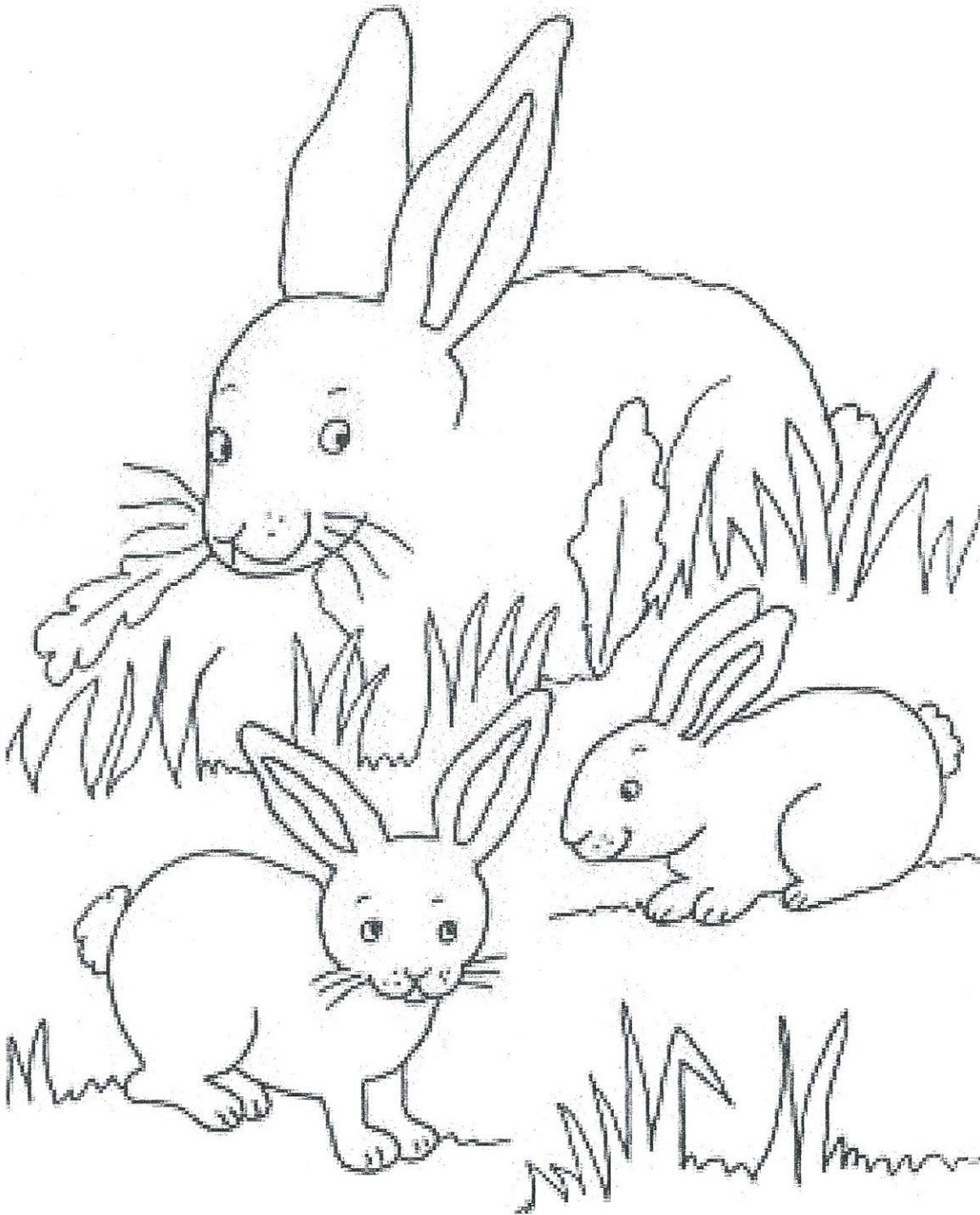


PRENOM : \_\_\_\_\_

DATE : \_\_\_\_\_

Colorie cette lapine et ses deux lapereaux. Essaie de ne pas trop dépasser et de ne pas laisser d'espace blanc.



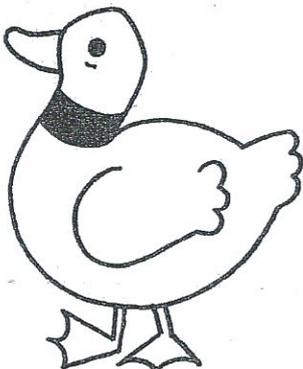
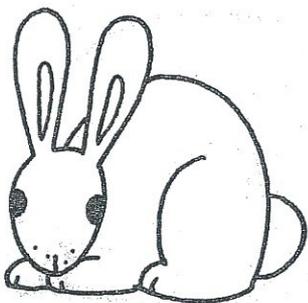
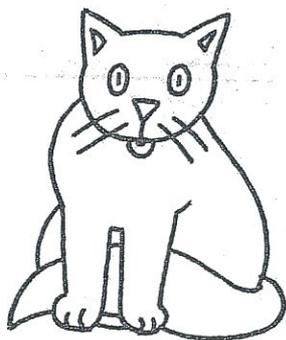
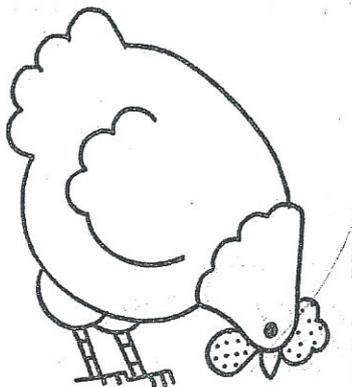
PRENOM : \_\_\_\_\_

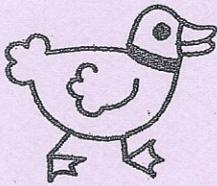
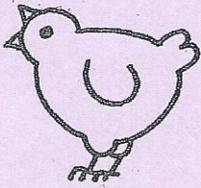
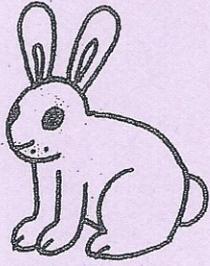
DATE : \_\_\_\_\_

Explorer le monde : le vivant : associer mère et petit (animaux de la ferme) ; les nommer.

Colle chaque petit à côté de sa maman.

12



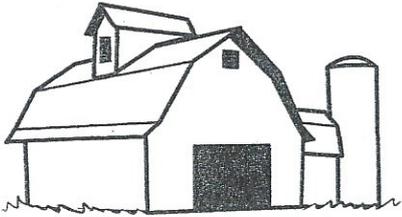


PRENOM : \_\_\_\_\_ DATE : \_\_\_\_\_

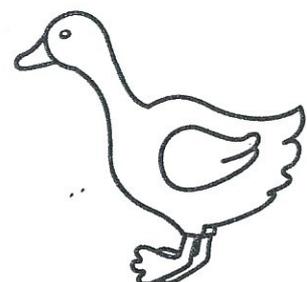
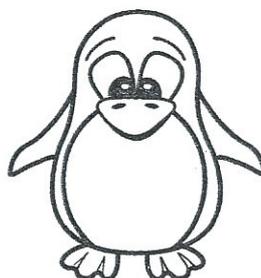
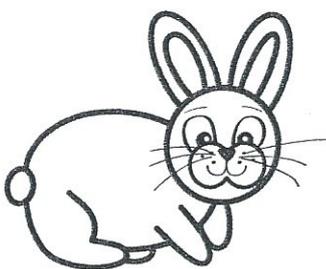
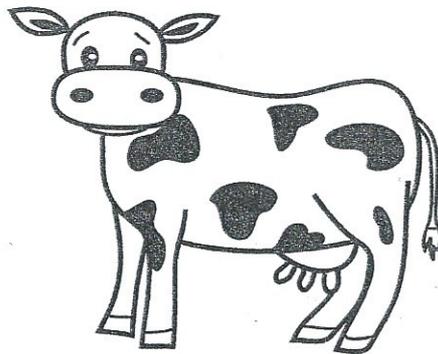
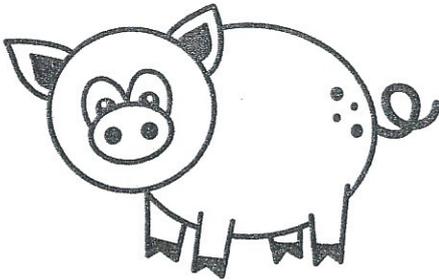
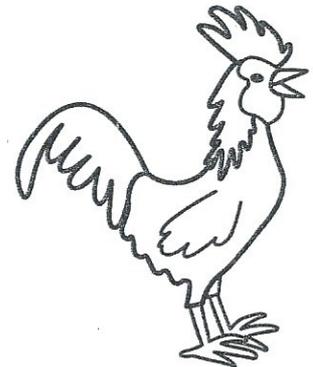
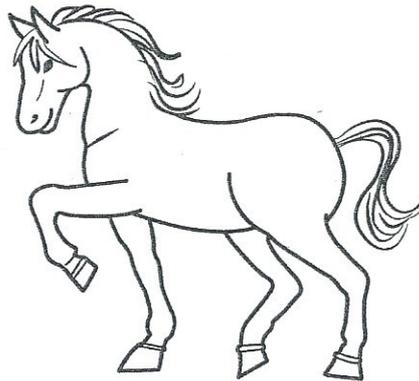
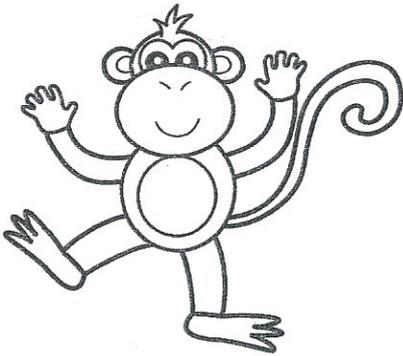
Explorer le monde : le monde du vivant : reconnaître les animaux de la ferme.

Observe les animaux. Barre ceux qui n'habitent pas à la ferme. Nomme-les tous.

13



## Les animaux de la ferme



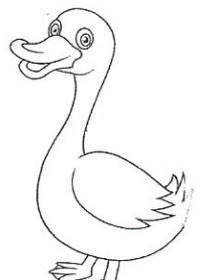
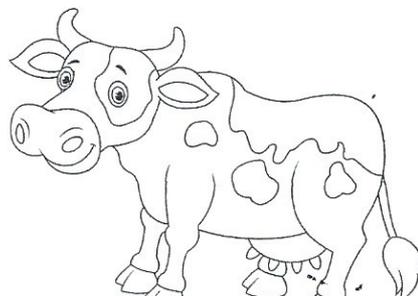
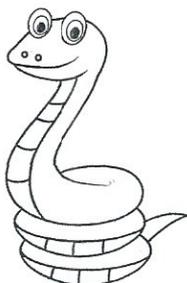
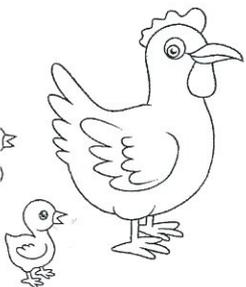
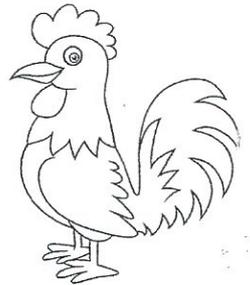
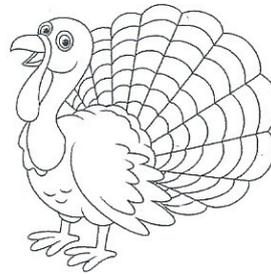
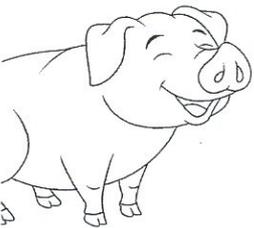
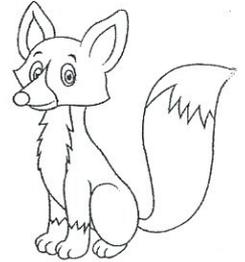
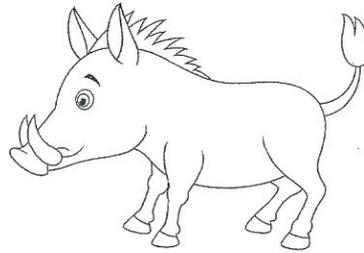
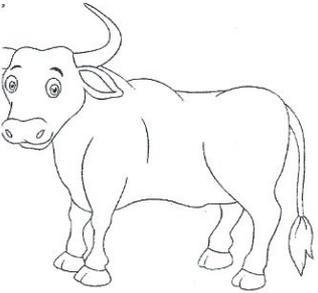
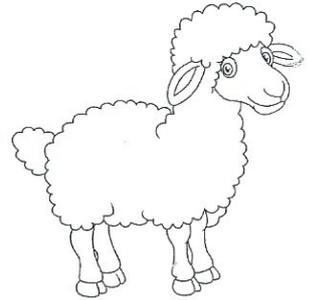
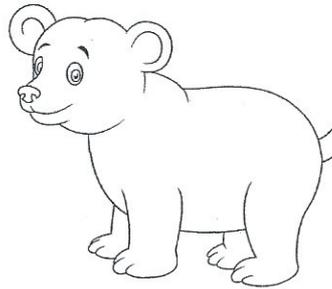
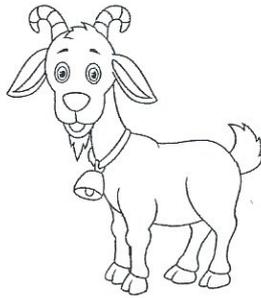
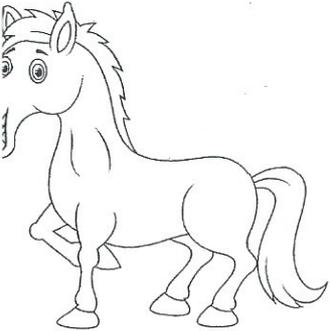
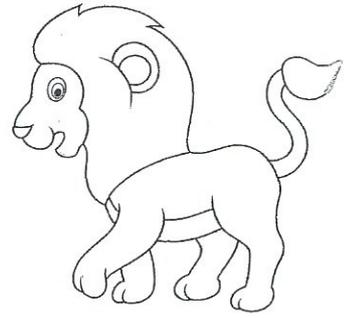
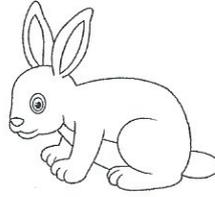
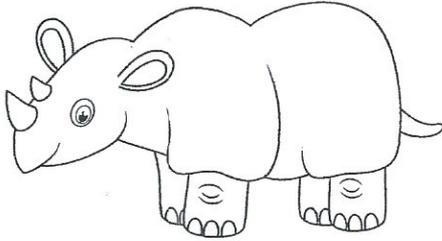
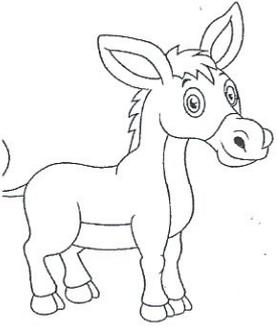
PRENOM : \_\_\_\_\_

DATE : \_\_\_\_\_



Explorer le monde : le monde du vivant : reconnaître les animaux de la ferme.

Observe les animaux. Entoure ceux qui ne sont pas de la ferme. Essaie de tous les nommer.

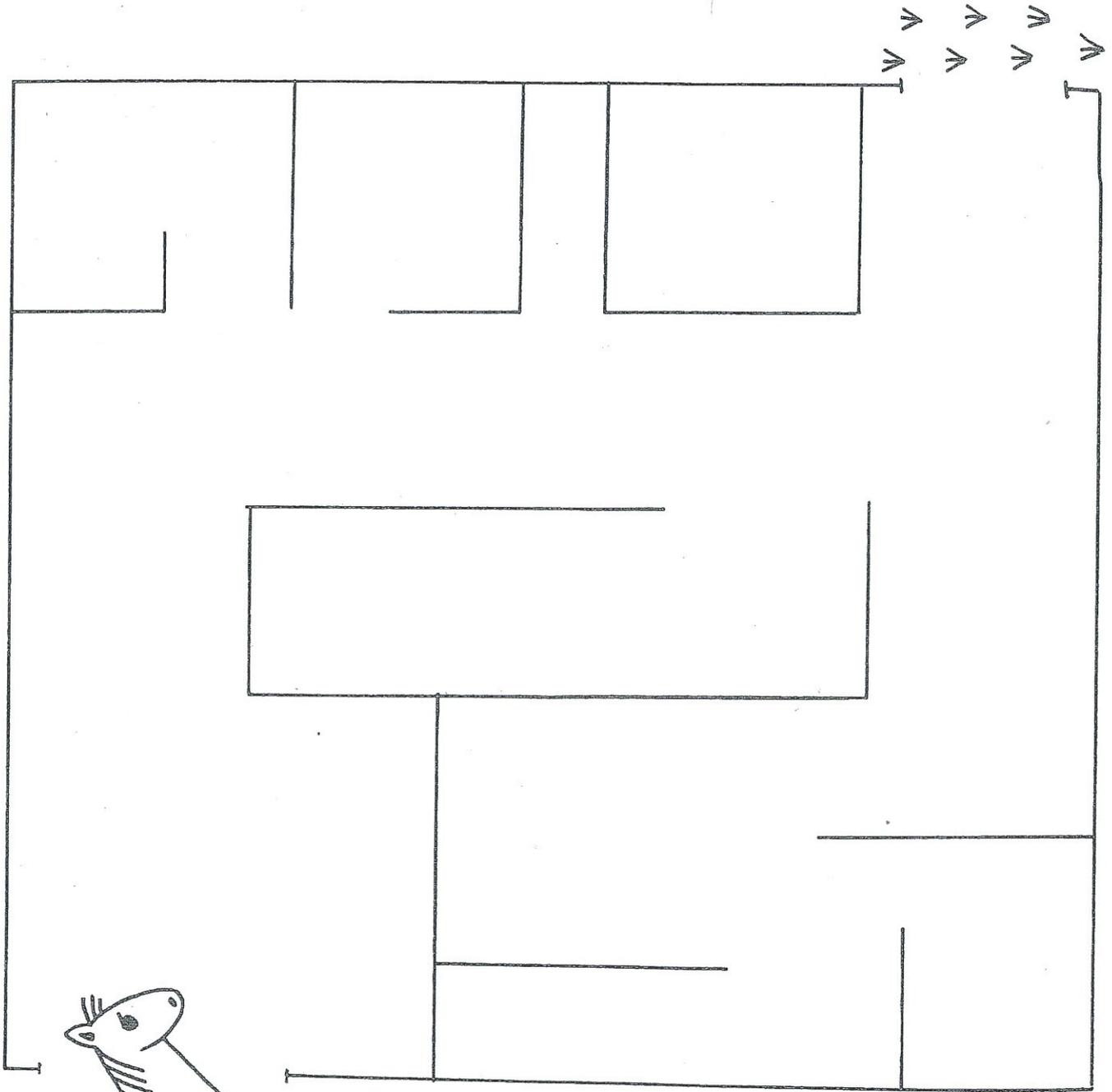


PRENOM : \_\_\_\_\_

DATE : \_\_\_\_\_

Explorer le monde : se repérer dans l'espace : se repérer dans un labyrinthe.

15



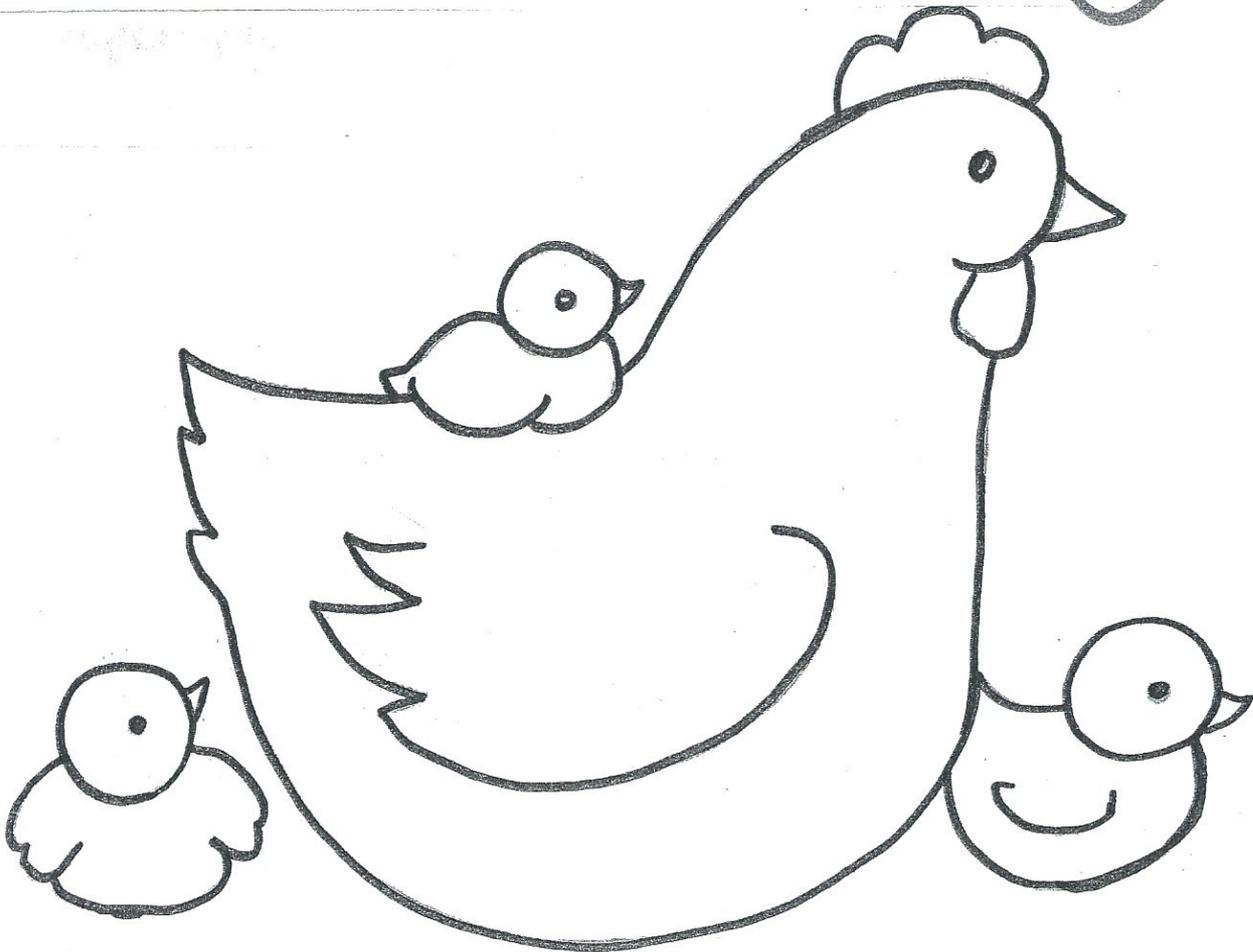
Le cheval  
veut brouter.  
Trace  
son chemin.

PRENOM : \_\_\_\_\_

DATE : \_\_\_\_\_

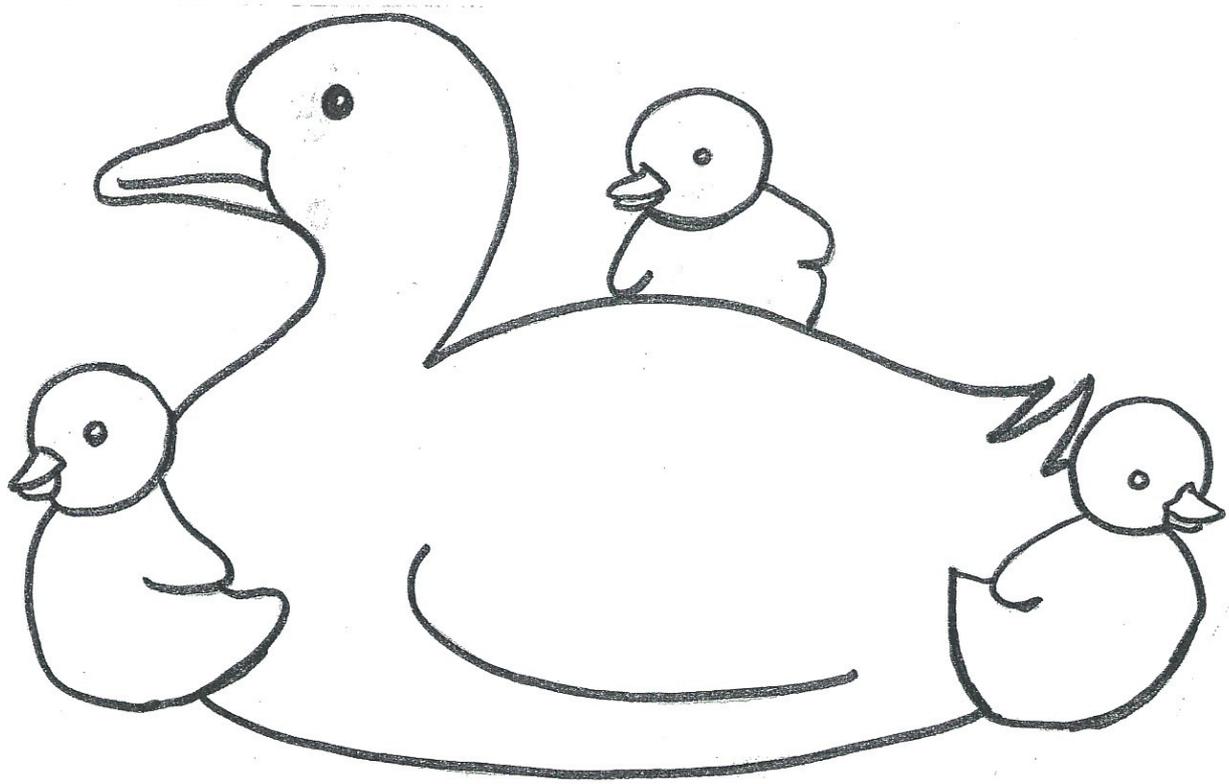
Explorer le monde : se repérer dans l'espace : topologie : devant, dessus, derrière.

16



Colorie le petit qui est sur le dos de sa maman en vert. Colorie le petit qui est devant sa maman en orange.

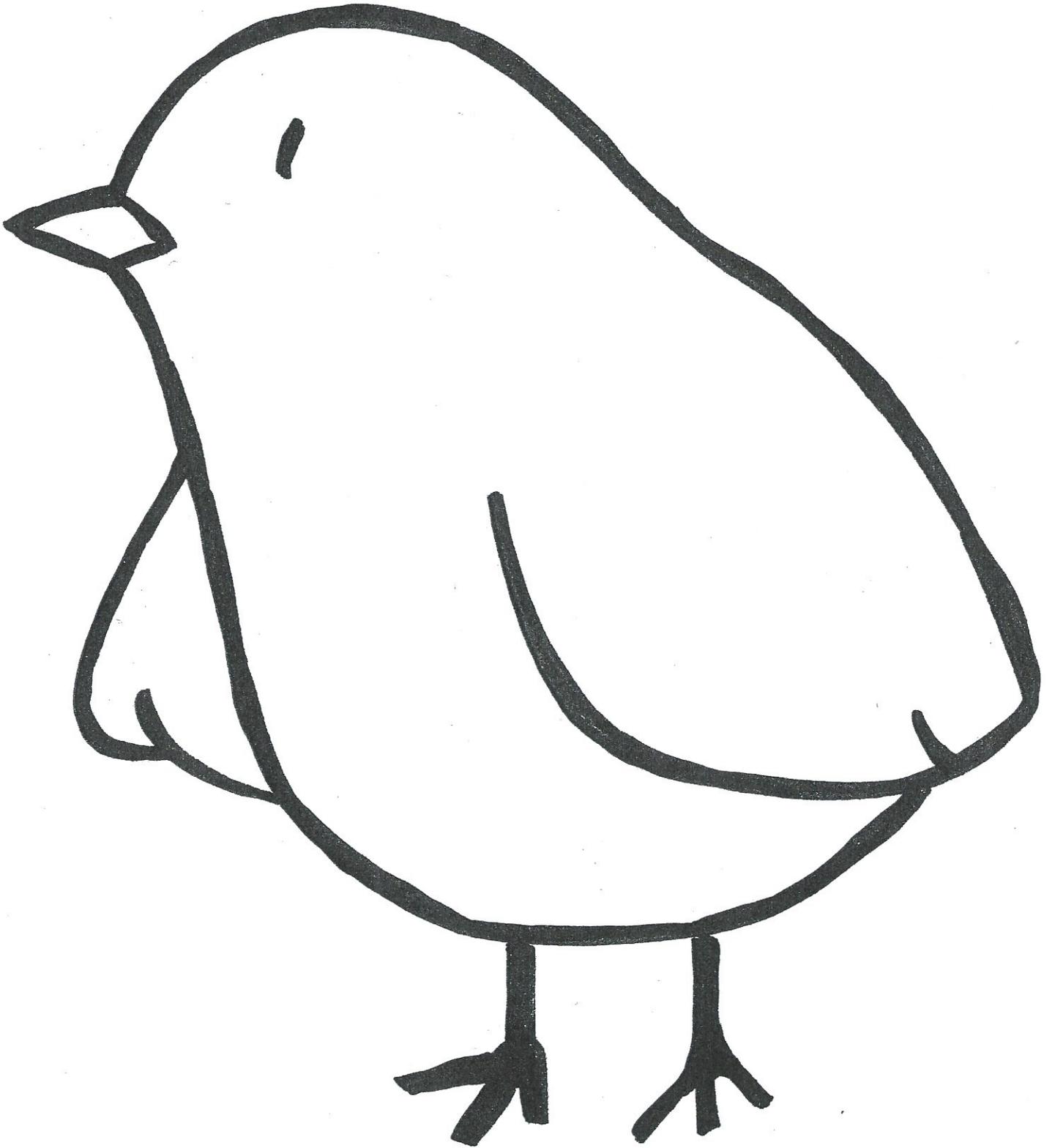
Colorie le petit qui est derrière sa maman en rose.



PRÉNOM : \_\_\_\_\_ DATE : \_\_\_\_\_

*Explorer le monde : le monde des objets : utiliser avec aisance des ciseaux.*

Découpe des morceaux de papier jaune puis colle-les sur le poussin.



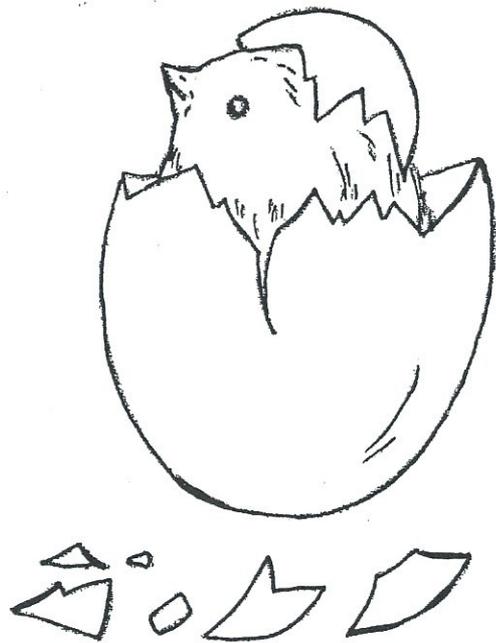
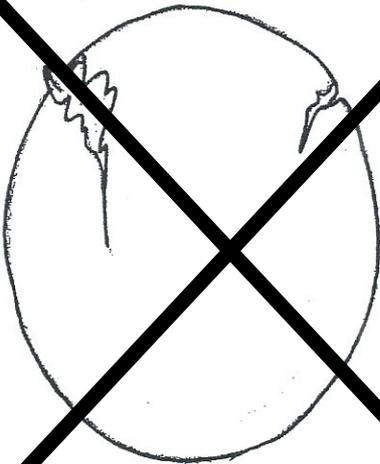
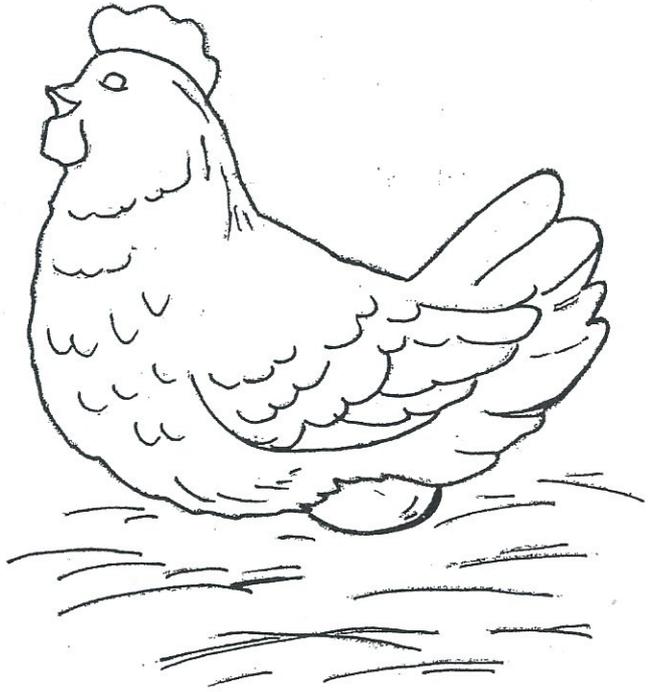
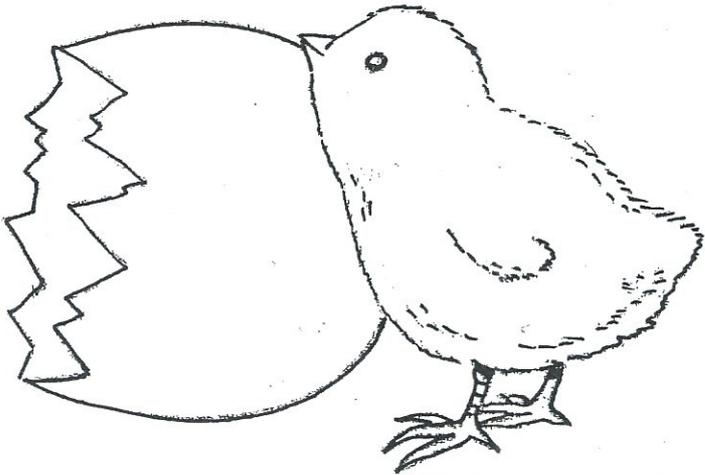


PRENOM : \_\_\_\_\_ DATE : \_\_\_\_\_

Explorer le monde : le monde du vivant : connaître l'histoire du poussin ,reconstituer l'ordre chronologique, raconter l'histoire.

Observe puis place les images en ordre. Raconte l'histoire.

21



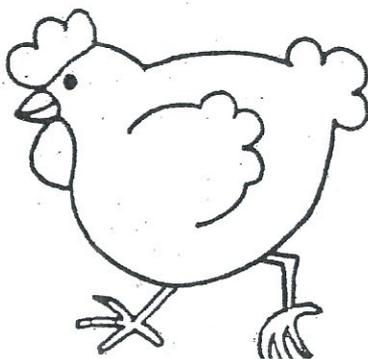
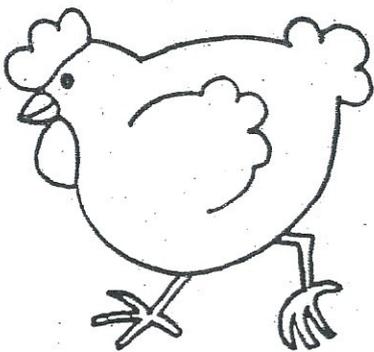
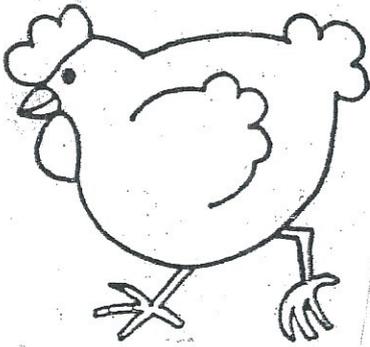
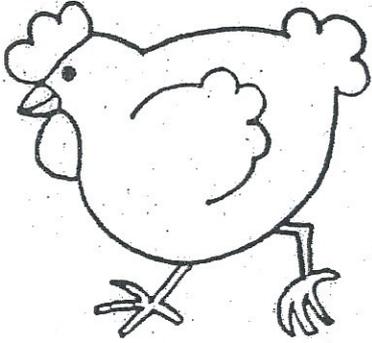
PRENOM : \_\_\_\_\_ DATE : \_\_\_\_\_

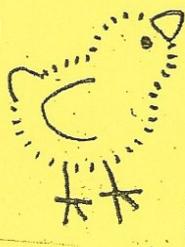
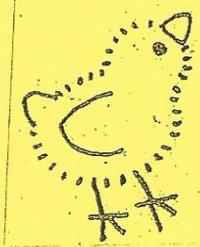
Construire les premiers outils pour structurer sa pensée: découvrir les nombres et leurs utilisations : constituer des collections de 1 objet.

Donne 1 poussin à chaque poule.

32

• 1





← fiche (32) TPS