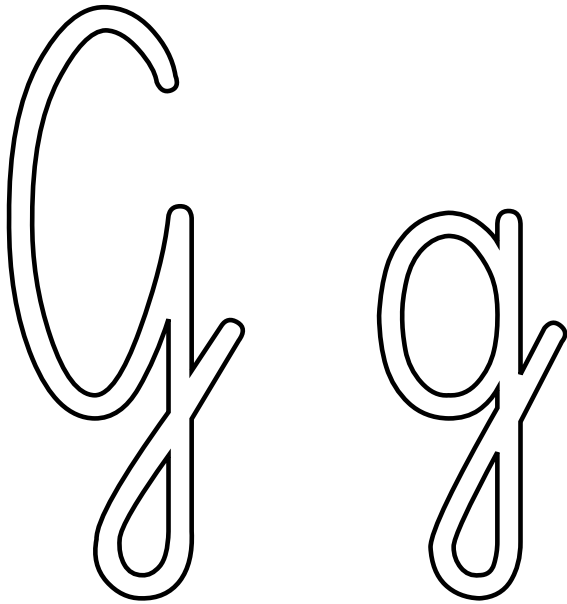


Pokoloruj, a następnie przepisz litery.

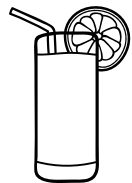
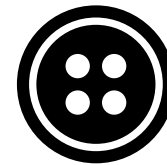
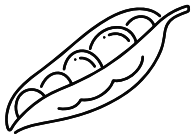


G

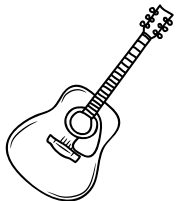
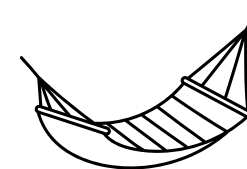
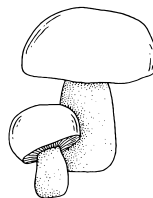
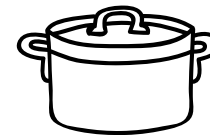
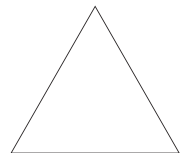
G

g

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



G



Uzupełnij wyrazy.



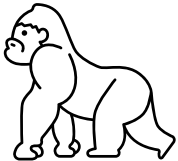
D R O G



I T A R A



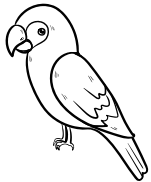
F O T O R A F



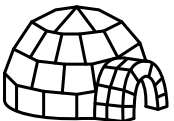
O R Y L



R O A L



P A P U A



I L O

Zakreśl w kółko litery G.

f o t o g r a f

g n i a z d o

G O D Ł O

K O N G O

g a r g a m e l

B A Ł A G A N

d r o g a      g e p a r d

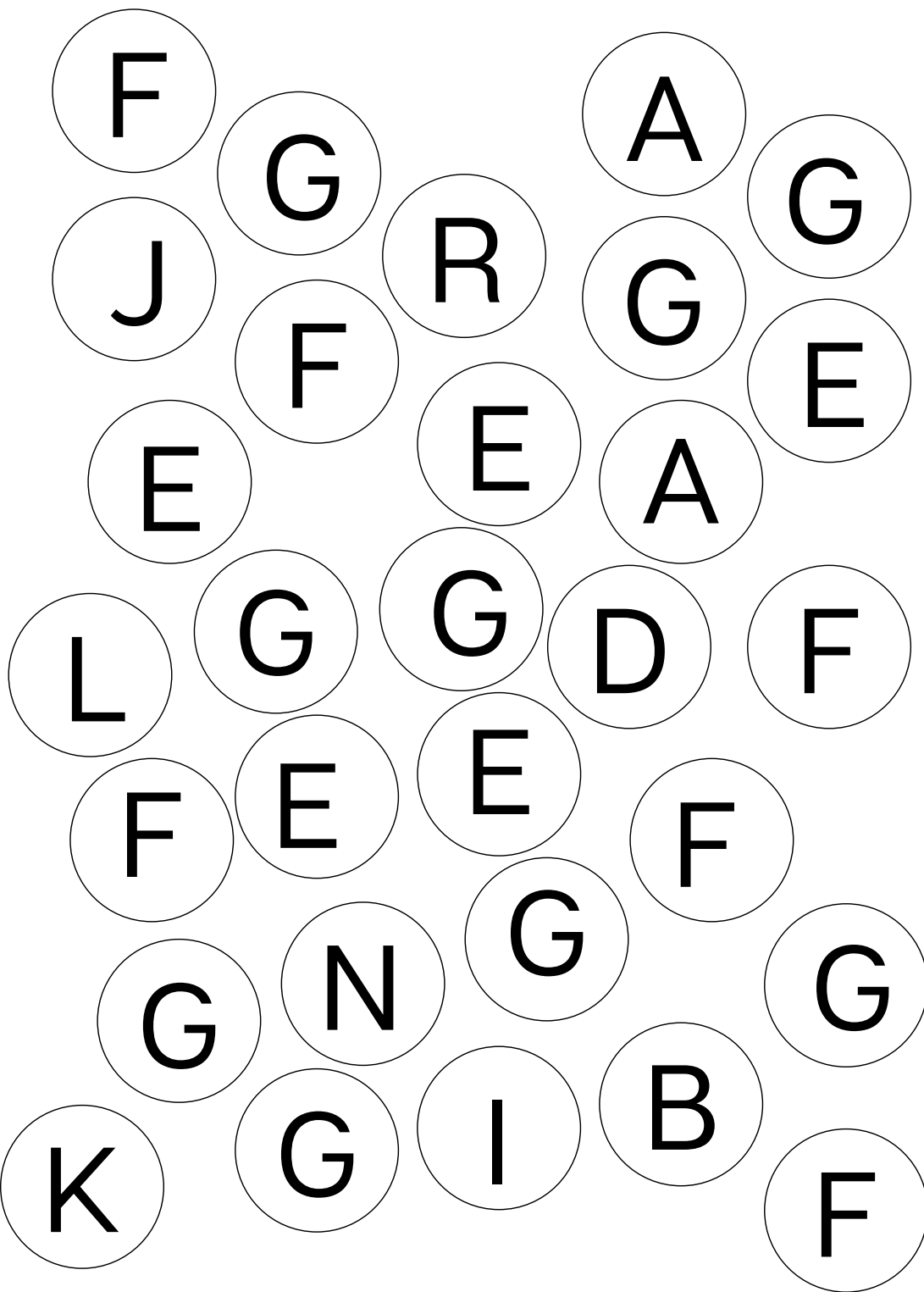
g a d u ł a

r o g a l i k

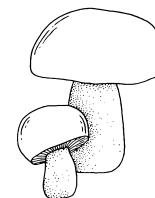
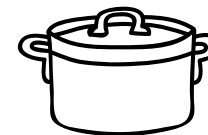
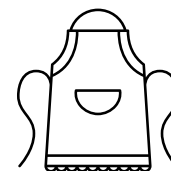
I G Ł A

j a g o d y

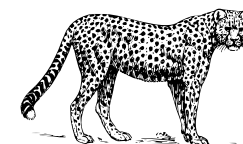
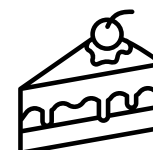
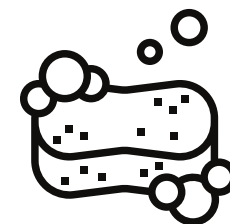
Zamaluj kółka z literą G.



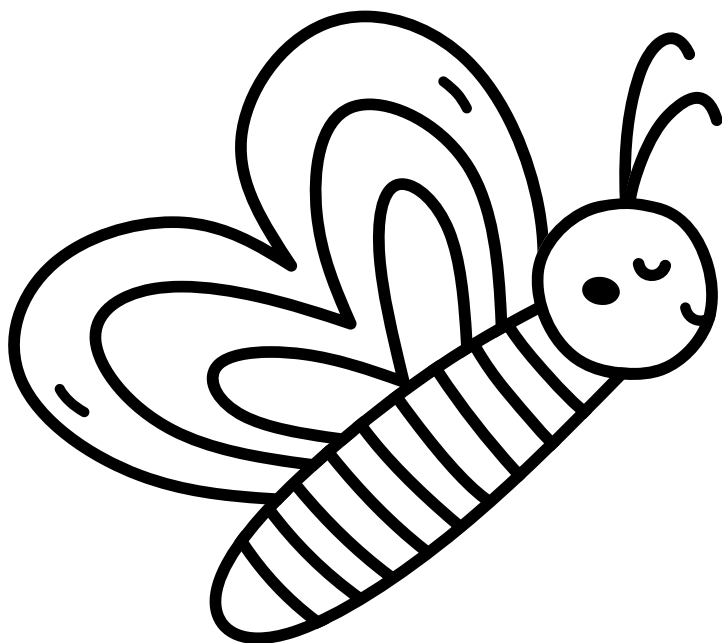
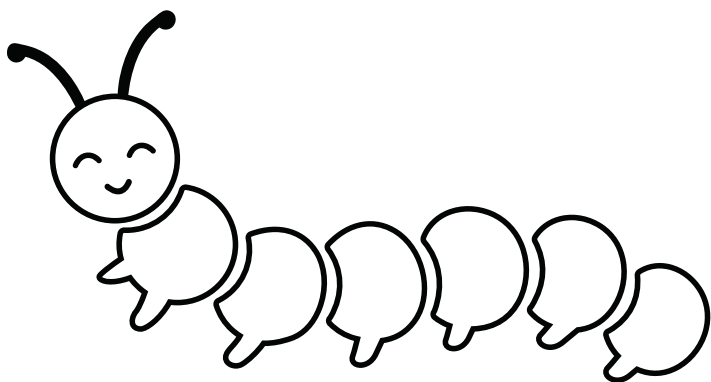
Pokoloruj tylko te obrazki, których nazwa zaczyna się na G.



G



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



Połącz linią litery i odczytaj powstałą sylabę.

G

E

O

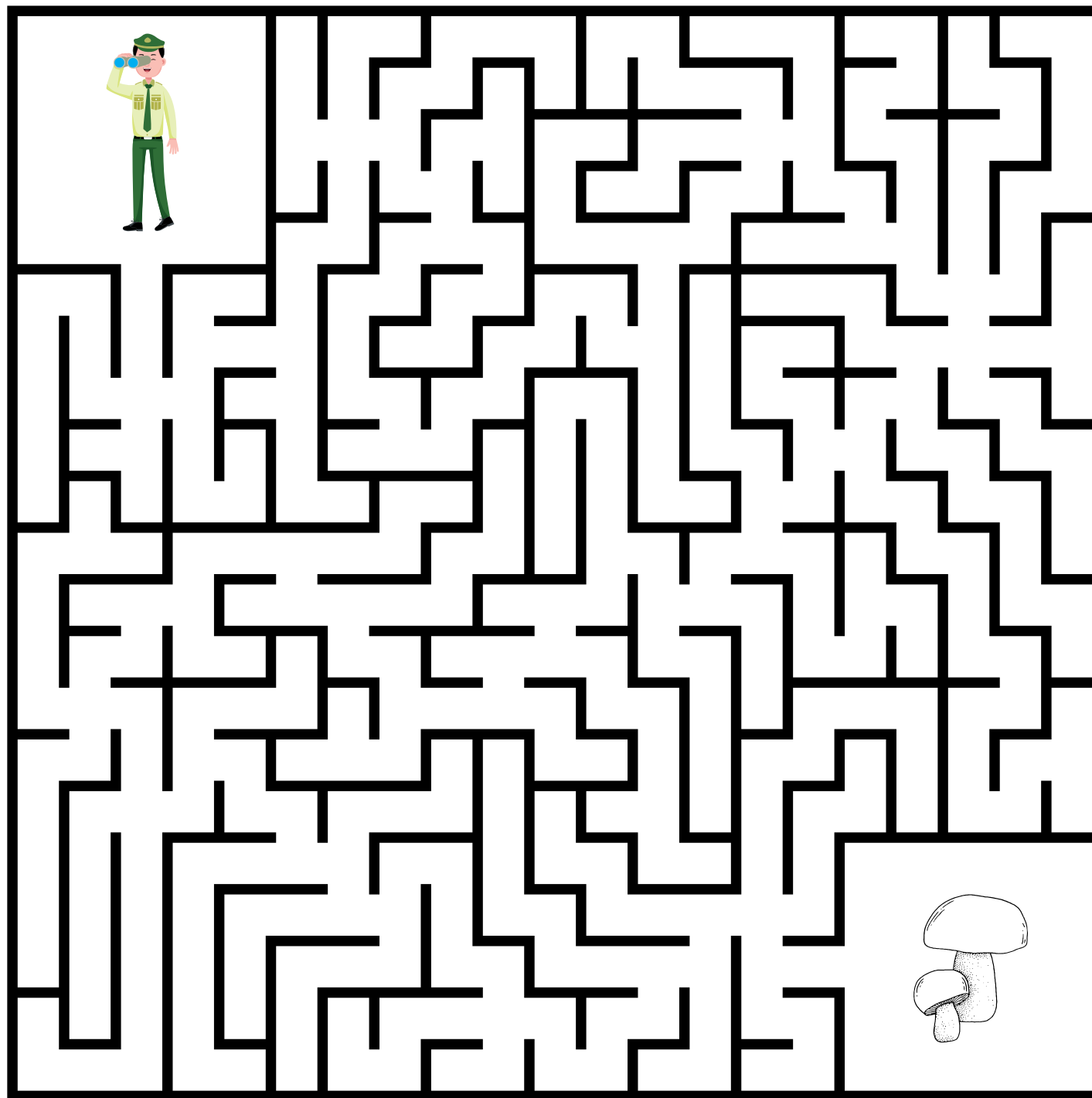
U

I

Y

A

Pomóż leśniczemu odnaleźć w lesie grzyby.



Połącz w pary 2 takie same garnki.

