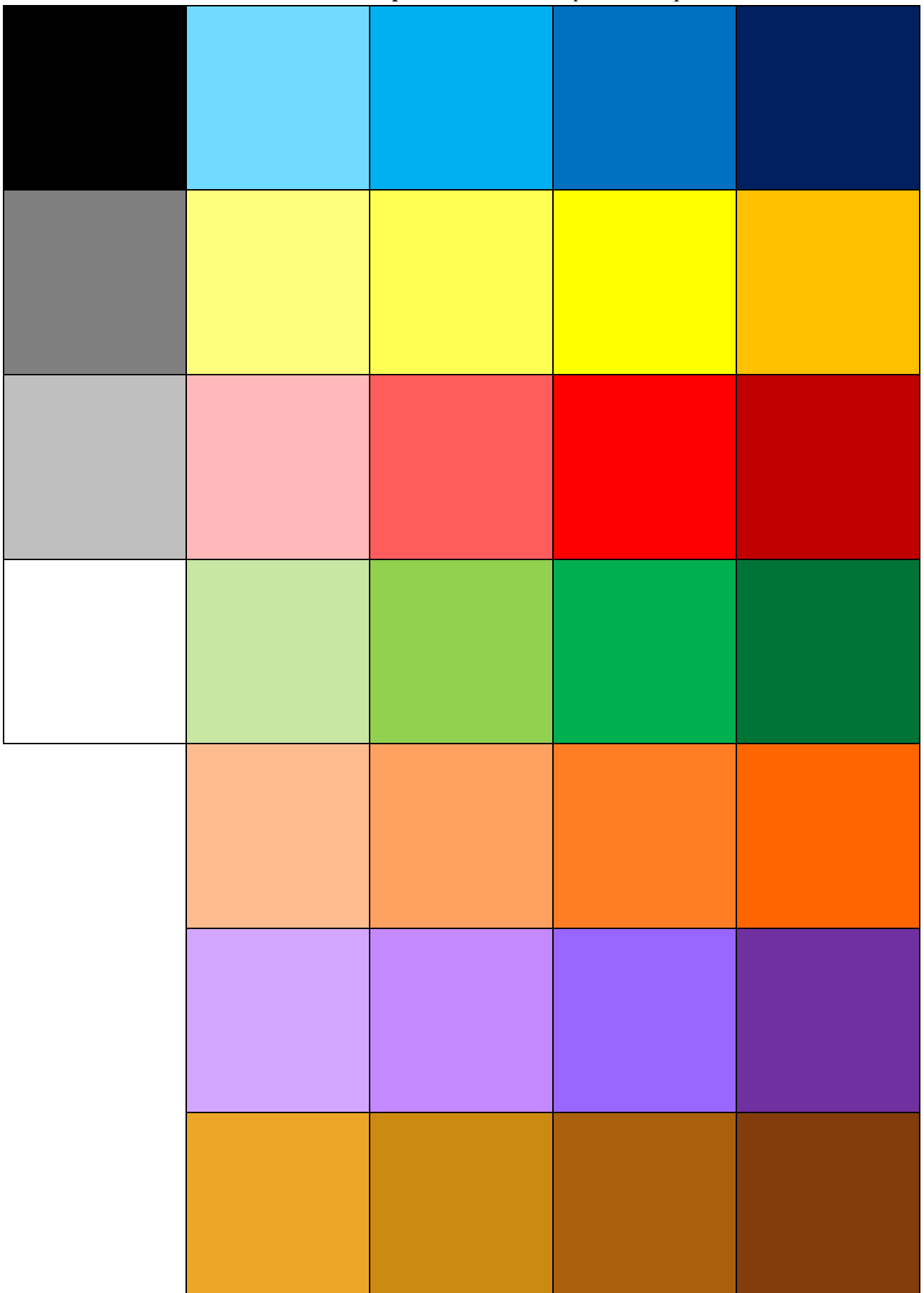


C2- Classer par couleurs et nuances

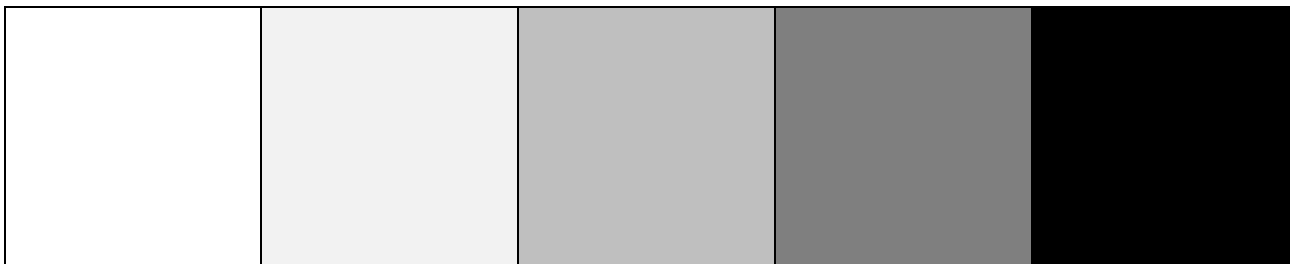
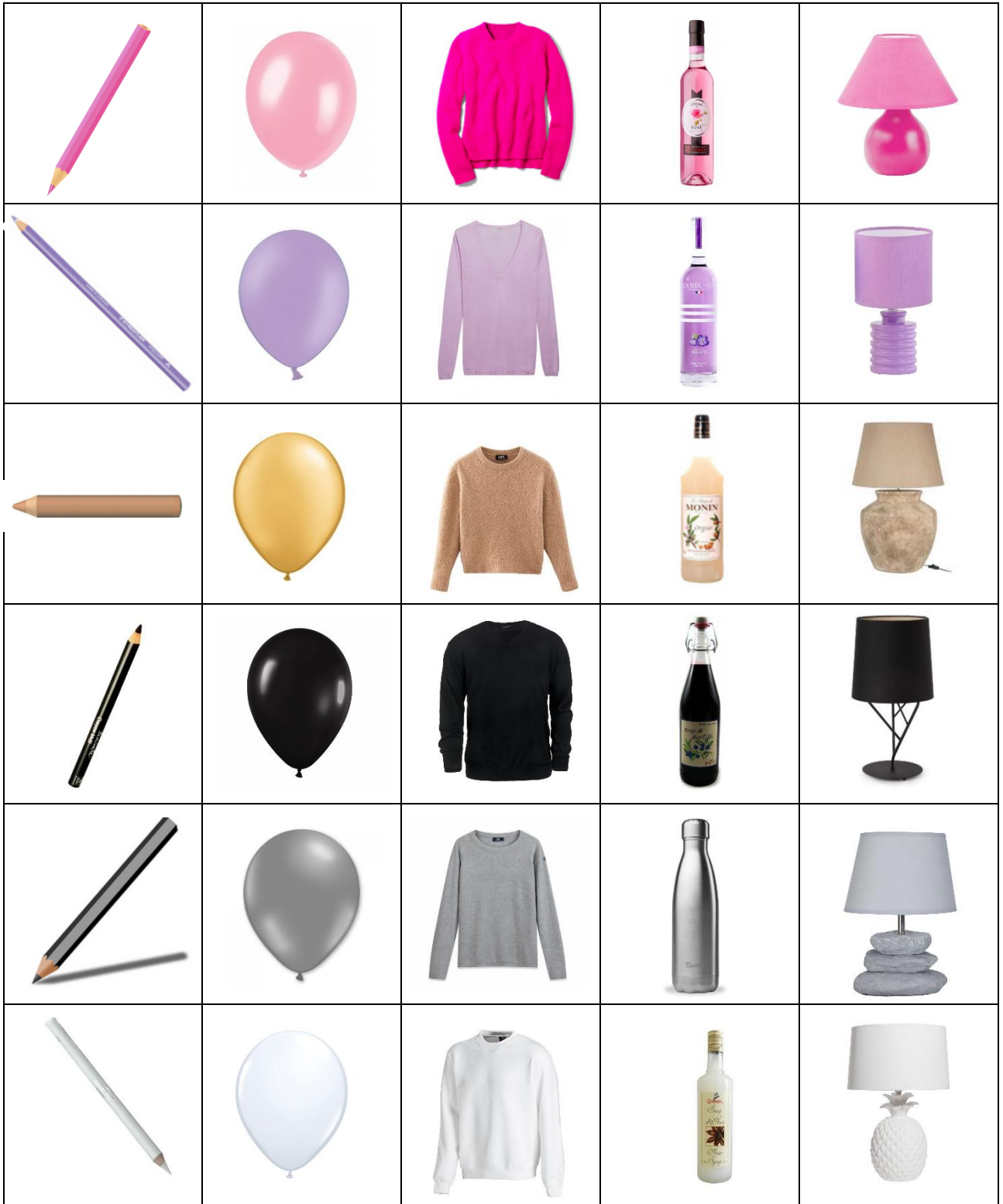
*Assembler les carrés **par nuances** avec de petits élastiques*



C2- Classer des objets par couleurs

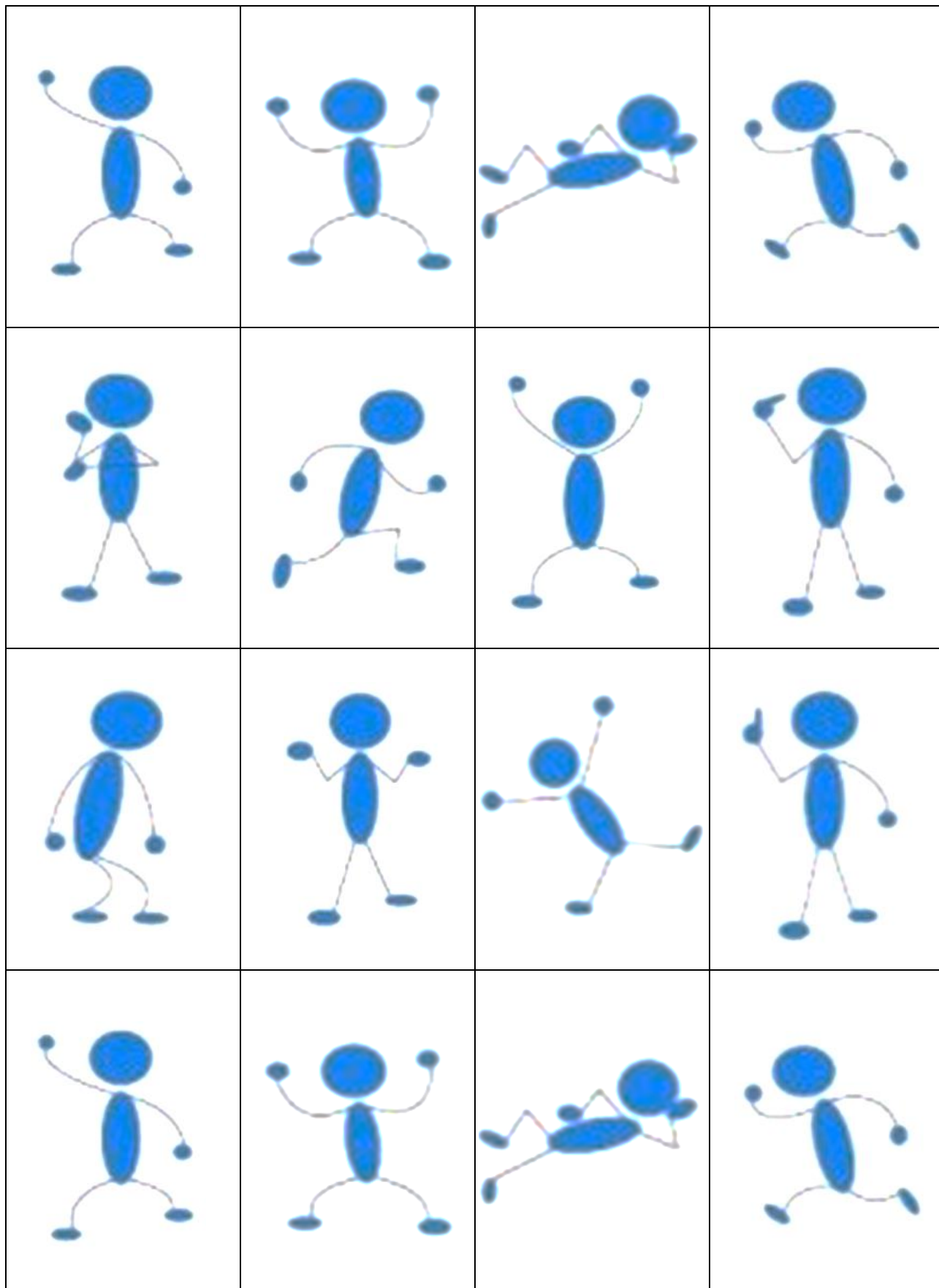
Assembler les carrés par sujet avec de petits élastiques

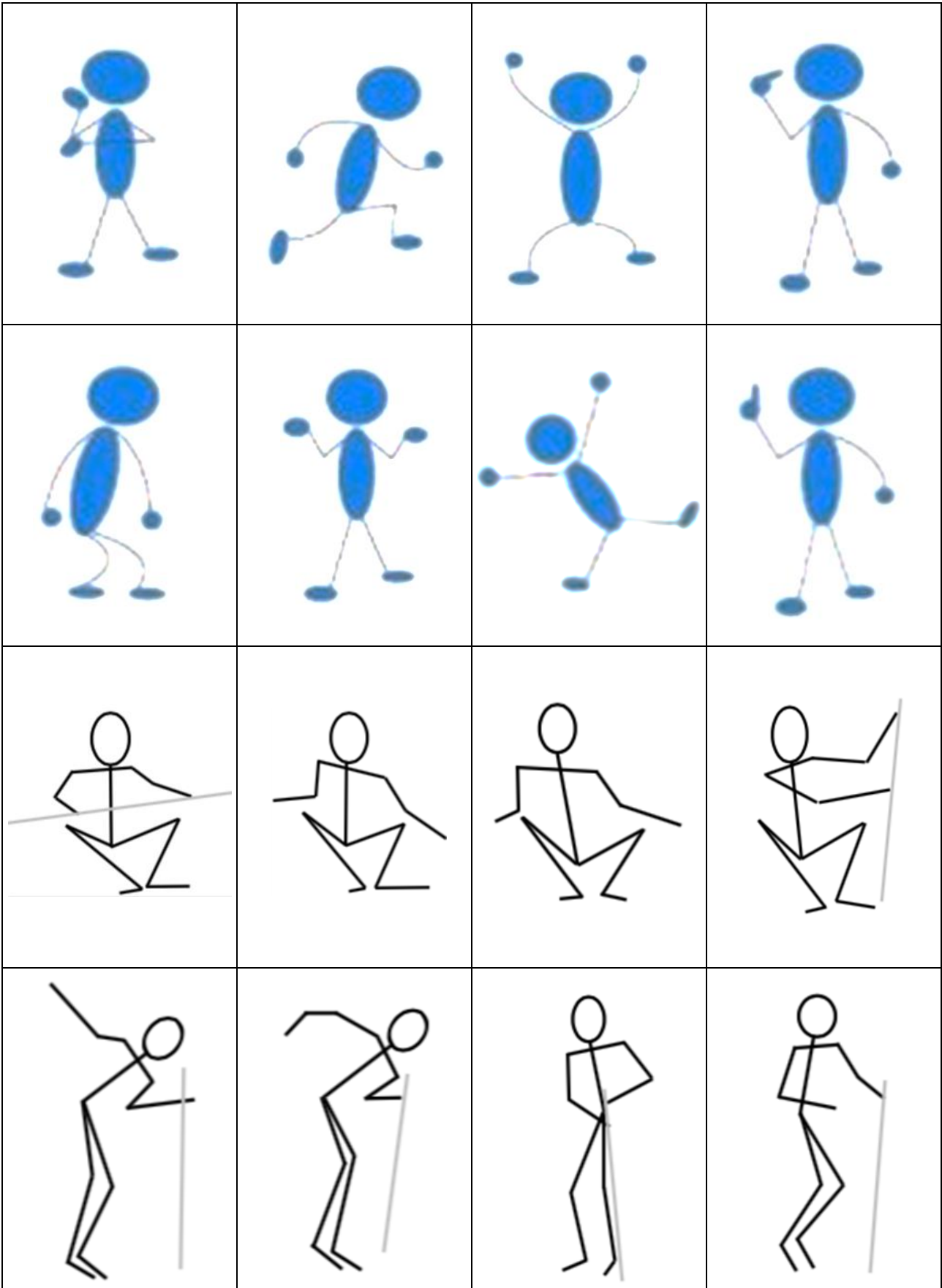


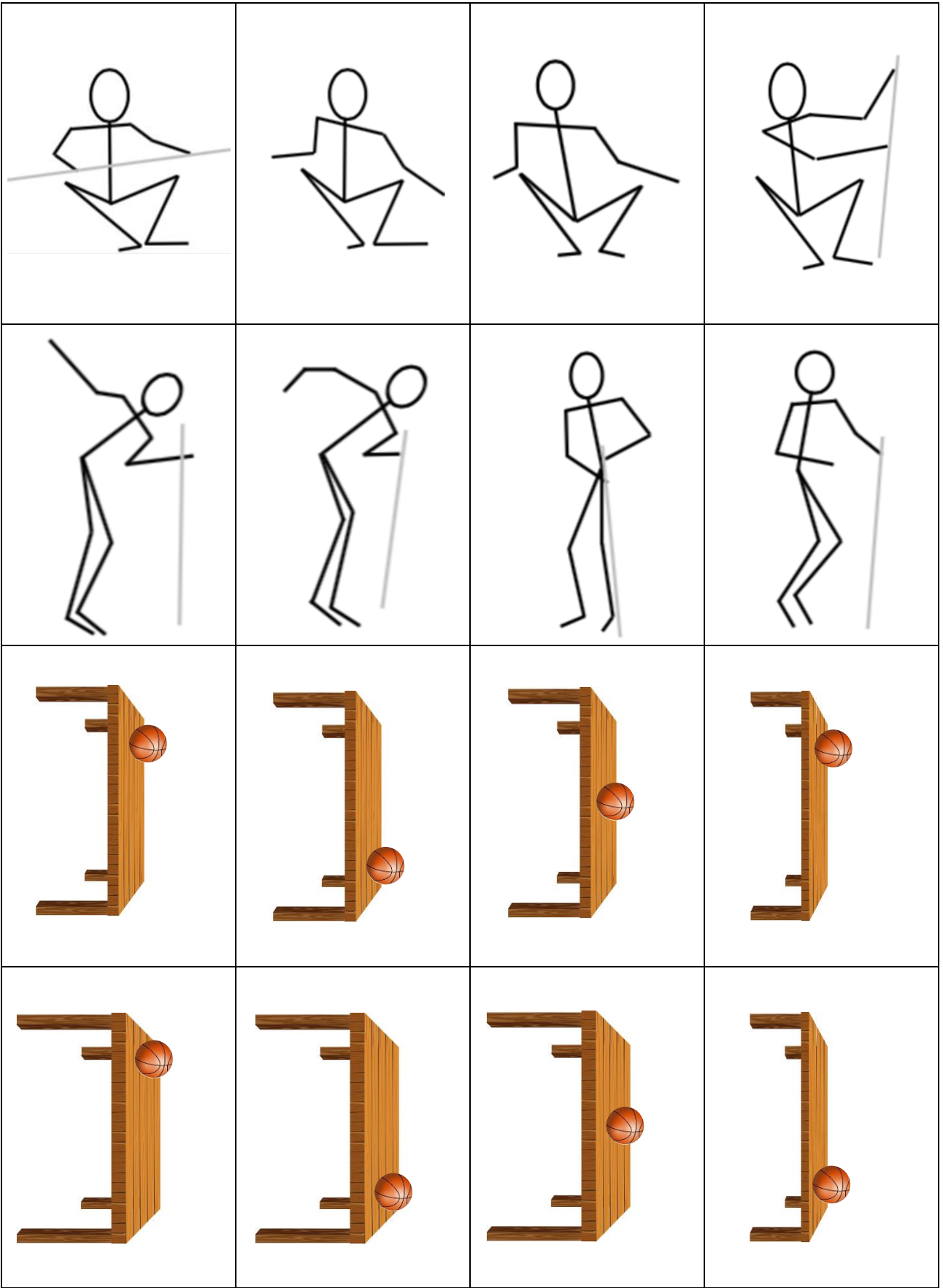


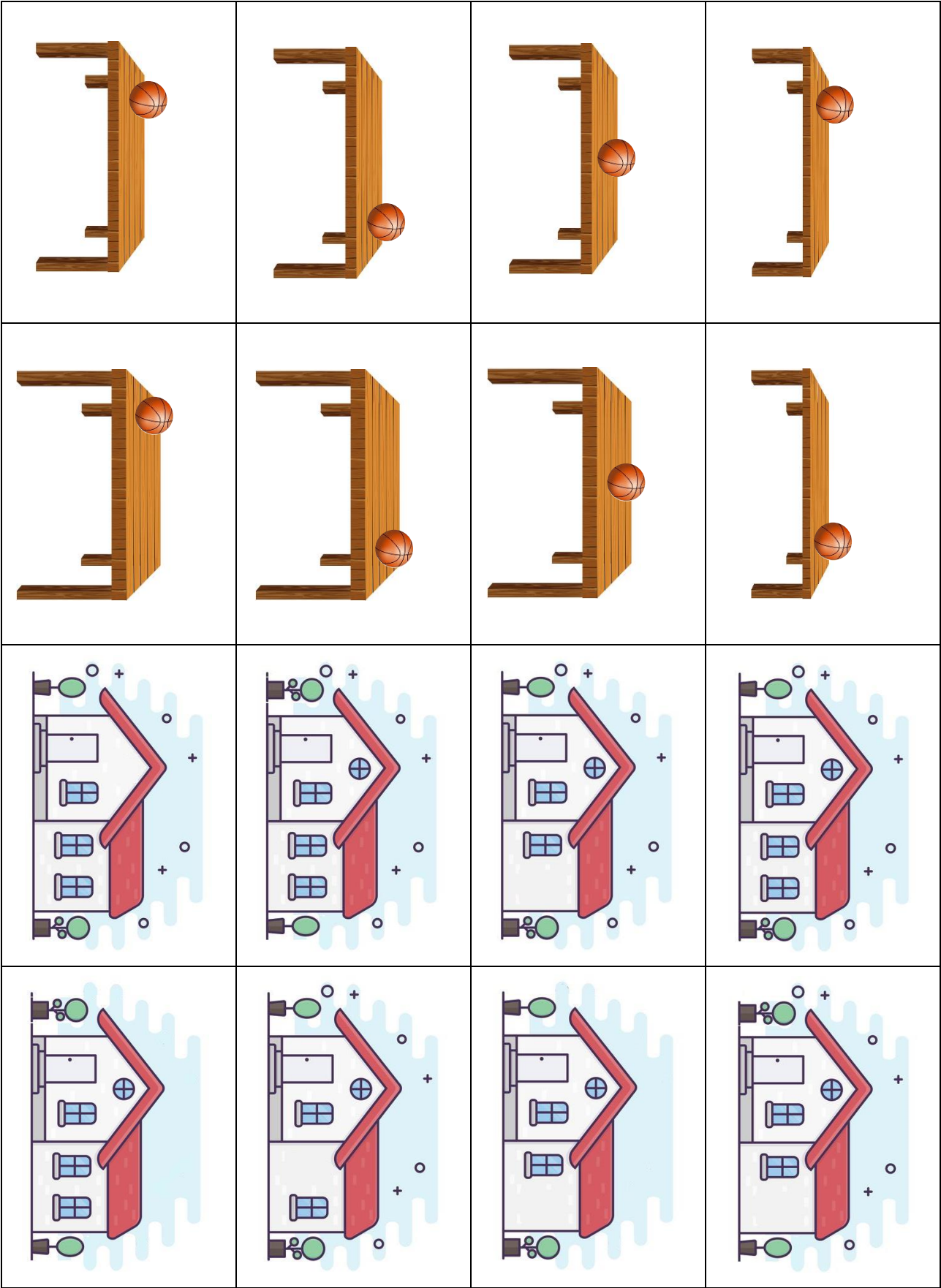
D1- Assembler des paires

Découper les cases et assembler par séries avec de petits élastiques





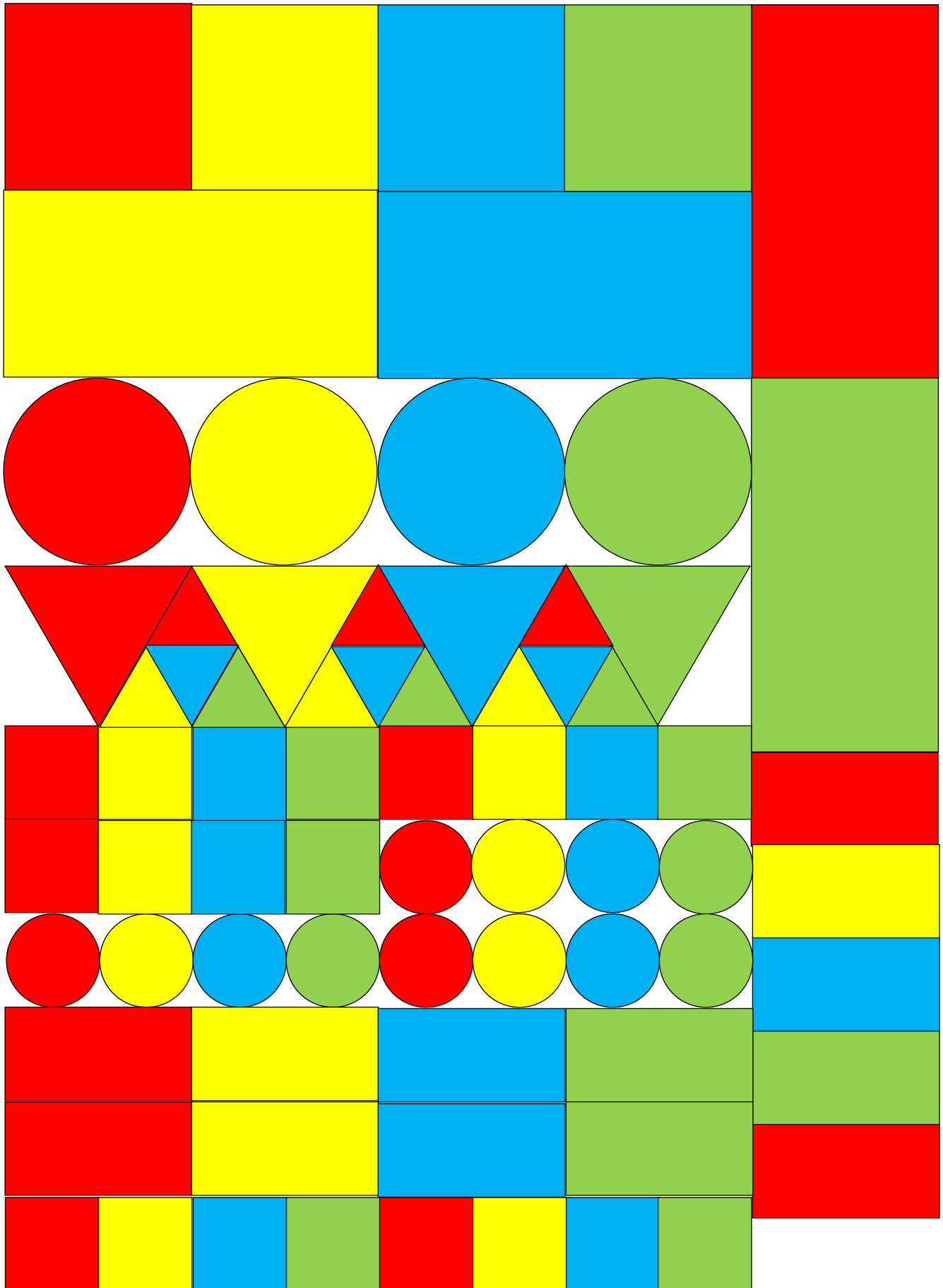






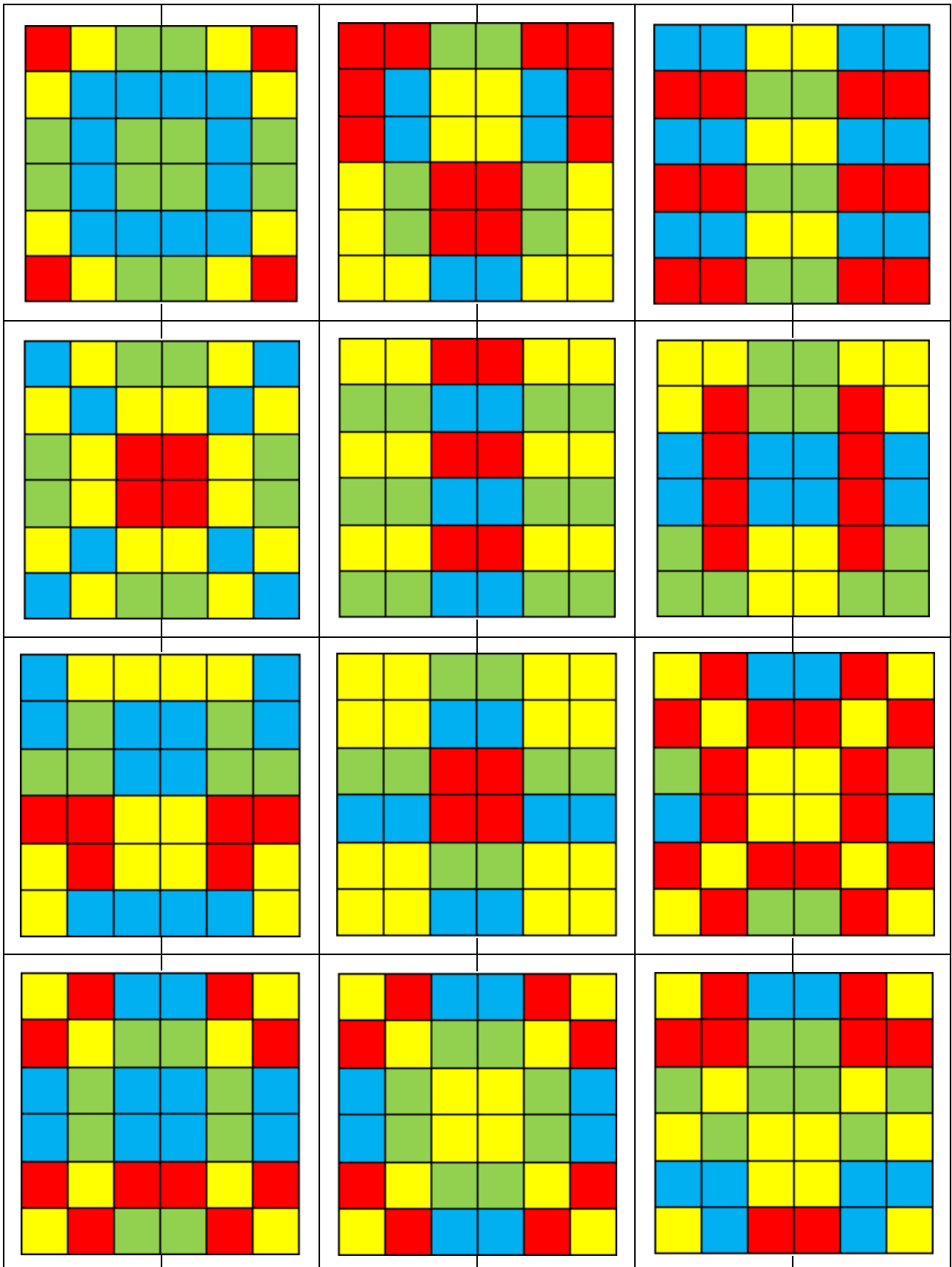
D9- Formes à empiler ou à enchaîner

Découper et assembler par formes (mettre les petites dans de petits rectangles de papier pliés en 2 et repliés sur les bords en guise d'enveloppes)



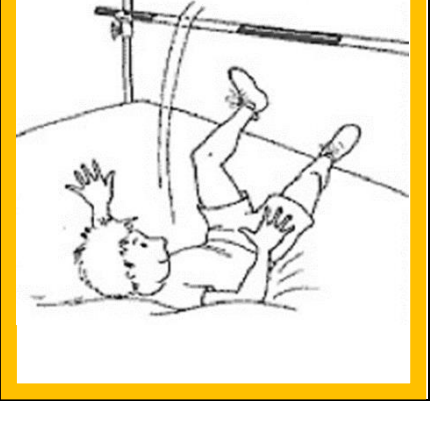
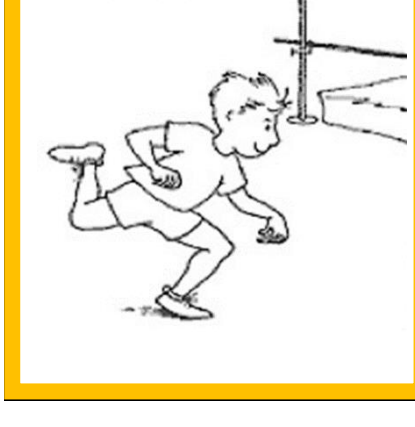
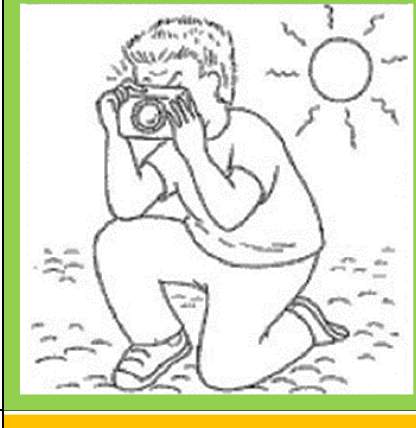
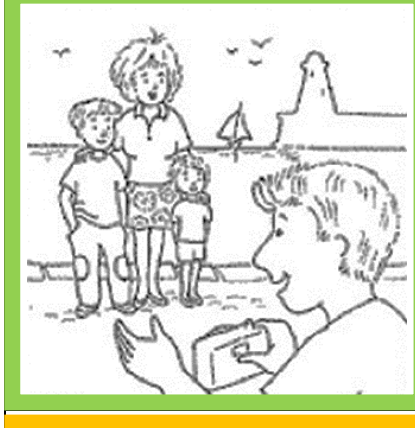
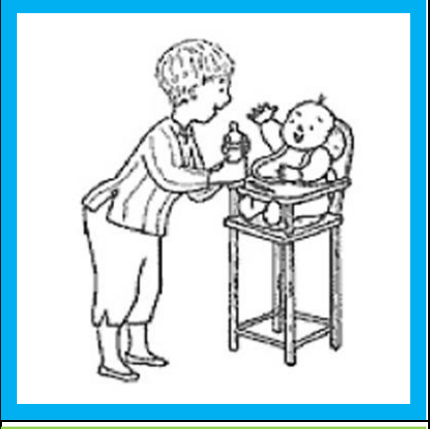
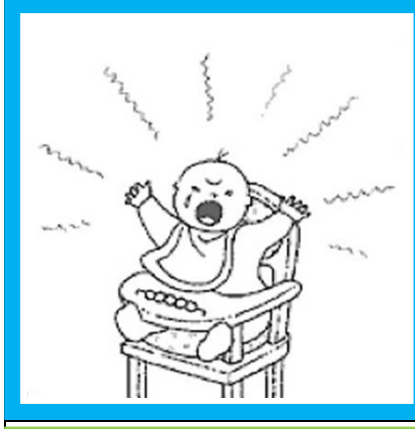
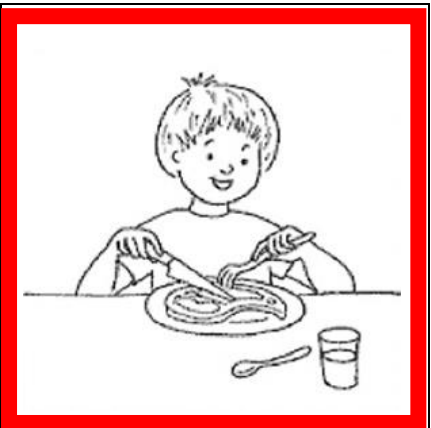
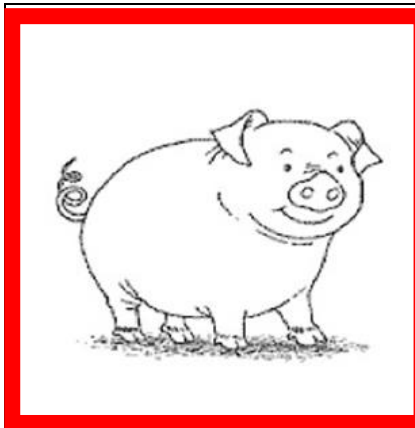
D10- Assembler deux parties symétriques

Découper.



E1, E2- Retrouver la chronologie d'une histoire en 3 ou 4 parties

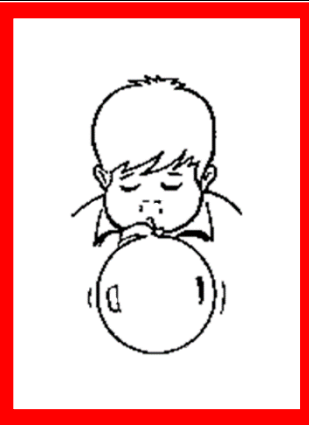
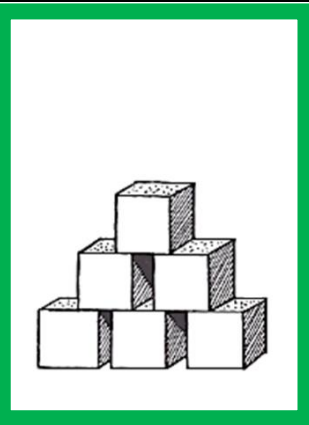
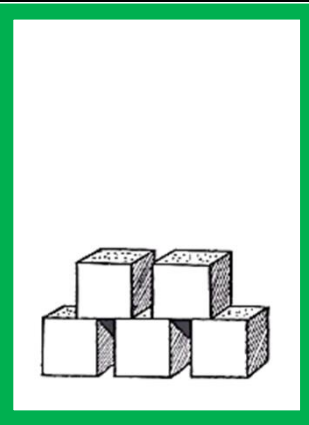
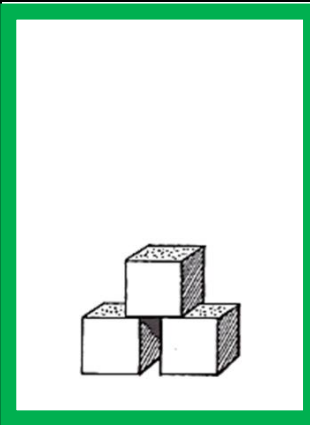
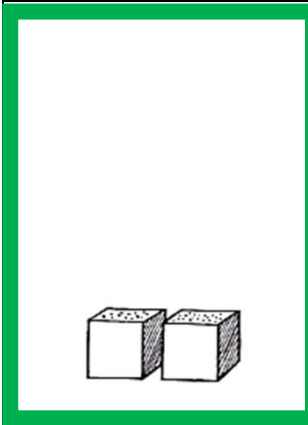
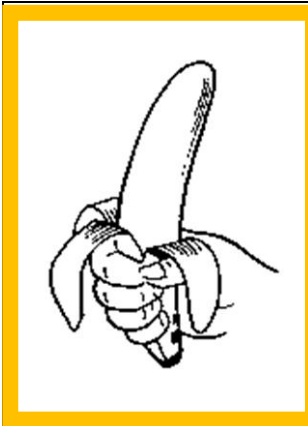
Découper et assembler par séries avec des élastiques.

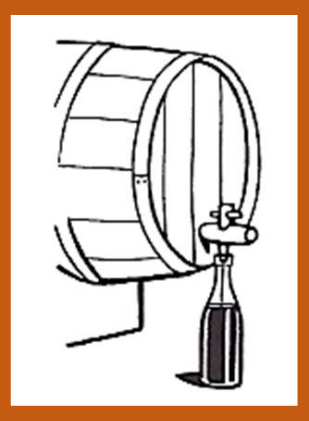
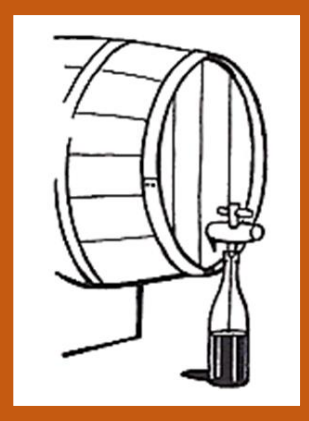
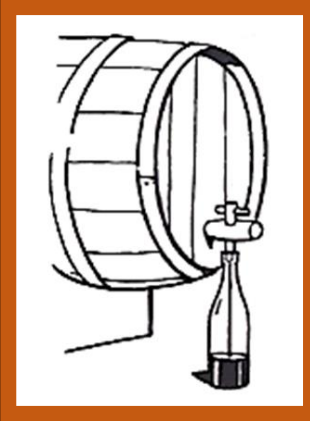
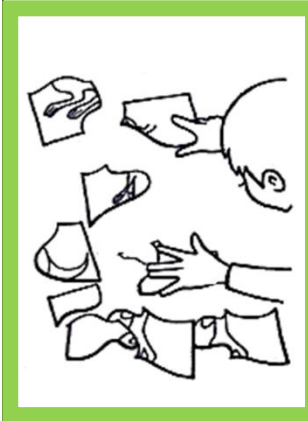
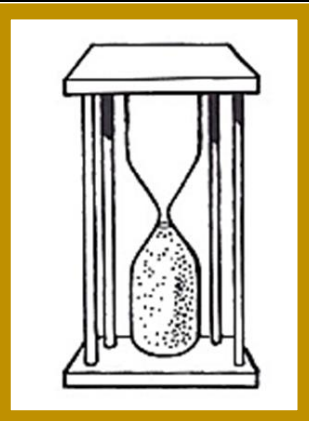
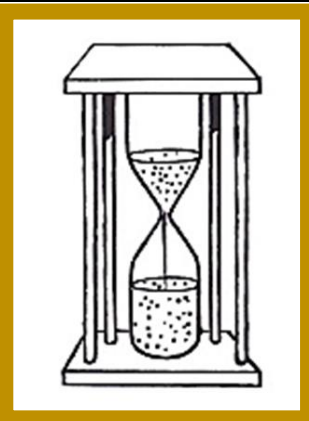
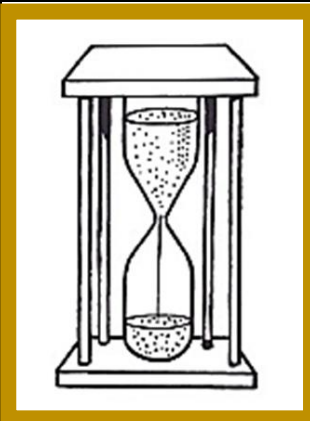
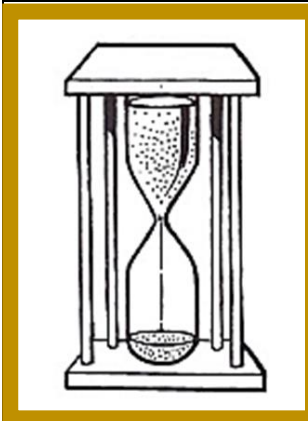
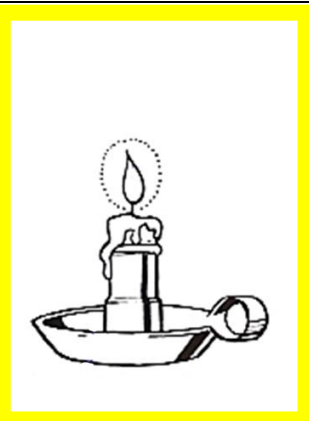


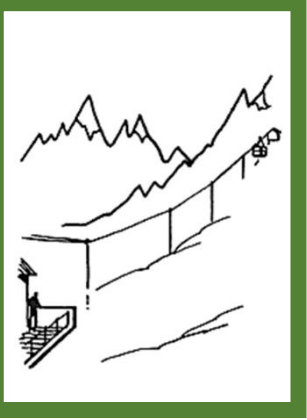
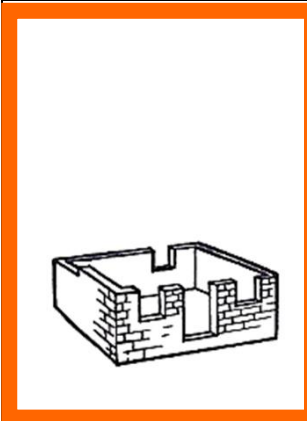






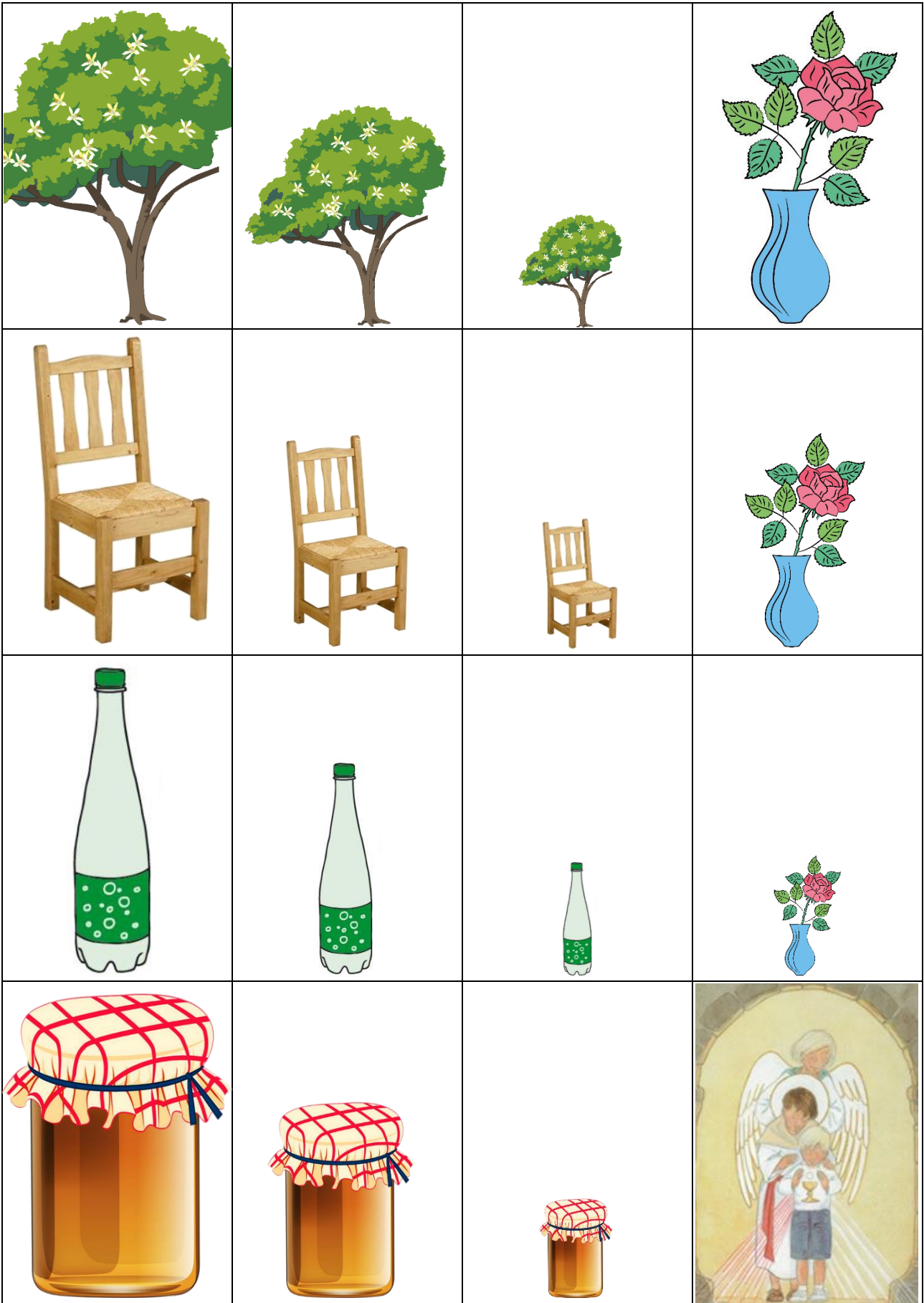






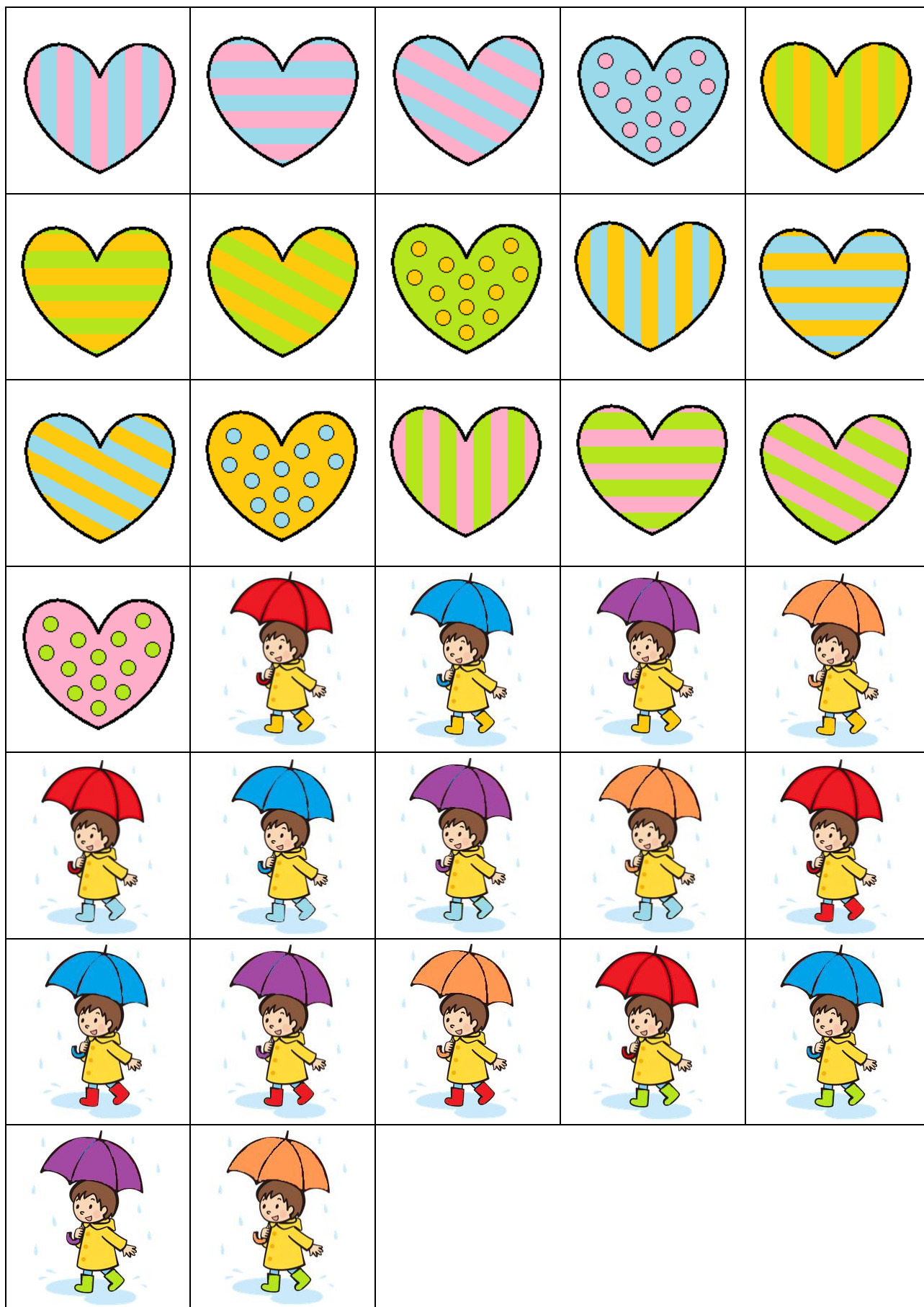


E6- Petit / **moyen** / grand : jeu de bataille



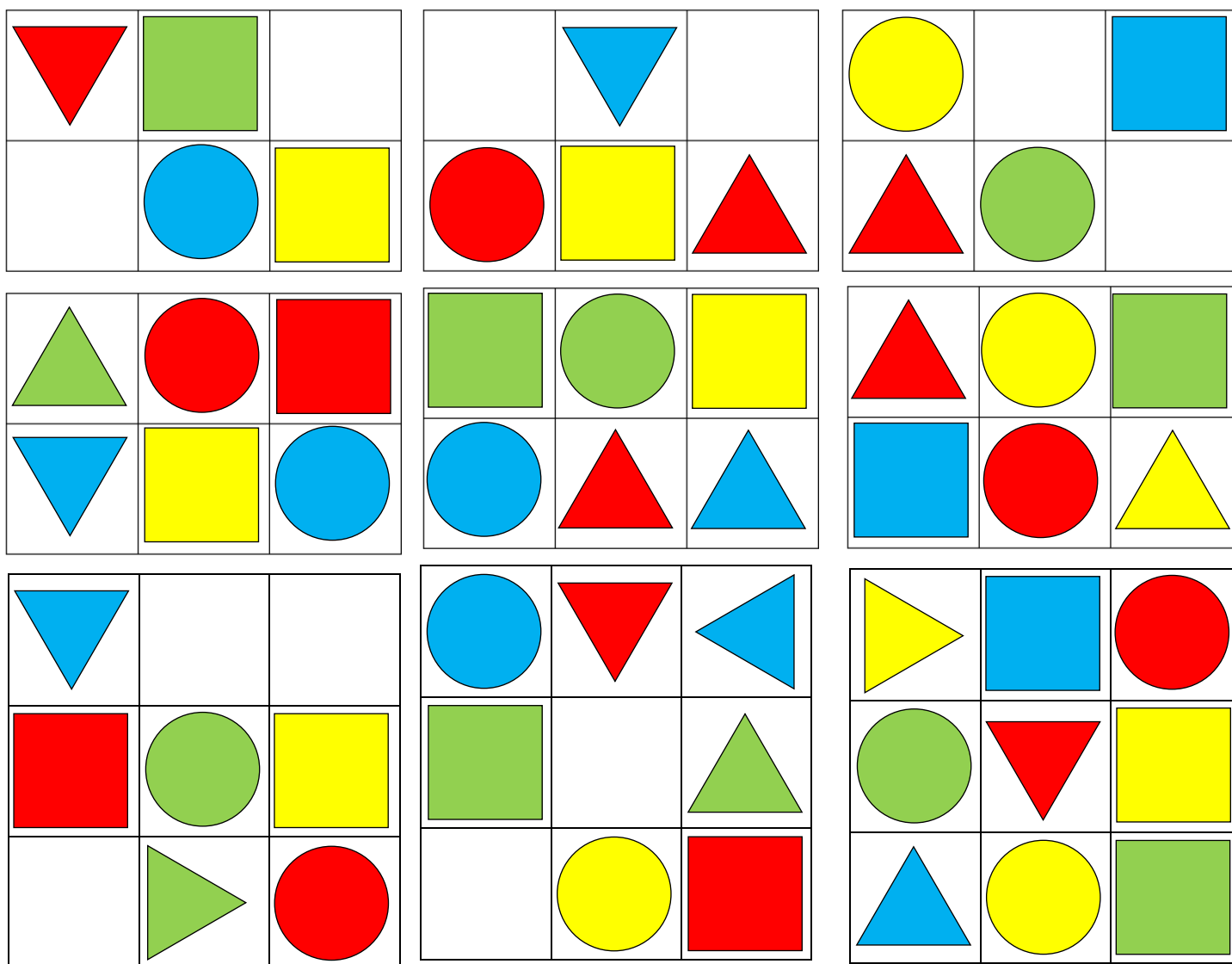
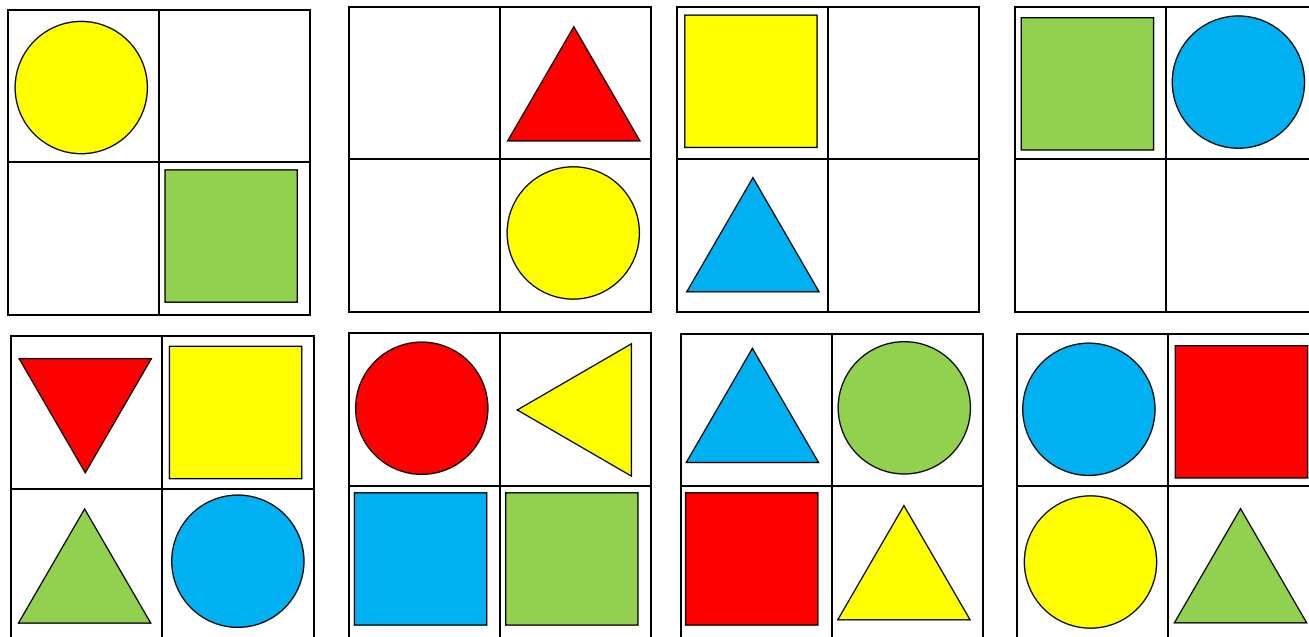
E10 et E11- Tableaux à double entrée

Découper les cases puis assembler par tableau avec de petits élastiques



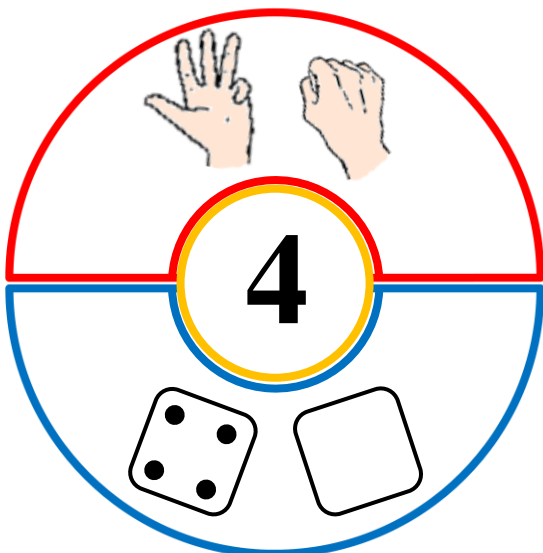
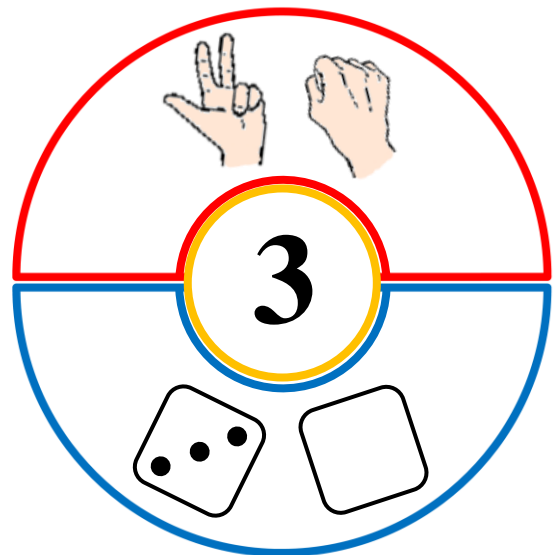
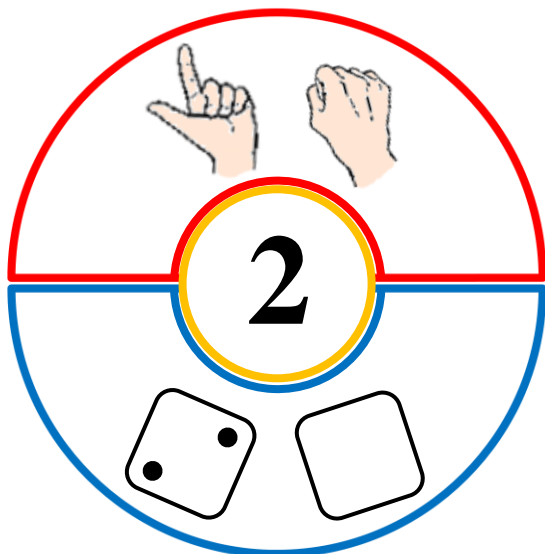
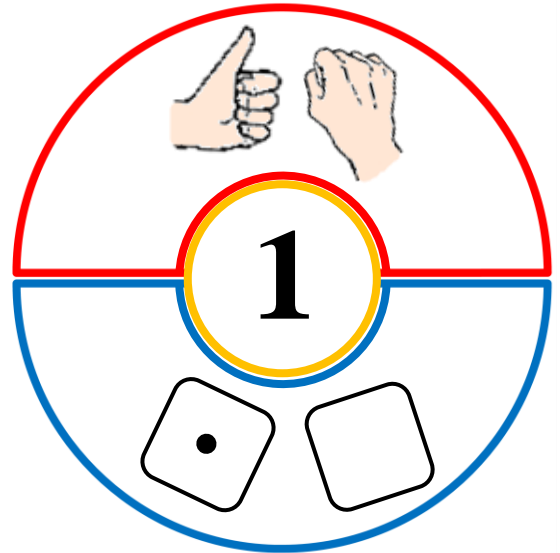
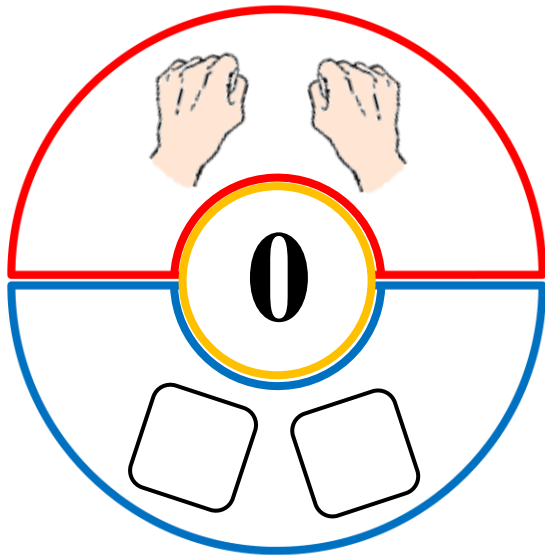
E15- Reproduire une mosaïque

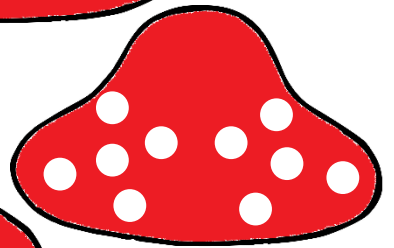
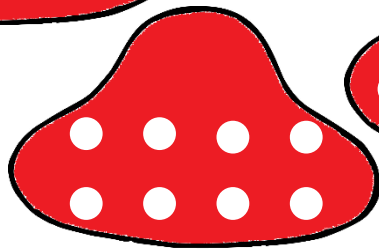
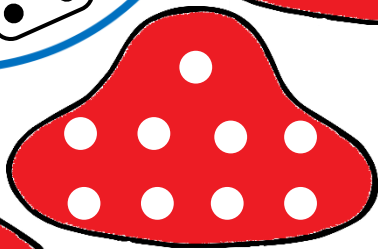
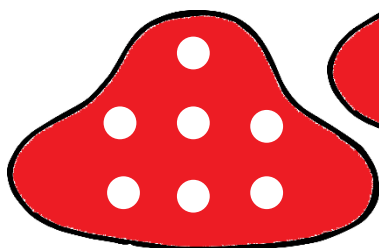
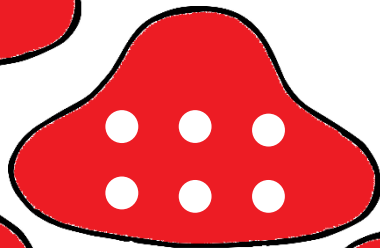
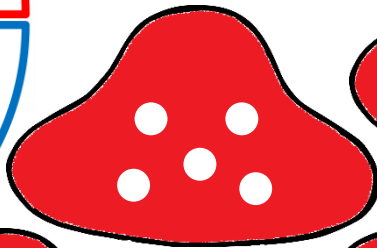
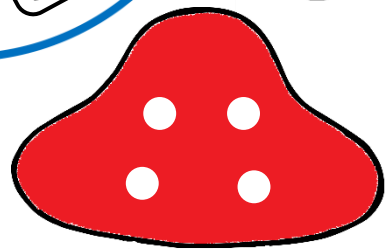
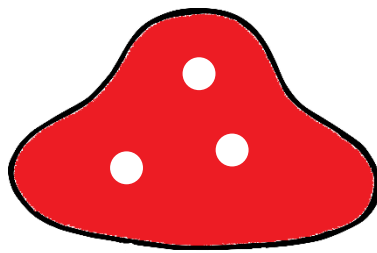
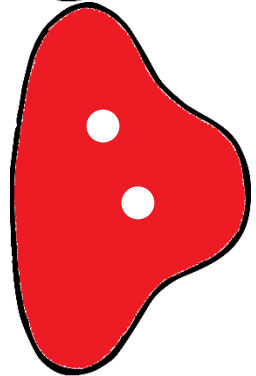
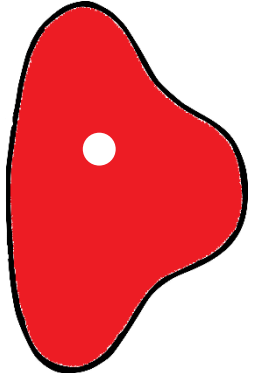
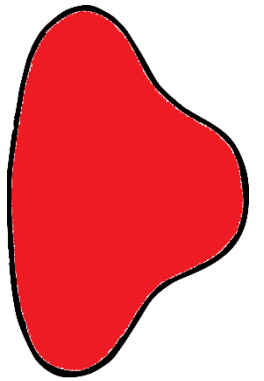
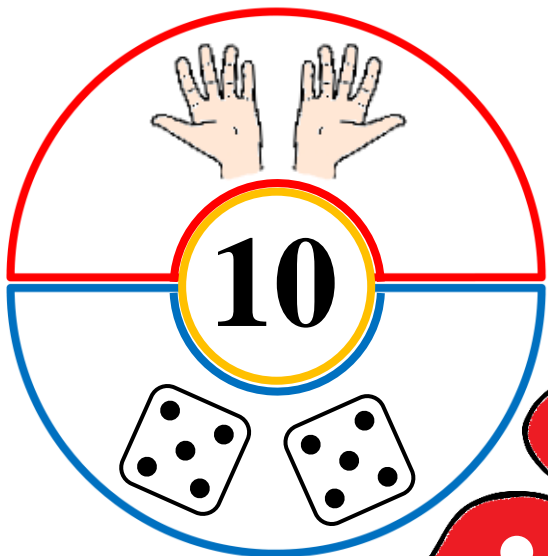
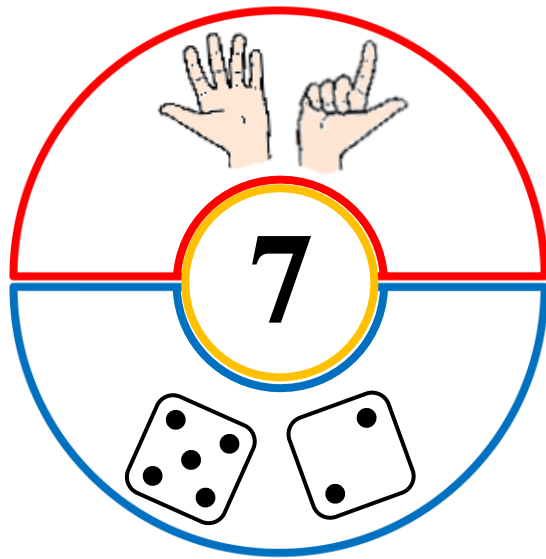
Découper les tableaux puis assembler par séries avec de petits élastiques



F1- Nombres et quantités ; F2- Puzzle des chiffres et quantités

Découper les puzzles et assembler par « thèmes » avec des élastiques





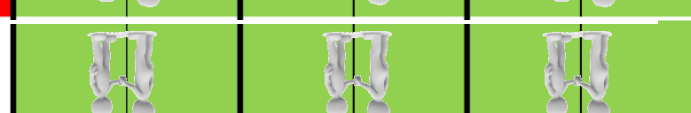



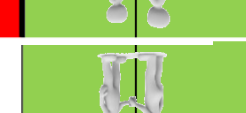




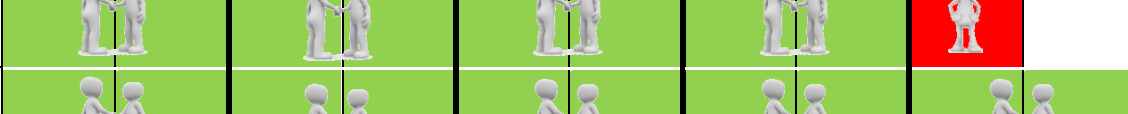




F3- Les barres numériques

Barres : découper dans le sens horizontal ; découper les chiffres à part.

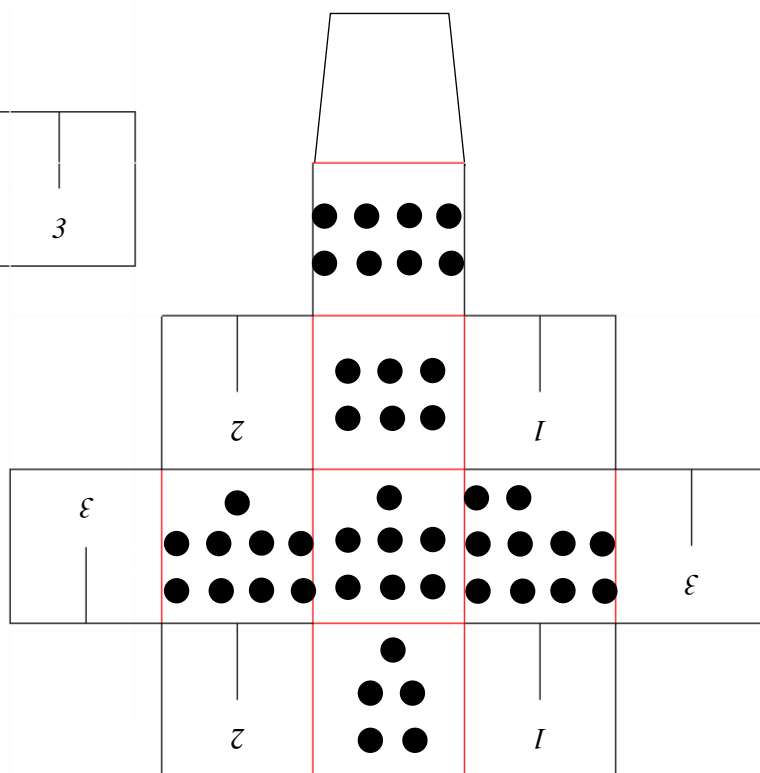
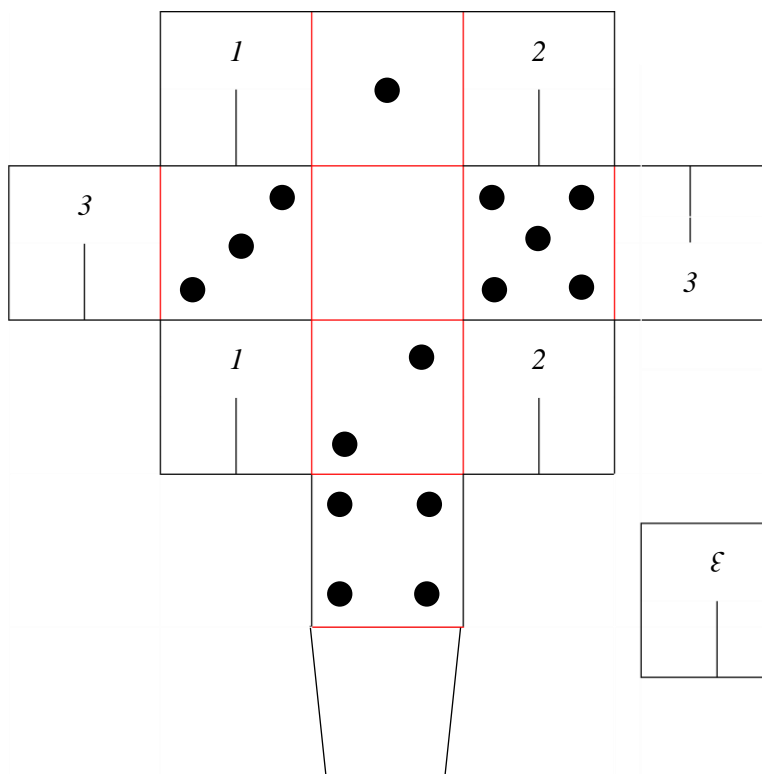
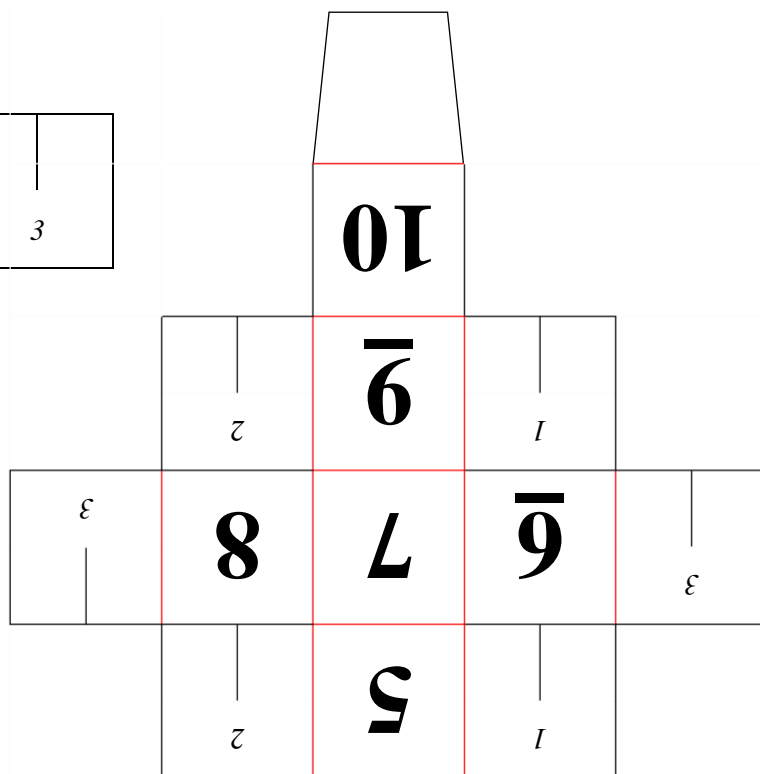
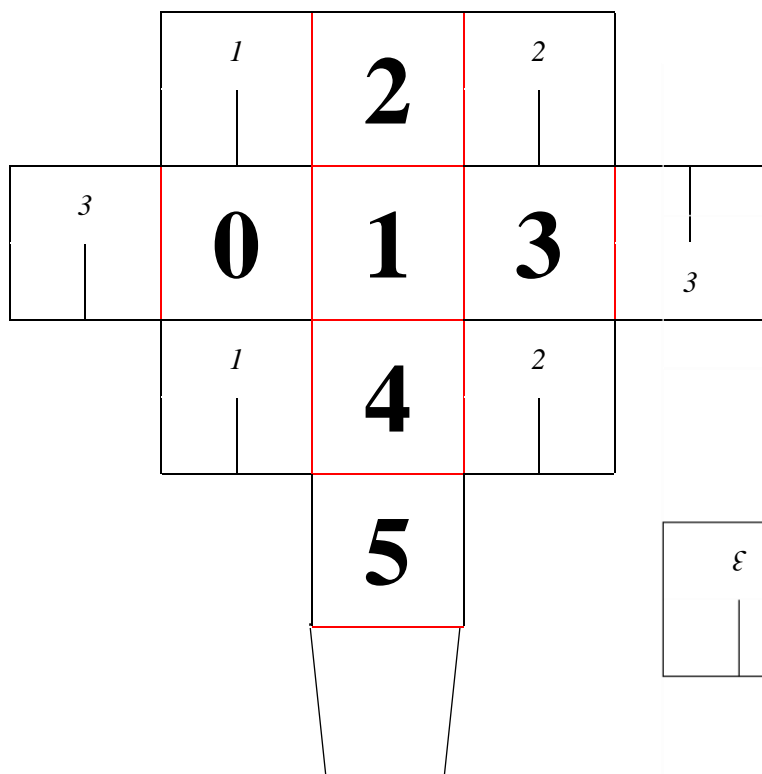
Ranger par séries dans les pochettes correspondantes

		10
		6
		8
0		7
1		9
2		5
3		4
4		3
5		2
6		1
7		0
8		
9		
10		

Jeu de dés

Découper tous les traits noirs ; former les dés ; lancer, et dire quel nombre on voit.

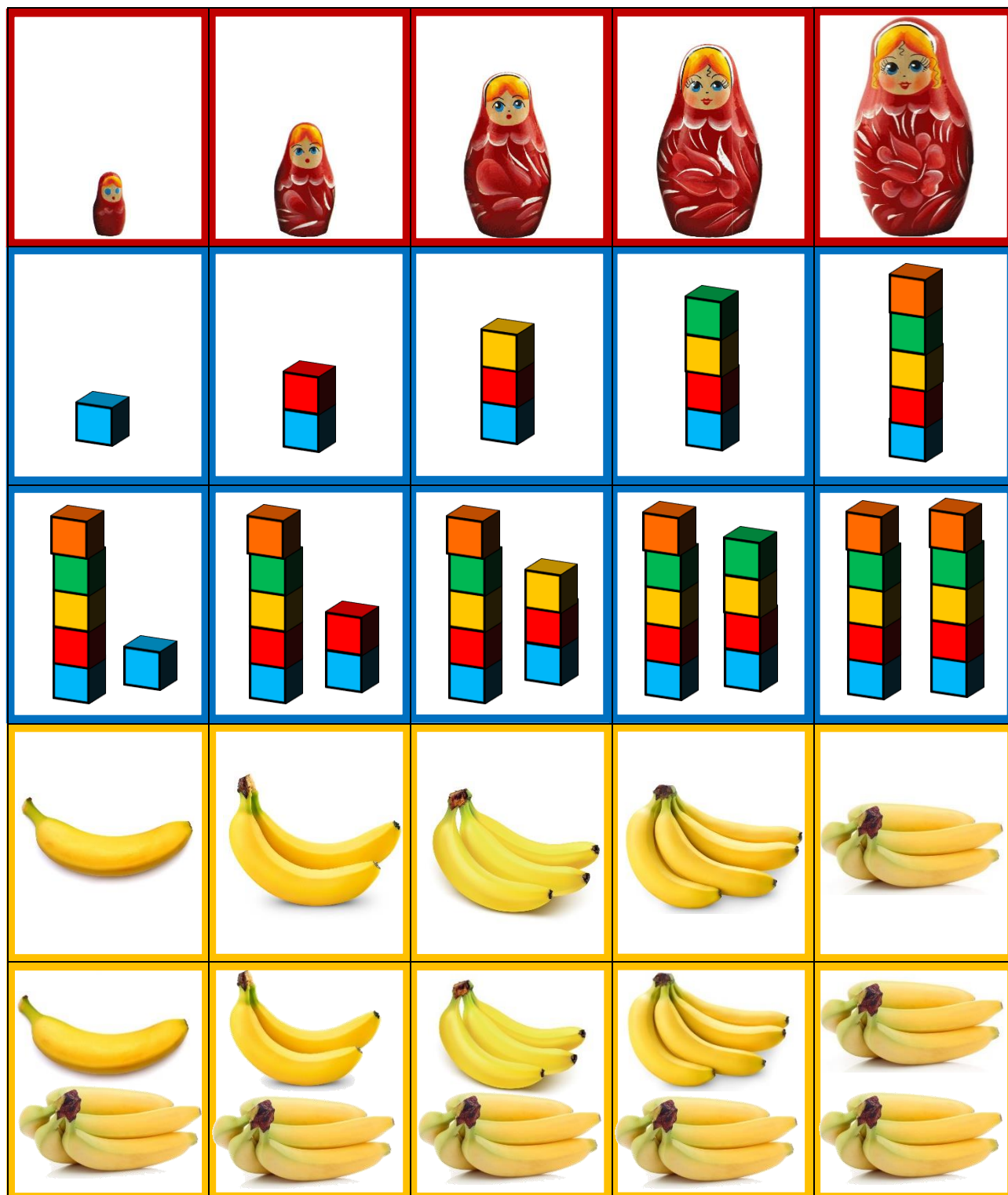
Ou bien faire correspondre les faces des 2 dés.

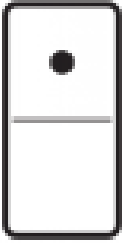
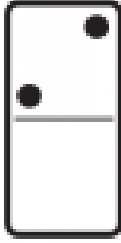
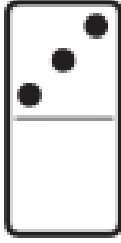
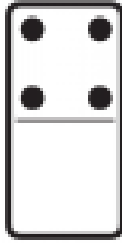
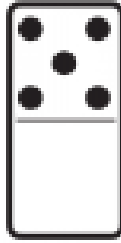
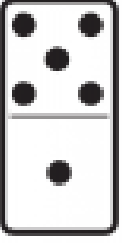
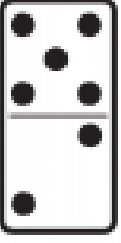
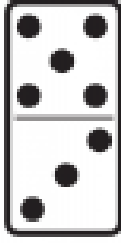
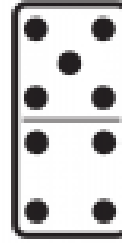
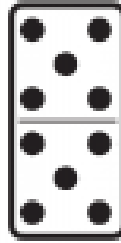
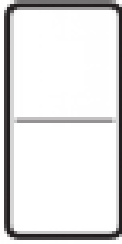


Cartons à manipuler pour **comparer**, **additionner** ou **soustraire**

Découper et assembler par séries de sujets, chiffres ou signes avec de petits élastiques

Ranger ensuite dans la boîte avec les allumettes, les dés et les smarties



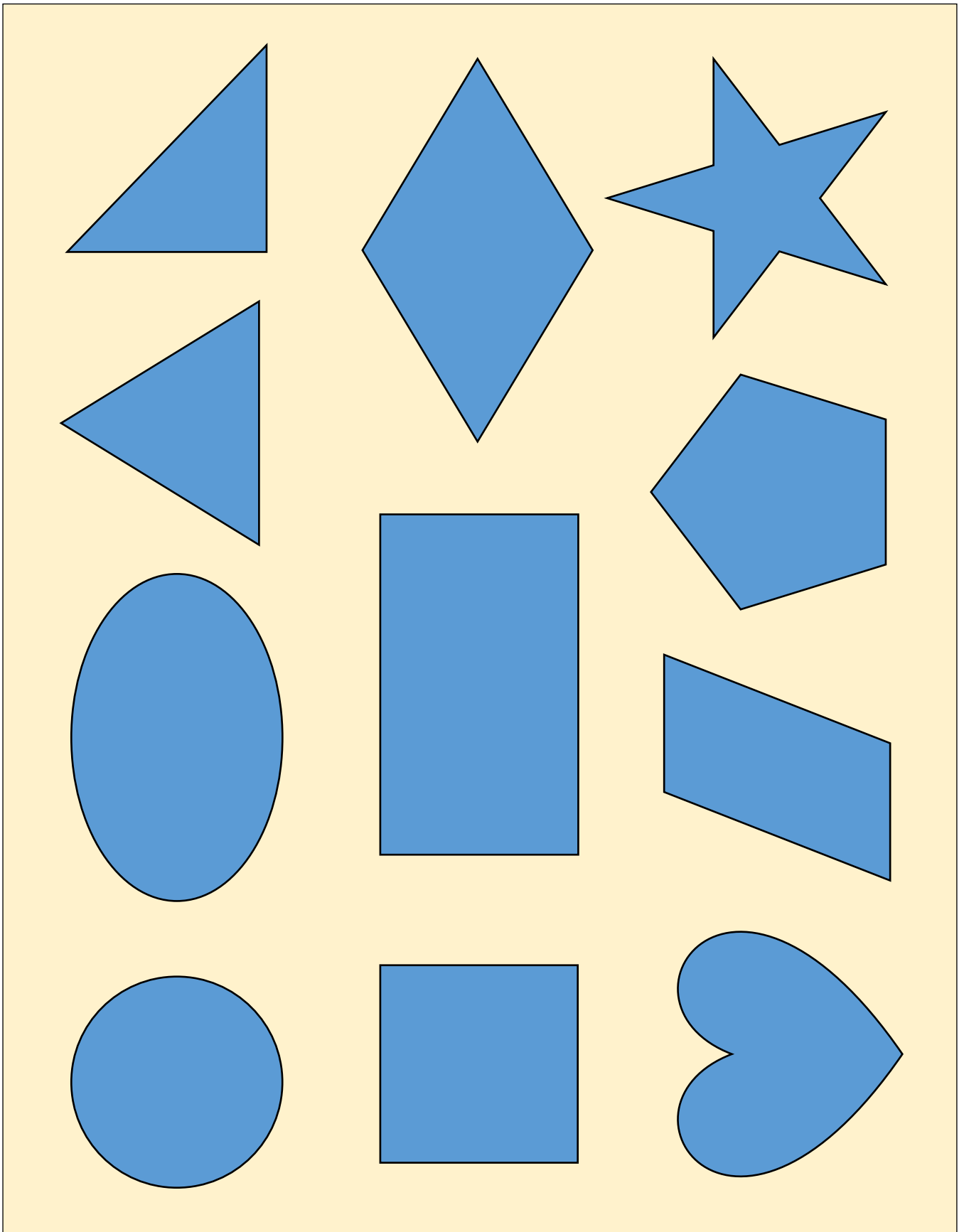
				
				
				0

1	2	3	4	5
6	7	8	9	10
1	2	3	4	5

6	7	8	9	10
0	0	+	-	=
<	<	<	<	<

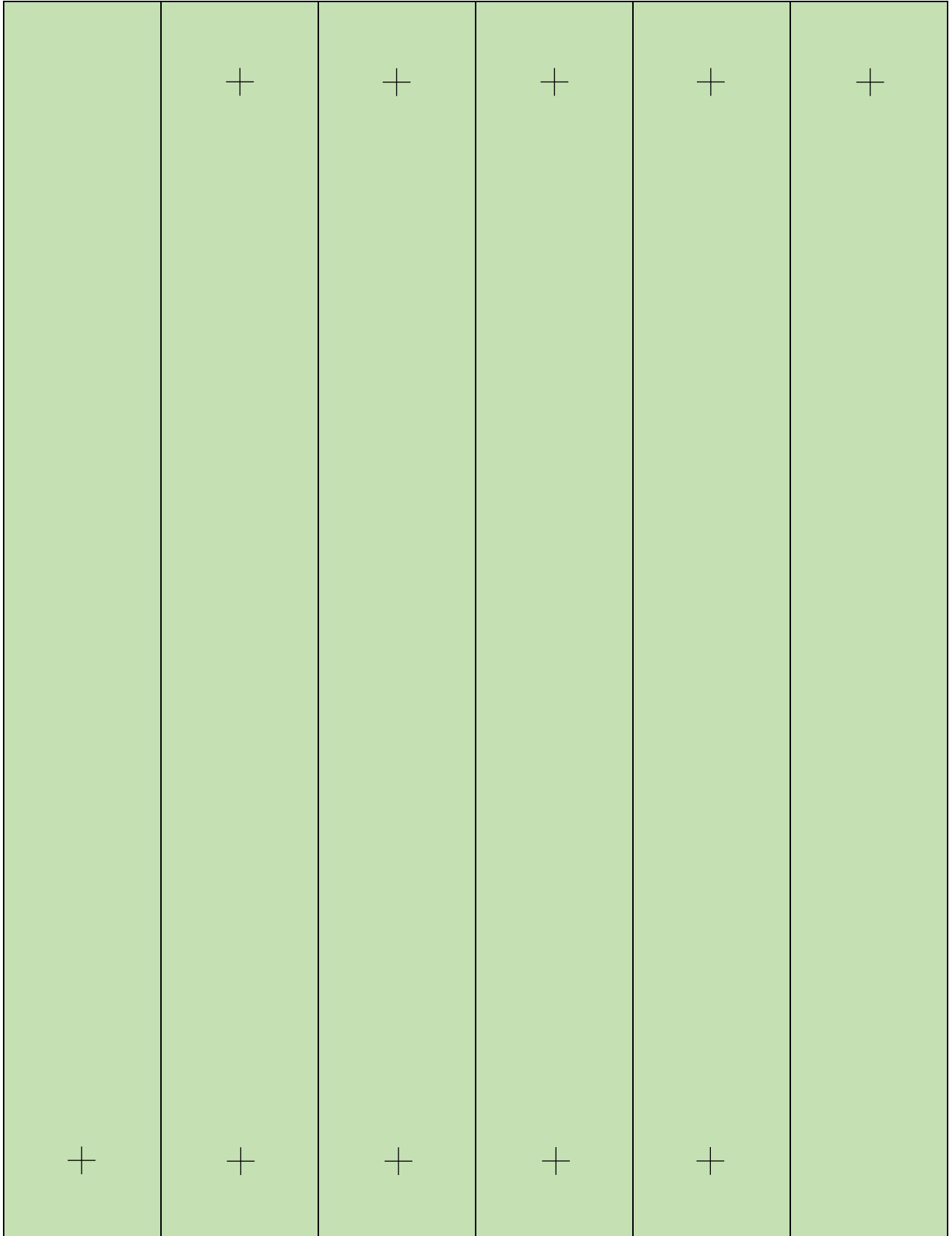
H1- Formes géométriques à encastrer

Découper ce cadre, puis chaque forme au cutter. Placer le cadre évidé et les formes dans la partie H1 du classeur.



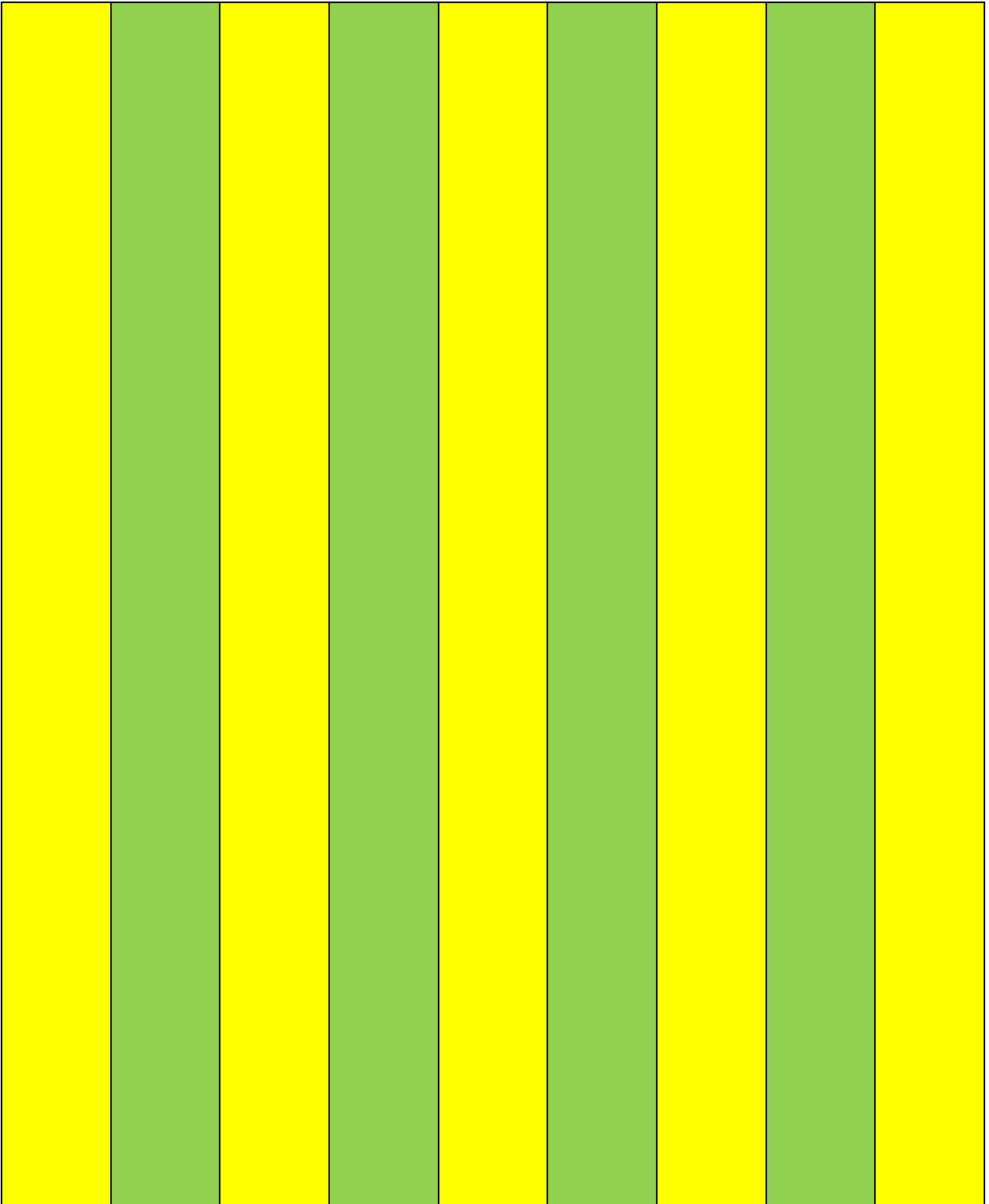
H2- Bandes pour les figures géométriques

*Découper les bandes, les assembler avec des attaches parisiennes, les positionner les unes sur les autres,
et ranger le tout dans la pochette correspondante.*



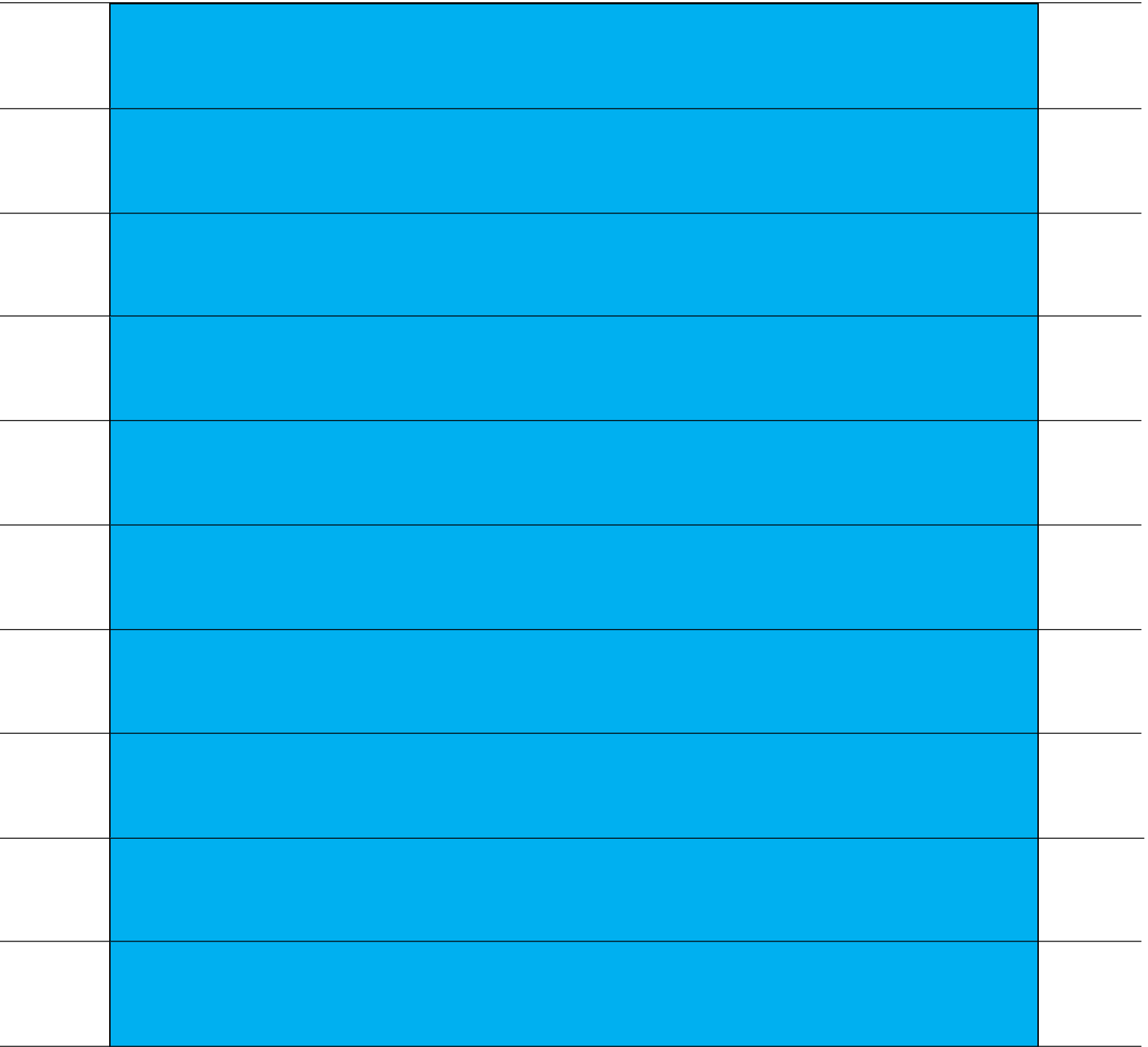
H3- Tissage (cadre à tisser)

Découper uniquement le **trait ci-dessous**, puis, au cutter, tous les traits **verticaux**.



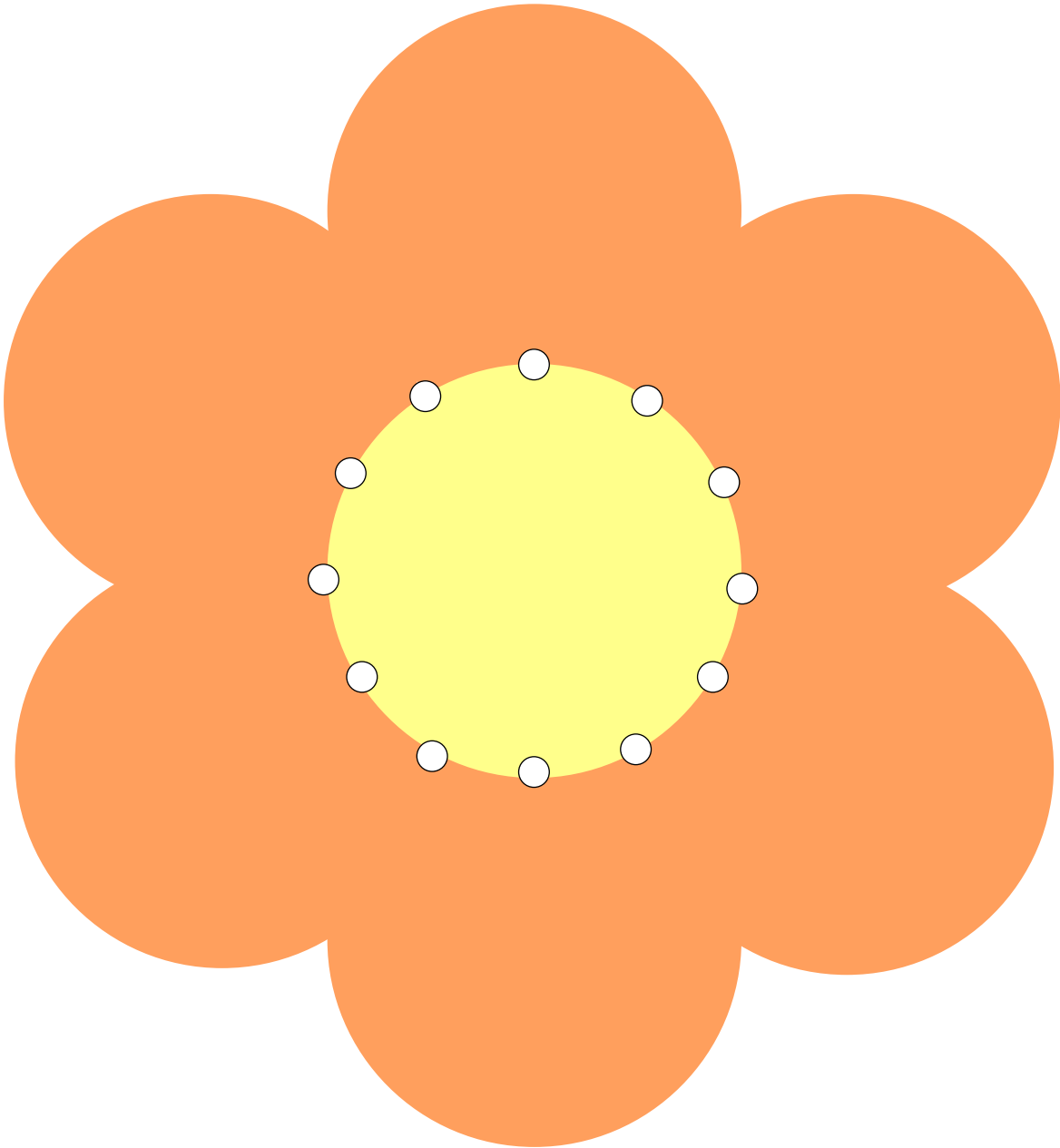
H3- Tissage (bandes à tisser)

Découper ces lignes depuis le **bord** de la feuille jusqu'au **bord opposé**.



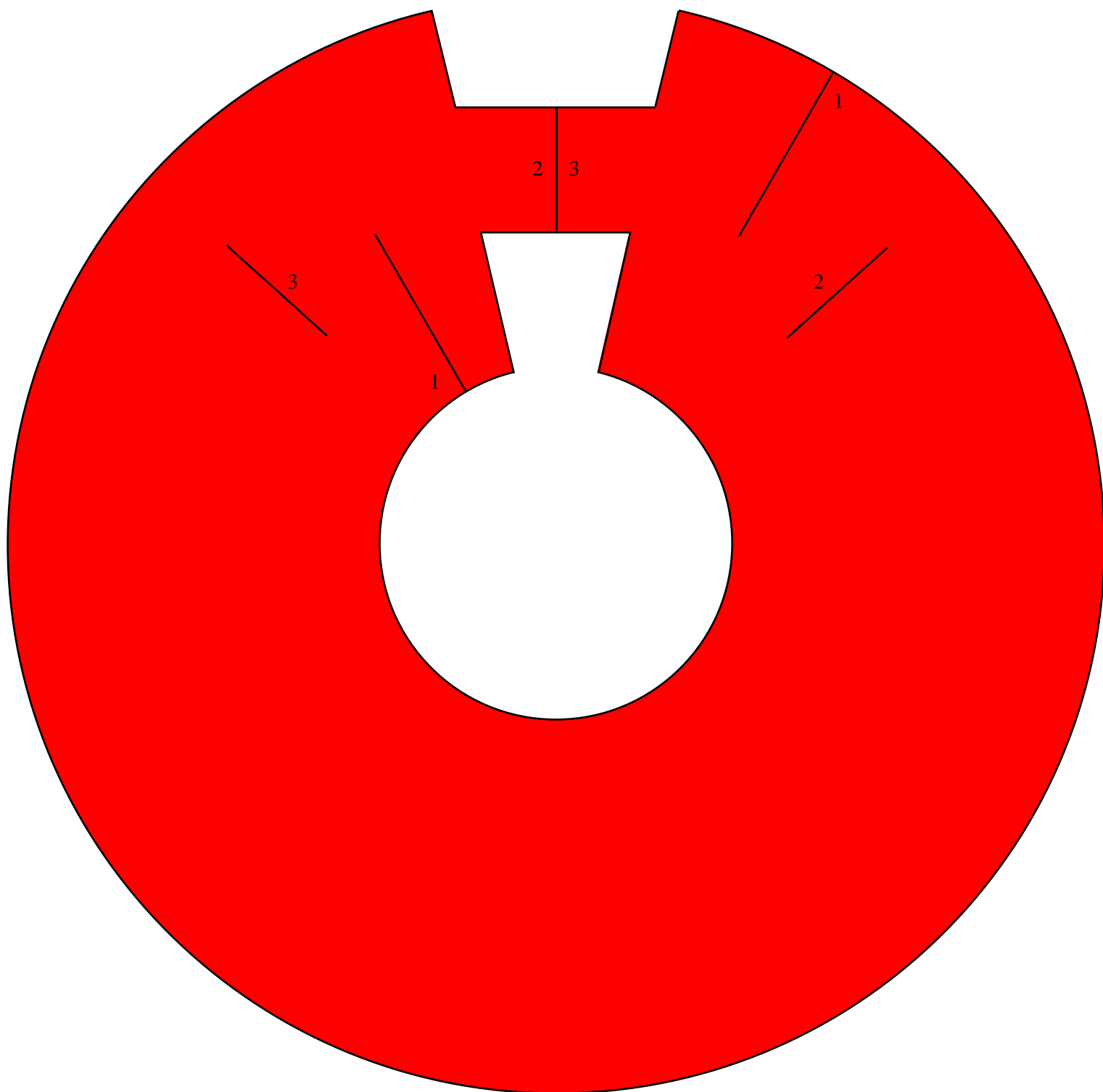
H4- Laçage

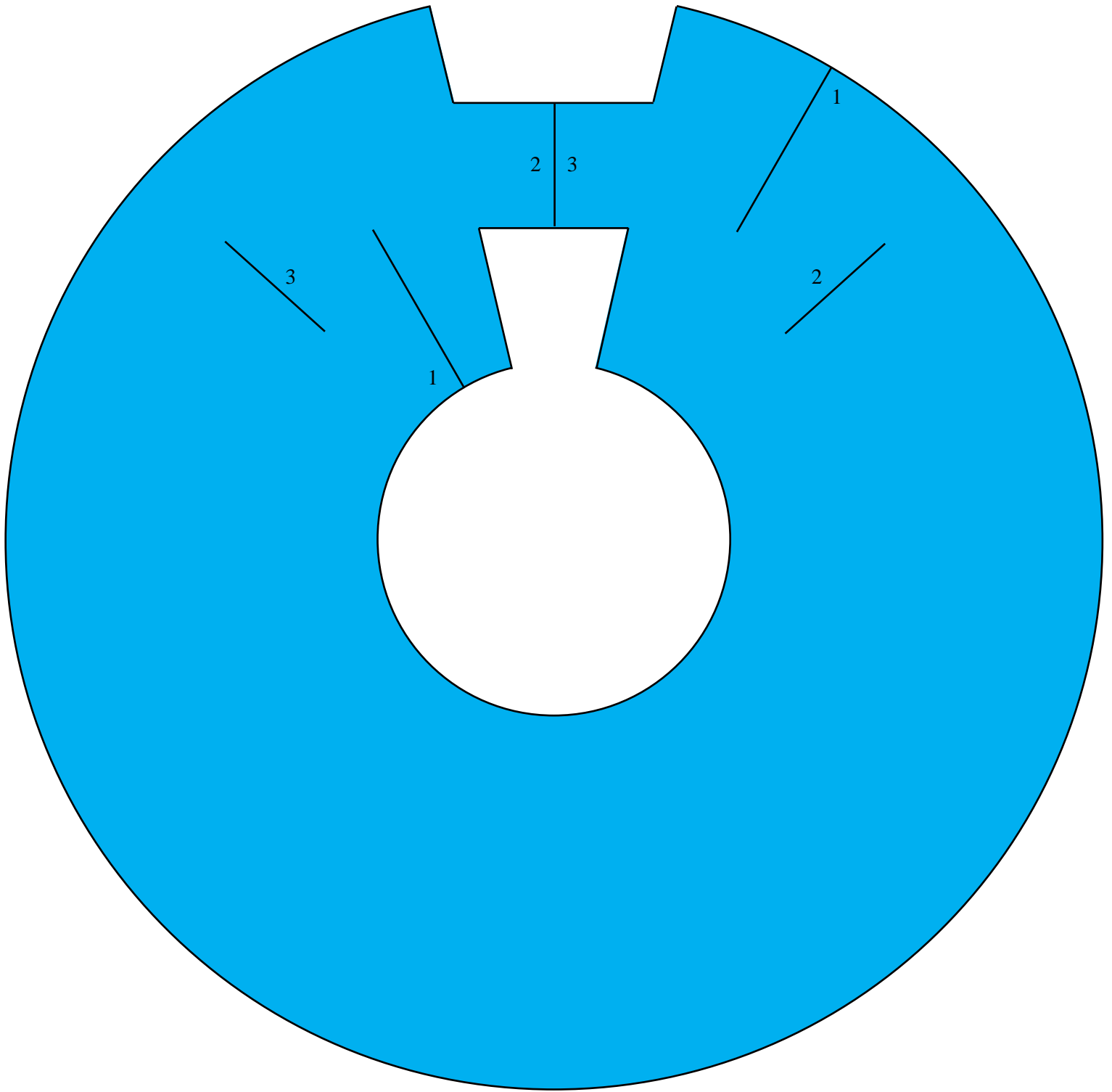
Découper les pétales aux ciseaux, les ronds blancs au cutter

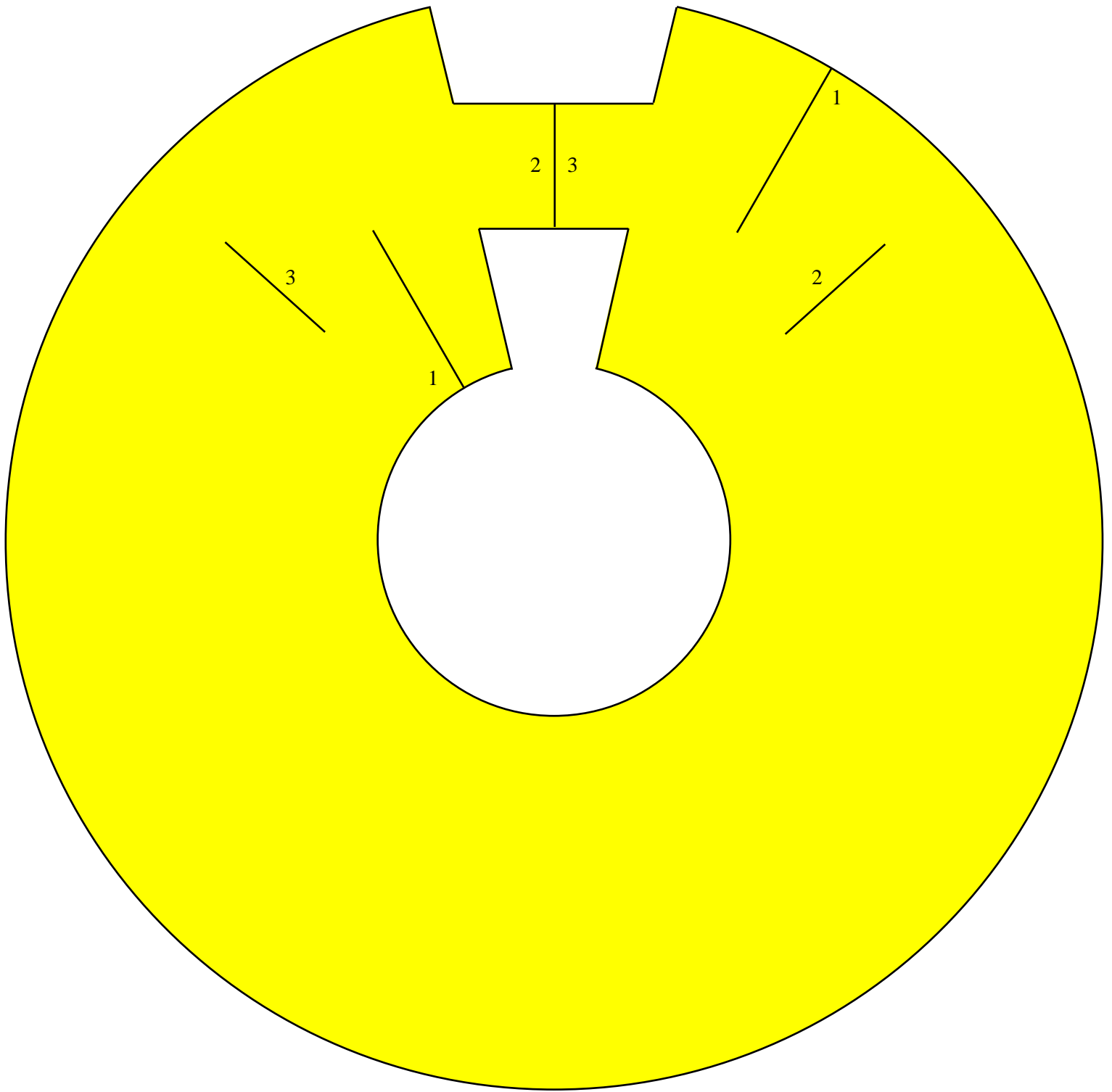


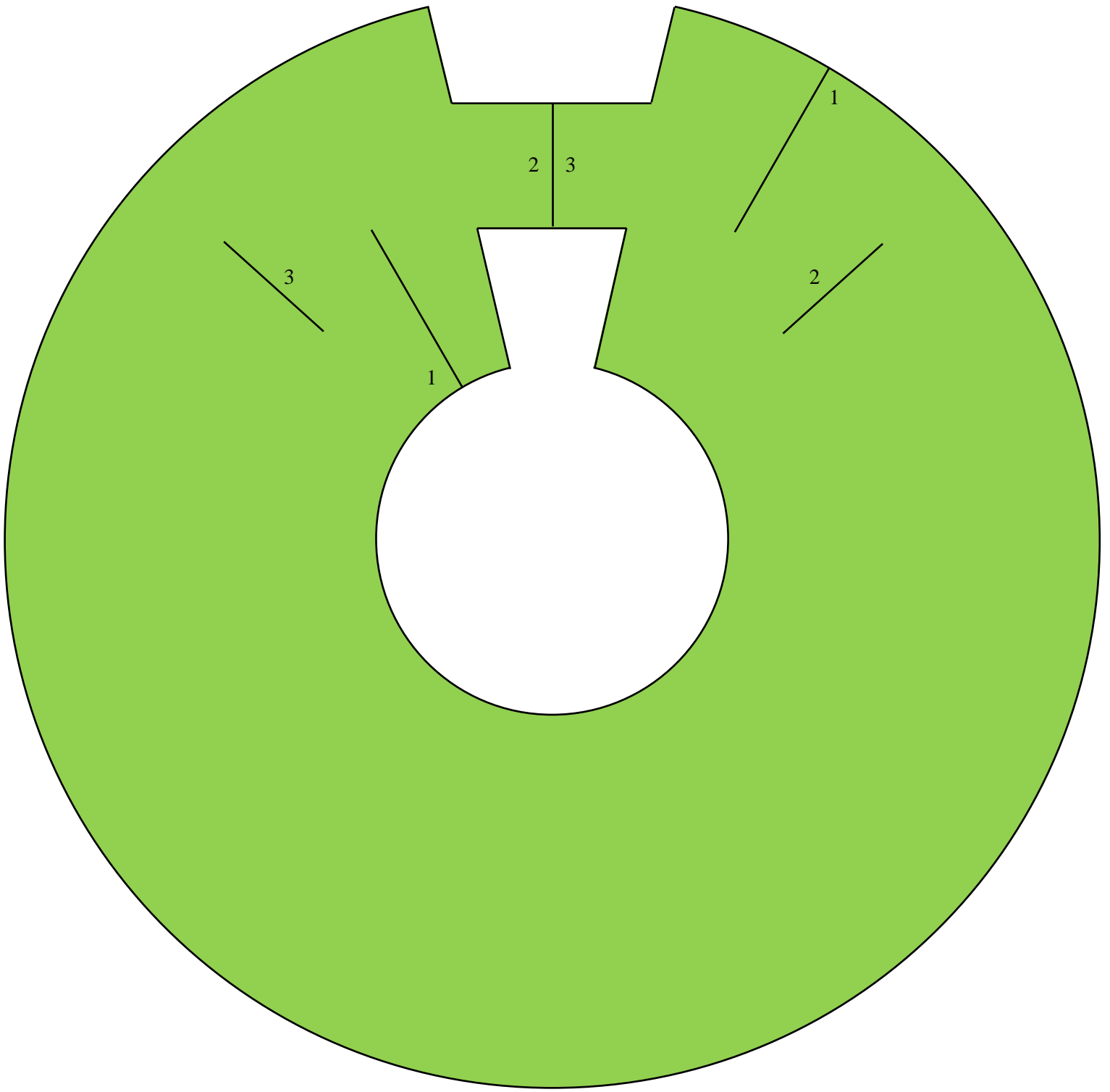
J2- Les plots

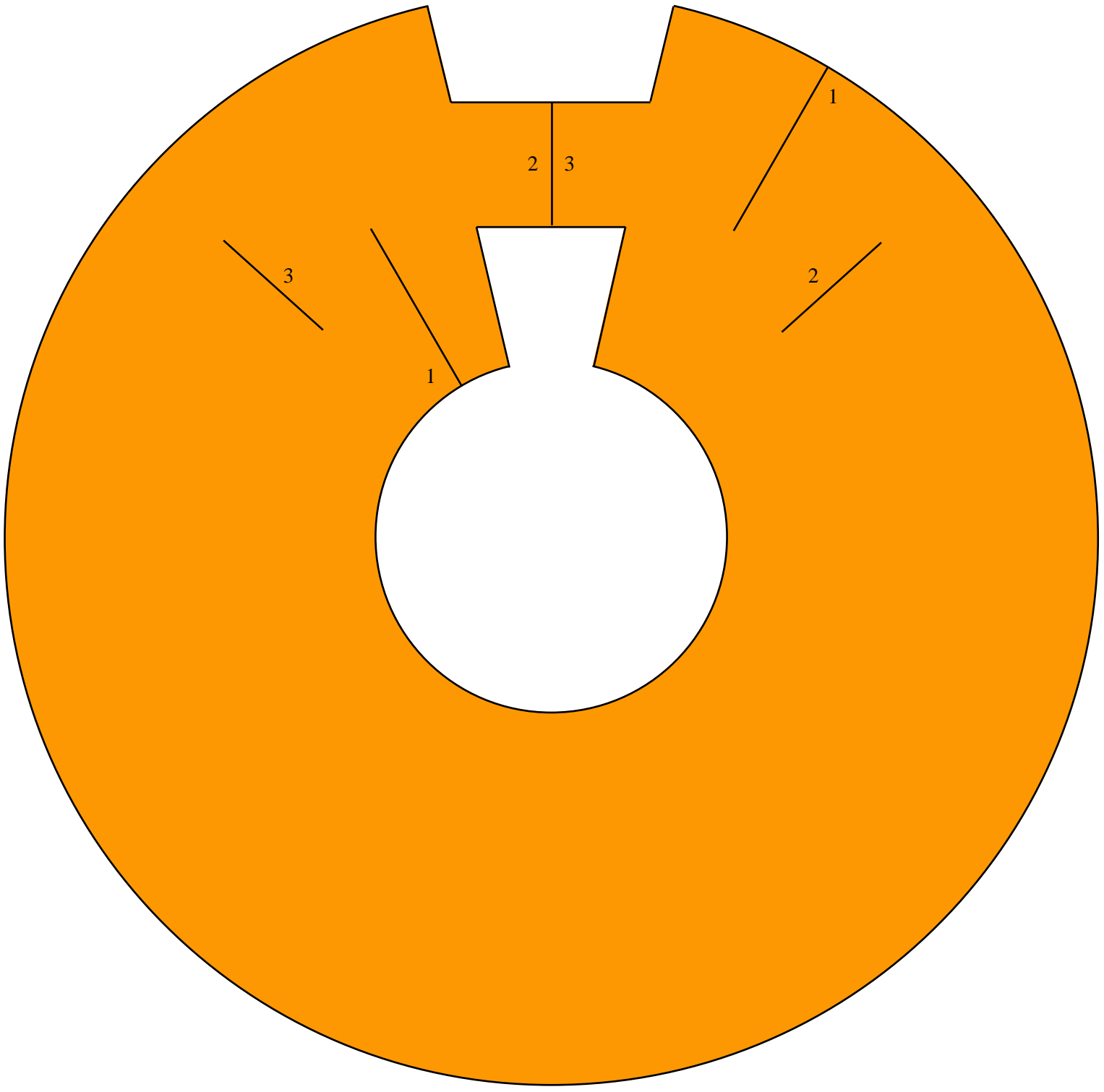
*Découper tous les traits noirs, **plastifier**, et ranger dans la pochette correspondante.
Pour les utiliser, assembler par numéros.*

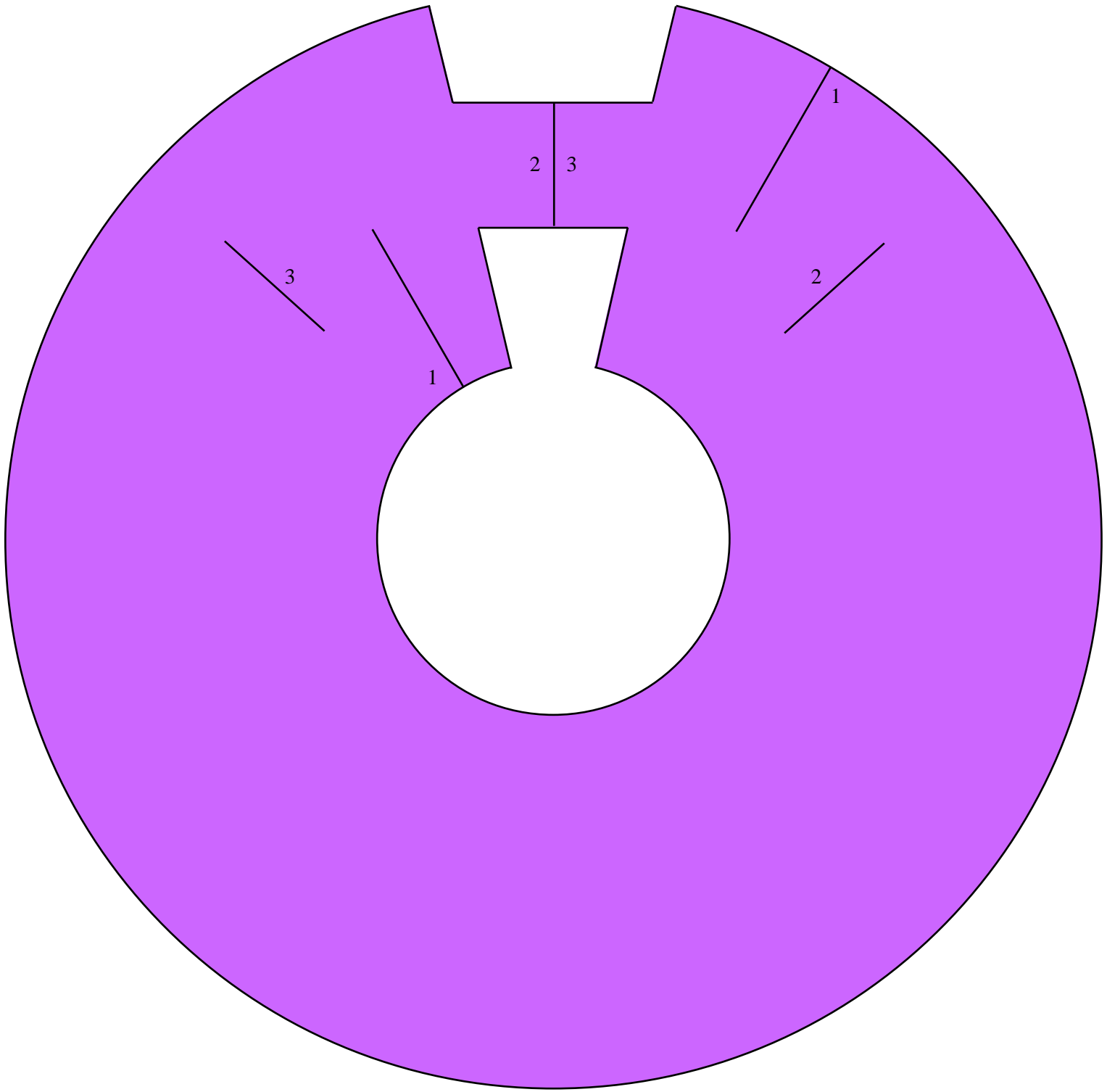












K1a K1b- Le cycle des saisons

*Découper, puis assembler par thème (et non par saison) :
fêtes religieuses, cycle de l'arbre, fruits de saison, événements marquants, vêtements, météo*

