

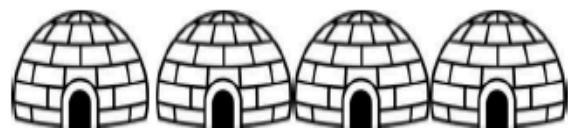
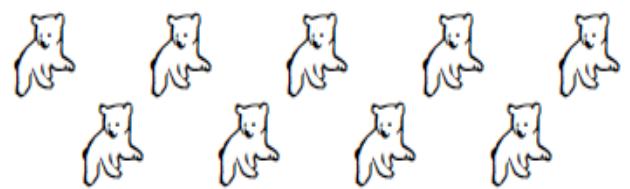
**PRÉNOM :**

**DATE :**

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

**Correction :**

**CONSIGNE :** colorie la case où il y a le moins d'images



**PRÉNOM :**

**DATE :**

**Correction :**

**DOMAINE :** mobiliser le langage  
dans toutes ses dimensions  
→ langage écrit

**CONSIGNE :** entourez le mot identique au modèle



**CHIEN**

**OURSON**

**PINGOUIN**

**RENARD**

**OURS**

**ICEBERG**

**PINGOUIN**

**DORT**

**GLACE**

**OURSON**

**TRAINEAU**

**RENARD**

**CHIEN**

**GLACE**

**NOËL**

**CHAUD**

**PÔLE**

**OURSON**

**PINGOUIN**

**FROID**

**LUGE**

**BLANC**

**NEIGE**

**RENARD**

**CHIEN**

**NEIGE**

**FEU**

**NEIGE**

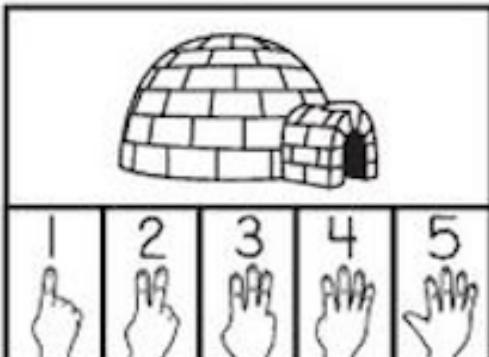
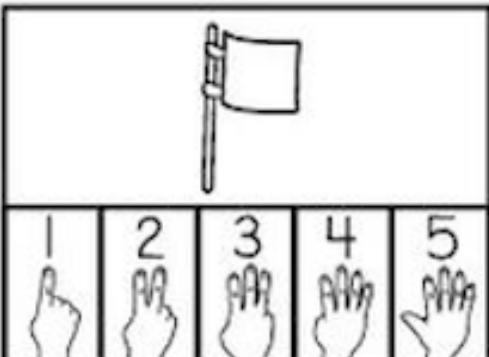
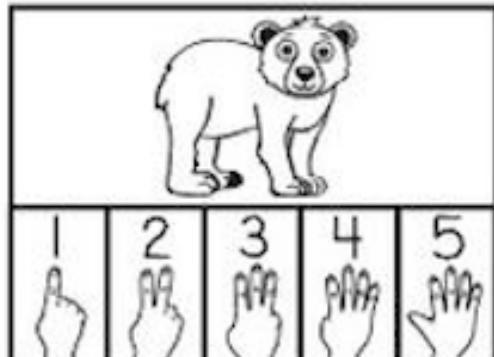
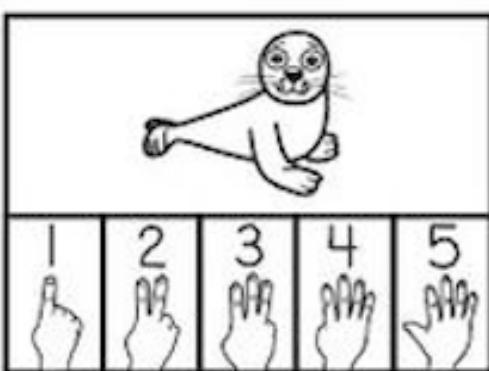
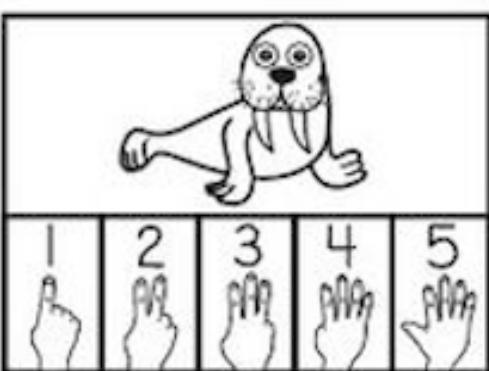
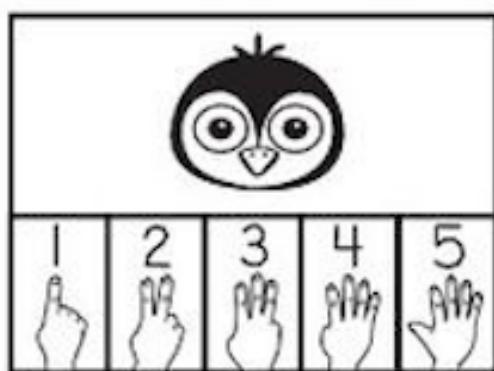
**PRÉNOM :**

**DATE :**

**Correction :**

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

**CONSIGNE :** compte les objets et colorie la bonne case



**PRÉNOM :**

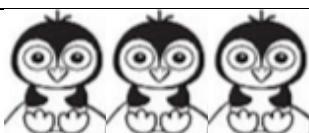
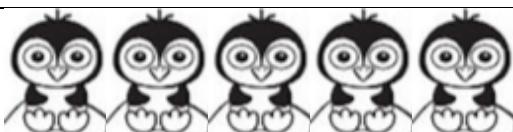
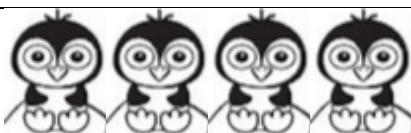
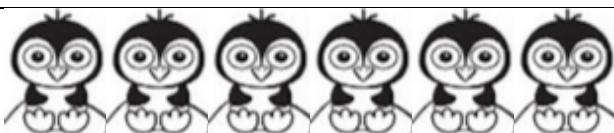
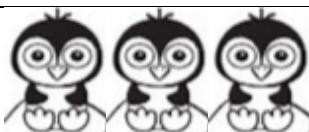
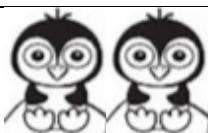
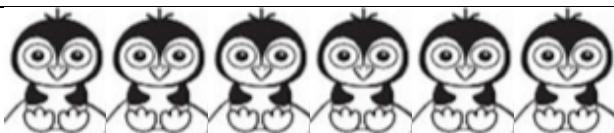
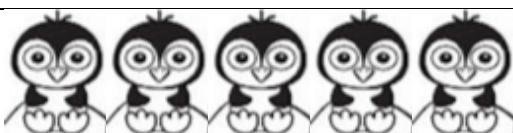
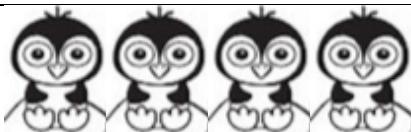
**DATE :**

**Correction :**

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

**CONSIGNE :** compte le nombre de pingouins et COLLE le bon numéro

1 2 3 4 5 6



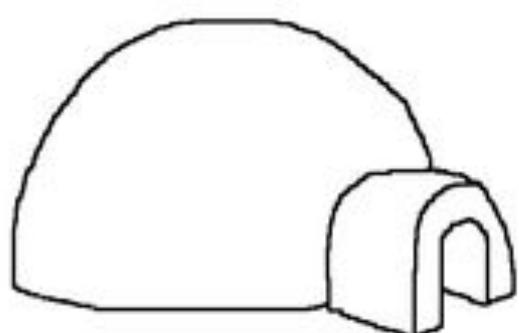
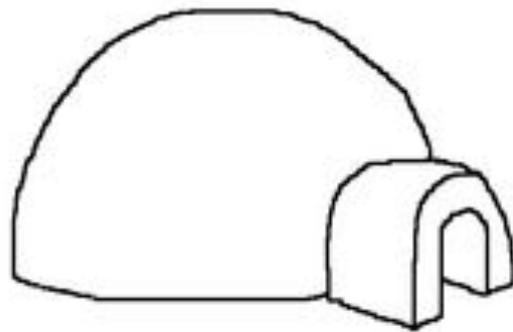
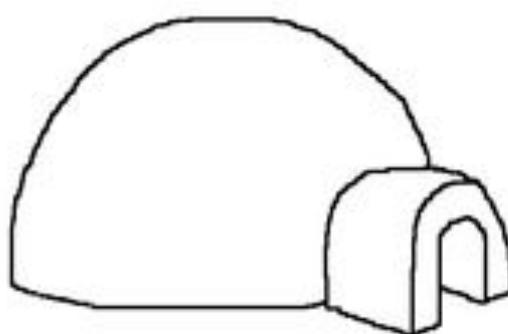
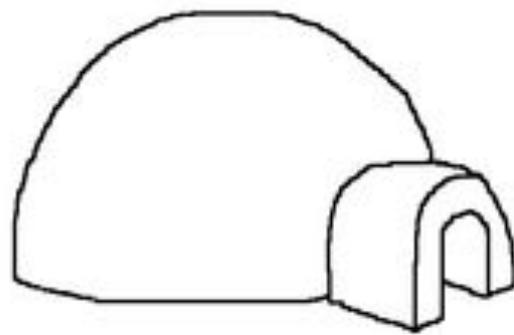
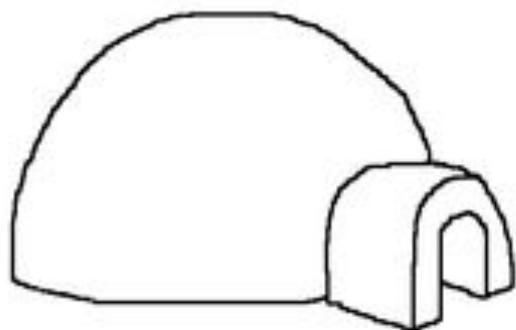
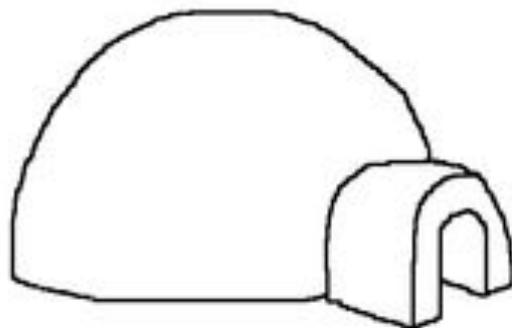
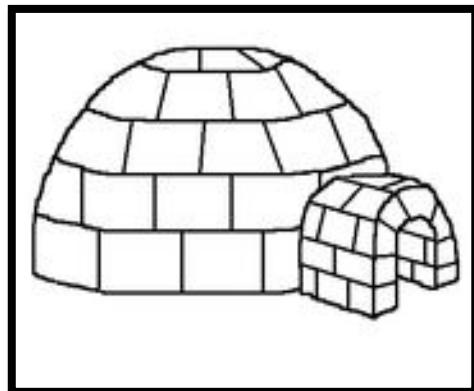
**PRÉNOM :**

**DATE :**

**Correction :**

**DOMAINE :** mobiliser le langage  
dans toutes ses dimensions  
→ graphisme

**CONSIGNE :** complète chaque igloo pour qu'il soit  
identique au modèle



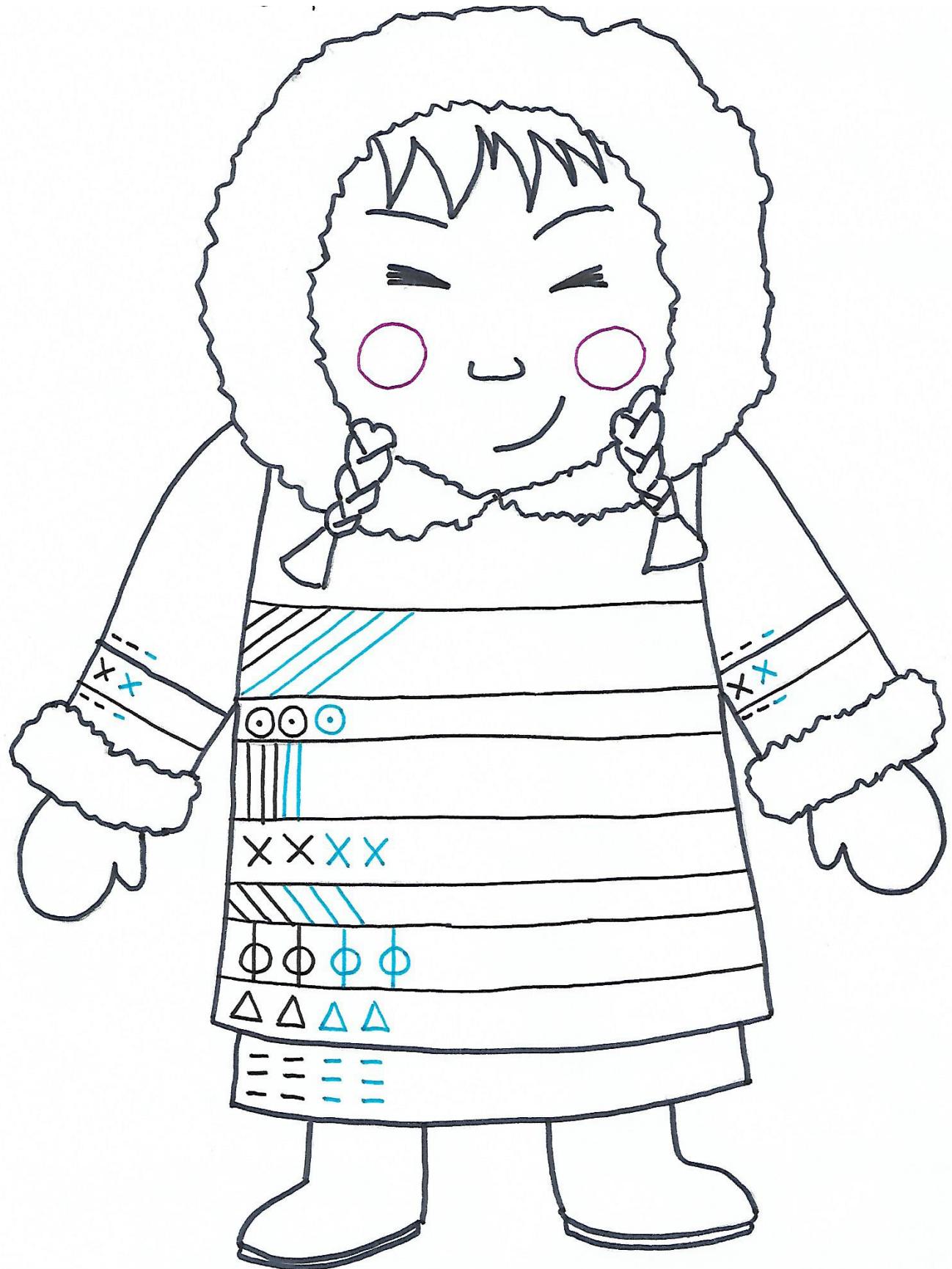
**PRÉNOM :**

**DATE :**

**Correction :**

**DOMAINE :** mobiliser le langage  
dans toutes ses dimensions  
→ graphisme

**CONSIGNE :** décore les vêtements de la petite  
esquimaude



**PRÉNOM :**

**DATE :**

**Correction :**

**DOMAINE :** mobiliser le langage  
dans toutes ses dimensions  
→ langage écrit

**CONSIGNE** recompose les mots en majuscules

<b>E</b>	<b>S</b>	<b>Q</b>	<b>U</b>	<b>I</b>	<b>M</b>	<b>A</b>	<b>U</b>

<b>B</b>	<b>A</b>	<b>N</b>	<b>Q</b>	<b>U</b>	<b>I</b>	<b>S</b>	<b>E</b>

<b>I</b>	<b>C</b>	<b>E</b>	<b>B</b>	<b>E</b>	<b>R</b>	<b>G</b>

<b>G</b>	<b>L</b>	<b>A</b>	<b>C</b>	<b>E</b>

E	I	B	E	I	E	Q	U	N	U
G	U	R	A	S	I	A	Q	E	E
A	L	S	G	C	G	U	C	B	M

E	I	B	E	I	E	Q	U	N	U
G	U	R	A	S	I	A	Q	E	E
A	L	S	G	C	G	U	C	B	M

E	I	B	E	I	E	Q	U	N	U
G	U	R	A	S	I	A	Q	E	E
A	L	S	G	C	G	U	C	B	M

E	I	B	E	I	E	Q	U	N	U
G	U	R	A	S	I	A	Q	E	E
A	L	S	G	C	G	U	C	B	M

**PRÉNOM :**

**DATE :**

**Correction :**

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

**CONSIGNE :** compte le nombre d'esquimaux et colle le bon numéro

1 2 3 4 5 6



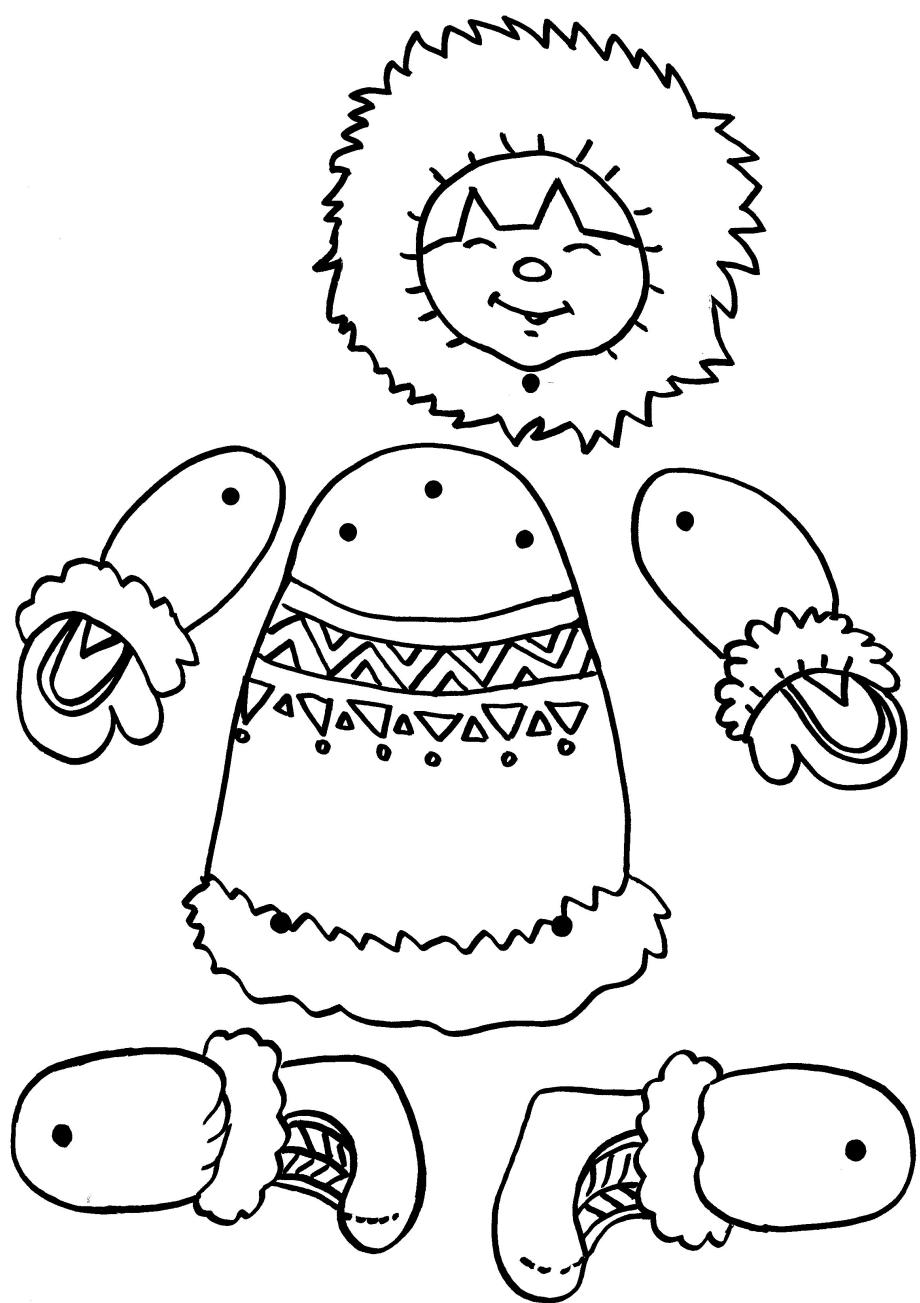
**PRÉNOM :**

**DATE :**

**Correction :**

**DOMAINE :** construire les premiers outils pour structurer sa pensée  
→ logique

**CONSIGNE :** recompose l'esquimau



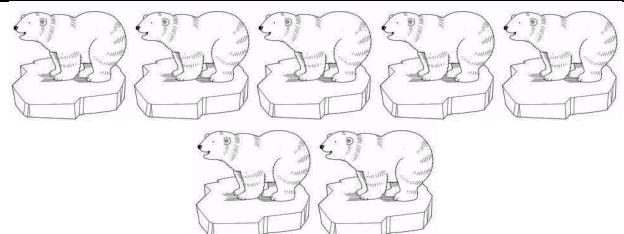
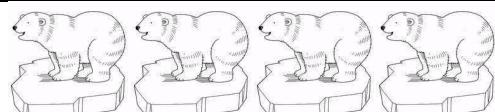
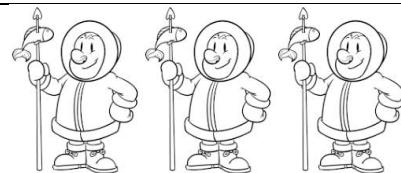
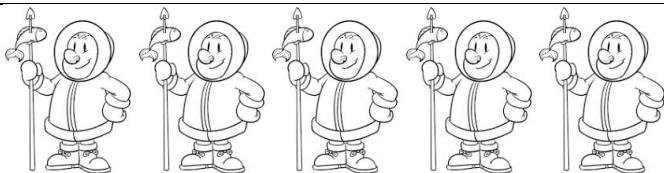
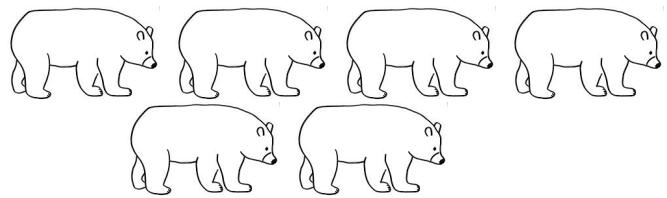
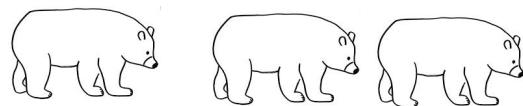
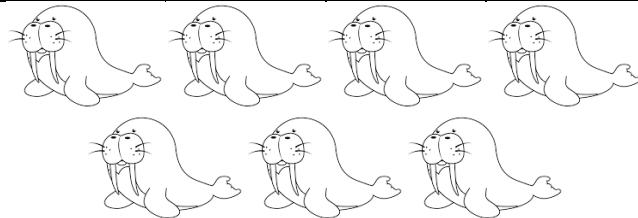
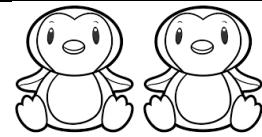
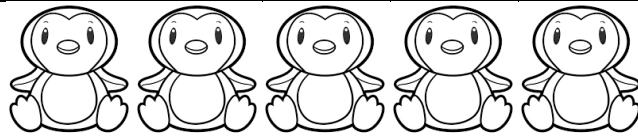
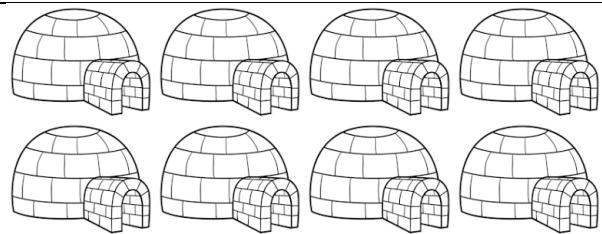
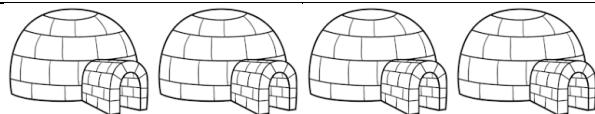
**PRÉNOM :**

**DATE :**

**Correction :**

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

**CONSIGNE :** colorie les cases où il y a le plus d'images



**PRÉNOM :**

**DATE :**

**Correction :**

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

**CONSIGNE :** entoure les manchots par 4 pour dessiner l'iceberg qui les porte



**PRÉNOM :**

**DATE :**

**Correction :**

**DOMAINE :** mobiliser le langage  
dans toutes ses dimensions  
→ langage écrit

**CONSIGNE** reconnaît et associe les mots identiques  
en majuscules



CHIEN •

**OURSON**



ESQUIMAU •

**PINGOUIN**



OURSON •

**CHIEN**



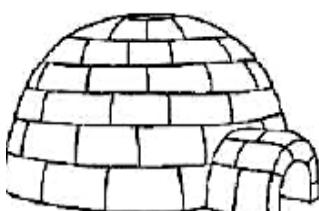
SNOW •

**RENARD**



RENARD •

**ESQUIMAU**



IGLOO •

**SNOW**



PINGOUIN •

**IGLOO**

**PRÉNOM :**

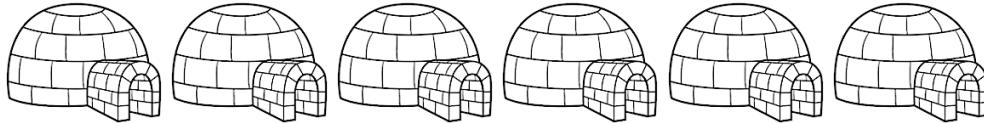
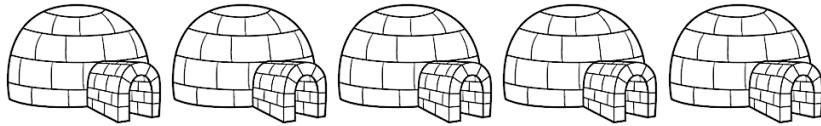
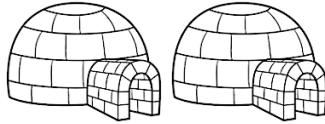
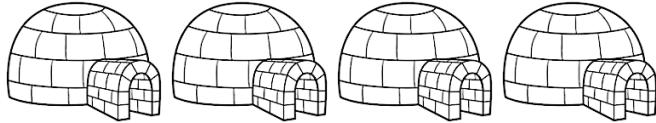
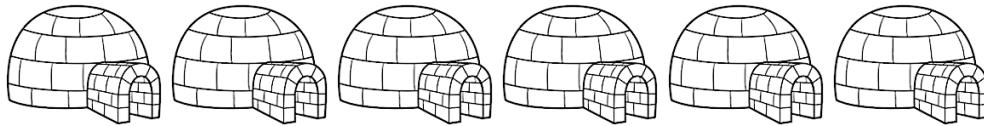
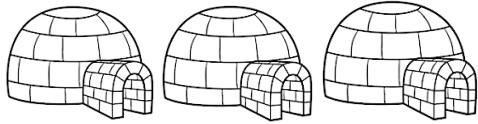
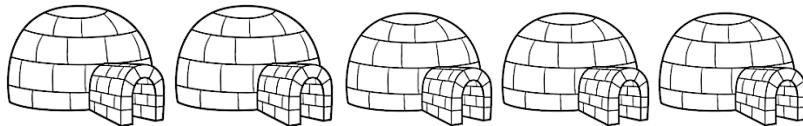
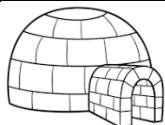
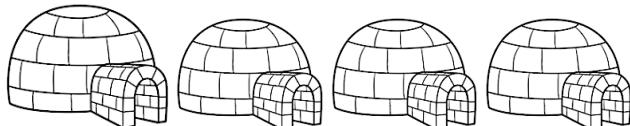
**DATE :**

**Correction :**

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

**CONSIGNE :** compte le nombre d'igloos et COLLE la constellation correspondante

1 2 3 4 5 6



**PRÉNOM :**

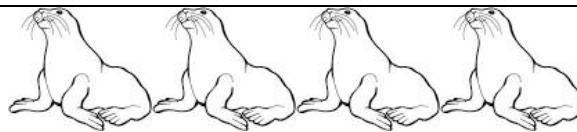
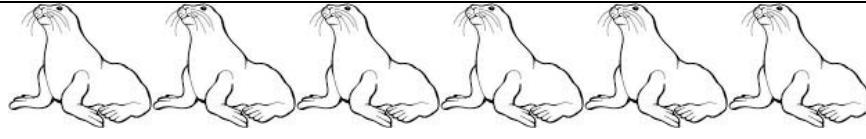
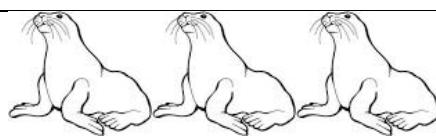
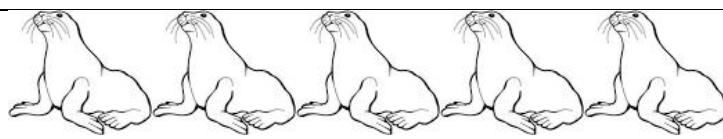
**DATE :**

**Correction :**

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

**CONSIGNE :** compte le nombre de phoques et écris le bon numéro

1 2 3 4 5 6



**PRÉNOM :**

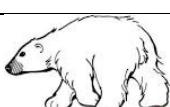
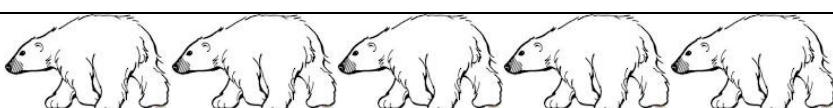
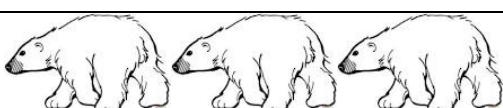
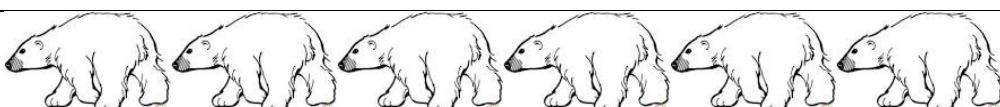
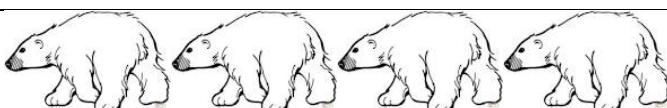
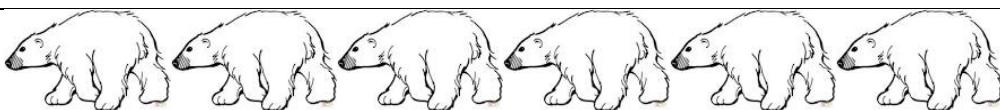
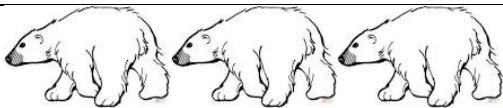
**DATE :**

**Correction :**

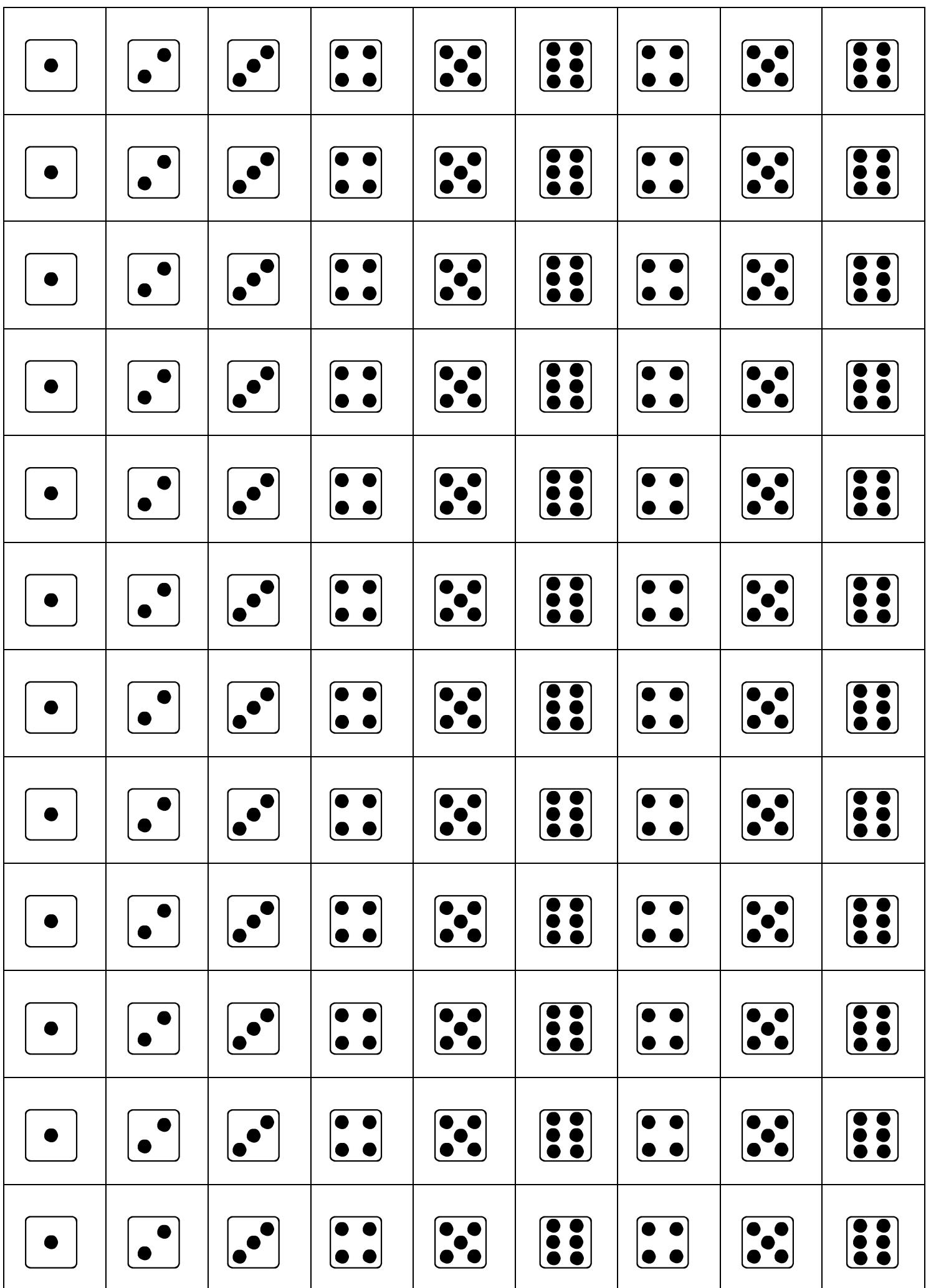
**DOMAINE :** construire les premiers outils pour structurer sa pensée  
→ numération

**CONSIGNE :** compte le nombre d'ours polaires et colle le bon numéro

1 2 3 4 5 6







**PRÉNOM :**

**DATE :**

**Correction :**

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

**CONSIGNE :** compte le nombre d'animaux et colle la constellation correspondante

1 2 3 4 5 6

