



COLEGIO ESPAÑA
NIVEL PARVULARIO

GUÍA DE MATEMÁTICAS

LOS NÚMEROS DEL 6 AL 10

Ámbito: Interacción y comprensión del entorno

Núcleo: Pensamiento matemático

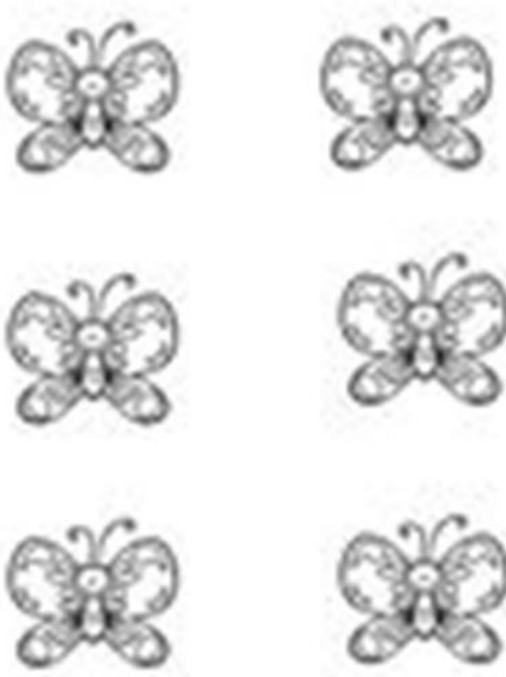

Objetivo de aprendizaje n° 6: Emplear los números para contar, identificar y cuantificar hasta el número 10 e indicar orden y posición de algunos elementos en situaciones cotidianas.

Habilidad: Emplear los números



Objetivo de aprendizaje n° 7: Representar números y cantidades hasta el 10 en forma concreta, pictórica y simbólica.

Habilidad: Representar números y cantidades

Repasa y colorea.




seis



Repasa y colorea.



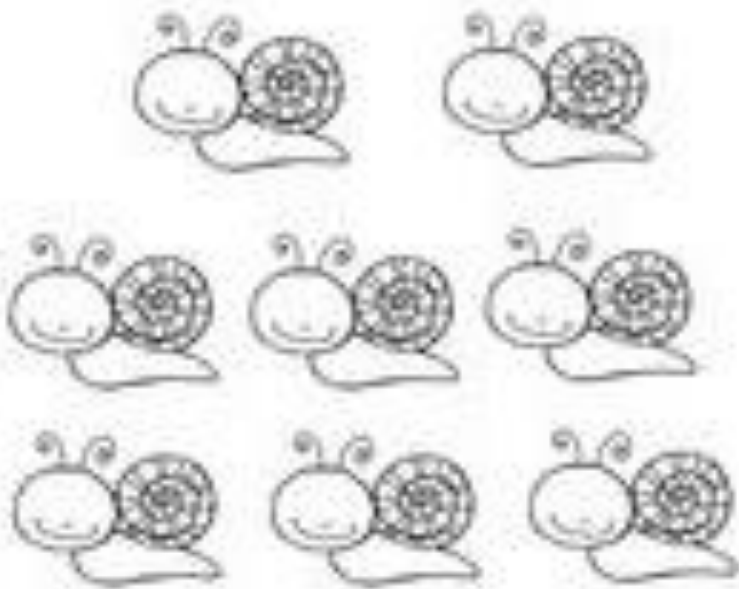
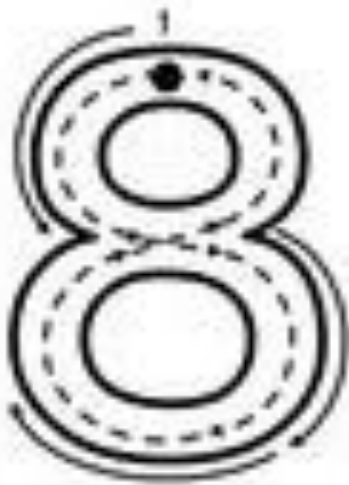
siete

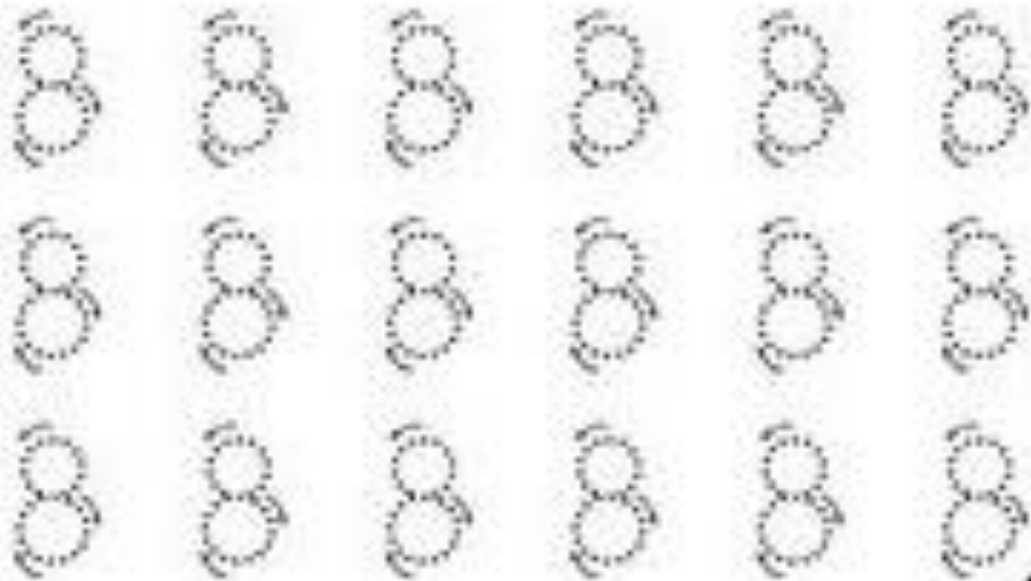


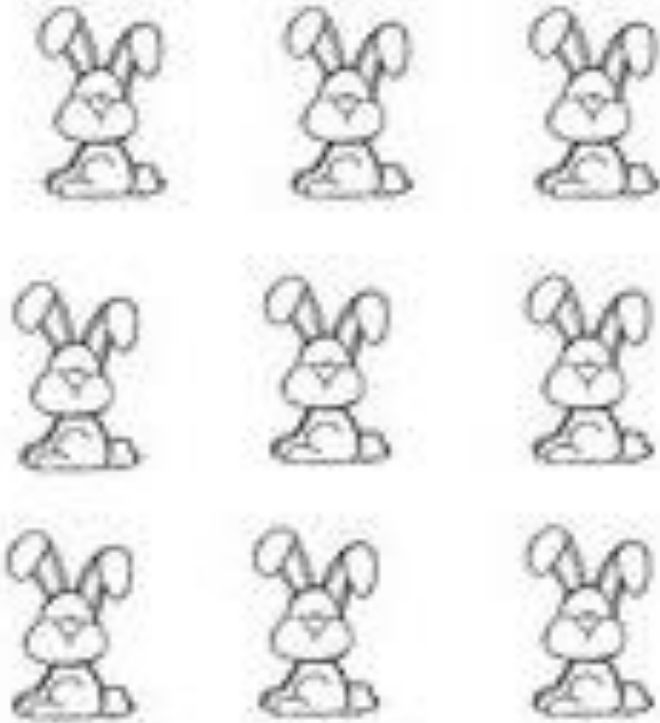
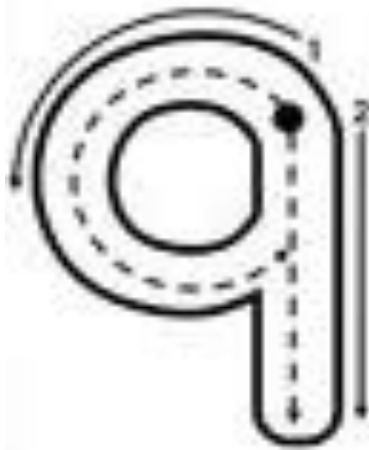
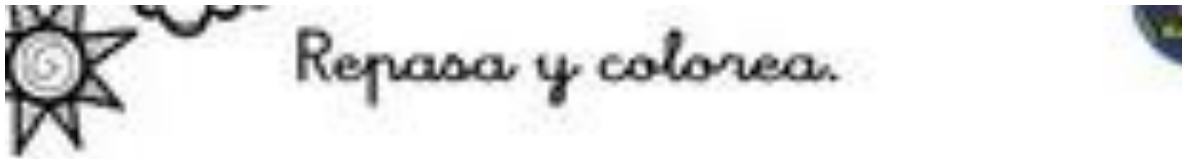


Repasa y colorea.

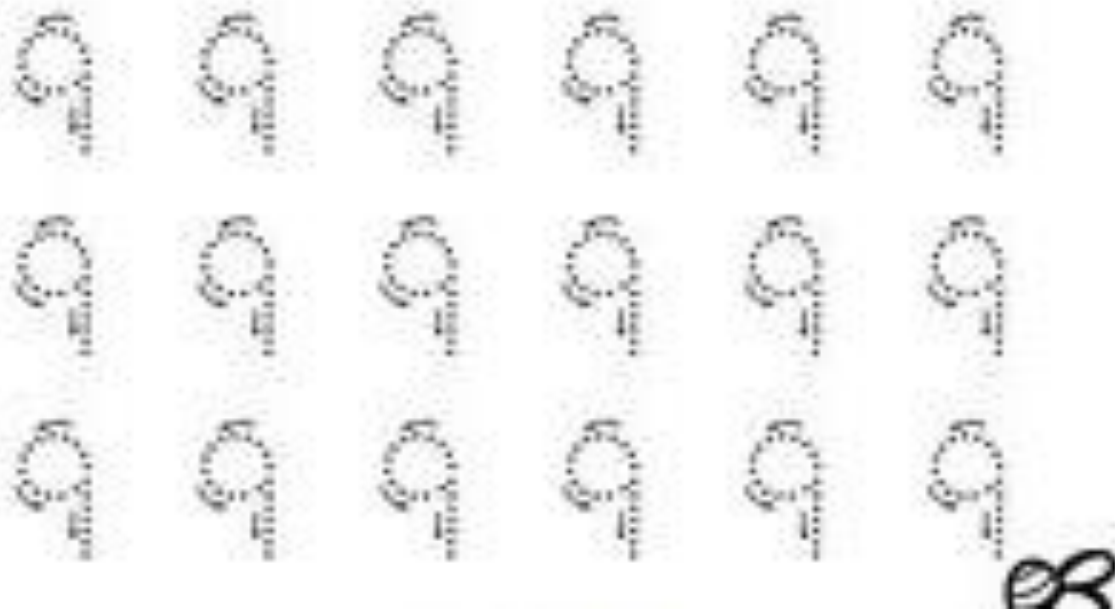


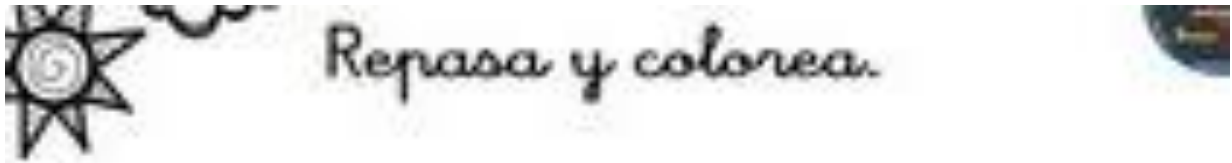
ocho



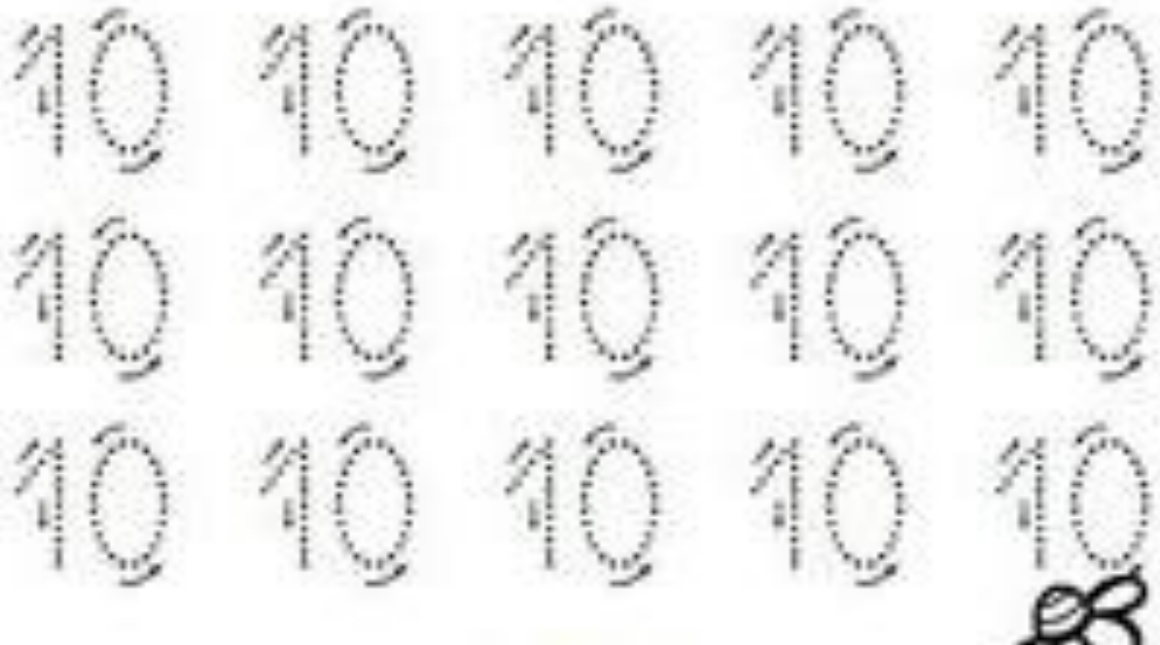


neve





diez





Sopa de números

Encuentra el número 3

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



Encuentra el número 6

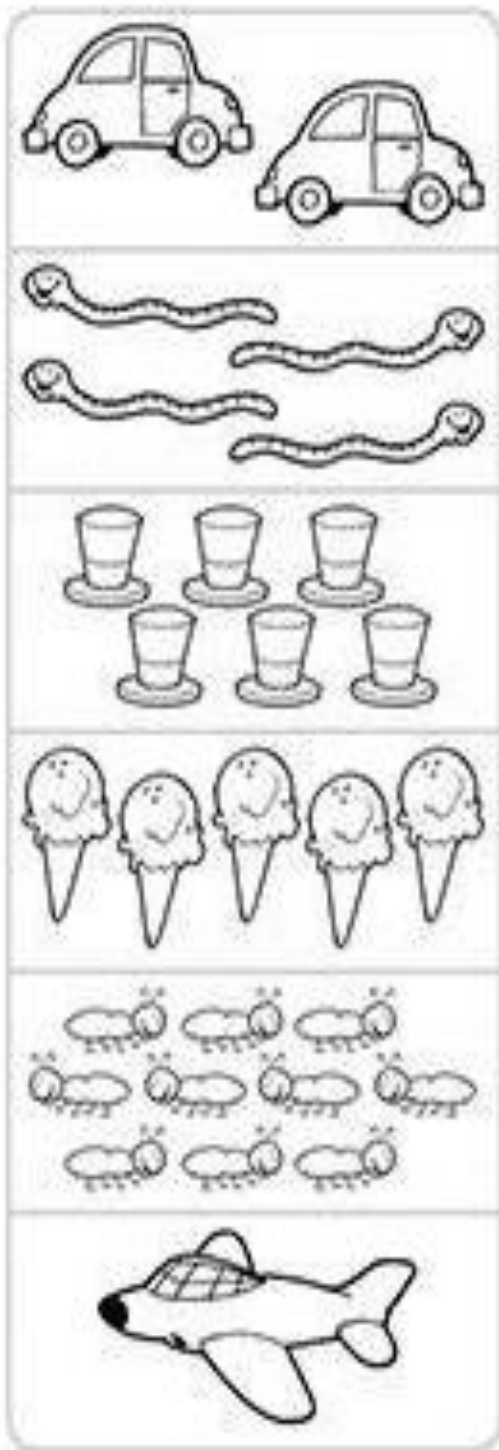
1	3	2	0	7
2	8	7	8	9
6	4	3	5	7
1	8	6	0	9
2	4	9	0	6



Encuentra el número 9

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

Cuenta y une la imagen con el número correcto



6

2

10

1

4

5

Unir la imagen con el número correcto



9



2



6



1



8





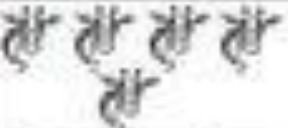







5

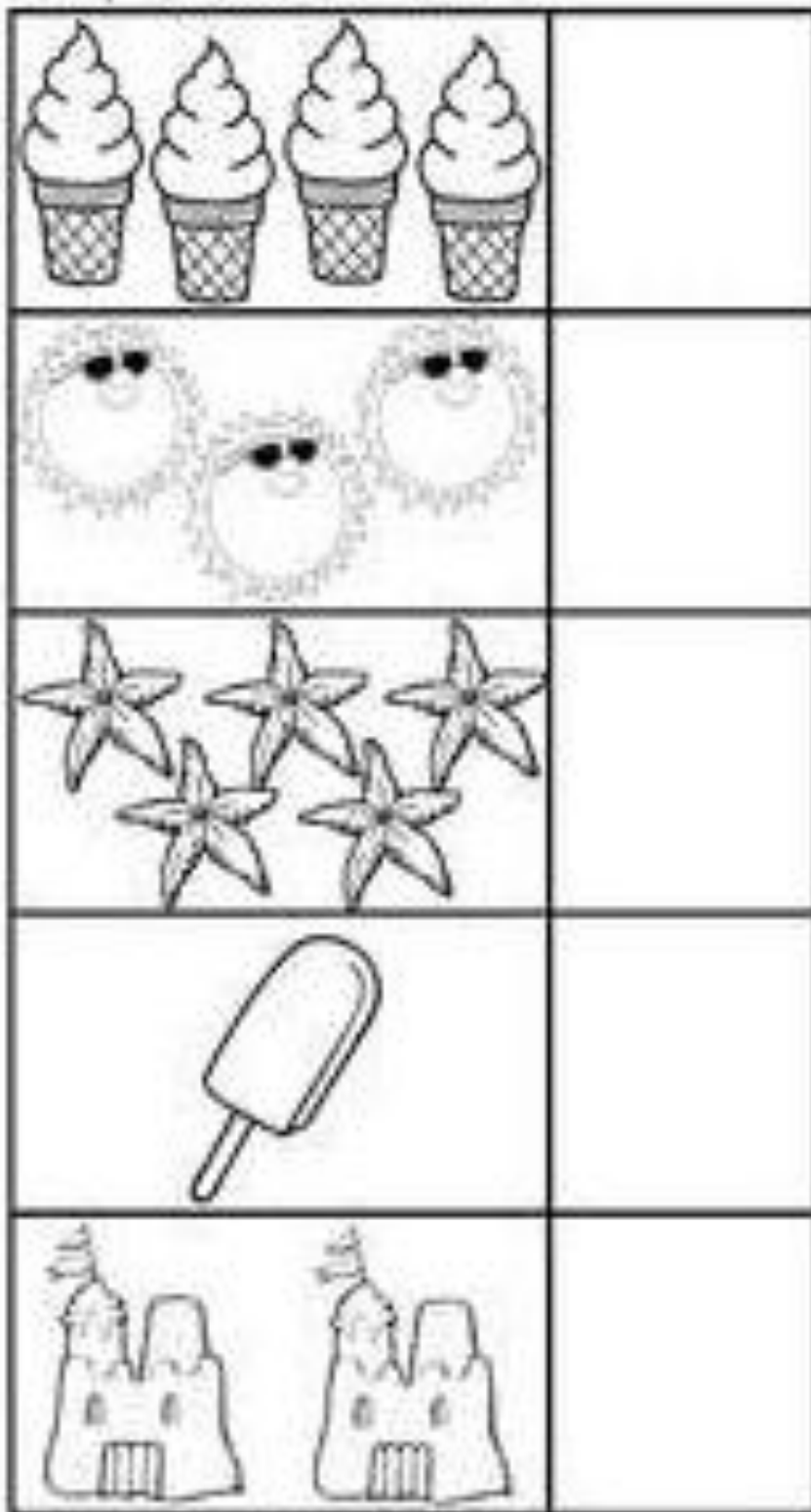


10

Trazar los números del 1 al 10

	1	1	1	1	1
	2	2	2	2	2
	3	3	3	3	3
	4	4	4	4	4
	5	5	5	5	5
	6	6	6	6	6
	7	7	7	7	7
	8	8	8	8	8
	9	9	9	9	9
	10	10	10	10	10

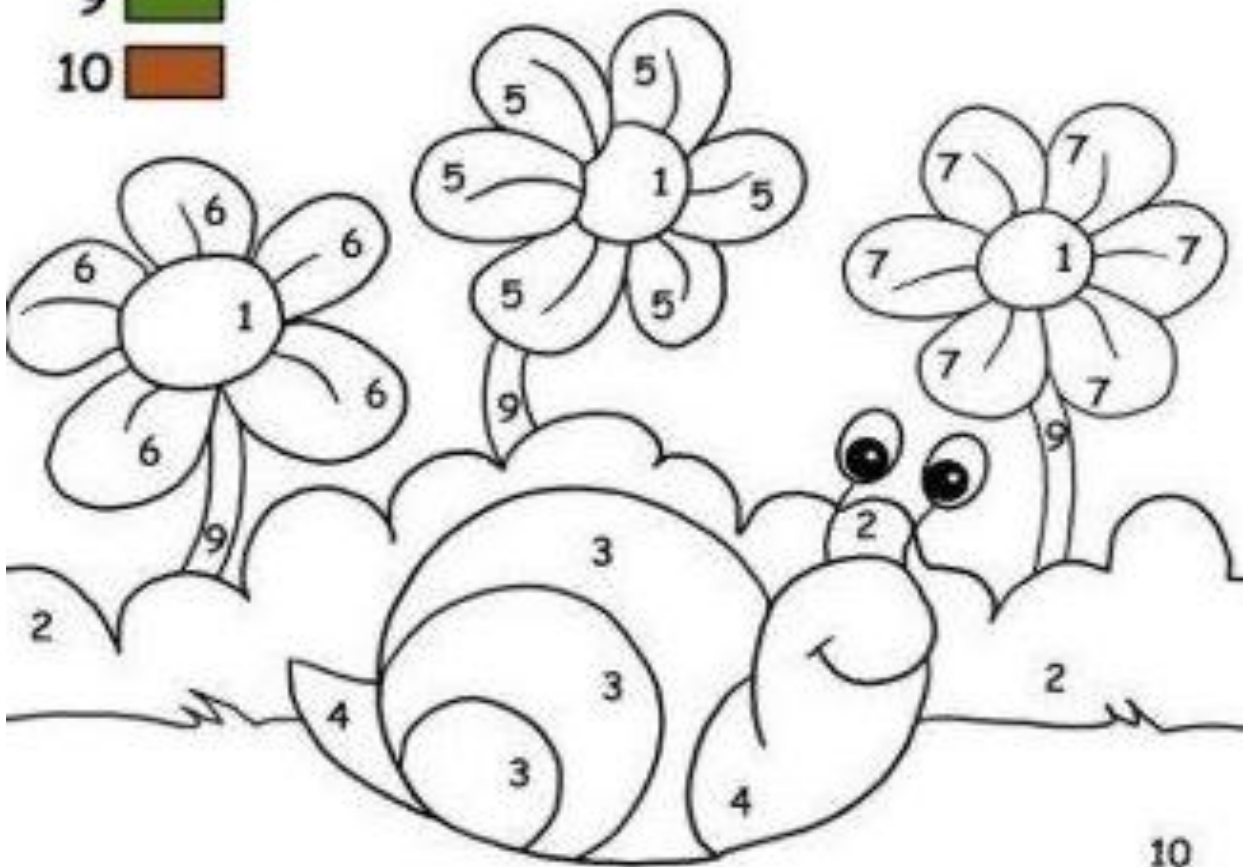
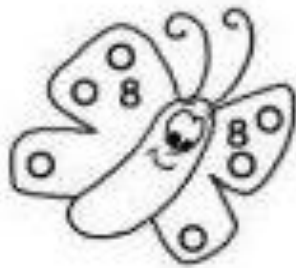
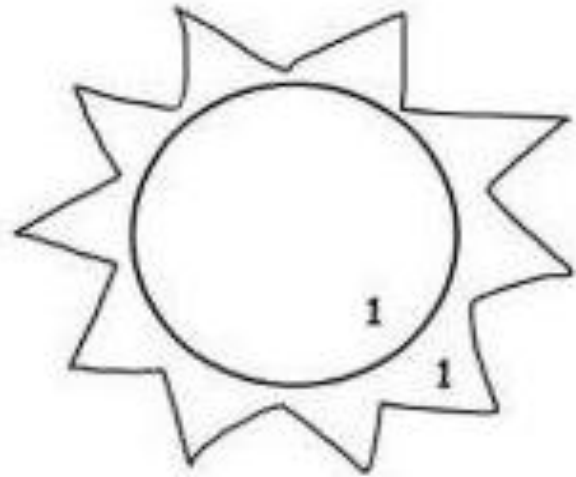
Recortar el número y pegar en la imagen correcta



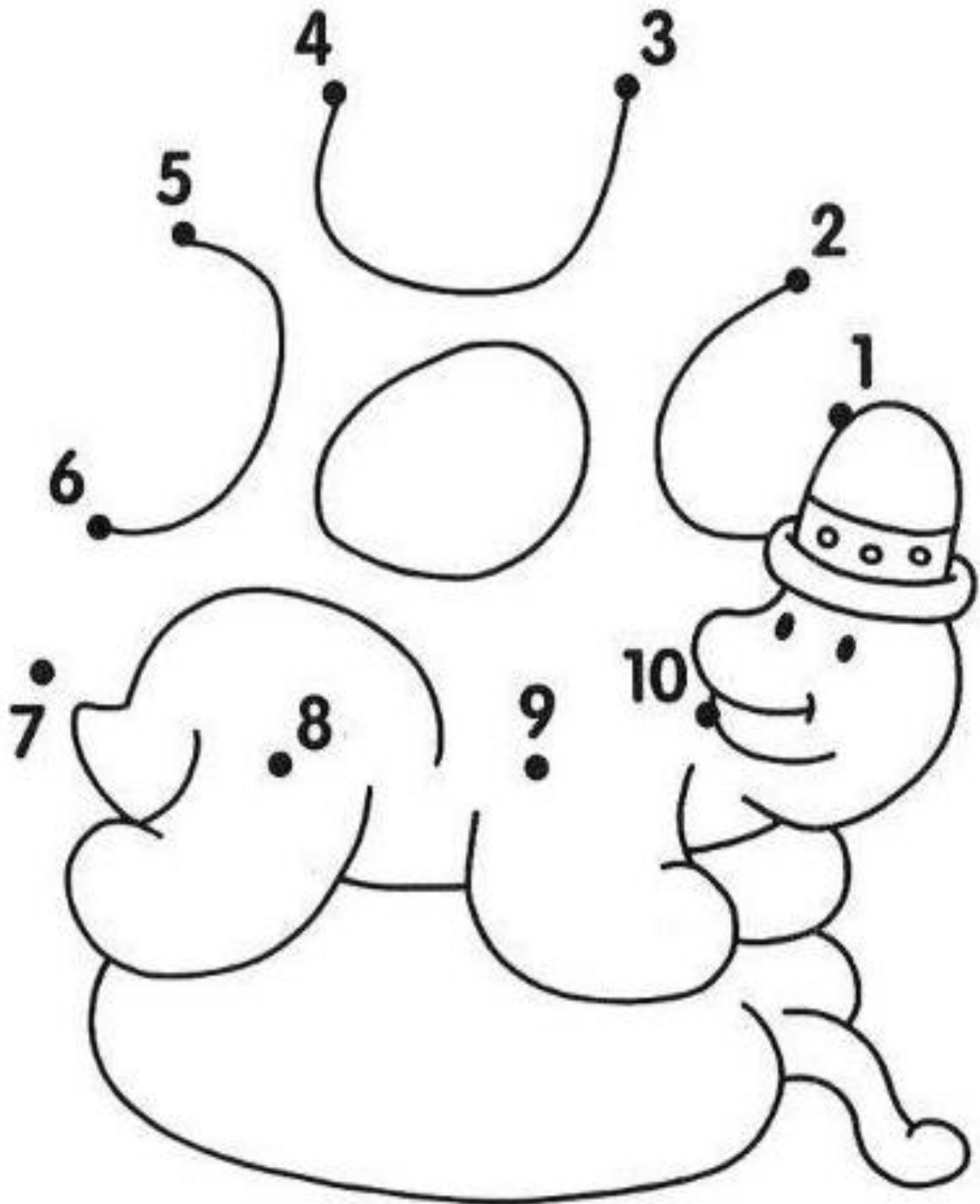
Recortar el número y pegar en la imagen correcta

		7
		10
		8
		9
		6

Pintar los números con su color correspondiente

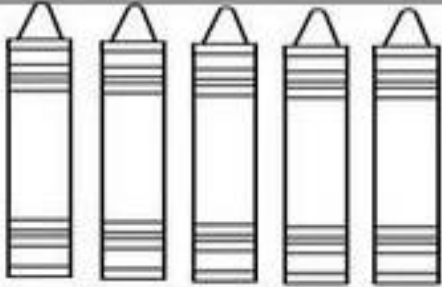
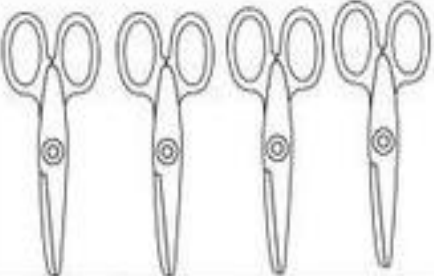

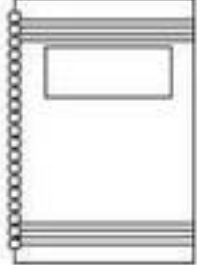
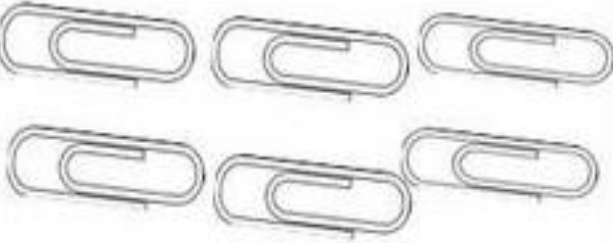


Unir los puntos y descubre la imagen







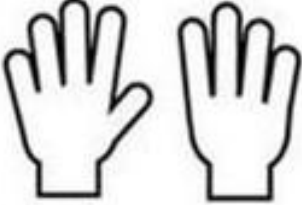
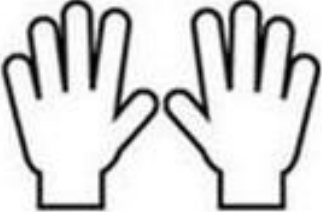


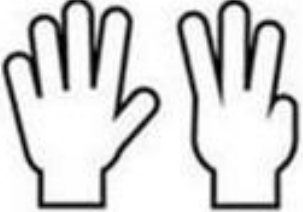





Cuenta los objetos en cada cuadro y colorea el número correcto

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

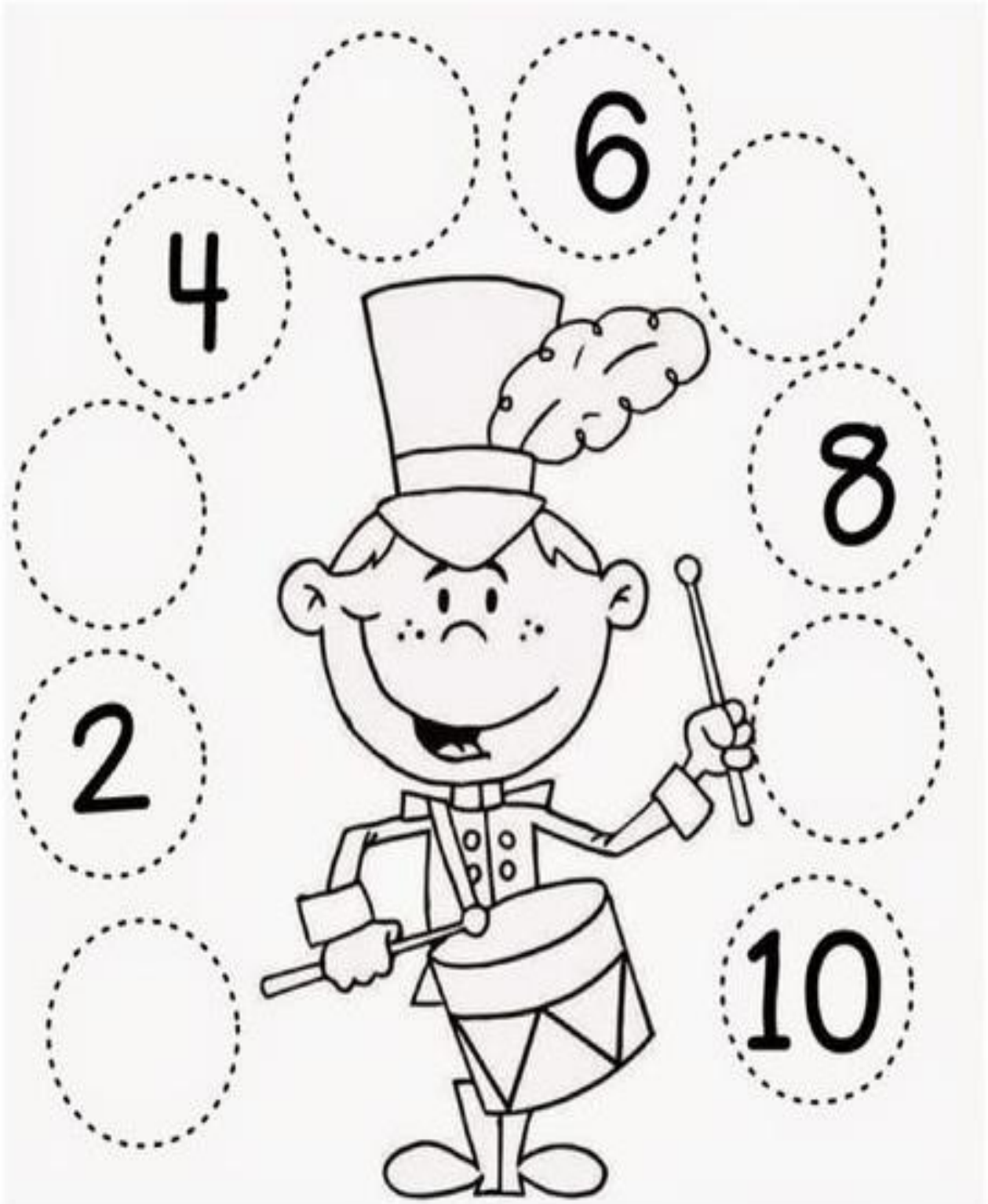
Cuenta los dedos de cada mano y une con el número correcto

5
10
1
8
4
7
3
2
6
0
9



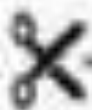
Completa la secuencia numérica



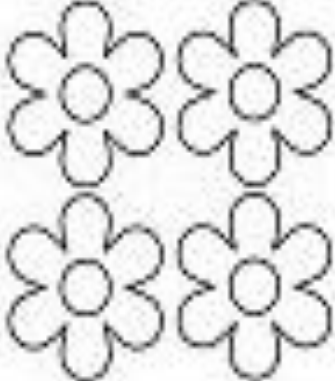


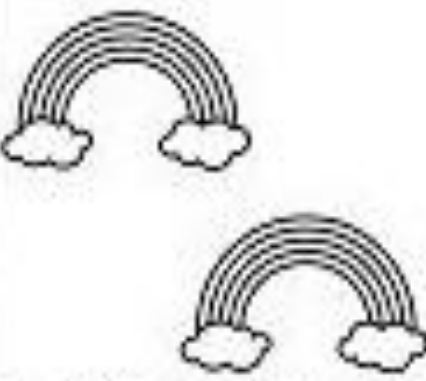








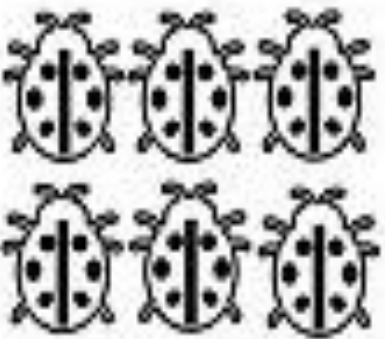













Recortar el número y completar la secuencia numérica

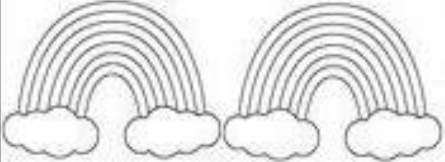
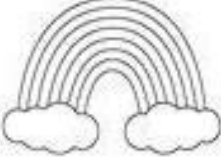
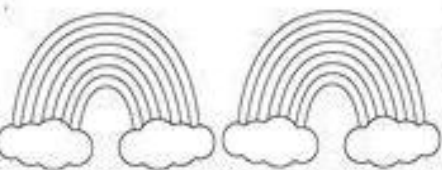



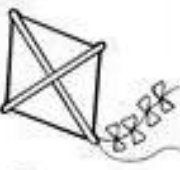
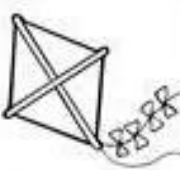
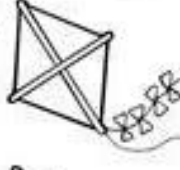
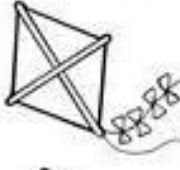
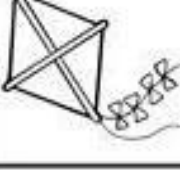
























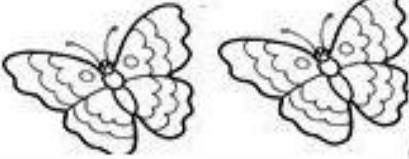









1		3	4	
	7		9	















Pintar el número que corresponda a cada imagen

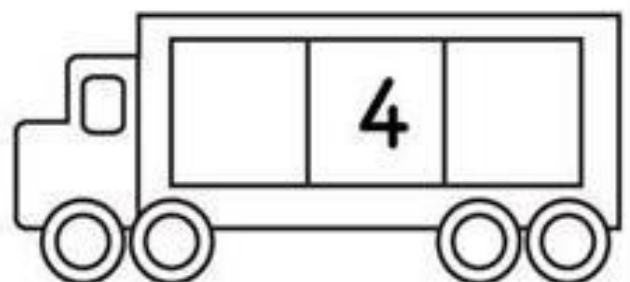
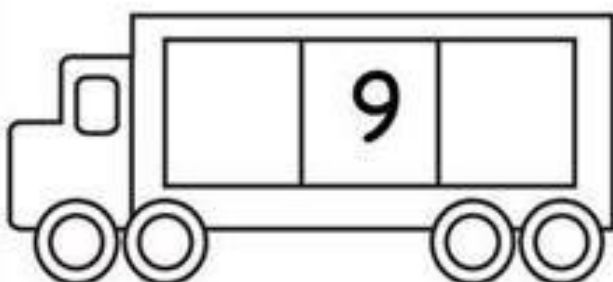
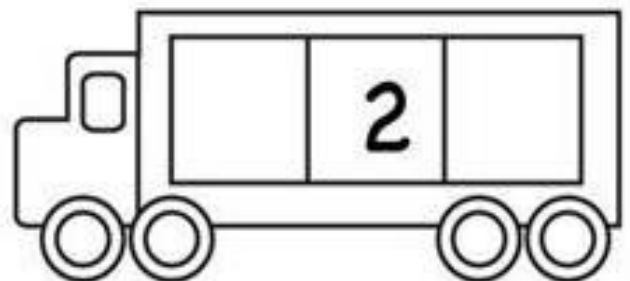
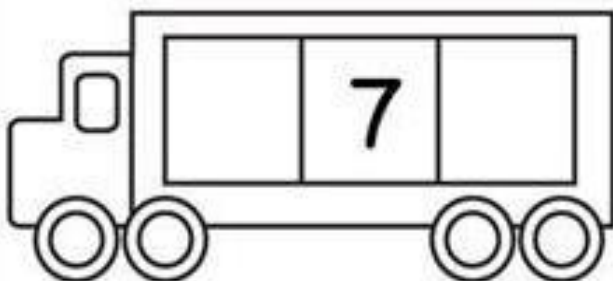
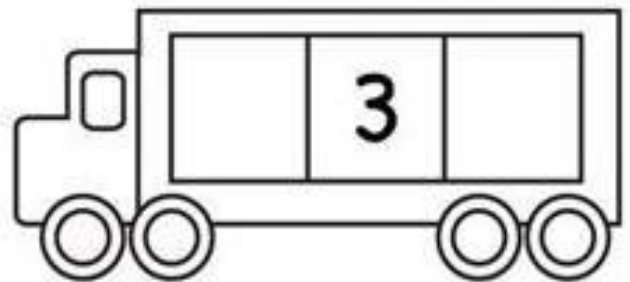
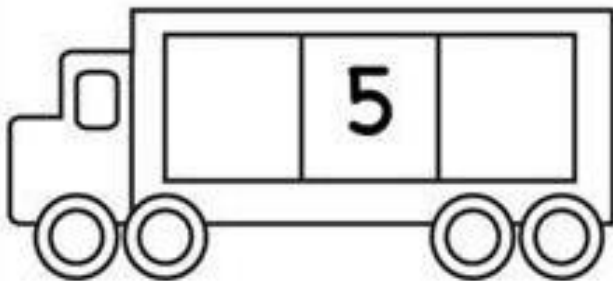
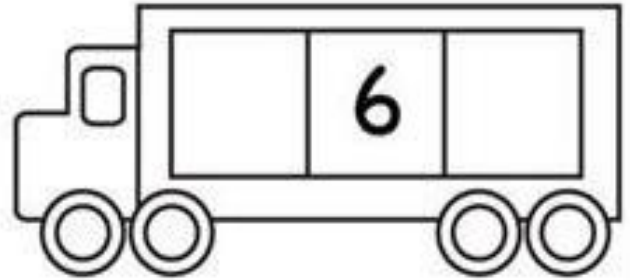
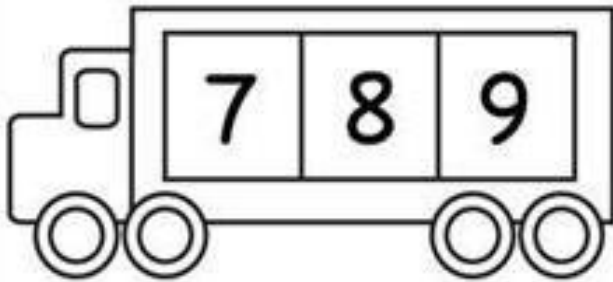
Pintar el número que corresponde a cada imagen

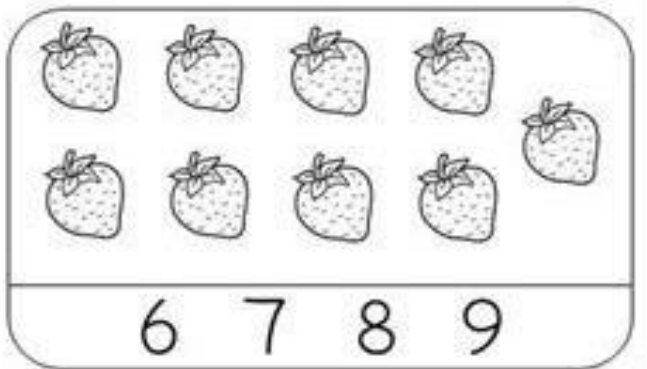
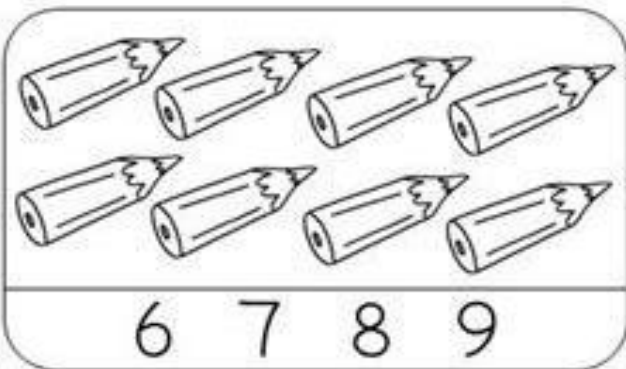
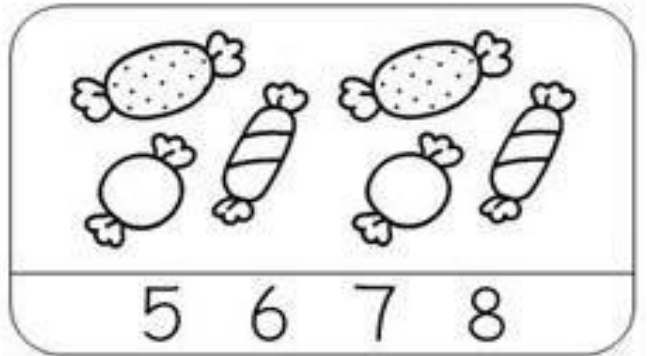
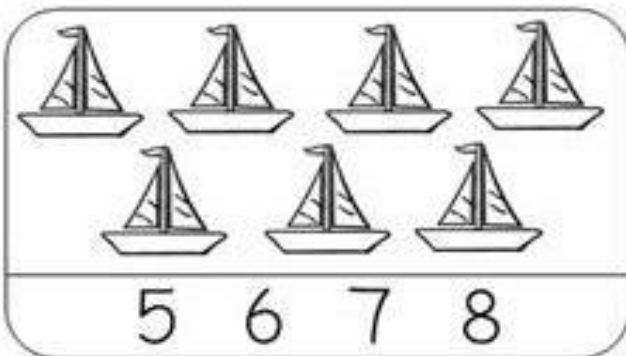
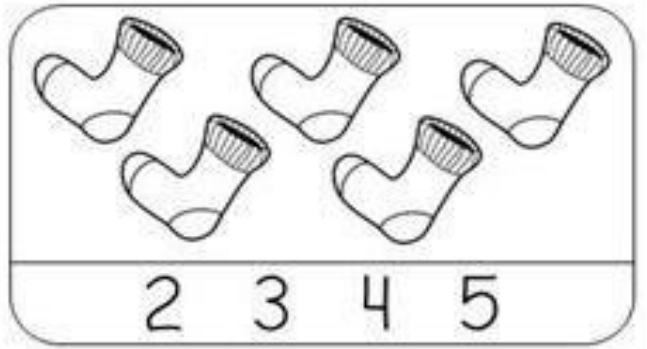
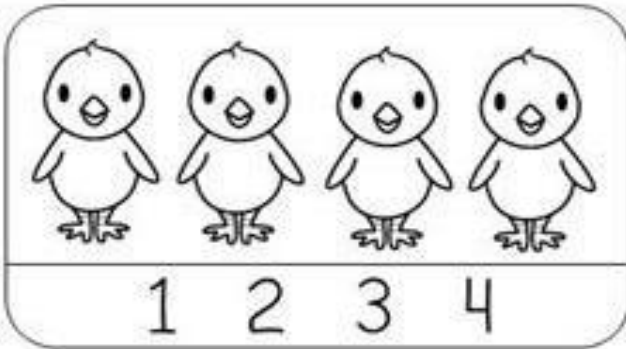
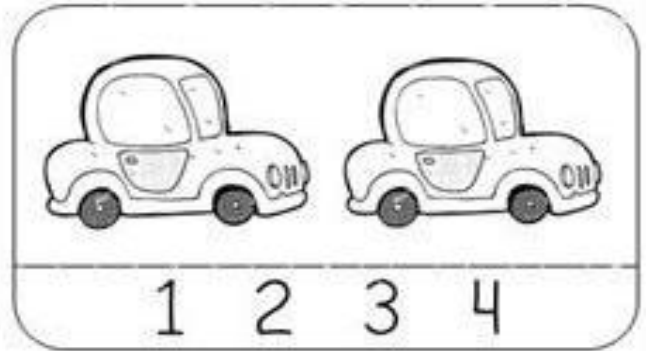
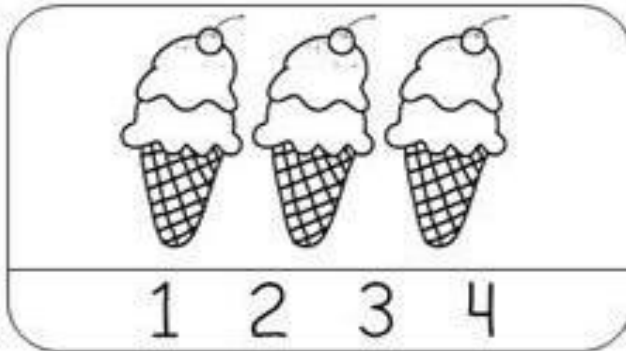
Pinta de acuerdo al número indicado

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

Escribe el número que falta



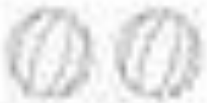
Encierra en un círculo el número que indica la cantidad de elementos en cada grupo





Completa con la cantidad que falta

7 →



4 →



6 →



8 →



2 →



1 →

9 →



