

Prénom :

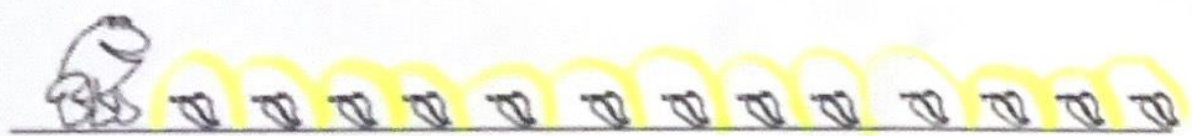
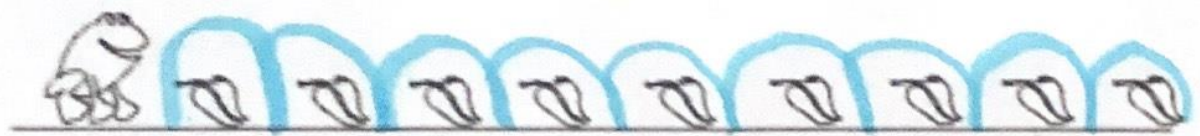
DJAEËL



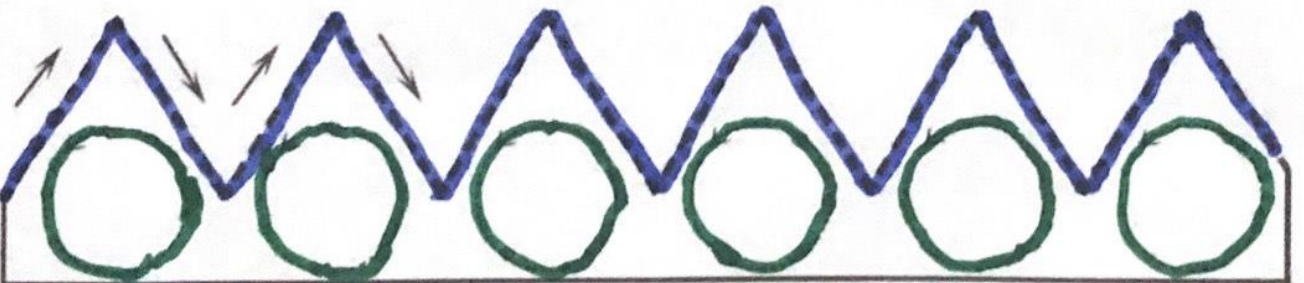
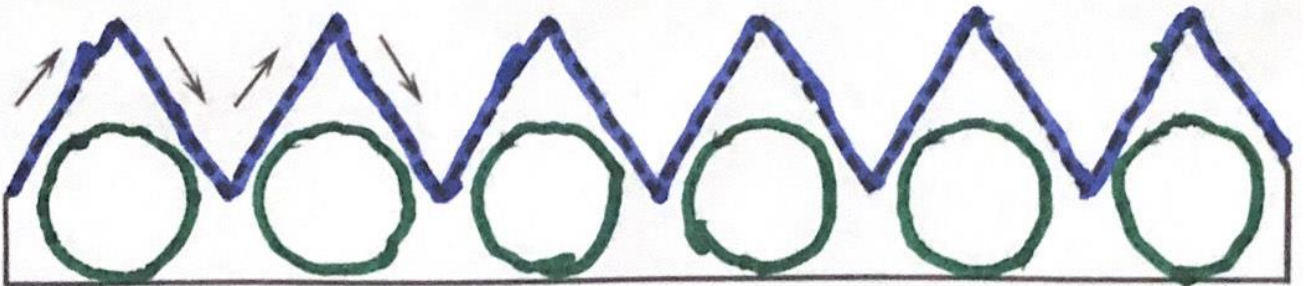
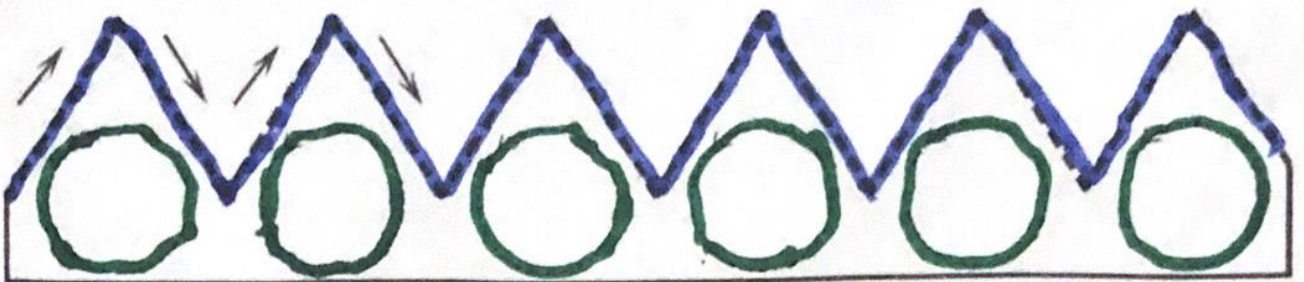
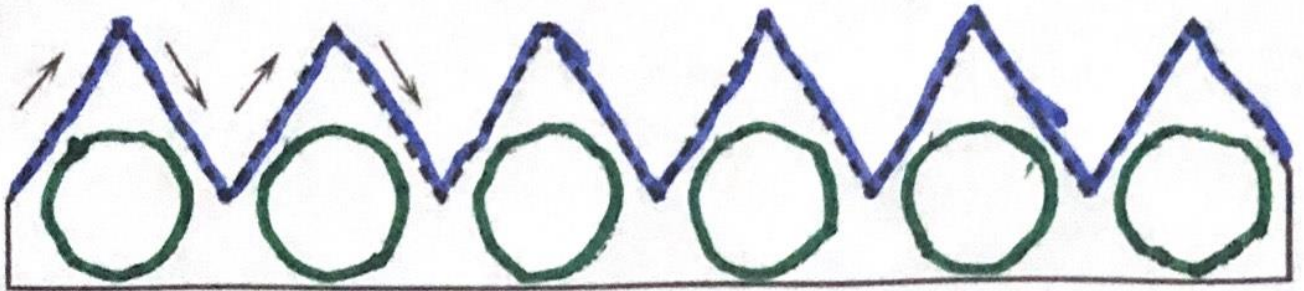
Date :

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Aide la grenouille à trouver son chemin en sautant par dessus les feuilles



Je trace les motifs selon les pointillés.



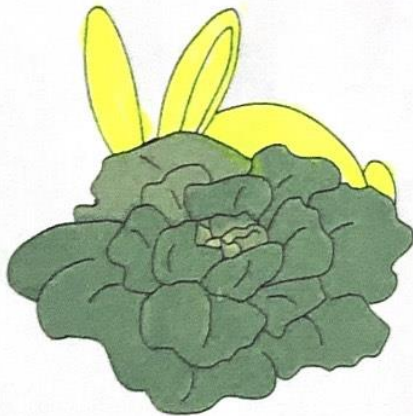
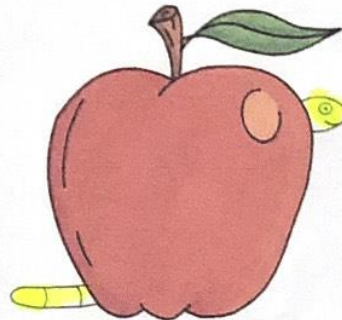
Se repérer dans l'espace - Devant / derrière



Colorie en jaune les animaux qui sont **derrière** la salade ou la pomme, en bleu ceux qui sont **devant**.

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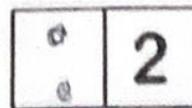
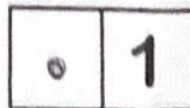
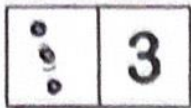
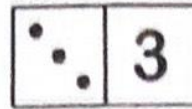
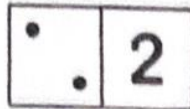
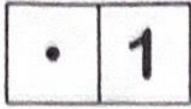
Je reconnais le 1, le 2 et le 3.

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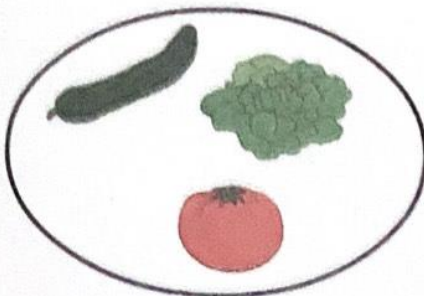
Nom : DJAEL

Date :

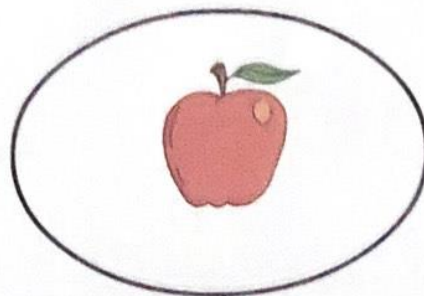
1. Je regarde les modèles. Je dessine les points :



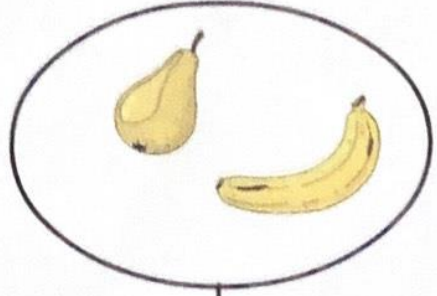
2. J'écris le chiffre dans chaque étiquette :



3

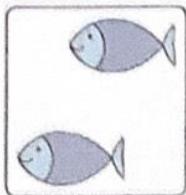


1

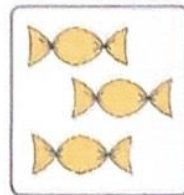


2

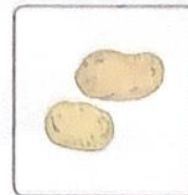
3. Je barre les étiquettes-nombres qui sont fausses :



~~1~~ 2 ~~3~~



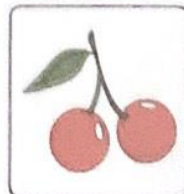
~~1~~ 3 ~~2~~



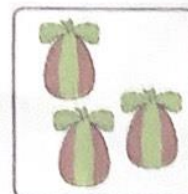
~~3~~ 1 ~~2~~



1 ~~3~~ ~~2~~



~~3~~ 2 ~~1~~



~~2~~ 1 3