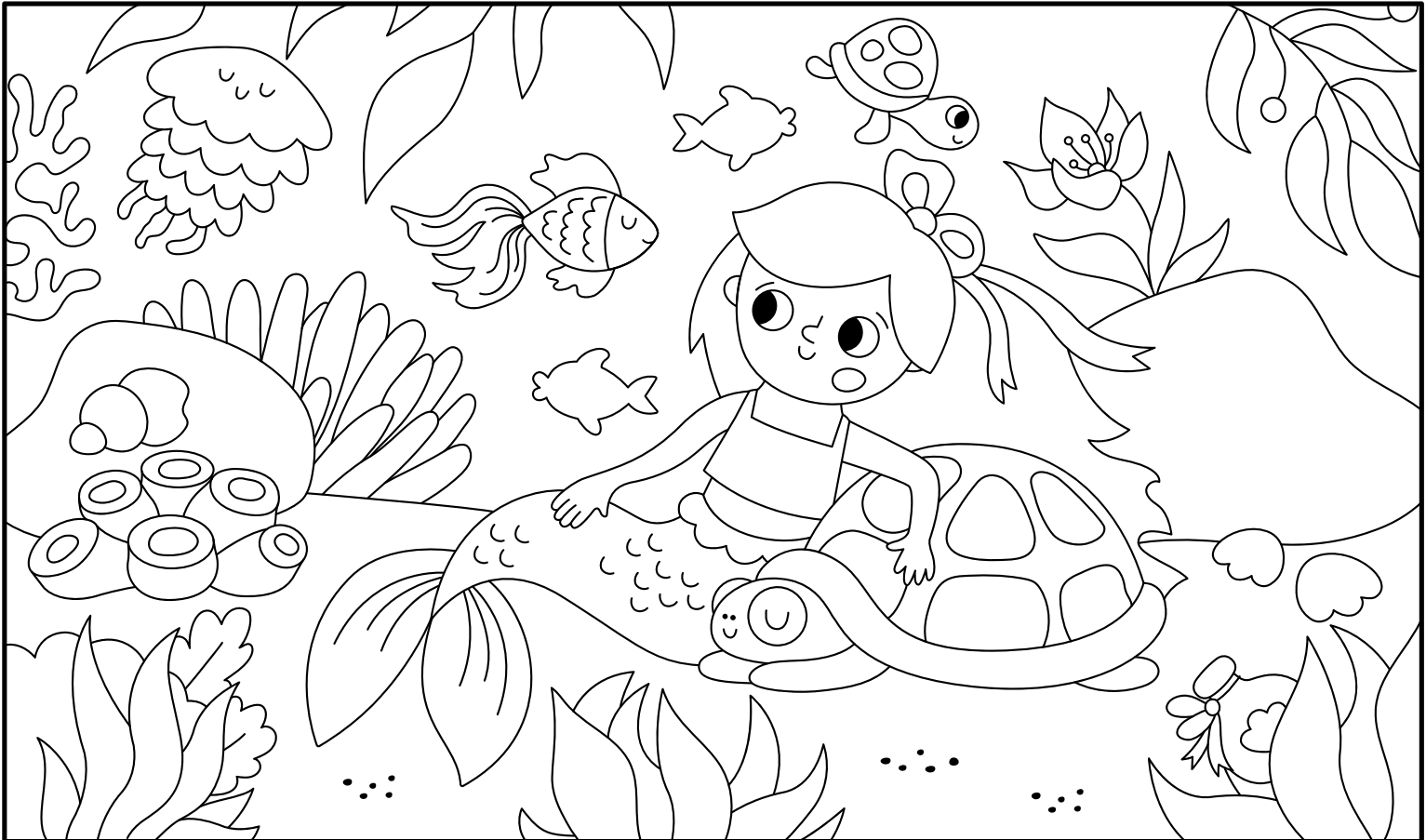
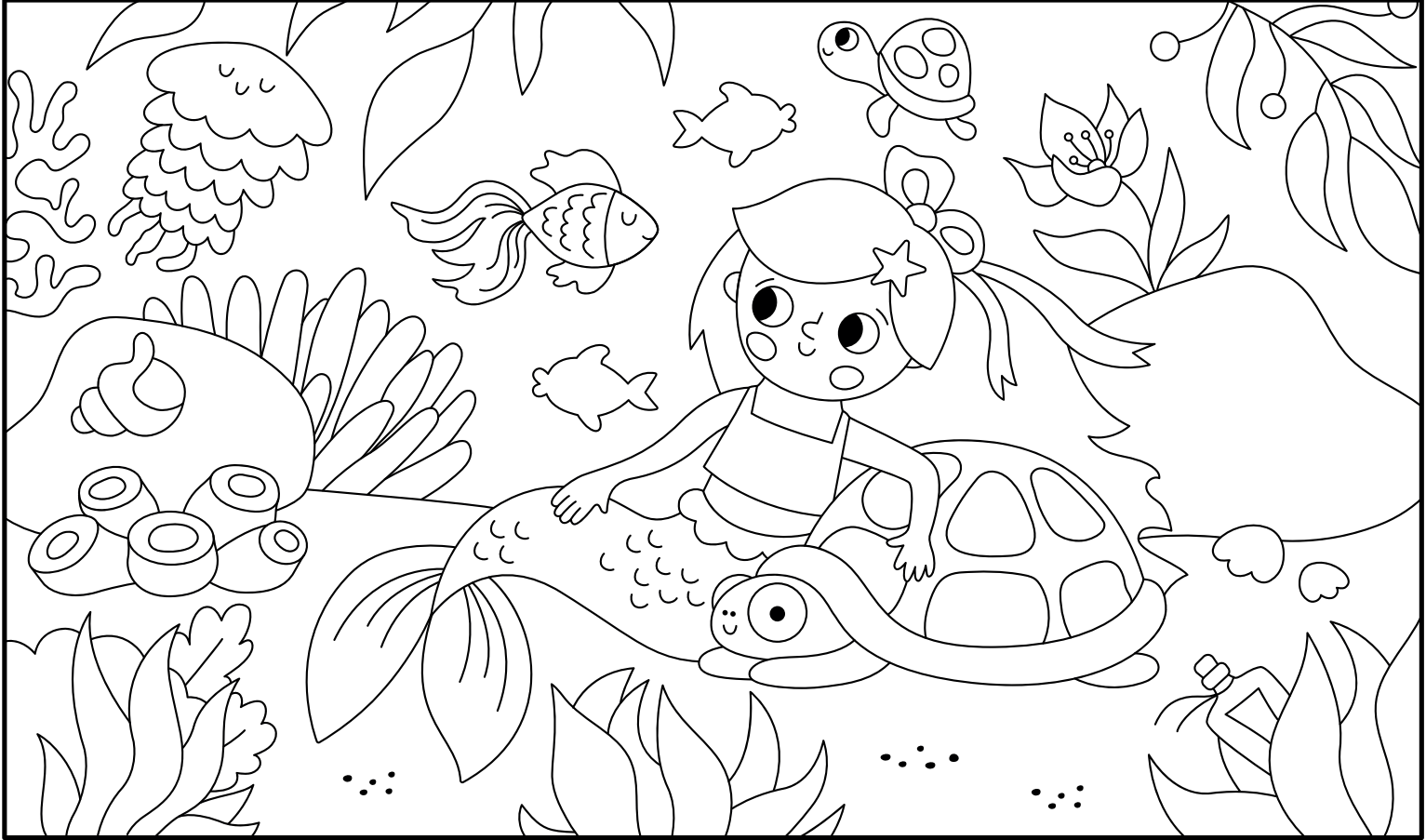


Cahier de jeux éducatifs

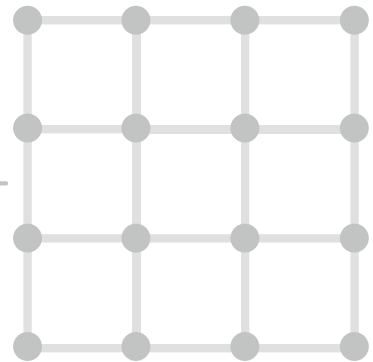
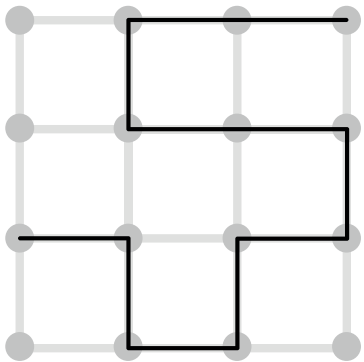
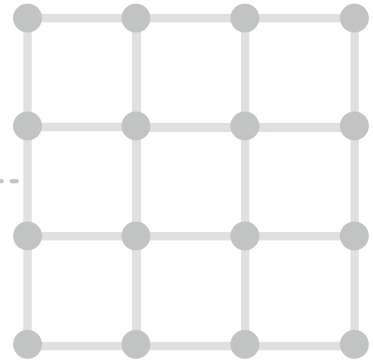
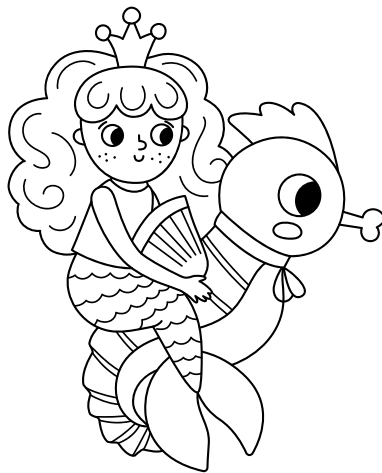
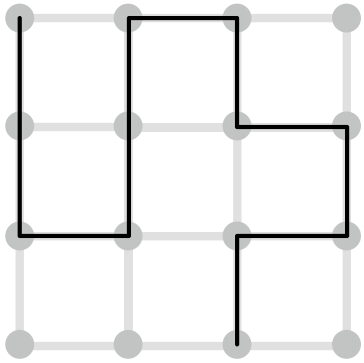
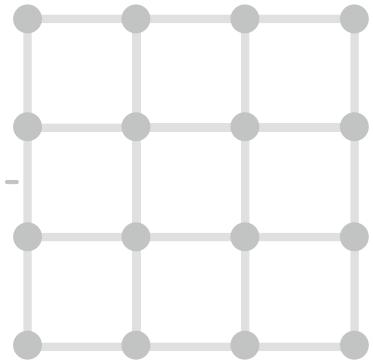
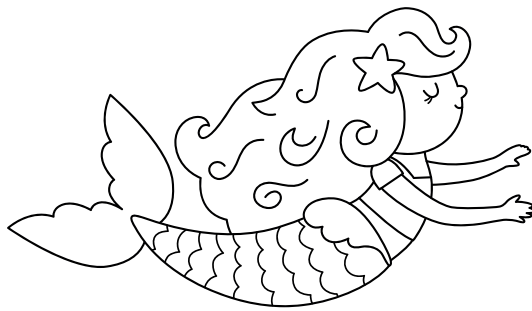
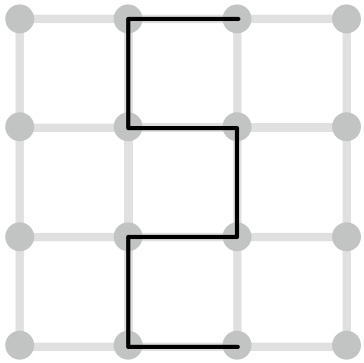
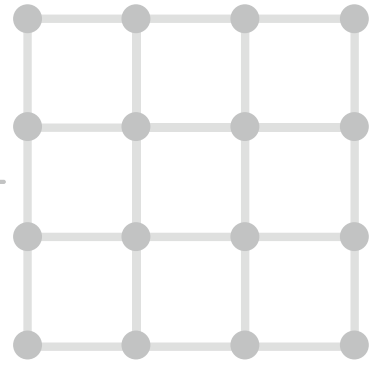
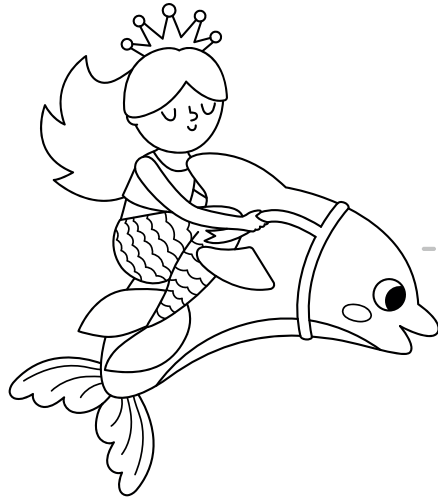
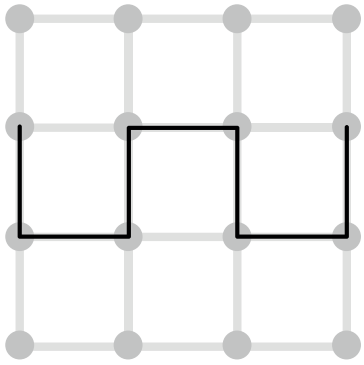


Colorie le dessin.

----- Trouve 10 différences entre les 2 images. Entoure-les sur la 2ème image.
Tu pourras ensuite colorier la 1ère image. -----

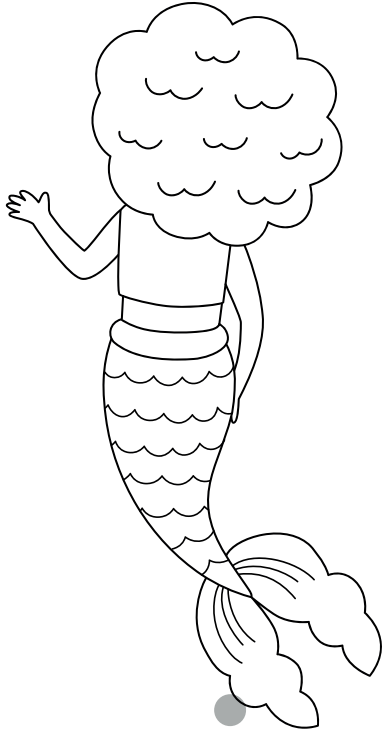


----- Reproduis les lignes sur les grilles situées à droite du jeu. -----

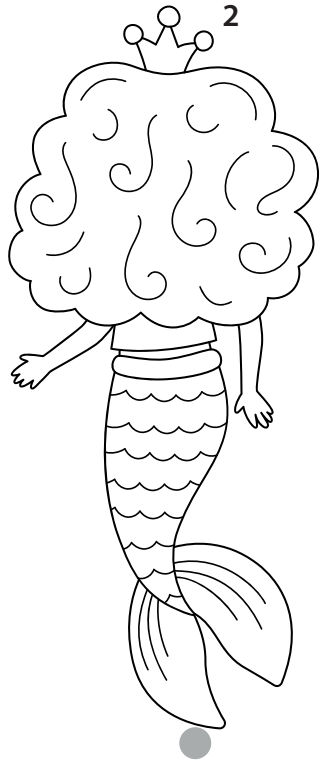


----- Aide chaque sirène à trouver le miroir avec sa réflexion. -----

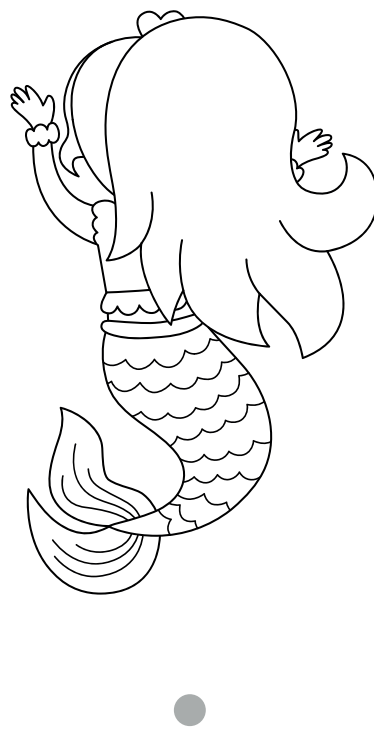
1



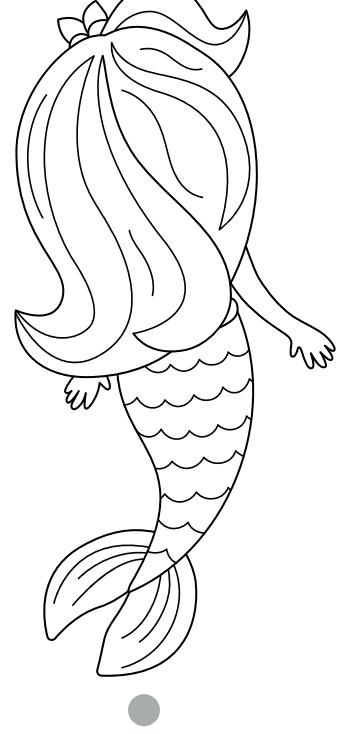
2



3





4

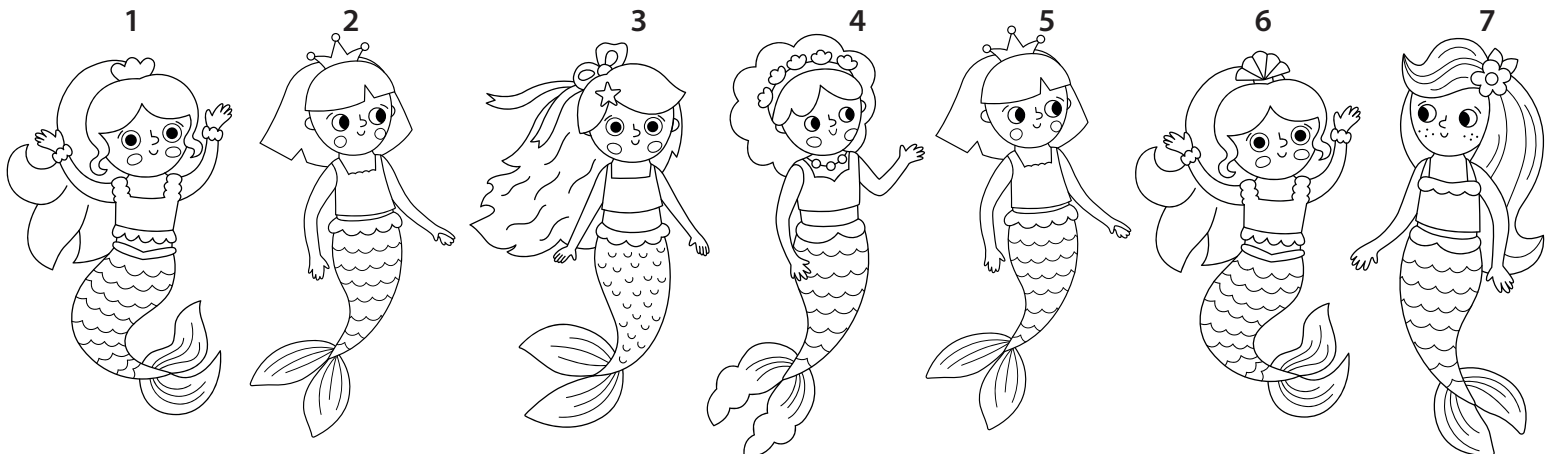


----- Aide la petite sirène à trouver le chemin du trésor en suivant le code ci-dessous. -----

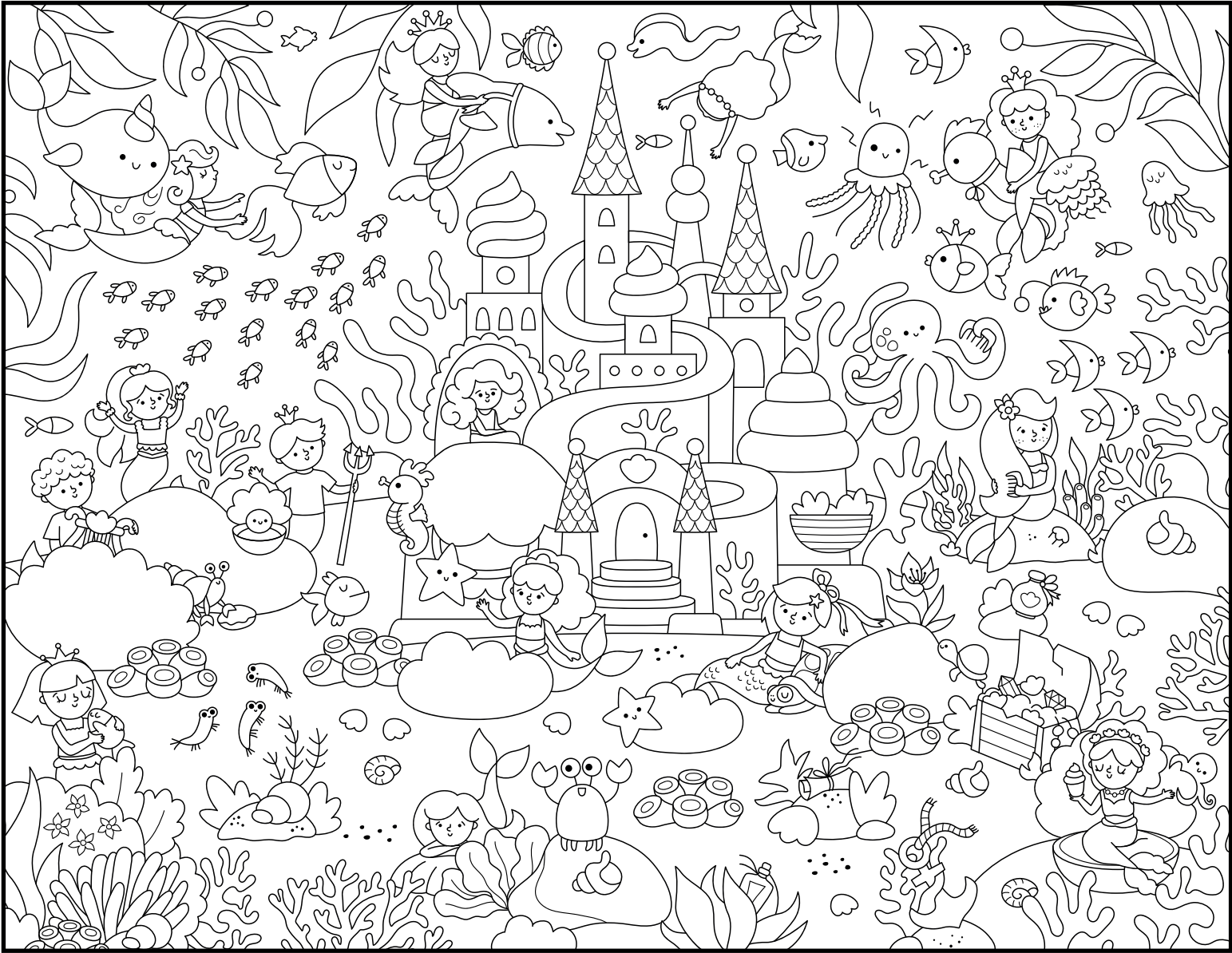
| | | | | | | | | | | |
|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| → x2 | ↓ x1 | → x3 | ↑ x3 | ← x5 | ↑ x1 | ← x2 | ↑ x2 | → x3 | ↓ x1 | → x2 |
|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|

| | | | | | | | | | |
|--|---|---|----------|---|---|---|---|---|---|
| → | ↑ | → | → | → | ↑ | ↓ |  | | |
| ↓ | ↑ | → | → | ↓ | → | → | | | |
| ↑ | ← | ← | ↑ | ↑ | → | ↓ | ↑ | → | ↓ |
| ↓ | → | ↓ | ← | ← | ← | ← | ← | ↑ | ↓ |
| ← | ← | ↓ | ↑ | ← | ↓ | ← | ← | ↑ | → |
|  | | | Démarrer | → | → | ← | ↓ | ↑ | ↓ |
| | | | ↓ | → | ↓ | → | → | → | → |

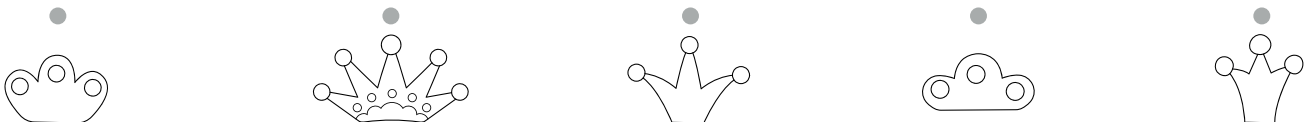
----- Trouve 2 sirènes identiques. -----



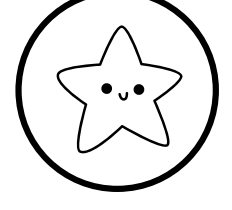
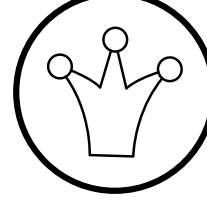
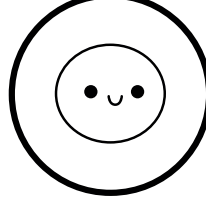
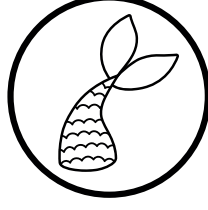
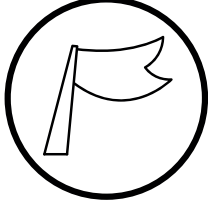
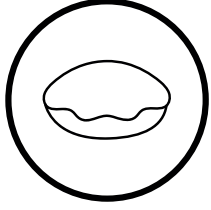
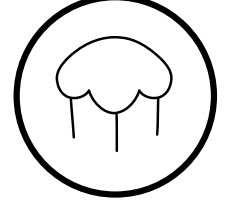
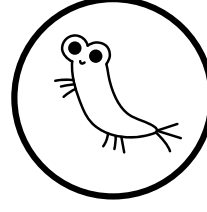
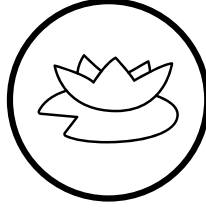
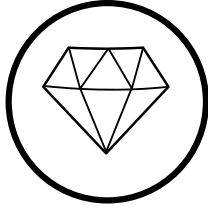
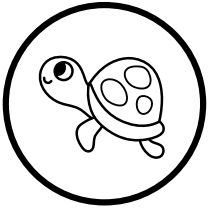
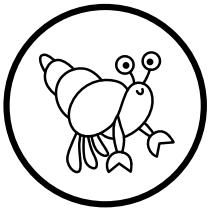
----- Trouve 12 sirènes et 2 tritons (homme-sirène) dans l'image. -----



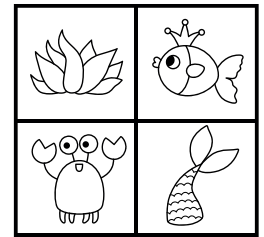
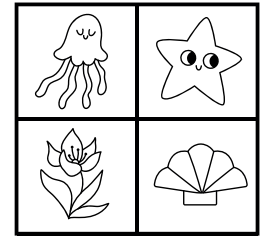
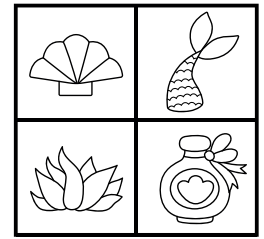
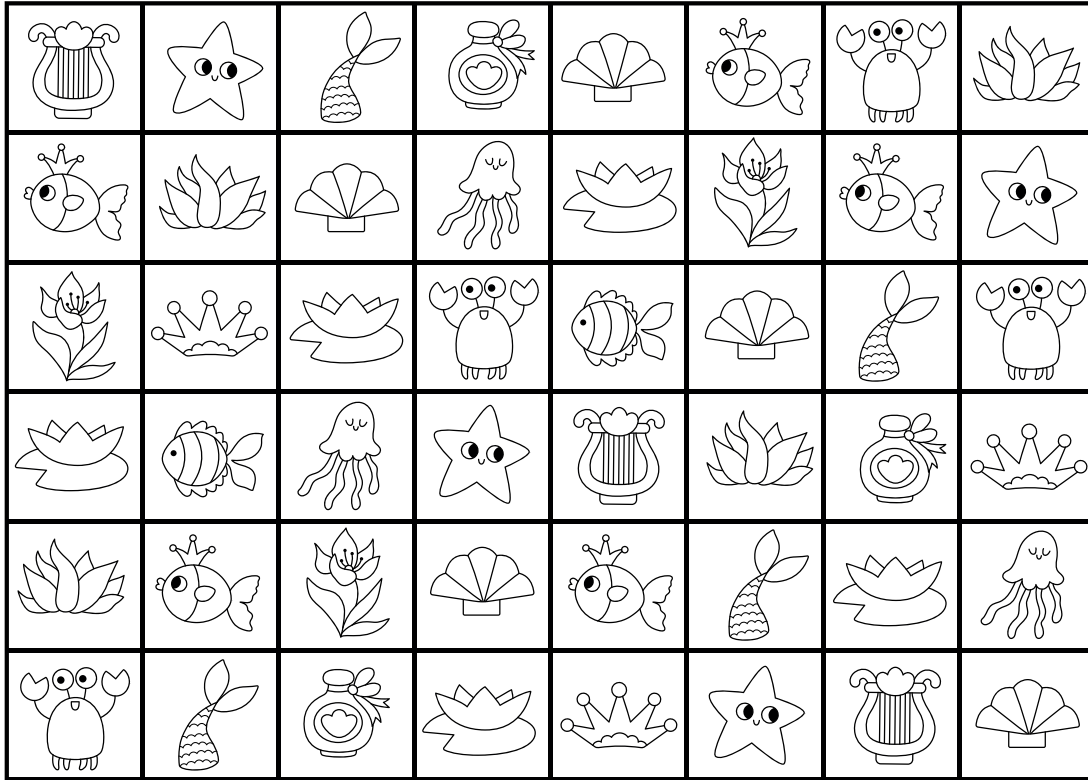
----- Relie chaque sirène à sa couronne. -----



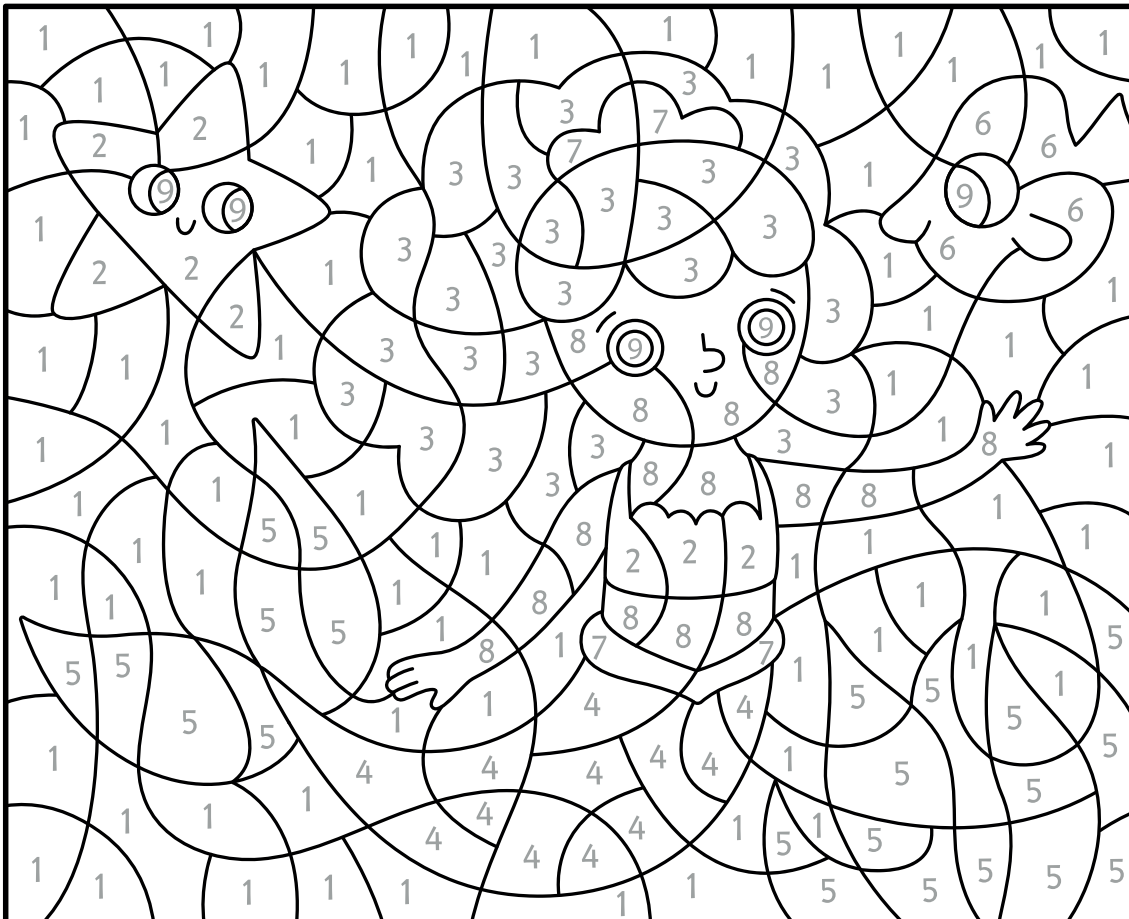
----- Trouve les objets ci-dessous dans la grande image. -----



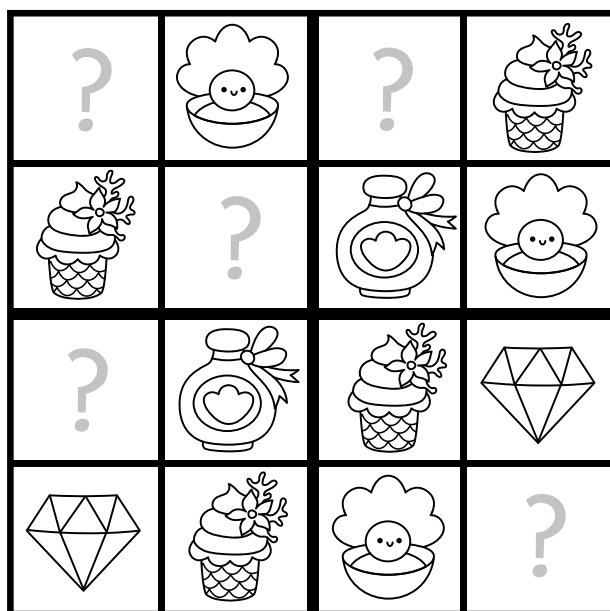
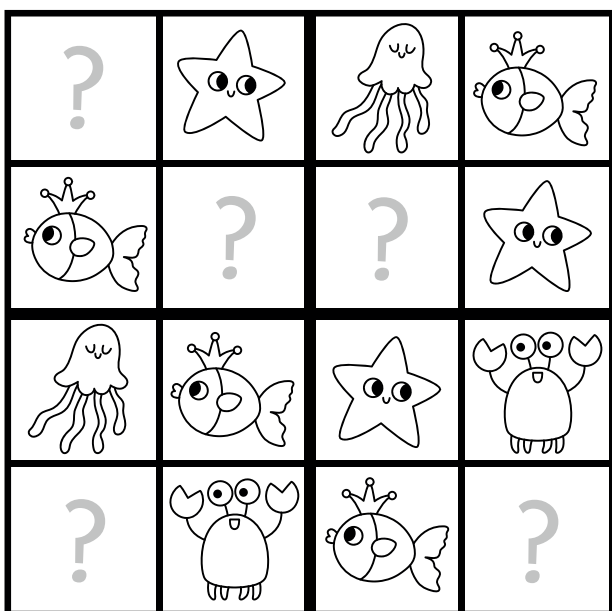
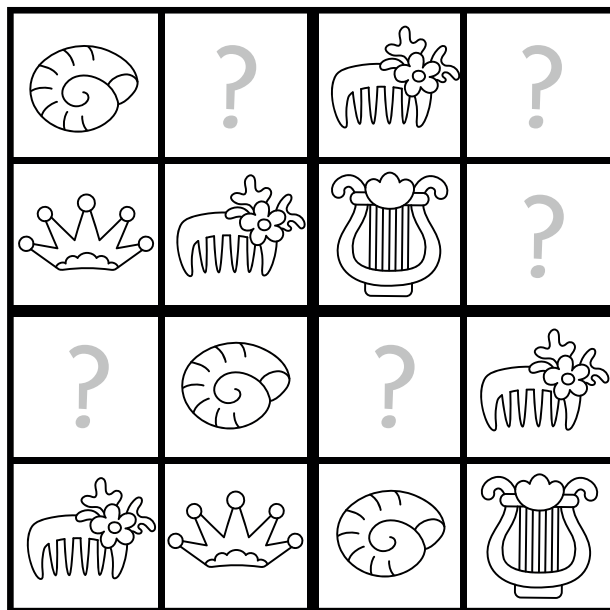
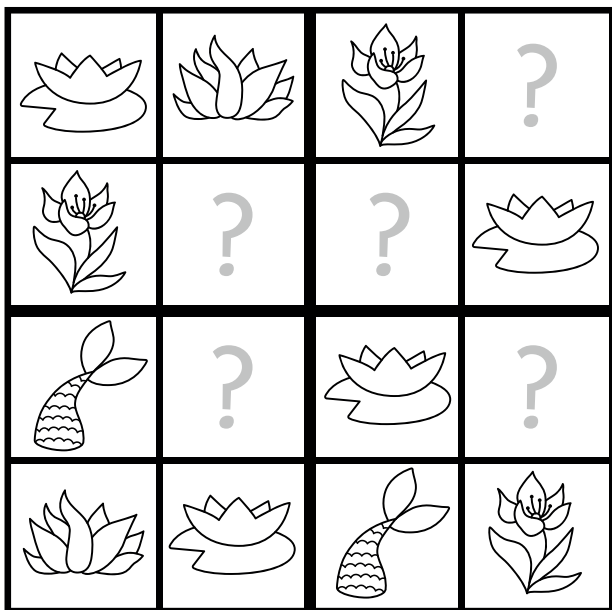
Trouve et encercle dans la grille les 3 groupes d'objets.



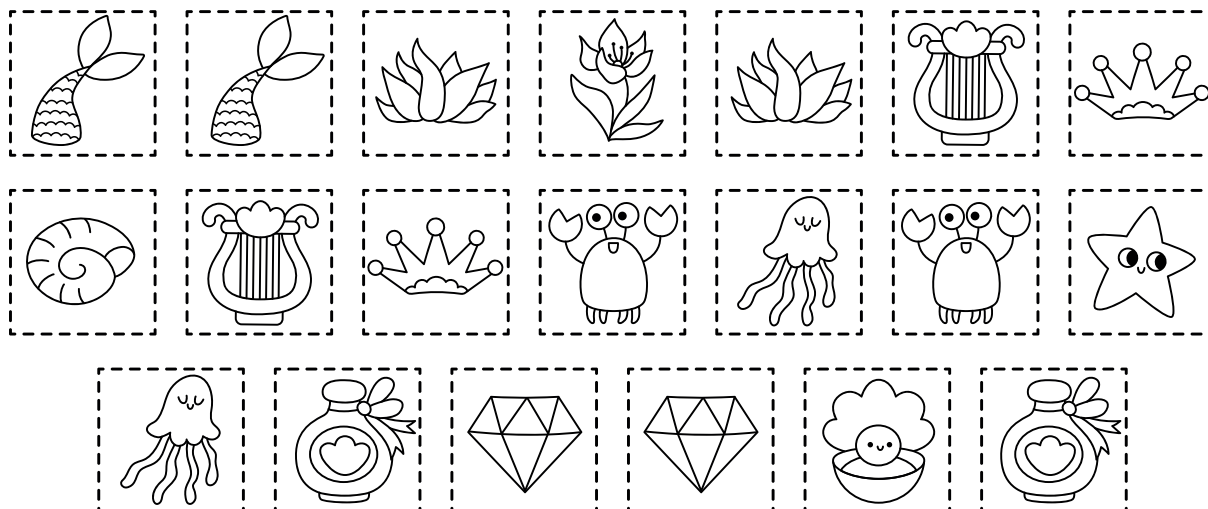
Colorie le dessin en respectant les couleurs indiquées dans le code.



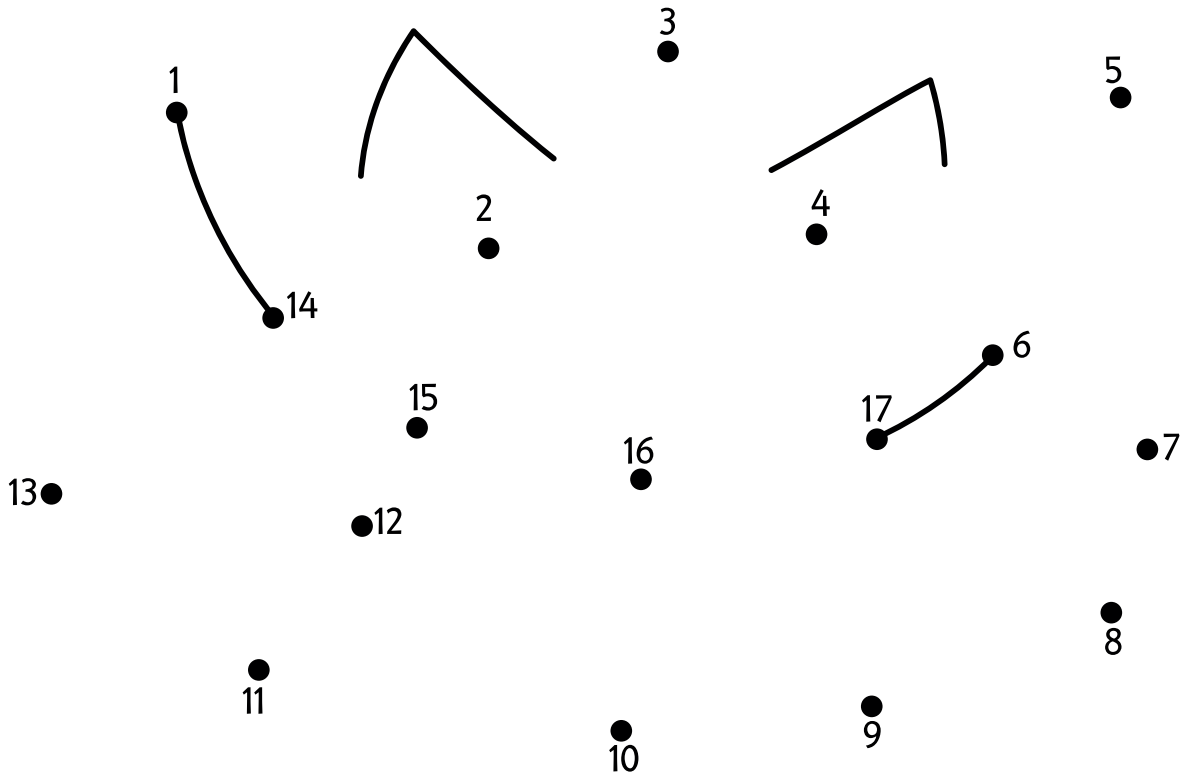
Découpe les petites cartes individuelles en bas de la page.
 Pose-les ou colle-les sur les grilles.
 Dans chacune des 4 grilles, une même image ne doit figurer
 qu'une seule fois par ligne, par colonne et par carré de 4.



Cartes à découper :



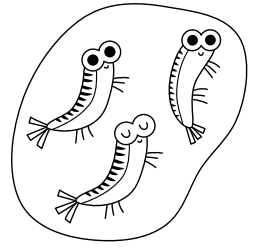
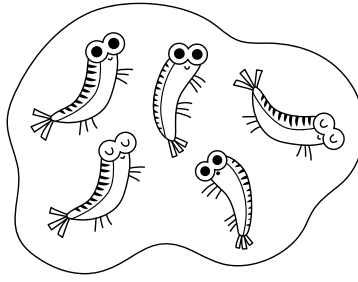
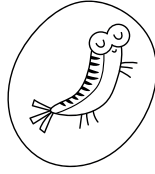
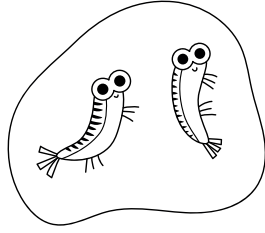
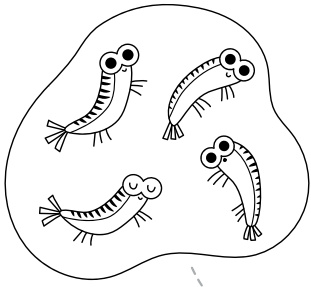
----- Relie les points dans l'ordre numérique en commençant par 1 puis 2, 3... -----



----- Trouve l'élément unique de chaque ligne. -----



----- Combien comptes-tu de crevettes ? Continue en suivant l'exemple. -----



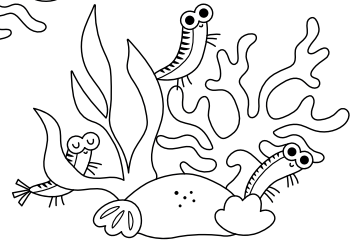
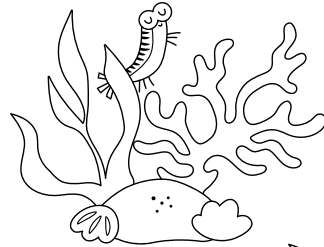
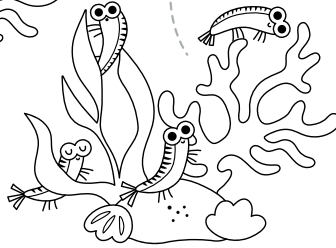
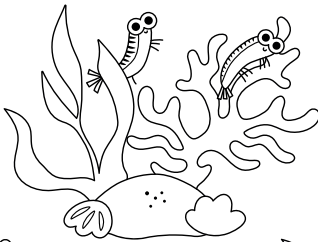
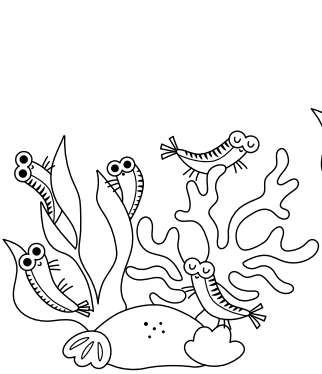
2

5

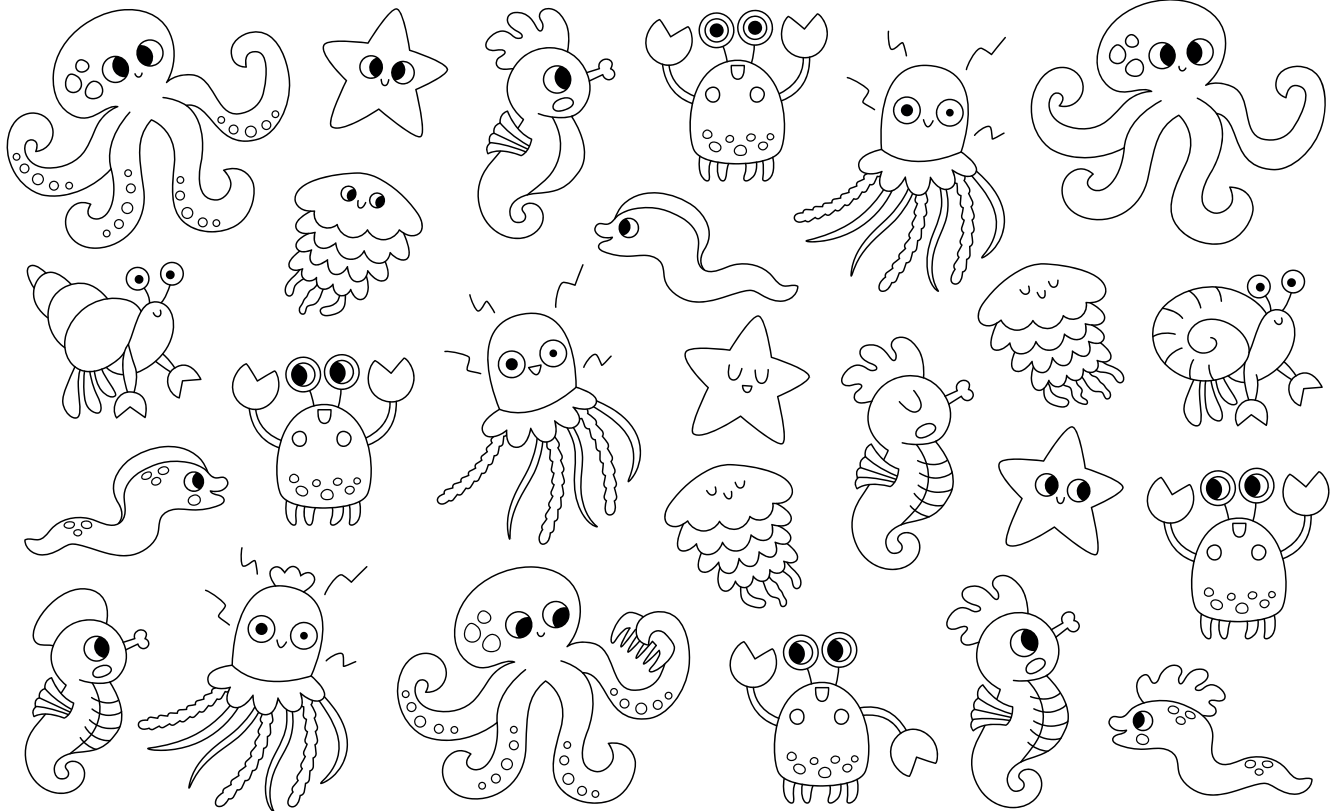
4

3

1



----- Trouve 2 animaux marins identiques -----



----- Compte le nombre de fleurs de chaque sirène et trouve un chemin qui conduit au bon nombre. -----

6 4 5 2 3

----- Inscris le nombre d'éléments dans le rond correspondant. -----

?
 ?
 ?
 ?
 ?
 ?
 ?
 ?
 ?