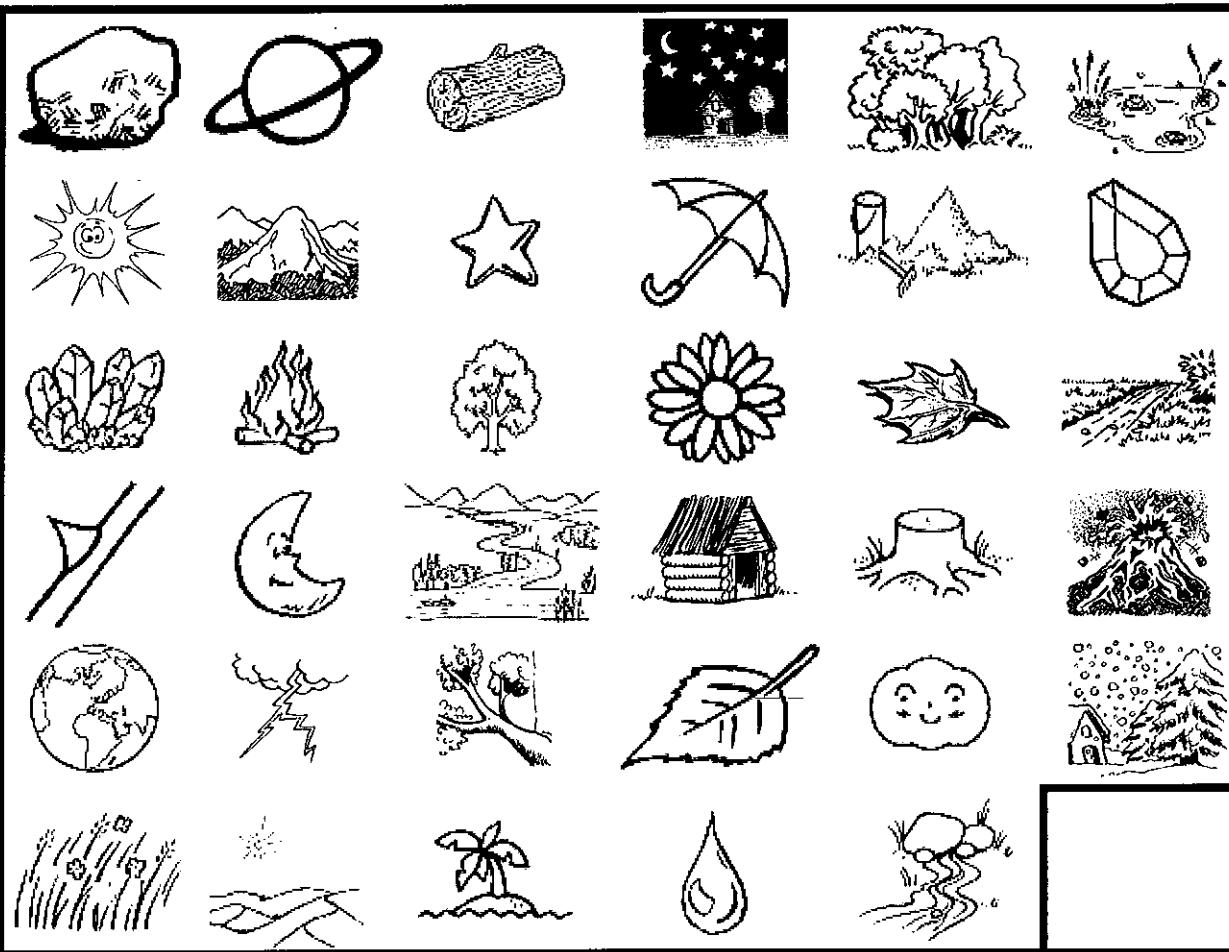
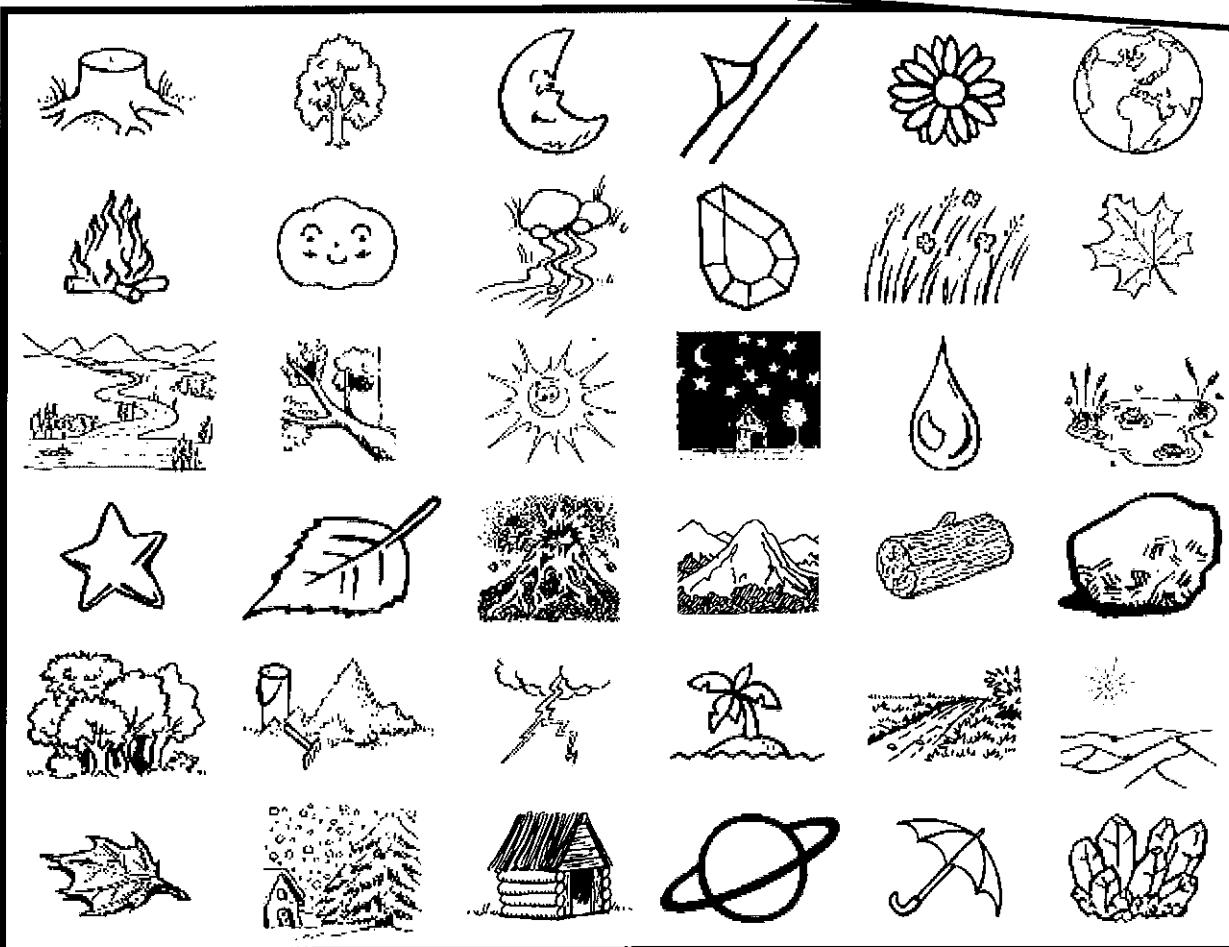
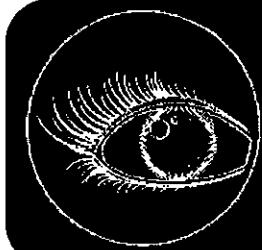


UN DE PERDU!

Un dessin a disparu entre le premier et le second cadre. Trouve-le et entoure-le.





Œil de lynx

Observe l'image et entoure les dessins demandés.

Prénom :

Date :



Les jours

Sur chaque ligne, barre l'intrus.

lundi

lundi

lundi

lundi

lundi

mardi

mardi

mardi

mardi

mardi

mercredi

mercredi

mercredi

mercredi

mercredi

jeudi

jeudi

jeudi

jeudi

jeudi

vendredi

vendredi

vendredi

vendredi

vendredi

samedi

samedi

samedi

samedi

samedi

dimanche

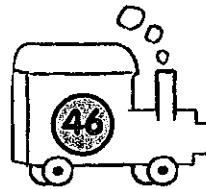
dimanche

dimanche

dimanche

dimanche

Nom : Date :



IDENTIFIER ET LOCALISER DES PHONÈMES DANS UN MOT

TRIER DES MOTS EN FONCTION DU PHONÈME D'ATTAQUE

- ① À côté de chaque lettre, colle les images des mots qui commencent par le même son. Il y a trois intrus.

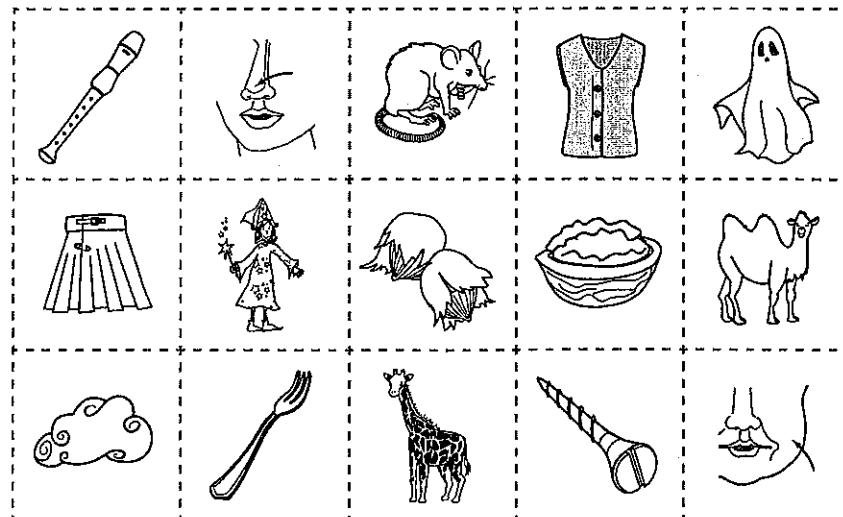
f



n



j



compétence : Développer la discrimination visuelle.

onsigne : Dans chaque liste, retrouve le « mot-modèle » dans chaque mot en barrant les lettres en trop.

bal

balle

ballon

déballer

char

charbon

écharde

charge

chariot

charade

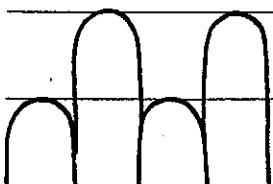
DU GRAPHISME...

FICHE 27

Le pont endroit (3)

... À L'ÉCRITURE

Continue :

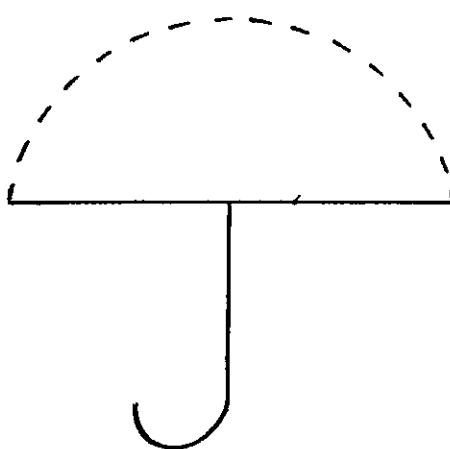
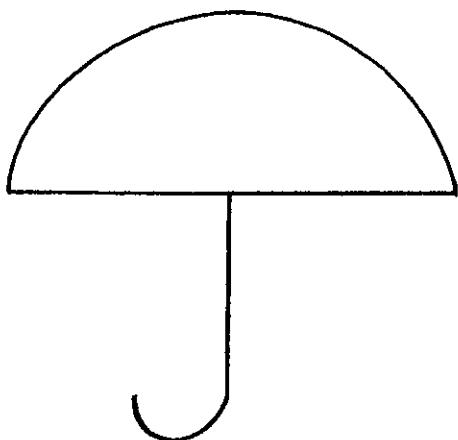


m m

m

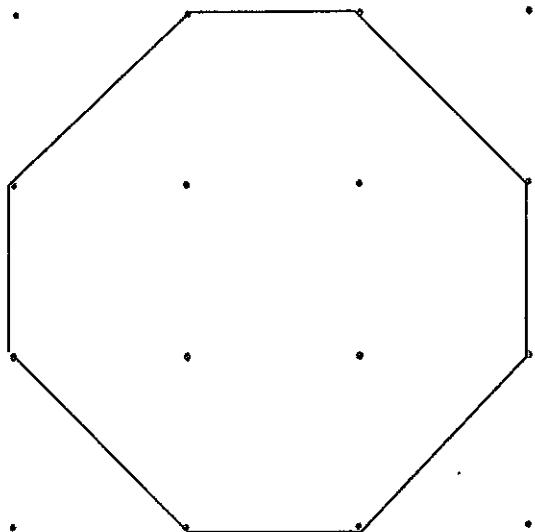
me

Dessine les parapluies et colorie :

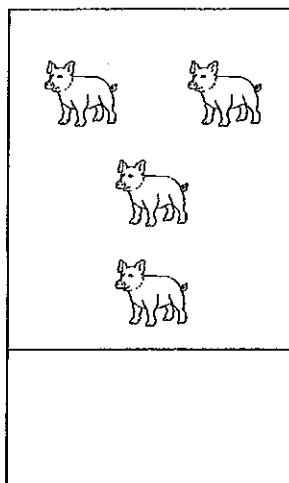
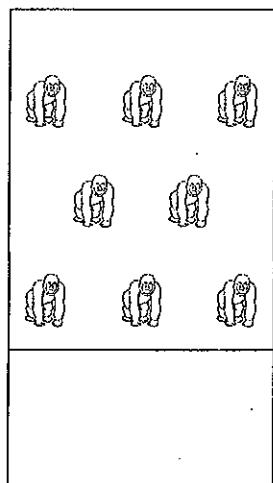
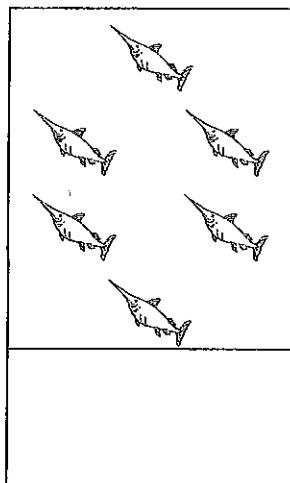
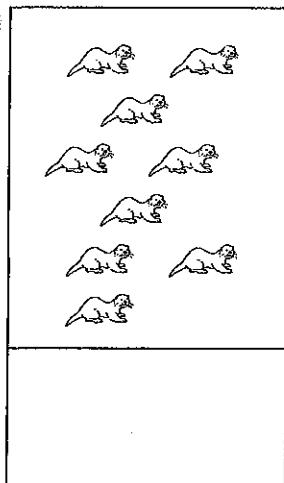


Continue le pavage (avec ou sans la règle)

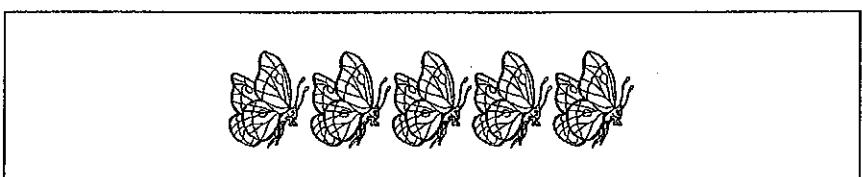
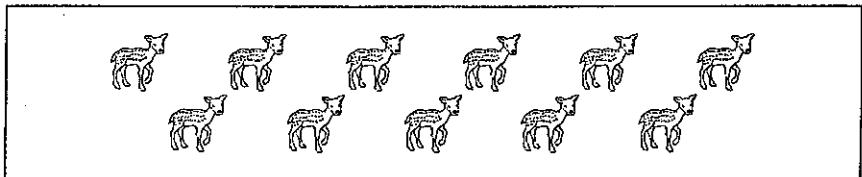
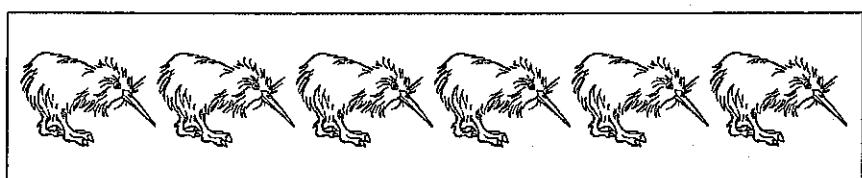
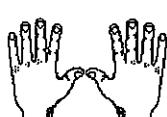
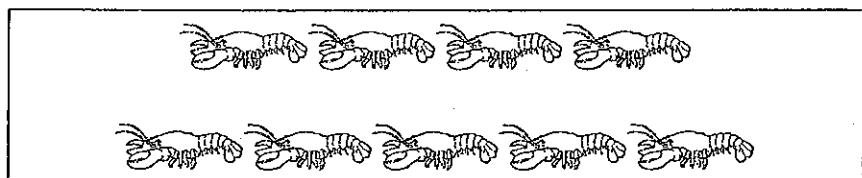
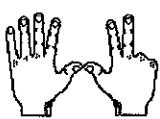
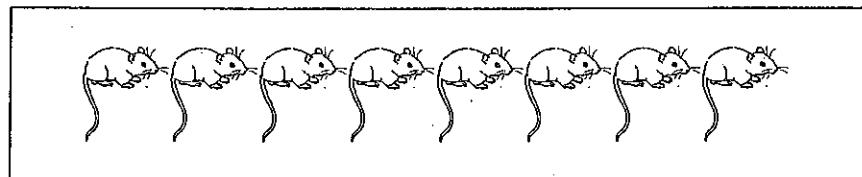
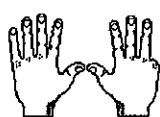
8



2. Dénombrer les collections.

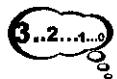


3. Associer chaque dé à une collection.



Prénom : _____

Date : _____



Les nombres de 0 à 10

1. Ecris le nombre.

