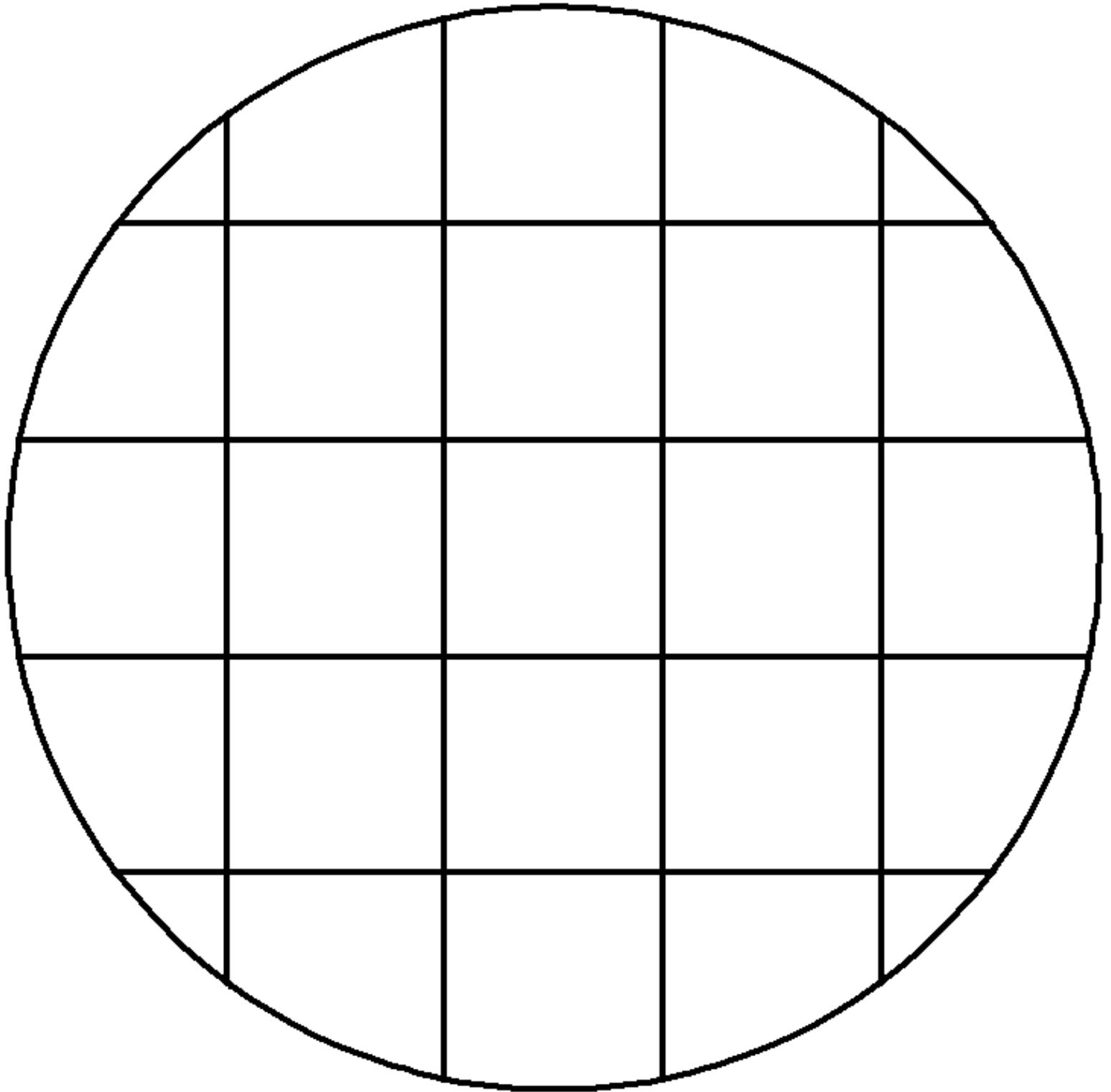


Motricité fine / logique

J'utilise 2 crayons de couleur et je colorie la galette en alternant les couleurs.

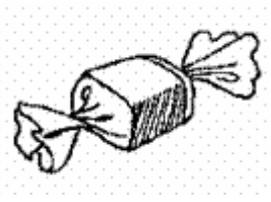


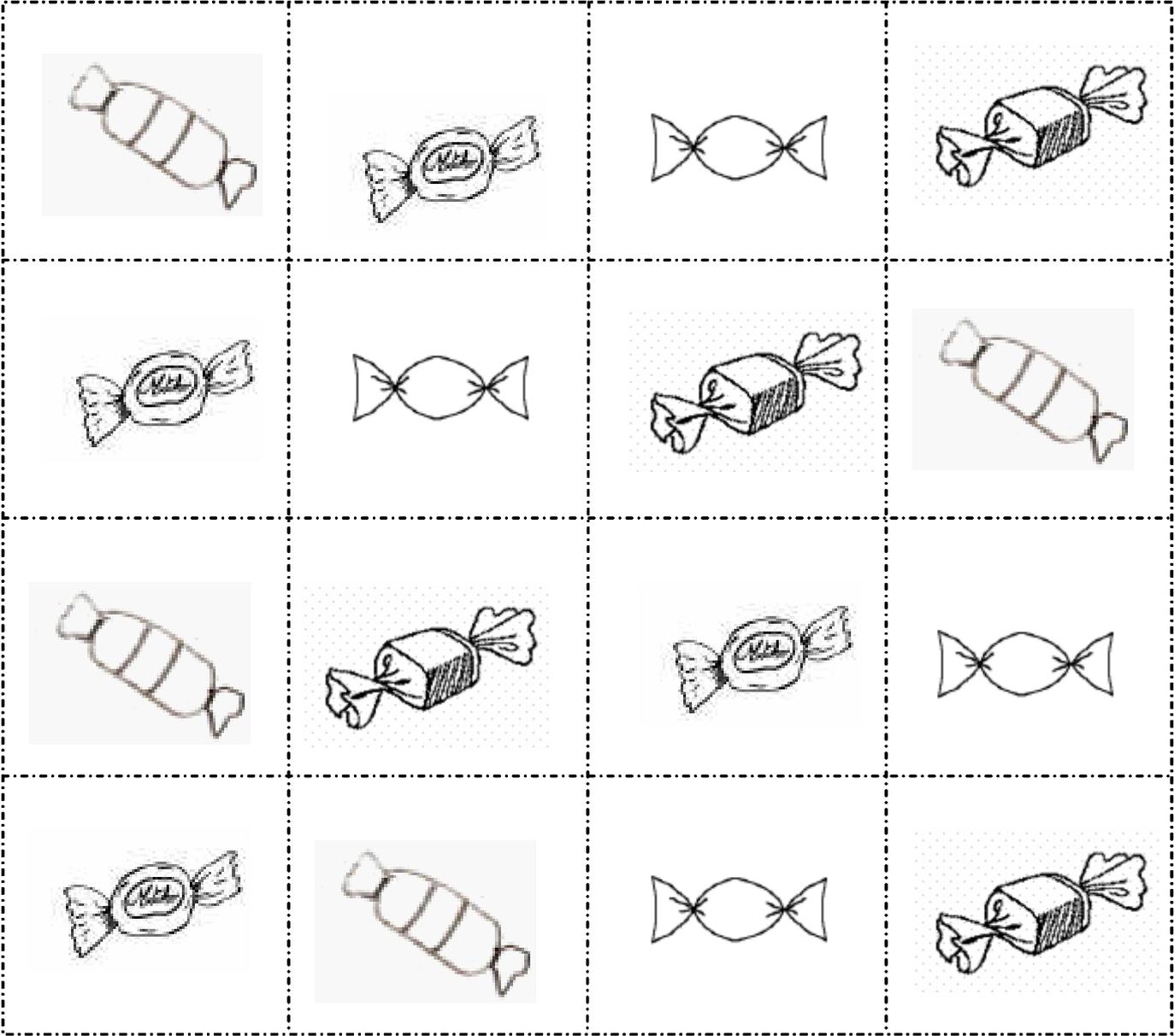
CLASSER DES OBJETS

Objectif: identifier une propriété pour procéder à un classement.

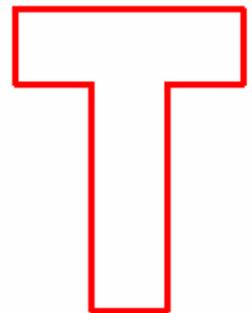
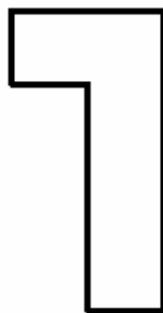
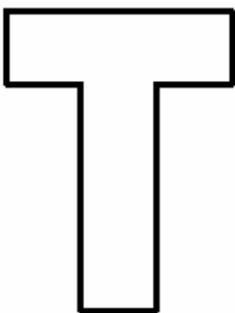
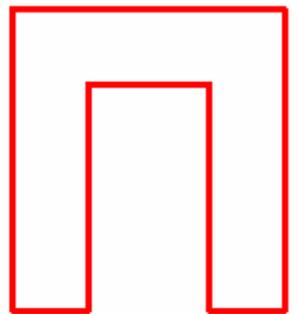
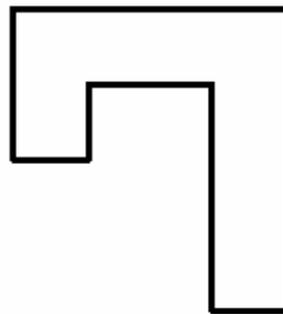
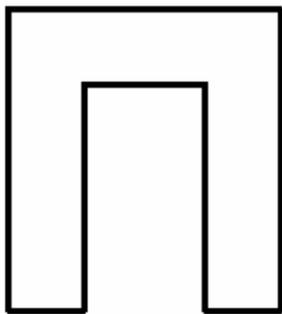
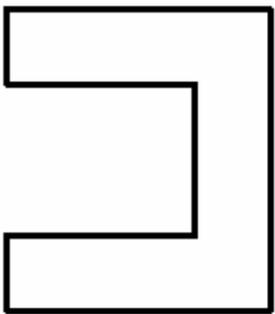
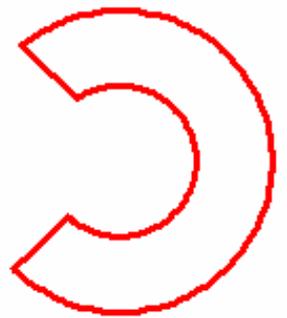
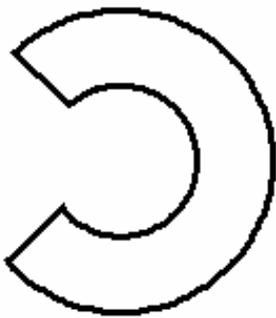
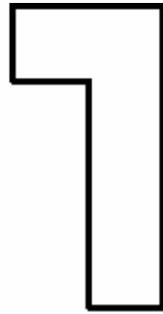
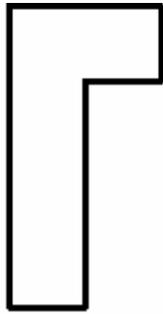
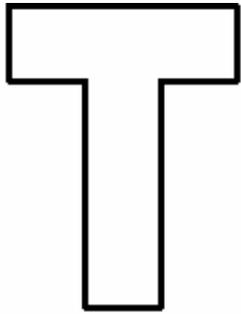
Activités préalables: pratiquer des classements d'objets manipulables selon divers critères.

Consigne: colle les bonbons en les plaçant dans leurs boîtes.



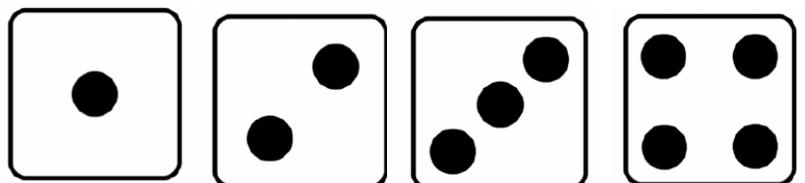
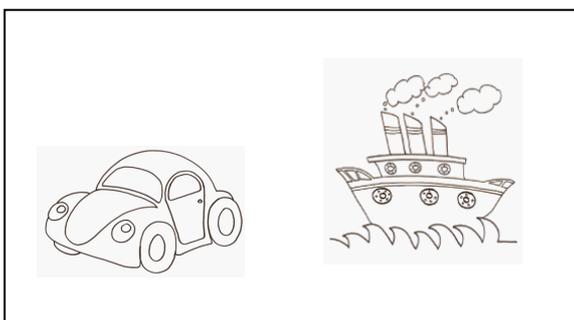
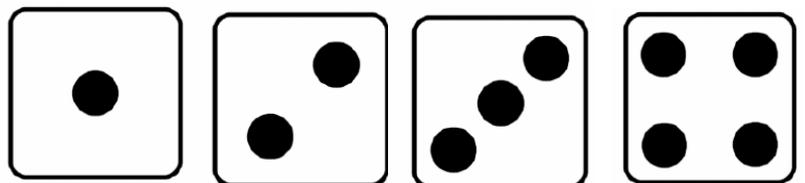
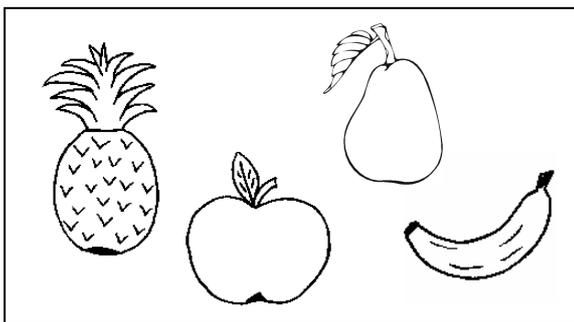
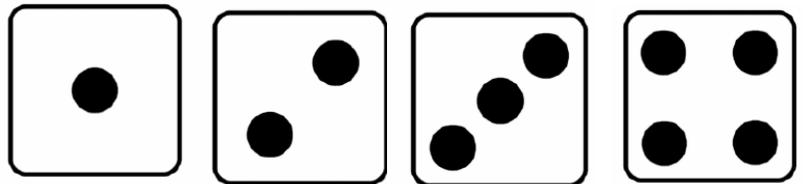
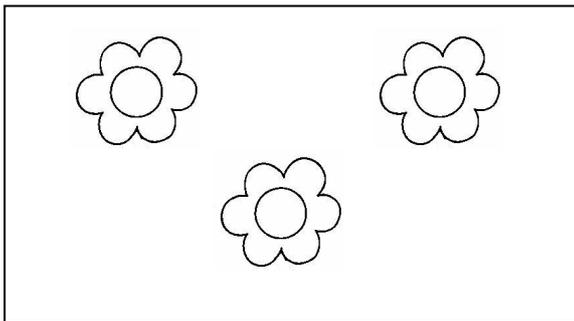
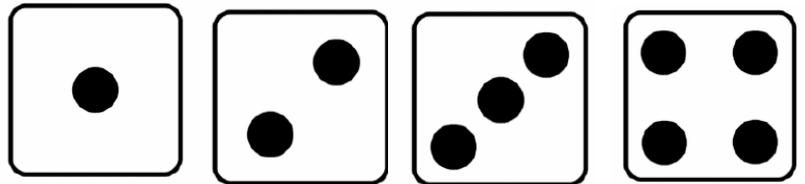
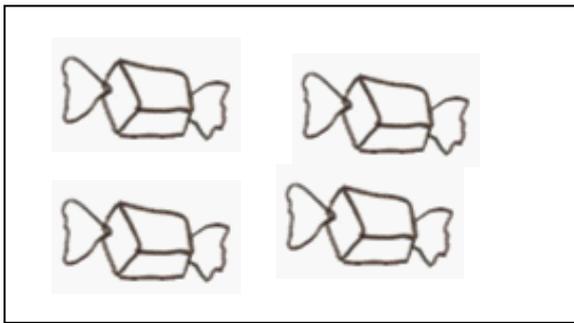
Pré-lecture: colorie les signes qui sont comme le modèle.



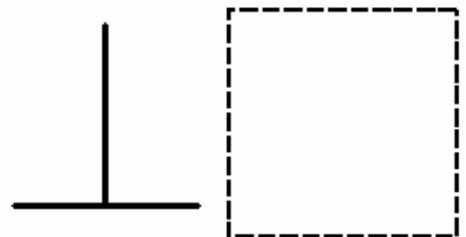
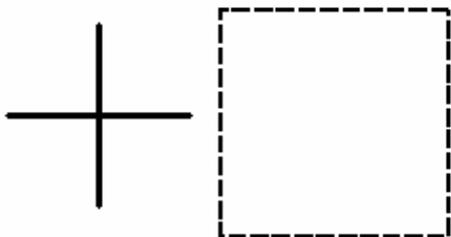
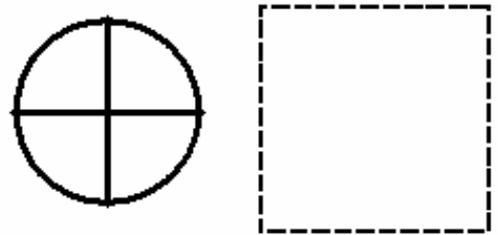
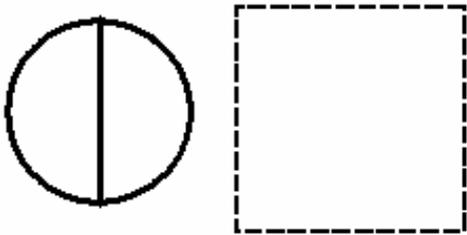
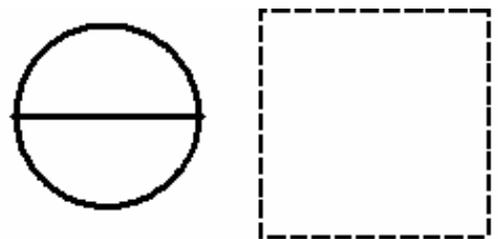
Compter avec la bande des nombres.

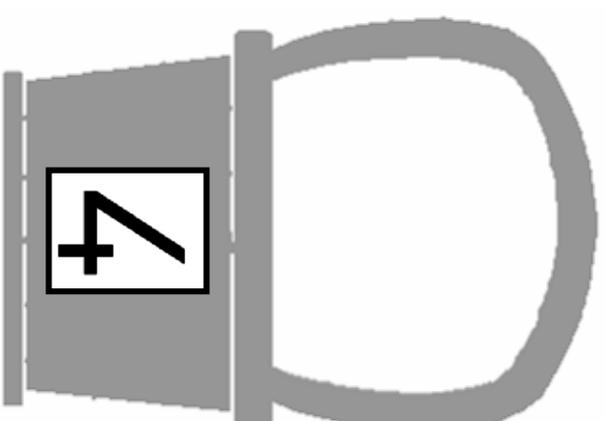
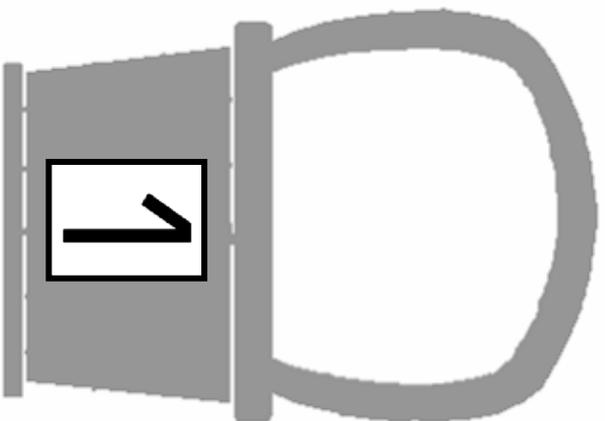
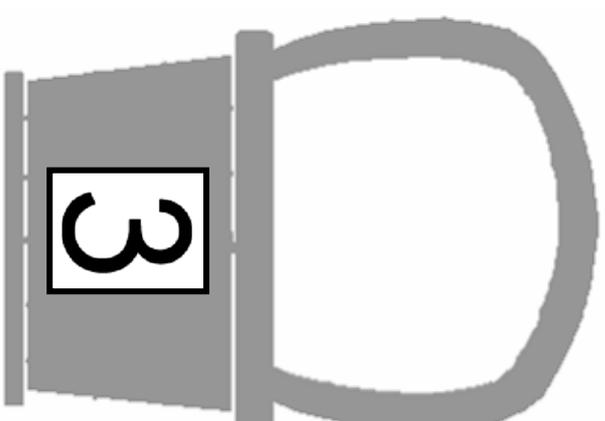
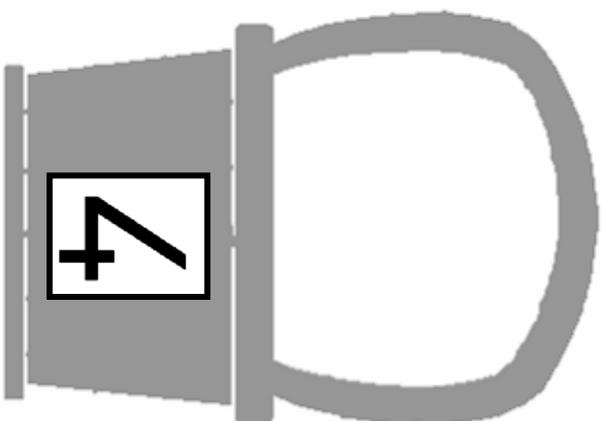
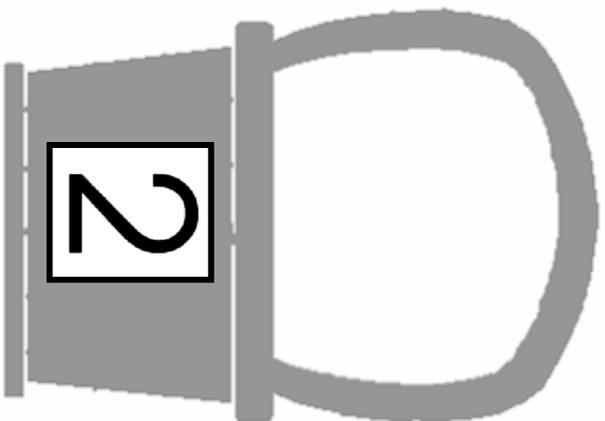
Objectifs: compter des petites quantités formées d'objets divers.

Consigne: observe chaque image et relie-la au carré qui convient.



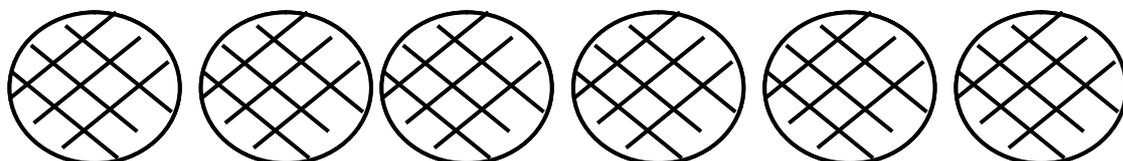
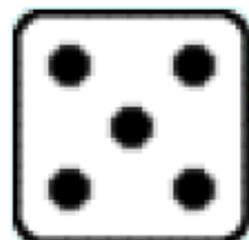
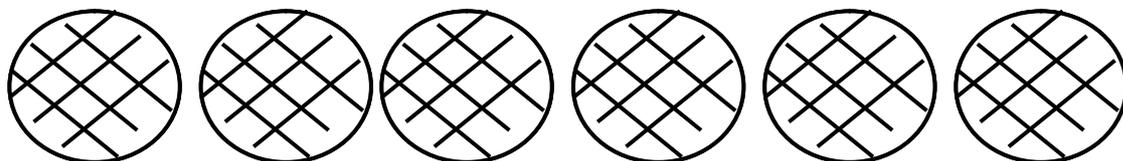
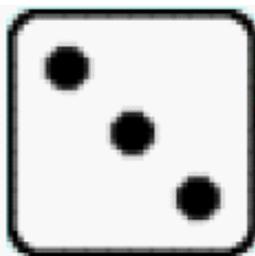
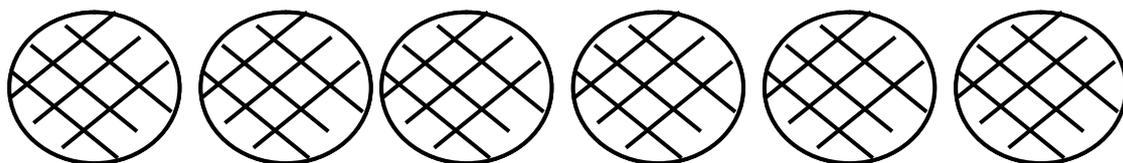
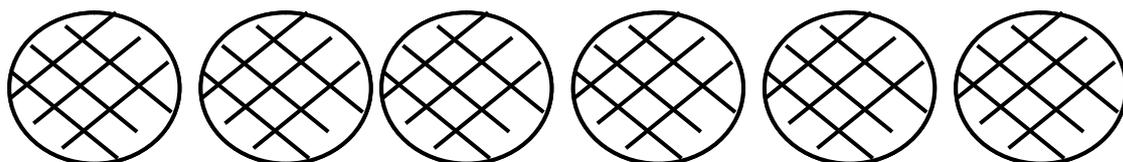
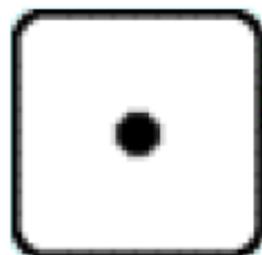
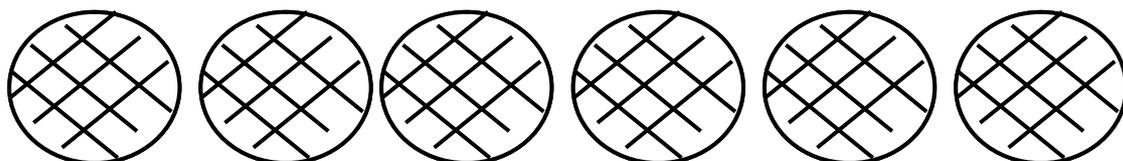
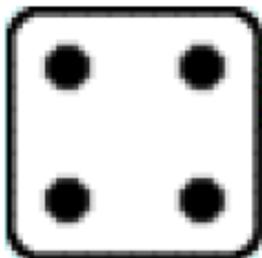
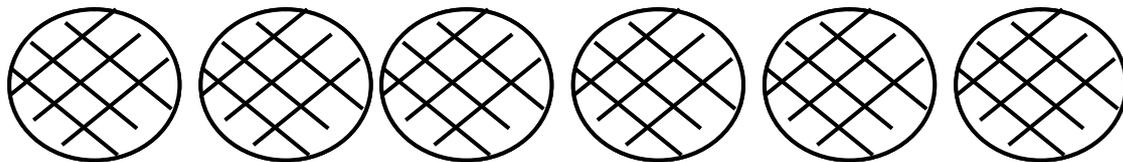
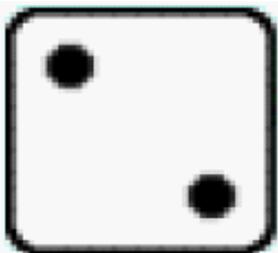
Discrimination visuelle: je découpe et je place comme le modèle, puis je colle dans la case à côté du modèle.



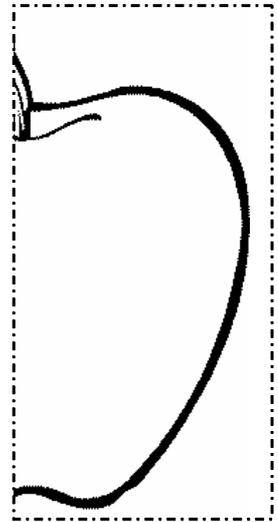
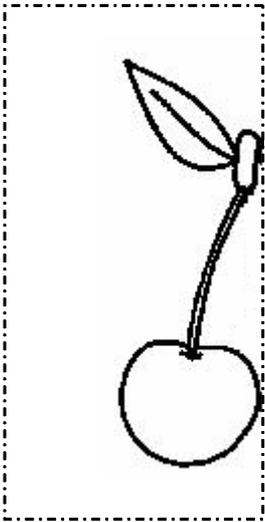
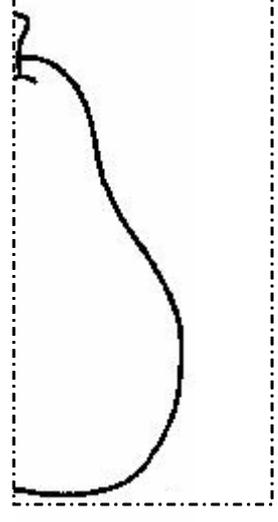
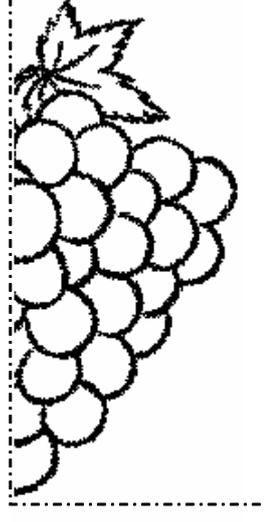
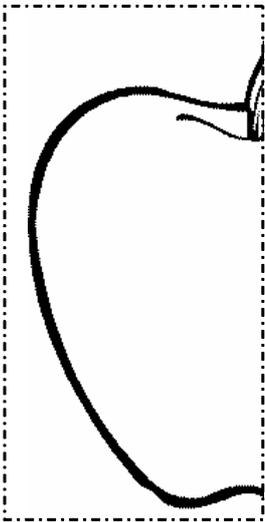
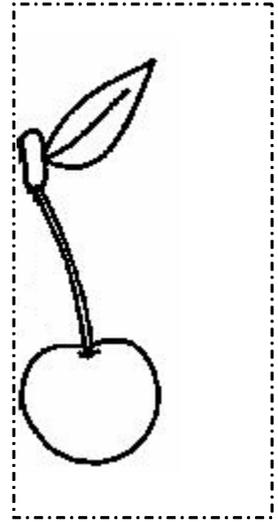
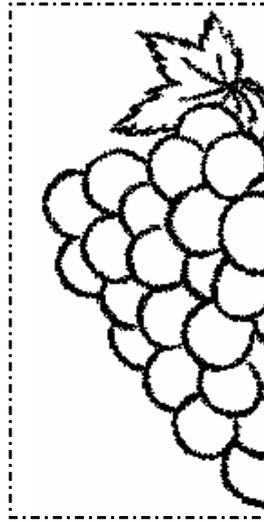
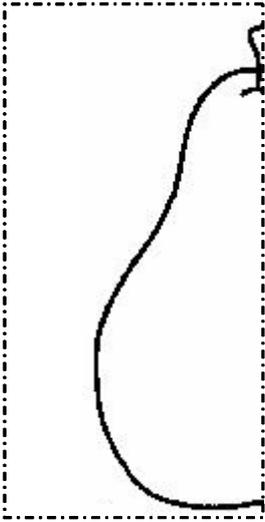


Colle autant de gommettes dans les paniers qu'il est écrit dessus

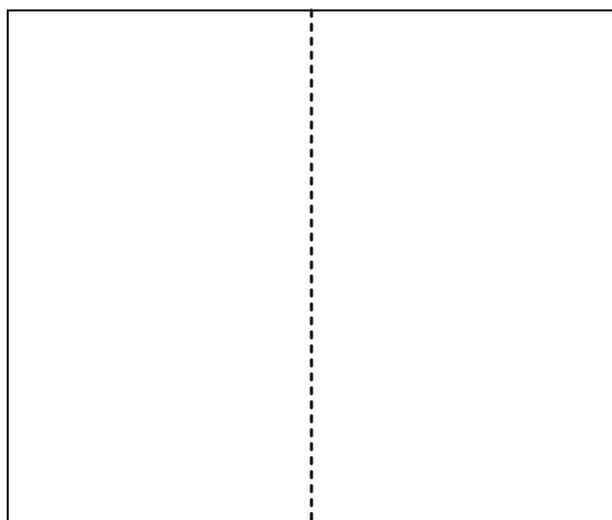
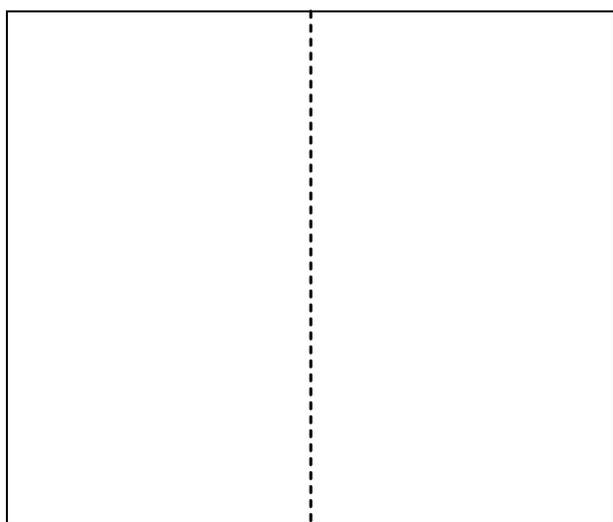
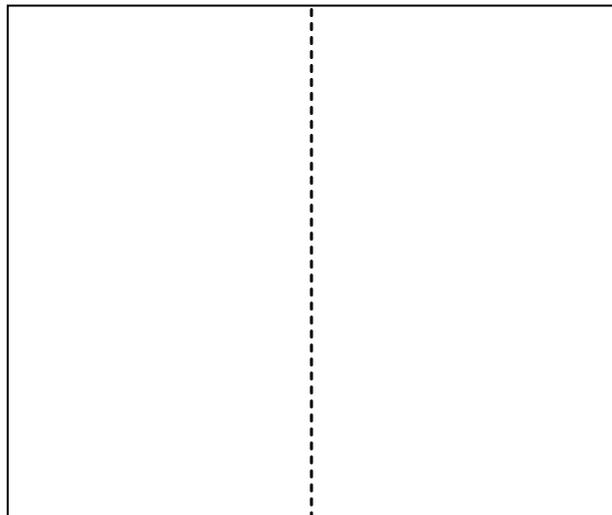
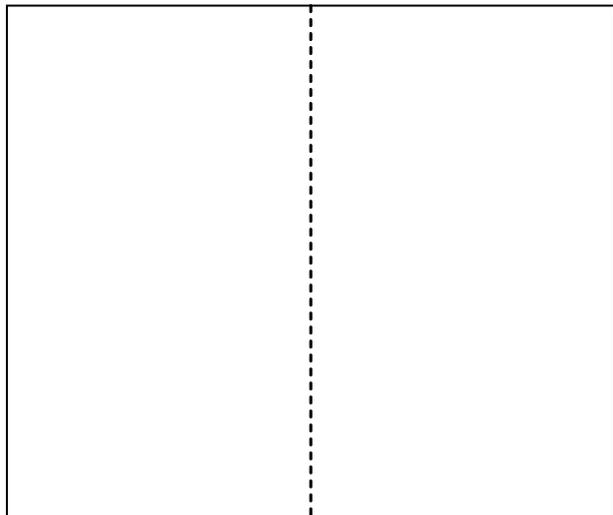
Numération: colorie autant de galettes que te l'indique le dé.



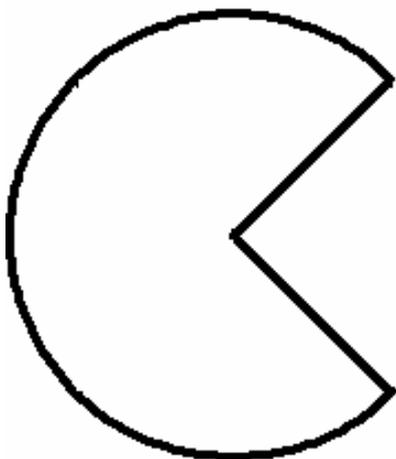
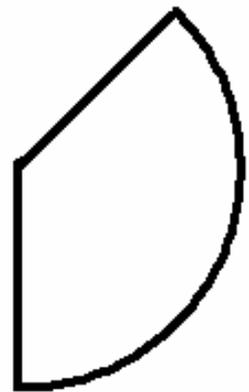
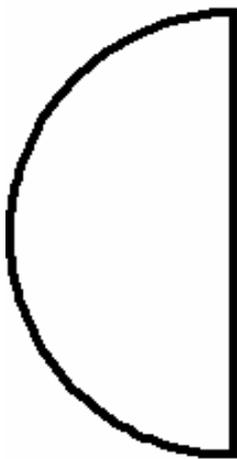
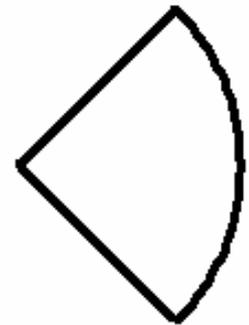
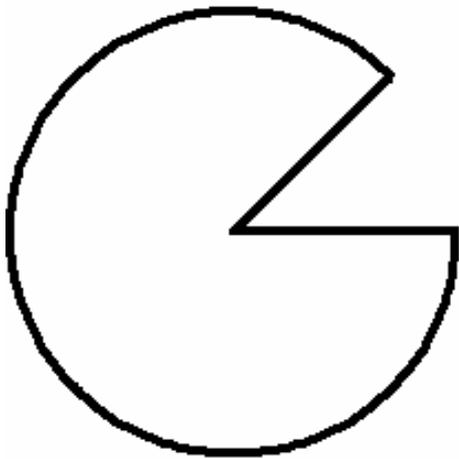
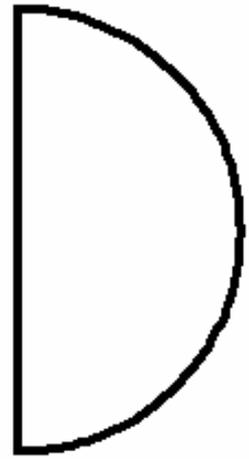
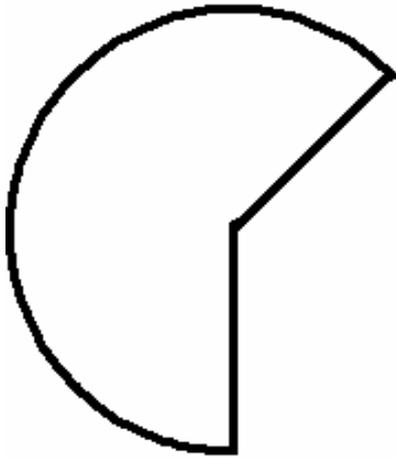
Approche de la symétrie: découpe les pièces et reconstitue les fruits.



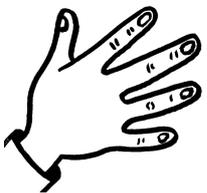
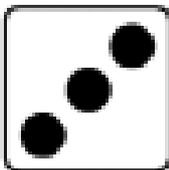
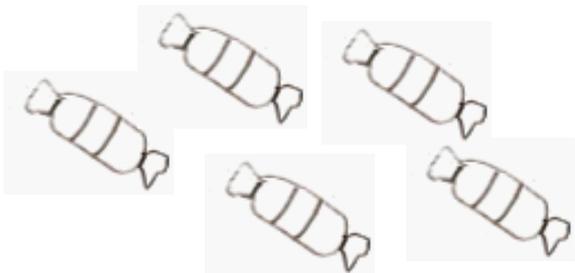
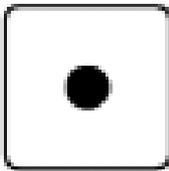
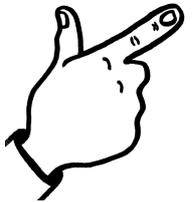
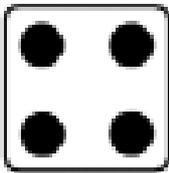
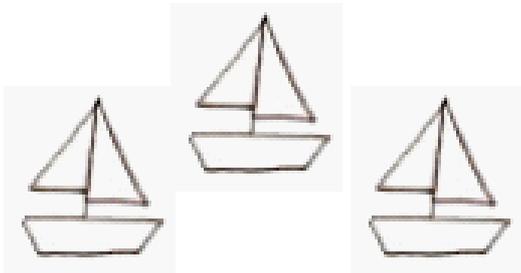
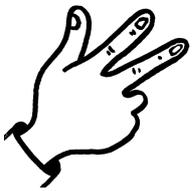
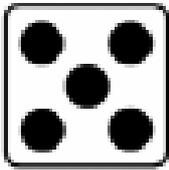
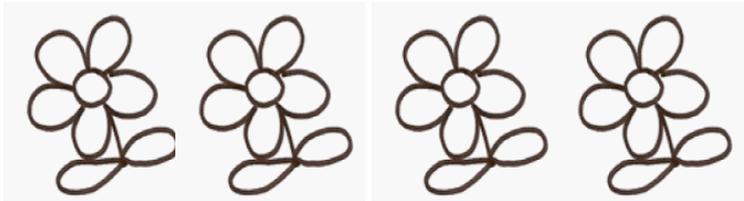
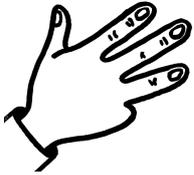
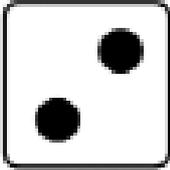
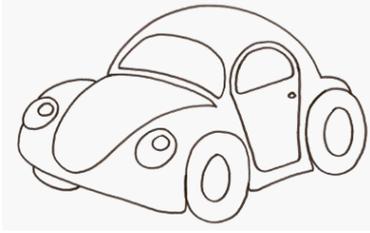
Approche de la symétrie: découpe les pièces et reconstitue les fruits.



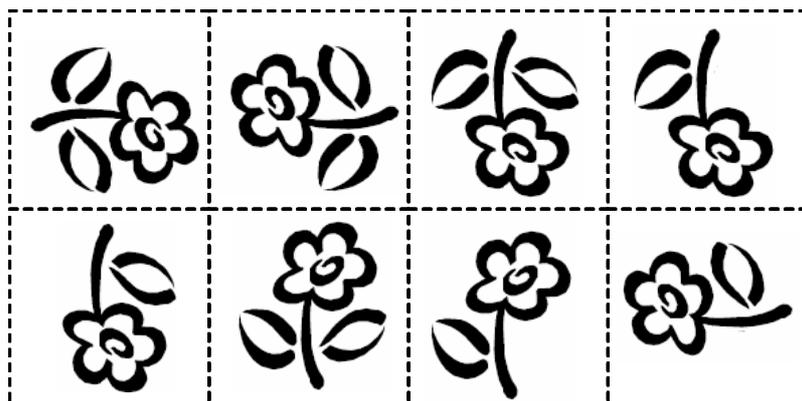
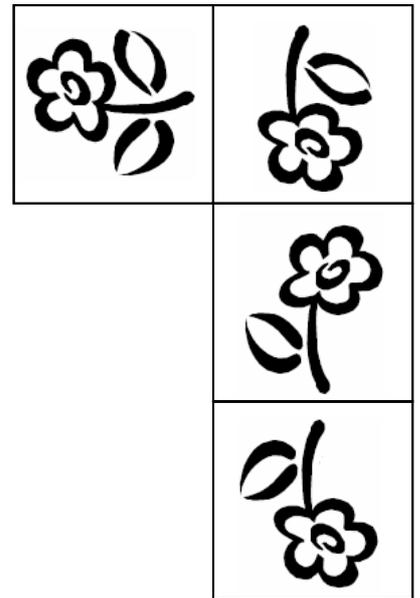
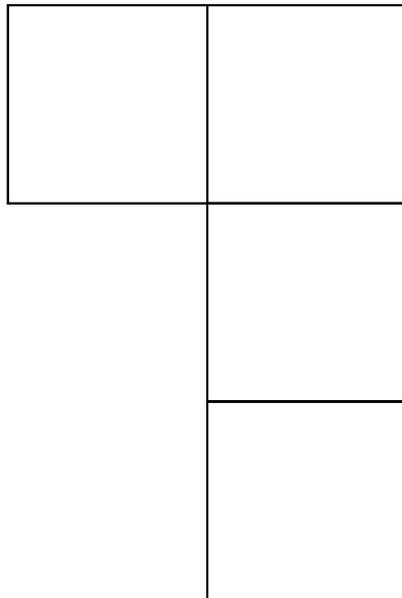
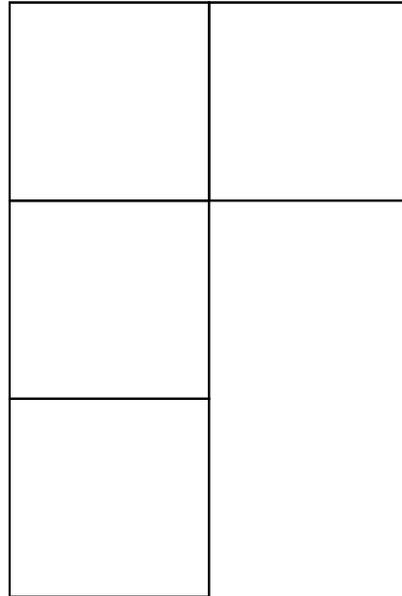
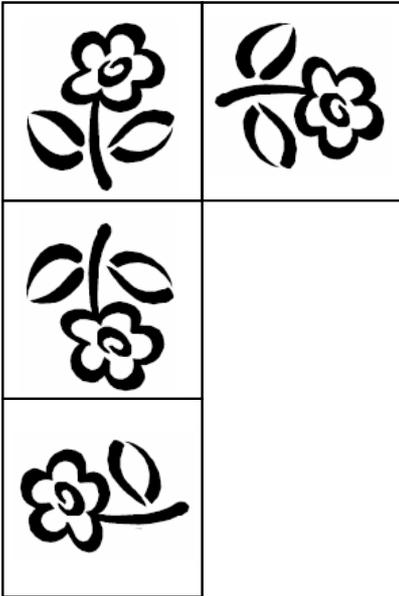
Perception visuelle: relie la galette à la part qui a été découpée.



Numération: relie de la même couleur les collections comportant le même nombre d'éléments.



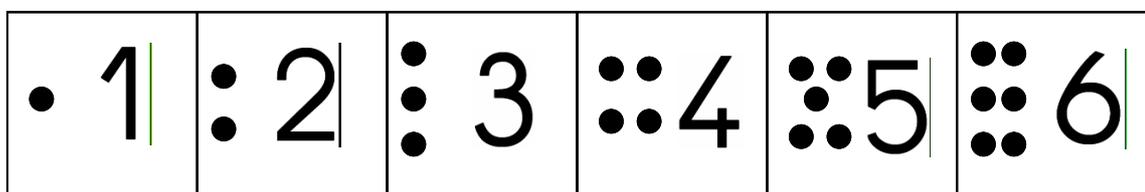
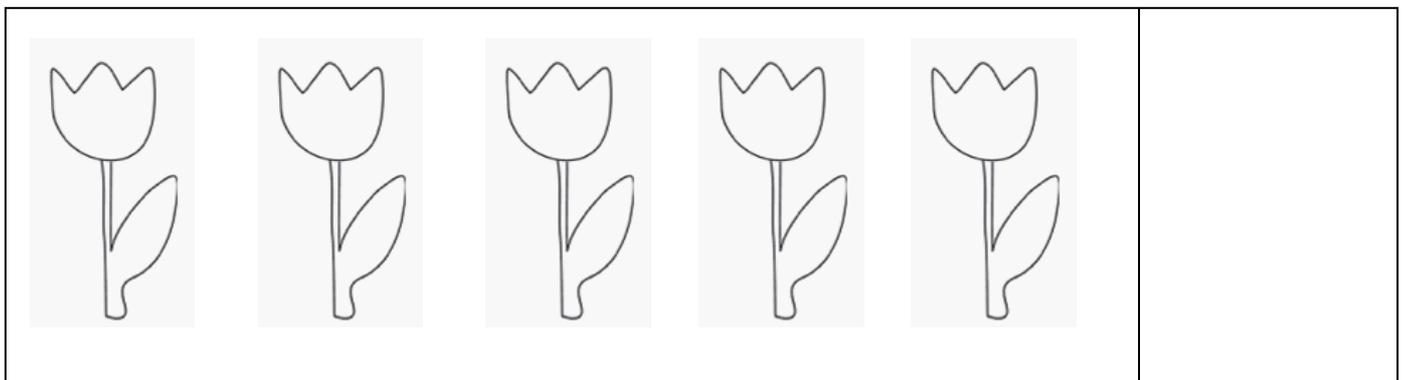
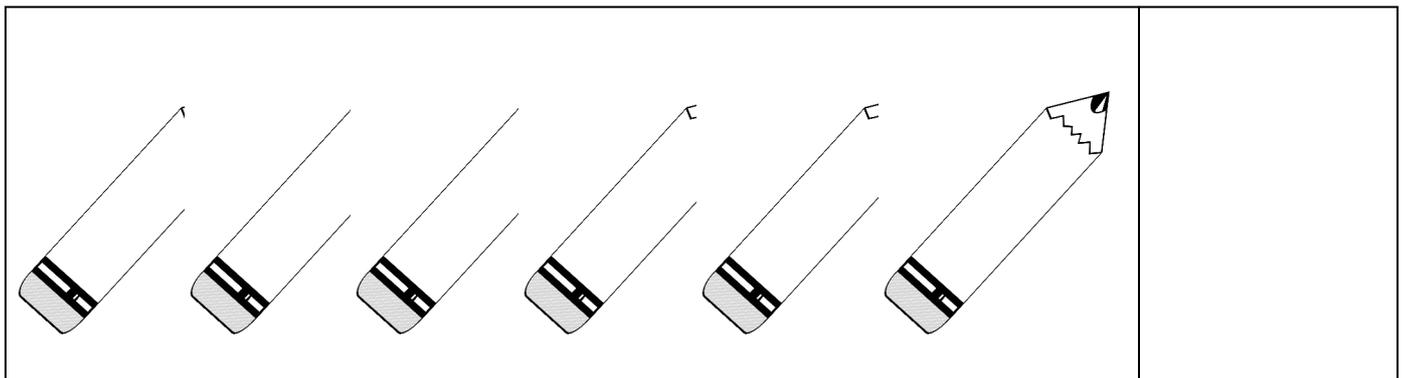
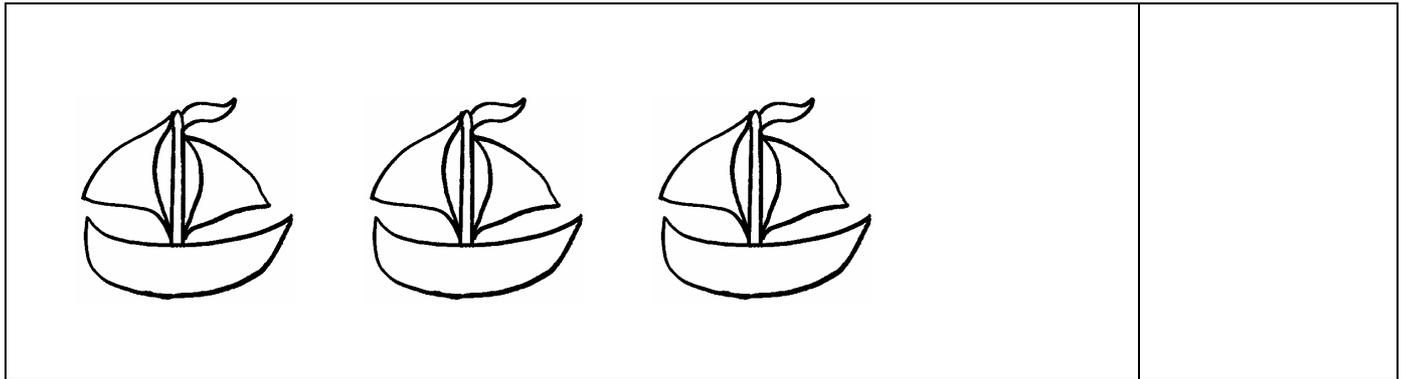
Pré-lecture: découpe et place comme le modèle, puis colle dans la case à côté du modèle.



Compter des collections

Objectifs: compter des collections de 1 à 6 éléments en utilisant la bande numérique des nombres.

Consigne: compte les objets de chaque ligne et écris les nombres dans les cases.



Compter des collections

Objectif: compter des collections de 1 à 6 éléments en utilisant la bande numérique

Activités préalables: manipuler et dénombrer des collections de 1 à 6 éléments.

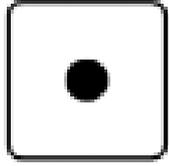
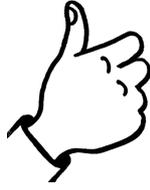
Consigne: compte les objets de chaque sorte et colle les nombres dans les cases.



					
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• 1	: 2	: 3	: 4	: 5	: 6
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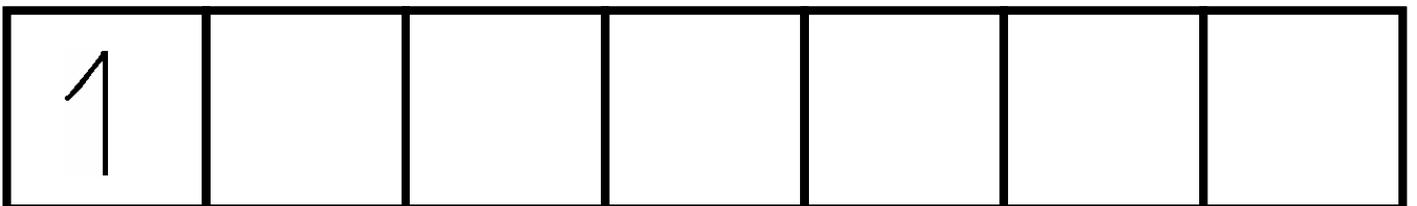
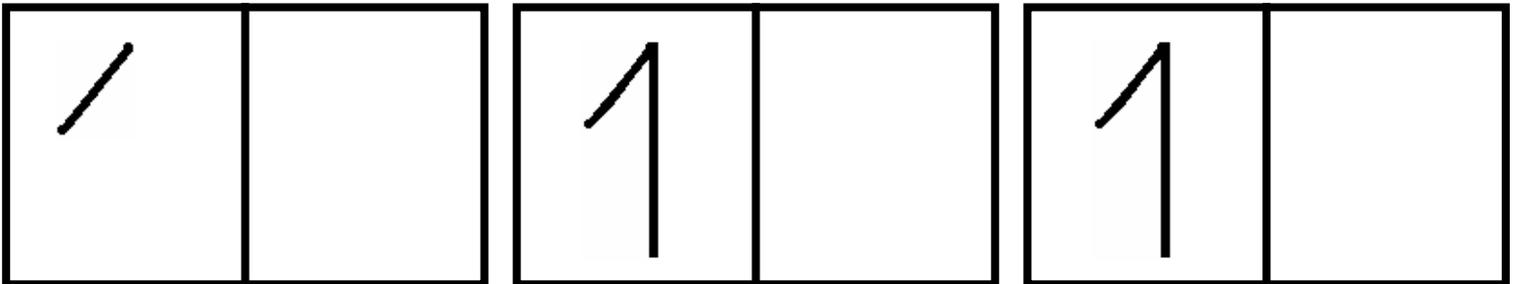
1 un
un



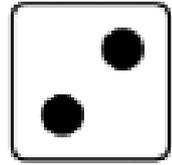
Colorie un arbre de ton choix.

Dessine un rond.

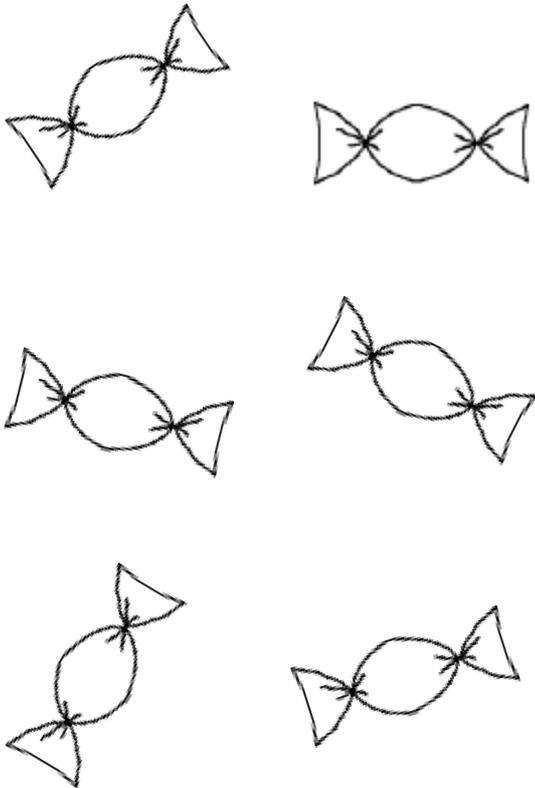
Colle une gommette.



2 deux
deux

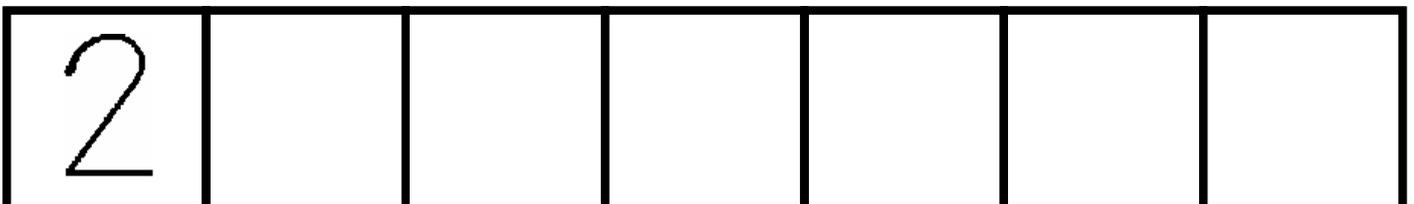
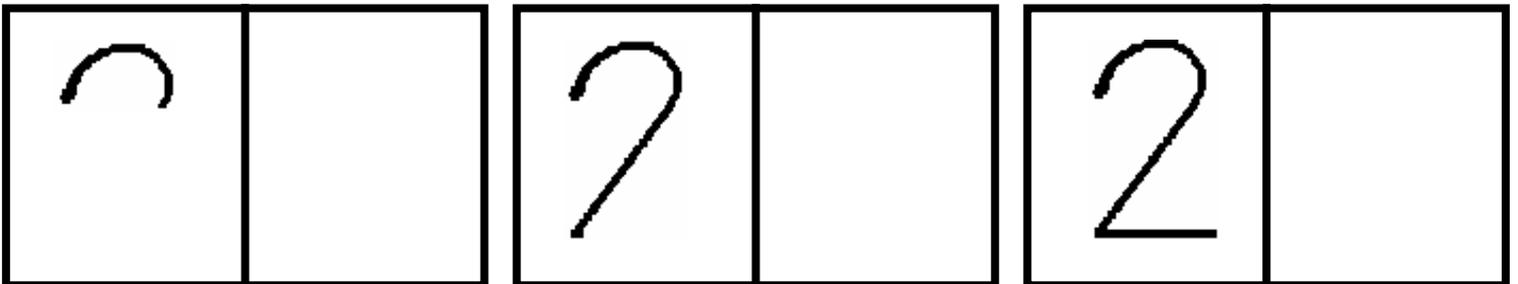
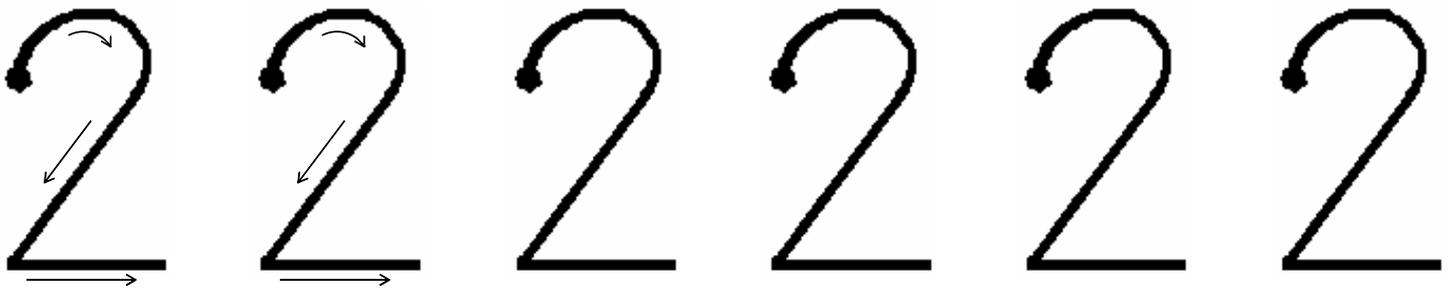


Colorie deux bonbons.



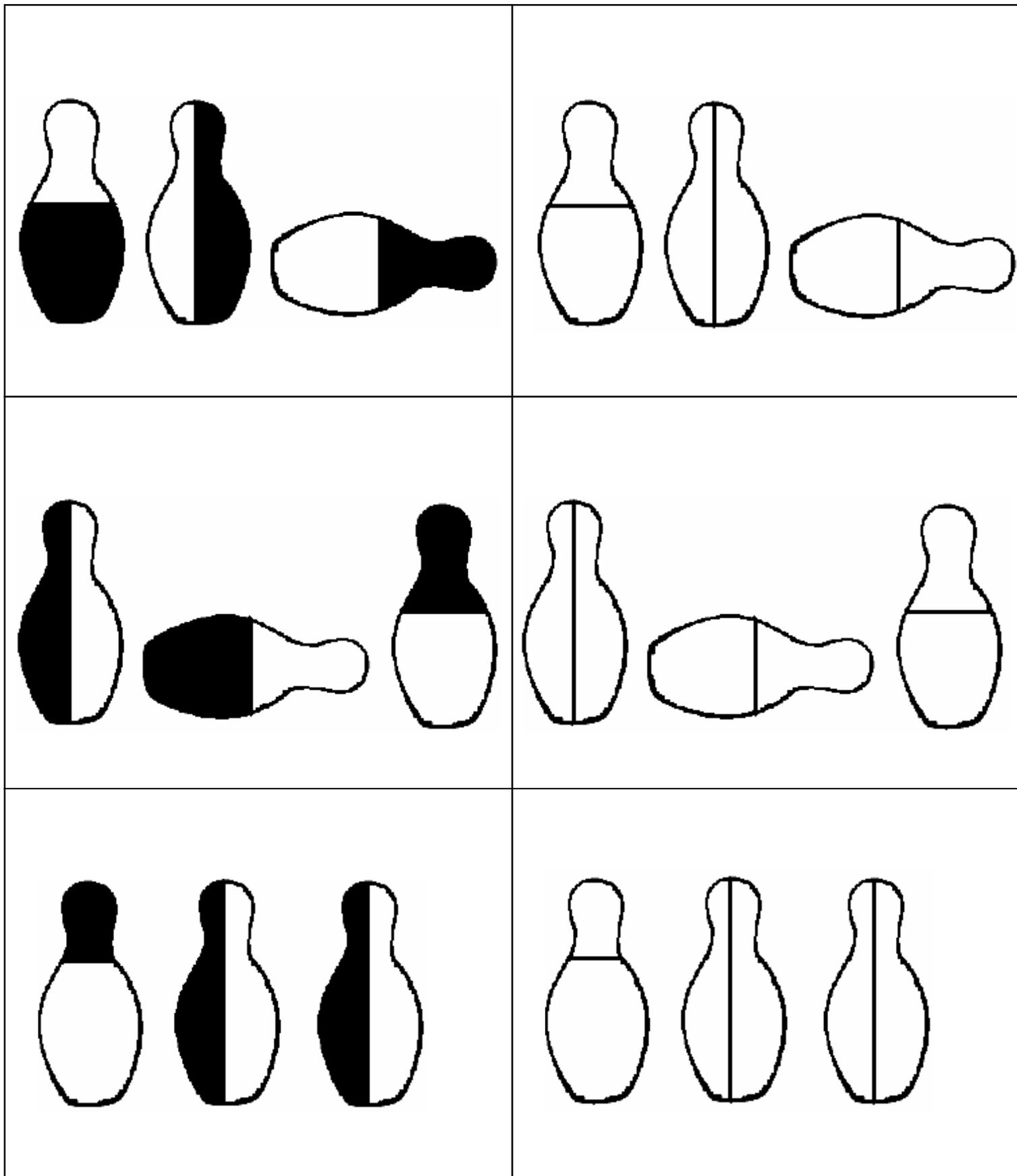
Colle deux gommettes.

Dessine deux fleurs.

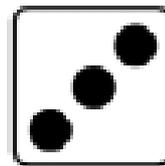
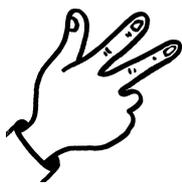


Orientation spatiale

Observe les modèles. Dans le deuxième dessin, colorie les quilles de la même façon que dans le premier dessin.



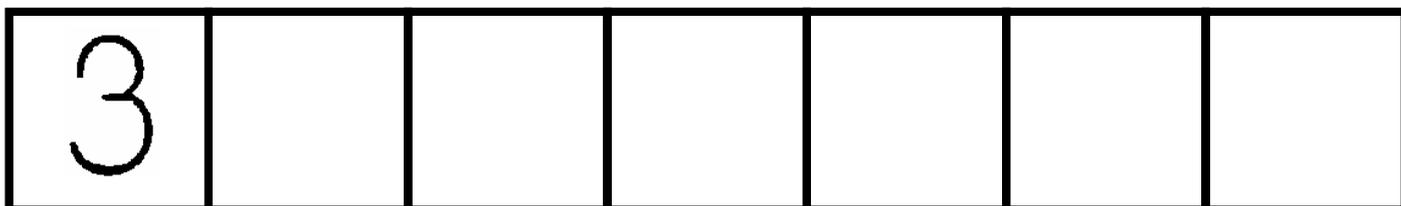
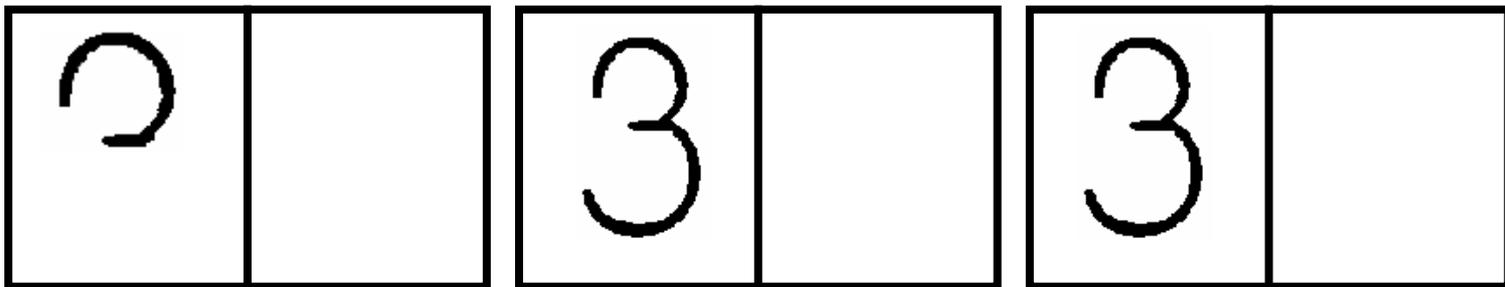
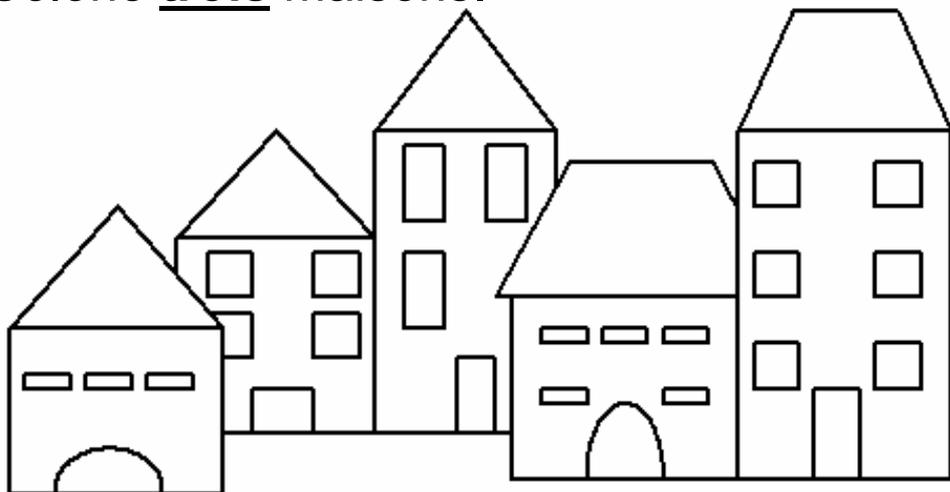
3 trois
trois

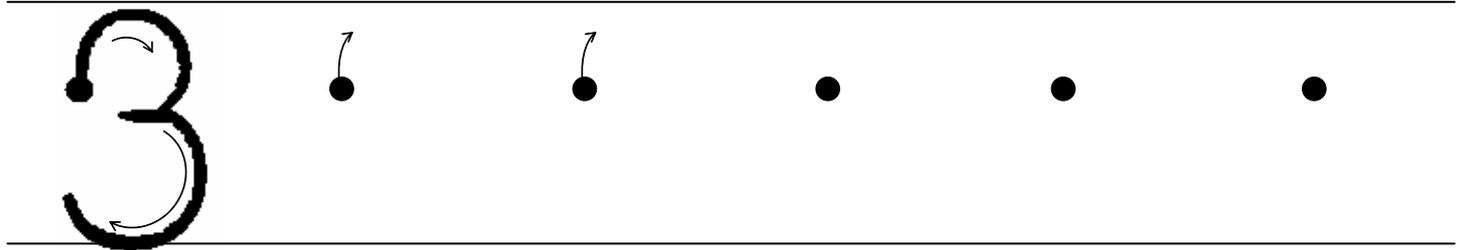
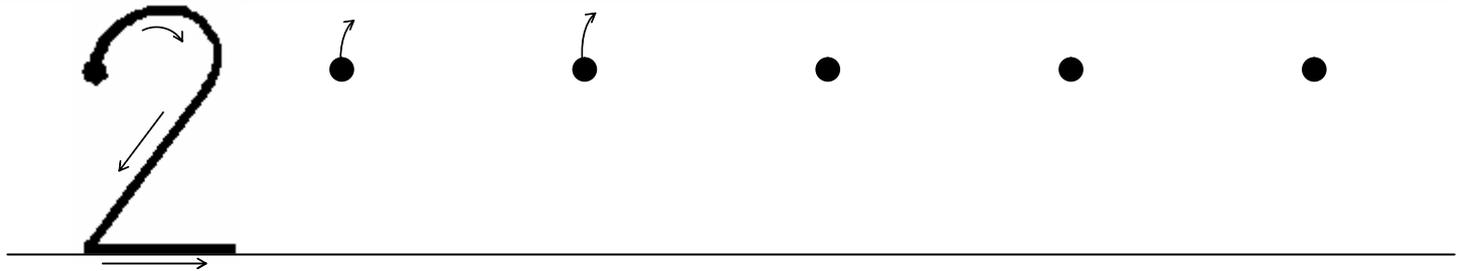
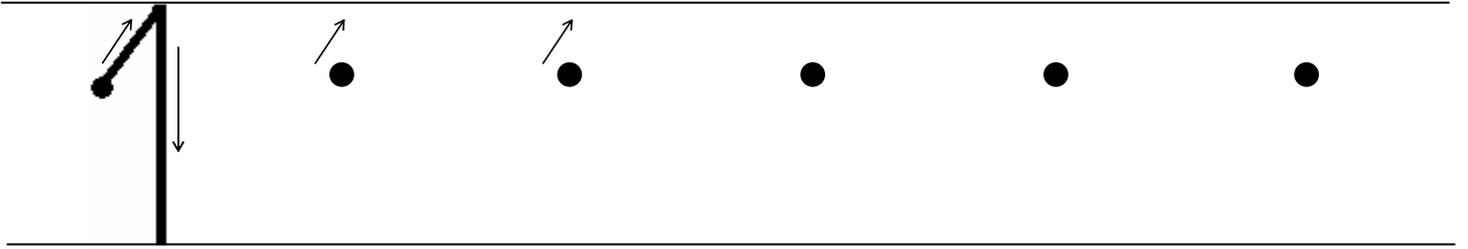


Dessine trois fleurs.

Colle trois gommettes.

Colorie trois maisons.





Compte chaque collection. Ecris le nombre de fruits dans l'étiquette: 1, 2 ou 3.

Two lemons

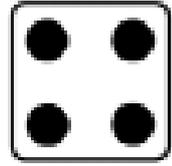
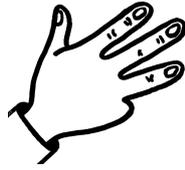
Three apples

One pineapple

Two pears

Three bananas

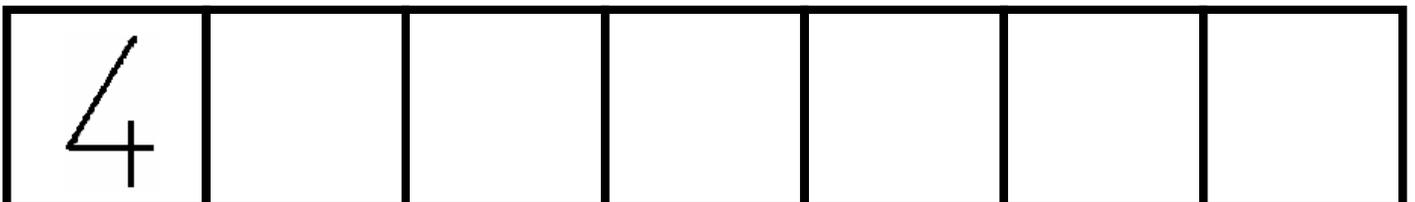
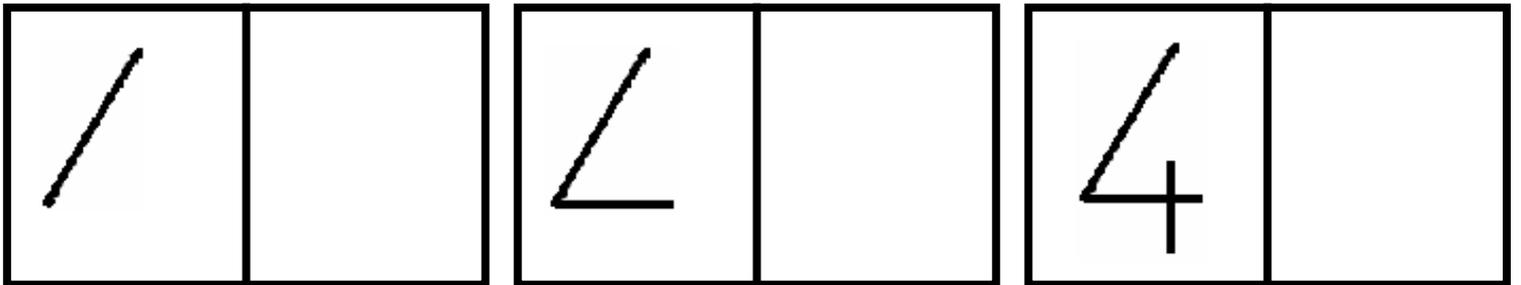
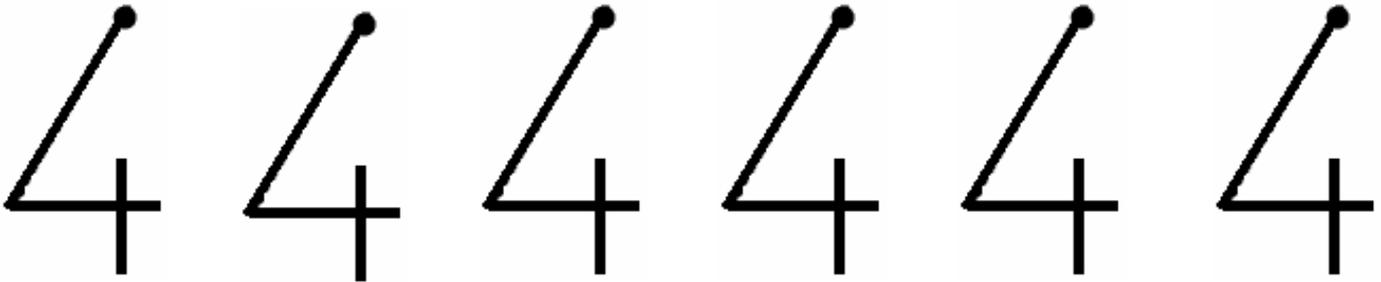
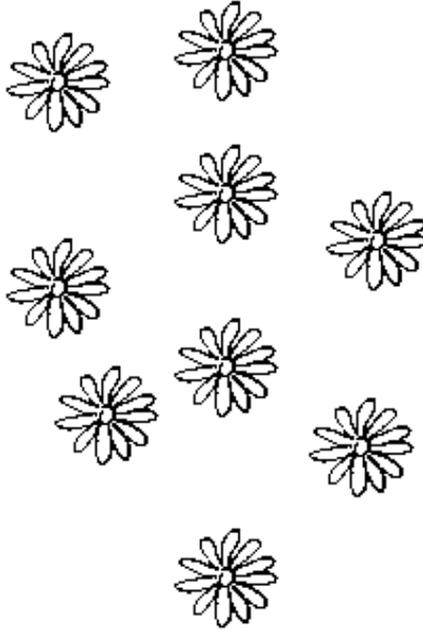
4 quatre
quatre



Colle quatre gommettes

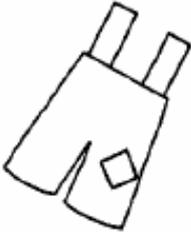
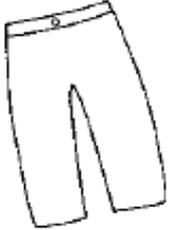
Entoure les fleurs 4 par 4

Dessine quatre carrés



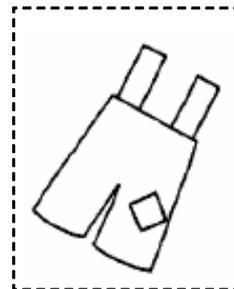
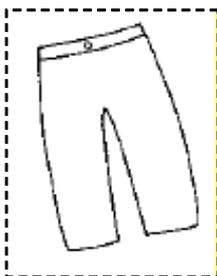
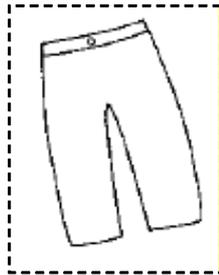
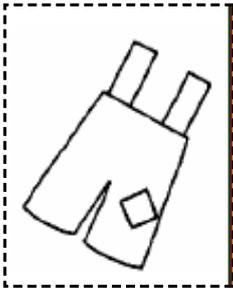
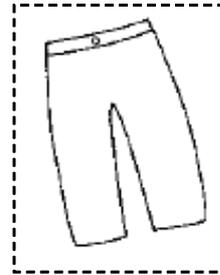
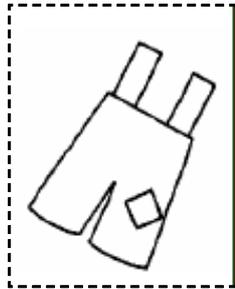
Activités logiques: le tableau à double entrée

- Je colle les étiquettes selon la consigne du tableau (notion de ligne).
 - Je colorie les étiquettes selon la consigne du tableau (notion de colonne)
-

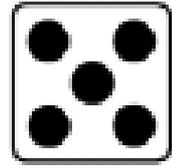
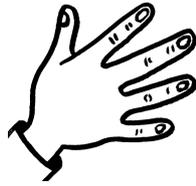
	BLEU	VERT	ROUGE
			
			
			

Activités logiques: le tableau à double entrée

- Je colle les étiquettes selon la consigne du tableau (notion de ligne).
- Je colorie les étiquettes selon la consigne du tableau (notion de colonne)

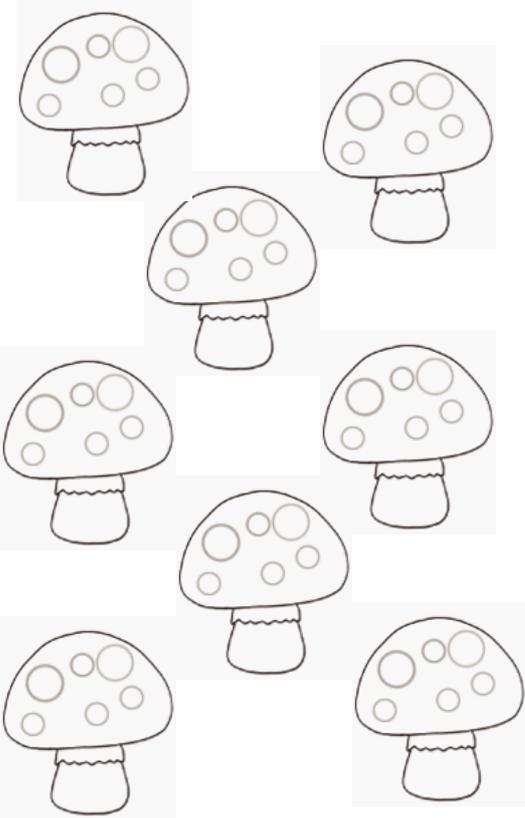


5 cinq
cinq

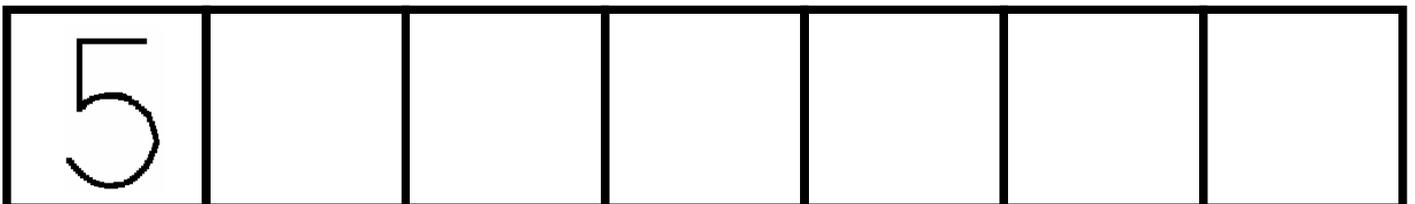
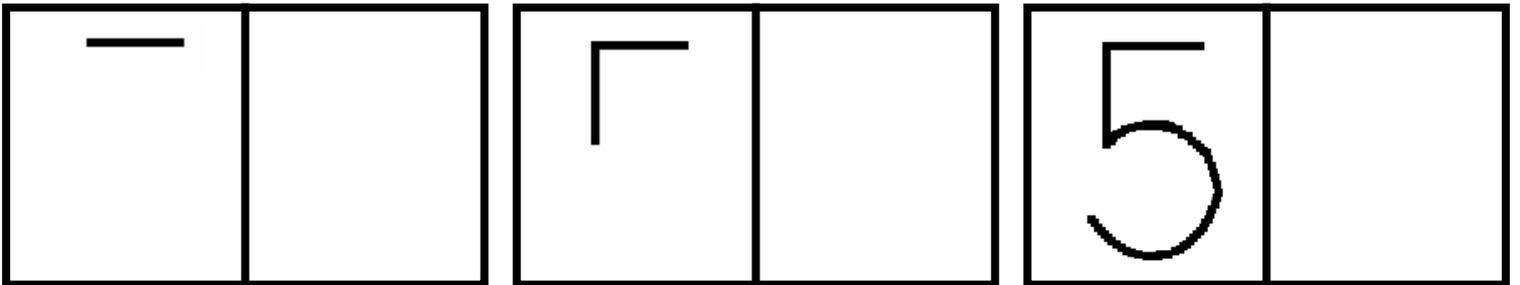
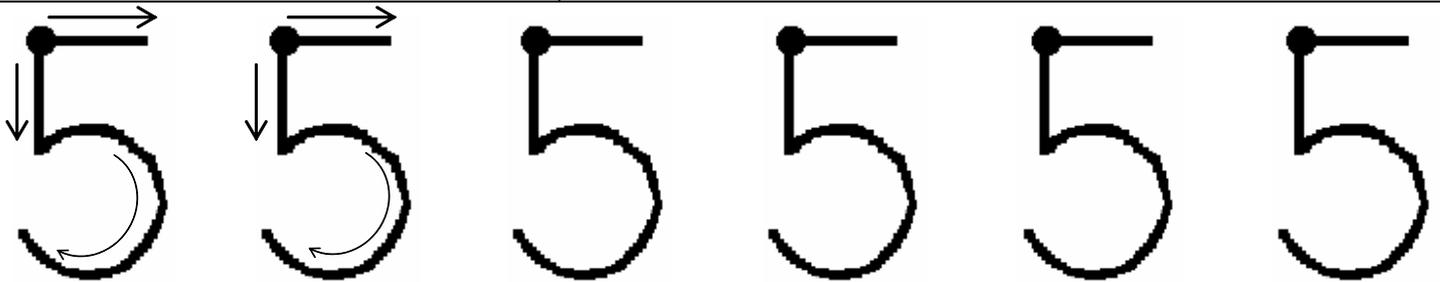


Colorie cinq champignons

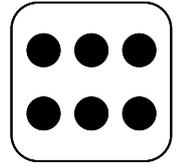
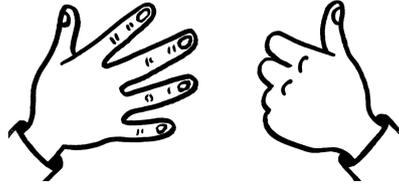
Colle cinq gommettes



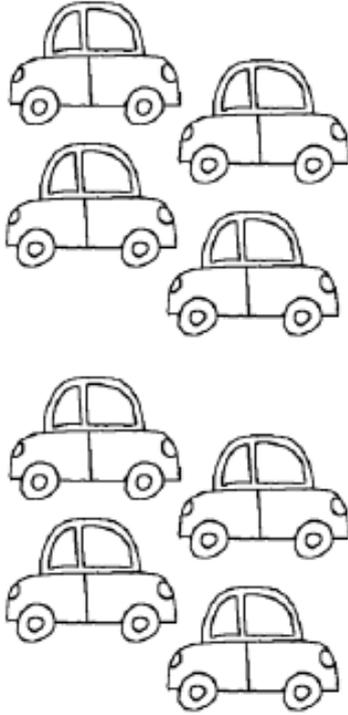
Dessine cinq soleils



6 **six**
six

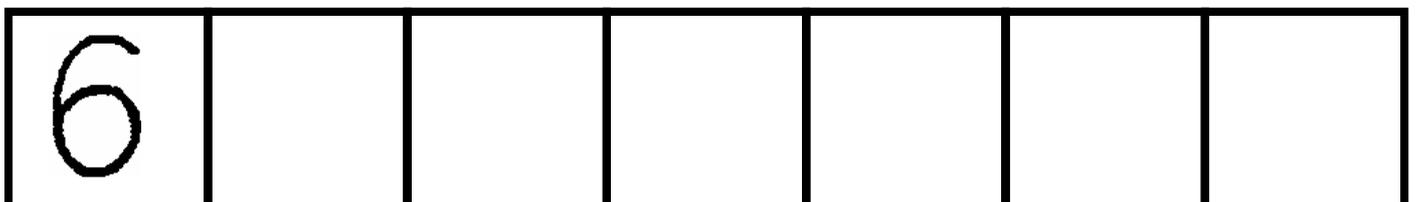
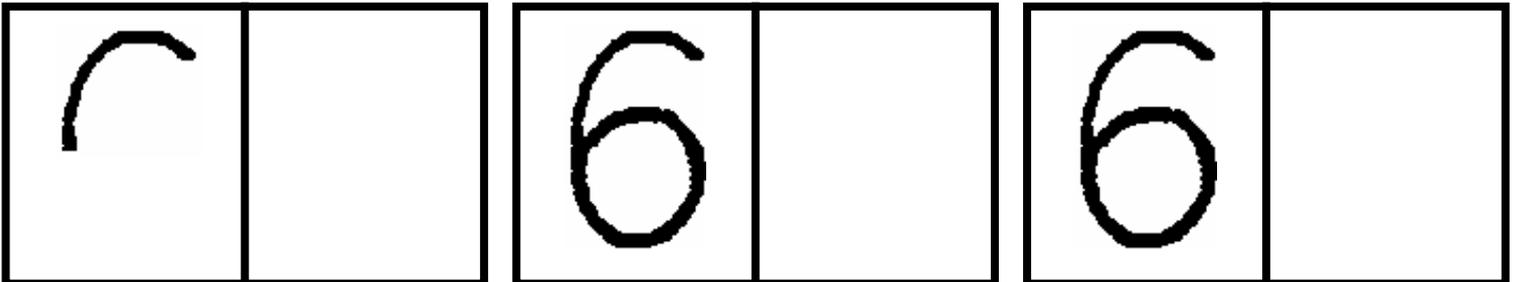
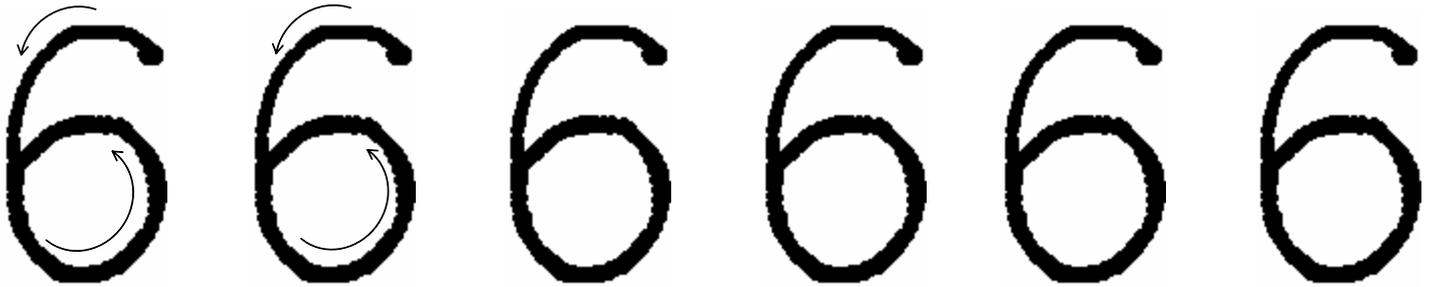


Colorie **six** voitures

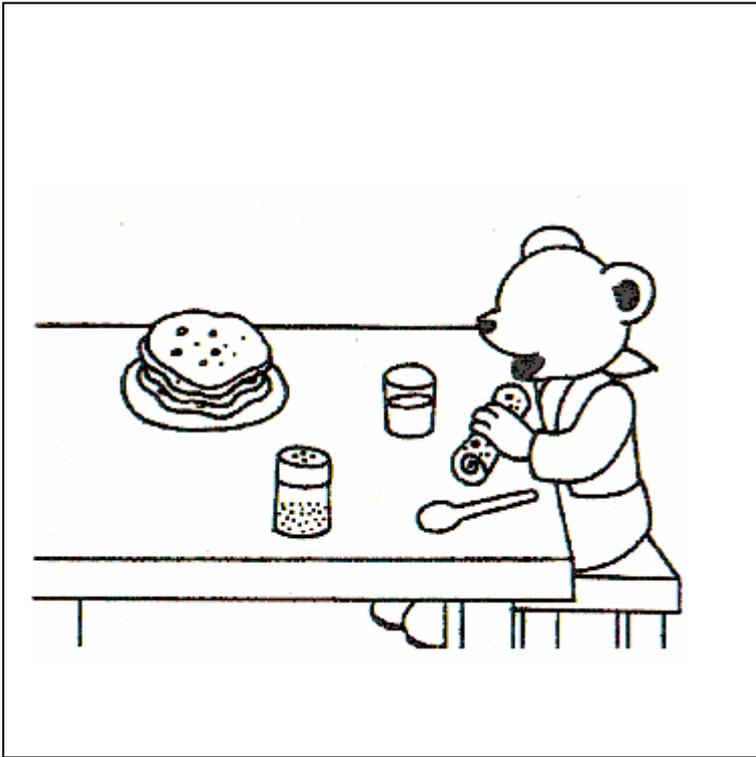


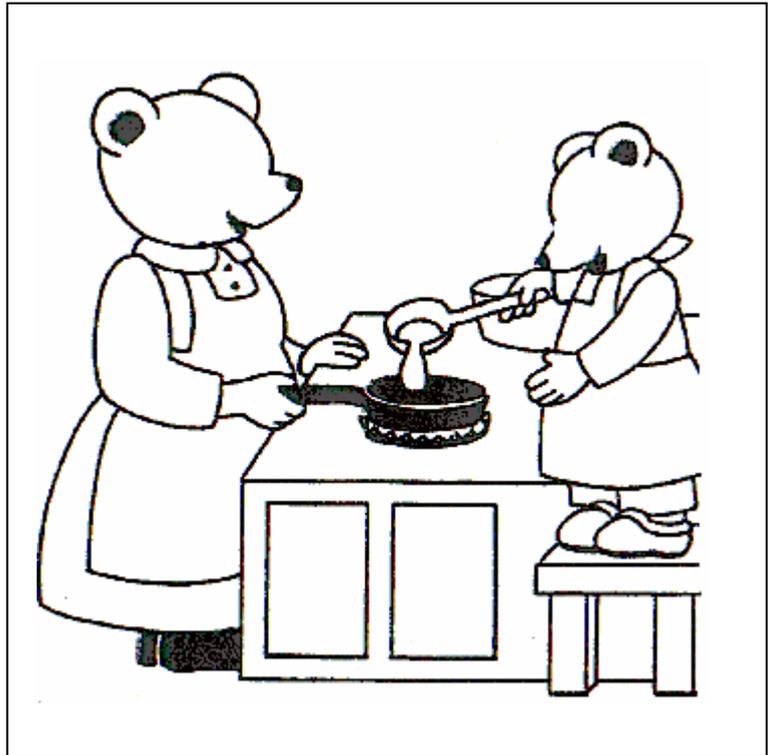
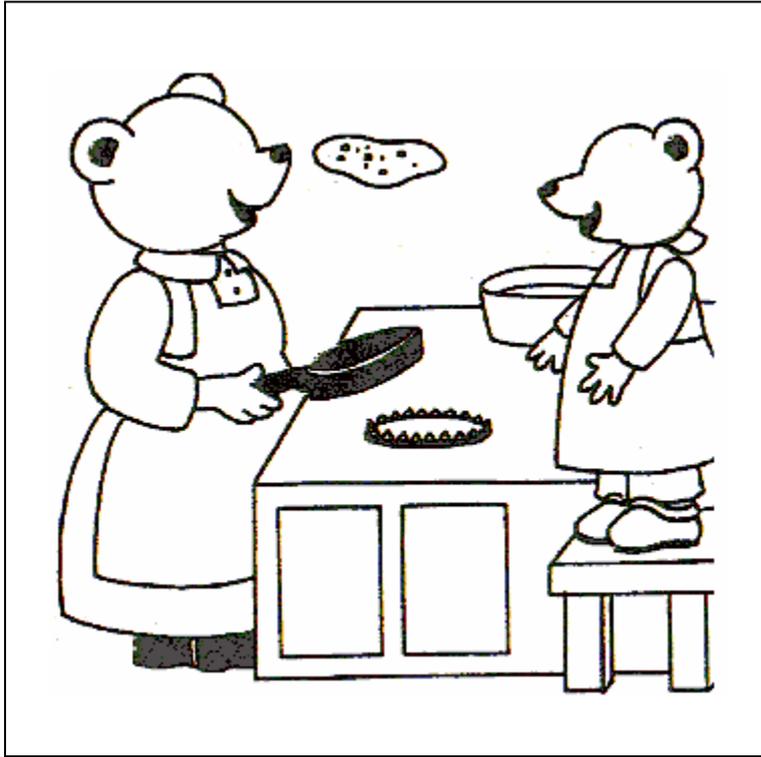
Colle **six** gommettes

Dessine **six** étoiles



Je range les images de la confection des crêpes dans l'ordre de l'histoire.





Objectif : savoir se repérer dans un quadrillage.

Consigne : colorie comme dans le tableau modèle

