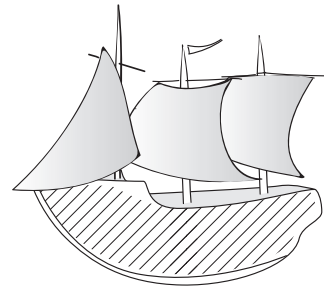
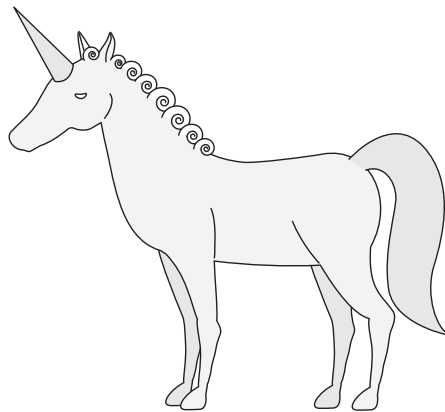
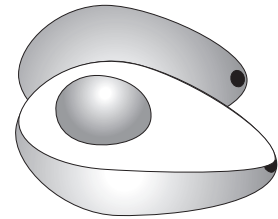
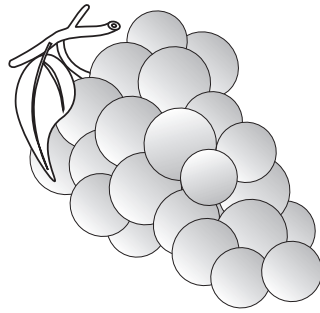
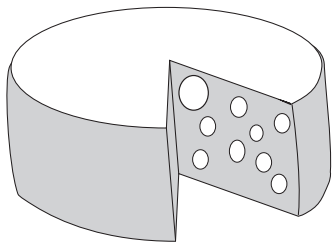
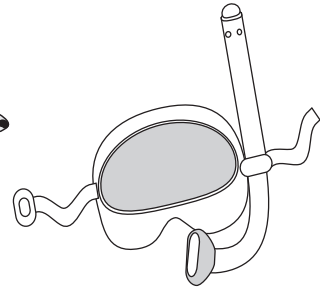
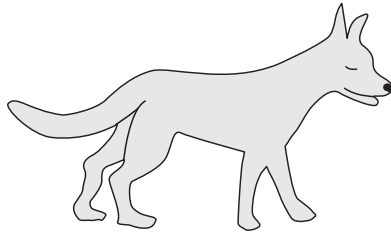
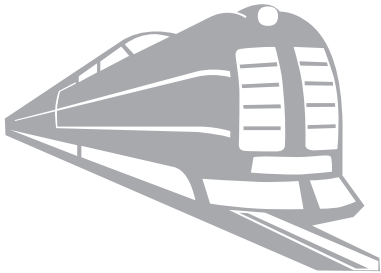
EJERCICIO 65

Ordena las imágenes para indicar cuál va primero y cuál queda de último.



EJERCICIO 66

Tacha las imágenes cuyos nombres inician con "U".



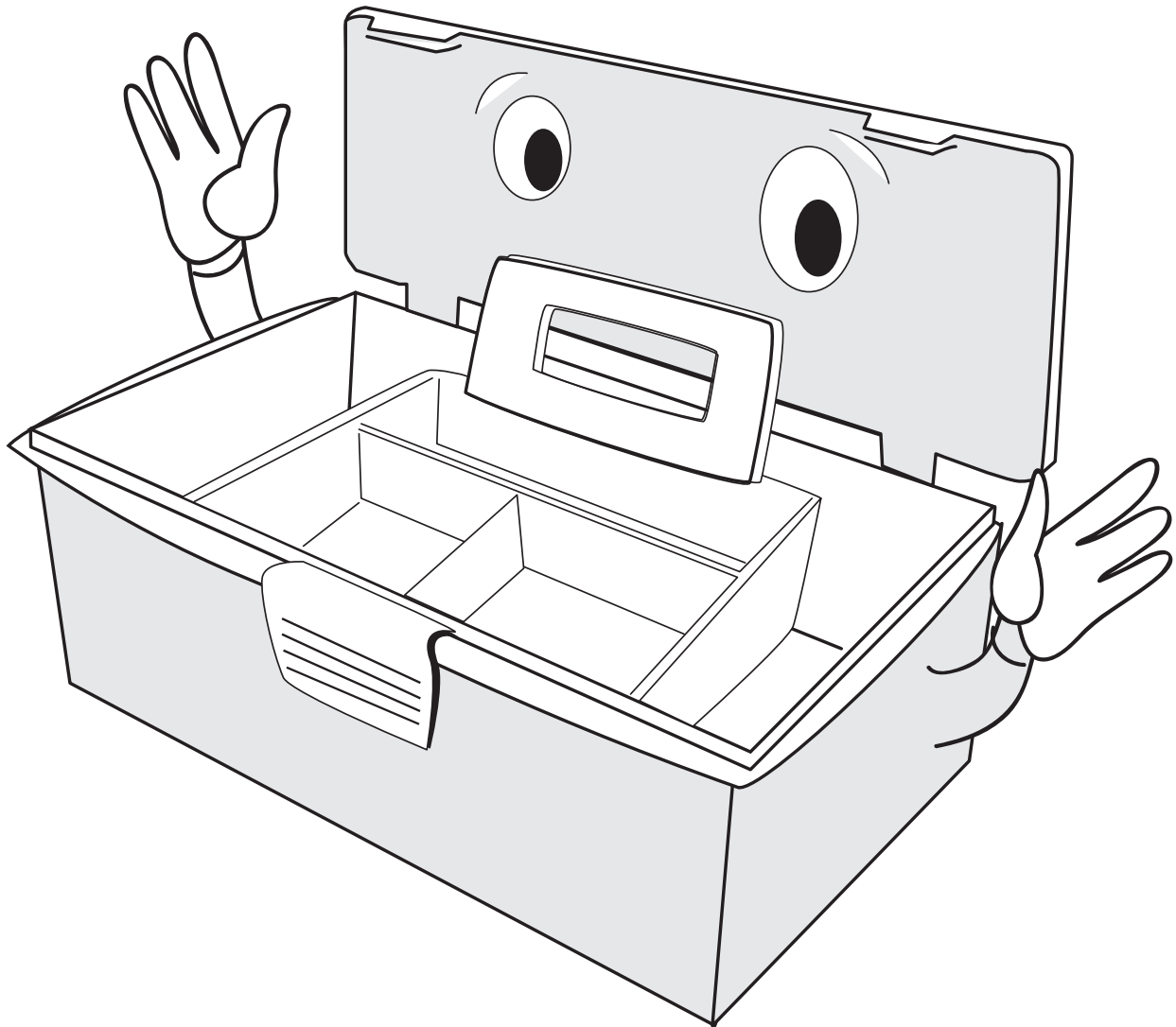
EJERCICIO 67

Rodea con rojo los animales acuáticos y con azul los terrestres.



EJERCICIO 68

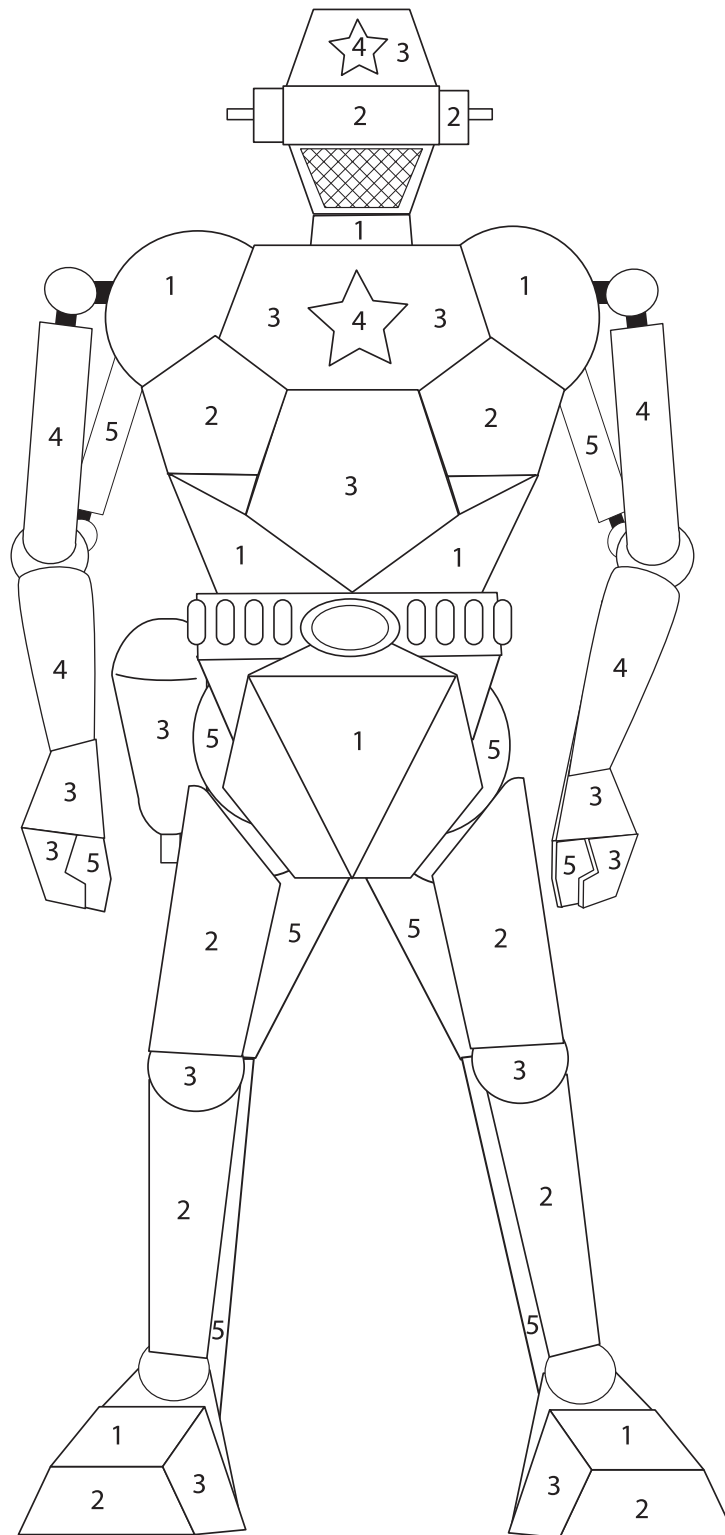
¿Qué colocarías en esta caja de herramientas?
(Recorta las imágenes que están en la página 85).



EJERCICIO 69

Pinta las figuras con los colores que se te indica.

- 1 ROJO
- 2 AMARILLO
- 3 NARANJA
- 4 AZUL
- 5 GRIS



EJERCICIO 70

Pinta las imágenes cuyos nombres inician con "P".



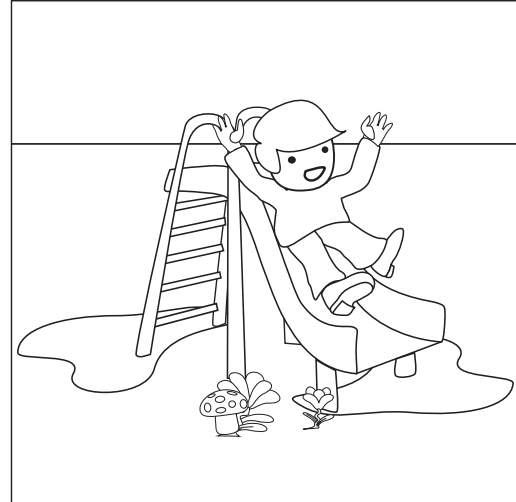
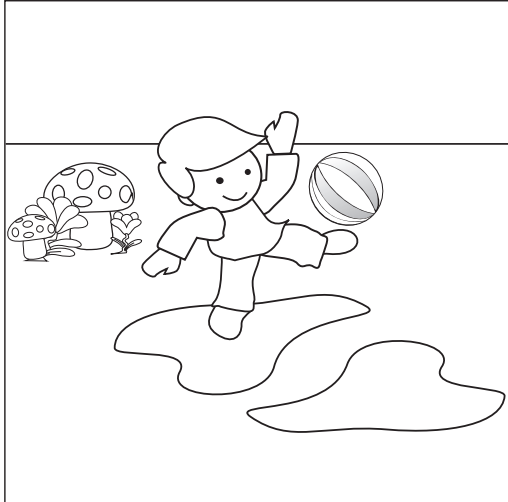
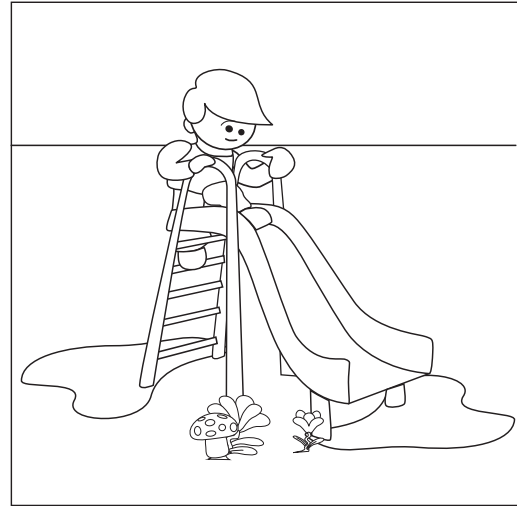
EJERCICIO 71

Ayuda al príncipe a encontrar su castillo.



EJERCICIO 72

Pinta la imagen que no corresponde con la historia.



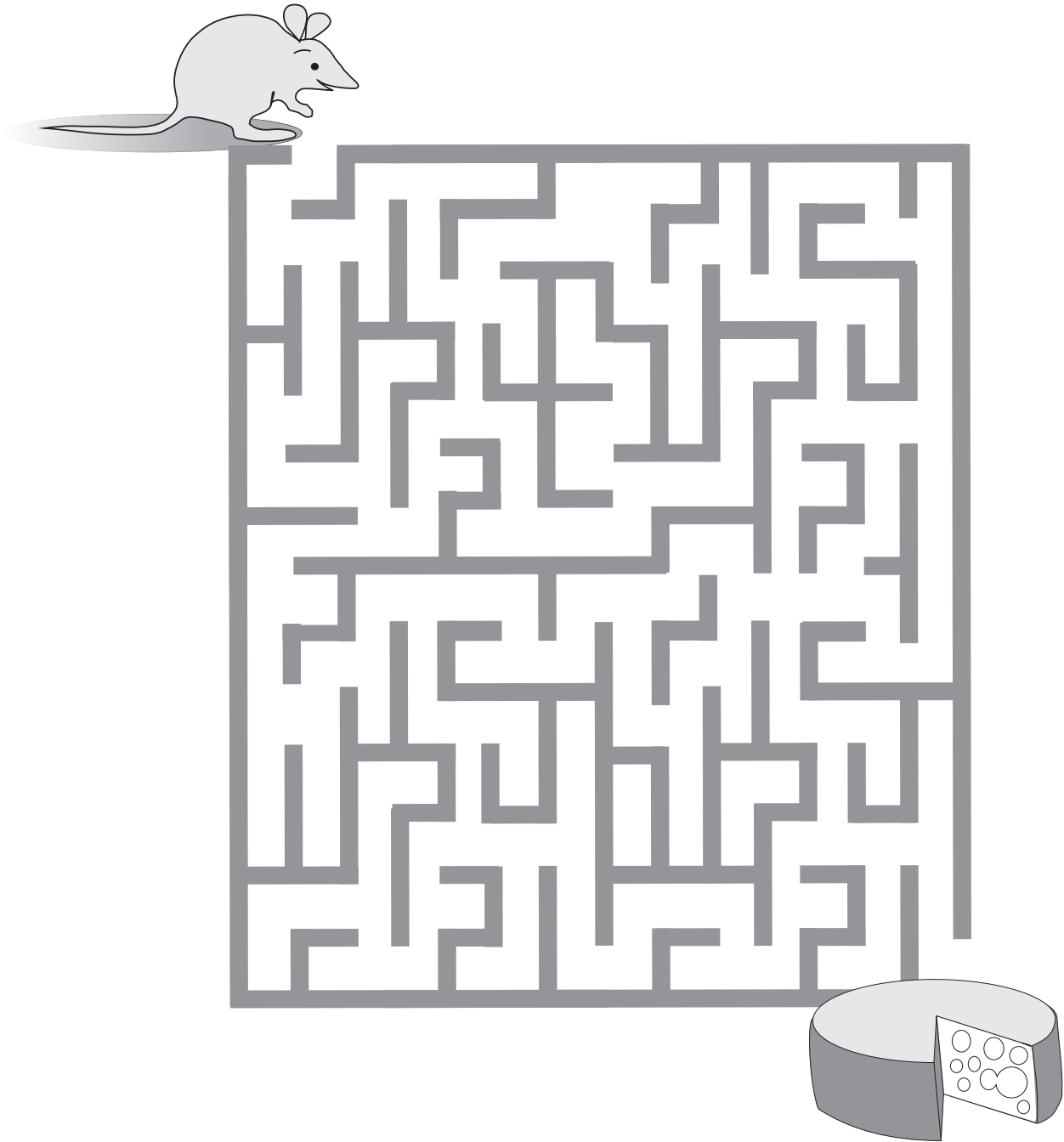
EJERCICIO 73

Encuentra todas las herramientas y márcalas con una cruz. Tienes 30 segundos.



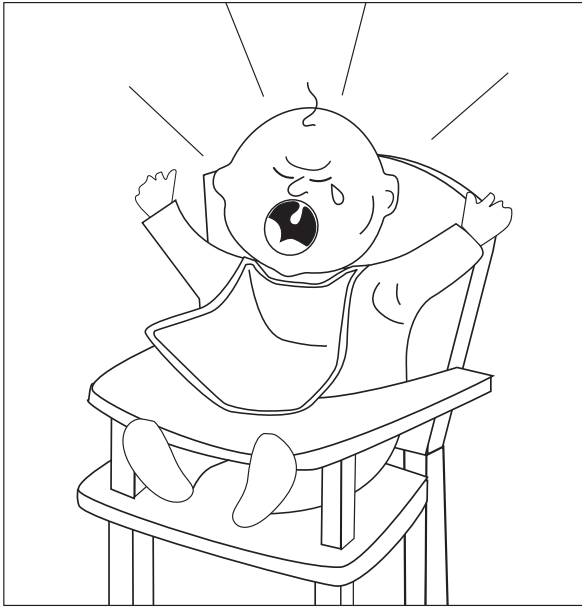
EJERCICIO 74

Ayuda al ratón a encontrar su queso.




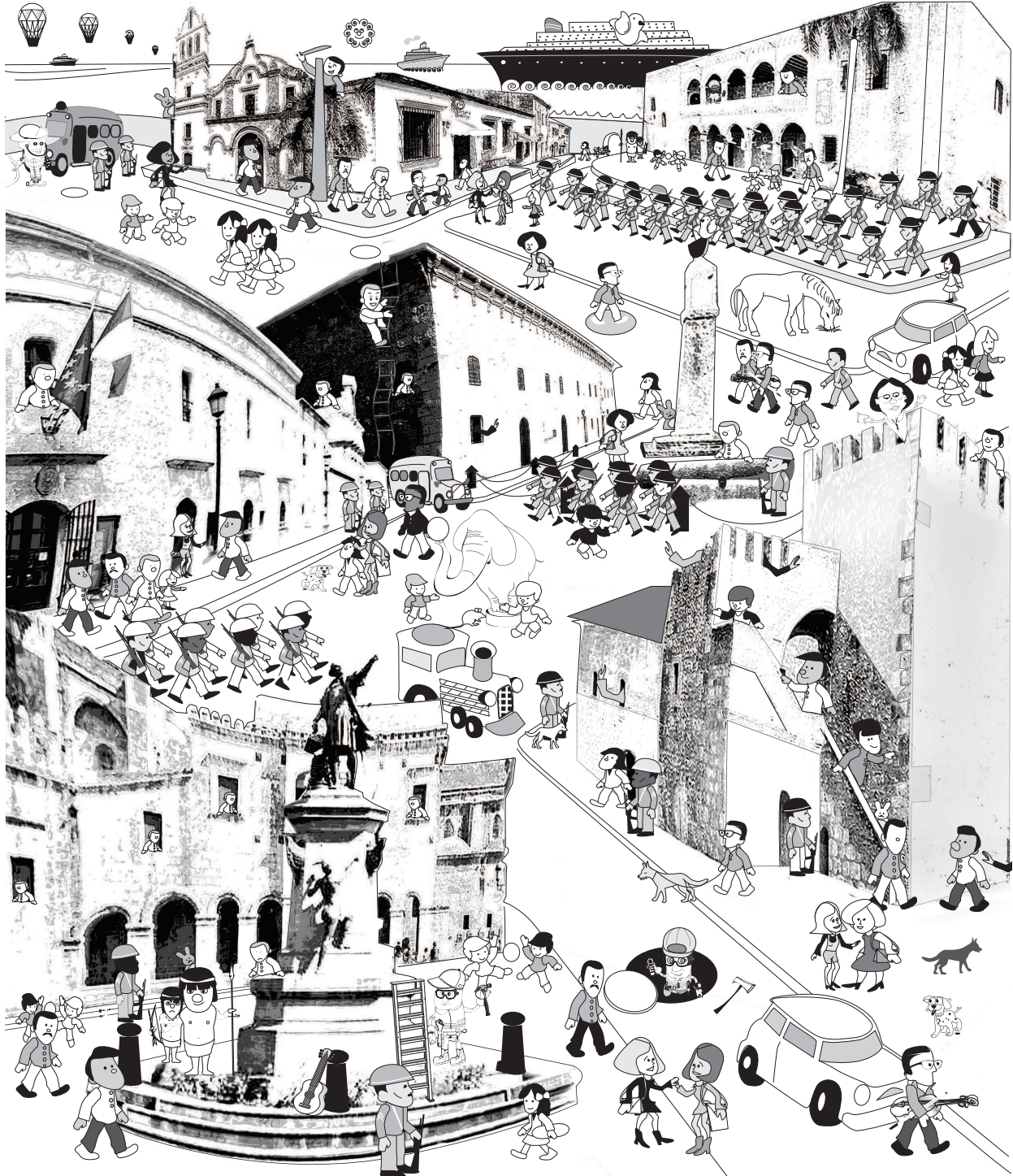
EJERCICIO 75

Pinta la imagen que no corresponde con la historia.



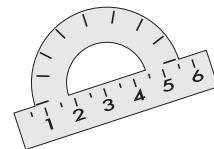
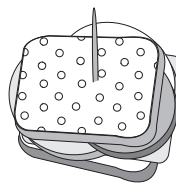
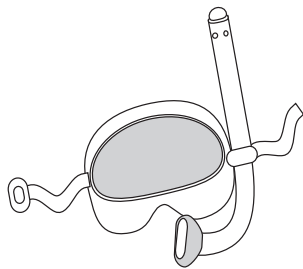
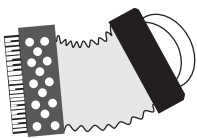
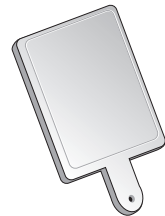
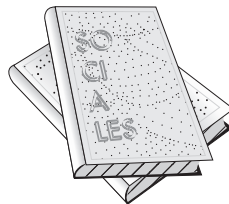
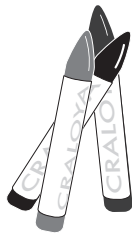
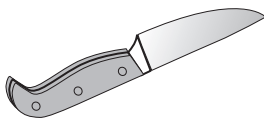
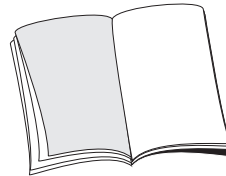
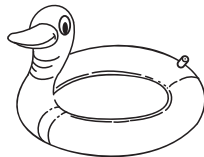
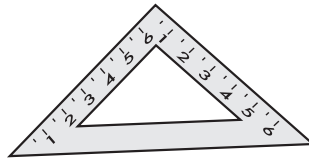
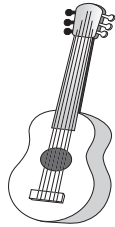
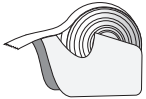
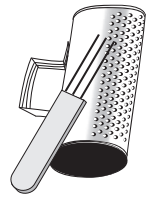
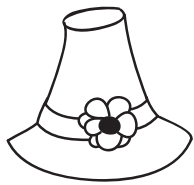
EJERCICIO 76

Encuentra los 3  que están escondidos en la ciudad colonial y píntalos de amarillo.



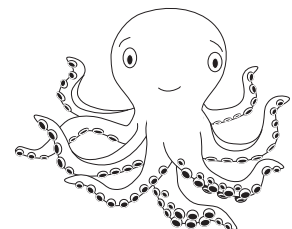
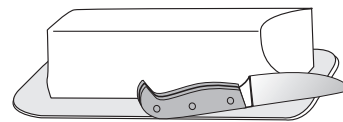
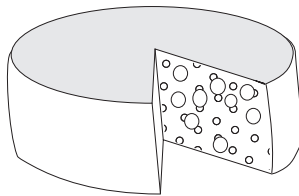
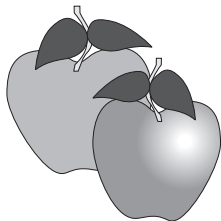
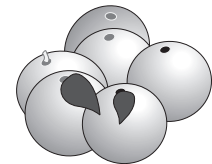
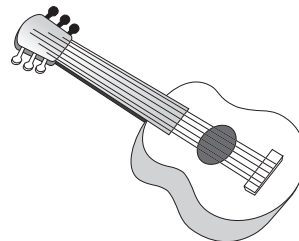
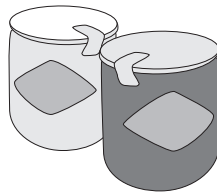
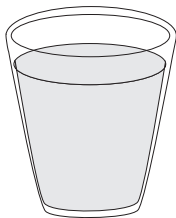
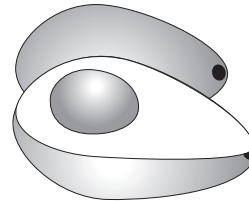
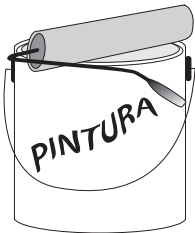
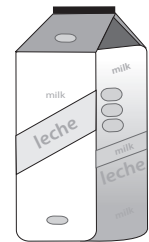
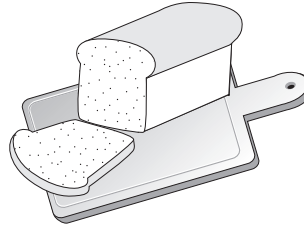
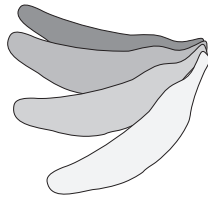
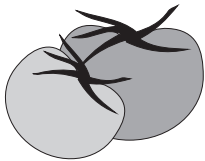
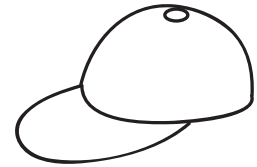
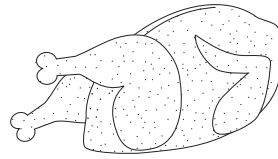
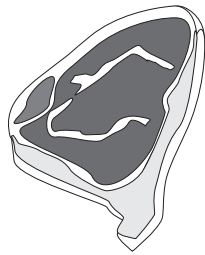
DEL EJERCICIO 44

Recorta las imágenes que guardarías en la mochila de la página 48.



DEL EJERCICIO 57

Recorta las imágenes que guardarías en la nevera de la página 61.

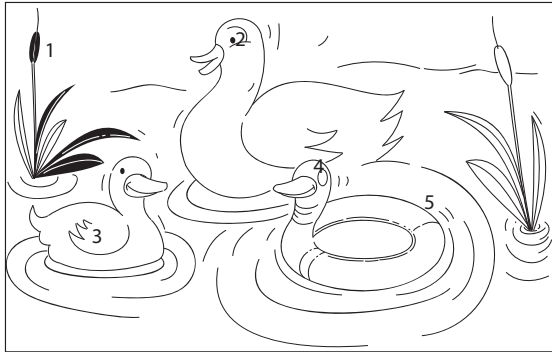


DEL EJERCICIO 68

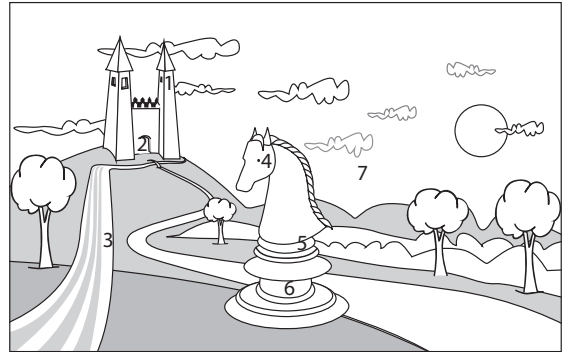
Recorta las imágenes que colocarías en la caja de herramientas de la página 72.



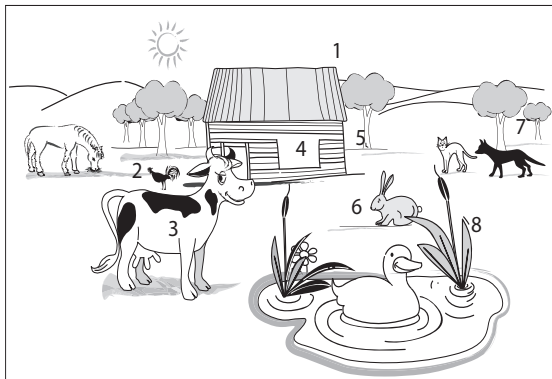
LAS 5 DIFERENCIAS DEL EJERCICIO 4



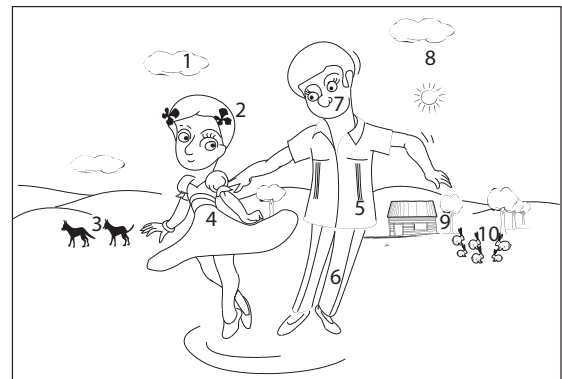
LAS 7 DIFERENCIAS DEL EJERCICIO 10



LAS 8 DIFERENCIAS DEL EJERCICIO 39



LAS 10 DIFERENCIAS DEL EJERCICIO 48



LAS 10 DIFERENCIAS DEL EJERCICIO 64

