

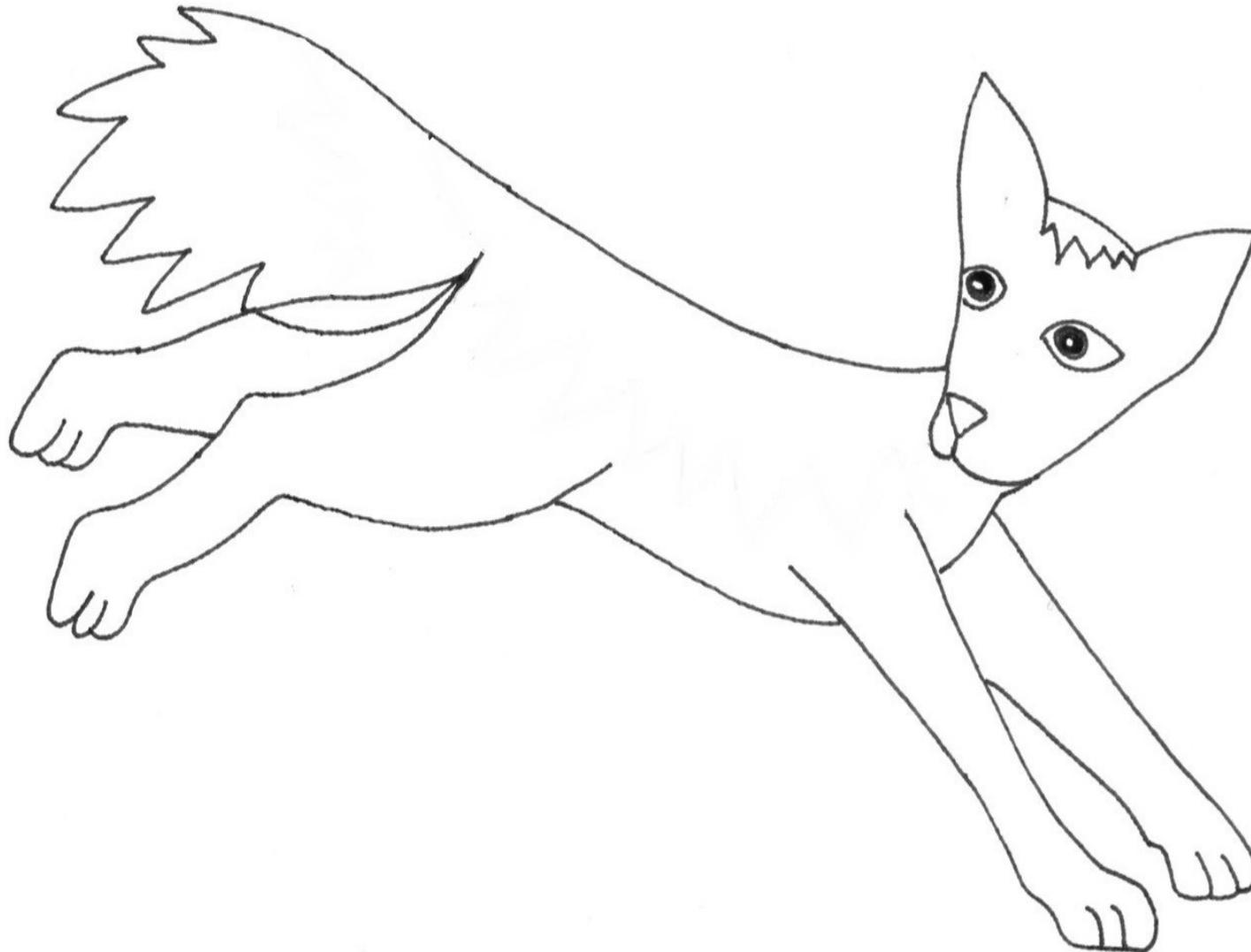
L'écrit : exercice graphique

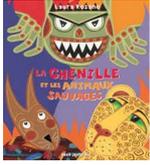
Produire et contrôler des tracés : zigs-zags dans un espace fermé.

Consigne : décore le chacal en t'inspirant du modèle.

A3, craie grasse et encre

PS



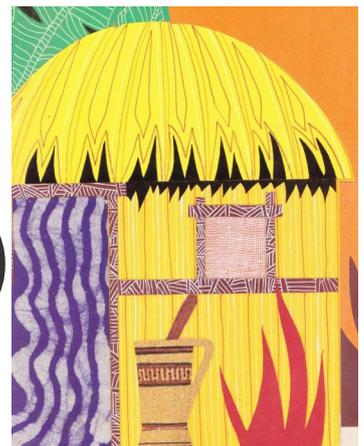
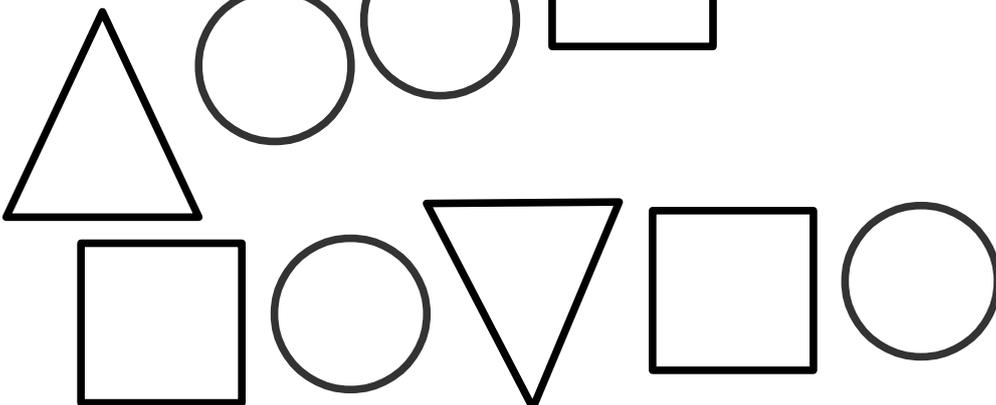
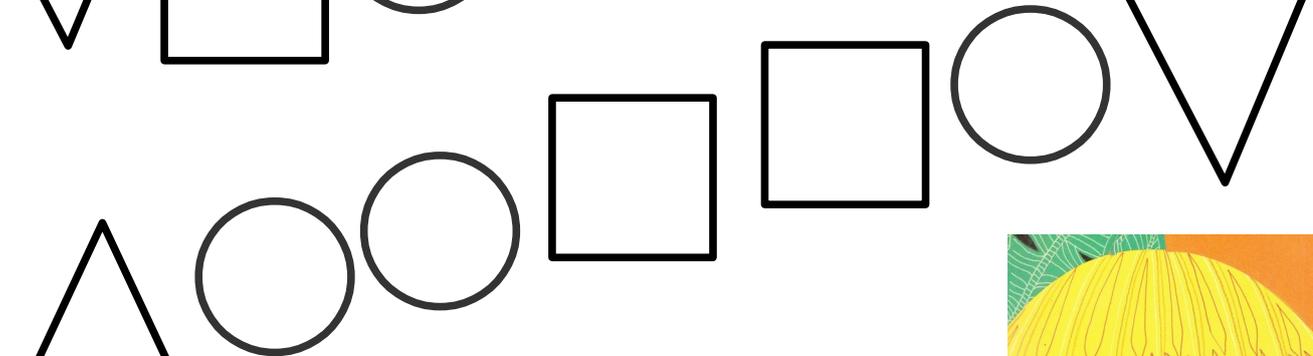
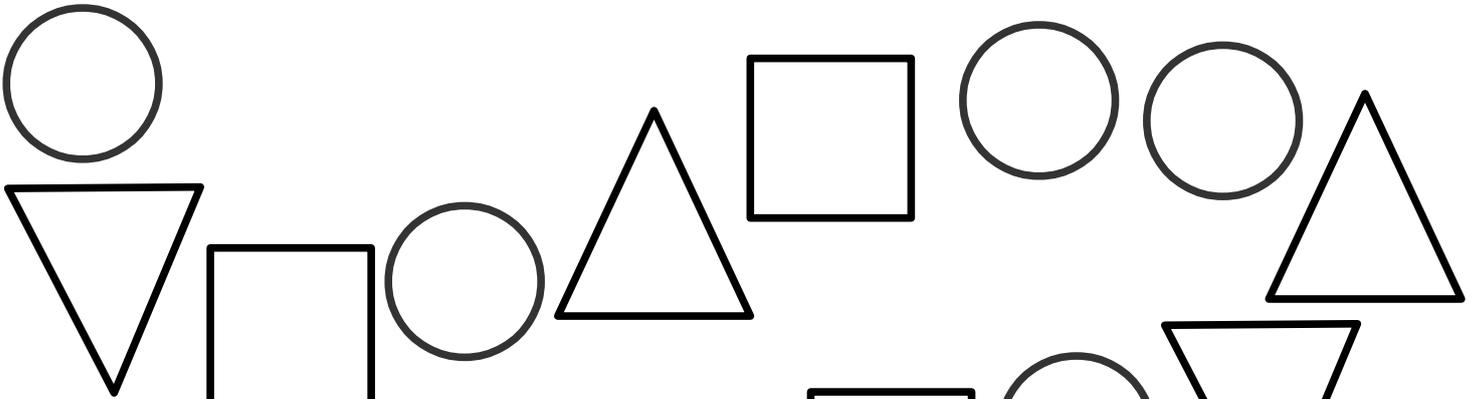
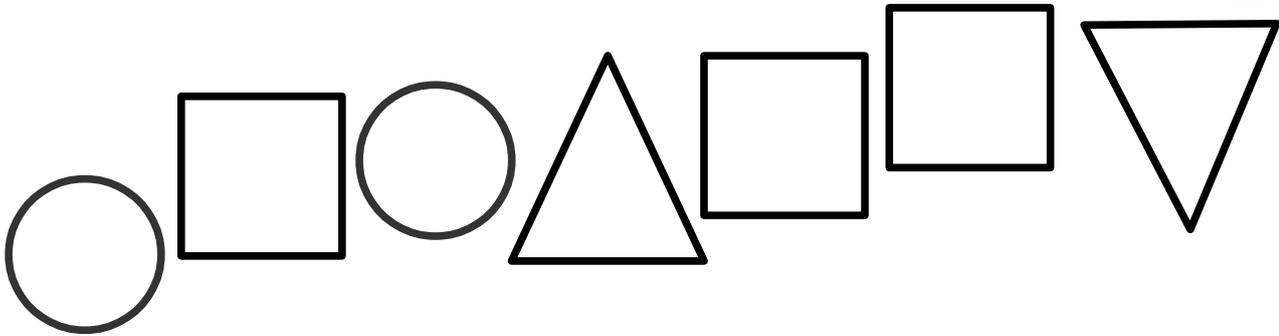
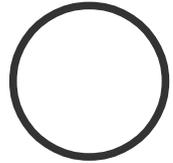
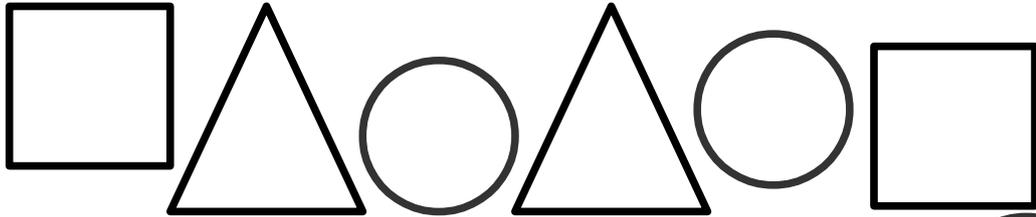


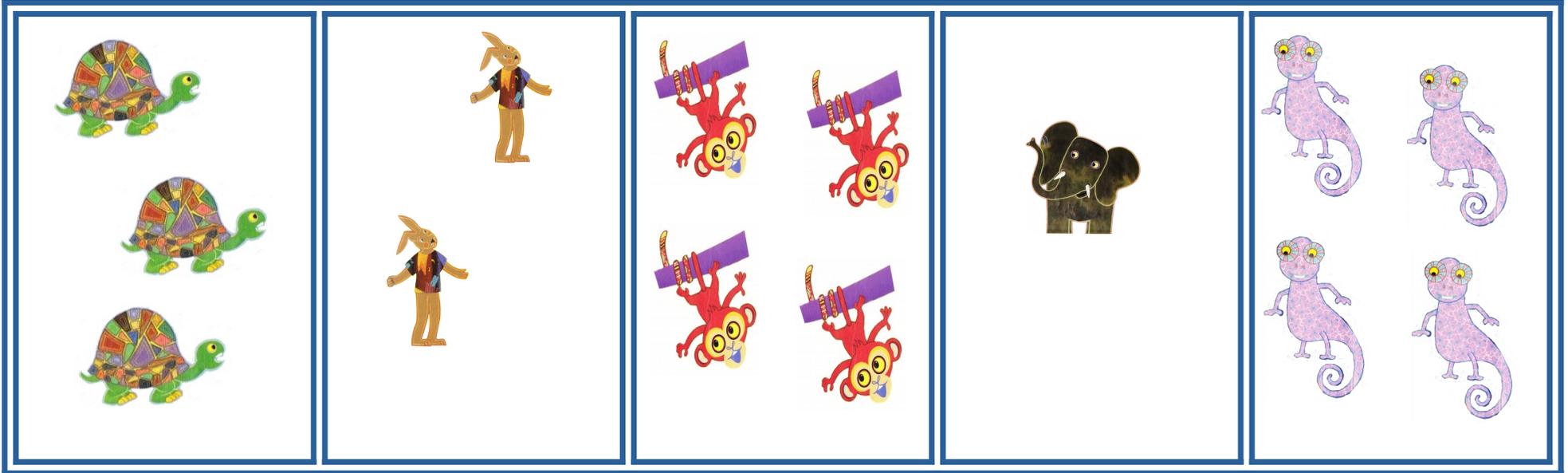
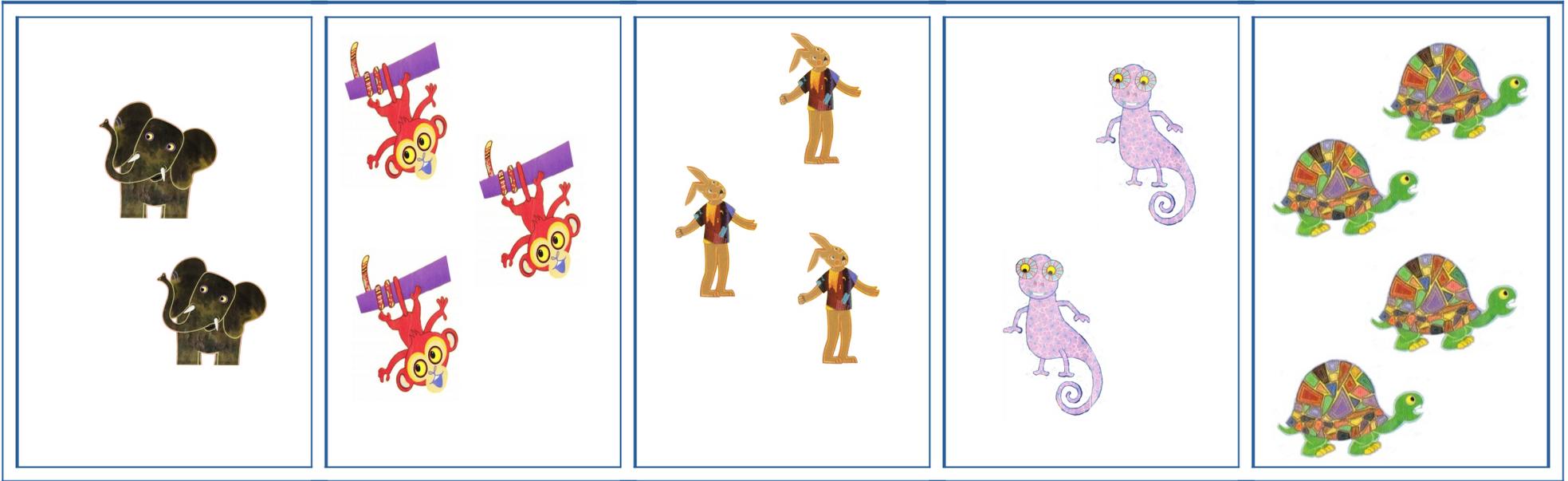
Se repérer dans l'espace / formes

PS

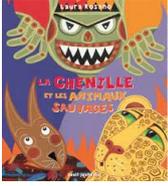
→ tracer un chemin. (avec des gommettes)

Consigne : emmène le lièvre jusqu'à chez lui en lui montrant le chemin avec des gommettes de la bonne forme !





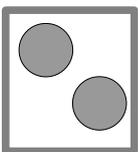
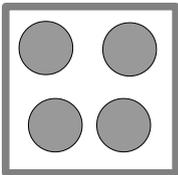
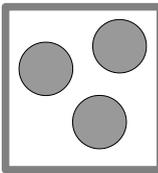
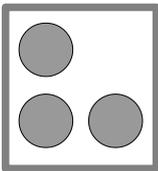
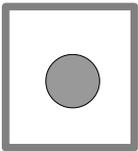
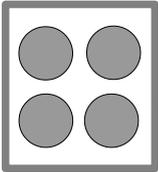
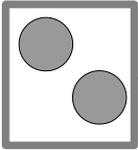
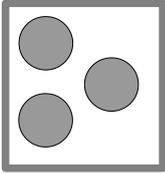


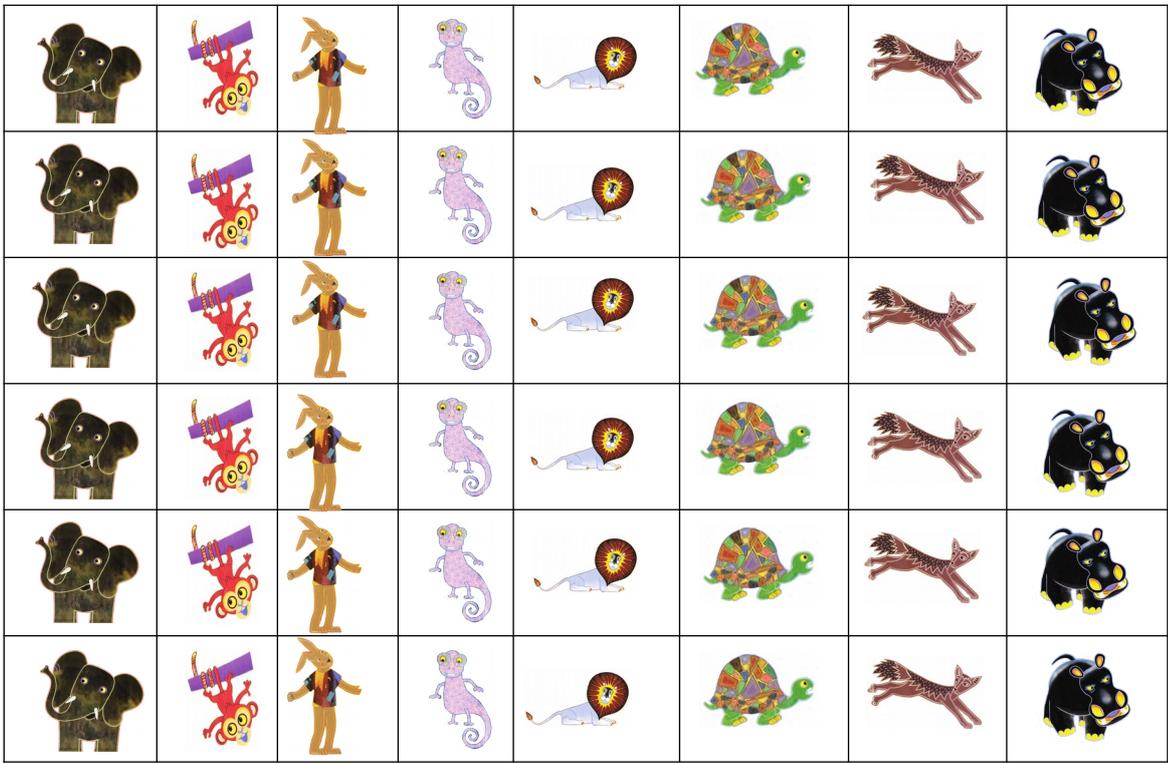
Construire les premiers outils pour structurer sa pensée.

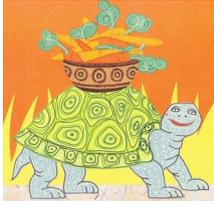
PS

Associer une collection à une constellation.

Consigne : Colle le nombre d'animaux demandés.



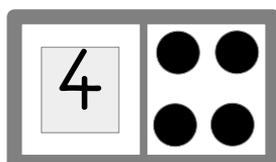
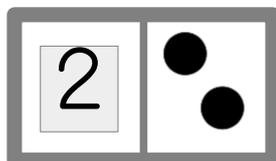
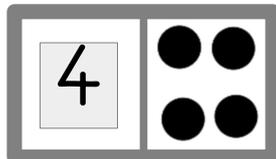
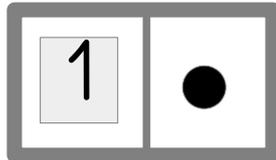
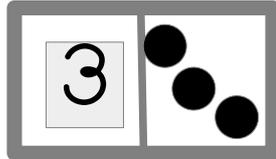


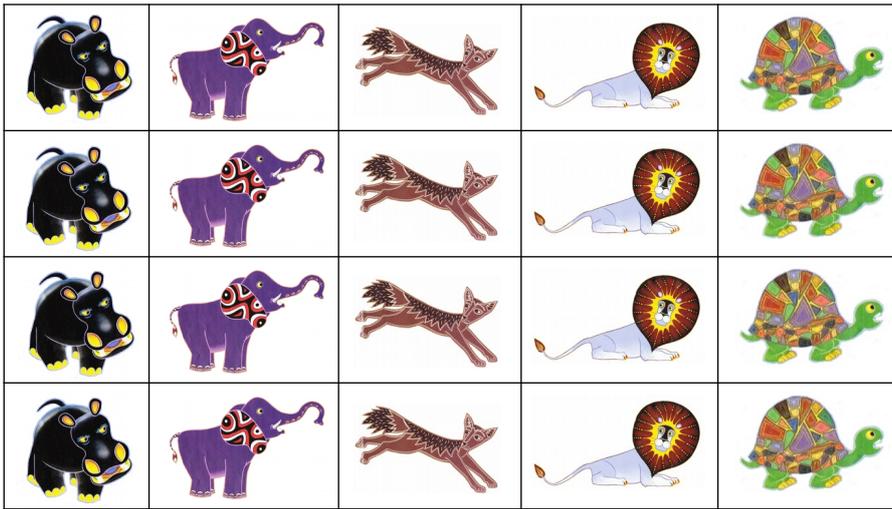


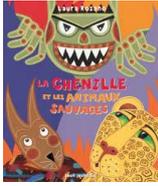
Construire les premiers outils pour structurer sa pensée.

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

Consigne : colle le nombre d'animaux demandés.







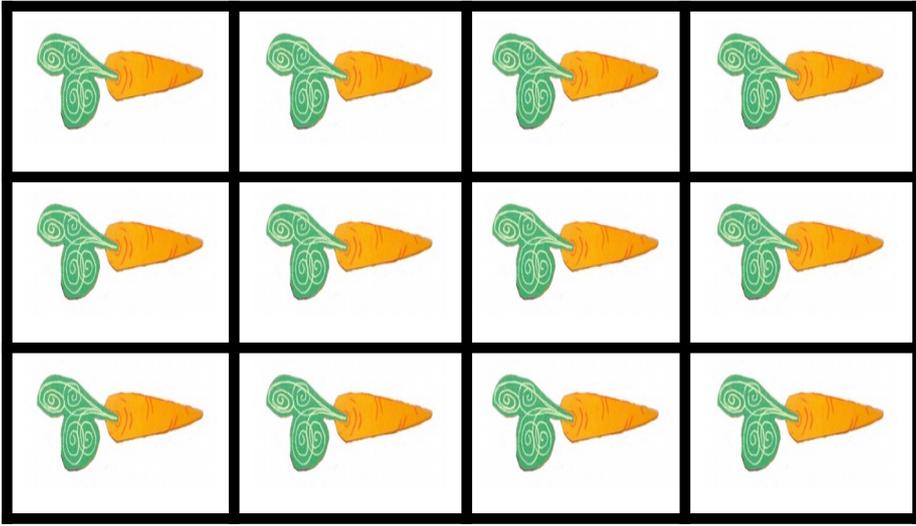
Construire les premiers outils pour structurer sa pensée.

Découvrir les nombres et leur utilisation, stabiliser la connaissance des petits nombres. (1 à 4)

Consigne : colle autant de carotte(s) que de lièvre(s)

PS







Construire les premiers outils pour structurer sa pensée.

Découvrir les nombres et leur utilisation, stabiliser la connaissance des petits nombres. (1 à 4)

Consigne : compte combien il y a de lions, hippopotames, singes etc....

Colle le même nombre de gommettes dans le tableau..



	
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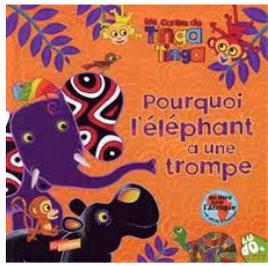
	
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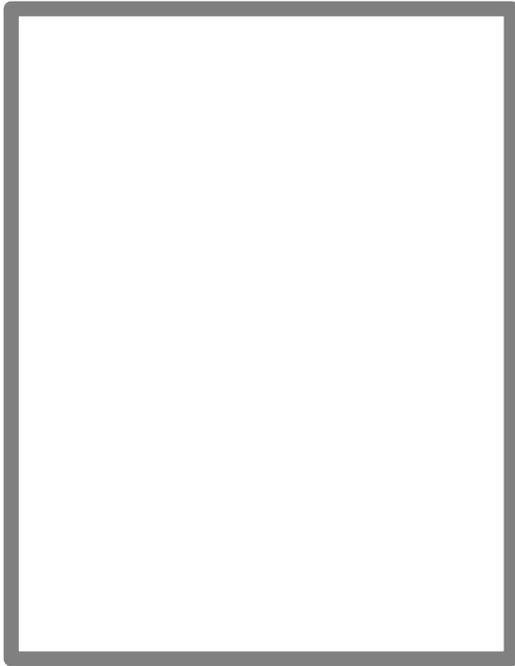


Explorer les formes

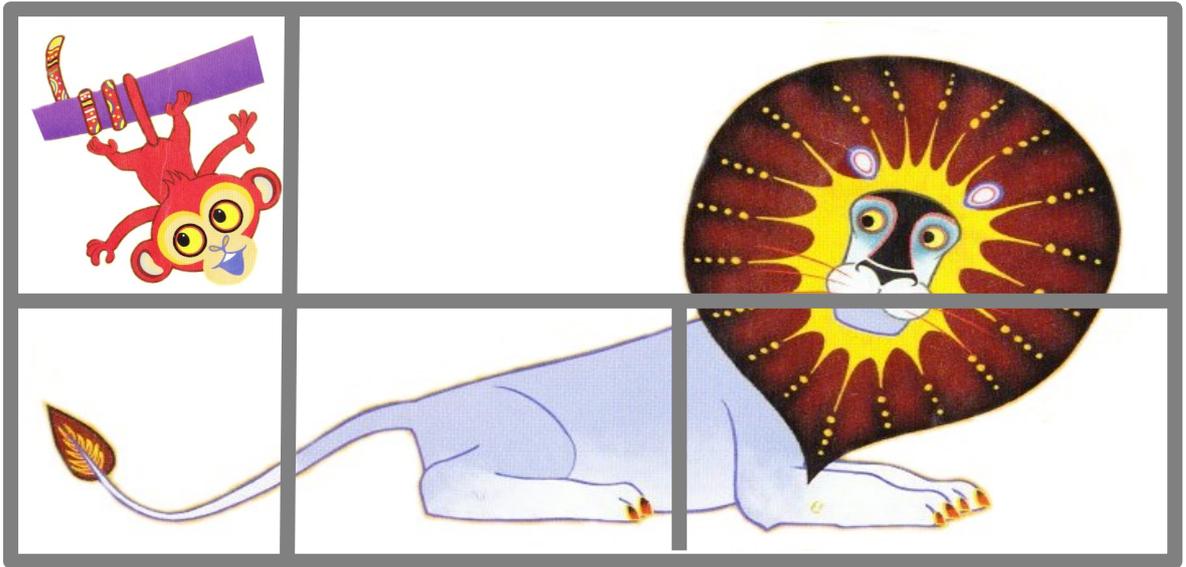
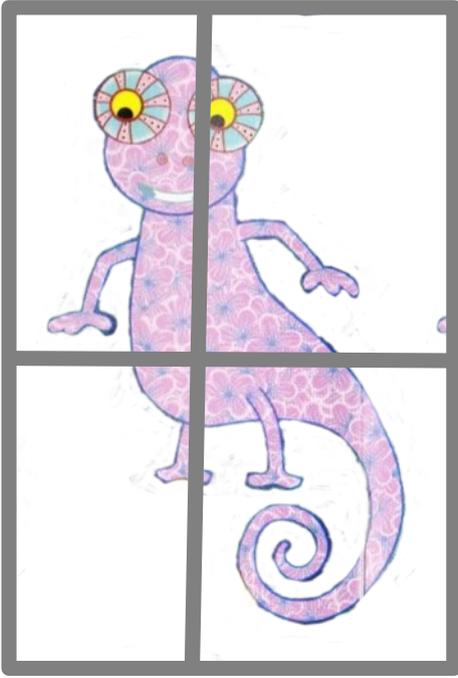
PS

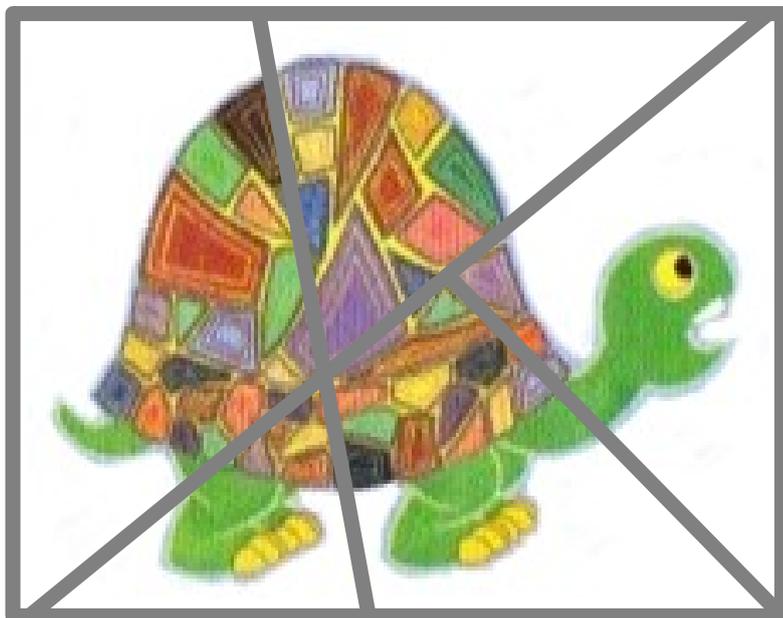
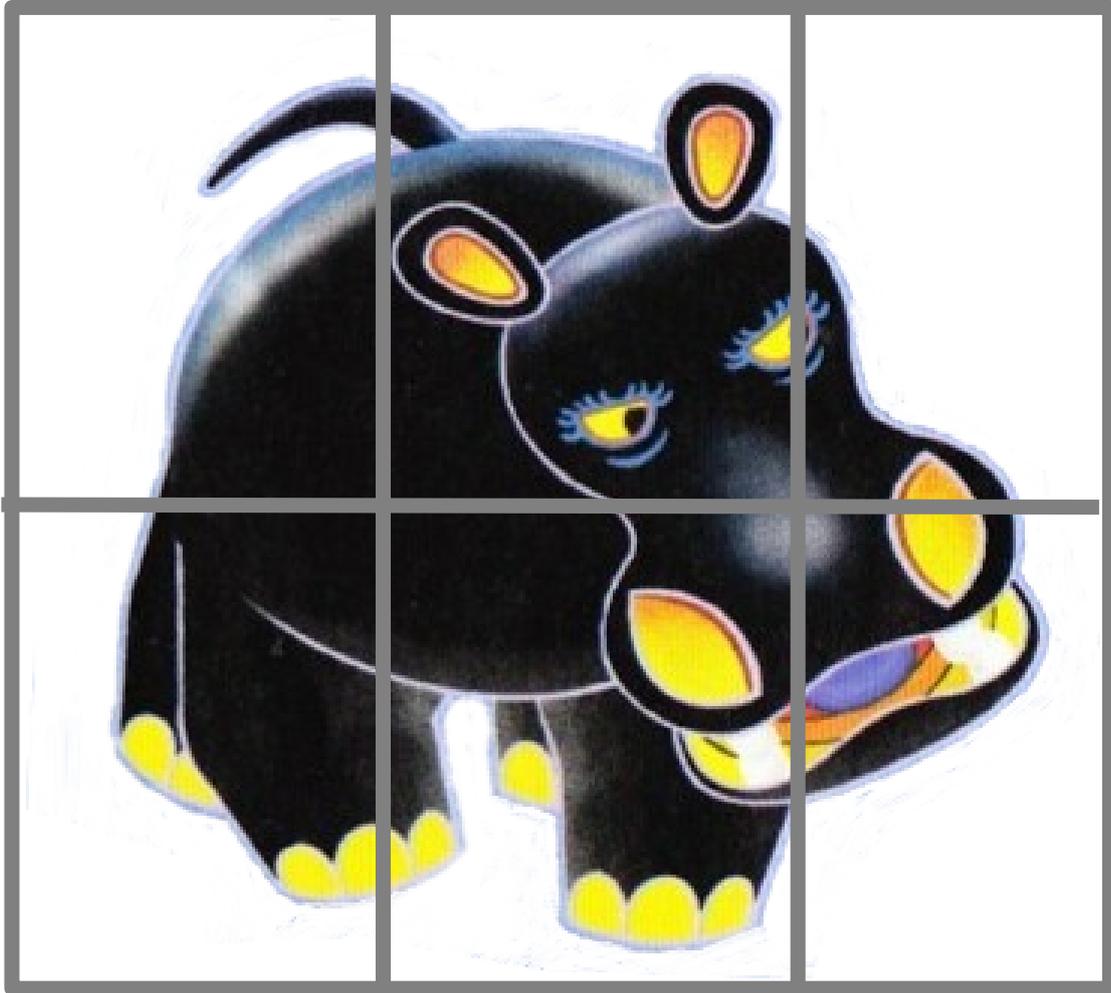
Reproduire un assemblage à partir d'un modèle

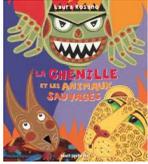
Consigne : réalise les puzzles 4, 5 et 6 pièces, sans modèle. (exercice plastifié)









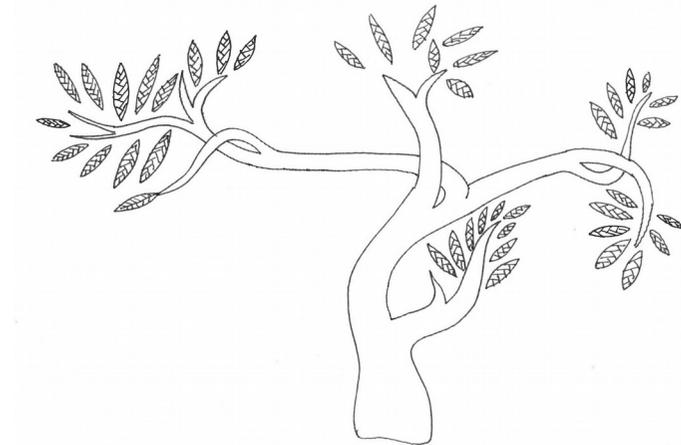
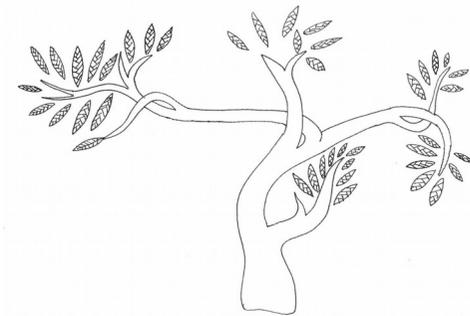


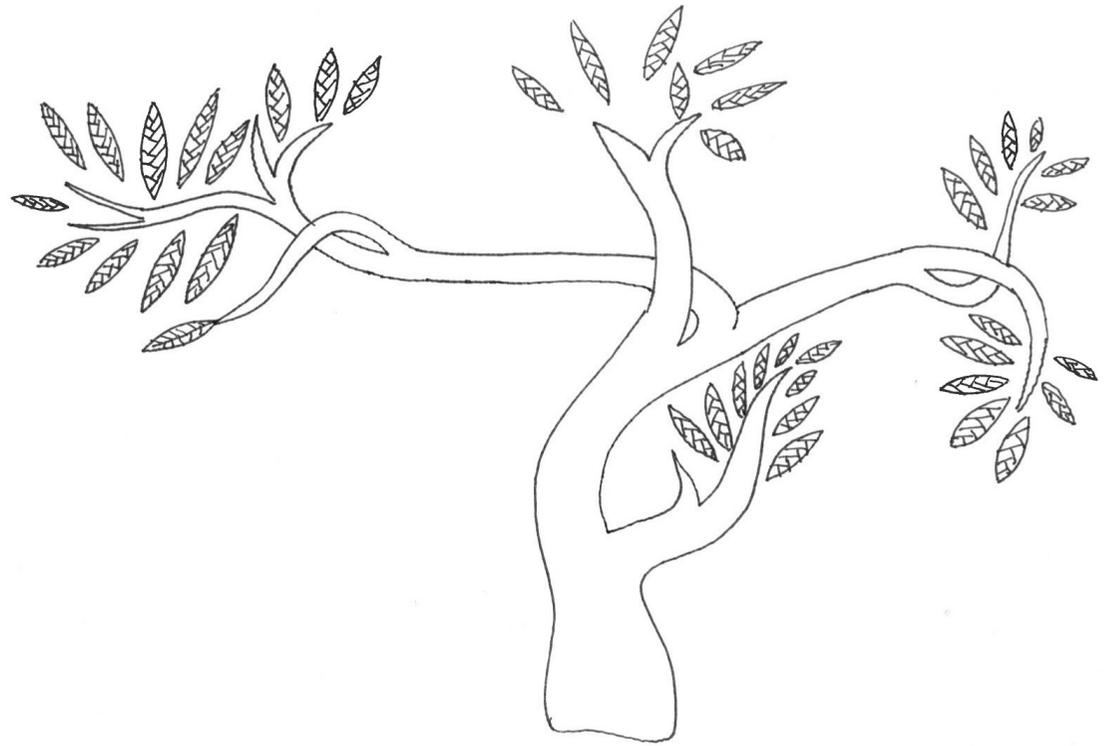
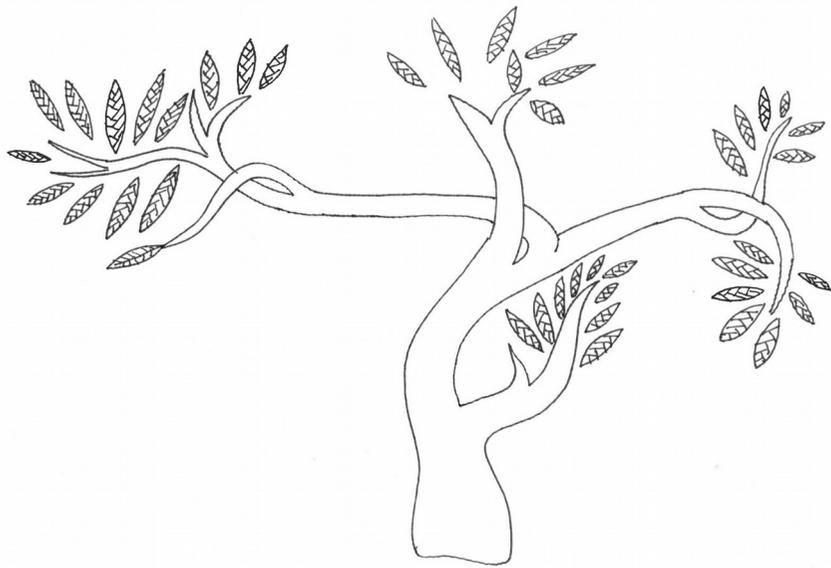
Construire les premiers outils pour structurer sa pensée

Ranger des objets selon un critère de taille : 4 tailles

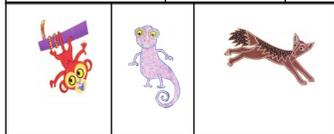
Consigne : pose les animaux dans les arbres de tailles correspondantes. (format A3 à plastifier)

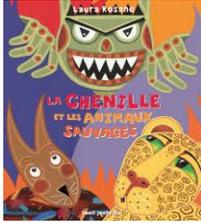
PS





A découper, format A4





Construire les premiers outils pour structurer sa pensée

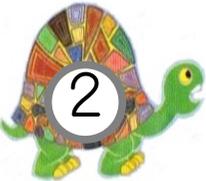
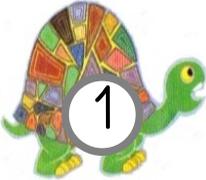
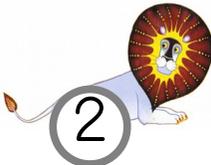
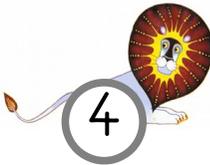
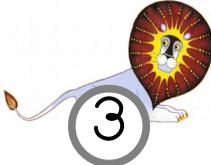
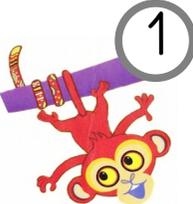
PS

Découvrir les nombres et leur utilisation, stabiliser la connaissance des petits nombres. (1 à 3 ou 1 à 4)

Consigne : Positionne les animaux en respectant la suite des nombres. : 1 2 3 4





 <p>4</p>	 <p>2</p>	 <p>1</p>	 <p>3</p>
 <p>2</p>	 <p>4</p>	 <p>3</p>	 <p>1</p>
 <p>1</p>	 <p>2</p>	 <p>4</p>	 <p>3</p>
 <p>2</p>	 <p>1</p>	 <p>3</p>	 <p>4</p>
 <p>3</p>	 <p>4</p>	 <p>2</p>	 <p>1</p>