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Objectif : savoir se déplacer en fonction du résultat d'un dé.

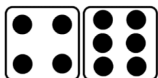
Consigne : Colorie la case sur laquelle doit arriver le Petit Chaperon Rouge.





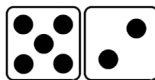
	2	3	4	5	6	7	8	9	10	11	12	13	14	
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1	2	3		5	6	7	8	9	10	11	12	13	14	
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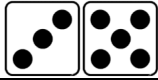
1	2		4	5	6	7	8	9	10	11	12	13	14	
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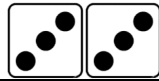
1	2	3	4	5	6		8	9	10	11	12	13	14	
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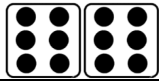
1	2	3		5	6	7	8	9	10	11	12	13	14	
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1	2	3	4	5		7	8	9	10	11	12	13	14	
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1	2	3		5	6	7		9	10	11	12	13	14	
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1		3	4	5	6	7	8	9	10	11	12	13	14	
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1	2	3	4		6	7	8	9	10	11	12	13	14	
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