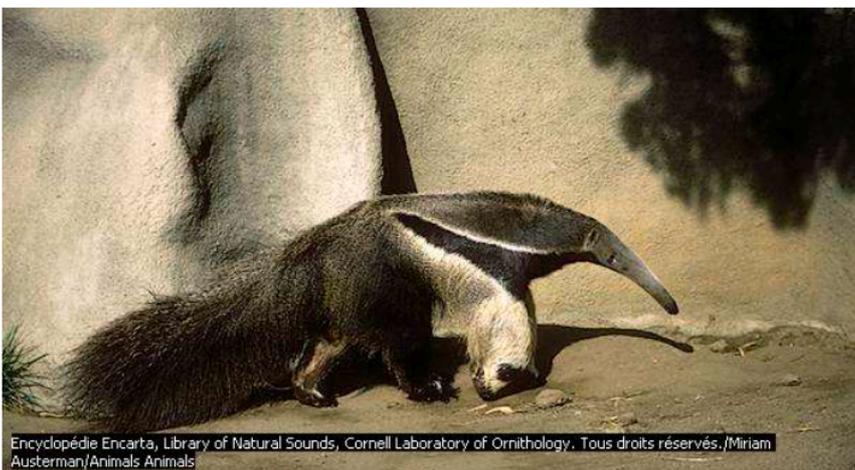
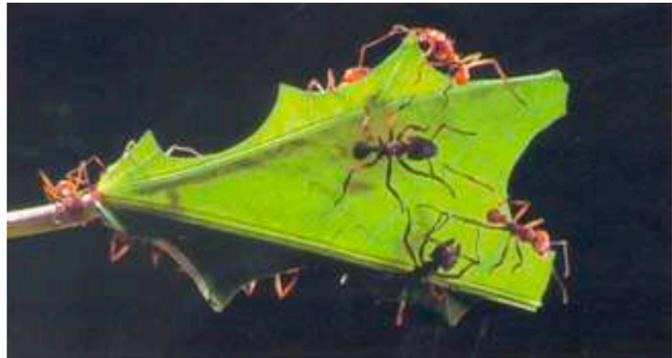
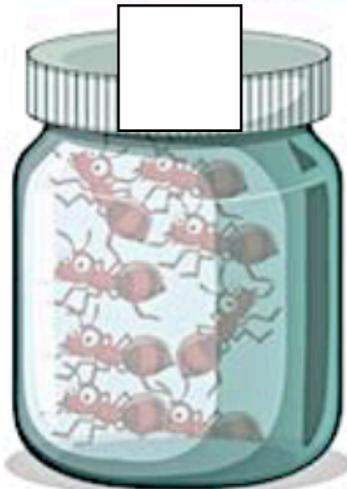
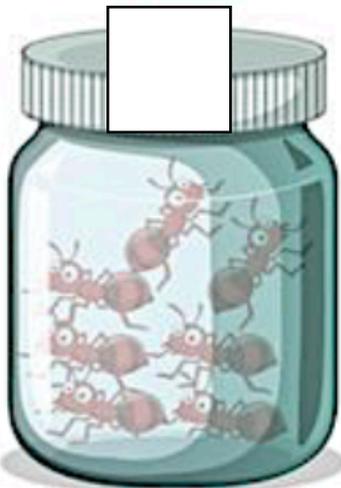


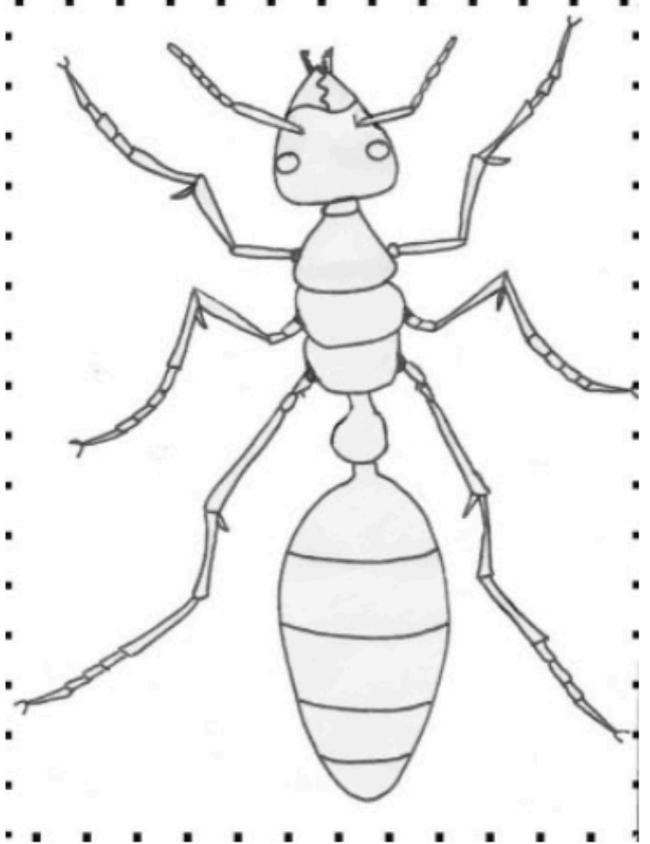
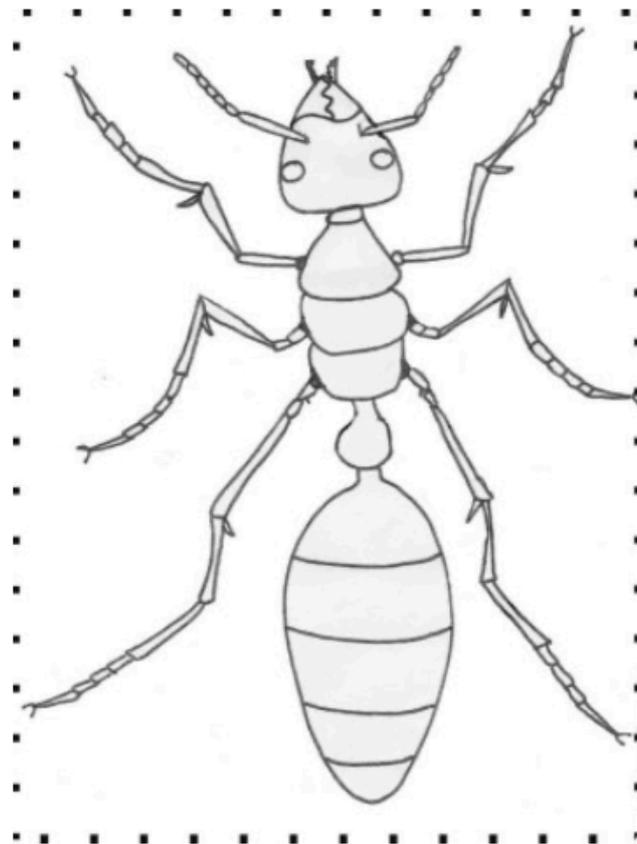
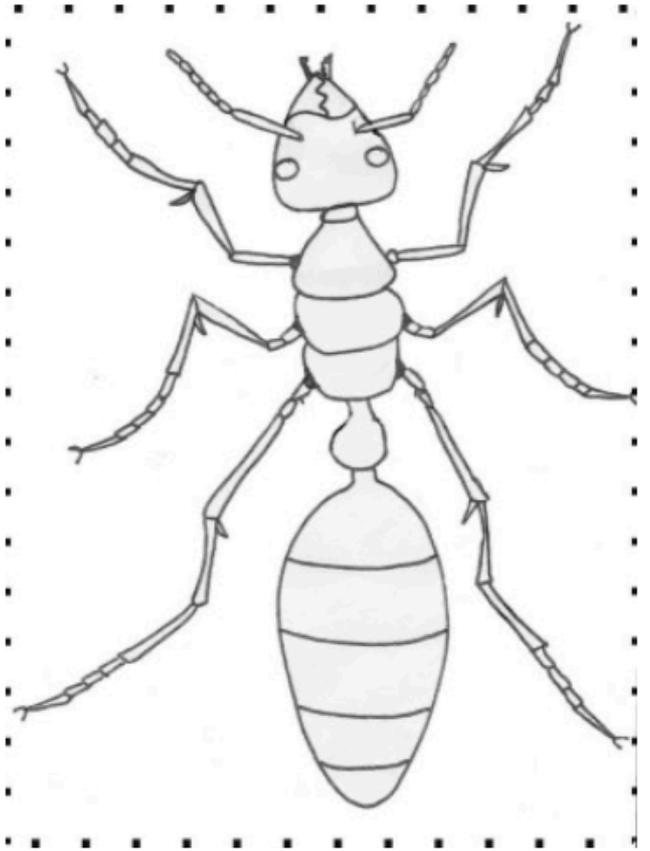
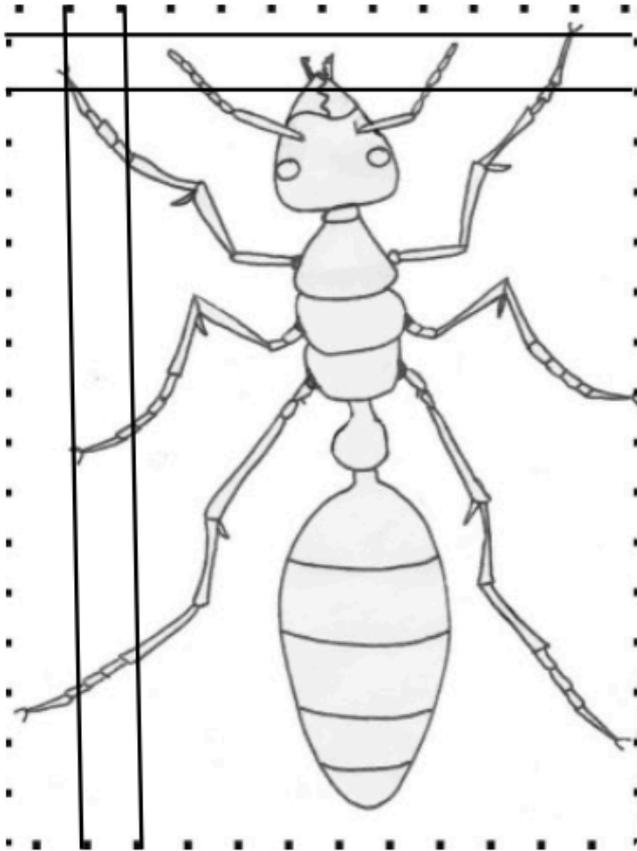
Prénom :	Correction :	Date :	MS
Domaine : explorer le monde, mobiliser le langage dans toutes ses dimensions	Objectif(s) : être capable de reconnaître certains animaux	Consigne : entoure en vert ce que mange la fourmis et en rouge ceux qui mangent la fourmis	



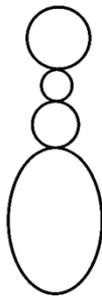
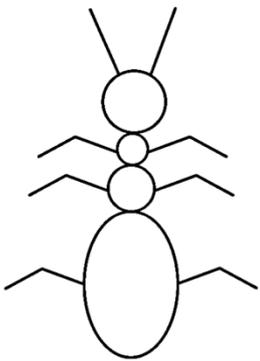
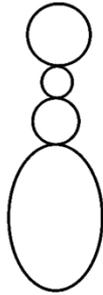
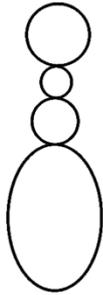
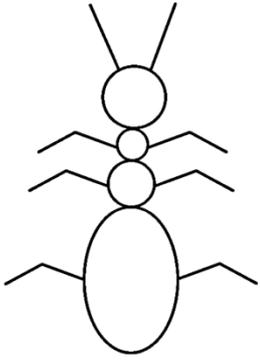
Prénom : 	Correction : 	Date : 	MS
Domaine : explorer le monde, mobiliser le langage dans toutes ses dimensions, construire les premiers outils mathématiques	Objectif(s) : être capable de dénombrer une collection et d'associer un nombre	Consigne : compte le nombre de fourmis dans les bocaux et colle le bon nombre	



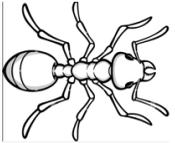
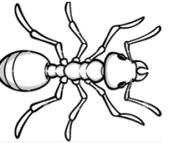
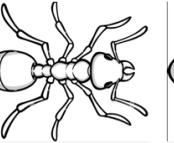
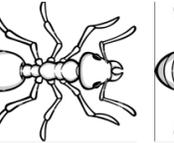
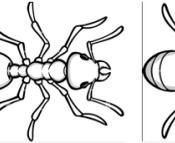
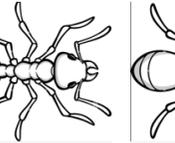
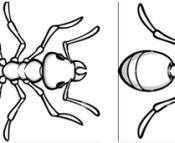
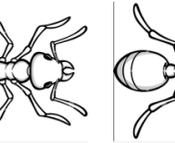
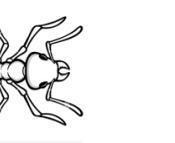
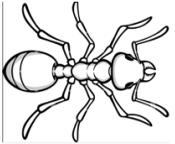
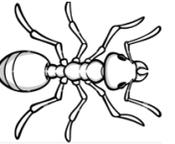
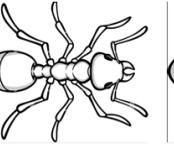
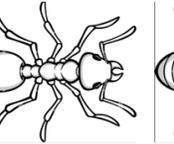
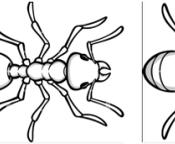
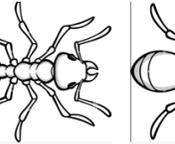
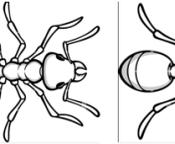
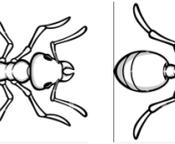
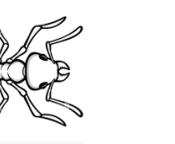
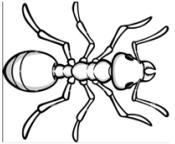
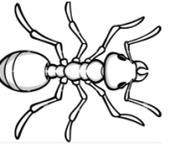
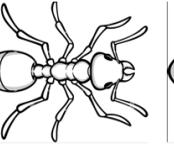
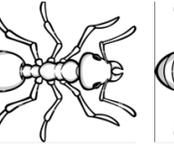
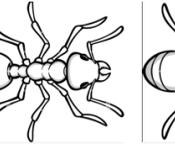
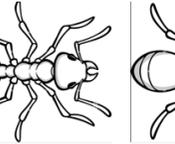
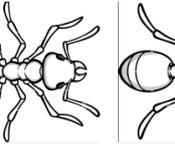
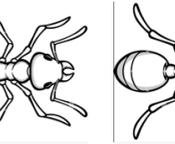
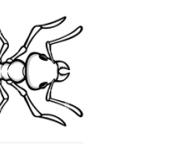
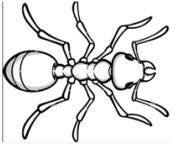
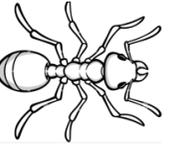
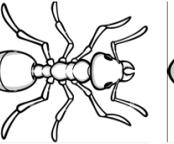
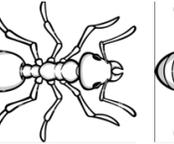
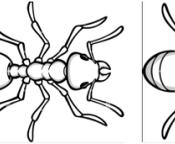
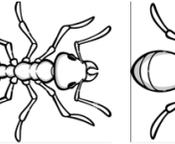
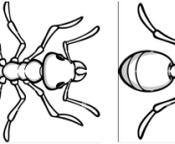
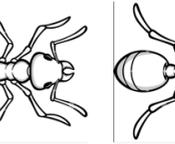
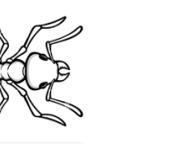
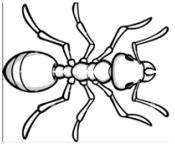
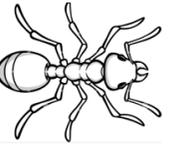
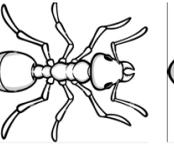
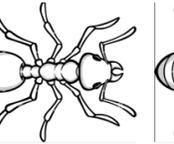
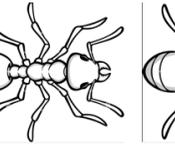
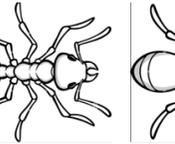
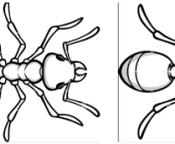
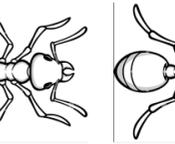
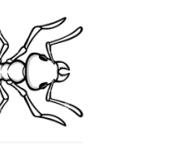
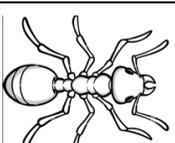
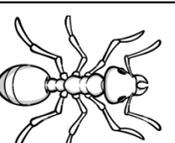
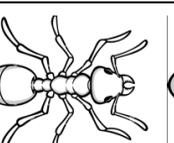
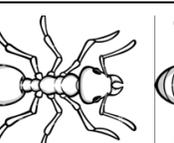
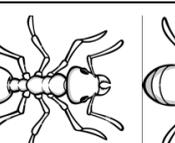
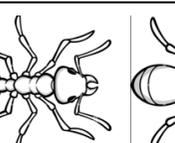
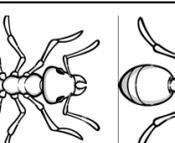
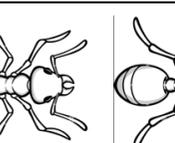
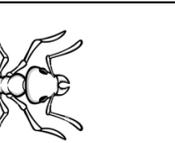
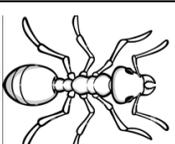
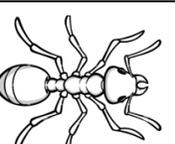
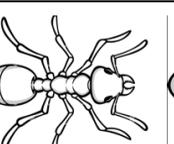
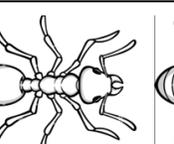
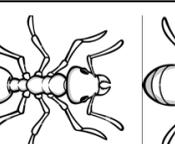
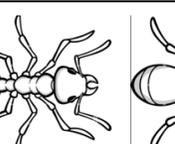
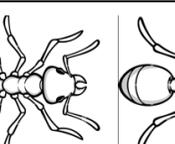
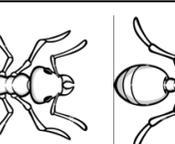
Prénom :	Correction :	Date :	MS
Domaine(s) : mobiliser le langage dans toutes ses dimensions, agir comprendre s'exprimer. Travers les activités artistiques	Objectif(s) : s'entraîner au graphisme décoratif pour préparer le geste de l'écriture	Consigne : les fourmis se sont échappées de leur fourmilière, vite trace un quadrillage sur elles en reliant les points opposés, pour qu'elles soient bloquées	



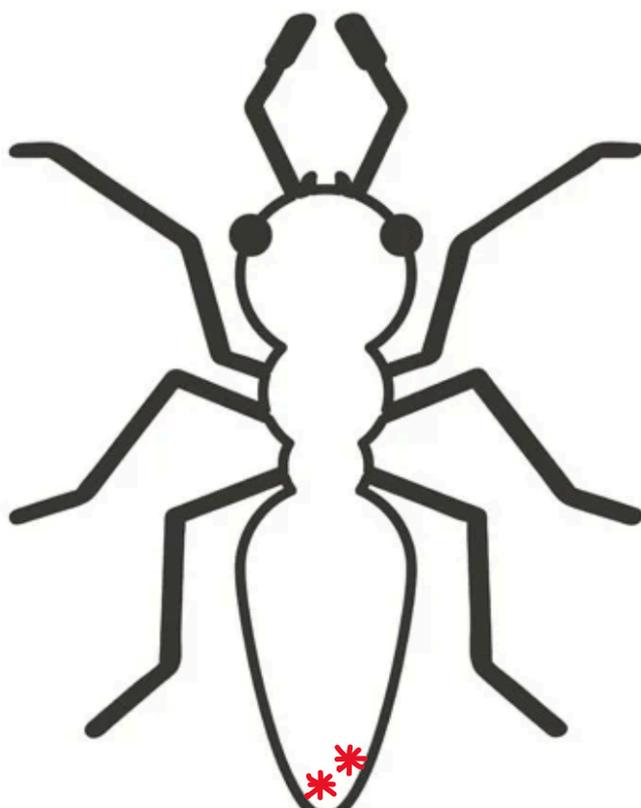
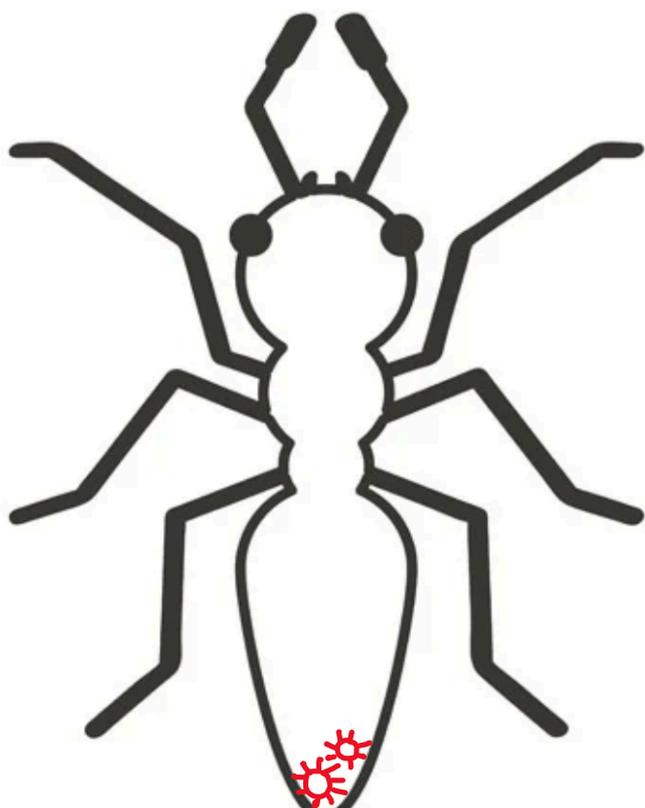
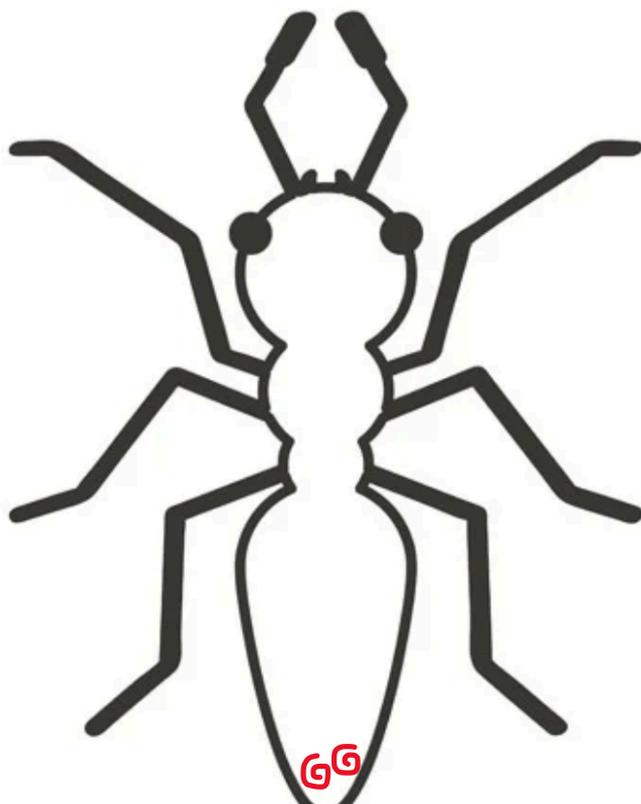
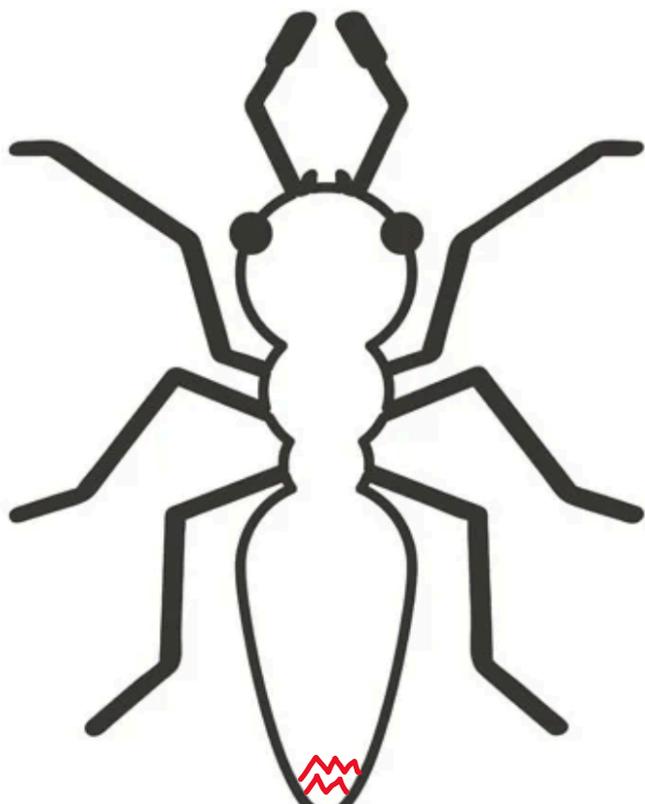
Prénom :	Correction :	Date :	MS
Domaine(s) : mobiliser le langage dans toutes ses dimensions, agir, s'exprimer et comprendre à travers les activités artistiques	Objectif(s) : tracer un graphisme simple	Consigne : termine toutes les fourmis en traçant leurs pattes comme le modèle → 3 de chaque côté et colorie les fourmis sans dépasser	



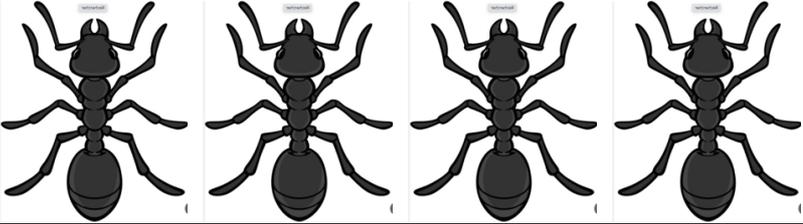
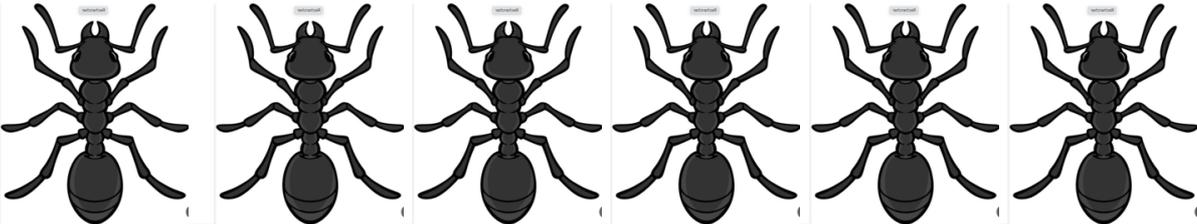
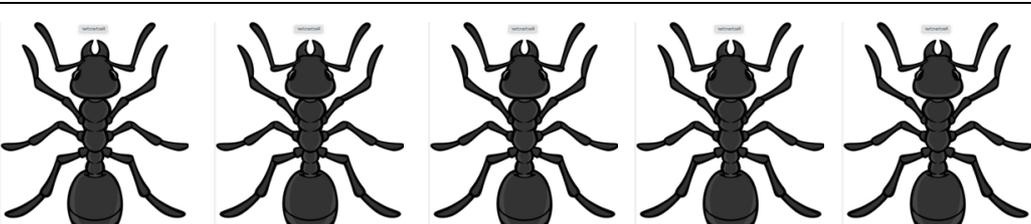
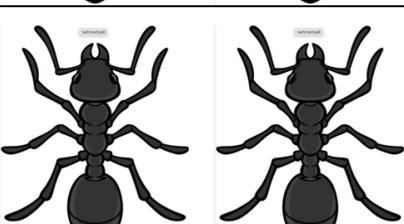
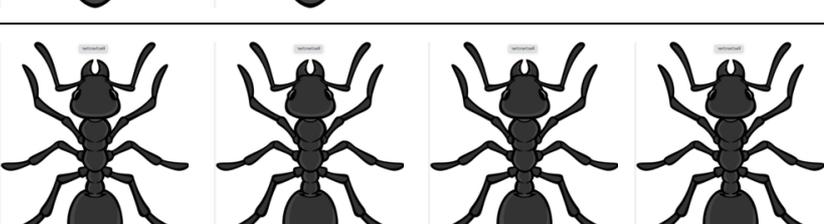
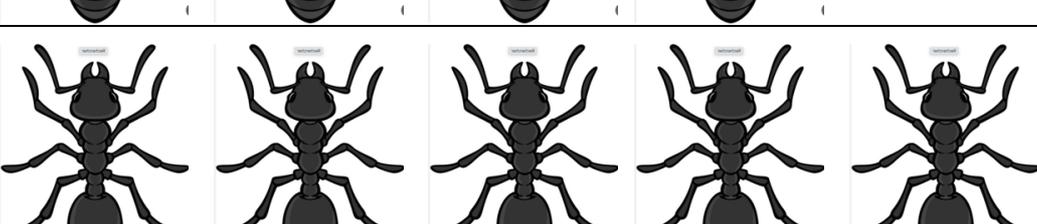
Prénom :	Correction :	Date :	MS
Domaine(s) : construire les premiers outils mathématiques	Objectif(s) : associer une quantité à un une écriture chiffrée	Consigne : colorie le bon nombre de fourmis sur chaque ligne	

6									
4									
2									
7									
3									
8									
5									

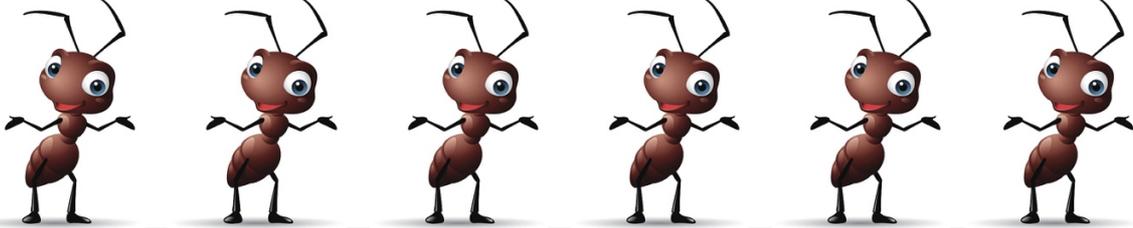
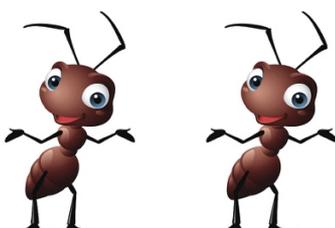
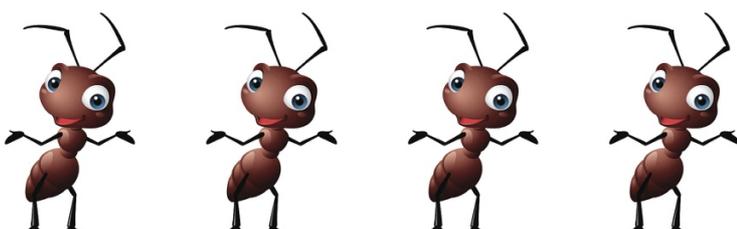
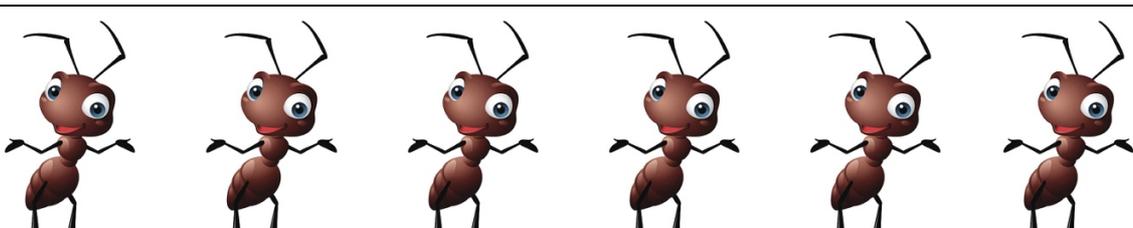
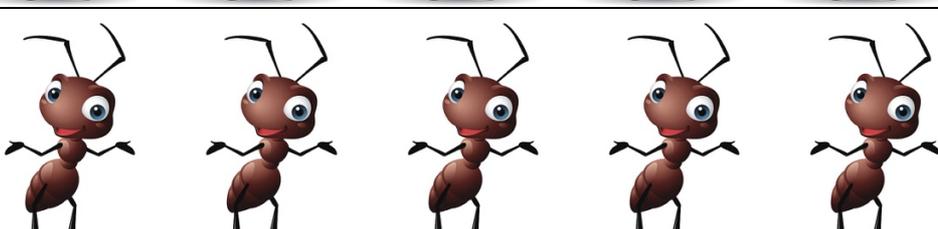
Prénom :	Correction :	Date :	MS
Domaine(s) : mobiliser le langage dans toutes ses dimensions, agir, s'exprimer et comprendre à travers les activités artistiques	Objectif(s) : tracer un graphisme simple	Consigne : décore toutes les fourmis avec les graphismes proposés	



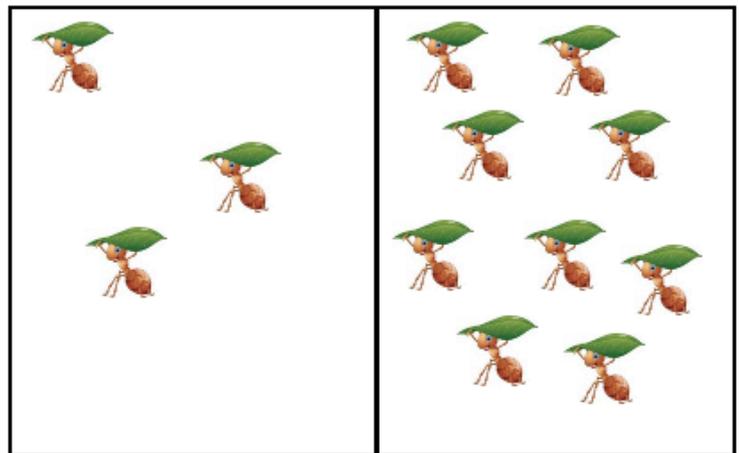
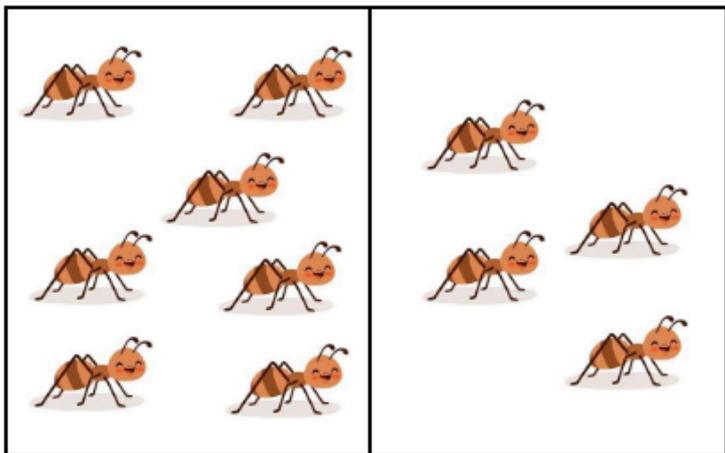
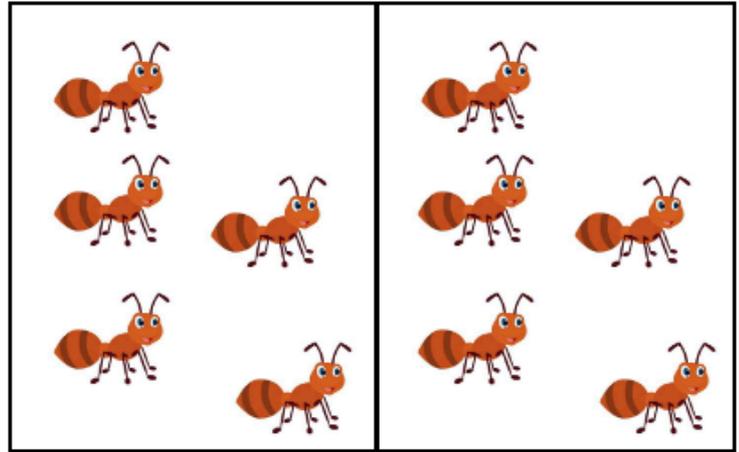
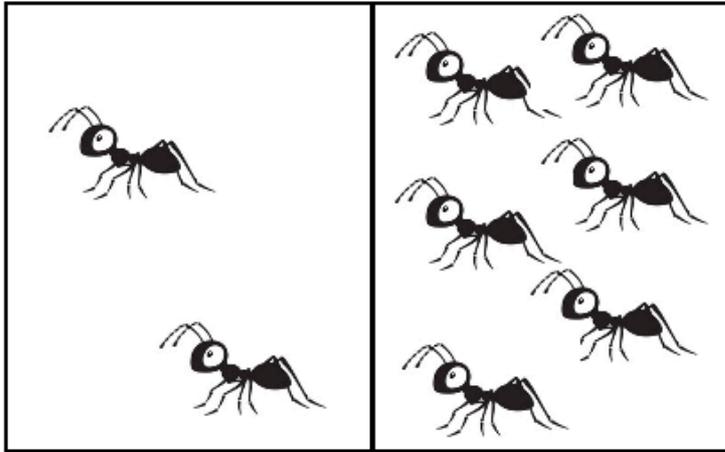
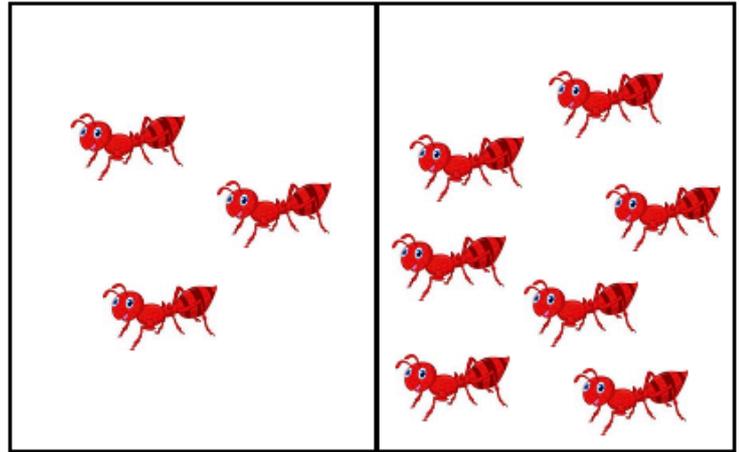
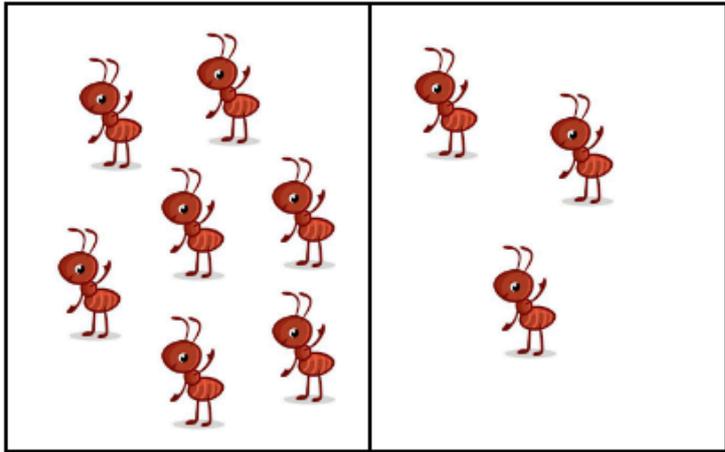
Prénom :	Correction :	Date :	MS
Domaine : explorer le monde, mobiliser le langage dans toutes ses dimensions, construire les premiers outils mathématiques	Objectif(s) : être capable de dénombrer une collection et d'associer un nombre	Consigne : compte le nombre de fourmis et colle le bon nombre	

Prénom :	Correction :	Date :	MS
Domaine : explorer le monde, mobiliser le langage dans toutes ses dimensions, construire les premiers outils mathématiques	Objectif(s) : être capable de dénombrer une collection et d'associer un nombre	Consigne : compte le nombre de fourmis et colle la bonne constellation	

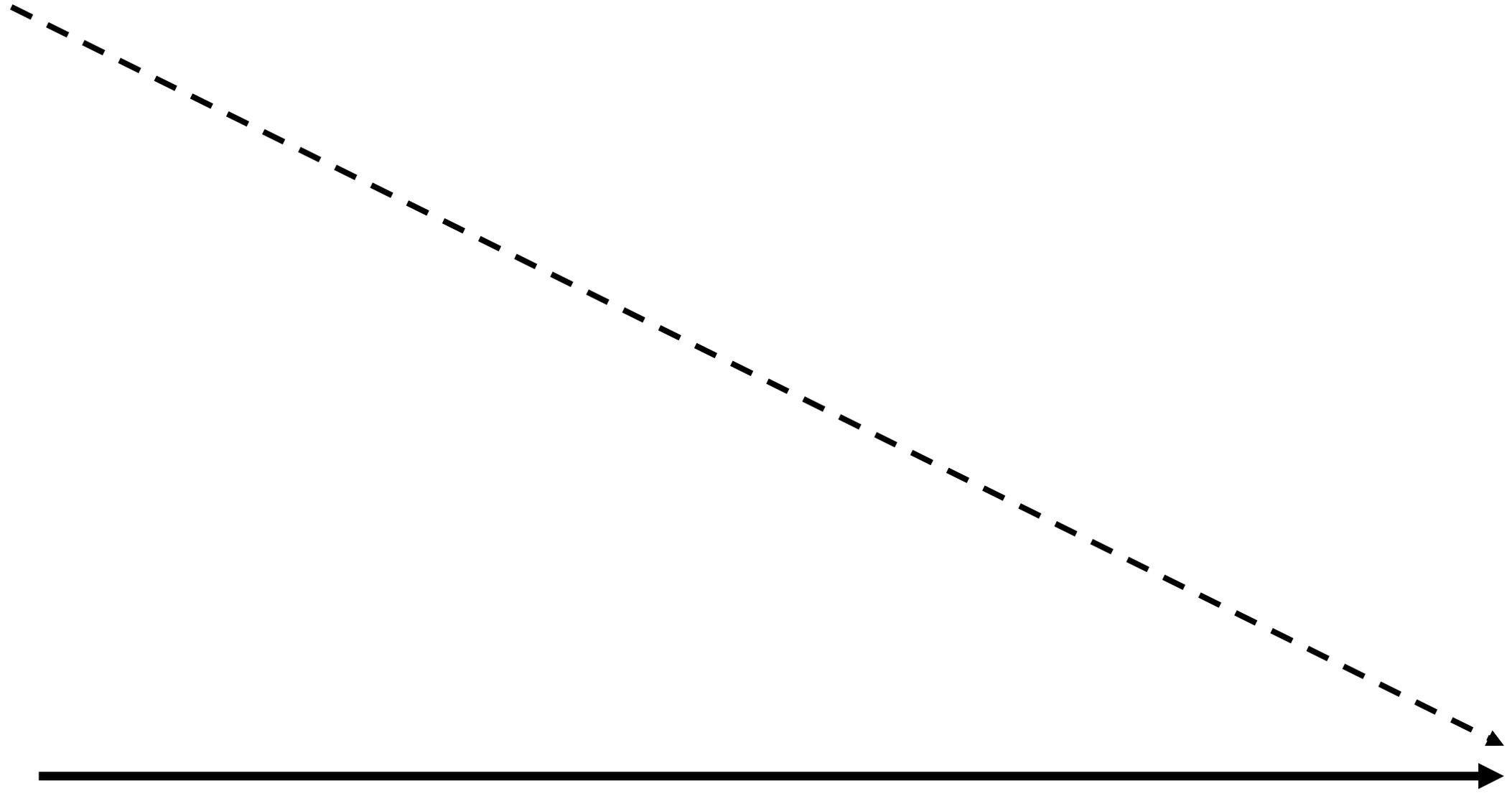
Prénom :	Correction :	Date :	MS
Domaine : explorer le monde, mobiliser le langage dans toutes ses dimensions, construire les premiers outils mathématiques	Objectif(s) : être capable de différencier beaucoup / pas beaucoup	Consigne : pour chaque duo, entoure la case où il y a le plus de fourmis	

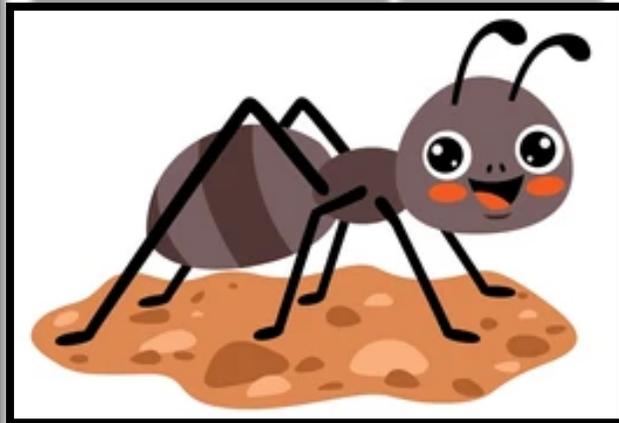


Prénom :	Correction :	Date :	MS
Domaine(s) : mobiliser le langage dans toutes ses dimensions,	Objectif(s) : s'entraîner à reconnaître un mot d'après un modèle	Consigne : colorie les cases où tu vois le mot FOURMI	

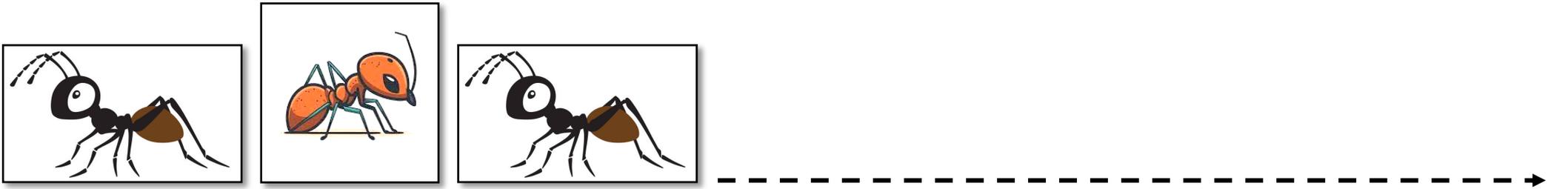
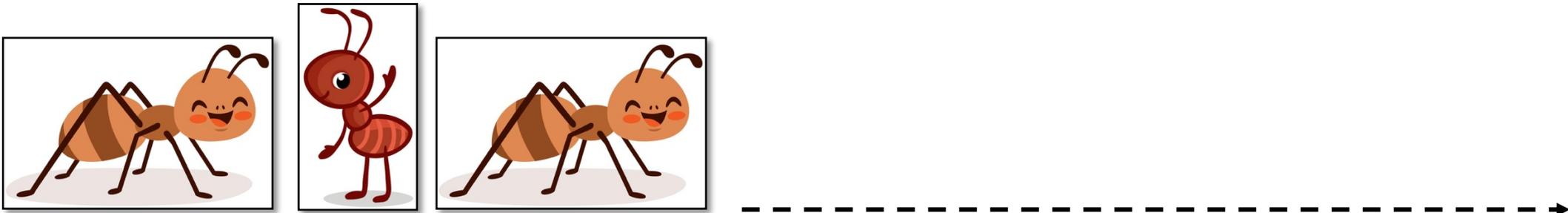
	FOURMI		
FOURMI	FEUILLE	INSECTE	FOURMI
REINE	FOURMI	LARVE	FOURMI
OEUFS	FOURMI	FOURMI	PHASME
FOURMI	ABEILLE	TERMITE	FOURMI
PATTE	FOURMI	FOURMI	NOIRE
FOURMI	ARBRE	JARDIN	FOURMI

<u>Prénom :</u>	<u>Correction :</u>	<u>Date :</u>	MS
<u>Domaine(s) :</u> construire les premiers outils mathématiques, explorer le monde	<u>Objectif(s) :</u> ranger des objets selon leur taille	<u>Consigne :</u> range les fourmis dans l'ordre décroissant	





Prénom :	Correction :	Date :	MS
Domaine(s) : construire les premiers outils mathématiques, explorer le monde	Objectif(s) : s'entraîner à continuer des algorithmes simples	Consigne : continue les algorithmes proposés	



Prénom :	Correction :	Date :	MS
Domaine(s) : mobiliser le langage dans toutes ses dimensions,	Objectif(s) : s'entraîner à recomposer un mot d'après un modèle	Consigne : recompose les mots ci-dessous	

F	O	U	R	M	I

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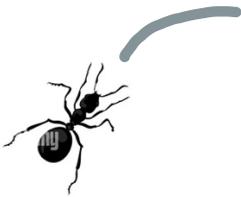
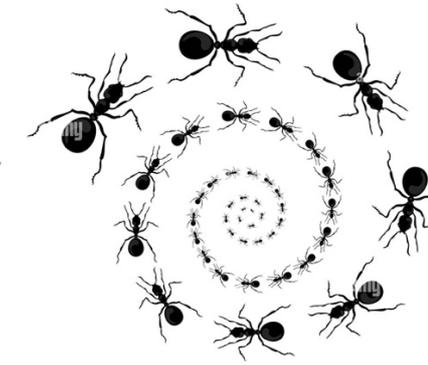
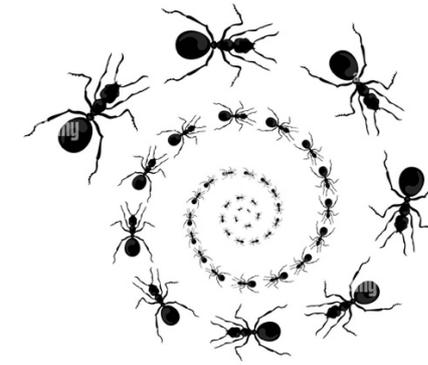
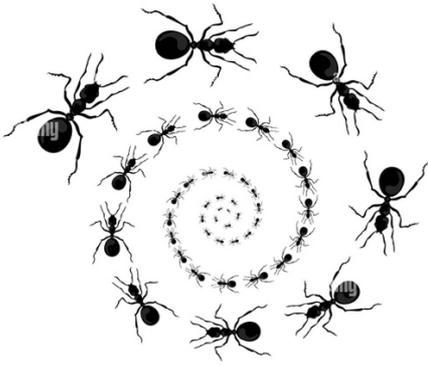
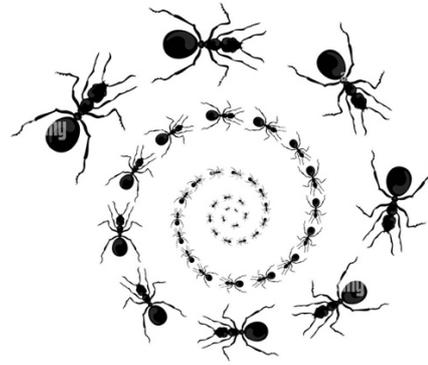
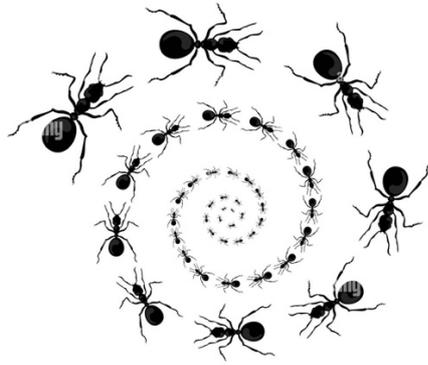
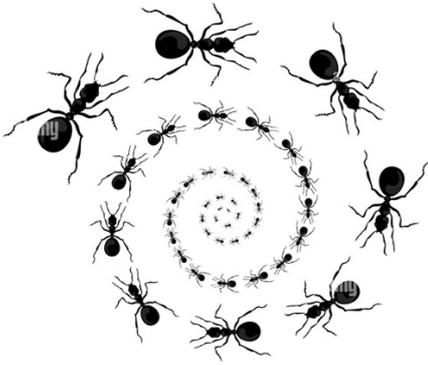
O	U	V	R	I	E	R	E

I	N	S	E	C	T	E

O	F	I	R	U	T	R	E
I	U	R	E	I	C	E	E
O	N	V	S	I	E	R	M
N	E						

O	F	I	R	U	T	R	E
I	U	R	E	I	C	E	E
O	N	V	S	I	E	R	M
N	E						

Prénom :	Correction :	Date :	MS
Domaine(s) : mobiliser le langage dans toutes ses dimensions, agir, s'exprimer et comprendre à travers les activités artistiques	Objectif(s) : tracer un graphisme simple	Consigne : repasse sur toutes les spirales de fourmis et trace-les tout seul après en partant de la grosse fourmi	



Prénom :	Correction :	Date :	MS
Domaine(s) : construire les premiers outils mathématiques, explorer le monde	Objectif(s) : associer un nombre à une collection	Consigne : entoure le nombre de fourmis demandé de la bonne couleur	

3	5	4	2	6	5

