

PRÉNOM :






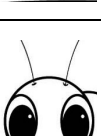
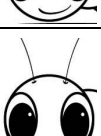
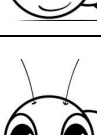
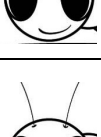
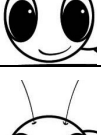
GS

DATE :

DOMAINE : construire les premiers outils pour structurer sa pensée
→ numération

CONSIGNE : dessine le bon nombre d'anneaux de la chenille



3		
8		
5		
7		
2		
9		
6		
1		
4		
10		

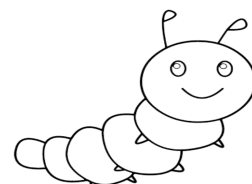
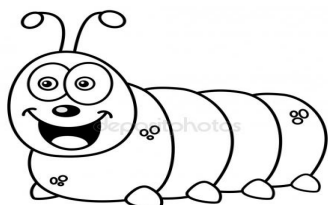
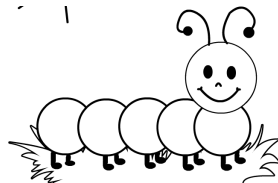
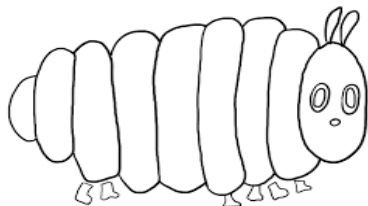
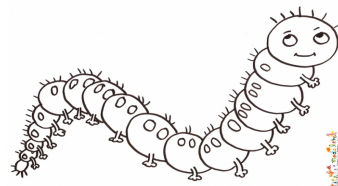
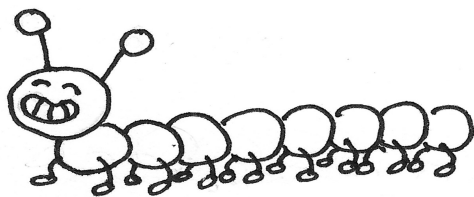
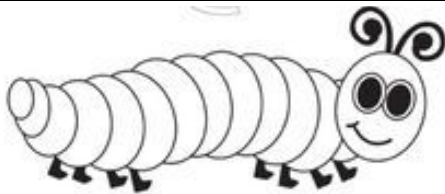
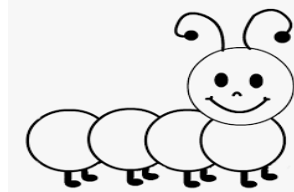
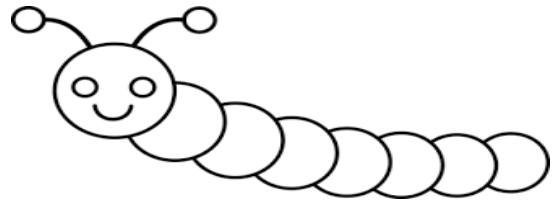
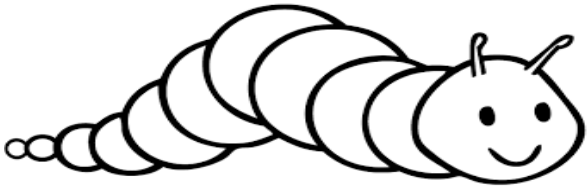
PRÉNOM :

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DATE :

DOMAINE : construire les premiers outils pour structurer sa pensée
→ numération

CONSIGNE : colorie la chenille qui a le plus d'anneaux



PRÉNOM :

GS

DATE :

DOMAINE : construire les premiers outils pour structurer sa pensée
→ numération

CONSIGNE : colorie le nombre d'anneaux de la chenille qui est demandé

8	
10	
5	
9	
4	
12	
7	
11	
6	
3	

PRÉNOM :

GS

DATE :

DOMAINE : construire les premiers outils pour structurer sa pensée
→comptine numérique

CONSIGNE : complète la comptine numérique avec les numéros manquants

