

Entoure le chiffre **1**

1

1

0

2

3

1

1

0

1

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Entoure le chiffre

2

1

2

0

0

3

2

1

1

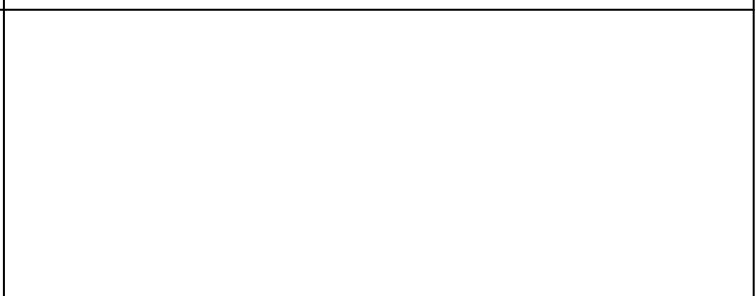
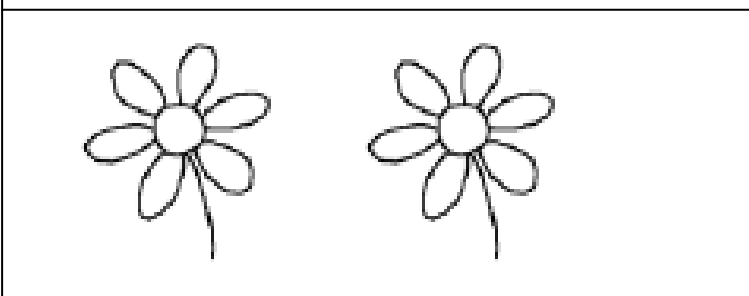
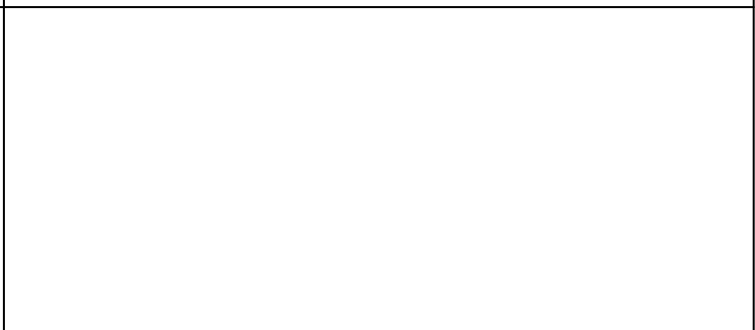
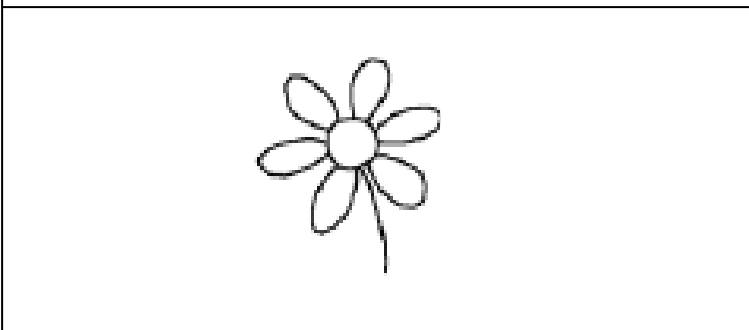
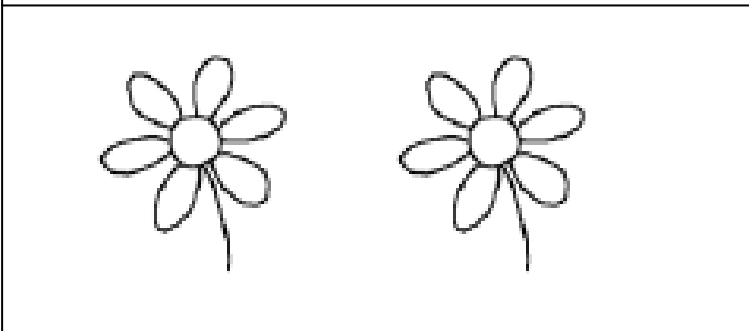
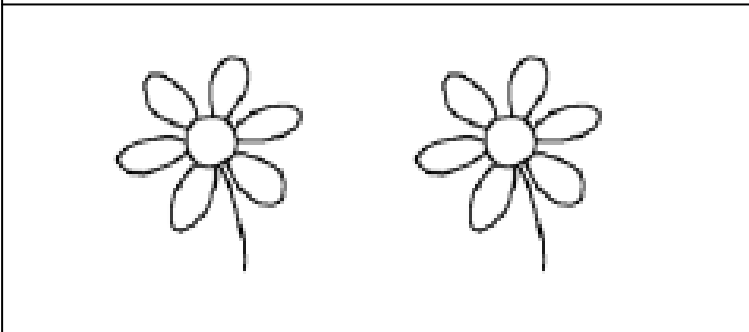
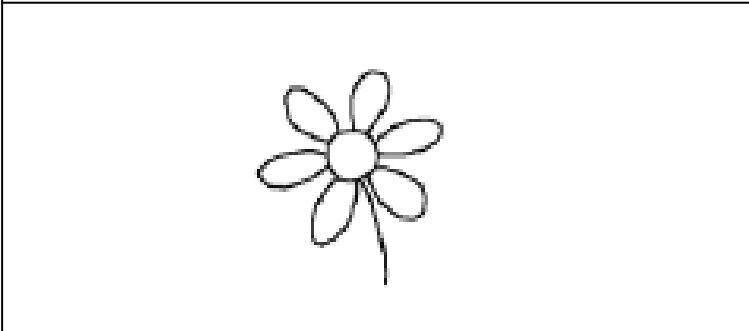
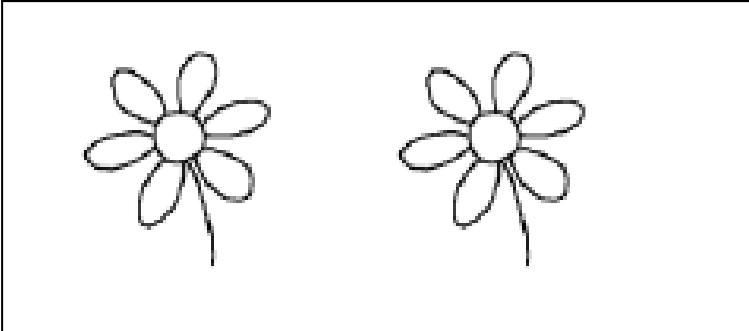
2

2

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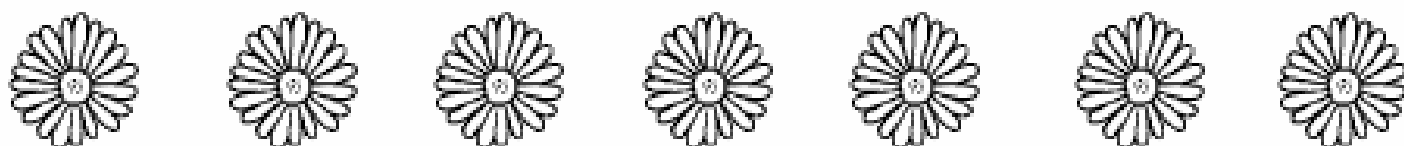
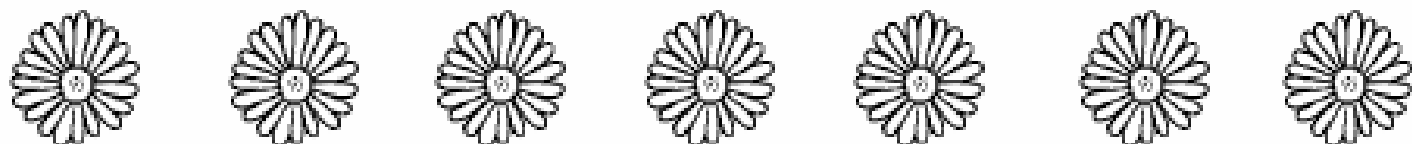
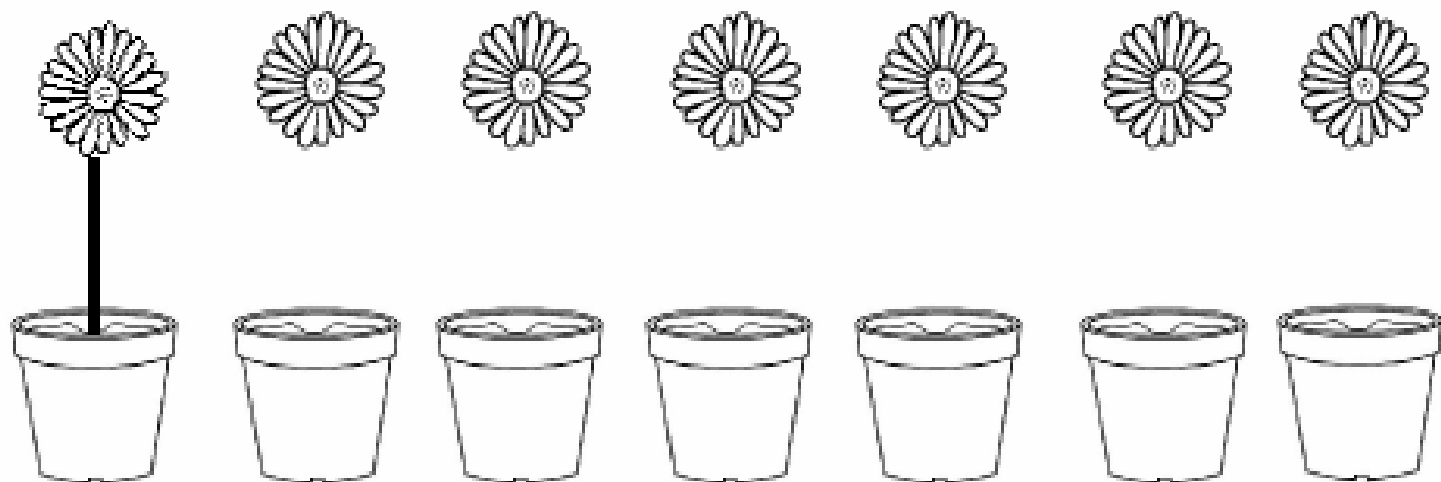
3

Colle autant de gommettes qu'il y a de fleurs.



Graphisme: les lignes verticales

Dessine les tiges des fleurs.



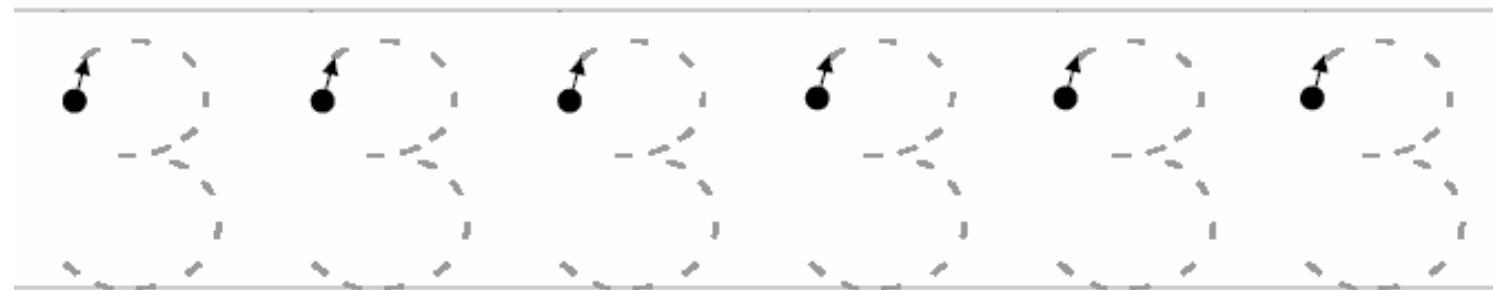
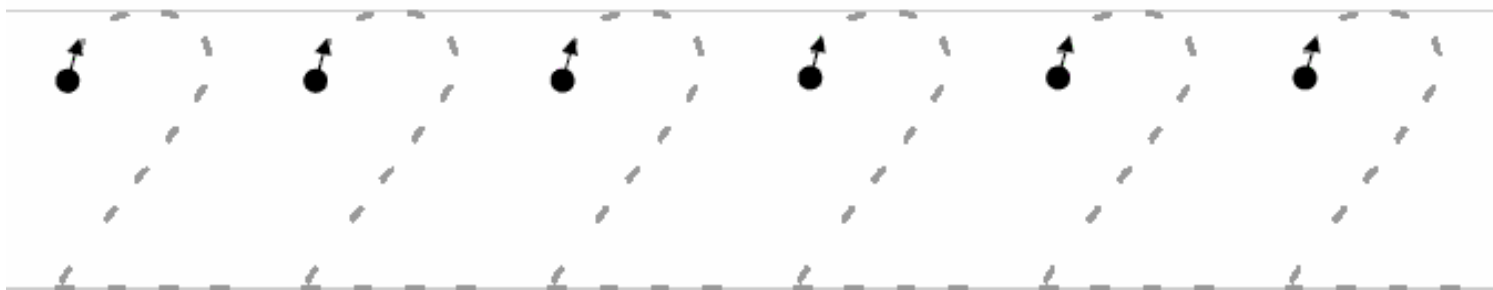
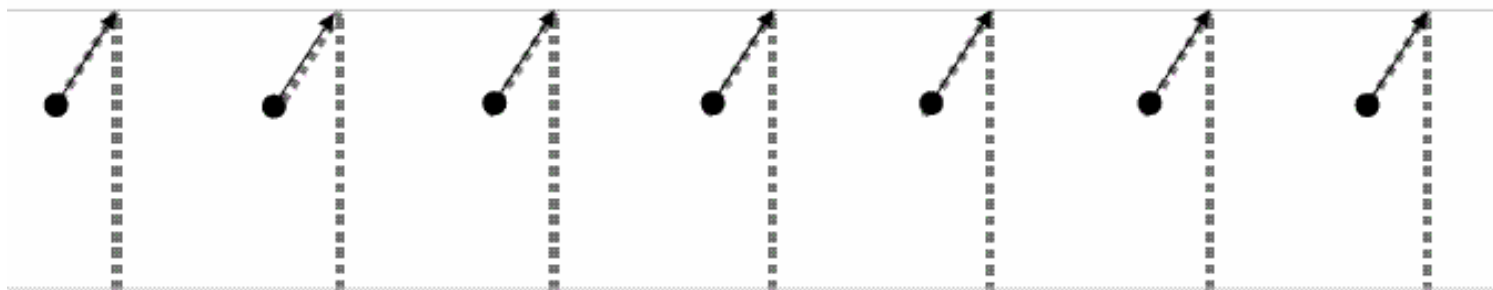
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3 3 3 3 3 3

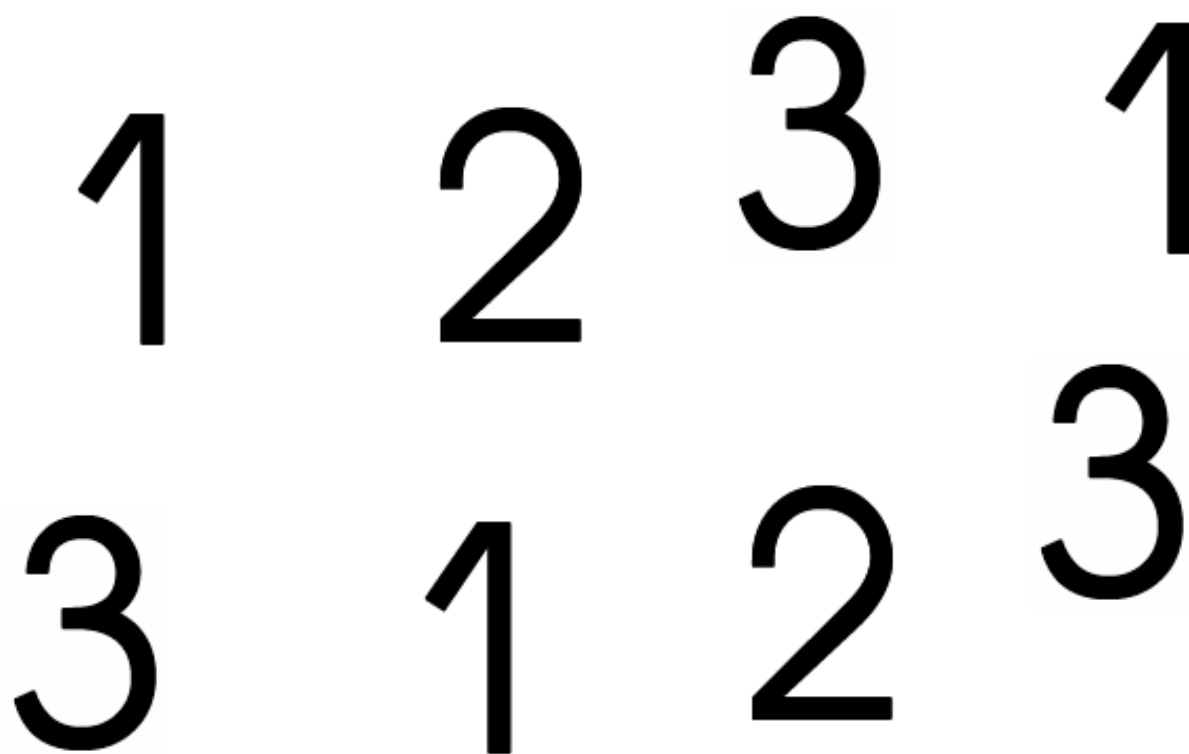
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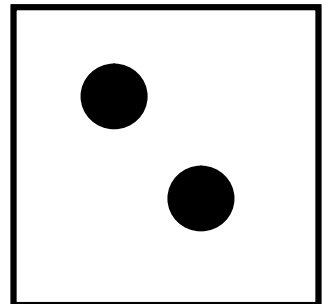
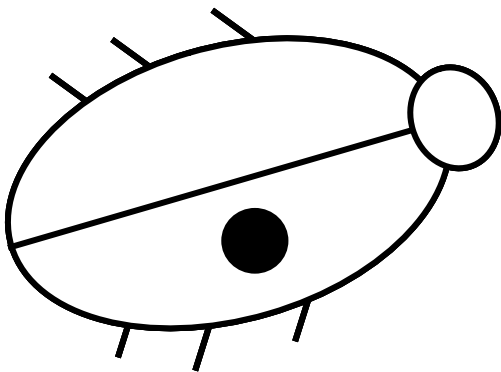
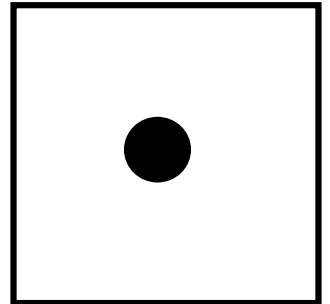
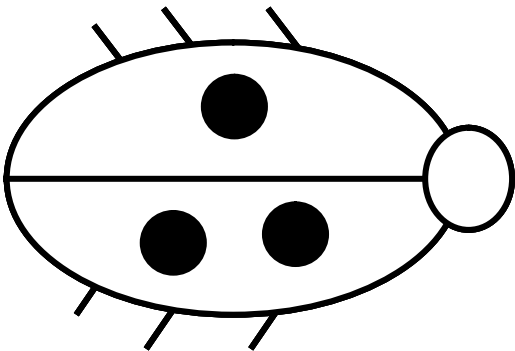
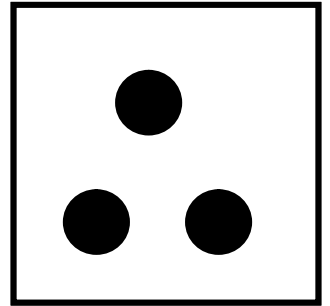
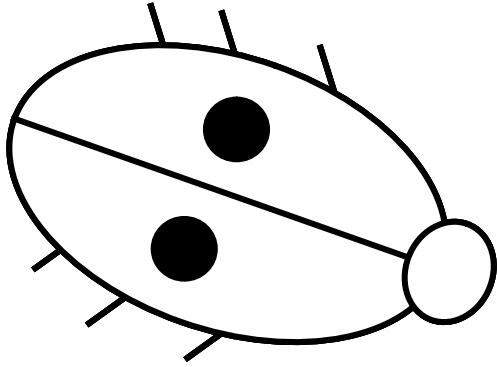
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Entoure le chiffre **3**



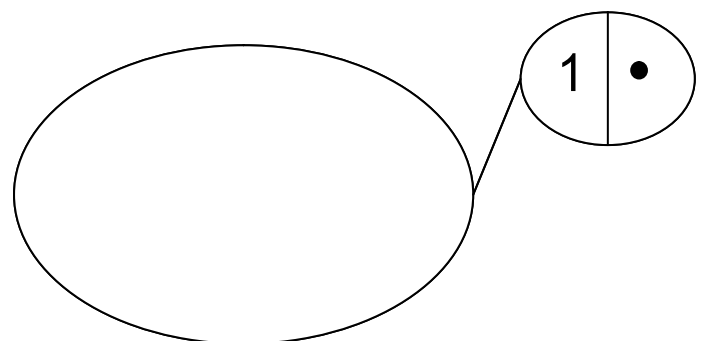
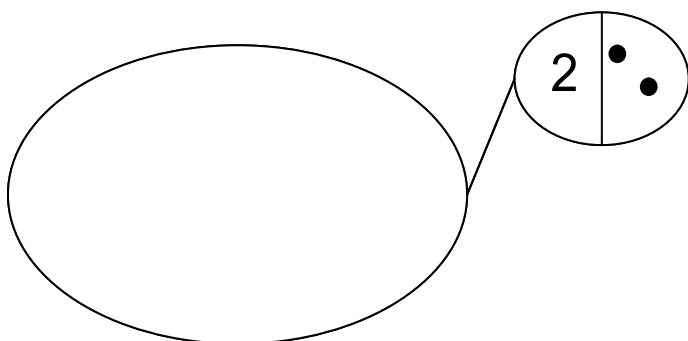
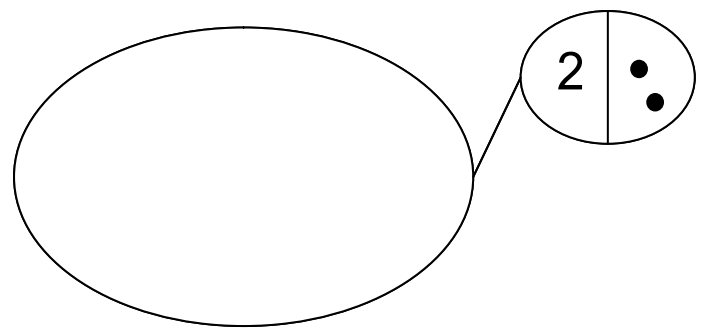
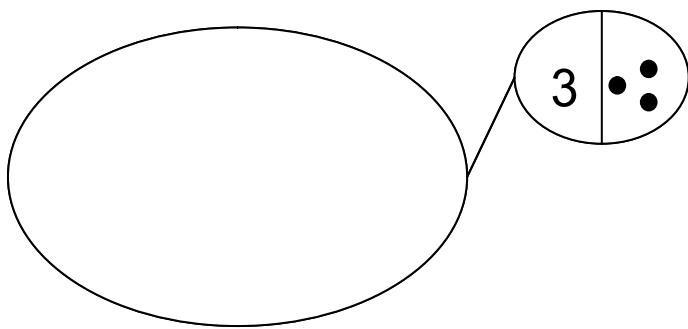
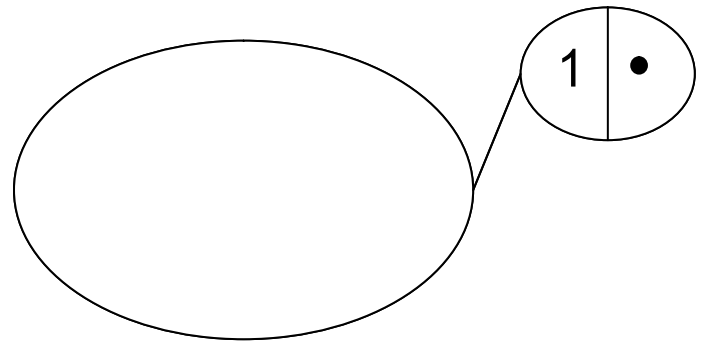
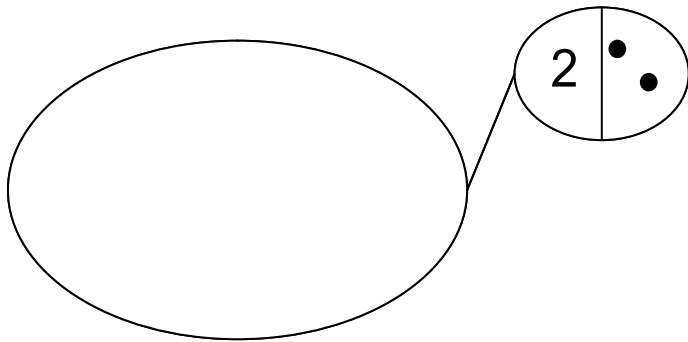
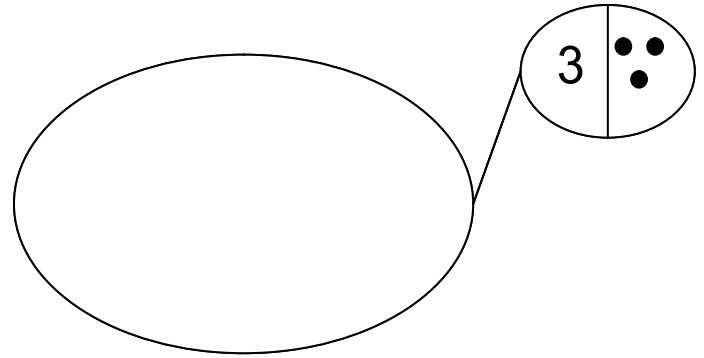
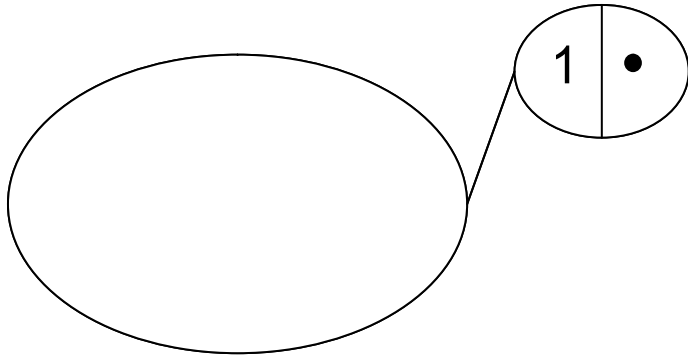
Compte d'abord les points de chaque coccinelle.
Relie ensuite chacune d'elles avec le dé qui contient autant de points.



Mathématiques – Les quantités 1-2-3

Consigne: Colle le nombre de gommettes correspondant au chiffre.

Objectif: Faire correspondre une quantité à un chiffre.

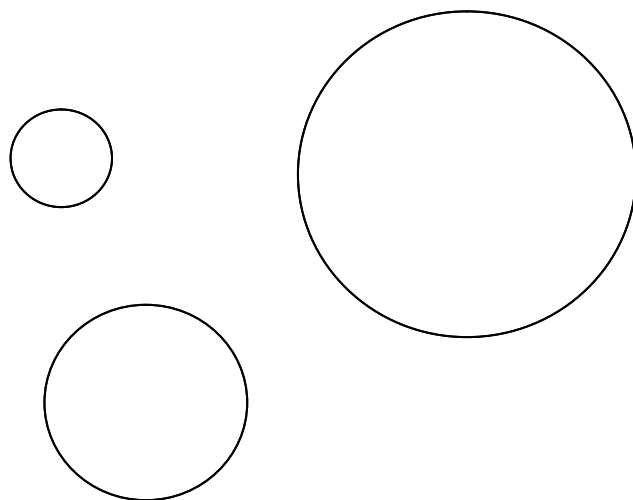
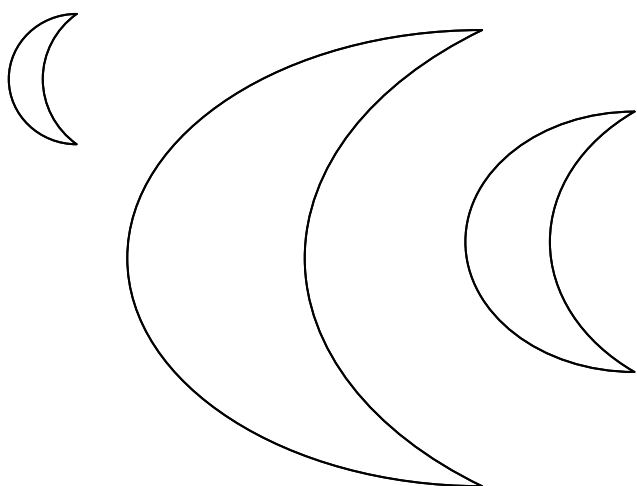
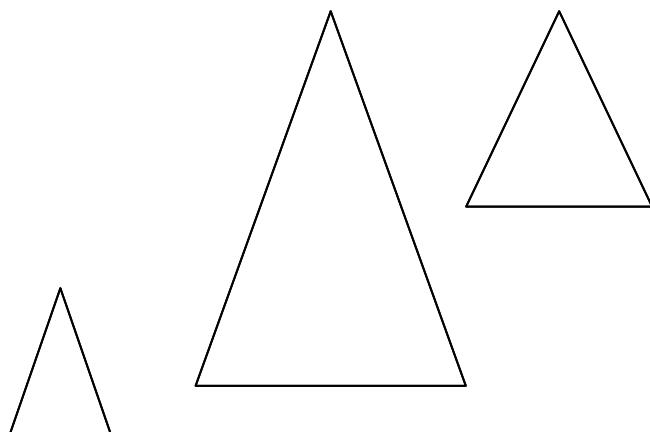
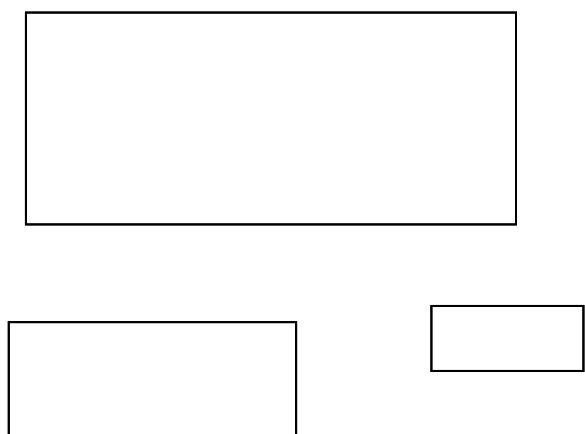
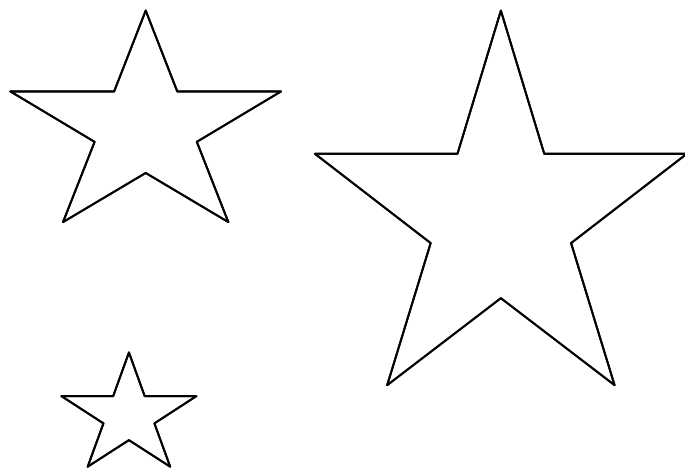
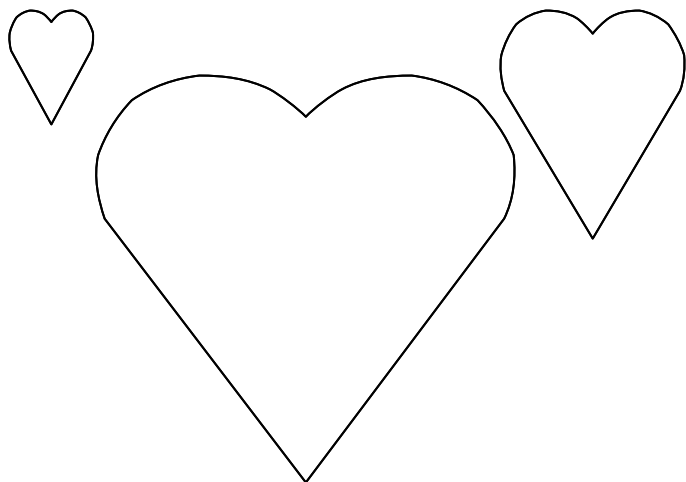


Mathématiques: comparer des éléments

Objectif: distinguer le plus petit et le plus grand.

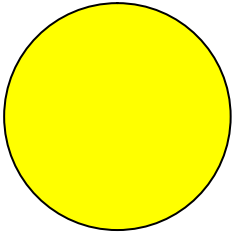
Consigne: Colorie en ROUGE l'élément le PLUS GRAND.

Colorie en JAUNE l'élément le PLUS PETIT.

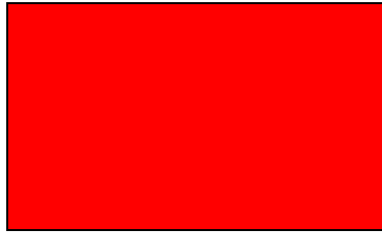


FORMES GEOMETRIQUES

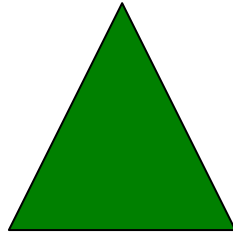
Colorie en fonction du code suivant:



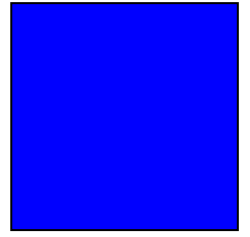
JAUNE



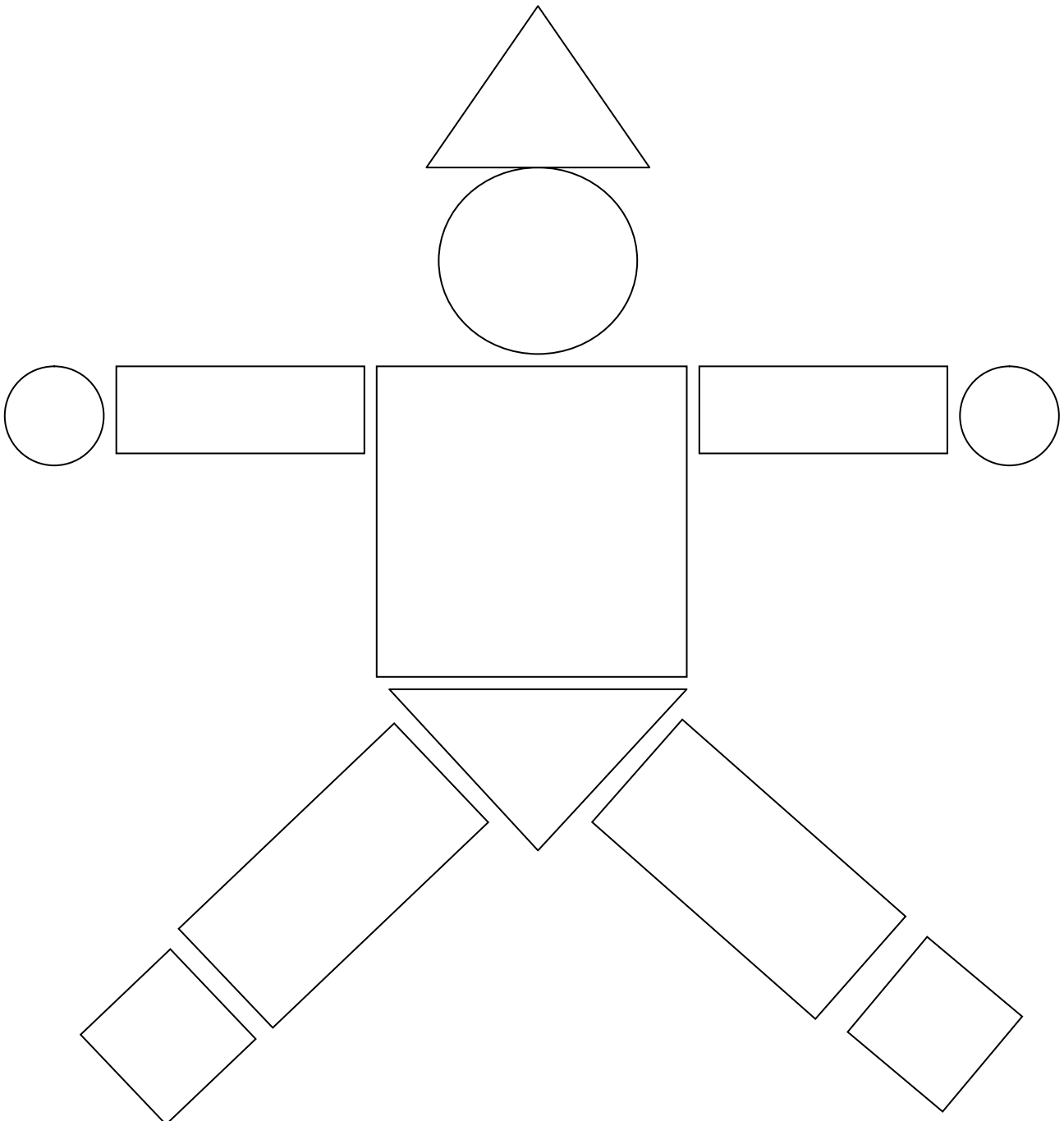
ROUGE



VERT

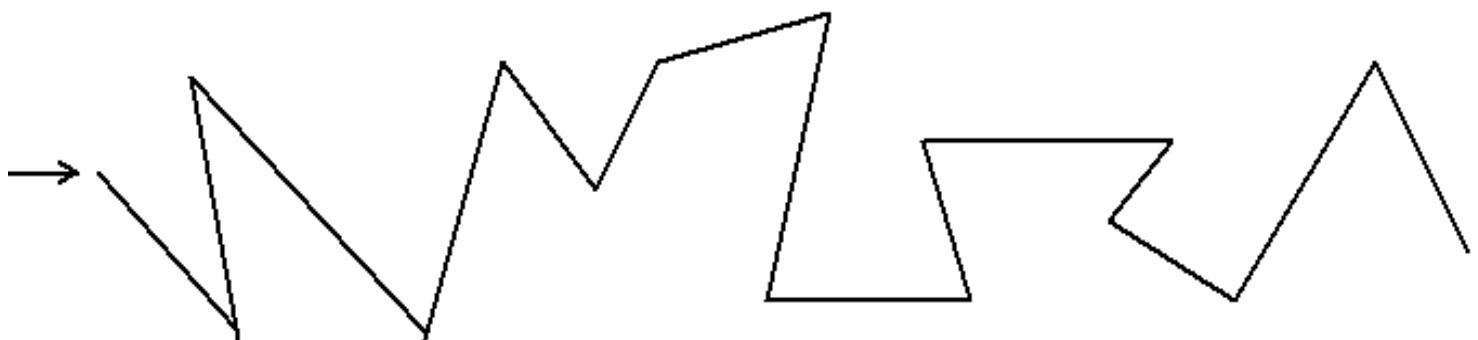
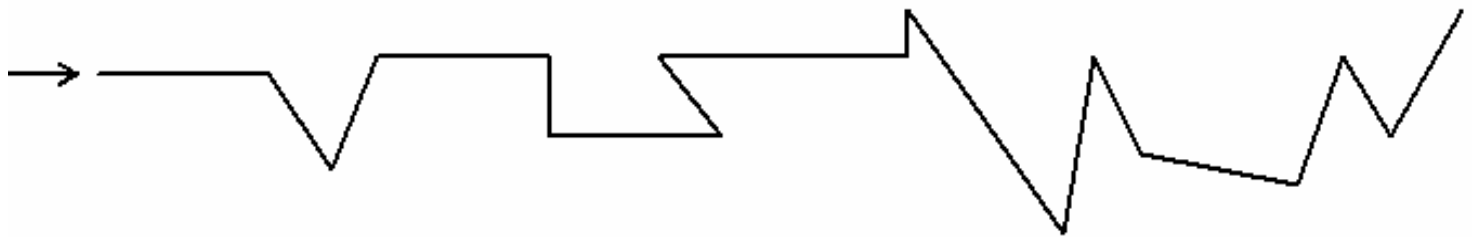
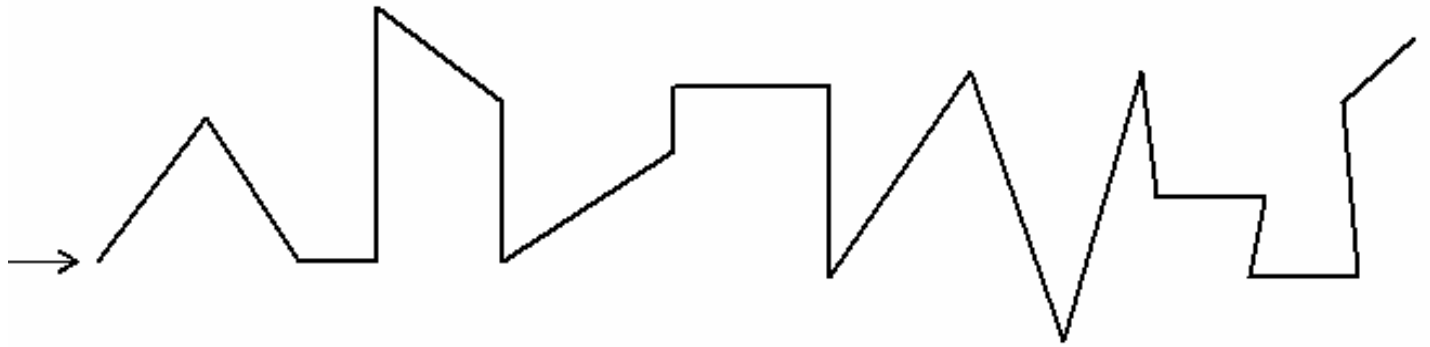
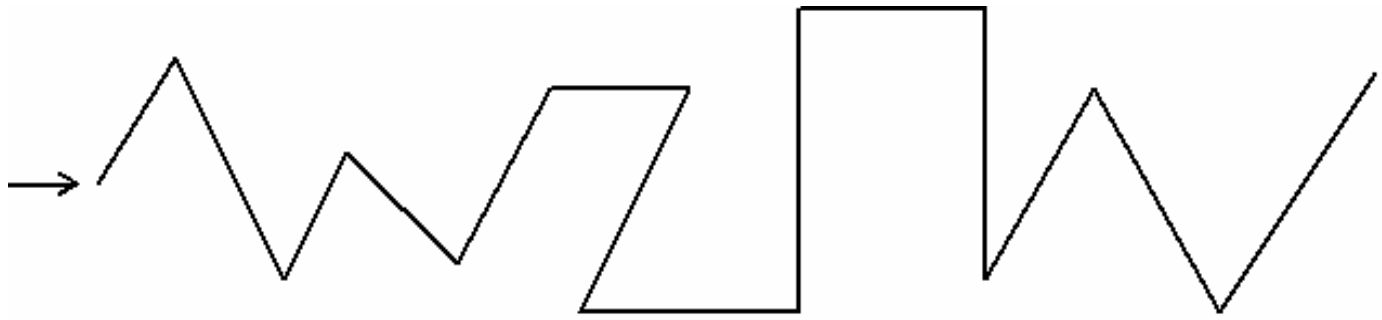


BLEU

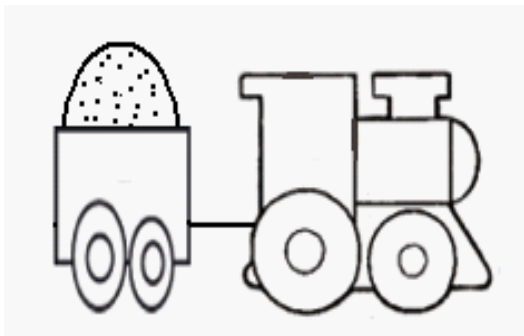
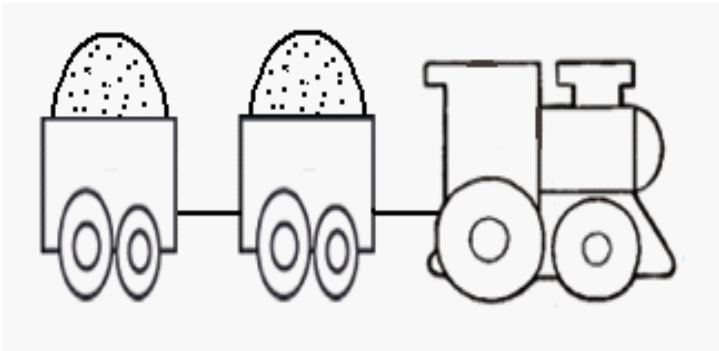
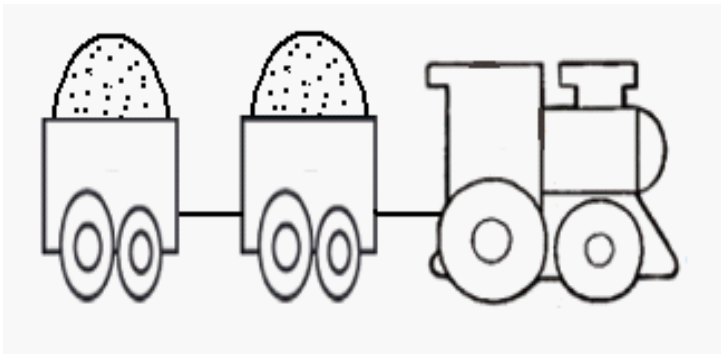
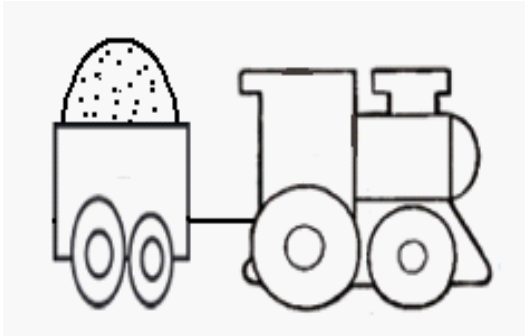


Graphisme: lignes brisées

Passer sur les traits avec ton feutre.

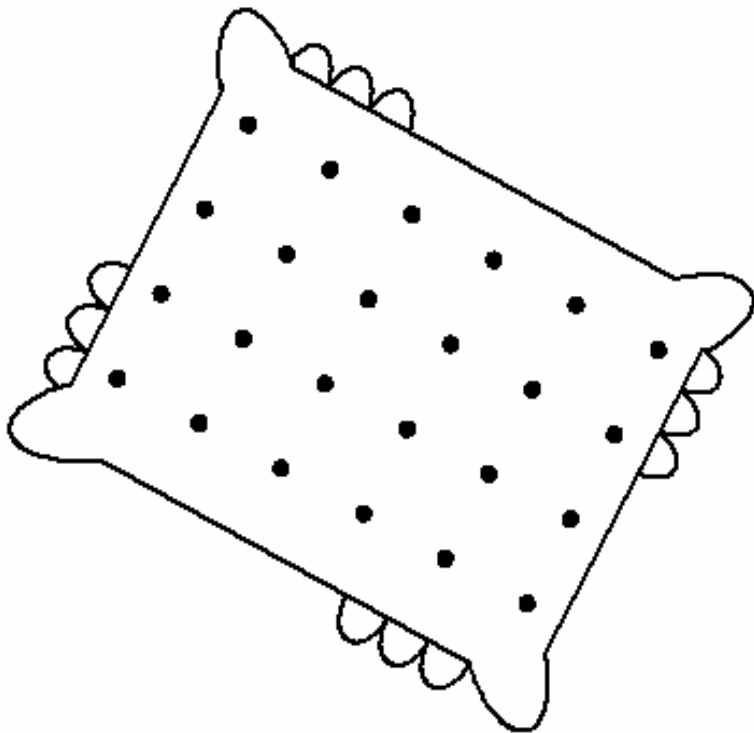
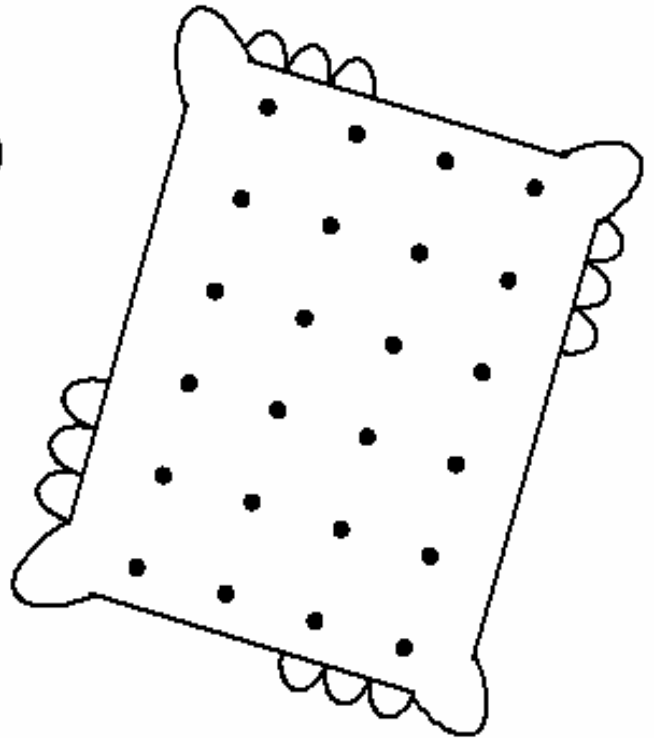
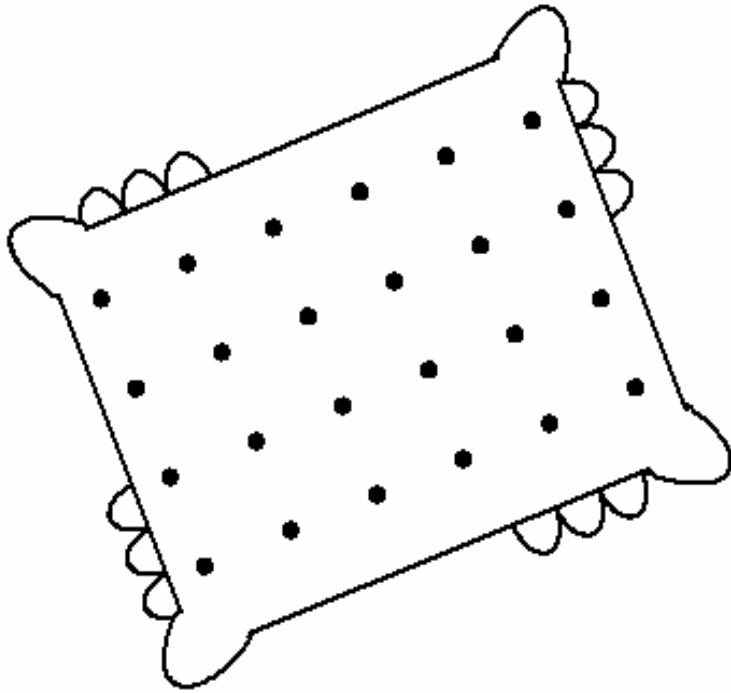


Compte les wagons de chaque train. Relie les trains qui ont le même nombre de wagons.

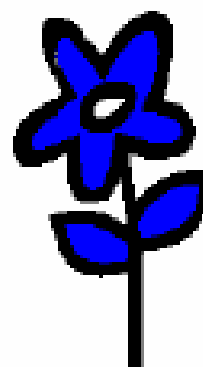
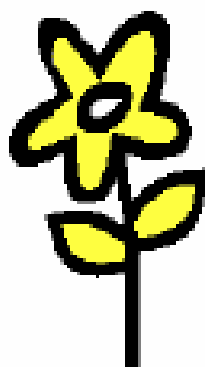
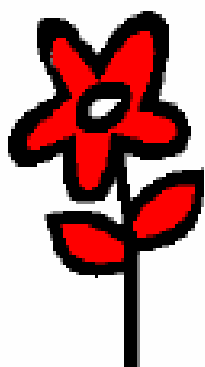
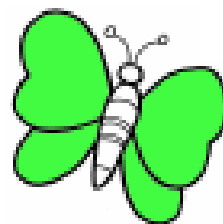
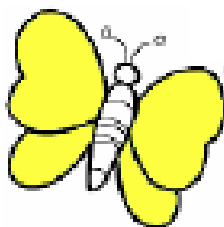
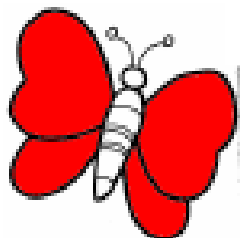
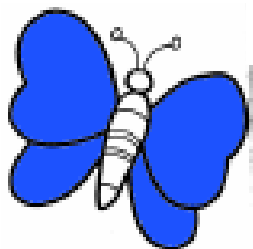


Graphisme: les ponts

Termine les dessins des biscuits.

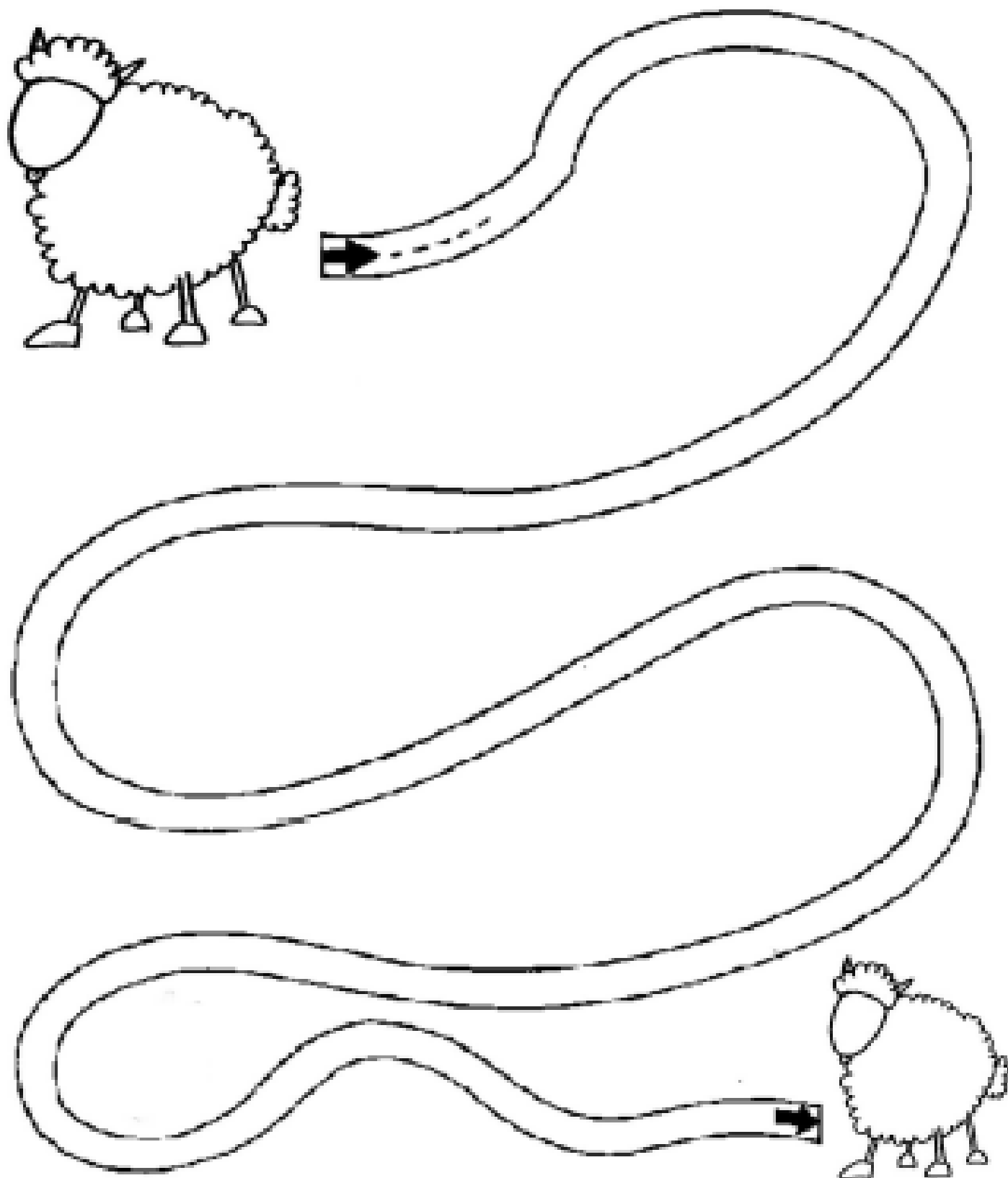


LOGIQUE: associer des objets de la même couleur.
Relie chaque papillon à la fleur de la même couleur.

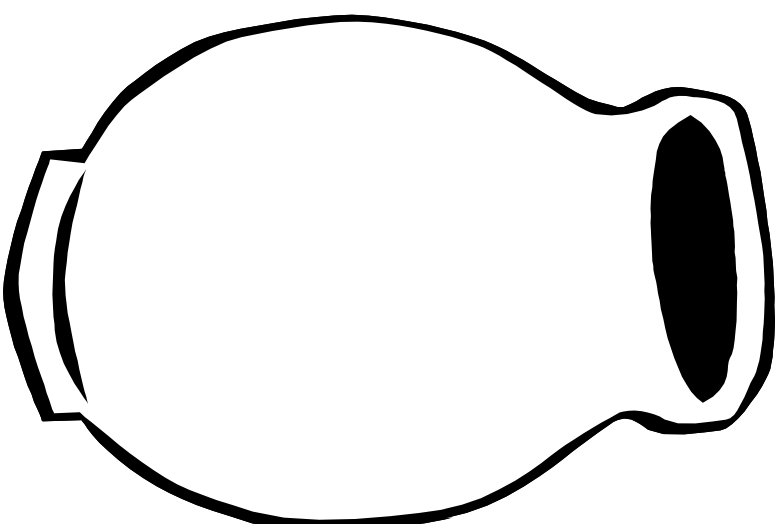
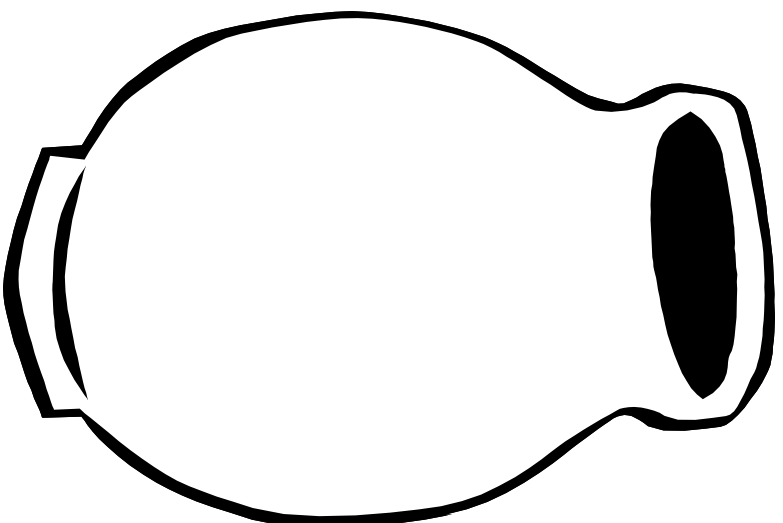
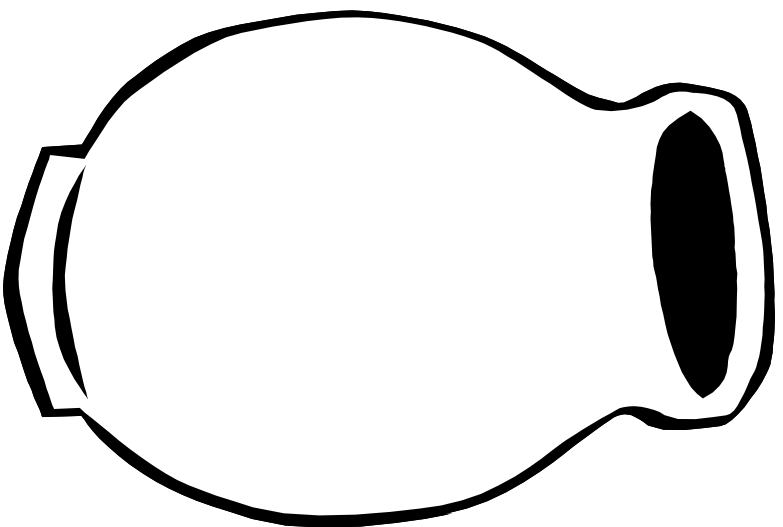


Comment vas faire le mouton pour retrouver son ami ?

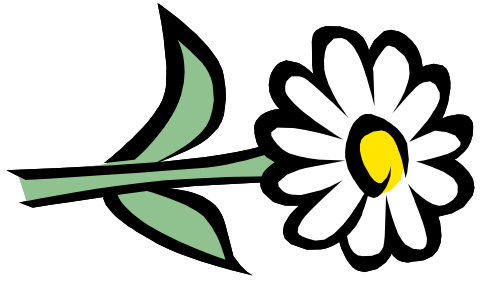
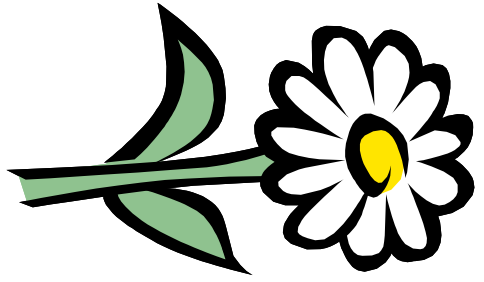
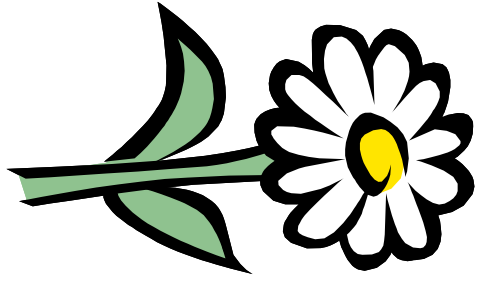
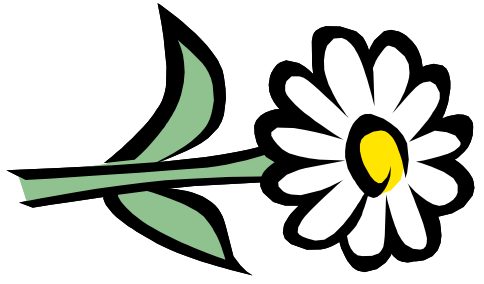
aide le a retrouver son chemin



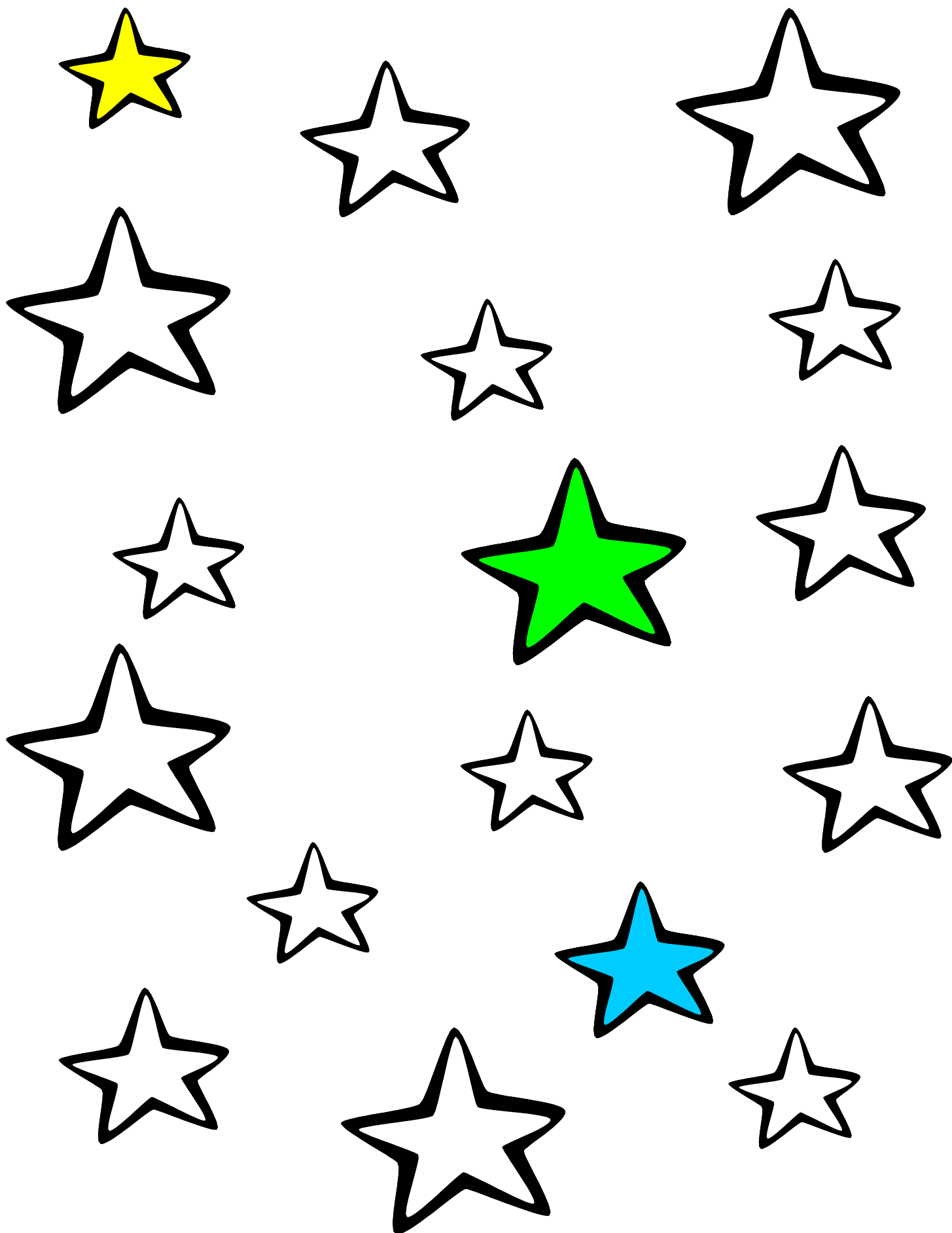
Je mets 2 fleurs dans chaque vase.



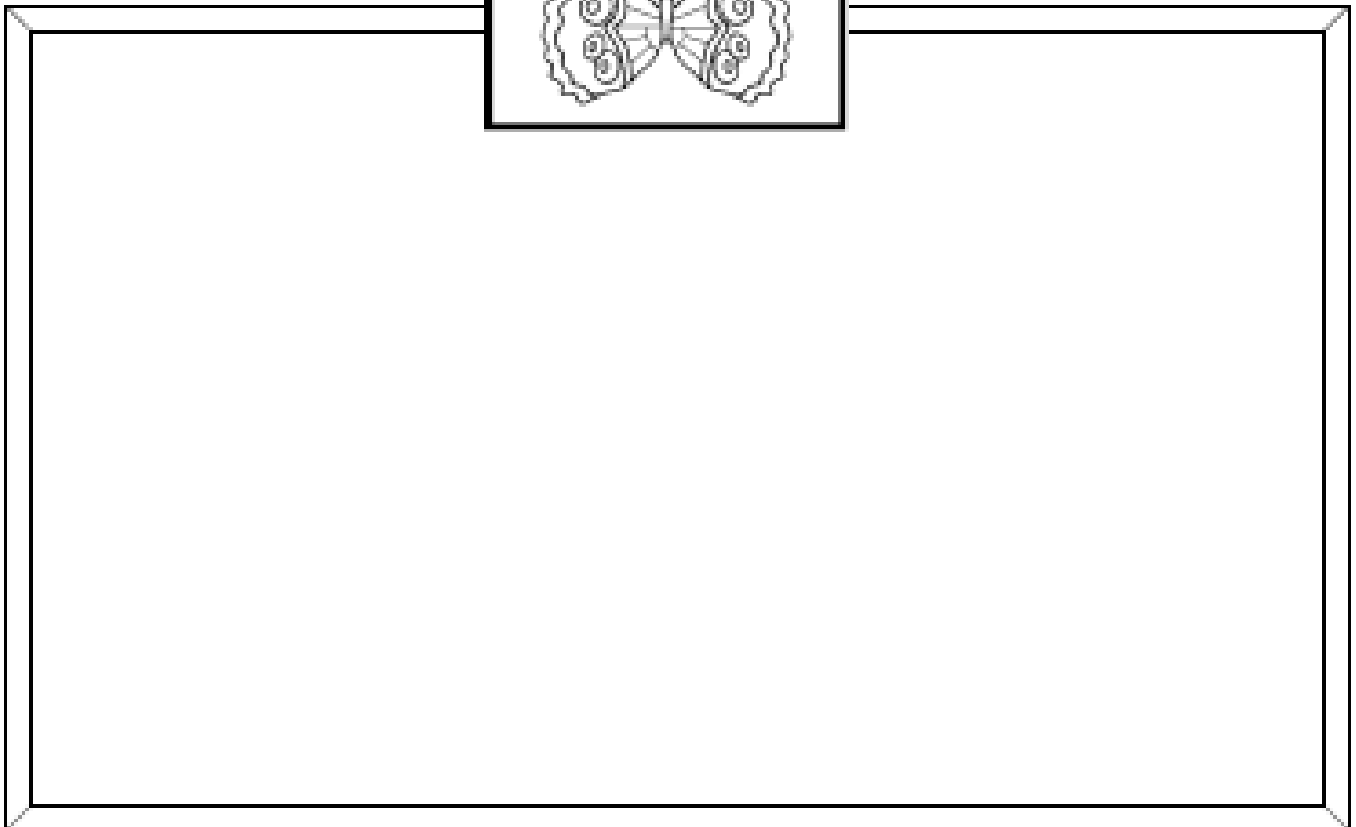
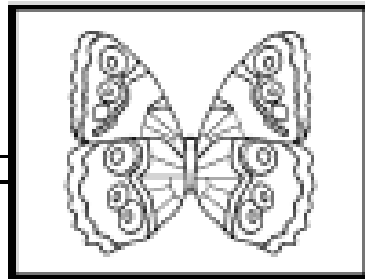
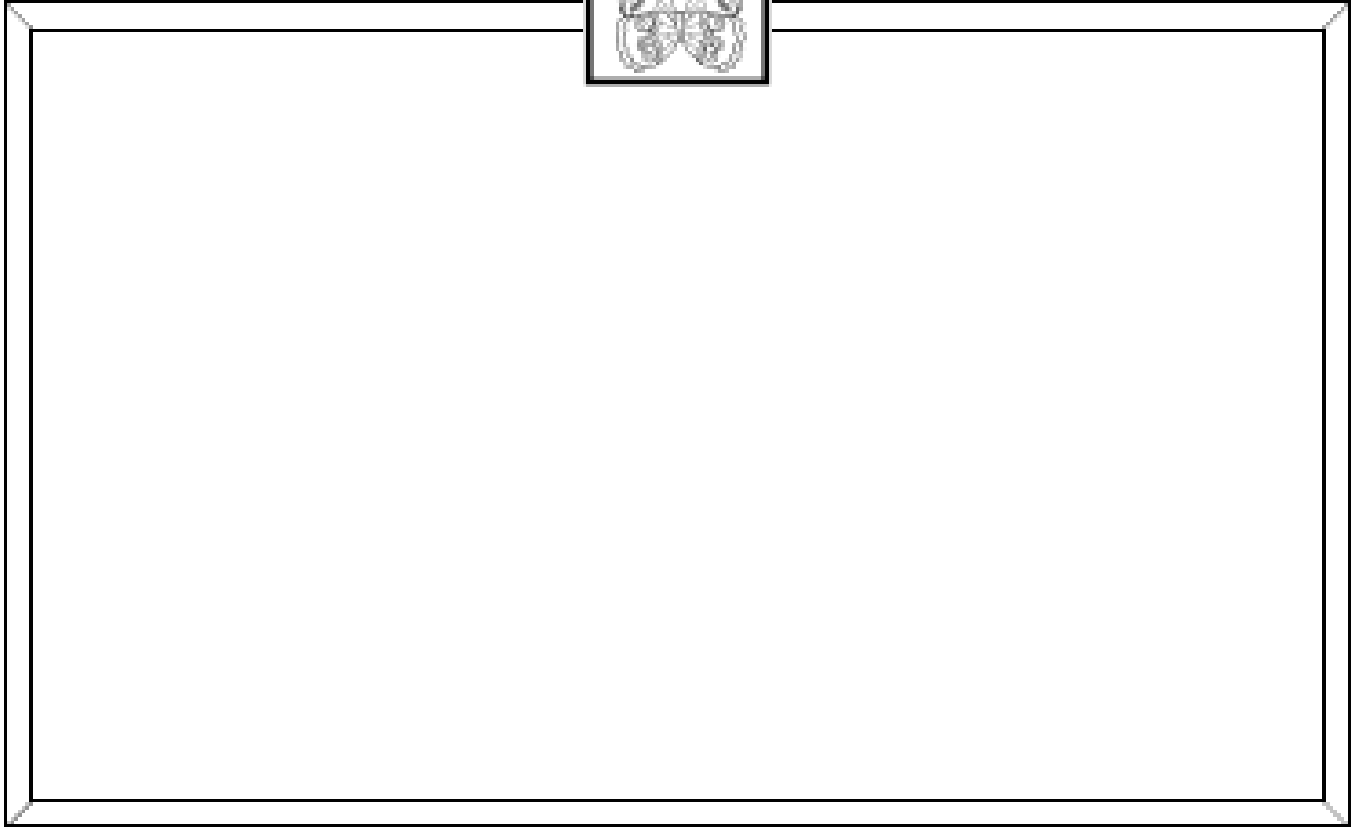
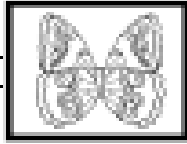
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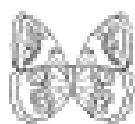
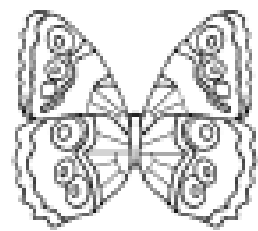
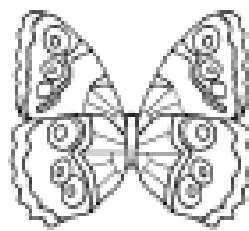
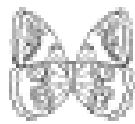
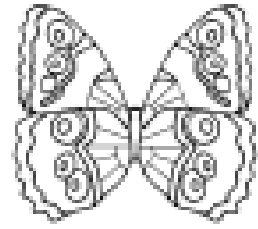
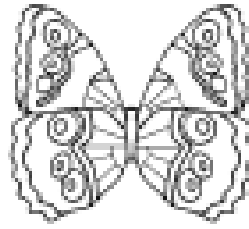
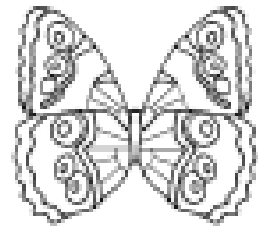
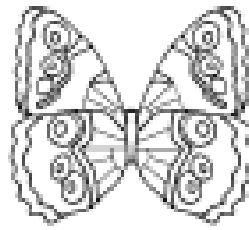
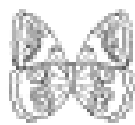
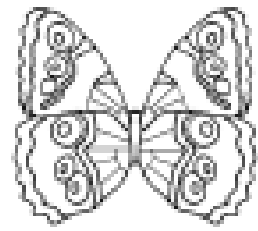
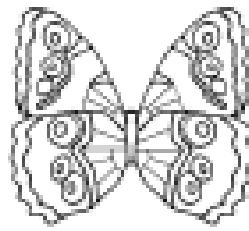
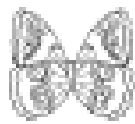
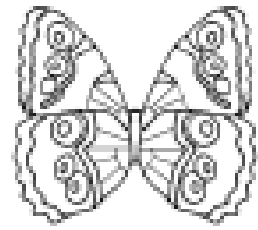
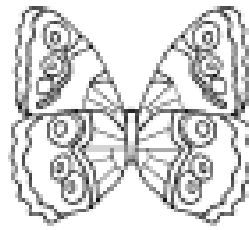
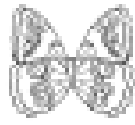
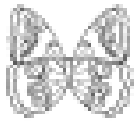
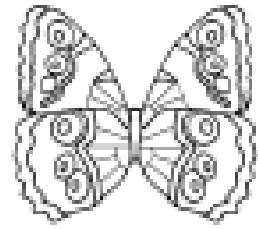
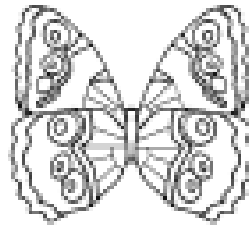
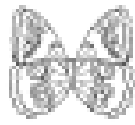
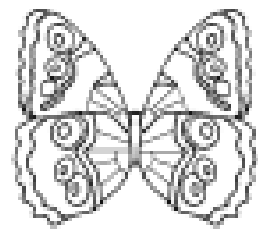
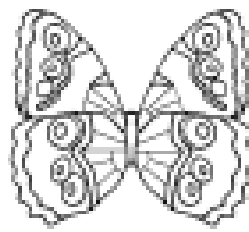


Je colorie chaque étoile selon son modèle :



LOGIQUE: trier des éléments d'après leur taille.
Colle les papillons dans la bonne boîte.





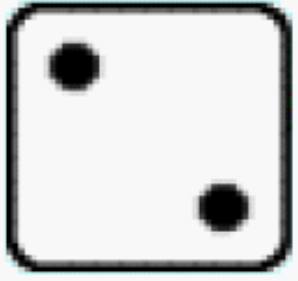
Je regroupe les cloches par **2**

2

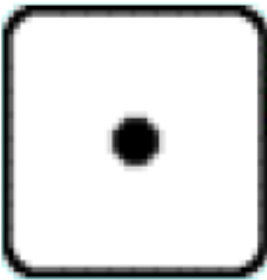


Numération: colle autant de gommettes que te l'indique le dé.

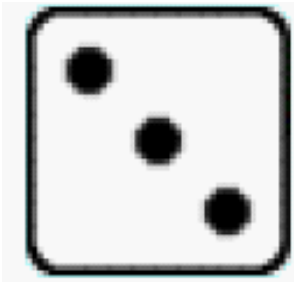
2



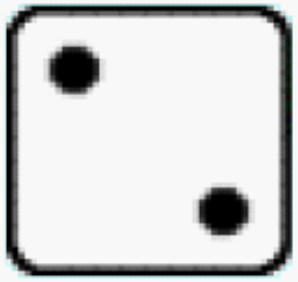
1



3



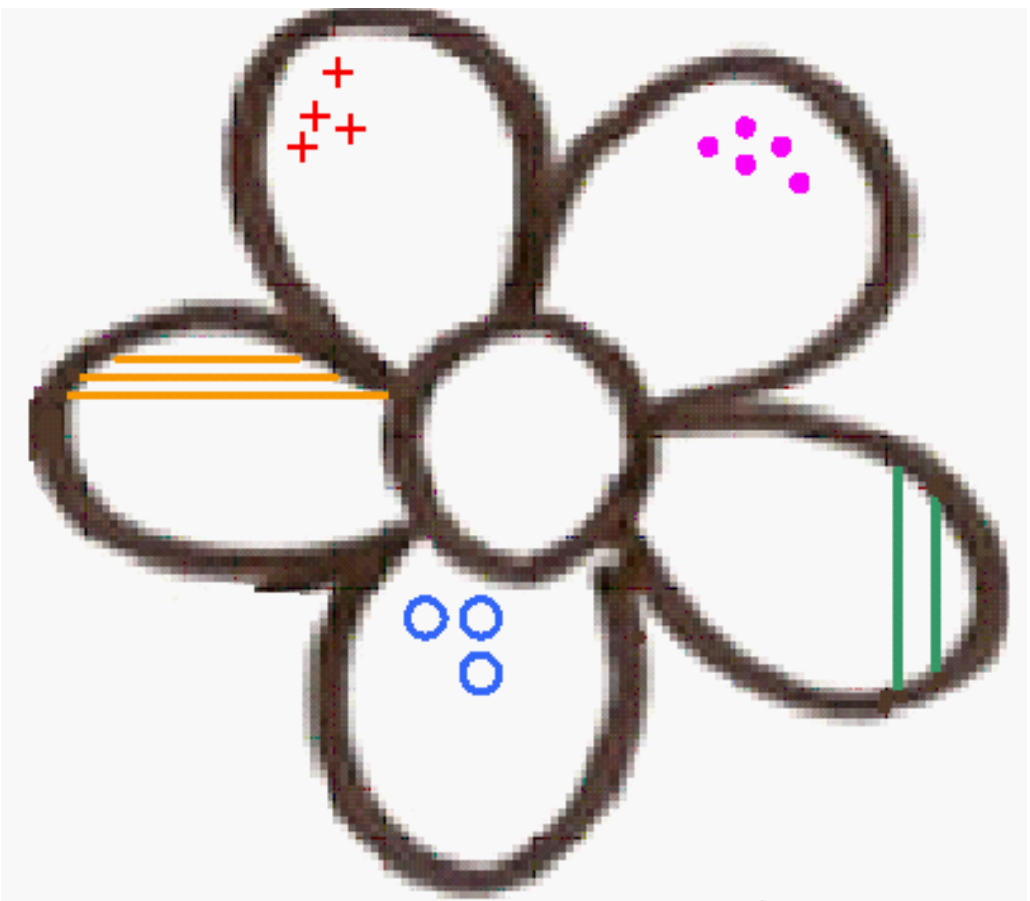
2



3



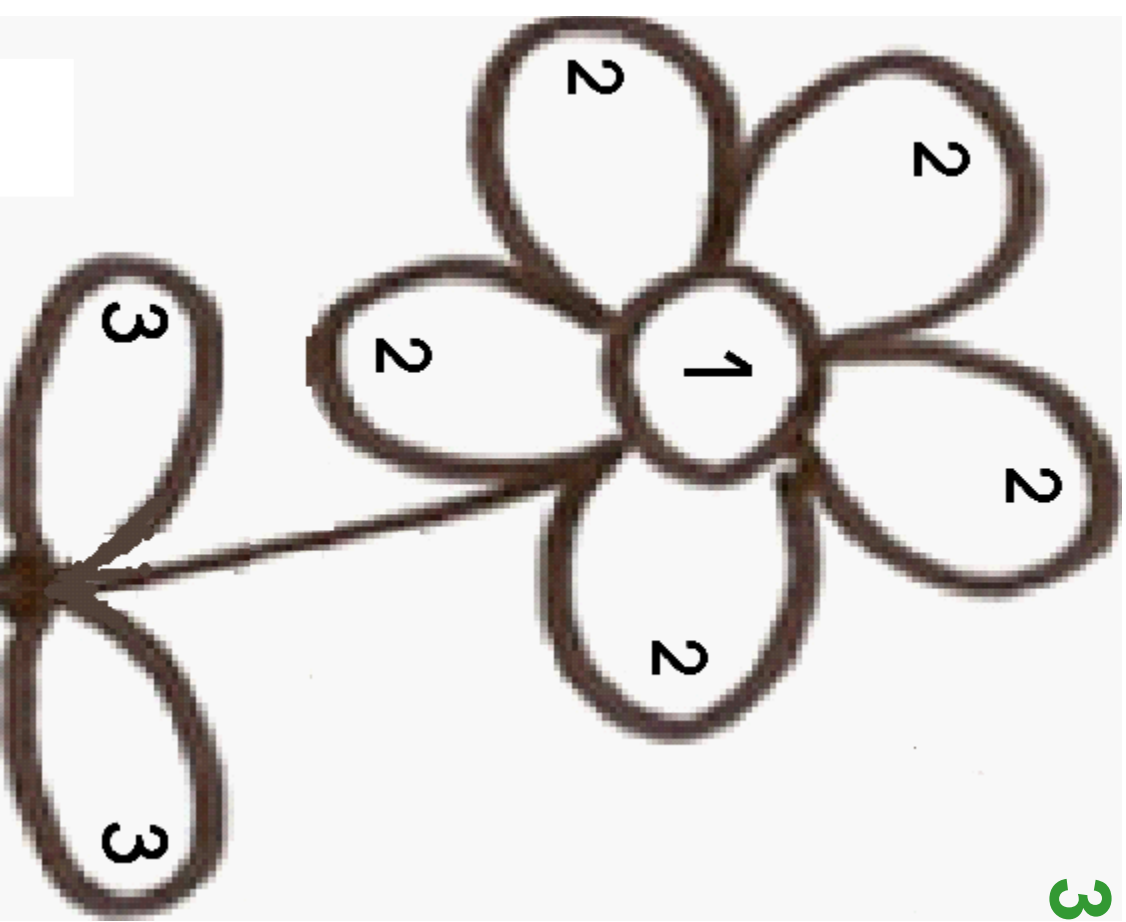
Décore la fleur selon les graphismes proposés.



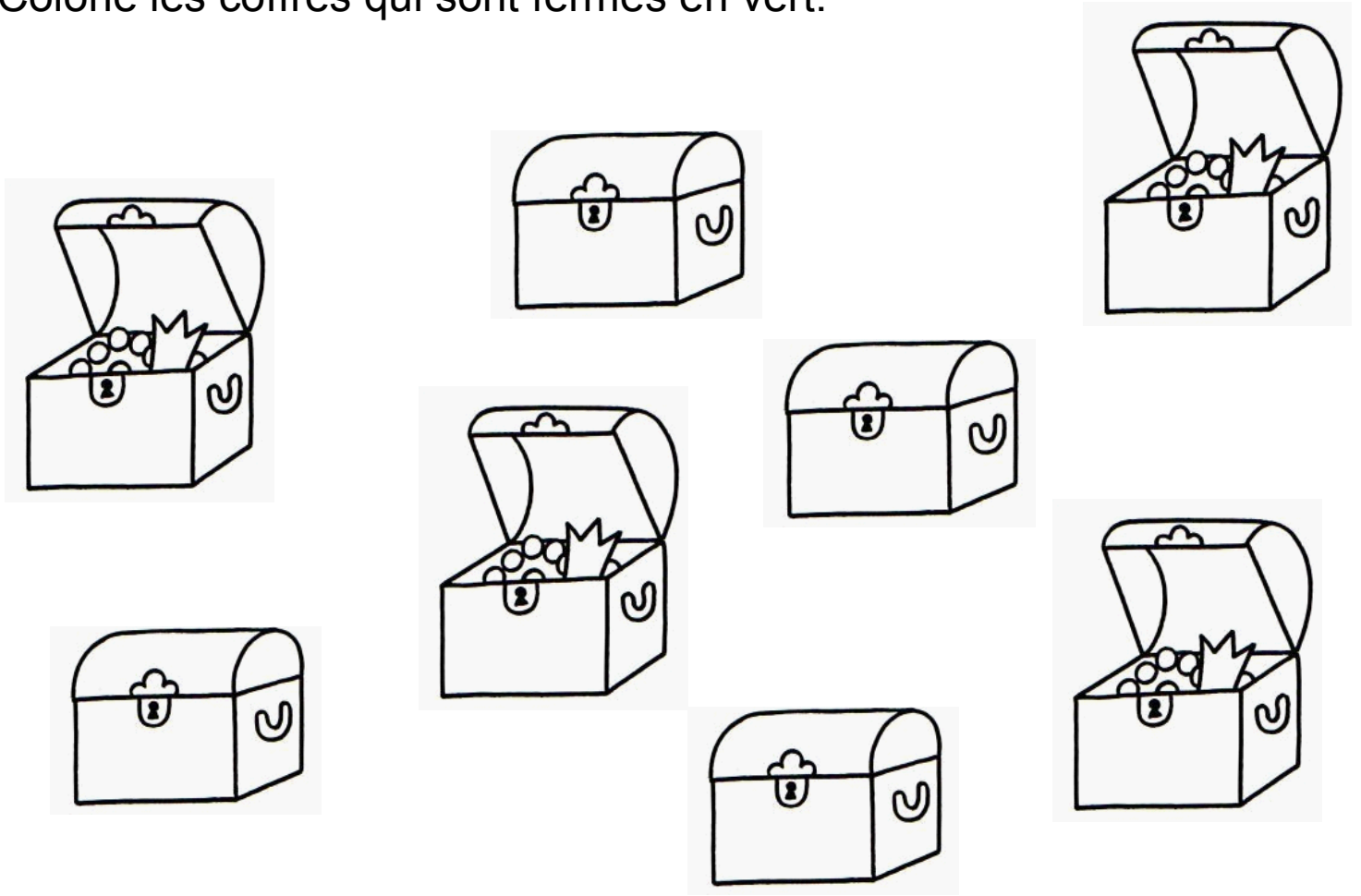
Coloriage codé

1
2

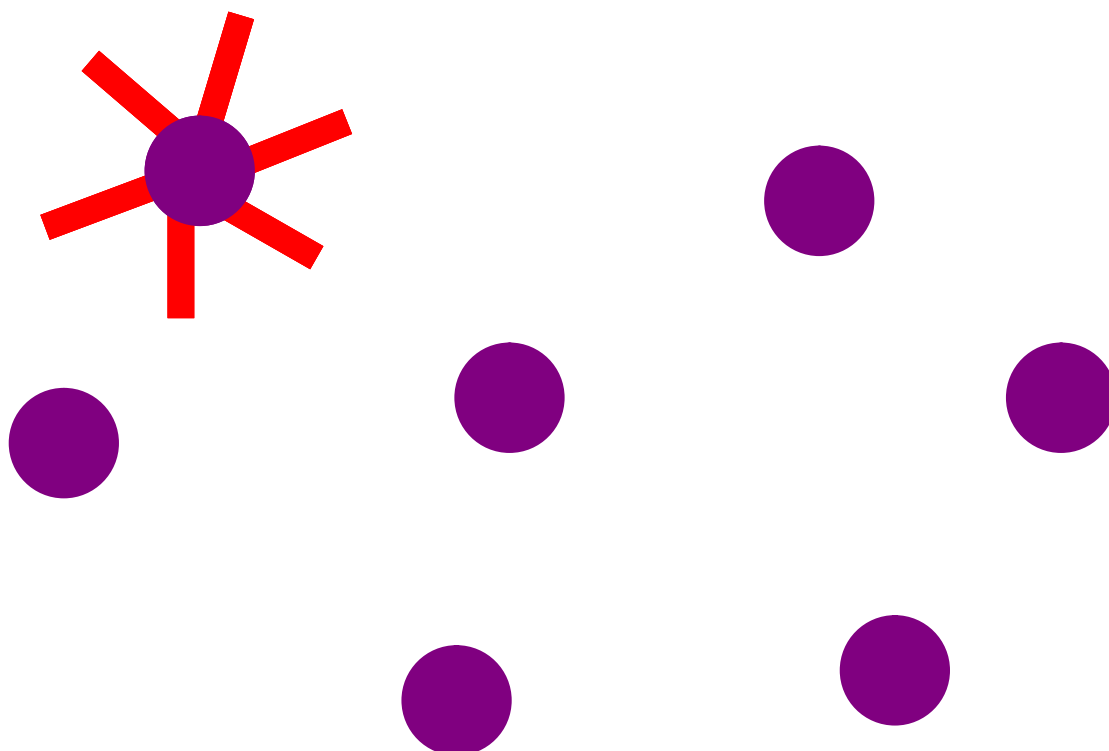
3



Colorie les coffres qui sont ouverts en violet.
Colorie les coffres qui sont fermés en vert.

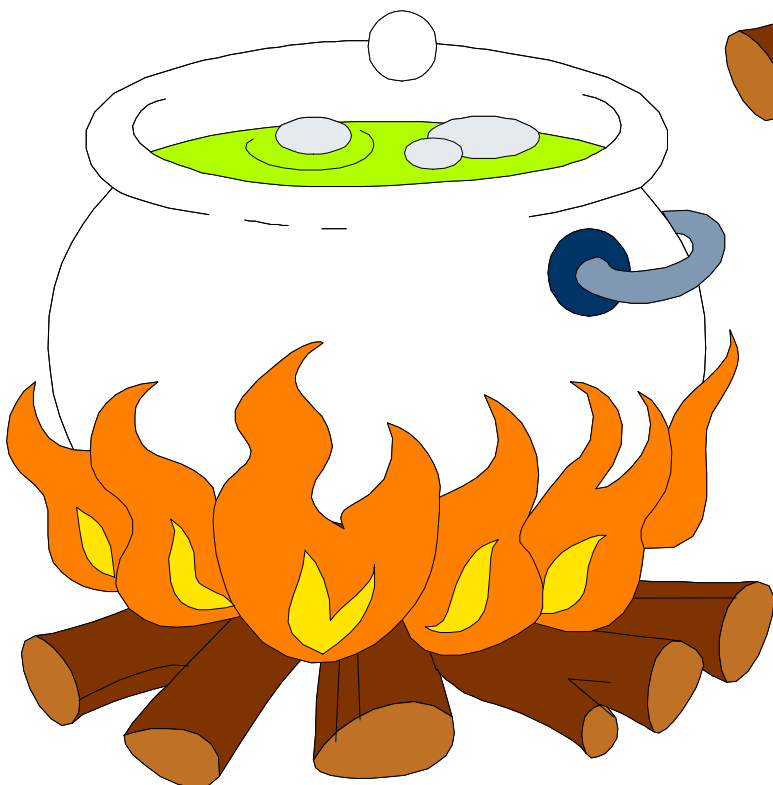
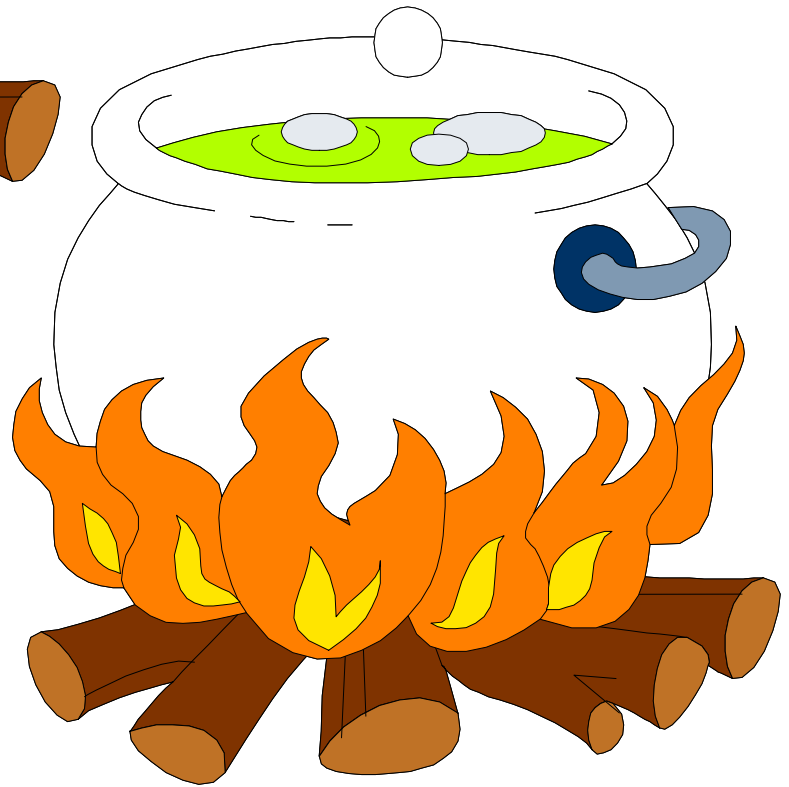
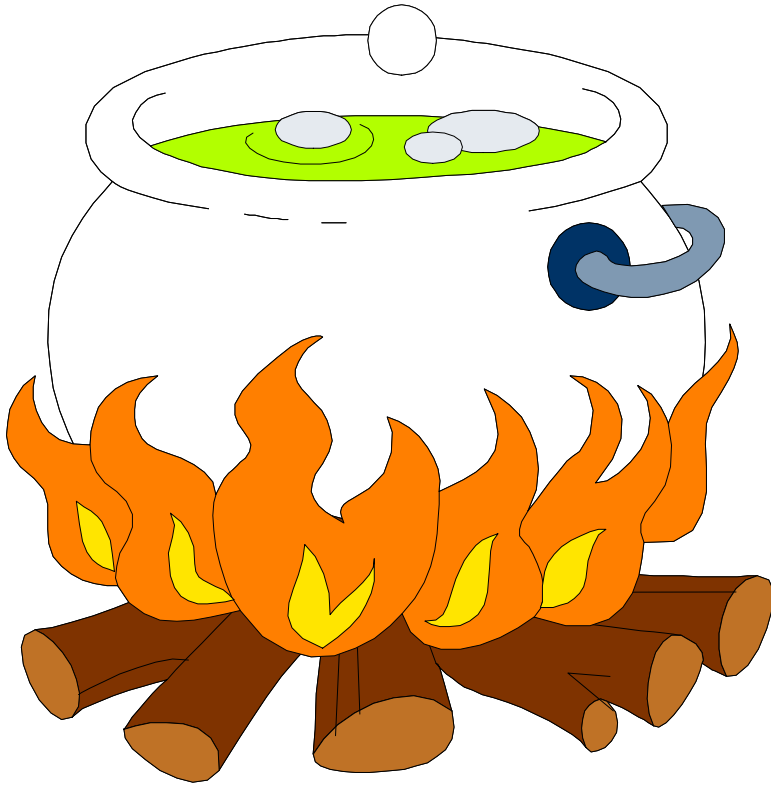


Graphisme: traits obliques. Dessine des traits comme le modèle.



Je plonge 3 carottes dans chaque chaudron.

3



Compte les objets et relie les groupes d'un élément au chiffre 1

