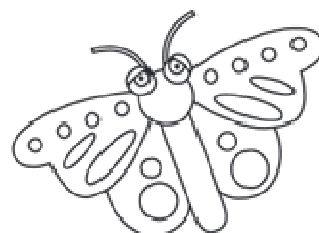
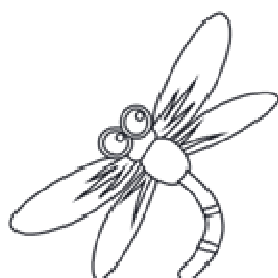
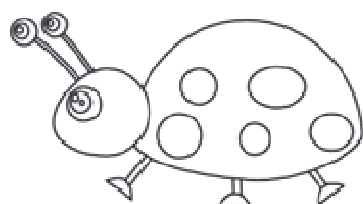
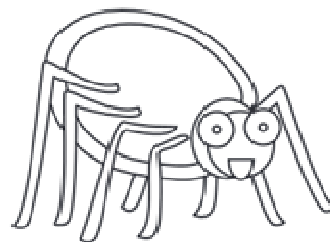
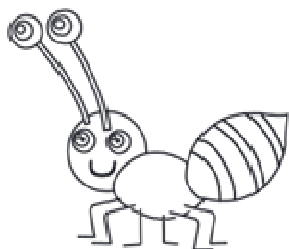
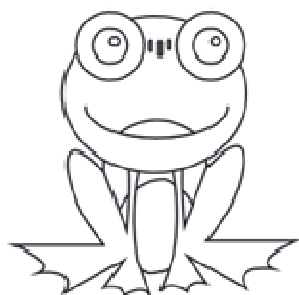


Podziel na sylaby nazwy mieszkańców łąki, a następnie w wyznaczonym miejscu narysuj tyle kresek ile jest sylab w danej nazwie.

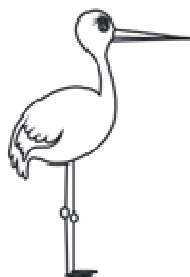


Zamaluj pola z literami, które są potrzebne do napisania wyrazu z ramki.



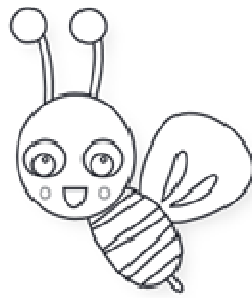
ŻABA

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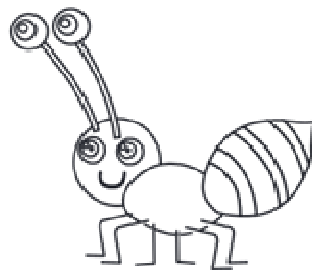
BOCIAN

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PSZCZOŁA

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S	B	O	A	Z	Y	Ł



MRÓWKA

R	A	O	E	T	A	K
I	W	Z	Ó	M	C	I

Pokoloruj motyla

