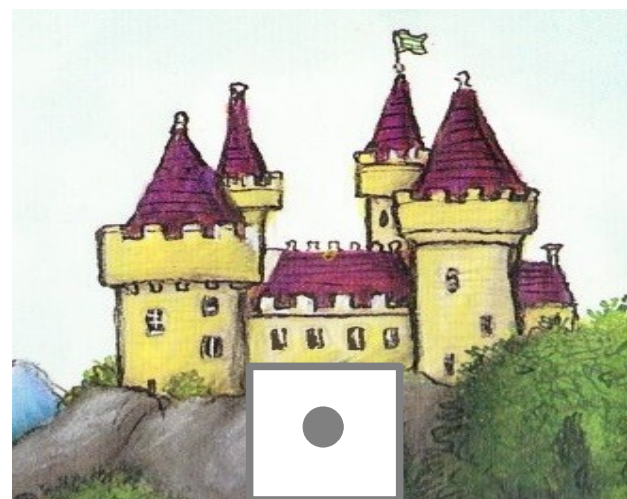
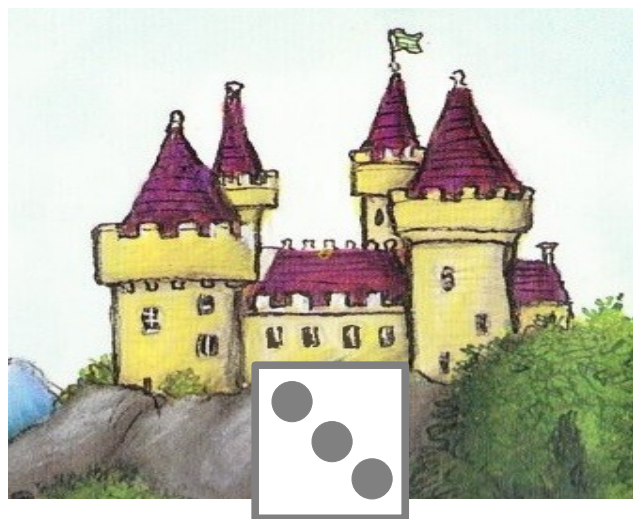
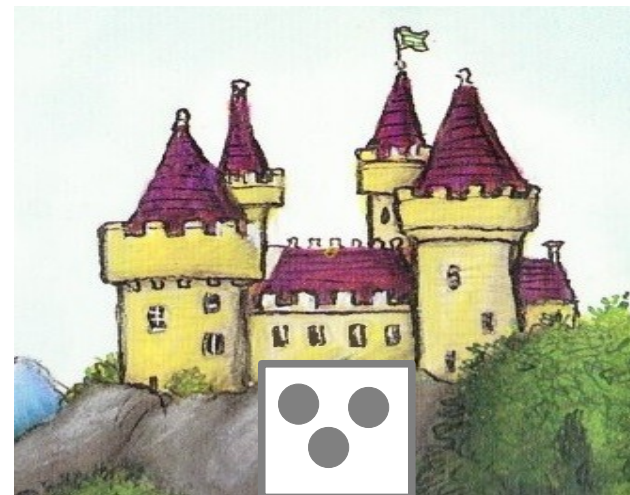
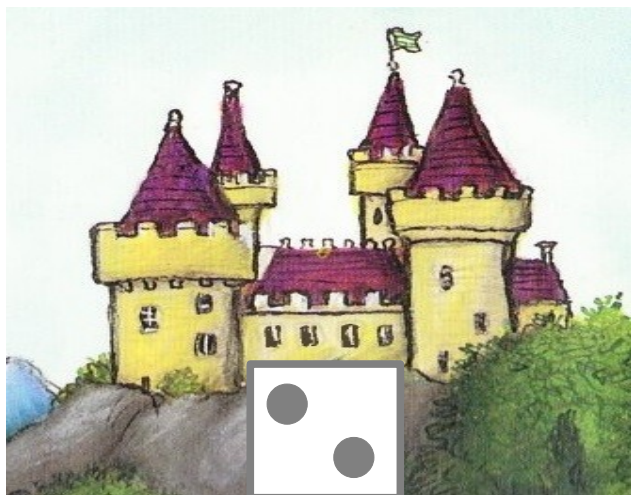


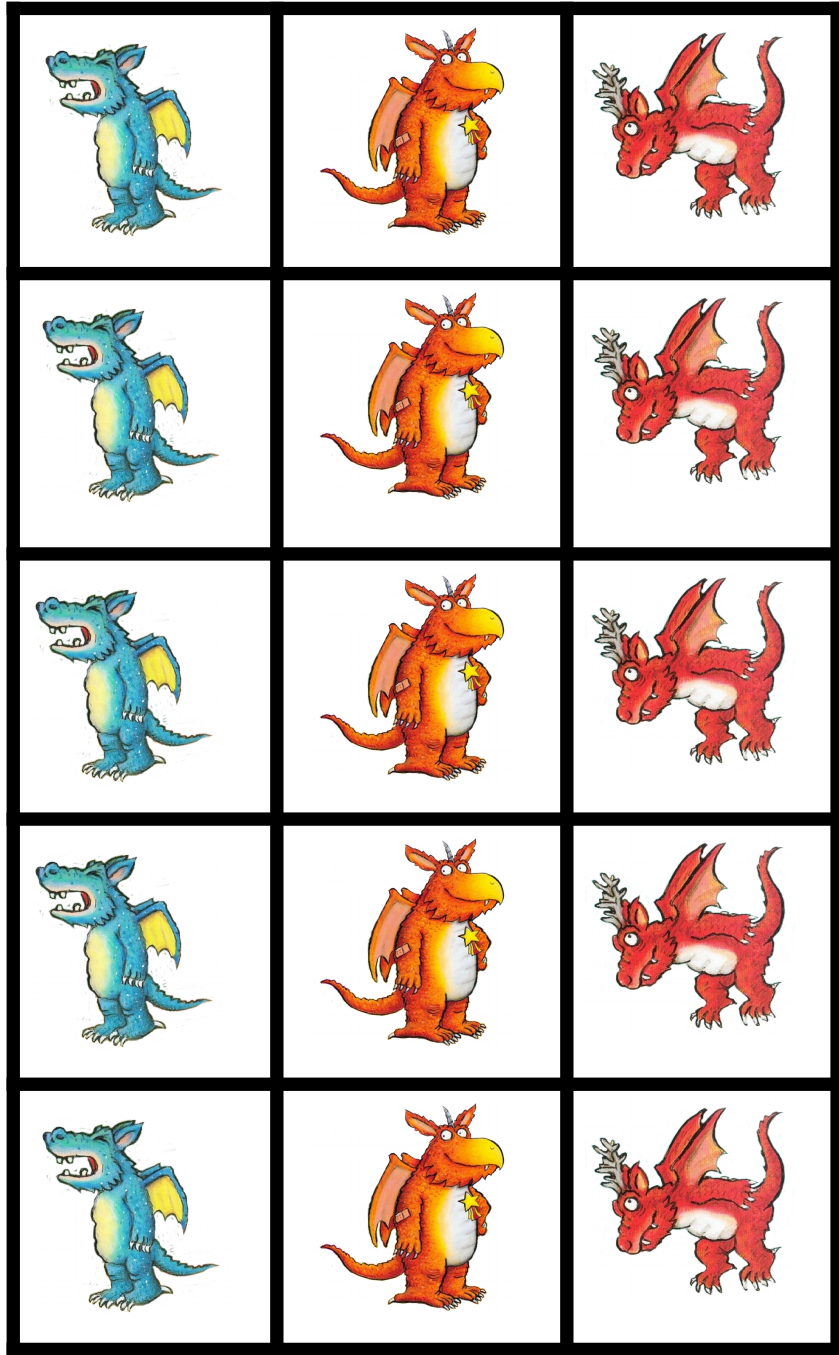
Construire les premiers outils pour structurer sa pensée.

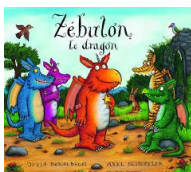
PS

Découvrir les nombres et leurs utilisations, stabiliser la connaissance des petits nombres. (1 à 3)

Consigne : Pose sur chaque château le nombre de dragon(s) demandé. (constellations)





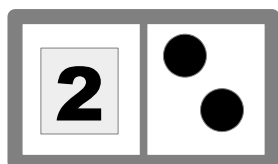
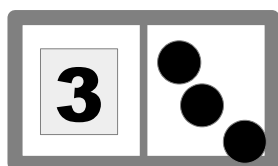
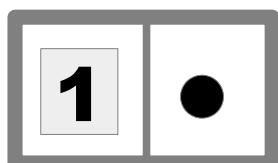
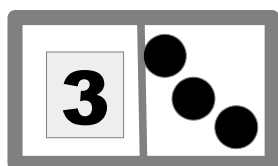


Construire les premiers outils pour structurer sa pensée.

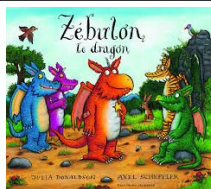
PS

Découvrir les nombres et leur utilisation, stabiliser la connaissance des petits nombres.

Consigne : donne à chaque dragon le nombre de princesse(s) demandé





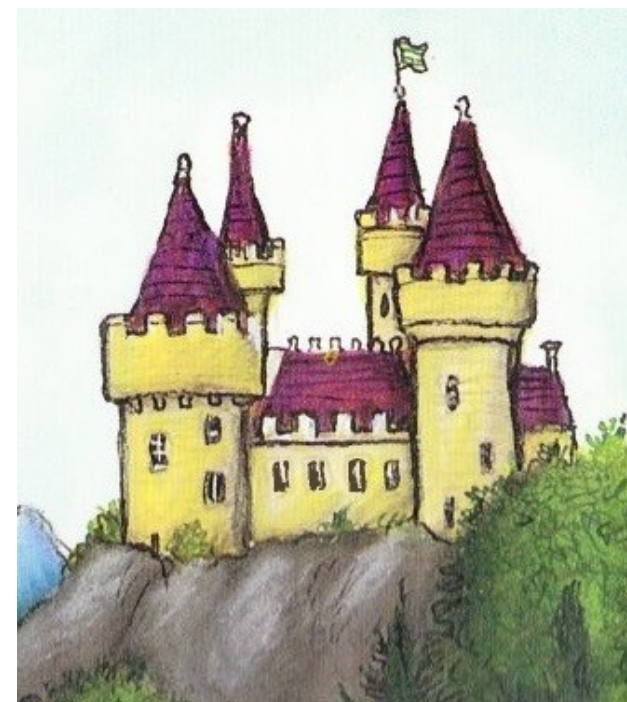
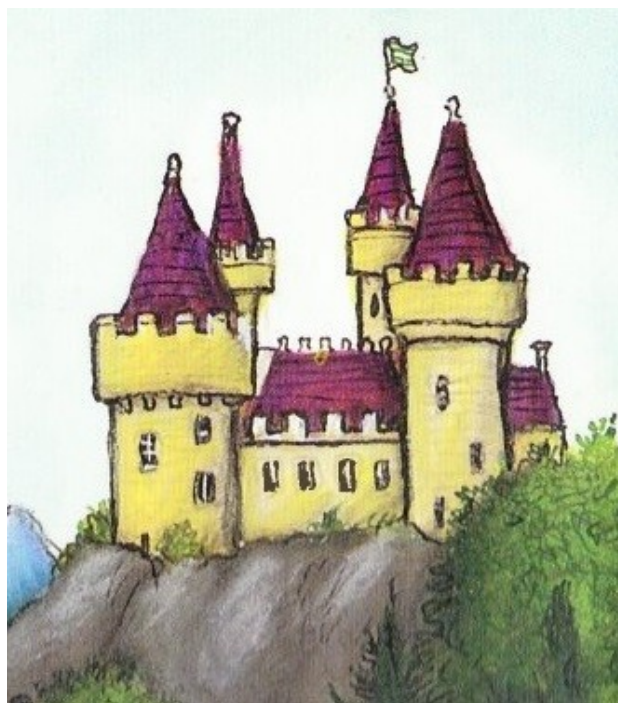
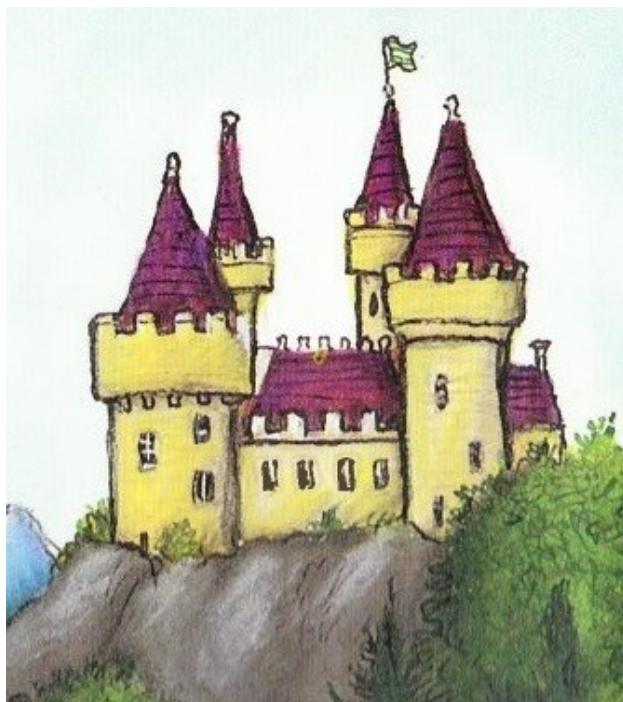


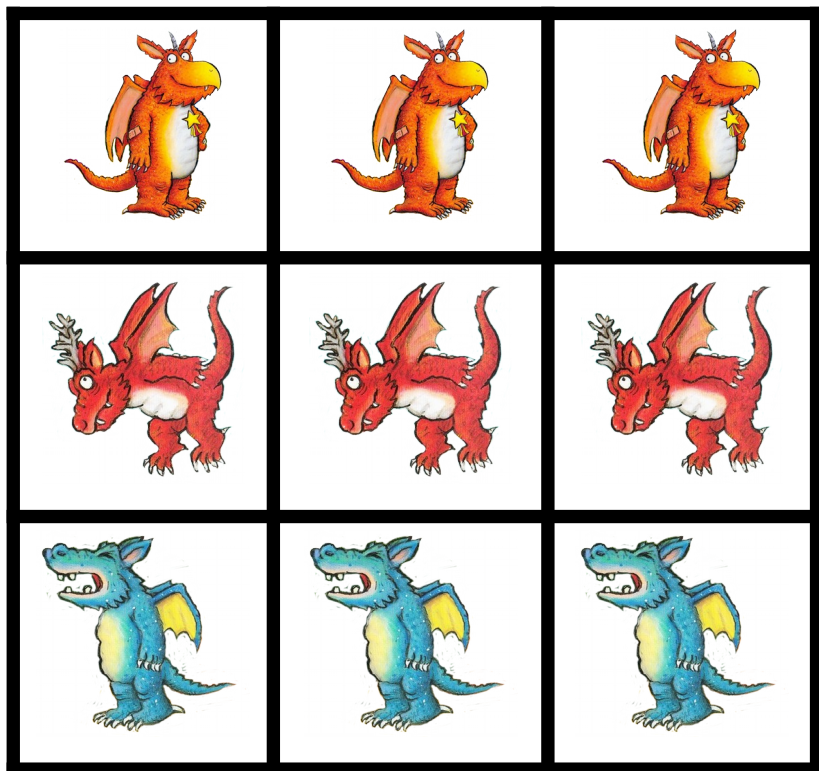
Construire les premiers outils pour structurer sa pensée.

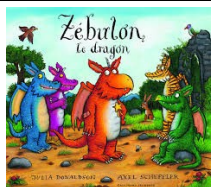
Découvrir les nombres et leur utilisation, stabiliser la connaissance des petits nombres. (1 à 3)

Consigne : Pose dans chaque château un dragon rouge, un dragon orange et un dragon bleu..

PS



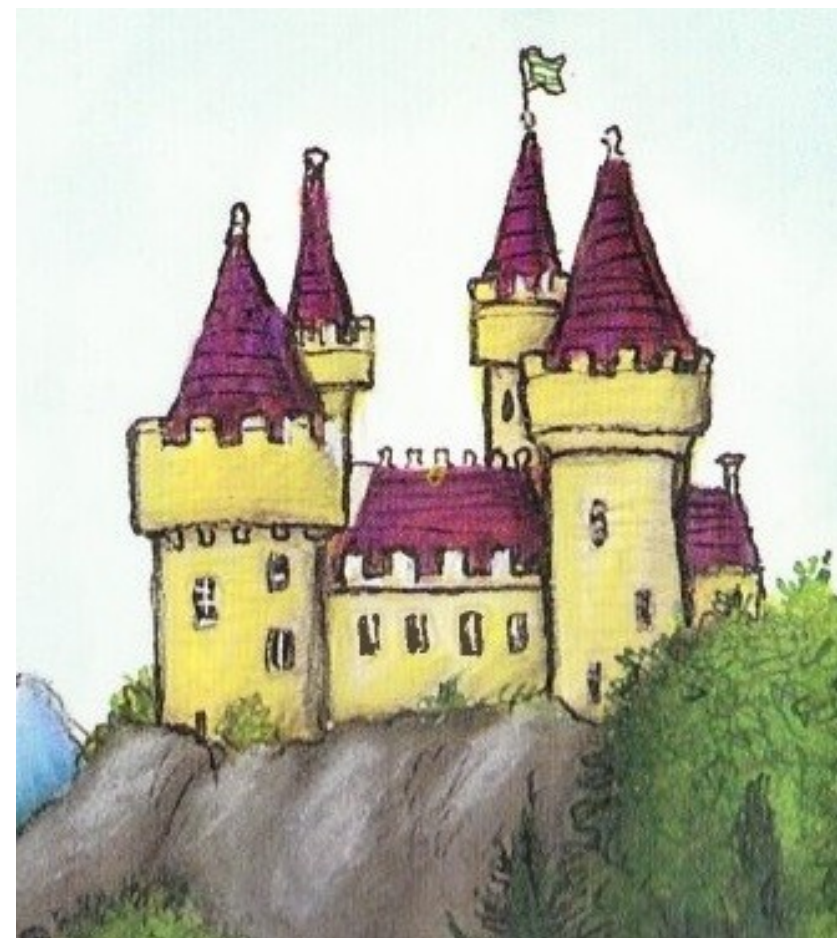
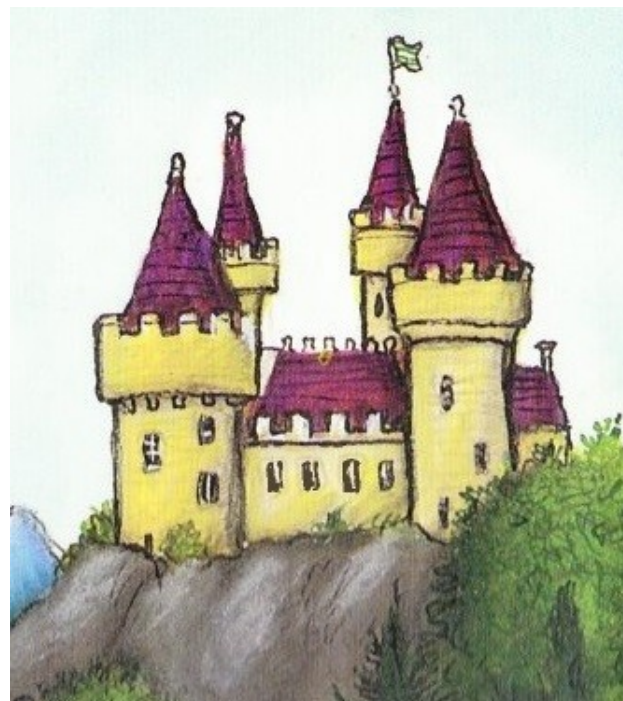
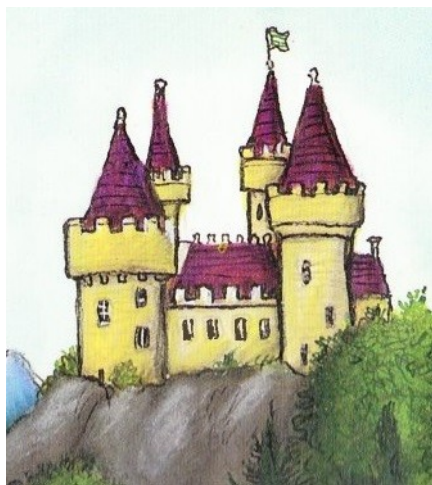


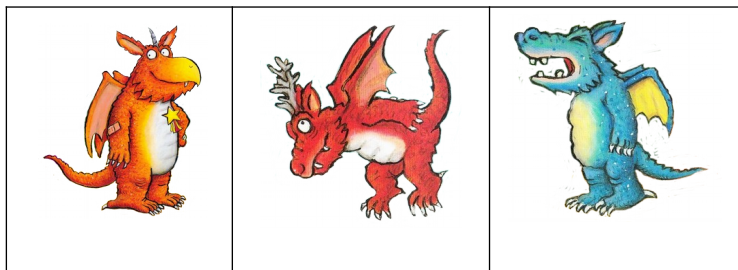


Explorer des formes, des grandeurs

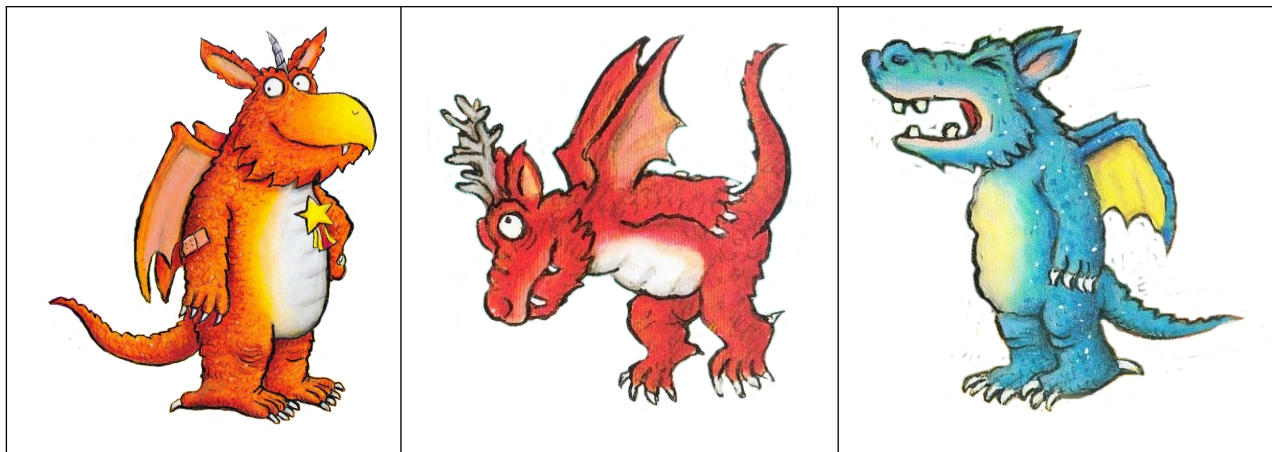
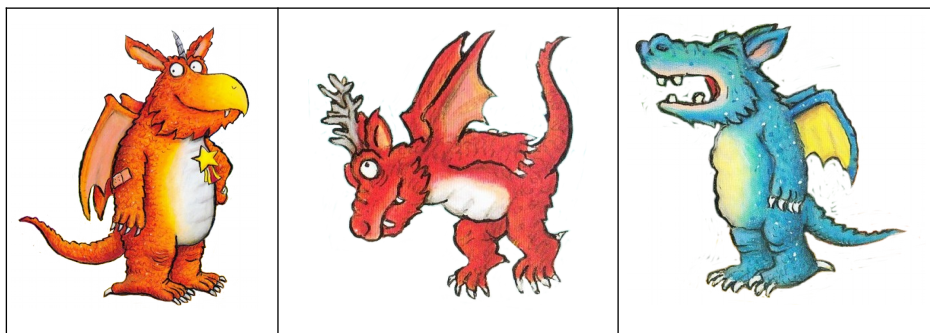
Notion de taille ;

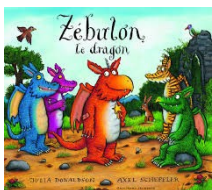
Consigne : Associe les dragons au château de sa taille.





Images à découper avant l'activité



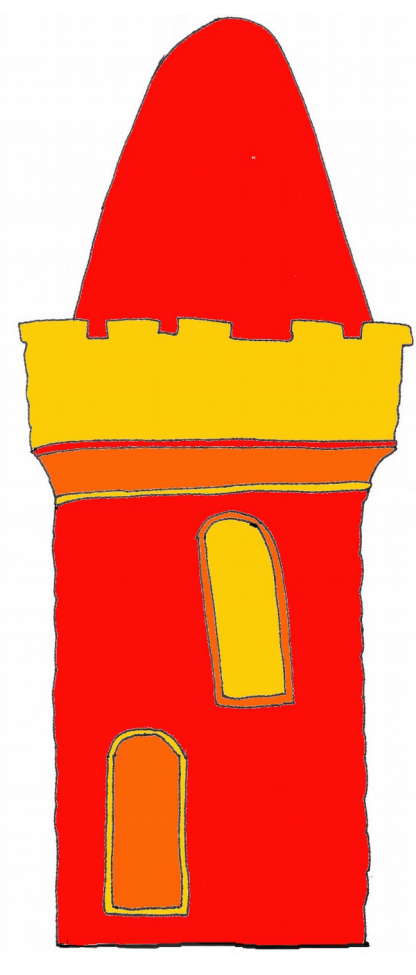
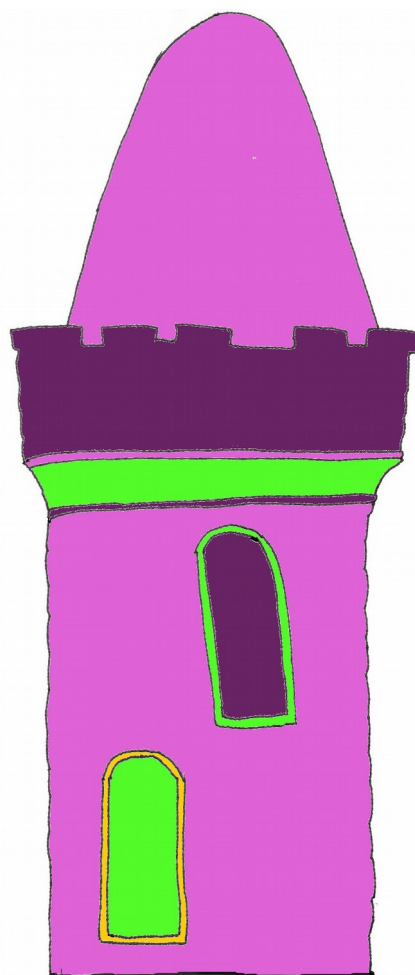
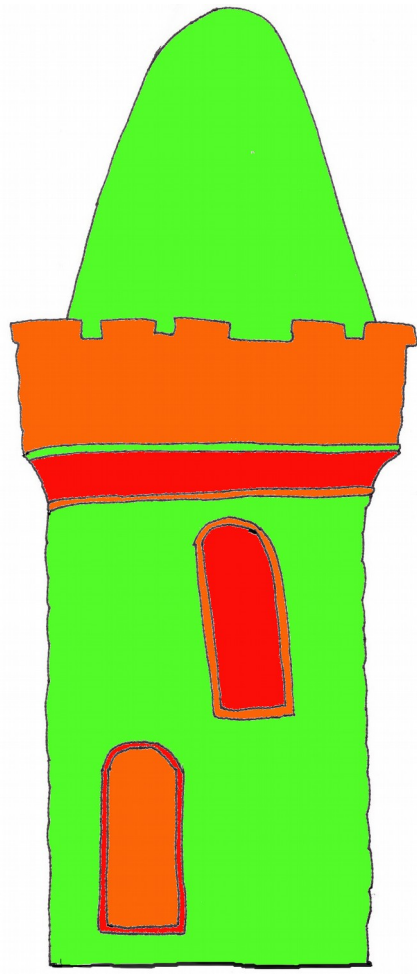
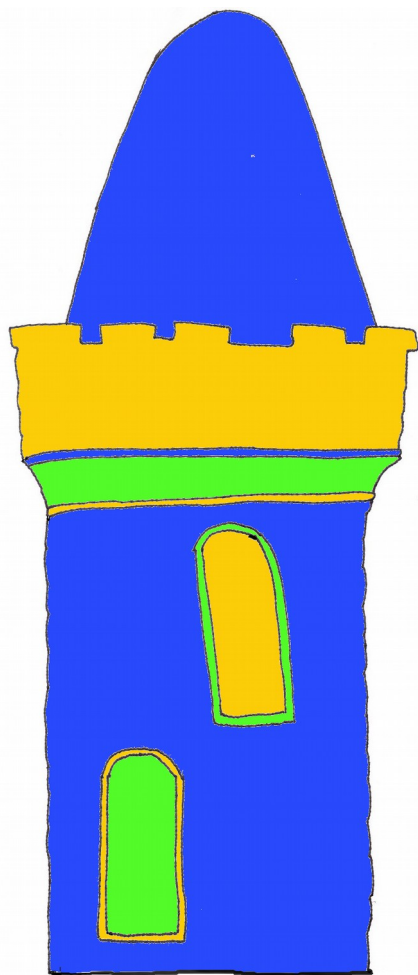


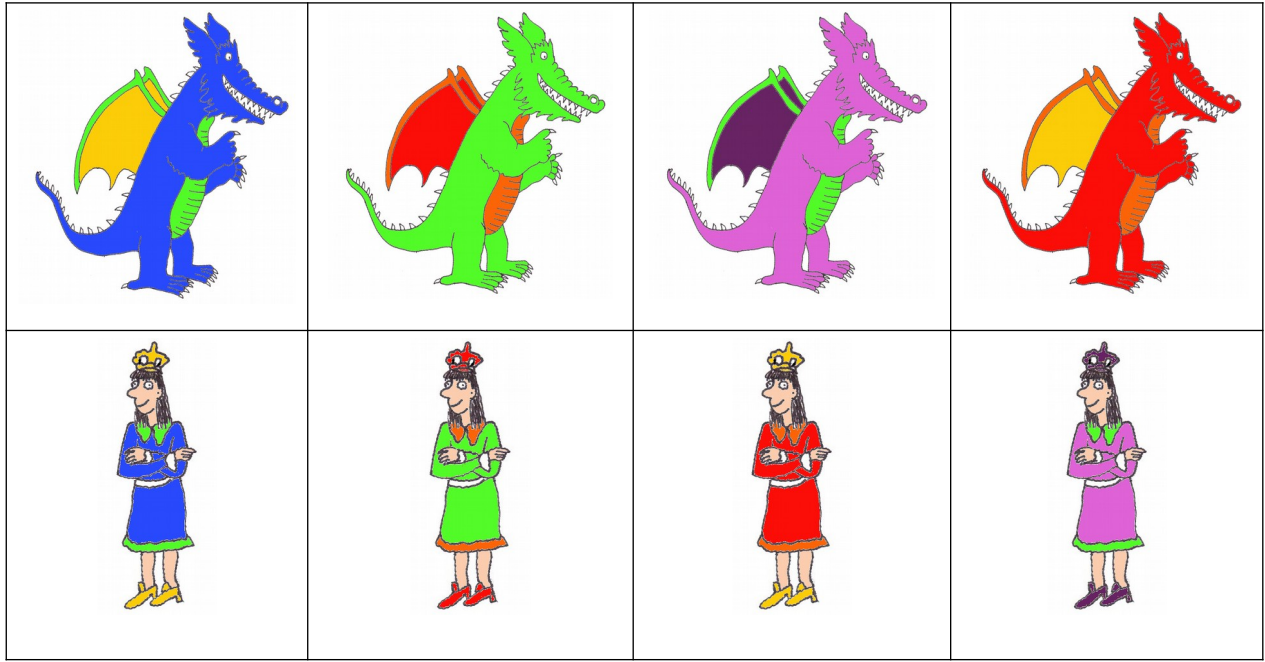
Construire les premiers outils pour structurer sa pensée

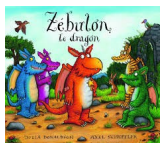
Explorer les formes (tri)

PS

Consigne : donne à chaque tour le dragon et la princesse qui lui correspond.





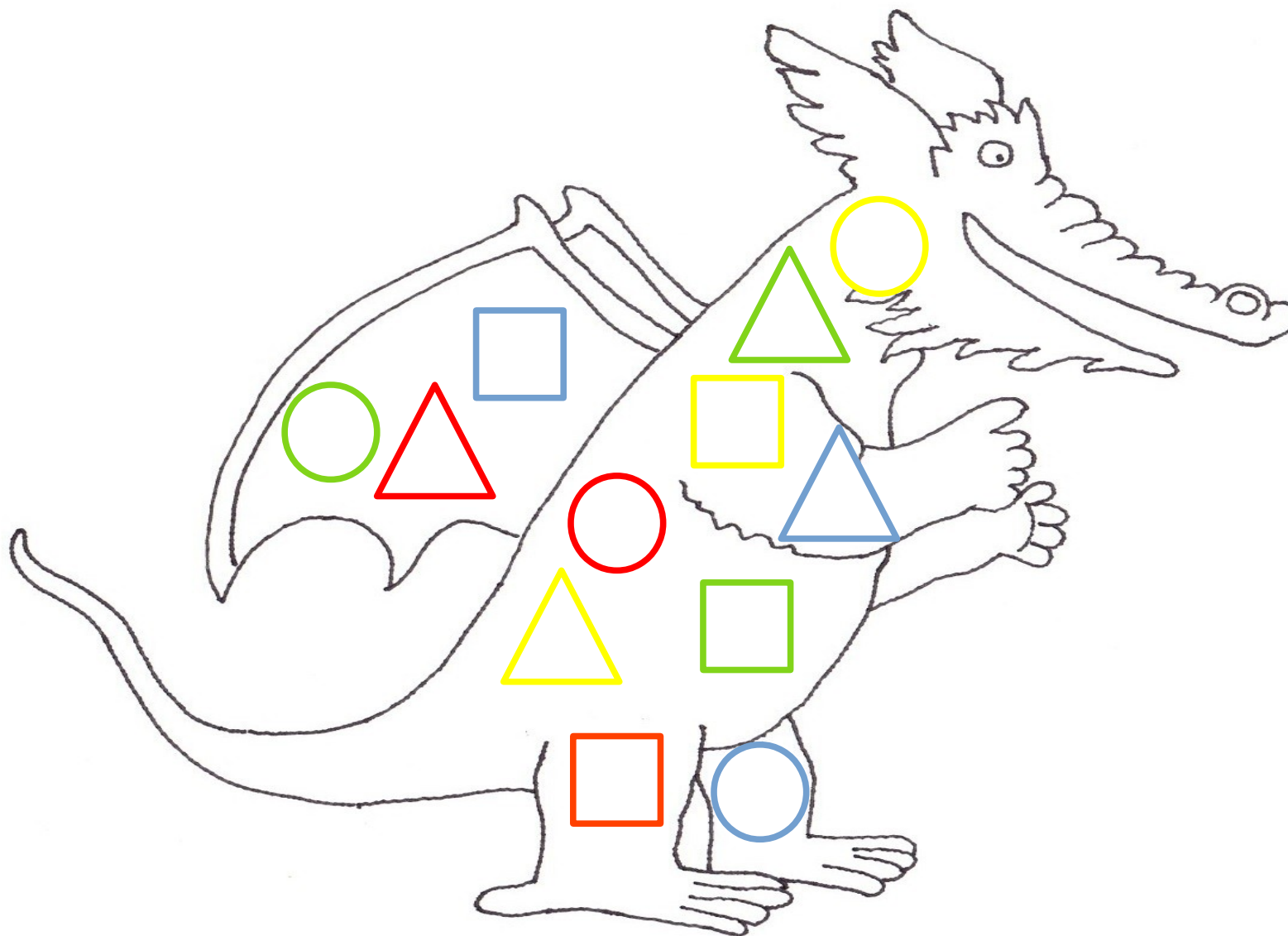


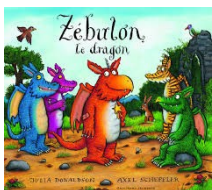
Construire les premiers outils pour structurer sa pensée : les formes

PS

Reconnaître et nommer les formes rondes, triangles et carrées. Reconnaître et nommer les couleurs rouge, jaune, bleu, vert.

Consigne : Retrouve les gommettes formes et couleurs demandées.





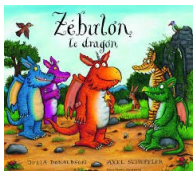
Construire les premiers outils pour structurer sa pensée

Explorer les formes (tri)

Consigne : entoure d'une même couleur les dragons identiques.

PS





Explorer les formes et les grandeurs

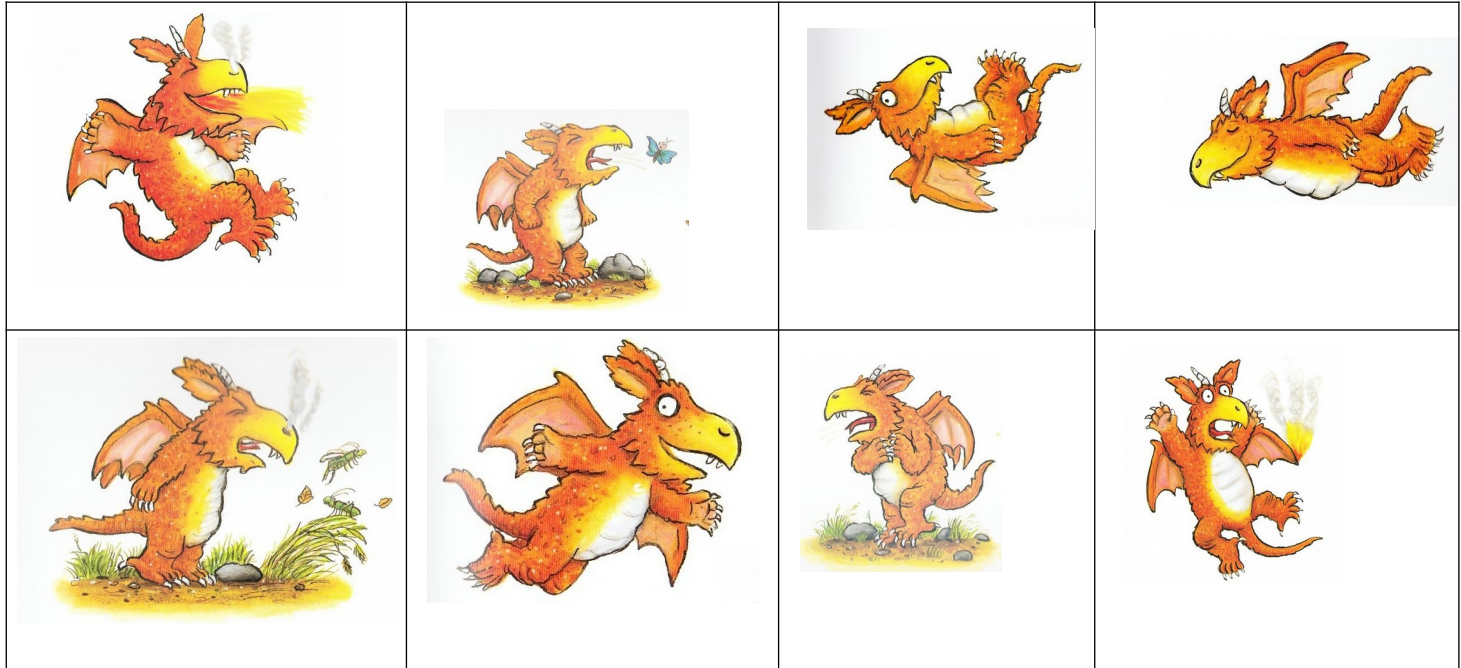
Classer des objets en fonction des caractéristiques liées à leurs formes.

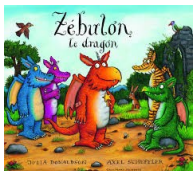
Consigne : retrouve les images identiques.

PS









Explorer les formes et les grandeurs

Classer des objets en fonction des caractéristiques liées à leurs formes.

Consigne : retrouve les images identiques.

PS





