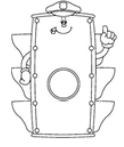
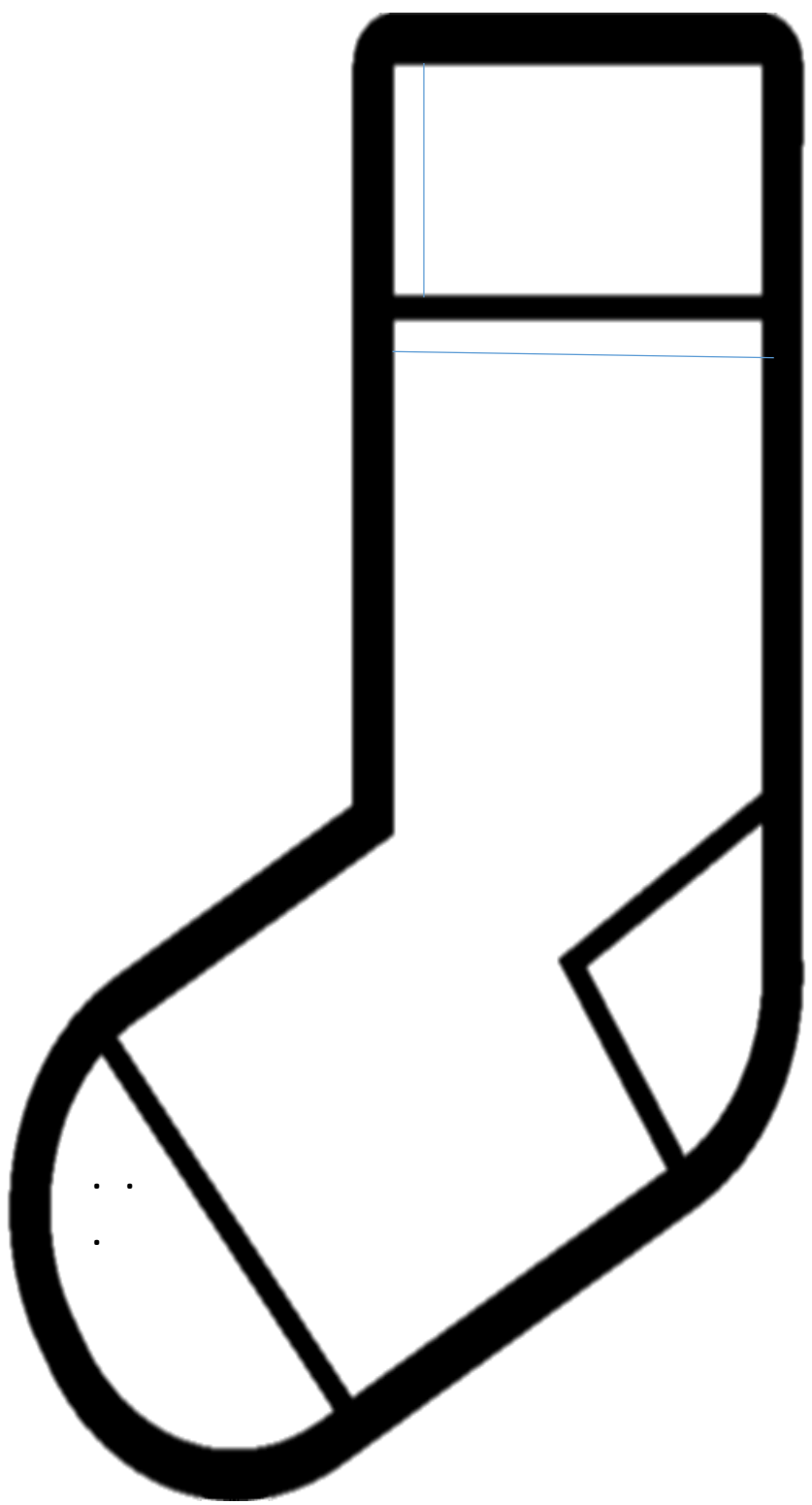


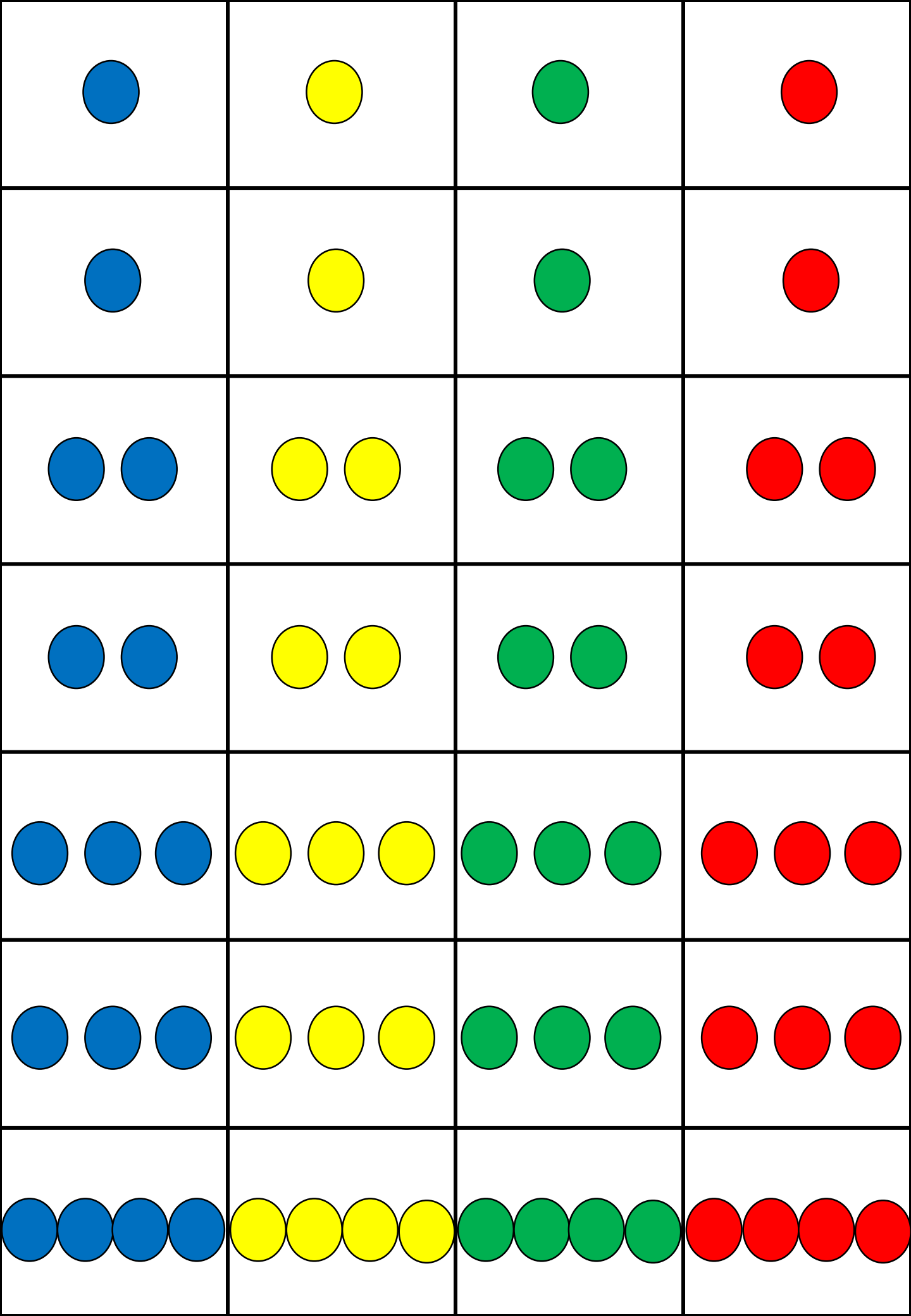


**MOBILISER LE LANGAGE DANS
TOUTES SES DIMENSIONS:**

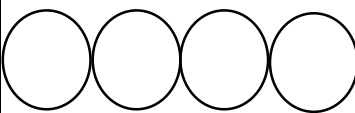
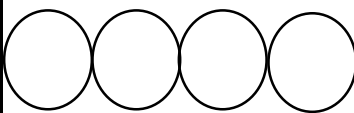
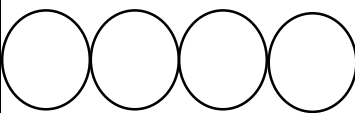
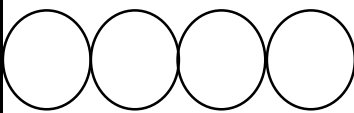
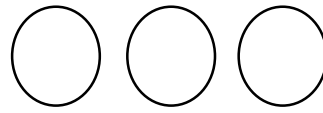
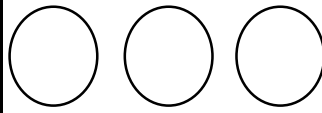
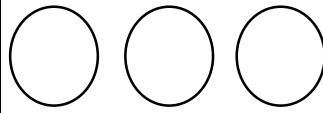
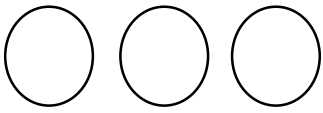
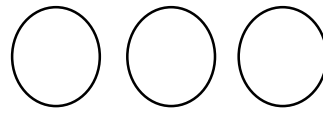
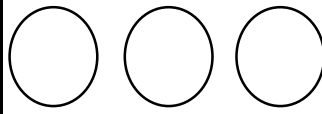
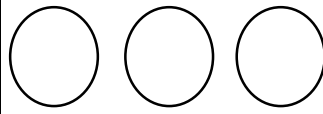
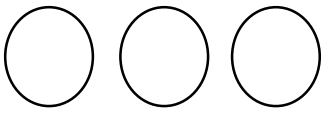
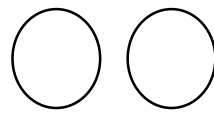
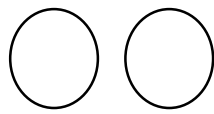
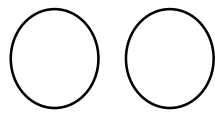
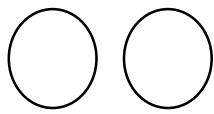
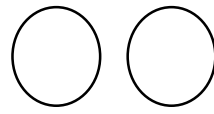
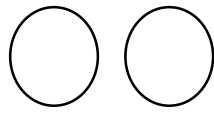
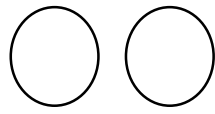
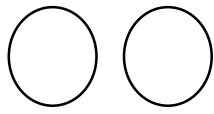
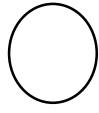
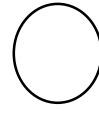
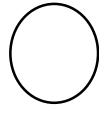
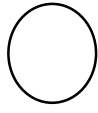
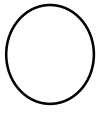
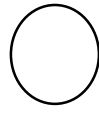
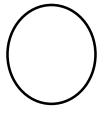
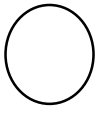


Compétences: Tracer des graphismes décoratifs
Consigne: Continue la décoration de la chaussette
de Livette et colorie le talon





1 ●	1 ●	1 ●	1 ●
1 ●	1 ●	1 ●	1 ●
2 ●	2 ●	2 ●	2 ●
2 ●	2 ●	2 ●	2 ●
3 ●	3 ●	3 ●	3 ●
3 ●	3 ●	3 ●	3 ●
4 ●	4 ●	4 ●	4 ●



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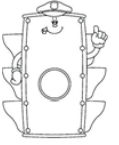
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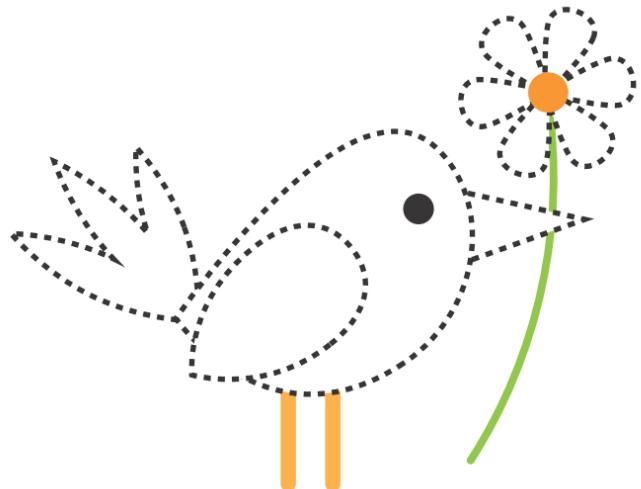
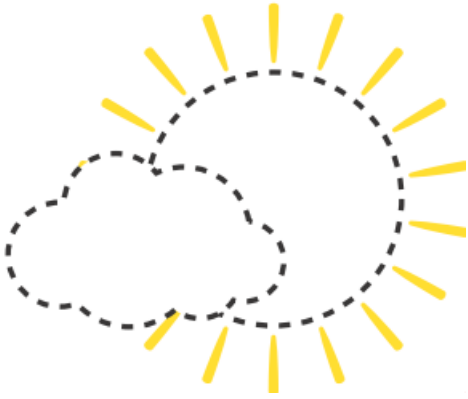


**MOBILISER LE LANGAGE DANS
TOUTES SES DIMENSIONS:**



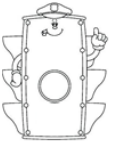
Compétences: Suivre un tracé précis

Consigne: Repasse sur les pointillés pour terminer les dessins





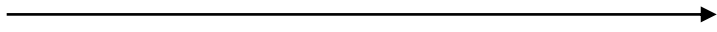
MOBILISER LE LANGAGE DANS
TOUTES SES DIMENSIONS:



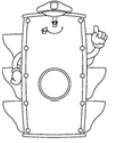
Compétences: Maîtriser son geste graphique

Consigne: Colorie les ombres des différents enfants

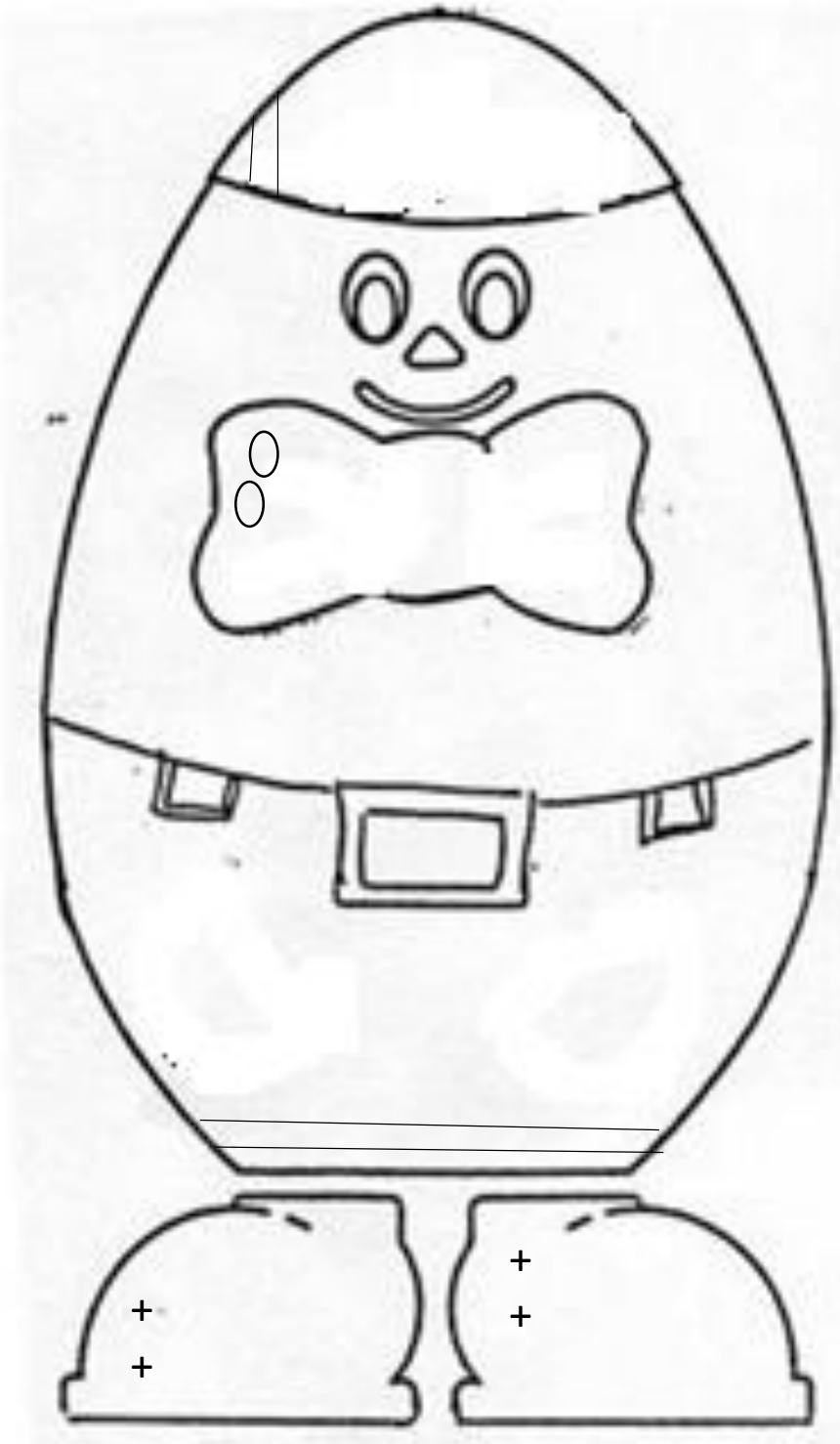


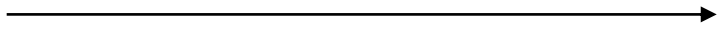


**MOBILISER LE LANGAGE DANS
TOUTES SES DIMENSIONS:**

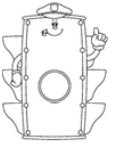


Compétences: Maîtriser son geste graphique
Consigne: Termine la décoration du mathoeufs





**CONSTRUIRE LES PREMIERS OUTILS
POUR STRUCTURER SA PENSEE**



Compétences: Décomposer une quantité

Consigne: Complète les aquariums pour avoir la bonne quantité

