

Połącz wskazane liczbami głoski w nazwach obrazków. Narysuj zwierzęta, których nazwy otrzymałeś.



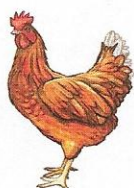
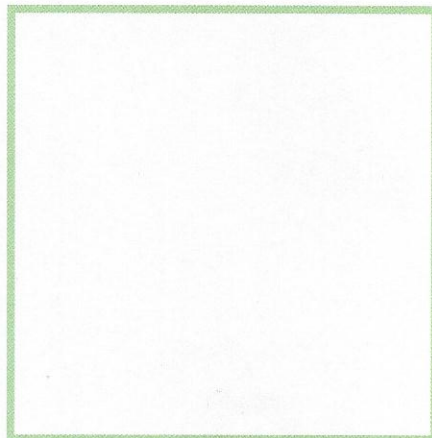
1



3



4



1



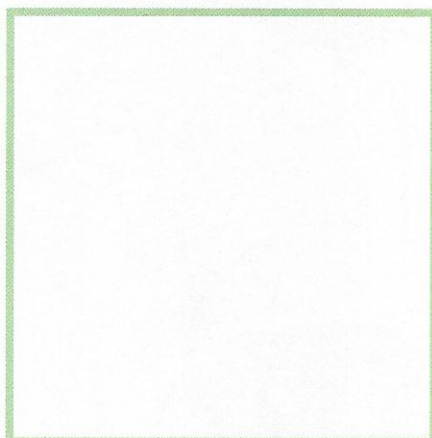
3



2



4



1



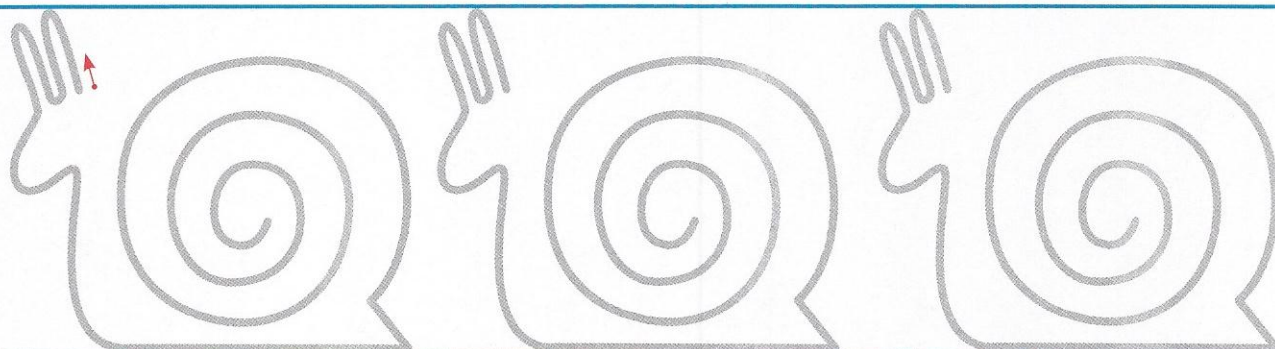
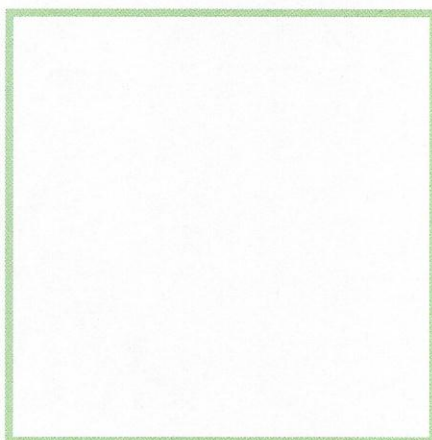
6



3



5



Rysuj ślimaki po śladach.