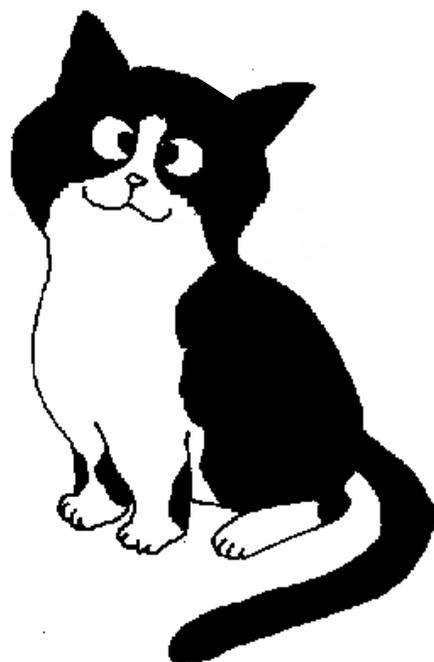


PS / Objectif: Tracer des traits horizontaux et verticaux.

Consigne: Dessine les moustaches et les sourcils de Biglouche.

Date:

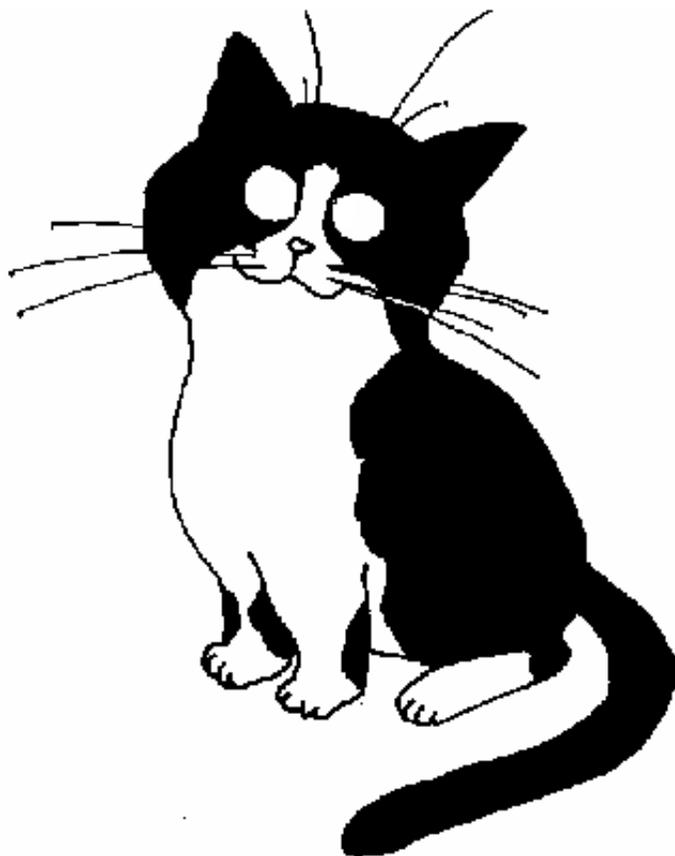
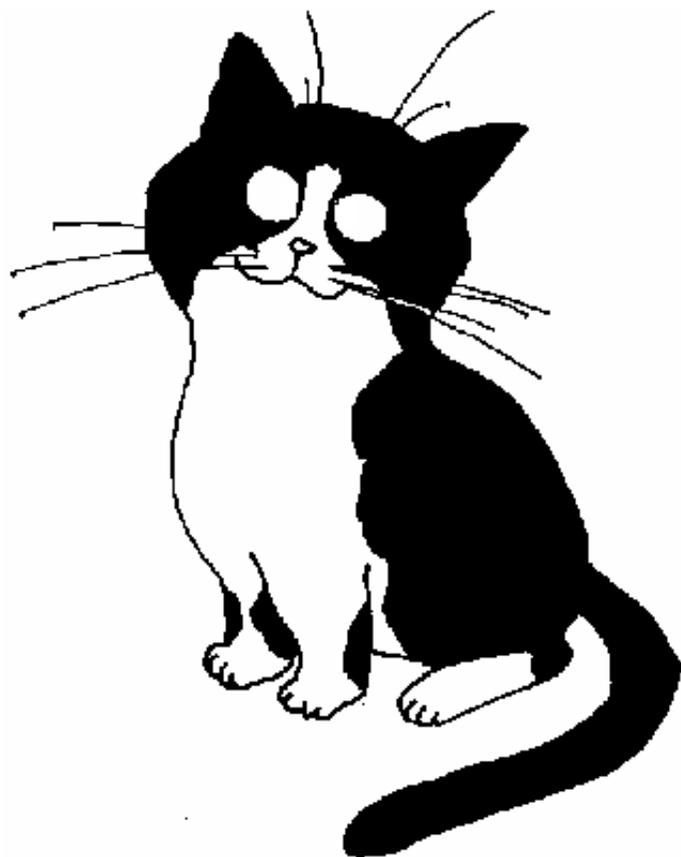


Prénom:

PS / Objectif: Tracer des ronds.

Consigne: Dessine les yeux qui louchent de Biglouche.

Date:

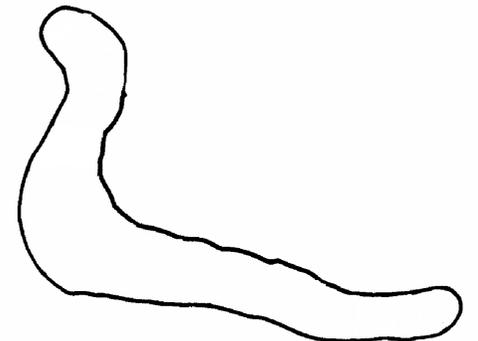
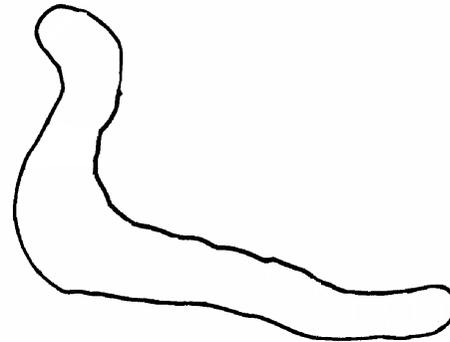
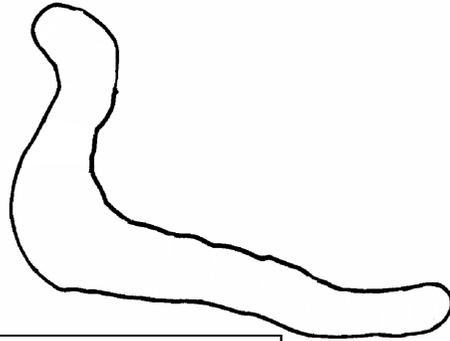
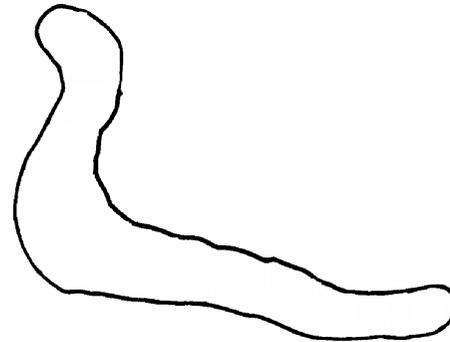
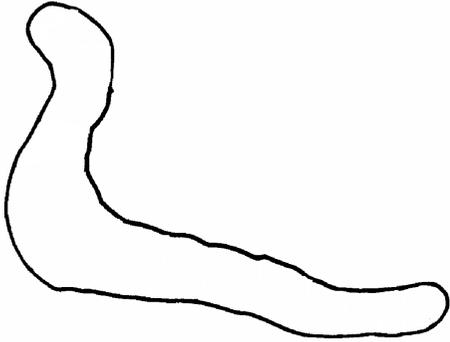
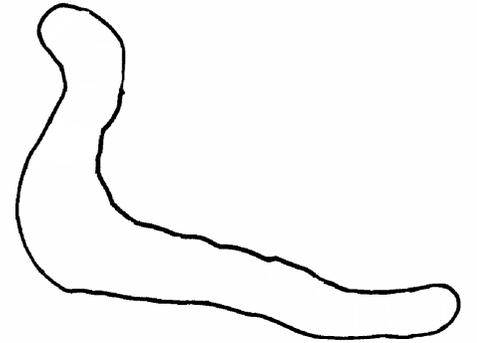
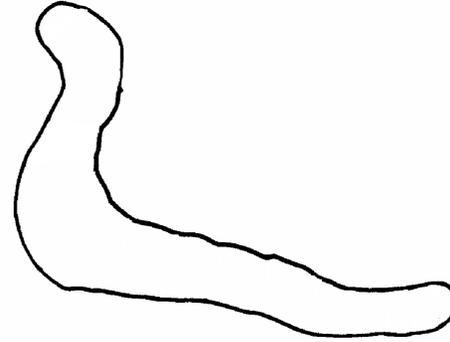
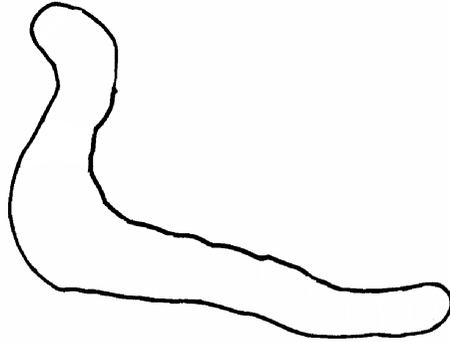
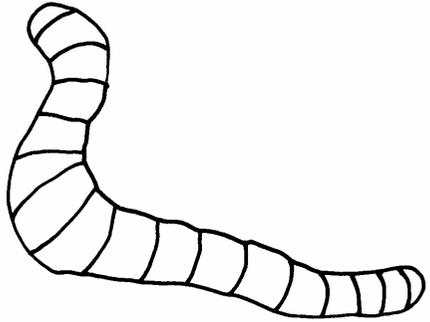


Prénom:

PS / MS / Objectif: Tracer des traits avec points de départ et d'arrivée.

Consigne: Dessine les anneaux des vers de terre comme sur le modèle.

Date:

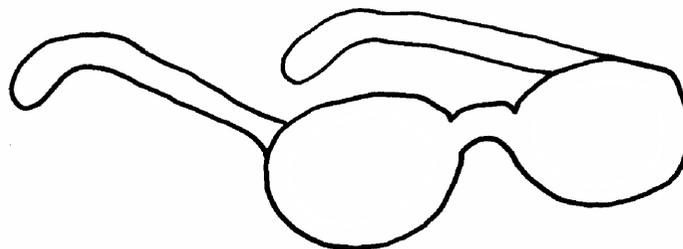
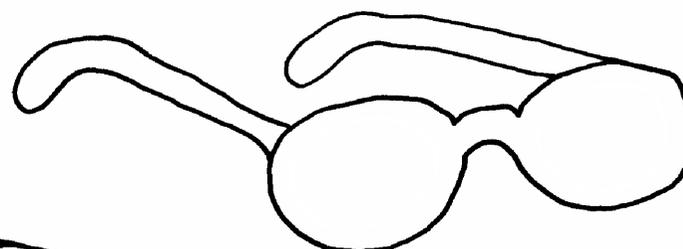
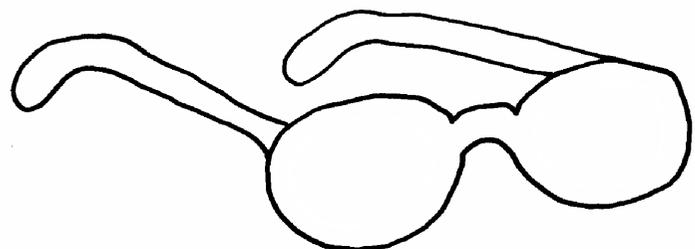
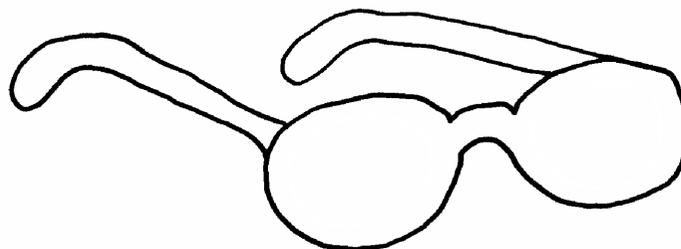
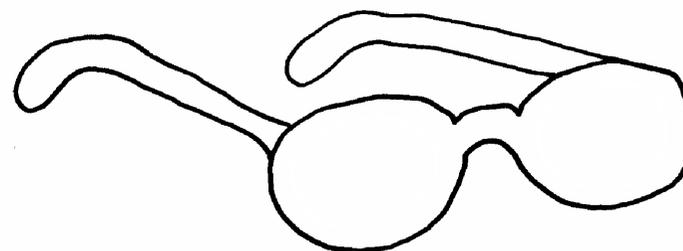
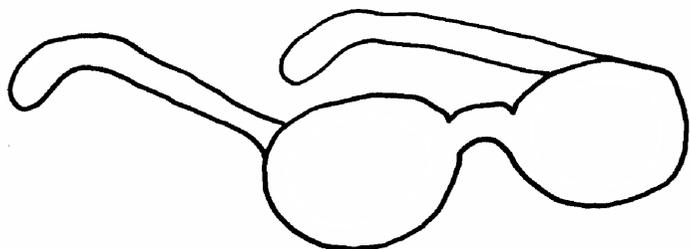


Prénom:

PS / Objectif: Tracer des ronds.

Consigne: Dessine les verres des lunettes de Biglouche.

Date:

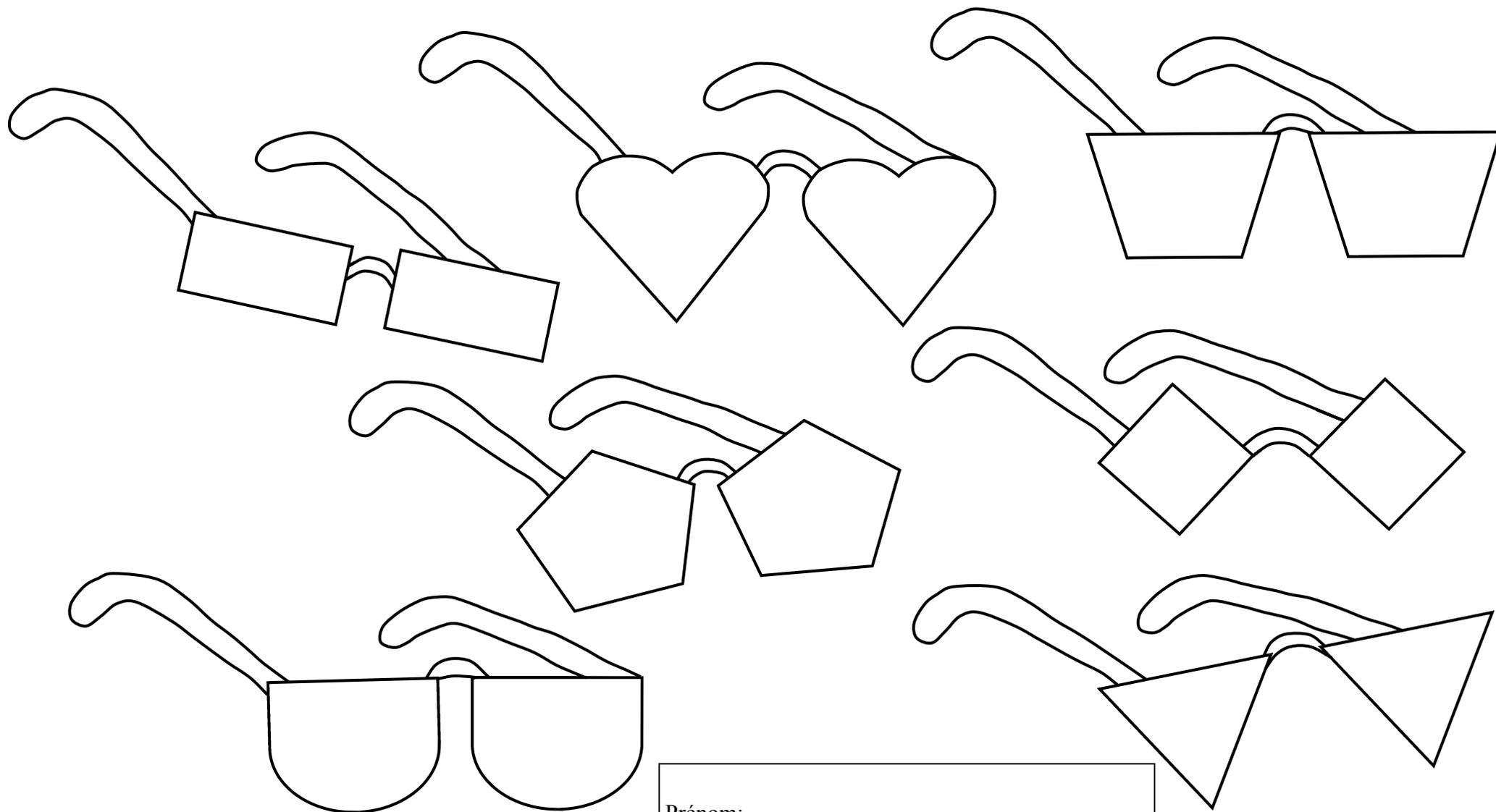


Prénom:

MS / GS / Objectif: Dessiner des formes géométriques.

Consigne: Dessine les verres des lunettes de Biglouché en respectant chaque forme.

Date:

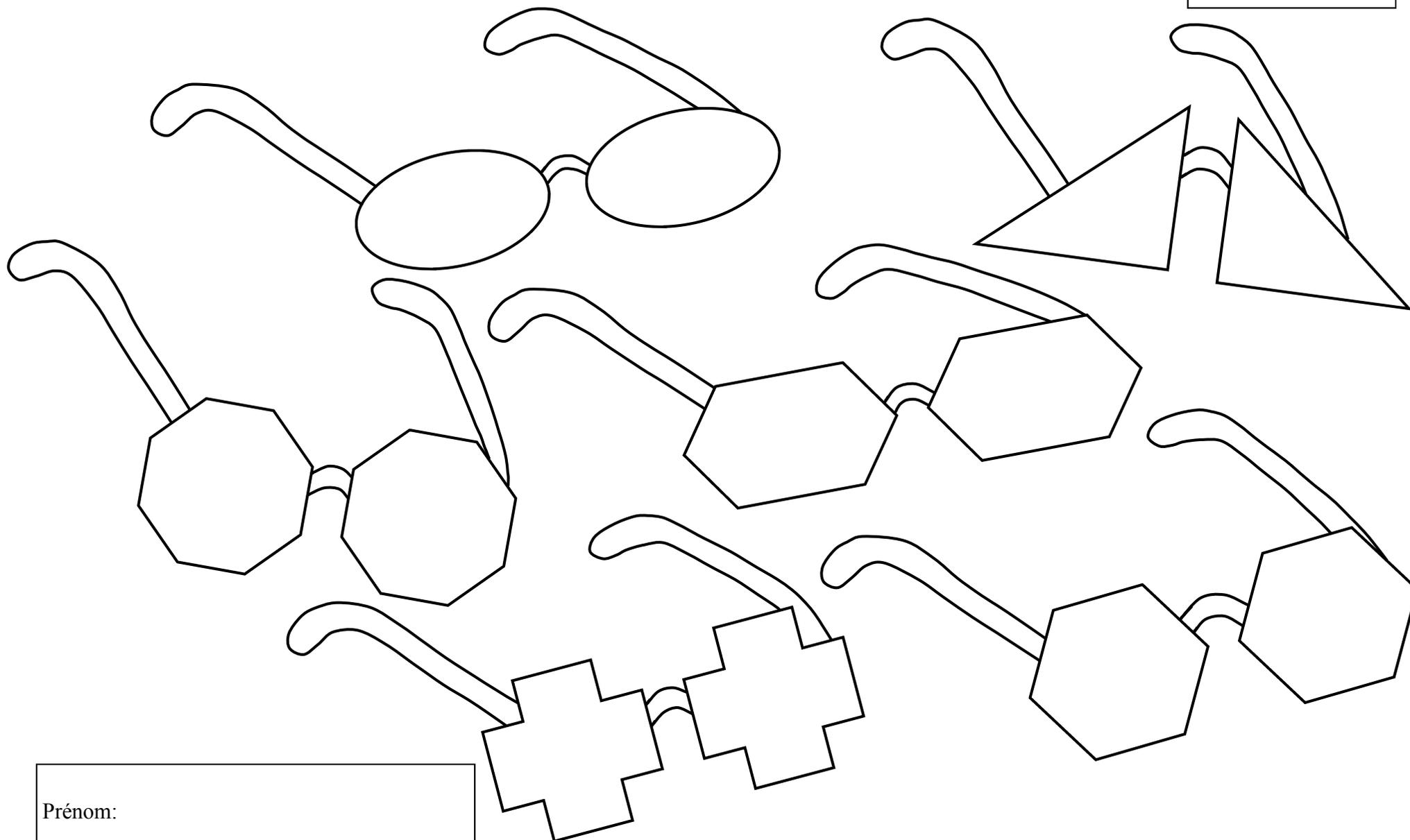


Prénom:

MS / GS / Objectif: Dessiner des formes géométriques.

Consigne: Dessine les verres des lunettes de Biglouche en respectant chaque forme.

Date:

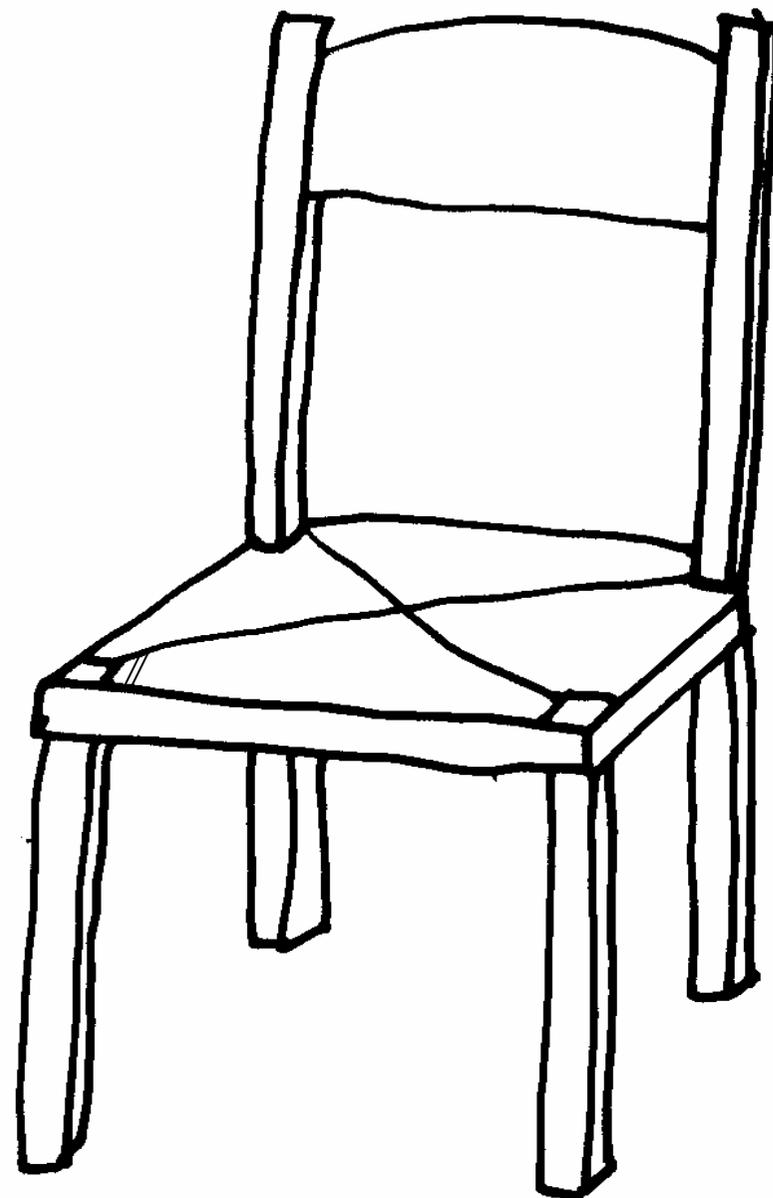
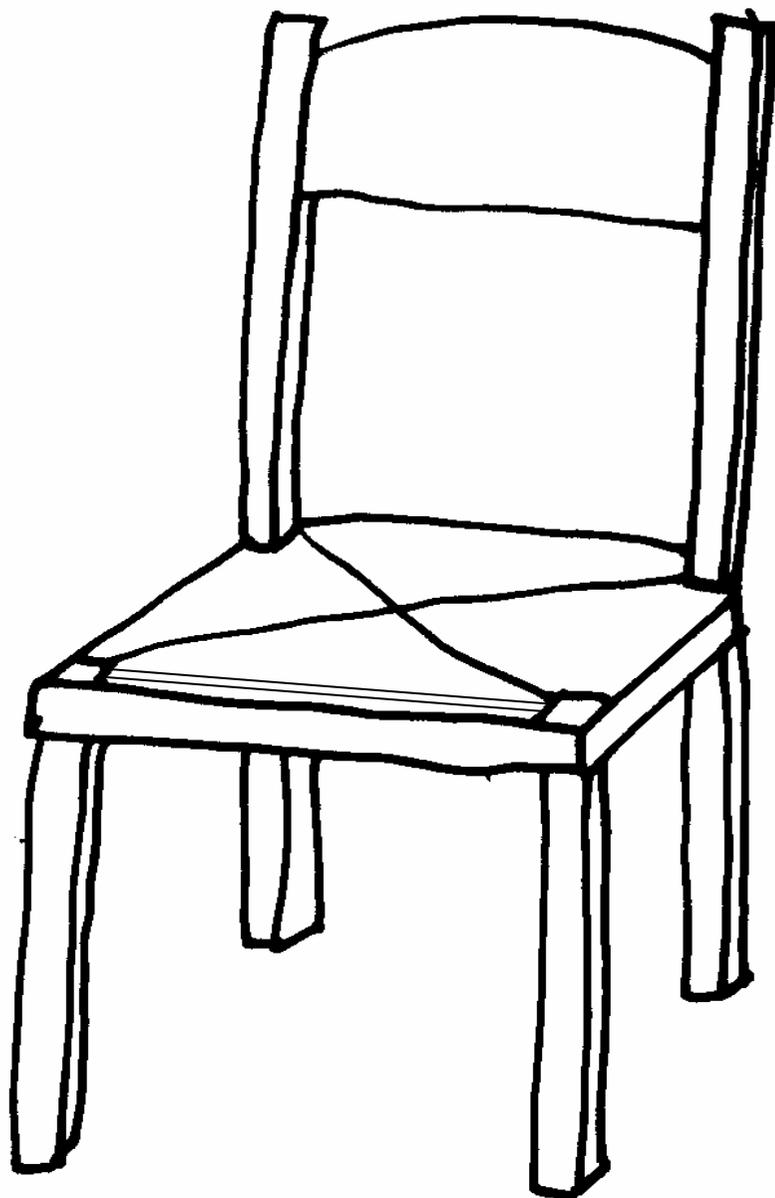


Prénom:

GS / Objectif: Tracer des traits horizontaux et verticaux.

Consigne: Dessine la paille sur l'assise des chaises suivant le modèle.

Date:

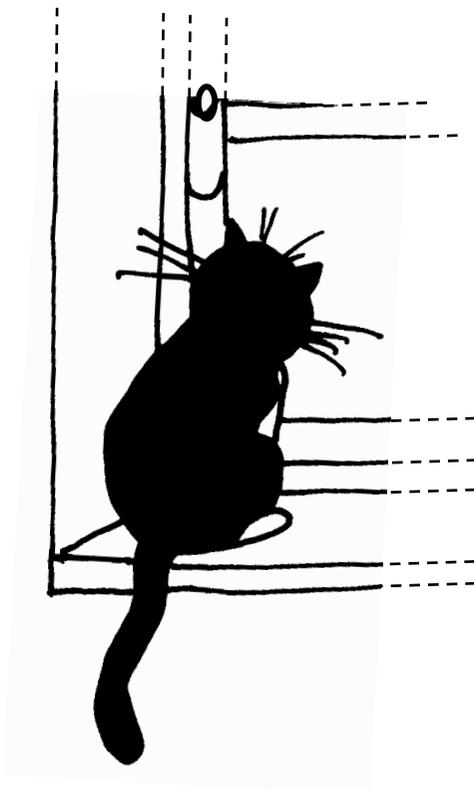


Prénom:

MS / GS / Objectif: compléter et terminer un dessin.

Consigne: Termine la fenêtre en continuant les pointillés.

Date:



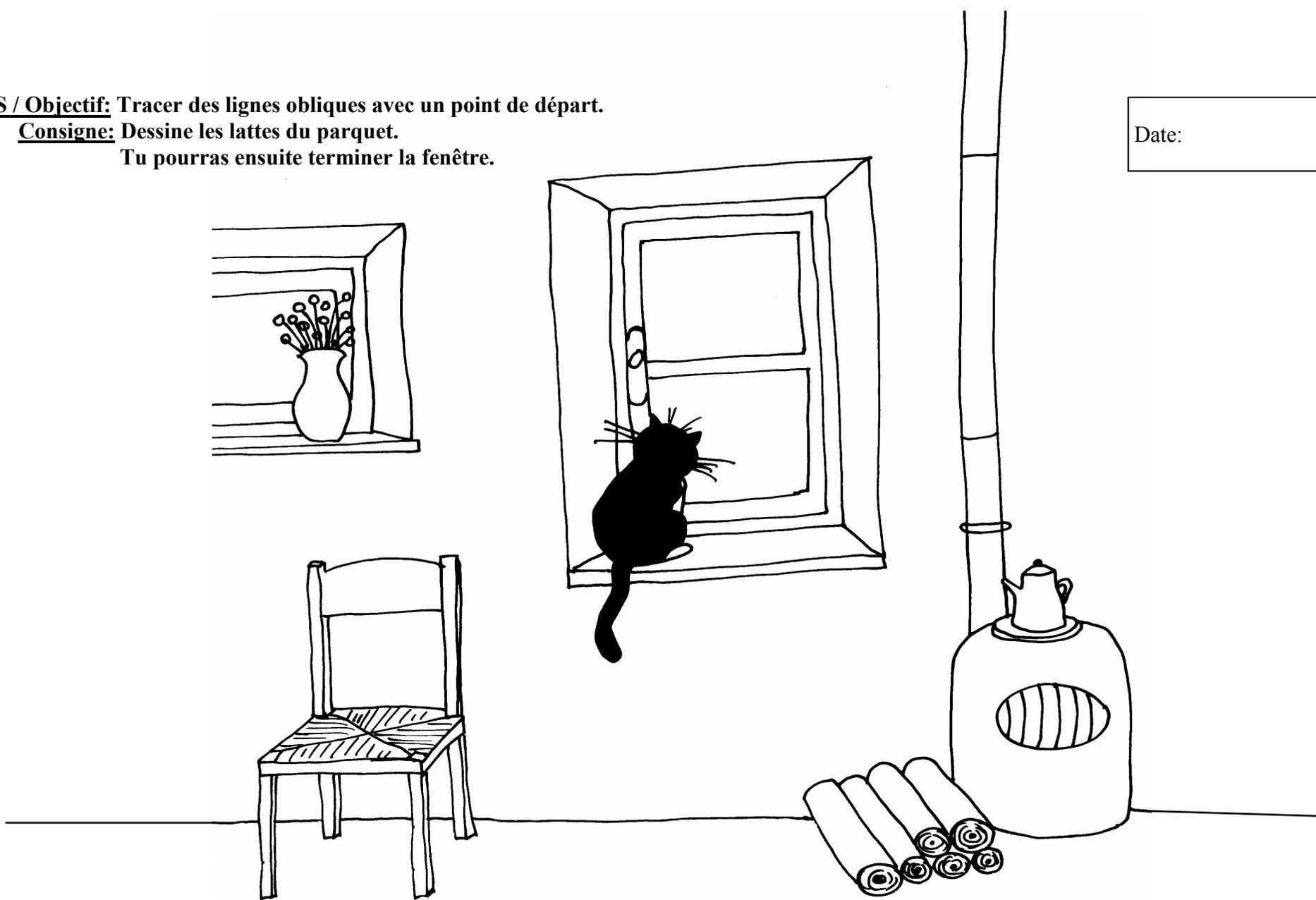
Prénom:

MS / Objectif: Tracer des lignes obliques avec un point de départ.

Consigne: Dessine les lattes du parquet.

Tu pourras ensuite terminer la fenêtre.

Date:

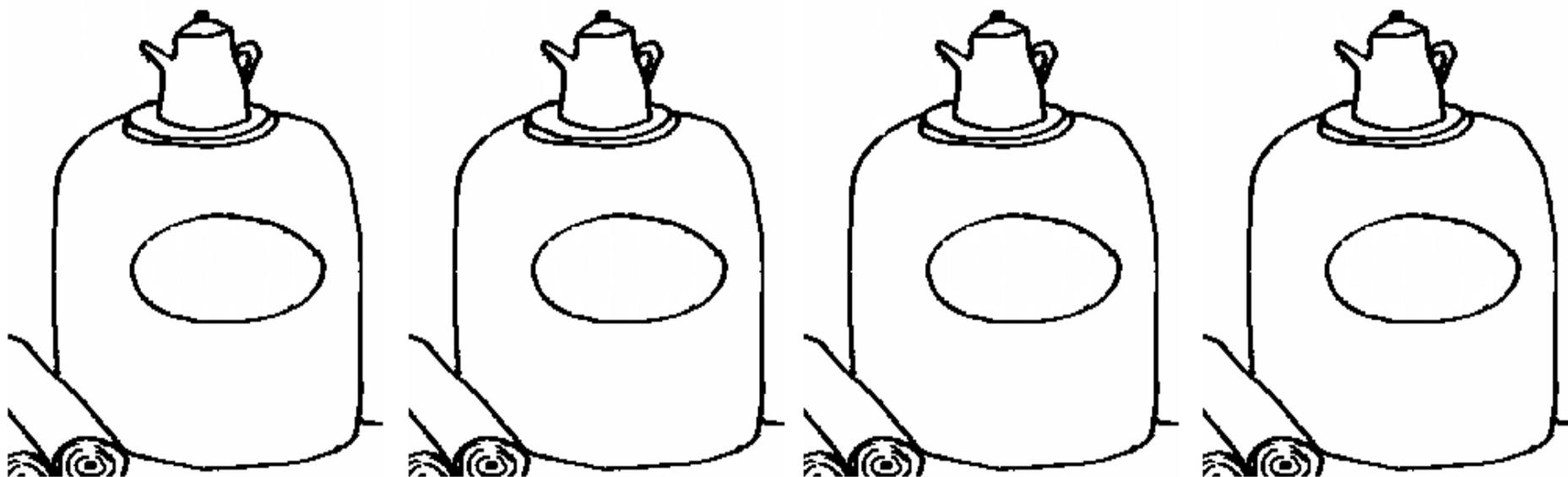


Prénom:

MS / Objectif: Tracer des traits verticaux.

Consigne: Dessine les tuyaux de poêle et trace les barreaux du foyer.

Date:

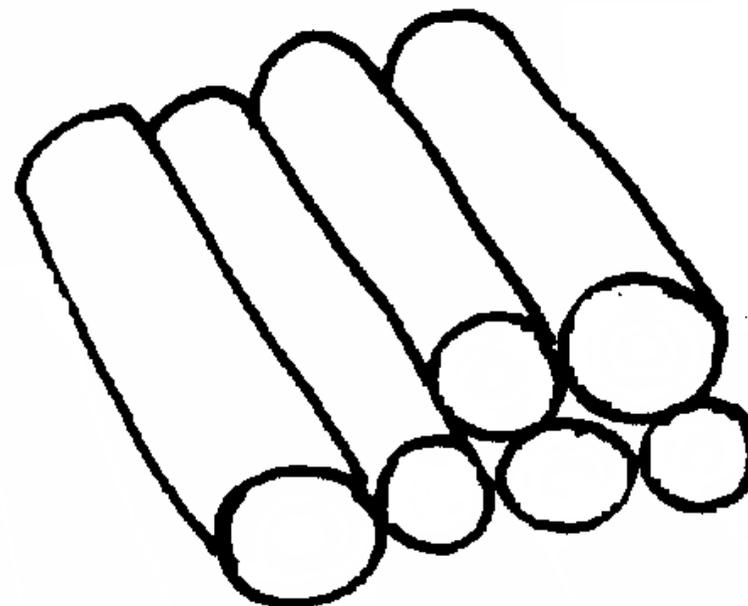
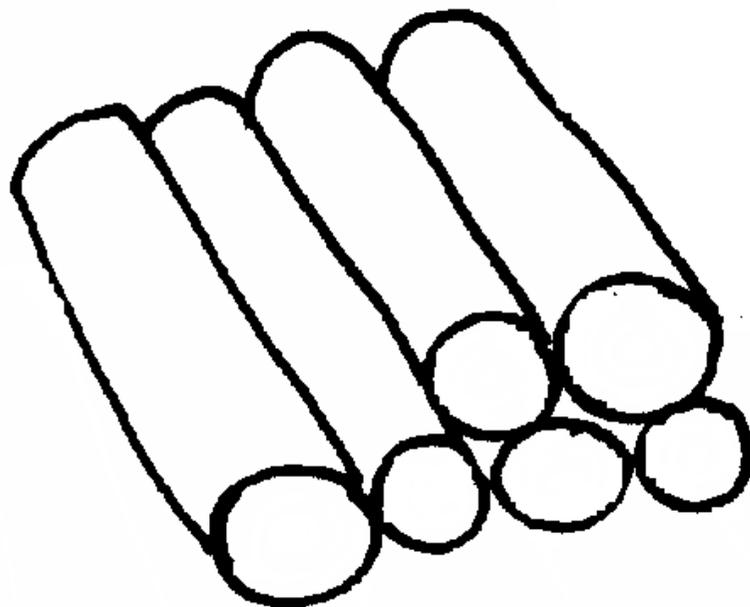
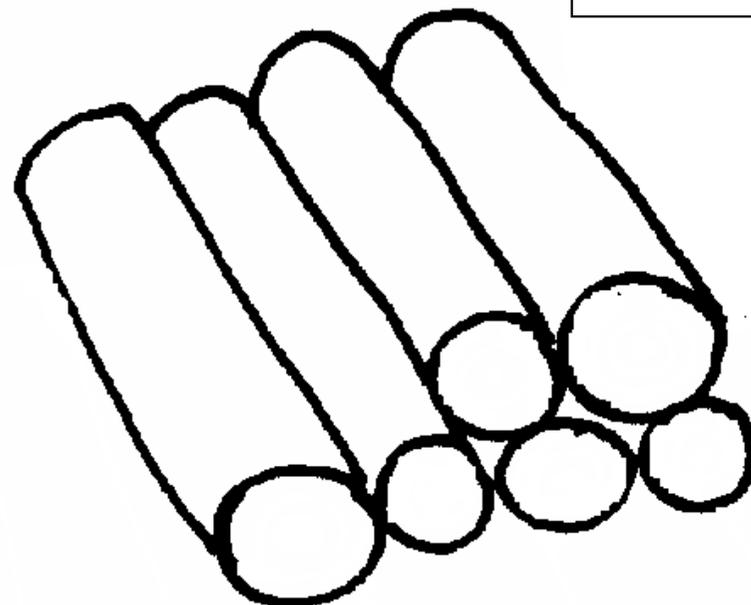
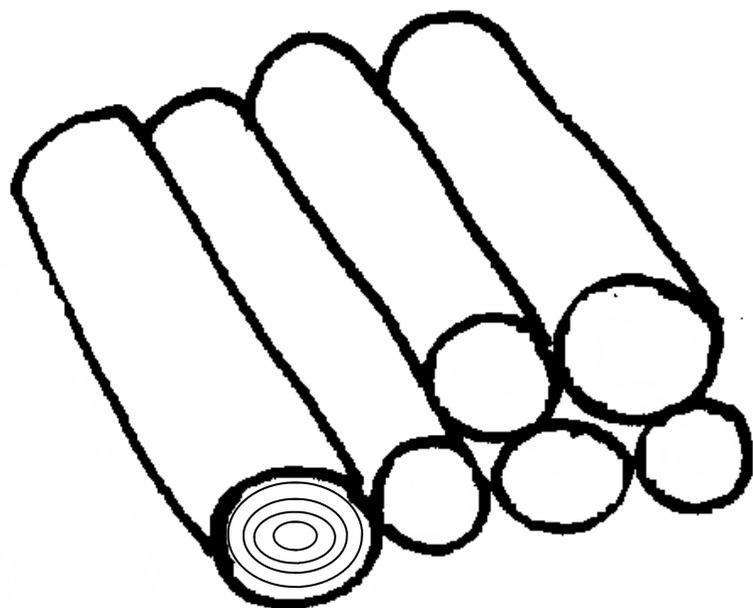


Prénom:

GS / Objectif: Dessiner des cercles concentriques.

Consigne: En suivant le modèle, termine toutes les bûches .

Date:

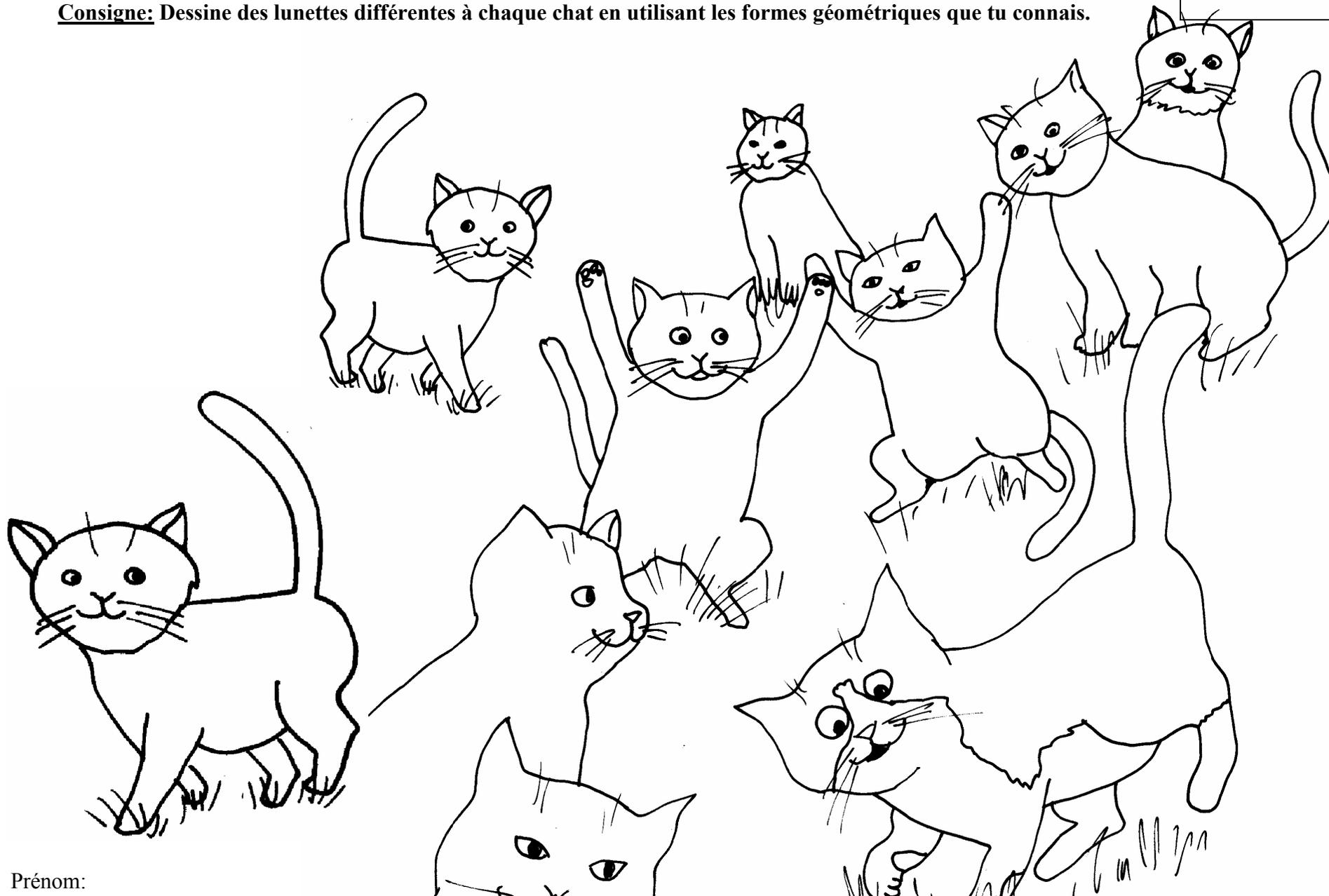


Prénom:

MS / GS Objectif: Dessiner des formes géométriques.

Consigne: Dessine des lunettes différentes à chaque chat en utilisant les formes géométriques que tu connais.

Date:

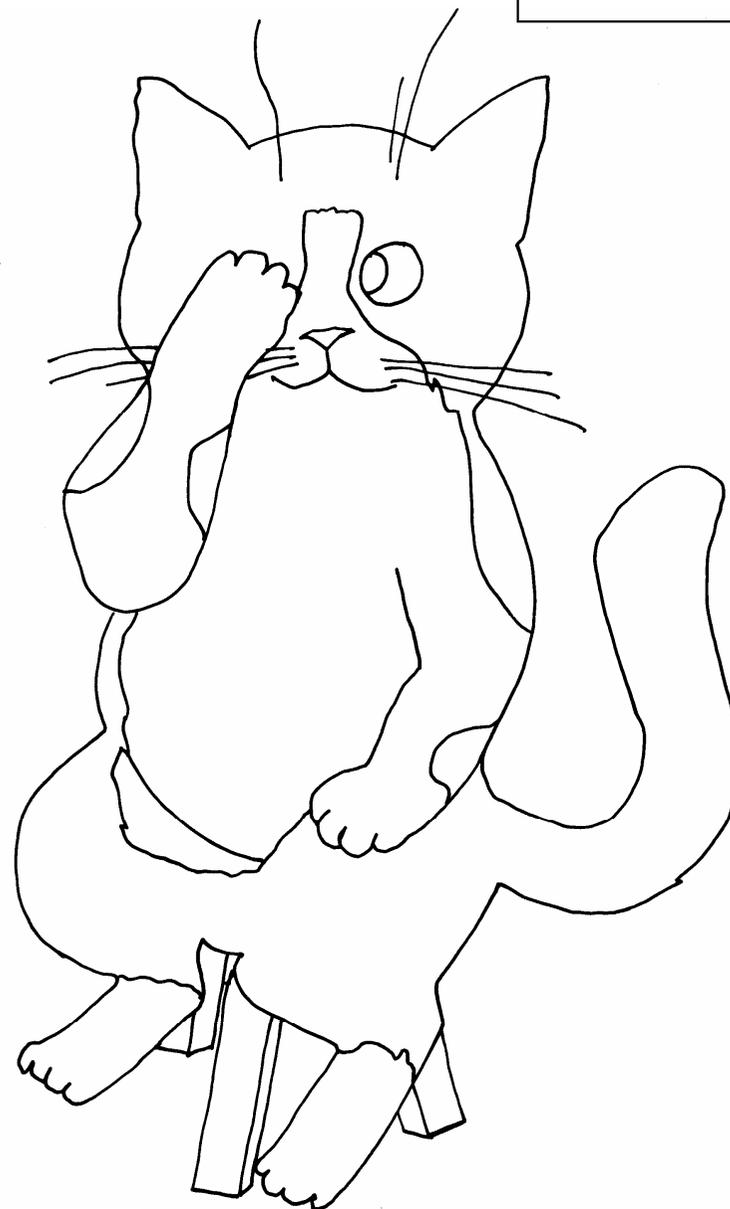
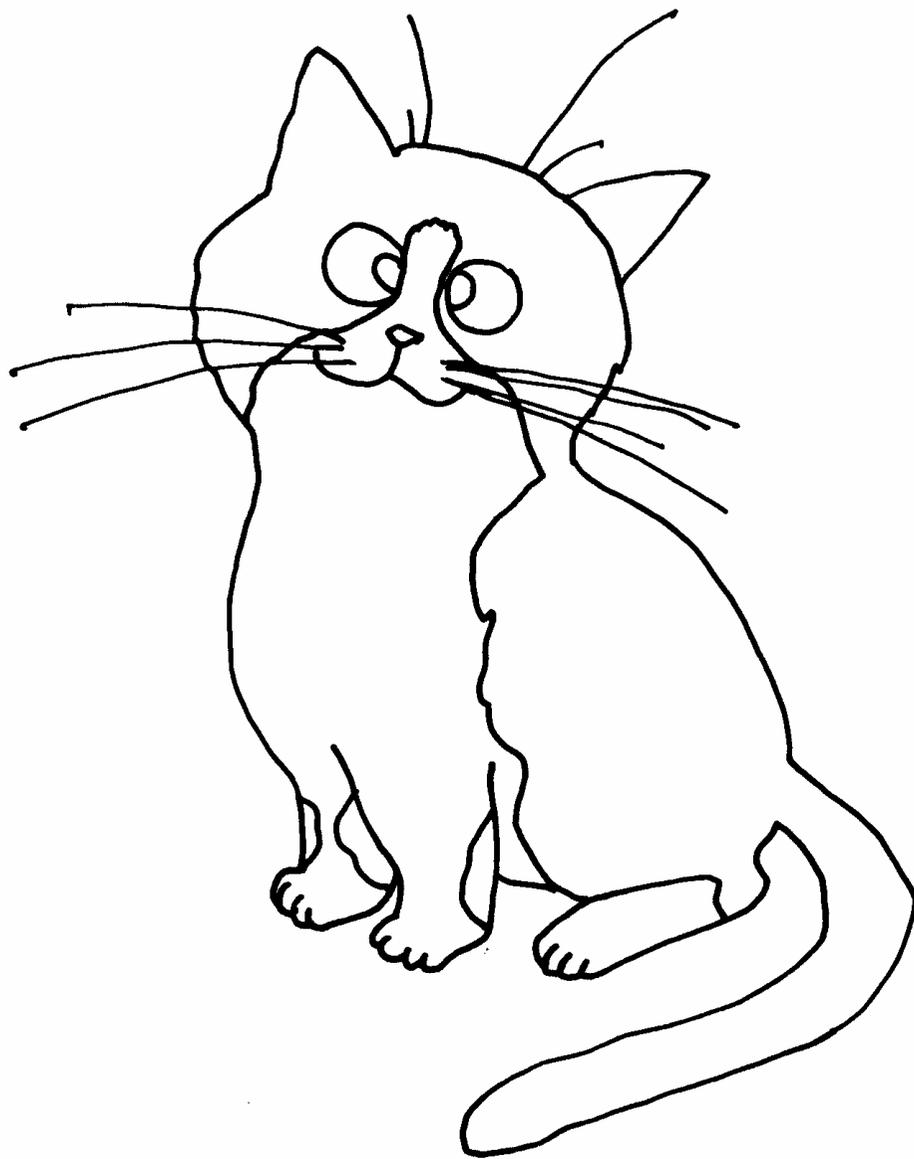


Prénom:

Objectif: Remplir une surface.

Consigne: Colorie le pelage de Biglouche.

Date:



Prénom: