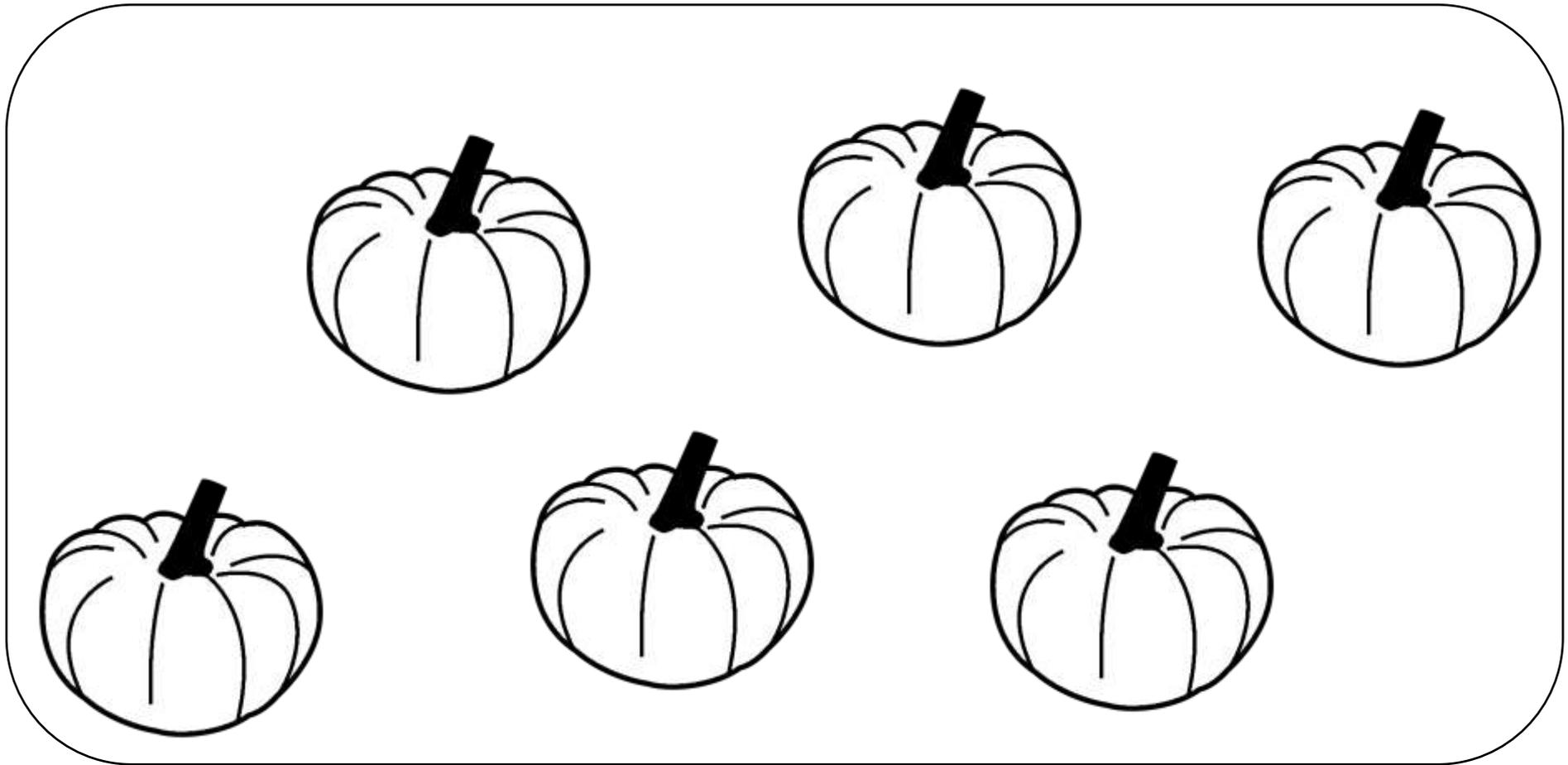
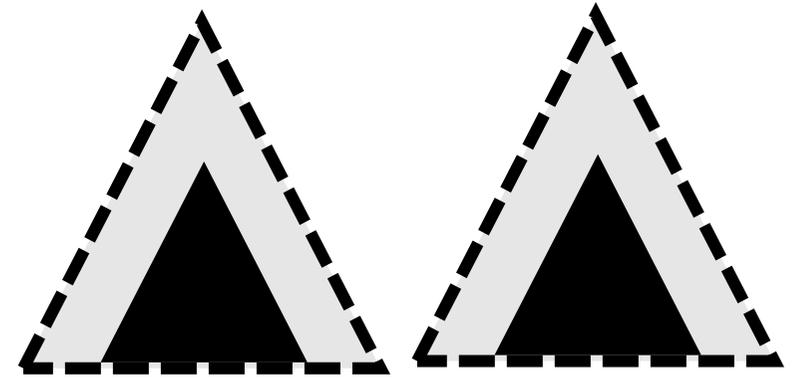
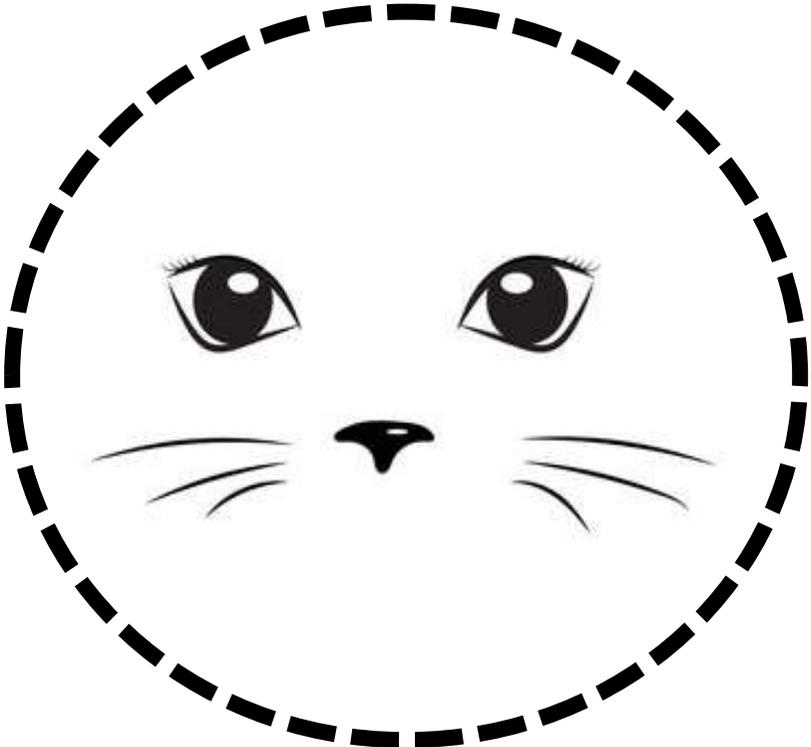
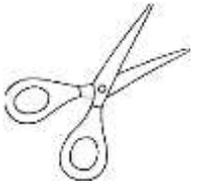
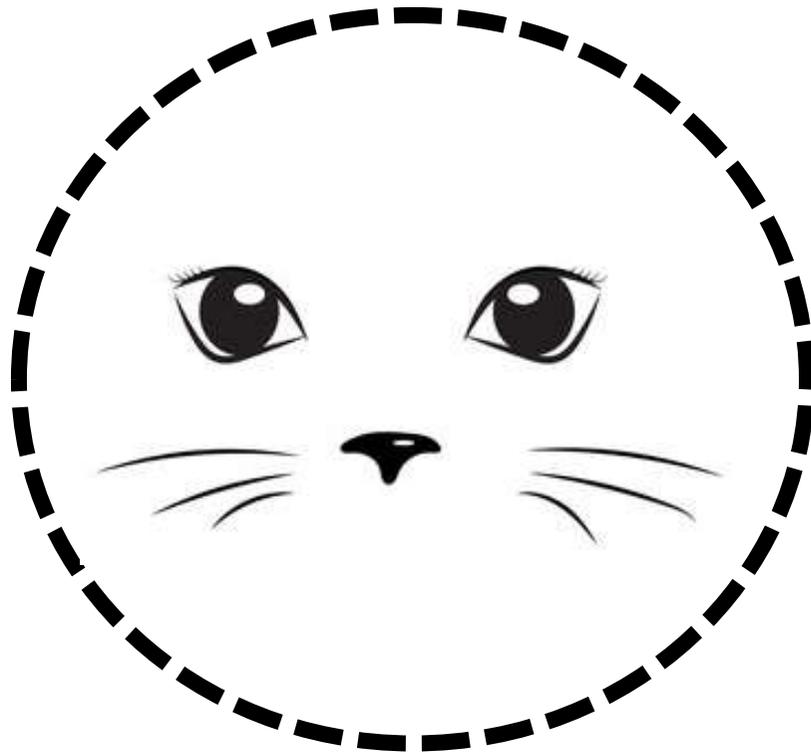
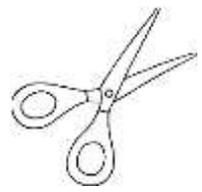


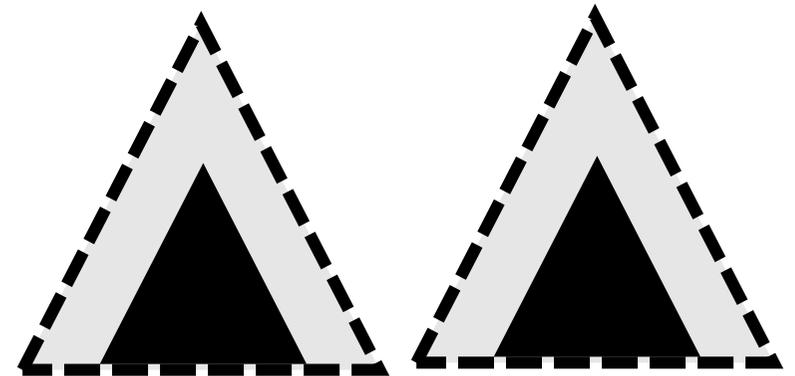


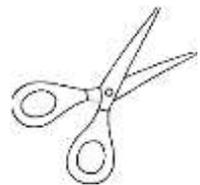
Les activités graphiques : les enroulements



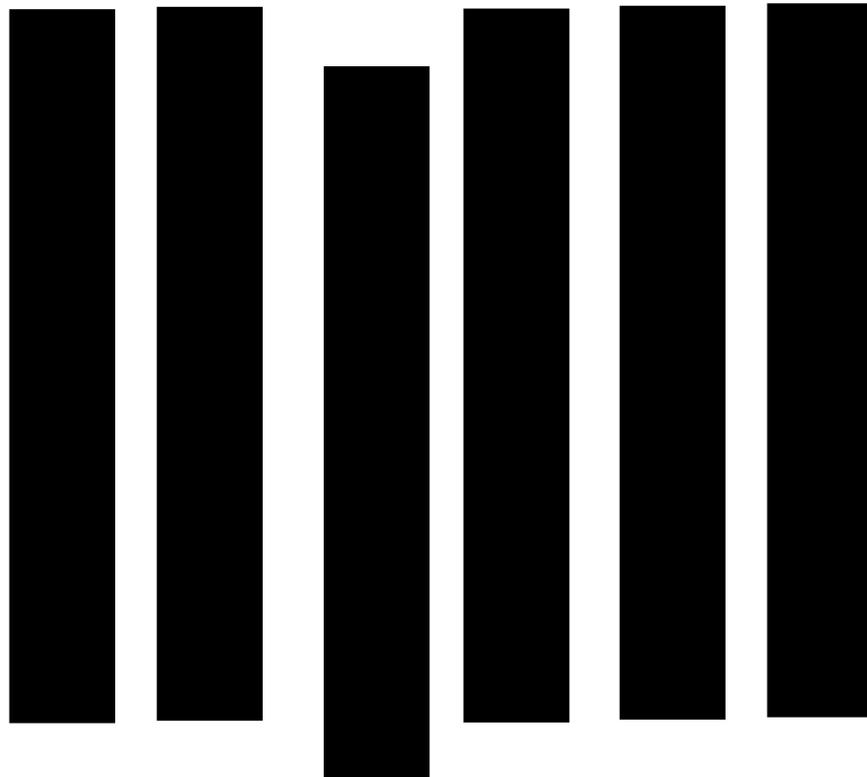
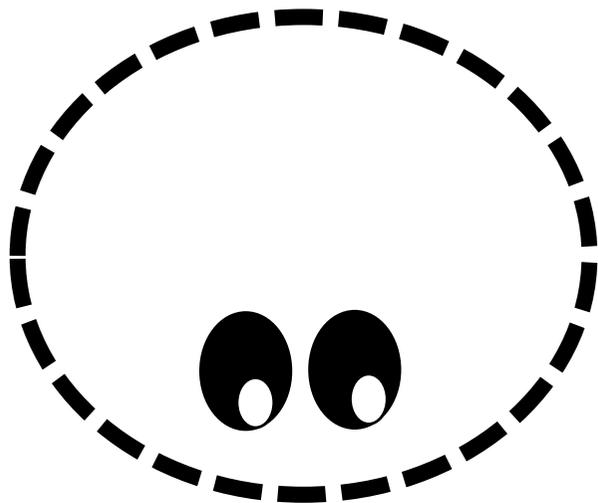
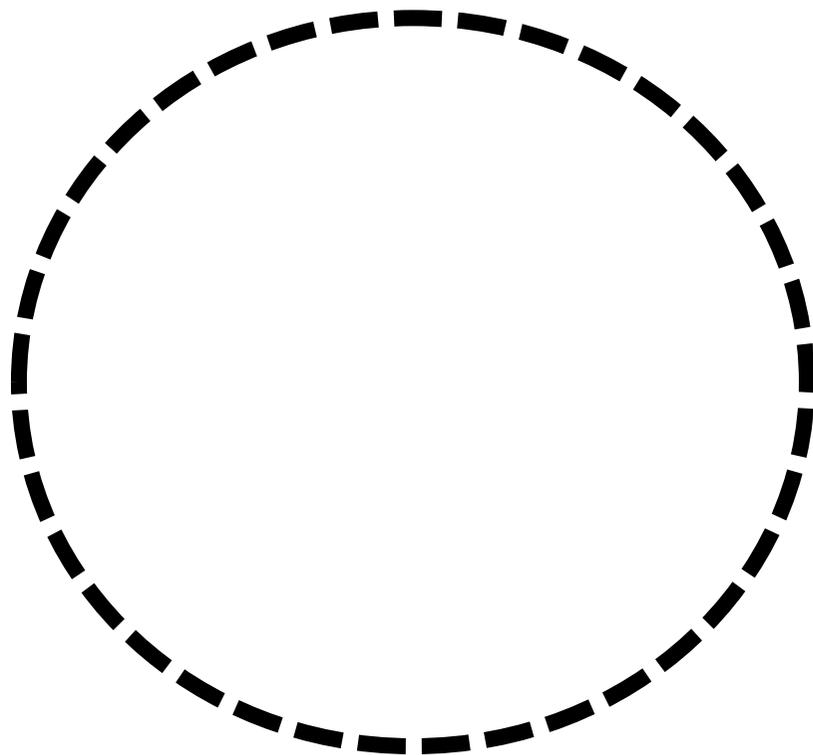


Le chat





L'araignée



Utiliser et étudier les nombres : dénombrer des collections de 1 à 10



Cherche et colorie les éléments indiqués ci - après :



Découvrir le principe alphabétique : identifier deux mots identiques

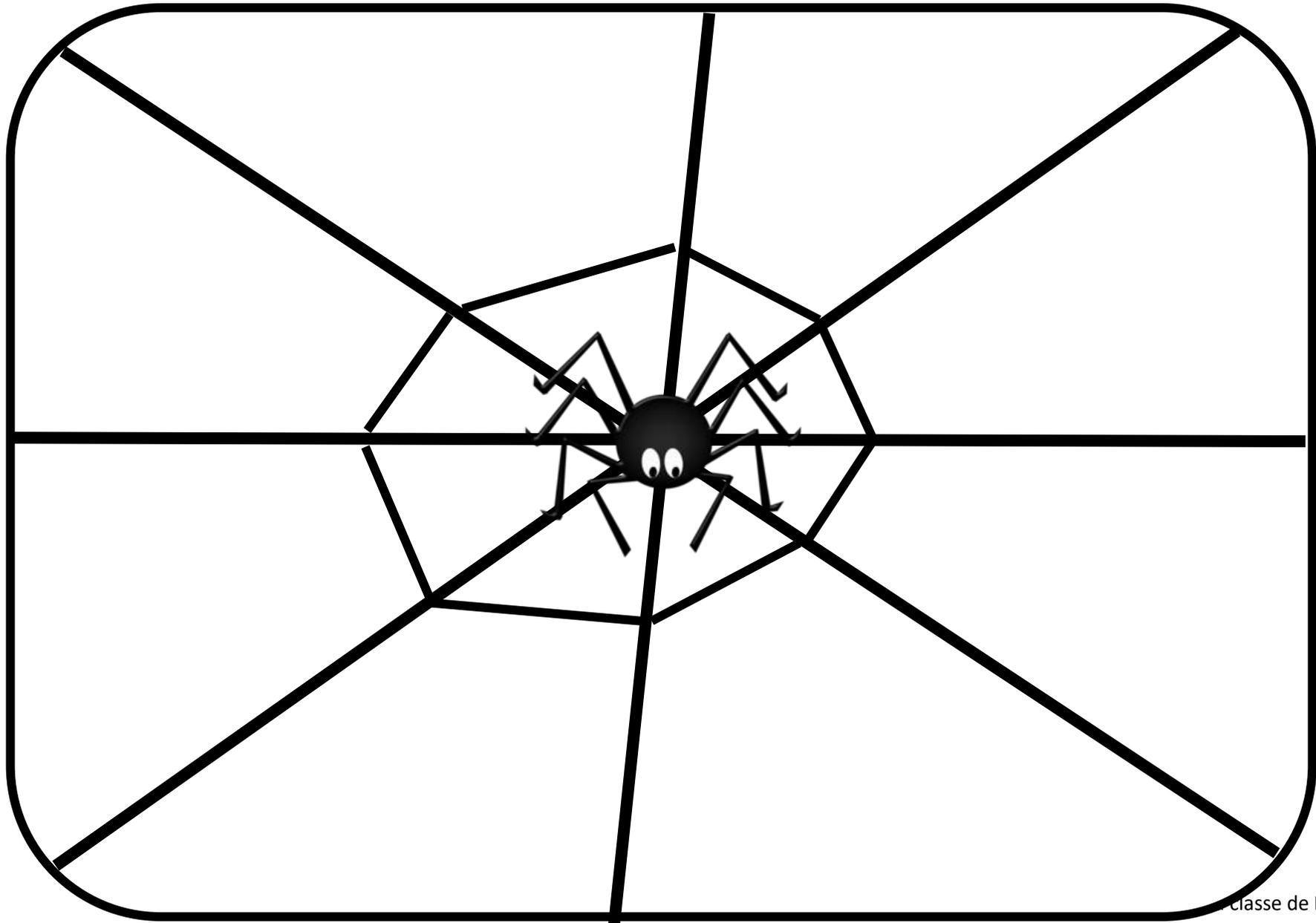
Consigne : colorie la bonne étiquette « mot ».

 <b>SORCIER</b>	 <b>BALAI</b>	 <b>CHAUDRON</b>	 <b>POTION</b>
SORCIER ORCIER MORCIER SOURIS	BALLE VALAI BALAI MALLAI	SORCIER RAT CHAISE CHAUDRON	POTION PORTE SOURIS ESCARGOT

 <b>ESCARGOT</b>	 <b>LUNE</b>	 <b>CHAT</b>	 <b>TOILE</b>
ESCARGOT SCRAGOT ESCARG SARPEMENT	PUNE LUNE EUNL RUNE	TAHC RAT CHAT CHAUDRON	TOILE VOILE POIL TOI



Les activités graphiques : la toile d'araignée (les lignes obliques)





Les activités graphiques : la baguette du sorcier (les lignes obliques)

