

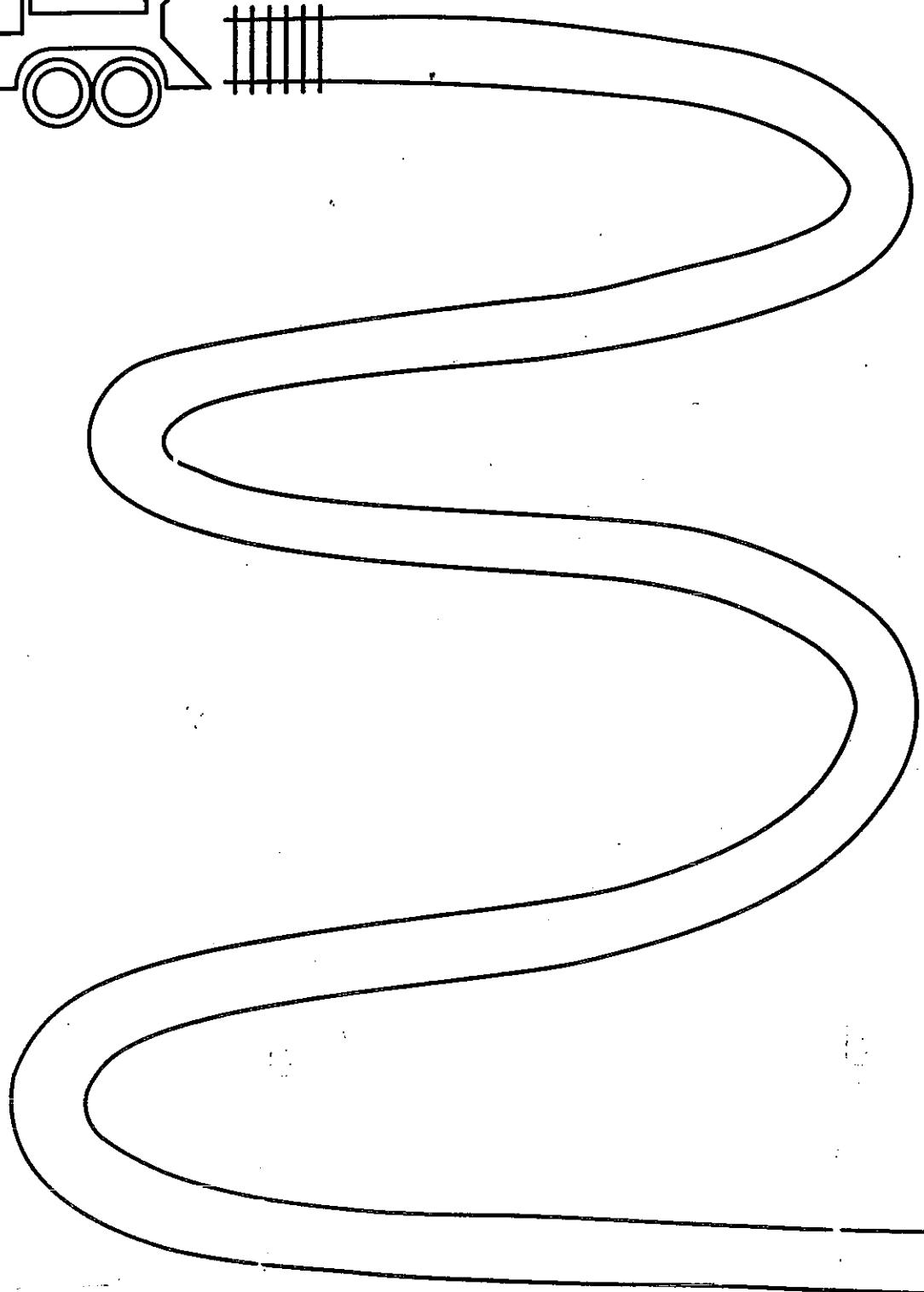
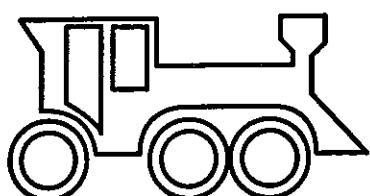
Elève :

Date :

3.7

Les traits.

Dessine les traverses de la voie de chemin de fer.



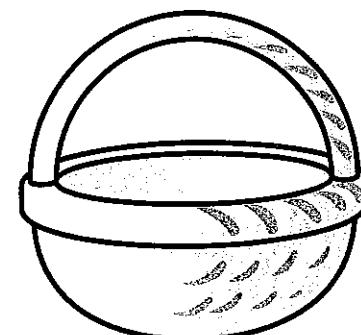
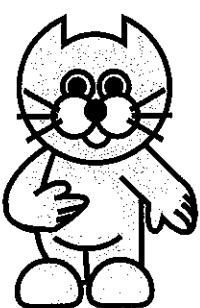
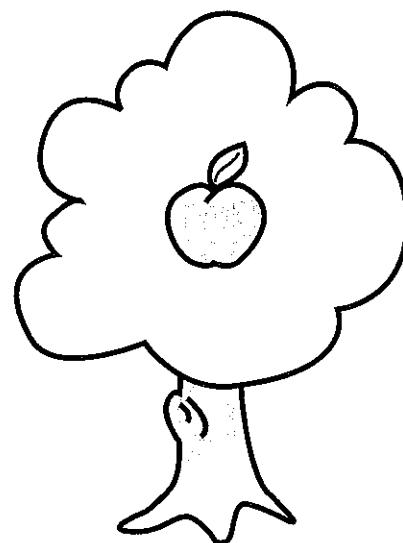
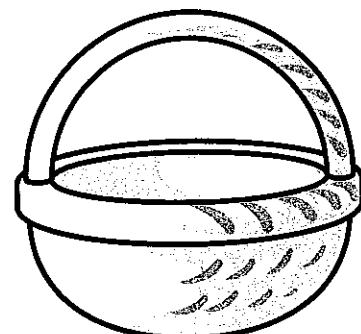
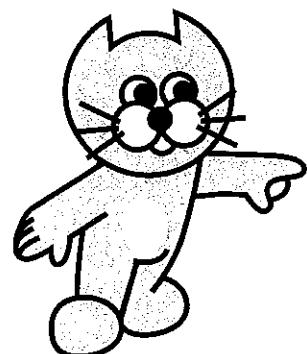
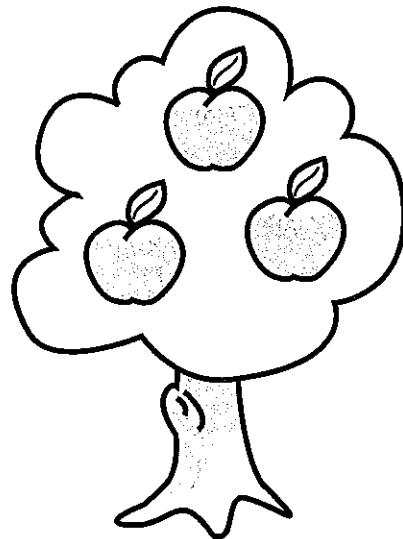
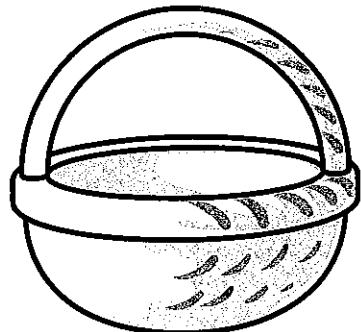
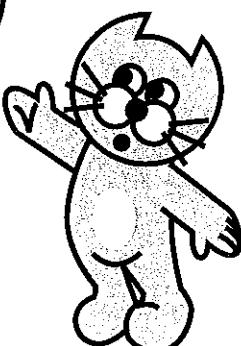
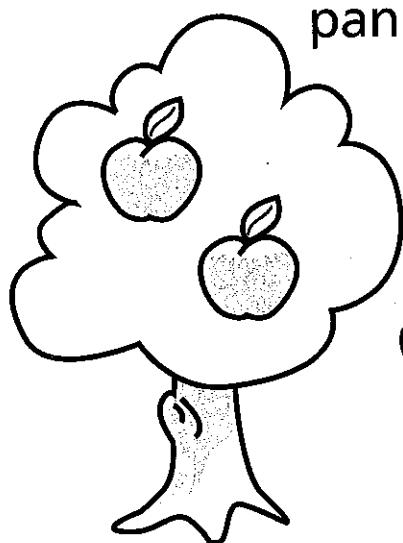
mon prénom:

Titou le math'ou
niveau 1

titou et les pommes.

6

A chaque fois, Titou veut autant de pommes dans son panier qu'il y en a dans l'arbre.



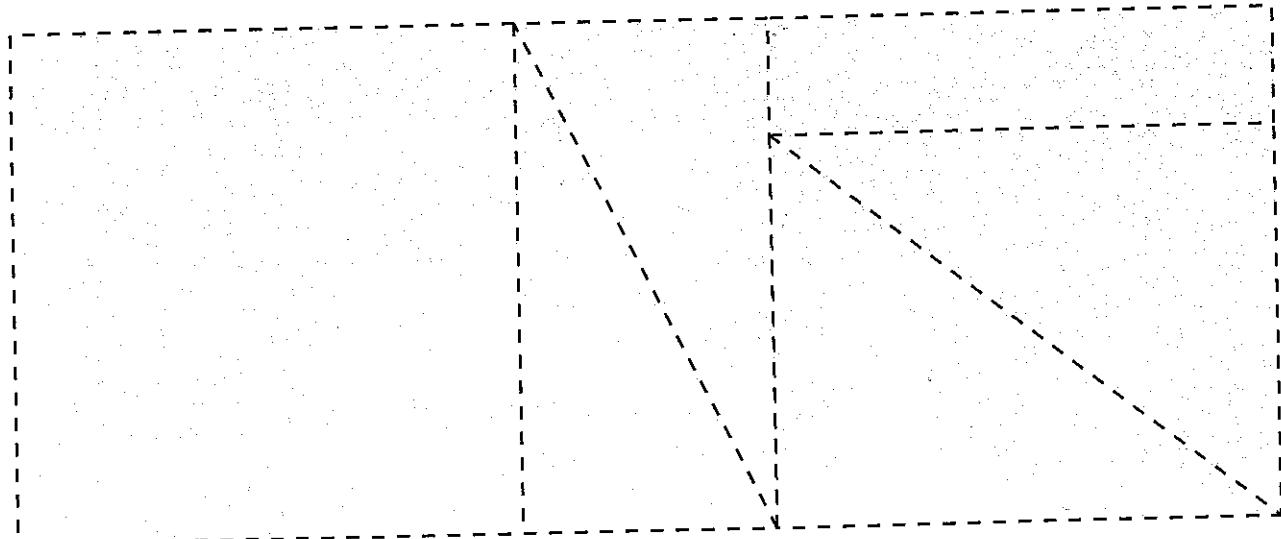
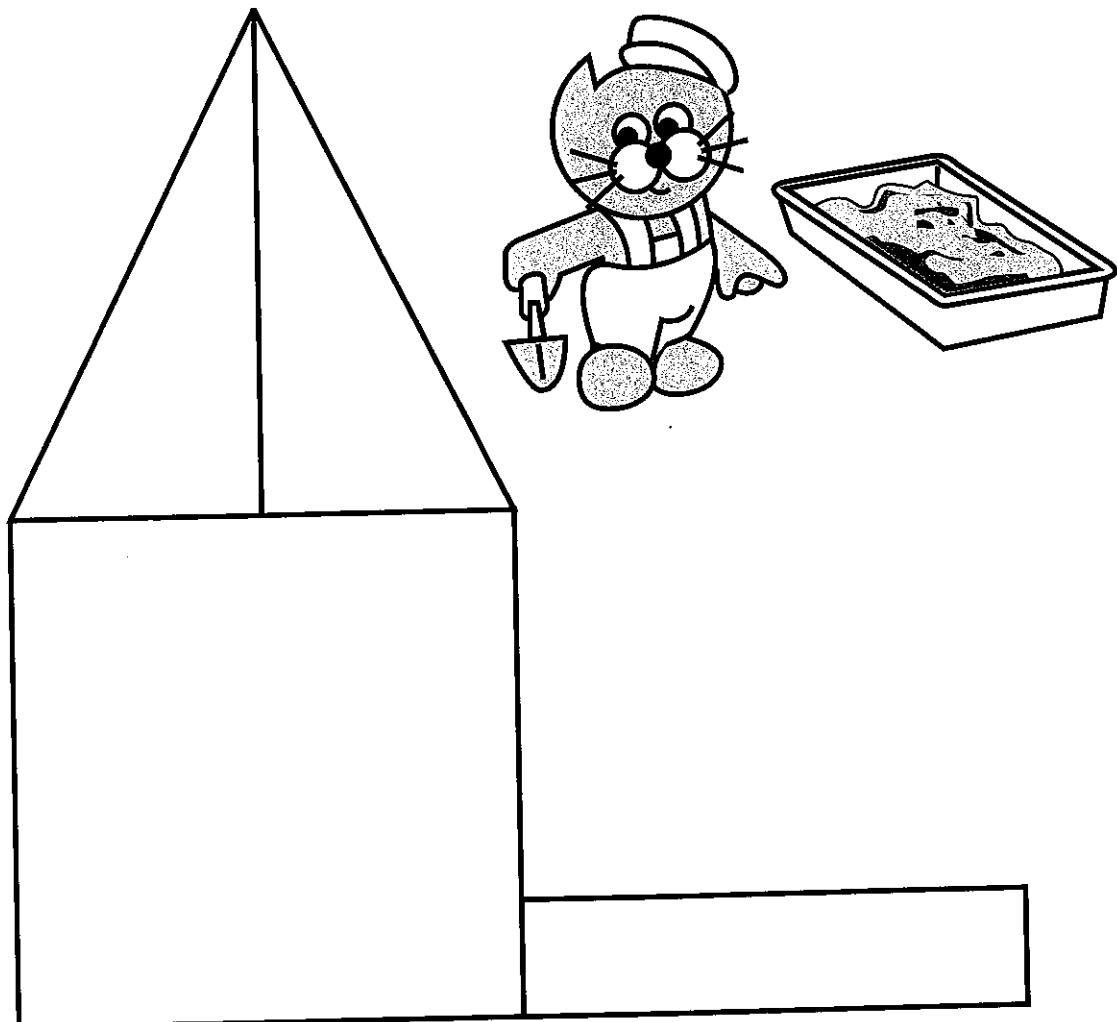
mon prénom:

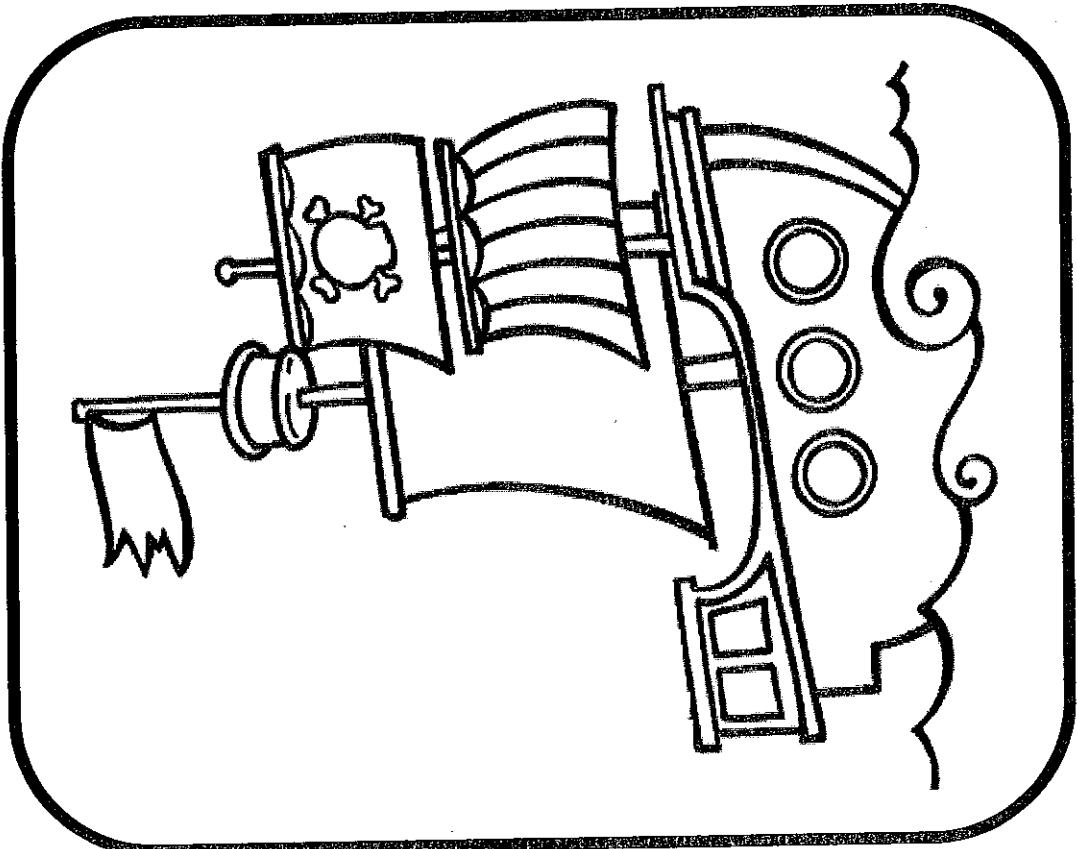
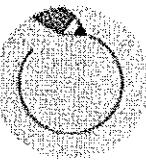
Titou le math'ou
niveau 2

La maison de titou.

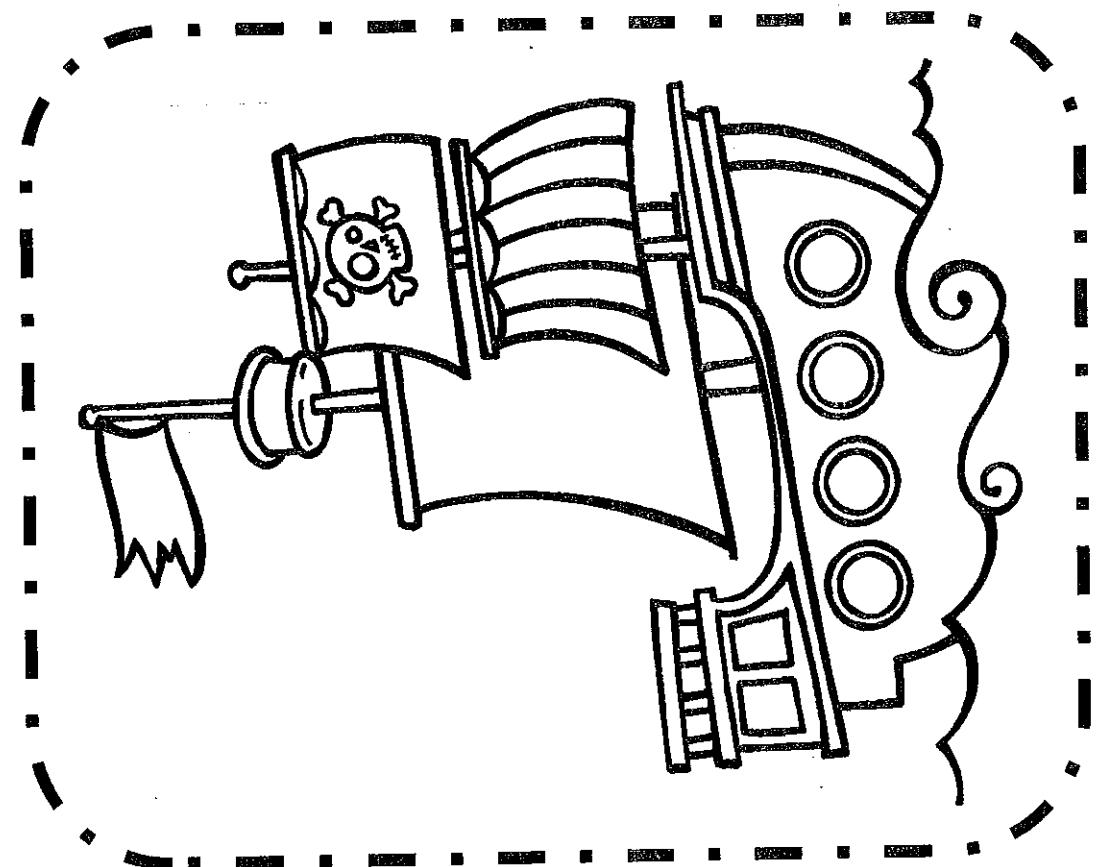
20

Aide Titou à construire sa maison.



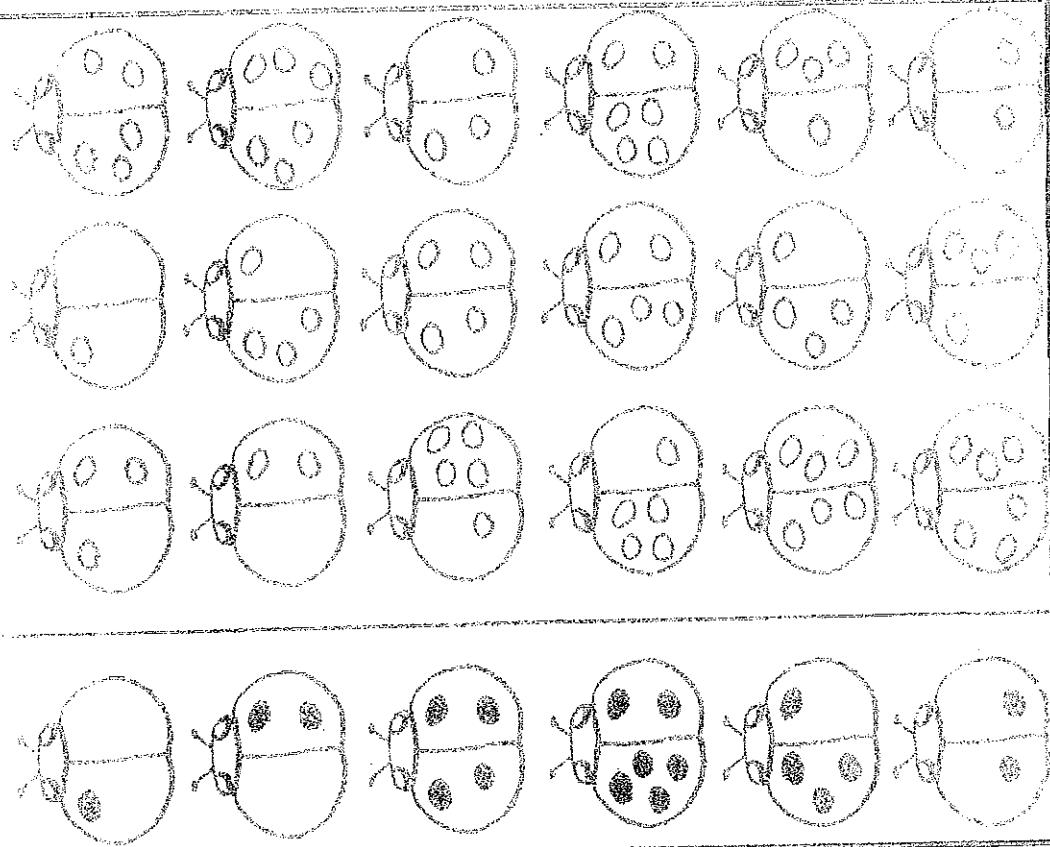


Entoure les 3 différences entre les images.



6

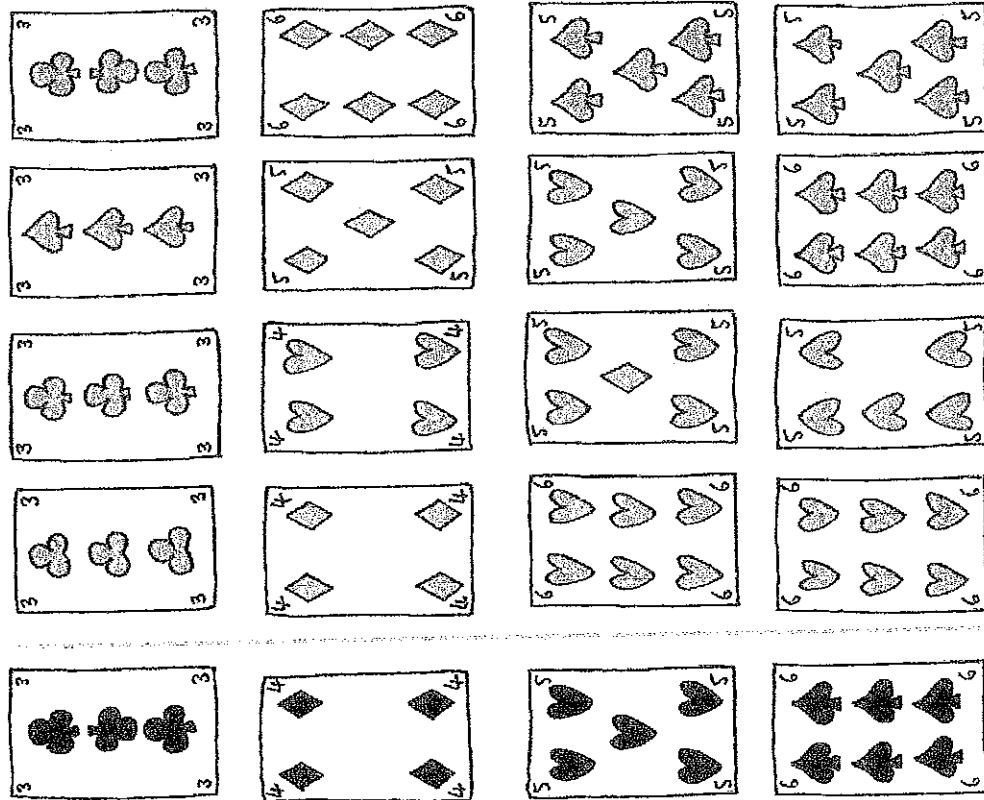
Colorie sur chaque ligne les points de la coccinelle
d'après le modèle.



5

Cartes à jouer

Sur chaque ligne, entoure la carte identique au modèle.



mon prénom:

Attrape-moi titou !

15

Colorie les oiseaux et les poissons
que Titou peut attraper.

