

# GUIDED MATH

Developed By Reagan Tunstall

Grade K

Unit 3



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**PLEASE NOTE:** Page references are for PDF pages and not the page numbers shown on black line master pages.

This Spanish Supplement includes all student materials that require translation. This PDF is to be used in conjunction with the English version of this Guided Math unit.

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**Guided Math, By Reagan Tunstall: Comparing Numbers to 20, Unit 3 Spanish Supplement**  
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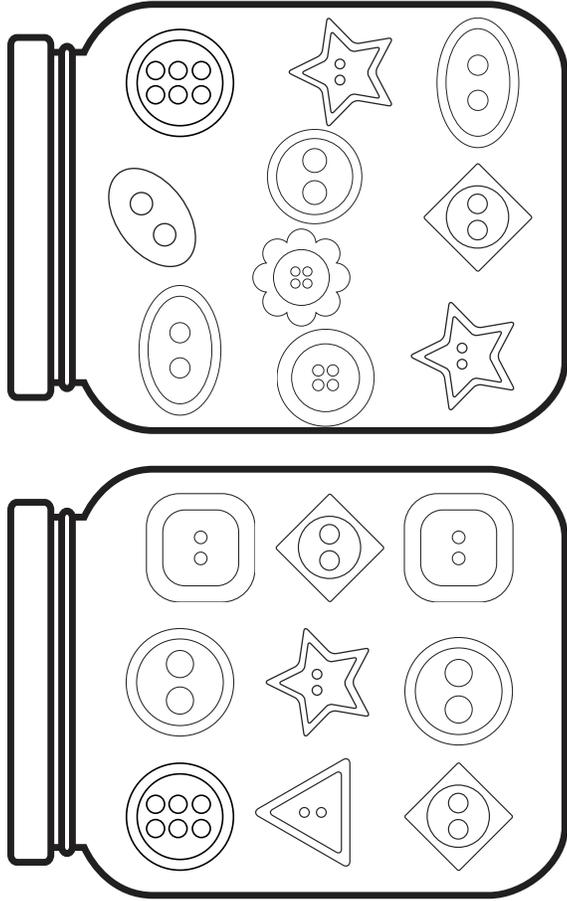
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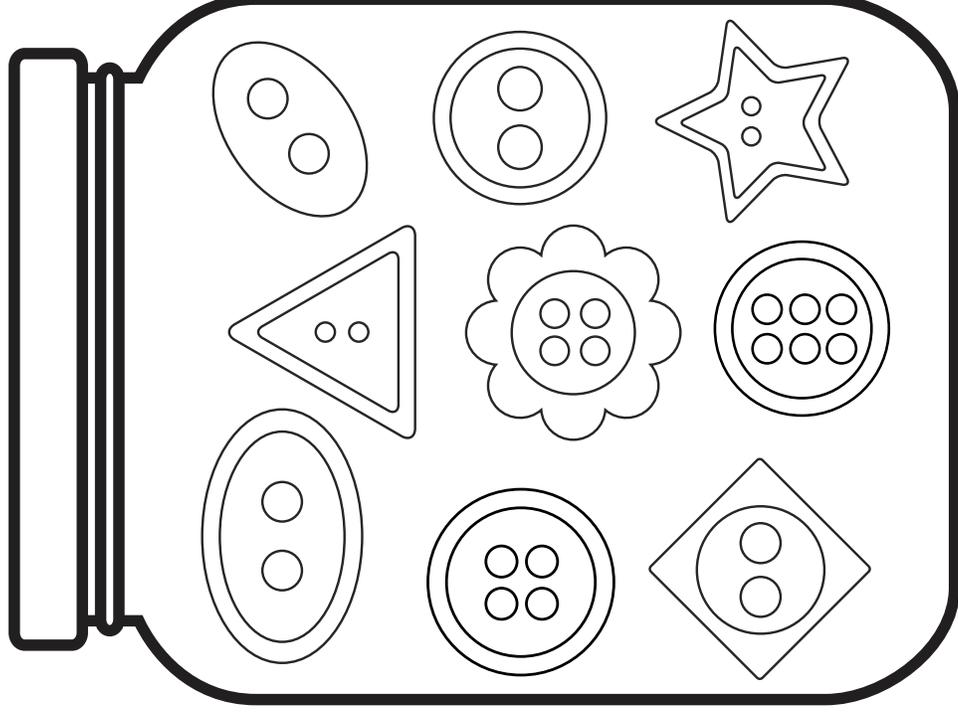
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¿Cuál tiene  
más?



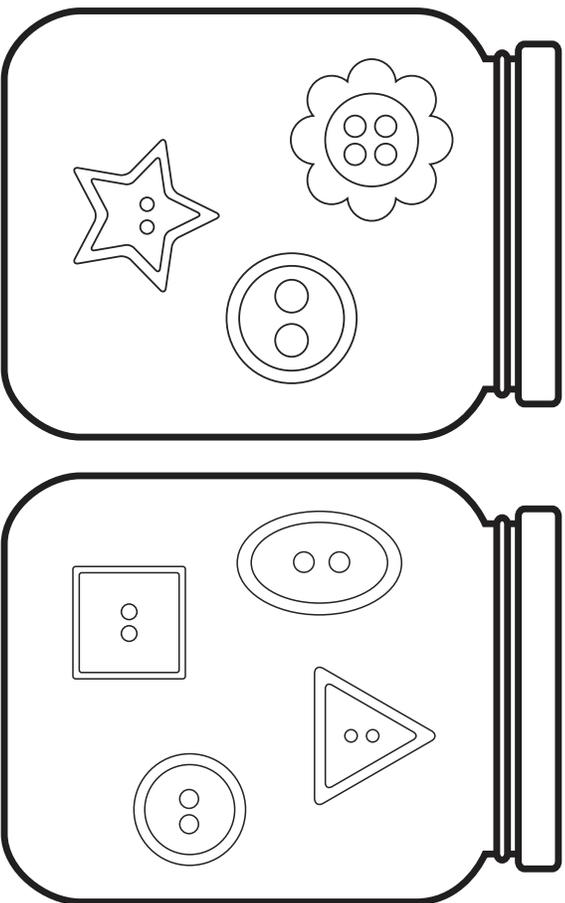
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Más  
botones

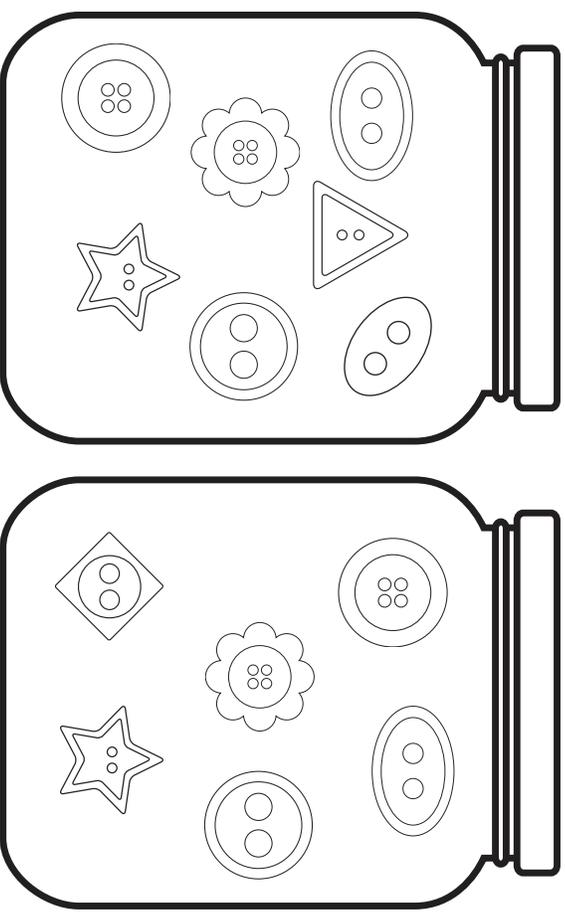


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¿Cuál tiene  
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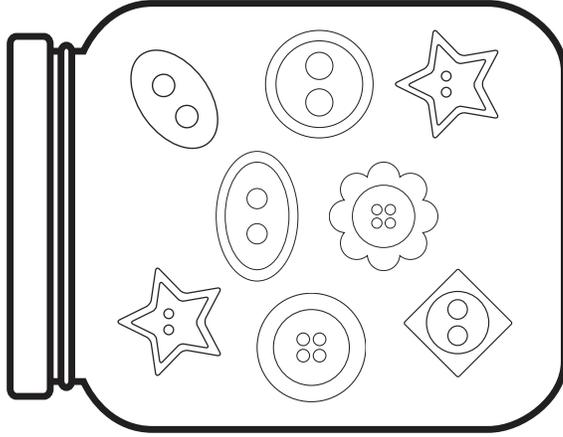
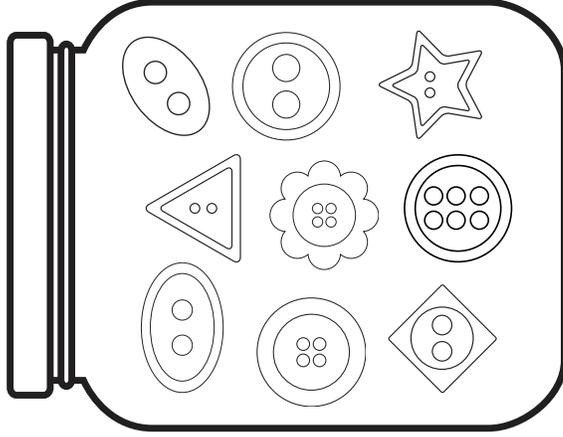


¿Cuál tiene  
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# ¿Cuál tiene

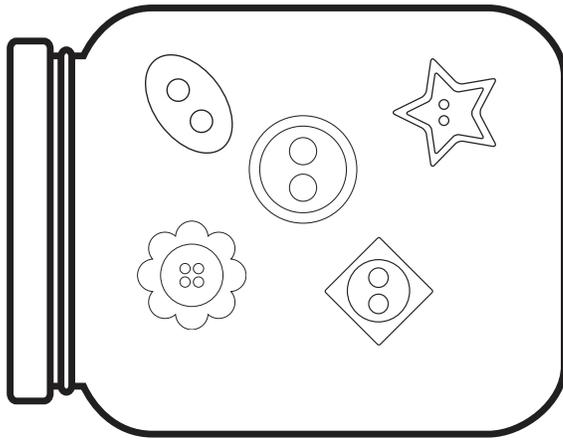
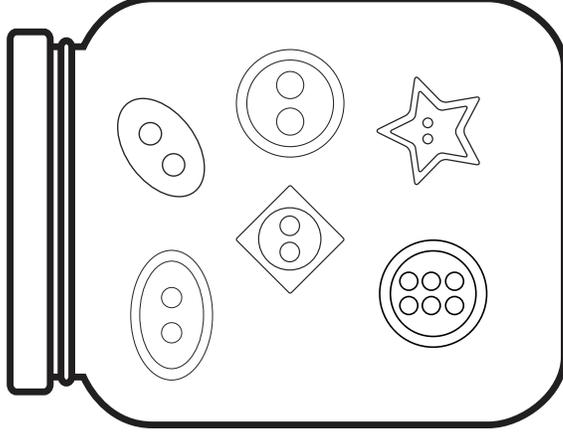
# más?



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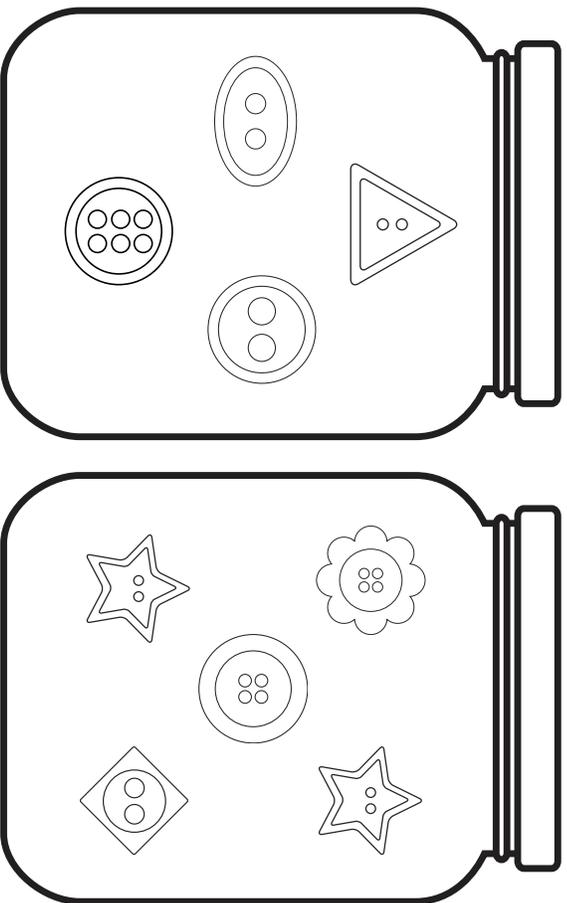
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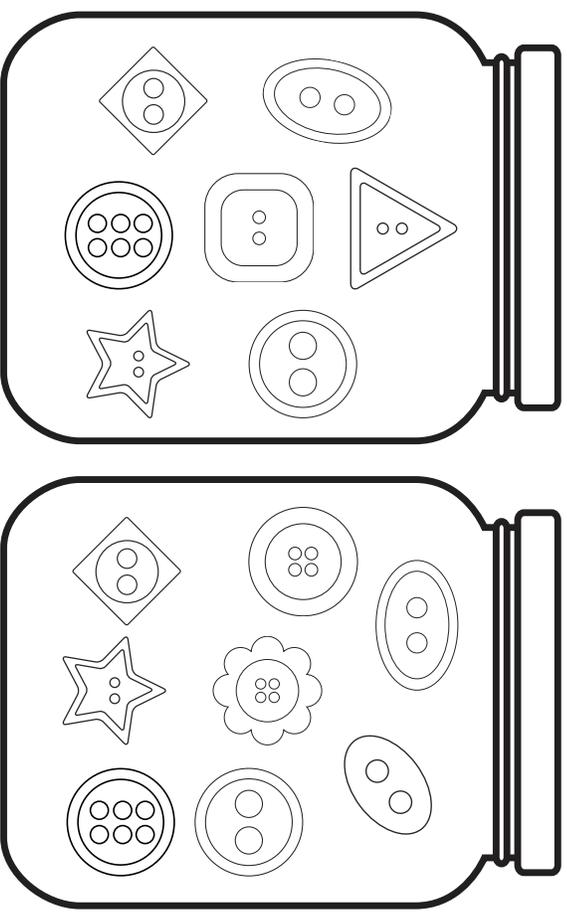


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¿Cuál tiene  
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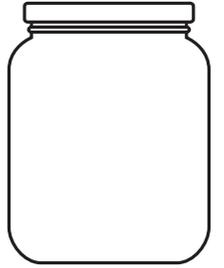


¿Cuál tiene  
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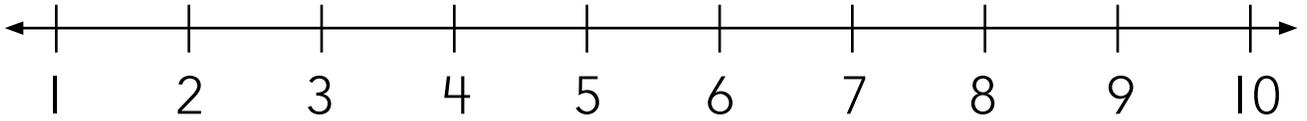


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# ¿Cuál tiene más?



Cuenta los botones que hay en cada frasco y escribe el número. Colorea el frasco que tenga más.



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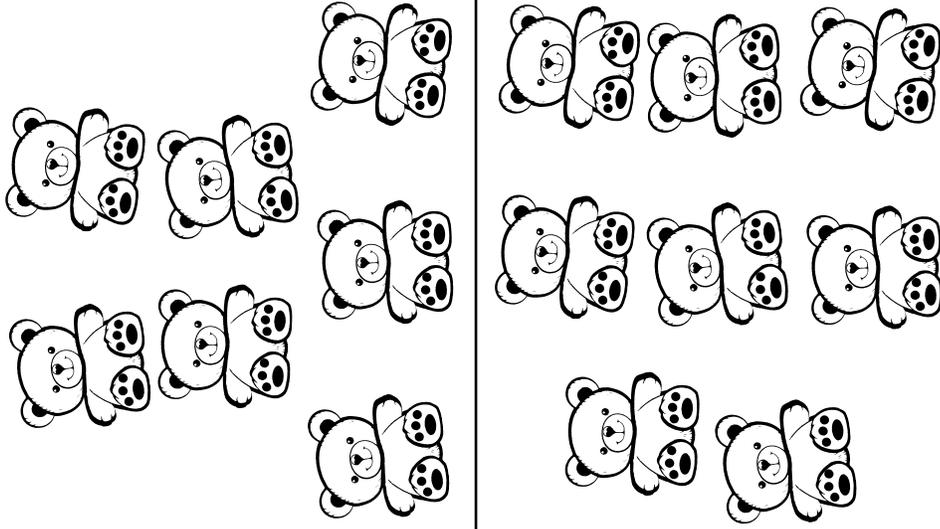
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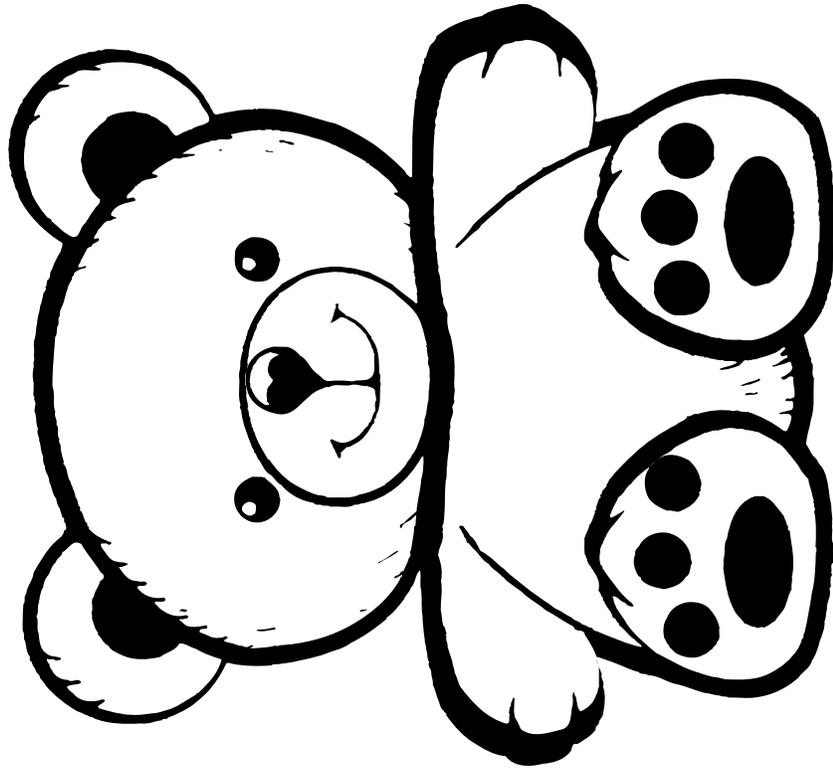
# ¿Cuál tiene

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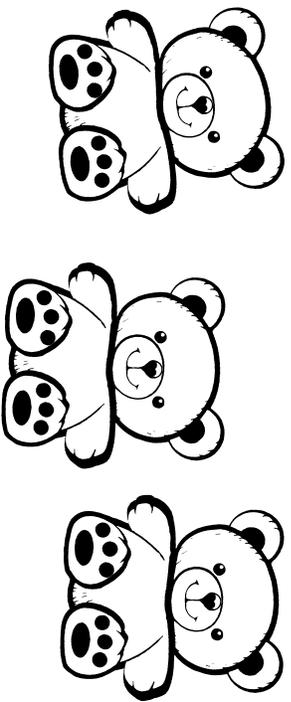
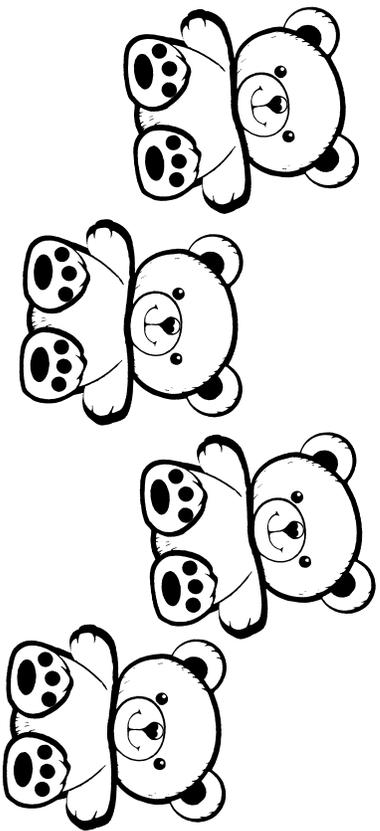
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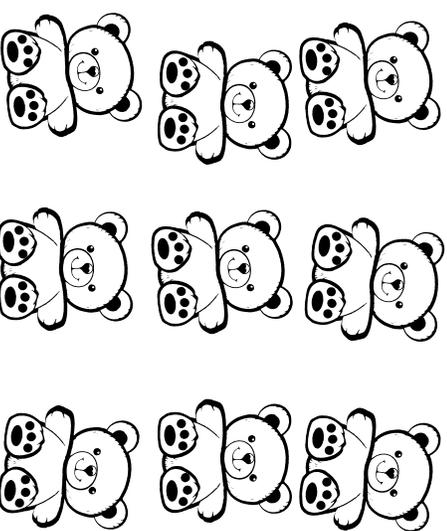
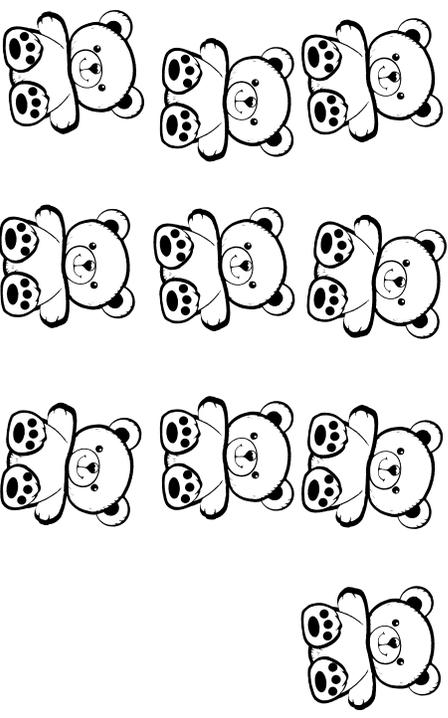


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¿Cuál tiene  
menos?

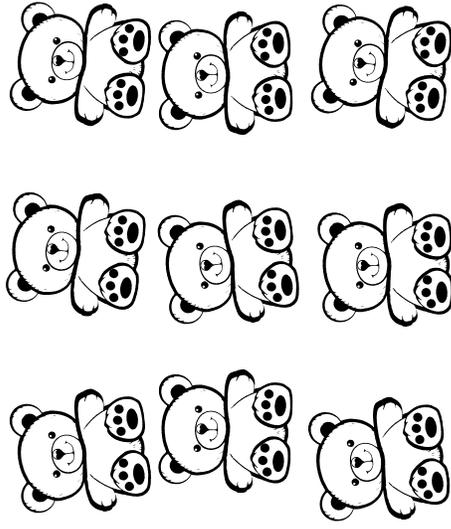
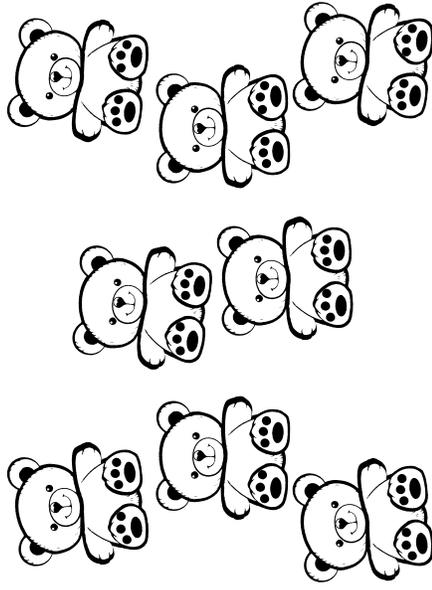


¿Cuál tiene  
menos?



# ¿Cuál tiene

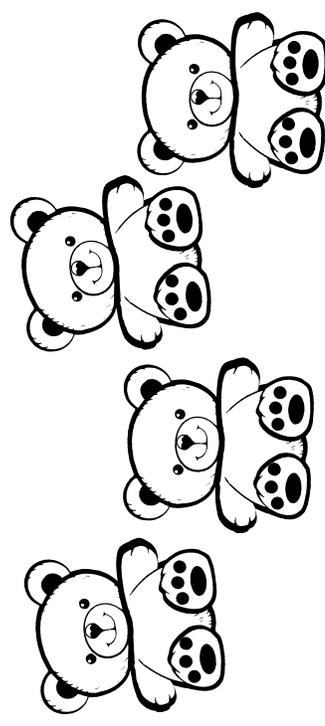
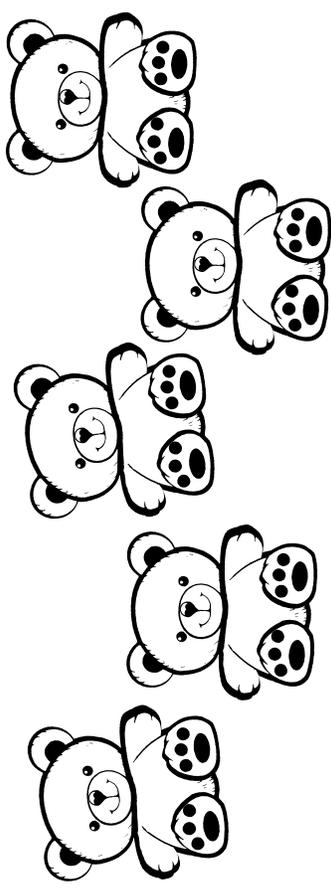
# menos?



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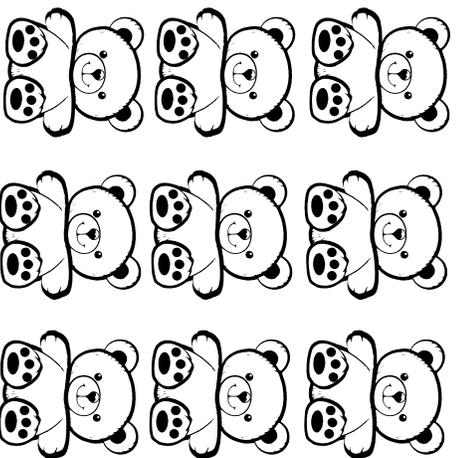
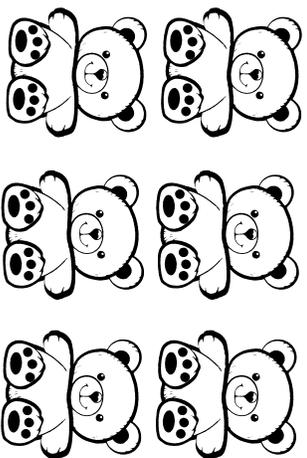
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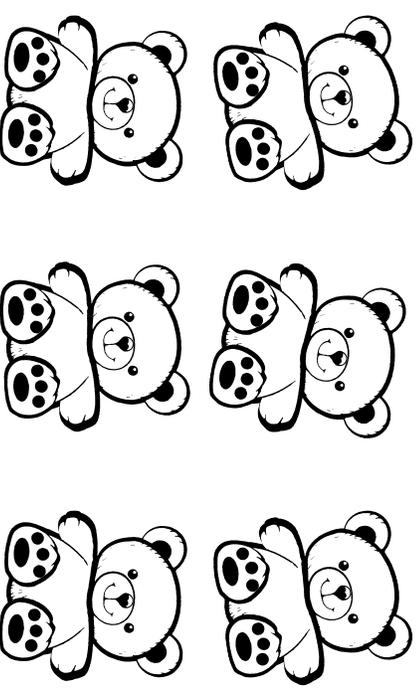
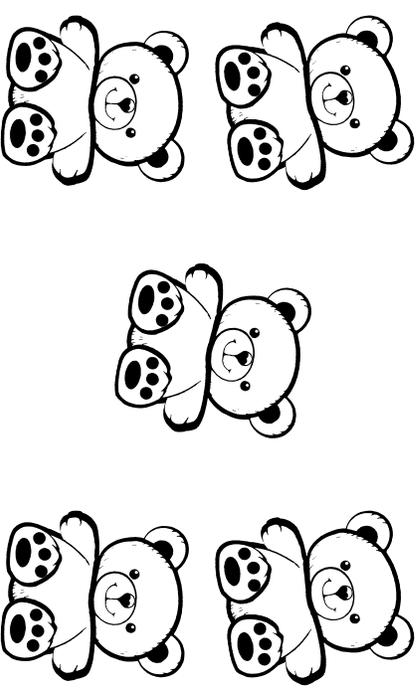


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¿Cuál tiene  
menos?



¿Cuál tiene  
menos?

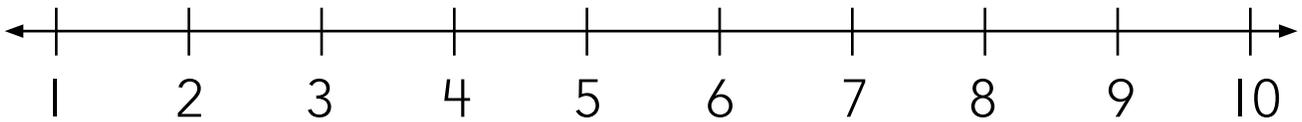


Nombre \_\_\_\_\_

# ¿Cuál tiene menos?



Cuenta los osos y escribe el número. Colorea el grupo que tenga menos osos.



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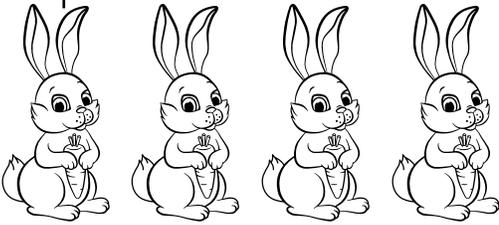
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# ¿Cuántos amigos del bosque hay?

Cuenta los animales del bosque. Escribe el número. Traza una línea para conectar las parejas. Encierra en un círculo el número que tenga más.



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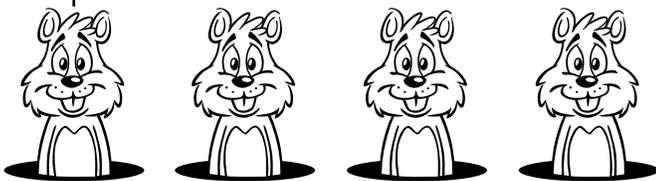
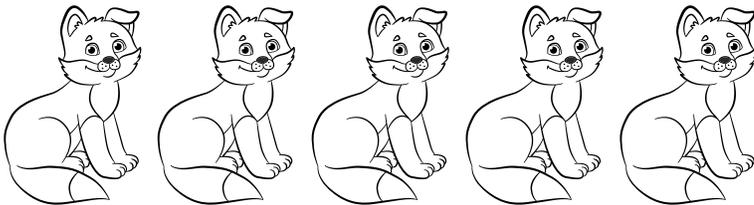
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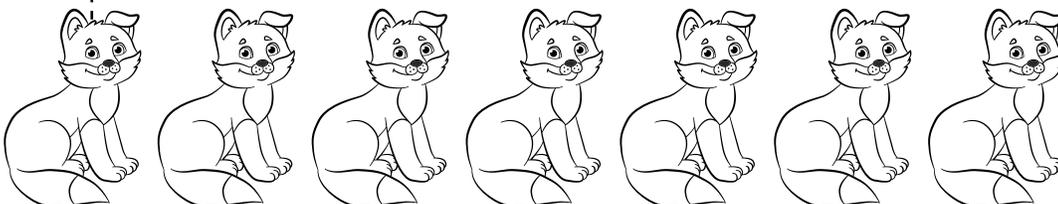
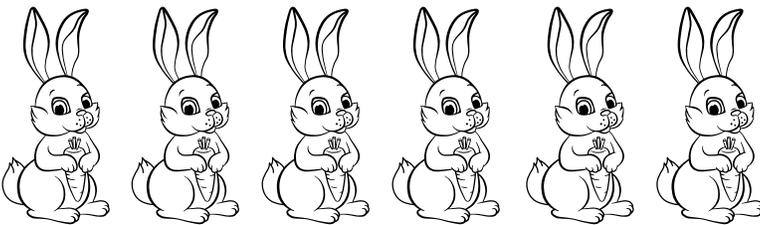
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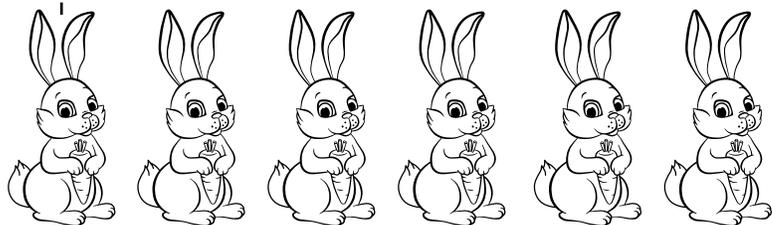
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Nombre \_\_\_\_\_

# ¿Cuántos amigos del bosque hay?

Cuenta los animales del bosque. Escribe el número. Traza una línea para conectar las parejas. Encierra en un círculo el número que tenga más.



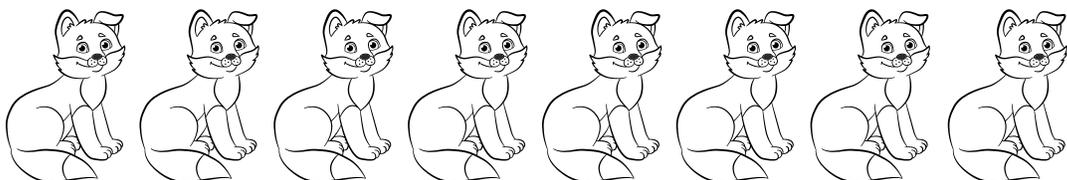
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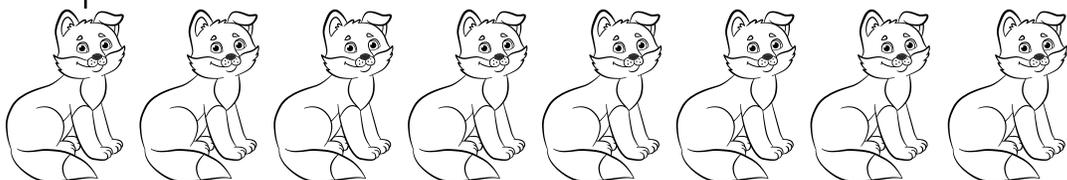
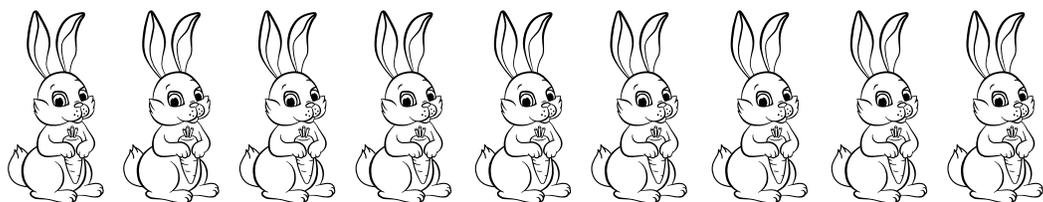
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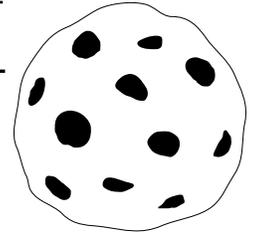
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# Más galletas



Cuenta las galletas y escribe el número. En el siguiente cuadro de diez, dibuja ese número de galletas más una galleta más. Escribe el número que es uno más.

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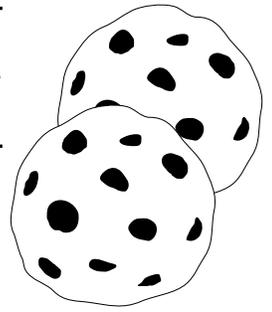

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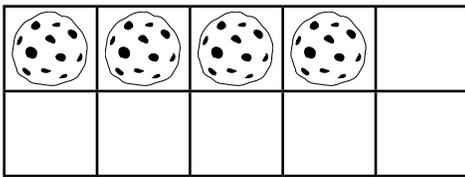
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# Más galletas



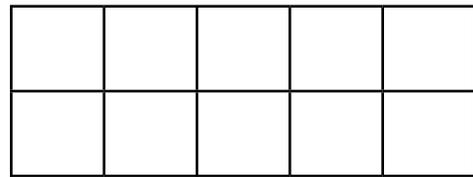
Cuenta las galletas y escribe el número. En el siguiente cuadro de diez, dibuja ese número de galletas más dos galletas más. Escribe el número que es dos más.



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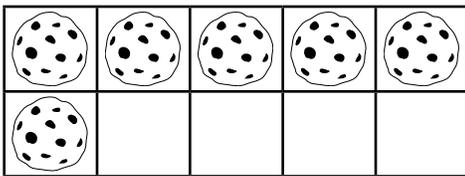
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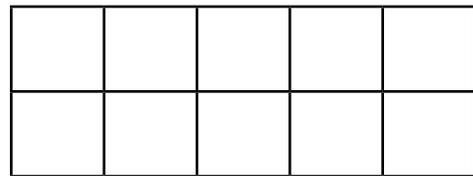
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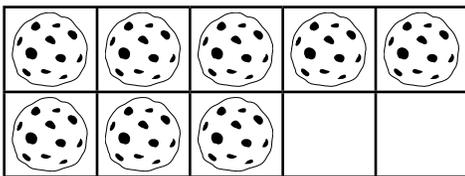
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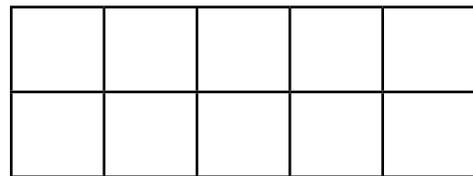
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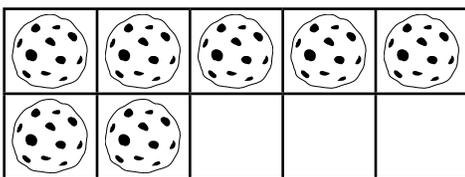
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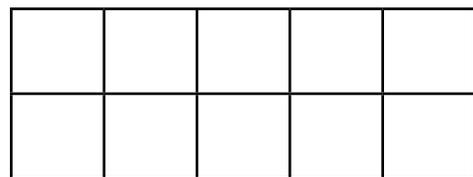
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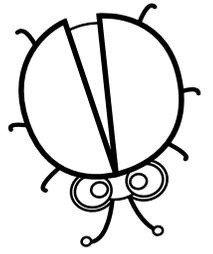


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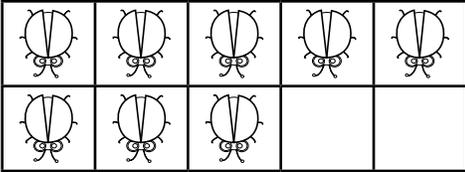
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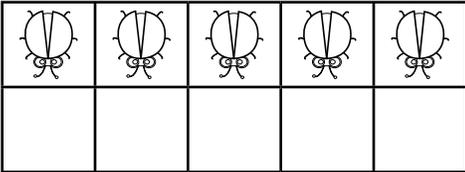
# Menos insectos

Cuenta los insectos y escribe el número. Dibuja un insecto menos en el siguiente cuadro de diez. Escribe el número.



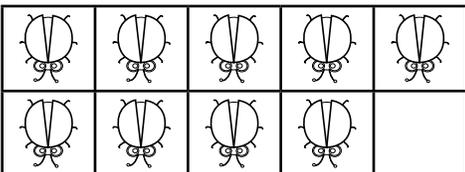
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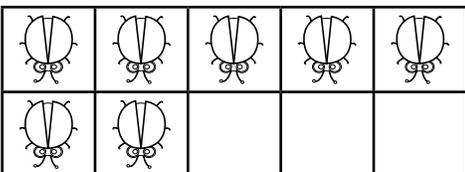
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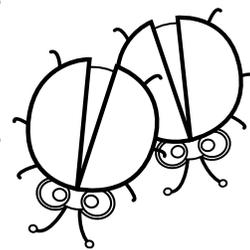

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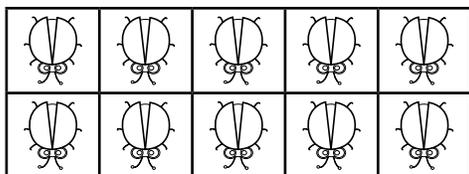

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Nombre \_\_\_\_\_



## Menos insectos

Cuenta los insectos y escribe el número. Dibuja dos insectos menos en el siguiente cuadro de diez. Escribe el número.



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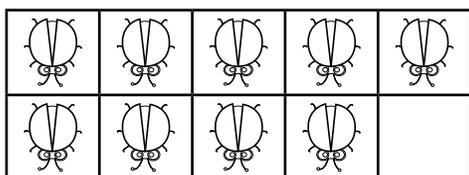
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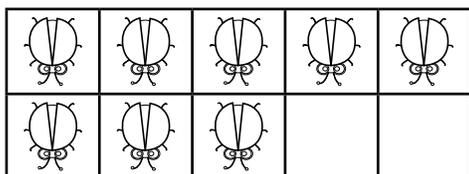
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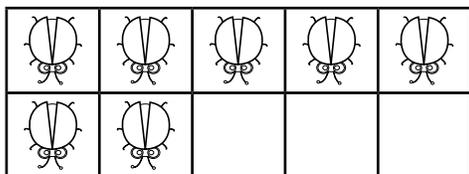
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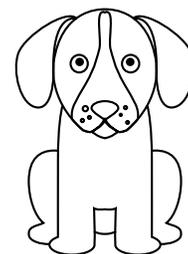
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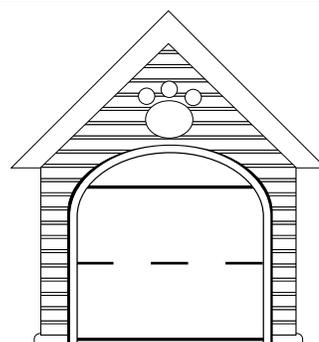
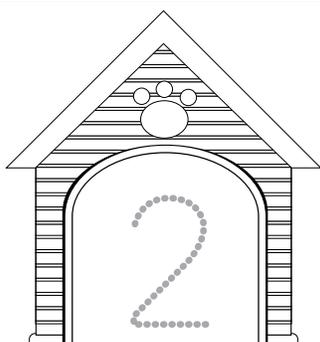
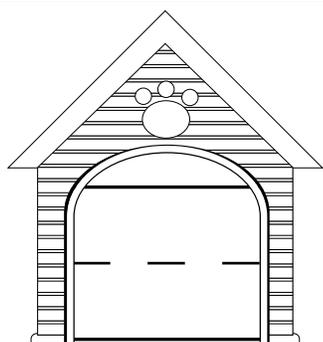
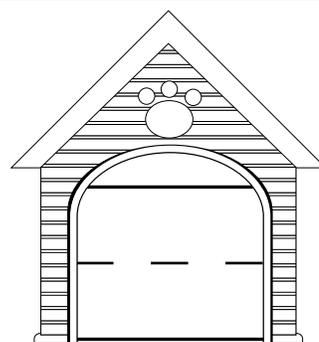
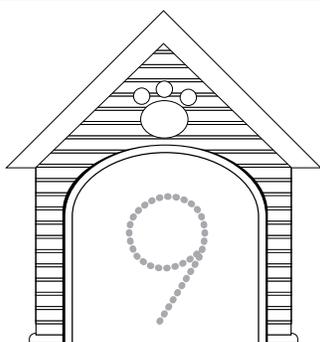
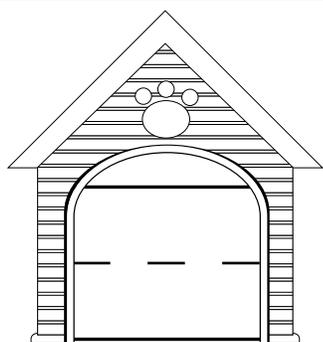
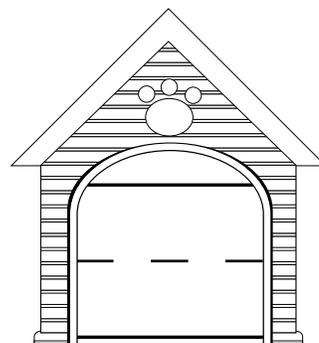
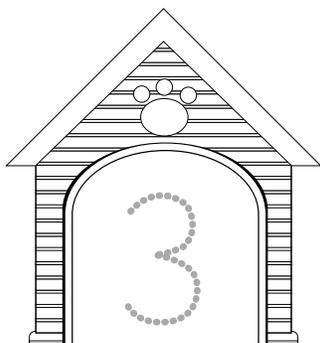
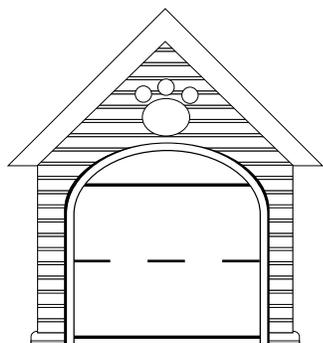
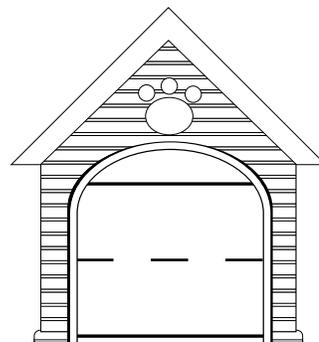
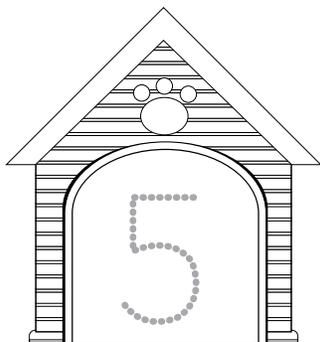
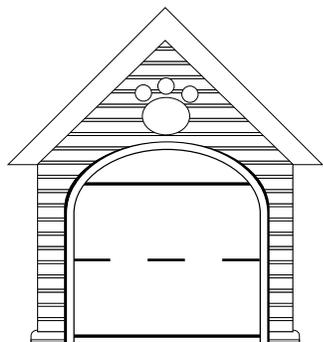
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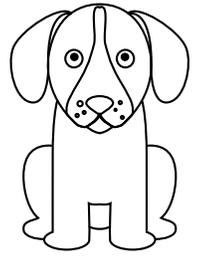


## En la caseta del perro

Delinea el número en la caseta del medio. Escribe el número que es uno menos en la caseta de la izquierda y el número que es uno más en la de la derecha.

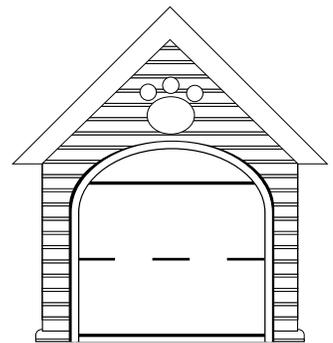
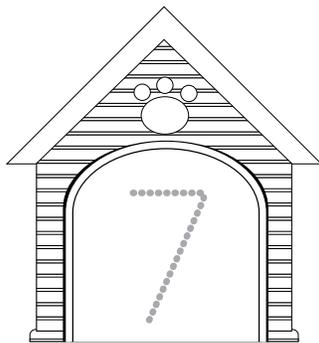
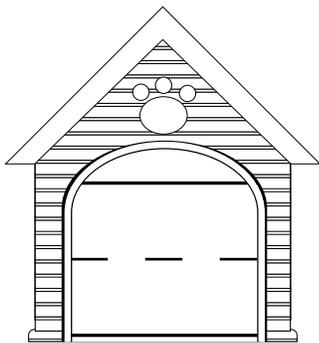
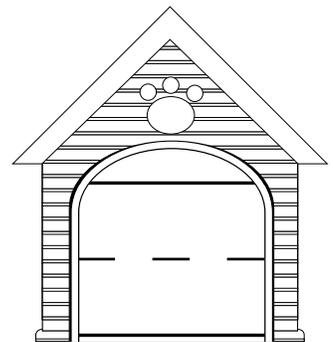
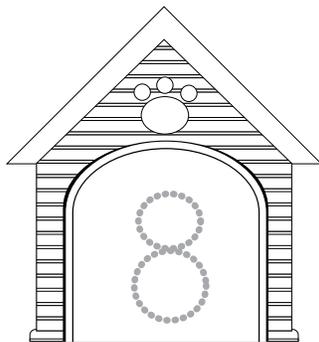
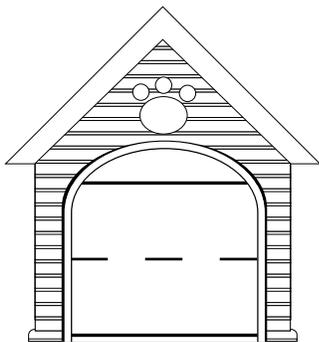
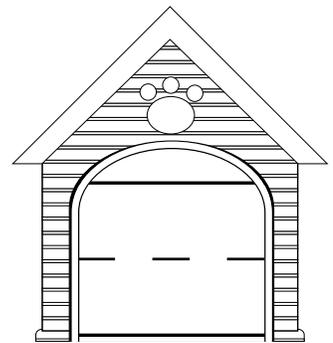
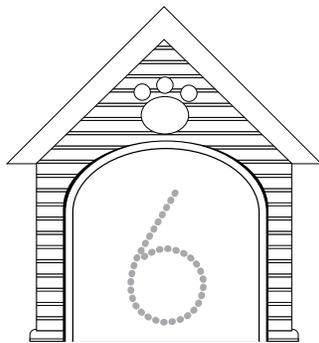
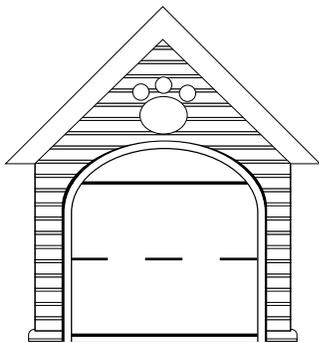
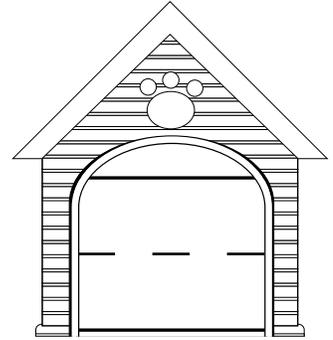
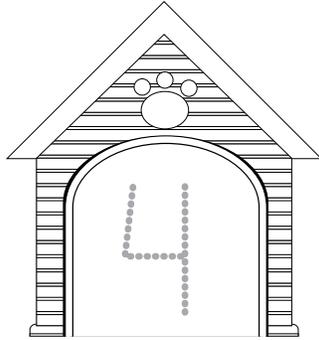
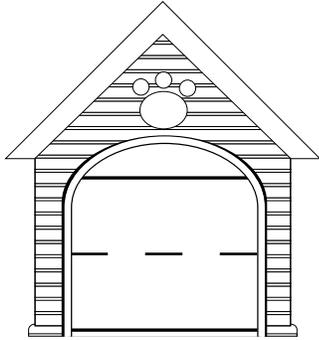


Nombre \_\_\_\_\_

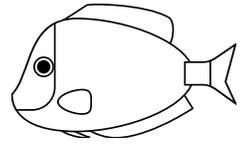


## En la caseta del perro

Delinea el número en la caseta del medio. Escribe el número que es uno menos en la caseta de la izquierda y el número que es uno más en la de la derecha.

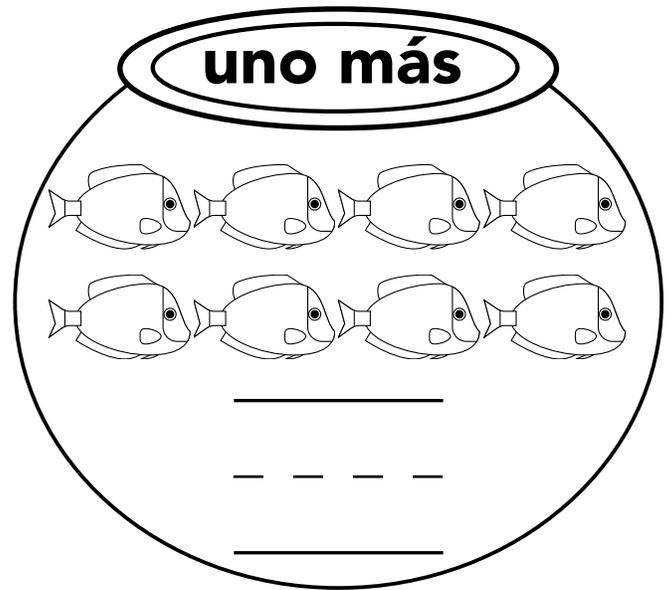
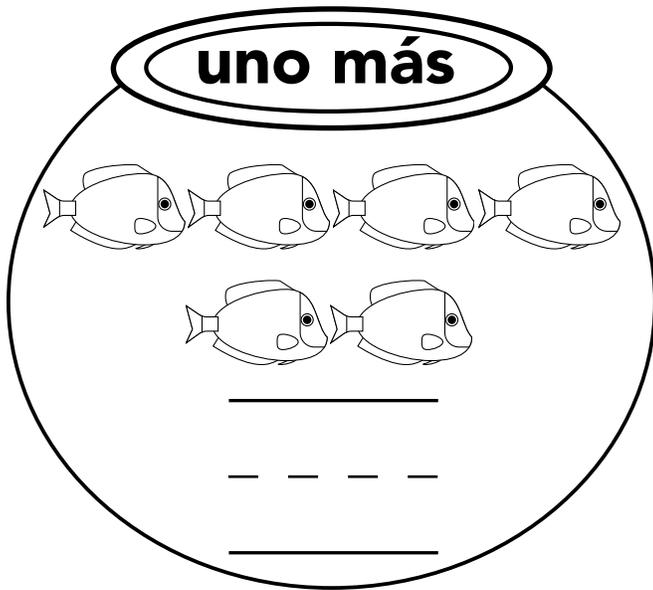


Nombre \_\_\_\_\_

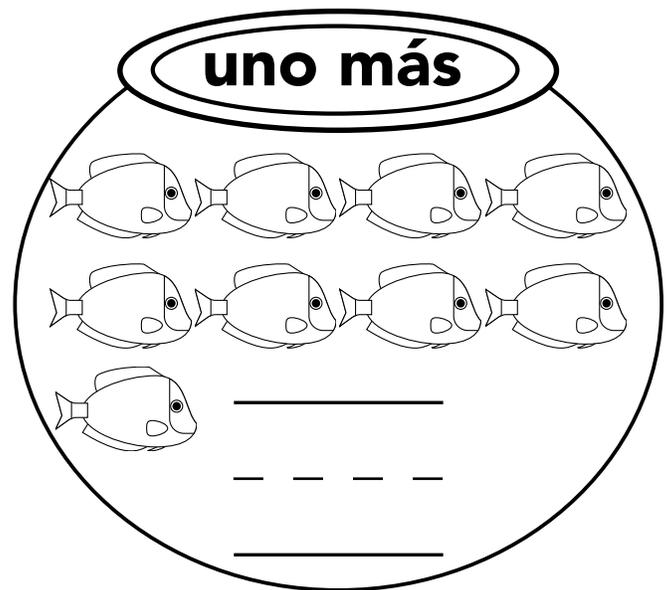
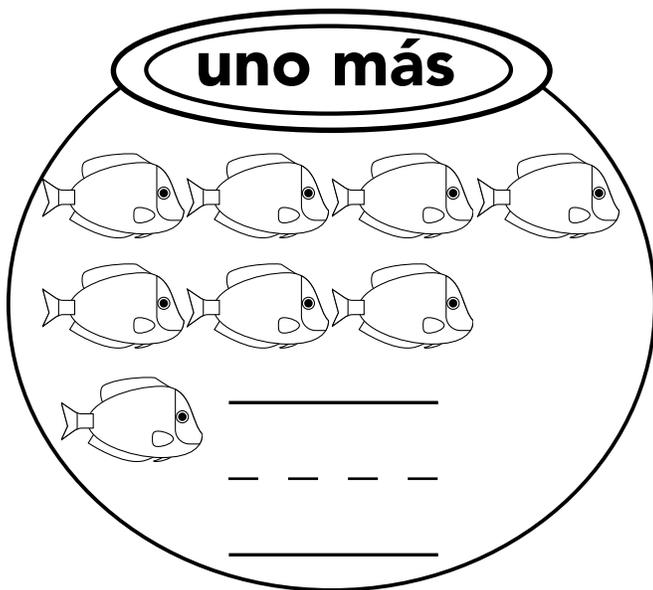


## Más peces

Dibuja un círculo para poner un pez más en cada pecera.  
Escribe el nuevo número de peces.

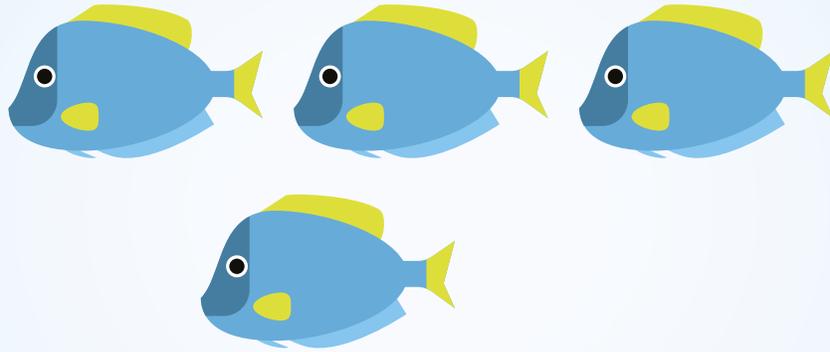


Colorea la pecera que tenga más peces.



Colorea la pecera que tenga más peces.

uno más

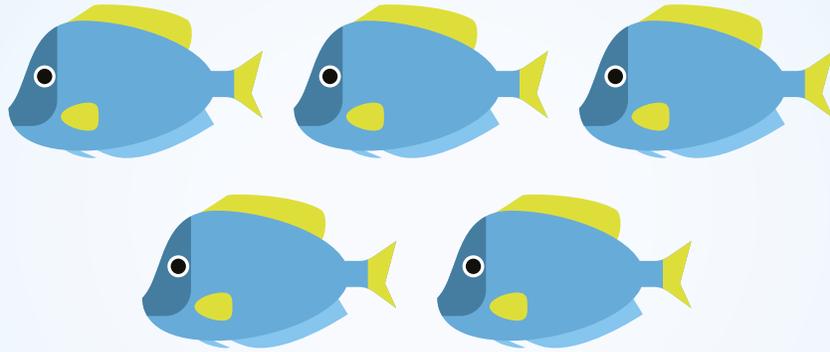


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uno más



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uno más



uno más



uno más



uno más





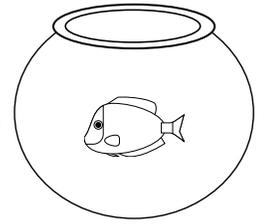
uno más

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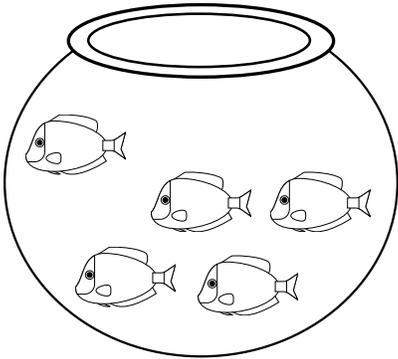
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Nombre \_\_\_\_\_



## ¿Cuál tiene menos?

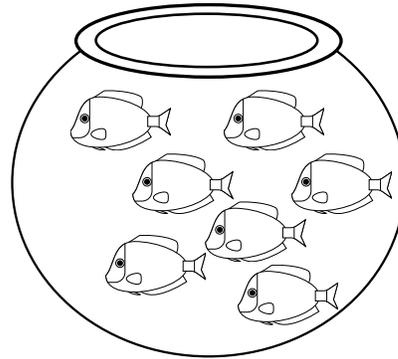
Cuenta los peces. Escribe el número de peces.  
Colorea la pecera que tenga menos.



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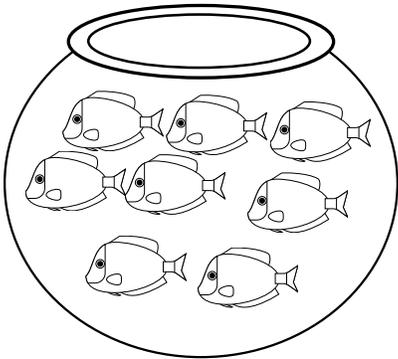
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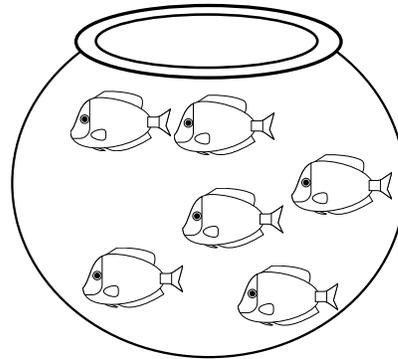
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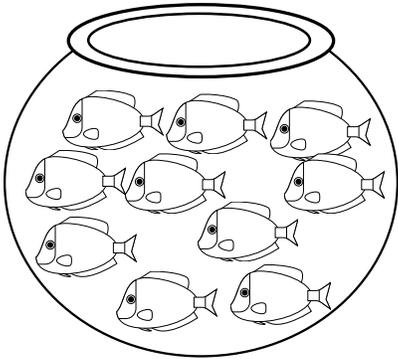
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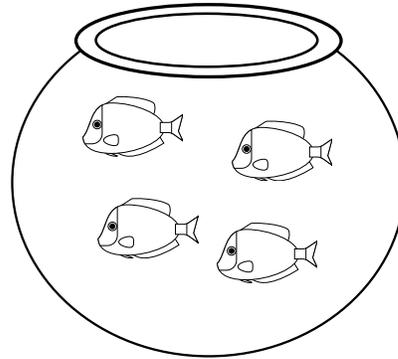
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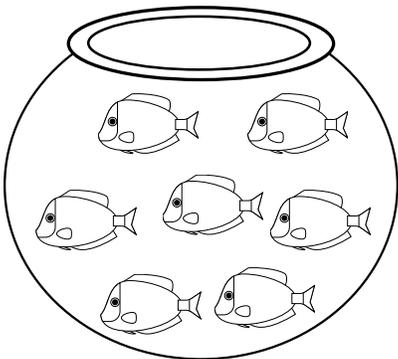
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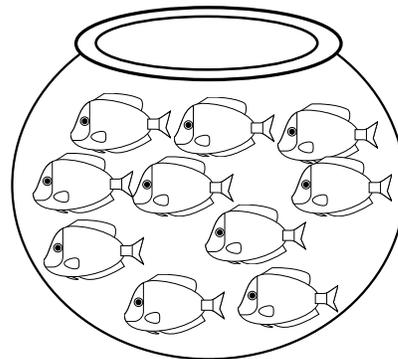
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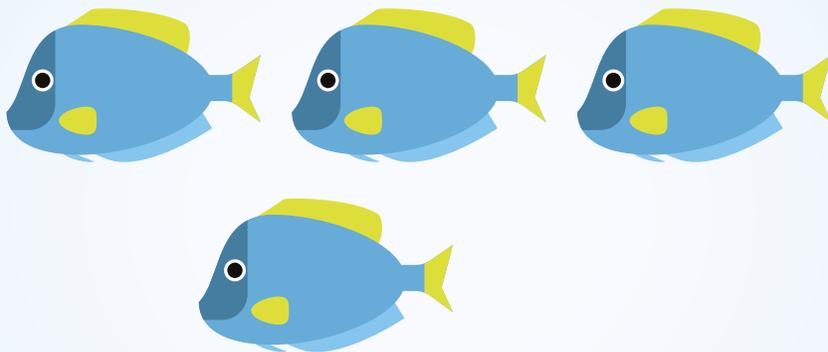


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uno menos

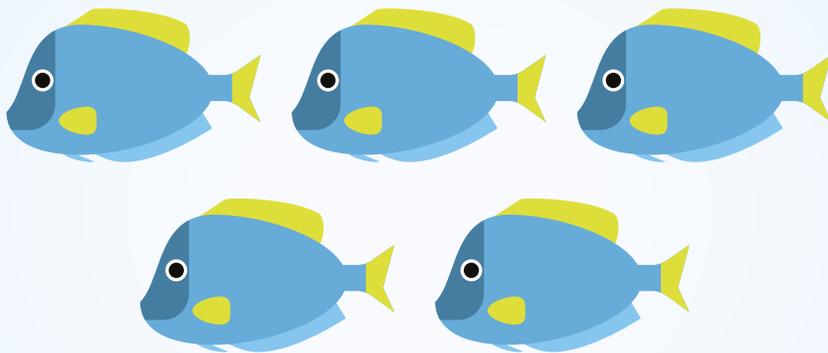


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uno menos

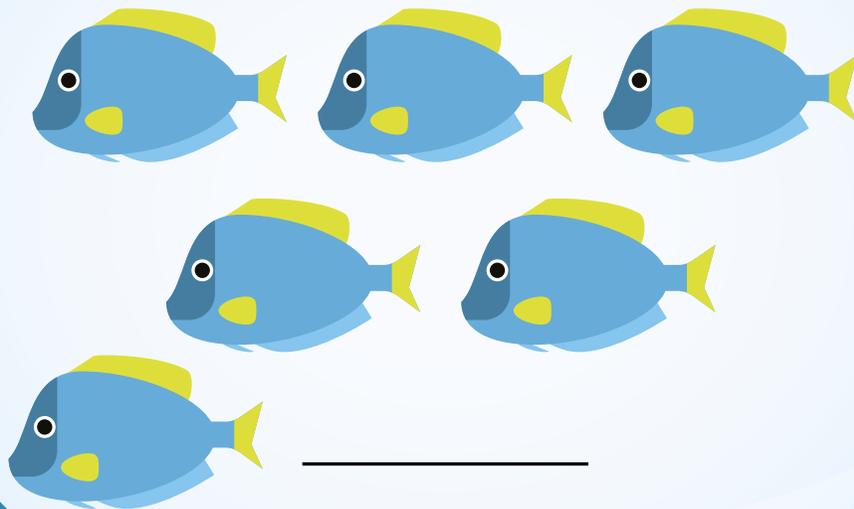


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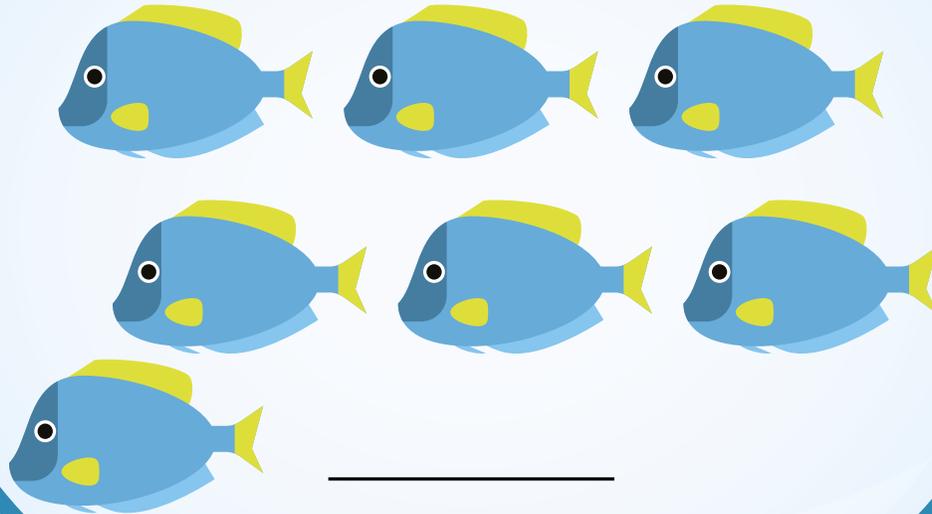
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\_\_\_\_\_

uno menos



uno menos



uno menos



uno menos



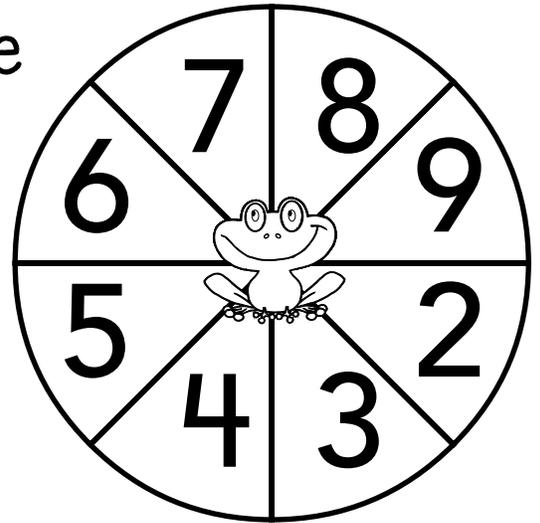


uno menos

Nombre \_\_\_\_\_

## Gira la rueda y escribe

Gira la rueda y escribe el número en la caja del medio. Luego escribe el número que es uno menos y el que es uno más.



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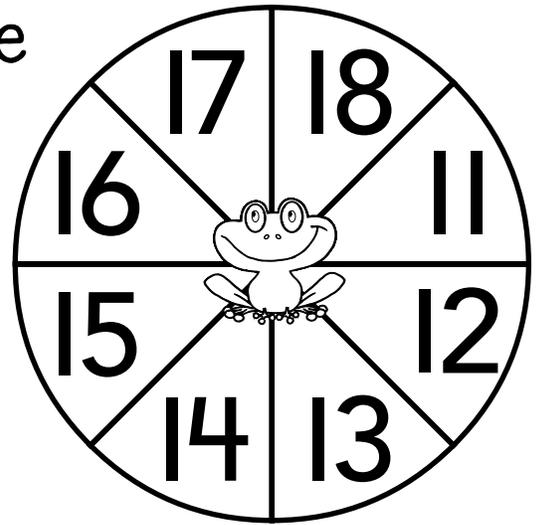
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Nombre \_\_\_\_\_

## Gira la rueda y escribe

Gira la rueda y escribe el número en la caja del medio. Luego escribe el número que es uno menos y el que es uno más.



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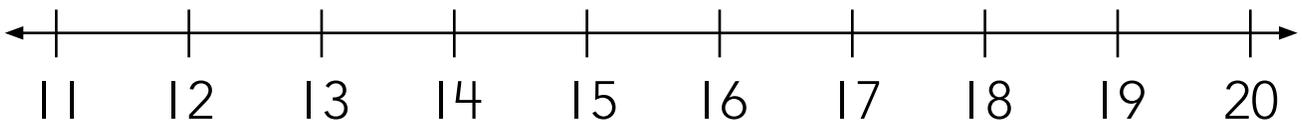
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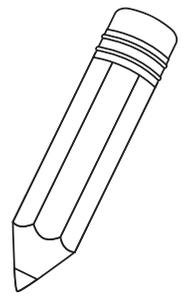
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Nombre \_\_\_\_\_

## Números que faltan



En cada fila, escribe en los círculos los números que faltan.

0 1 2 3 4  6 7  9

11 12  14 15 16 17  19 20

1 2 3 4 5 6  8 9

11  13 14  16 17 18 19 20

0 1  3 4 5  7 8 9

11 12 13  15 16 17 18  20

# El juego de más o menos

Gira la rueda. Forma tu número o marca los cuadrados para que coincidan con tu número. Escribe tu número. Compara tu número con el de tu compañero.

El maestro elige como ganador a la persona que tiene más o a la persona que tiene menos, antes de que se juegue la partida.

Jugador 1



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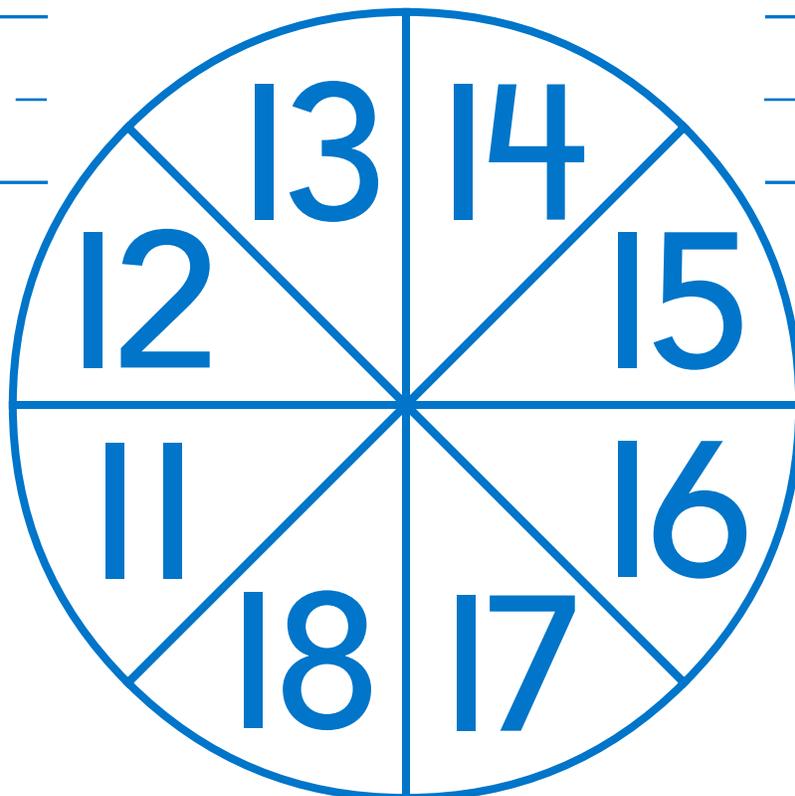
Jugador 2



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# El juego de más o menos

Gira la rueda. Forma tu número o marca los cuadrados para que coincidan con tu número. Escribe tu número. Compara tu número con el de tu compañero.

El maestro elige como ganador a la persona que tiene más o a la persona que tiene menos, antes de que se juegue la partida.

Jugador 1



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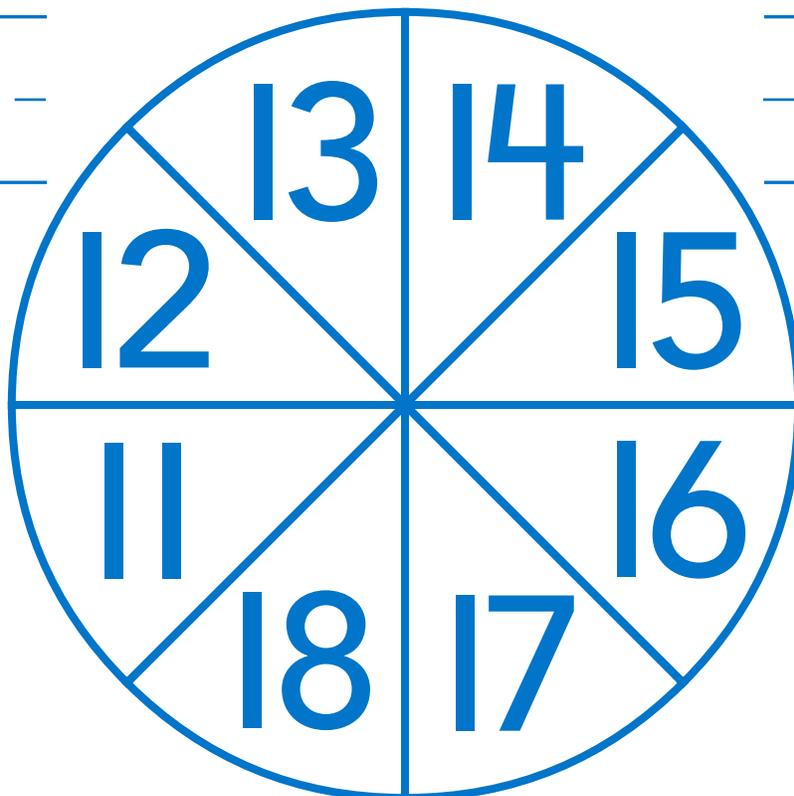
Jugador 2



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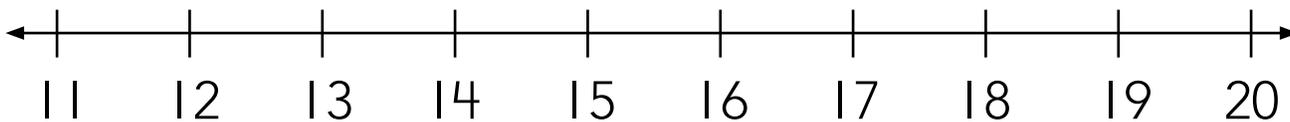


Nombre \_\_\_\_\_



## ¿Cuál tiene más?

Cuenta los insectos que hay en el frasco y escribe el número. Colorea el frasco que tiene más. Marca los insectos a medida que los cuentas.



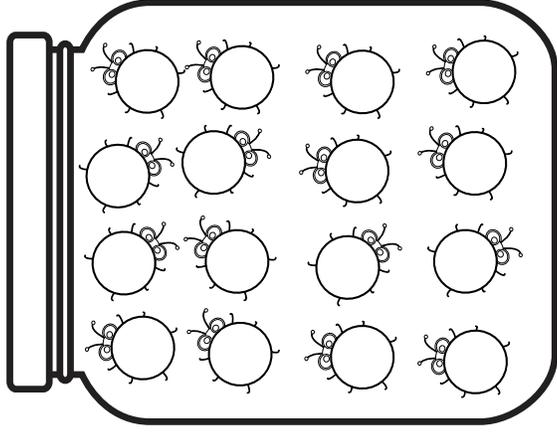
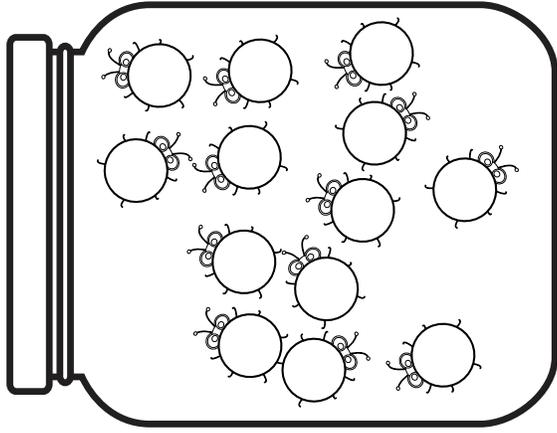
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 _____ _____ _____	 _____ _____ _____
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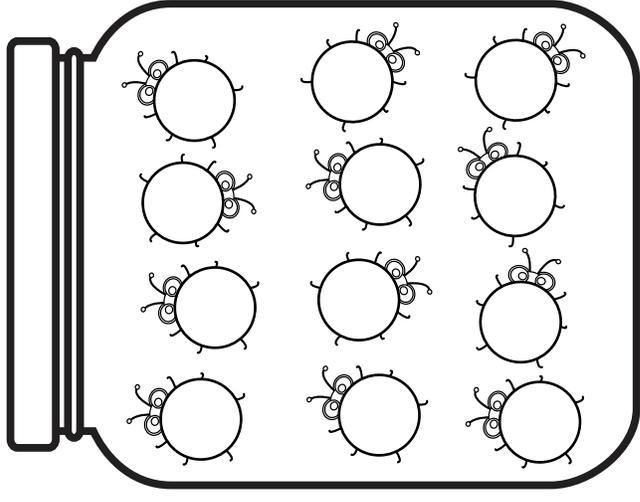
 _____ _____ _____	 _____ _____ _____
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 _____ _____ _____	 _____ _____ _____
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¿Cuál tiene  
más?

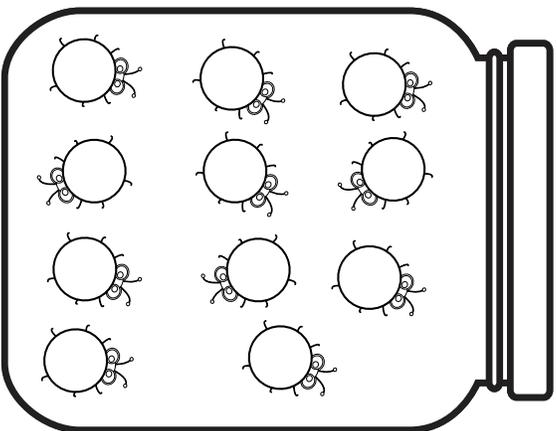
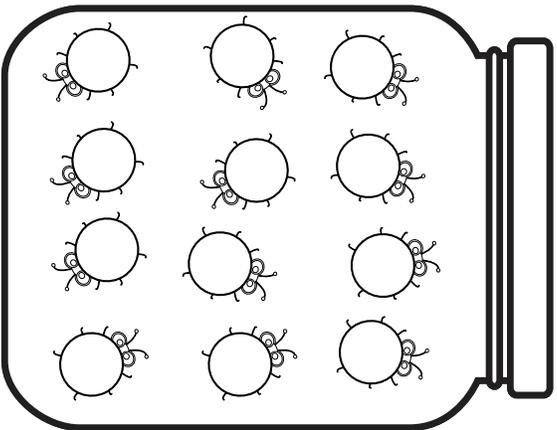


Más

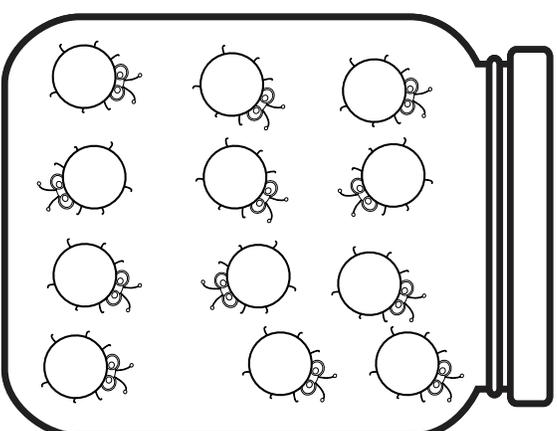
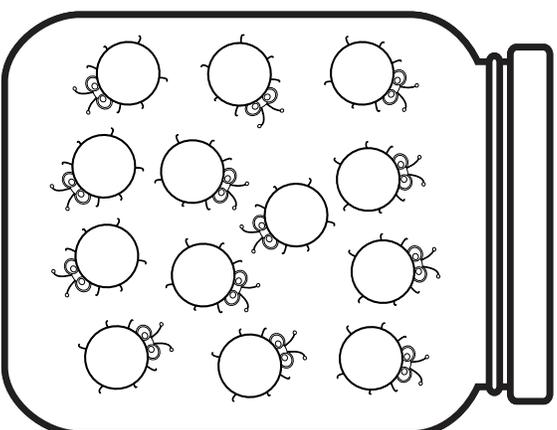


insectos

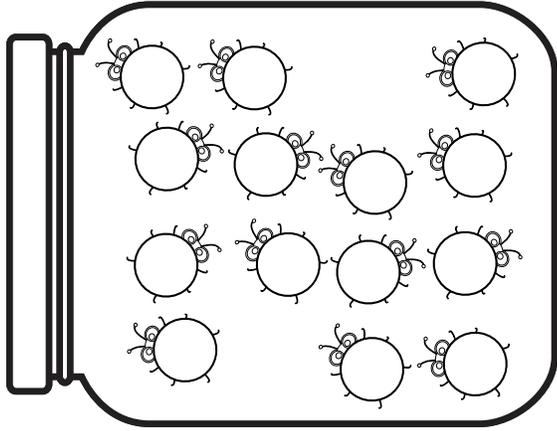
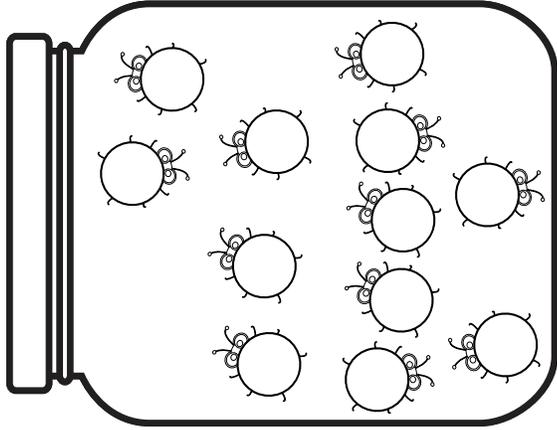
¿Cuál tiene  
más?



¿Cuál tiene  
más?

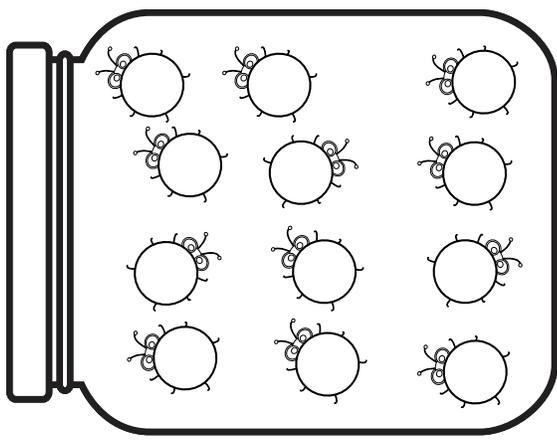
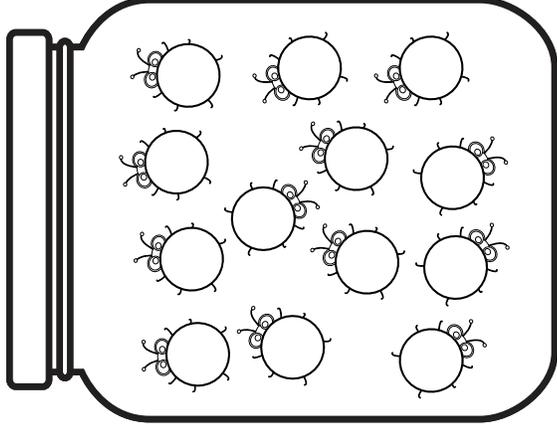


¿Cuál tiene  
más?



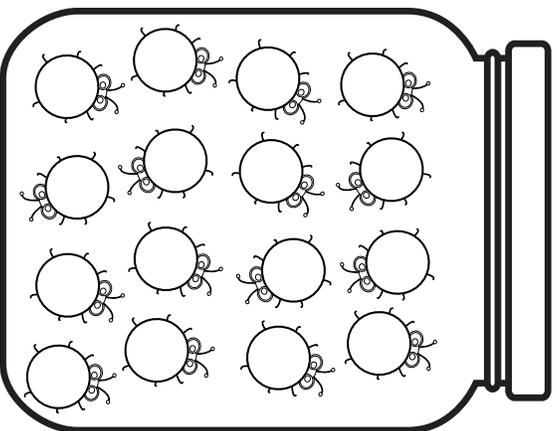
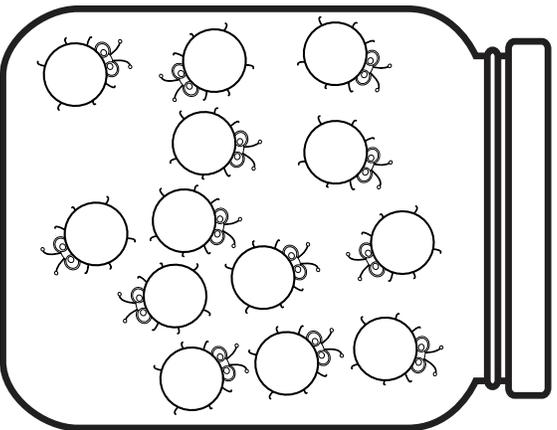
© Reagan Tunstall

¿Cuál tiene  
más?

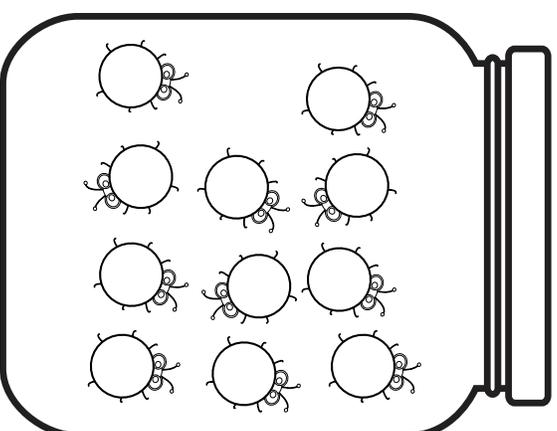
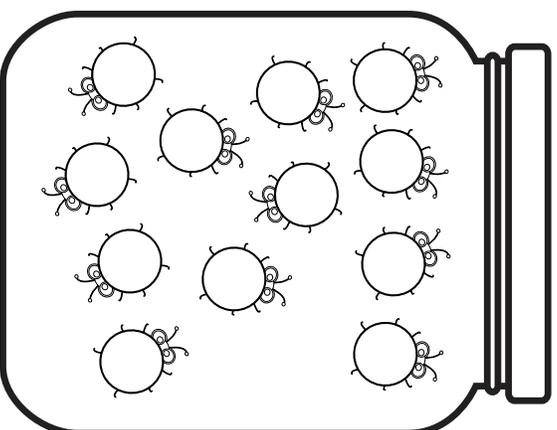


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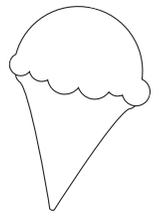
¿Cuál tiene  
más?



¿Cuál tiene  
más?

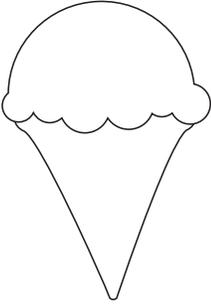
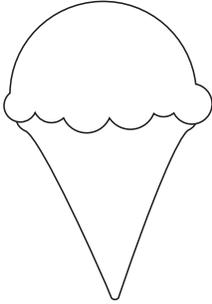
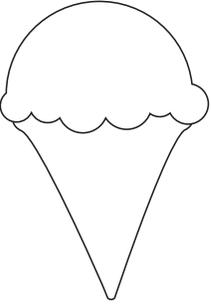
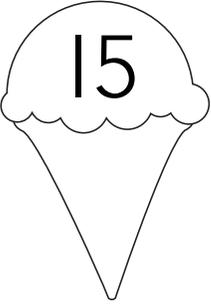
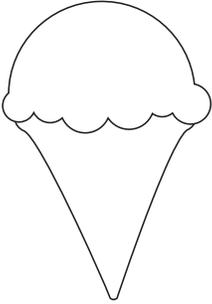
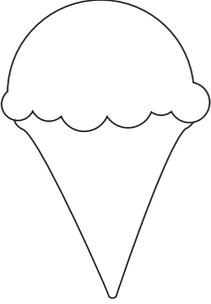
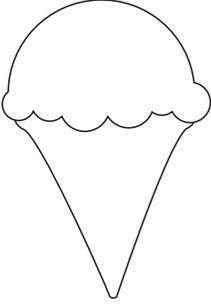
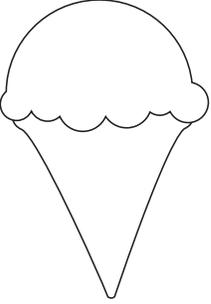
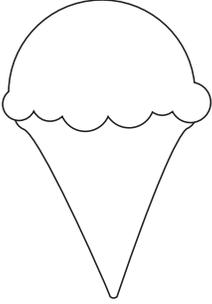
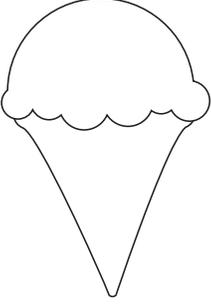
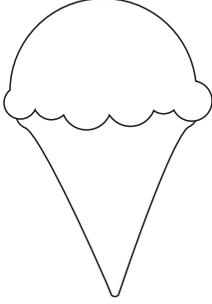
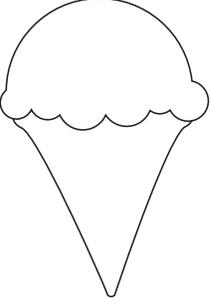
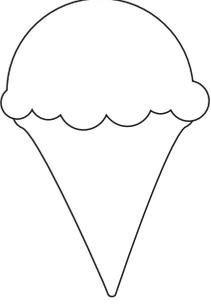
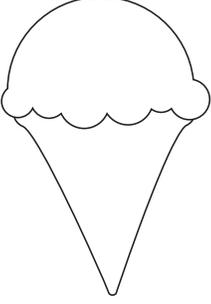
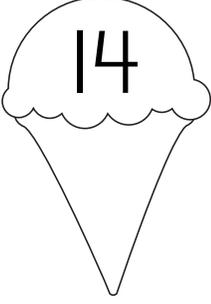
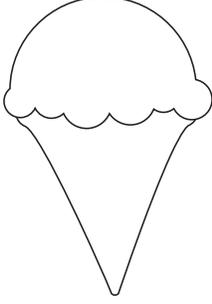
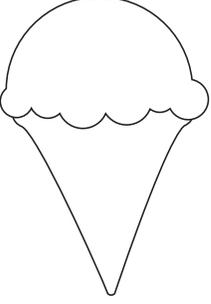
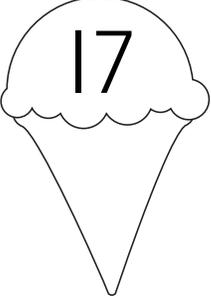
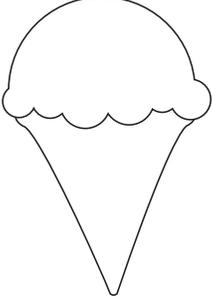


Nombre \_\_\_\_\_



## Servir números

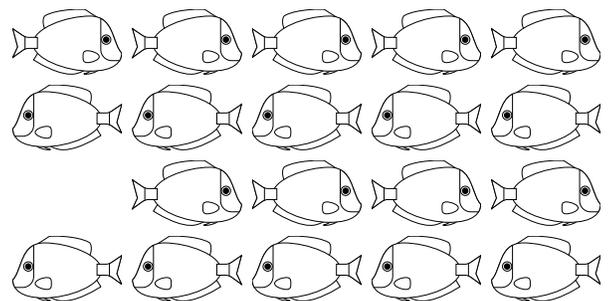
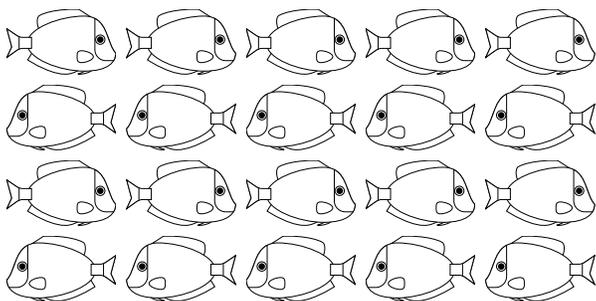
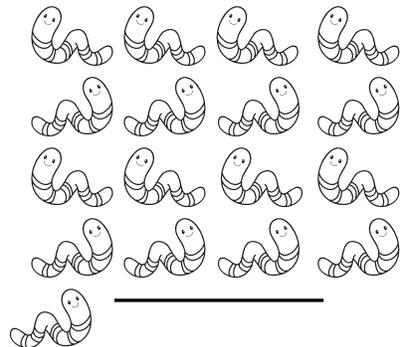
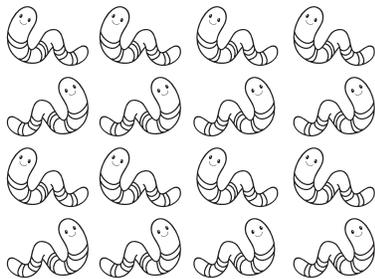
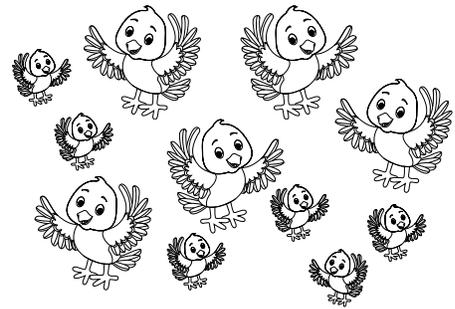
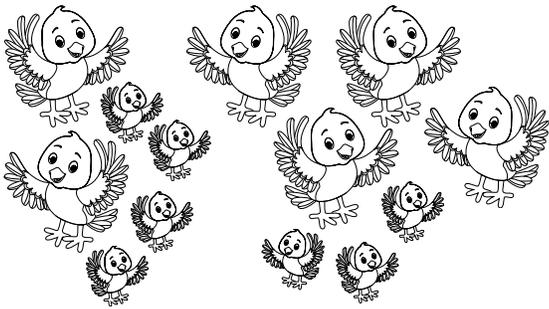
Escribe los números que van antes o después del barquillo con el número.  
Colorea el barquillo que tenga el número mayor en cada conjunto.

 12  	  
  	  
  	  
  	  

Nombre \_\_\_\_\_

# Comparar conjuntos

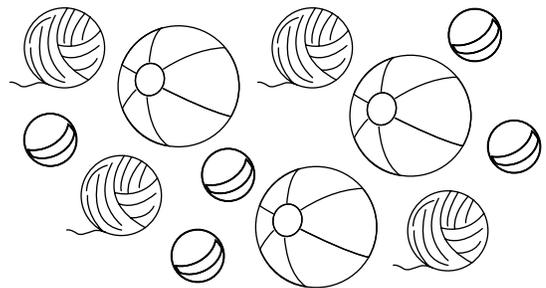
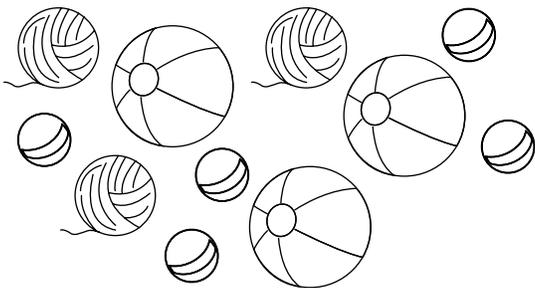
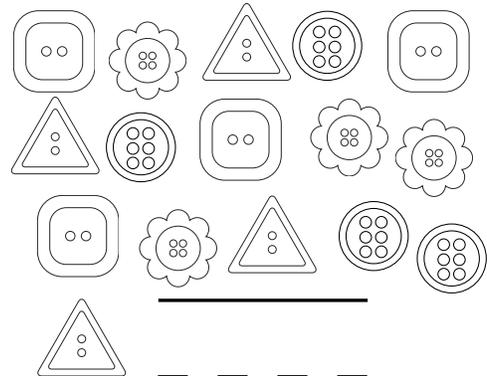
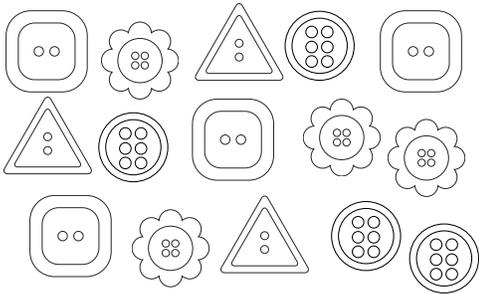
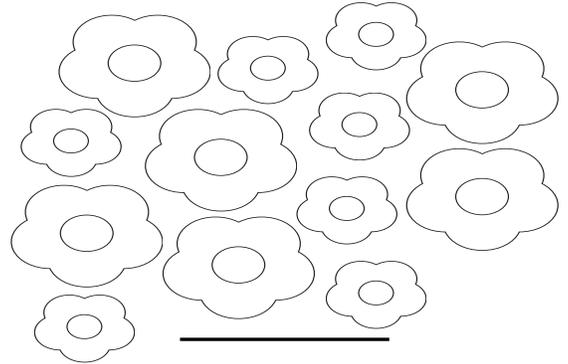
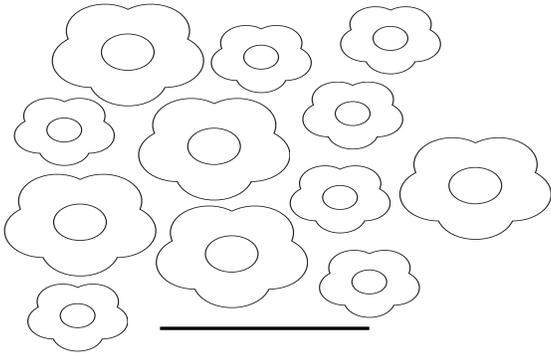
Cuenta, marca y escribe la cantidad para cada grupo. Luego, compara los conjuntos. En cada uno, colorea el grupo que tiene más.



Nombre \_\_\_\_\_

# Comparar conjuntos

Cuenta, marca y escribe la cantidad para cada grupo. Luego, compara los conjuntos. En cada uno, colorea el grupo que tiene menos.

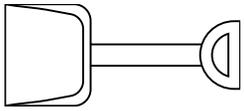


Nombre \_\_\_\_\_

# Números playeros



Completa los números que faltan para mostrar cuántos hay de cada objeto de playa.



15

1		3	4			7	8		10
11	12		14	15					



13

1	2	3		5	6			9	10
	12								



14

	2	3	4		6	7		9	
11		13	14						

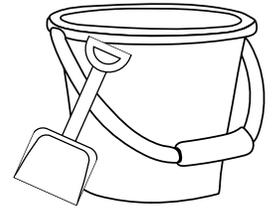


16

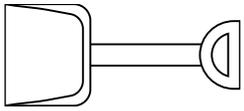
1	2		4		6		8	9	
11		13	14	15	16				

Nombre \_\_\_\_\_

# Números playeros



Escribe los números en las cajas para mostrar la cantidad de objetos de playa.



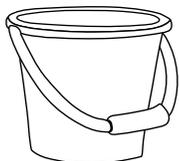
1	2								
				15					



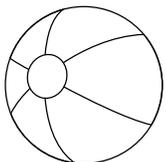
1	2								
		13							



1	2								
				16					



1	2								
			14						



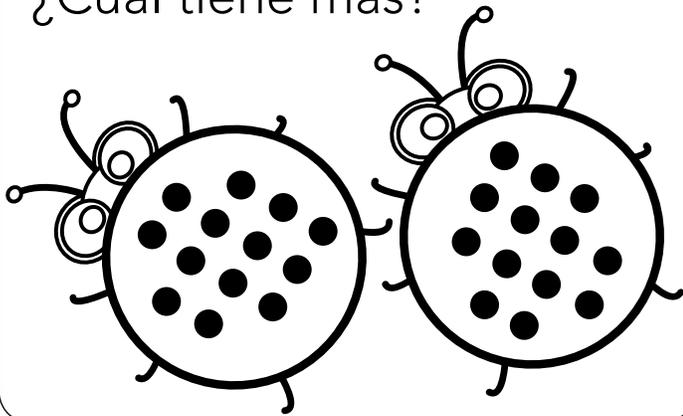
1	2								
						18			

Nombre \_\_\_\_\_

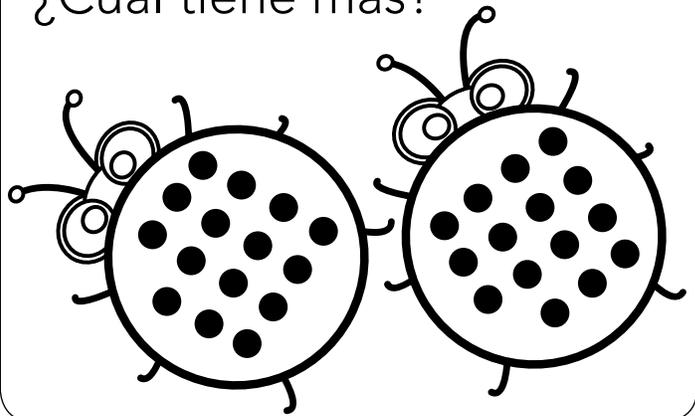
# Insectos con puntos

Cuenta los puntos de los insectos.

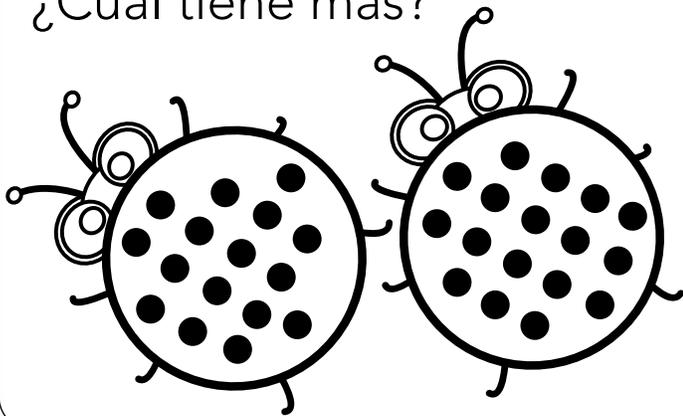
¿Cuál tiene más?



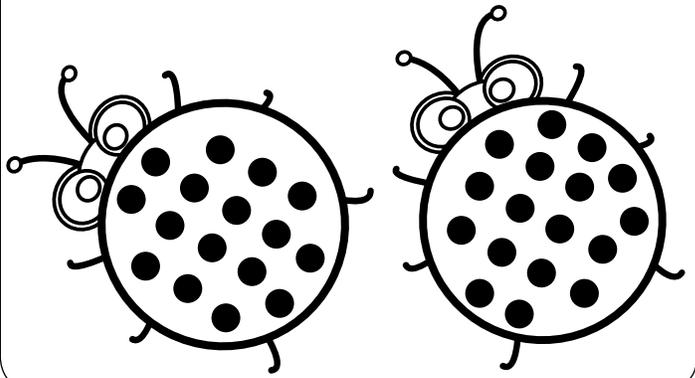
¿Cuál tiene más?



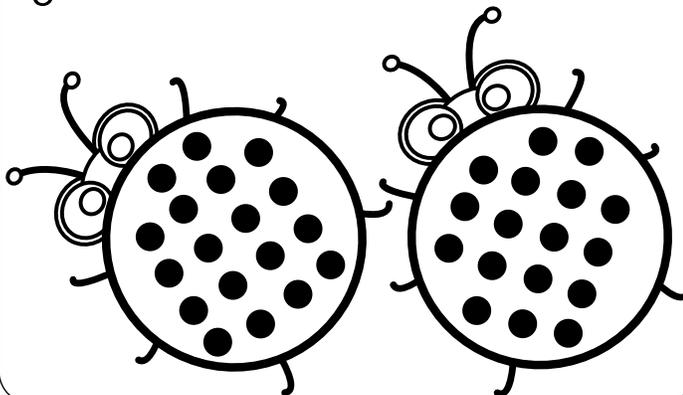
¿Cuál tiene más?



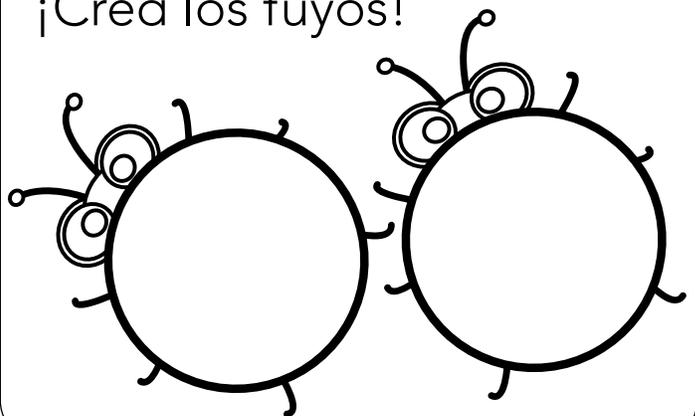
¿Cuál tiene menos?



¿Cuál tiene menos?

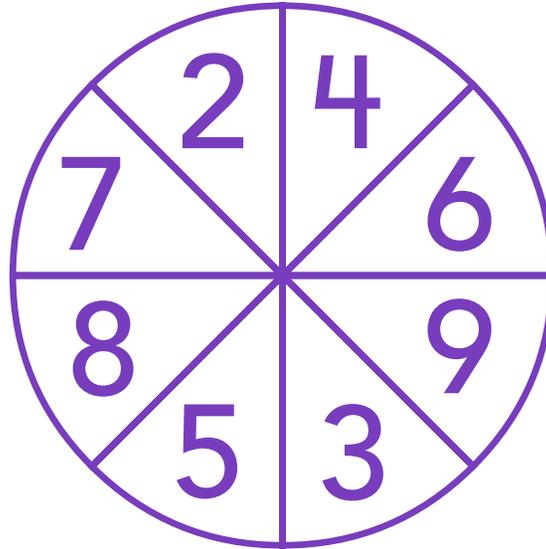


¡Crea los tuyos!



# ¡Gira y completa el cuadro de veinte!

Jugador 1

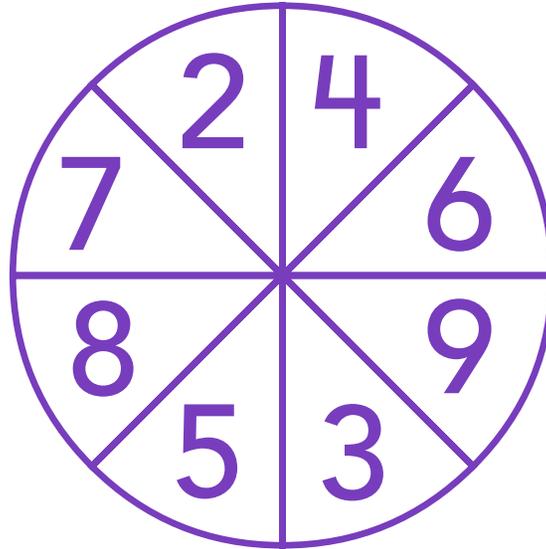



Jugador 2


¡Gira la rueda, forma y compara! Gira la rueda dos veces y forma tus números en el cuadro de veinte. Compara tu número con el de un compañero. El maestro decide si más o menos es el ganador.

# ¡Gira y completa el cuadro de veinte!

Jugador 1

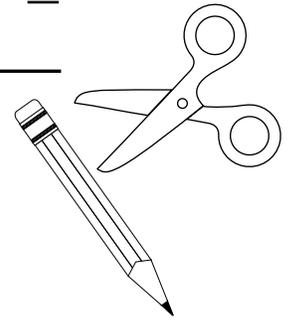



Jugador 2


¡Gira la rueda, forma y compara! Gira la rueda dos veces y forma tus números en el cuadro de veinte. Compara tu número con el de un compañero. El maestro decide si más o menos es el ganador.

Nombre \_\_\_\_\_

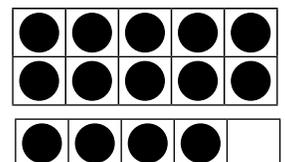
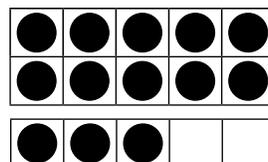
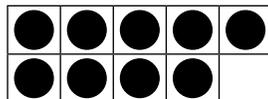
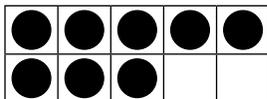
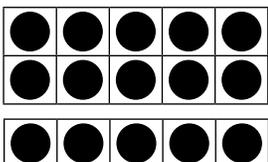
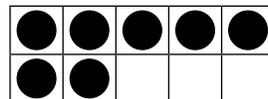
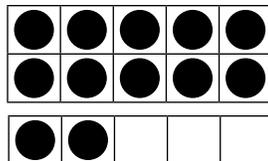
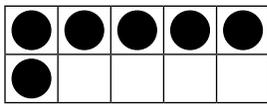
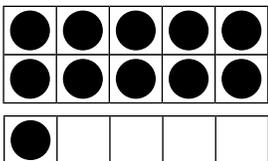
# Menos o más de 10



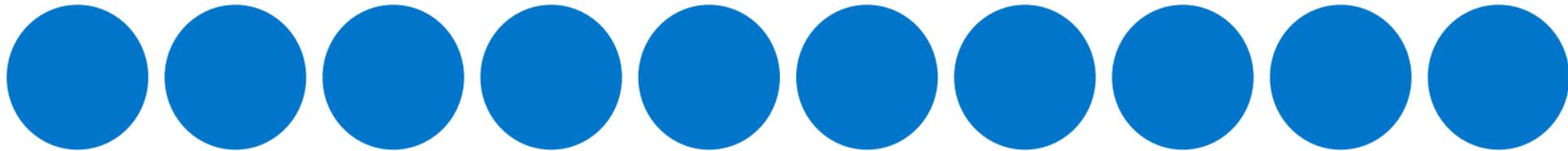
Recorta los cuadros. Cuenta los círculos y pégalos en la caja correcta.

## Menos de 10

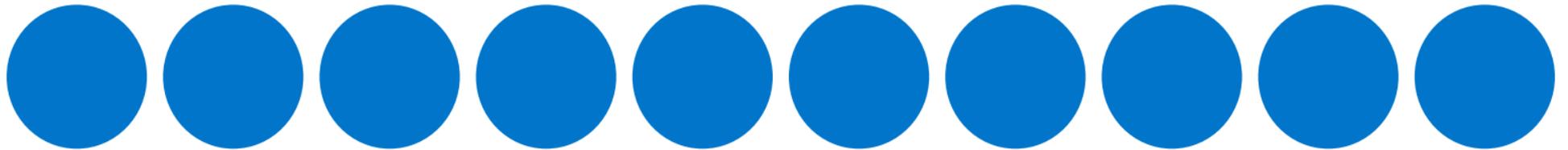
## Más de 10



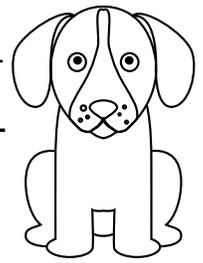
# Más de 10



# Menos de 10

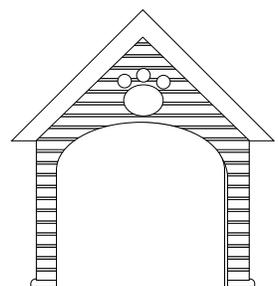
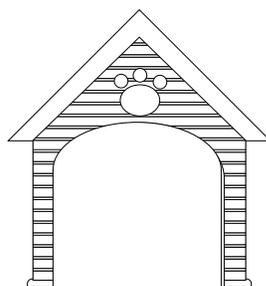
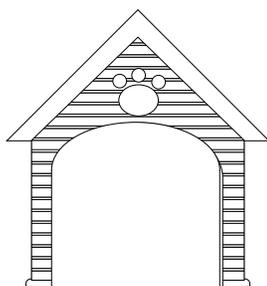
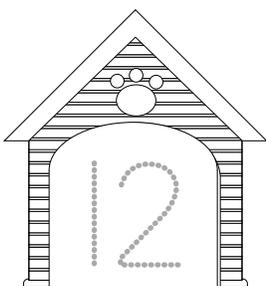
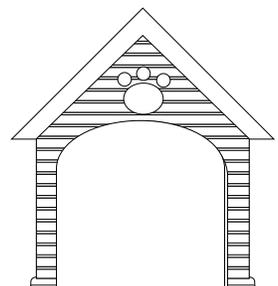
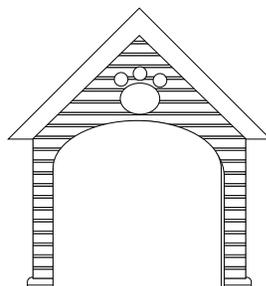
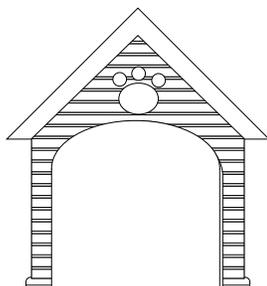
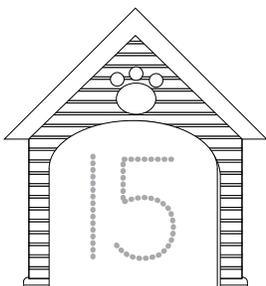
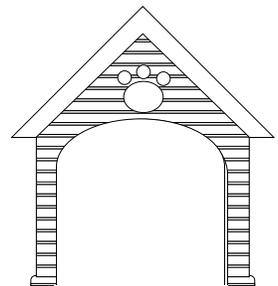
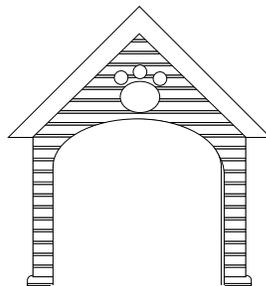
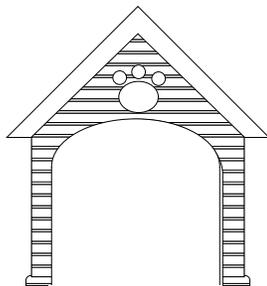
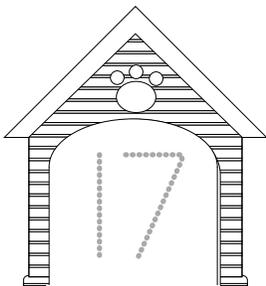
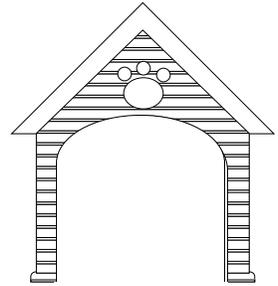
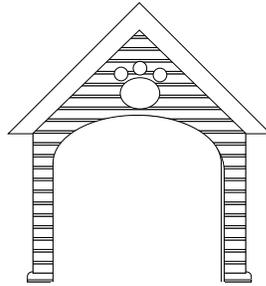
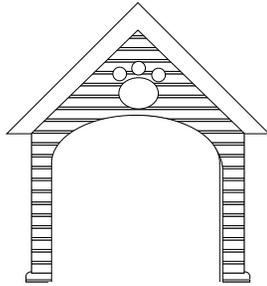
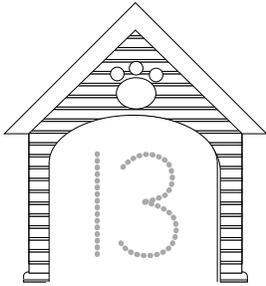
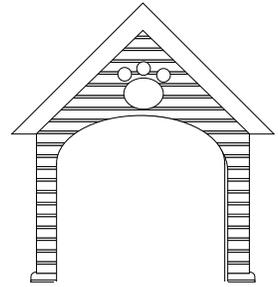
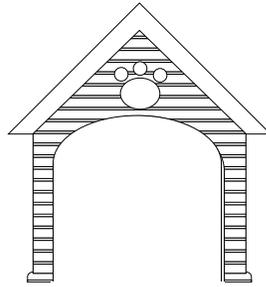
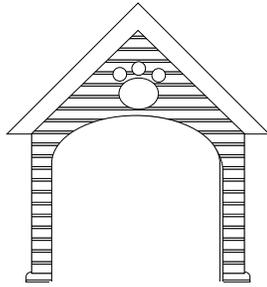
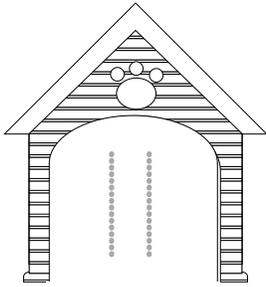


Nombre \_\_\_\_\_

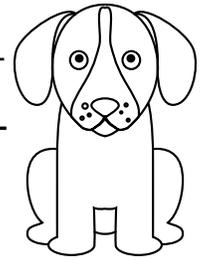


## En la caseta del perro

Delinea el primer número. Cuenta hacia adelante.  
Escribe en cada caseta el número que es uno más.

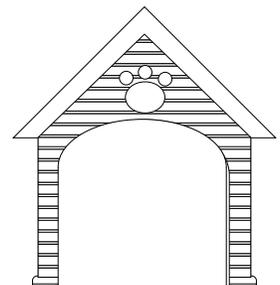
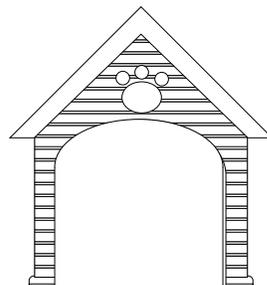
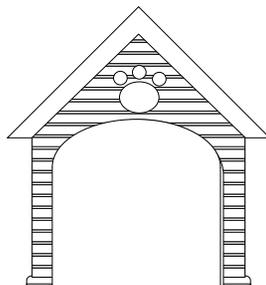
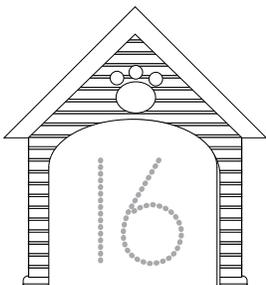
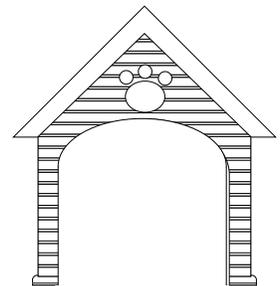
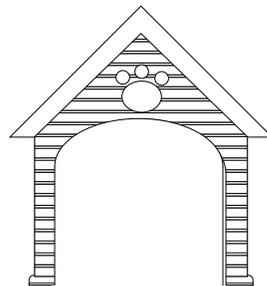
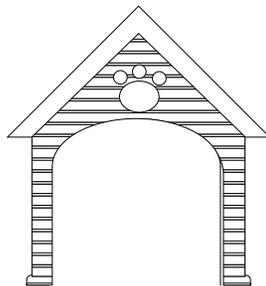
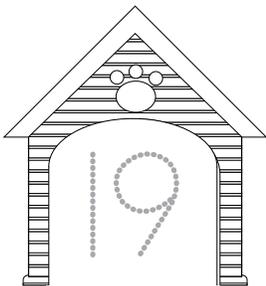
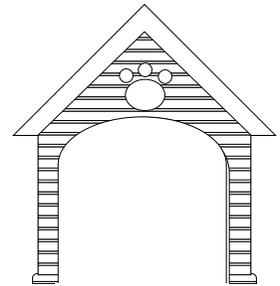
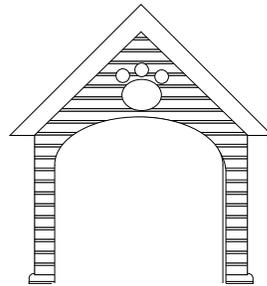
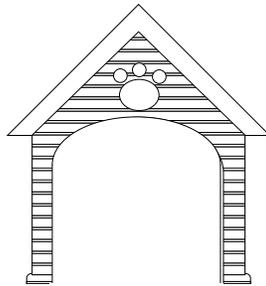
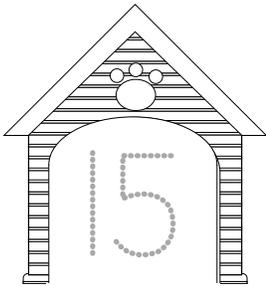
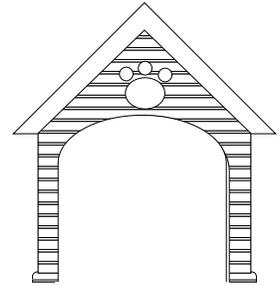
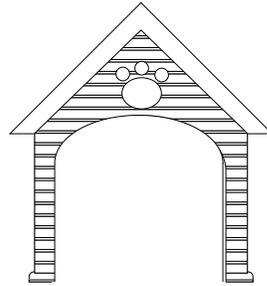
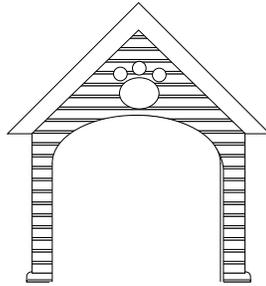
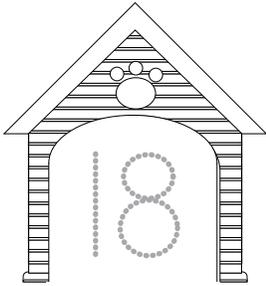
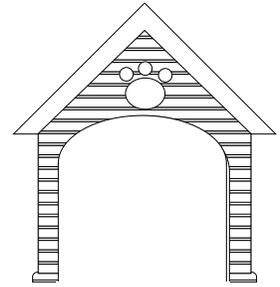
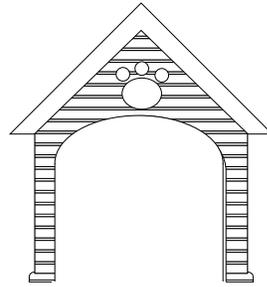
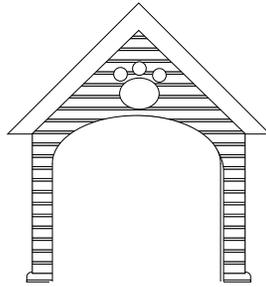
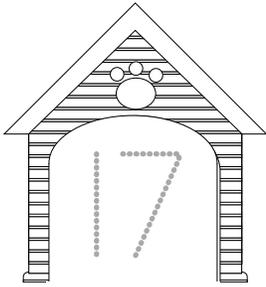


Nombre \_\_\_\_\_



## En la caseta del perro

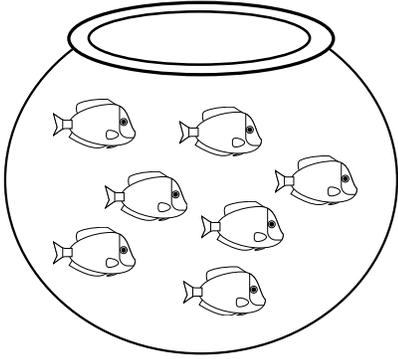
Delinea el primer número. Cuenta hacia atrás. Escribe el número en cada caseta que es uno menos.



Nombre \_\_\_\_\_

## Evaluación de matemáticas 3

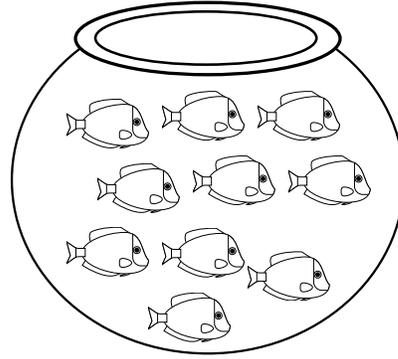
Cuenta los peces. Escribe los números. Colorea la pecera que tiene más.



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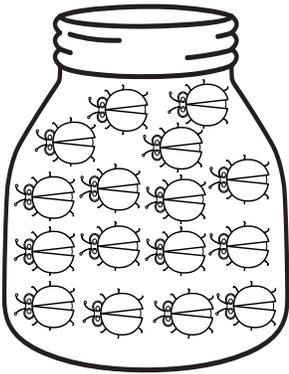


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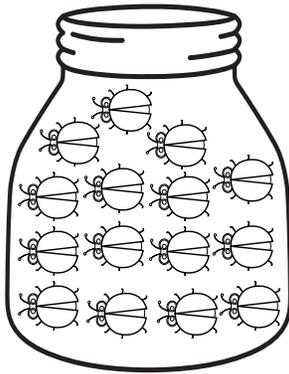
Colorea los insectos. Escribe los números. Colorea el frasco que tiene menos insectos.



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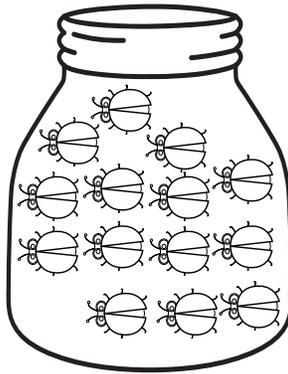
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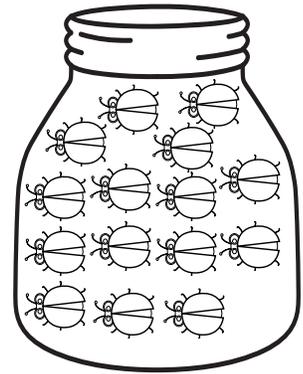
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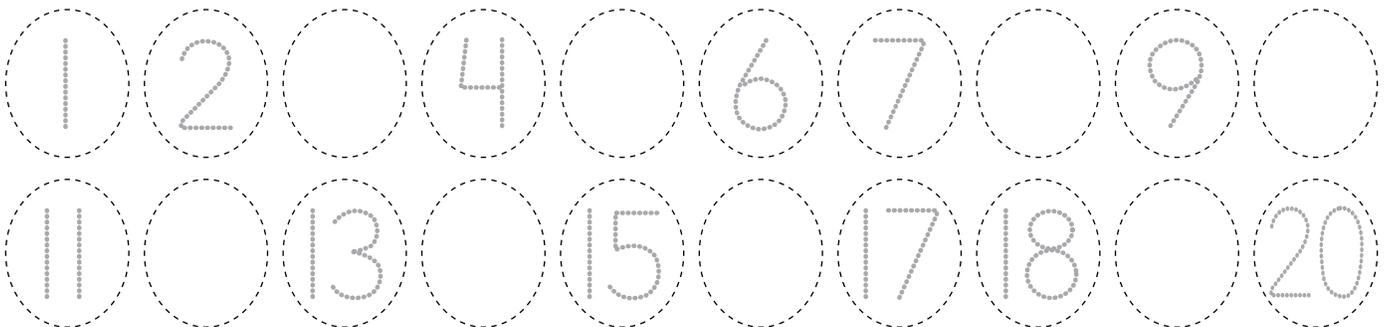


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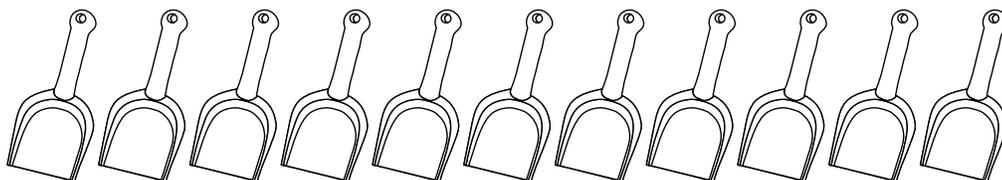
Delinea los números. Escribe los números que faltan.



Nombre \_\_\_\_\_

## Evaluación de matemáticas 3

Cuenta los objetos de playa. Escribe los números. Dibuja una línea para formar parejas. Encierra en un círculo el número que es más.



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Delinea los números. Escribe los números que van antes y después.

