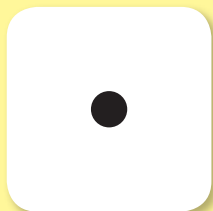
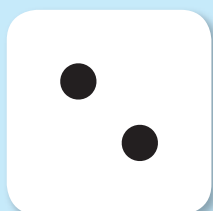


# Број и пиши од 1 до 10

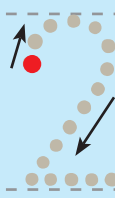
Обој први број у сваком реду.  
Пређи преко осталих и доврши редове.



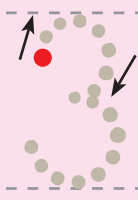
1



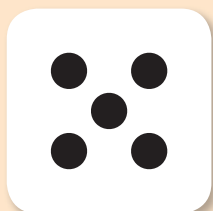
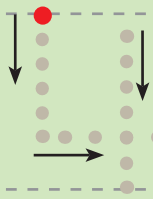
2



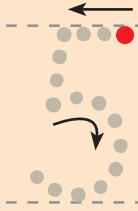
3

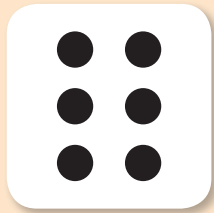


4

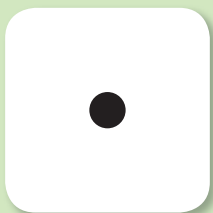
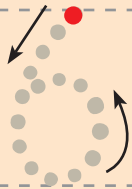


5

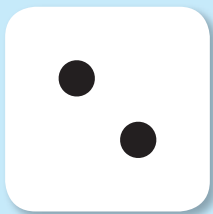
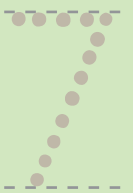
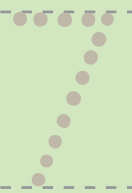
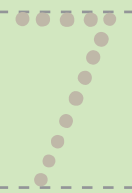
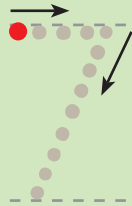




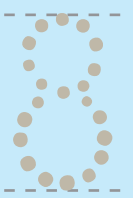
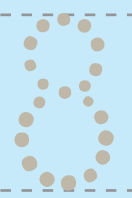
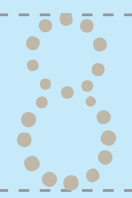
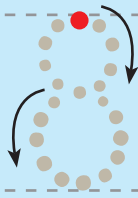
6



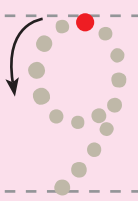
7



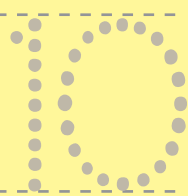
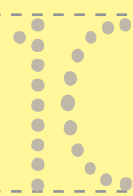
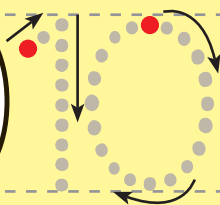
8



9



10



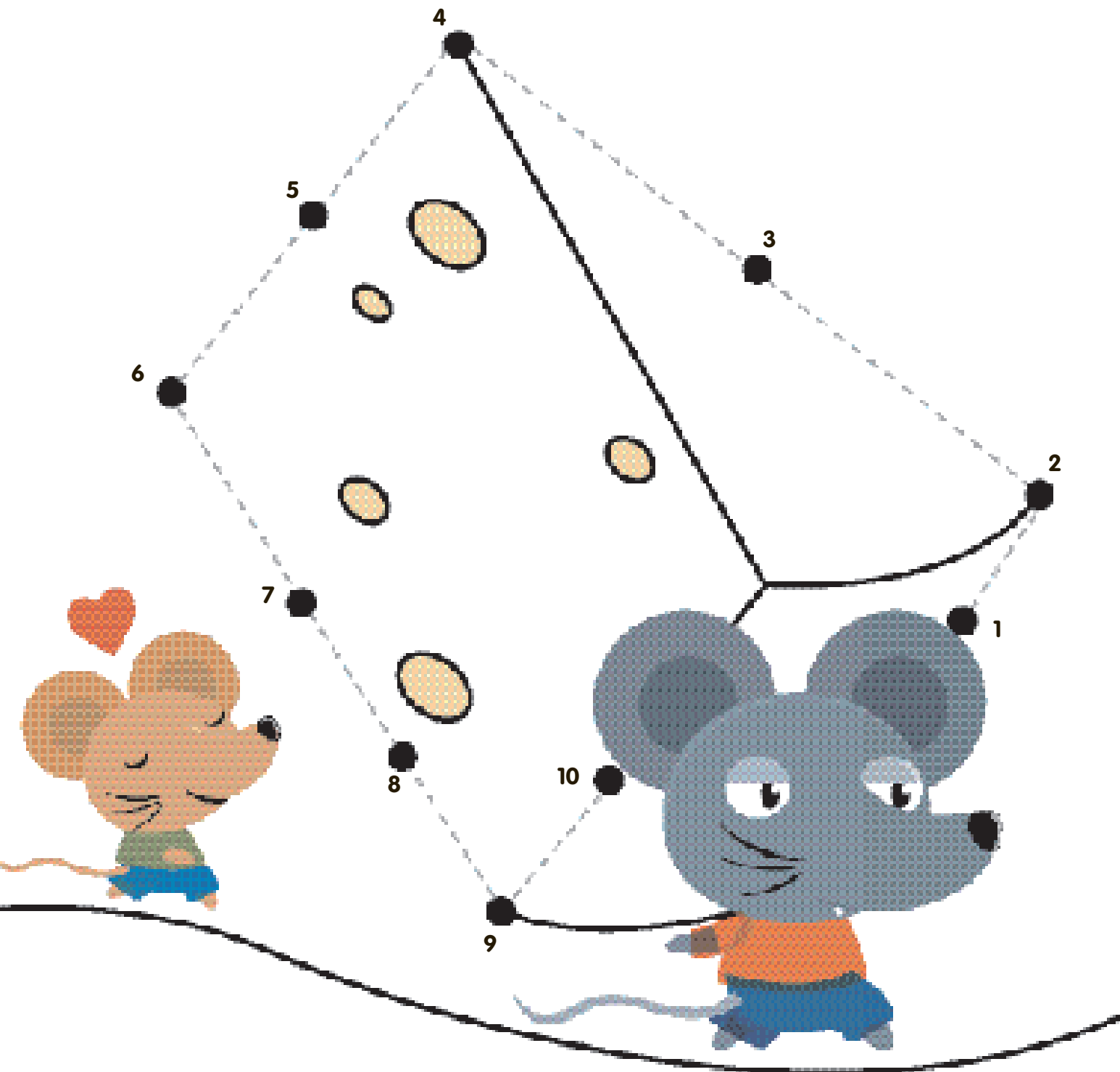
# Изброј до 10

Исцртај линију да повежеш животињице од 1 до 10.  
Док то радиш, изговарај бројеве.



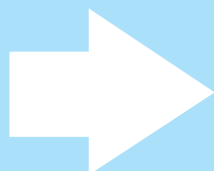
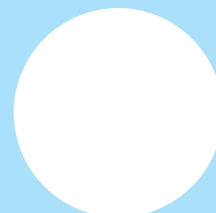
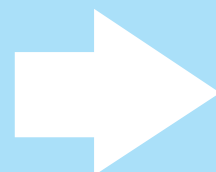
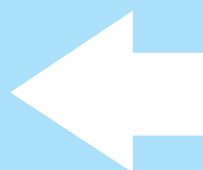
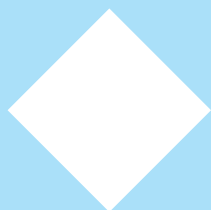
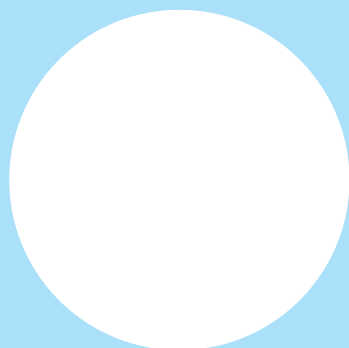
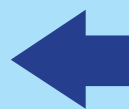
# Тајни цртеж

Повежи тачке од 1 до 10 да би благо које је миш пронашао добило облик. Обој га.



# Колико их има?

Обој облике водећи се примерима.  
Напиши колико пута се сваки облик понавља.



# Бројеви који недостају

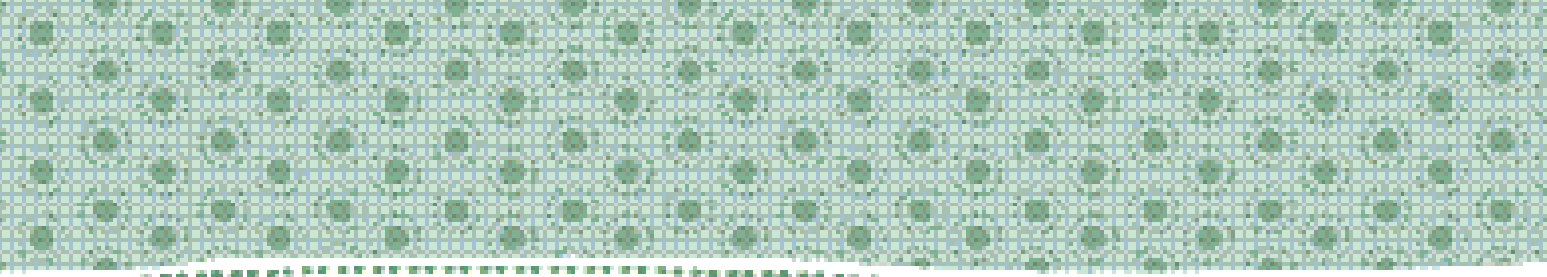
Напиши у сваком низу бројеве који недостају.



# Изброј до 10

Изброј колико животињица има у свакој групи и у круговима упиши број.

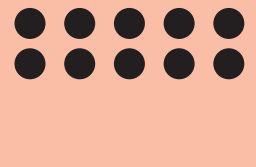
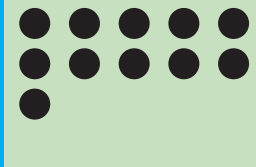
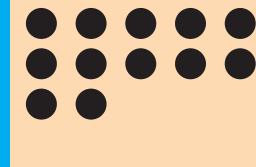
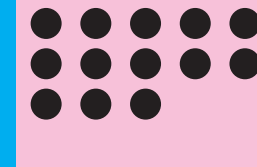
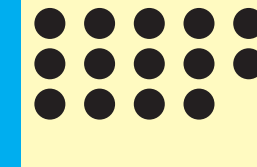




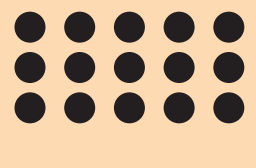
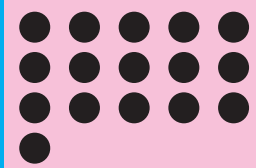
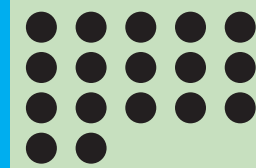
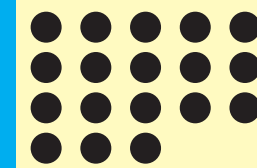
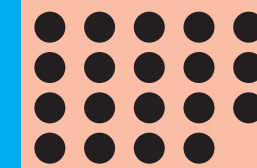


# Још једна тачка

У свако поље са тачкама додај још једну и добићеш износ који показује број. Подебљај сиве бројеве и доврши празна поља.

				
11	12	13	14	15
11	12	13	14	15
11				



				
16	17	18	19	20
16	17	18	19	20