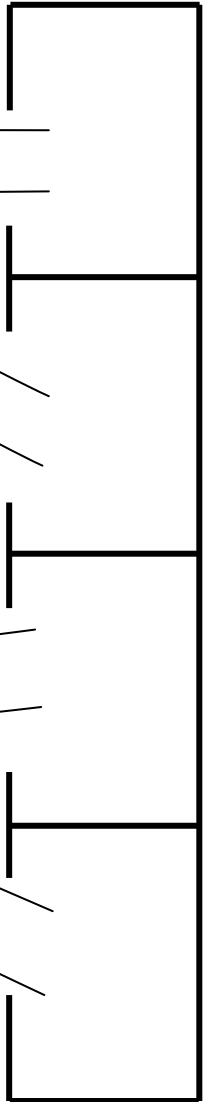
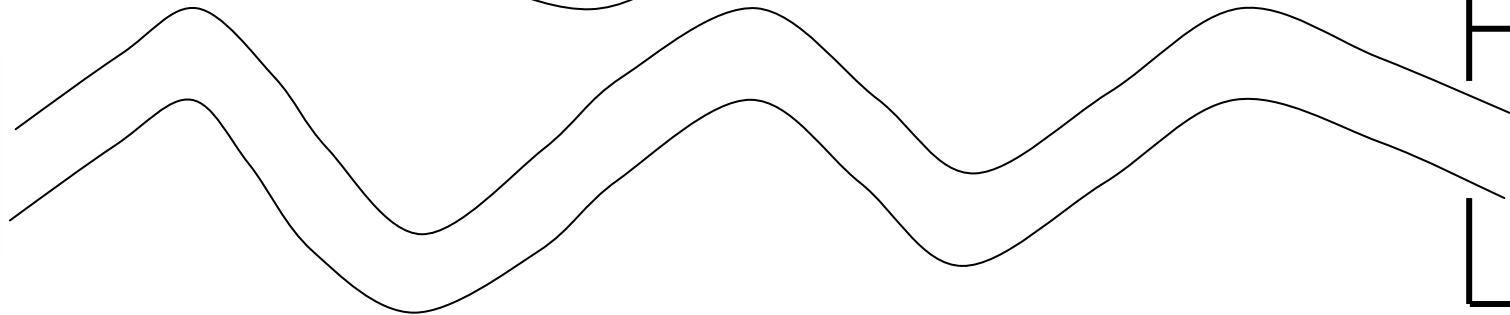
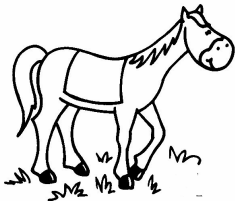
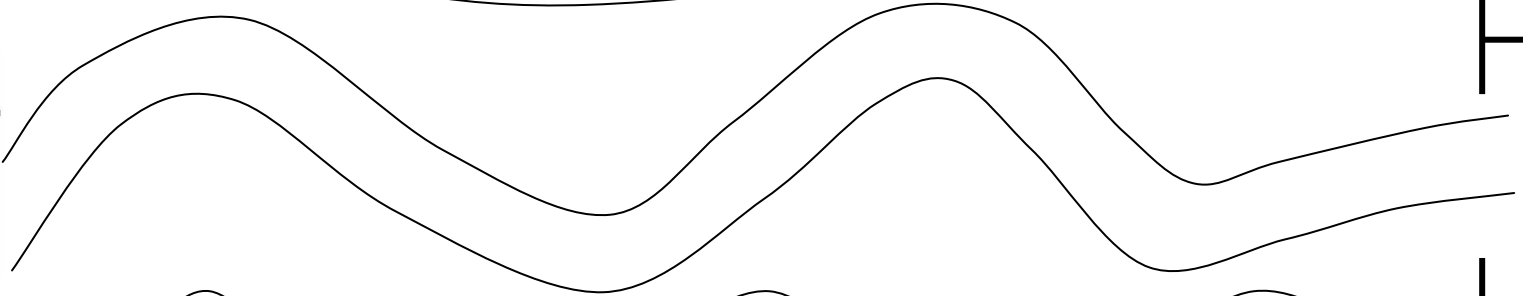
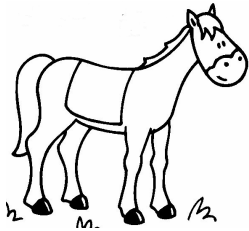
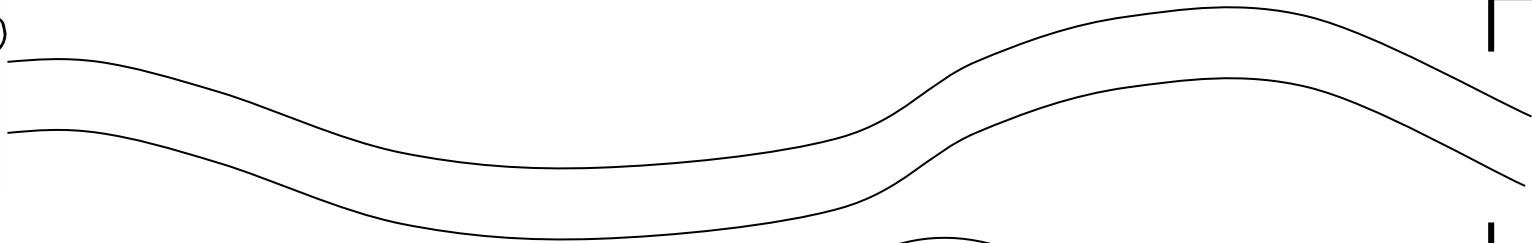
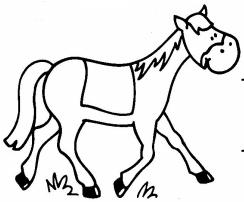
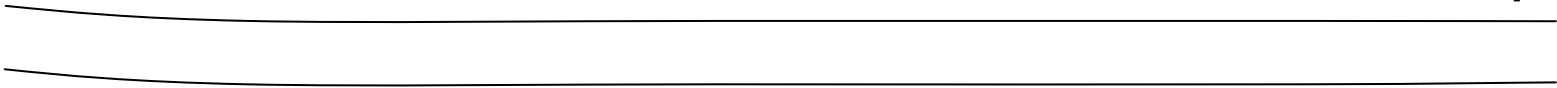
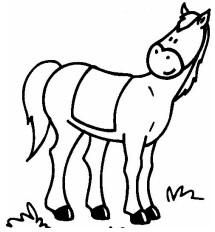


PS / **Objectif:** Suivre un chemin , le tracé horizontal.

**Consigne:** Trace le chemin que prend chaque cheval pour rentrer dans son box.

Date:

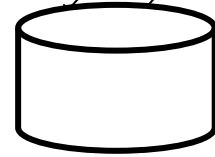
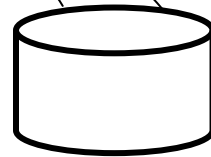
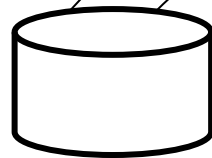
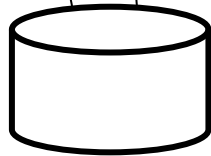
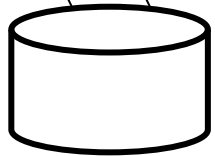
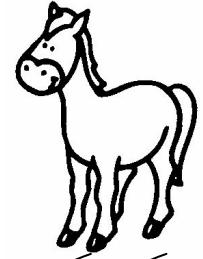
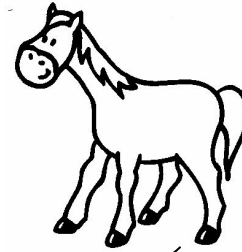
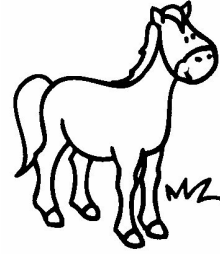
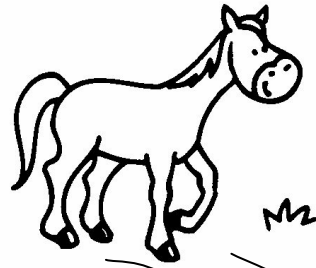
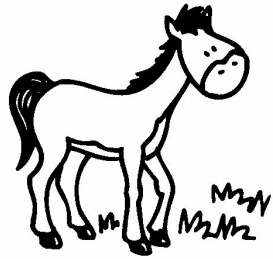


Prénom:

PS / **Objectif:** Suivre un chemin , le tracé vertical.

**Consigne:** Trace le chemin que prend chaque cheval pour aller jusqu'à l'abreuvoir.

Date:



Prénom:

**MS / Objectif:** Tracer des lignes horizontales avec des points de départ et d'arrivée.

**Consigne:** Repasse sur les pointillés puis termine la clôture.

Date:

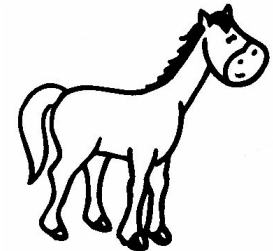
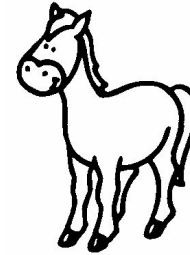
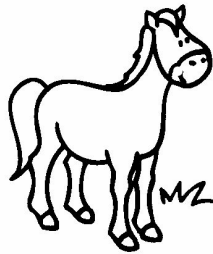
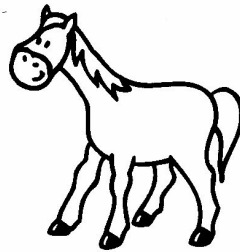
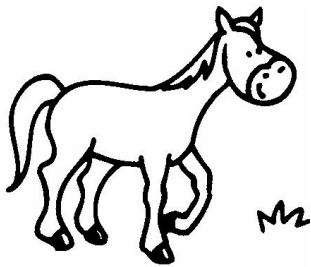
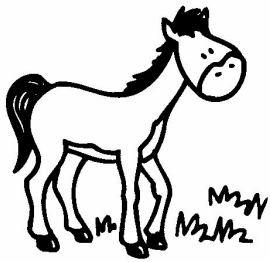
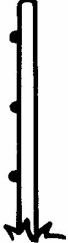
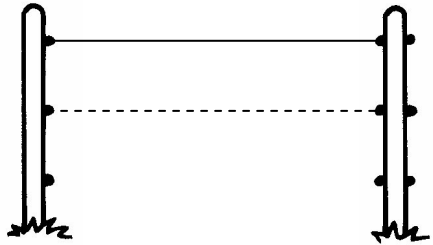


Prénom: \_\_\_\_\_

**GS / Objectif:** Tracer des lignes horizontales avec des points de départ et d'arrivée.

**Consigne:** Repasse sur les pointillés puis termine la clôture.

Date:

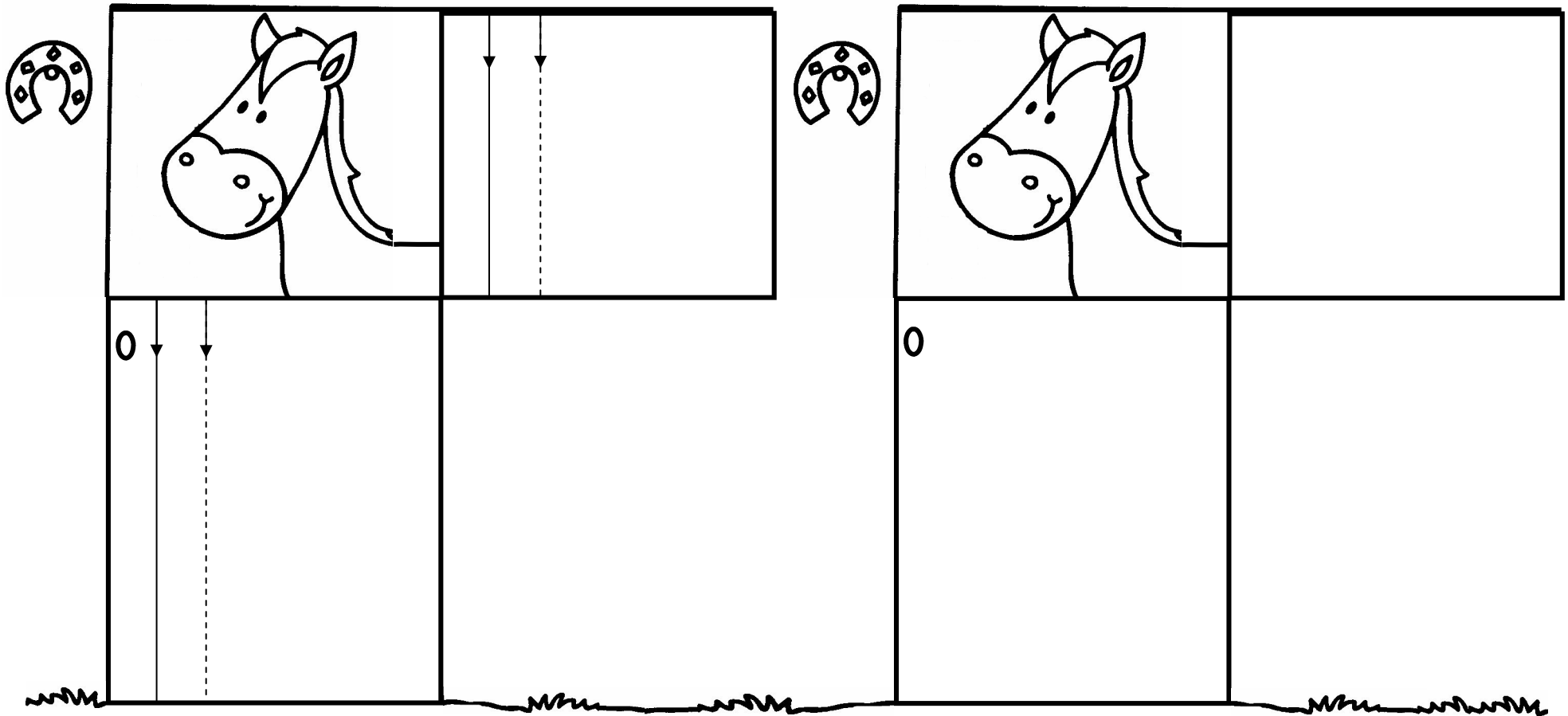


Prénom: \_\_\_\_\_

**MS / Objectif:** Tracer des lignes verticales avec des points de départ et d'arrivée.

**Consigne:** Repasse sur les pointillés puis continue de tracer les planches de la porte des stalles.

Date:

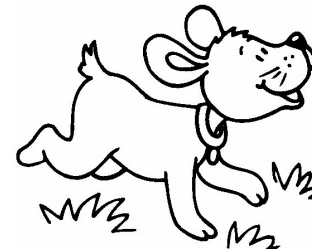
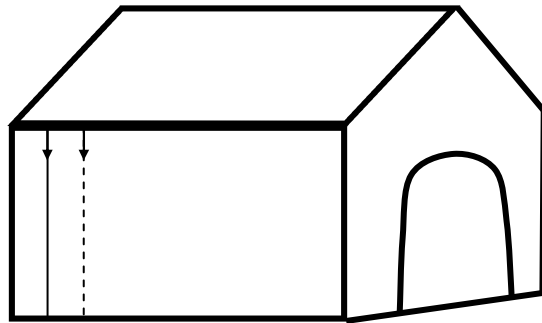
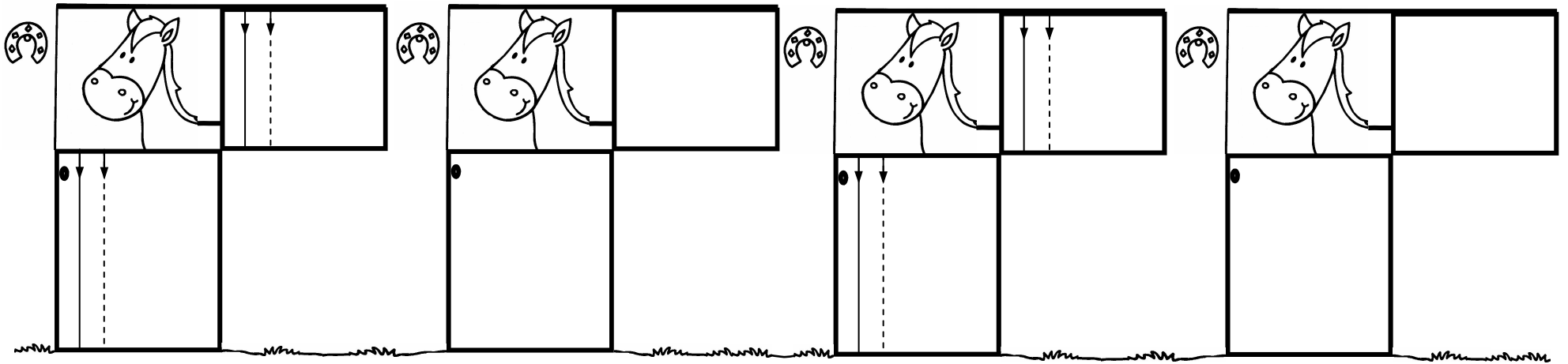


Prénom:

**GS / Objectif:** Tracer des lignes verticales avec des points de départ et d'arrivée.

**Consigne:** Repasse sur les pointillés puis continue de tracer les planches de la porte des stalles et de la niche.

Date:



Prénom:

PS / **Objectif:** Tracer des petits traits.

**Consigne:** Dessine les piquants sur le dos des hérissons.

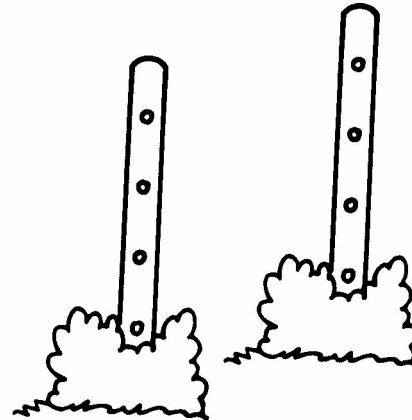
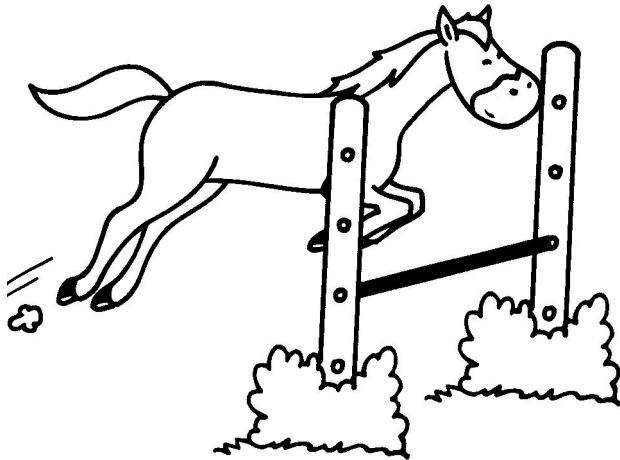
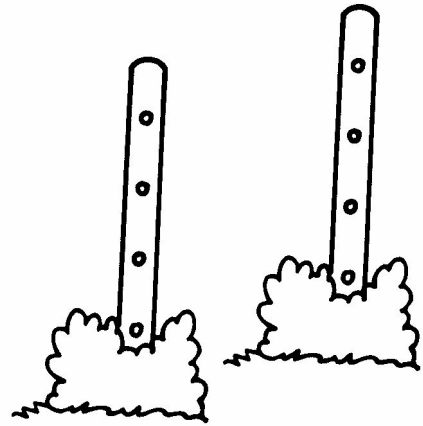
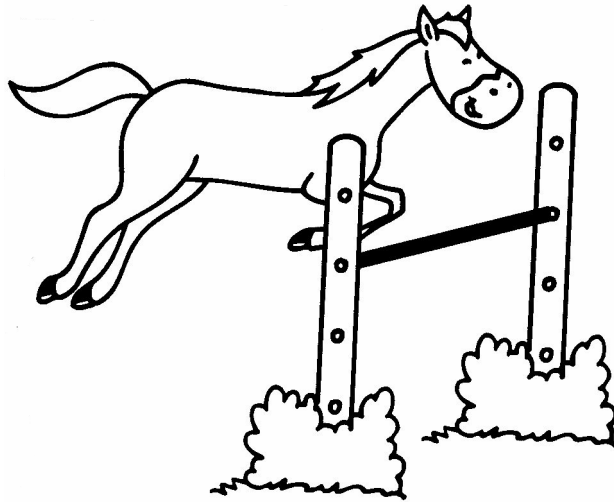
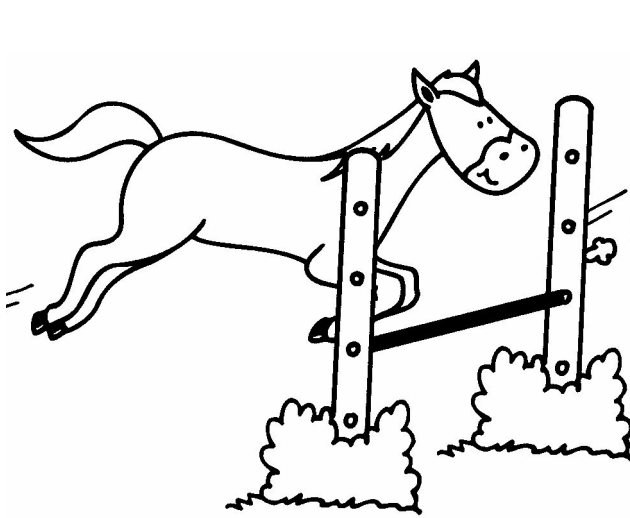
Date:



Prénom:

MS / **Objectif:** Traits obliques avec point de départ et d'arrivée.  
**Consigne:** Dessine tous les barreaux des haies.

Date:

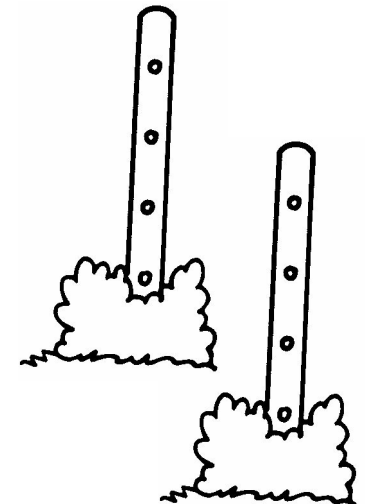
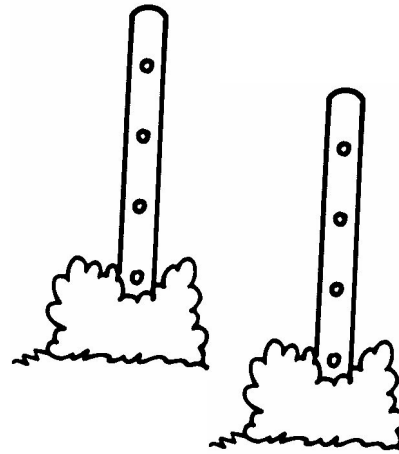
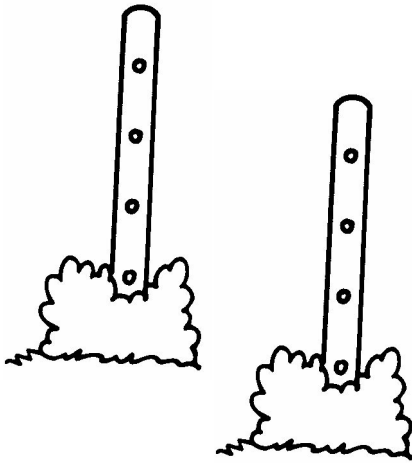
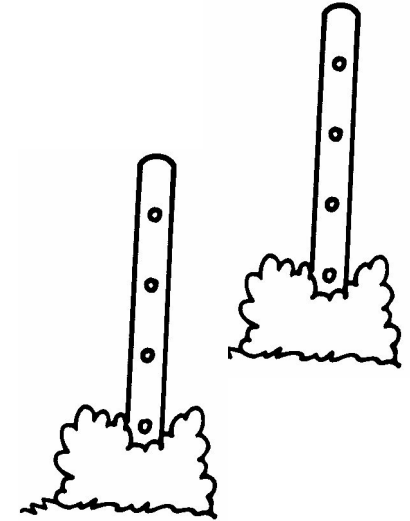
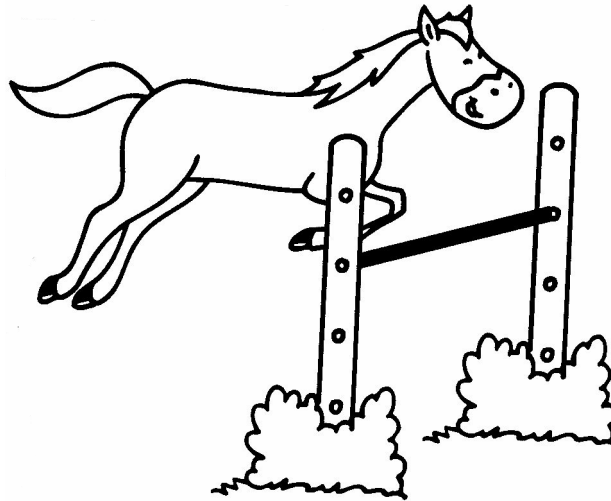
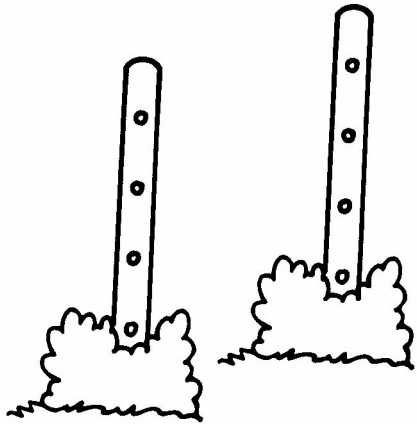


Prénom:



GS / **Objectif:** Traits obliques avec point de départ et d'arrivée.  
**Consigne:** Dessine tous les barreaux des haies.

Date:



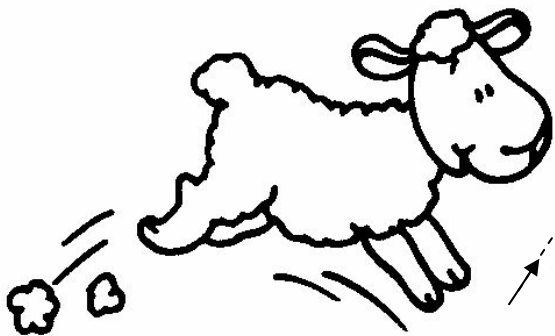
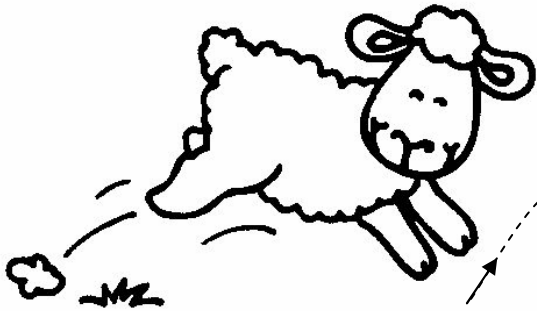
Prénom: \_\_\_\_\_

**PS / Objectif:** Suivre un tracé (les ponts).

**Consigne:** Les moutons font des bonds dans la prairie.

Pose ton crayon sur la flèche puis repasse sur les pointillés pour dessiner les ponts .

Date:



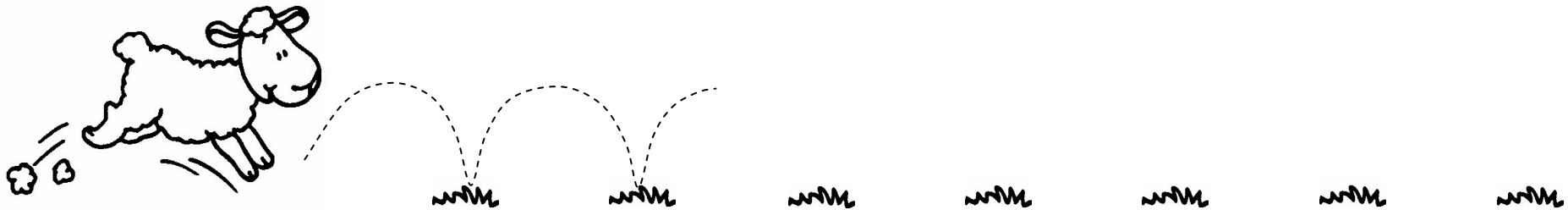
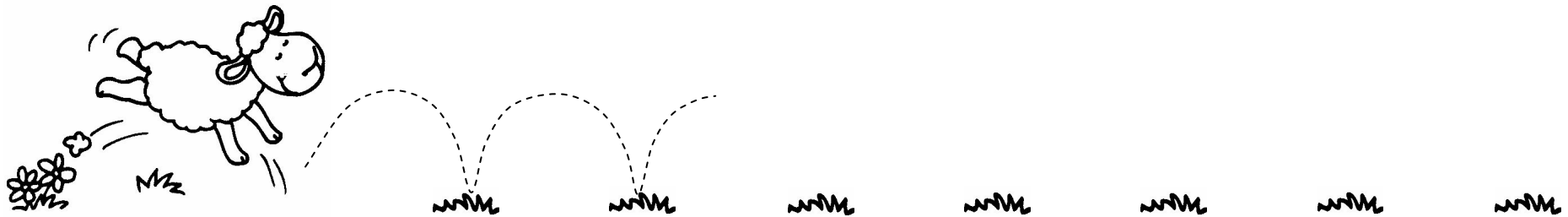
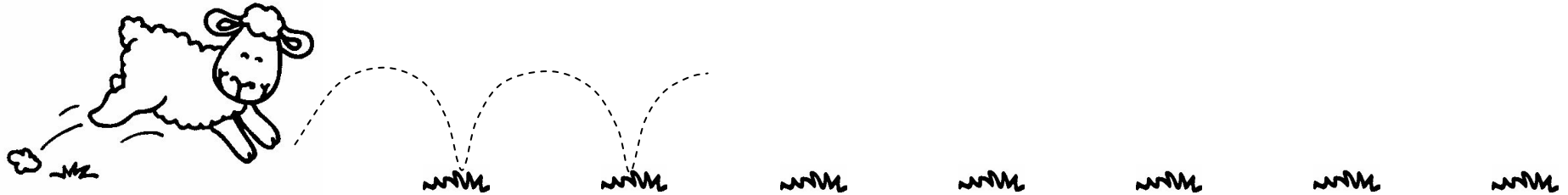
Prénom:

**MS / Objectif:** Les ponts.

**Consigne:** Les moutons font des bonds dans la prairie.

Repasse sur les pointillés puis continue les ponts .

Date:

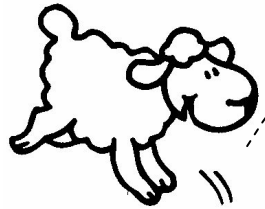
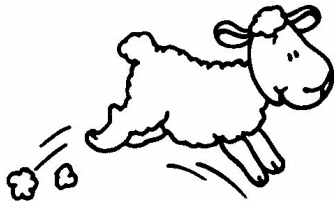
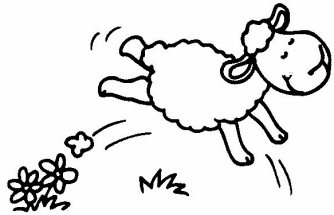
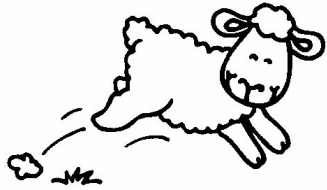


Prénom:

**MS / Objectif:** Les ponts.

**Consigne:** Les moutons font des bonds dans la prairie  
Repasse sur les pointillés puis continue les ponts .

Date:

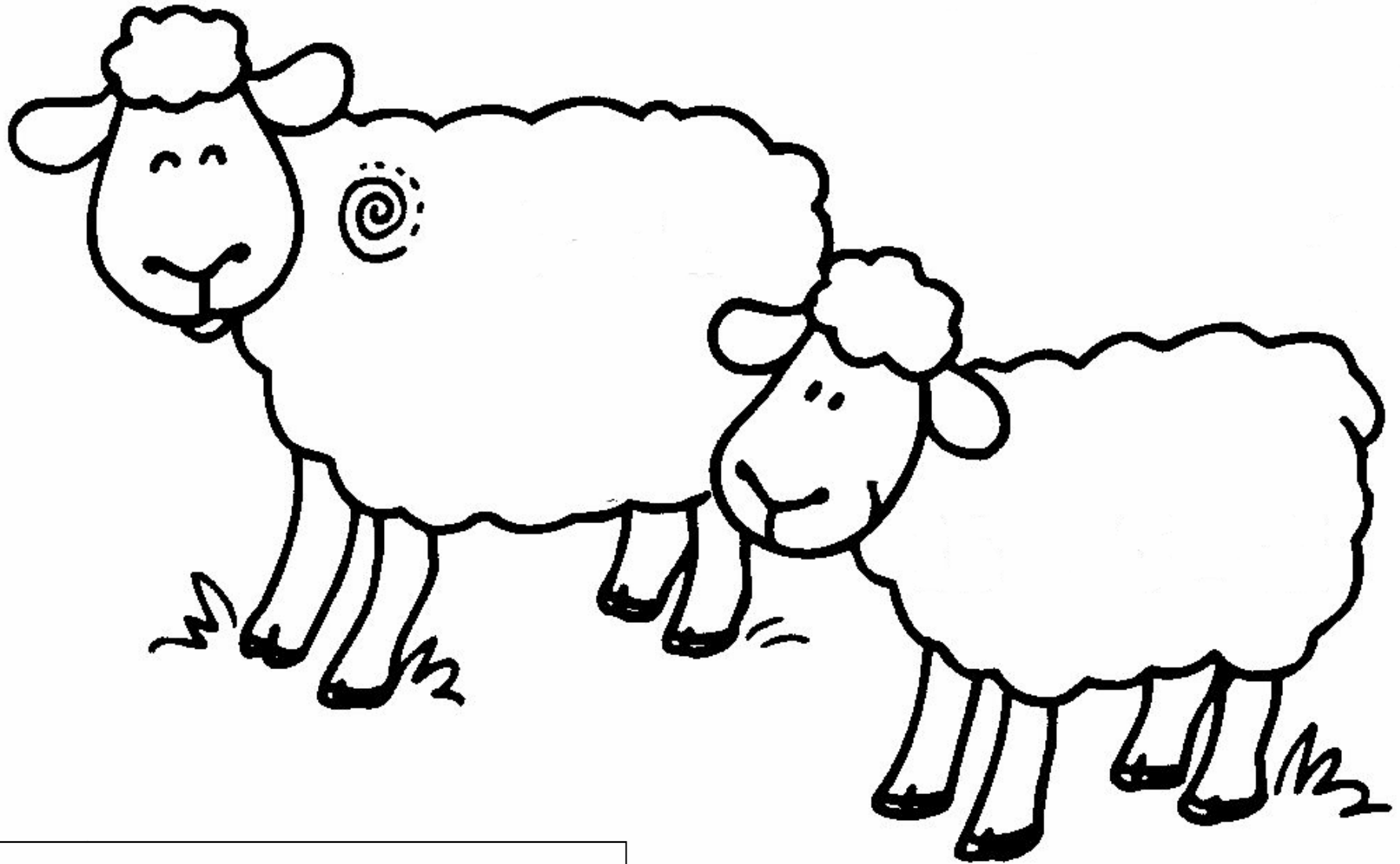


Prénom: \_\_\_\_\_

MS / Objectif: Les spirales.

Consigne: Termine la spirale puis dessines-en d'autres sur le dos des moutons .

Date:

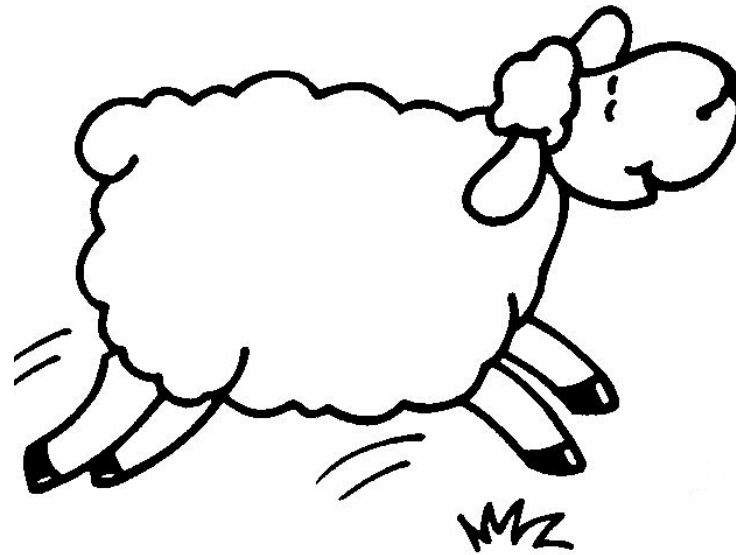
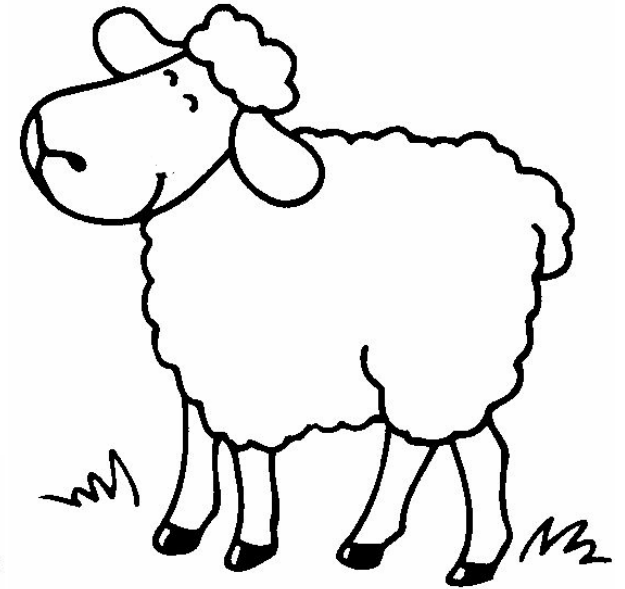
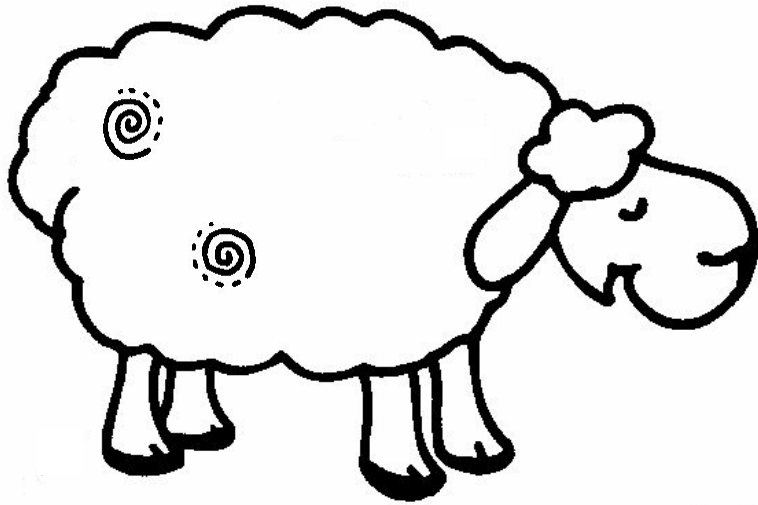


Prénom:

**GS / Objectif:** Les spirales.

**Consigne:** Termine les spirales puis dessines-en d'autres sur le dos des moutons .

Date:

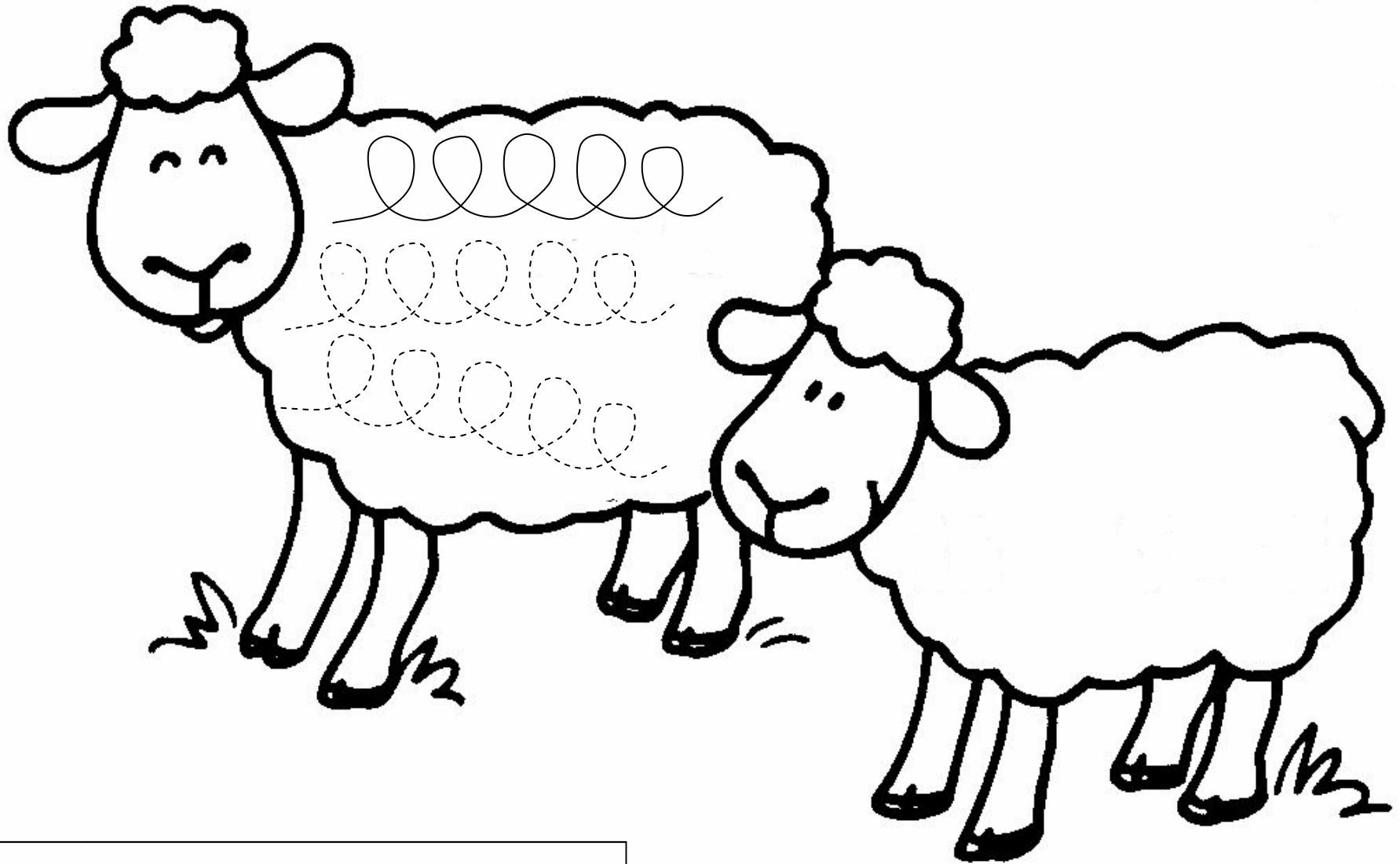


Prénom:

MS / Objectif: Les boucles.

Consigne: Repasse sur les pointillés puis dessine des boucles sur le dos du second mouton .

Date:

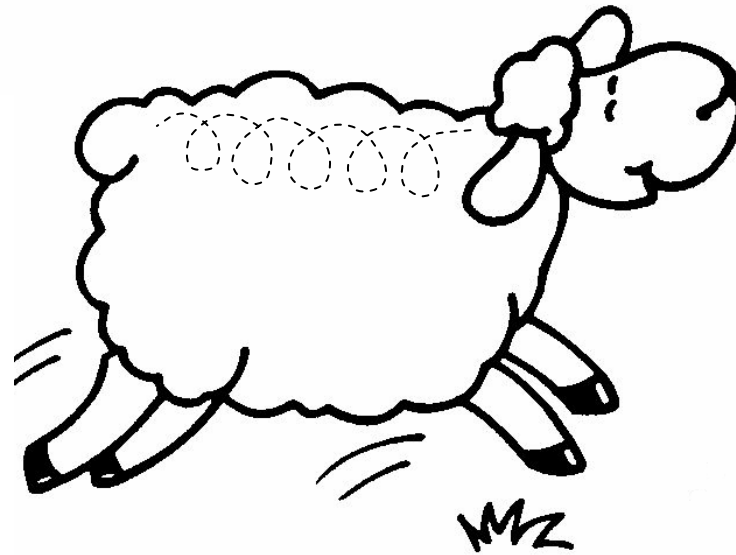
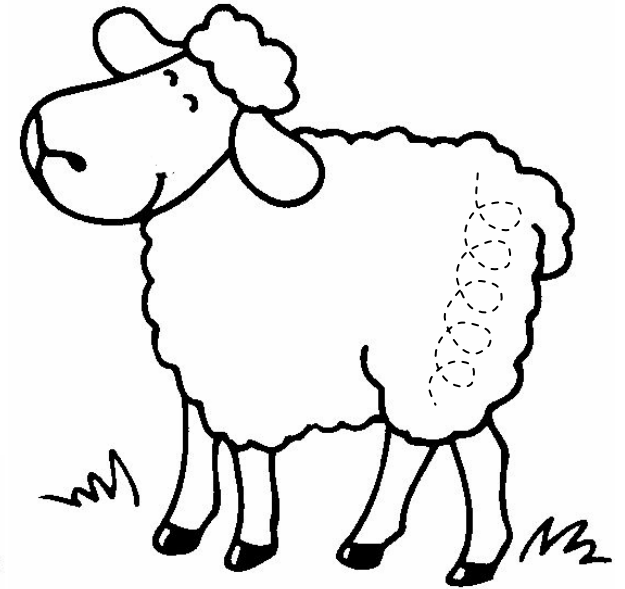
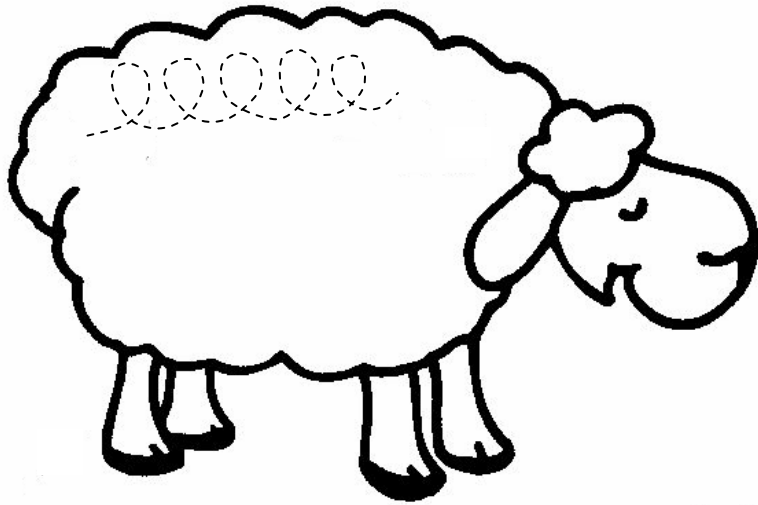


Prénom:

**GS / Objectif:** Les boucles.

**Consigne:** Repasse sur les pointillés puis dessine des boucles sur le dos des moutons en respectant le modèle.

Date:



Prénom: