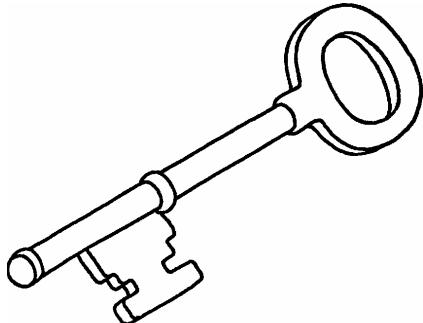




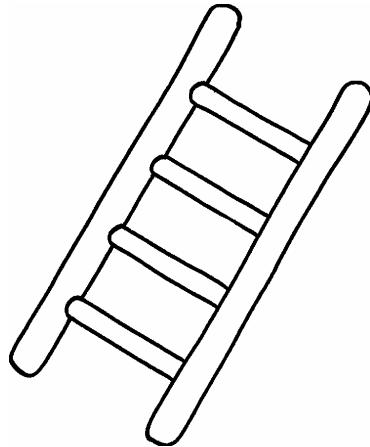
JACQUES ET LE HARICOT MAGIQUE

Colorie (ou entoure) les choses que Jacques ramène de la maison de l'ogre.

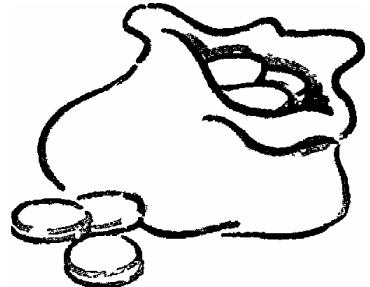
Tu peux faire une croix sur les autres.



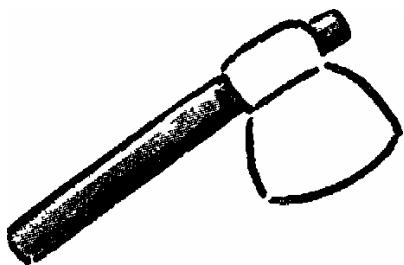
une clé



une échelle



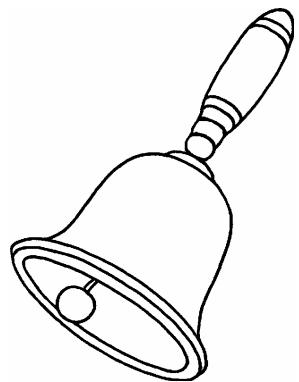
un sac de pièces



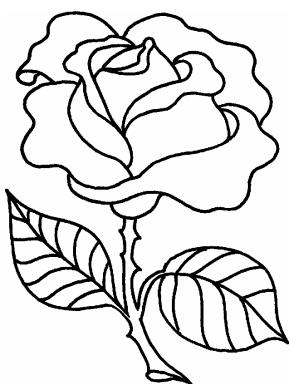
une hache



une poule



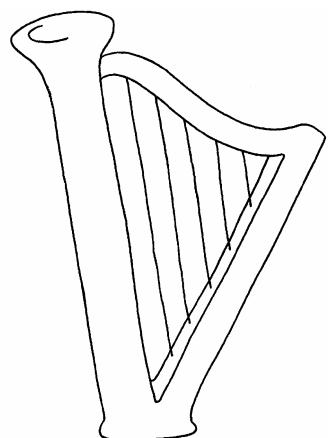
une cloche



une fleur

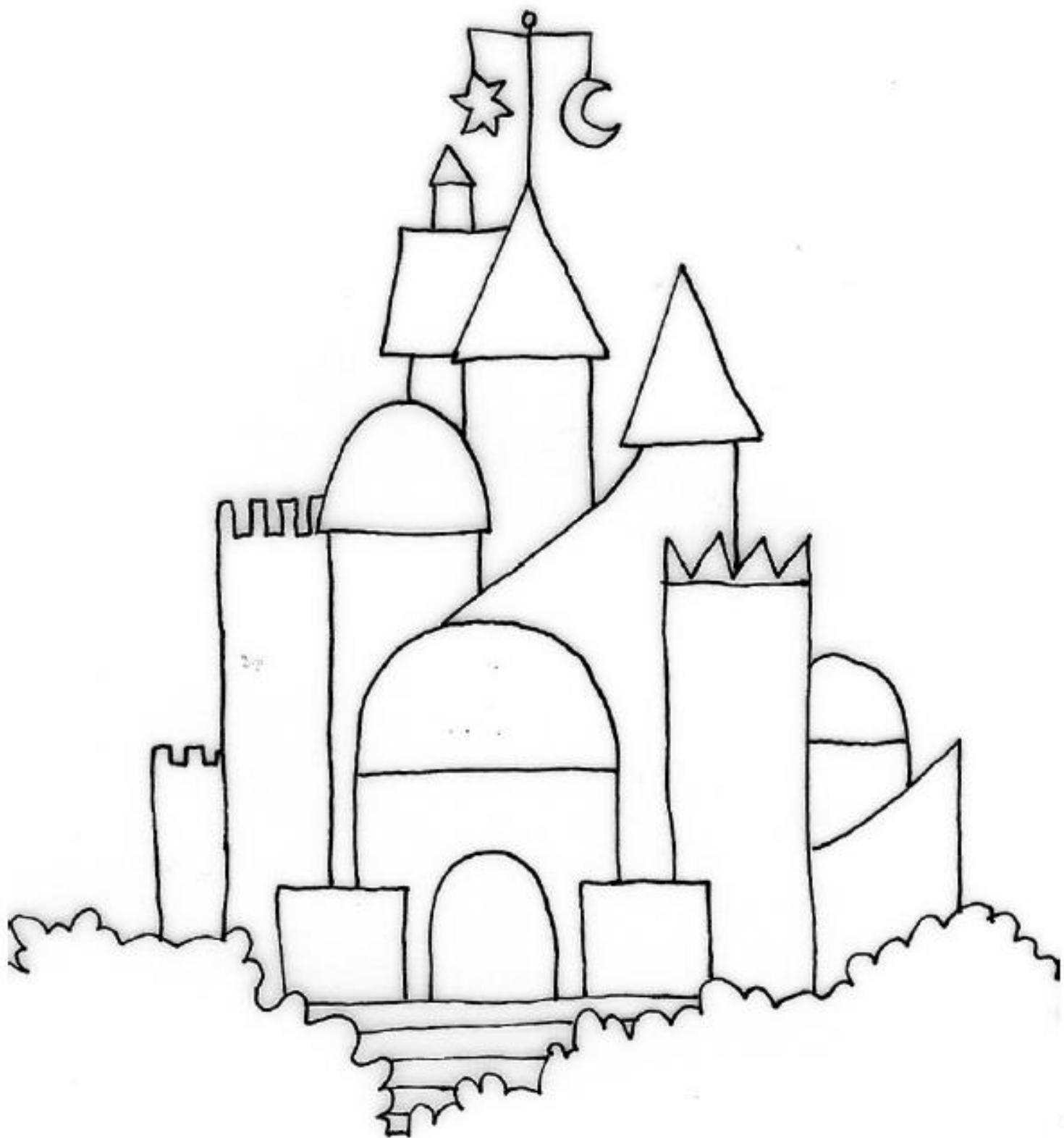


un livre



une harpe

Décore le château du géant avec des graphismes de ton choix. Chaque zone du château doit avoir un motif différent.





JACQUES ET LE HARICOT MAGIQUE

Certaines lettres ont été effacées.

Regarde bien le modèle pour les retracer.

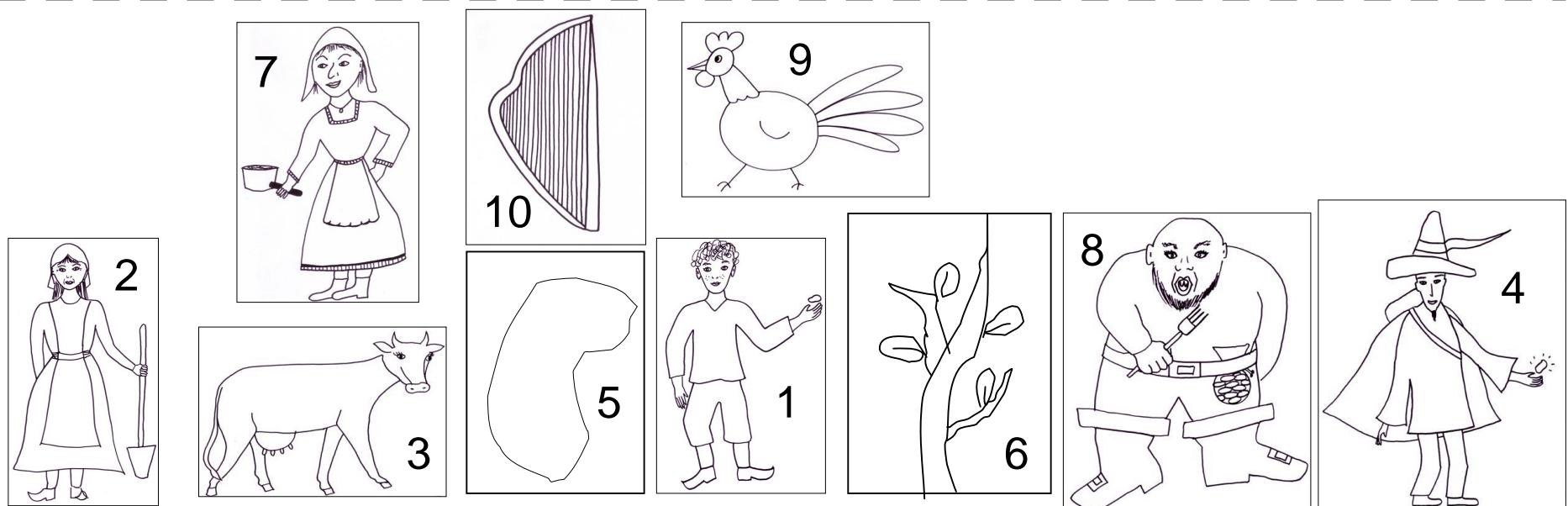
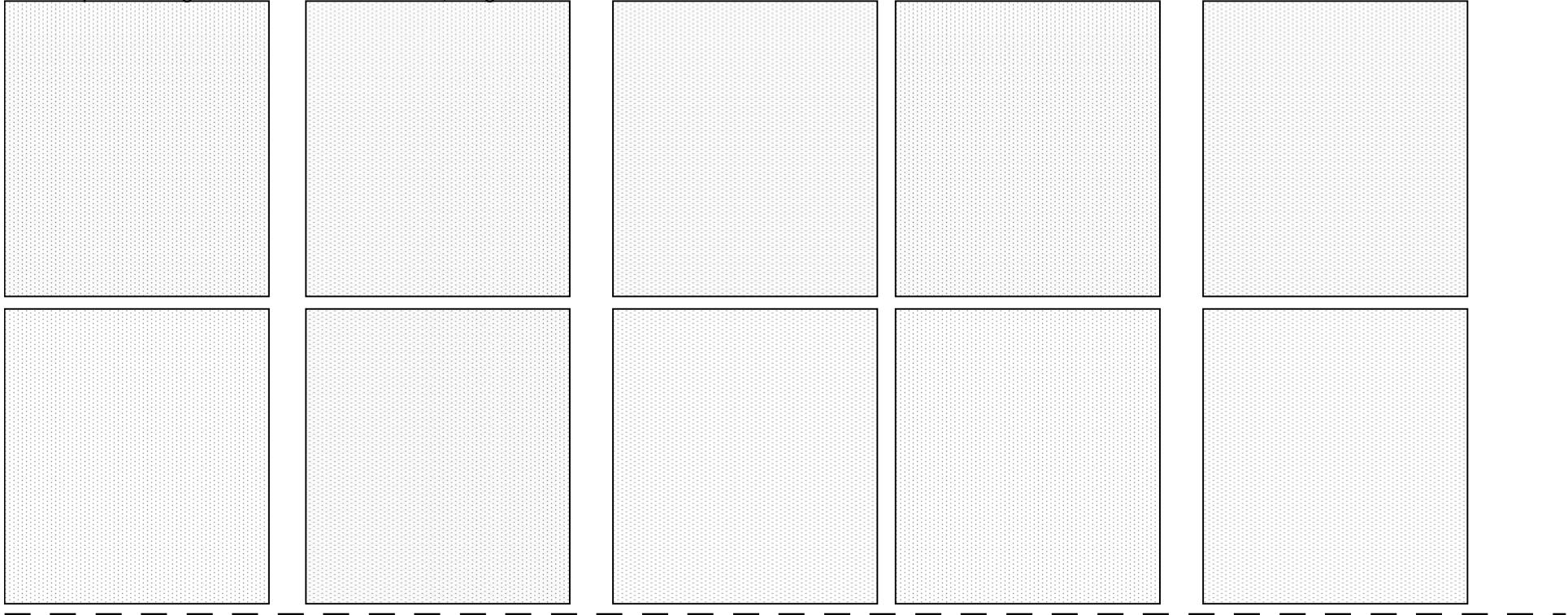
JACQUES ET LE HARICOT MAGIQUE.

JA QUE ET L H RIC T M GI U .

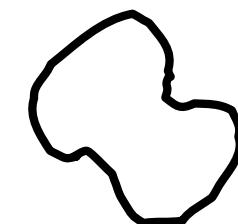
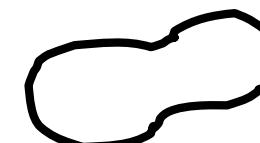
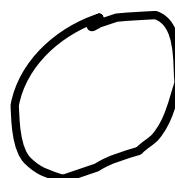
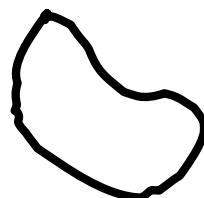
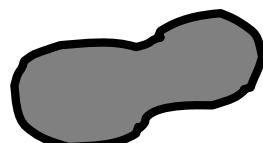
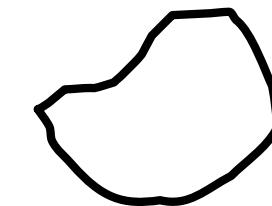
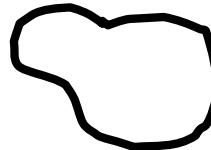
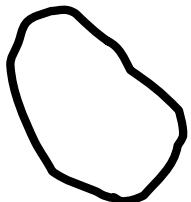
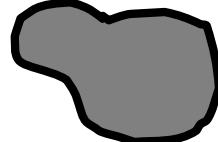
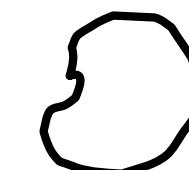
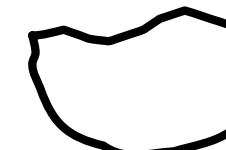
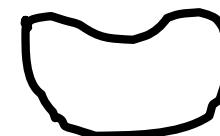
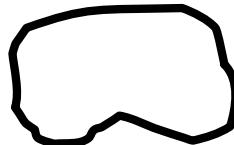
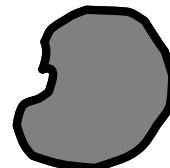
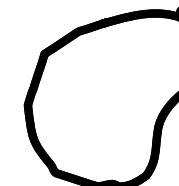
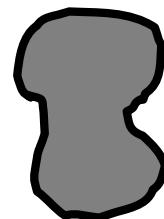
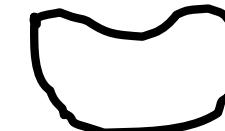
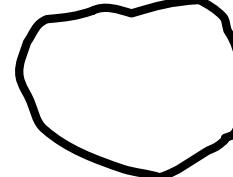
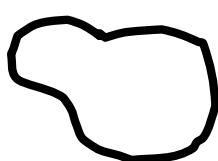
*

JT

Découpe les images et colle les dans l'ordre, de gauche à droite



Colorie sur chaque ligne le haricot identique au modèle de gauche





LUNDI	MARDI	MERCREDI	JEUDI	VENDREDI	SAMEDI	DIMANCHE																								
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31

Objectif : dénombrer jusqu'à 10 - réaliser avec soin un coloriage codé

Choisis une couleur pour chaque nombre et colorie le château du géant en respectant le code

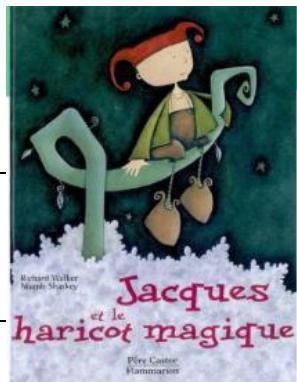
1	7
2	8
3	9
4	10
5	
6	

Prénom : _____

Date : _____

Jacques et le haricot magique

Structurer sa pensée – Algorithmes



Consigne : Continue les algorithmes.

