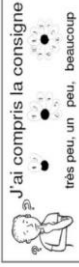


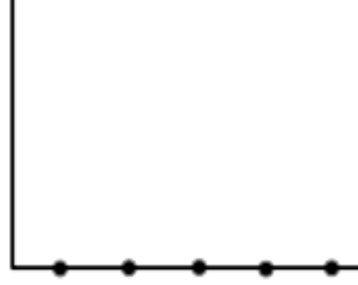
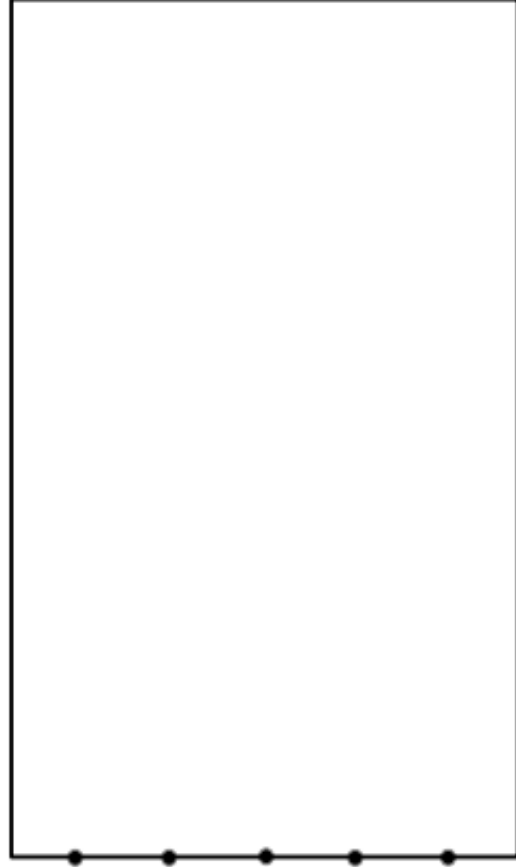
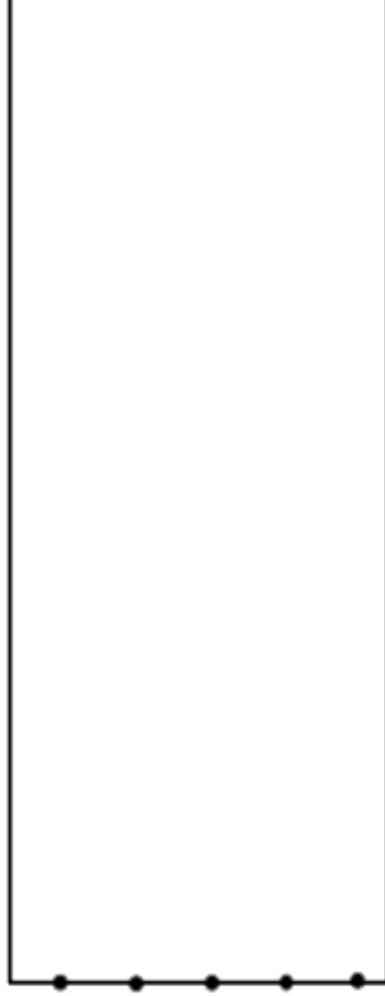
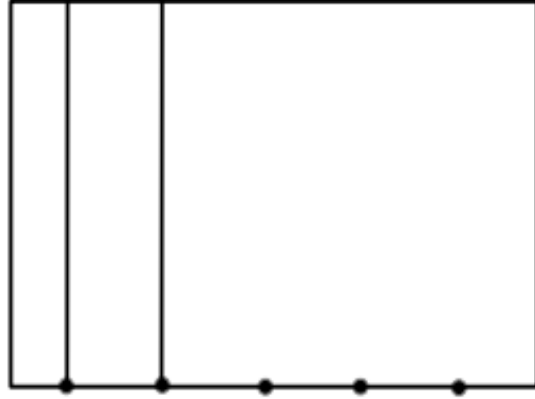
Consigne : Trace des lignes horizontales pour compléter le tableau à la manière de Buren



très peu, un peu, beaucoup



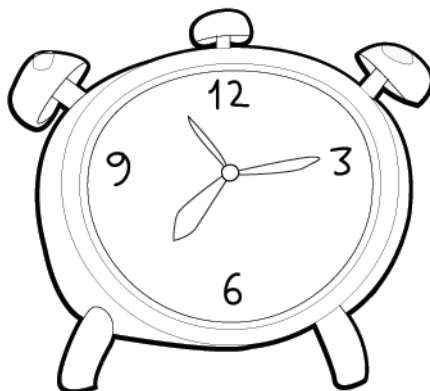
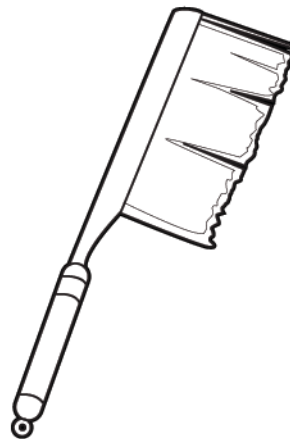
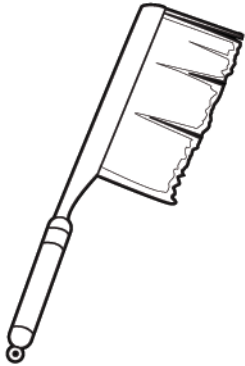
très peu, un peu, beaucoup



Plus petit / Plus grand

Nom : Date :

Dans chacun des cas, colorie le plus grand des objets et encercle le plus petit.



Prénom :

Date :

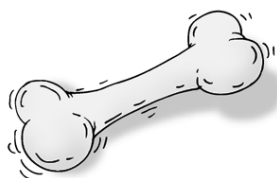
COMPTER LES SYLLABES



Colorie le bon nombre de syllabes.



○ ○ ○ ○ ○



○ ○ ○ ○ ○



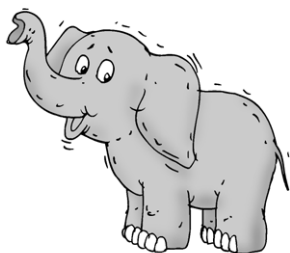
○ ○ ○ ○ ○



○ ○ ○ ○ ○



○ ○ ○ ○ ○



○ ○ ○ ○ ○



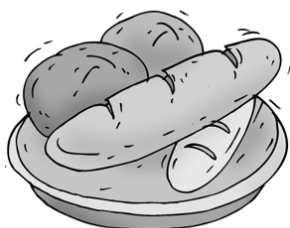
○ ○ ○ ○ ○



○ ○ ○ ○ ○



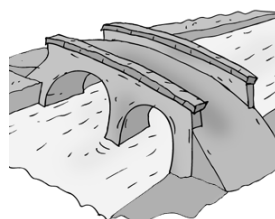
○ ○ ○ ○ ○



○ ○ ○ ○ ○

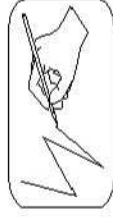


○ ○ ○ ○ ○



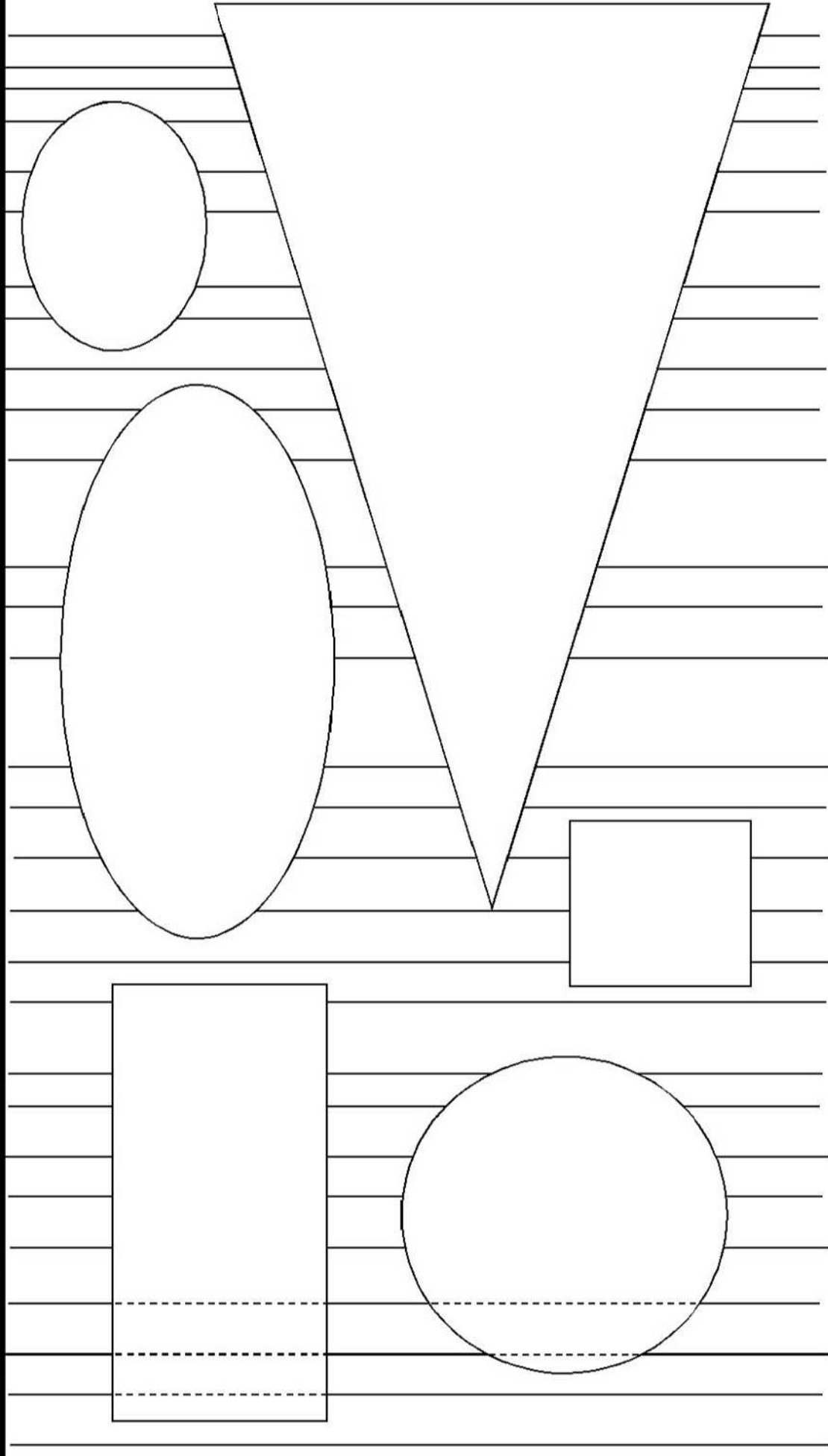
○ ○ ○ ○ ○

PRENOM : _____

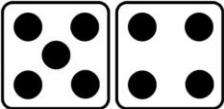
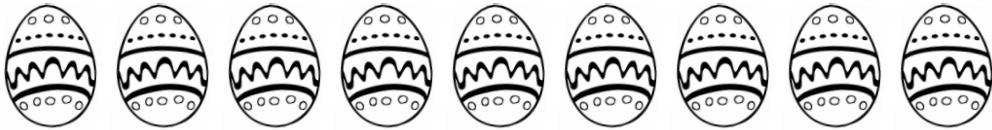
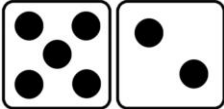
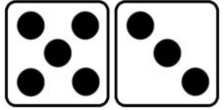
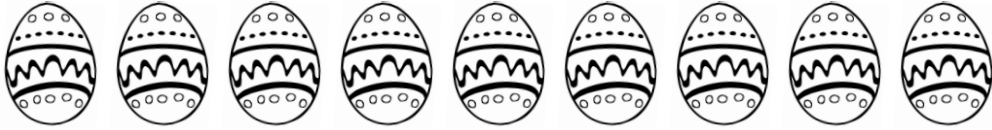
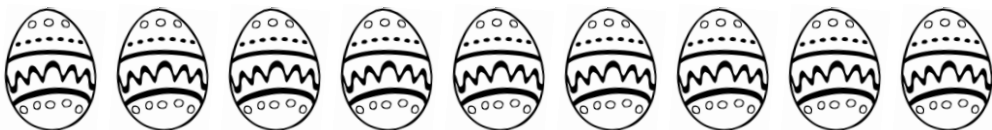


Je trace

Prolonge les lignes cachées par les figures :



Colorie autant d'œufs que le nombre demandé.

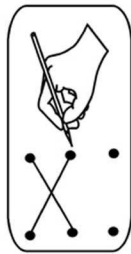
Quadrillage - Le filet du goal

Les enfants jouent au water polo. Complète le filet du goal en te servant d'un pinceau fin et de la peinture noire.

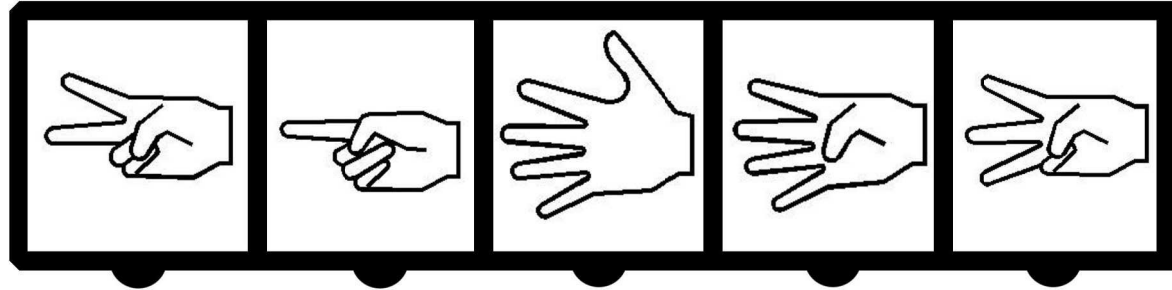
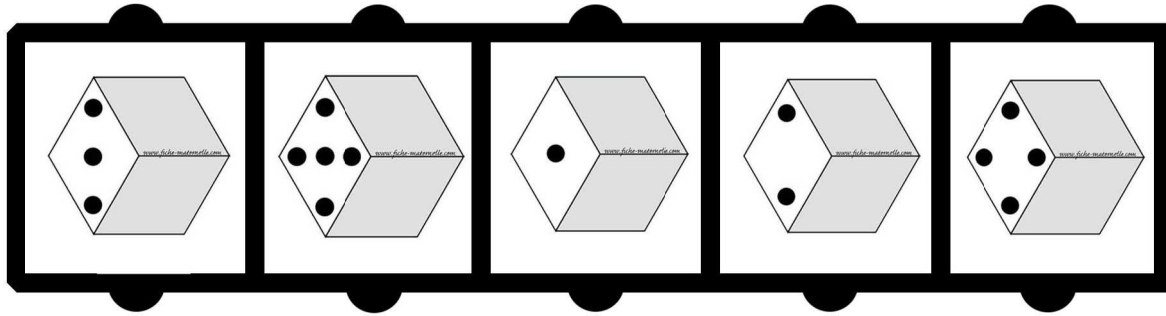
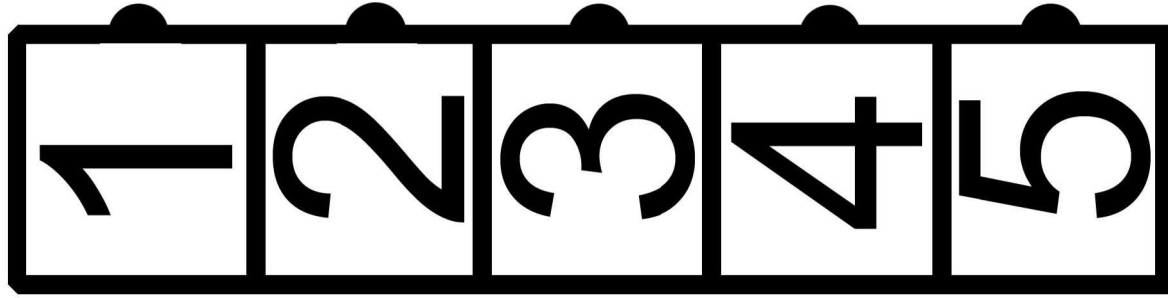


Prénom : _____

Je relie les différentes représentations du nombre.



Je relie



PRÉNOM

DATE

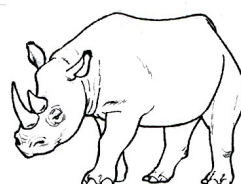
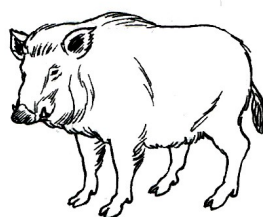
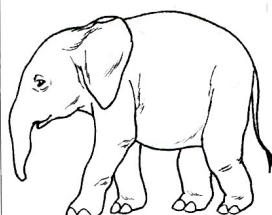
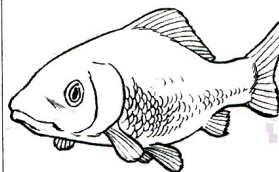
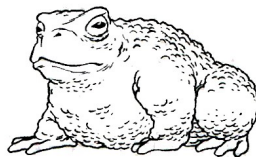
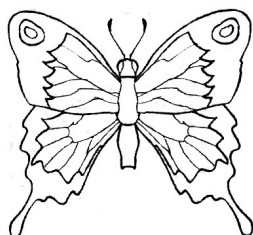
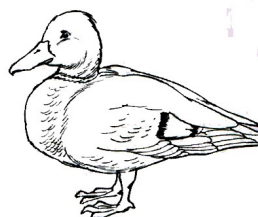
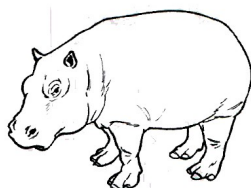
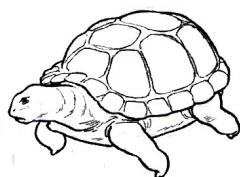
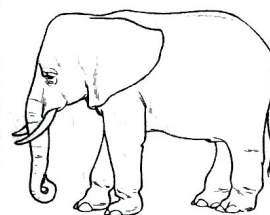
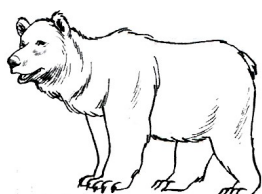
Mobiliser le langage
dans toutes
ses dimensions

COMPARER LE NOMBRE DE SYLLABES DE DIFFÉRENTS MOTS



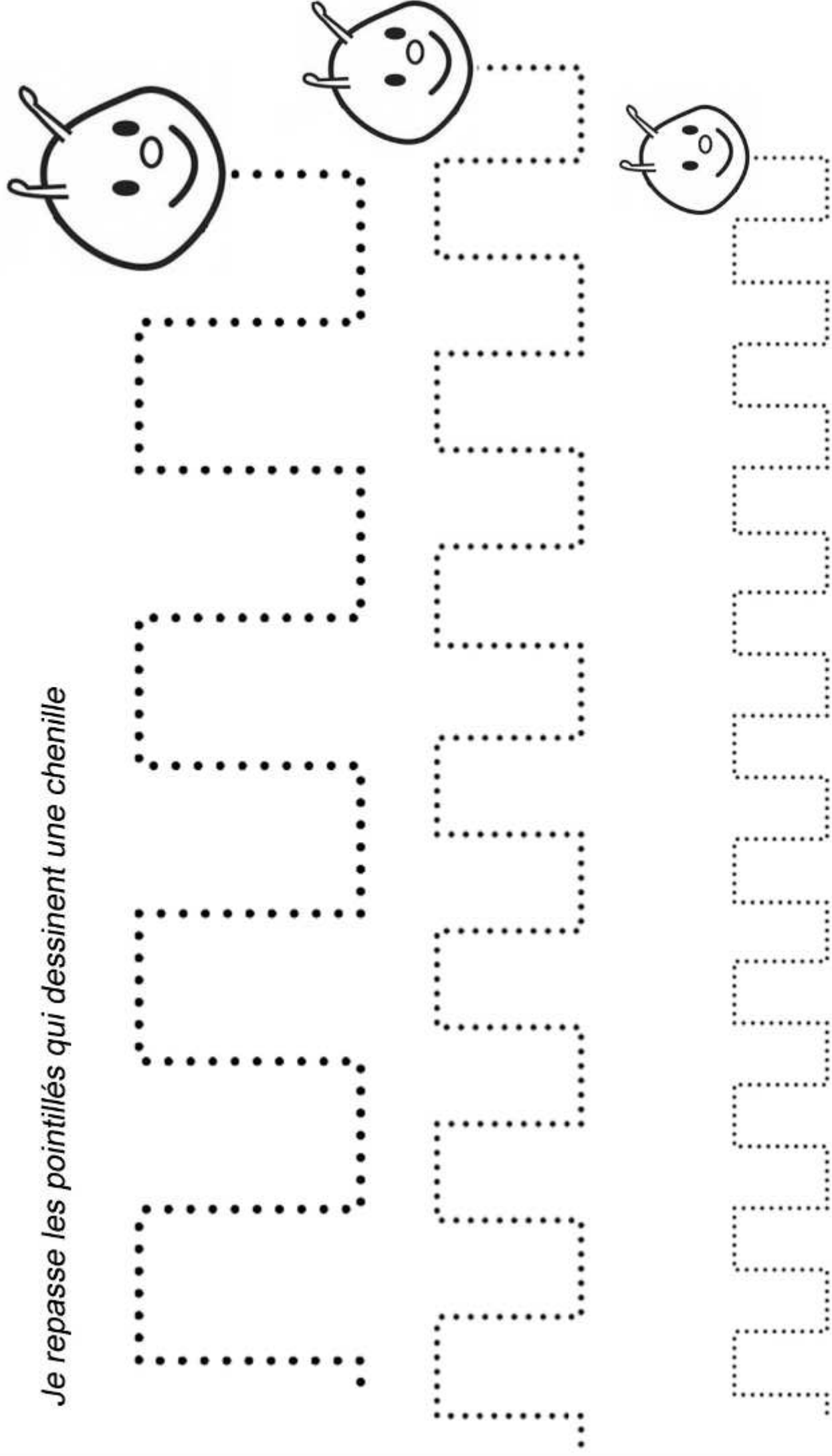
LA BATAILLE DES ANIMAUX

Compte le nombre de syllabes des mots-images suivants et colorie la carte gagnante.



Prénom : _____

Je repasse les pointillés qui dessinent une chenille



Je m'appelle :	J'ai réalisé la consigne :
Date :	J'ai soigné mon travail :

Formes et grandeurs :
Objectif: Poursuivre un algorithme complexe.

Complète les frises en respectant le modèle.

