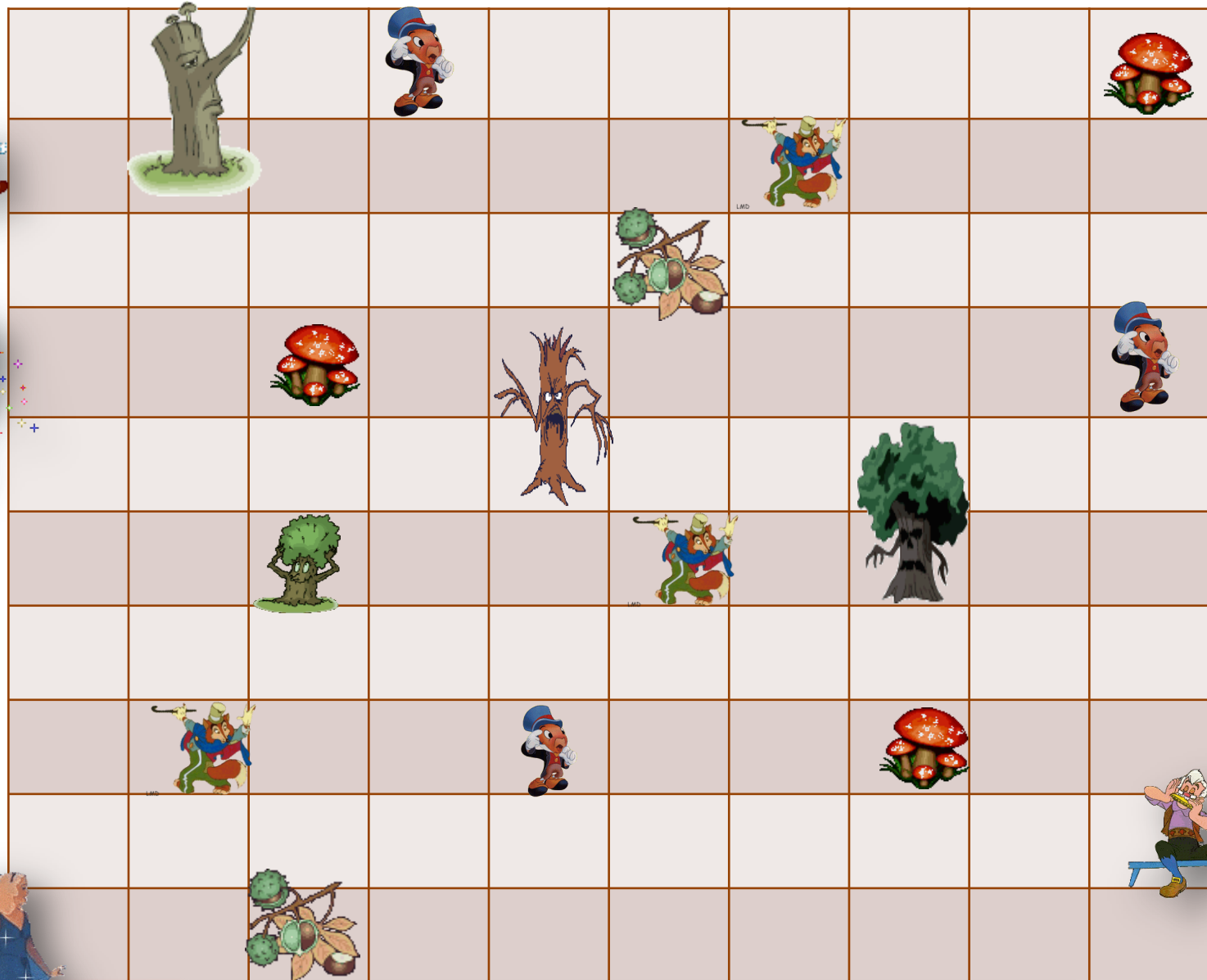


QUADRILLAGES 1

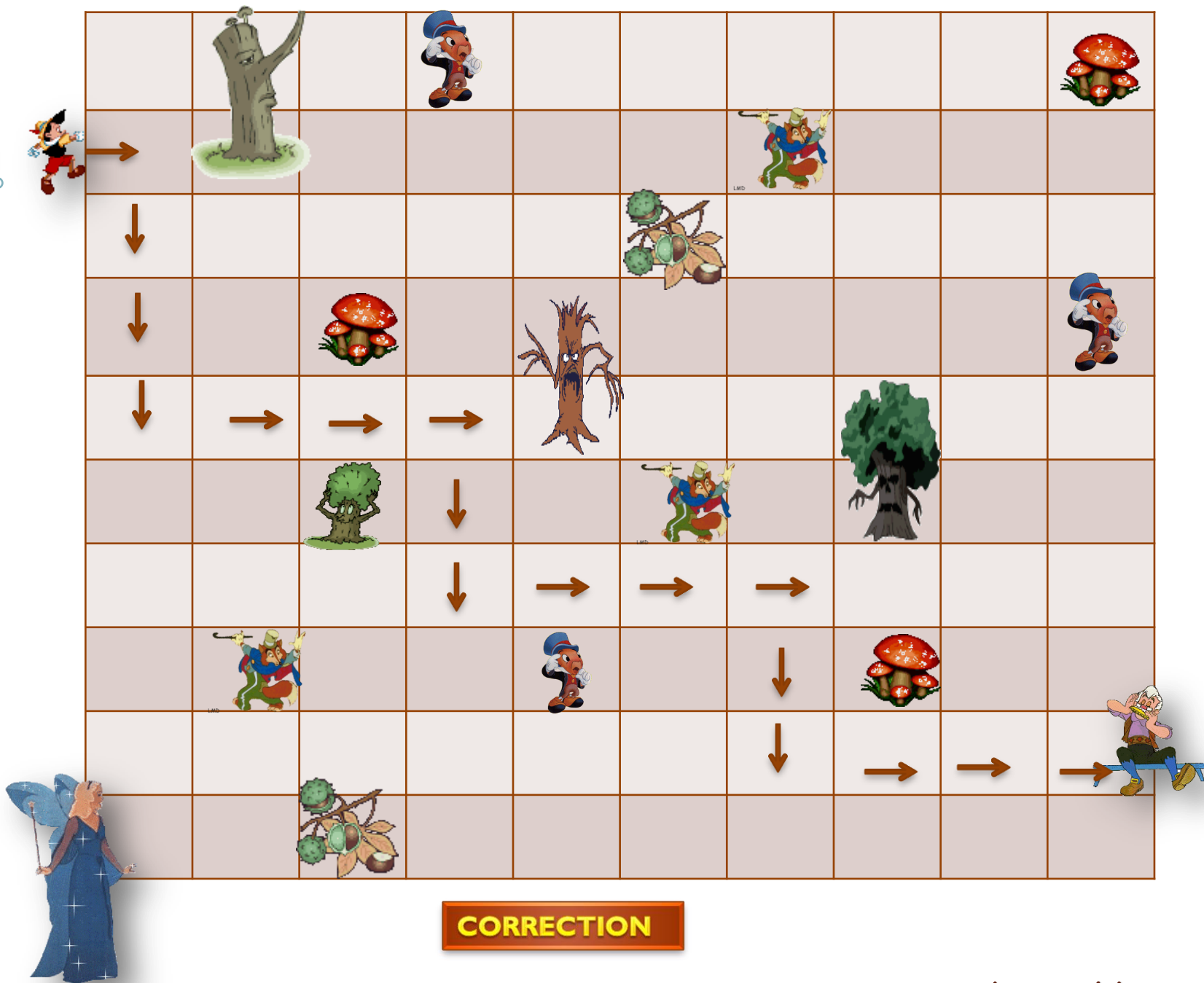


Consigne

Trace le chemin indiqué par les flèches pour aider Pinocchio à retrouver Gepetto.



QUADRILLAGES 1



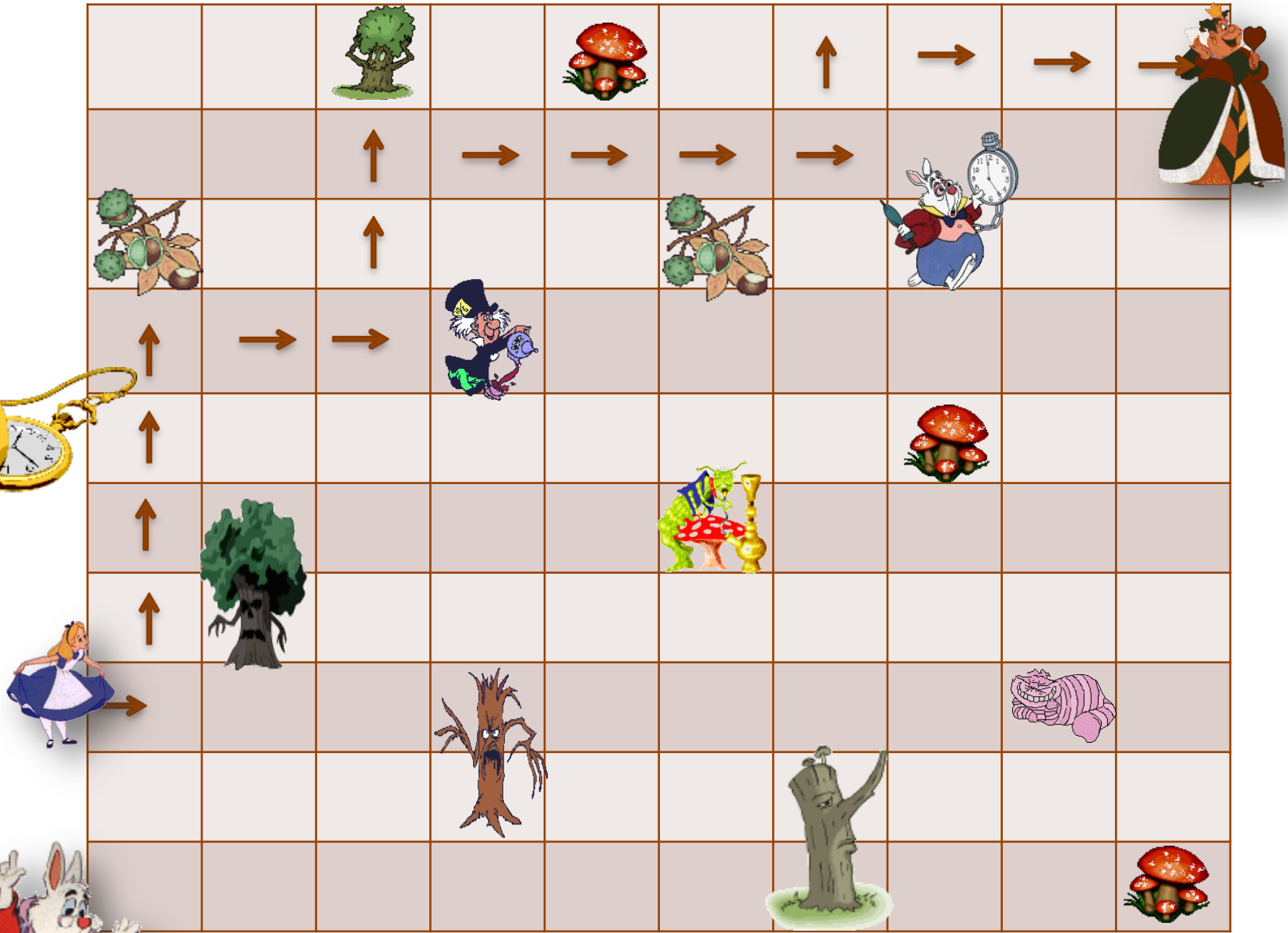
CORRECTION



Consigne Trace le chemin indiqué par les flèches pour aider Alice à retrouver la reine .



QUADRILLAGES 2



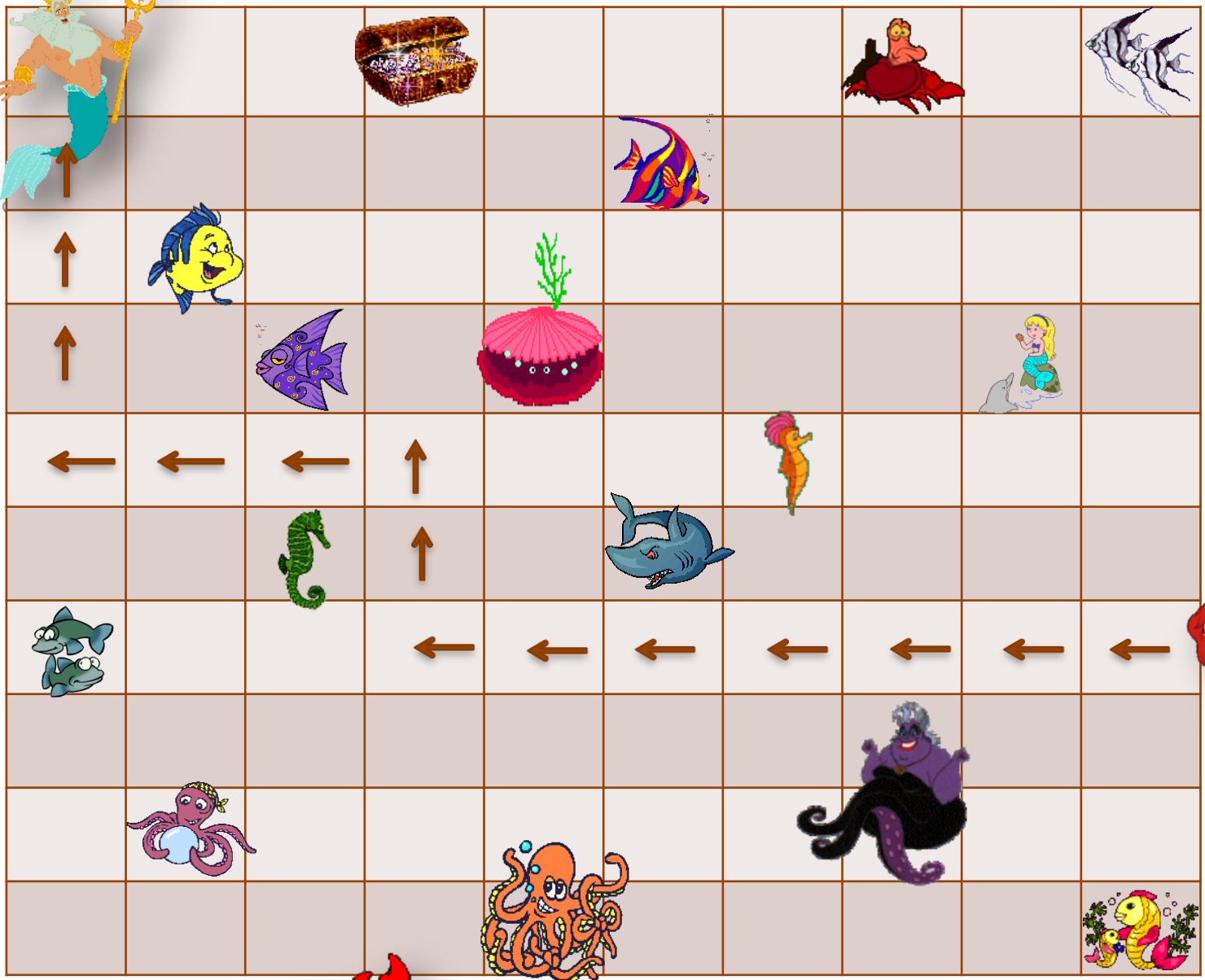
CORRECTION

Trace le chemin indiqué par les flèches pour aider Arielle à retrouver son père .





QUADRILLAGES 3



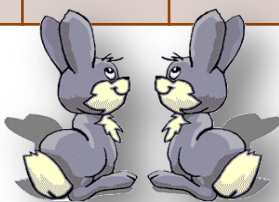
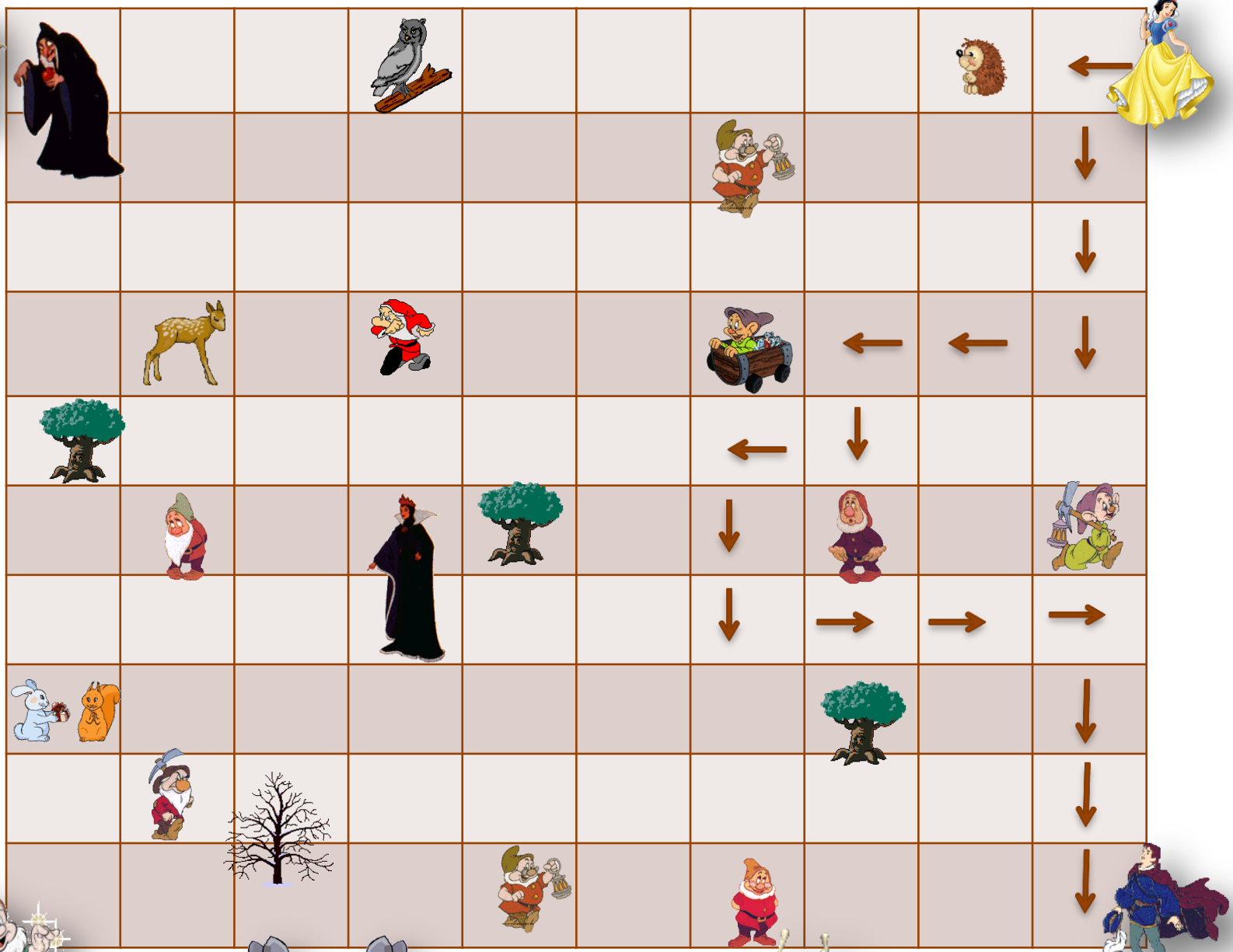
CORRECTION



Trace le chemin indiqué par les flèches pour aider Blanche-Neige à retrouver le prince.



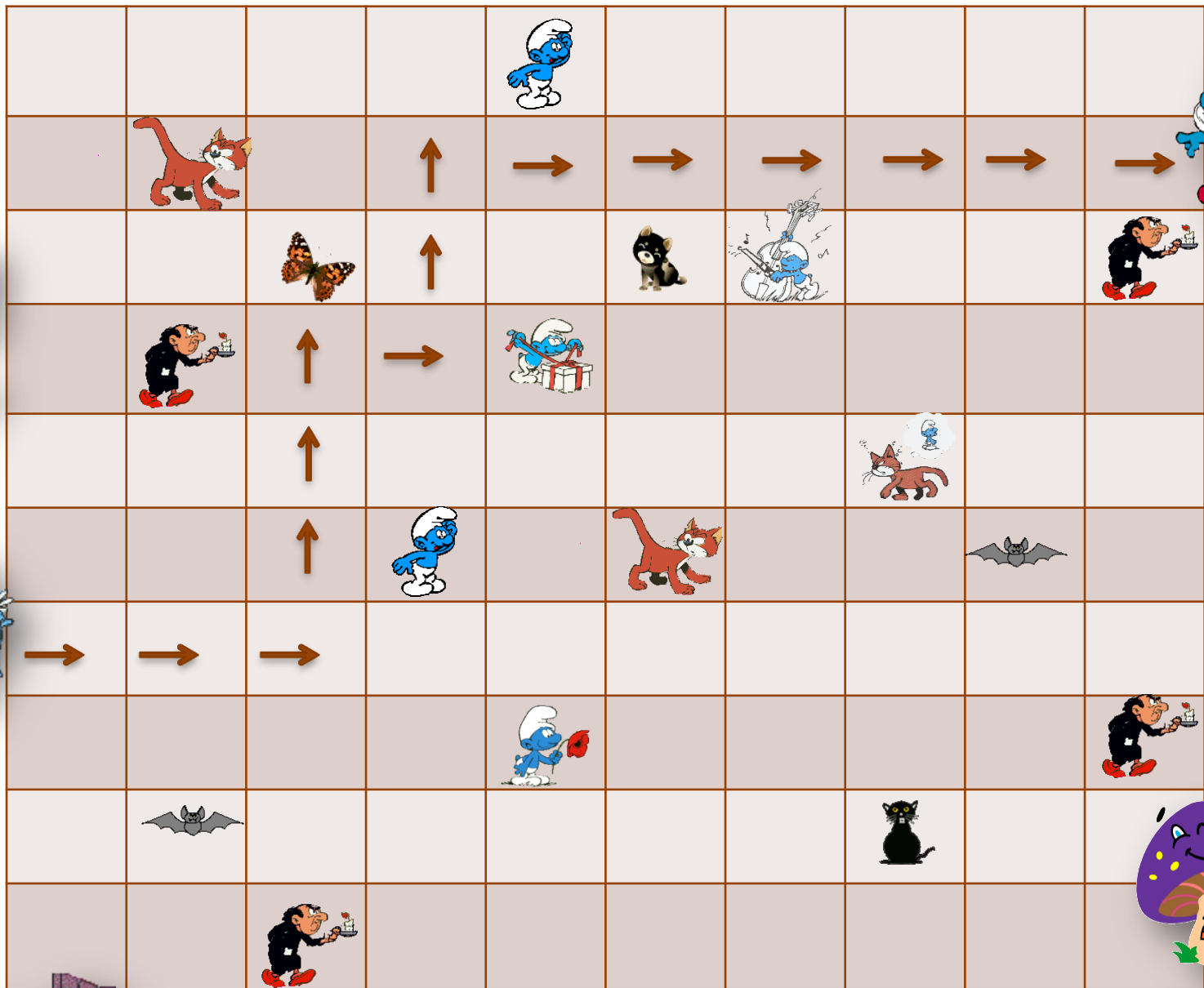
Tissages & Créations GD



CORRECTION



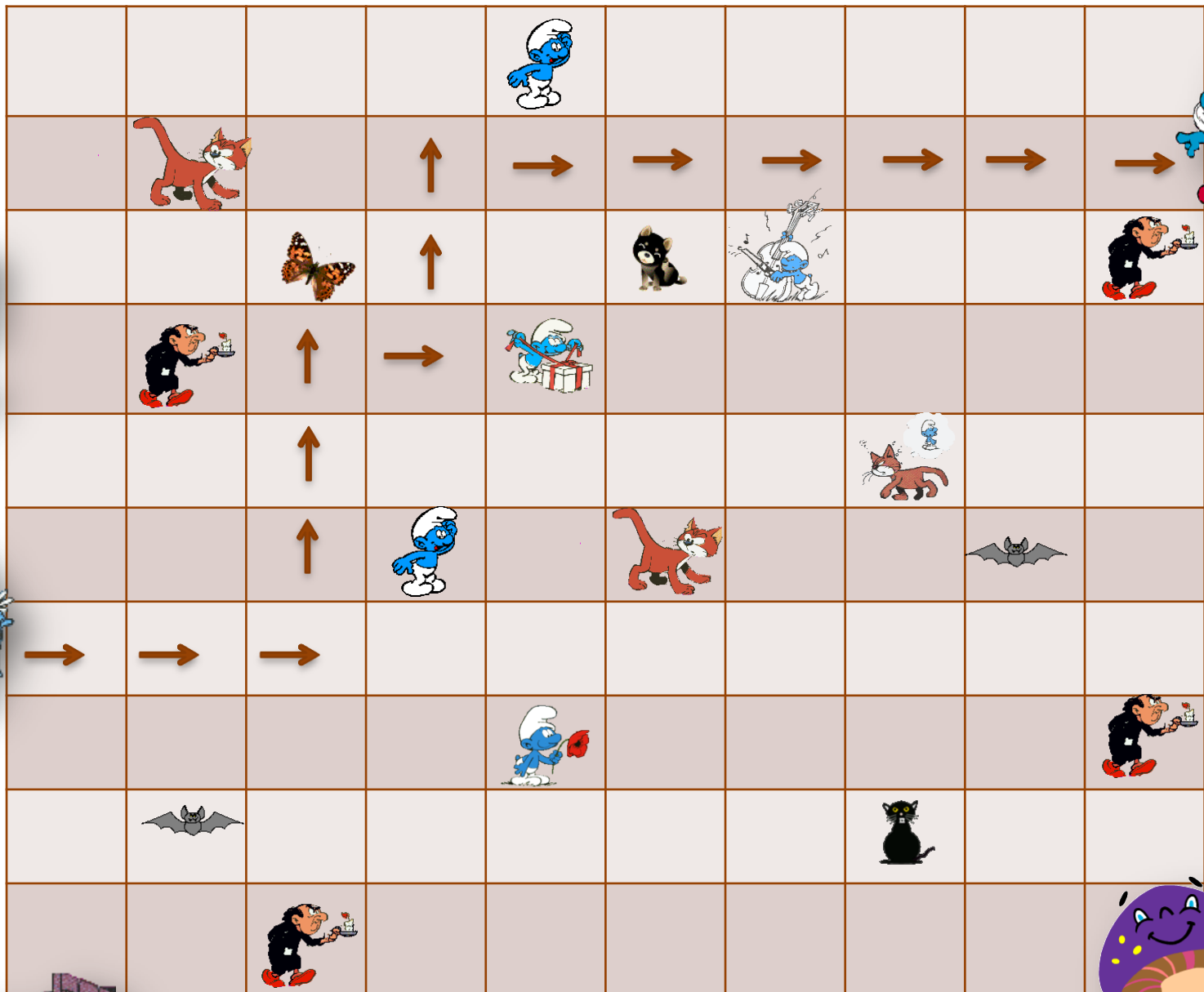
QUADRILLAGES 5



Consigne

Code le chemin indiqué par les flèches pour aider la Schroumpfette à retrouver le grand Schroumpf .

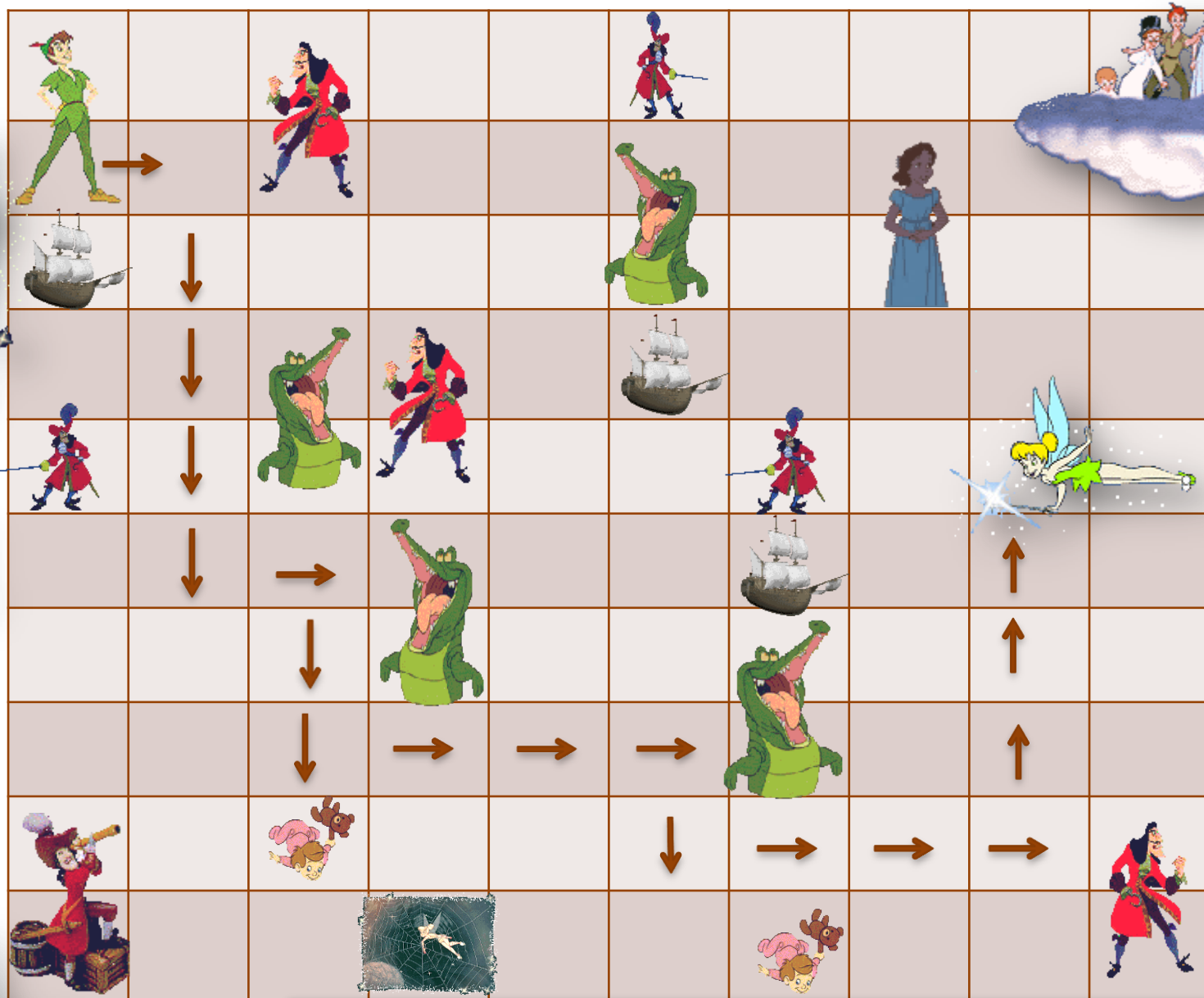
QUADRILLAGES 5



CORRECTION



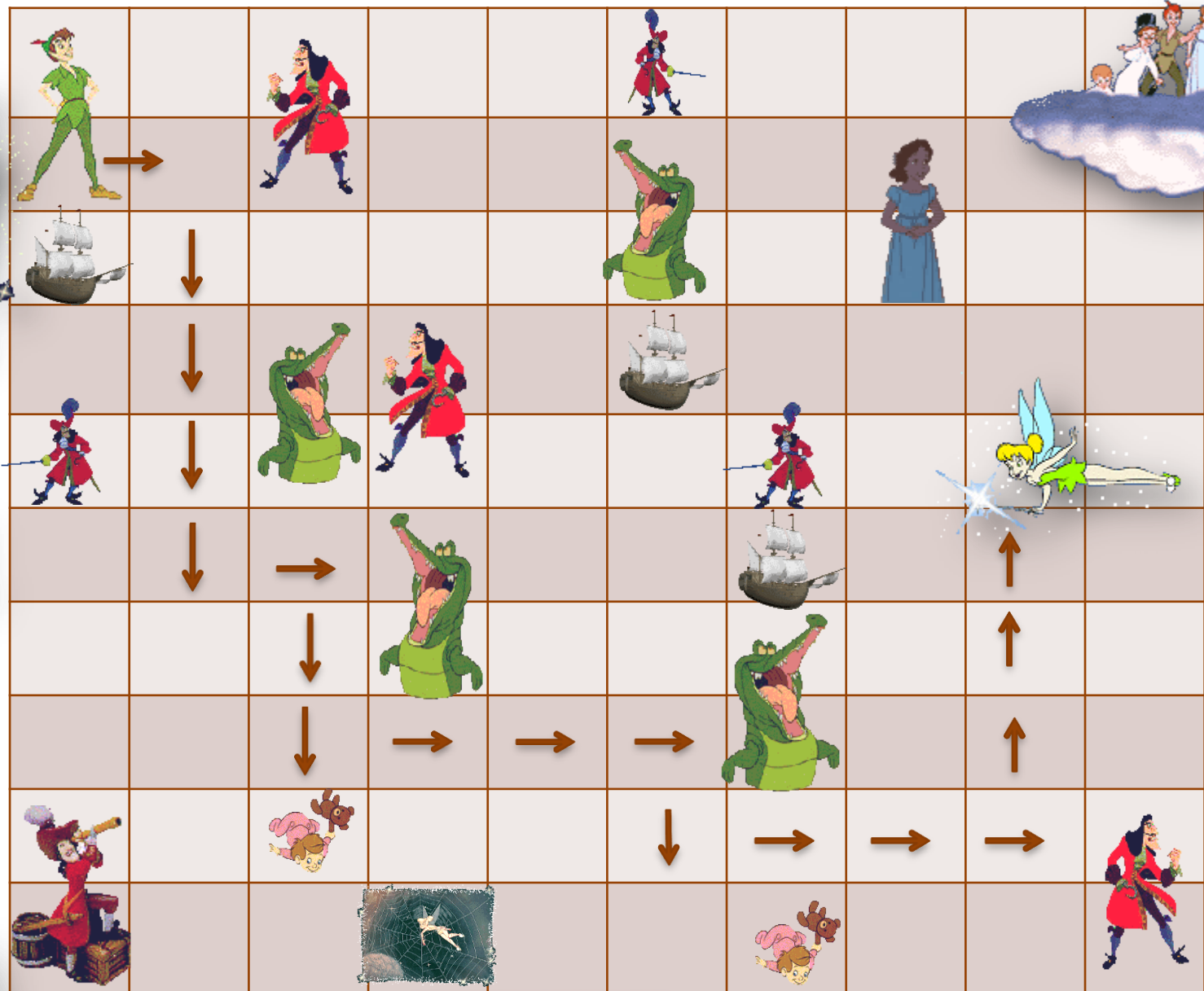
QUADRILLES 6



Consigne

Code le chemin indiqué par les flèches pour aider Peter Pan à retrouver la fée Clochette.

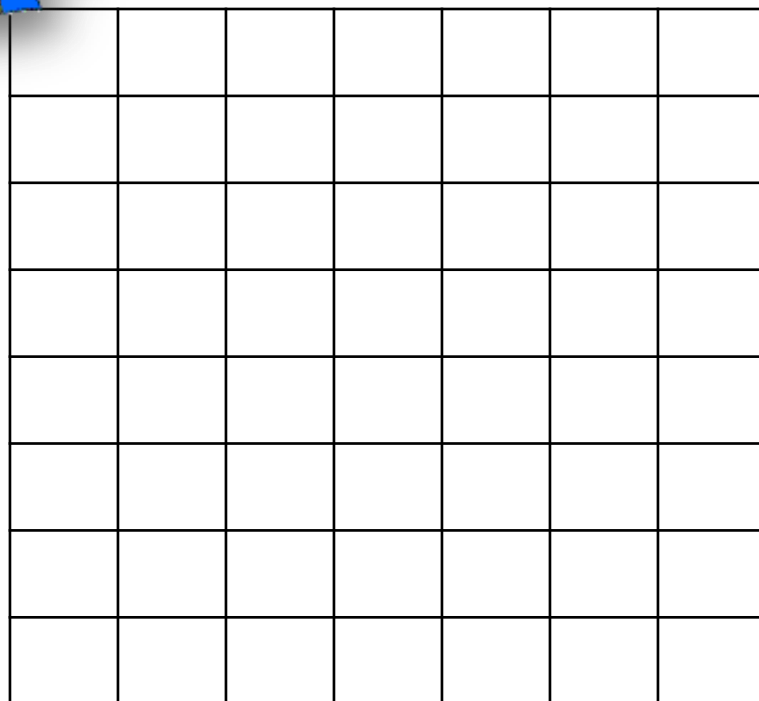
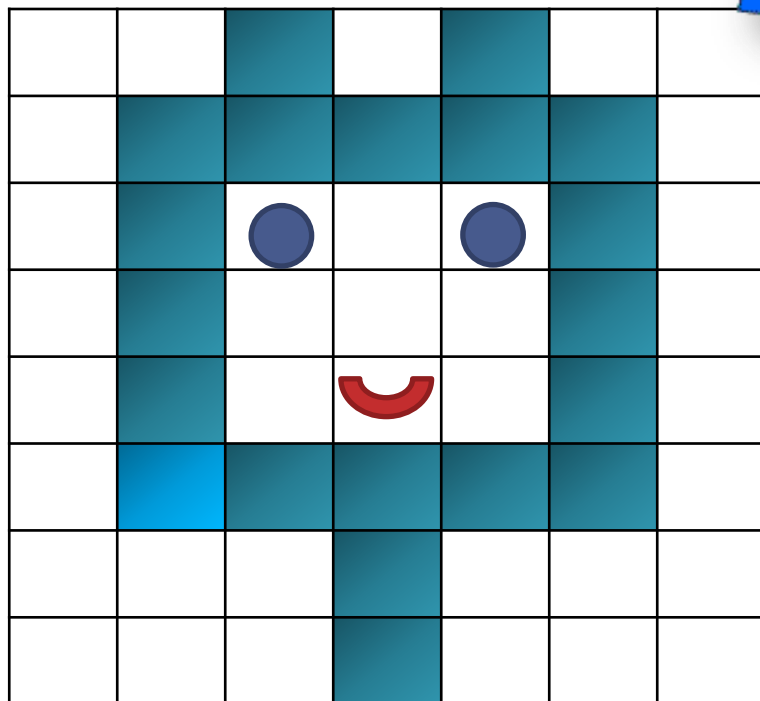
QUADRILLAGES 6



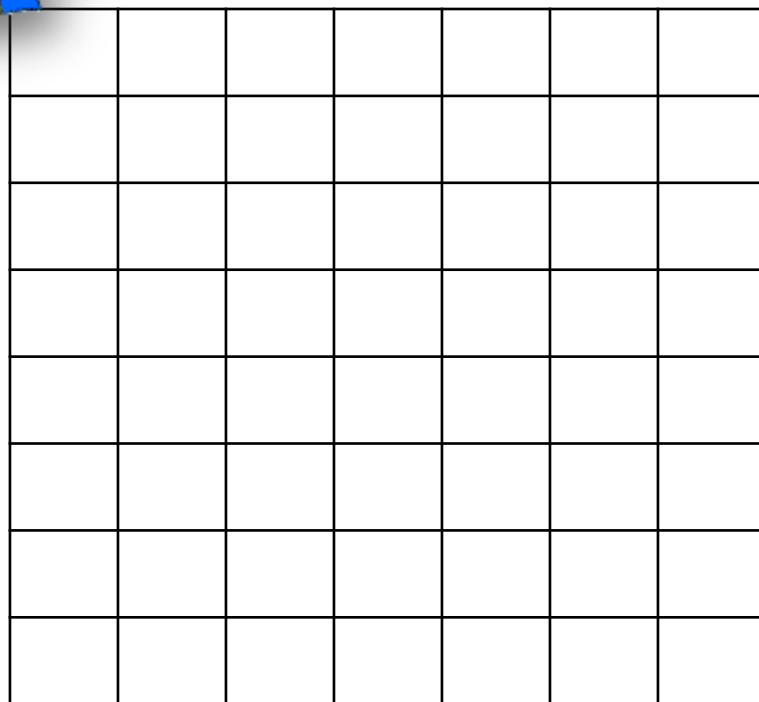
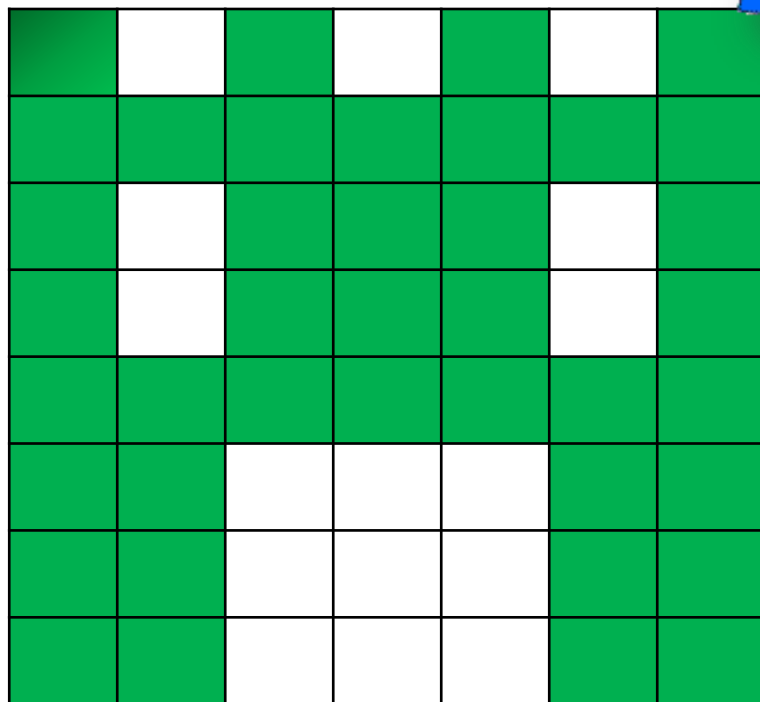
CORRECTION

1 → 4 ↓ 1 → 2 ↓ 3 → 1 ↓ 3 → 3 ↑

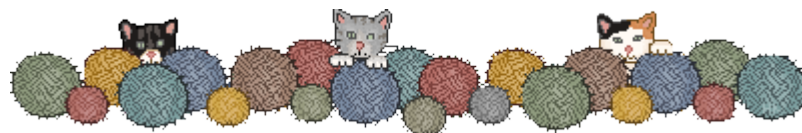
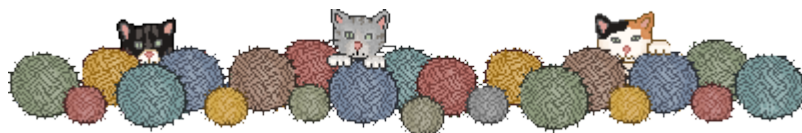
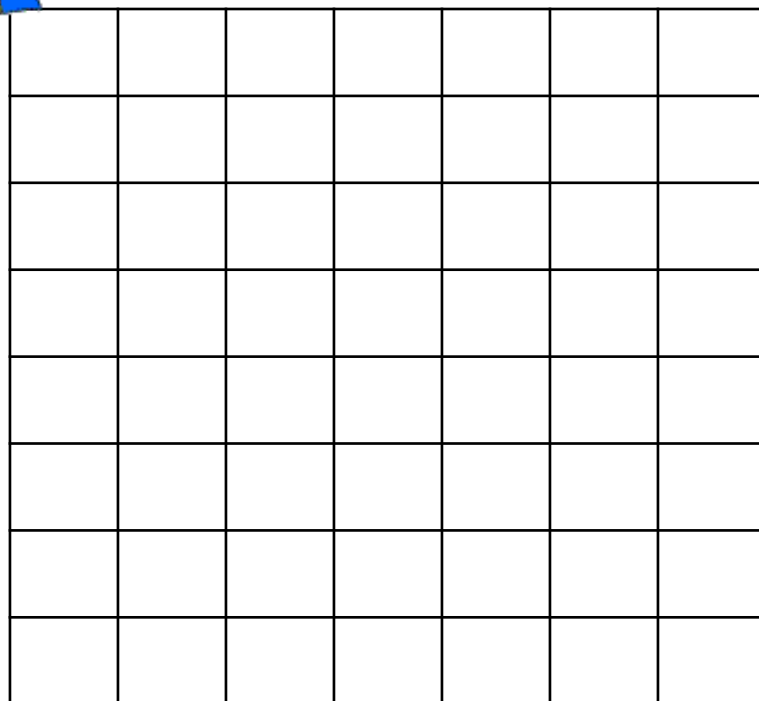
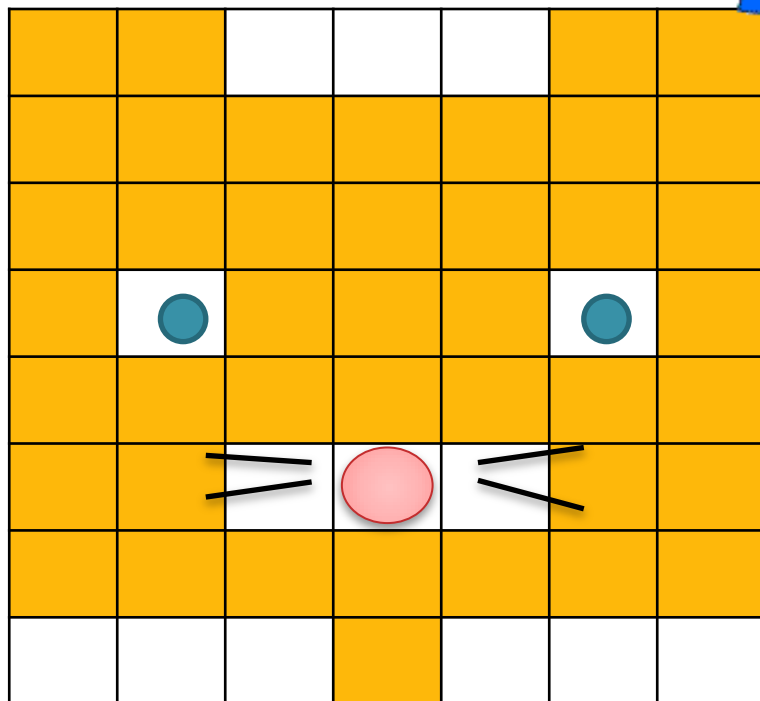
Observe la figure puis reproduis la .



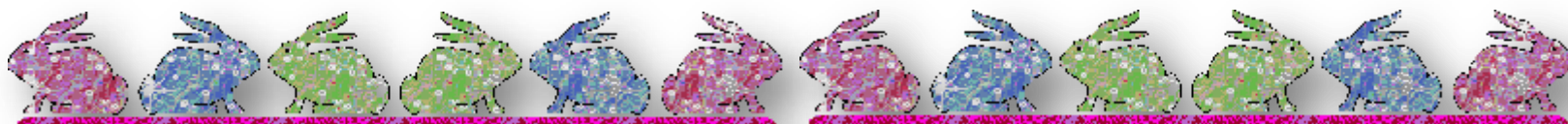
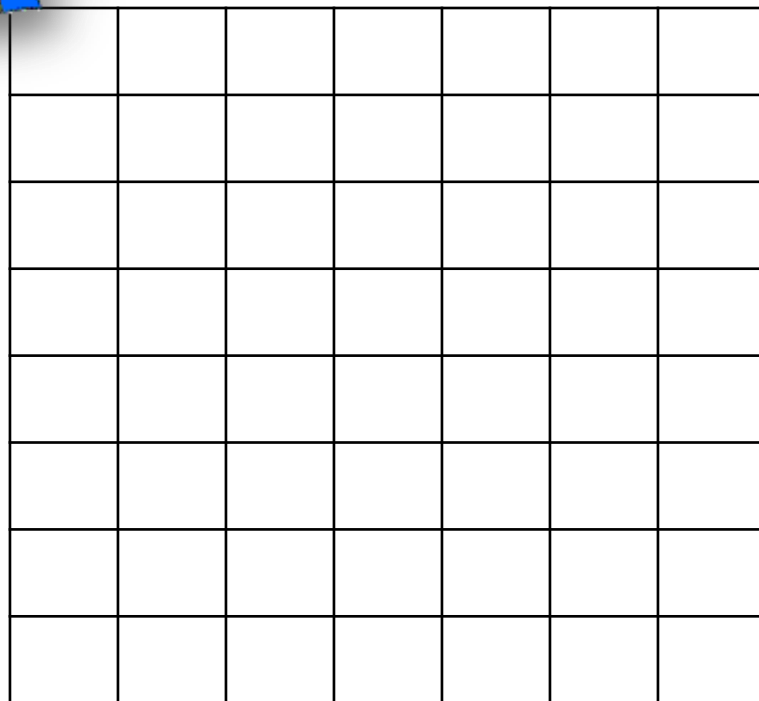
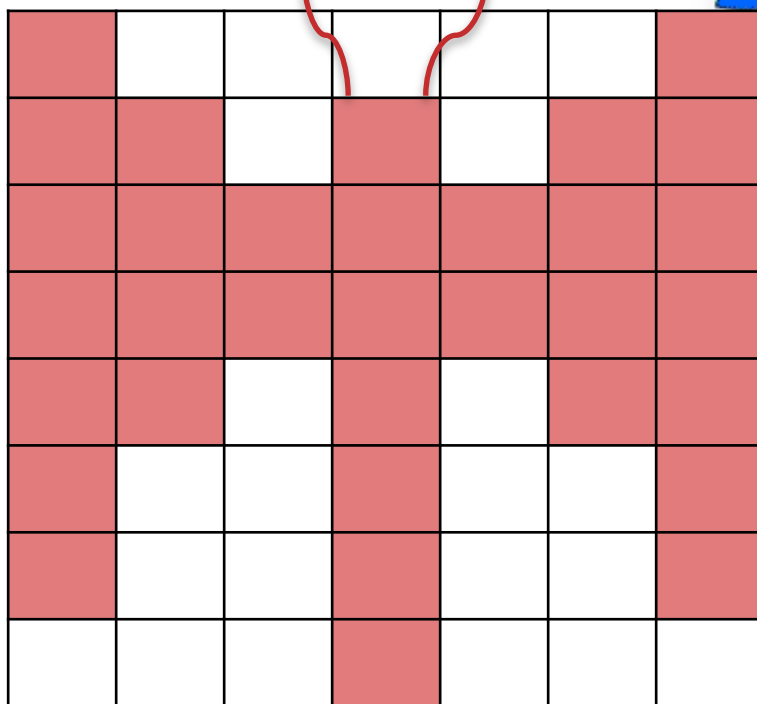
Observe la figure puis reproduis la .



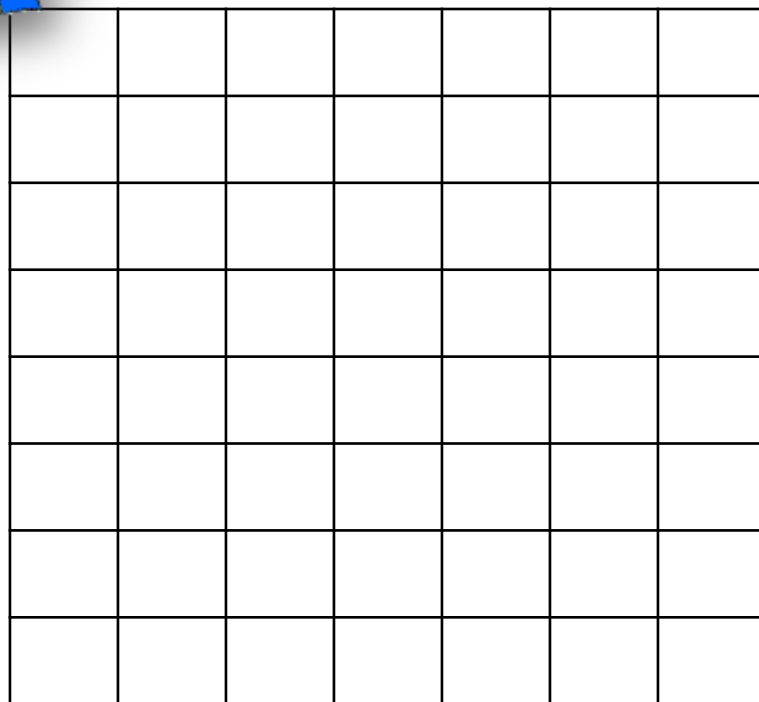
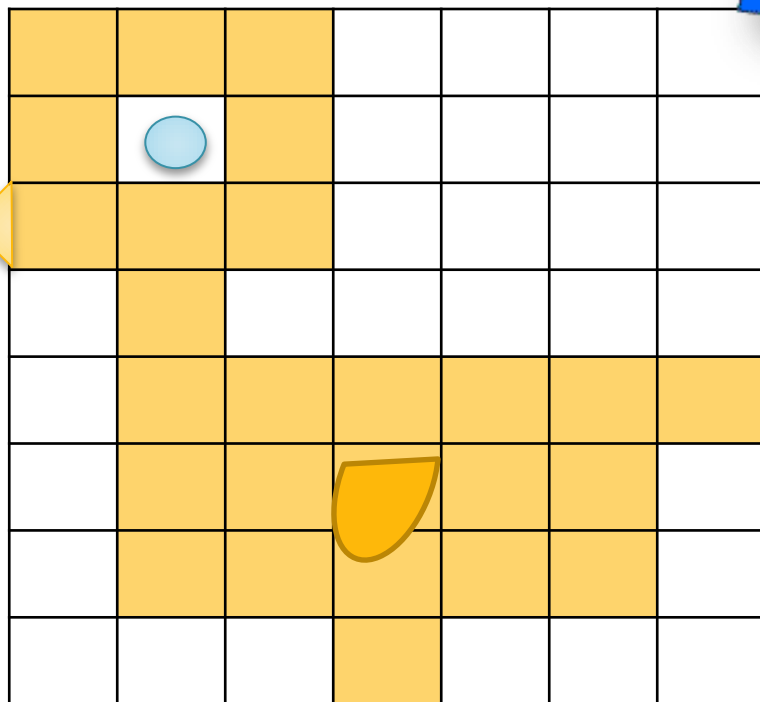
Observe la figure puis reproduis la .



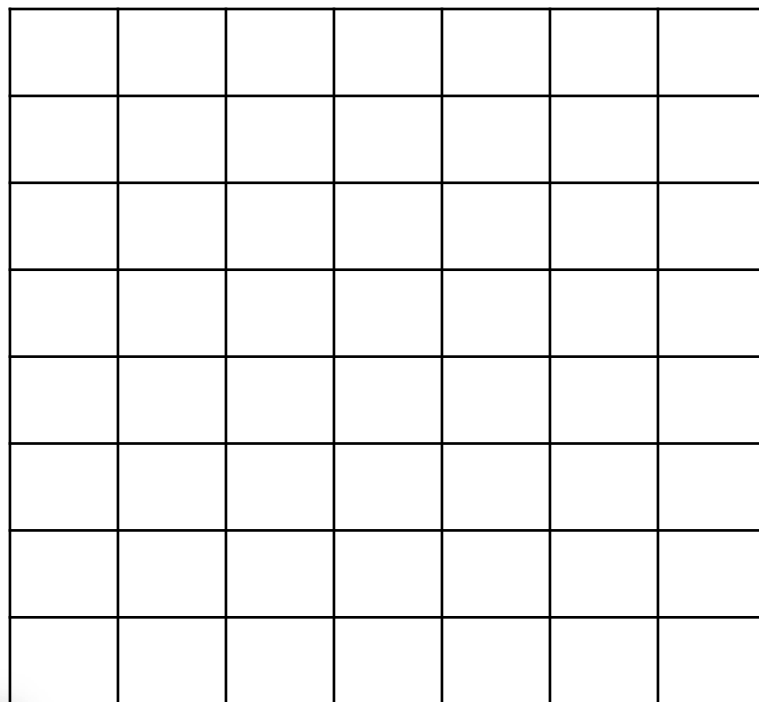
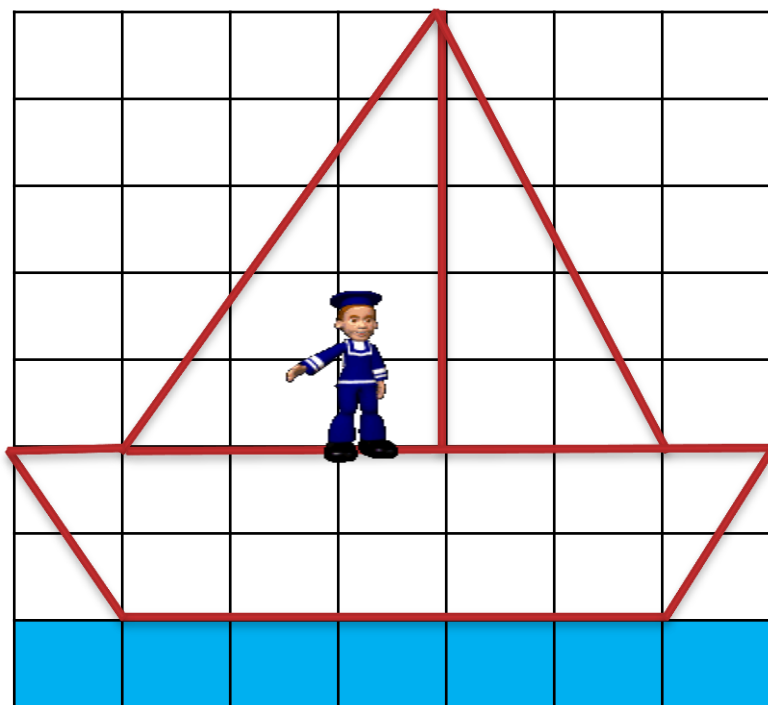
Observe la figure puis reproduis la .



Observe la figure puis reproduis la .

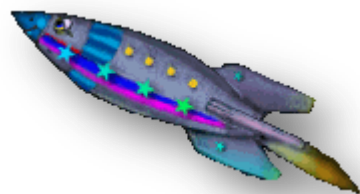
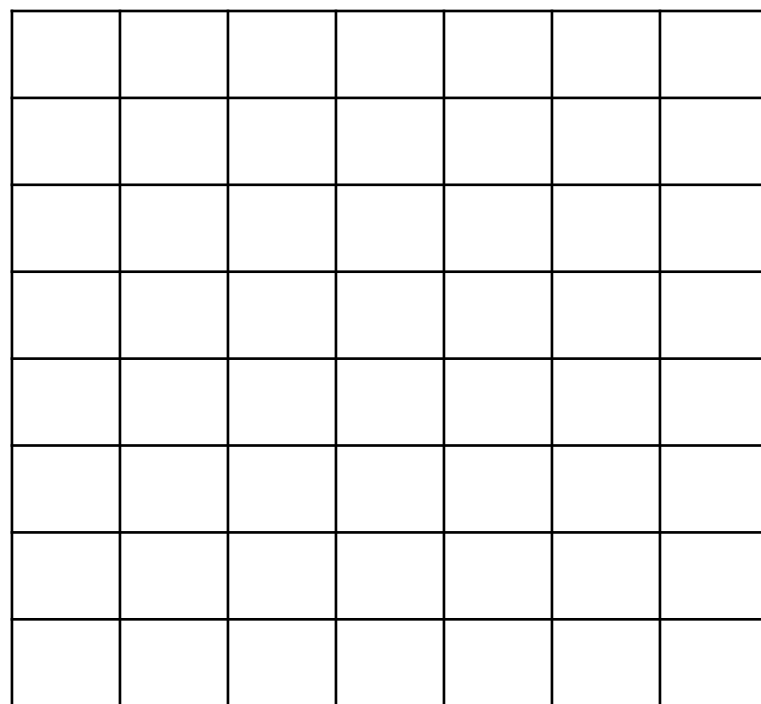
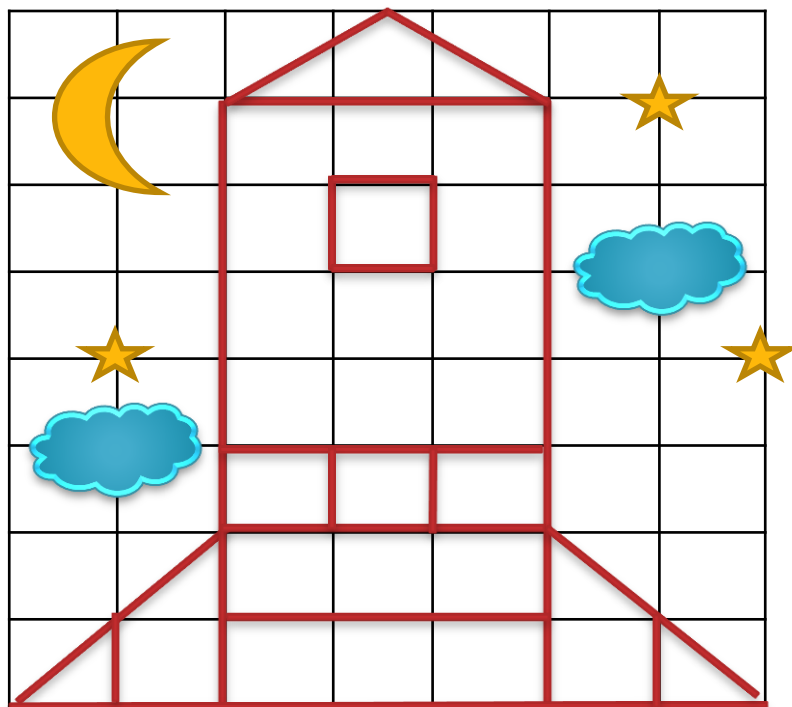


Observe la figure puis reproduis la . Compte bien les carreaux et marque les points .



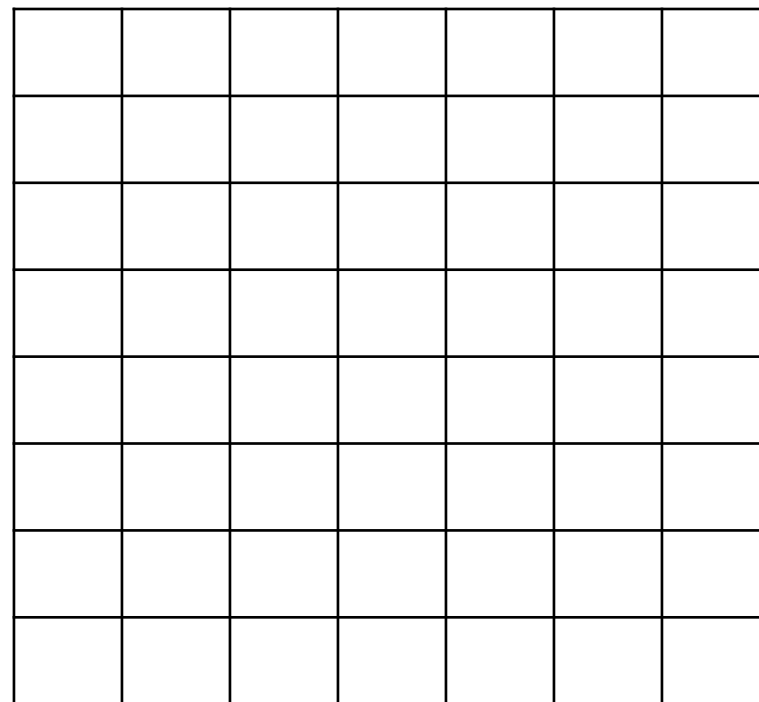
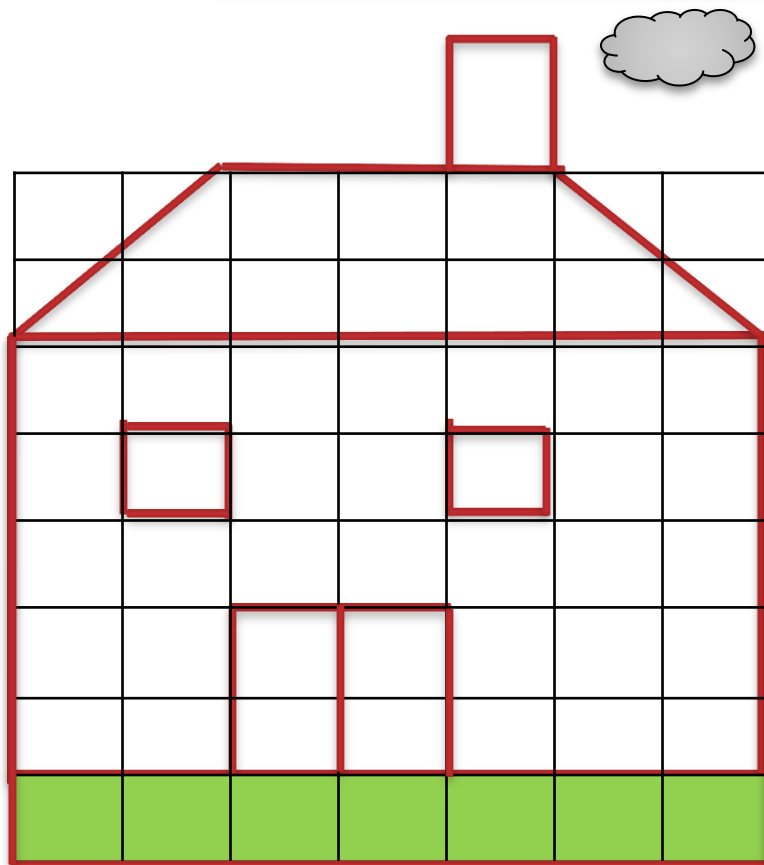


Observe la figure puis reproduis la .Compte bien les carreaux et marque les points .

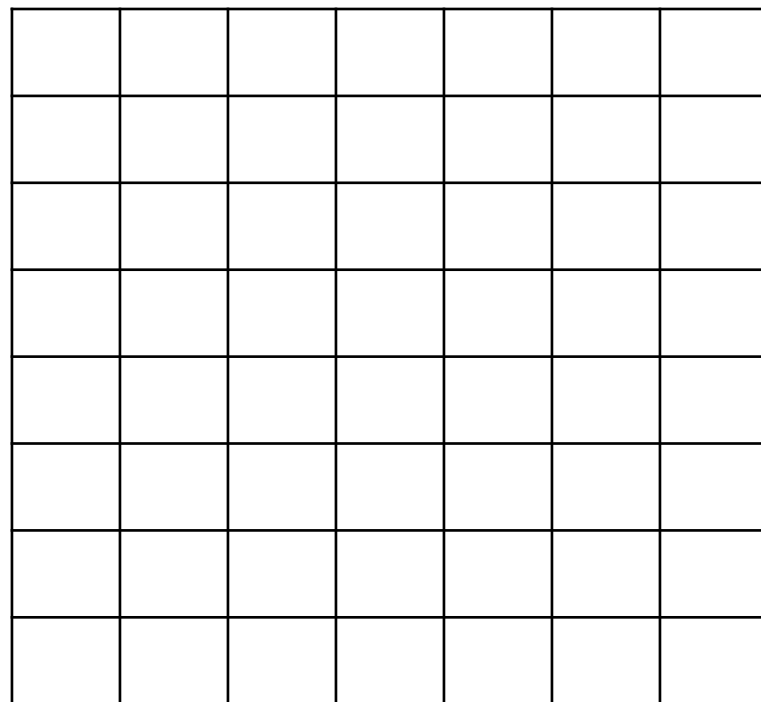
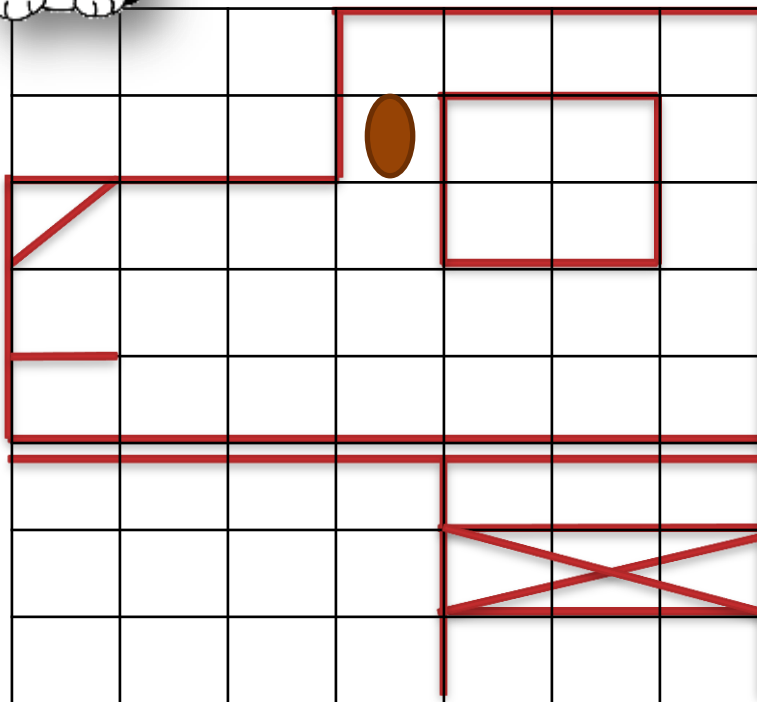


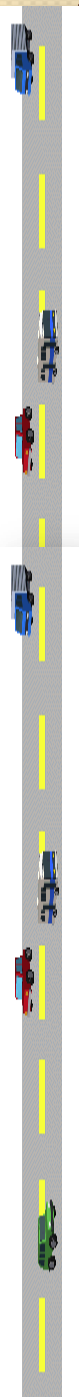


Observe la figure puis reproduis la .Compte bien les carreaux et marque les points .



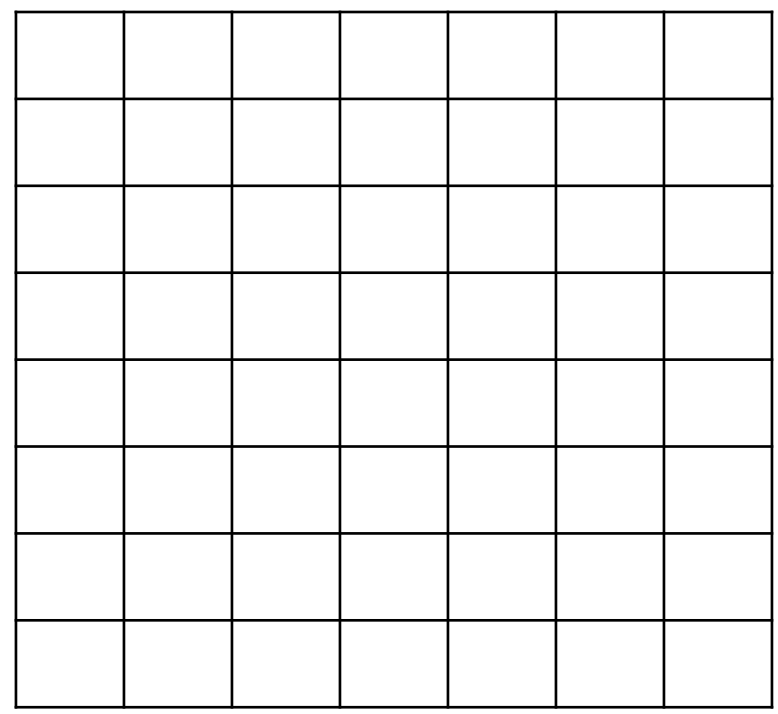
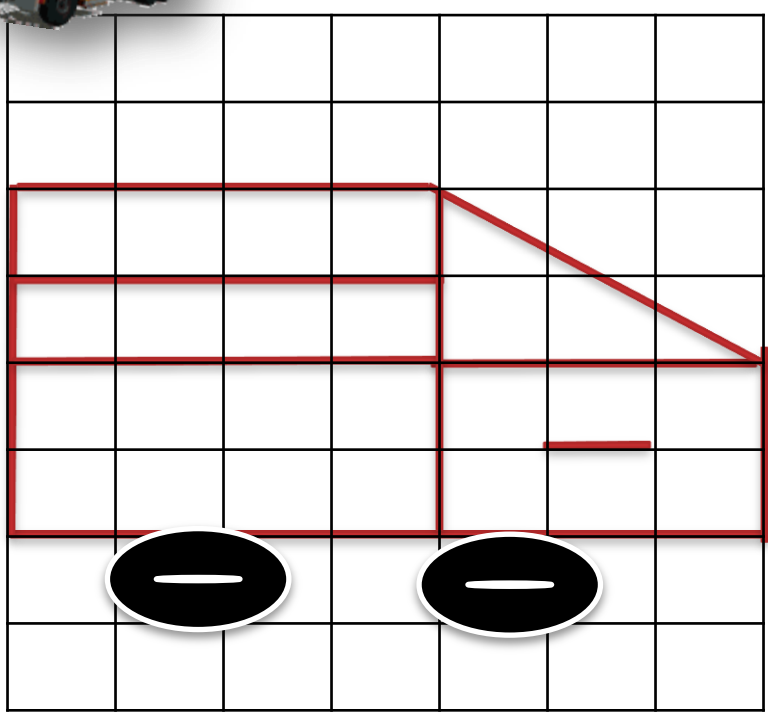
Observe la figure puis reproduis la . Compte bien les carreaux et marque les points .



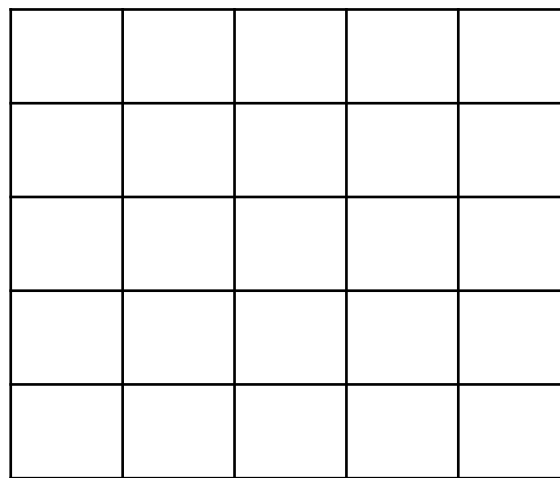
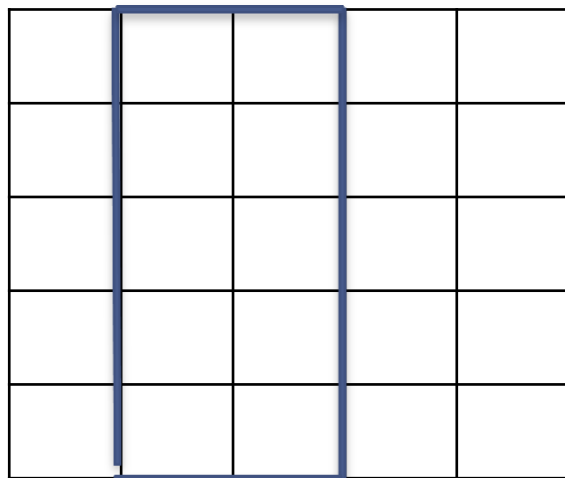
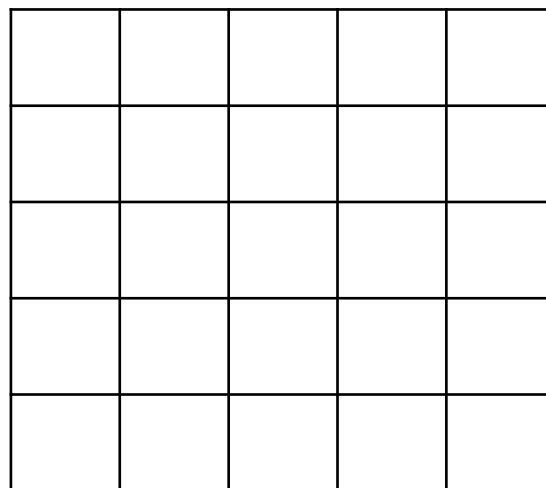
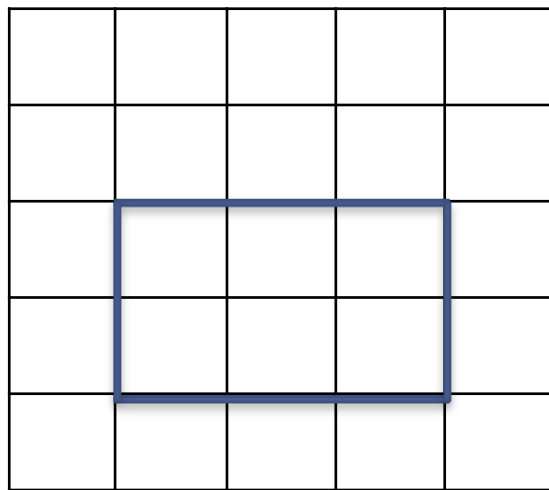


QUADRILLAGES 16

Observe la figure puis reproduis la . Compte bien les carreaux et marque les points .

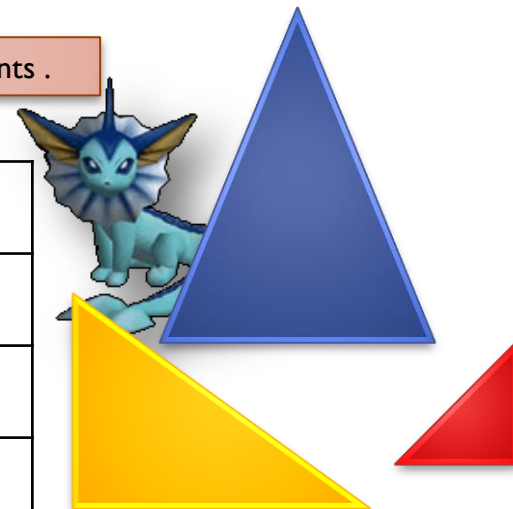
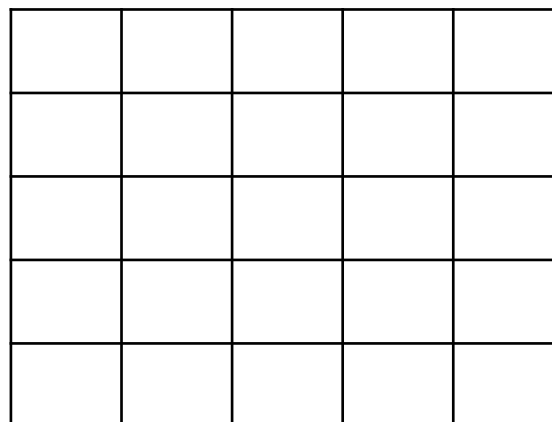
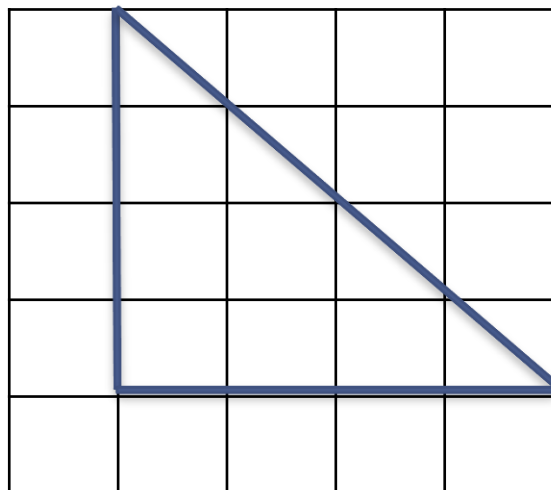
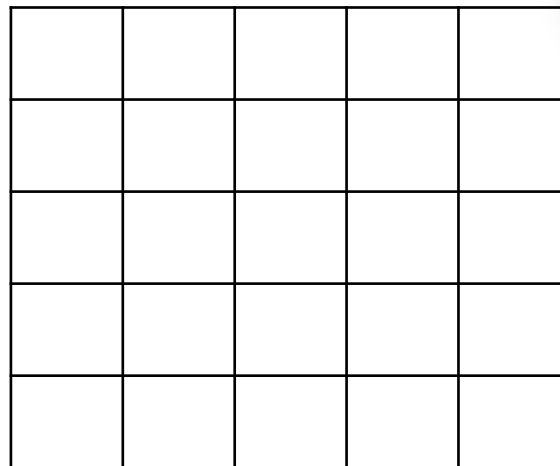
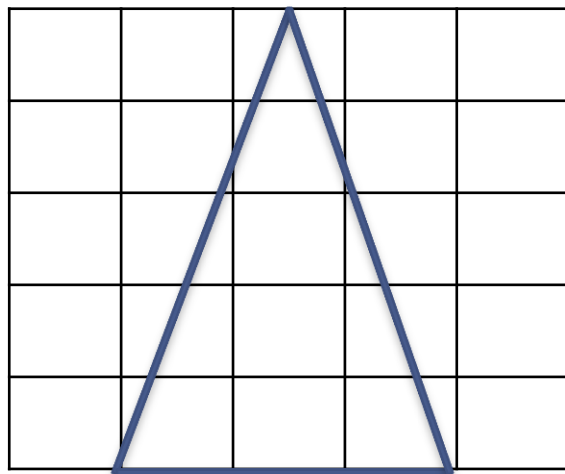


Observe la figure puis reproduis la .Compte bien les carreaux et marque les points .



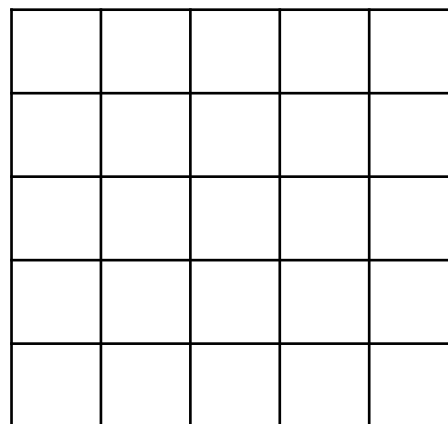
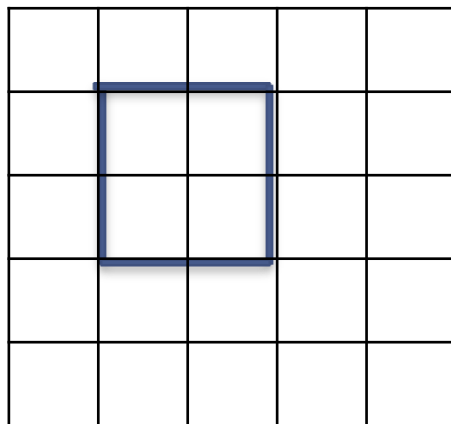
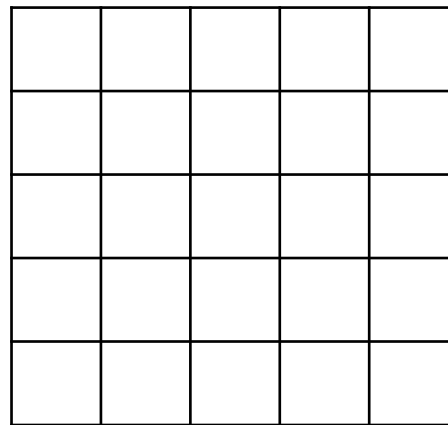
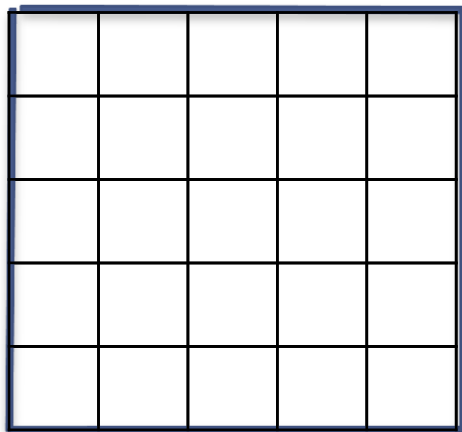
RECTANGLES

Observe la figure puis reproduis la .Compte bien les carreaux et marque les points .



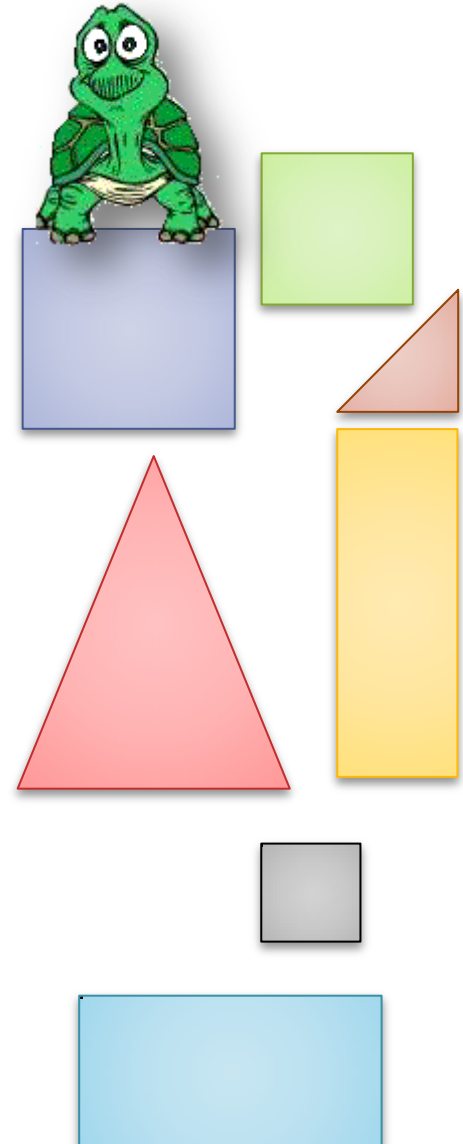
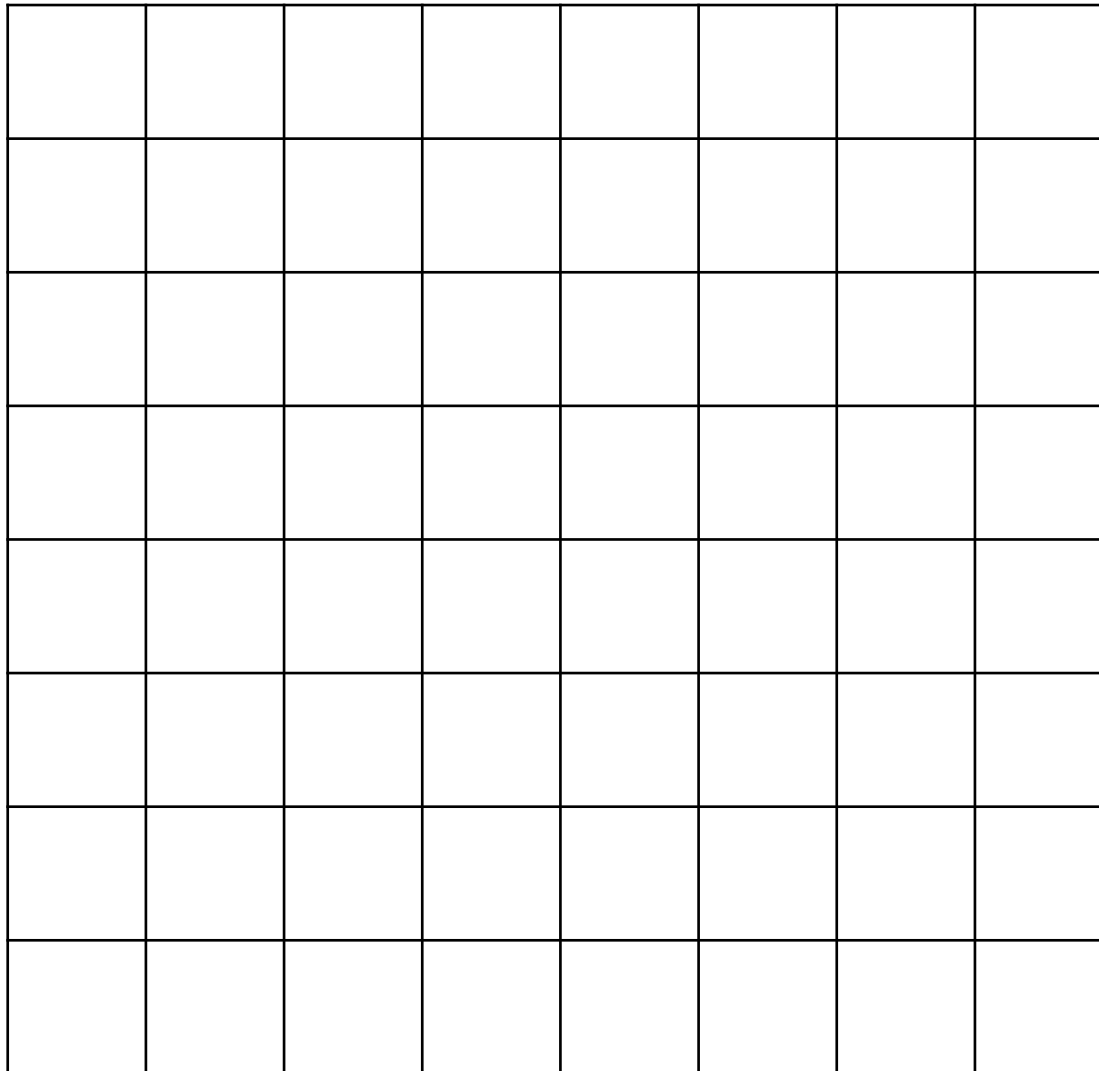
TRIANGLES

Observe la figure puis reproduis la .Compte bien les carreaux et marque les points .

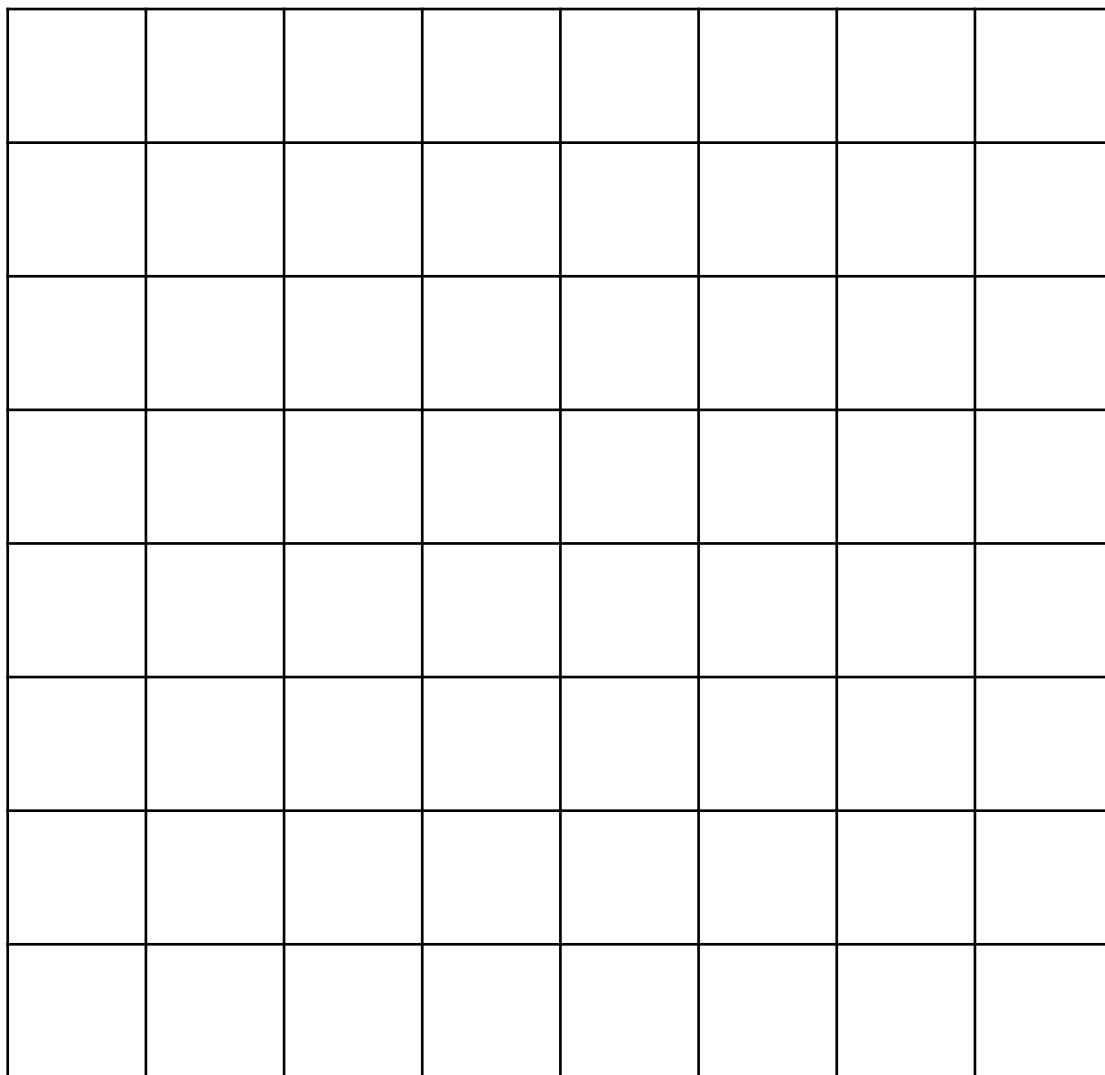


CARRES

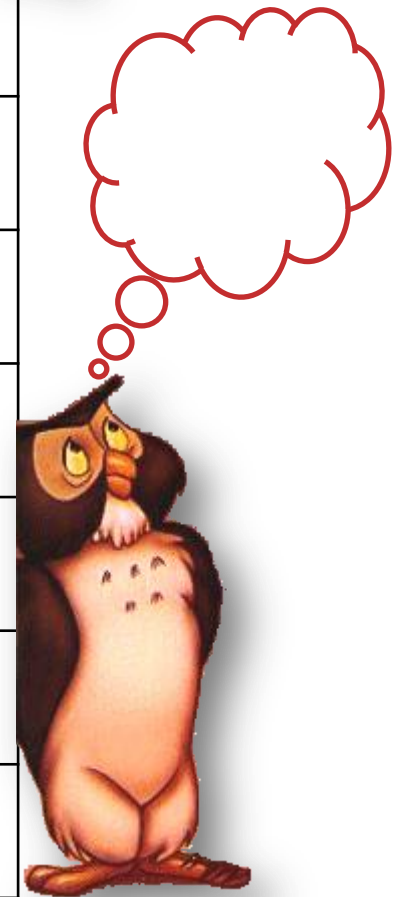
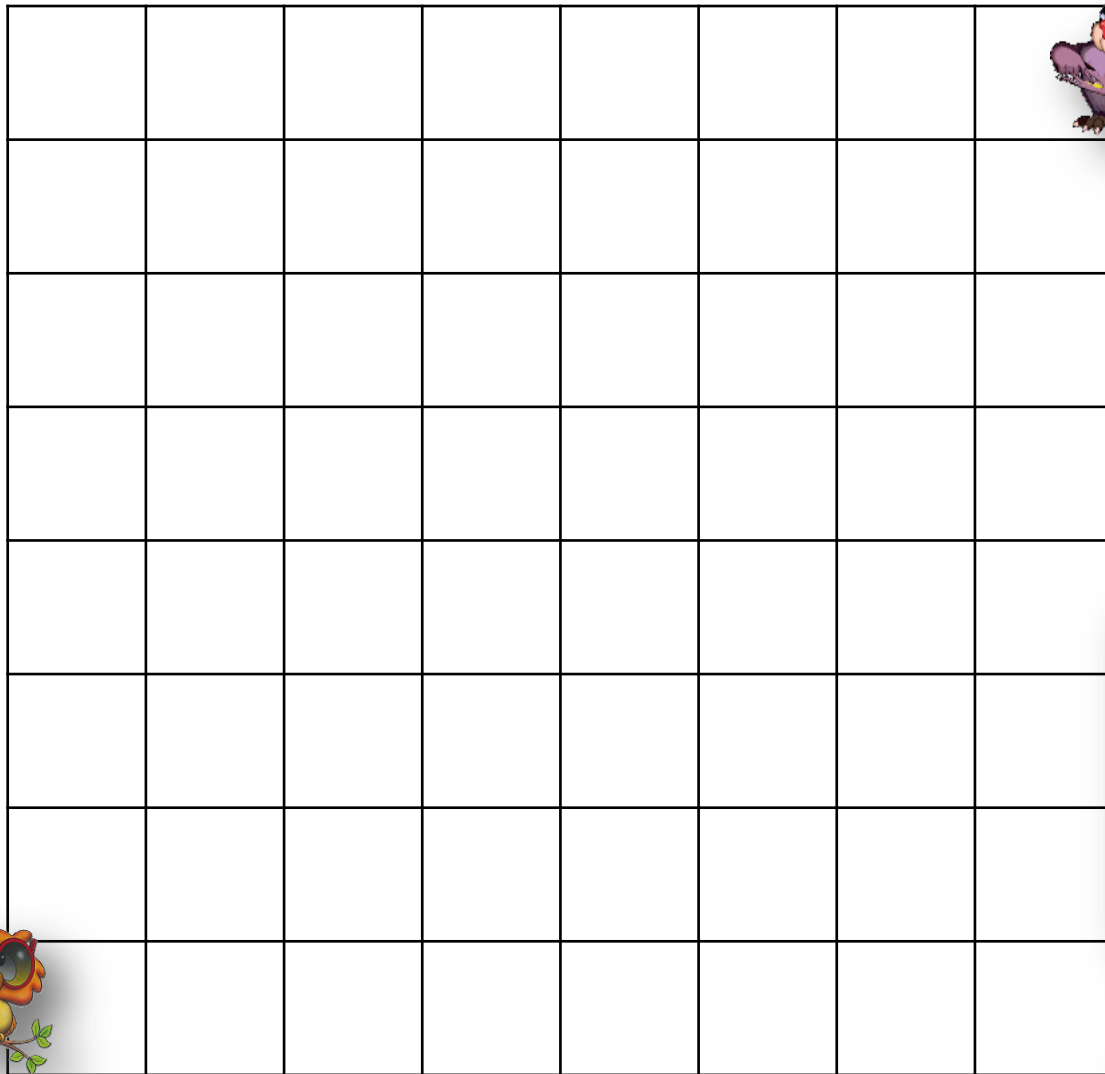
Dessine un rectangle , un triangle et un carré sur le quadrillage .



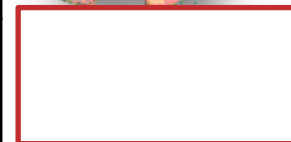
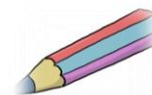
Invente une figure sur le quadrillage et demande à un autre élève de la reproduire .



Invente une parcours sur le quadrillage et demande à un autre élève de le coder ou invente un code et demande à un autre élève de dessiner le parcours. .



Invente la consigne .



QUADRILLAGES

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