

Prénom :

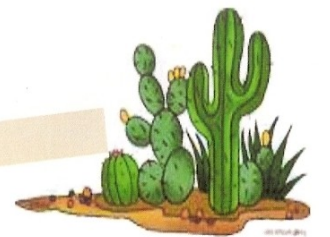
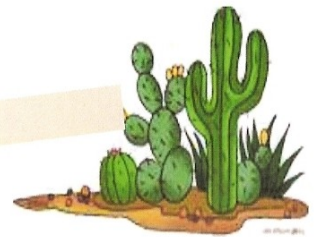
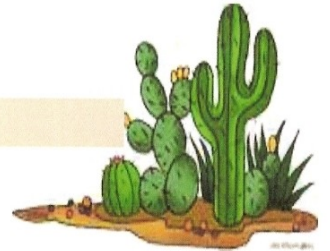
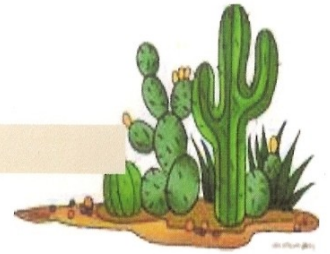
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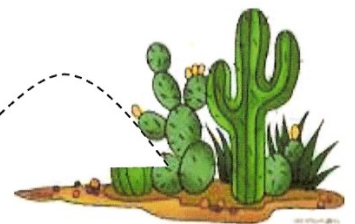
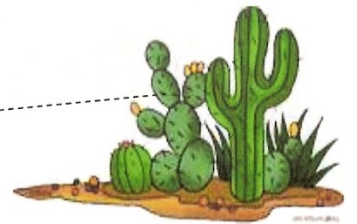
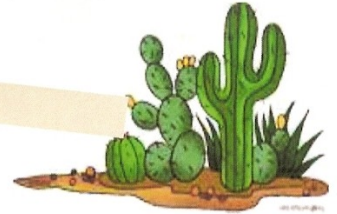
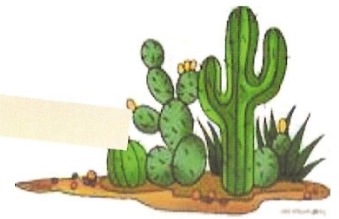
Domaine : Découverte du monde – se repérer dans l'espace

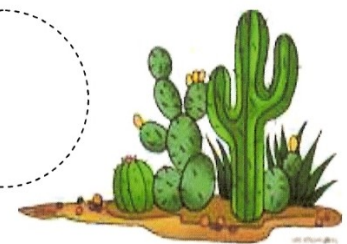
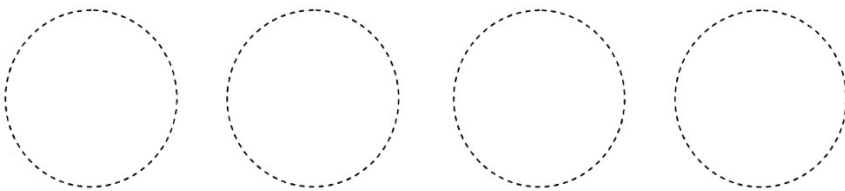
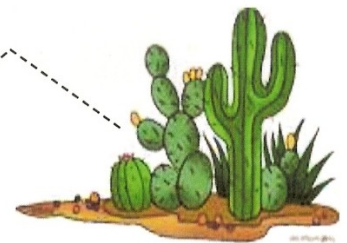
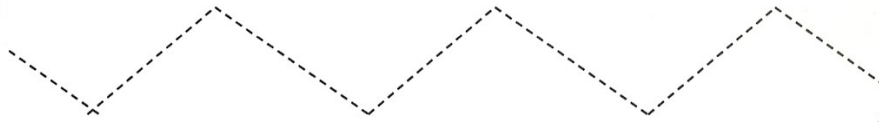
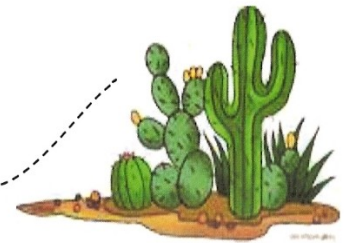
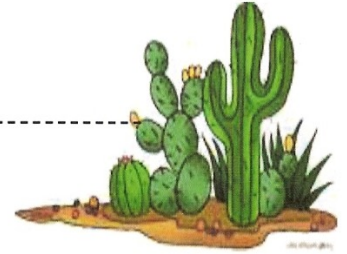
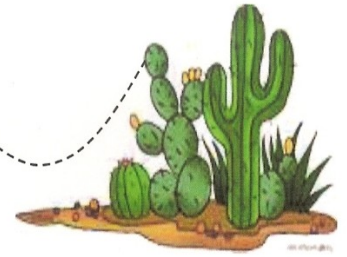
PS

Objectif : S'orienter dans l'espace graphique – organiser l'espace de la feuille

Consigne : Colle des gommettes sur le chemin qui mène du chameau aux cactus
+ trace par dessus les pointillés entre le chameau et les cactus







Consigne : Trouve le bon chemin pour que le chameau puisse aller jusqu'au cactus.
Trace-le avec ton doigt d'abord, puis avec un feutre.

