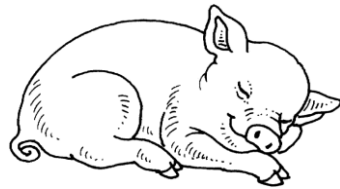
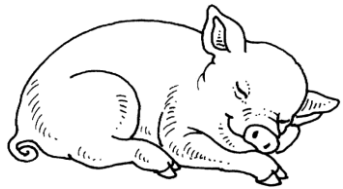
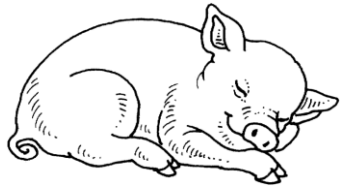
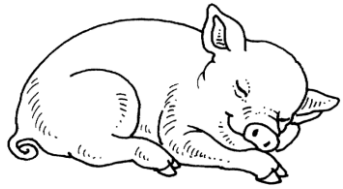
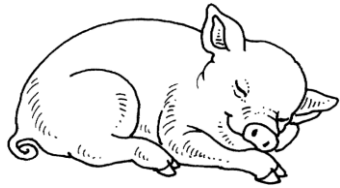
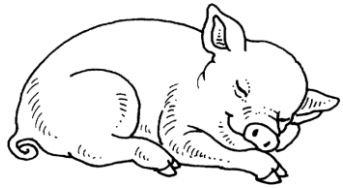


Gestion de l'Espace

1a

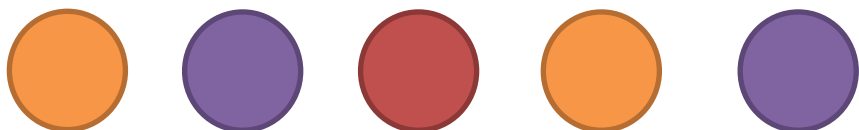
colle  Colle une gommette sous chaque cochon.



Gestion de l'Espace



Colorie pour continuer le modèle.



Gestion de l'Espace

2a



Trace un trait pour relier le loup à son repas.



Gestion de l'Espace

26



Colle des gommettes pour relier le loup à son repas.

