

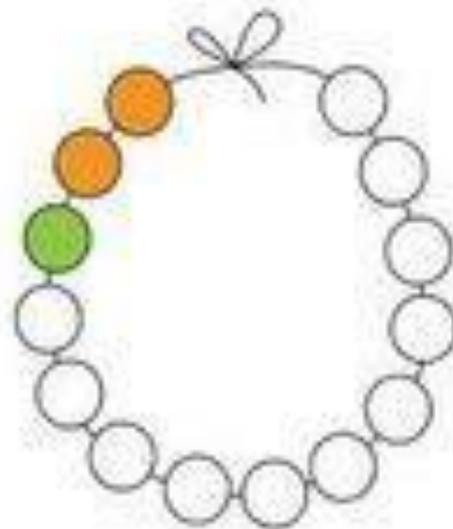
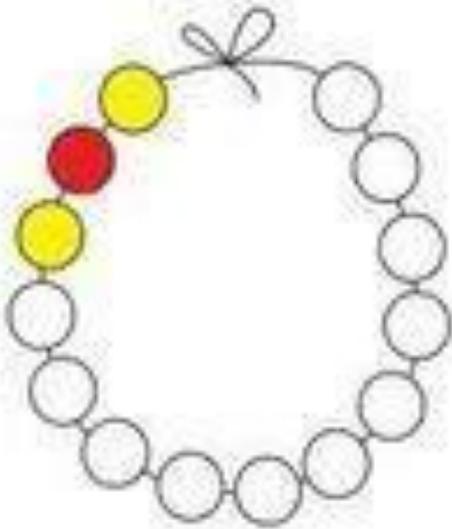
# TECNOLOGÍA

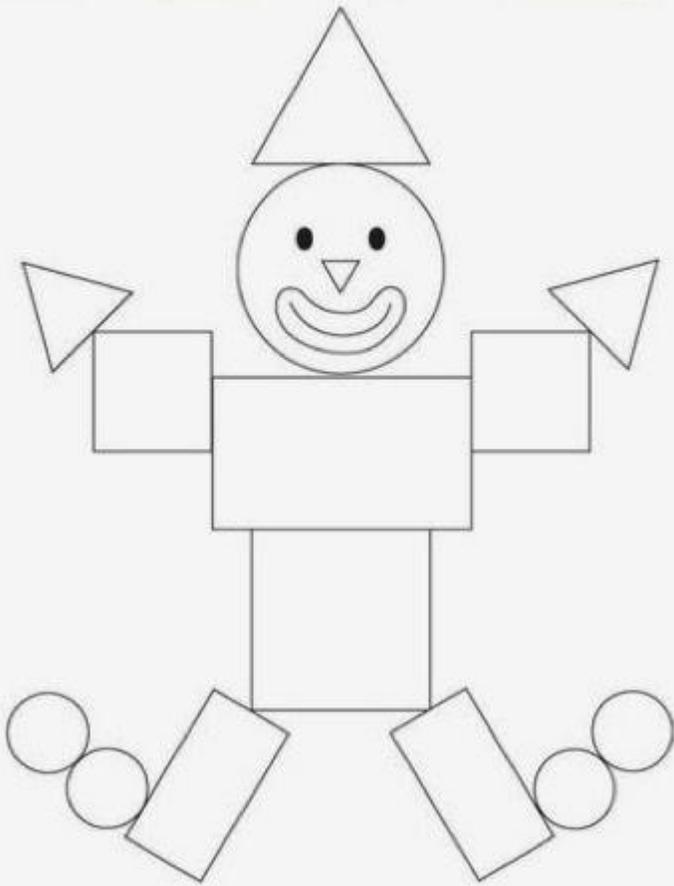
## PENSAMIENTO COMPUTACIONAL

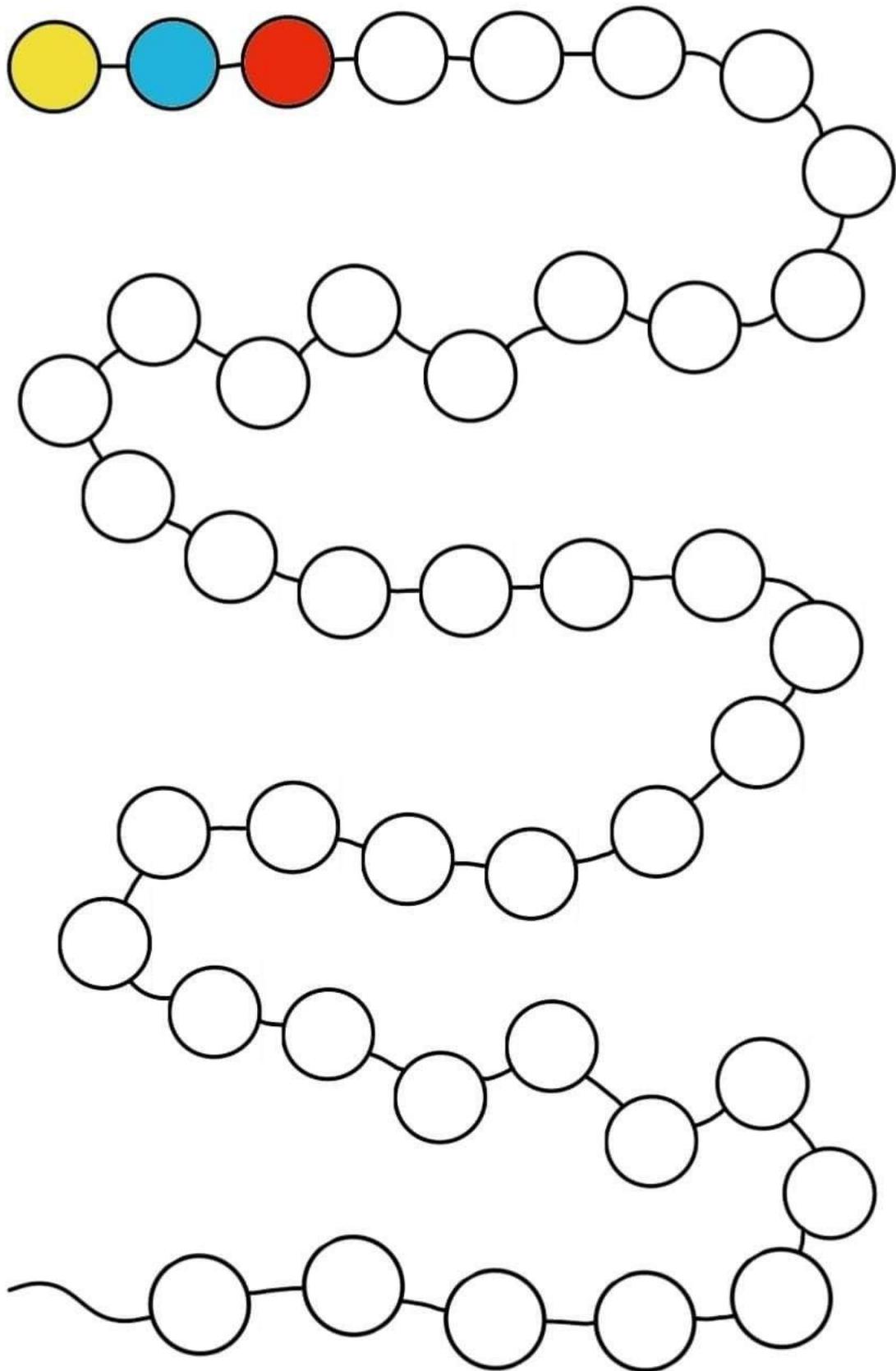
### ACTIVIDADES PARA REALIZAR EN EL SALÓN DE CLASE

#### RECORTE Y PEGUE EN EL CUADERNO

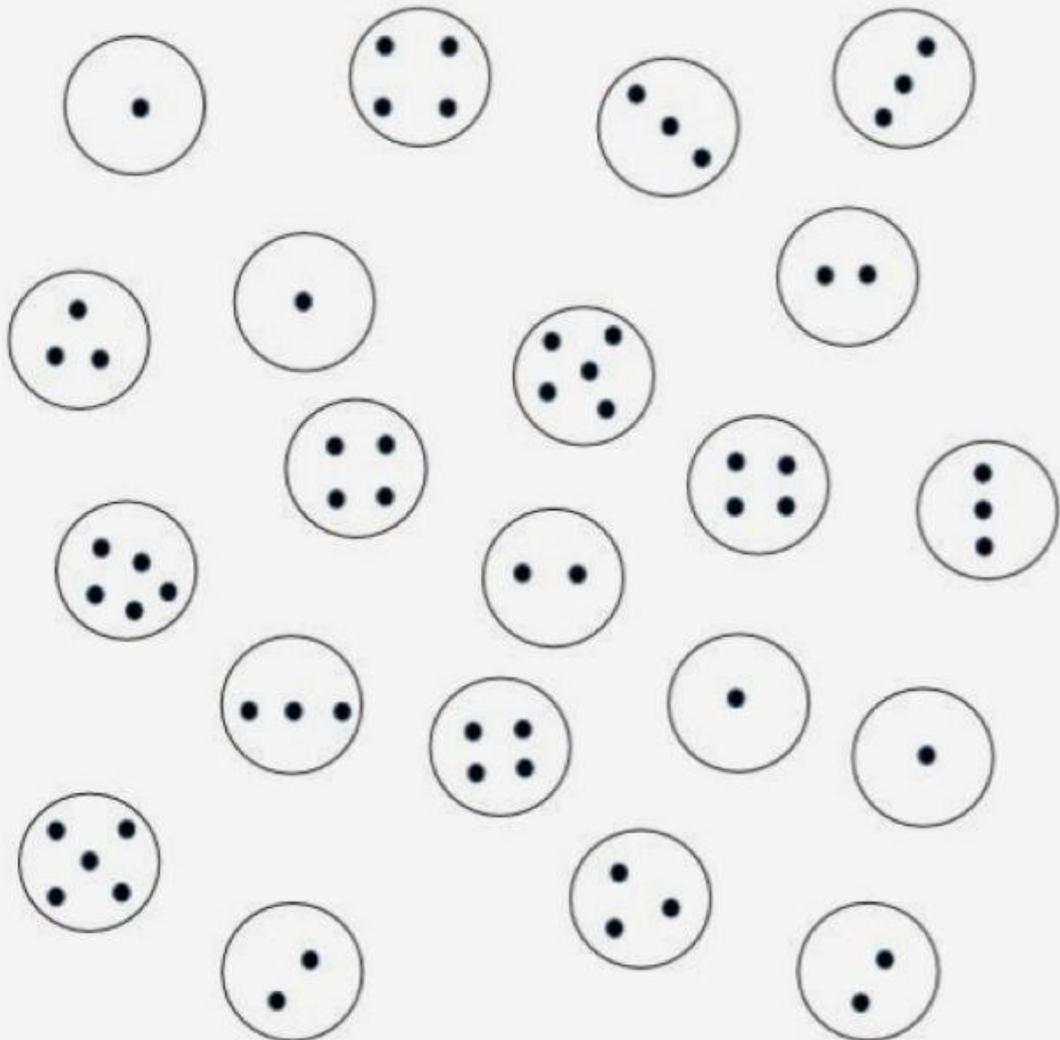
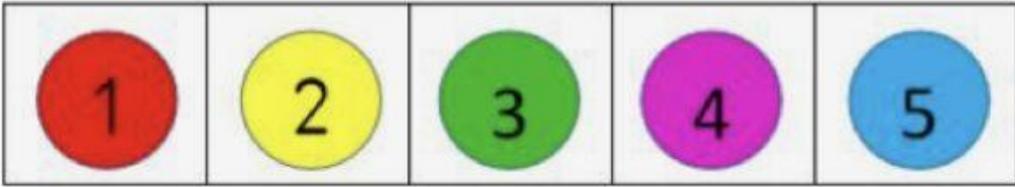
#### ACTIVIDADES DESCONECTADAS

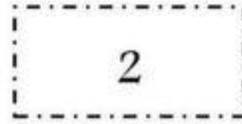
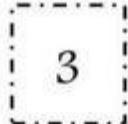
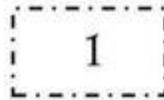
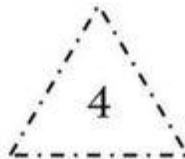
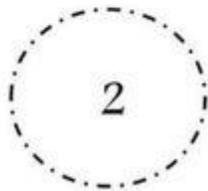
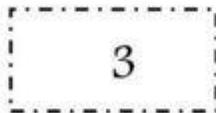
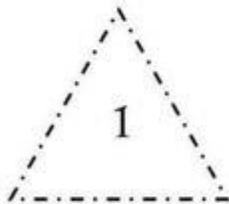
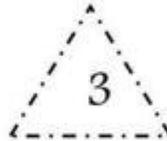
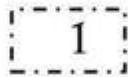
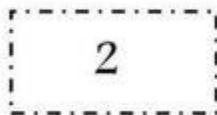
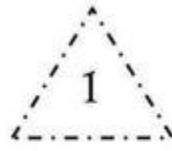
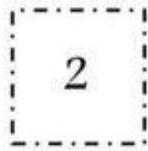
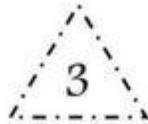
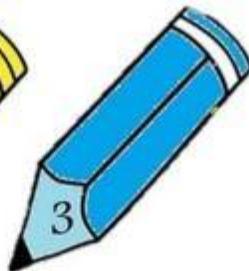
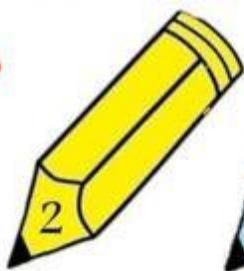
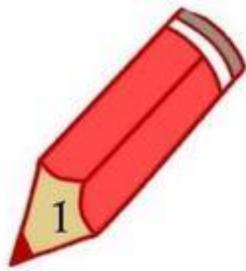


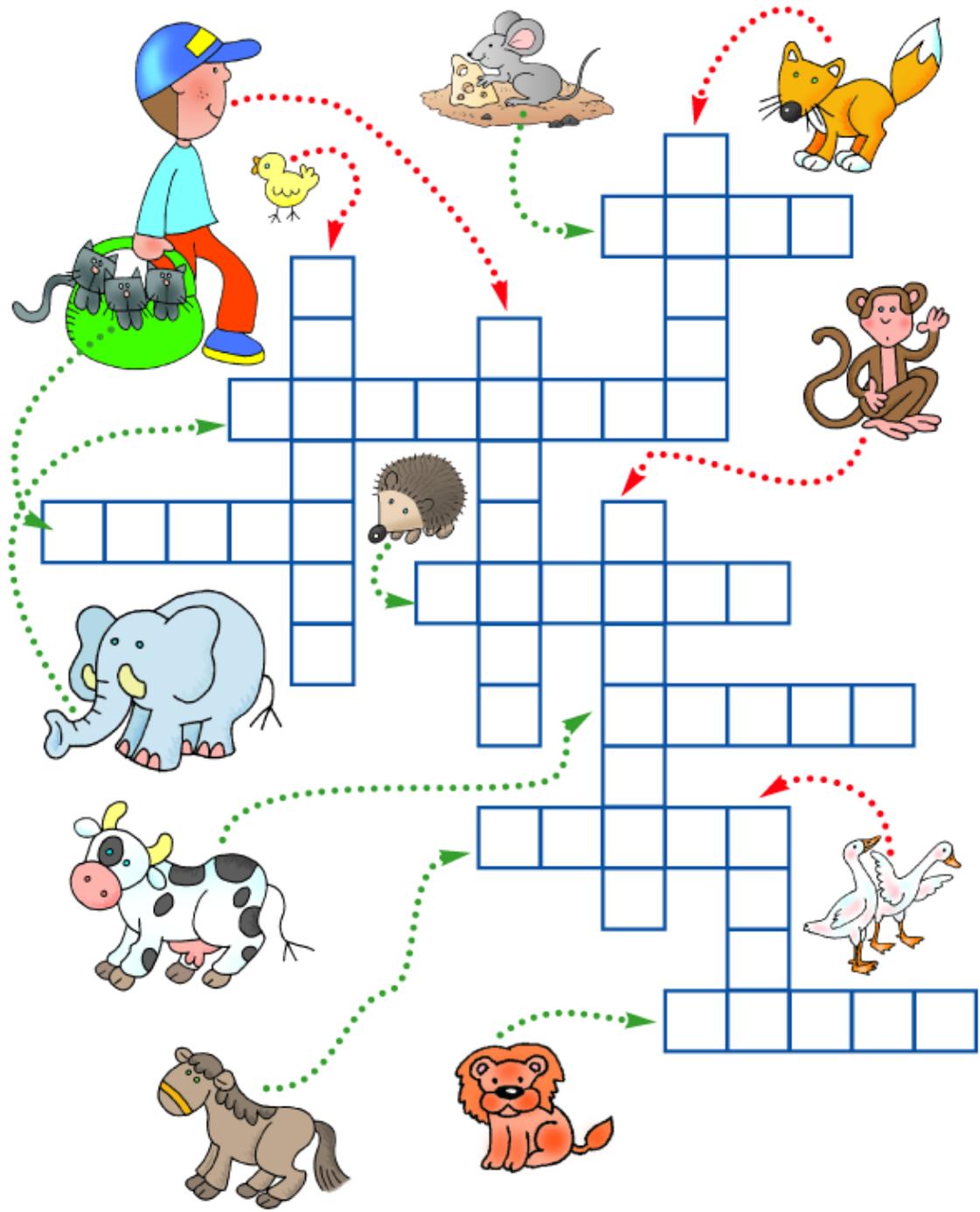


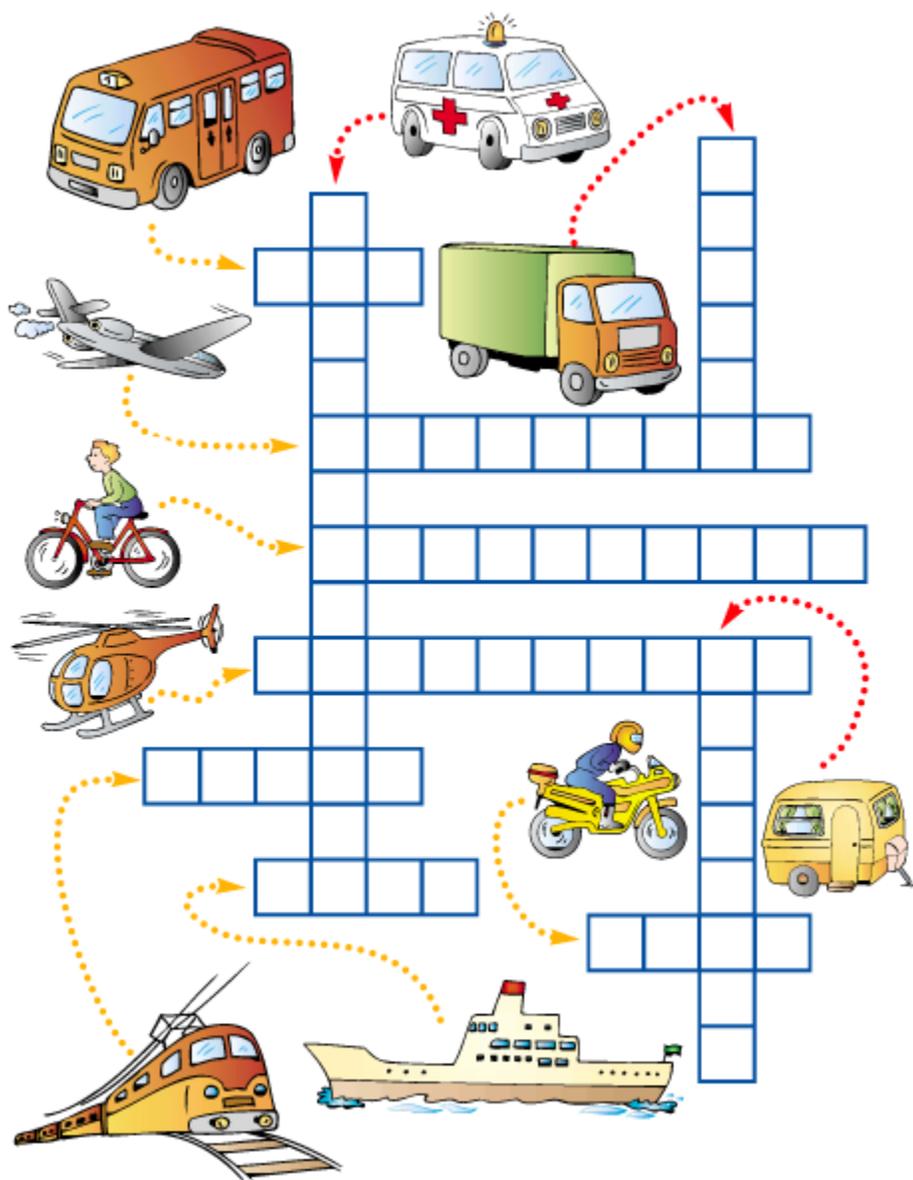


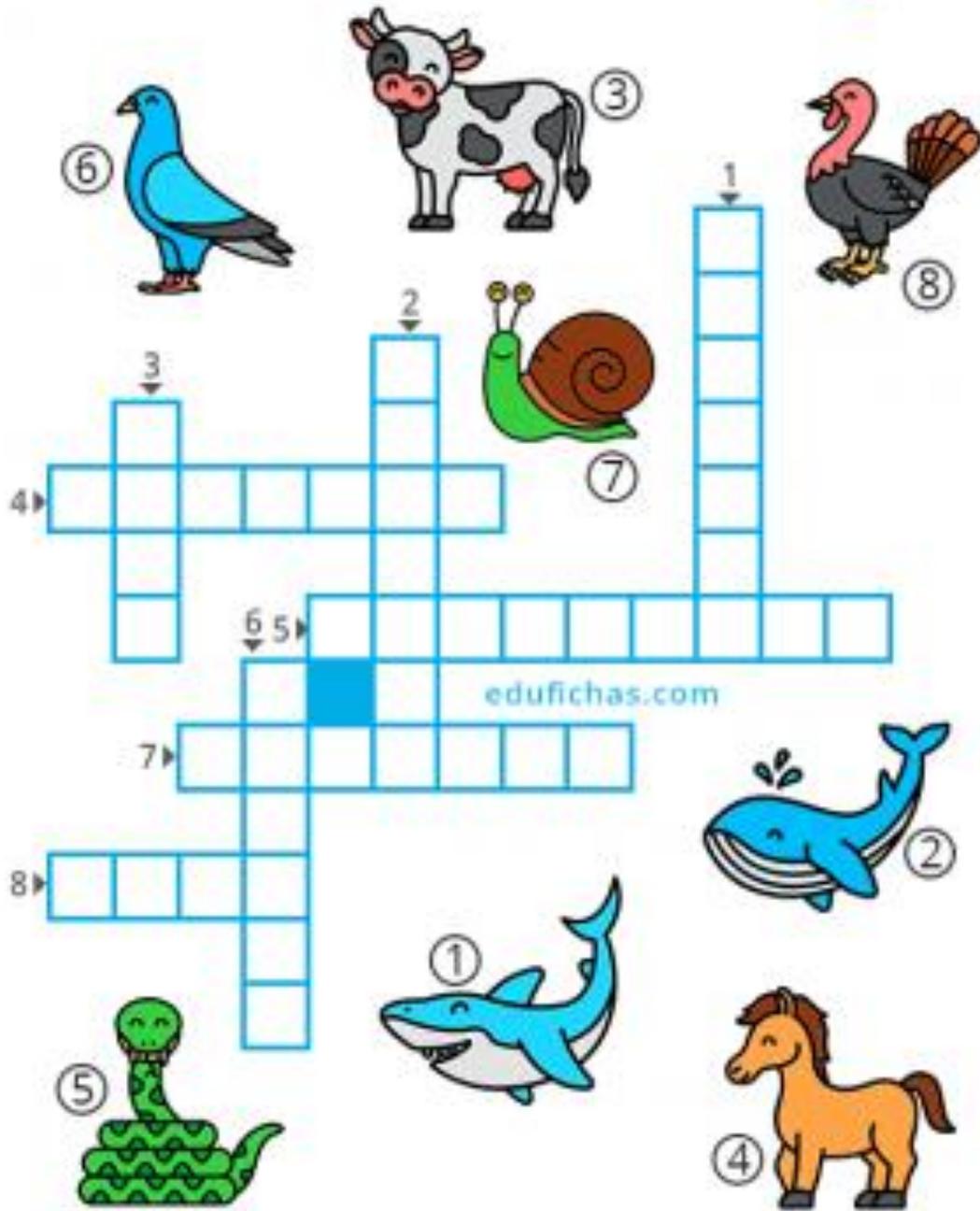
# Say ve Boya

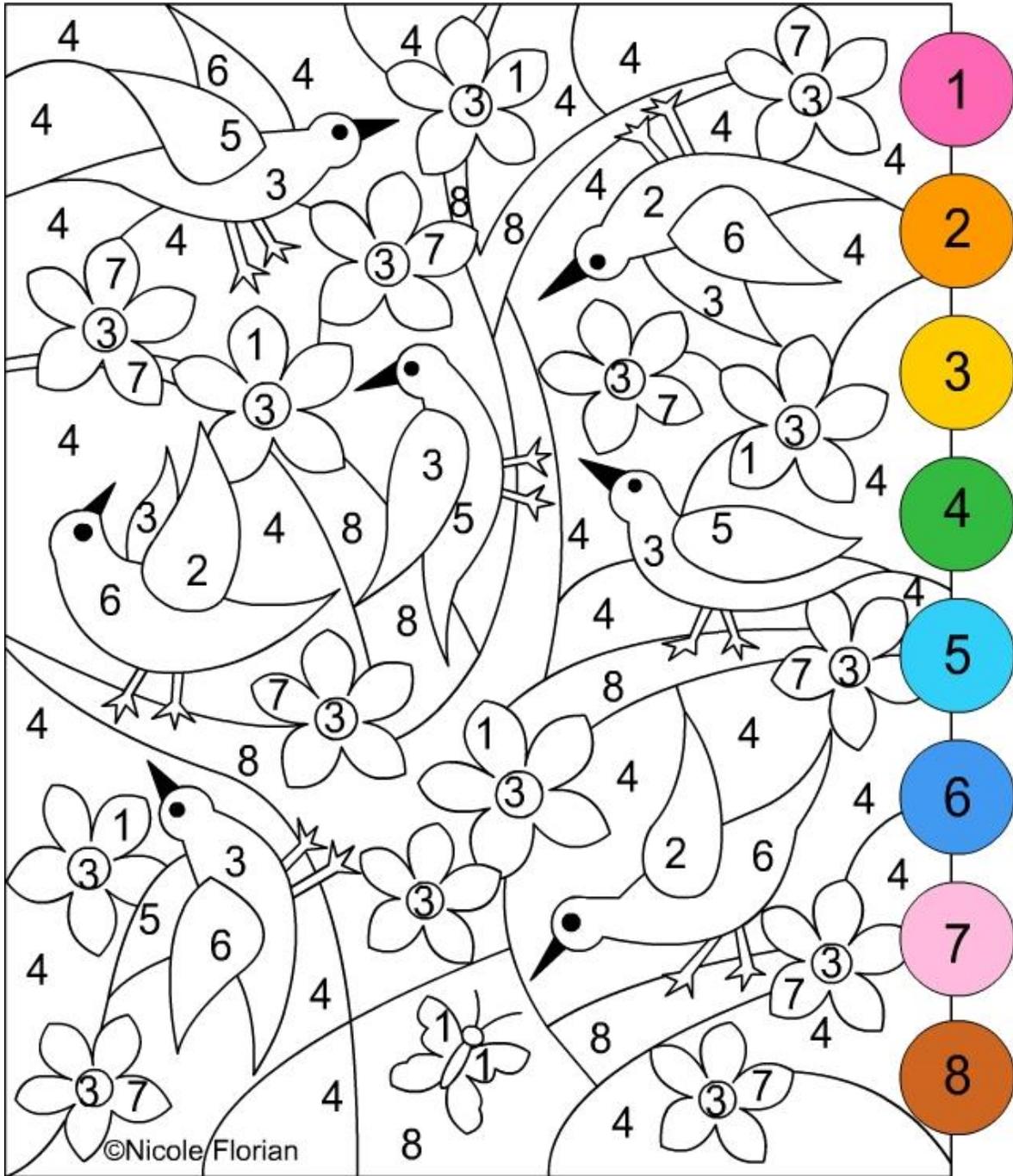












# Coloriage magique

Colorie selon les codes pour découvrir ce qui se cache dans le dessin.





# Pirámides de sumas



SUMA LAS 2 BASES DE CADA RECÁNGULO PARA ENCONTRAR EL RESULTADO Y LLEGA A LO MÁS ALTO DE LA PIRÁMIDE.



**Ejemplo**

2	3

→

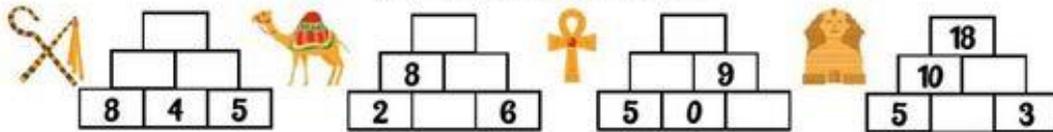
5	
2	3

Para encontrar el 5 sumamos las bases, es decir el  $2+3$

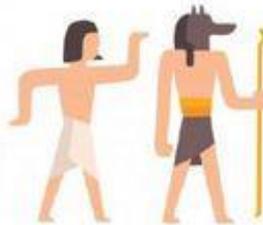
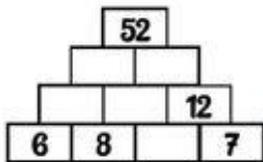
PIRÁMIDE DE 2 NIVELES



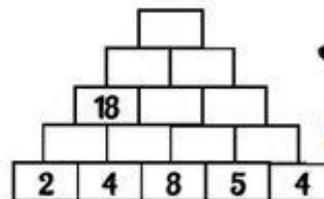
PIRÁMIDES DE 3 NIVELES



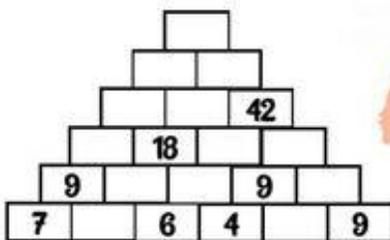
PIRÁMIDE DE 4 NIVELES



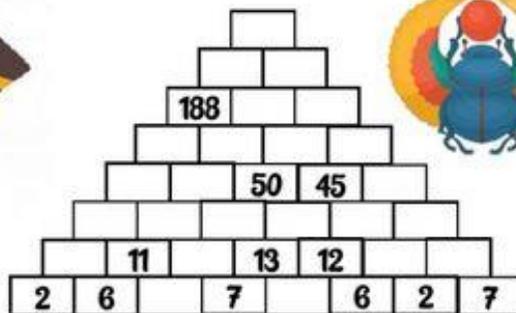
PIRÁMIDE DE 5 NIVELES

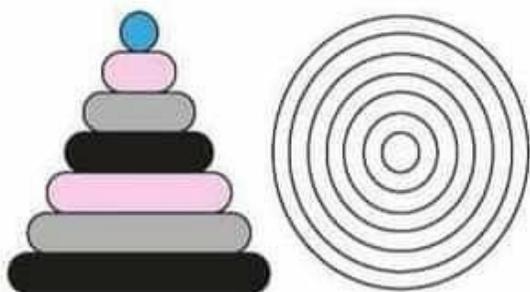
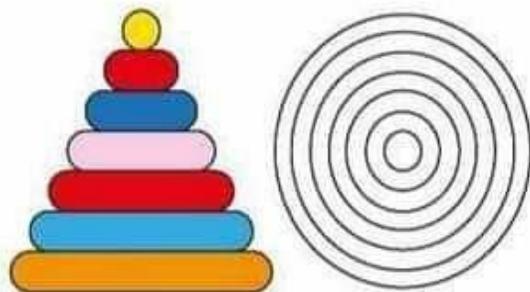
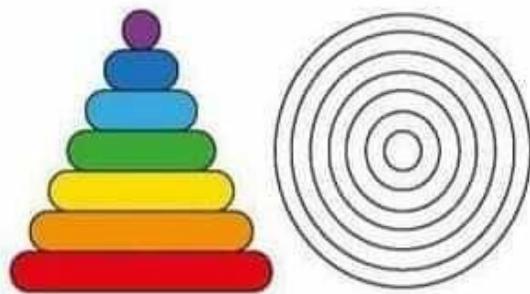
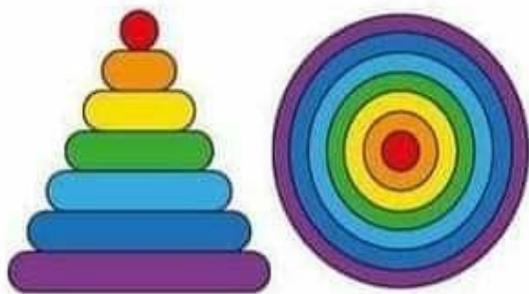


PIRÁMIDE DE 6 NIVELES



PIRÁMIDE DE 8 NIVELES





Oxymax Playroom