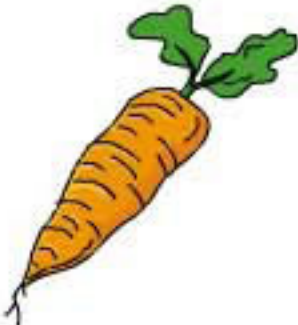
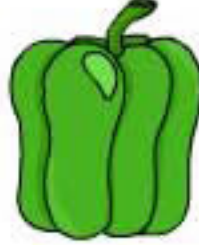
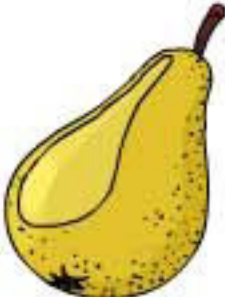
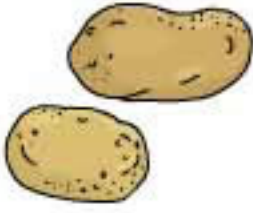
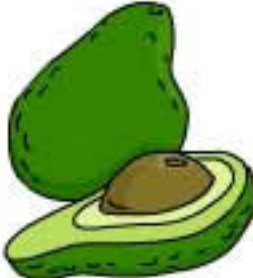
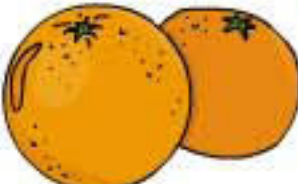
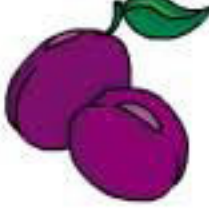


Nom :

Date :

Consigne : Suis les escargots et trace le chemin qui les emmène à la salade.

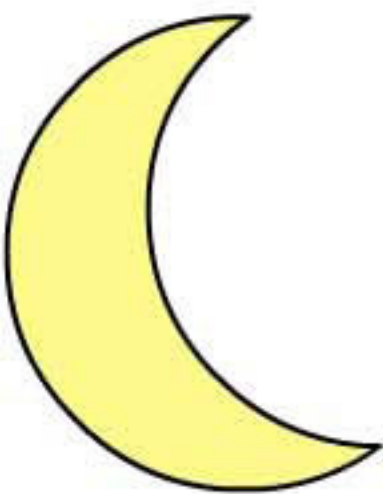
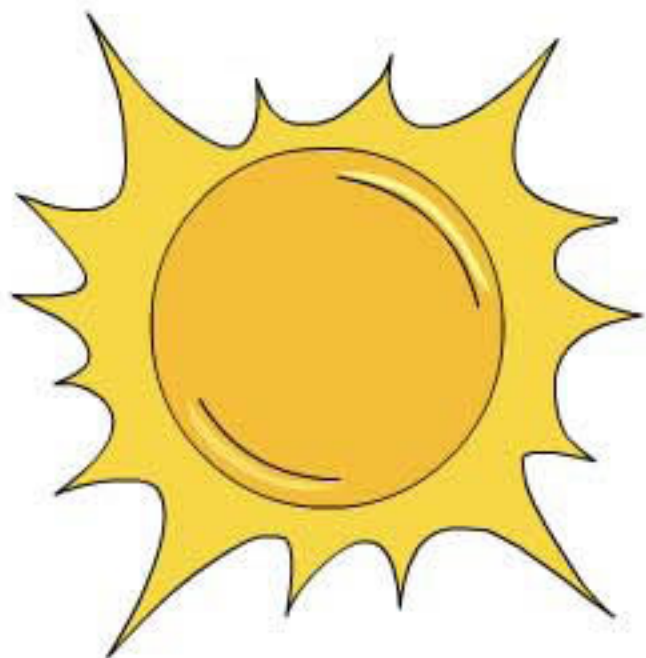
						
						
						
						
						
						
						

Temps - Se repérer dans la journée : Jour/Nuit

Consigne : Découpe les vignettes et colle les objets du jour et les objets de la nuit dans les colonnes correspondantes.

Nom :

Date :

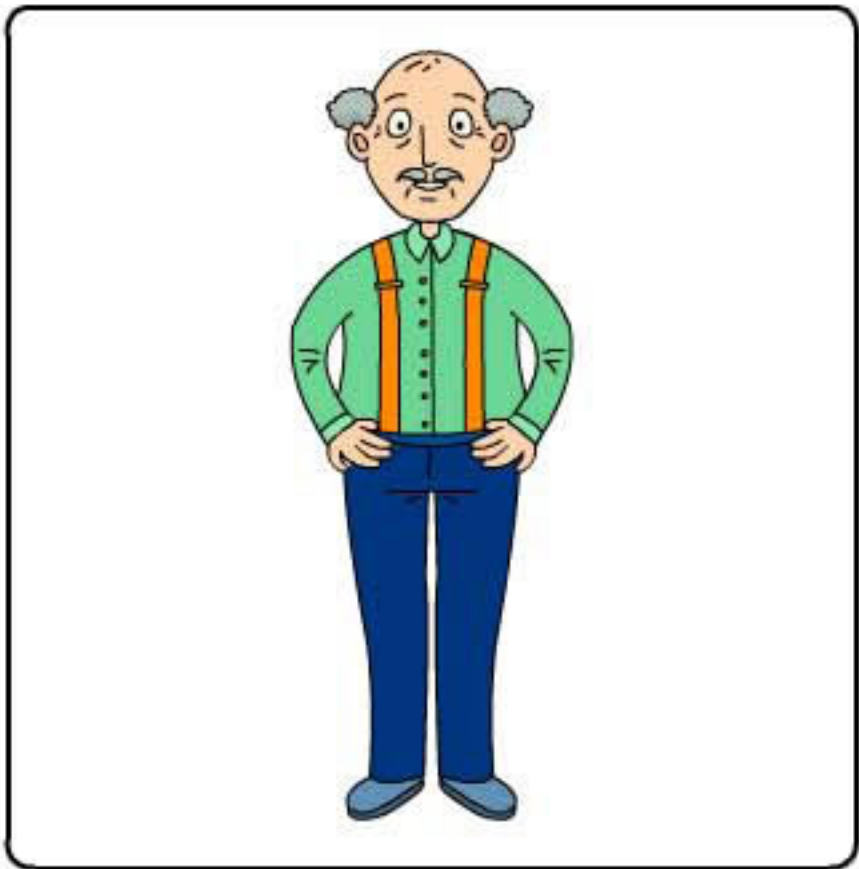
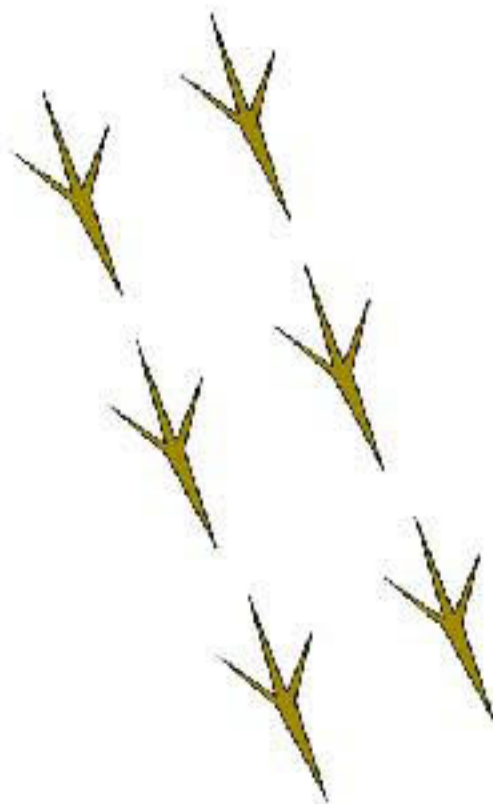
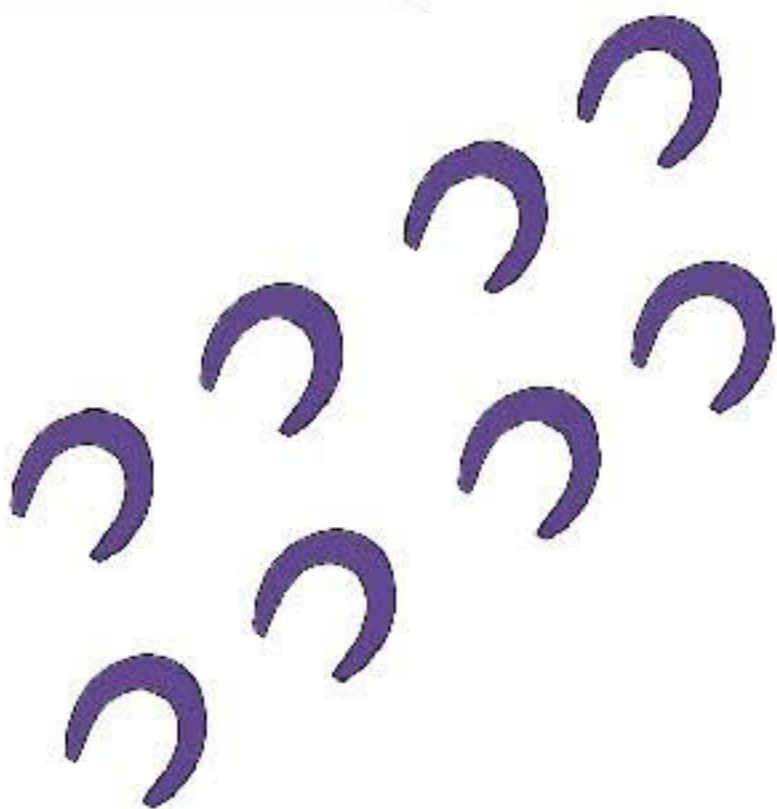
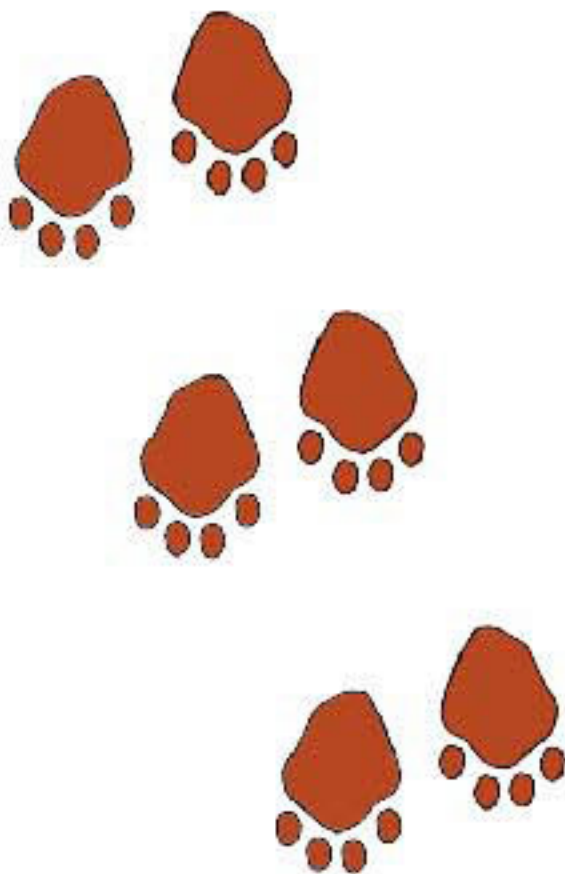
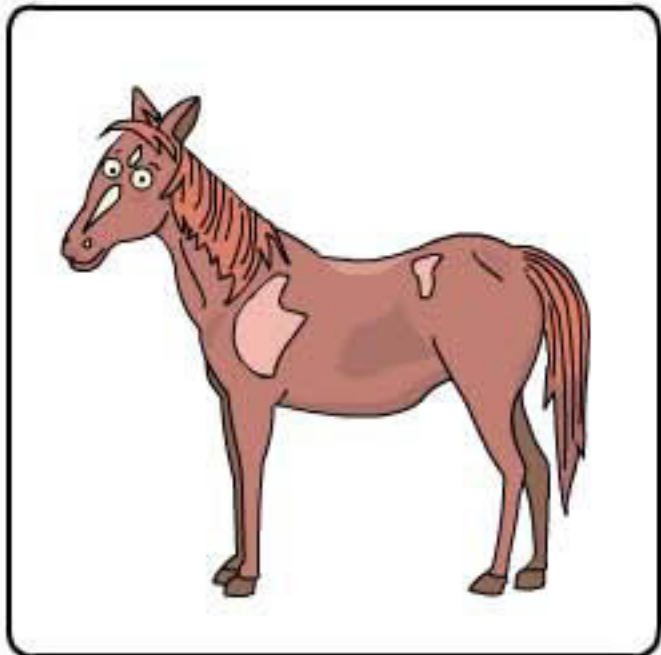
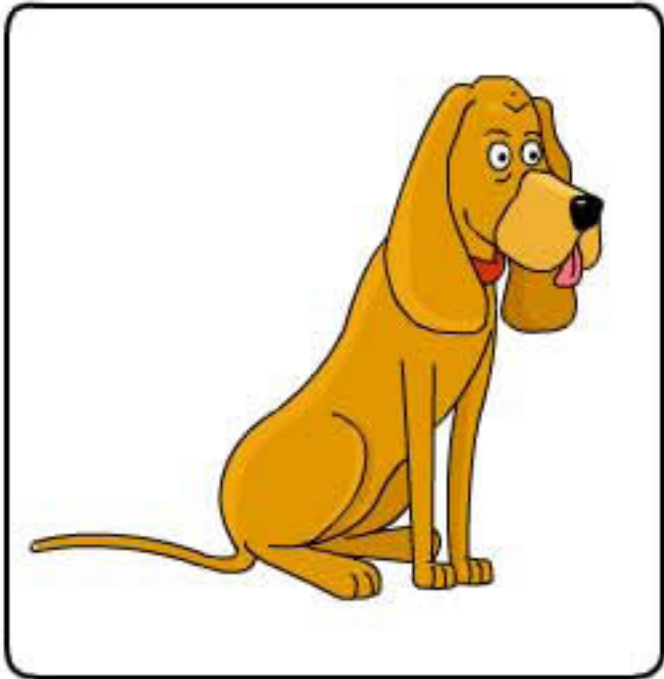


Logique - Faire correspondre un objet et sa trace

Consigne : Qui a fait ces traces dans le sable mouillé ?
Relie les empreintes à celui qui les a faites.

Nom :

Date :

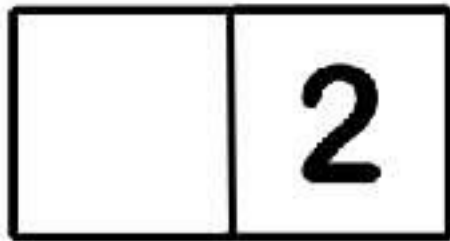
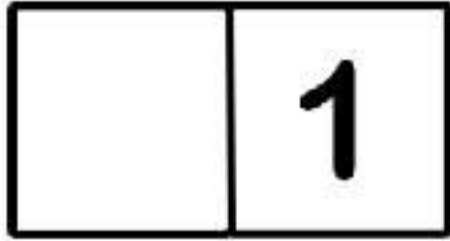
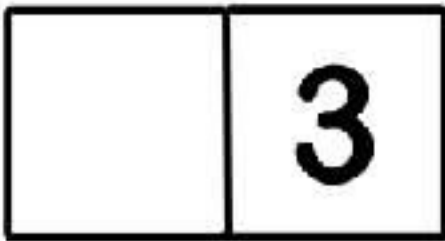
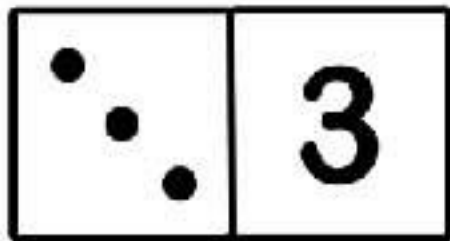
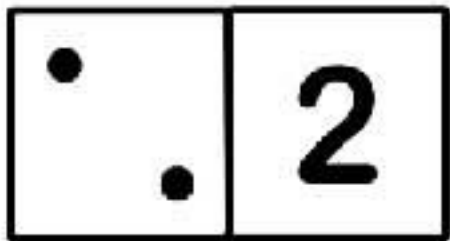
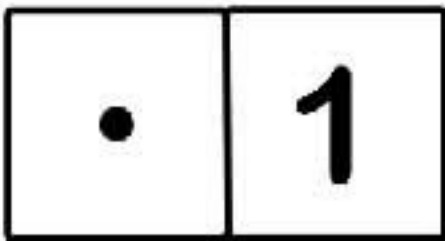


Je reconnais le 1, le 2 et le 3.

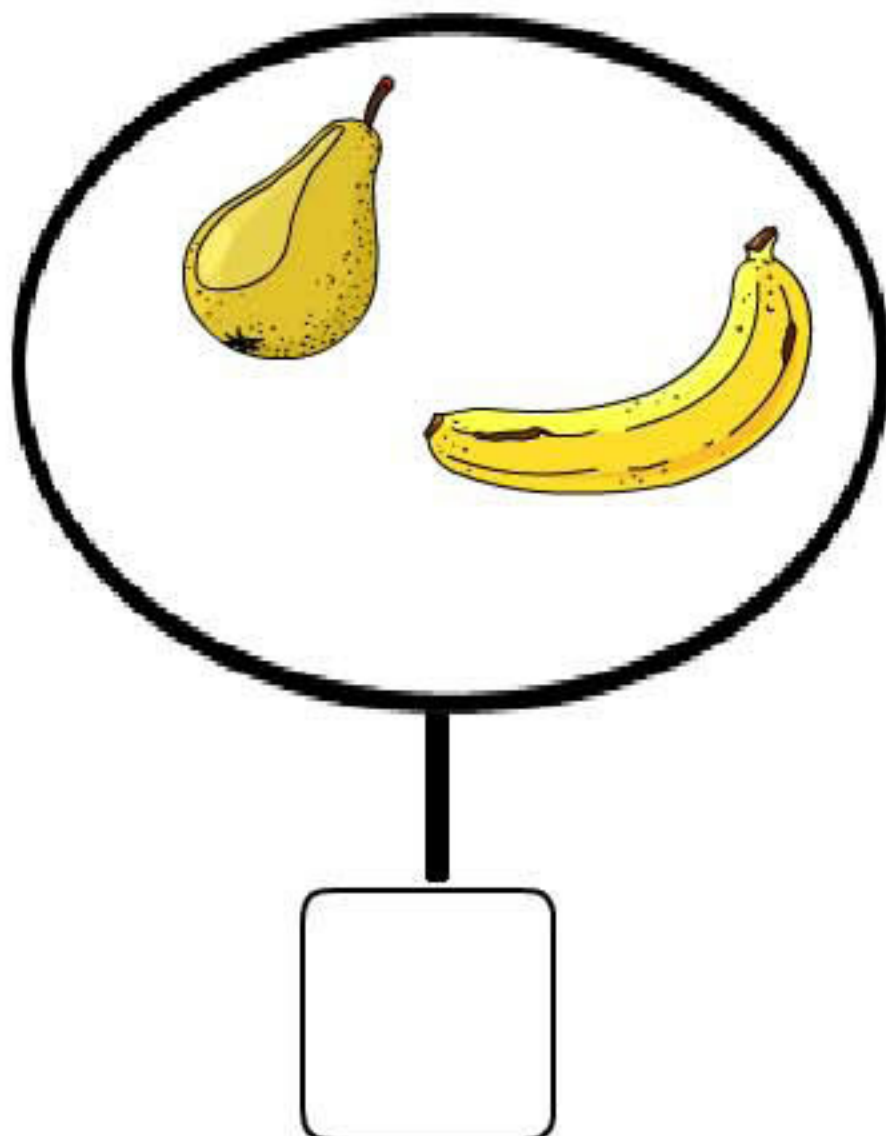
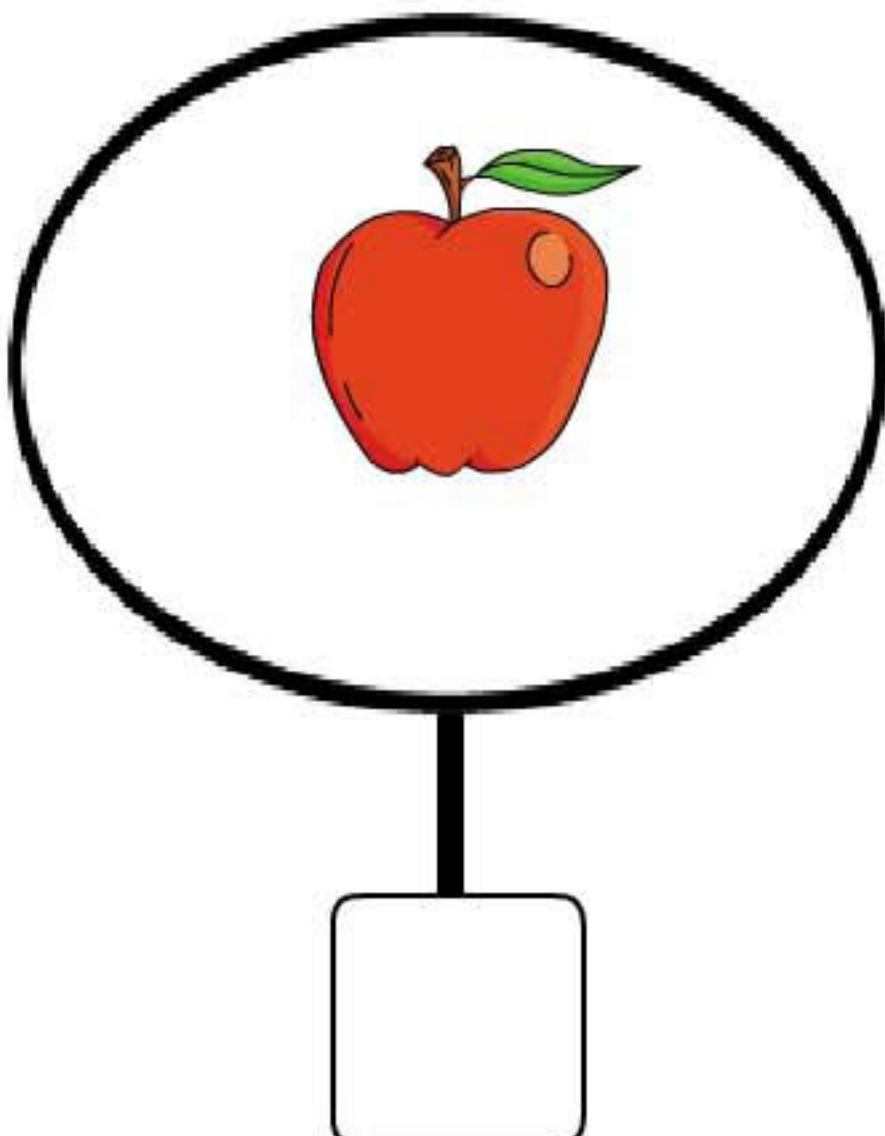
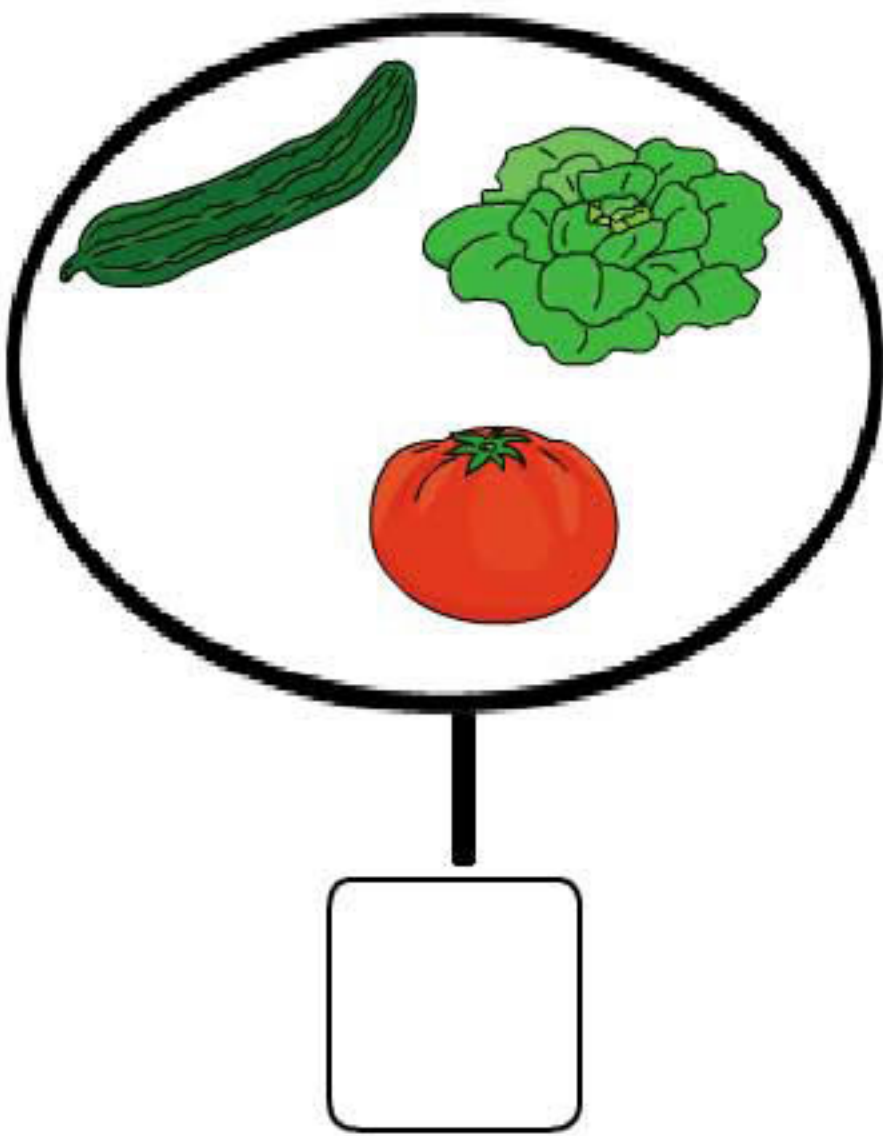
Nom :

Date :

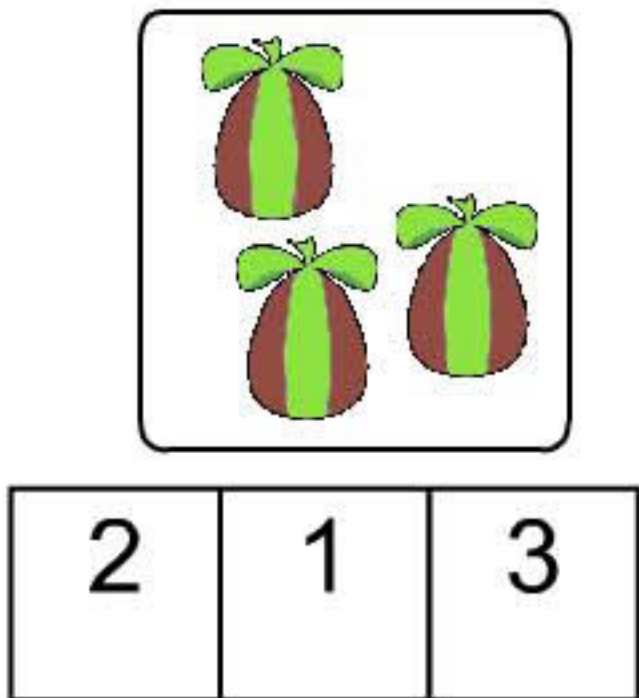
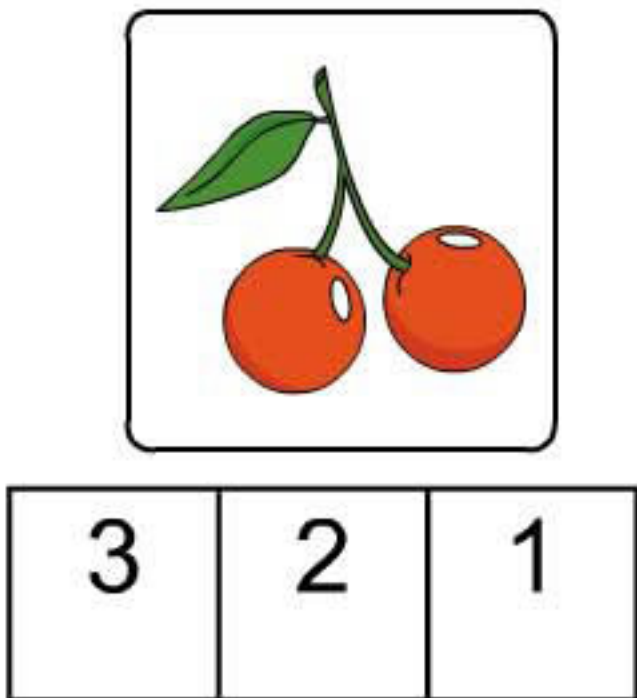
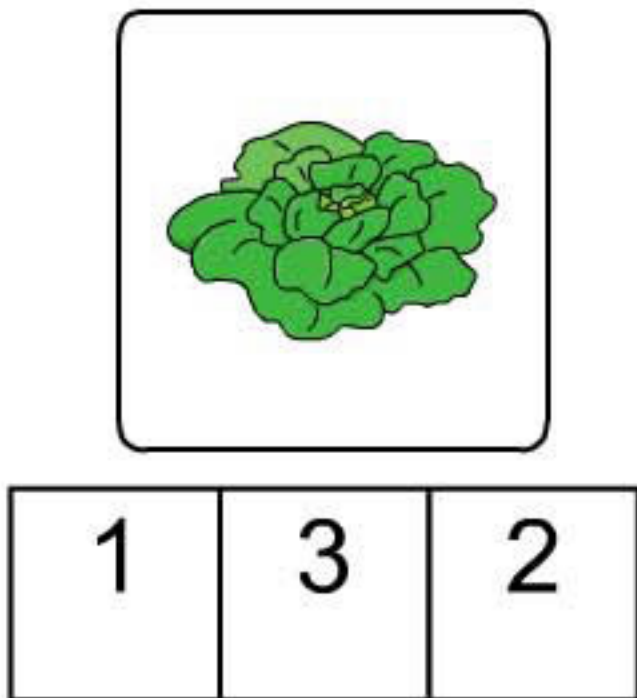
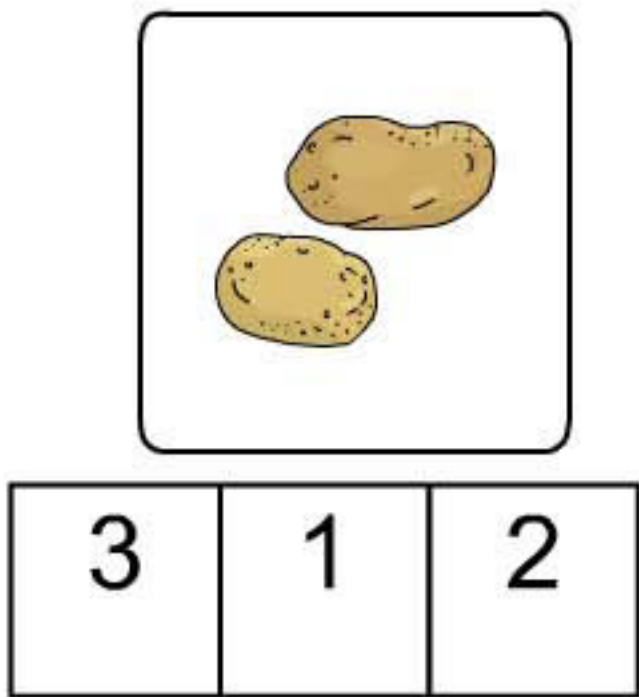
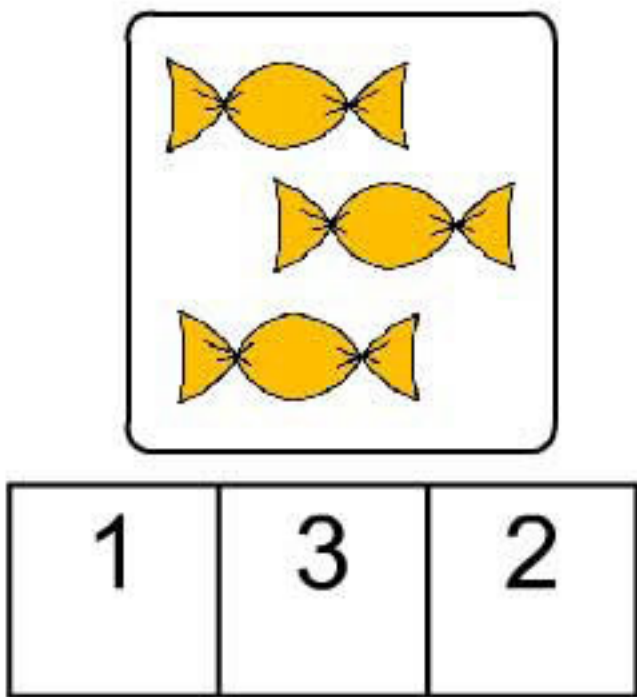
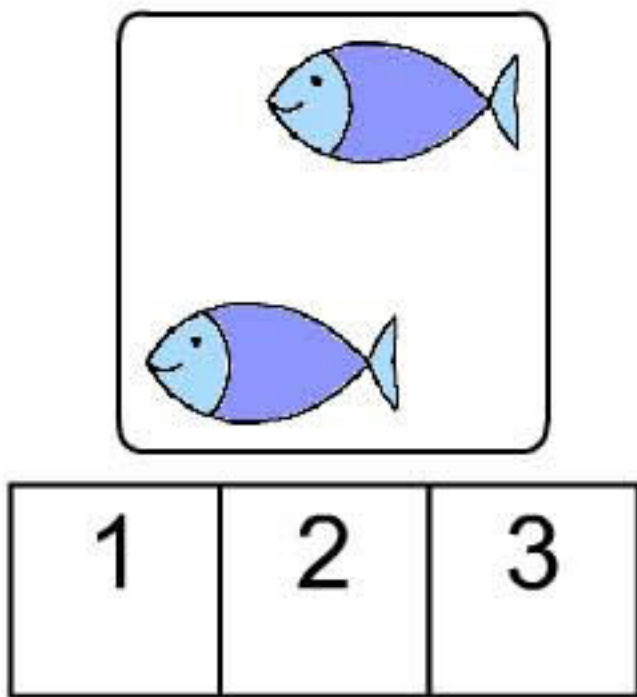
1. Je regarde les modèles. Je dessine les points :



2. J'écris le chiffre dans chaque étiquette :



3. Je barre les étiquettes-nombres qui sont fausses :



Consigne : Colorie où il y en a autant.

Nom :

Date :