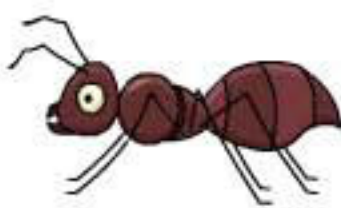


De 0 à 6

Nom :

Date :

1. Écris le nombre de pattes.



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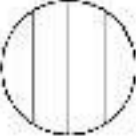
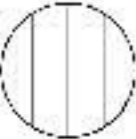
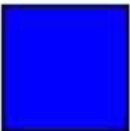
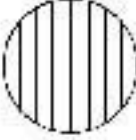
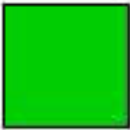
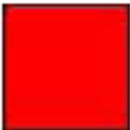


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2. Écris le nombre de carrés, de rayés, de cercles.



Carrés	
Rayés	
Cercles	

3. Complète l'étiquette nombre.

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4. Dessine autant de points.

3

1

0

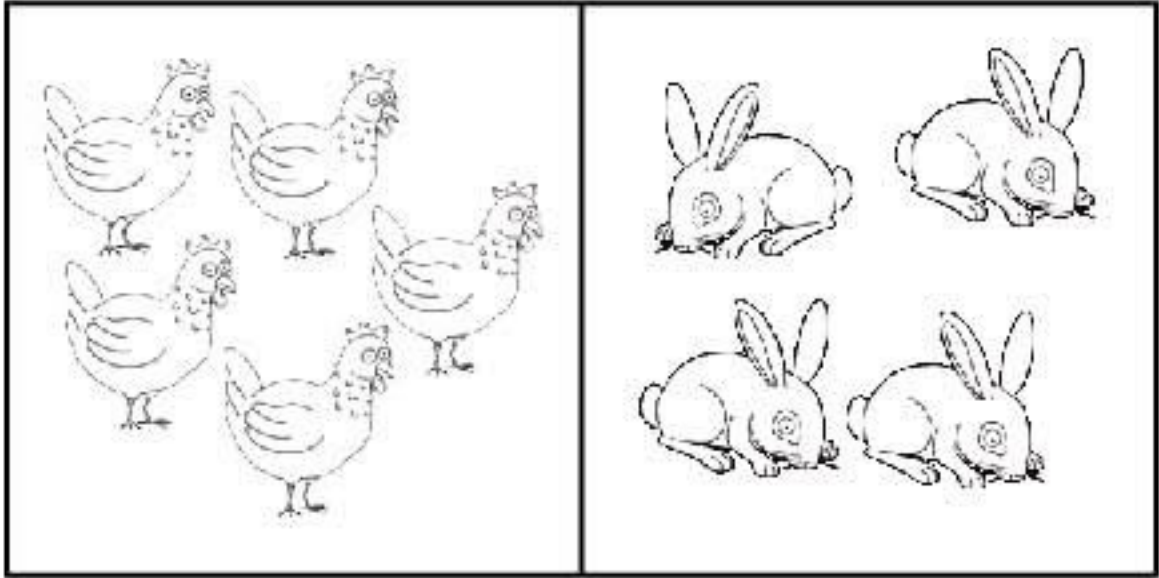
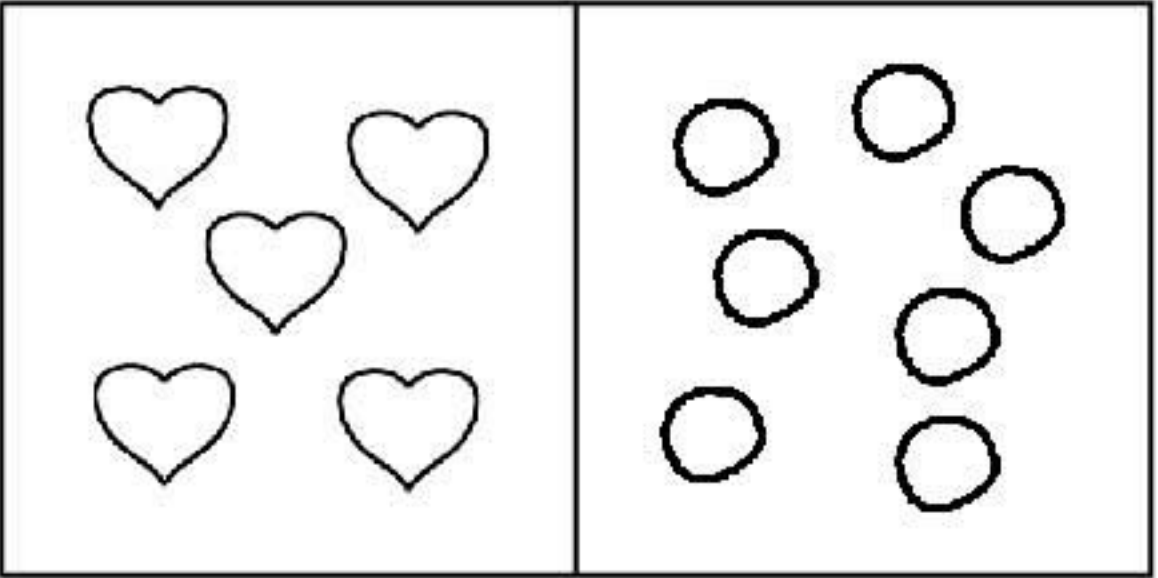
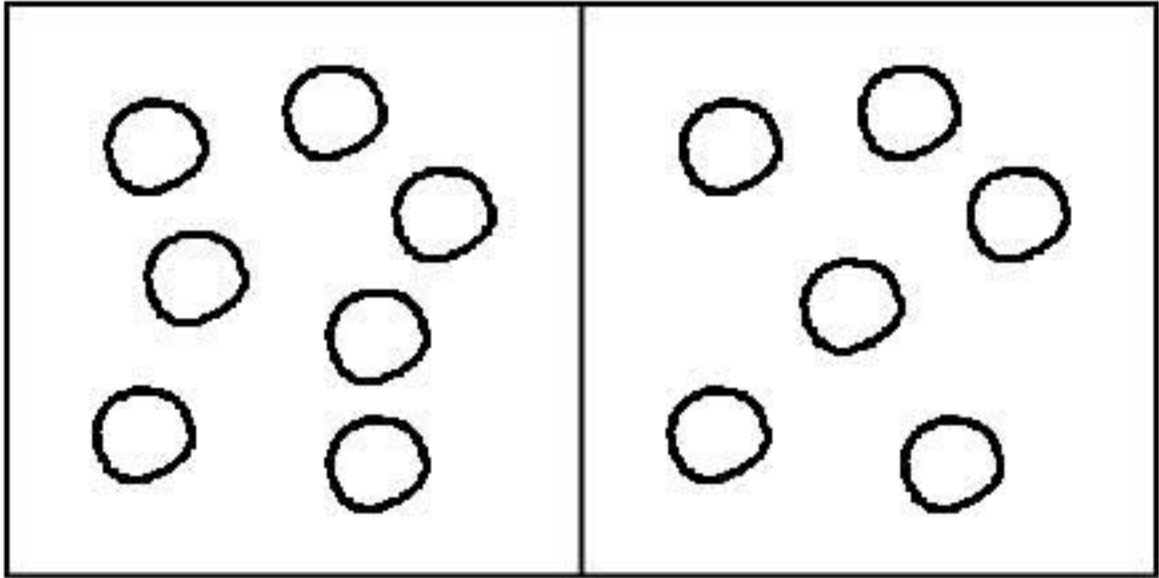
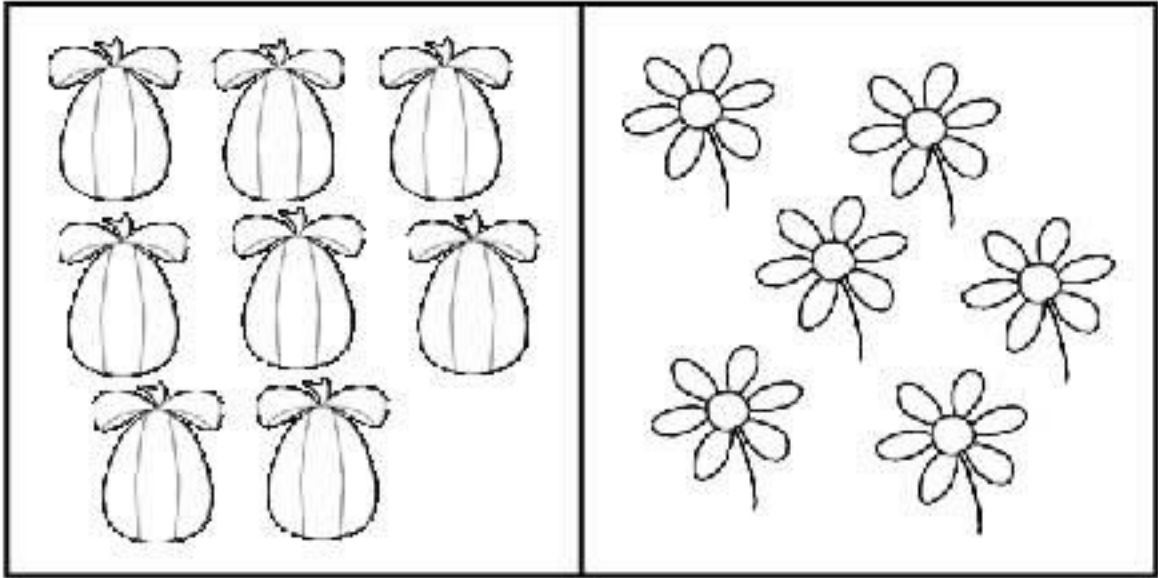
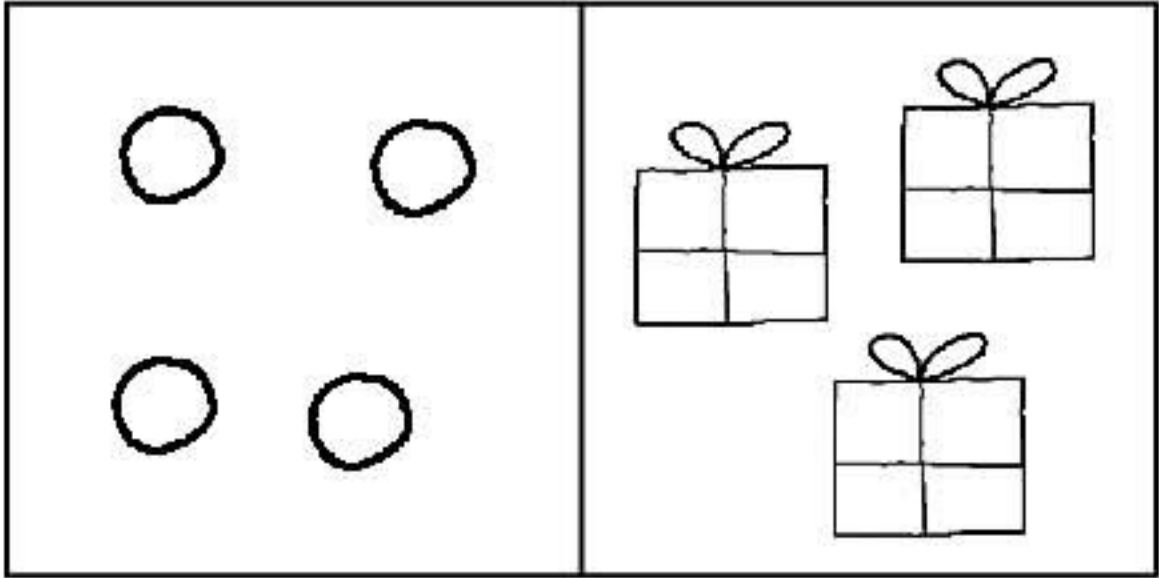
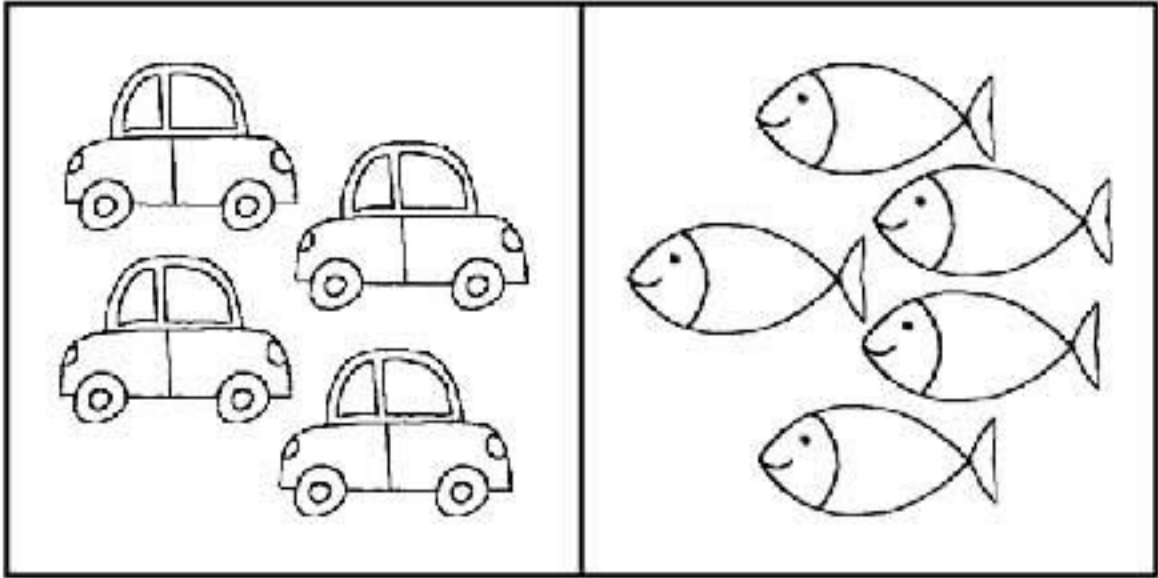
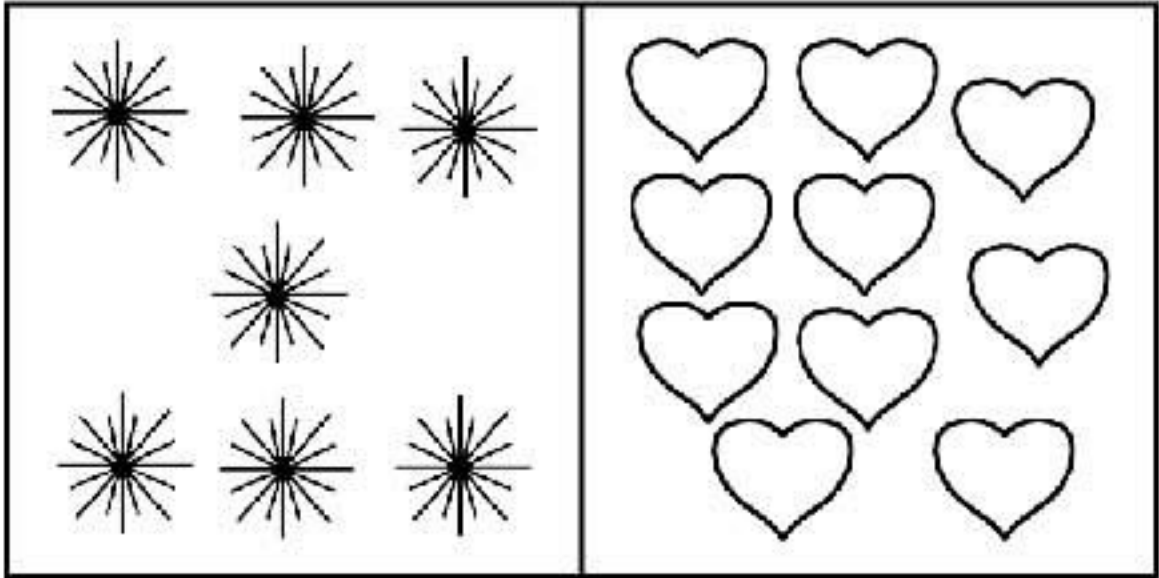
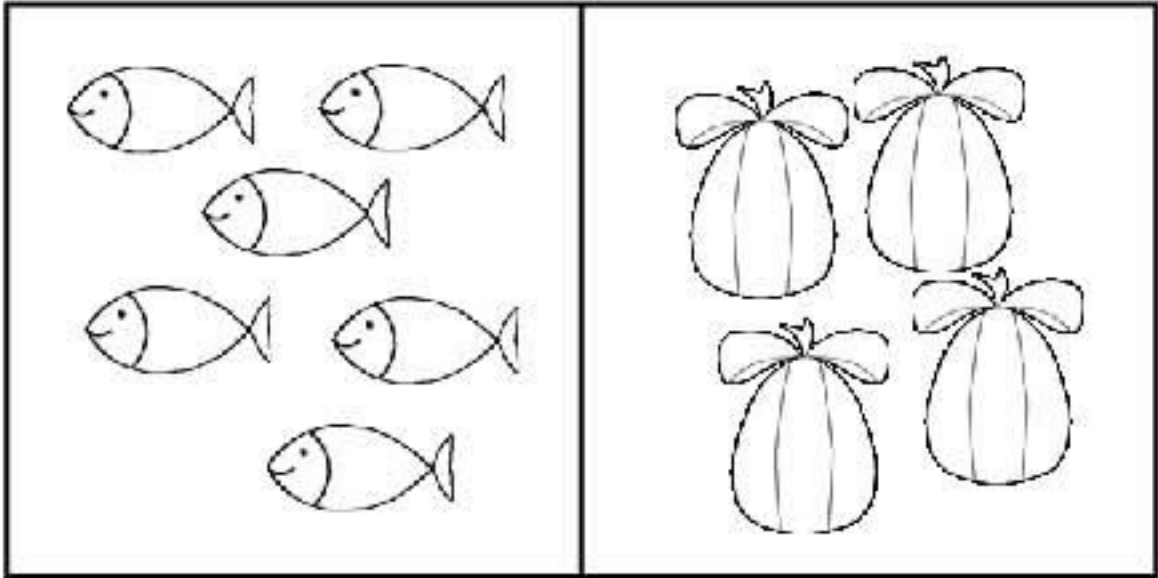
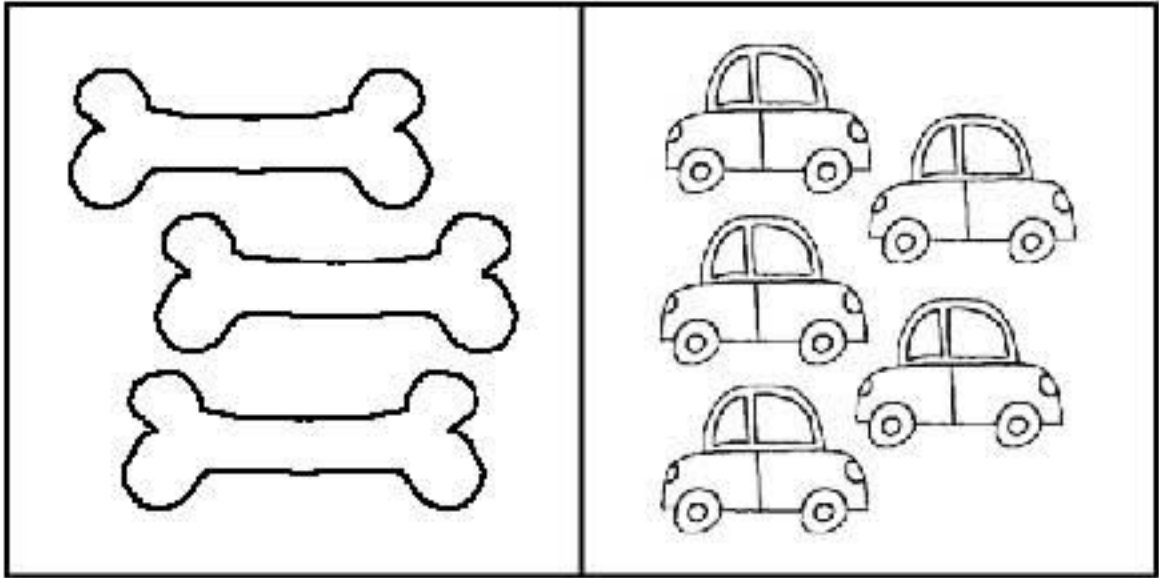
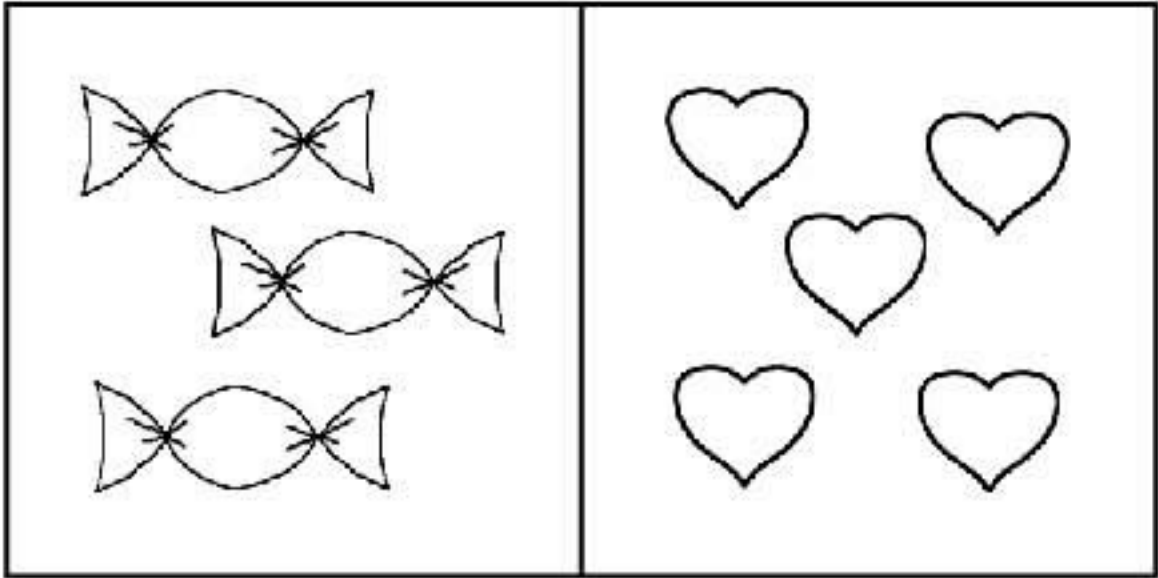
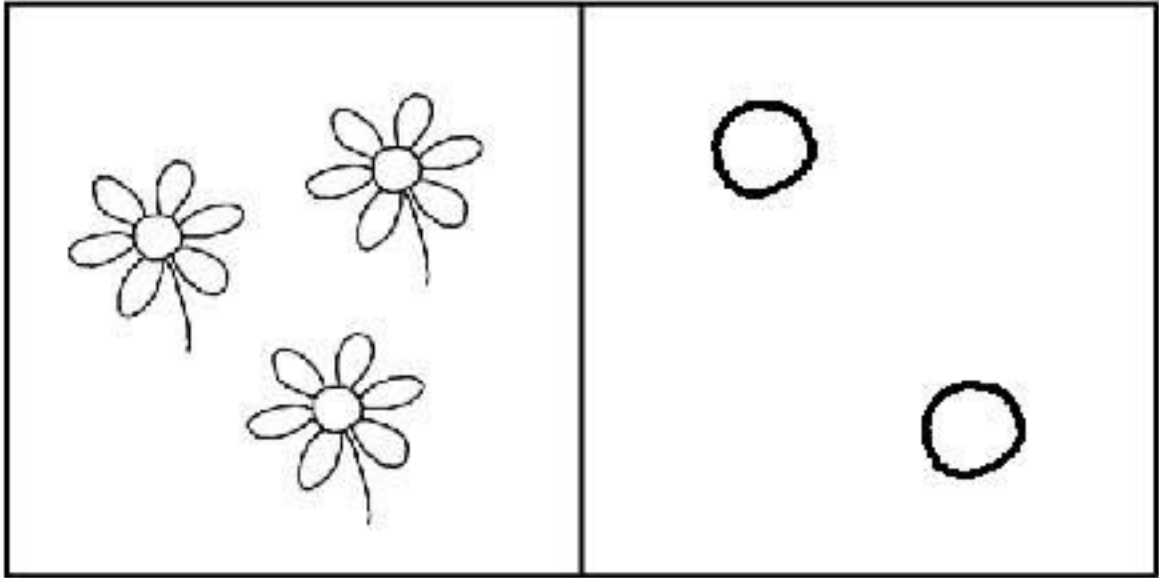
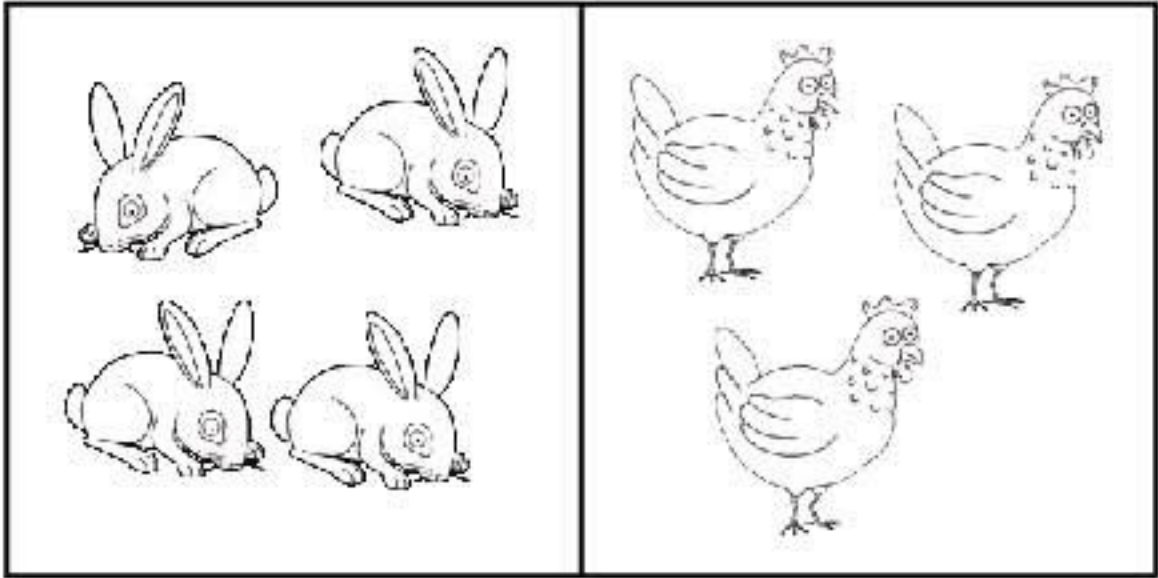
6

Le plus grand nombre

Consigne : Colorie les objets qui sont en plus grand nombre.

Nom :

Date :



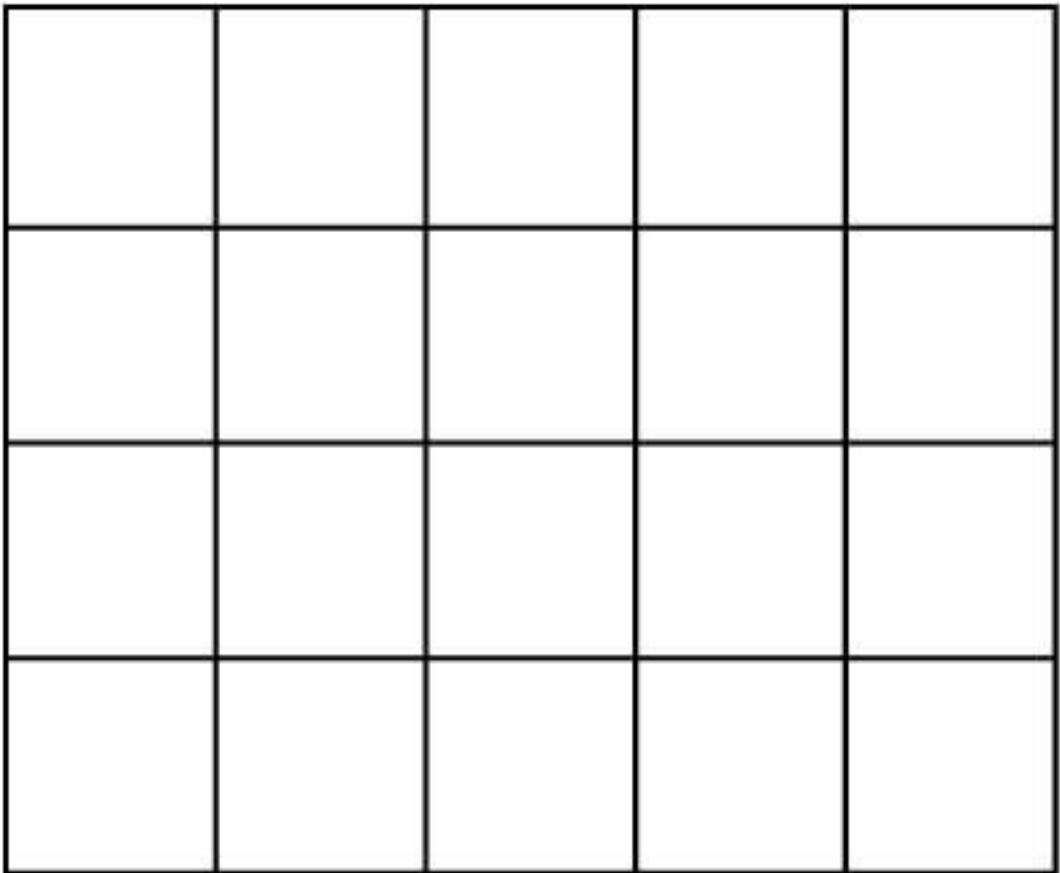
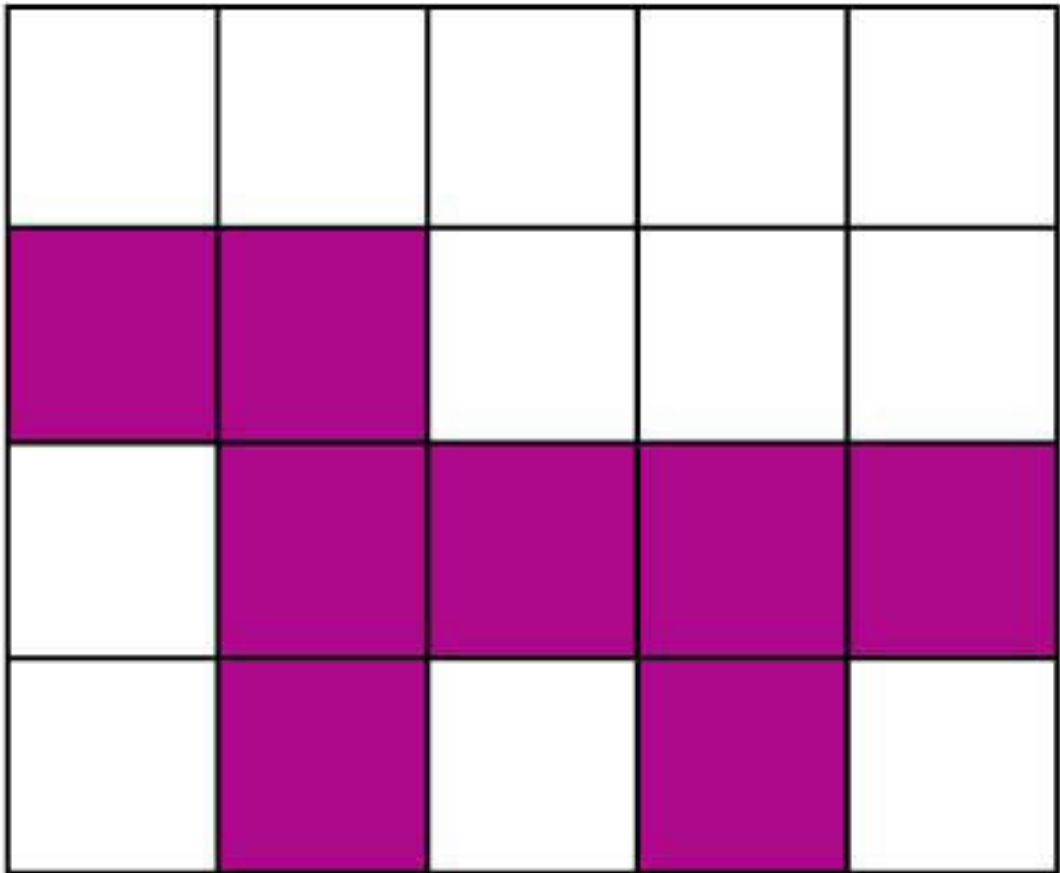
Quadrillages - Reproduire des motifs en symétrie (coloriage)

Consigne : Je reproduis le dessin en coloriant les bonnes cases.

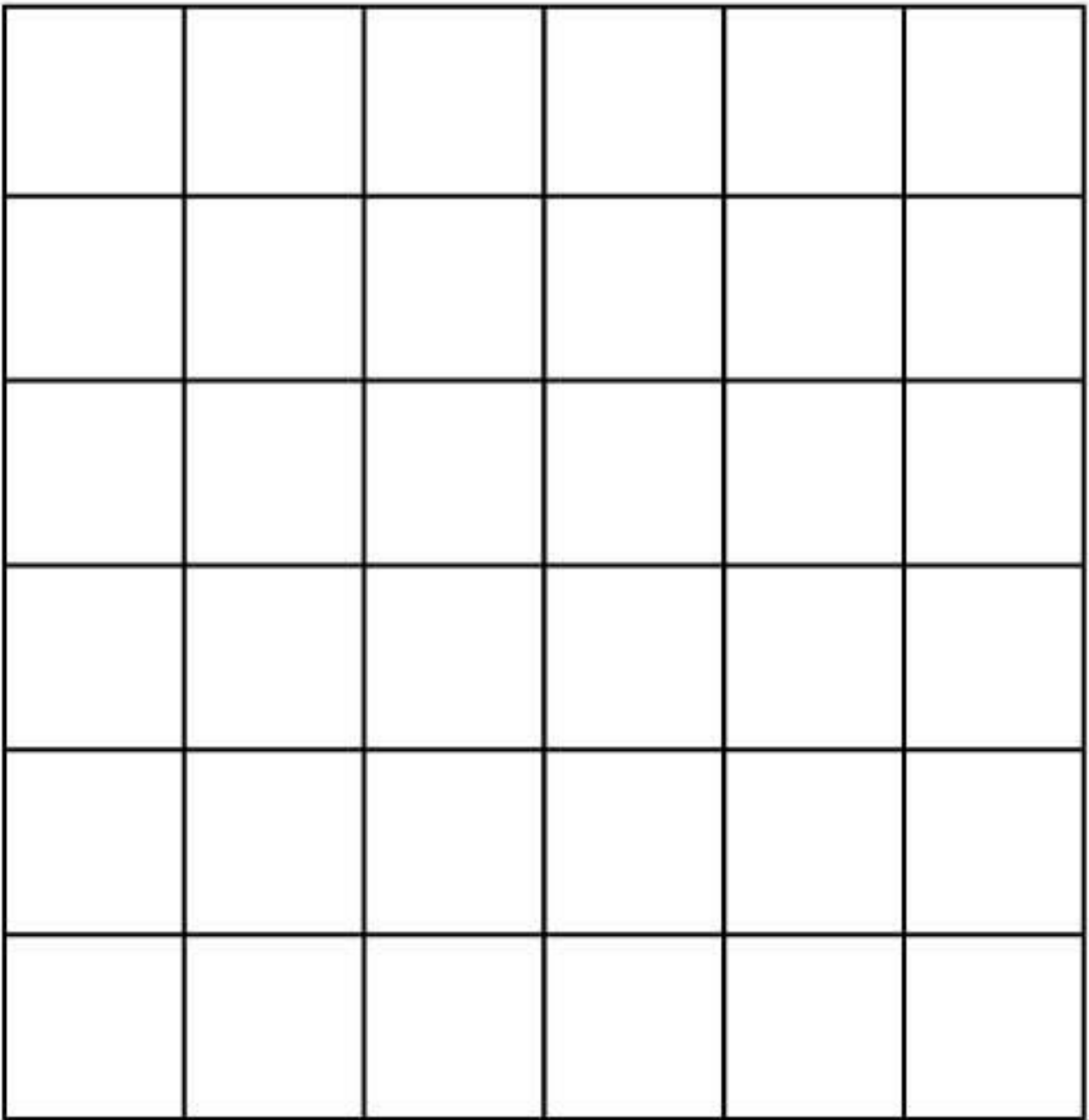
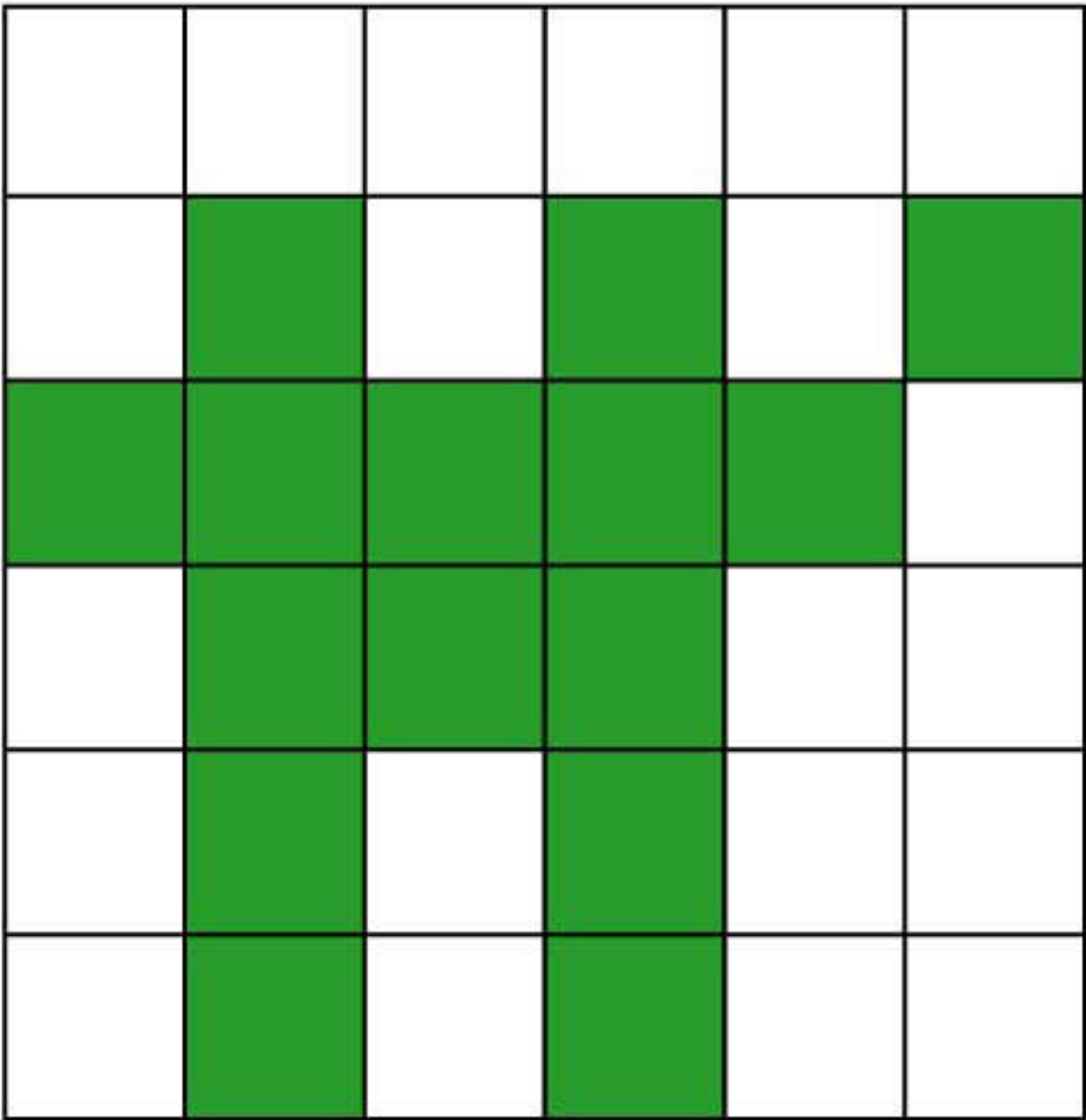
Nom :

Date :

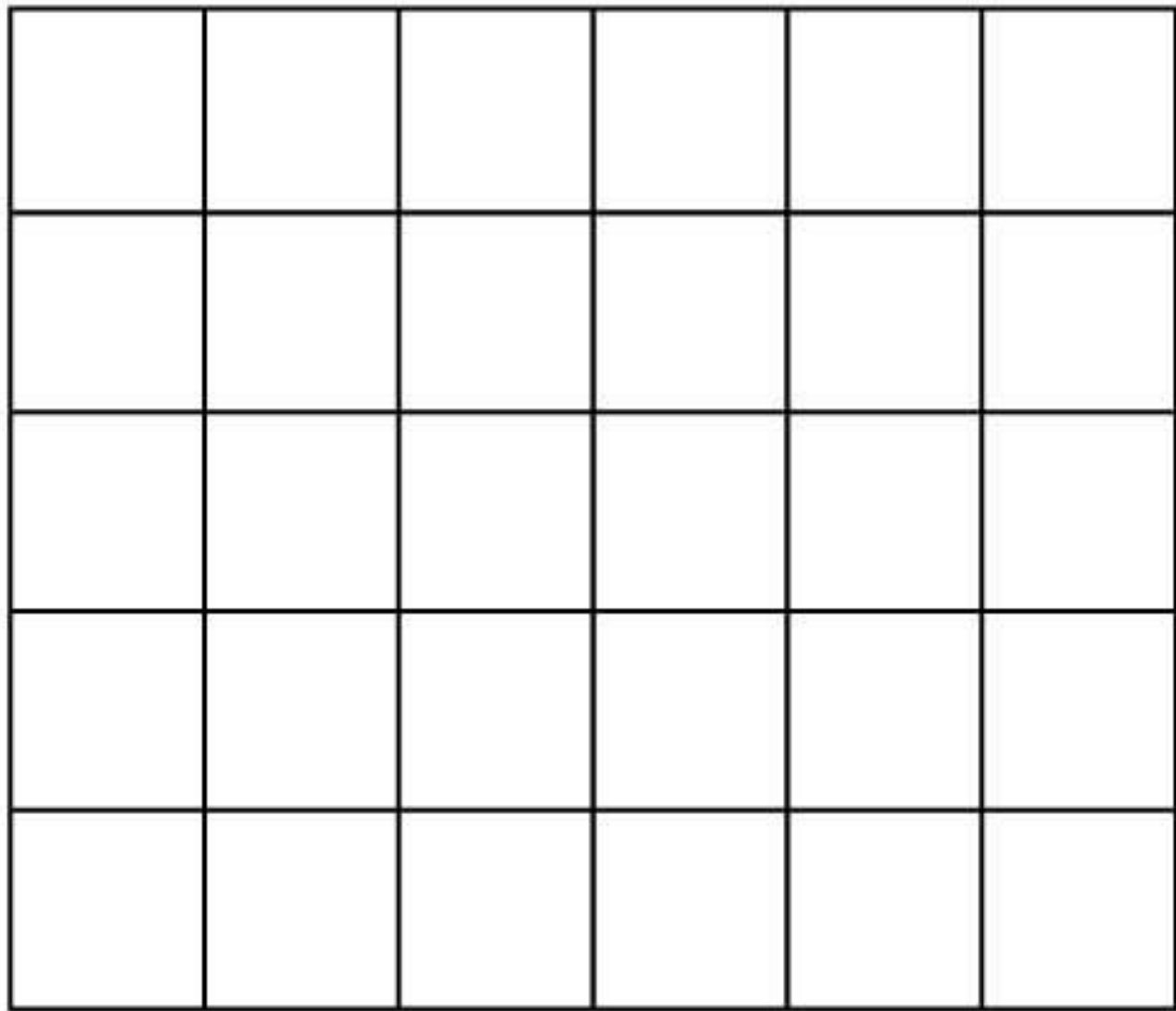
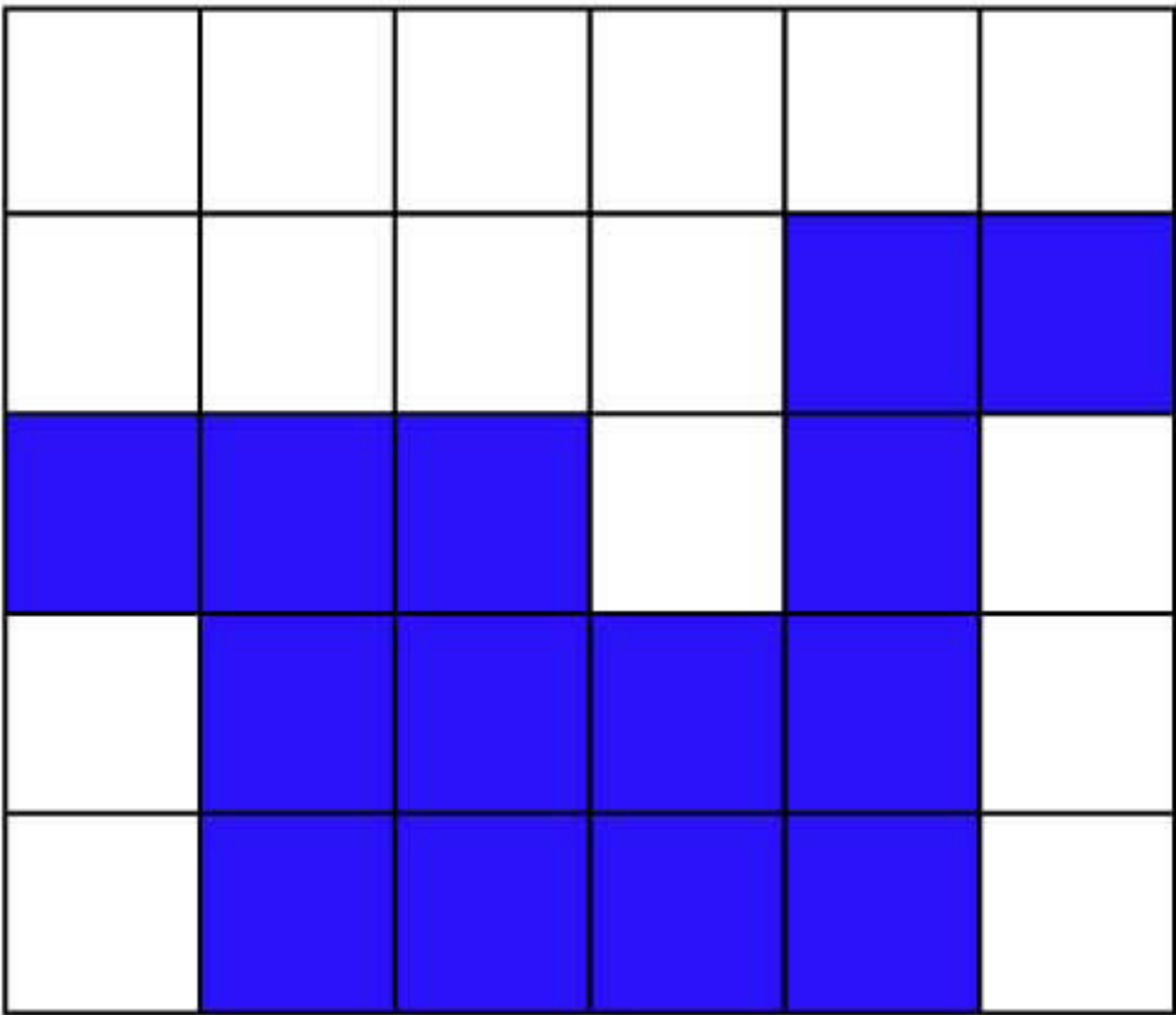
1.



2.



3.



Activités logiques - Les rythmes de gauche à droite

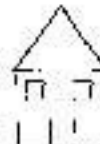
Consigne : J'observe et je continue.

Nom :

Date :

											
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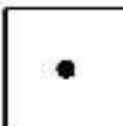
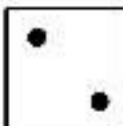
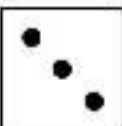
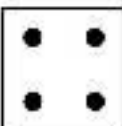
											
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Tableaux à double entrée (feuilles)

Consigne : Je complète convenablement le tableau.

Nom :

Date :