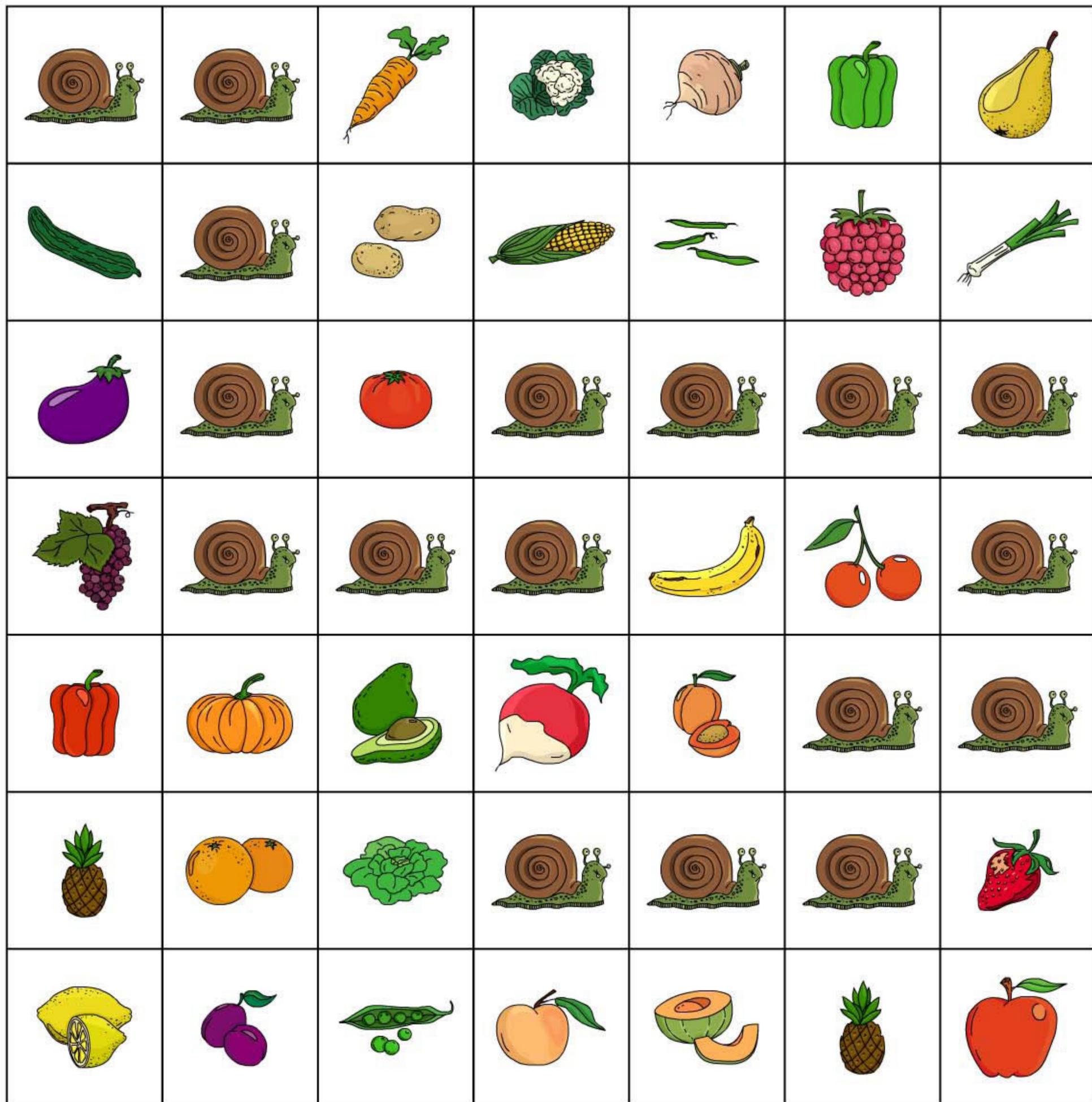


# Espace - Déplacement sur un quadrillage

Nom : .....

Date : .....

**Consigne : Suis les escargots et trace le chemin qui les emmène à la salade.**

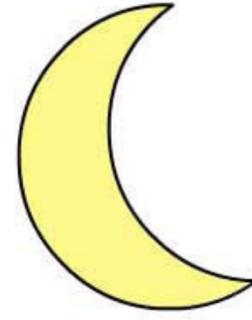
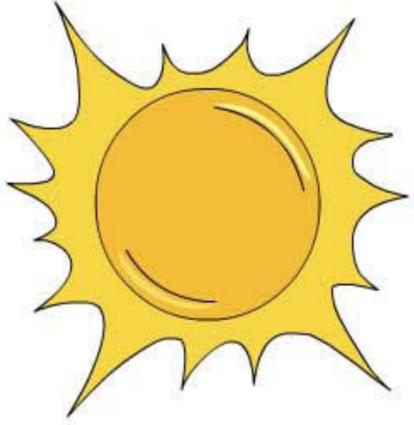


# Temps - Se repérer dans la journée : Jour/Nuit

**Consigne : Découpe les vignettes et colle les objets du jour et les objets de la nuit dans les colonnes correspondantes.**

Nom : .....

Date : .....

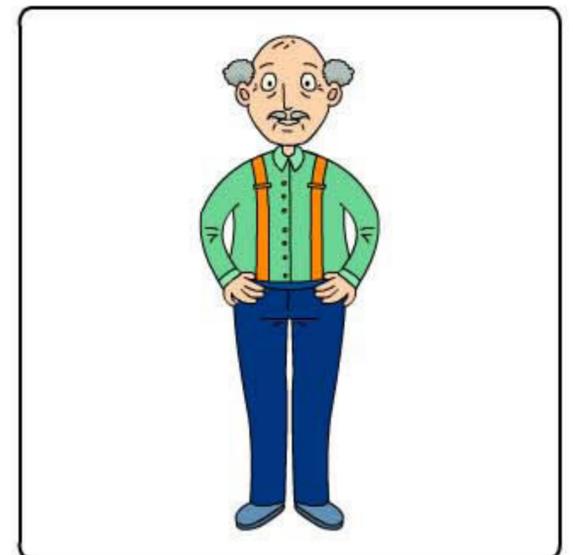
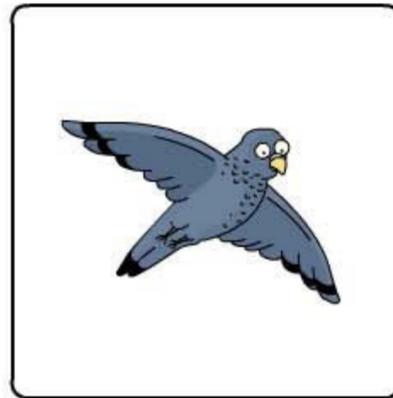
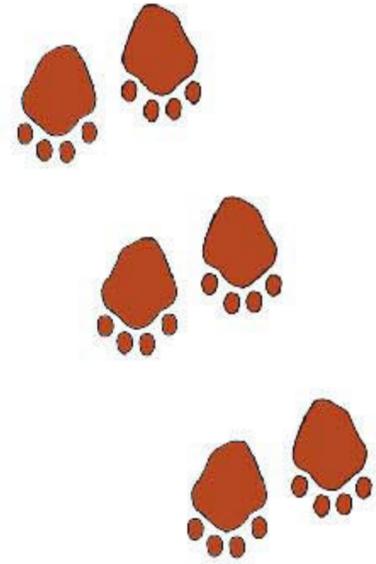
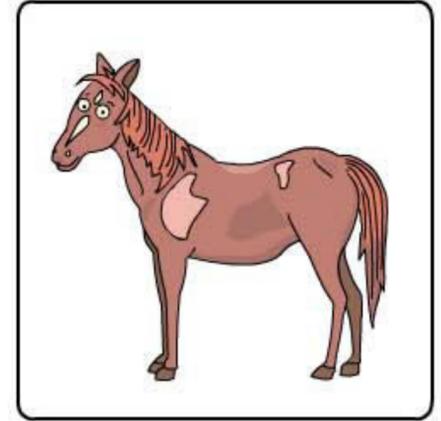
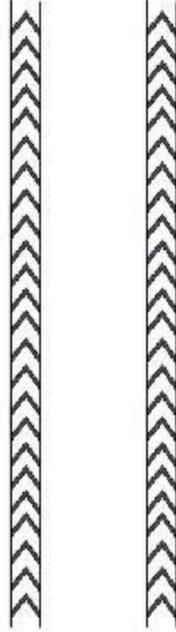
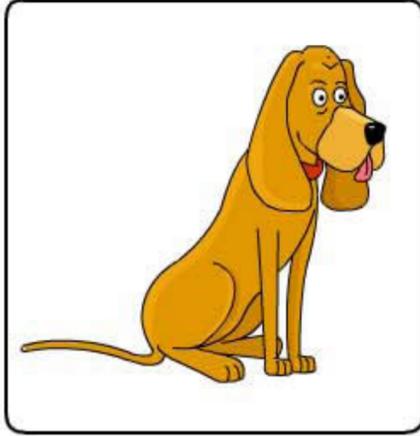


Logique - Faire correspondre un objet et sa trace

Consigne : Qui a fait ces traces dans le sable mouillé ?  
Relie les empreintes à celui qui les a faites.

Nom : .....

Date : .....



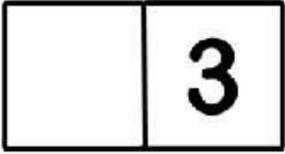
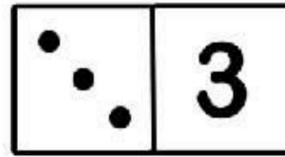
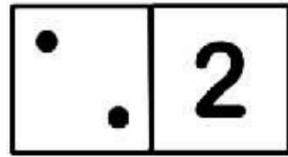
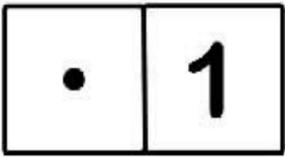
# Nombre - Révisions : Reconnaître le 1, le 2 et le 3

Je reconnais le 1, le 2 et le 3.

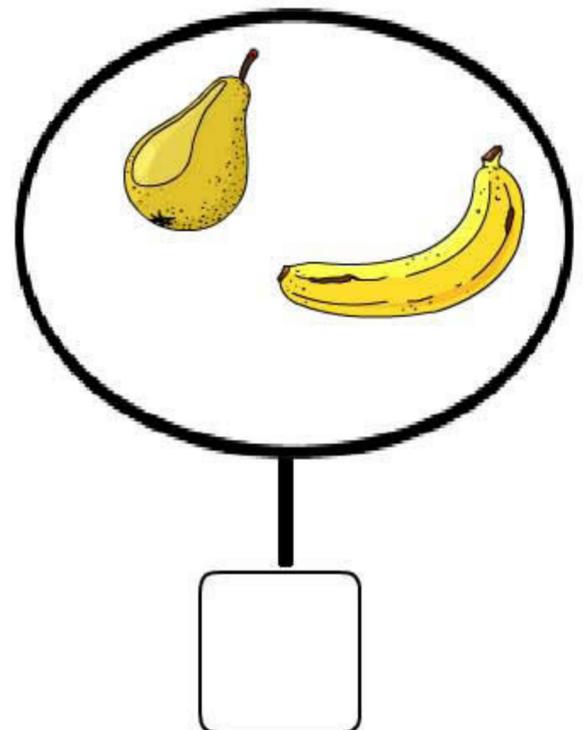
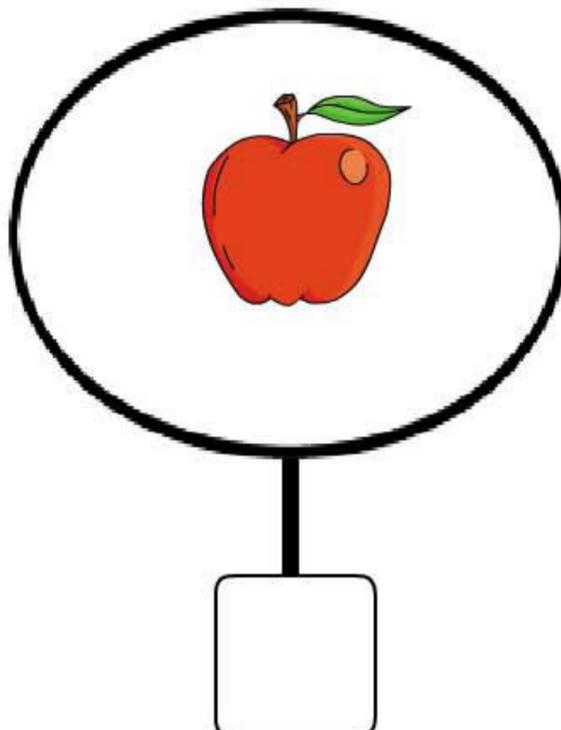
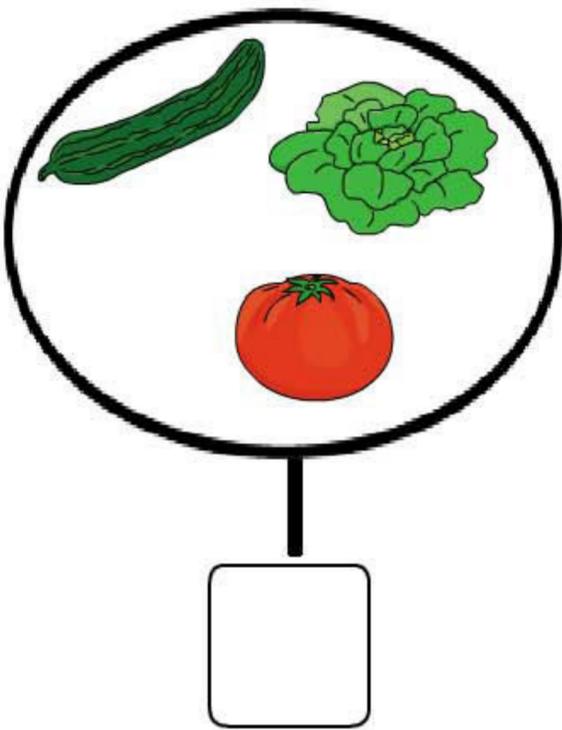
Nom : .....

Date : .....

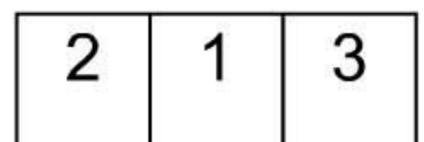
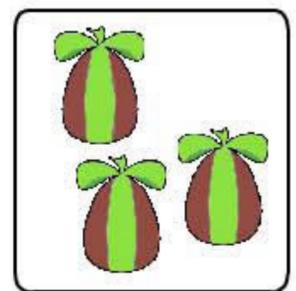
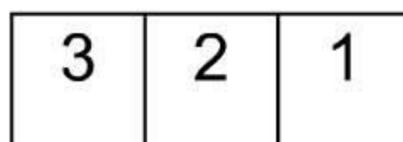
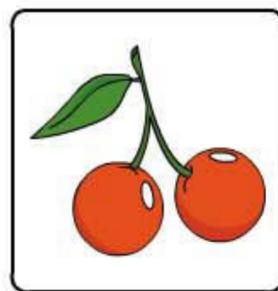
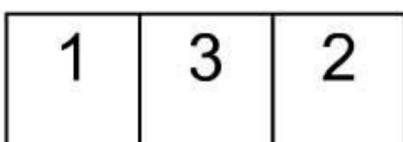
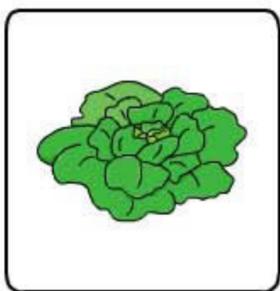
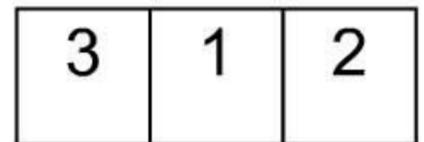
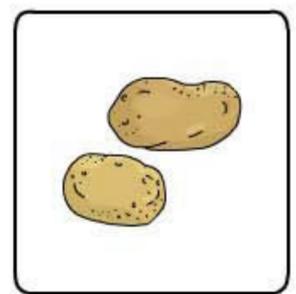
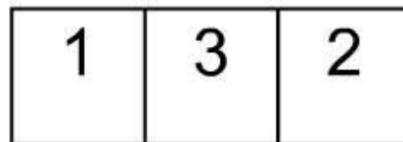
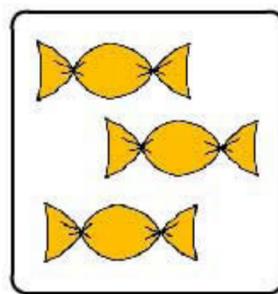
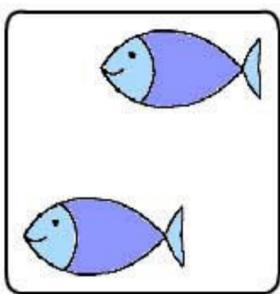
1. Je regarde les modèles. Je dessine les points :



2. J'écris le chiffre dans chaque étiquette :



3. Je barre les étiquettes-nombres qui sont fausses :



Consigne : Colorie où il y en a autant.

Nom : .....

Date : .....