

Les prisonniers :

Imprimer, plastifier puis perforer. Enfermer un animal dans chaque cadenas.





Le marronnier

Imprimer, découper, plastifier puis perforer les images.





Cèdre



Érable



Aulne

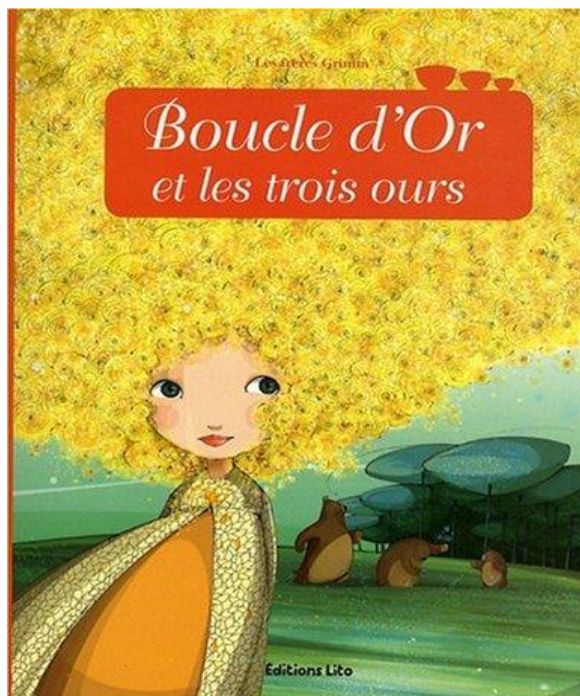
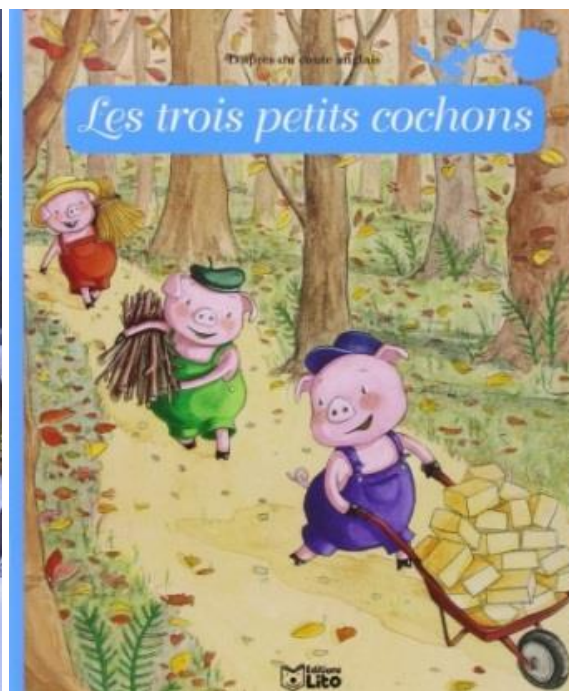
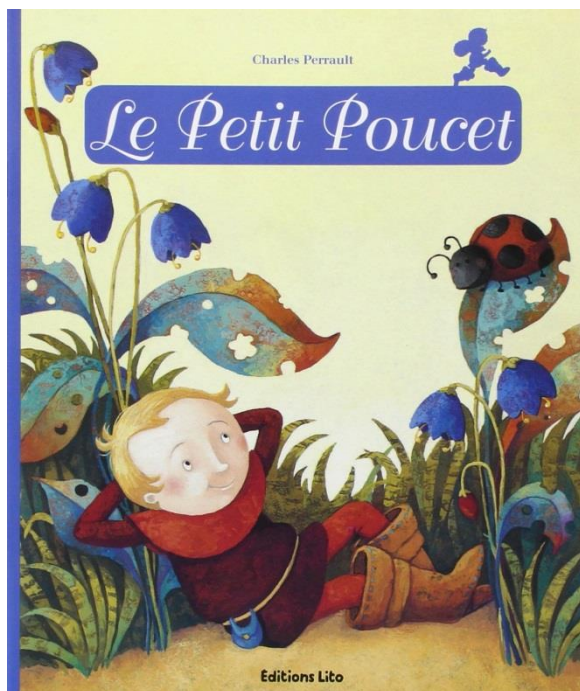
Plag

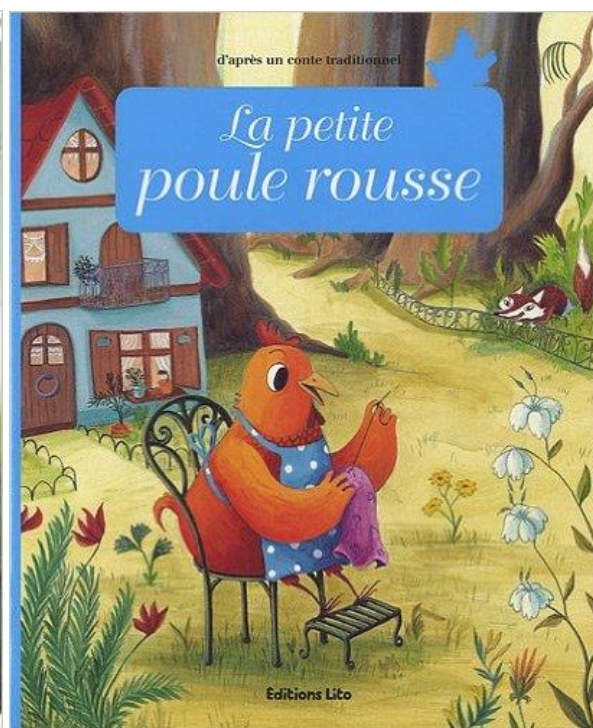
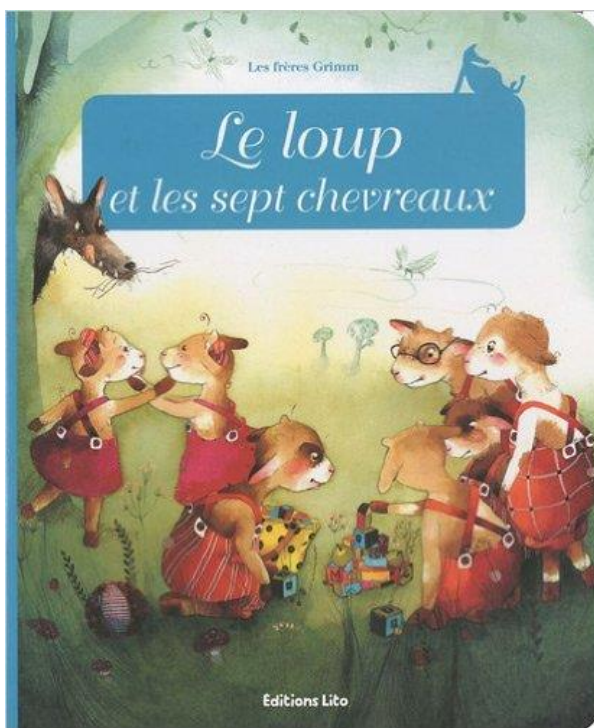
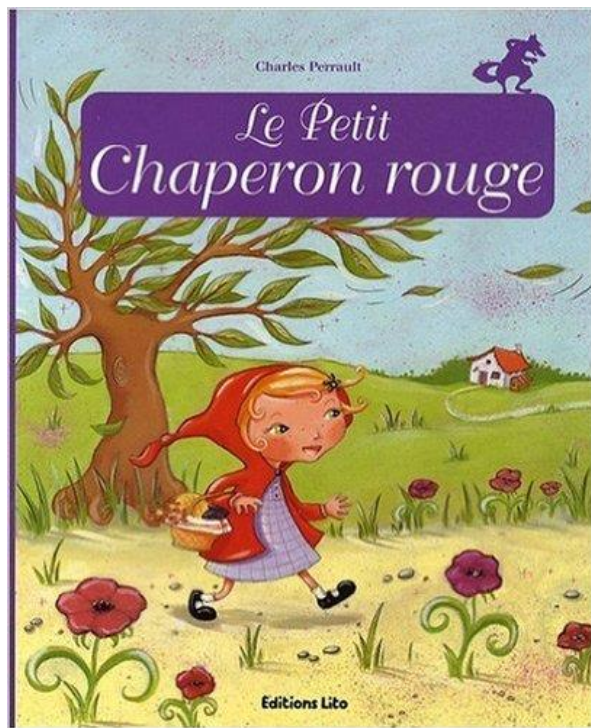


ulier

aigner

Les contes de la forêt

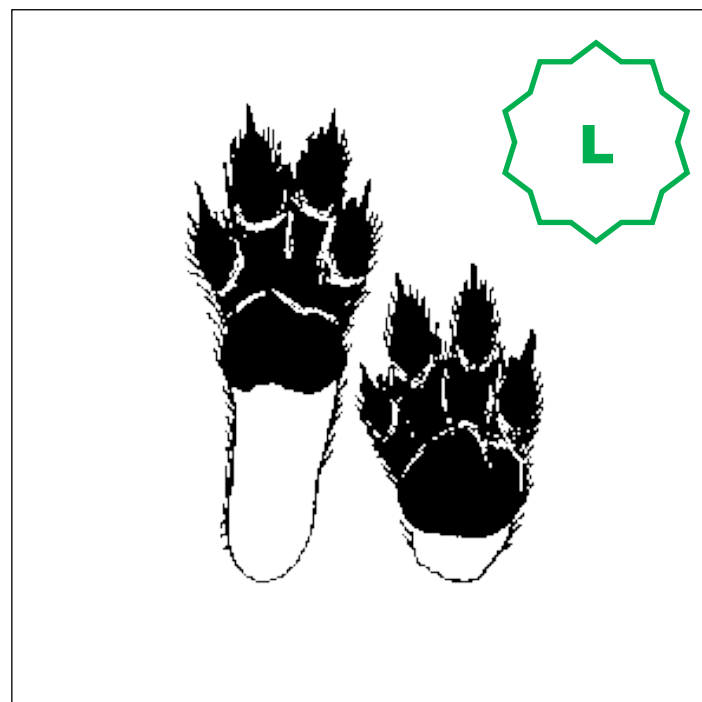




Les empreintes

lapin

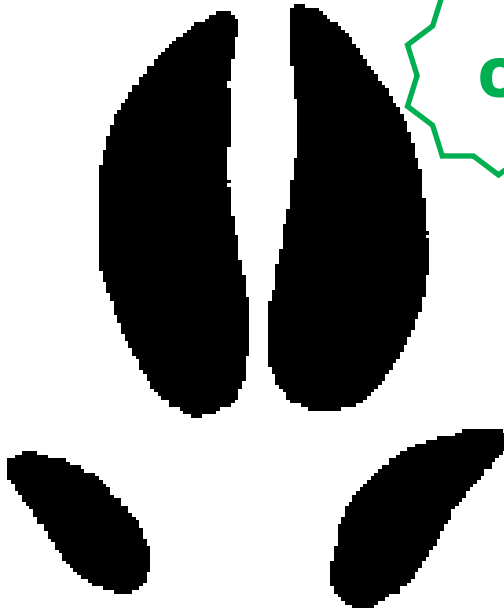
Hérisson, sanglier, blaireau, renard, chevreuil, écureuil



I



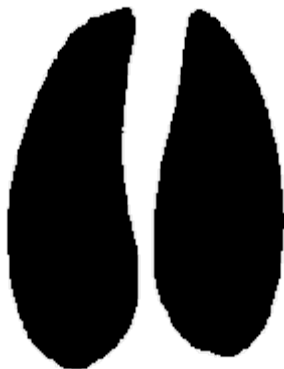
C



O



N

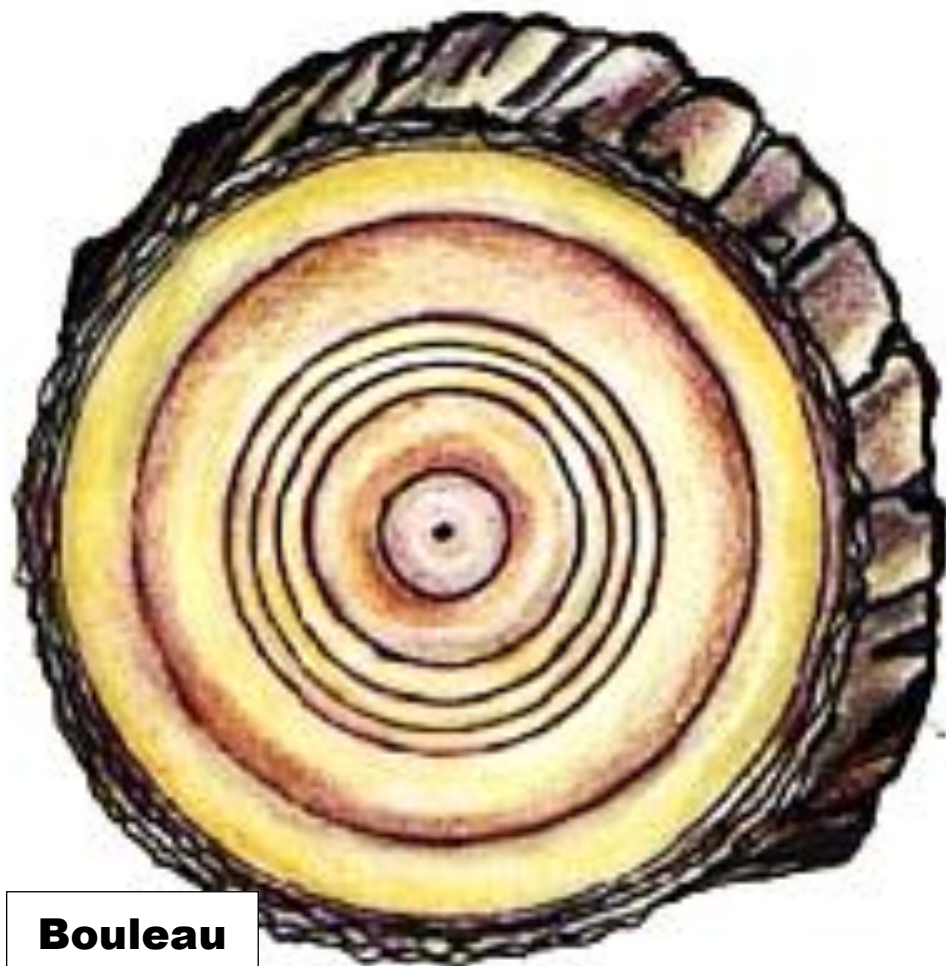


E

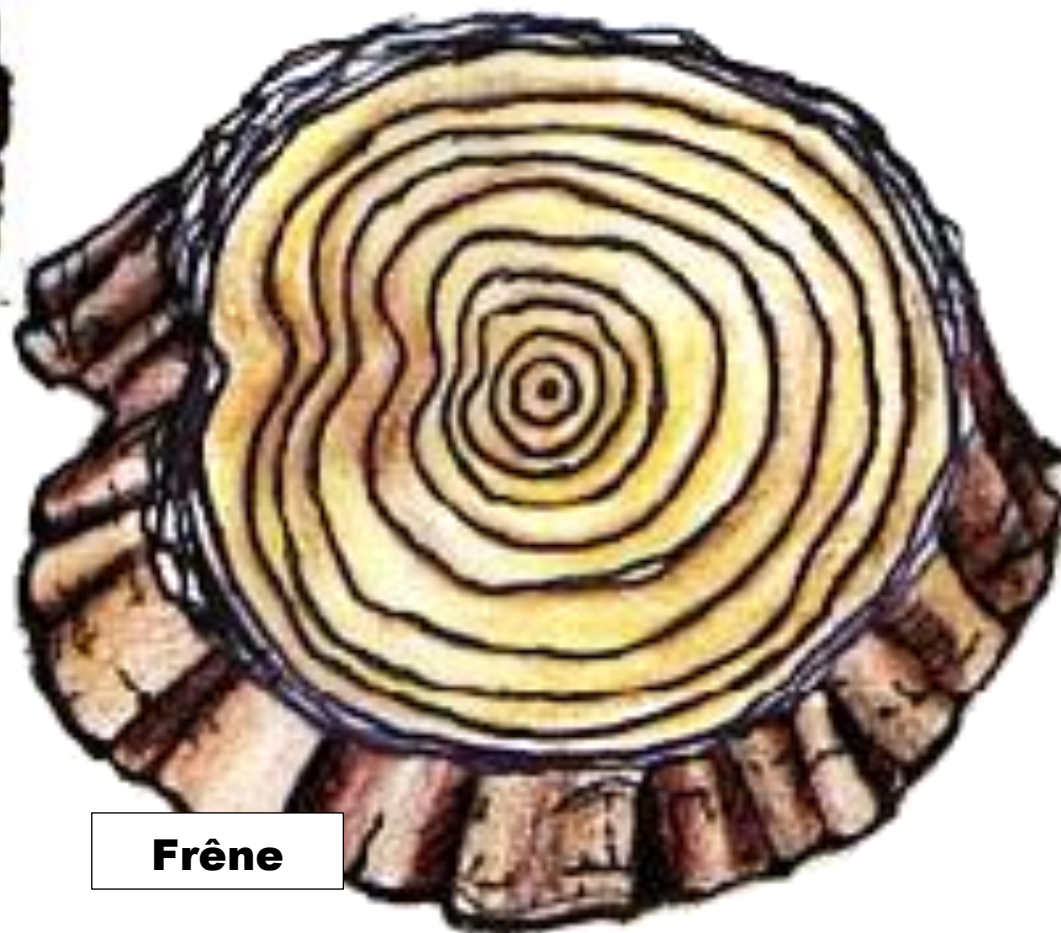


R

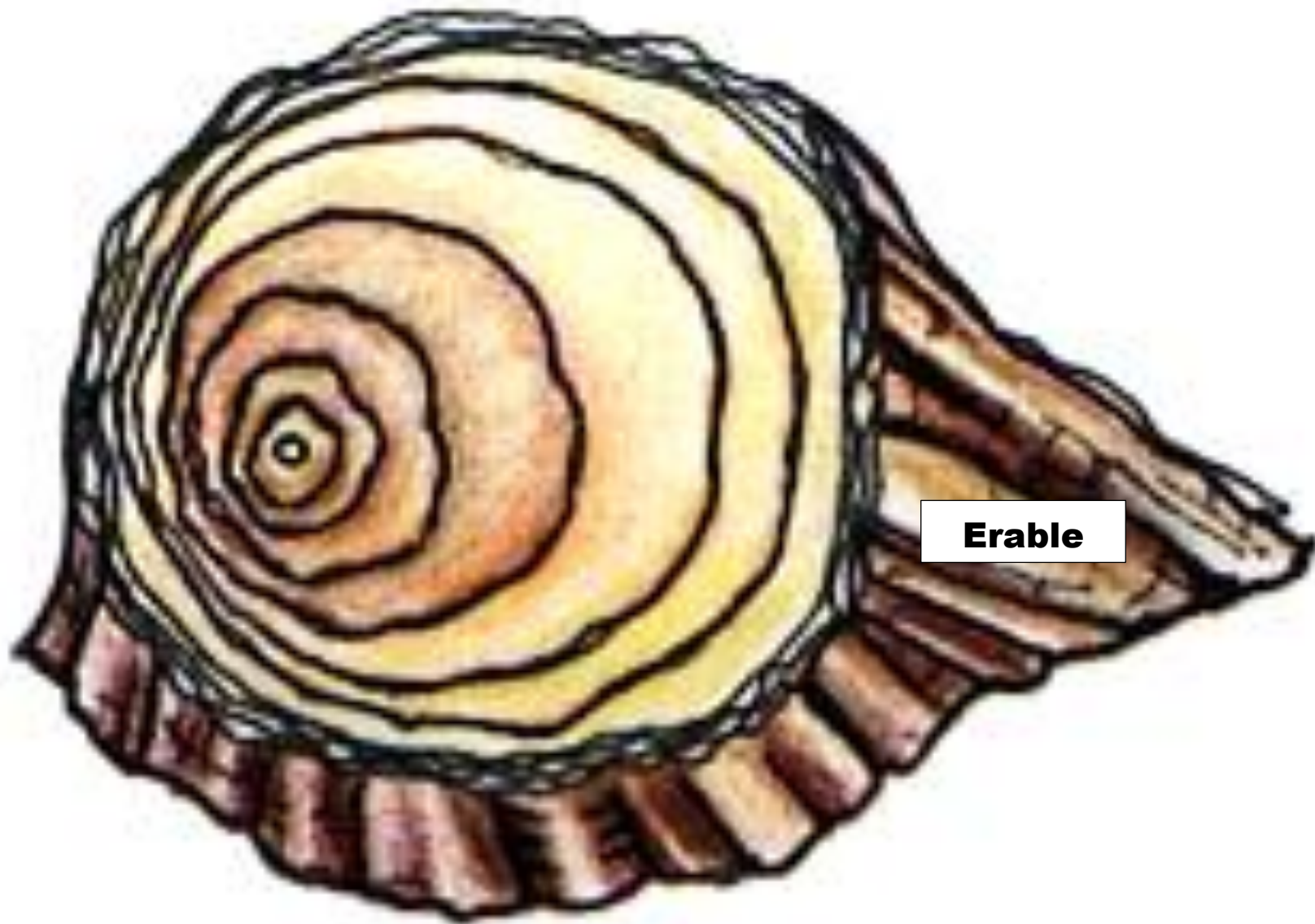




Bouleau



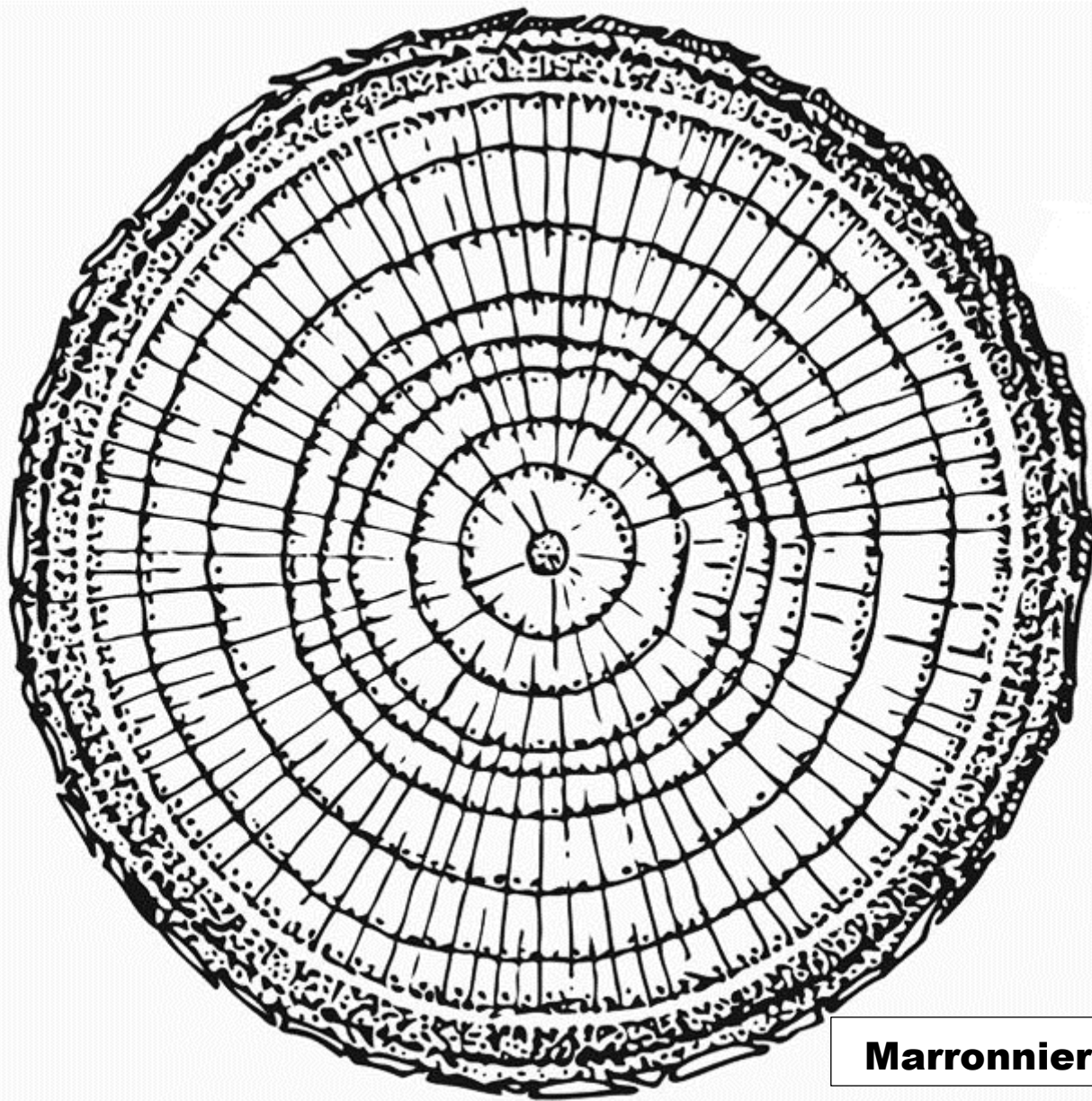
Frêne



Erable

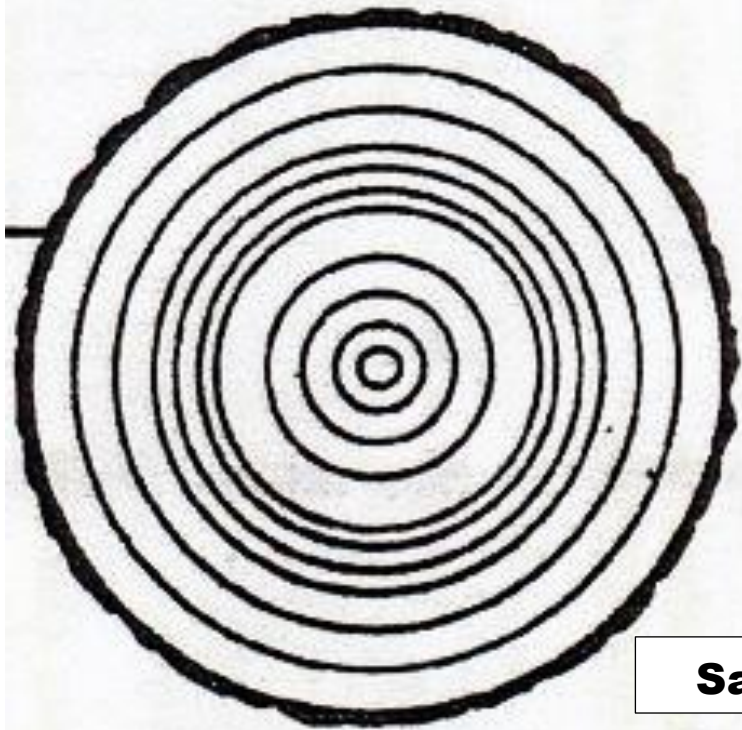


Hêtre

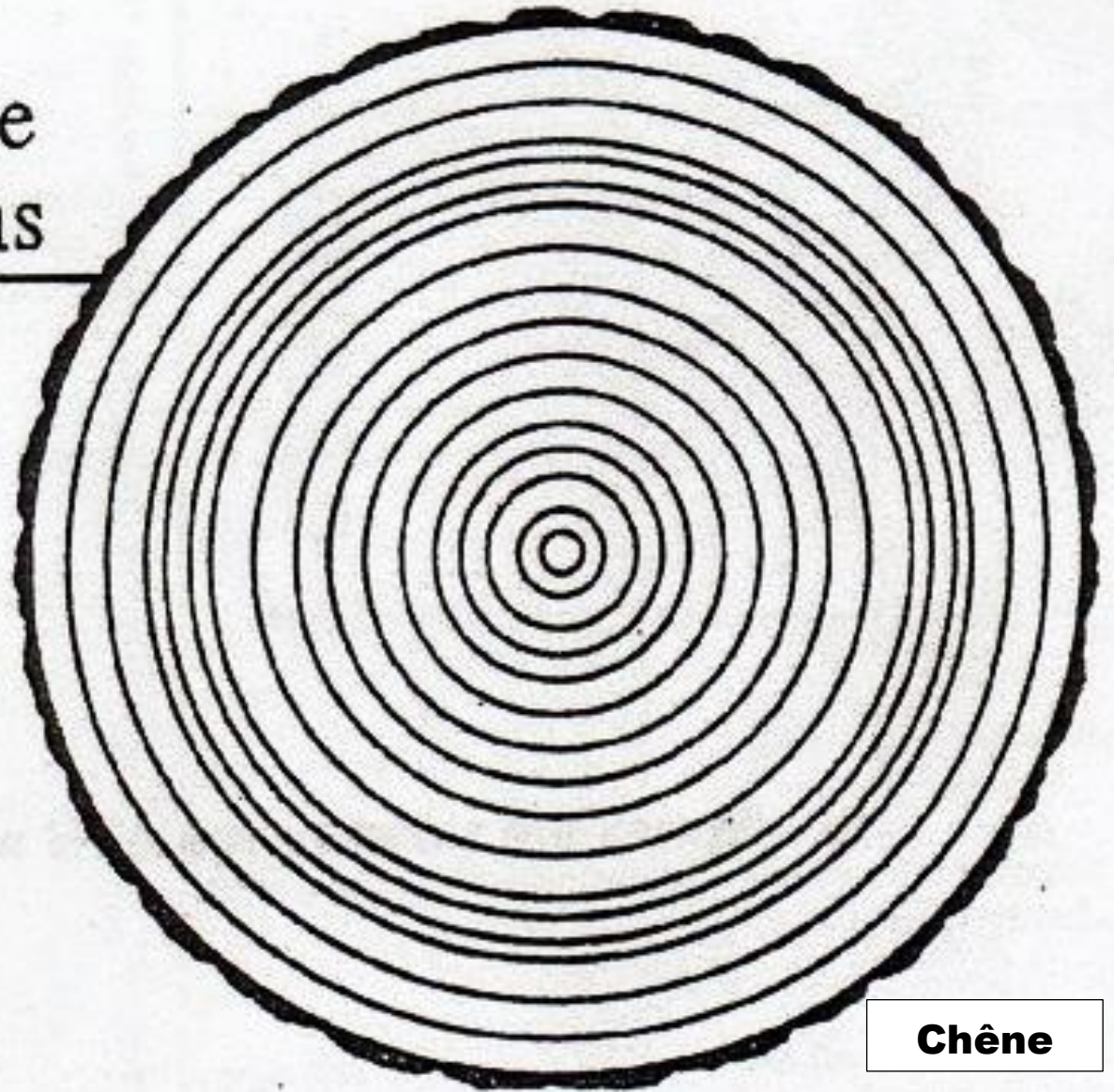


Marronnier

âgé de
17 ans



Sapin



Chêne