

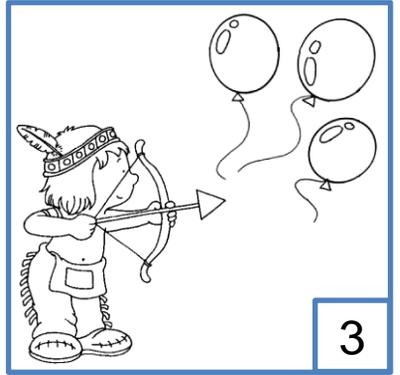
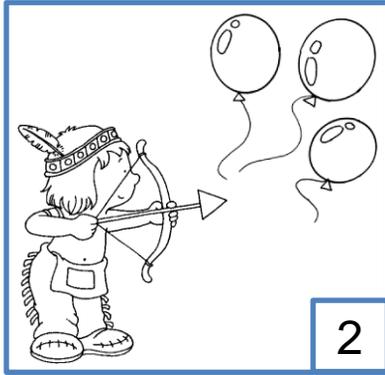
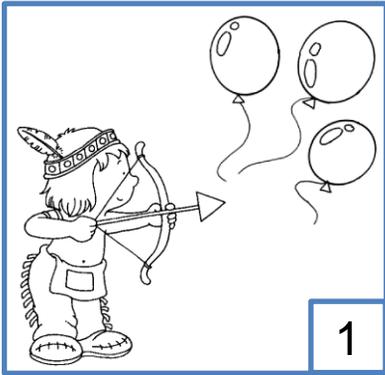
# MATEMÁTICA

Nome : \_\_\_\_\_

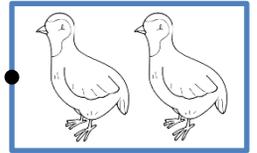
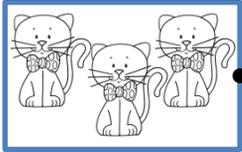
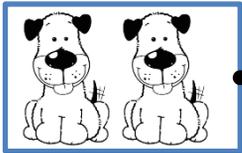
Data : \_\_\_/\_\_\_/\_\_\_



Corta com um **X** os balões necessários para que o número fique certo.



Liga com um traço cada número do balão à quantidade respectiva.



Escreve os números ou desenha as quantidades.



\_\_\_\_\_



\_\_\_\_\_



\_\_\_\_\_



\_\_\_\_\_



3



1



2

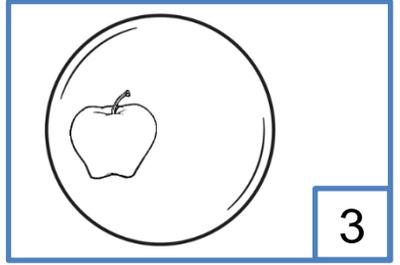
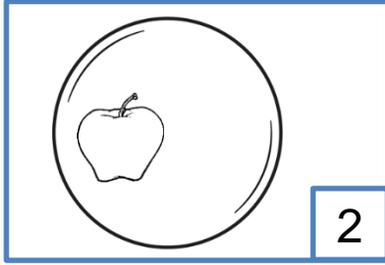
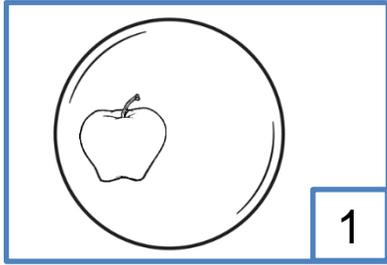


3





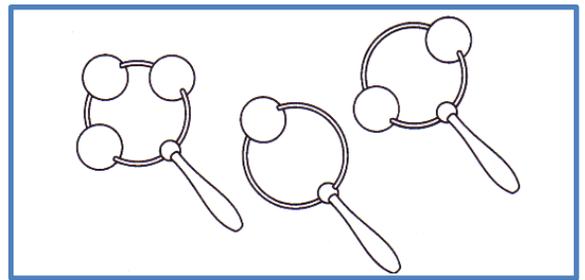
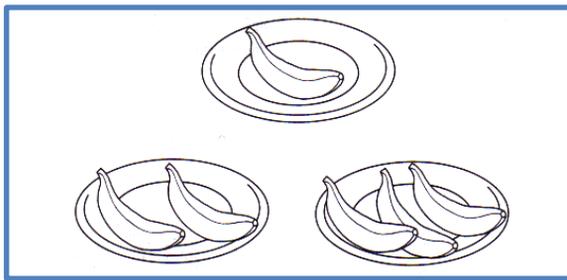
Desenha o que falta para o número estar certo.



Pinta só onde há...

mais que 2;

menos que 3;



Compara, usando os sinais (> < =) ou escrevendo números.

>

=



Escreve o número de passos que cada criança vai dar para chegar à bola.

