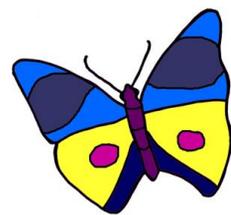


- Réalisées par des professeurs des écoles expérimentés
- Conformes aux programmes de l'éducation nationale

100 FICHES POUR RÉUSSIR LA PETITE SECTION DE MATERNELLE



Des fiches attractives pour bien démarrer sa scolarité

100 fiches pour réussir la petite section de maternelle

SOMMAIRE

OBSERVATION ET LECTURE

- 1-3 Relier des éléments à leur ombre
- 4-5 Retrouver des éléments identiques à un modèle
- 6-8 Trouver des différences entre deux images
- 9-12 Repérer une lettre dans un mot
- 13-17 Repérer des mots identiques
- 18 Retrouver les lettres de son prénom
- 19 Remettre des lettres en ordre
- 20-21 Entendre une voyelle

VOCABULAIRE ET LOGIQUE

- 22-25 Se situer dans l'espace : sur, sous, dans
- 26-27 Travailler sur les couleurs
- 28-33 Faire un puzzle
- 34-35 Travailler sur les formes
- 36-39 Labyrinthes et chemins
- 40-42 Tris
- 43-44 Travail sur les tailles
- 45-46 Réaliser un rythme
- 47-56 Classer dans un tableau, tableaux à double entrée

- 57 Remise en ordre d'images

DENOMBREMENT

- 58-63 Travail sur les nombres 1,2,3,4,5
- 64-68 Le plus, le moins, autant que : comparaison de collections
- 69-70 Entourer par 2, par 3
- 71-74 Faire correspondre deux collections identiques
- 75-79 Faire correspondre une quantité à un chiffre

GRAPHISME

- 80 Remplir une surface
- 81 Petits traits
- 82 Petits ronds
- 83 Points
- 84 -85 Ronds
- 86-88 Lignes
- 88-91 Graphismes décoratifs
- 92 Ponts

DECOUVERTE DU MONDE

- 93-94 Schéma corporel
- 95 Alimentation
- 96-99 Animaux
- 100 Instruments de musique
- 101 Transports
- 102 Métiers

C'est en petite section que les progrès des enfants sont les plus spectaculaires. C'est pourquoi ce fichier propose des exercices de difficultés variées, qui répondent aux progrès que réalisent les enfants en cours d'année. Ce fichier aborde les principaux points du programme de petite section en reprenant des types d'exercices qui sont traditionnellement donnés dans tous les domaines.

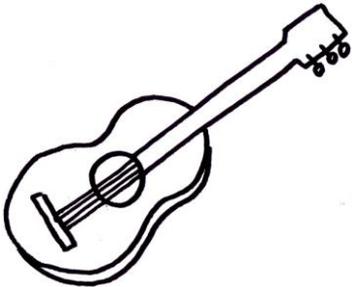
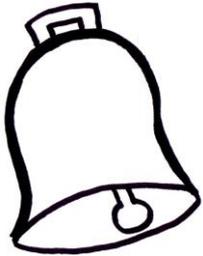
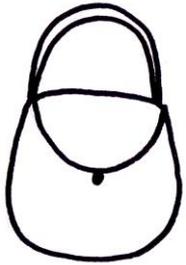
Fichier créé par Anne-Marie

Samoun annemariesam@free.fr

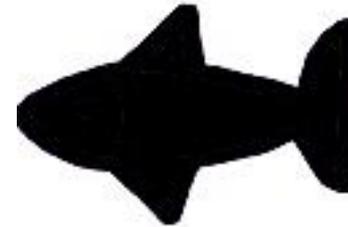
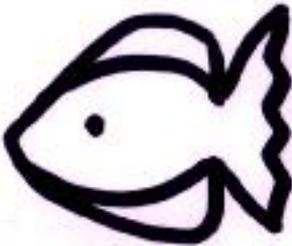
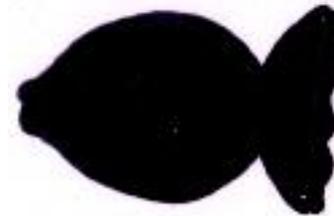
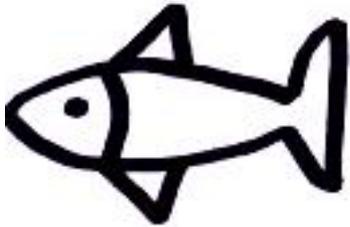
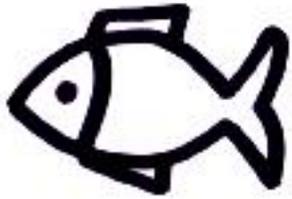
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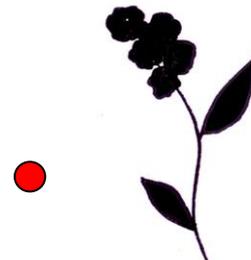
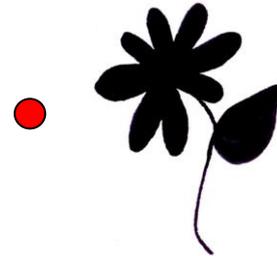
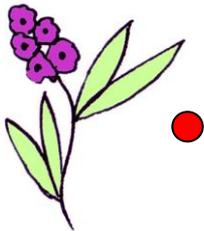
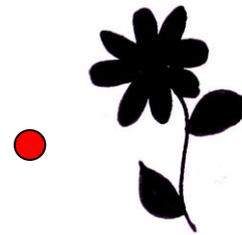
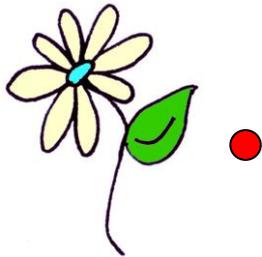
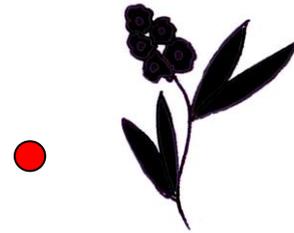
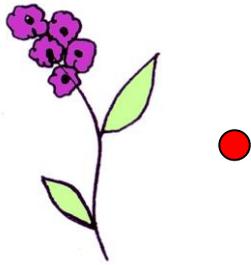
Relie chaque objet à sa silhouette.



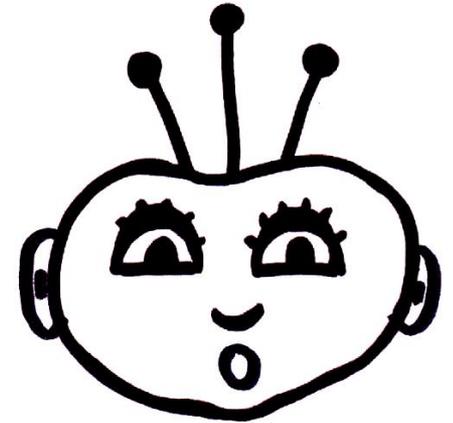
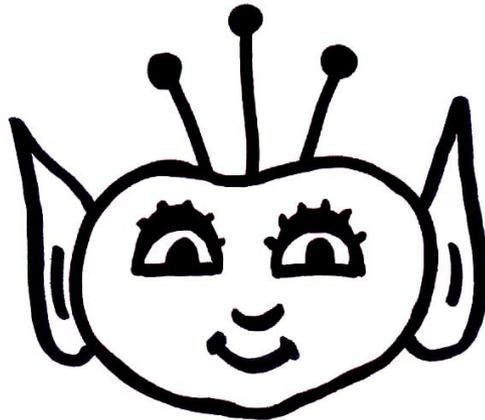
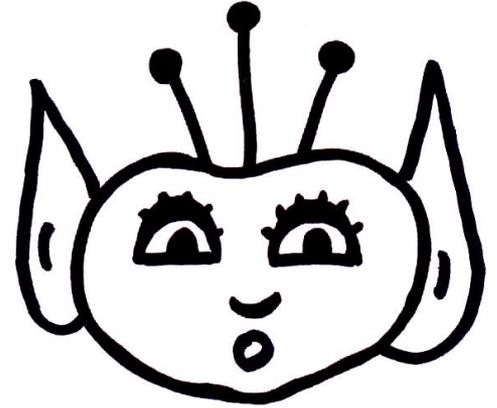
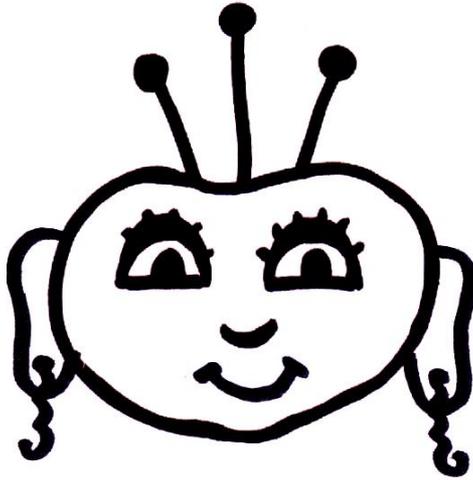
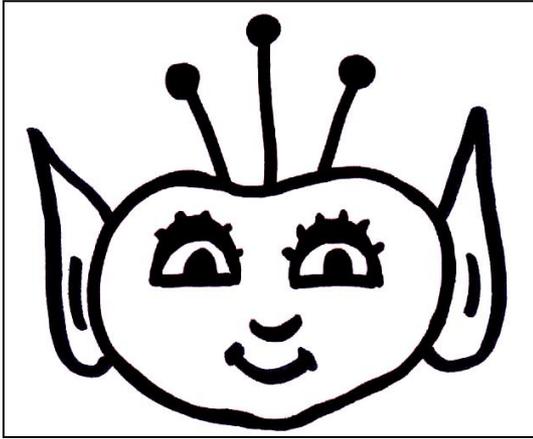
Relie chaque poisson à sa silhouette.



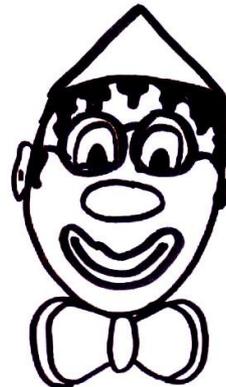
Relie chaque fleur à sa silhouette.



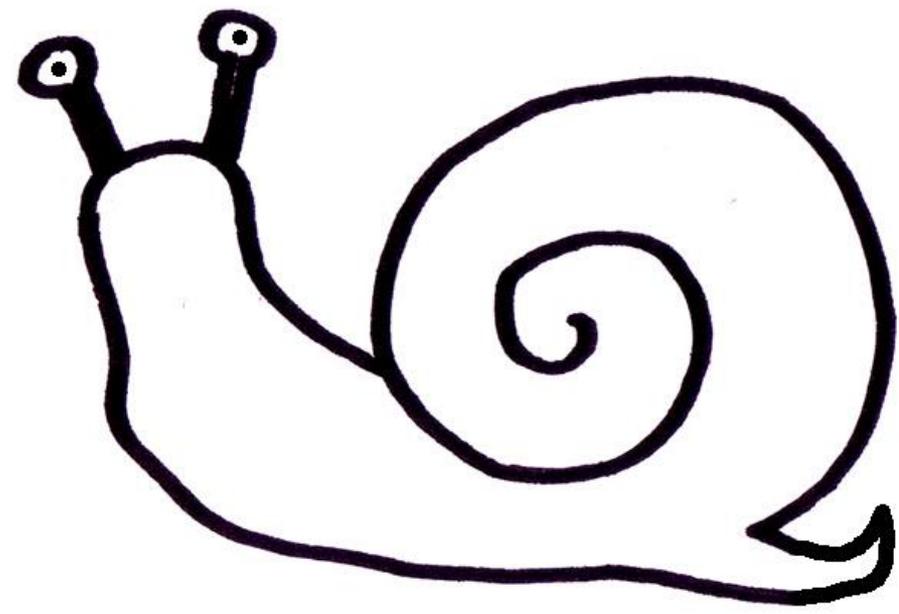
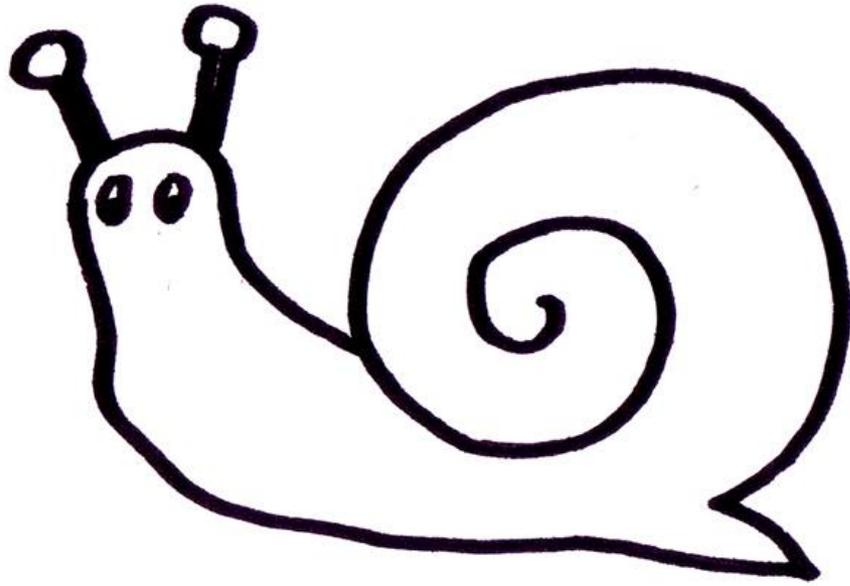
Entoure celui qui est comme le modèle encadré.



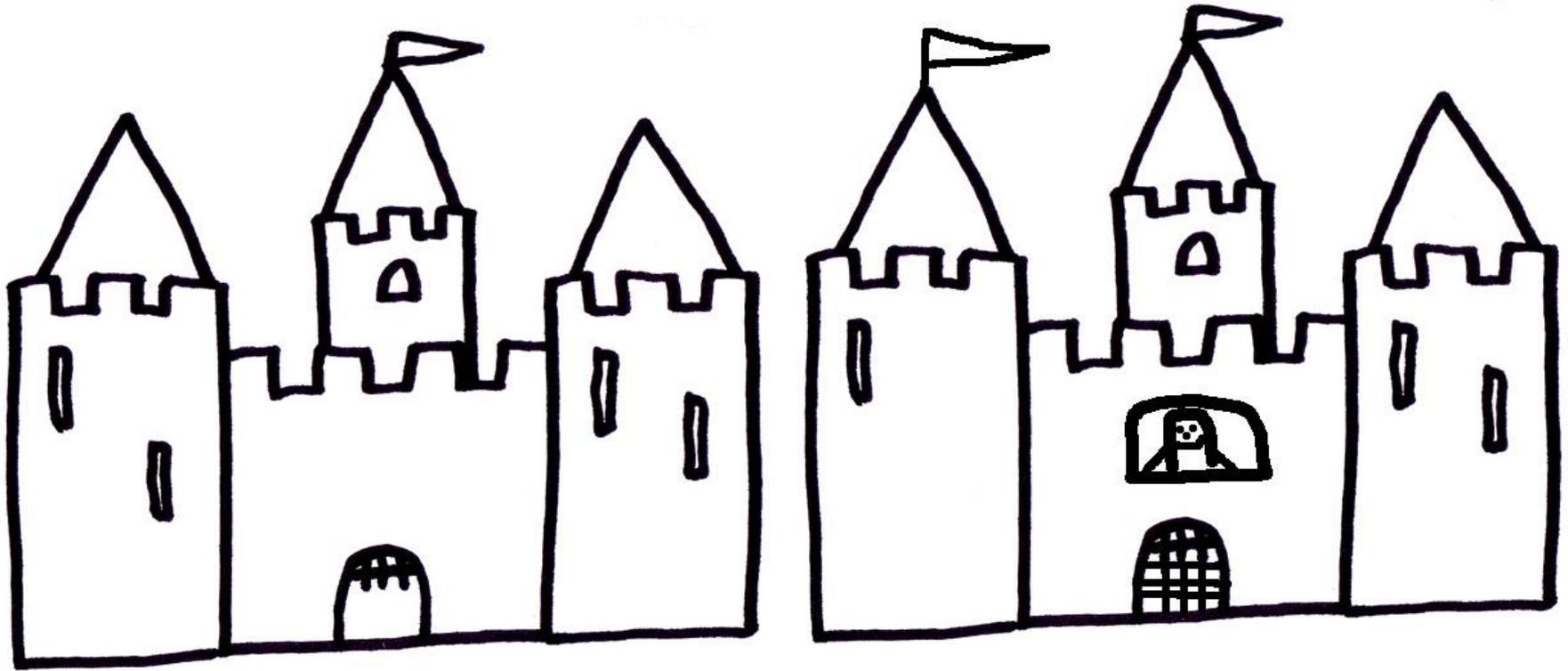
Entoure ceux qui sont comme le modèle encadré.



Trouve les 3 différences entre ces dessins et entoure les sur celui de droite.



Trouve les 4 différences entre ces dessins et entoure les sur celui de droite.

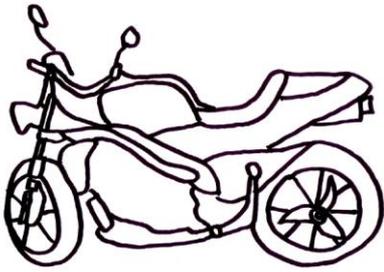


Trouve les 4 différences entre ces dessins et entoure les sur celui de droite.



Observe les mots et entoure ceux qui commencent par « M ».

M



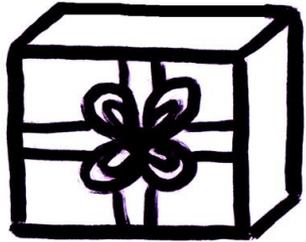
MOTO



FEUILLE



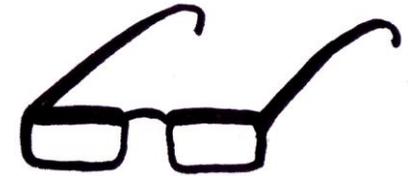
MAISON



CADEAU



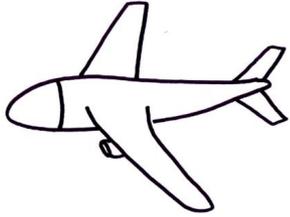
MAIN



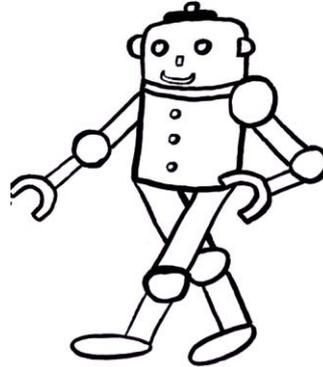
LUNETTES

Observe les mots et entoure ceux qui commencent par « R ».

R



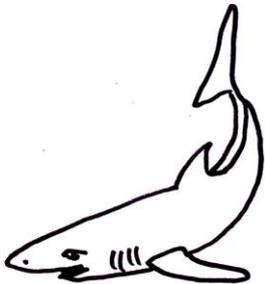
AVION



ROBOT



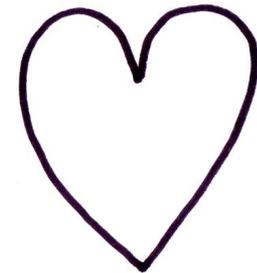
ROI



REQUIN



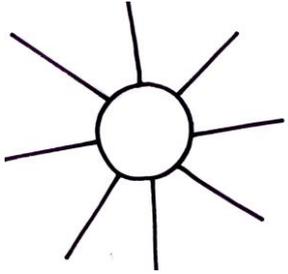
BOTTE



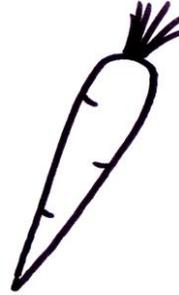
COEUR

Entoure quand tu vois «A» dans les mots.

A



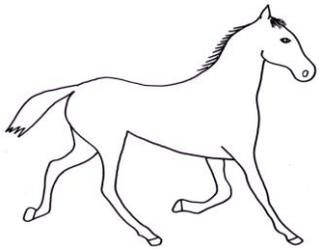
SOLEIL



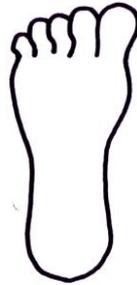
CAROTTE



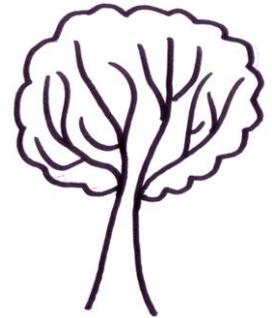
SAPIN



CHEVAL



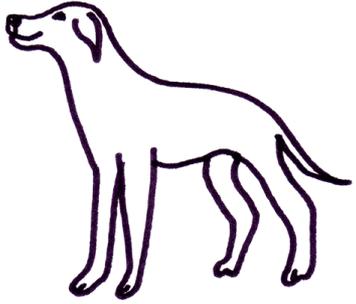
PIED



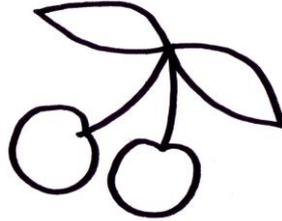
ARBRE

Entoure quand tu vois «E» dans les mots.

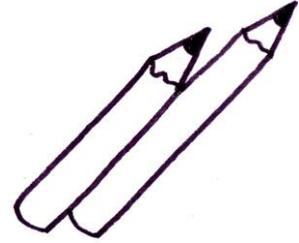
E



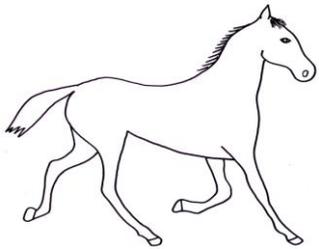
CHIEN



CERISE



CRAYONS



CHEVAL



BIBERON

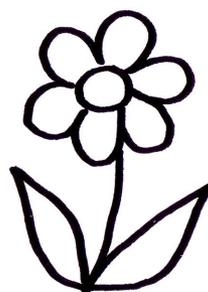


DAUPHIN

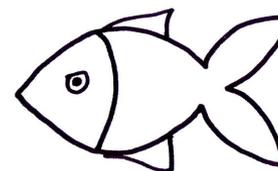
Repère les mots dans le cadre et colle les étiquettes sous chaque éléments.



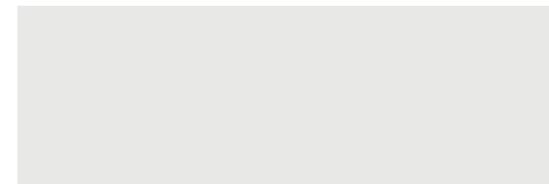
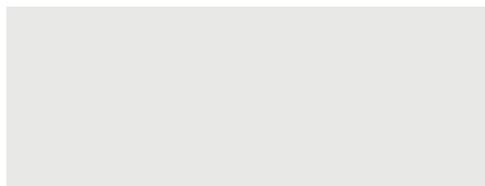
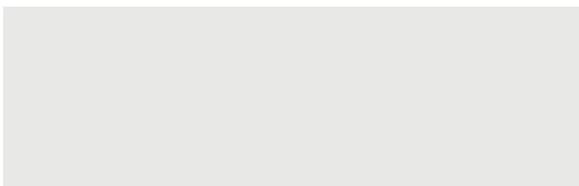
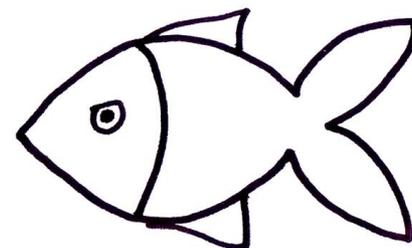
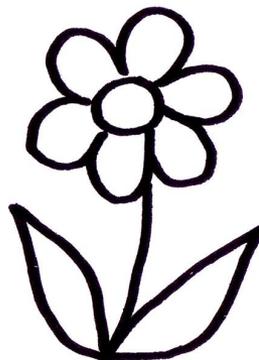
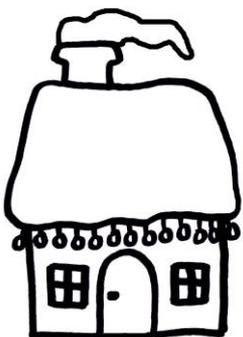
MAISON



FLEUR



POISSON



FLEUR MAISON POISSON

Repère les mots dans le cadre et colle les étiquettes sous chaque personnage.



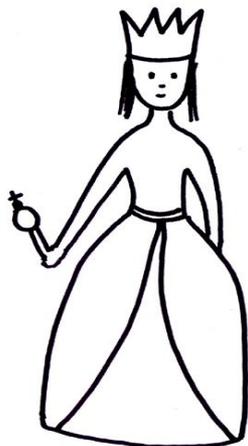
FEE



REINE



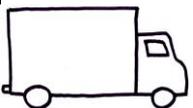
SORCIERE



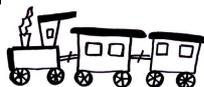
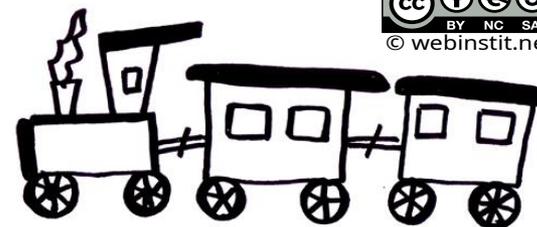
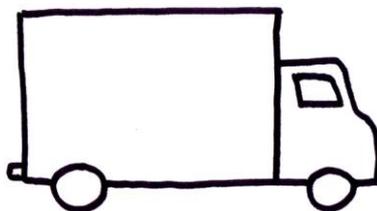
SORCIERE

FEE REINE

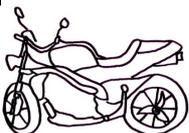
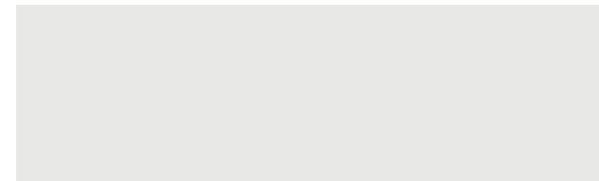
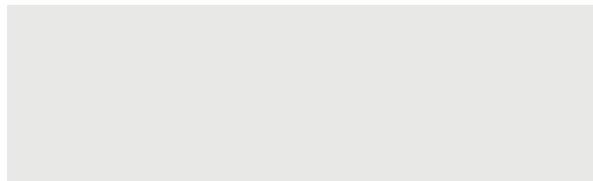
Repère les mots dans le cadre et colle les étiquettes sous chaque véhicule.



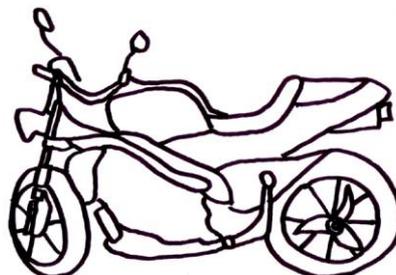
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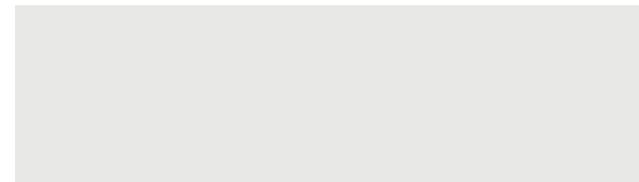
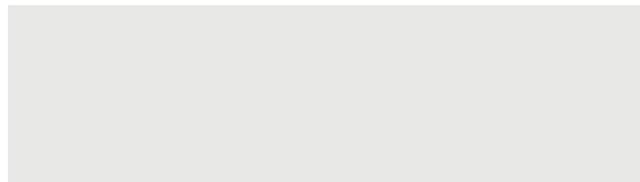
TRAIN



MOTO



VELO



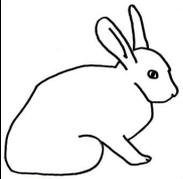
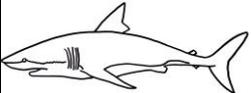
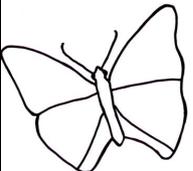
TRAIN

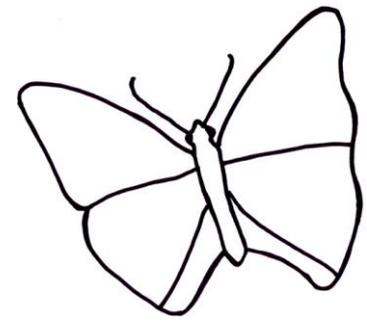
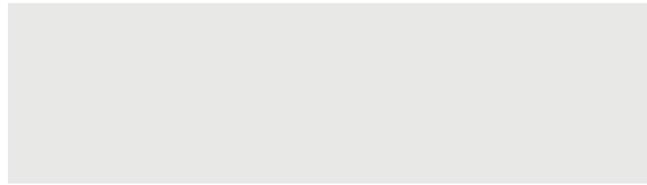
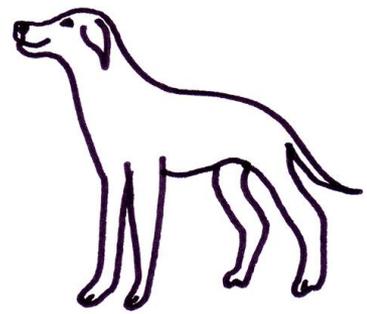
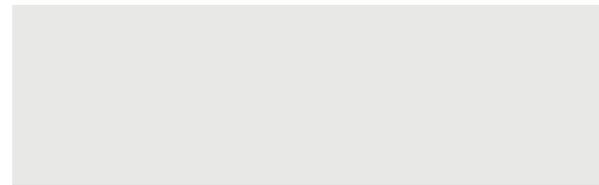
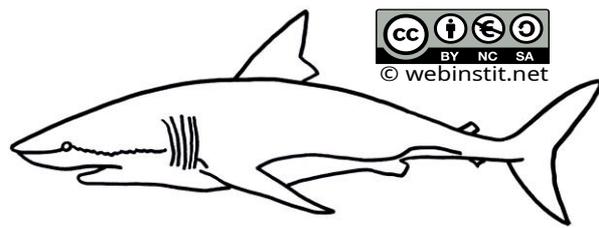
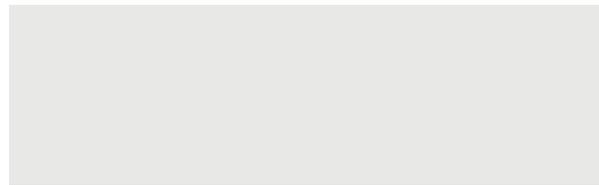
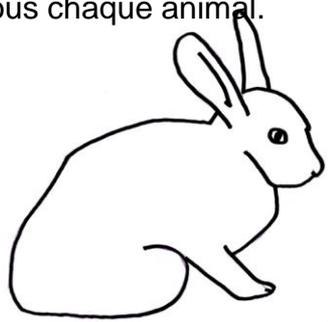
VELO

CAMION

MOTO

Repère les mots dans le cadre et colle les étiquettes sous chaque animal.

	LAPIN
	REQUIN
	CHIEN
	PAPILLON



LAPIN PAPILLON REQUIN CHIEN

Entoure les mots identiques au modèle encadré.



OURS

TOUR

LAPIN

OURS

CHAT

MARS

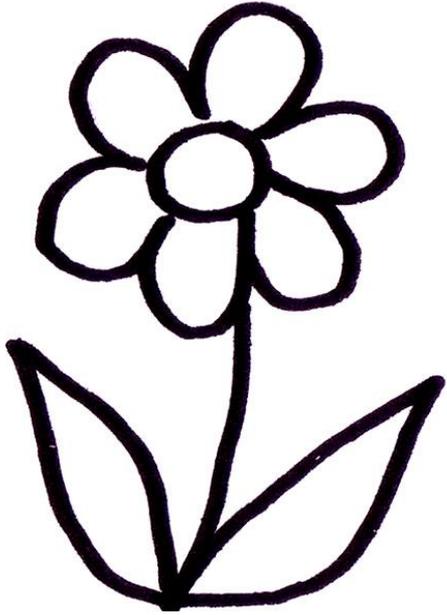
OLIVIER

OURS

Regarde ton prénom écris ou collé ci-dessous et entoure les lettres qui le composent dans l'alphabet ci-joint.

A B C D E F G H I
J K L M N O P Q
R S T U V W X Y Z

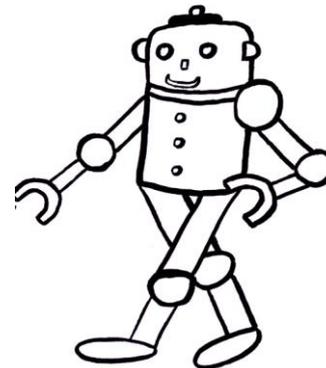
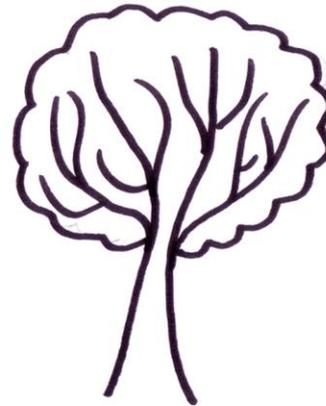
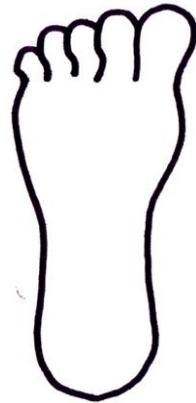
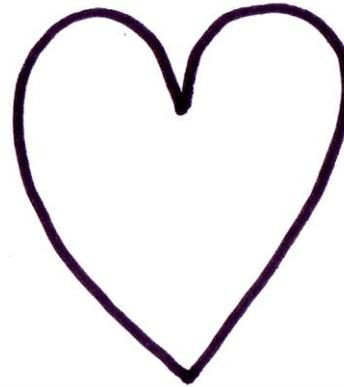
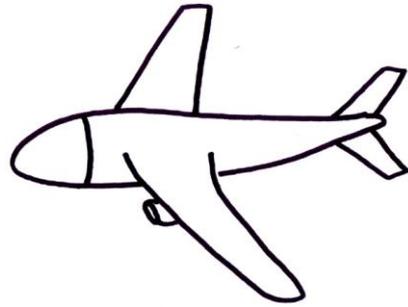
Colle les lettres pour recomposer le mot.



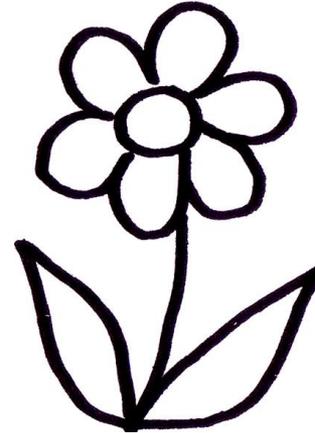
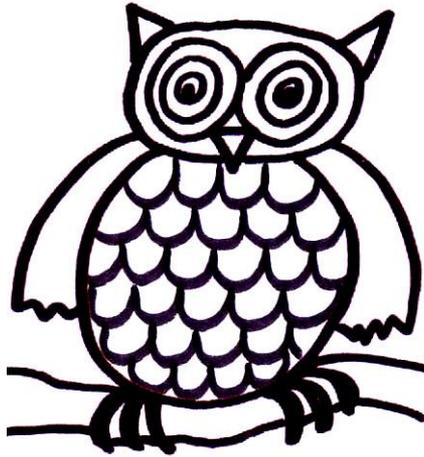
FLEUR

R E F U L

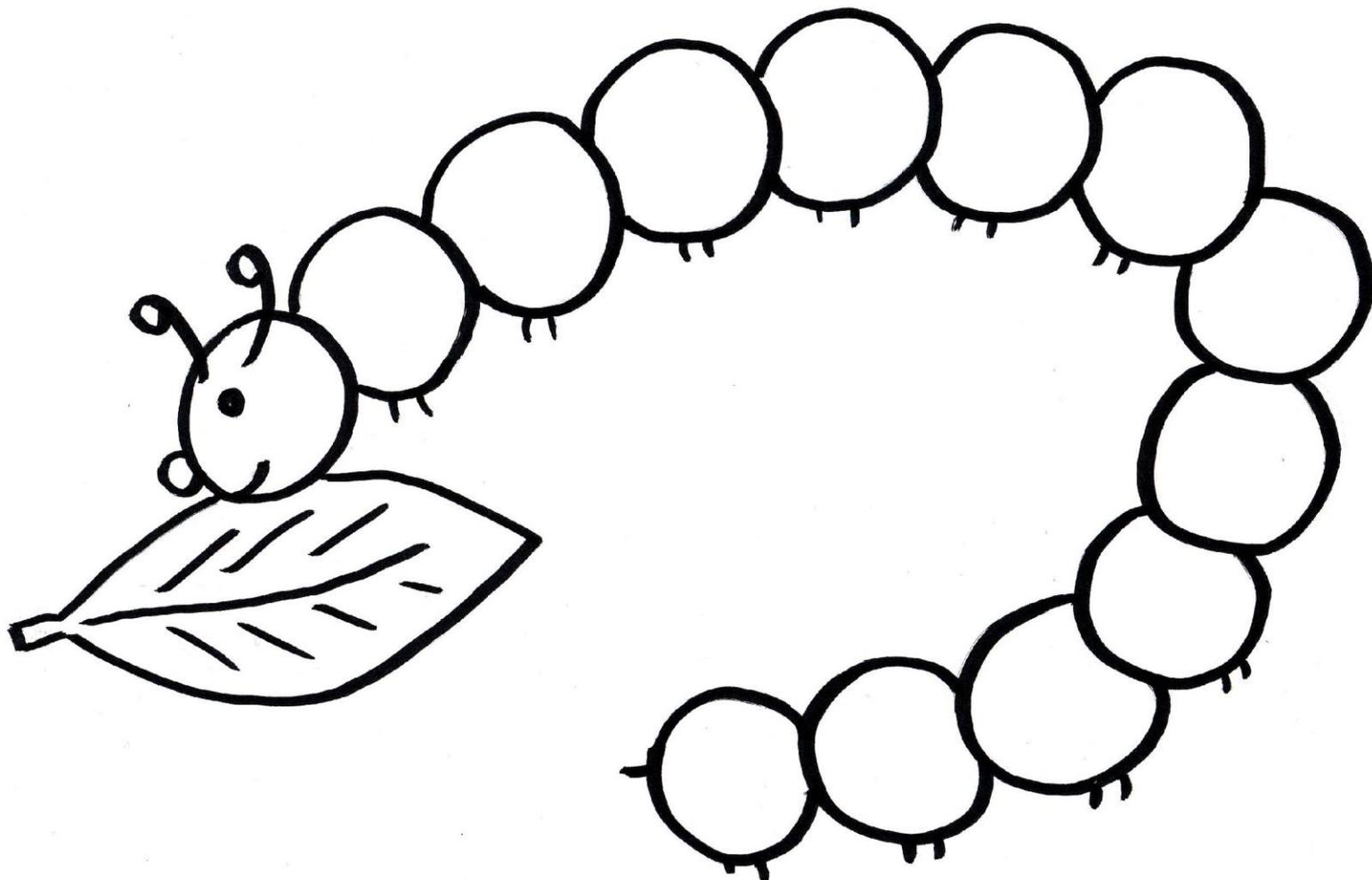
Colorie sur chaque ligne l'image dont le mot commence par « A ».



Colorie sur chaque ligne l'image ou tu entends le son « i » dans le mot



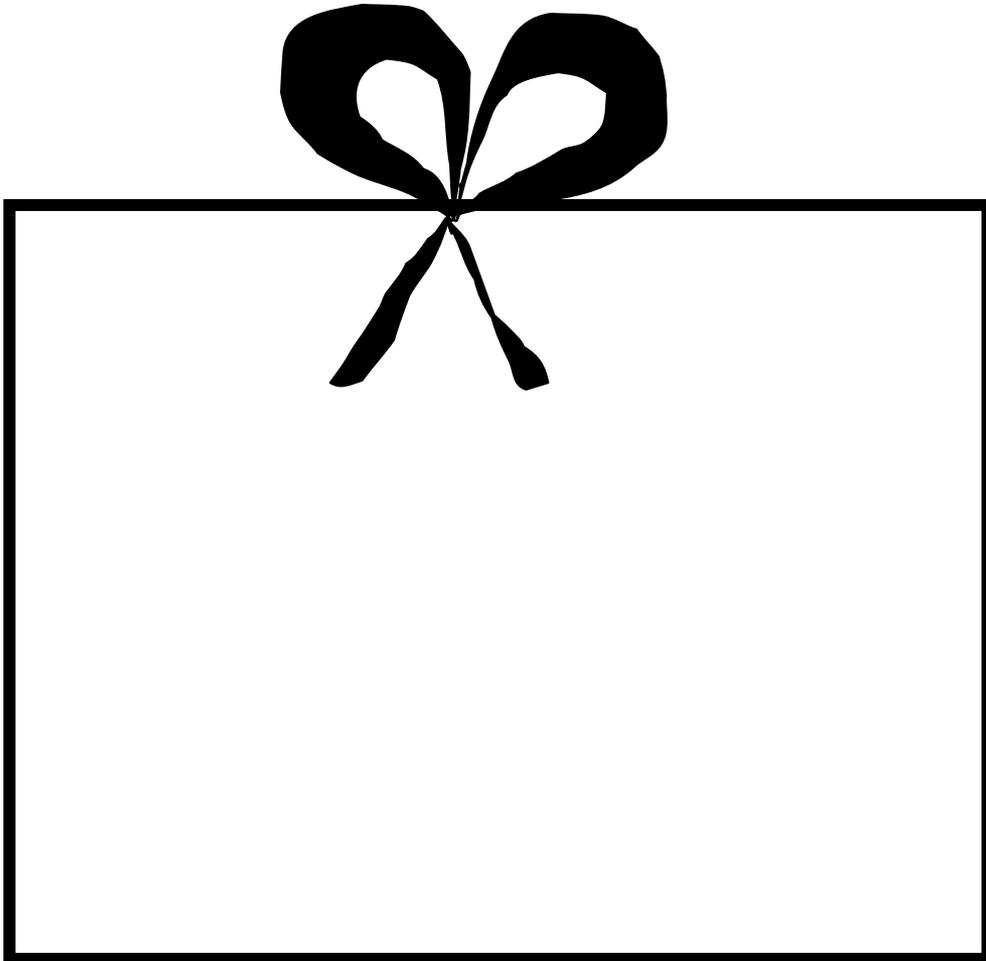
Colle une gommette ronde dans chaque anneaux de la chenille.

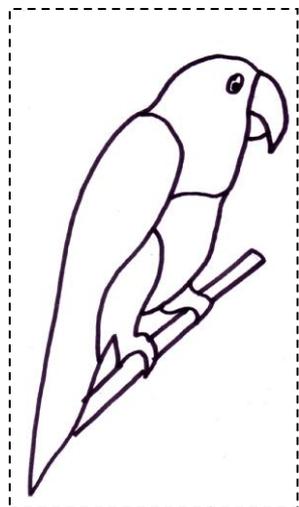
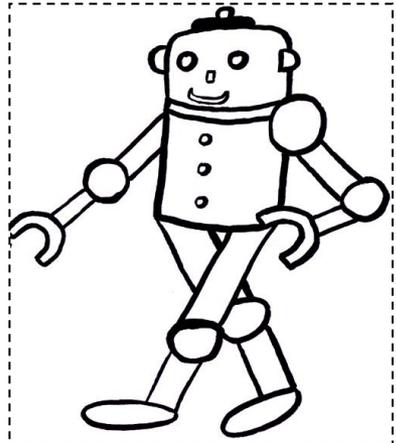
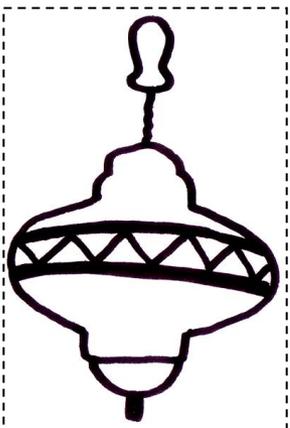
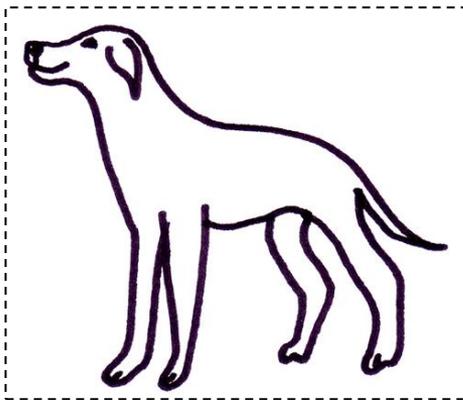
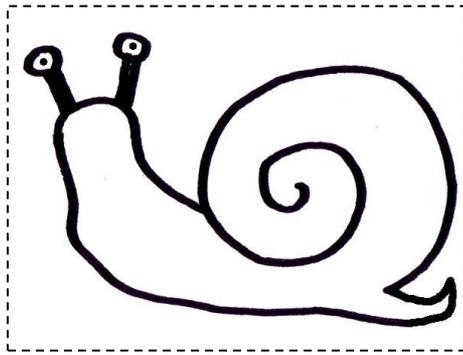
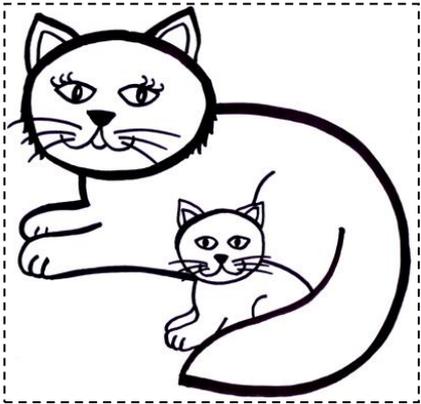


Colle l'escargot sur la feuille et les chats sous le parapluie.

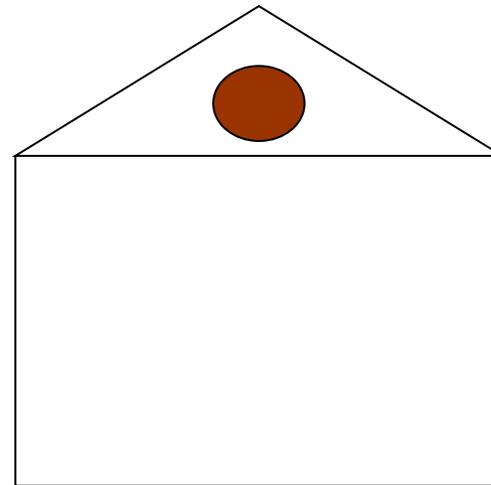
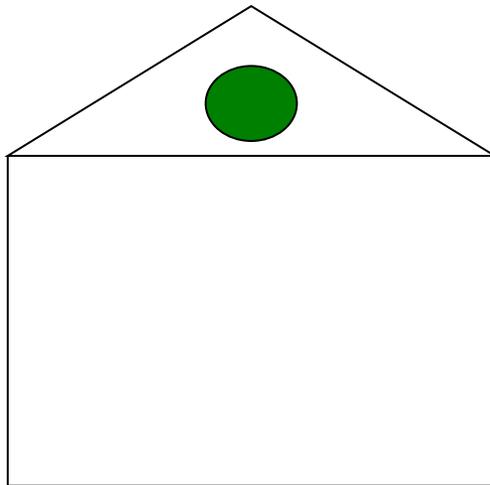
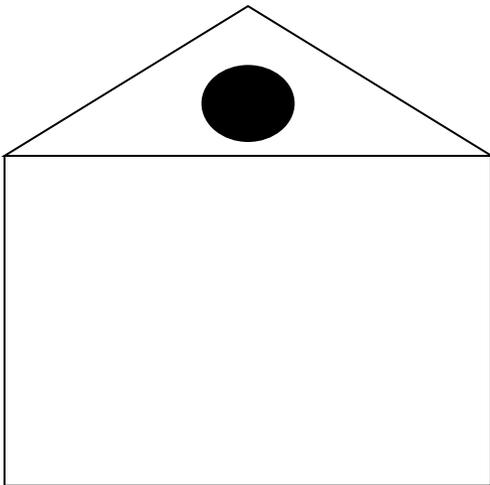
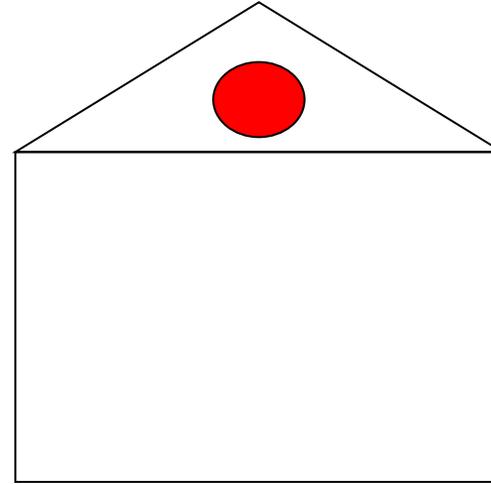
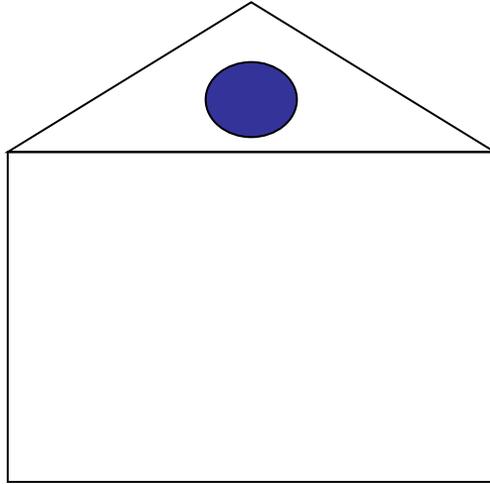
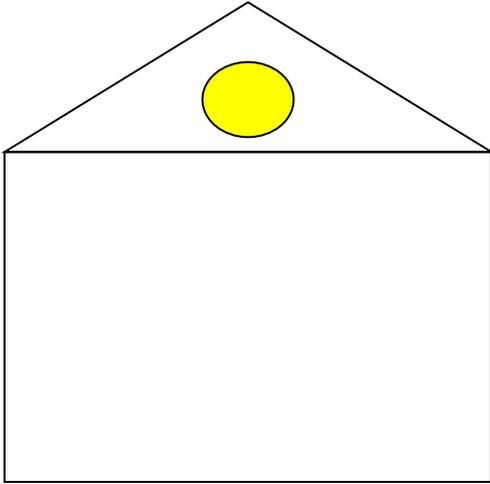


Colle les jouets à l'intérieur du cadeau et les animaux à l'extérieur.

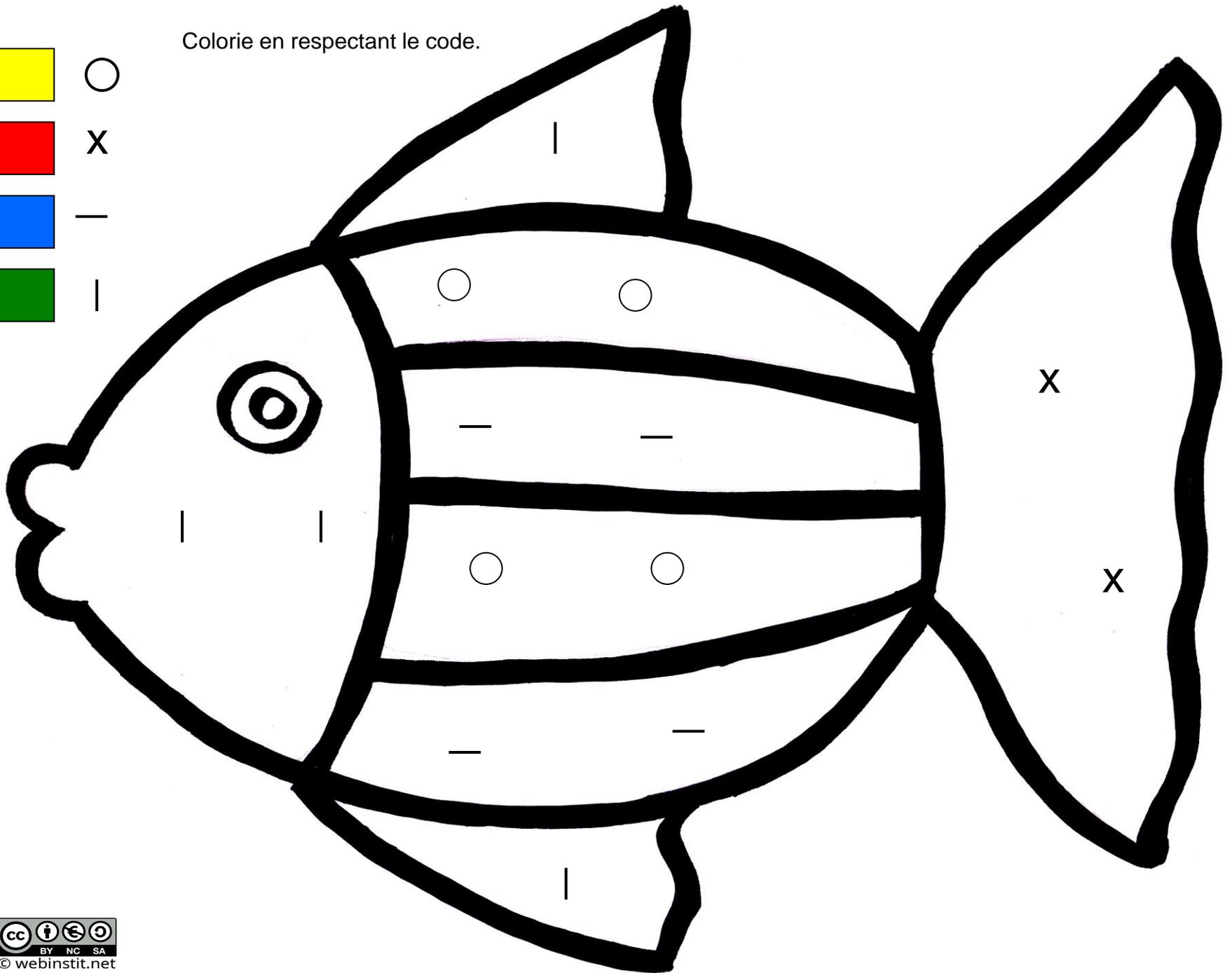
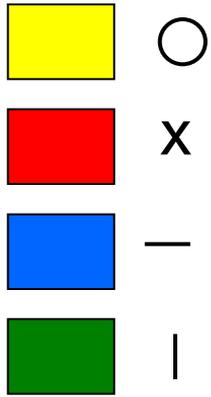


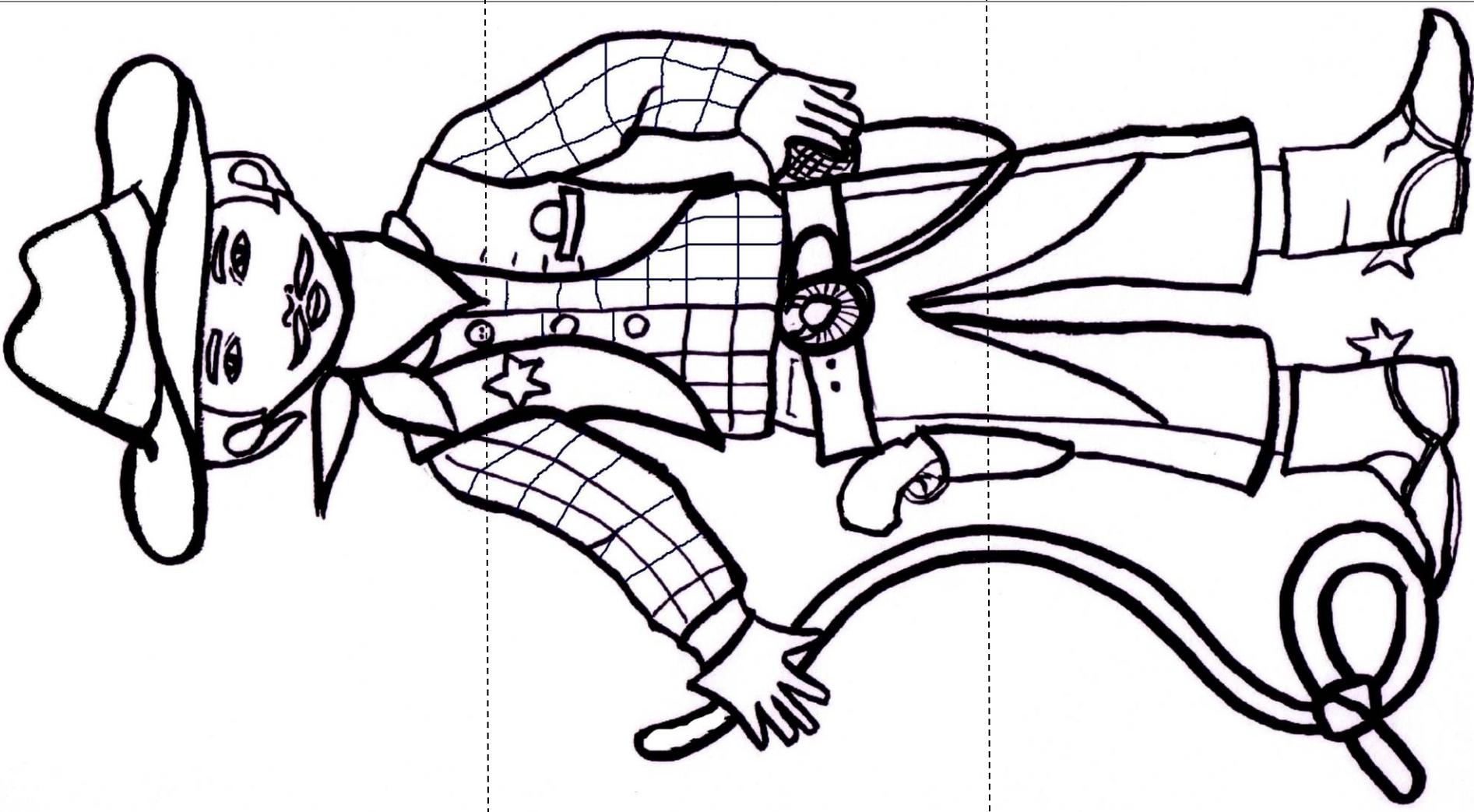


Colle des gommettes de la bonne couleur dans chaque maison.

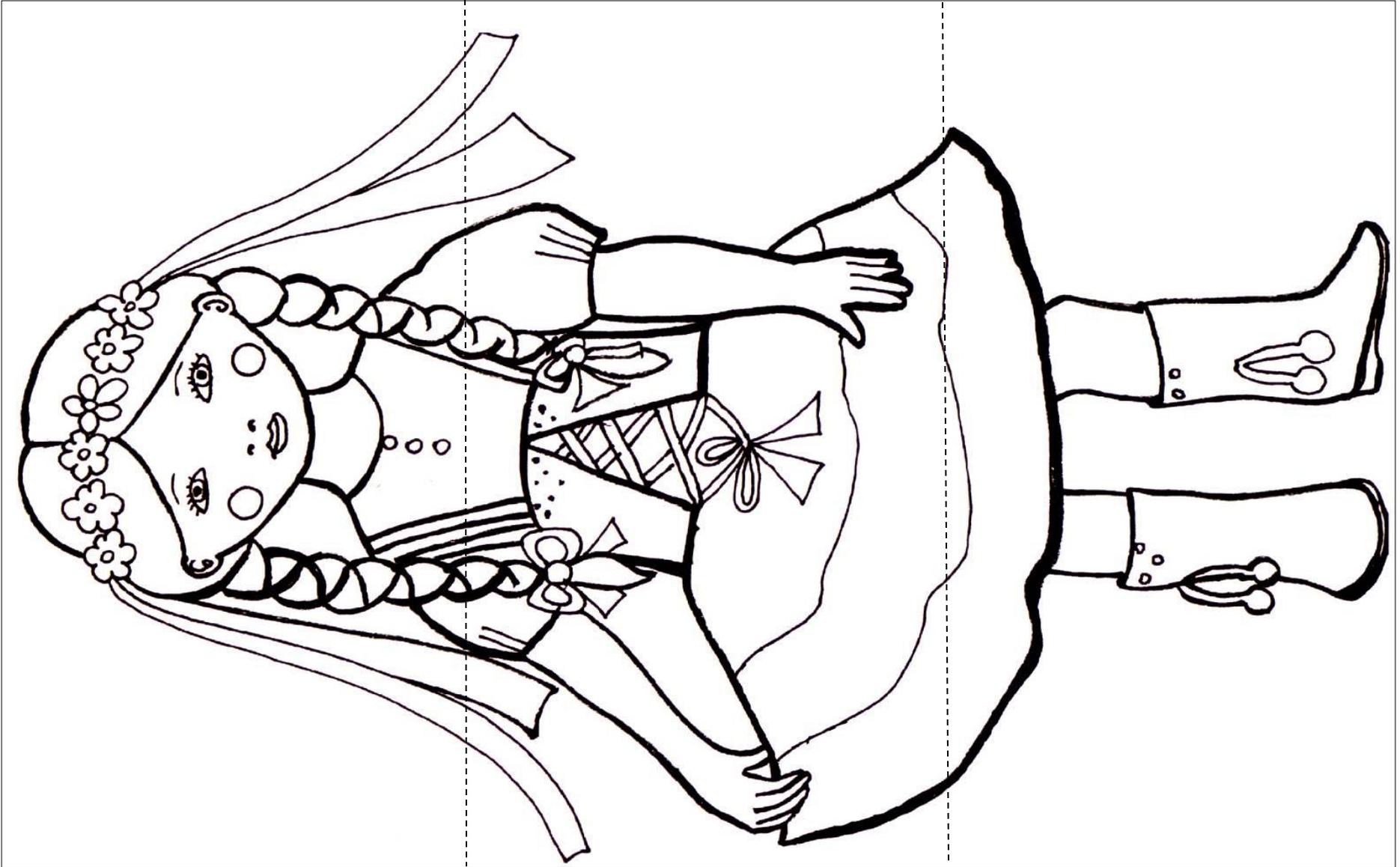


Colorie en respectant le code.

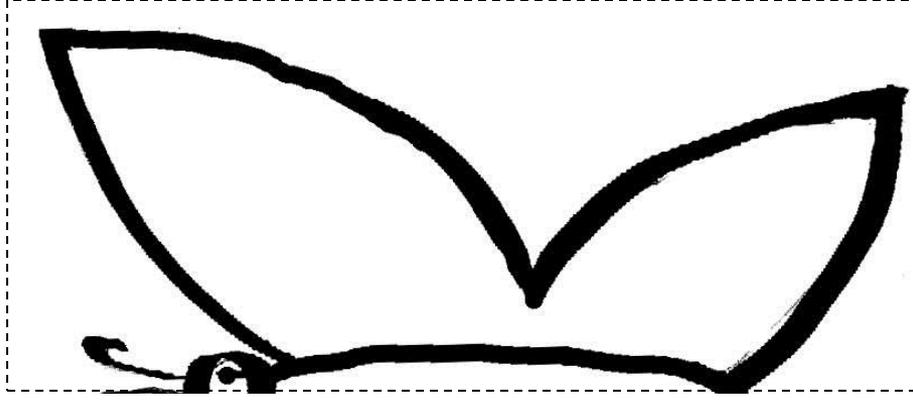
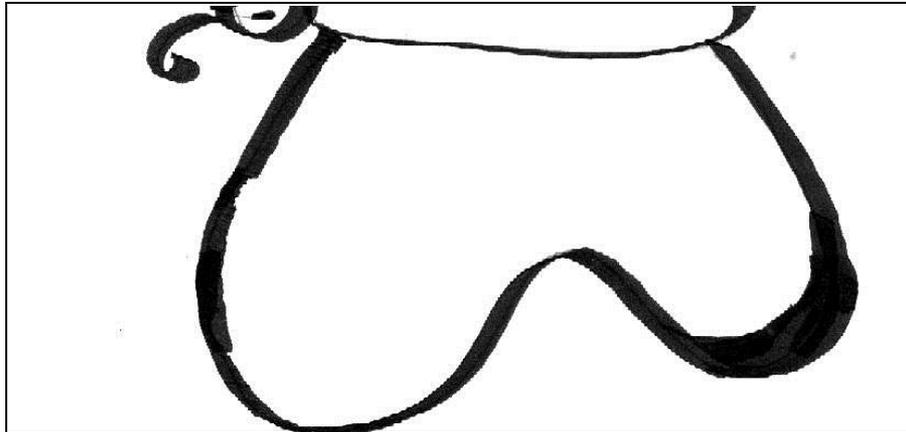
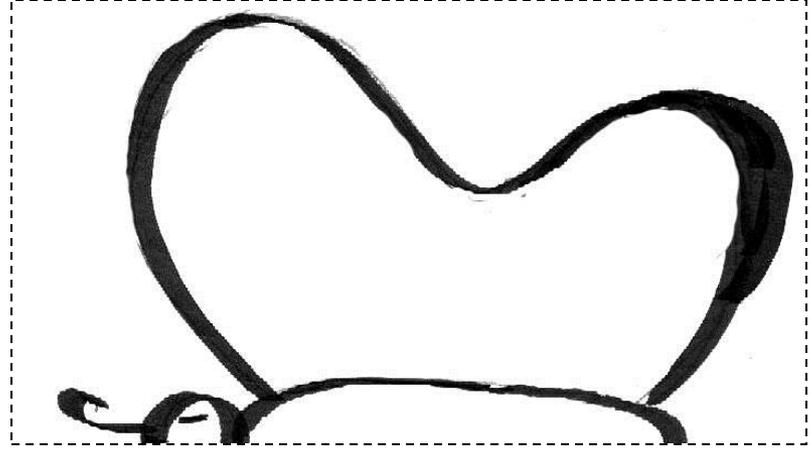
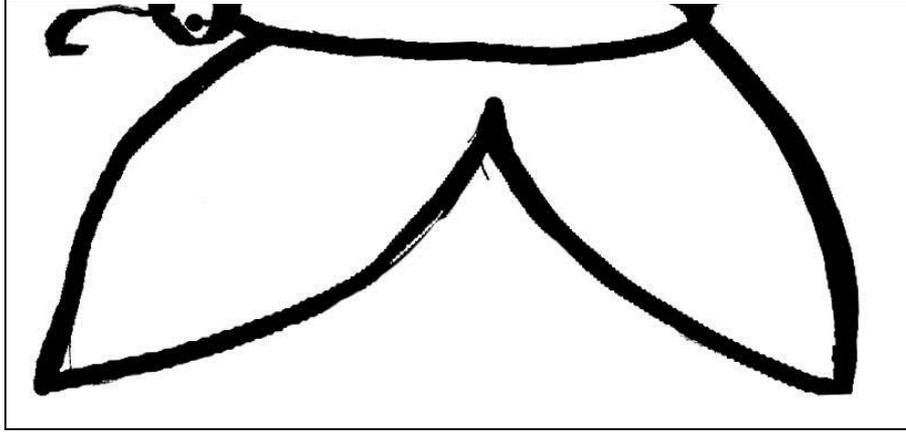




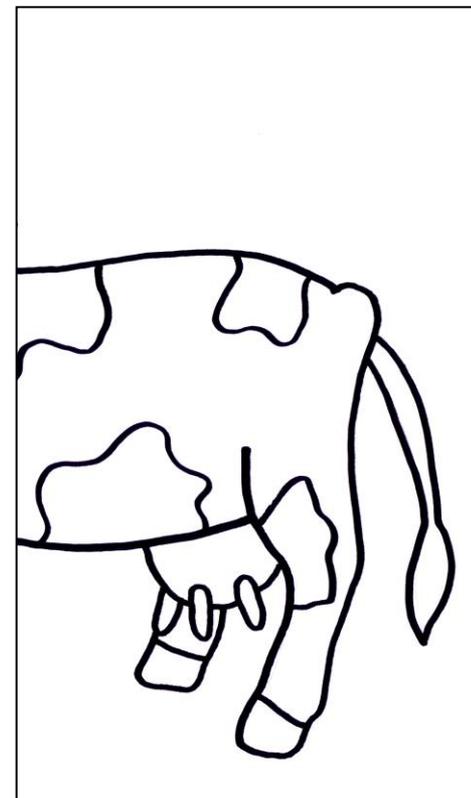
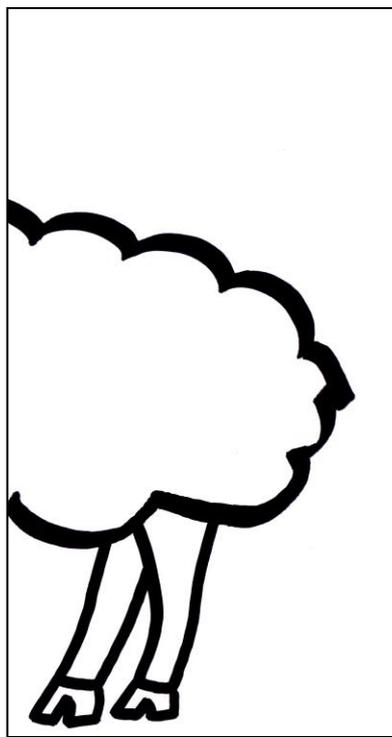
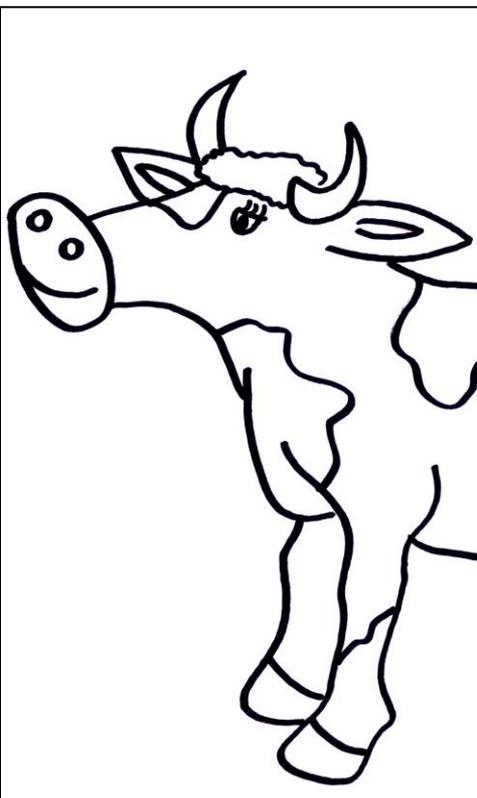
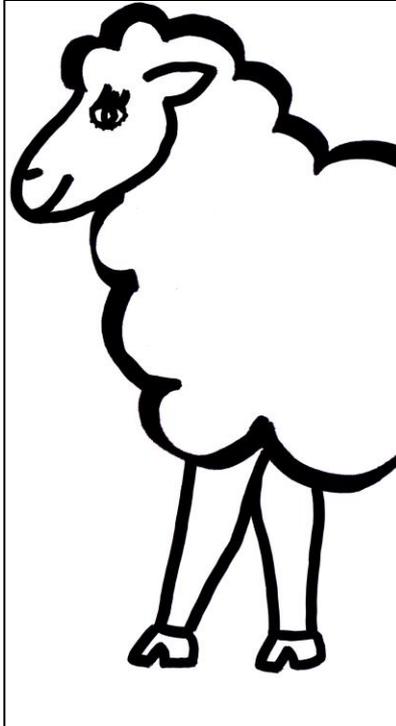
Recompose les éléments du personnage. (à découper par un adulte)



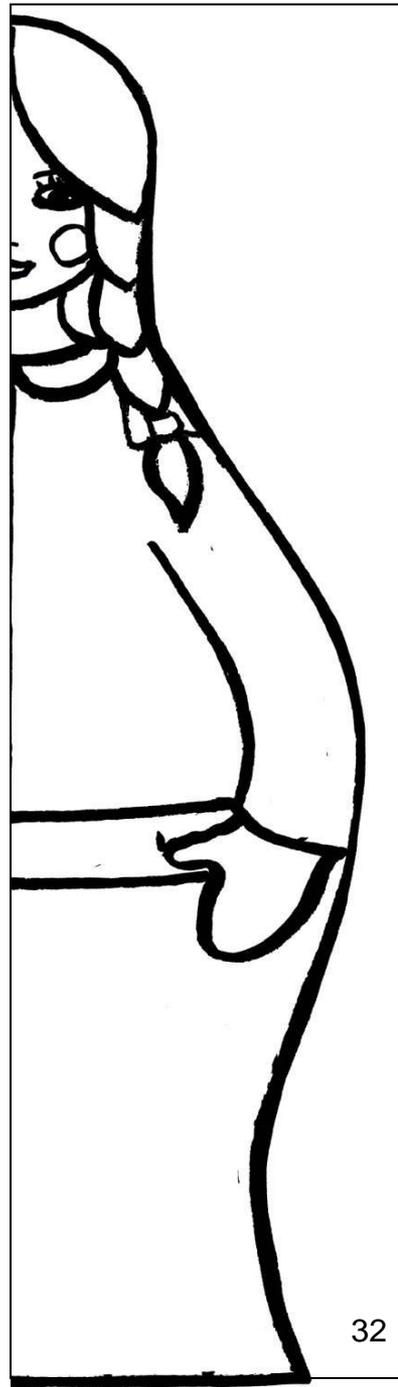
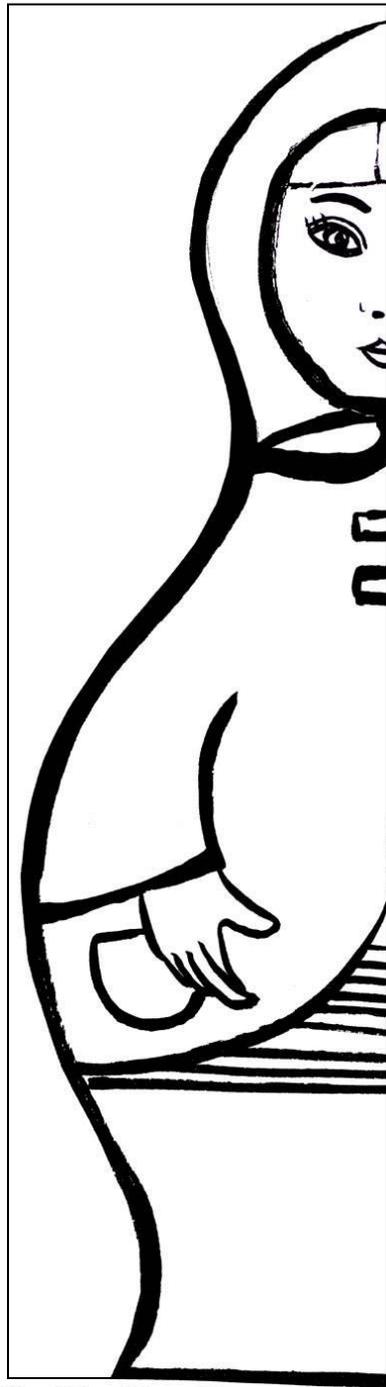
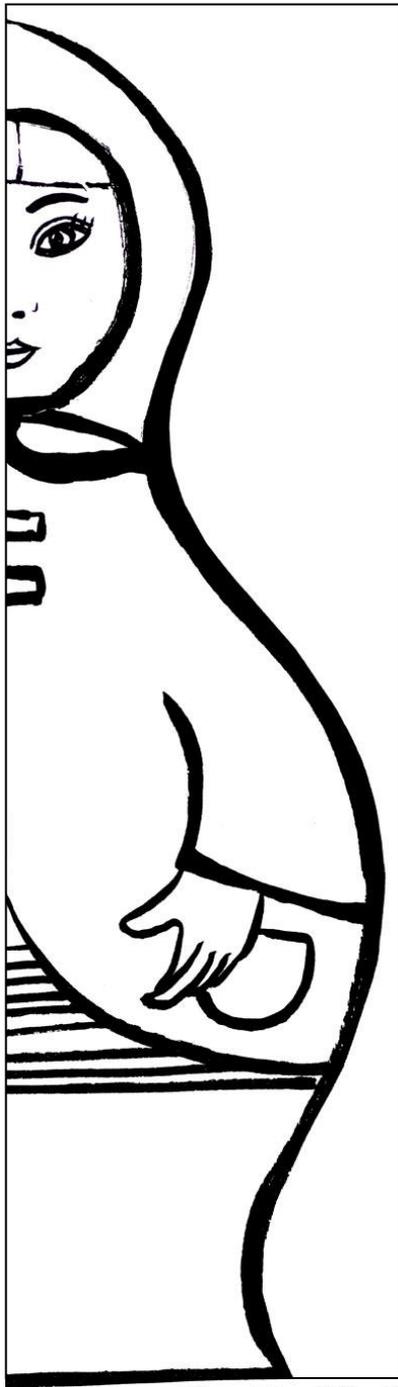
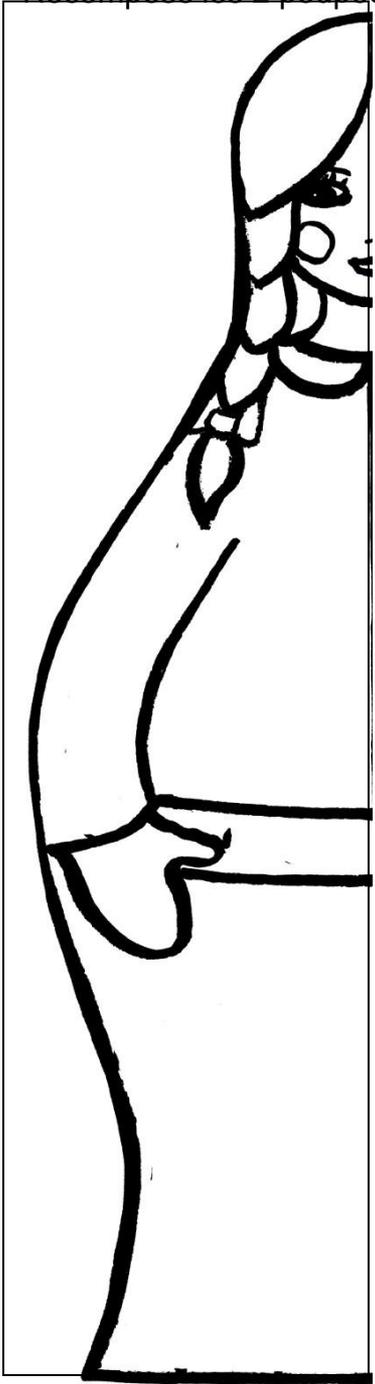
Recompose les papillons.



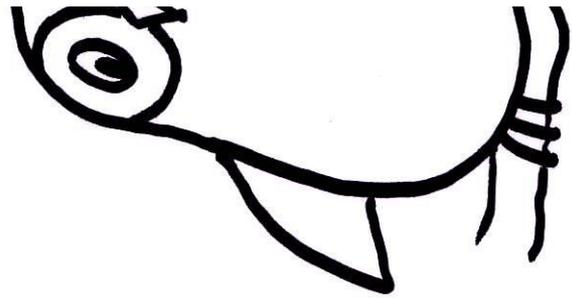
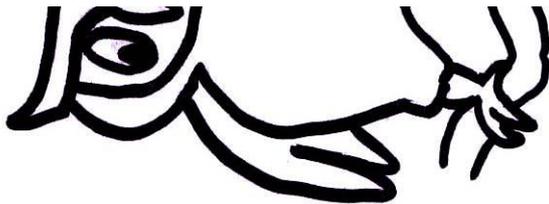
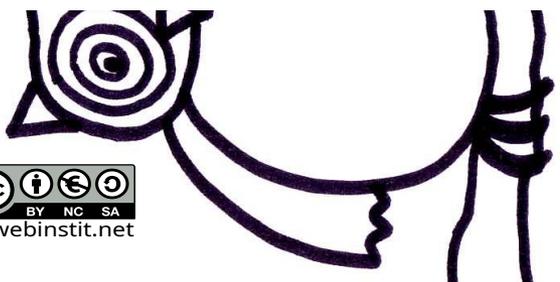
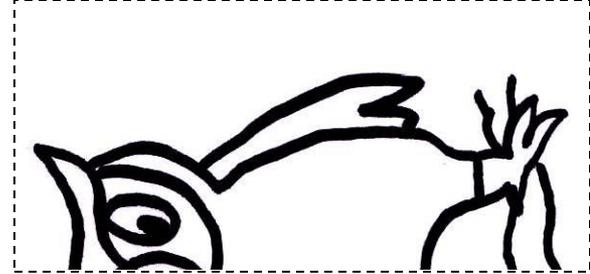
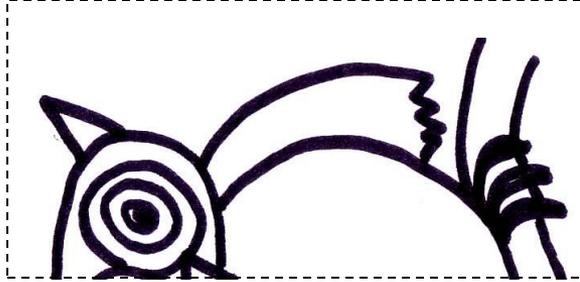
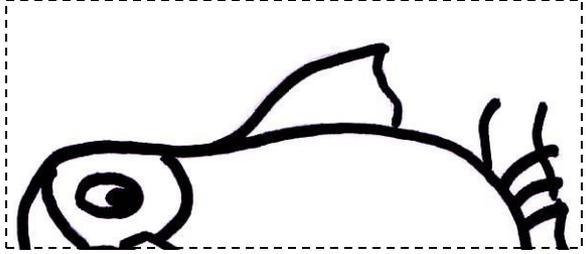
Recompose les 2 images.



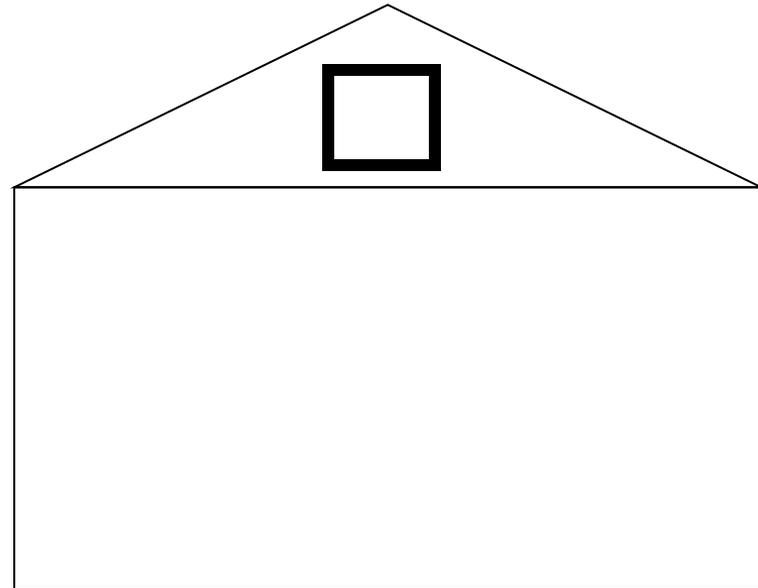
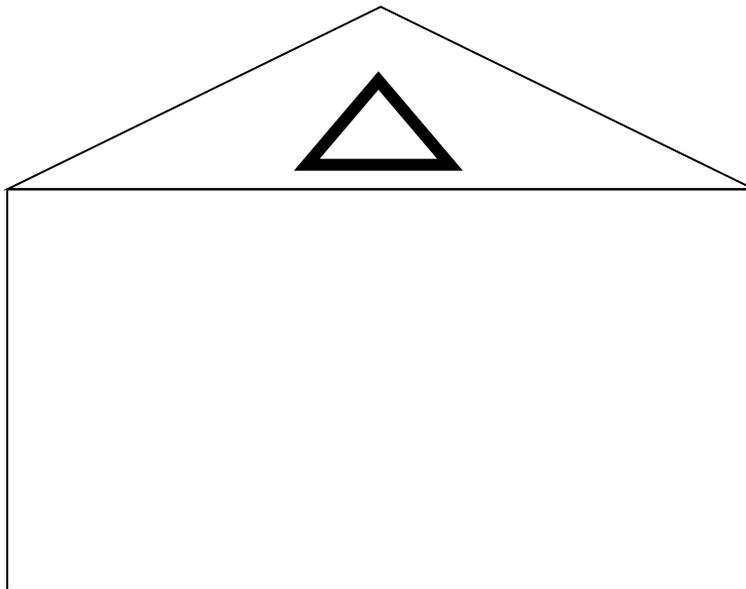
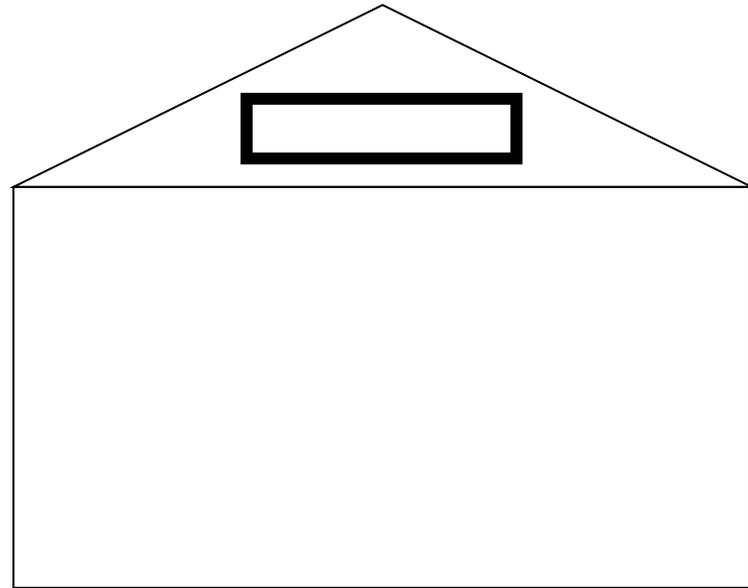
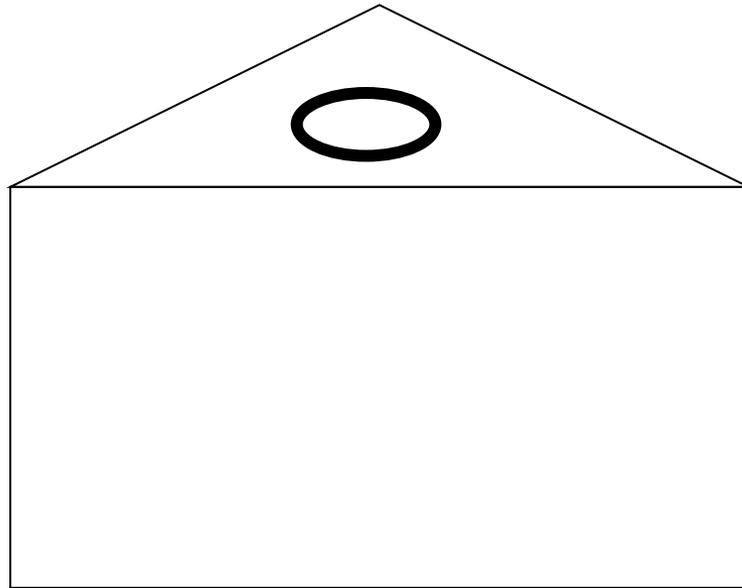
Recompose les 2 poupées.



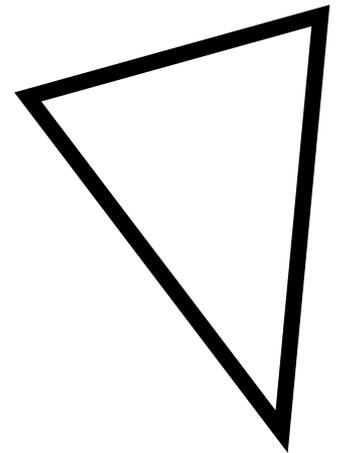
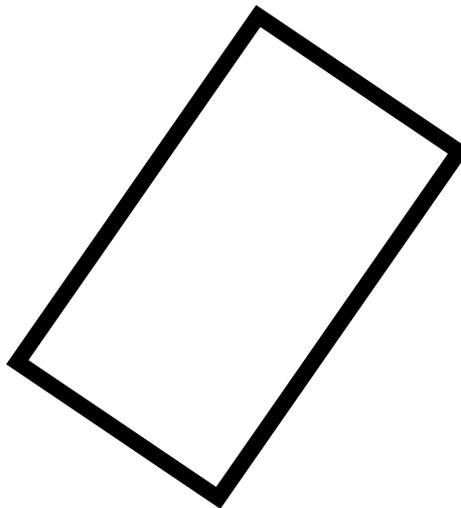
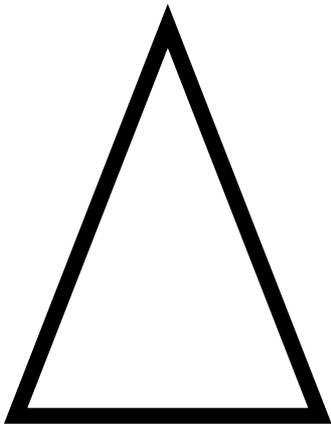
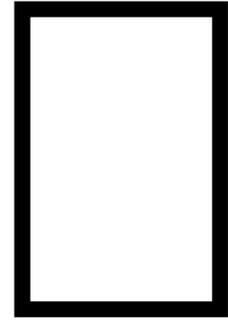
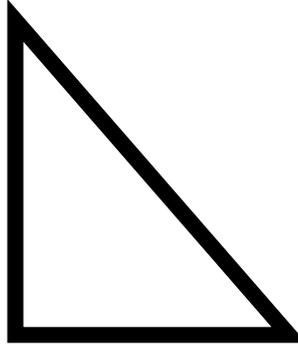
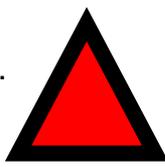
Découpe et colle pour
recomposer les hiboux.

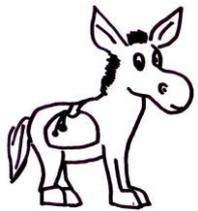


Colle dans chaque maison des gommettes correspondant à la forme géométrique dans le toit.

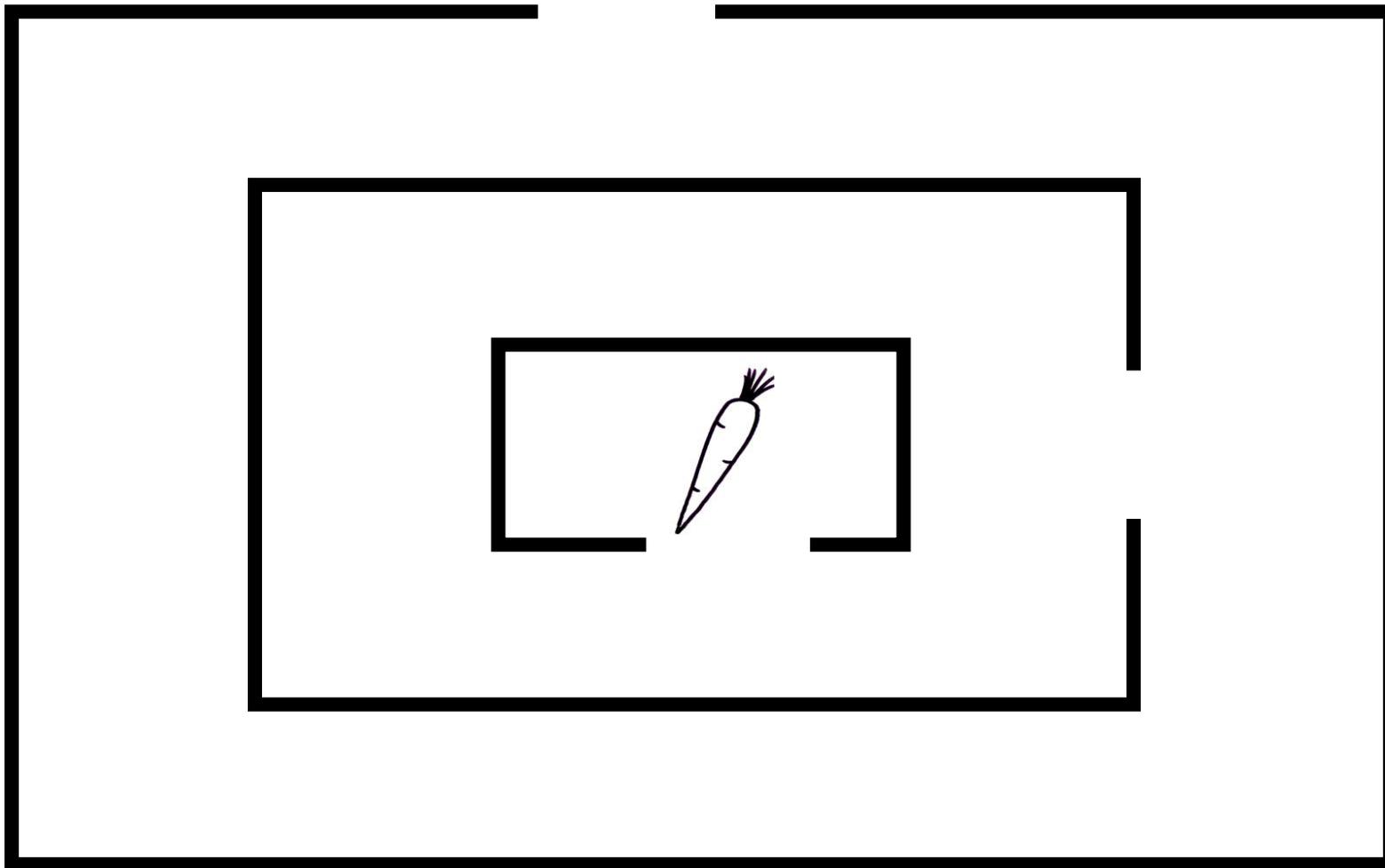


Colorie les triangles en rouge et les rectangles en vert.

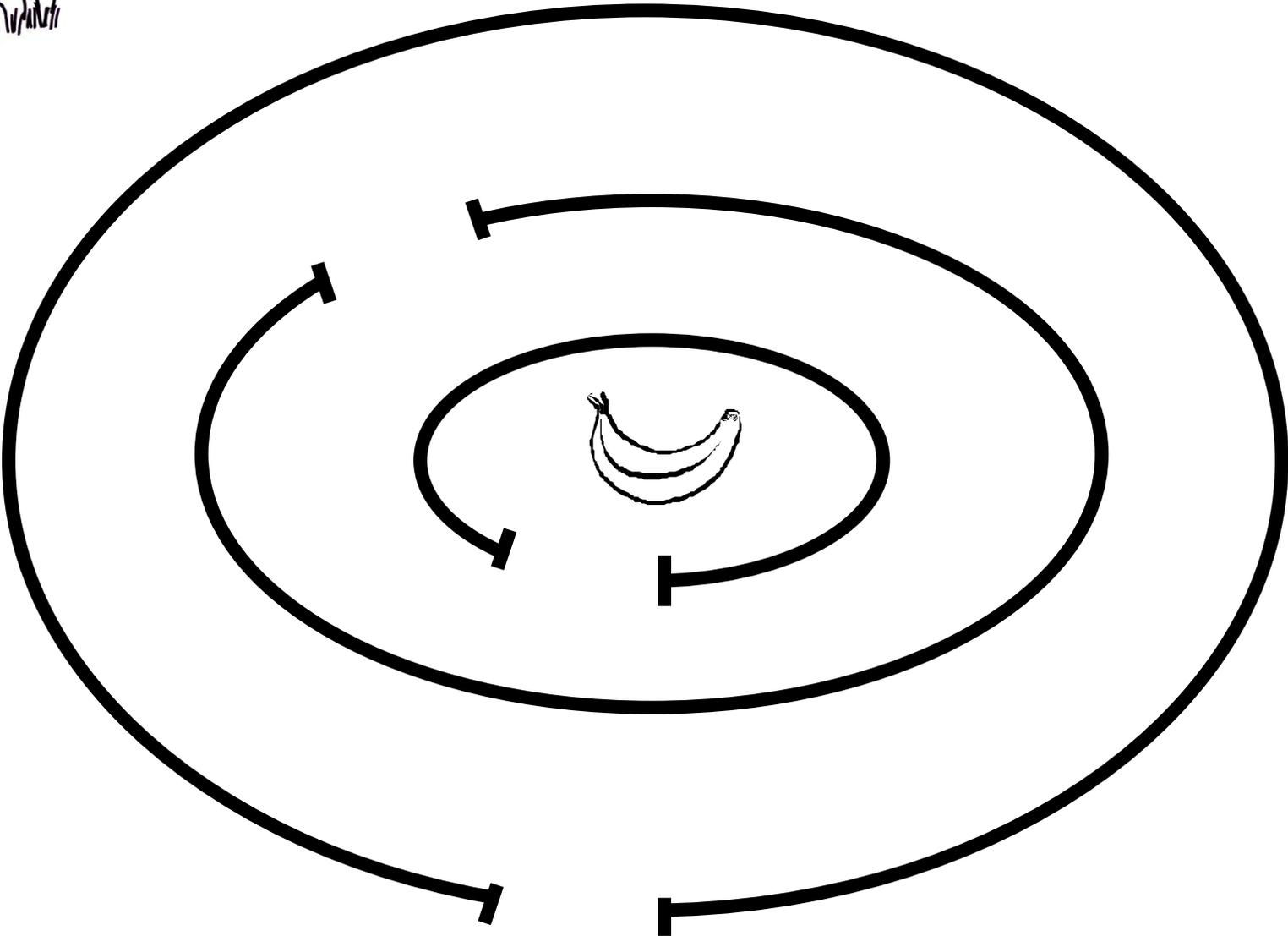
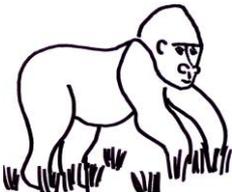




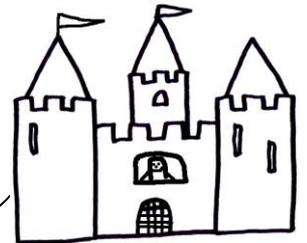
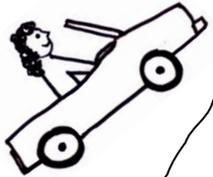
Aide le petit âne à trouver la carotte.



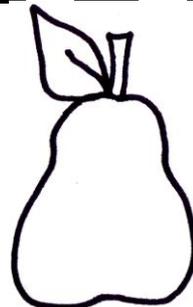
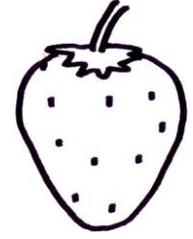
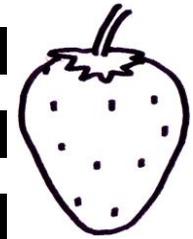
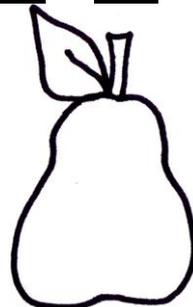
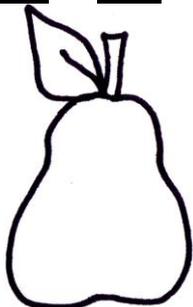
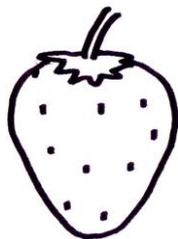
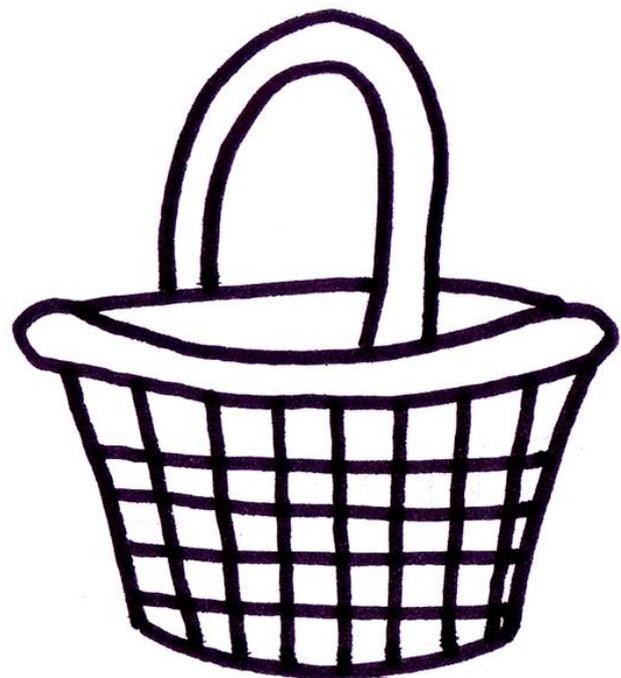
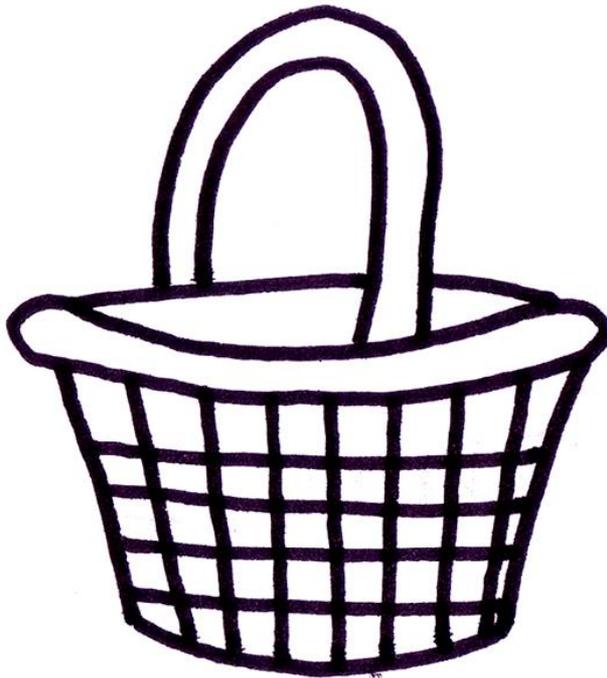
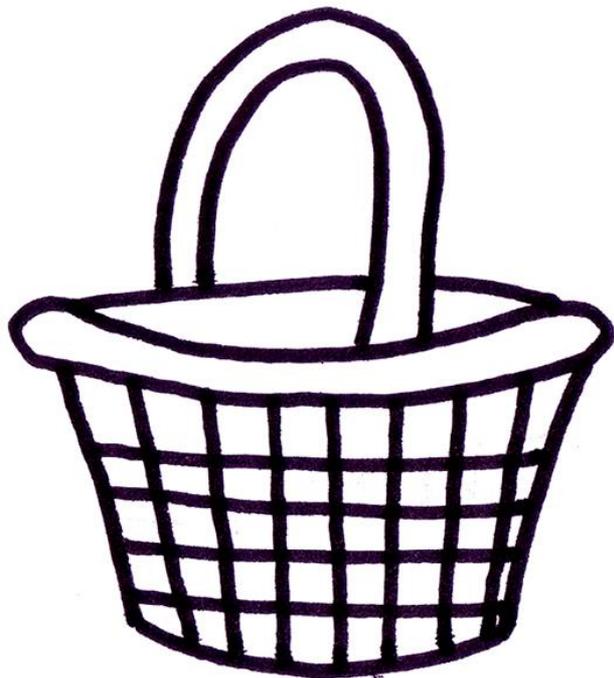
Aide le gorille à trouver la banane.



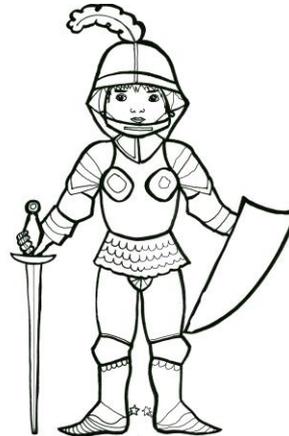
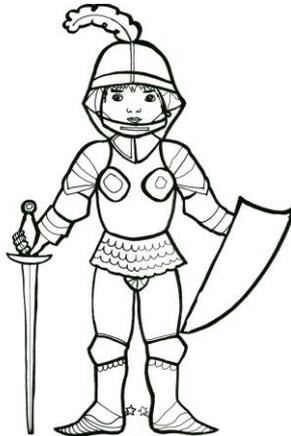
Conduis les voitures à chaque domicile.



Colle les fruits dans le bon panier.



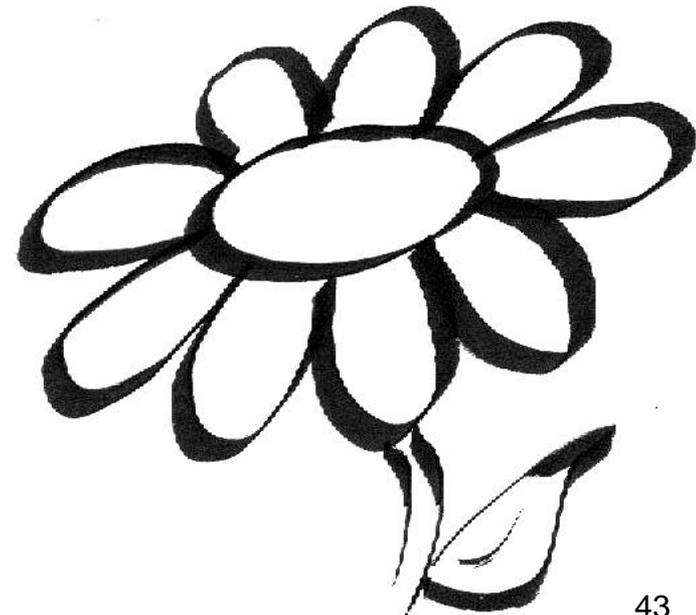
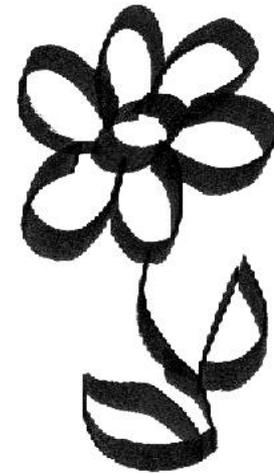
Colle les personnages dans la maison sur laquelle figure son modèle.



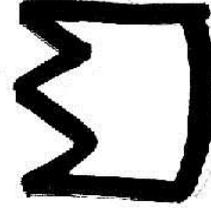
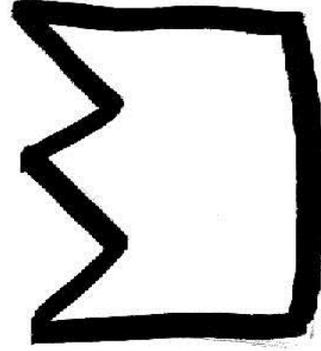
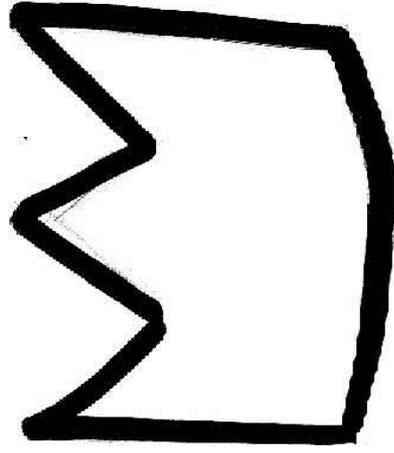
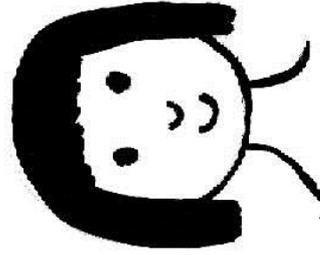
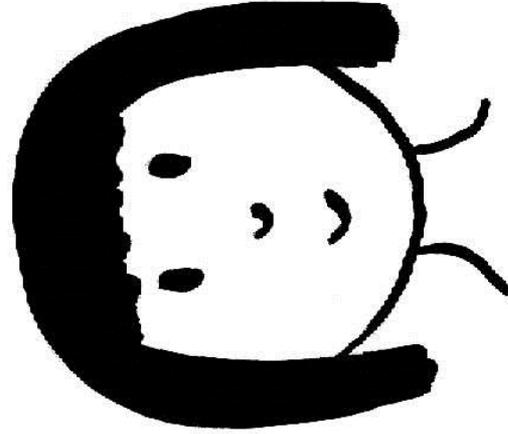
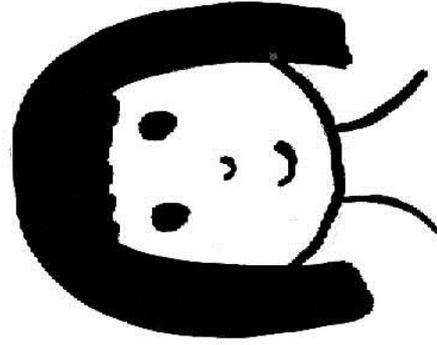
Colle les personnages dans la maison sur laquelle figure son modèle.



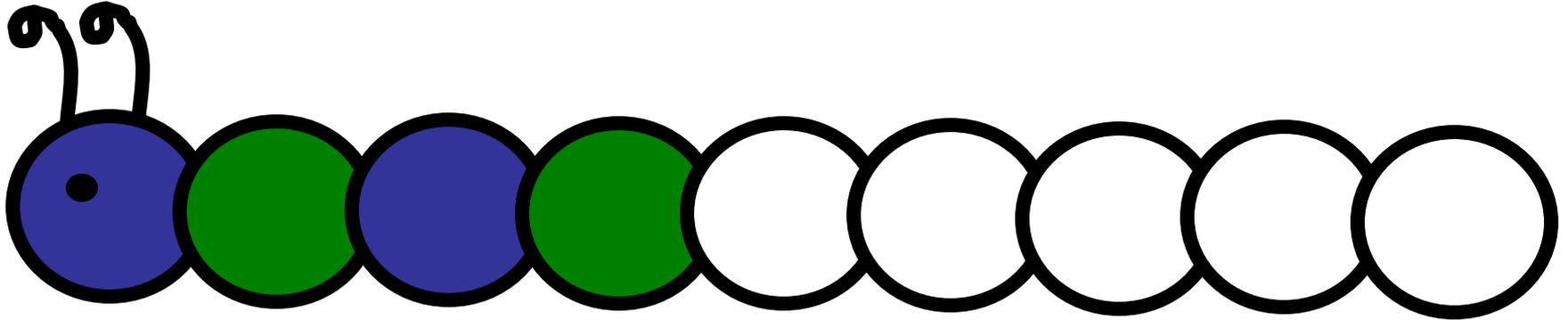
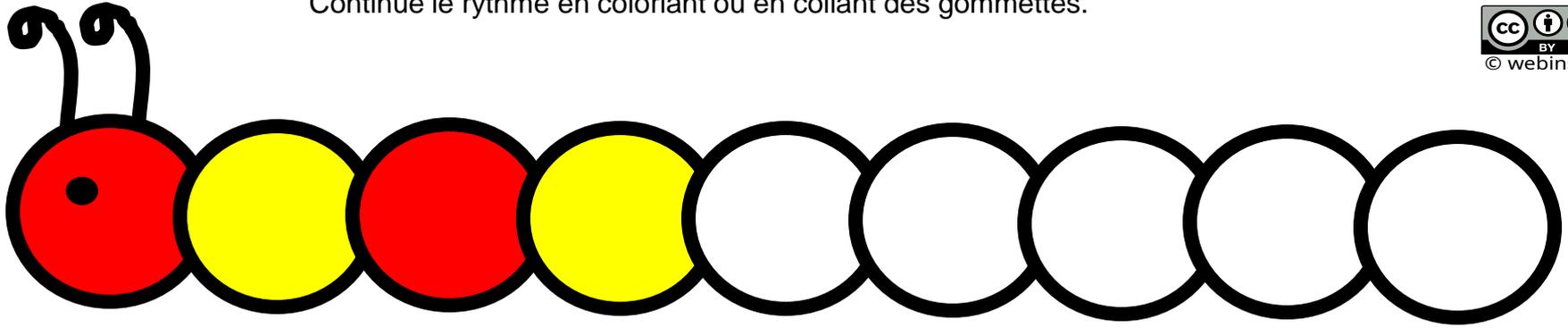
Indique en la reliant la fleur la plus adaptée à la taille de l'abeille.



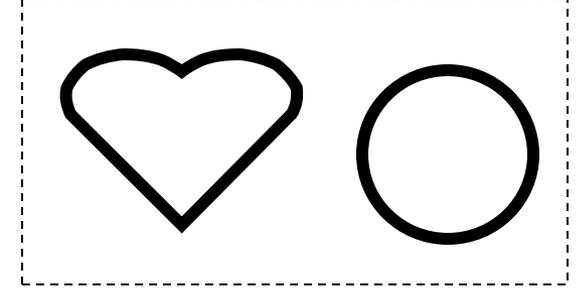
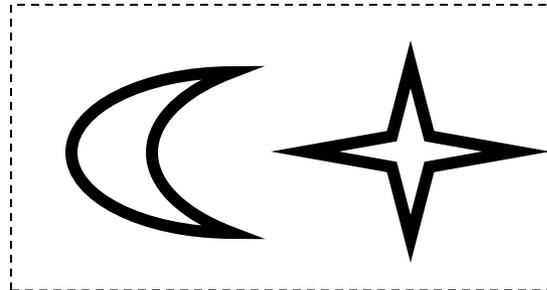
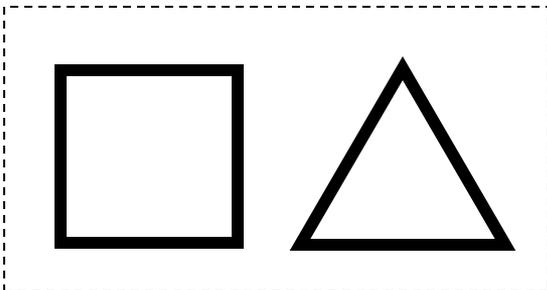
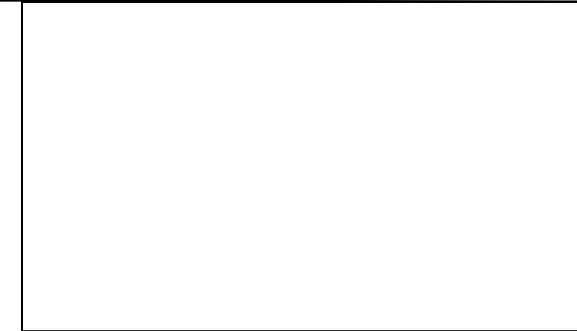
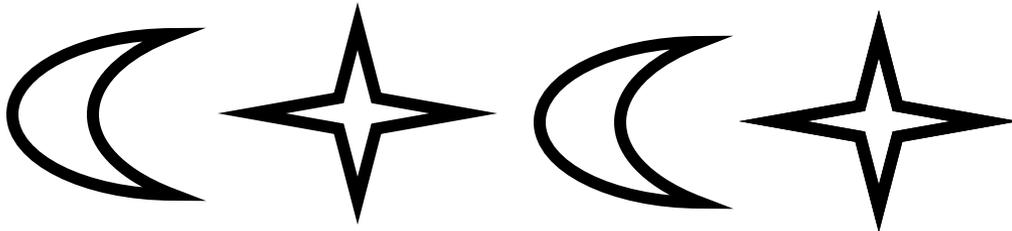
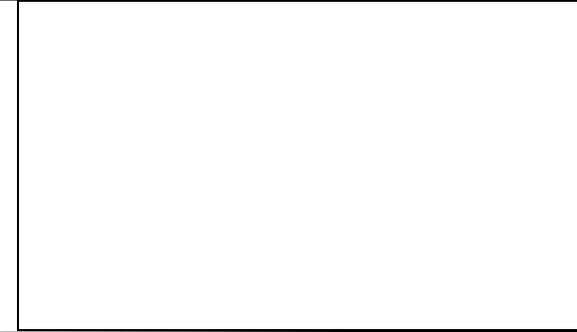
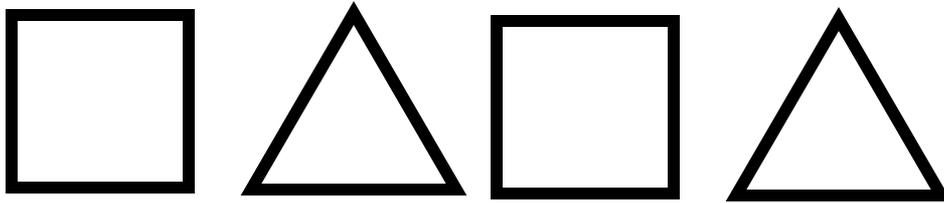
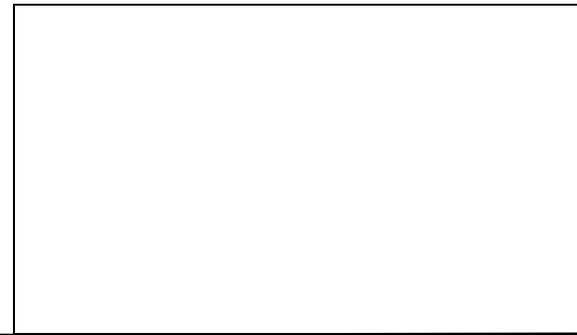
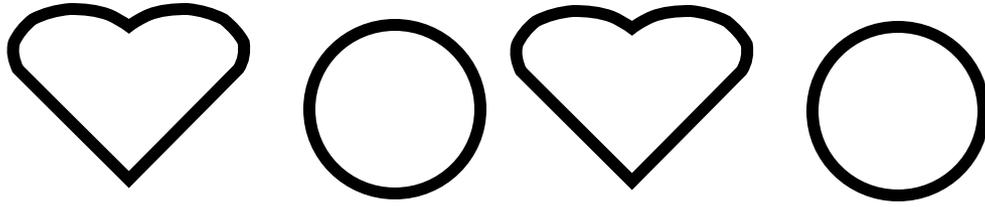
Relie chaque reine à sa couronne.



Continue le rythme en coloriant ou en collant des gommettes.



Colle la bonne étiquette qui continue le rythme sur chaque ligne.

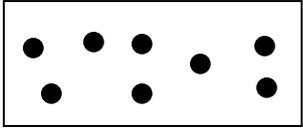
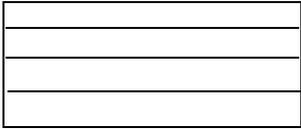
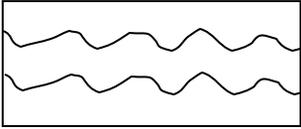


Range les sorcières dans le tableau.

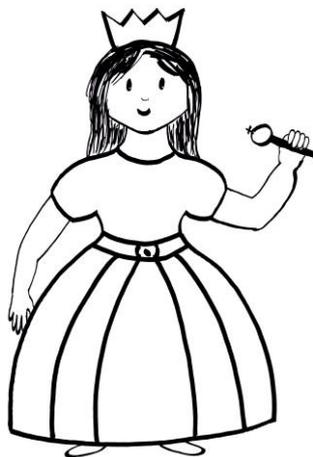
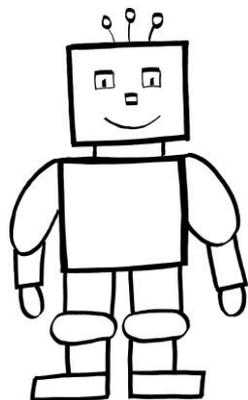
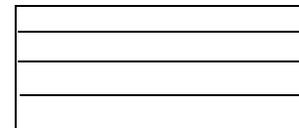
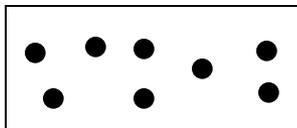
				
				



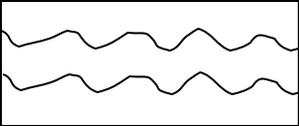
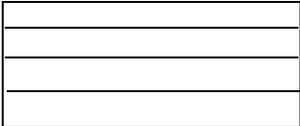
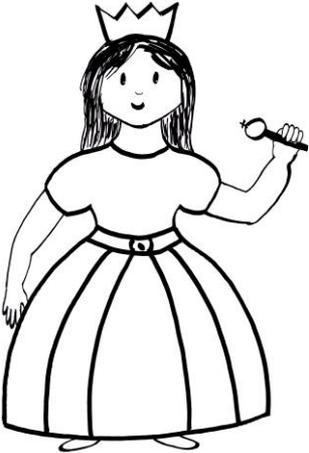
Range les clowns dans le tableau.

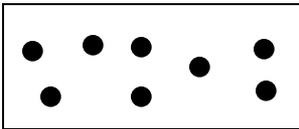
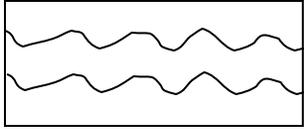
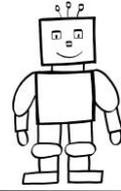
Complète le tableau à double entrée.

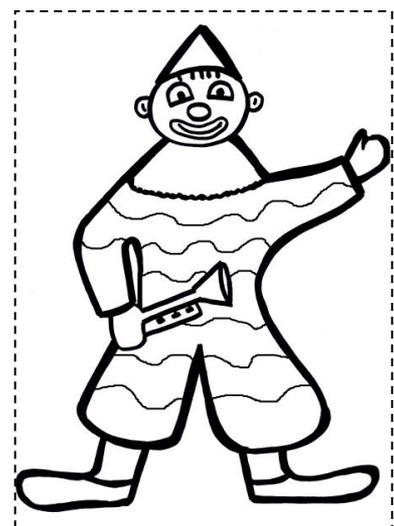
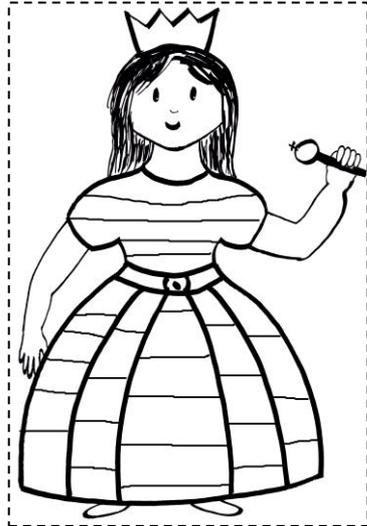
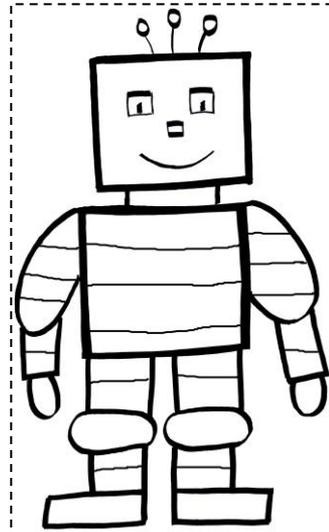
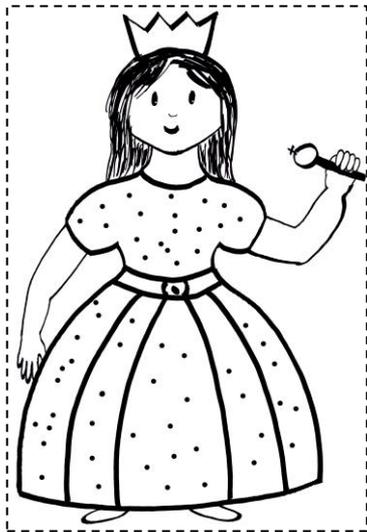
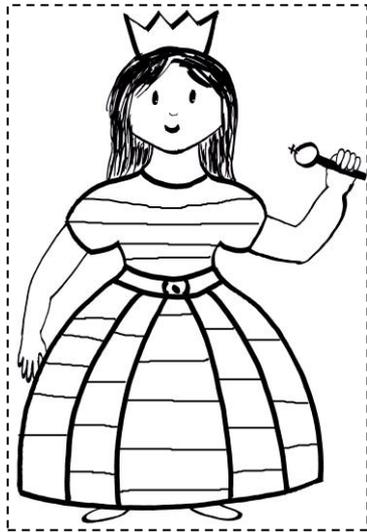
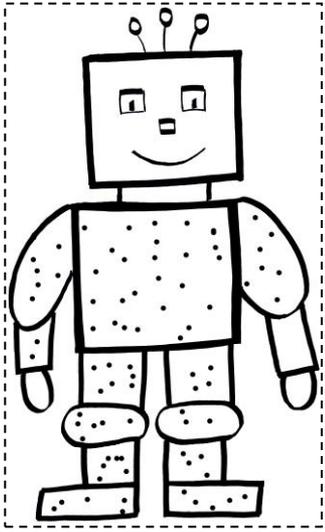


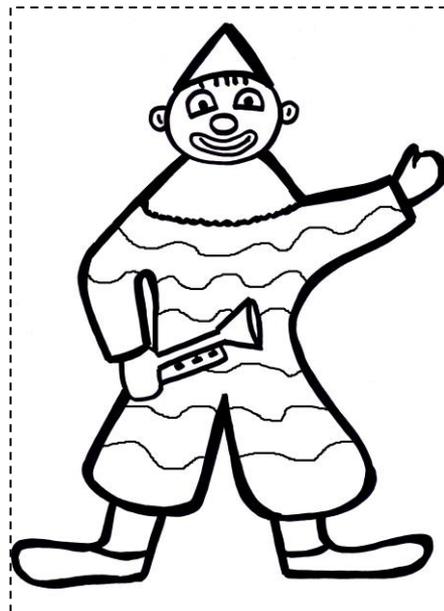
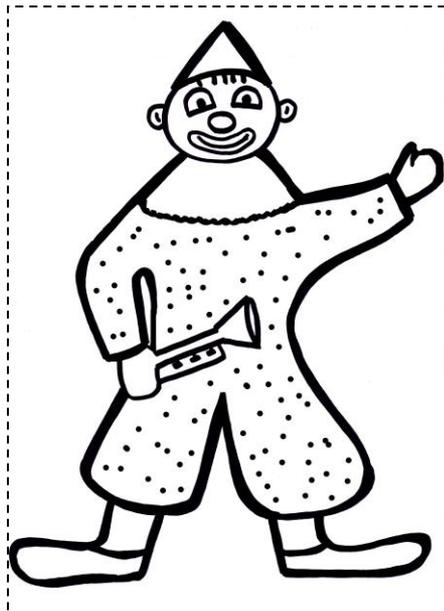
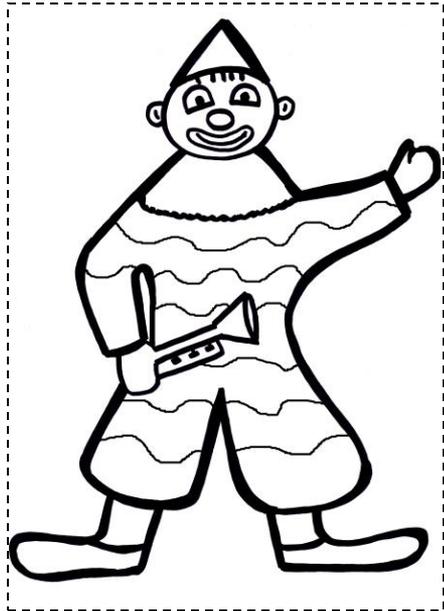
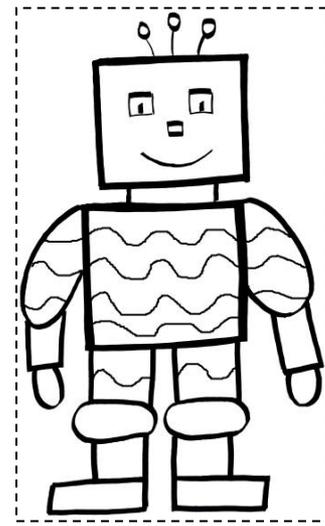
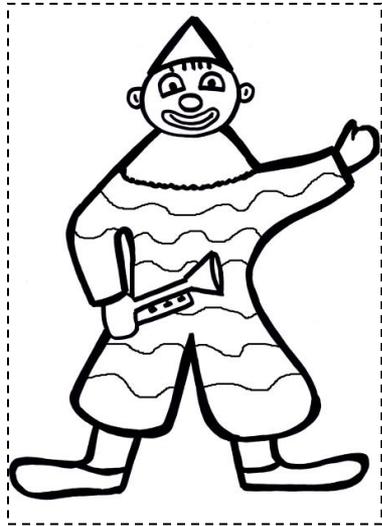
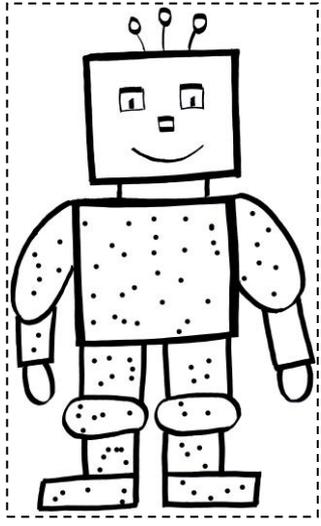
Complète le tableau à double entrée.

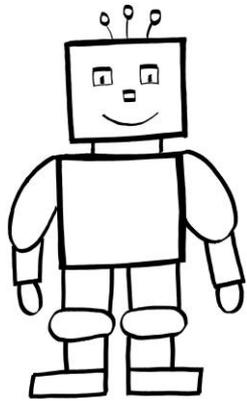
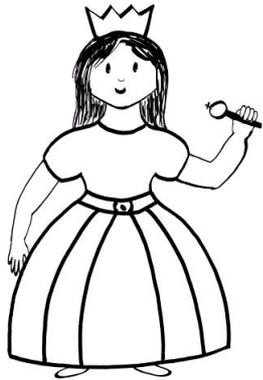
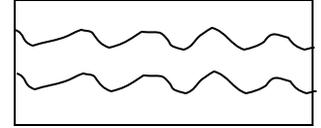
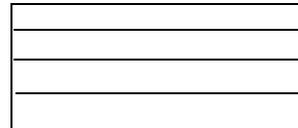
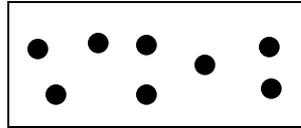
Complète le tableau à double entrée.

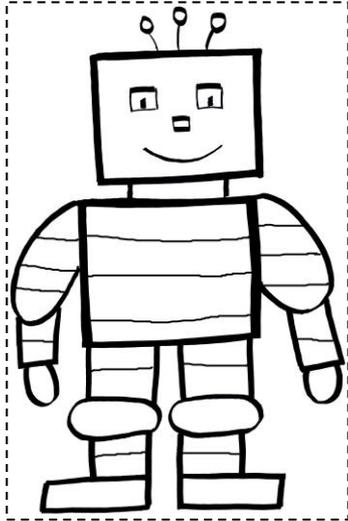
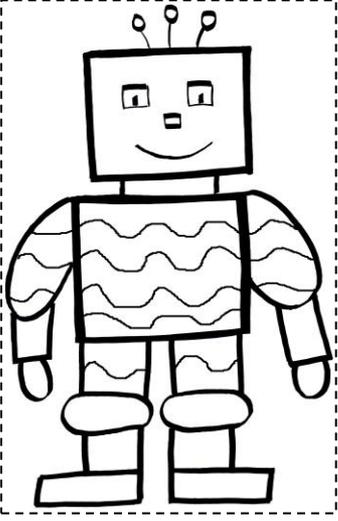
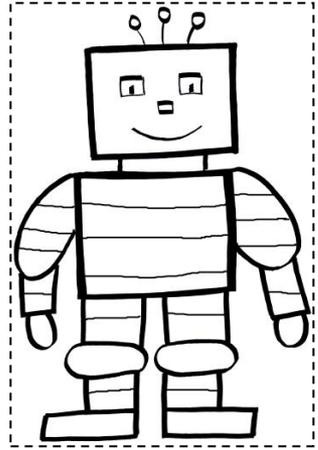
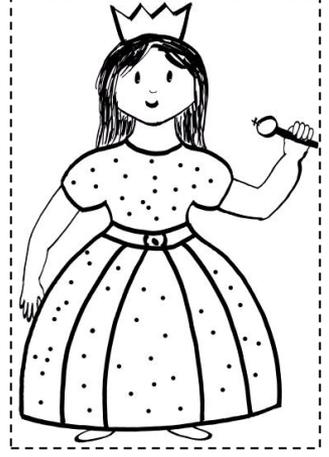
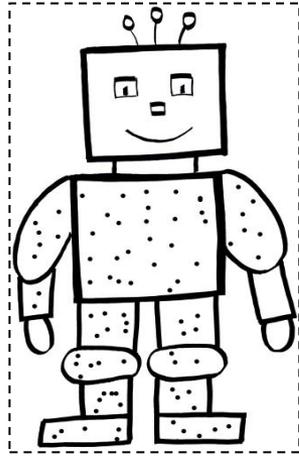
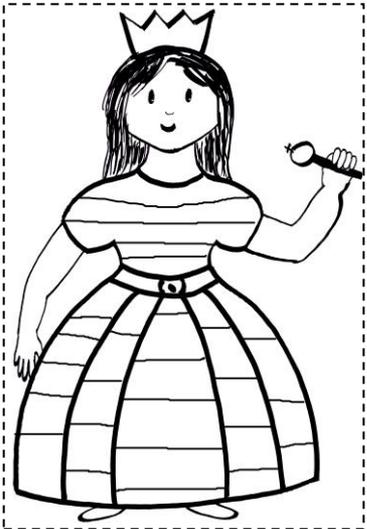
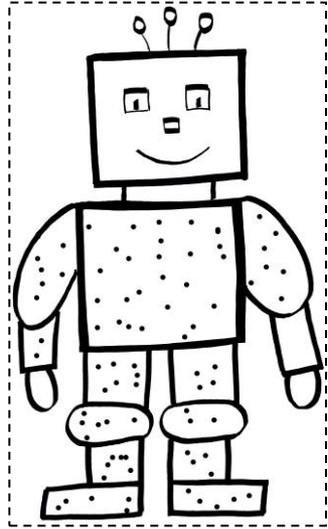




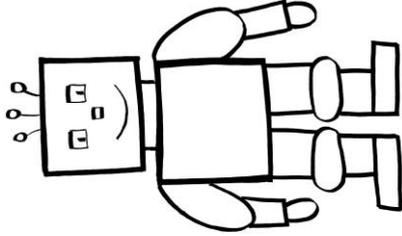
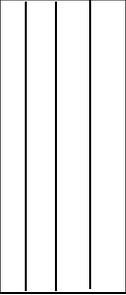
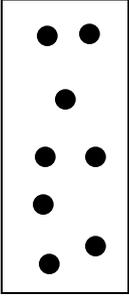
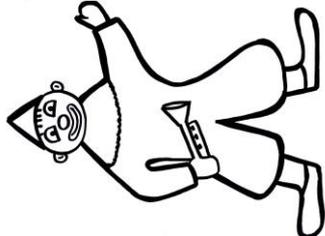
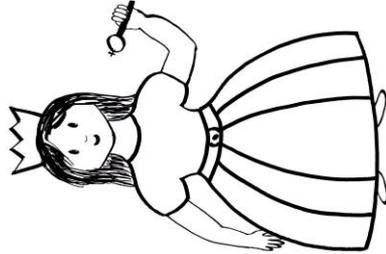


Complète le tableau à double entrée.

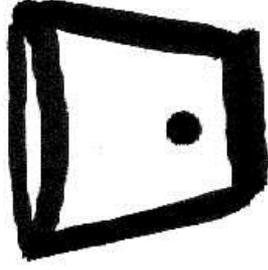
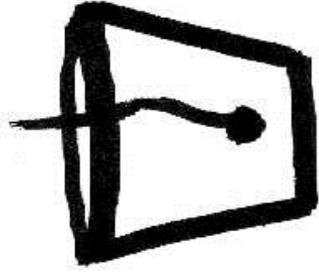




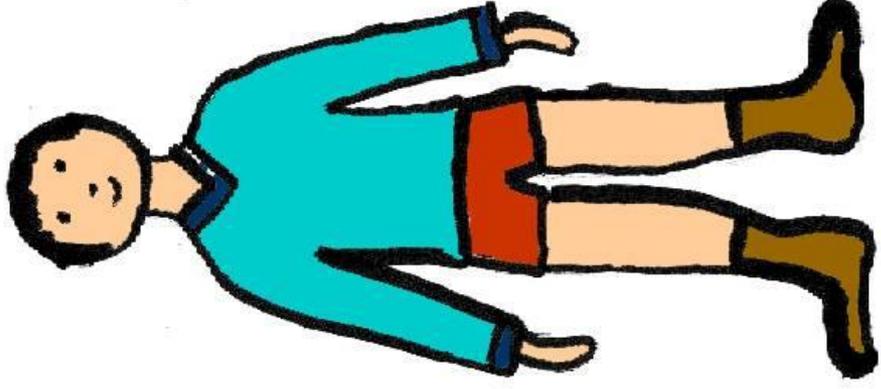
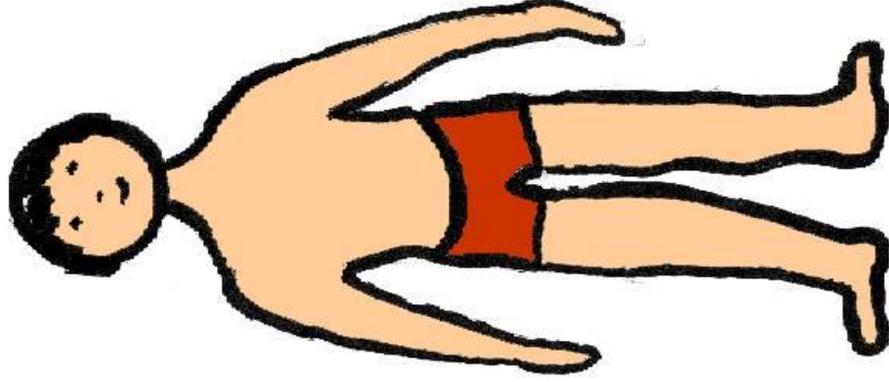
Complète le tableau à double entrée.

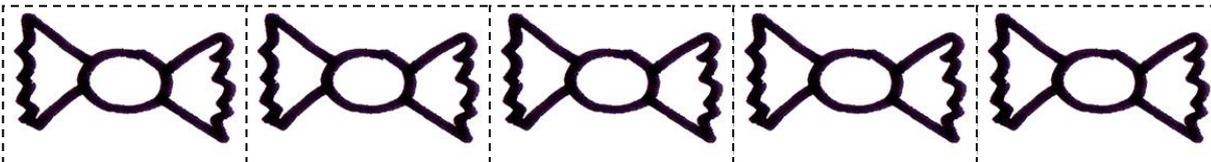
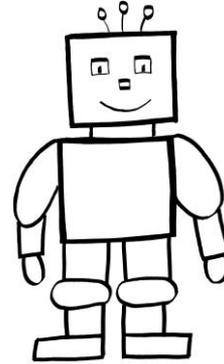
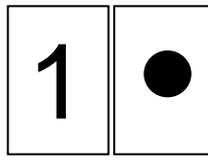
Remets dans l'ordre les images de la plante qui grandit.



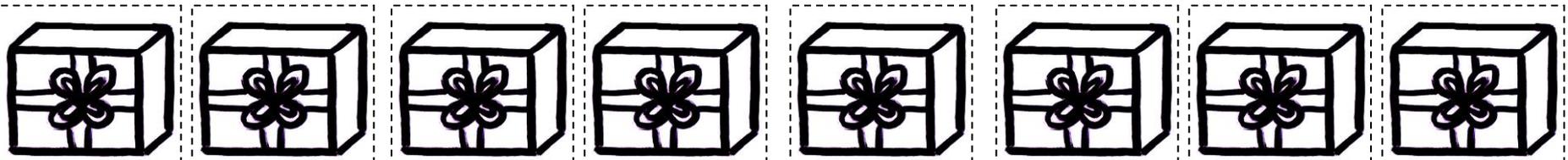
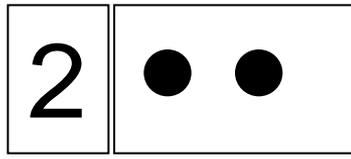
Remets dans l'ordre les images du garçon qui s'habille.



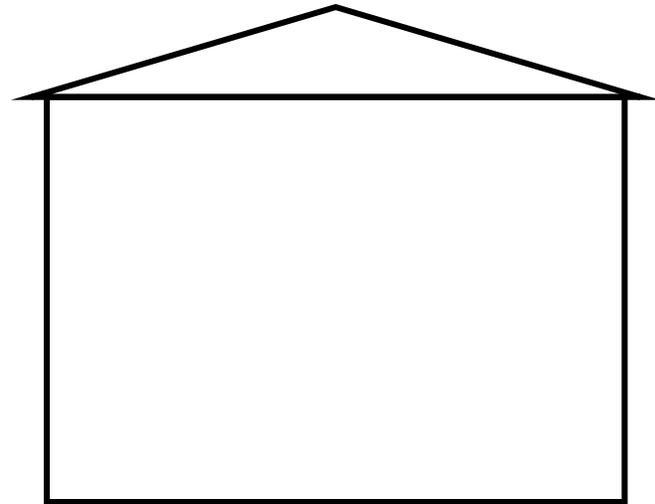
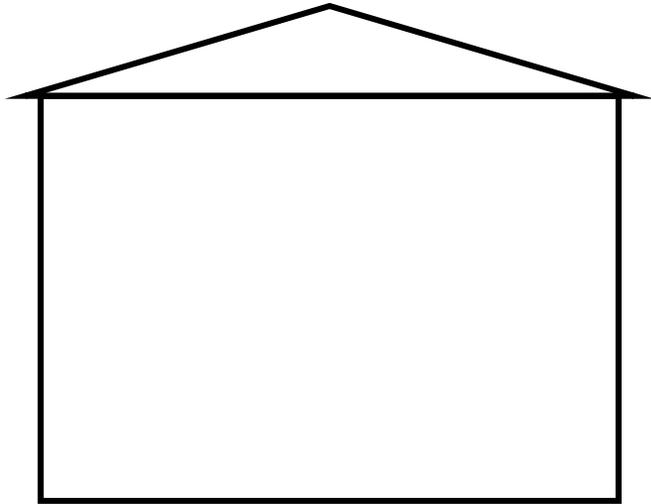
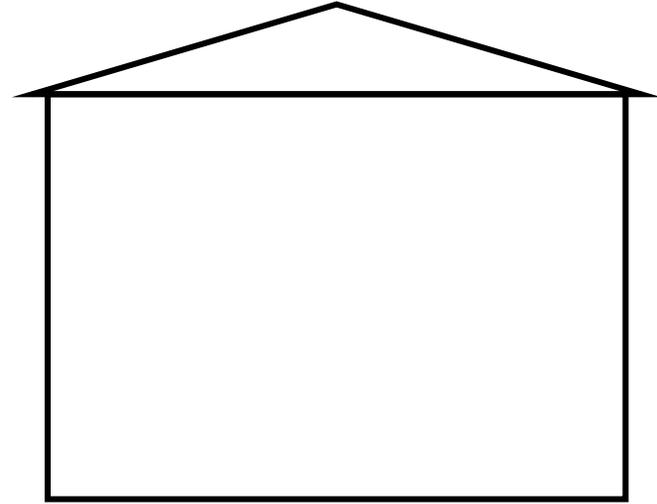
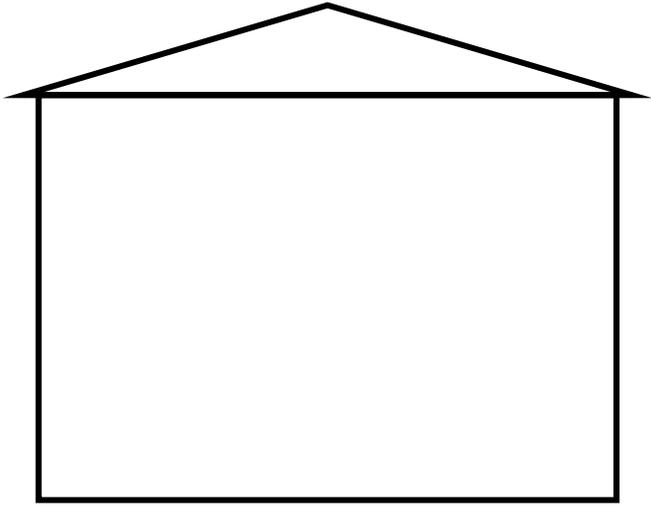
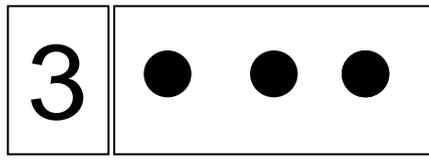
Colle un bonbon sous chaque personnage.



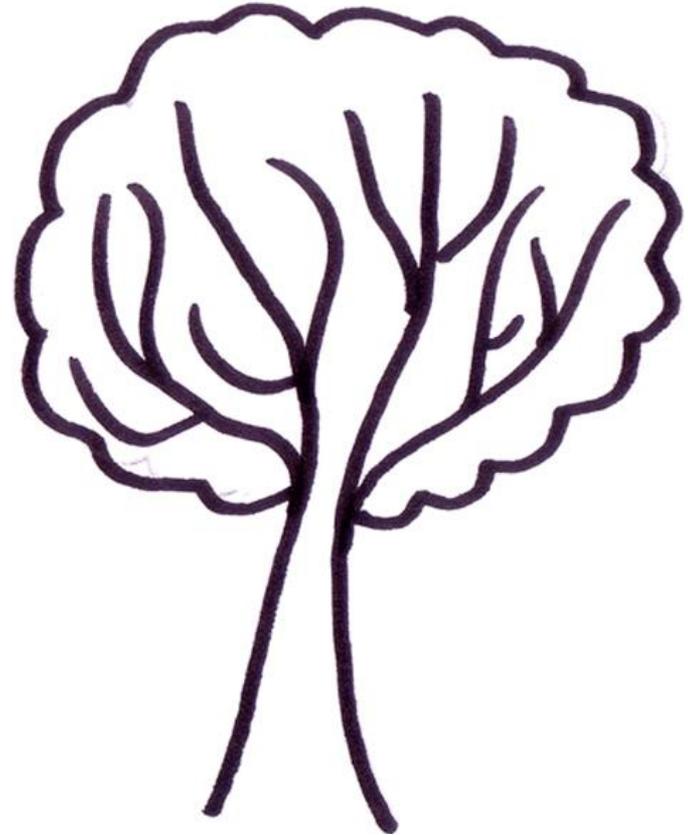
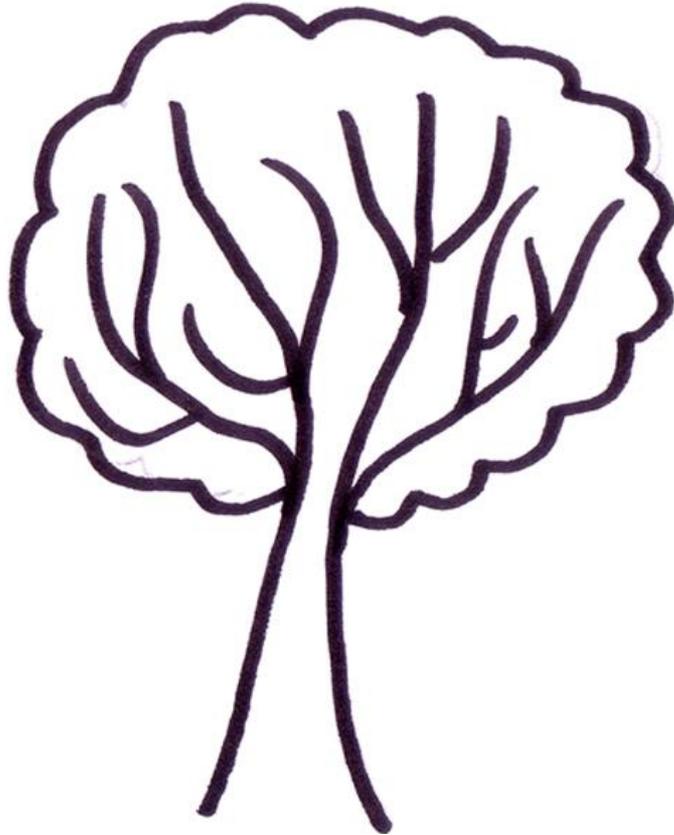
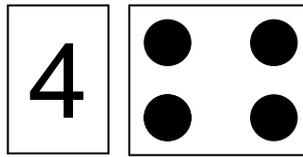
Colle deux cadeaux sous chaque personnage.



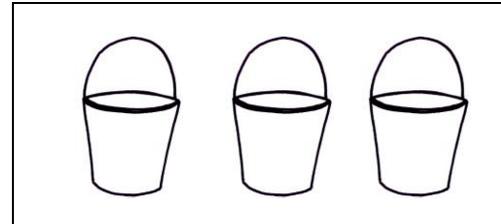
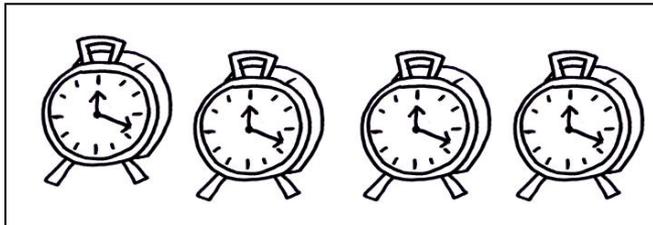
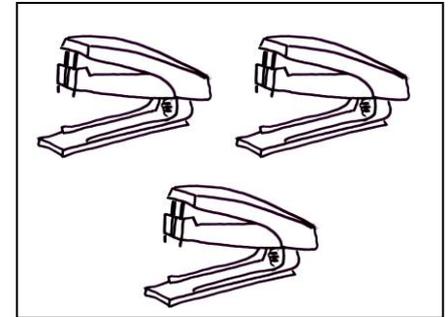
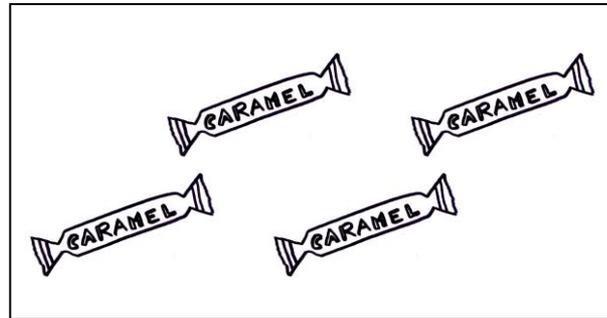
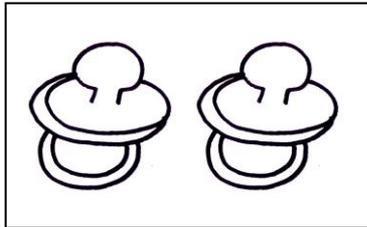
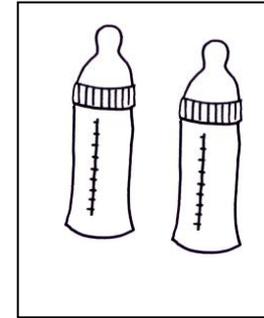
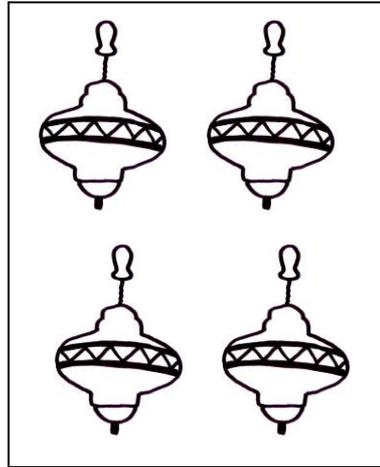
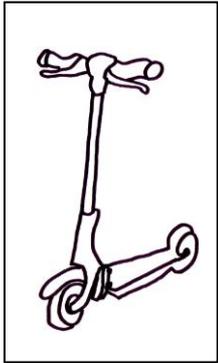
Colle trois gommettes dans chaque maison.



Colle 4 gommettes dans chaque arbre.

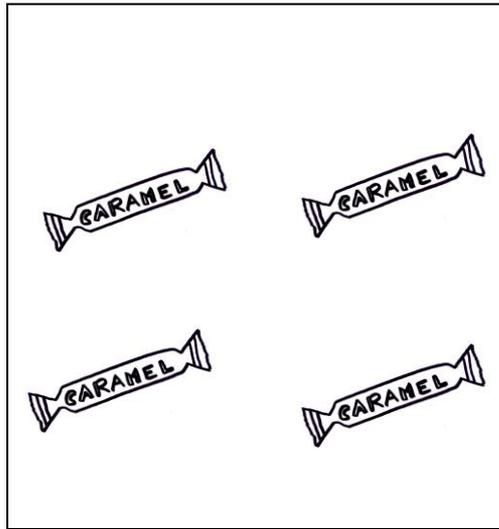
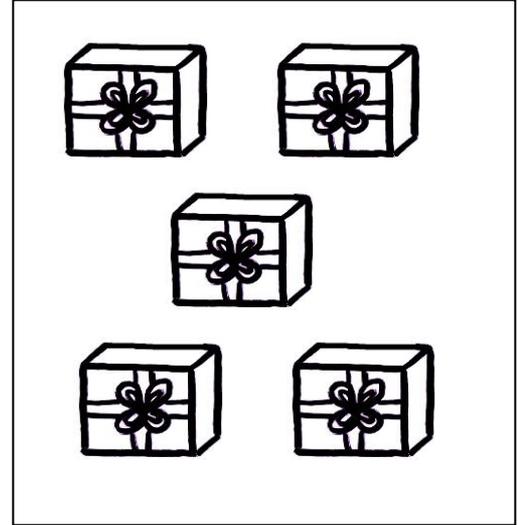
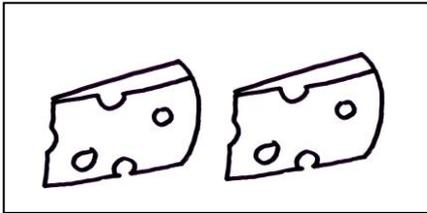
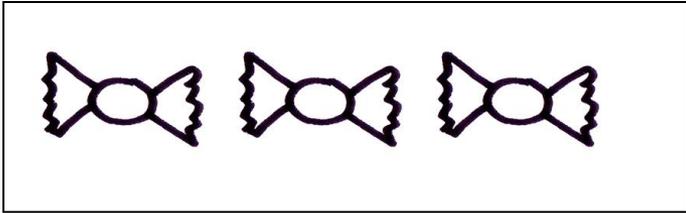
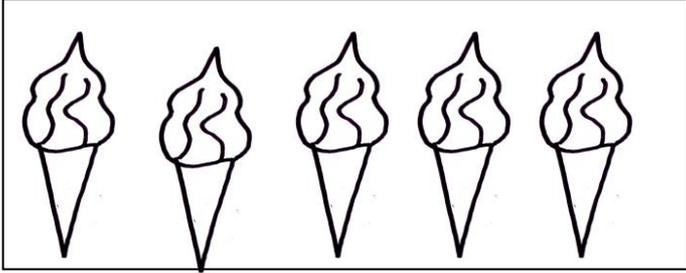


Colorie quand tu vois 4 éléments.

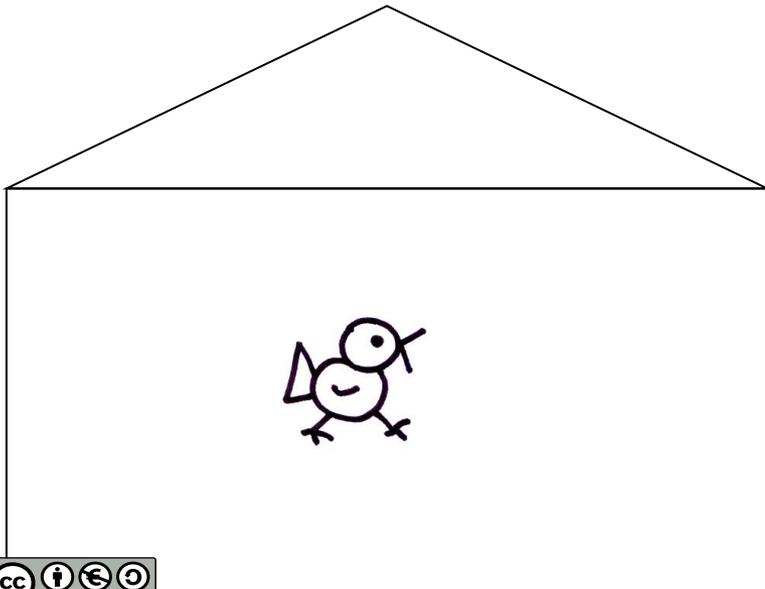
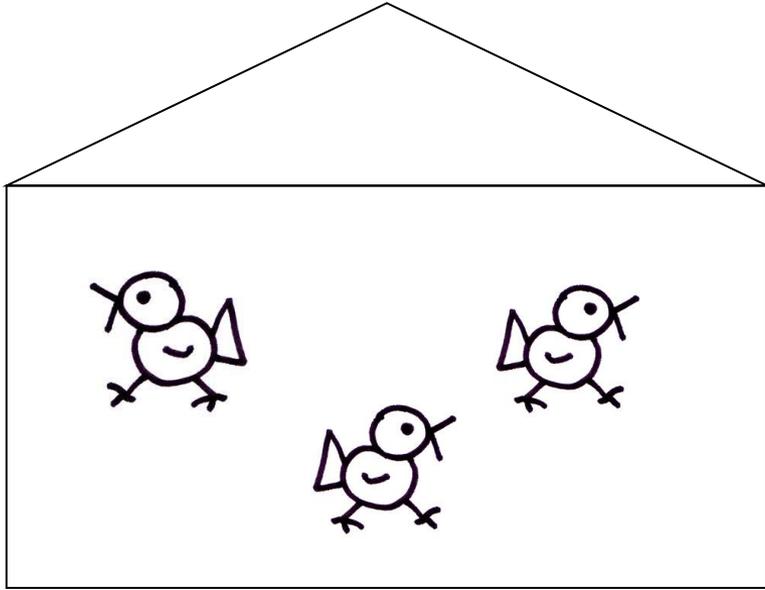


Colorie quand tu vois 5 éléments.

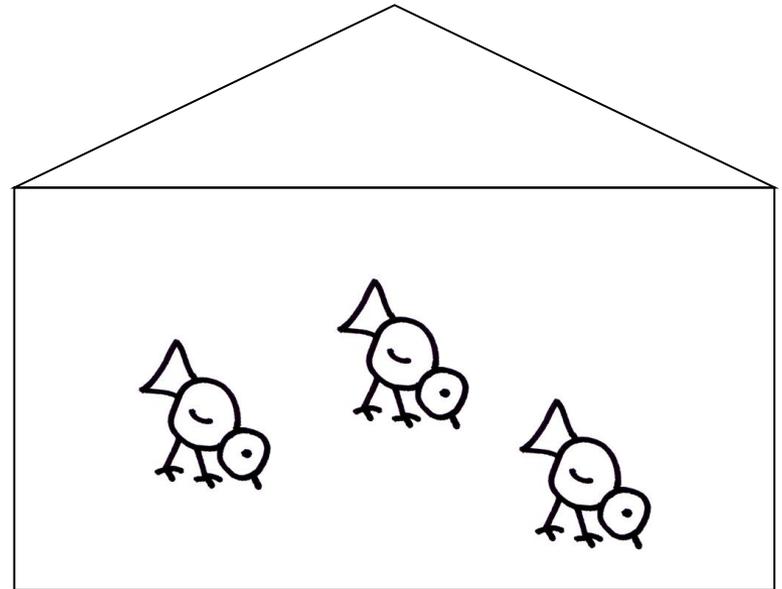
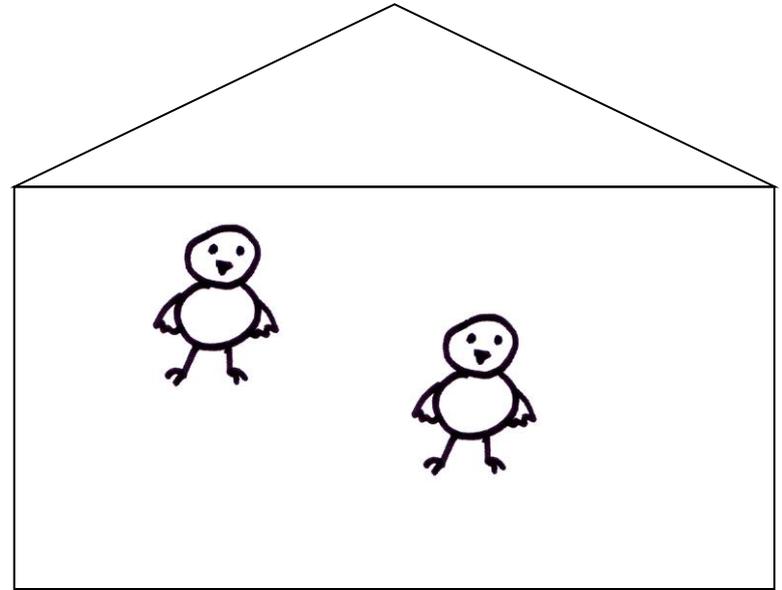
5



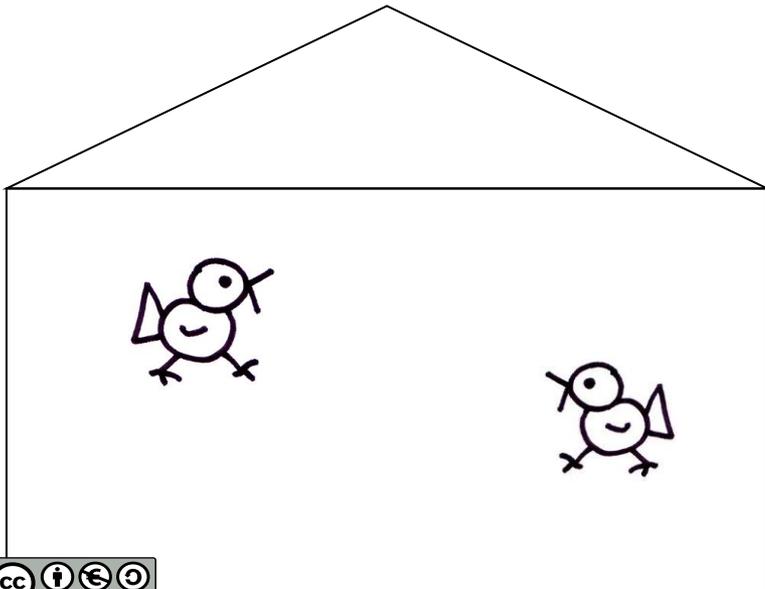
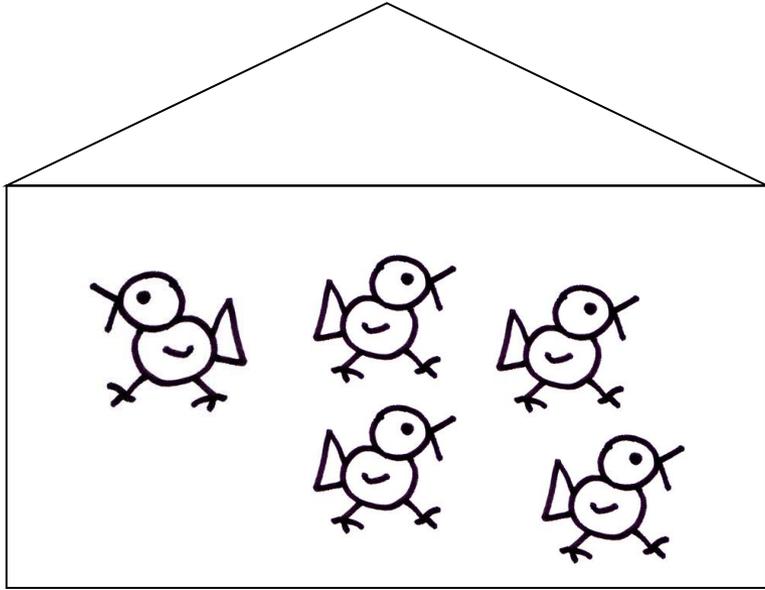
Entoure la maison qui contient le plus d'éléments.



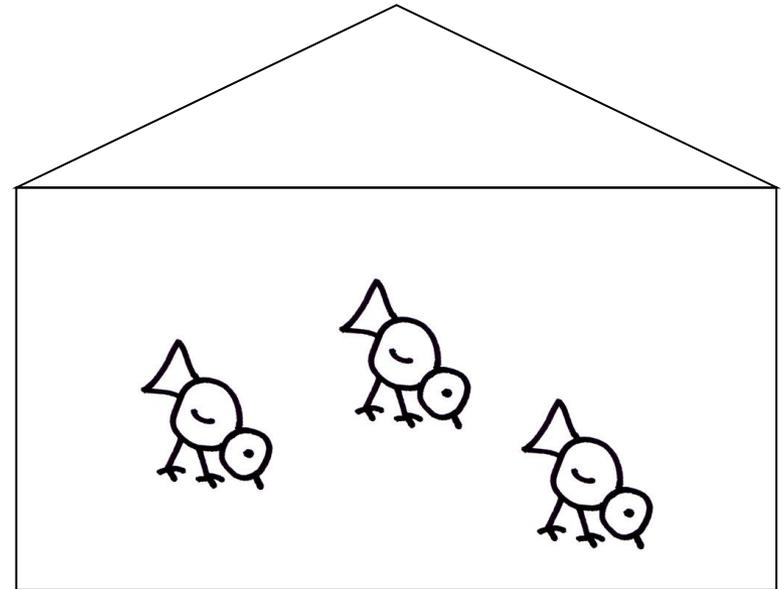
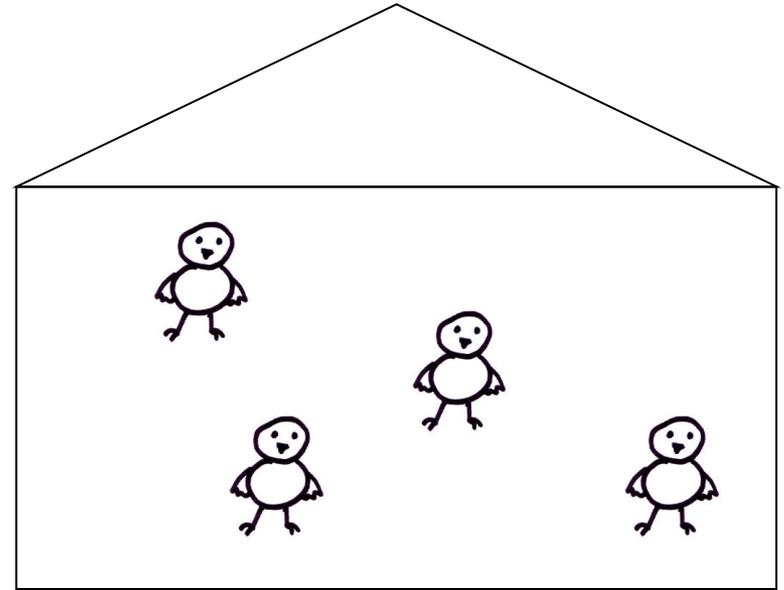
Entoure la maison qui contient le plus d'éléments.



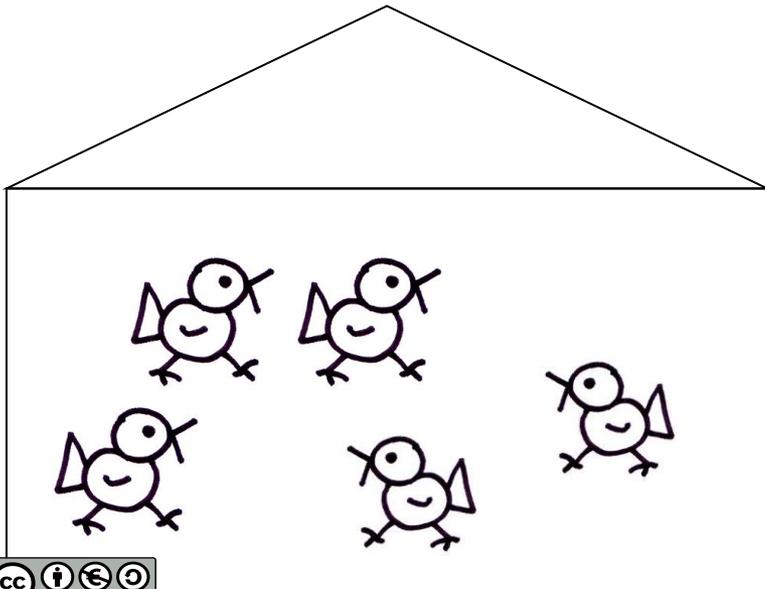
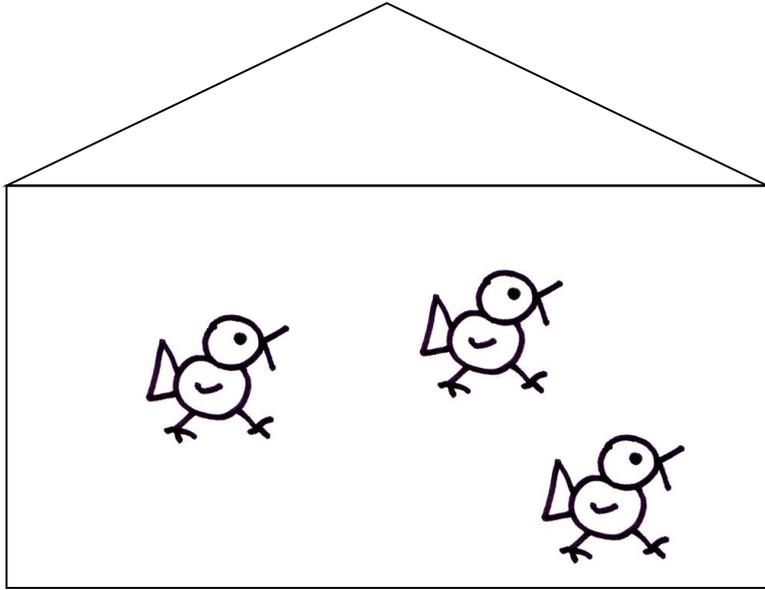
Entoure la maison qui contient le plus d'éléments.



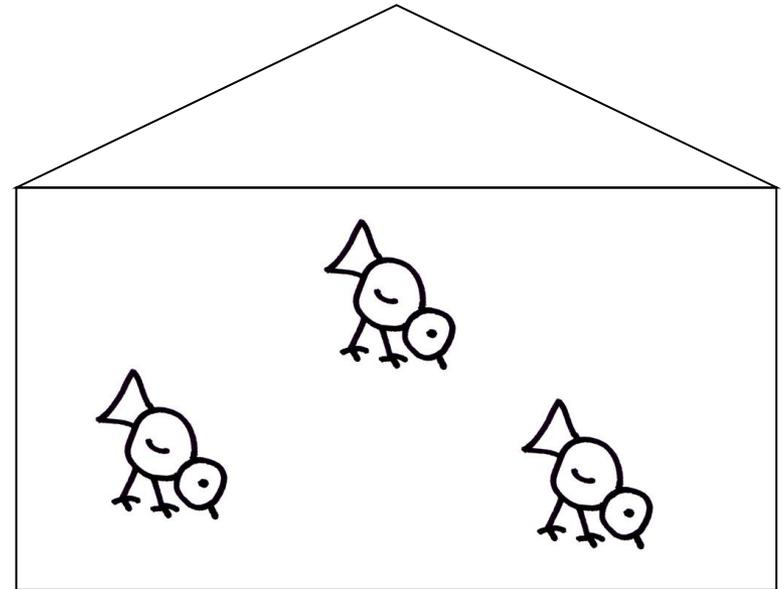
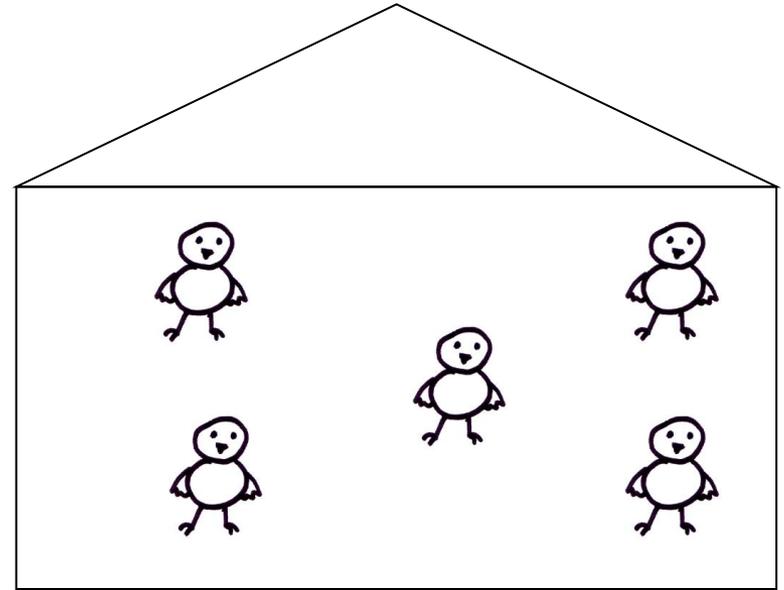
Entoure la maison qui contient le plus d'éléments.



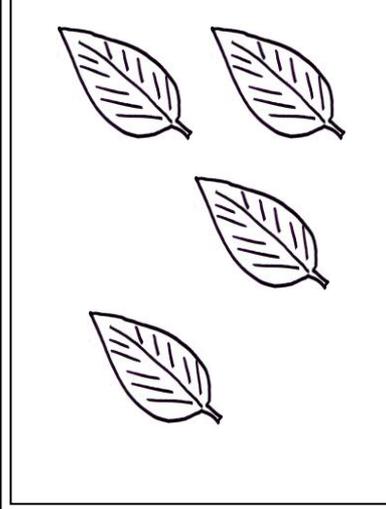
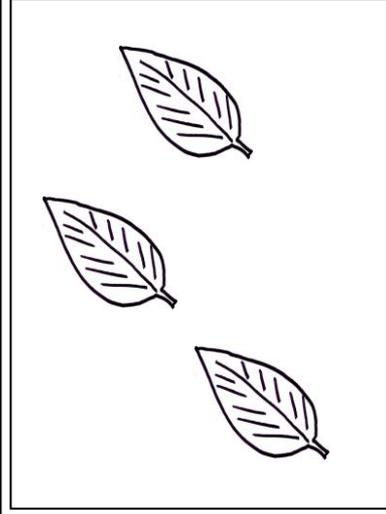
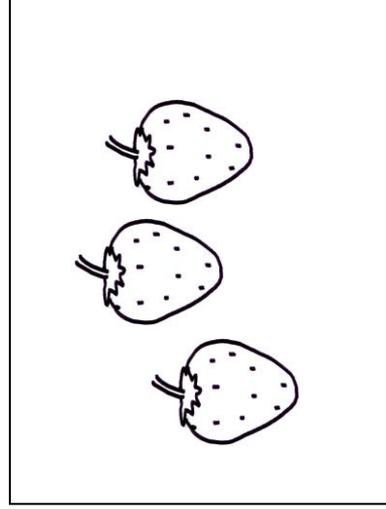
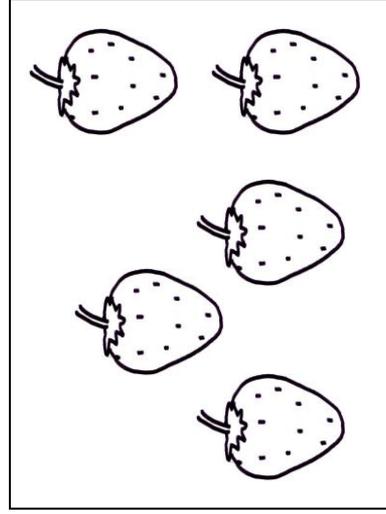
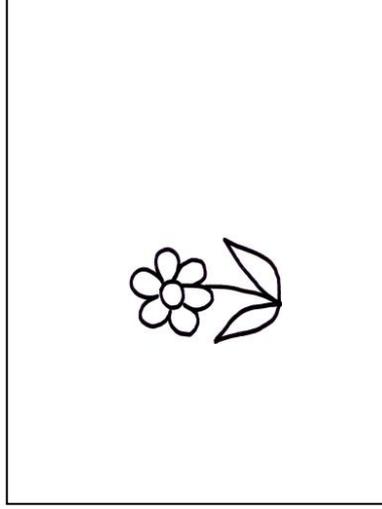
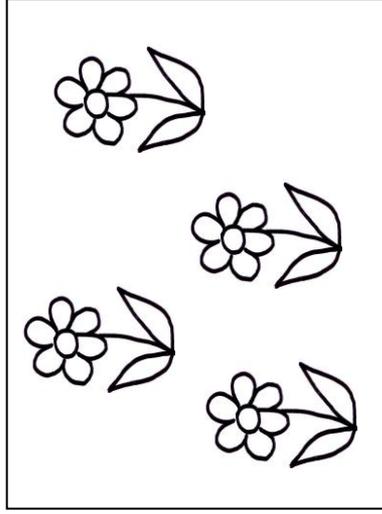
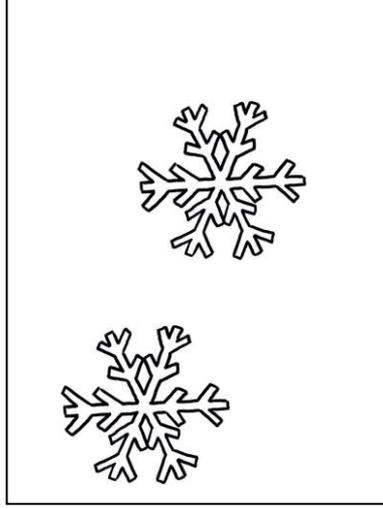
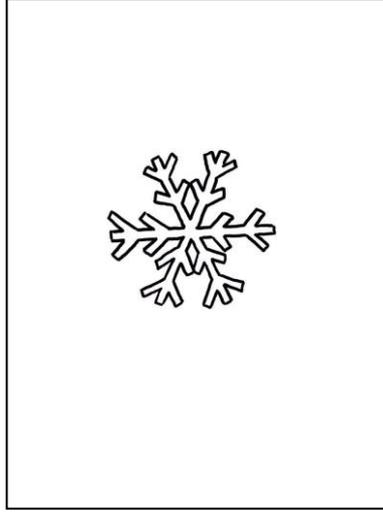
Entoure la maison qui contient le plus d'éléments.



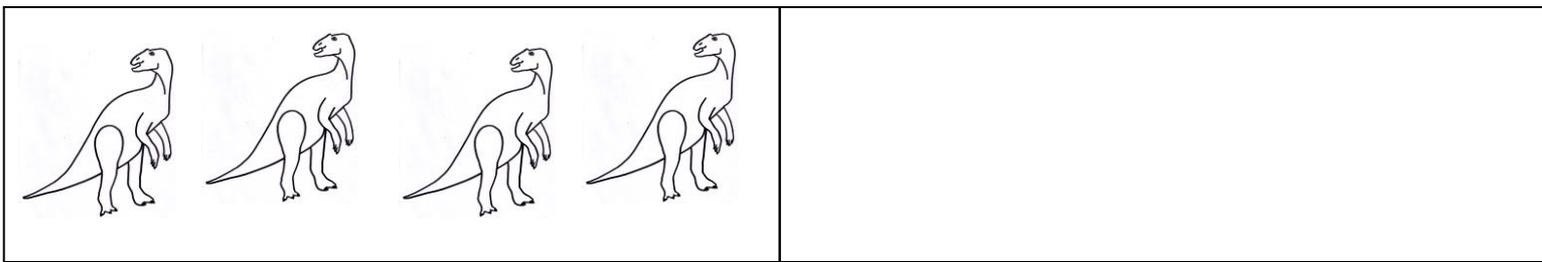
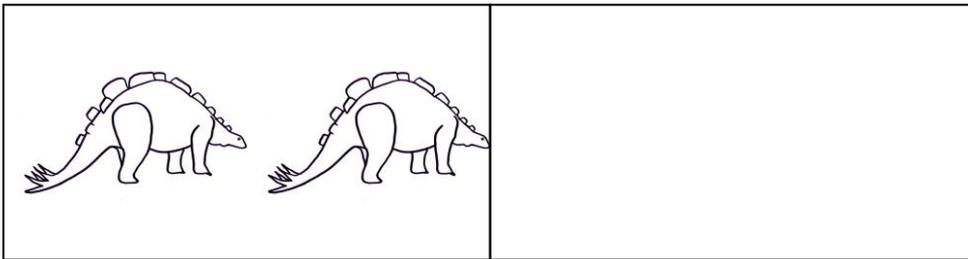
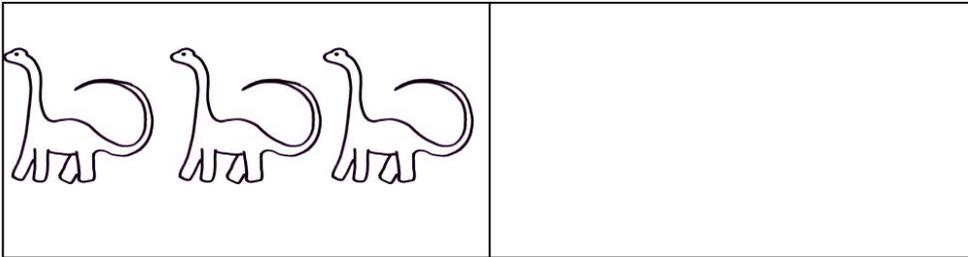
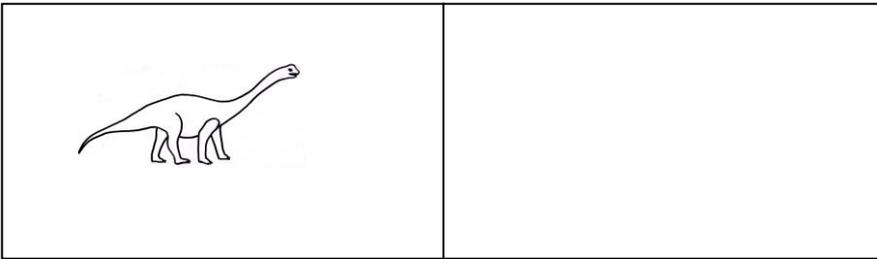
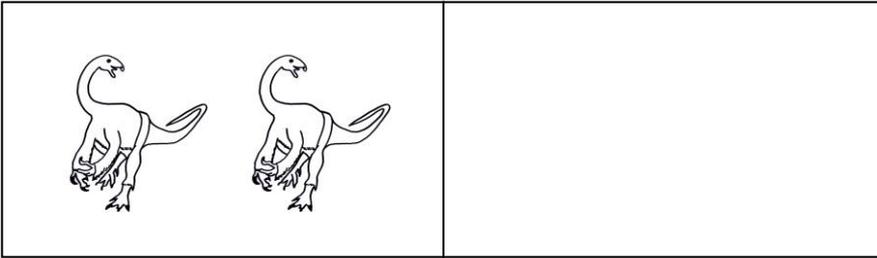
Entoure la maison qui contient le plus d'éléments.



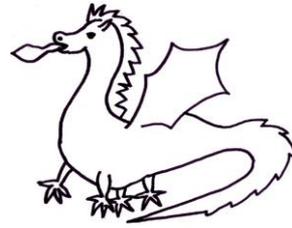
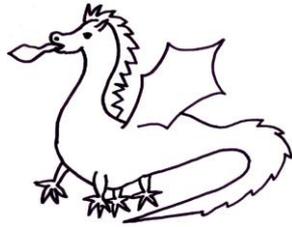
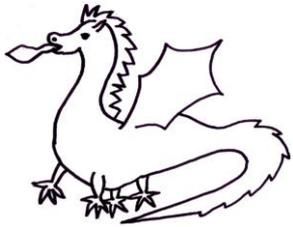
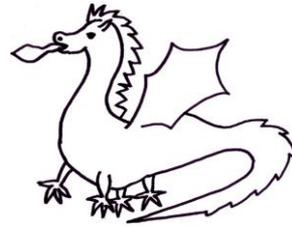
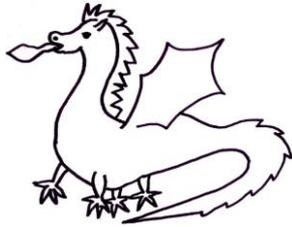
Colorie la collection qui comprend le moins d'éléments.



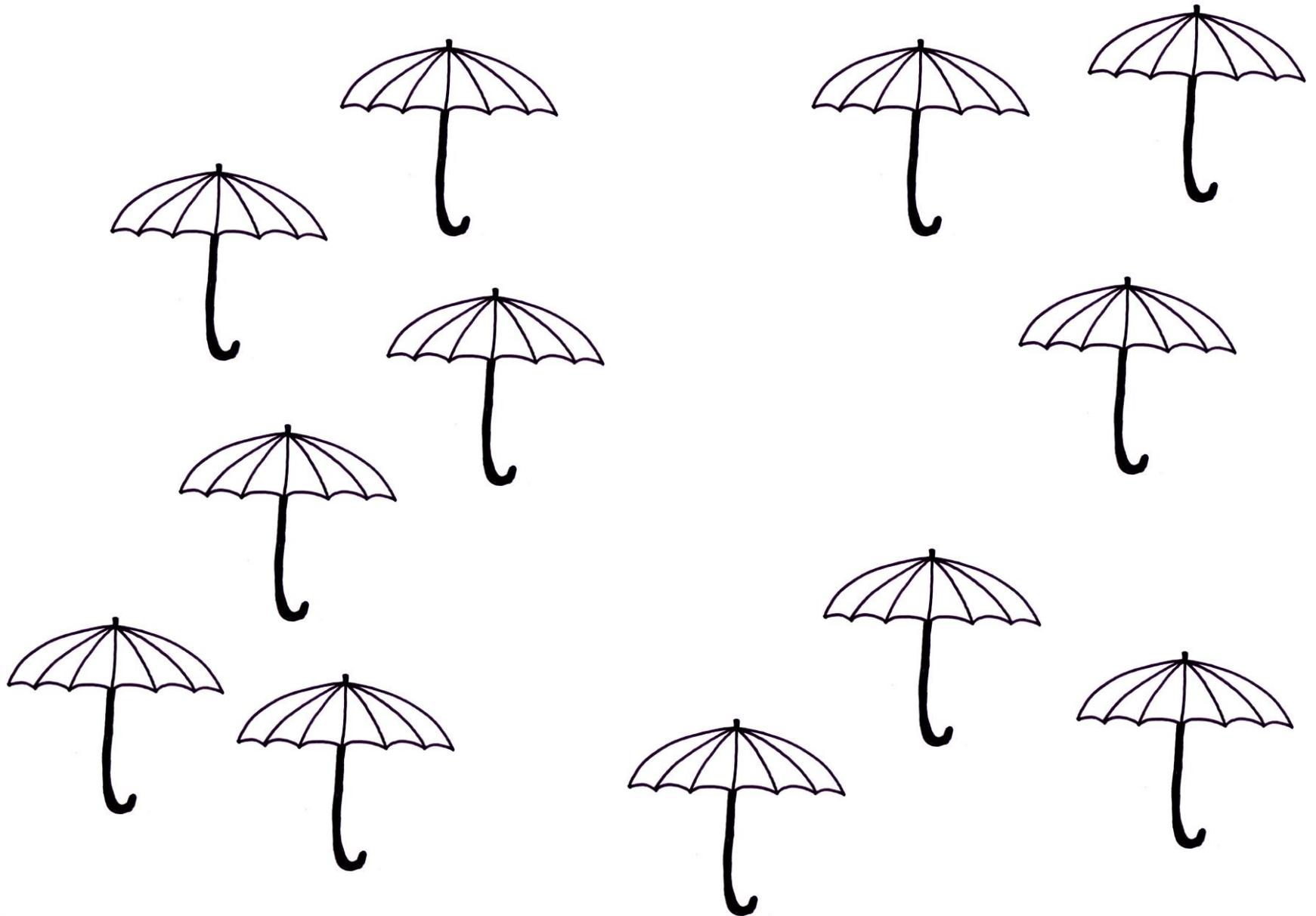
Colle autant de gommettes correspondant que de dinosaures dans le rectangle.



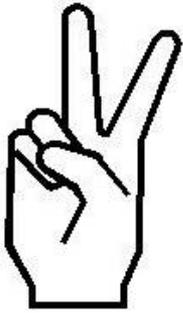
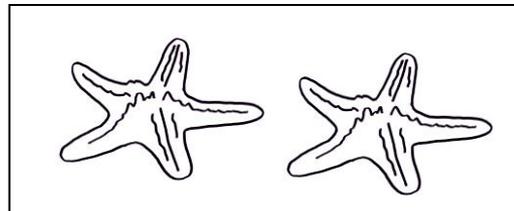
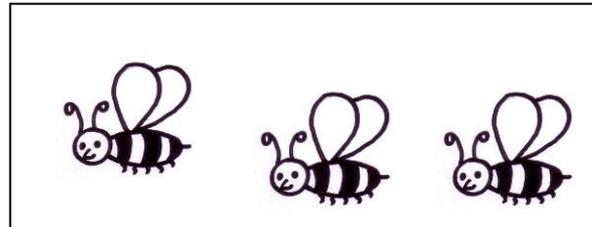
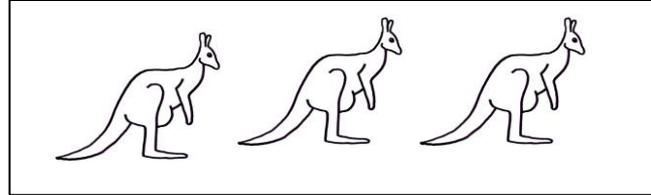
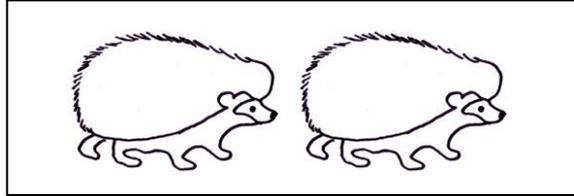
Entoure par 2.



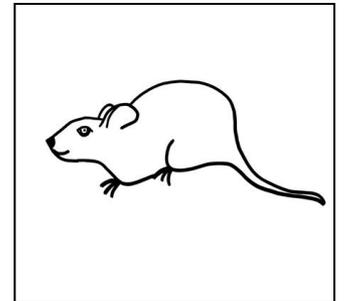
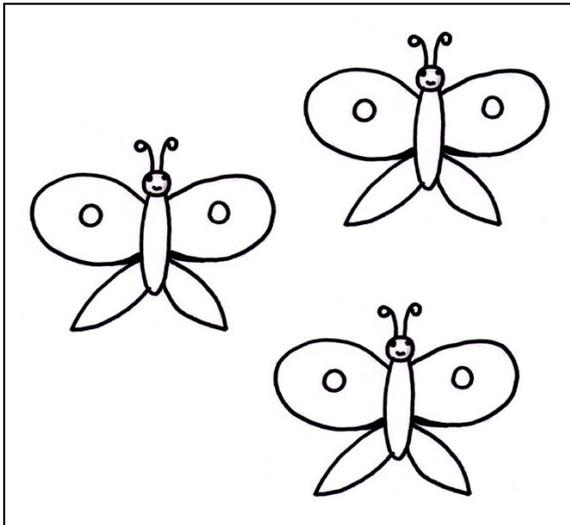
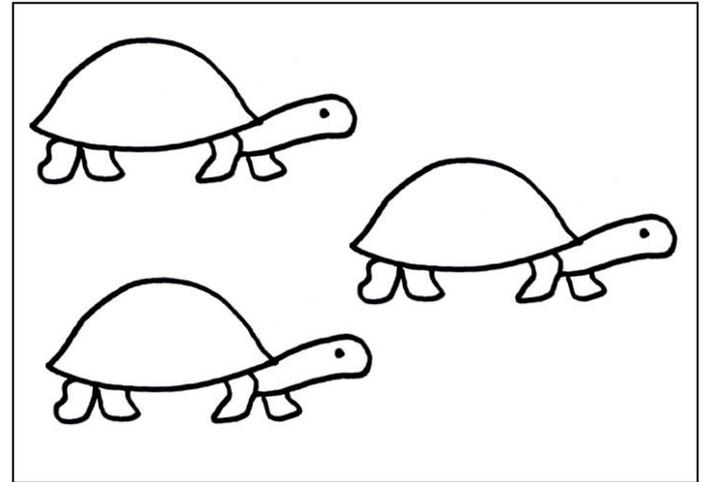
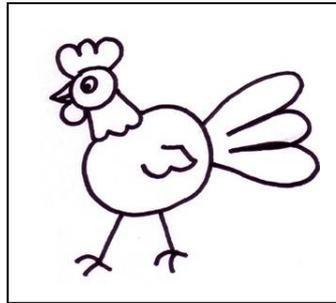
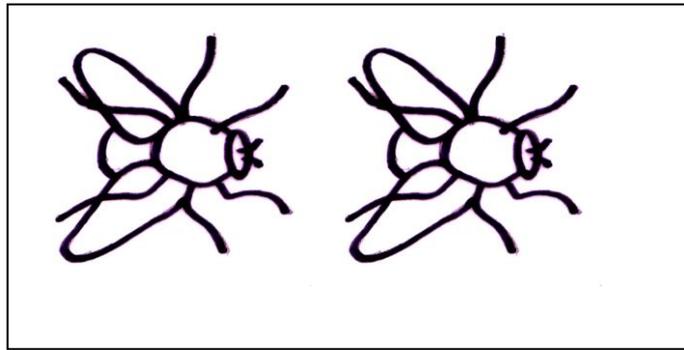
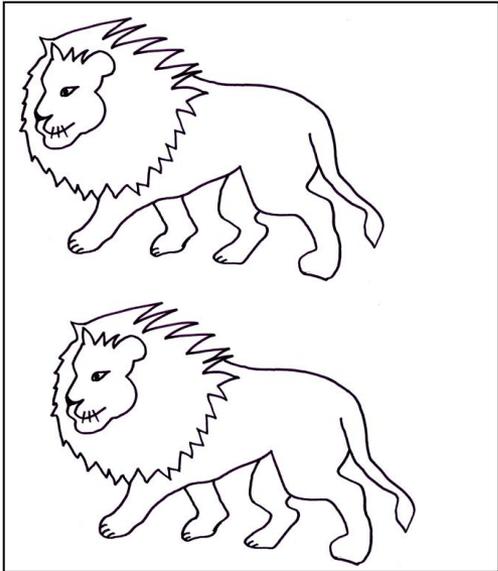
Entoure par 3.



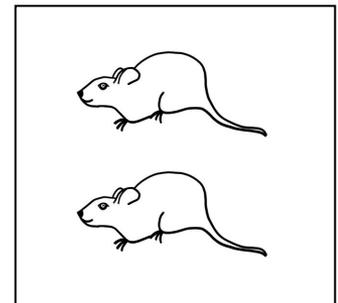
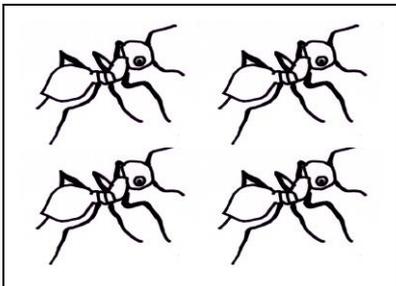
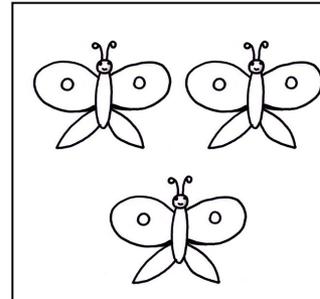
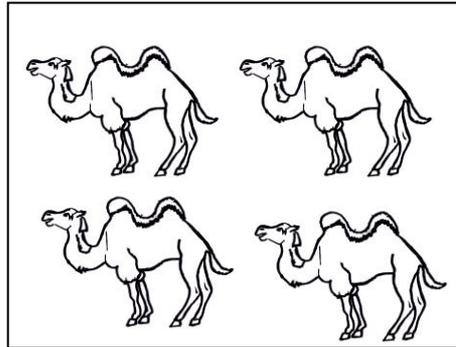
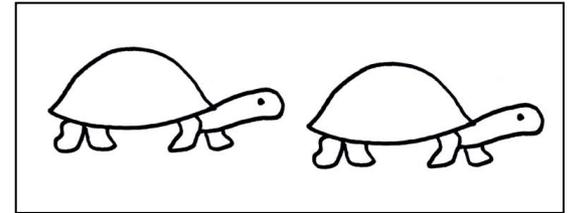
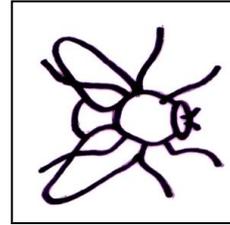
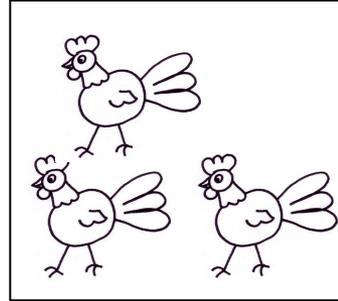
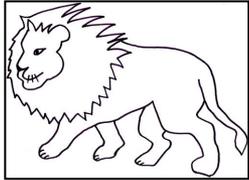
Relie chaque ensemble d'animaux à la main correspondante.



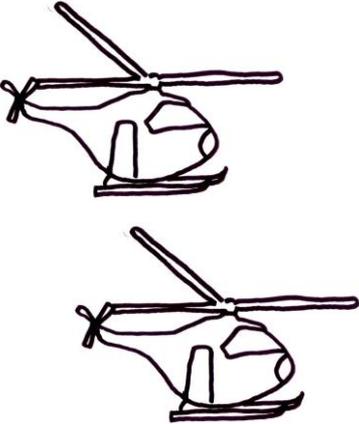
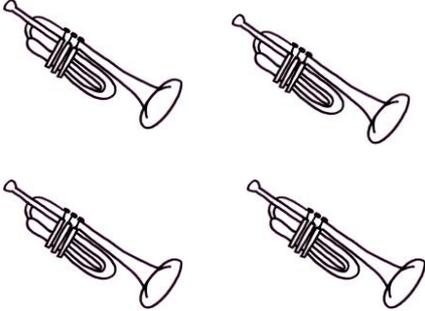
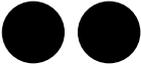
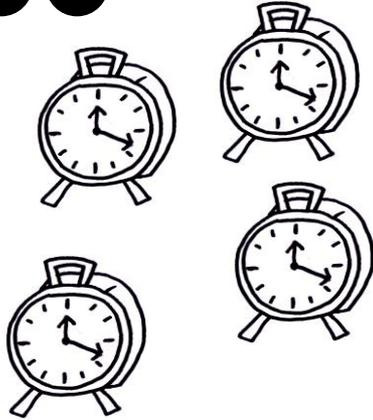
Relie les collections identiques.

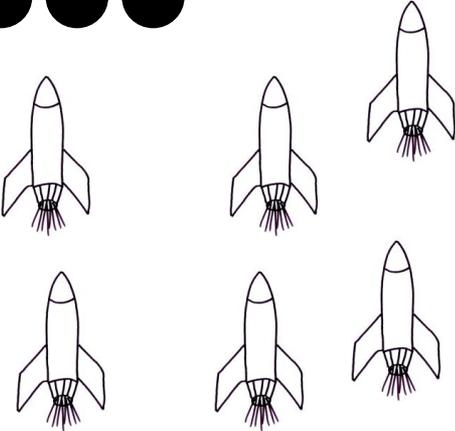
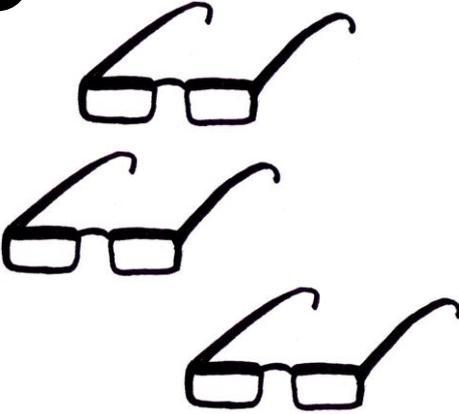
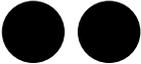
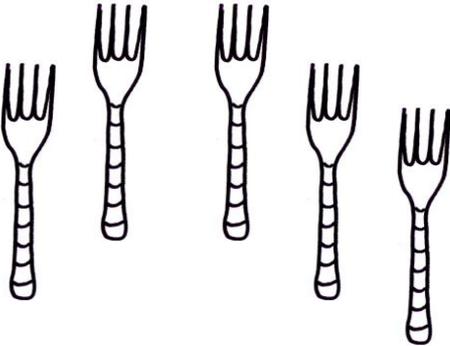


Relie les collections identiques.

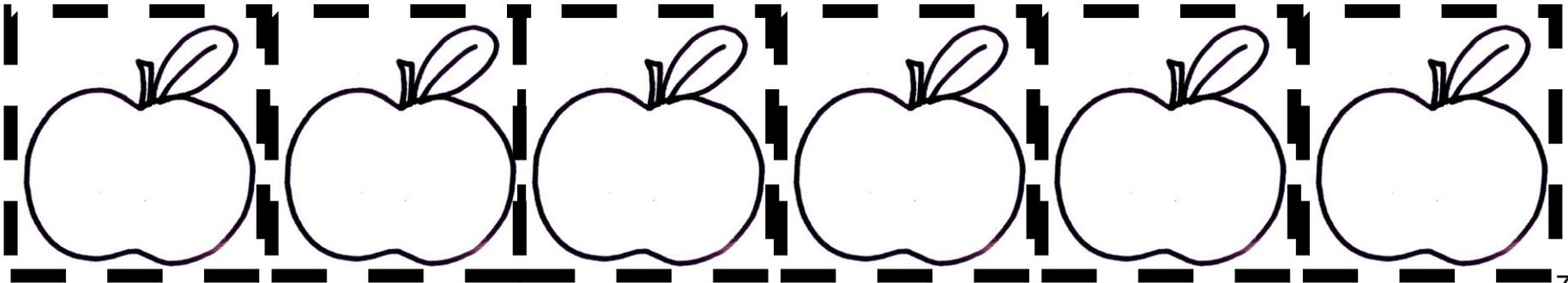
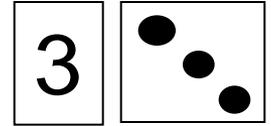
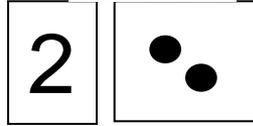
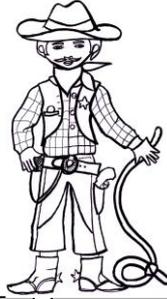
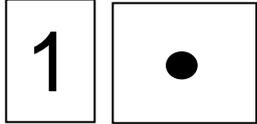


Dans chaque carré, entoure le nombre de choses correspondant au nombre de points

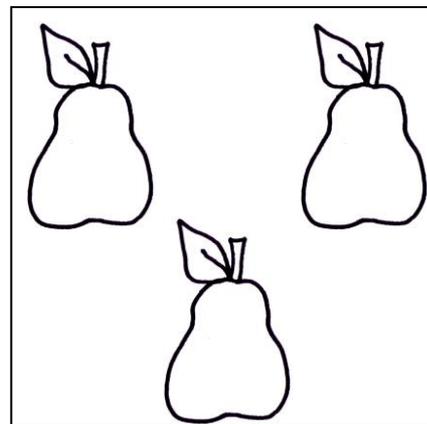
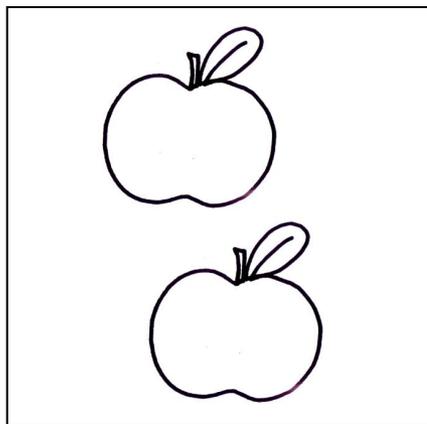
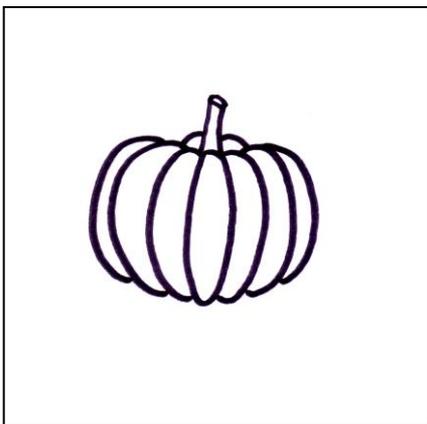
 	 	 
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Colle sous chaque personnage le nombre de pommes indiqué sur l'étiquette.



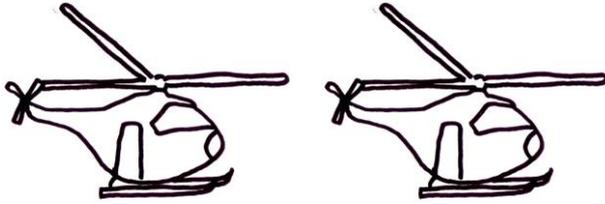
Colle le bon chiffre sous chaque ensemble.



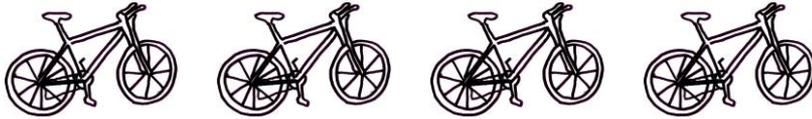
3 1 2

Colorie le chiffre correspondant au nombre d'objets à droite.

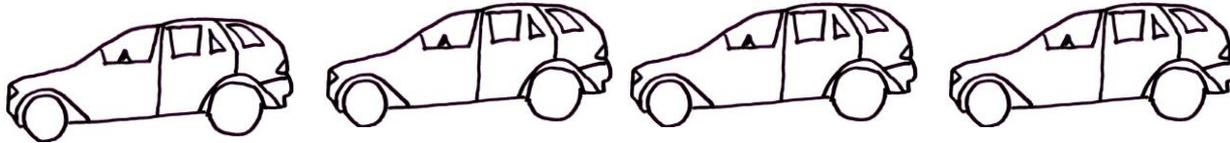
1 2



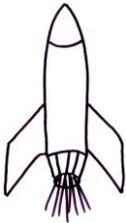
3 4



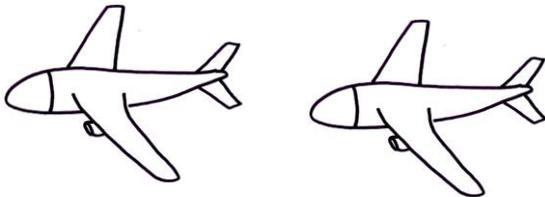
4 5



1 2



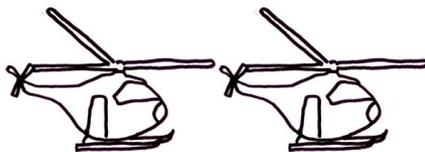
1 2



Colorie le chiffre correspondant au nombre d'objets à droite.

1. 2. 3. 4. 5.

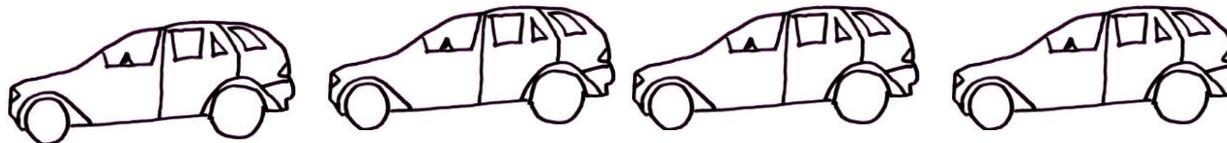
1 2 3



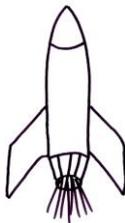
3 4 5



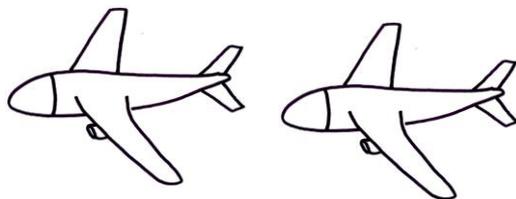
3 4 5



1 2 3



1 2 3



Découpe les chiffres et colle les dans l'ordre.

1

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2

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3

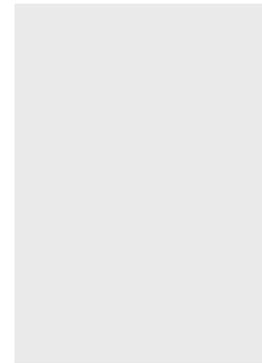
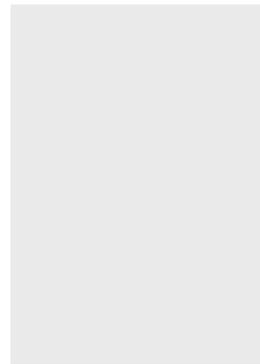
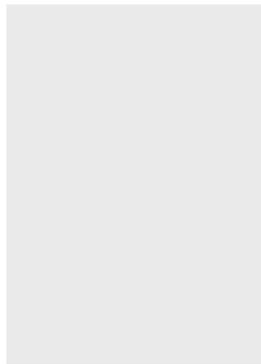
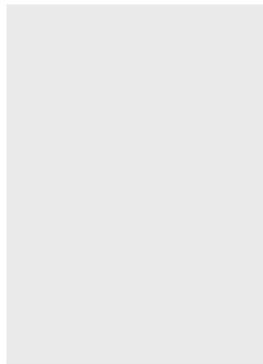
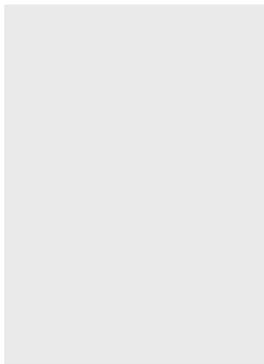
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4

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3

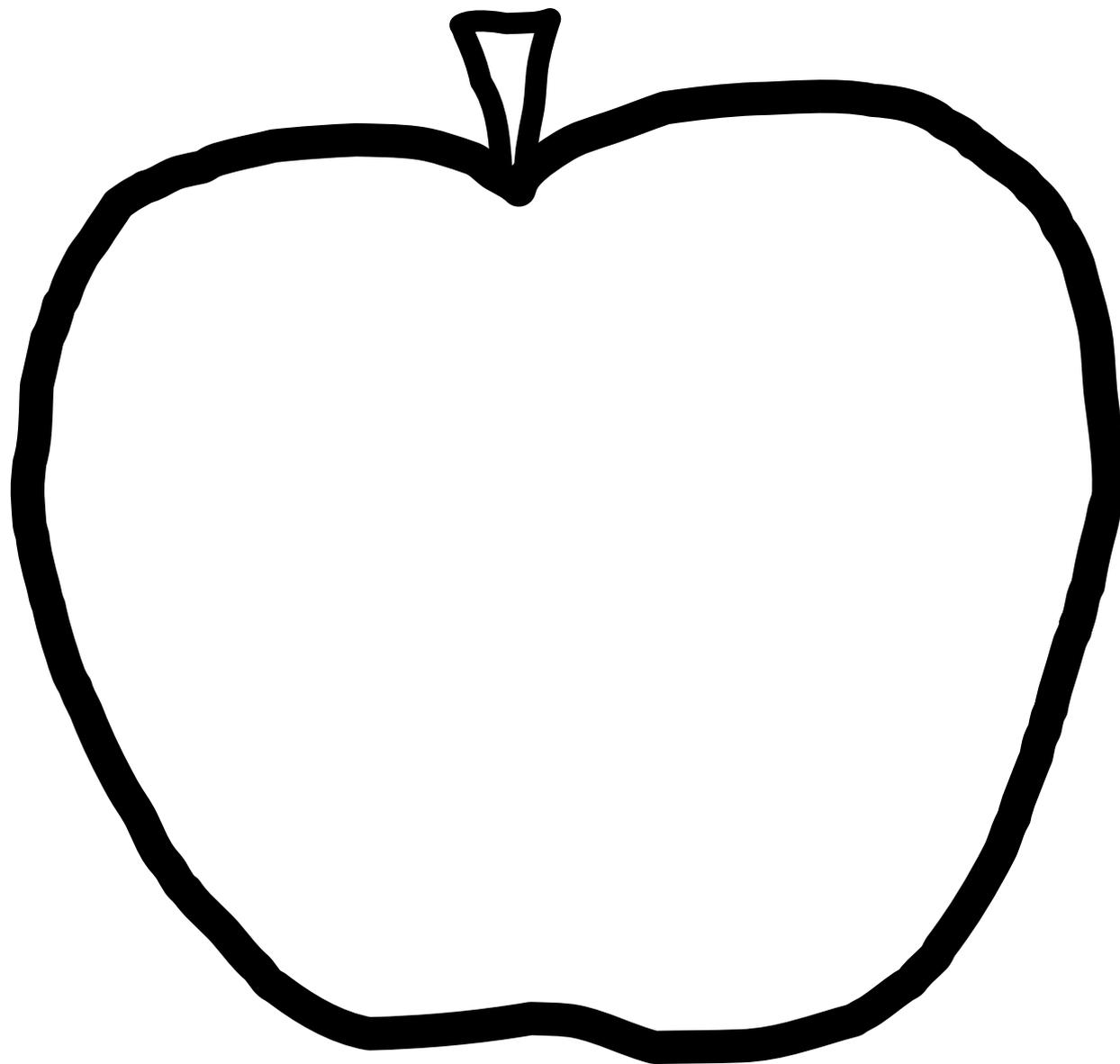
1

4

2

5

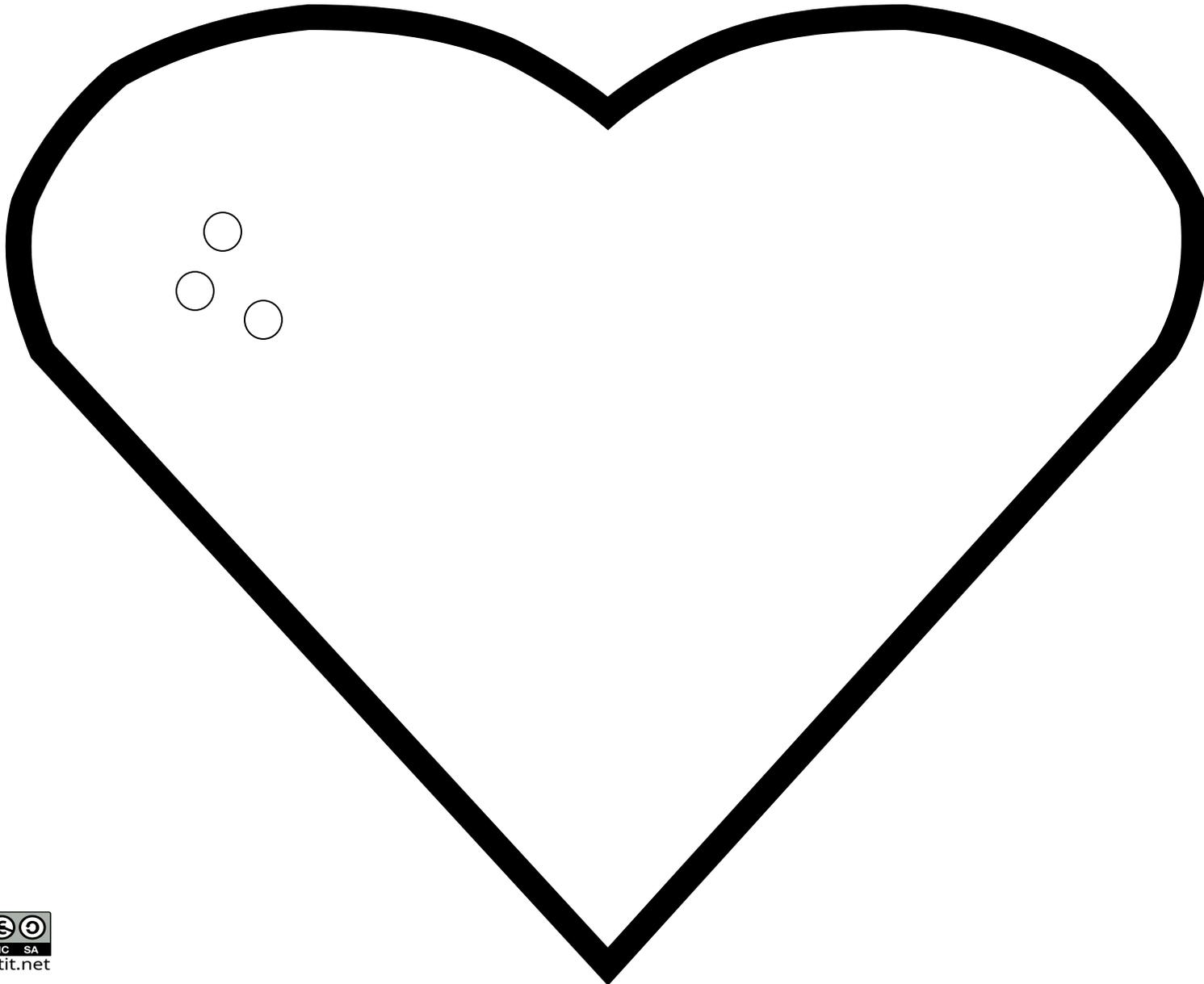
Colle de petits morceaux que tu auras découpés seulement dans la pomme.



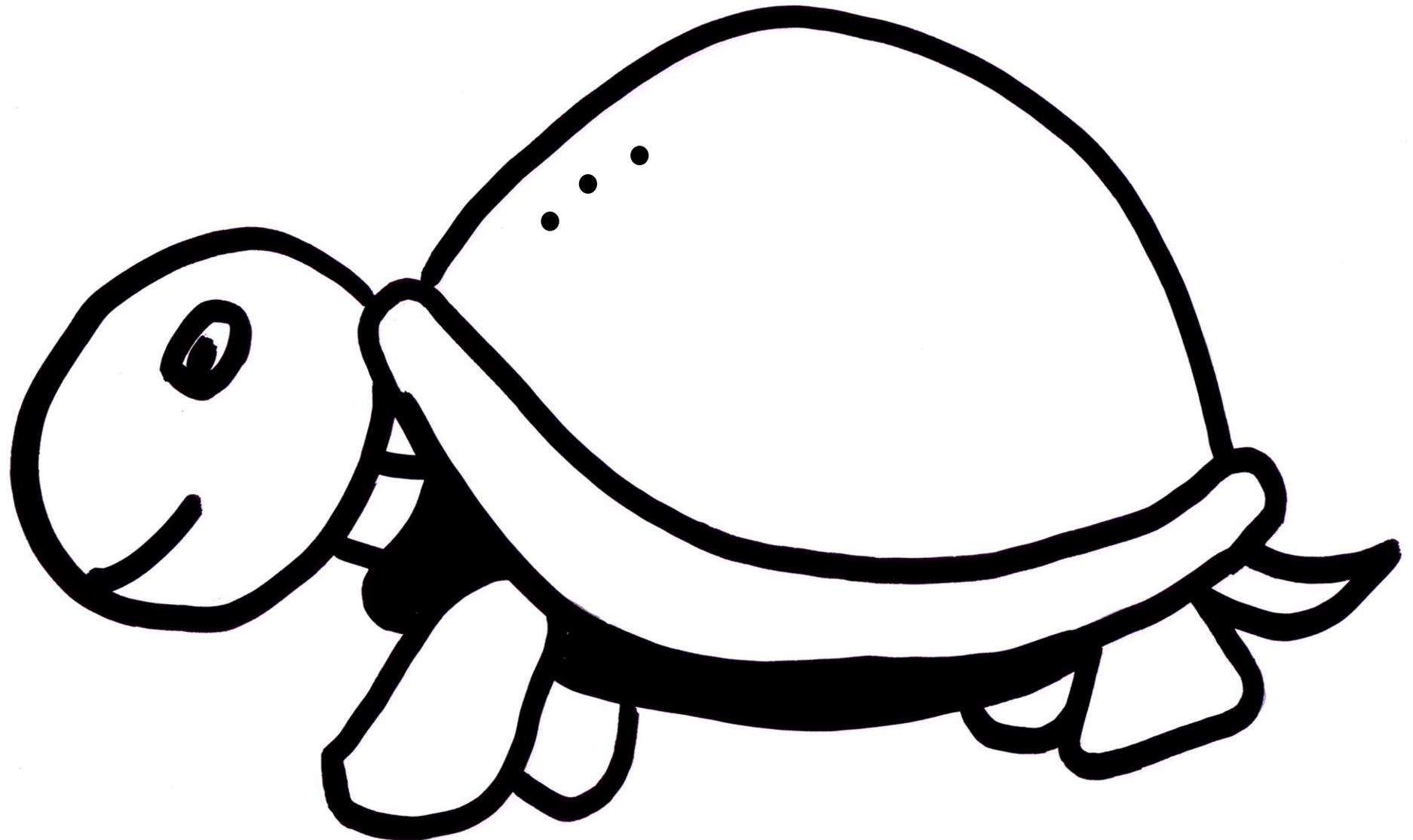
· Dessine la pluie.



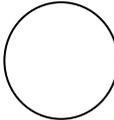
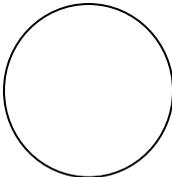
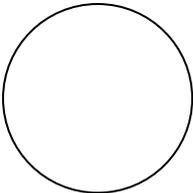
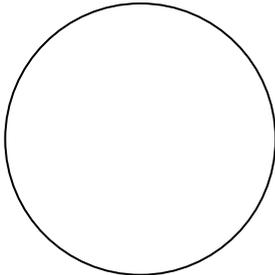
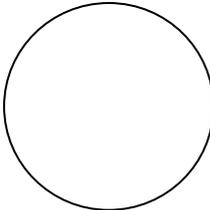
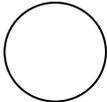
Dessine de petits ronds dans le coeur.



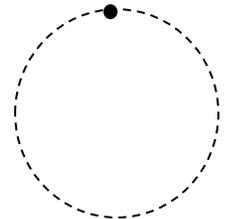
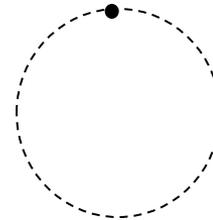
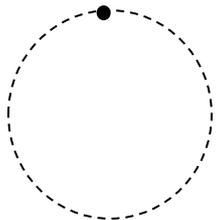
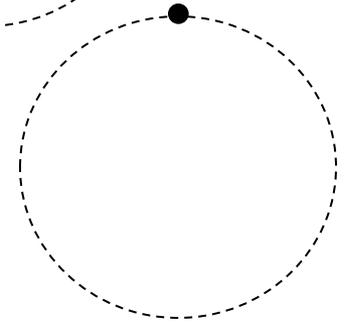
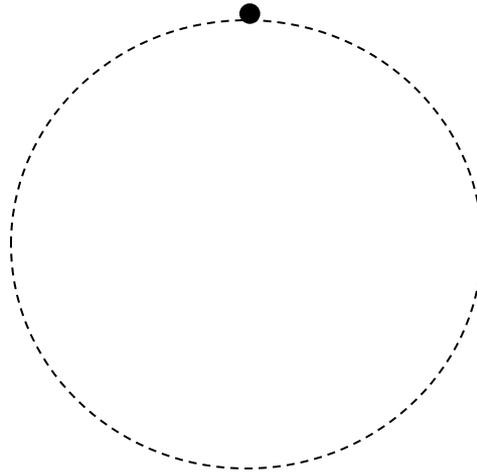
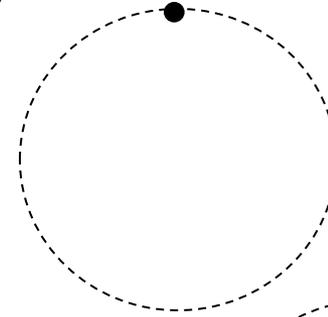
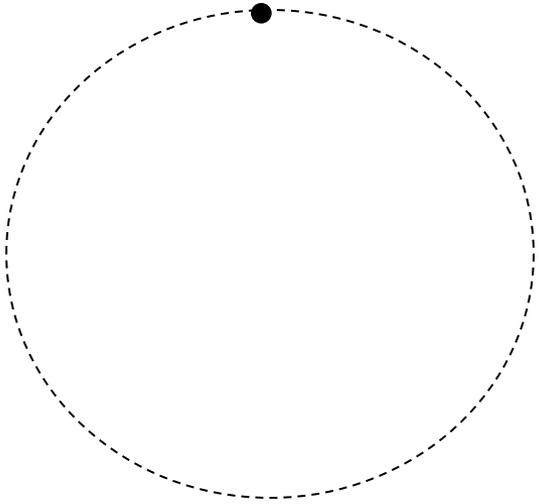
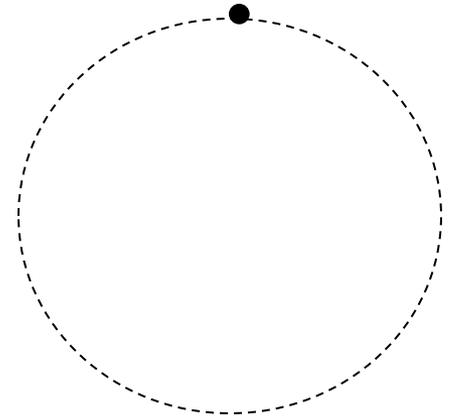
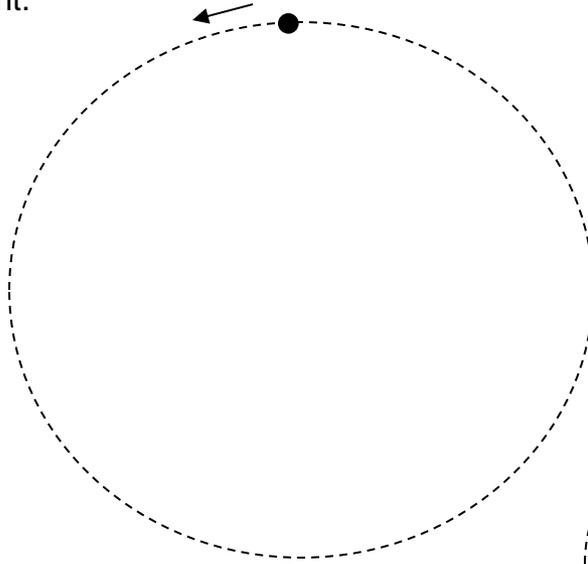
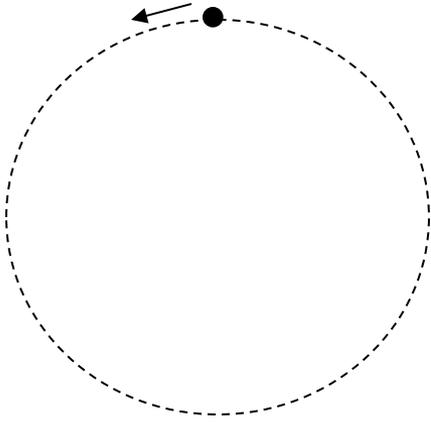
Dessine des points sur la carapace de la tortue.



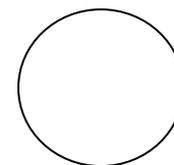
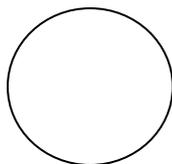
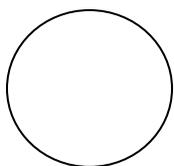
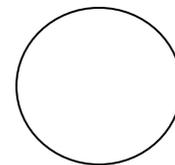
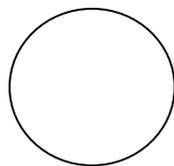
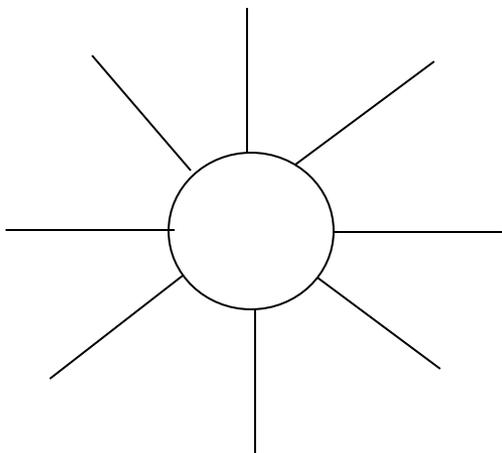
Fais des ronds autour des ronds



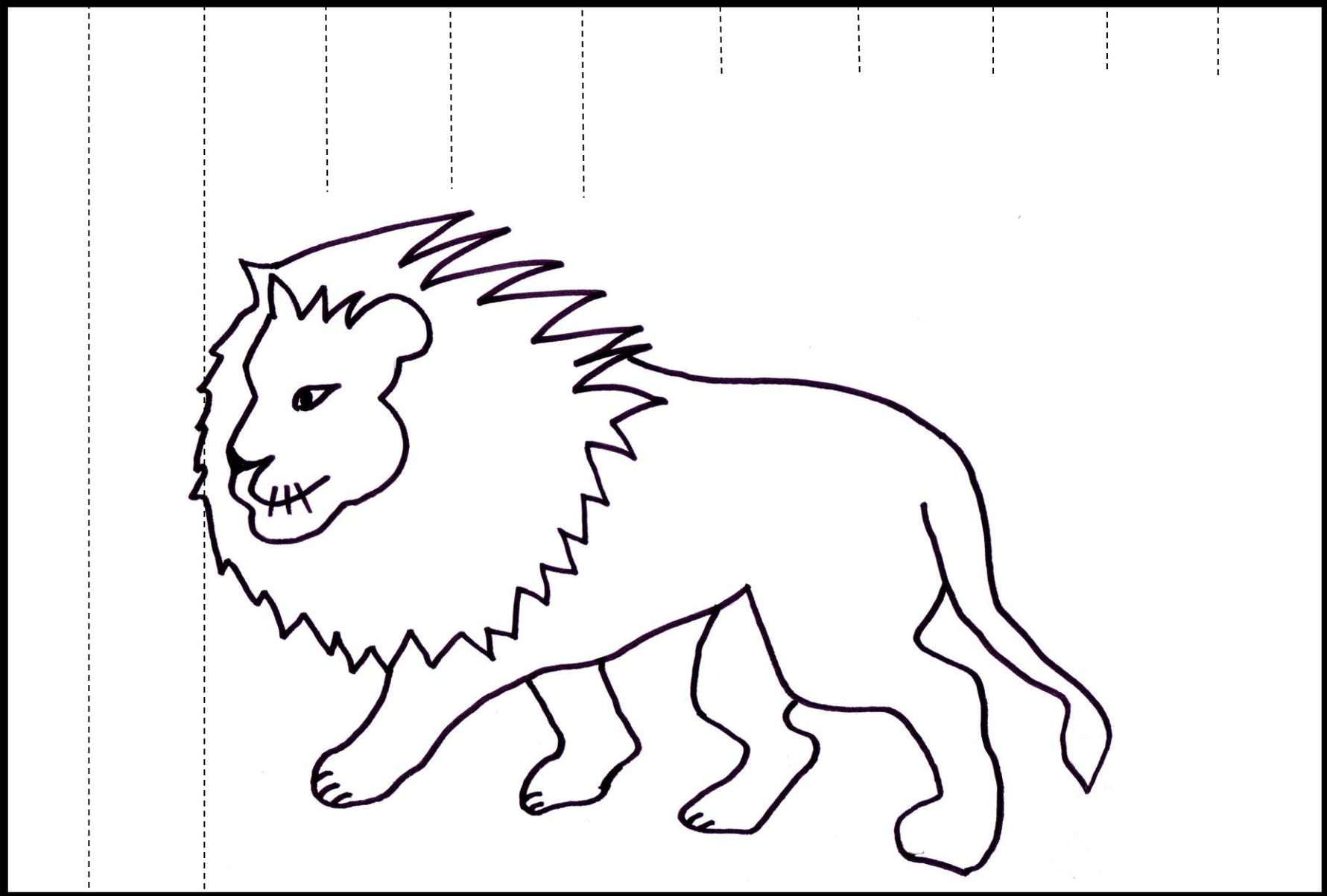
Repasse sur les ronds en partant du point.



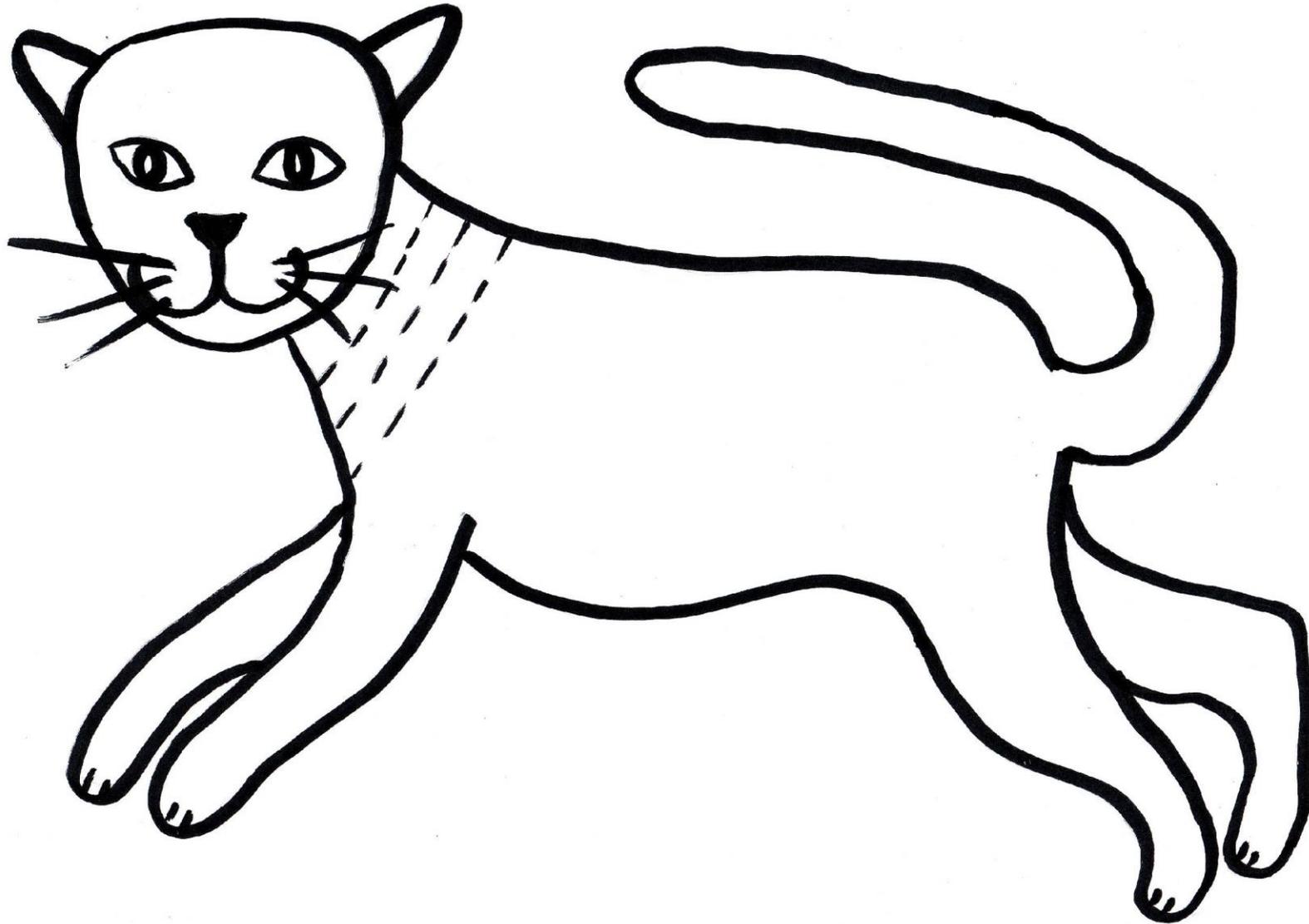
Fais des soleils.



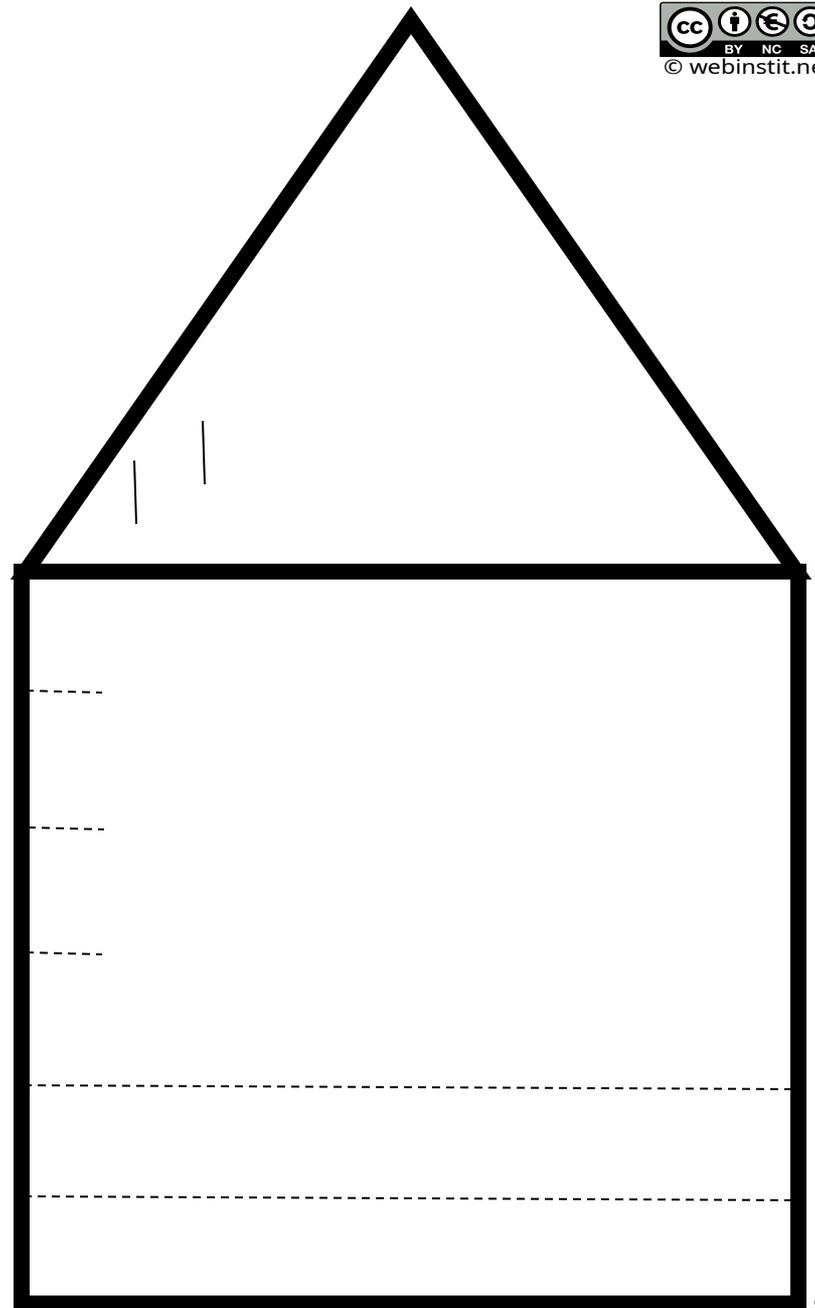
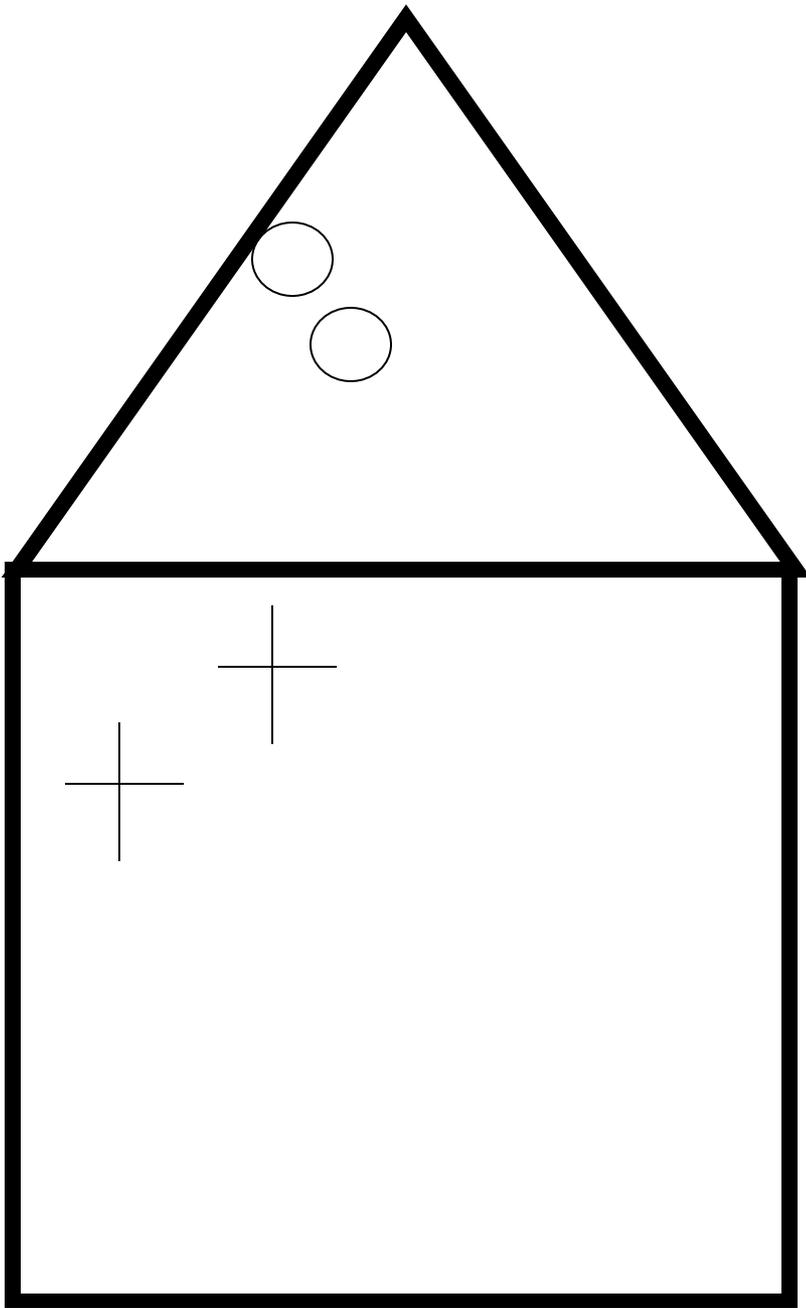
Repasse et continue les barreaux de la cage



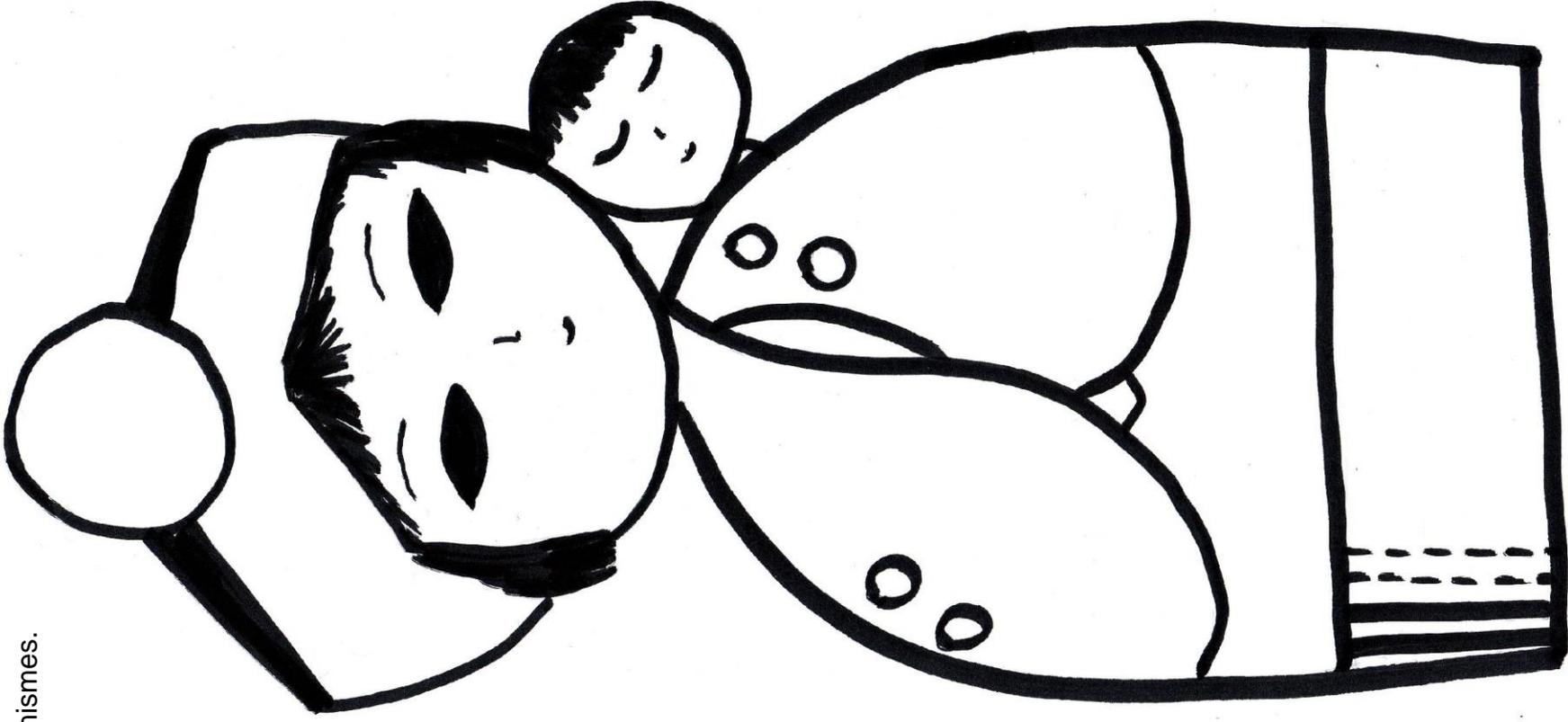
Continue les rayures du chat.



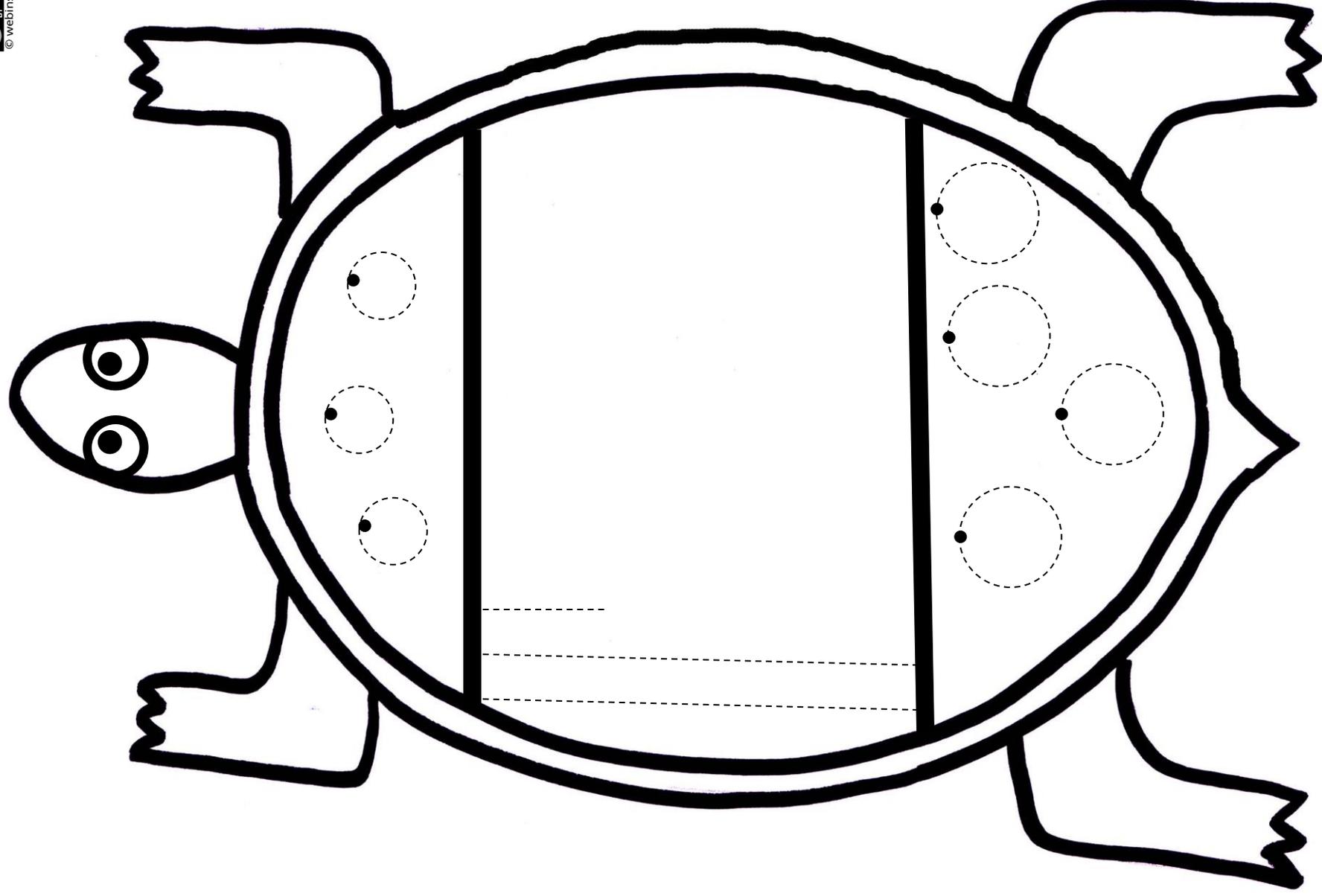
Continue les graphismes.



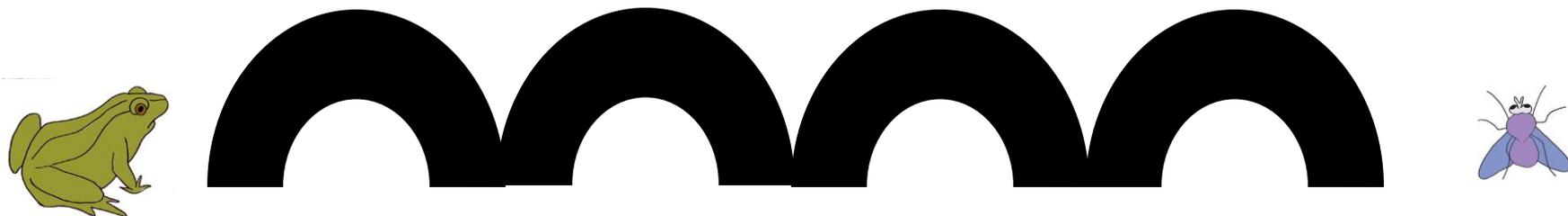
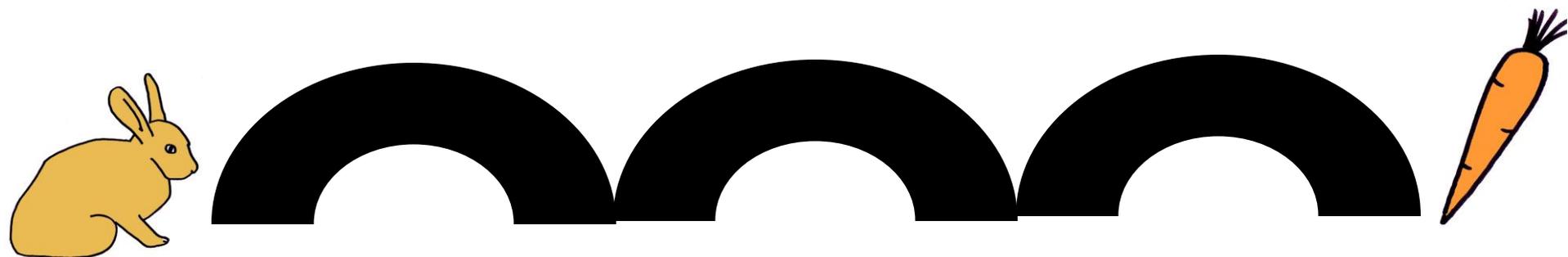
Continue les graphismes.



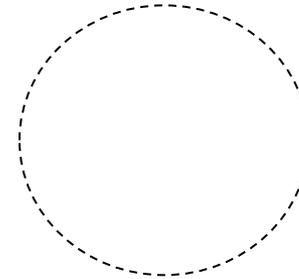
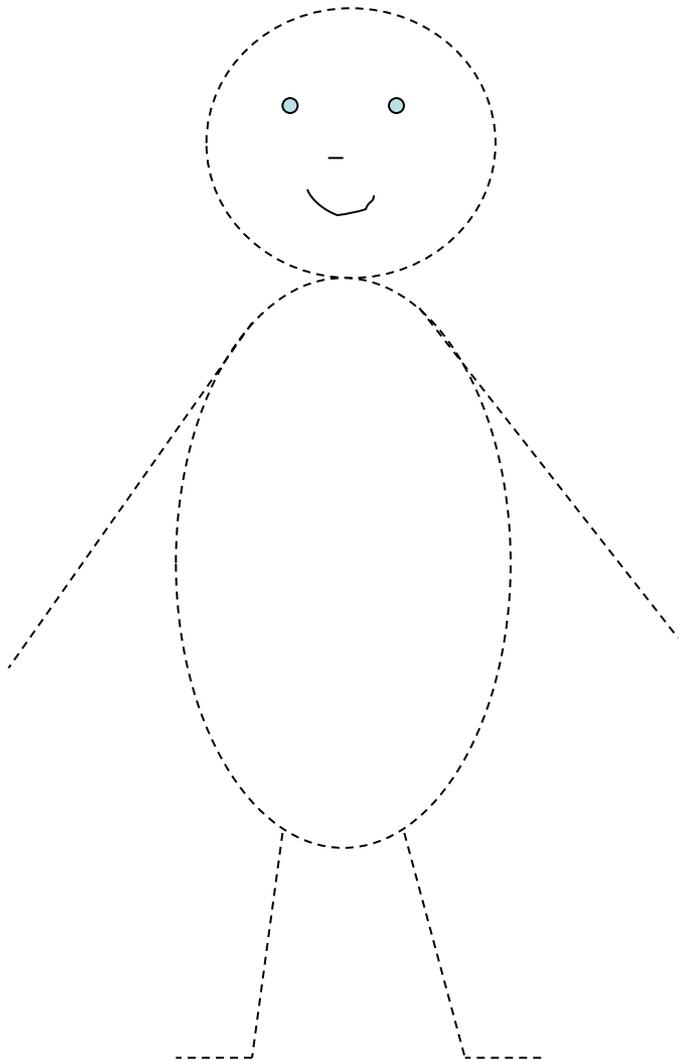
Repasse sur les cercles et les traits et continue les traits.



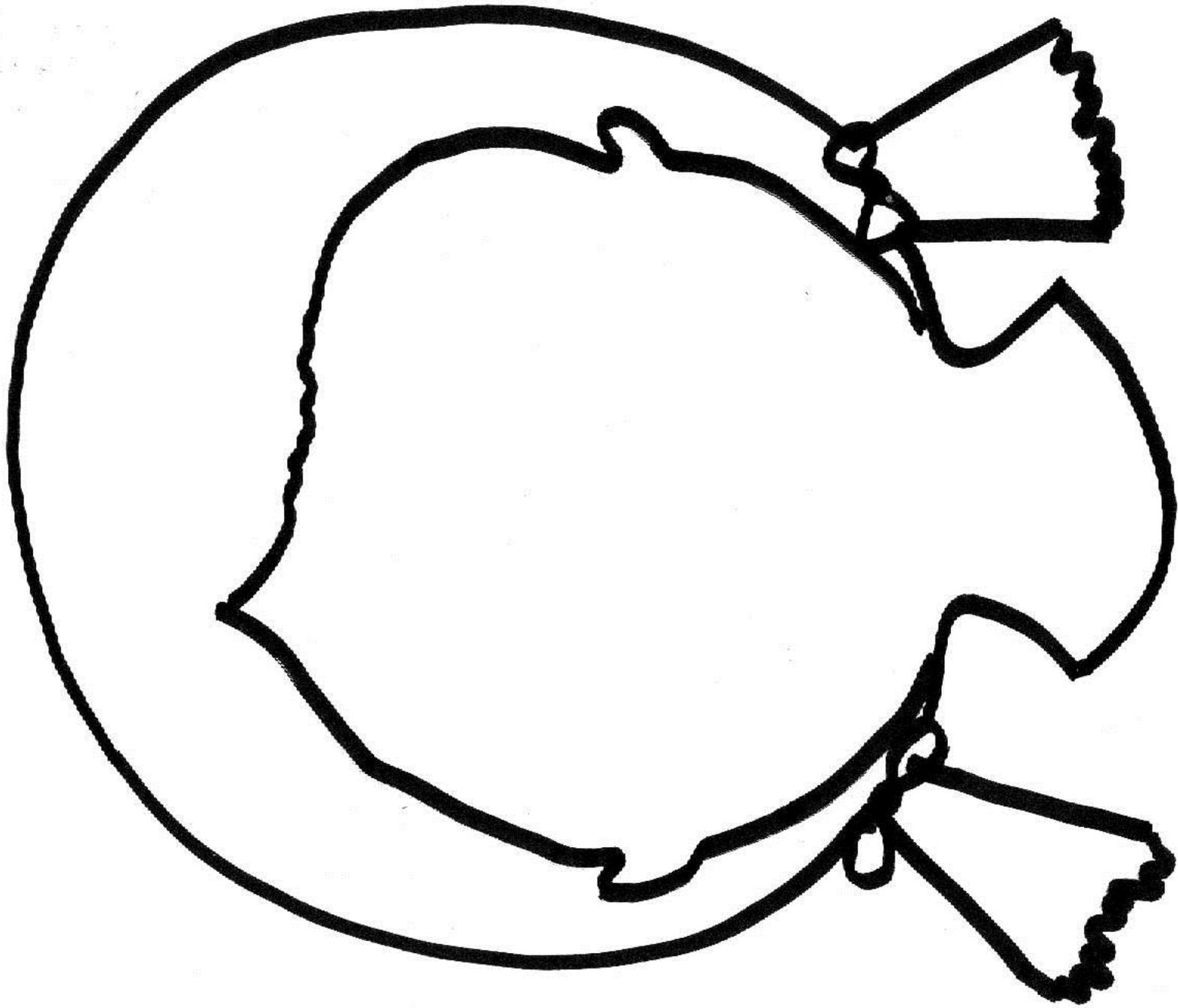
Aide les animaux à trouver leur nourriture en leur faisant faire des bonds.



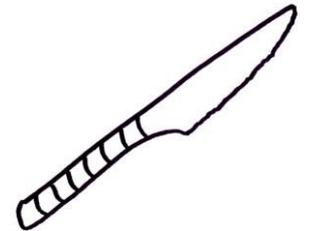
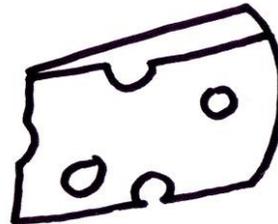
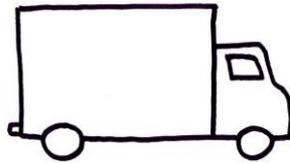
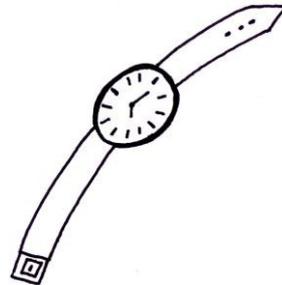
Repasse sur le bonhomme et dessine en un autre à côté.



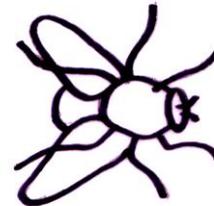
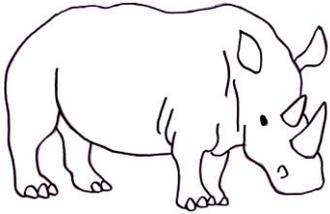
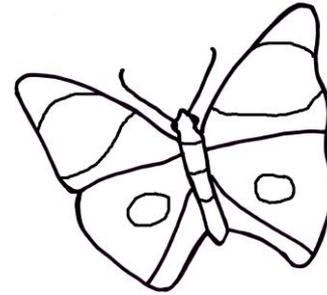
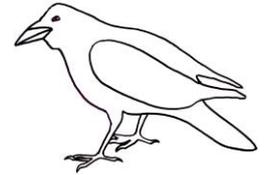
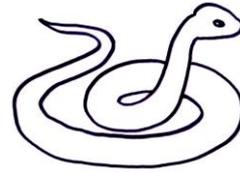
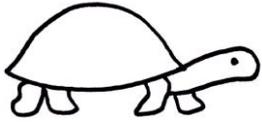
Dessine le visage.



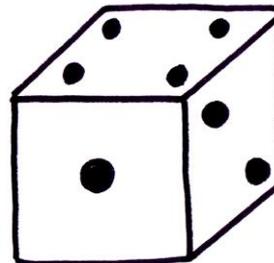
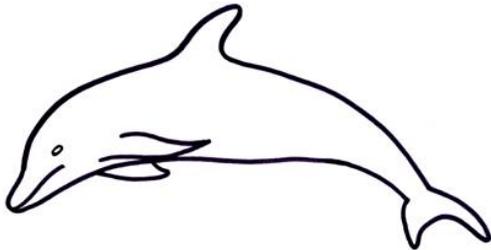
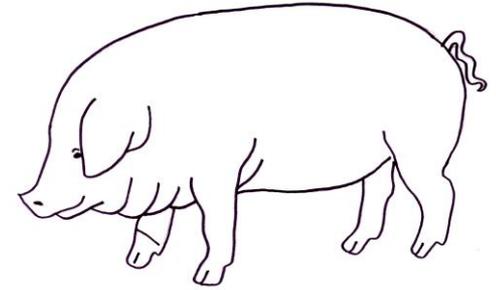
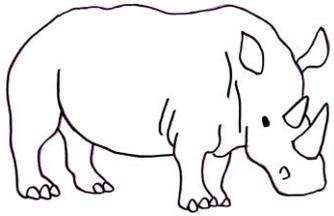
Entoure seulement ce qui se mange.



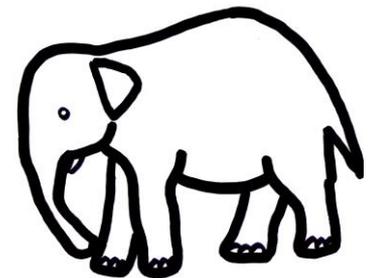
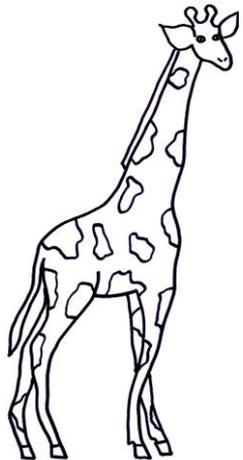
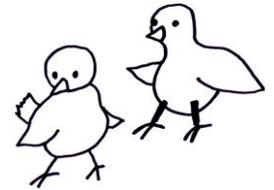
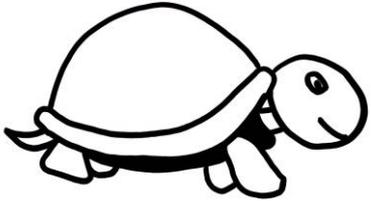
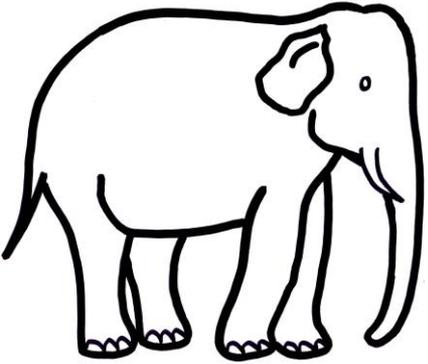
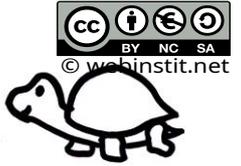
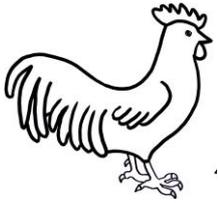
Entoure les animaux qui peuvent voler.



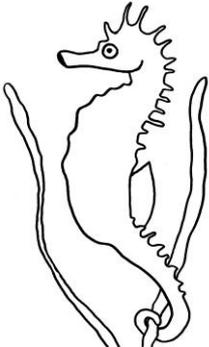
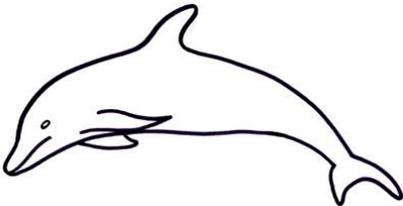
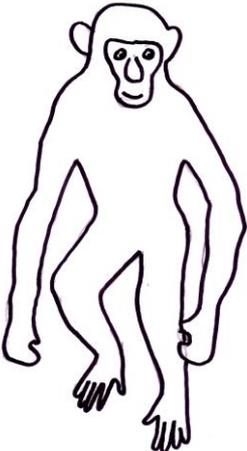
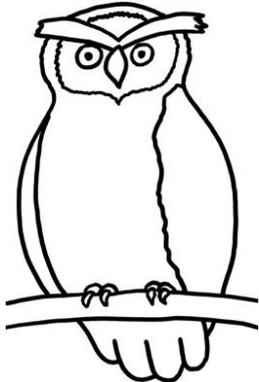
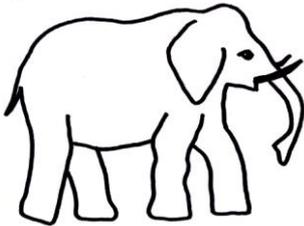
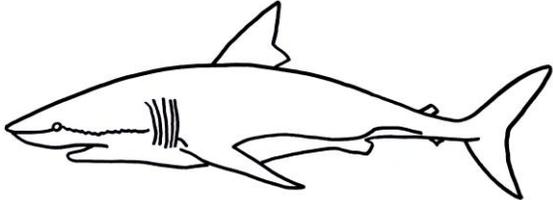
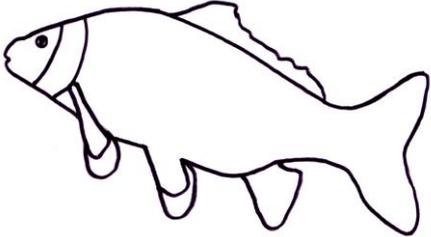
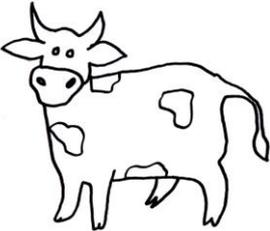
Entoure seulement les animaux.



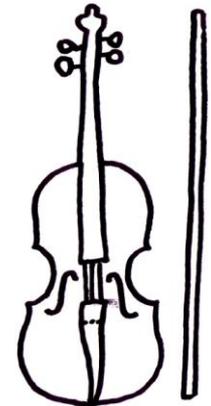
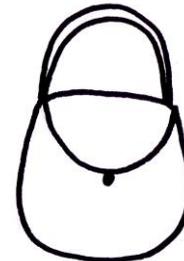
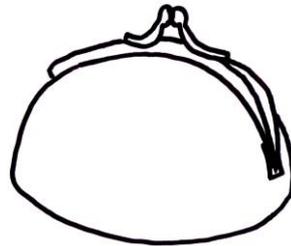
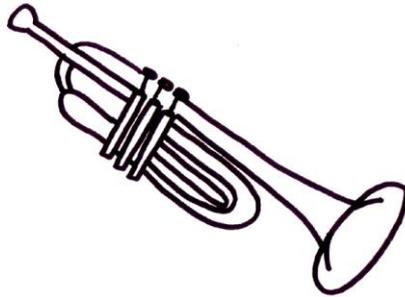
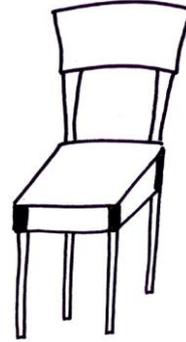
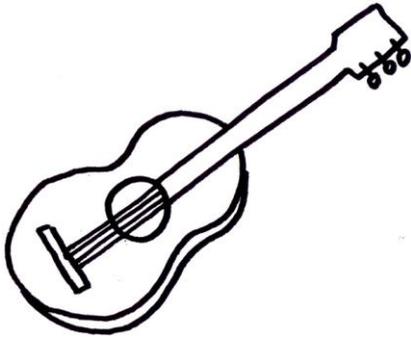
Relie chaque maman à son enfant.



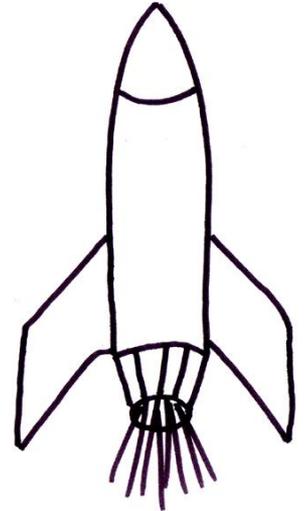
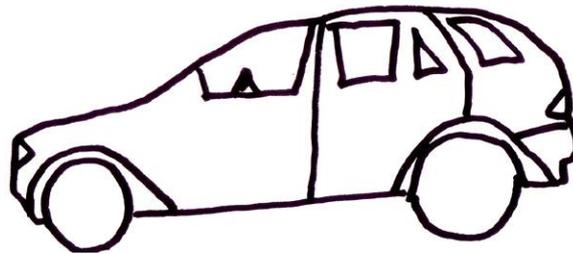
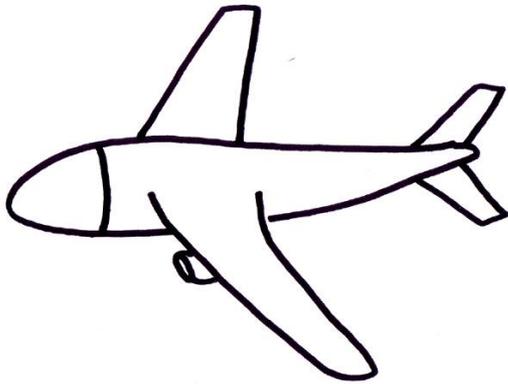
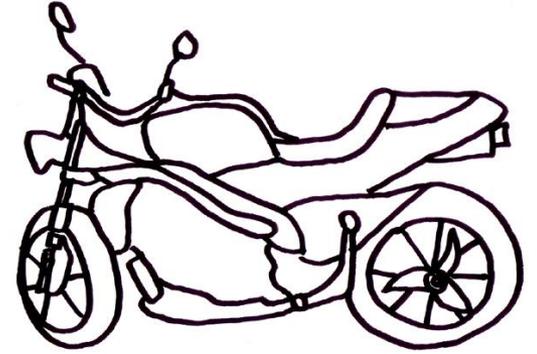
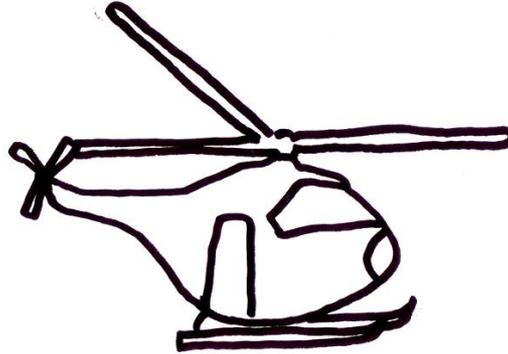
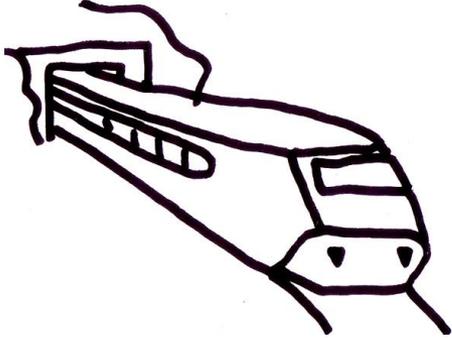
Entoure seulement les animaux qui vivent dans l'eau.



Entoure seulement les instruments de musique.



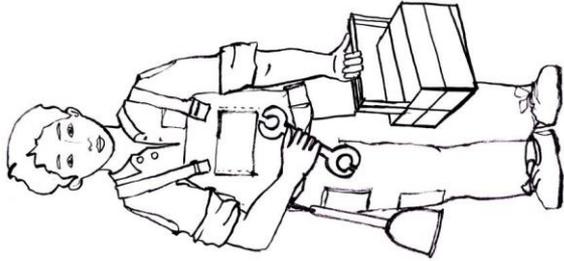
Colorie en rouge ce qui roule et en bleu ce qui va dans les airs.



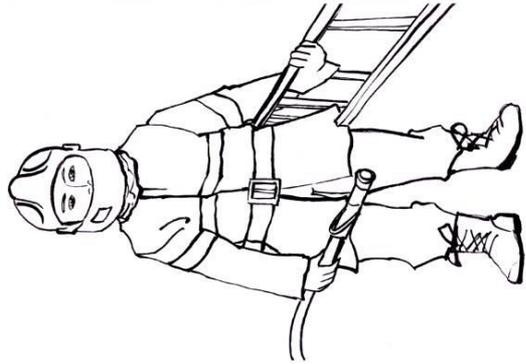
Relie chaque métier à l'image que l'on peut logiquement lui associer.



pâtissier



mécanicien



pompier

