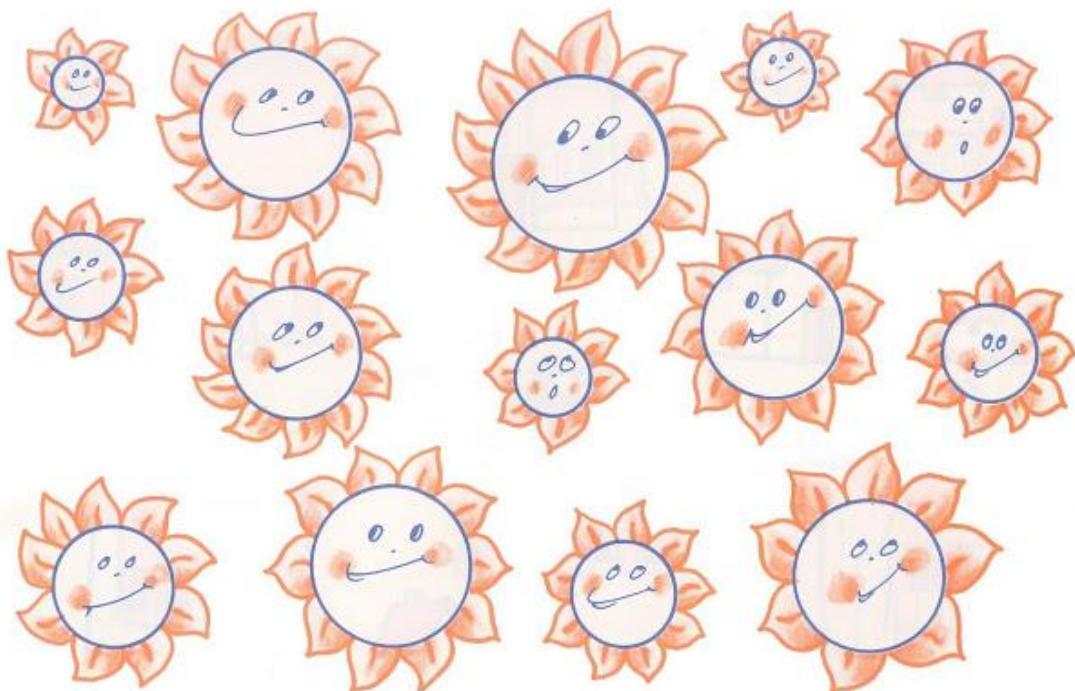


Training Grafia

LIVELLO 1

● PERCEPCION DE TAMAÑOS

- Coloca de menor a mayor estas figuras, uniéndolas con una raya.



17

● PERCEPCION DE TAMAÑOS

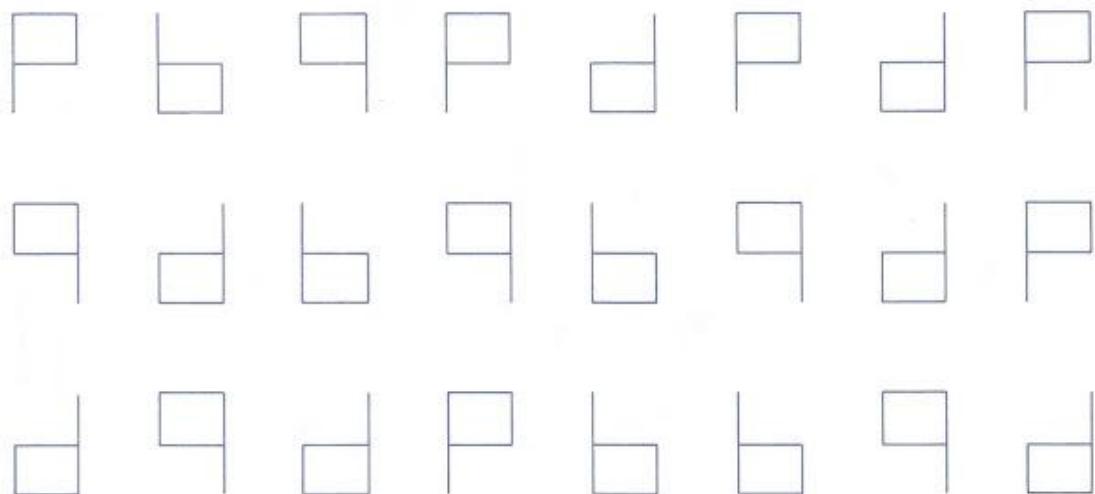
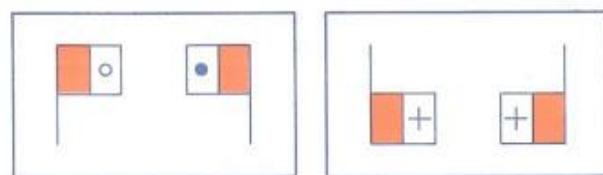
- Recorta las carteras y ordénalas desde la más grande a la más pequeña.



19

● ORIENTACION ESPACIAL

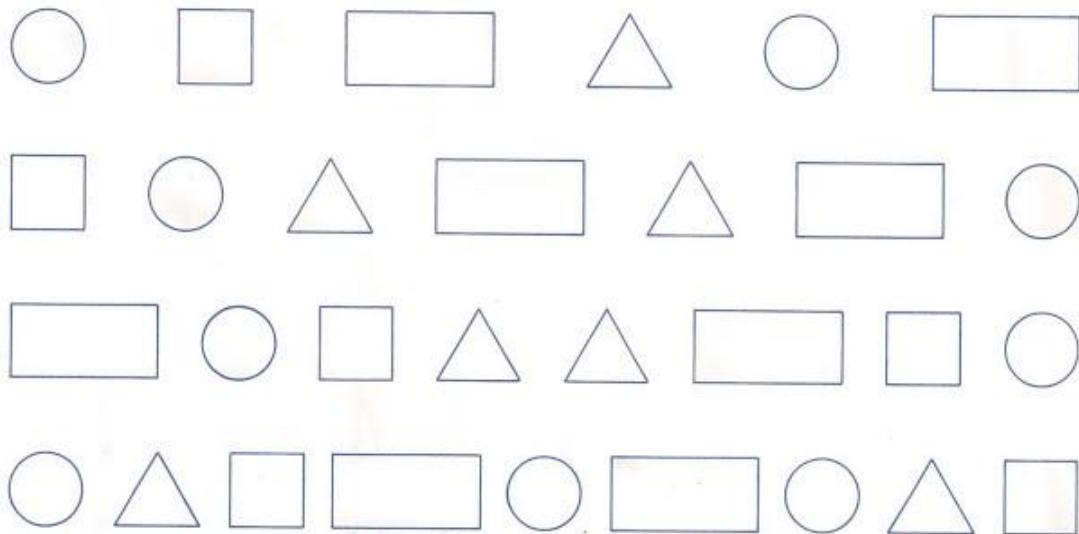
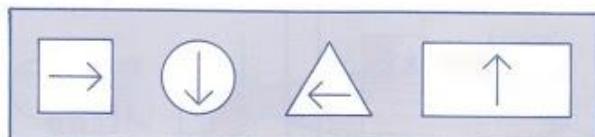
- Completa las banderas como los modelos.



25

● ORIENTACION ESPACIAL

- Coloca las flechas según se indica en el modelo.

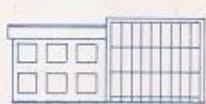
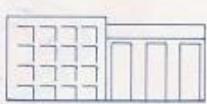
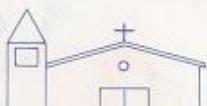
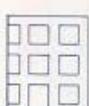
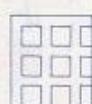
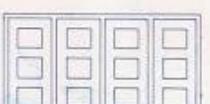
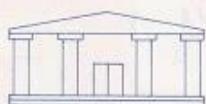
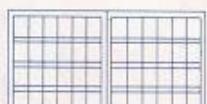
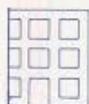
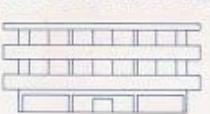
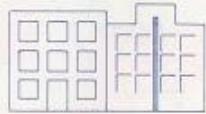
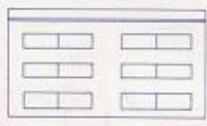


26

● ORIENTACION ESPACIAL

El coche va a llenar el depósito de gasolina por la trayectoria señalada.

- Pinta de rojo cuando vaya hacia la derecha. Pinta de azul cuando vaya hacia la izquierda. Pinta de verde cuando vaya hacia abajo y de negro cuando vaya hacia arriba.



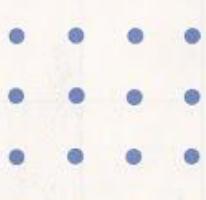
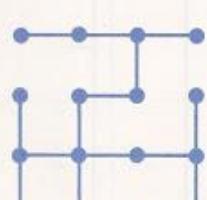
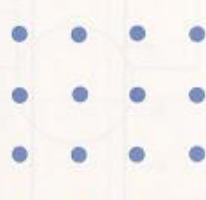
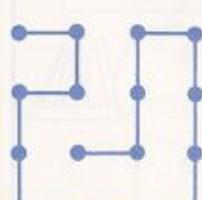
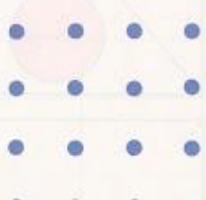
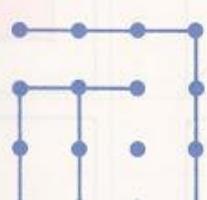
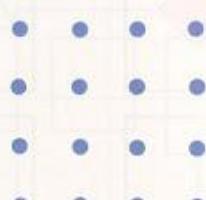
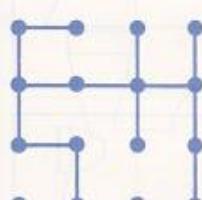
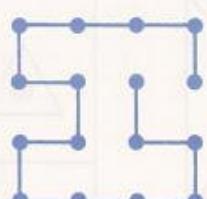
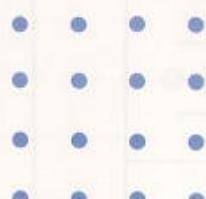
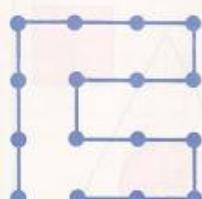
● ATENCION

- Une los puntos por orden y aparecerá un dibujo fantasma.



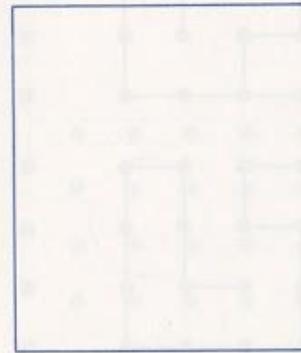
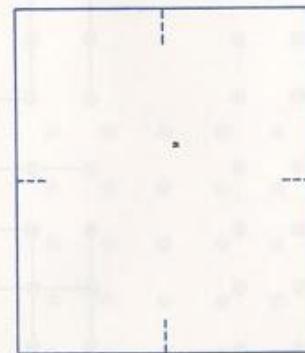
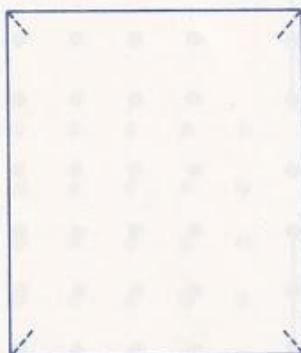
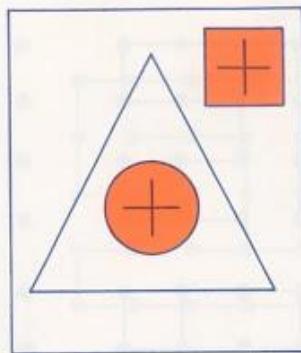
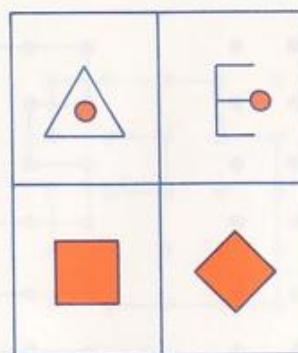
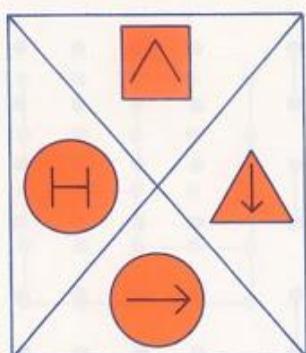
• ATENCION

• Pinta al lado cada modelo.



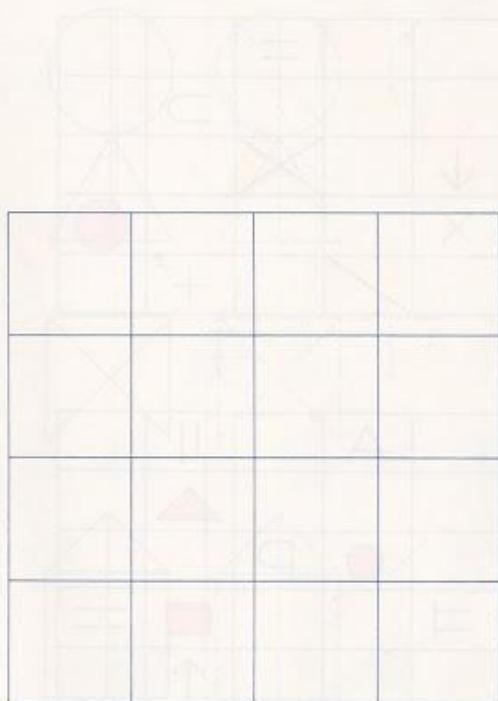
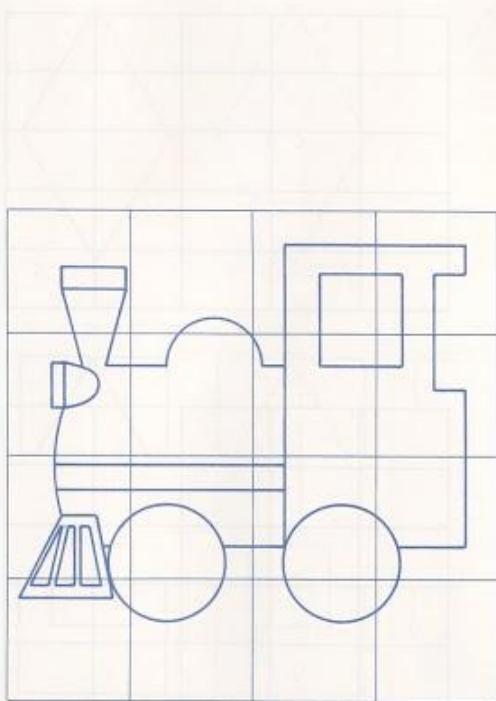
• PERCEPCION

• Copia debajo cada modelo.



● GRAFOPERCEPCION

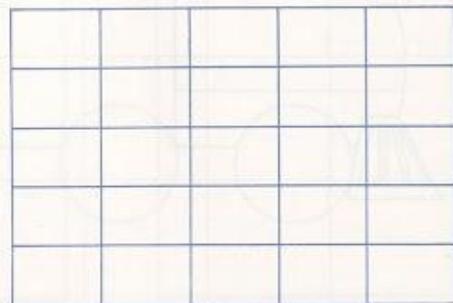
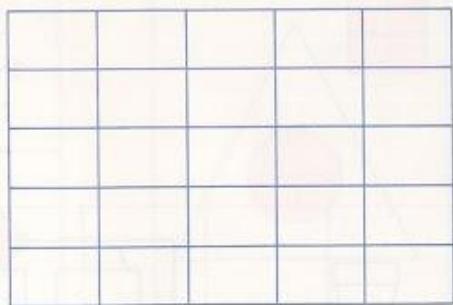
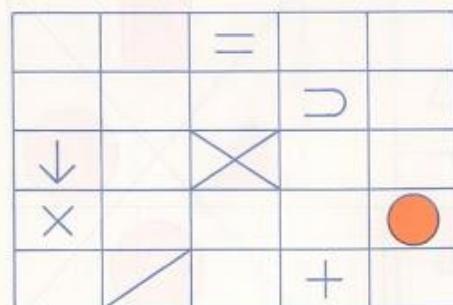
- Copia el dibujo por la cuadrícula y coloréalo.



39

● ATENCION-PERCEPCION

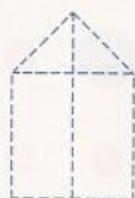
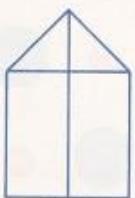
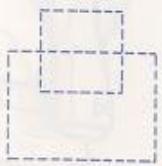
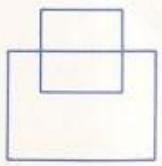
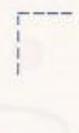
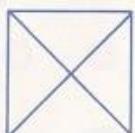
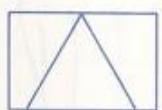
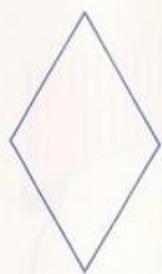
- Completa el modelo como figura en la izquierda.



40

● GRAFOPERCEPCION

- Copia los modelos.



41

● SIMETRIA

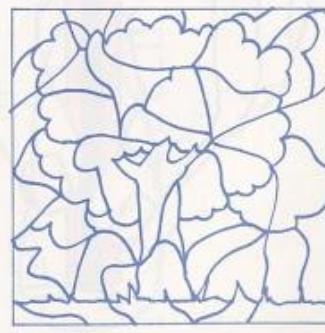
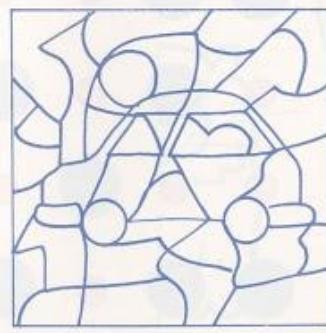
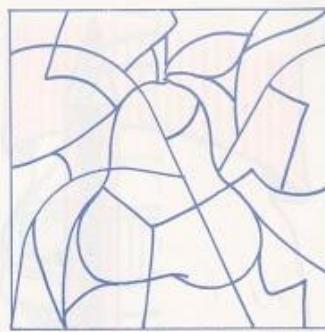
- Pinta la mitad que falta en estos dibujos.



42

● PERCEPCION

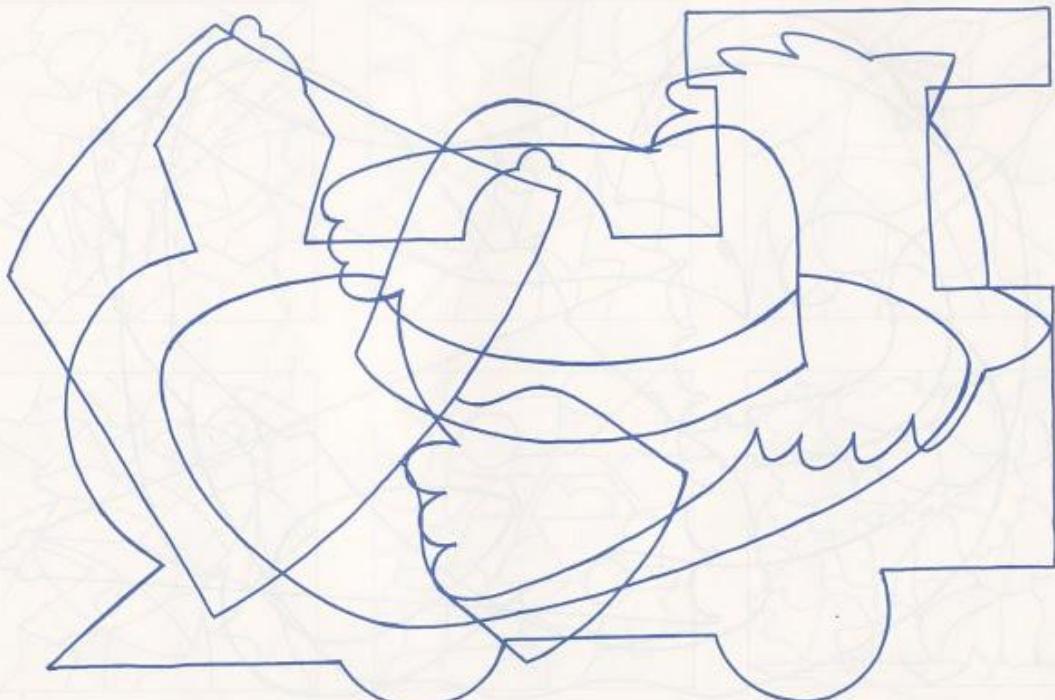
- Colorea el dibujo fantasma que hay en cada recuadro.



44

● PERCEPCION

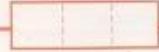
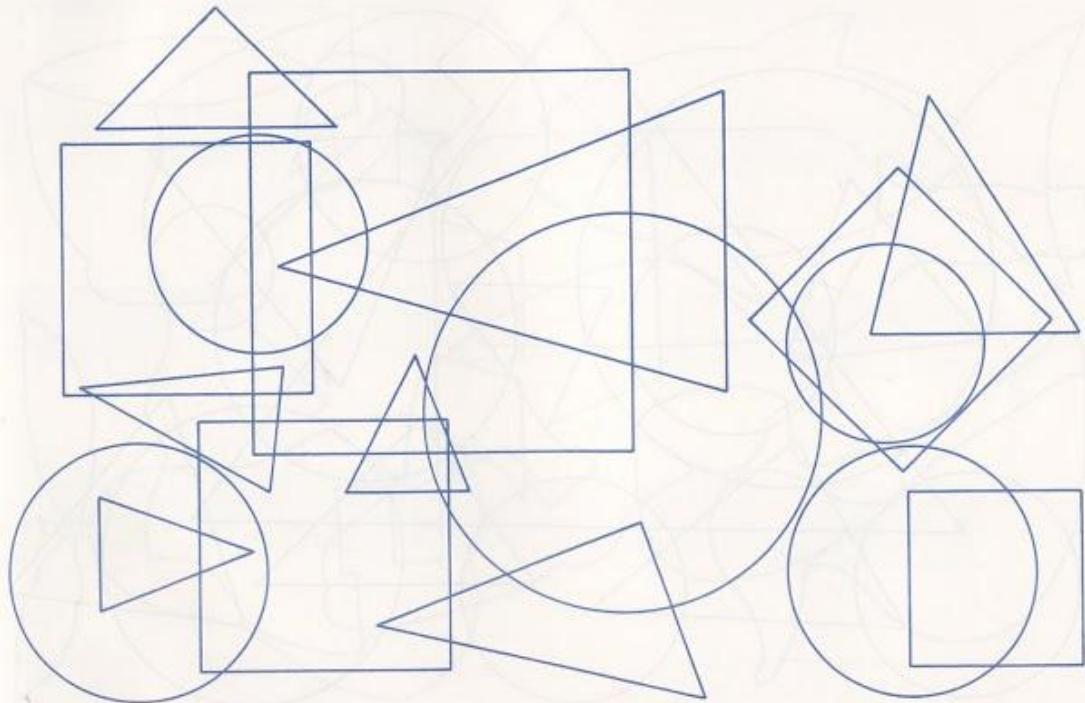
- Repasa cada dibujo con un color diferente.



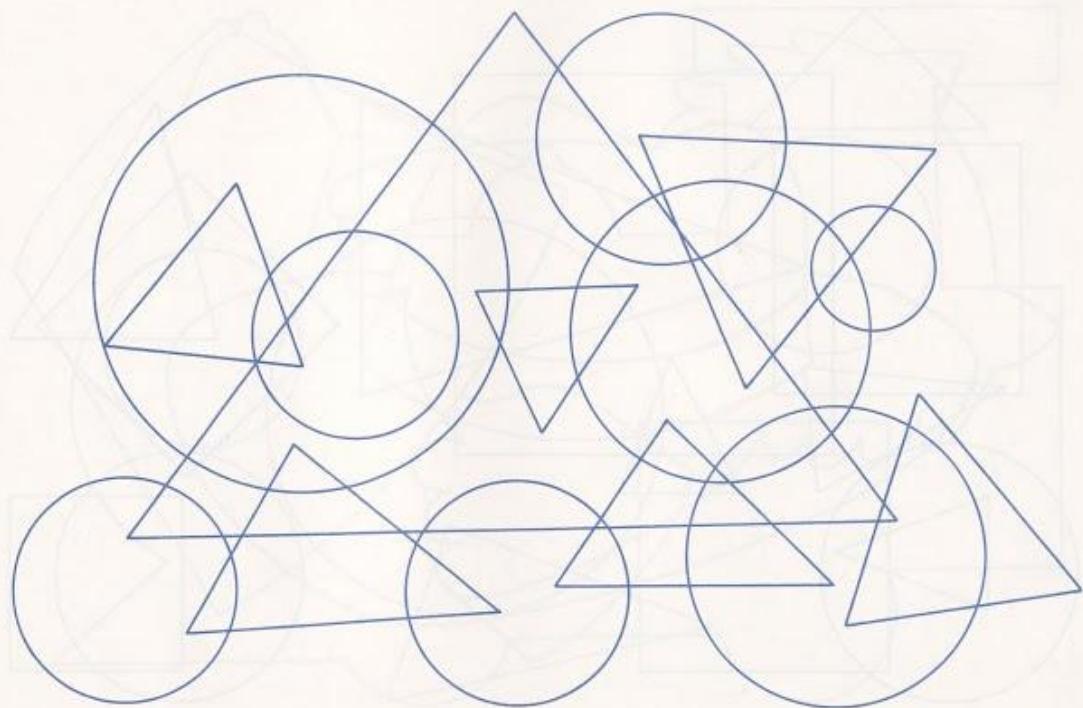
46



- Repasa los cuadrados en rojo, los círculos en verde y los triángulos en azul. Despues colorea todos los triángulos de azul.

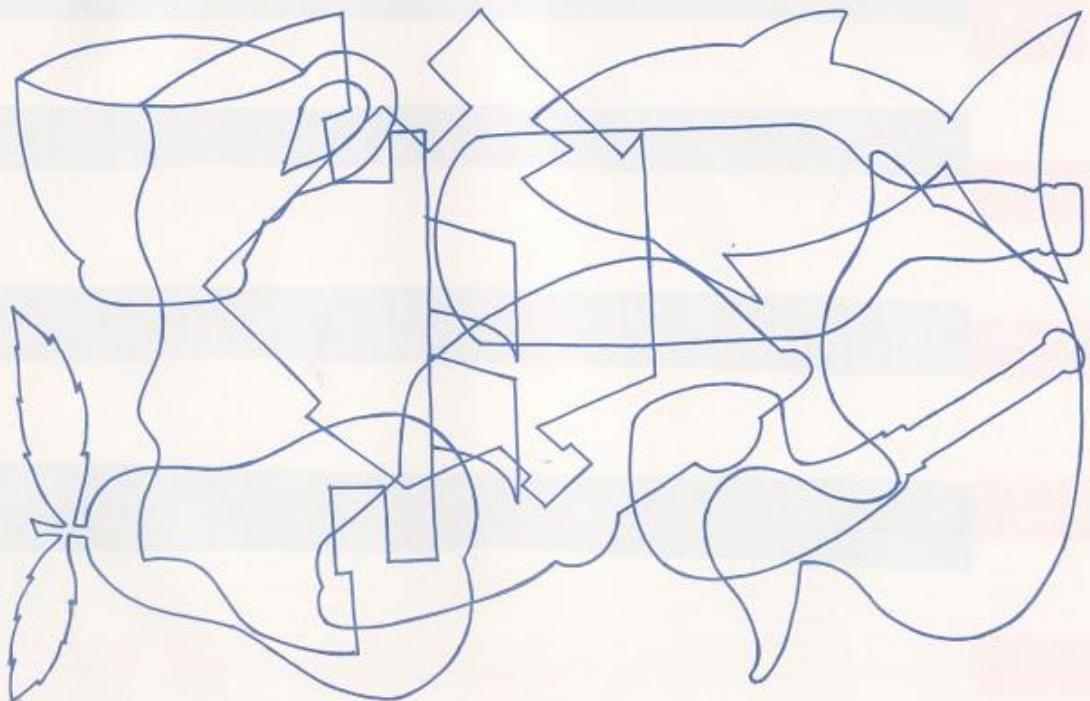


- Repasa los triángulos en rojo y los círculos en azul sin salirte de la raya.



● PERCEPCION

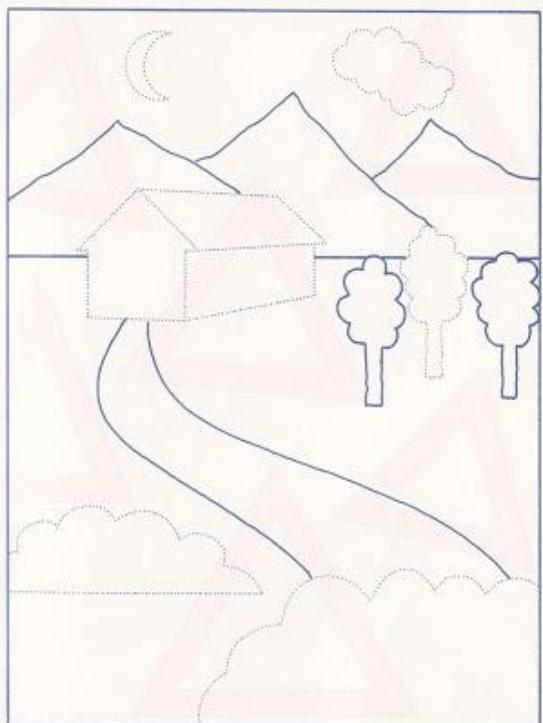
- Repasa el contorno de cada uno de los nueve dibujos con un color diferente.



49

● VISOMOTRICIDAD

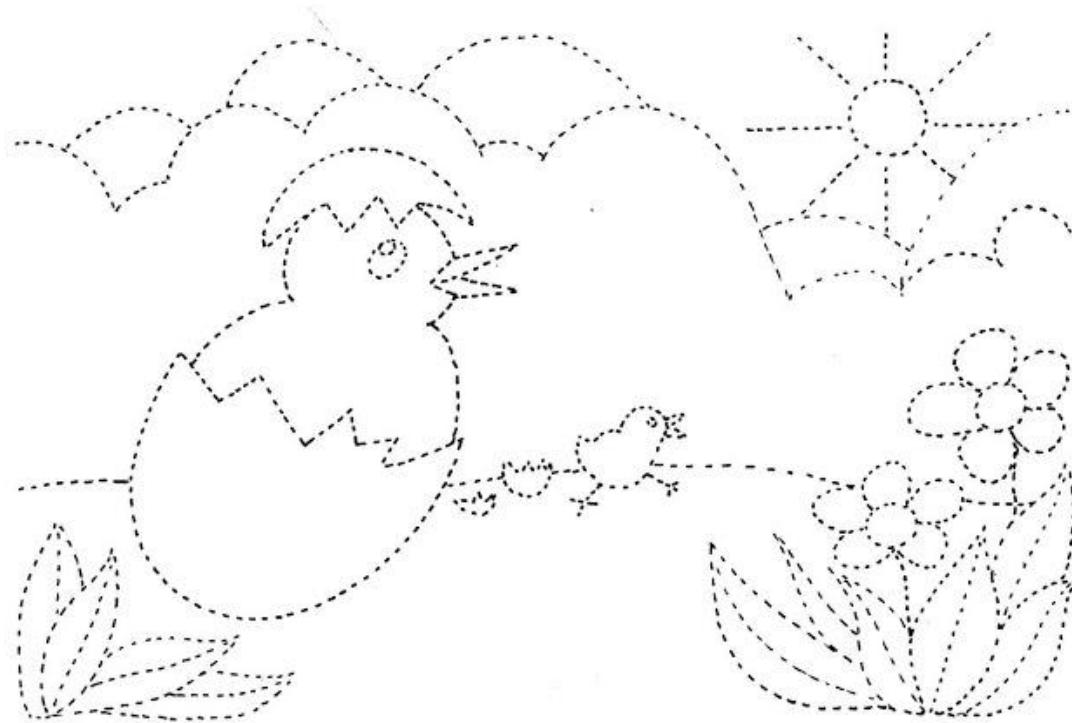
- Recorta con tijeras las figuras de la izquierda y pégalas en el lugar correspondiente de la derecha y coloréalo.



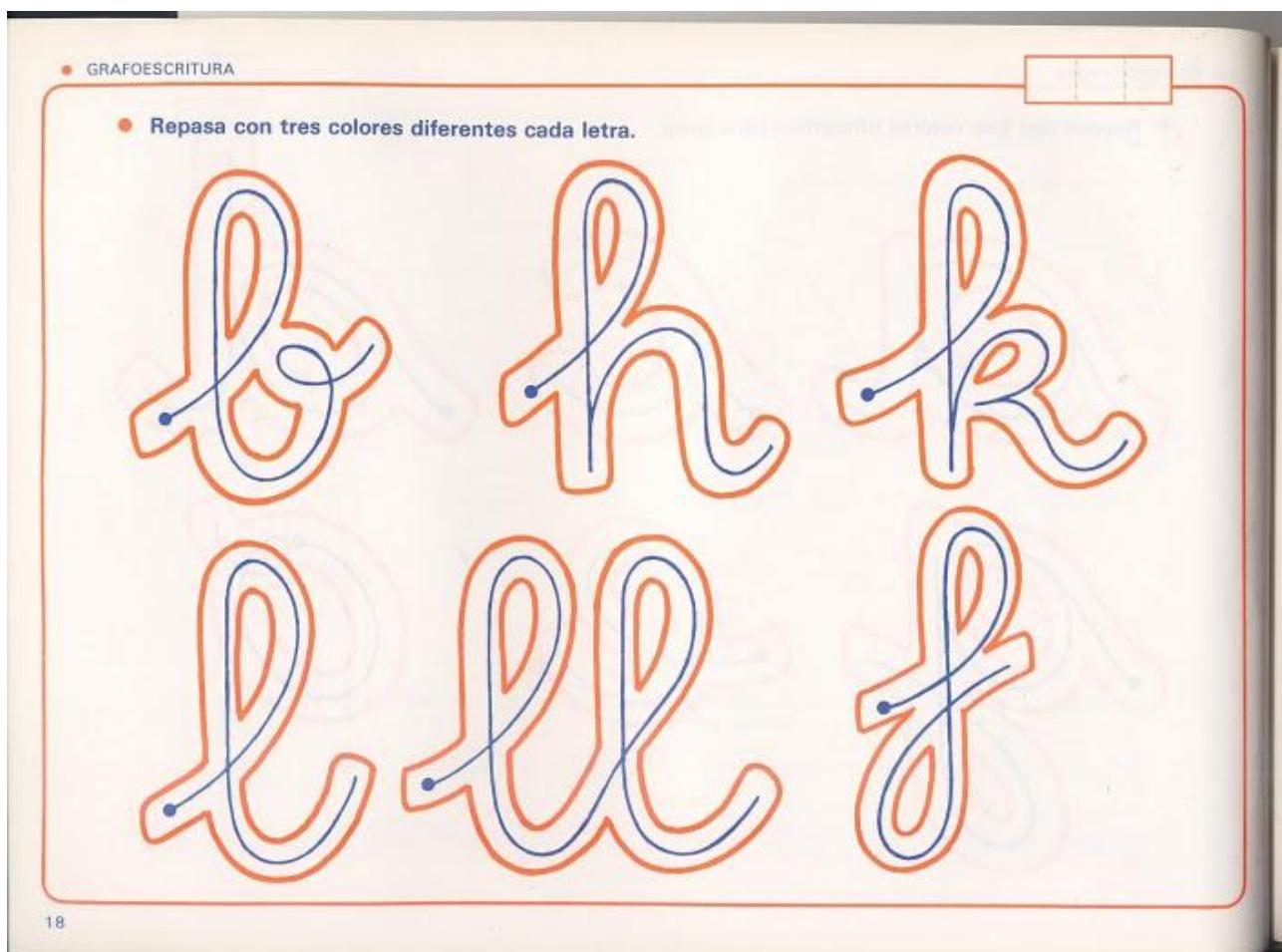
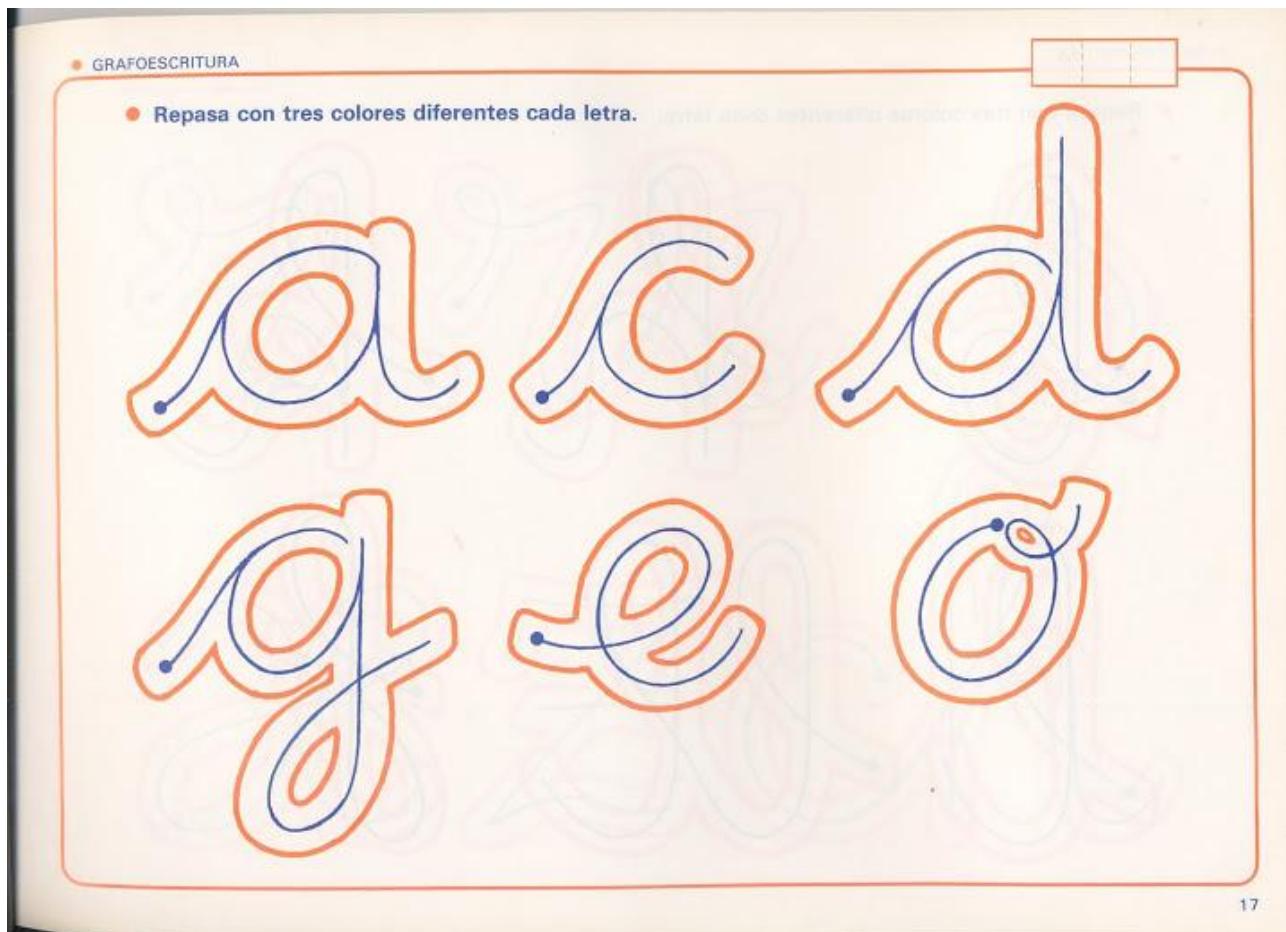
73



● Colorea el dibujo y perfora el contorno con un punzón.



LIVELLO 2



● GRAFOESCRITURA

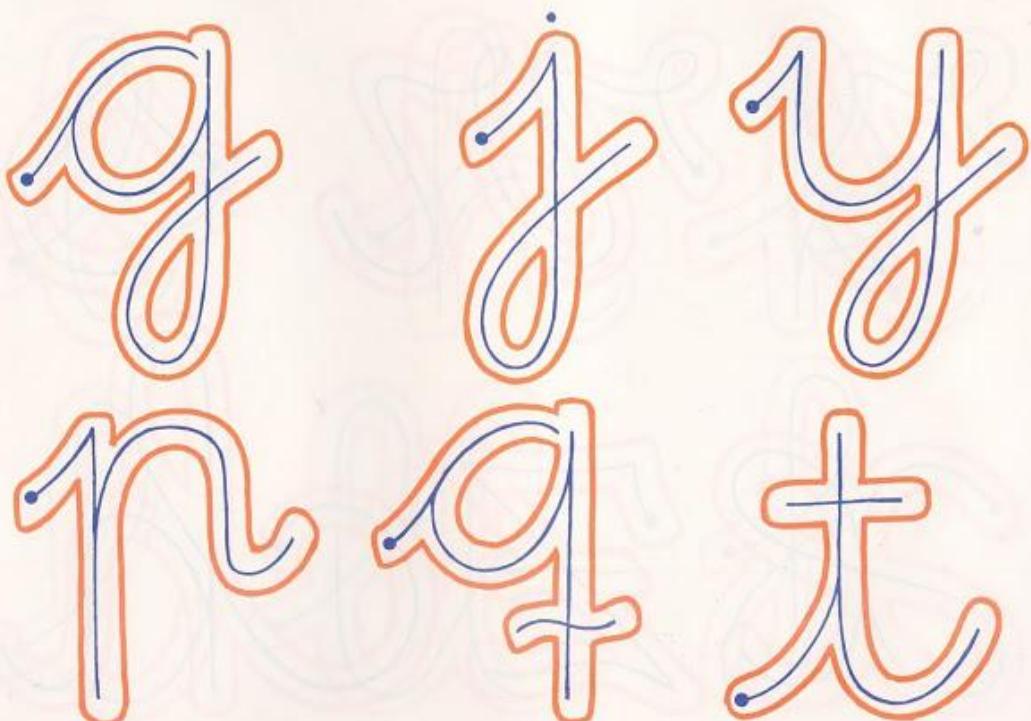
- Repasa con tres colores diferentes cada letra.



19

● GRAFOESCRITURA

- Repasa con tres colores diferentes cada letra.



20

● GRAFOESCRITURA

- Repasa con tres colores diferentes cada letra.

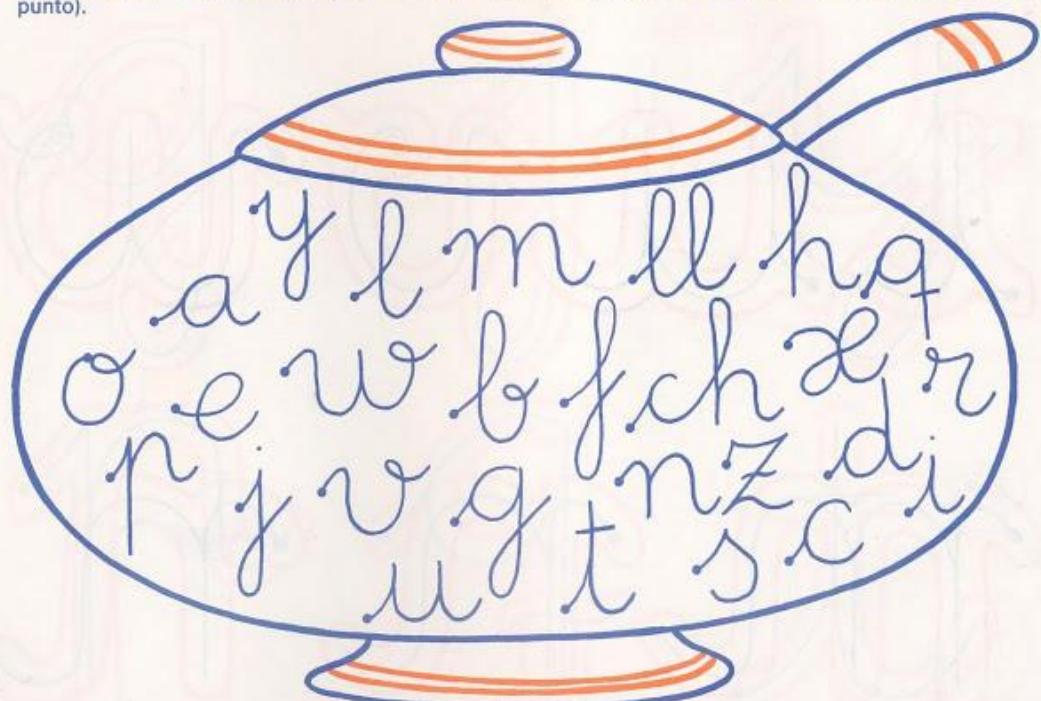
i l u v w

m m m

21

● GRAFOESCRITURA

- **SOPA DE LETRAS:** Elige tus tres colores favoritos y repasa por encima todas las letras de la sopa con los tres colores. (No levantes el lapicero mientras repasas cada letra, empieza a repasar desde el punto).



22

● GRAFOESCRITURA

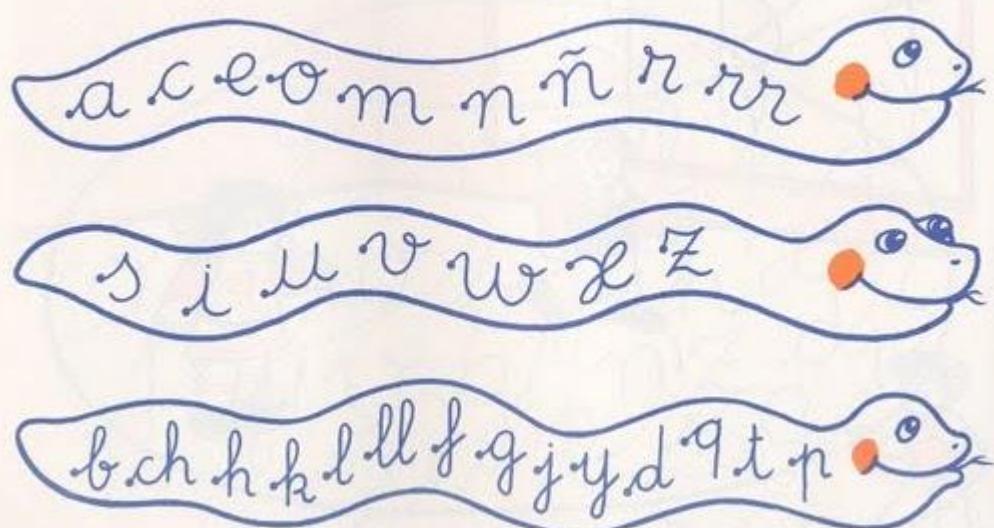
- Dibujar (el rehabilitador) letras aisladas en la pizarra y pintarlas en el suelo. El niño repasa la trayectoria caminando.



23

● GRAFOESCRITURA

- Repasa con tres colores diferentes cada letra.



24

● Repasa con tres colores diferentes cada número.

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

● Repasa con tres colores diferentes cada número.

6 6 6 6 6

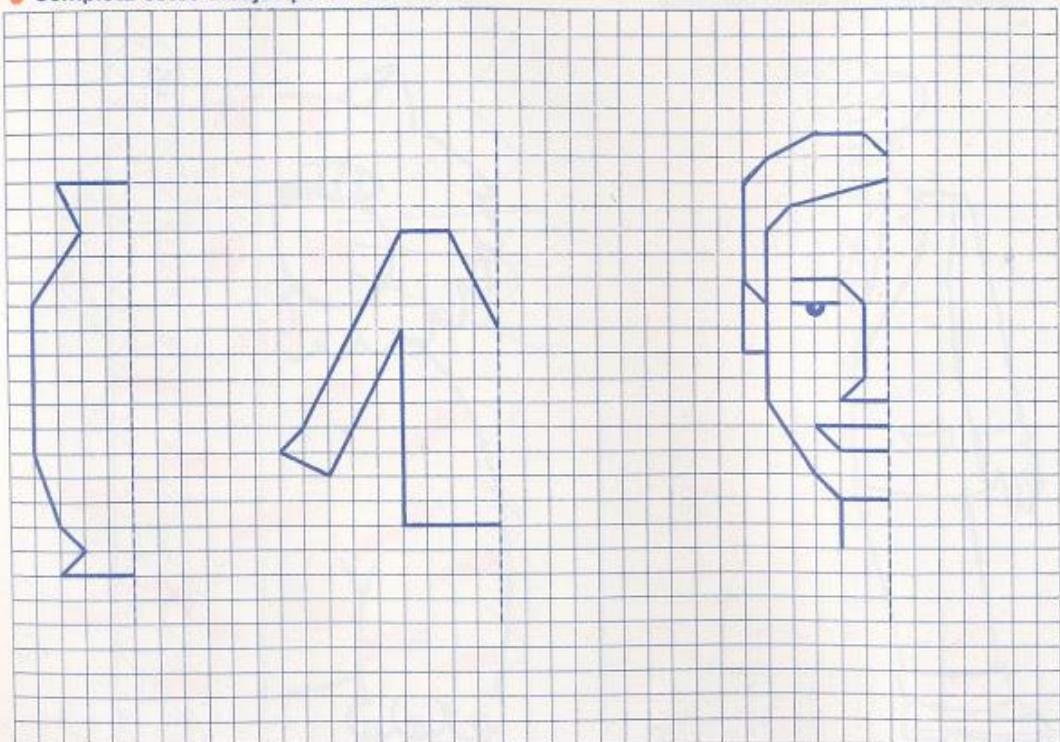
7 7 7 7 7

8 8 8 8 8

9 9 9 9 9

0 0 0 0 0

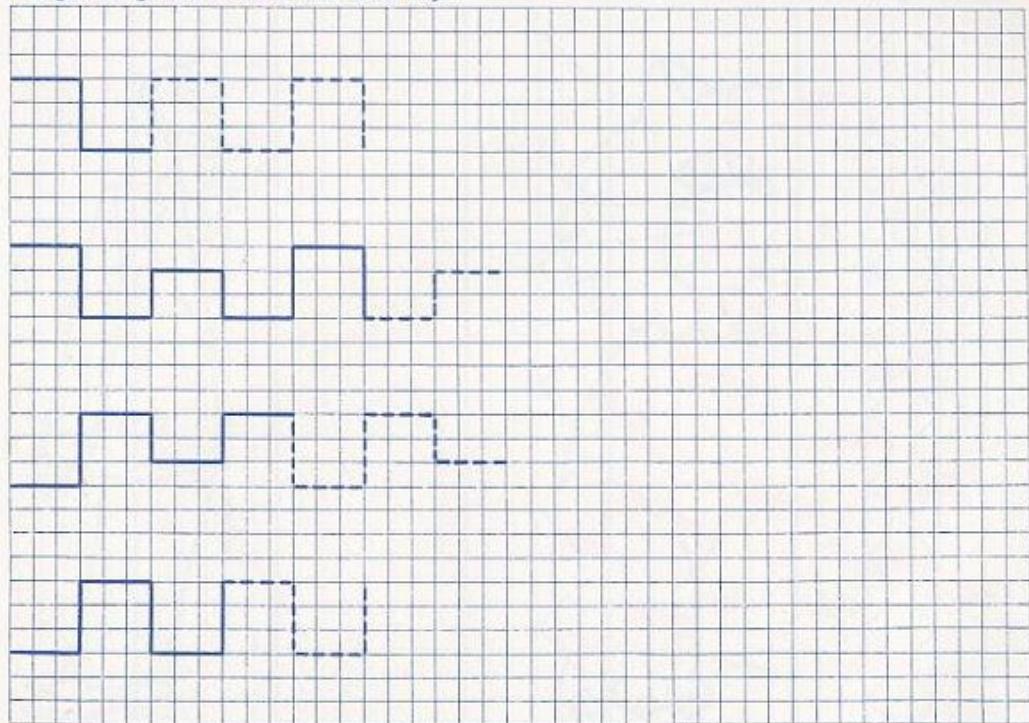
● Completa estos dibujos por la cuadrícula.



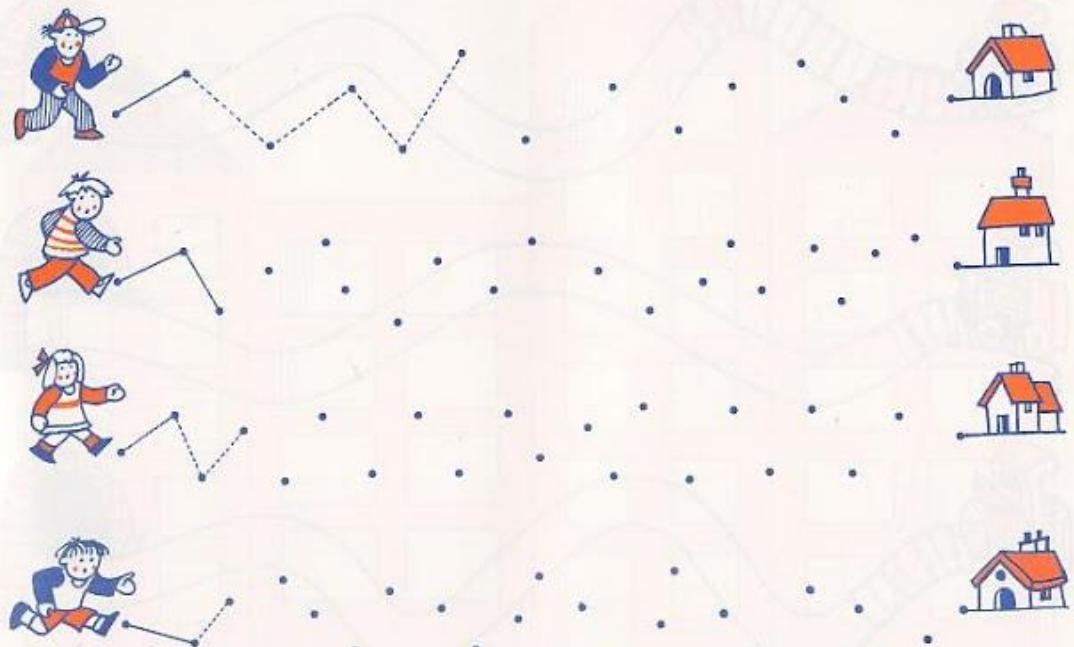
● Repasa la parte de dibujo punteada.



- Sigue las grecas hasta el final de la hoja.

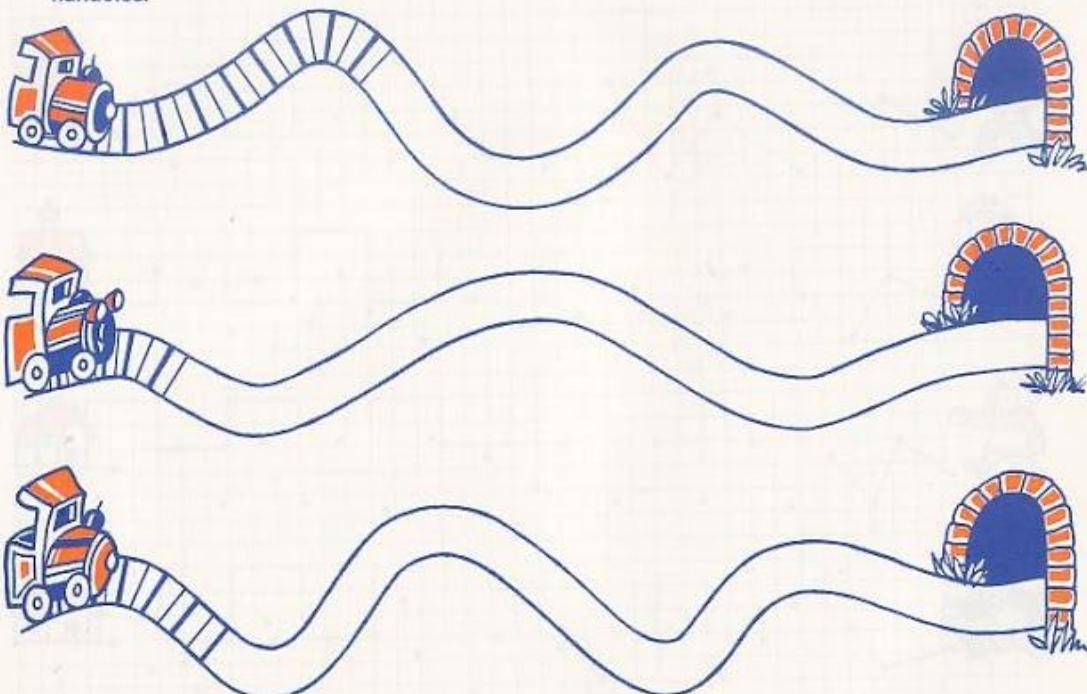


- Une los puntos con el lapicero, procurando hacerlo en línea recta.



● GRAFOMOTRICIDAD

- Continúa las vías del tren. Haciendo un trazo muy fuerte y otro muy suave hasta llegar al túnel, alternándolos.



32

● GRAFOMOTRICIDAD

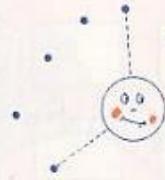
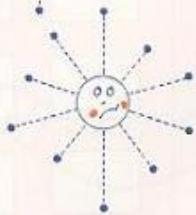
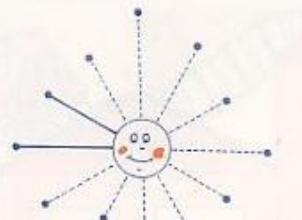
- Completa las ventanas de todas las casas.



33

● GRAFOMOTRICIDAD

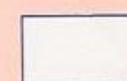
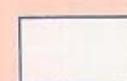
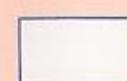
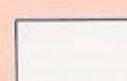
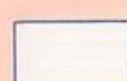
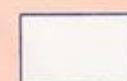
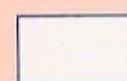
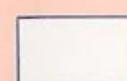
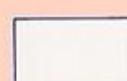
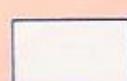
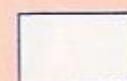
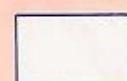
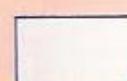
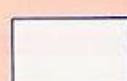
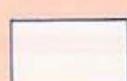
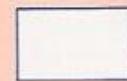
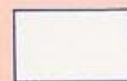
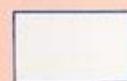
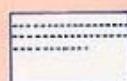
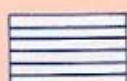
- Completa en línea recta los rayos de cada sol.



● GRAFOMOTRICIDAD

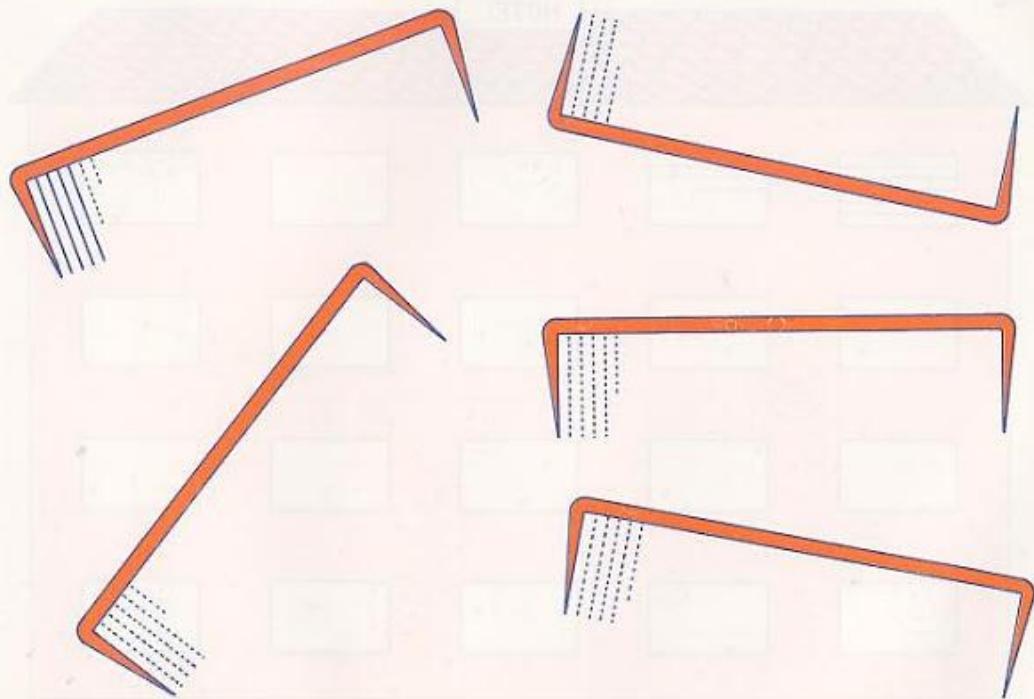
- Dibuja las persianas de cada ventana del hotel, procurando no salirte del marco.

HOTEL



● GRAFOMOTRICIDAD

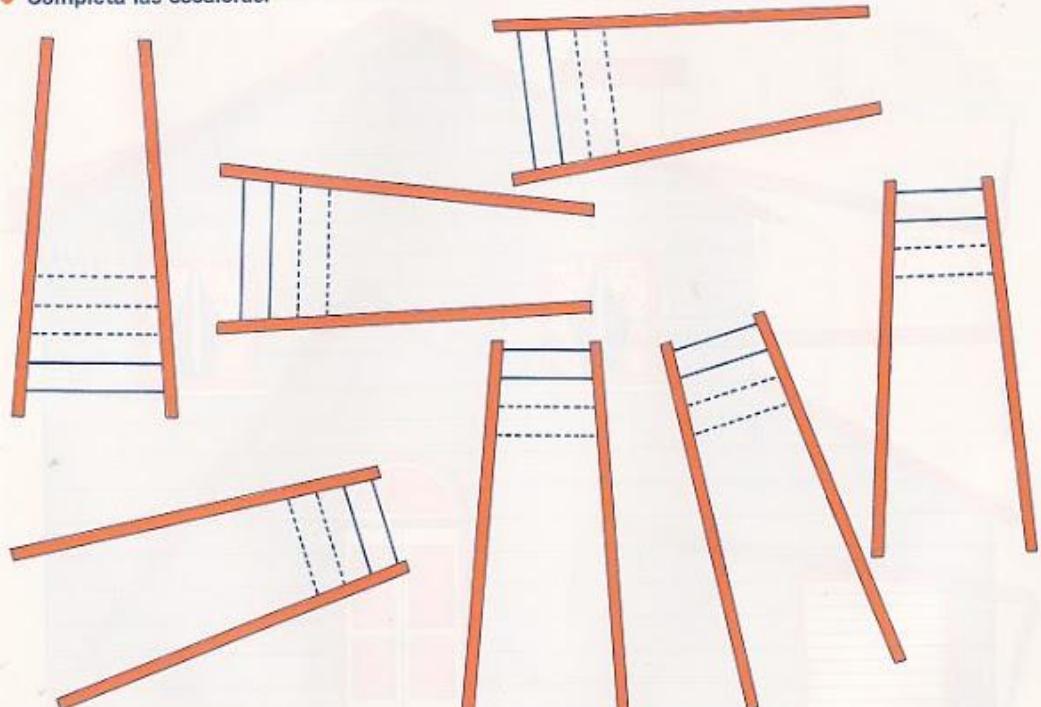
● Completa las púas de estos peines.



36

● GRAFOMOTRICIDAD

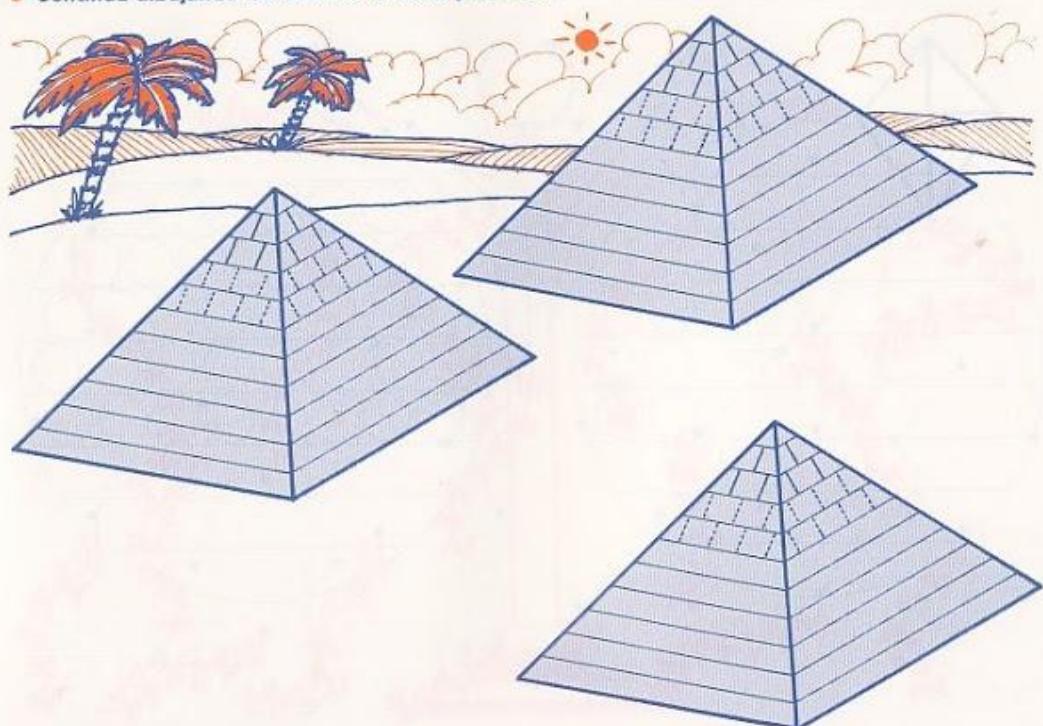
● Completa las escaleras.



38

● GRAFOMOTRICIDAD

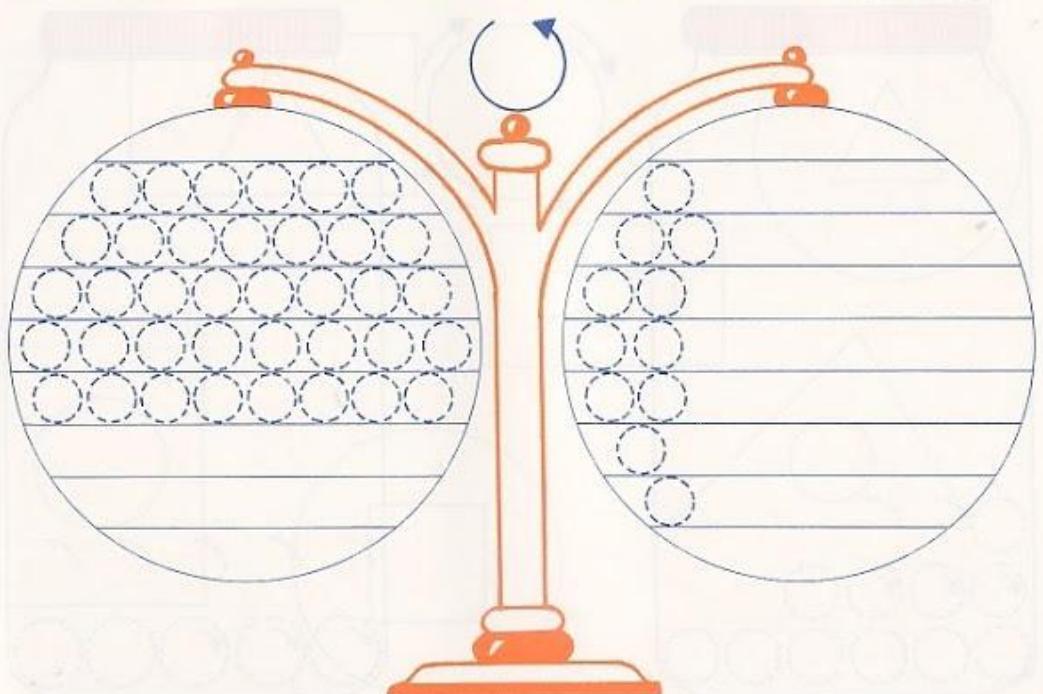
- Continúa dibujando los ladrillos de cada pirámide.



39

● GRAFOMOTRICIDAD

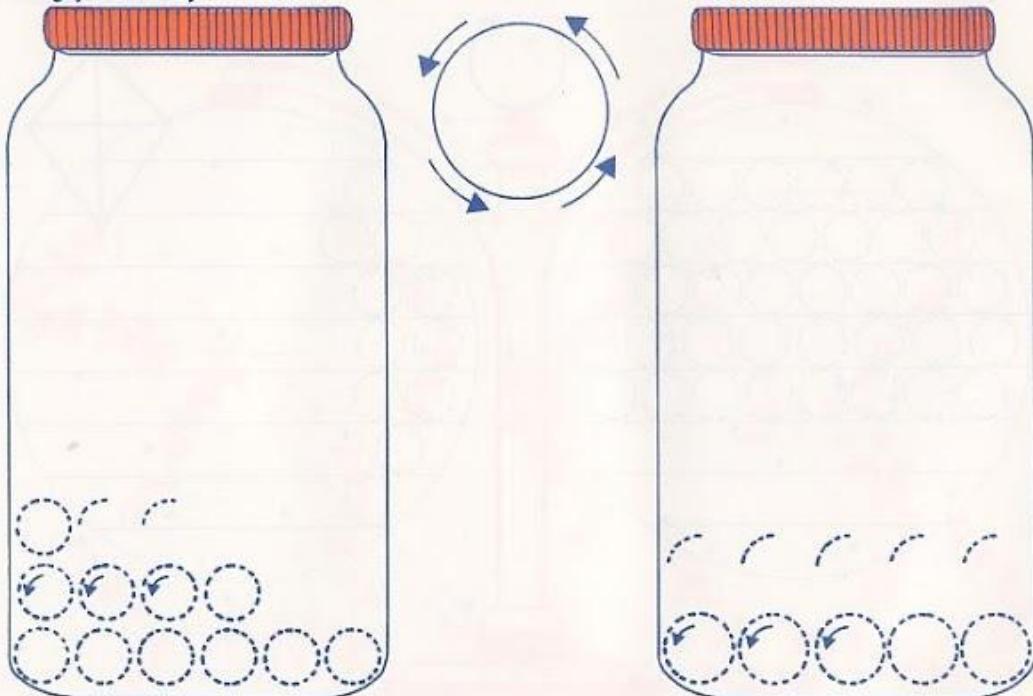
- Repasa cada bola del bombo de lotería. Siguiendo siempre la misma dirección.



41

● GRAFOMOTRICIDAD

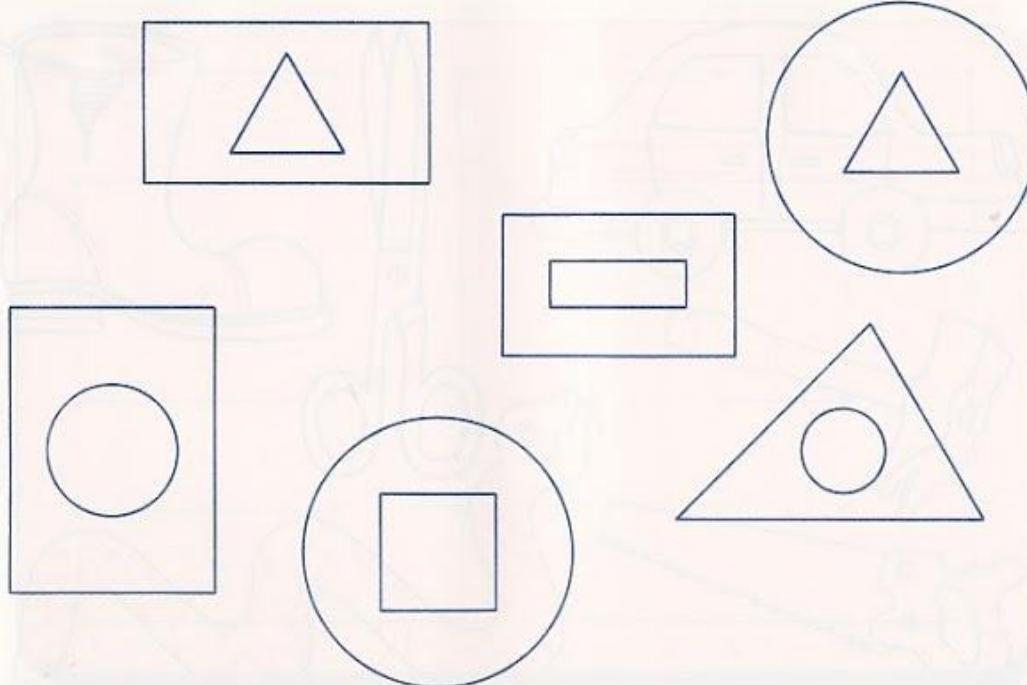
- Dibuja las bolas de caramelos hasta llenar los dos frascos. Dibújalas siempre en sentido opuesto a las agujas del reloj.



42

● GRAFOPERCEPCION

- Colorea en azul la figura exterior y en rojo la interior.



43

• GRAFOMOTRICIDAD

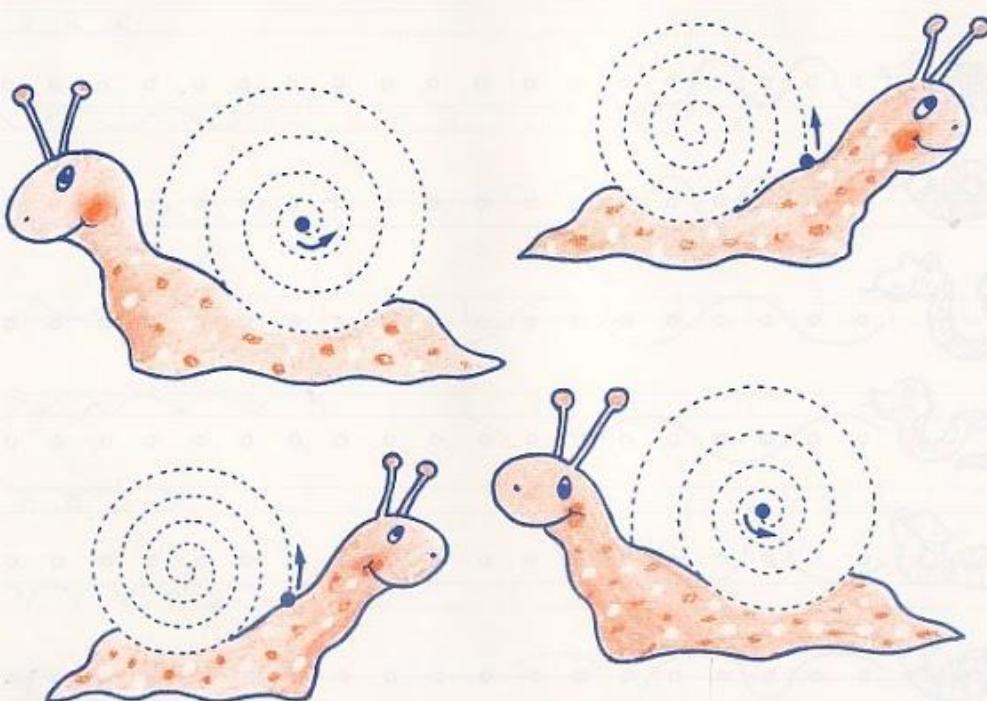
- Dibuja los copos de nieve por toda la lámina en esta dirección. ↘
- Completa los que están punteados.



50

• GRAFOMOTRICIDAD

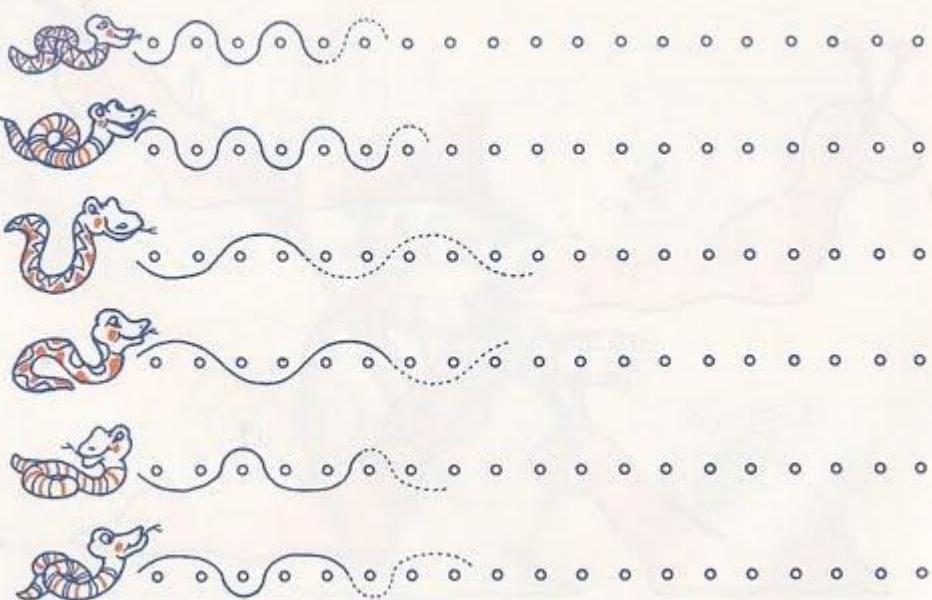
- Repasa el caparazón de cada caracol, siguiendo la dirección indicada.



51

● GRAFOMOTRICIDAD

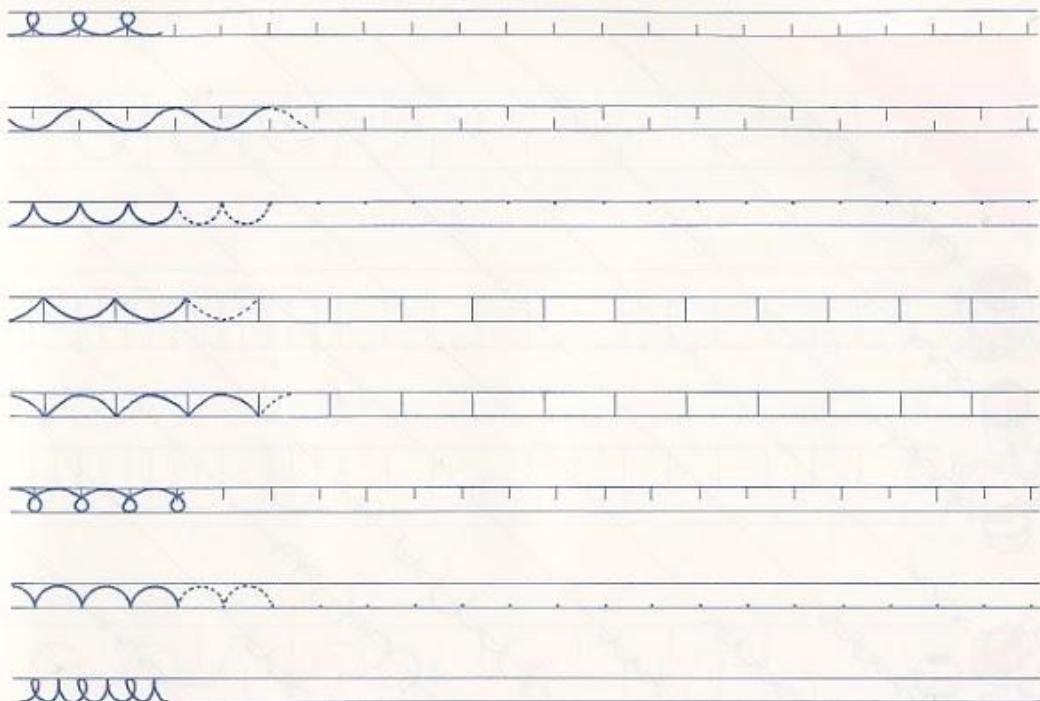
- Continúa la trayectoria de cada serpiente.



52

● GRAFOMOTRICIDAD

- Completa las series.

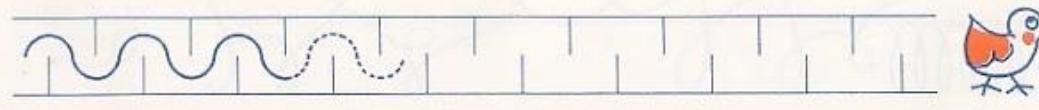
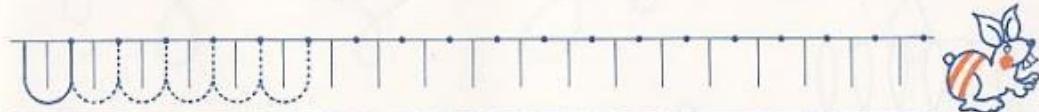
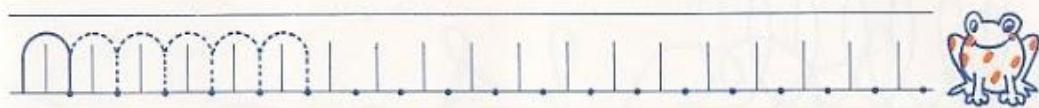
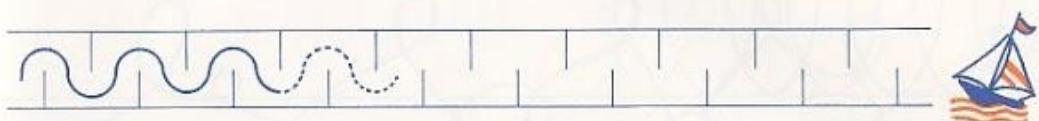


53

- Continúa dibujando las trayectorias de las pelotas, sin salirte de la raya.

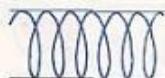
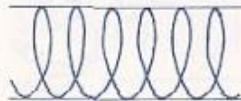
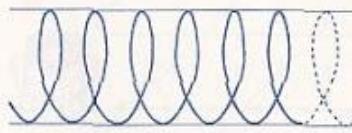
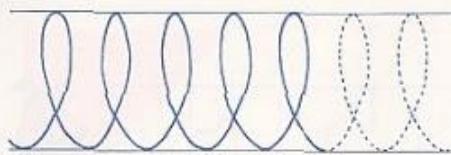


- Sigue las trayectorias.



● GRAFOMOTRICIDAD

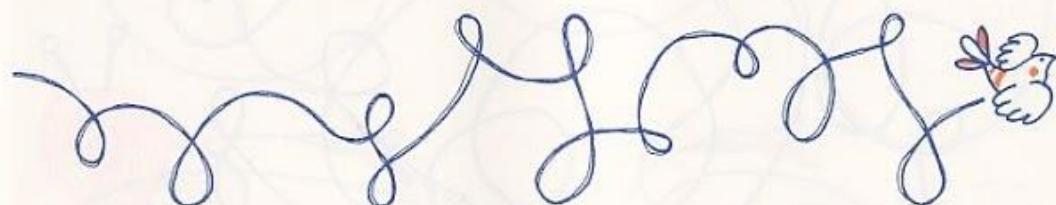
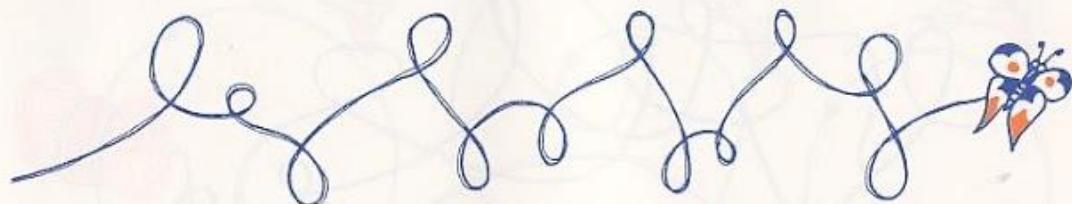
- Sigue estos bucles.



56

● GRAFOMOTRICIDAD

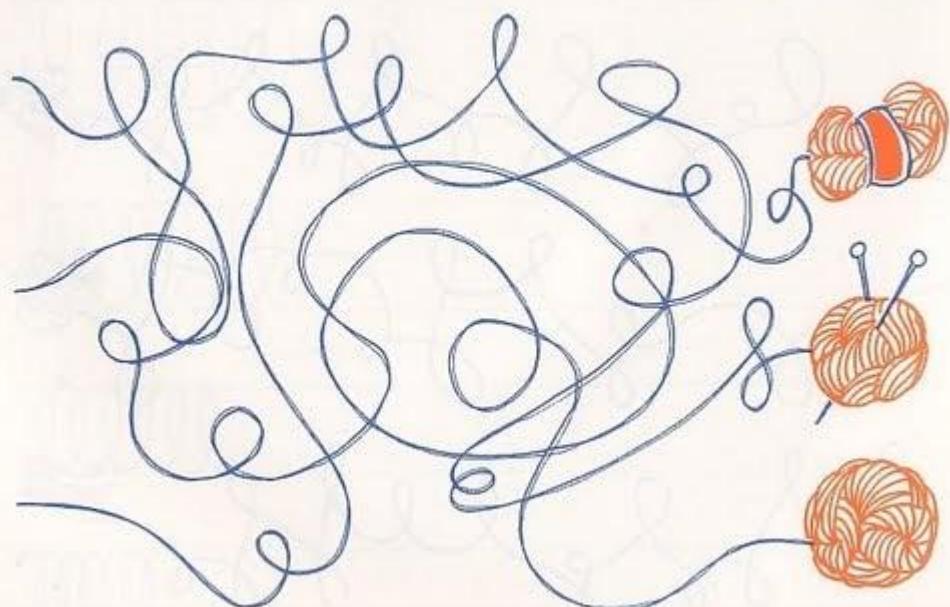
- Repasa cada trayectoria con cinco colores diferentes. No levantes el lapicero hasta que no completes una trayectoria.



57

● GRAFOMOTRICIDAD

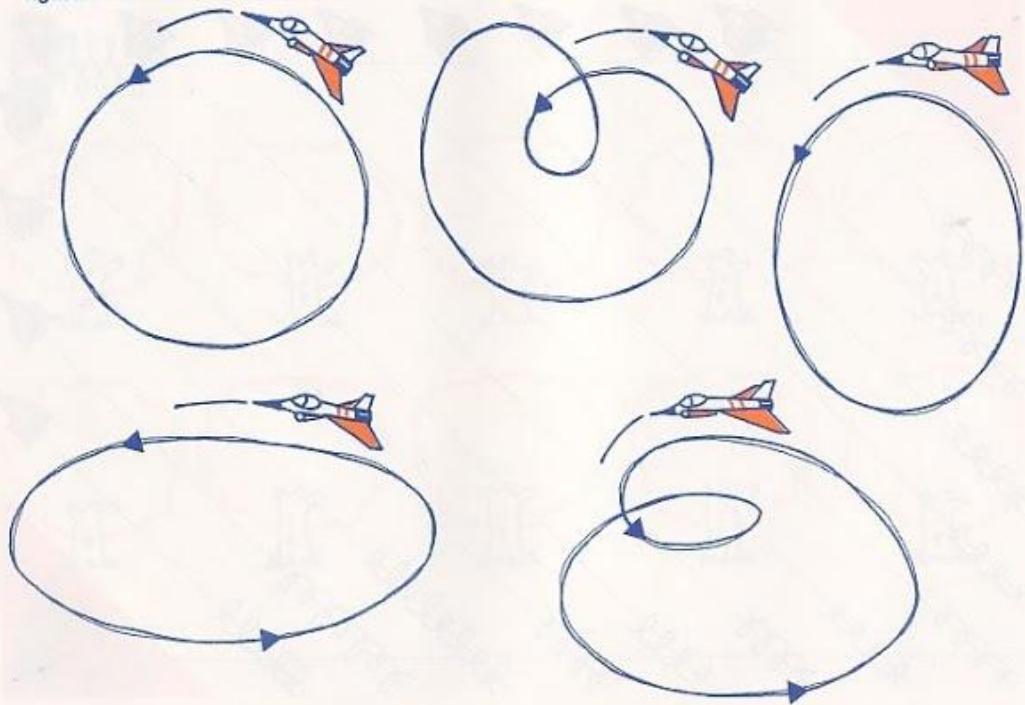
- Sigue la trayectoria de cada hilo, hasta el ovillo correspondiente.



58

● GRAFOMOTRICIDAD

- Sigue la trayectoria de los aviones, repasando con el lapicero, en el sentido indicado, diez veces cada figura.

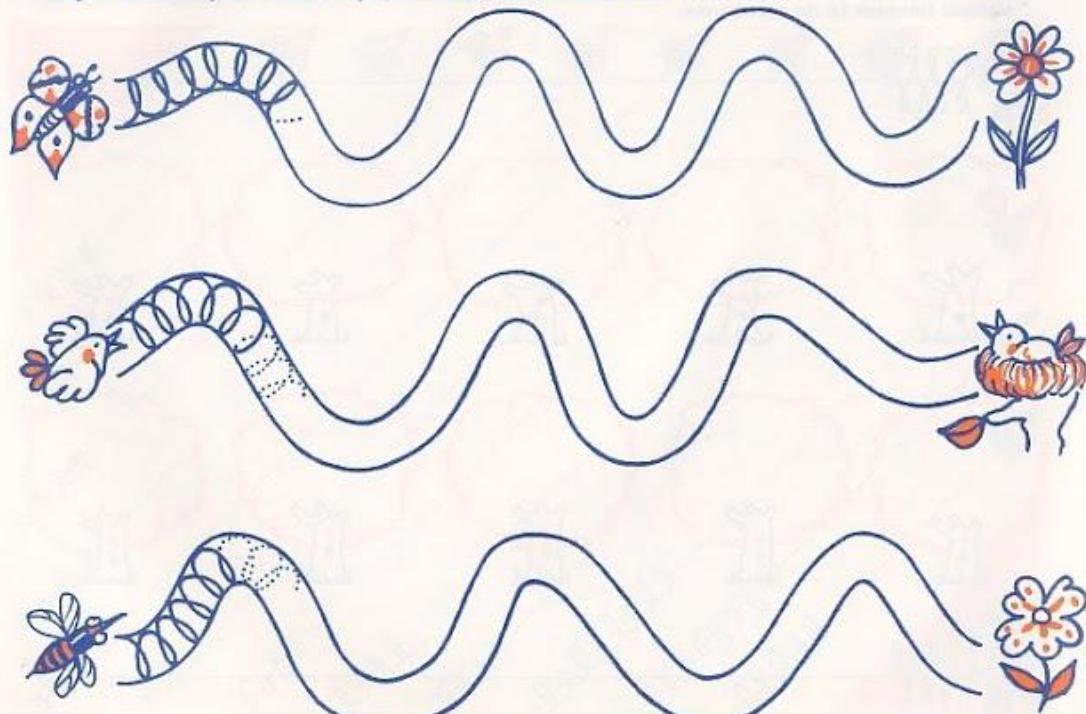


59

● Continúa dibujando las trayectorias de los cohetes, sin salirte de la raya.

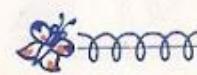
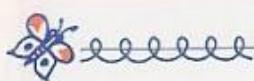


● Sigue estas trayectorias, dibujando los bucles sin salirte del camino.



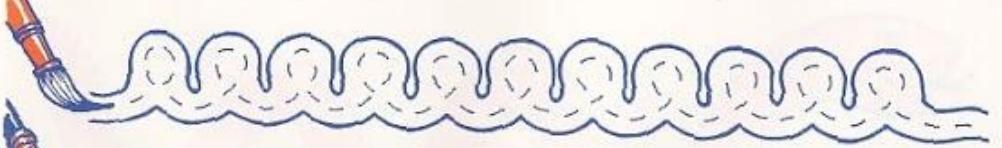
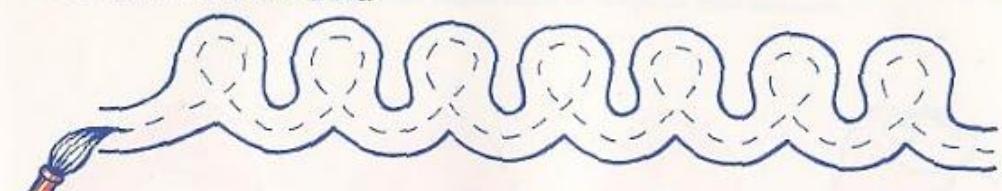
● GRAFOMOTRICIDAD

- Sigue el vuelo de cada mariposa, sin salirte de la raya.



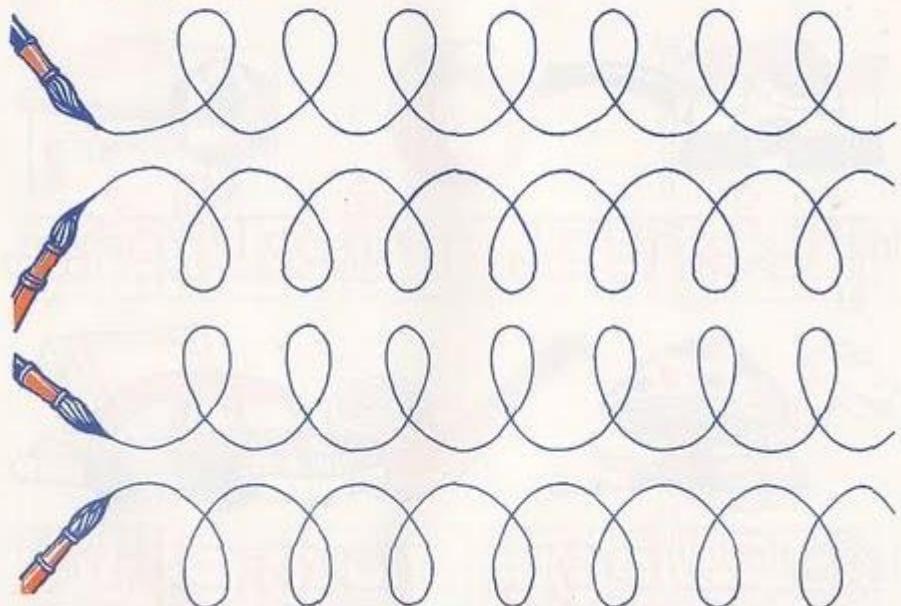
● GRAFOMOTRICIDAD

- Con un pincel, sigue estas ondas.



● GRAFOMOTRICIDAD

- Con un pincel, sigue estos bucles.



73

● PERFECCIONAMIENTO ESCRITOR-GRAFOMOTRICIDAD

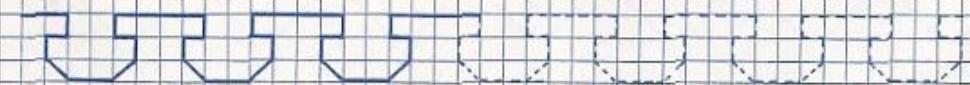
- Completa las frases y las grecas.

viene volando un ave

vie... o... u... a...

vi... o... u... a...

o... o... u... a...

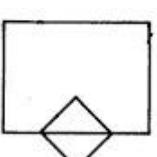
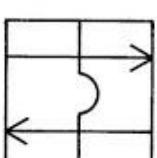
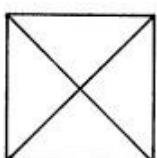
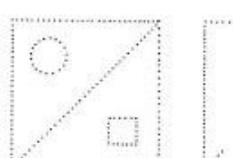
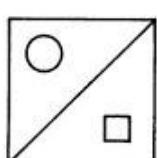
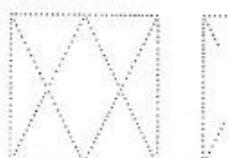
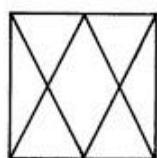


90

LIVELLO 3

● PERCEPCION

- Completa estos dibujos.



18

● PERCEPCION

- Copia los modelos en el recuadro correspondiente.

+	■
●	+
=	

=	●
●	+
→	

+	..
●	+

▲	□
■	●
=	+

+	→
●	■
■	=

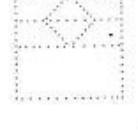
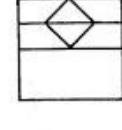
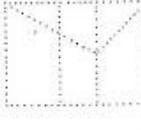
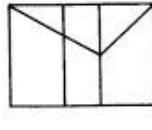
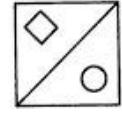
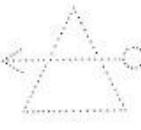
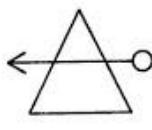
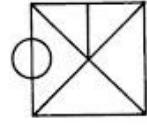
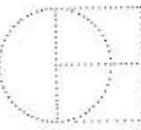
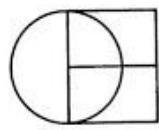
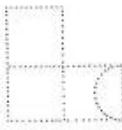
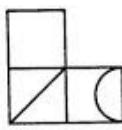
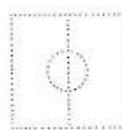
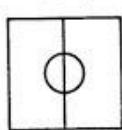
←	■
▲	●
+	↑

=	●
+	■
■	=

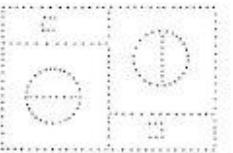
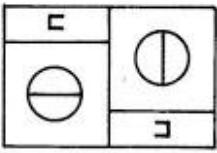
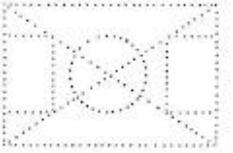
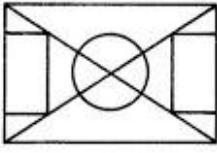
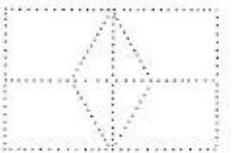
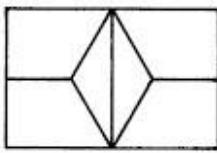
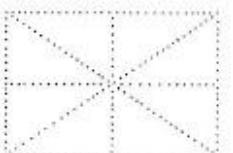
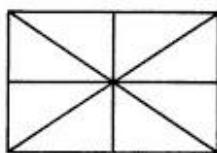
■	=
+	●
■	

19

• Completa los modelos.

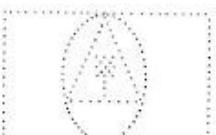
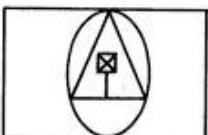
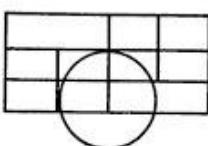
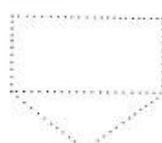
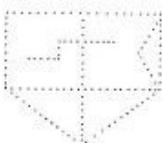
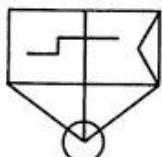
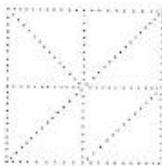
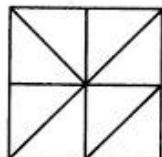


• Completa las figuras igual que los modelos.



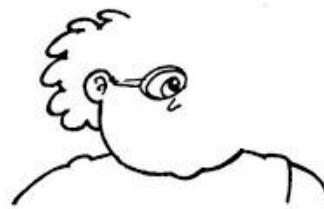
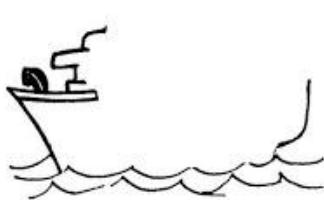
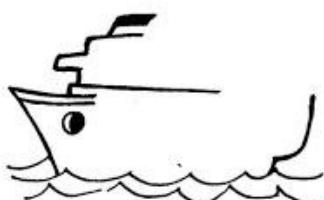
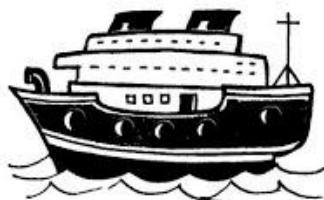
• PERCEPCION

● Completa las figuras igual que los modelos.

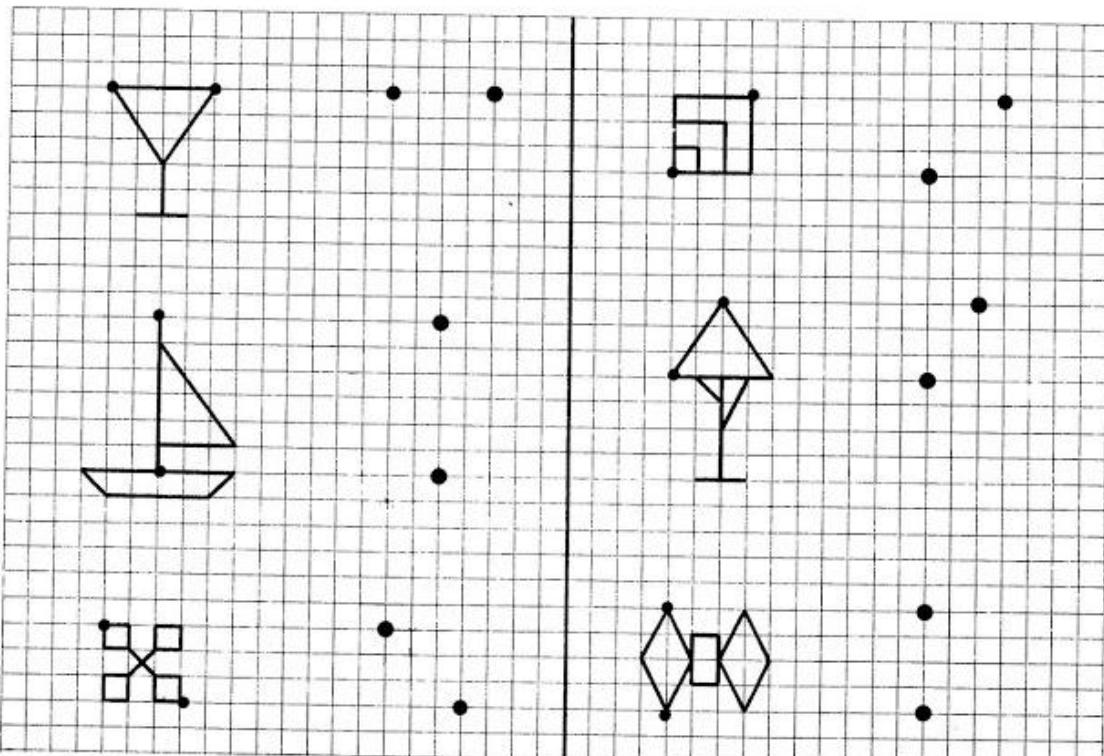


• PERCEPCION

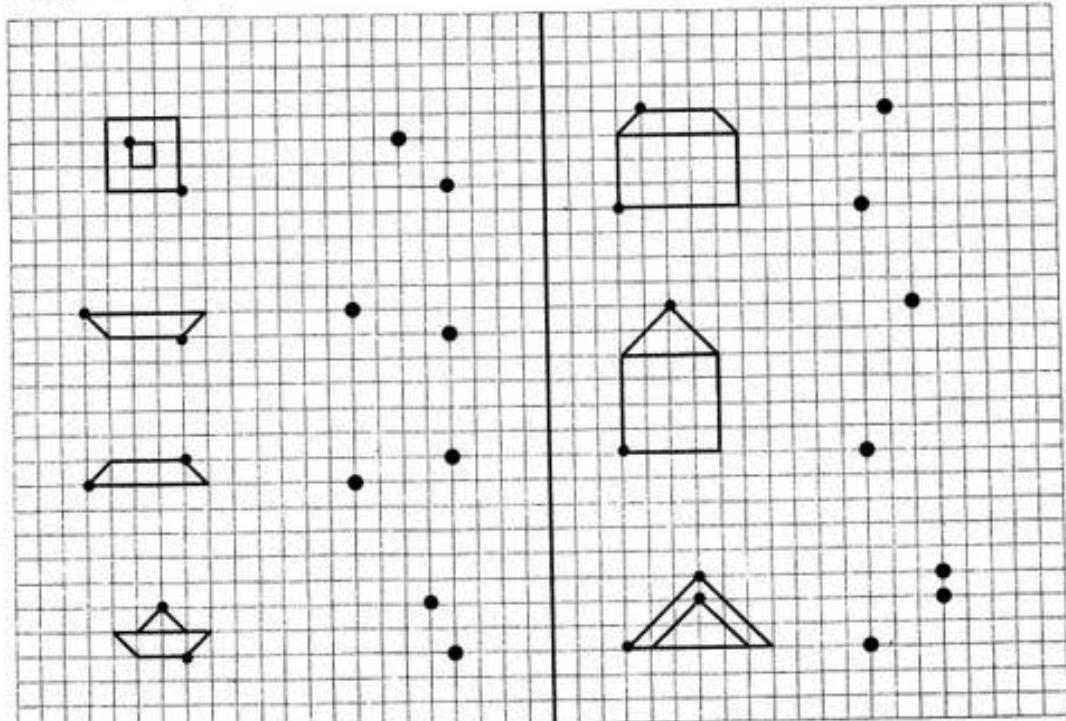
● Completa estos dibujos.



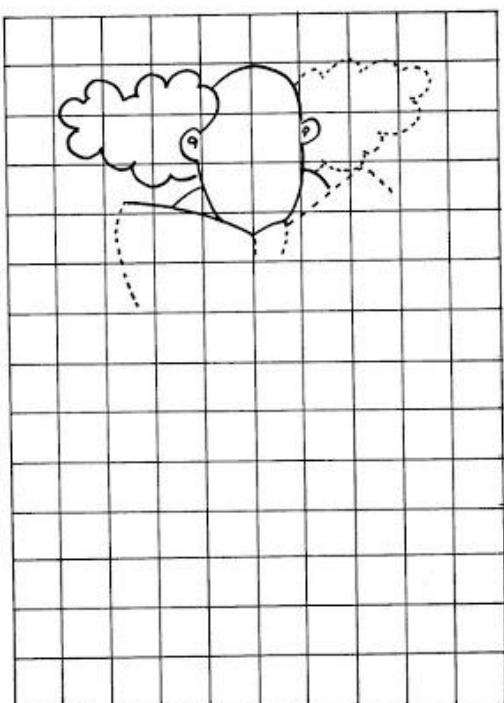
● Copia cada dibujo por la cuadricula.



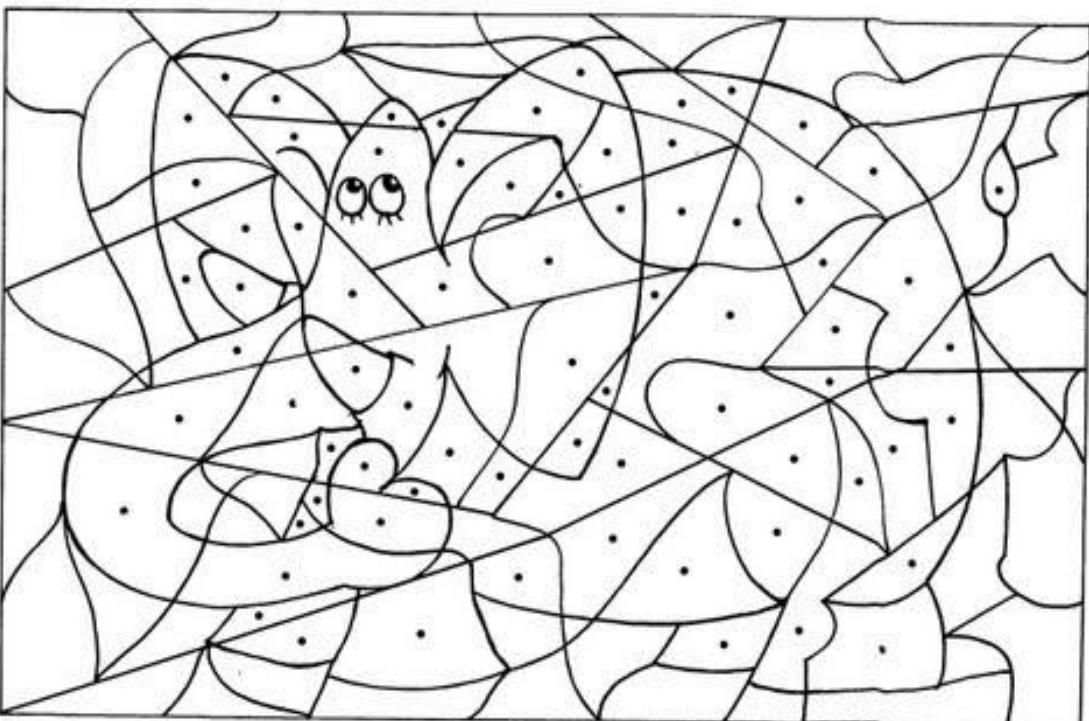
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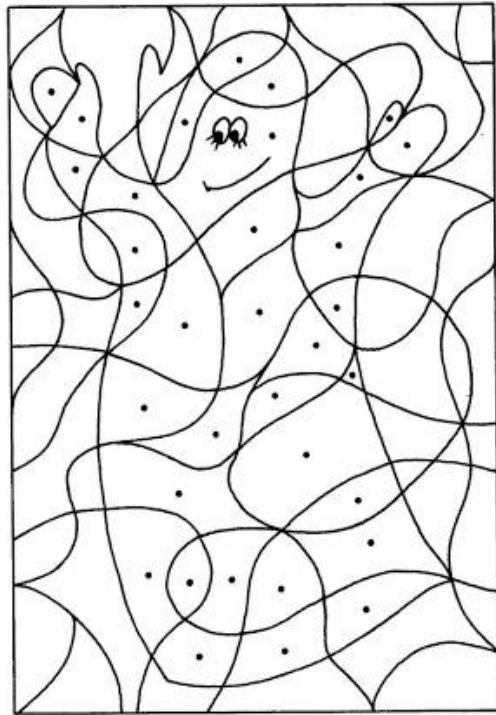
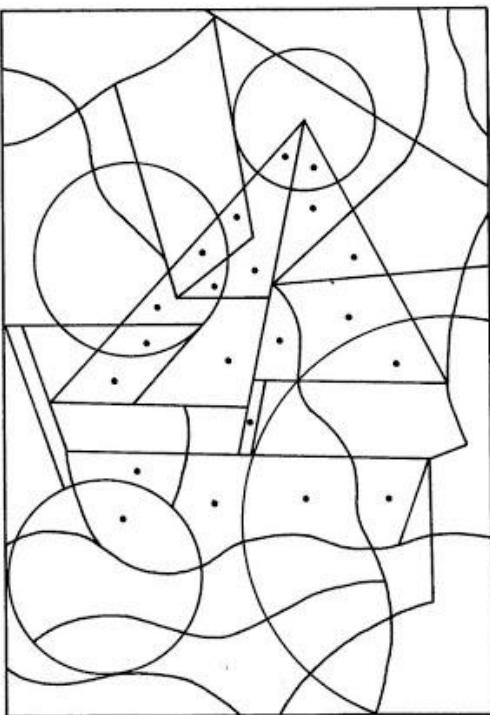
- Copia por la cuadricula este modelo.



- Colorea la zona punteada.

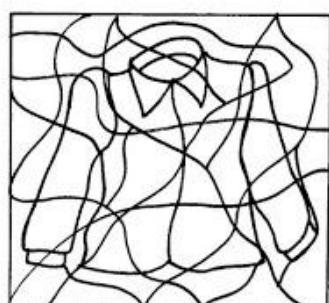
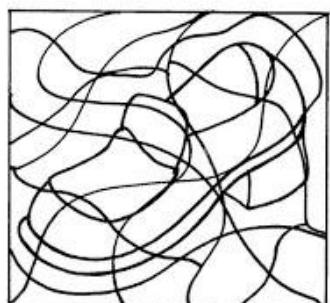
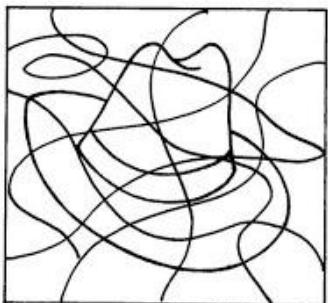
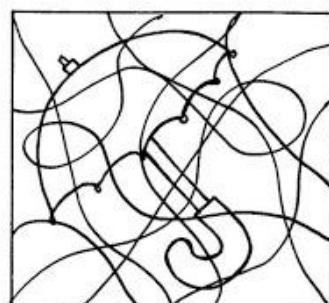
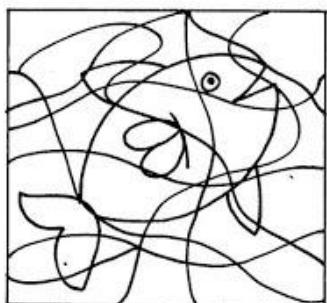
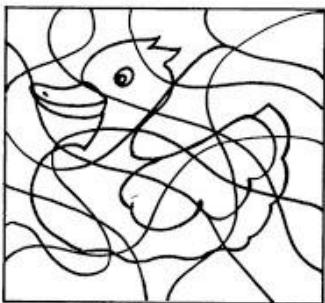


● Rellena las zonas punteadas y aparecerá el dibujo fantasma.



33

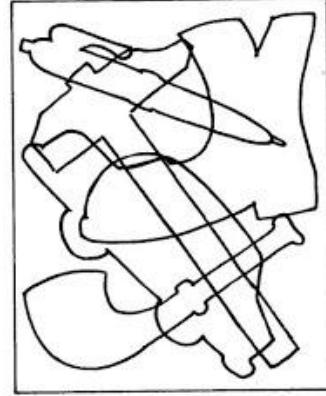
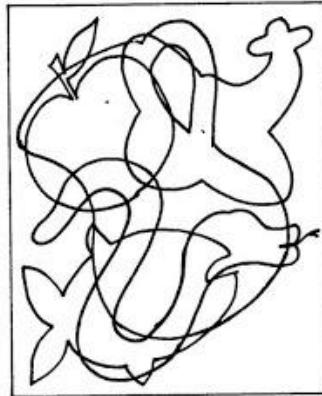
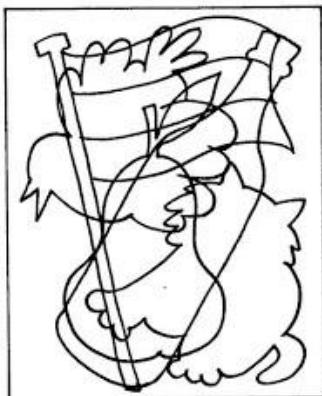
● Colorea el dibujo fantasma que hay en cada recuadro.



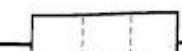
34



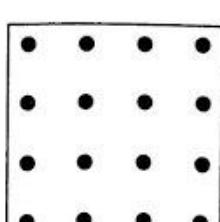
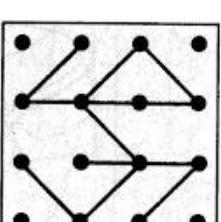
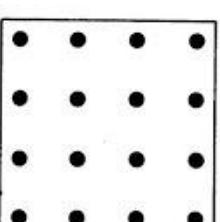
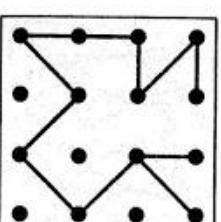
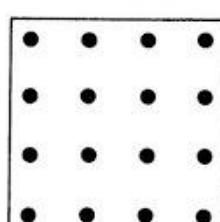
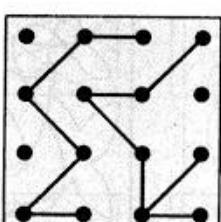
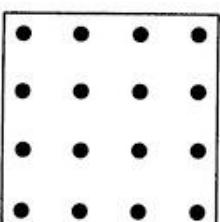
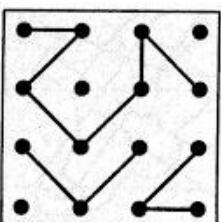
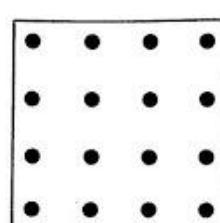
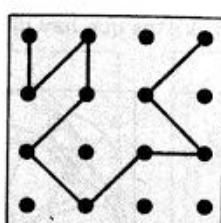
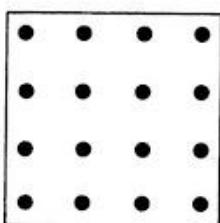
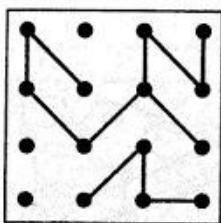
- Repasa cada dibujo de los recuadros con un color diferente.
Escribe el nombre de los objetos que hay dibujados en cada recuadro.



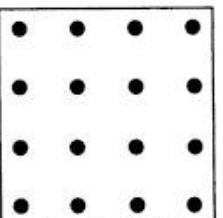
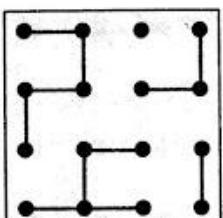
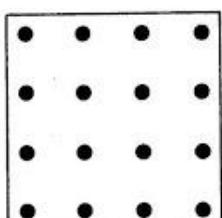
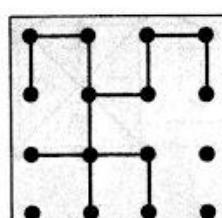
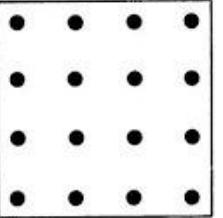
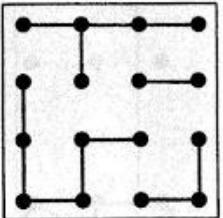
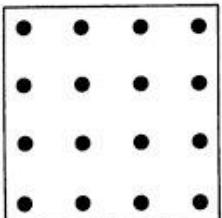
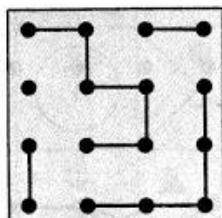
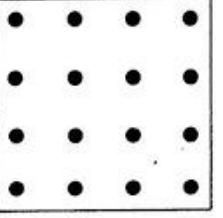
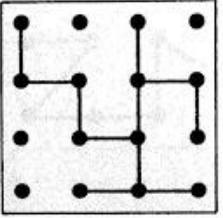
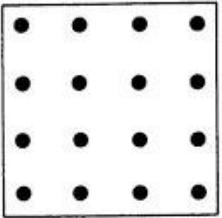
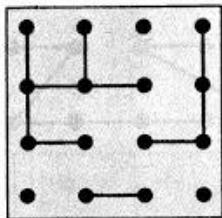
35



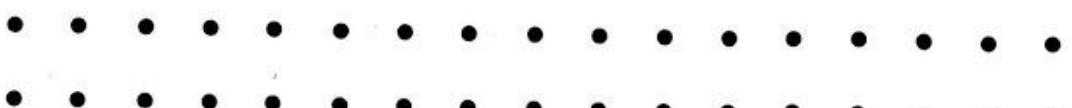
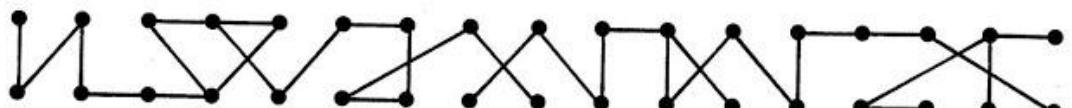
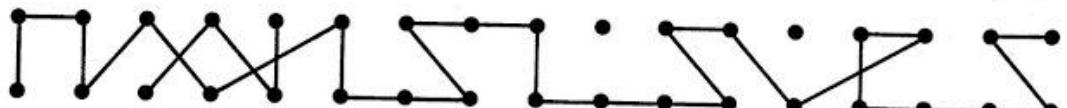
- Copia los modelos.



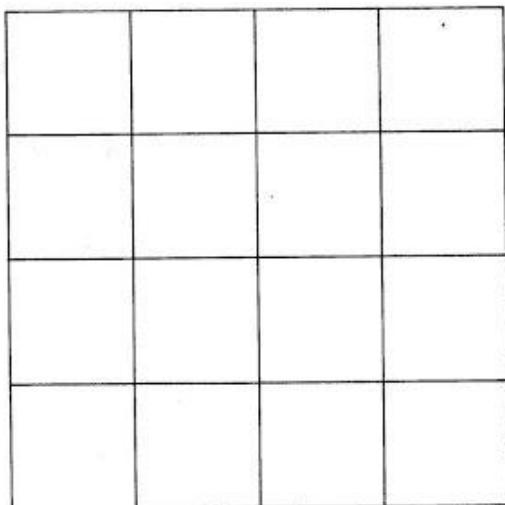
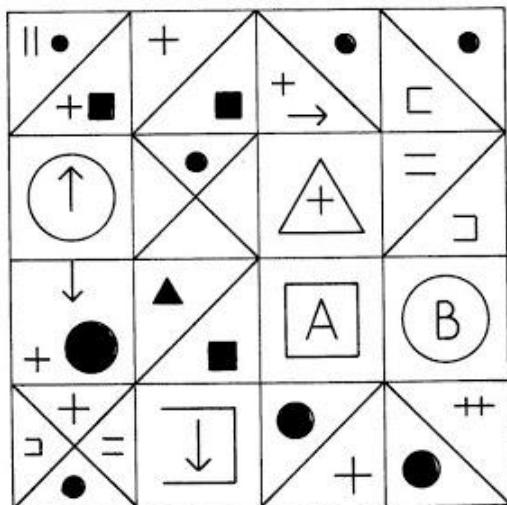
● Copia los modelos.



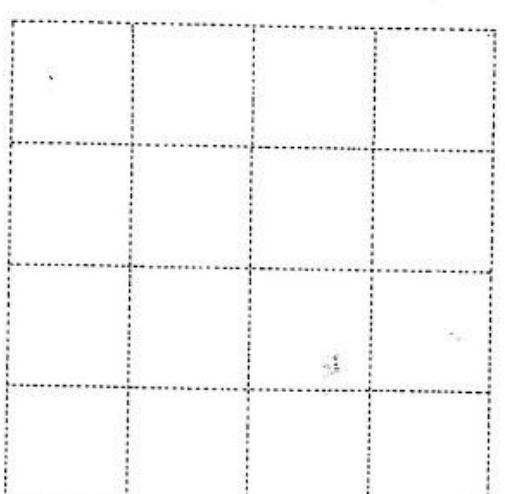
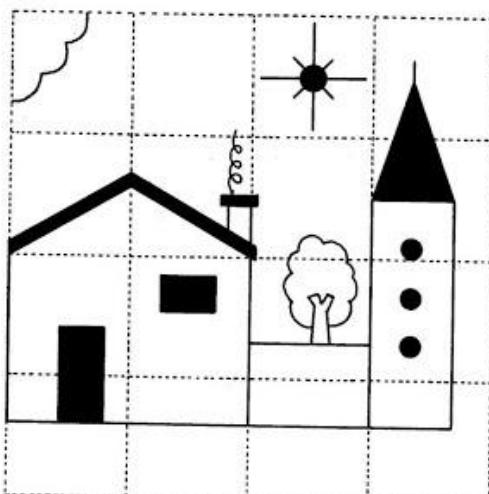
- Copia estos dibujos debajo de cada modelo.



- Copia el dibujo de la izquierda.



- Reproduce el dibujo de la izquierda, procurando hacerlo en la misma situación cada objeto.



- Separa las palabras y esribelas correctamente por la cuadricula.

ososillapelotamano

oso

casaniñotrenrelojes

c

maletapinosartén

m

- Separa las palabras y esribelas correctamente por la cuadricula.

cabezanidohierba

c

sopacapitántorta

s

bolsoflechazapato

b

- Pon las uniones entre letras de cada palabra y repasa cada renglón.

aquí hay escrita una frase

tener amigos es maravilloso

la lluvia purifica el aire

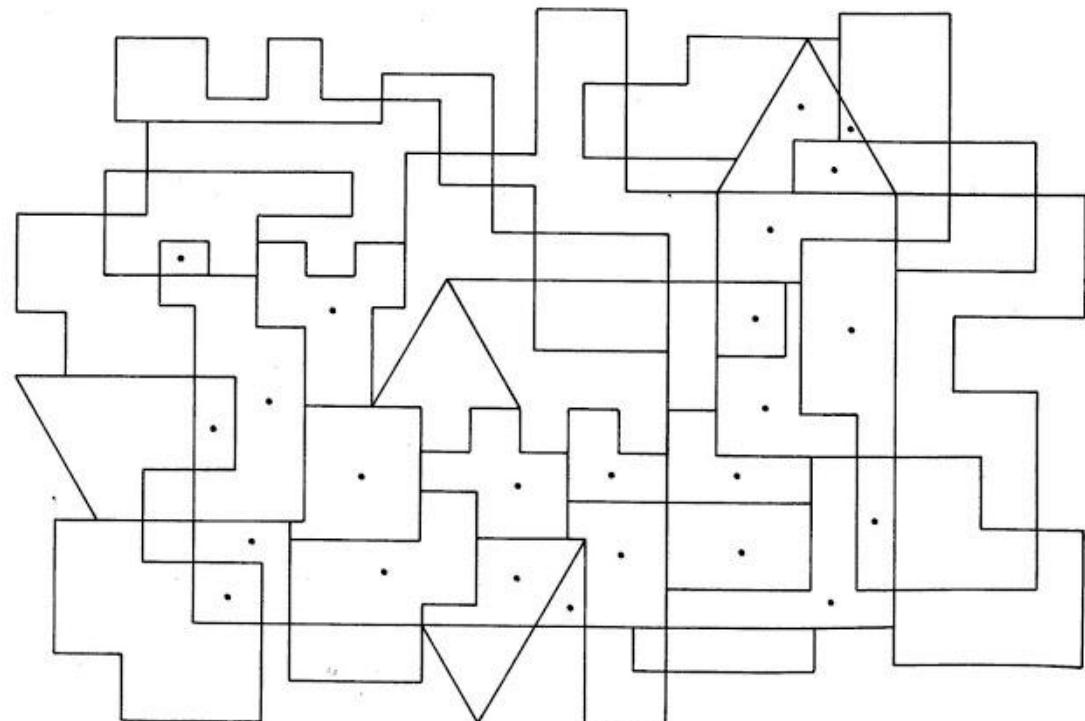
la electricidad es muy útil

comer vegetales es saludable

un rayo puede provocar incendios

43

- Colorea las zonas punteadas y aparecerá un dibujo.



44

Livello 4

• GRAFOESCRITURA

- Copia cada letra sin salirte de los cuadros.

a a a a a a a
a a a a

e e e e e e e
e e e e

i i i i i i i
i i i i

o o o o o o o
o o o o

u u u u u u u
u u u u

17

• GRAFOESCRITURA

- Copia cada letra sin salirte de los cuadros.

c c c c c c c
c c c c

m m m m m m m
m m m m m m

n n n n n n n
n n n n

ñ ñ ñ ñ ñ ñ
ñ ñ ñ ñ

r r r r r r r
r r r r

18



- Copia cada letra sin salirte de los cuadros.

z z z z z z z z
z z z z z z z z

o o o o o o o o
o o o o o o o o

u u u u u u u u
u u u u u u u u

w w w w w w w w
w w w w w w w w

x x x x x x x x
x x x x x x x x



- Copia cada letra sin salirte de los cuadros.

b b b b b b b b
b b b b b b b b

ch ch ch ch ch ch
ch ch ch ch ch ch

l l l l l l l l
l l l l l l l l

ll ll ll ll ll ll
ll ll ll ll ll ll

- Copia cada letra y greca sin salirte de los cuadros.

h h h h h h

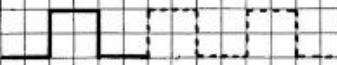
h h h h

h h h h h h

h h h h

f f f f f f

f f f f



- Copia cada letra y greca sin salirte de los cuadros.

g g g g g g

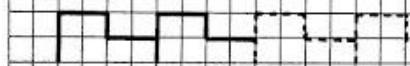
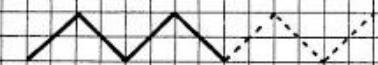
g g g g

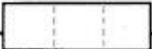
q q q q q q

q q q q

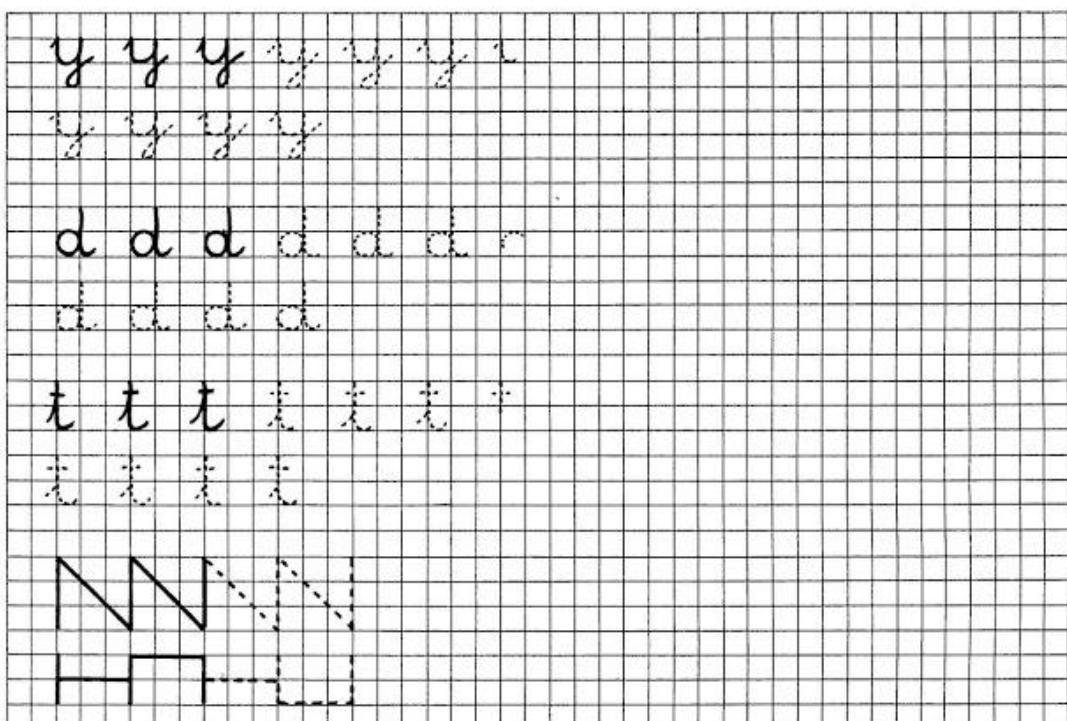
j j j j j j

j j j j

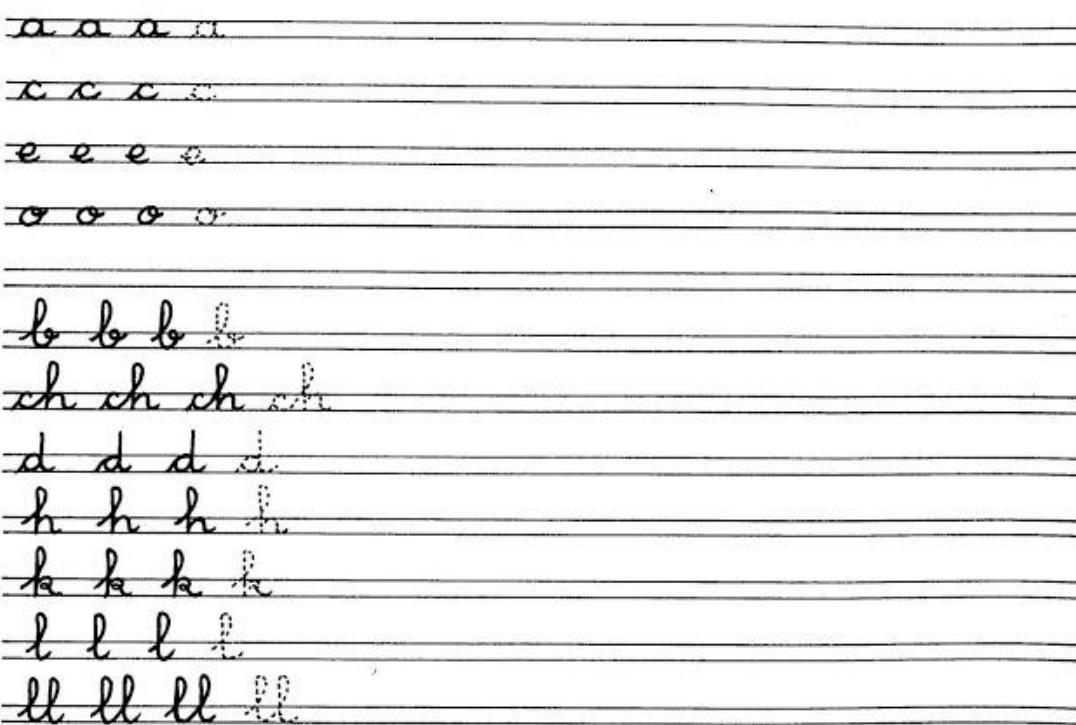




- Copia cada letra y greca sin salirte de los cuadros.



- Copia cada letra sin salirte de la pauta.



- Copia cada letra sin salirte de la pauta.

í í í

ú ú ú

í í í

í í í

í í í

í í í

í í í

í í í

í í í

- Copia cada letra sin salirte de la pauta.

m m m

n n n

ñ ñ ñ

r r r

rr rr rr

s s s

v v v

w w w

u u u

í í í

a a a

e e e



- Copia cada sílaba sin salirte de la pauta.

ra re ri ro ru lla lle lli llo llu

ra re ri ro ru lla lle lli llo llu

ra re ri ro ru lla lle lli llo llu

ra re ri ro ru lla lle lli llo llu

ra re ri ro ru lla lle lli llo llu

za ze zi zo zu ta te ti to tu

za ze zi zo zu ta te ti to tu

za ze zi zo zu ta te ti to tu

za ze zi zo zu ta te ti to tu

za ze zi zo zu ta te ti to tu

za ze zi zo zu ta te ti to tu



- Copia cada sílaba sin salirte de la pauta.

ka ke ki ko ku ya ye yi yo yu

ka ke ki ko ku ya ye yi yo yu

ka ke ki ko ku ya ye yi yo yu

ka ke ki ko ku ya ye yi yo yu

ka ke ki ko ku ya ye yi yo yu

ka ke ki ko ku ya ye yi yo yu

la le li lo lu ha he hi ho hu

la le li lo lu ha he hi ho hu

la le li lo lu ha he hi ho hu

la le li lo lu ha he hi ho hu

la le li lo lu ha he hi ho hu

la le li lo lu ha he hi ho hu

la le li lo lu ha he hi ho hu

la le li lo lu ha he hi ho hu

● GRAFOESCRITURA

- Copia cada sílaba sin salirte de la pauta.

ca ce ci co cu ra re ri ro su

ca ce ci co cu ra re ri ro su

ca ce ci co cu ra re ri ro su

ca ce ci co cu ra re ri ro su

ma me mi mo mu sa se si so su

ma me mi mo mu sa se si so su

ma me mi mo mu sa se si so su

ma me mi mo mu sa se si so su

ma me mi mo mu sa se si so su

ma me mi mo mu sa se si so su

ma me mi mo mu sa se si so su

29

● GRAFOESCRITURA

- Copia cada sílaba sin salirte de la pauta.

na ne ni no nu va ve vi vo vu

na ne ni no nu va ve vi vo vu

na ne ni no nu va ve vi vo vu

na ne ni no nu xa xe xi xo xu

na ne ni no nu xa xe xi xo xu

na ne ni no nu xa xe xi xo xu

na ne ni no nu xa xe xi xo xu

na ne ni no nu xa xe xi xo xu

na ne ni no nu xa xe xi xo xu

na ne ni no nu xa xe xi xo xu

na ne ni no nu xa xe xi xo xu

na ne ni no nu xa xe xi xo xu

na ne ni no nu xa xe xi xo xu

30

- Copia cada sílaba sin salirte de la pauta.

fa fe fi fo fu ba be bi bo bu
 fe fe fi fo fu ba be bi bo bu
 f f f f f f b b b b b b

ja je ji jo ju cha che chi cho chu
 ja je ji jo ju cha che chi cho chu
 j j j j j j c c c c c c

pa pe pi po pu da de di do du
 pa pe pi po pu da de di do du
 p p p p p p d d d d d d

- Copia cada sílaba sin salirte de la pauta.

qui que qui que qui ha he hi ho hu
 qui que qui que qui ha he hi ho hu
 q q q q q h h h h h

ga ge gi go gu ka ke ki ko ku
 ga ge gi go gu ka ke ki ko ku
 g g g g g k k k k k



- **Inventa una frase con cada uno de los dibujos de la izquierda, procurando no salirte de las pautas señaladas.**









