

Entoure le chiffre **1**

1

1

0

2

3

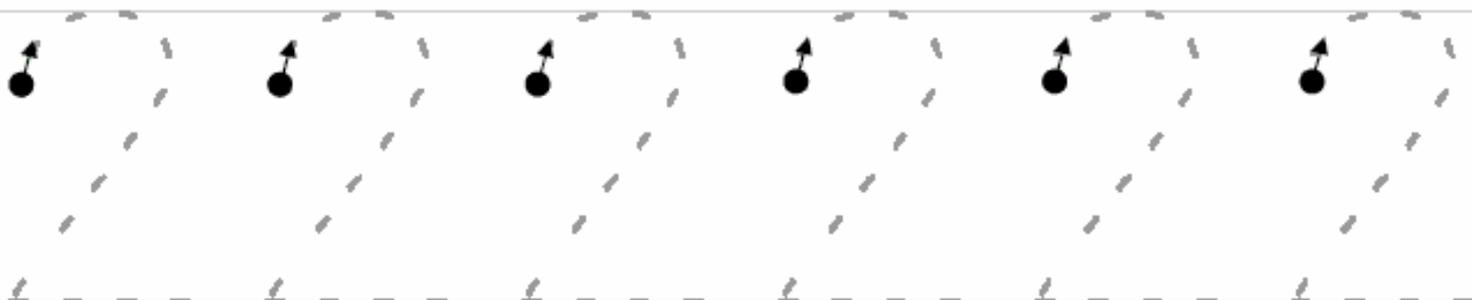
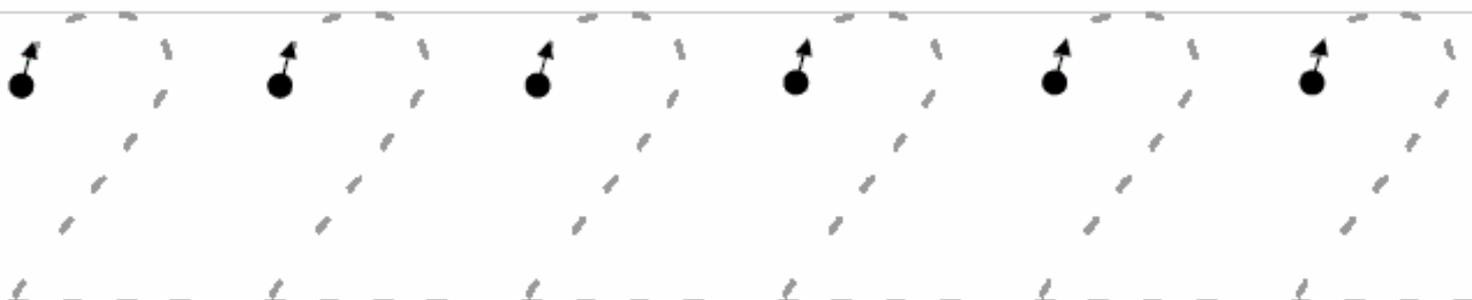
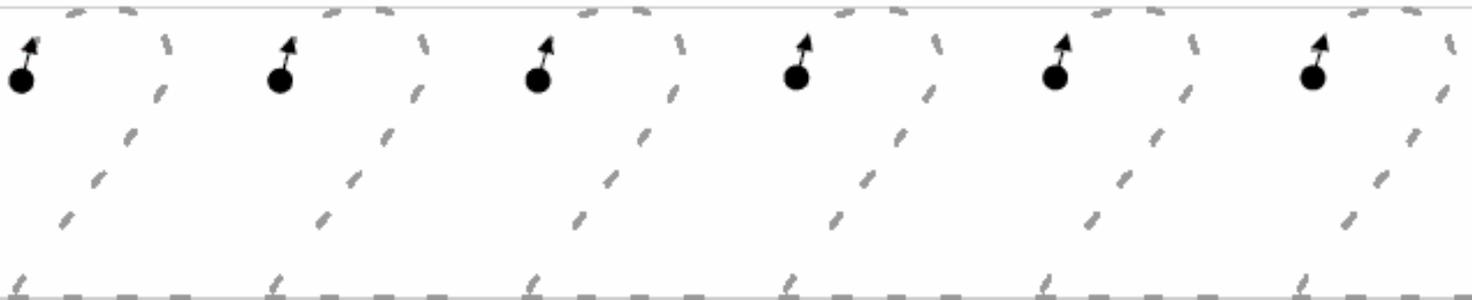
1

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Entoure le chiffre

**2**

1

2

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0

3

2

1

1

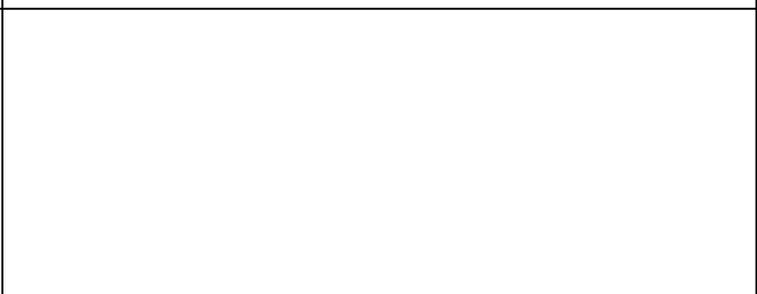
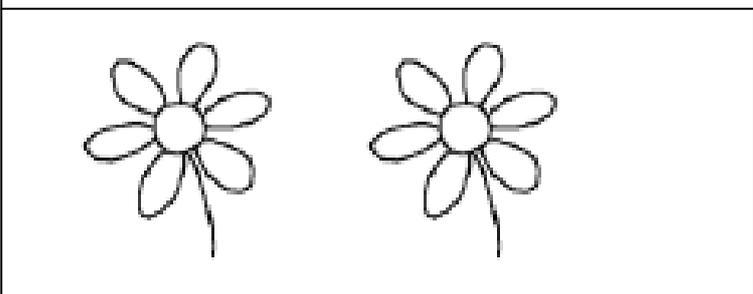
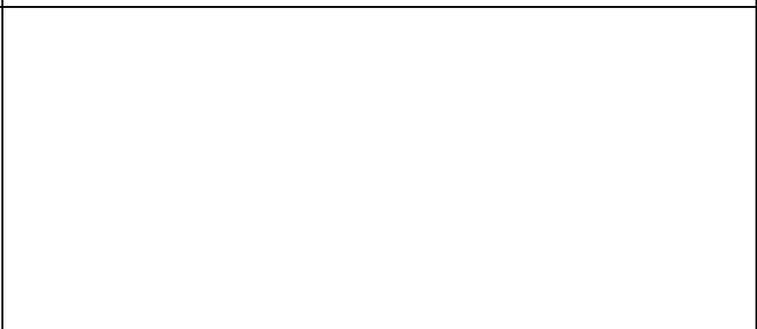
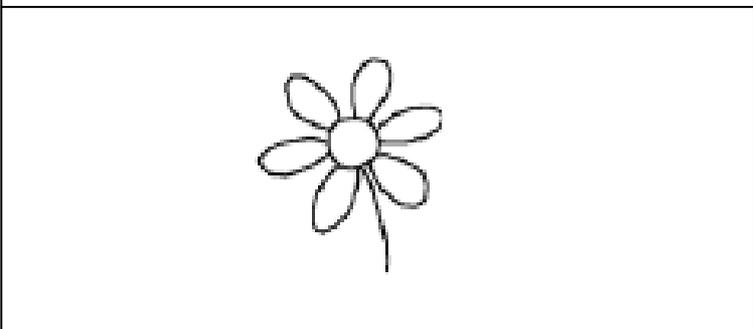
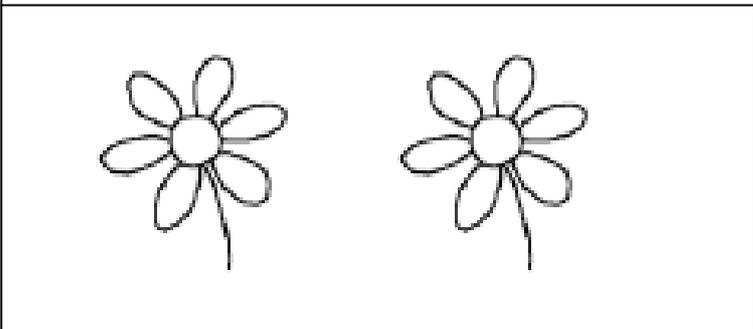
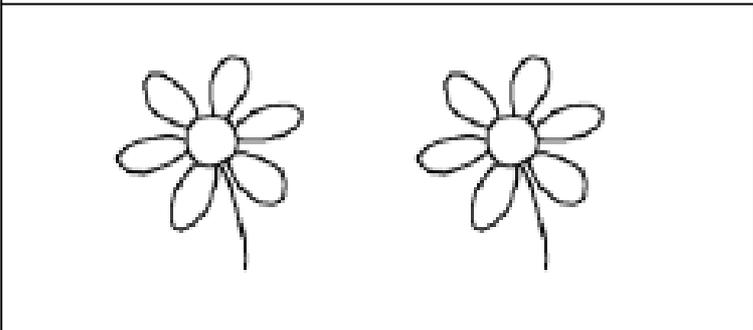
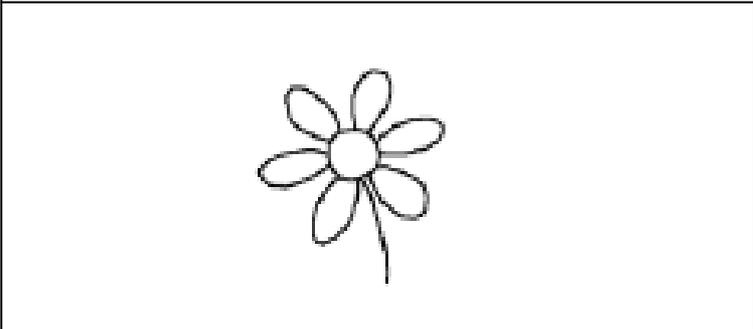
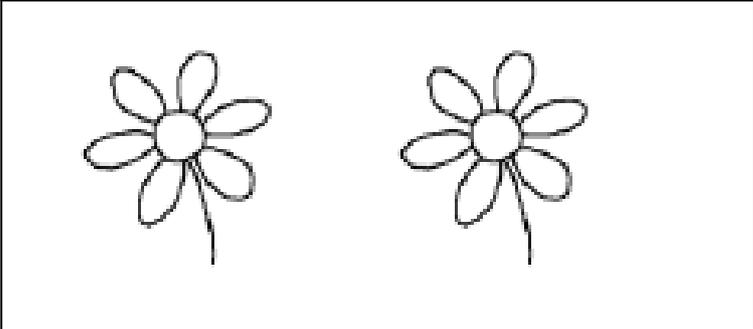
2

2

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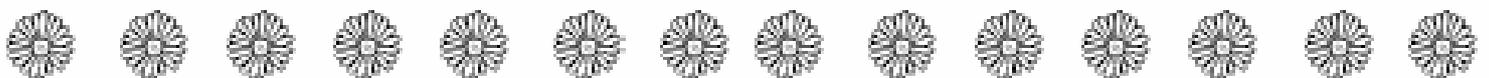
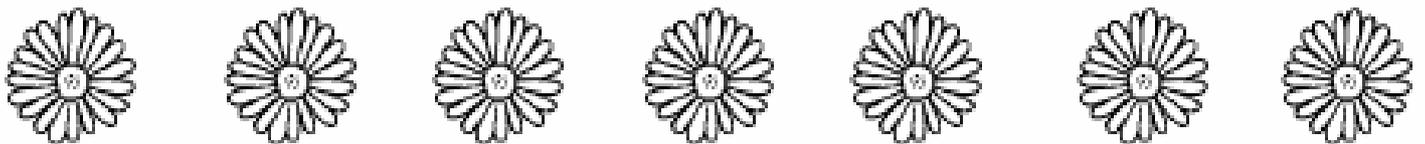
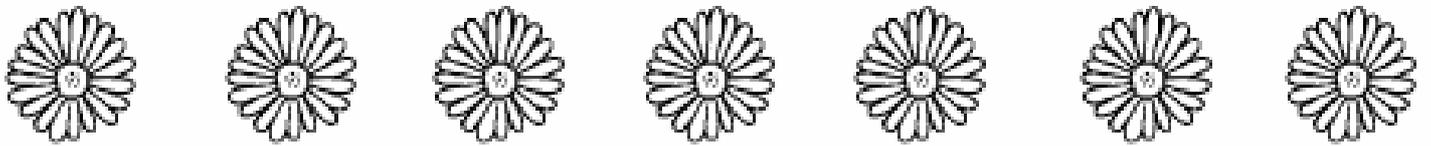
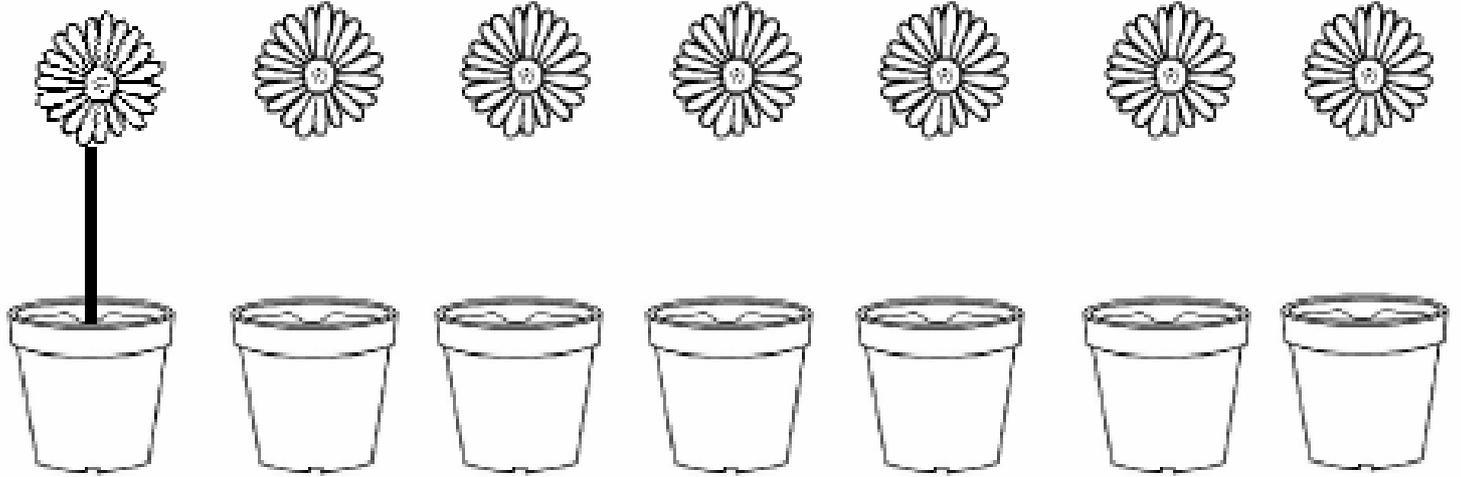
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Colle autant de gommettes qu'il y a de fleurs.



# Graphisme: les lignes verticales

Dessine les tiges des fleurs.



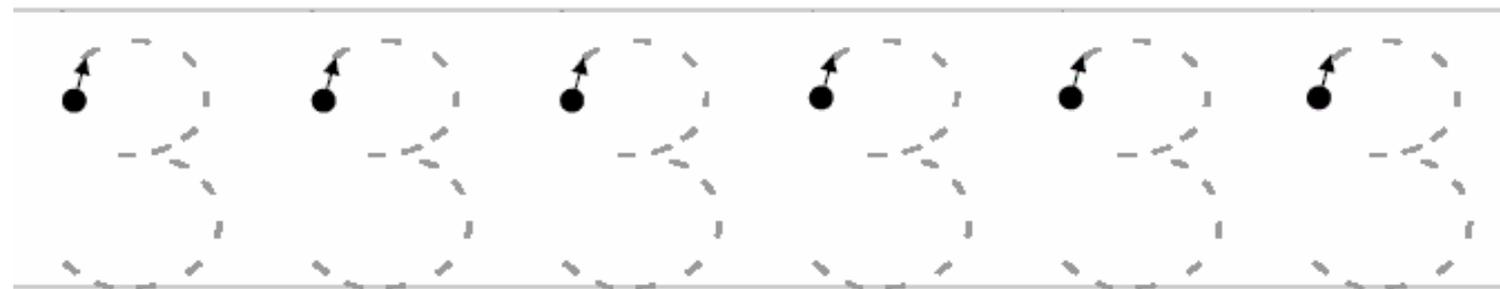
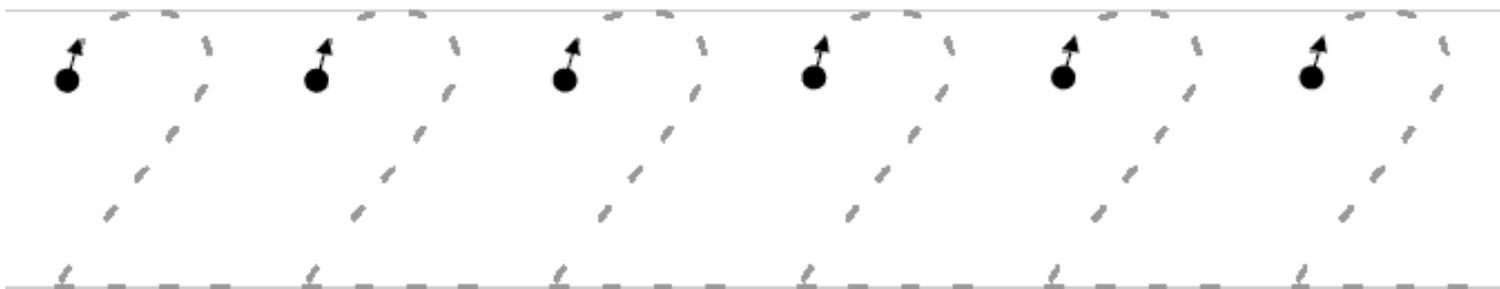
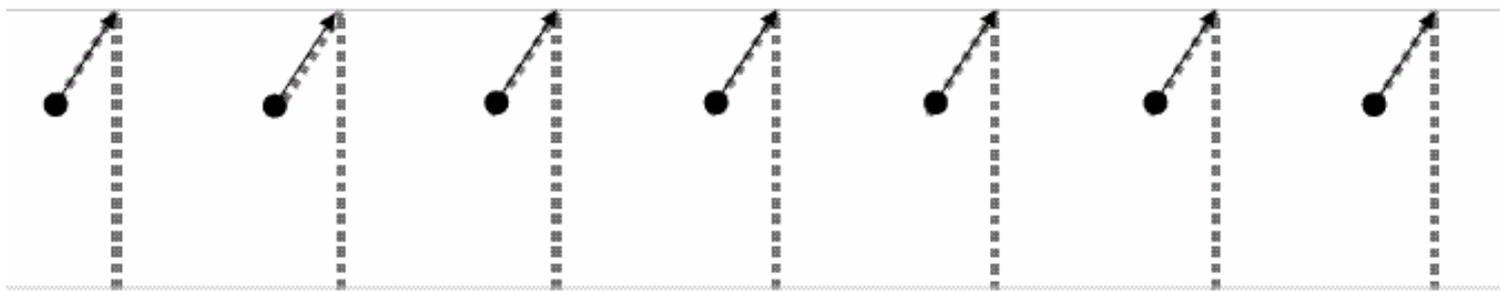
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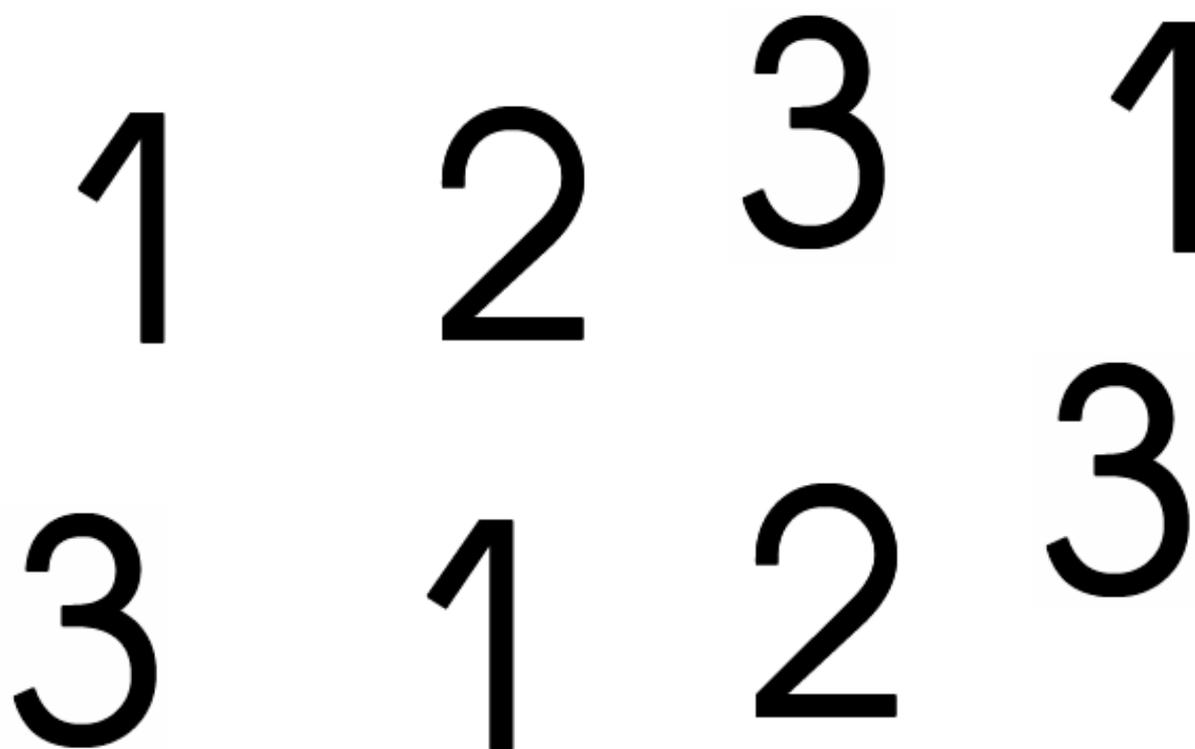
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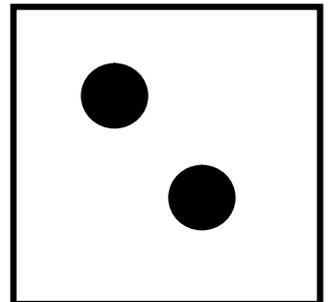
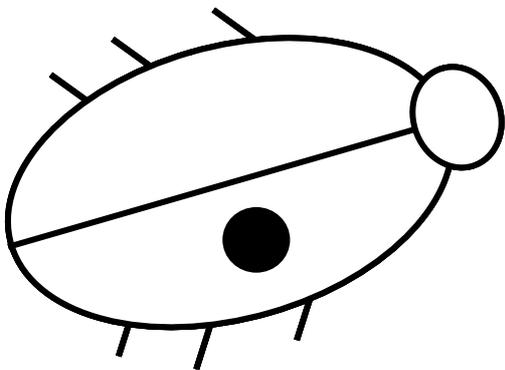
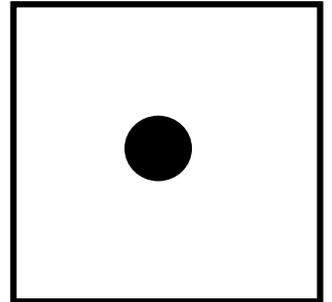
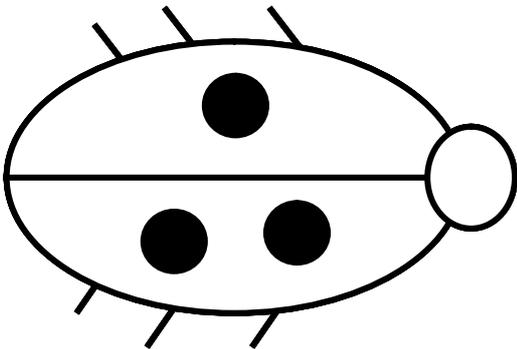
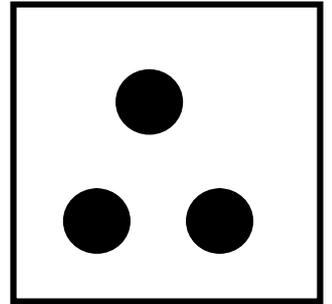
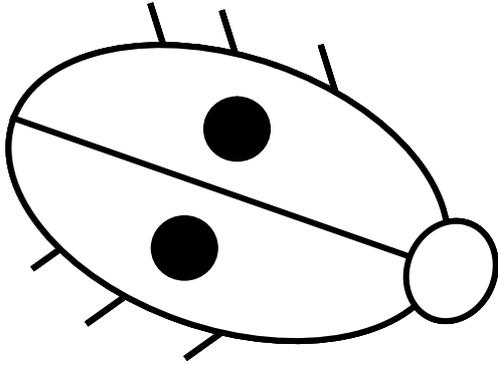


Entoure le chiffre **3**



Compte d'abord les points de chaque coccinelle.

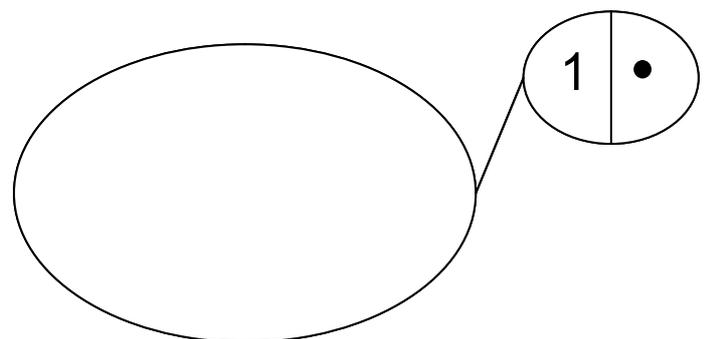
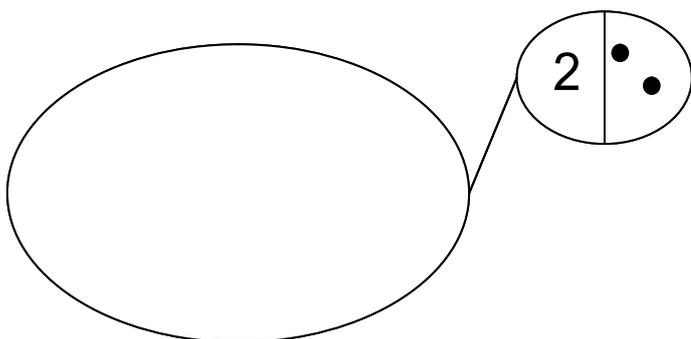
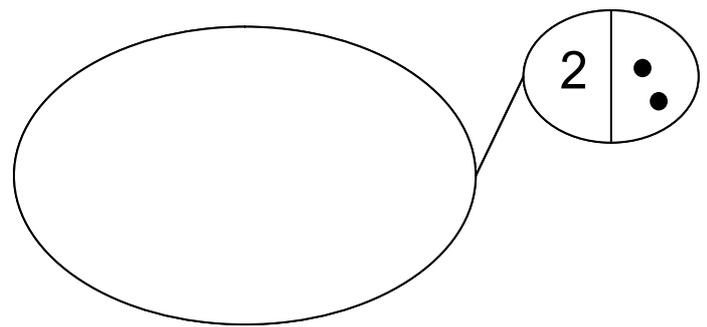
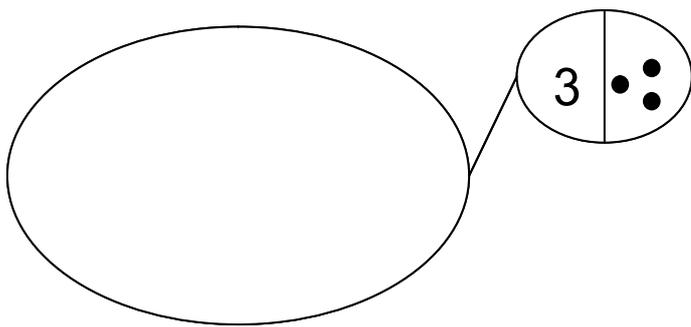
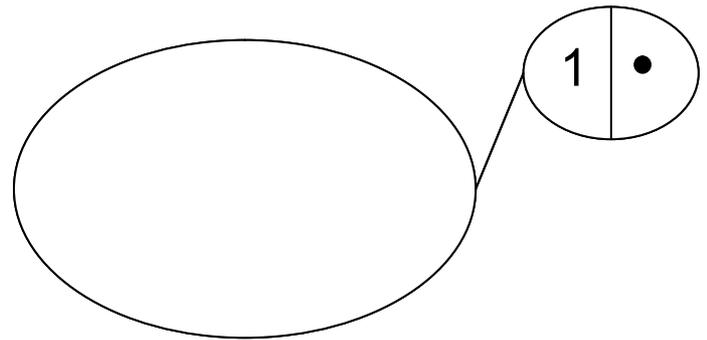
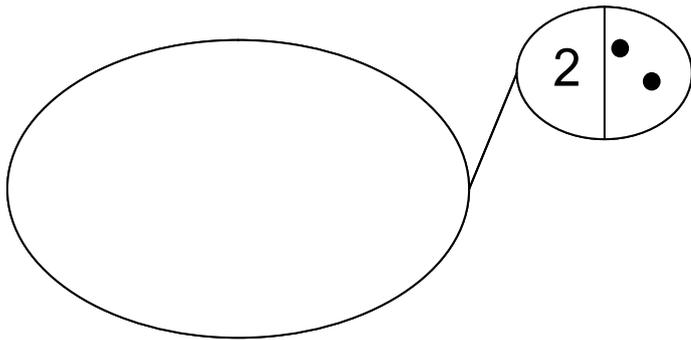
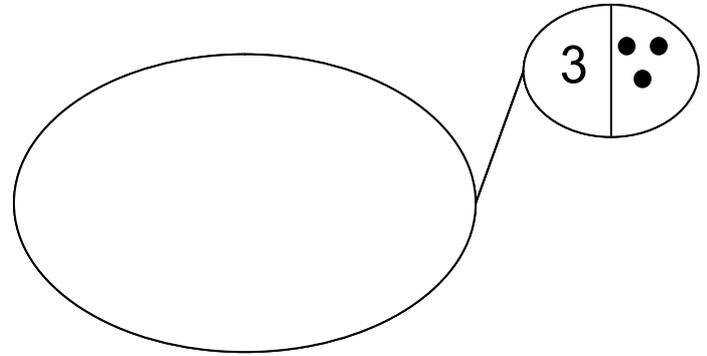
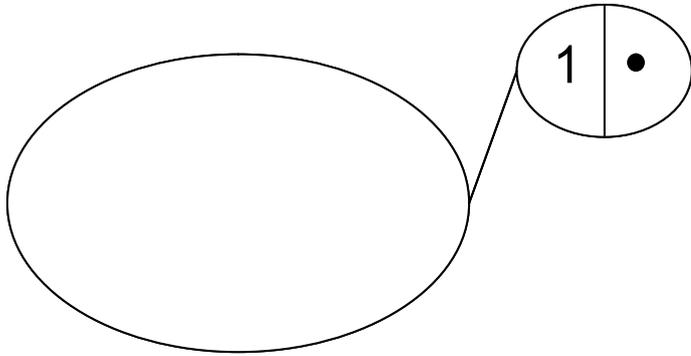
Relie ensuite chacune d'elles avec le dé qui contient autant de points.



## Mathématiques – Les quantités 1-2-3

**Consigne:** Colle le nombre de gommettes correspondant au chiffre.

**Objectif:** Faire correspondre une quantité à un chiffre.

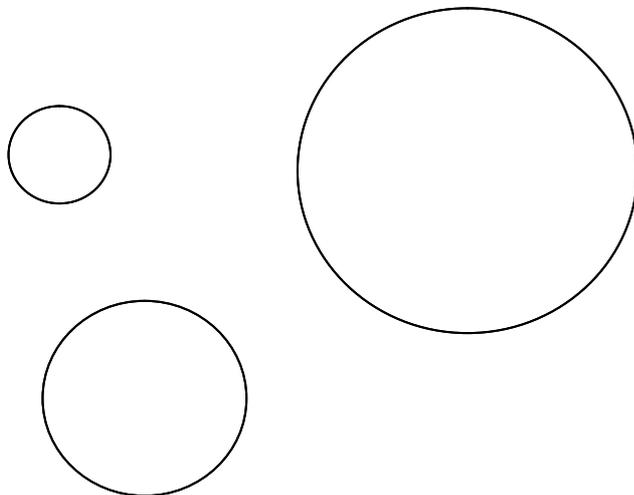
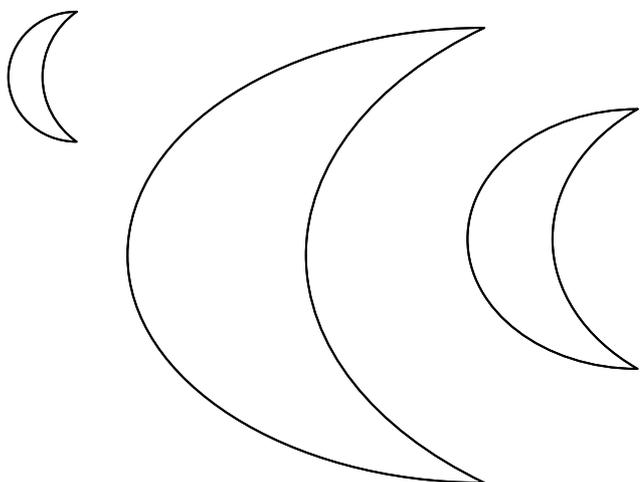
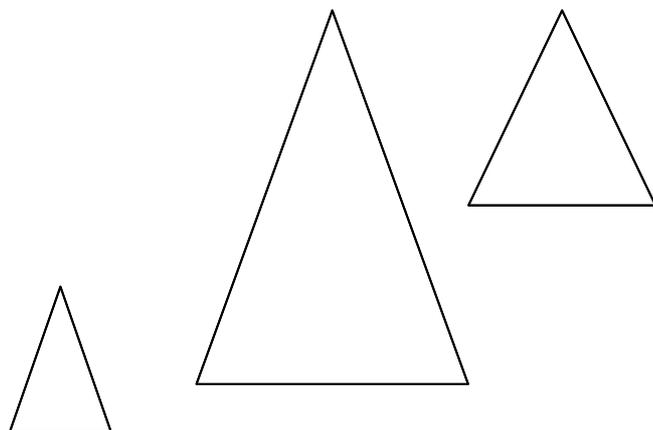
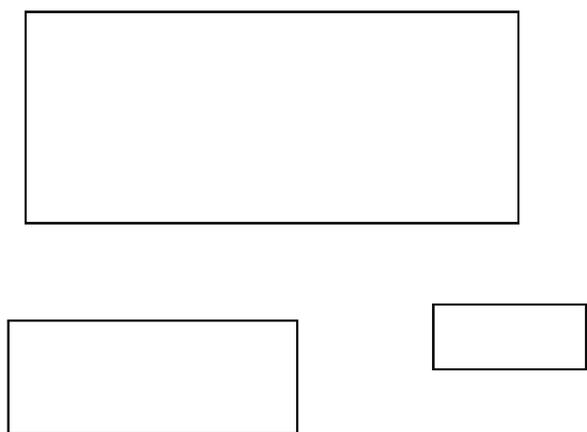
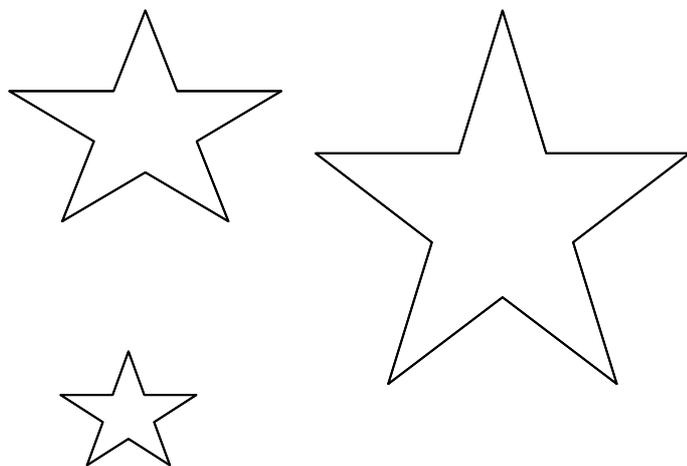
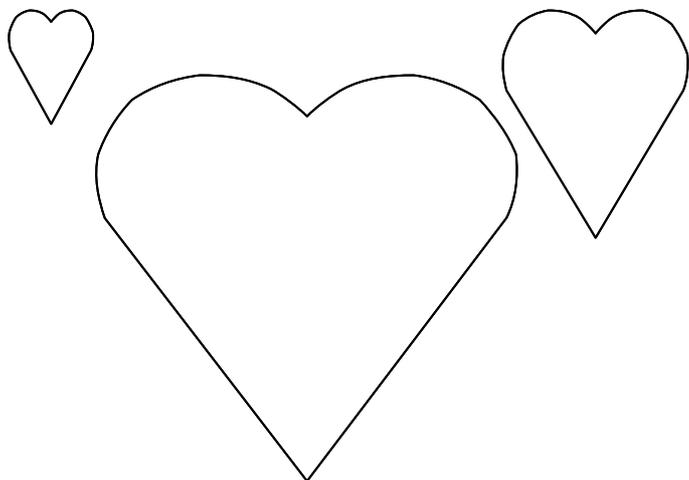


## Mathématiques: comparer des éléments

Objectif: distinguer le plus petit et le plus grand.

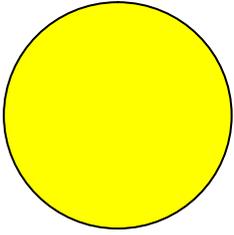
Consigne: Colorie en ROUGE l'élément le PLUS GRAND.

Colorie en JAUNE l'élément le PLUS PETIT.

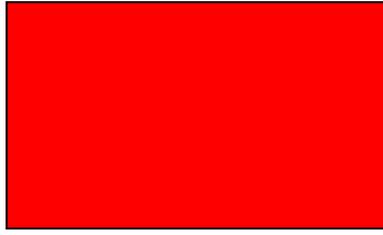


# FORMES GEOMETRIQUES

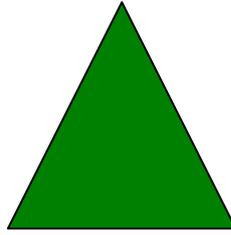
Colorie en fonction du code suivant:



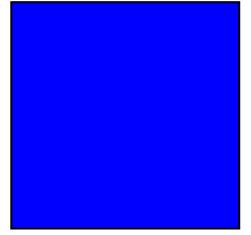
JAUNE



ROUGE

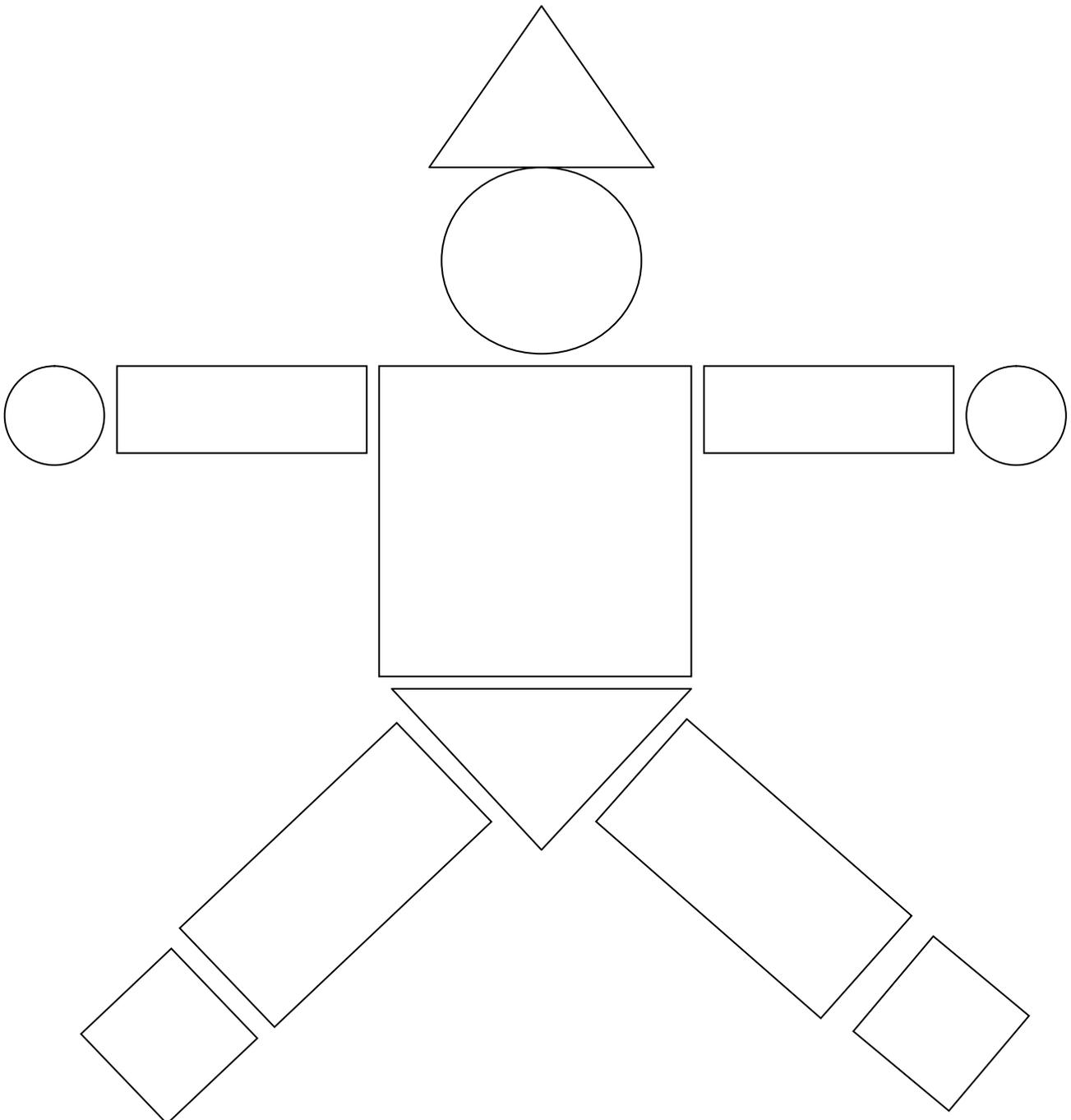


VERT



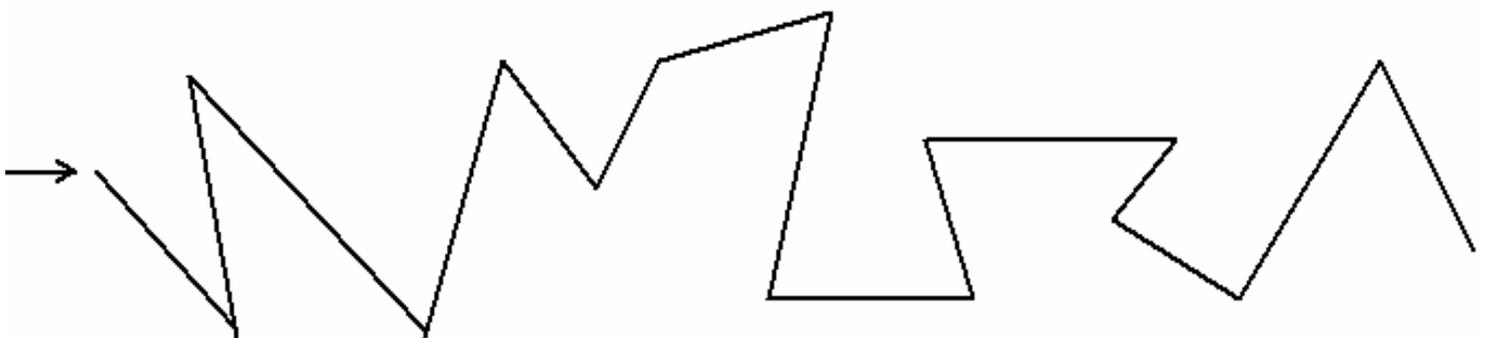
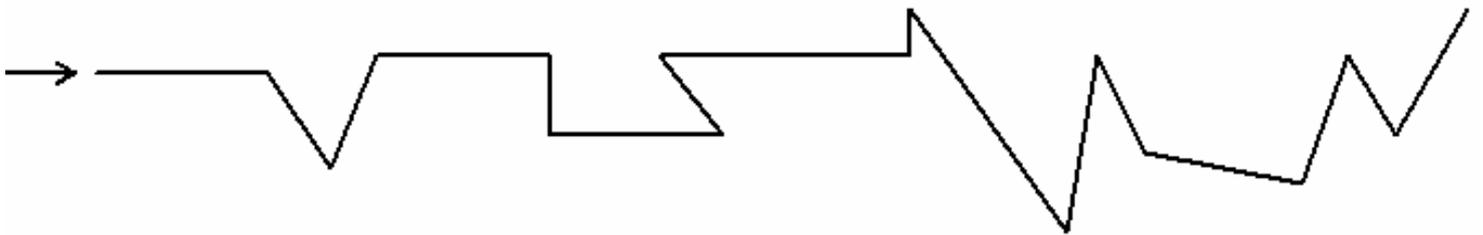
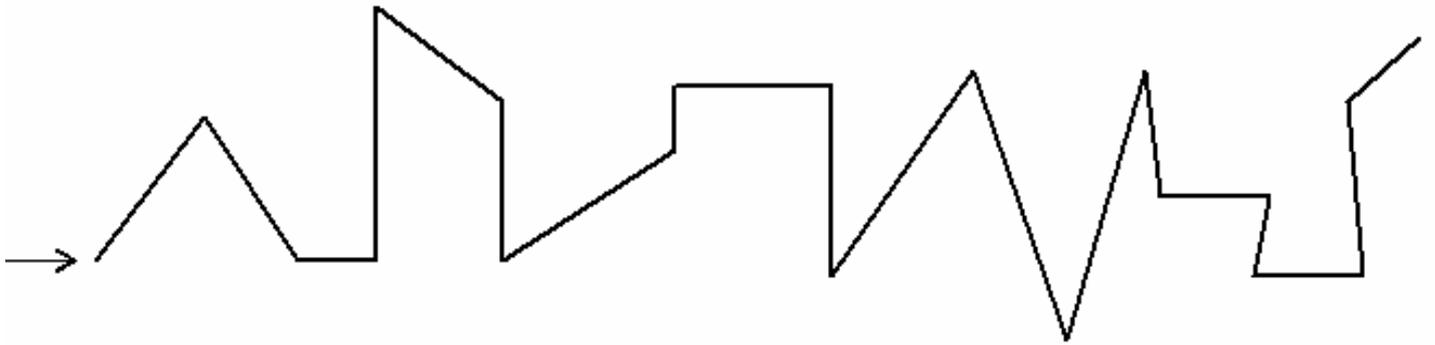
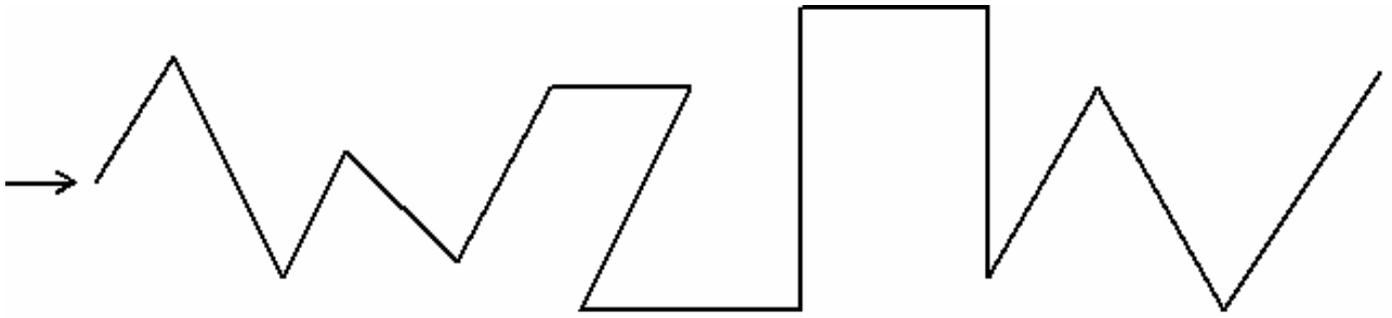
BLEU

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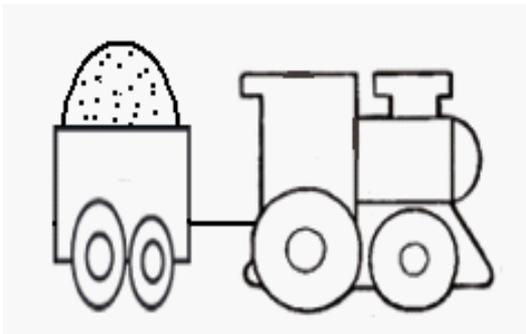
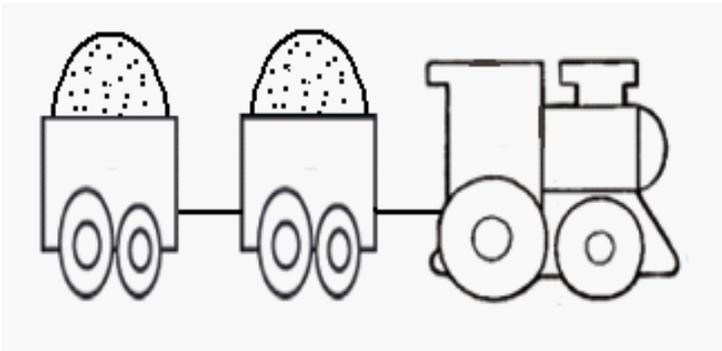
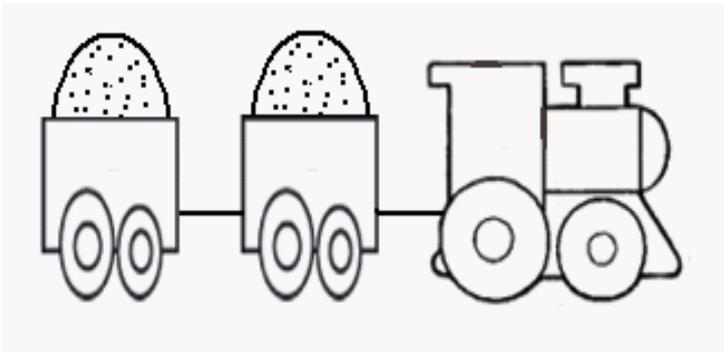
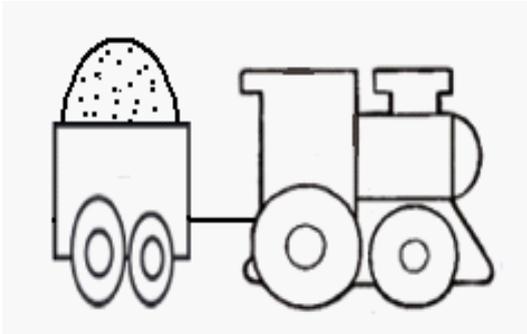


# Graphisme: lignes brisées

Passer sur les traits avec ton feutre.

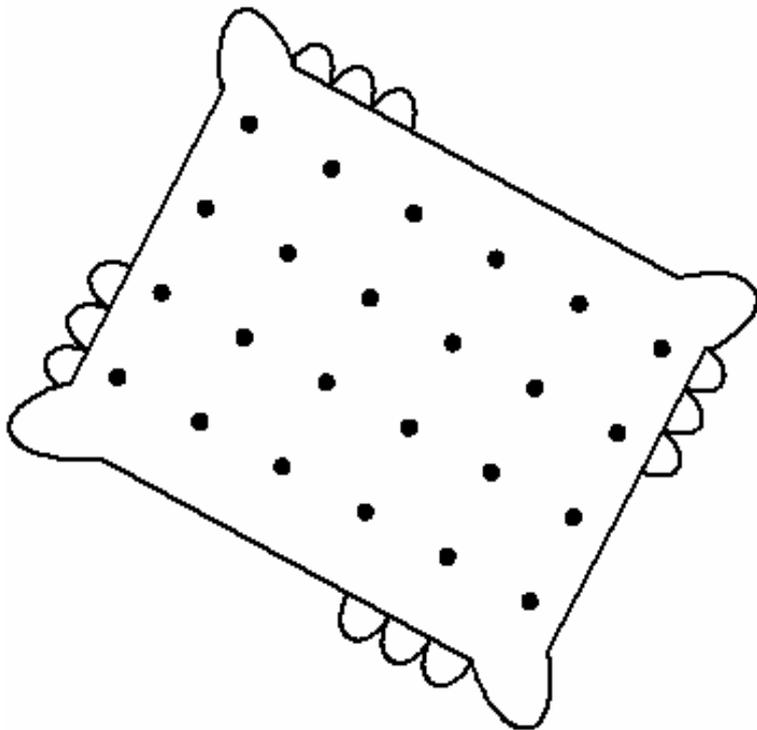
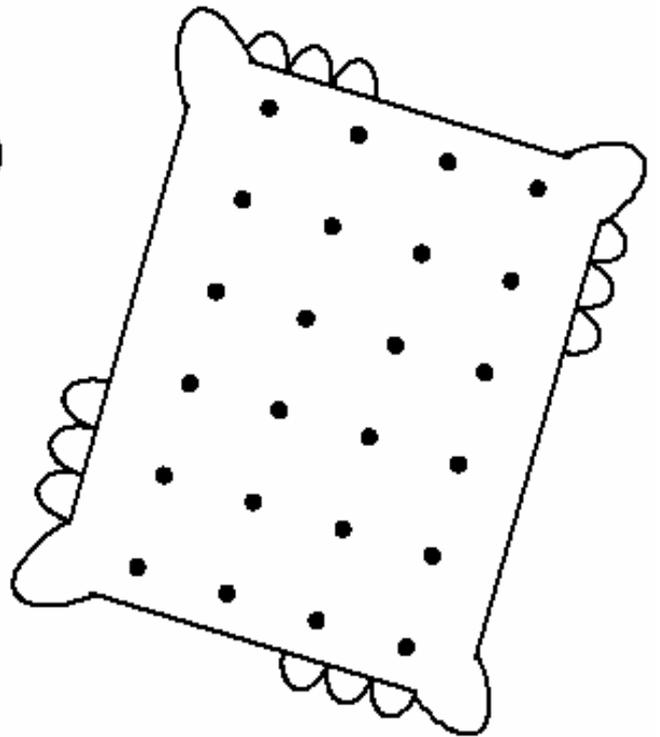
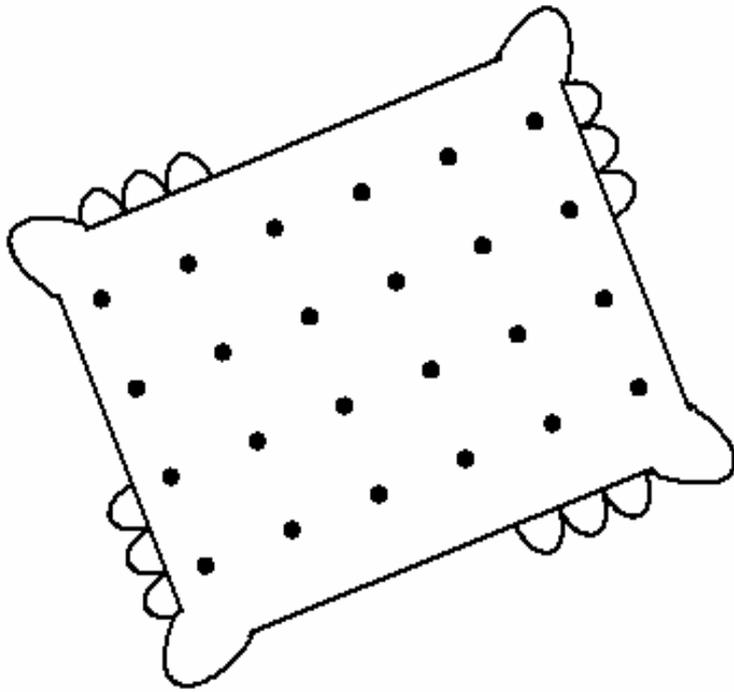


Compte les wagons de chaque train. Relie les trains qui ont le même nombre de wagons.

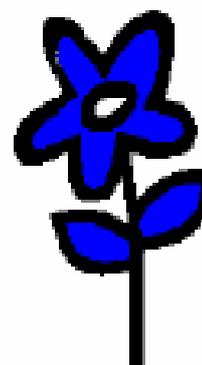
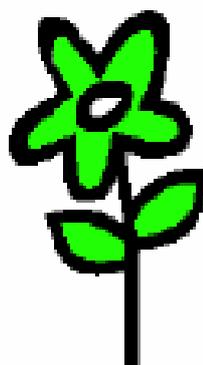
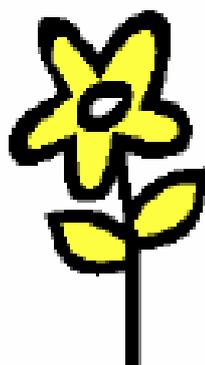
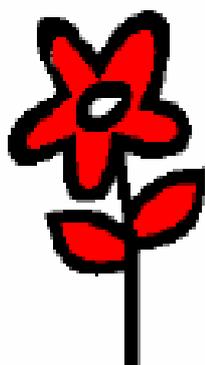
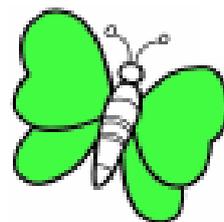
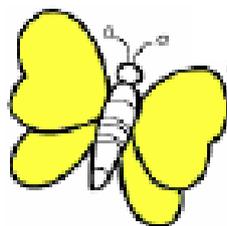
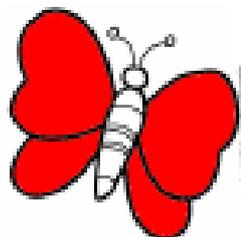
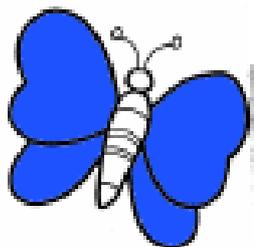


## Graphisme: les ponts

Termine les dessins des biscuits.

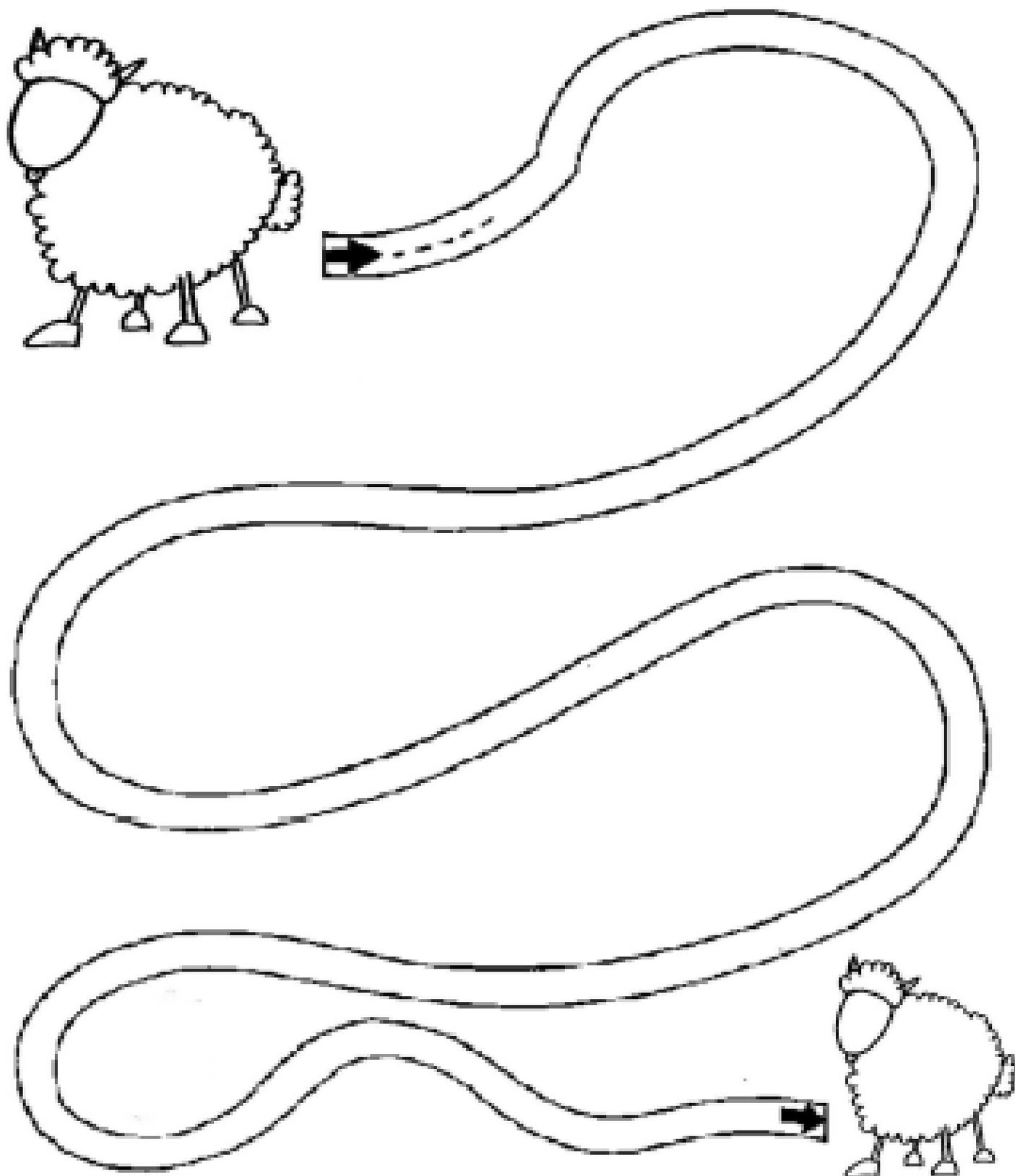


**LOGIQUE:** associer des objets de la même couleur.  
Relie chaque papillon à la fleur de la même couleur.

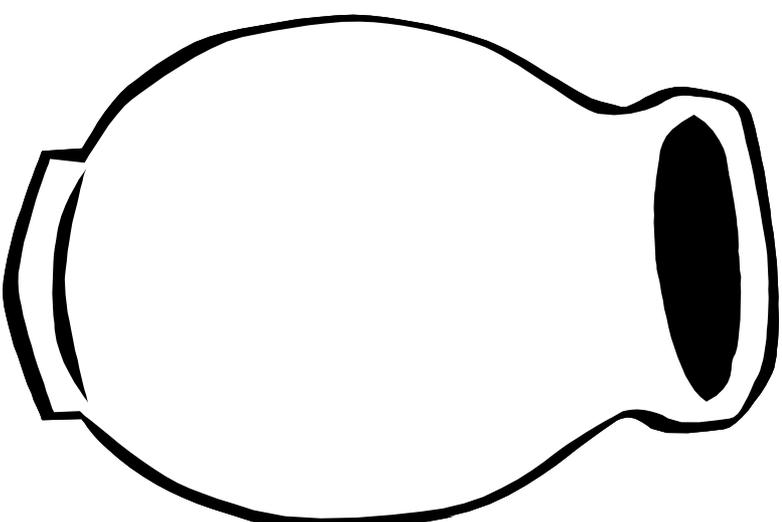
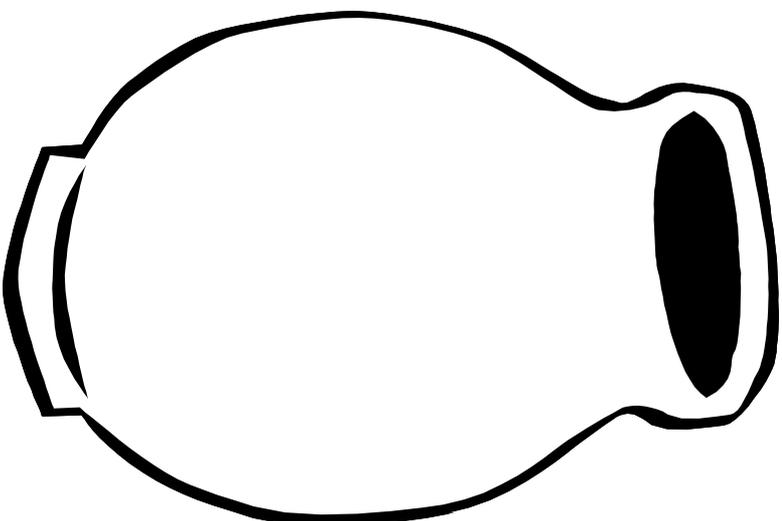
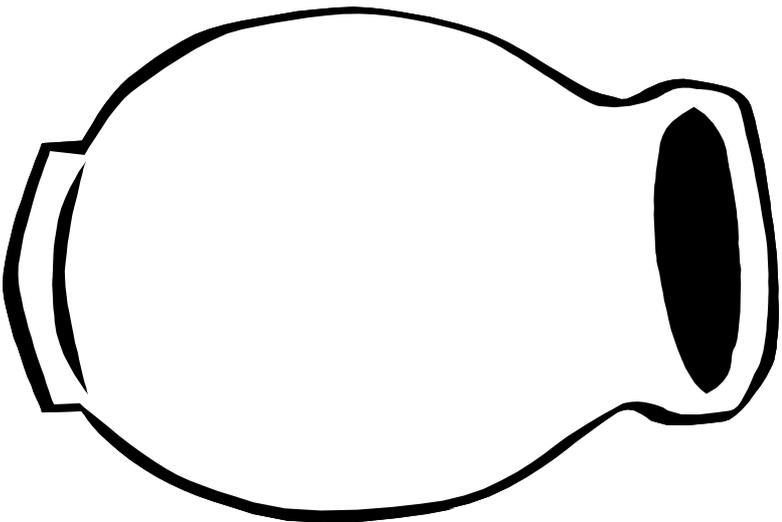


Comment vas faire le mouton pour retrouver son ami ?

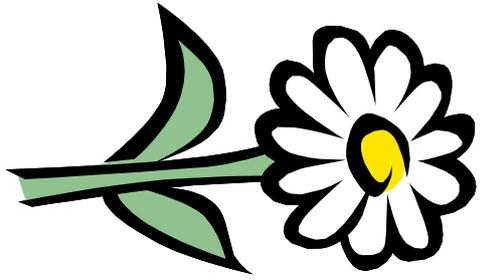
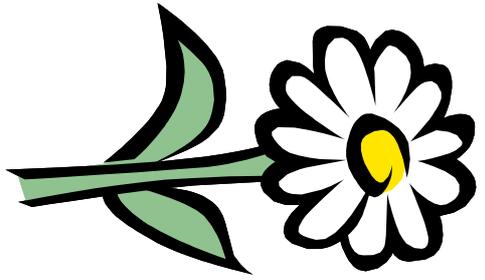
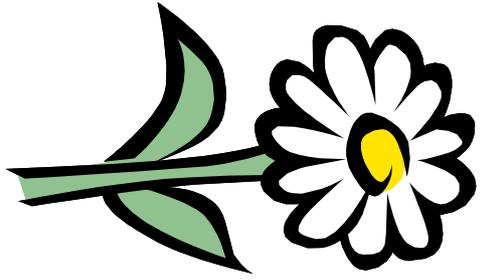
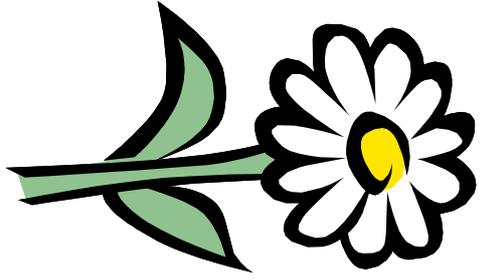
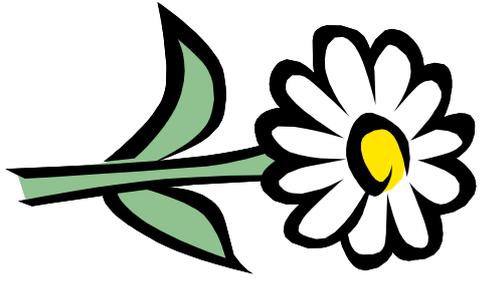
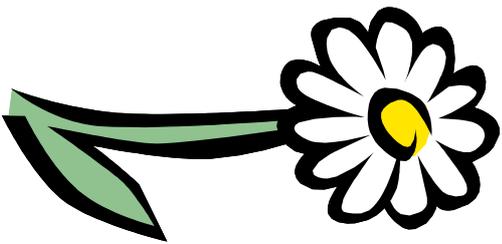
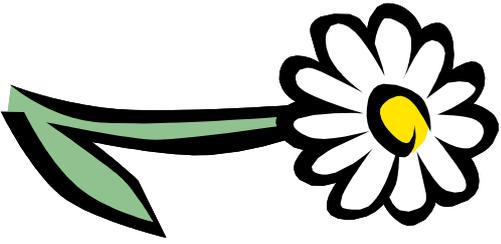
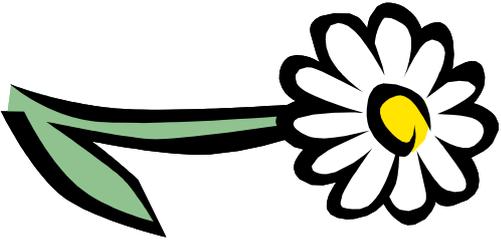
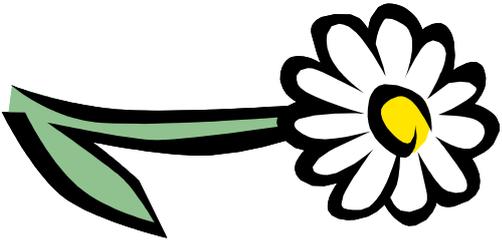
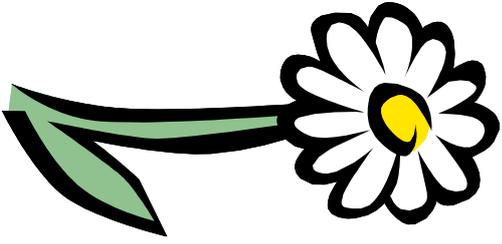
aide le a retrouver son chemin



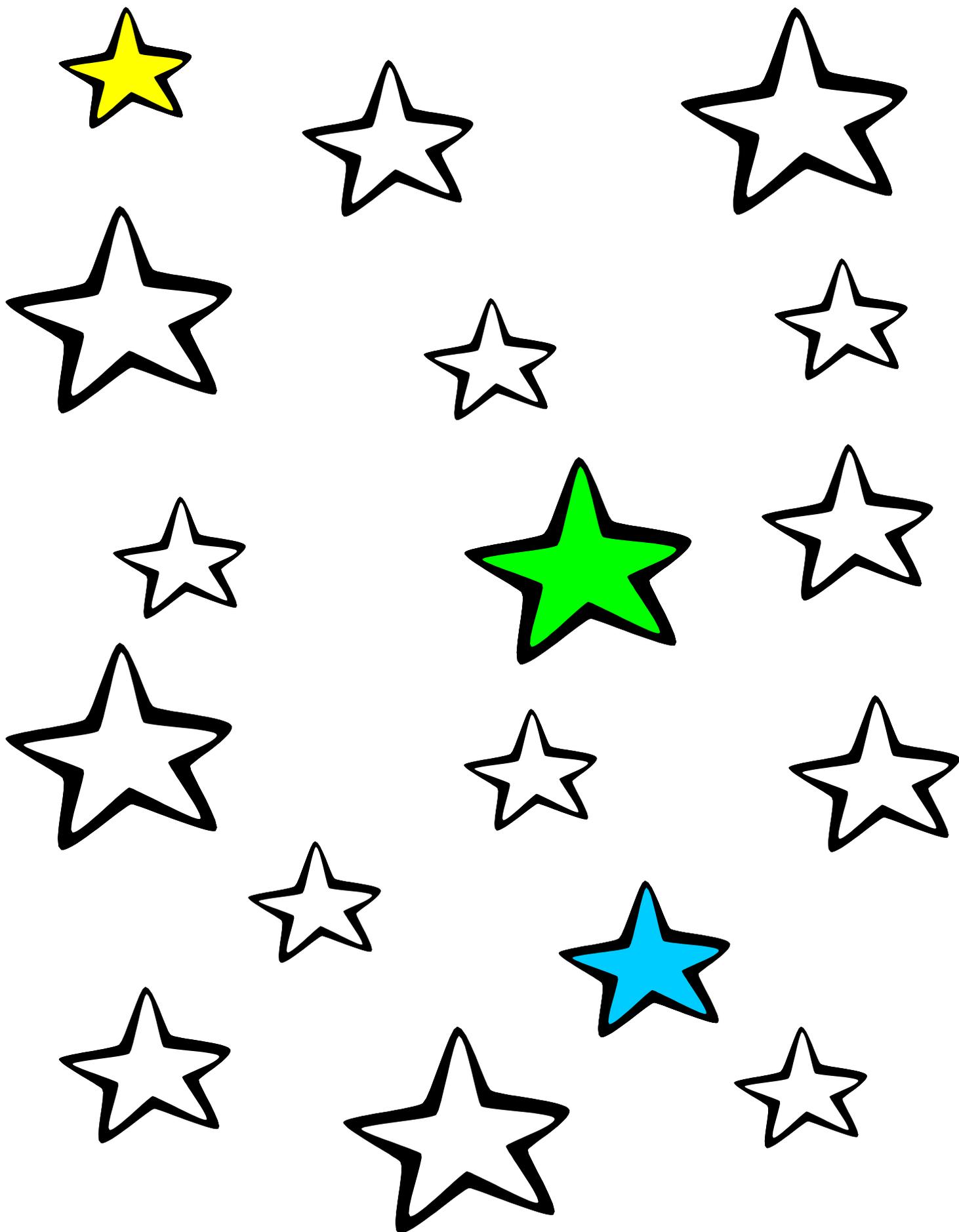
Je mets 2 fleurs dans chaque vase.



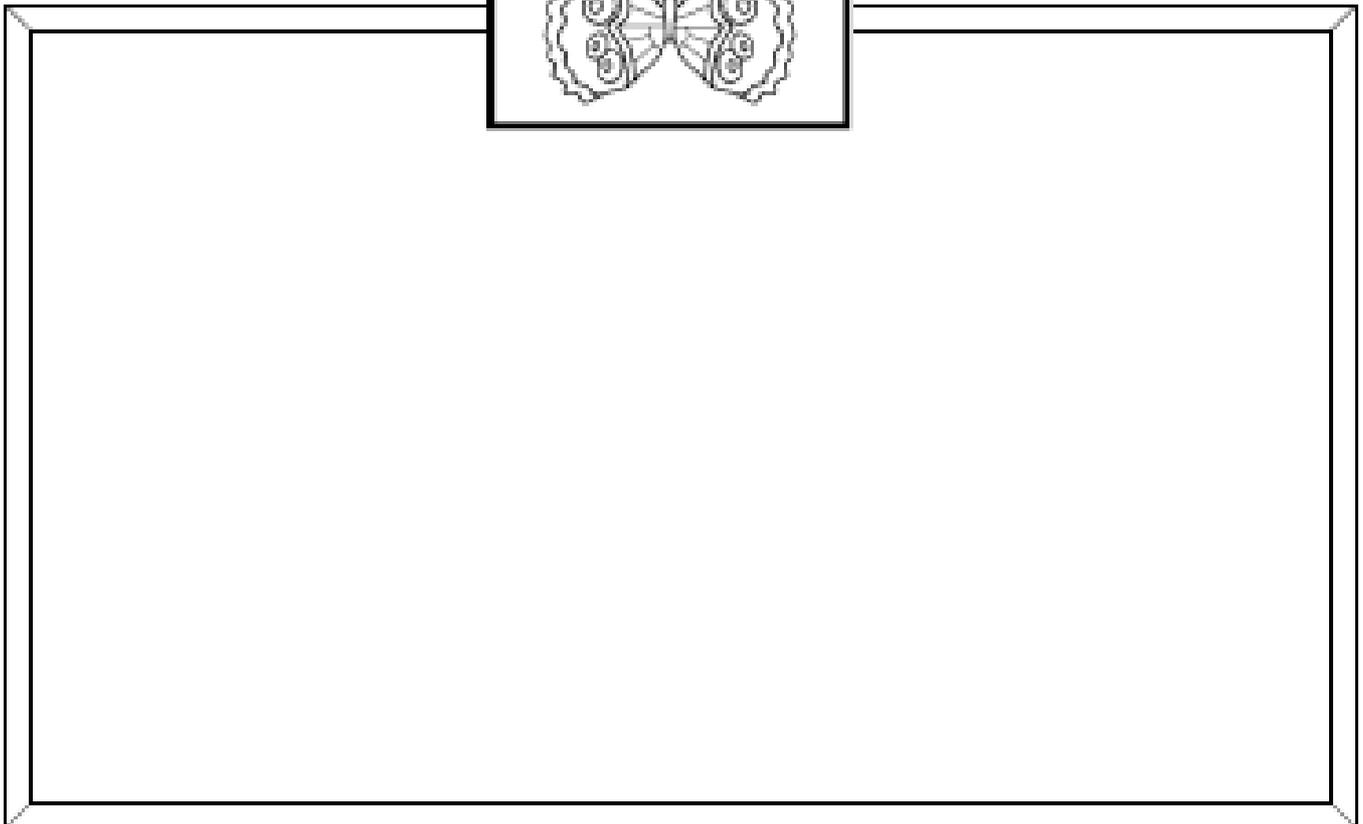
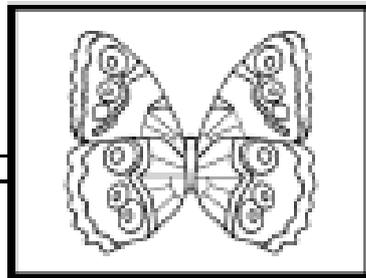
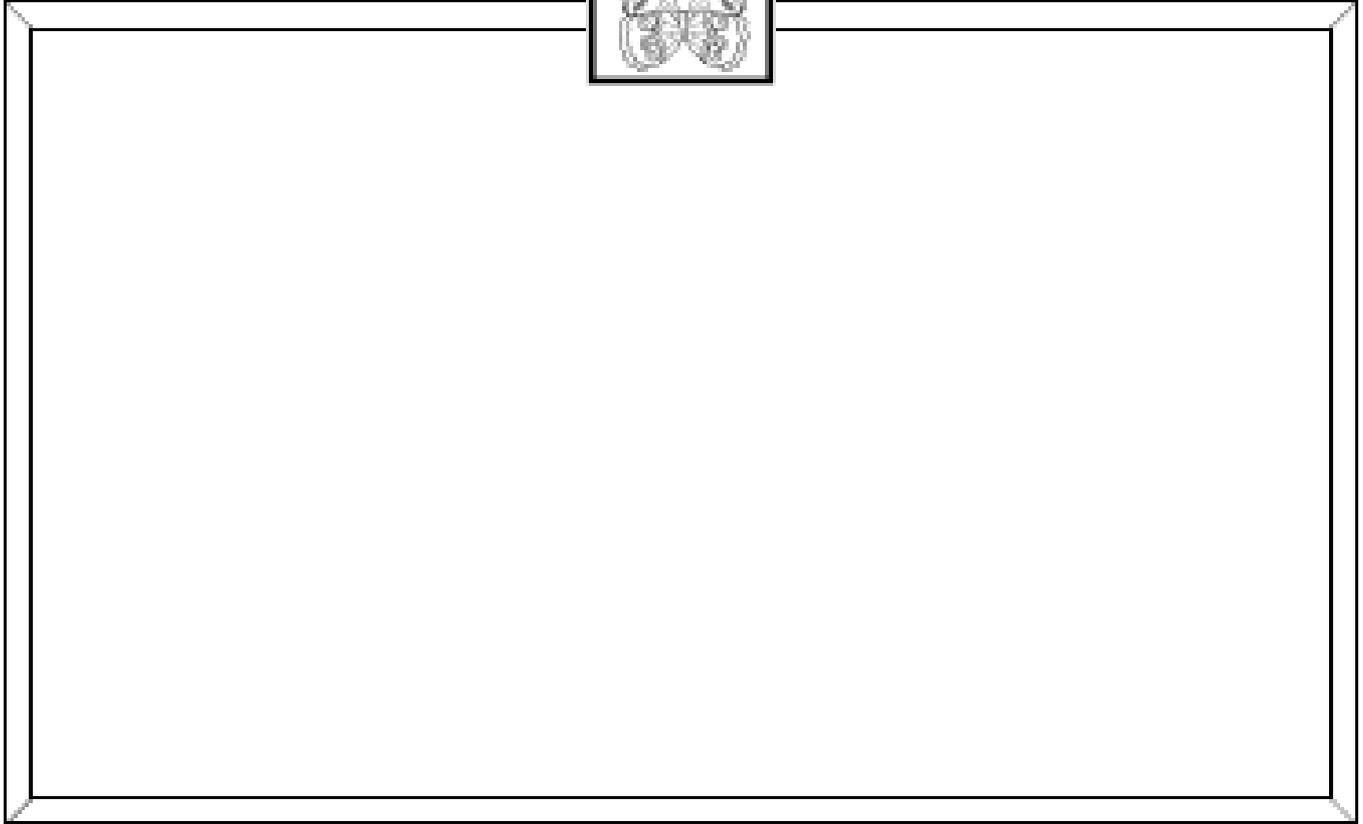
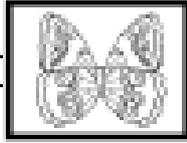
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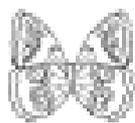
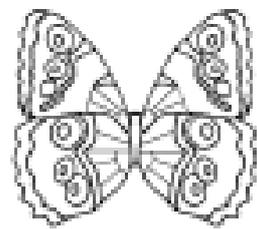
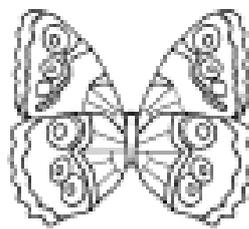
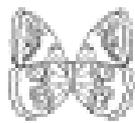
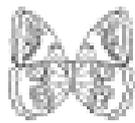
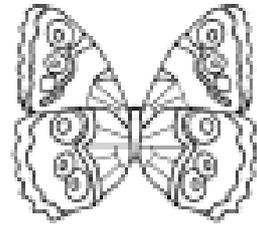
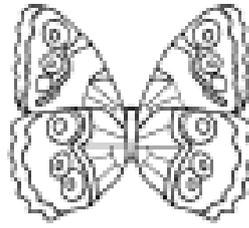
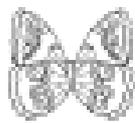
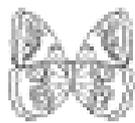
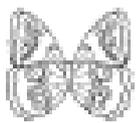
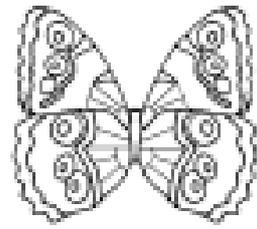
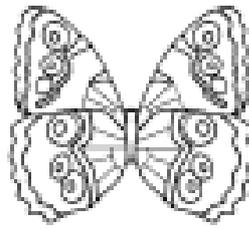
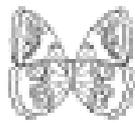
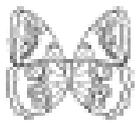
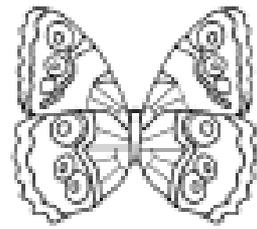
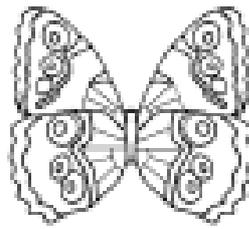
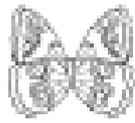
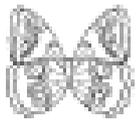
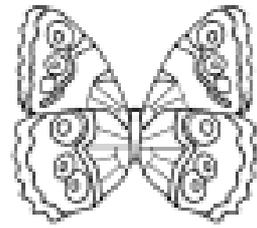
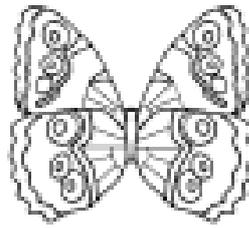
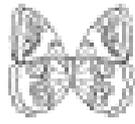
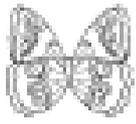
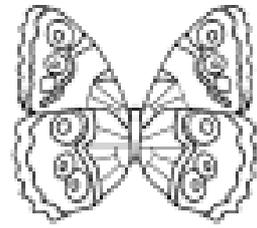
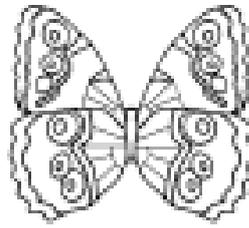
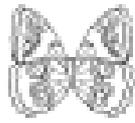
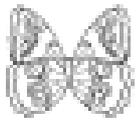
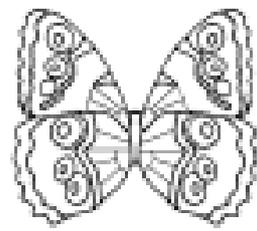
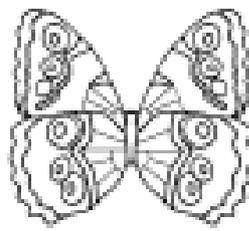
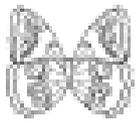


Je colorie chaque étoile selon son modèle :



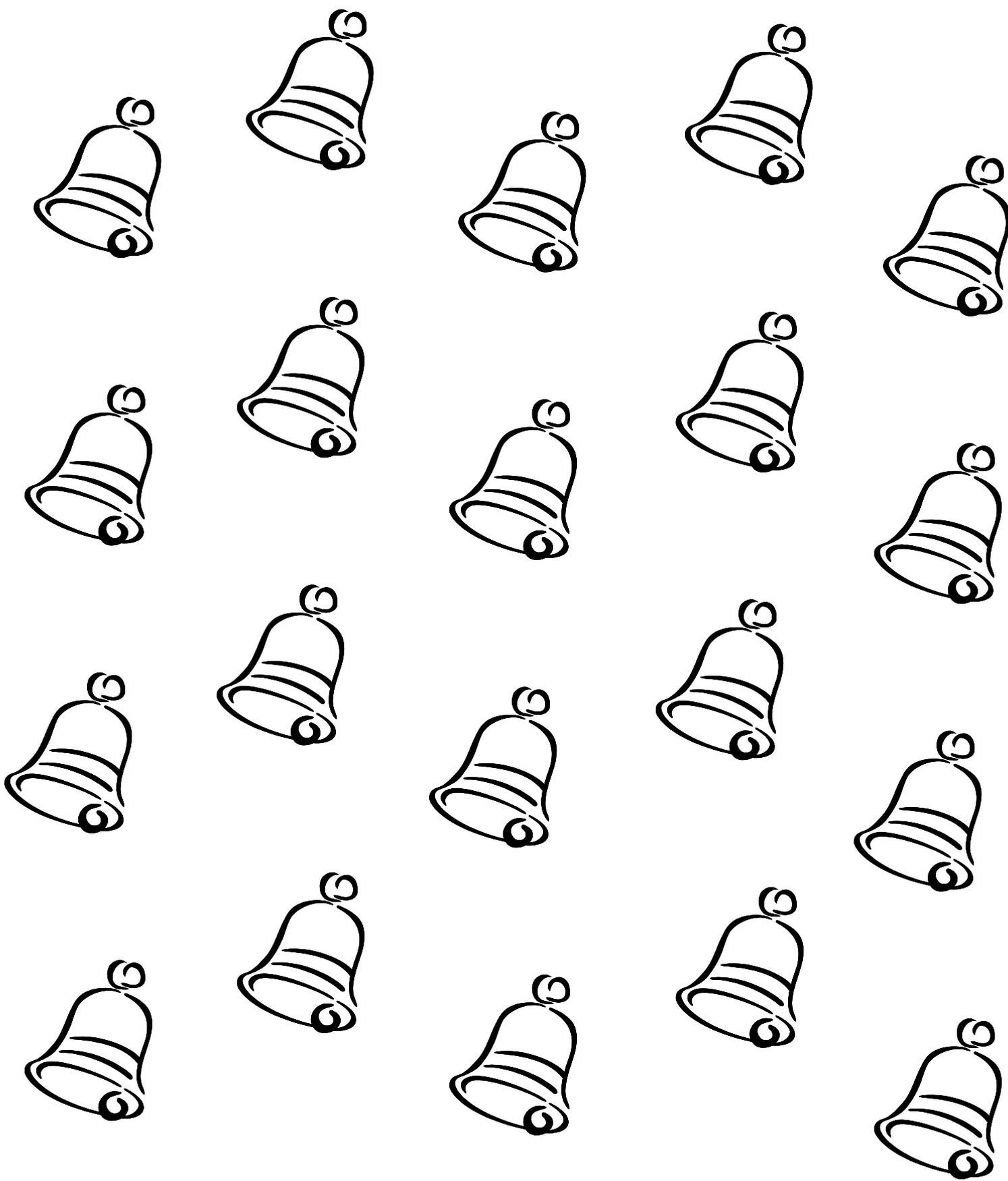
LOGIQUE: trier des éléments d'après leur taille.  
Colle les papillons dans la bonne boîte.





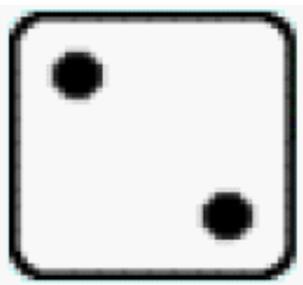
Je regroupe les cloches par **2**

2

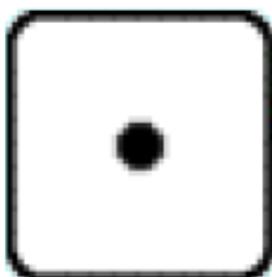


Numération: colle autant de gommettes que te l'indique le dé.

2



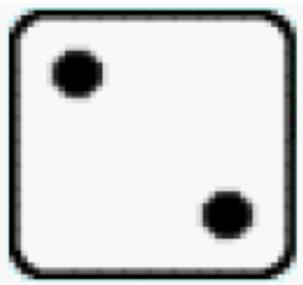
1



3



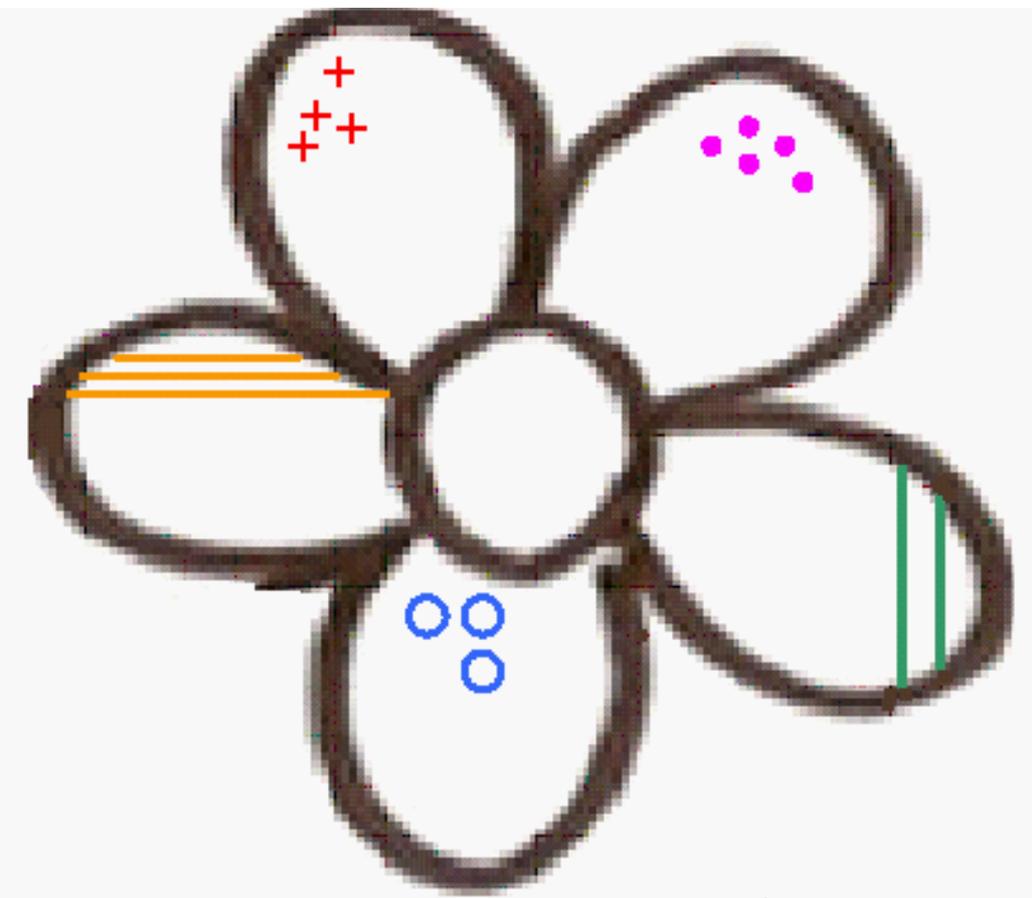
2



3



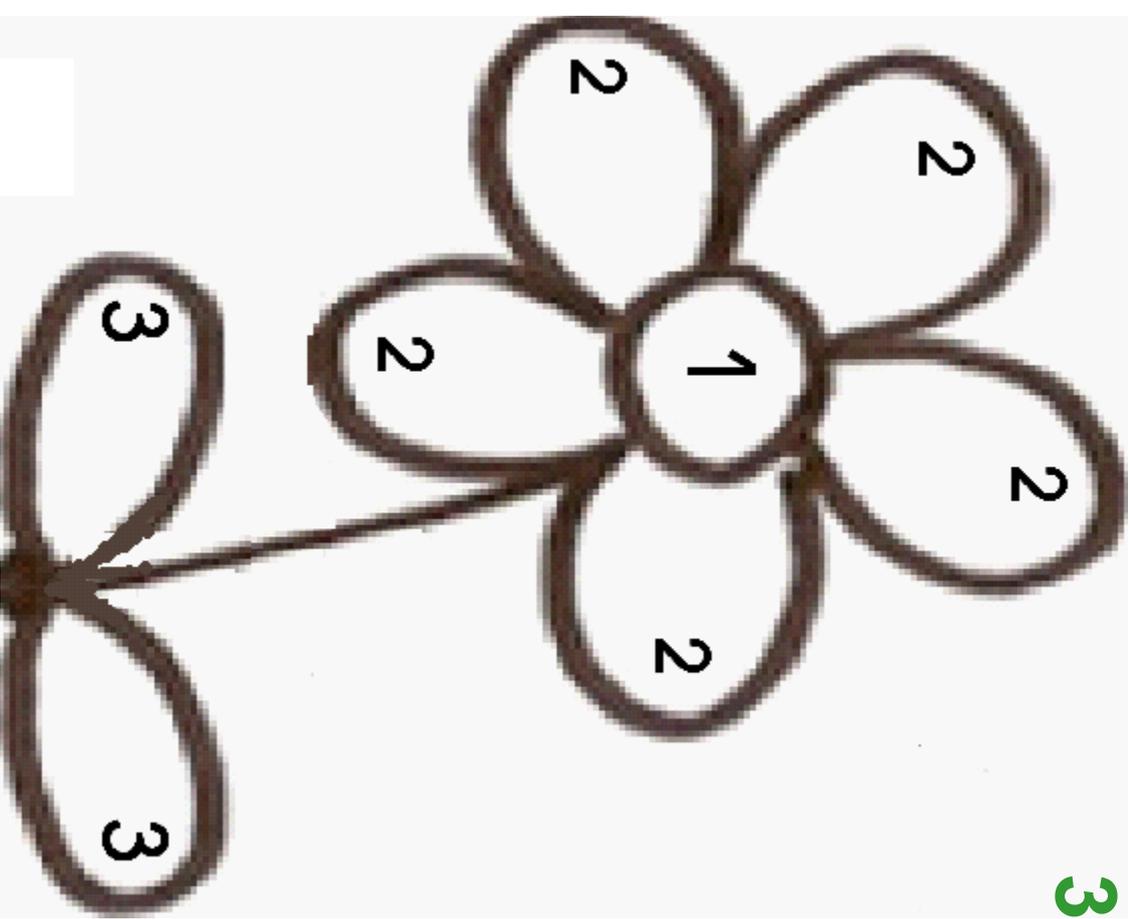
Décore la fleur selon les graphismes proposés.



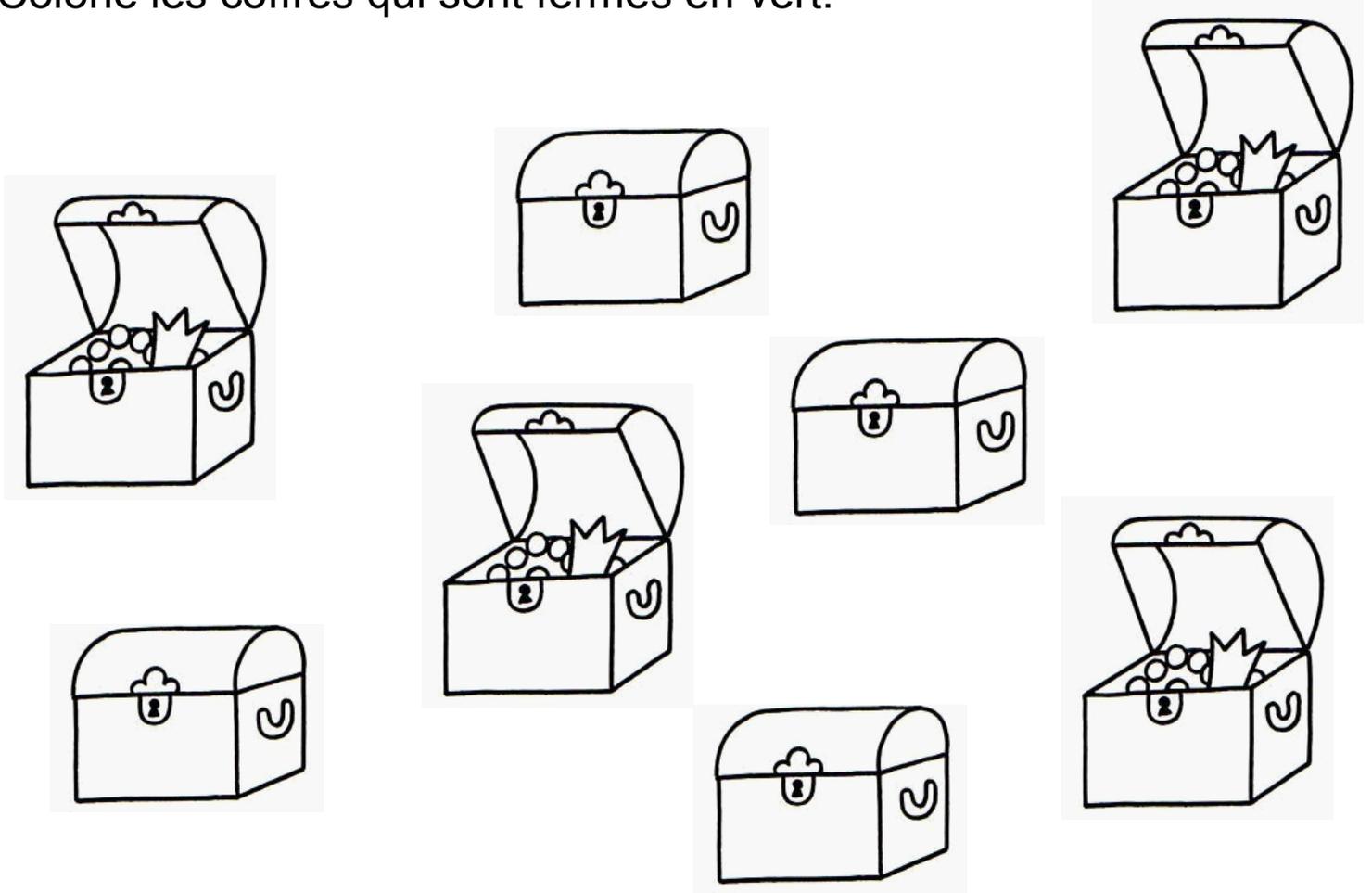
Coloriage codé

1  
2

3

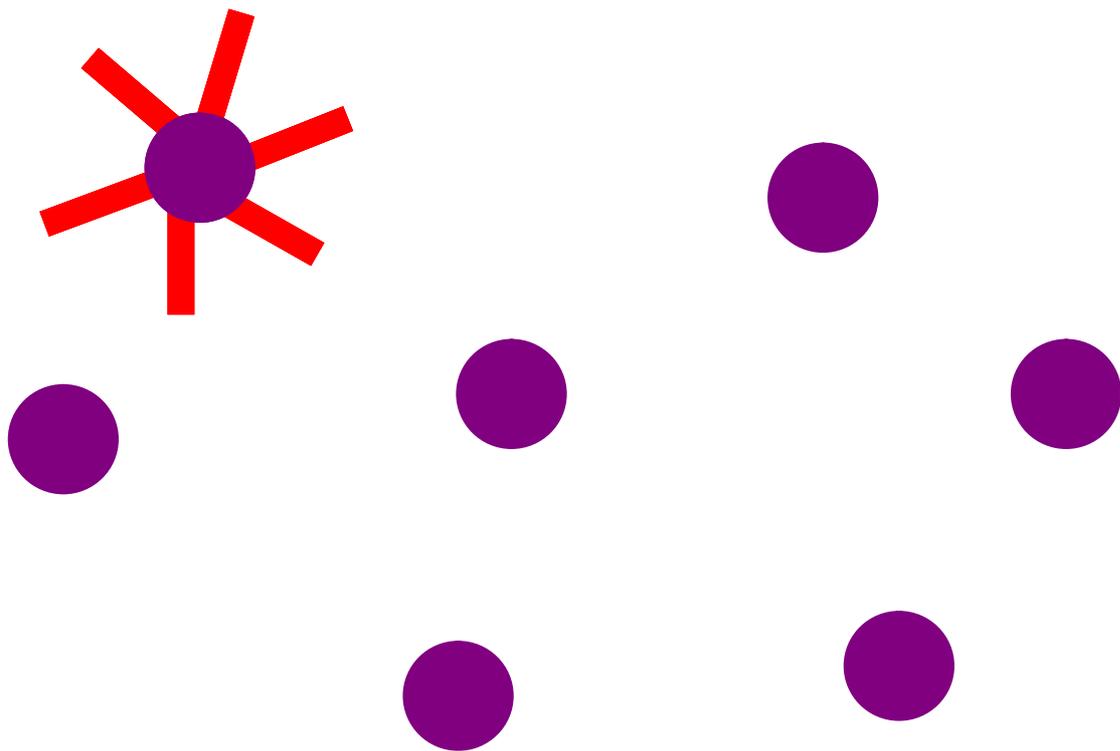


Colorie les coffres qui sont ouverts en violet.  
Colorie les coffres qui sont fermés en vert.



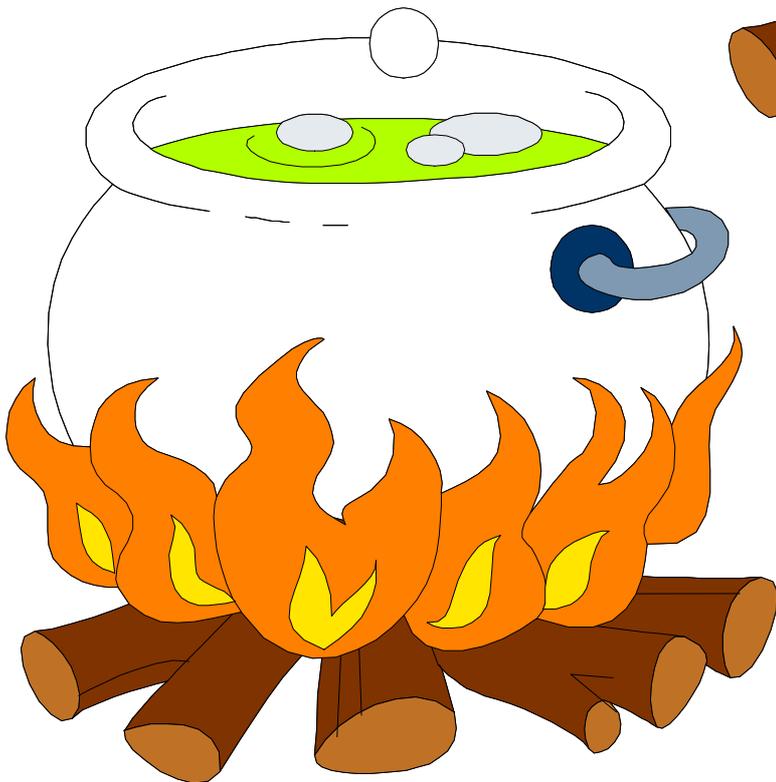
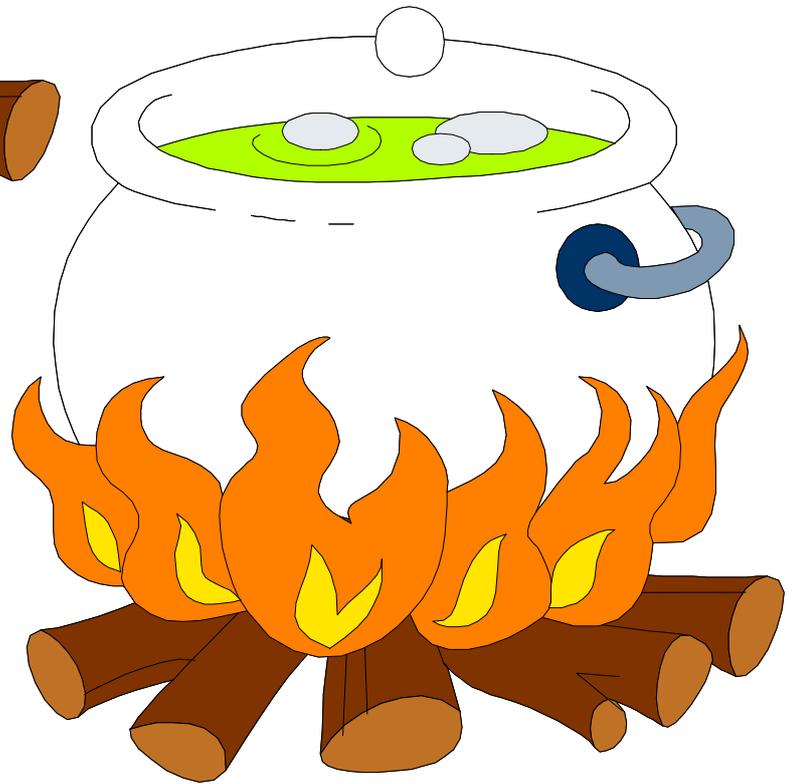
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Graphisme: traits obliques. Dessine des traits comme le modèle.



Je plonge 3 carottes dans chaque chaudron.

3



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

