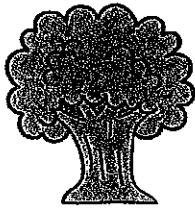
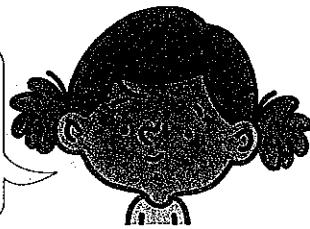


La lettre a

Commence comme un c,
ferme-le avec une petite pointe.



arbre

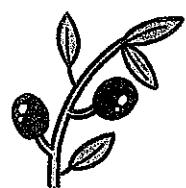
6

le lac

le cacao

La lettre σ

Démarre comme un c, ferme le rond et ajoute un petit bec en haut.

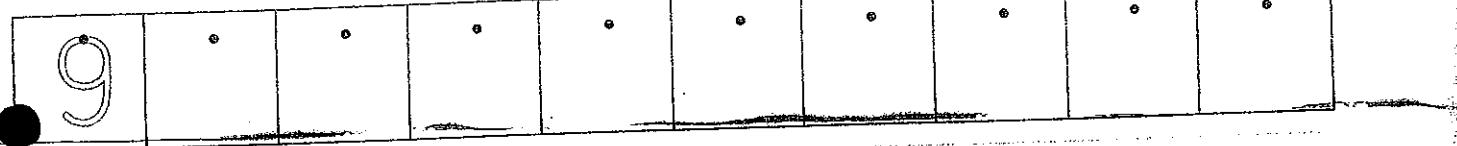


olive

1

— 1 —

A decorative horizontal flourish consisting of two stylized, symmetrical loops on the left and a more complex, branching pattern on the right, all rendered in black ink.



Je m'appelle :

DIZAINES ET UNITÉS

DISTINGUER DIZAINE ET UNITÉ



Groupe les cubes par 10 puis écris le nombre de dizaines et le nombre d'unités restantes.

- Avec aide
 - Sans aide

A horizontal row of ten small, identical cubes. Each cube is a light gray color with a dark gray shadow on its bottom right corner, giving it a three-dimensional appearance. They are evenly spaced along a thin black horizontal line.

DIZAINE	UNITÉ

10

A horizontal row of ten small cubes. The first nine cubes are arranged in a single row, while the tenth cube is positioned directly below the first cube of the row.

DIZAINE	UNITÉ

1

A horizontal row of ten small, identical cubes. Each cube is a light gray color with a dark gray shadow on its right side, giving it a three-dimensional appearance. They are evenly spaced along a thin black horizontal line.

DIZAINE	UNITÉ

1

A horizontal row of ten small, identical cubes. Each cube is a three-dimensional rectangular prism with a slightly darker shade on its front face and edges, giving it a sense of depth. They are evenly spaced along a thin black horizontal line.

DIZAINE	UNITÉ

1

A horizontal row of ten small, identical cubes. They are arranged in two rows of five. The top row contains cubes at positions 1 through 5, and the bottom row contains cubes at positions 6 through 10. Each cube is a simple 3D representation with visible edges.

DIZAINE	UNITÉ

1

A horizontal row of ten cubes, arranged in two rows of five. The top row contains five cubes, and the bottom row contains five cubes directly beneath the top row's cubes.

DIZAINE	UNITÉ



Quadrillages - Coder un déplacement (avec des flèches et nombres)

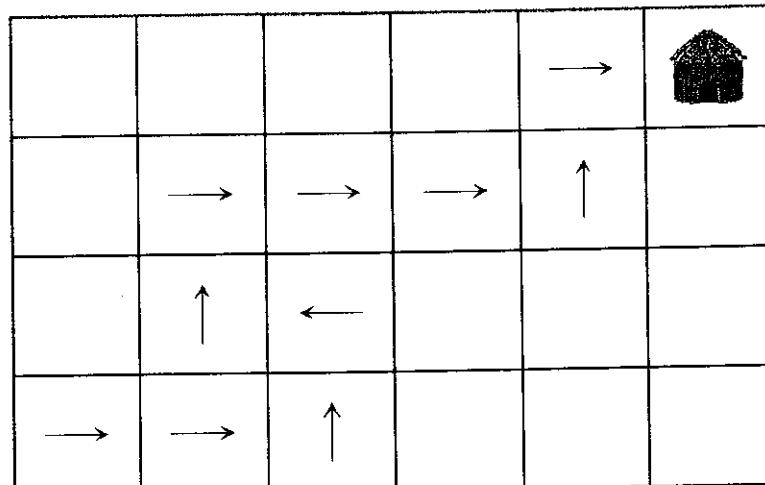
Consigne : Je code les parcours en utilisant le nombre et la flèche.

Nom :

Date :

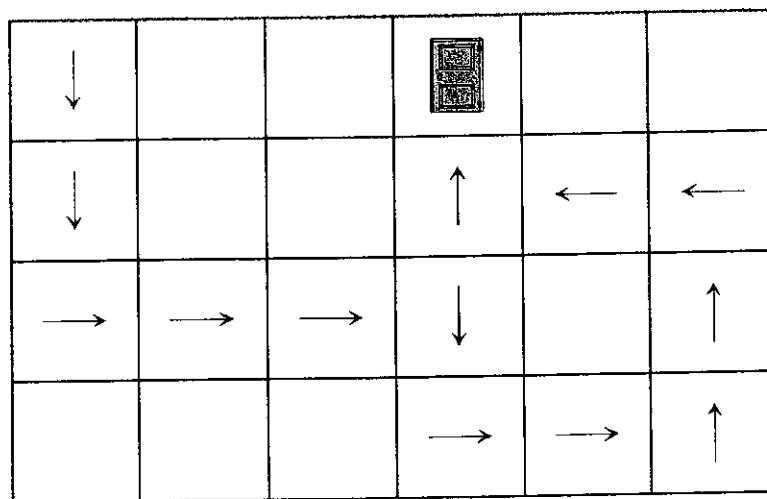
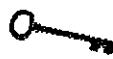
1. Je trouve le code du chemin parcouru par le petit indien en utilisant le nombre et la flèche.

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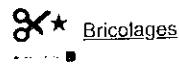
2. Je trouve le code pour accéder à la porte du trésor en utilisant le nombre et la flèche.

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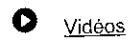
[Coloriages](#)



[Bricolages](#)



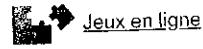
[Recettes](#)



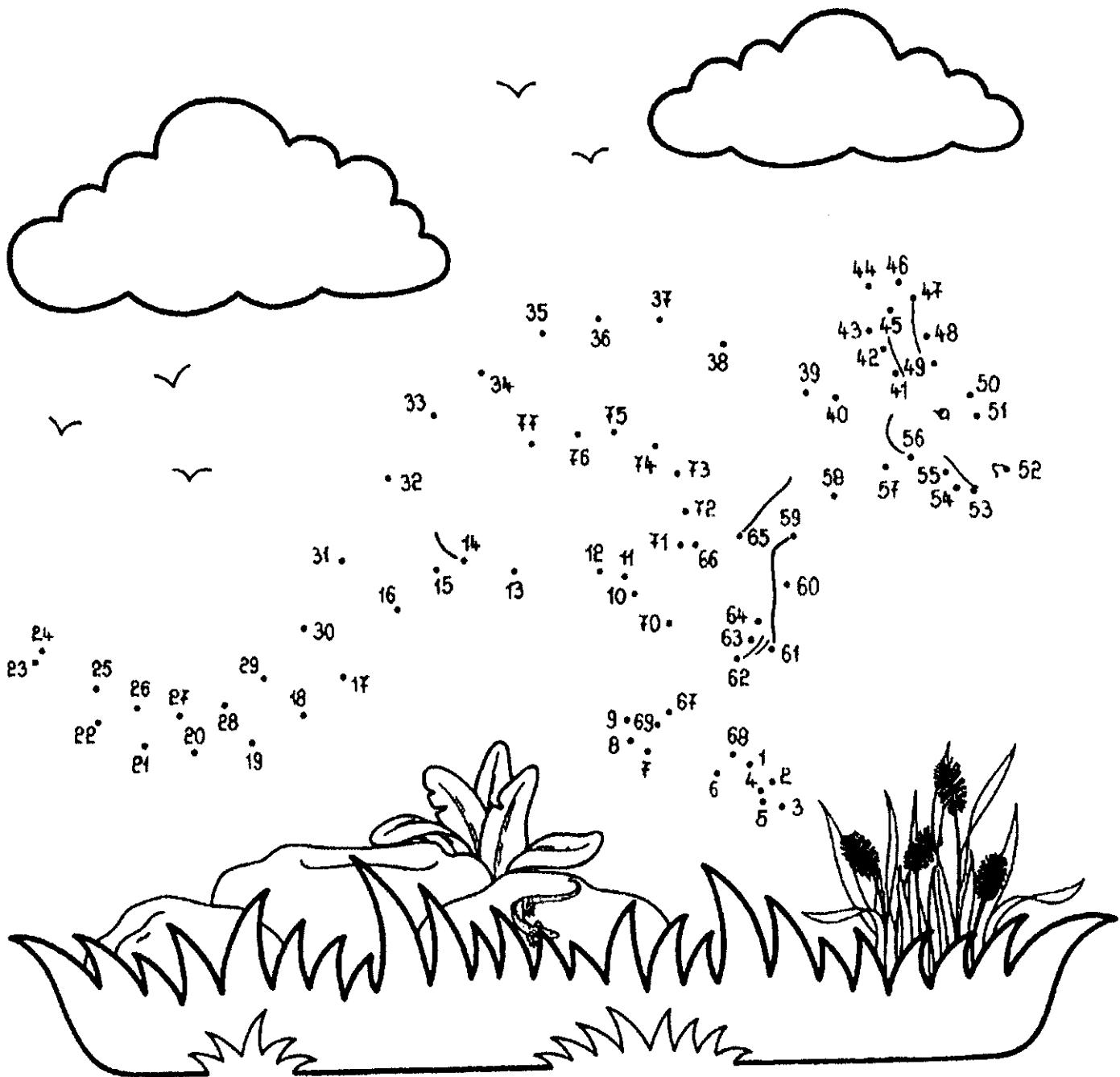
[Vidéos](#)



[Podcasts](#)



[Jeux en ligne](#)



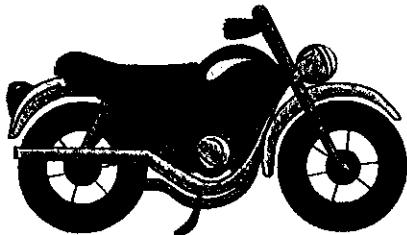
Recomposer des mots à partir de syllabes mélangées



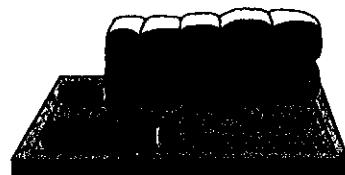
Découpe les syllabes et recompose les mots.

Nom :

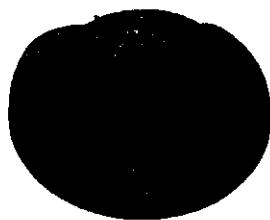
Date :



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TO RO PI TE TO

MO TE RA MA TI

Coller les mots qui commencent par (pa) et (ro)



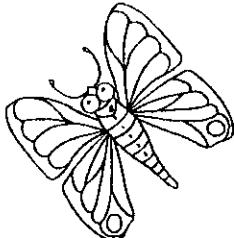
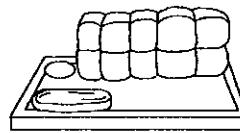
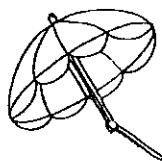
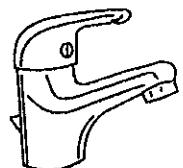
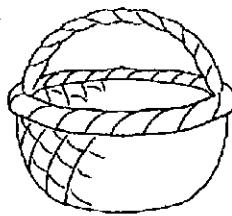
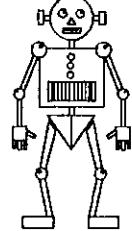
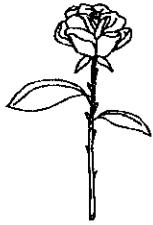
Découpe les dessins en bas de page. Colle d'un côté les mots qui commencent par le son [pa] et de l'autre ceux qui commencent par le son [ro]. Puis, colorie.

Nom :

Date :

PA
pa

RO
ro





LE MOT

	opossum		kangourou		diable		koala		requin		tortue		dingo
	opossum		kangoiroo		diable		koaal		requin		tortue		dingo
	opossum		kangourou		diakle		koala		requin		tortue		dingo
	opassum		kangauroo		diable		koala		requin		tortue		dingo
	opossum		kengourou		diable		koala		requin		tortue		dingo
	opossum		kangourou		diable		koala		requin		tortue		dingo
	opossum		kangourou		diable		koala		requin		tortue		dingo
	opossum		kangourou		diable		koala		requin		tortue		dingo