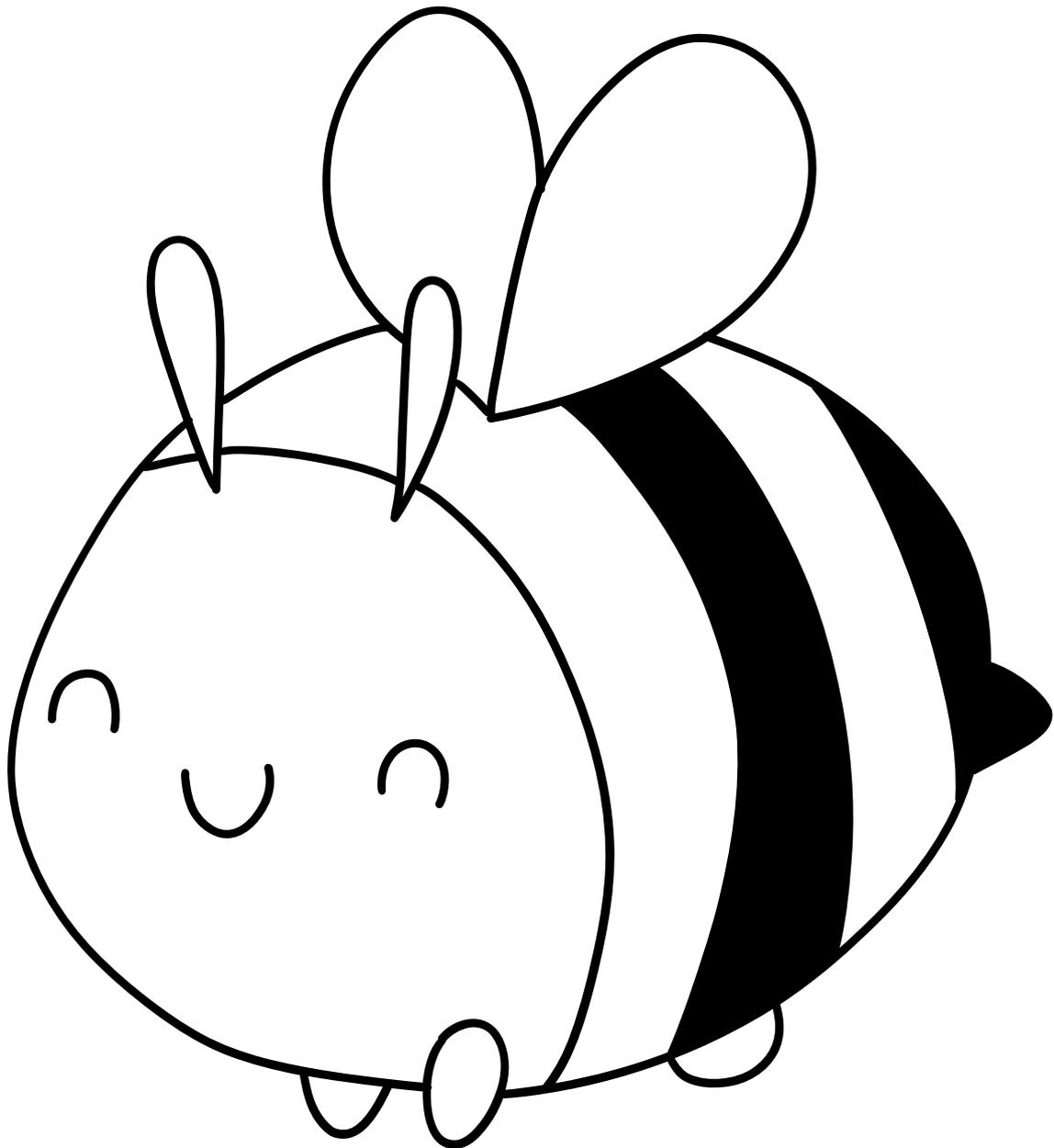


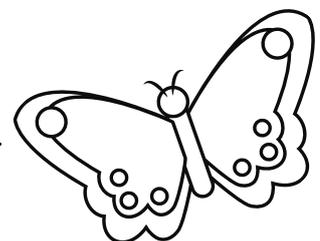
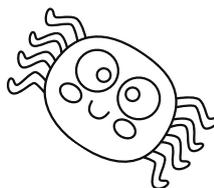
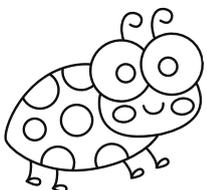
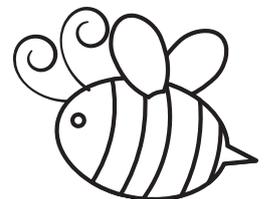
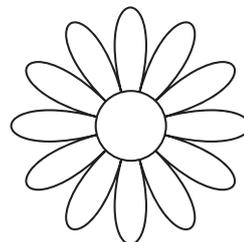
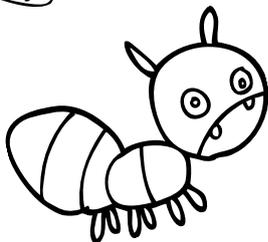
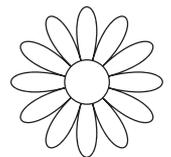
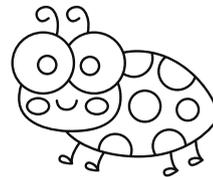
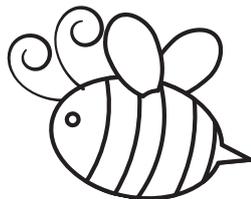
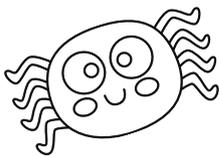
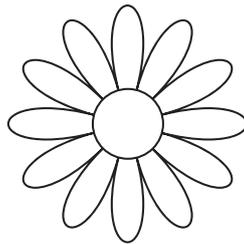
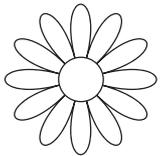
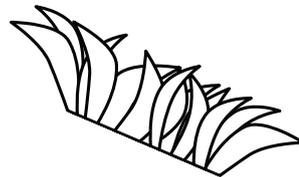
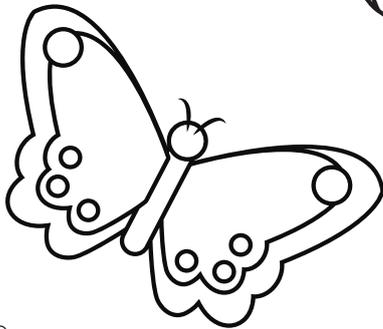
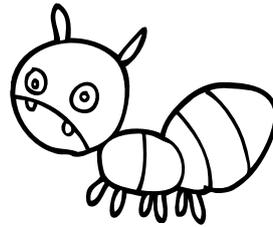
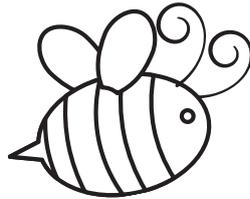
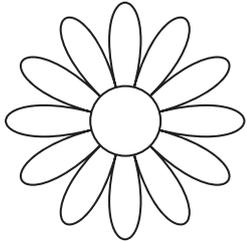
IL LIBRO-APE

HOMEMADEMAMMA



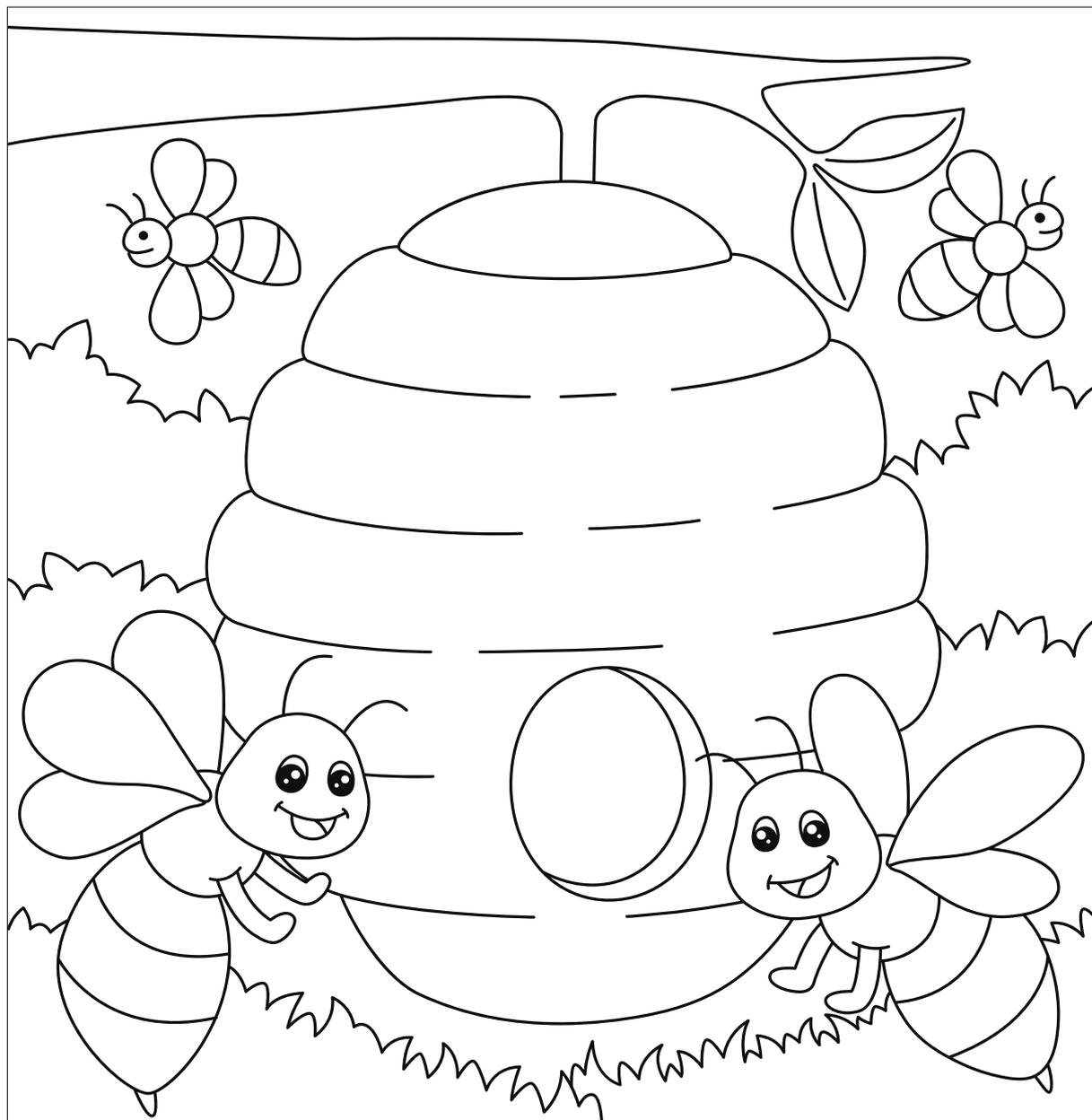
TROVA LE API

TROVA E COLORA SOLO LE API



SEGUI LA TRACCIA

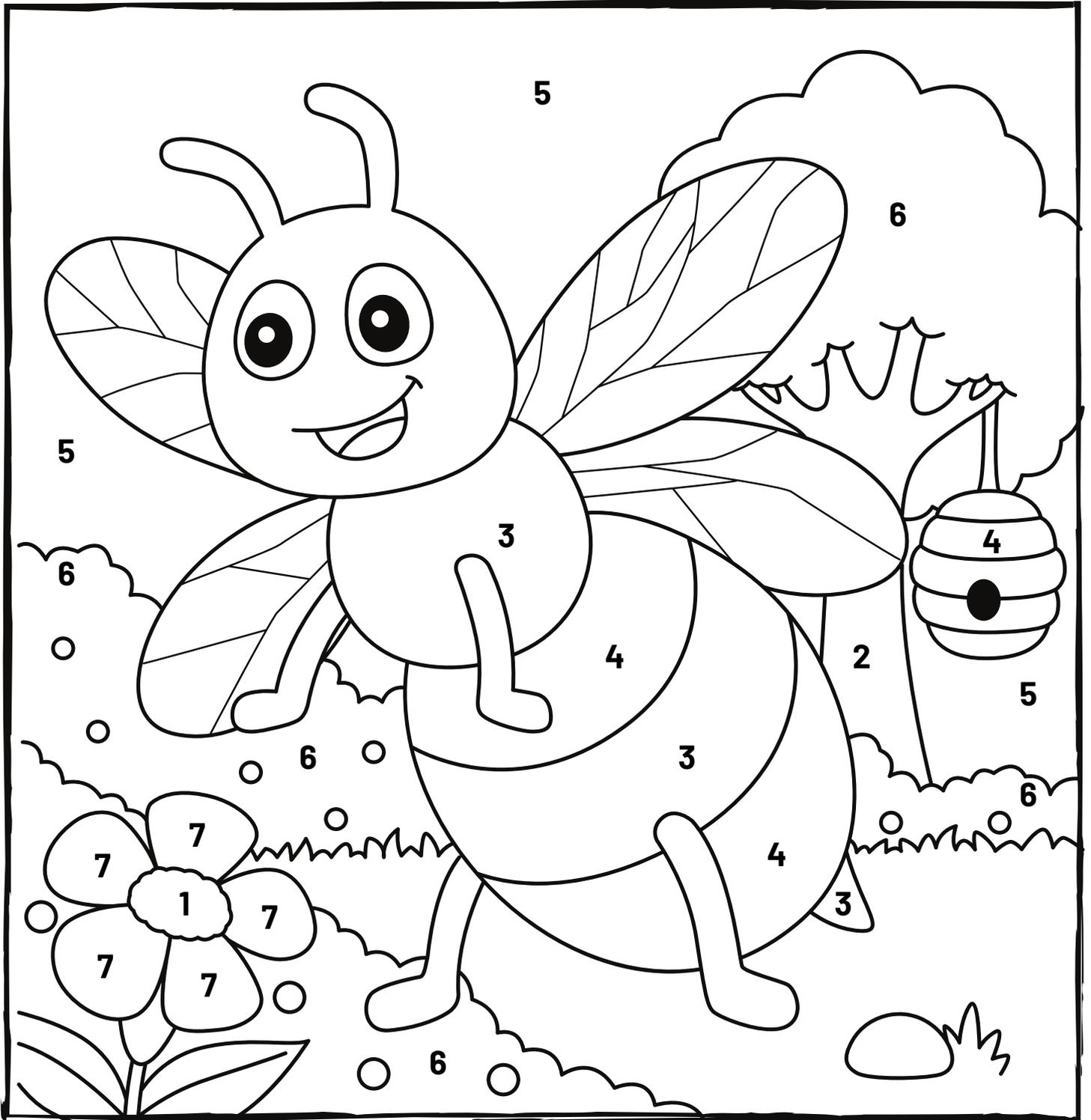
COLORA IL DISEGNO SEGUENDO LE INDICAZIONI



- COLORA LE API DI GIALLO E NERO CON LE ALI AZZURRE
- COLORA L'ALVEARE DI ARANCIONE ED IL FORO DI NERO
- COLORA IL RAMO DI MARRONE E LE FOGLIE DI VERDE SCURO
- COLORA IL PRATO DI VERDE CHIARO
- COLORA IL CIELO DI AZZURRO

COLORA CON I NUMERI

COLORA IL DISEGNO IN BASE AI NUMERI



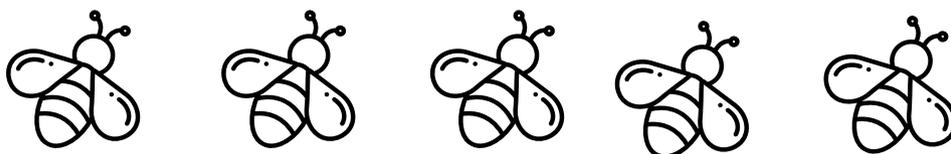
- 1. rosa
- 3. nero
- 5. blu
- 7. viola

- 2. marrone
- 4. giallo
- 6. verde

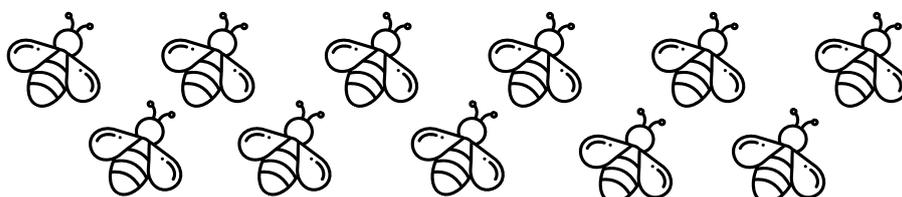
CONTA E COLORA

COLORA LE API DI OGNI RIGA IN BASE AL NUMERO INDICATO

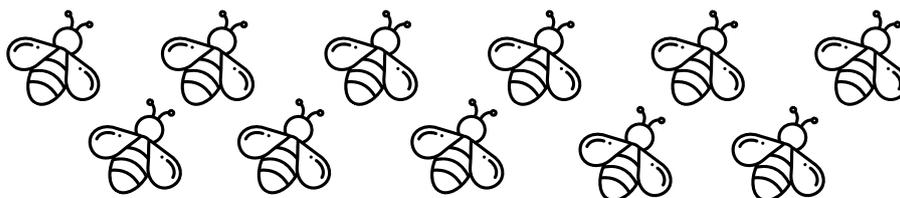
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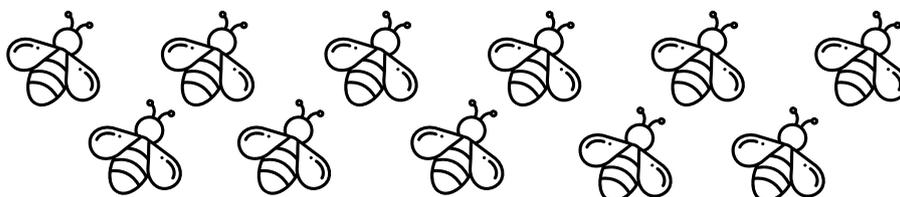
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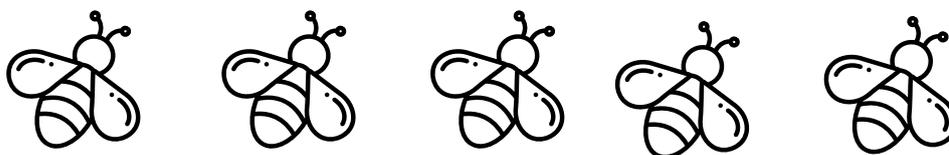
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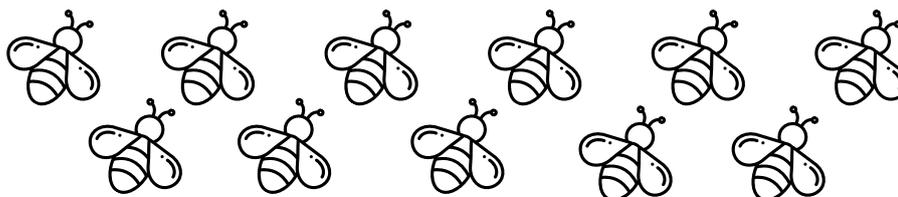
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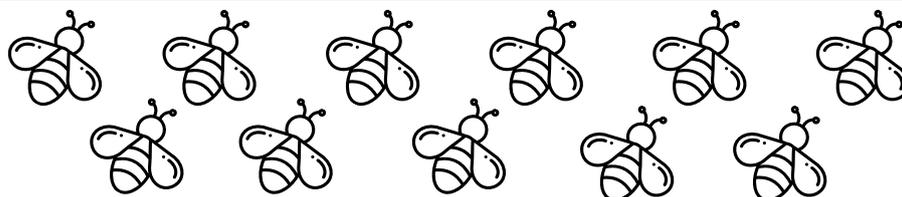
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7

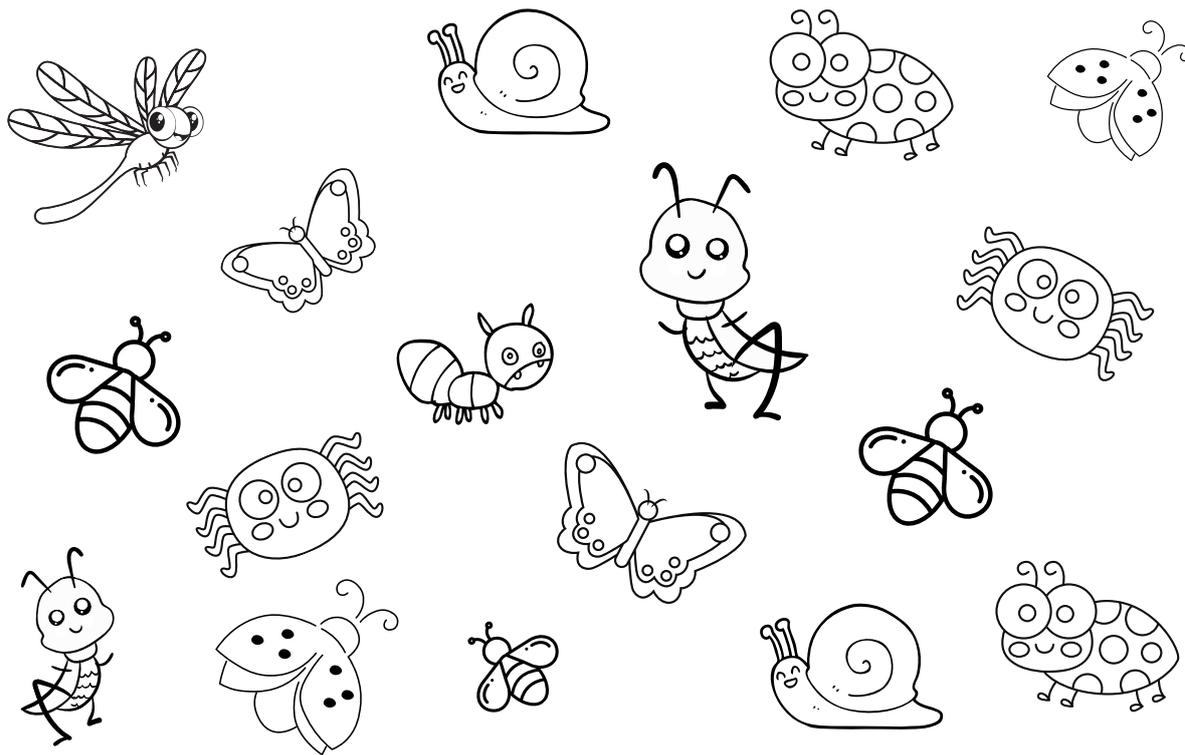


6



CONTA LE API

COLORA SOLO LE API



QUANTE API HAI TROVATO ?

4

6

3

5

7

1

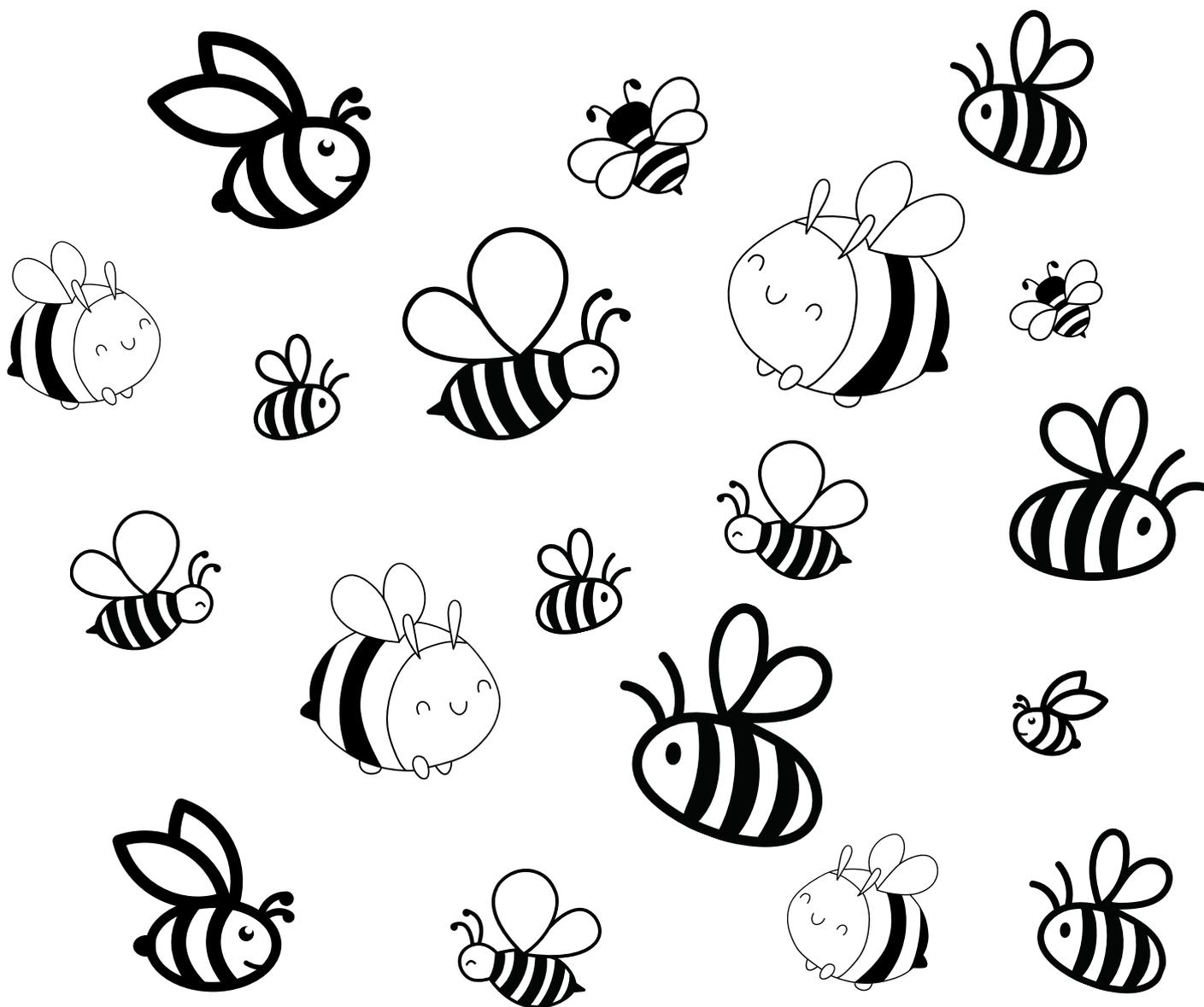
9

8

2

UN PRATO PIENO DI API

CONTA LE VARIE API E SEGNA IL LORO NUMERO NELLA TABELLA



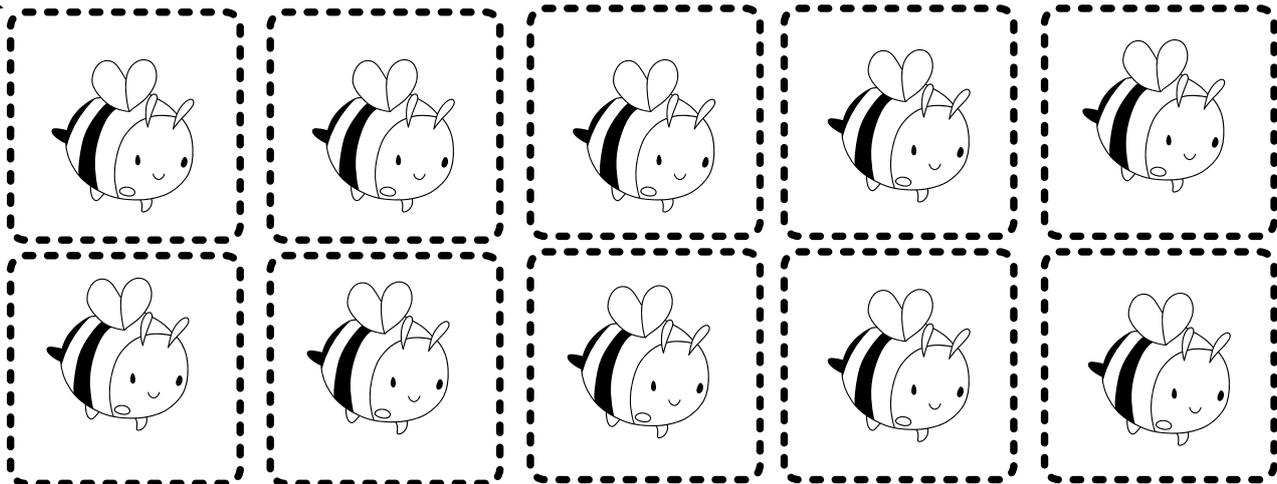
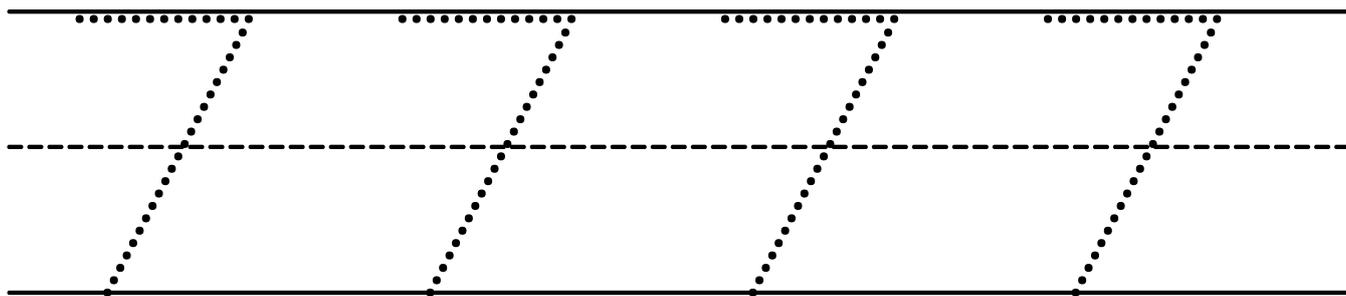
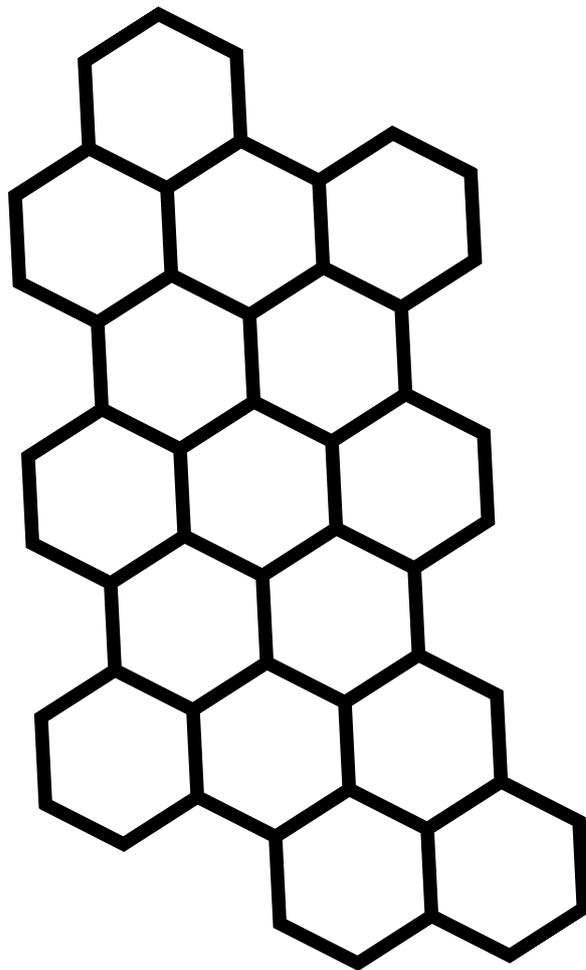
				

TUTTE A CASA

CONTA 7 API, RITAGLIALE E METTELE NELL'ALVEARE



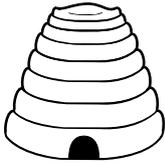
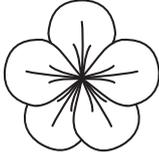
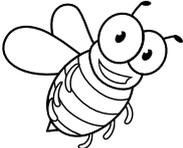
SETTE



LA STRADA VERSO CASA

AIUTA L'APE A RAGGIUNGERE L'ALVEARE EVITANDO GLI OSTACOLI USANDO LA LEGENDA.

COLORA LE CASELLE PER SEGNARE IL PERCORSO

	1	2	3	4
A				
B				
C				
D				

1 D 2

2 C 2

3 C 1

4 B 1

5 A 1

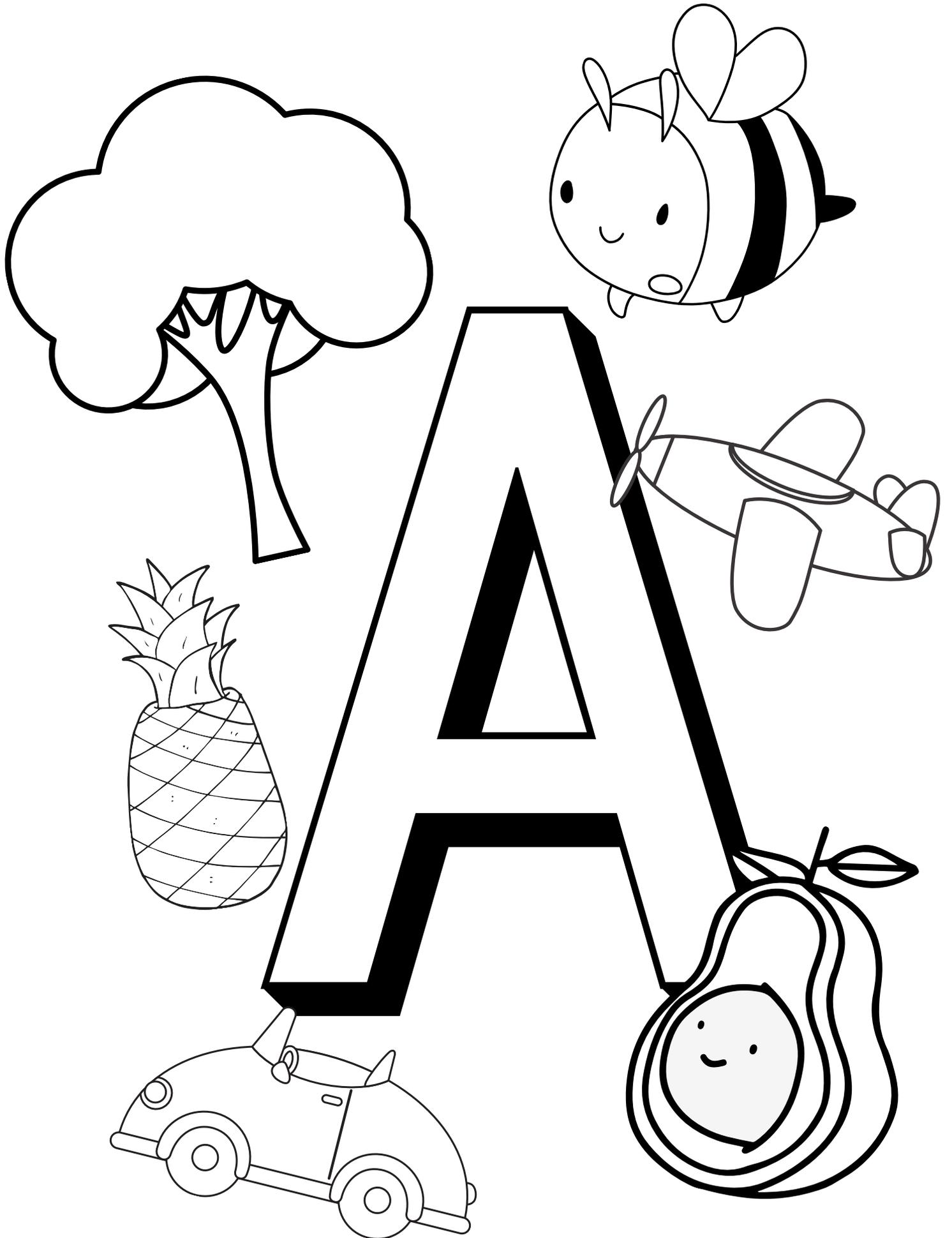
6 A 2

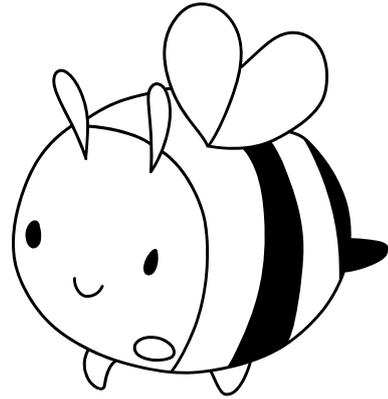
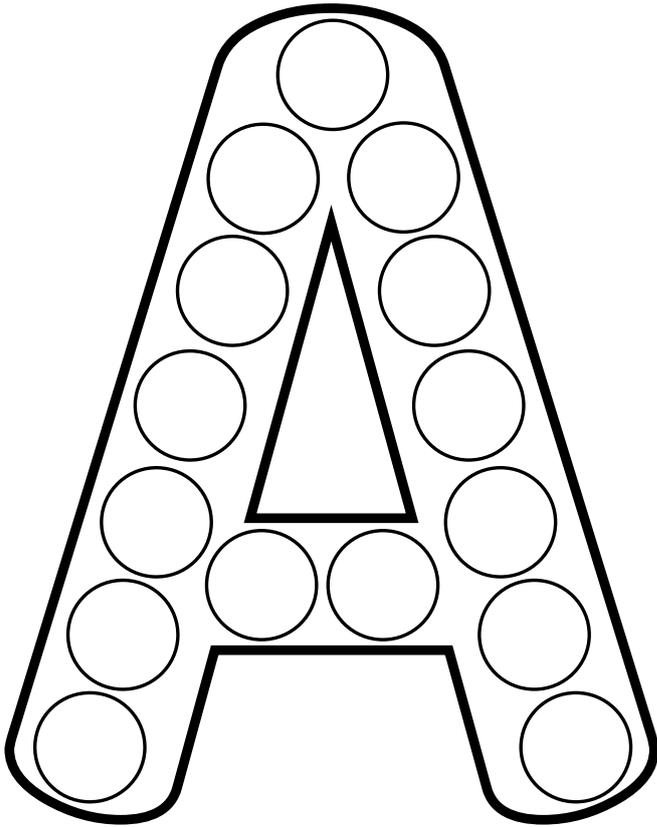
7 A 3

8 B 3

9 B 4

10 A 4

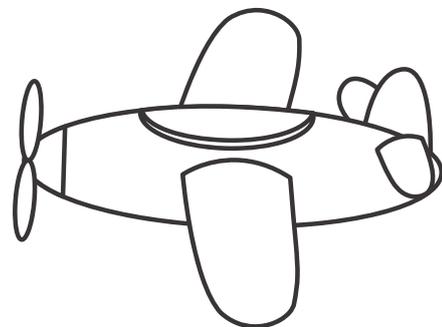




COME APE

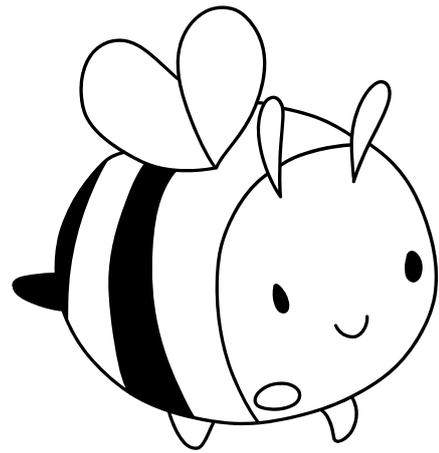
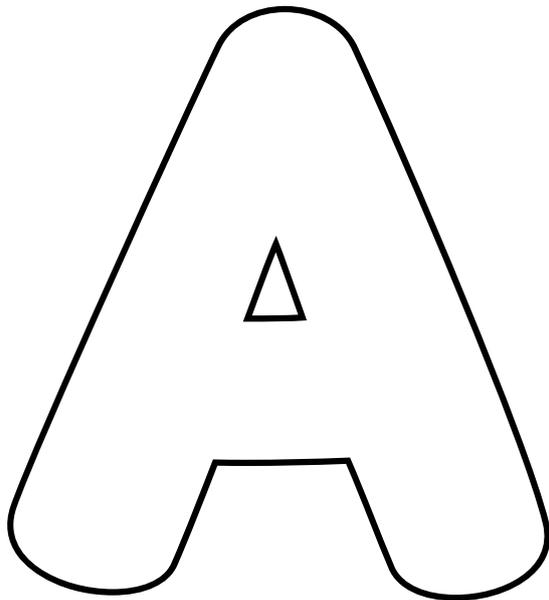


ALBERO



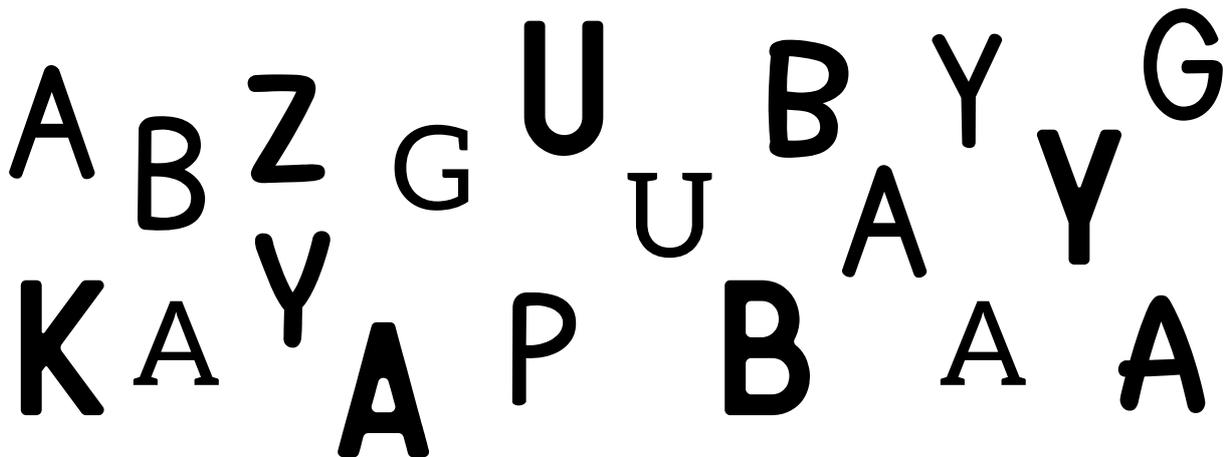
AEREO

COLORA

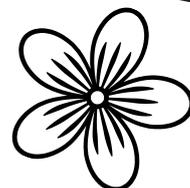
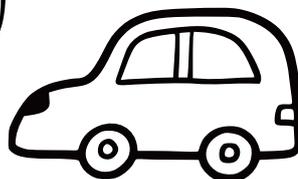
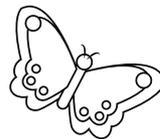
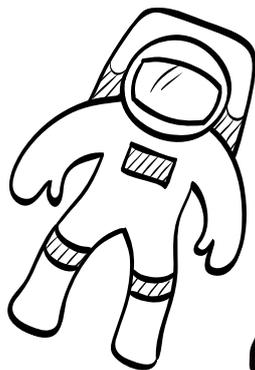
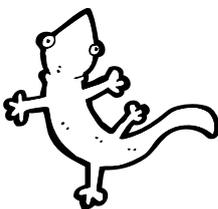


APE

CERCHIA LA LETTERA A

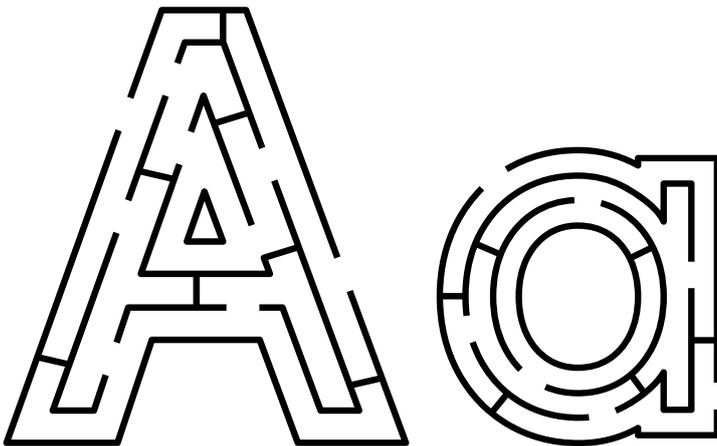
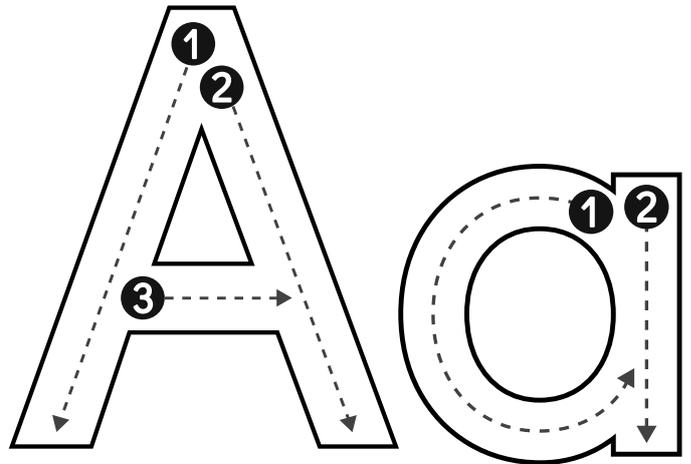
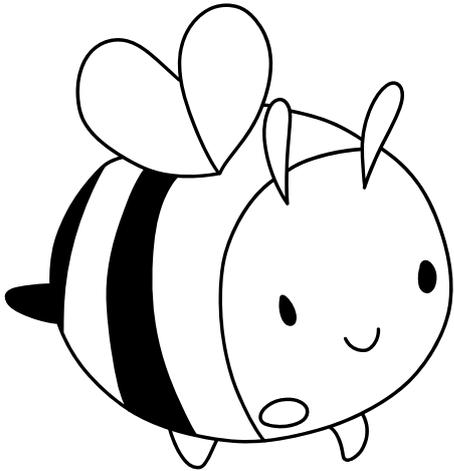


COLORA I DISEGNI LA CUI LETTERA INIZIA PER A

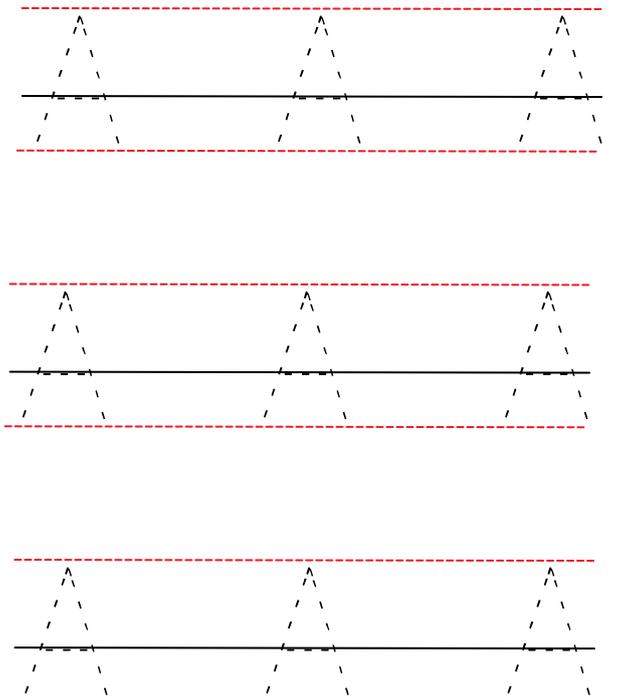
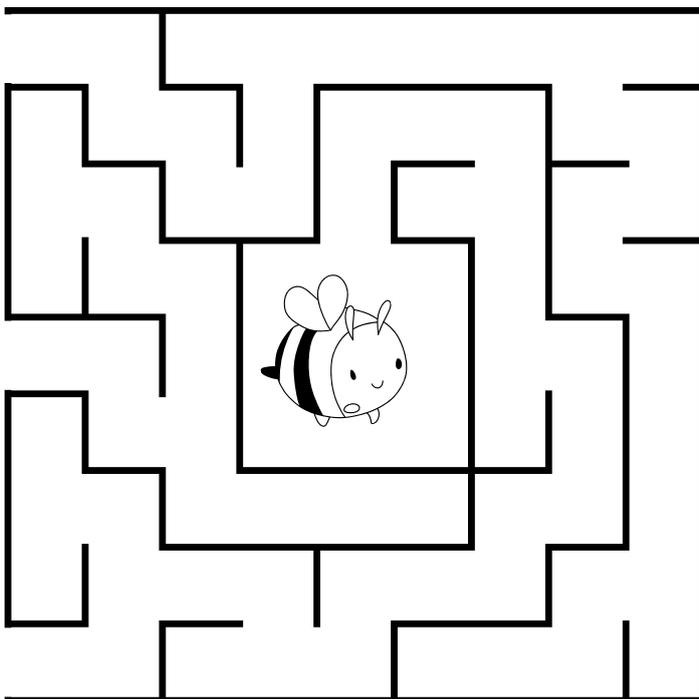
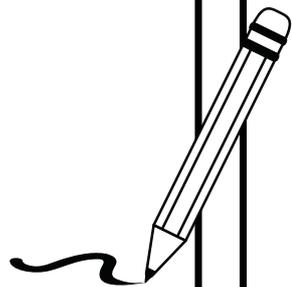


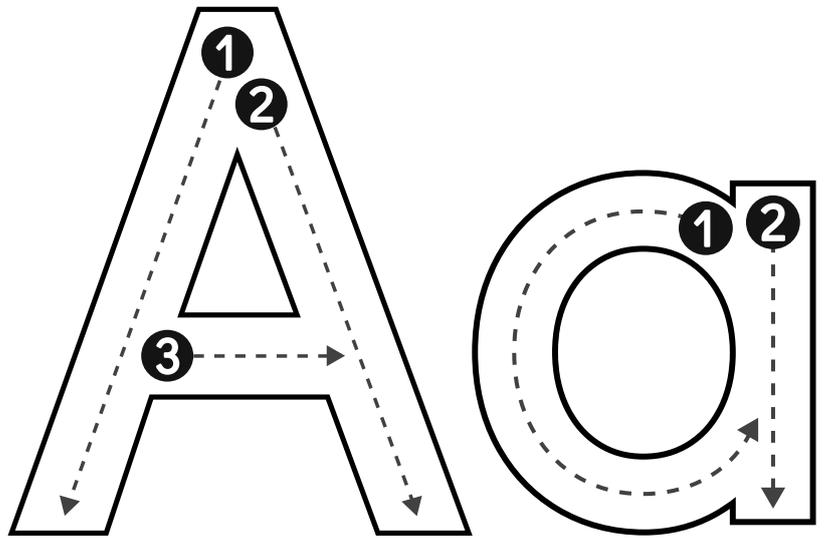
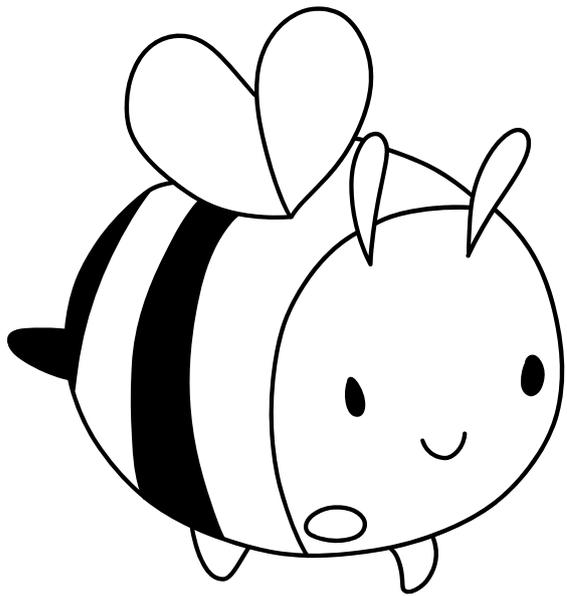
• LA LETTERA A •

HOMEMADEMAMMA

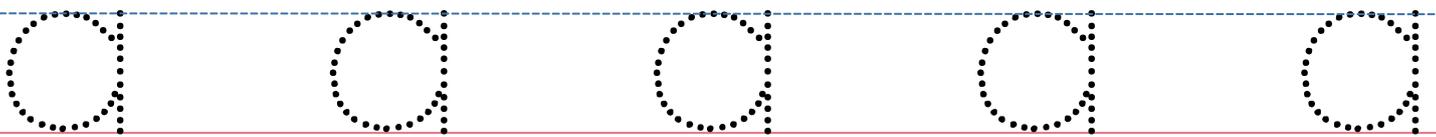
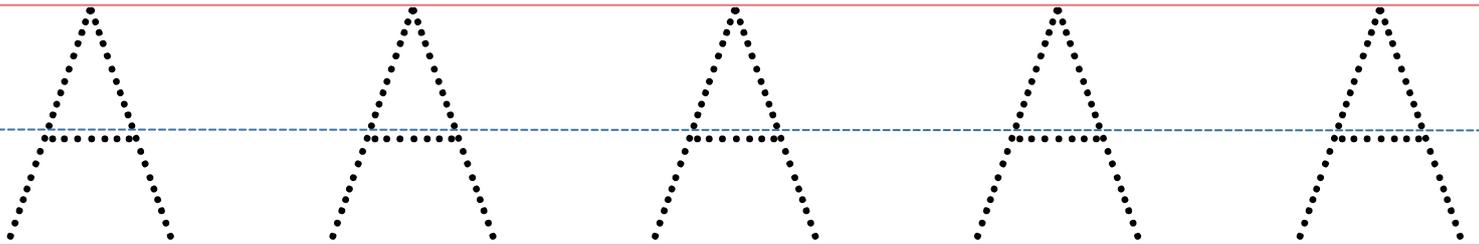


DISEGNA QUALCOSA
CHE INIZIA CON LA LETTERA A

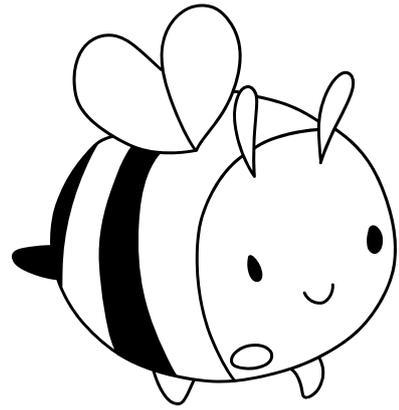




A COME APE

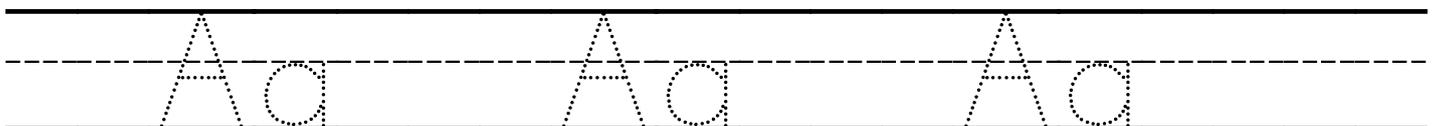
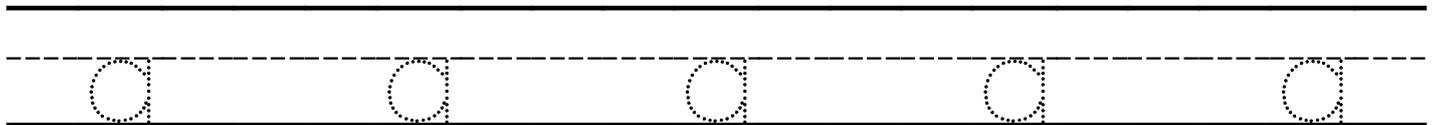
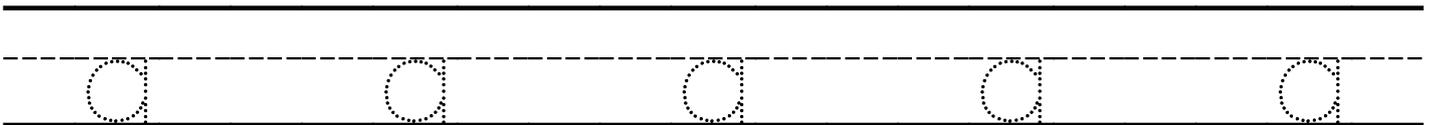
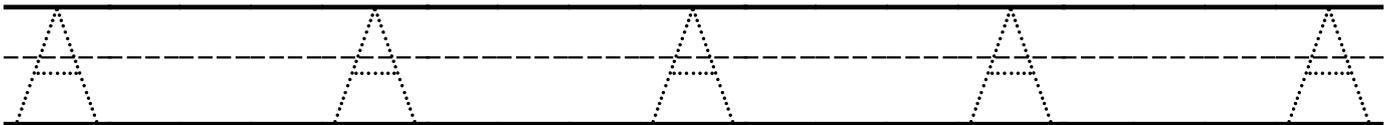
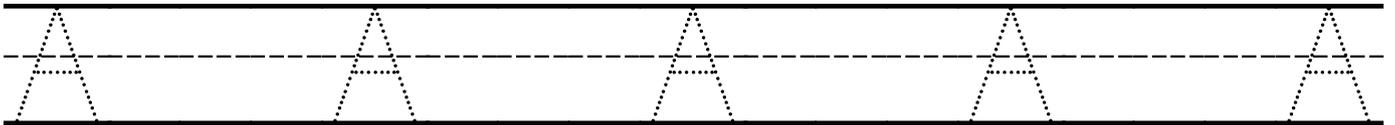


Aa

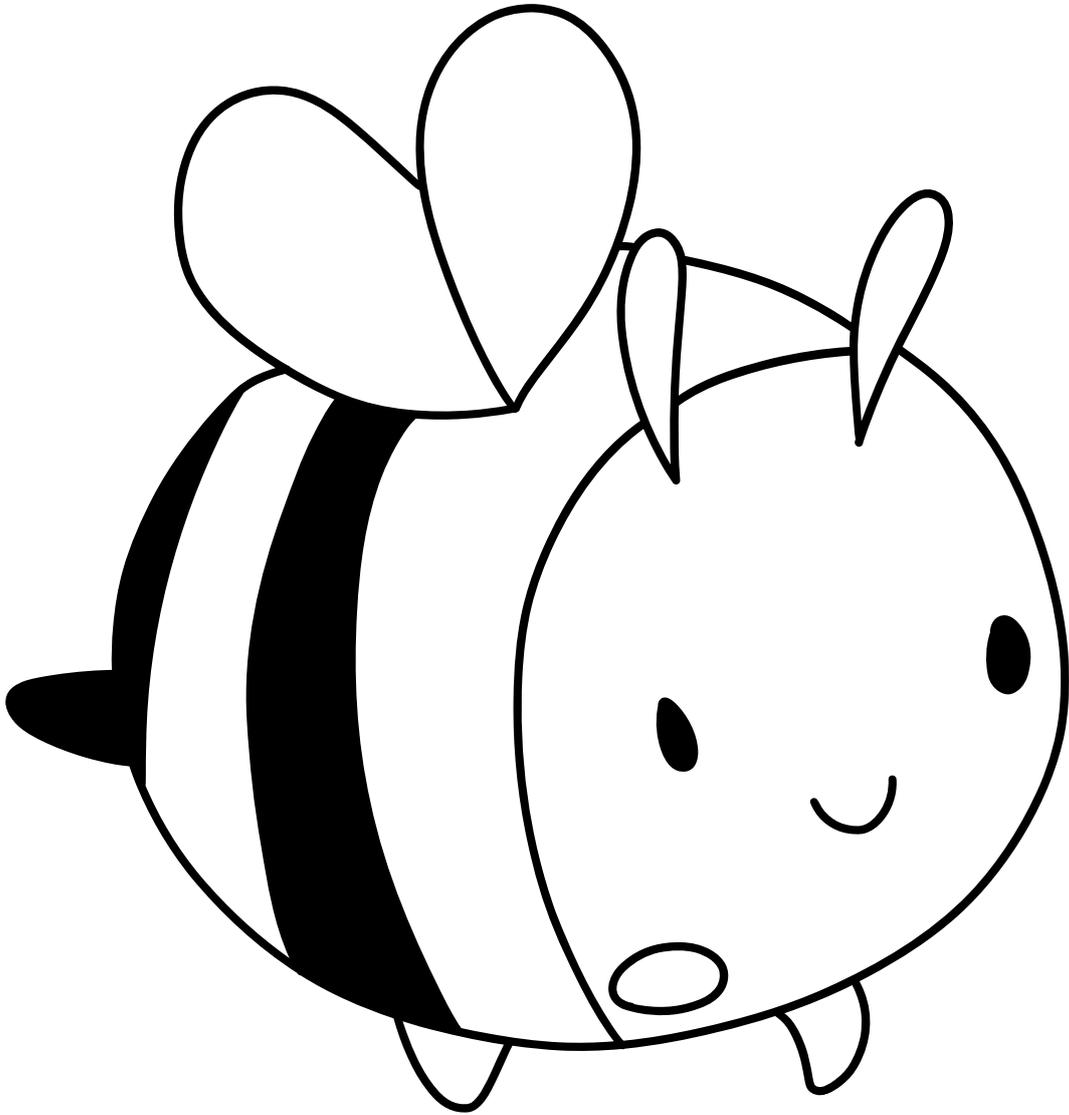


APE

RICALCA LE LETTERE



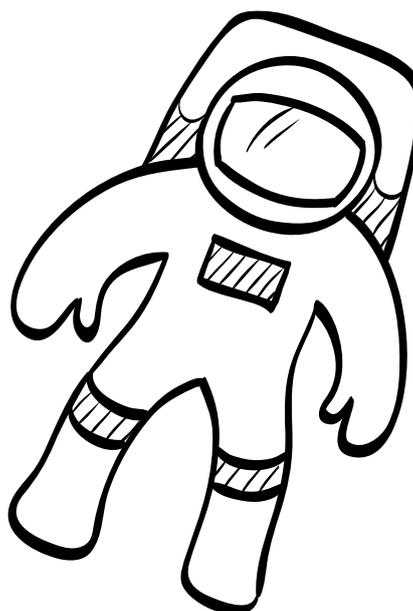
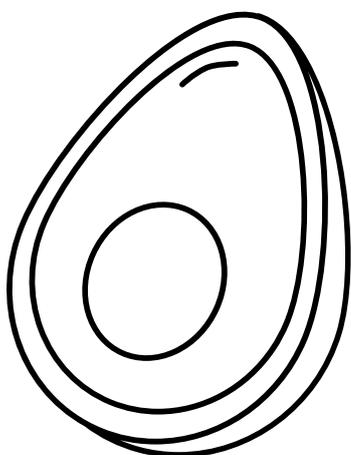
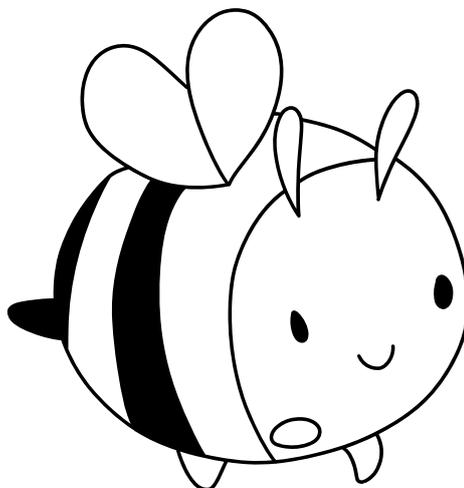
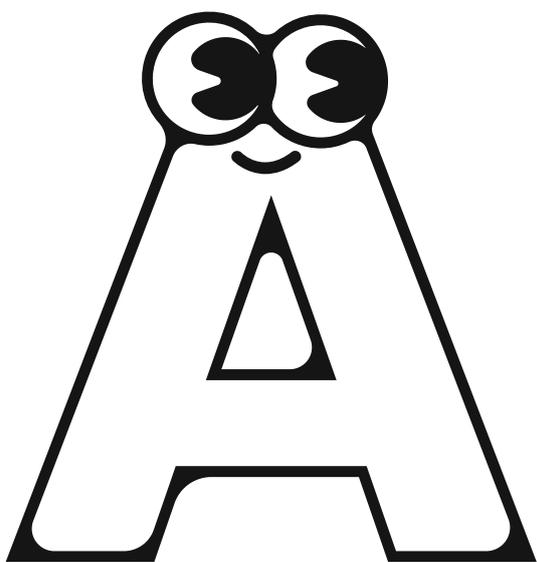
A a



API aoe

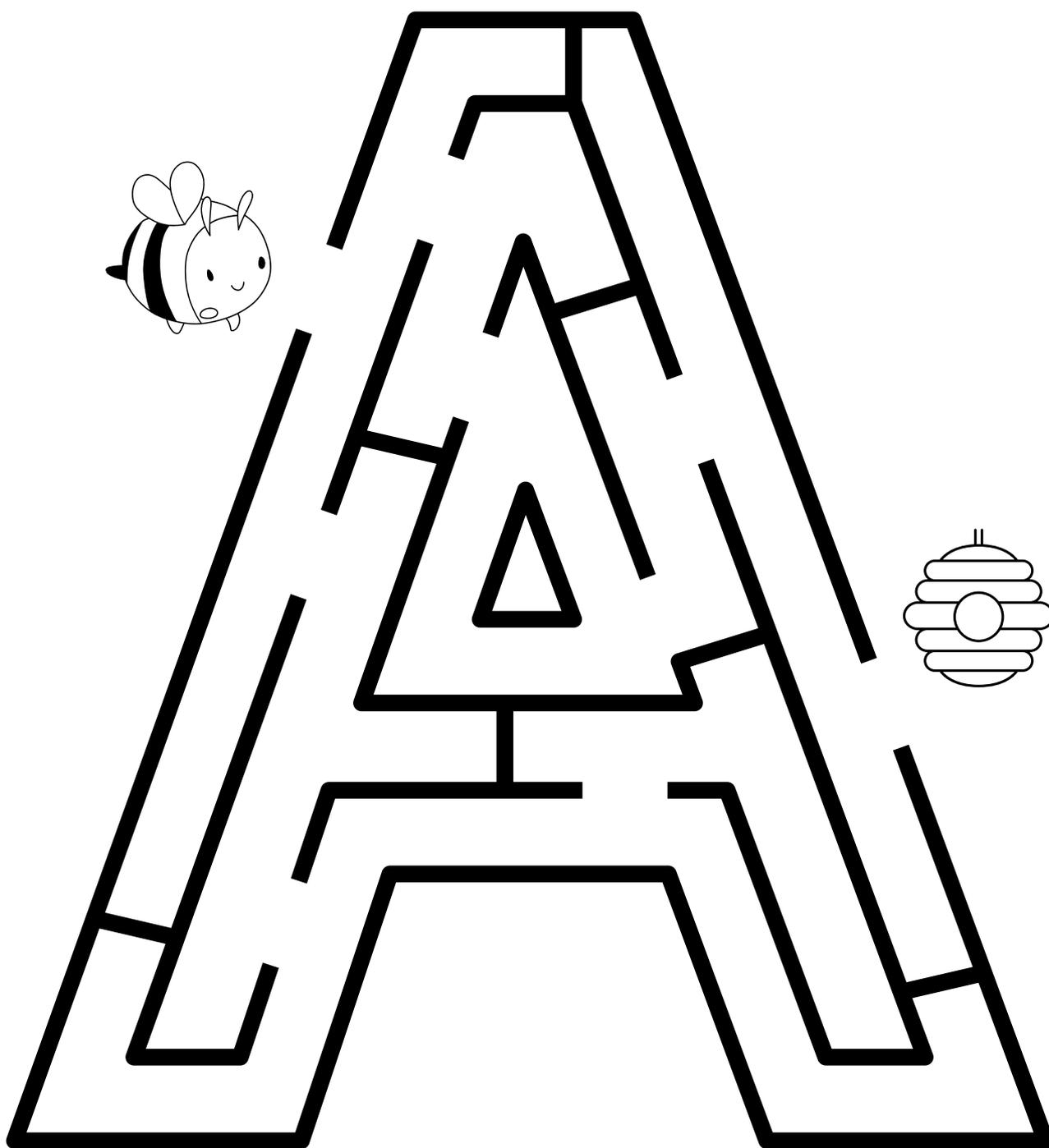
IL PUZZLE

COLORA IL DISEGNO, RITAGLIA LE TESSERE E POI RICOMPONILO



IL LABIRINTO

TROVA LA STRADA PER FAR ARRIVARE L'APE ALL'ALVEARE



GIOCHIAMO A DISEGNARE

DISEGNA E COLORA UN'APE



L' APE MEMORY

CREA IL TUO MEMORY:
COLORA LE API UGUALI A DUE A DUE E RITAGLIA LE CARTE

