



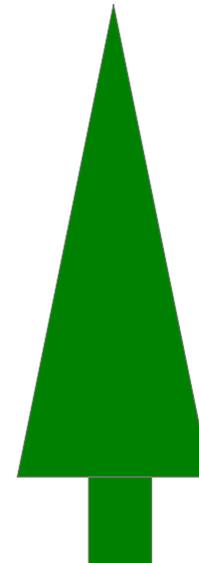
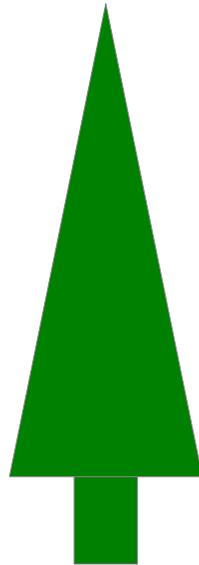
Construire les premiers outils pour structurer sa pensée :

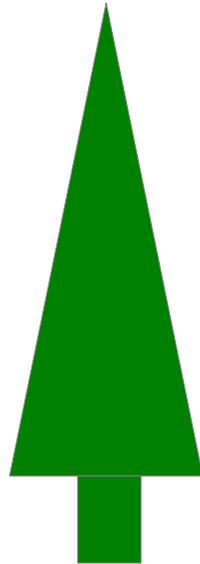
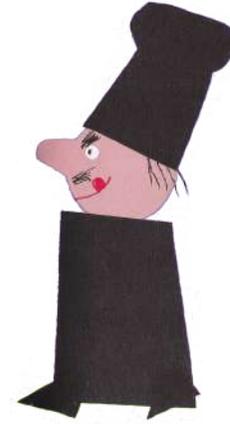
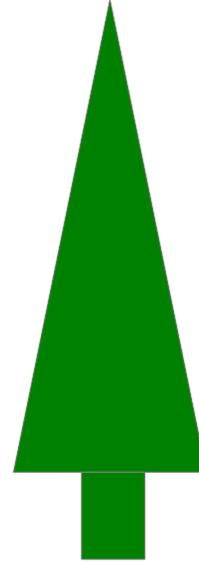
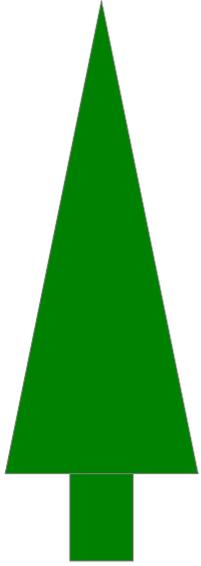
Explorer les formes

Se repérer dans l'espace

consigne : J'aide Bonnet d'or à retrouver sa maison en évitant les arbres et les ogres. (feutres véléda)

PS







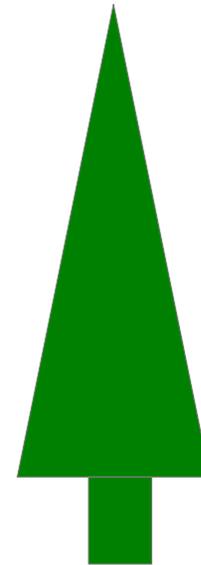
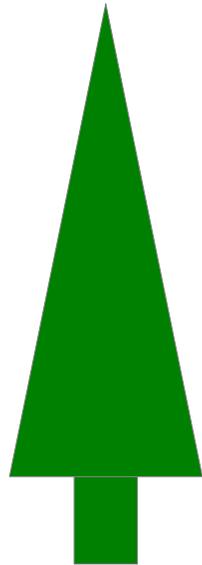
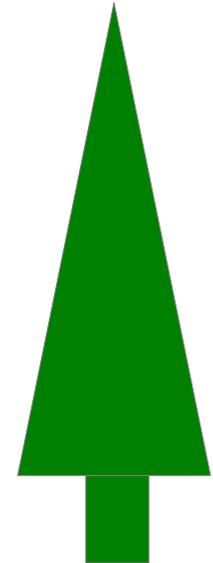
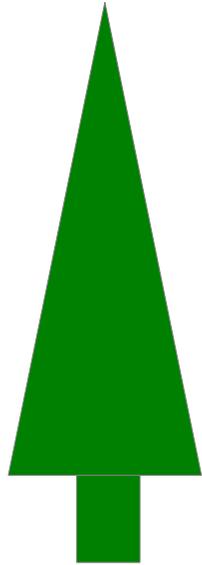
Construire les premiers outils pour structurer sa pensée :

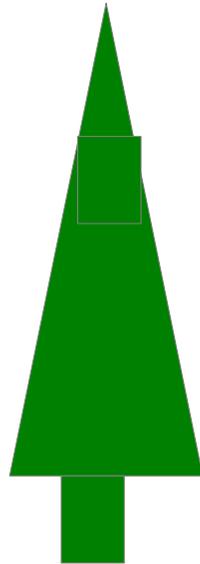
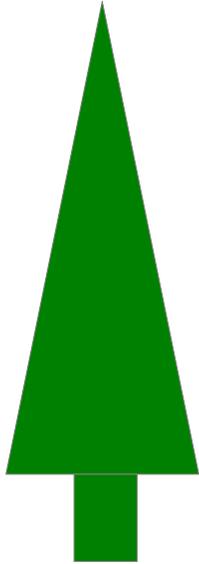
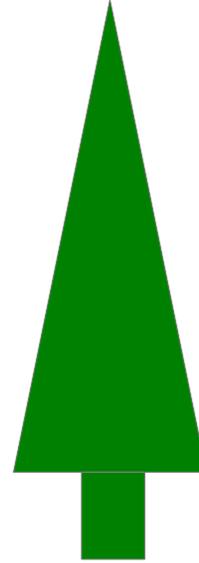
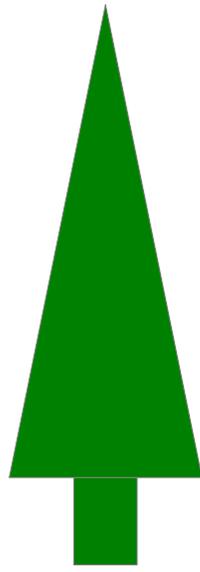
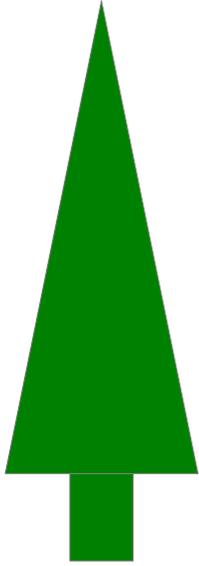
PS/MS

Explorer les formes

Se repérer dans l'espace

consigne : J'aide Bonnet d'or à retrouver sa maison en évitant les arbres et les ogres. (feutres véléda)







Construire les premiers outils pour structurer sa pensée :

Explorer les formes

Se repérer dans l'espace

consigne : J'aide Bonnet d'or à retrouver sa maison en évitant les arbres et les ogres. (feutres véléda)

MS

