

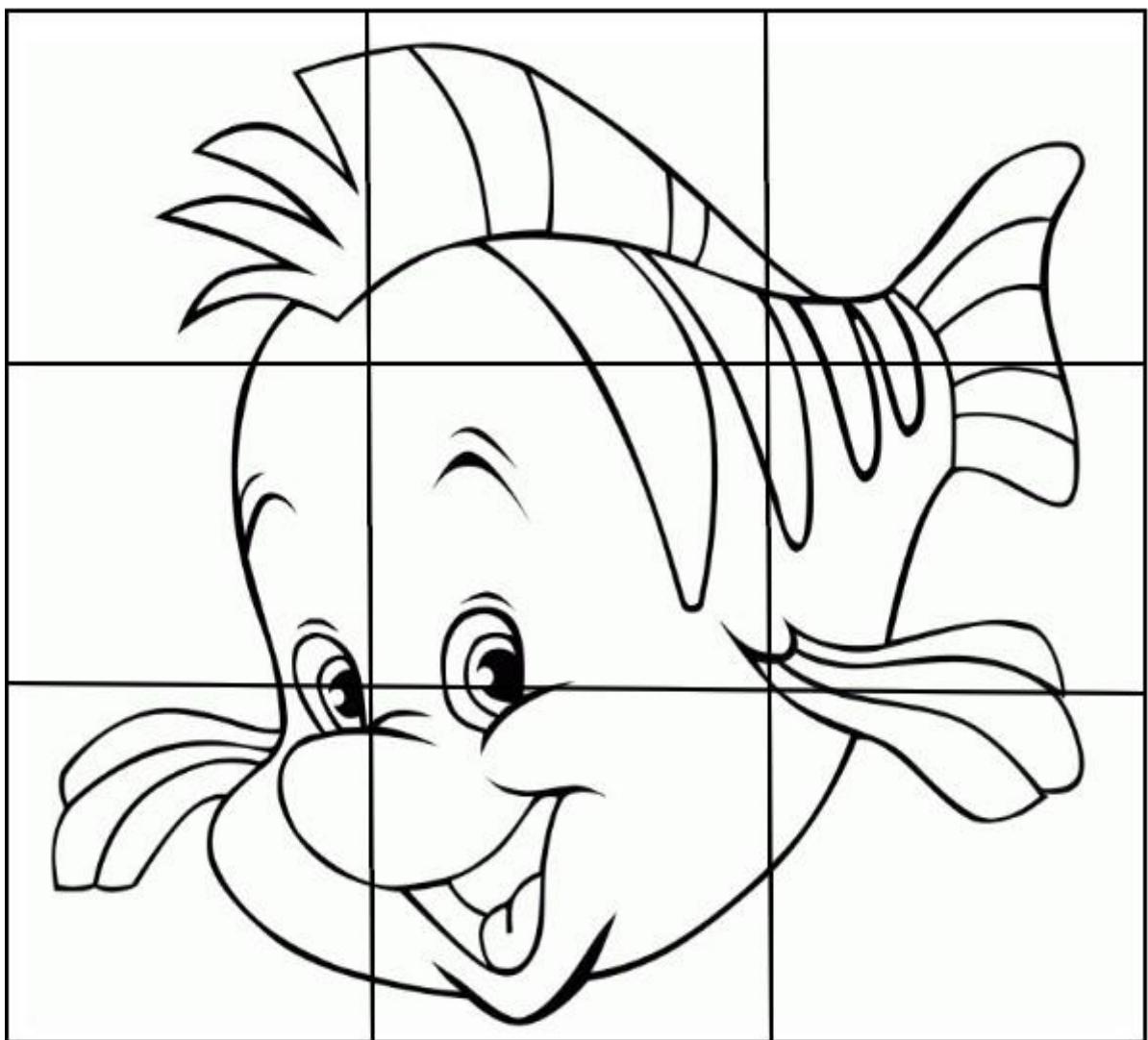
1

2

3

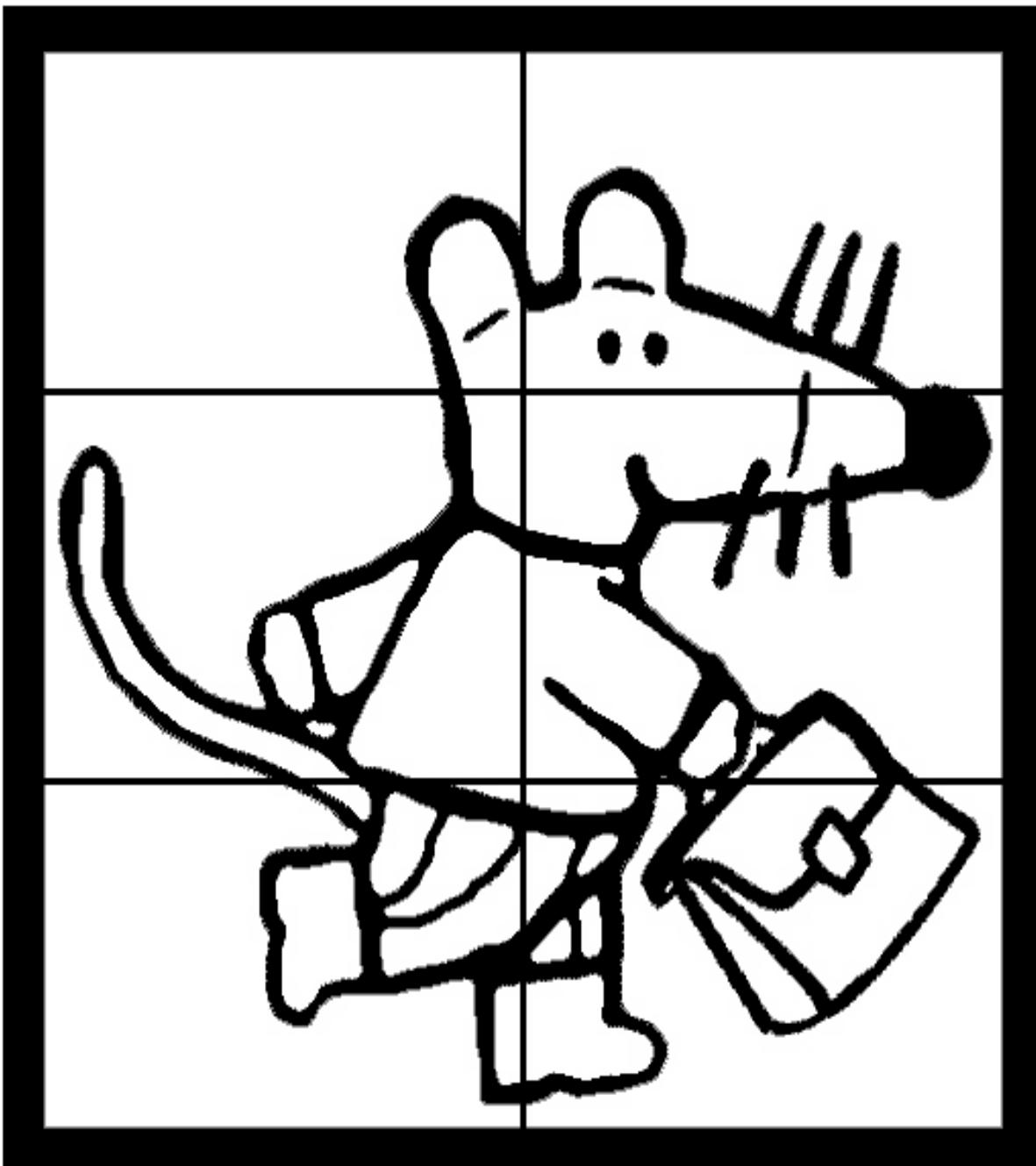
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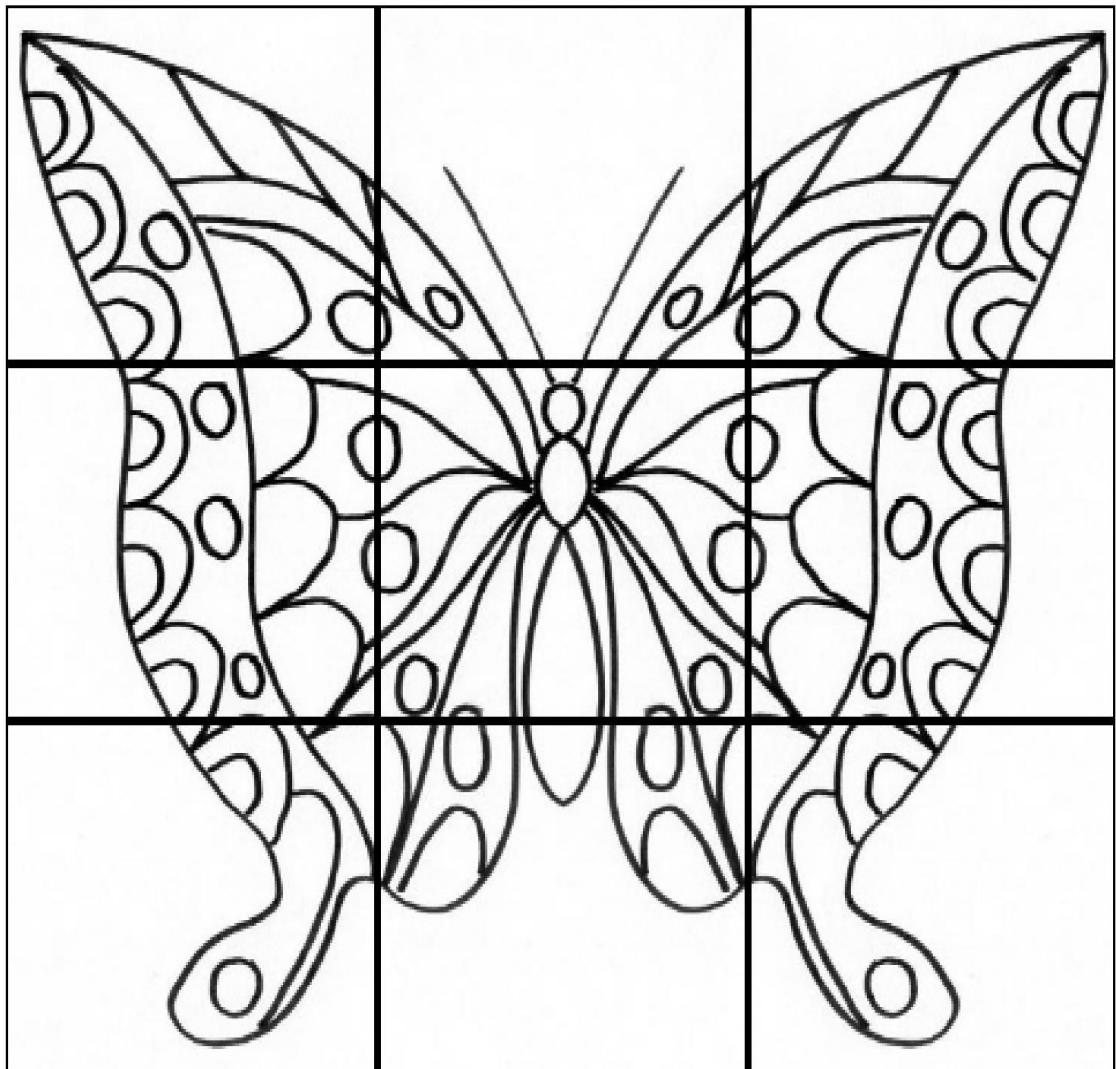
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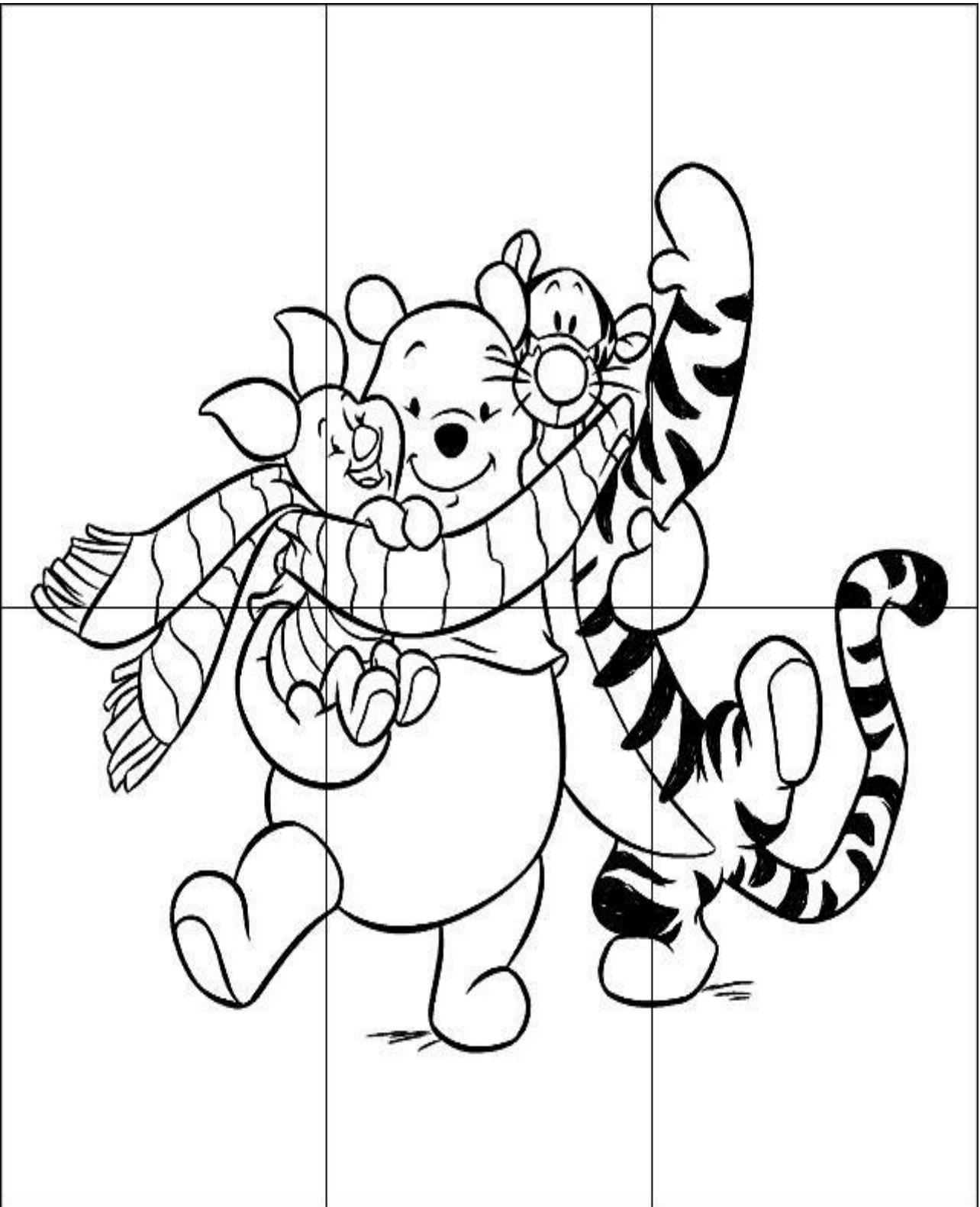


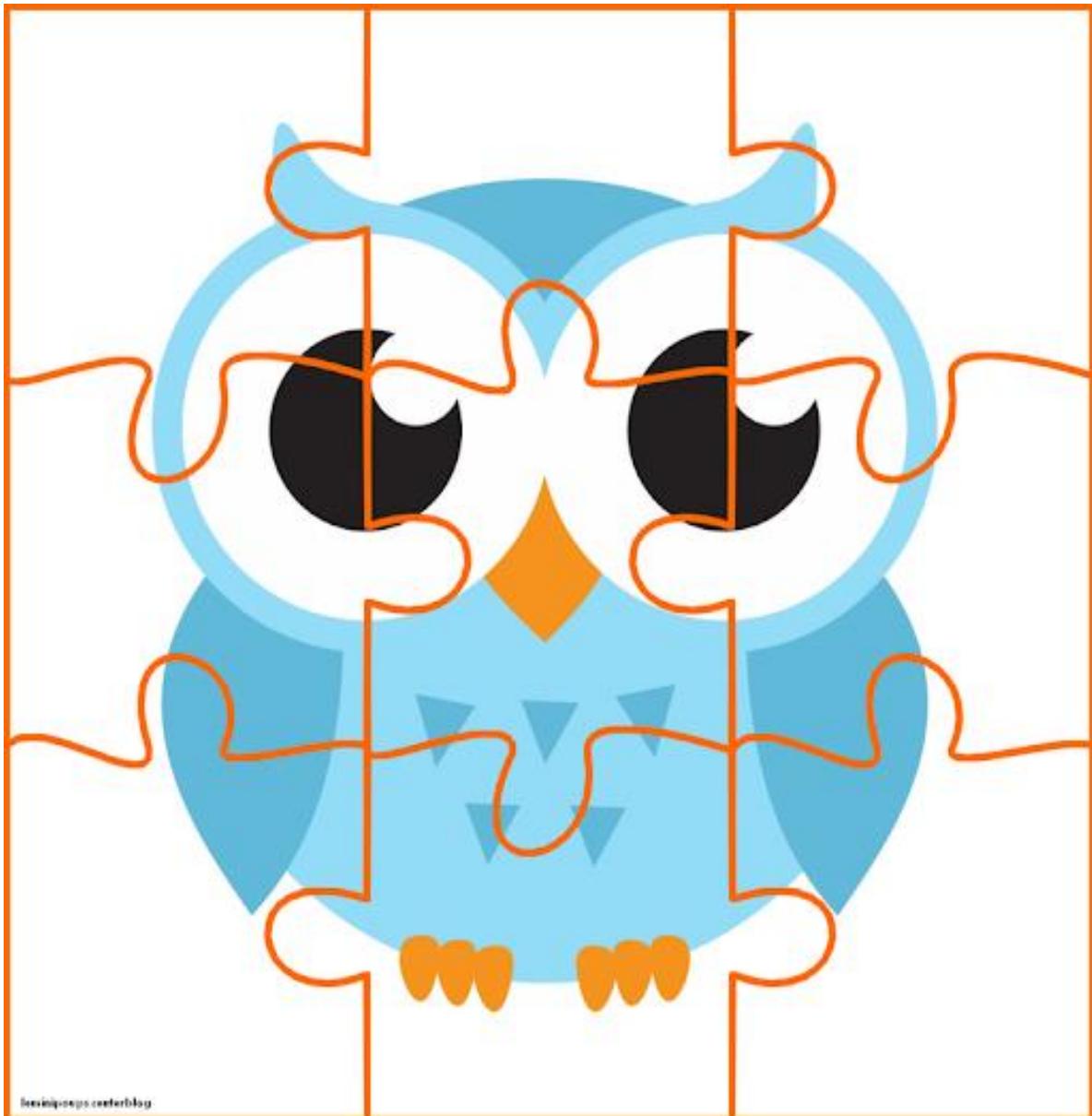












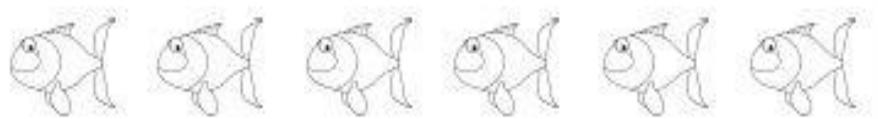
lesniipopscenterblog

Colorie le nombre d'objets indiqué

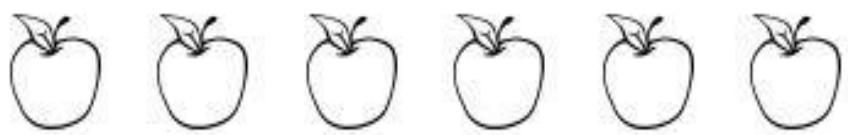
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6



2



5



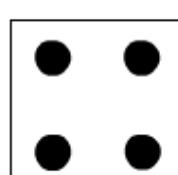
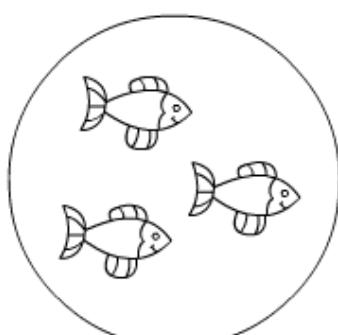
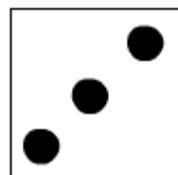
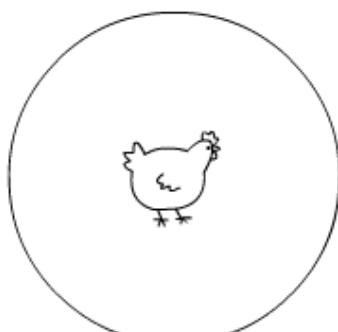
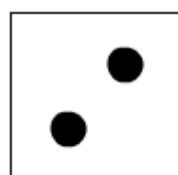
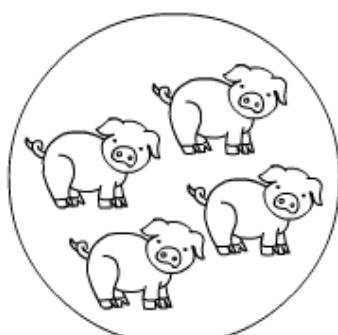
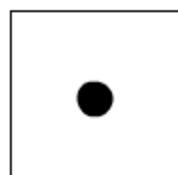
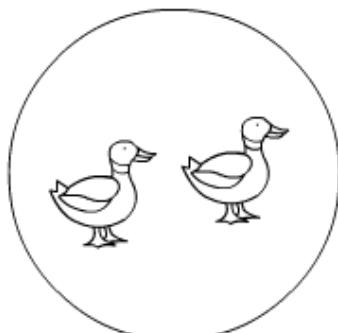
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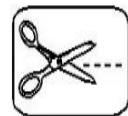
4



Compte les animaux et relie chaque ensemble  
au carré comportant le même nombre de points



Prénom : \_\_\_\_\_



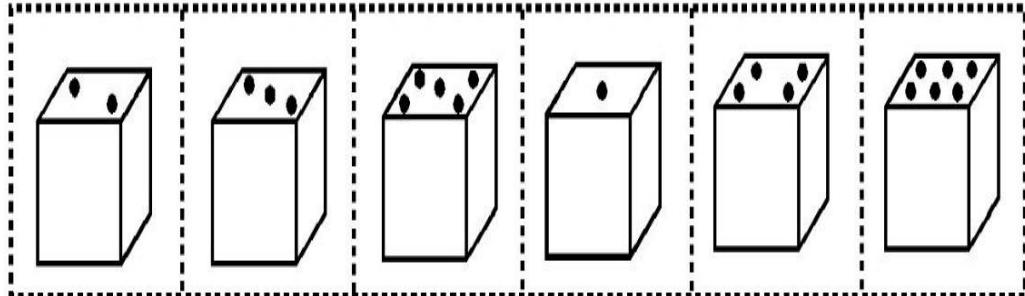
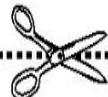
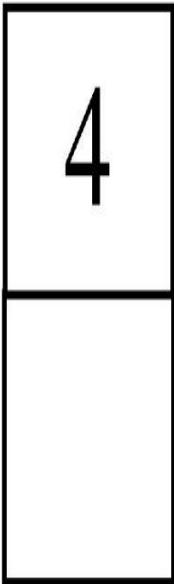
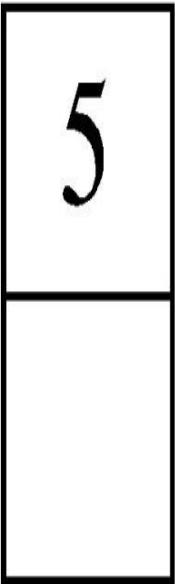
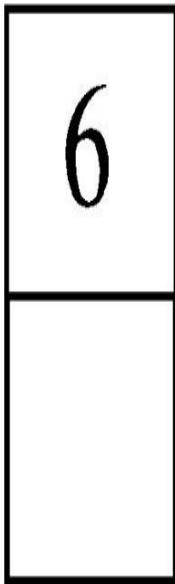
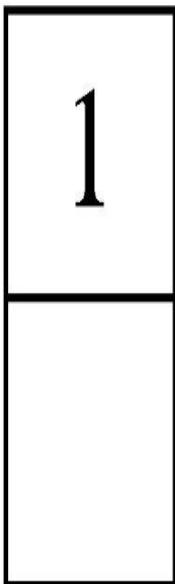
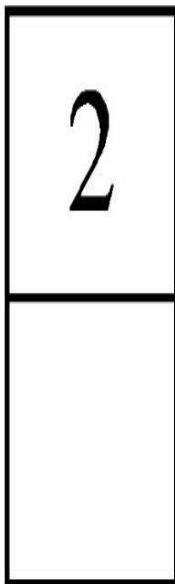
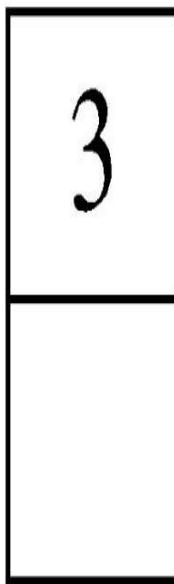
Je découpe



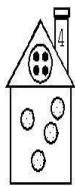
Je colle

Associe une constellation à un nombre.

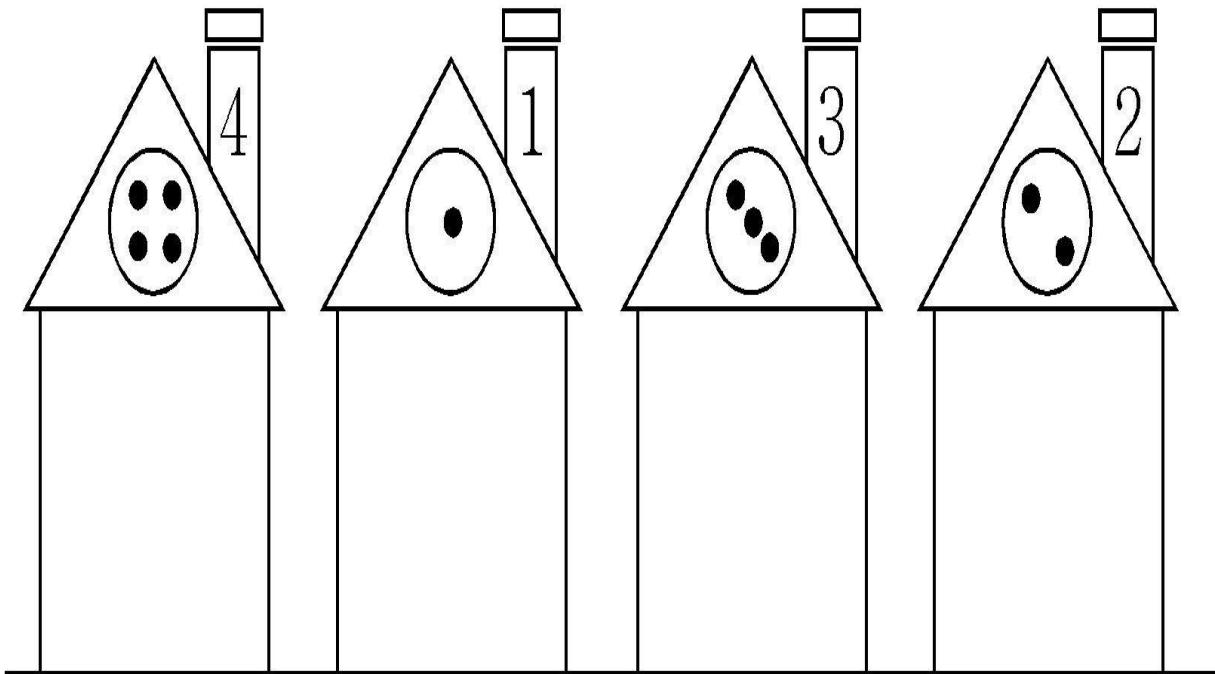
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Prénom : \_\_\_\_\_



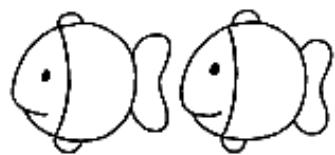
La maison des nombres



## EVALUATION

Je colorie la quantité demandée.

**1**



**4**



**3**



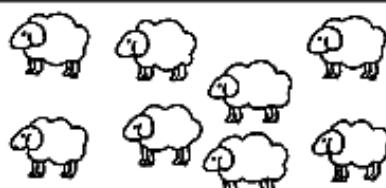
**5**



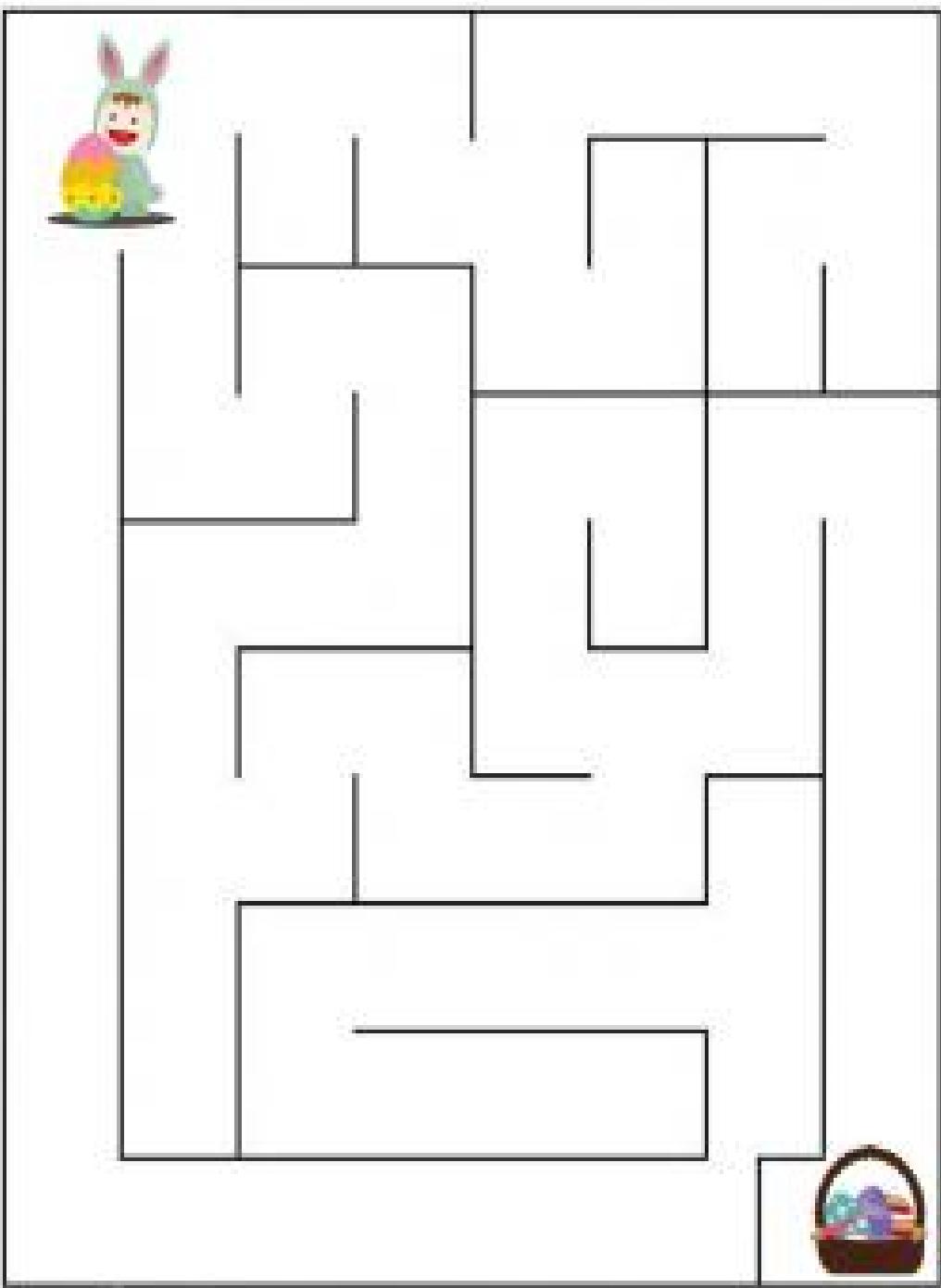
**2**

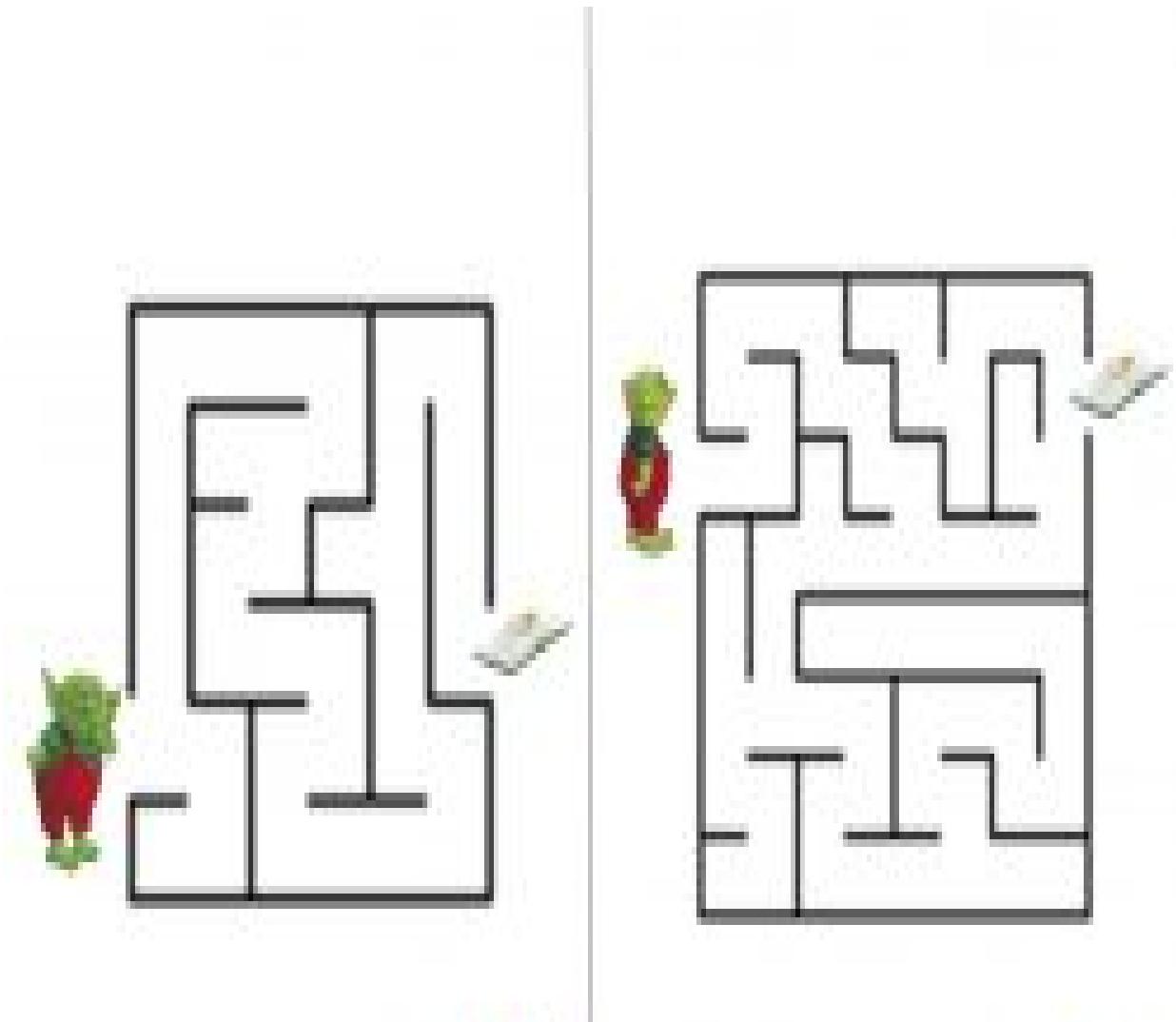


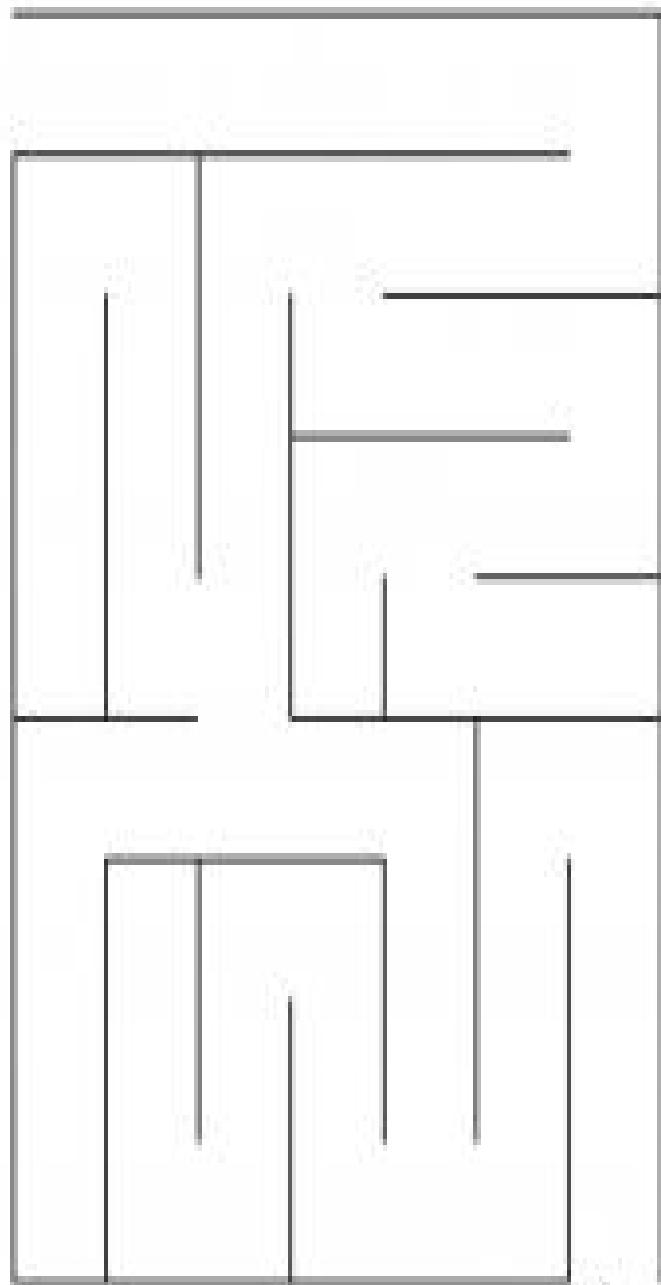
**6**



Date :

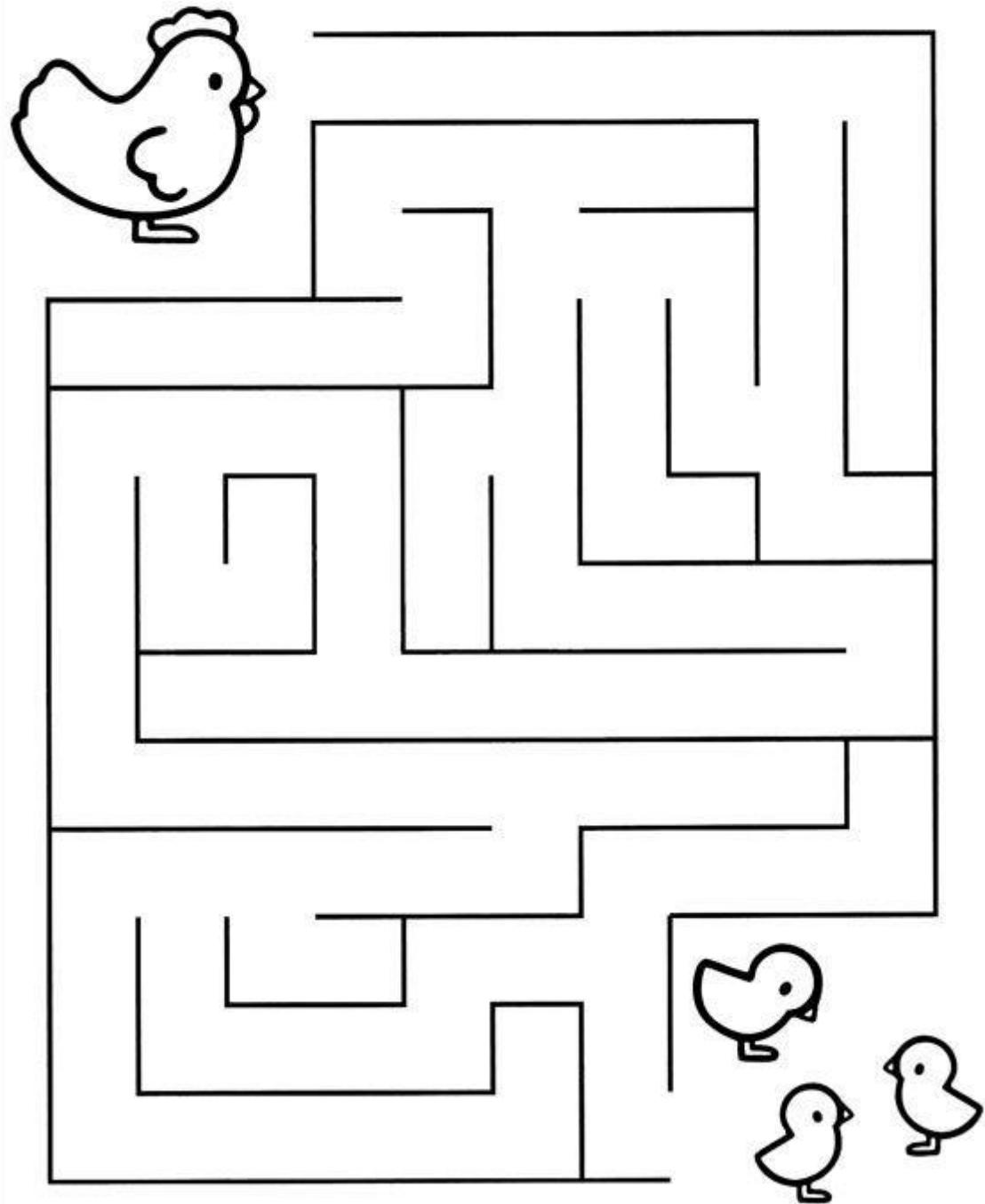




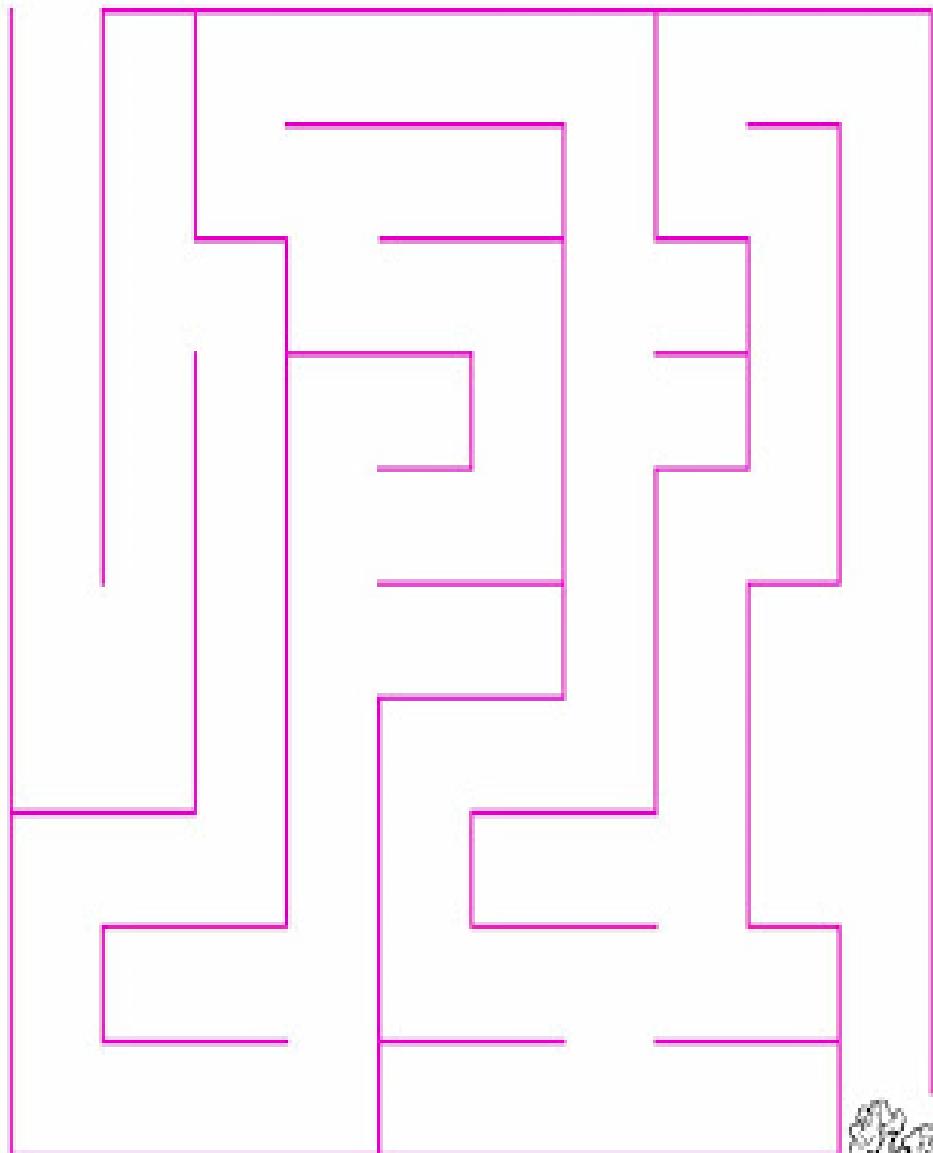
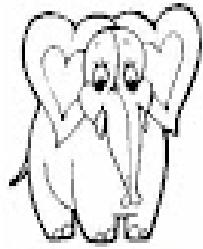


# Labyrinthe

Aide la poule à retrouver ses petits poussins.



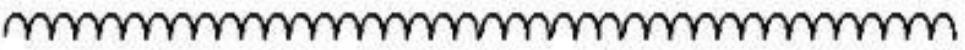




NOM :				
LUNDI	MARDI	JEUDI		VENDREDI
Objectif	Je sais tracer des ponts			



Trace les bonds des animaux suivants puis tu pourras les colorier.



## Les crâneaux

Centre du feutre fin pour tracer les crâneaux

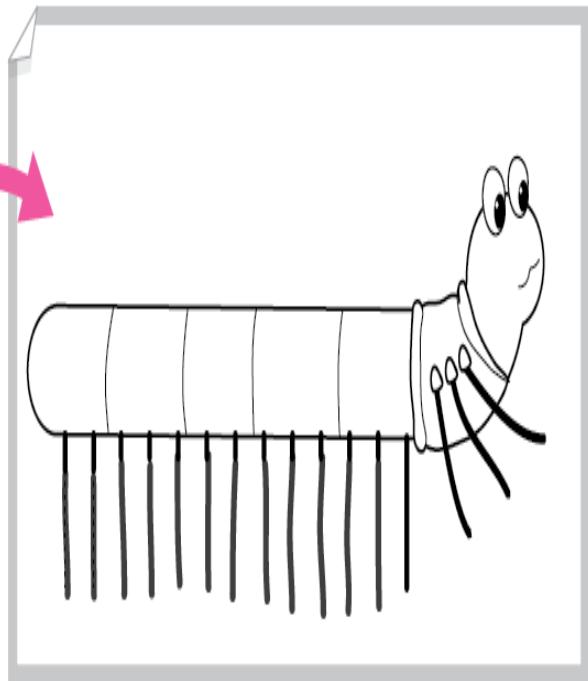
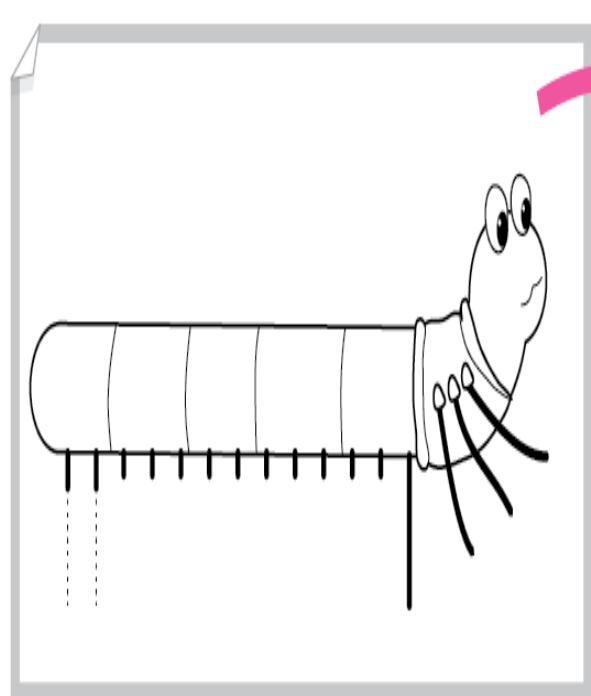


www.mamatek.be - Les deux œufs

*Suit la flèche et tracer un trait par-dessus les pointillés.*



## Lignes verticales



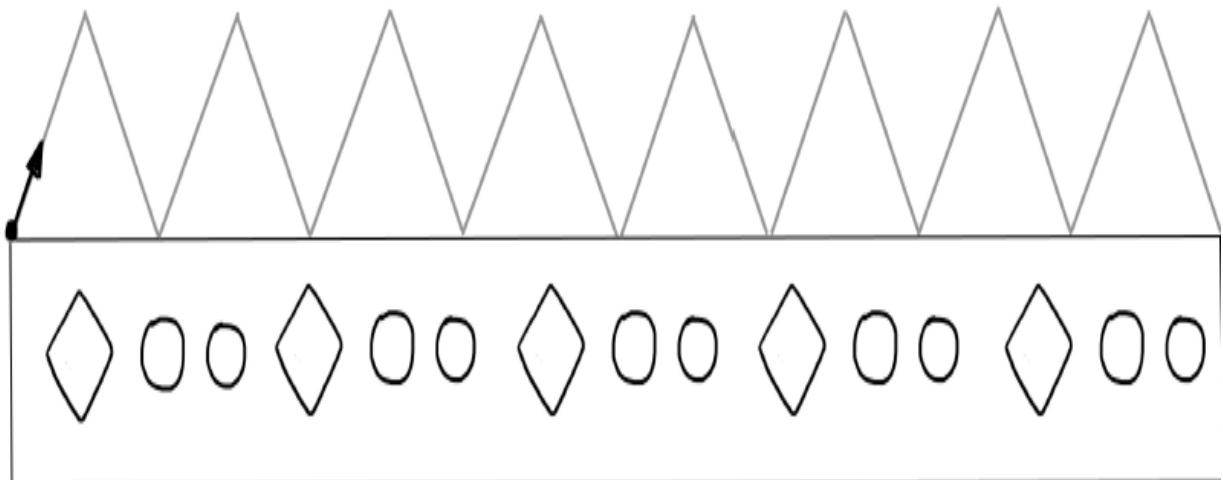


idee . malvorlage . gr

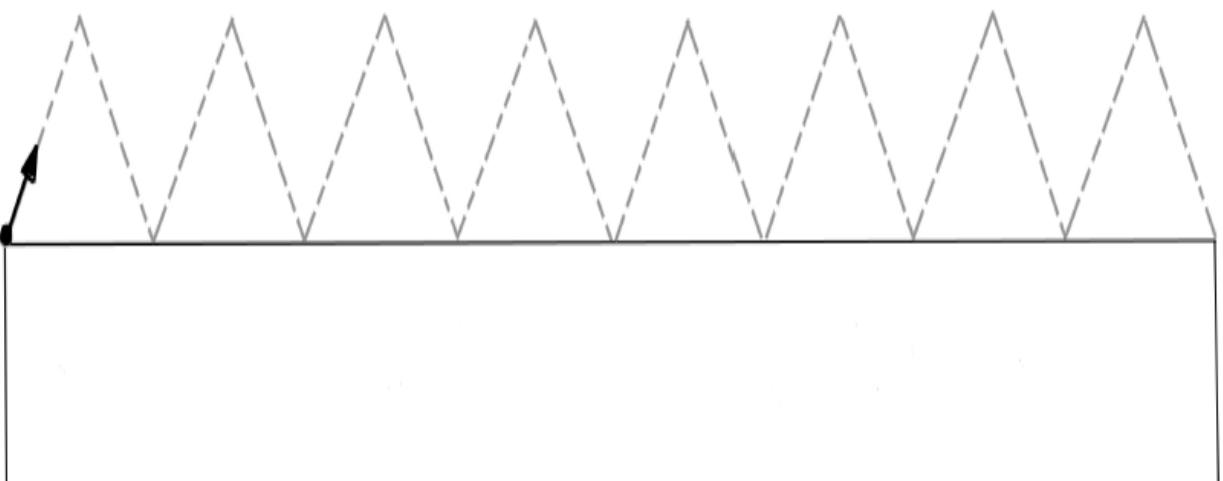
## GRAPHISME



Repasse le long de la ligne brisée puis colorie aux crayons de couleur la couronne.

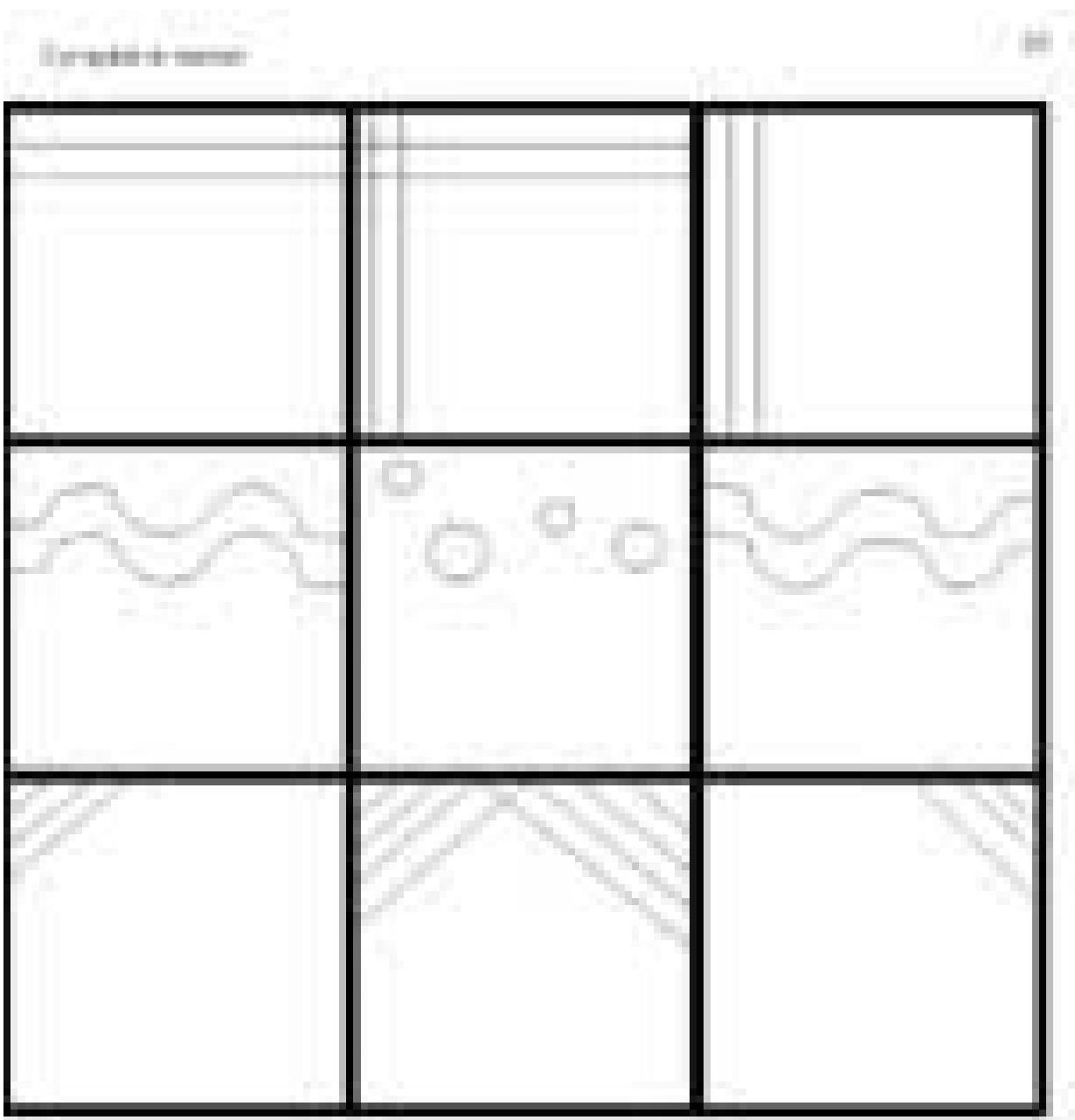


Repasse le long de la ligne brisée puis décore la couronne avec des feutres.



Graphisme de carnaval : Dessine les cheveux du clown.





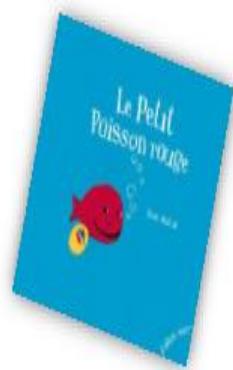
Du plus petit au plus grand—A la montagne en hiver



Prénom :

Date :

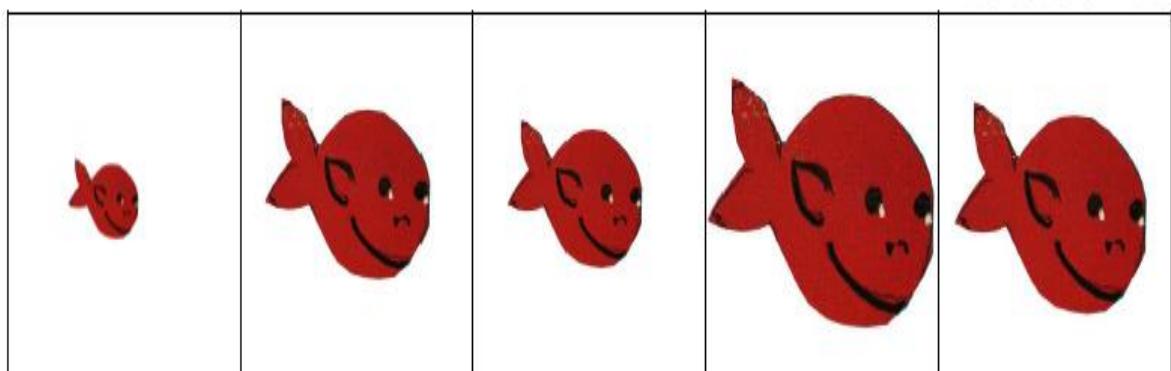
Consigne : Classe les poissons rouges du plus GRAND au plus PETIT.



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La Classe de MARYBOP



PRÉNOM : \_\_\_\_\_

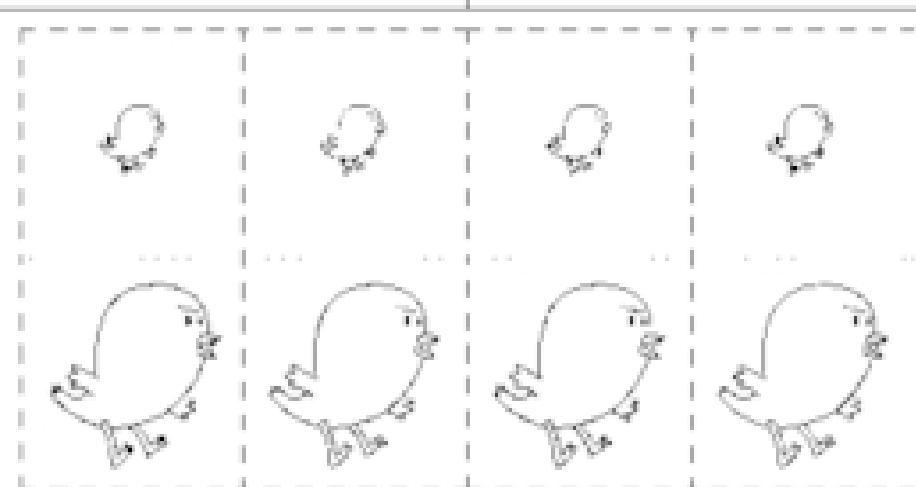
DATE : \_\_\_\_\_



→ Classe les oiseaux dans le tableau selon leur taille.



14



# Pass-education

J'écris mon prénom :

Je mets la date :

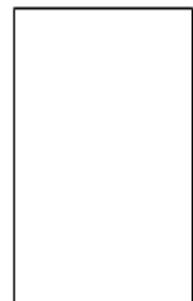
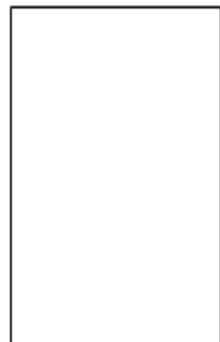
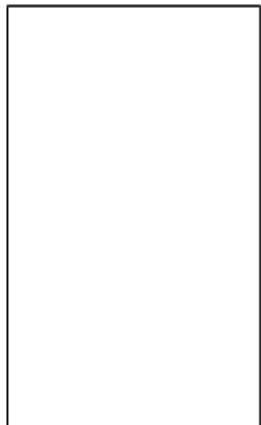
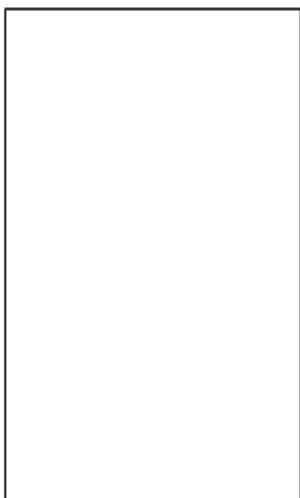
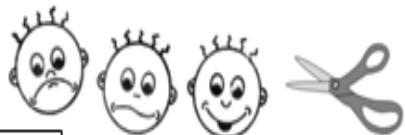
Bravo à moi ! Je réussis à écrire mon prénom et à mettre la date.





---

Je découpe les images et je les range de la plus grande à la plus petite.



Écris les chiffres.

11

22

33

44

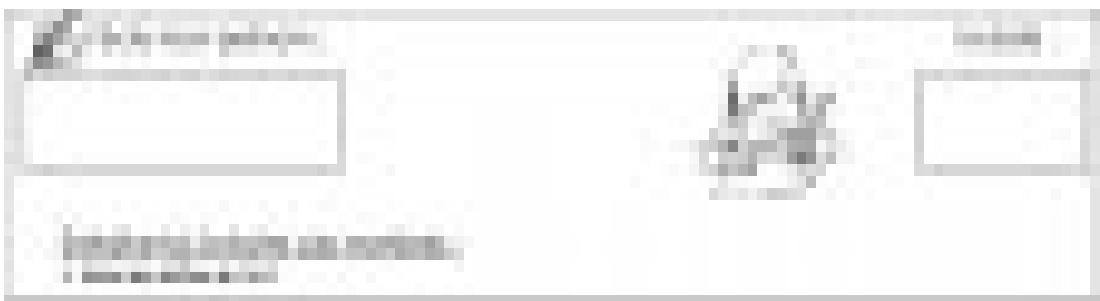
55

66

77

88

99



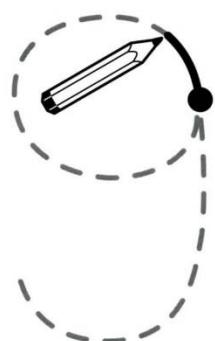
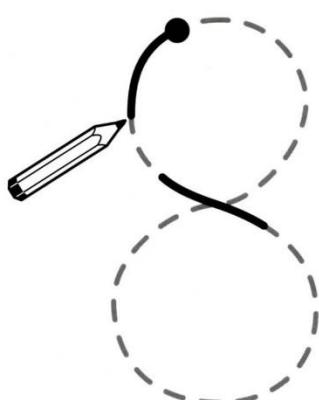
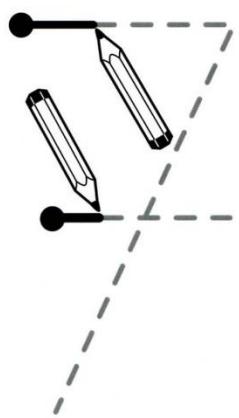
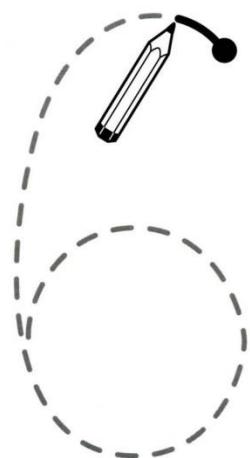
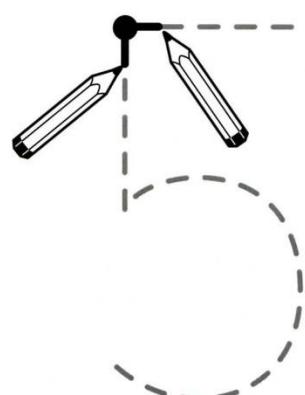
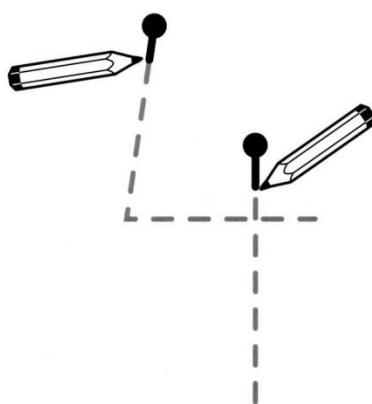
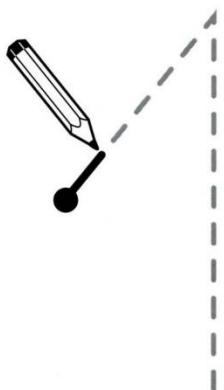
1

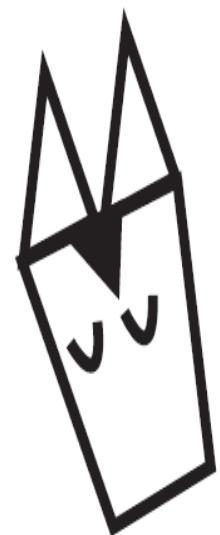
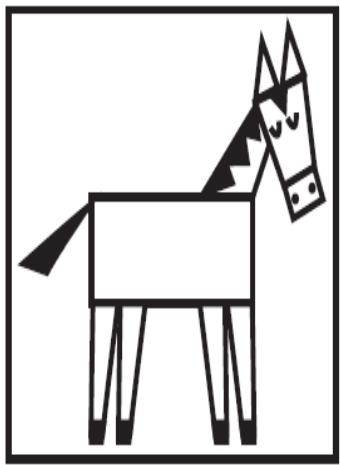
2

3

4

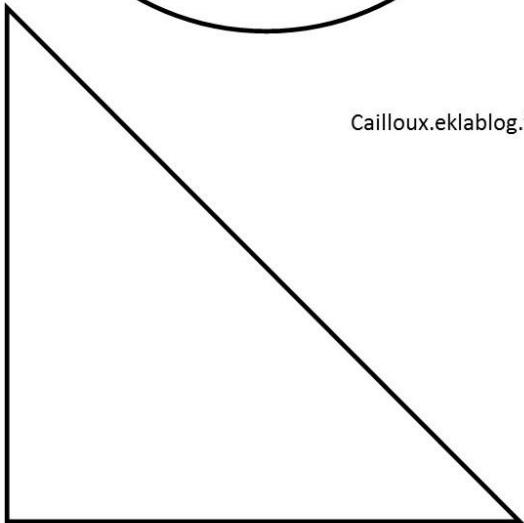
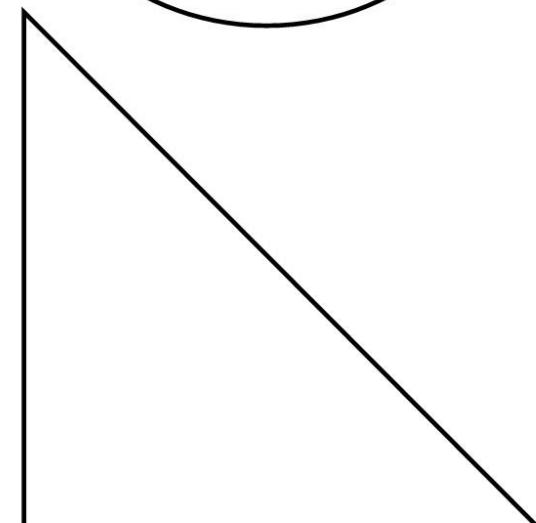
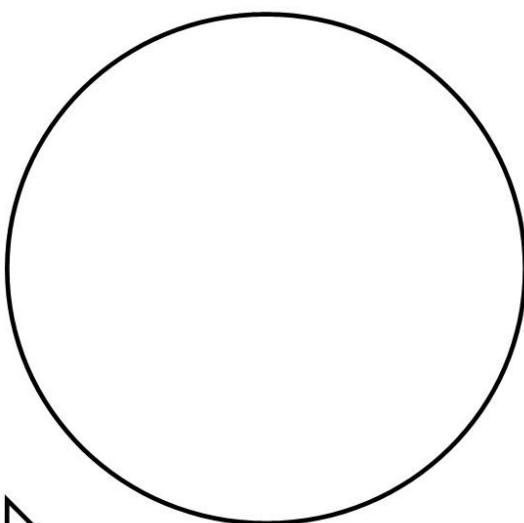
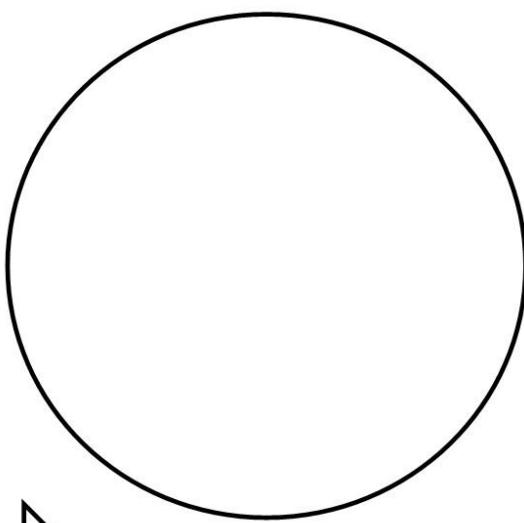
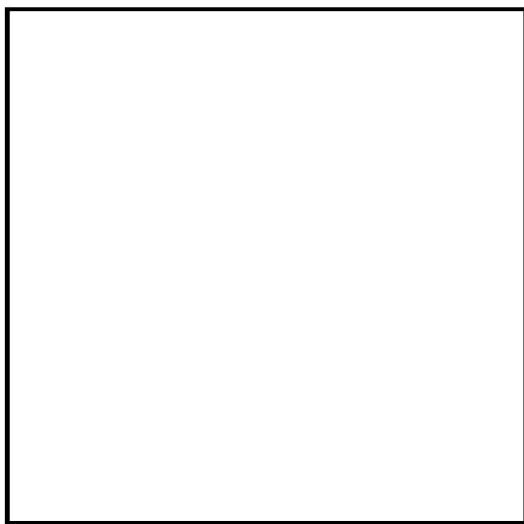
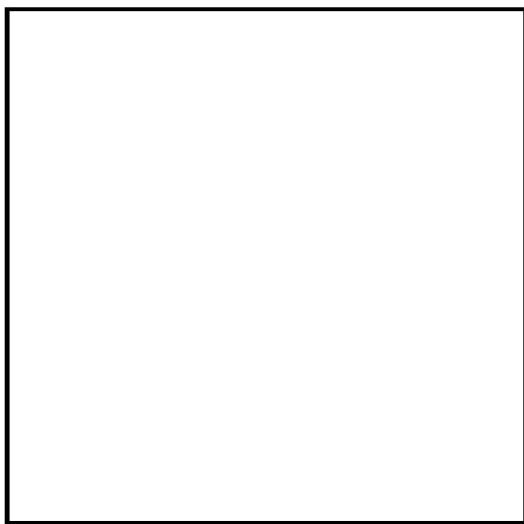
5





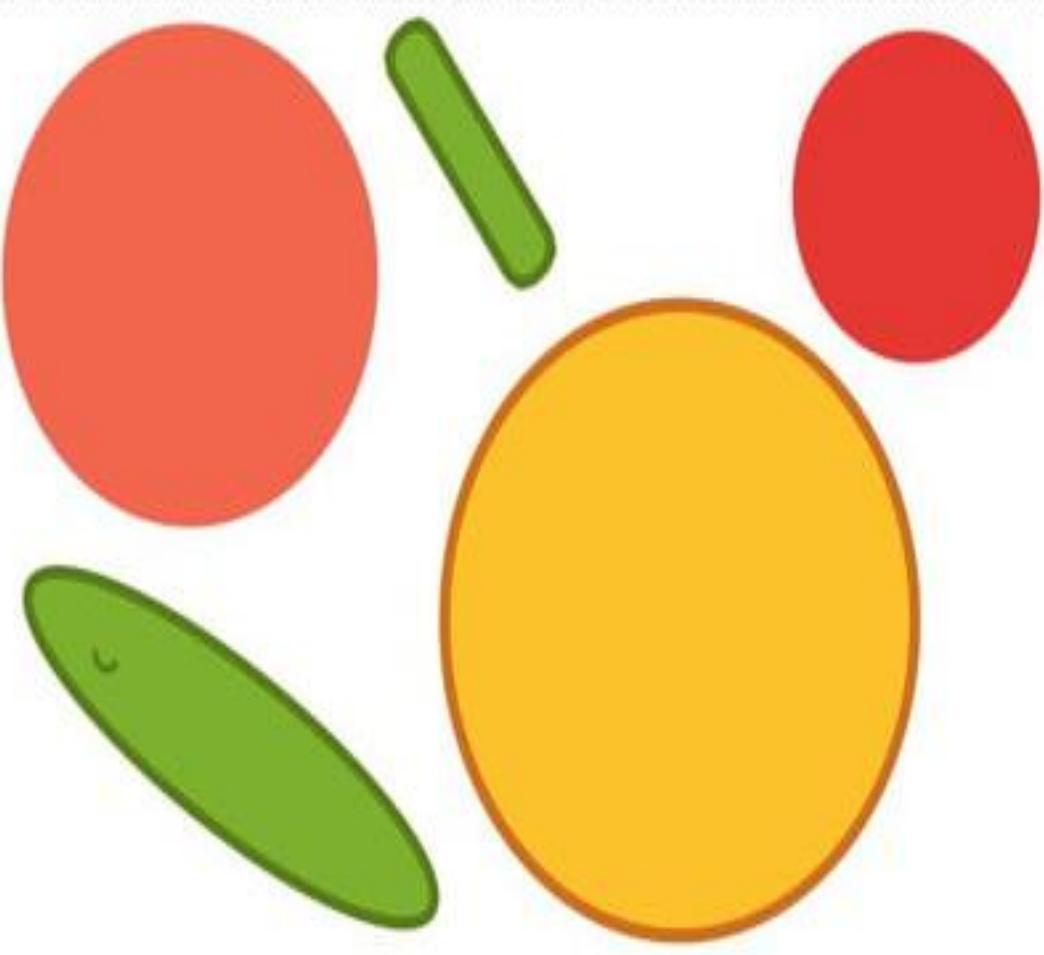






Cailloux.eklablog.fr

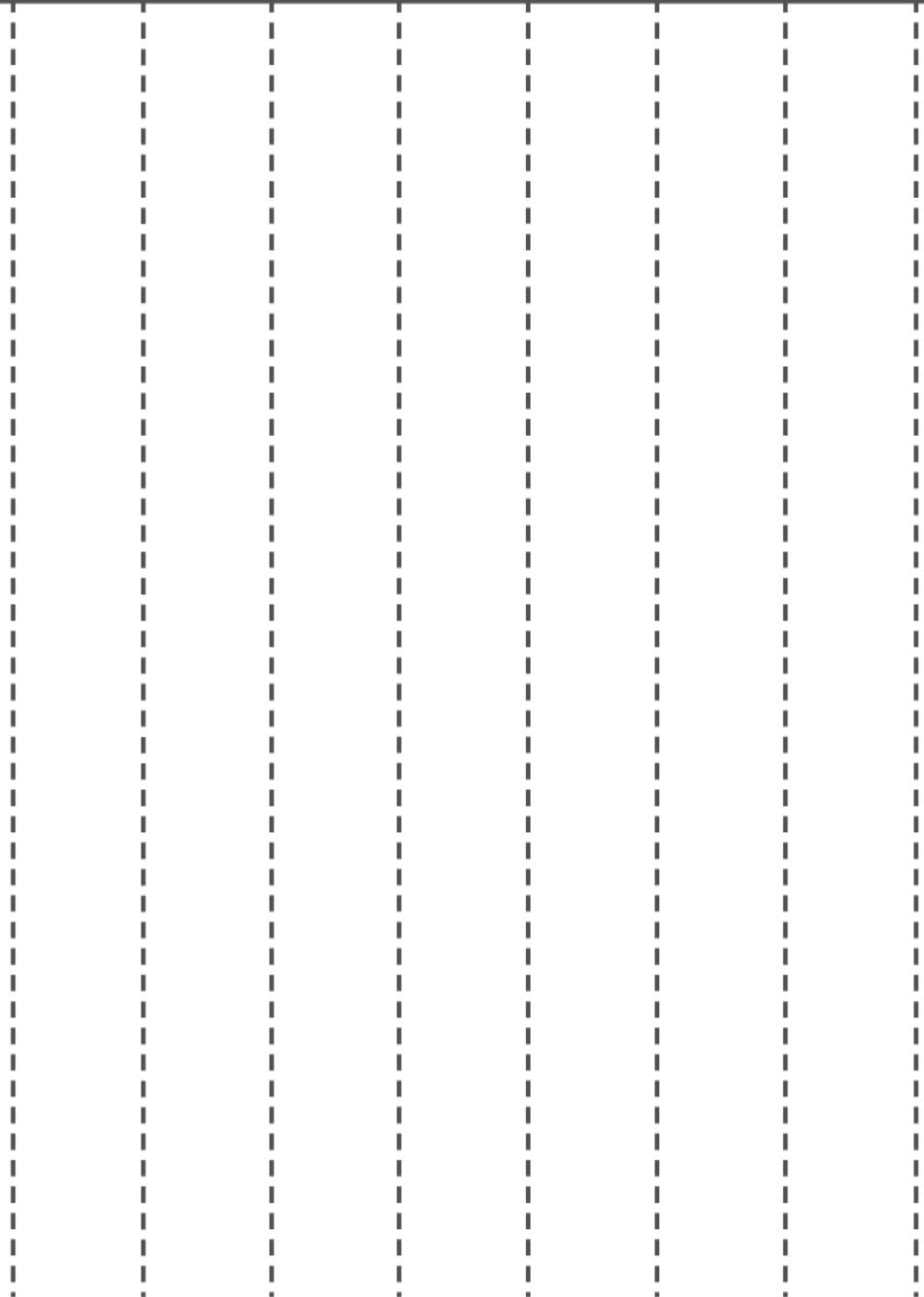
# Un escargot



1

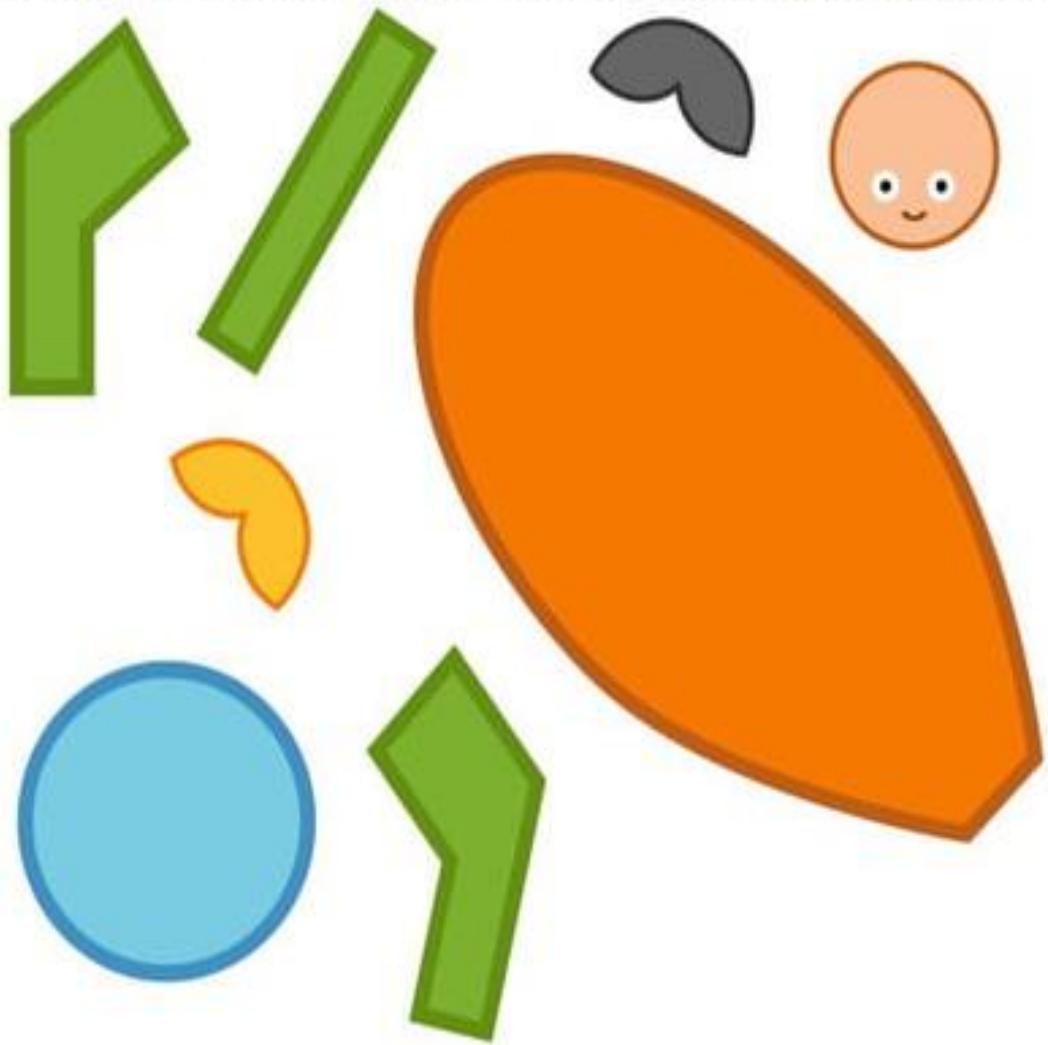


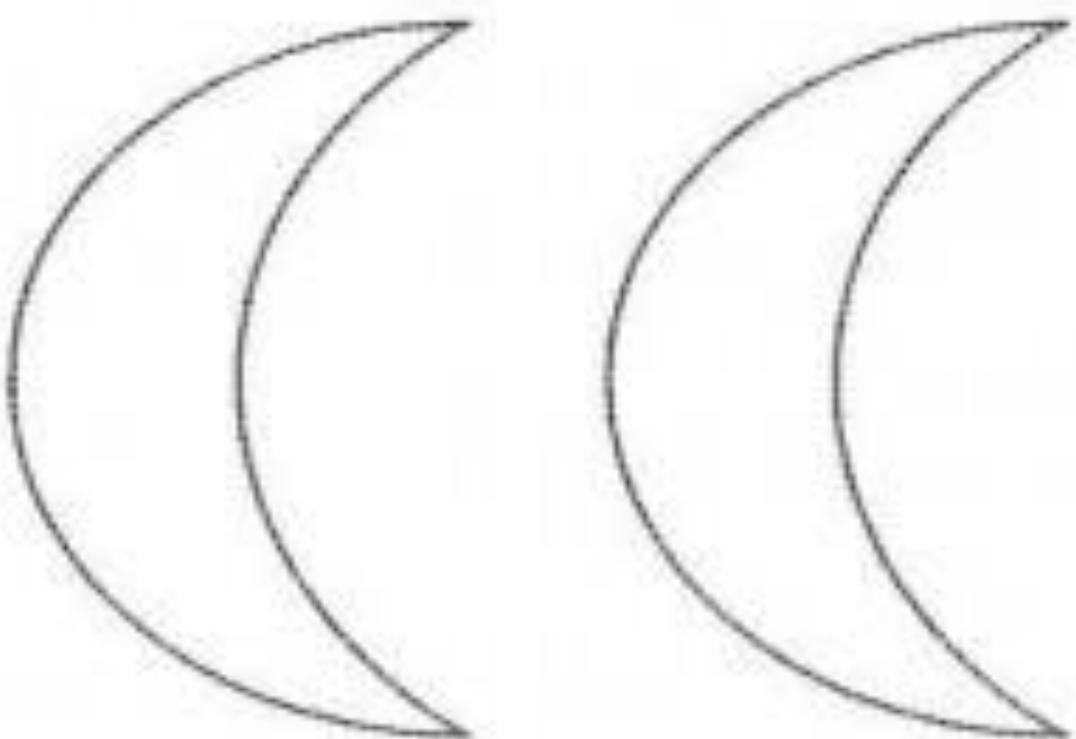
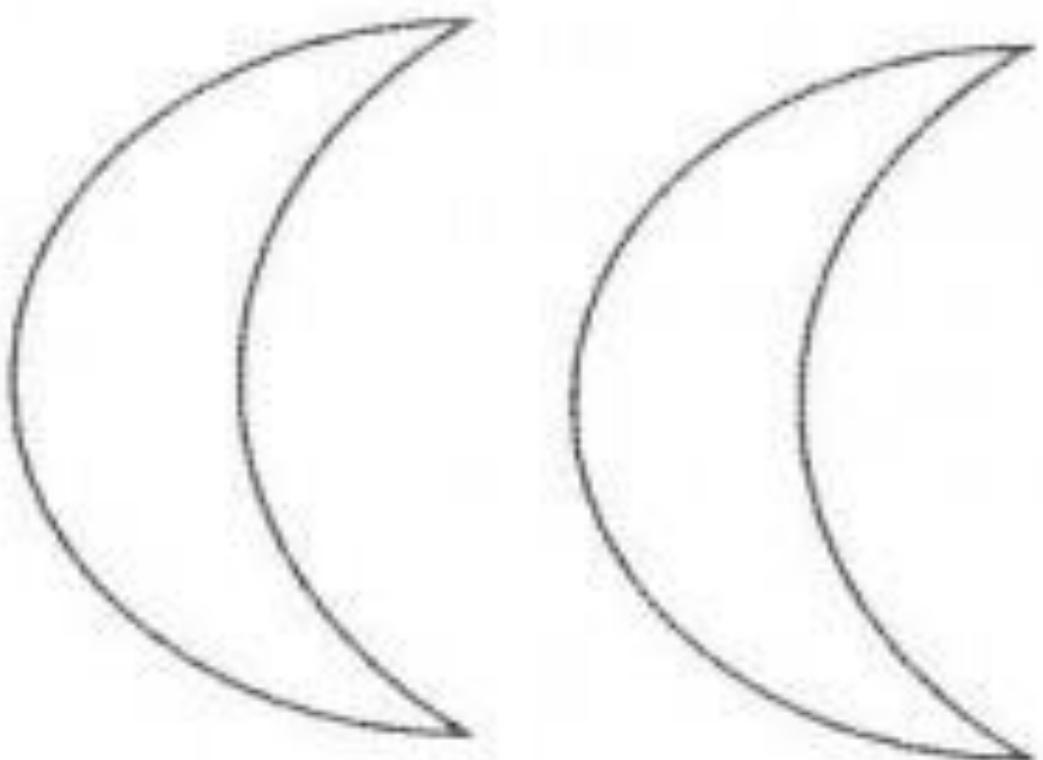
Je découpe avec précision.

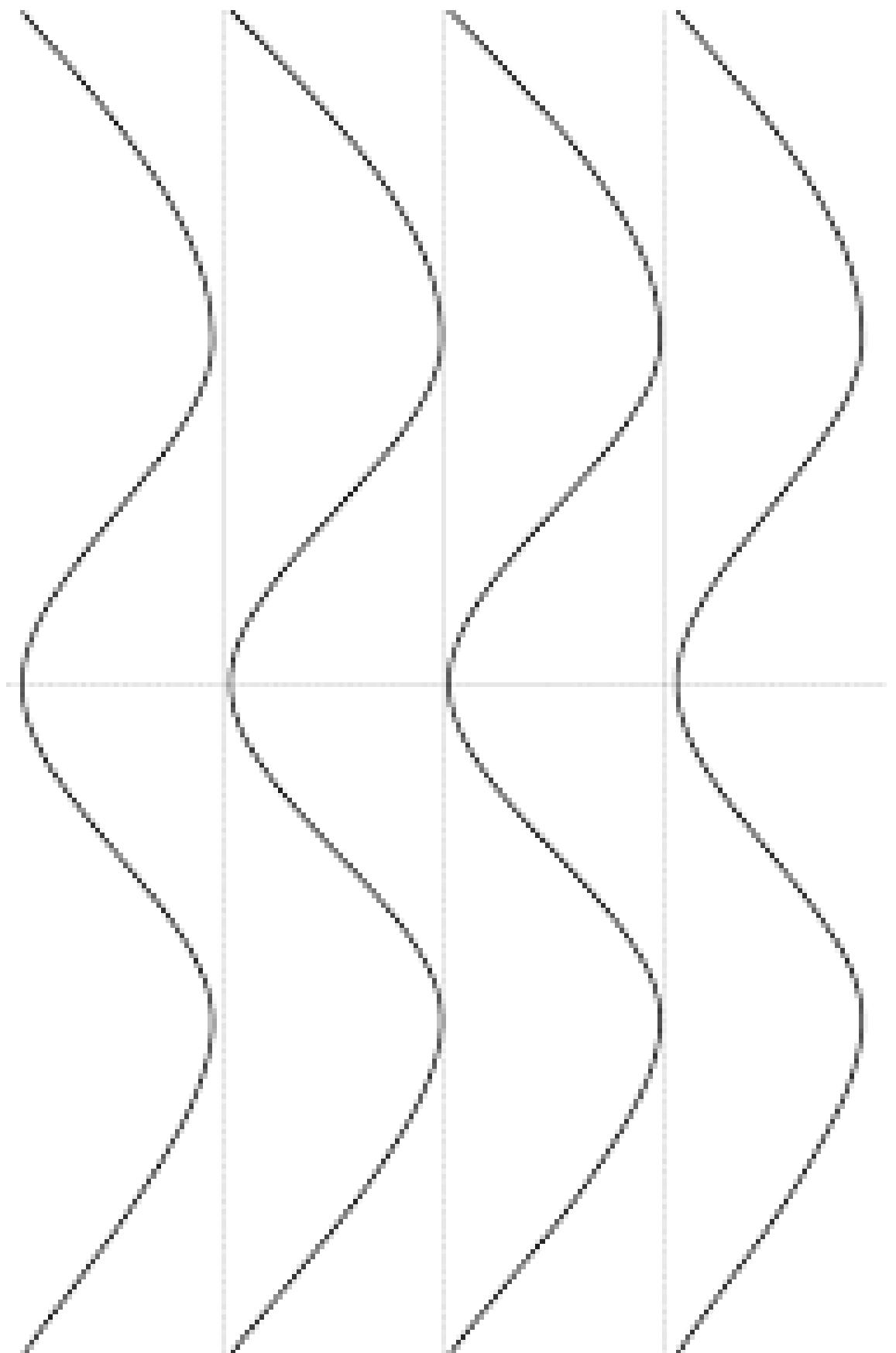


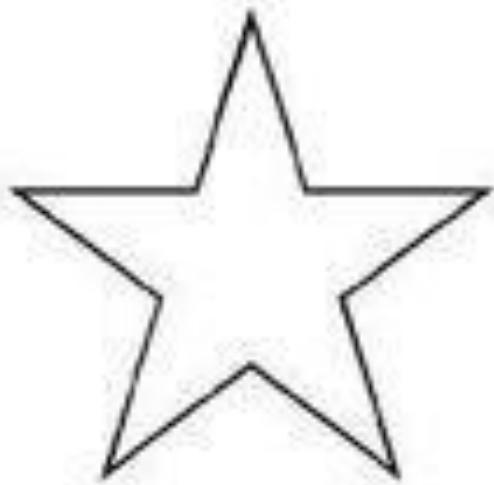
Zabette

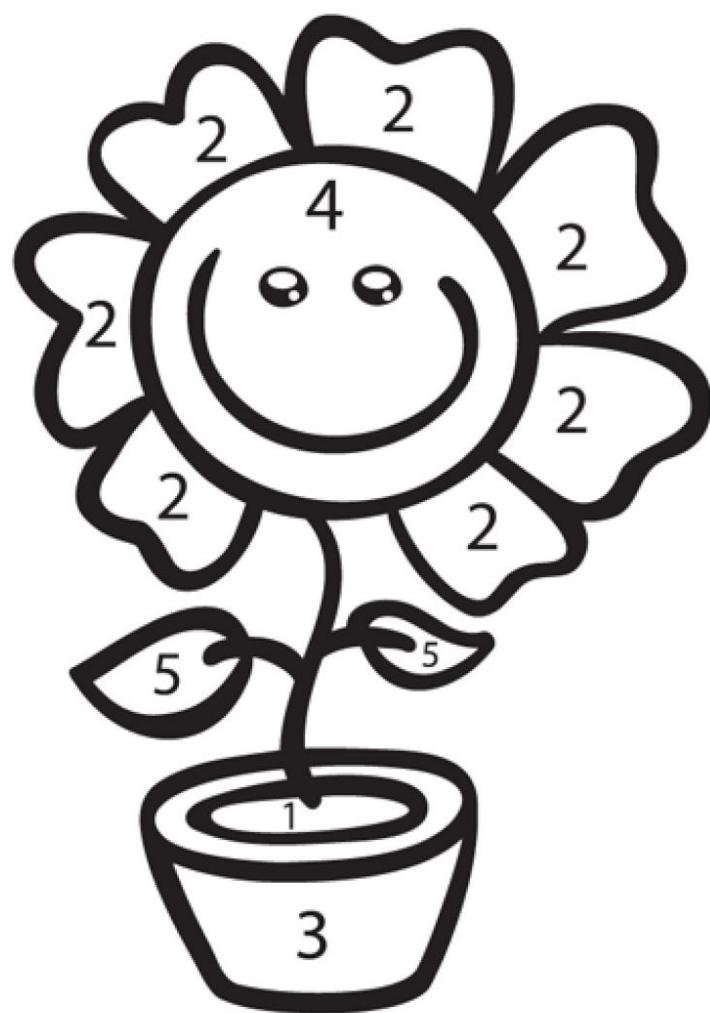
# Une fusée





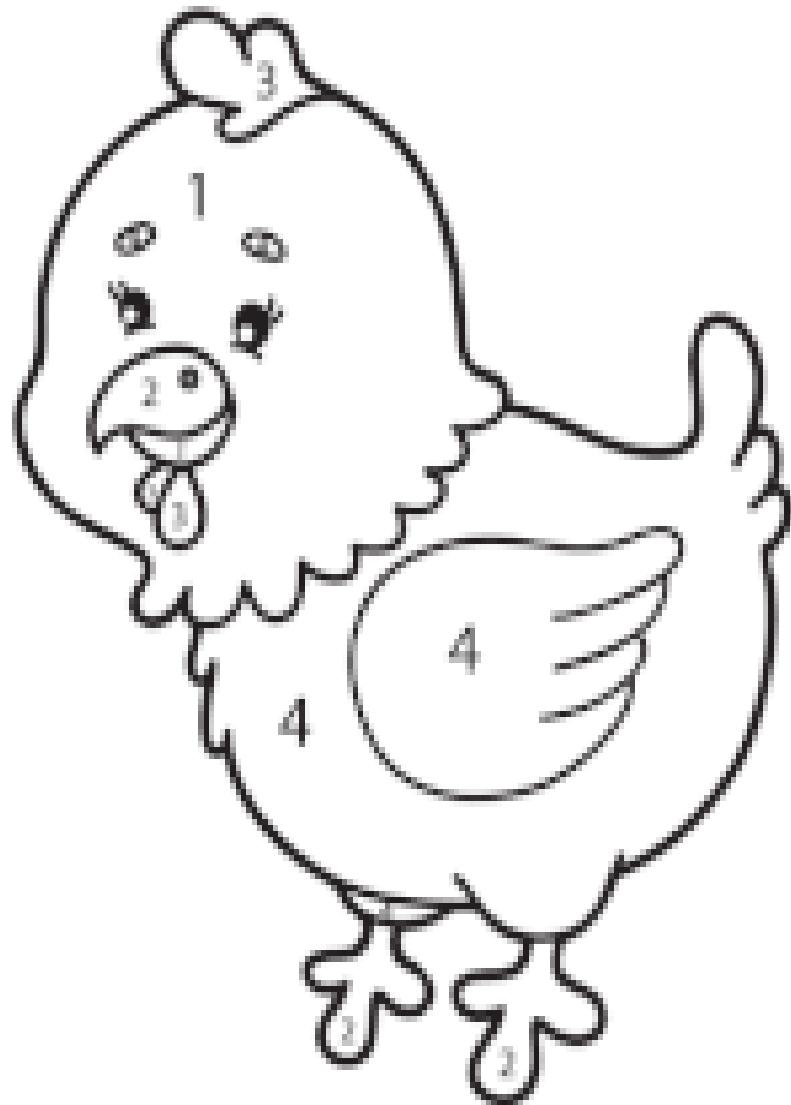
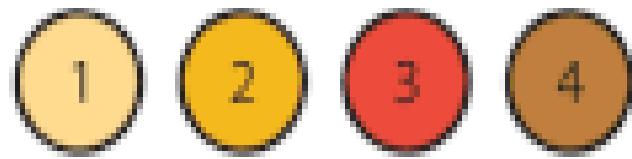




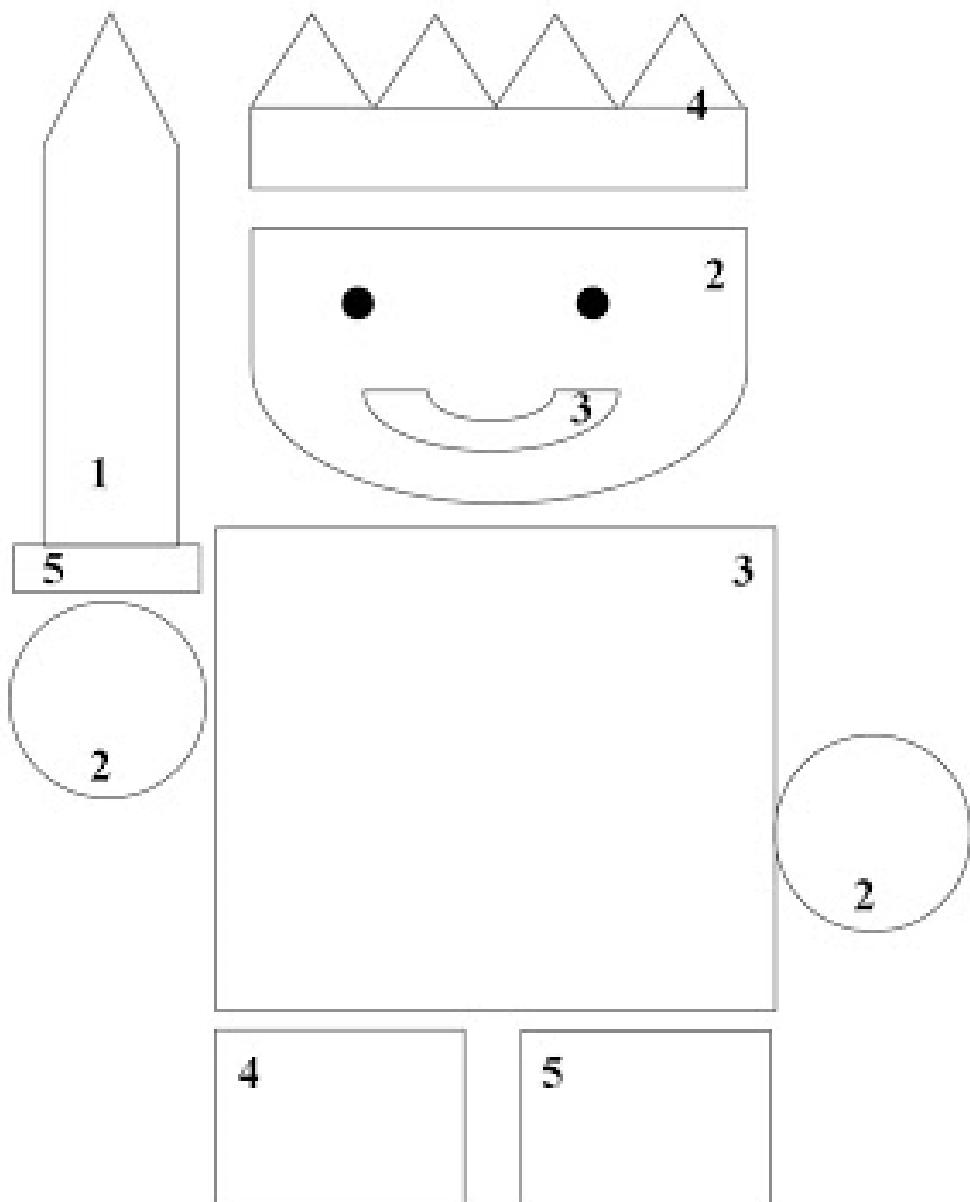


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*Coloriage Magique*

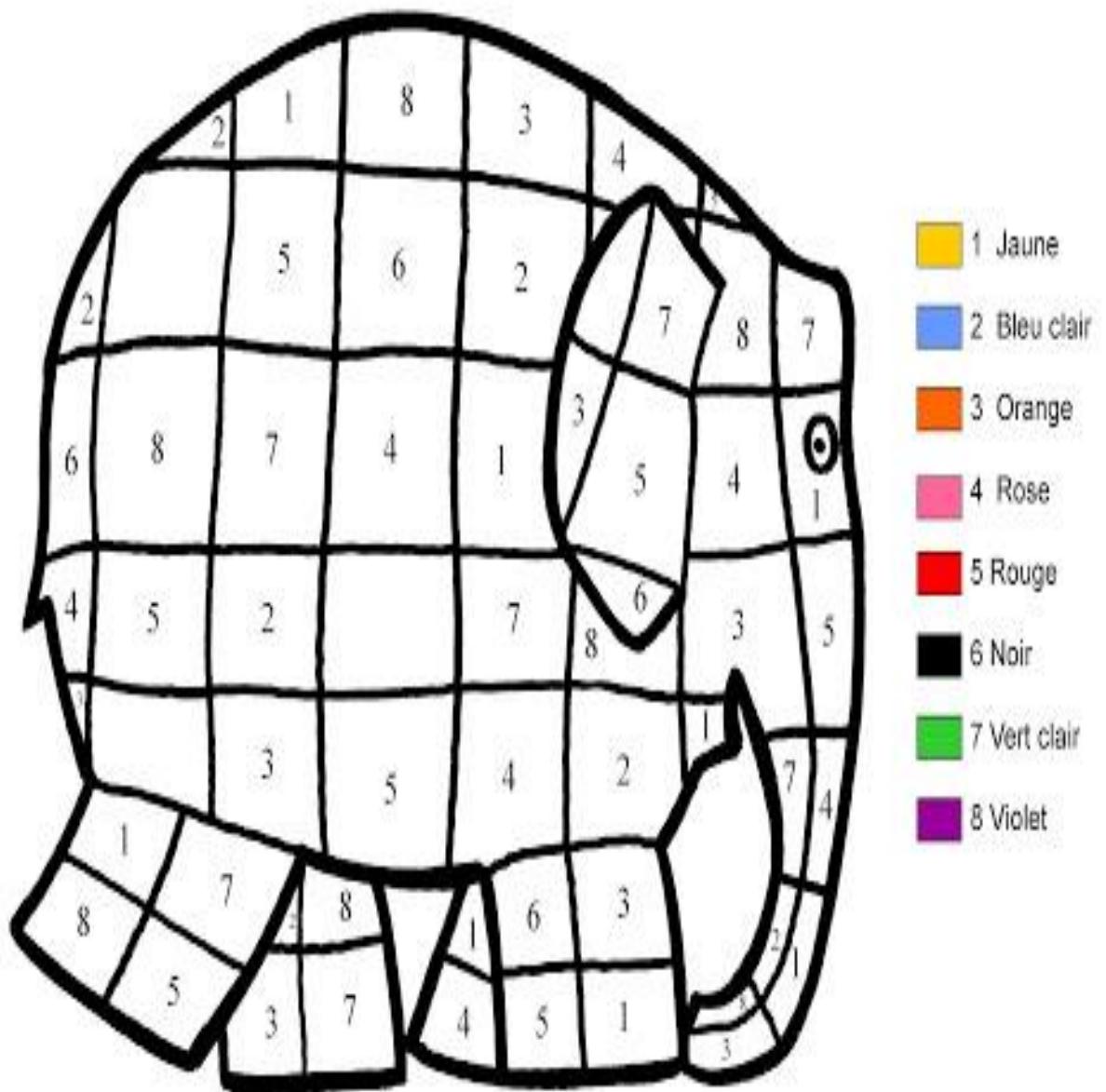


**Domaine :** Construire les premiers outils pour structurer sa pensée / Découvrir les nombres et leurs utilisations/ Utiliser les nombres  
**Compétence :** Associer un nombre à une couleur  
**Consigne :** Utilise le code chiffré pour colorier le petit roi avec les bonnes couleurs

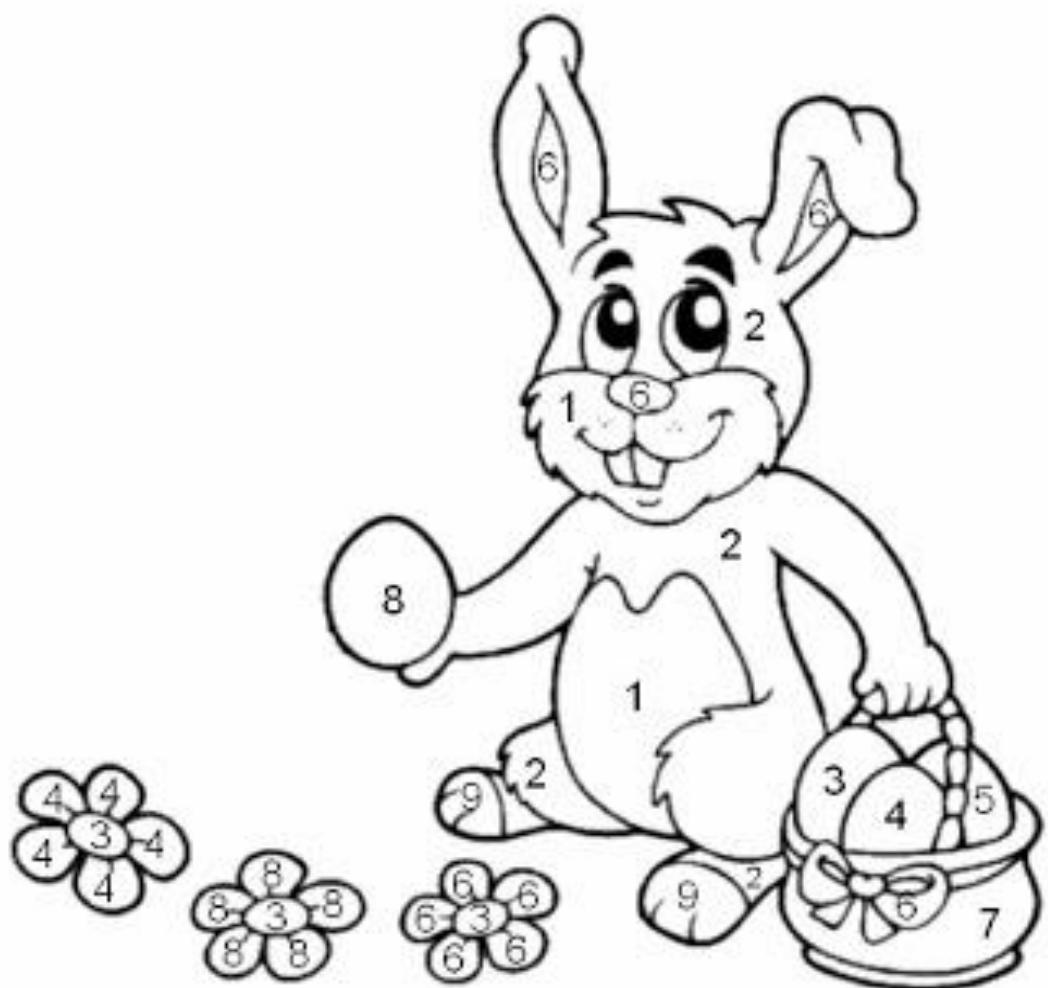


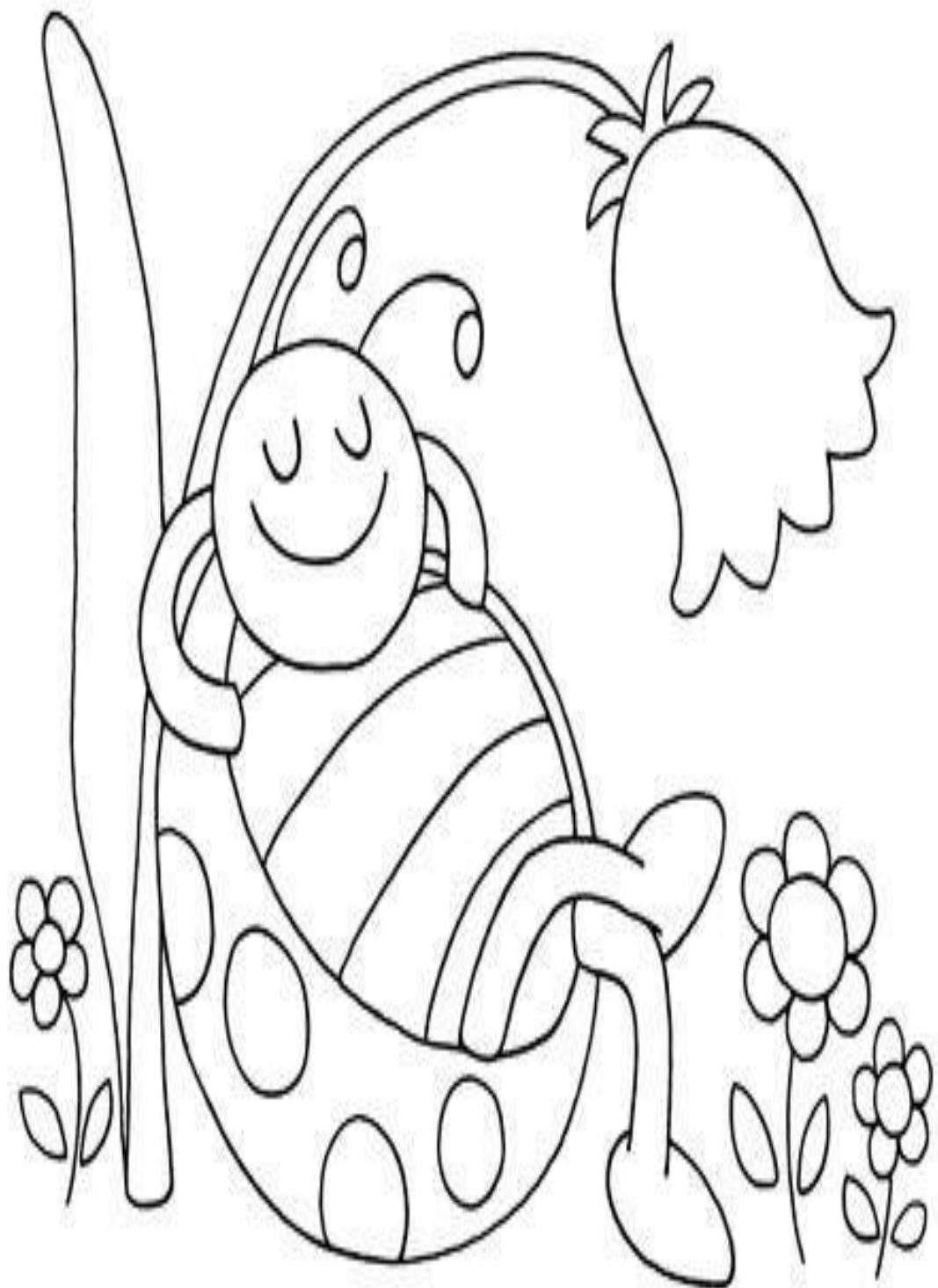
1	GRIS
2	ROSE
3	ROUGE
4	JAUNE
5	VERT

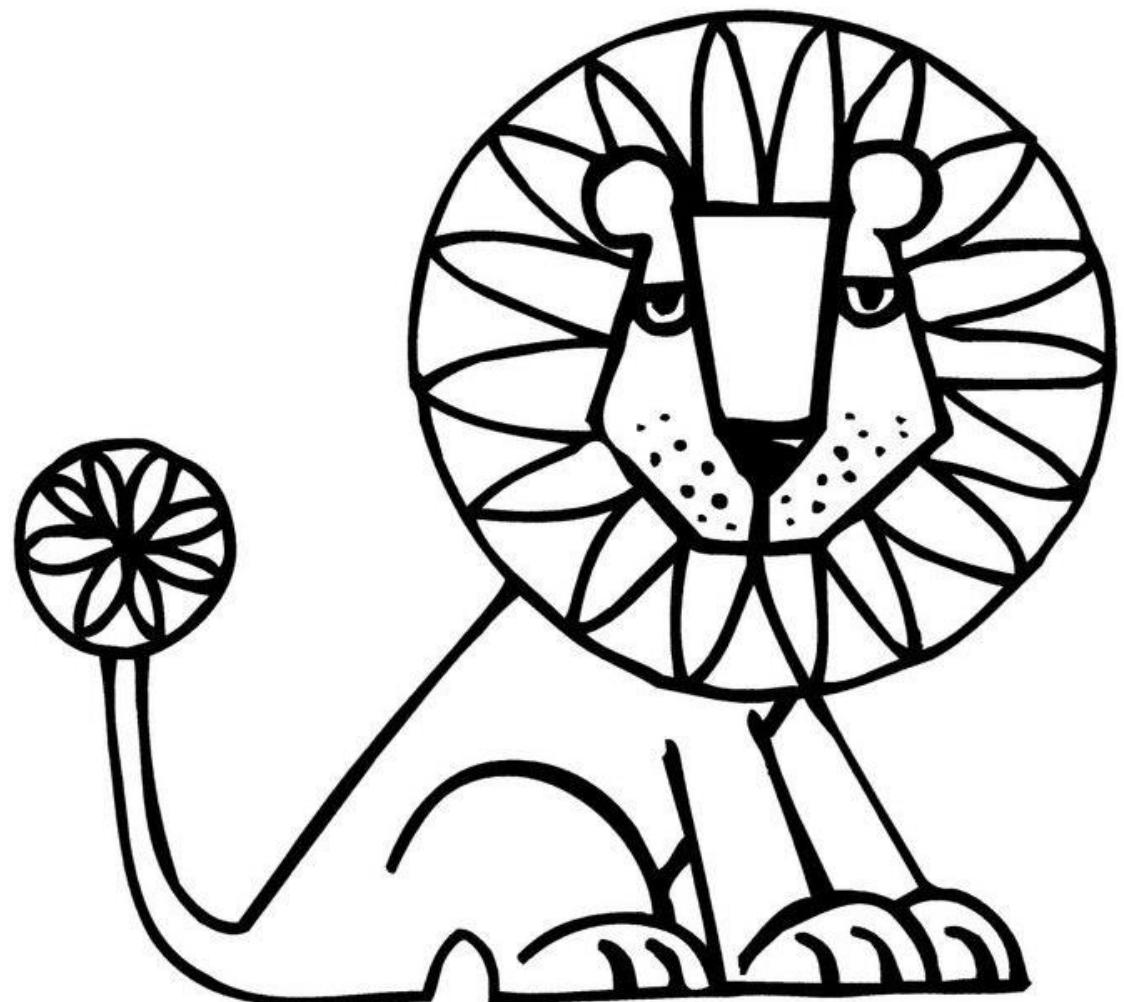


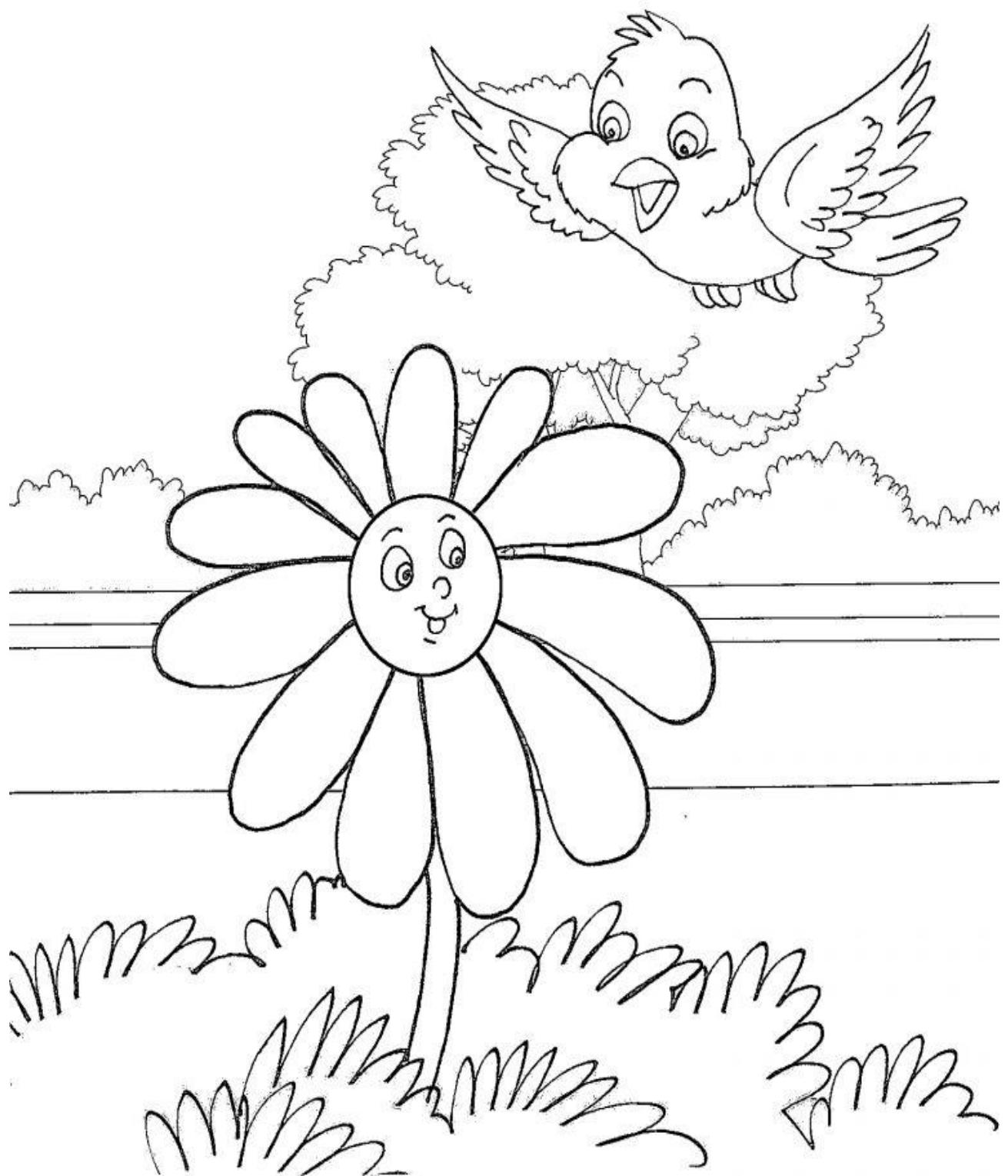


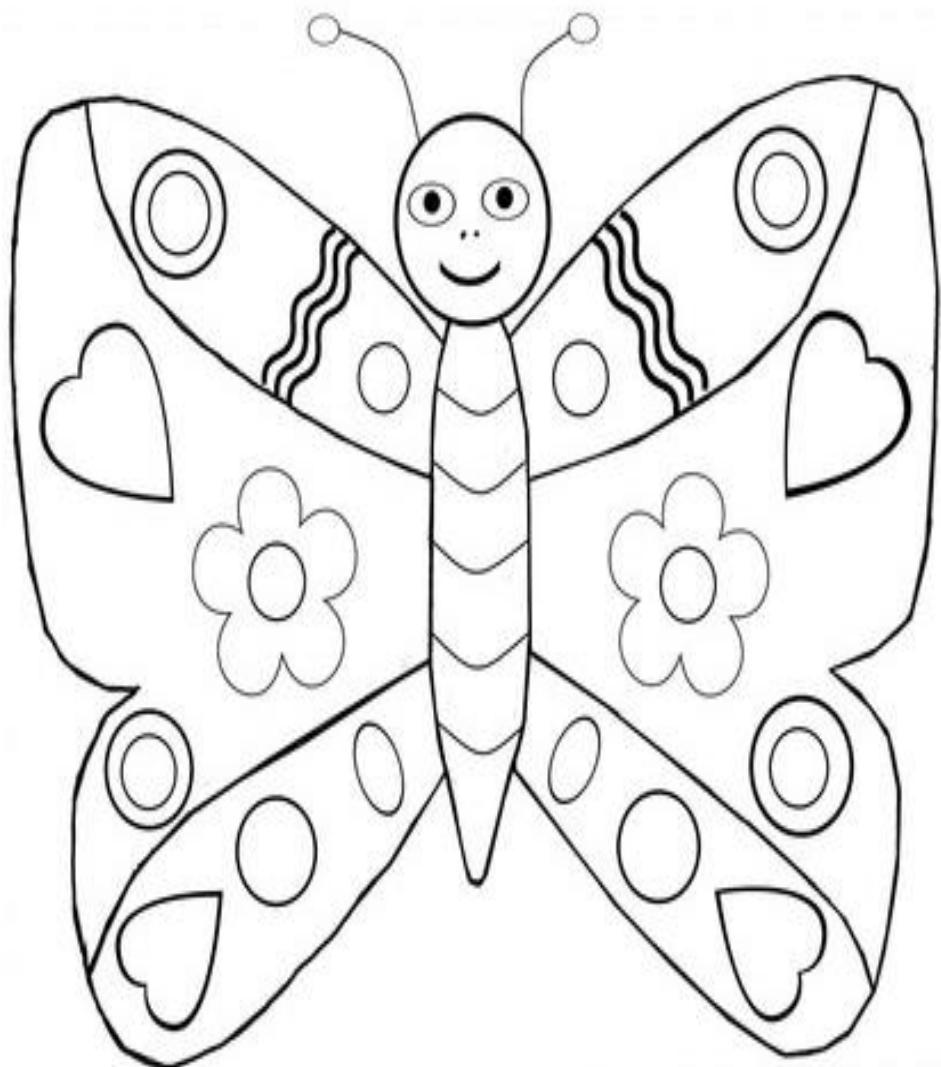
	1 Brun clair		4 Rouge		7 Orange
	2 Brun foncé		5 Bleu		8 Violet
	3 Jaune		6 Rose		9 Gris



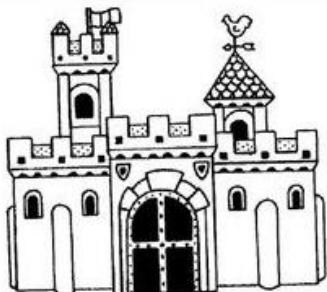




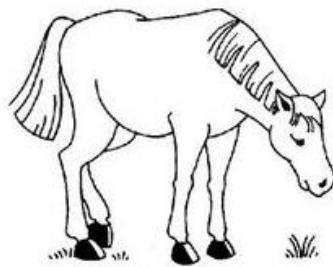




Colle les lettres identiques pour écrire les mots.  
Ecris les lettres au dessous, seul(e) , en repassant .



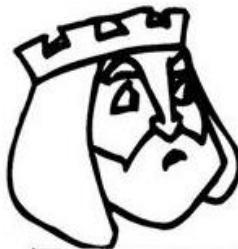
→ **C H A T E A U**  
→  
→



→ **C H E V A L**  
→  
→



→ **R E I N E**  
→  
→



→ **R O I**  
→  
→

**R E I N E C H E V A L**  
**R O I C H A T E A U**

Domaine : se préparer à apprendre à lire et à écrire  
Compétence : identifier les lettres qui composent un mot.  
Consigne : colle les lettres sous les modèles.

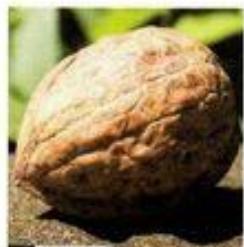
Date :

Evaluation :



A	R	B	R	E

P	O	M	M	E



M	A	R	R	O	N

N	O	I	X

B	M	P	R	A	E	M	E	O	R
A	N	M	O	N	I	R	R	X	O

→2 premiers mots

→2 derniers mots

--

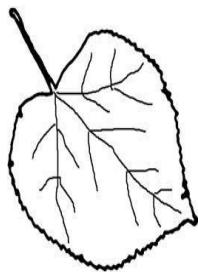
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Domaine : mobiliser le langage dans toutes ses dimensions/L'écrit

Compétence : aborder le principe alphabétique : Savoir reconstituer un mot connu à partir des lettres qui le composent en s'appuyant du modèle.

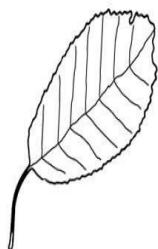
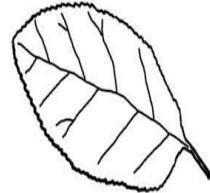
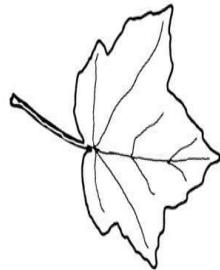
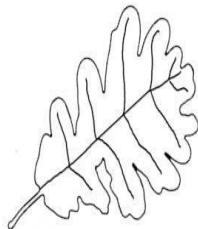
Consigne : « Découpe toutes les lettres et recolle-les au bon endroit pour reconstituer le mot AUTOMNE. Colore ensuite les feuilles aux couleurs de l'automne»



A	U	T	O	M	N	E
---	---	---	---	---	---	---



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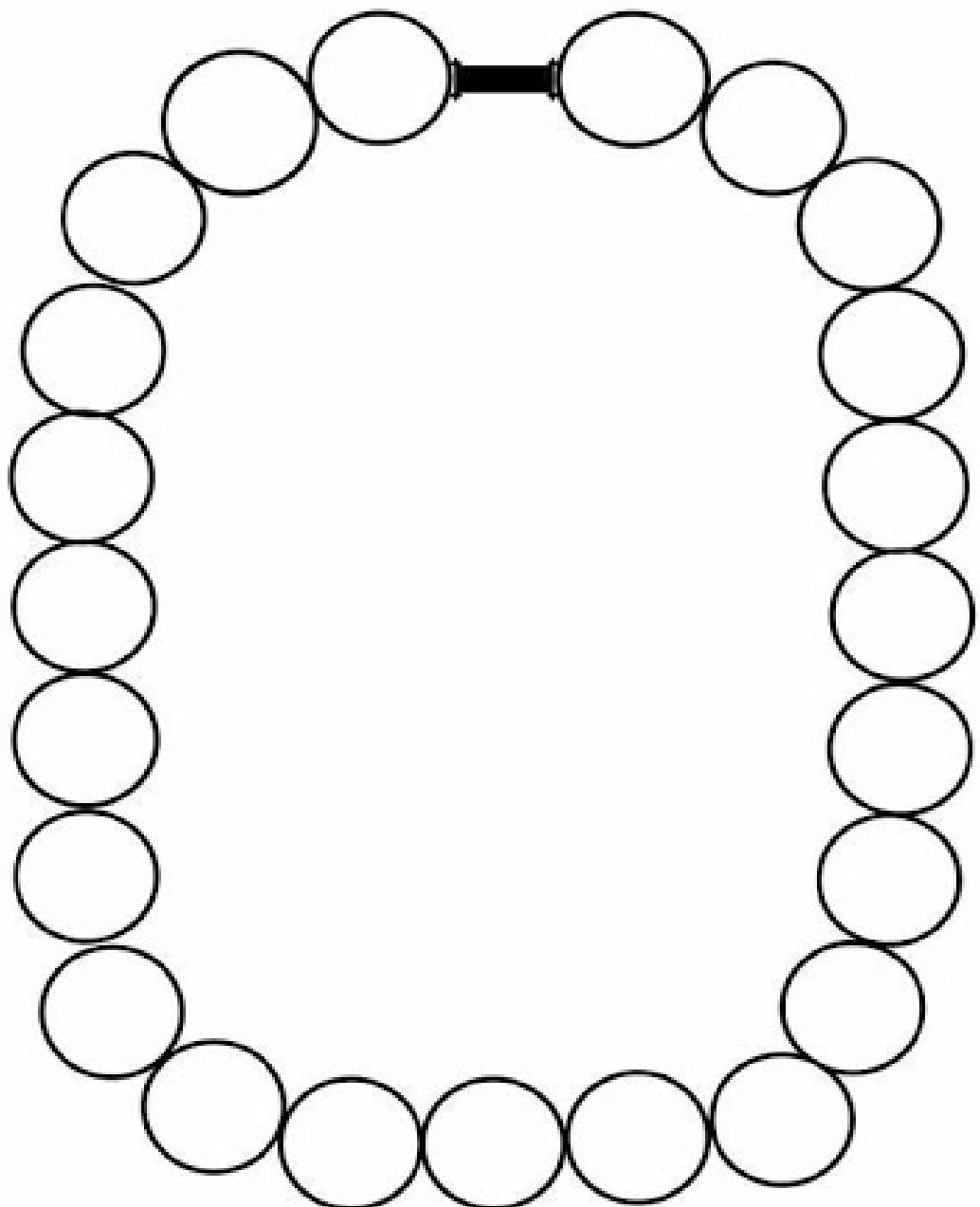


A	T	M	E	N	O	U
---	---	---	---	---	---	---



F E R M I E R

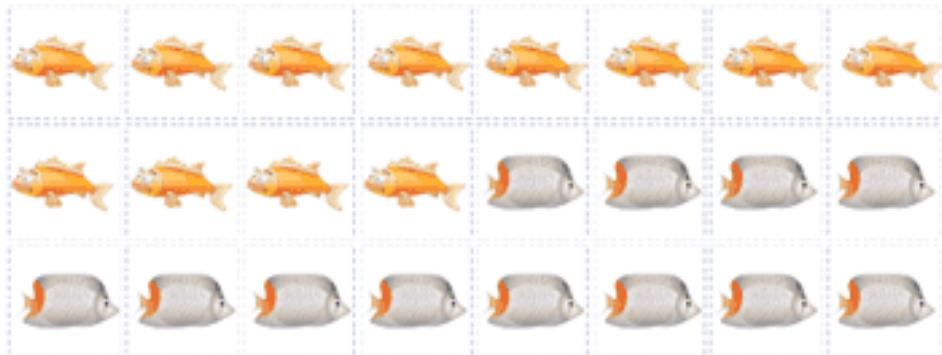
F R E E R I M



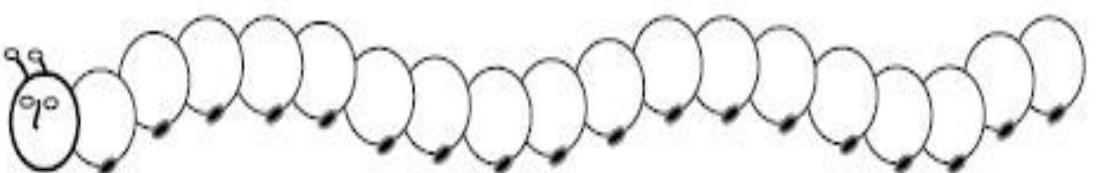
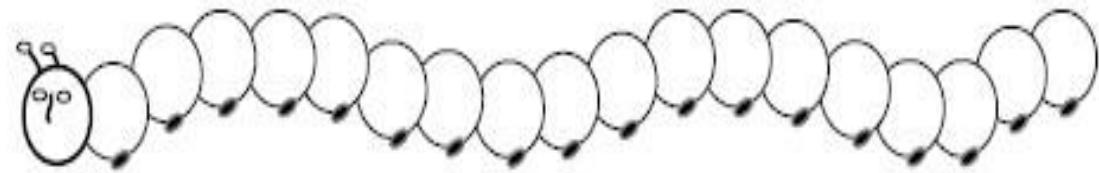
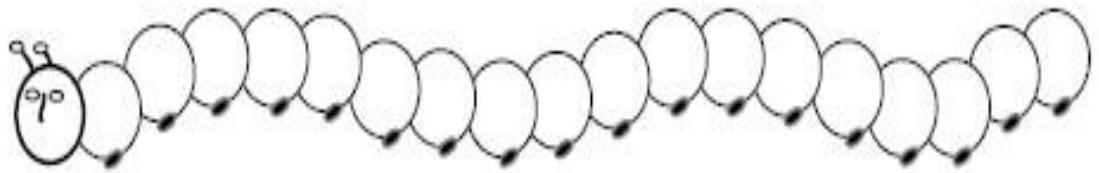
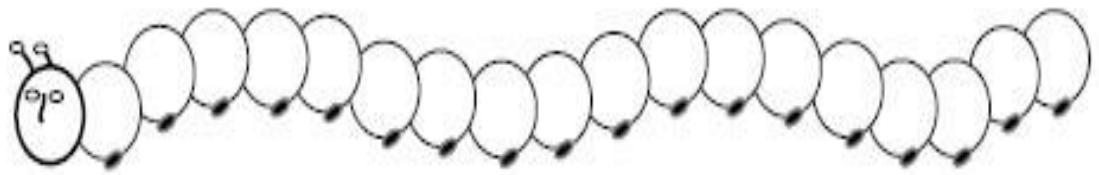
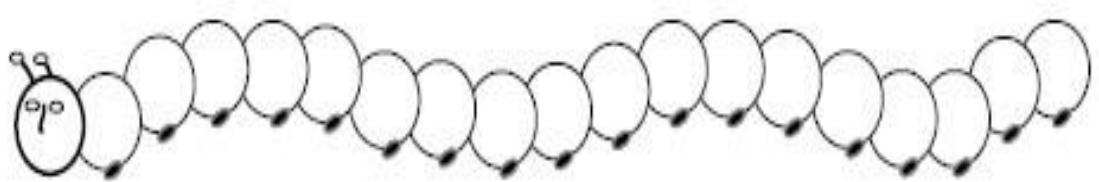


houses

Observe et continue le rythme.



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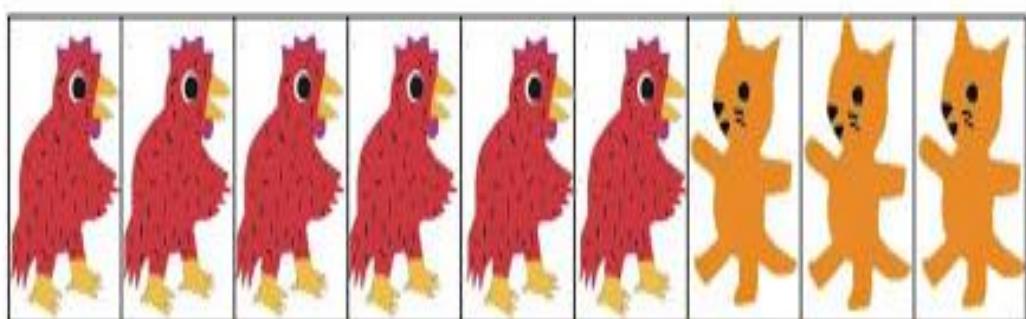


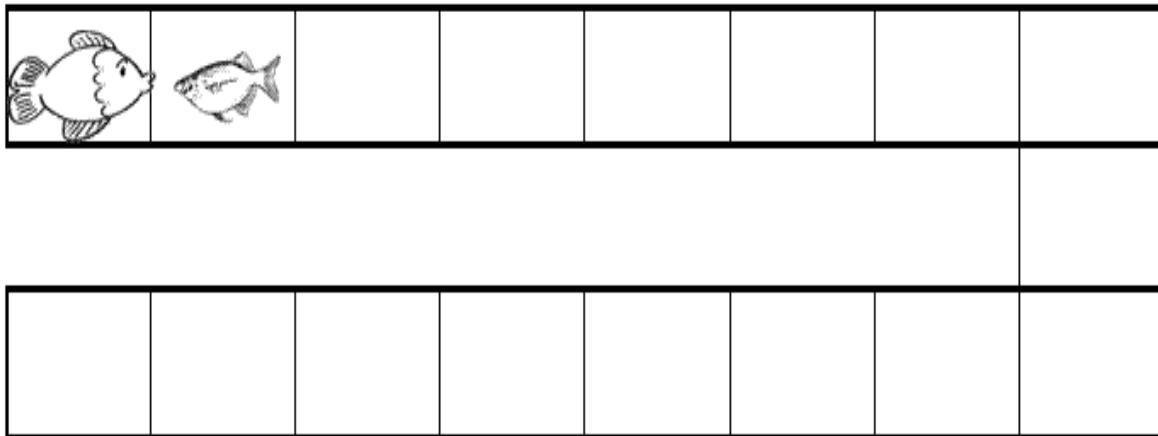


Domaine : construire les premiers outils pour structurer sa pensée

Compétence : explorer des formes, des grandeurs, des suites organisées : reproduire un algorithme simple

Consignes : continue de placer les images en respectant l'algorithme de départ, puis colle ces images.





**Algorithme : je découpe et je colle les images en respectant la suite 1:1**

