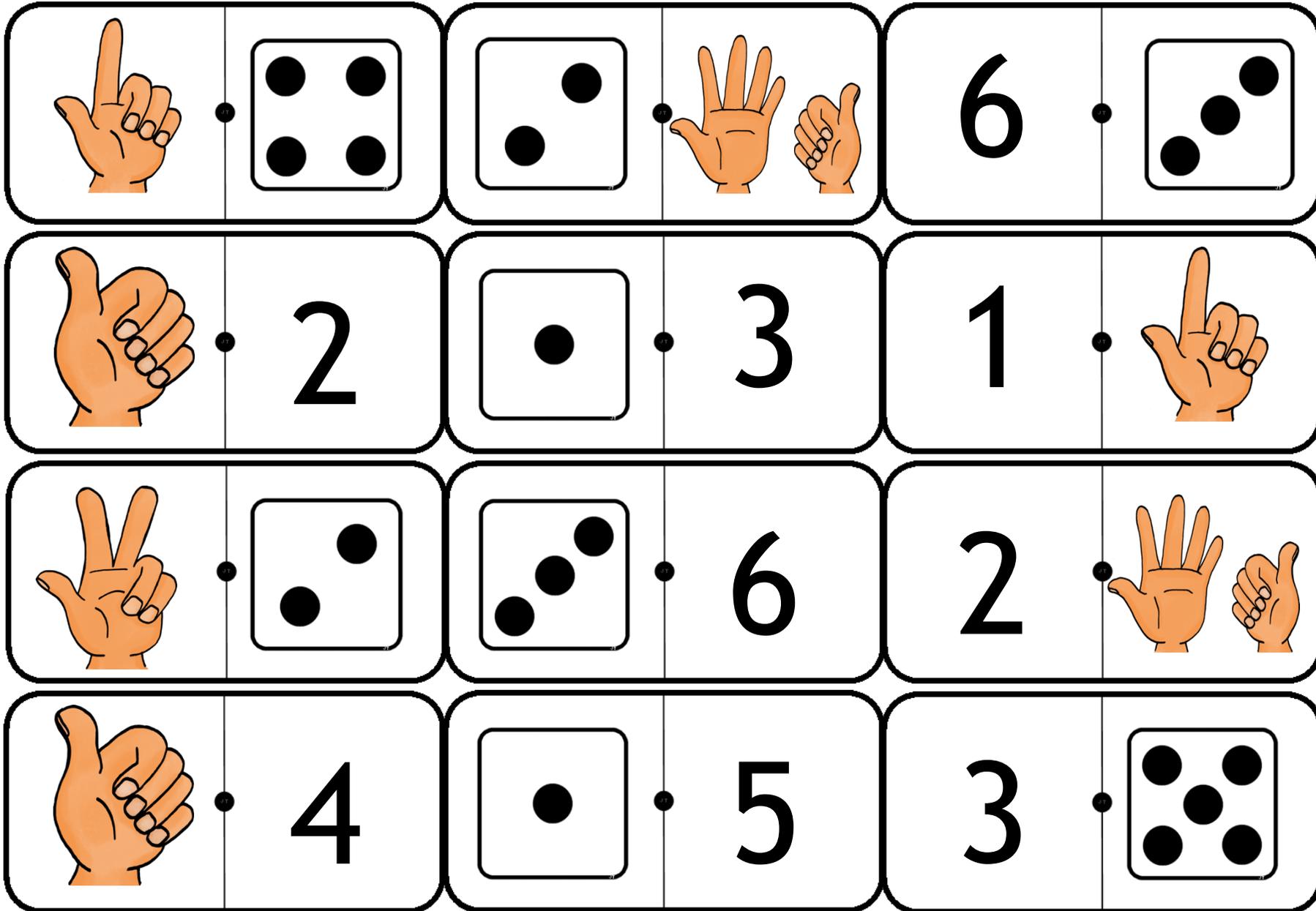
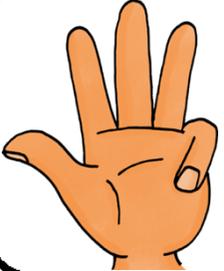
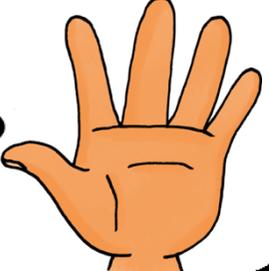
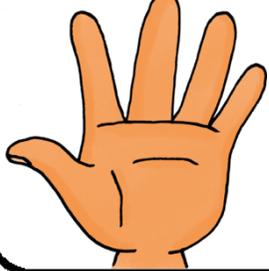
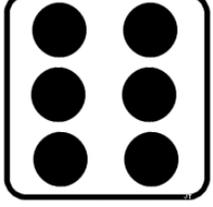
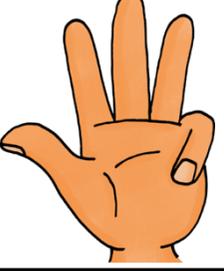
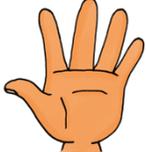


Domino

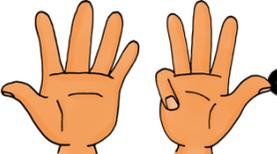
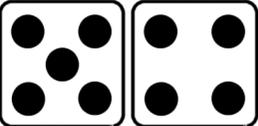
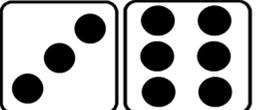
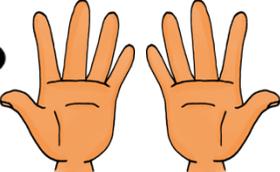
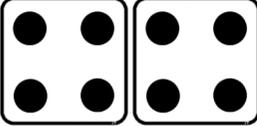


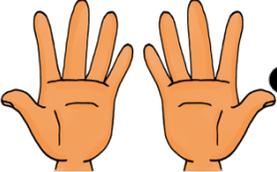
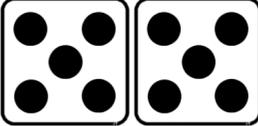
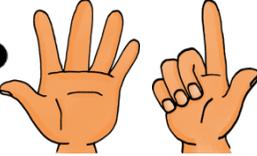
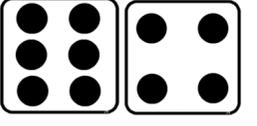
				4	
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			1	5	
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		10					7		
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						7	8		
--	---	---	---	---	---	---	---	---	---

				9	
--	---	---	--	---	---

	8			10	
--	---	---	--	----	---

Frise numérique

Compter le plus loin possible

Découper les deux bandes et associer-les avec du scotch pour réaliser une longue frise. L'enfant doit pointer du doigt chaque chiffre au fur et à mesure qu'il compte. Le but du jeu est de compter le plus loin possible sans se tromper.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23	24	25	26	27	28	29	30

Flashcards Montrer une flashcards (le chiffre 5 par exemple) et l'enfant doit dire le chiffre et montrer la flashcard correspondante (l'image du dé avec la quantité 5 représentée ou celle avec les 5 doigts levés) puis inverser les flashcards.

1

2

3

4

5

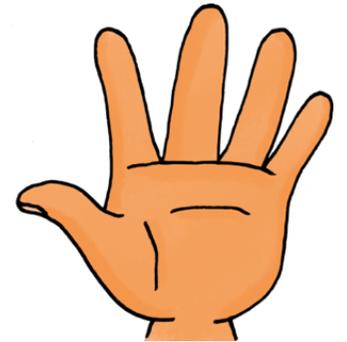
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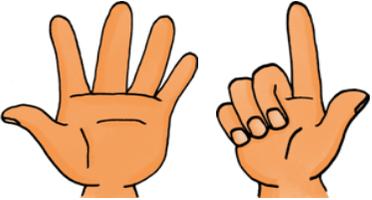
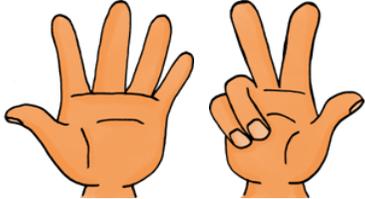
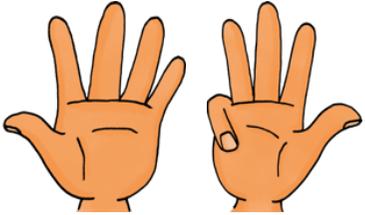
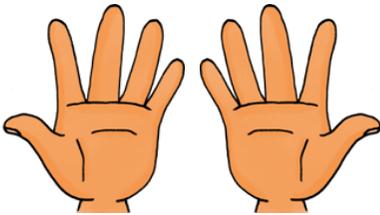
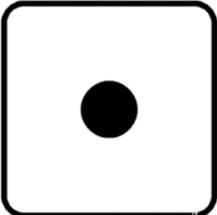
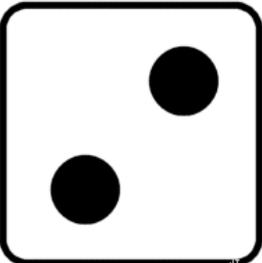
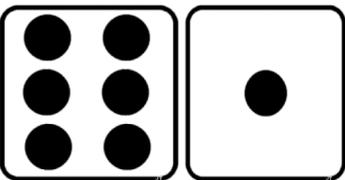
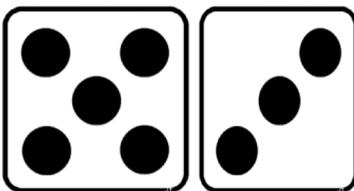
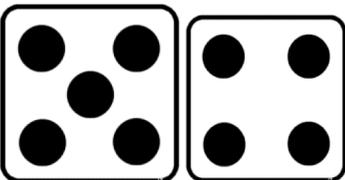
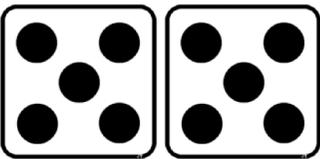
7

8

9

10



Jeu des boîtes d'œufs

Disposer les flashcards devant chaque alvéole de la boîte d'œufs afin que l'enfant puisse placer le bon nombre d'objets (cailloux, perles...). Une petite difficulté supplémentaire : placer les objets à l'aide d'une pince.

