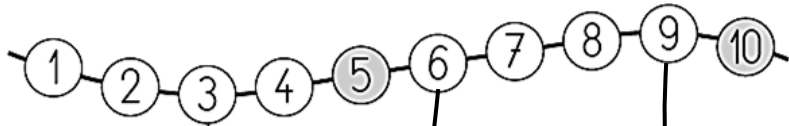
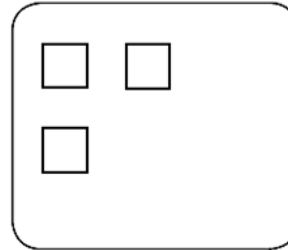




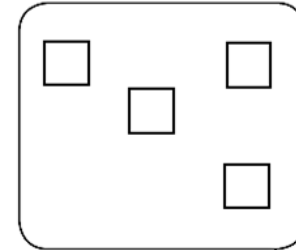
Entoure chaque fois le bon nombre de champignons.



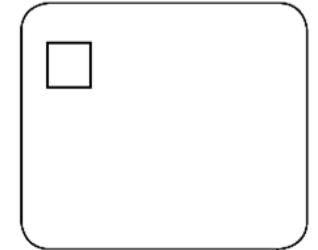
Dessine les carrés qui manquent.



6



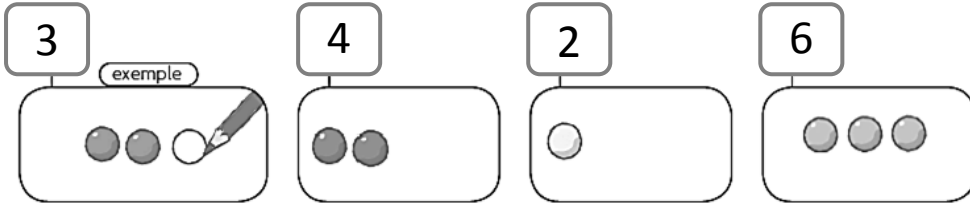
5



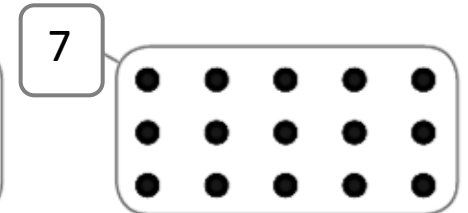
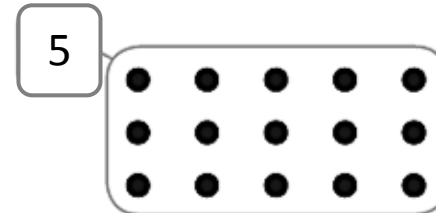
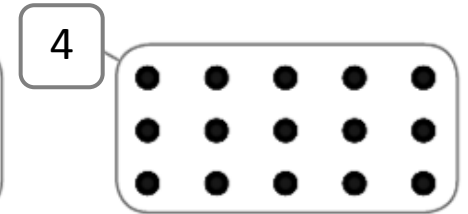
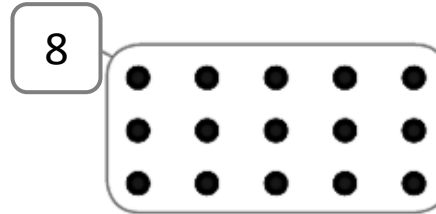
7



Dessine les billes qui manquent.



Entoure les gommettes qu'il faut pour répondre à la commande.



Barre les gommes qui sont en trop.

