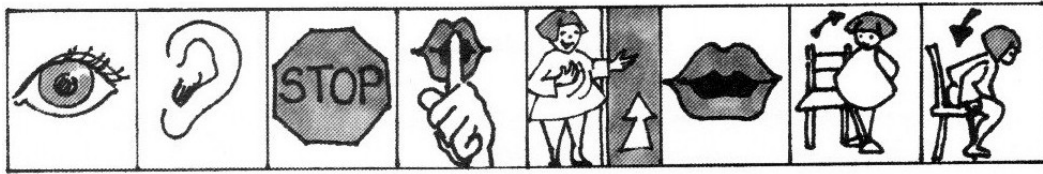


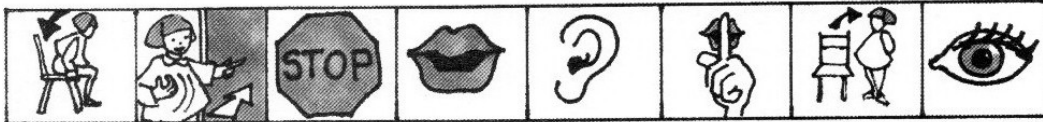
Date : .....

Instructions.

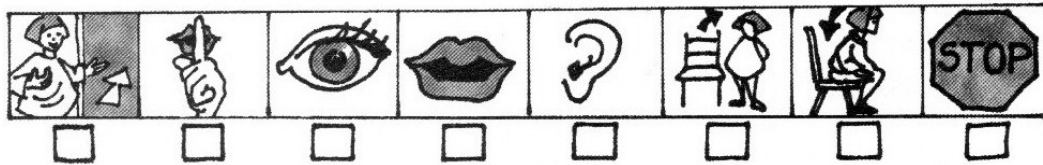
1. Look and listen.



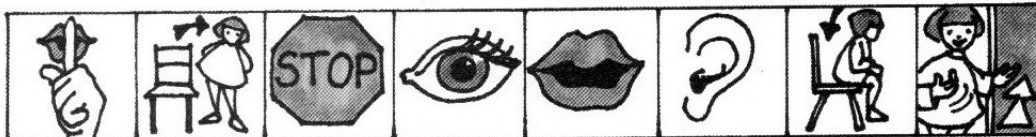
2. Listen and repeat.



3. Put in order.

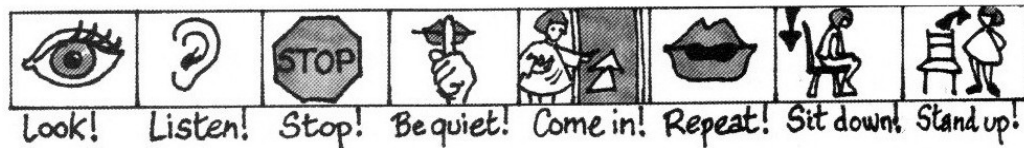


4. Bar pictogram if the record is incorrect.



5. Game : Simon says.

6. Look and listen.



7. Repeat.

Stand up! Sit down! Repeat! Come in! Be quiet! Stop! Listen! Look!

8. Retrouve les deux consignes inversées et fais des flèches pour indiquer l'erreur.

Sit down! Come in! Stop! Look! Listen! Be quiet! Stand up! Repeat!

9. Game : Ton professeur envoie une balle à un élève en lui donnant un ordre. L'élève suit l'ordre et fait de même.