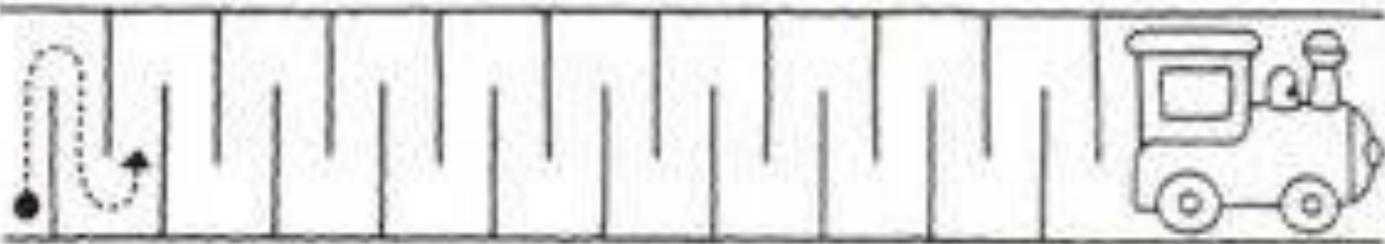
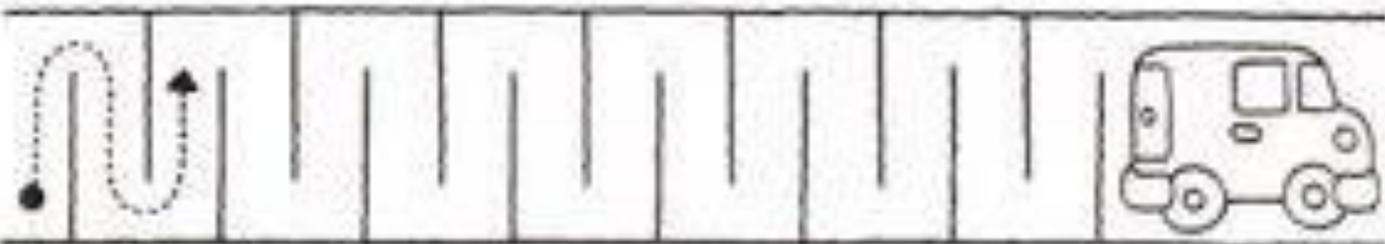
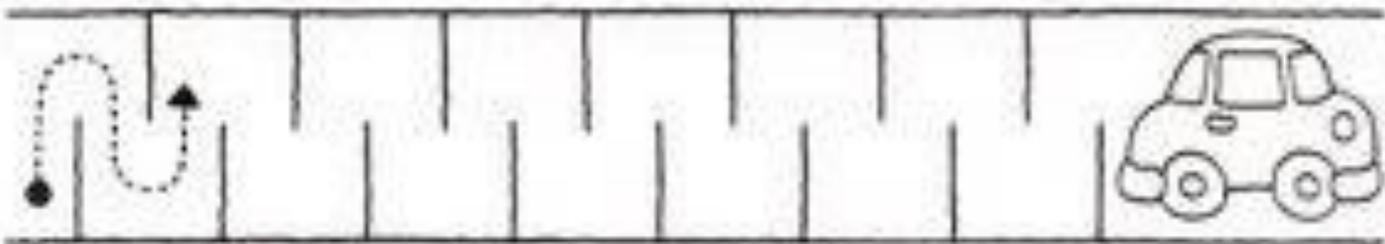
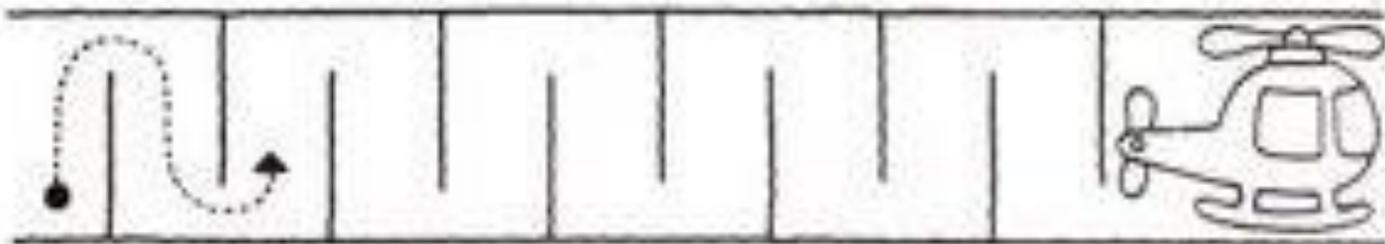
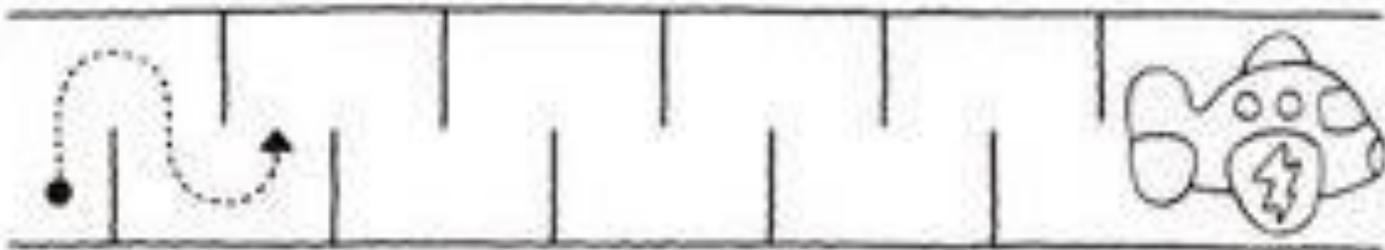


3. Carrera de obstáculos:



4. Marca las letras.

A	a	a	a	N	n	n	n
B	b	b	b	O	o	o	o
C	c	c	c	P	p	p	p
D	d	d	d	Q	q	q	q
E	e	e	e	R	r	r	r
F	f	f	f	S	s	s	s
G	g	g	g	T	t	t	t
H	h	h	h	U	u	u	u
I	i	i	i	V	v	v	v
J	j	j	j	W	w	w	w
K	k	k	k	X	x	x	x
L	l	l	l	Y	y	y	y
M	m	m	m	Z	z	z	z

5. Ayuda a la princesa a encontrar a la gata real, marcando el camino correcto.

