

Mathématiques

Dénombrement de 1 à 20

Fichier créé par Anne-Marie Samoun annemariesam@free.fr

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Lire et compter sont les fondamentaux de notre éducation, les savoirs indispensables pour réussir dans notre société.

C'est pourquoi le dénombrement tient une place d'importance dans les compétences à travailler avec les élèves.

Dénombrer, ce n'est pas seulement compter, mais c'est être capable d'ordonner les nombres, de les décomposer, de les additionner et de les soustraire.

C'est pourquoi ce fichier présente des types d'exercices variés qui font appel à des compétences différentes. Les fiches ne sont pas rangées par ordre de difficulté croissante mais par notion étudiée.

SOMMAIRE

- Reconnaître les chiffres : fiche 1
- Compter : fiches de 2 à 5
- Comparer : fiches 6 et 7
- Décomposer, additionner, soustraire : fiches 8 à 20
- Ordonner : fiches 21 à 25

Ce fichier est facile à utiliser en autonomie pour des enfants non lecteurs car il n'y a en général qu'une consigne par fiche.

D'autres niveaux de fichiers sont proposés sur webinstit.net : dénombrer de 1 à 6, dénombrer de 1 à 12. Les fiches sont toutes différentes.

Entoure les **13** en rouge et les **14** en bleu.

	13	5		18		
			14			14
8				13		7
	14		12			
		4		1	14	13

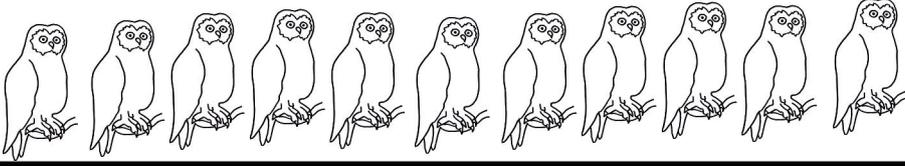
Entoure les **16** en rouge et les **17** en bleu.

	16	28		12	17	07
19			16			
					16	
7		9	13	06		17

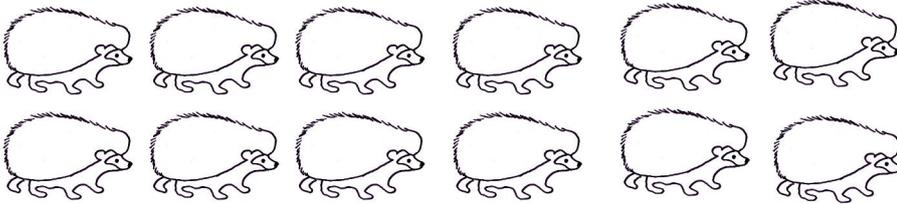
Entoure les **18** en rouge et les **19** en bleu.

19			09		32		19
	15						
			16			81	
	8			08			
18		91		16		18	19

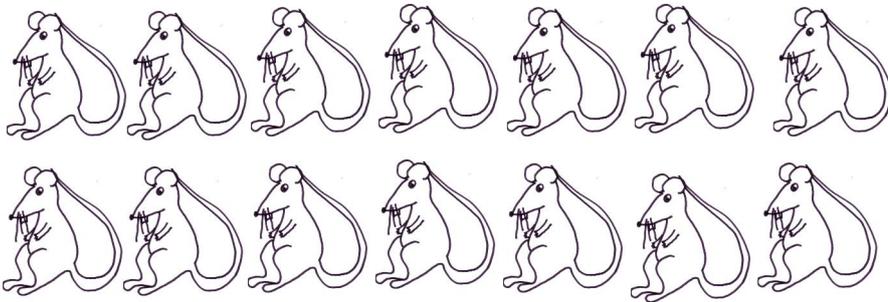
Compte et colorie le bon nombre..



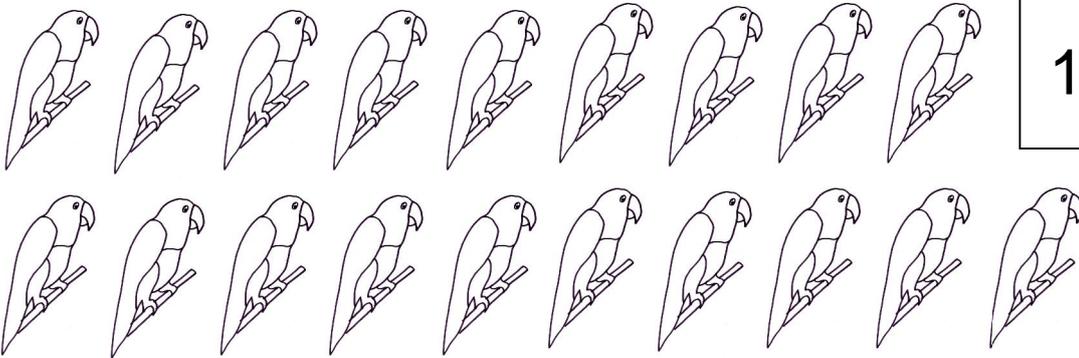
10	11	12
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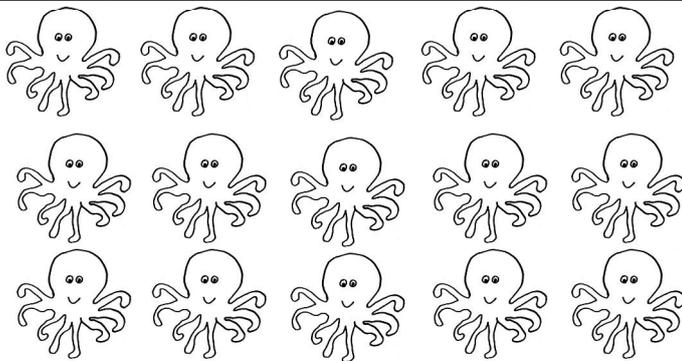
10	12	17
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14	16	18
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11	13	19
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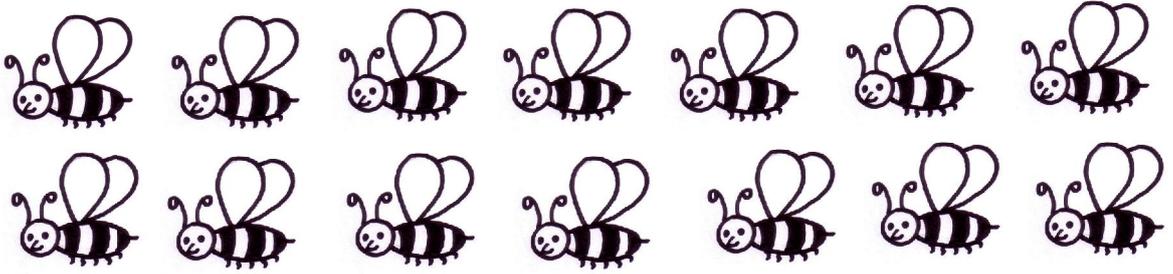


15	16	17
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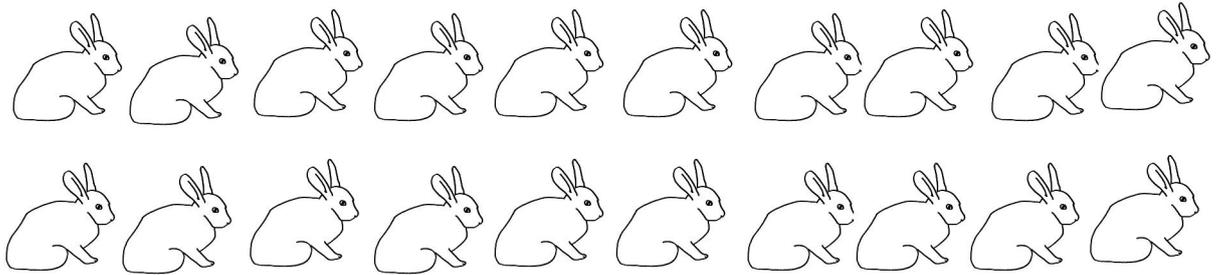
1-2-3-4-5-6-7-8-9-10-11-12-13-14-15-16-17-18-19-20

Entoure autant d'animaux qu'indiqué par le nombre dans le rectangle de gauche.

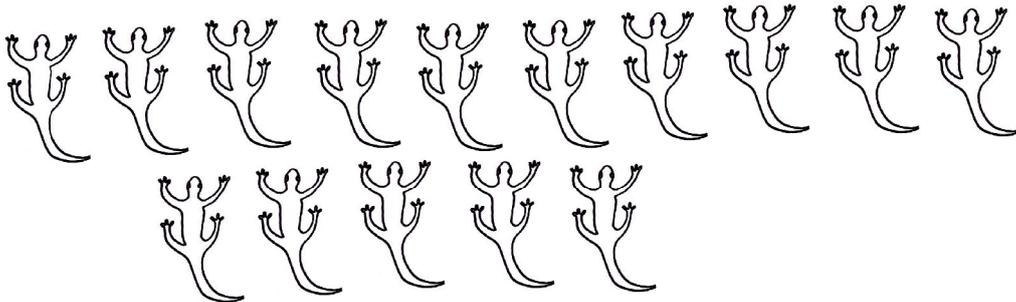
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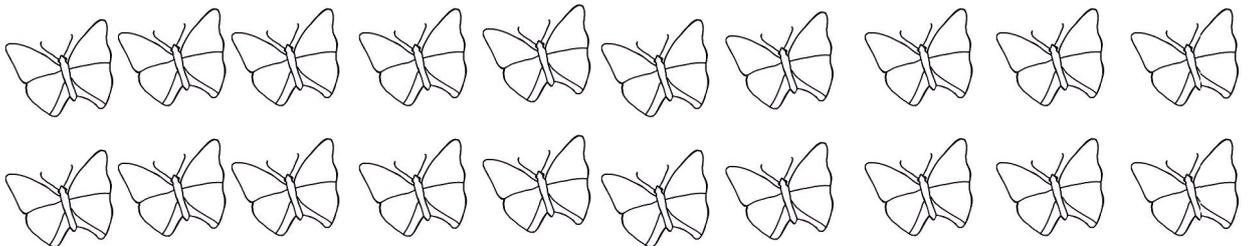
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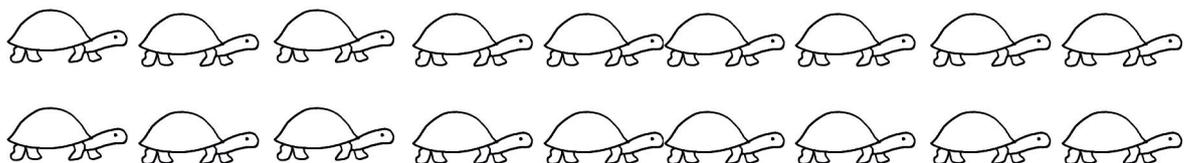
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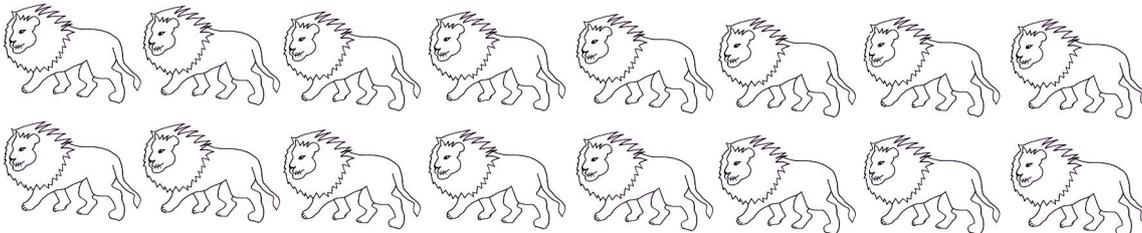
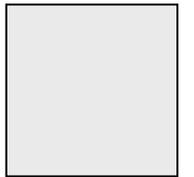
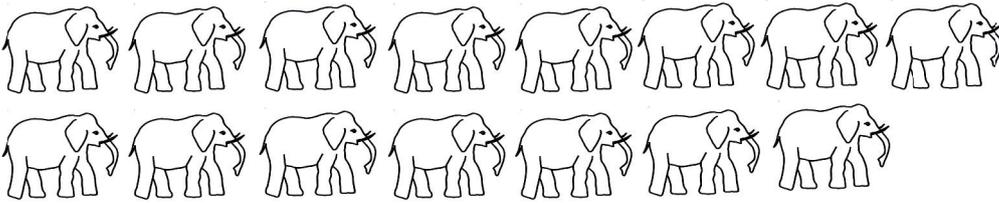
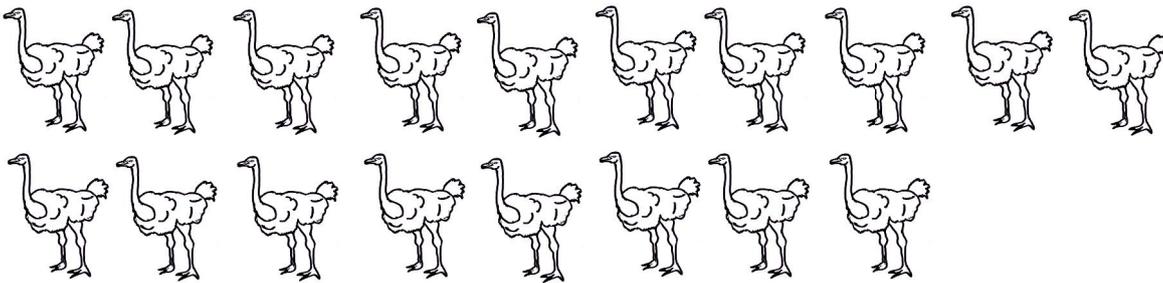
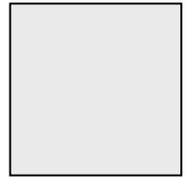
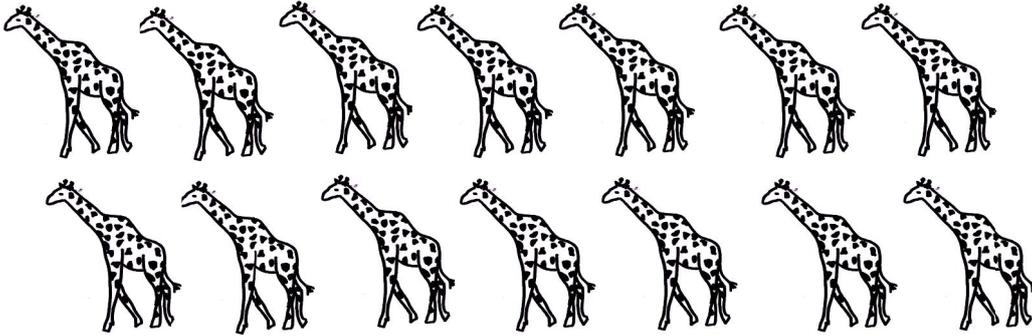
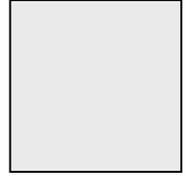
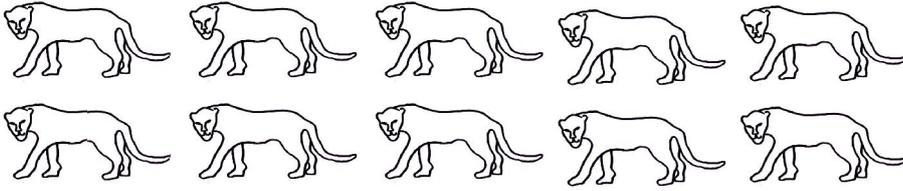
18



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Compte chaque type d'animal, découpe le bon chiffre et colle le pour indiquer le nombre d'animaux.



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Dessine le nombre de ronds demandés dans le rectangle de gauche.

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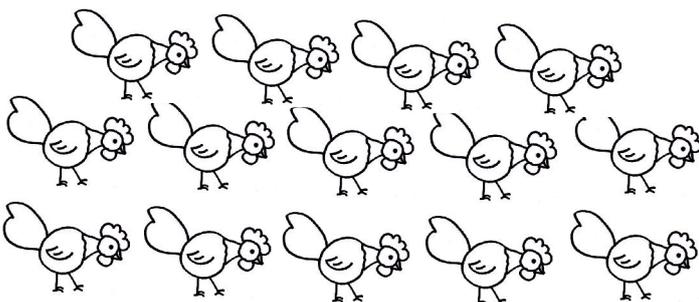
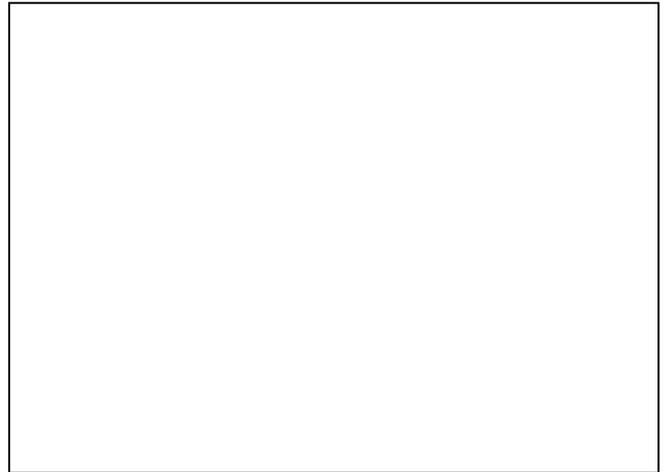
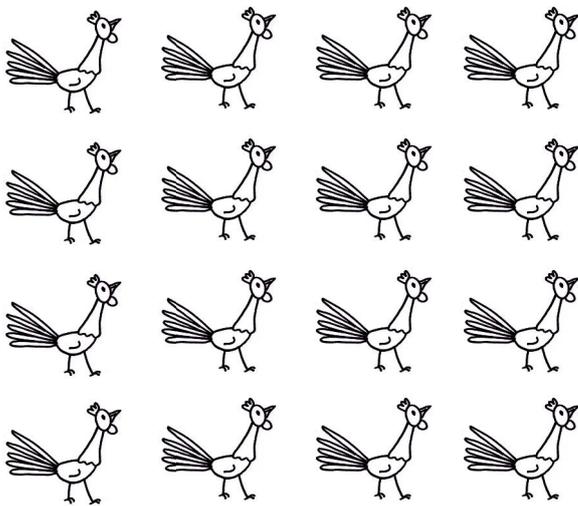
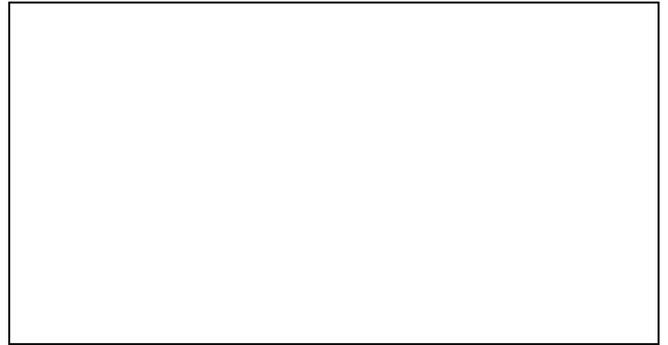
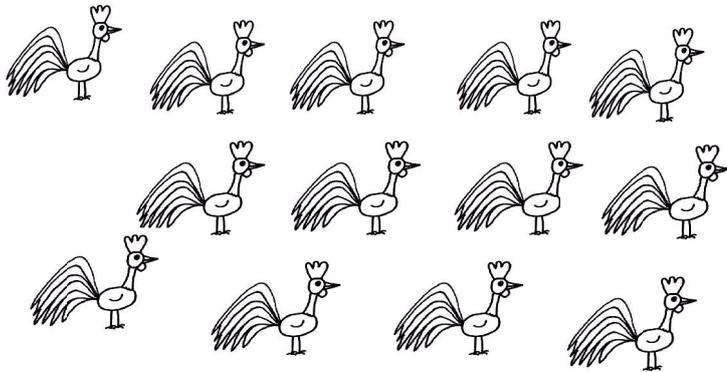
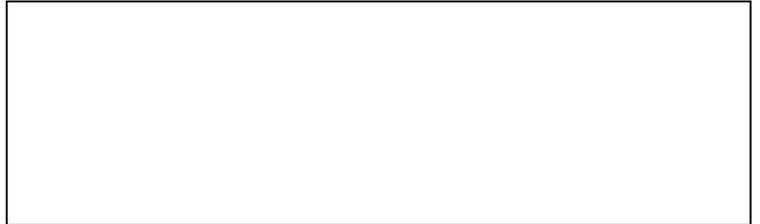
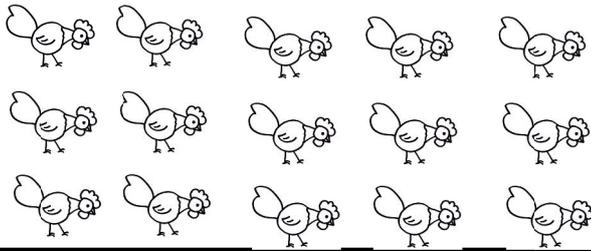
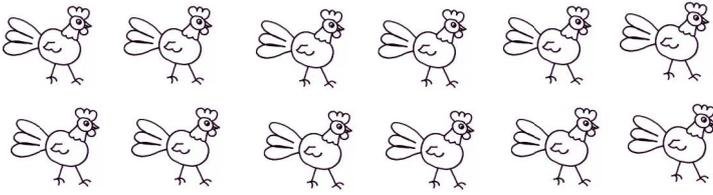
Dessine le nombre de ronds demandés dans le rectangle de gauche.

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19

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Dessine dans le rectangle autant d'œufs que de poules sur chaque ligne.



Colorie, dans chaque case, le nombre le plus grand.

10 13

9 11

13 14

17 20

19 16

19 12

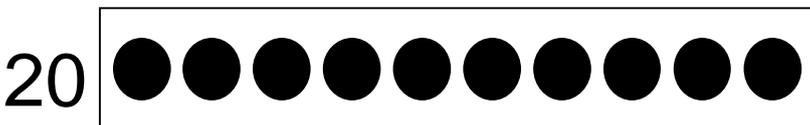
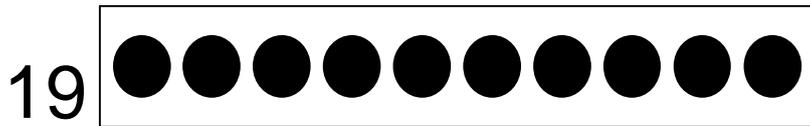
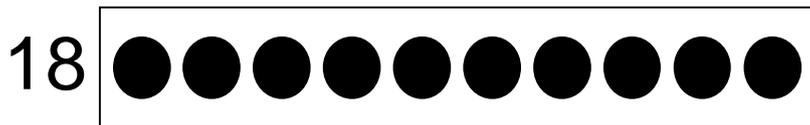
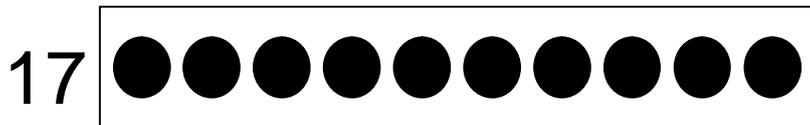
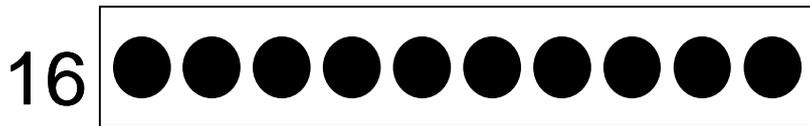
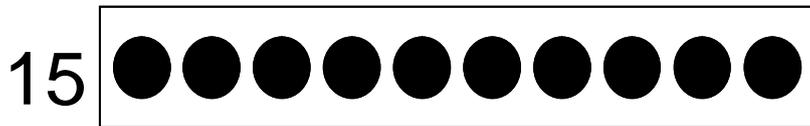
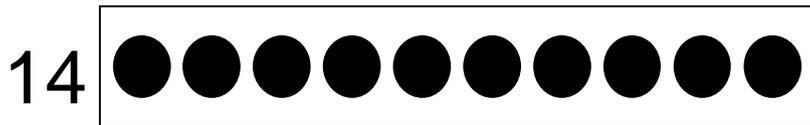
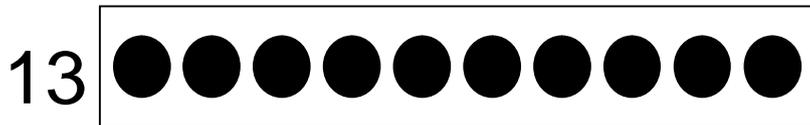
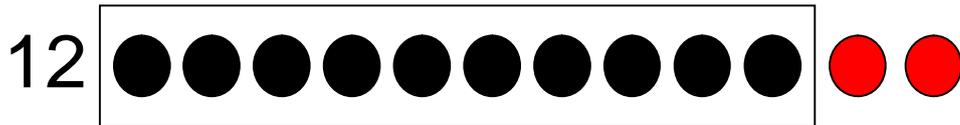
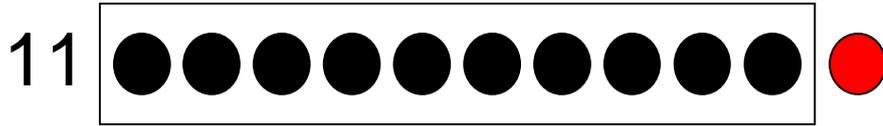
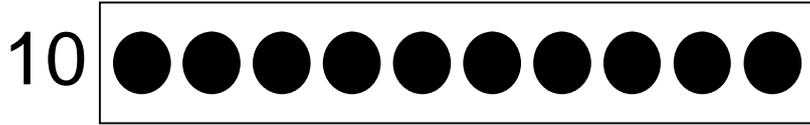
16 18

18 14

15 10

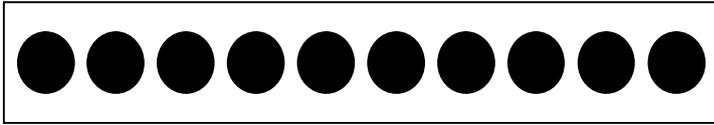
16 17

Complète

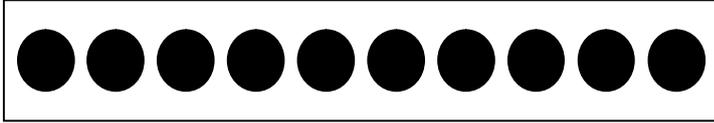


Complète en dessinant les ronds qui manquent..

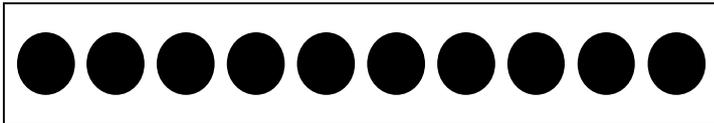
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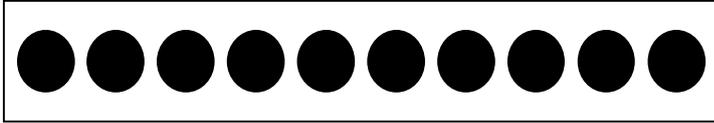
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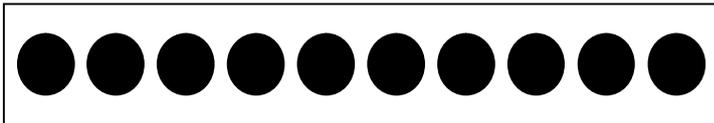
12



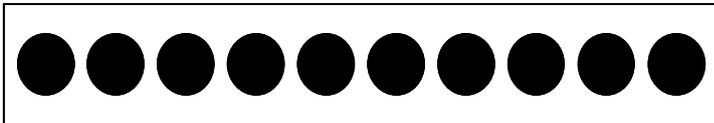
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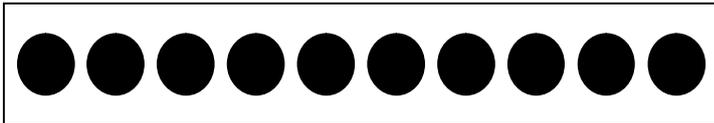
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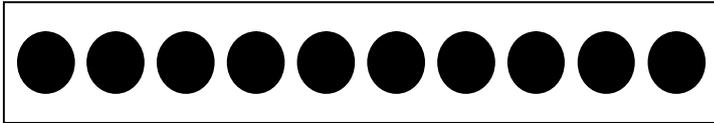
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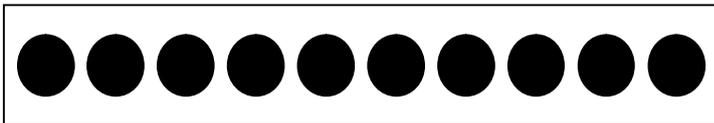
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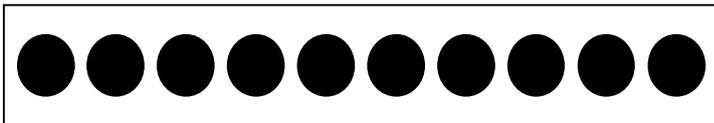
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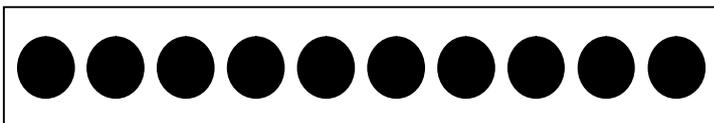
18



17

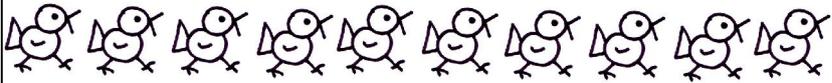


11



Découpe les animaux et colle les pour arriver au nombre demandé. Il y en a toujours 10 de dessiné.

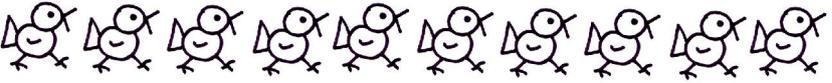
12



11



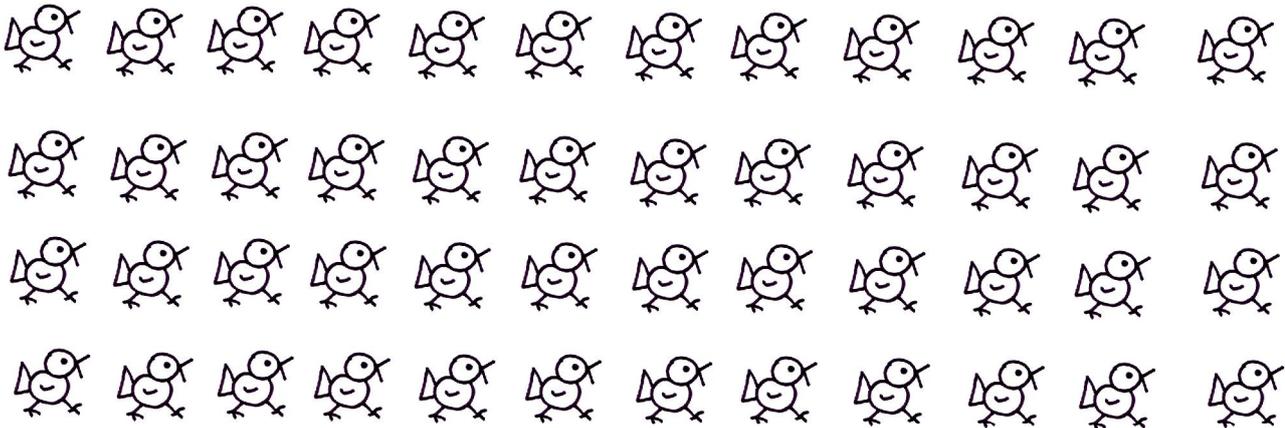
17



13

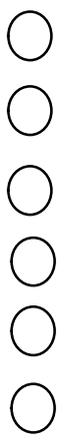


19



Dessine la quantité manquante pour arriver au nombre indiqué dans le rectangle.

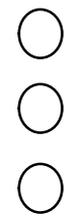
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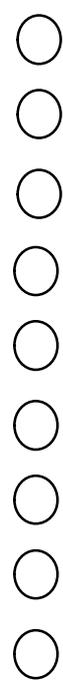
17



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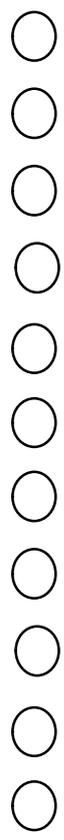
19



14



13



Rajoute ou barre ce qu'il y a en trop pour arriver au nombre indiqué dans le rectangle.

12



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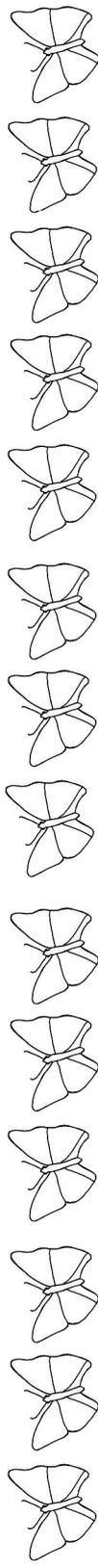
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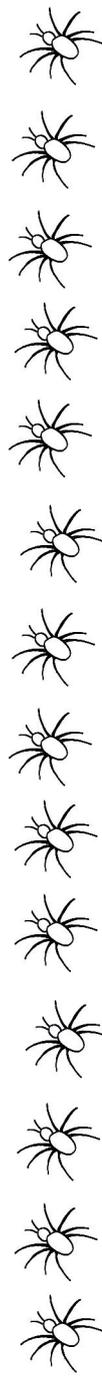
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10



16



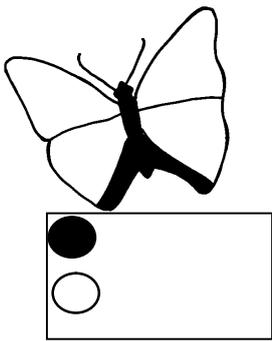
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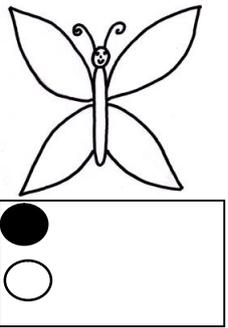
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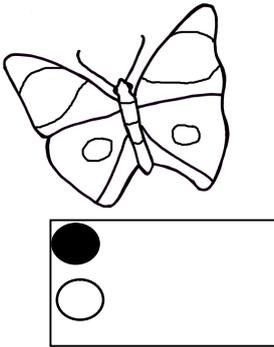
Un papillon a pondu des œufs. Il a fait des œufs noirs et des blancs. Combien de noirs a-t-il pondu ? Combien de blancs ? Combien d'œufs a-t-il pondu au total ? Indique les résultats dans le rectangle.



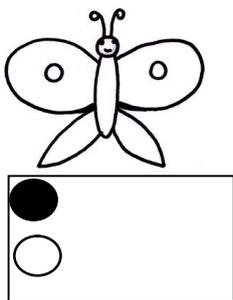




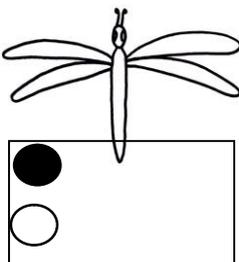








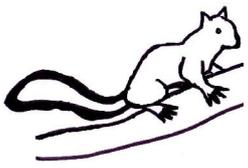


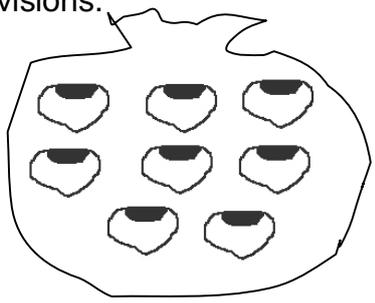
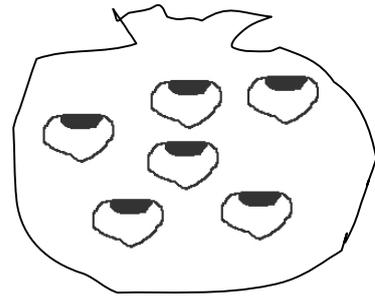
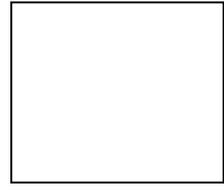
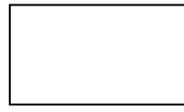


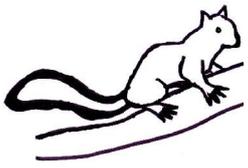


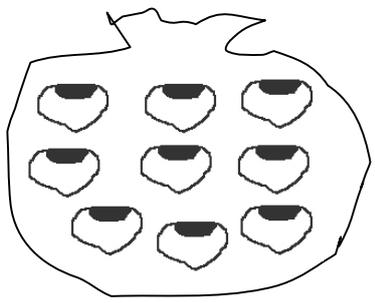
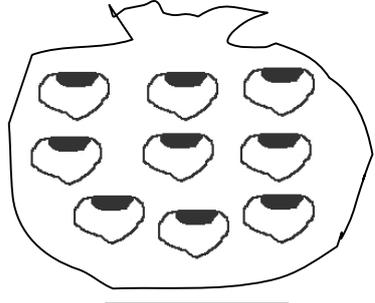
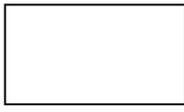


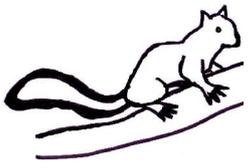
Un écureuil a fait 2 réserves de noix dans des sacs différents. Il lui faut 15 noix pour passer l'hiver. Indique combien il a de noix par sacs, puis au total et colorie l'écureuil quand il a assez fait de provisions.

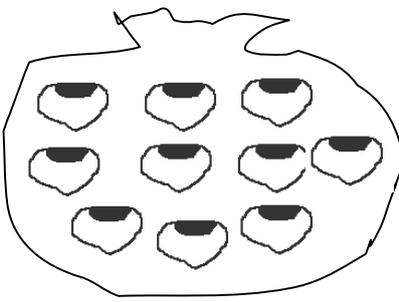
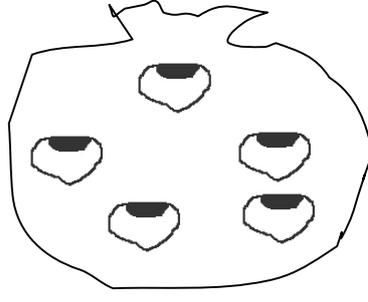
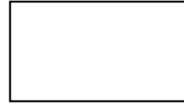


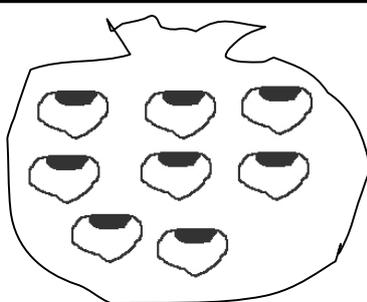
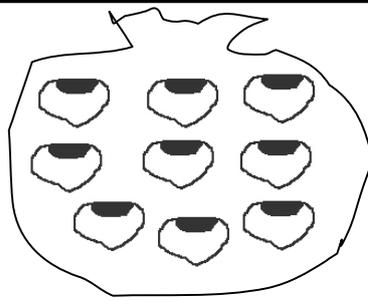
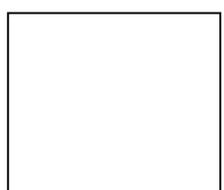
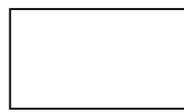




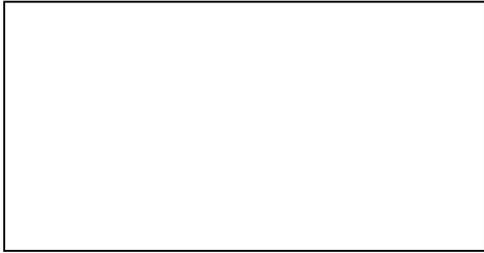
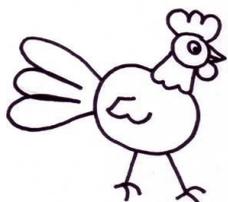
			
			



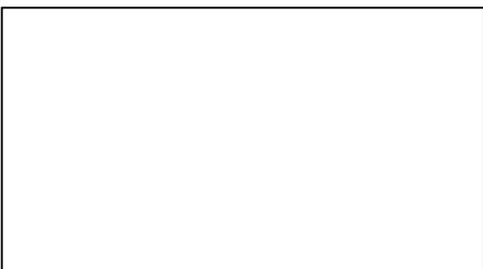
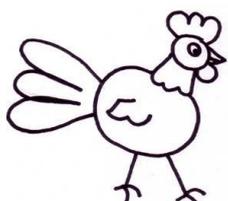
			
			

Dessine dans chaque boîte le nombre d'œufs pondus par la poule. Additionne les et indique leur nombre dans le rectangle de droite.

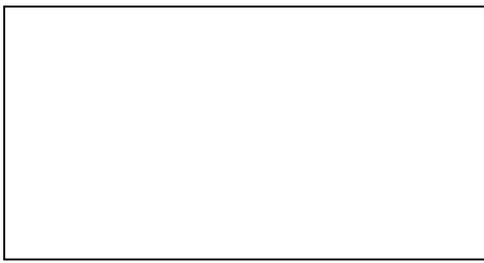
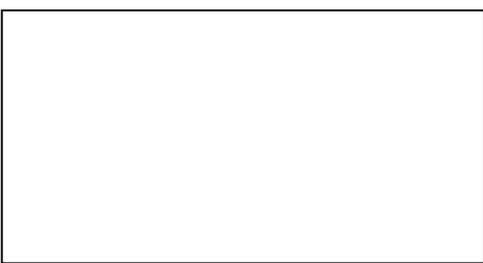
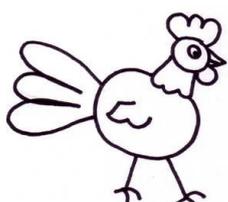
6 7



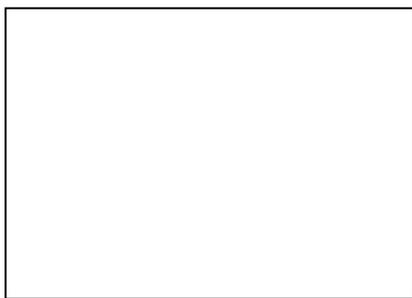
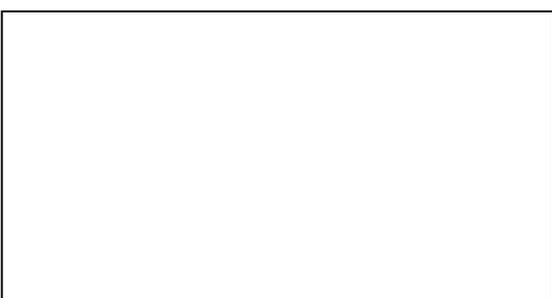
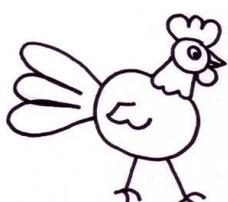
9 8



10 5

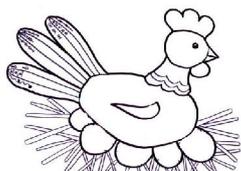


13 5



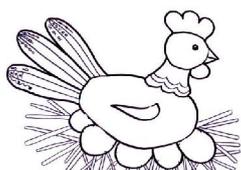
Dessine dans chaque boîte le nombre d'œufs pondus par la poule. Additionne les et indique leur nombre dans le rectangle de droite.

4



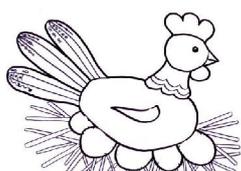
9

8



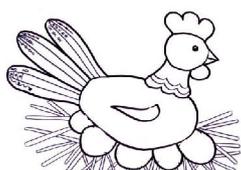
8

11



7

12

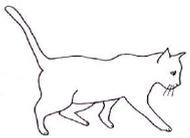
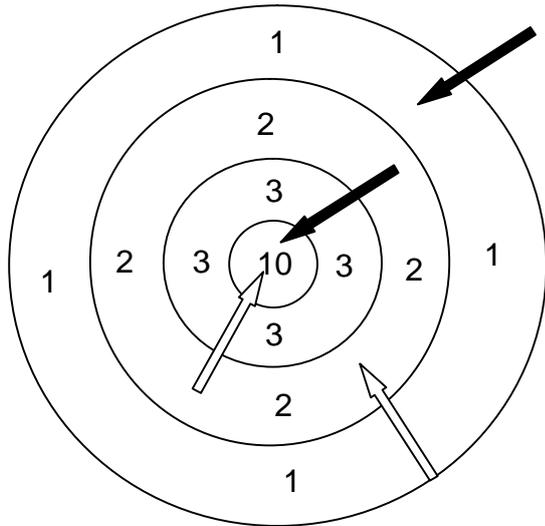


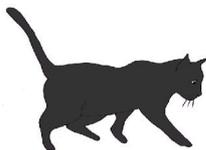
6

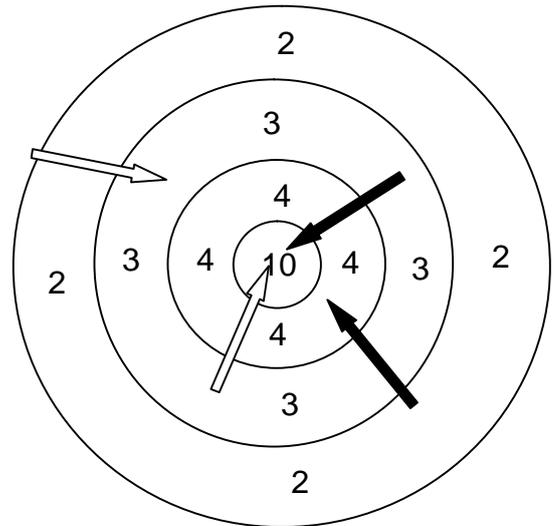
Colorie en respectant le code couleur.

	11
	12
	13
	14
	15
	16
	17
	18
	19

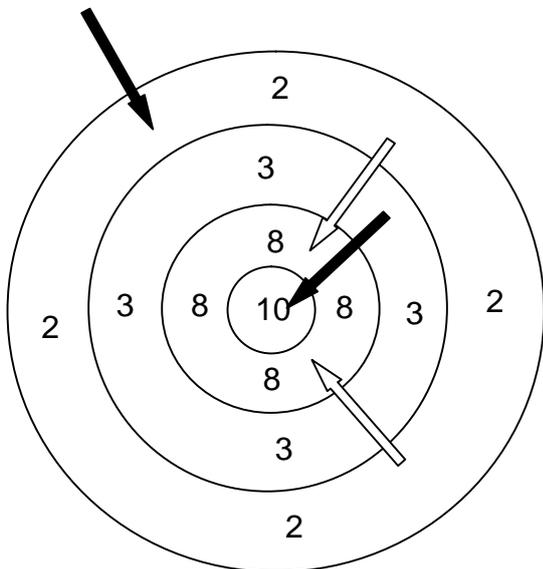
Additionne les résultats des flèches blanches et celles des noires et indique devant chaque animal son score. Entoure l'animal qui gagne.



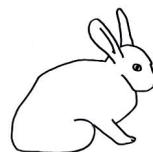
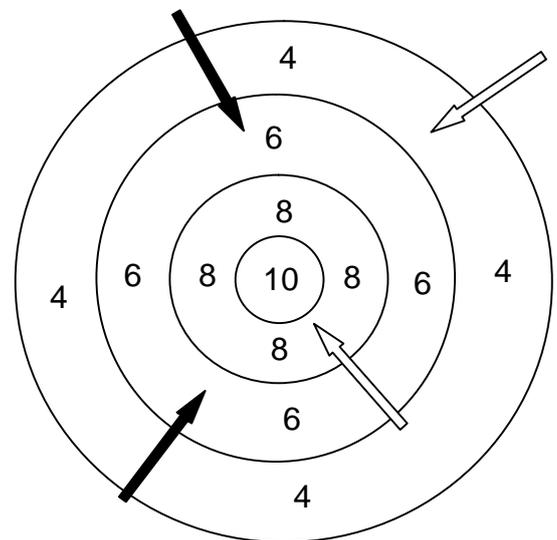


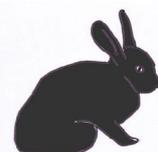




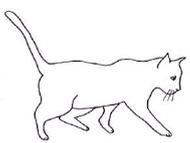
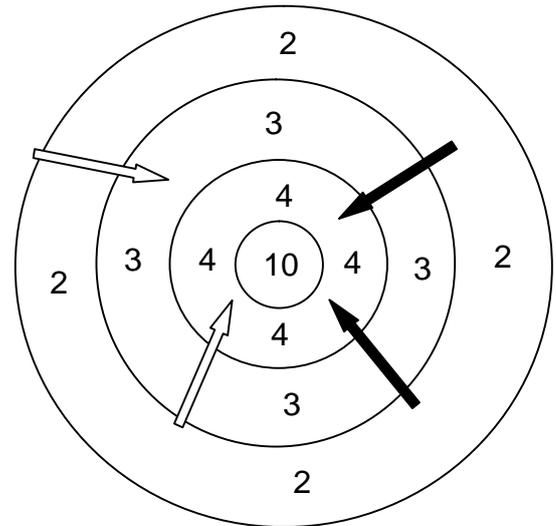
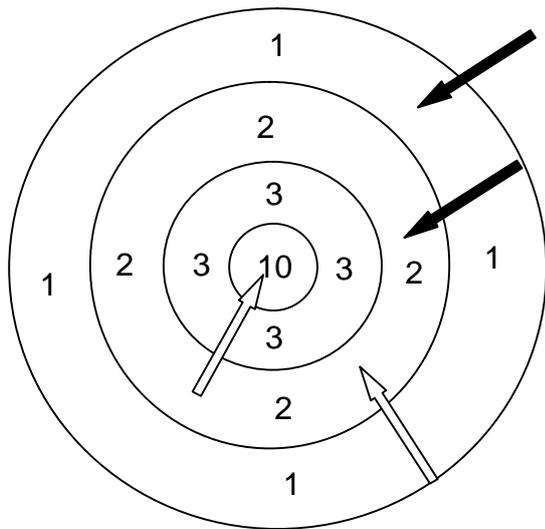


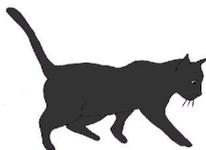


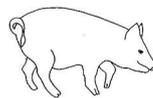




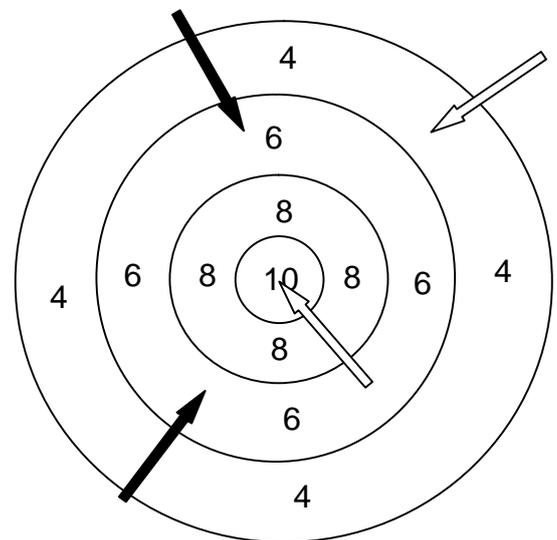
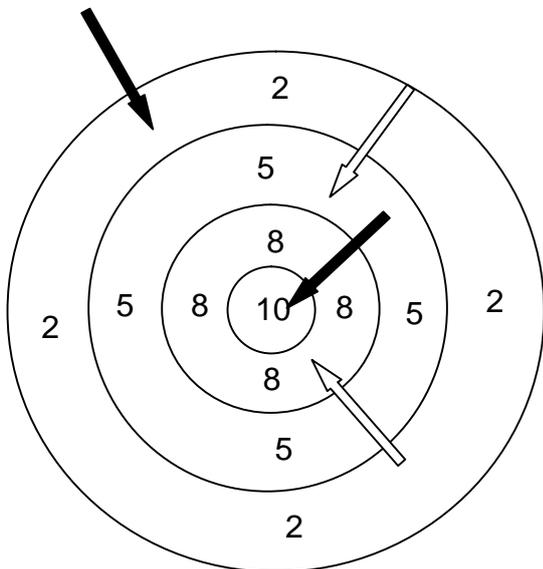
Additionne les résultats des flèches blanches et celles des noires et indique devant chaque animal son score. Entoure l'animal qui gagne.



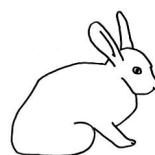


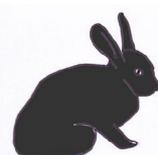




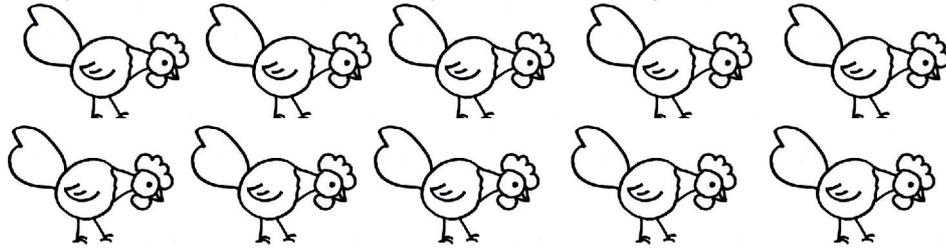
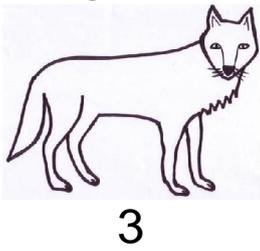


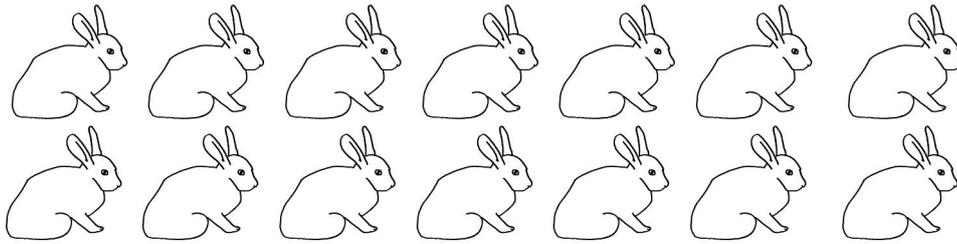
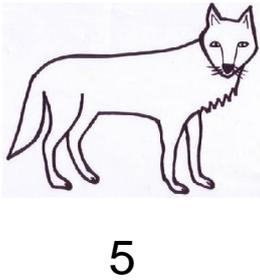


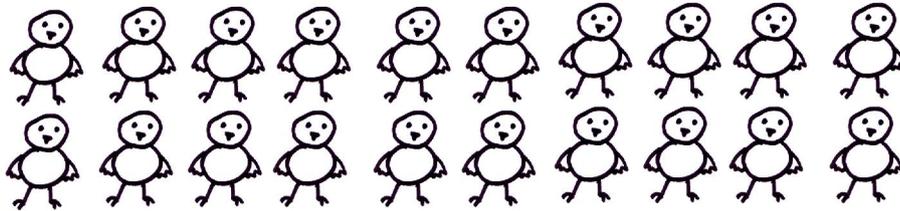
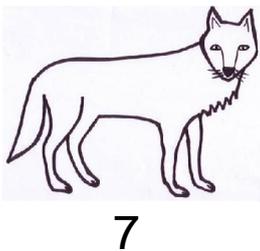


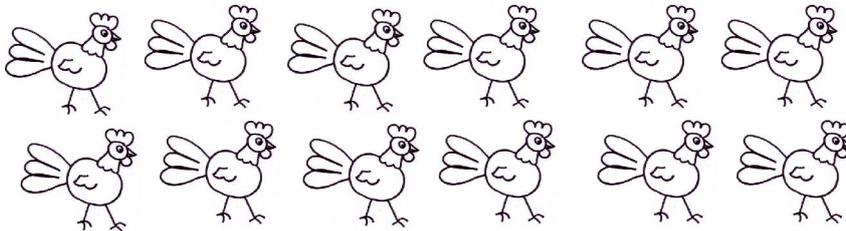
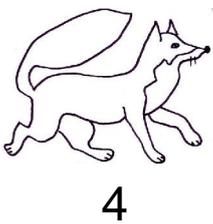


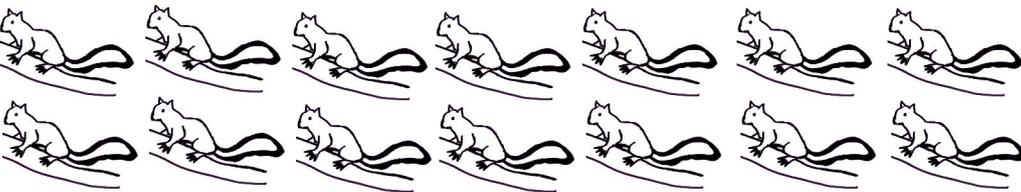
Indique dans le rectangle de droite combien d'animaux il reste quand le loup ou le renard en a mangé le nombre indiqué en dessous de lui. Tu peux les barrer pour t'aider.

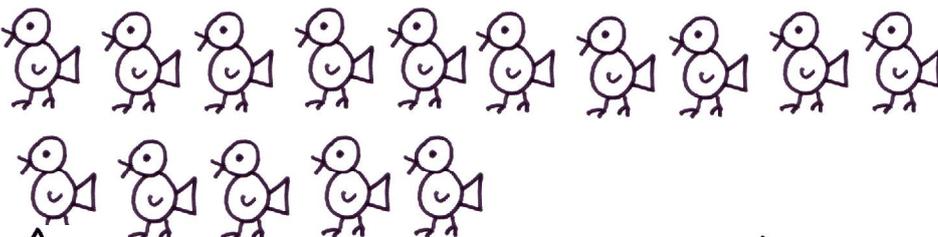


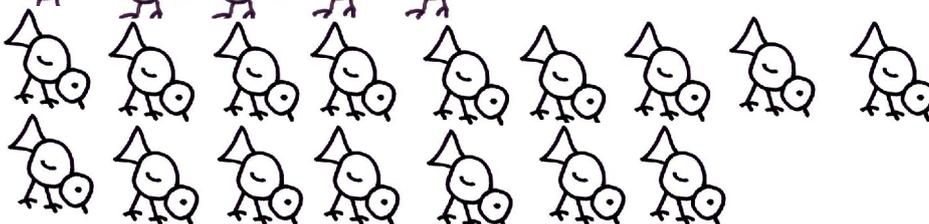
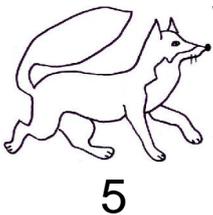




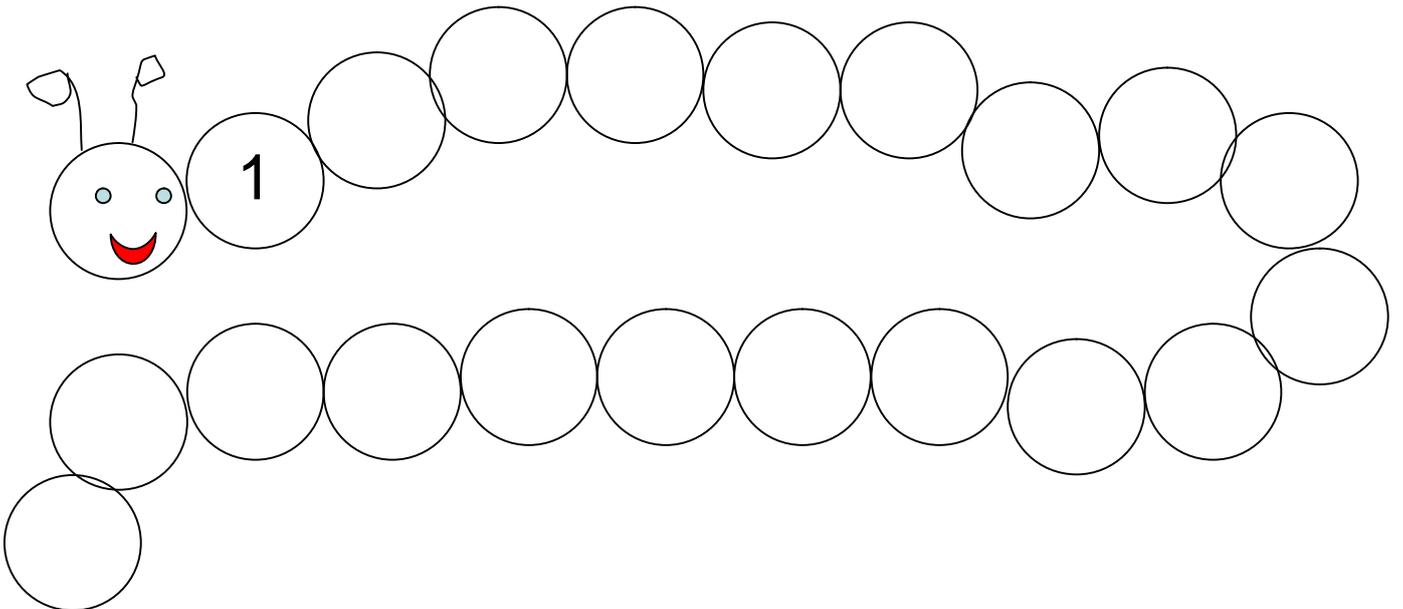
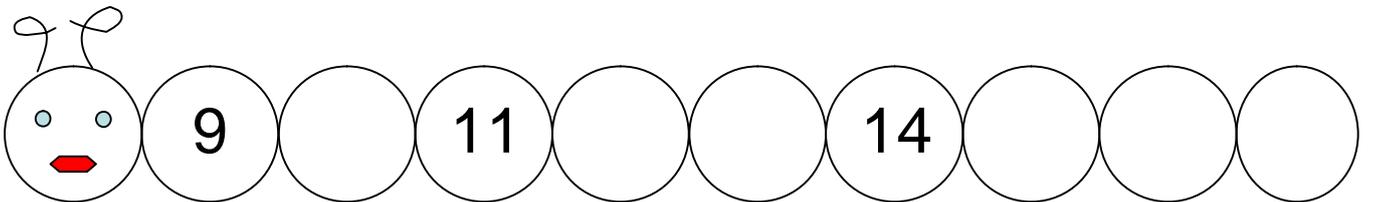
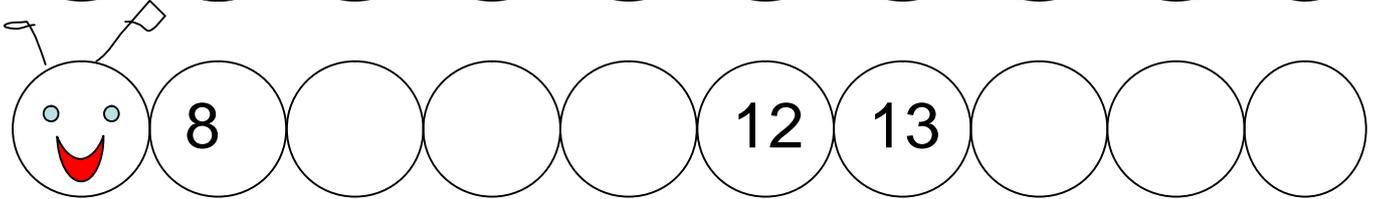
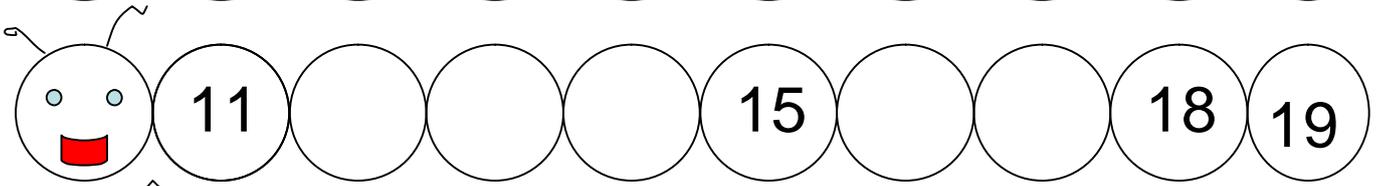
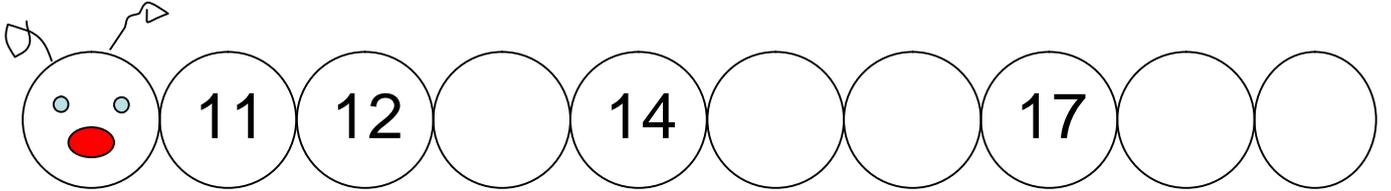
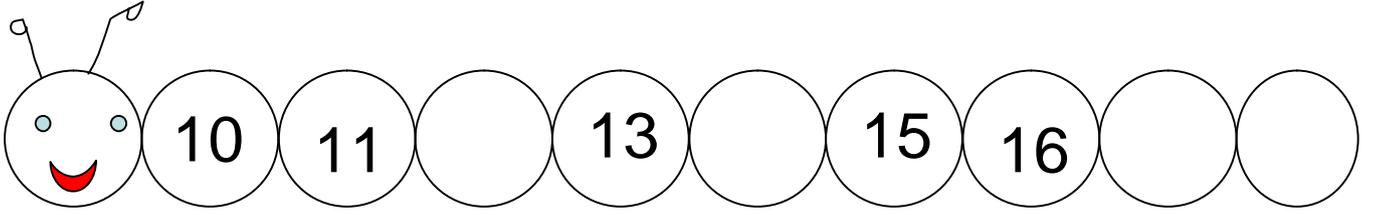








Complète



1-2-3-4-5-6-7-8-9-10-11-12-13-14-15-16-17-18-19-20

Ecris dans le rectangle le nombre qui suit :

7 - 8 - 9

8 - 9 - 10

9 - 10 - 11

12 - 13 - 14

13 - 14 - 15

10 - 11 - 12

15 - 16 - 17

16 - 17 - 18

Découpe et remets dans l'ordre.

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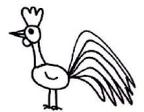
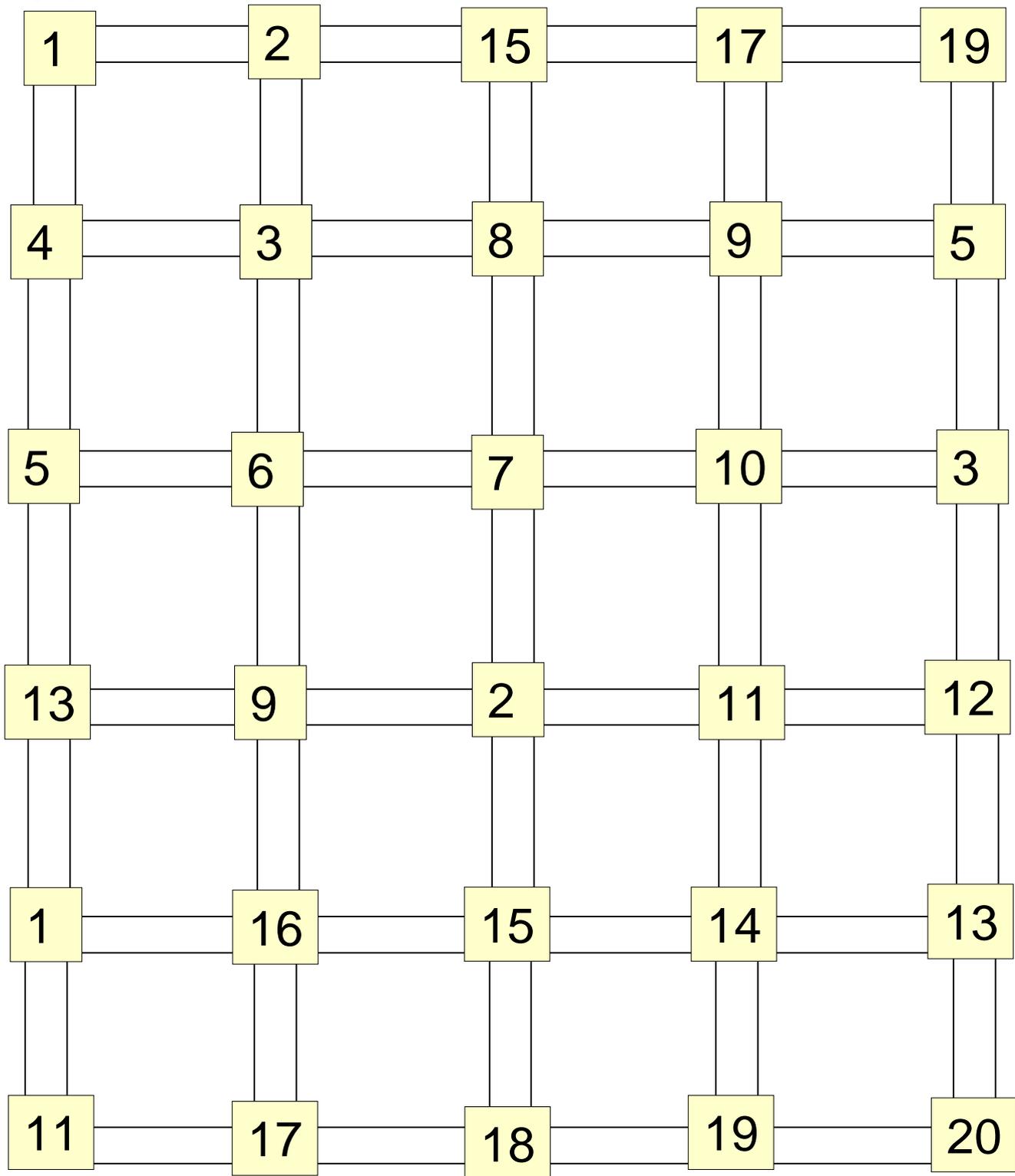
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1 8 3 19 5 15 11 20 9 10

17 13 6 2 14 7 16 12 18 4

1-2-3-4-5-6-7-8-9-10-11-12-13-14-15-16-17-18-19-20 ²²

Colorie le chemin qui va du 1 au 20, pour conduire le poussin à sa maman.



1-2-3-4-5-6-7-8-9-10-11-12-13-14-15-16-17-18-19-20

Relie les points pour découvrir un dessin..

1 ●● 20

2 ● ● 3

18 ● ● 19

4 ● ● 5

16 ● ● 17

6 ● ● 7

14 ● ● 15

8 ● ● 9 ● ● 12 ● ● 13 ● ●

10 ● ● 11 ● ●

