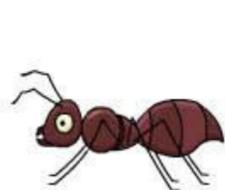


# De 0 à 6

Nom : .....

Date : .....

## 1. Écris le nombre de pattes.



.....



.....



.....



.....



.....



.....

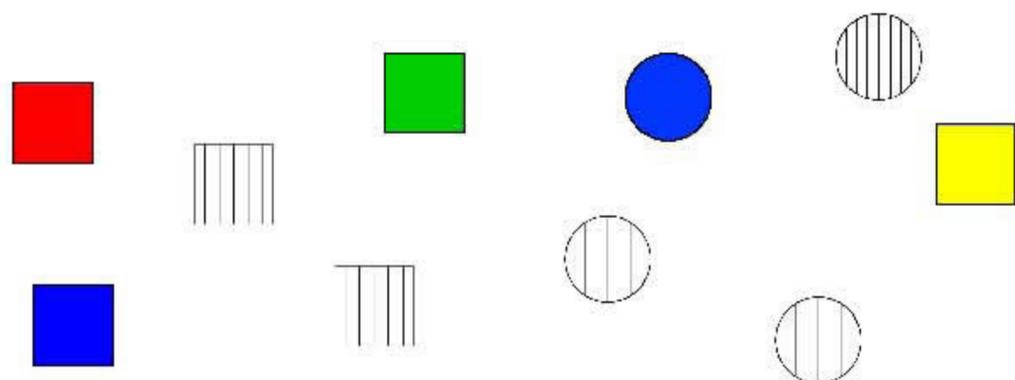


.....



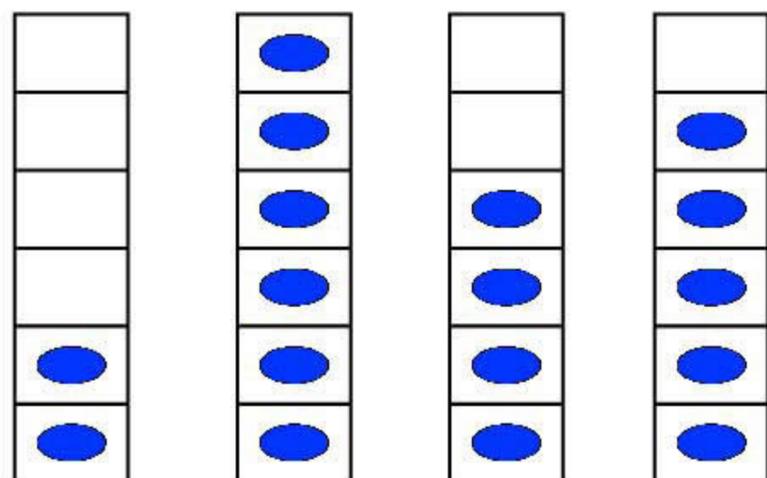
.....

## 2. Écris le nombre de carrés, de rayés, de cercles.



Carrés	.....
Rayés	.....
Cercles	.....

## 3. Complète l'étiquette nombre.



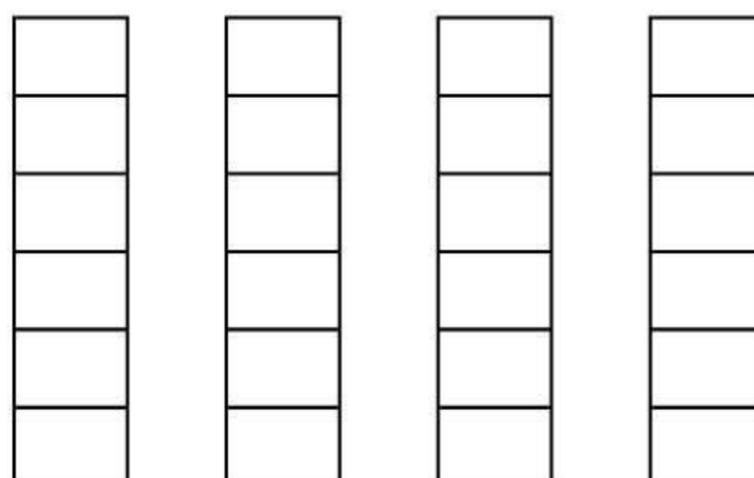
.....

.....

.....

.....

## 4. Dessine autant de points.



3

1

0

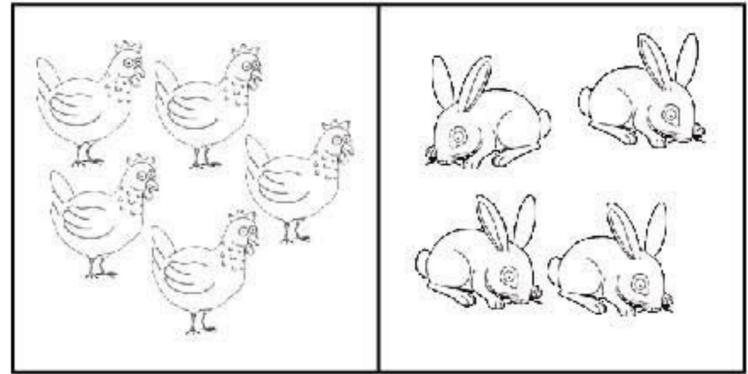
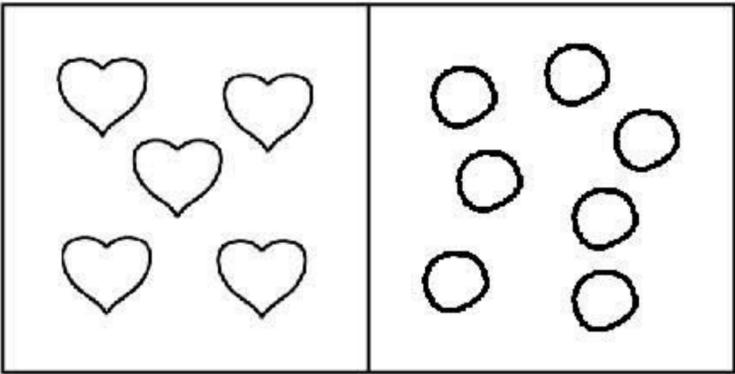
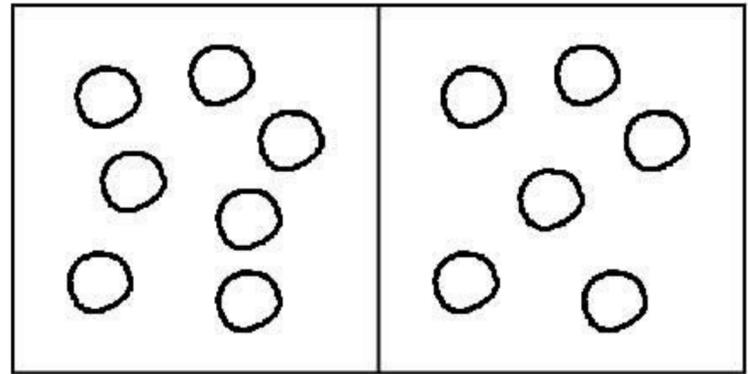
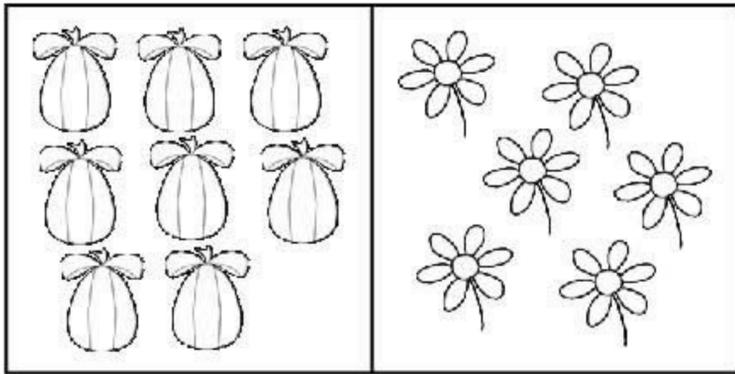
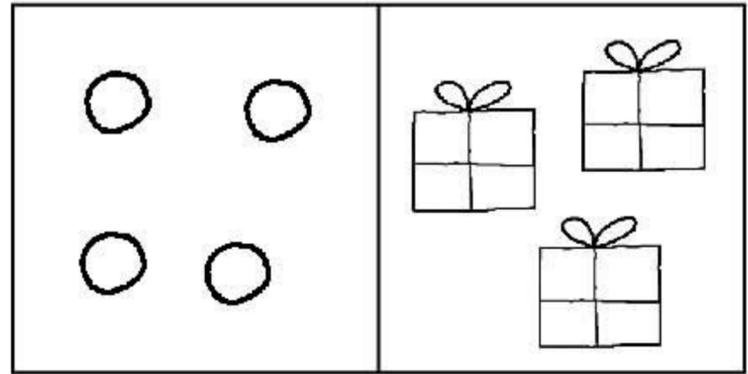
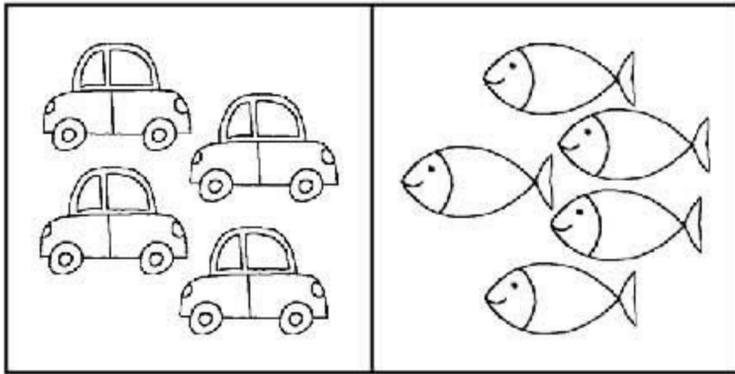
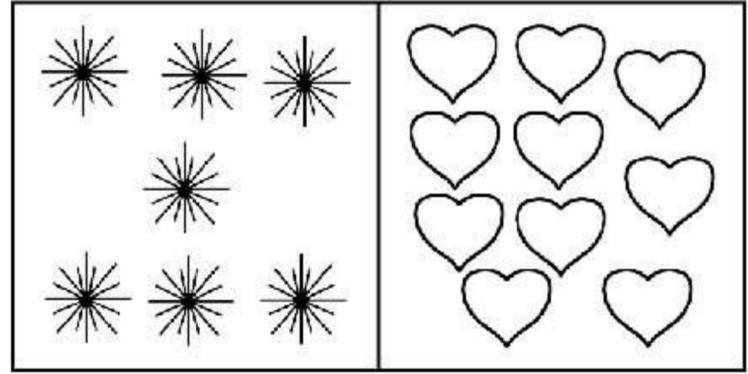
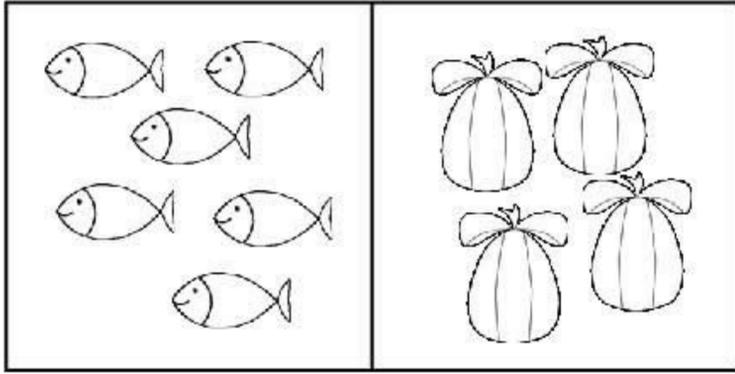
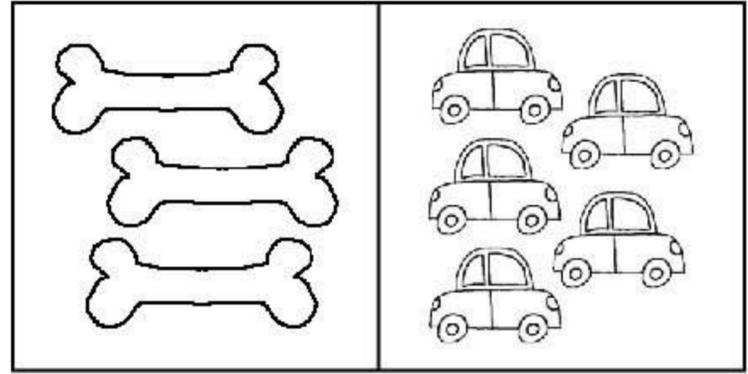
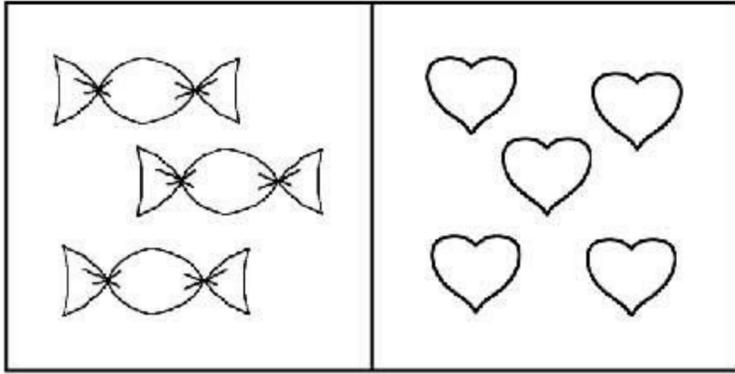
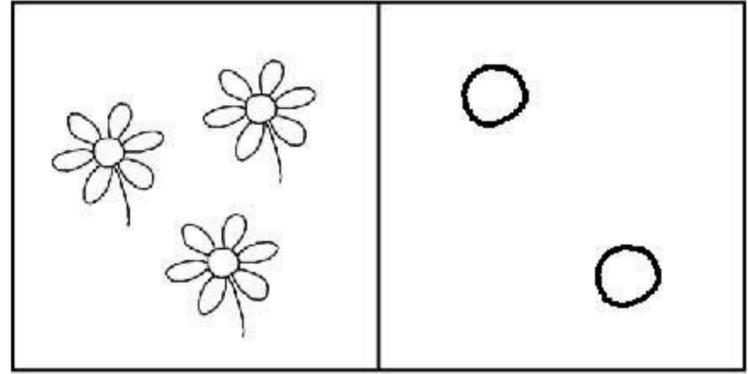
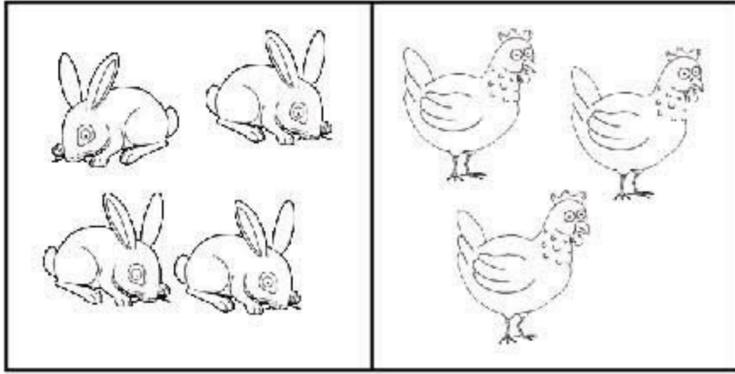
6

# Le plus grand nombre

Consigne : Colorie les objets qui sont en plus grand nombre.

Nom : .....

Date : .....



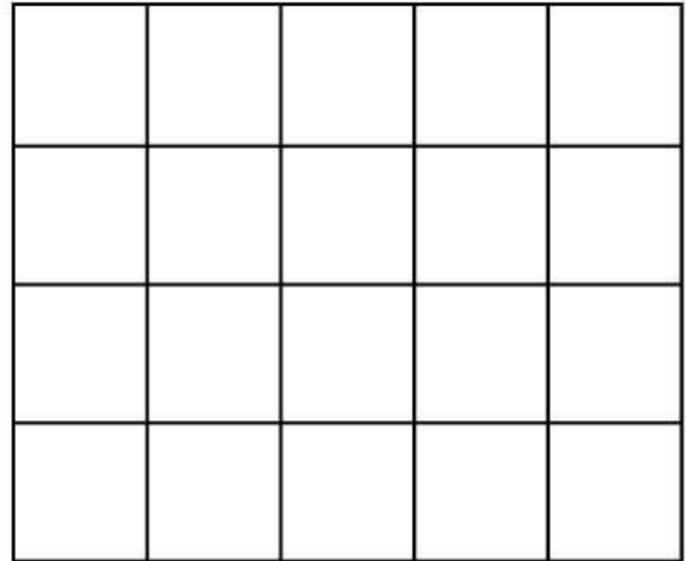
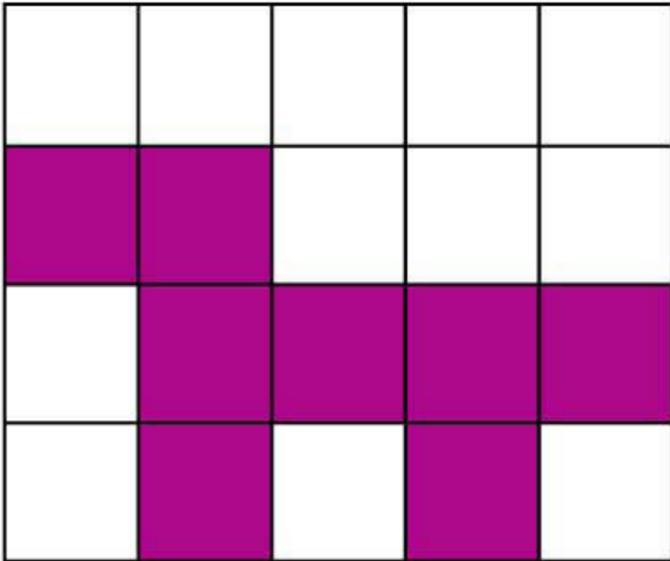
# Quadrillages - Reproduire des motifs en symétrie (coloriage)

Consigne : Je reproduis le dessin en coloriant les bonnes cases.

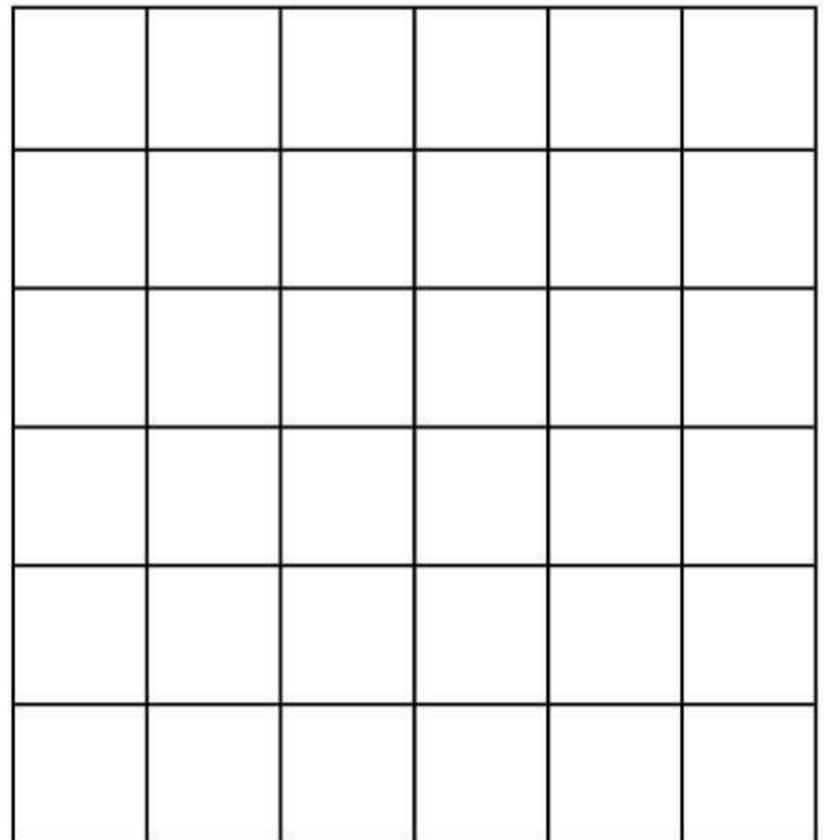
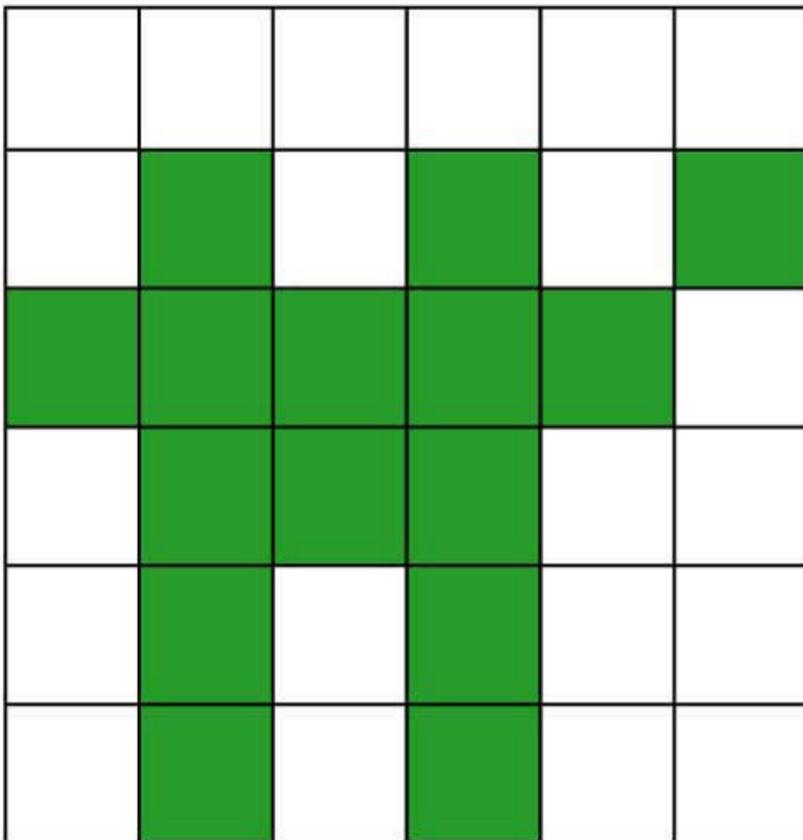
Nom : .....

Date : .....

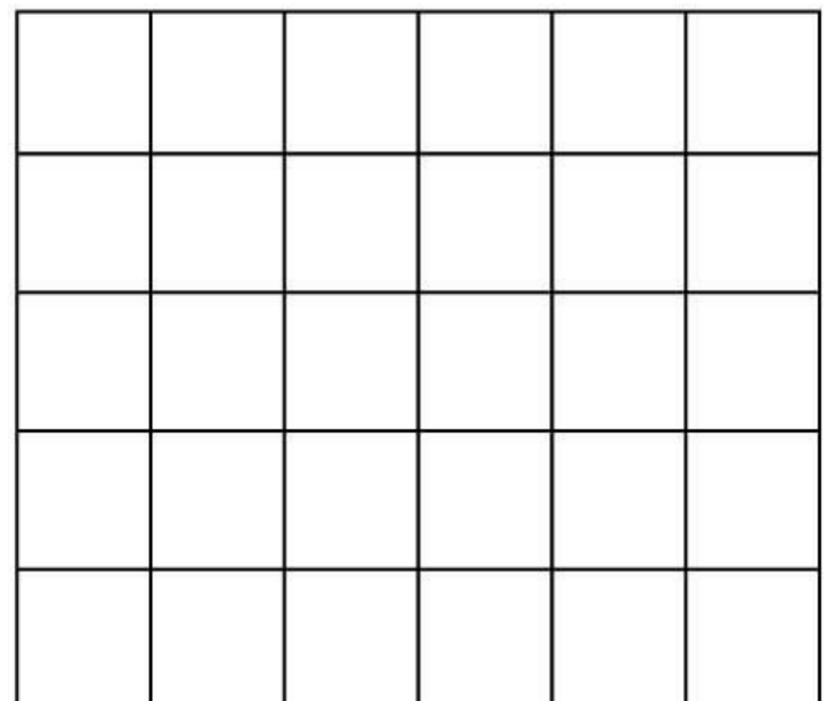
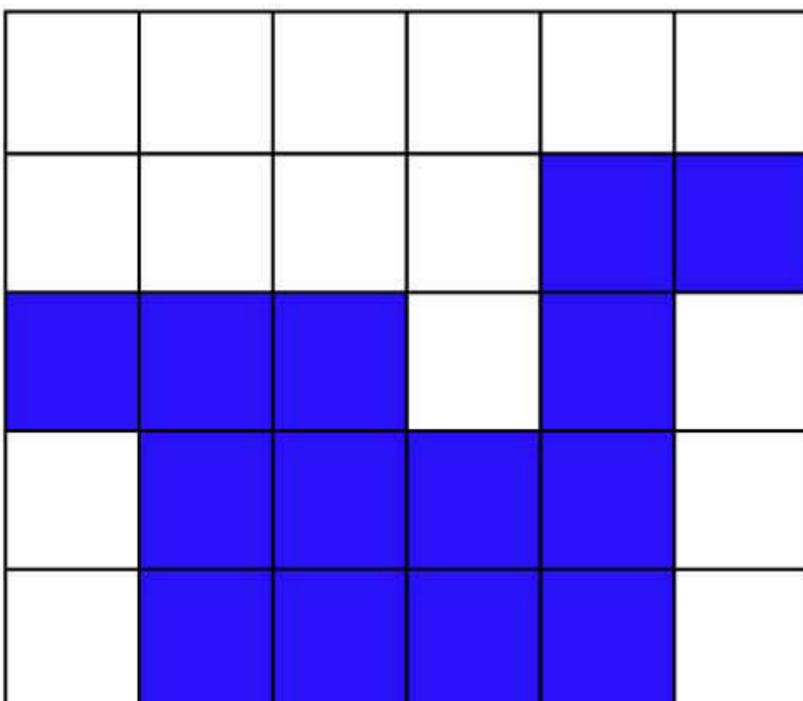
1.



2.



3.

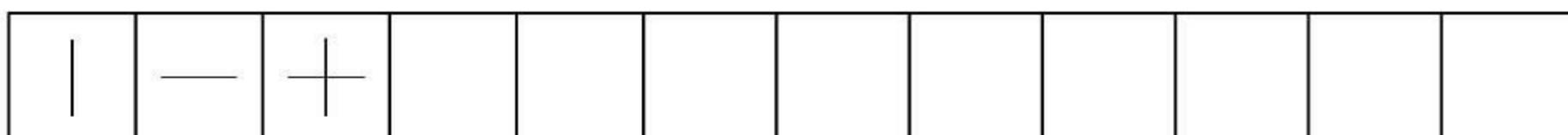
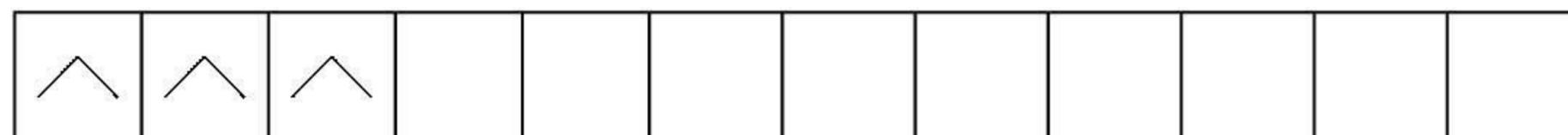
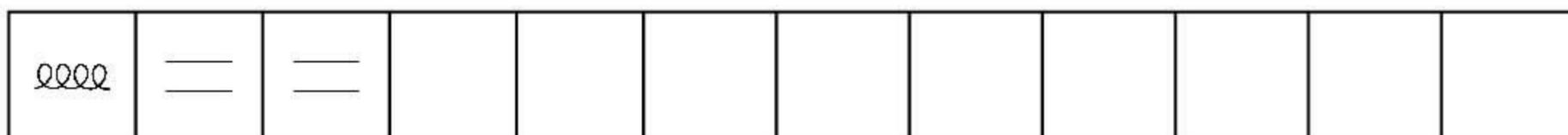
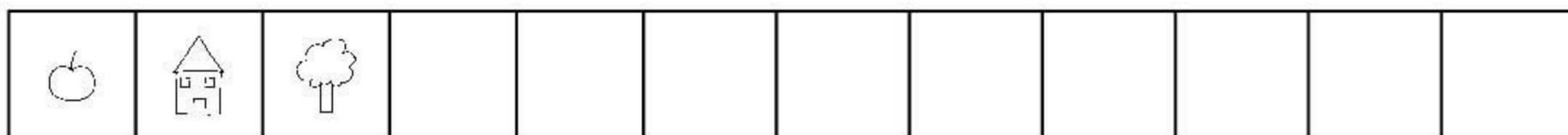
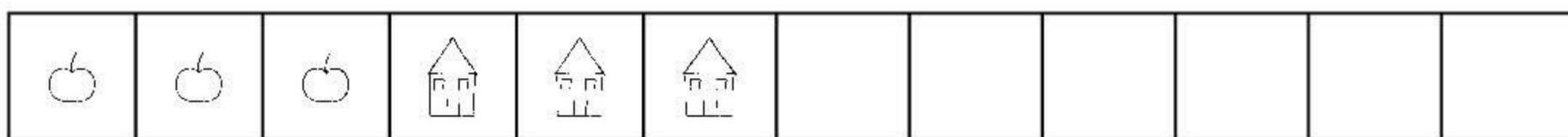


# Activités logiques - Les rythmes de gauche à droite

Consigne : J'observe et je continue.

Nom : .....

Date : .....



# Tableaux à double entrée (feuilles)

Consigne : Je complète convenablement le tableau.

Nom : .....

Date : .....