

Utiliser le fichier personnel de votre enfant que je vous ai envoyé par mail.

LUNDI

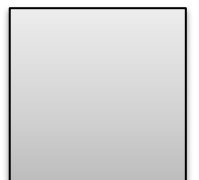
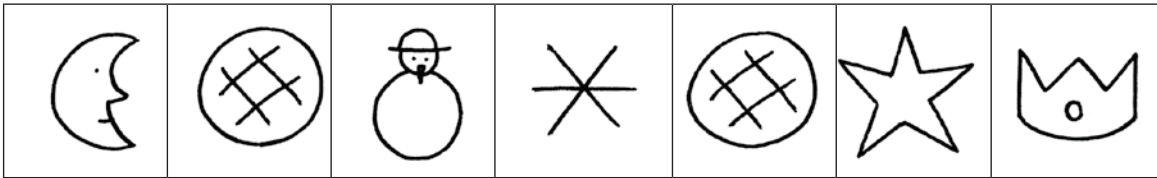
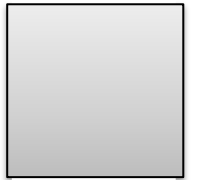
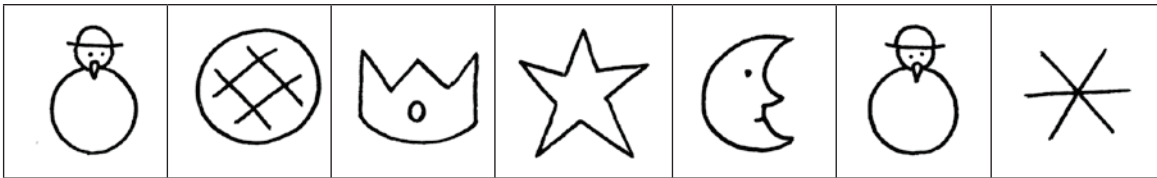
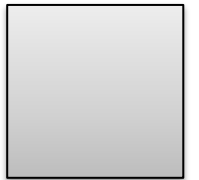
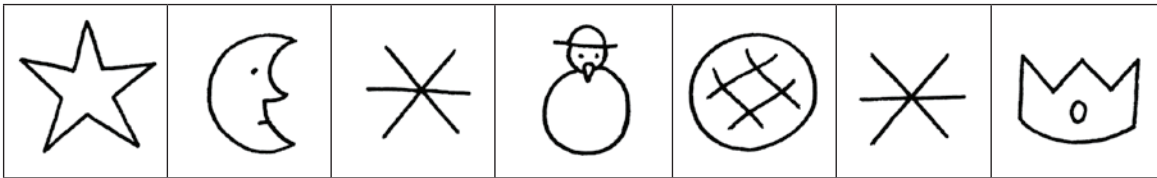
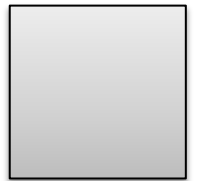
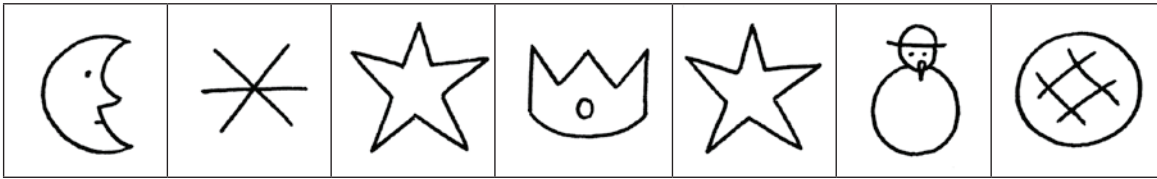
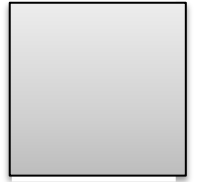
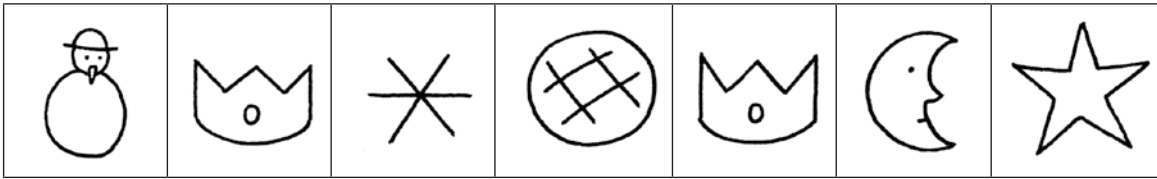
MARDI

JEUDI

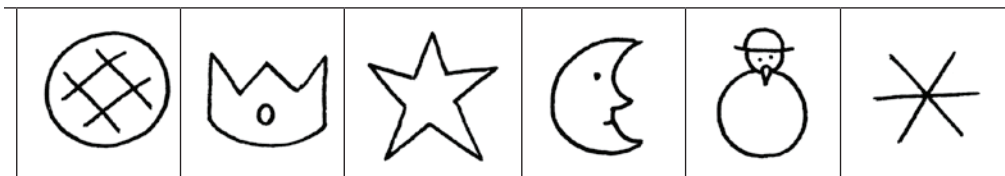
VENDREDI

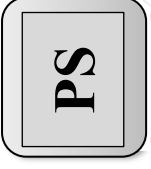
**S'ENTRAÎNER CHAQUE JOUR À ÉCRIRE
SON PRÉNOM**

Observe bien chaque ligne de dessins et trouve celui que tu vois 2 fois dans chacune des lignes. Découpe-le en bas de la page et colle-le au bout de chaque ligne.



Atelier LECTURE : J'apprends à reconnaître des dessins identiques





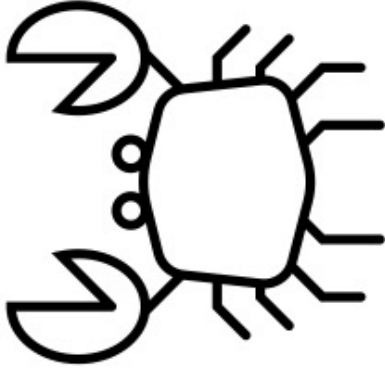
CRABE

Observe les lettres autour du crabe et colorie celles qui servent à écrire le mot

V

R

A



E

B

O

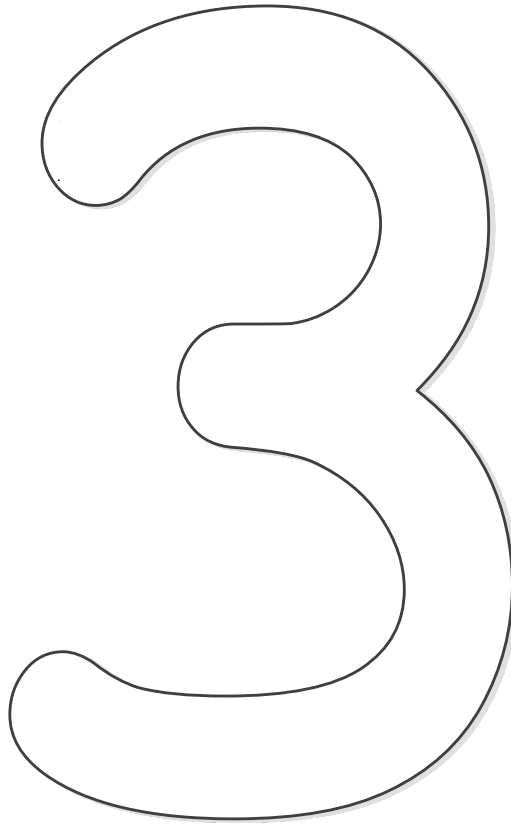
S

C

F

Atelier LECTURE : J'apprends à reconnaître des lettres identiques et les nommer

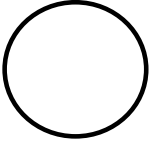
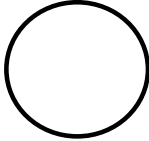
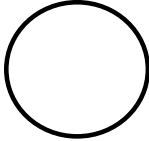
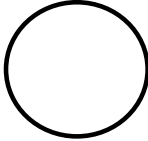
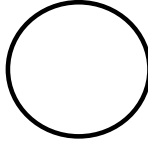
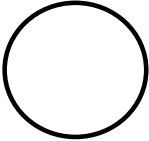
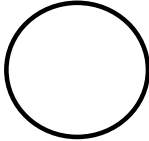
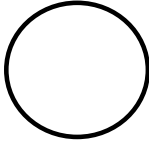
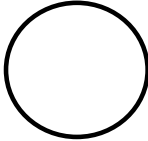
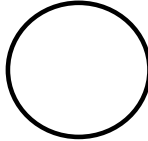
Colorie le nombre 3

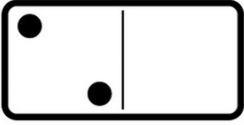
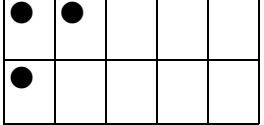

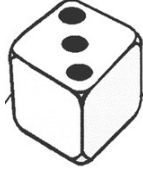
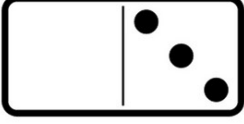
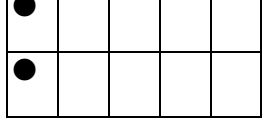

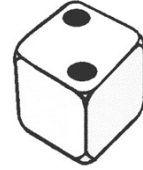


→ Je colle toutes les représentations du nombre 3.

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→ Je colorie 3 ronds.

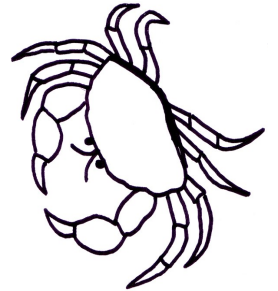
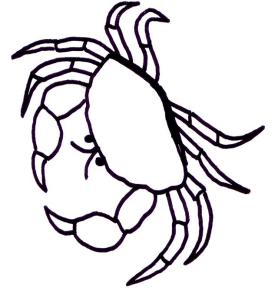
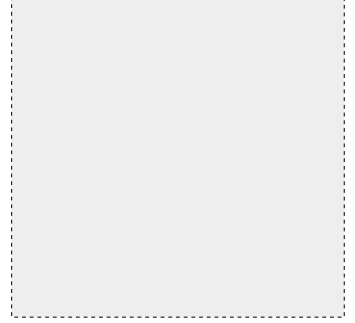
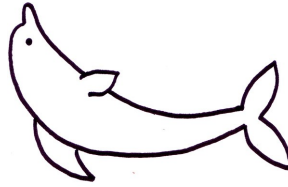
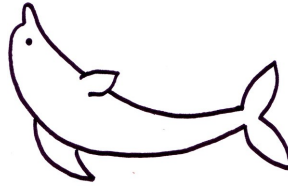
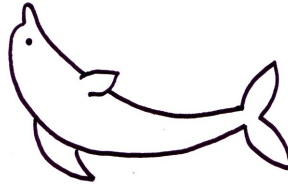
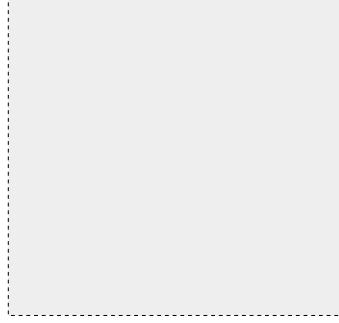
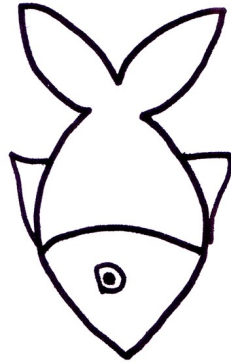
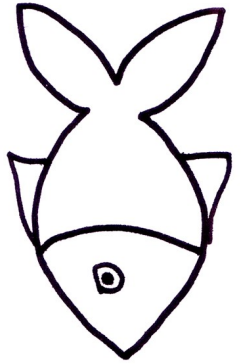
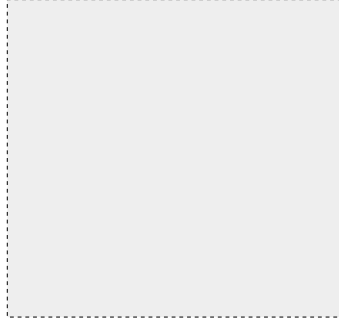
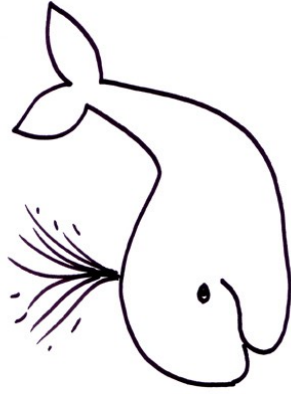
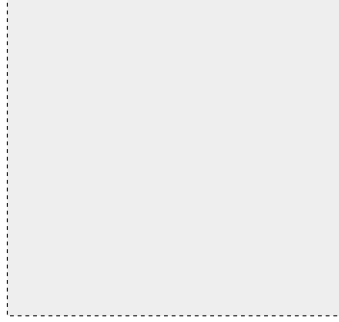
			
			

1

2

3

2



Découpe les chiffres et colle les pour indiquer le nombre d'animaux.

Objectif : dessiner un chemin en suivant des contraintes.

Activités préalables : réaliser des parcours en éducation motrice et les représenter.

4

Espace-Temps

✻ Je m'appelle : Date :



- Trace un chemin qui permet à la coccinelle de dire bonjour à toutes ses amies.

