

**- Conformes aux programmes
de l'éducation nationale**

**- Fiches réalisées par des
professeurs des écoles
expérimentés**

100 FICHES POUR REUSSIR LA MOYENNE SECTION DE MATERNELLE

- Reconnaissance visuelle**
- Reconnaissance auditive**
- Graphisme**
- Dénombrement**
- Logique**
- Repérage**

100 fiches pour réussir la Moyenne section de maternelle

Développer les capacités intellectuelles et les connaissances des enfants en respectant les programmes de l'éducation nationale, tels sont les objectifs de ce fichier.
Les fiches couvrent les principaux domaines du programme de moyenne section et font travailler les compétences que les enfants doivent acquérir avant leur entrée en grande section.

- Elles entraînent notamment à :
 - reconnaître lettres, sons et syllabes,
 - s'entraîner aux gestes graphiques,
 - dénombrer,
 - à exercer sa logique,
 - se repérer dans l'espace (puzzles, quadrillage, labyrinthe, symétrie).

- Elles permettent aux enfants de répondre à différents types de consignes : relier, colorier, découper, entourer.

Les dessins des personnages ont été réalisés par Carinne Duquenne, enseignante en maternelle et diplômée des beaux arts. La représentation des personnages est réaliste mais reste attractive pour des enfants.

Les fiches, conçues par Anne-Marie Samoun, enseignante expérimentée de maternelle et créatrice du site « webinstit.net » allient aspect ludique et but pédagogique dans l'esprit « apprendre en s'amusant ».

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sommaire

Lecture et graphisme

Améliorer sa reconnaissance visuelle de lettres et de mots

- 1- 4 Entoure la lettre identique au modèle (lettres en capitale d'imprimerie).
- 5 Retrouver une voyelle dans un mot (lettres script).
- 6-9 Abécédaire à coller (lettres en capitale d'imprimerie).
- 10 Remettre des lettres dans l'ordre pour recomposer un mot
- 11 Retrouve un mot identique parmi d'autres (capitales d'imprimerie)
- 12 Retrouve un mot identique parmi d'autres (script)
- 13 Retrouve 4 mots à coller sous un modèle (capitales d'imprimerie)
- 14 Retrouve 4 mots à coller sous un modèle (script)
- 15 Retrouve 4 mots à coller sous un modèle (cursive)
- 16 Retrouve 6 mots à coller sous un modèle (capitales d'imprimerie)
- 17 Retrouve 6 mots parmi 3 et entoure celui qui est identique au modèle (capitales d'imprimerie)
- 18 Recompose 2 phrases

Développer sa reconnaissance auditive des sons

- 19 - 20 Compter des syllabes
- 21 Colorie les images qui représentent un mot qui commence par [pa]
- 22 Colorie les images qui représentent un mot qui commence par [so]
- 23 Colorie les images qui représentent un mot qui commence par [bou]
- 24 Colorie les images qui représentent un mot qui commence par [ca]

- 25 Classe les images en fonction du son par lequel commence le mot, [A] ou [O].
- 26 Colorie les images qui représentent un mot qui commence par [ma]
- 27 Colorie les images qui représentent un mot qui commence par [A]
- 28 Colorie les images qui représentent un mot qui commence par [é]
- 29 Entoure les images dans lesquelles tu entends le son [i] dans le mot qu'elles représentent.
- 30 Entoure les images dans lesquelles tu entends le son [a] dans le mot qu'elles représentent.
- 31 Entoure les images dans lesquelles tu entends le son [o] dans le mot qu'elles représentent.

Graphisme

- 32 Lignes droites verticales
- 33 Lignes droites horizontales
- 34 Lignes droites obliques
- 35 Lignes droites obliques et verticales
- 36 Relier du centre aux bords
- 37 Lignes brisées
- 38 - 39 Motifs décoratifs variés
- 40 Reproduire une forme autour d'une forme
- 41 Ponts
- 42 - 43 Graphismes décoratifs dans un dessin
- 44 - 46 Ecriture en capitales d'imprimerie

Mathématiques

Dénombrement

- 47 - 48 Ecris les nombres de 1 à 8
- 49 - 51 Colorie le chiffre correspondant au nombre d'animaux sur chaque ligne.
- 52 Dessine autant de bâtons qu'il y a d'objets
- 53 Colle autant d'objets que de personnages
- 54 Fait des paquets
- 55 - 56 Colorie le rectangle contenant le nombre d'éléments indiqué sur le chiffre à gauche.
- 57 - 58 Remets dans l'ordre
- 59 Classe du moins nombreux au plus nombreux
- 60 Colorie le rectangle qui contient le plus d'objets
- 61 Complète une collection
- 62 Partage une collection

Logique et sens de l'observation

- 63 Trouve les différences entre les dessins.
- 64 - 65 Remets en ordre par taille
- 66 Symétrie : recompose les personnages en assemblant les moitiés
- 67 Lignes ouvertes et fermées.
- 68 Intérieur et extérieur
- 69 Sur – sous
- 70 Colorie en respectant le code
- 71 - 72 Suivre un rythme
- 73 - 74 Sudoku
- 75 Intrus
- 76 Remets en ordre les images séquentielles.

Se repérer dans l'espace et sur un quadrillage, suivre un chemin

- 77-79 Puzzles
- 80 - 81 Reproduire un modèle à l'aide de formes géométriques
- 82 - 84 Tableaux à double entrée
- 85 - 86 Suivre un chemin sur un quadrillage
- 87 Suivre un chemin
- 88 - 90 Labyrinthes
- 91 - 95 Replacer des points sur un quadrillage
- 96 - 100 Suivre ou retrouver un chemin fléché

Entoure sur chaque ligne les mêmes lettres que le modèle.

A

A V A Y A K

E

H E L E F E

I

I I J I Z L

O

Q O U O O P

U

U V W U B U

Y

T Y V Y Y X

Sur chaque ligne, entoure la lettre identique au modèle.

B

D

B

B

P

C

C

O

O

C

D

O

D

R

D

F

K

E

Z

F

G

C

G

G

U

H

H

T

F

Z

Sur chaque ligne, entoure la lettre identique au modèle.

J

L

J

L

I

K

H

Z

X

K

L

T

L

X

V

M

M

N

Z

W

N

M

H

N

Z

P

R

P

D

B

Sur chaque ligne, entoure la lettre identique au modèle.

Q

Q

Q

C

O

R

R

B

P

X

S

C

G

S

Z

T

F

N

L

T

V

W

V

N

Z

Z

N

S

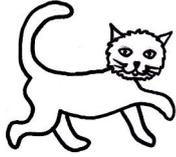
Z

K

Colorie dans les mots les lettres identiques à celle qui est dans le rectangle.

5

a



chat

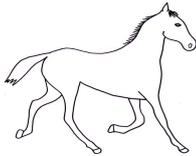


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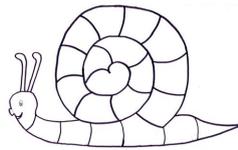


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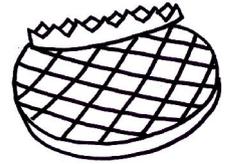
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cheval

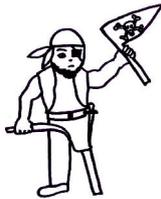


escargot



galette

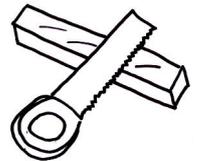
i



pirate



souris

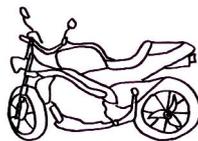


scie

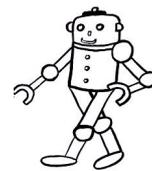
o



oreille



moto

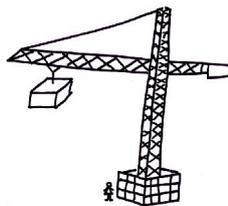


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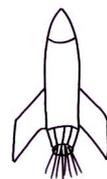
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lunettes

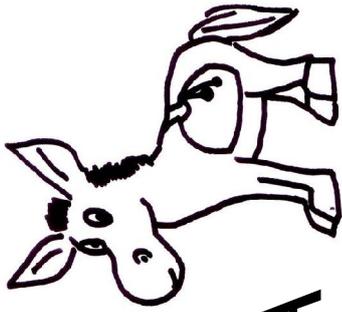


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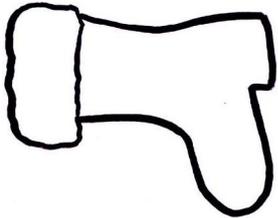


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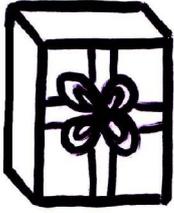
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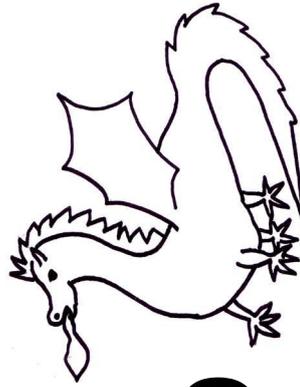
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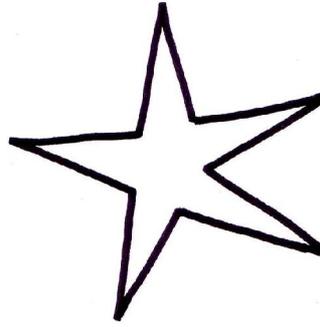
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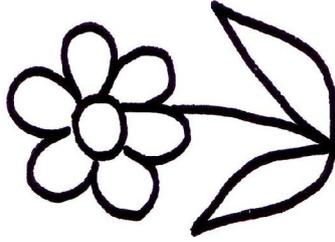
C



D



E



F

ETOILE

DRAGON

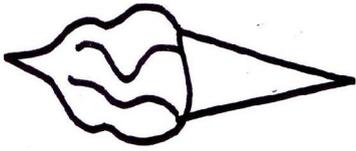
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CADEAU

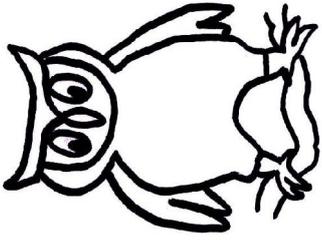
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BOTTE

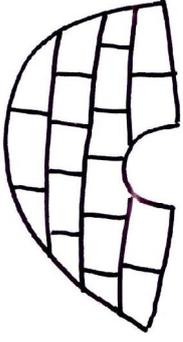
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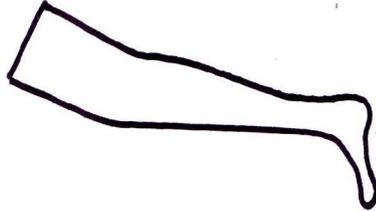
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H



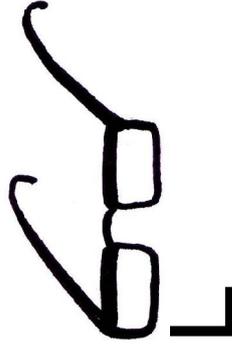
I



J



K



L

LUNETTES

JAMBE

GLACE

IGLOO

KANGOUROU

HIBOU

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QUILLES

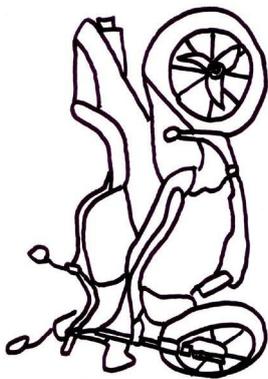
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OREILLE

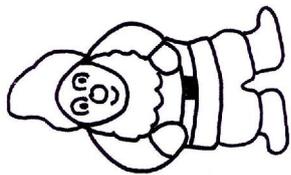
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NAIN

PIED



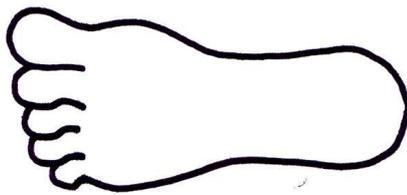
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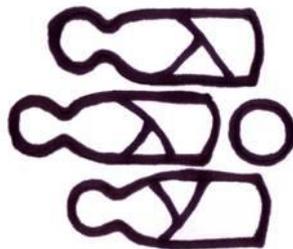
N



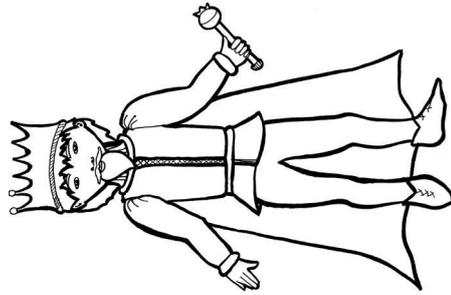
O



P



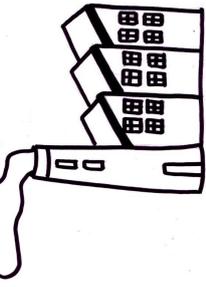
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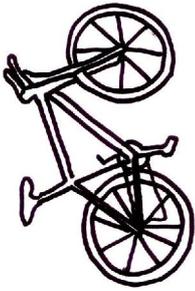
R

Découpe les étiquettes et colle les sous la lettre par laquelle le mot écrit dessus commence.

S



U



V

WAGON

ZEBRE

YAOURT

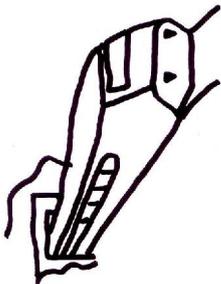
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VELO

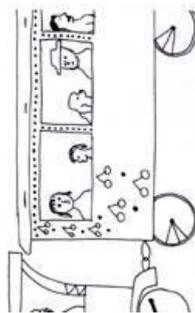
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XYLOPHONE

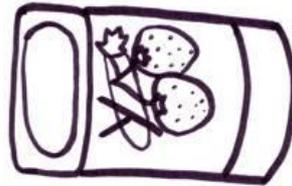
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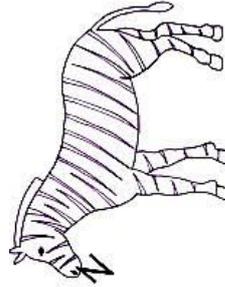
T



X



Y



Z

Empty rectangular box for labeling 'S'.

Empty rectangular box for labeling 'T'.

Empty rectangular box for labeling 'U'.

Empty rectangular box for labeling 'V'.

Empty rectangular box for labeling 'W'.

Empty rectangular box for labeling 'X'.

Empty rectangular box for labeling 'Y'.

Empty rectangular box for labeling 'Z'.

REINE

Recompose les mots
en remettant les
lettres dans le bon
ordre.

10

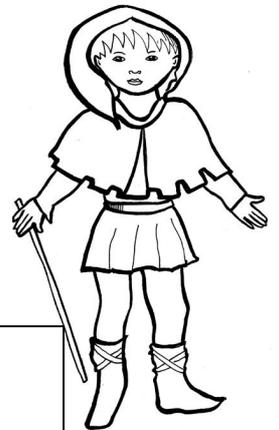


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E N R E I

Recompose les mots
en remettant les
lettres dans le bon
ordre.

PAYSAN

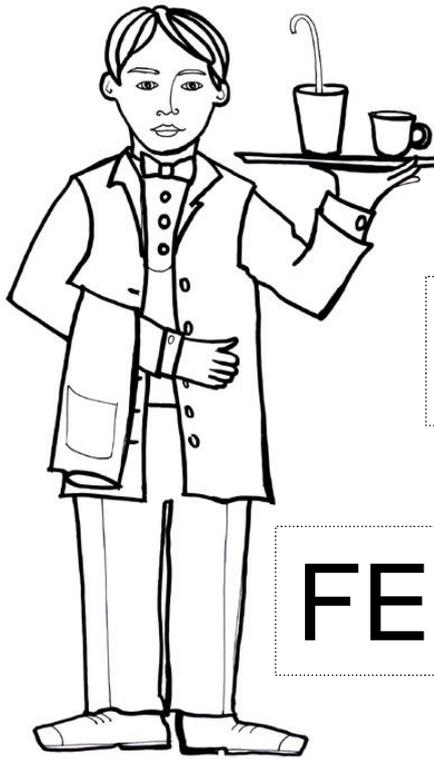


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Y P N S A A

Colorie les étiquettes identiques au modèle entouré en gras.

11



SERVEUR

SECRETAIRE

FERMIER

PEINTRE

SERVEUR

SERVEUR

Colorie les étiquettes identiques au modèle entouré en gras.



MEDECIN

POMPIER

PILOTE

BOUCHER

POMPIER

POMPIER



clown

bijoutier

clown

coiffeur

clown

livreur



dentiste

boucher

dentiste

dentiste

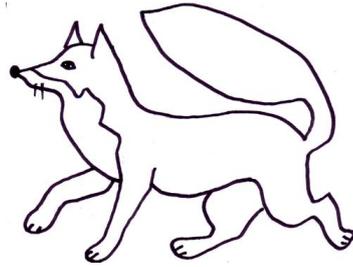
informaticien

jardinier

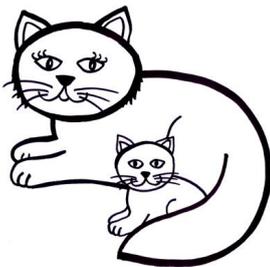
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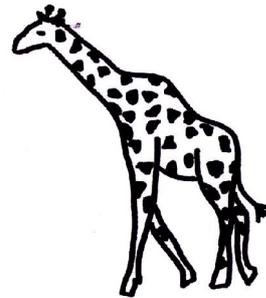
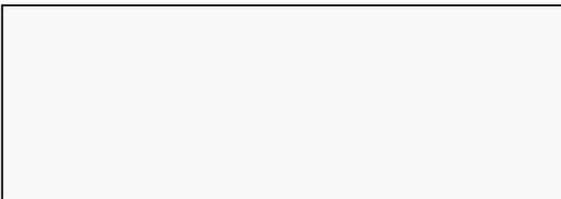
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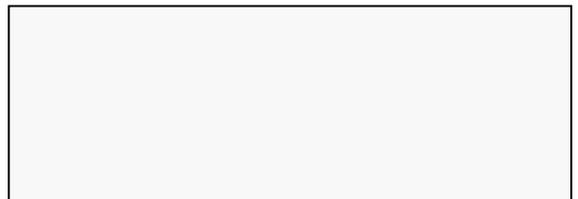
RENARD



CHAT



GIRAFE



SOURIS

GIRAFE

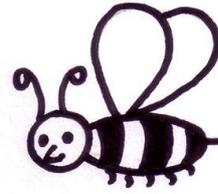
RENARD

CHAT

Découpe les étiquettes et colle les sous le modèle.



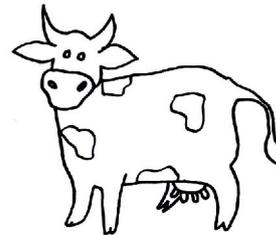
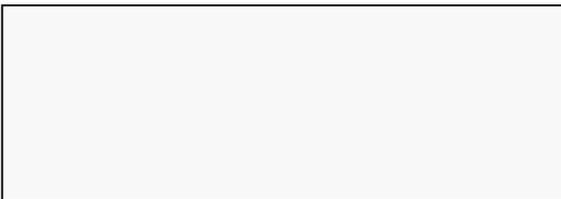
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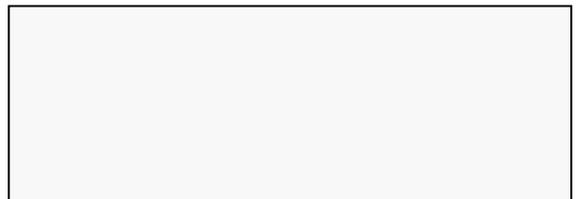
abeille



rat



vache



vache

abeille

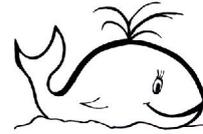
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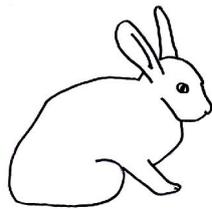
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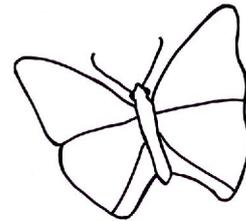
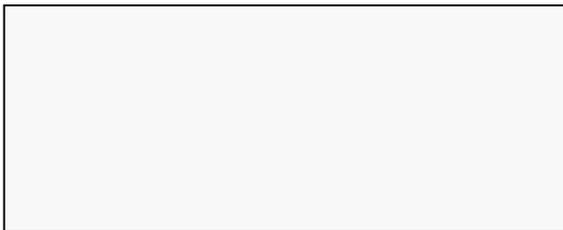
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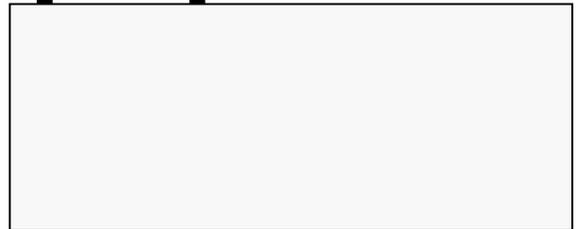
baleine



lapin



papillon



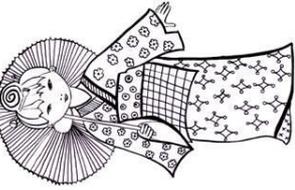
lapin

baleine

singe

papillon

Découpe les
étiquettes et colle les
sous le modèle.



CHINOISE

COW-BOY

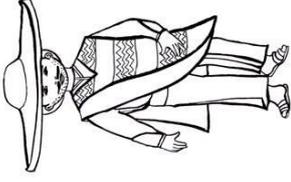
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MEXICAIN

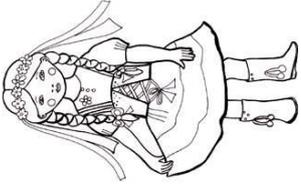
AFRICAINNE

INDIENNE

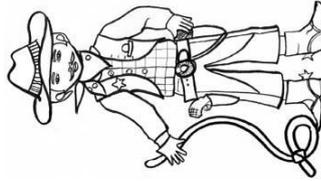
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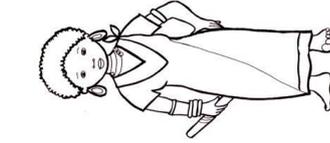
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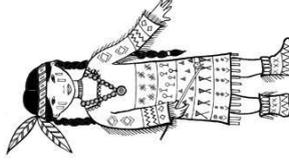
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COW-BOY



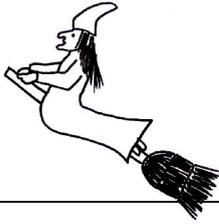
AFRICAINNE



INDIENNE

Retrouve le mot identique au modèle dans le rectangle.

17

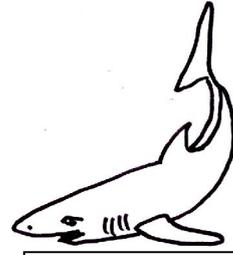


sorcière

dame

sorcière

sac

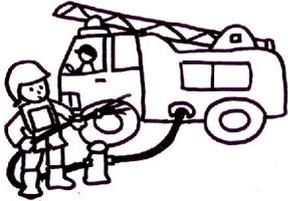


requin

venin

roi

requin



pompier

pompier

papa

poule



maison

maman

radis

maison



feuille

feu

feuille

balle

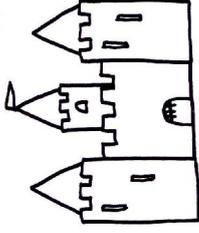


clown

clown

carotte

chat



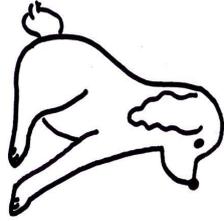
La châtelaine habite le château.



habite

le château.

La châtelaine



Découpe les étiquettes et remets les en ordre.



Le chien

mange

le gâteau.

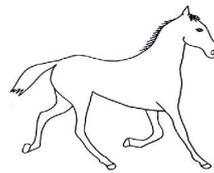
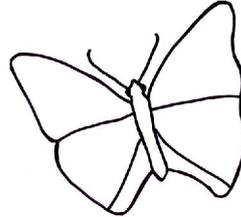
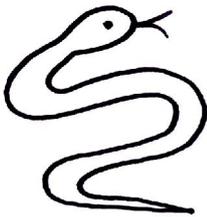
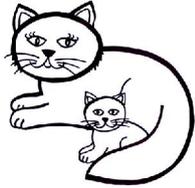
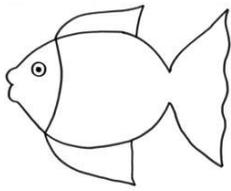


le gâteau.

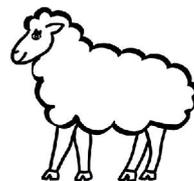
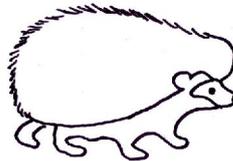
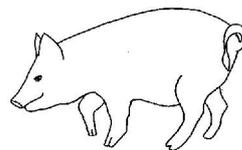
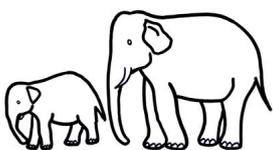
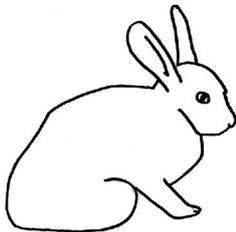
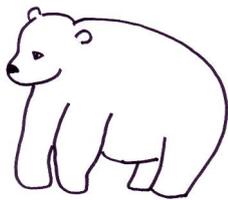
Le chien

mange

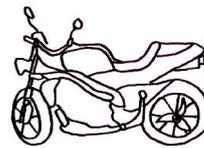
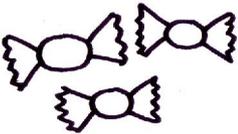
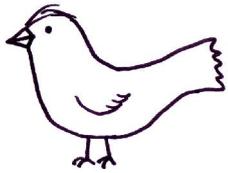
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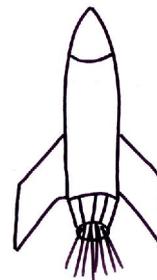
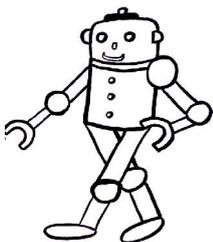
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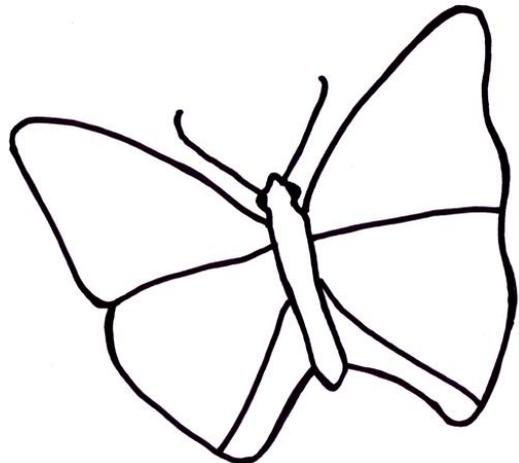
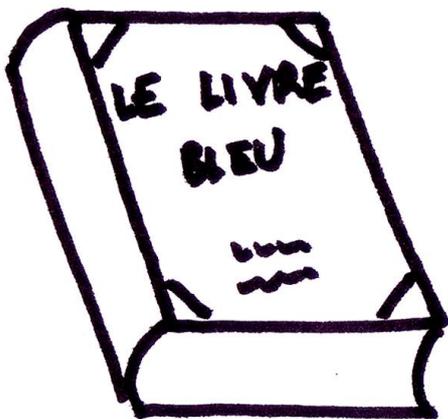
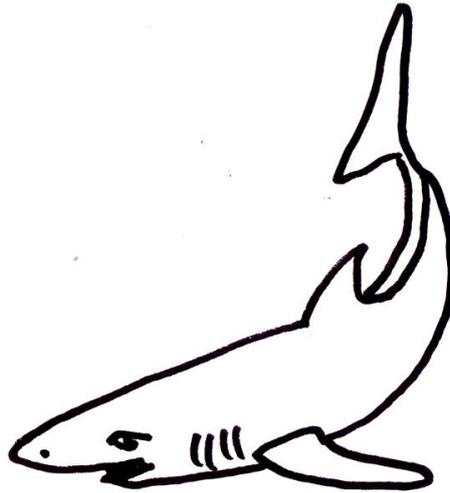
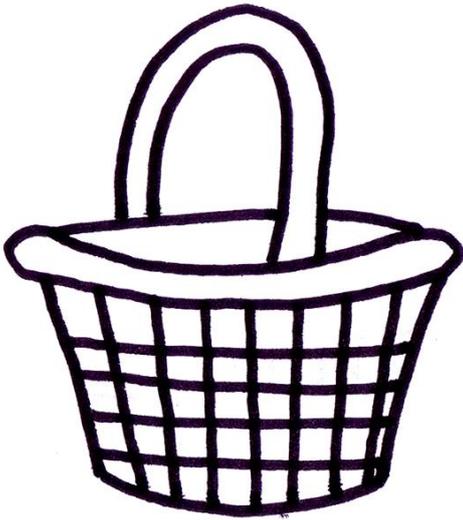
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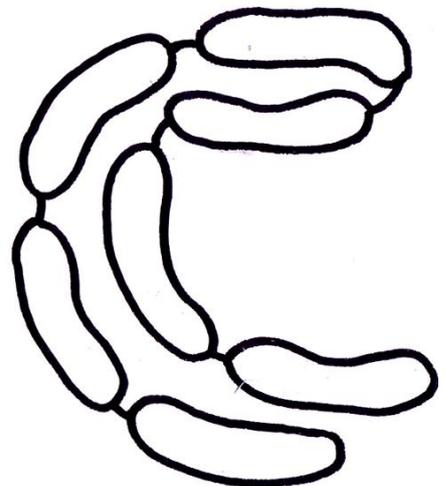
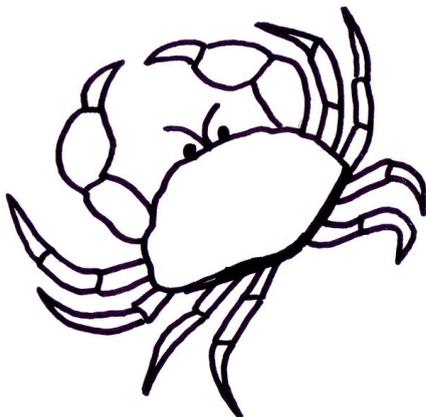
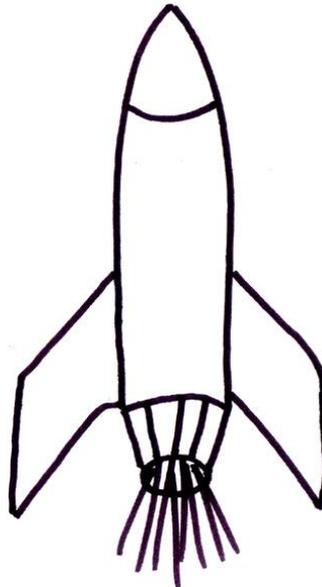
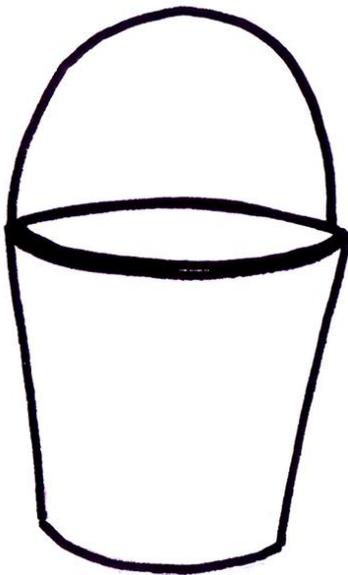
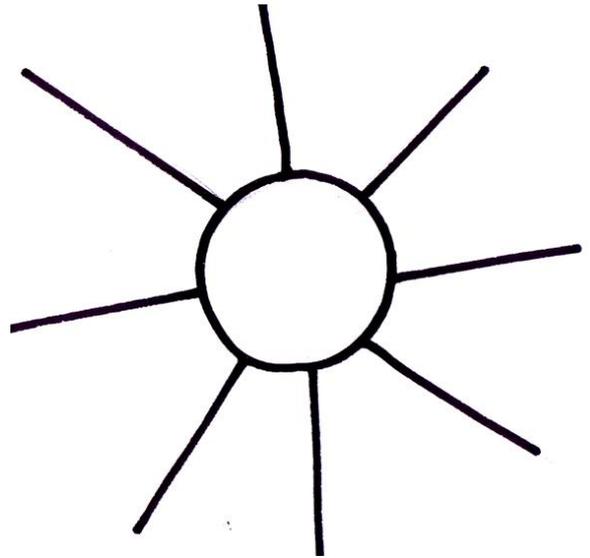
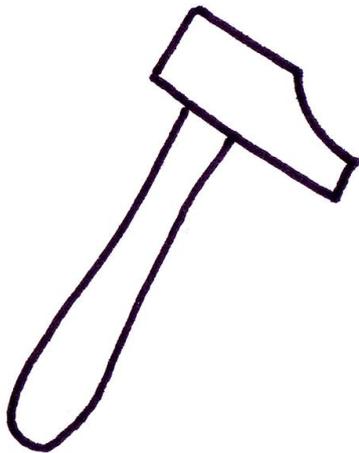
Dessine à côté de chaque dessin dans le rectangle, autant de bâtons qu'il y a de syllabes dans le mot.



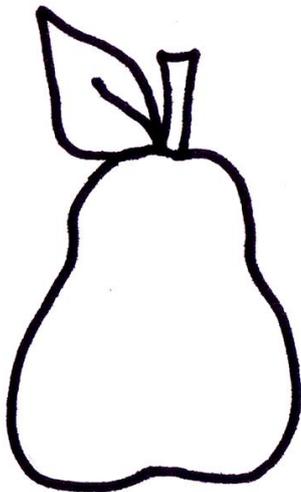
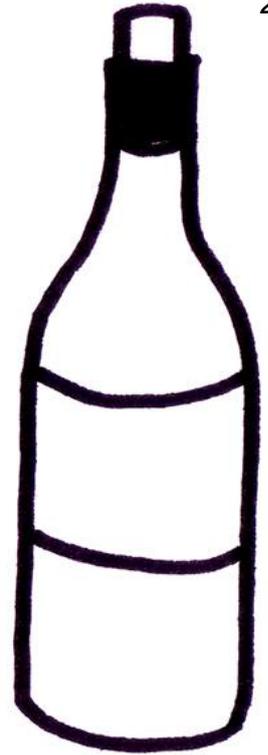
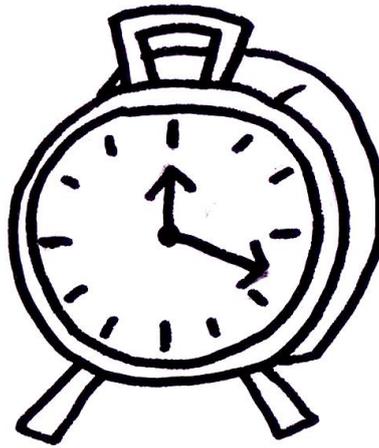
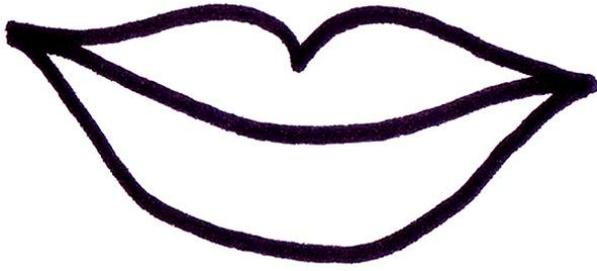
Colorie les images dont le nom commence par « pa ».



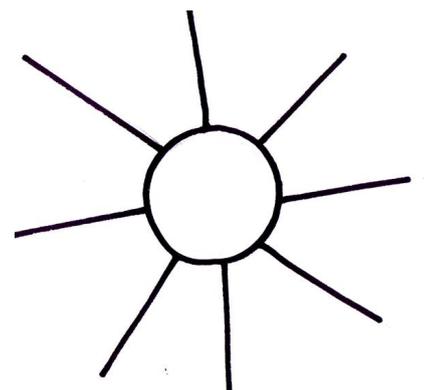
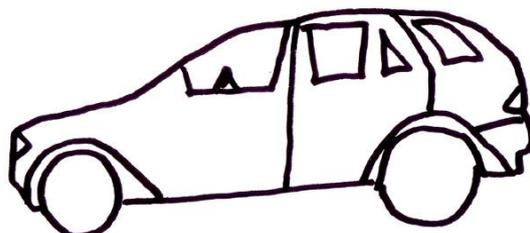
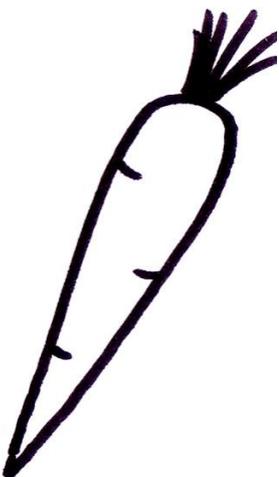
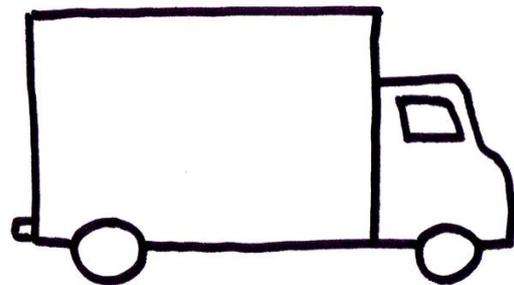
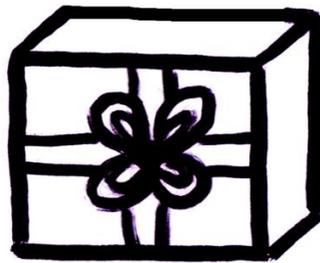
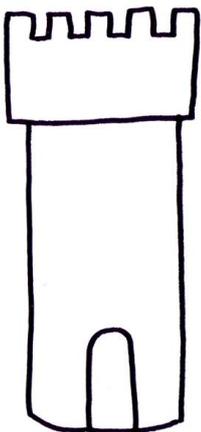
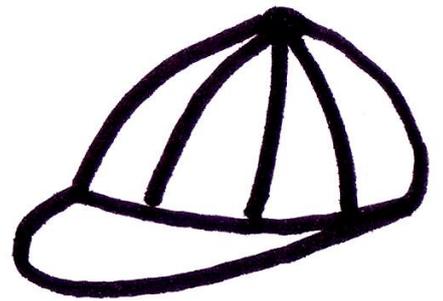
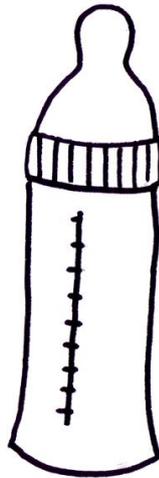
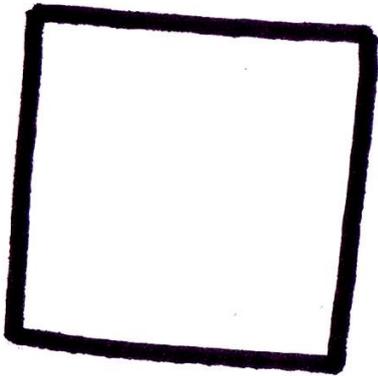
Colorie les images dont le nom commence par « so ».



Colorie les images dont le nom commence par « bou ».

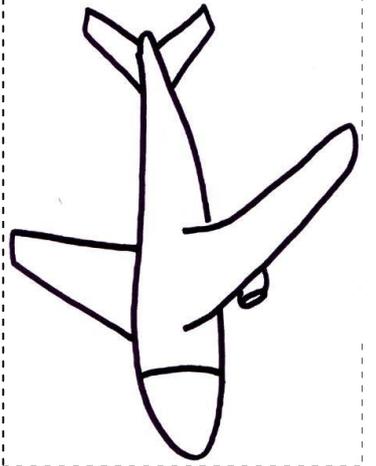
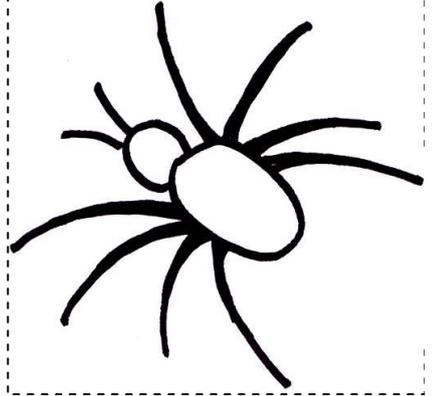
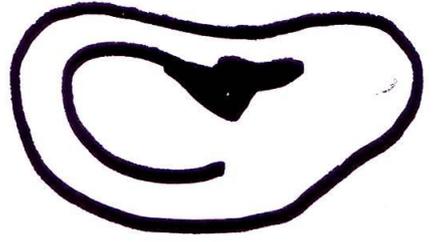
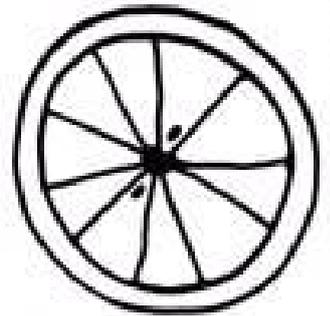
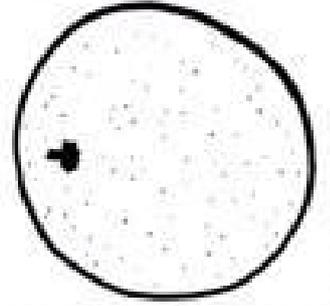


Colorie les images dont le nom commence par « ca ».

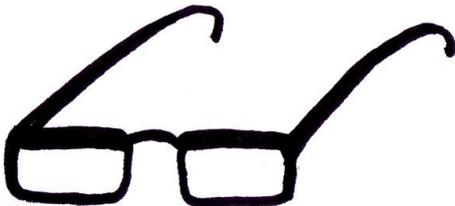
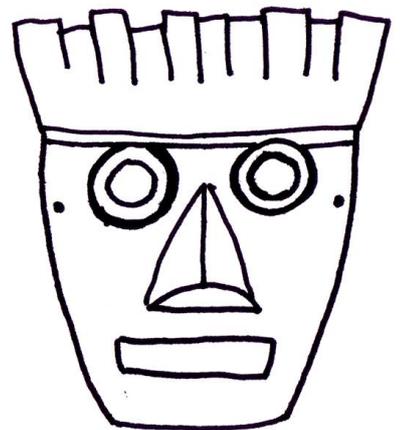
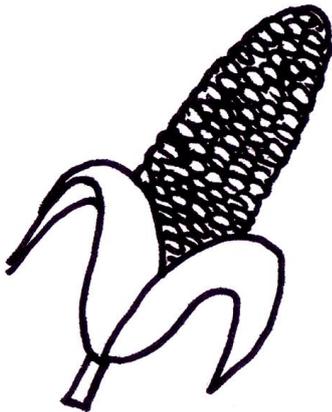
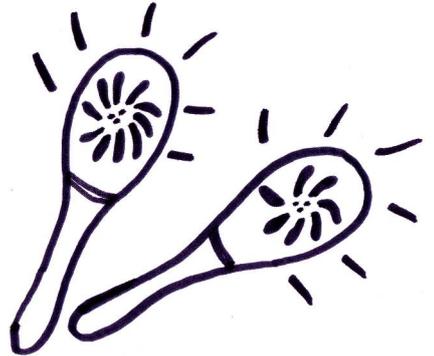
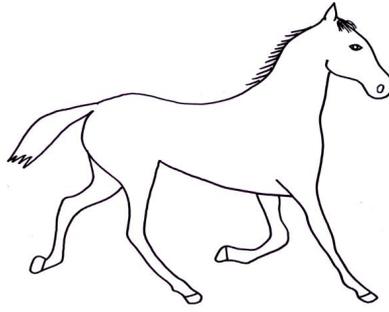


commence par [O]

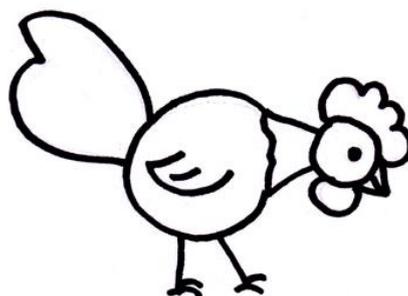
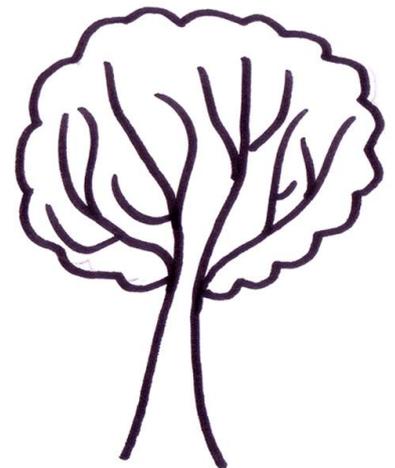
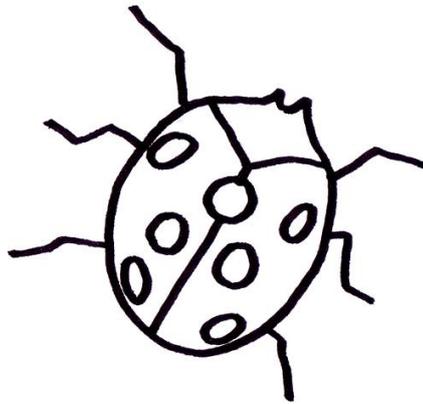
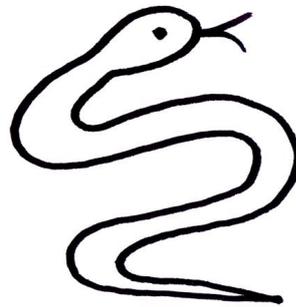
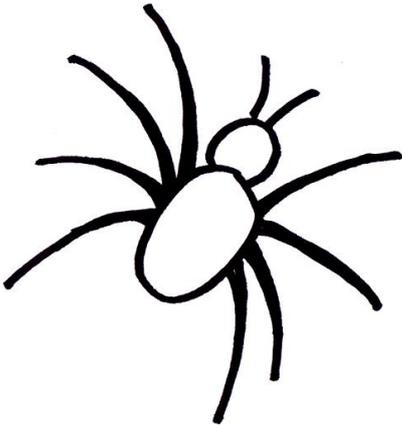
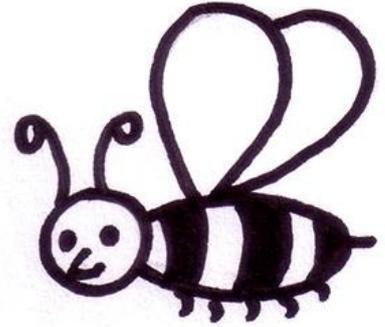
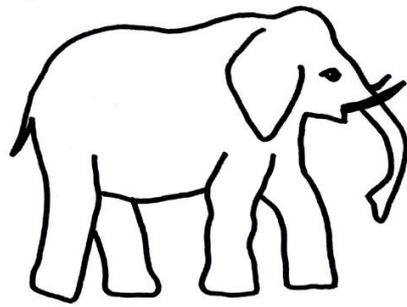
commence par [A]



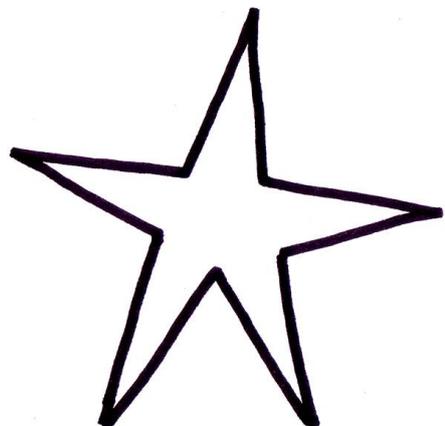
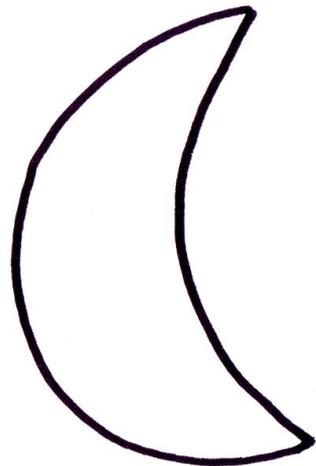
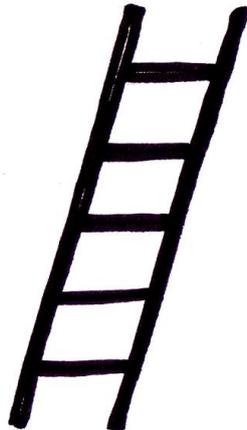
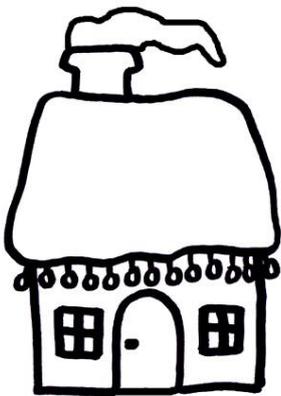
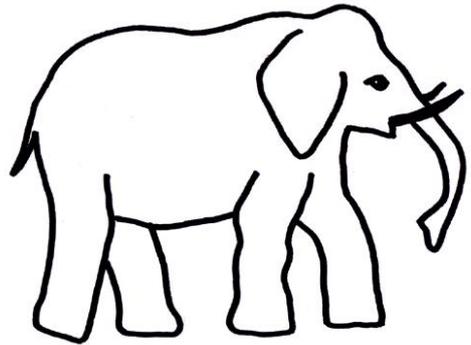
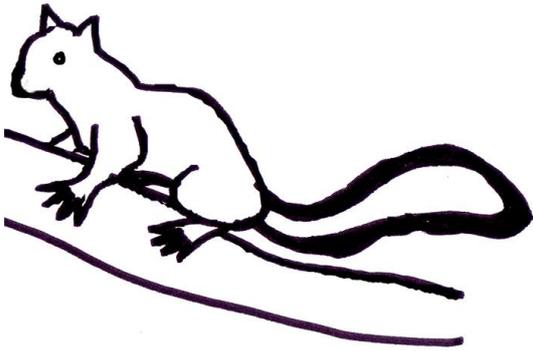
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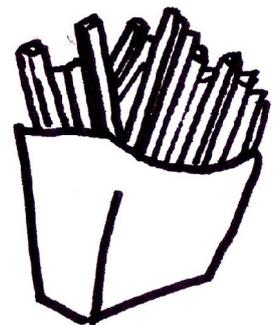
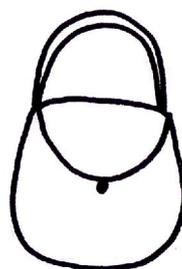
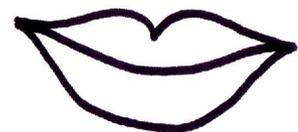
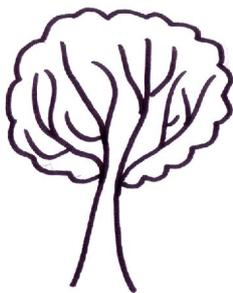
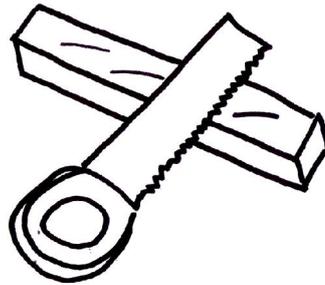
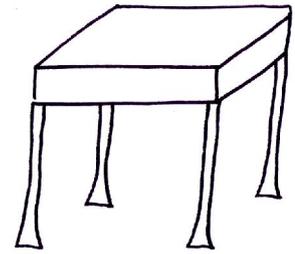
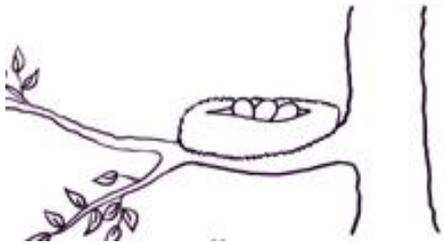
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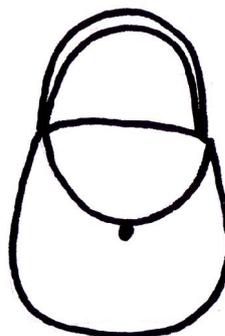
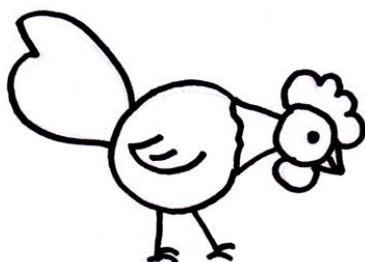
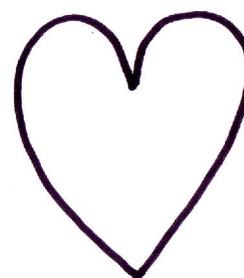
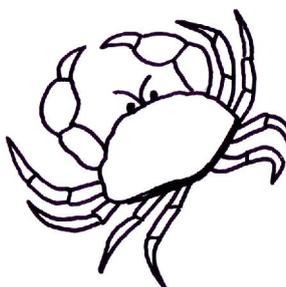
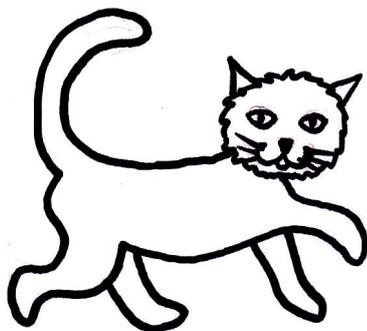
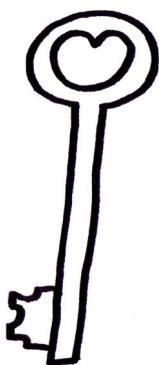
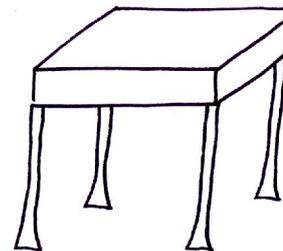
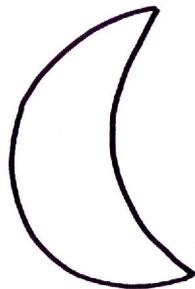
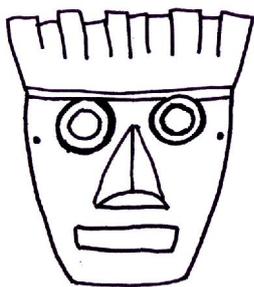
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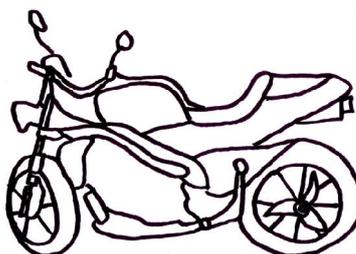
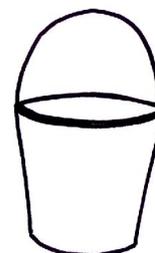
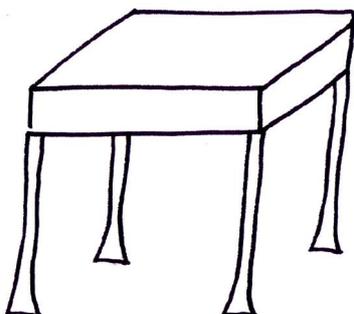
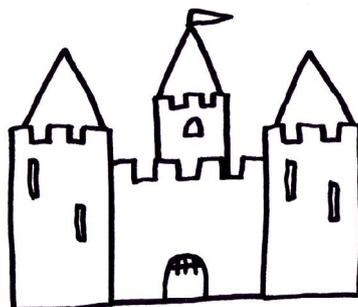
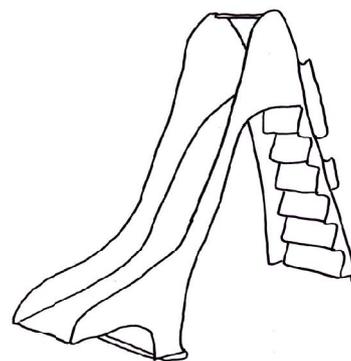
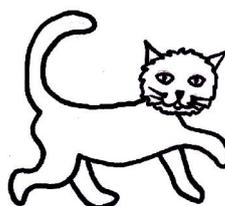
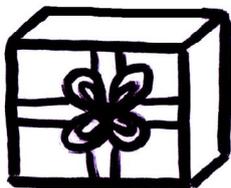
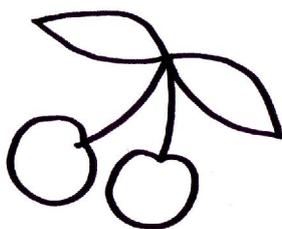
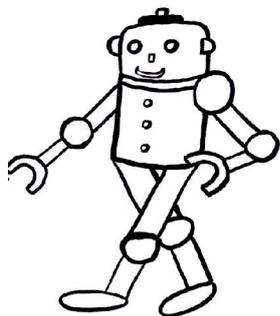
Entoure les images dans lesquelles tu entends le son [i] dans le mot qu'elles représentent.



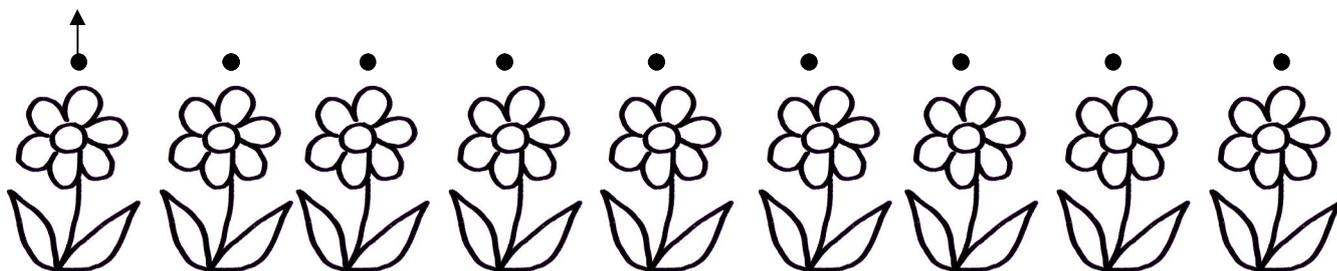
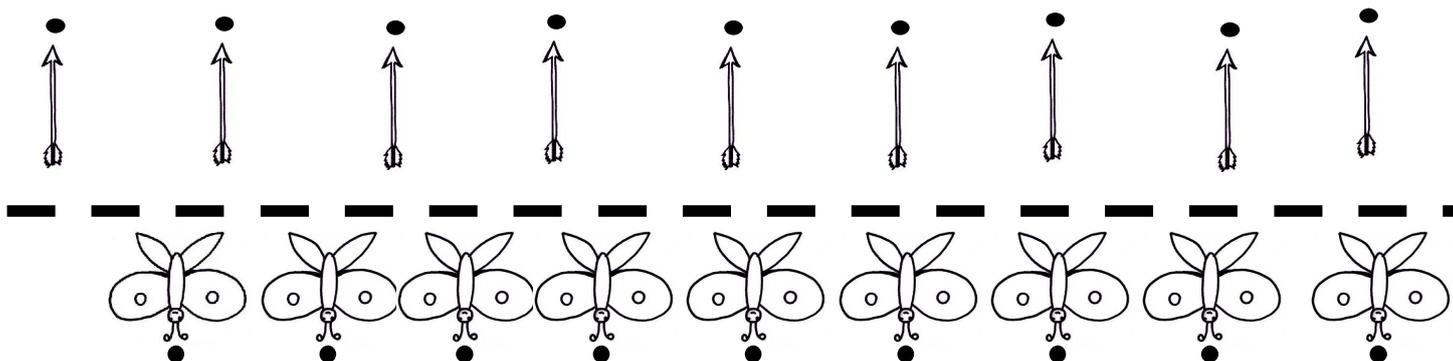
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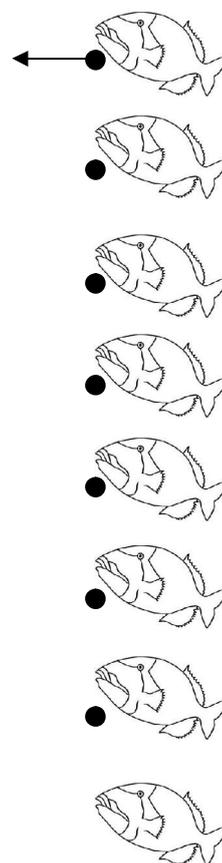
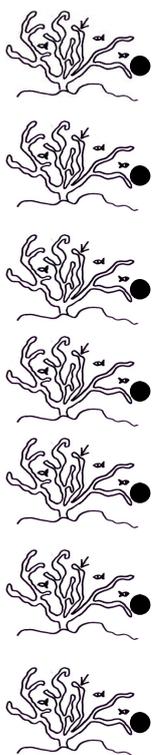
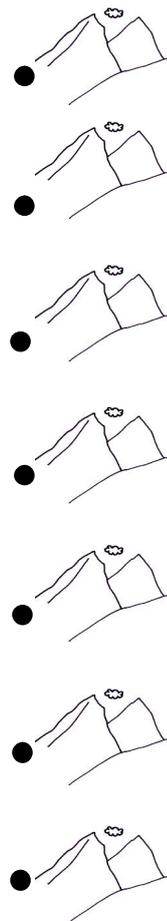
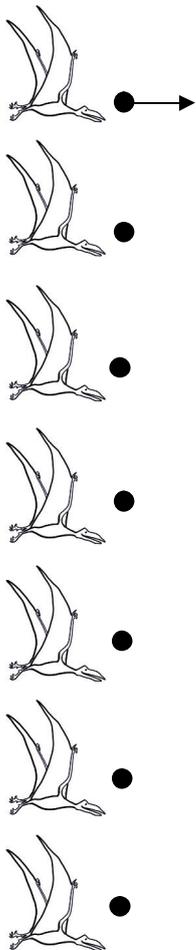
Entoure les images dans lesquelles tu entends le son [o] dans le mot qu'elles représentent.



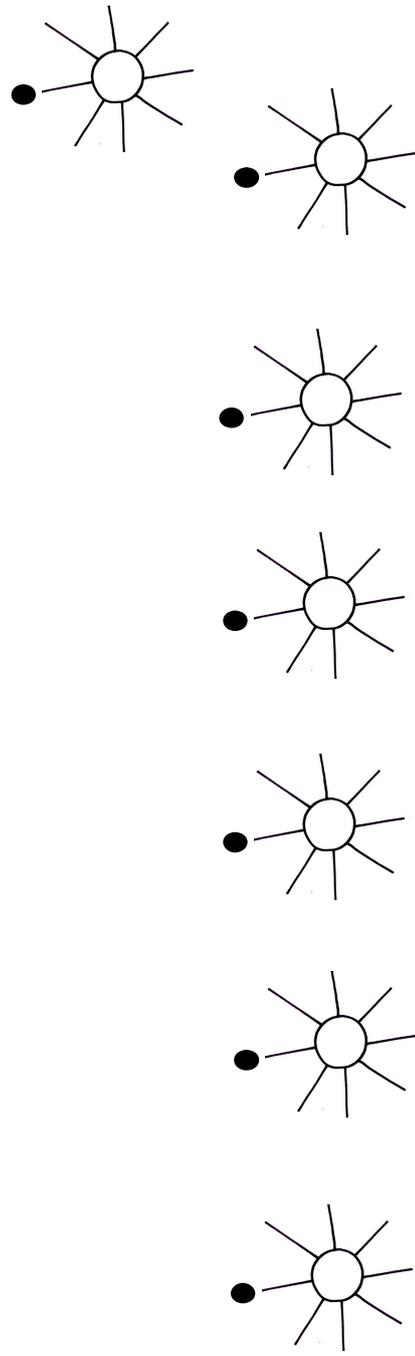
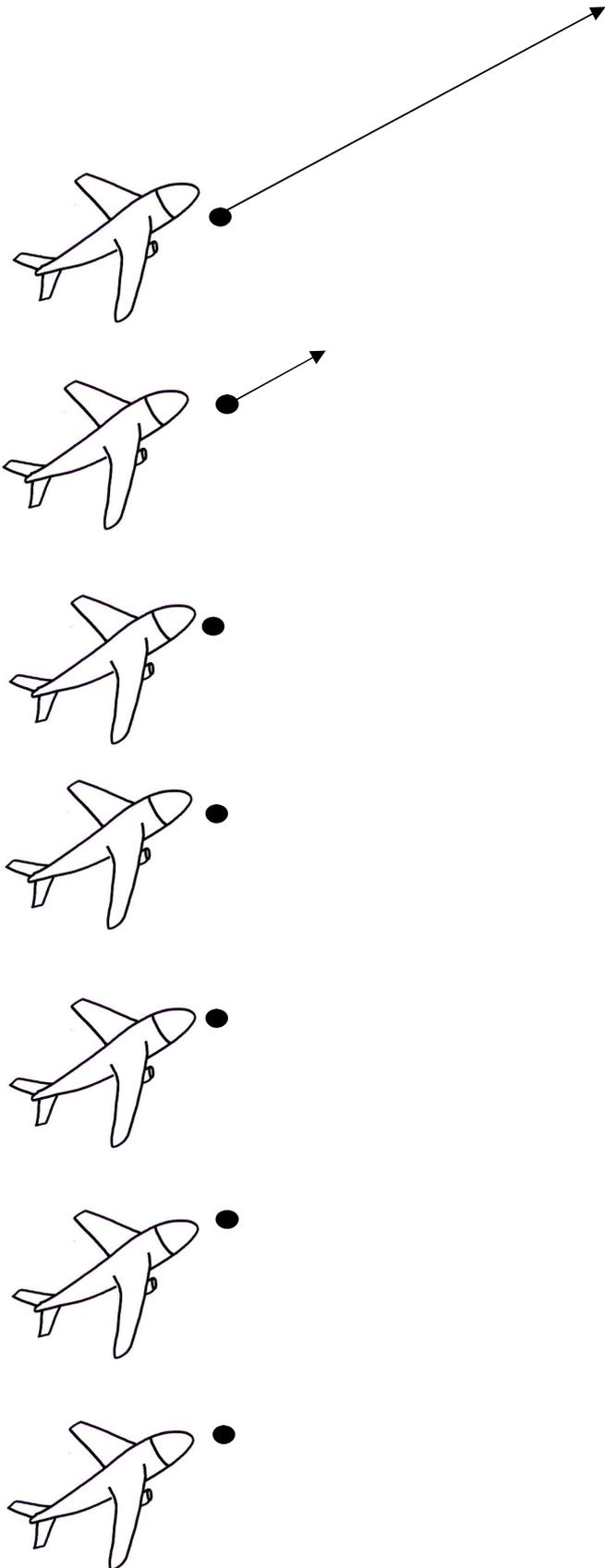
Trace les traits reliant les points de haut en bas et de bas en haut.



Trace les traits reliant les points de gauche à droite et de droite à gauche.

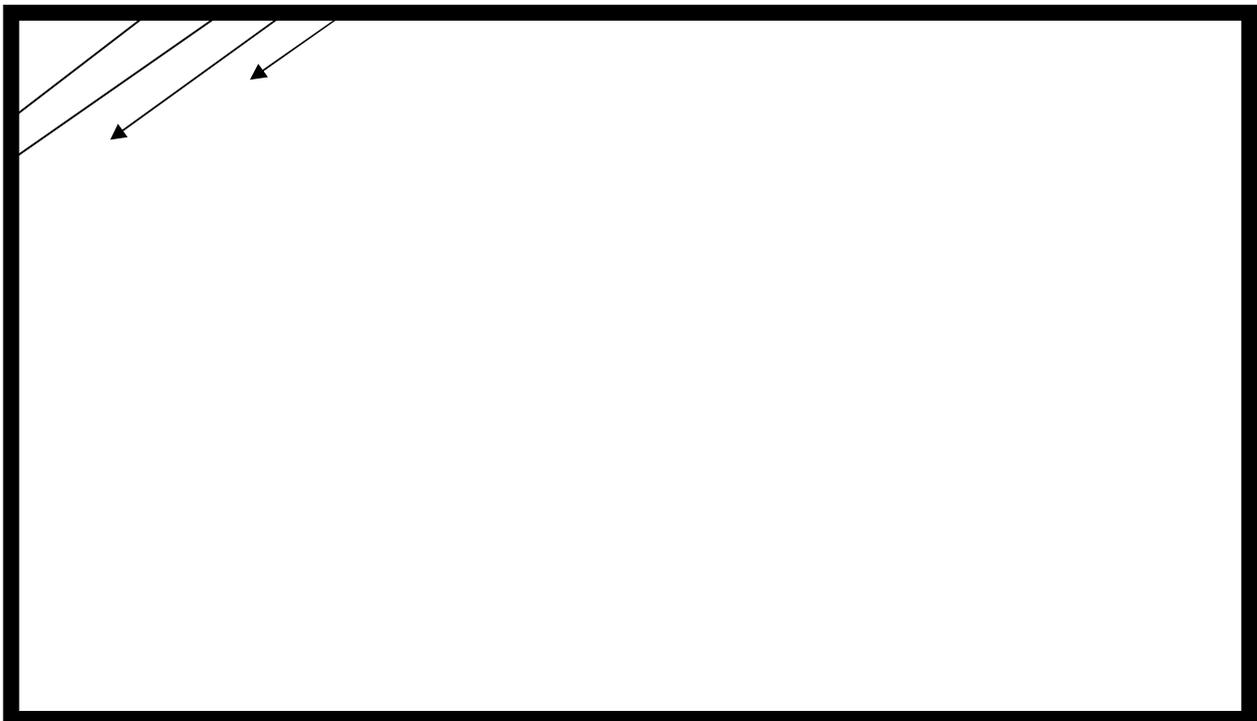
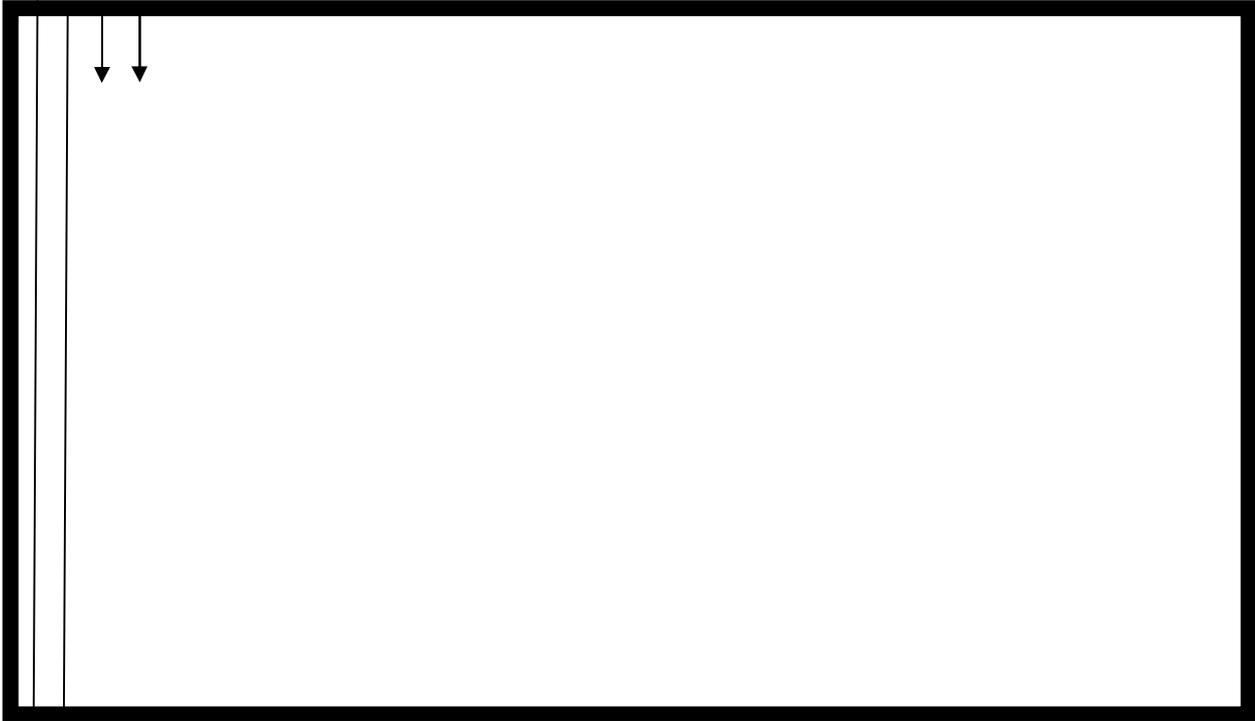


Relie les avions aux soleils.

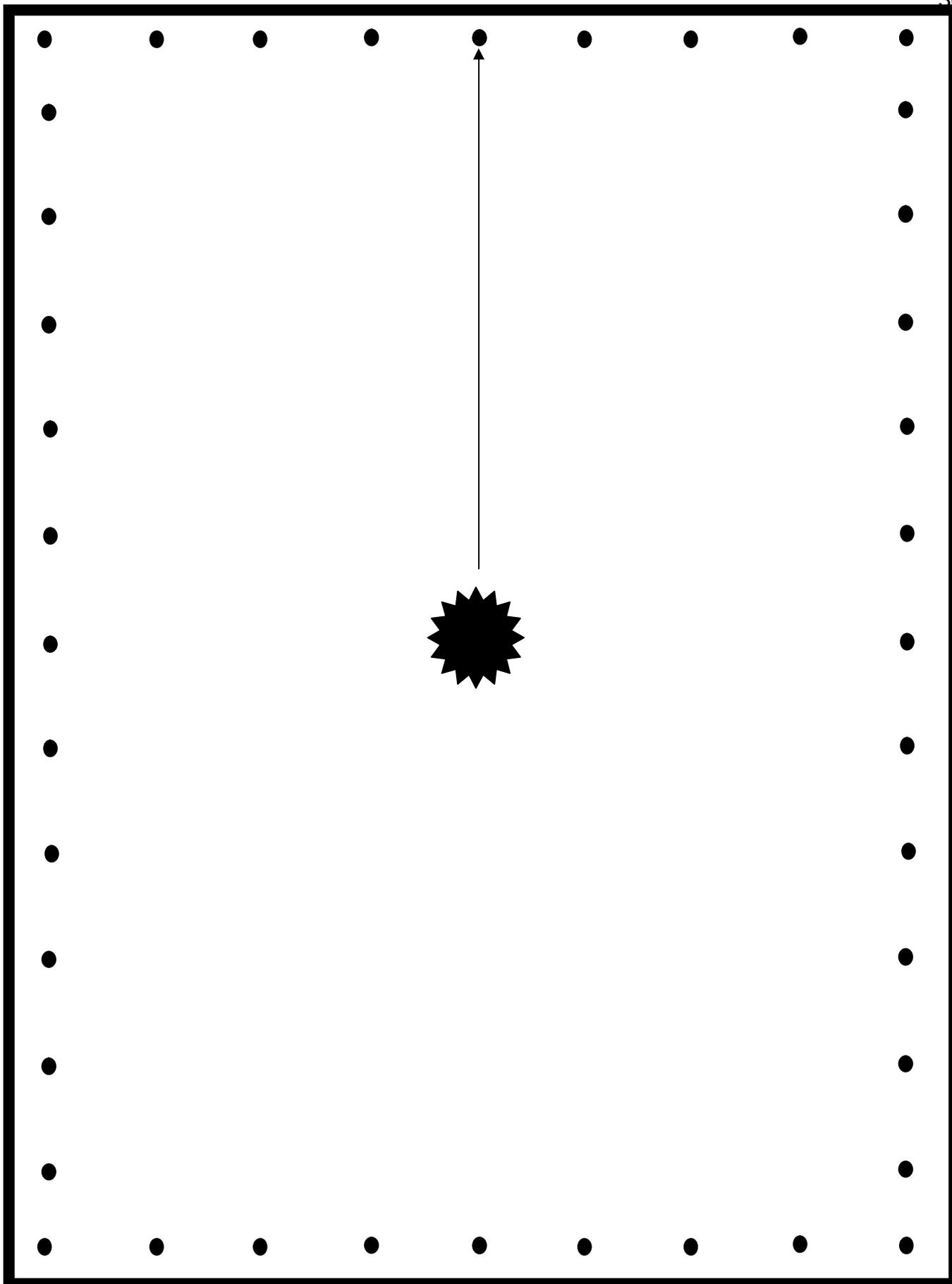


Continue les traits.

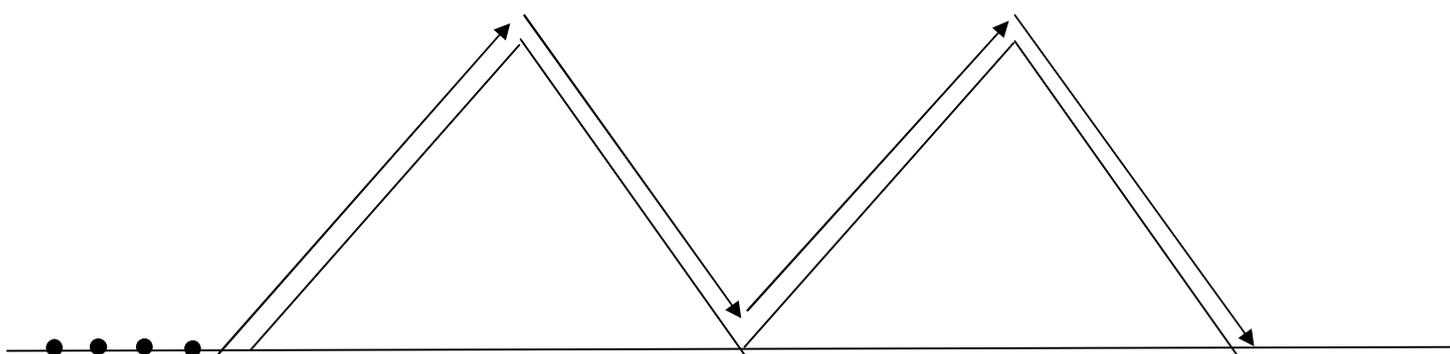
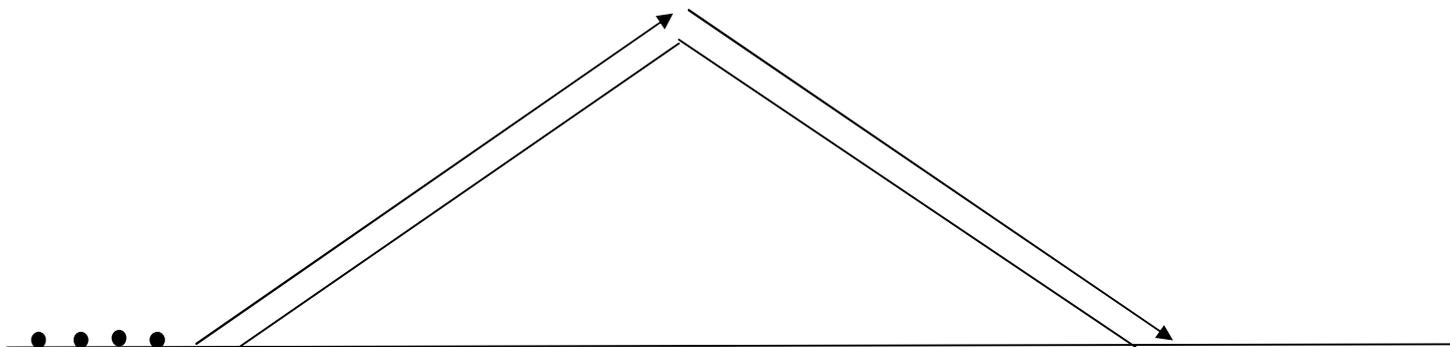
35



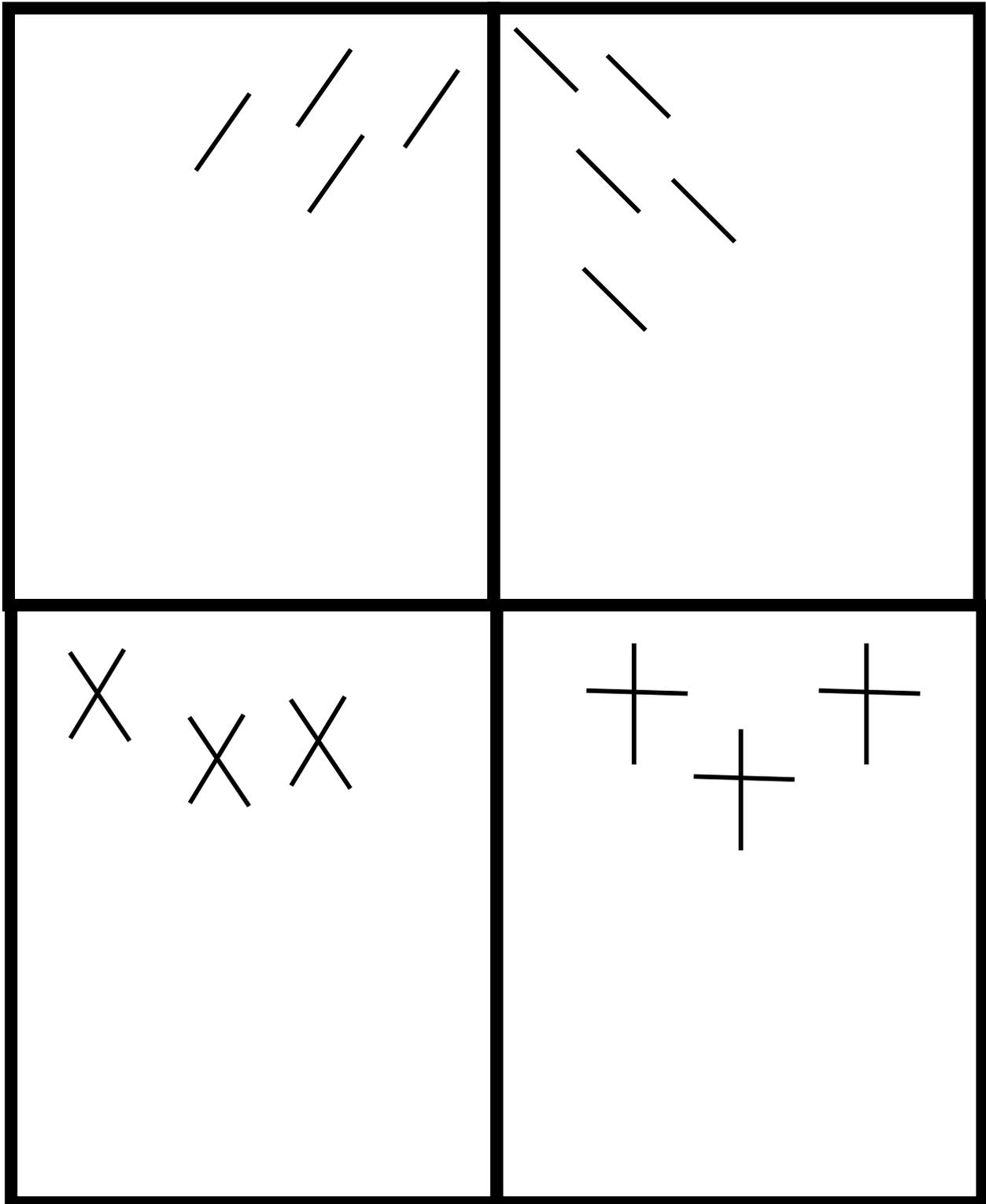
Trace les traits reliant le soleil aux points noirs.



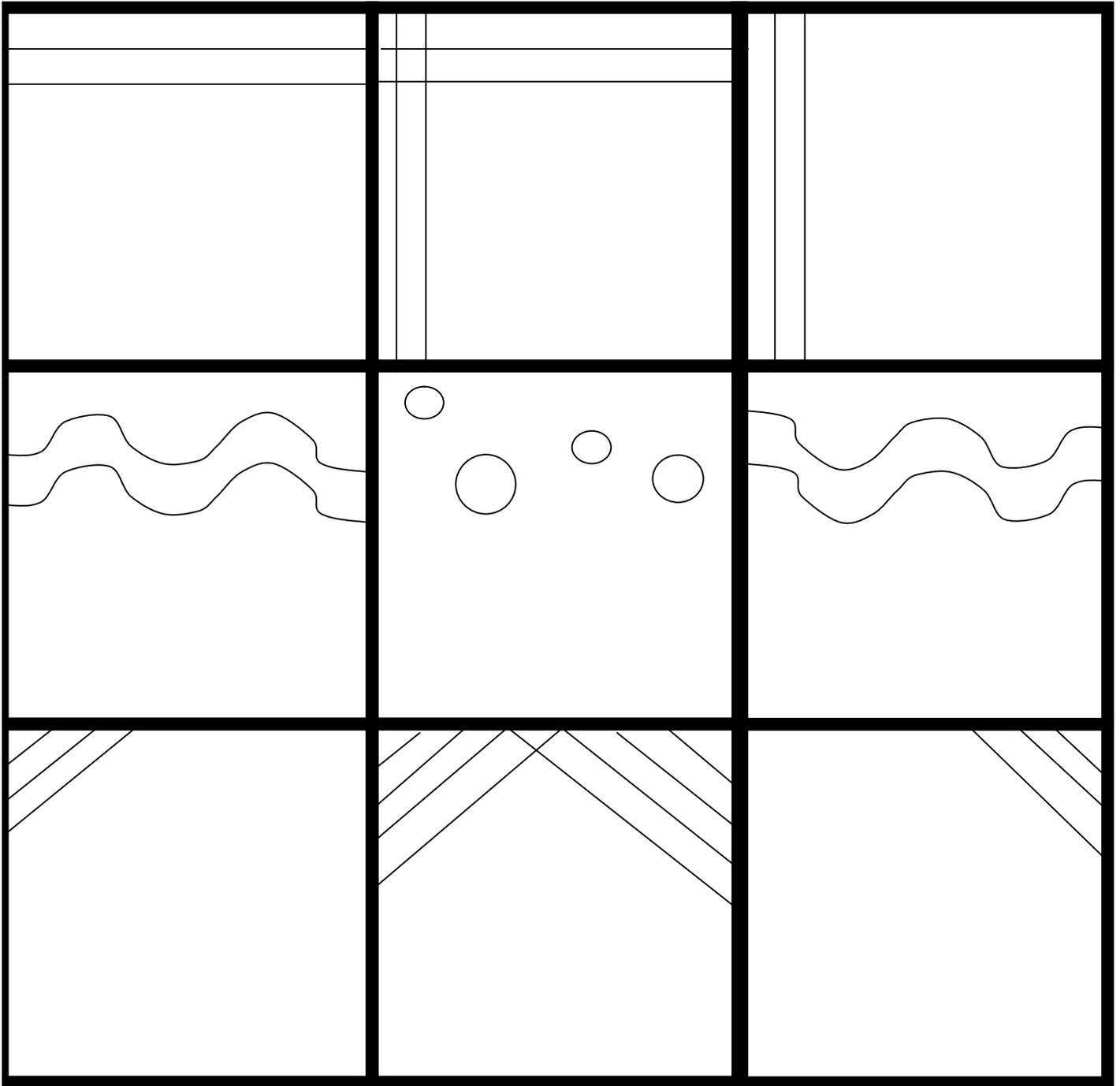
Trace les traits au dessus des montagnes en commençant au point et en suivant le sens des flèches.



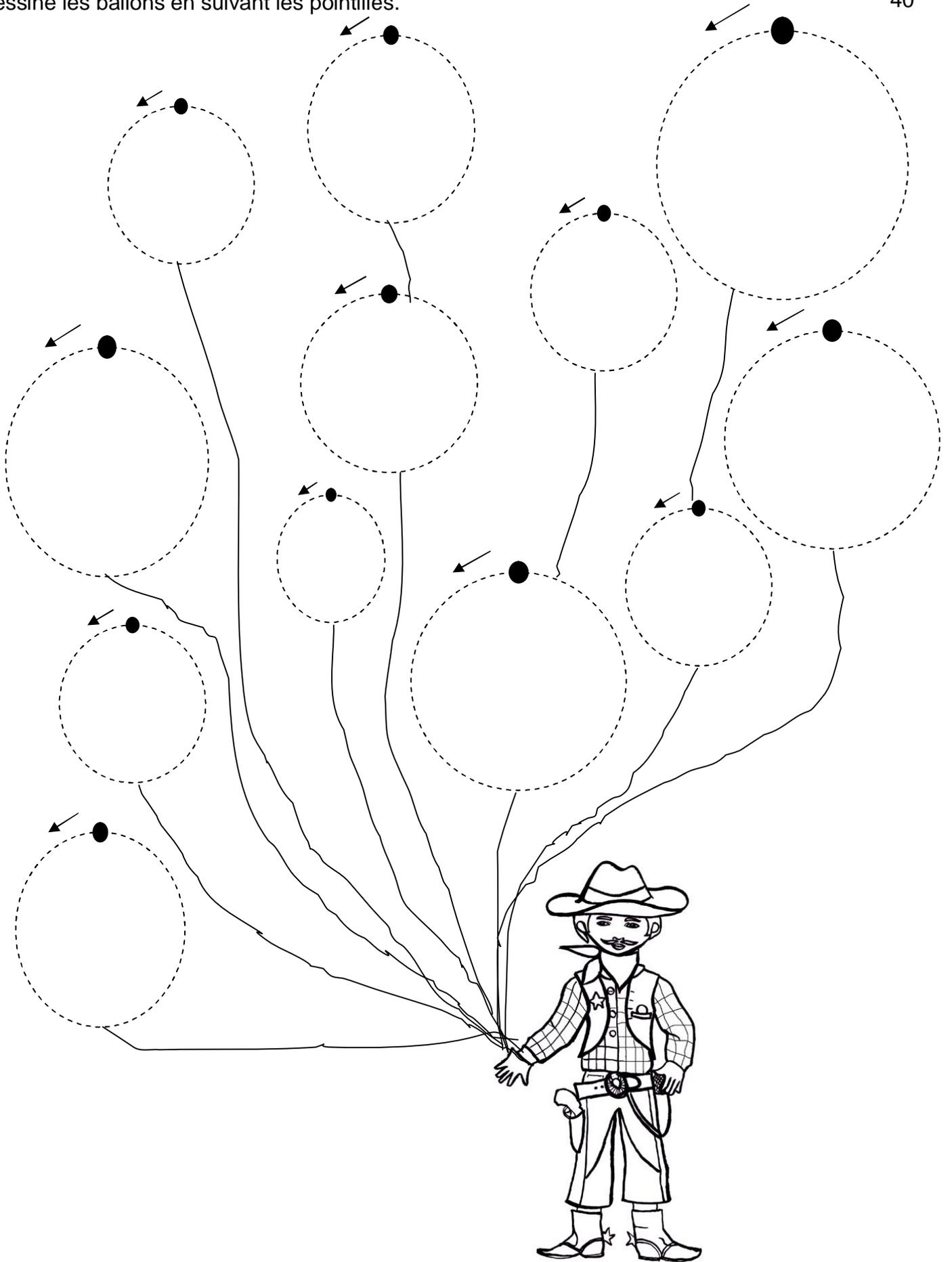
Continue les motifs dans chaque rectangle.



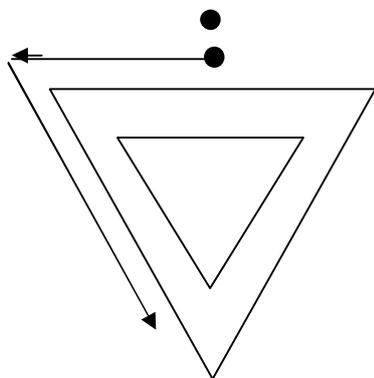
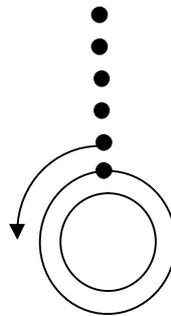
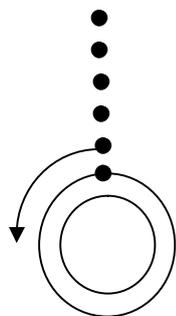
Complète le damier.



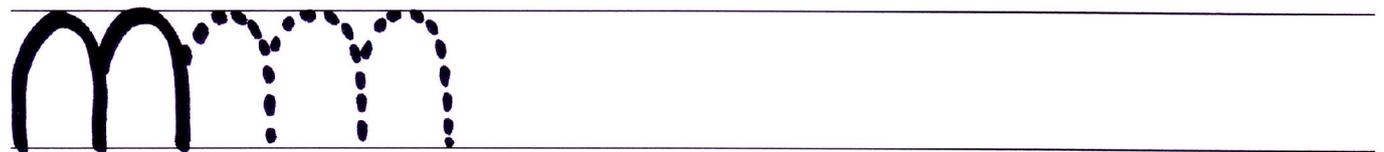
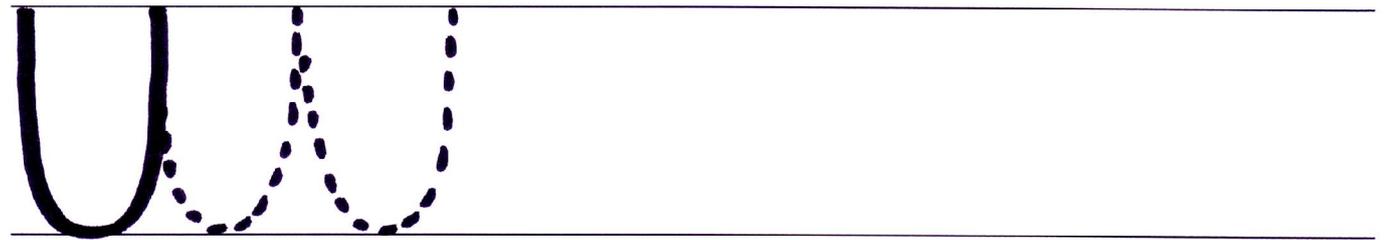
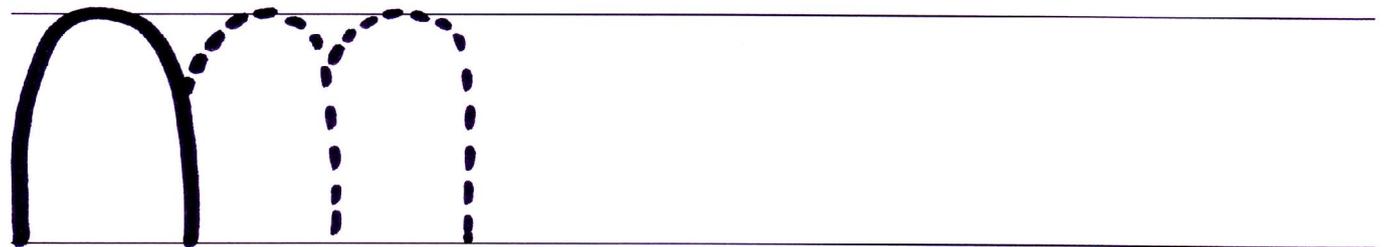
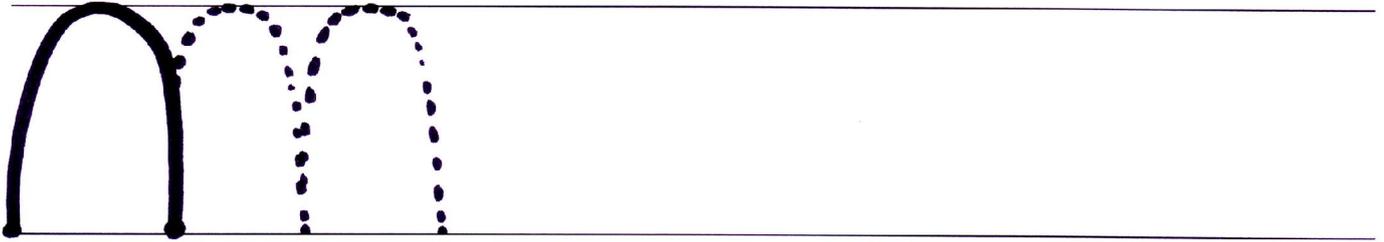
Dessine les ballons en suivant les pointillés.



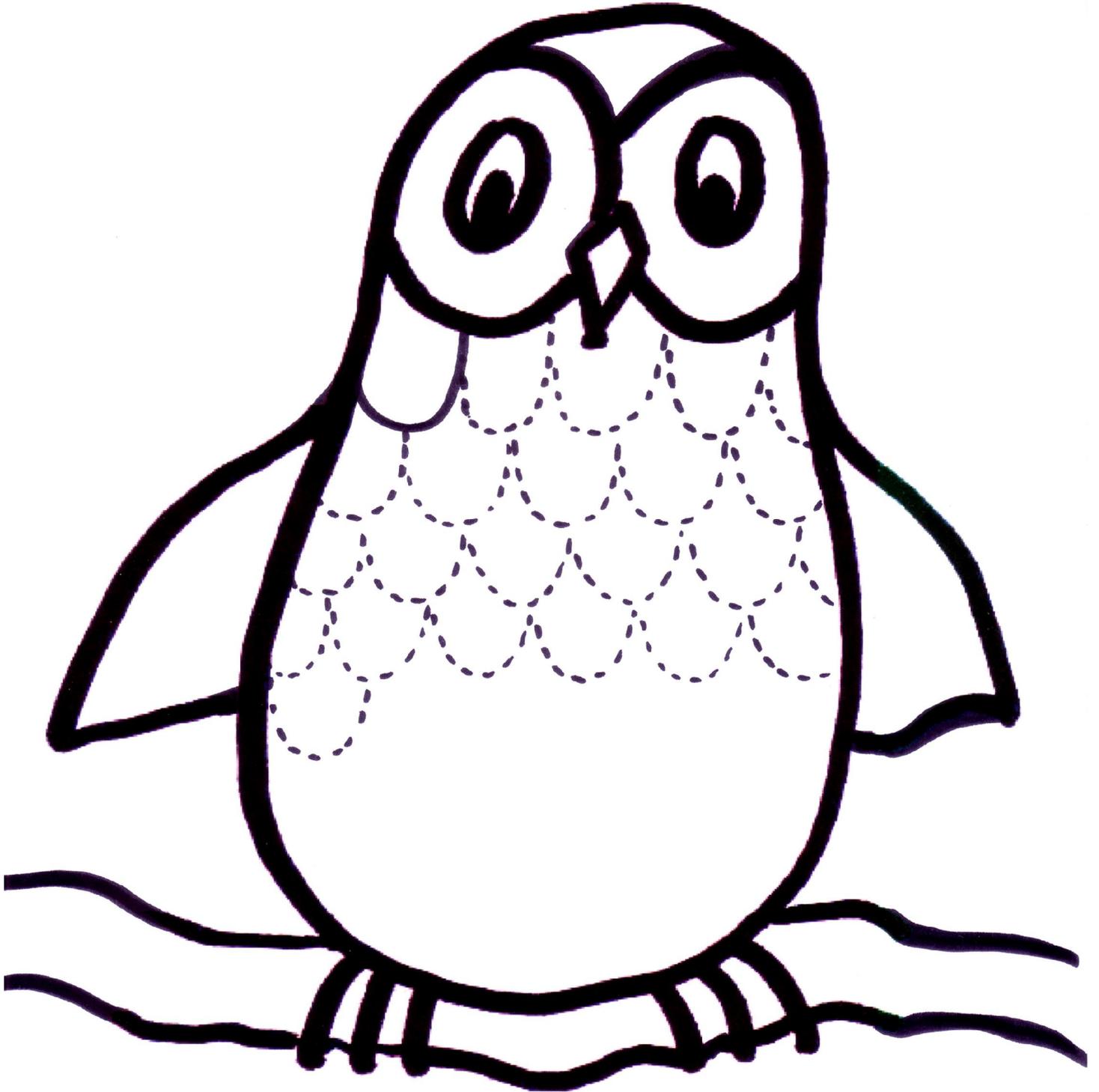
Trace des triangles ou des cercles de plus en plus grands autour du dessin central.



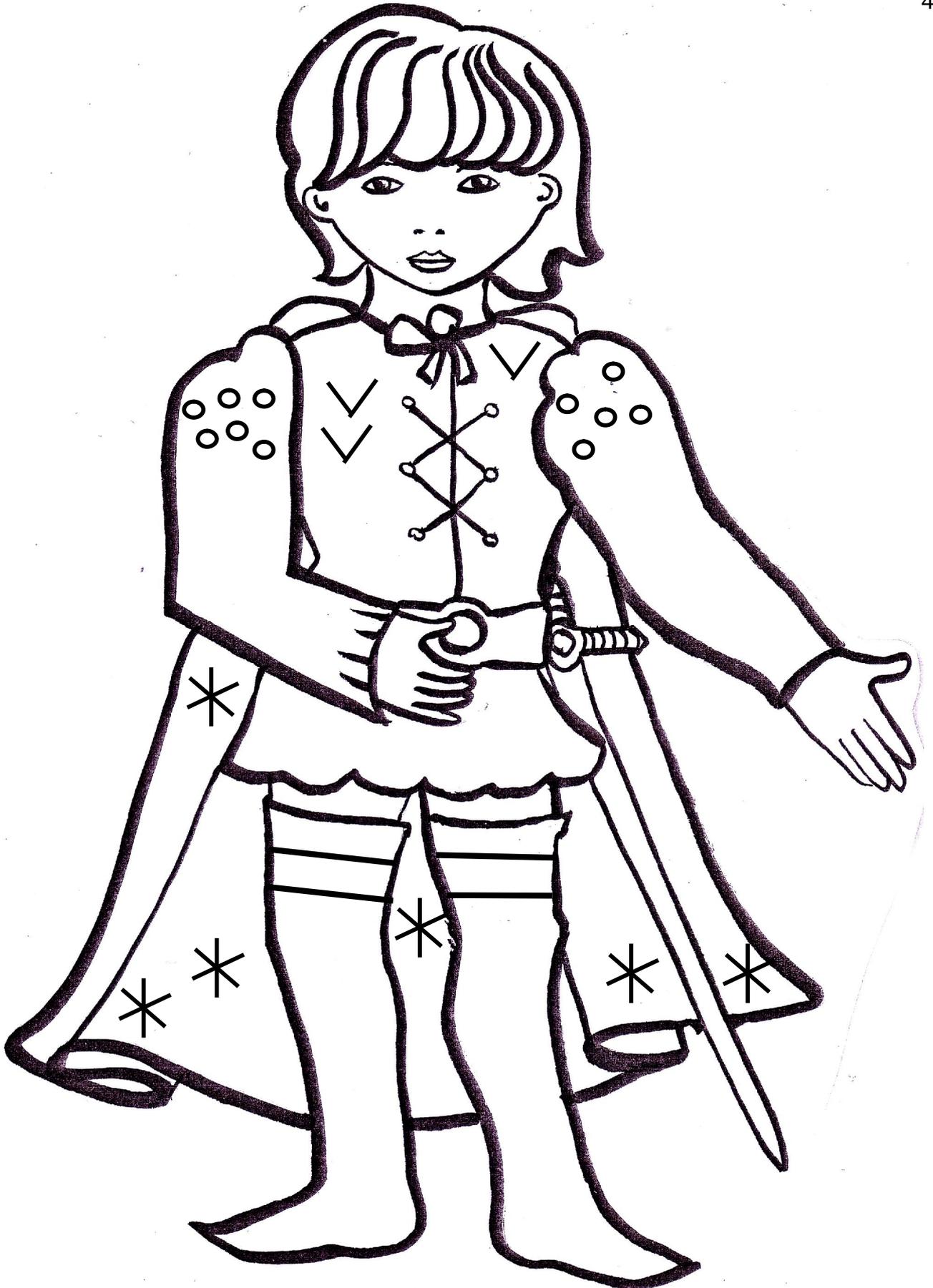
Continue les ponts entre les lignes.



Repasse sur les plumes puis complète.



Continue les décorations.

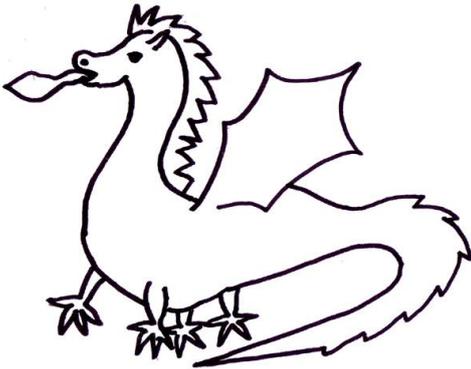




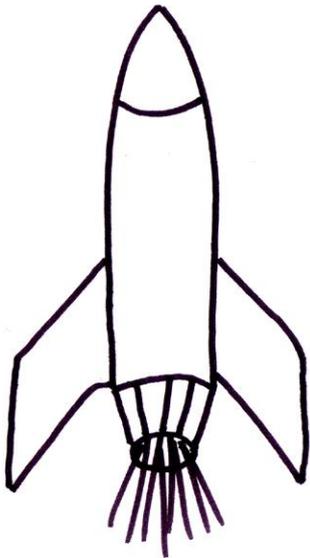
Ecris sur la ligne.

45

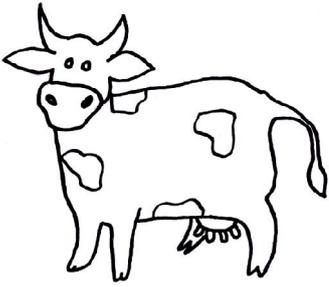
LA FEE



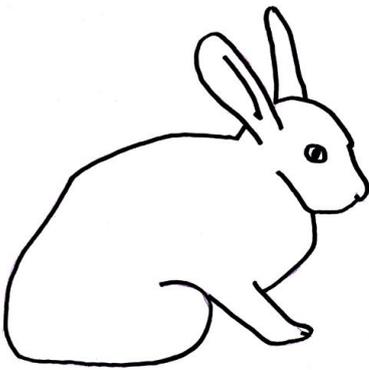
LE DRAGON



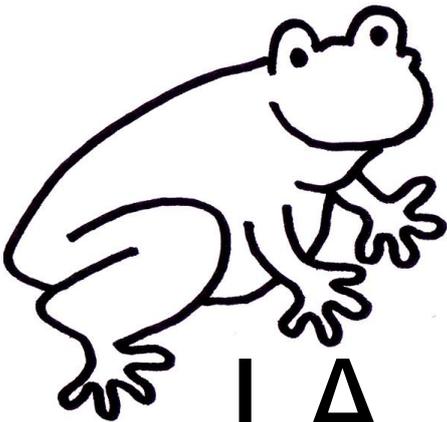
LA FUSEE



LA VACHE

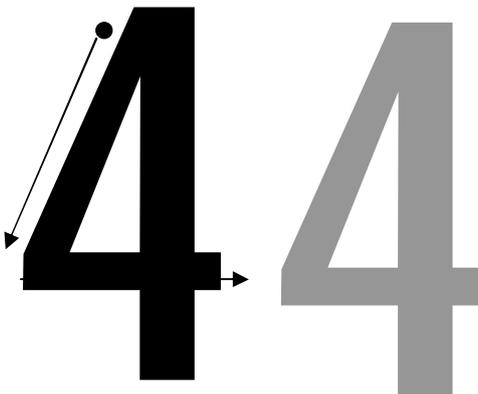
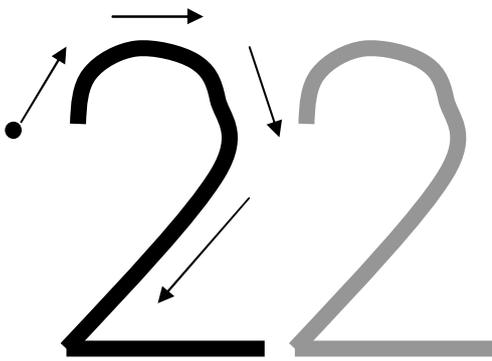
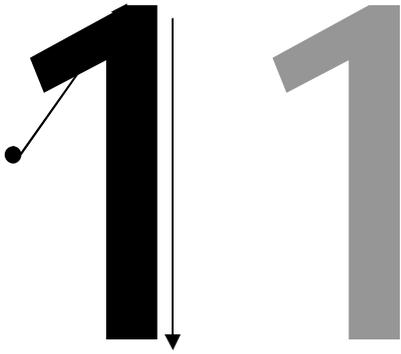


LE LAPIN

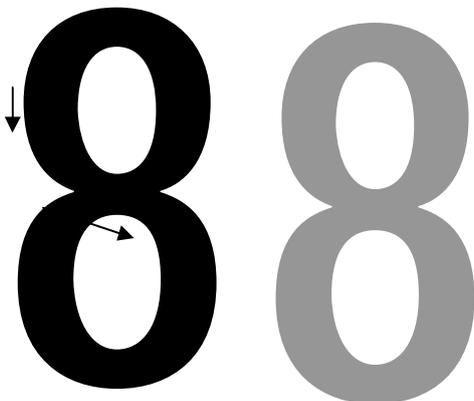
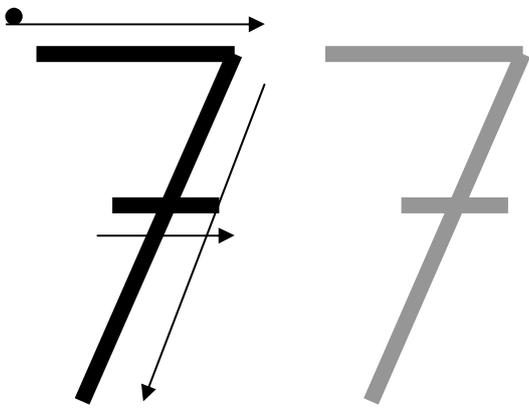


LA GRENOUILLE

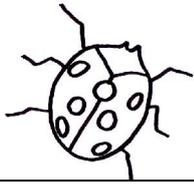
Ecris les chiffres en te servant des modèles pour les faire dans le bon sens, repasse sur les chiffres en gris.



Ecris les chiffres en te servant des modèles pour les faire dans le bon sens, repasse sur les chiffres en gris.



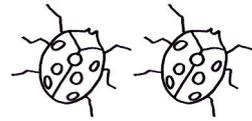
Colorie le chiffre correspondant au nombre d'animaux sur chaque ligne.



1	2	3
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1



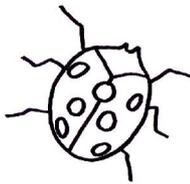
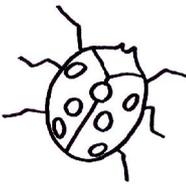
2



3



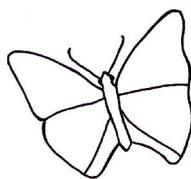
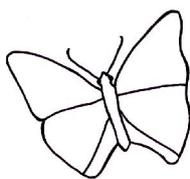
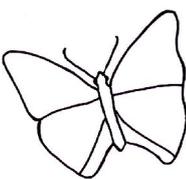
1	2	3
---	---	---



1	2	3
---	---	---



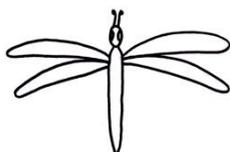
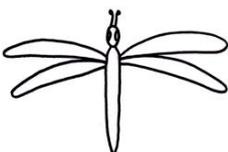
2	3	1
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1	3	2
---	---	---

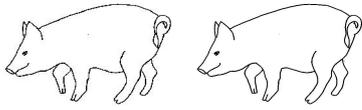


3	1	2
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2	3	1
---	---	---

Colorie le chiffre correspondant au nombre d'animaux sur chaque ligne.



1	2	3	4	5
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1 ● 50

2 ● ●

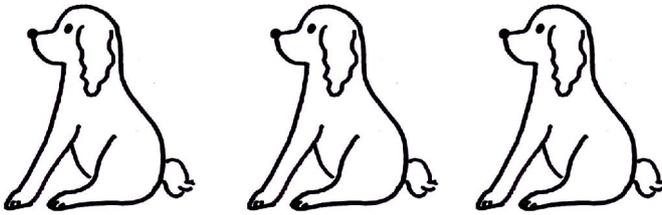
3 ● ● ●

4 ● ● ● ●

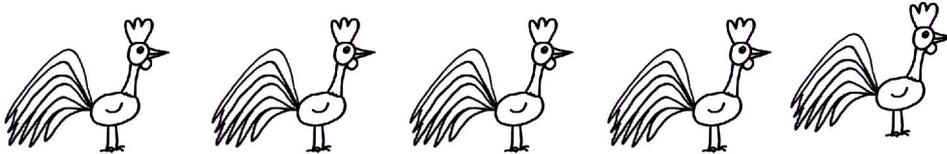
5 ● ● ● ● ●



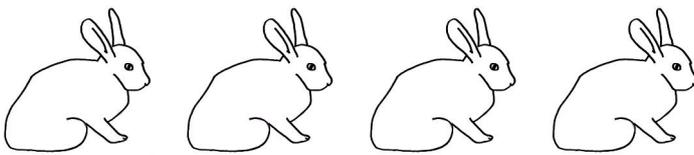
1	2	3	4	5
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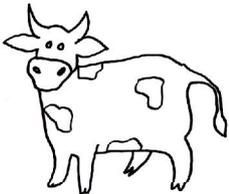
1	2	3	4	5
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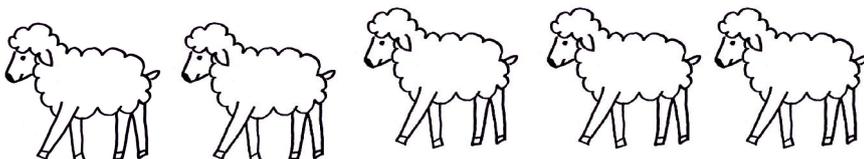
1	2	3	4	5
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2	5	3	1	4
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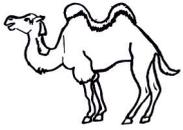
5	2	1	4	3
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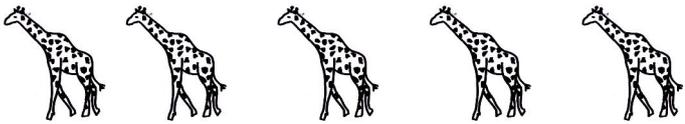
1	4	3	5	2
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Colorie le chiffre correspondant au nombre d'animaux sur chaque ligne.

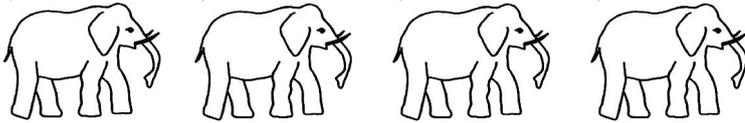
1 ●	2 ● ●	51
3 ● ● ●	4 ● ● ● ●	
5 ● ● ● ● ●		
6 ● ● ● ● ● ●		
7 ● ● ● ● ● ● ●		



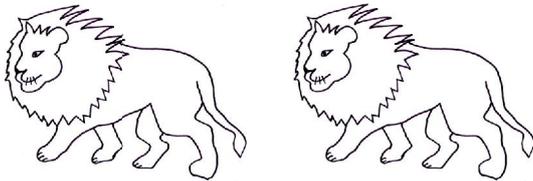
1	2	3	4	5	6	7
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1	2	3	4	5	6	7
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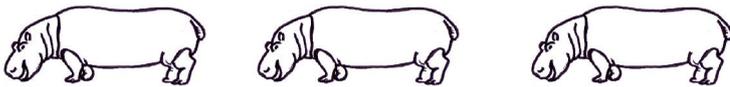
1	2	3	4	5	6	7
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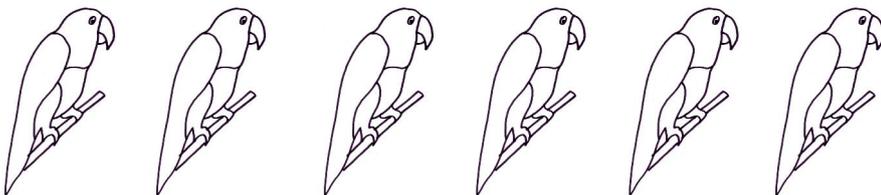
7	4	1	2	3	6	5
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6	2	4	7	1	5	3
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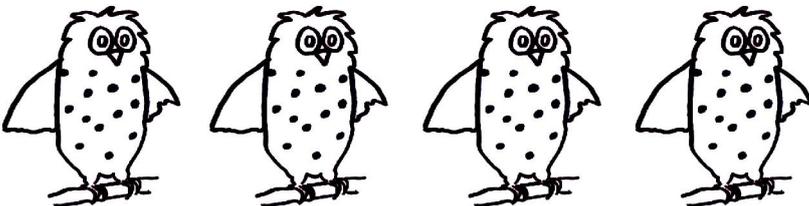
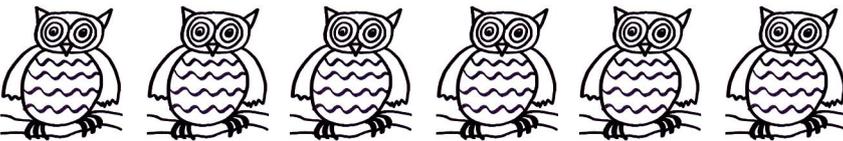
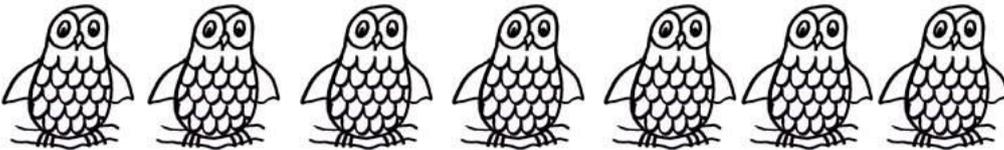
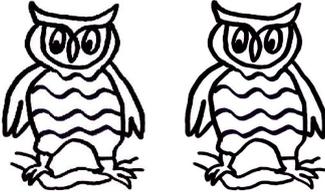
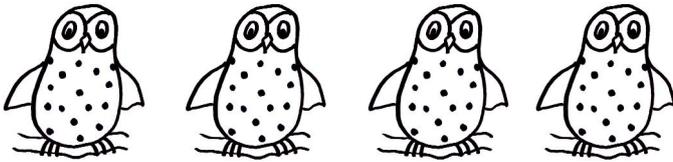
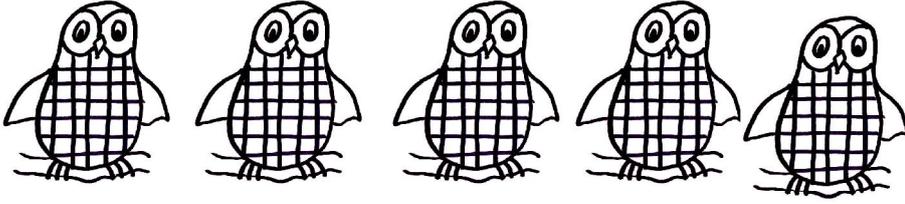


5	3	6	2	4	7	1
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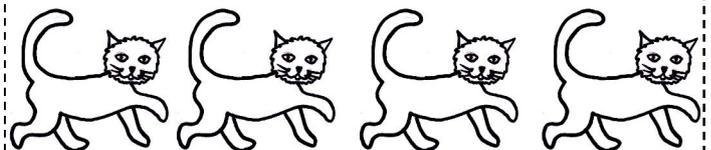
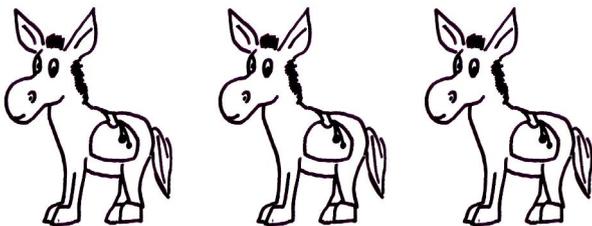
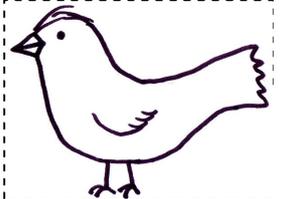
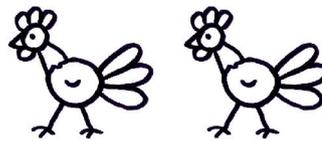
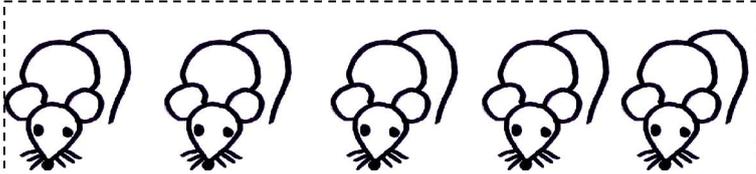
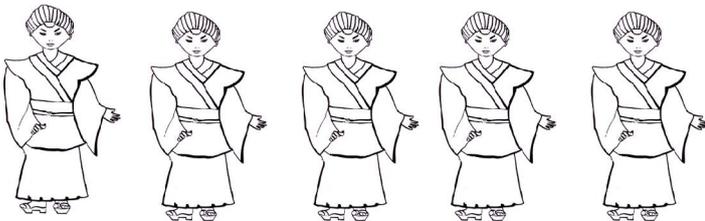
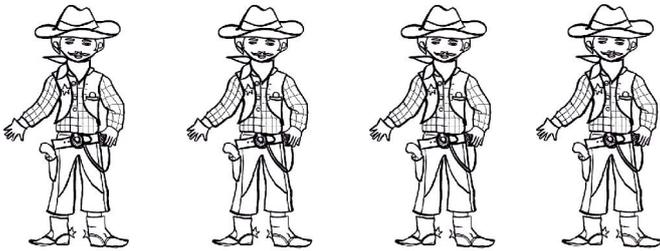
5	1	2	3	6	7	4
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Dessine autant de bâtons qu'il n' y a de hiboux sur chaque ligne.

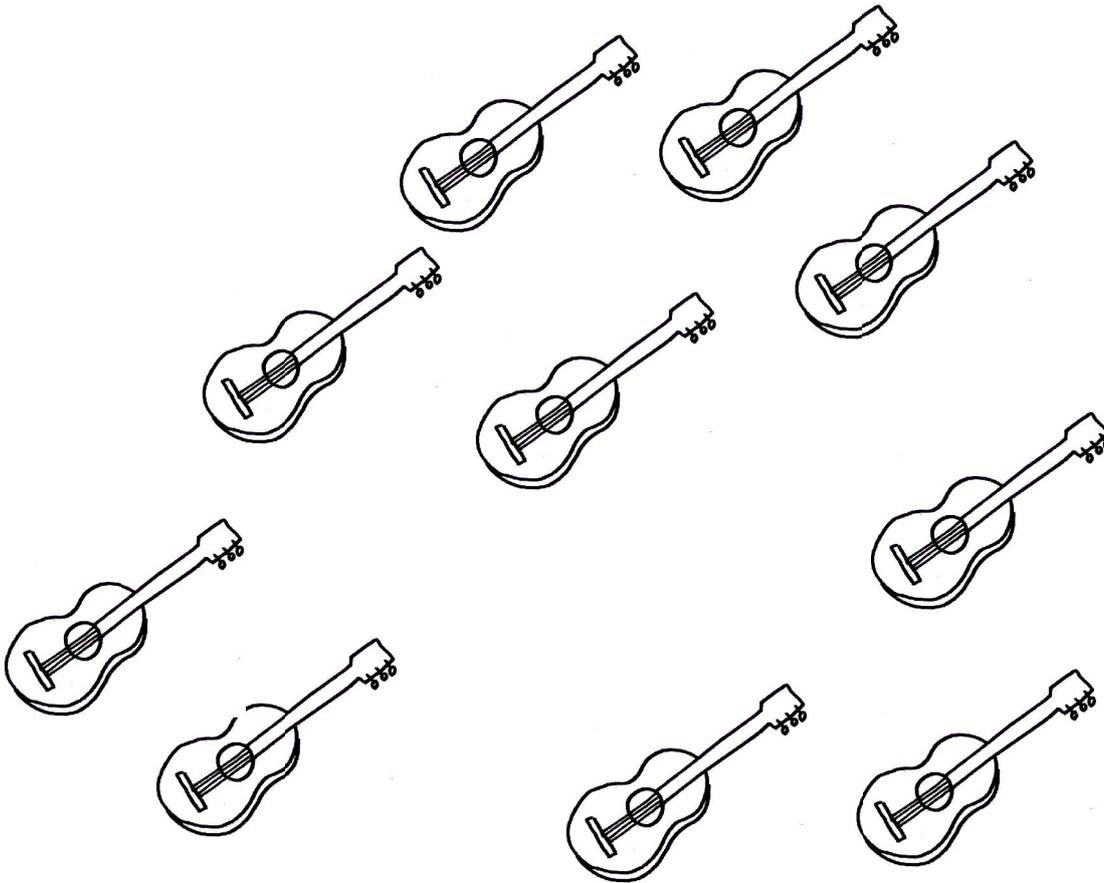




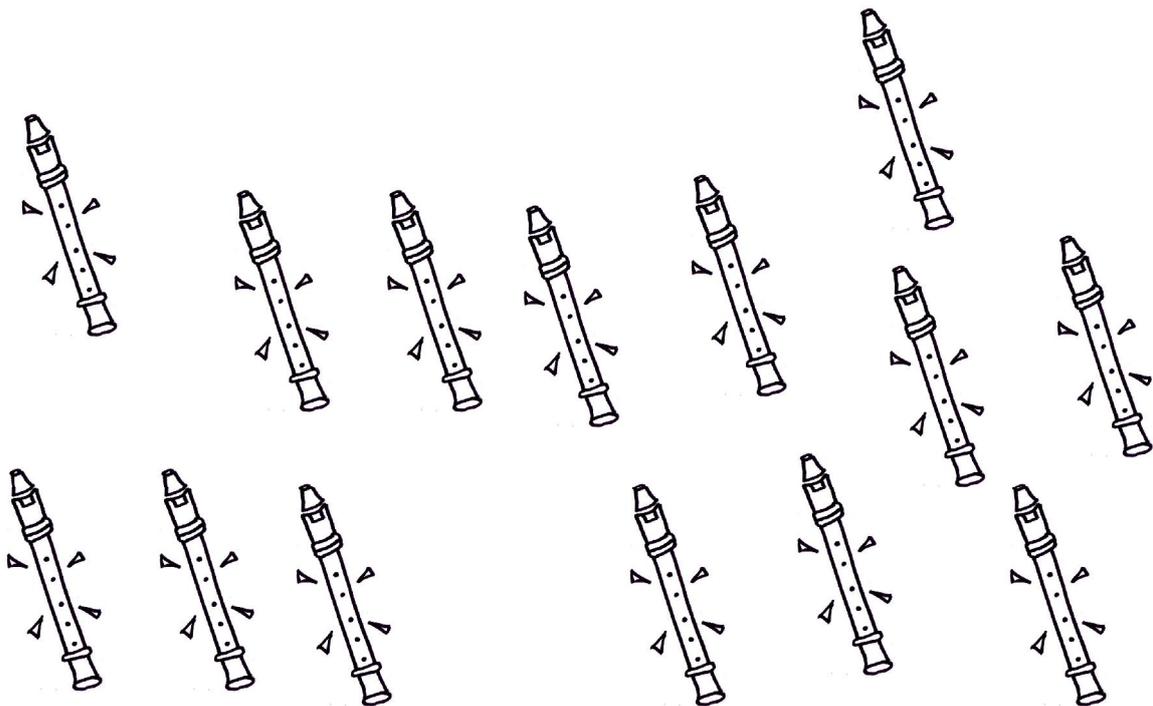
Colle sur chaque ligne le nombre d'animaux correspondant aux
53
nombre de personnages.



Fais des paquets de 2.

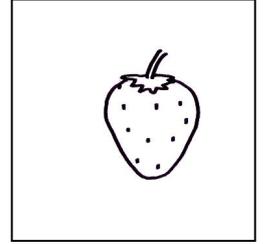
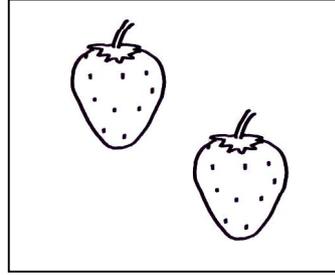
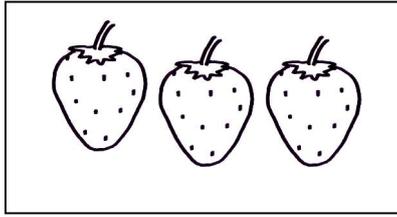


Fais le plus de paquets de 3 possible.

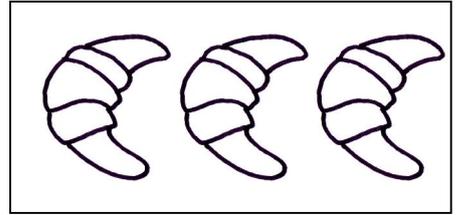
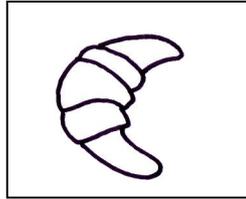
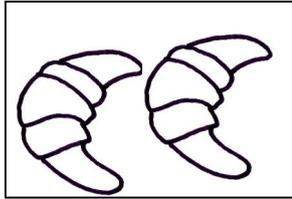


Colorie le rectangle contenant le nombre d'éléments indiqué sur le chiffre à gauche.

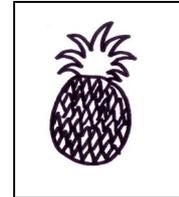
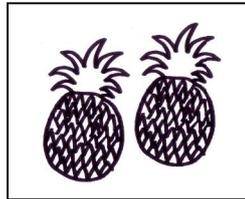
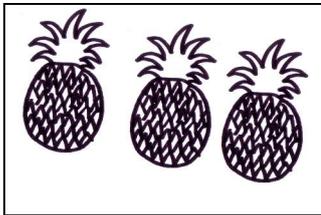
1



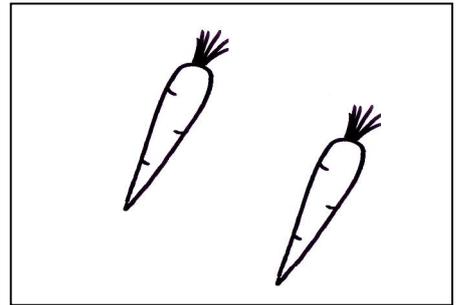
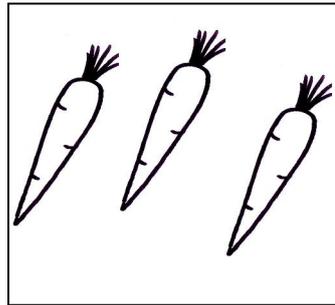
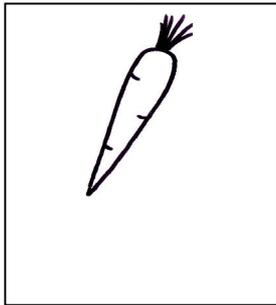
2



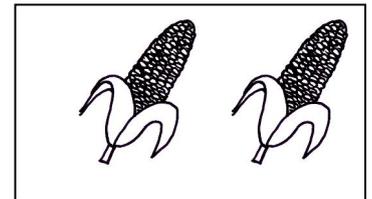
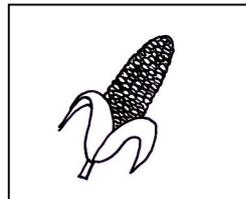
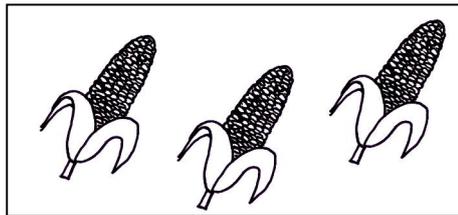
3



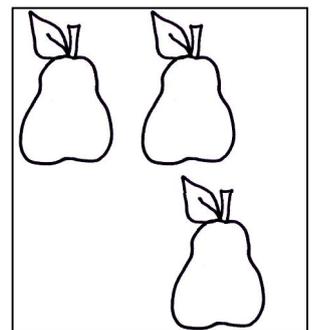
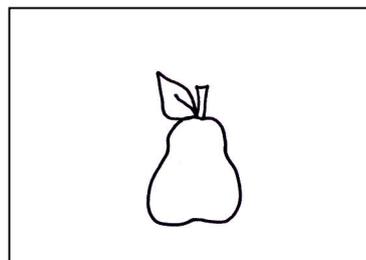
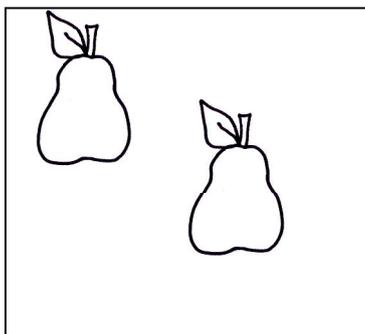
3



2

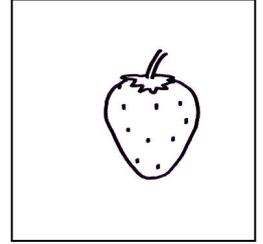
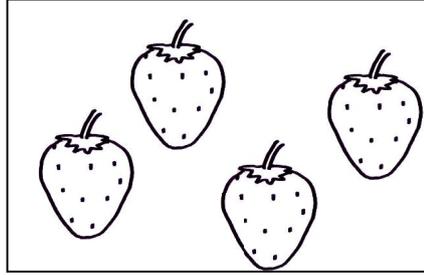
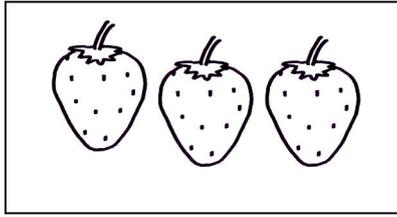


1

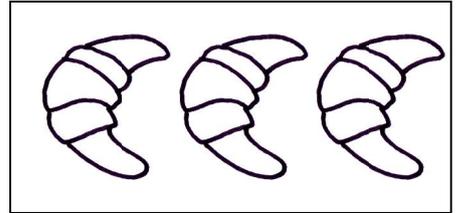
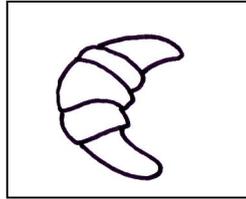
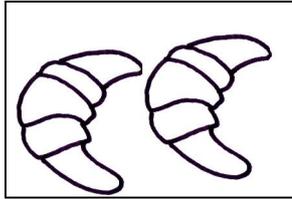


Colorie le rectangle contenant le nombre d'éléments indiqué sur le chiffre à gauche.

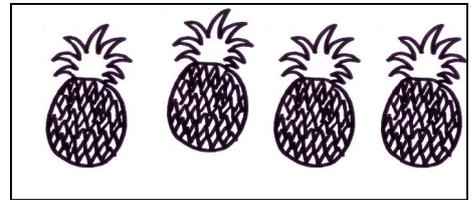
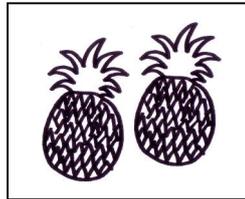
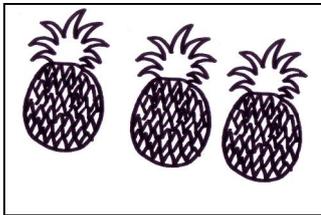
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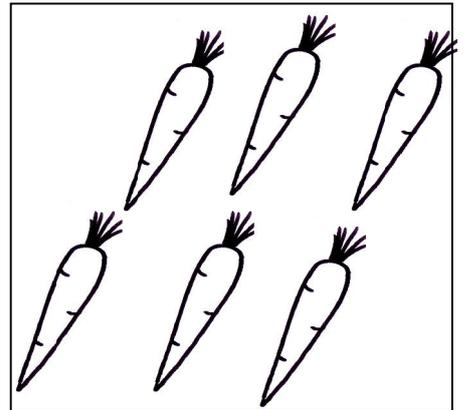
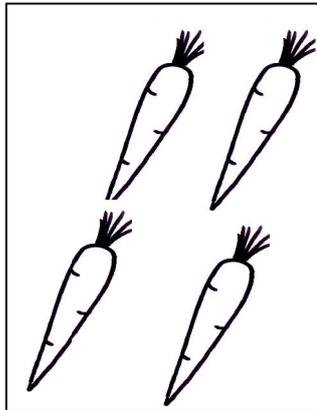
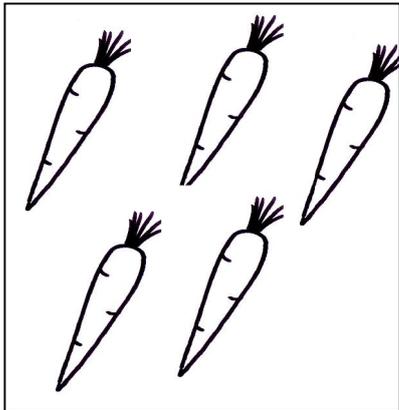
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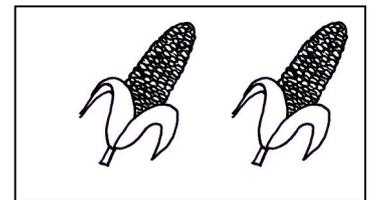
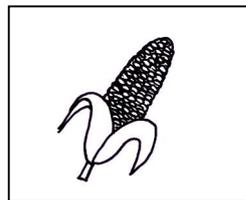
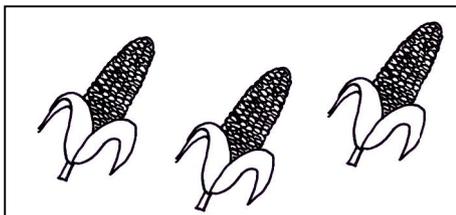
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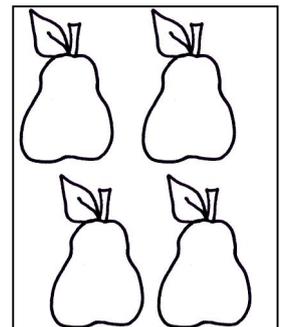
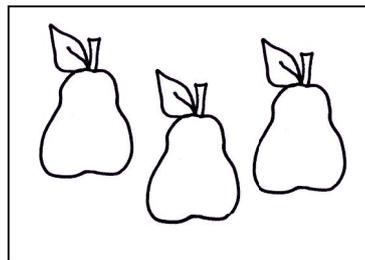
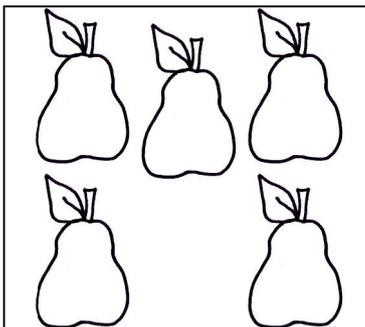
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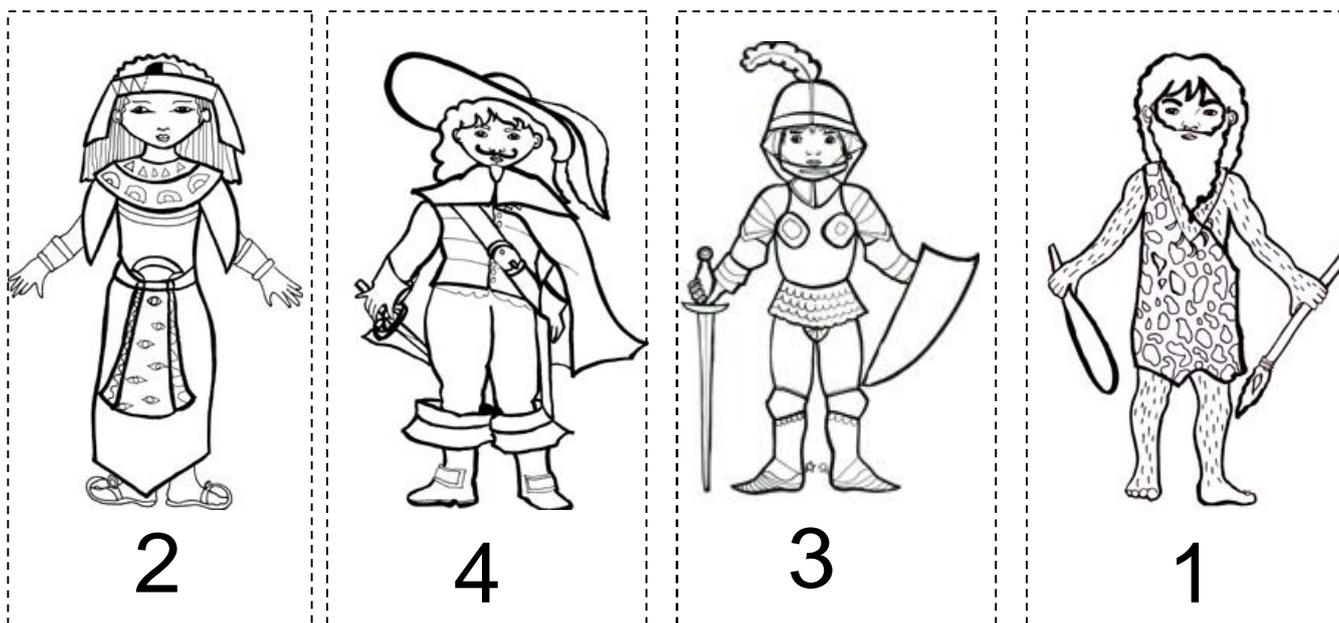
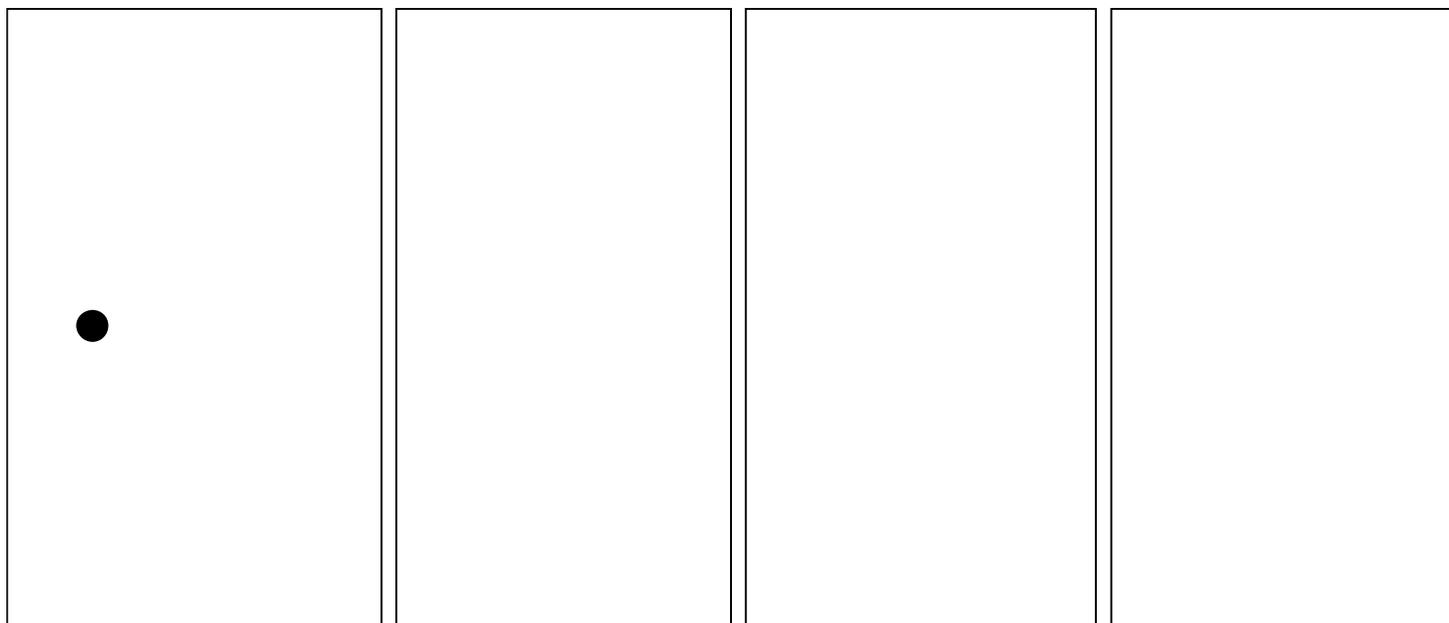
2



5



Découpe les personnages et colle les dans le bon ordre en commençant du côté du point.

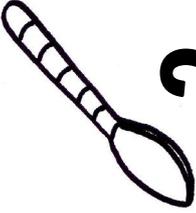
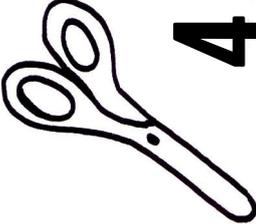
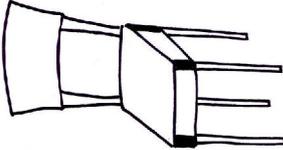
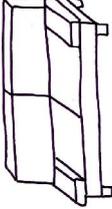


Découpe les objets et colle les dans le bon ordre en commençant du côté du point.

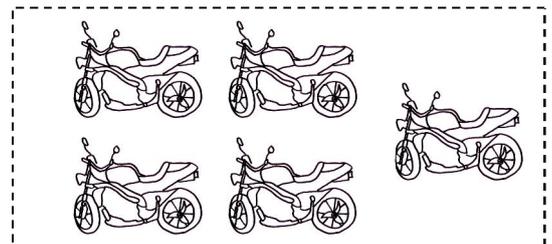
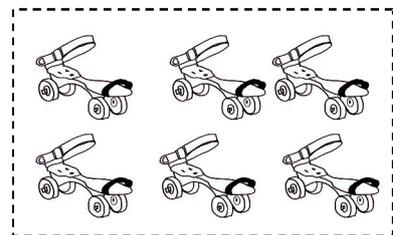
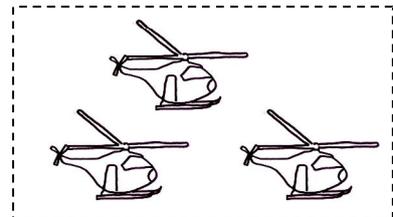
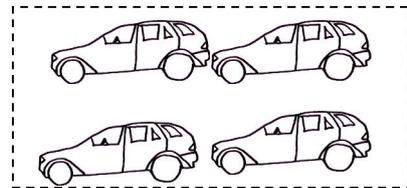
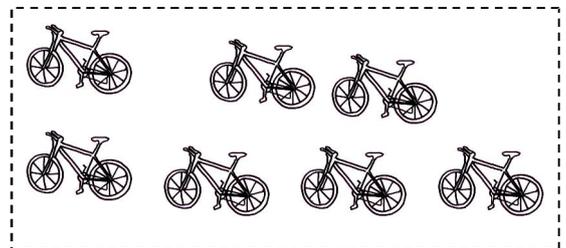
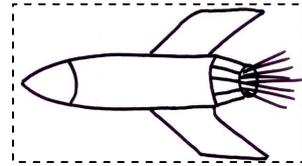
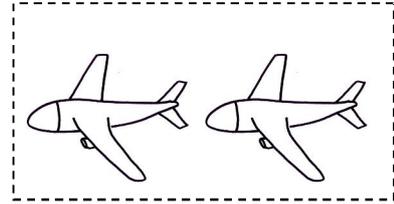
58

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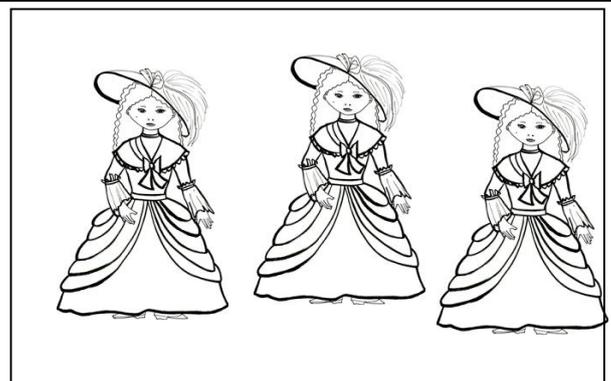
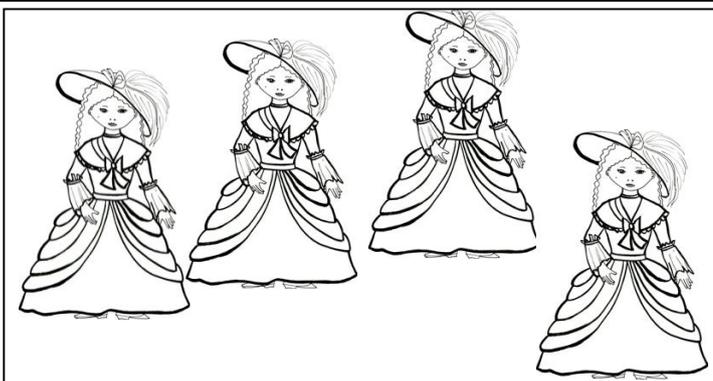
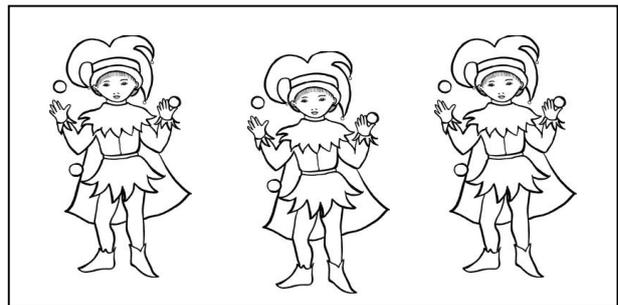
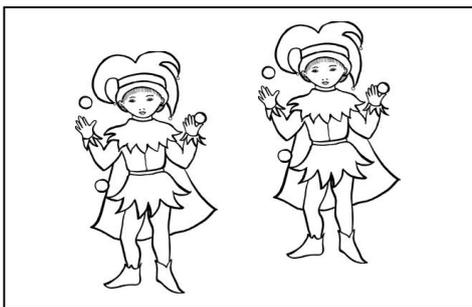
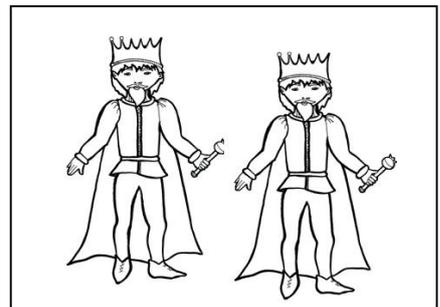
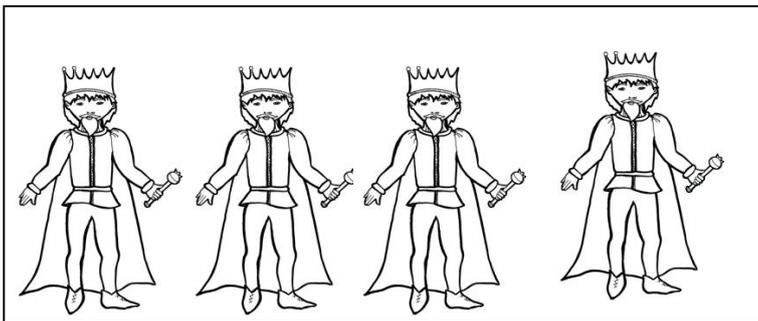
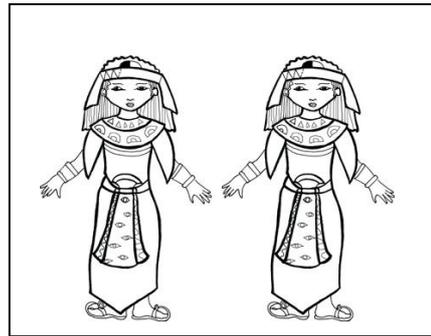
47

 2	 4	 1	 6	 7	 3	 5
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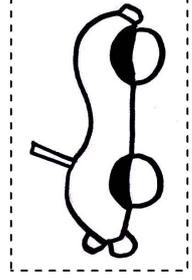
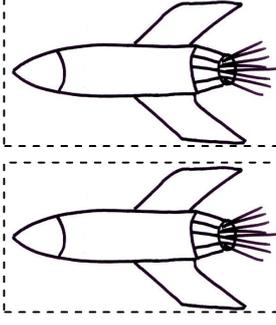
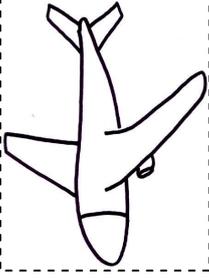
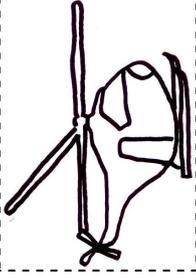
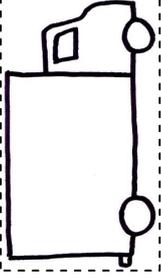
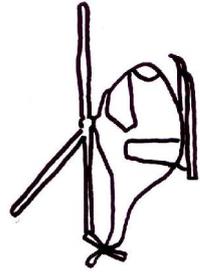
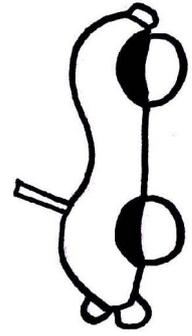
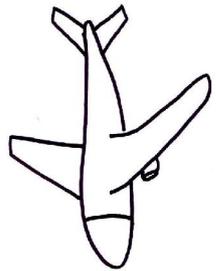
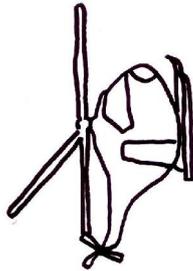
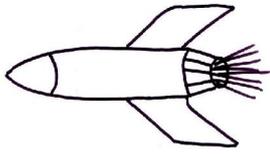
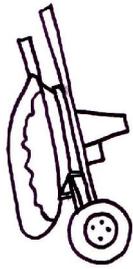
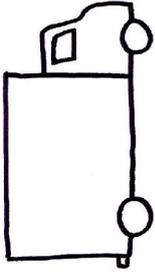
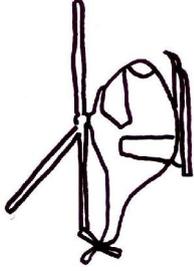
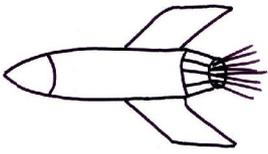
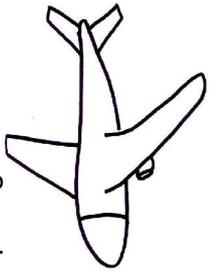
Découpe les images et classe les ci-dessous en fonction du nombre d'éléments, du moins nombreux au plus nombreux.



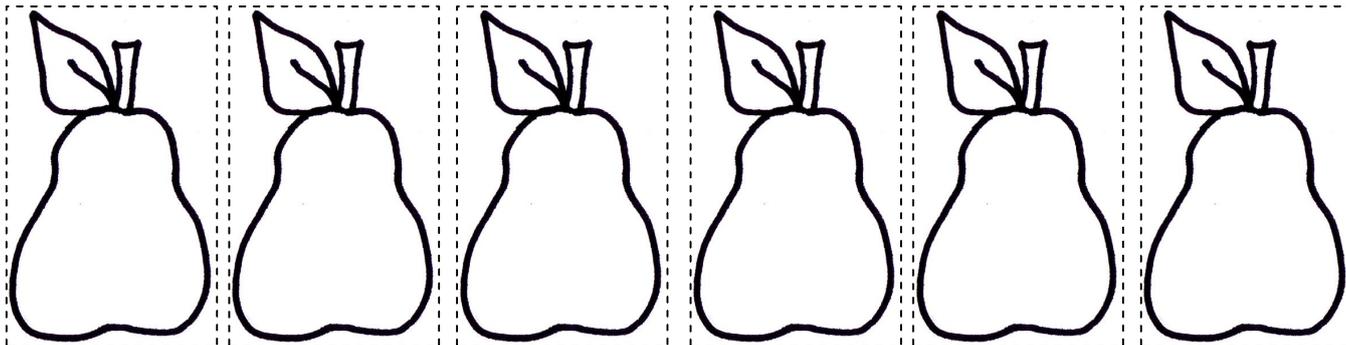
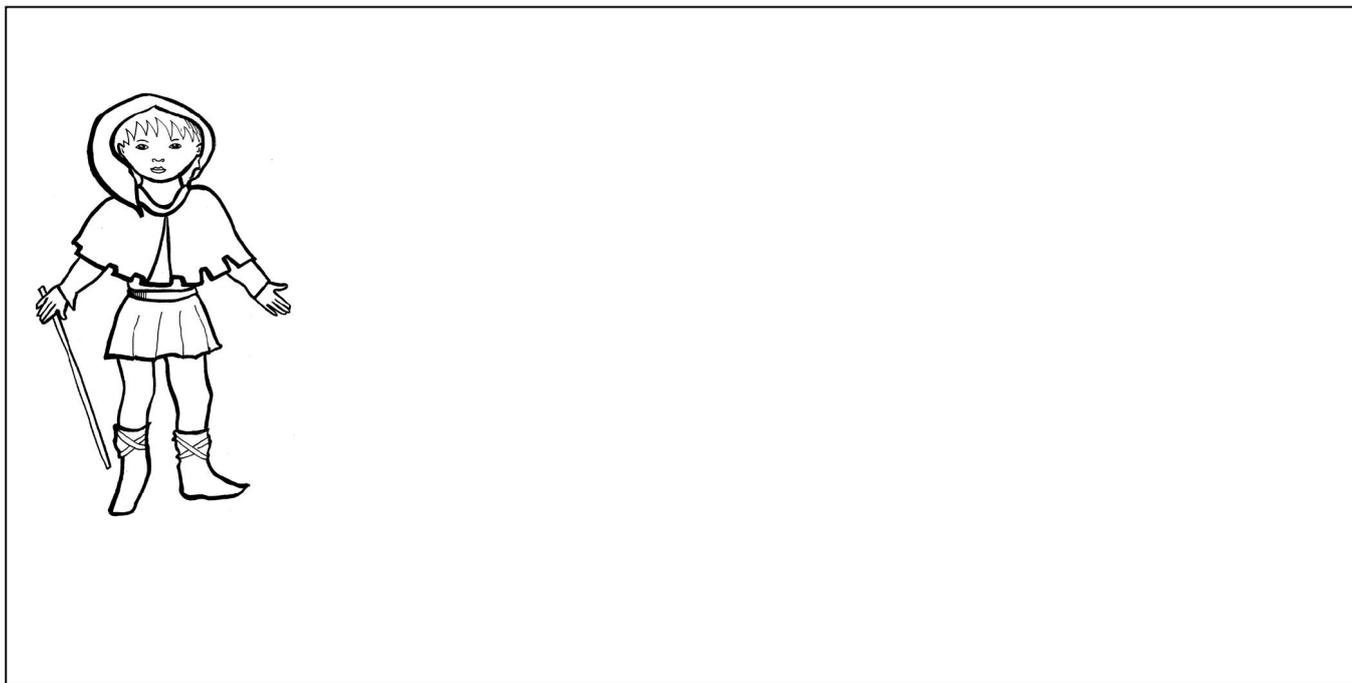
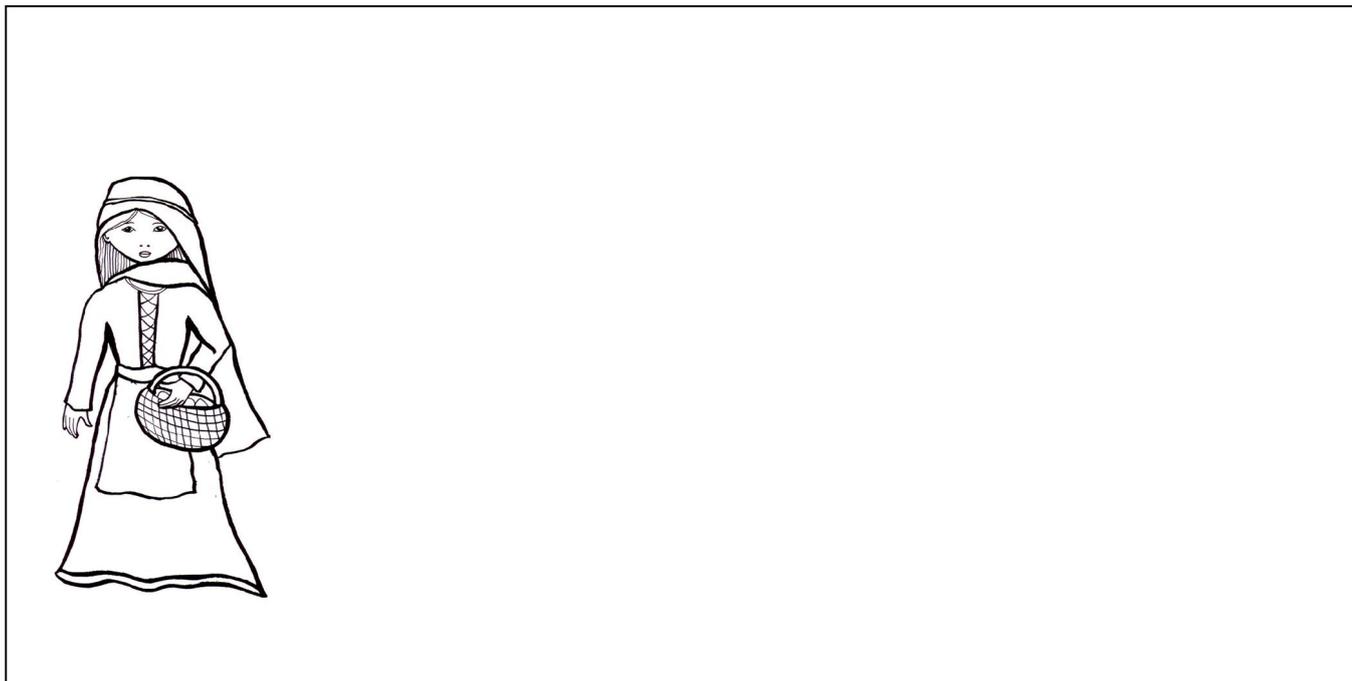
Colorie sur chaque ligne le rectangle qui contient le plus de personnages.



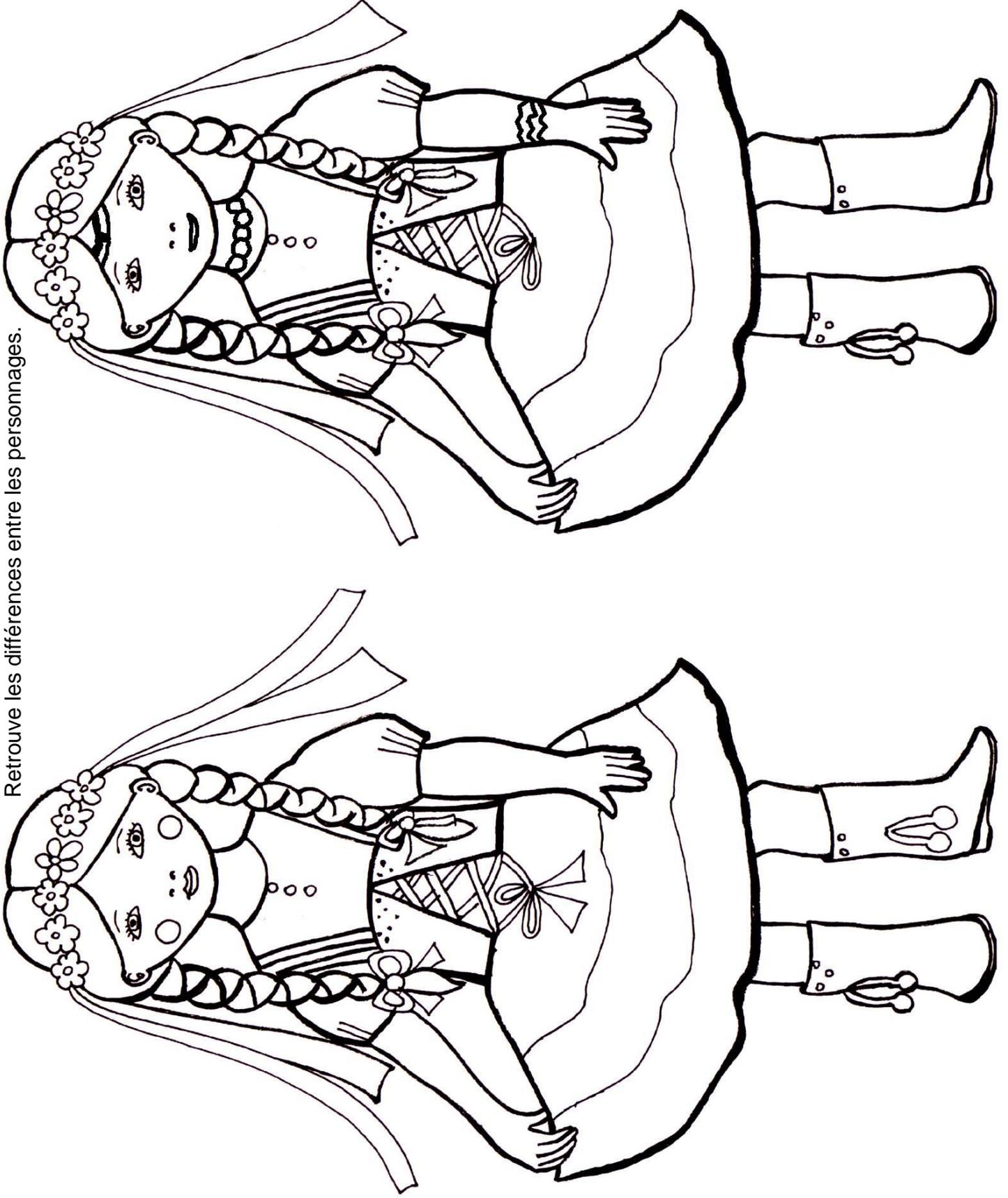
Découpe les éléments nécessaires à droite et colle les de façon à ce qu'il y ait 4 objets sur chaque ligne.



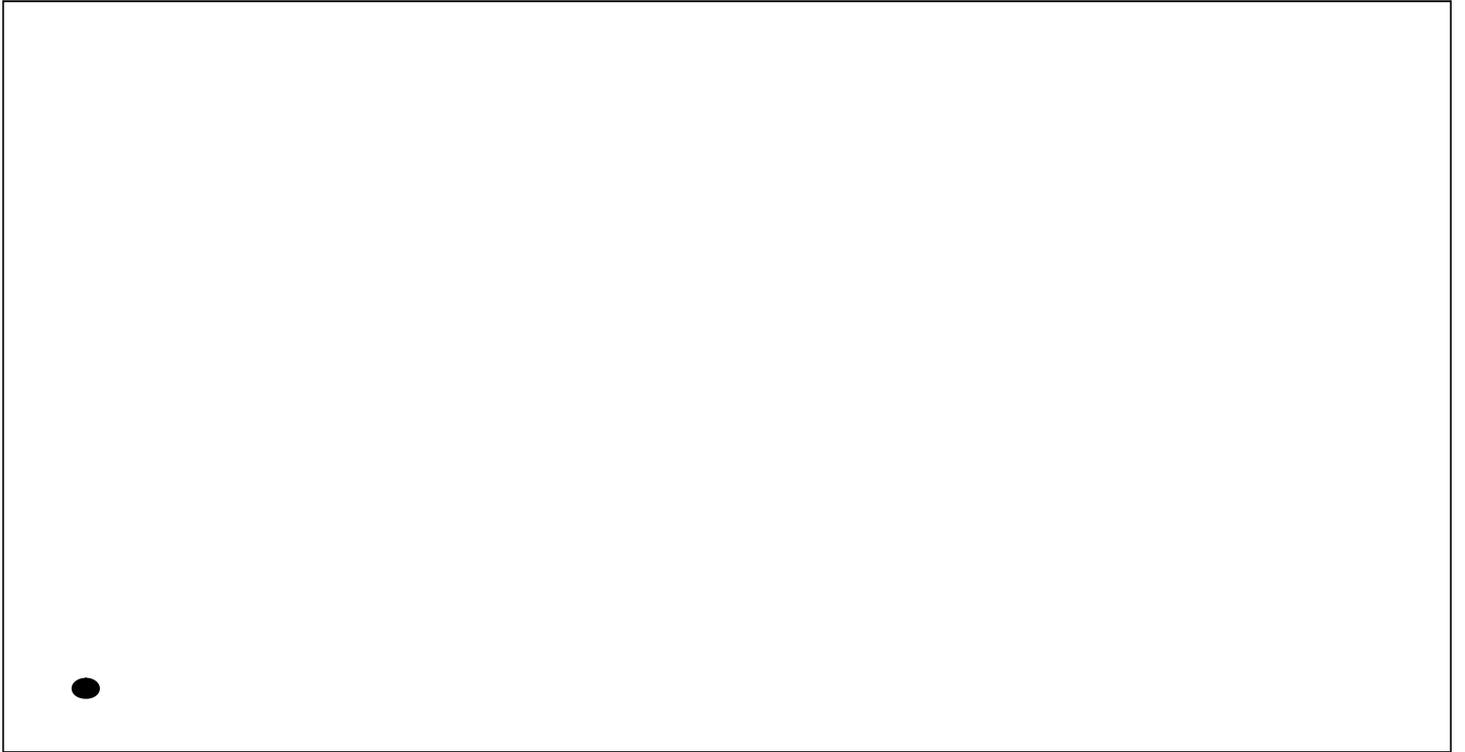
Partage les poires entre les deux personnages, pour que chacun en ait le même nombre.



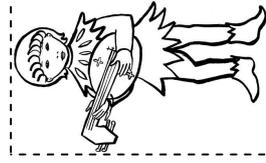
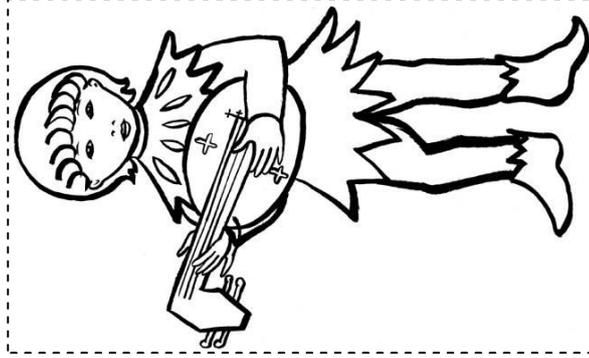
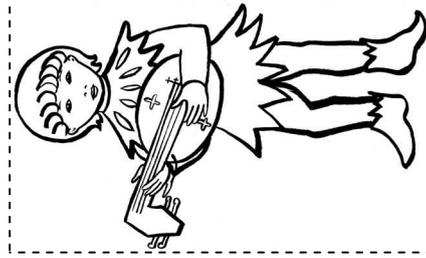
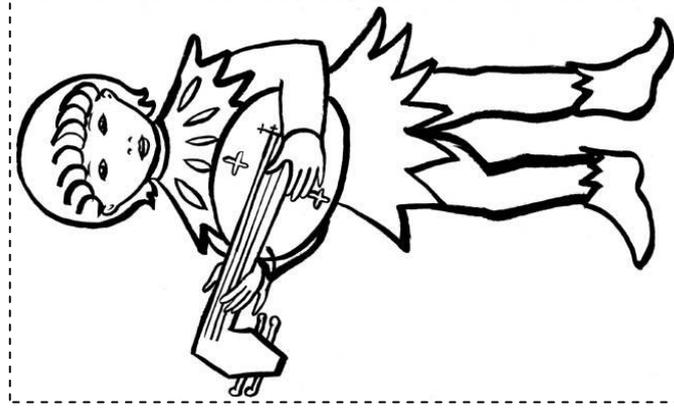
Retrouve les différences entre les personnages.



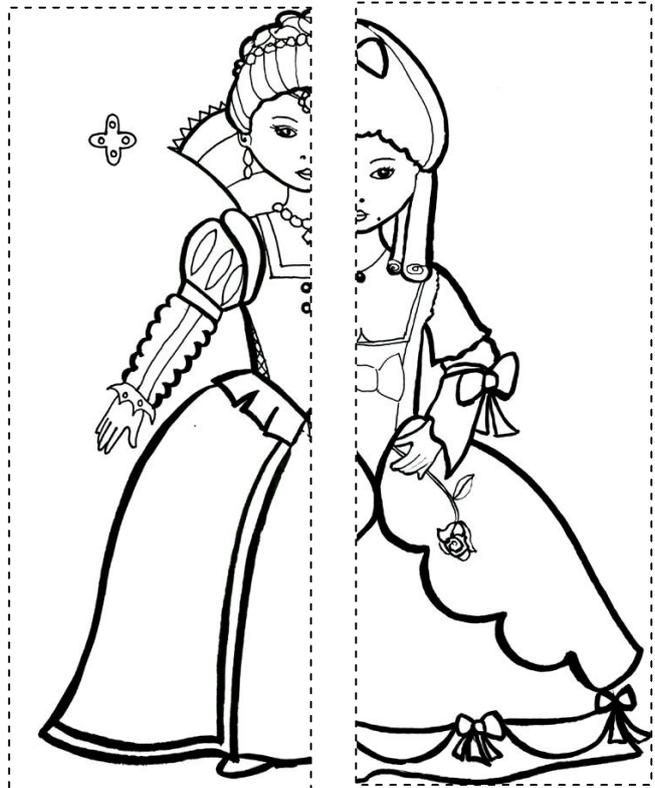
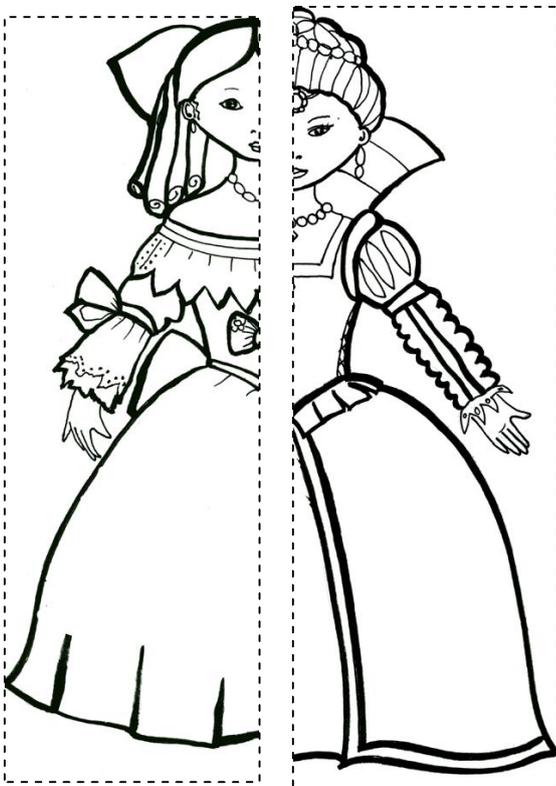
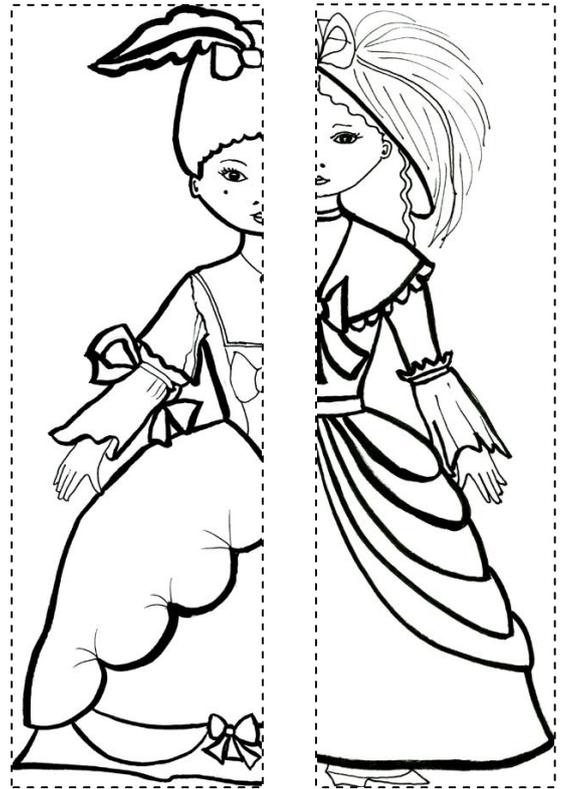
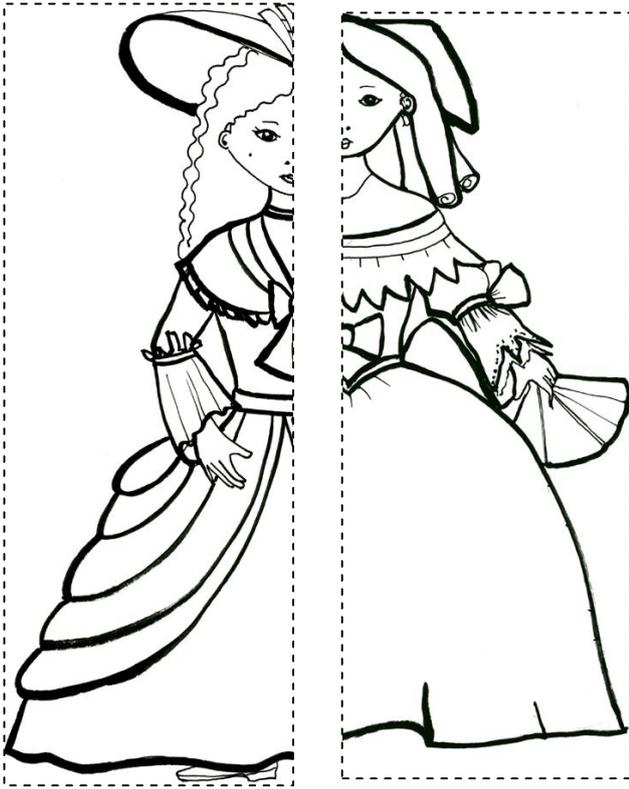
Découpe les images et colle les du plus petit personnage au plus grand en commençant sur le point.



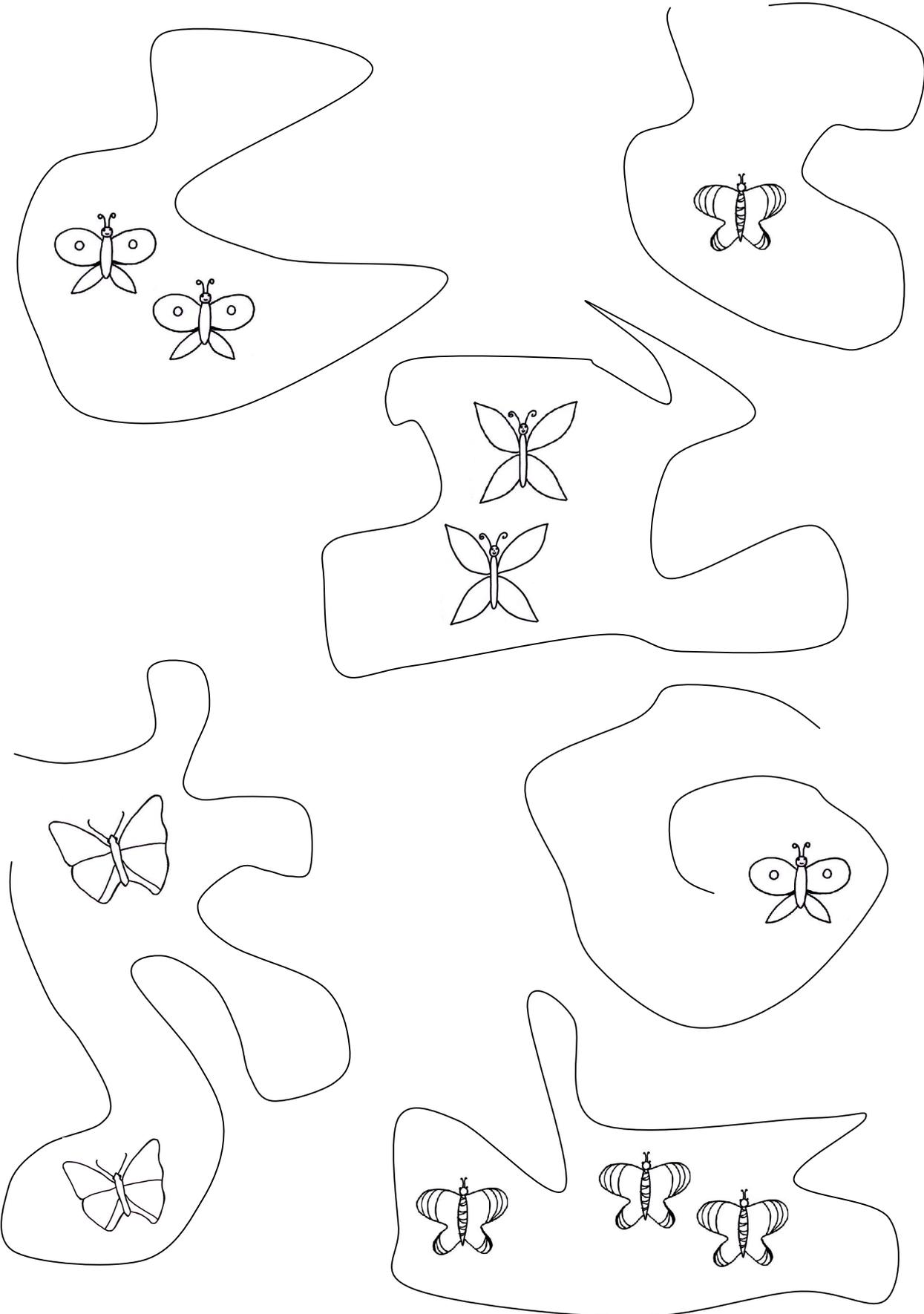
Découpe les images et colle les du plus grand personnage au plus petit en commençant sur le point.



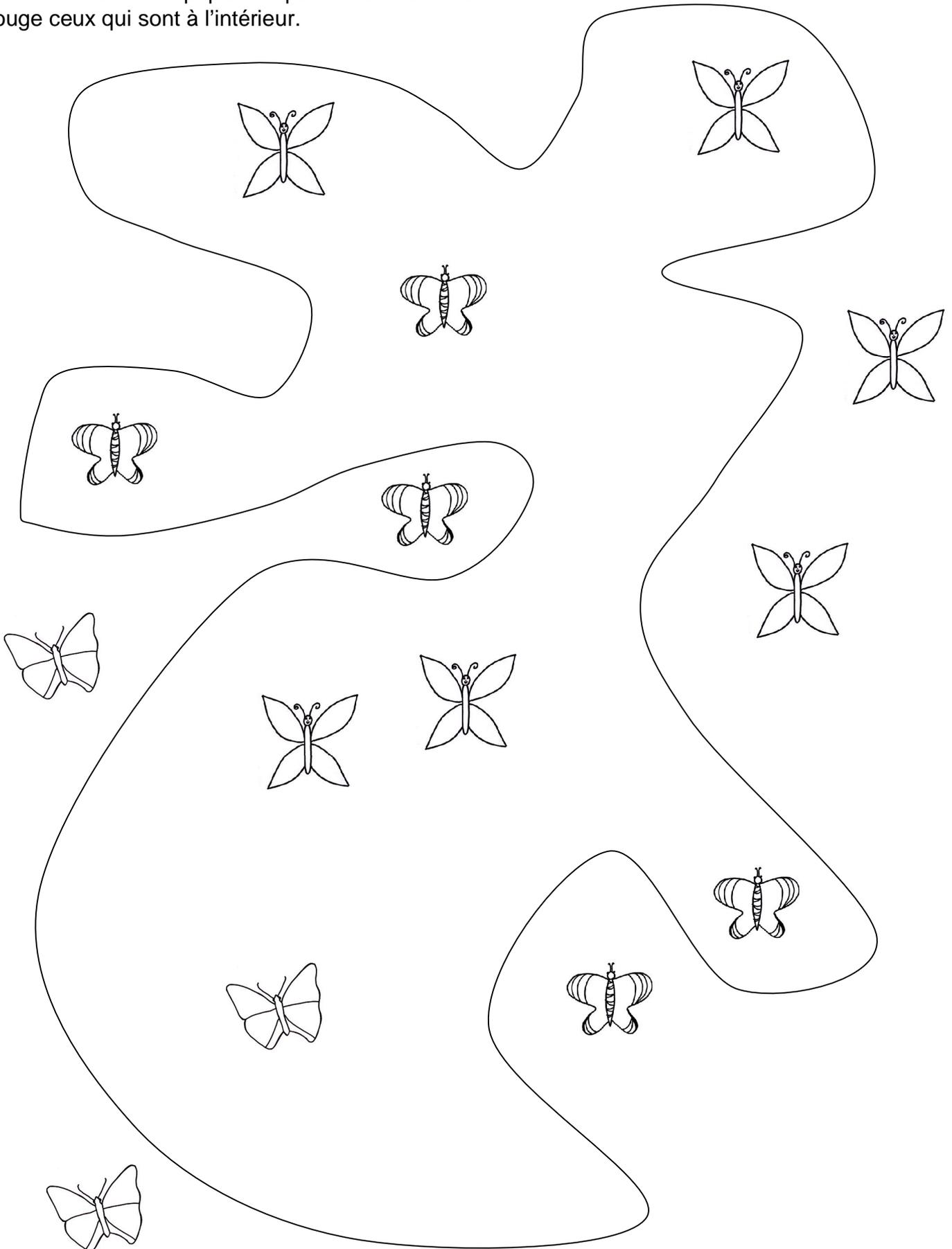
Découpe les moitiés et remets les ensemble.



Colorie les papillons qui ne peuvent pas sortir du sac.



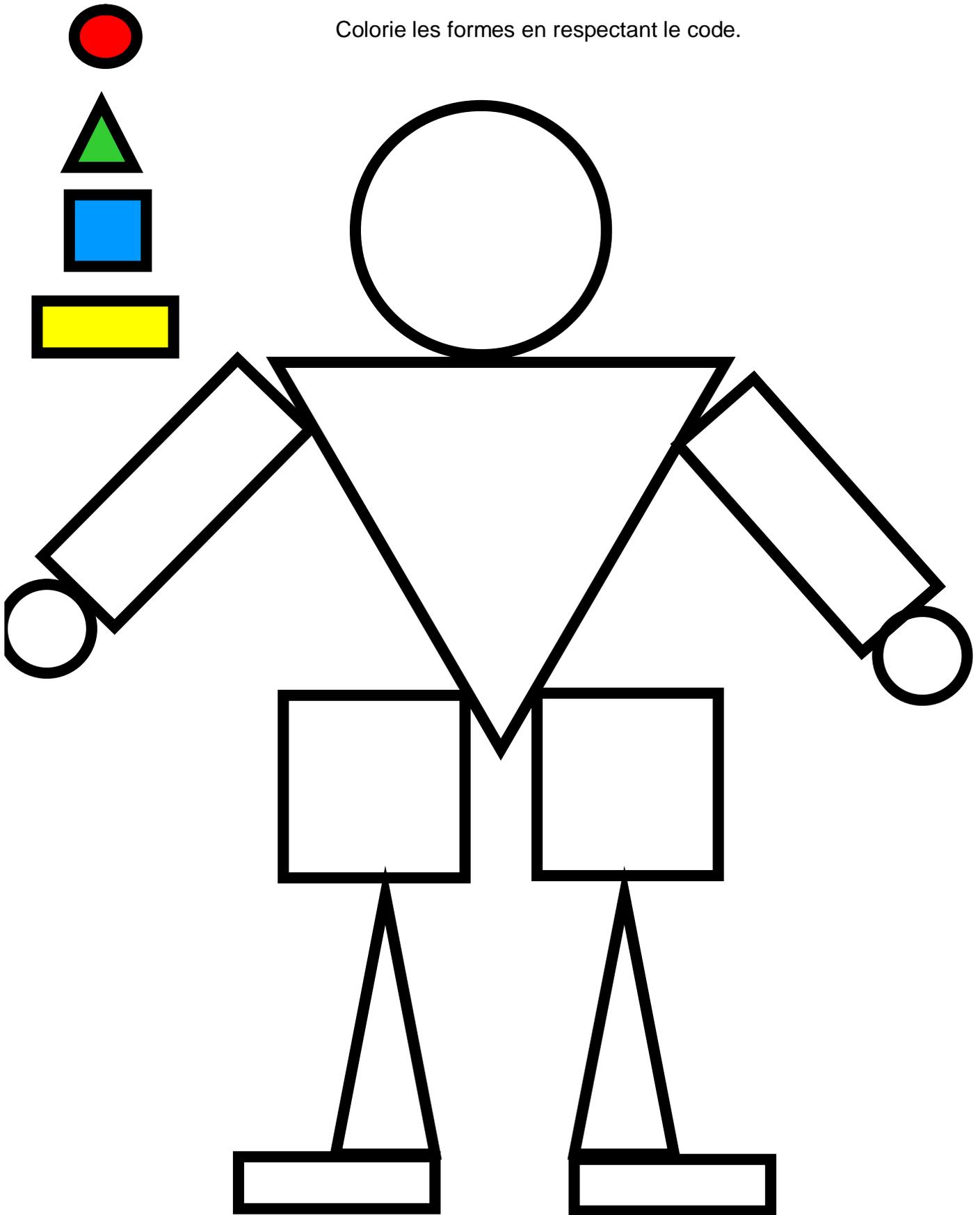
Entoure en bleu les papillons qui sont à l'extérieur et en rouge ceux qui sont à l'intérieur.



Entoure en rouge les souris qui sont sur les objets et en rouge celles qui sont sous les objets. 69

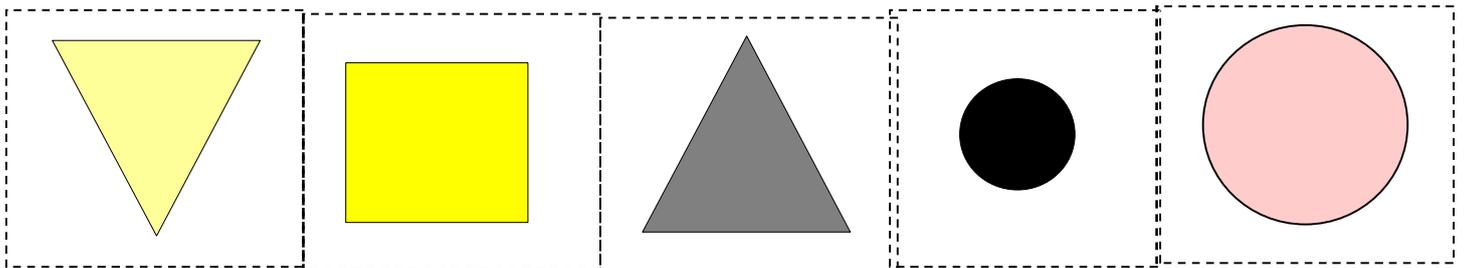
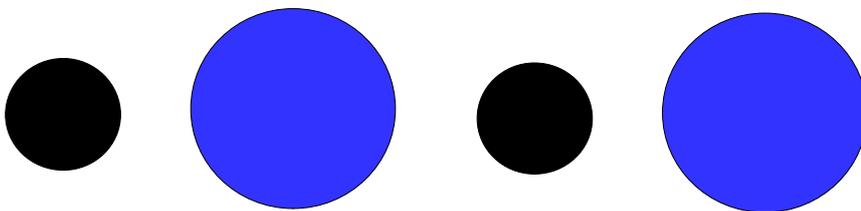
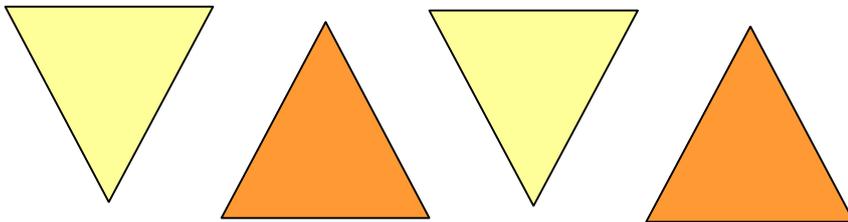
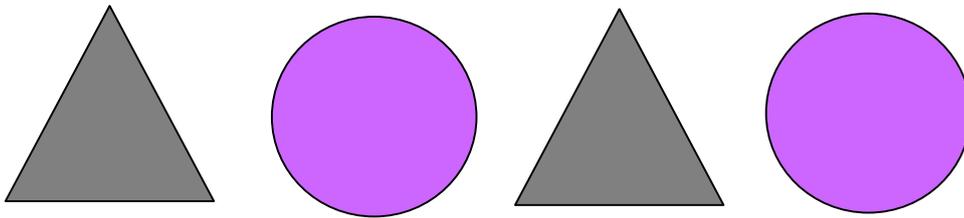
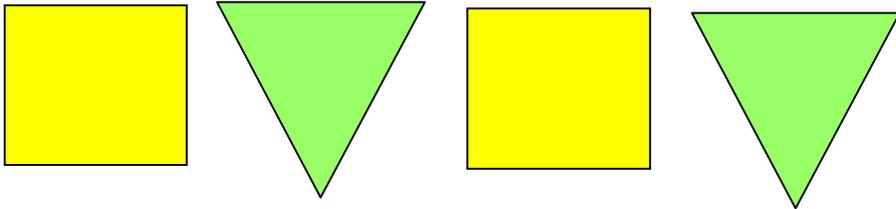
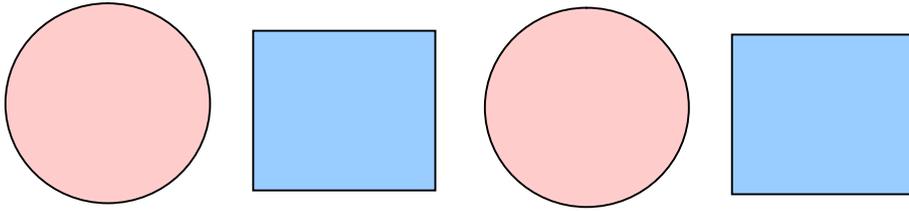


Colorie les formes en respectant le code.



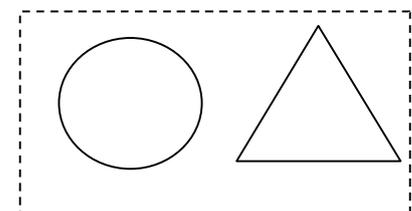
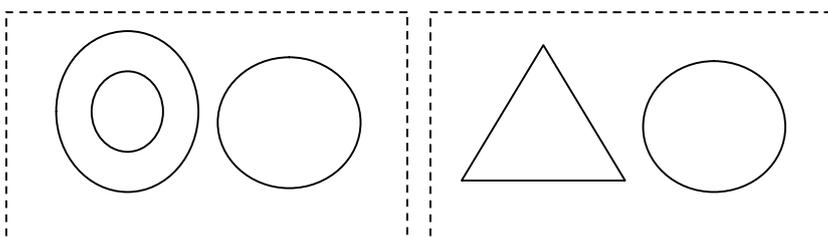
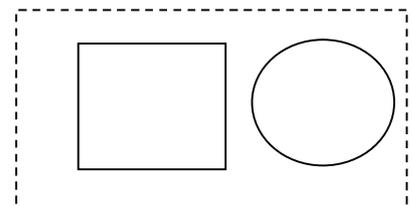
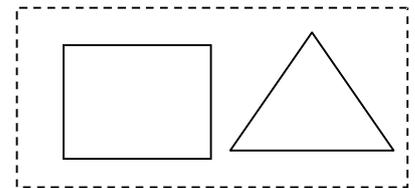
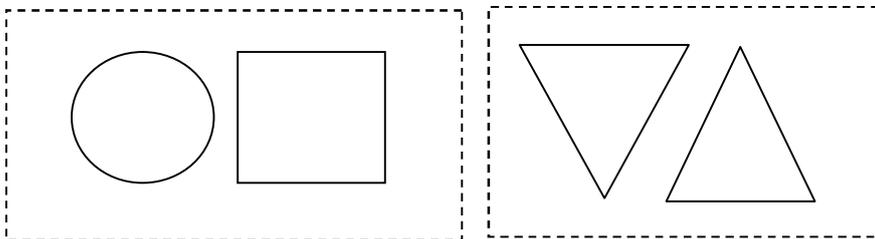
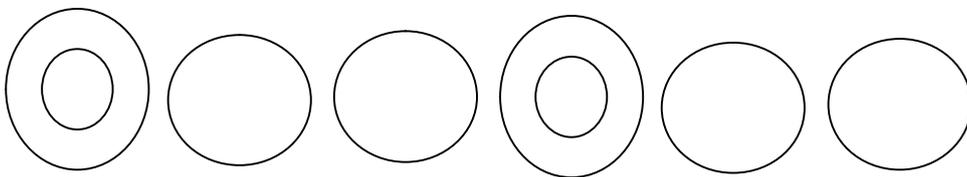
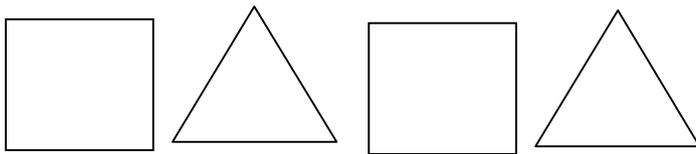
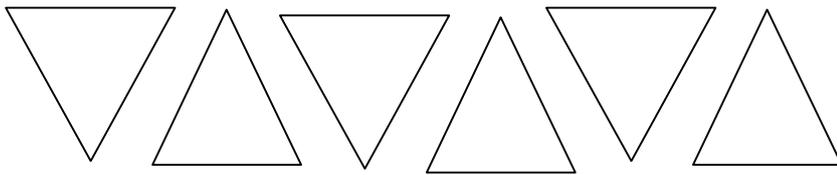
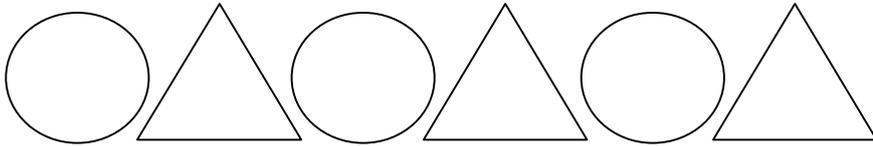
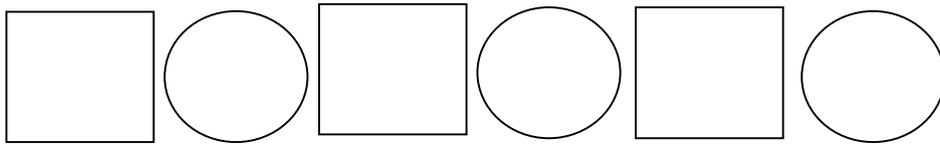
Découpe et colle pour continuer les rythmes.

71

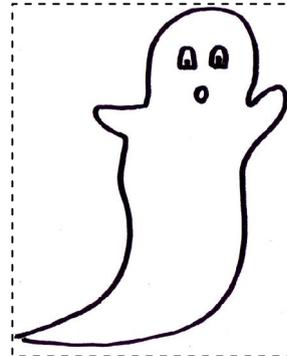


Observe les éléments à découper en bas et choisis seulement ceux qui continuent un rythme. Colle l

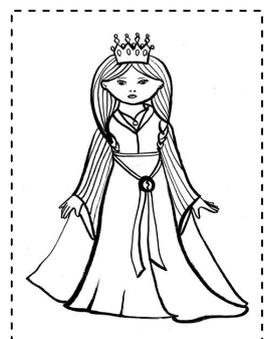
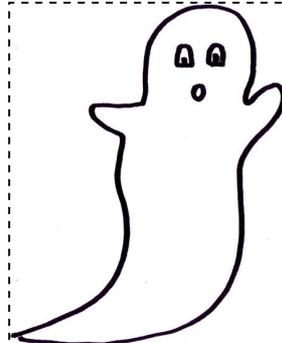
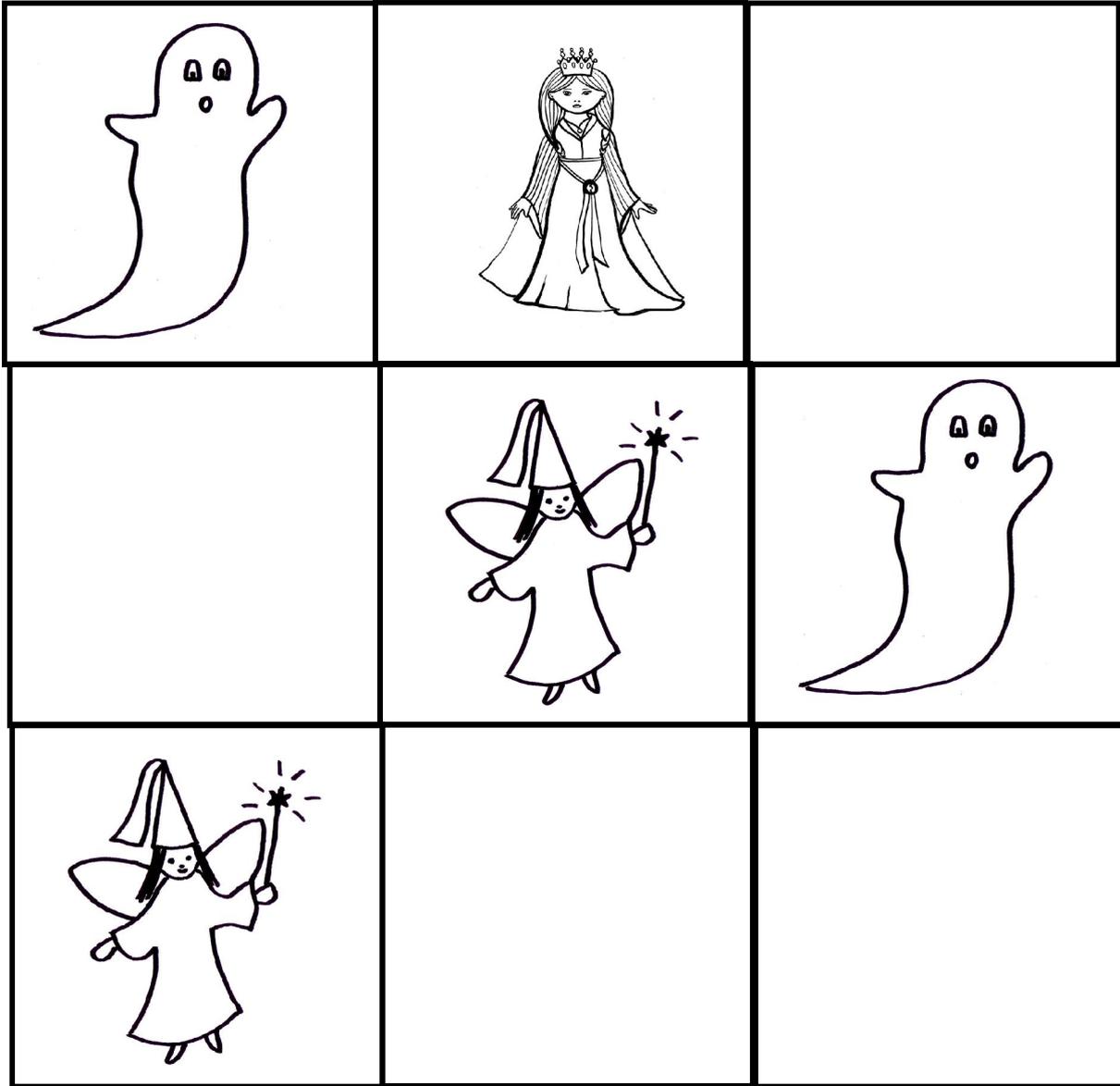
72



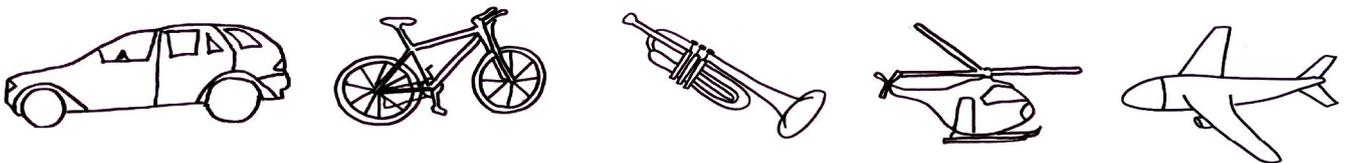
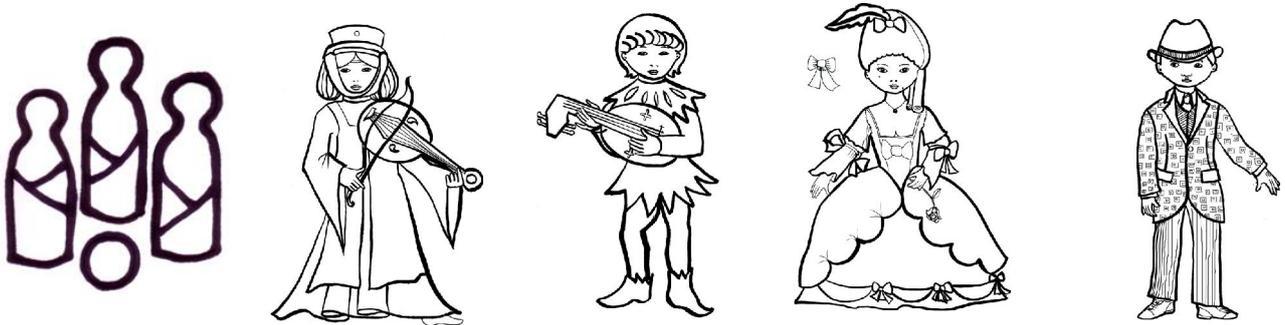
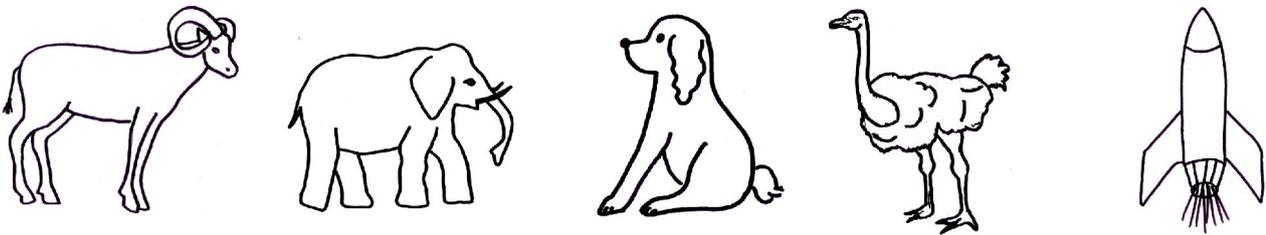
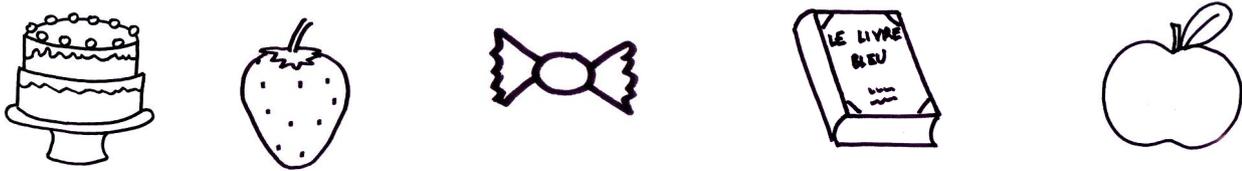
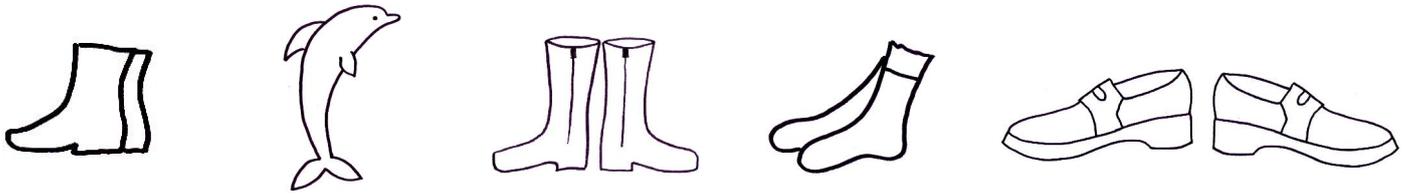
Découpe les images ci-dessous et colle les pour qu'il y ait un élément de chaque sorte sur chaque ligne et chaque colonne.



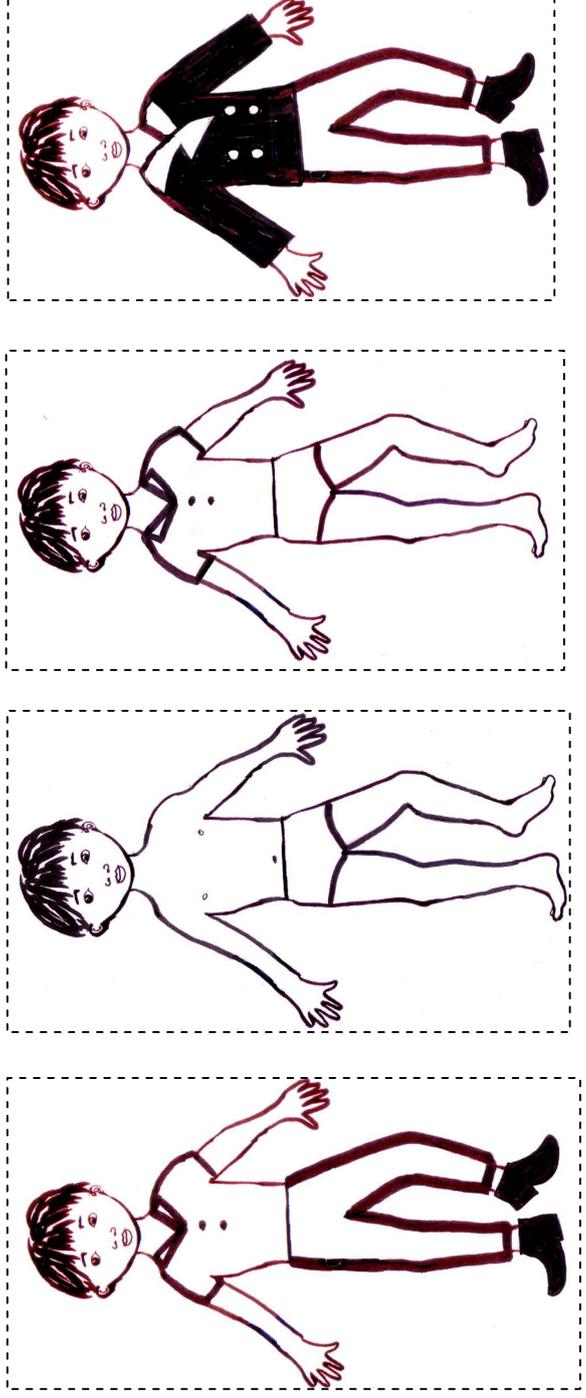
Découpe les images ci-dessous et colle les pour qu'il y ait un élément de chaque sorte sur chaque ligne et chaque colonne.



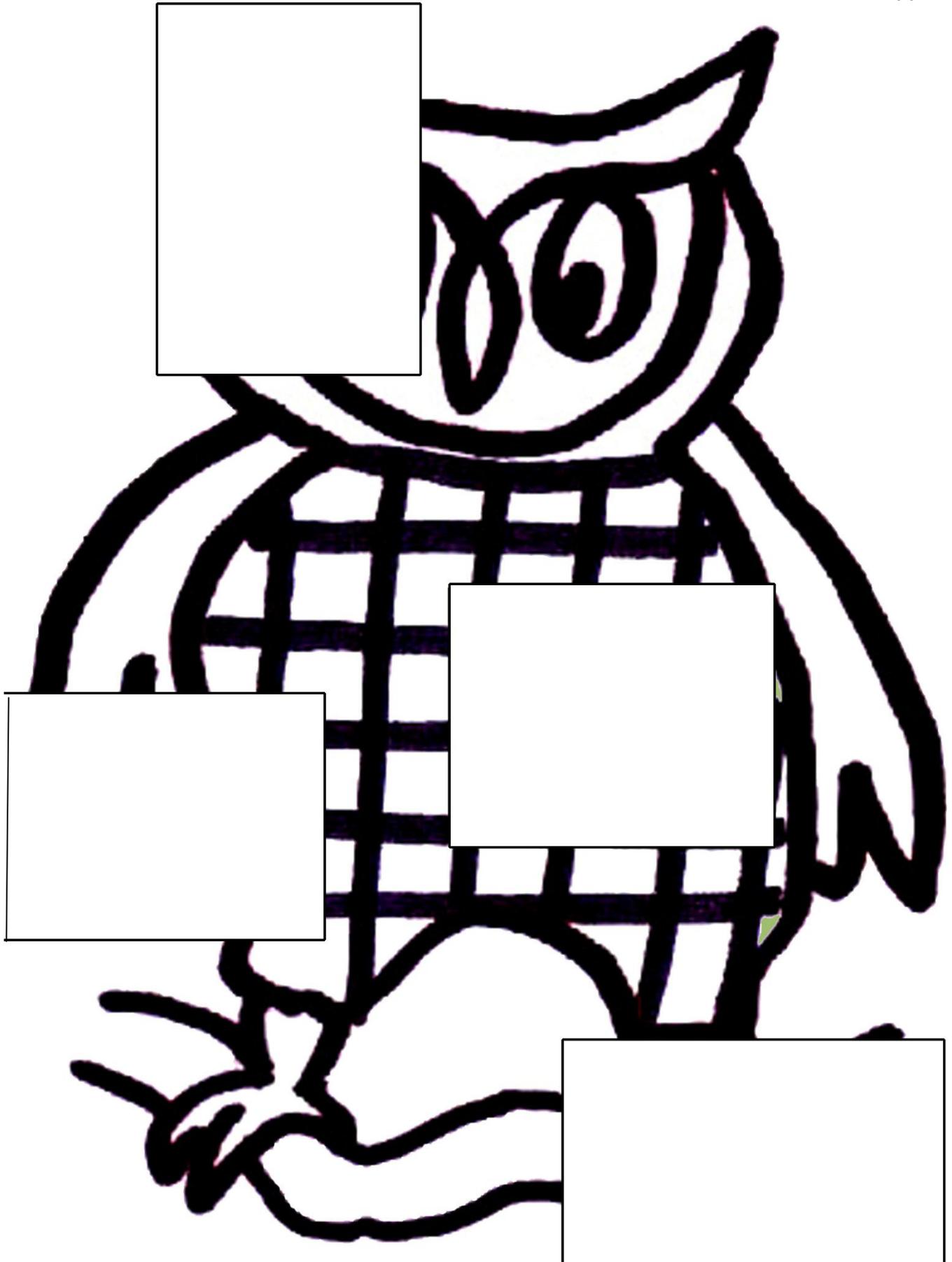
Sur chaque ligne, entoure l'intrus, celui qui ne va pas avec les autres.



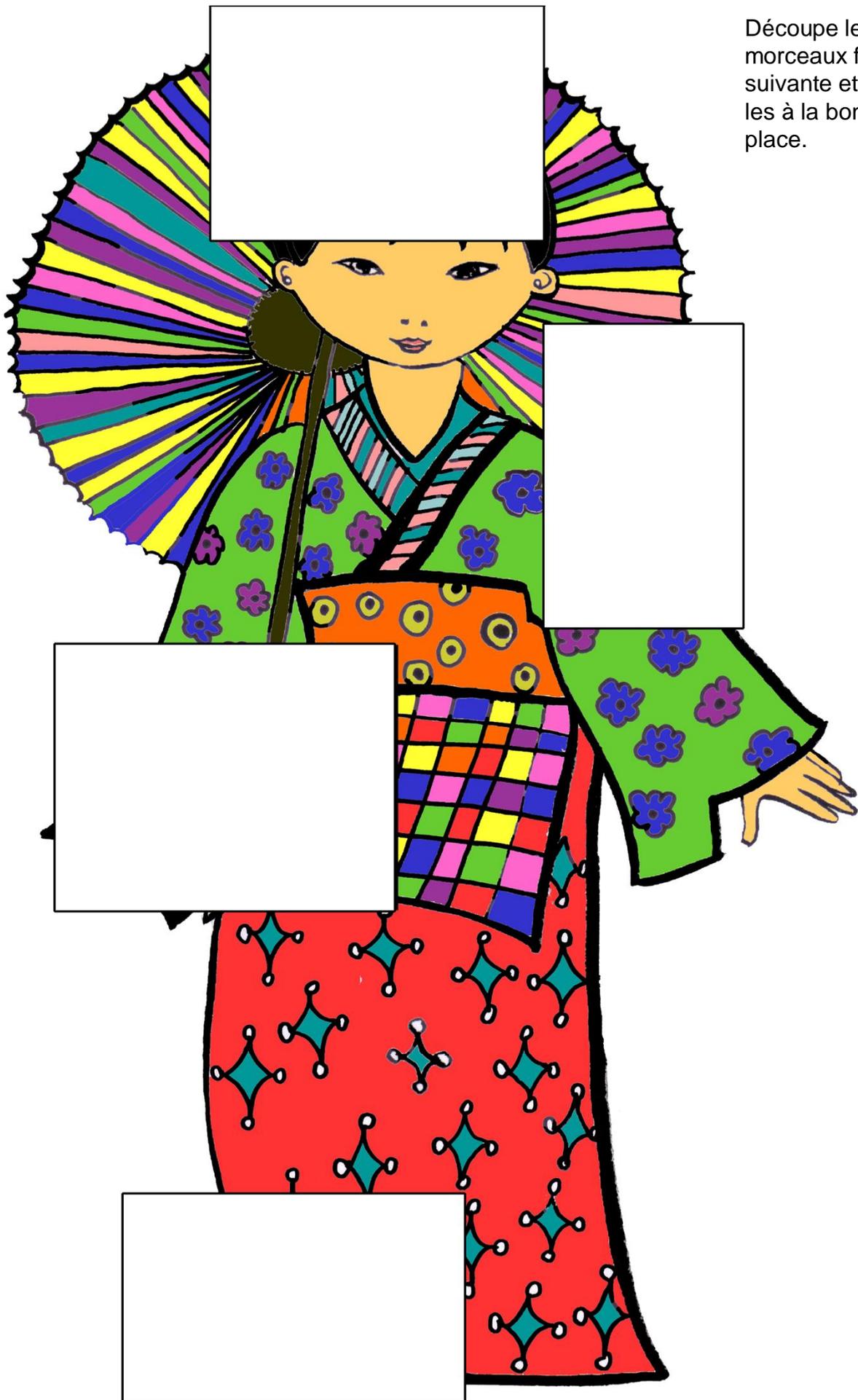
Découpe les images et remets les dans l'ordre, en commençant par le rectangle avec le point.



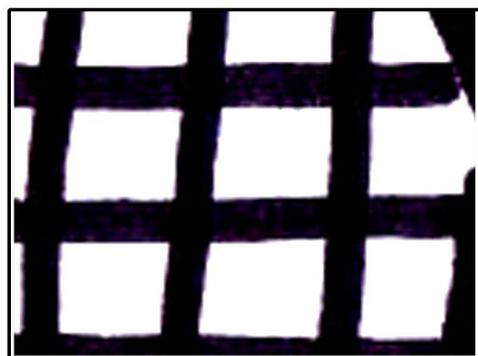
Découpe les morceaux fiche suivante et colle les à la bonne place.



Découpe les 78
morceaux fiche
suivante et colle
les à la bonne
place.

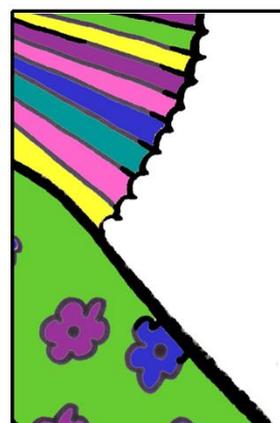
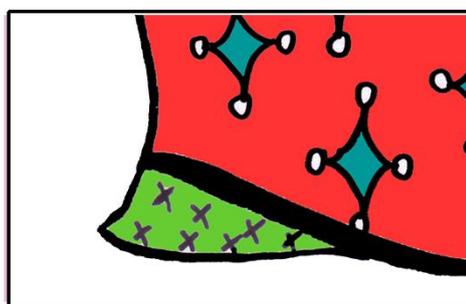


hibou

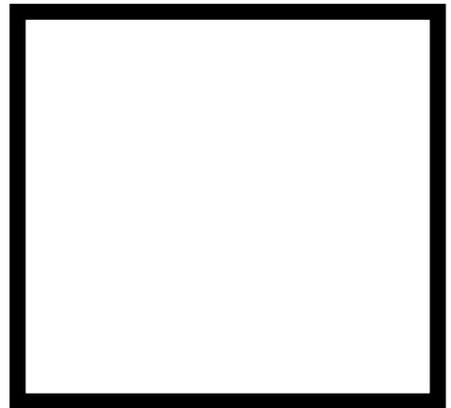
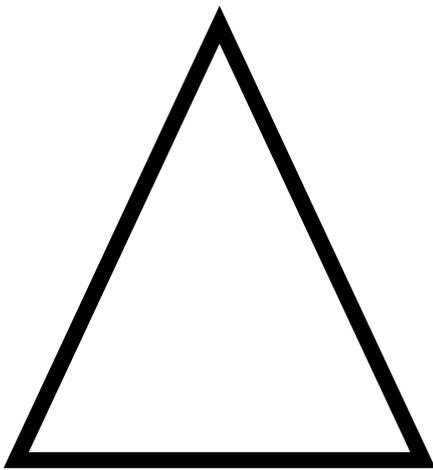
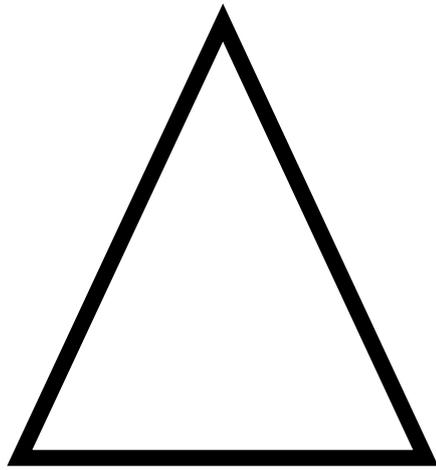
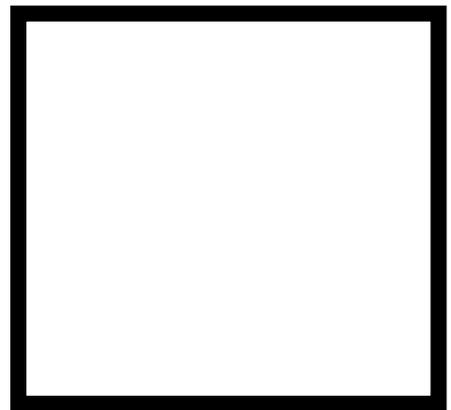
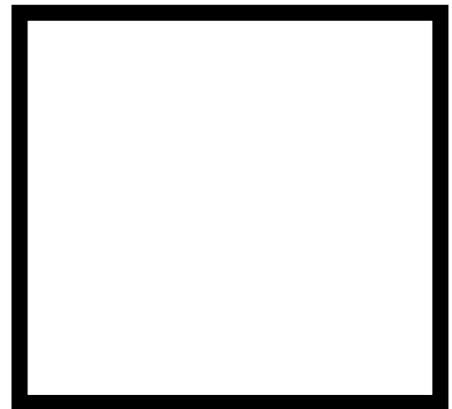
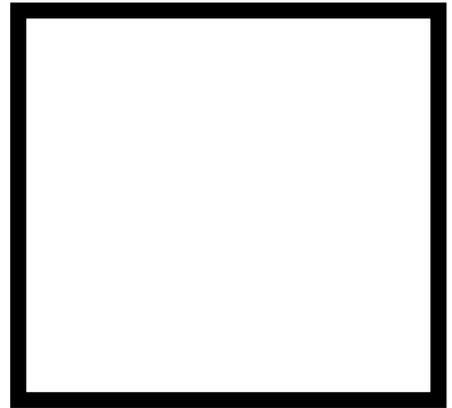
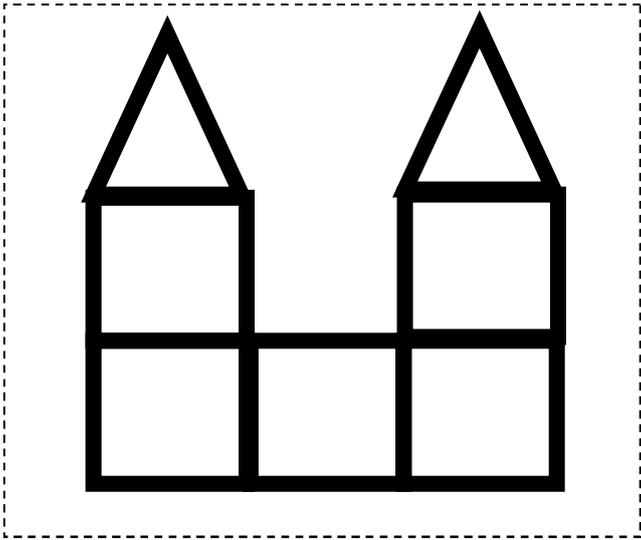


chinoise

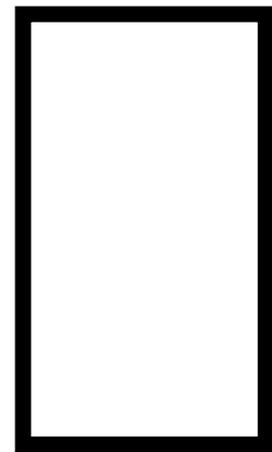
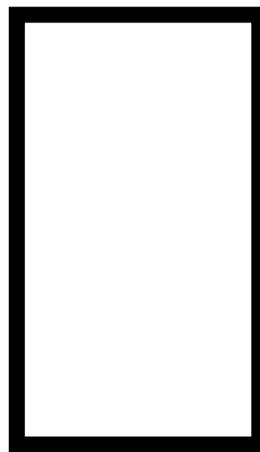
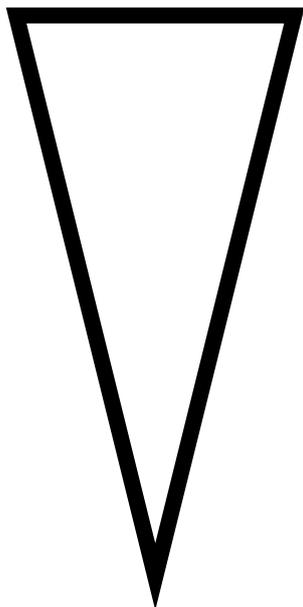
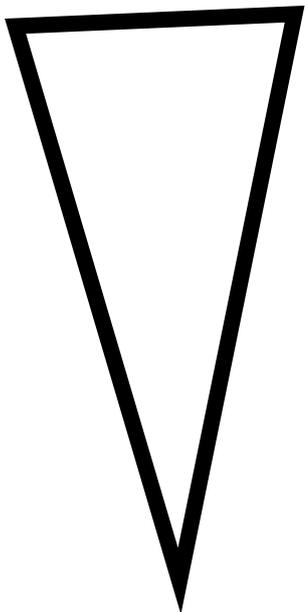
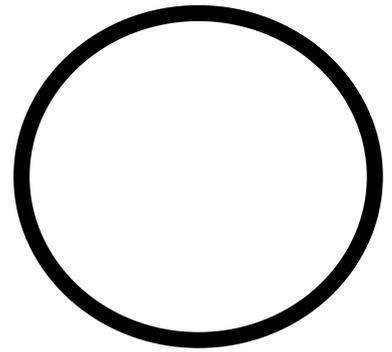
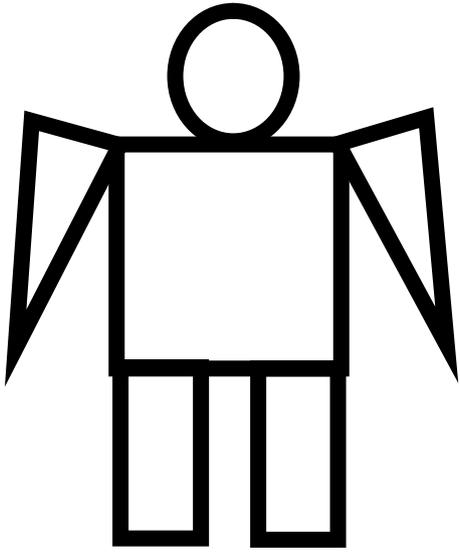
79



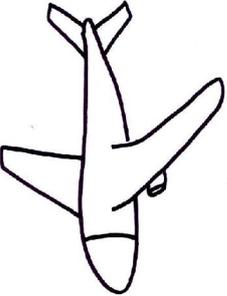
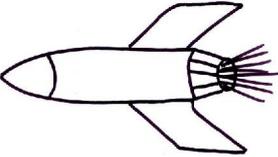
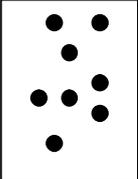
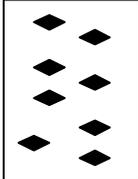
Découpe les formes géométriques et reproduis le modèle en les recollant sur une autre feuille.



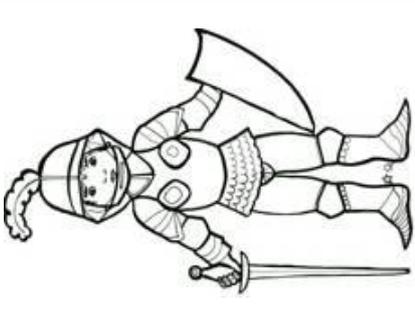
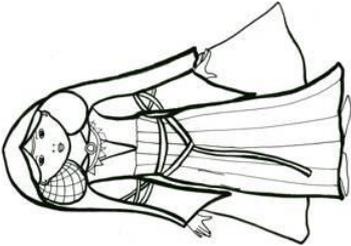
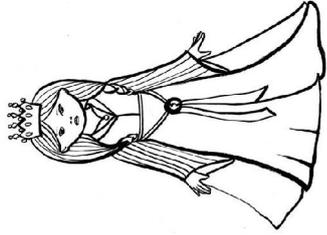
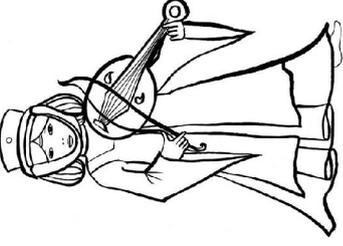
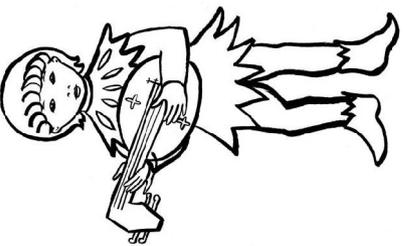
Découpe les formes géométriques et reproduis le modèle en les recollant sur une autre feuille. 81

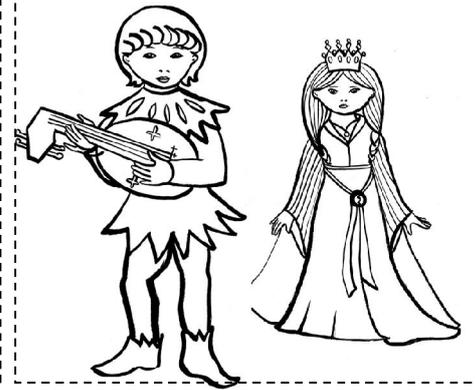
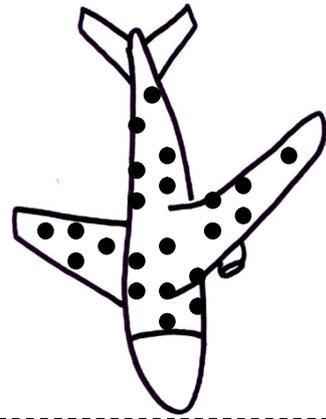
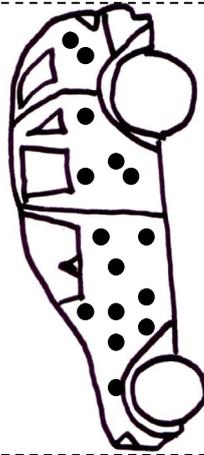
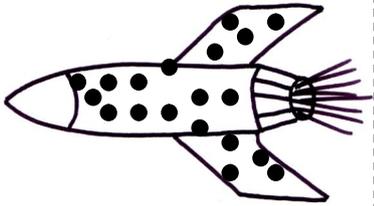
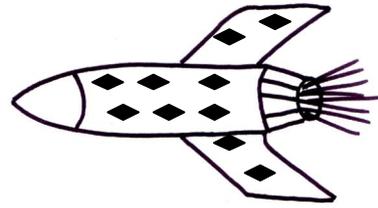
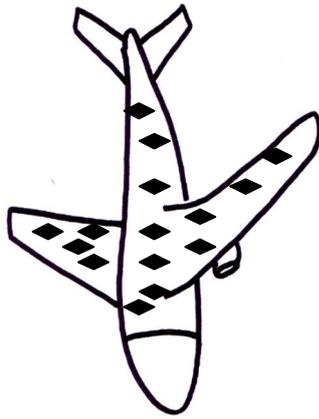
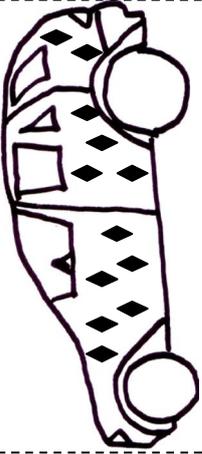


Découpe les images de la fiche suivante et colle les dans la bonne case.

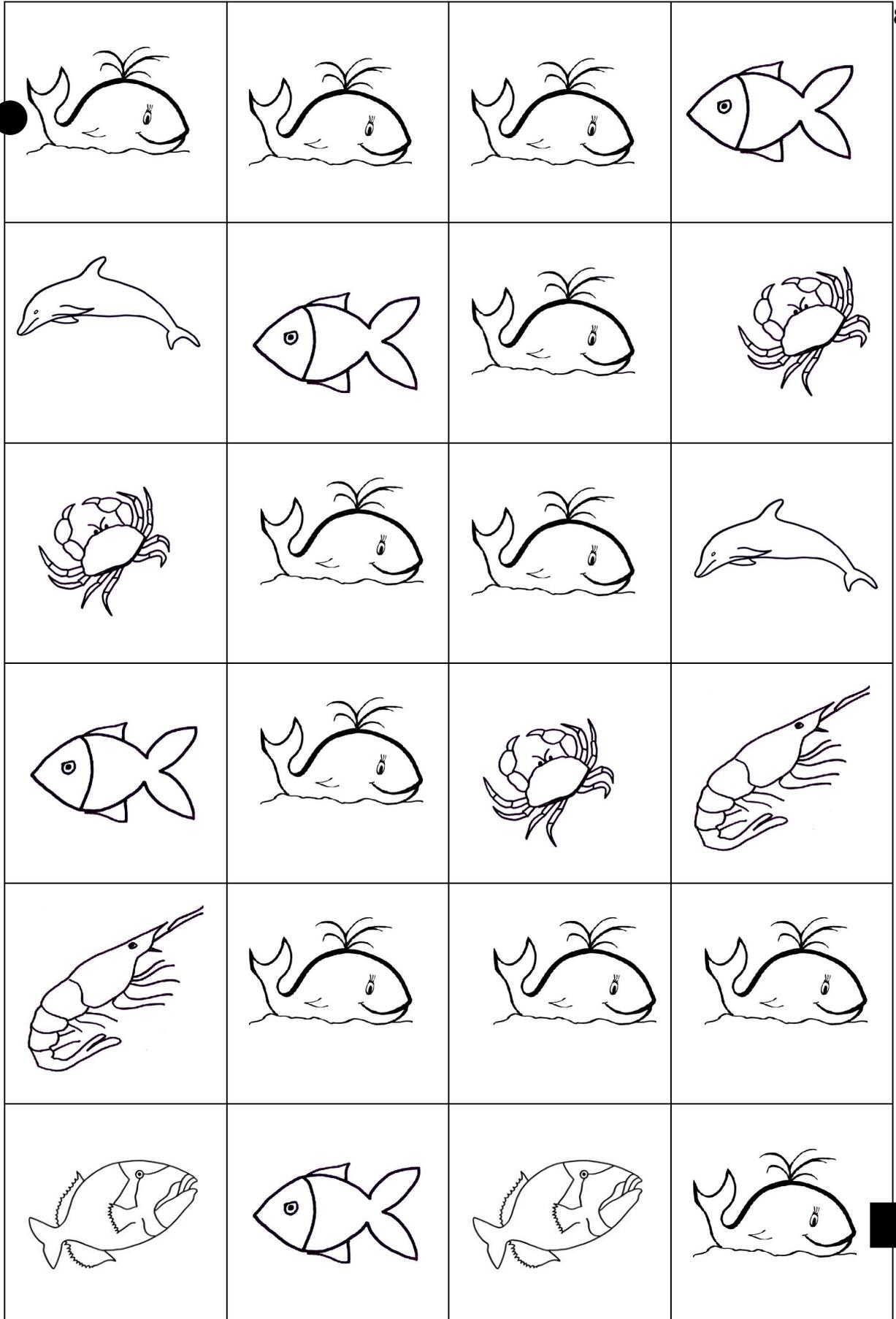
			
			

Découpe les images de la fiche suivante et colle les dans la bonne case.

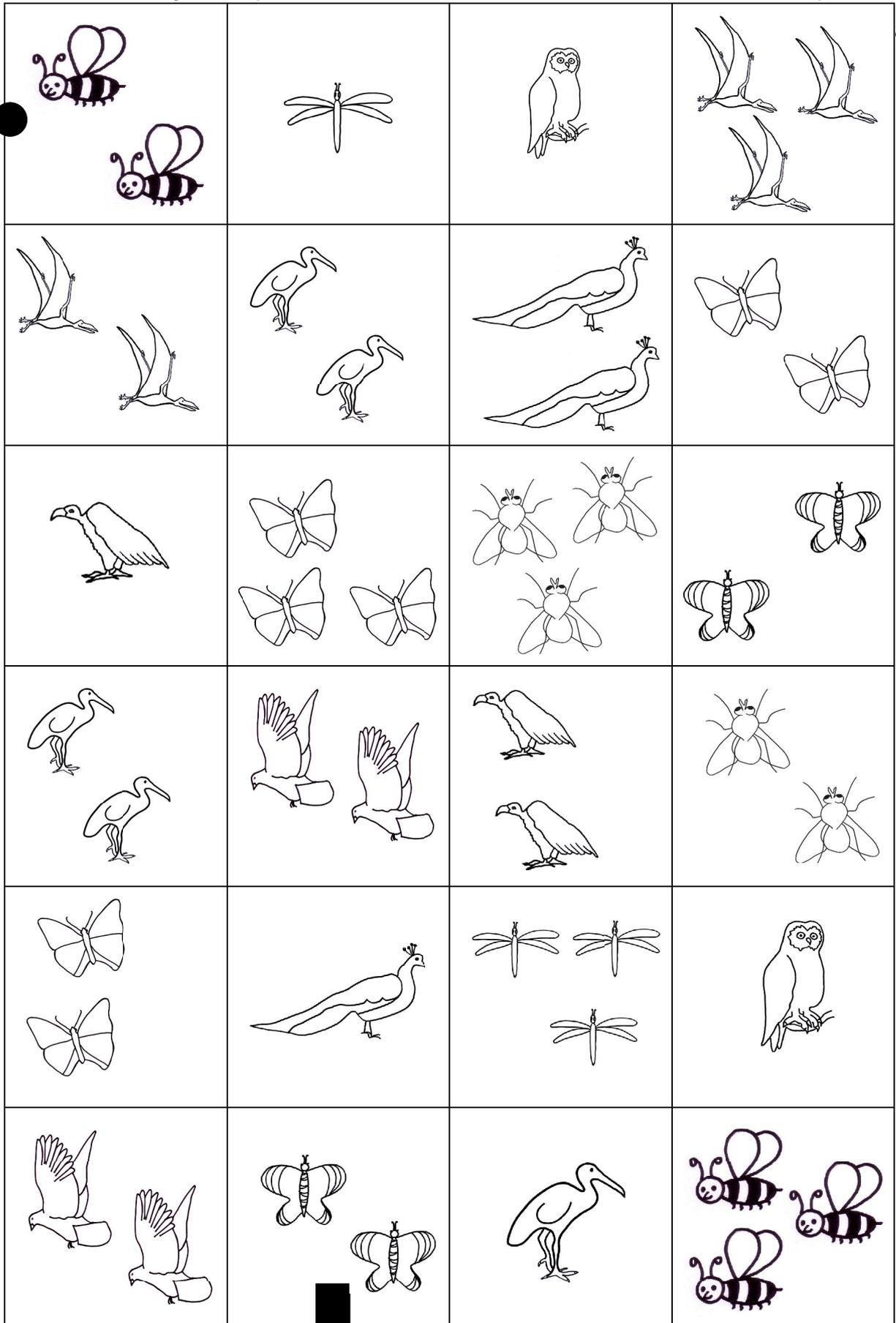
			
			



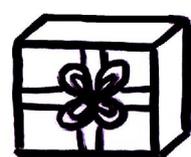
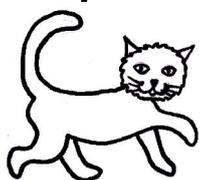
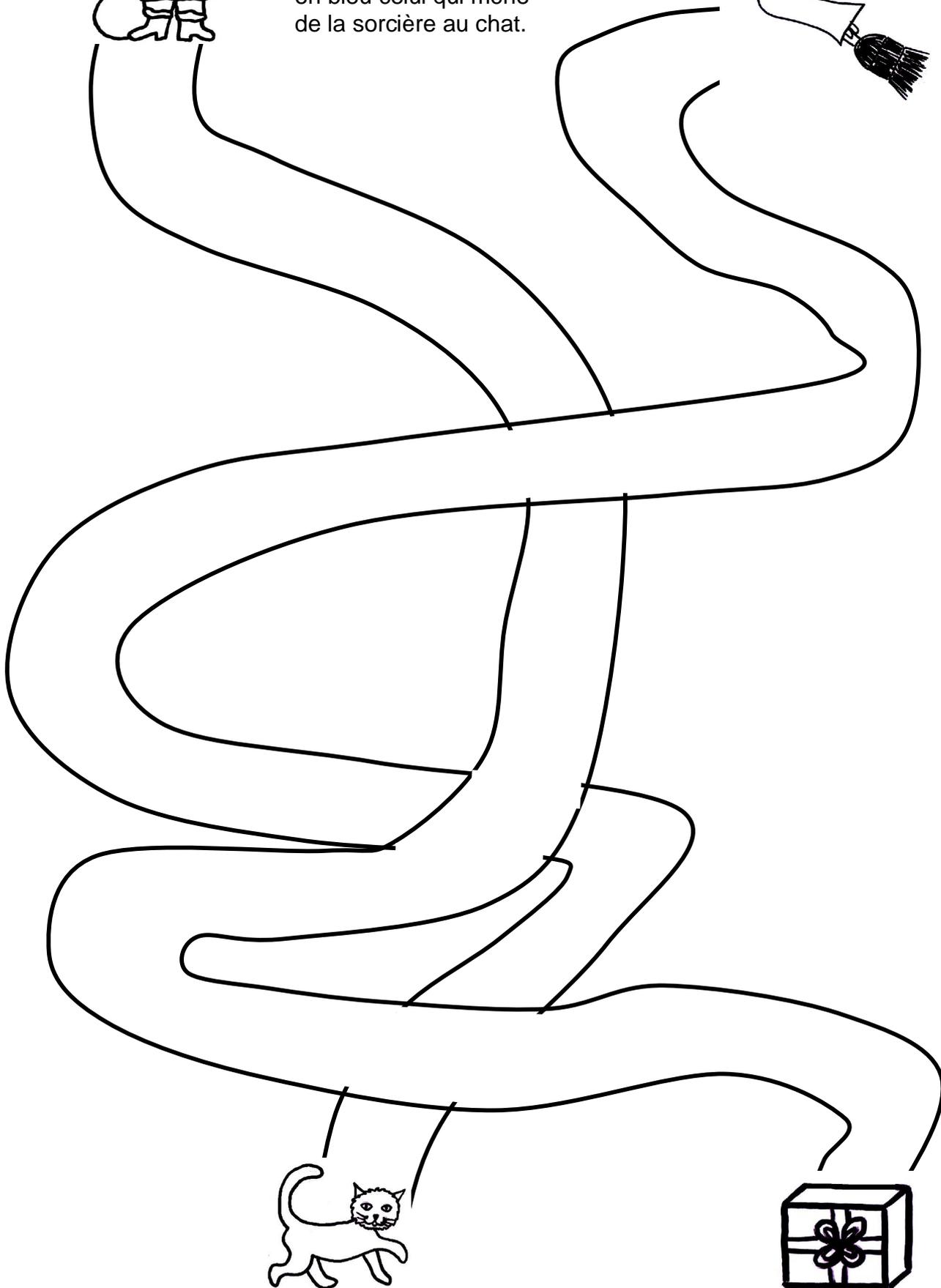
Suis le chemin de la baleine en commençant au point et en terminant au carré, en reliant toutes les baleines.



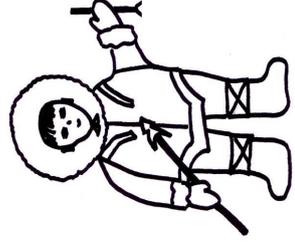
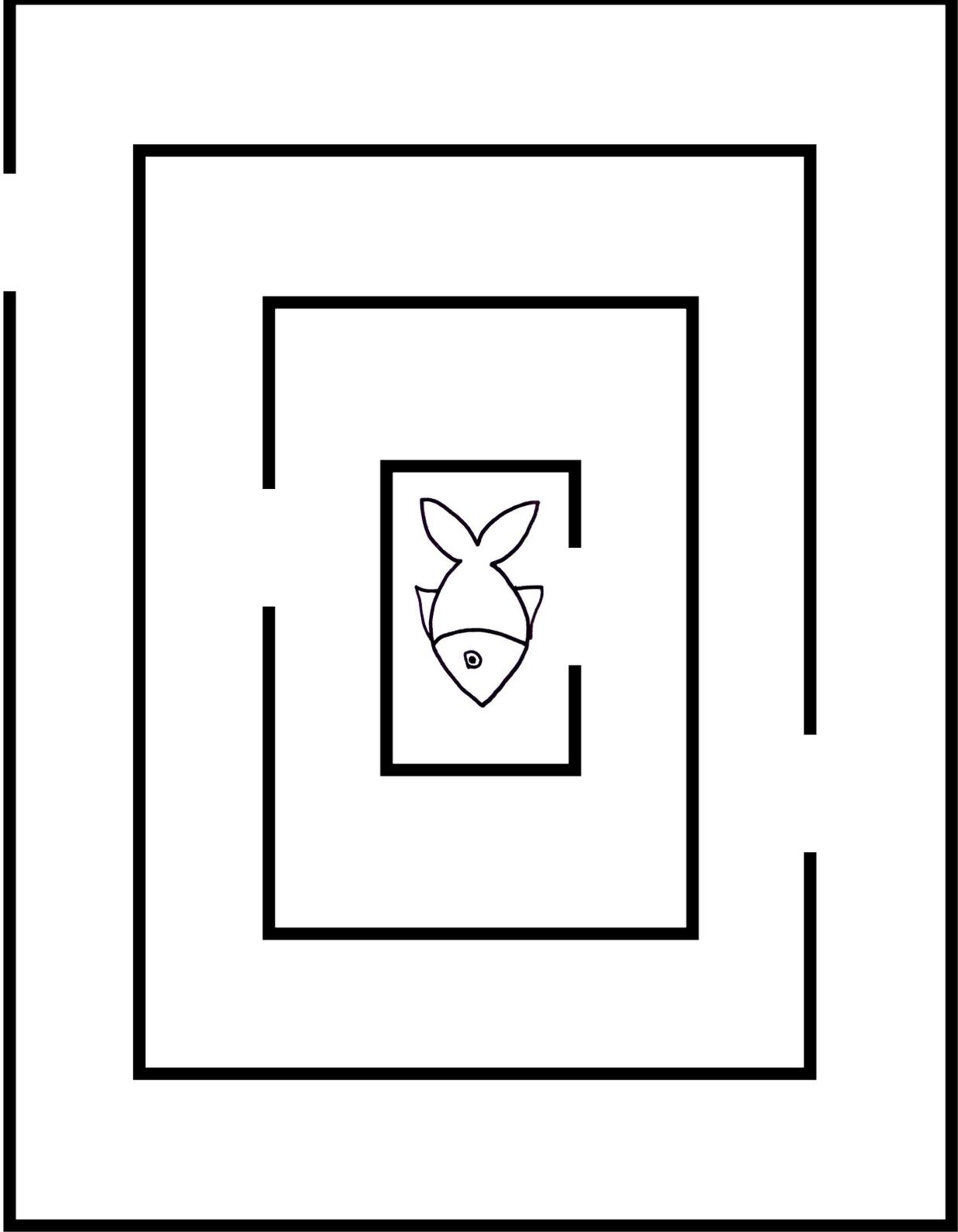
Suis le chemin en commençant au point et en terminant au carré, en reliant les animaux qui sont par deux.



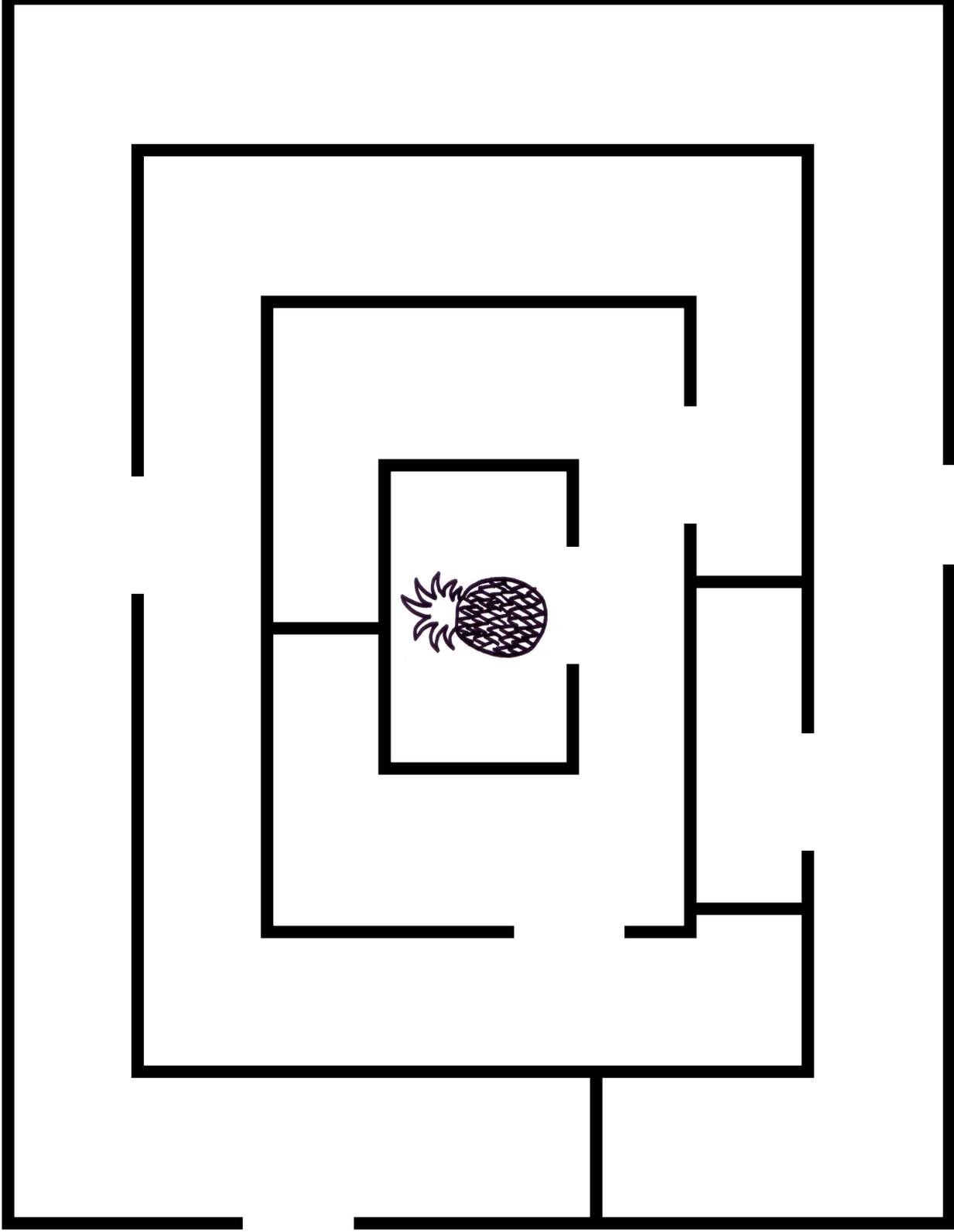
Colorie en rouge le chemin qui mène du Père-Noël au cadeau, et en bleu celui qui mène de la sorcière au chat.



Aide l'esquimau à aller jusqu'au poisson.

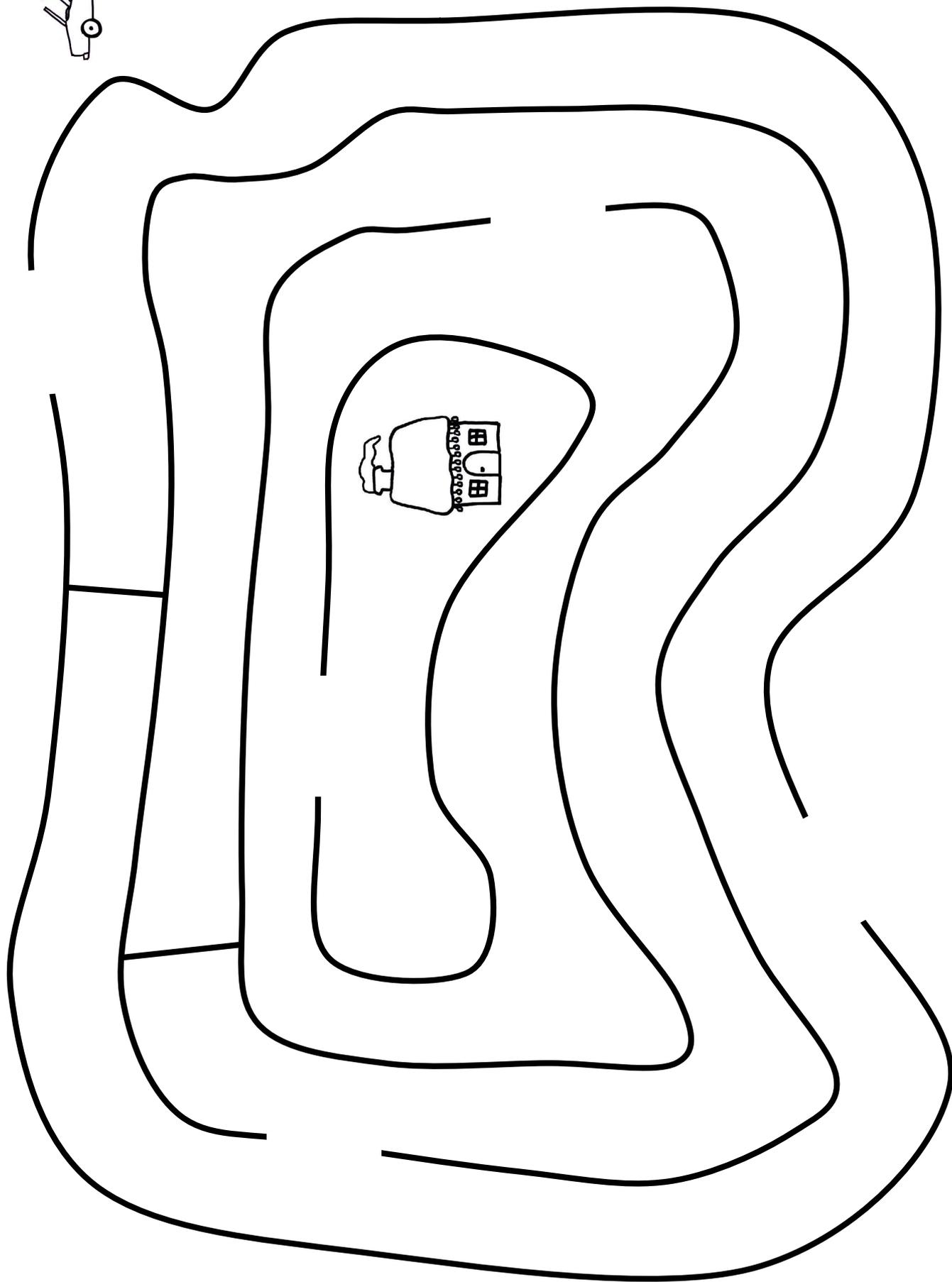
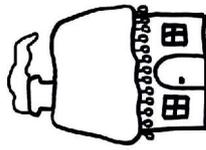
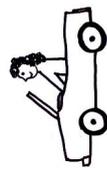


Aide l'africaine à aller jusqu'à l'ananas.

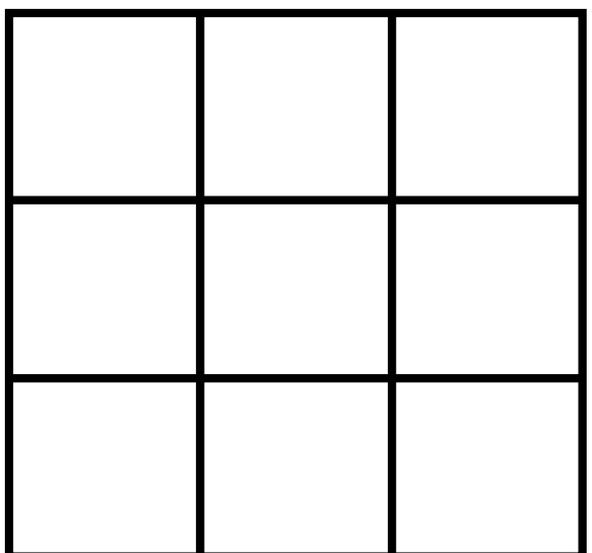
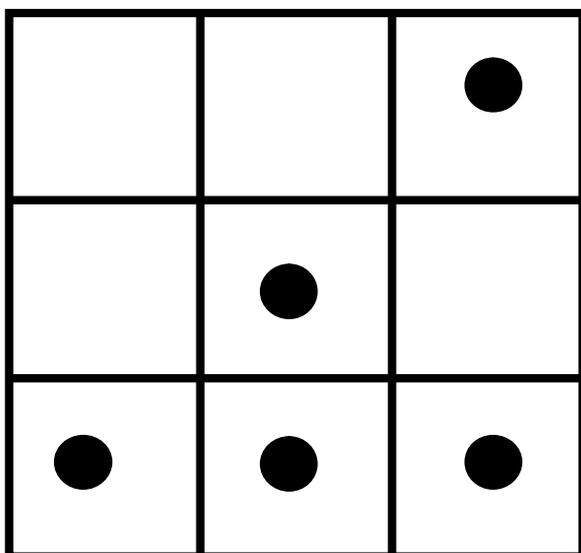
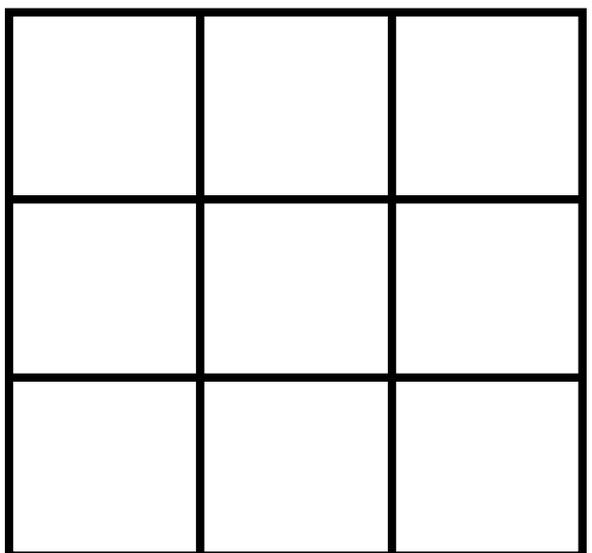
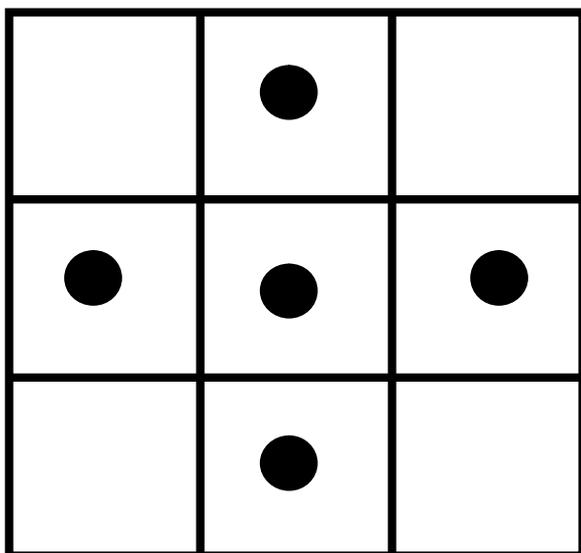
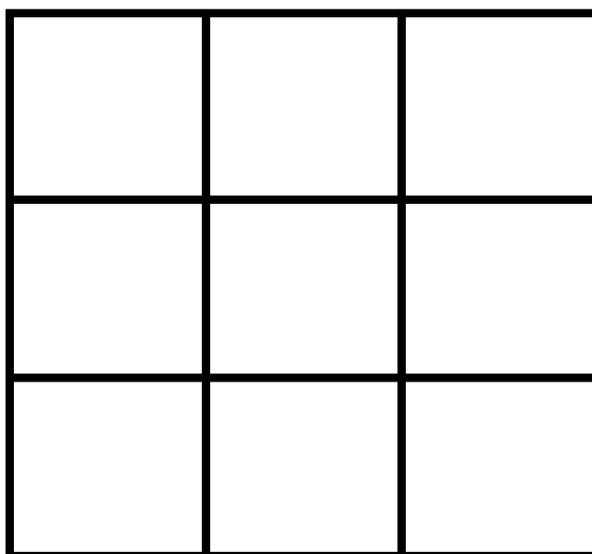
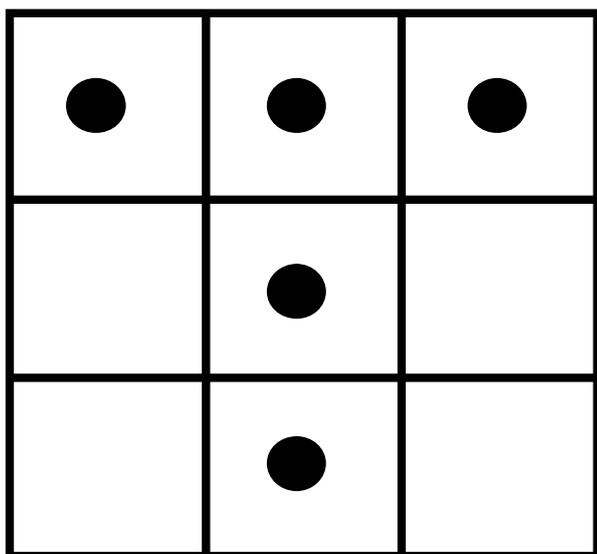


Conduis la voiture jusqu'à la maison.

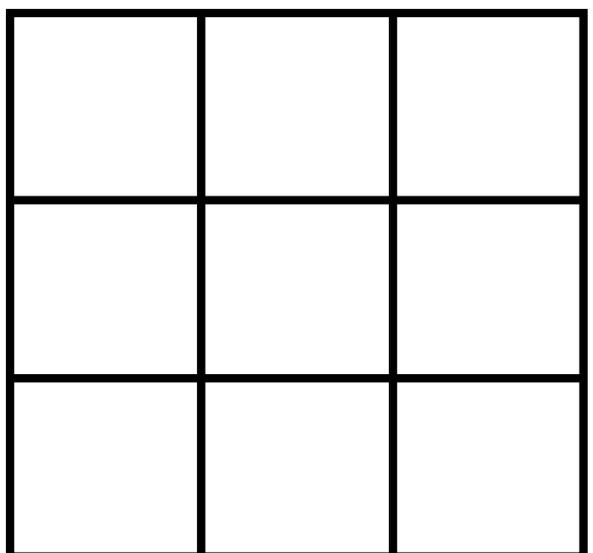
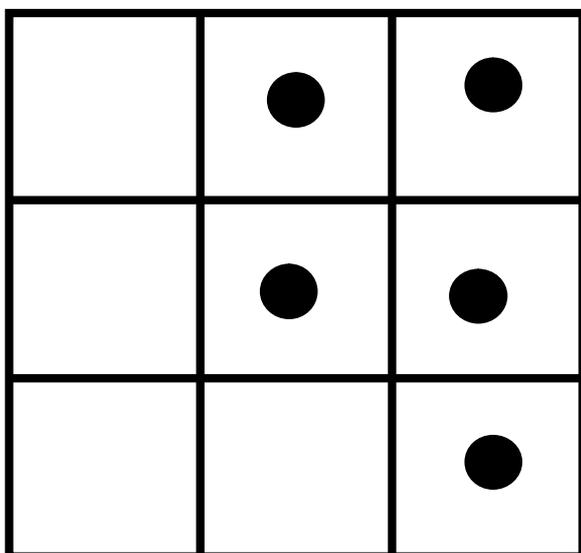
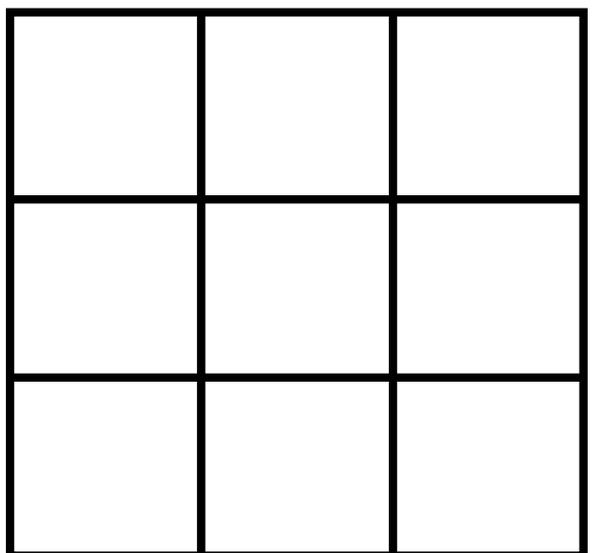
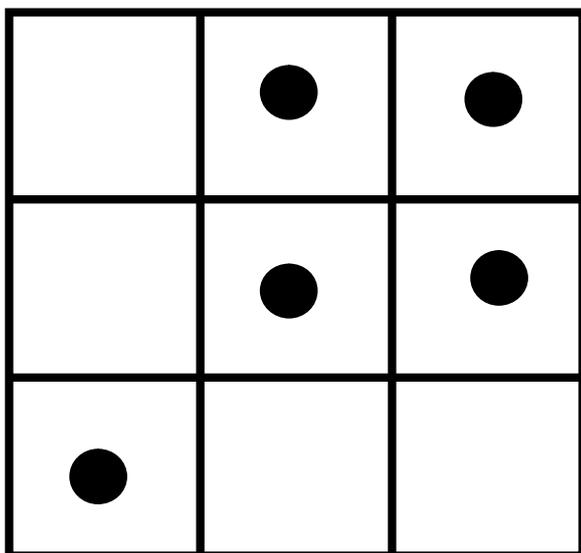
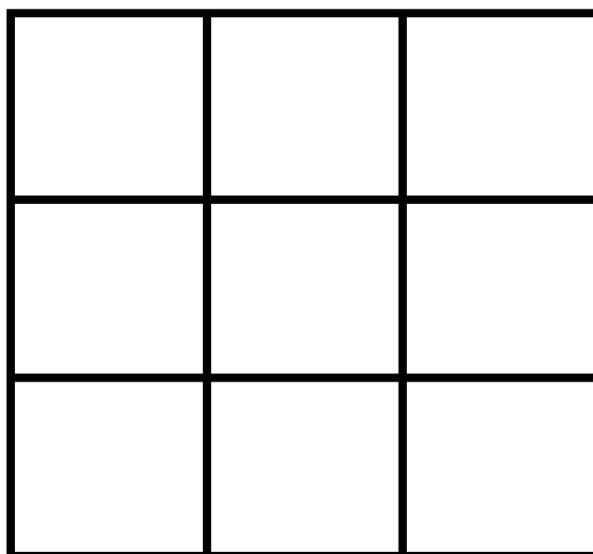
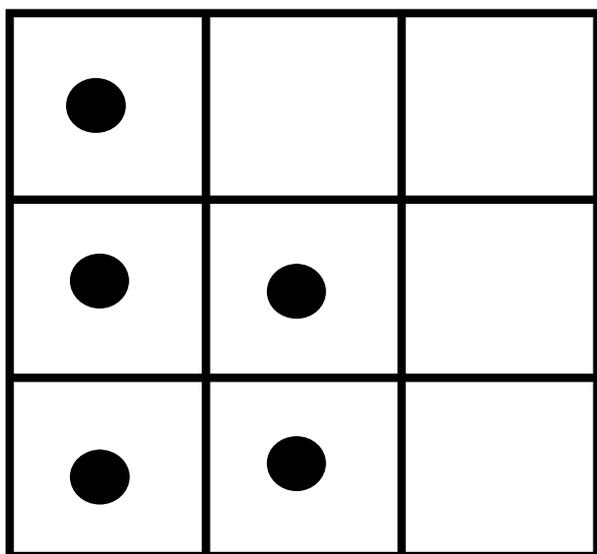
90



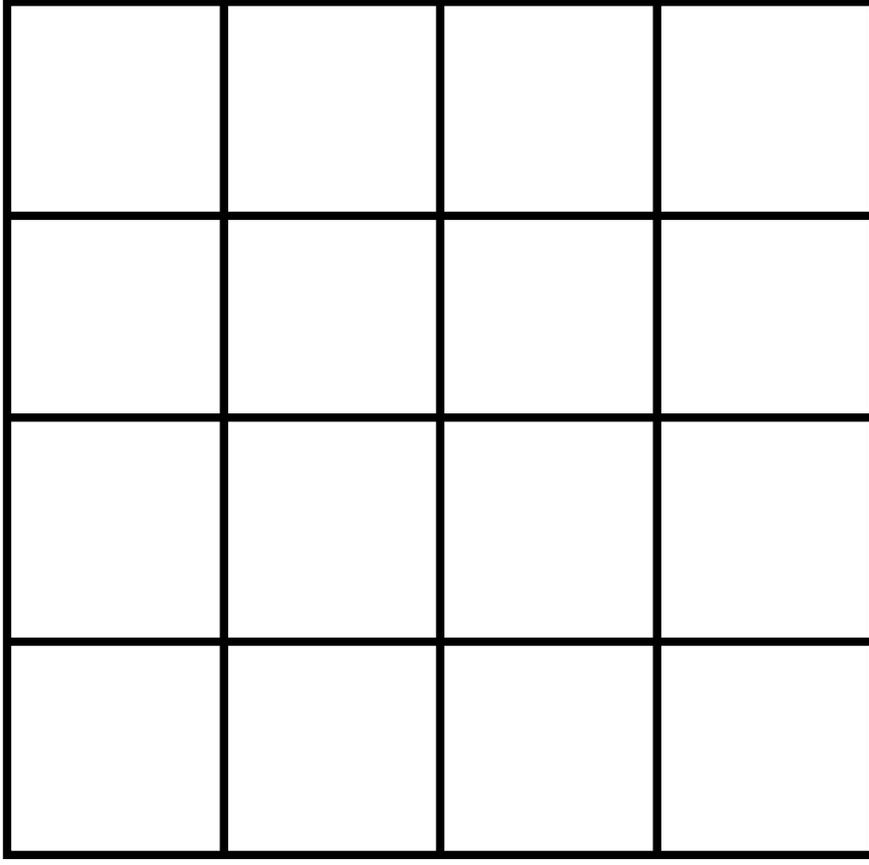
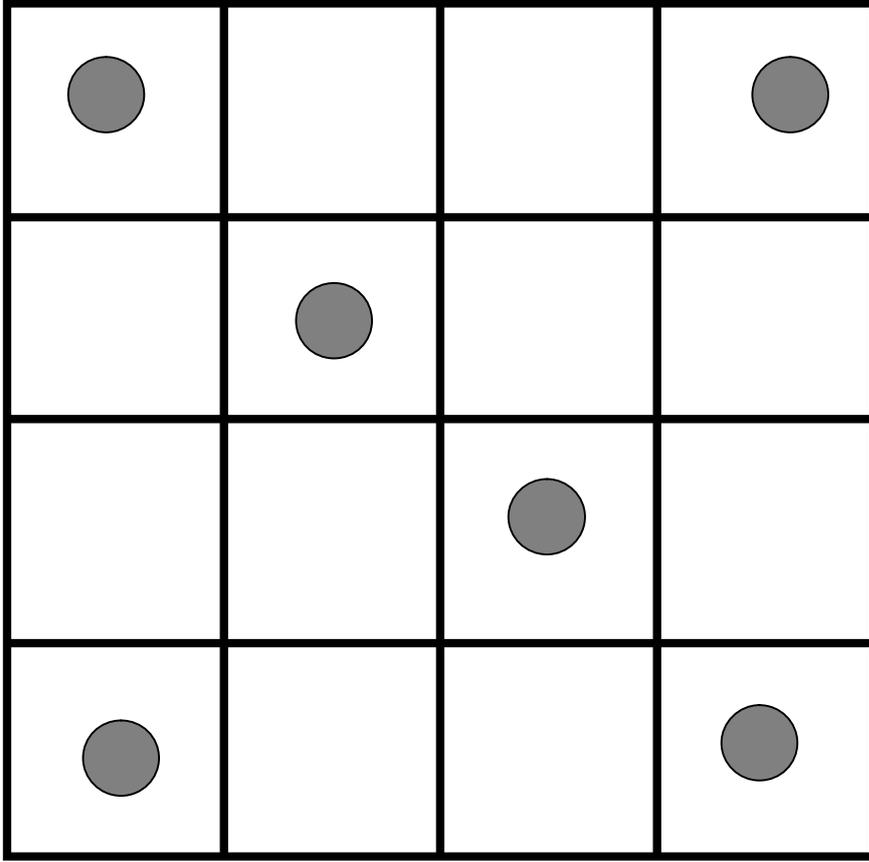
Remplace les points comme sur le modèle.



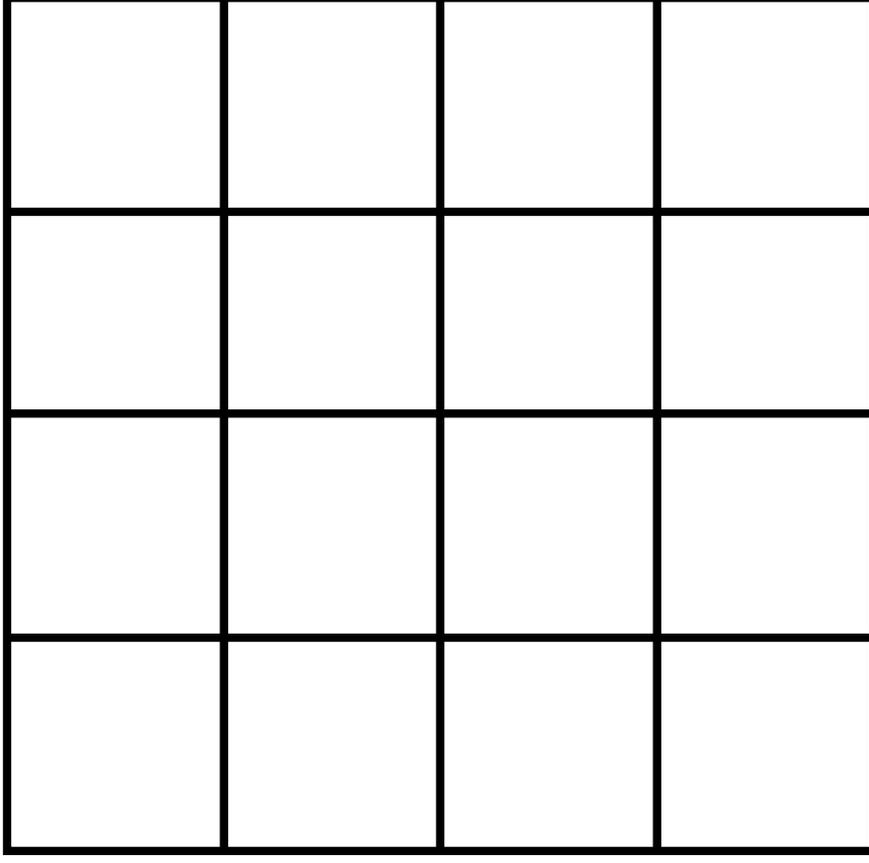
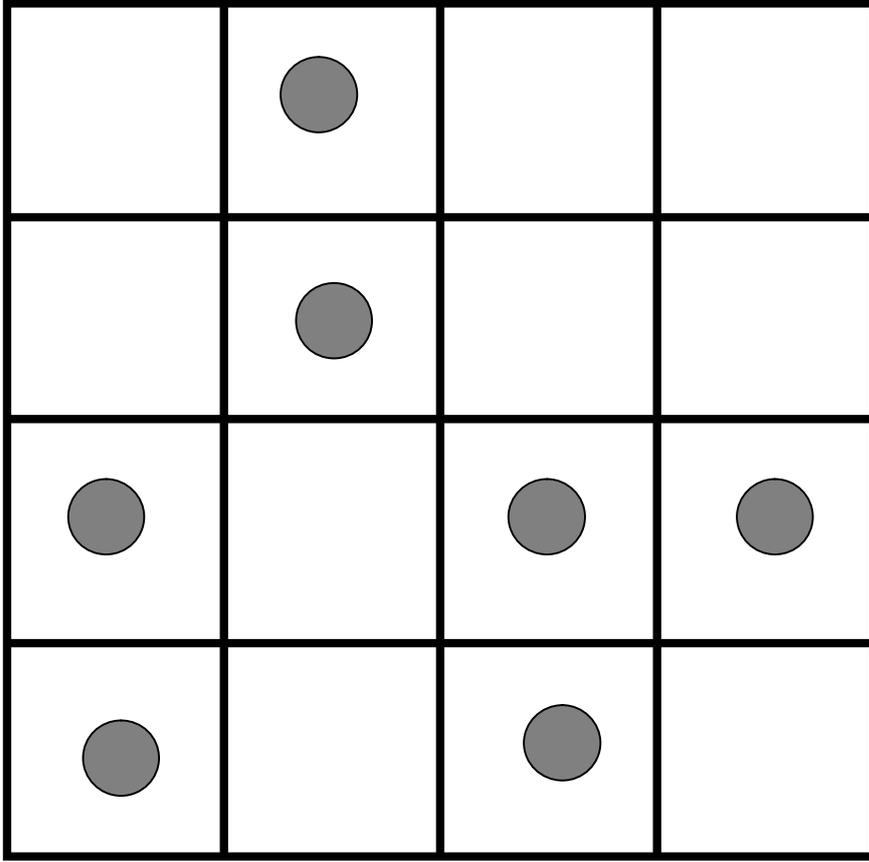
Remplace les points comme sur le modèle.



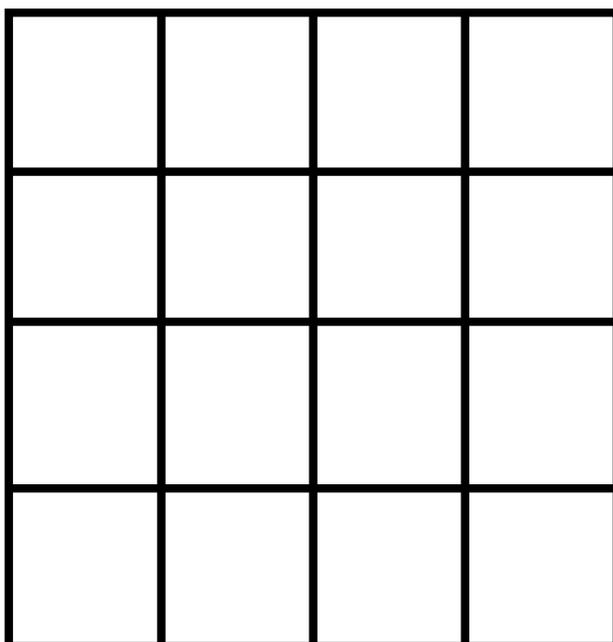
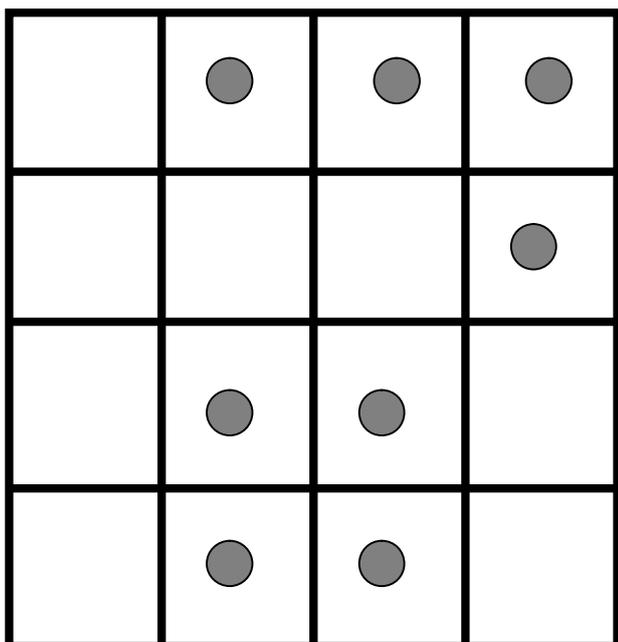
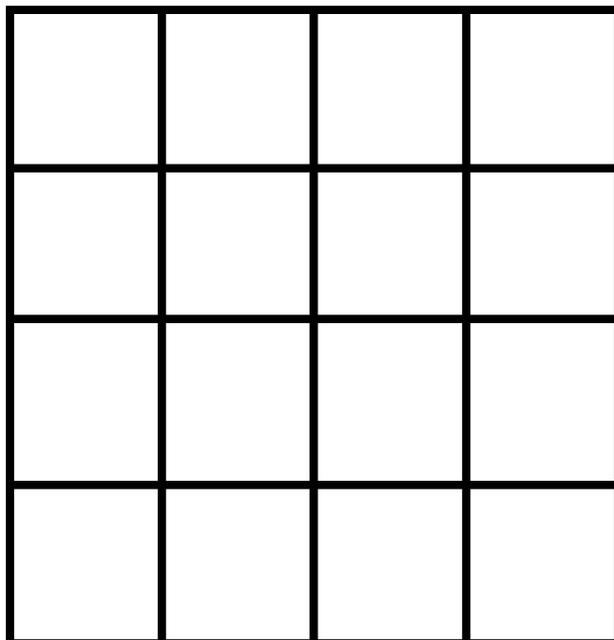
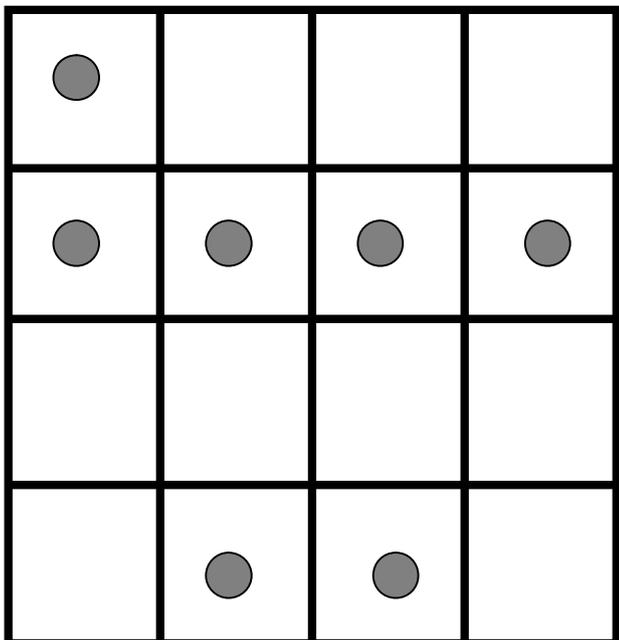
Remplace les points comme sur le modèle.



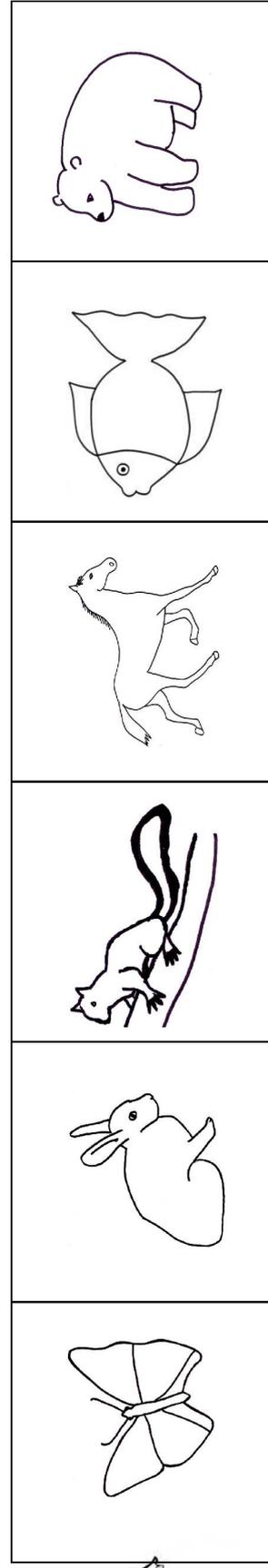
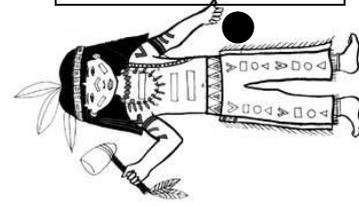
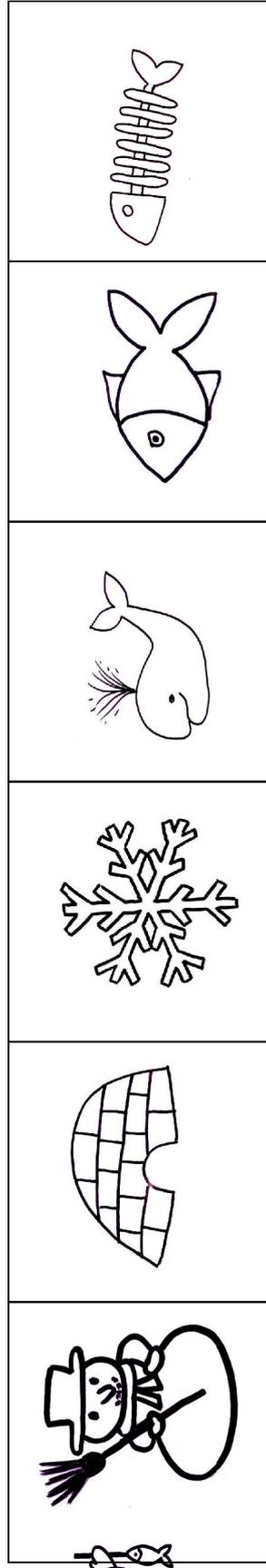
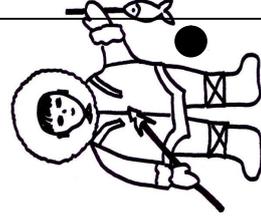
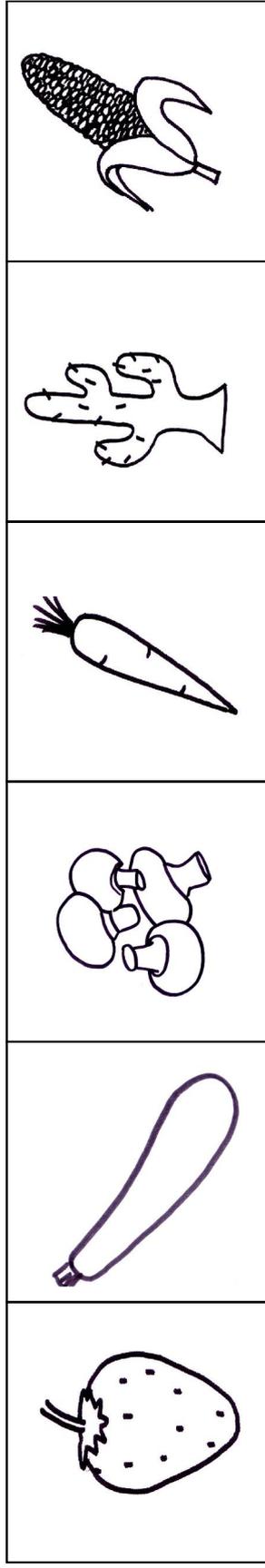
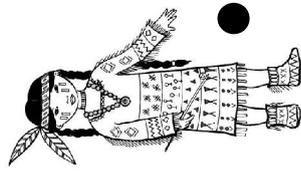
Remplace les points comme sur le modèle.



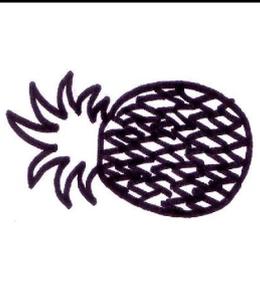
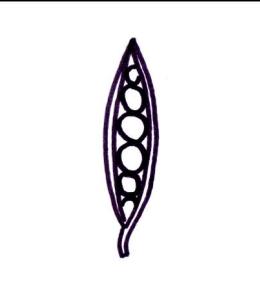
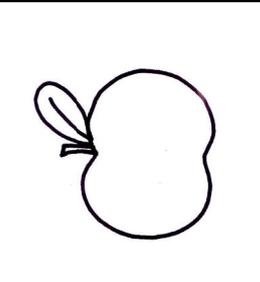
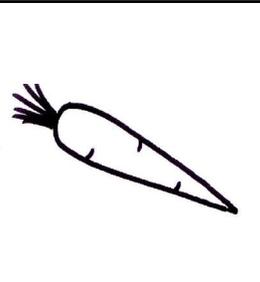
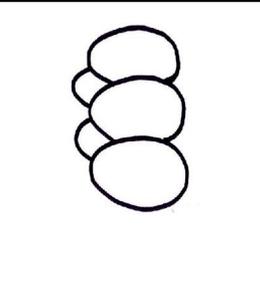
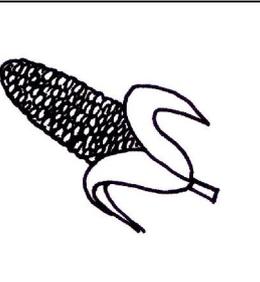
Remplace les points comme sur le modèle.

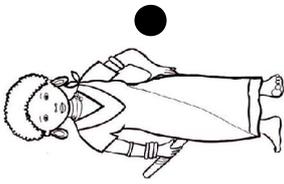


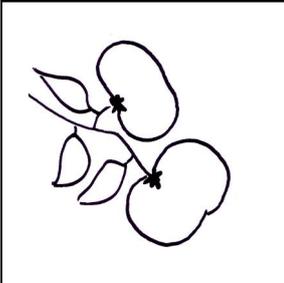
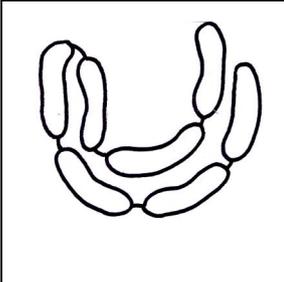
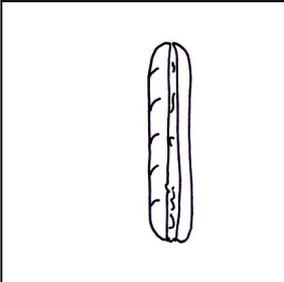
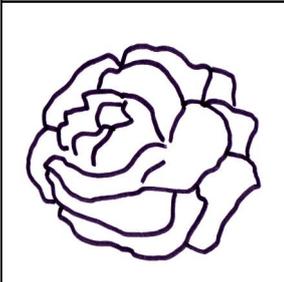
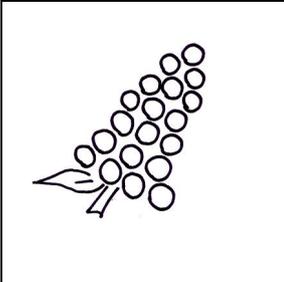
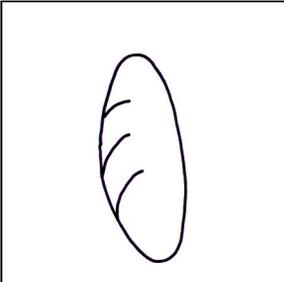
Colorie la case sur laquelle le personnage arrive en suivant les flèches, commence au point.

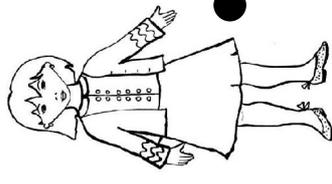


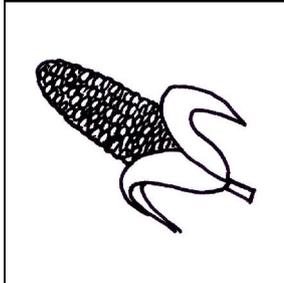
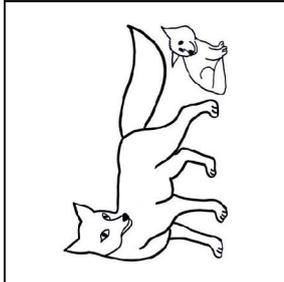
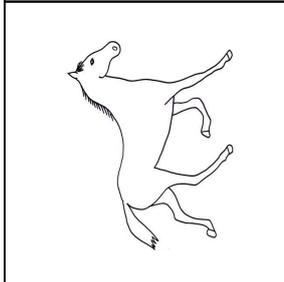
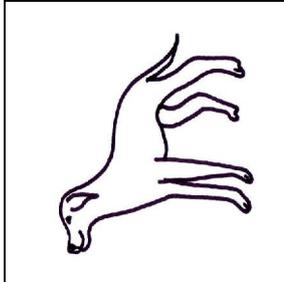
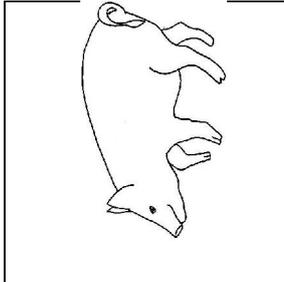
Colorie la case sur laquelle le personnage arrive en suivant les flèches, commence au point.

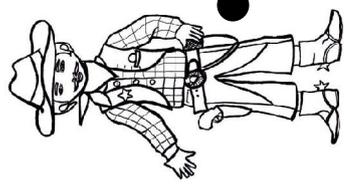
					
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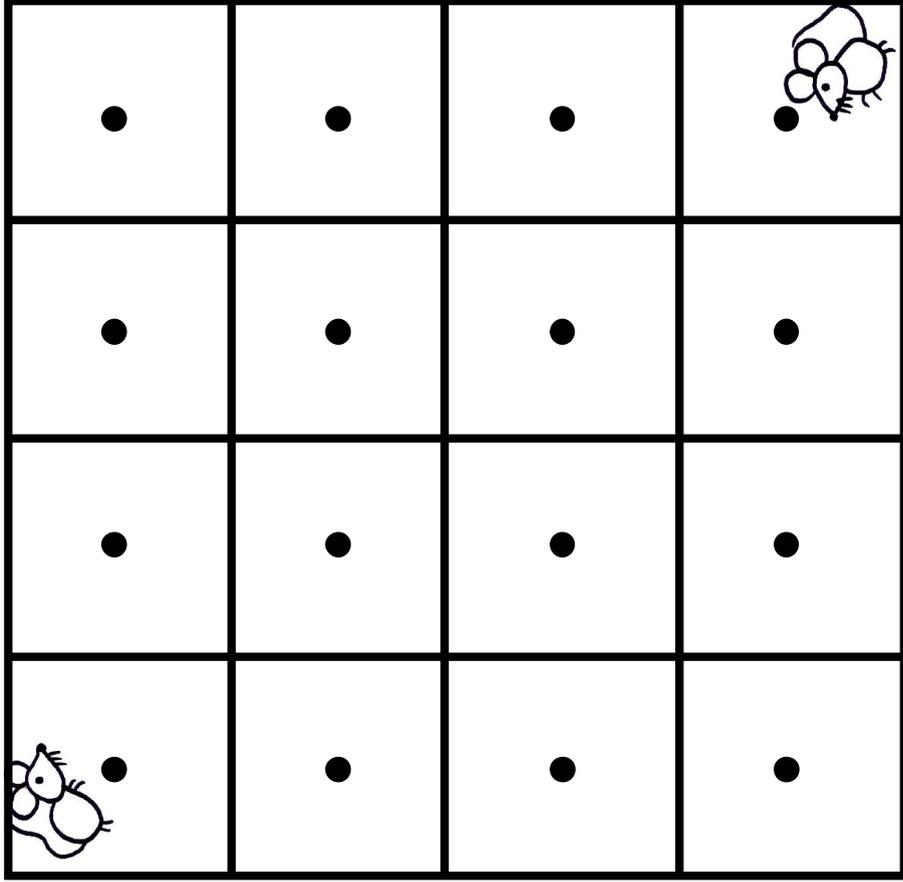
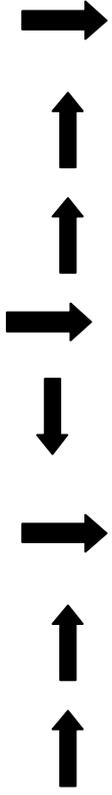
Suis le chemin de la coccinelle jusqu'à la fleur, en reliant les points au centre des carrés et en suivant l'ordre des flèches.

A 4x4 grid with a ladybug at the bottom-left (row 4, column 1) and a flower at the top-right (row 3, column 4). A path of arrows starts at the ladybug and follows the sequence: right to (4,2), down to (3,2), right to (3,3), and right to (3,4).

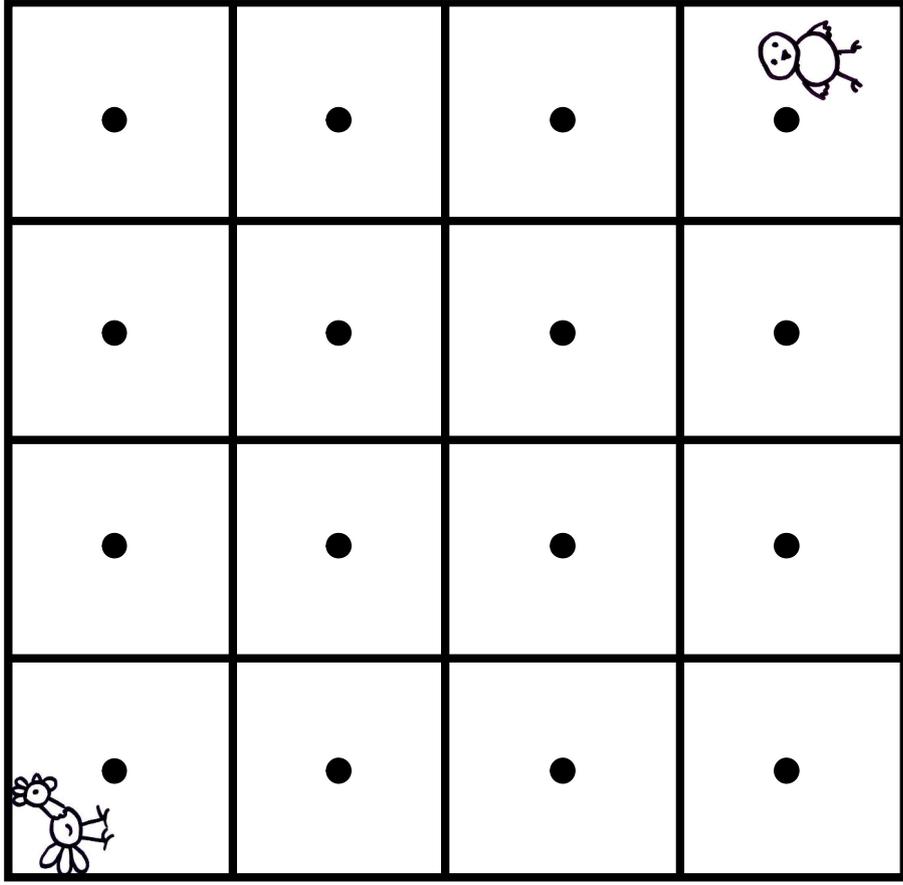
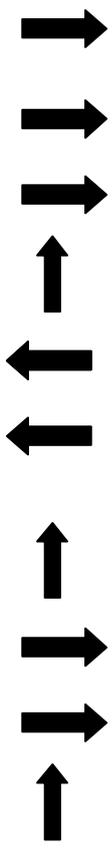
Suis le chemin du poisson jusqu'à l'algue. 98

A 4x4 grid with a fish at the bottom-left (row 4, column 1) and seaweed at the top-right (row 3, column 4). A path of arrows starts at the fish and follows the sequence: right to (4,2), up to (3,2), right to (3,3), and right to (3,4).

Suis le chemin de la souris jusqu'à la souris, en reliant les points au centre des carrés et en suivant l'ordre des flèches.

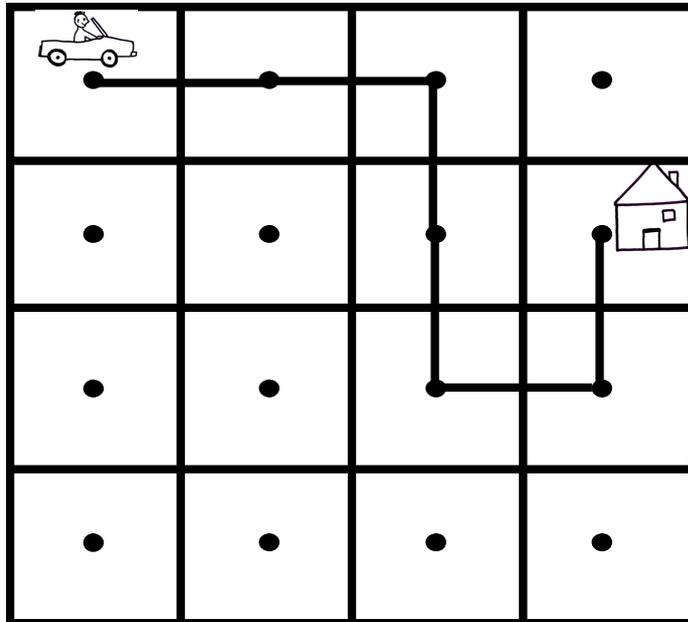


Suis le chemin de la poule jusqu'au poussin. 99



Dessine les flèches (une par carré) pour indiquer le chemin que prend le personnage pour rejoindre sa maison.

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Dessine les flèches (une par carré) pour indiquer le chemin que prend le personnage pour rejoindre sa maison.

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