

Prénom :

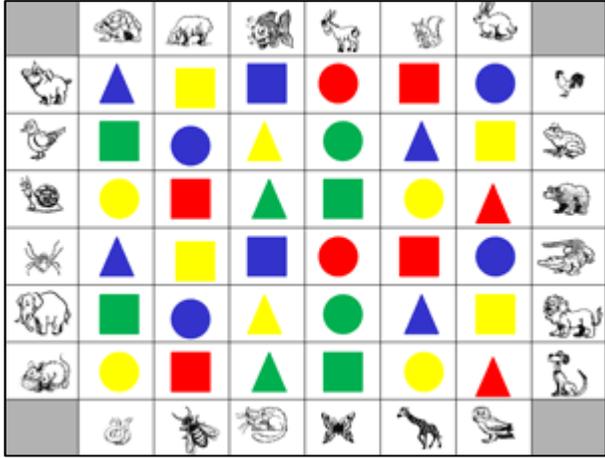
Construire les 1ers outils pour structurer sa pensée

Explorer le monde

Explorer les formes
- repérer des formes et couleurs similaires

Se repérer dans l'espace :
- se repérer dans un quadrillage
- suivre un chemin

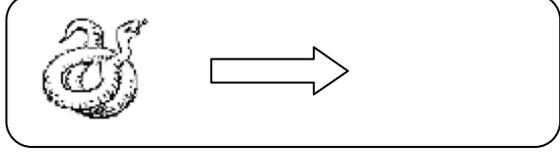
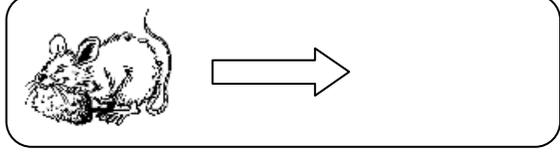
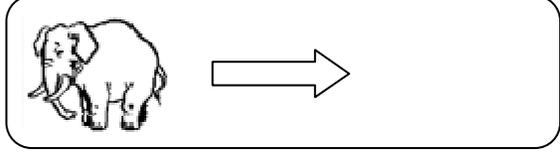
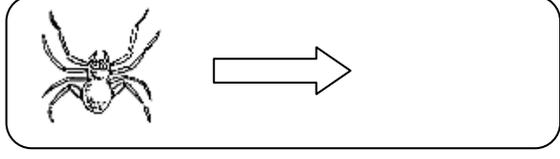
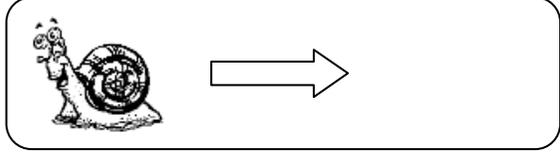
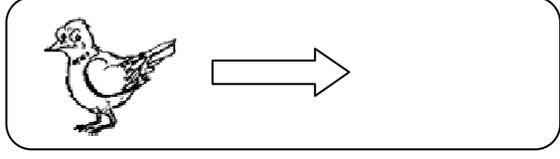
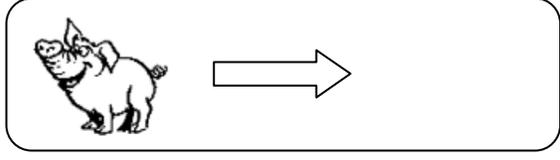
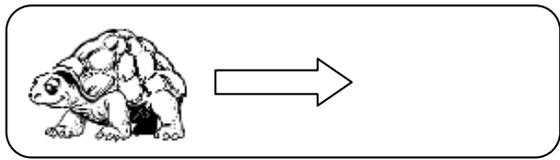
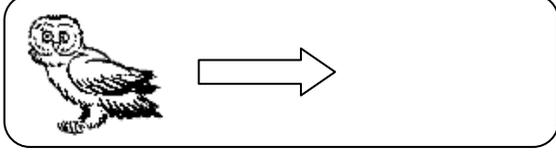
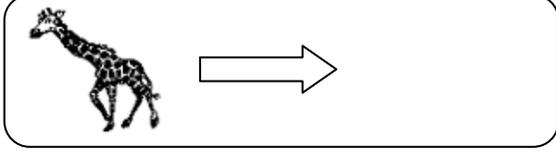
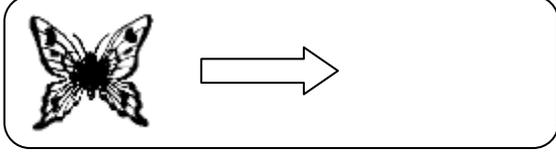
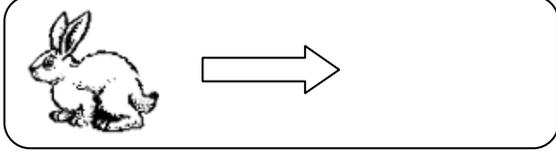
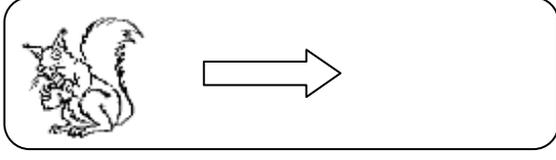
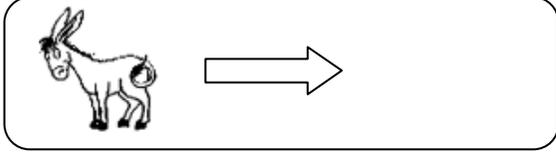
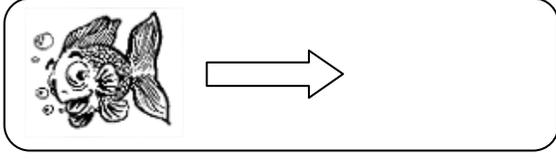
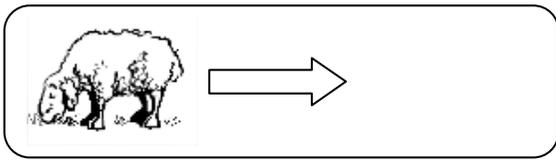
Consigne : en utilisant le matériel, plan quadrillé



& lignes codifiées des déplacements de chaque animal. exemple celui du mouton:



Matérialise sur le plan le chemin de chacun d'eux avec des allumettes puis colle sur ta fiche l'animal destination correspondant.



images à découper pour 3 élèves

