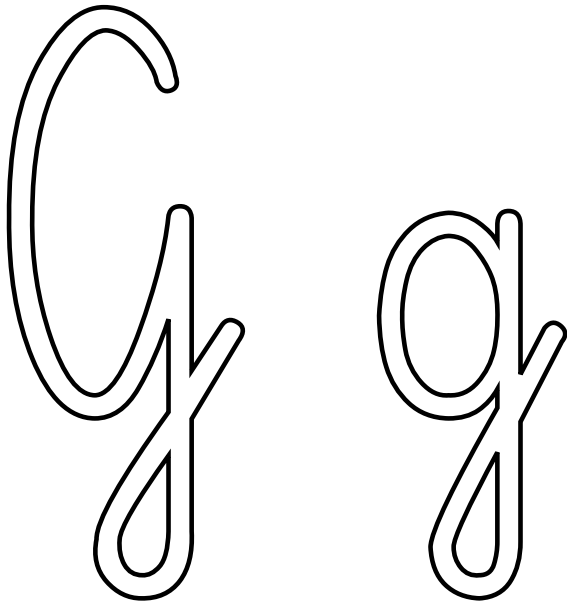


Pokoloruj, a następnie przepisz litery.

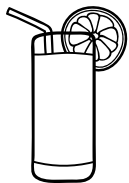
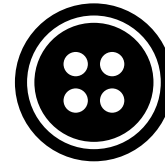
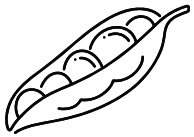


G

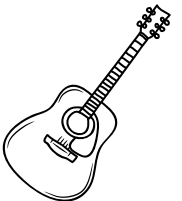
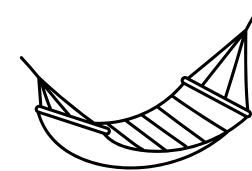
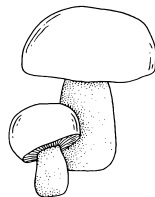
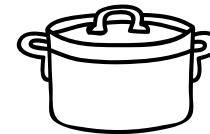
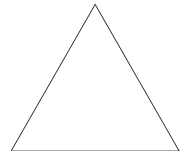
G

g

Połącz literę z ilustracjami, których nazwy zaczynają się na G.



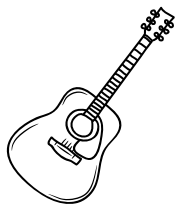
G



Uzupełnij wyrazy.



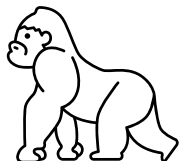
D R O    A



  I T A R A



F O T O    R A F



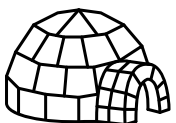
  O R Y L



R O    A L



P A P U    A



I    L O

Zakreśl w kółko litery G.

fotograf

gniazdo

GODŁO

KONGO

gargamel

BAŁAGAN

droga    GEPARD

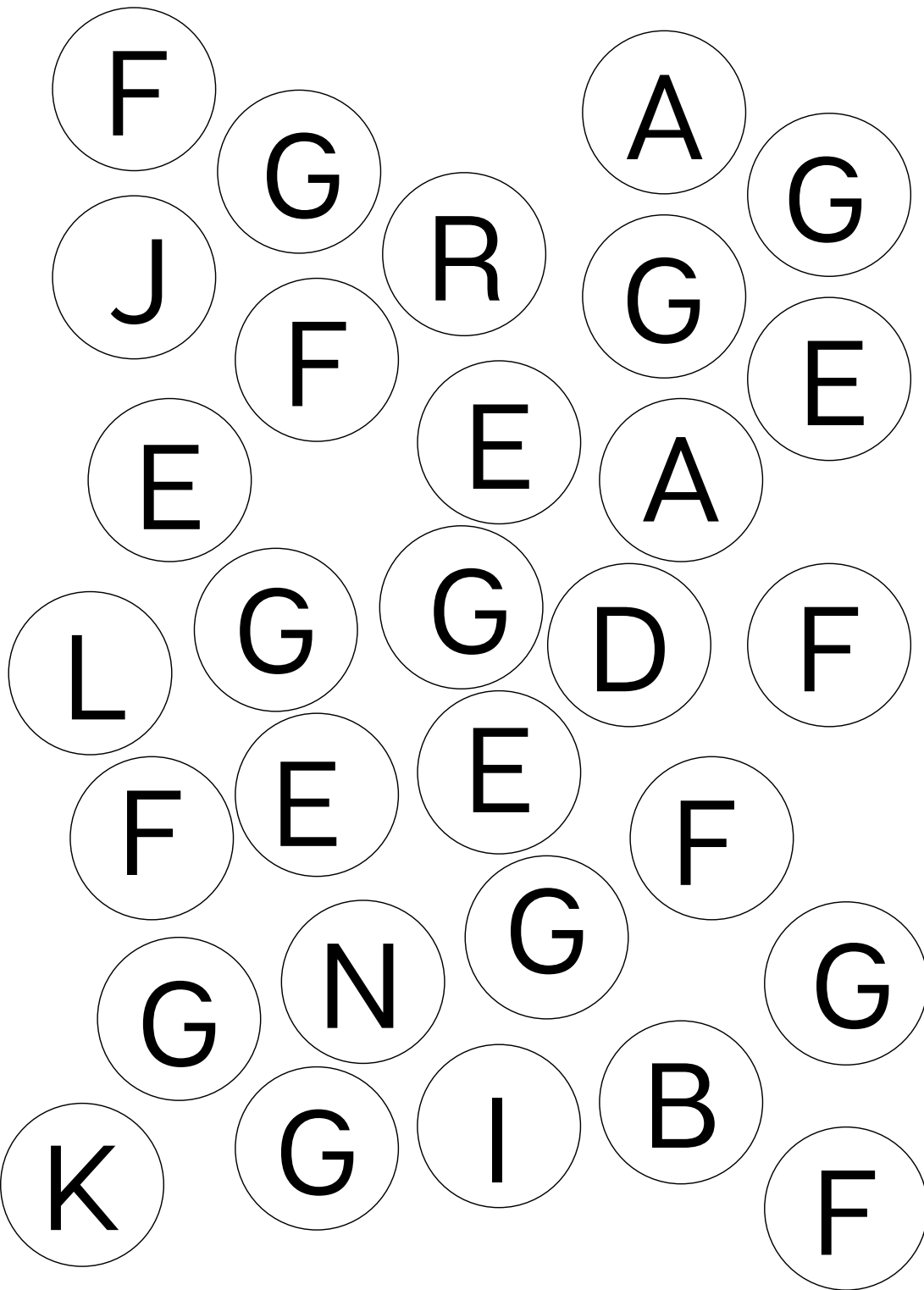
gadula

rogalik

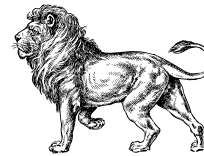
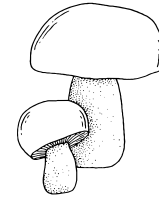
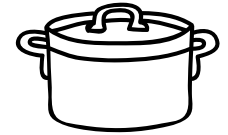
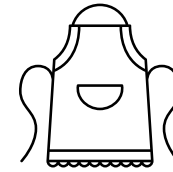
IGŁA

jagody

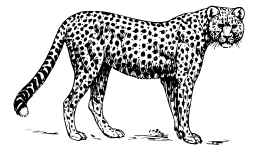
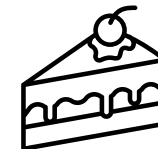
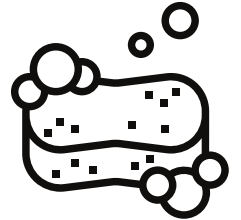
Zamaluj kółka z literą G.



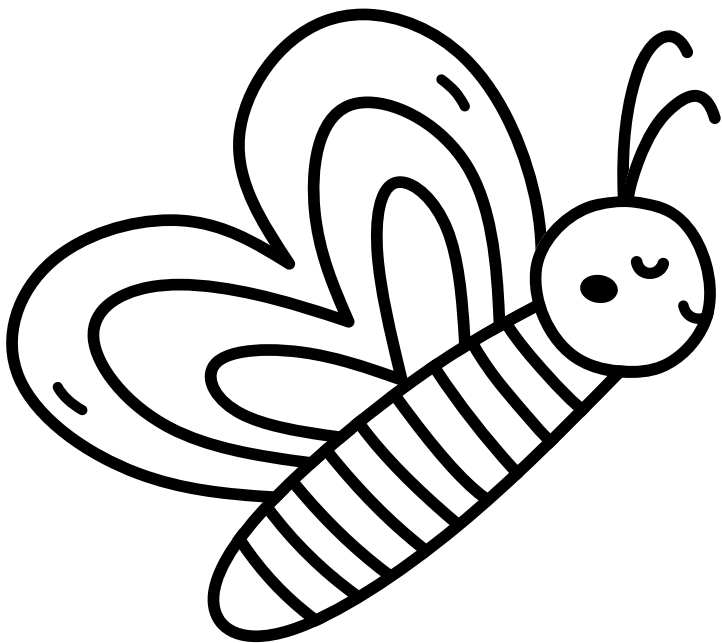
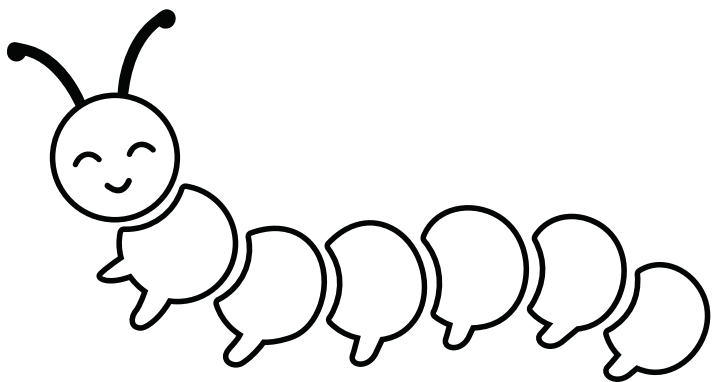
Pokoloruj tylko te obrazki, których nazwa zaczyna się na G.



G



Pokoloruj gąsienicę, a później motyla w którego gąsienica się zamieni.



Połącz linią litery i odczytaj powstałą sylabę.

G

E

O

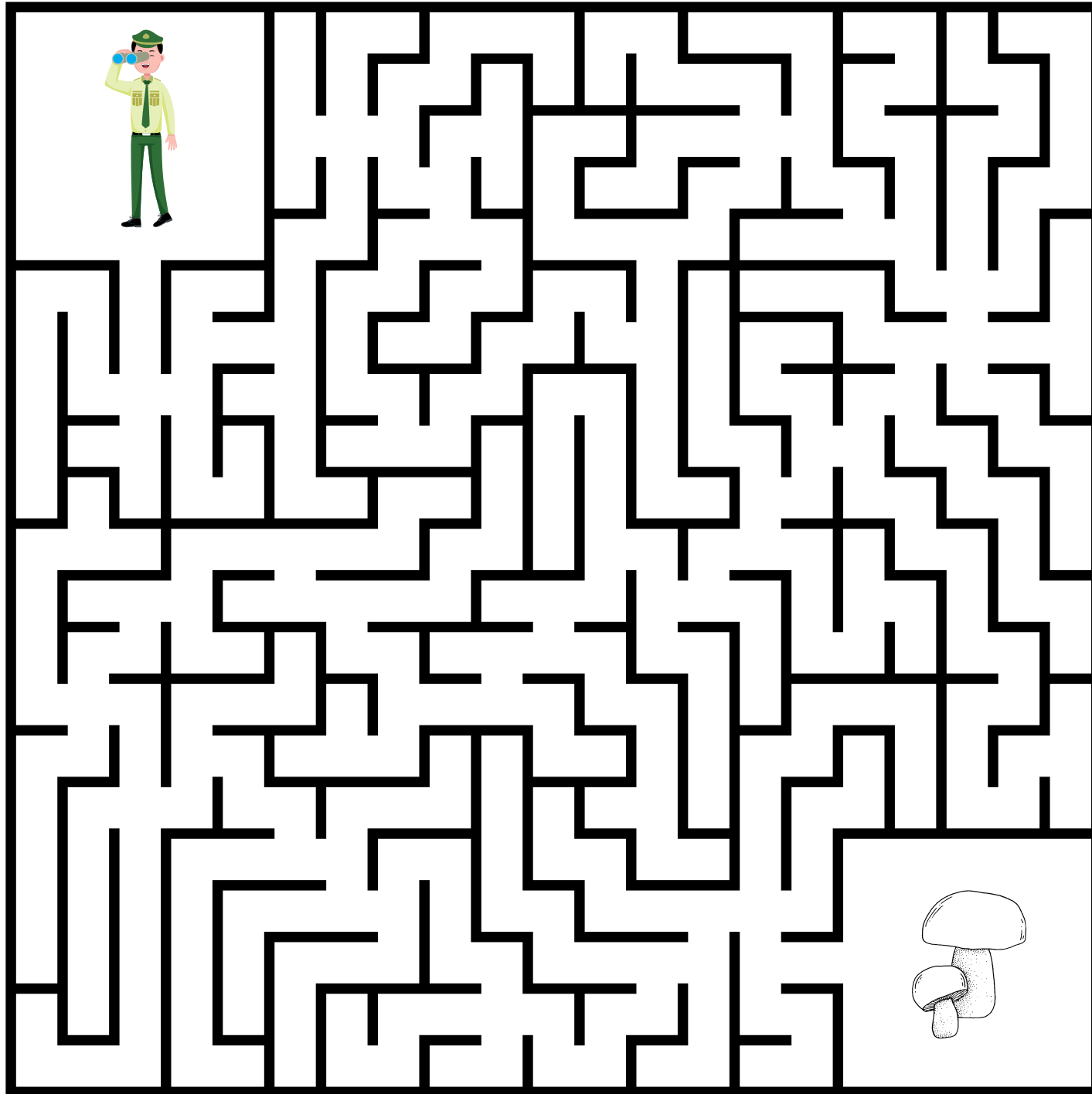
U

I

Y

A

Pomóż leśniczemu odnaleźć w lesie grzyby.



Połącz w pary 2 takie same garnki.

