



Trouve le quadrillage répondant aux consignes suivantes:

Row 1: A brown monster, a purple circle and an orange vertical bar, and a pink monster with a crown.

Row 2: A yellow monster with a wide mouth, a purple oval and an orange horizontal bar, and a purple monster.

Row 3: An orange monster with its arms raised, an orange horizontal bar and a purple oval, and a red square monster with one eye.

Row 4: A green monster with two eyes, an orange vertical bar and a purple circle, and a black furry monster with its tongue out.

Row 5: A purple monster, two orange vertical bars with a purple circle between them, and a red square monster and a blue monster.

1


2

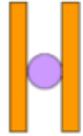

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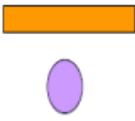

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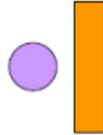

# ESRAGE

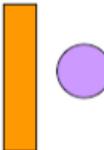


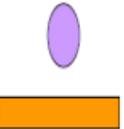
Trouve le quadrillage répondant aux consignes suivantes:

		 
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1

2

3

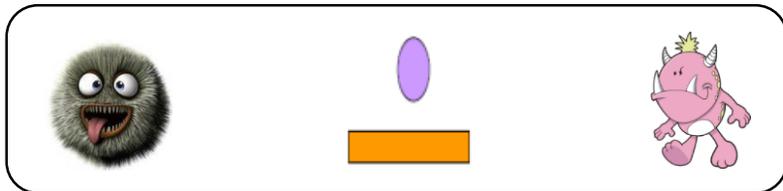
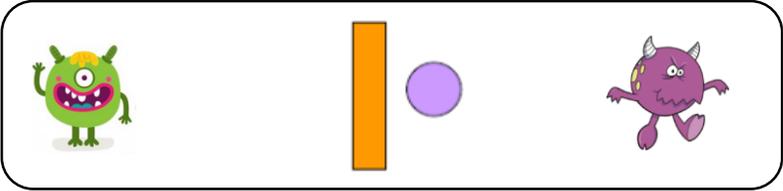
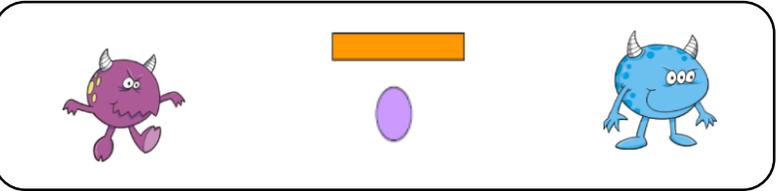
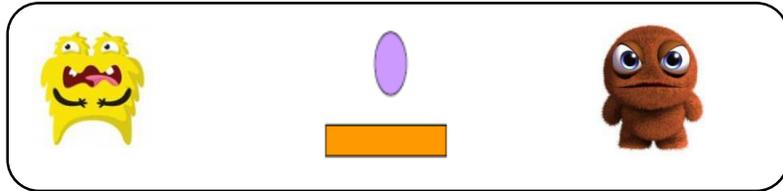
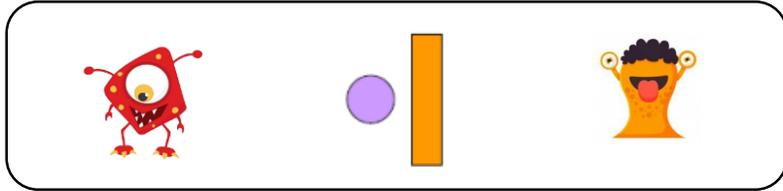
		
		
		

4

E S A O G E

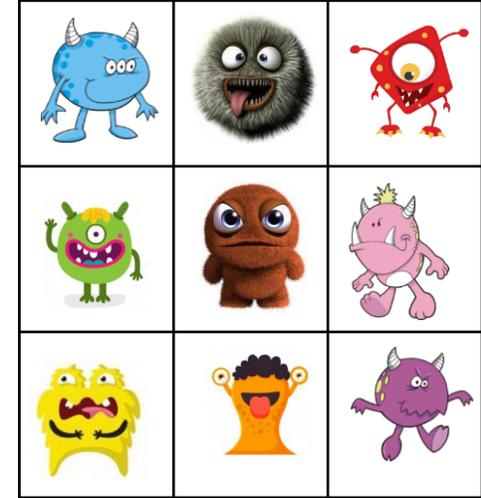
Trouve le quadrillage répondant aux consignes suivantes:



1



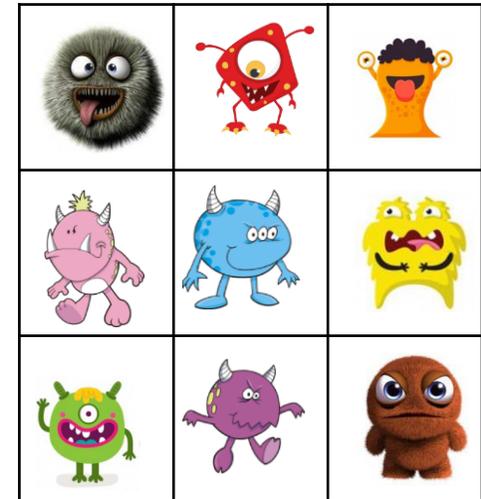
2



3



4



# ESPACE

Trouve le quadrillage répondant aux consignes suivantes:

Row 1: A grey furry monster, a vertical orange bar with a purple circle in the middle, and a blue spotted monster and a pink horned monster.

Row 2: A green one-eyed monster, a horizontal orange bar with a purple oval above it, and a blue spotted monster.

Row 3: An orange one-eyed monster, a horizontal orange bar with a purple oval below it, and a blue spotted monster.

Row 4: A yellow horned monster, a vertical orange bar with a purple circle to its right, and a purple horned monster.

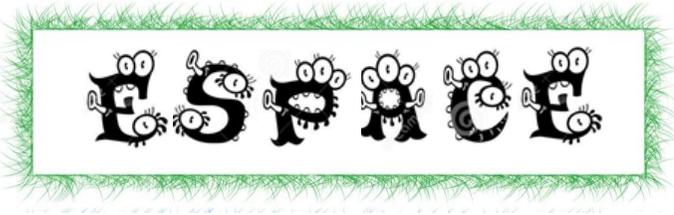
Row 5: A red one-eyed monster, a vertical orange bar with a purple circle to its left, and a brown fuzzy monster.

1

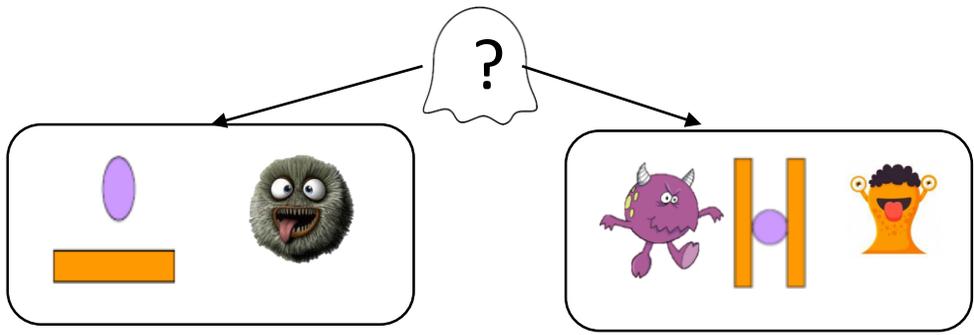

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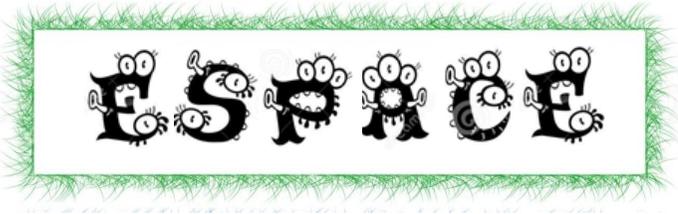

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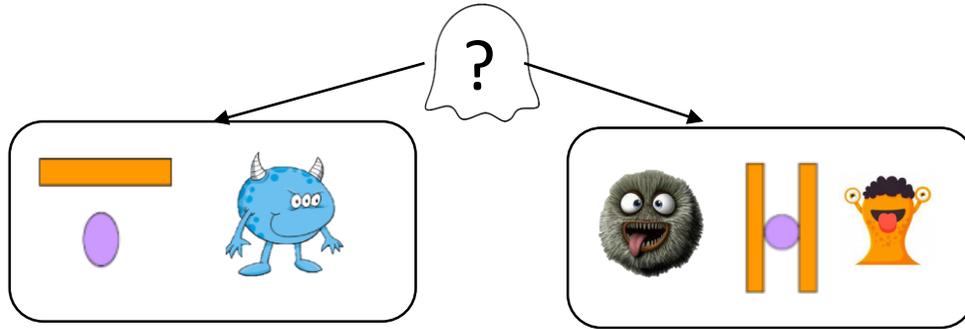



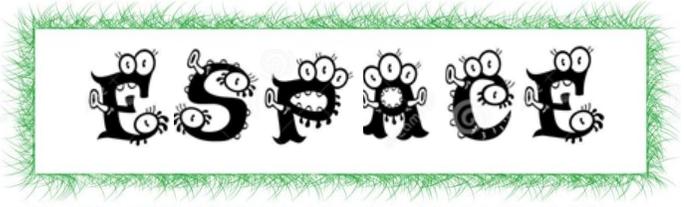
Trouve la tour de monstres correspondante aux consignes suivantes:



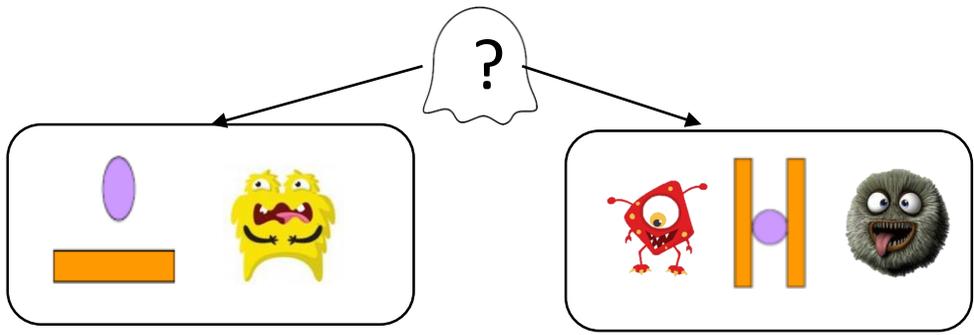


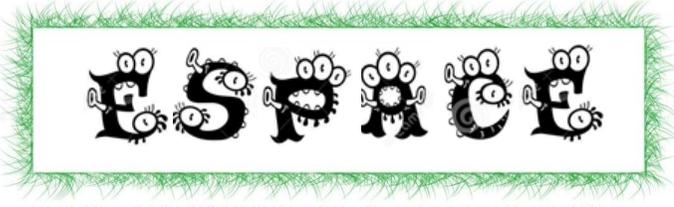
Trouve la tour de monstres  
correspondante aux consignes  
suivantes:



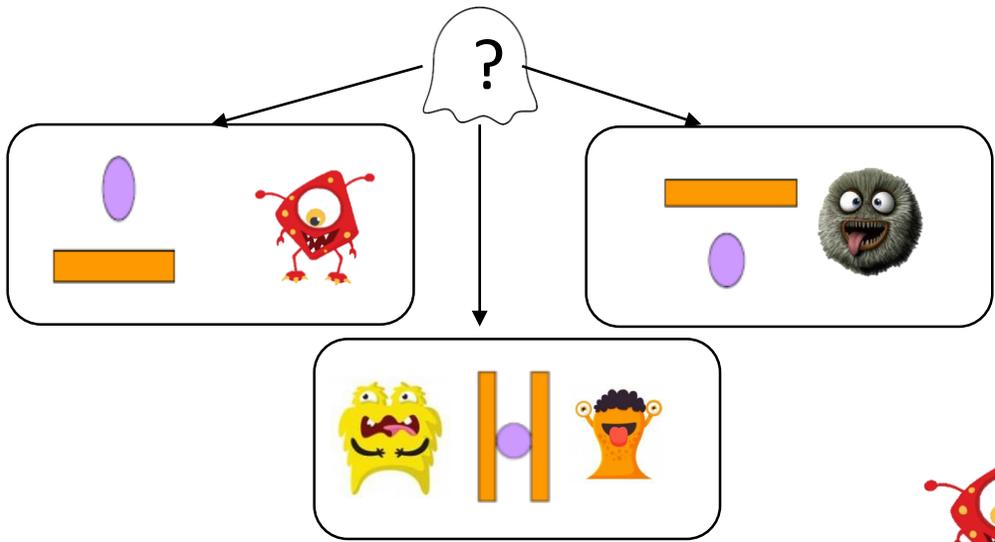


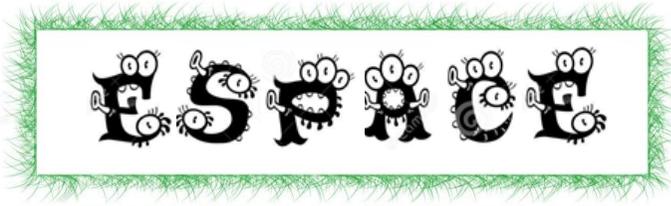
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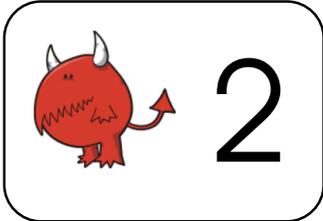
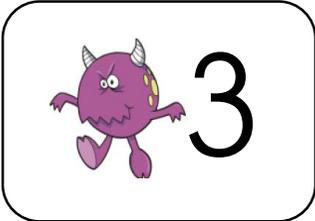


Trouve la tour de monstres correspondante aux consignes suivantes:

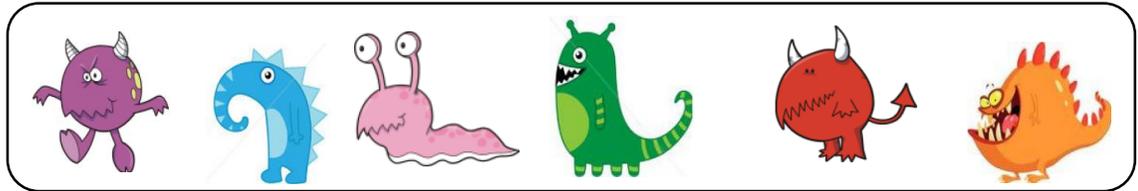




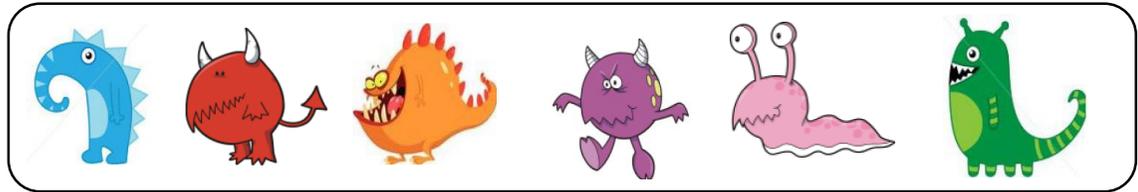
# La farandole des monstres



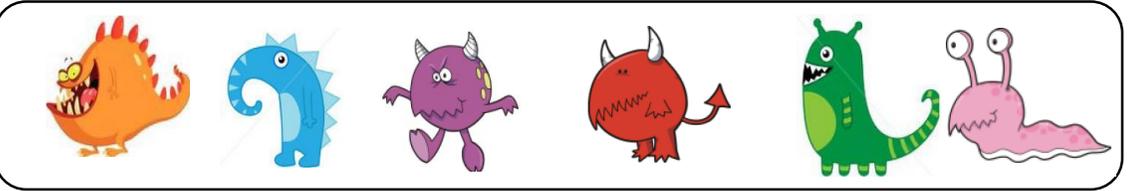
A



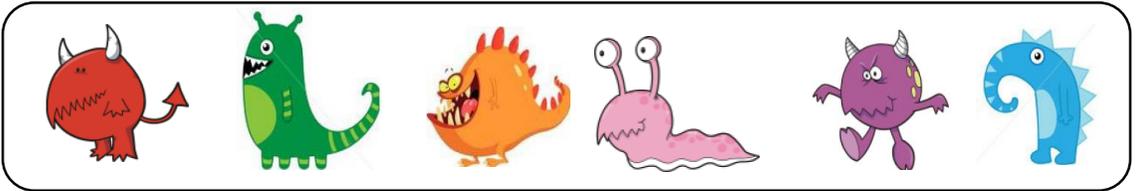
B



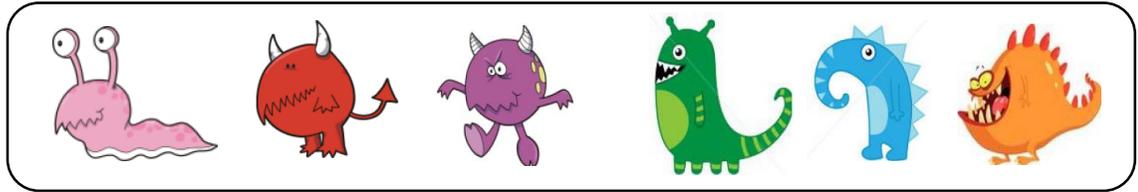
C



D



E



# ESPACE

## La farandole des monstres

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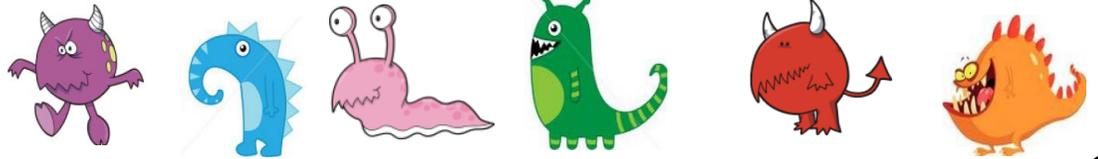


1



4

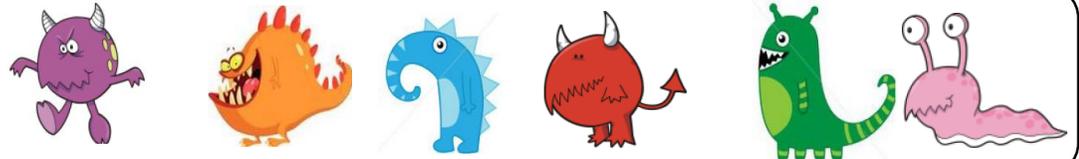
A



B



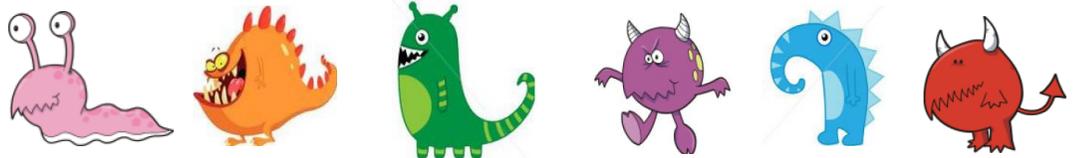
C



D



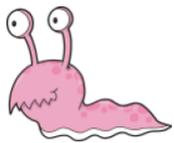
E





# La farandole des monstres

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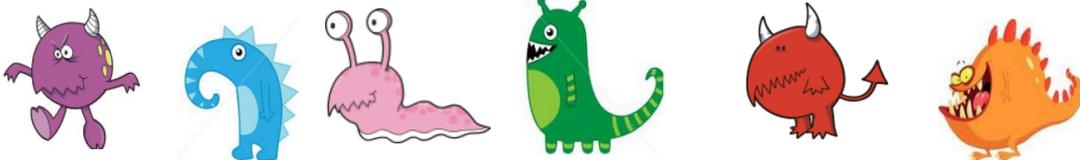


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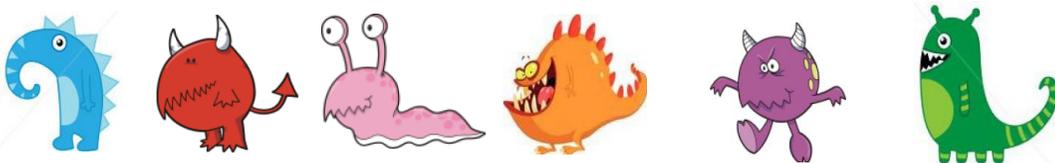


5

A



B



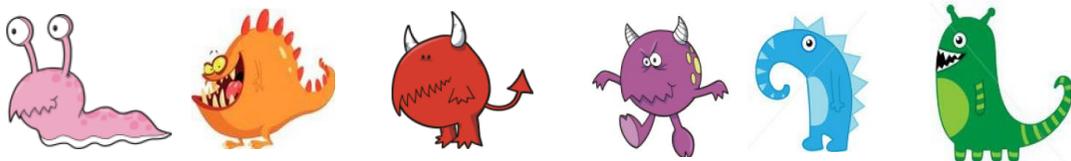
C



D

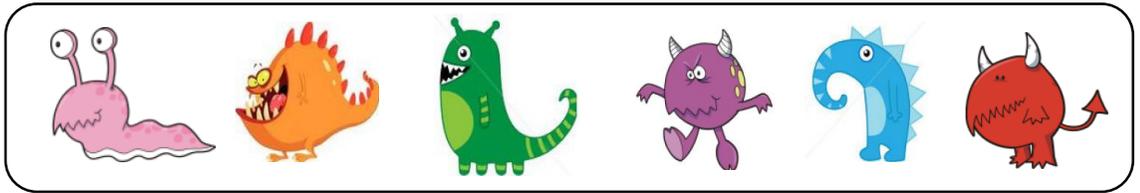
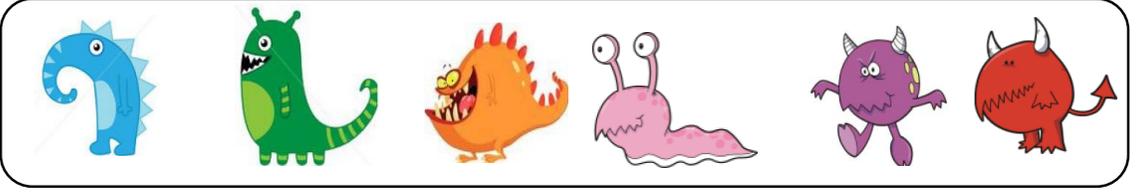
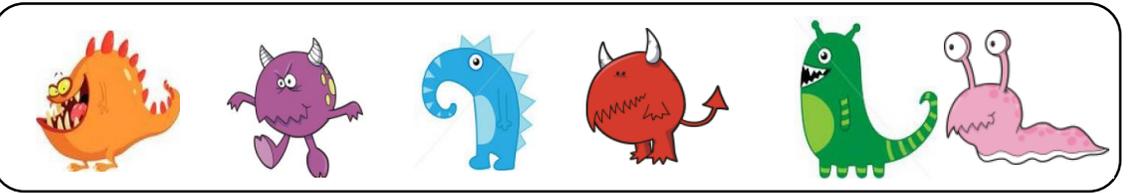
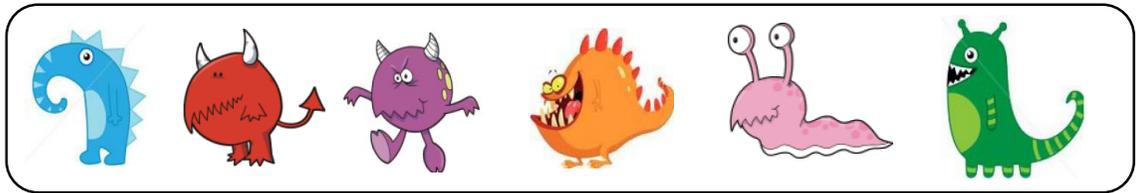
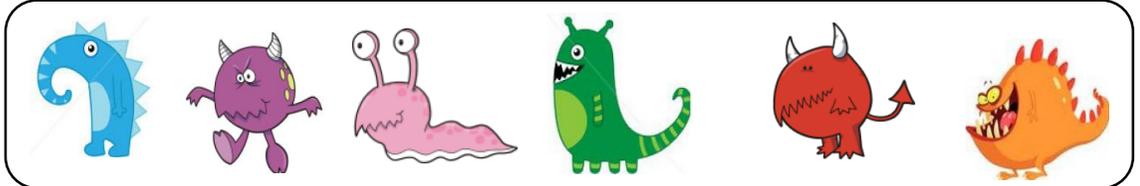
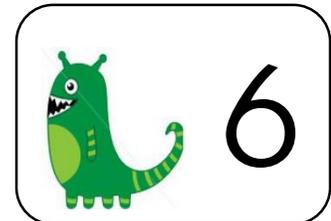
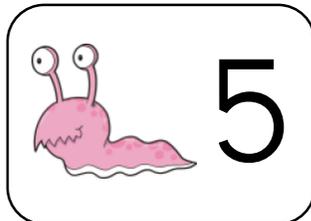
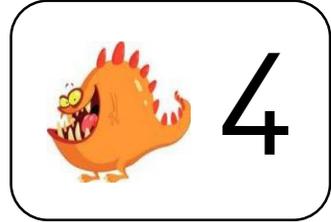
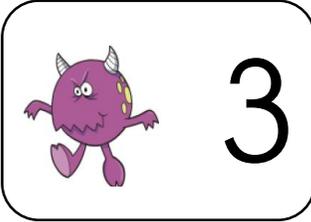
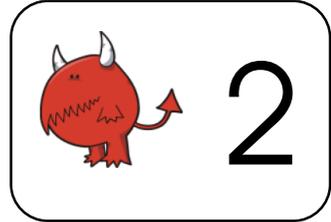
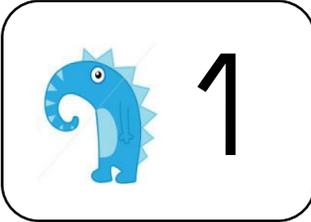


E



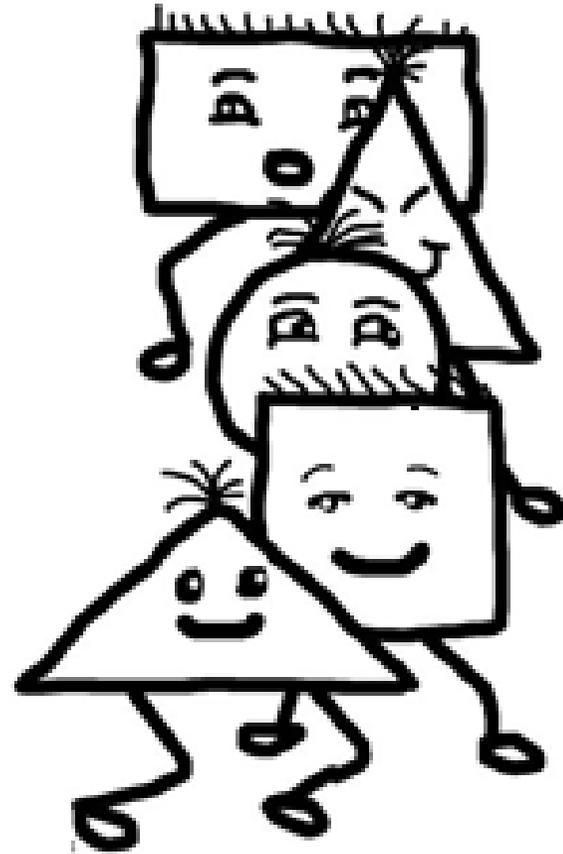
# ESPALE

## La farandole des monstres



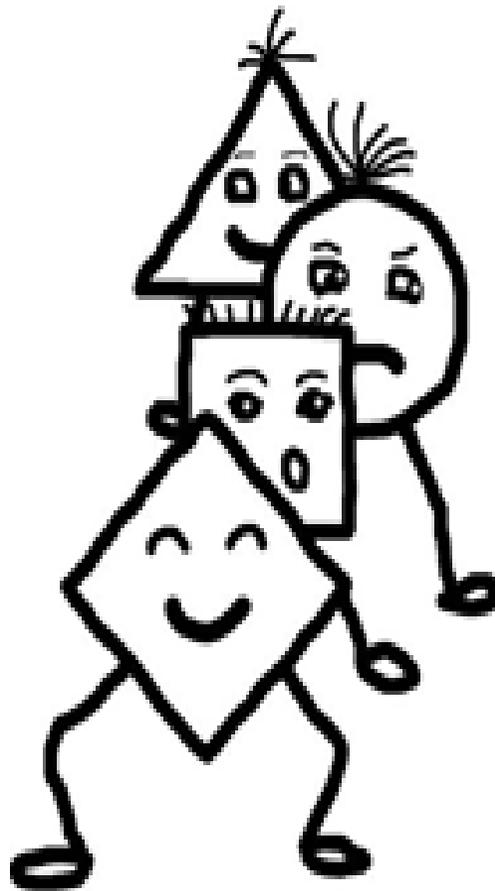
E S R A O E

De quelle forme est le monstre en 3<sup>ème</sup> position dans le rang?



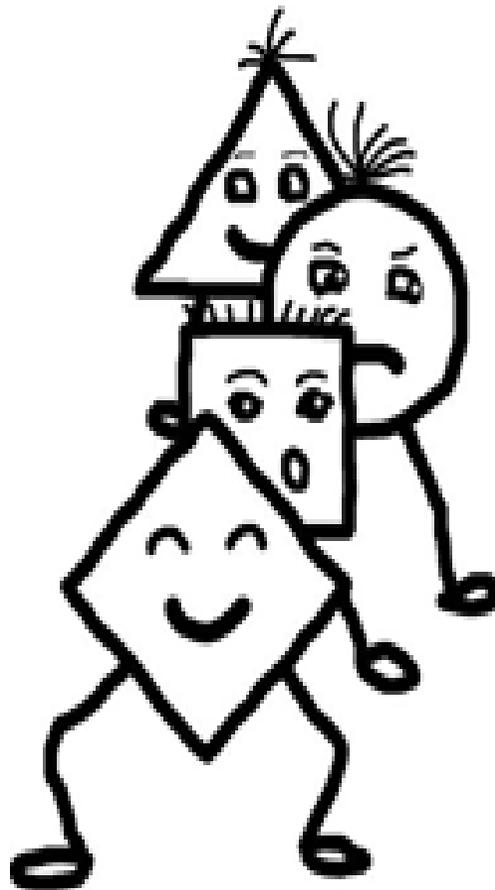
E S R A E

De quelle forme est le monstre en 1<sup>ère</sup> position dans le rang?



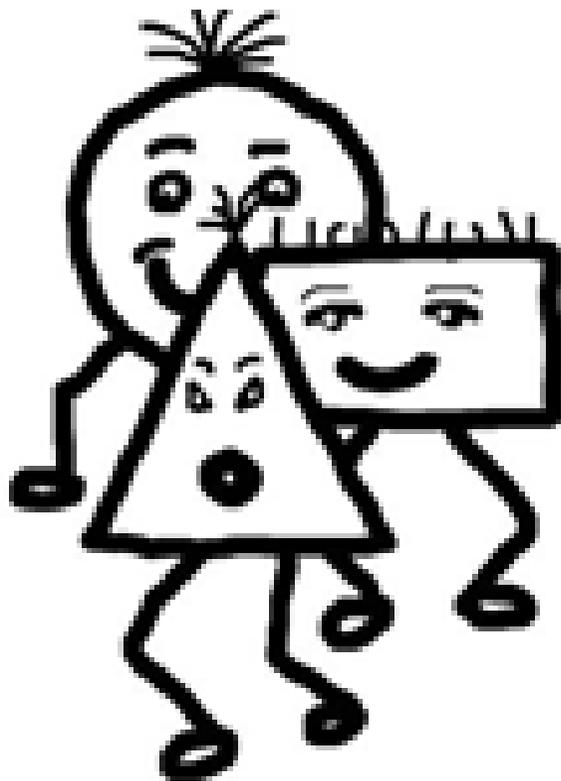
E S R A E

De quelle forme est le monstre en dernière position dans le rang?



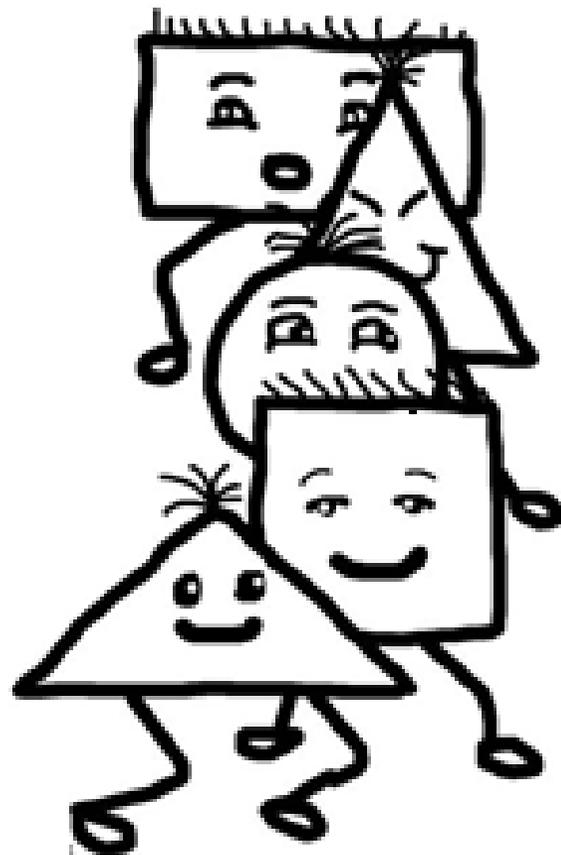
E S R A O E

De quelle forme est le monstre au début du rang?



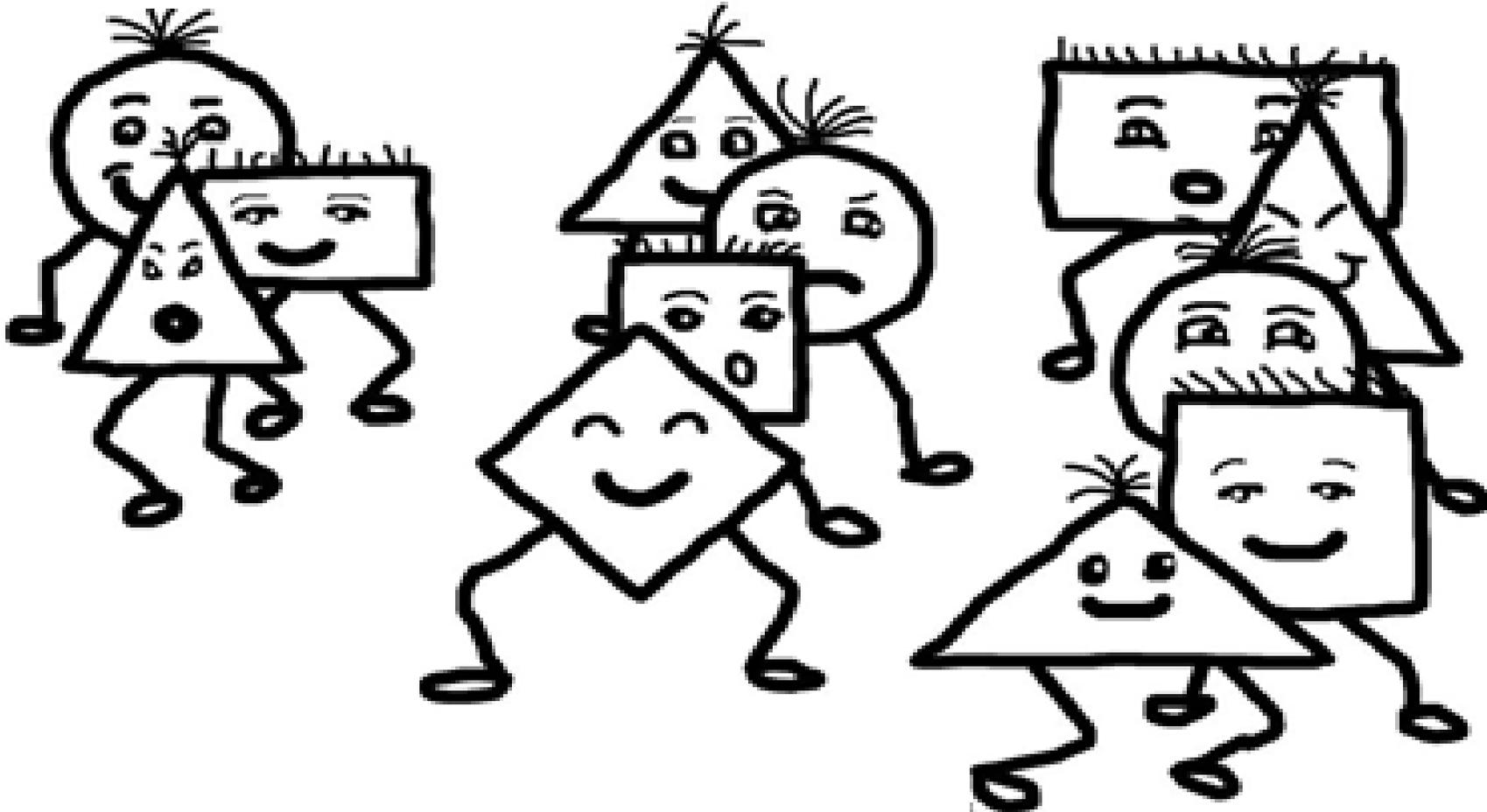
E S R A E

De quelle forme est le monstre en 2<sup>de</sup>  
position dans le rang?



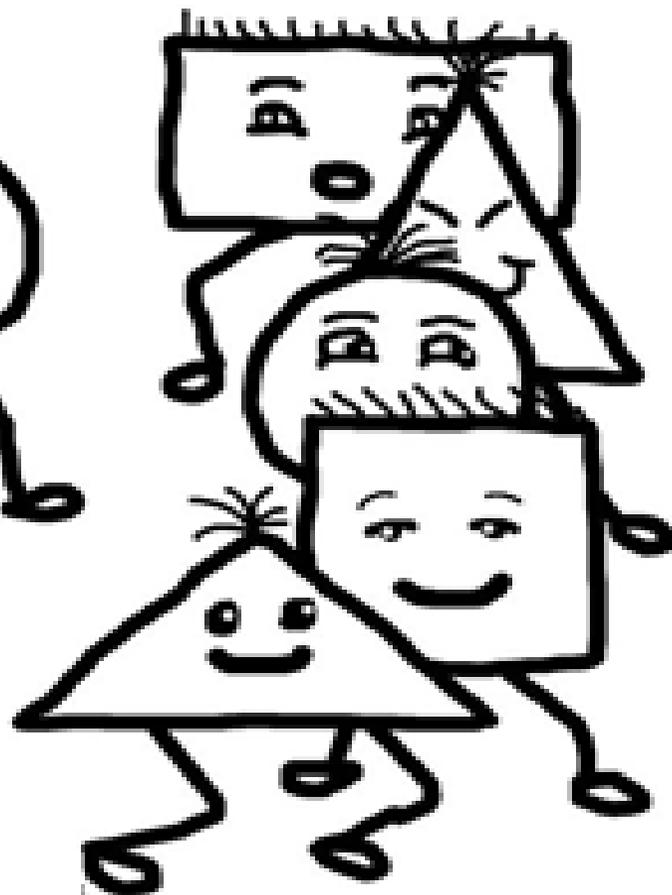
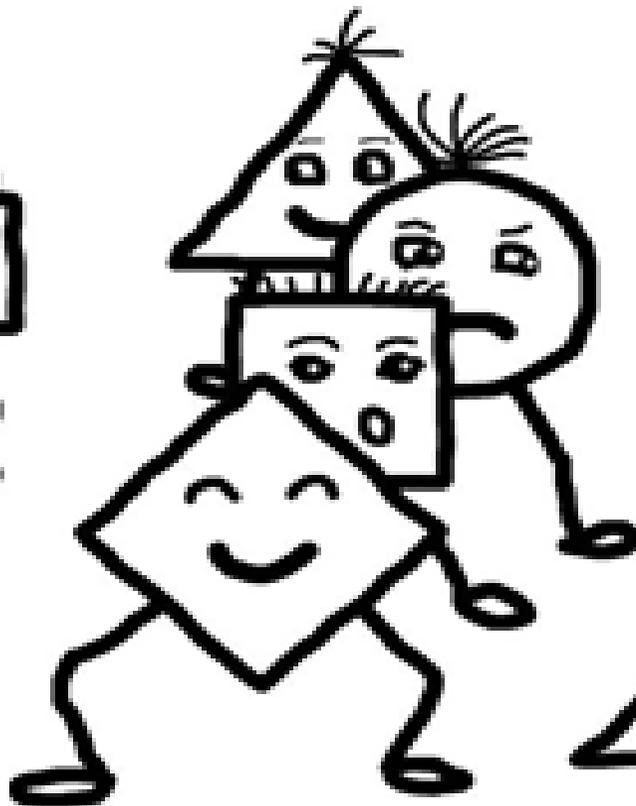
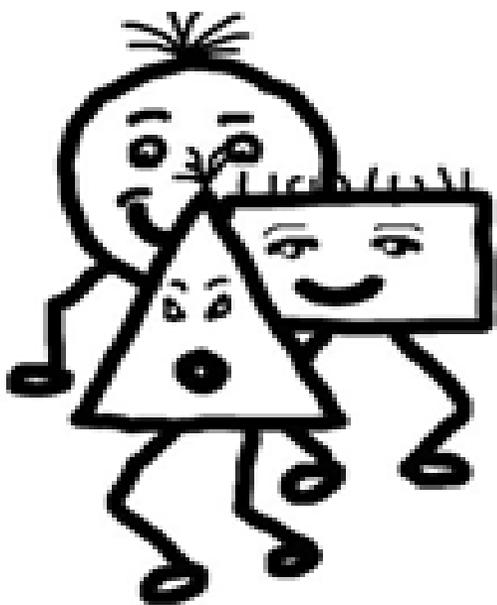
E S R A O E

Donne la position du monstre rond  
dans chaque rang.



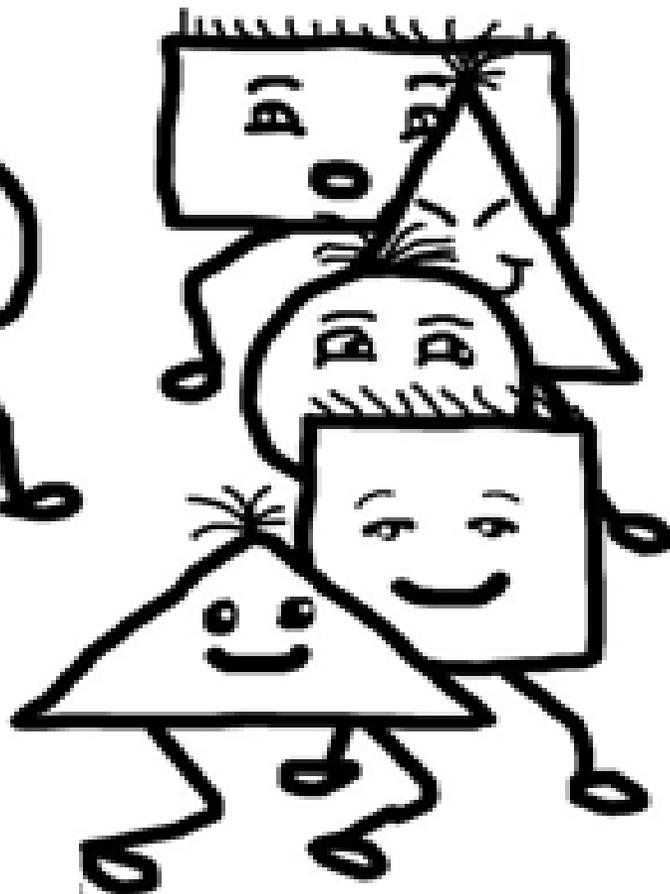
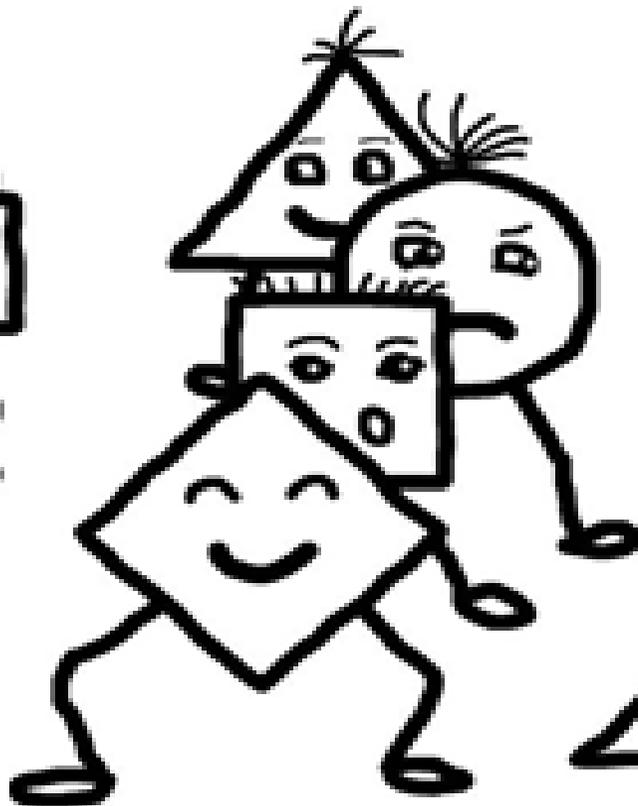
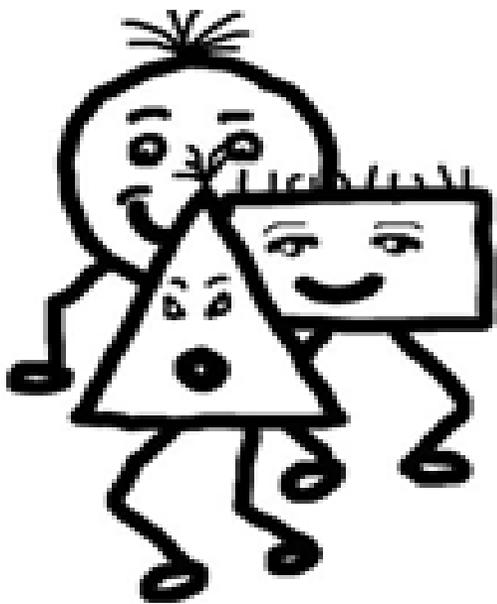
E S R A O E

Donne la position du monstre triangle dans chaque rang.



E S R A O E

Donne la position du monstre rectangle dans chaque rang.



ESRAGE

# SUDOKU DES EMOTIONS



	A	B	C	D
1				
2				
3				
4				

Indique la couleur du monstre manquant pour chaque case vide.  
**Attention:** chaque couleur de monstre ne peut être présente qu'une fois par ligne et par colonne

ESPA

# SUDOKU DES EMOTIONS



	A	B	C	D
1				
2				
3				
4				

Indique la couleur du monstre manquant pour chaque case vide.  
**Attention:** chaque couleur de monstre ne peut être présente qu'une fois par ligne et par colonne

ESAE

# SUDOKU DES EMOTIONS



	A	B	C	D
1				
2				
3				
4				

Indique la couleur du monstre manquant pour chaque case vide.  
**Attention:** chaque couleur de monstre ne peut être présente qu'une fois par ligne et par colonne

ESPALE

# SUDOKU DES EMOTIONS



Indique la couleur du monstre manquant pour chaque case vide.  
**Attention:** chaque couleur de monstre ne peut être présente qu'une fois par ligne et par colonne

	A	B	C	D
1				
2				
3				
4				