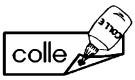




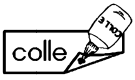



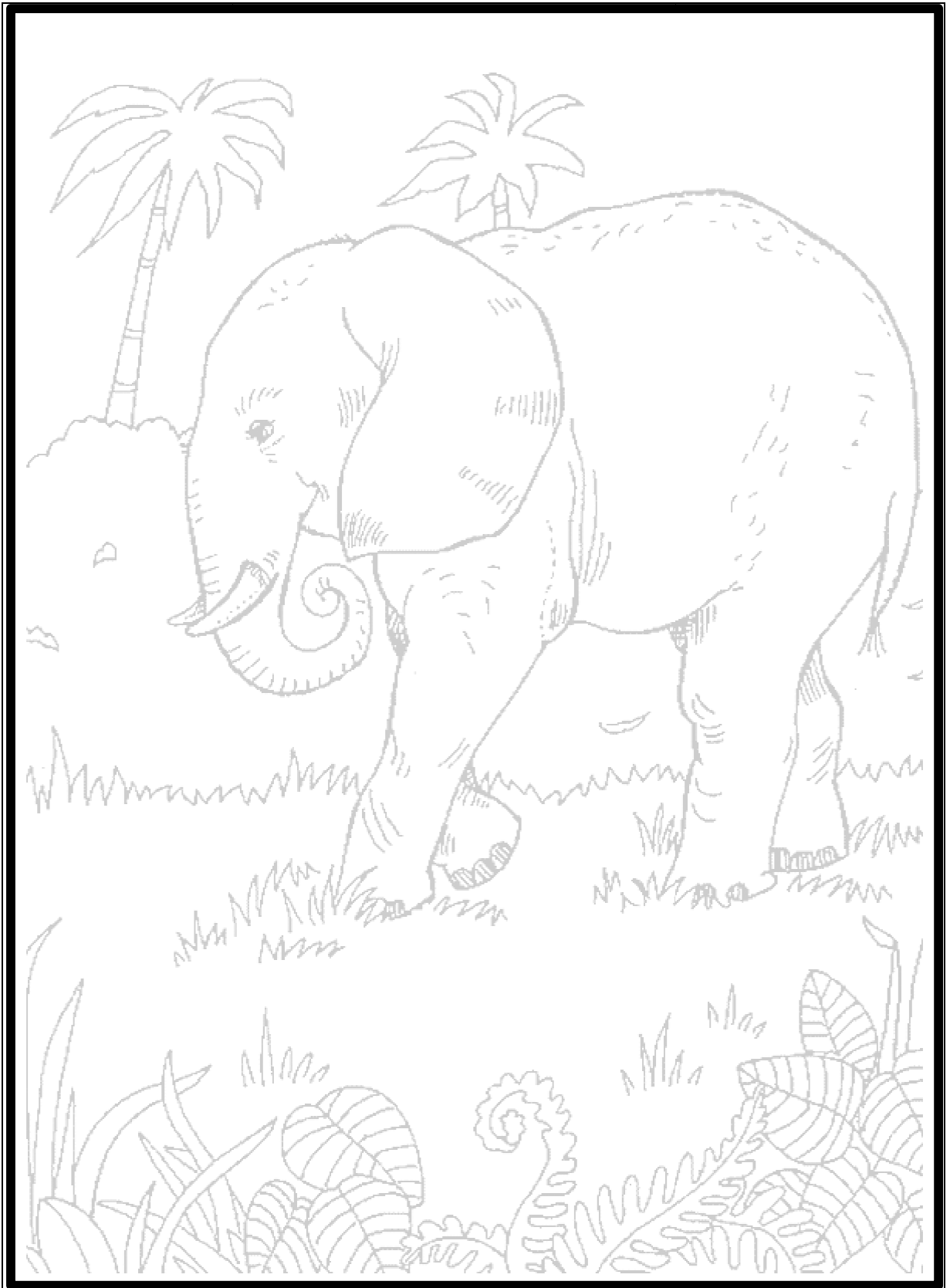
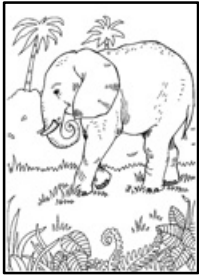
Domaine	Découverte du monde du vivant	 
Compétence	Connaître comment le corps d'un animal est protégé	
Consigne	Colle les animaux dans la bonne colonne selon qu'ils ont des écailles, des plumes ou des poils.	

PLUMES 	ECAILLES 	POILS 

DATE :	JE M'APPELLE:
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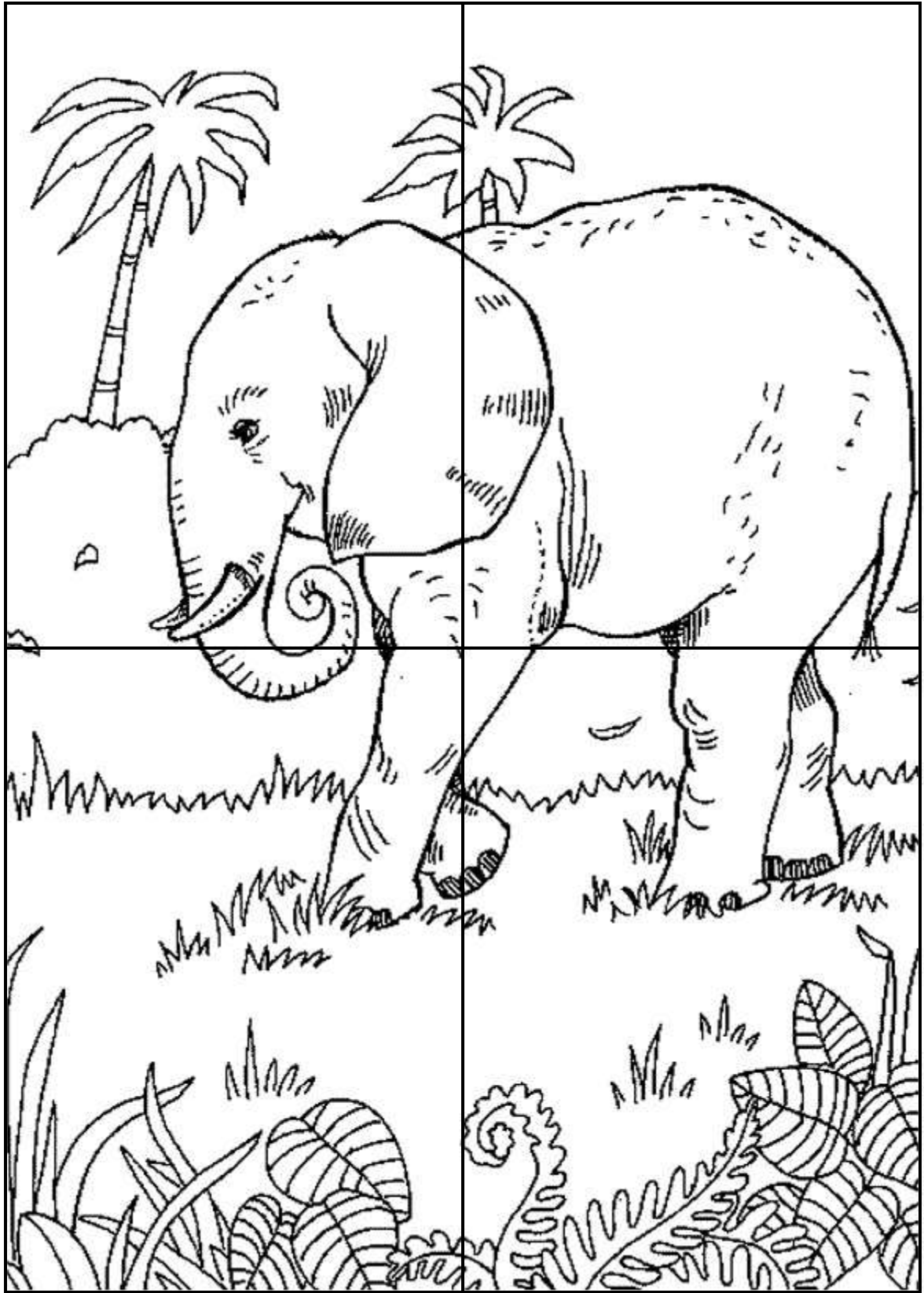


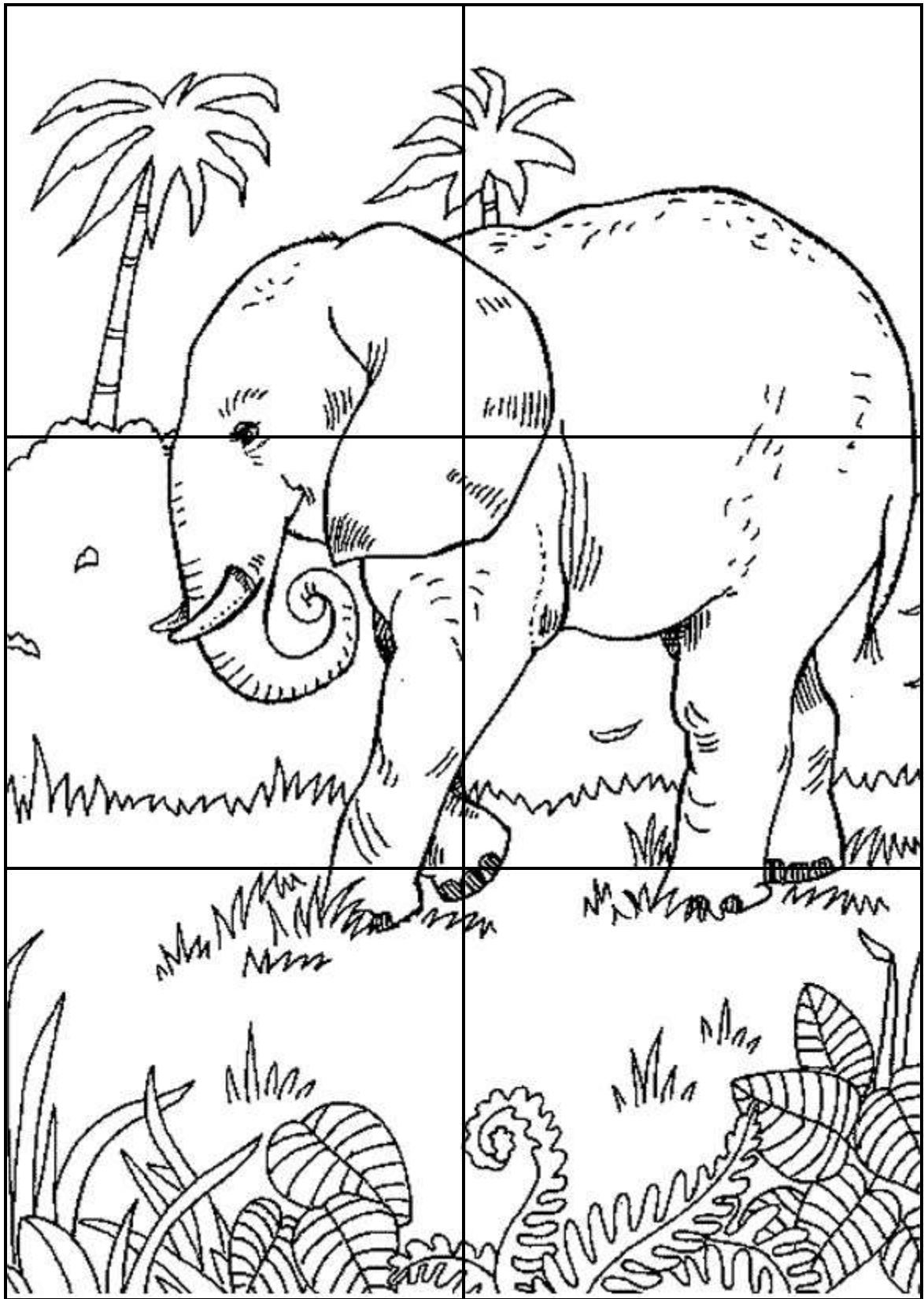
Domaine	Découverte du monde		
Compétence	Assembler un puzzle à 4 ou 6 pièces		
Consigne	<i>Colle les morceaux du puzzle en t'aidant du modèle.</i>		

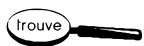




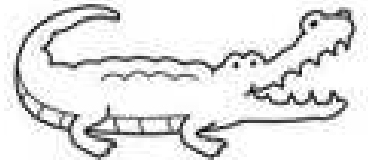
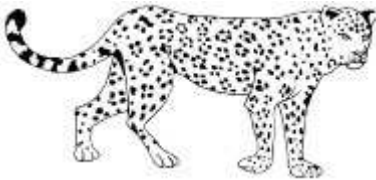
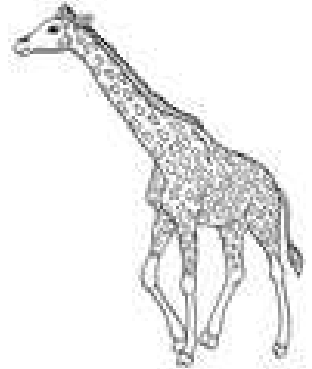
DATE :

JE M'APPELLE:







Domaine	Découverte du monde	  
Compétence	Retrouver et éliminer un intrus	
Consigne	<i>Barre les animaux qui ne vivent pas dans la savane.</i>	



DATE :

JE M'APPELLE:

Domaine	Langage écrit : pré-lecture	 
Compétence	Connaître les lettres de l'alphabet.	
Consigne	Colorie la lettre Z comme dans Z èbre	

ZÈBRE

Z B E Z N



S Z T H Z

B W Z A Z

Domaine	Langage écrit : pré-lecture	 
Compétence	Connaître les lettres de l'alphabet.	
Consigne	Colorie la lettre A comme dans A frique et A nimaux	

AFRIQUE

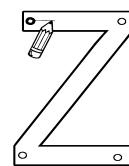
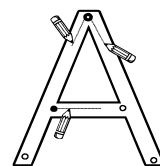
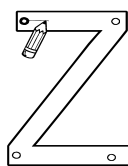
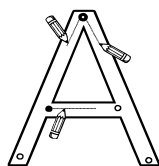
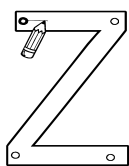
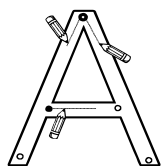
A E T A P

ANIMAUX

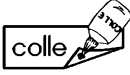







M A K H A

B V A J A

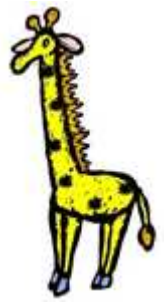
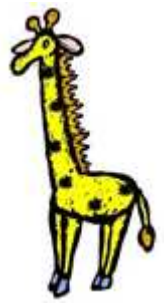
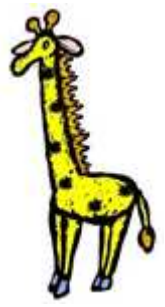
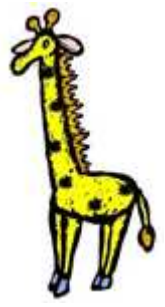
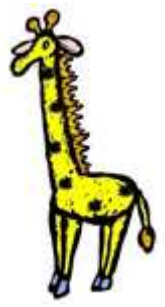




DATE :	JE M'APPELLE:
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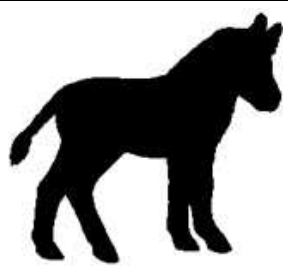







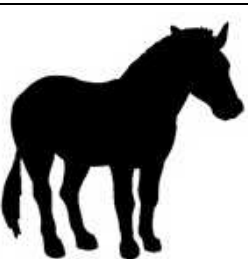

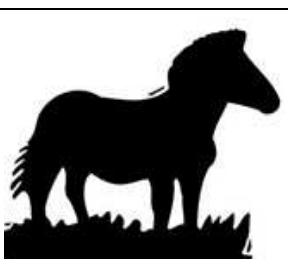
Domaine	Découverte du monde des formes et des grandeurs	 
Compétence	Comparer et identifier un semblable	
Consigne	<i>Colle l'animal à côté de l'ombre qui convient.</i>	

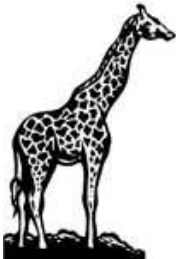
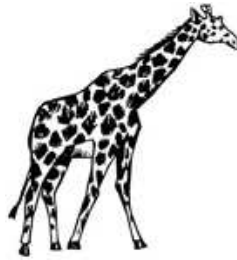
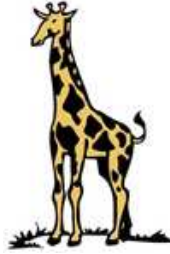
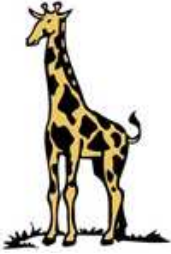
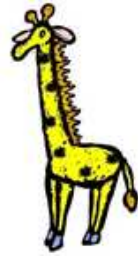
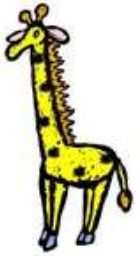
DATE :	JE M'APPELLE:
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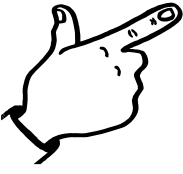
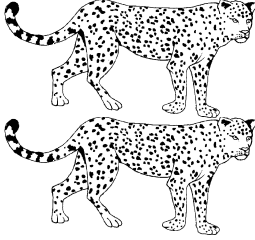
Domaine	Découverte du monde des formes et des grandeurs		
Compétence	Comparer et identifier un semblable		
Consigne	<i>Colle l'animal à côté de l'ombre qui convient.</i>		

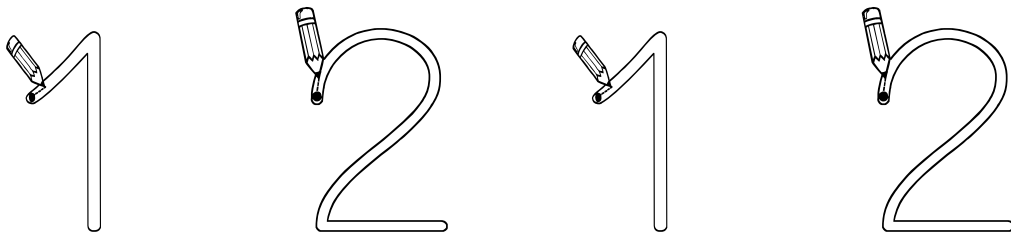
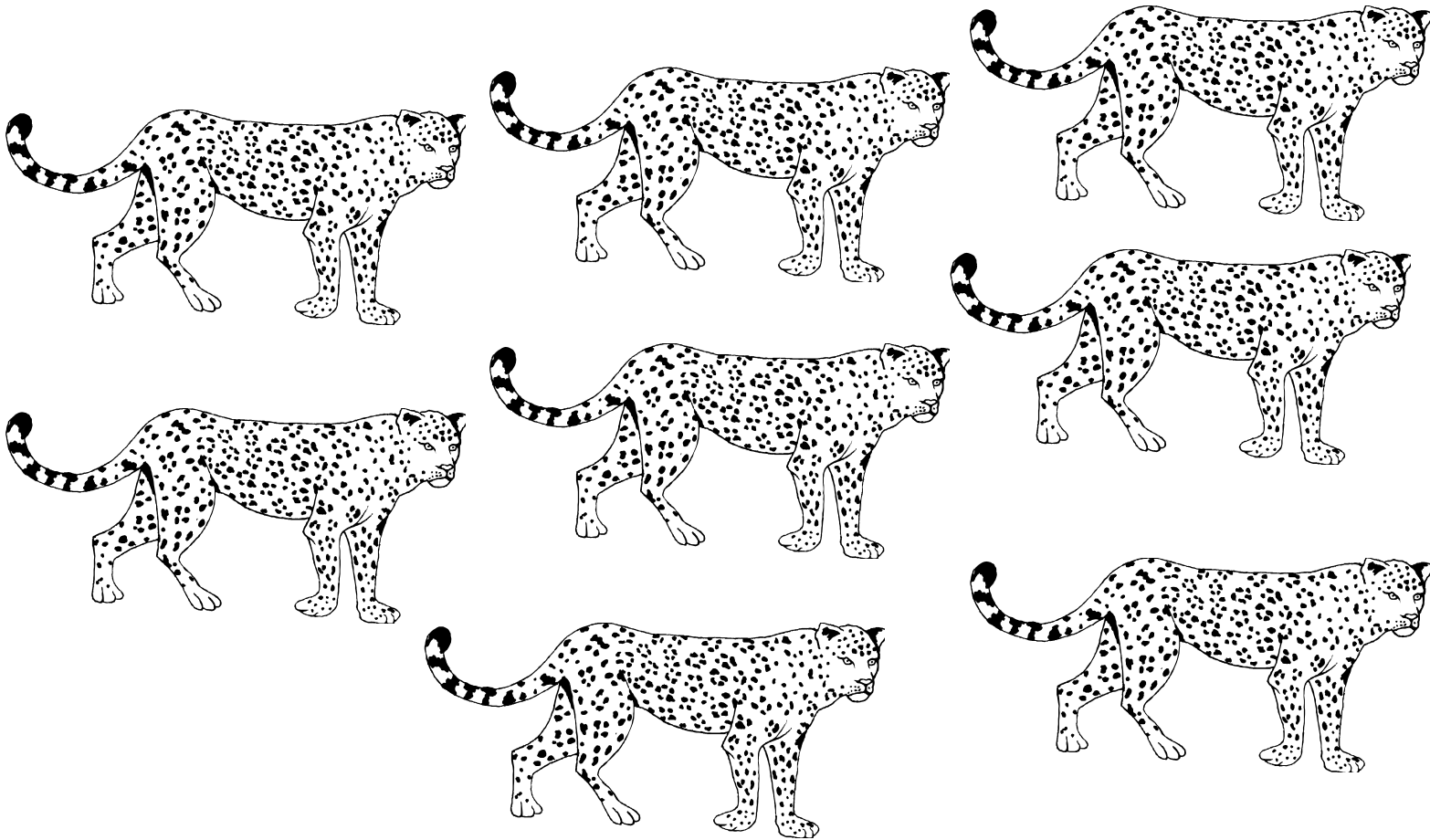
			
			
			
			
			
			

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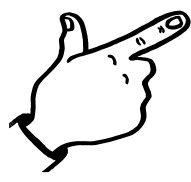
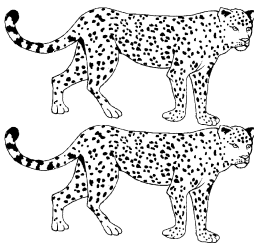
Domaine	Découverte du monde des nombres et des quantités	 compte entoure	
Compétence	Dénombrer jusqu'à 2. Faire une collection de 2 éléments.		
Consigne	Entoure les panthères par 2.		

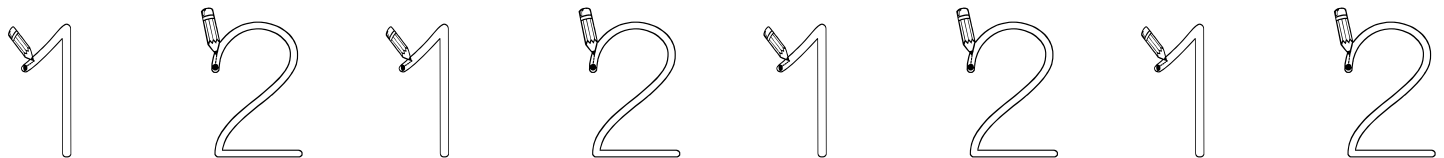
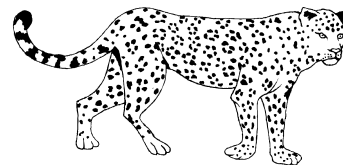
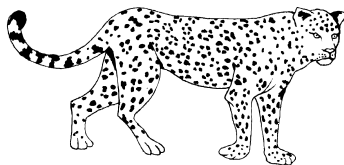
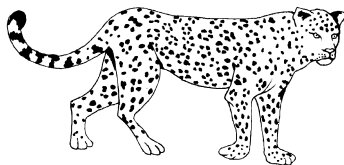
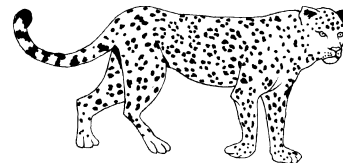
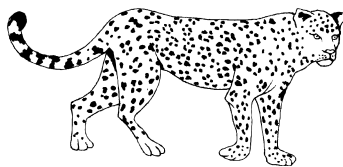
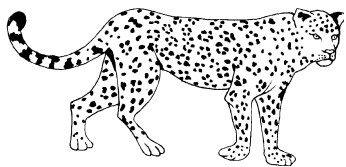
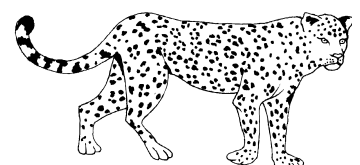
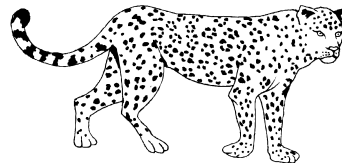
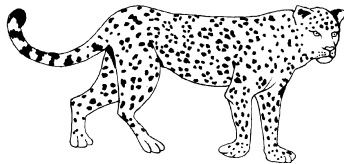
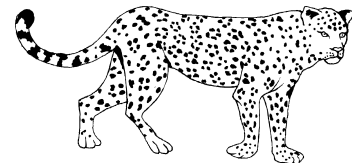
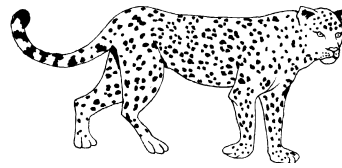
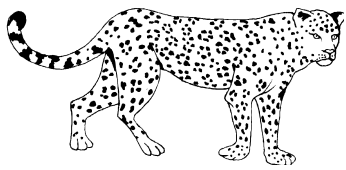
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Domaine	Découverte du monde des nombres et des quantités	 compte	 entoure	
Compétence	Dénombrer jusqu'à 2. Faire une collection de 2 éléments.			
Consigne	Entoure les tiges par 2.			


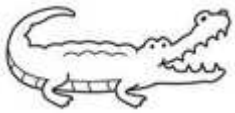
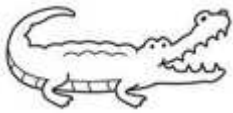
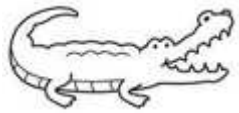
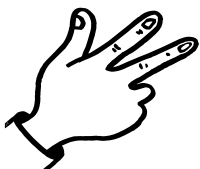



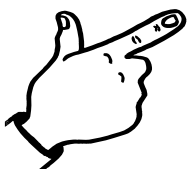
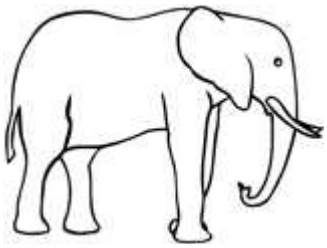
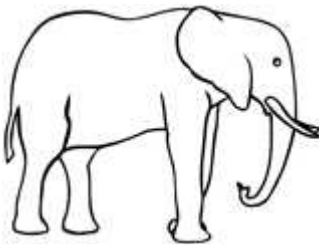
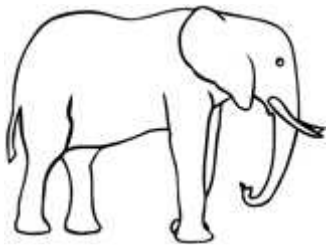

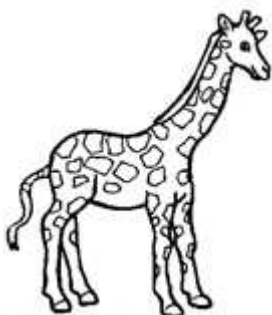
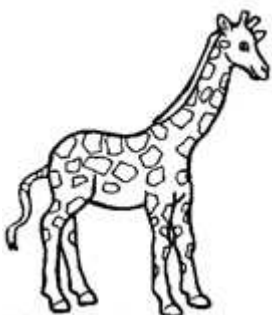
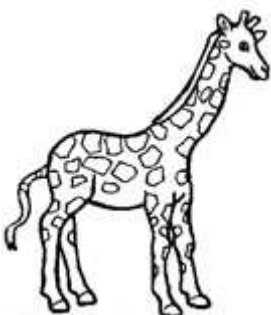
		<h1 style="font-size: 4em;">2</h1>
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DATE :	JE M'APPELLE:
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Domaine	Découverte du monde des nombres et des quantités	 compte  colorie	
Compétence	Associer une quantité à une main de comptage. Connaître l'écriture chiffrée d'un nombre		
Consigne	Colorie le nombre d'animaux demandé		

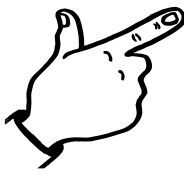





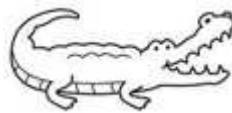
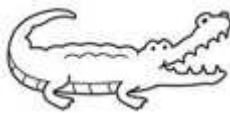
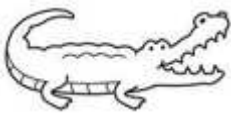
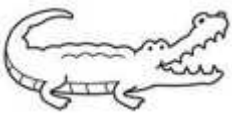
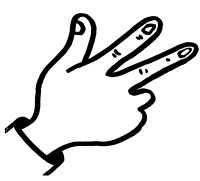




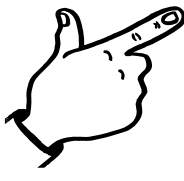
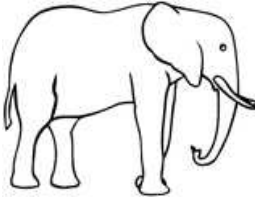
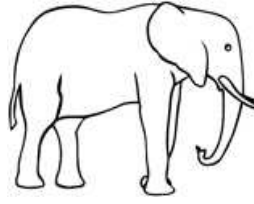
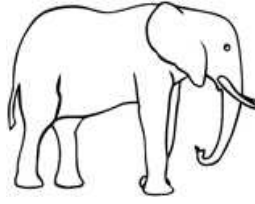
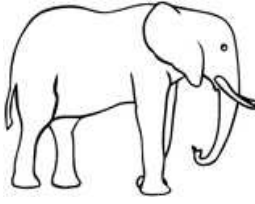
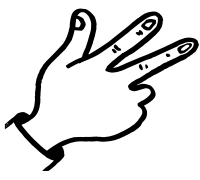
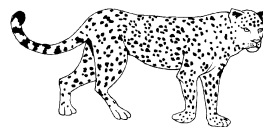
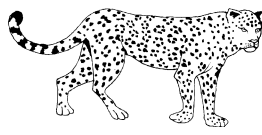
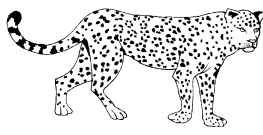
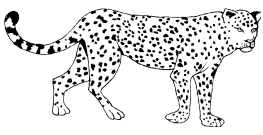

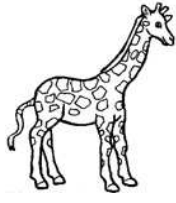
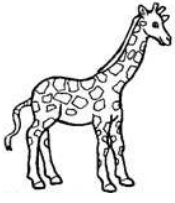
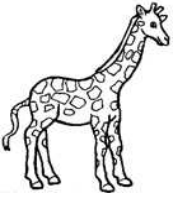
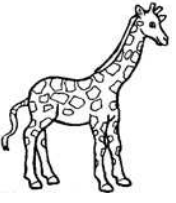
		
1	2	3

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 3	  
 2	  
 1	  




DATE :	JE M'APPELLE:
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Domaine	Découverte du monde des nombres et des quantités	 compte  colorie	 Les animaux d'Afrique
Compétence	Associer une quantité à une main de comptage. Connaître l'écriture chiffrée d'un nombre		
Consigne	Colorie le nombre d'animaux demandé		


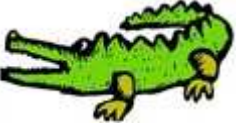
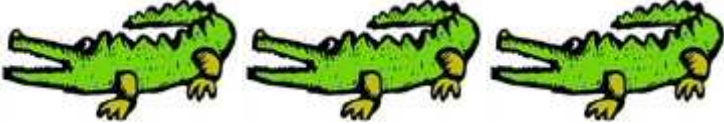

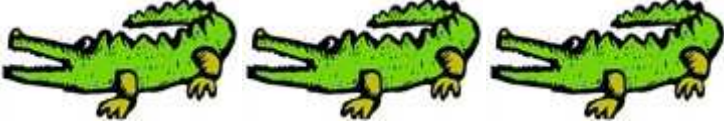
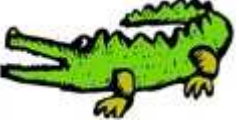
		
1	2	3

 2	   
 1	   
 3	   
 2	   
 3	   
 1	   

DATE :	JE M'APPELLE :
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Domaine	Découverte du monde des nombres et des quantités	 compte		
Compétence	Dénombrer jusqu'à 3			
Consigne	Compte les crocodiles et colle le même nombre de gommettes dans la case d'à côté.			



		
1	2	3

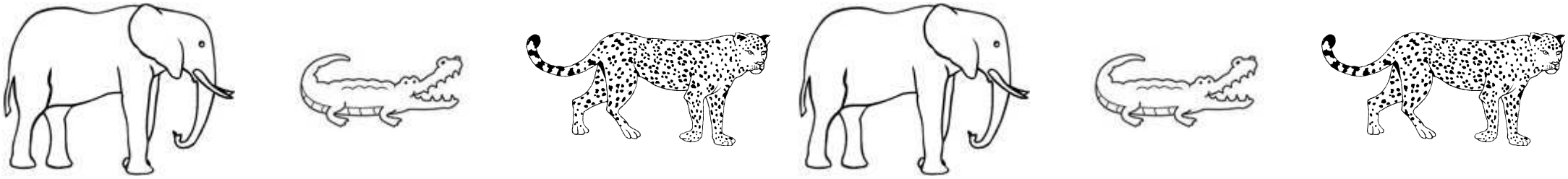
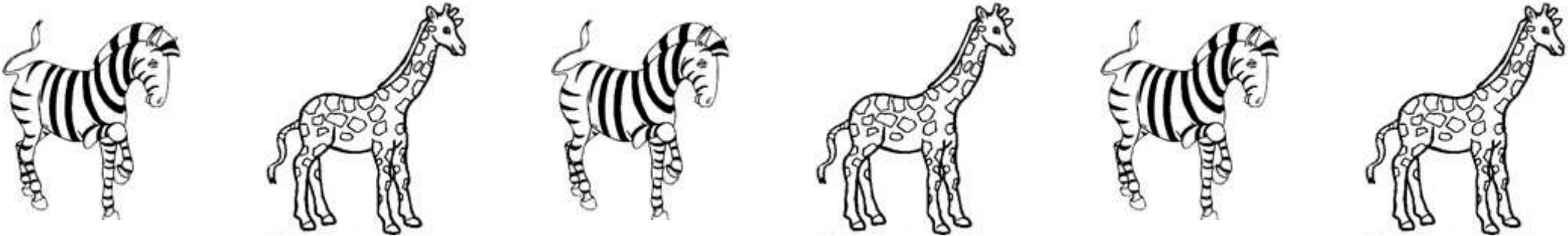
	
	
	
	
	
	

DATE :	JE M'APPELLE:
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Domaine	Découverte du monde des formes et des grandeurs		
Compétence	Comparer et identifier un semblable		
Consigne	Entoure l'animal qui est identique au <i>modèle</i>		

DATE :	JE M'APPELLE:
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Domaine	Découverte du monde des formes et des grandeurs		
Compétence	Alterner des couleurs		
Consigne	<i>Colorie les zèbres en noir et les girafes en orange.</i> <i>Colorie les éléphants en gris, les crocodiles en vert, les panthères en jaune.</i>		



DATE :	JE M'APPELLE:
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