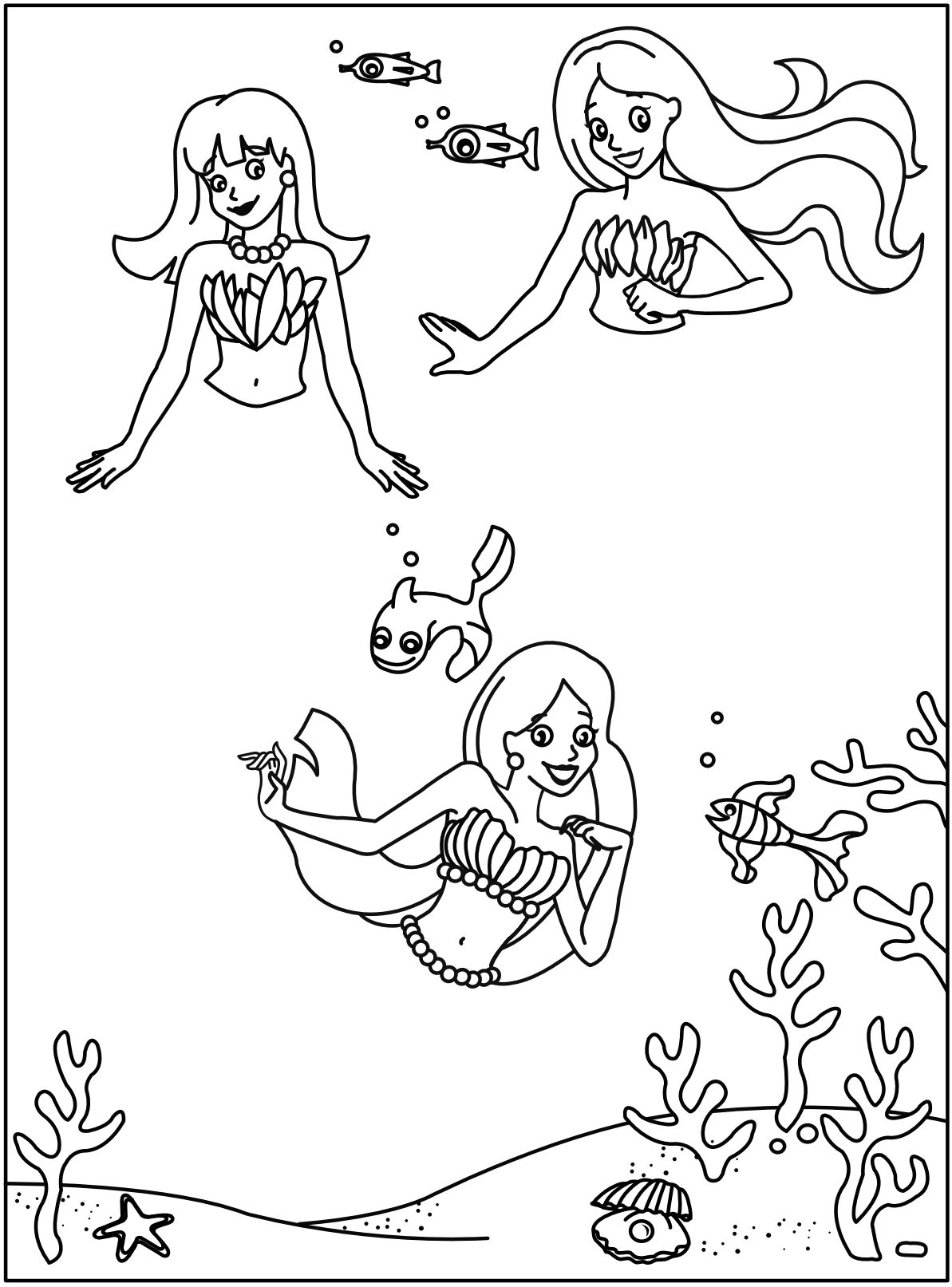
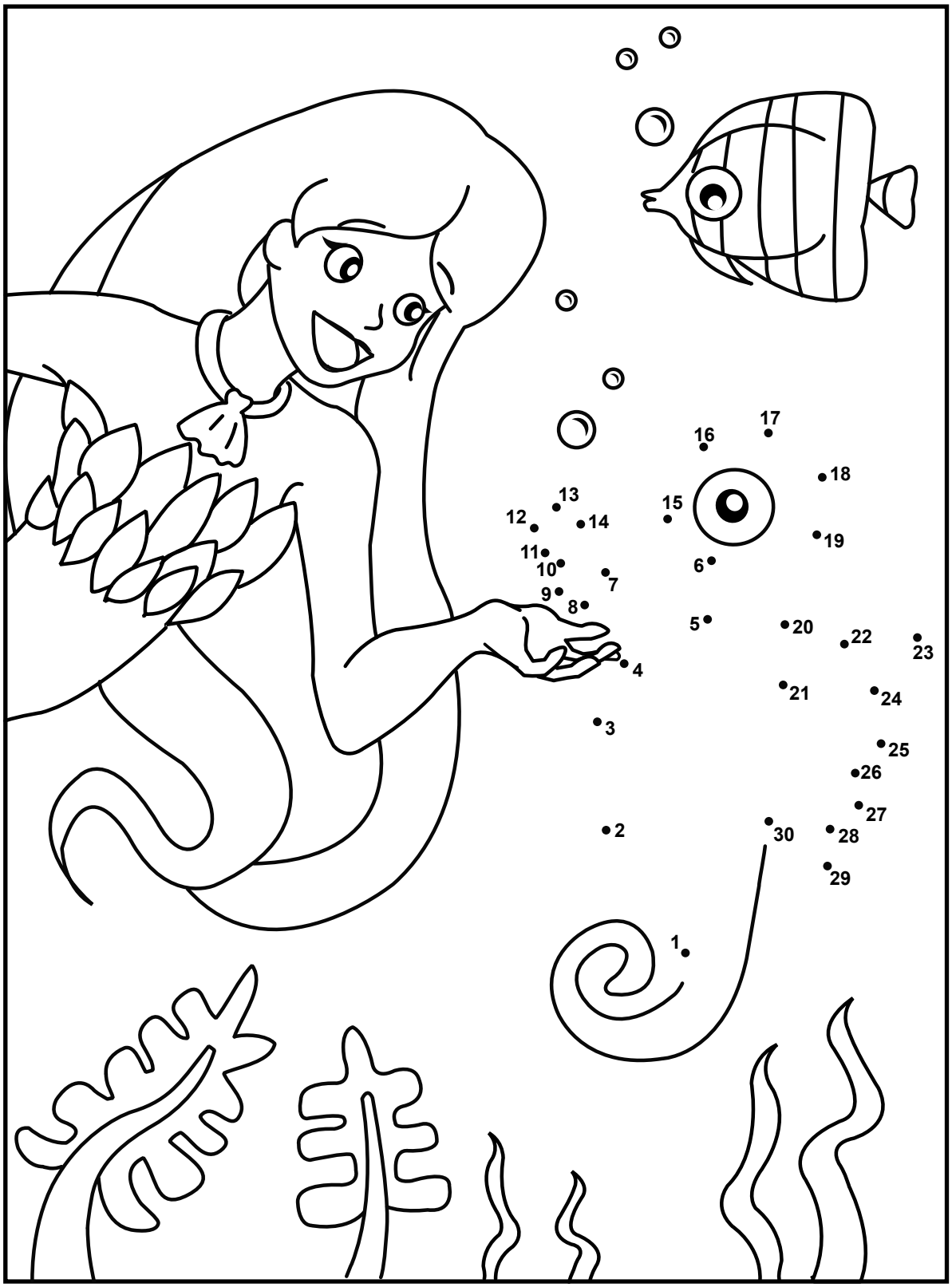
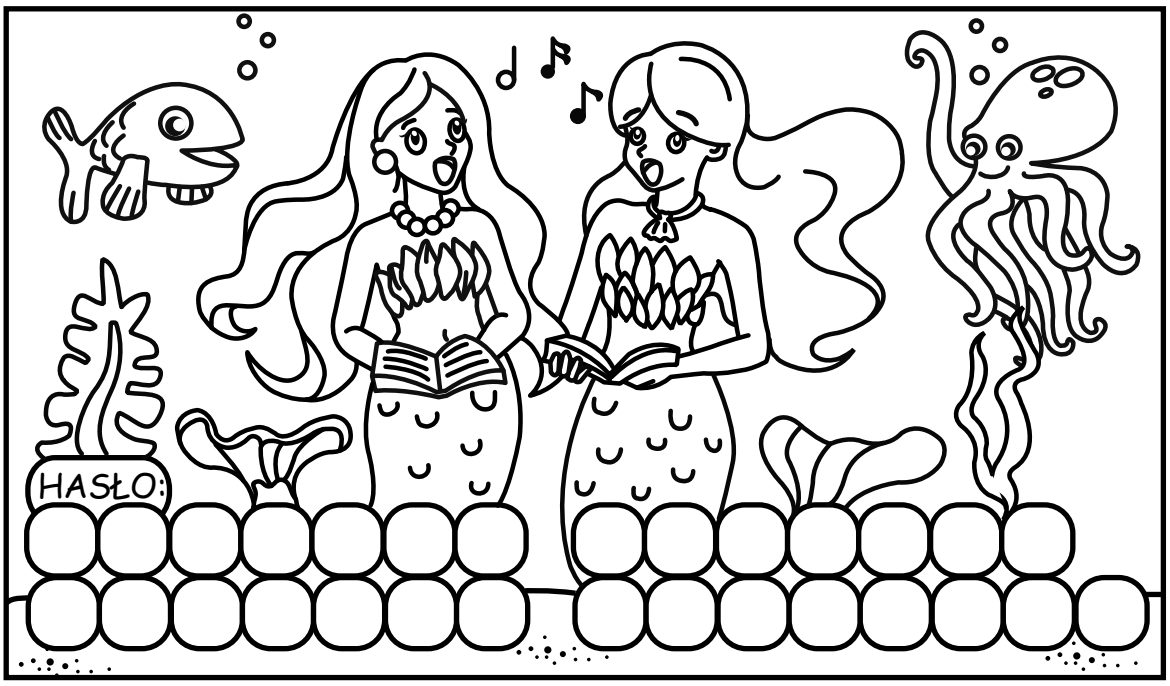
9. Dorysuj syrenkom ogony. Pokoloruj obrazek.

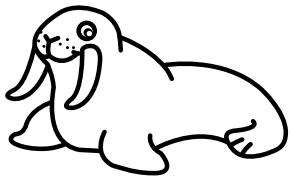


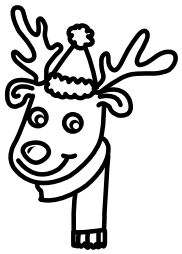
10. Połącz punkty od 1 do 30, a dowiesz się, kto jest przyjacielem syrenki.

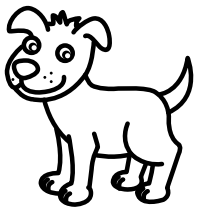
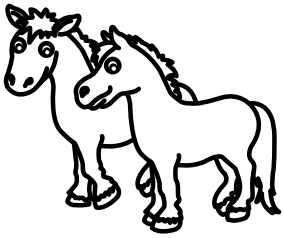


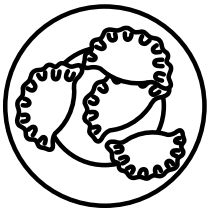
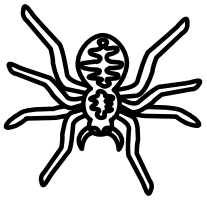
11. Rozwiąż rebusy, odczytaj zdanie i pokoloruj obrazek.



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ś +  ~~rogi~~ +  p=w ~~k~~