

Observe les tracés de Géom. Louic-Louic, lui, a fait trois erreurs. Commence par les chercher. Cherche et entoure les trois erreurs de Louic-Louic.



Tracing practice area 1 containing six horizontal line segments with colored endpoints (yellow, red, blue, green, purple, orange) connected by straight lines.

Tracing practice area 2 containing six horizontal line segments with colored endpoints (yellow, red, blue, green, purple, orange). The second segment is slanted, and the third is wavy, representing errors.

À ton tour de tracer des traits bien droits.

Tracing practice area 3 containing six pairs of colored dots (yellow, red, blue, green, purple, orange) arranged in a grid for independent tracing.



Dessine comme Picbille



Ecris

1.

1

2.

2

3.

3



Entoure quand c'est le nombre demandé



Pinon, barre

