

Fiche 1

Images séquentielles ARC-EN-CIEL



Lettres à découper (BONNE FÊTE PAPA)

o	n	b	e	n
e	t	f	ê	
a	p	a	p	

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z

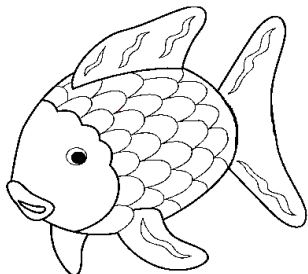
Fiche 2

Domaine : Mobiliser le langage dans toutes ses dimensions ⇒ L'écrit (commencer à écrire tout seul)

Compétence : Ecrire seul un mot en utilisant des lettres ou groupes de lettres empruntés aux mots connus

Objectif : Ecrire des mots en capitales avec modèle en respectant l'horizontalité, l'orientation, l'ordre et la conformité des lettres

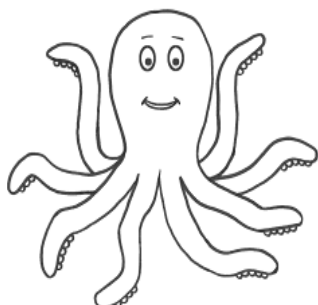
Consigne : Recopie chaque mot entre les lignes.



A R C - E N - C I E L



L ' E T O I L E D E M E R



O C T O P U S



L E P E T I T P O I S S O N B L E U

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Date :

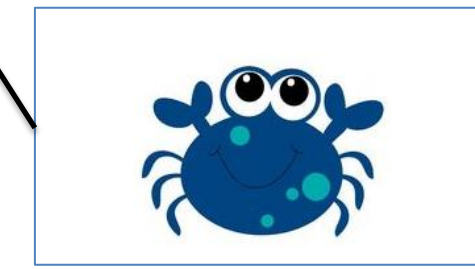
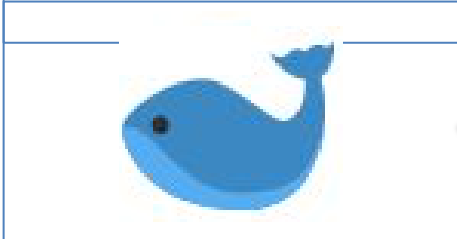
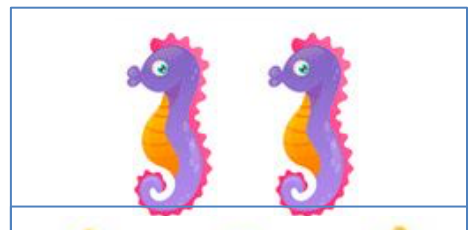
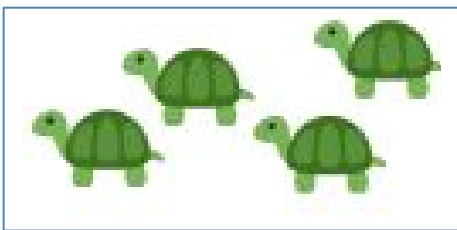
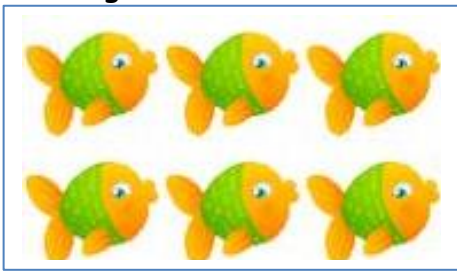
Fiche 3

Domaine : Construire ses premiers outils pour structurer sa pensée ⇒ découvrir les nombres et leurs utilisations

Compétence : Évaluer et comparer des collections d'objets avec des procédures numériques ou non numériques.

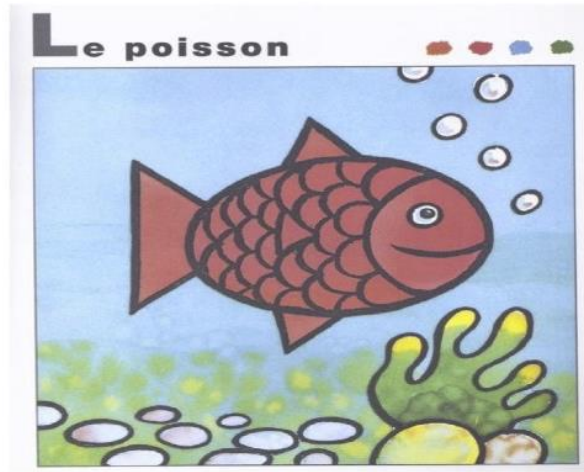
Objectif : Associer deux collections qui comportent le même nombre d'objets

Consigne : Relie les collections qui ont le même nombre d'animaux.











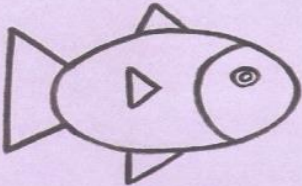



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Les animaux de la maison - 1



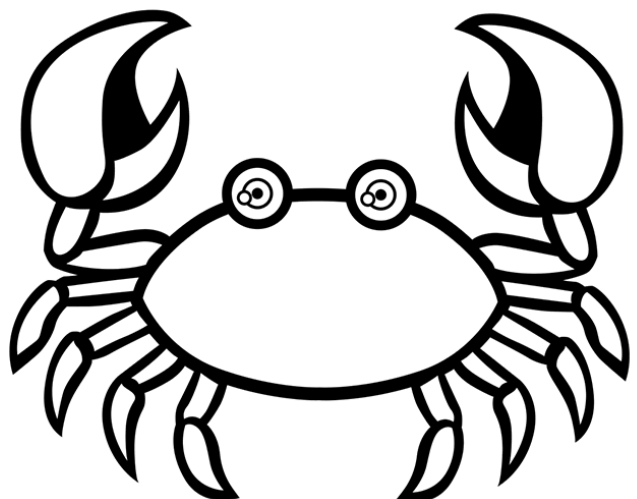
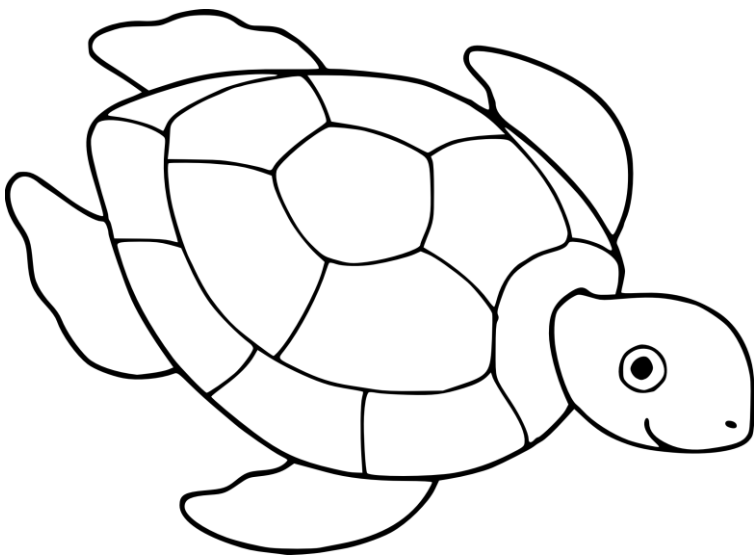
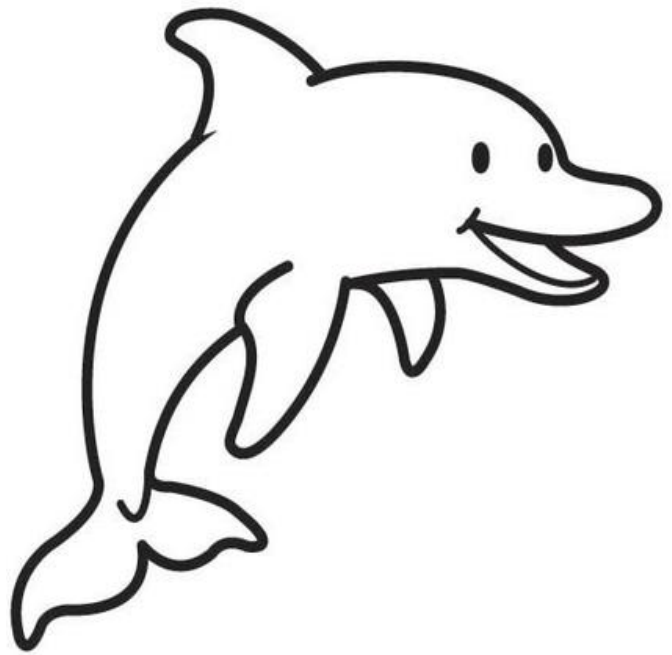
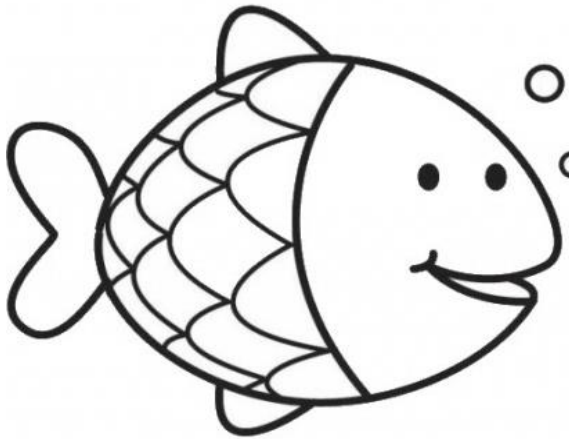
V O C A B U L A I R E E D E F O R M E S

							
 <p>Il fait des bulles avec la bouche...</p>	 <p>et il parle...</p>	 <p>avec les yeux.</p>					



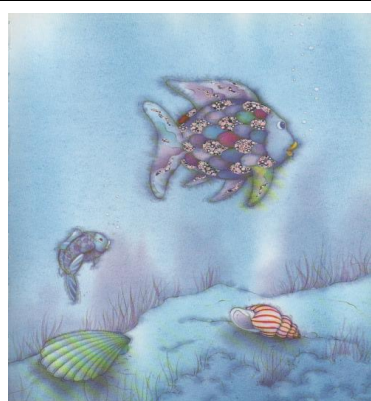
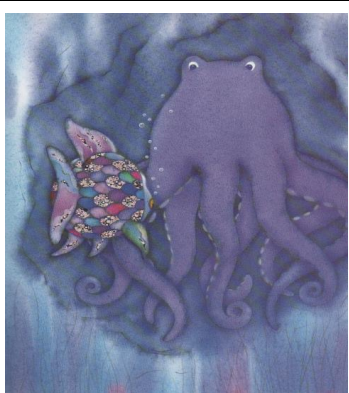
Fiche 5

Animaux marins à peindre (ou à colorier)

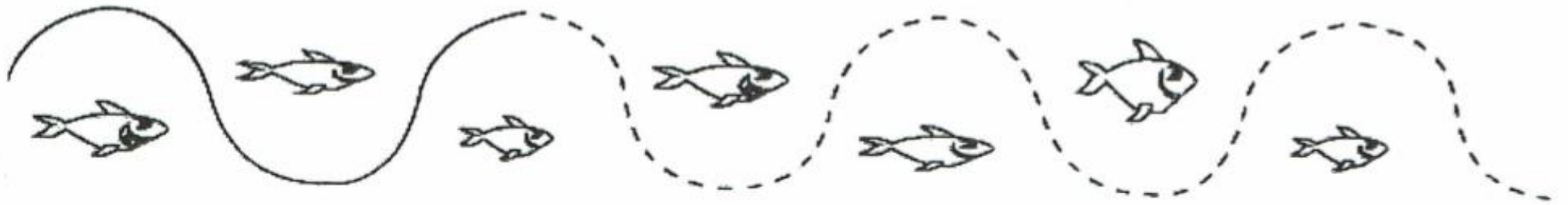


Je range dans l'ordre chronologique les images de l'histoire *ARC-EN-CIEL*.

<p>1/ Le petit poisson bleu demande une écaille à Arc-en-ciel. Arc-en-ciel refuse.</p>	<p>2/ Arc-en-ciel va voir l'étoile de mer car il n'a plus d'amis.</p>	<p>3/ Arc-en-ciel va voir Octopus pour avoir des conseils.</p>	<p>4 / Arc-en-ciel donne ses écailles scintillantes à ses amis.</p>



Fiche 4 Les vagues

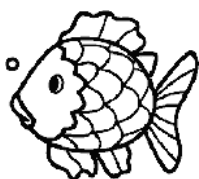
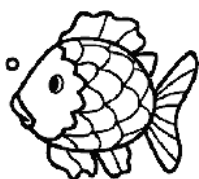
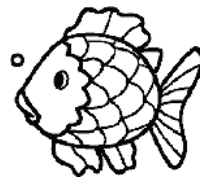
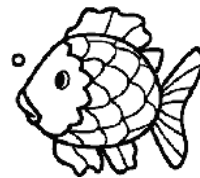
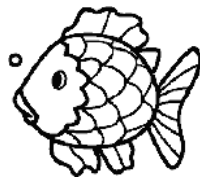
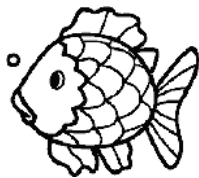
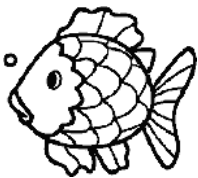
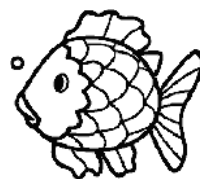
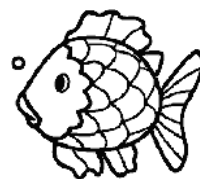
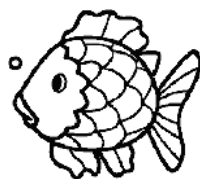
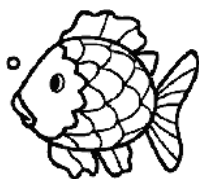
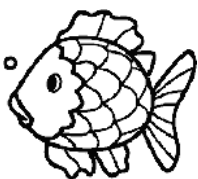
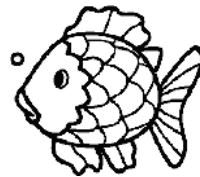
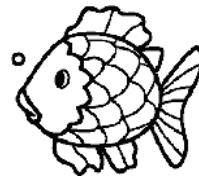
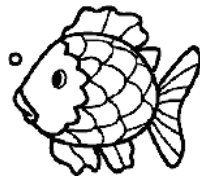
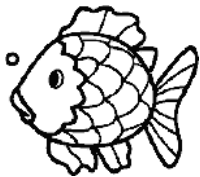
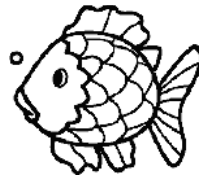
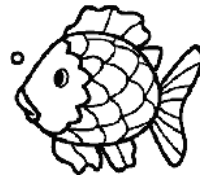
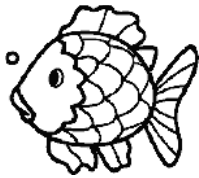
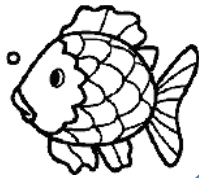
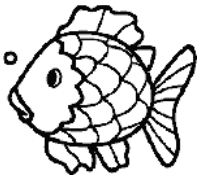
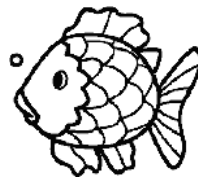
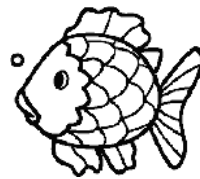
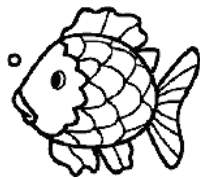
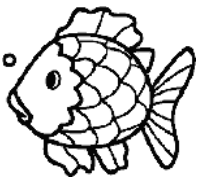
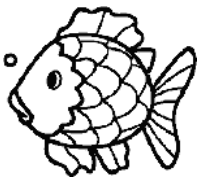
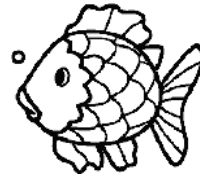
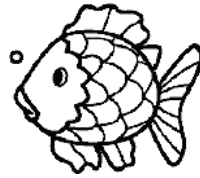
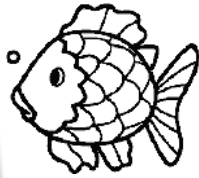
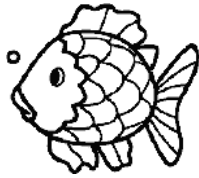
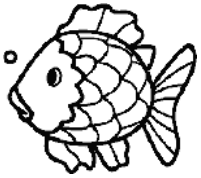


Fiche 7

Domaine : Découvrir les nombres et leurs utilisations

Objectif : Faire des groupements de 6 éléments

Consigne : Fais des groupes de 6 poissons. Ecris ensuite le nombre de poissons qui reste.

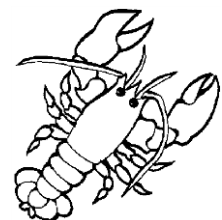
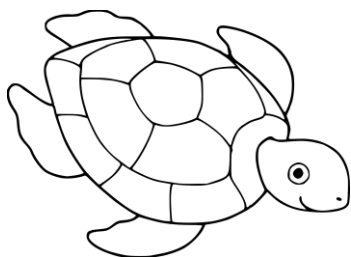
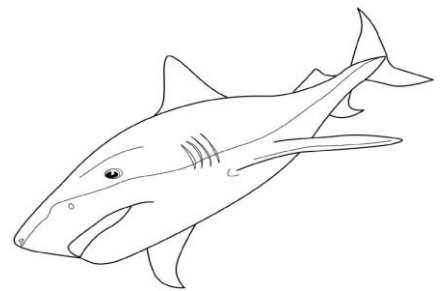
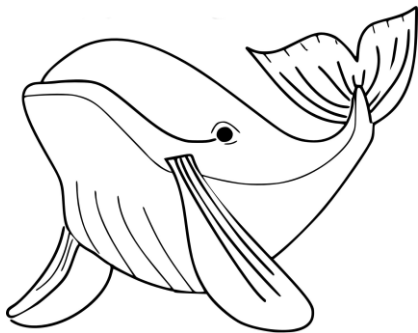
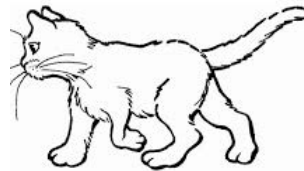
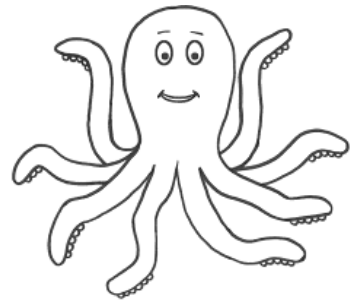
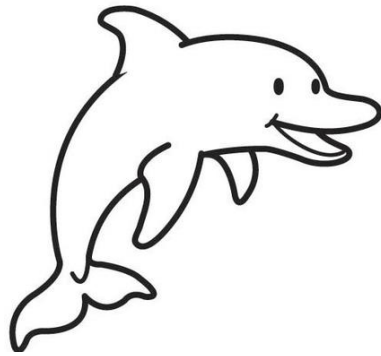
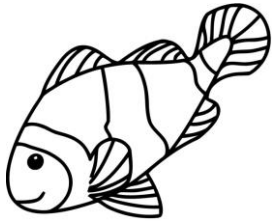
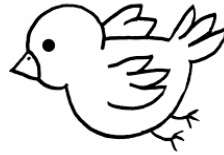


Combien reste-il de poissons ?

DÉCOUVRIR LE MONDE VIVANT

La vie animale : les animaux marins

J'entoure les animaux que l'on trouve dans l'océan. Je barre les autres.



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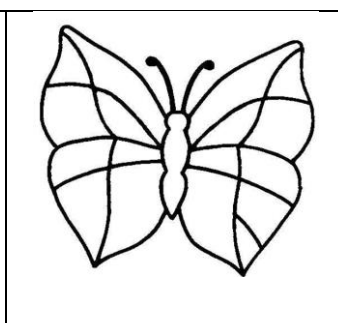
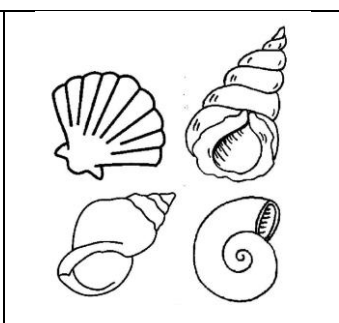
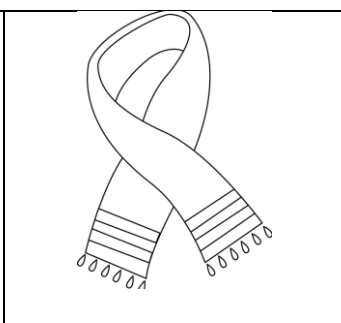
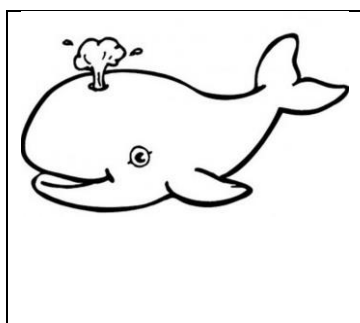
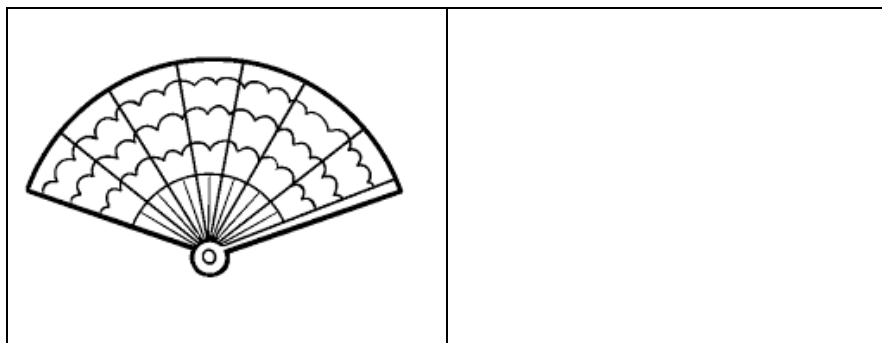
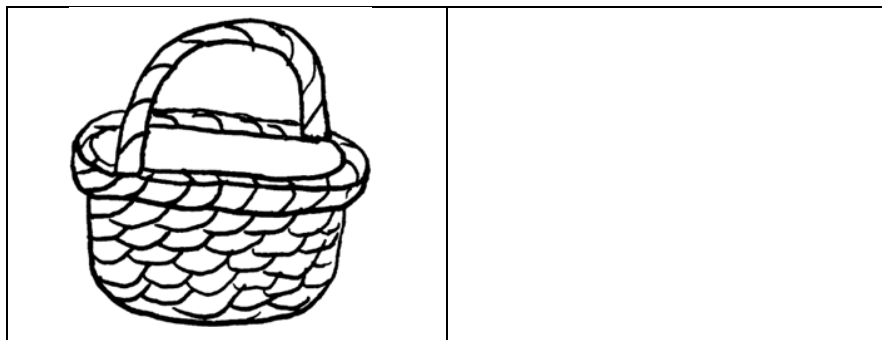
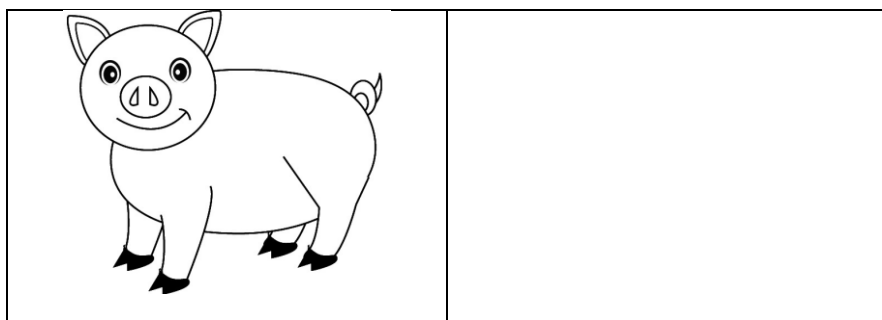
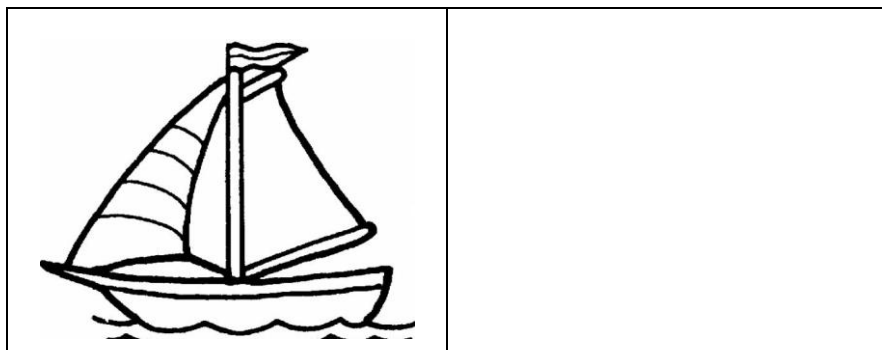
Fiche 10

Domaine : Mobiliser le langage dans toutes ses dimensions : L'oral ⇒ Commencer à réfléchir sur la langue et acquérir une conscience phonologique

Compétence : Manipuler des syllabes

Objectif : Associer des mots ayant la même syllabe d'attaque

Consigne : Découpe chaque image. Place les images en associant deux mots qui ont la même syllabe d'attaque. Exemple : **BA**-NANE et **BA**-LAI commencent par la même syllabe.



B	O	N	N	E

F	Ê	T	E

P	A	P	A

