

Pokoloruj, a następnie przepisz litery.

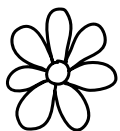
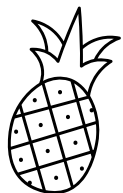
A a

A

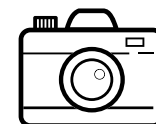
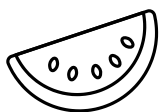
A

a

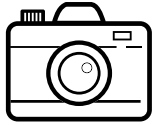
Połącz literę z ilustracjami, których nazwy zaczynają się na A.



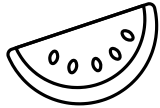
A



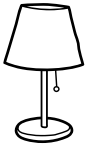
Uzupełnij wyrazy.



	P		R		T
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	R	B	U	Z
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L		M	P	
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	R	M		T	
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	W	O	K		D	O
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M		Ł	P	K	
---	--	---	---	---	--



M		P	
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Zakreśl w kółko litery A

T A T A

arbu z

m a m a

a n t y ł o p a

p a p a j a

A G R A F K A

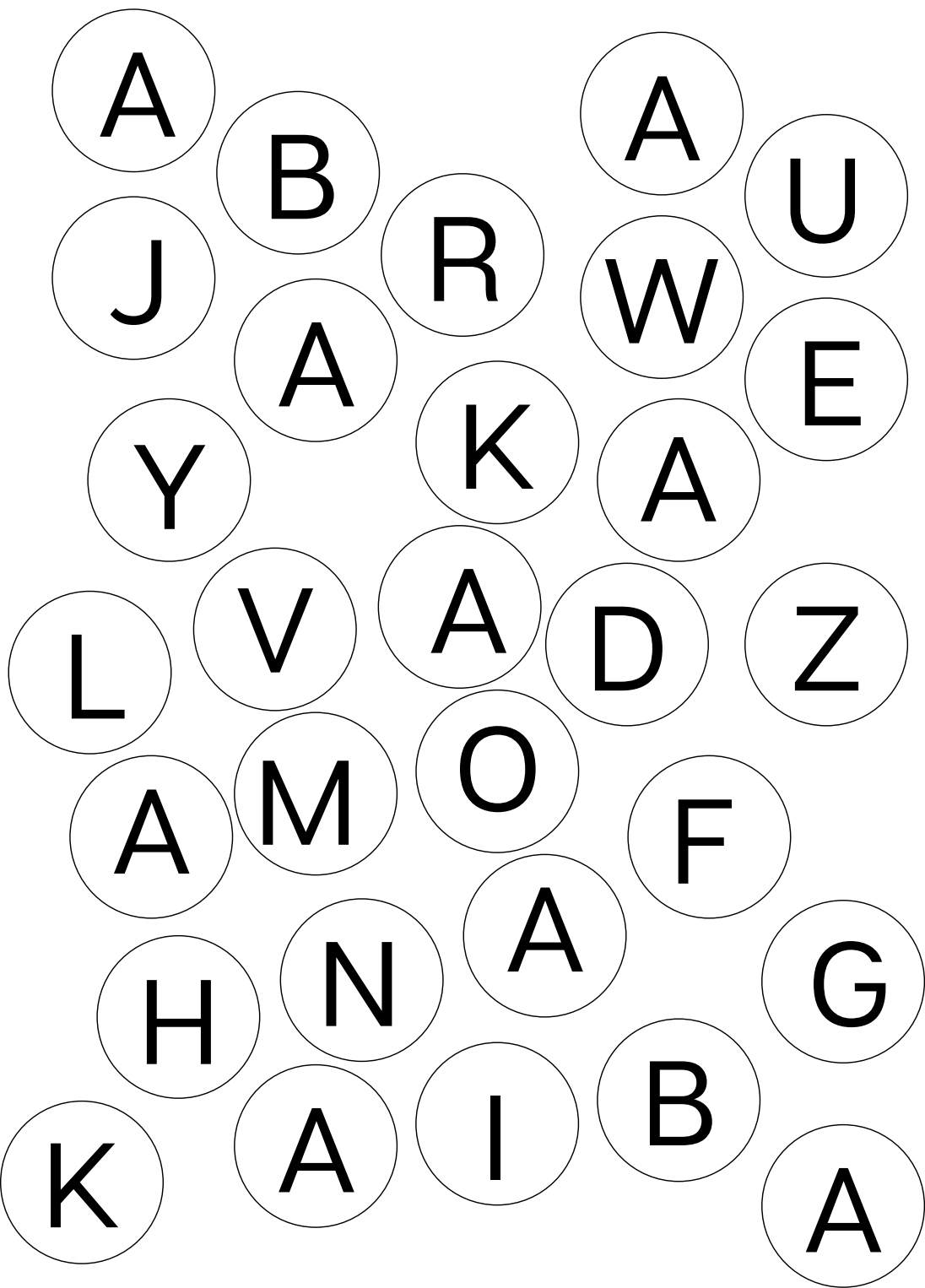
r a b a r b a r

k a n a p k a

l a t a w i e c

M A Ł P K A

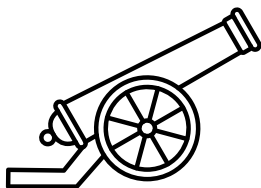
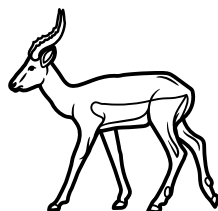
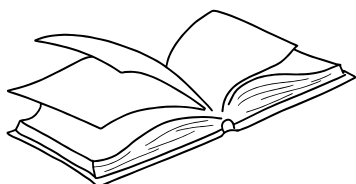
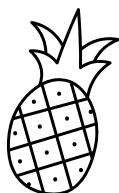
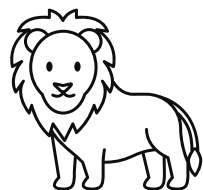
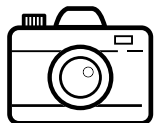
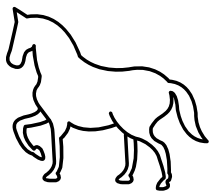
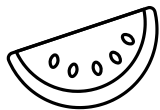
Zamaluj kółka z literą A.



Zamaluj A.

N	N	N	A	A	N	N	N
N	N	A	A	A	A	N	N
N	A	A	G	G	A	A	N
A	A	D	G	G	G	A	A
A	A	A	A	A	A	A	A
A	A	O	Z	Z	O	A	A
A	A	O	Z	Z	O	A	A

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



Połącz linią litery i odczytaj powstałą sylabę.

B

D

F

G

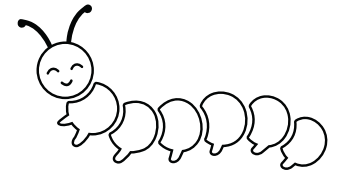
L

M

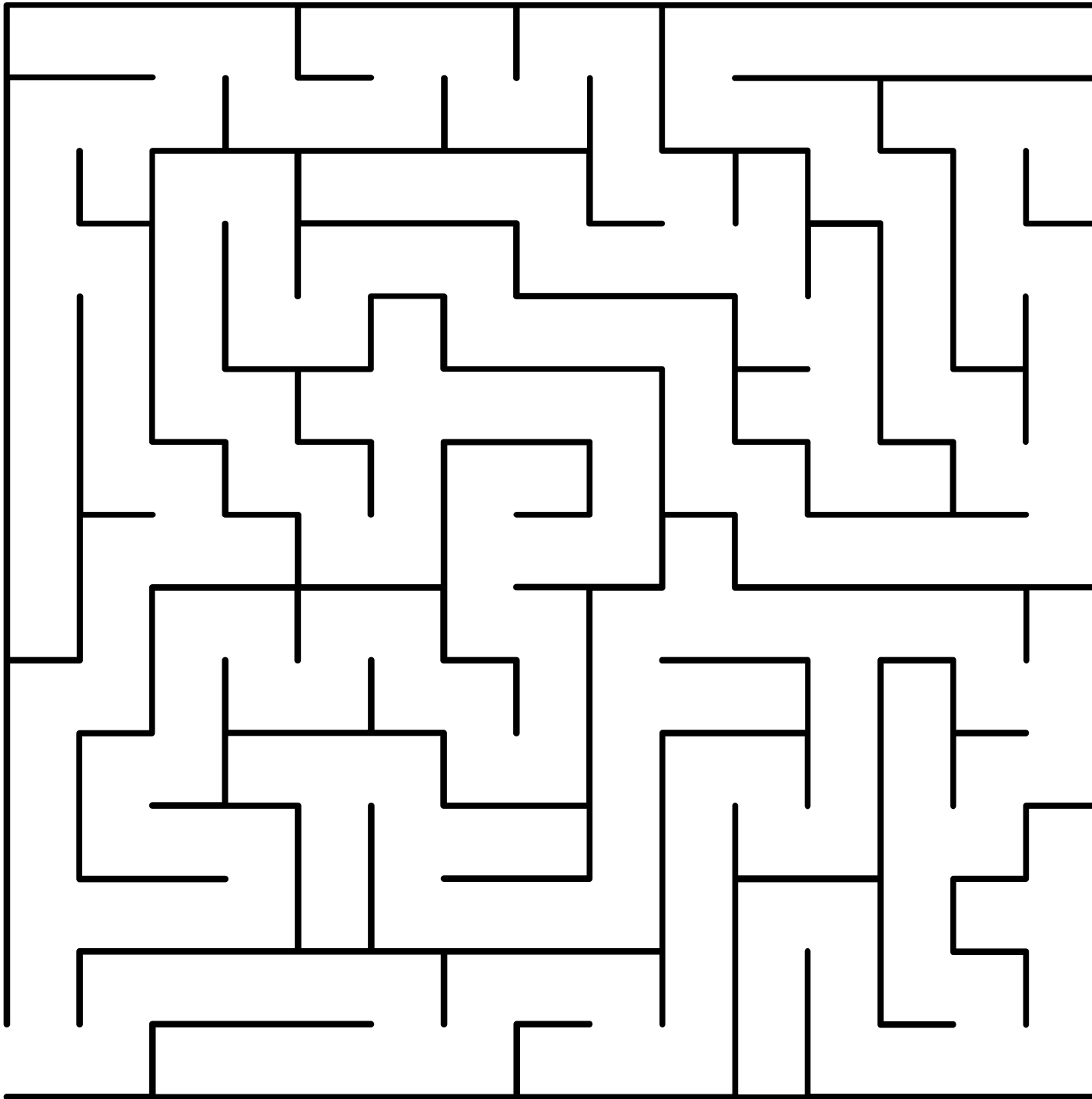
P

A

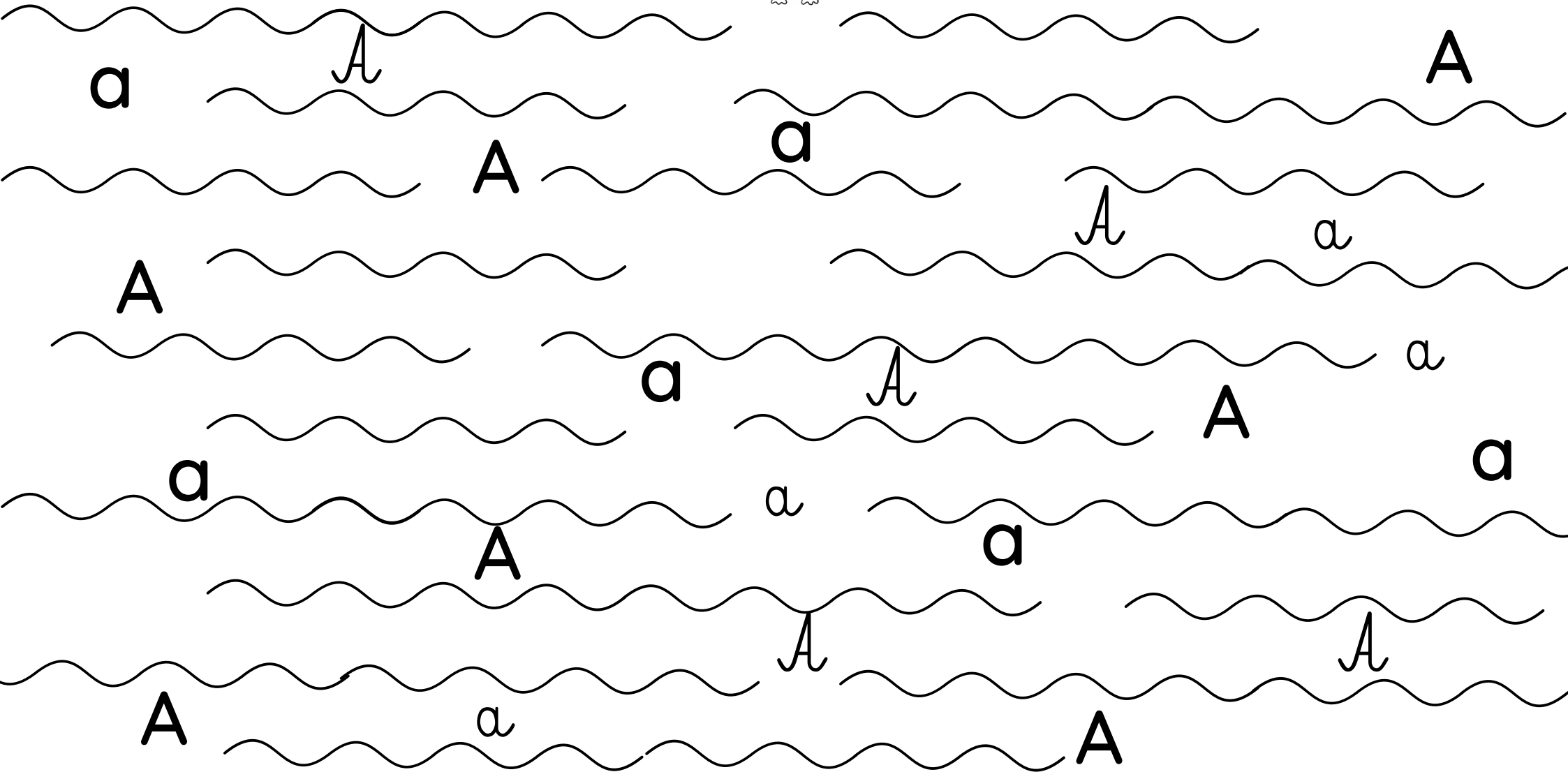
Zaprowadź gąsienicę do literki A.



A



Policz ile liter A pływa w morzu.



A

a

A

a