

 mundo primaria

# CUADERNO DE VACACIONES

*para Educación Infantil*

**50 FICHAS  
PARA TRABAJAR**

**ATENCIÓN  
CONCEPTOS BÁSICOS  
GRAFOMOTRICIDAD  
ORIENTACIÓN ESPACIAL  
NÚMEROS  
COLOREAR**

[www.mundoprimaria.com](http://www.mundoprimaria.com)





FICHAS PARA TRABAJAR LA

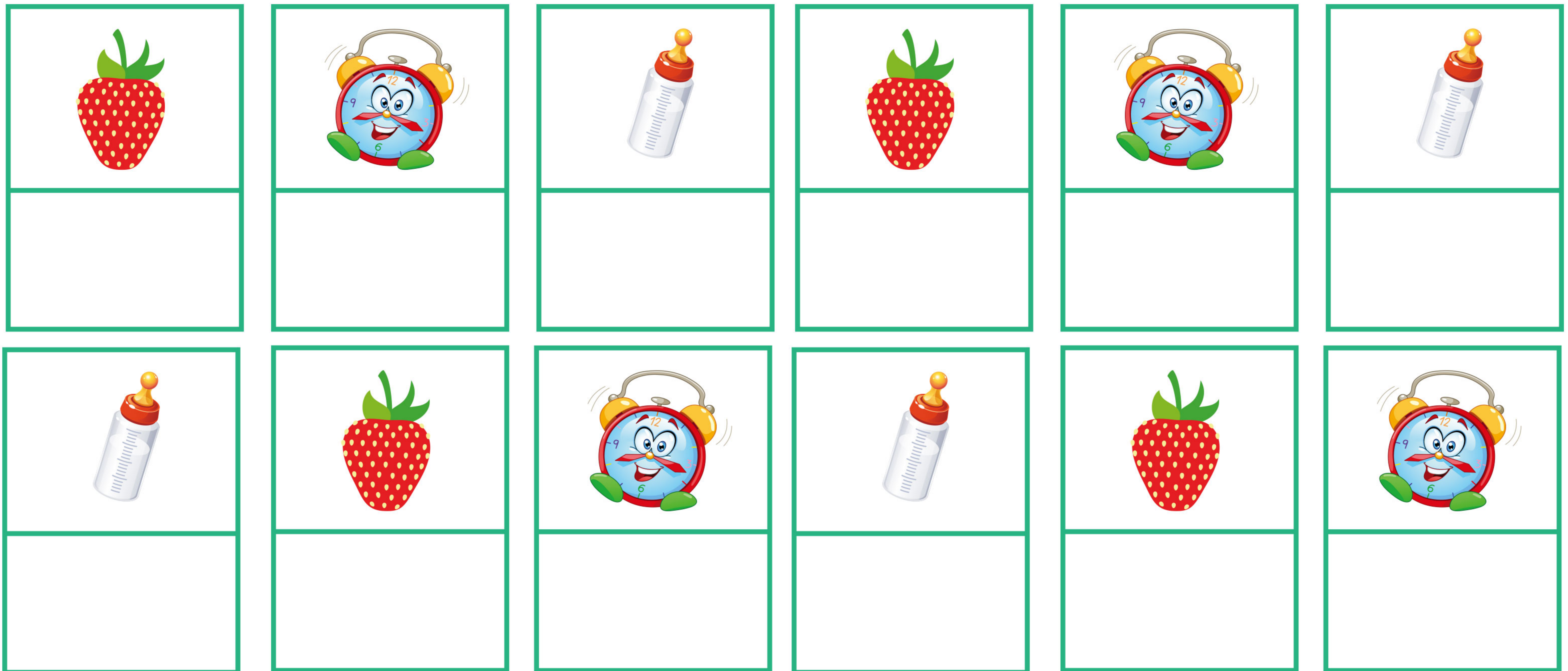
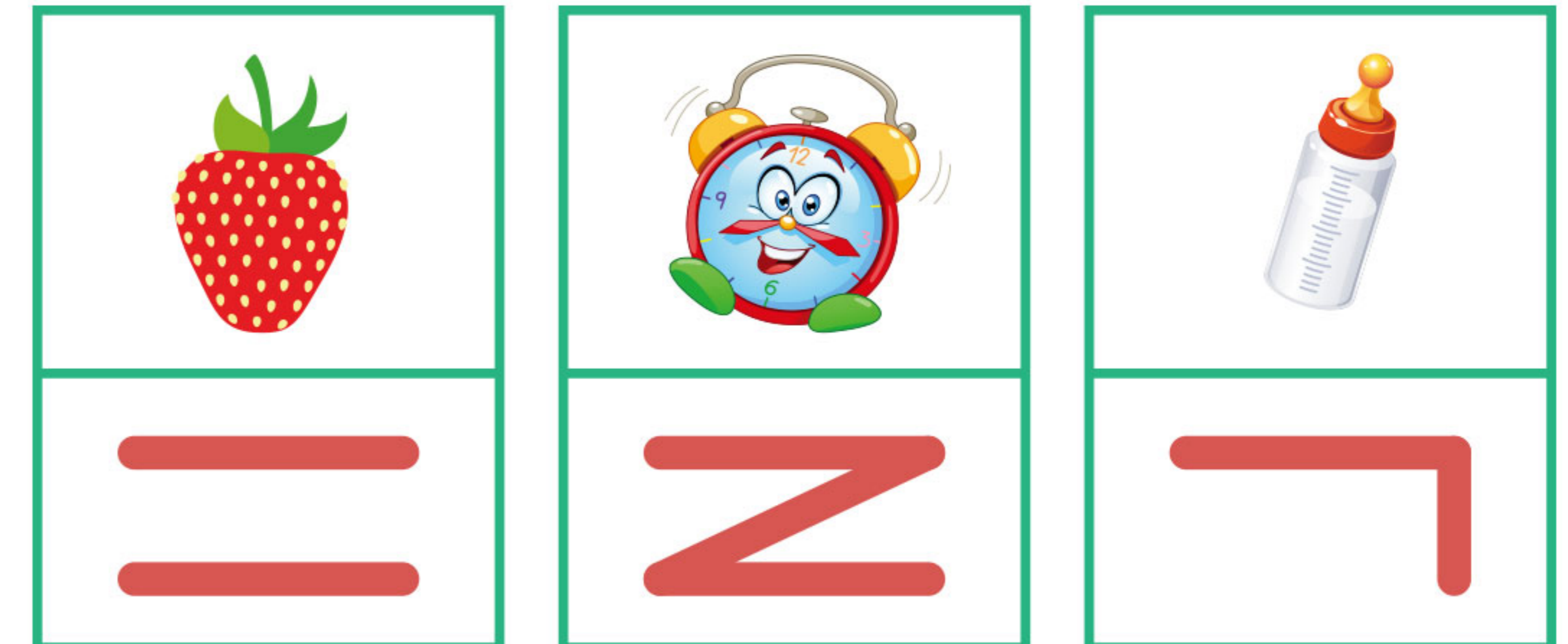
# **ATENCIÓN**

---



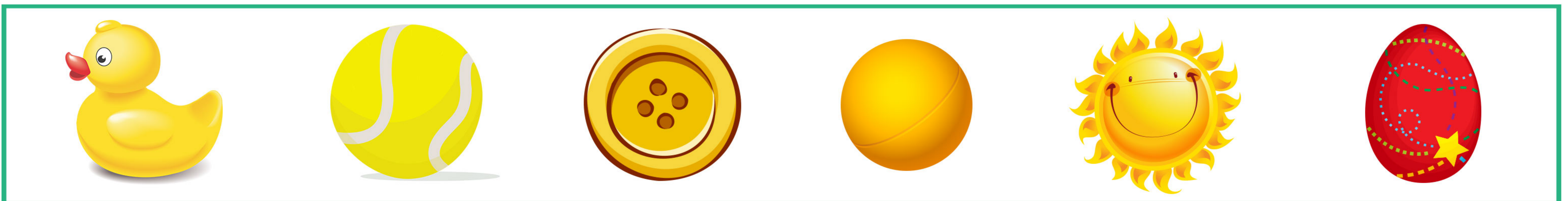
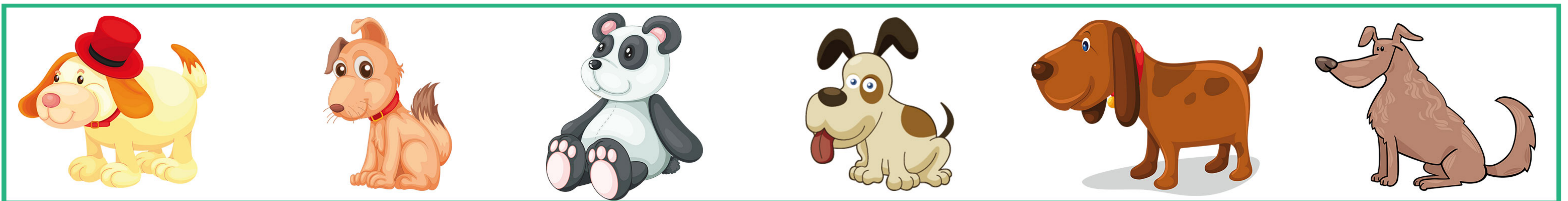
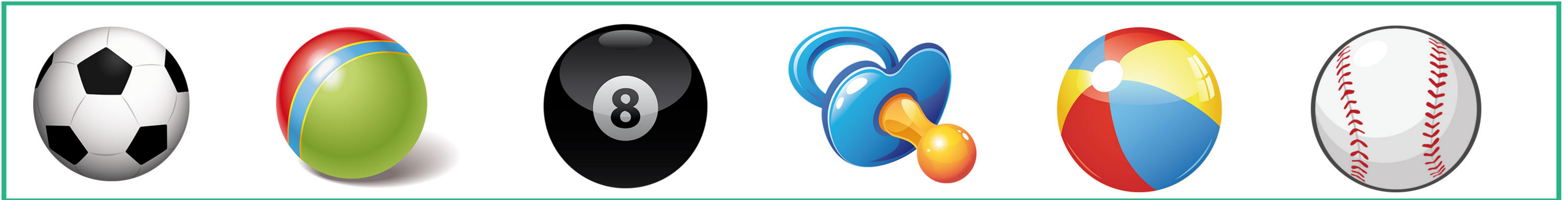


Completa los dibujos escribiendo  
debajo su código correspondiente



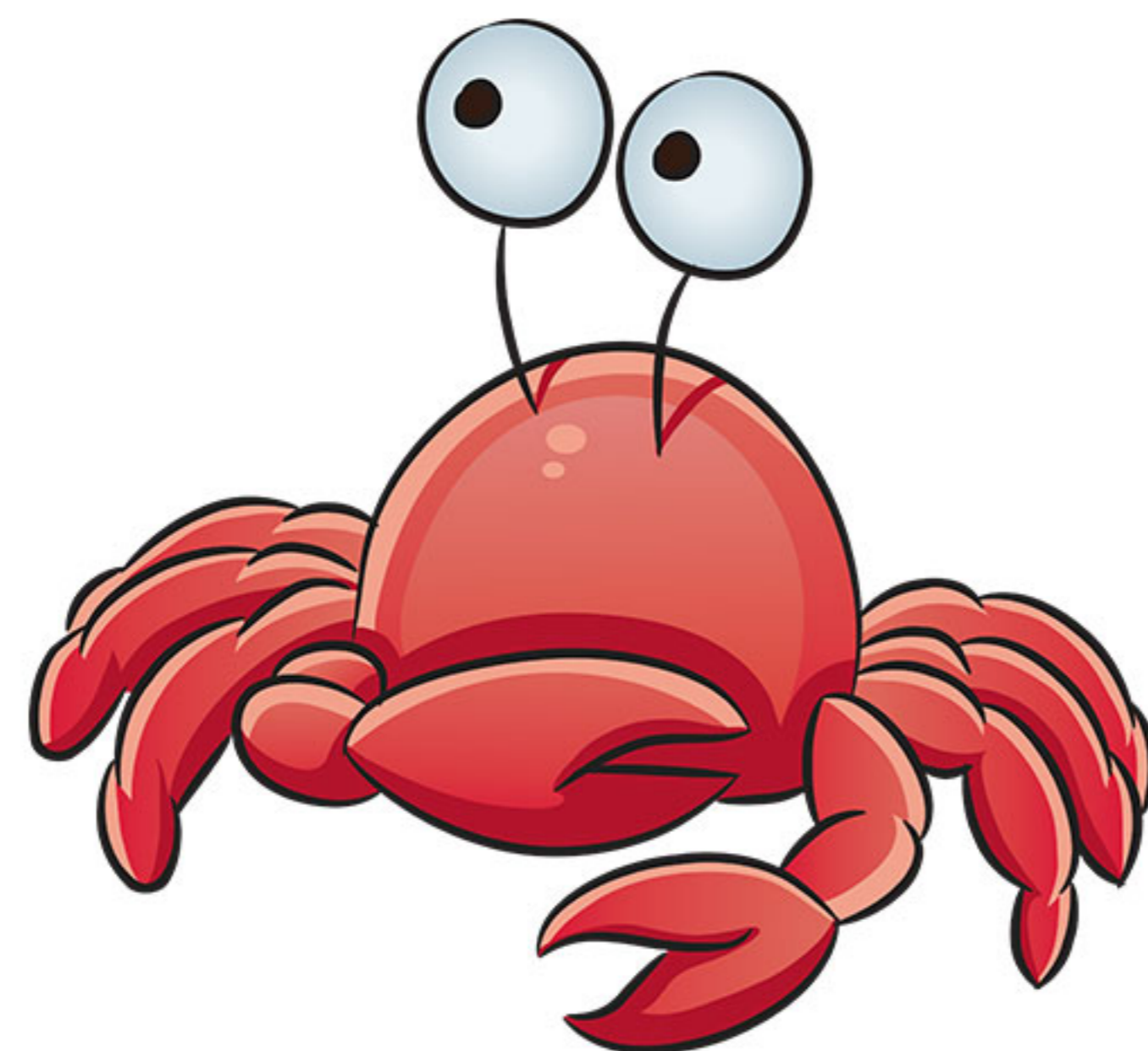
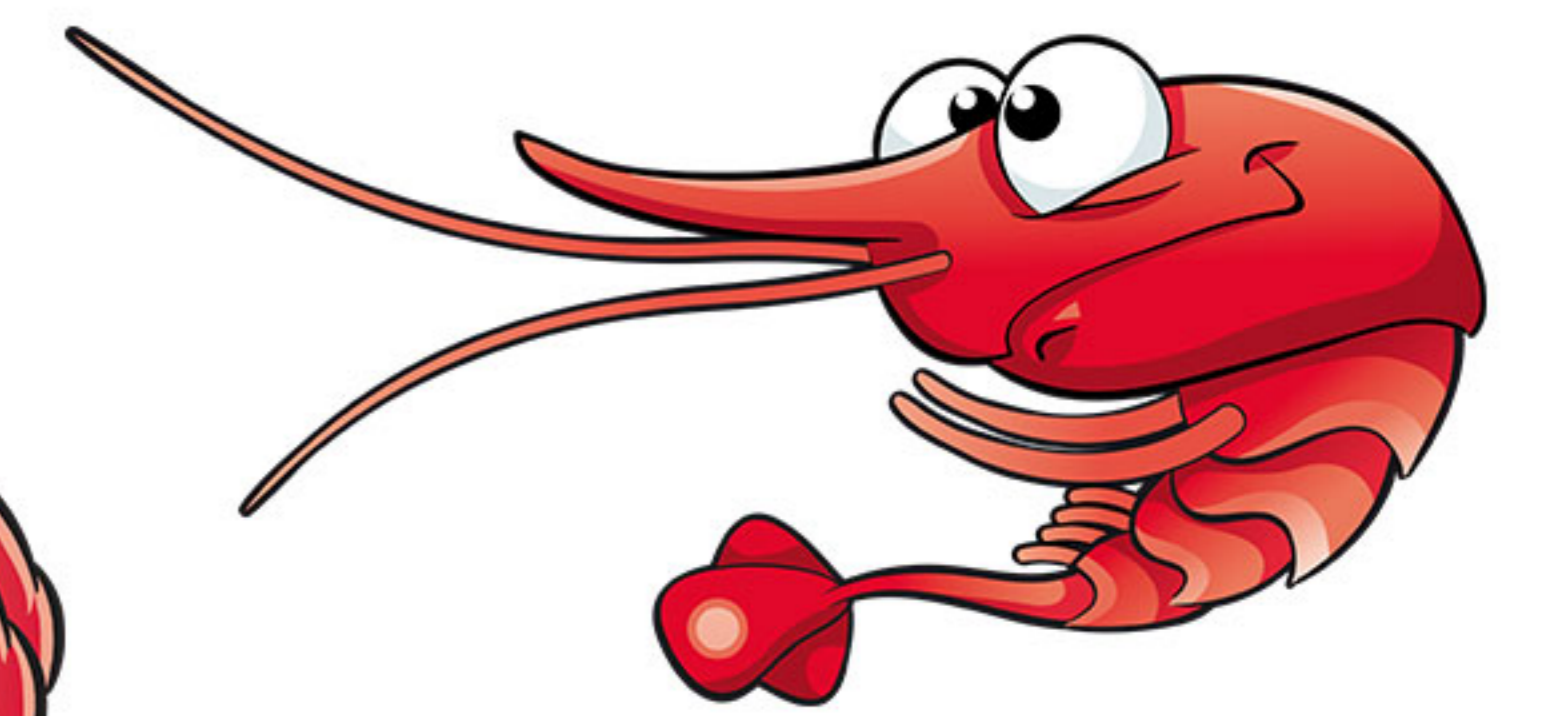
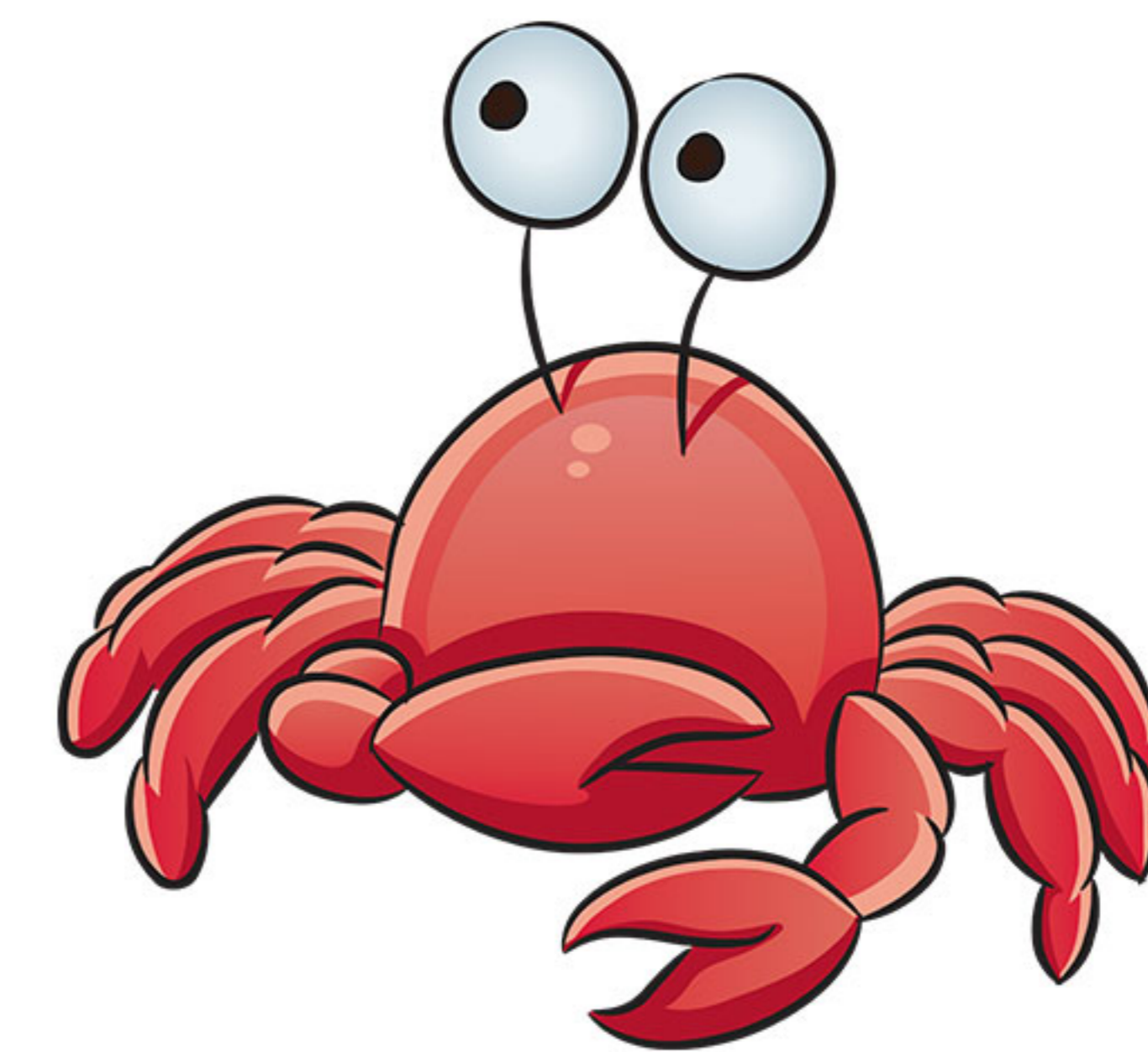
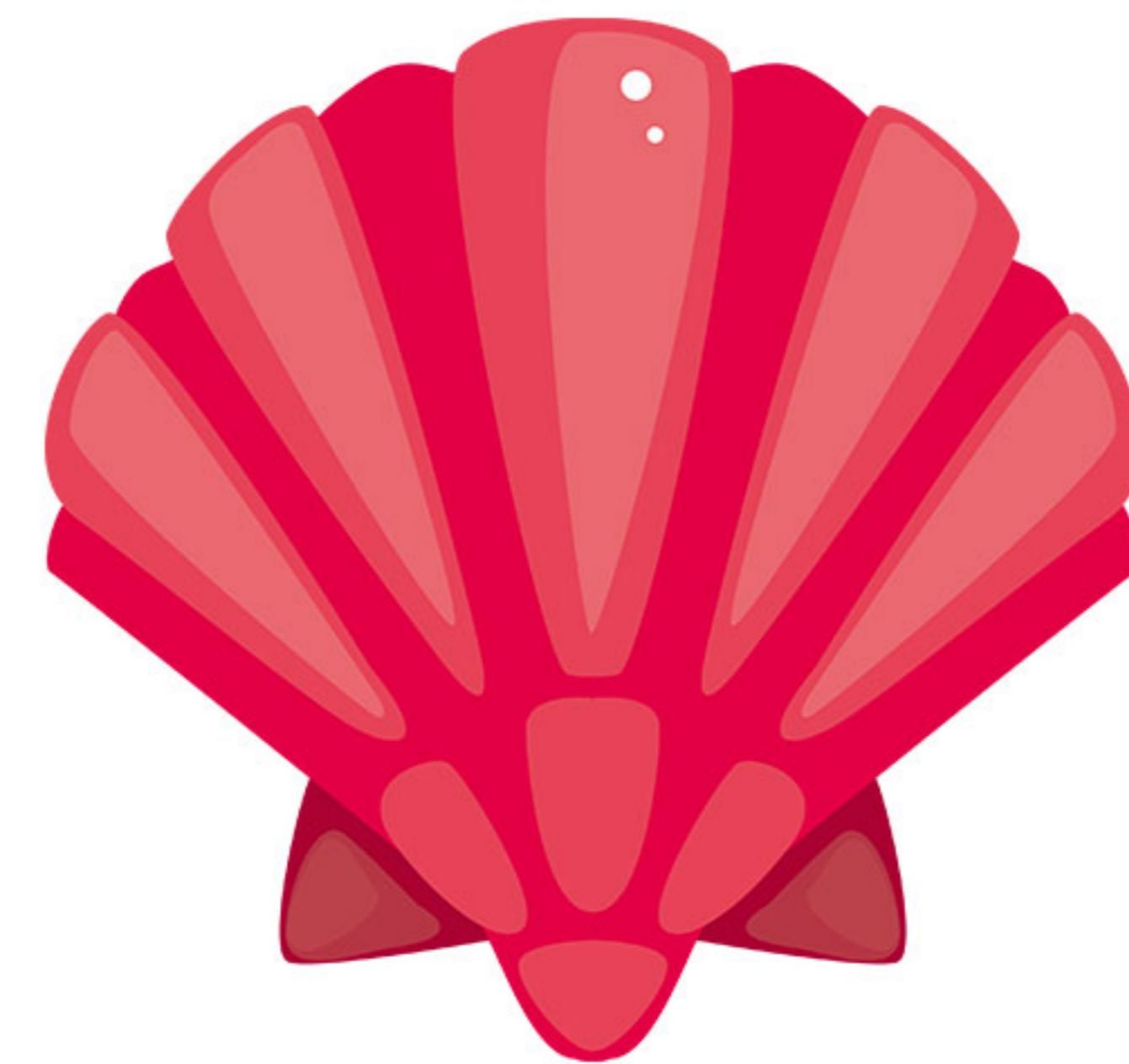
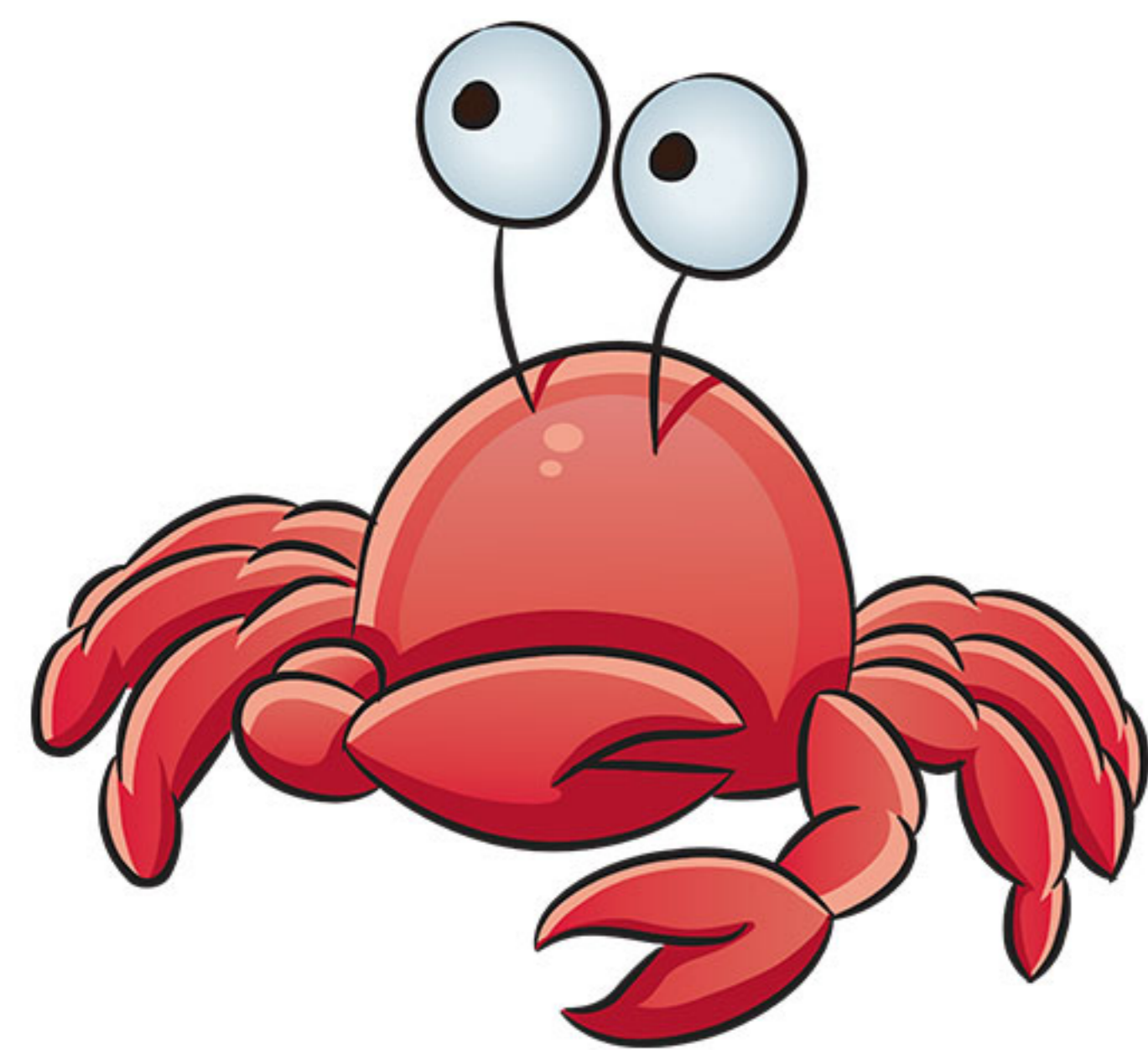
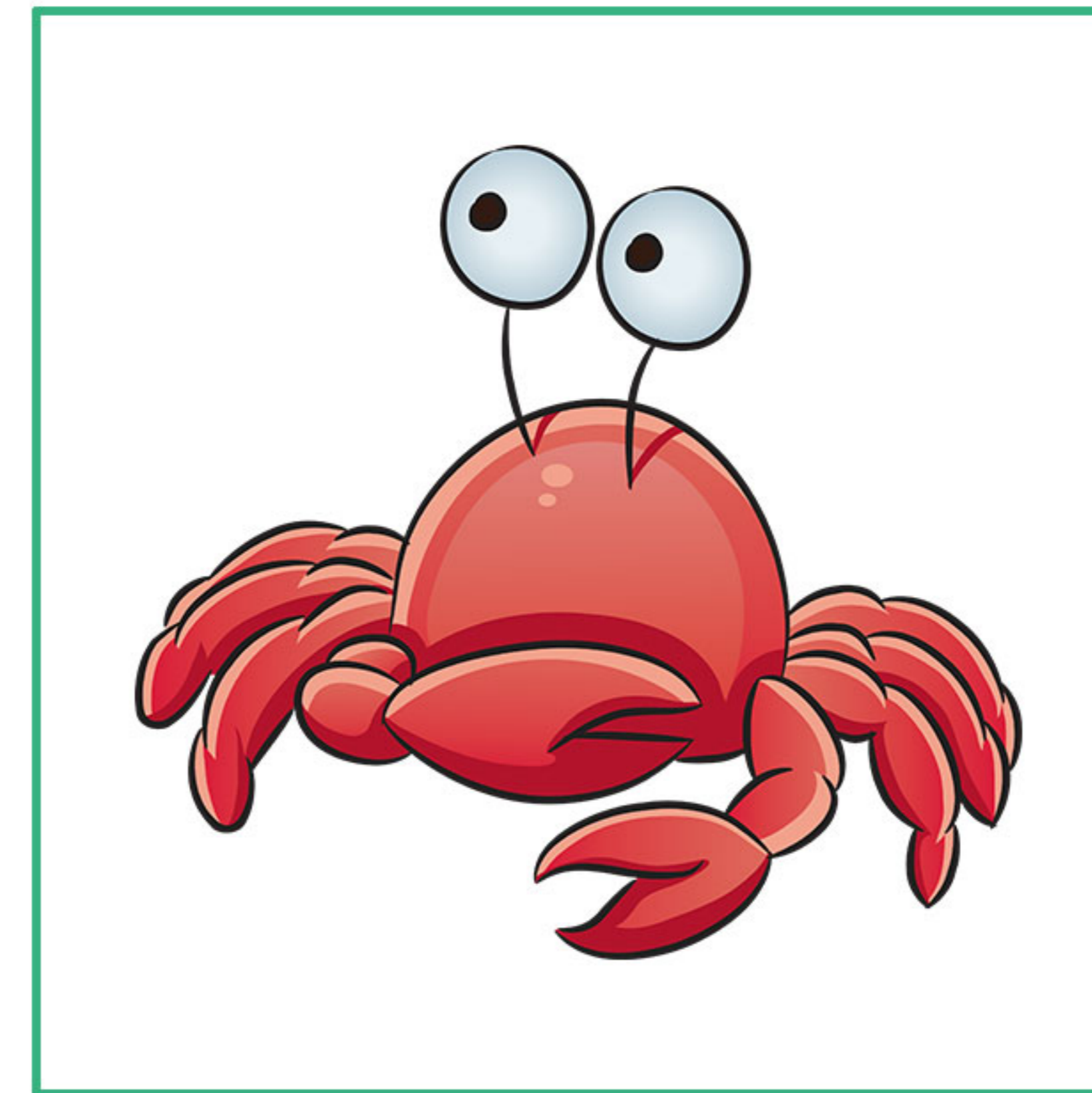


En cada fila sobra un dibujo... Táchalo



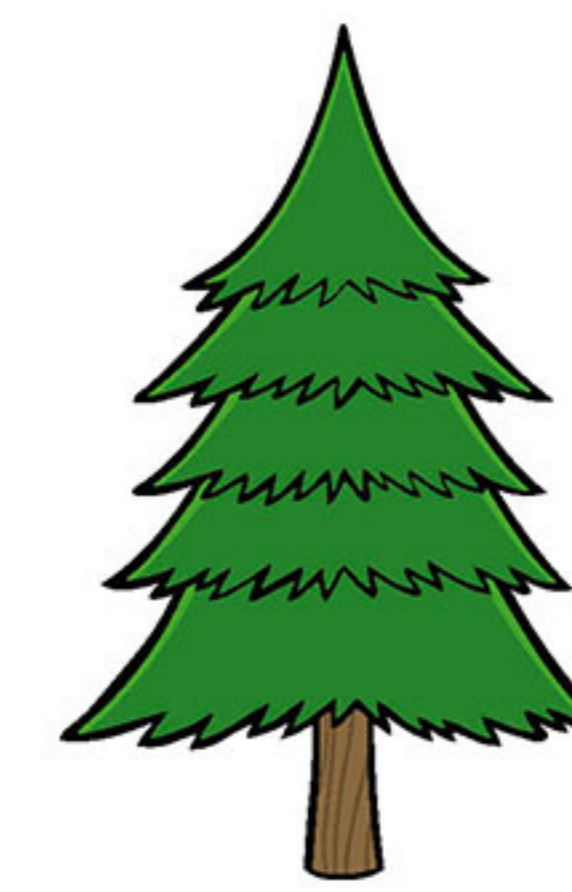
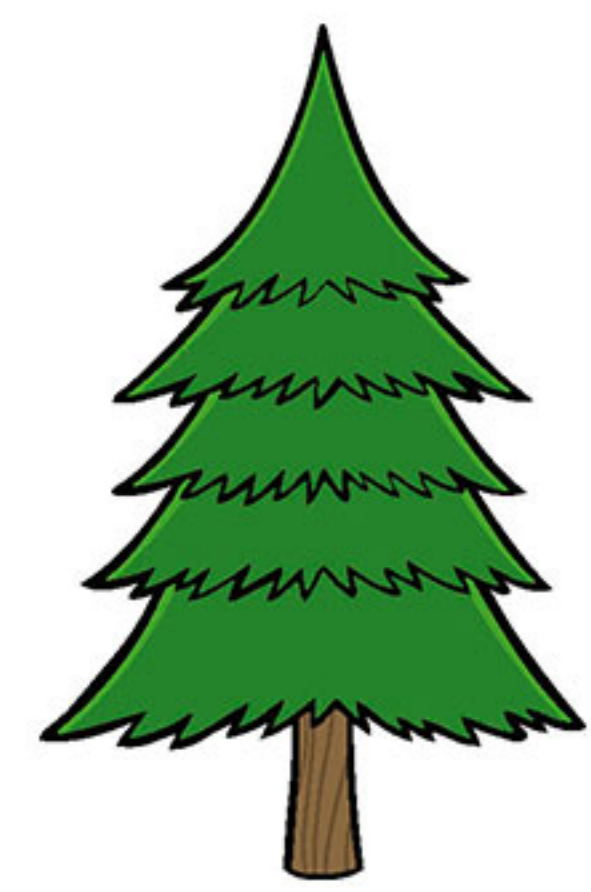
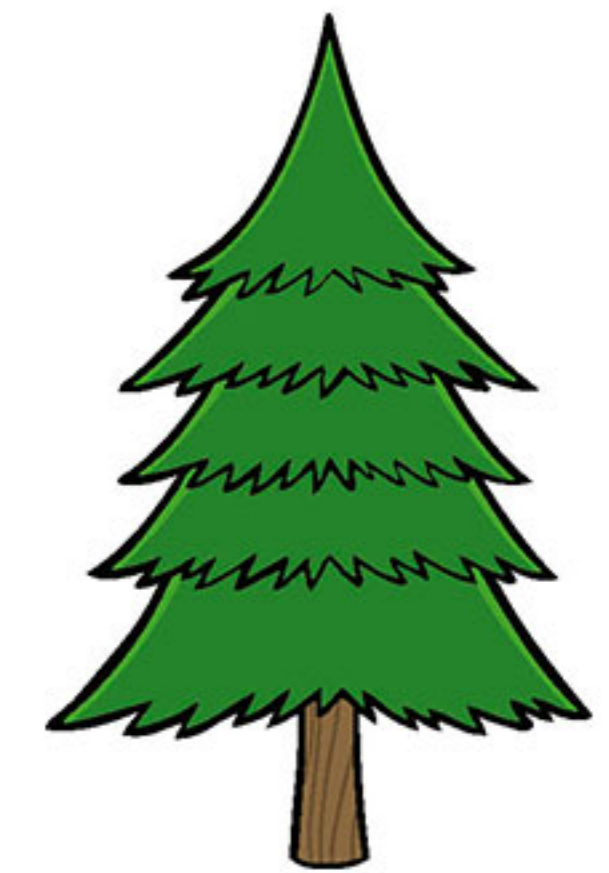
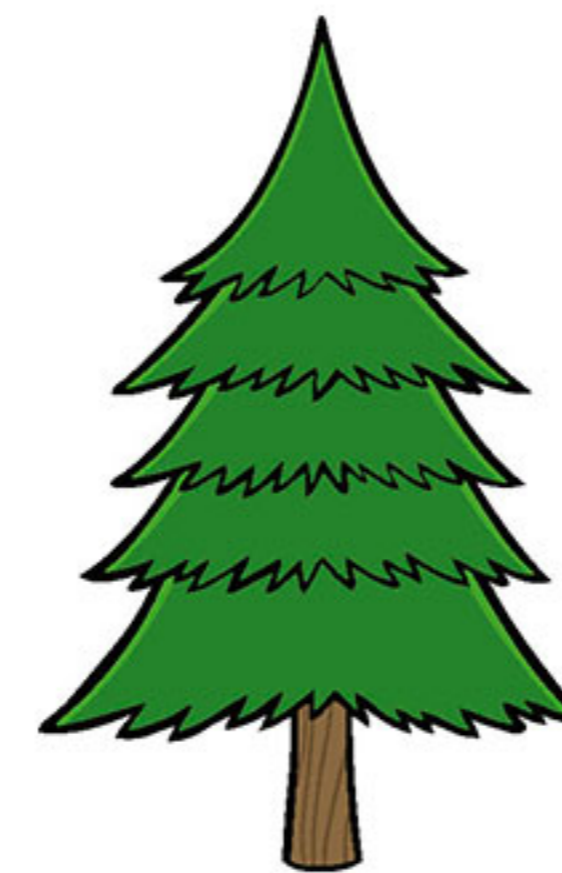
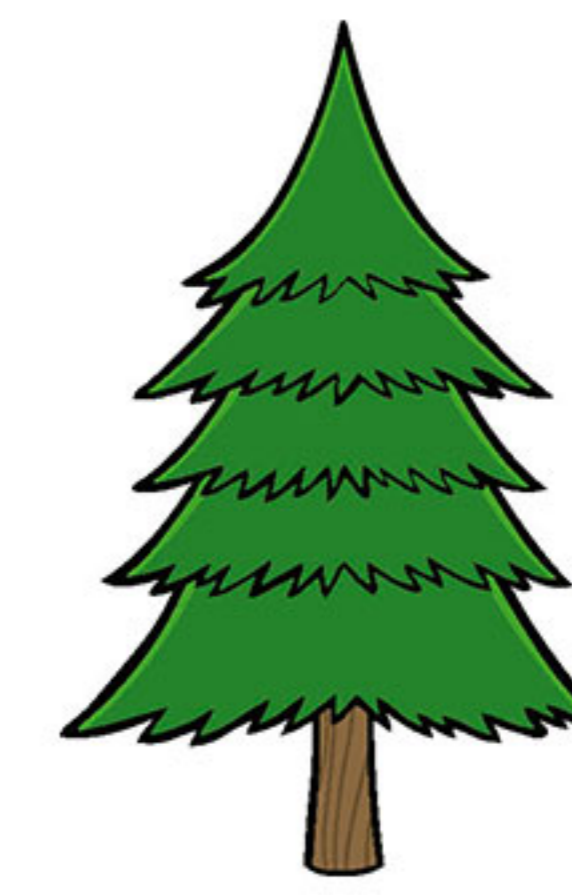
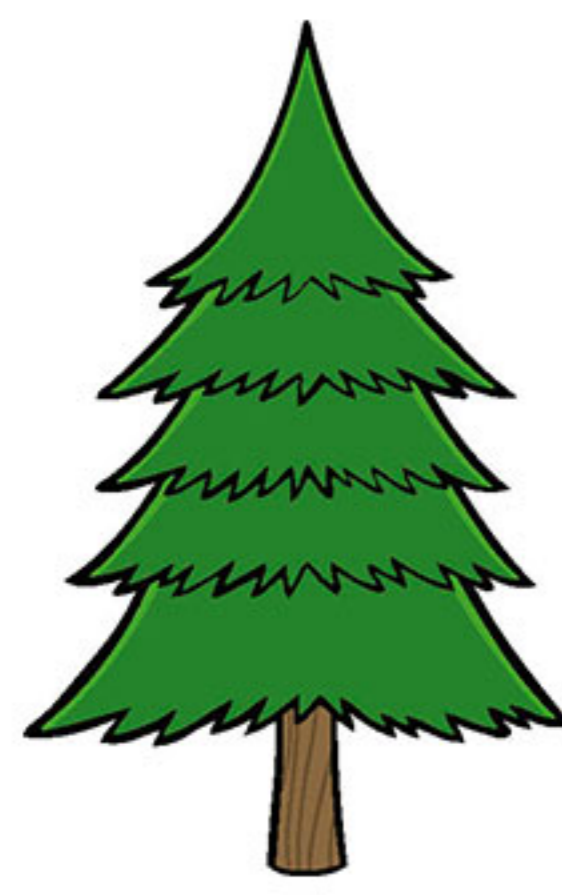
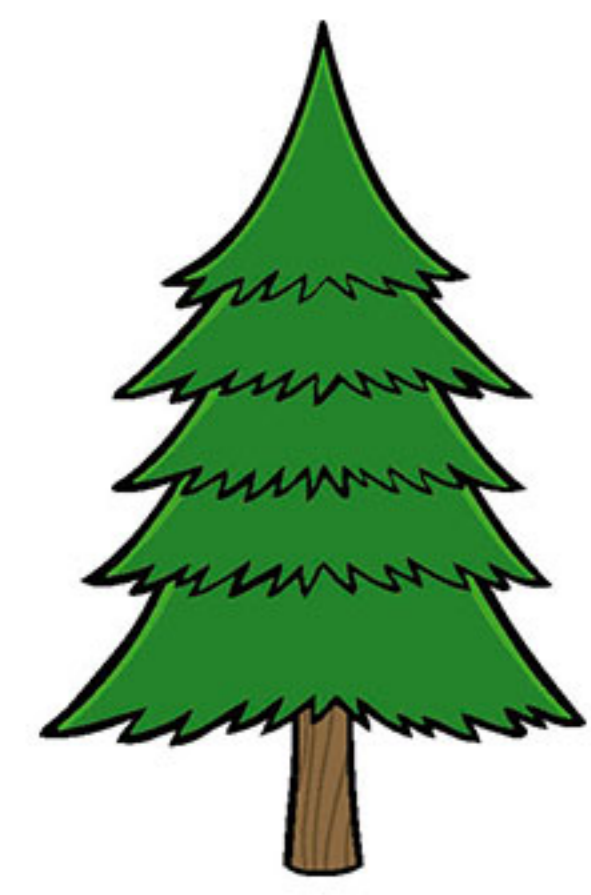
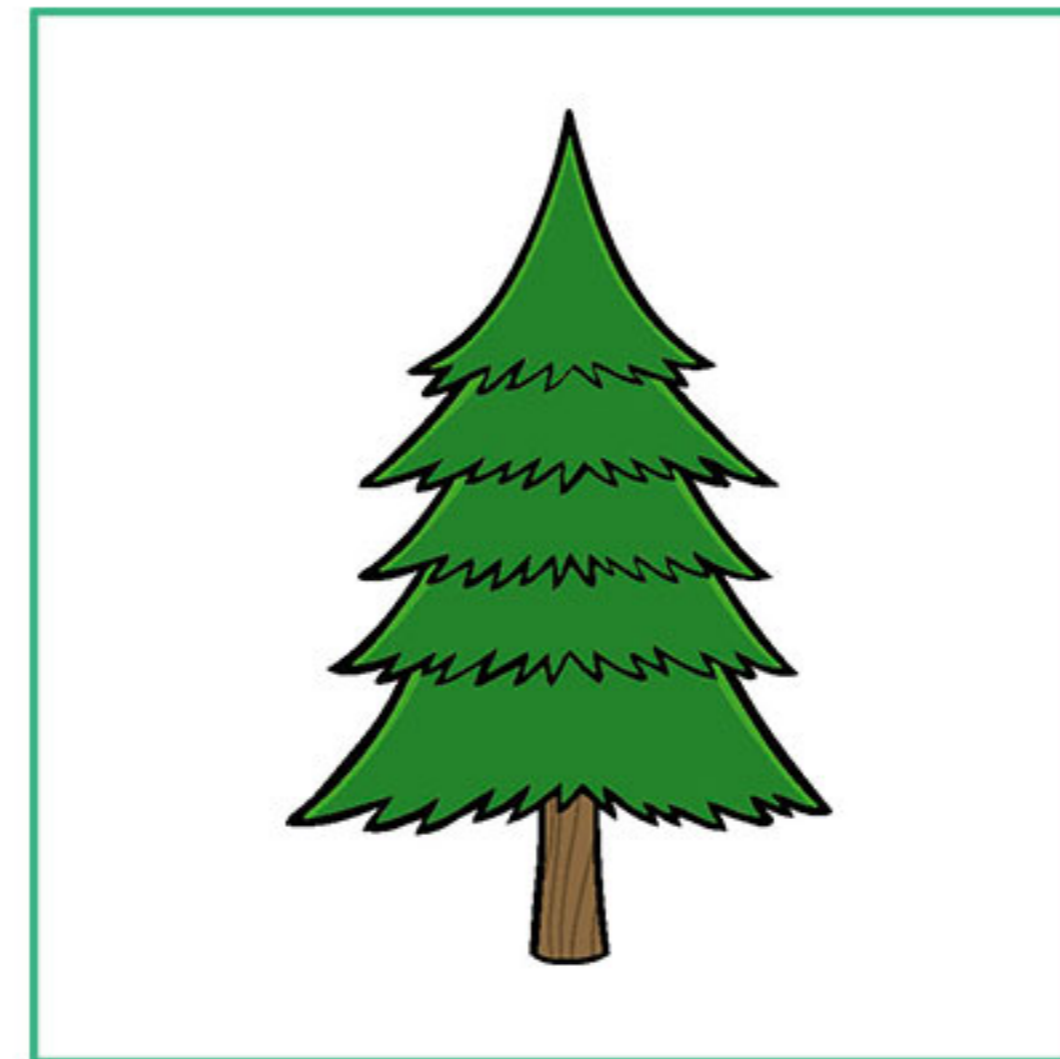


Rodea los dibujos iguales al modelo



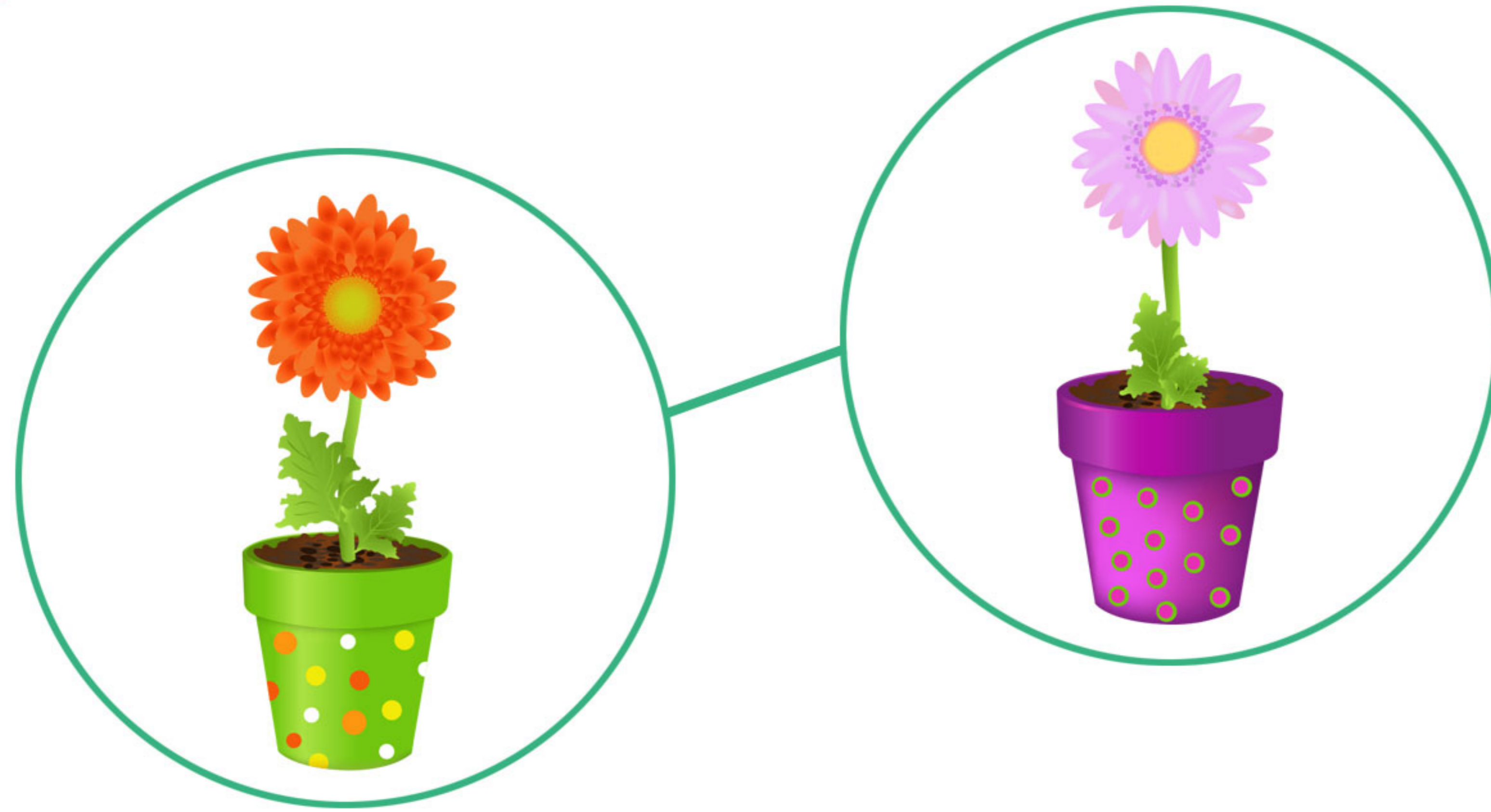


Rodea los dibujos iguales al modelo





Une los dibujos como en el ejemplo





FICHAS PARA TRABAJAR

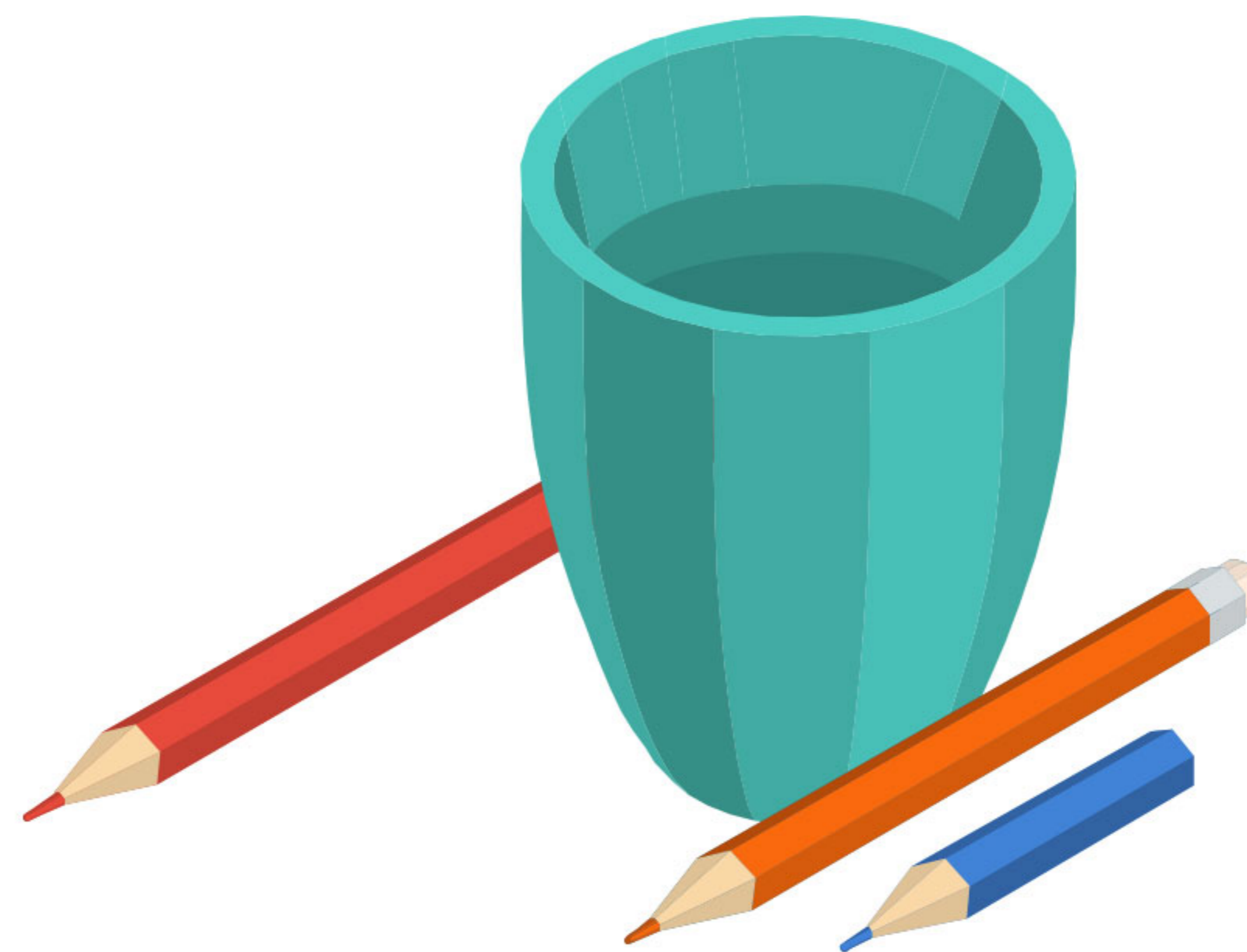
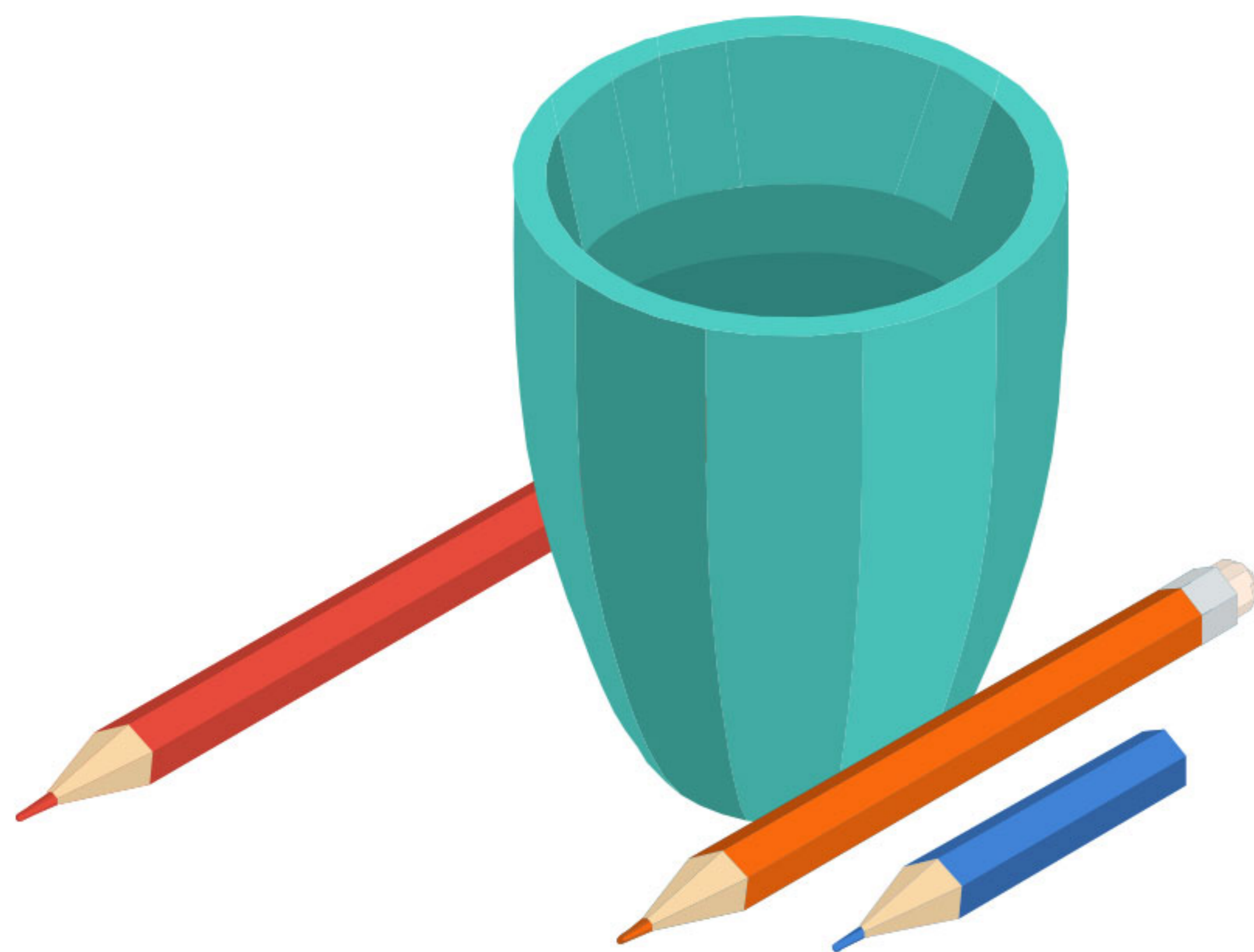
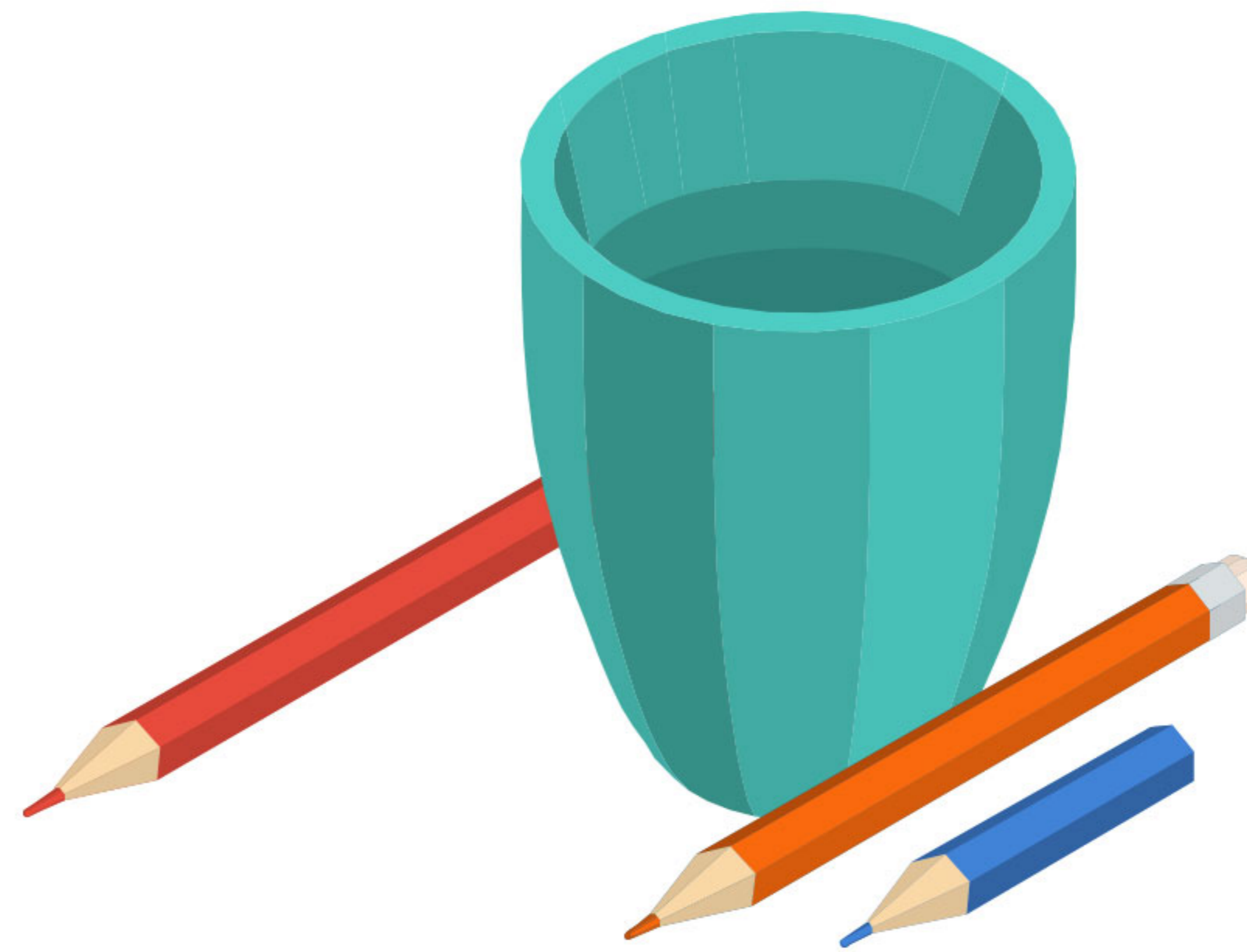
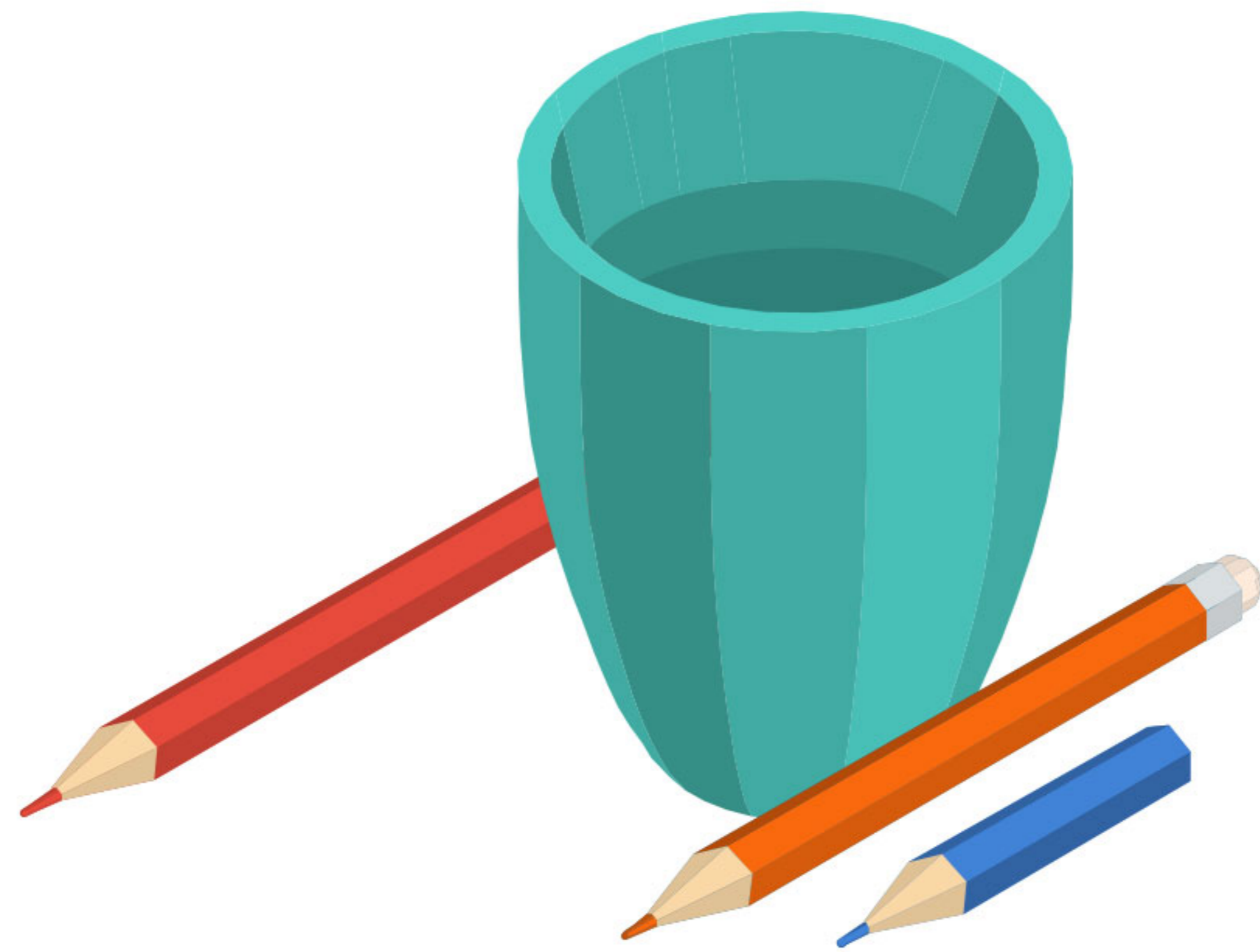
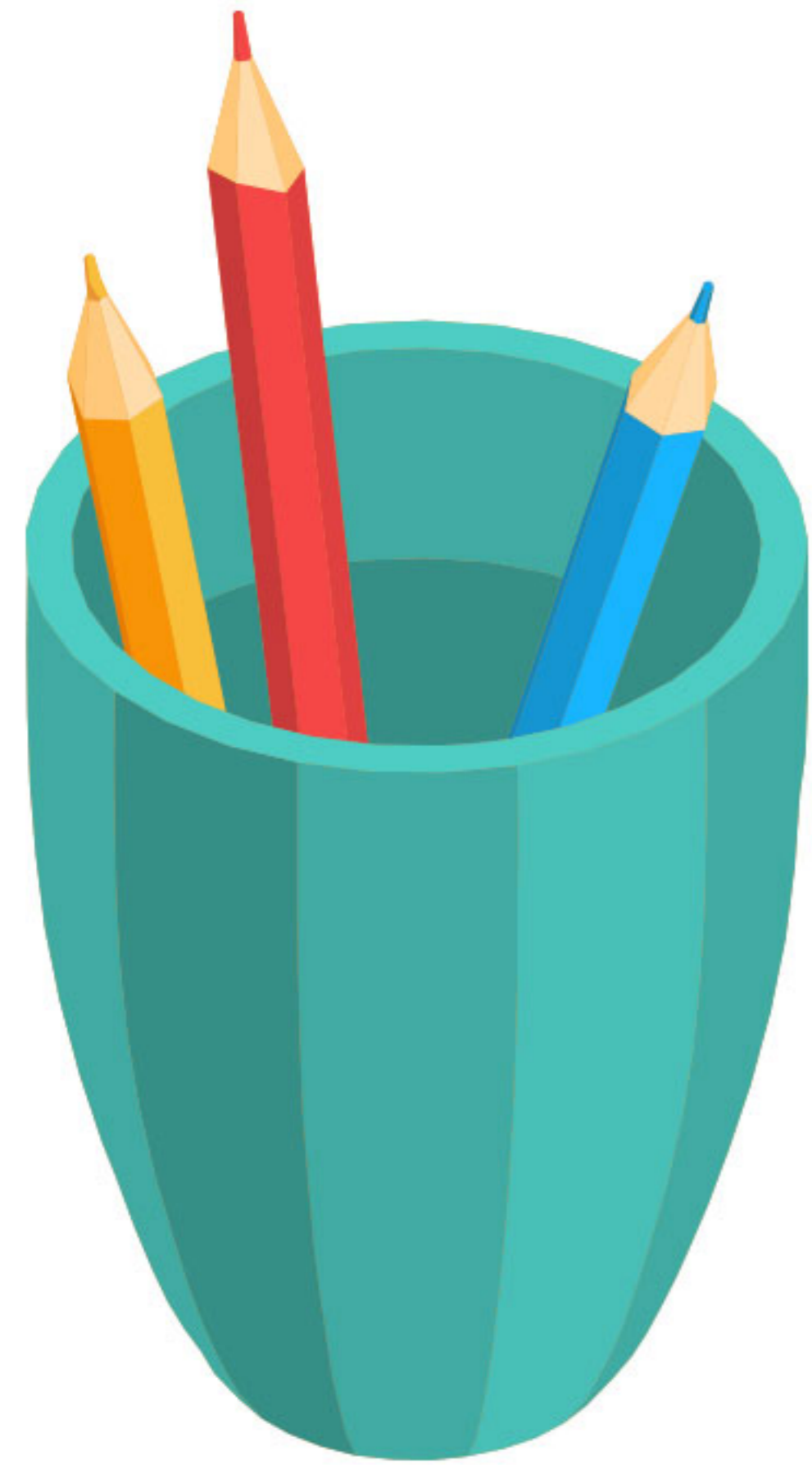
# **CONCEPTOS BÁSICOS**

---





Rodea los objetos en los que los lápices están  
dentro de la taza



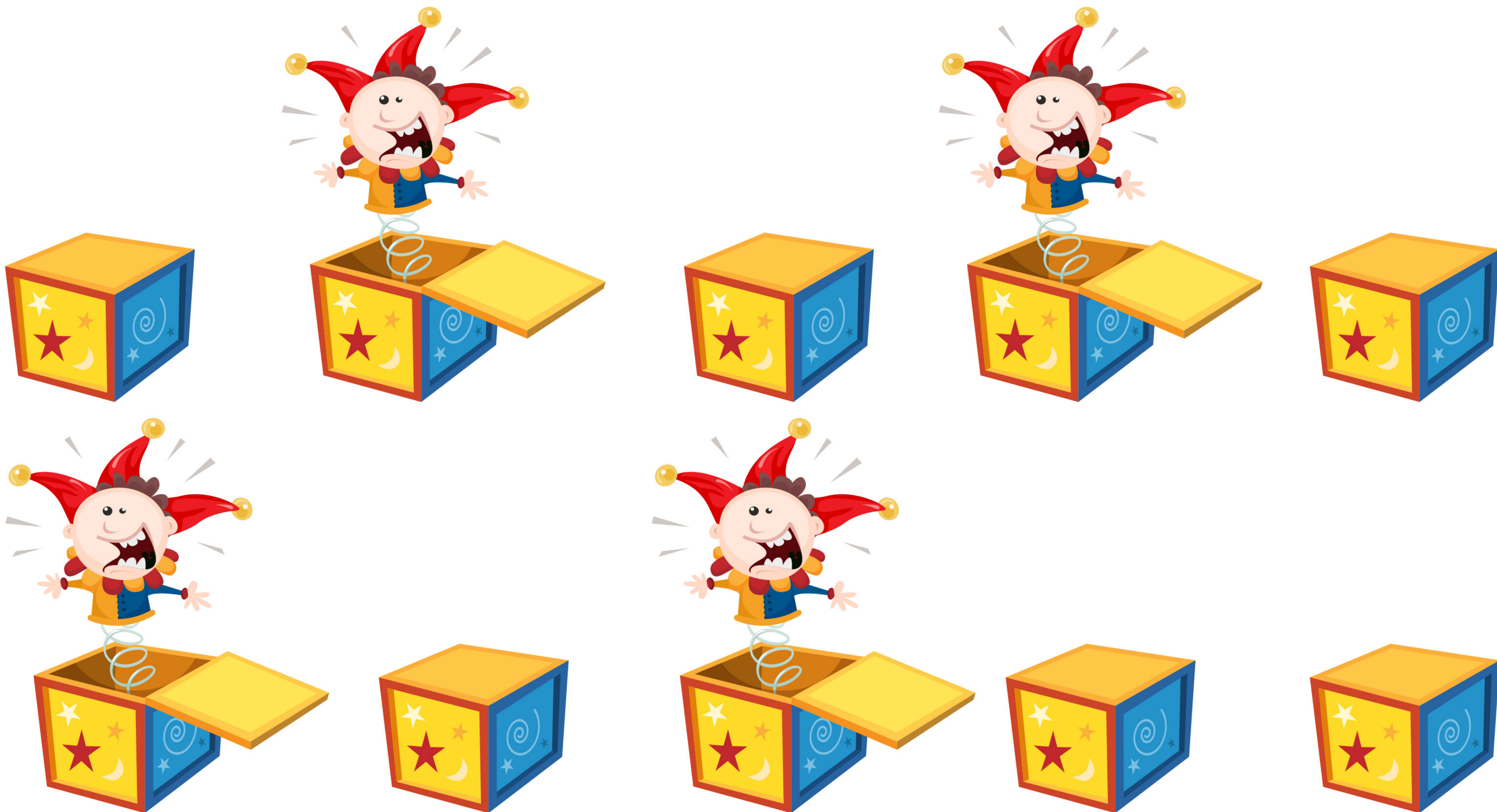


Rodea los payasos que están encima de  
la pelota



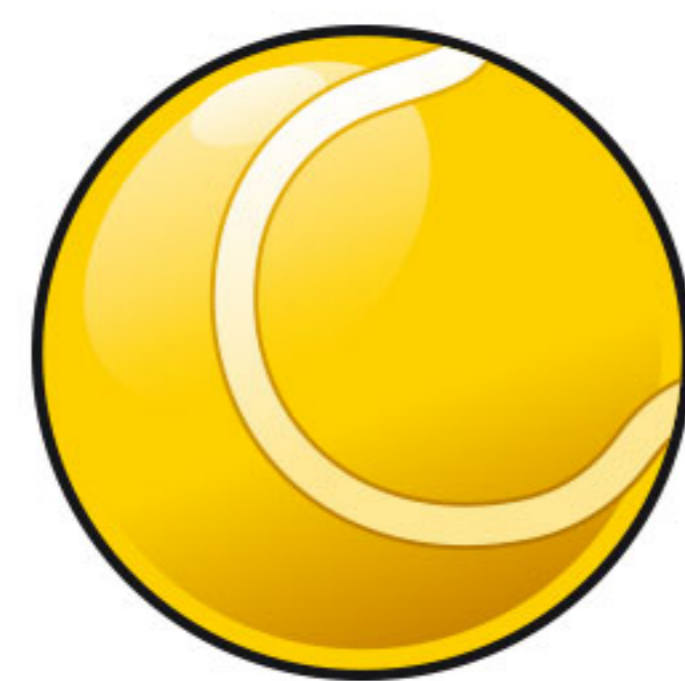


Rodea los objetos en los que la caja  
está abierta



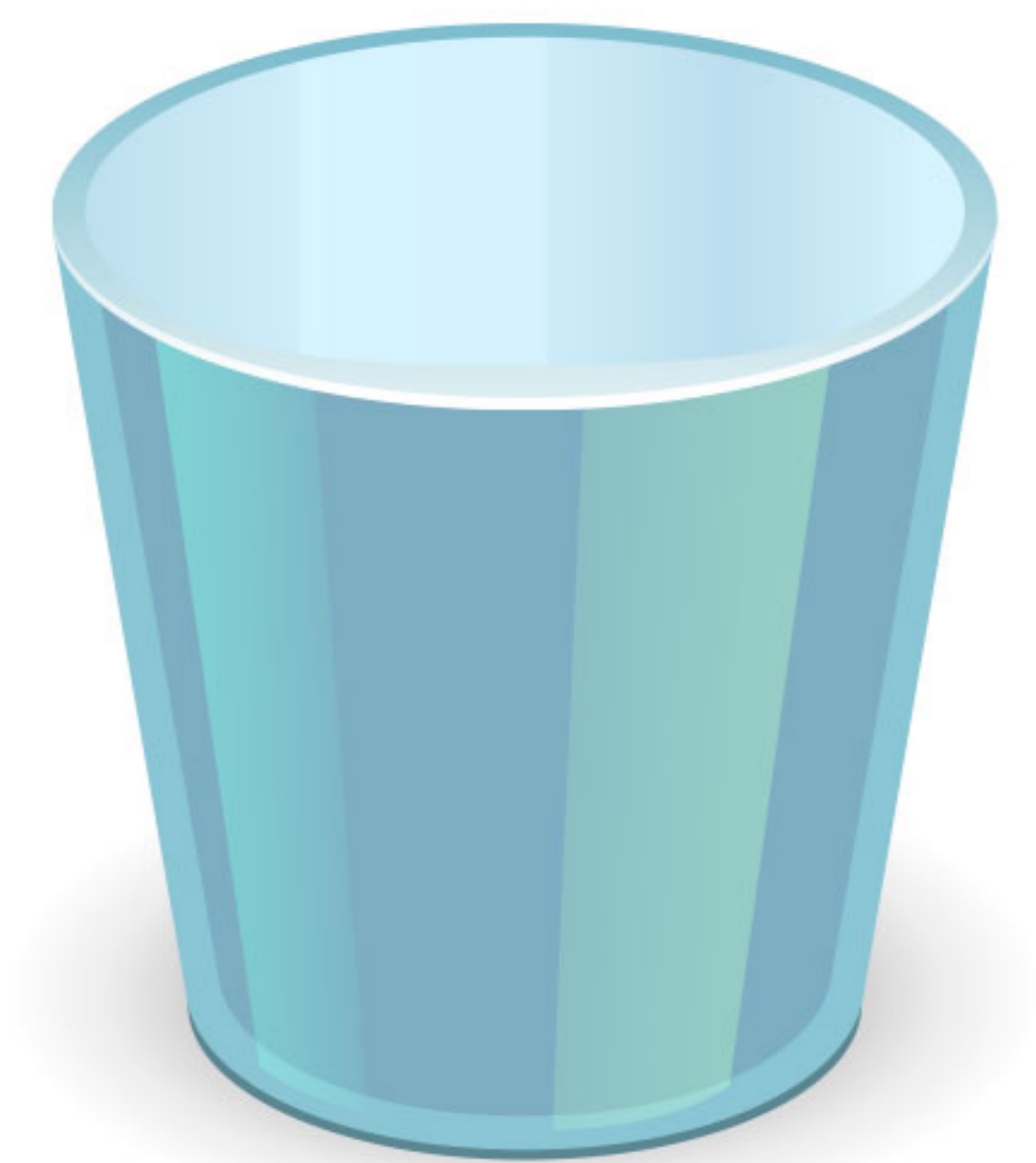
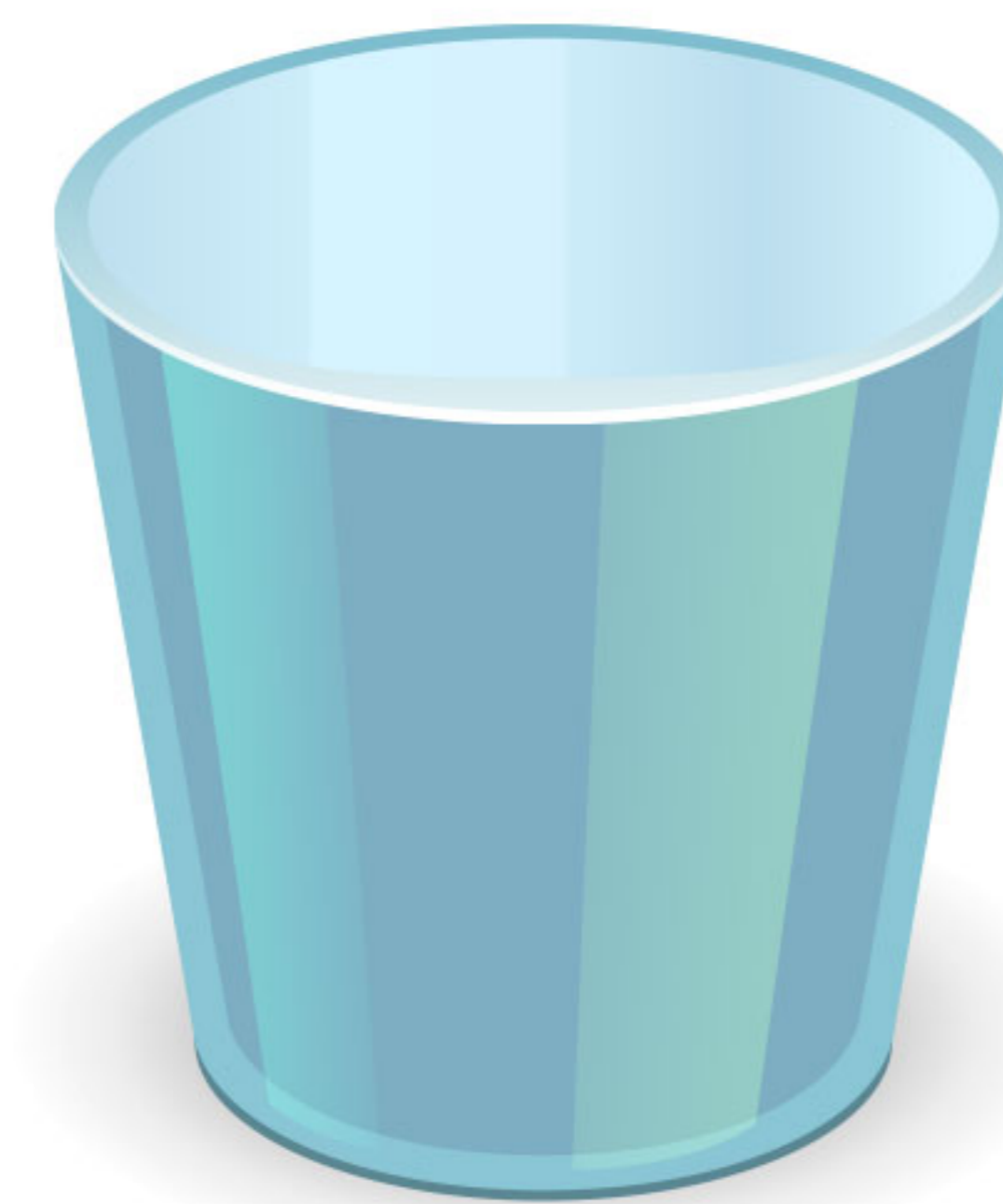
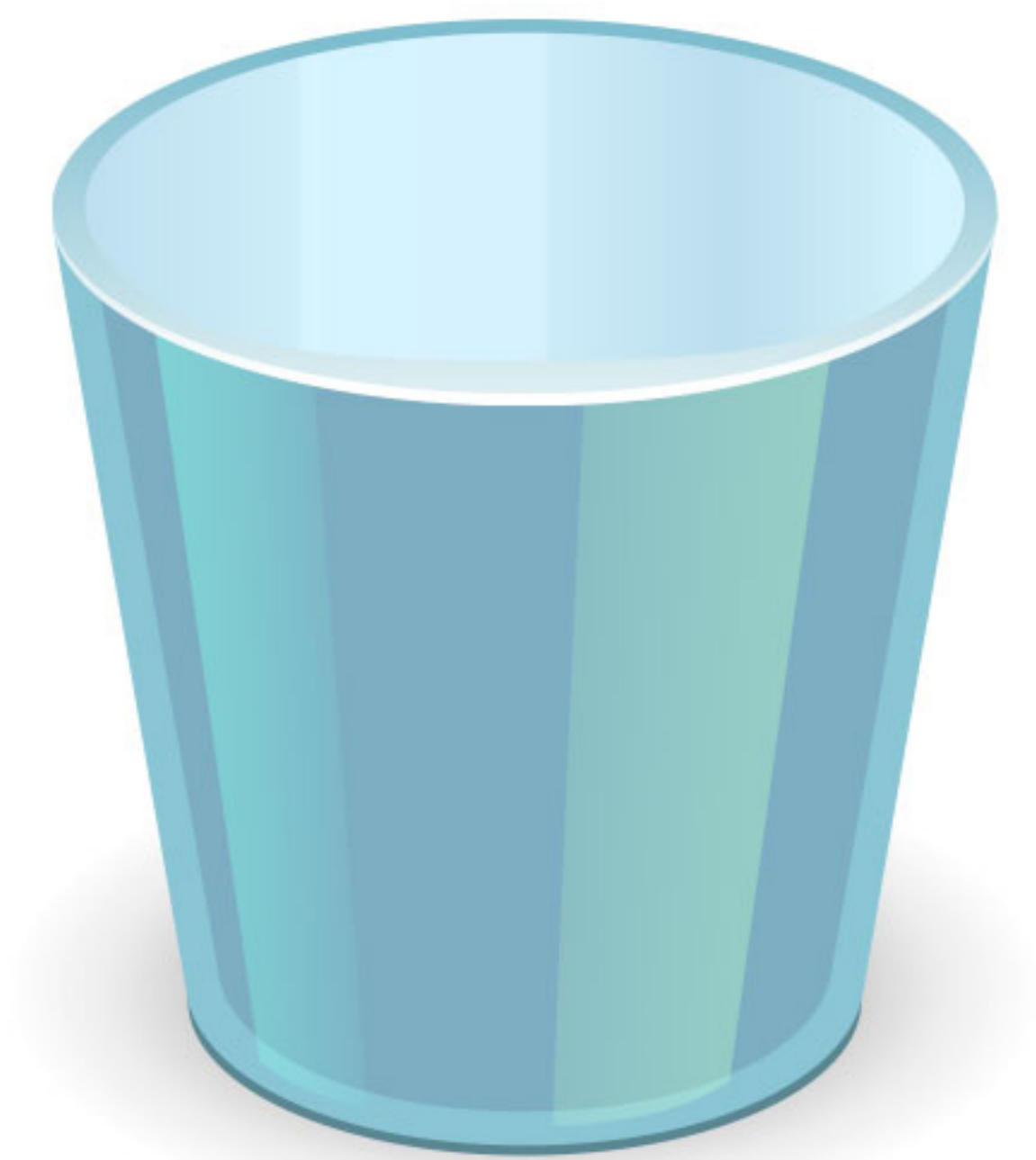


Rodea las pelotas que sean pequeñas





Rodea los vasos que estén llenos



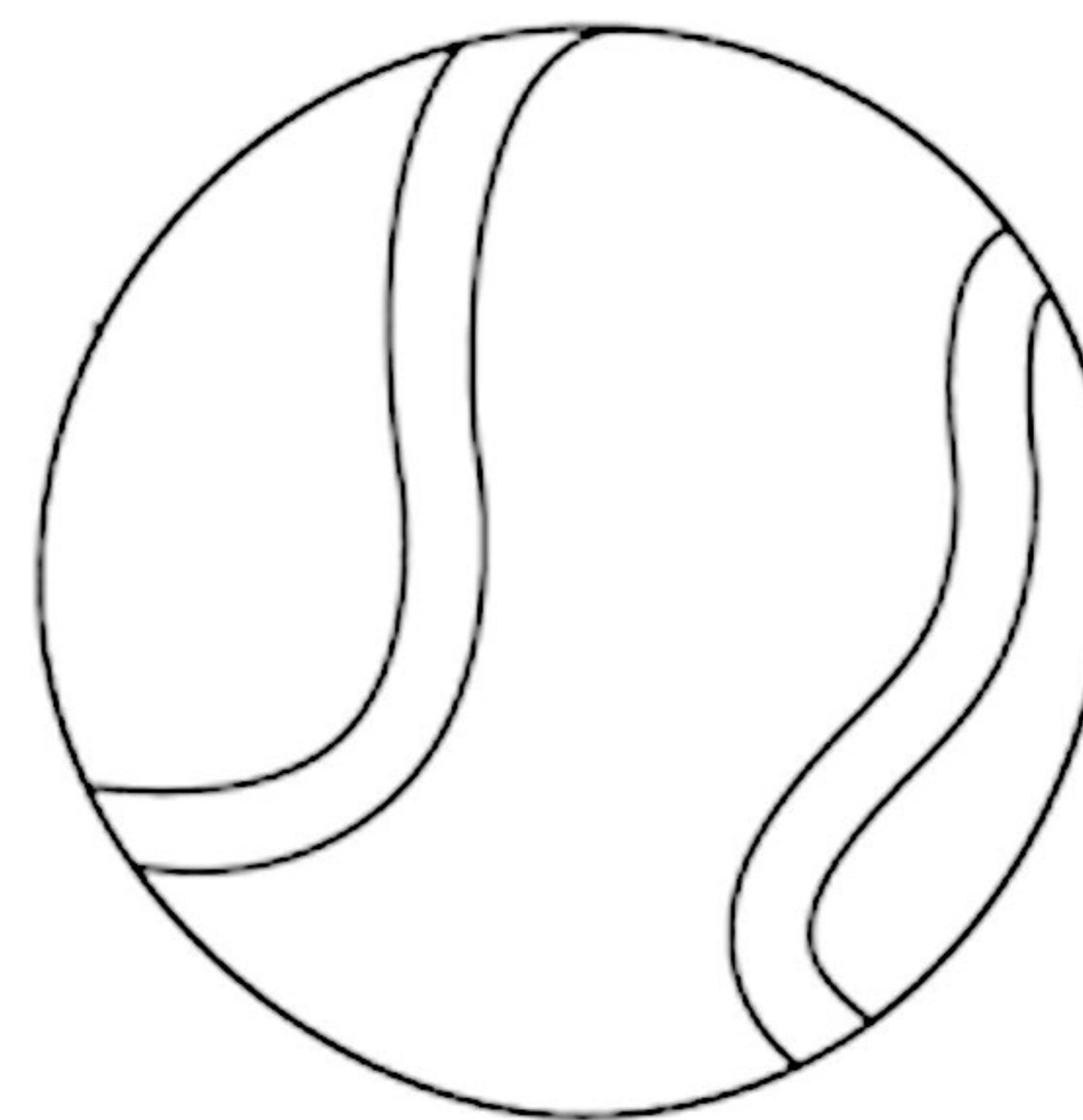
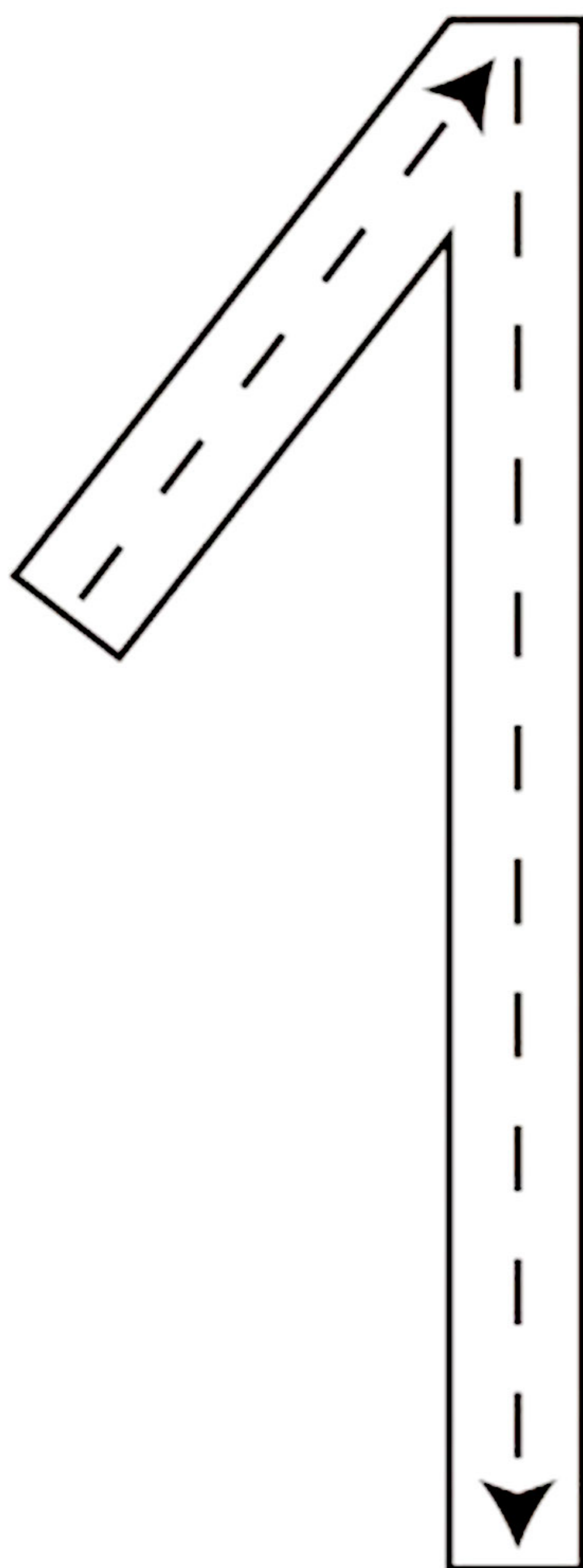


FICHAS PARA TRABAJAR  
**GRAFOMOTRICIDAD**

---

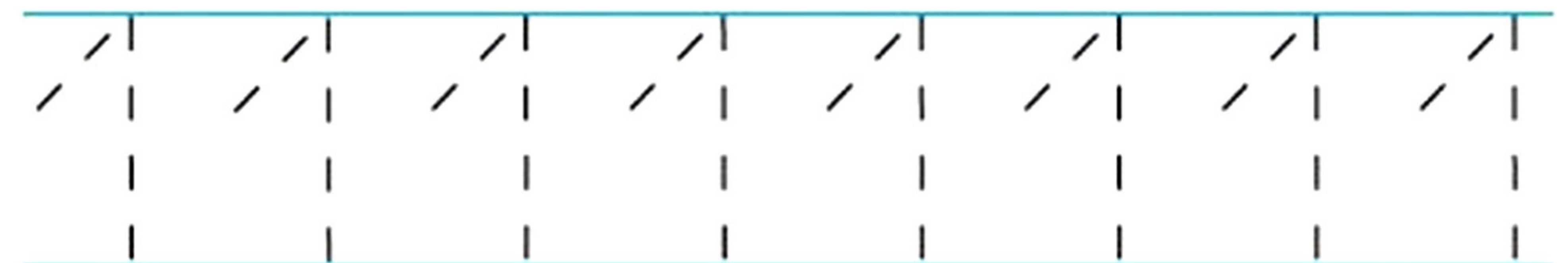
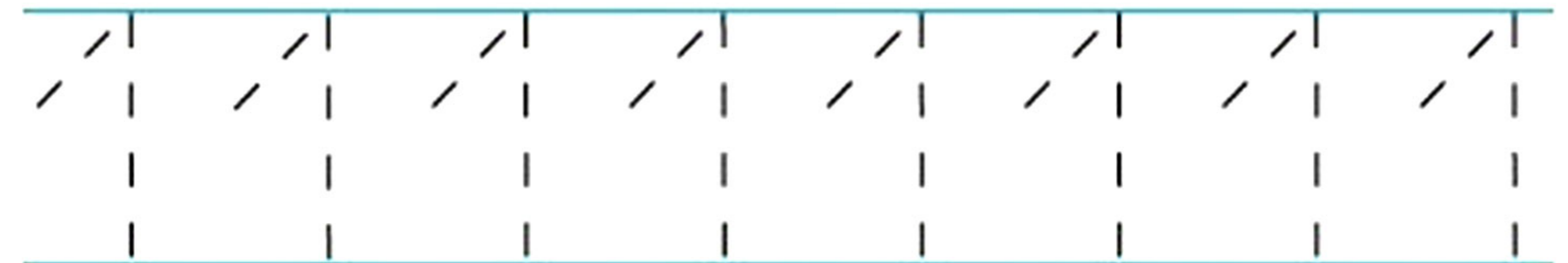
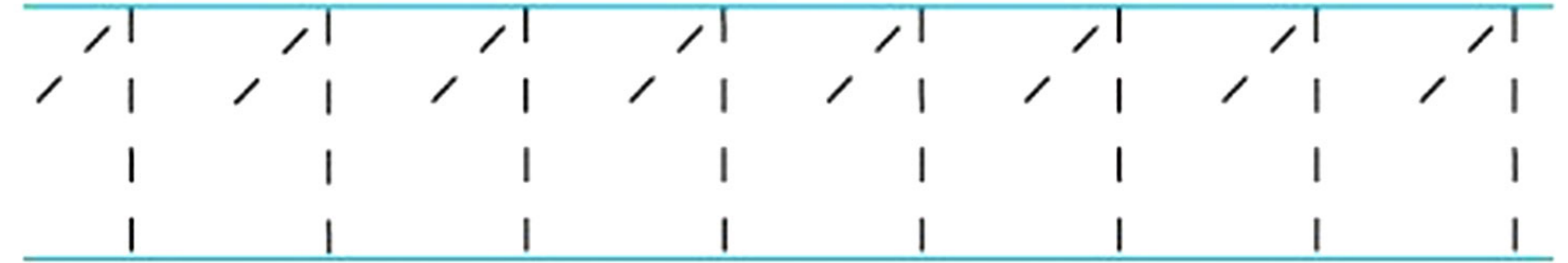
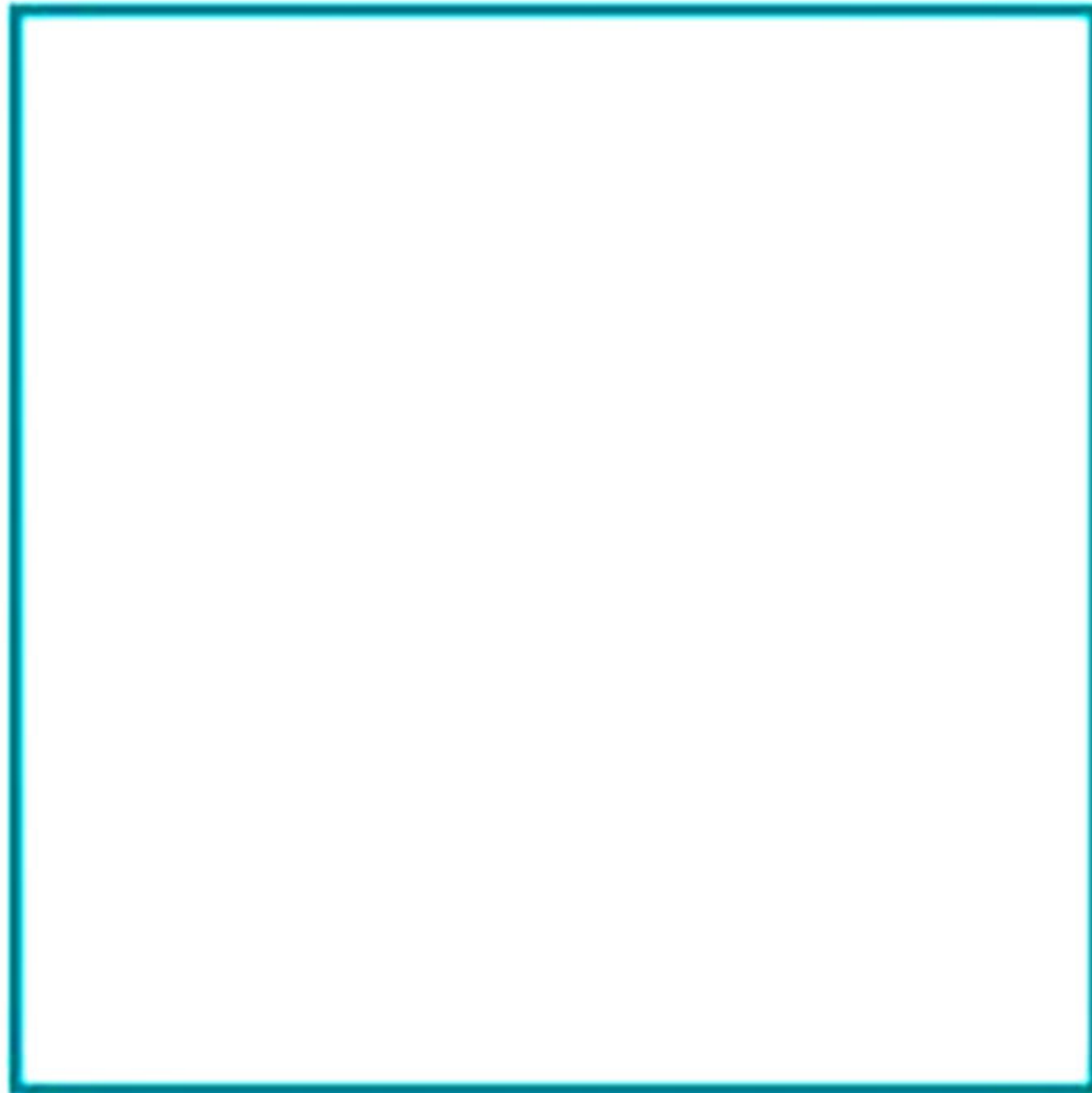






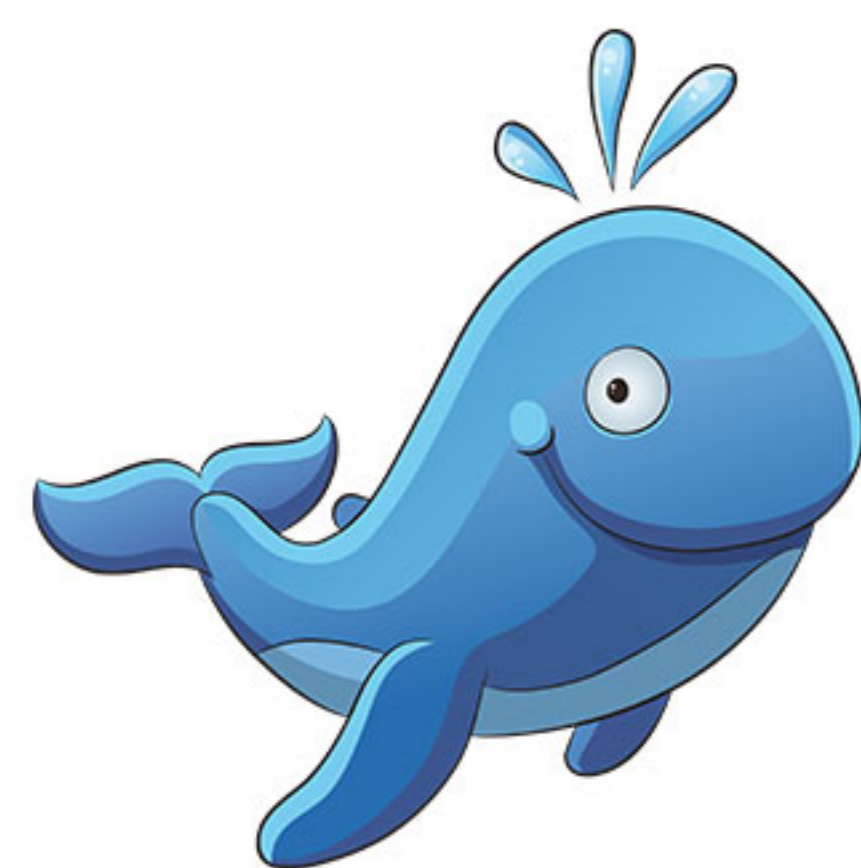
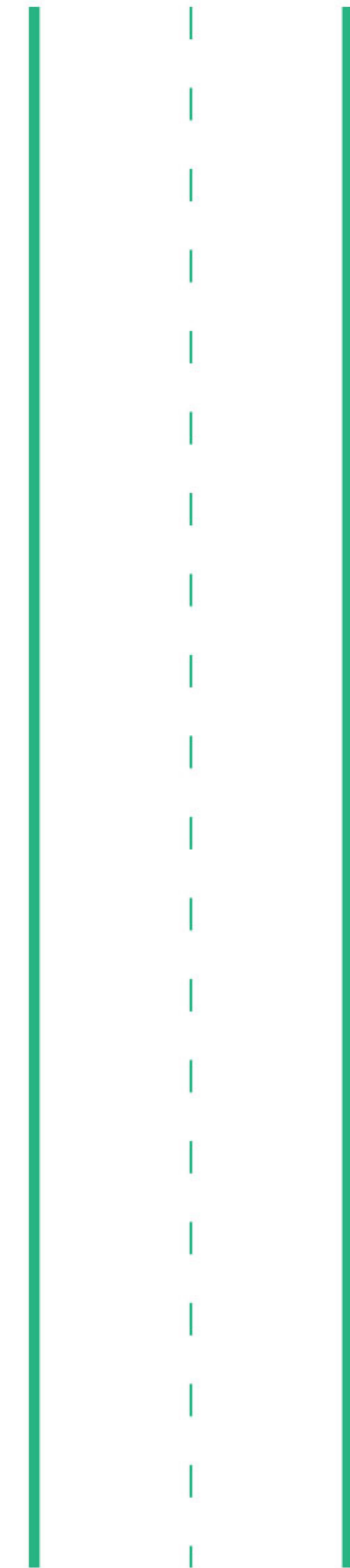
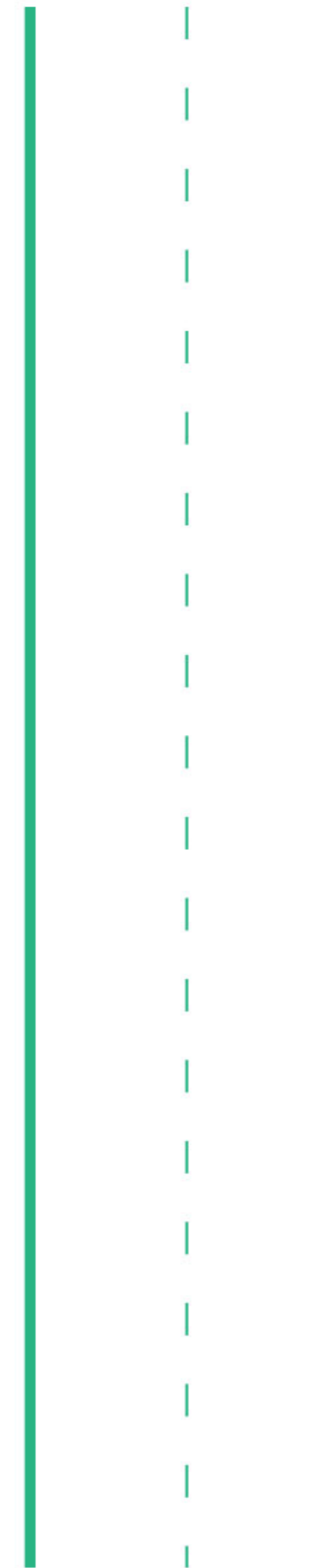
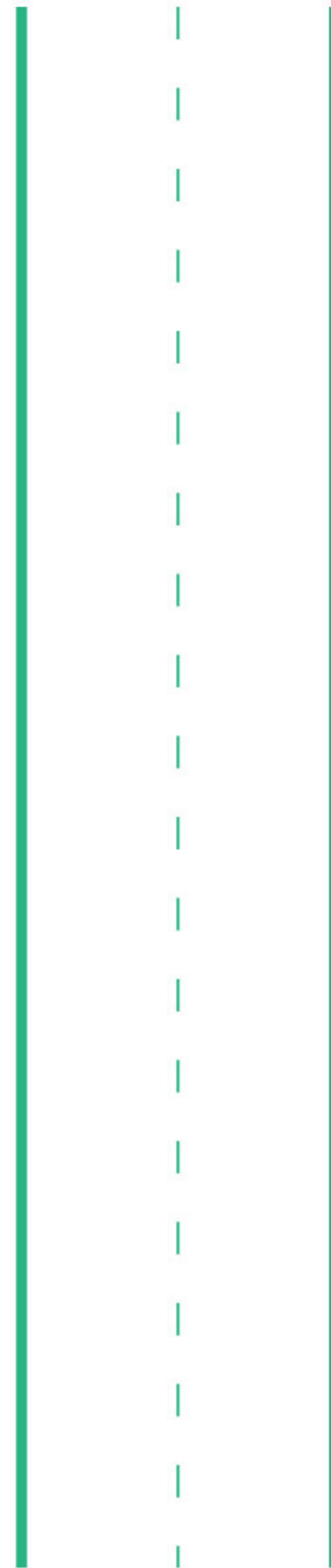
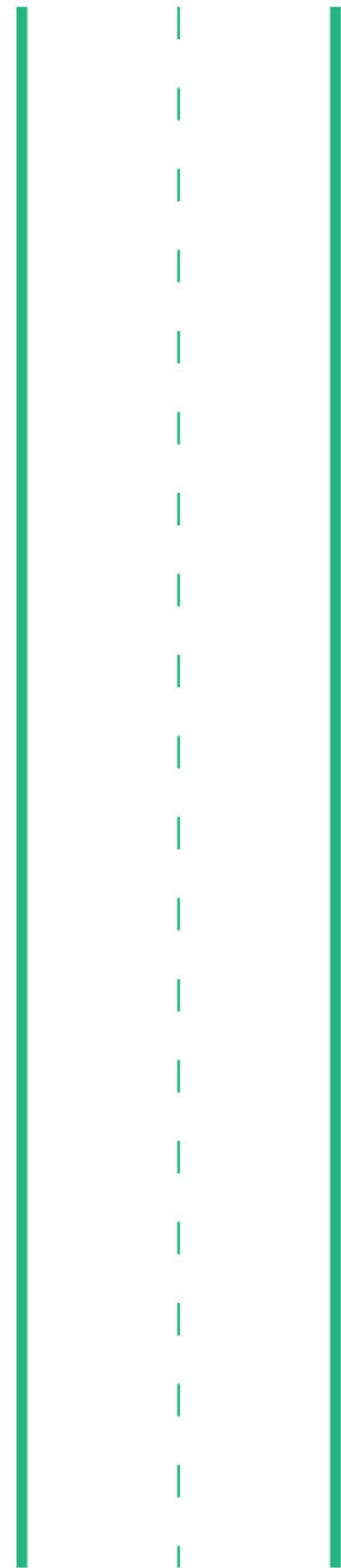


Dibuja un árbol en cada cuadrado y repasa el número 1.

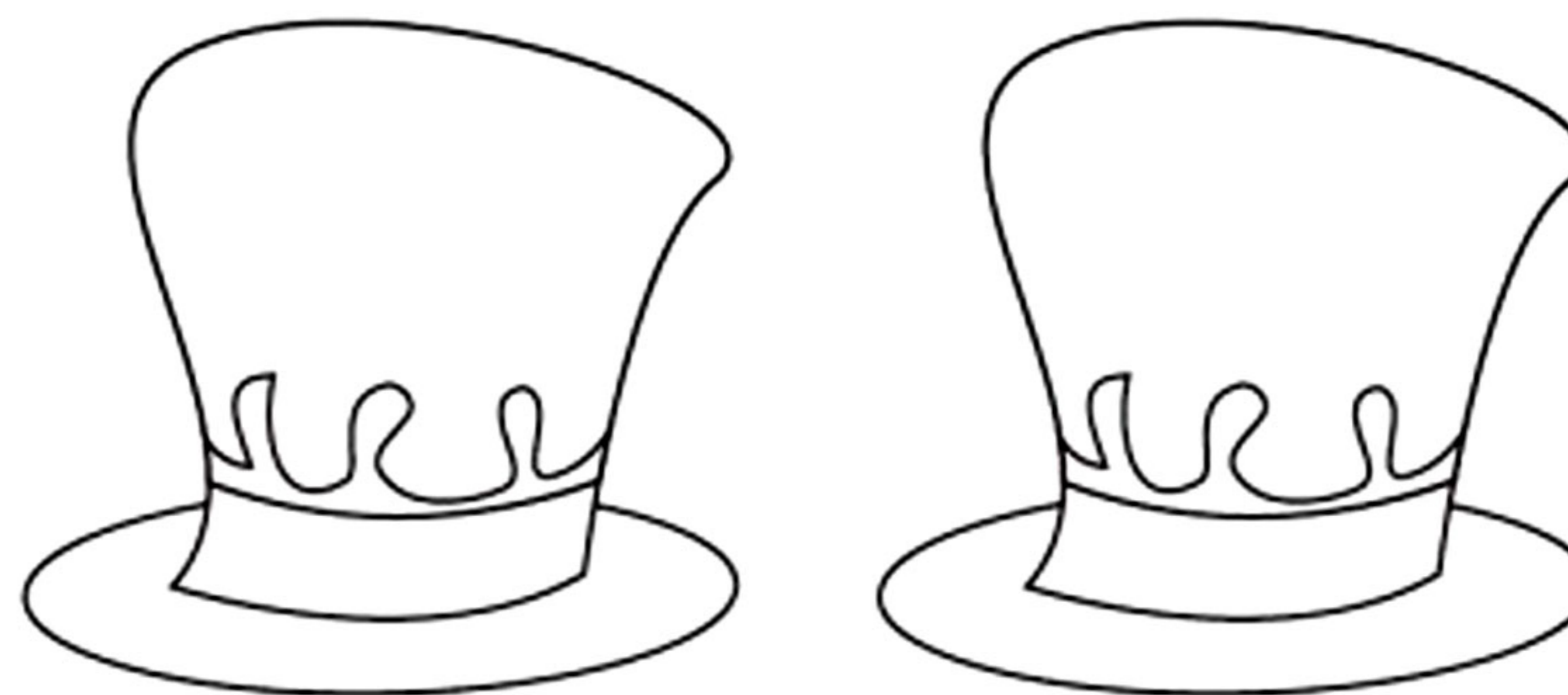
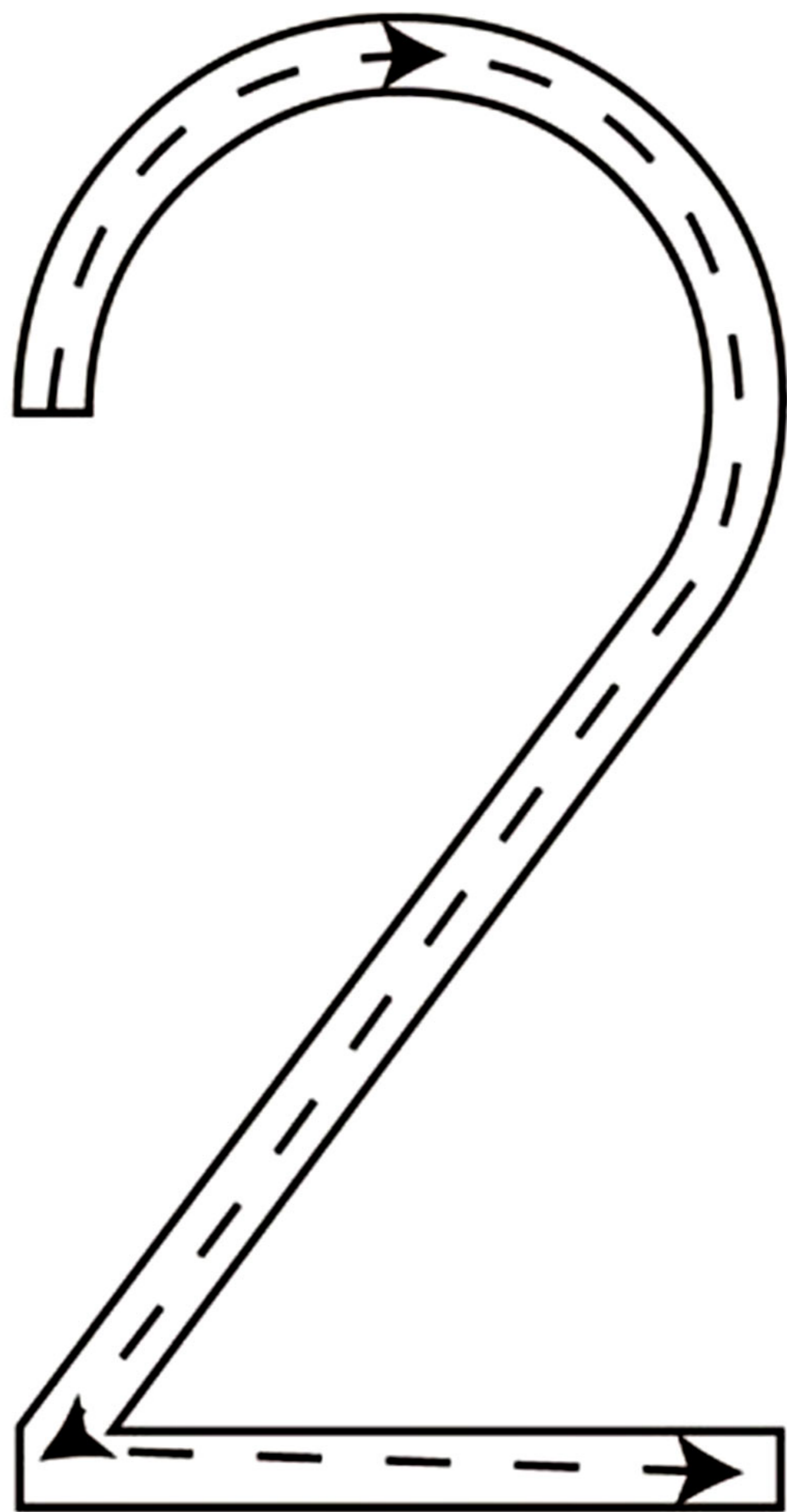




Dibuja el camino para unir los dibujos

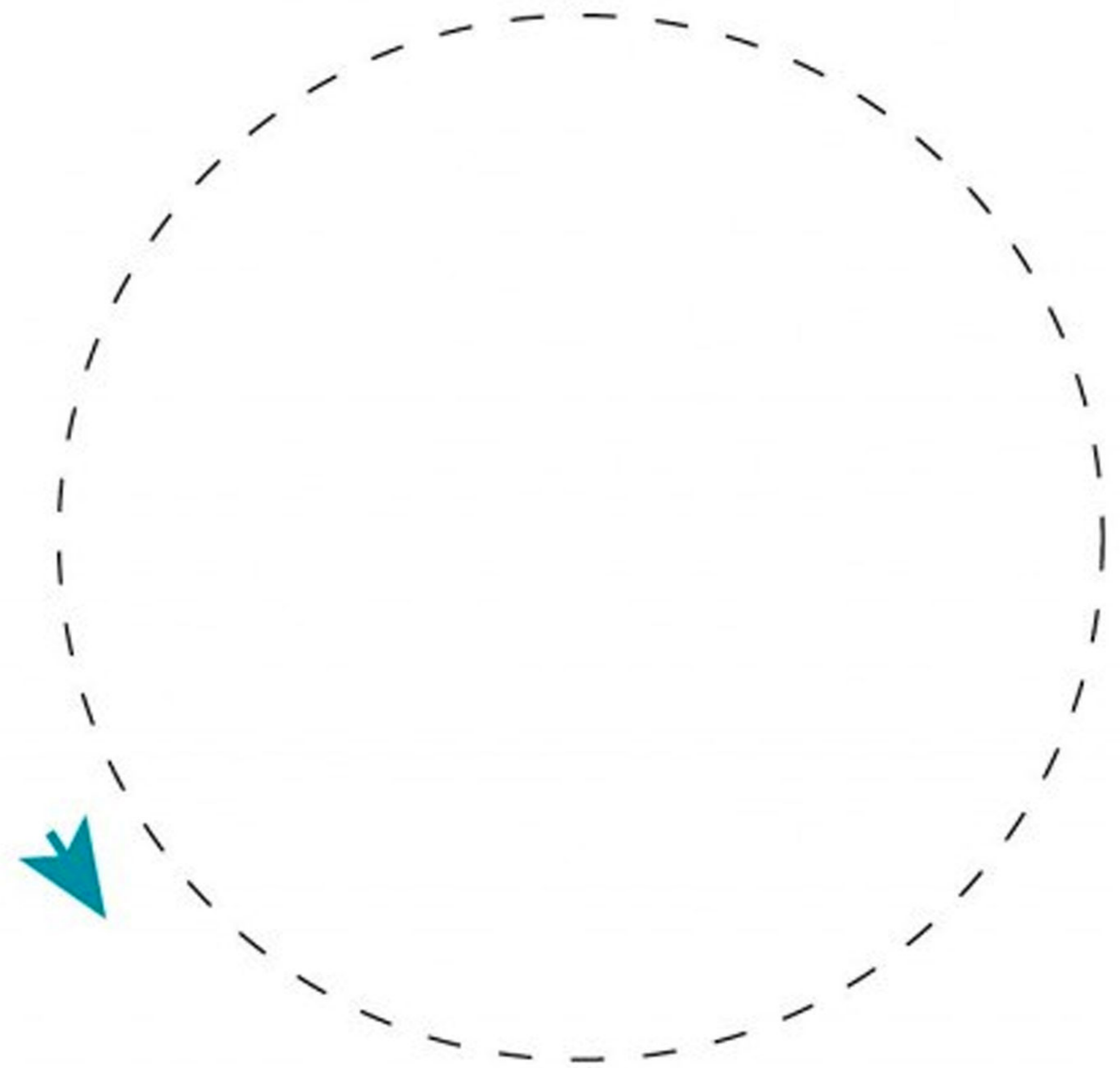
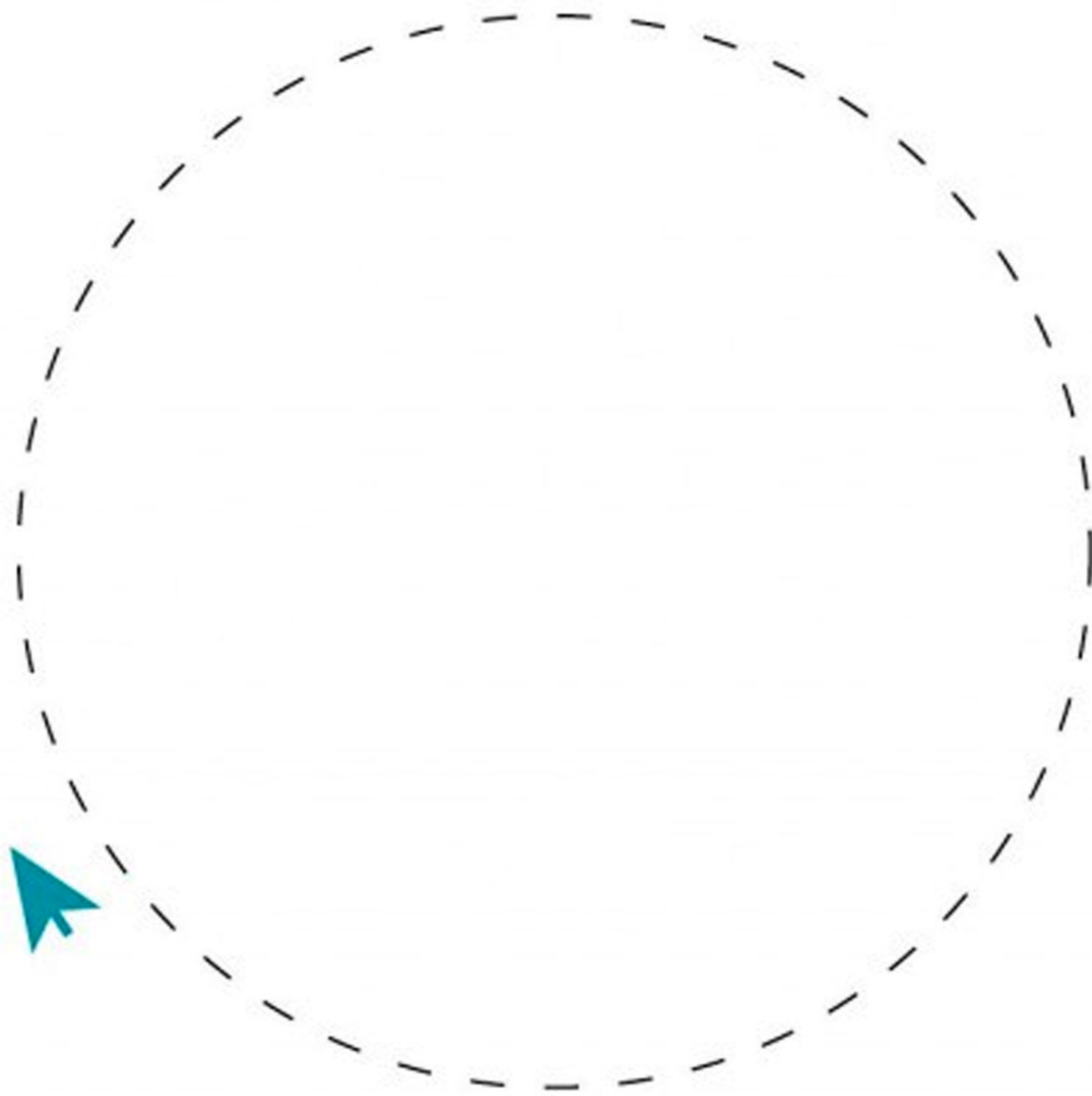




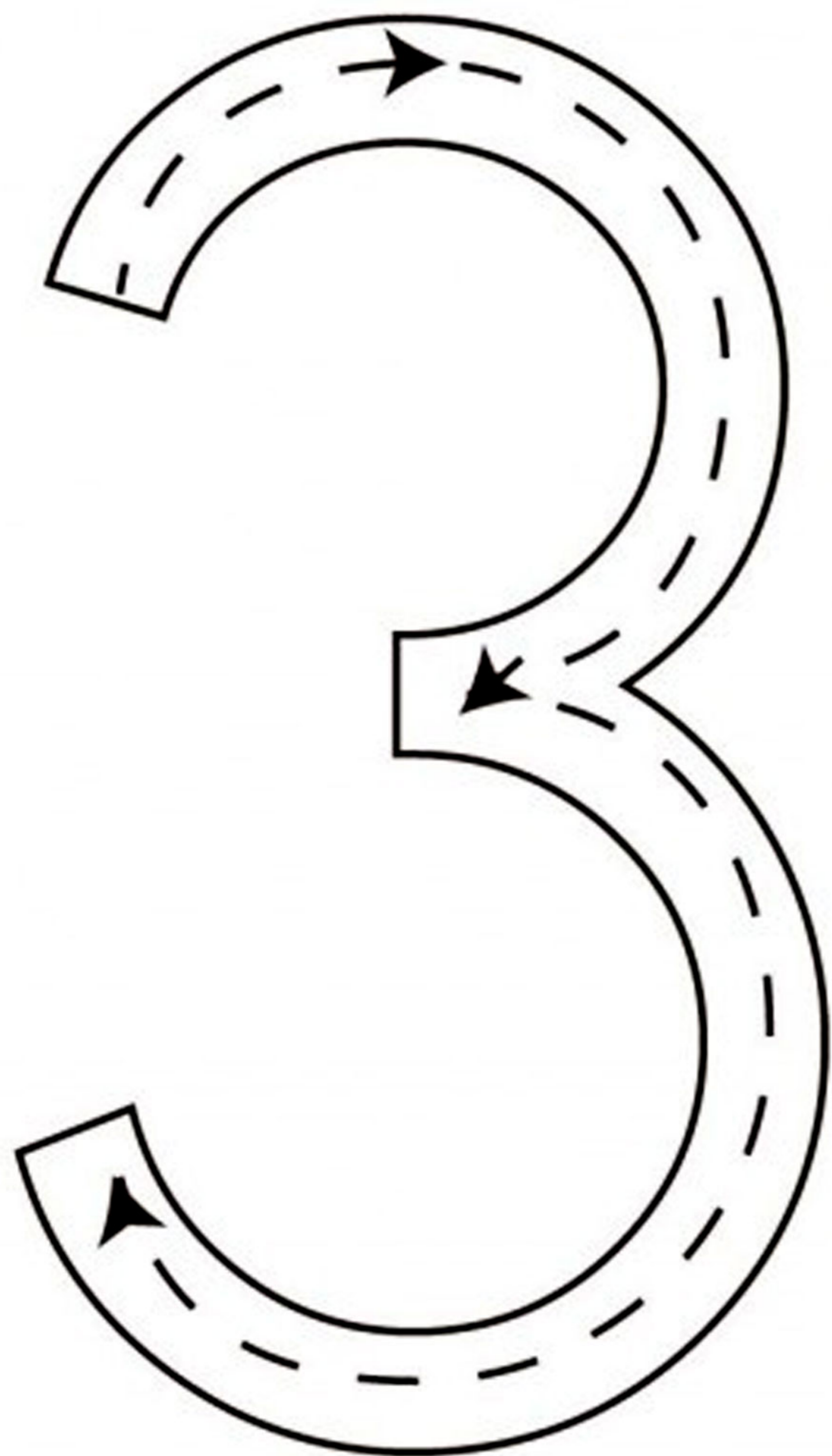




Repasa las líneas para dibujar dos círculos.

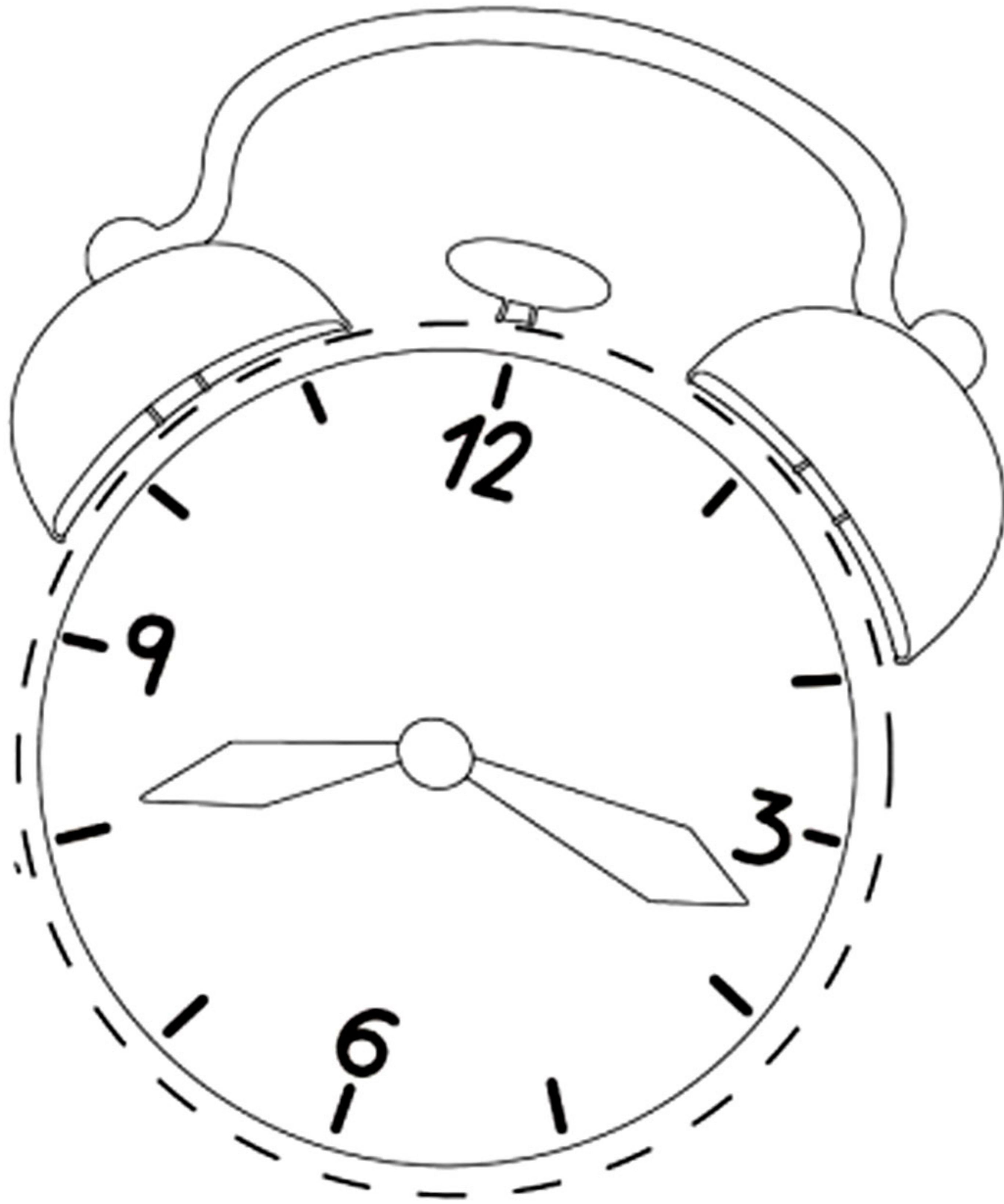




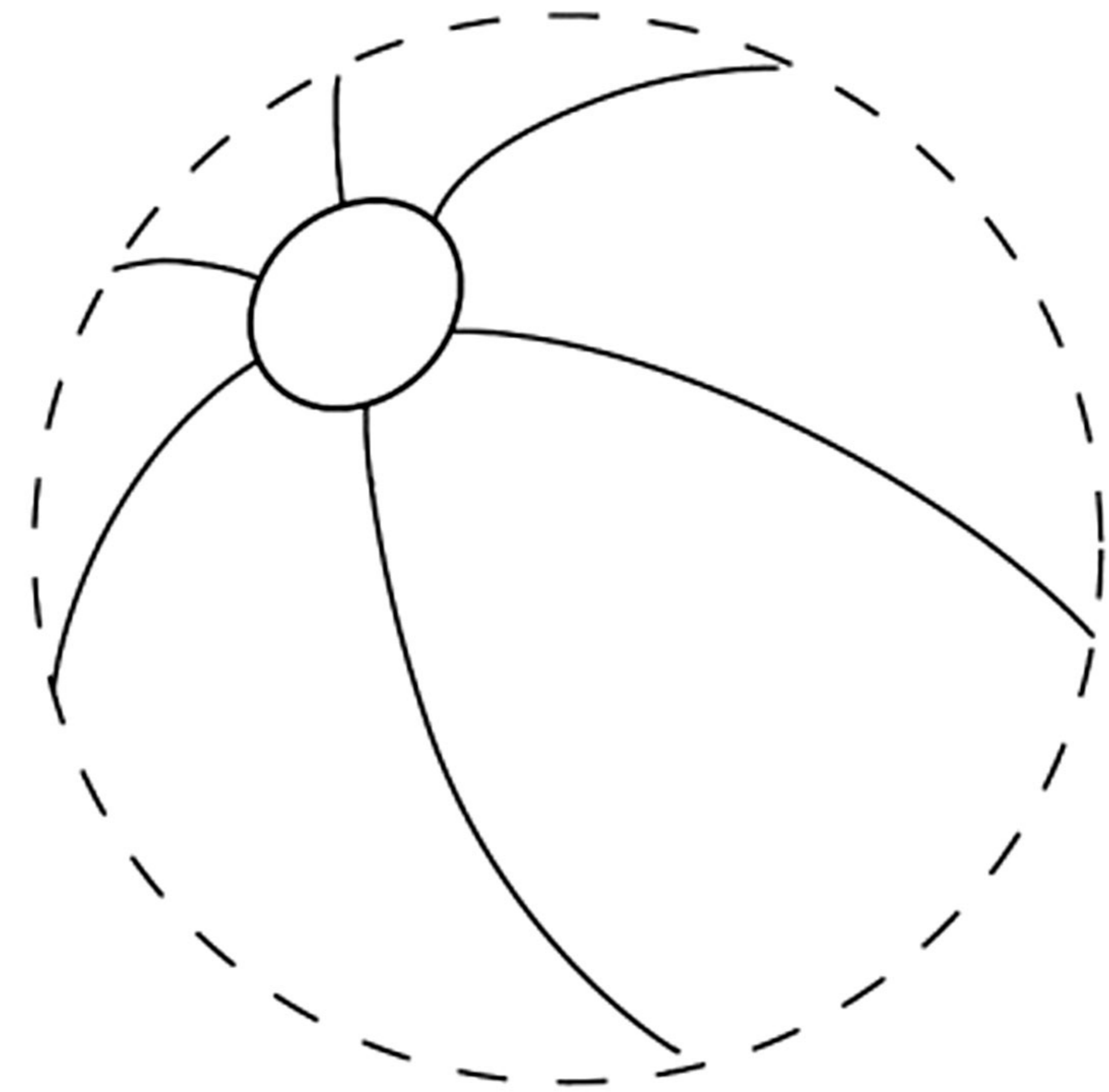




Repasa las líneas para completar los dibujos.



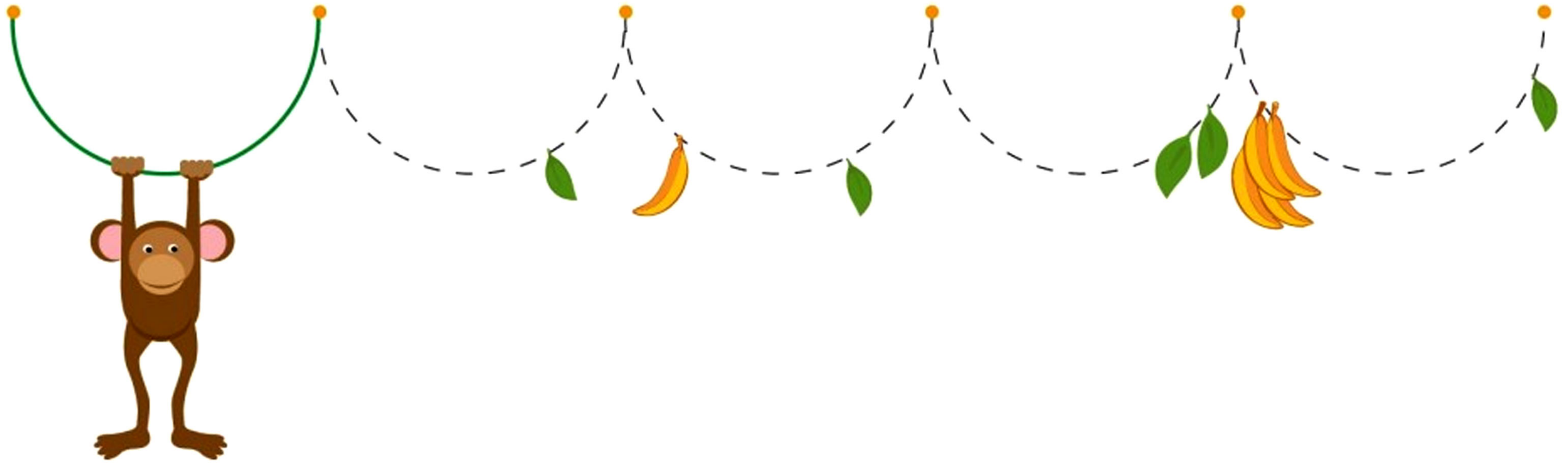
despertador



pelota

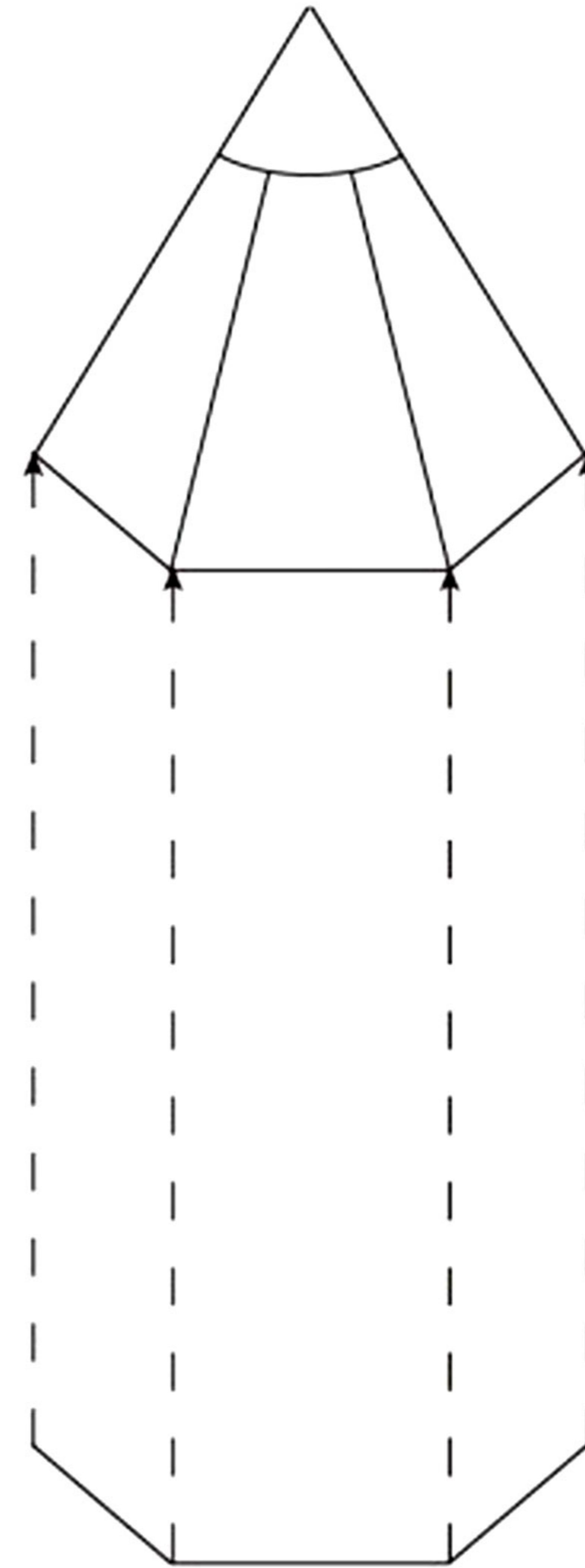
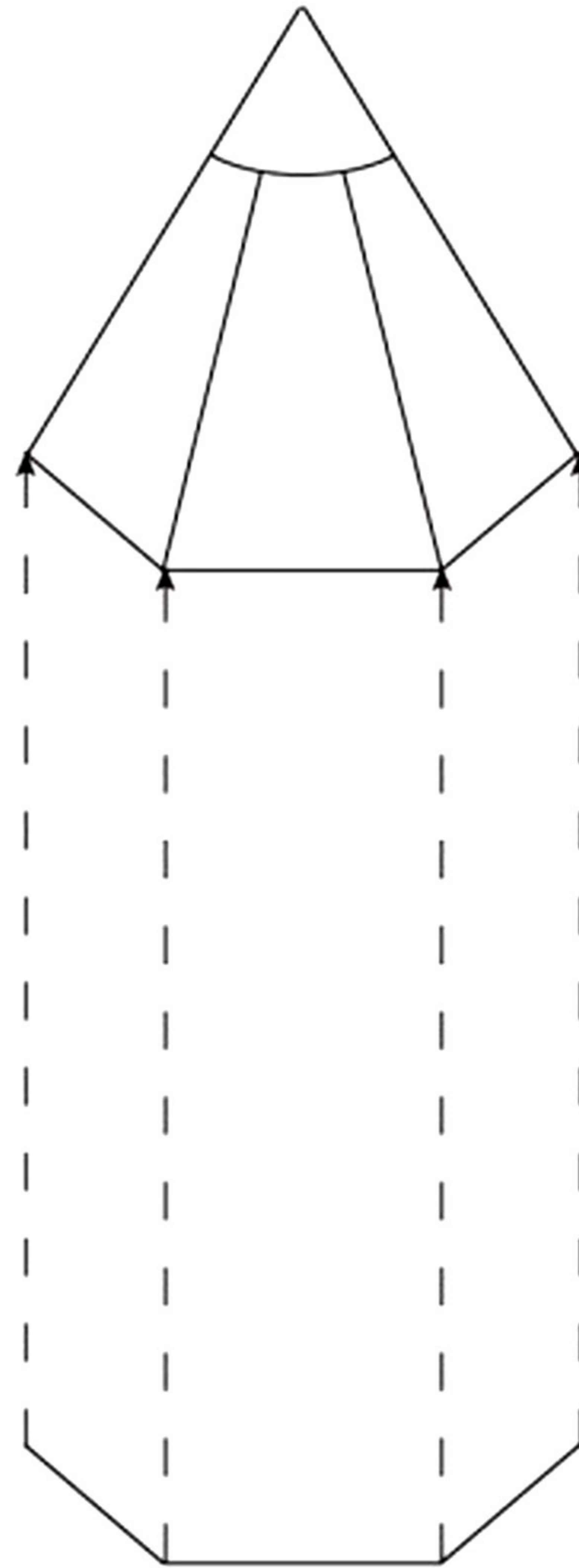
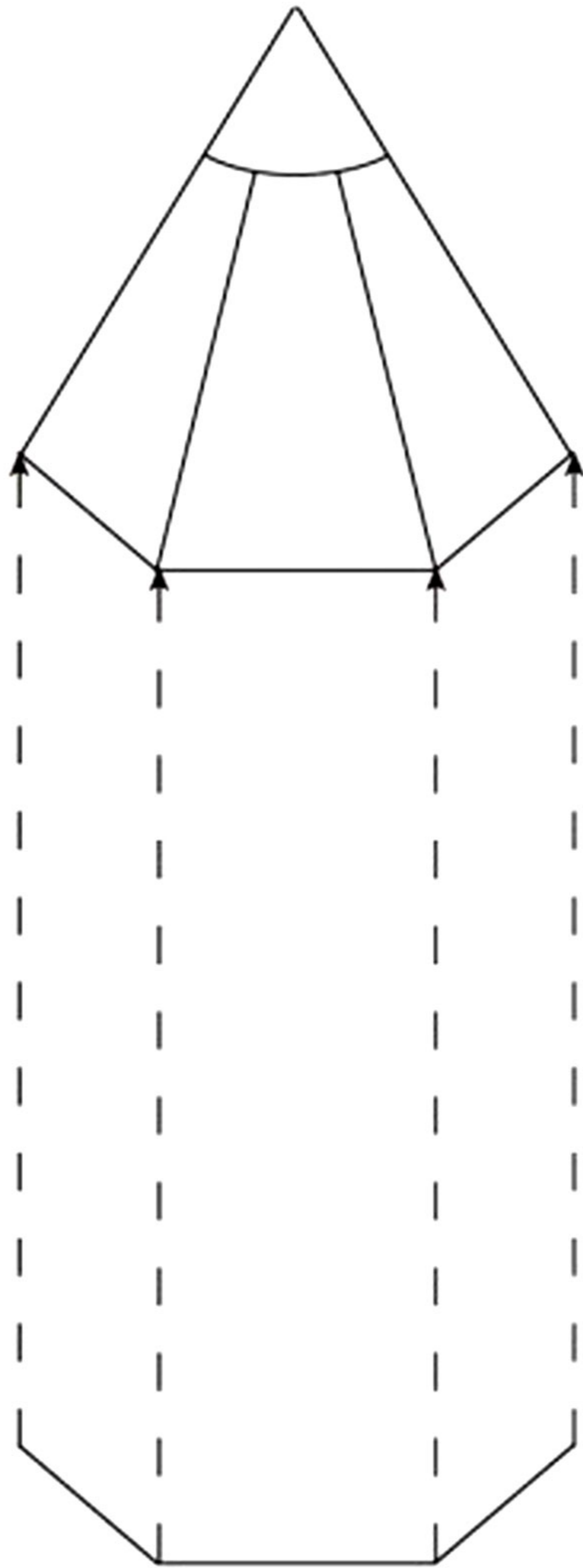


Repasa las líneas para completar los dibujos.



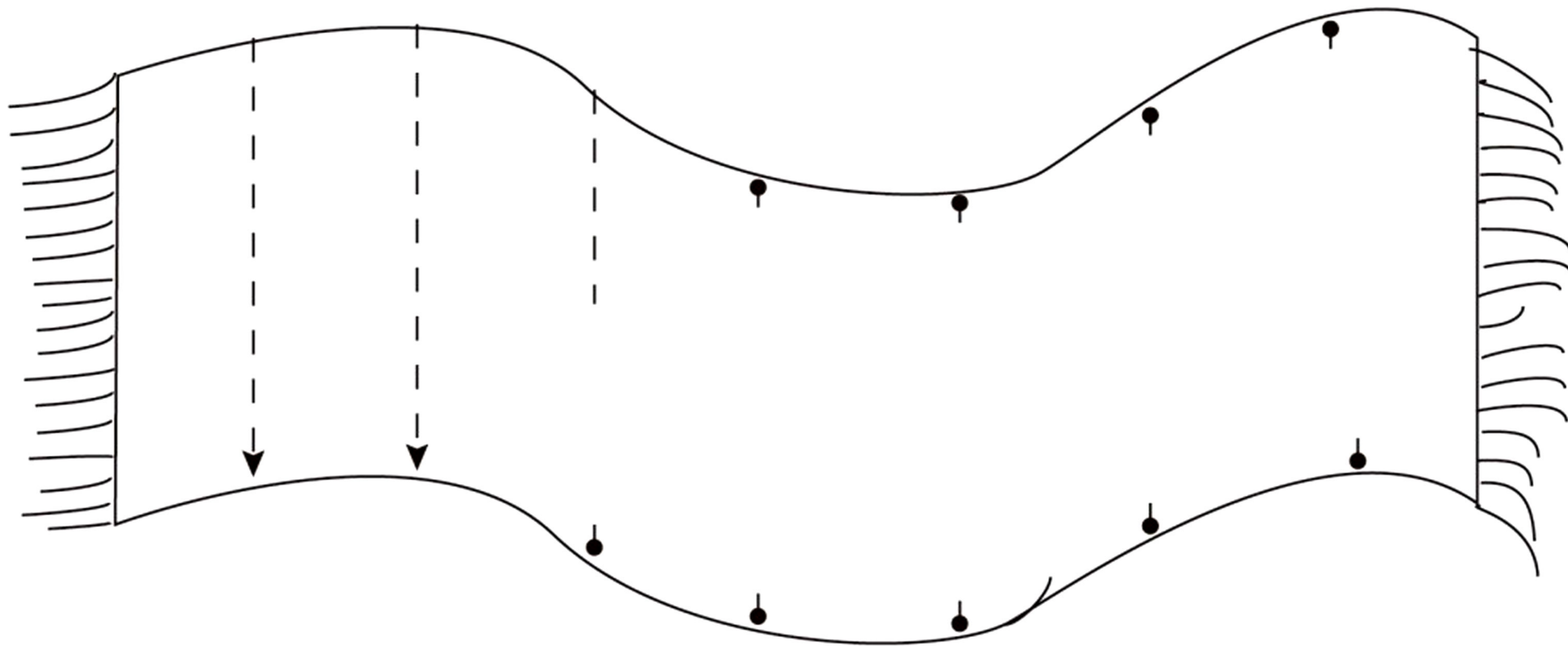


Repasa las líneas de puntos y completa el dibujo de los lápices.

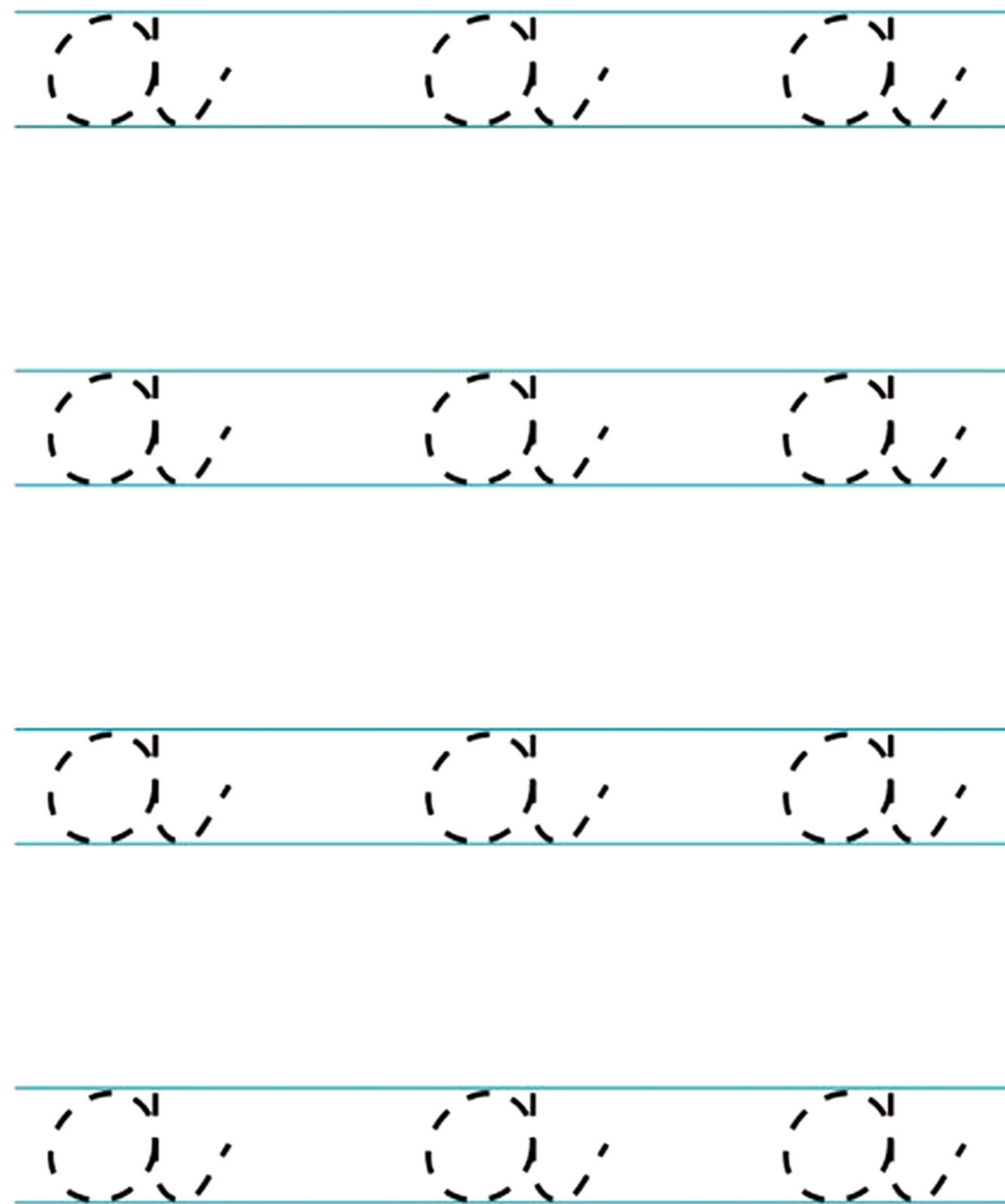
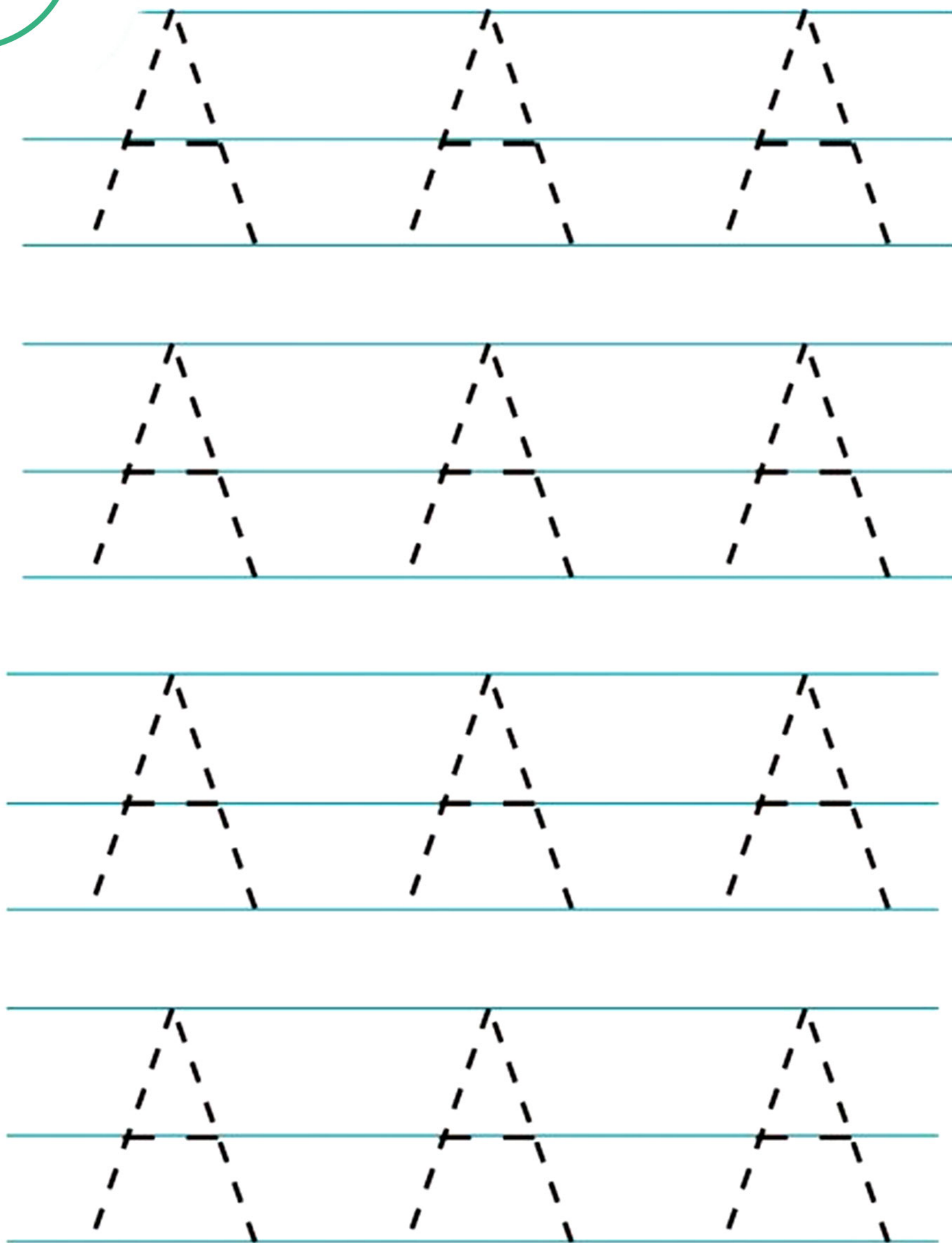




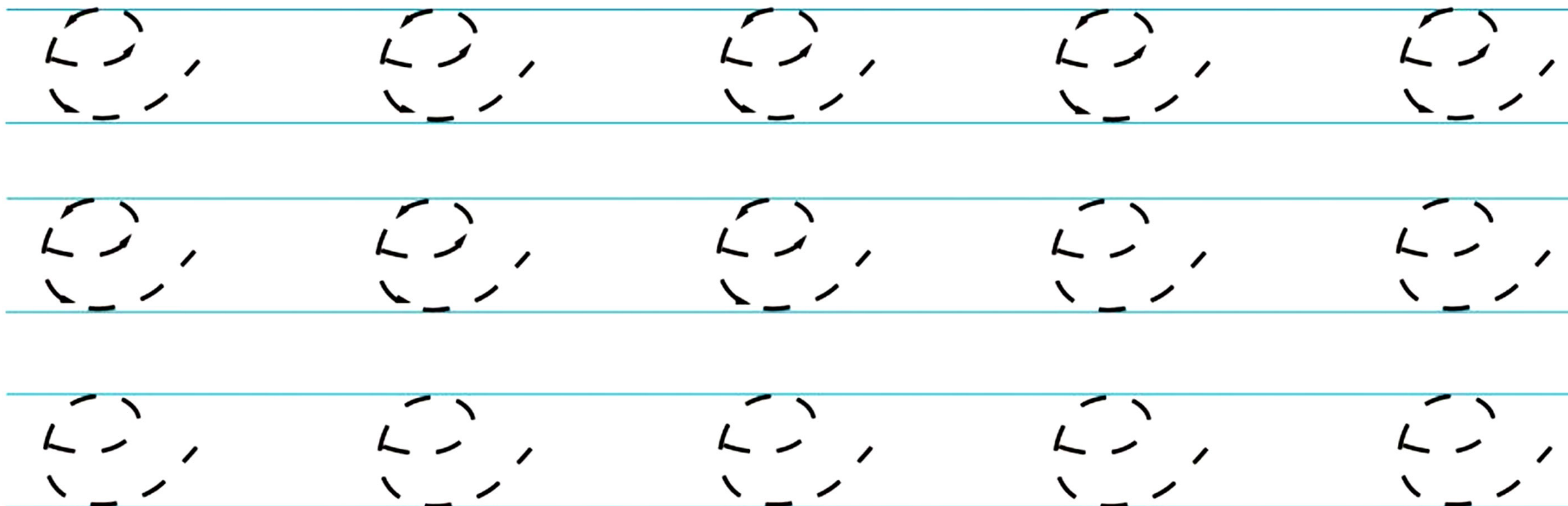
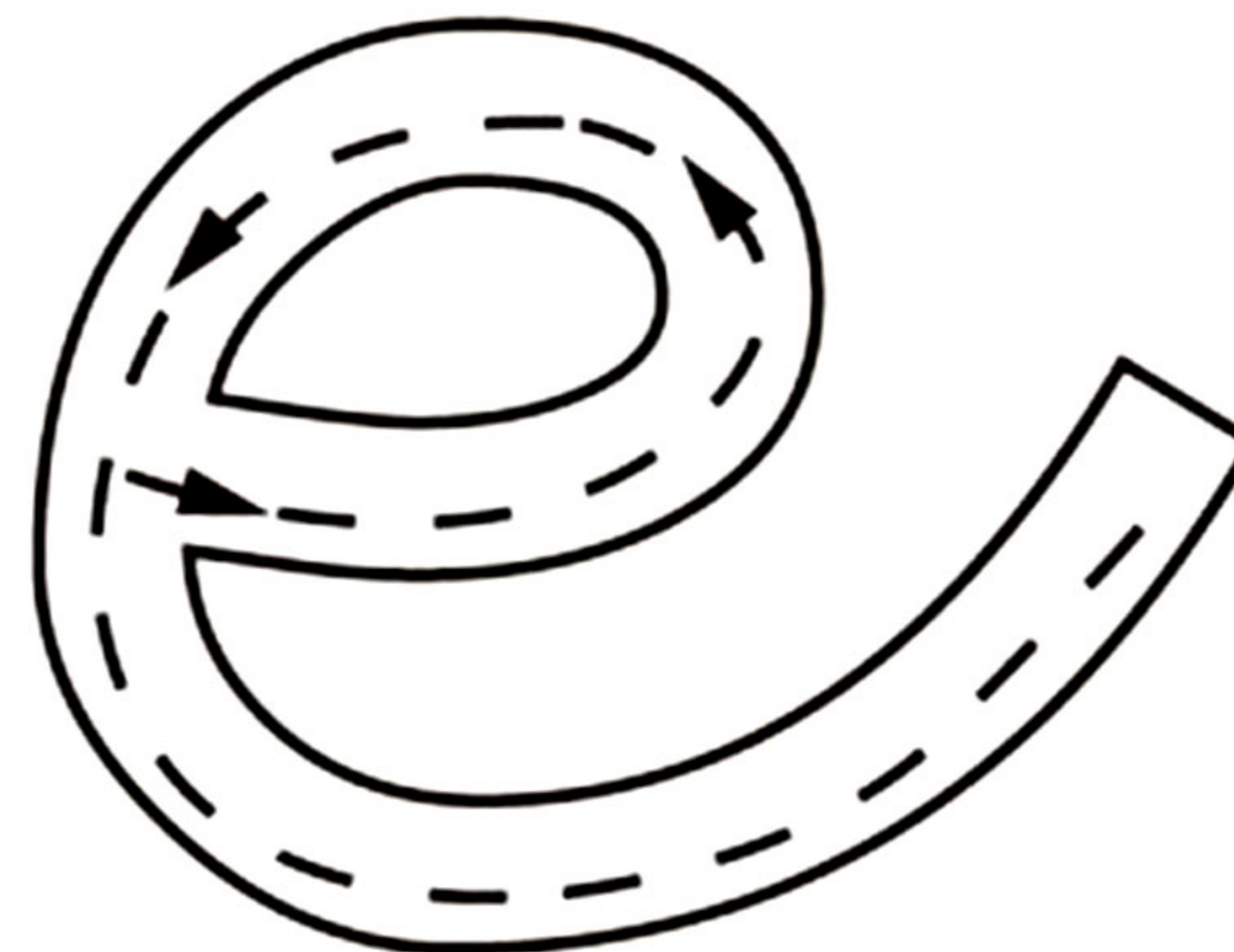
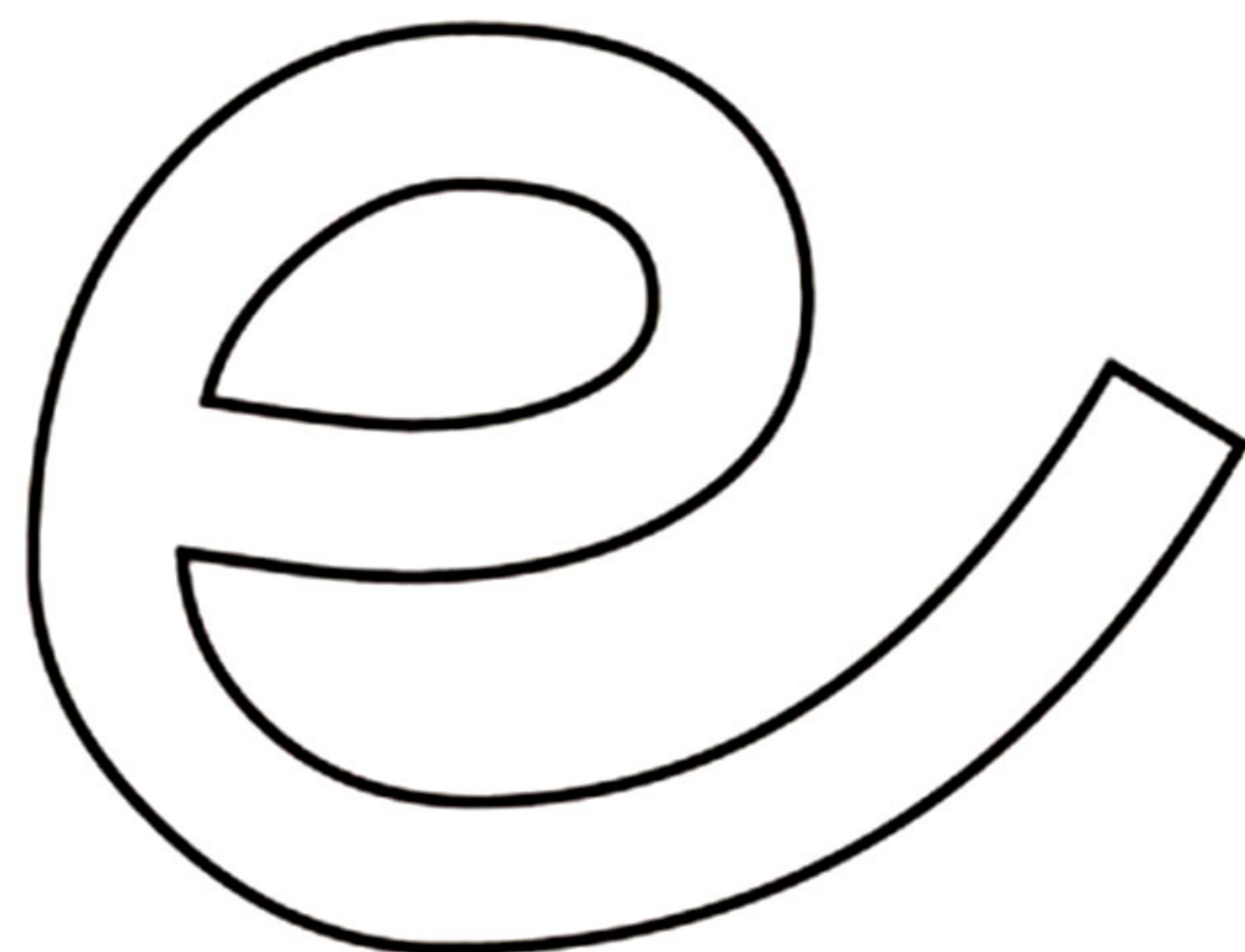
Completa el dibujo con las líneas.



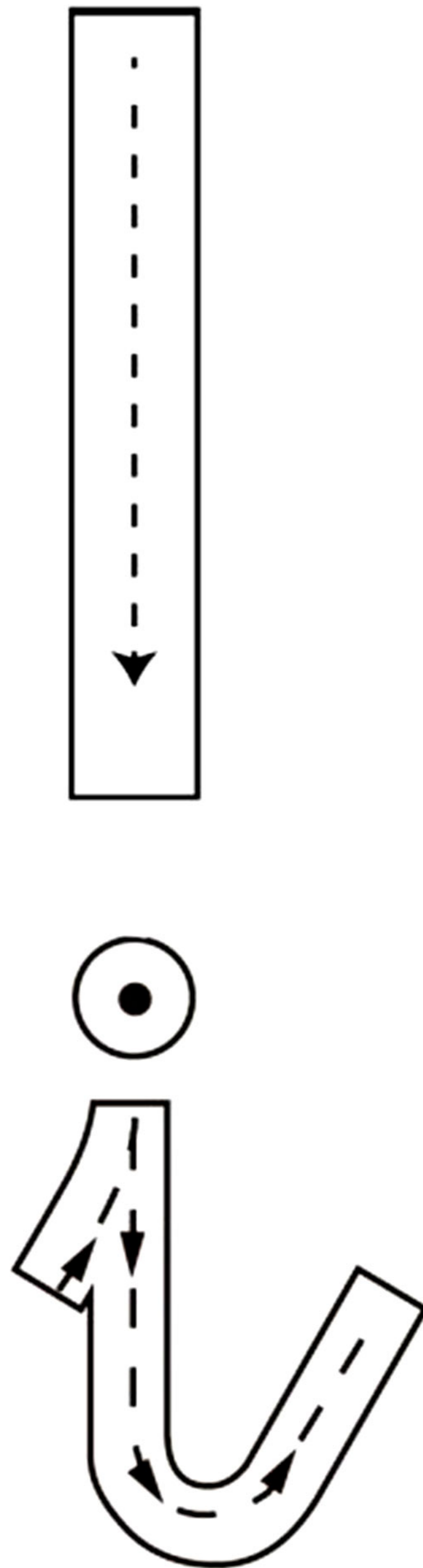




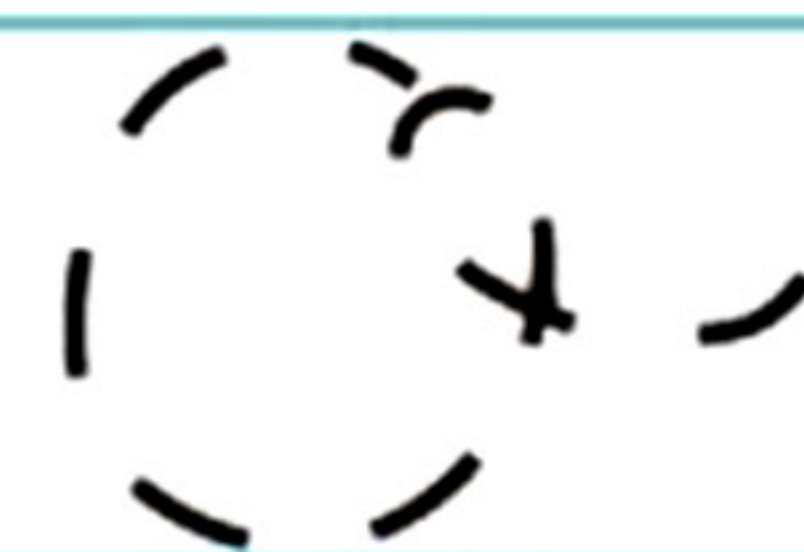
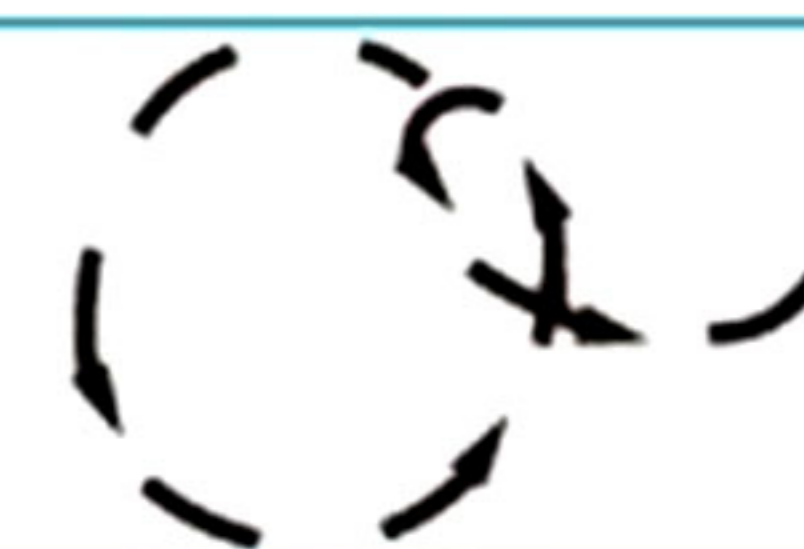
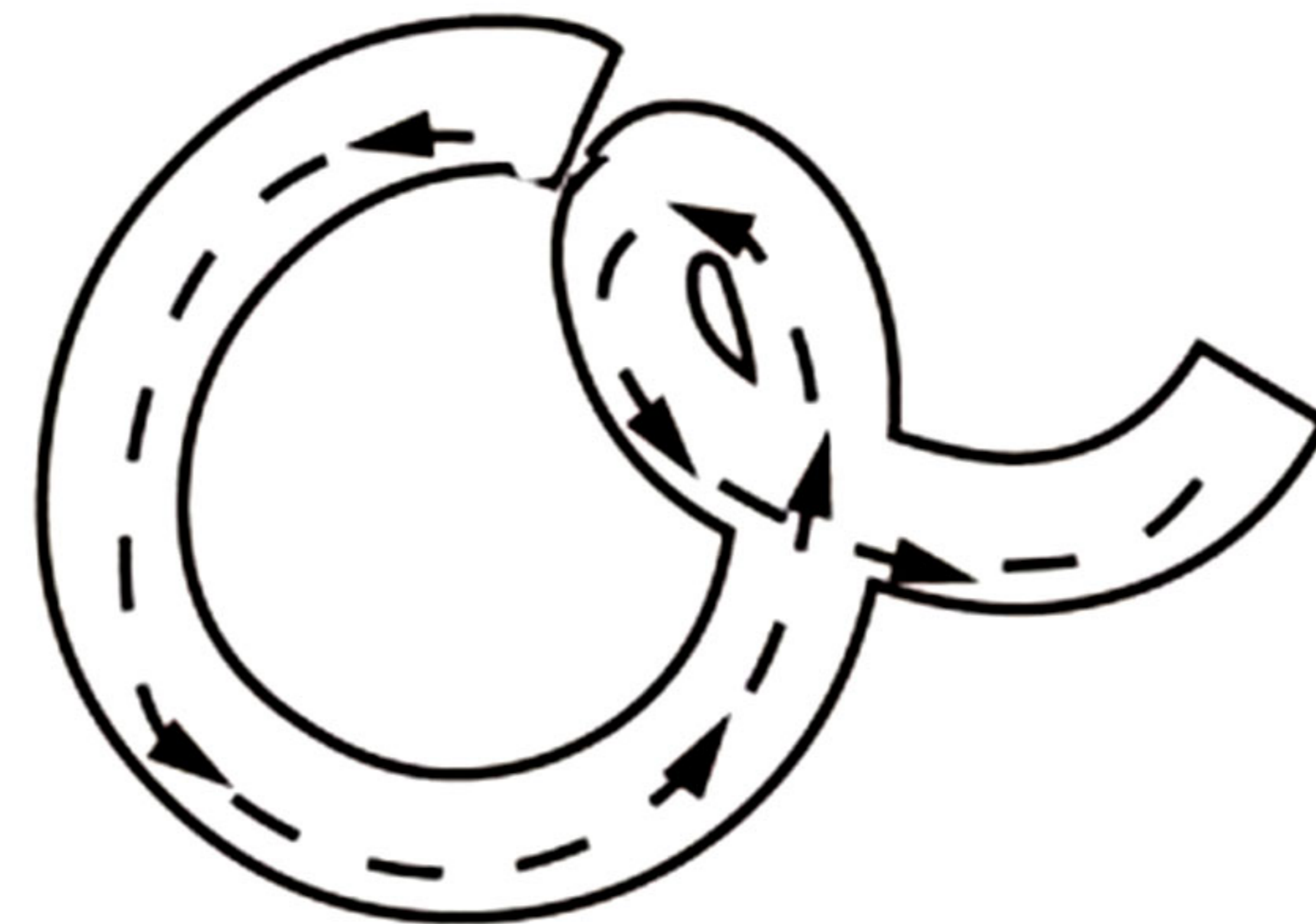
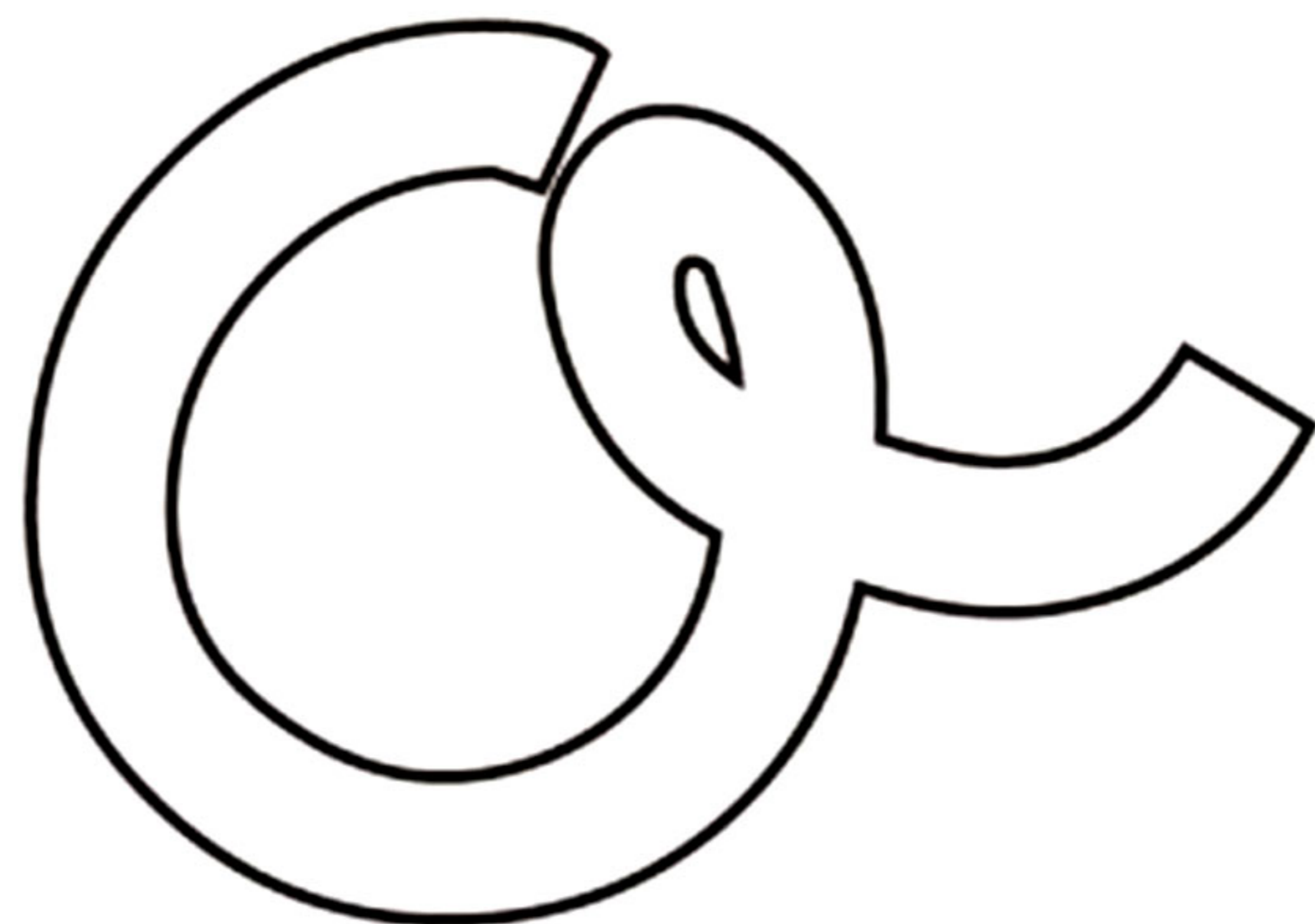




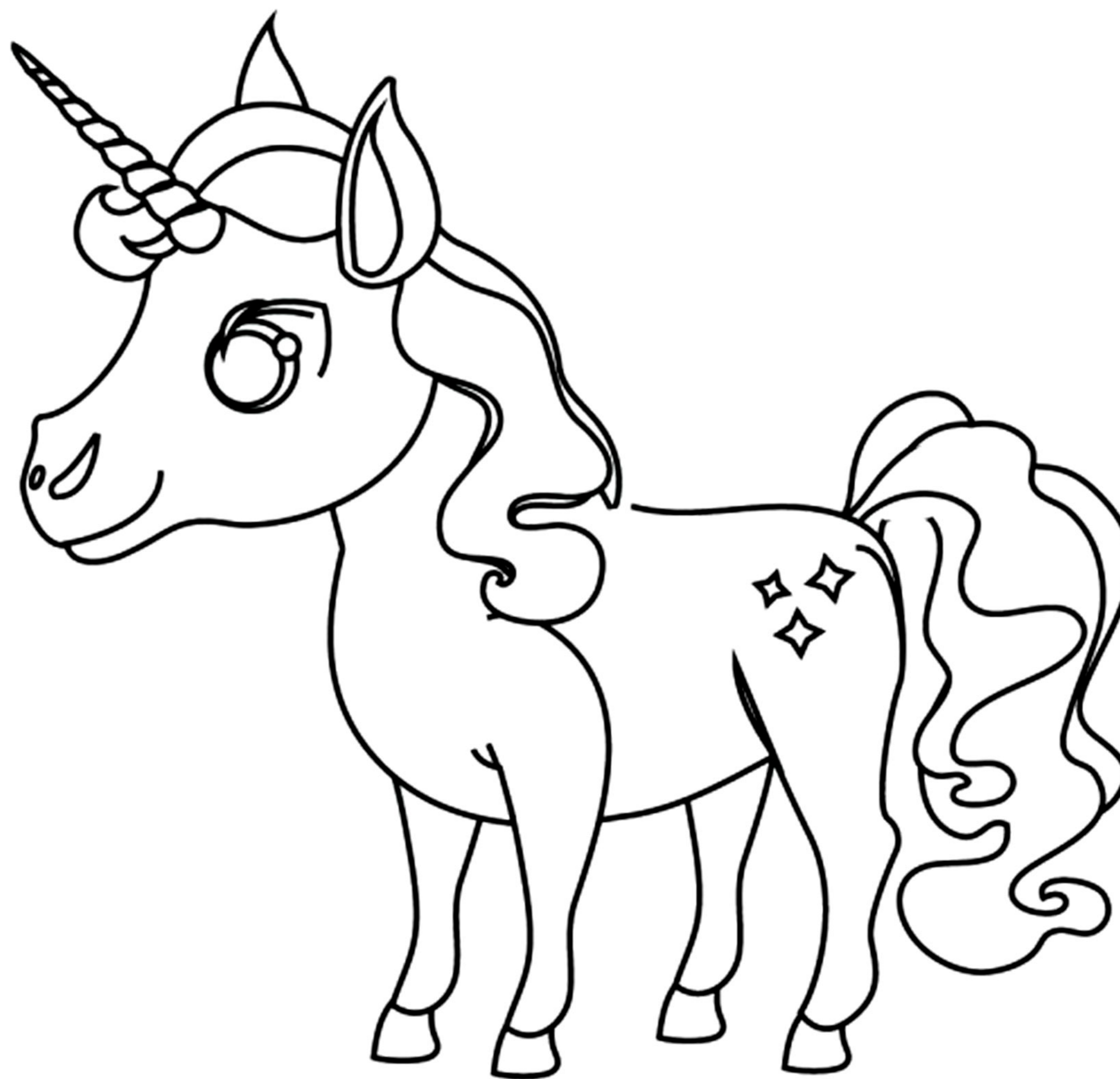
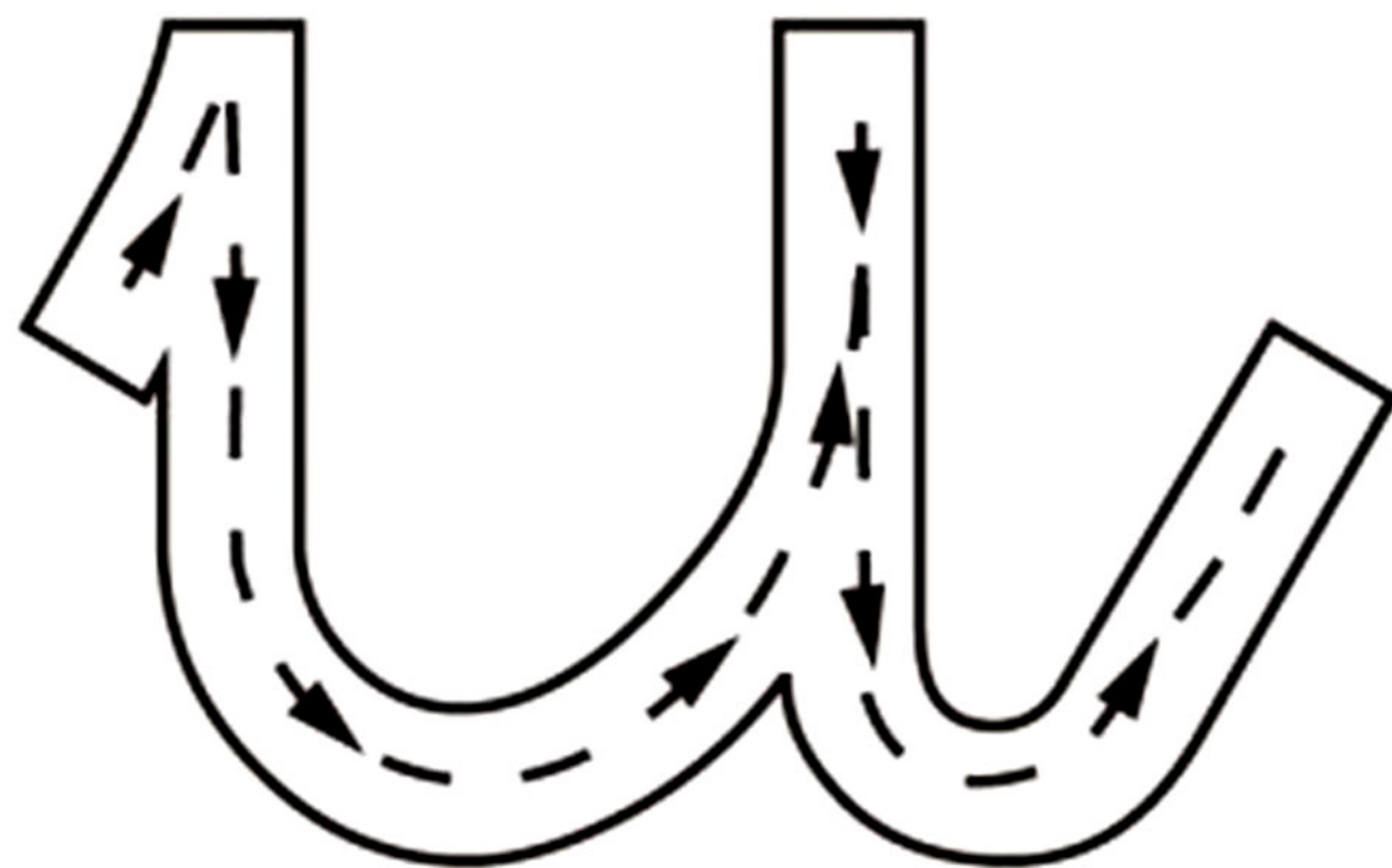
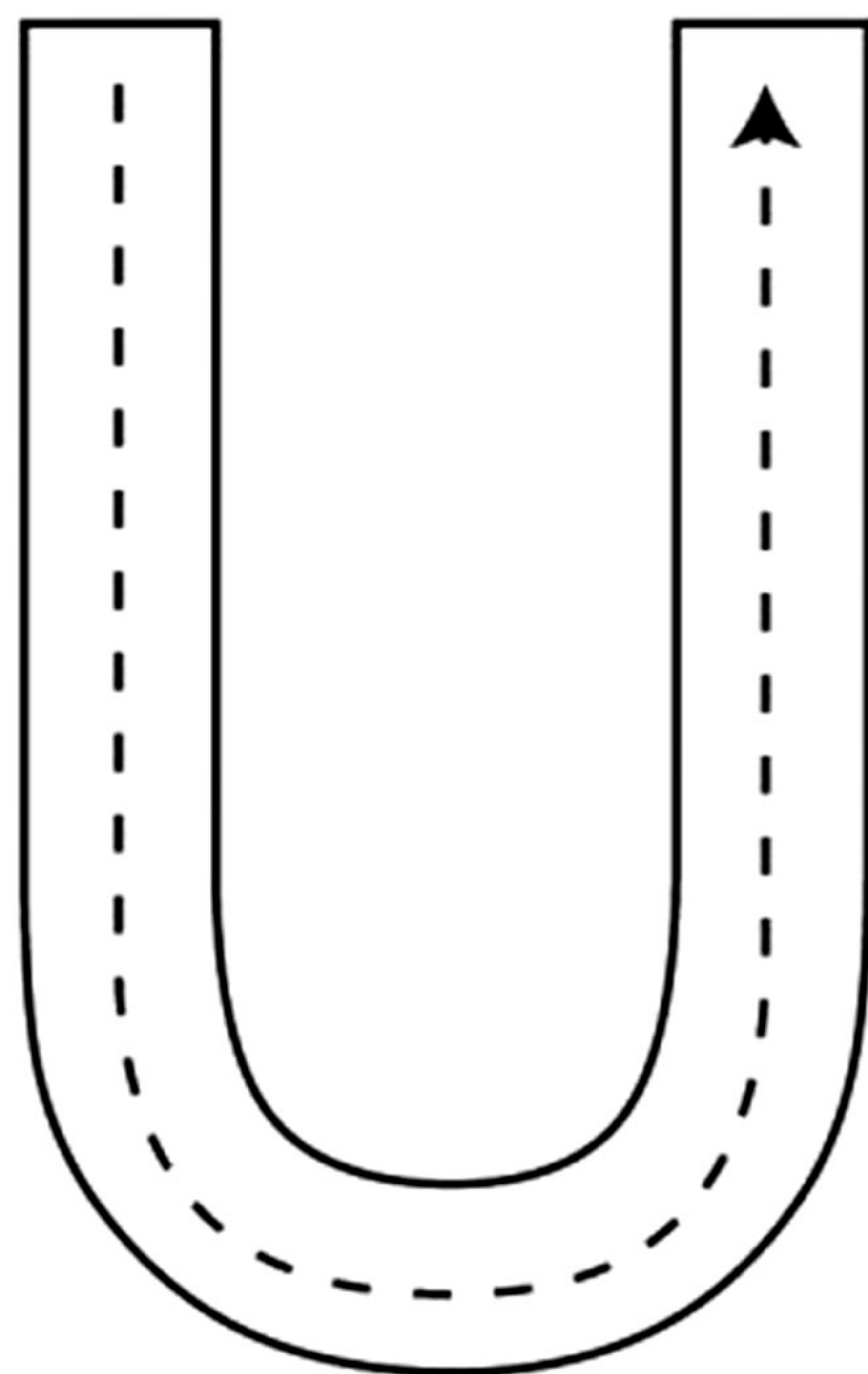














FICHAS PARA TRABAJAR

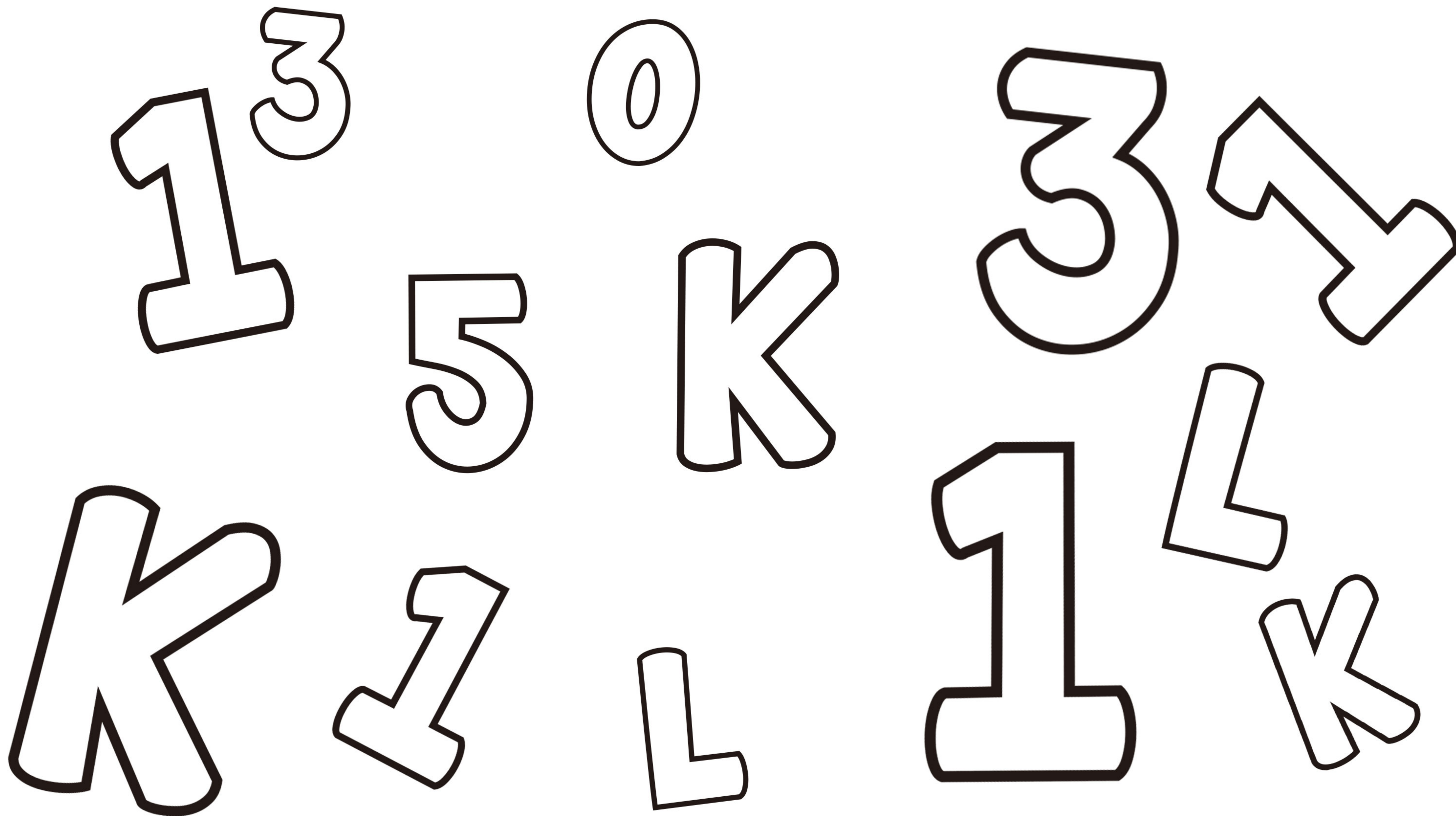
# NÚMEROS

---



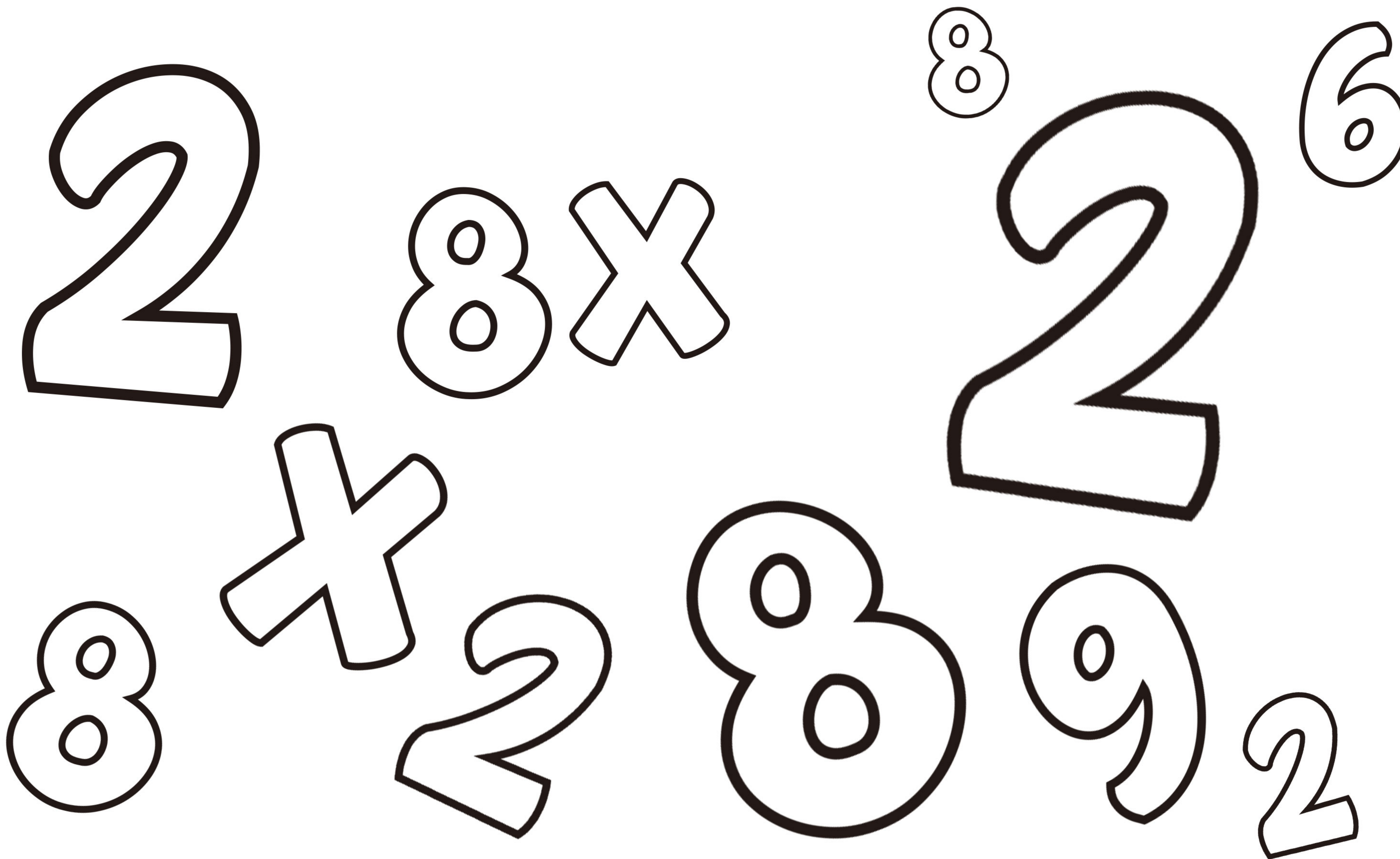


Colorea el número 1



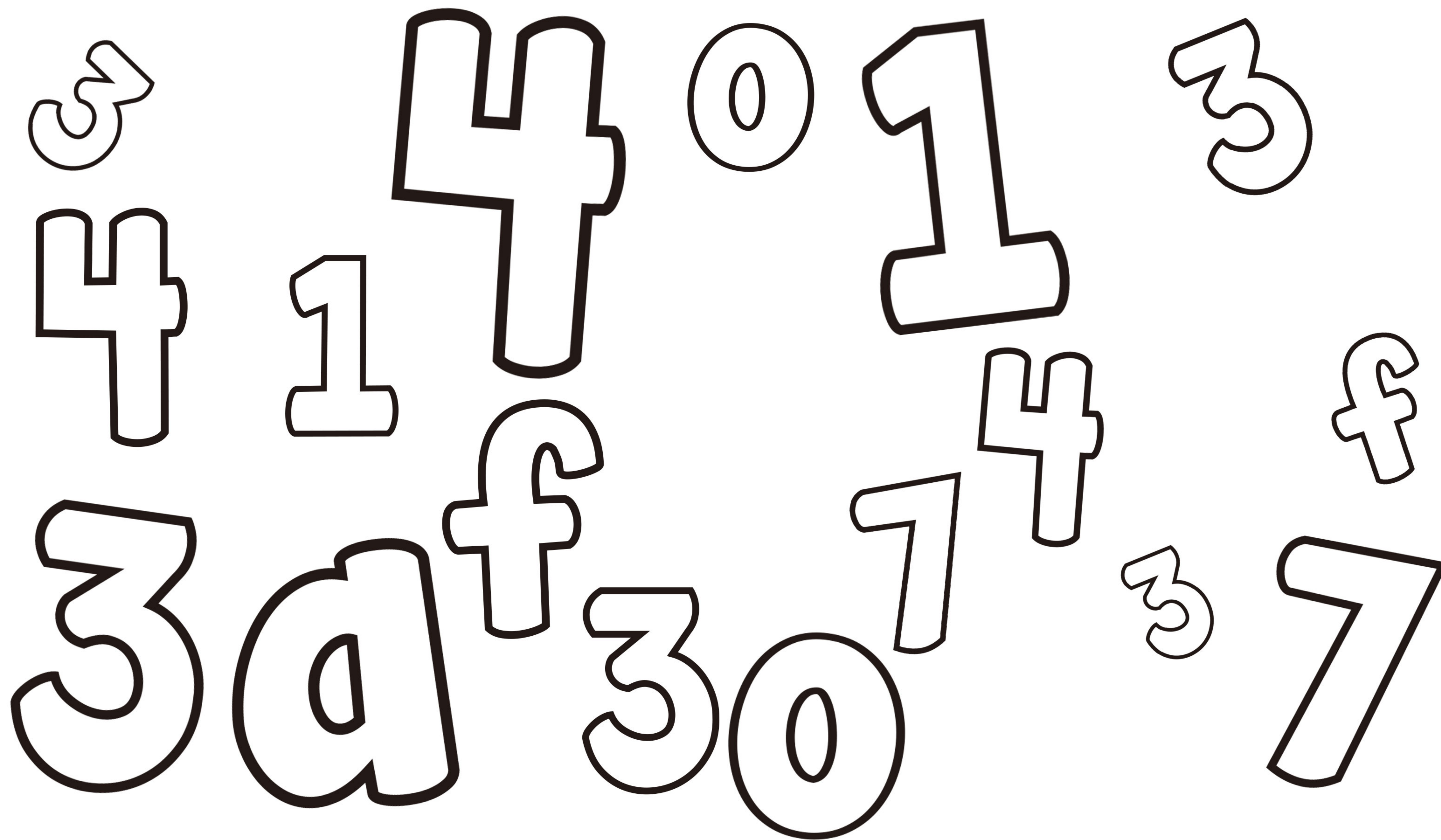


Colorea el número 2



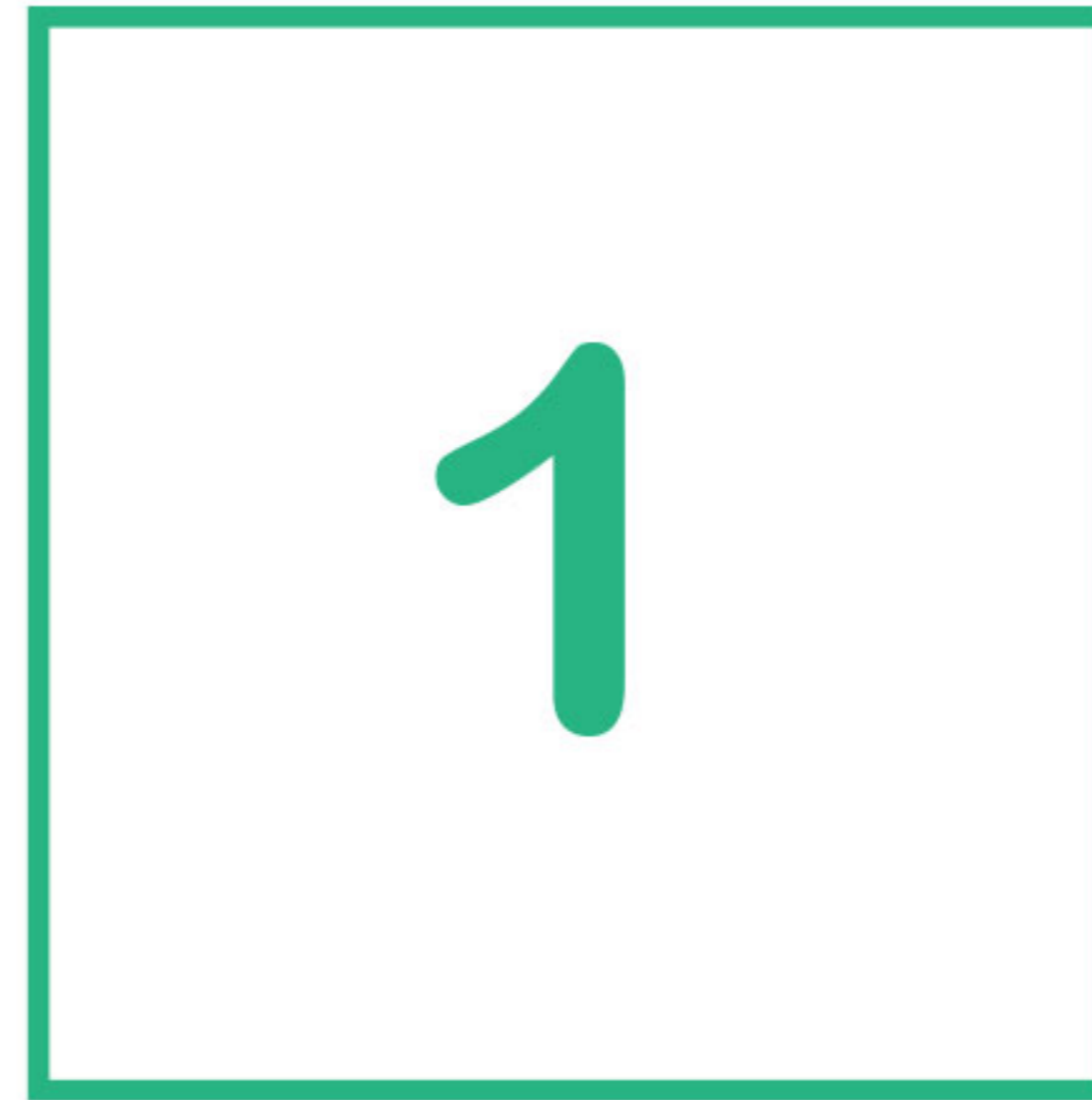


Colorea el número 3





Rodea con un círculo los números iguales al modelo



2	3	1	6	0	1
1	0	4	4	1	9
2	1	0	1	6	1
7	1	3	9	5	3



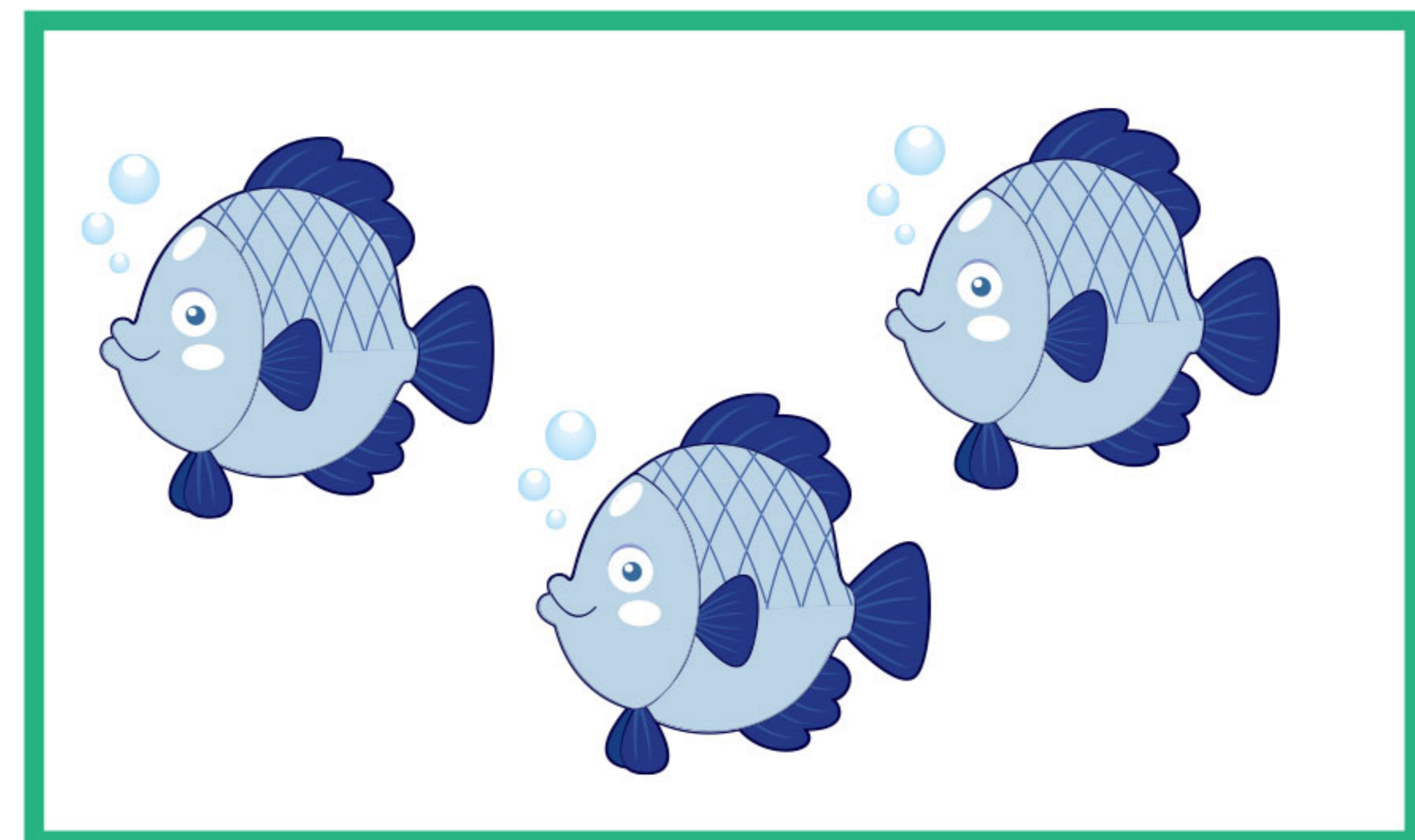
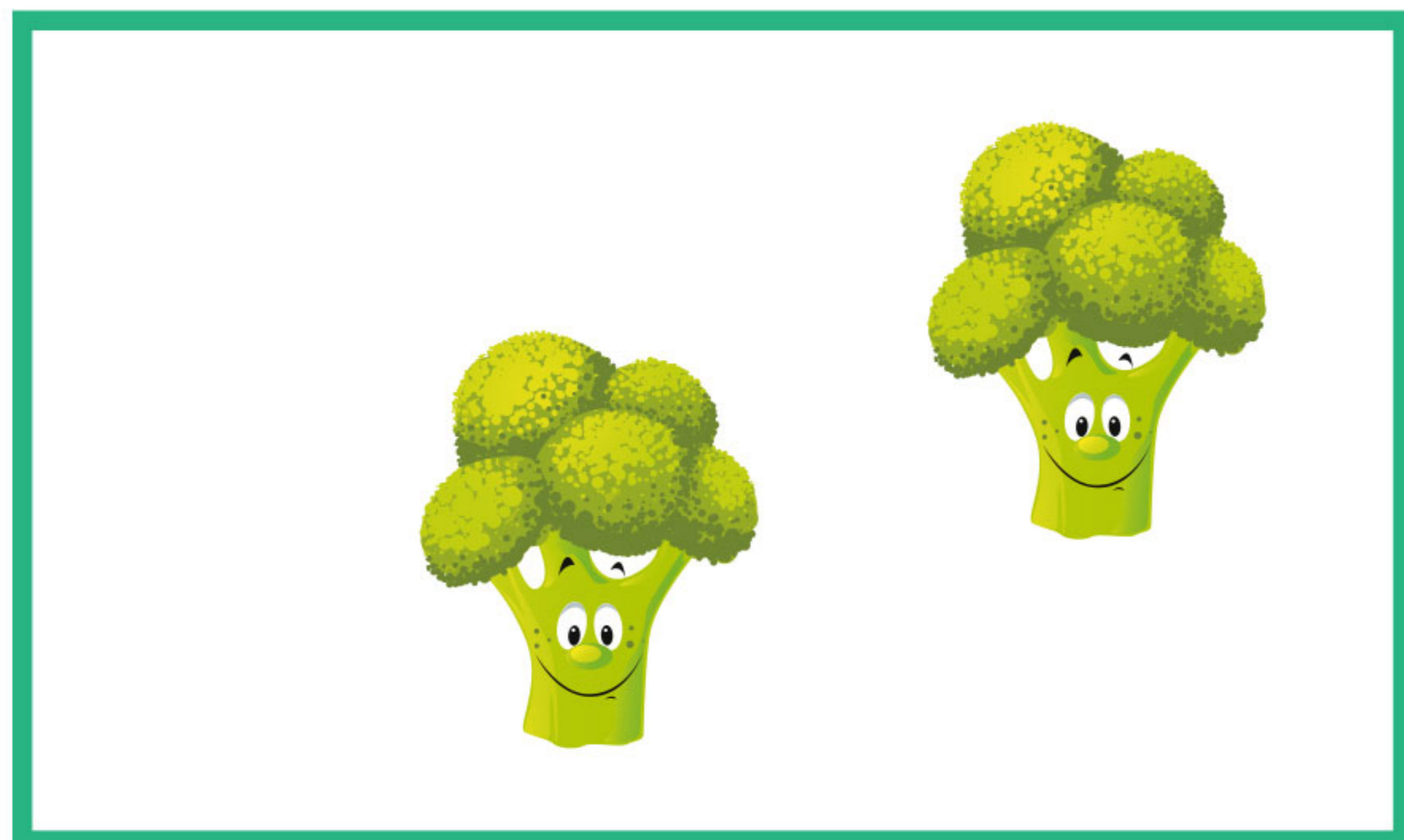
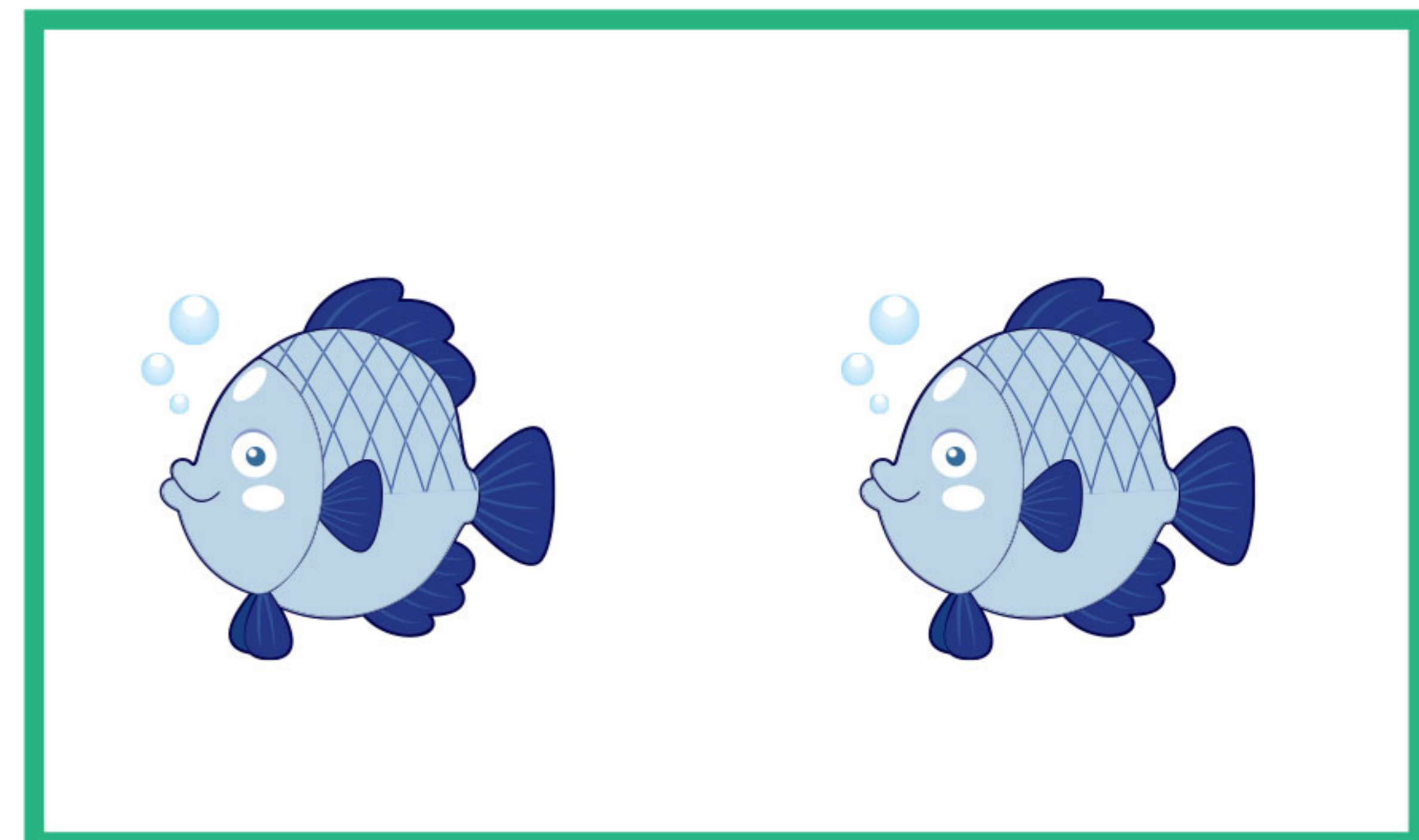
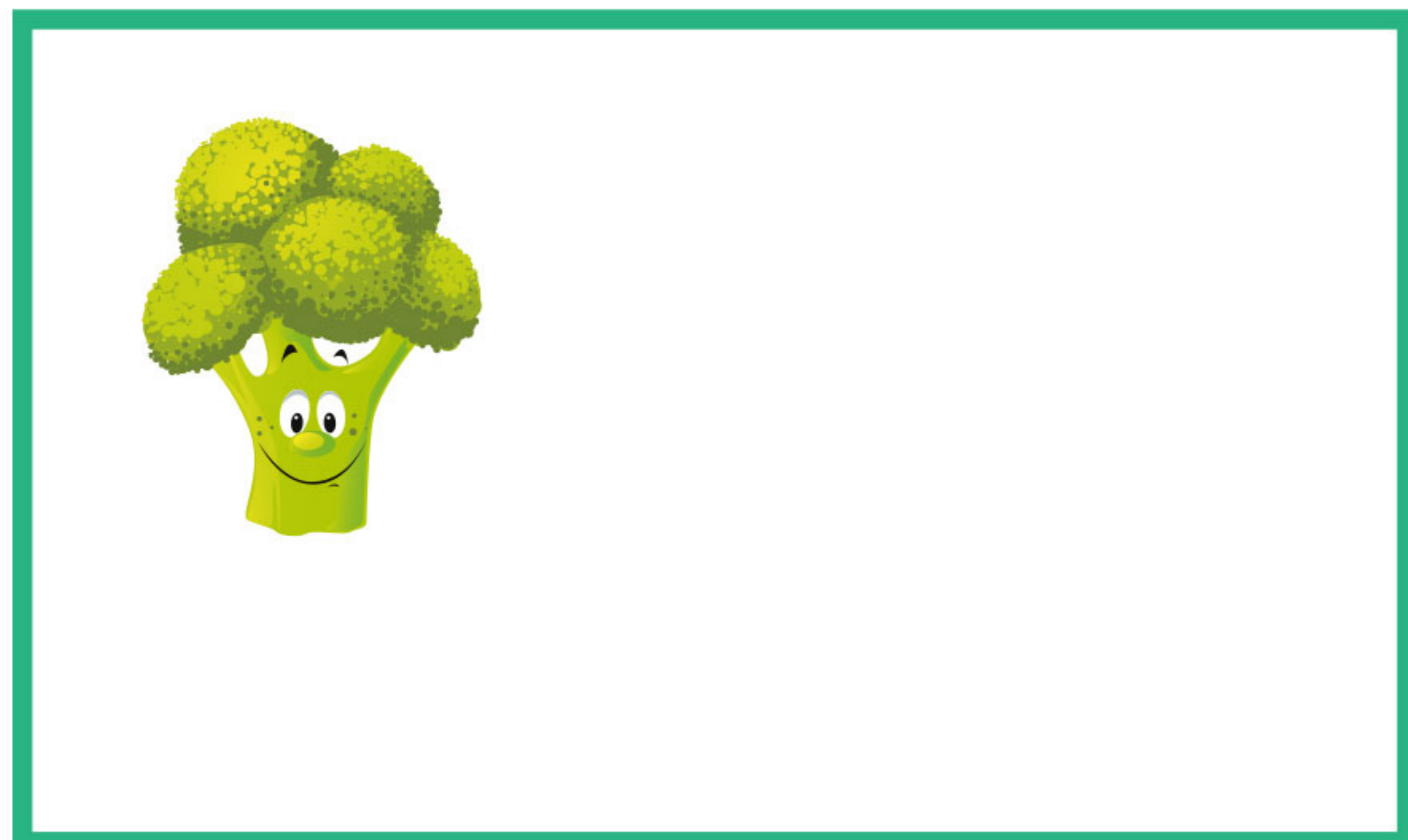
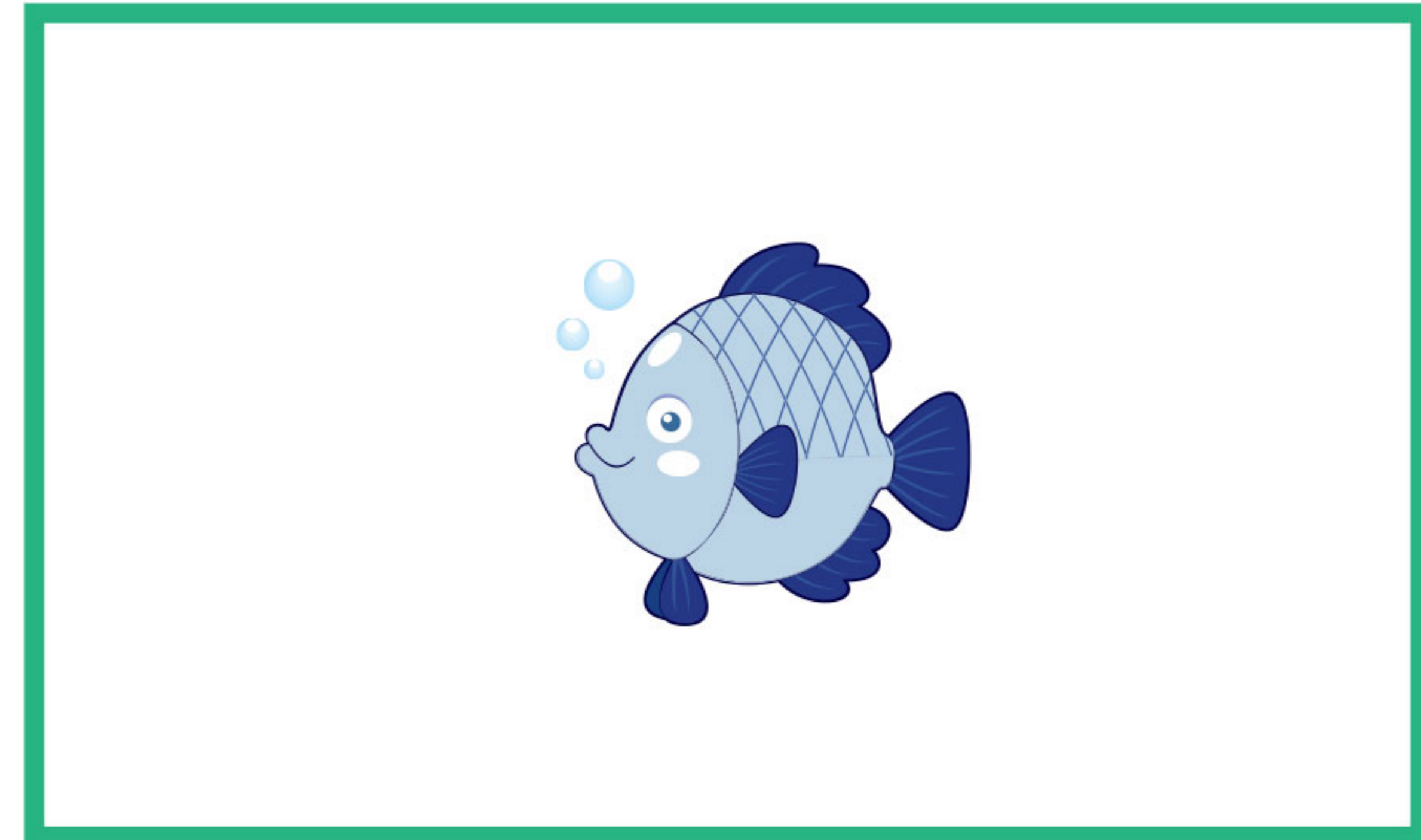
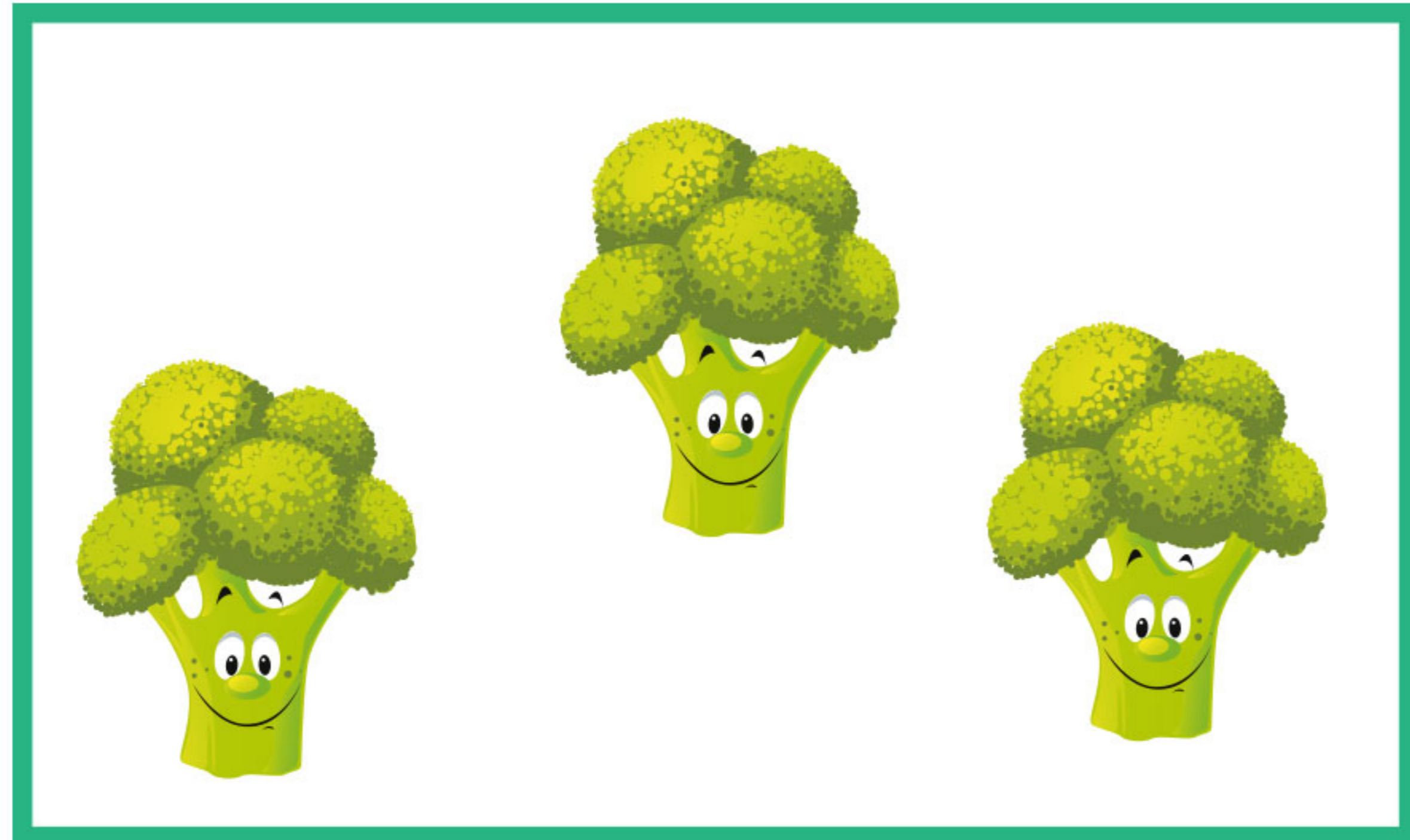
Rodea con un círculo los números iguales al modelo

2

2	3	1	2	0	1
1	2	4	3	1	9
2	4	8	1	6	2
7	1	5	6	5	2

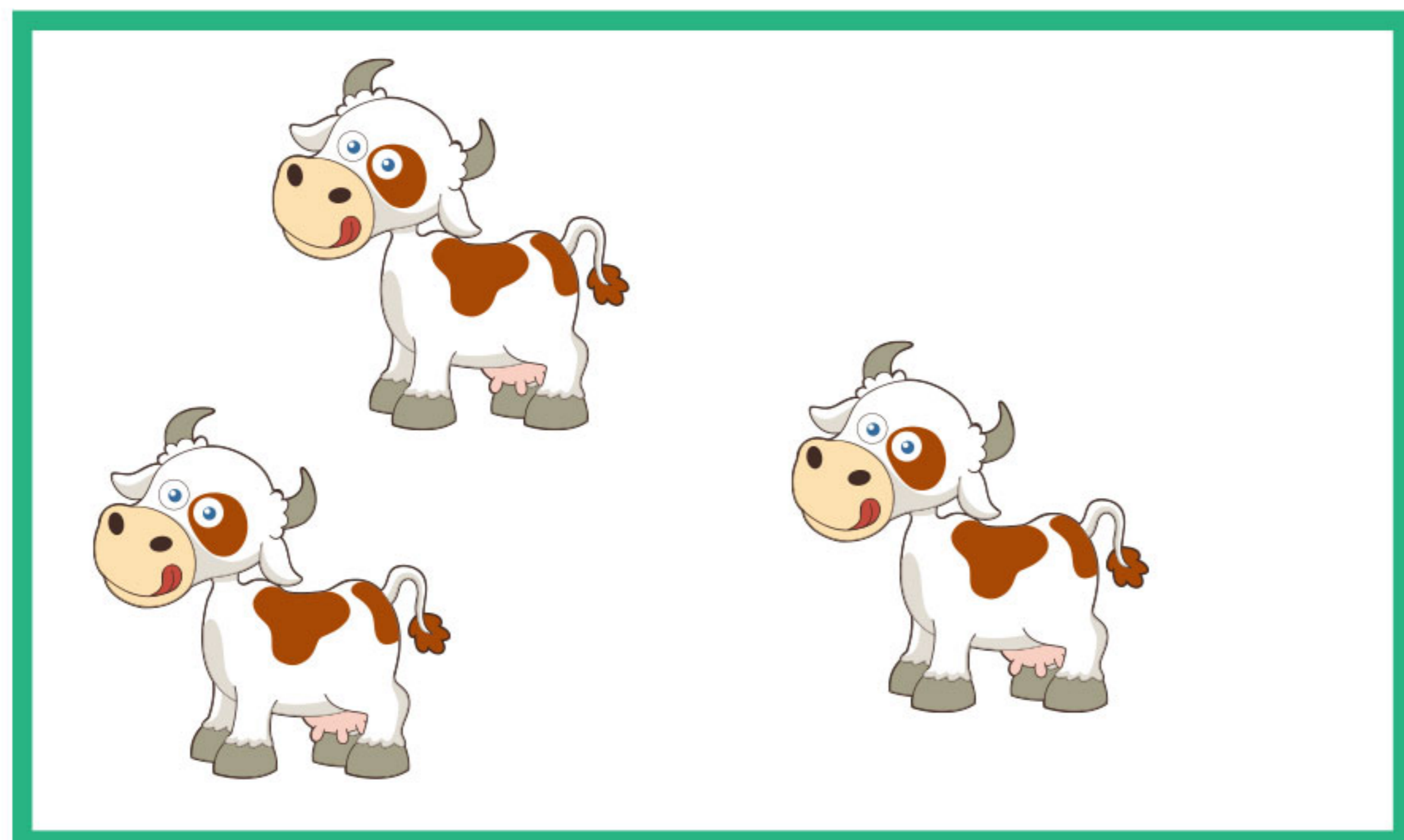
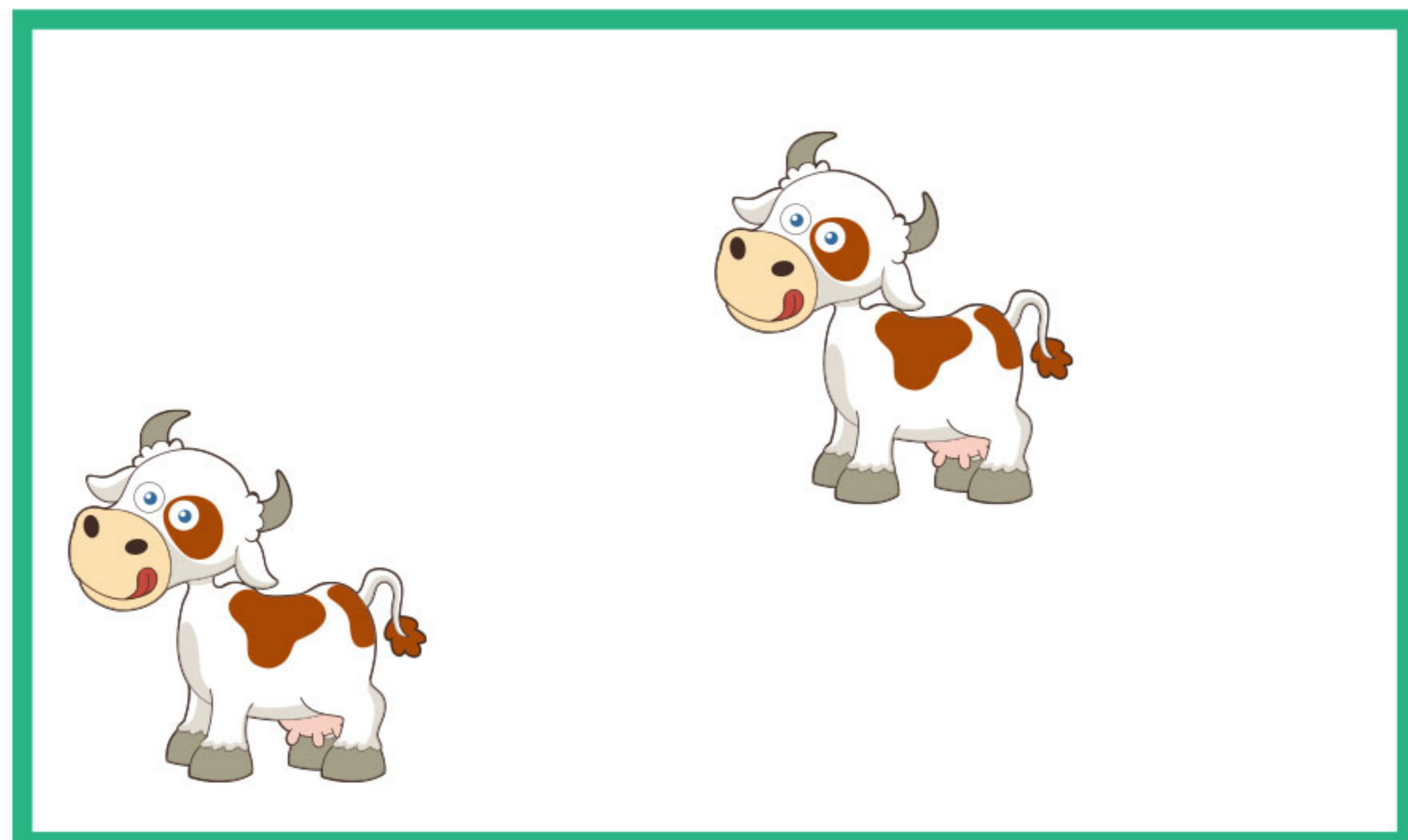


Une los cuadrados que tengan el mismo  
número de objetos





Une los cuadrados que tengan el mismo  
número de objetos





Completa los números que faltan

2-3 años | Números

1	2		→
3	2		→
1		3	→



Dibuja sobre la línea tantos círculos  
como indica el número



2





Dibuja sobre la línea tantos círculos  
como indica el número



3

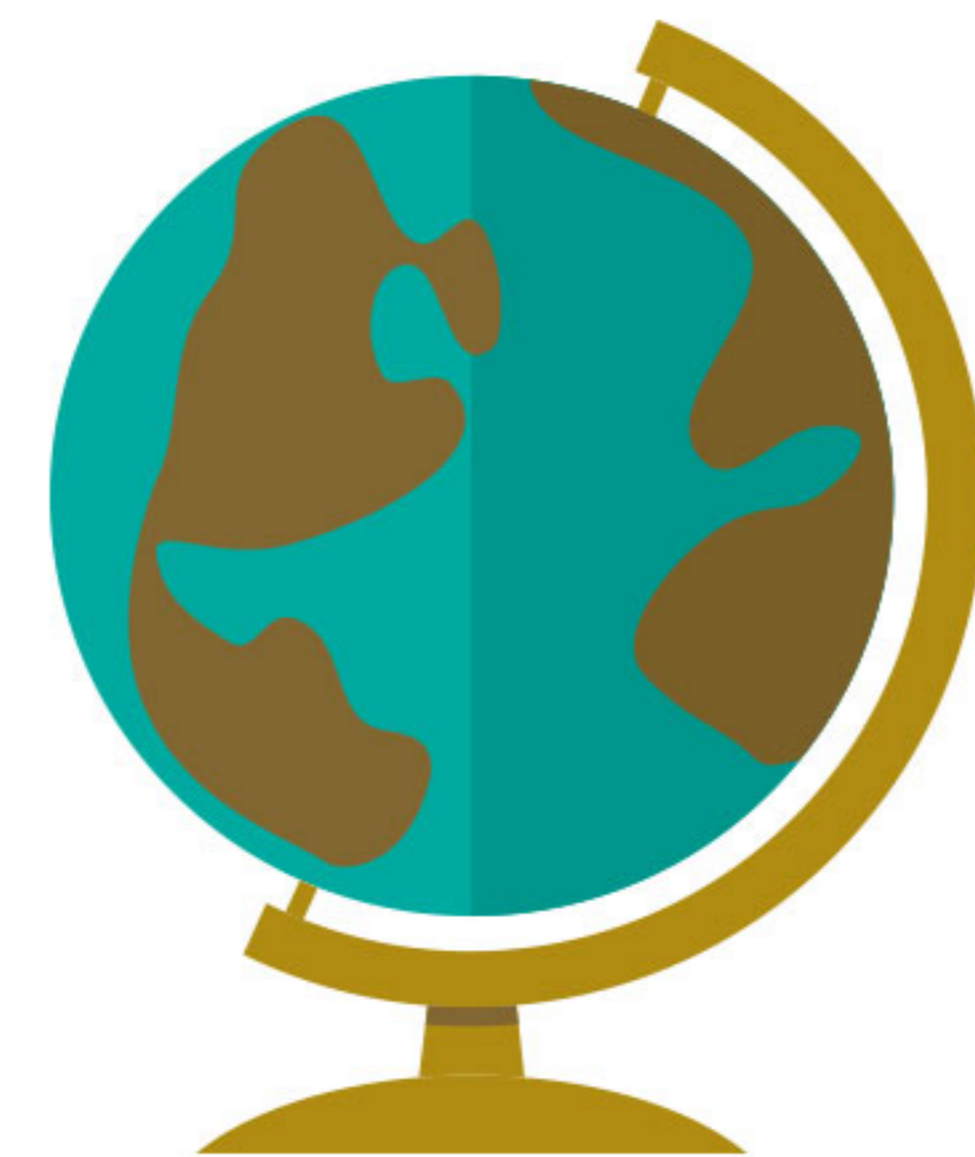




FICHAS PARA TRABAJAR LA

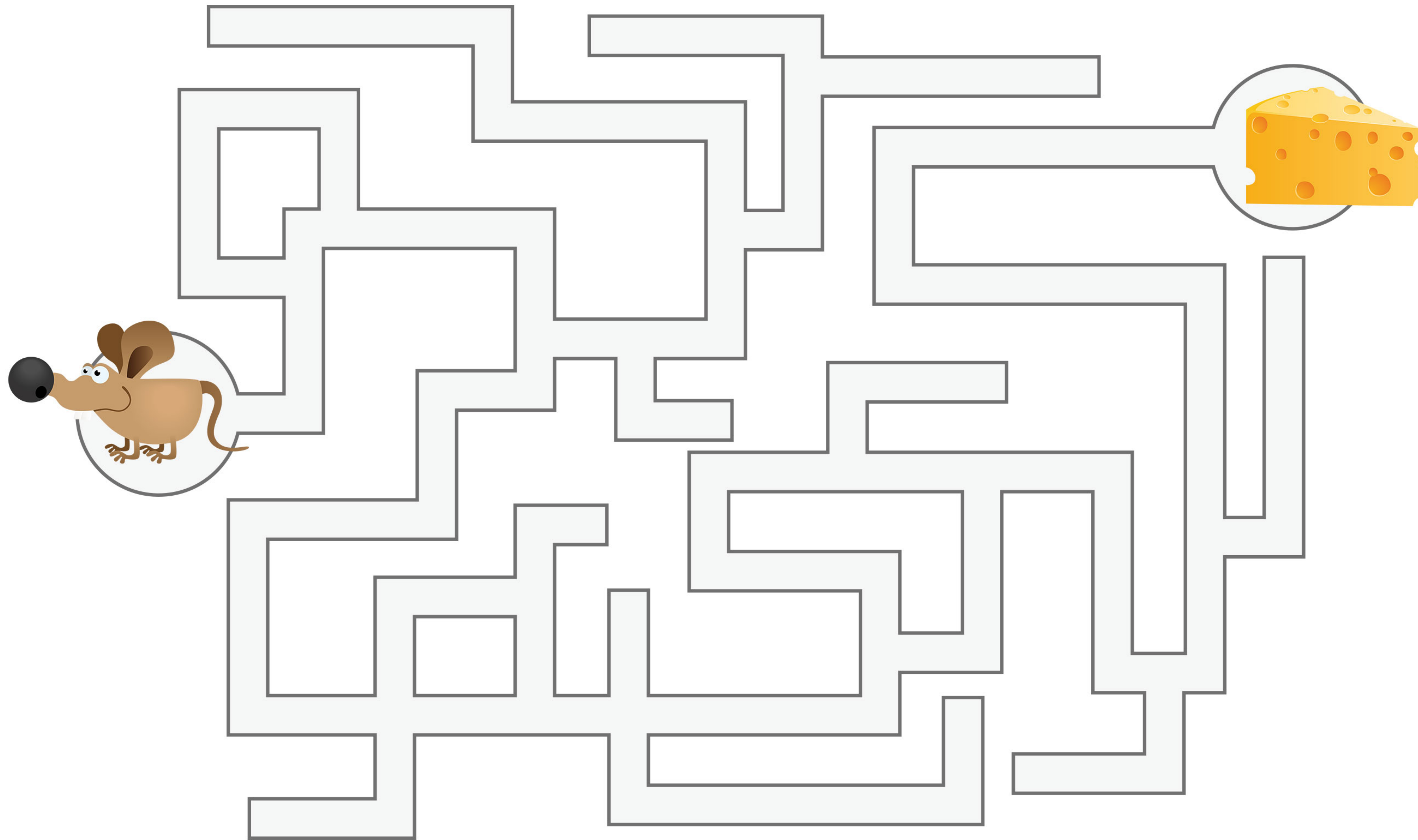
# **ORIENTACIÓN ESPACIAL**

---



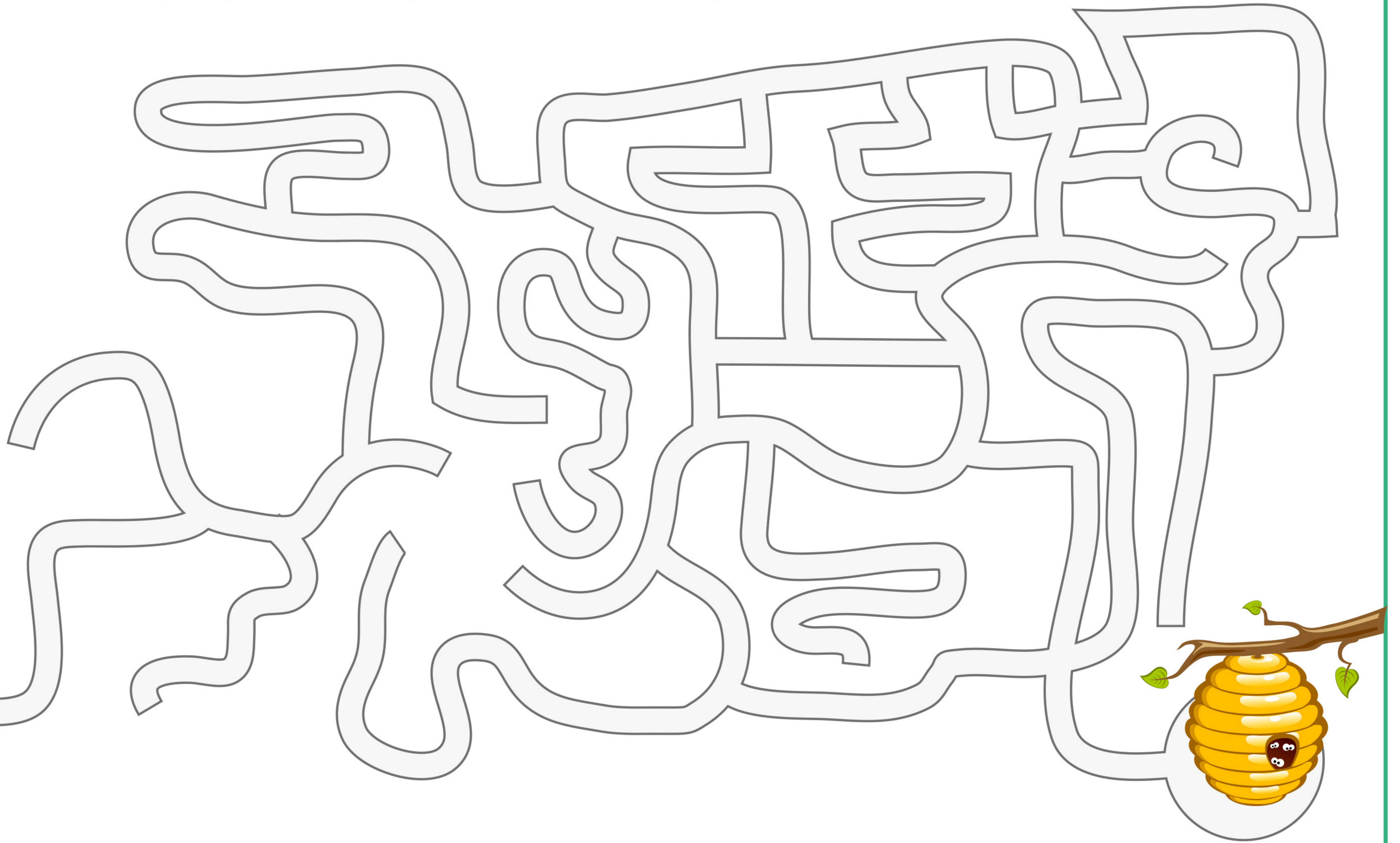


Dibuja el camino que tiene que hacer  
el ratón para llegar hasta el queso



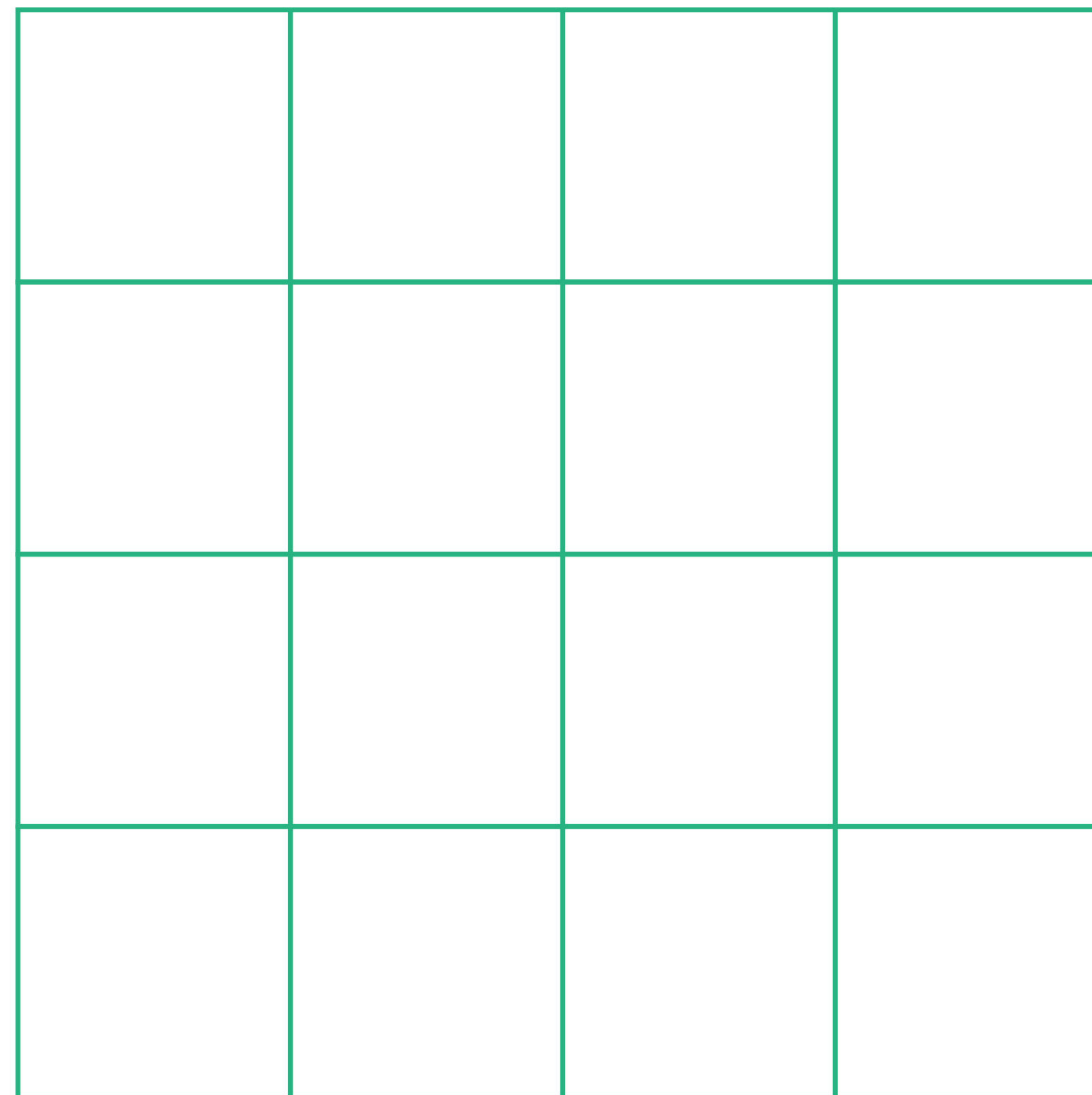
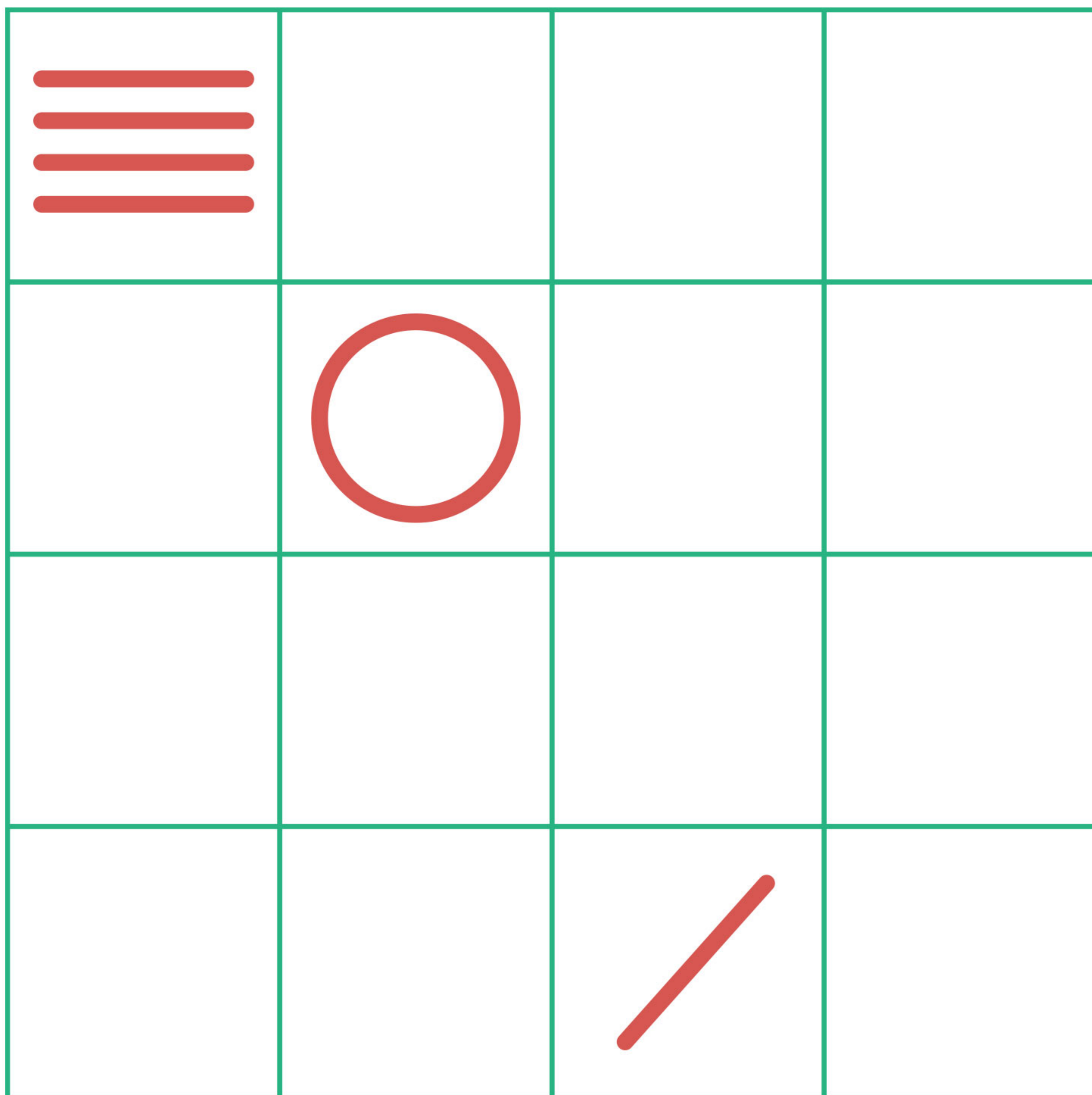


Dibuja el camino que tiene que hacer  
la abeja para llegar hasta el panal



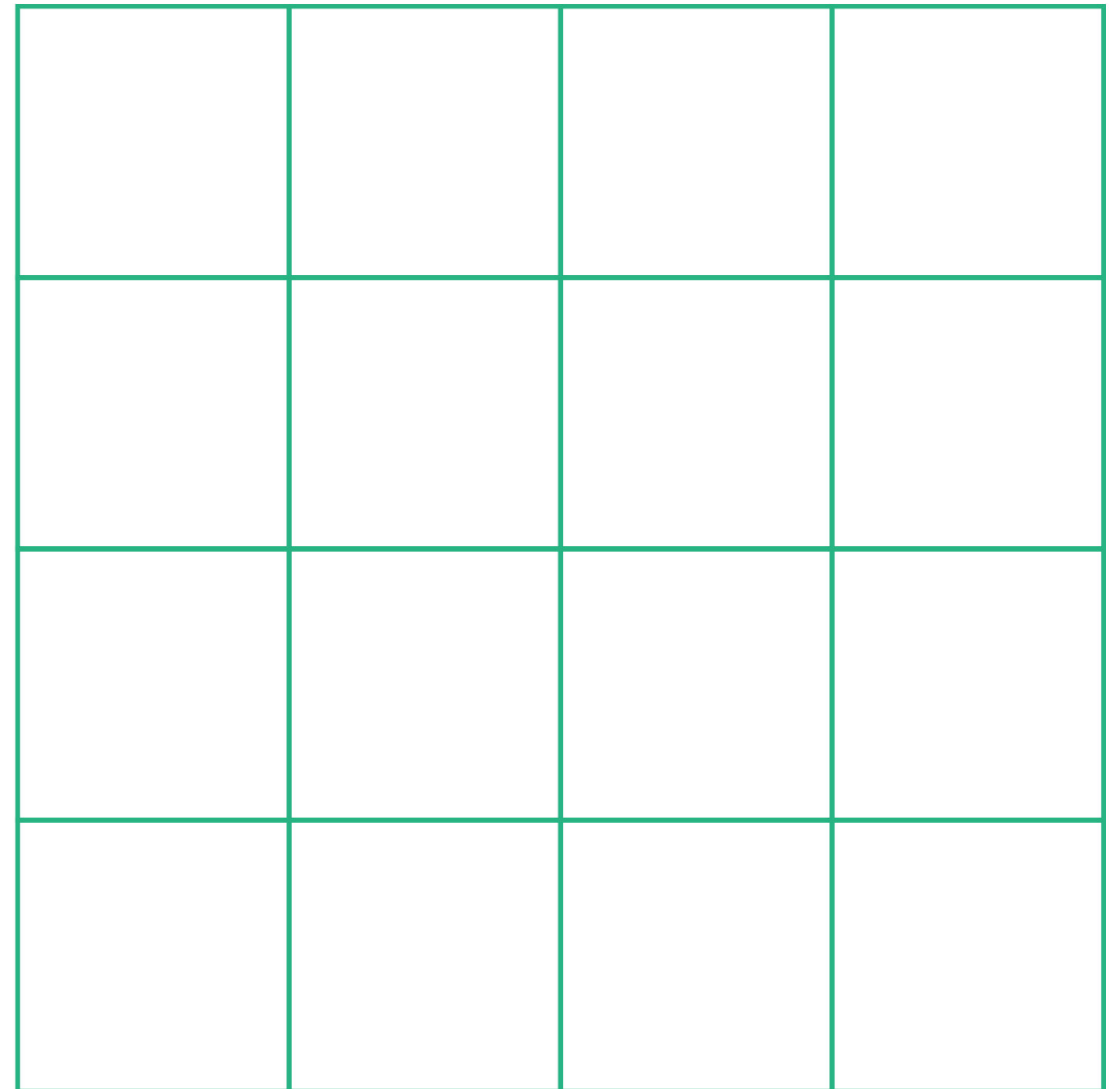
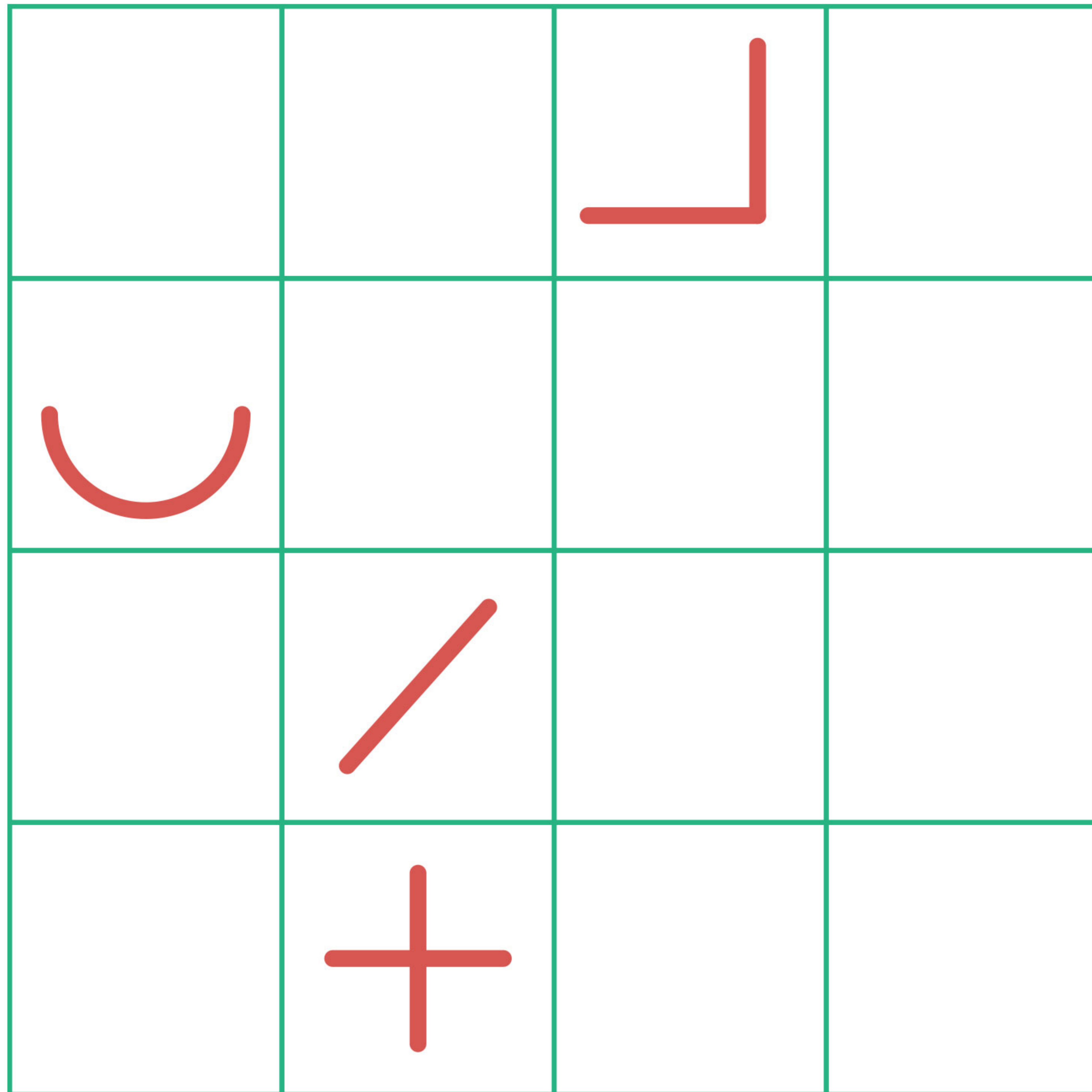


Dibuja los signos colocándolos en los mismos  
cuadros que el modelo



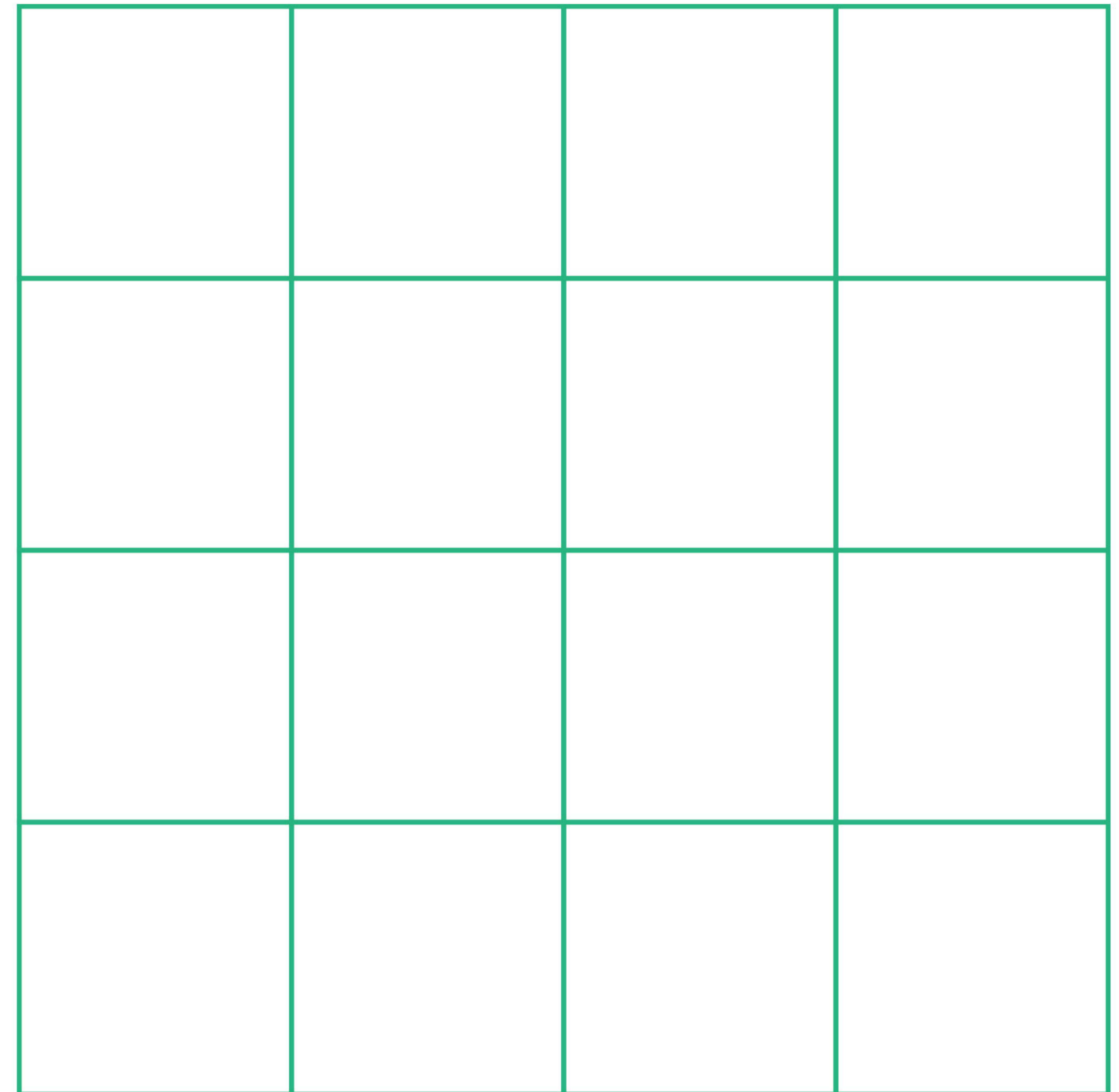
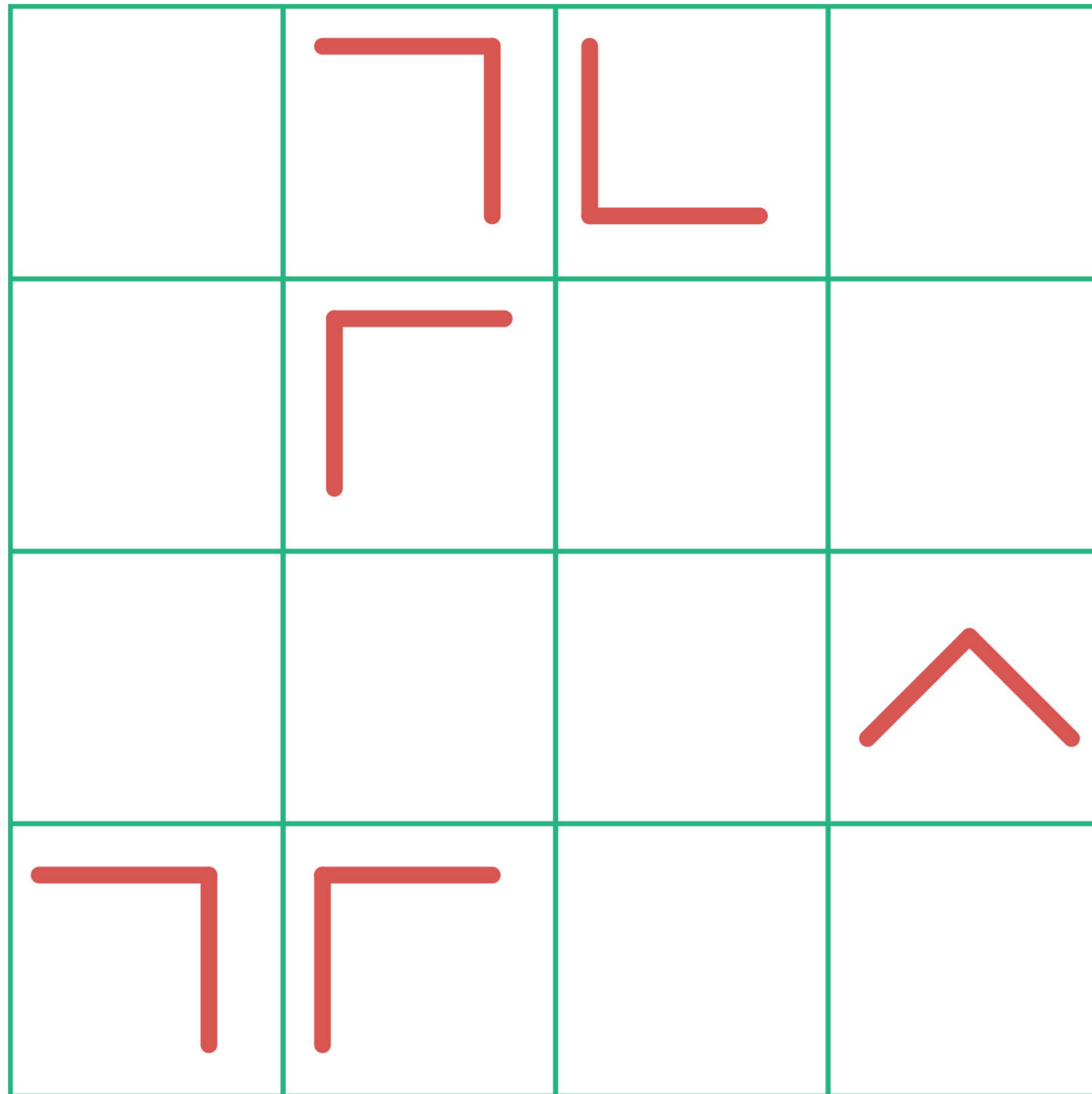


Dibuja los signos colocándolos en los mismos cuadros que el modelo



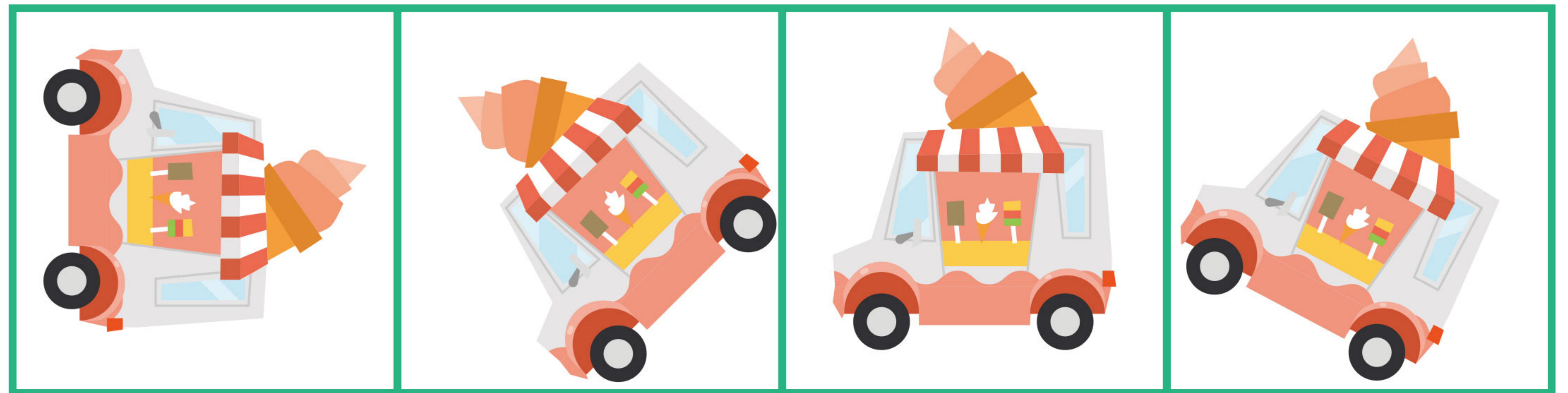


Dibuja los signos colocándolos en los mismos cuadros que el modelo



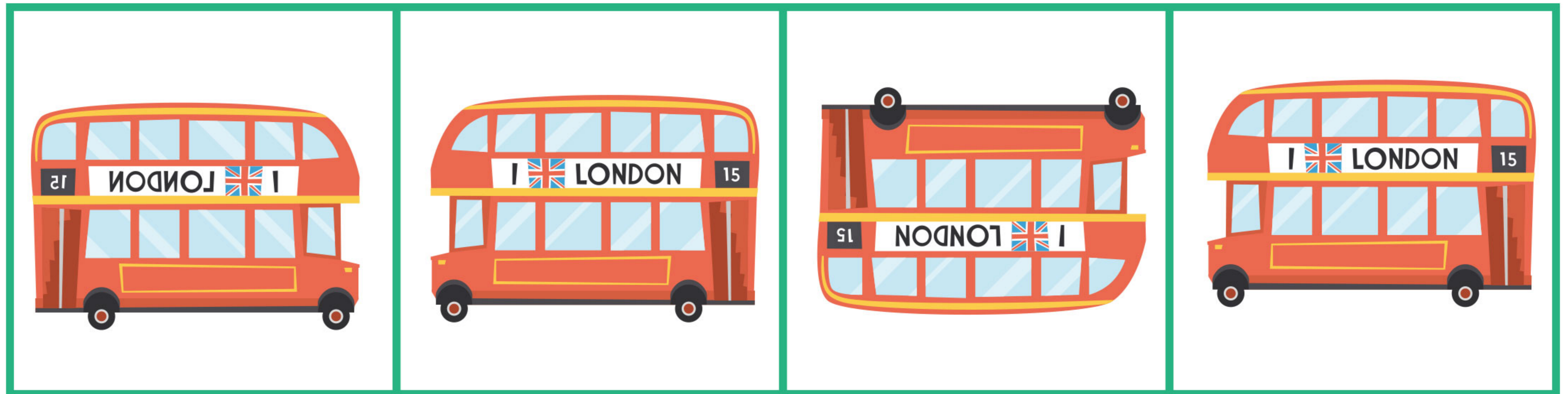


Tacha los objetos que no están  
en la misma posición que el modelo



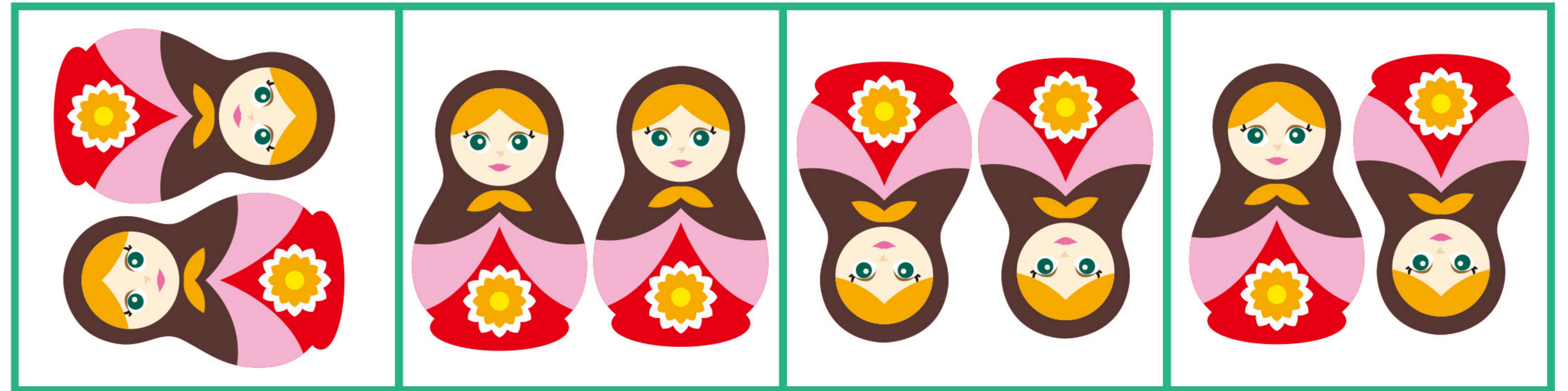


Tacha los objetos que no están  
en la misma posición que el modelo



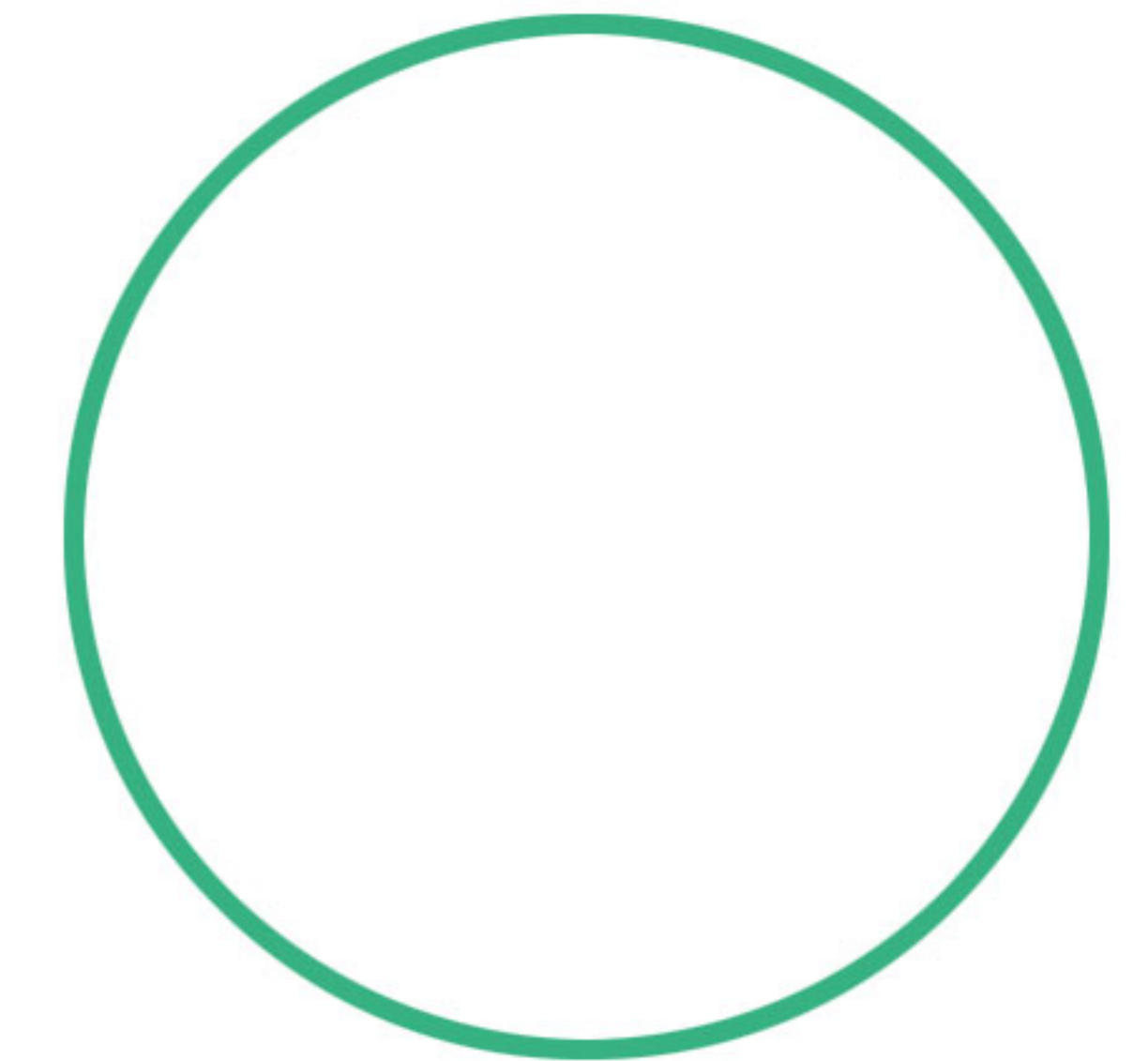


Tacha los objetos que no están  
en la misma posición que el modelo



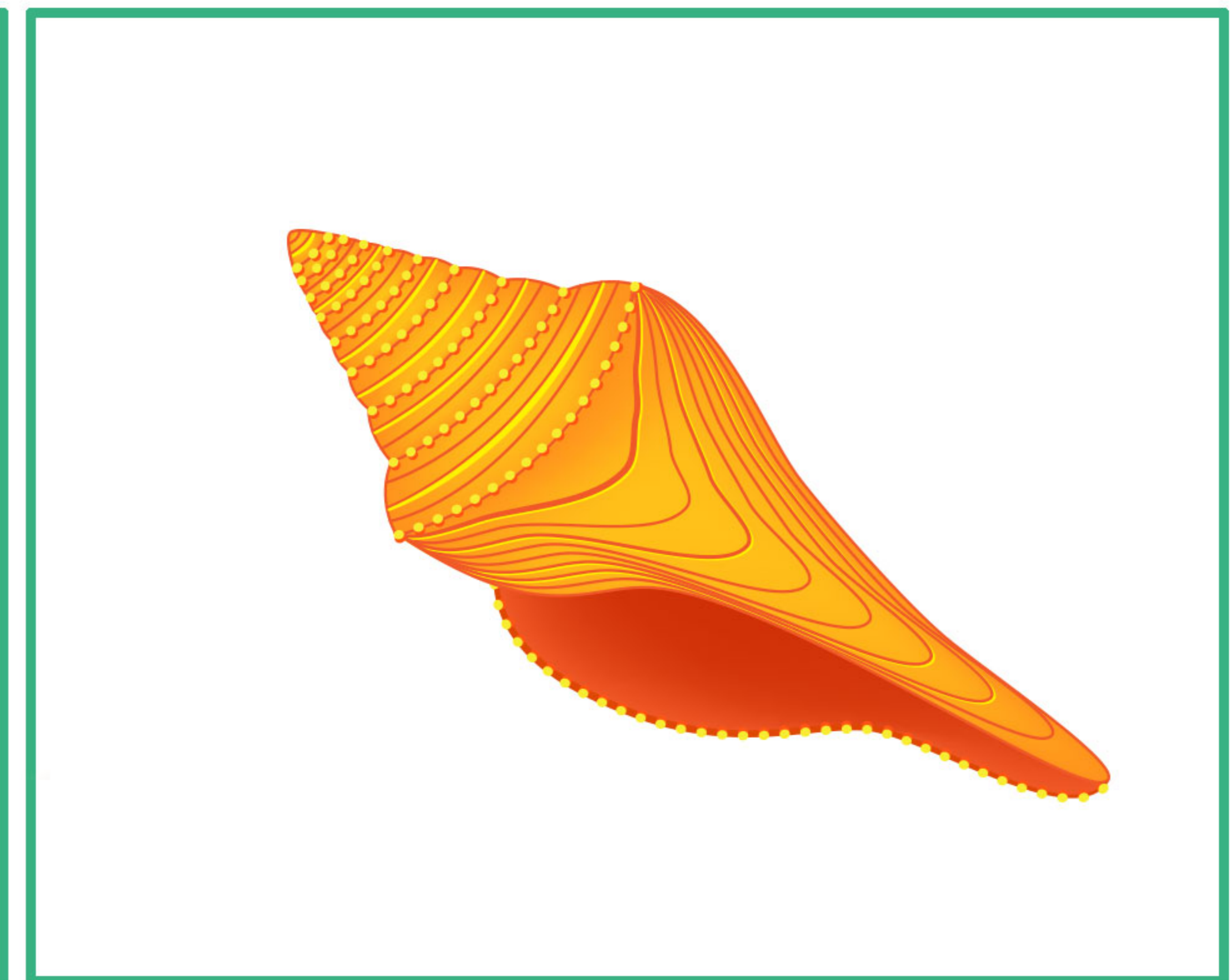
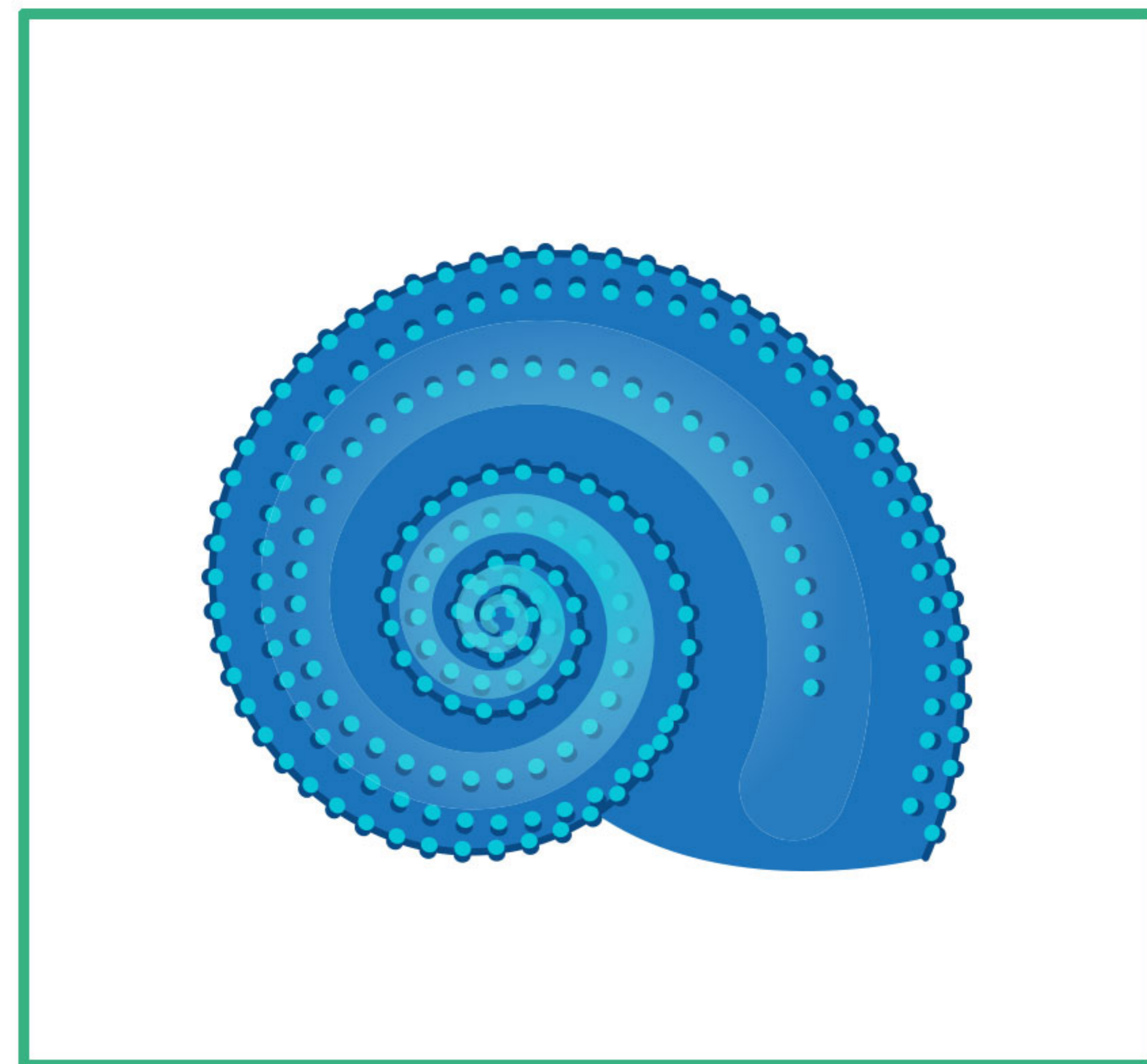
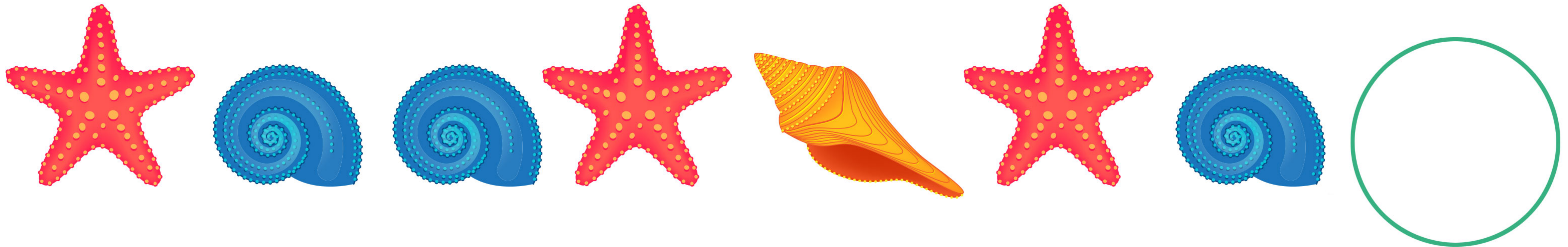


Rodea el objeto que completa la serie





Rodea el objeto que completa la serie





FICHAS PARA  
**COLOREAR**

---





