

section de moyenne et grande maternelle

- Fiches réalisées par des professeurs des écoles expérimentés

mathématiques

100 fiches pour

se repérer

dans l'espace

alternance de rythmes, tableaux à double entrée, repérage dans un quadrillage, chemins fléchés, labyrinthes, symétrie, reproduction de modèles, positionnement relatif dans l'espace...

100 fiches pour se repérer dans l'espace

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

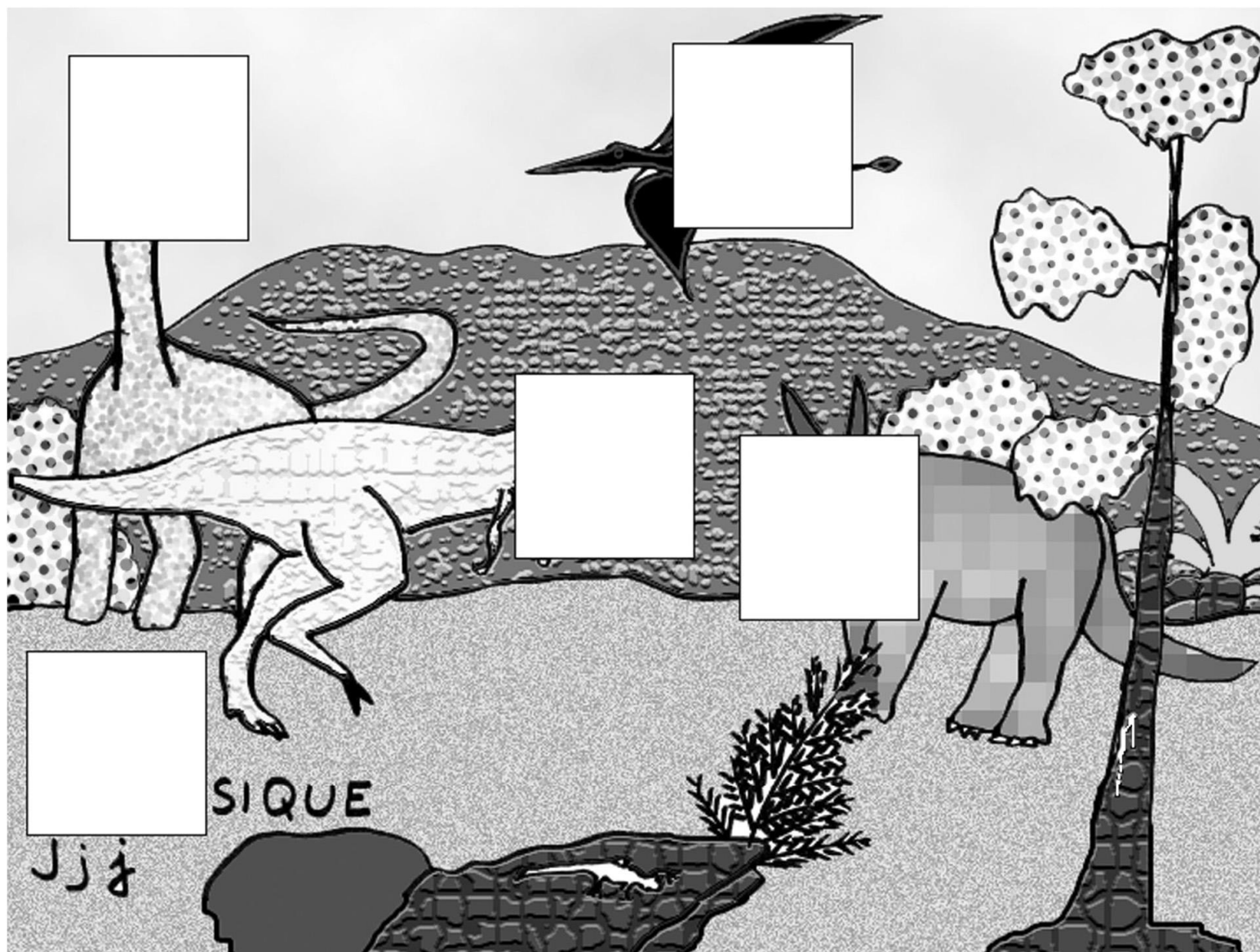
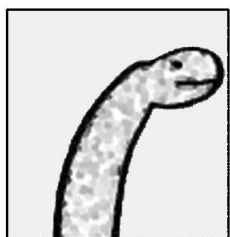
Bien se repérer dans l'espace constitue la base de la réussite dans de nombreux domaines scolaires. Travailler cette compétence, c'est développer les capacités intellectuelles des enfants qui leur serviront à avoir un bon sens de l'observation, à se repérer sur une feuille, un quadrillage, à être capable de suivre un chemin fléché, un labyrinthe. Le repérage dans l'espace permet aussi d'acquérir une bonne méthodologie (s'organiser pour alterner les rythmes, faire un puzzle...) et prépare à savoir lire un plan.

Vous trouverez dans ce fichier des fiches de plusieurs niveaux, classées par difficulté croissante, destinées à accompagner une progression d'un enfant ou s'adressant à des enfants de niveaux différents. Parfois, plusieurs fiches d'un même type sont proposées, ce qui permet d'évaluer des élèves en leur donnant des fiches différentes mais de même niveau, ou de mettre à disposition plusieurs fiches d'entraînement.

Sommaire

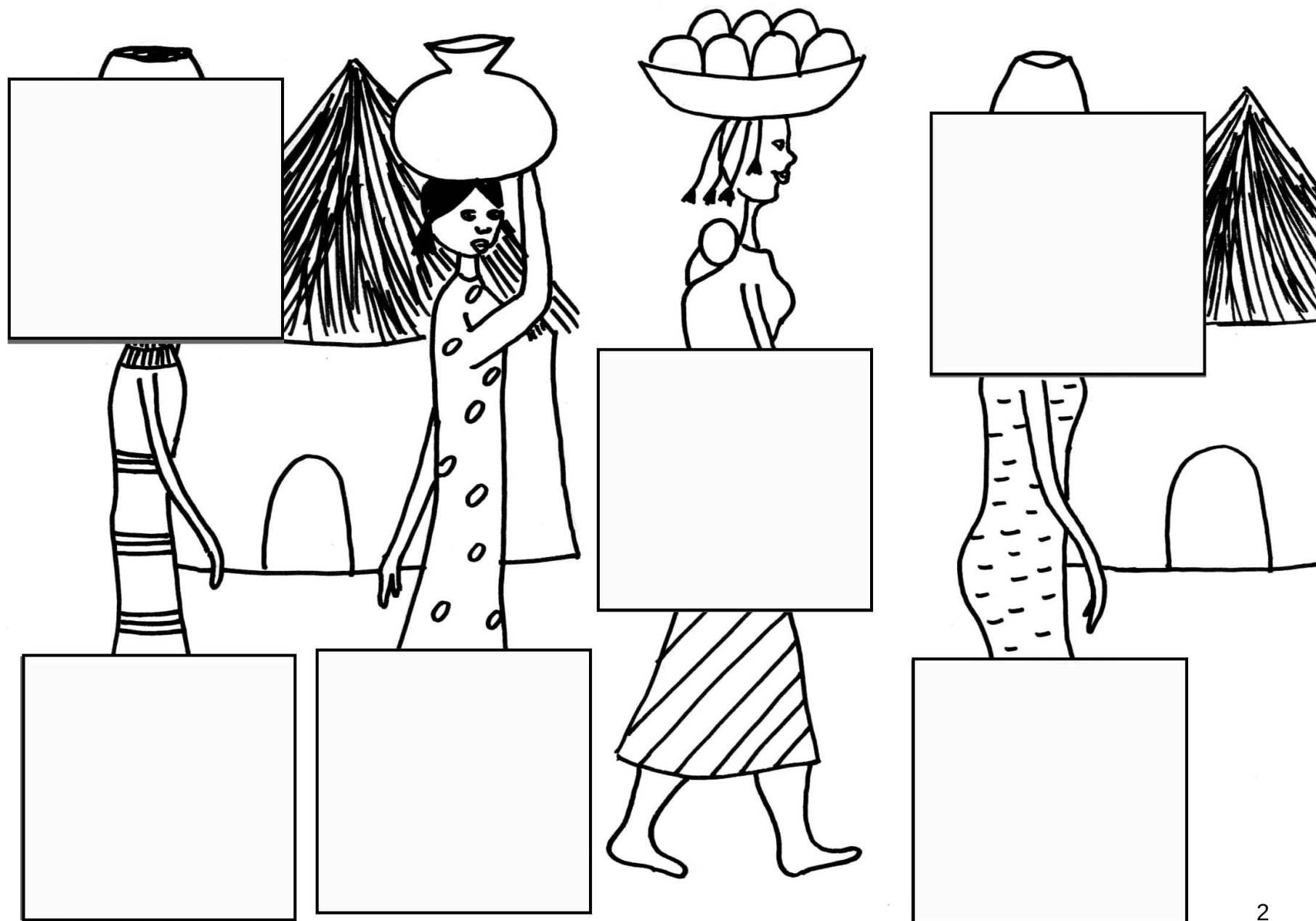
- développement du sens de l'observation (fiches de 1 à 16)
- vocabulaire du positionnement dans l'espace (17 à 22)
- alternance de rythmes (23 à 25)
- tableaux à double entrée (26 à 37)
- repérage dans des cases (38 à 52)
- coordonnées de cases (53 à 62)
- chemins fléchés (63 à 74)
- labyrinthes (75 à 82)
- reproduire un modèle (83 à 90)
- symétrie (91 à 98)
- classement par taille (99 à 100)

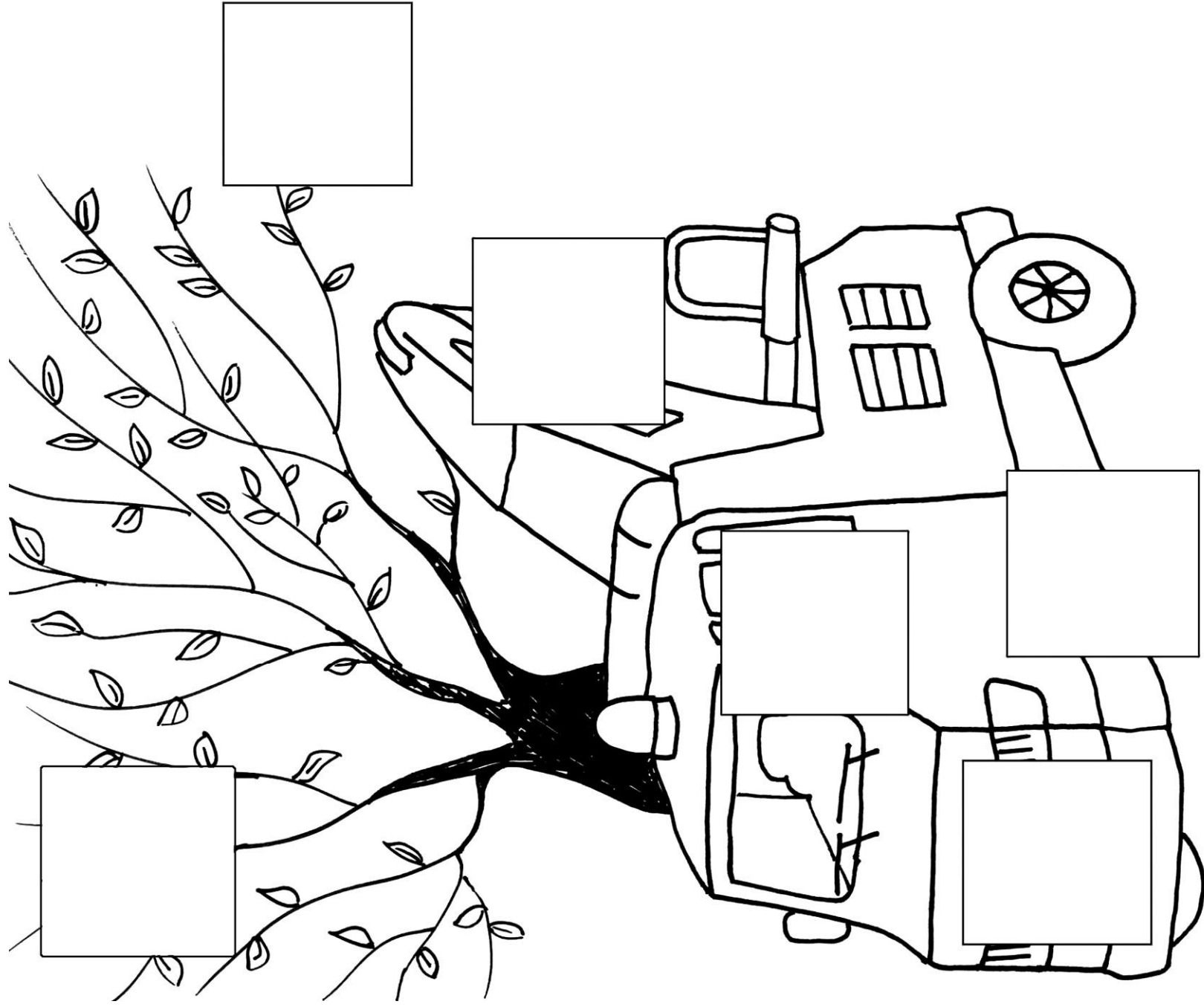
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Découpe les 5 carrés de gauche et remets-les à leur place sur l'image

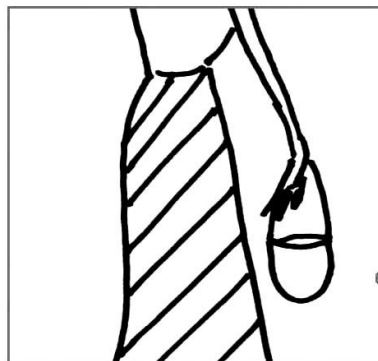
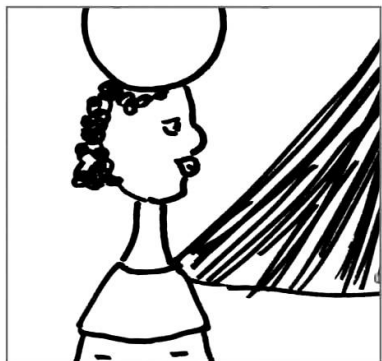
Découpe les carrés sur la fiche correspondante et replace les au bon endroit.



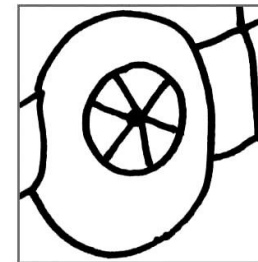
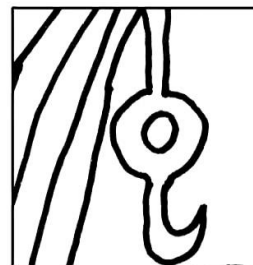
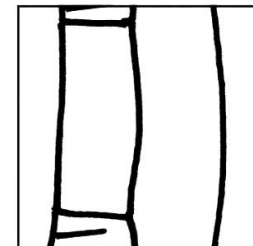
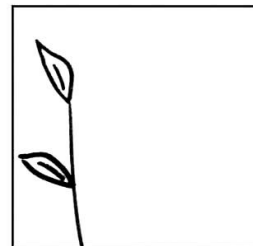


Découpe les carrés sur la fiche correspondante et replace les au bon endroit.

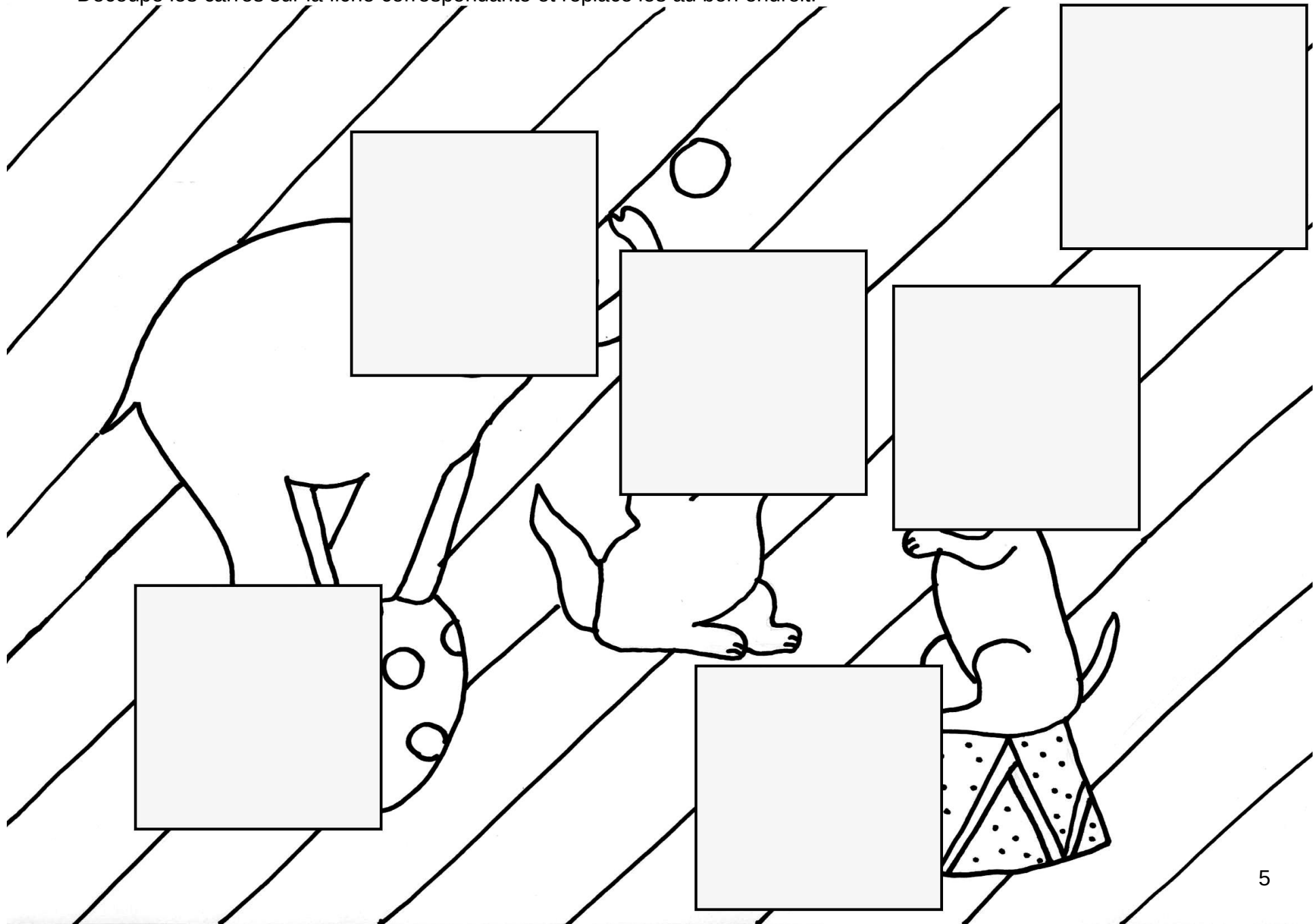
6 carrés à découper pour la fiche des africaines.



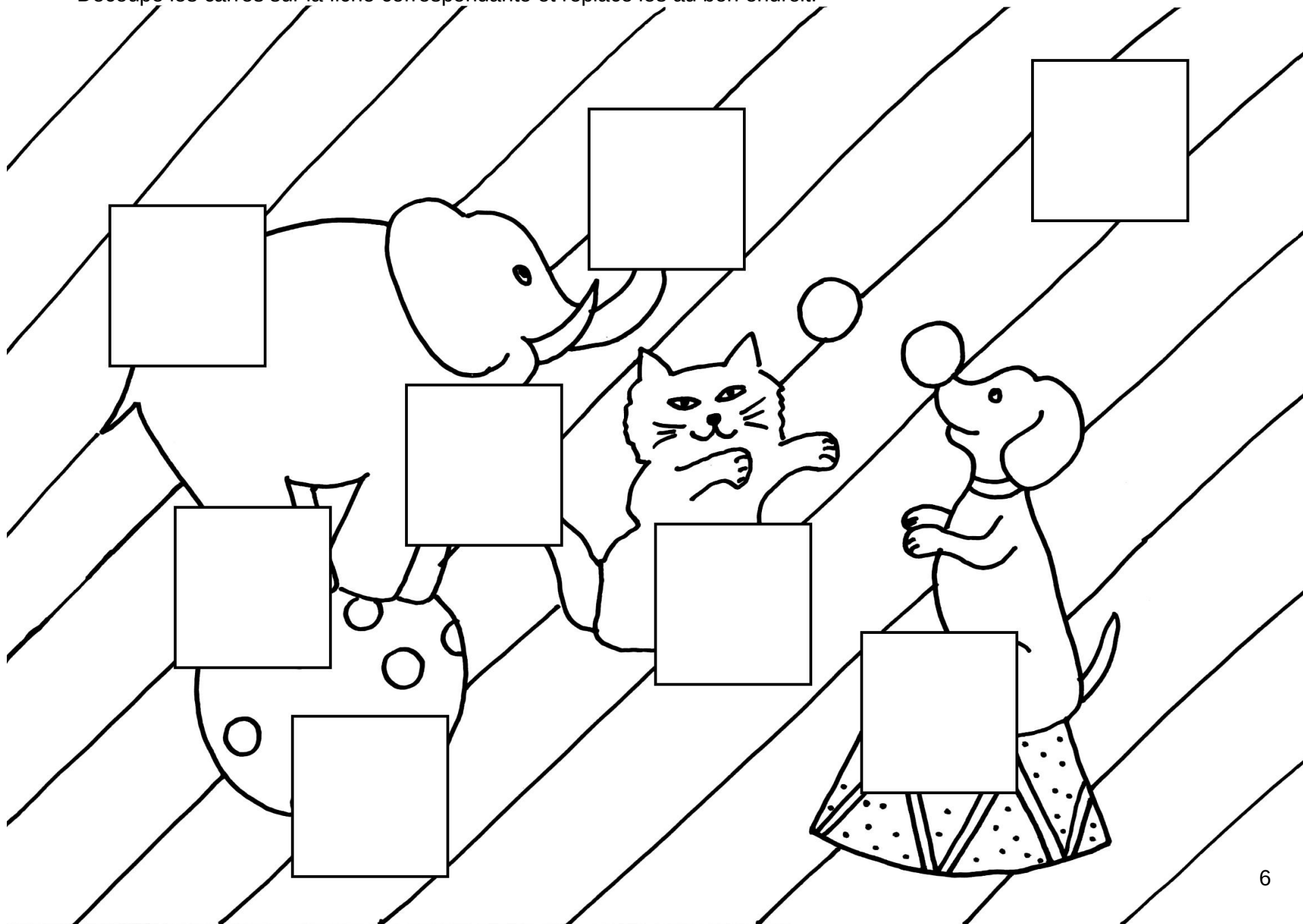
6 carrés à découper pour la fiche du camion grue.



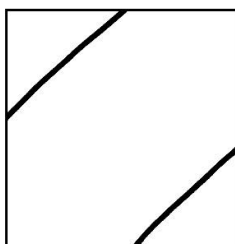
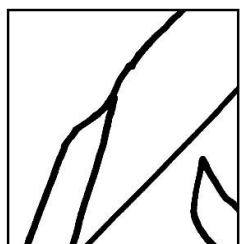
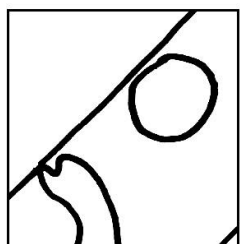
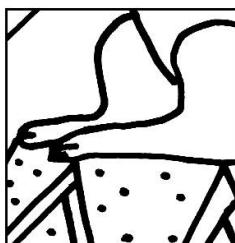
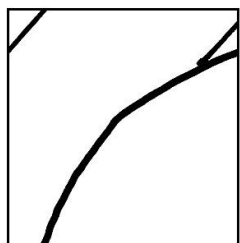
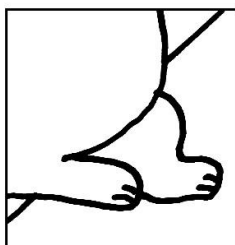
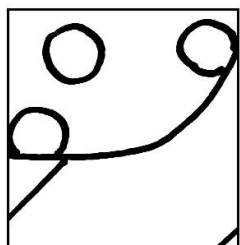
Découpe les carrés sur la fiche correspondante et replace les au bon endroit.



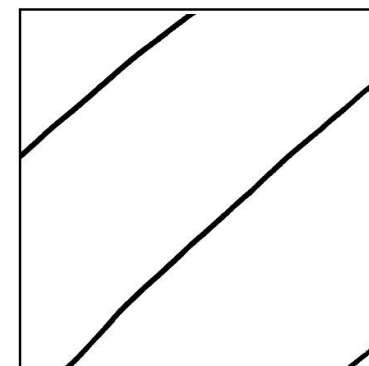
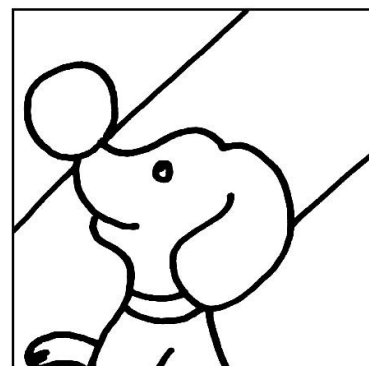
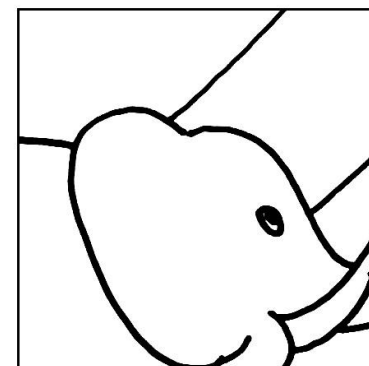
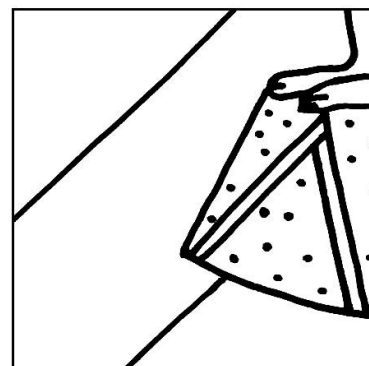
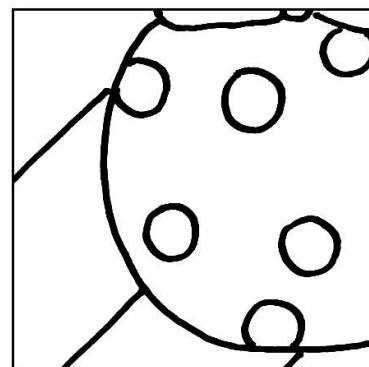
Découpe les carrés sur la fiche correspondante et replace les au bon endroit.



8 carrés à découper pour la fiche du cirque.



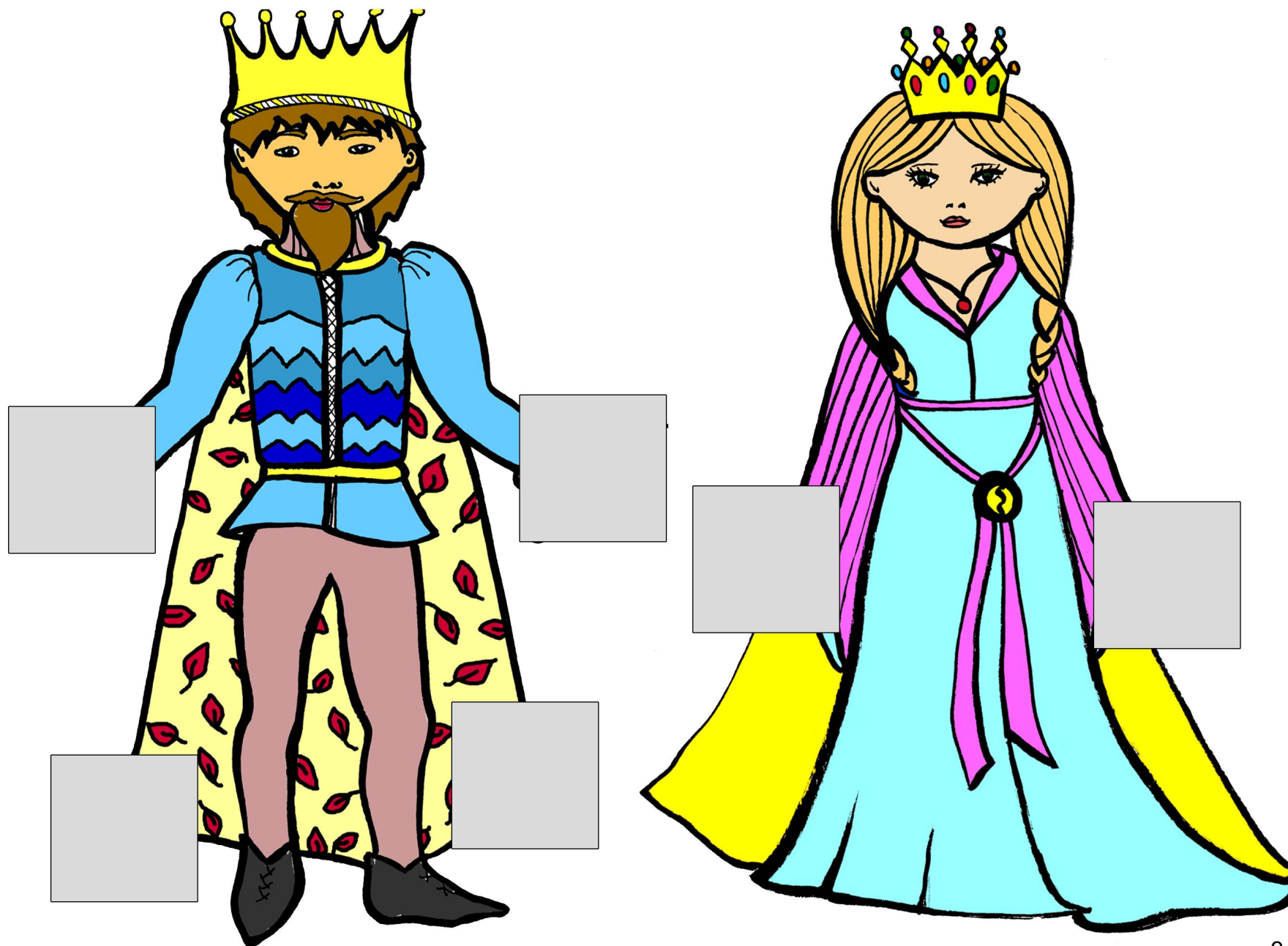
6 carrés à découper pour la fiche du cirque.



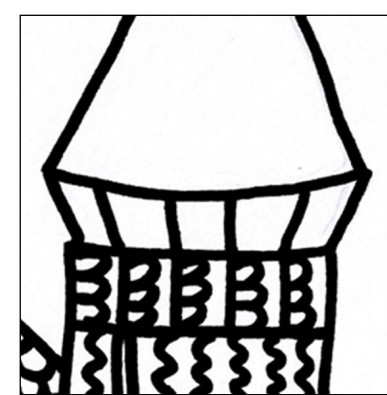
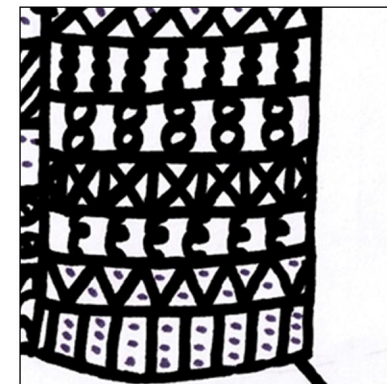
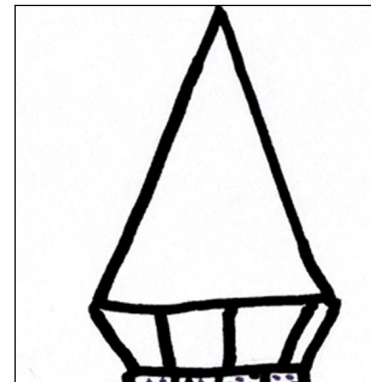
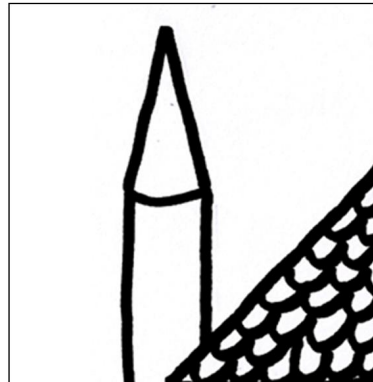
Découpe les carrés sur la fiche correspondante et replace les au bon endroit.



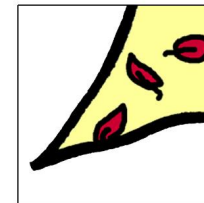
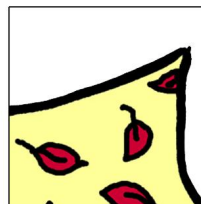
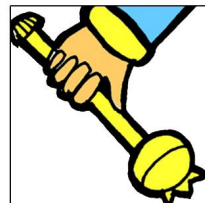
Découpe les carrés sur la fiche correspondante et replace les au bon endroit.



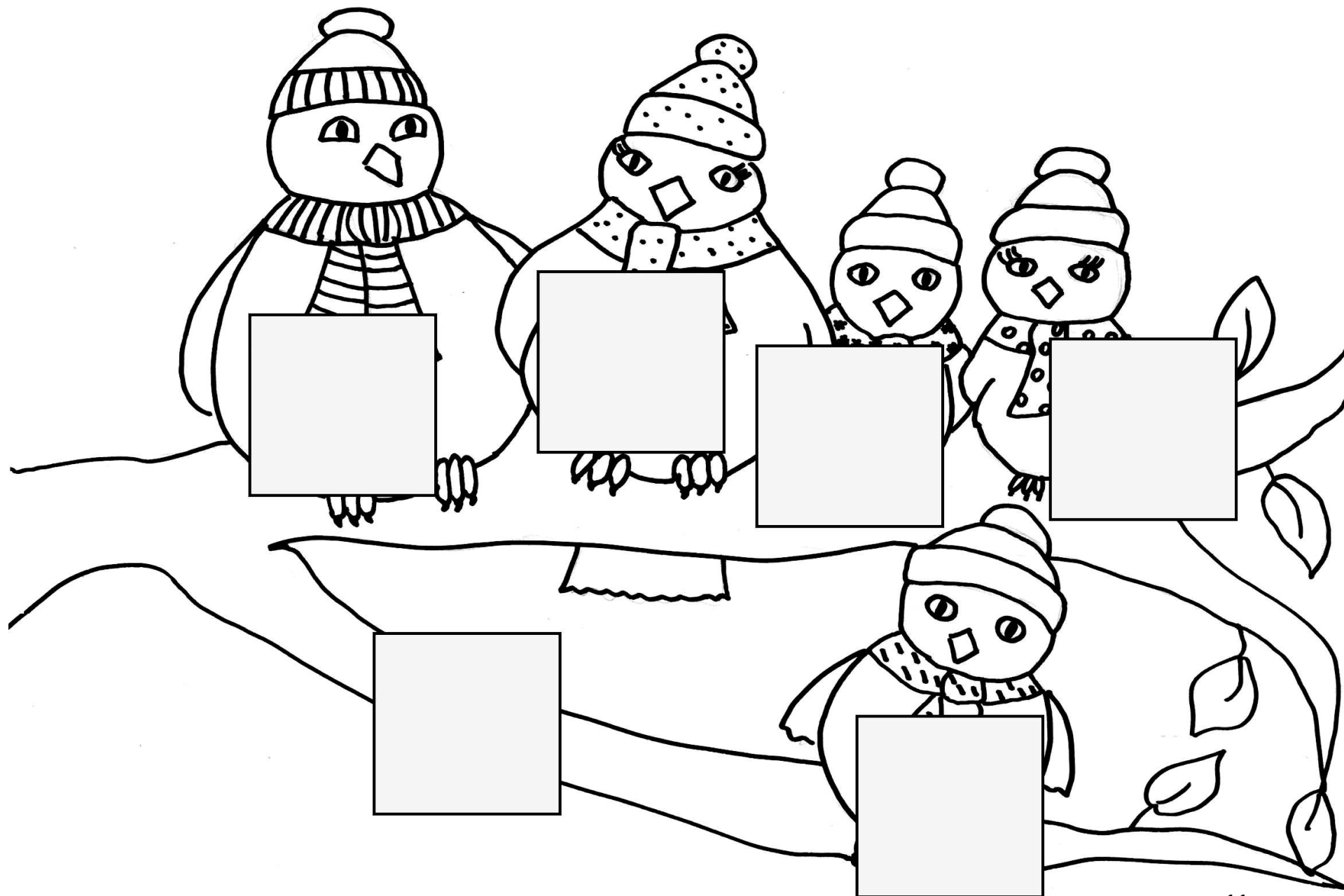
Découpe ces 6 carrés et mets-les à leur place sur l'image du chateau

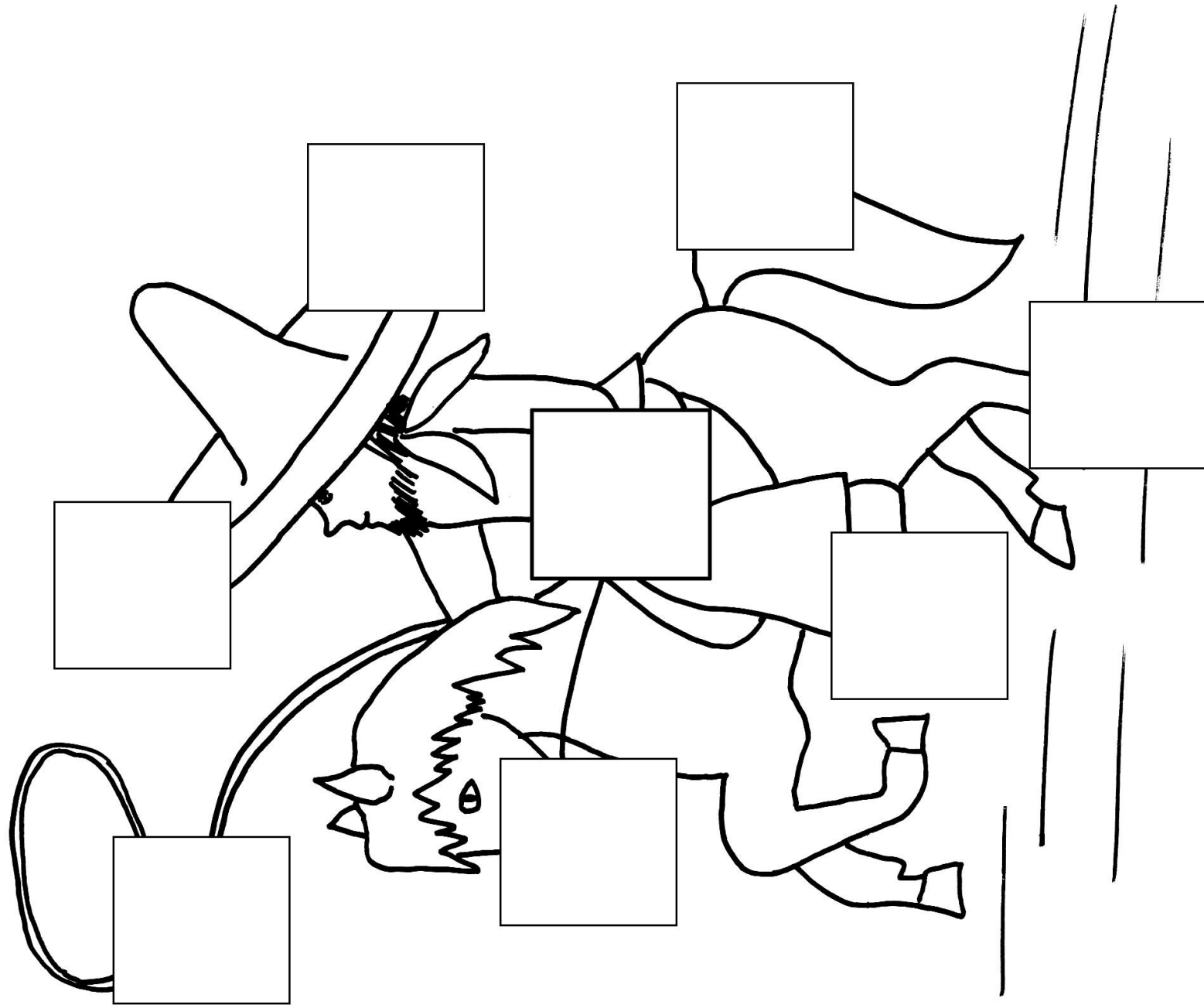


Découpe ces 6 carrés et remets-les à leur place sur l'image du roi et de la reine



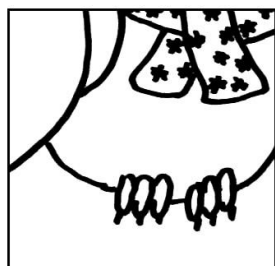
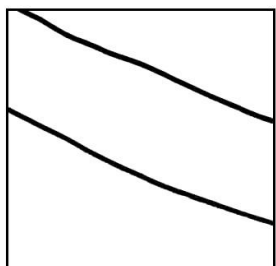
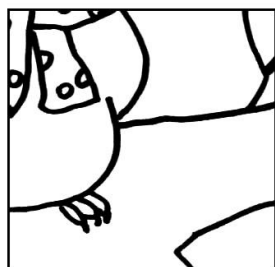
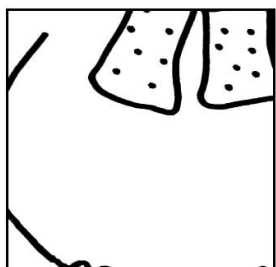
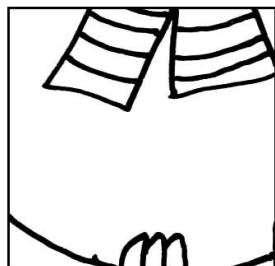
Découpe les carrés sur la fiche correspondante et replace les au bon endroit.



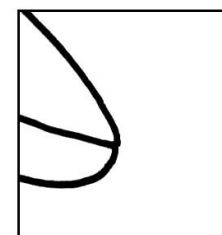
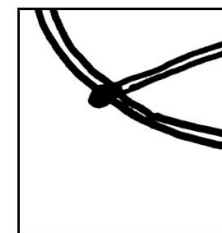
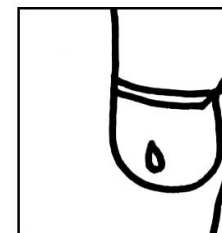
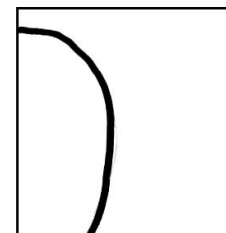
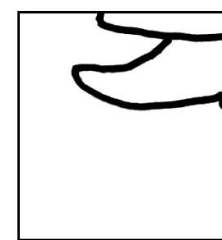


Découpe les carrés sur la fiche correspondante et replace les au bon endroit.

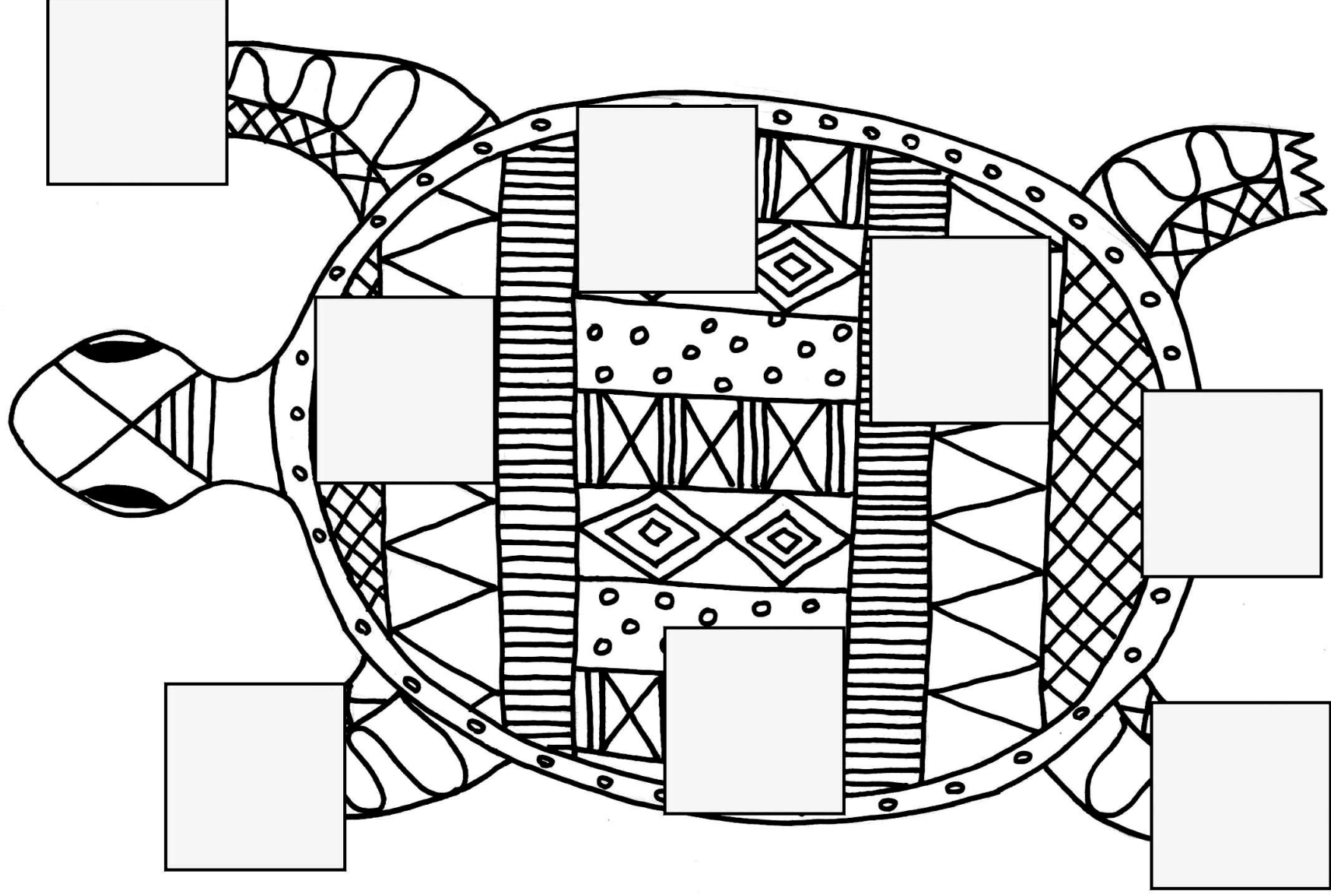
6 carrés à découper pour la fiche des oiseaux.

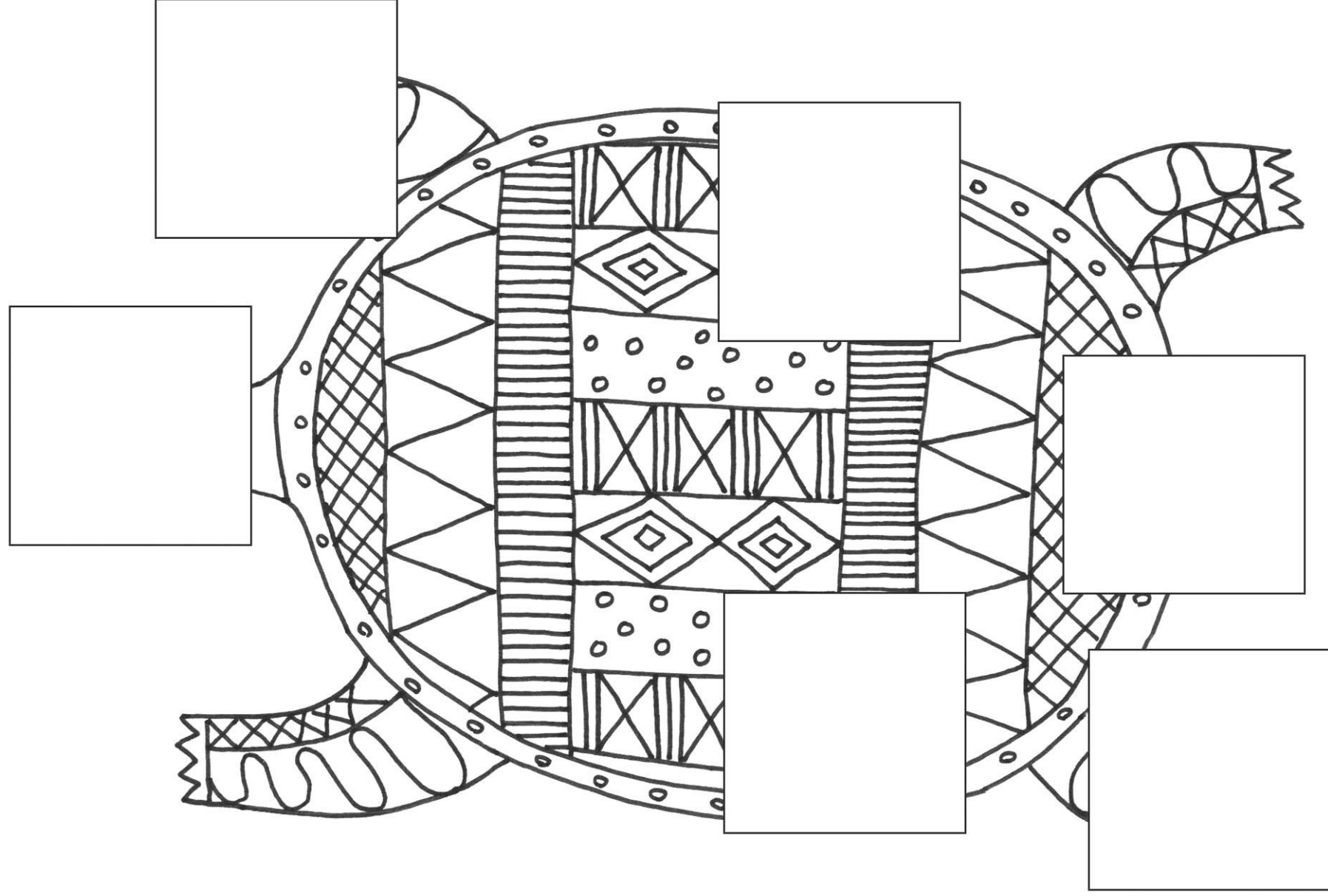


8 carrés à découper pour la fiche du mexicain.



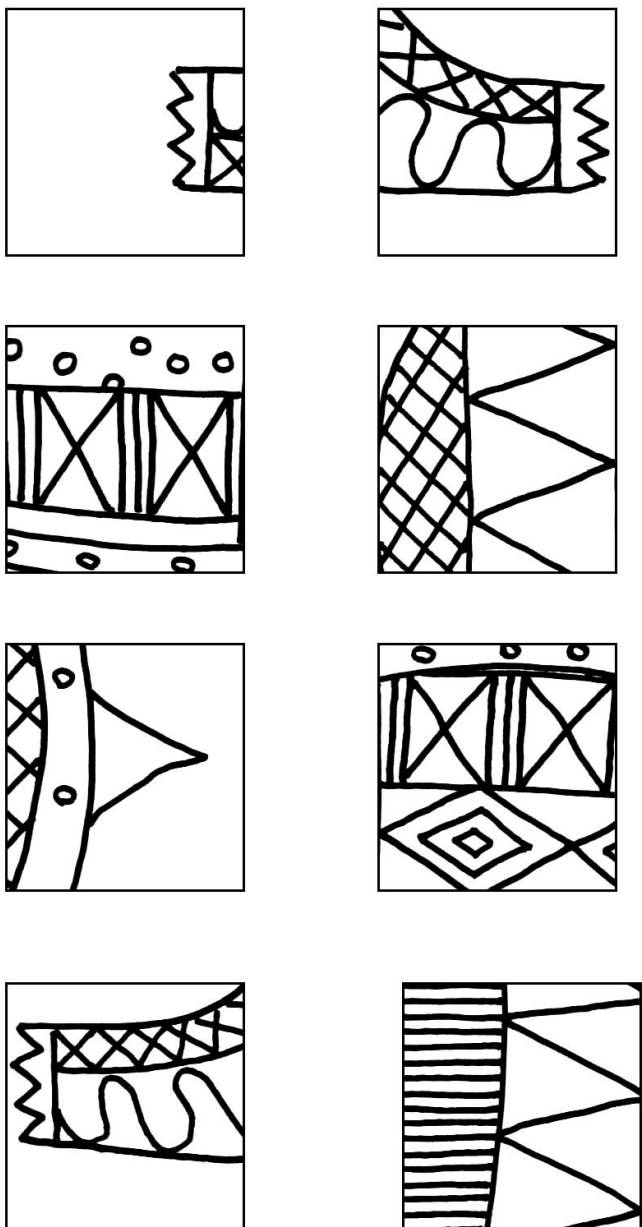
Découpe les carrés sur la fiche correspondante et replace les au bon endroit.



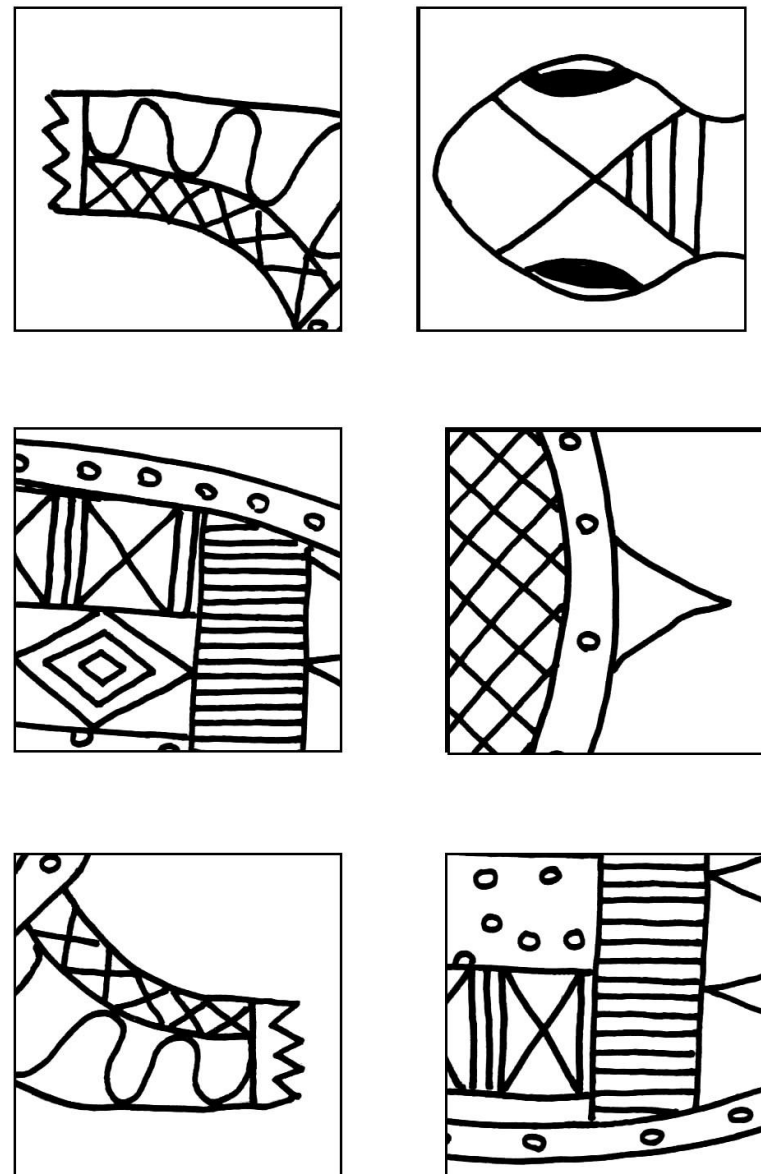


Découpe les carrés sur la fiche correspondante et replace les au bon endroit.

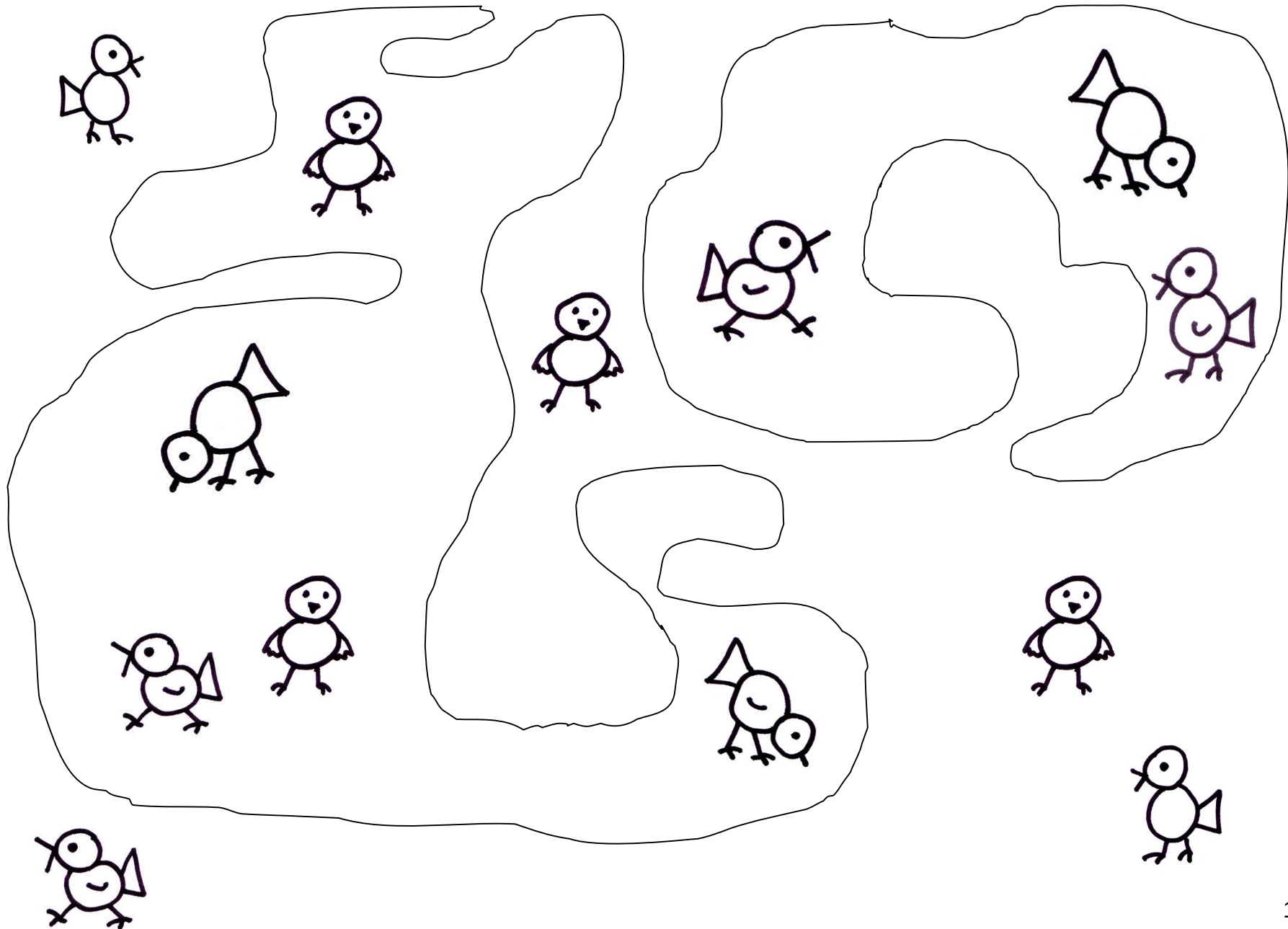
8 carrés à découper pour la fiche de la tortue.



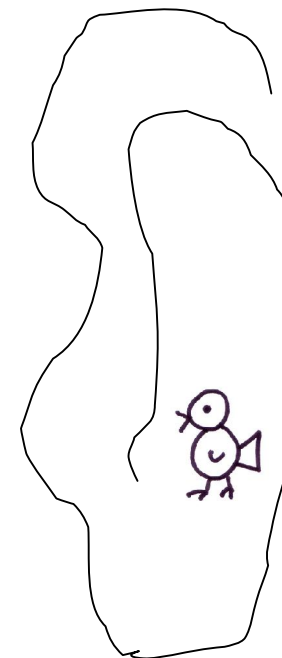
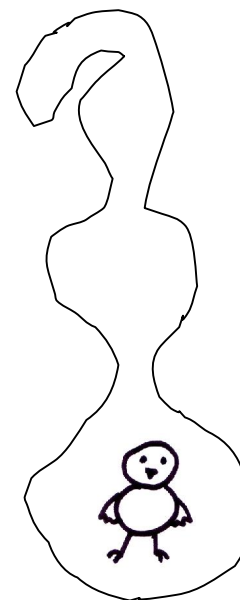
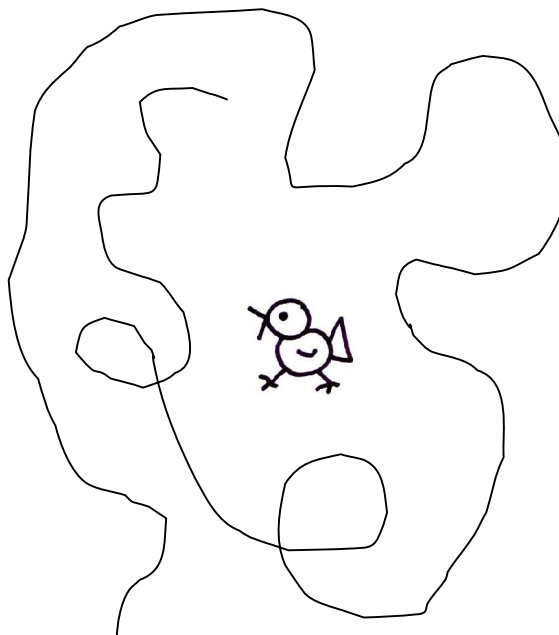
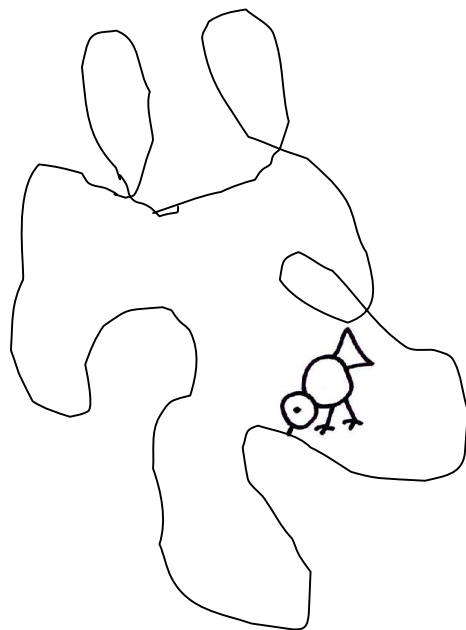
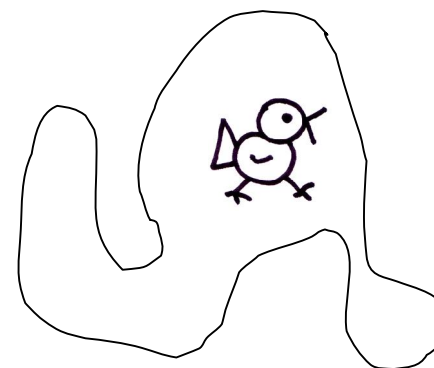
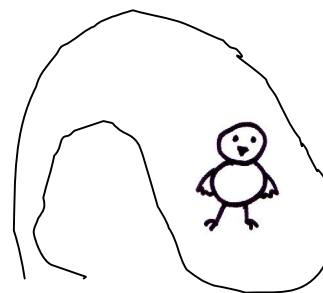
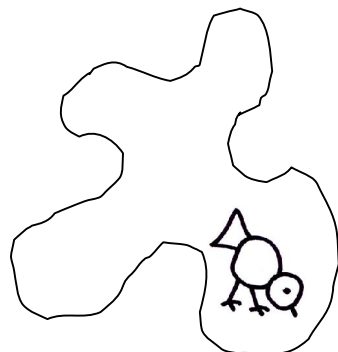
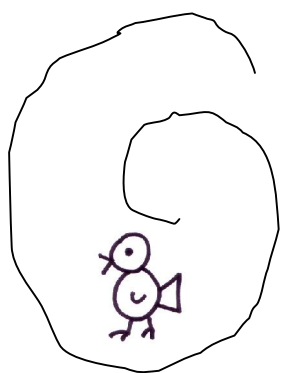
6 carrés à découper pour la fiche de la tortue.



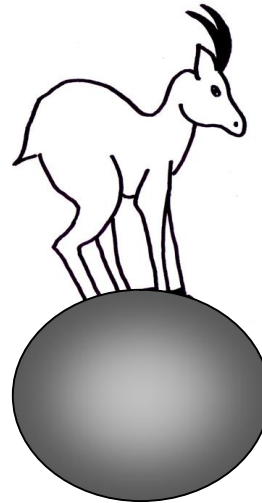
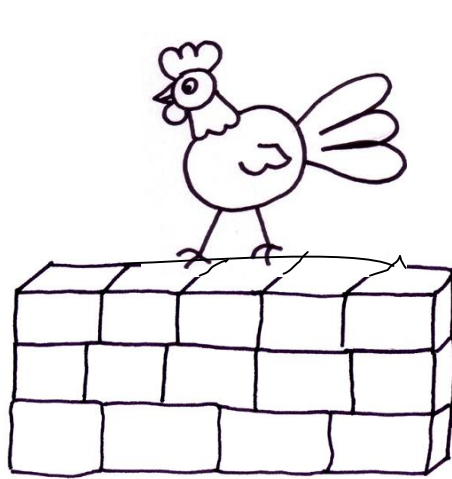
Colorie les poussins qui sont enfermés dans un sac.



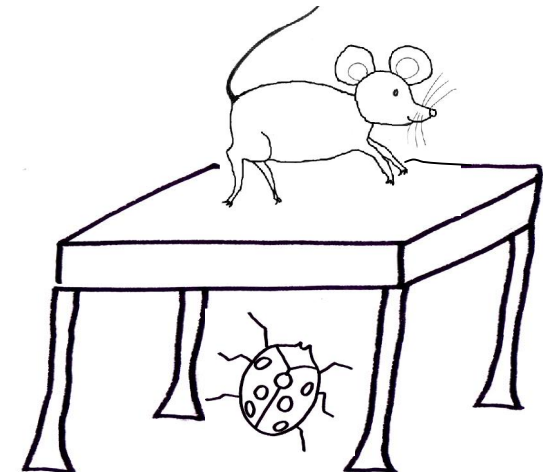
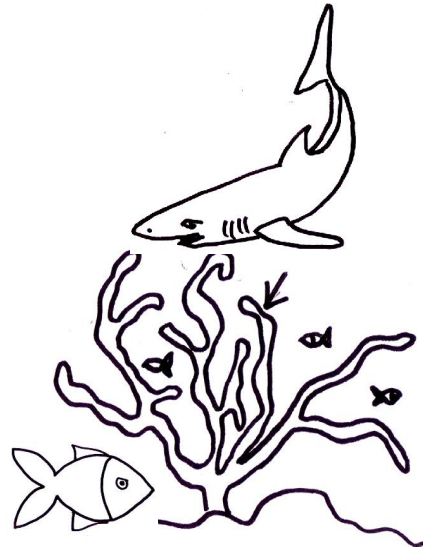
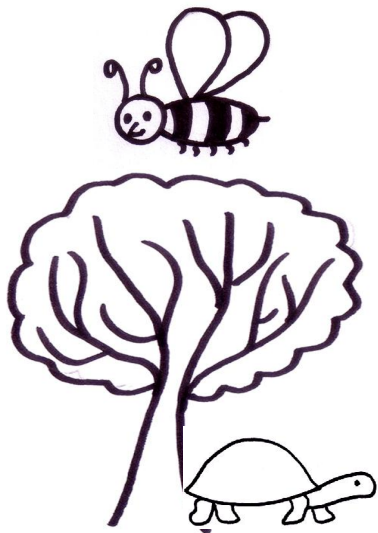
Colorie seulement les poussins qui peuvent sortir du sac.



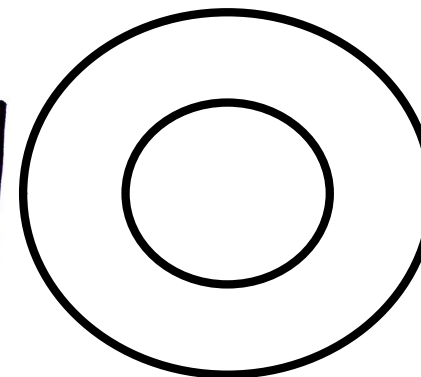
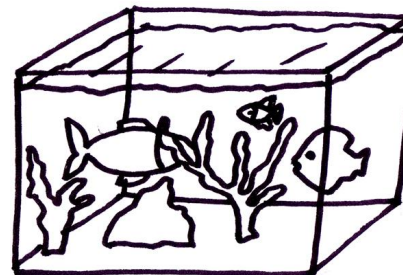
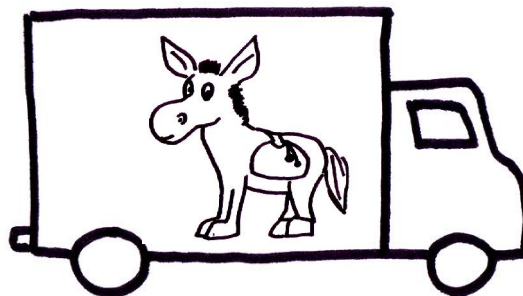
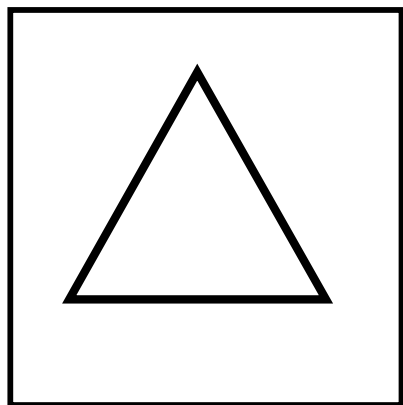
Colorie ce qui est « sur ».



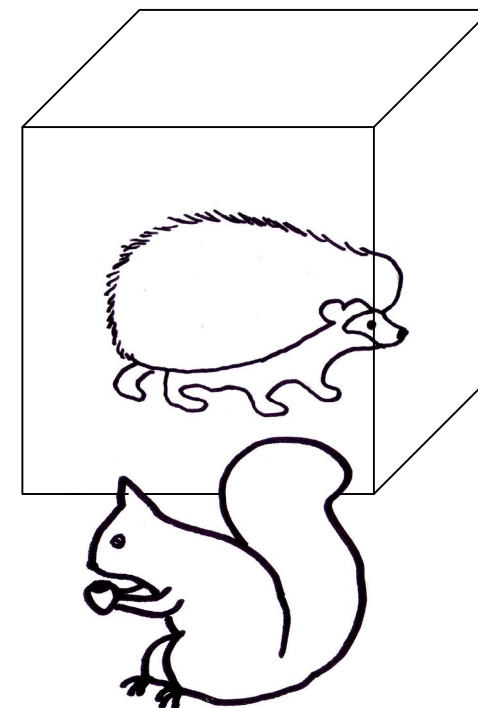
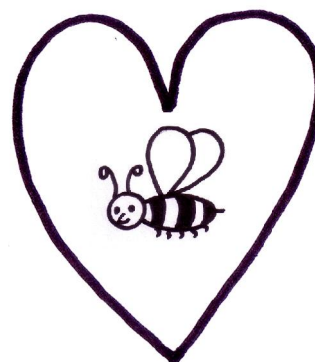
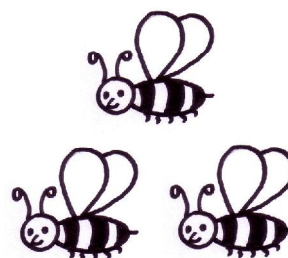
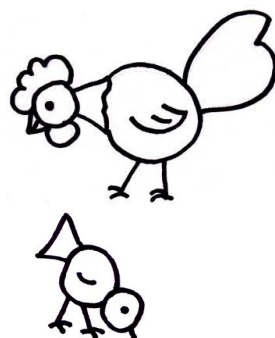
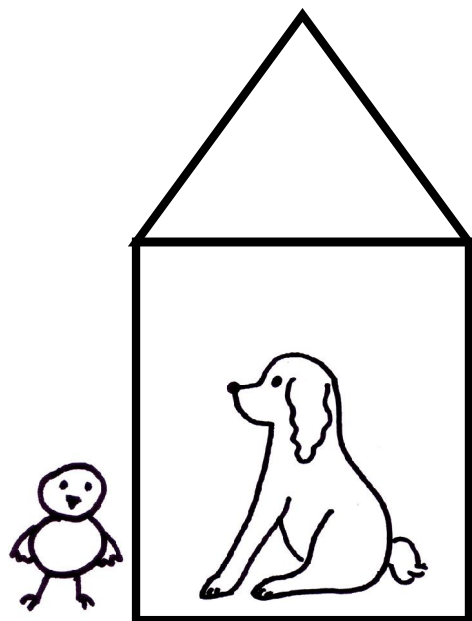
Colorie en vert les animaux qui sont « sous » et en jaune ceux qui sont « sur ».



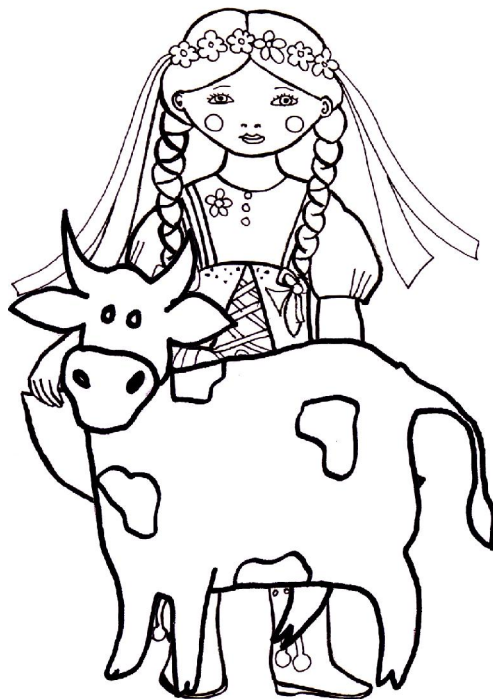
Colorie ce qui est « à l'intérieur » ou « dans ».



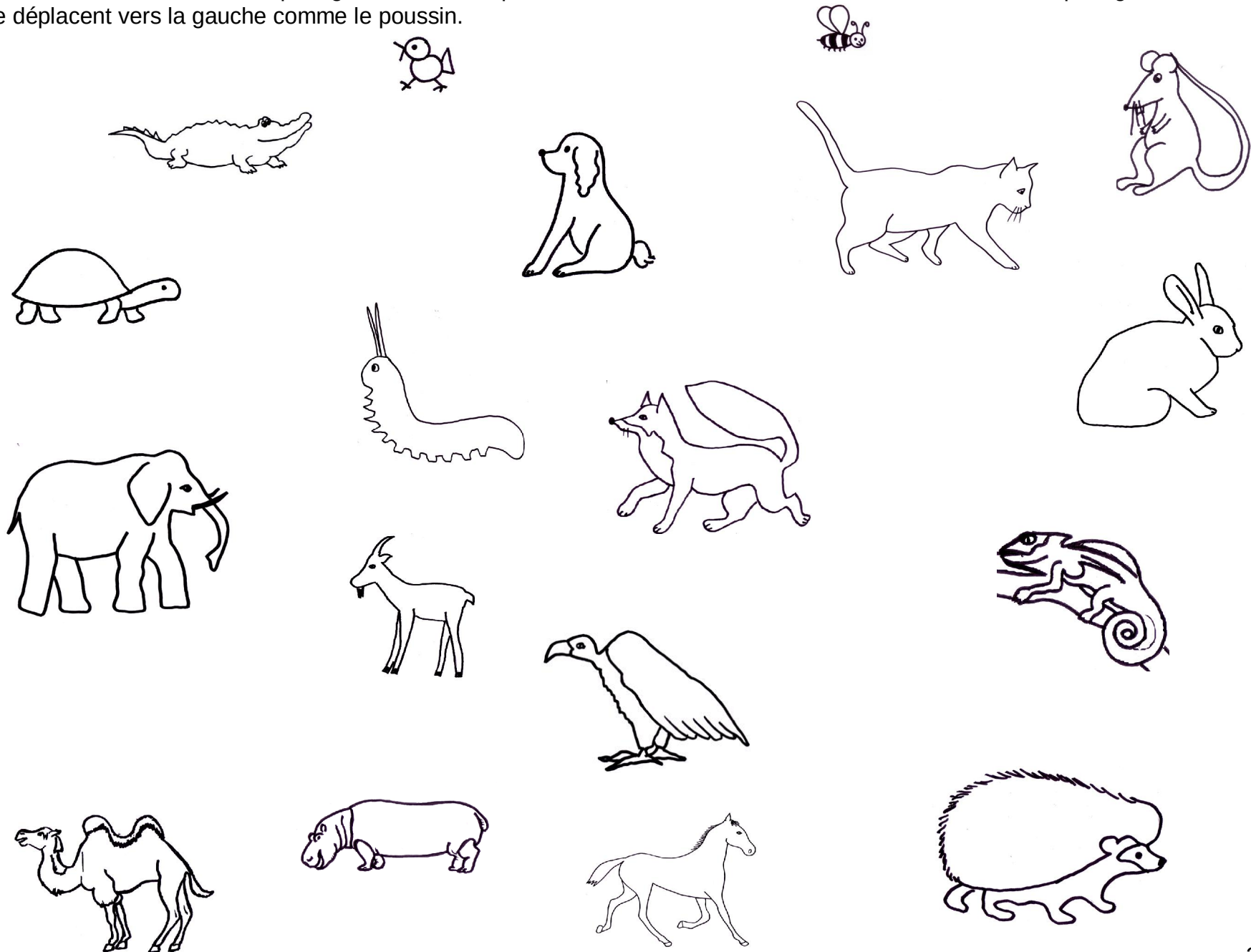
Colorie ce qui est « à l'extérieur » ou « dehors ».



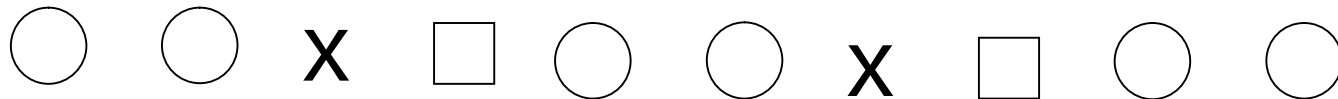
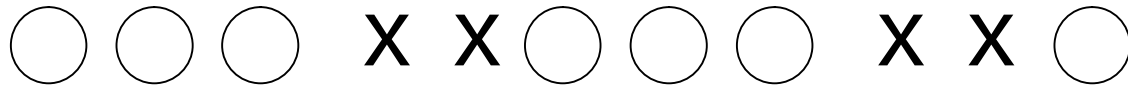
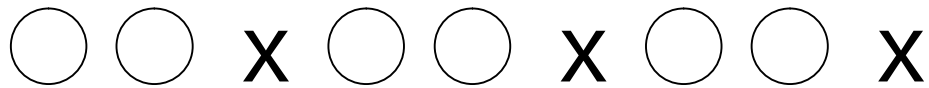
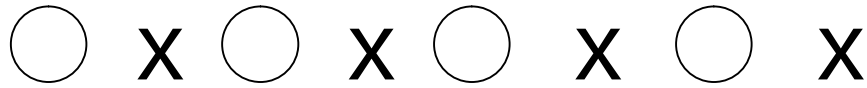
Colorie le personnage ou l'animal qui est « devant ».



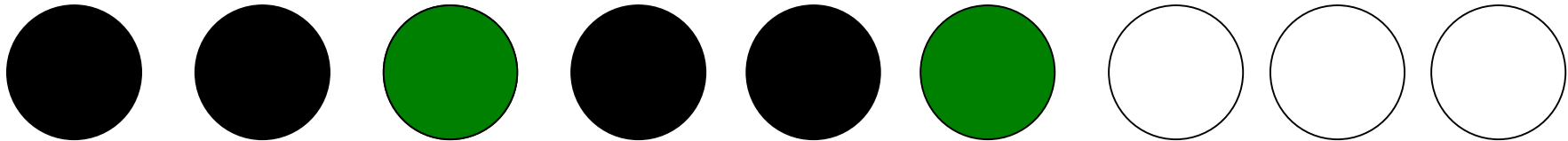
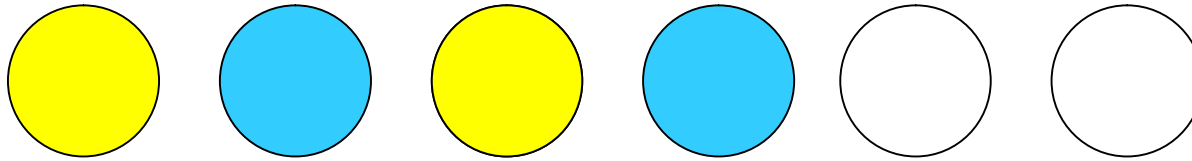
Entoure en vert les animaux qui regardent ou se déplacent vers la droite, comme l'abeille, et en bleu ceux qui regardent ou se déplacent vers la gauche comme le poussin.



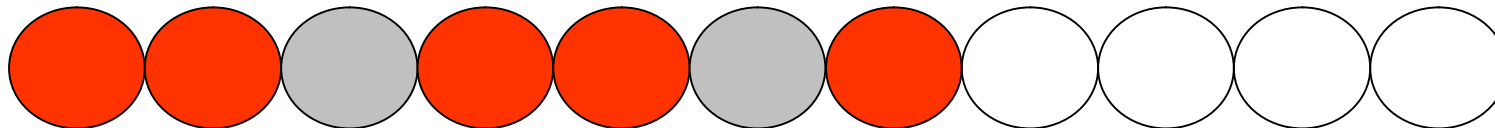
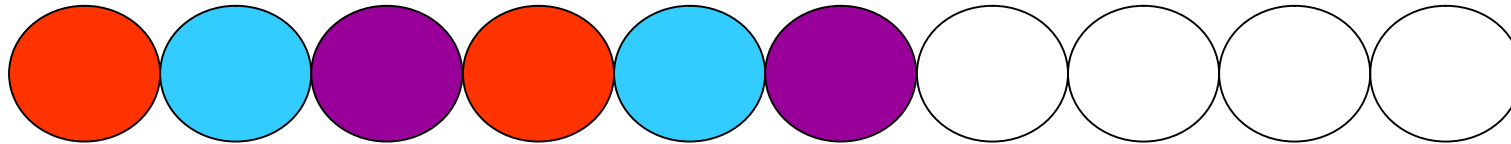
Dessine la suite..



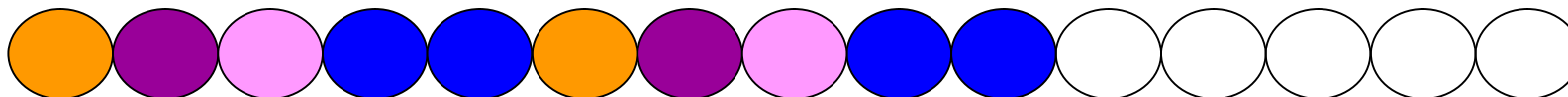
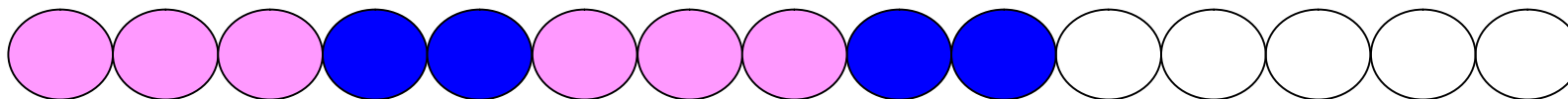
Colorie en continuant l'alternance des couleurs.



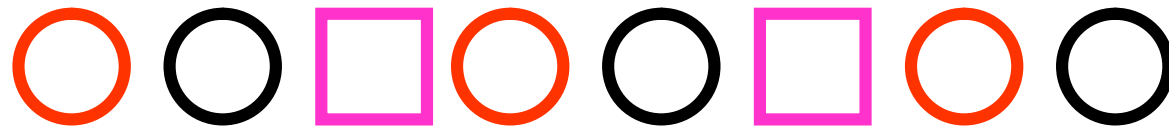
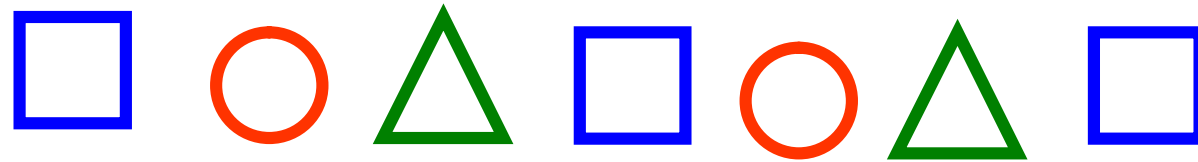
Colorie en continuant l'alternance des couleurs.



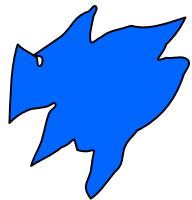
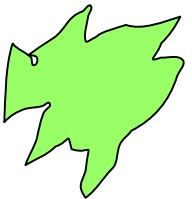
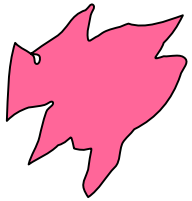
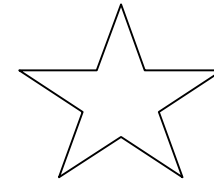
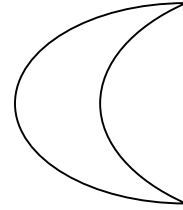
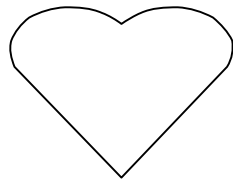
Colorie en continuant l'alternance des couleurs.

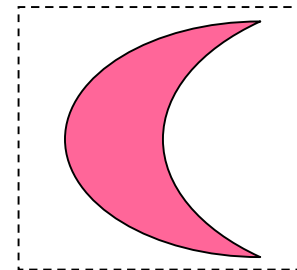
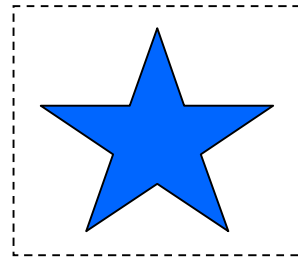
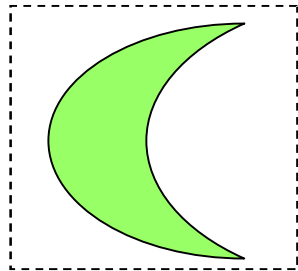
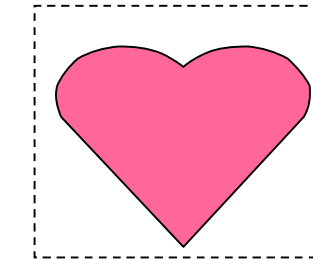
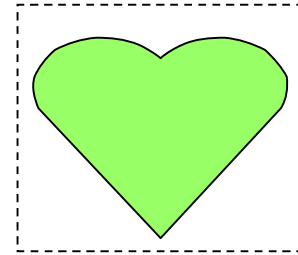
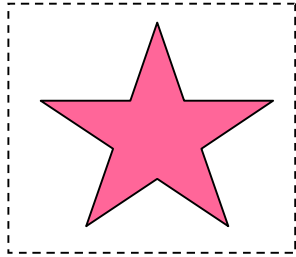
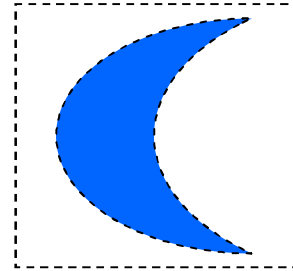
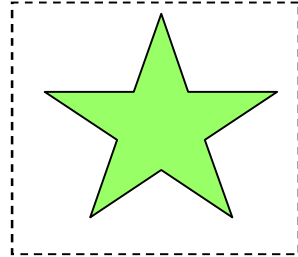
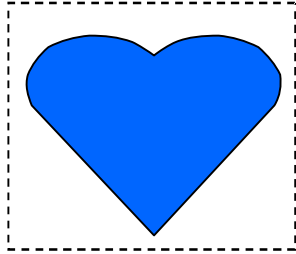


Dessine les formes suivantes de la bonne couleur en respectant le rythme.

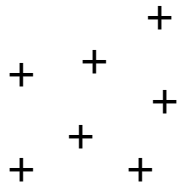
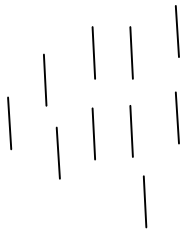
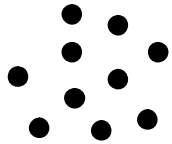
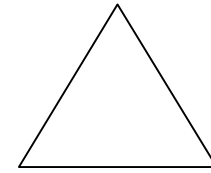
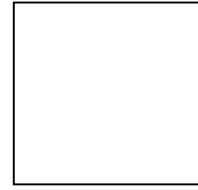
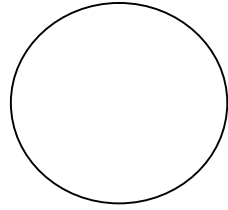


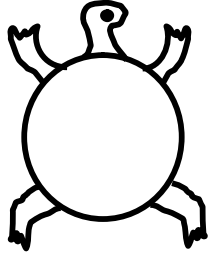
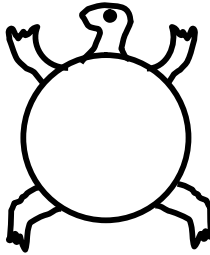
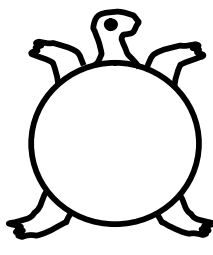
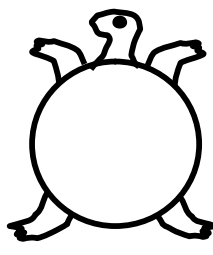
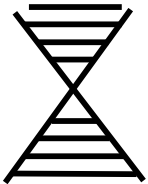
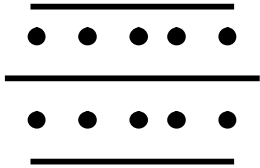
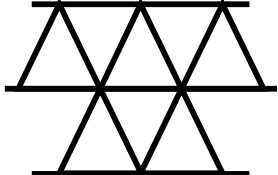
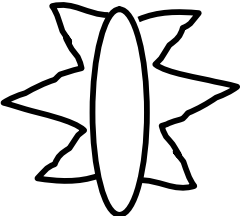
Complète en
découpant les
images de la fiche
suivante.

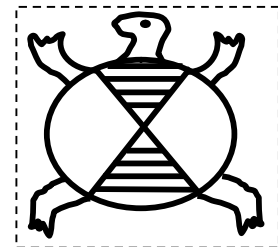
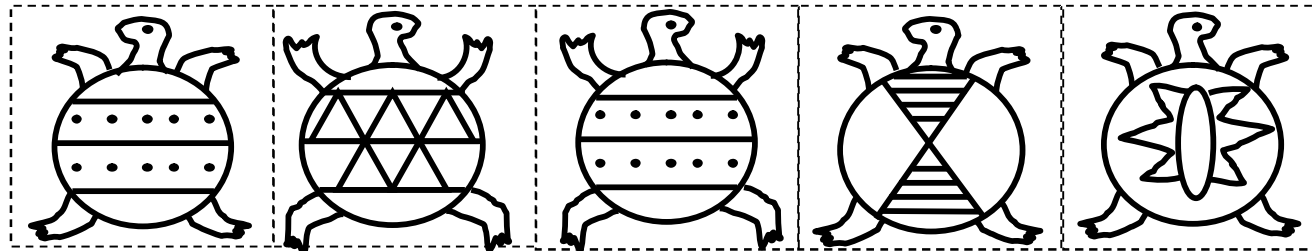
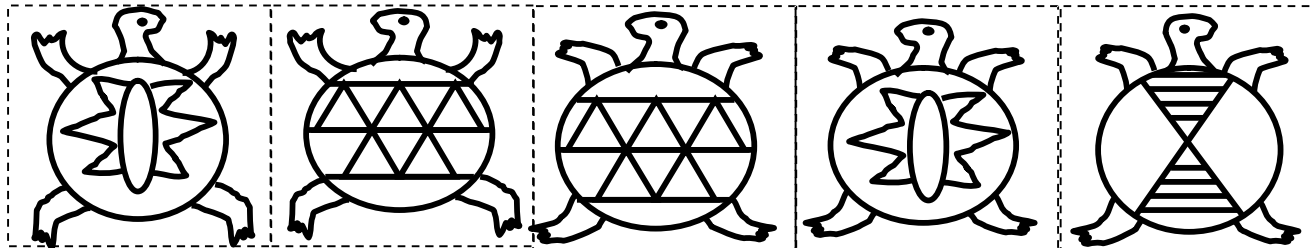
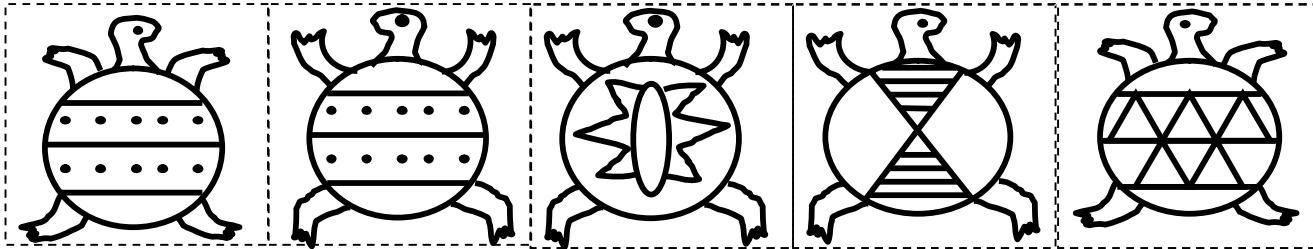


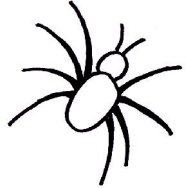
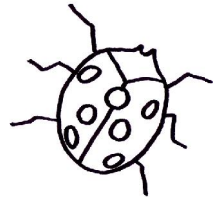
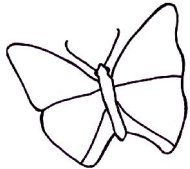


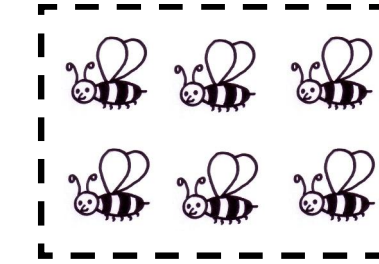
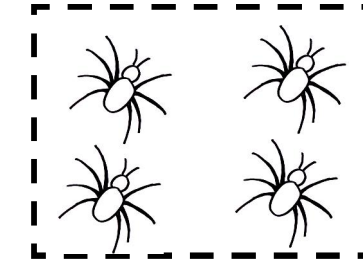
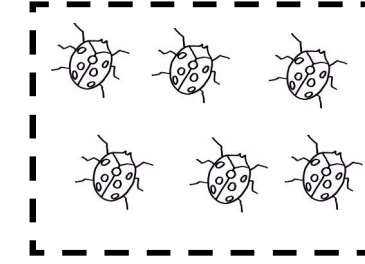
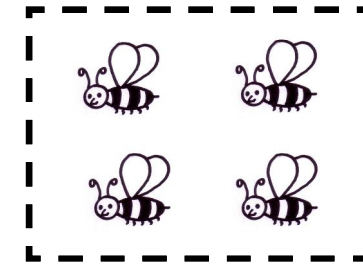
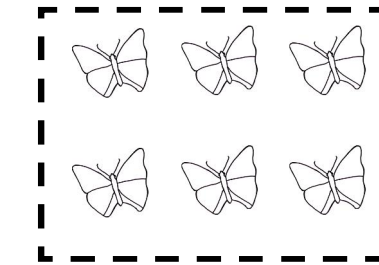
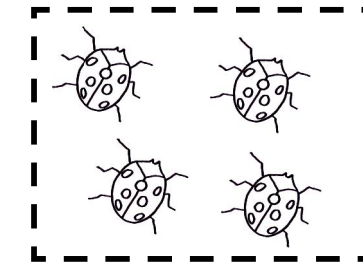
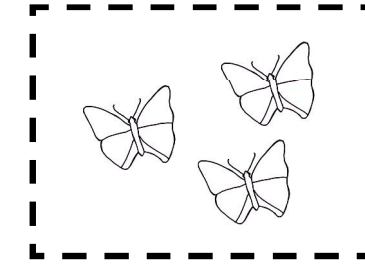
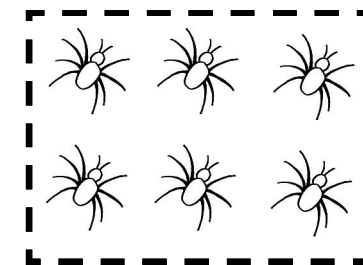
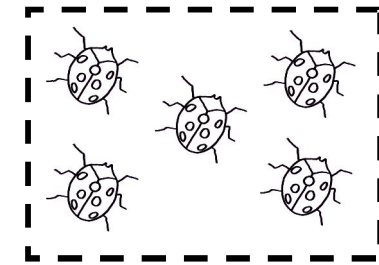
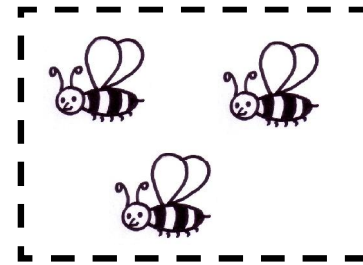
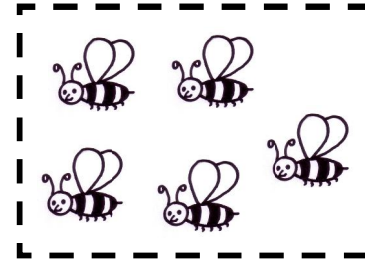
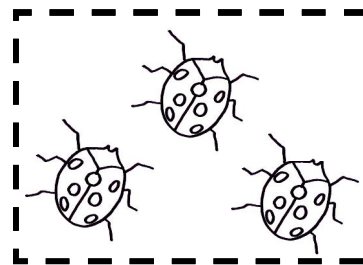
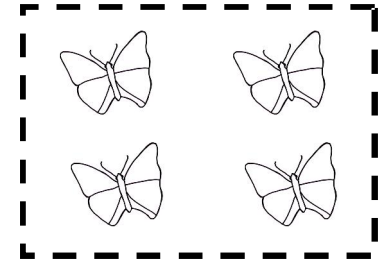
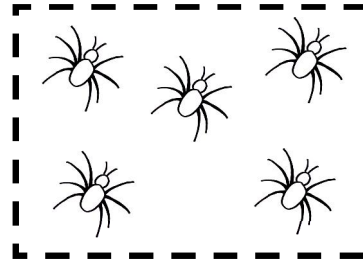
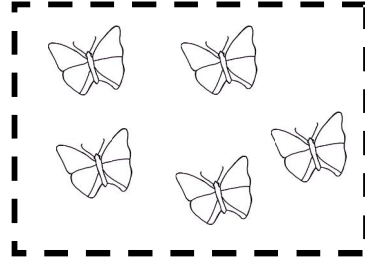
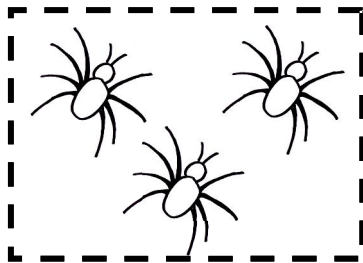
Complète en
dessinant les formes
avec le motif
correspondant dans
la bonne case.



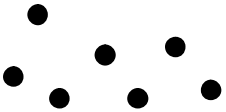
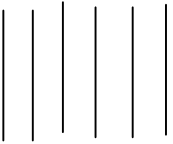
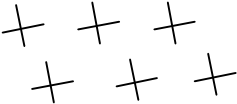
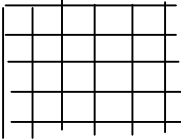
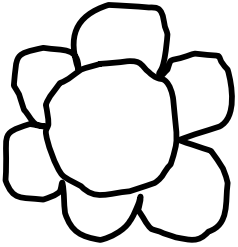
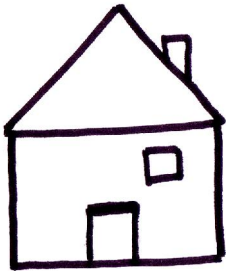
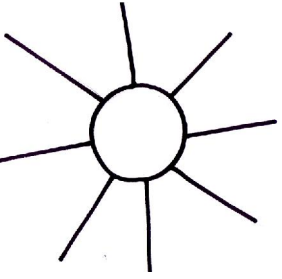
Complète en découpant les images de la fiche suivante.				
				
				
				
				

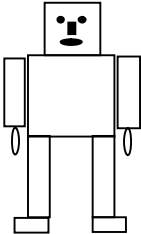
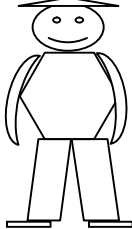
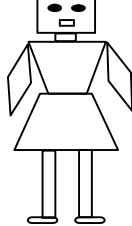
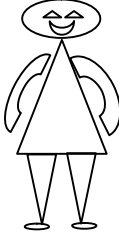
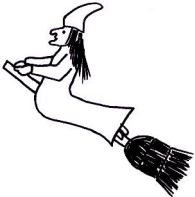


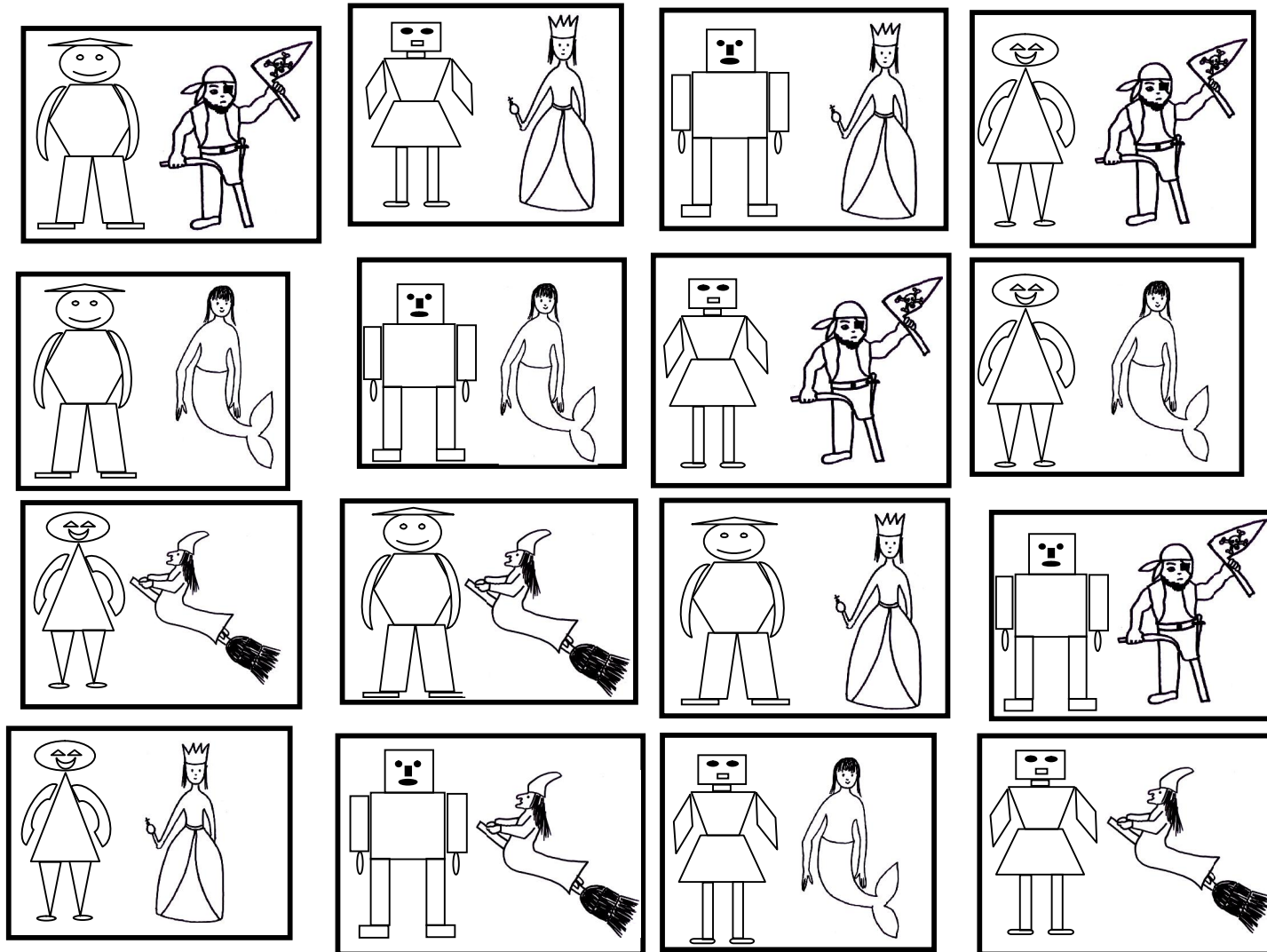
Complète en découplant les images de la fiche suivante.	3	4	5	6
				
				
				
				



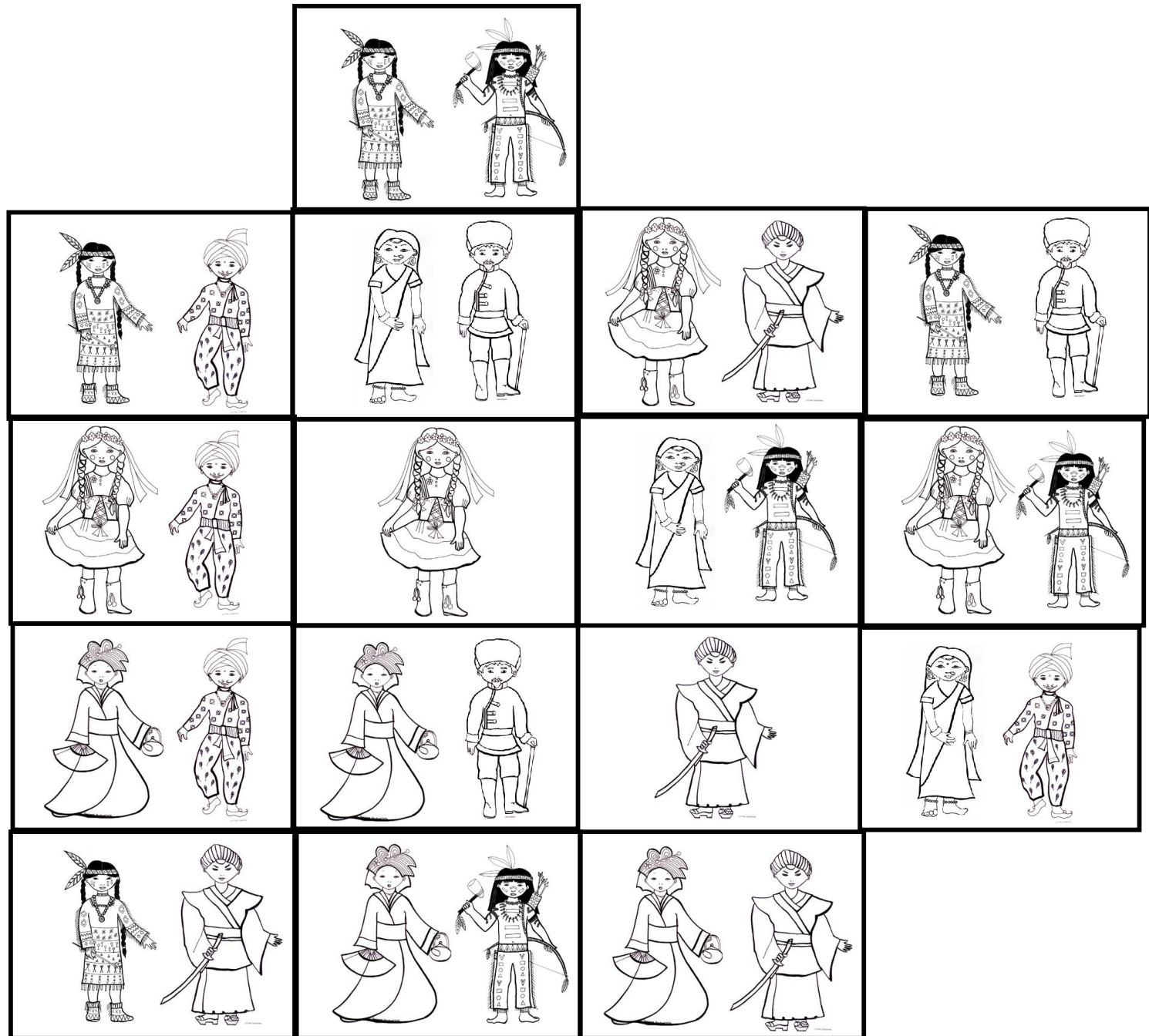
Dessine dans les cases le bon dessin avec le bon motif.

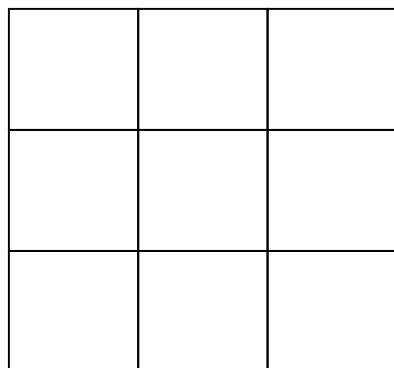
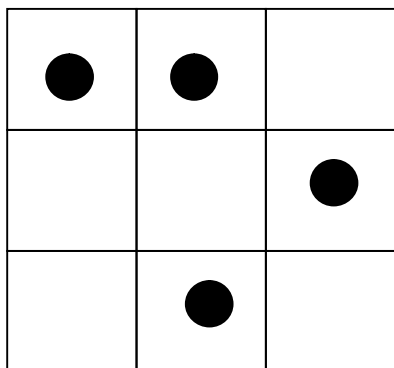
Complète en découpant les images de la fiche suivante.				
				
				
				
				



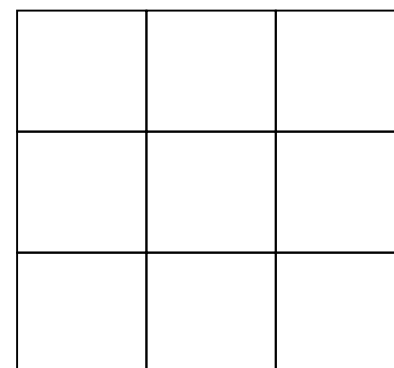
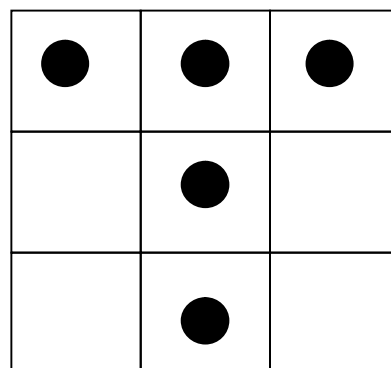
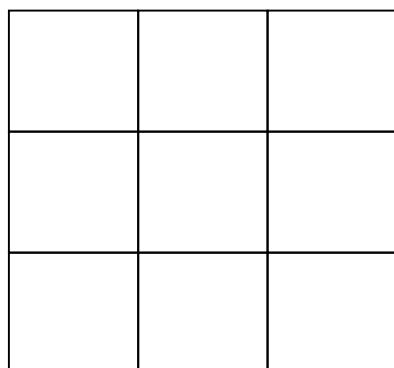
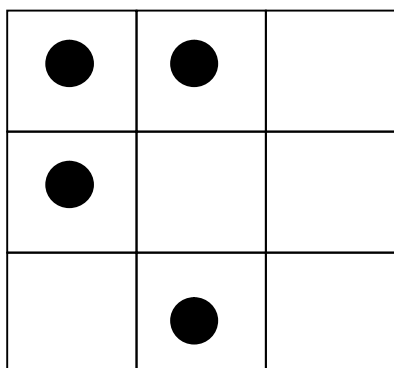
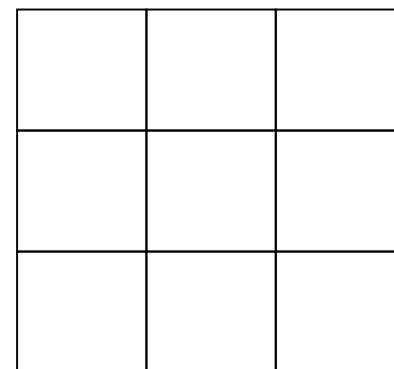
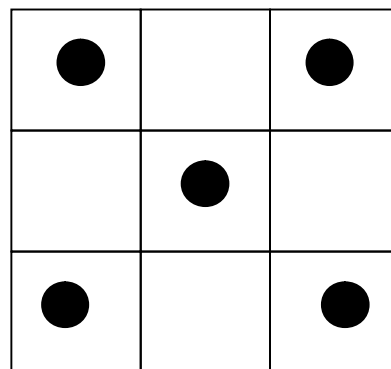
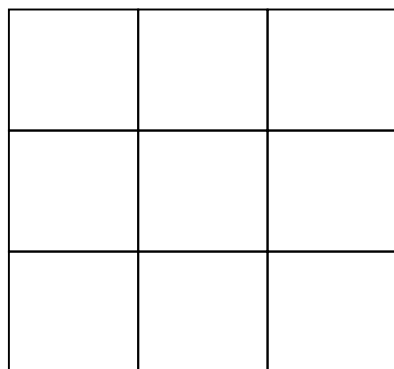
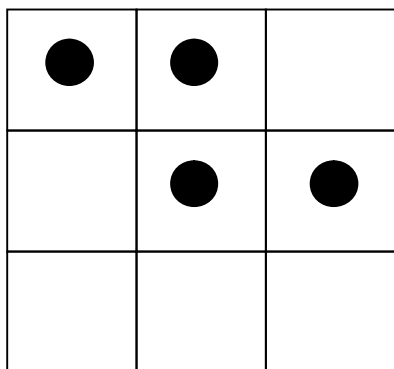
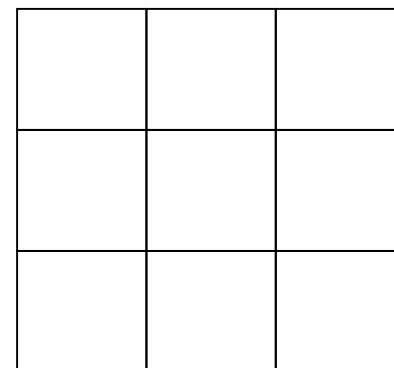
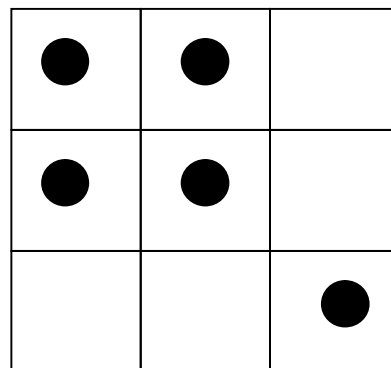
Complète en découpant les images de la fiche suivante.				
				
				
				
				



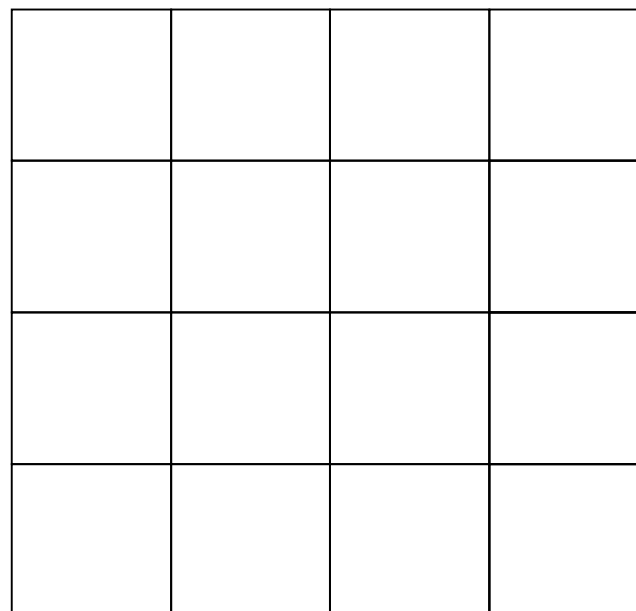
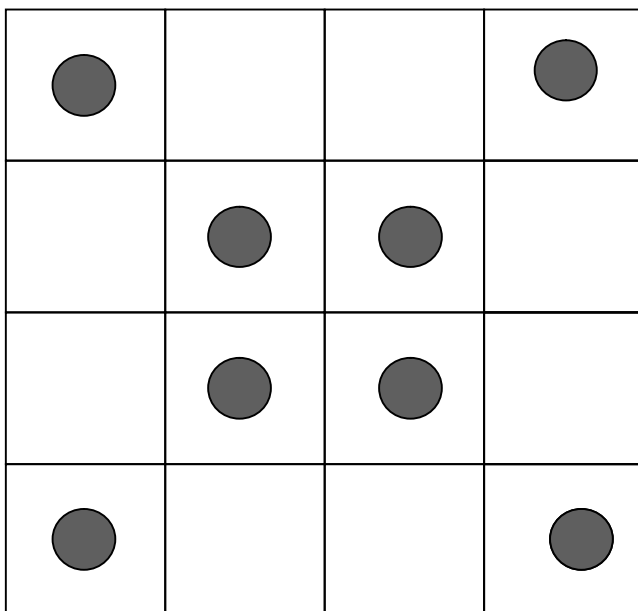
Place les ronds dans les mêmes cases dans la grille à côté.



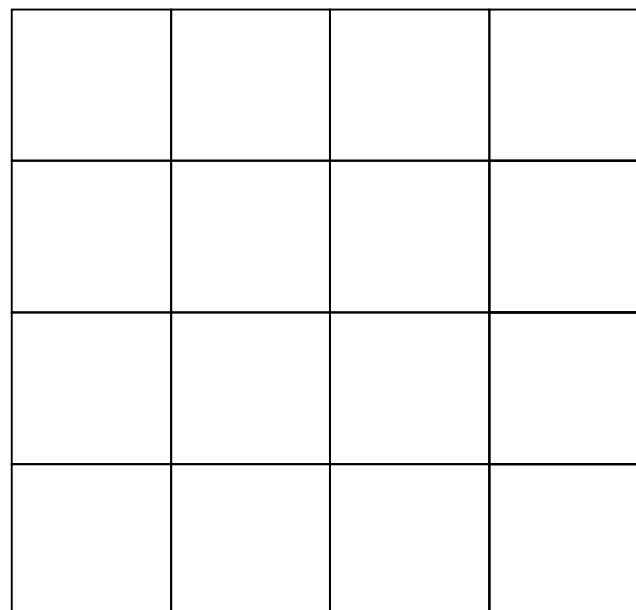
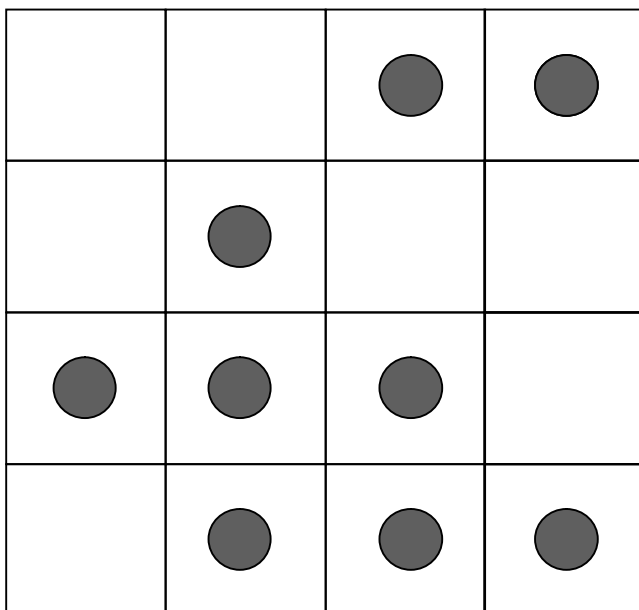
Place les ronds dans les mêmes cases dans la grille à côté.



Place les ronds dans les mêmes cases dans la grille à côté.



Place les ronds dans les mêmes cases dans la grille à côté.



Place les ronds dans les mêmes cases dans la grille à côté.

Place les ronds dans les mêmes cases dans la grille à côté.

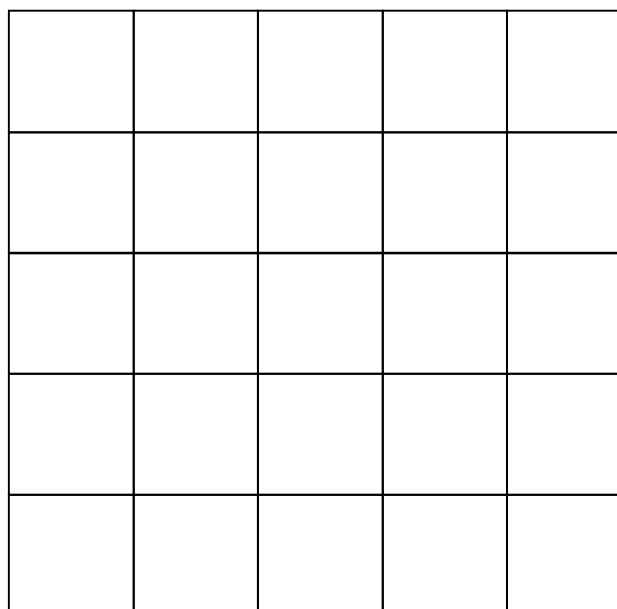
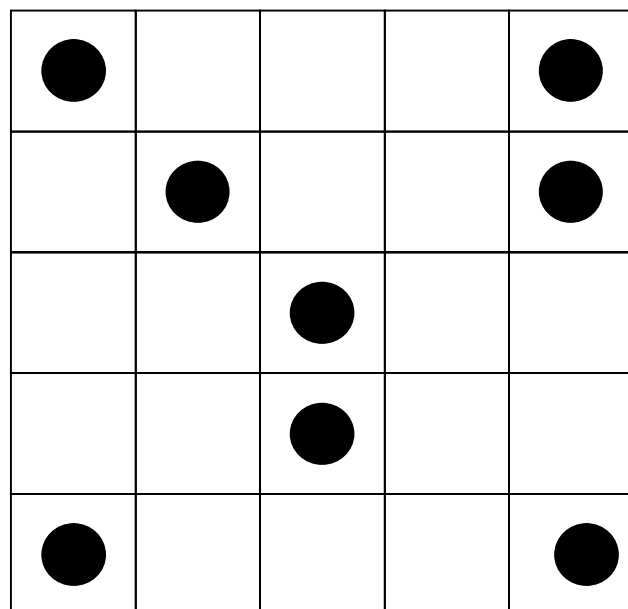
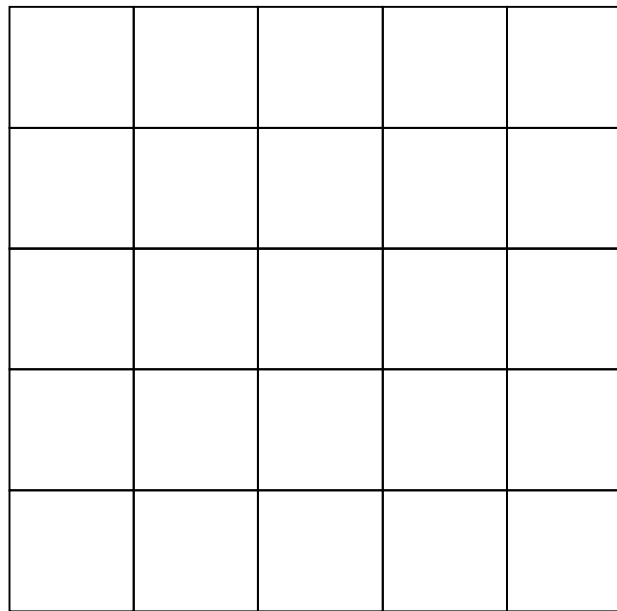
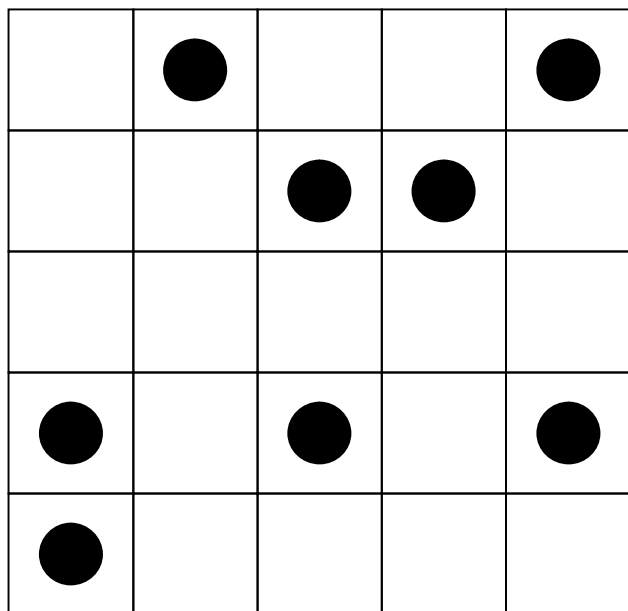
			
			

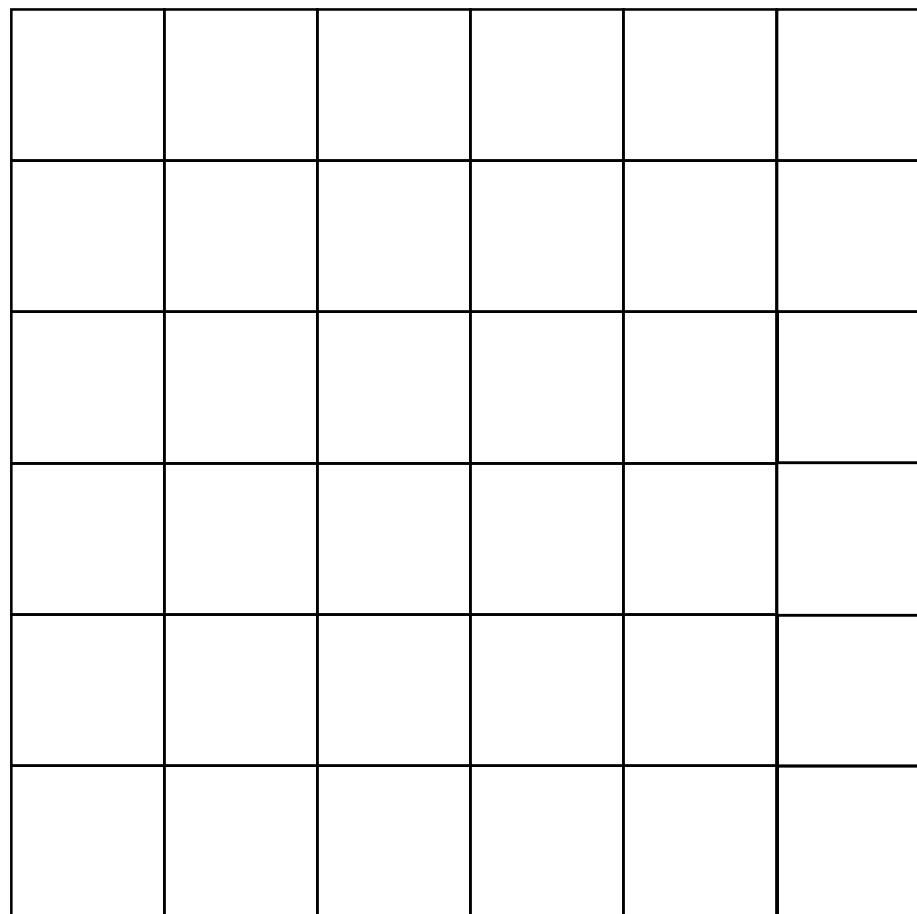
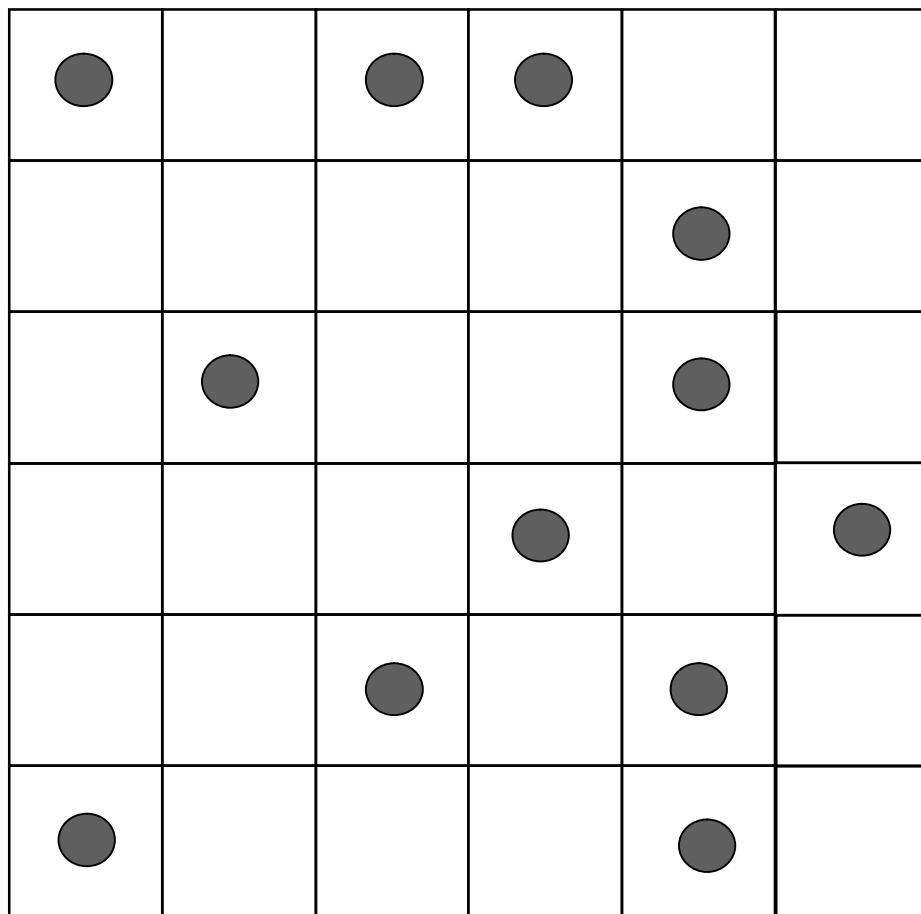
			
			
			
			

Place les ronds dans les mêmes cases dans la grille à côté.

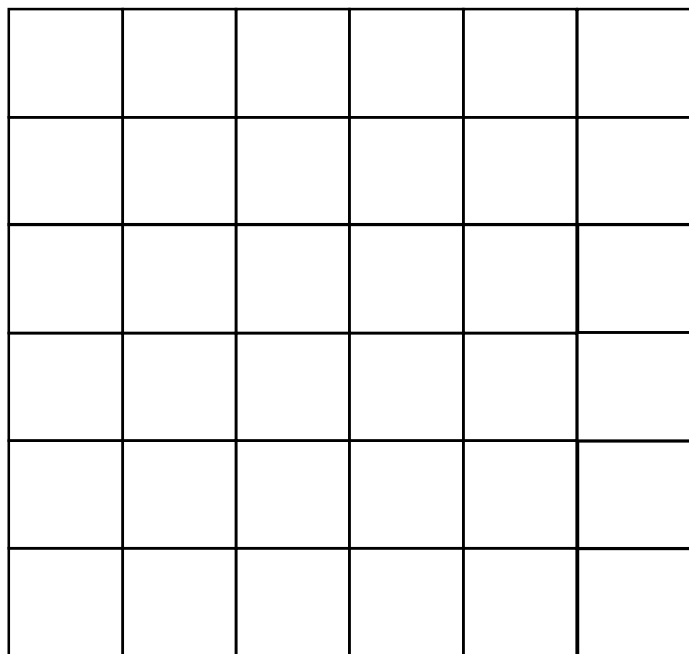
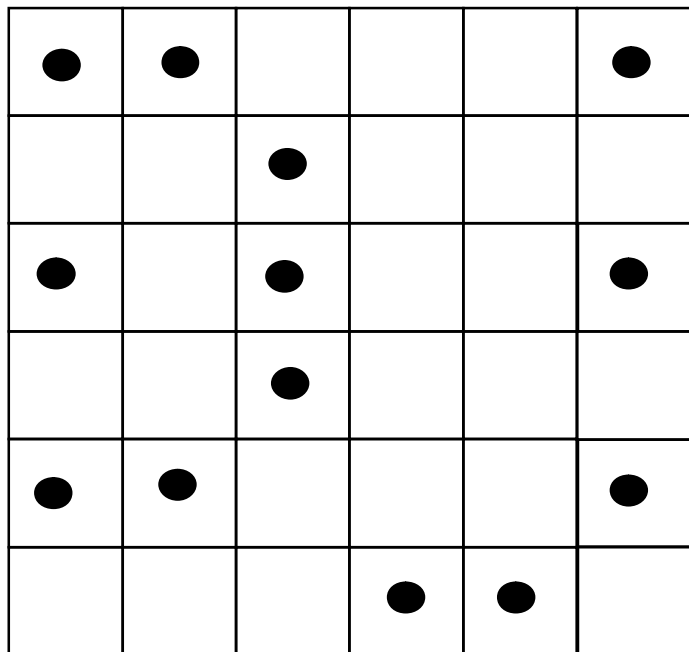


Place les ronds dans les mêmes cases dans la grille à côté.

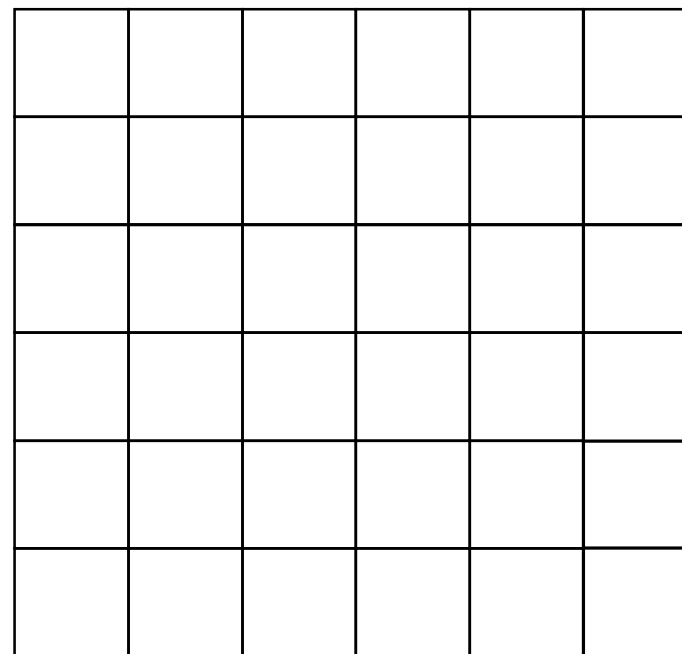
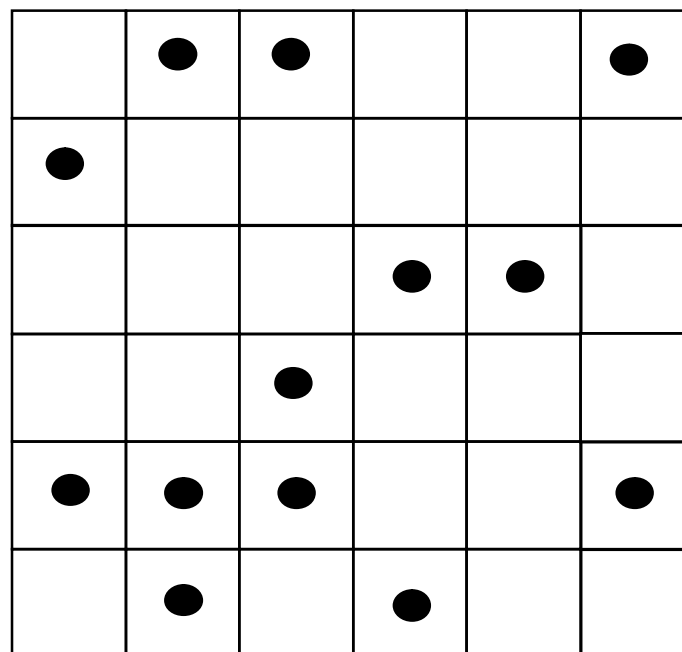
Place les ronds dans les mêmes cases dans la grille à côté.



Place les ronds dans les mêmes cases dans la grille en dessous.



Place les ronds dans les mêmes cases dans la grille en dessous.



Place les ronds dans les mêmes cases dans la grille à côté.

			0	0	0
0	0				0
		0	0		
0					0
		0	0		0
				0	

	0		0		
		0		0	
	0		0		
0	0	0	0		
				0	
		0	0		0

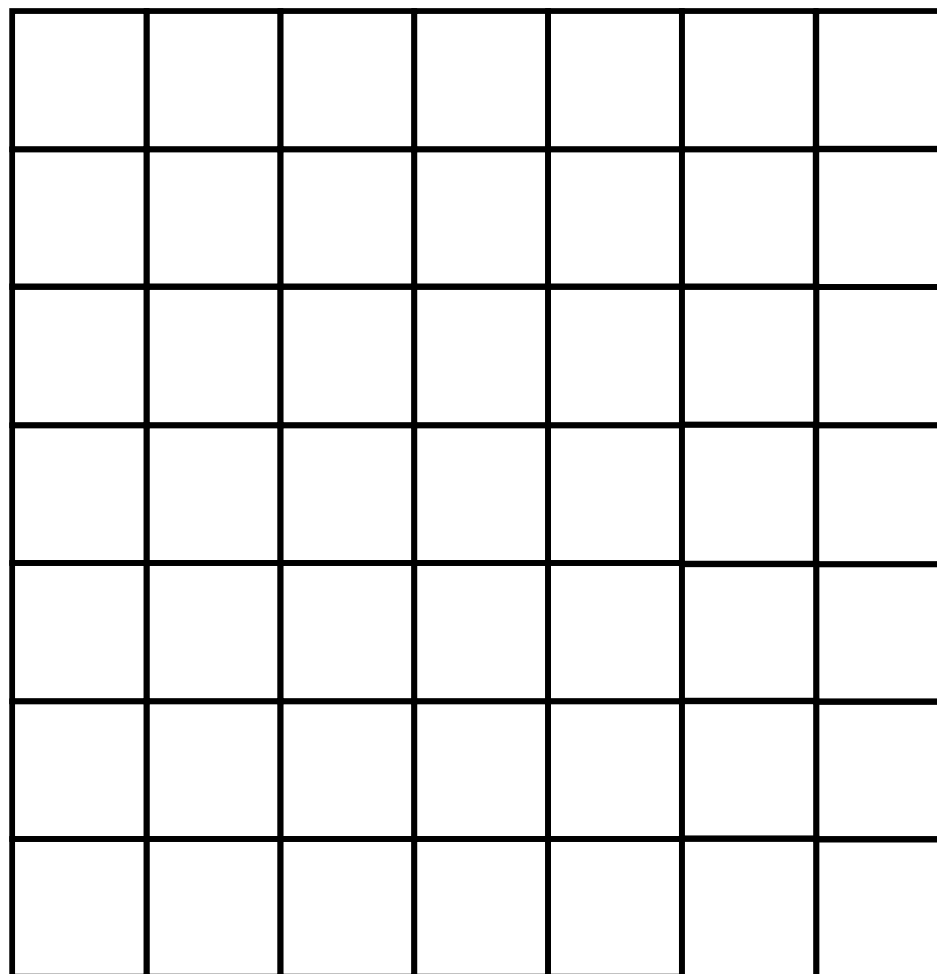
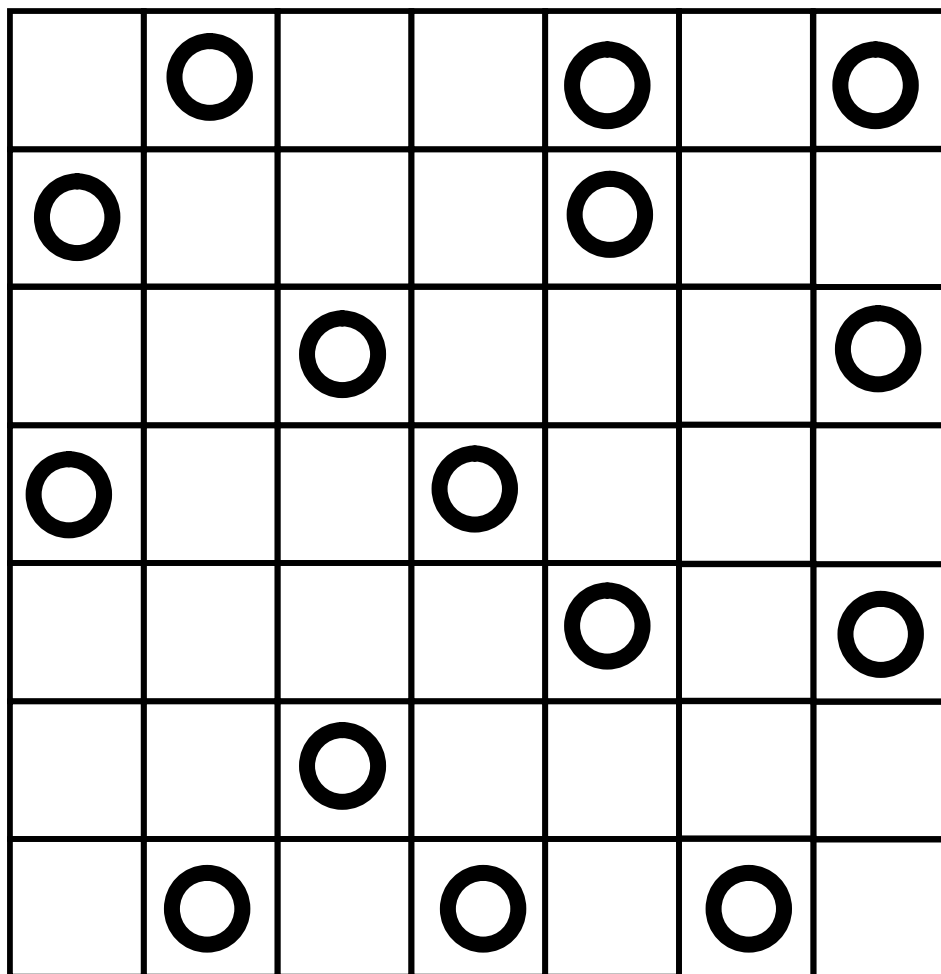
		0			
			0		
		0		0	0
0			0		0
0		0			0
	0		0		0

		0	0		
	0			0	
	0				0
0			0	0	
	0		0		
		0	0		0

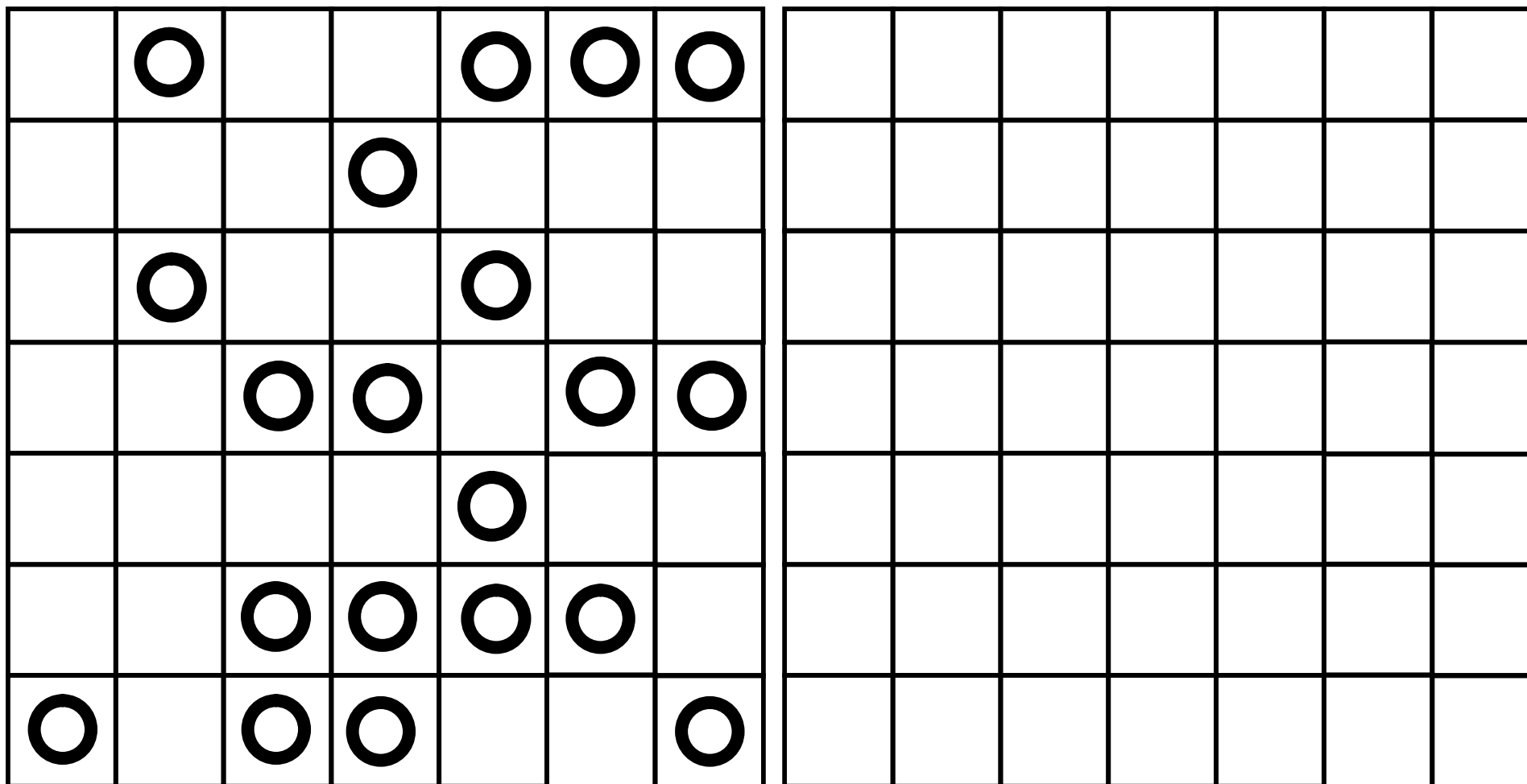
Place les ronds dans les mêmes cases dans la grille à côté.

	○		○		○	
		○			○	
				○		
		○				
○		○		○		○
		○			○	
				○	○	

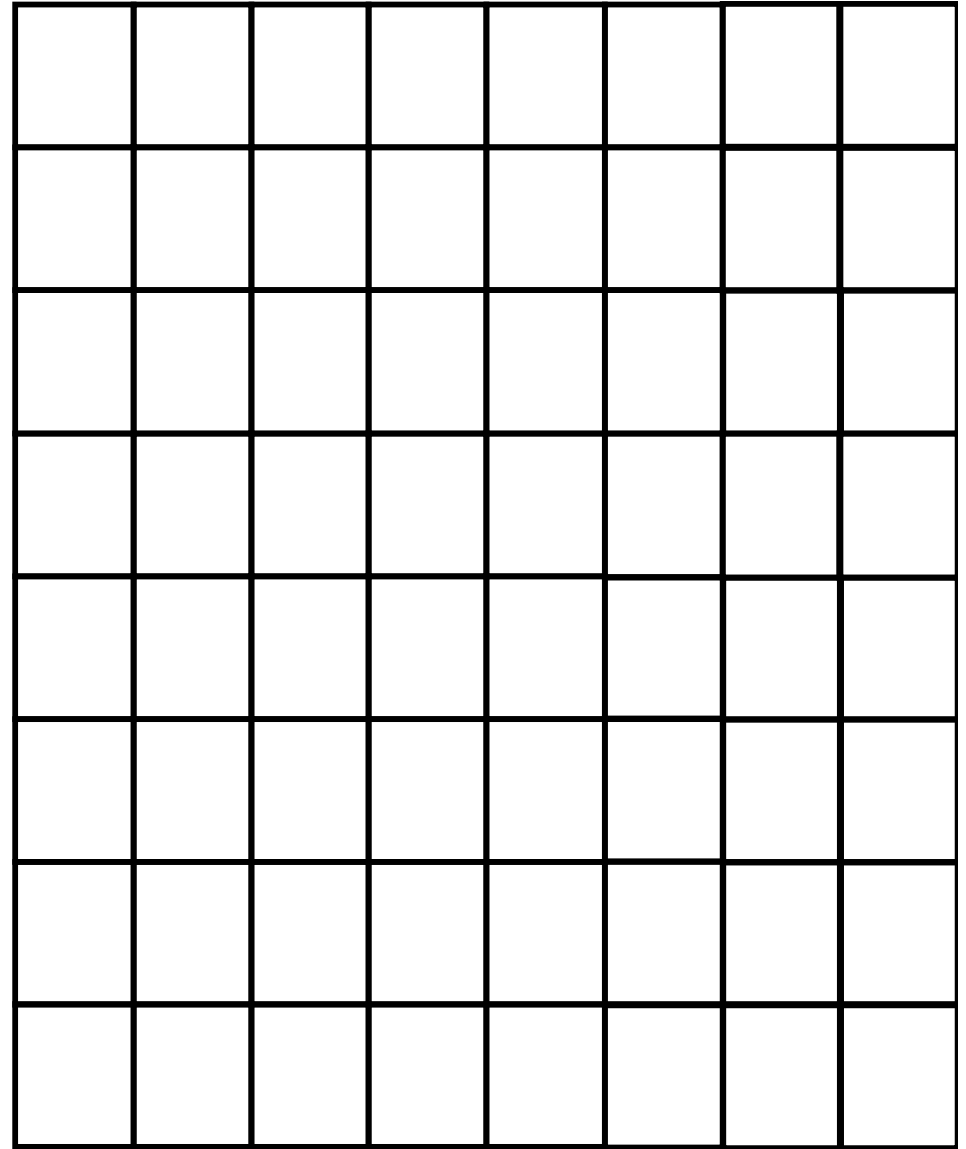
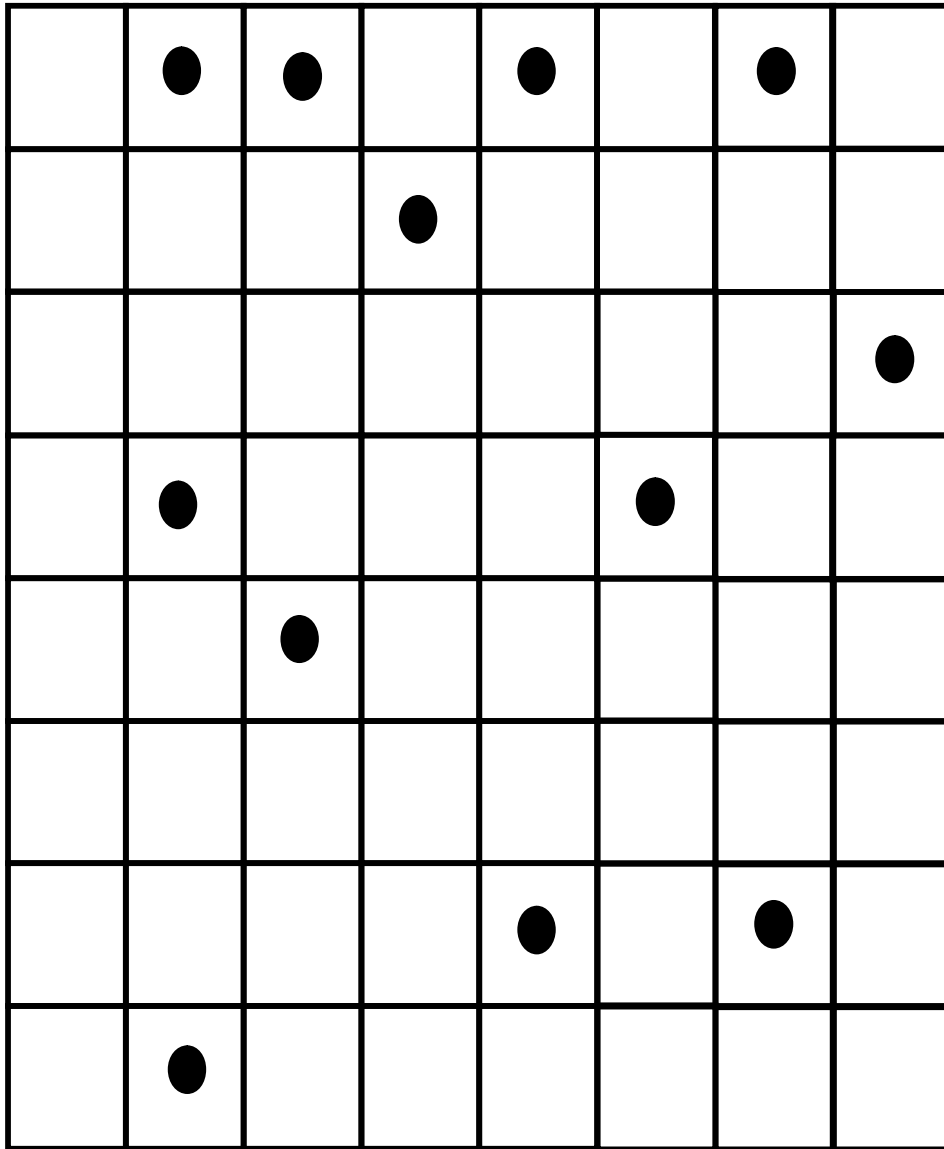
Place les ronds dans les mêmes cases dans la grille à côté.



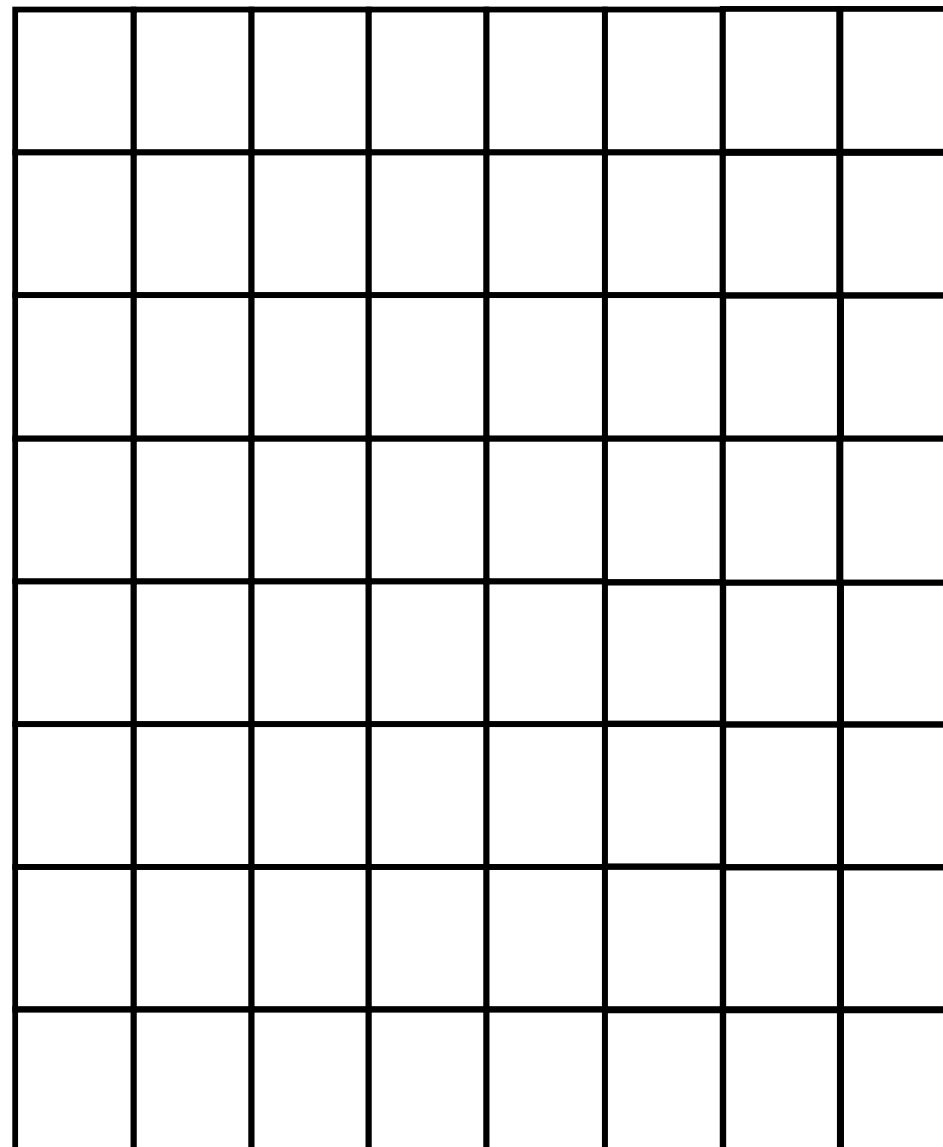
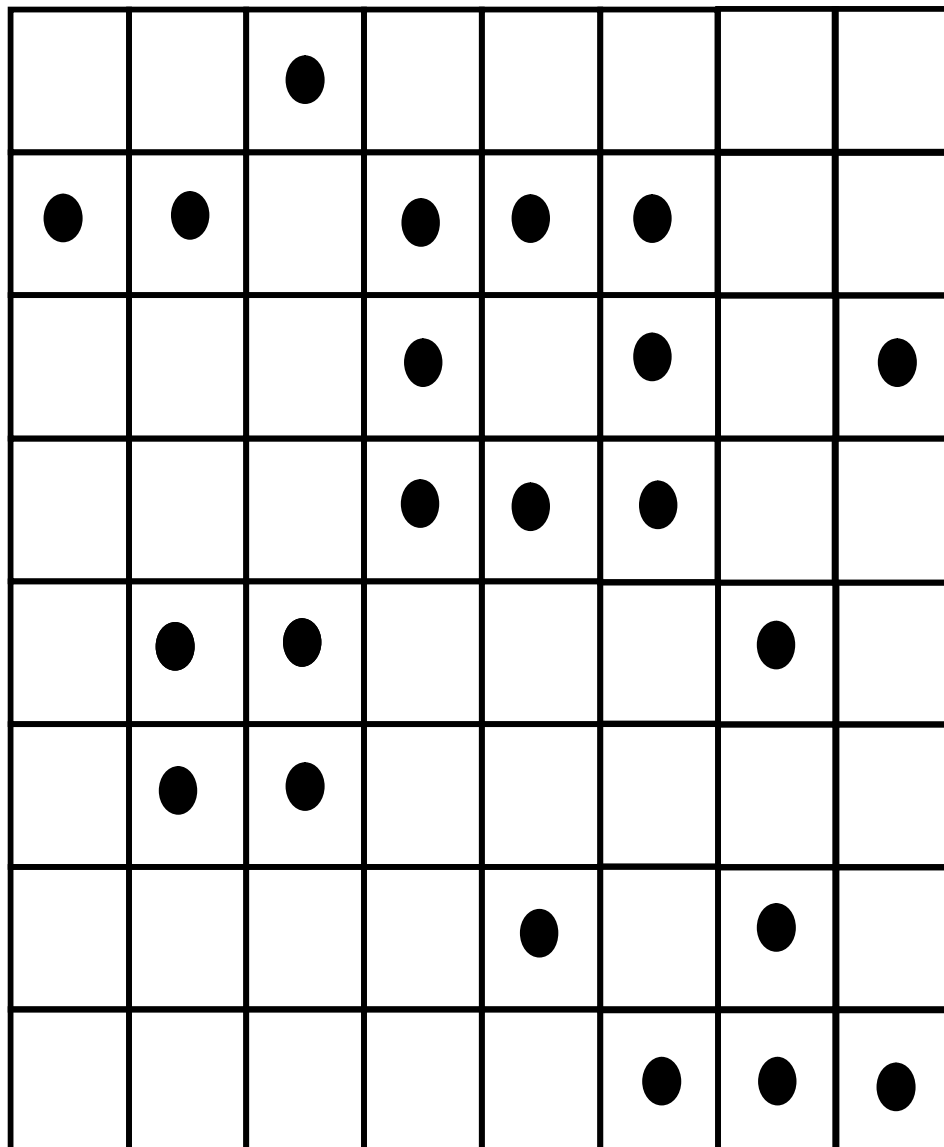
Place les ronds dans les mêmes cases dans la grille à côté.



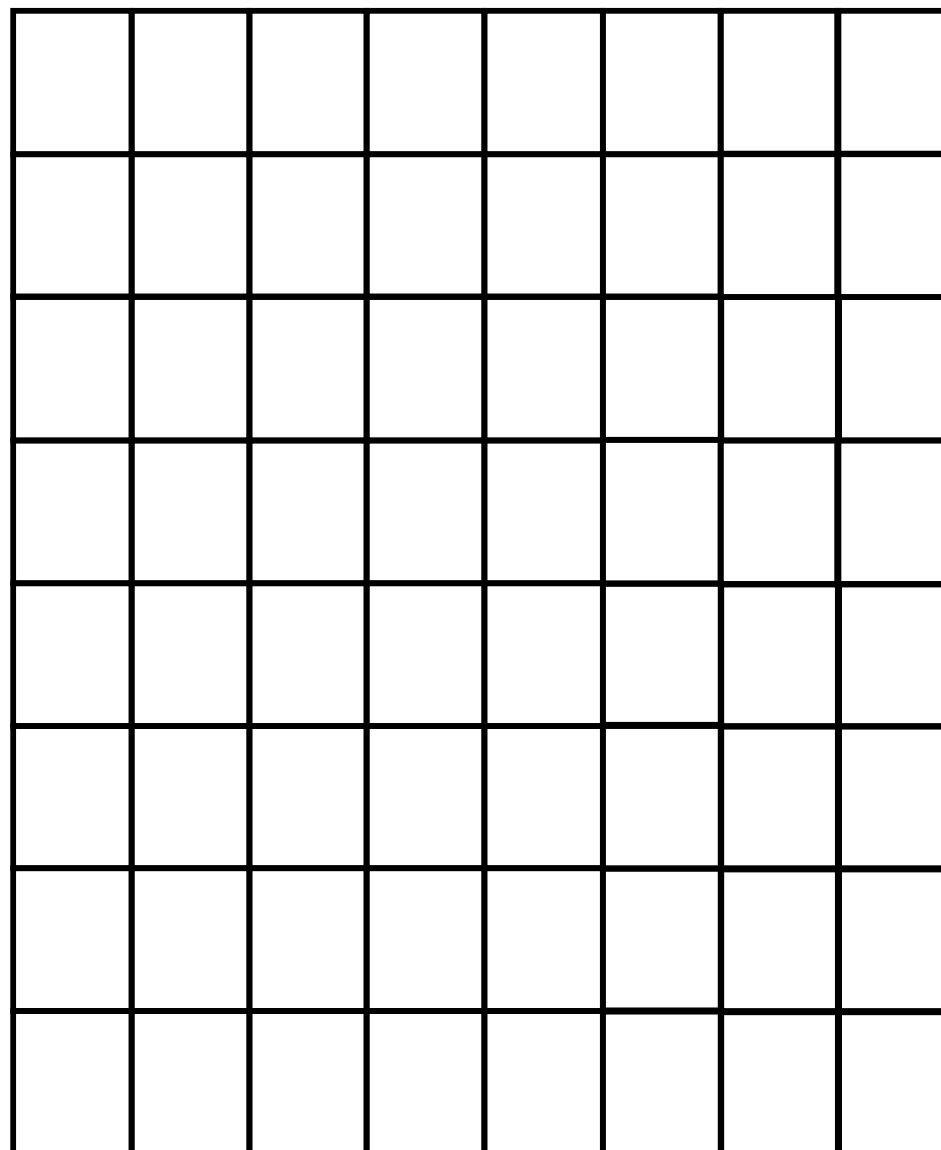
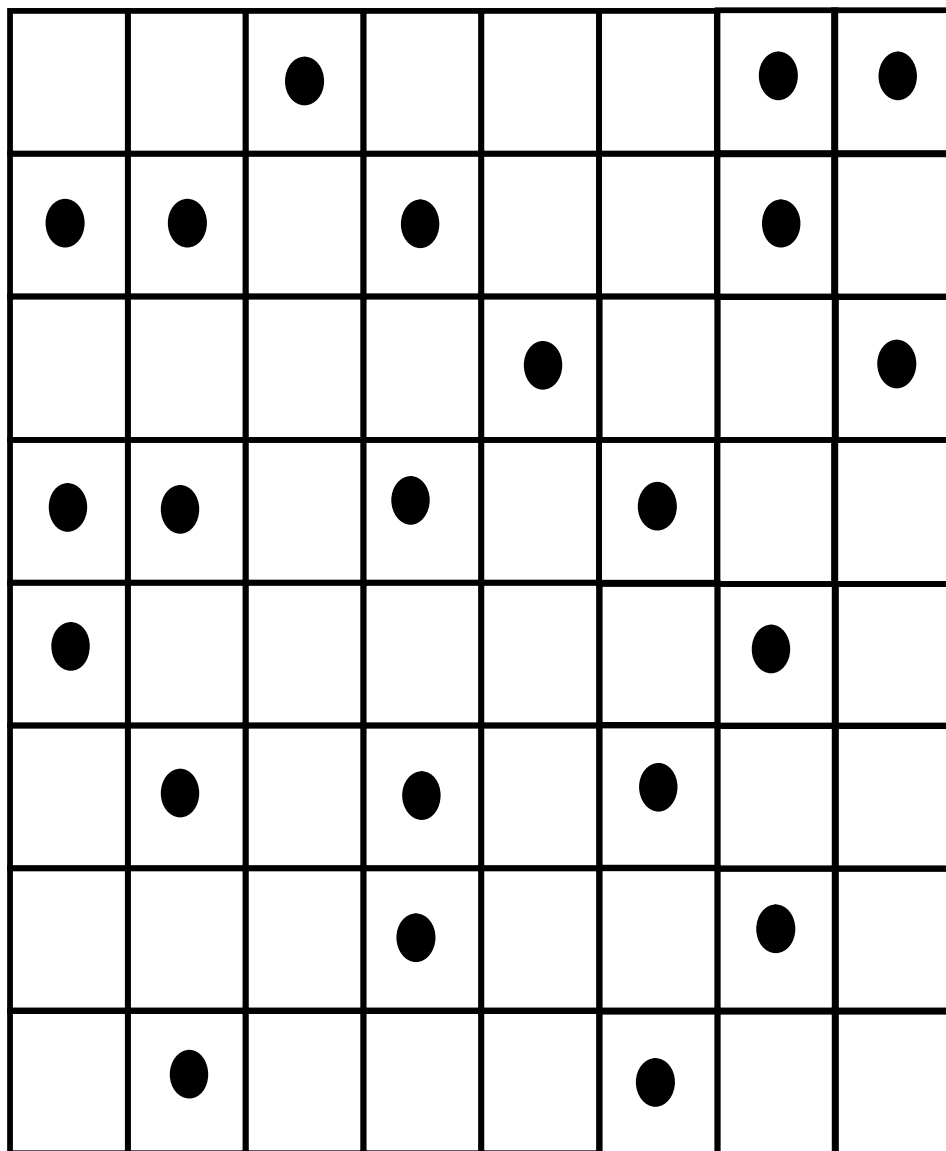
Place les ronds dans les mêmes cases dans la grille à côté.



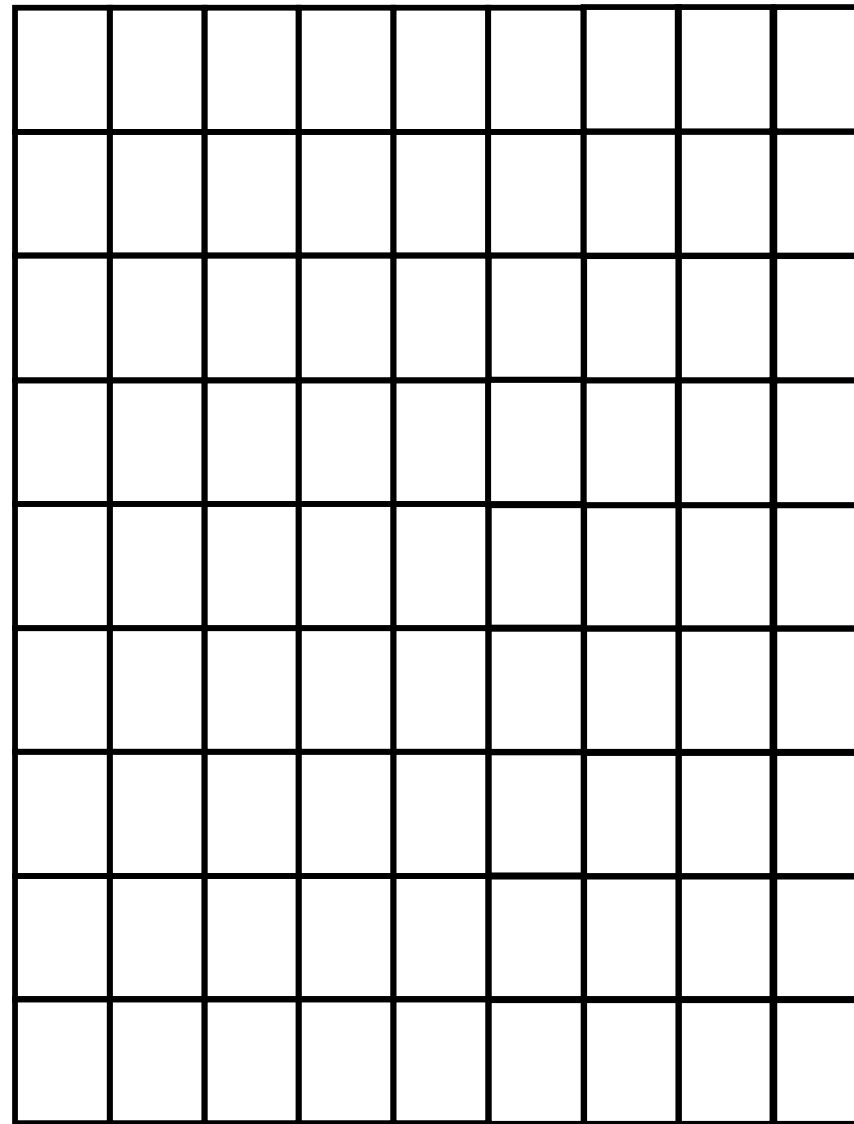
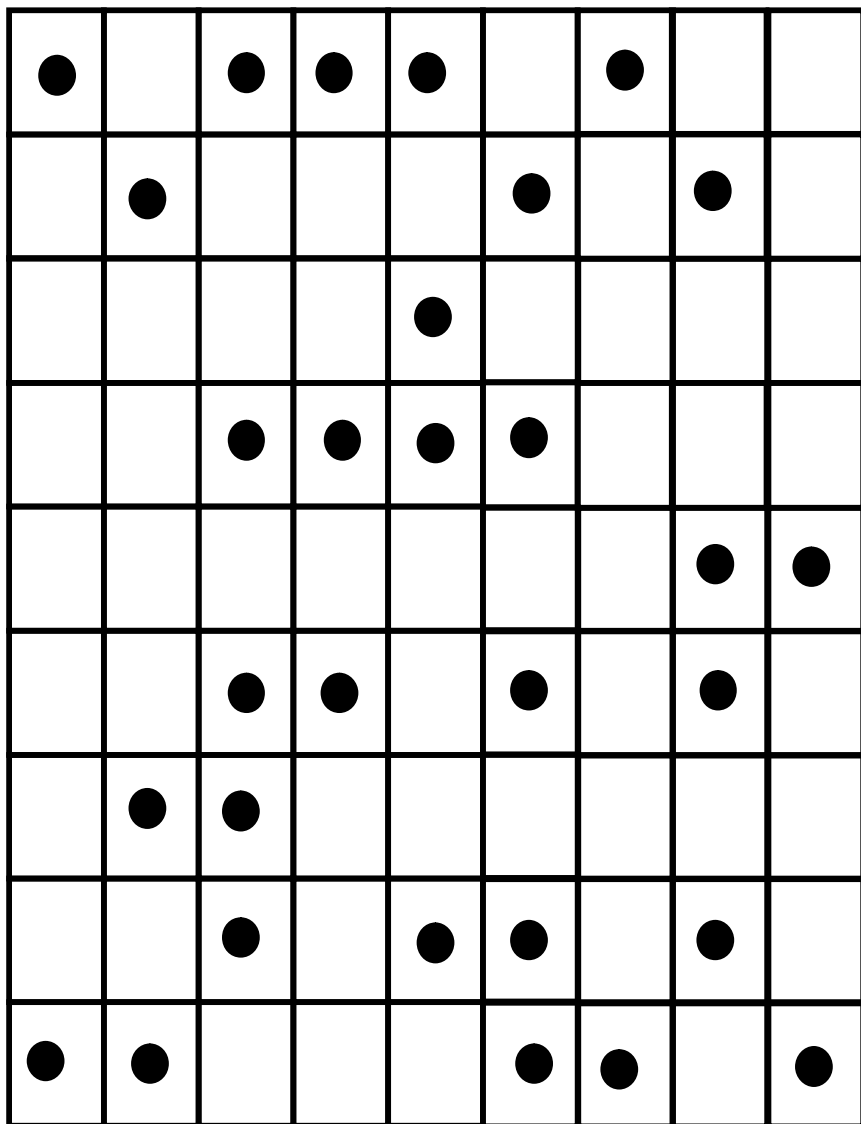
Place les ronds dans les mêmes cases dans la grille à côté.



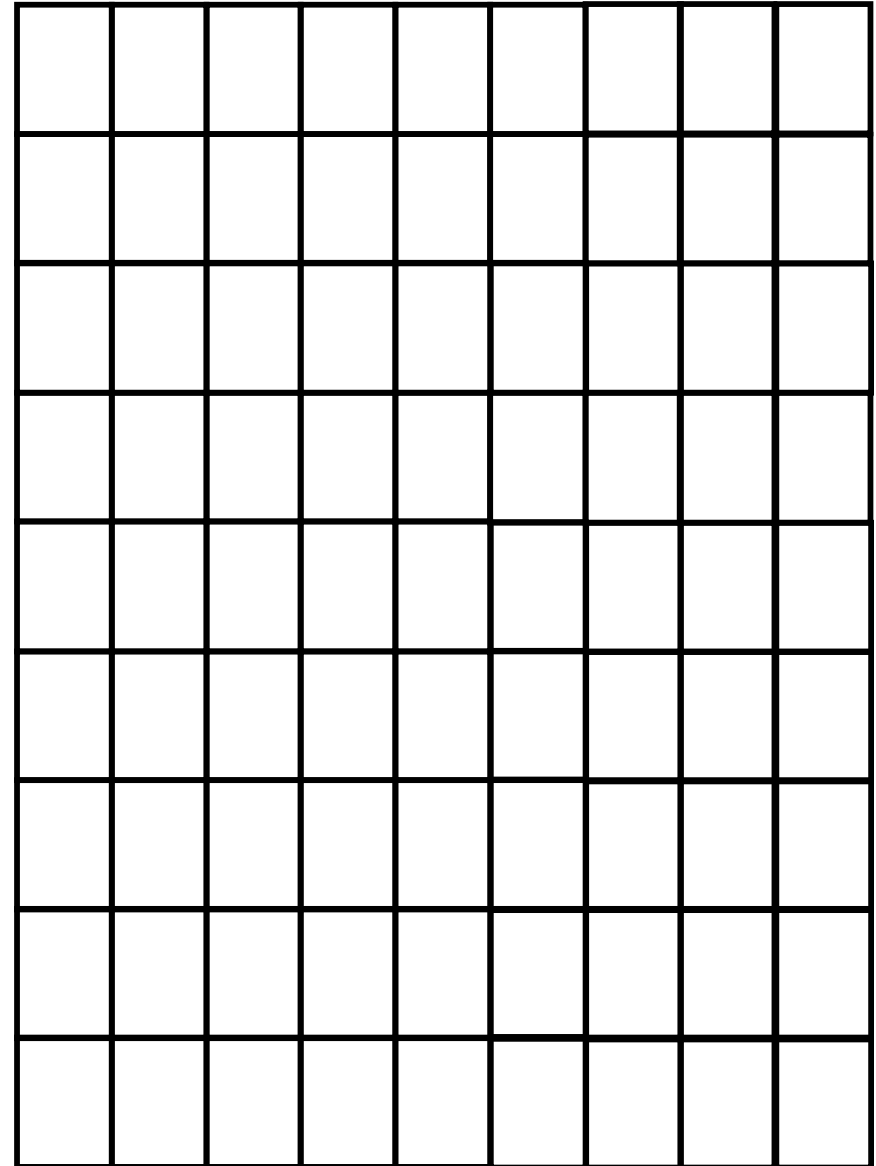
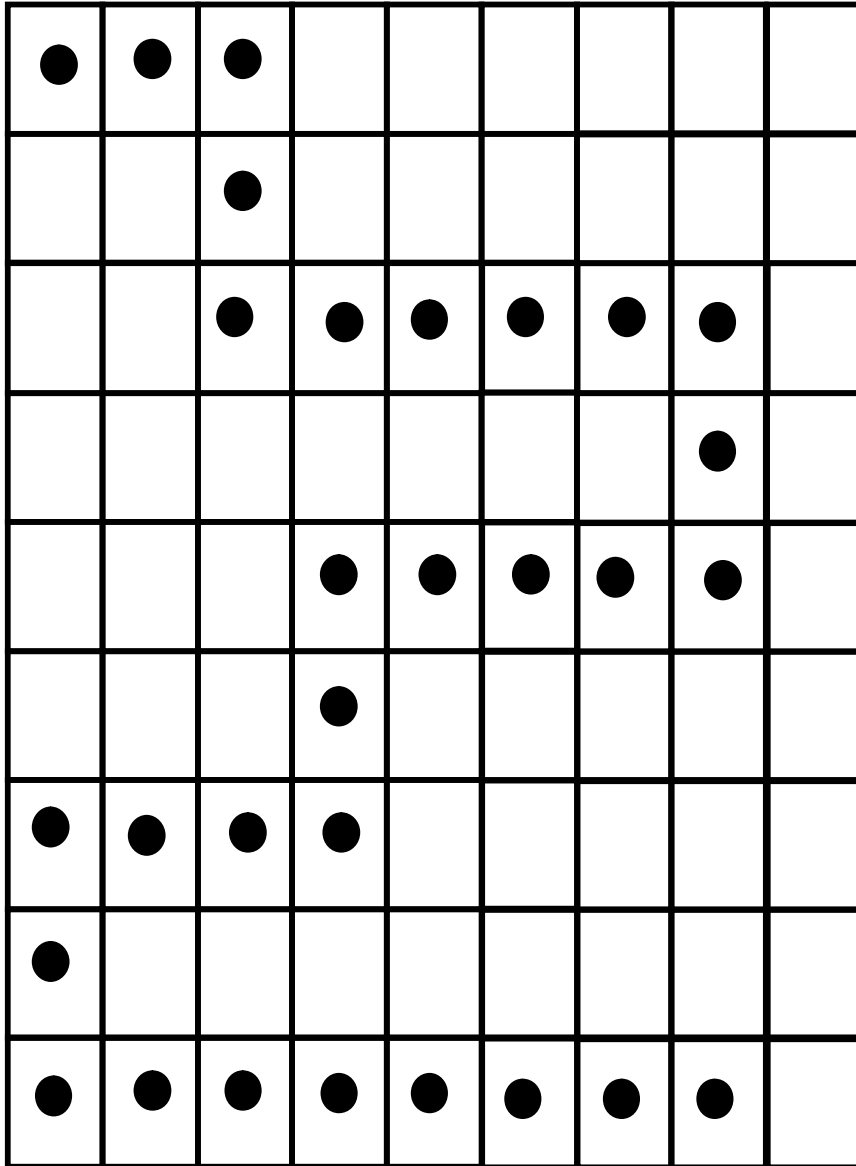
Place les ronds dans les mêmes cases dans la grille à côté.



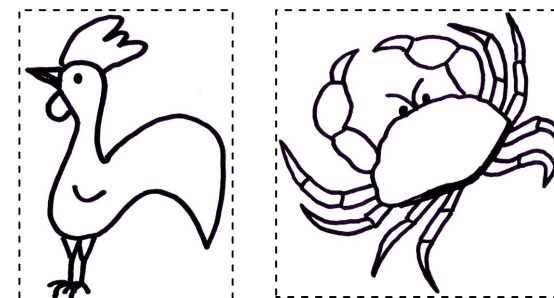
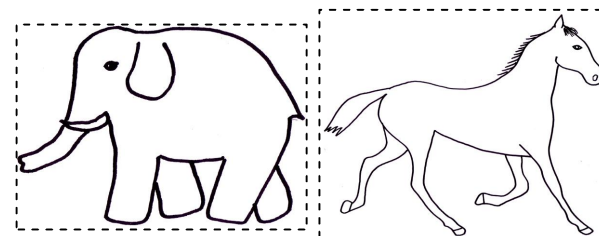
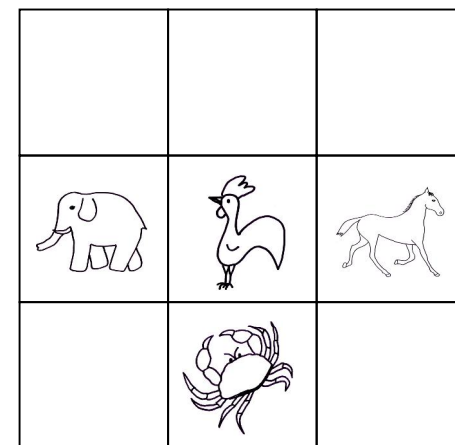
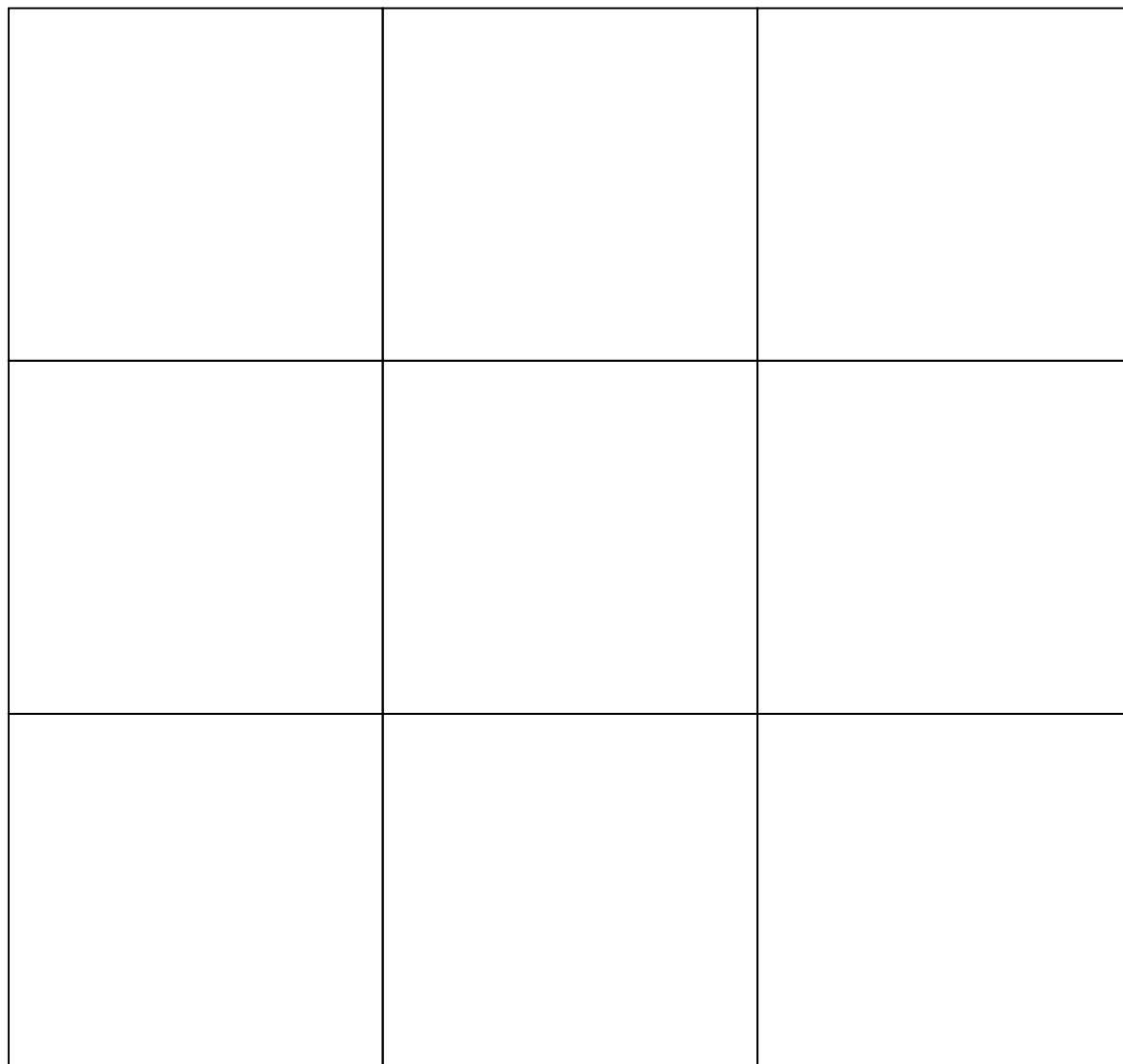
Place les ronds dans les mêmes cases dans la grille à côté.



Place les ronds dans les mêmes cases dans la grille à côté.



Découpe les animaux et colle les dans les mêmes cases que sur le modèle.

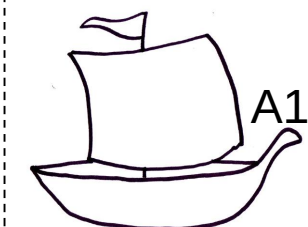
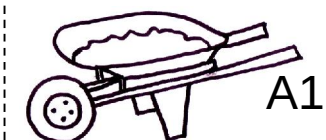
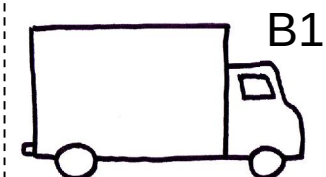
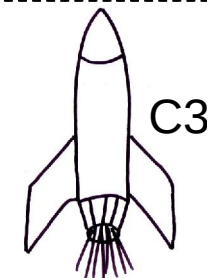
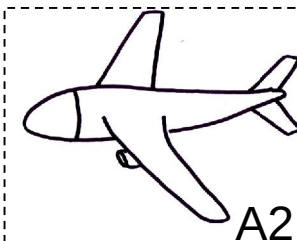


Ecris dans chaque case le nom de la case, comme sur le modèle.

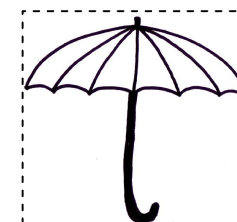
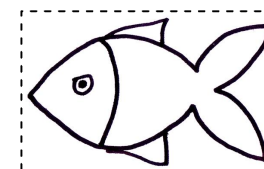
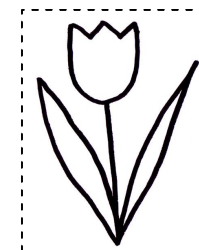
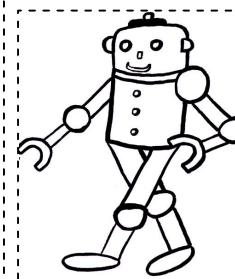
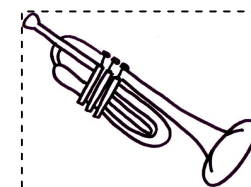
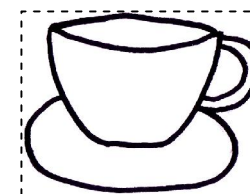
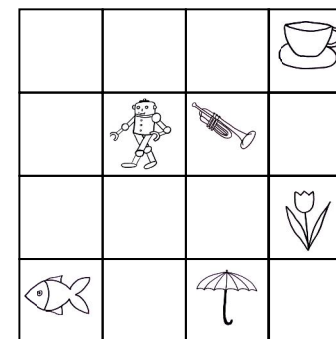
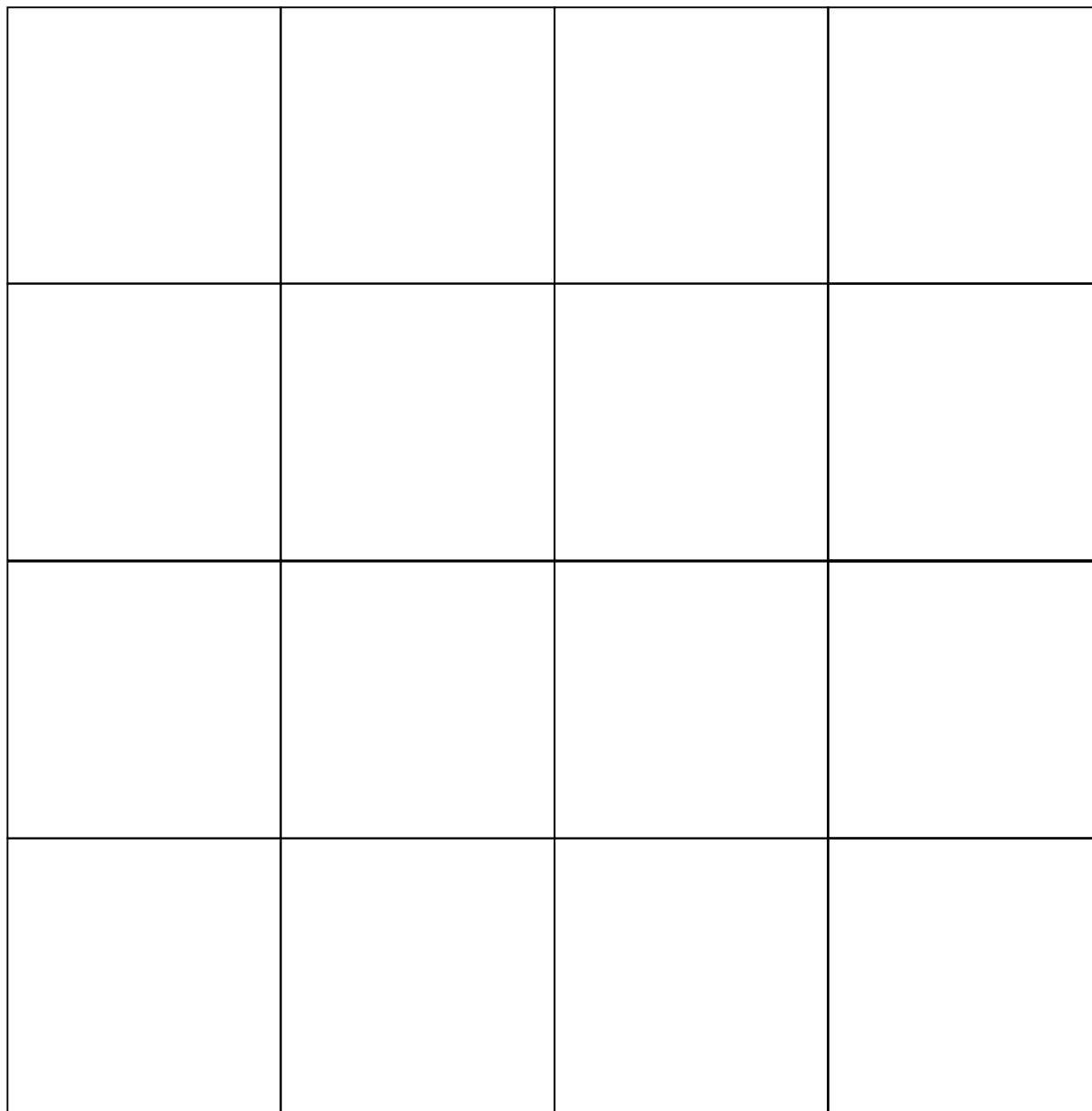
	A	B	C
1	A1		
2			
3			

Découpe les images et colle les dans la case indiquée sur l'étiquette.

	A	B	C
1			
2			
3			

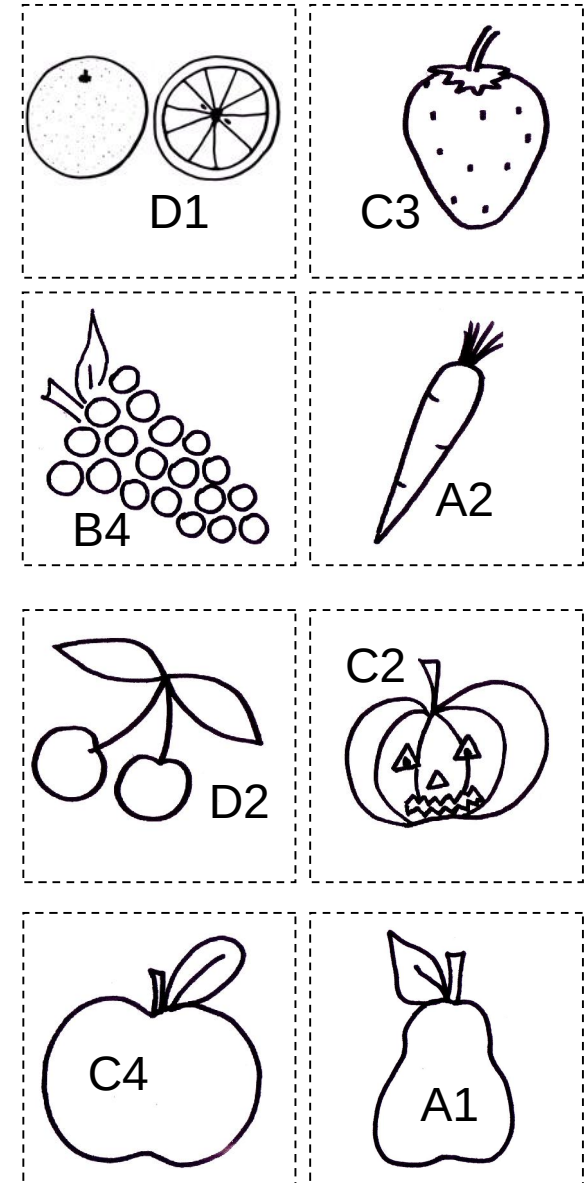


Découpe les dessins et colle les dans les mêmes cases que sur le modèle.



Découpe les images et colle les dans la case indiquée sur l'étiquette.

	A	B	C	D
1				
2				
3				
4				



Dessine les symboles dans la case indiquée.

	A	B	C	D
1				
2				
3				
4				

A2 ○

A3 △

B1 +

B3 □

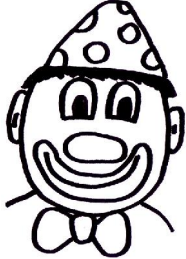
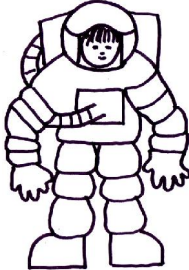
B4 —

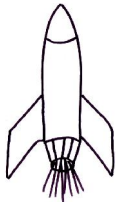
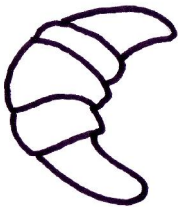
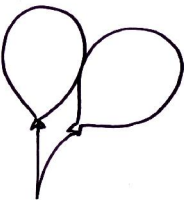
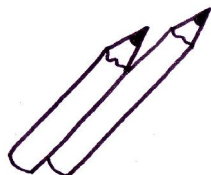
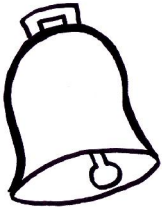
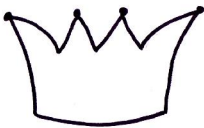
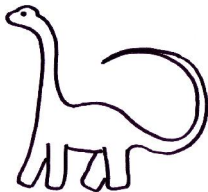
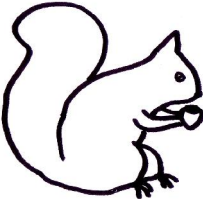
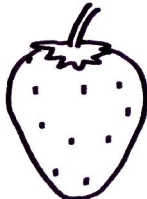
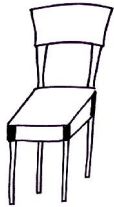
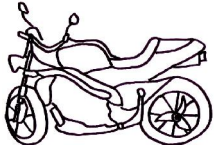
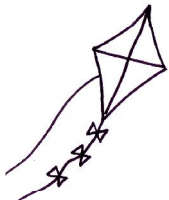
C1 ○

C4 X

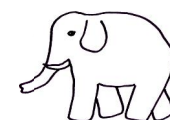
D2 ⊙

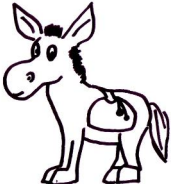
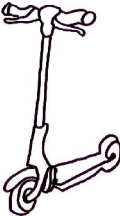
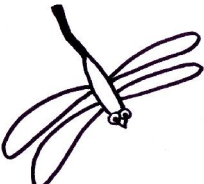
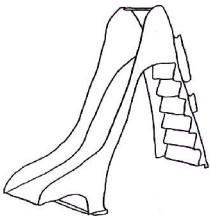
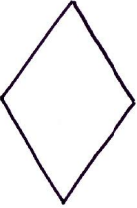
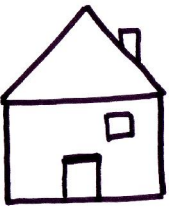
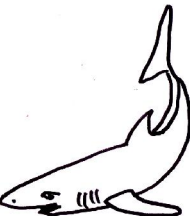
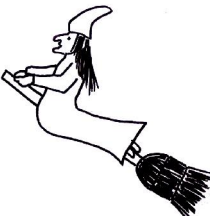
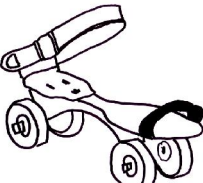
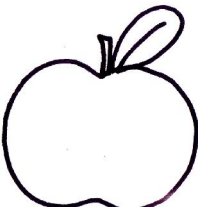
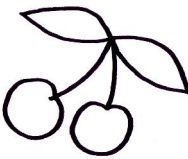
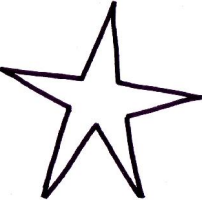
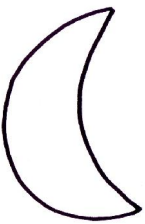
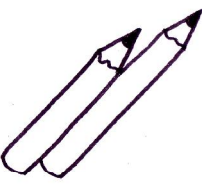
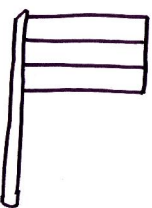
Ecris à côté de chaque personnage les coordonnées de la case dans laquelle il se trouve.

	A	B	C	D		
1						
2						
3						
4						

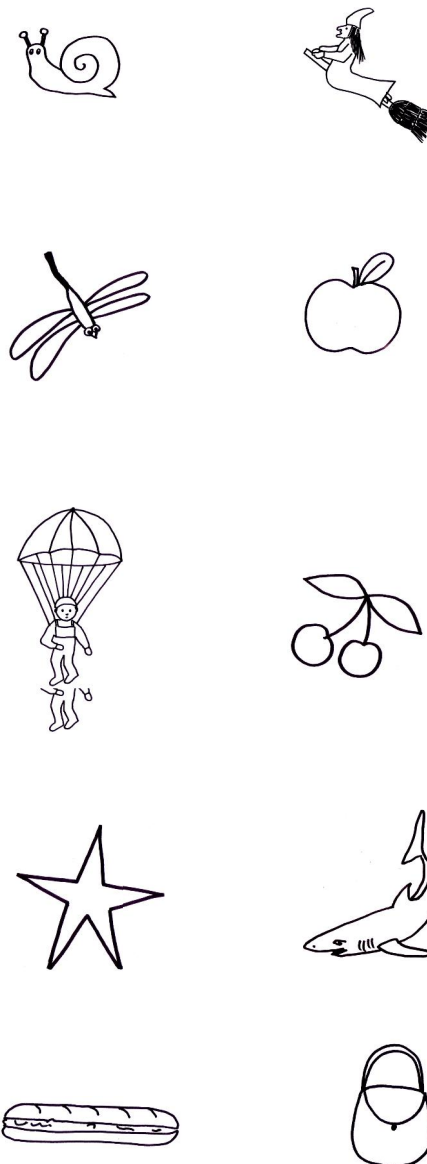
	A	B	C	D	E
1					
2					
3					
4					
5					

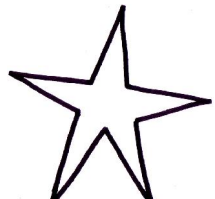
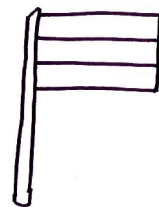
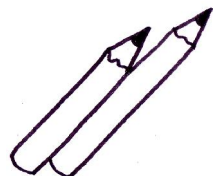
Ecris à côté de chaque dessin les coordonnées de la case dans laquelle il se trouve.



	A	B	C	D	E
1					
2					
3					
4					
5					

Ecris à côté de chaque dessin les coordonnées de la case dans laquelle il se trouve.



	A	B	C	D	E
1					
2					
3					
4					
5					

Ecris à côté de chaque dessin les coordonnées de la case dans laquelle il se trouve.



Découpe les images et colle les dans la case indiquée sur l'étiquette.



B4

B1

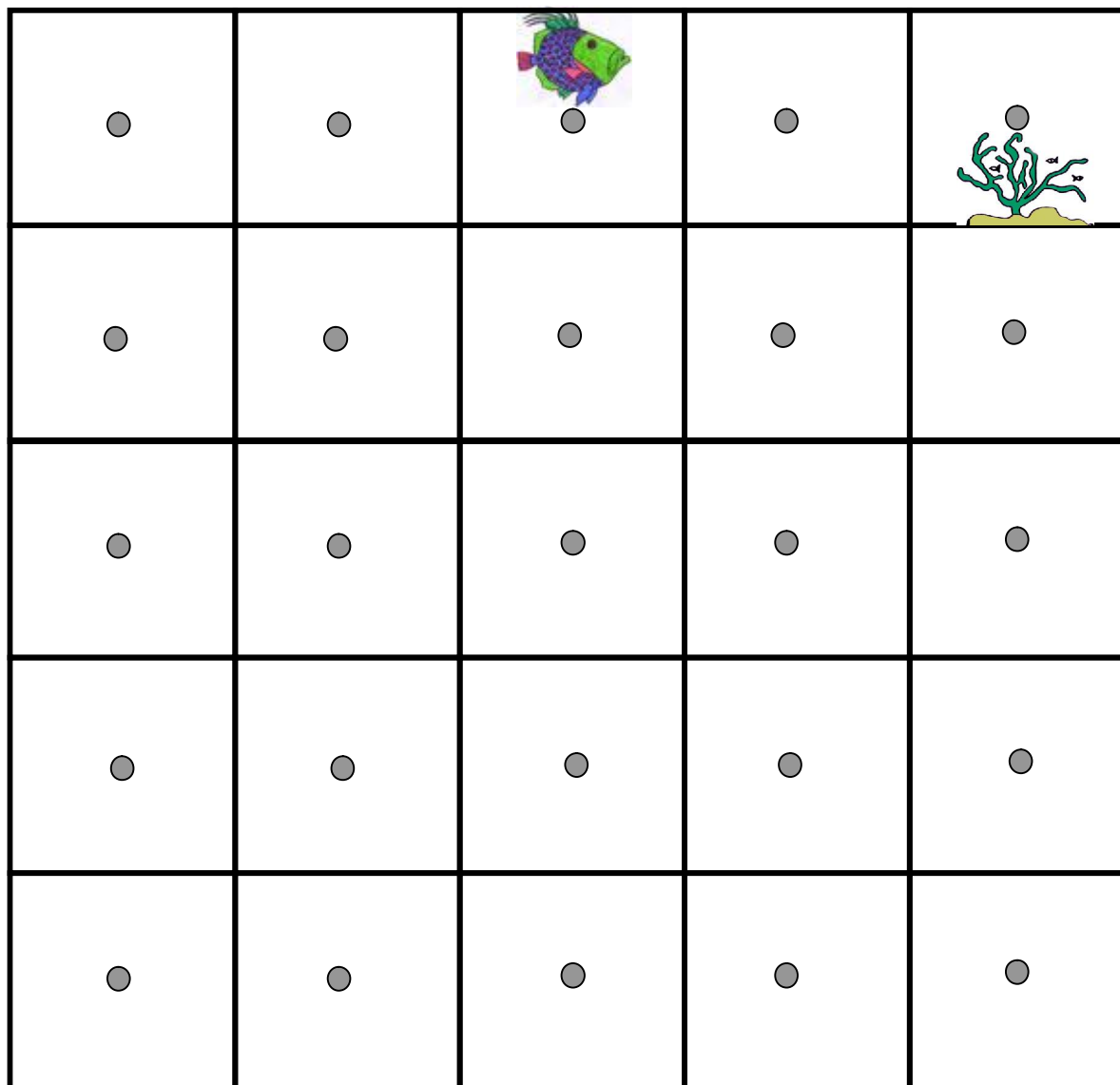
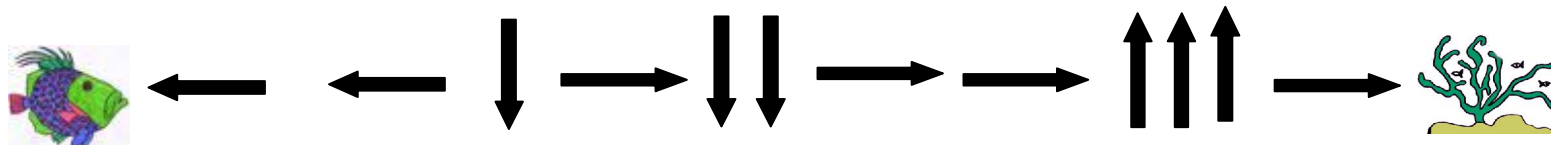


E3

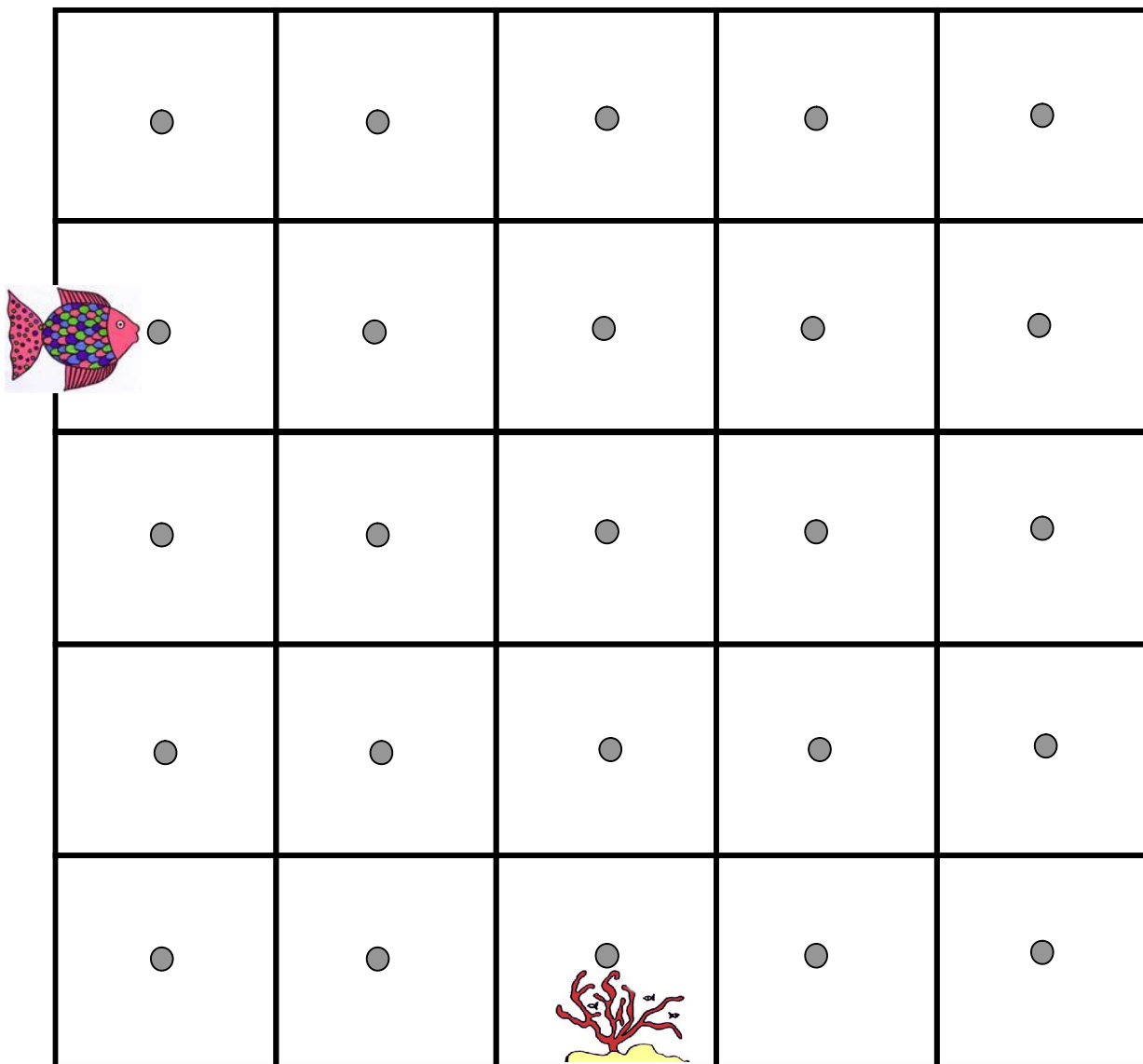
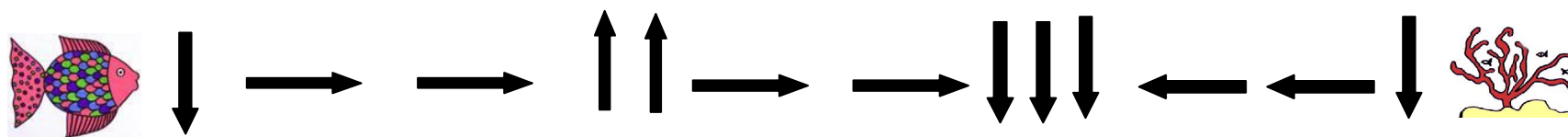


A5

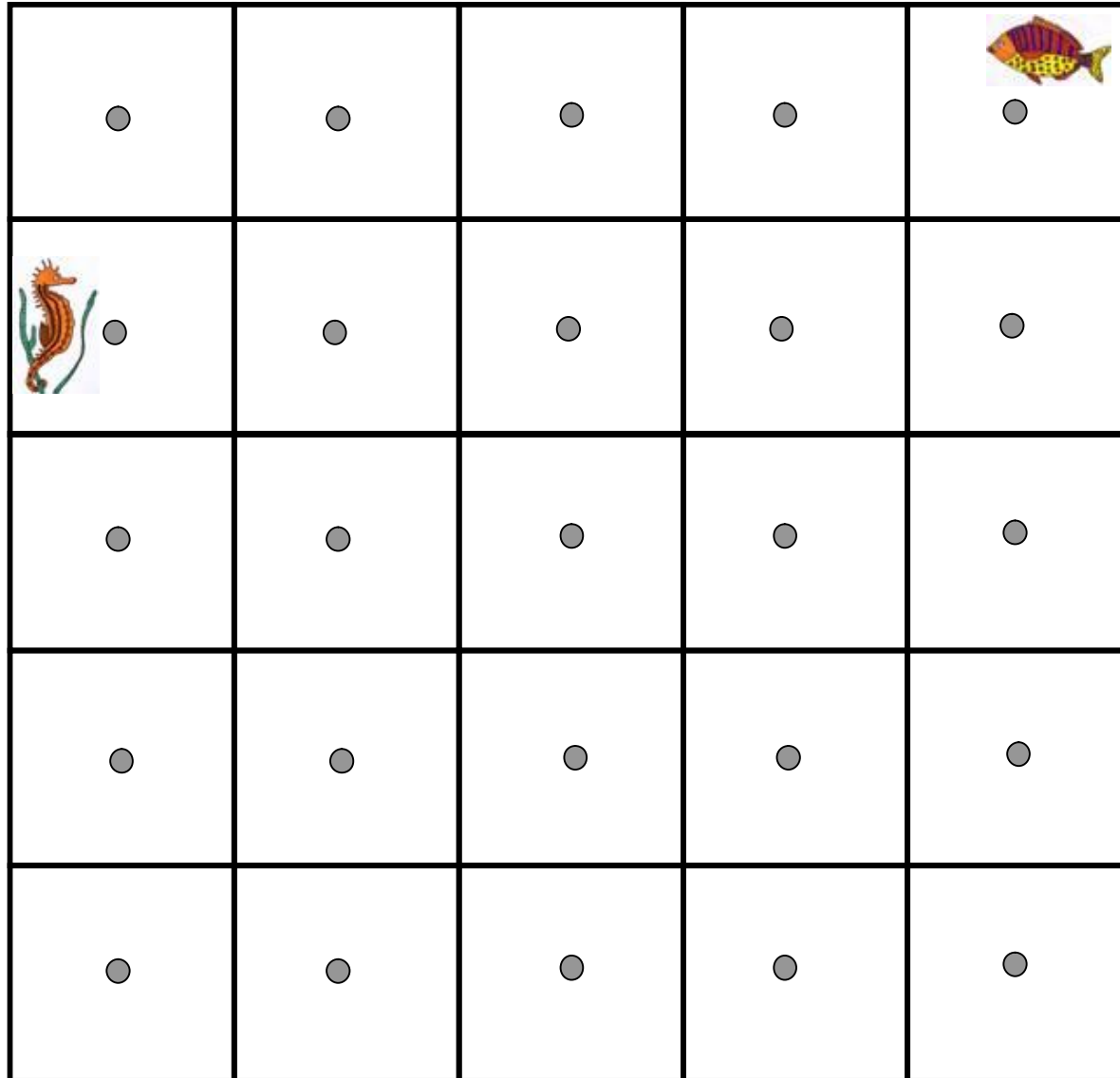
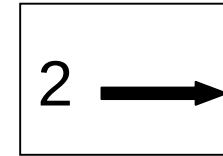
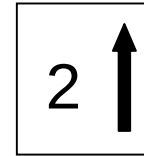
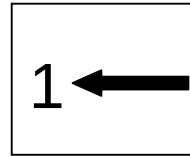
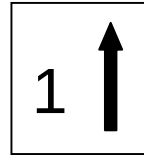
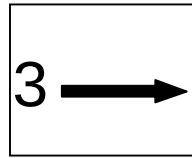
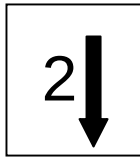
Suis les flèches en reliant les points en commençant par le poisson pour rejoindre l'algue.



Suis les flèches en reliant les points en commençant par le poisson pour rejoindre l'algue.



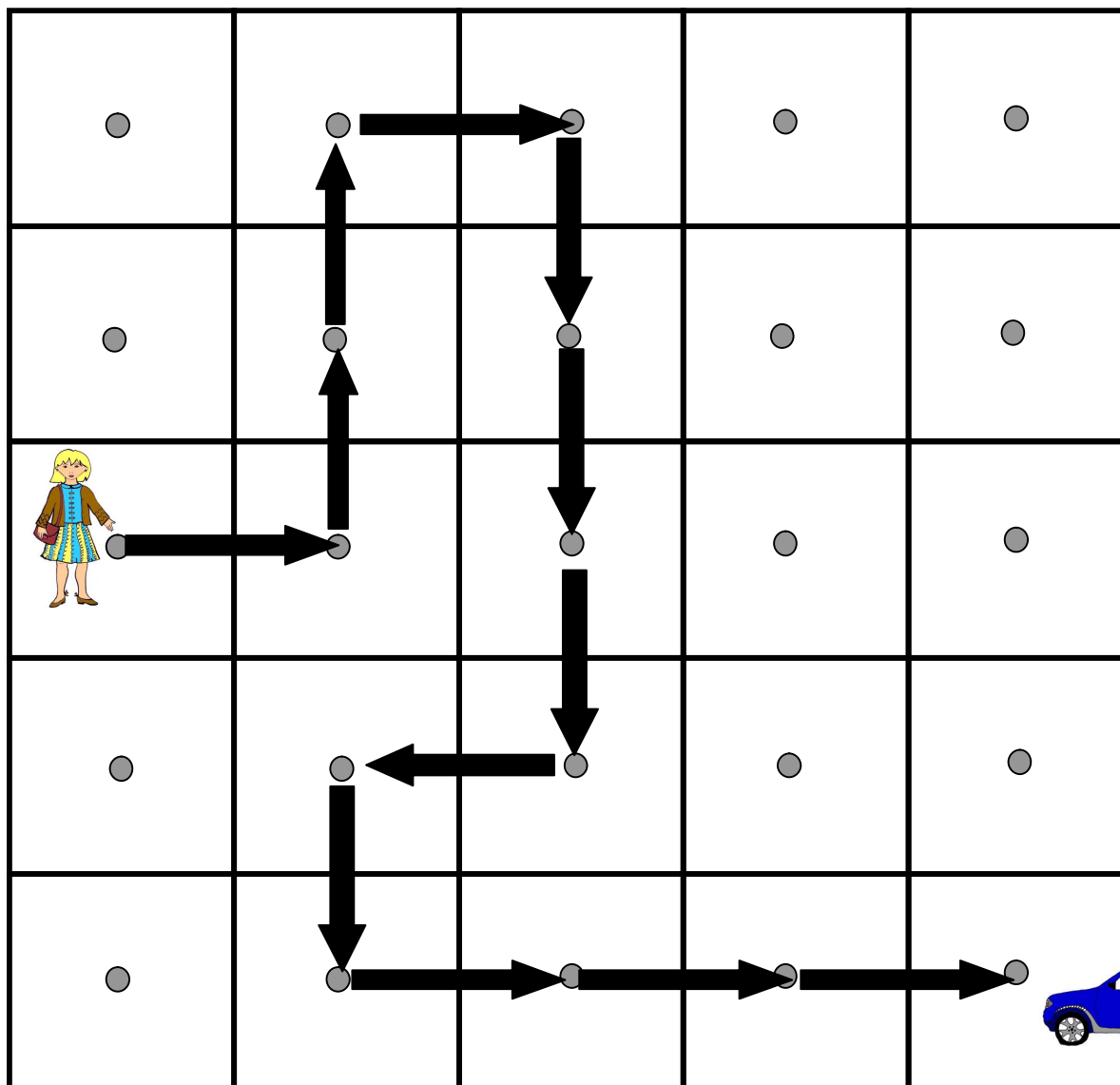
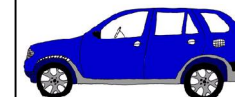
Suis le chemin en t'aidant de la direction des flèches et du nombre de flèches pour aider l'hippocampe à rejoindre le poisson.



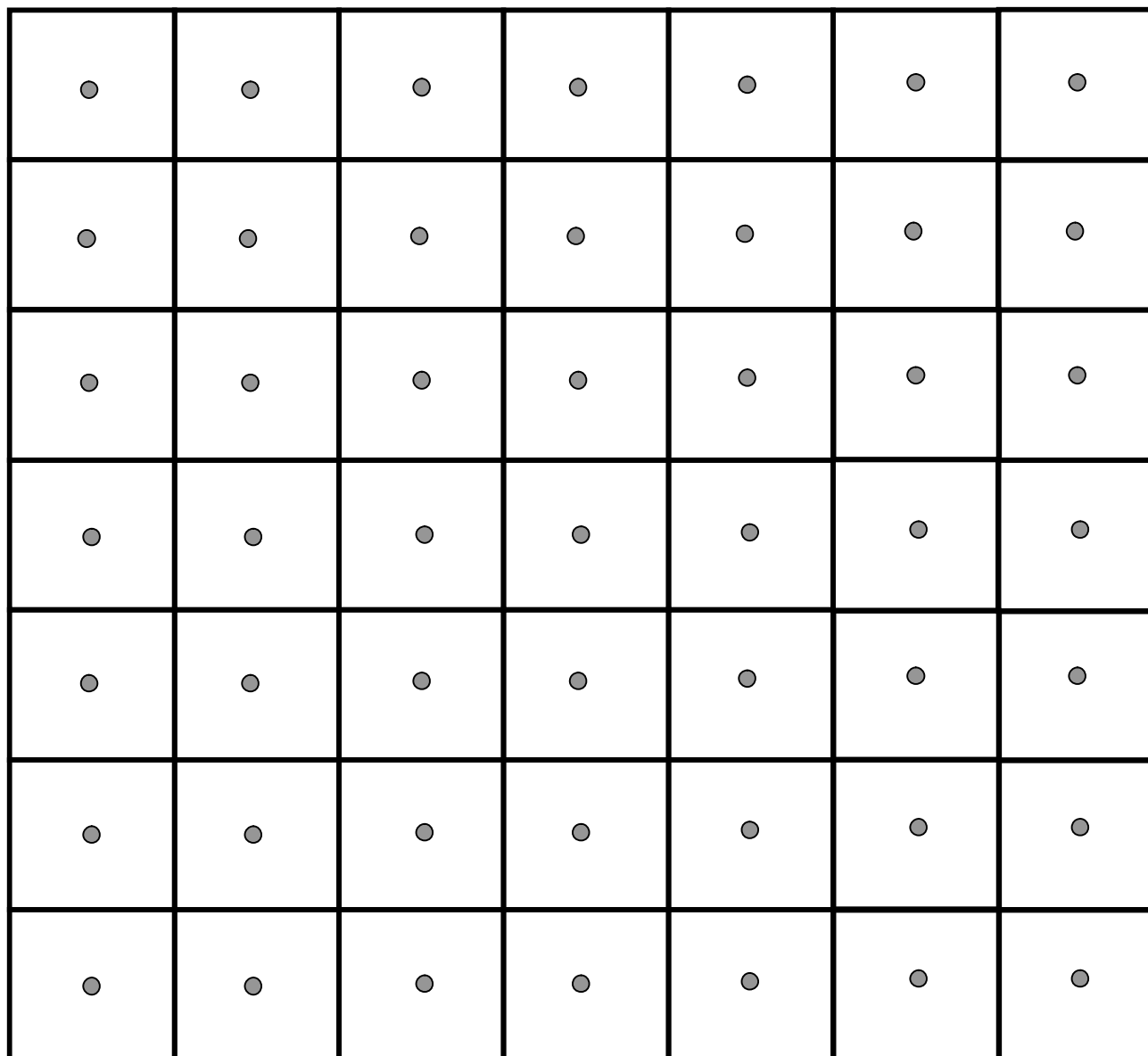
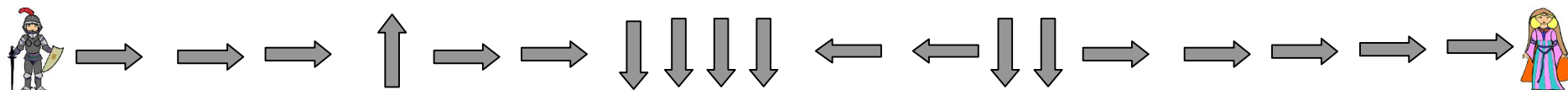
Indique le chemin qui permet à la femme de rejoindre sa voiture en dessinant les flèches dans les carrés ci-dessous.



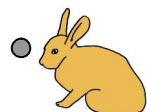
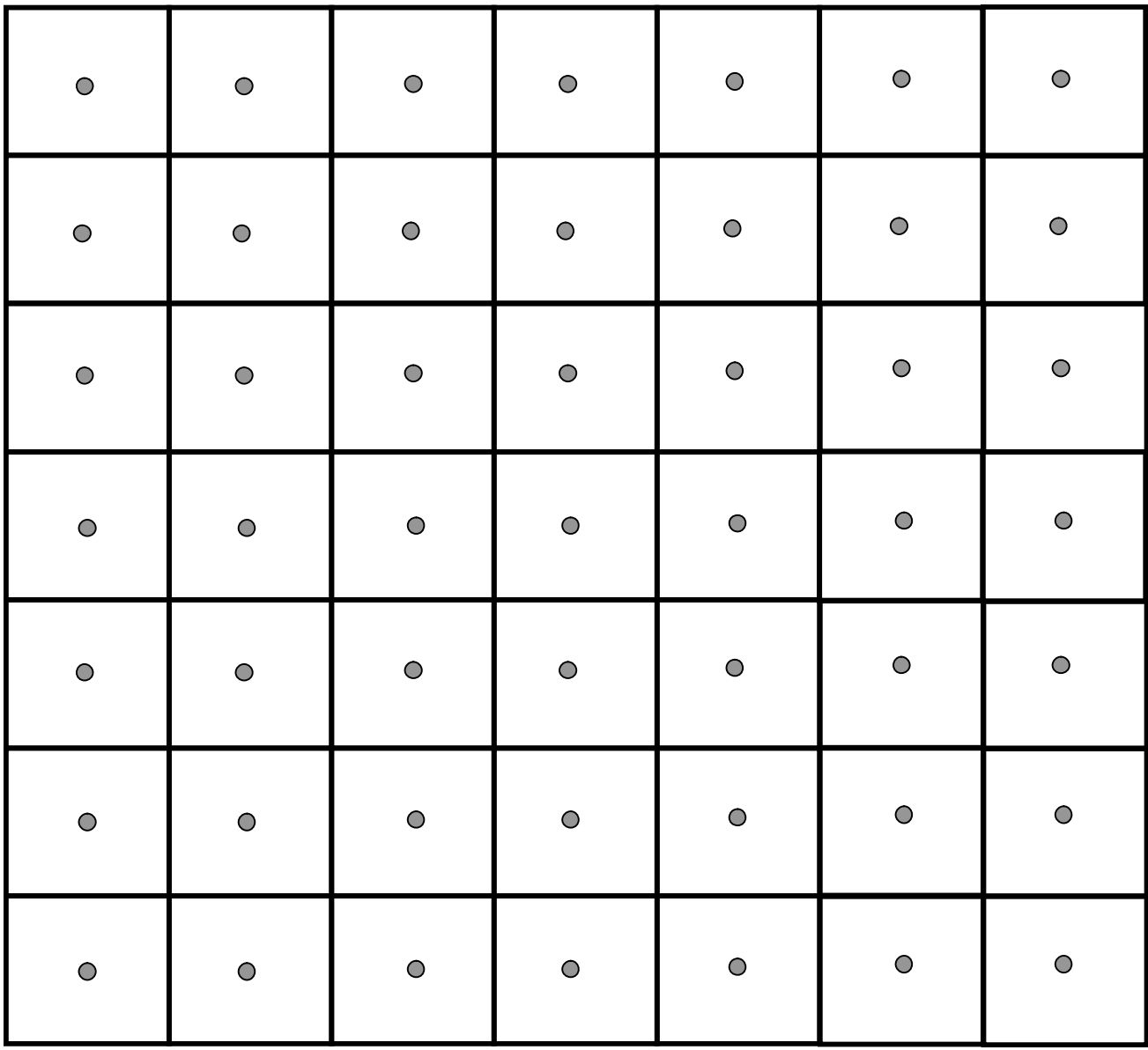
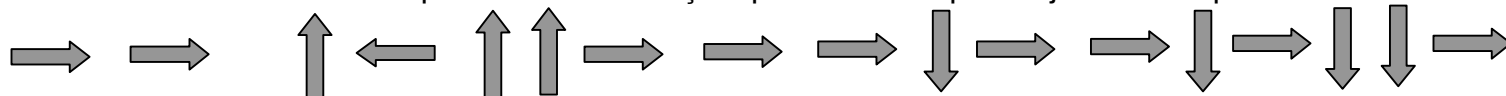
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Suis les flèches en reliant les points en commençant par le chevalier pour rejoindre la châtelaine.



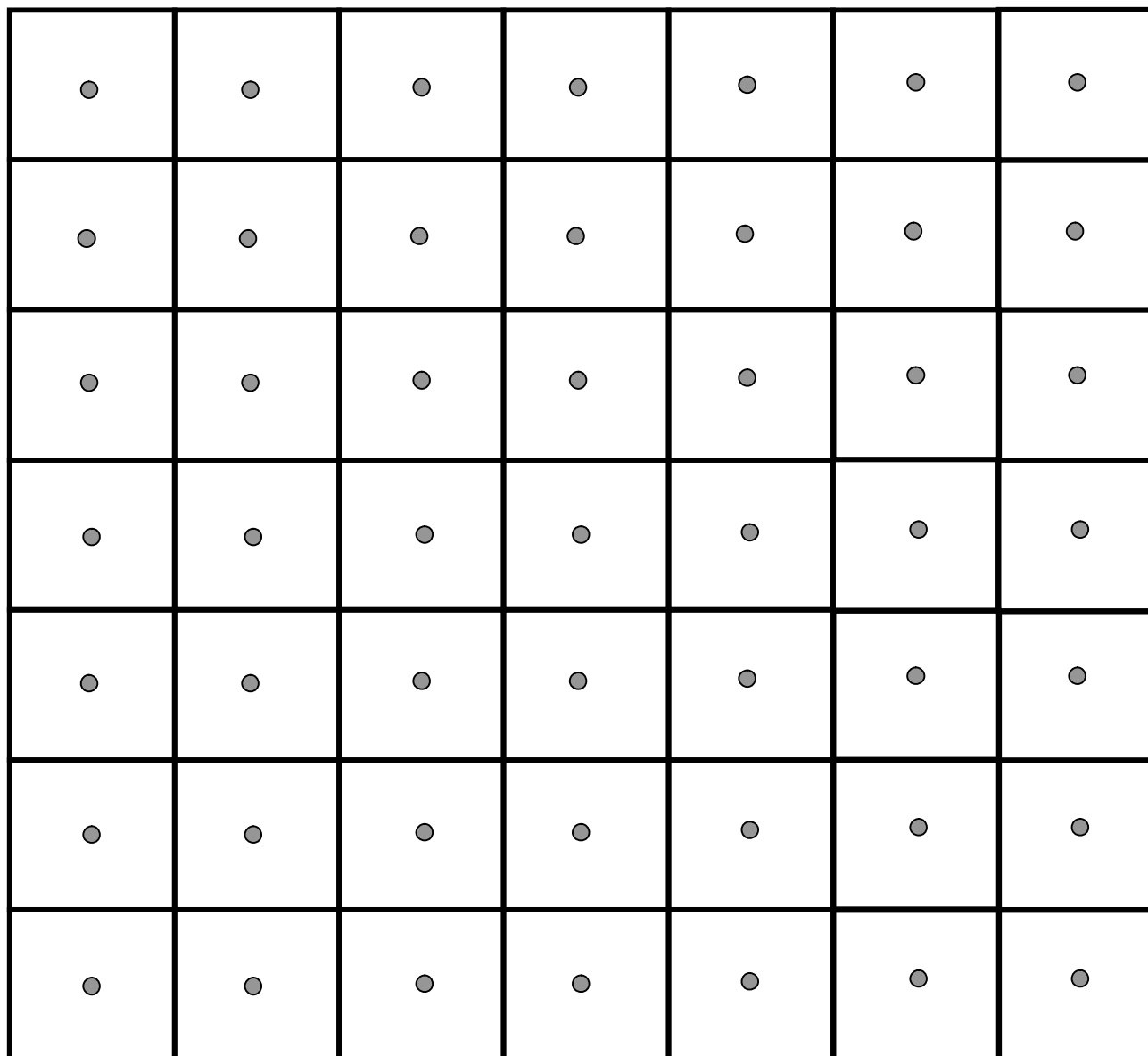
Suis les flèches en reliant les points en commençant par l'indienne pour rejoindre le lapin.



Suis le chemin en t'aidant de la direction des flèches et du nombre de flèches pour aider la fée à retrouver son chien.

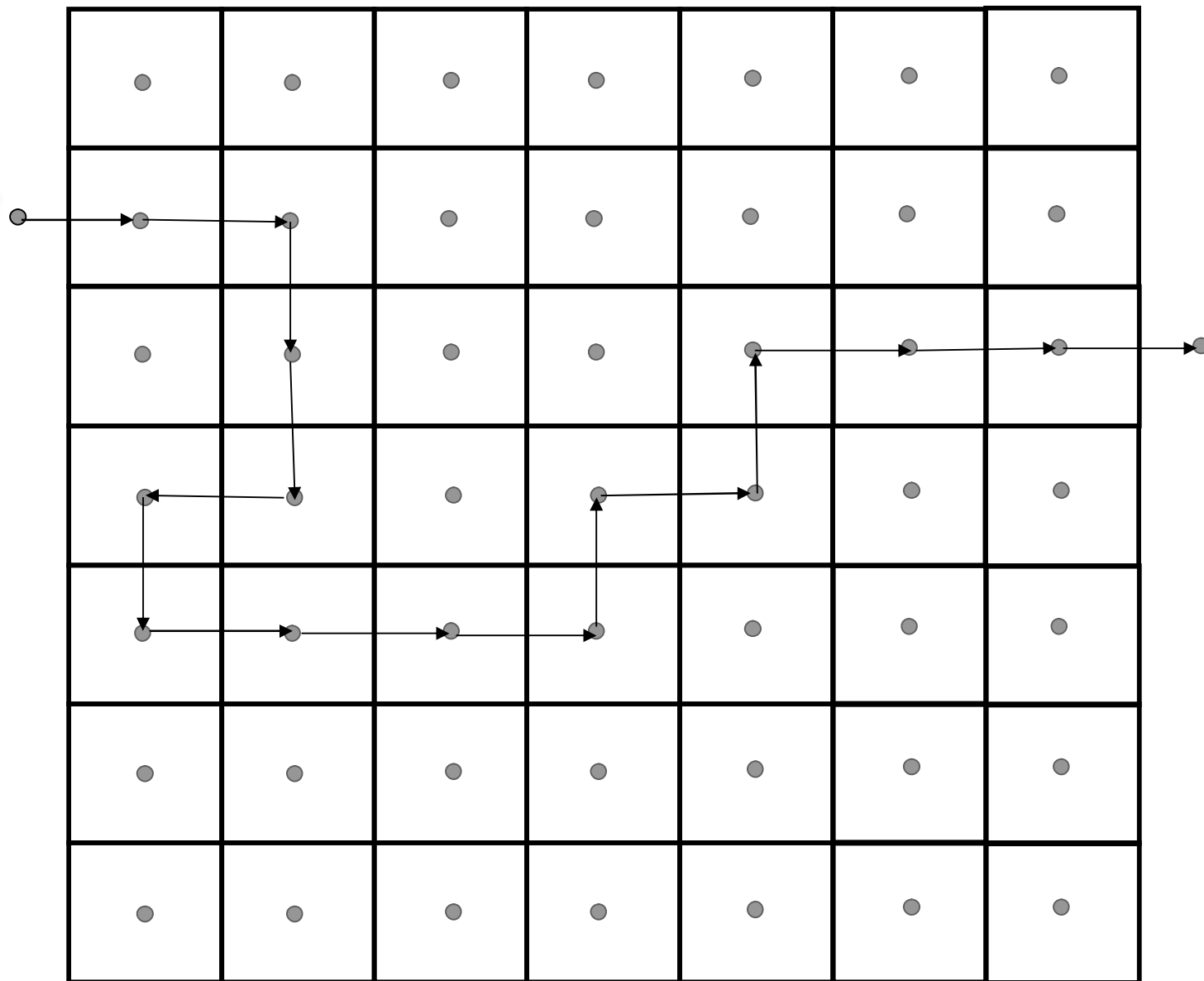
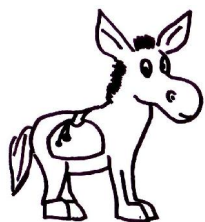


3 → 2 ↓ 4 → 5 ↑ 2 ← 3 ↓ 3 →

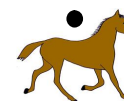
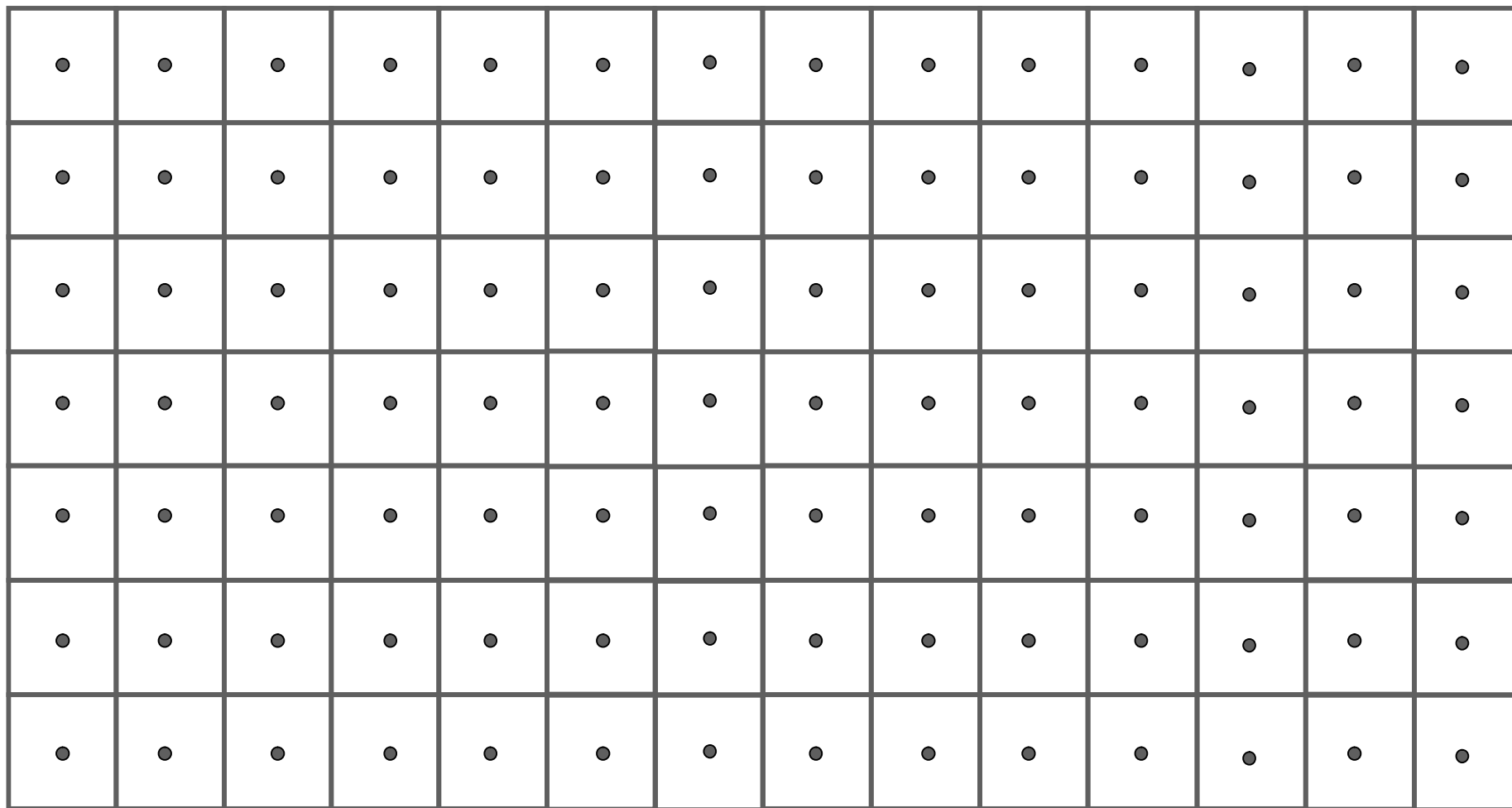
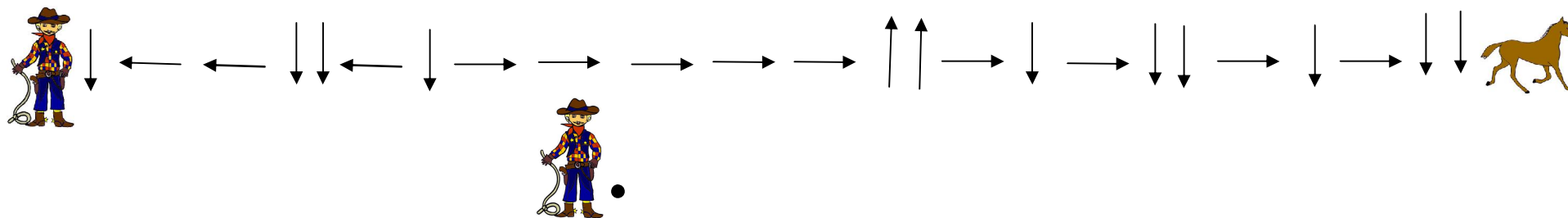


Dessine les flèches qui correspondent au chemin pris par l'âne pour retrouver son maître (une dans chaque carré ci-dessous) .

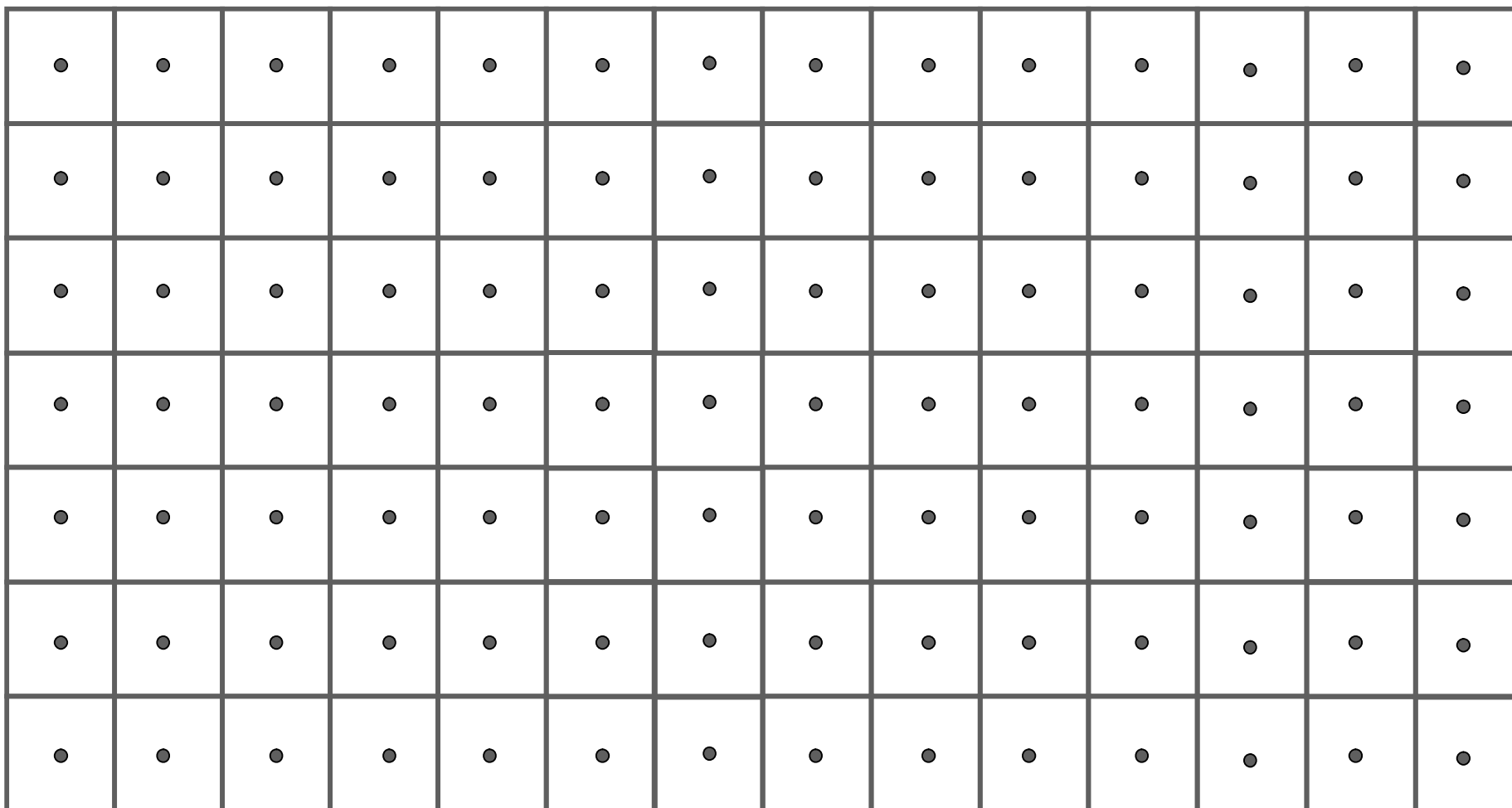
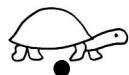
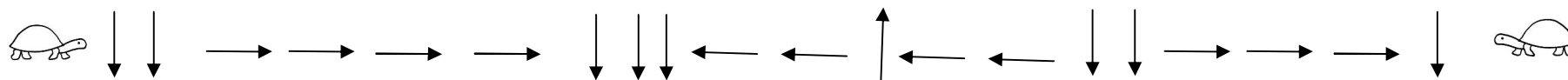
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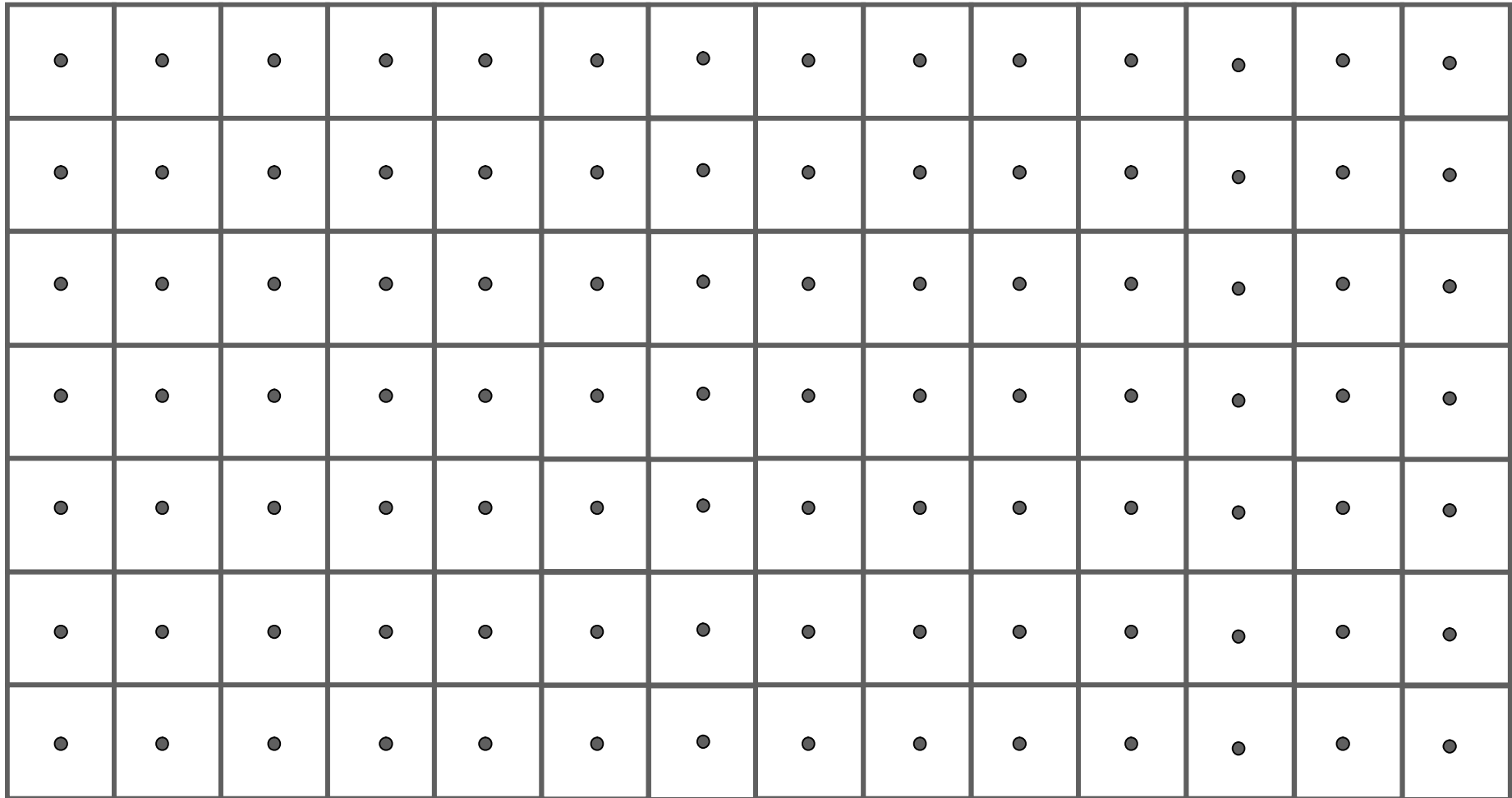
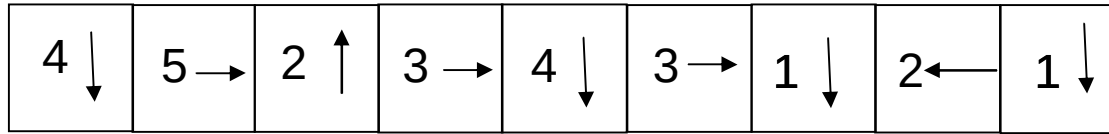
Suis les flèches en reliant les points en commençant par le dessin en haut pour rejoindre celui du bas.



Suis les flèches en reliant les points en commençant par le dessin en haut pour rejoindre celui du bas.



Suis le chemin en t'aidant de la direction des flèches et du nombre de flèches pour aider la musicienne à retrouver ses maracas.



Dessine le nombre de flèches et la direction qui correspondent au chemin pris par la coccinelle pour rejoindre sa fleur.



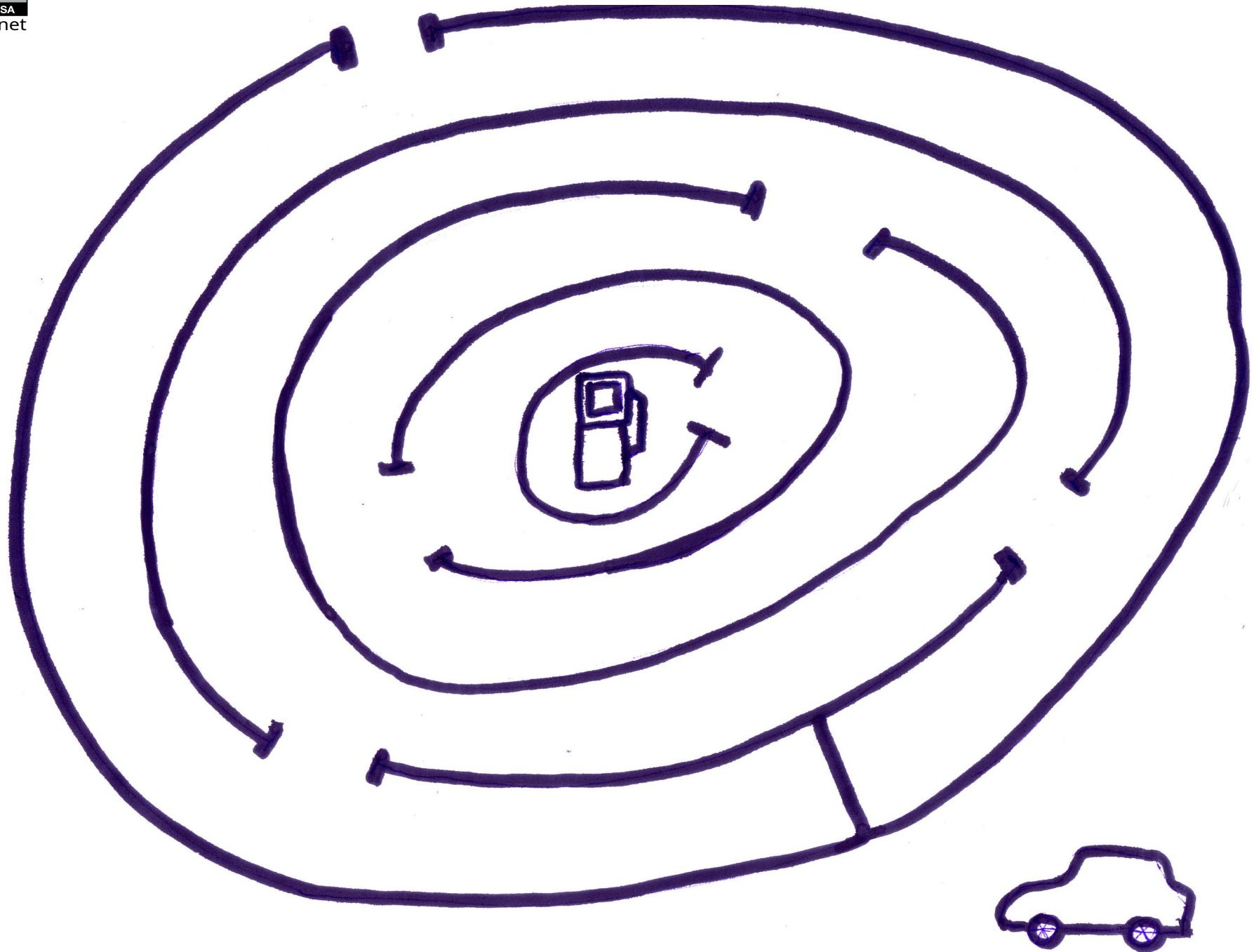
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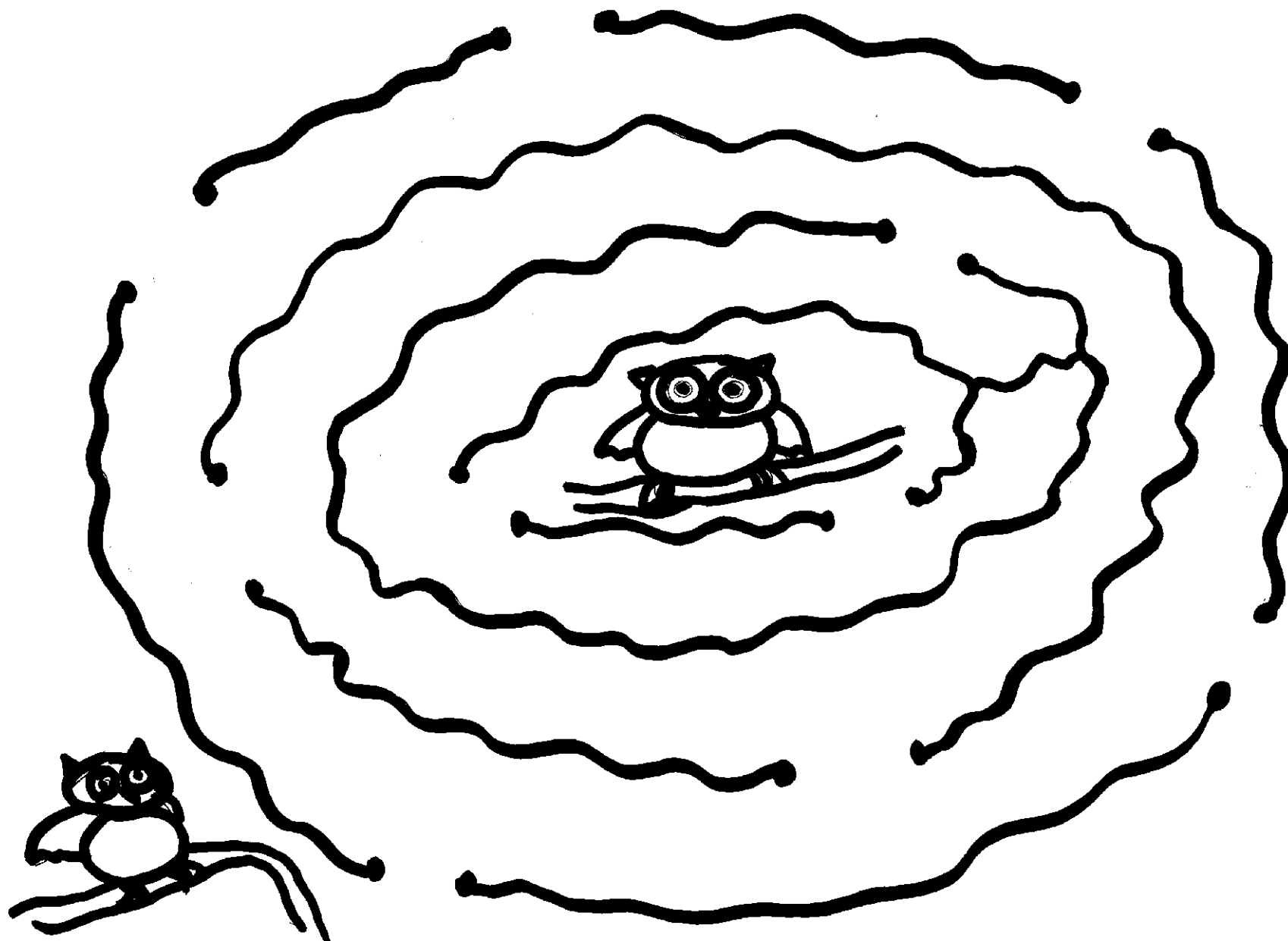
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•	•	•	•	•	•	•	•	•	•	•	•	•	•
•	•	•	•	•	•	•	•	•	•	•	•	•	•
•	•	•	•	•	•	•	•	•	•	•	•	•	•
•	•	•	•	•	•	•	•	•	•	•	•	•	•
•	•	•	•	•	•	•	•	•	•	•	•	•	•
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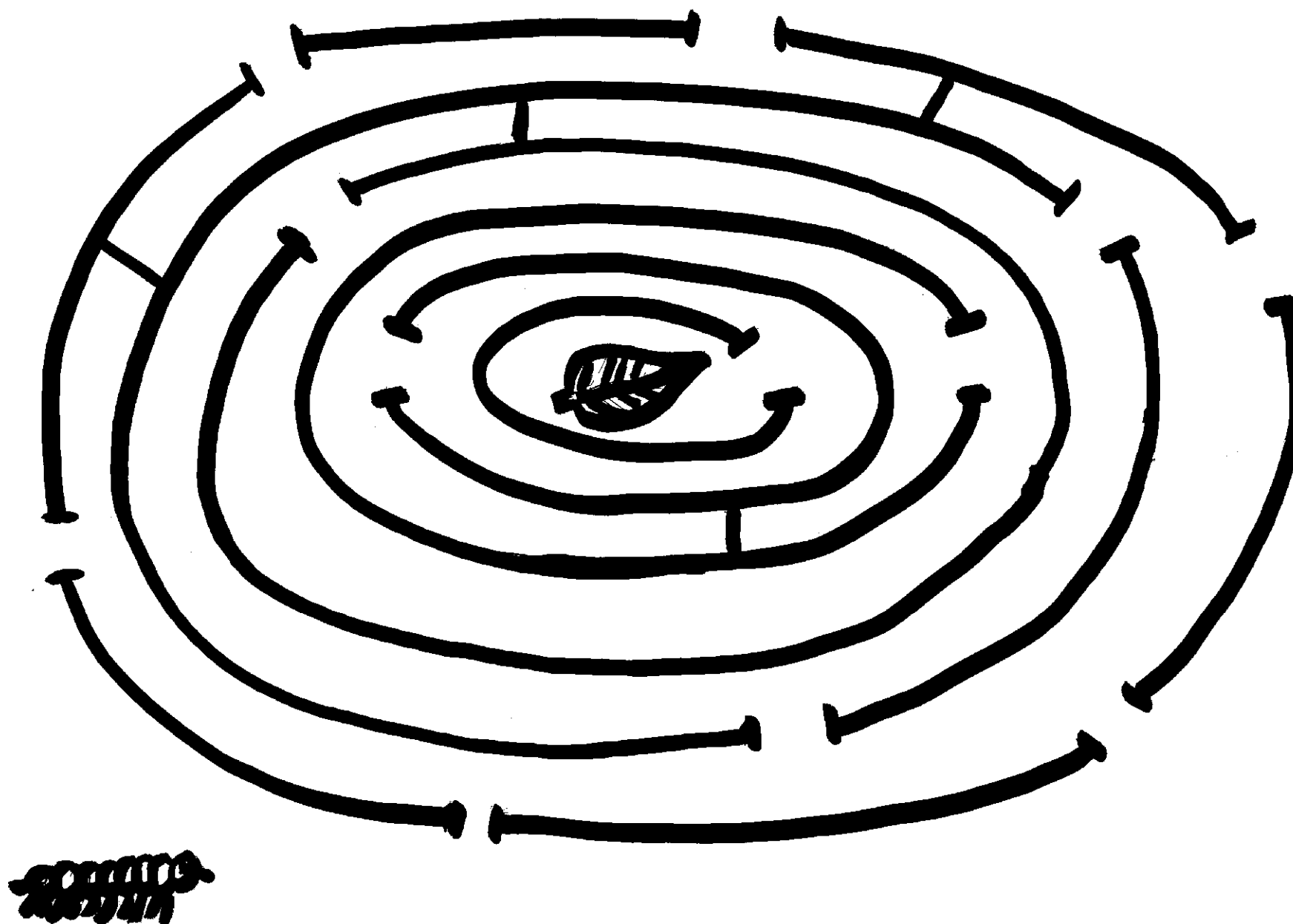


Prend le chemin qui permet à la voiture d'aller à la station essence.

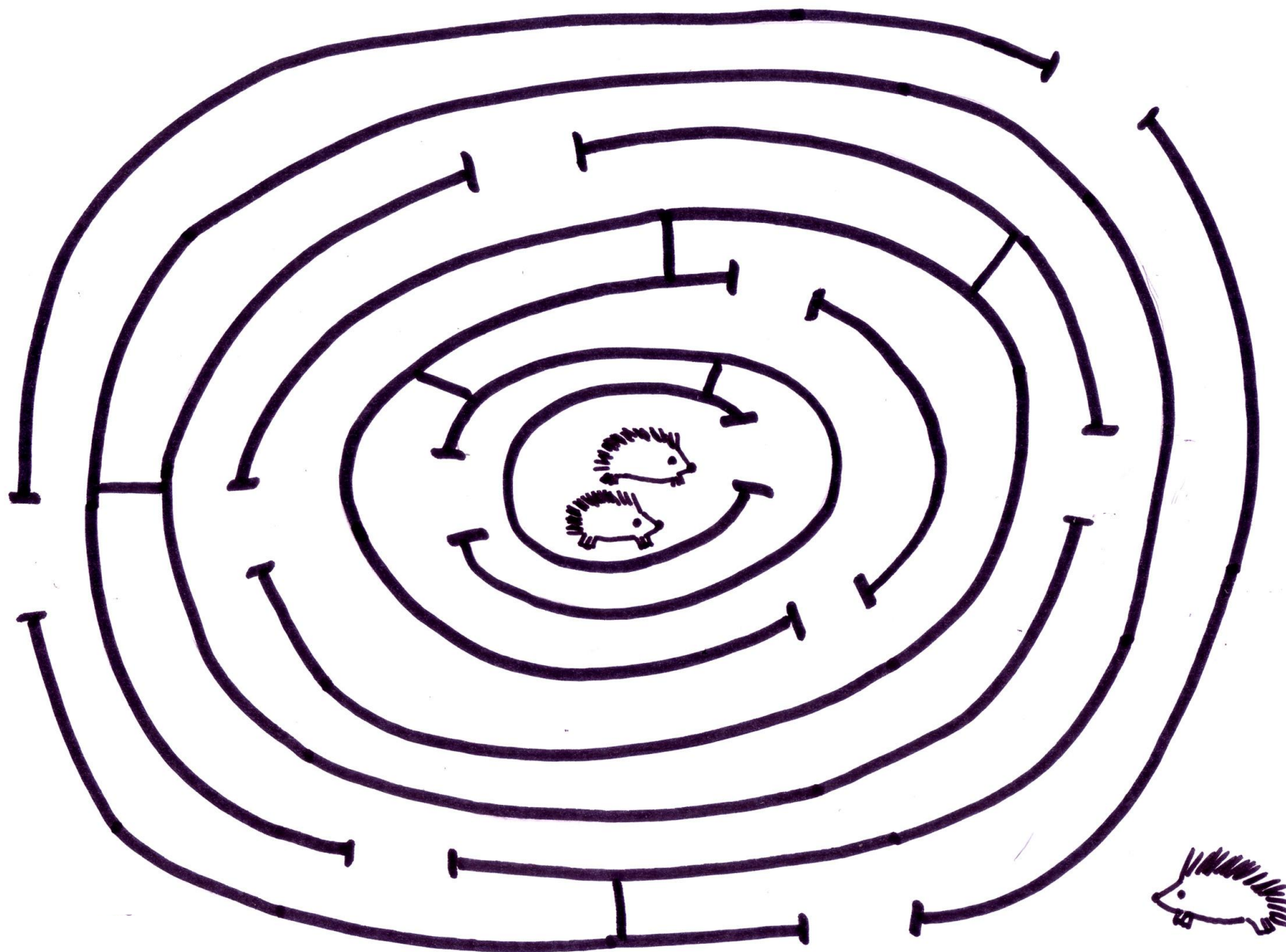
Aide les deux hiboux à se rejoindre.



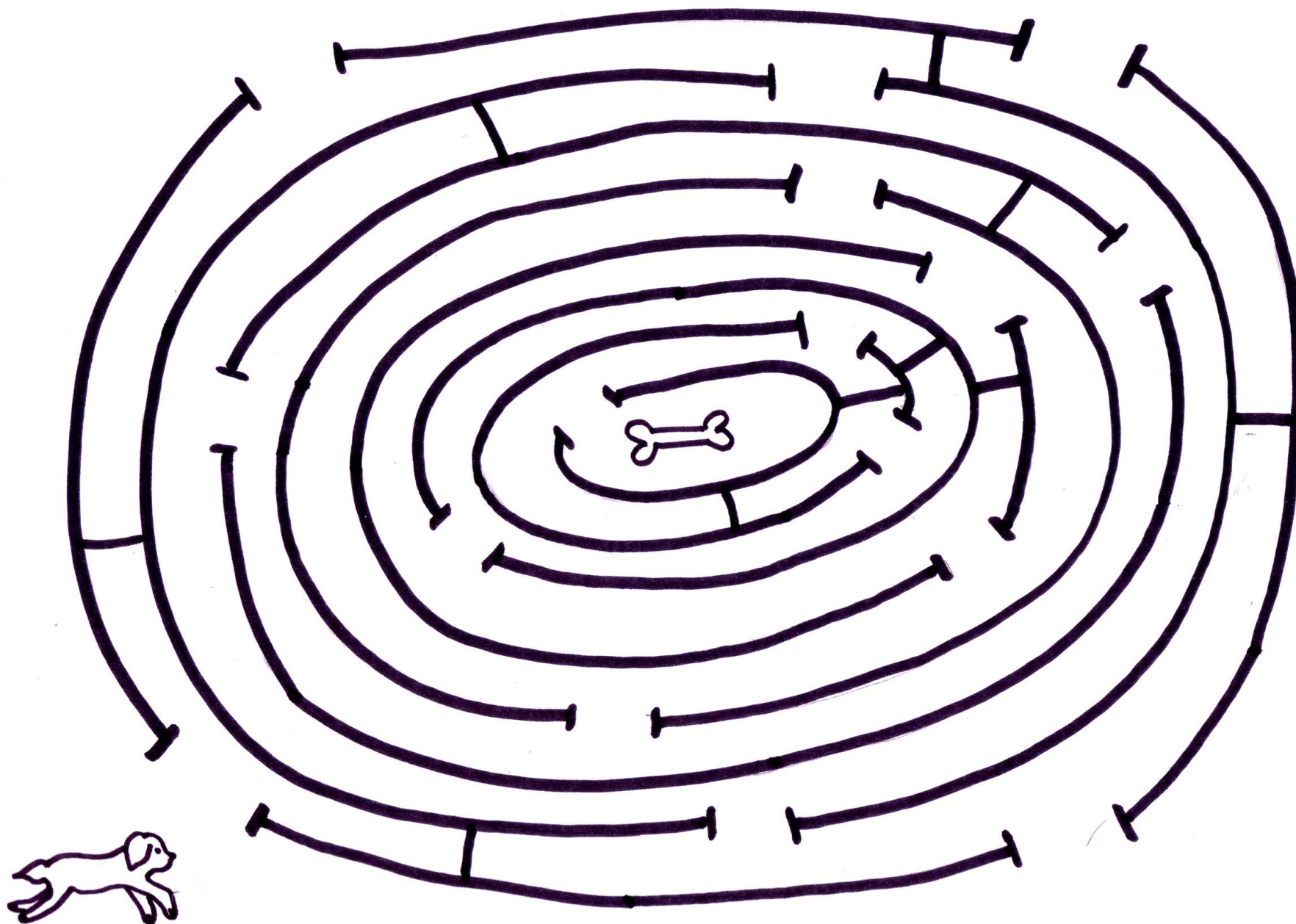
Aide la chenille à rejoindre la feuille.



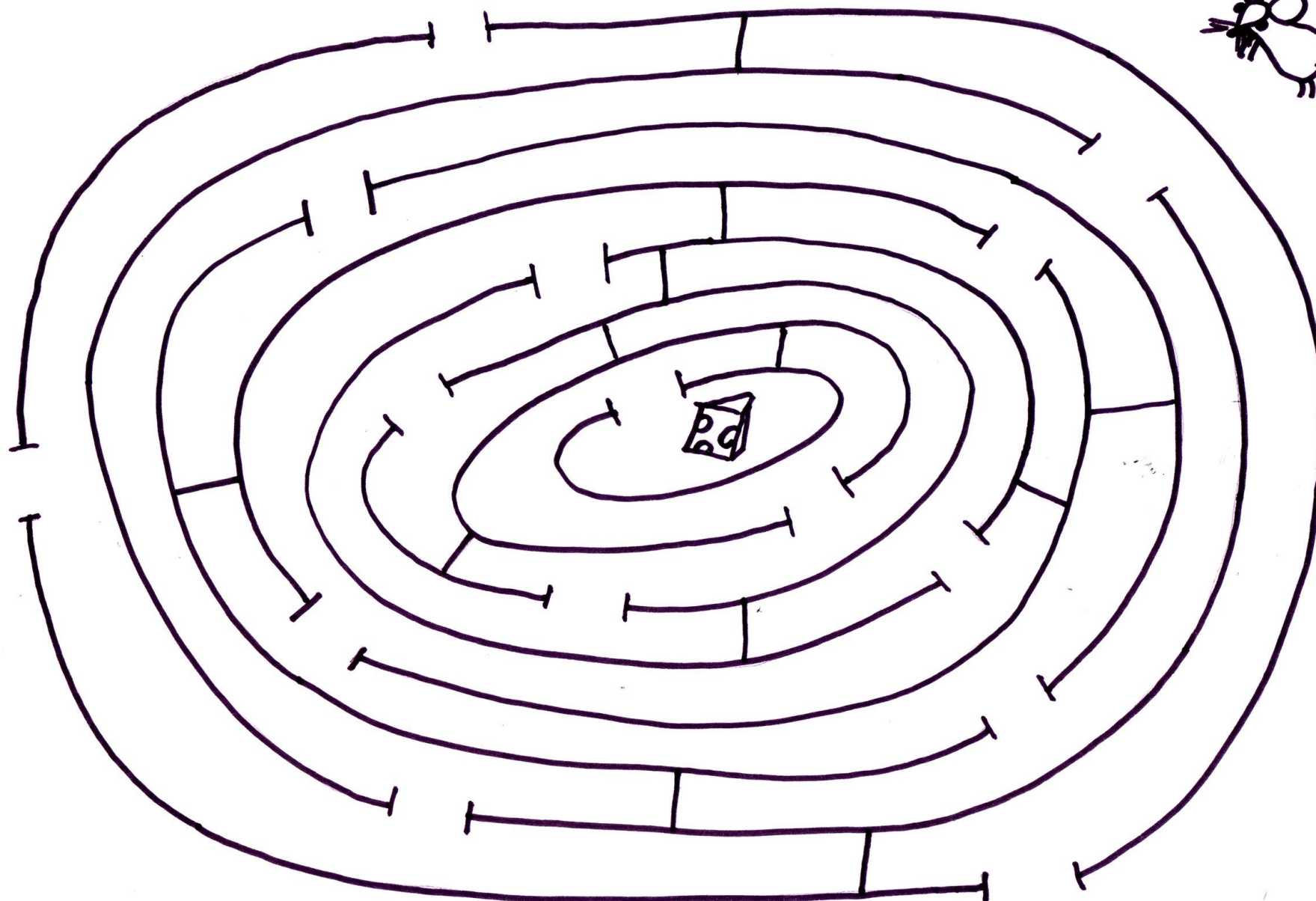
En partant de la maman, aide la à retrouver ses petits.



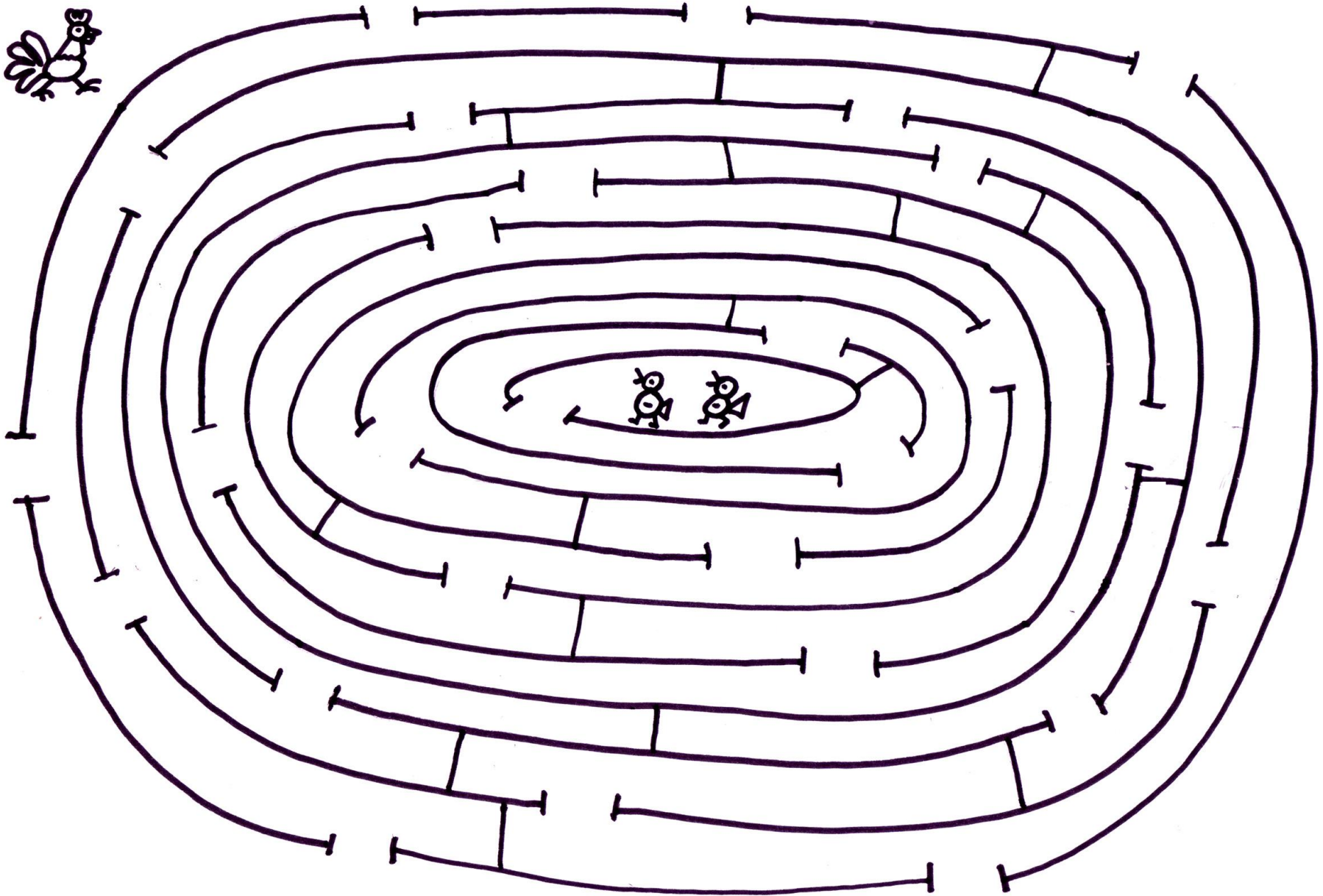
Aide le chien à retrouver son os.



Aide la souris à retrouver son fromage.



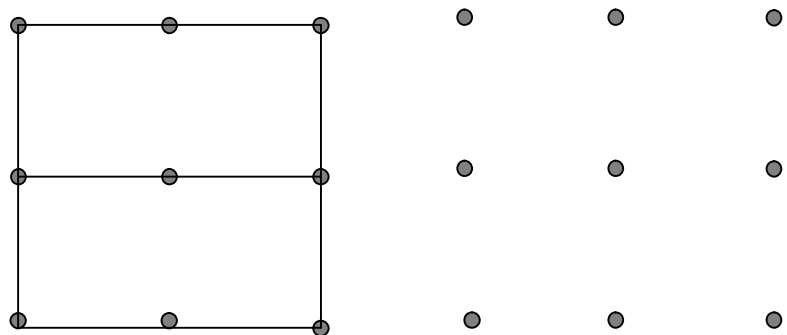
En partant de la maman, aide la à retrouver ses petits.



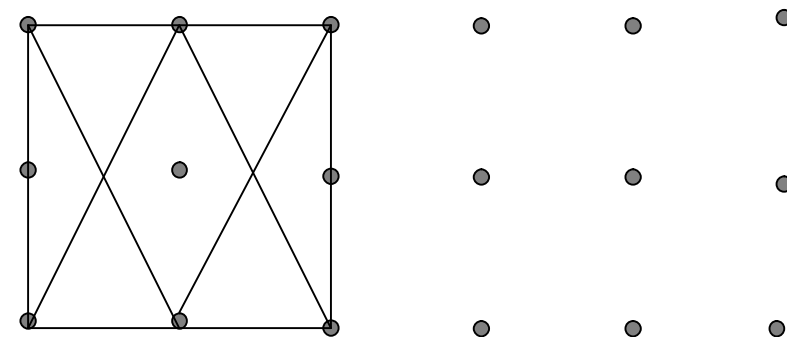
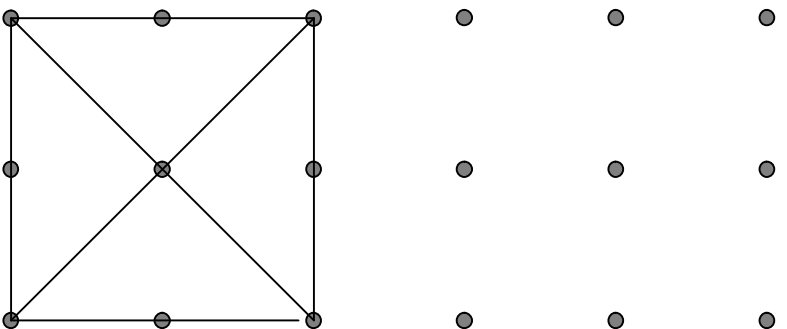
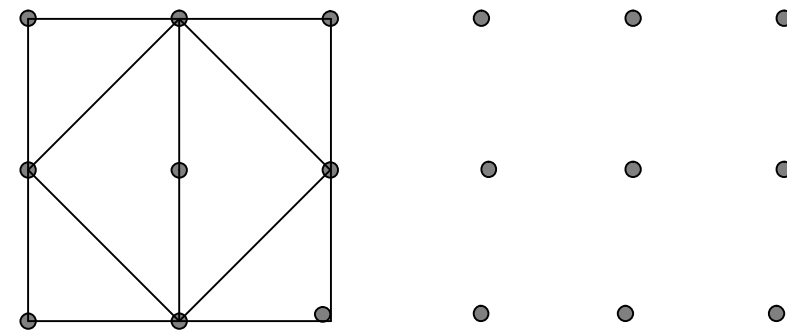
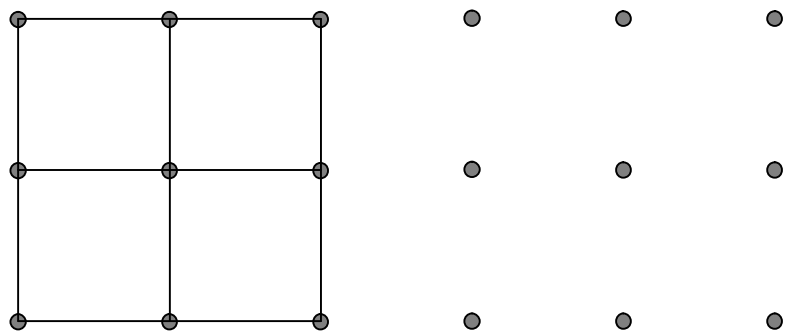
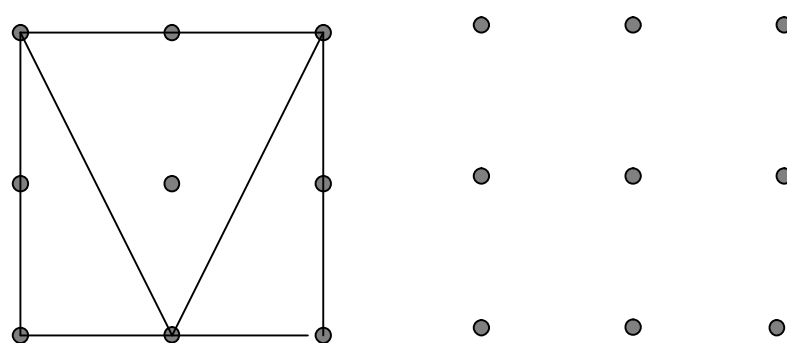
En partant du roi, aide le à retrouver son épée.



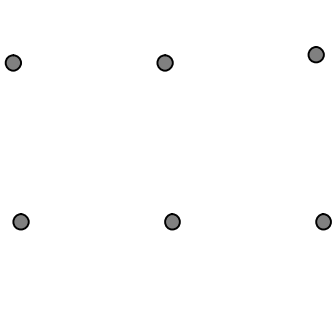
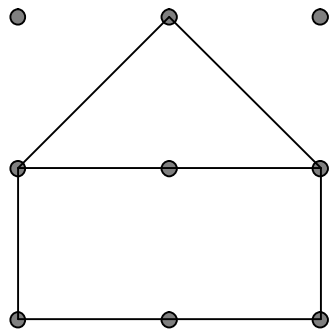
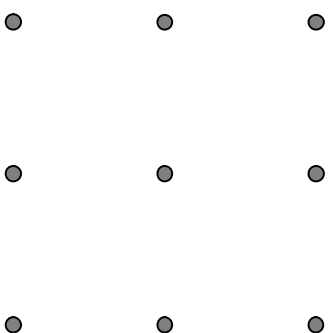
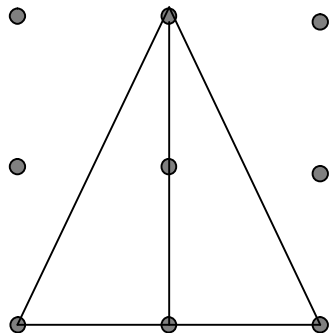
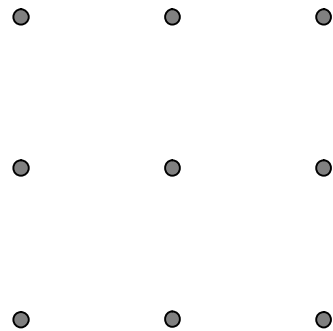
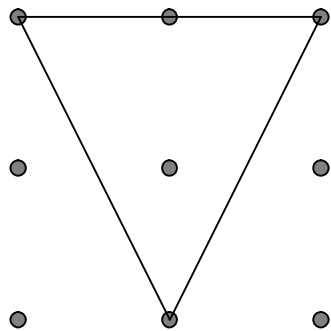
Reproduis le modèle en reliant les points.



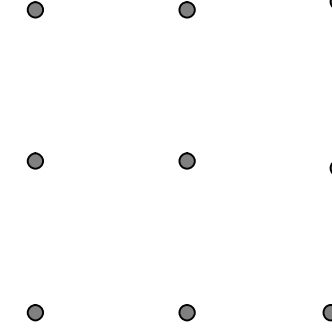
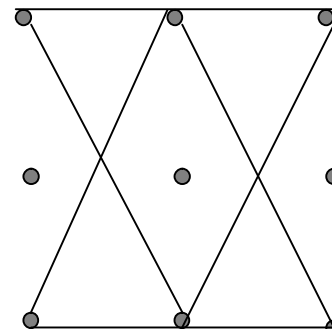
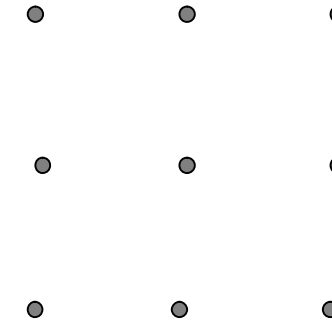
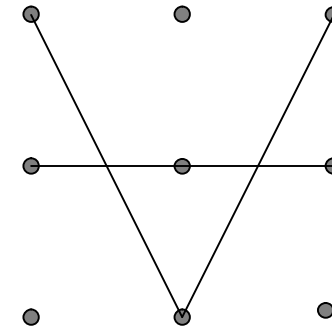
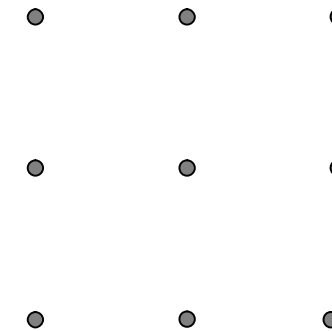
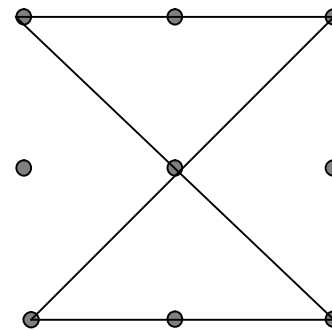
Reproduis le modèle en reliant les points.



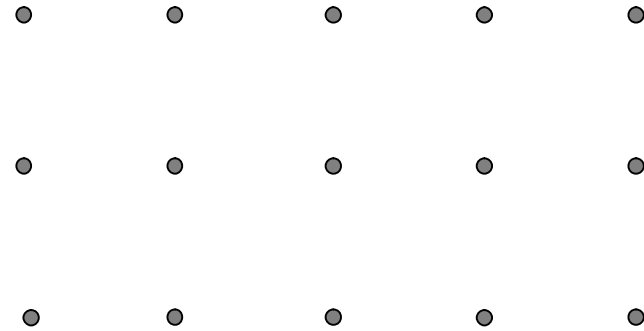
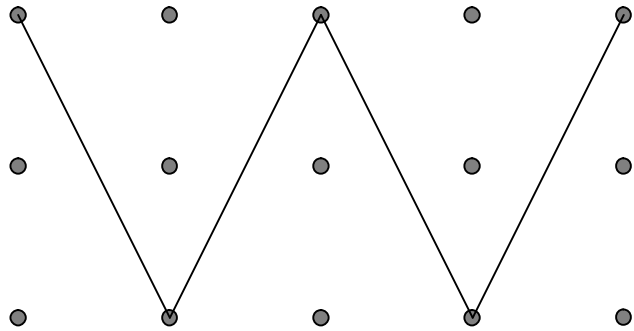
Reproduis le modèle en reliant les points.



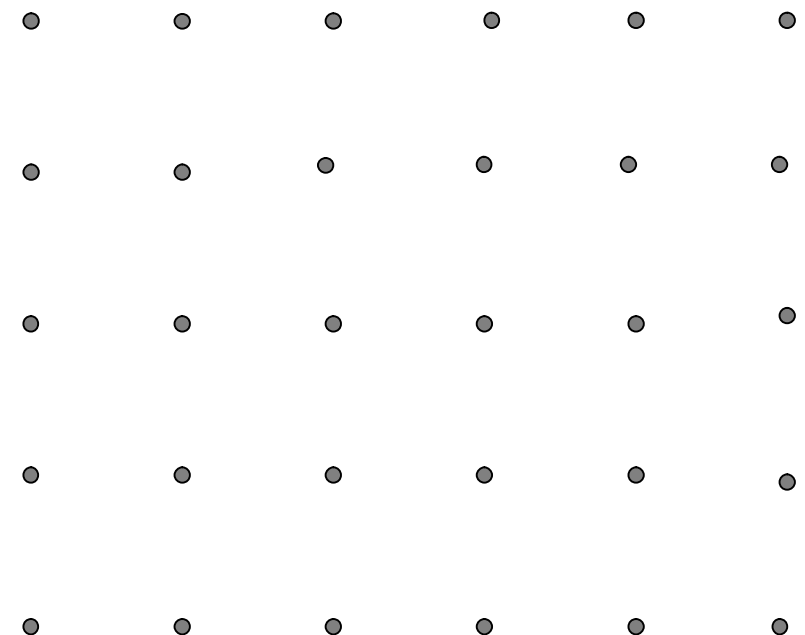
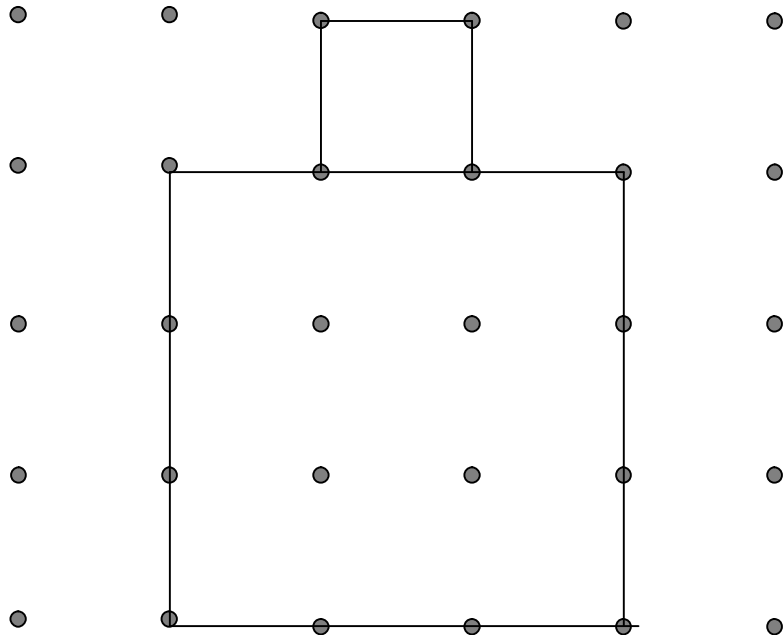
Reproduis le modèle en reliant les points.



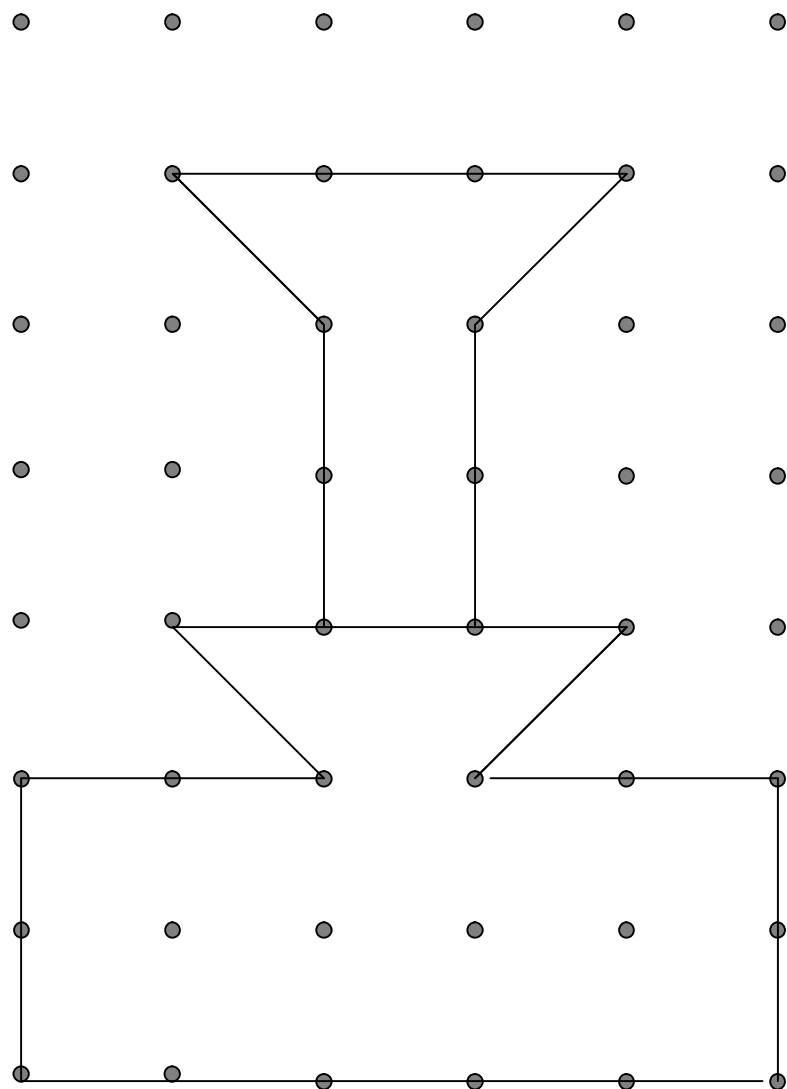
Reproduis le modèle en reliant les points.



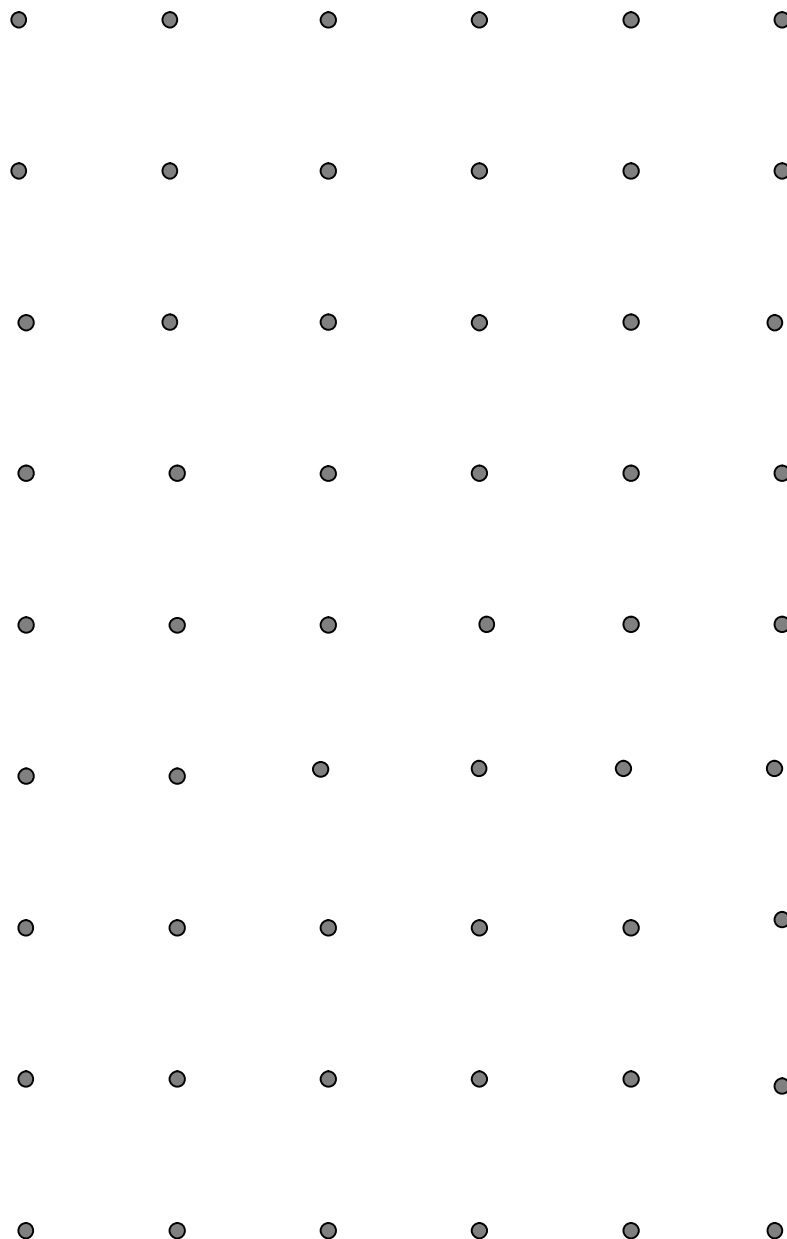
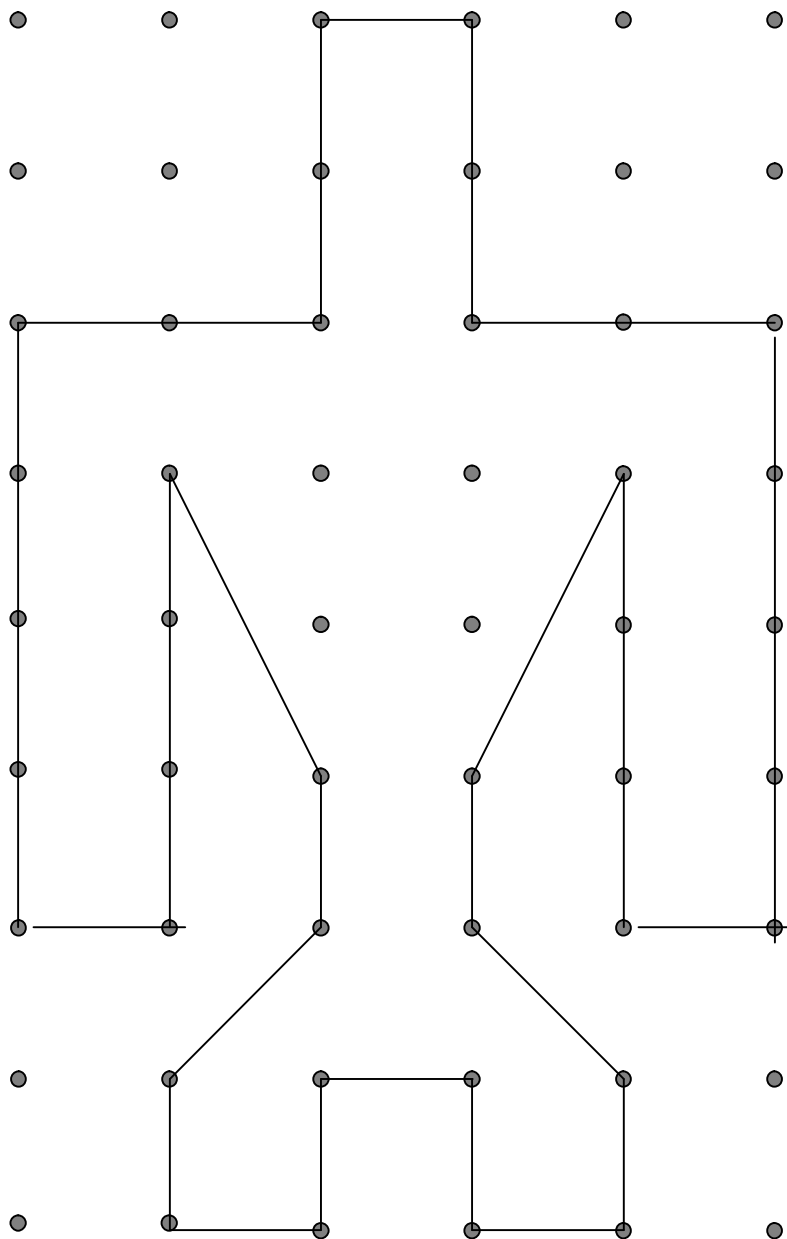
Reproduis le modèle en reliant les points.



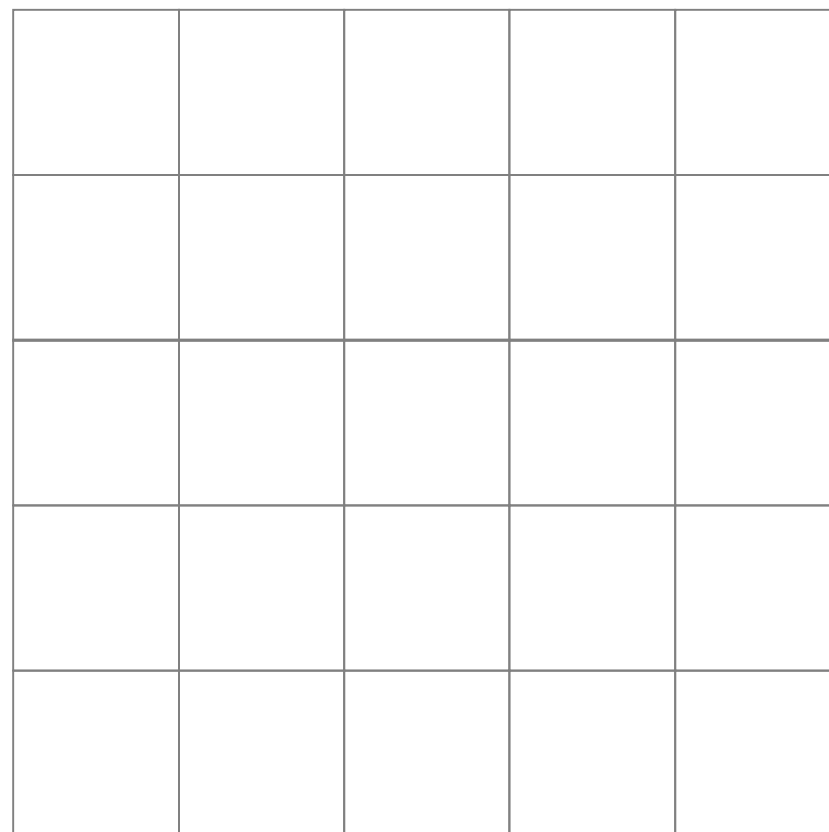
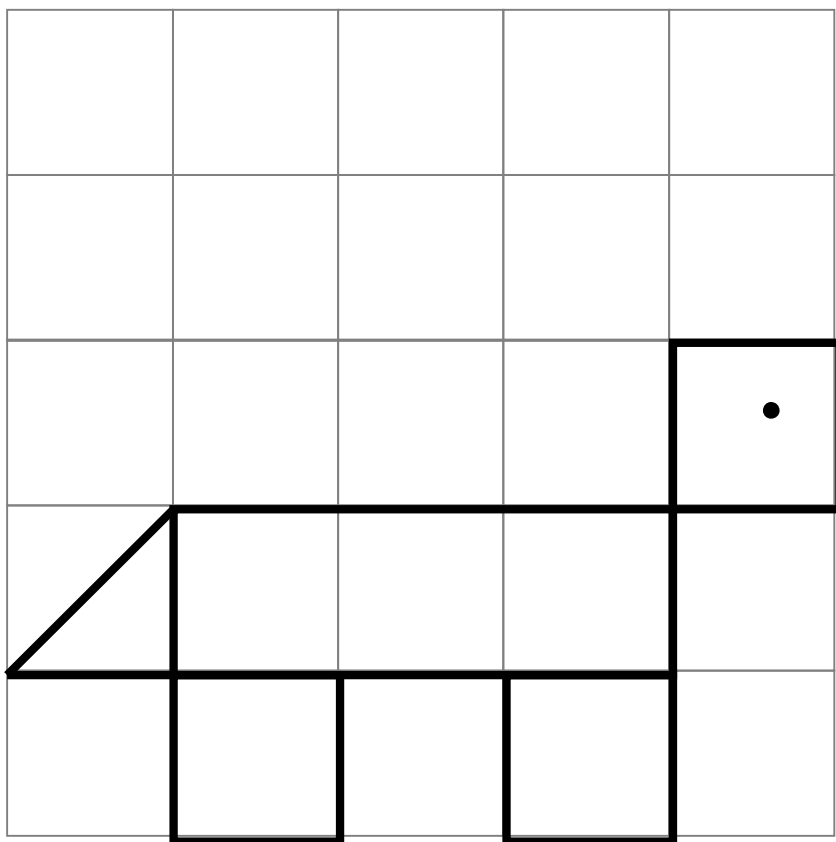
Reproduis le modèle en reliant les points.



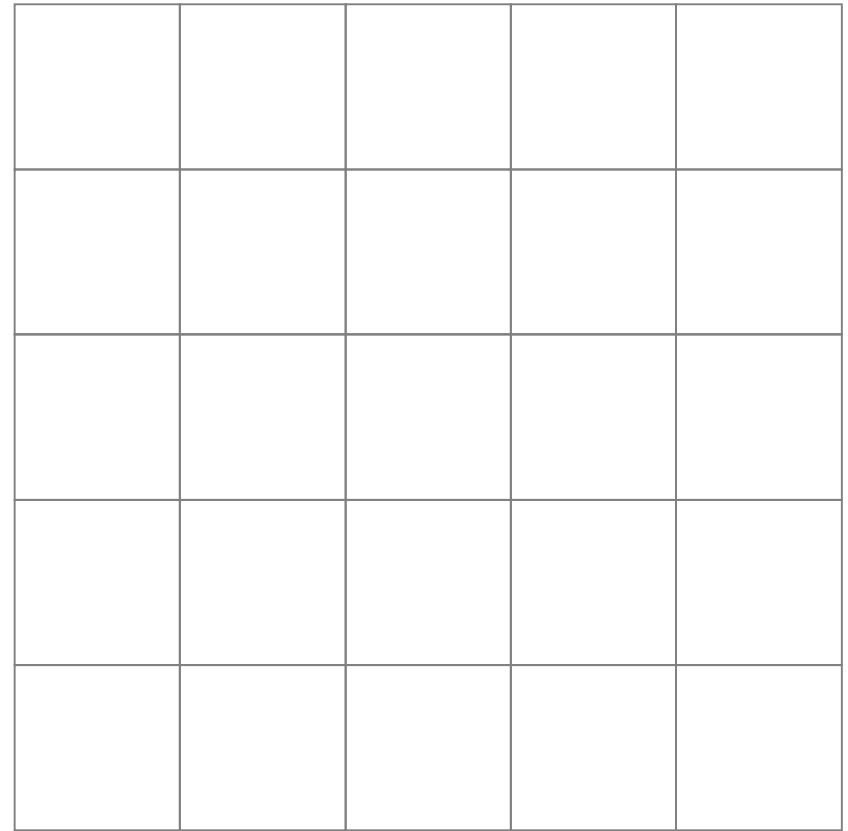
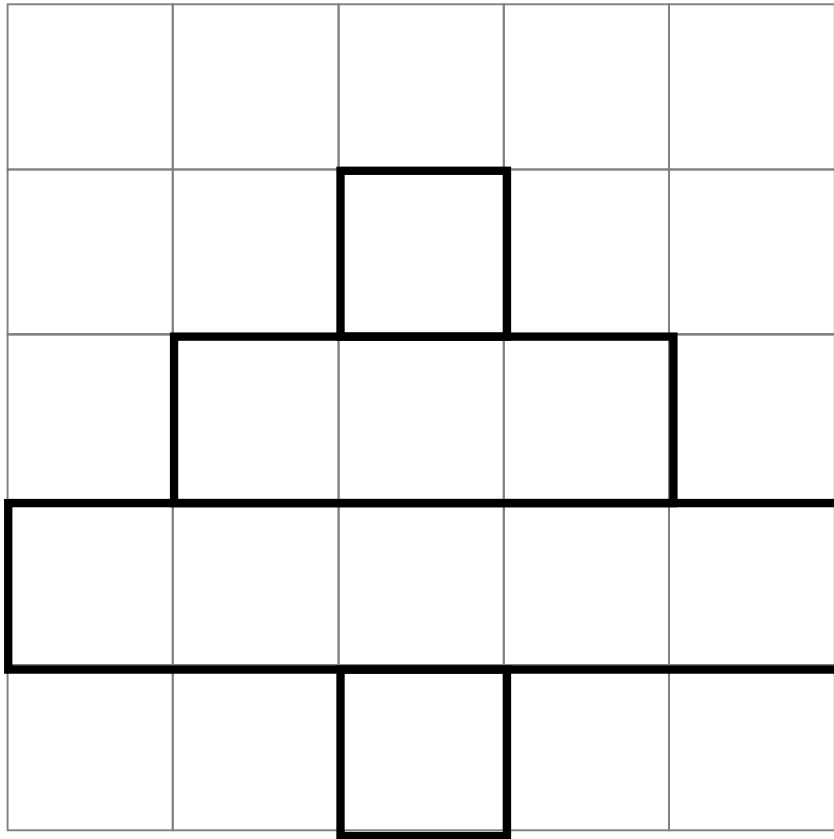
Reproduis le modèle en reliant les points.



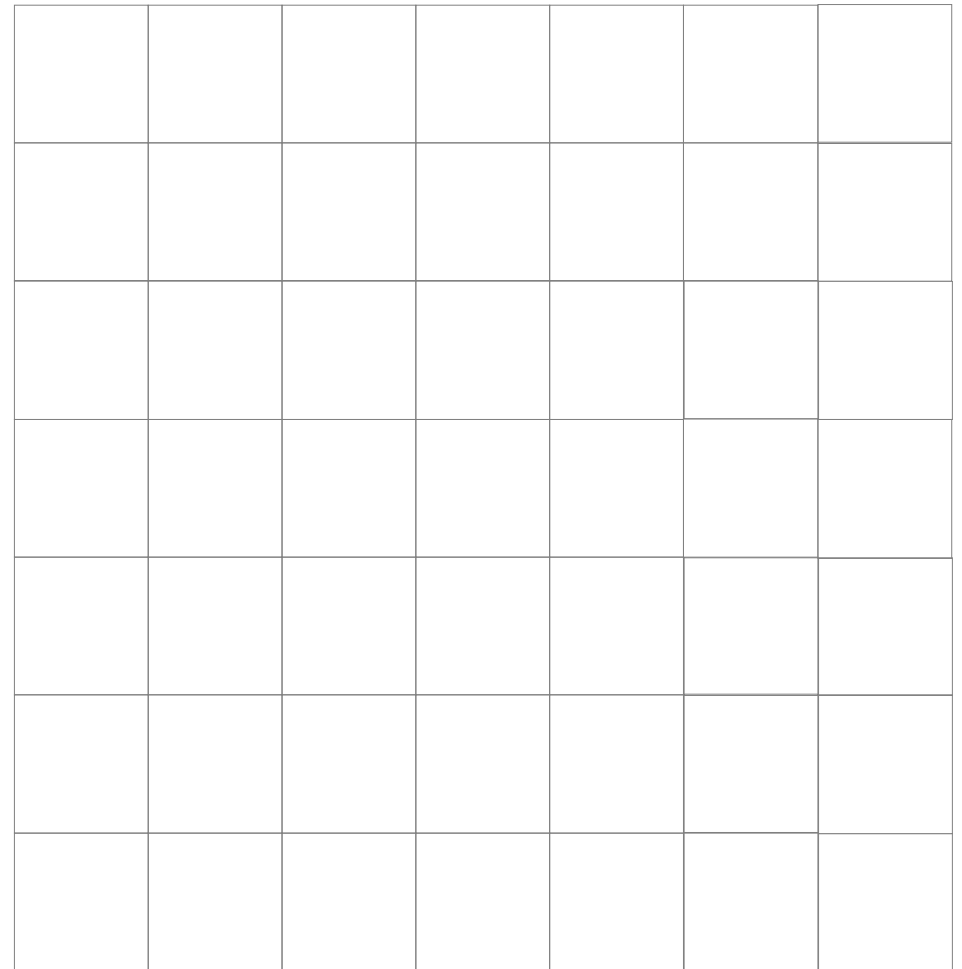
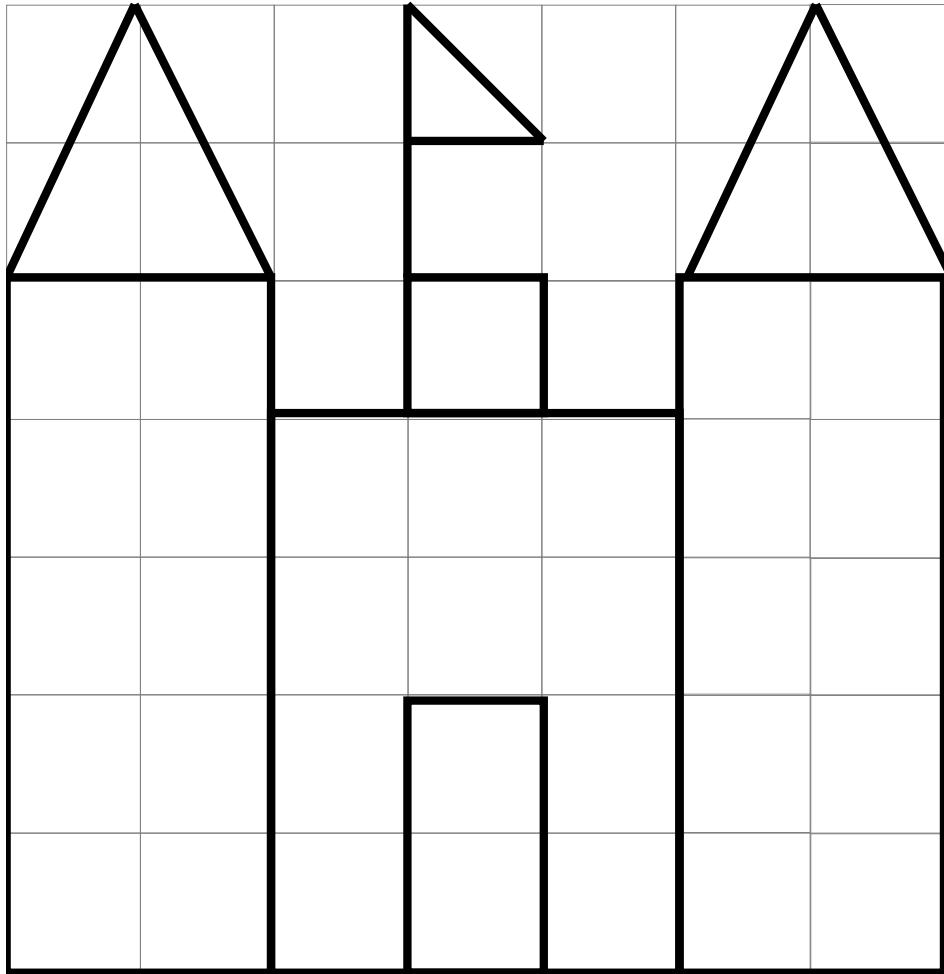
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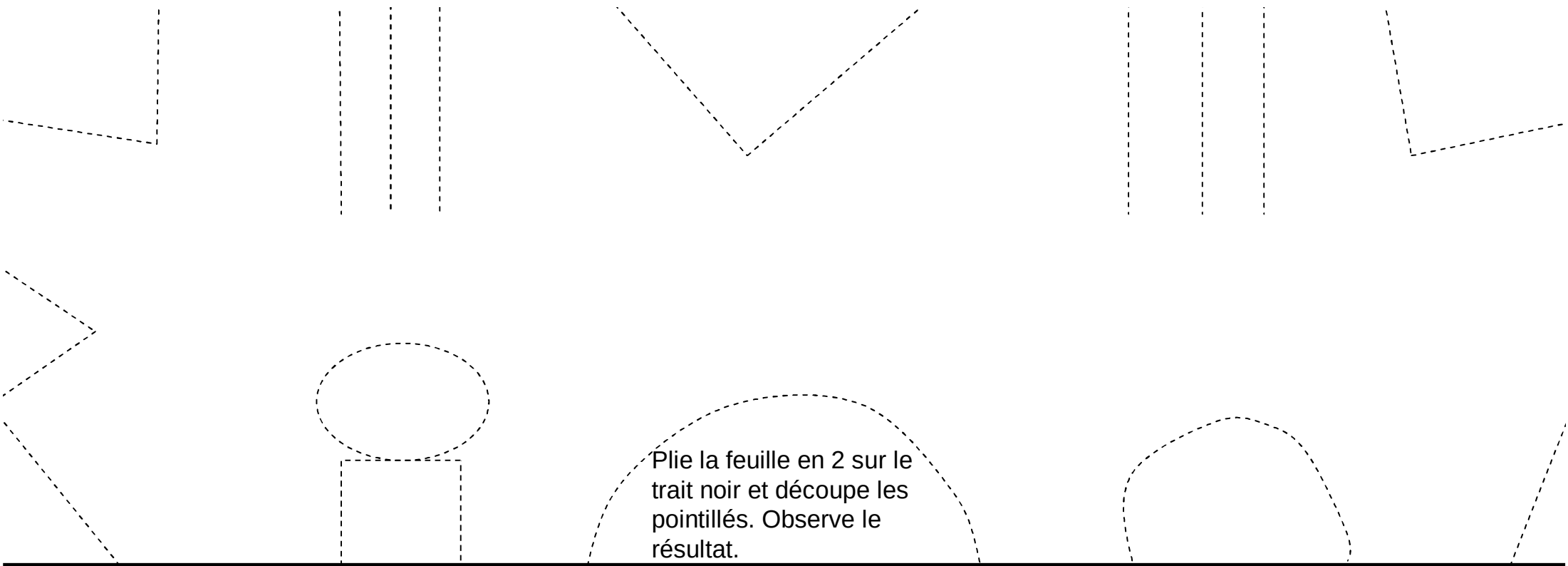
Reproduis le modèle.



Reproduis le modèle.

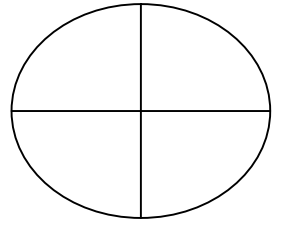
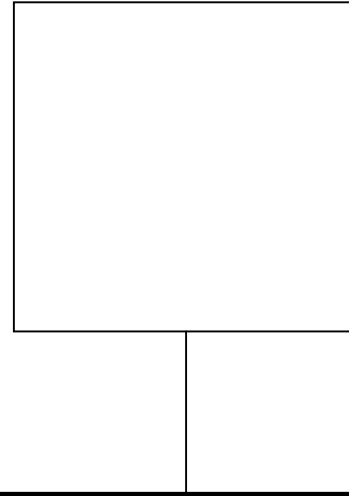
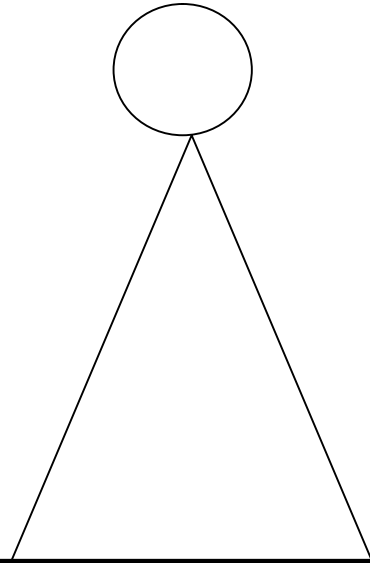
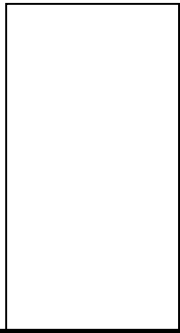
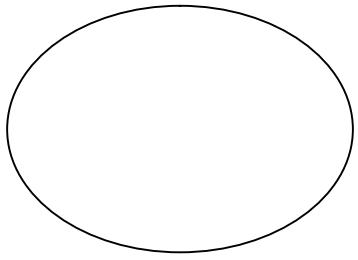


Plie la feuille en 2 sur le
trait noir et découpe les
pointillés. Observe le
résultat.

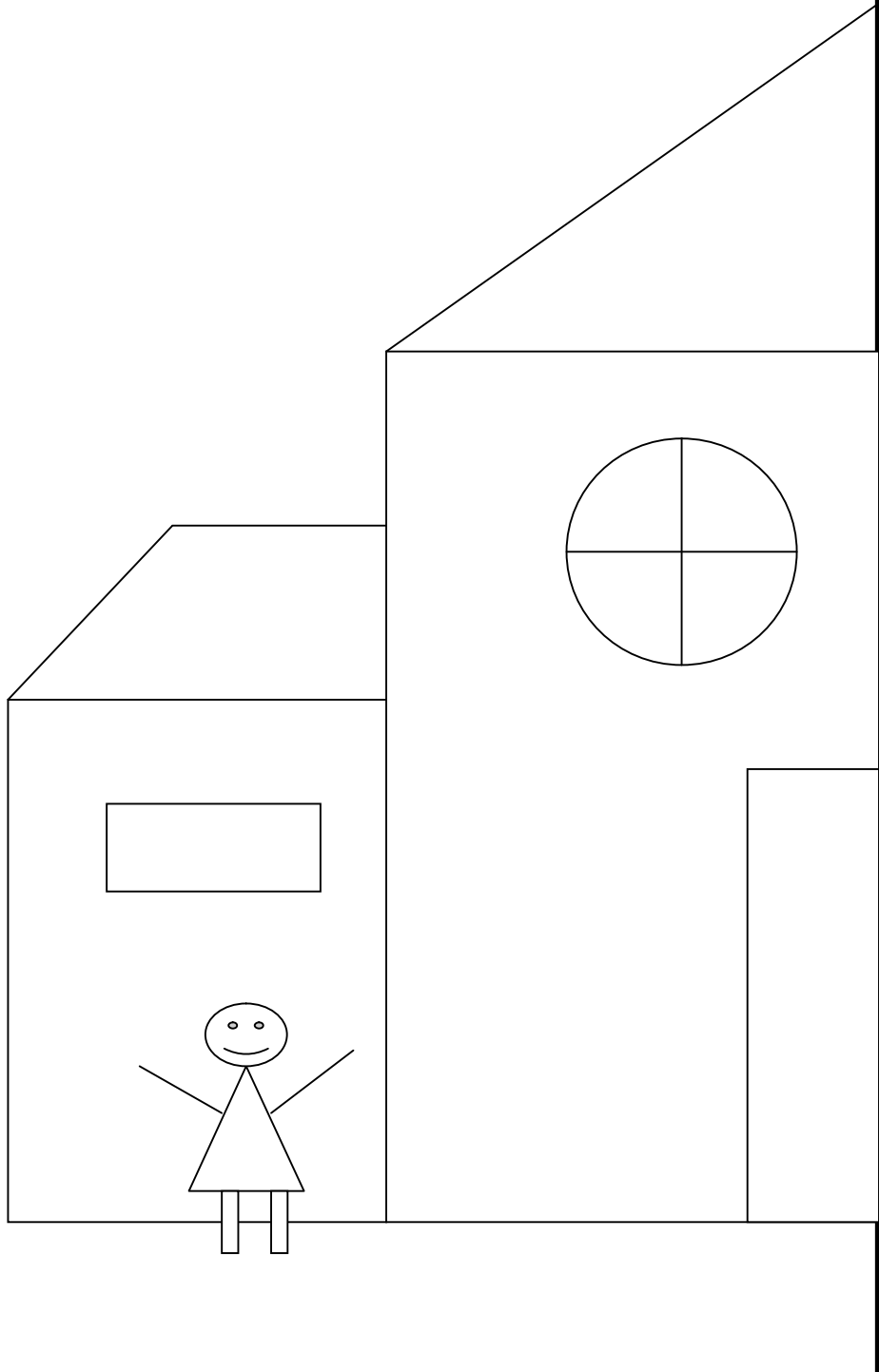


Plie la feuille en 2 sur le
trait noir et découpe les
pointillés. Observe le
résultat.

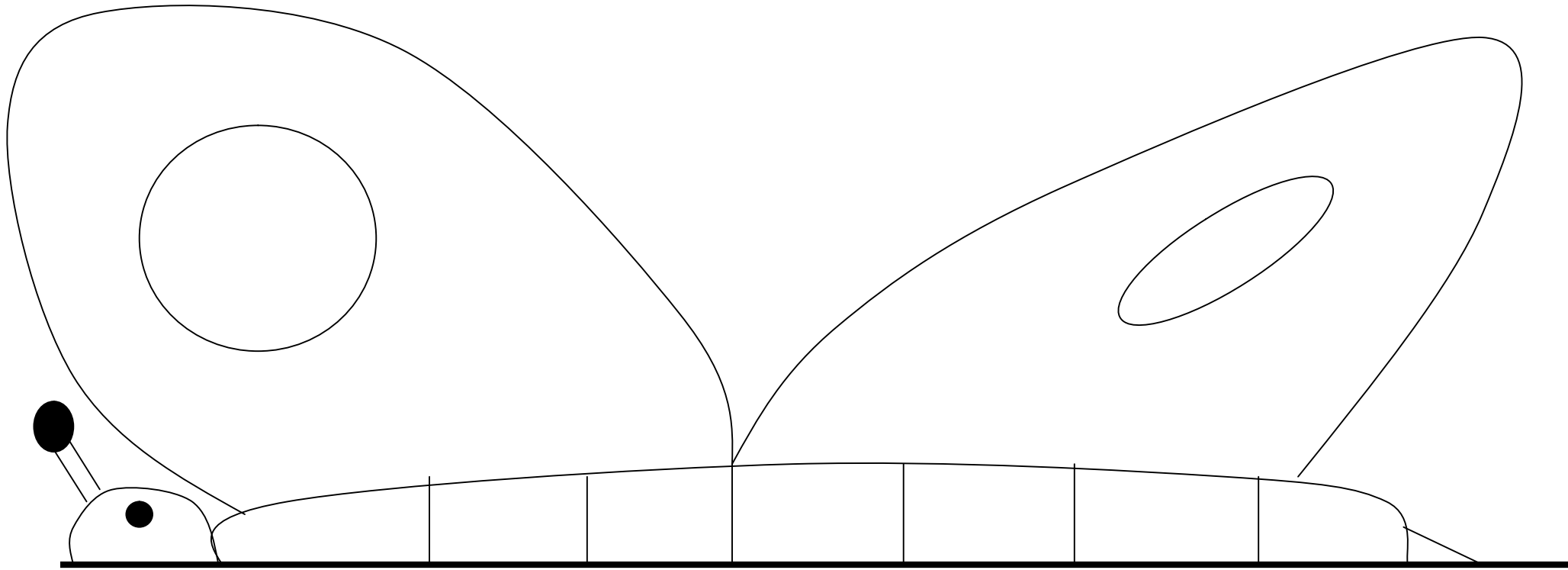
Dessine les mêmes éléments de façon symétrique.



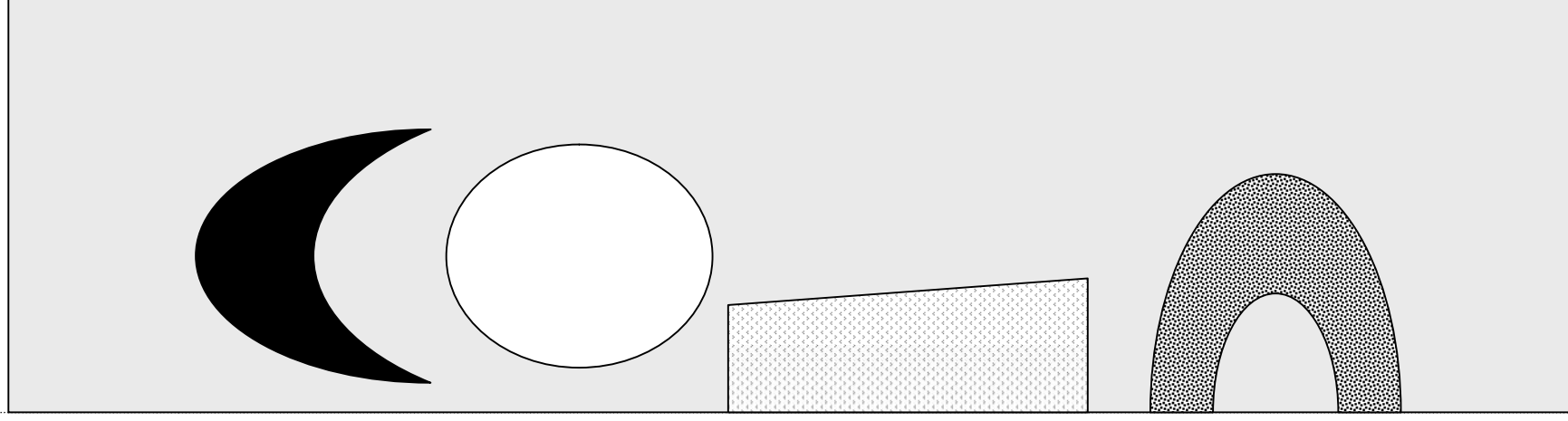
Dessine les mêmes éléments de façon symétrique.



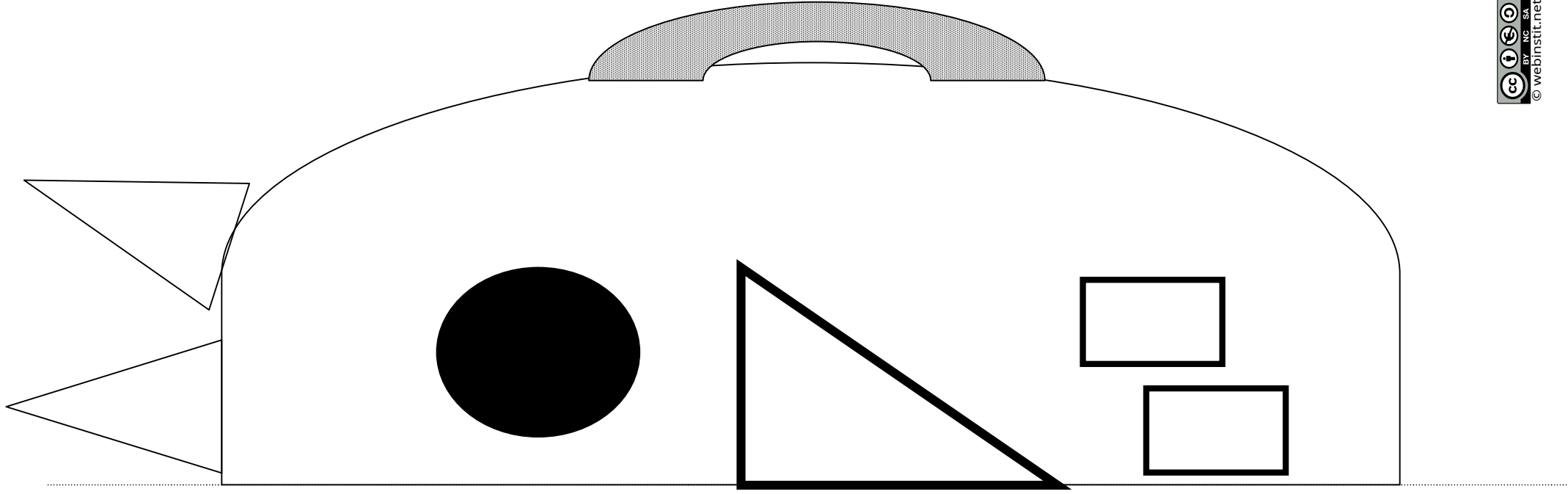
Dessine les mêmes éléments de façon symétrique.

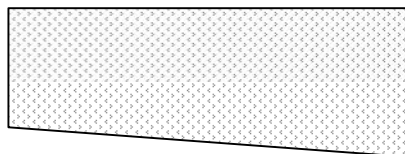
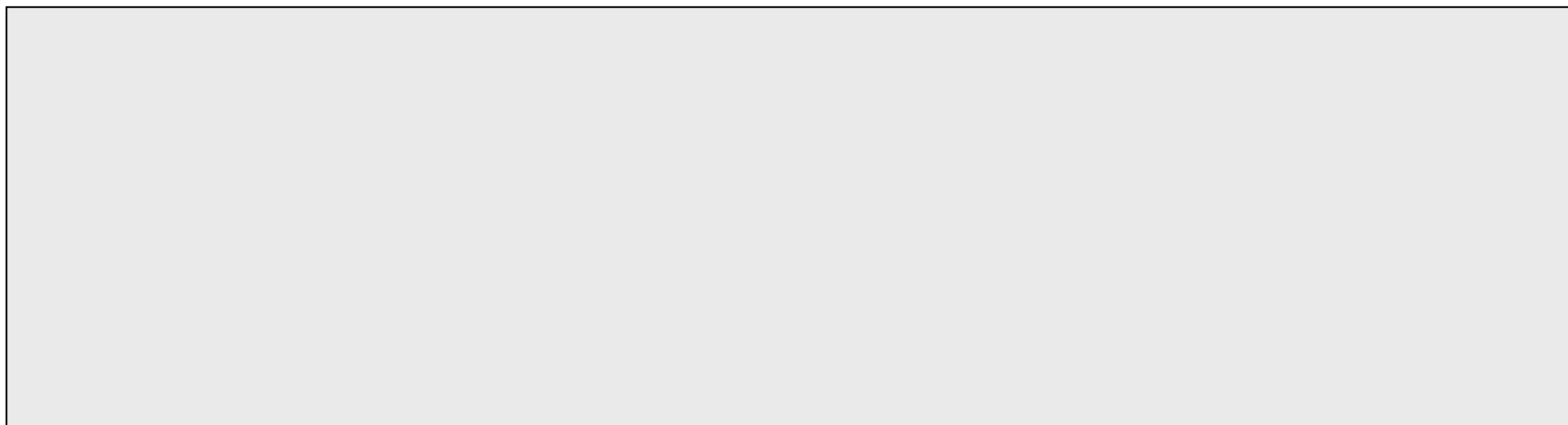


Découpe les éléments de la fiche correspondante et colle les symétriquement pour constituer l'autre partie du masque.

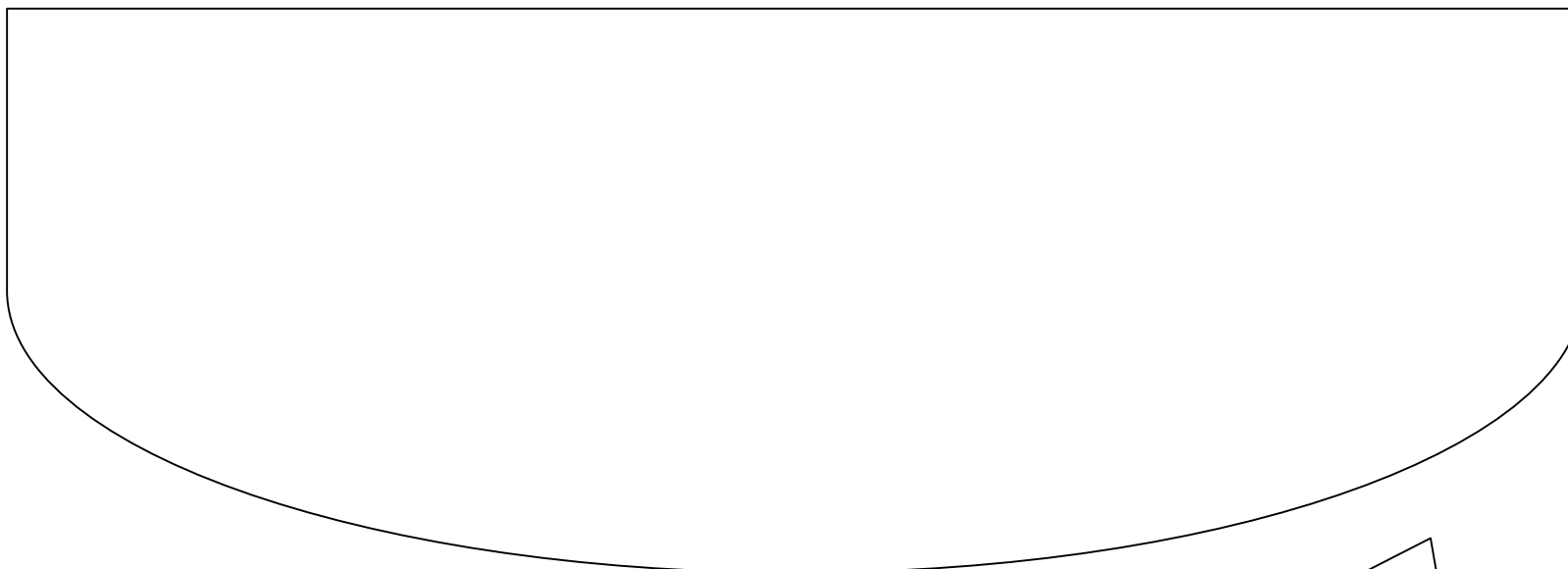
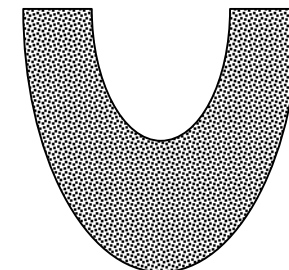
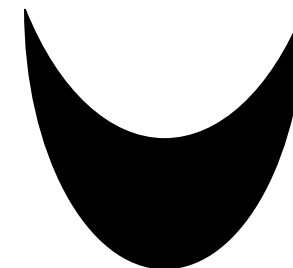
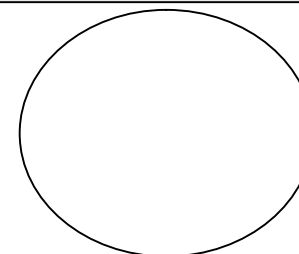


Découpe les éléments de la fiche correspondante et colle les symétriquement pour constituer l'autre partie du masque.

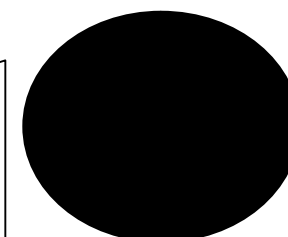
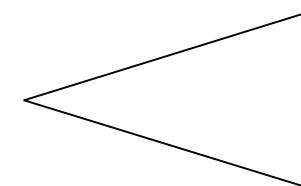
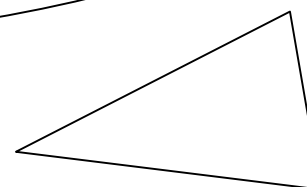
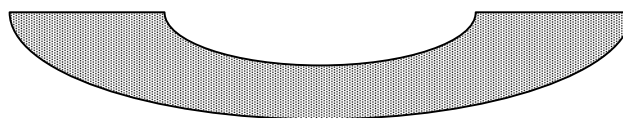
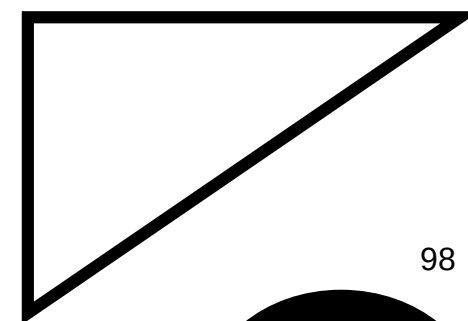


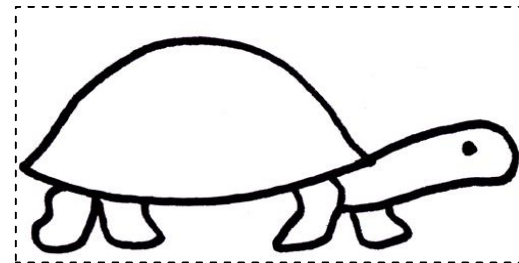
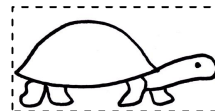
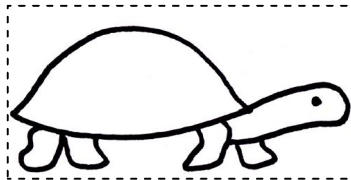
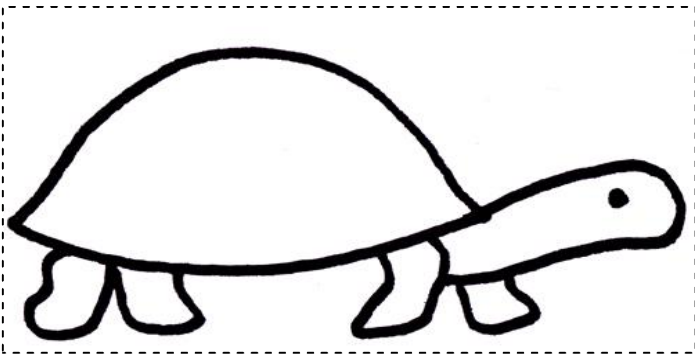


Eléments à découper pour fiche qui précède.



Eléments à
découper pour
fiche qui précède.

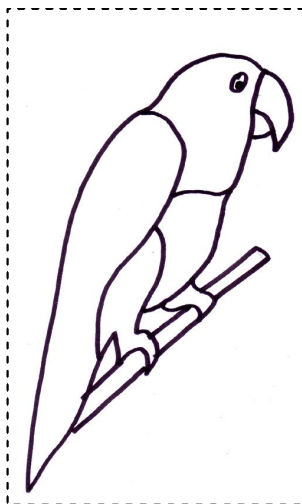
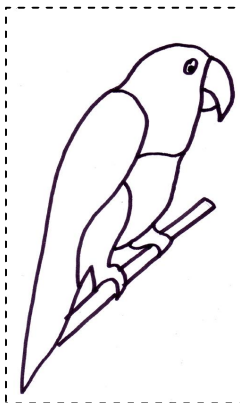
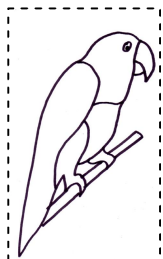
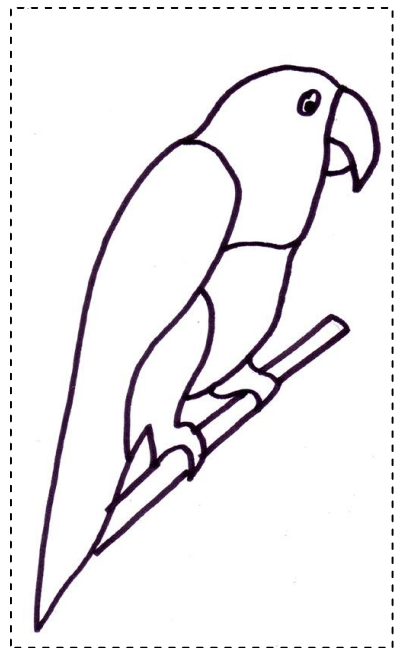




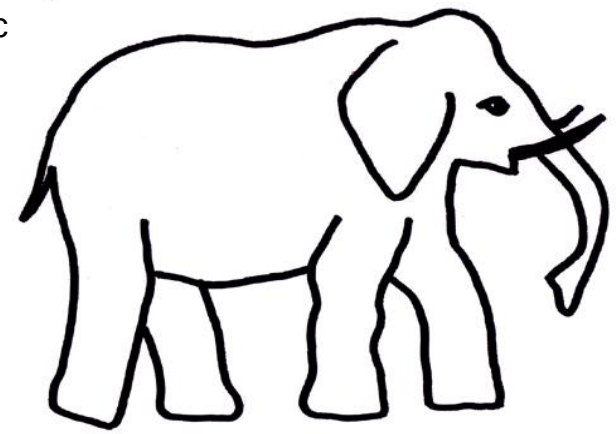
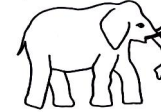
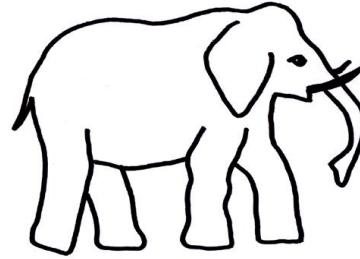
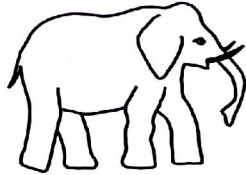
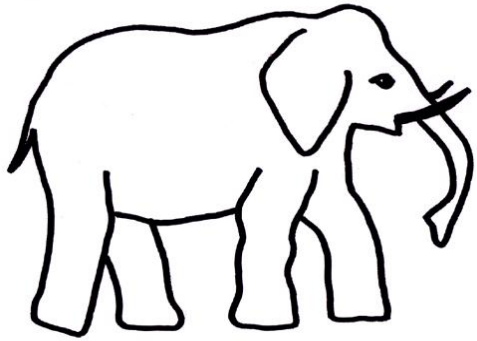
Découpe les tortues et range les de la plus petite à la plus grande en commençant au point.



Découpe les perroquets et range les du plus grand au plus petit en commençant au point.



Range du plus grand au plus petit en indiquant l'ordre dans les rectangles : 1 pour le plus grand...etc



Range de la plus petite à la plus grande en indiquant l'ordre dans les rectangles : 1 pour la plus petite... etc

