

Cuadernillo para trabajar la conciencia fonológica



AUTOR PICTOGRAMAS: SERGIO PALAO PROCEDENCIA: ARASAAC
([HTTP://ARASAAC.ORG](http://ARASAAC.ORG)) LICENCIA: CC (BY-NC-SA) PROPIEDAD:
GOBIERNO DE ARAGÓN

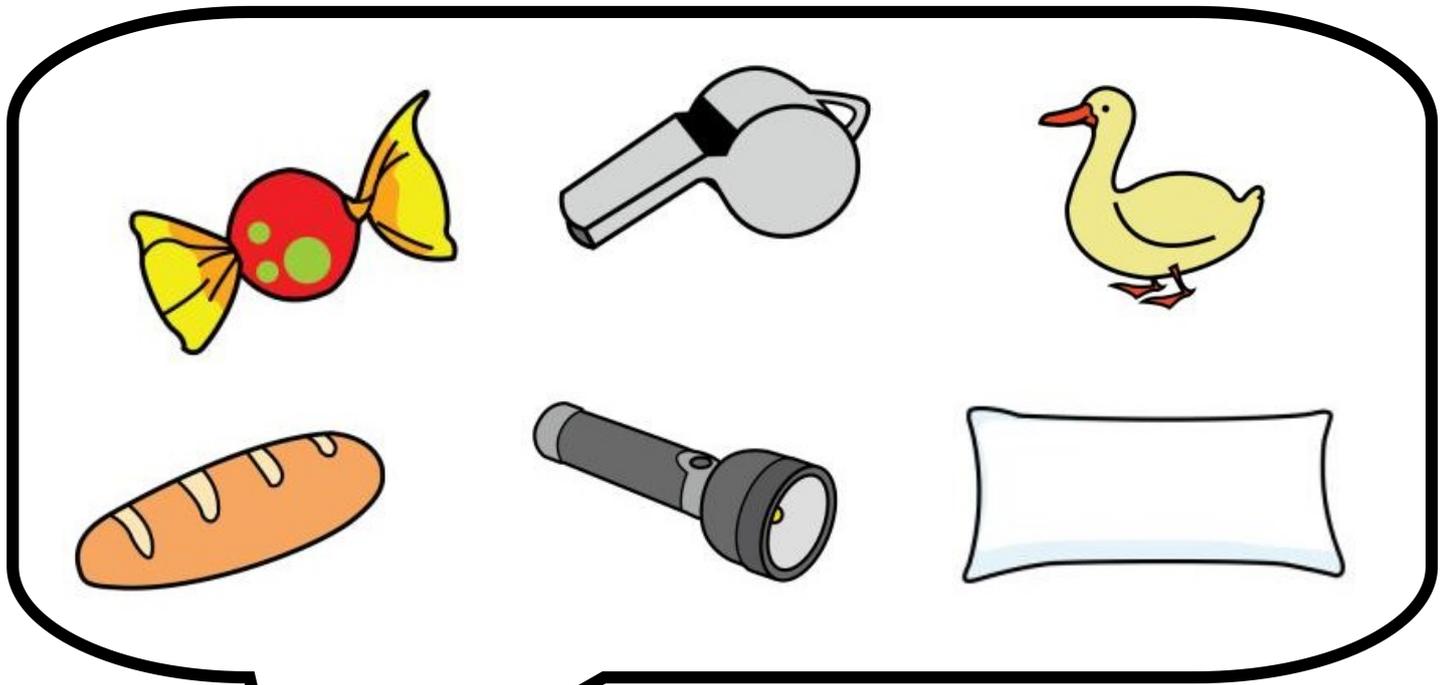


ARASAAC

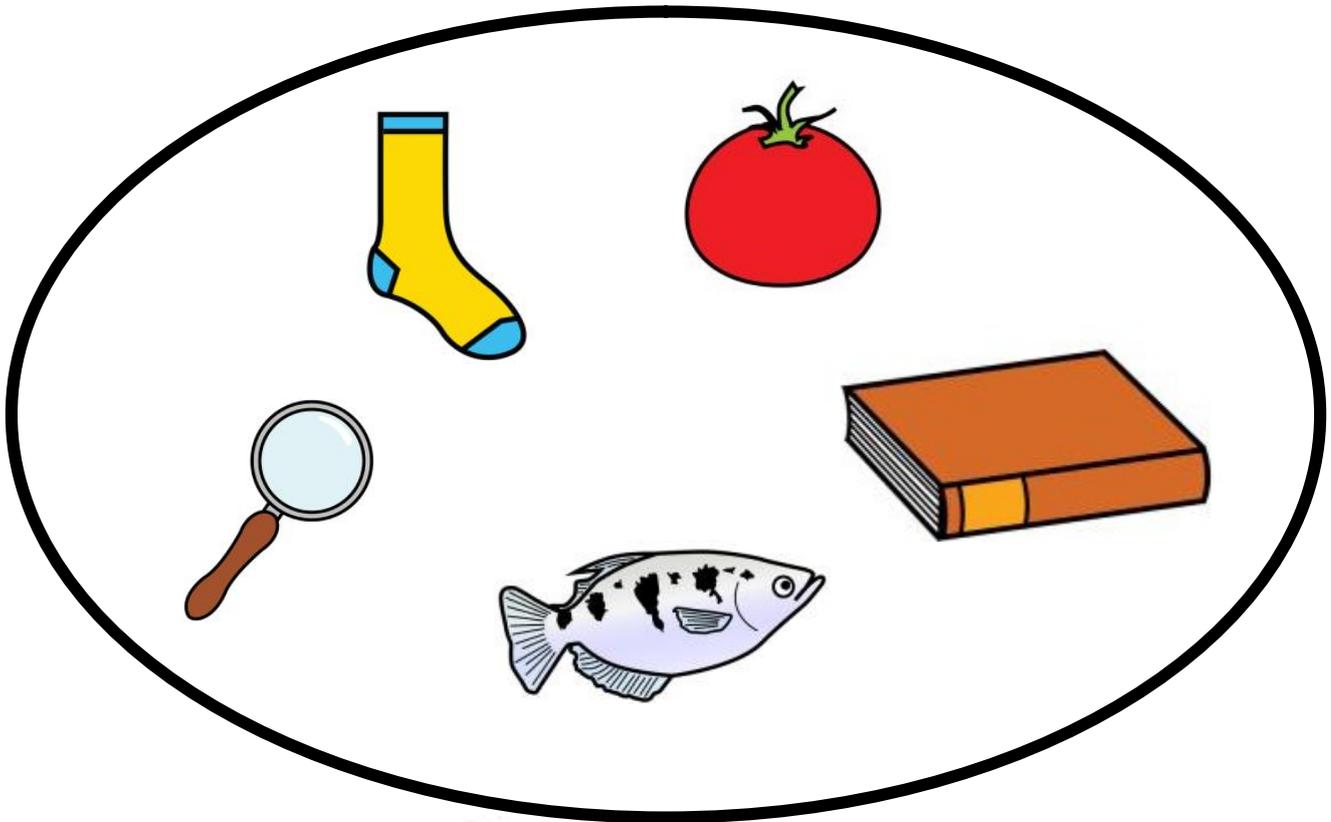


AUTORA DEL MATERIAL: MIRIAM SANTANA ESCOBAR

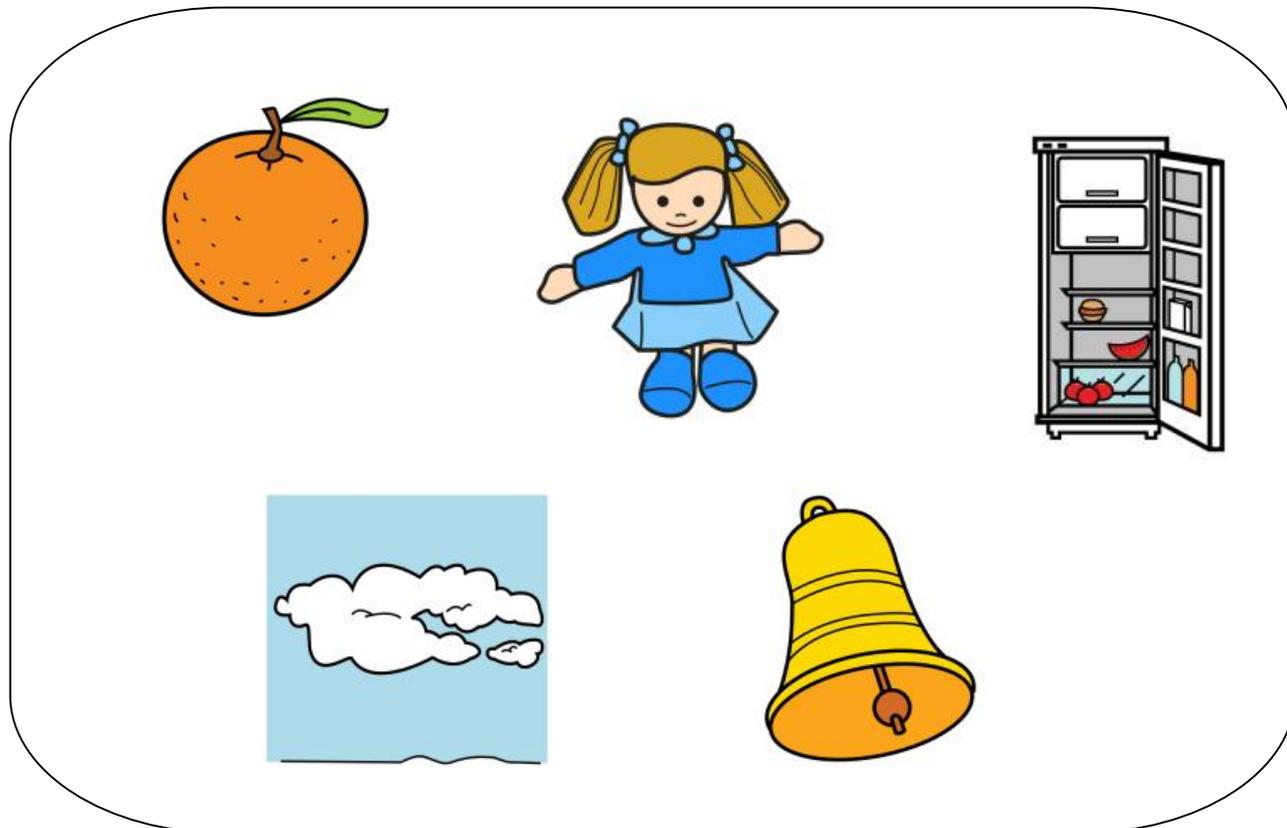
El monstruo está enfadado porque no puede decir palabras que empiecen por **P**. Tacha todas las imágenes cuyo sonido inicial sea **P**.



Carlos tiene pesadillas cuando sueña con palabras que empiecen por **L**.
Tacha todas las imágenes cuyo sonido inicial sea **L** para que pueda dormir bien.



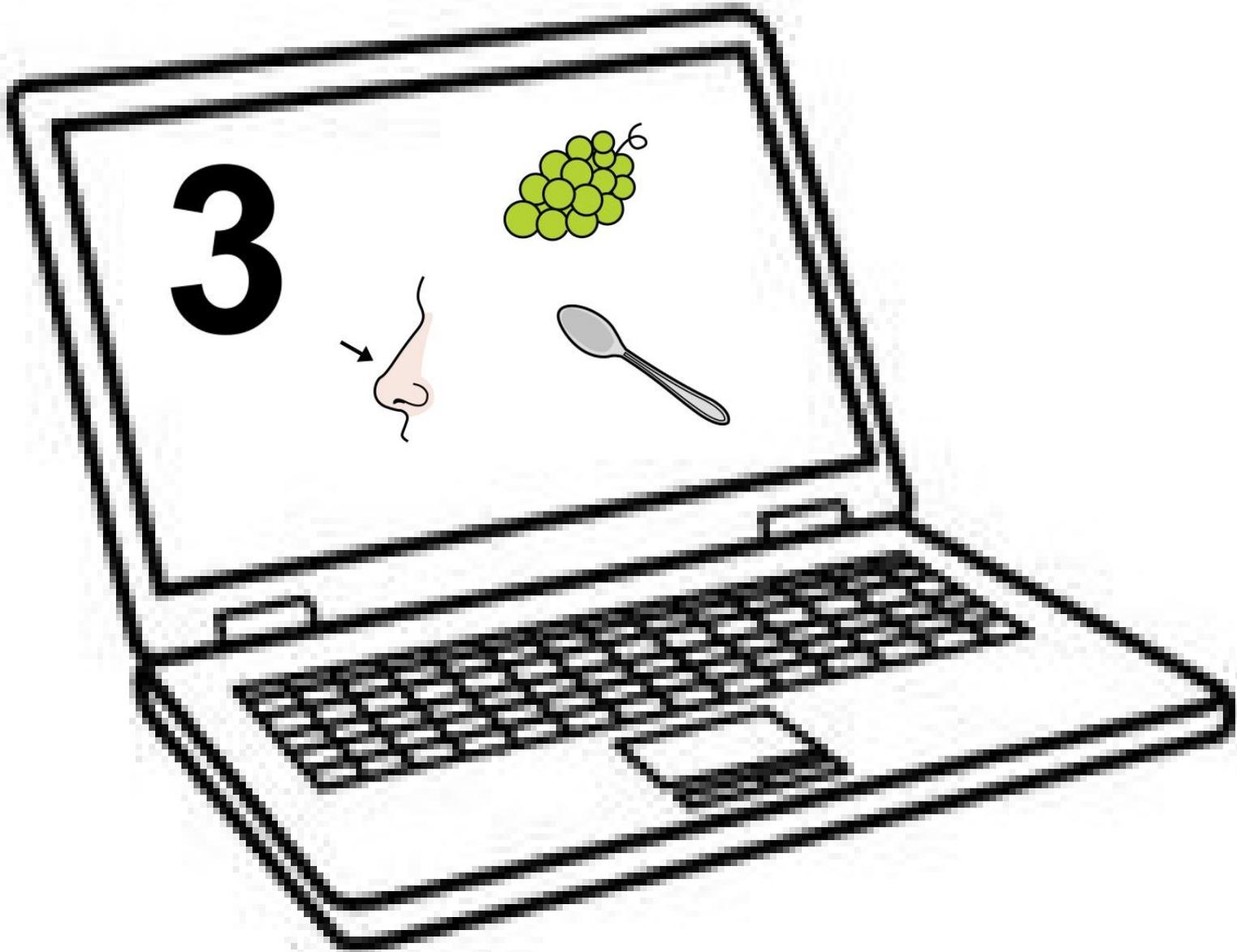
María le está preguntando a Luis si conoce muchas palabras que empiecen por **N**. Luis comienza a decir palabras pero todas las que dice no empiezan por **N**. Tacha todas las imágenes cuyo sonido inicial **NO** sea **N**.



A Mario y a Ana les gusta bailar canciones que tengan palabras que contengan la letra **M**. Tacha todas las imágenes que no tengan el sonido **M**.



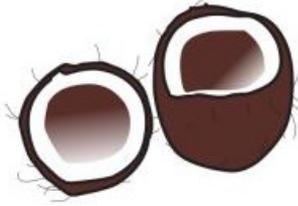
Estoy buscando en mi ordenador imágenes cuyo sonido final sea **S**. Tacha las imágenes cuyo sonido final NO sea **S**



Escribe la palabra de cada imagen y pon en el cuadrado la letra que cambia de un dibujo a otro.

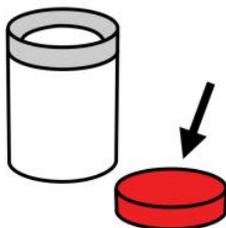
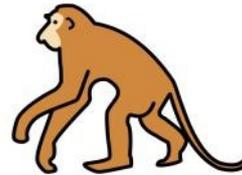
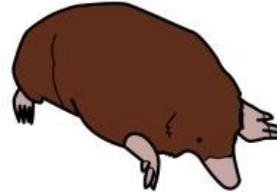
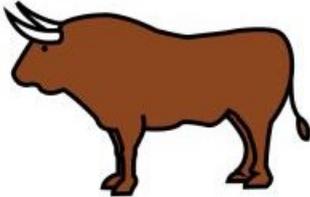


m



moco

coco

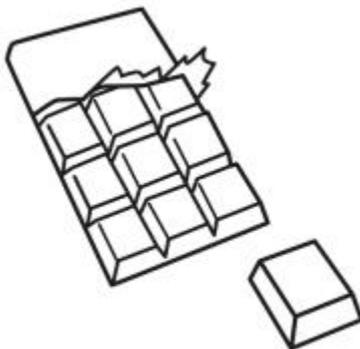
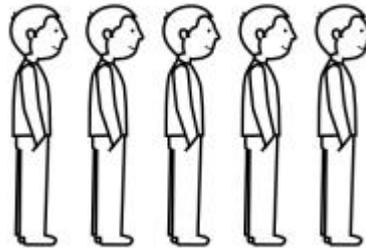


Colorea según se indica:

ROJO: imágenes que contengan el sonido F

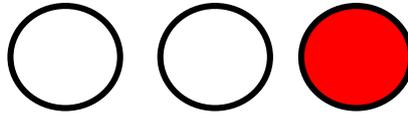
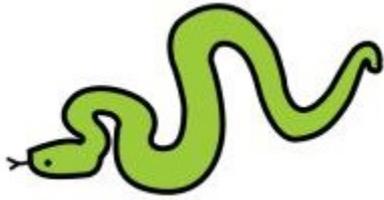
VERDE: imágenes que contengan el sonido T

AZUL: imágenes que contengan el sonido N

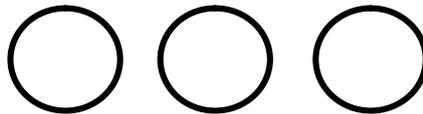
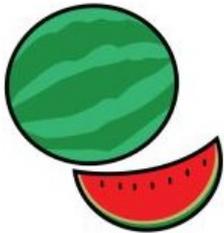


Señala dónde está el sonido que se indica.

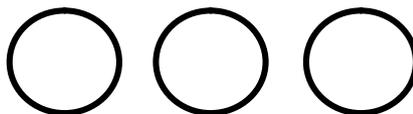
¿DÓNDE ESTÁ EL SONIDO "TE"?



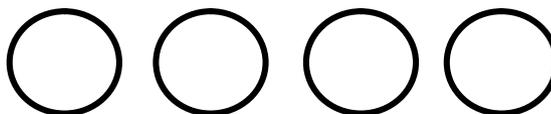
¿DÓNDE ESTÁ EL SONIDO "DÍ"?



¿DÓNDE ESTÁ EL SONIDO "SO"?

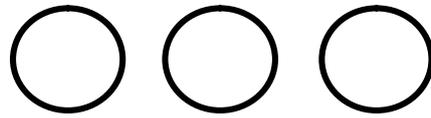


¿DÓNDE ESTÁ EL SONIDO "TE"?

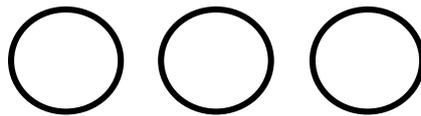


Señala dónde está el sonido que se indica.

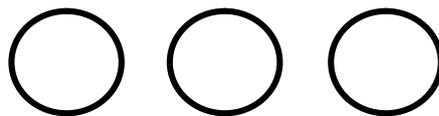
¿DÓNDE ESTÁ EL SONIDO "TÍN"?



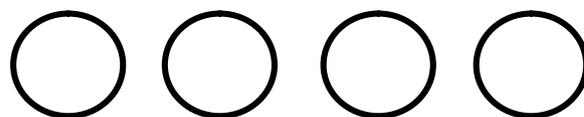
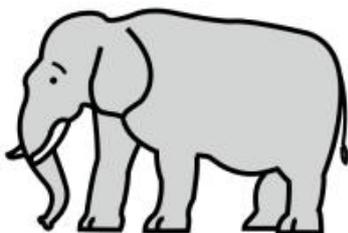
¿DÓNDE ESTÁ EL SONIDO "ZA"?



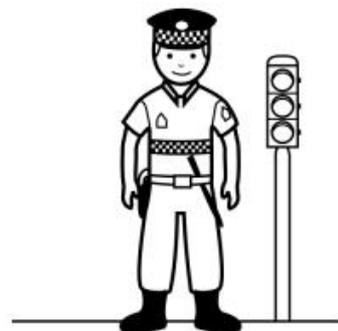
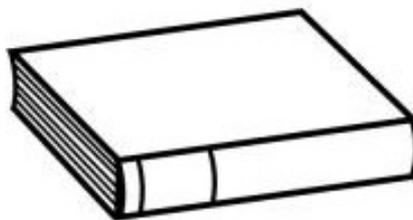
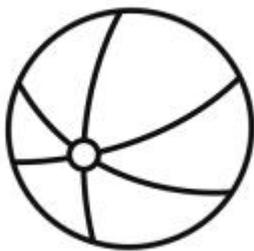
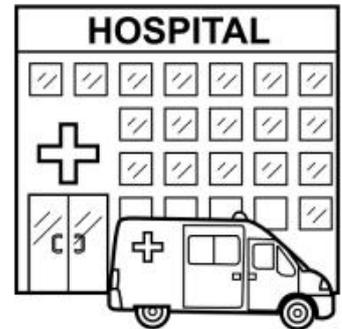
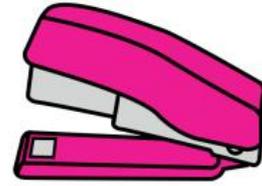
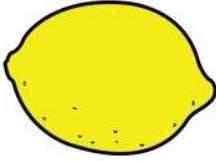
¿DÓNDE ESTÁ EL SONIDO "CA"?



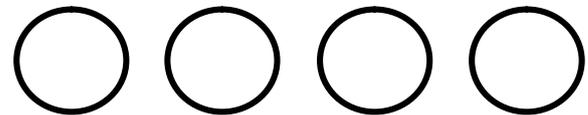
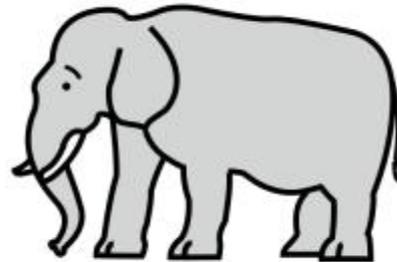
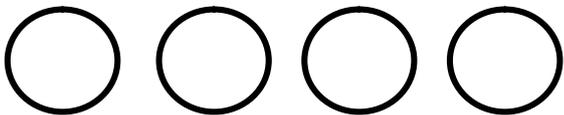
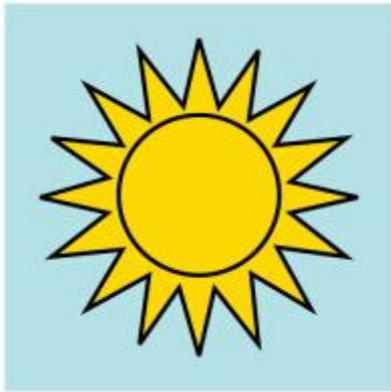
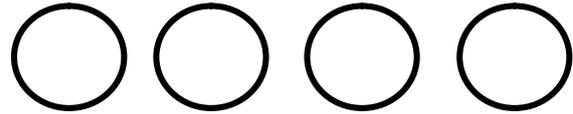
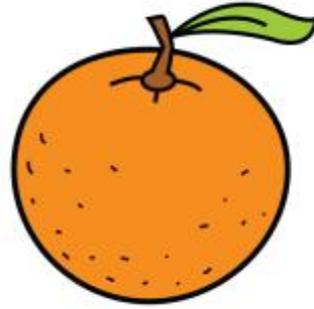
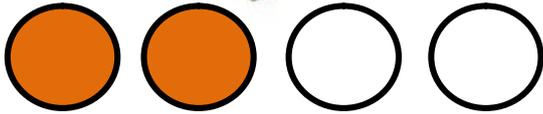
¿DÓNDE ESTÁ EL SONIDO "FAN"?



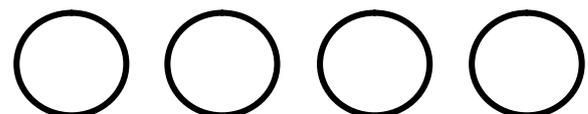
Cuenta las sílabas de los tres dibujos en color. A continuación, colorea las imágenes que tienen el mismo número de sílabas del color que corresponda.



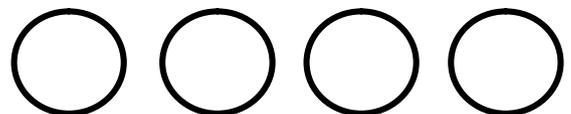
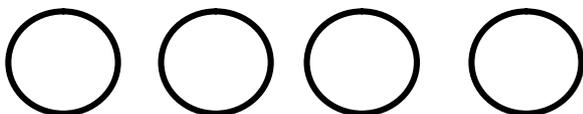
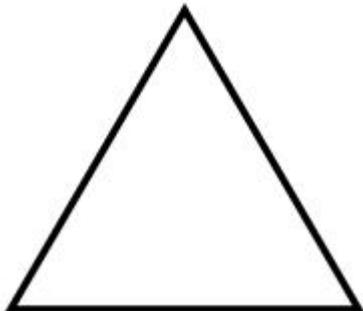
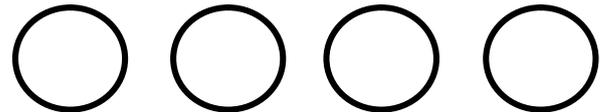
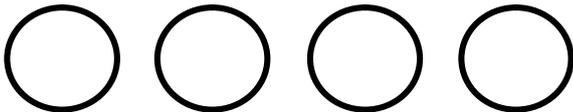
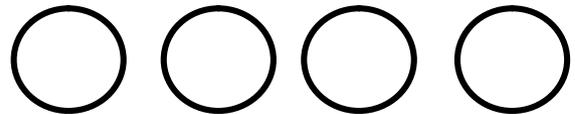
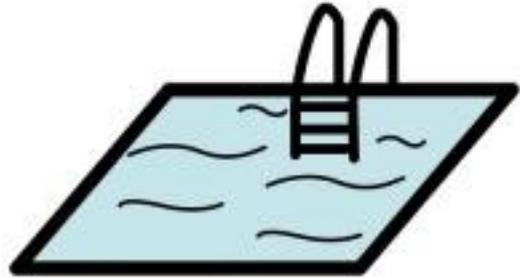
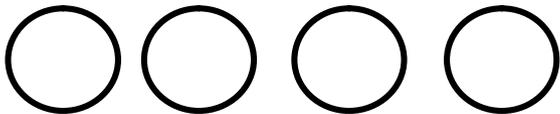
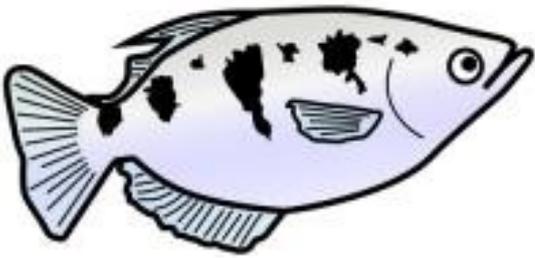
Cuenta el número de sílabas que tiene cada dibujo y colorea tantos círculos como sílabas tiene.



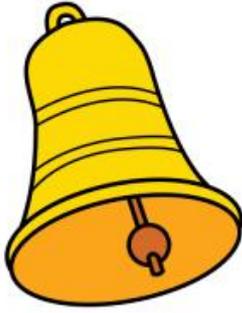
3



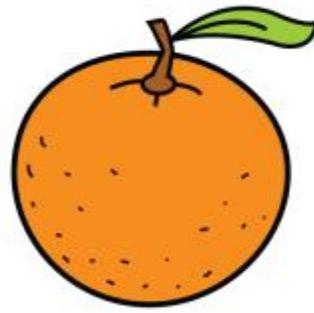
Cuenta el número de sílabas que tiene cada dibujo y colorea tantos círculos como sílabas tiene.



Marca con una X dónde se encuentra la sílaba NA en cada palabra.



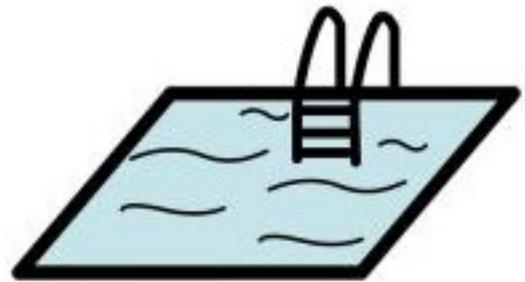
		X
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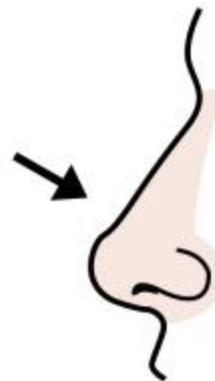
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Marca con una X dónde se encuentra la sílaba MA en cada palabra.



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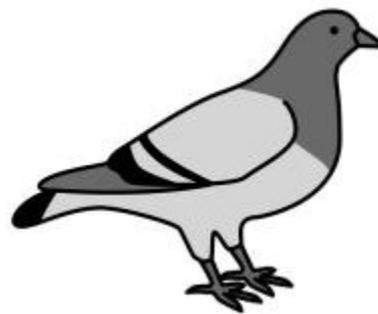
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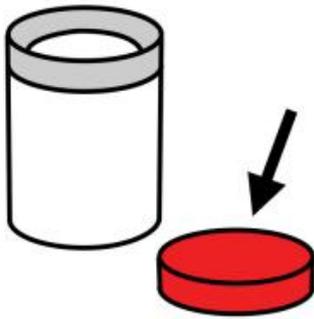


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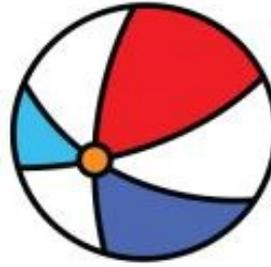


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Marca con una X dónde se encuentra la sílaba TA en cada palabra.



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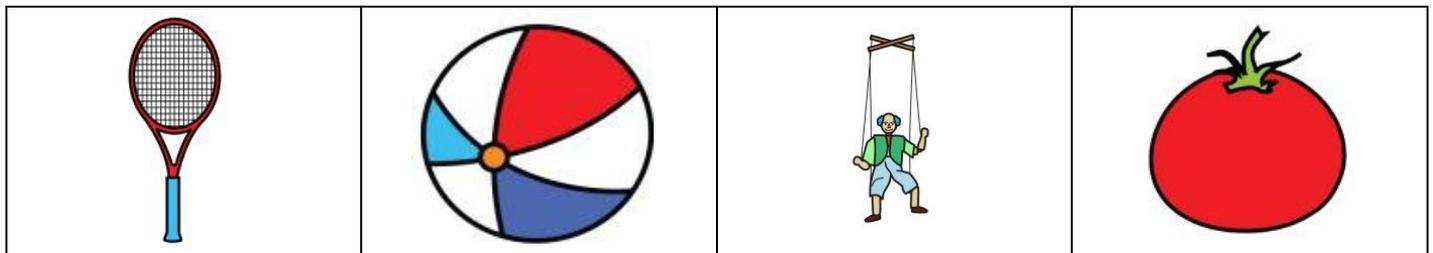
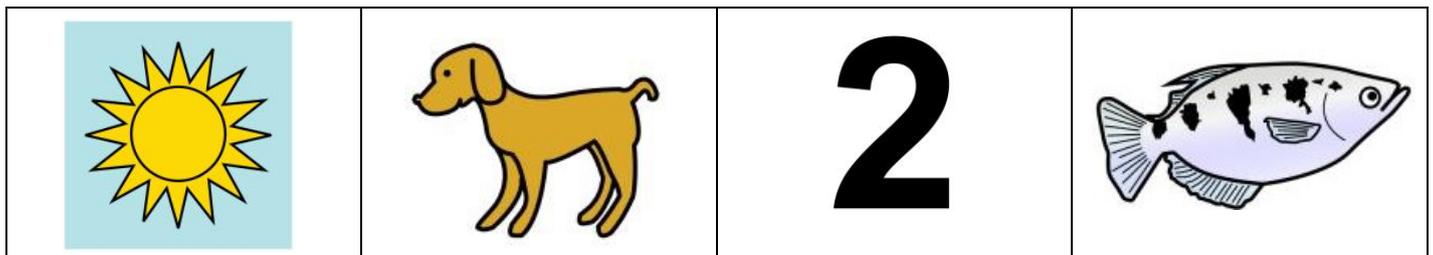
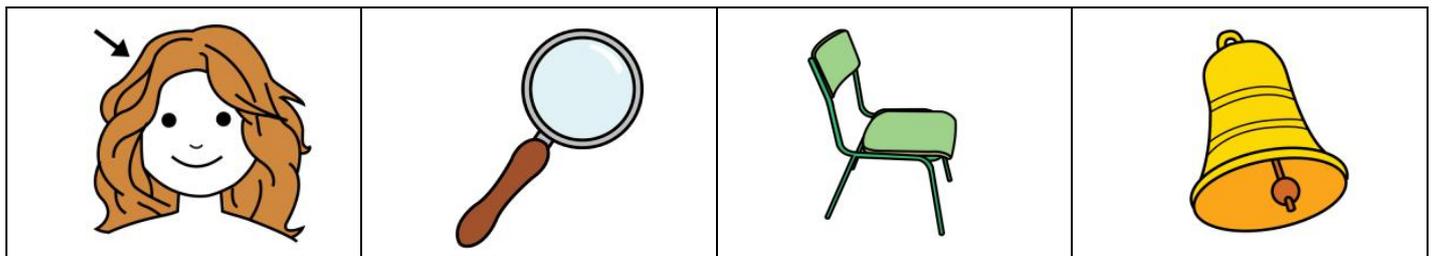
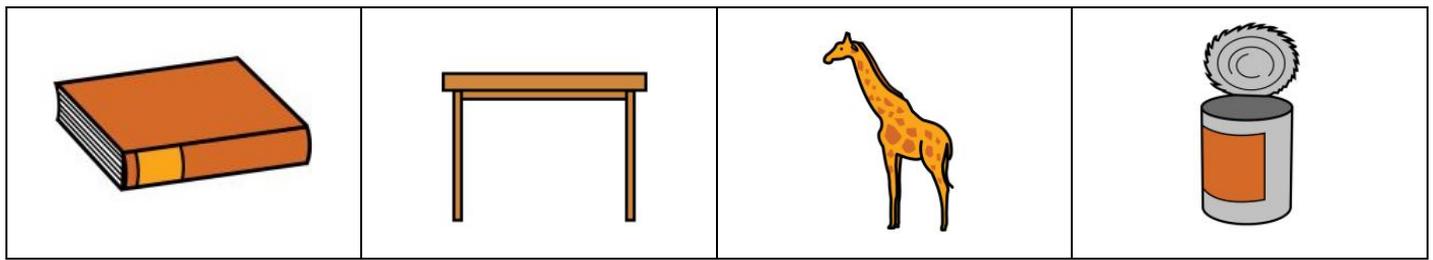


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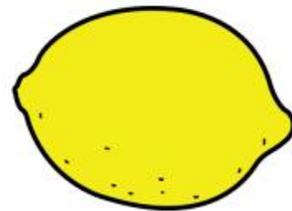
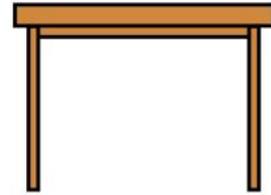
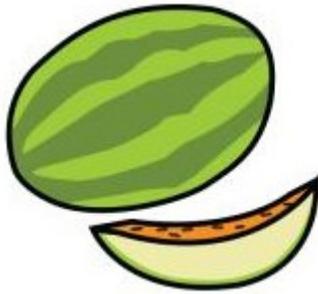


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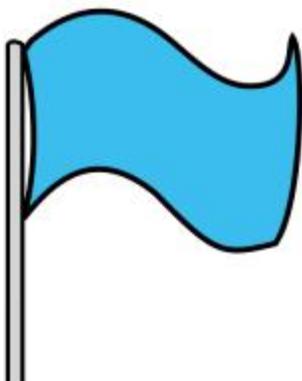
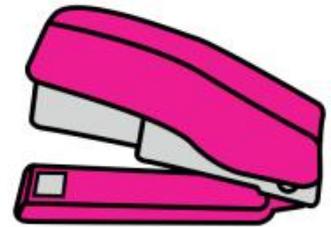
Rodea a los intrusos que tienen diferente cantidad de sílabas.



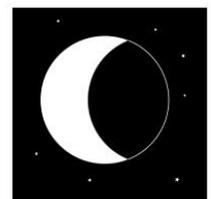
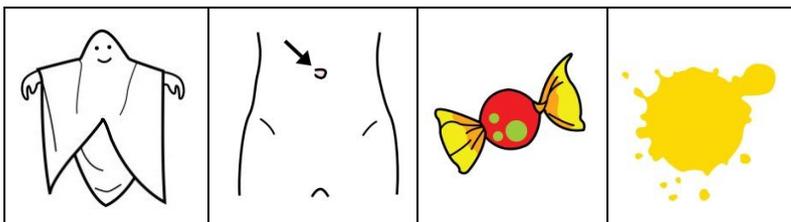
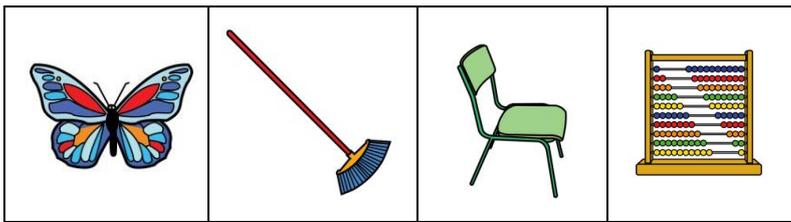
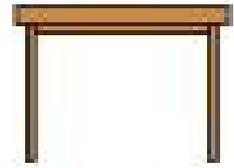
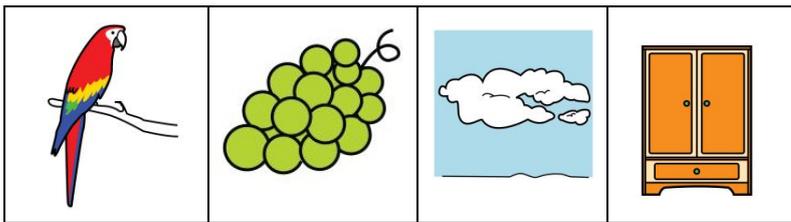
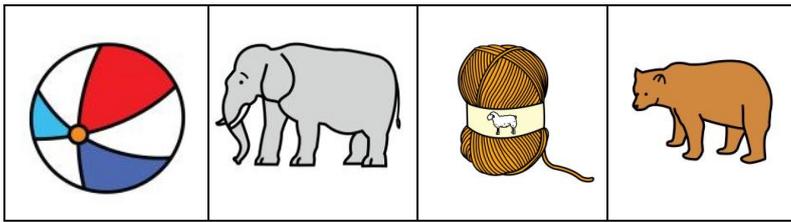
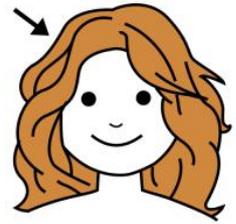
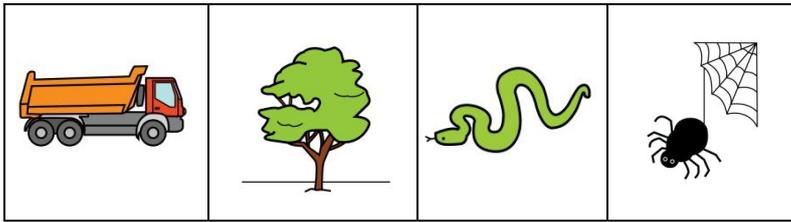
Une con flechas las palabras que riman.



Une con flechas las palabras que riman.



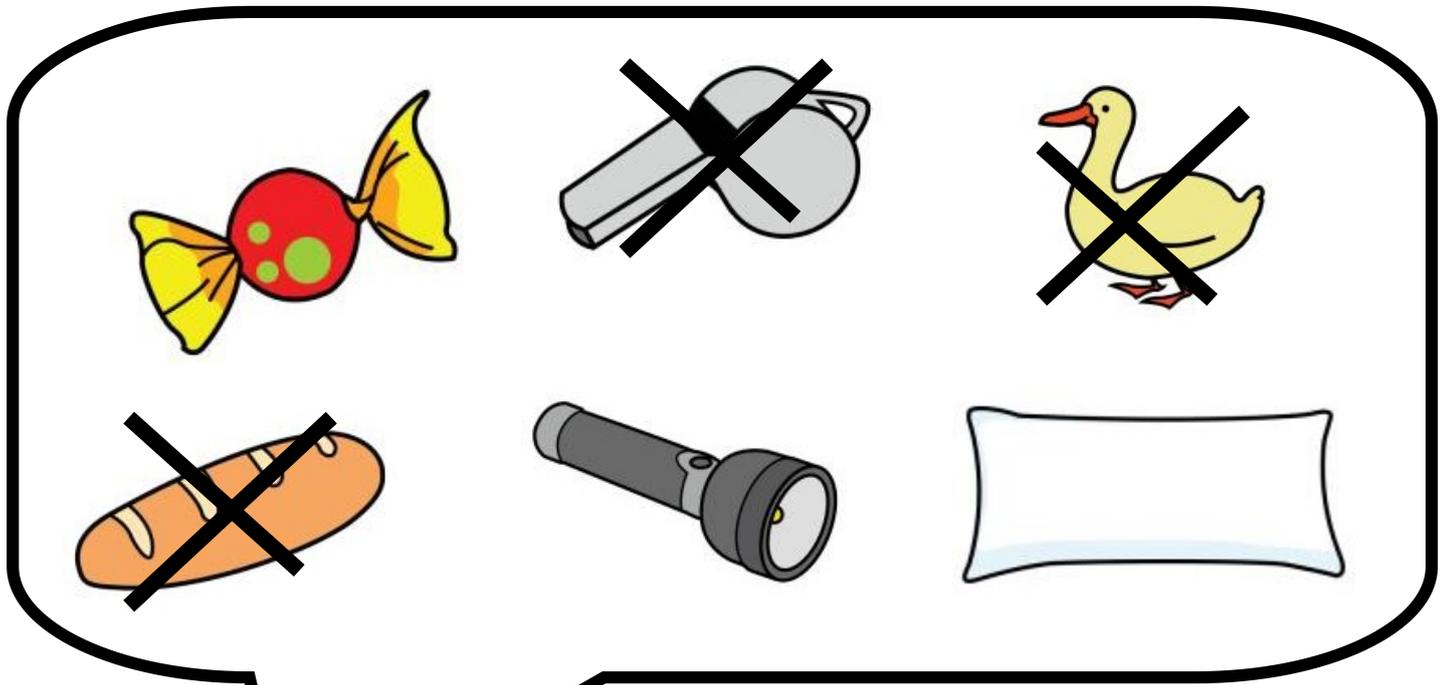
Identifica el primer sonido de cada imagen, descubre que palabra forma y únela con su imagen correspondiente.



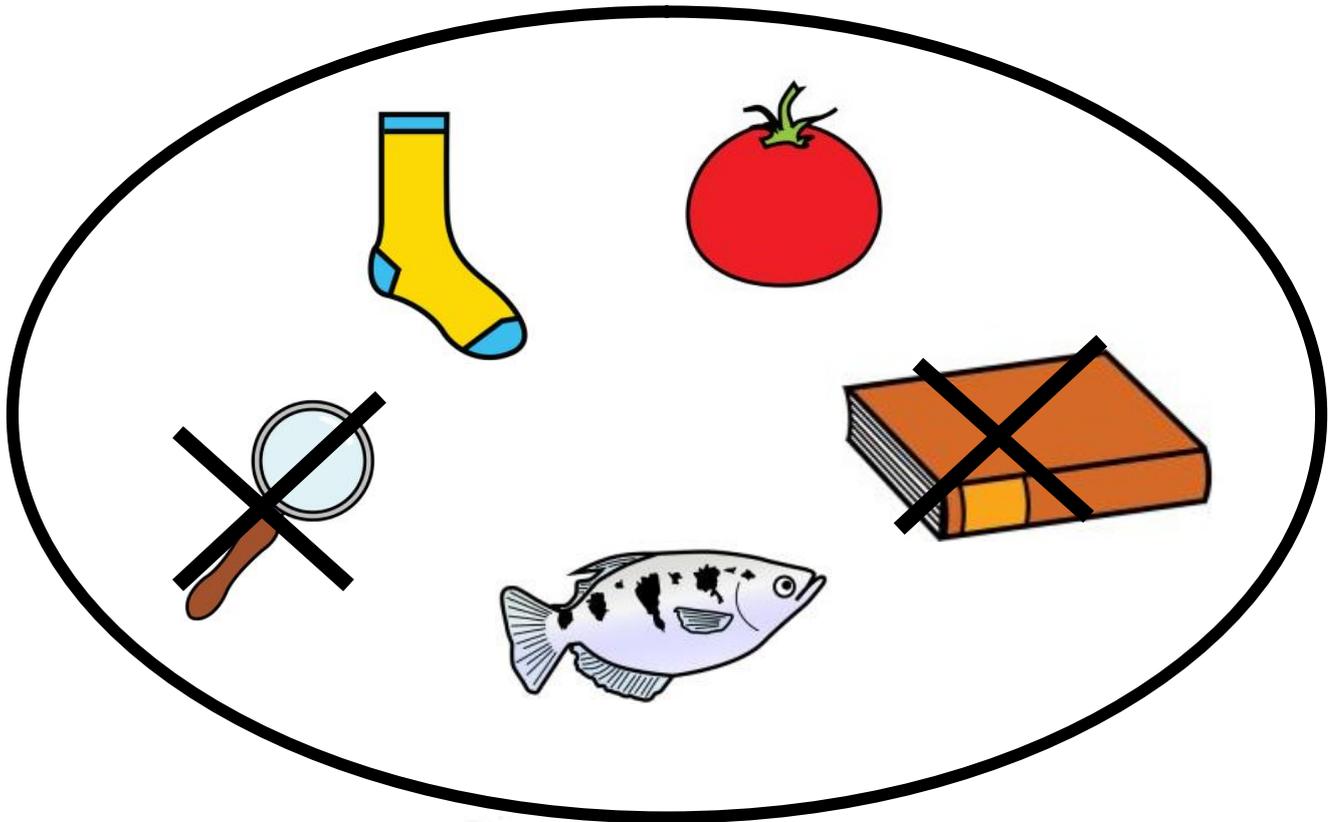
SOLUCIONES



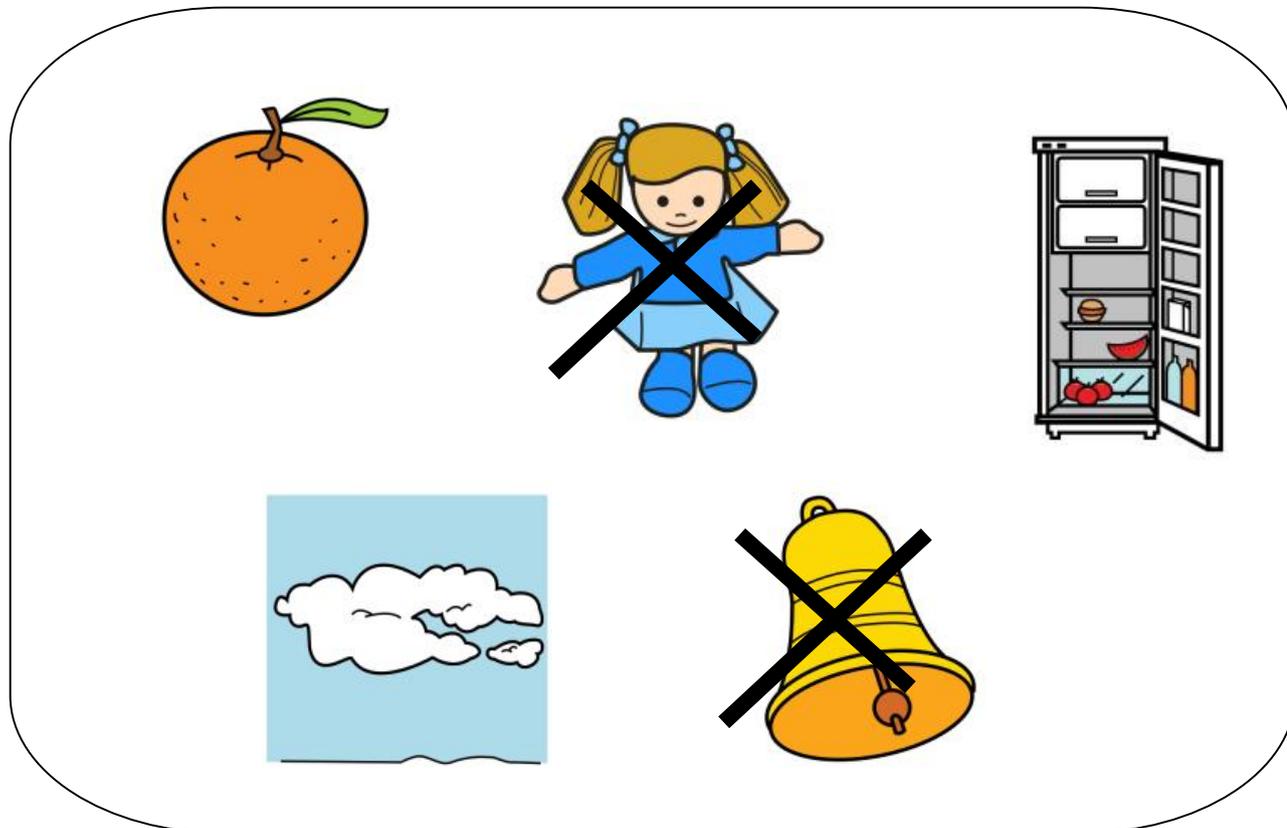
El monstruo está enfadado porque no puede decir palabras que empiecen por **P**. Tacha todas las imágenes cuyo sonido inicial sea **P**.



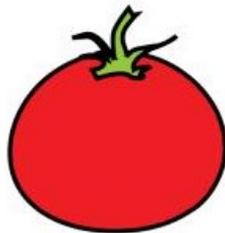
Carlos tiene pesadillas cuando sueña con palabras que empiecen por **L**.
Tacha todas las imágenes cuyo sonido inicial sea **L** para que pueda dormir bien.



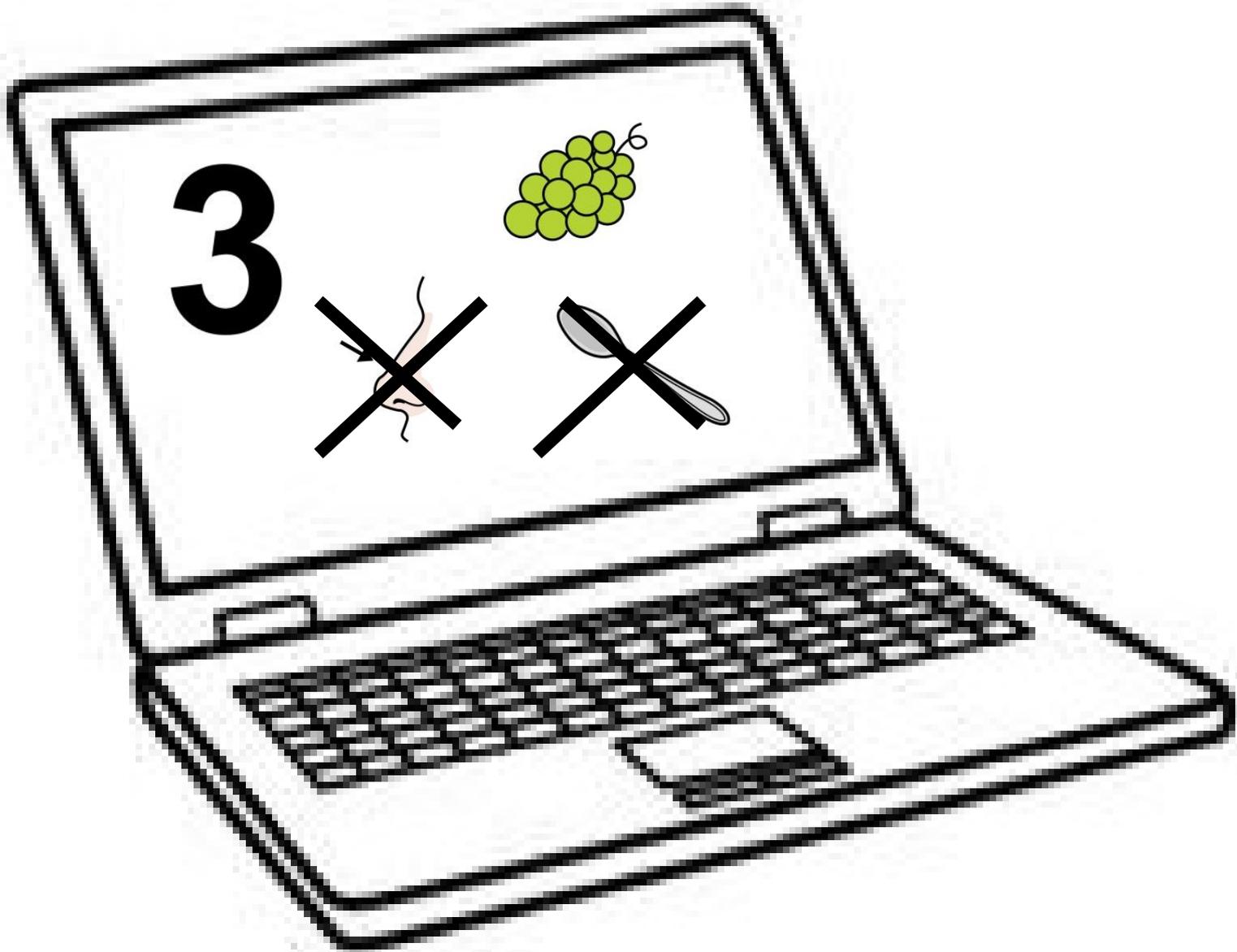
María le está preguntando a Luis si conoce muchas palabras que empiecen por **N**. Luis comienza a decir palabras pero todas las que dice no empiezan por **N**. Tacha todas las imágenes cuyo sonido inicial **NO** sea **N**.



A Mario y a Ana les gusta bailar canciones que tengan palabras que contengan la letra **M**. Tacha todas las imágenes que no tengan el sonido **M**.



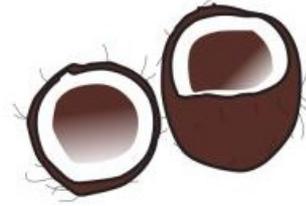
Estoy buscando en mi ordenador imágenes cuyo sonido final sea **S**. Tacha las imágenes cuyo sonido final NO sea **S**



Escribe la palabra de cada imagen y pon en el cuadrado la letra que cambia de un dibujo a otro.

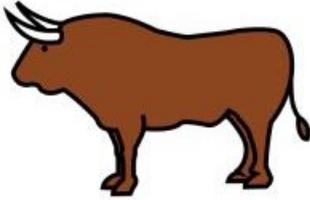


M

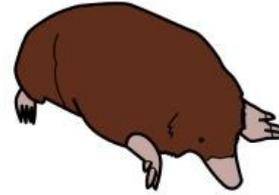


moco

coco

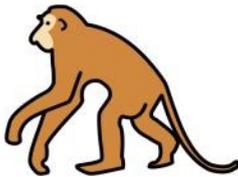


R



toro

topo



N



mono

moto

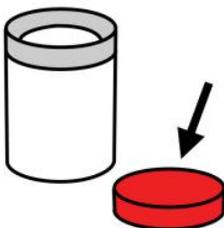


S

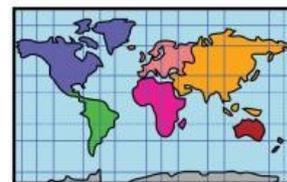


casa

cama



T



tapa

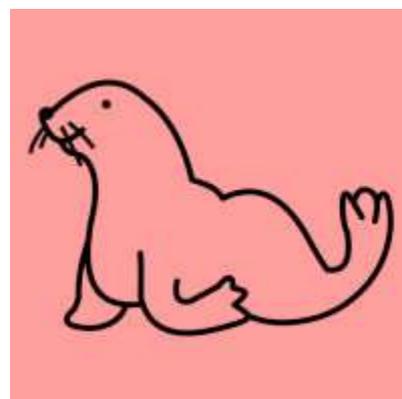
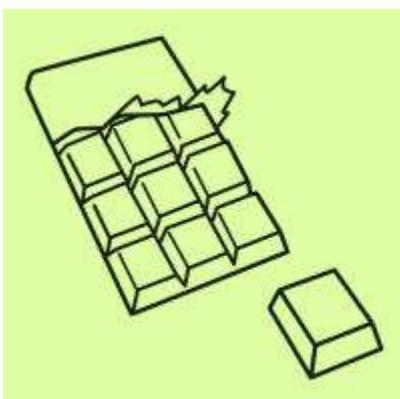
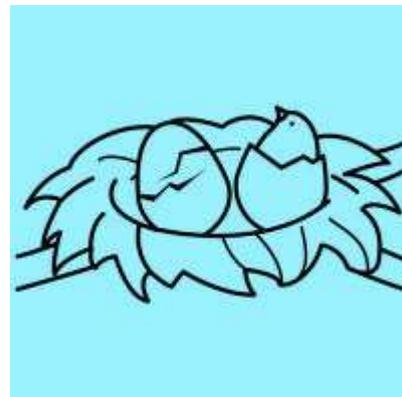
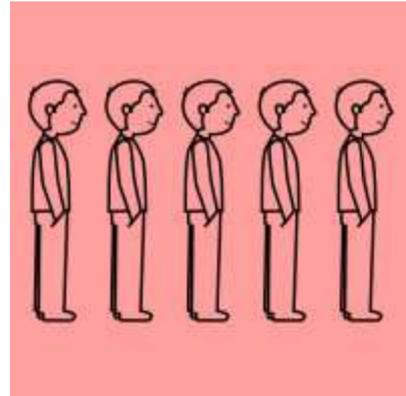
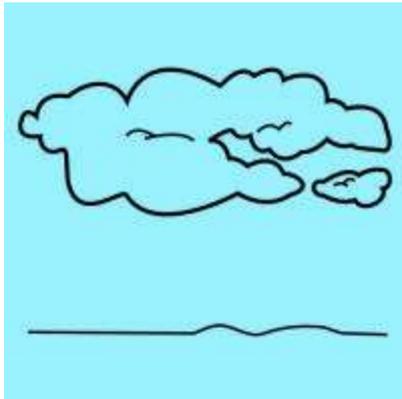
mapa

Colorea según se indica:

ROJO: imágenes que contengan el sonido F

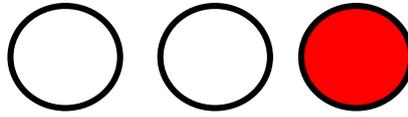
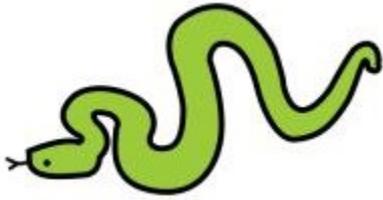
VERDE: imágenes que contengan el sonido T

AZUL: imágenes que contengan el sonido N

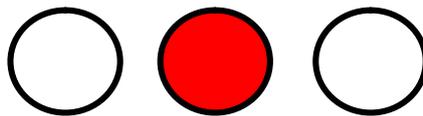
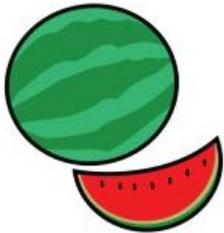


Señala dónde está el sonido que se indica.

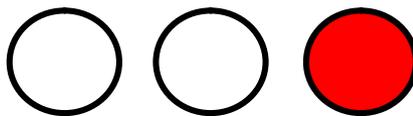
¿DÓNDE ESTÁ EL SONIDO "TE"?



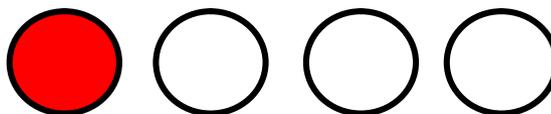
¿DÓNDE ESTÁ EL SONIDO "DÍ"?



¿DÓNDE ESTÁ EL SONIDO "SO"?

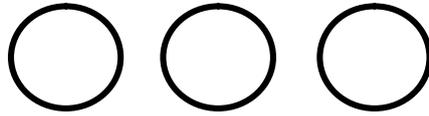


¿DÓNDE ESTÁ EL SONIDO "TE"?

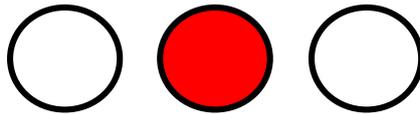


Señala dónde está el sonido que se indica.

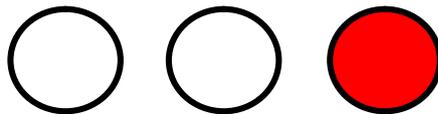
¿DÓNDE ESTÁ EL SONIDO "TÍN"?



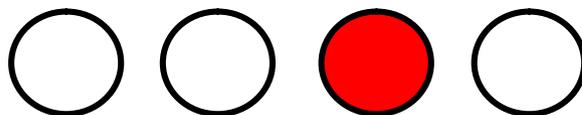
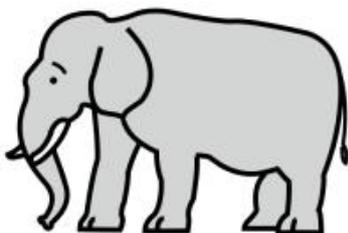
¿DÓNDE ESTÁ EL SONIDO "ZA"?



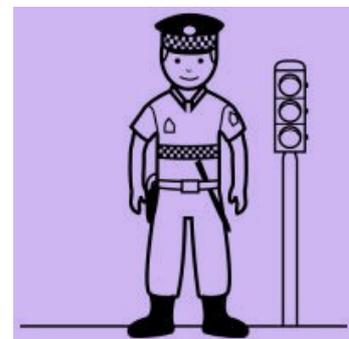
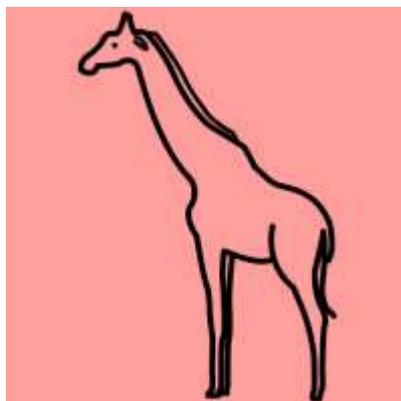
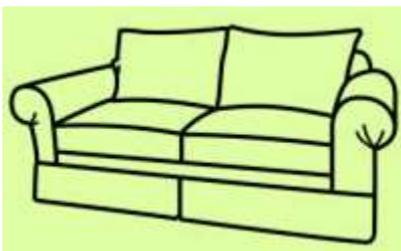
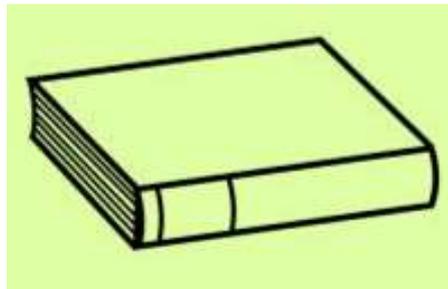
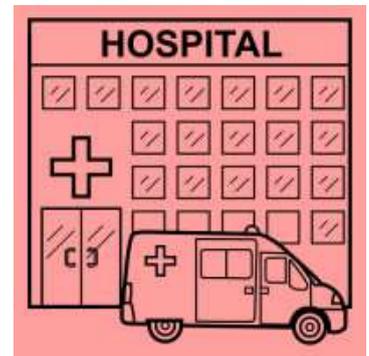
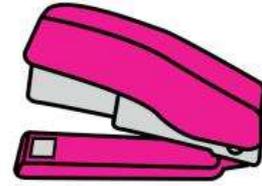
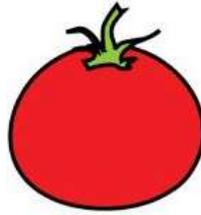
¿DÓNDE ESTÁ EL SONIDO "CA"?



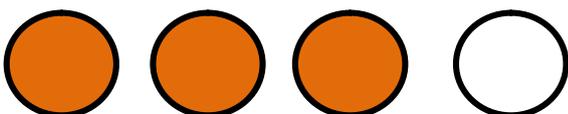
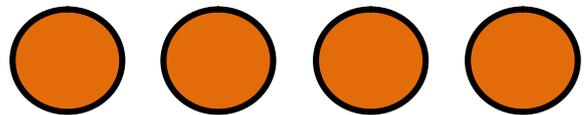
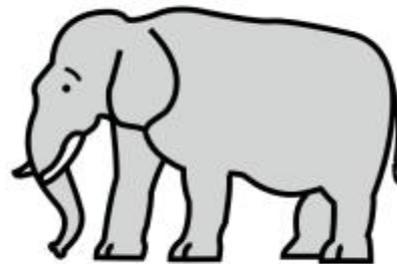
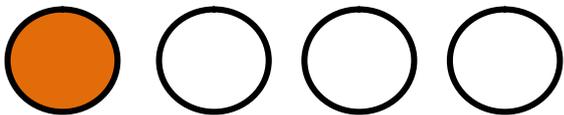
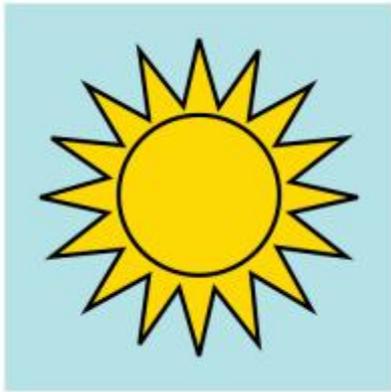
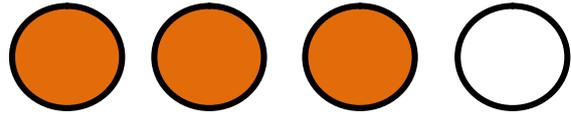
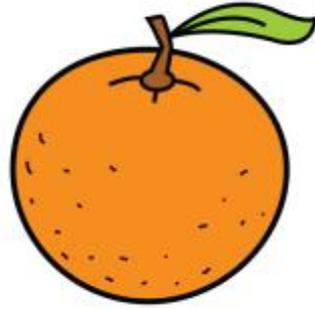
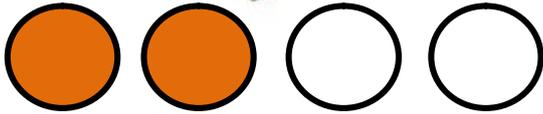
¿DÓNDE ESTÁ EL SONIDO "FAN"?



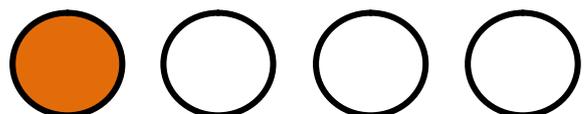
Cuenta las sílabas de los tres dibujos en color. A continuación, colorea las imágenes que tienen el mismo número de sílabas del color que corresponda.



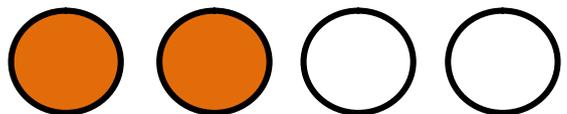
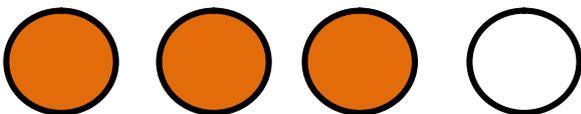
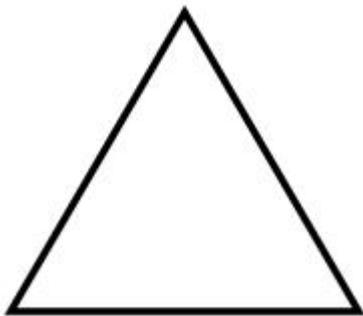
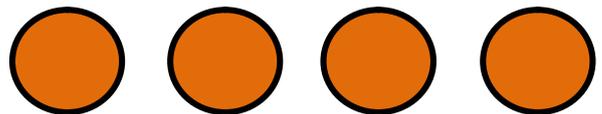
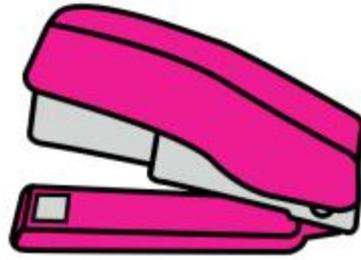
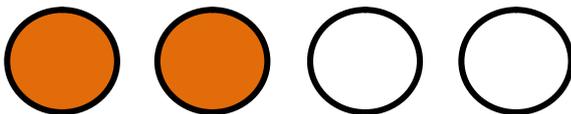
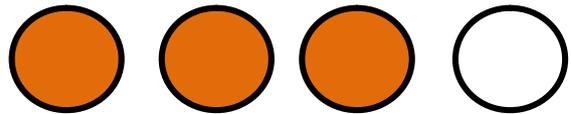
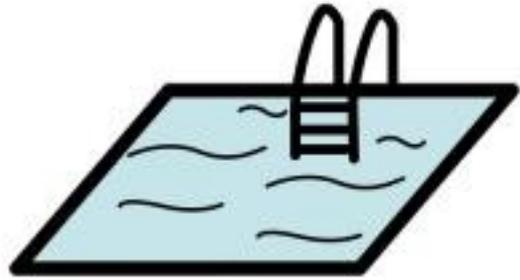
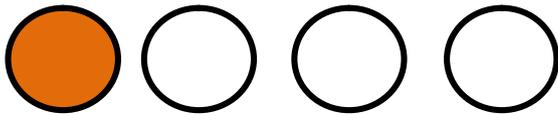
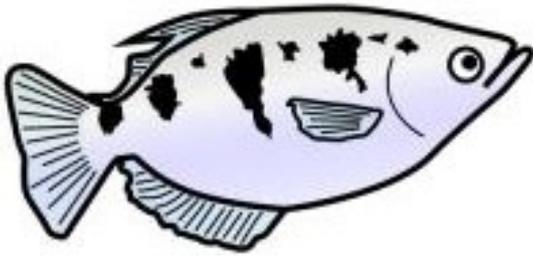
Cuenta el número de sílabas que tiene cada dibujo y colorea tantos círculos como sílabas tiene.



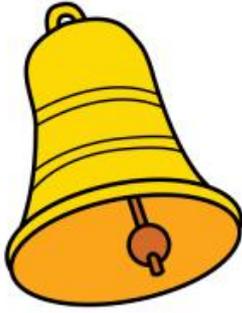
3



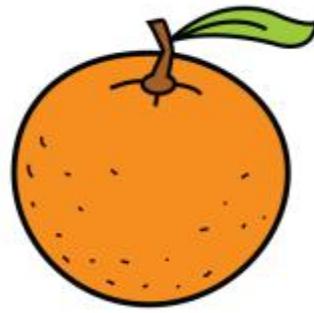
Cuenta el número de sílabas que tiene cada dibujo y colorea tantos círculos como sílabas tiene.



Marca con una X dónde se encuentra la sílaba NA en cada palabra.



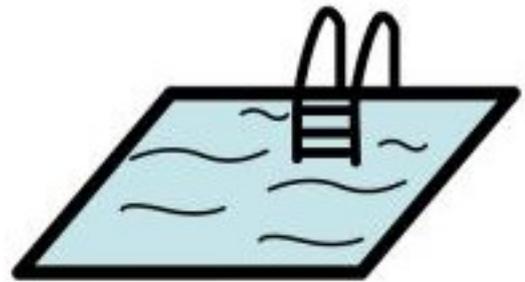
		X
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X		
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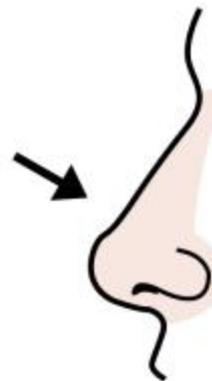
	X
--	---



		X
--	--	---

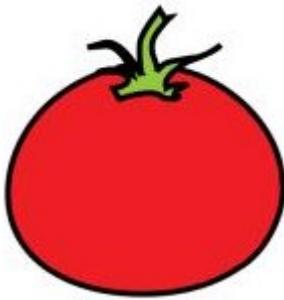


	X
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X	
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Marca con una X dónde se encuentra la sílaba MA en cada palabra.



	X	
--	---	--



	X	
--	---	--



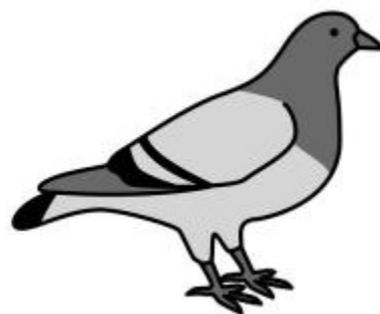
X	
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	X		
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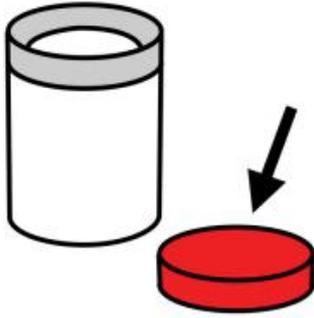


X	
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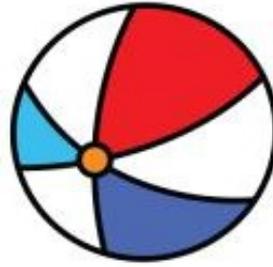


		X
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Marca con una X dónde se encuentra la sílaba TA en cada palabra.



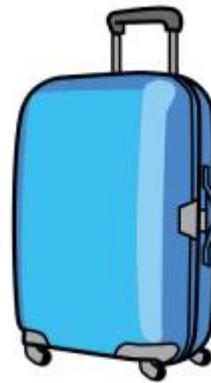
X	
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		X
--	--	---



	X
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		X
--	--	---

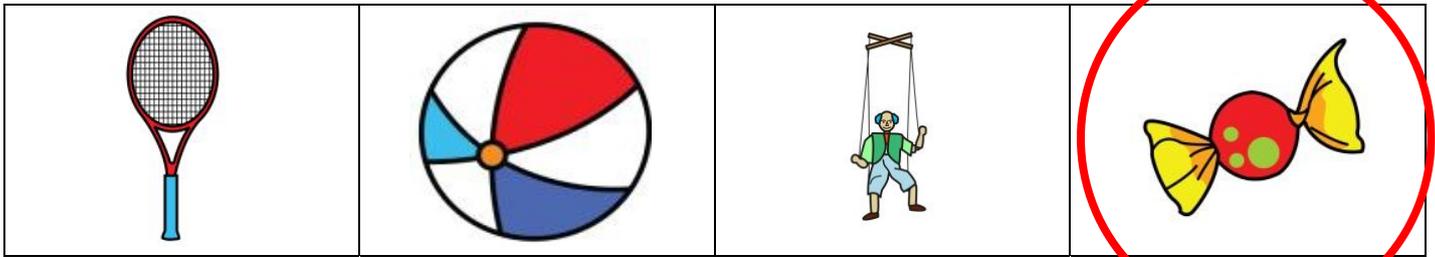
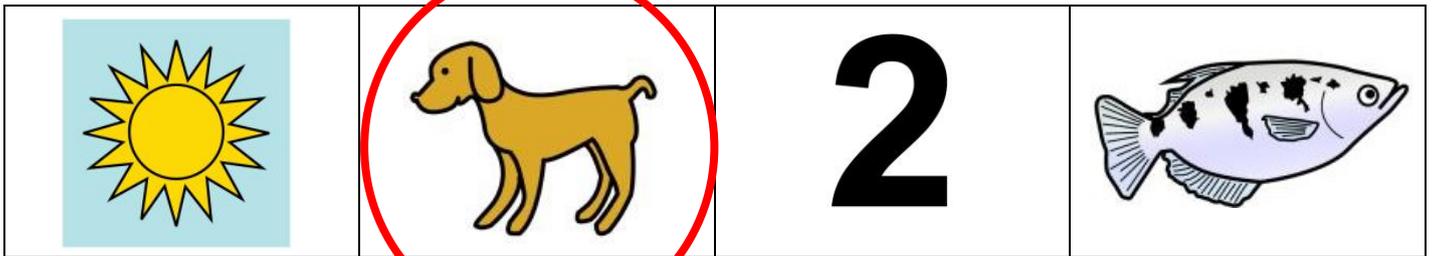
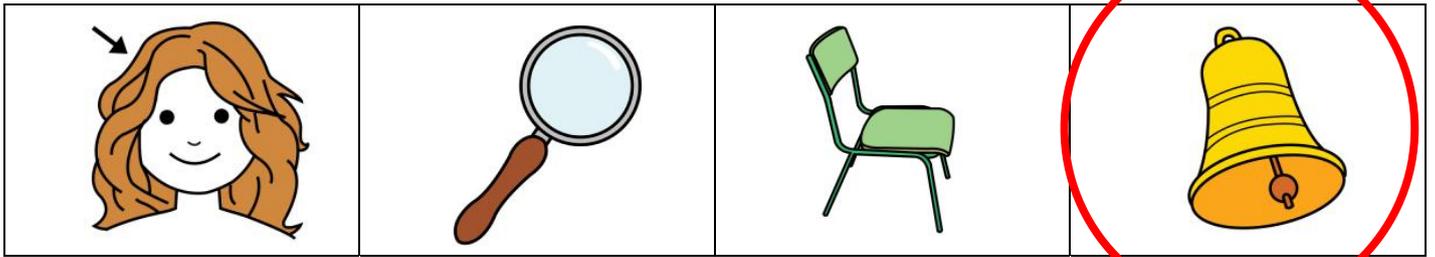
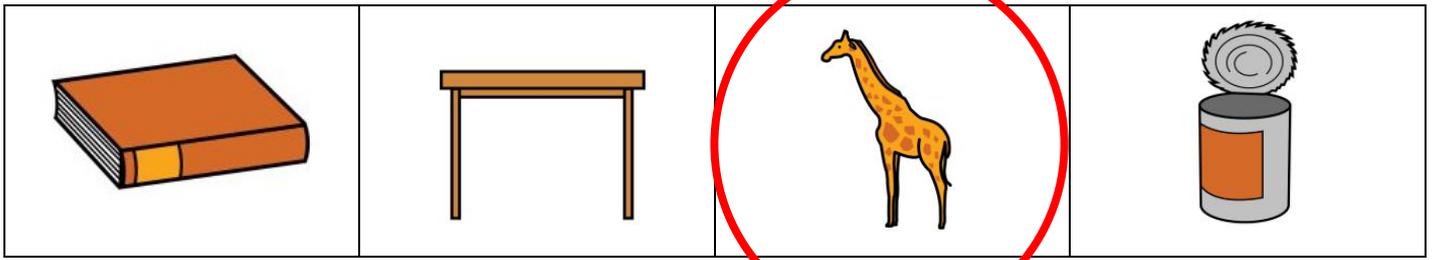


		X
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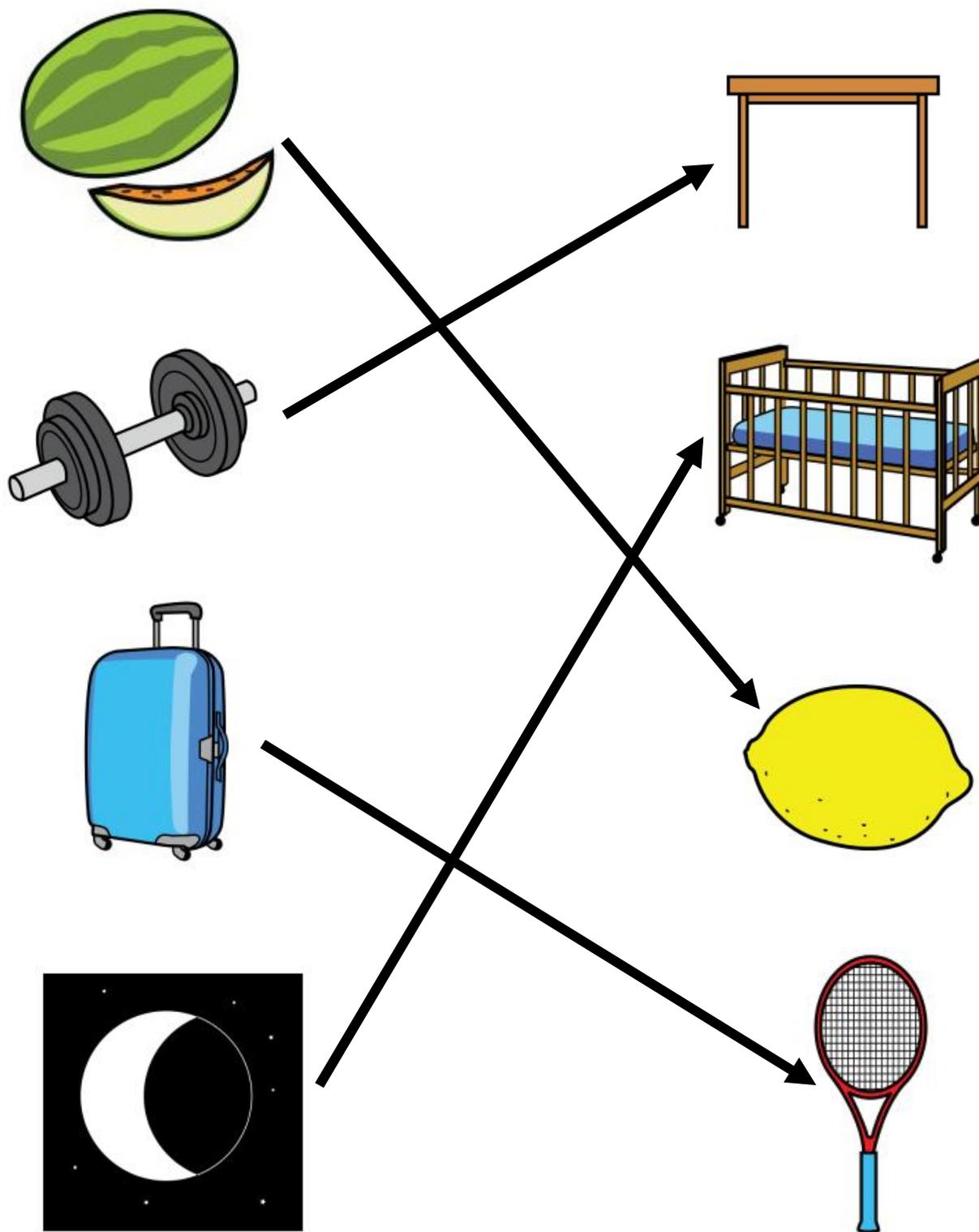


	X
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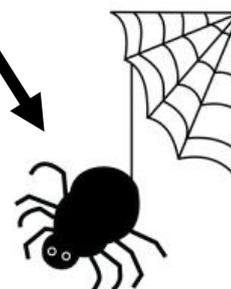
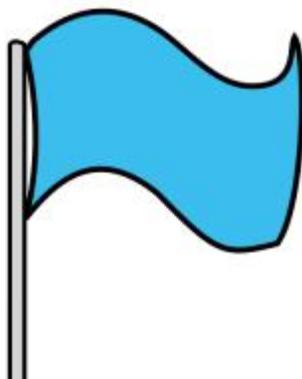
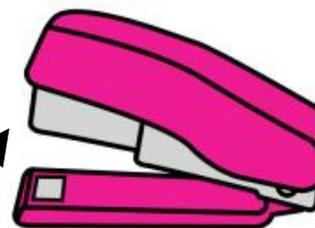
Rodea a los intrusos que tienen diferente cantidad de sílabas.



Une con flechas las palabras que riman.

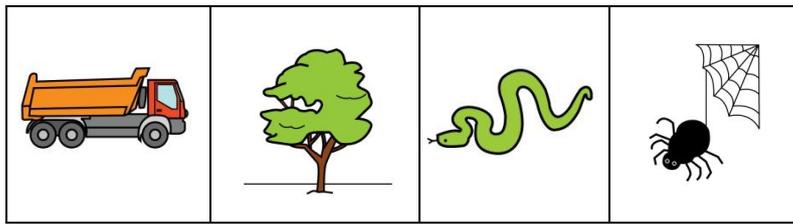


Une con flechas las palabras que riman.

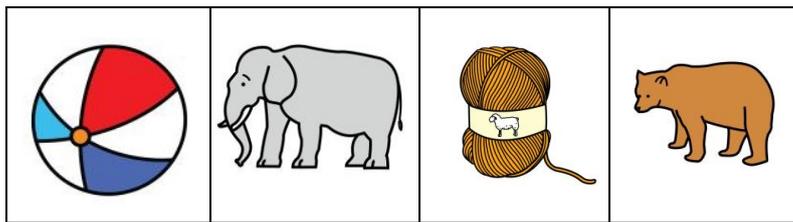


Autor pictogramas: Sergio Palao **Procedencia:** ARASAAC (<http://arasaac.org>) **Licencia:** CC (BY-NC-SA) **Propiedad:** Gobierno de Aragón
Autora del material: Miriam Santana Escobar

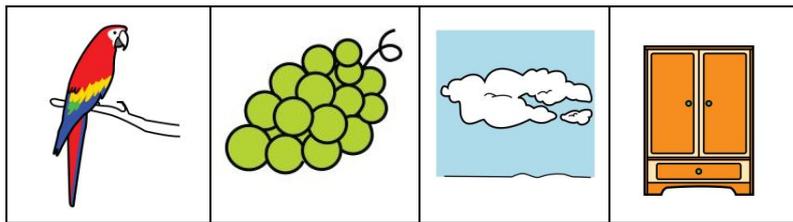
Identifica el primer sonido de cada imagen, descubre que palabra forma y únela con su imagen correspondiente.



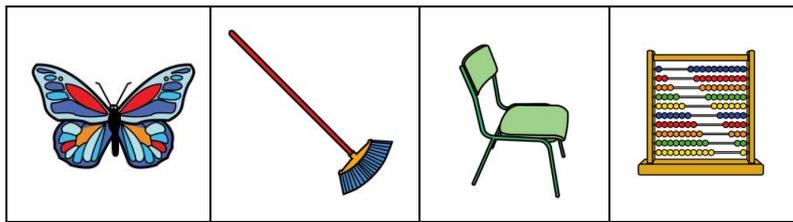
C A S A



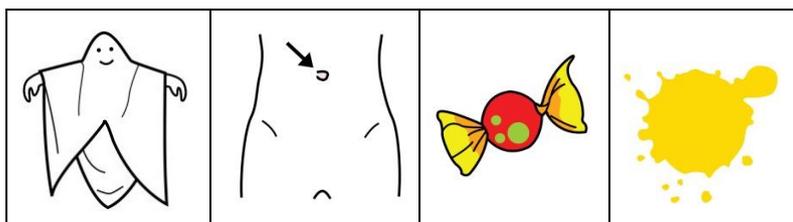
P E L O



L U N A



M E S A



F O C A

