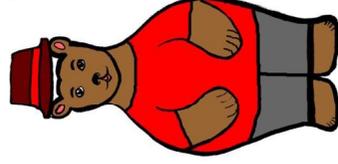
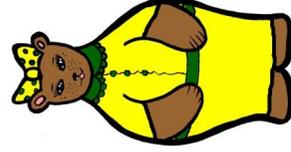


- des fiches adaptées  
à la petite section

- 40 fiches réalisées par des  
professeurs des écoles  
expérimentés

# Boucle d'or et les 3 ours en petite section

- affiches,
- graphismes et coloriages,
- dénombrement,
- tris, classement par taille, rythmes,
- labyrinthes, codage,
- images séquentielles,
- reconnaissance visuelle,



# Le programme de petite section à travers le conte « Boucle D'or »

Le conte de Boucle d'or est particulièrement adapté aux petites sections par les thèmes qu'il aborde et par les compétences qu'il permet de mettre en œuvre.

Ce fichier aborde donc les principaux points du programme de petite section en reprenant des types d'exercices qui sont traditionnellement donnés dans tous les domaines. Parfois, plusieurs niveaux sont proposés, pour s'adapter aux capacités des enfants ou à la période de l'année dans laquelle on étudie ce conte.

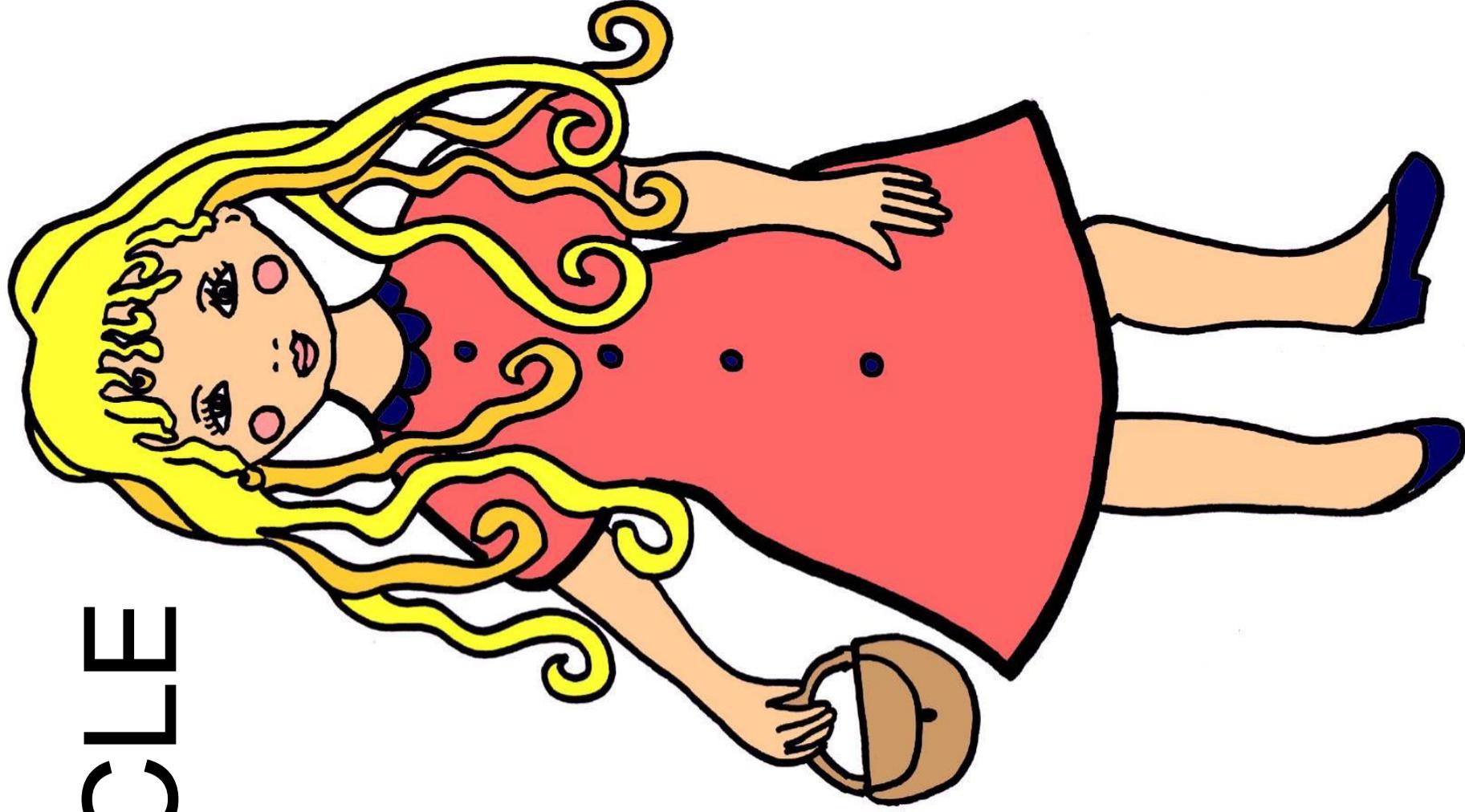
Fichier créé par Anne-Marie Samoun [annemariesam@free.fr](mailto:annemariesam@free.fr)

## SOMMAIRE

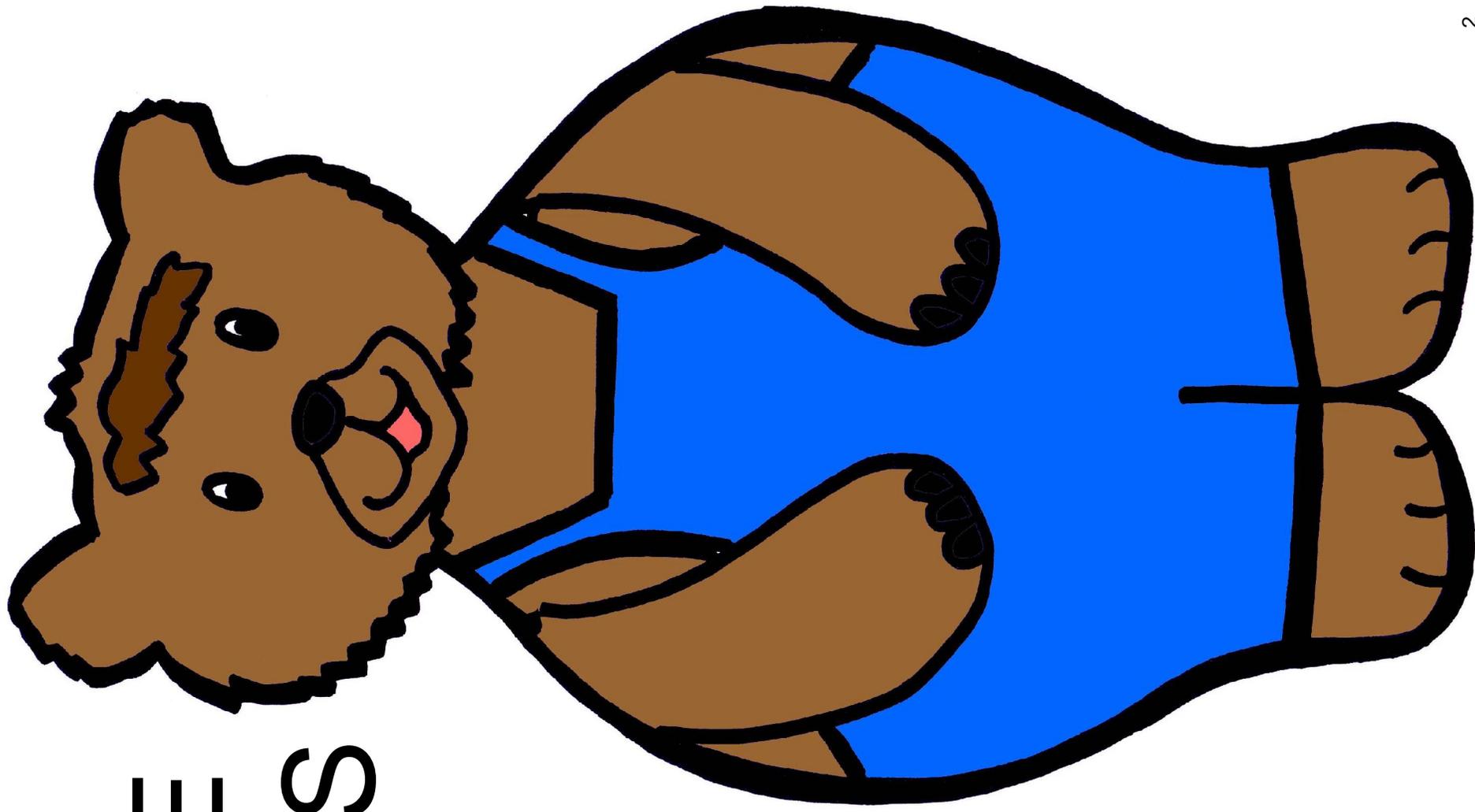
- 1- Affiche de Boucle d'or
- 2- Affiche de bébé ours
- 3- Affiche de maman ours
- 4- Affiche de papa ours
- 5- Coloriage de bébé ours
- 6- Coloriage de Boucle d'or
- 7- Graphisme décoratif de bébé ours
- 8- Graphisme décoratif de papa ours
- 9- Graphisme décoratif de maman ours
- 10- Graphisme décoratif de la maison
- 11- 12 Tableau à double entrée : personnages / motifs
- 13 - 15 Tableau à double entrée : personnages / couleurs
- 16 - 17 Tri
- 18 - 19 Chemins
- 20 - 21 Chemins dans un tableau
- 22- Ombres
- 23- Éléments identiques
- 22 - 24 Tri et rangement par taille
- 25- Continuer un rythme
- 26- Symétrie
- 27- Dedans- dehors
- 28- Codage
- 29- Images séquentielles
- 30- Ombres
- 31- 34 Reconnaissance visuelle
- 35- Math- partage
- 36- 40 Dénombrement

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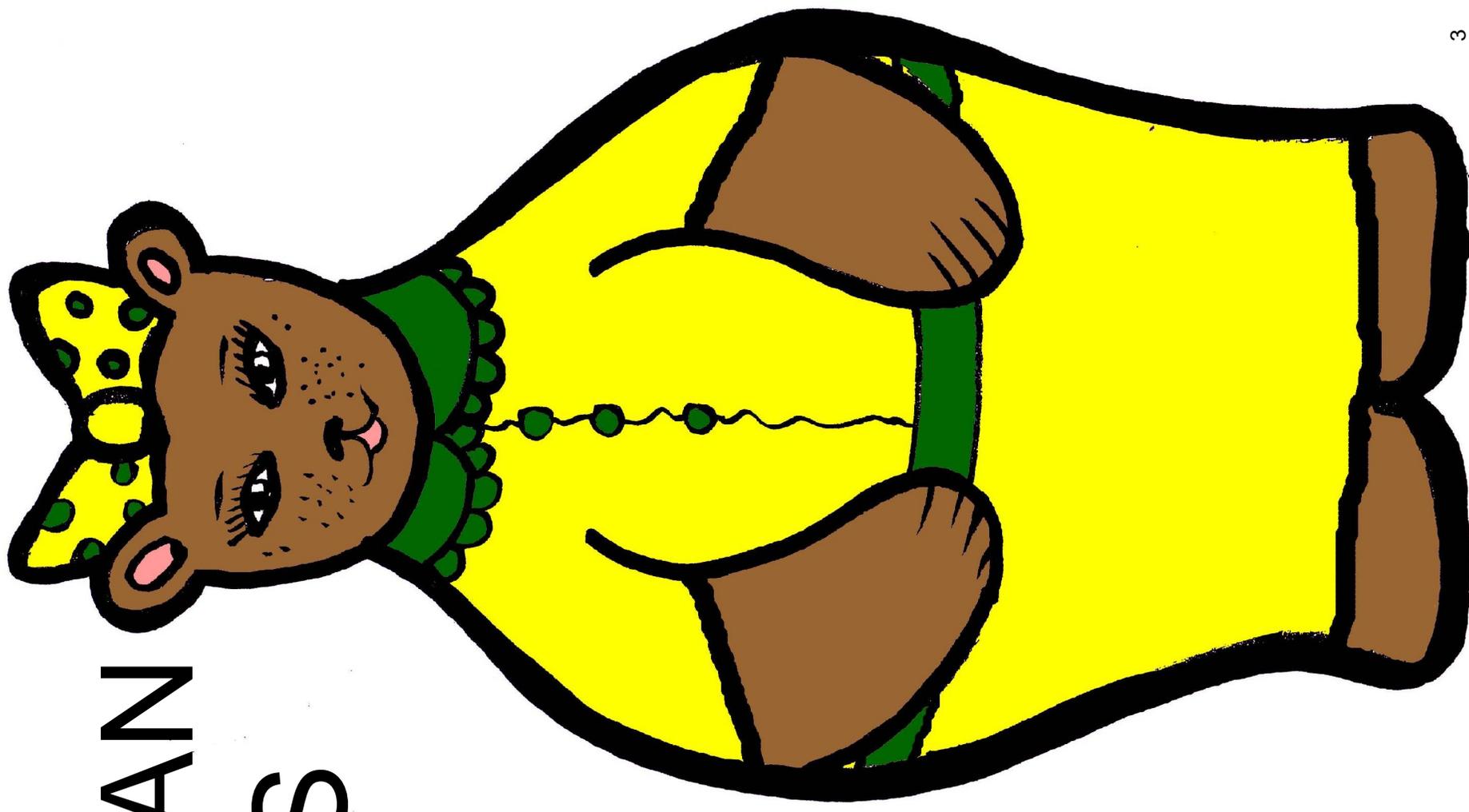
# BOUCLE D'OR



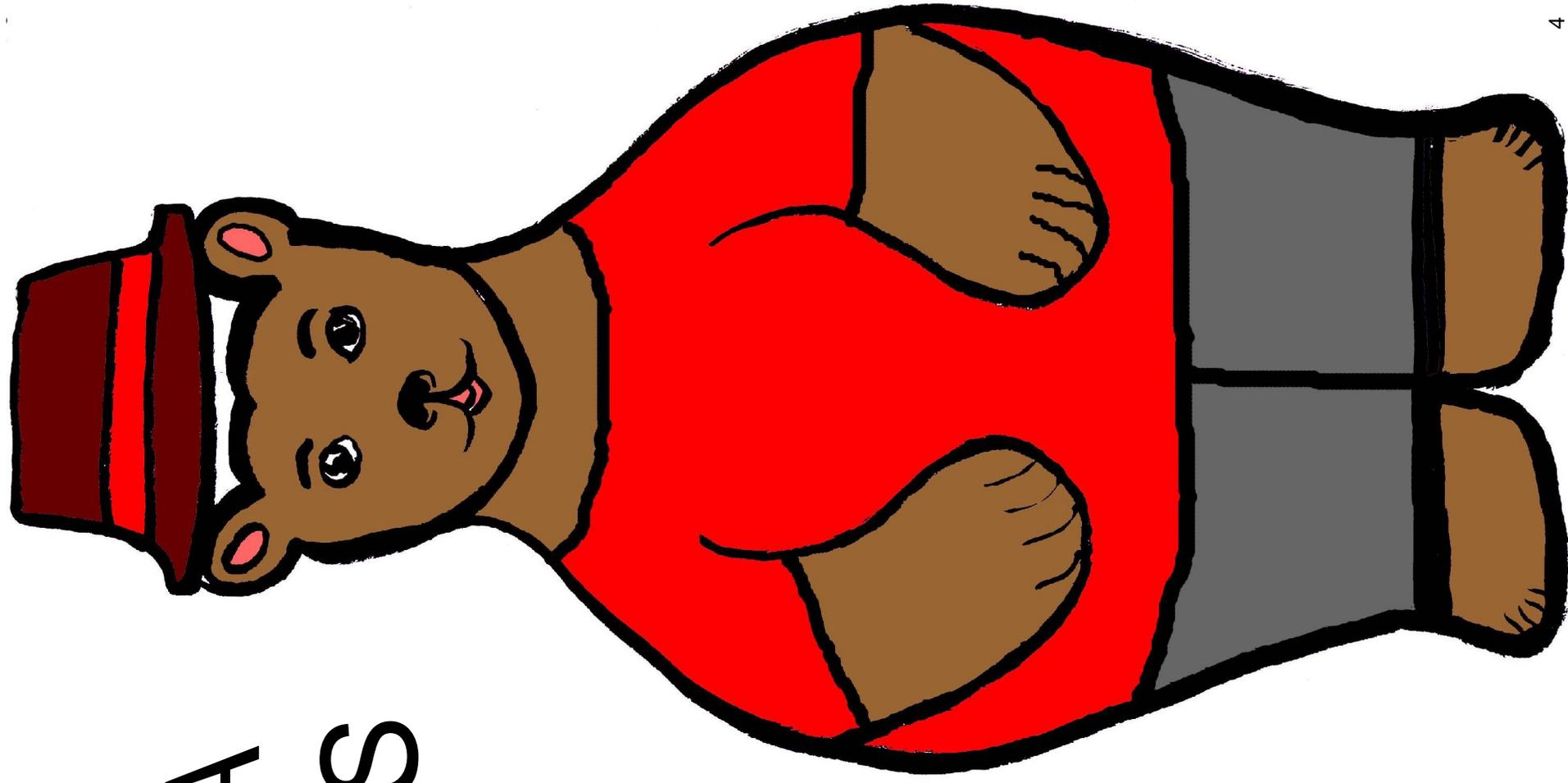
BEBE  
OURS



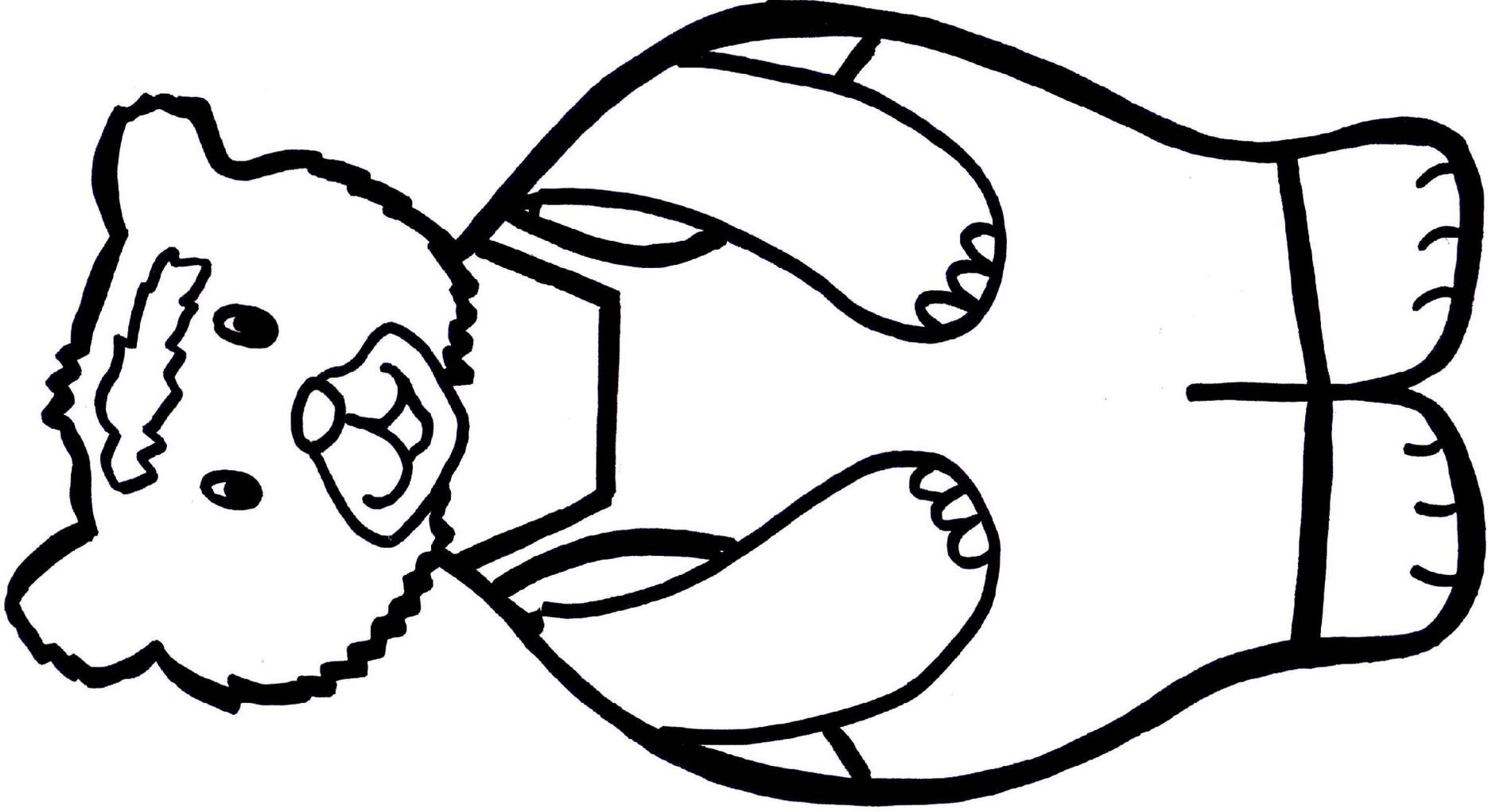
# MAMAN OURS



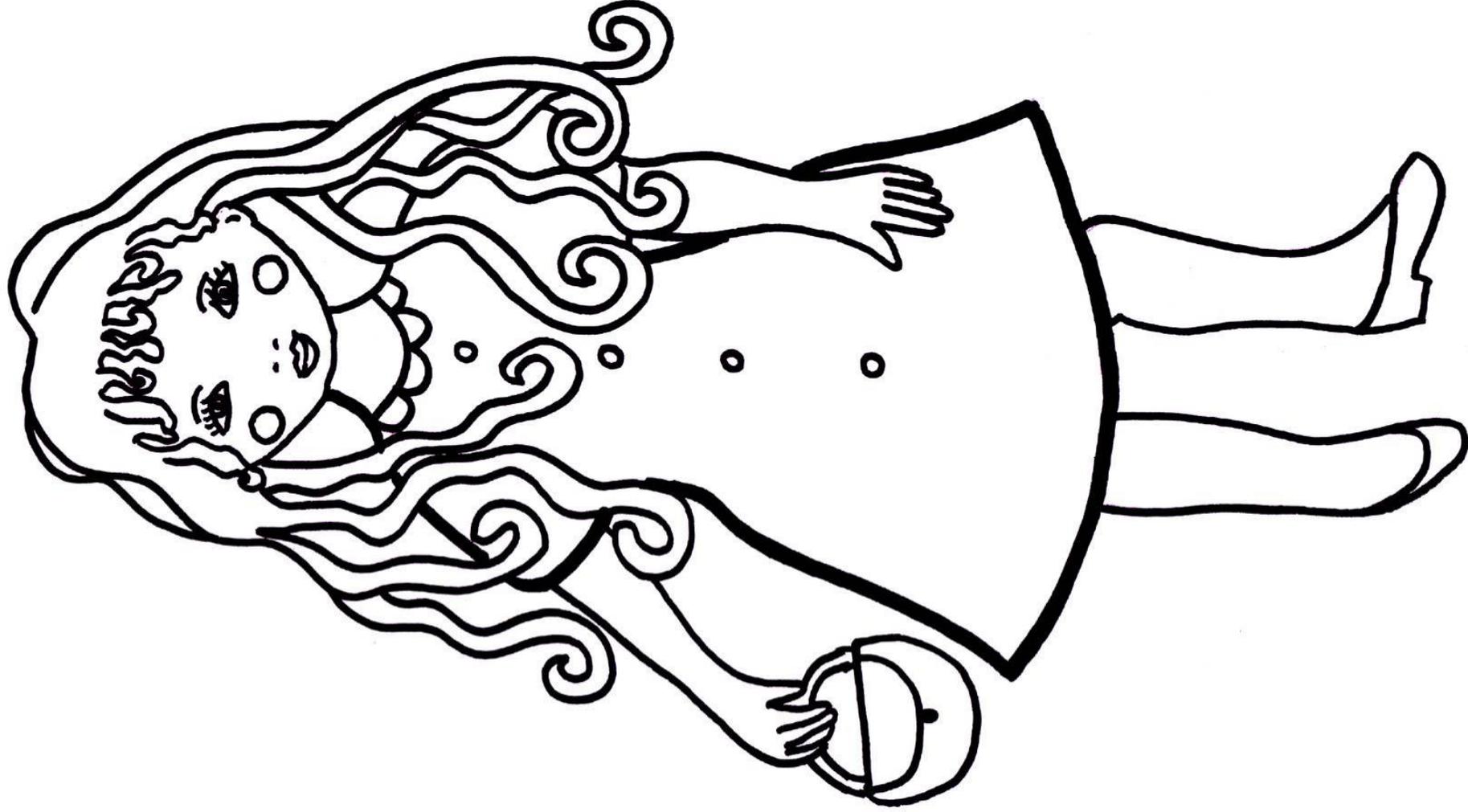
PAPA  
OURS



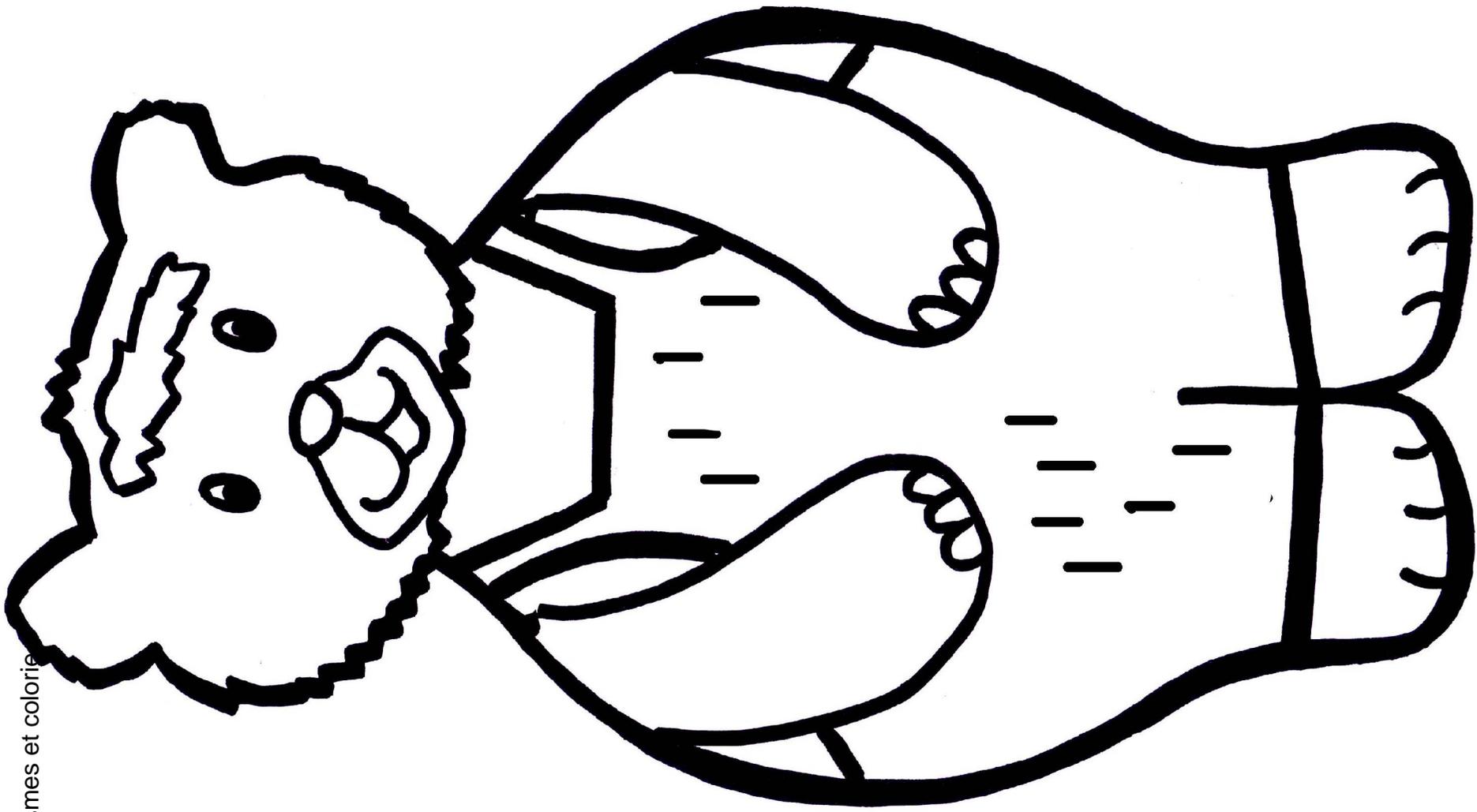
Colorie.



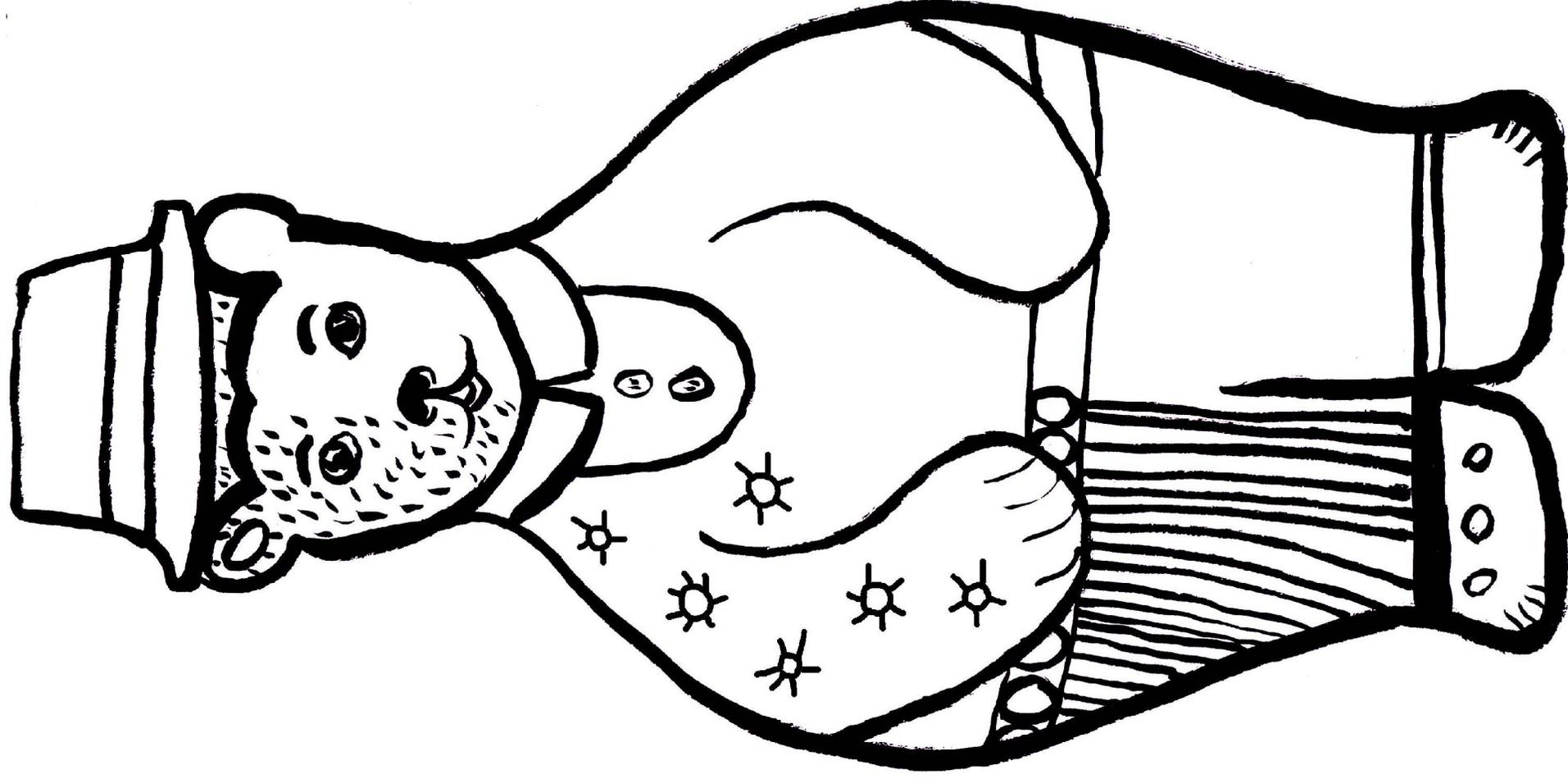
Colorie.



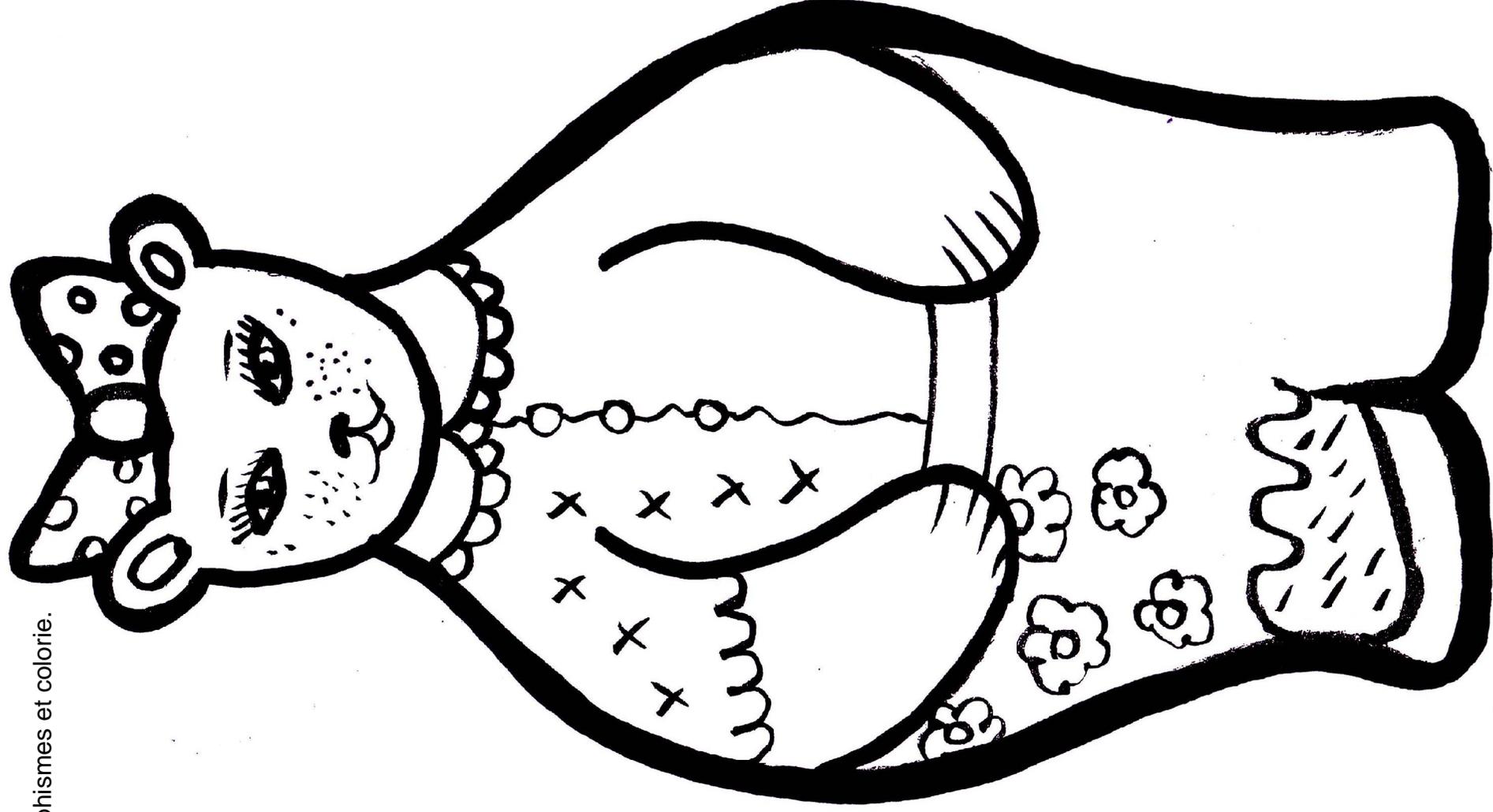
Continue les graphismes et colorie



Continue les !



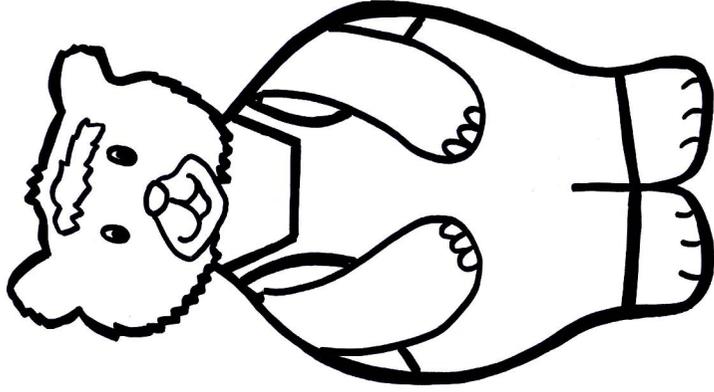
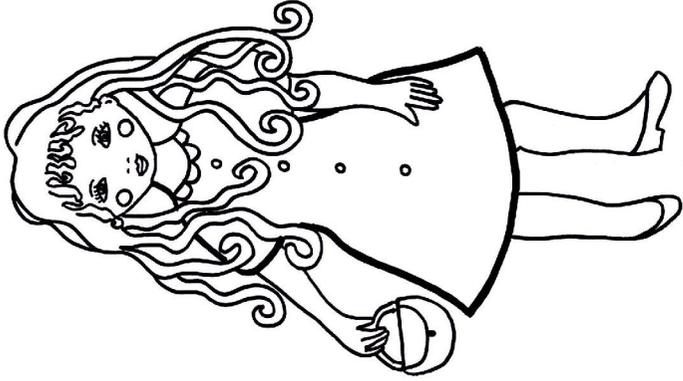
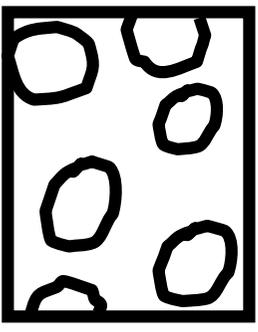
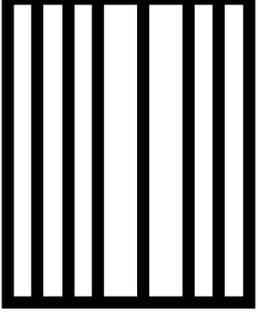
Continue les graphismes et colorie.



Continue les graphismes et colorie.



Complète le tableau à double entrée avec les étiquette de la page suivante.



Etiquettes pour le tableau à double entrée.

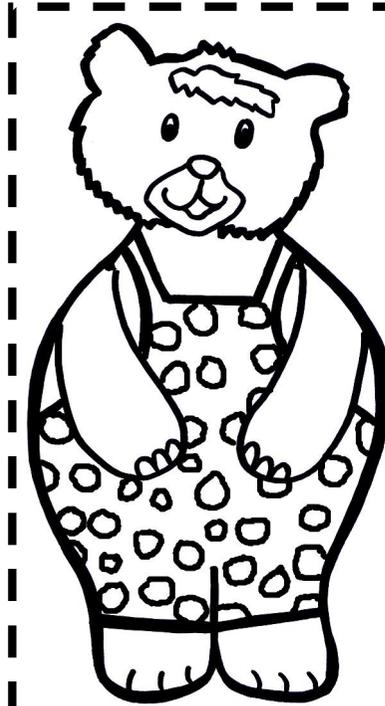
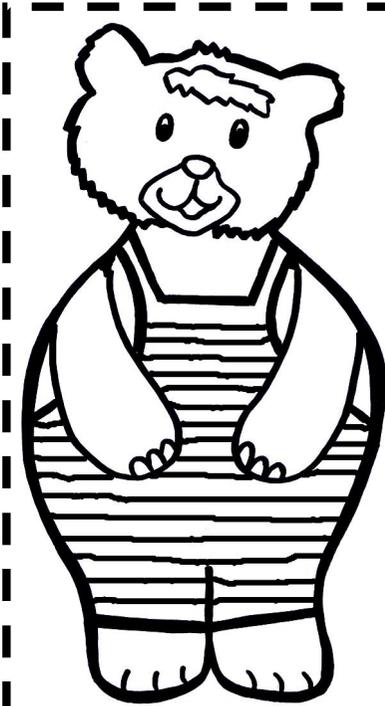


Tableau à double entrée  
à compléter avec les  
étiquettes à découper.

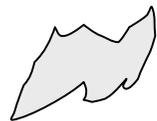
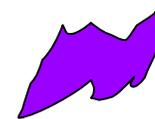
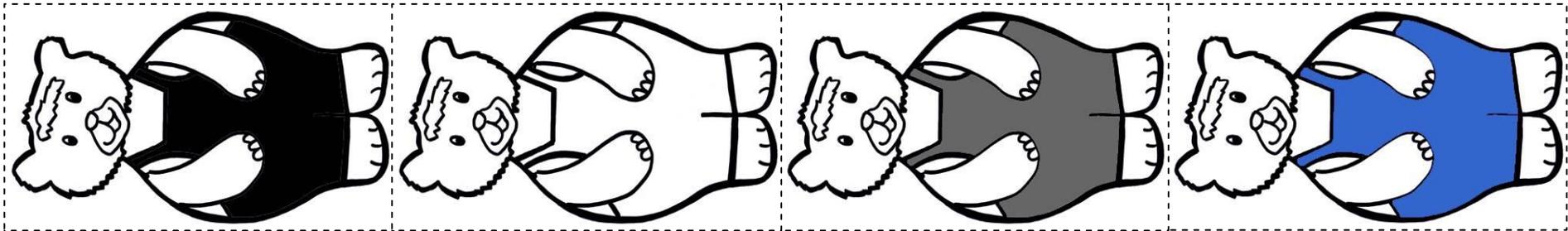
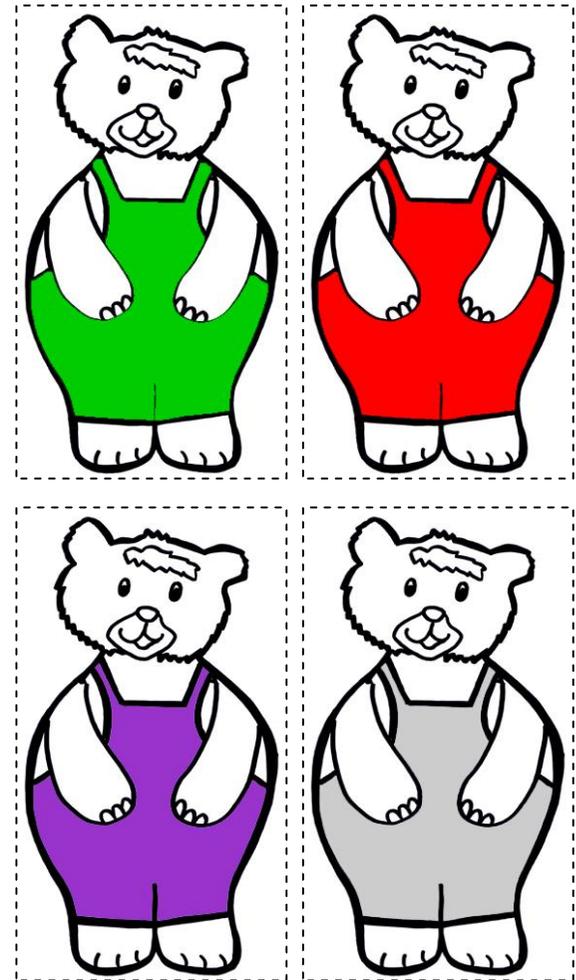
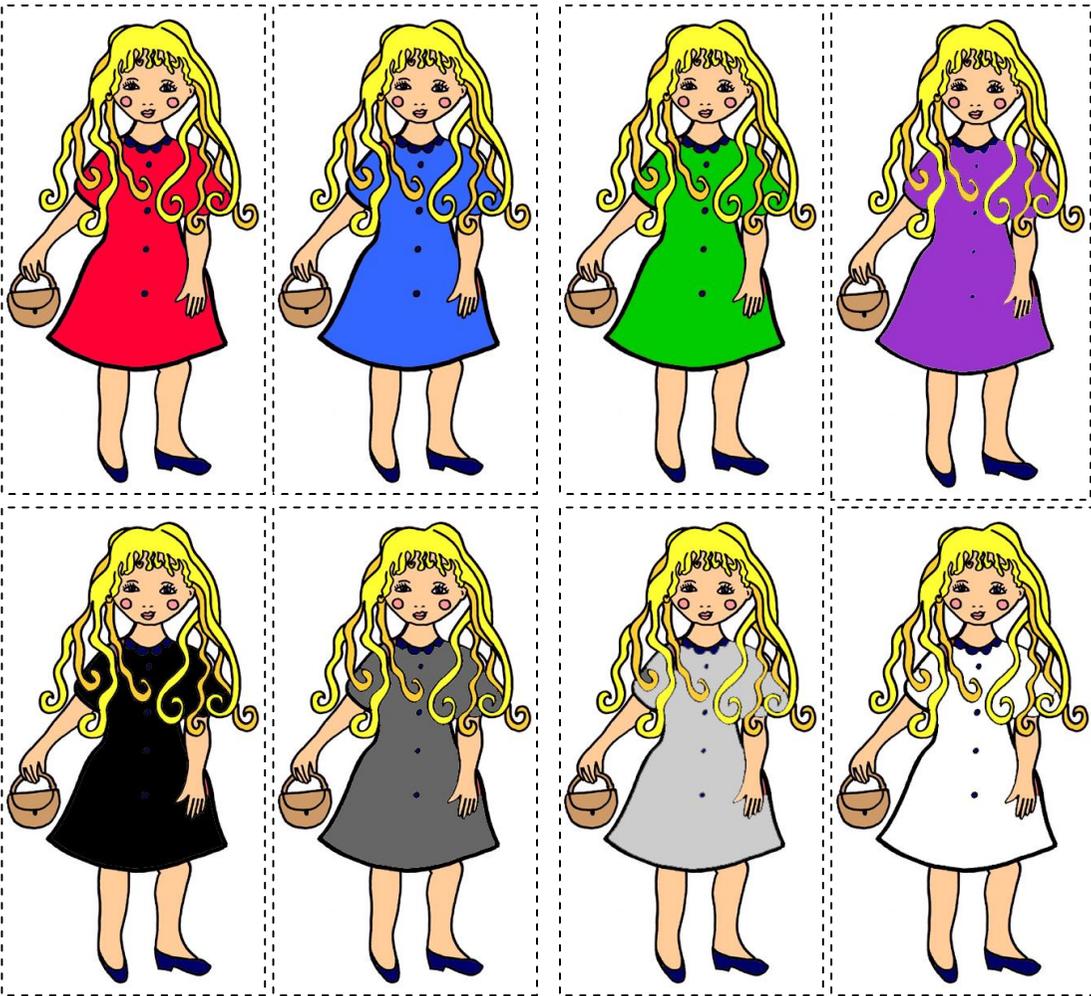


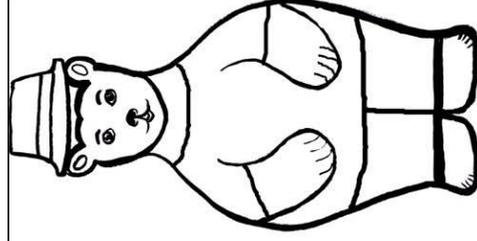
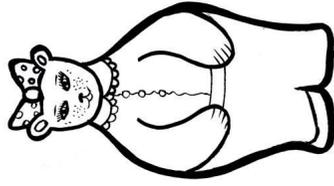
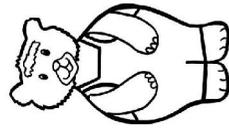
Tableau à double entrée  
à compléter avec les  
étiquettes à découper.



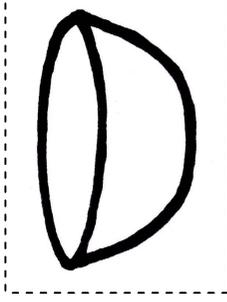
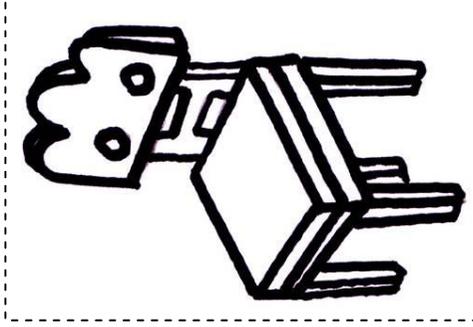
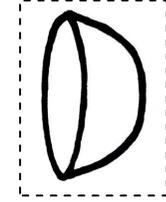
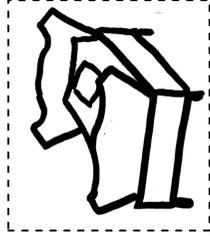
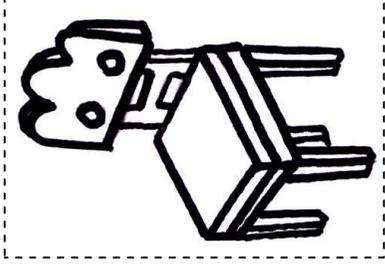
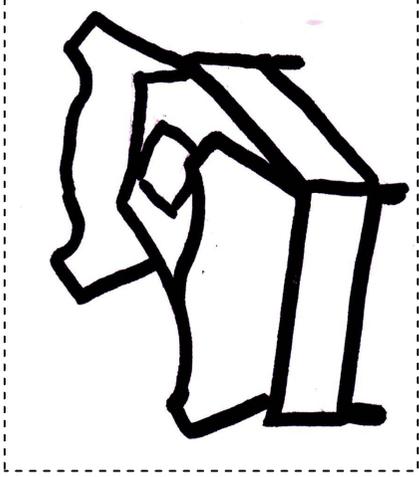
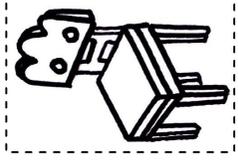
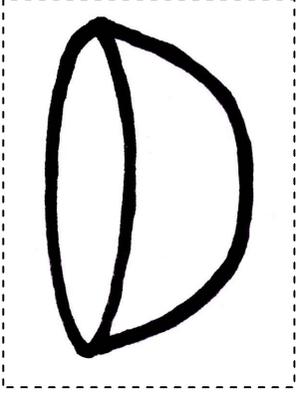
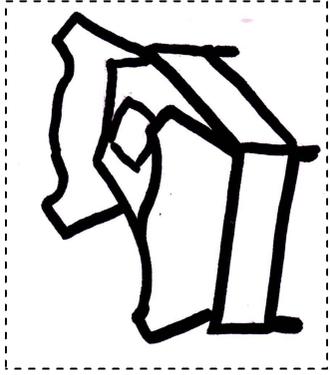


Etiquettes à découper.

Découpe les étiquettes e t mets sous chaque personnage ce qui lui appartient.

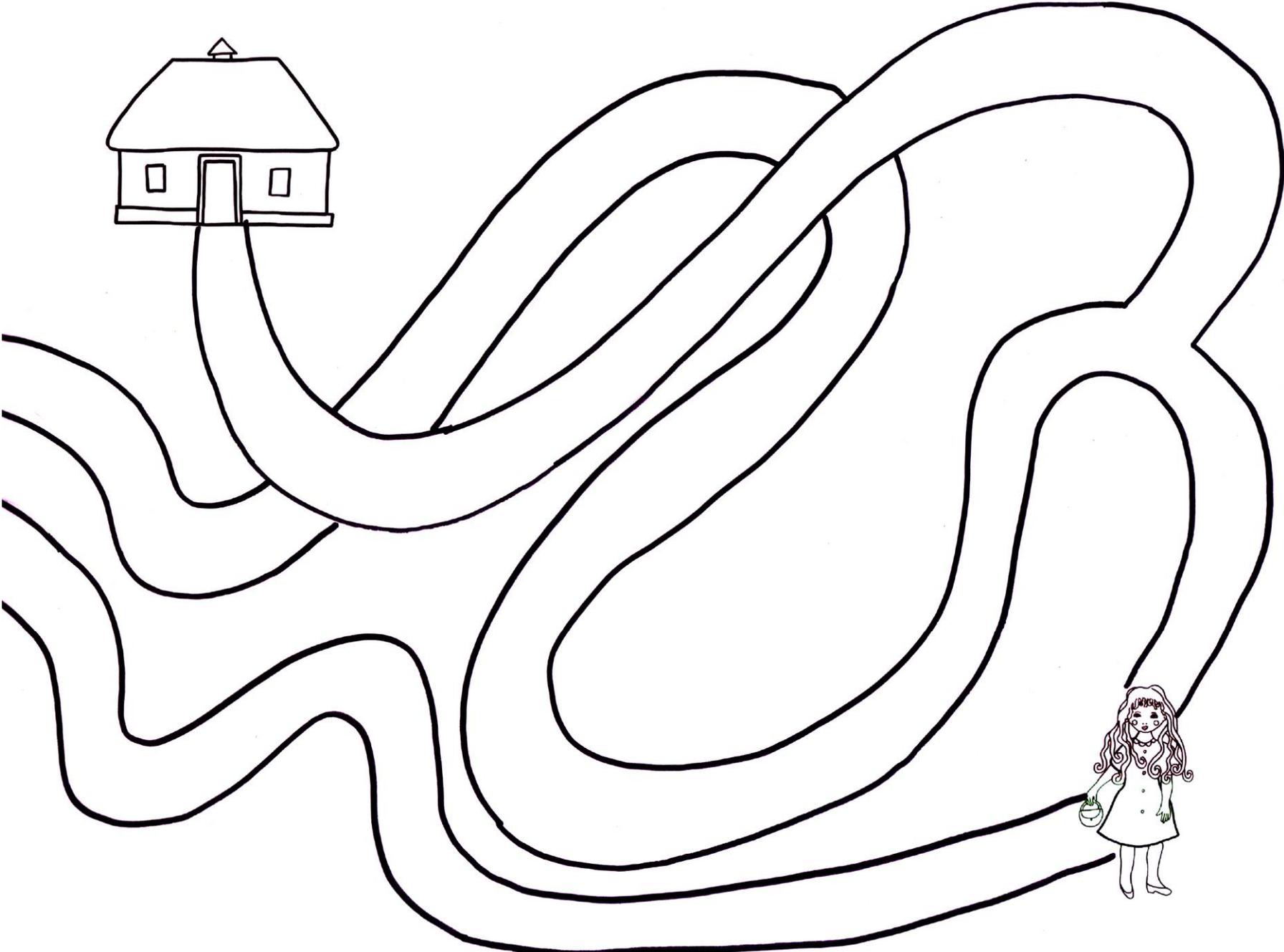


Étiquettes à découper pour le tri de la page précédente.

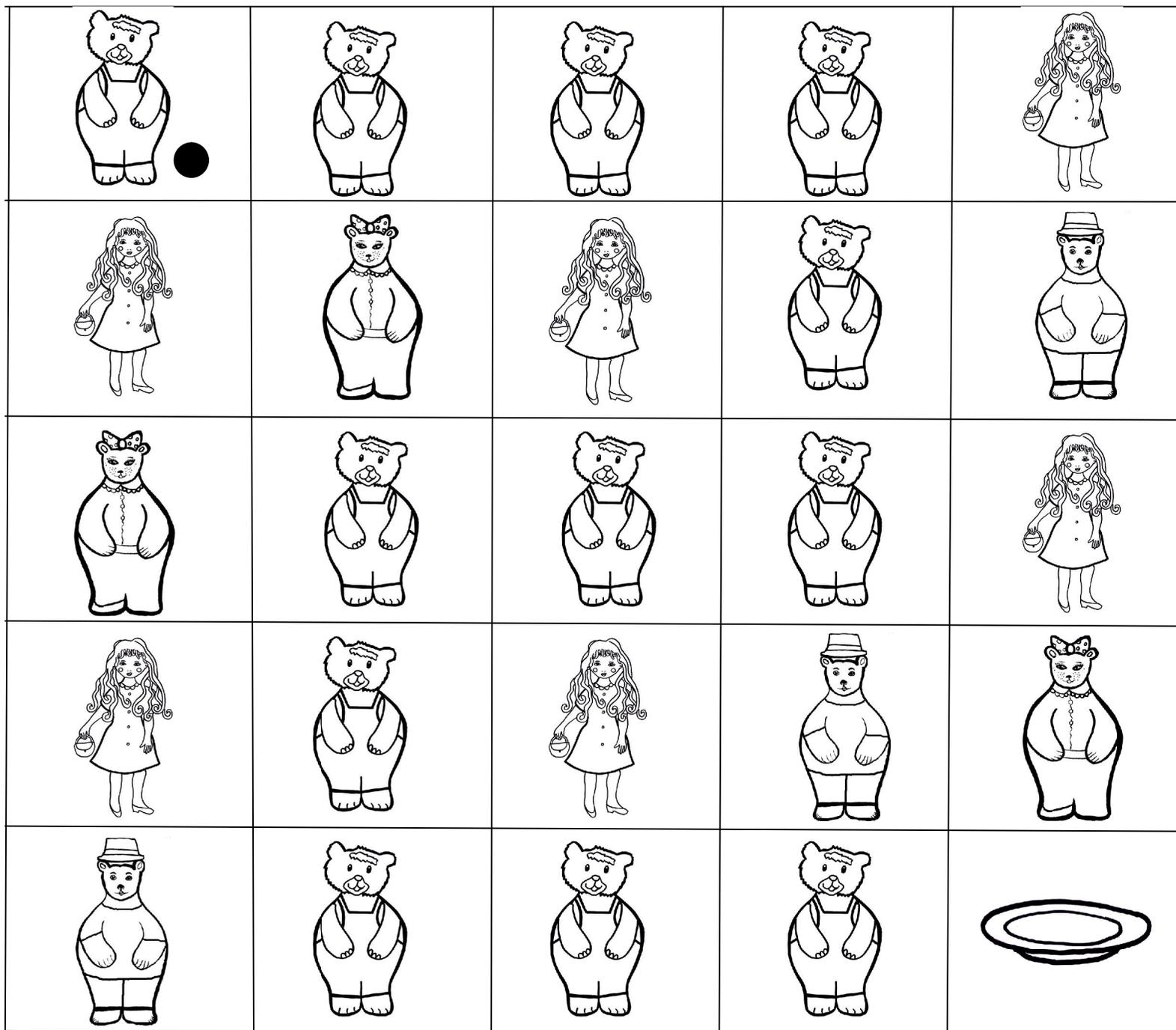




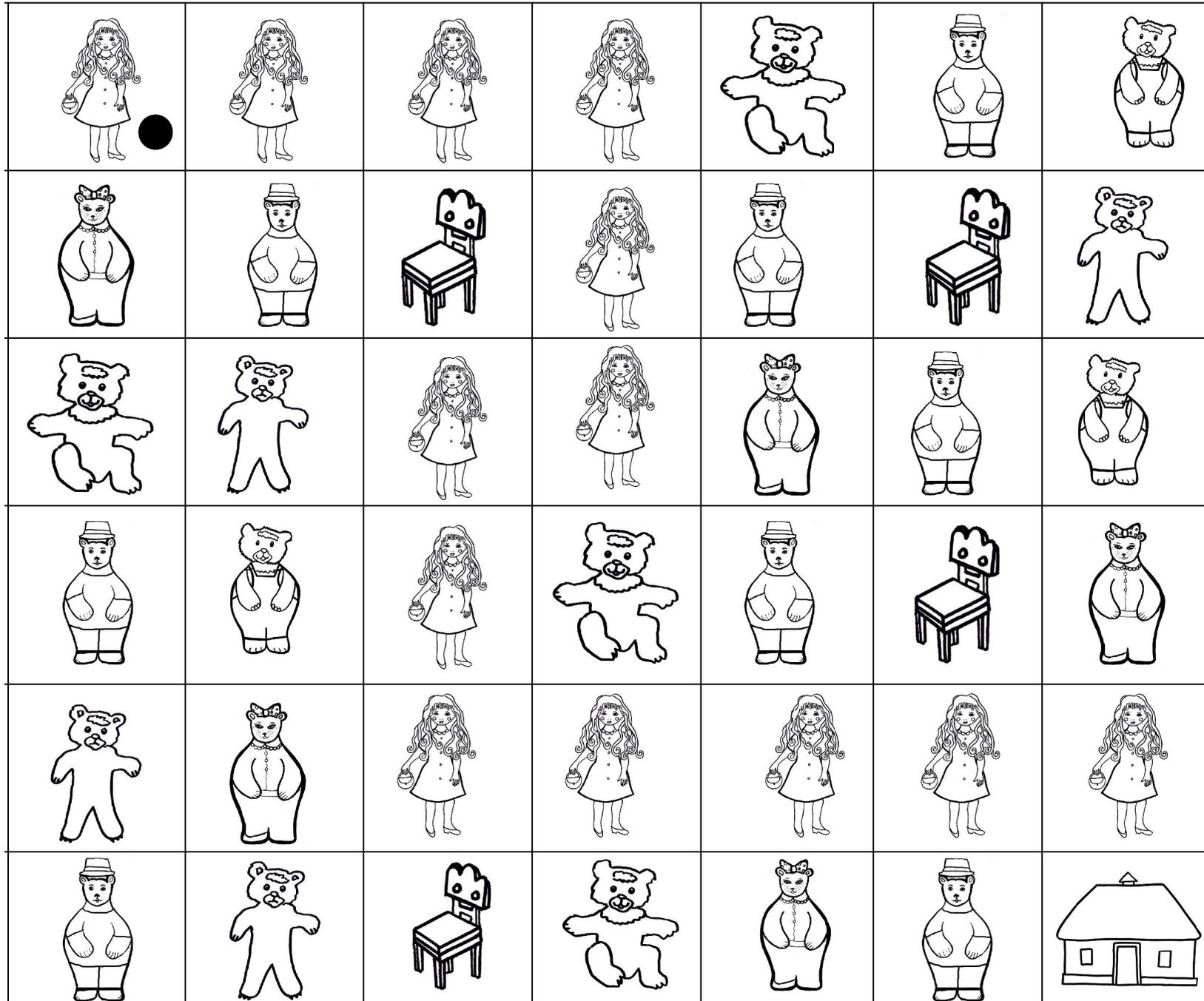
Suis le chemin qui conduit Boucle d'or à la maison des trois ours.



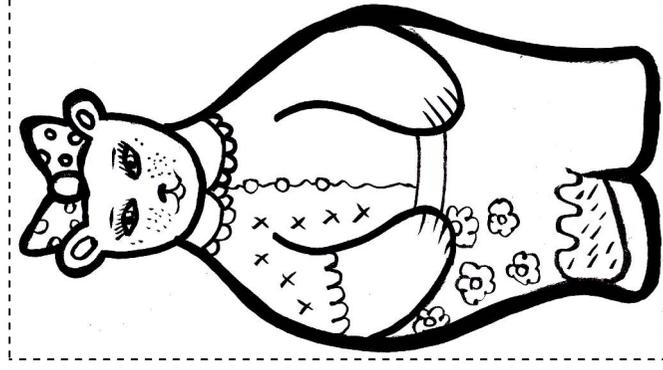
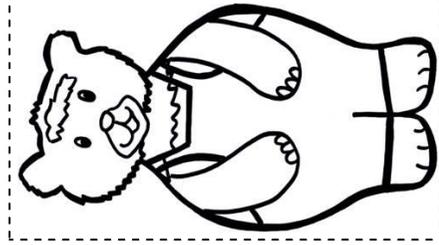
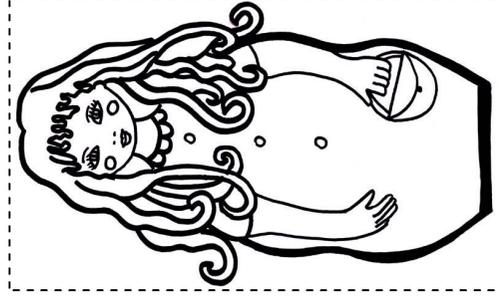
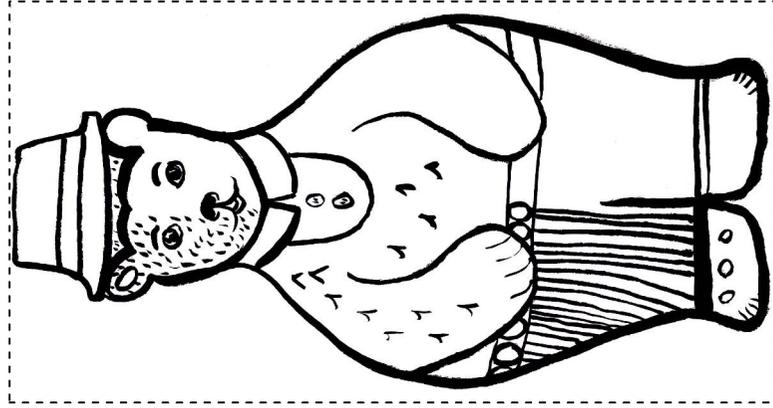
Commence  
au point et  
colorie les  
bébés ours  
jusqu'à  
l'assiette.



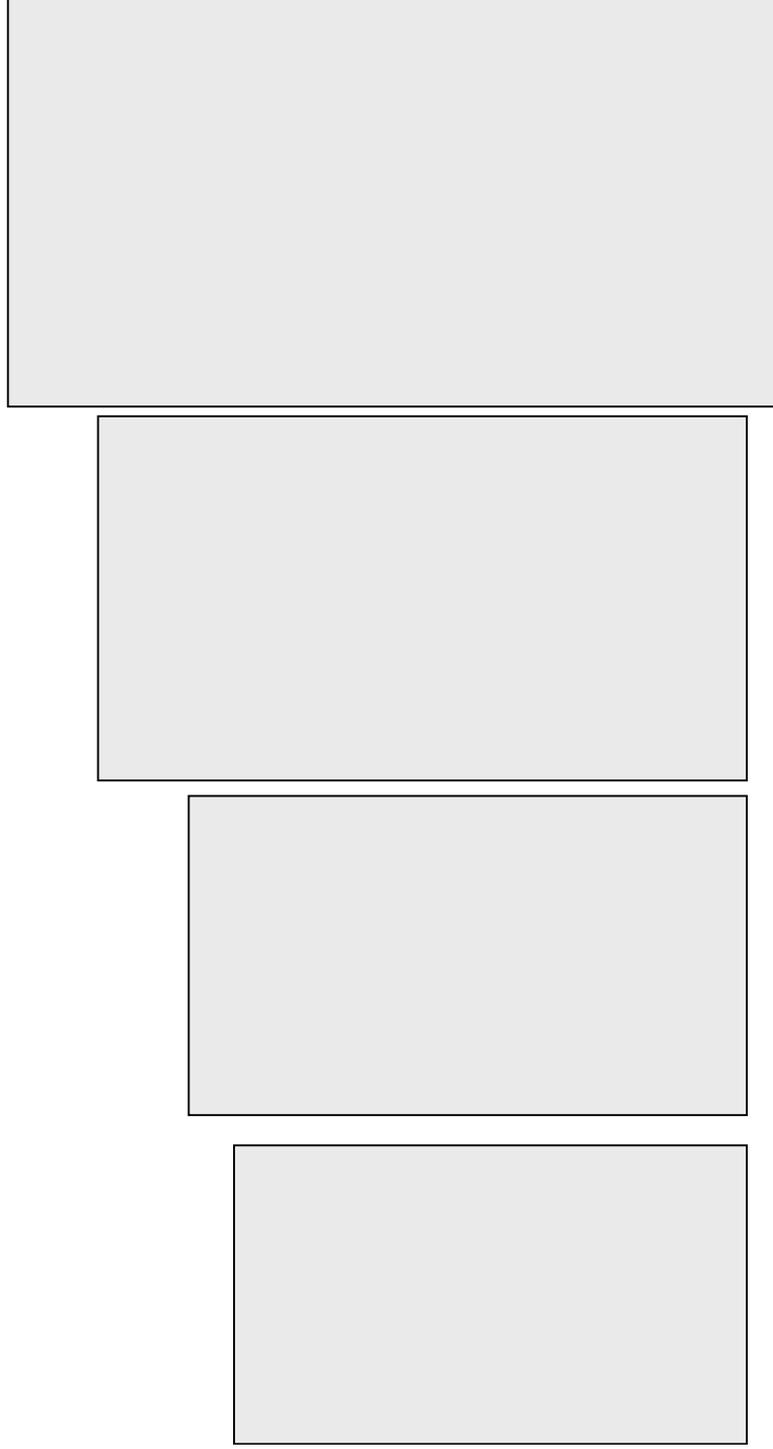
Commence  
au point et  
colorie les  
Boule d'or  
jusqu'à la  
maison



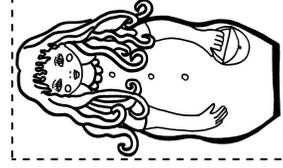
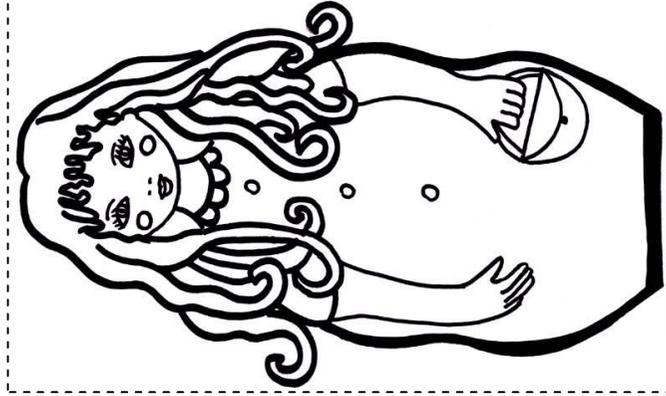
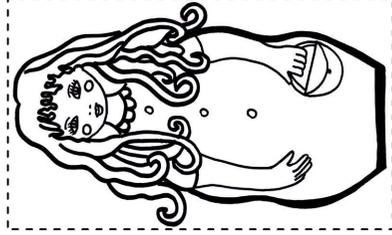
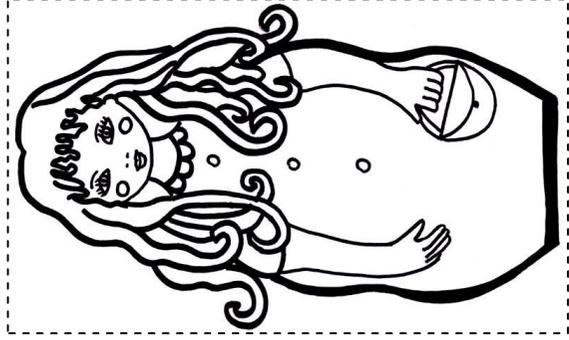
Découpe les étiquettes et range du plus petit au plus grand.



Découpe les étiquettes et range du plus petit au plus grand.

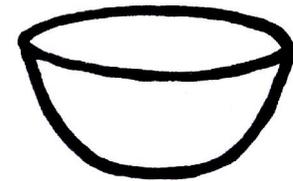
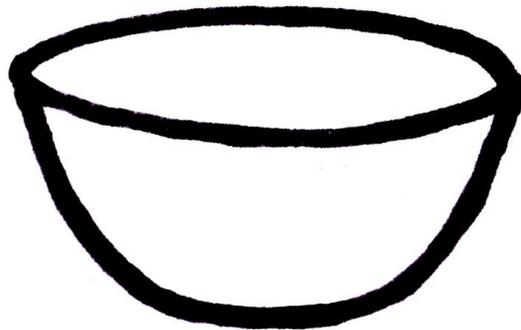
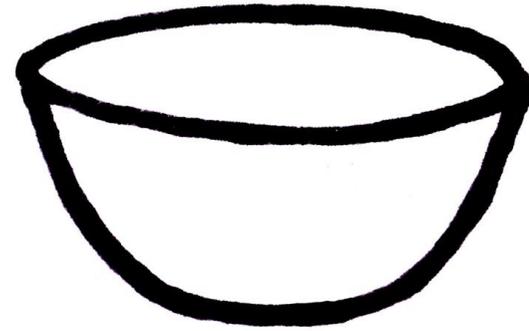
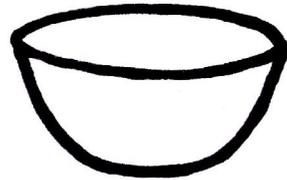
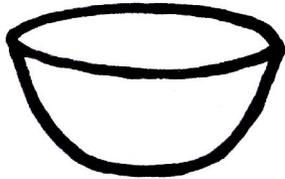


Découpe les étiquettes et range de la grande à la plus petite en collant sur la ligne.

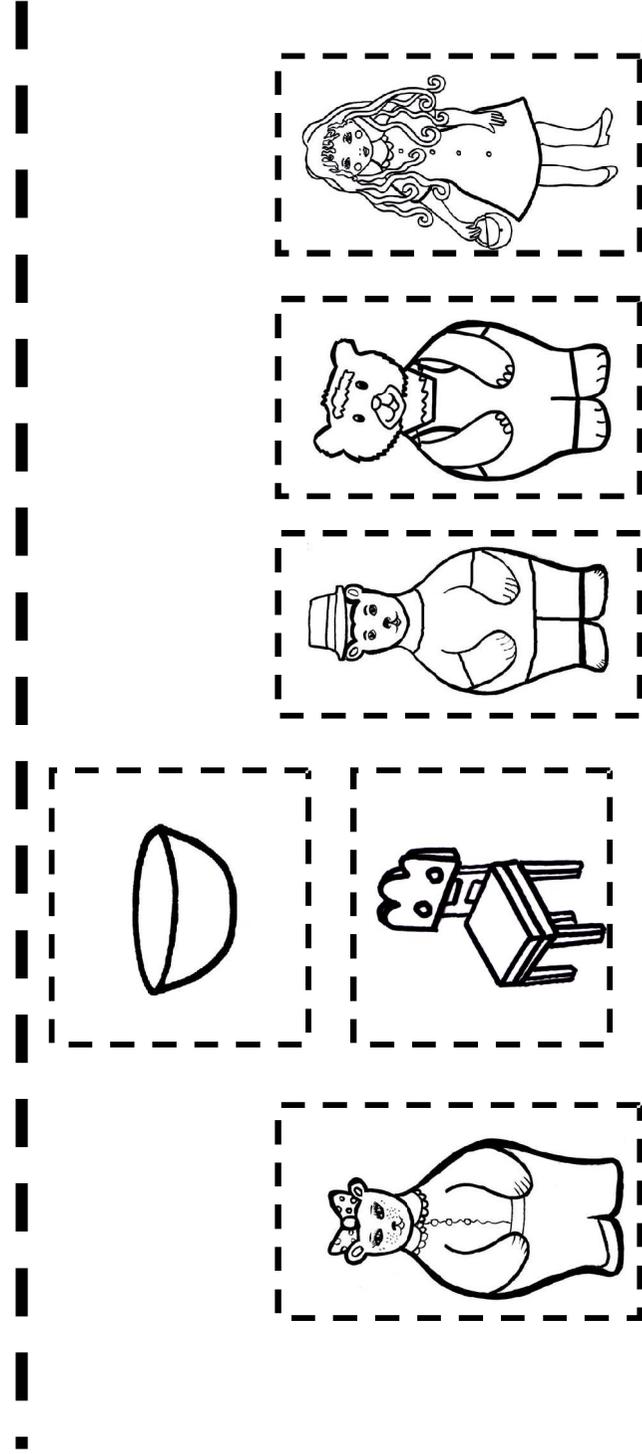
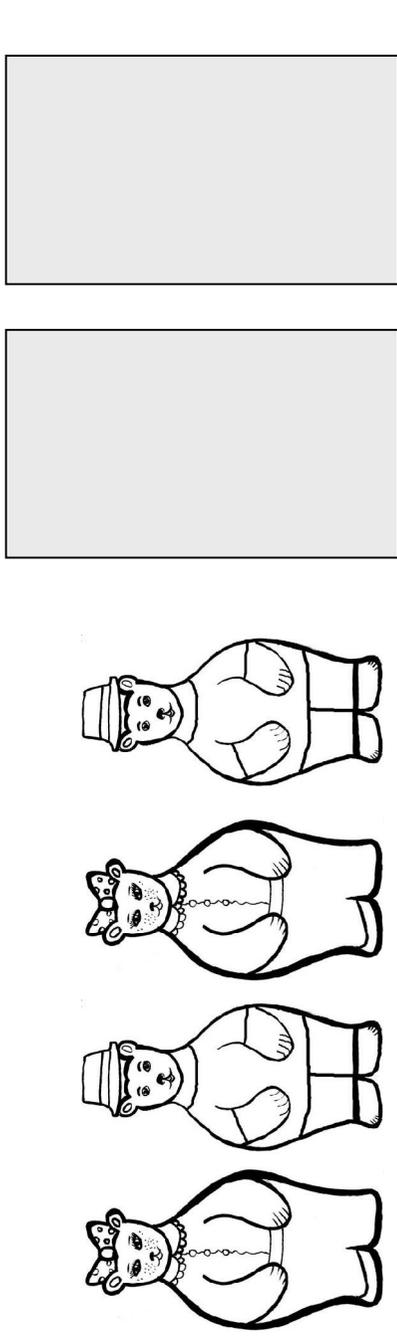
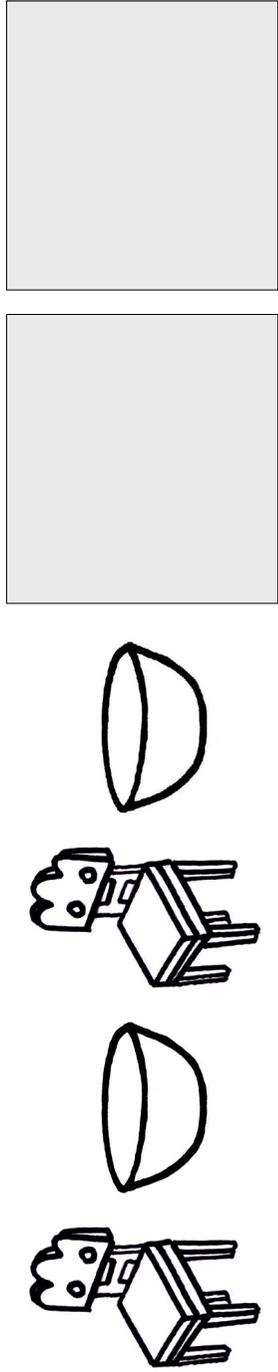
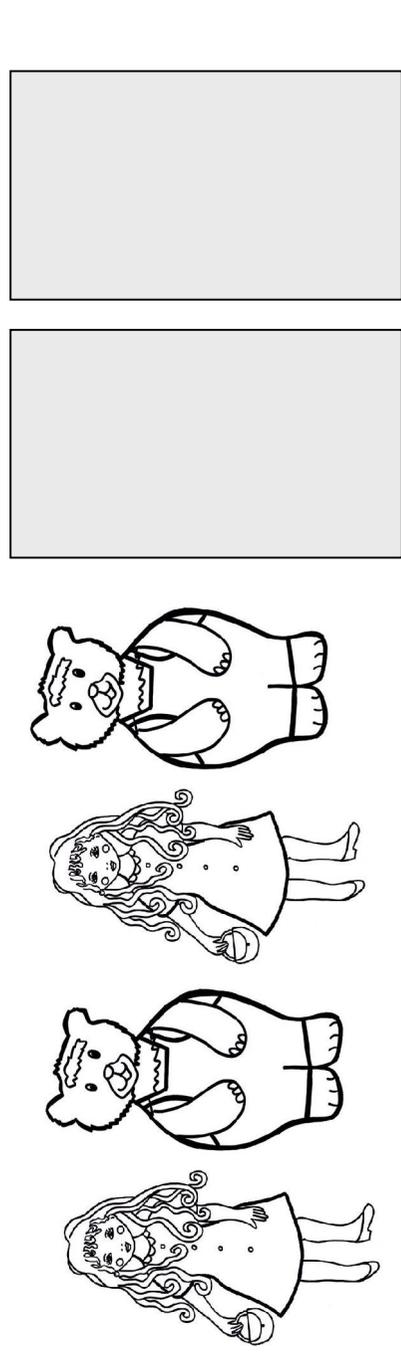


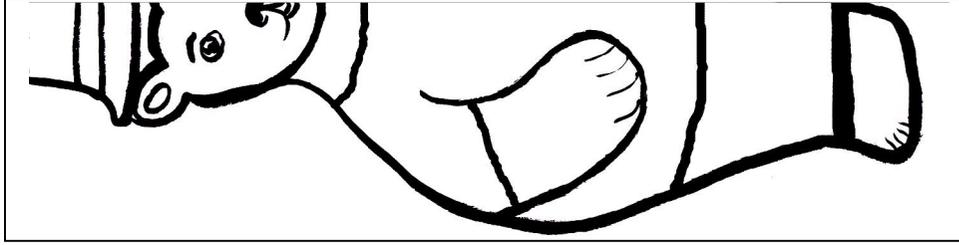
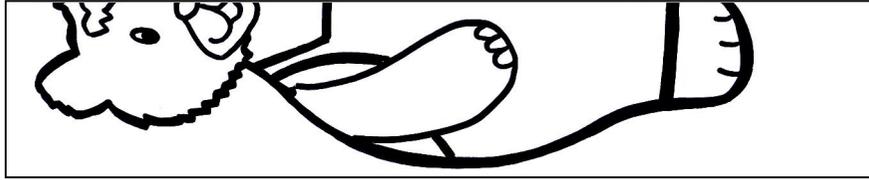
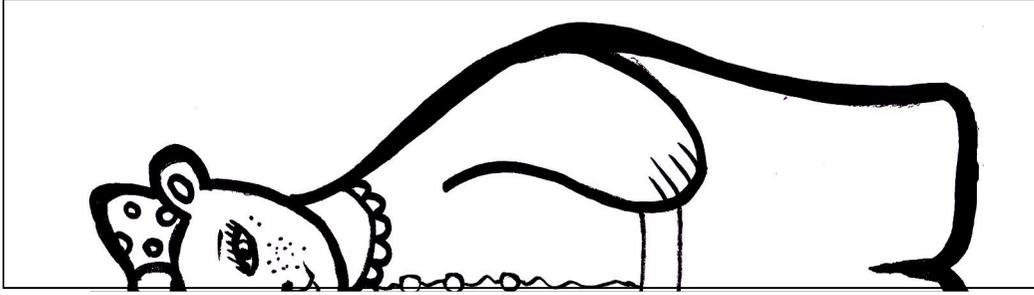
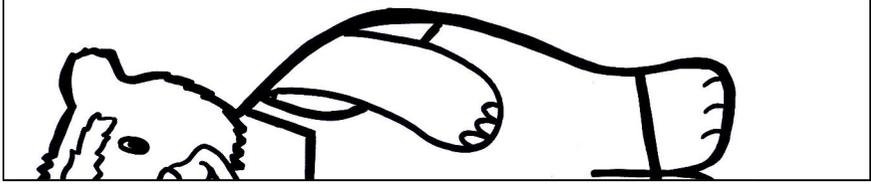
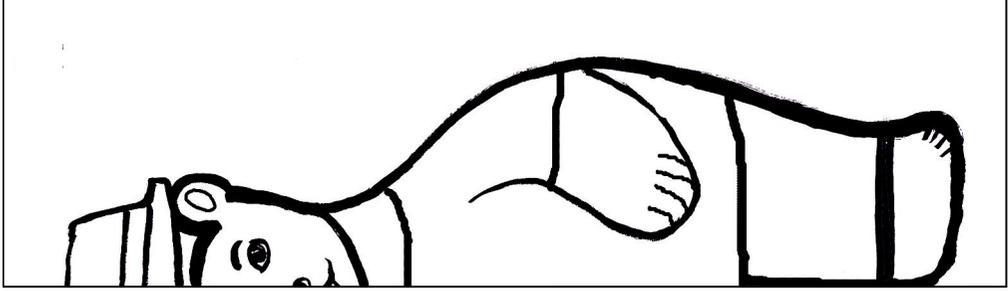
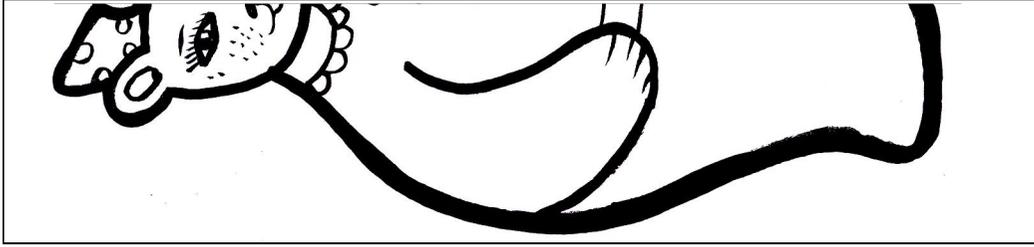
Découpe les étiquettes et range de la grande à la plus petite en collant sur la ligne.

Colorie les petits bols en jaune et les grands en bleu.



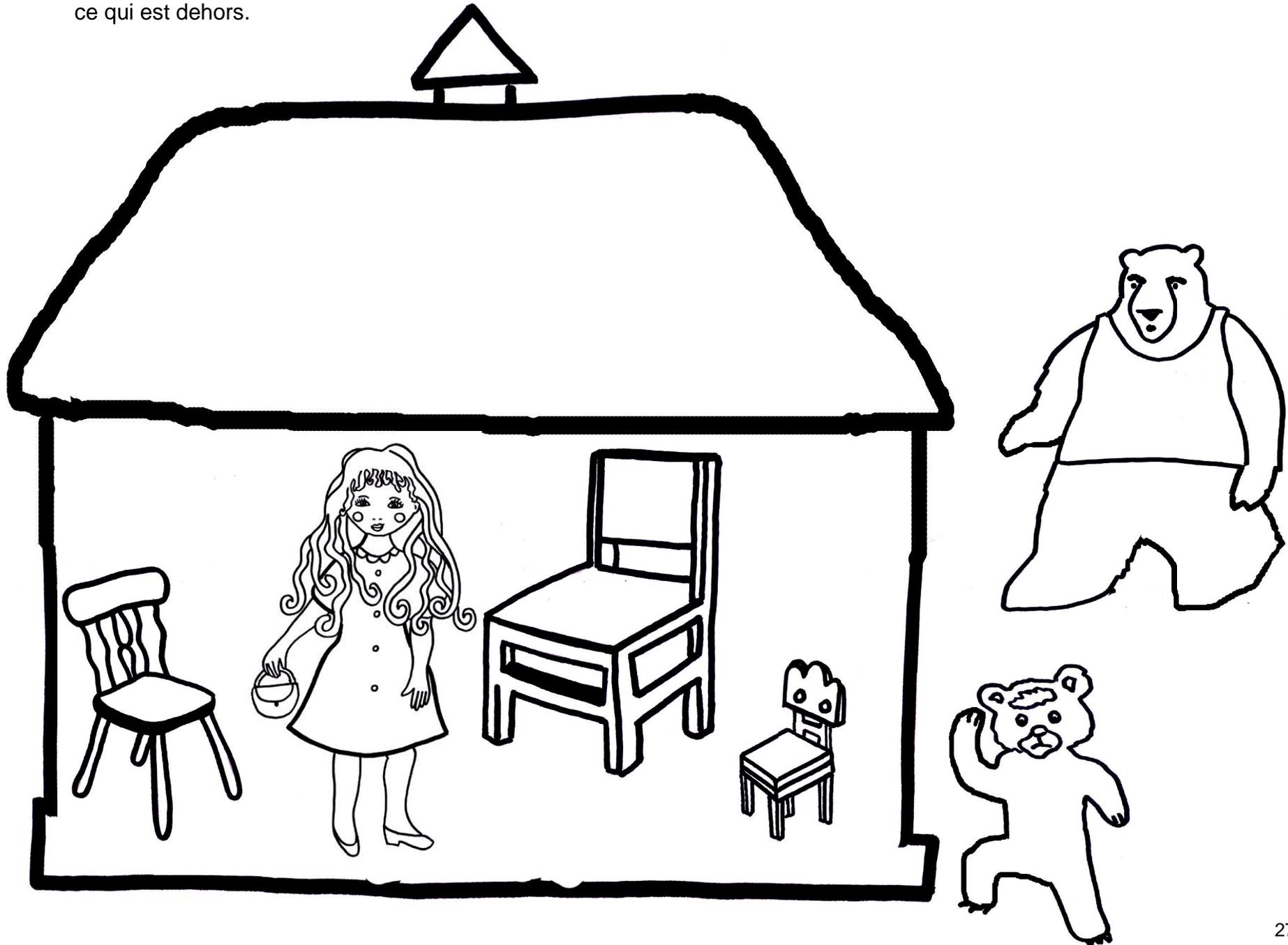
Continue les rythmes en découpant et en collant la bonne étiquette à la bonne place.



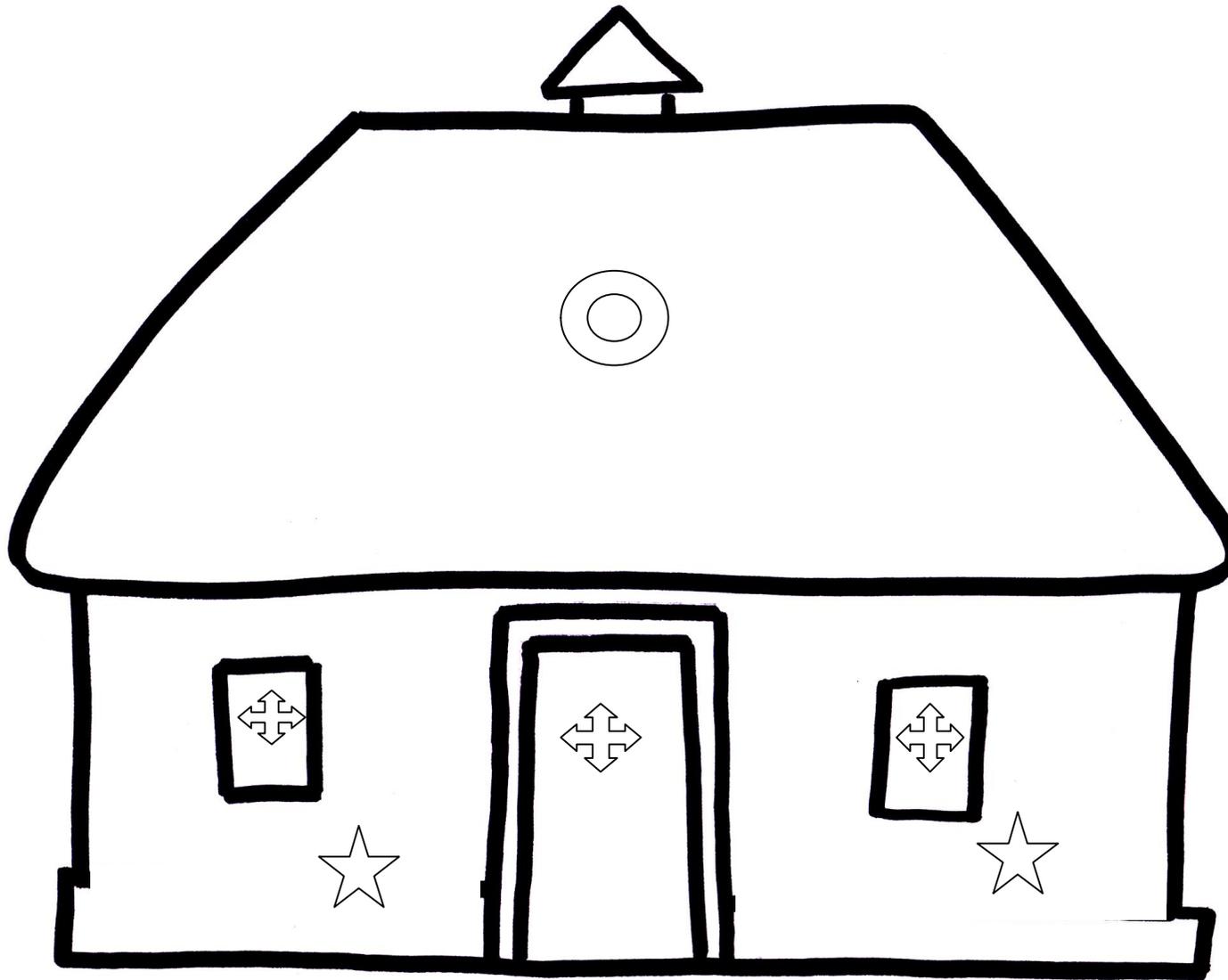
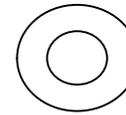


Découpe les étiquettes et  
recompose les personnages.

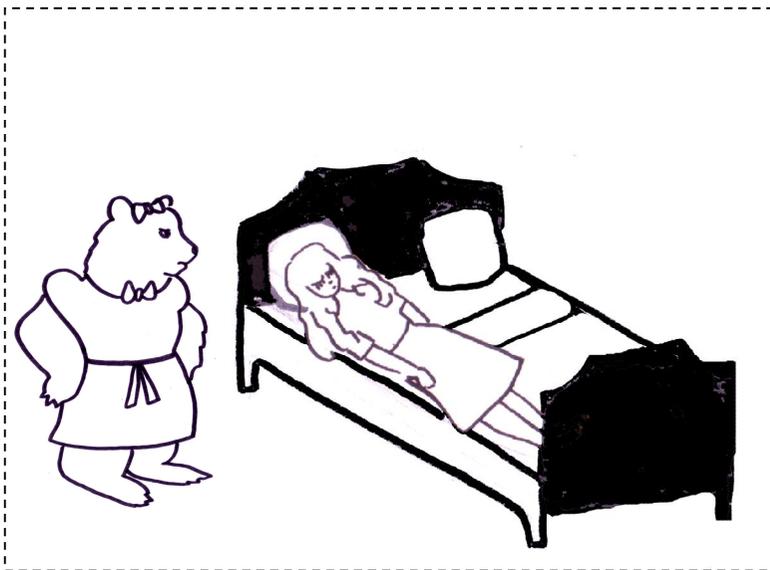
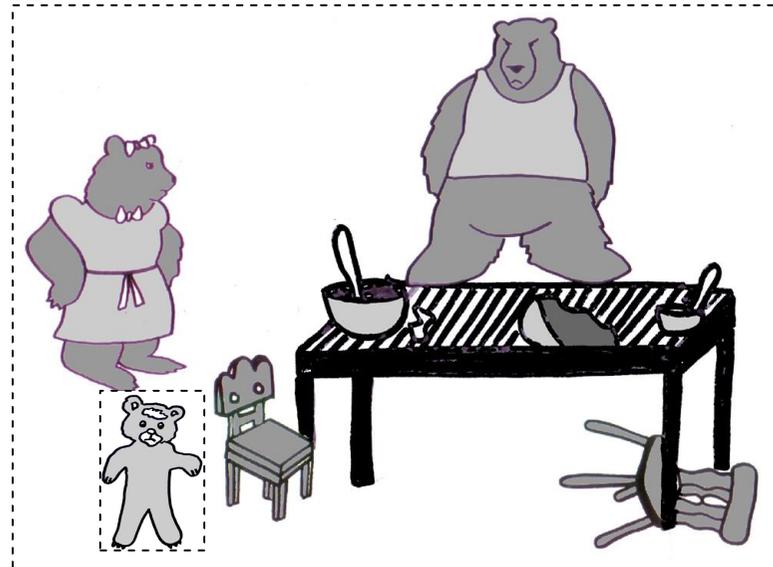
Colorie en bleu ce qui est  
dans la maison et en marron  
ce qui est dehors.



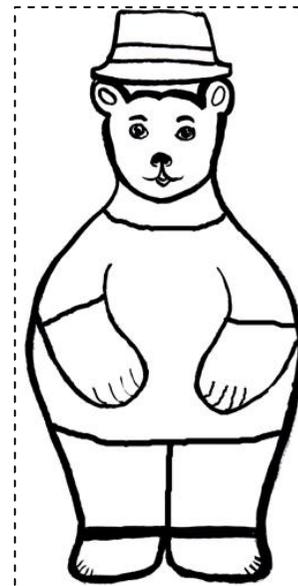
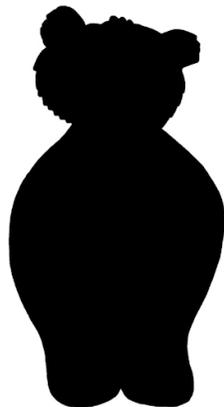
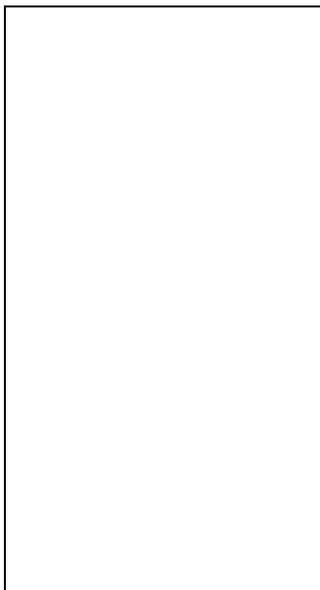
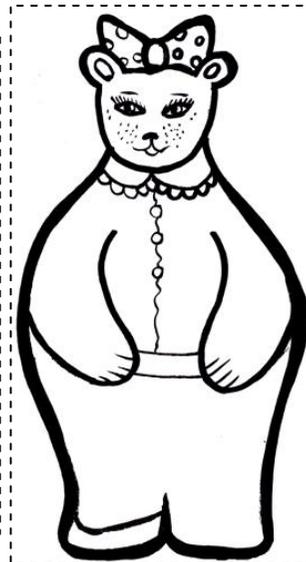
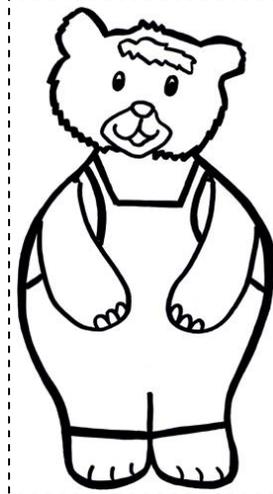
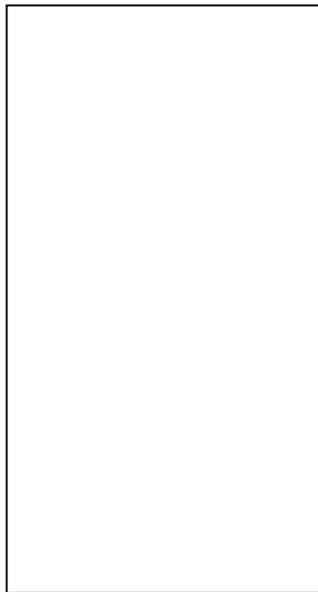
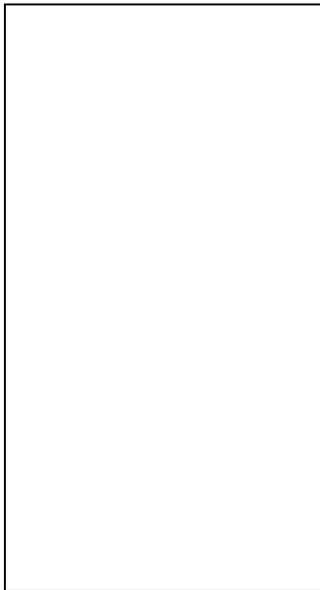
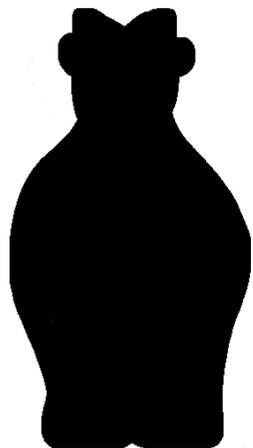
Colorie en suivant le code.



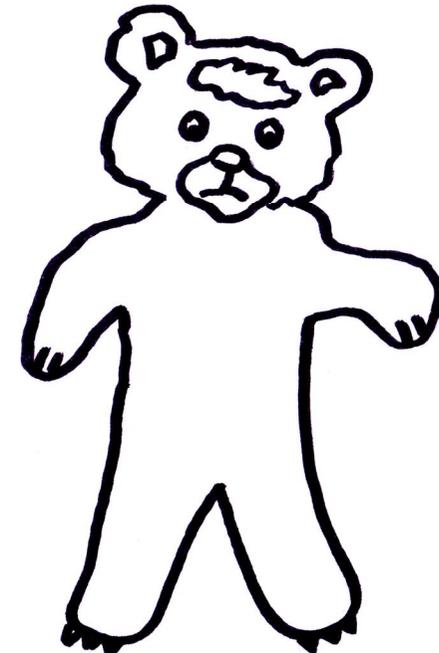
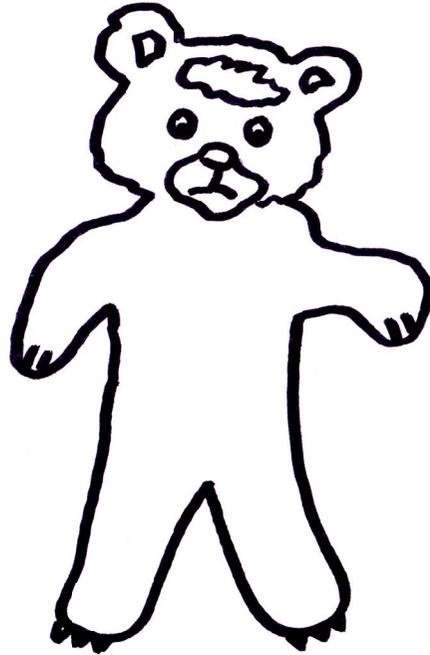
Découpe les images et remets les dans l'ordre.



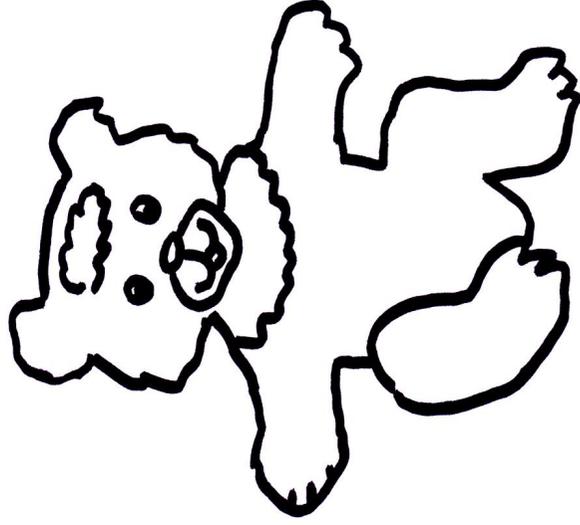
Découpe les étiquettes à droite et colle les à côté de leur silhouette.



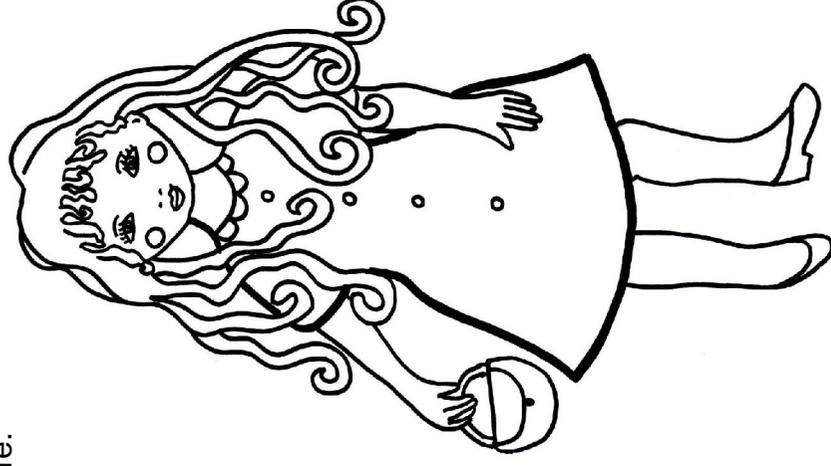
Entoure ou colorie les deux bébés ours identiques.



Entoure les mots identiques à ceux du modèle dans le cadre.



BEBE OURS



BOUCLE D'OR

PAPA OURS

CENDRILLON

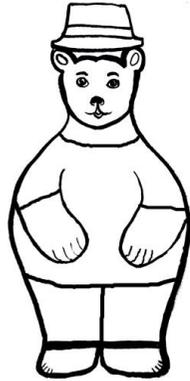
BEBE OURS

BLANCHE NEIGE

LES 3 OURS

BOUCLE D'OR

Entoure les mots identiques à ceux du modèle dans le cadre.

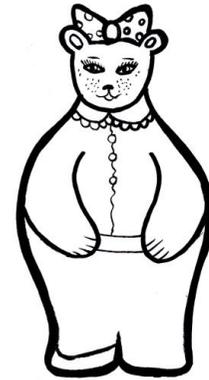


PAPA OURS

LE CHEMIN

PAPA OURS

PAPA CHAT



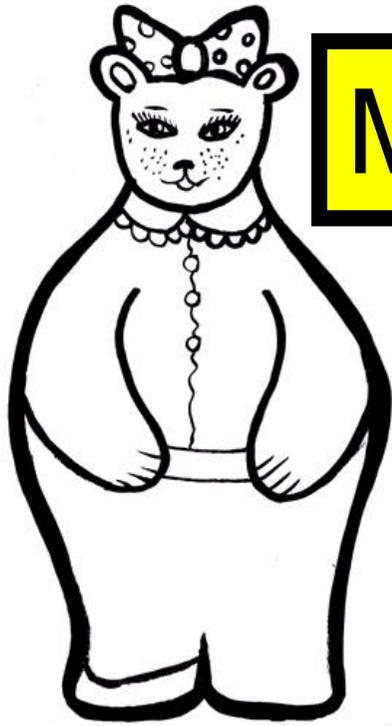
MAMAN OURS

LA MAISON

MAMIE LAPIN

MAMAN OURS

Colorie « maman ».



MAMAN

BEBE

MAMAN

PAPA

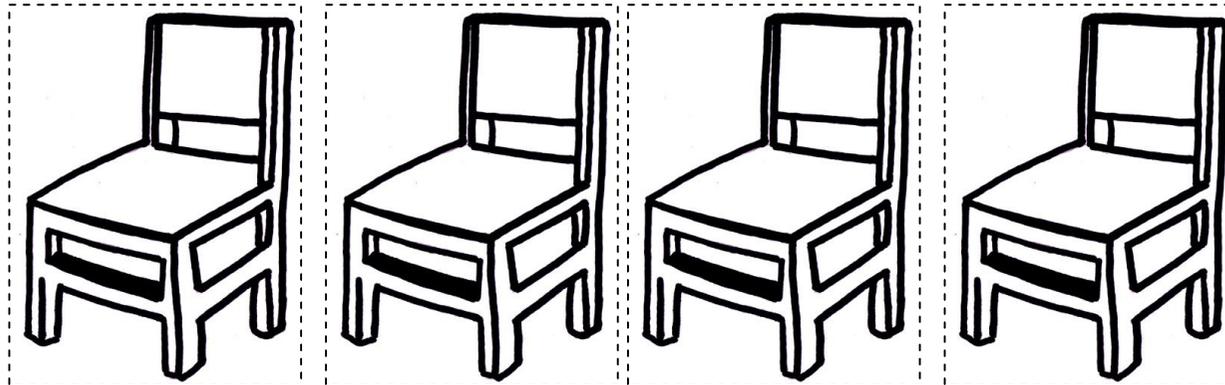
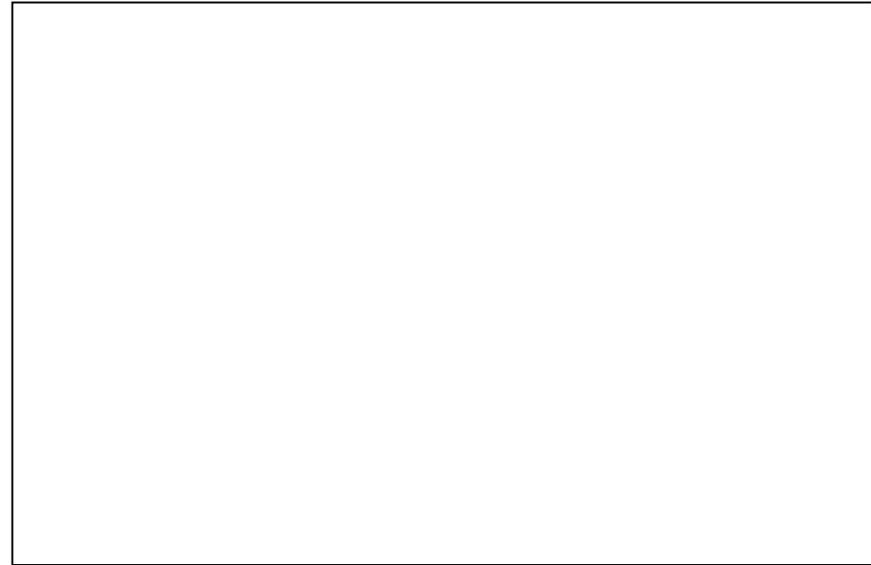
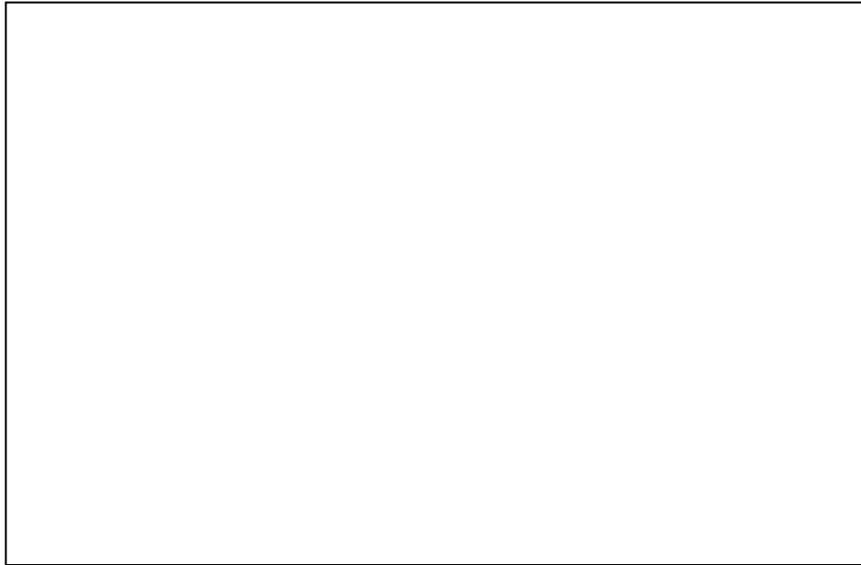
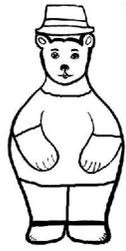
MAISON

MAMAN

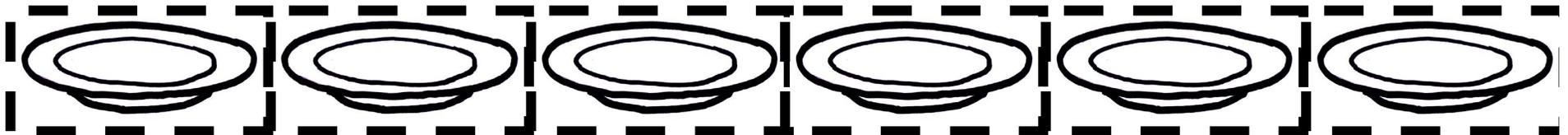
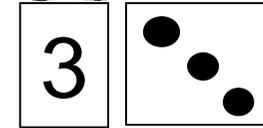
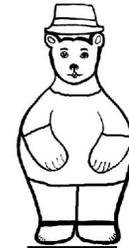
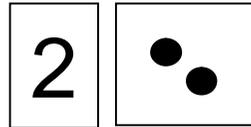
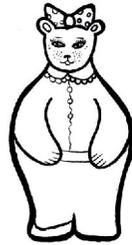
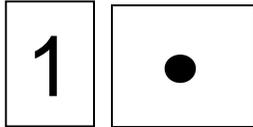
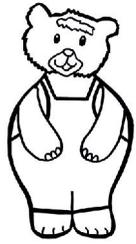
MAMAN

OURS

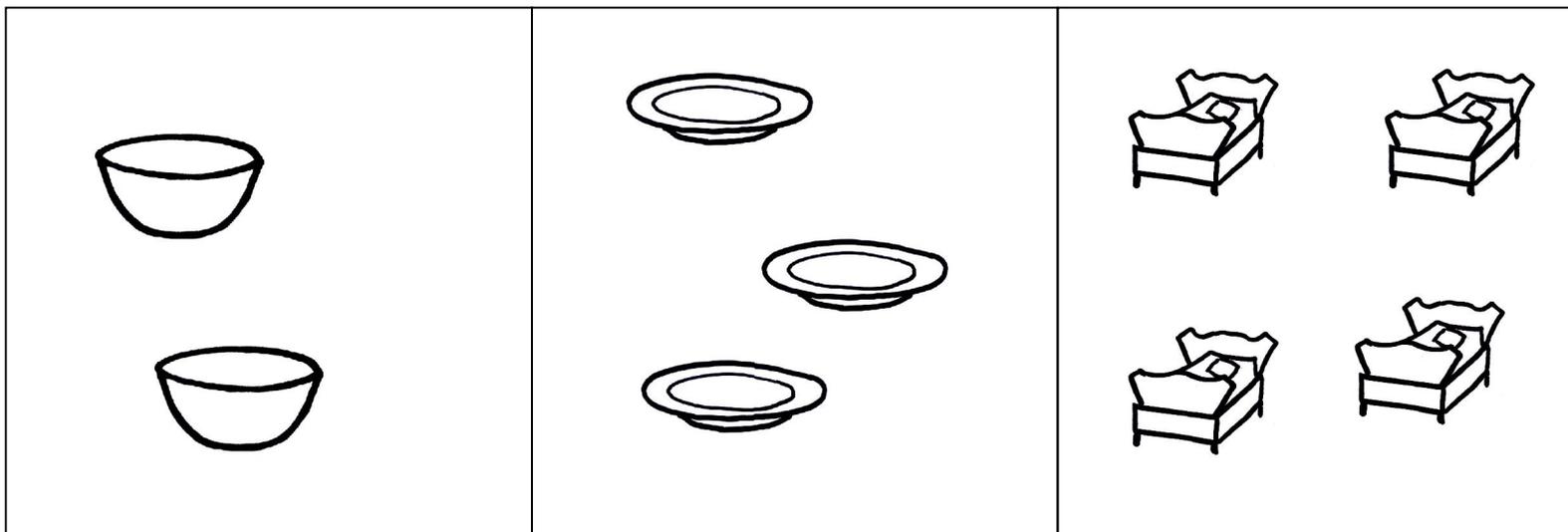
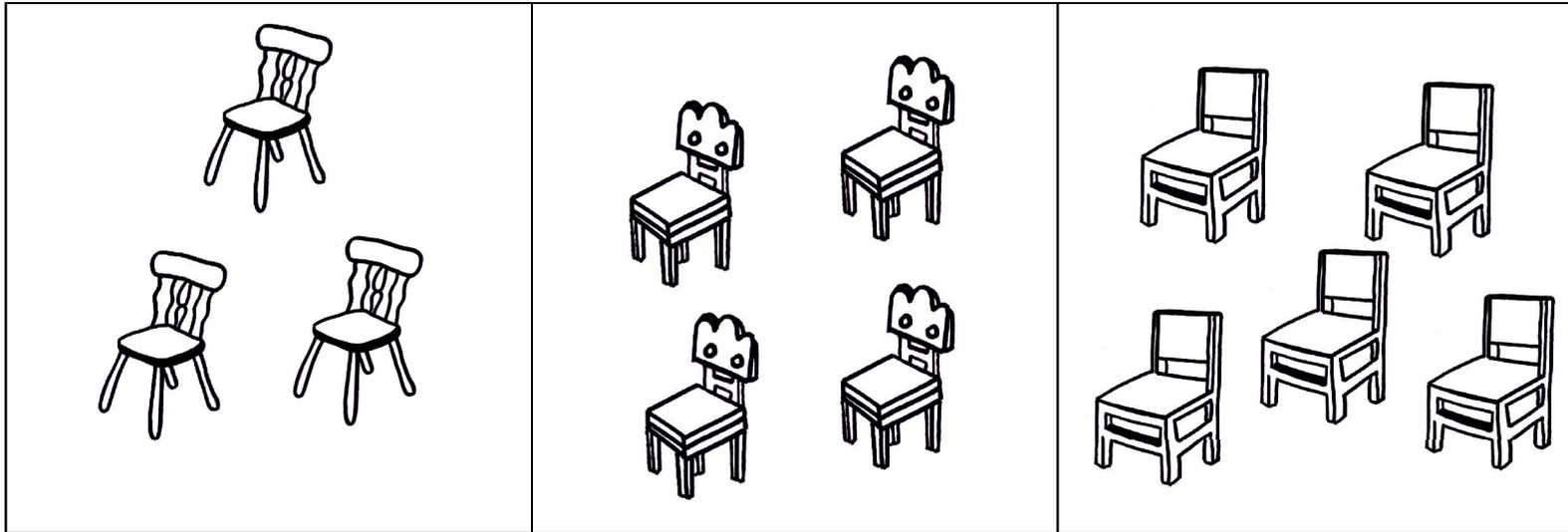
Partage les chaises entre le papa et la maman pour qu'ils en aient le même nombre.



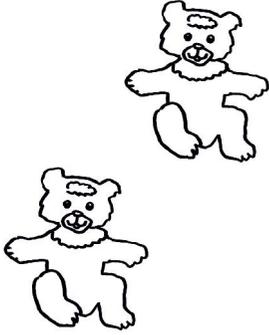
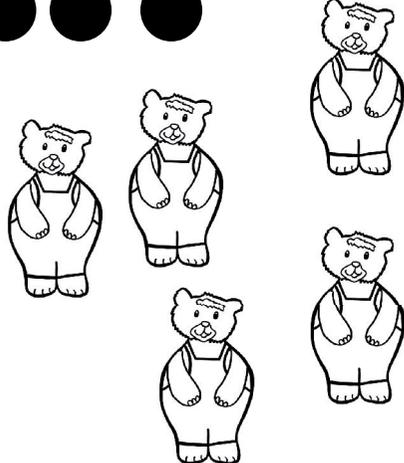
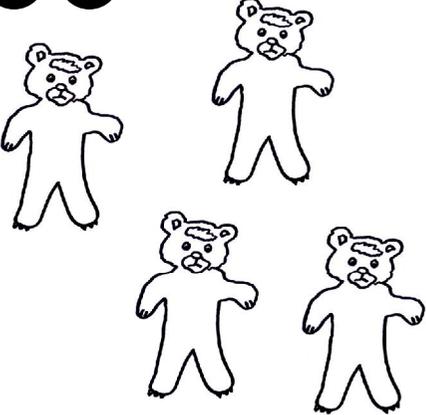
Colle sous chaque personnage le nombre d'assiettes indiqué sur l'étiquette.

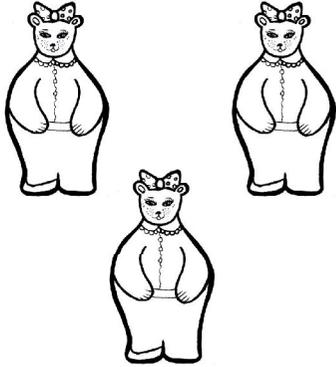
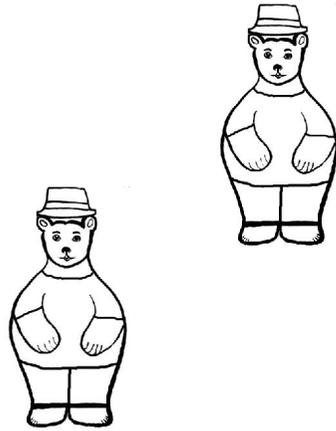
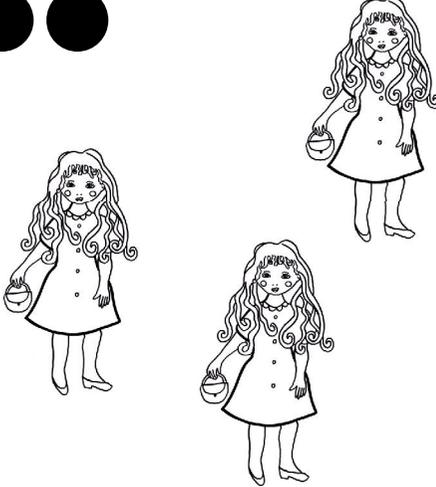


Dans chaque carré, entoure deux choses.

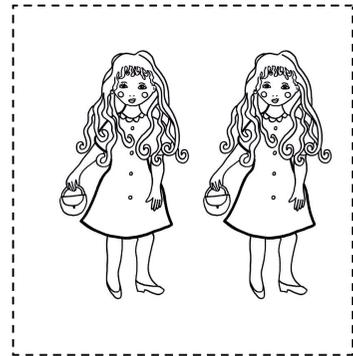
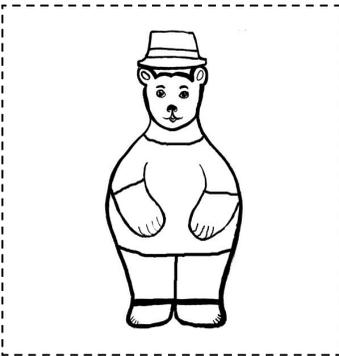
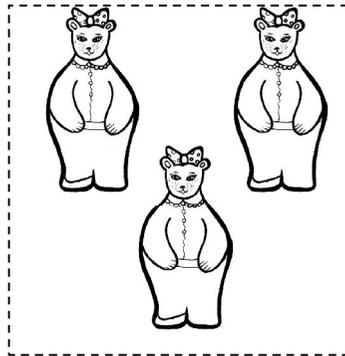
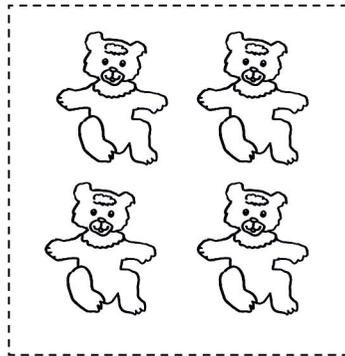
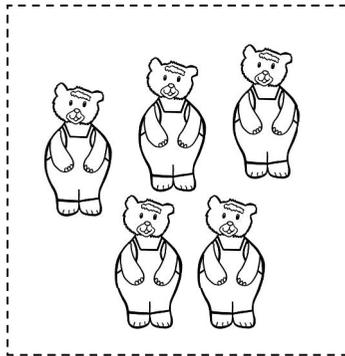
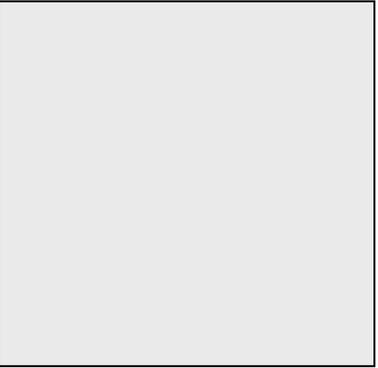
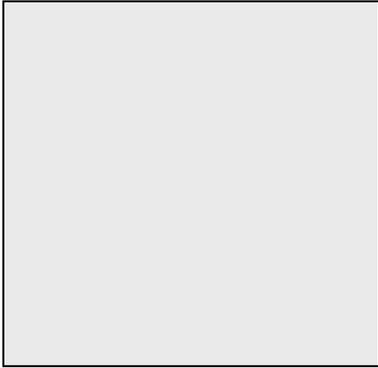
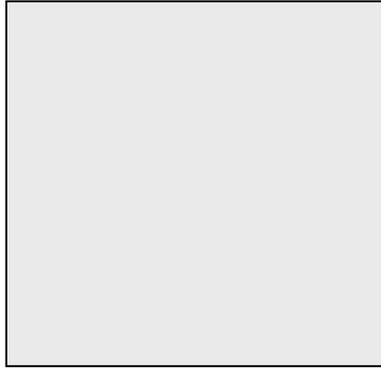
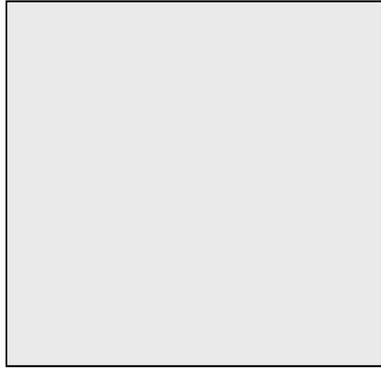
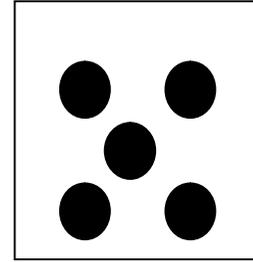
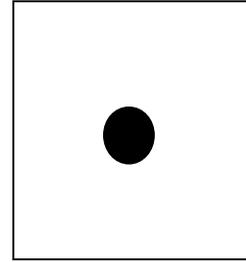
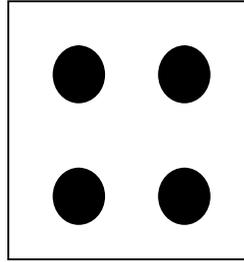
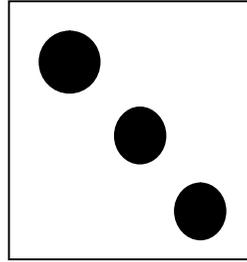
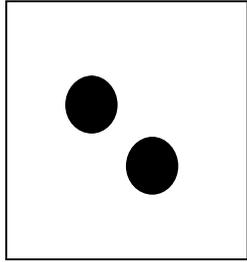


Dans chaque carré, entoure le nombre de choses correspondant au nombre de points

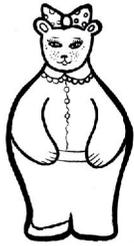
 	 	 
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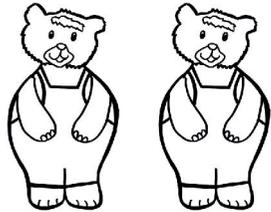
Découpe les étiquettes et colle celle dont le nombre correspond au nombre de points sous le carré avec les points.



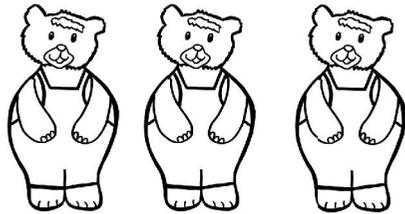
Compte et entoure le bon nombre.



1 2 3



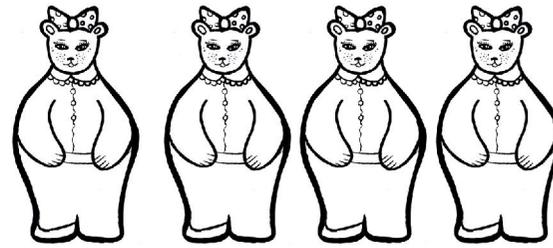
2 3 4



4 3 2



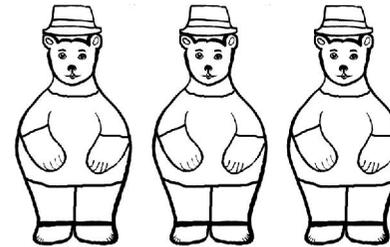
3 1 2



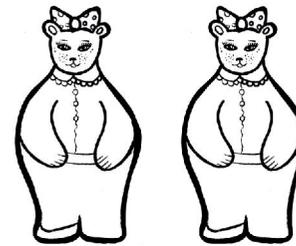
1 3 4



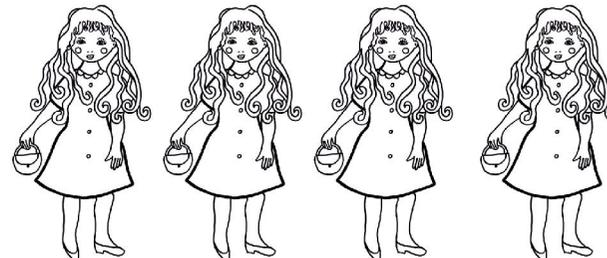
3 2 1



4 3 1



3 2 1



2 3 4