

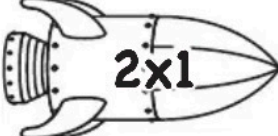
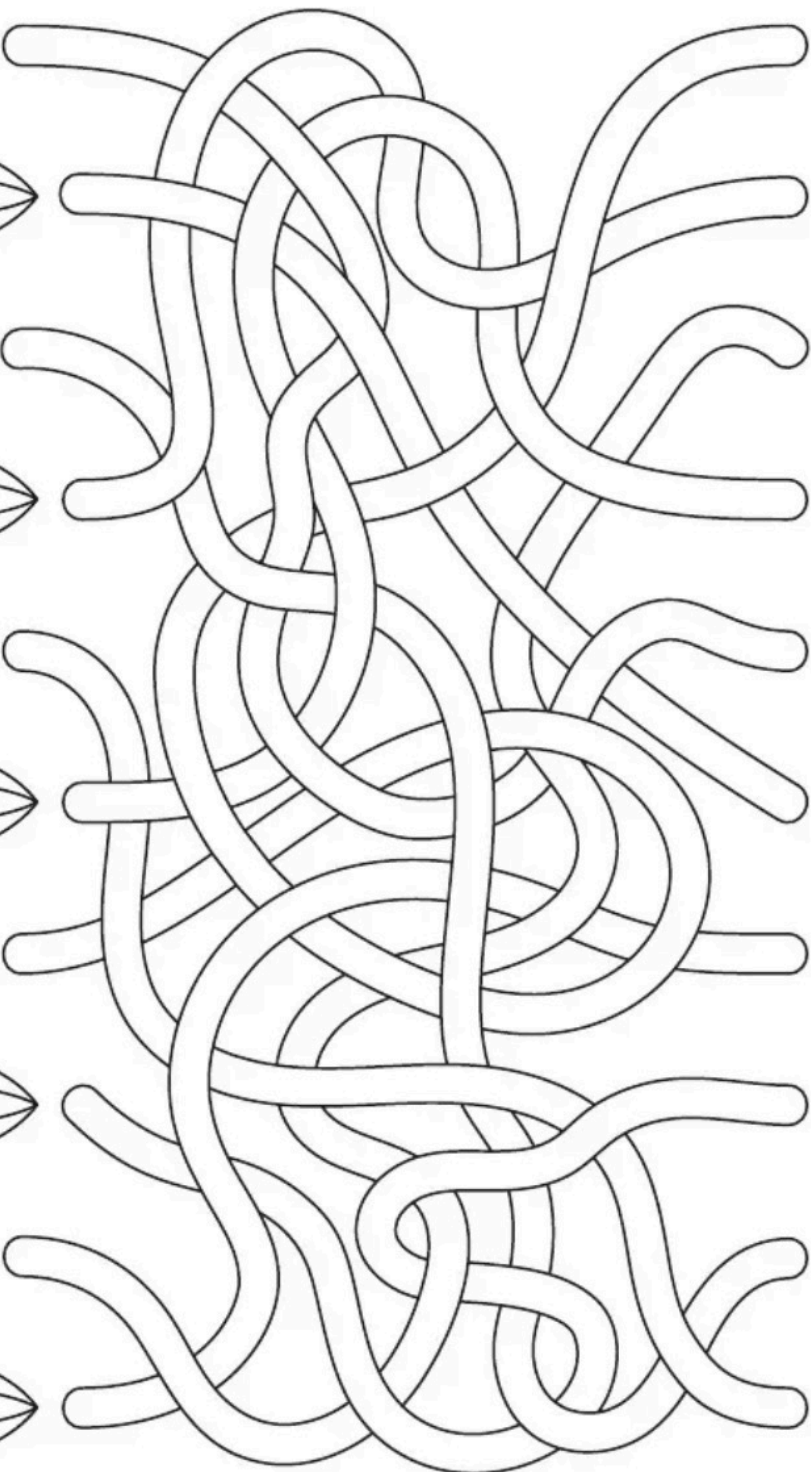
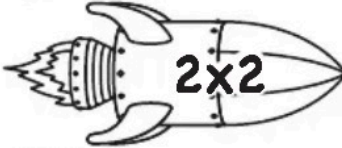
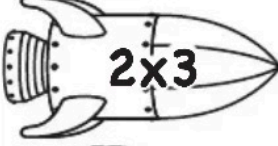
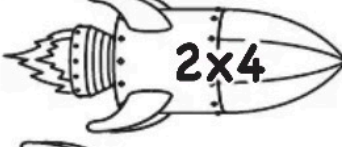
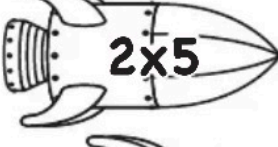
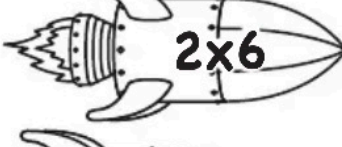
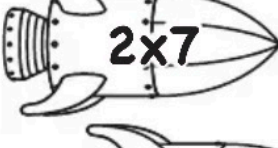

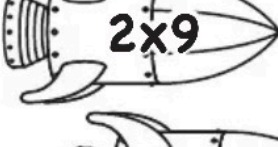
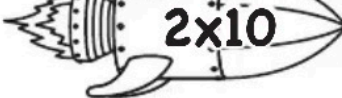
DÖRT DÖRTLÜK ETKİNLİK (2)

ÇARPMA İŞLEMİ - RİTMİK SAYMA - LABİRENT - BOYAMA

1. Sayıları Ritmik olarak roket arkasına yaz.
2. Ritmik sayıları 3 kez sesli olarak say.
3. İlk sayıdan başlayıp roketi bulduğun sayıya ulaştır.

Önemli Not: Her roketi farklı renge boya.

02

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