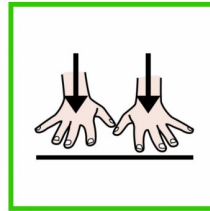
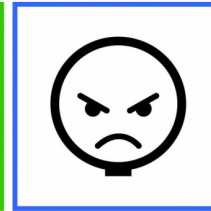




YO

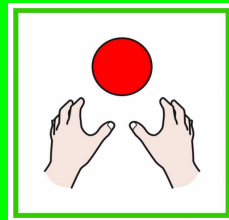


ESTOY

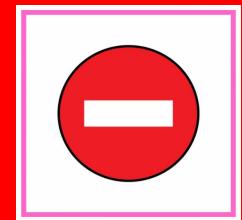


ENFADADO

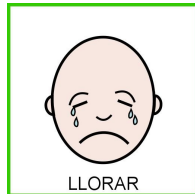
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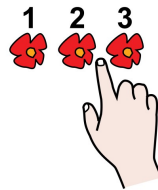
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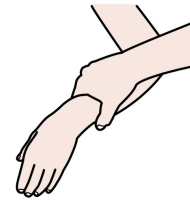
CHILLAR



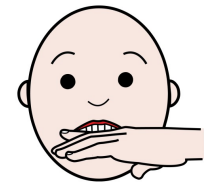
LLORAR



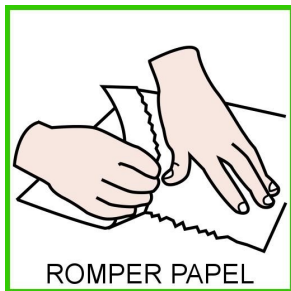
CONTAR HASTA 20



AGARRAR



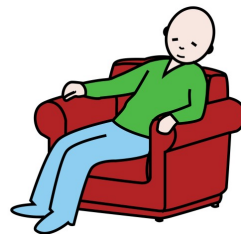
MORDER



ROMPER PAPEL



RESPIRAR



DESCANSAR



BEBER AGUA



TIRARME AL SUELO



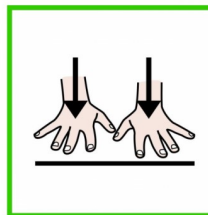
EMPUJAR



GOLPEAR



YO

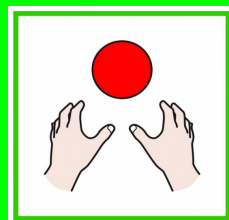


ESTOY

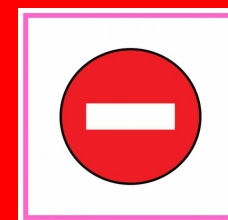


ENFADADO

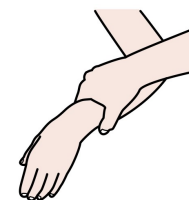
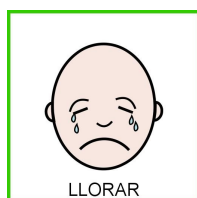
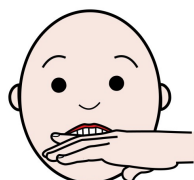
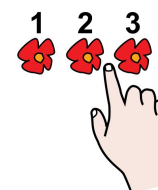
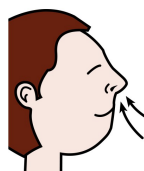
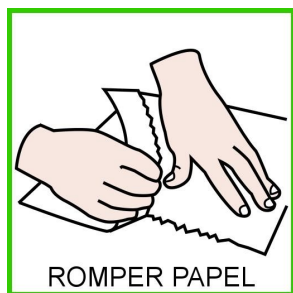
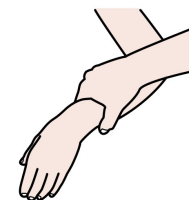
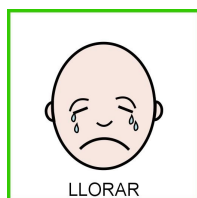
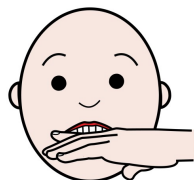
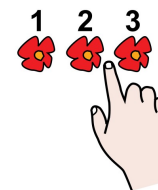
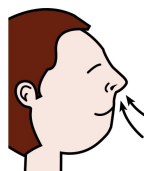
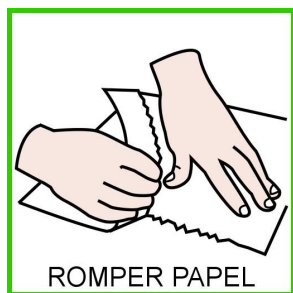
**PUEDO**



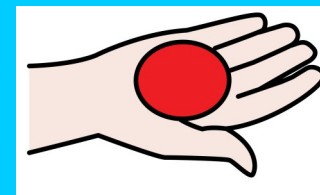
**NO PUEDO**



**PLASTIFICAR, RECORTAR Y PONER CON VELCRO LAS CONDUCTAS QUE PRESENTA CUANDO TIENE UNA RABIETA.**



# TENGO



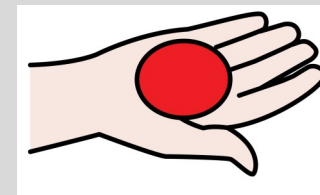
## PREMIO



## NO PREMIO



# ELIJO

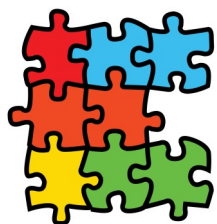


## PREMIOS



## NO PREMIOS

## EJEMPLOS DE PREMIOS Y CONSECUENCIAS A UTILIZAR.



**PUZZLE**



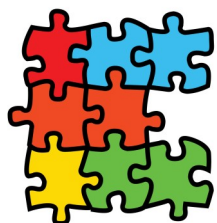
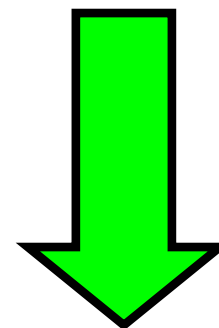
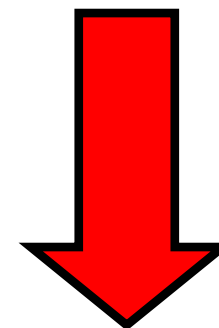
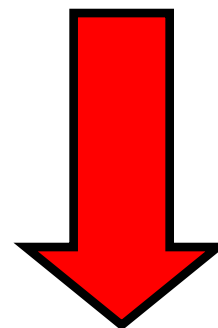
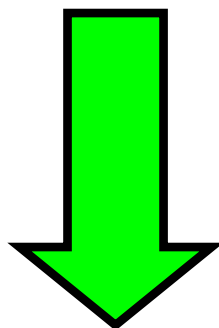
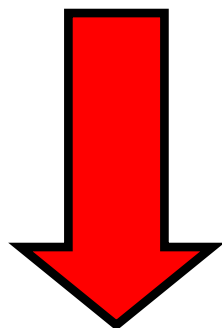
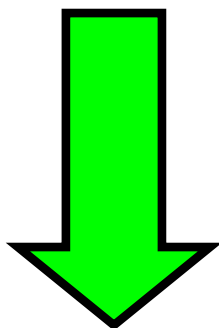
**BARRIO SÉSAMO**



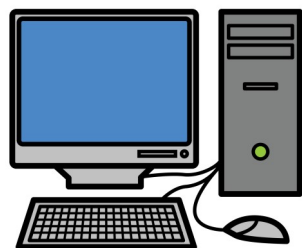
**FUERA 2 MINUTOS**



**ESPERAR SENTADO**



**PUZZLE**



**BARRIO SÉSAMO**



**FUERA 2 MINUTOS**



**ESPERAR SENTADO**

**CUANDO SE TIENE UNA RABIETA, PONEMOS CON VELCRO LAS CONDUCTAS PRESENTADAS PARA VOLVER A LA CALMA.**

**SI SON ADECUADAS, OBTIENE UN PREMIO. SI NO LO SON, SE MARCA UNA CONSECUENCIA.**

**LOS PREMIOS Y CONSECUENCIAS SE COLOCAN EN EL CUADRO DE “ELIJO” Y UNA VEZ QUE ELIGE SE PEGAN EN EL CUADRO DE “TENGO”.**