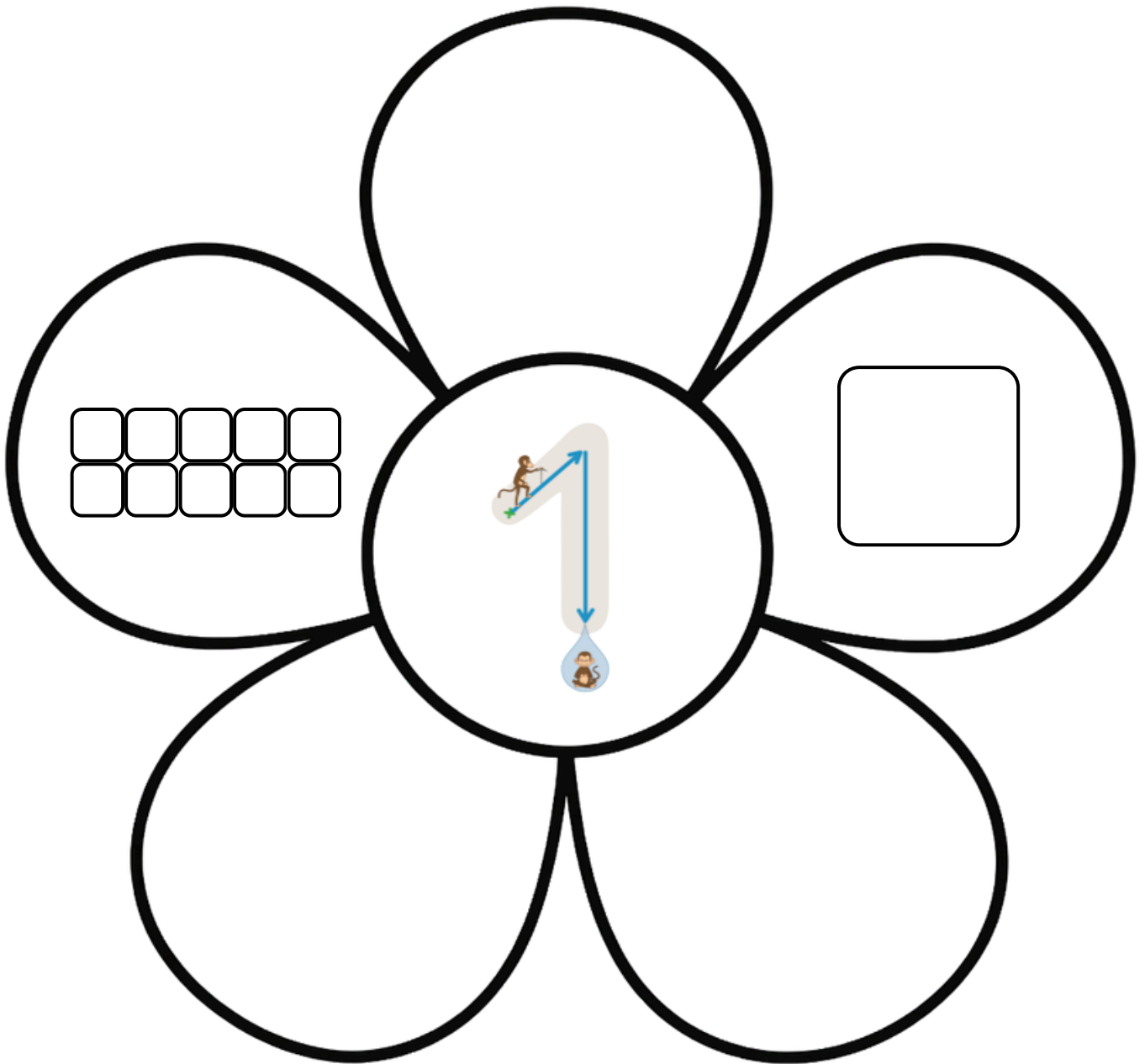


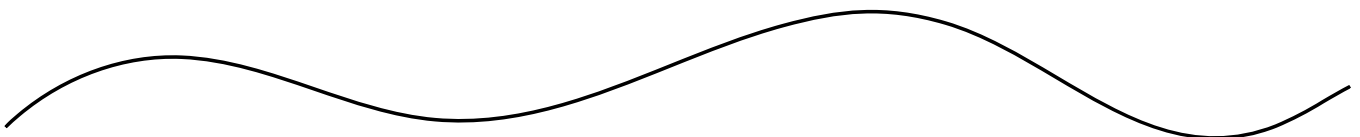
# LA FLEUR NUMÉRIQUE

Complète la fleur du 1.



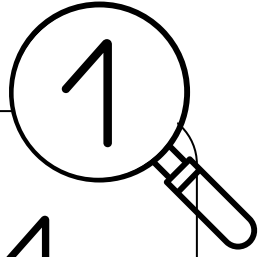
## LE COLLIER

Place 1 perle sur le collier.



# LE DÉTECTIVE

Entoure le chiffre lorsqu'il est correctement écrit et dans le bon sens.



A collection of various numbers and symbols scattered on a page. The numbers include 1, 7, 3, and 7. Some are drawn with thick black lines, some with thin black lines, and some with grey lines. There are also some symbols like a vertical bar, a horizontal bar, and a checkmark. A magnifying glass is positioned over one of the numbers '1' in the top right corner.

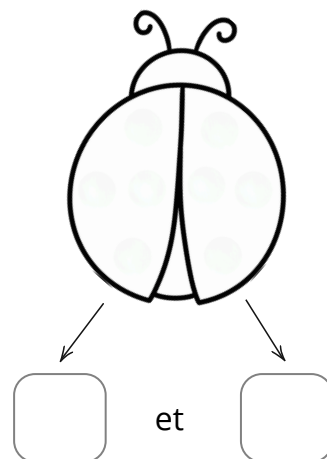
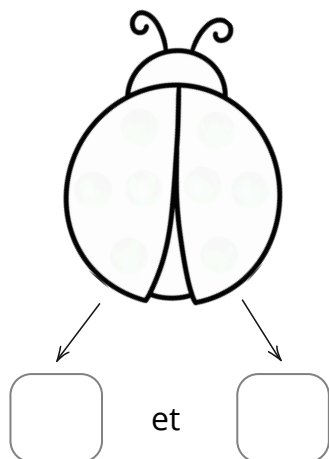
# LE TRACEUR

Trace le chiffre 1.

Two rows of handwriting practice lines. The first row starts with a monkey icon on a branch and a blue arrow pointing down to a monkey icon in a water drop, indicating the stroke direction for the number 1. This is followed by a grey number 1 and several dots for tracing. The second row starts with a grey number 1 and several dots for tracing.

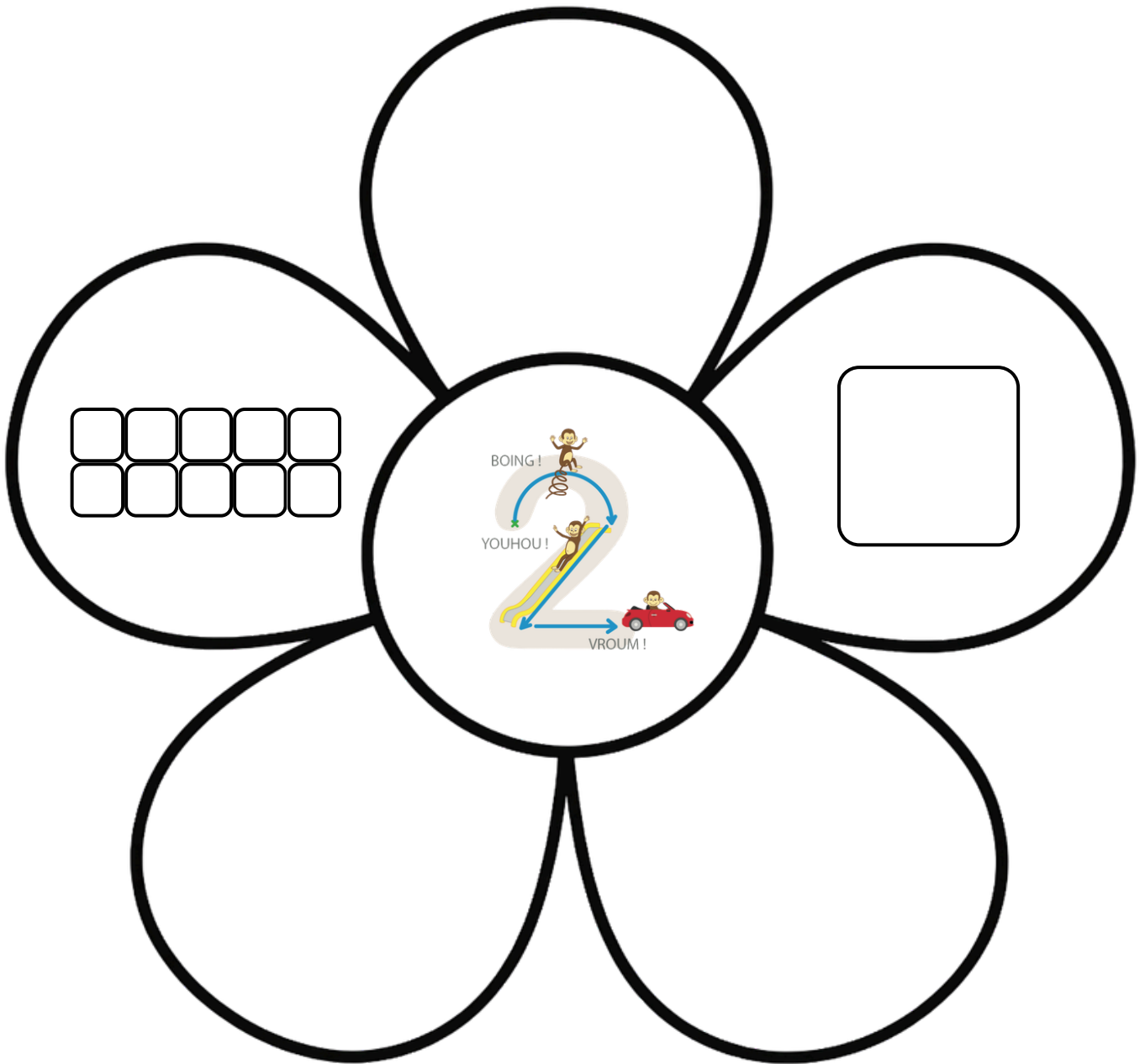
# LES COCCINELLES

Chaque coccinelle doit avoir 1 point.



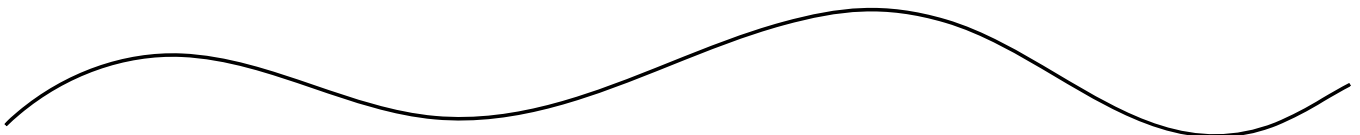
# LA FLEUR NUMÉRIQUE

Complète la fleur du 2.



# LE COLLIER

Place 2 perles sur le collier.



# LE DÉTECTIVE

Entoure le chiffre lorsqu'il est correctement écrit et dans le bon sens.

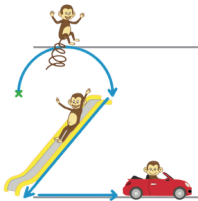


A collection of various symbols and numbers for identification:

- 5, 2, 1, %, \$, 2
- 1, 2, S, S, 5, 2
- 1, 2, 4, 2, 2, 2, 2
- Other symbols: a black shape resembling a '6', a checkmark, and a percent sign.

# LE TRACEUR

Trace le chiffre 2.



# LE CHEMIN

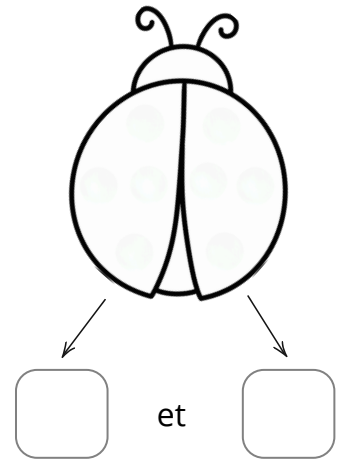
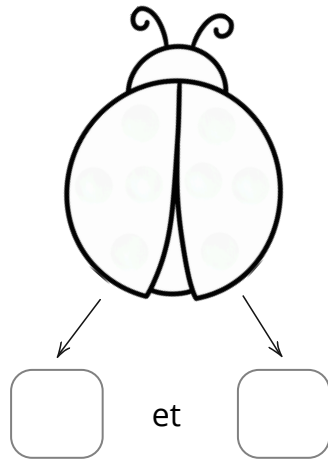
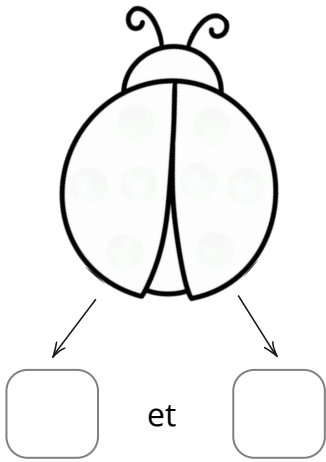
Colorie le chemin du 2.



2				0	
		3			
	2		2		
5				5	

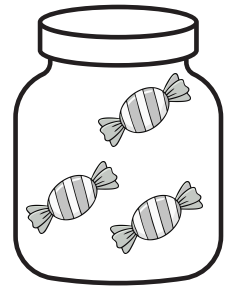
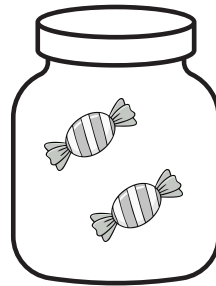
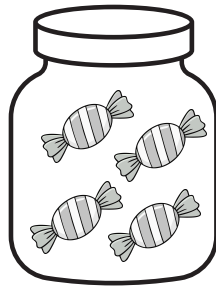
# LES COCCINELLES

Chaque cocinelle doit avoir 2 points.



# LA CONFISERIE

Chaque bocal doit contenir 2 bonbons. Ajoute ou enlève :



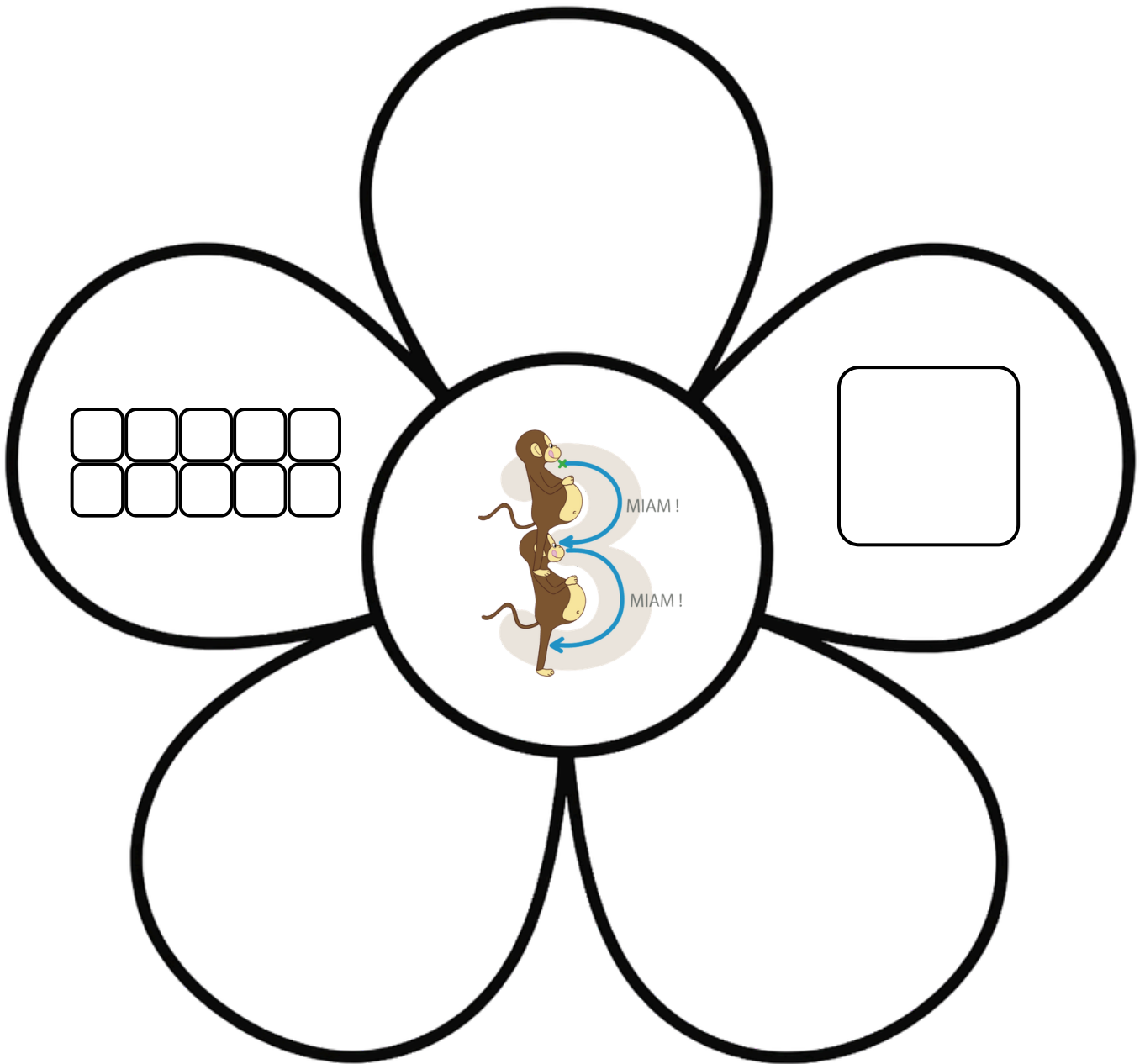
# LES NIDS

Entoure pour former des nids de 2 oiseaux.



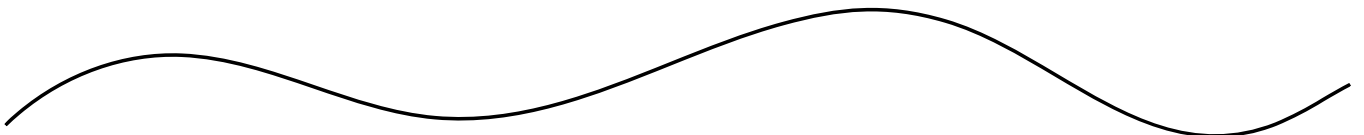
# LA FLEUR NUMÉRIQUE

Complète la fleur du 3.



## LE COLLIER

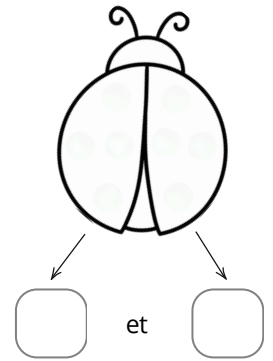
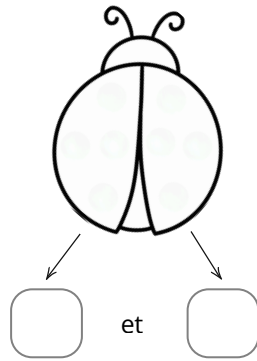
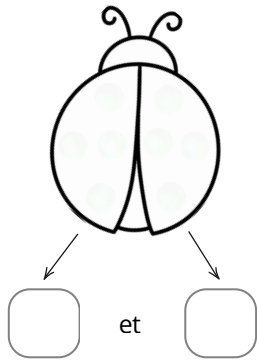
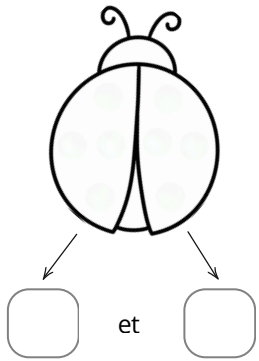
Place 3 perles sur le collier.





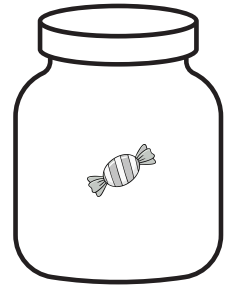
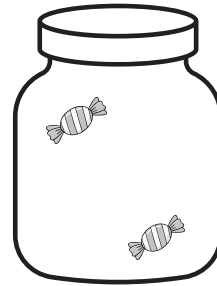
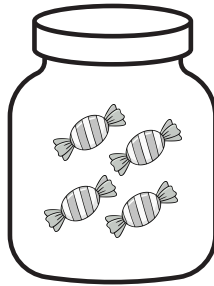
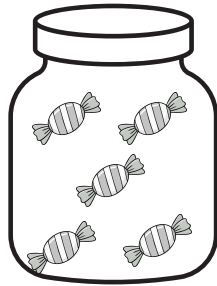
# LES COCCINELLES

Chaque cocinelle doit avoir 3 points.



# LA CONFISERIE

Chaque bocal doit contenir 3 bonbons. Ajoute ou enlève :



# LES NIDS

Entoure pour former des nids de 3 oiseaux.



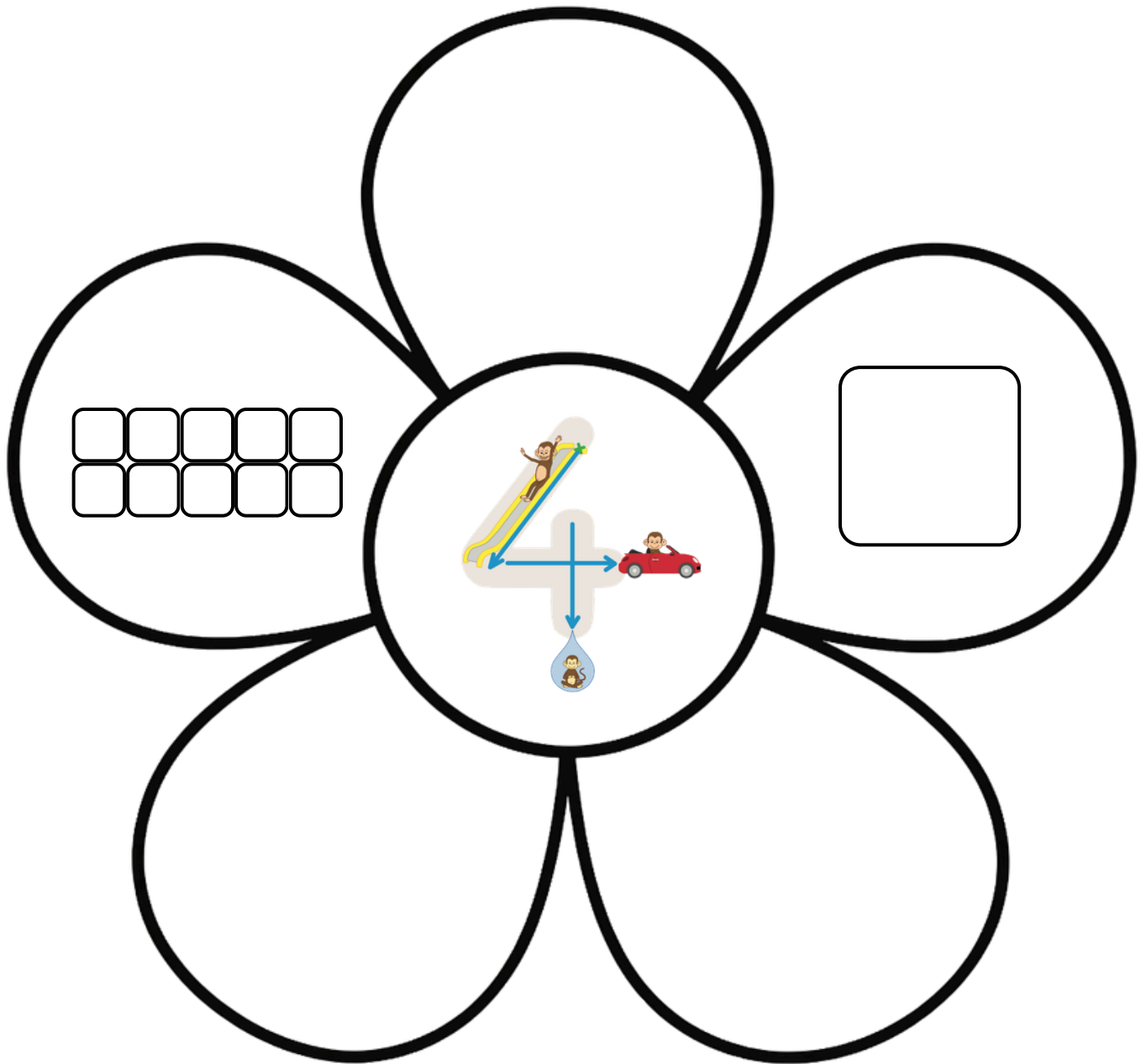
# LE BRICOLO

Construis un mur de 3 briques de large.



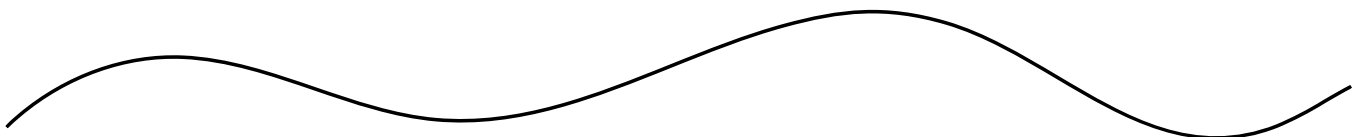
# LA FLEUR NUMÉRIQUE

Complète la fleur du 4.



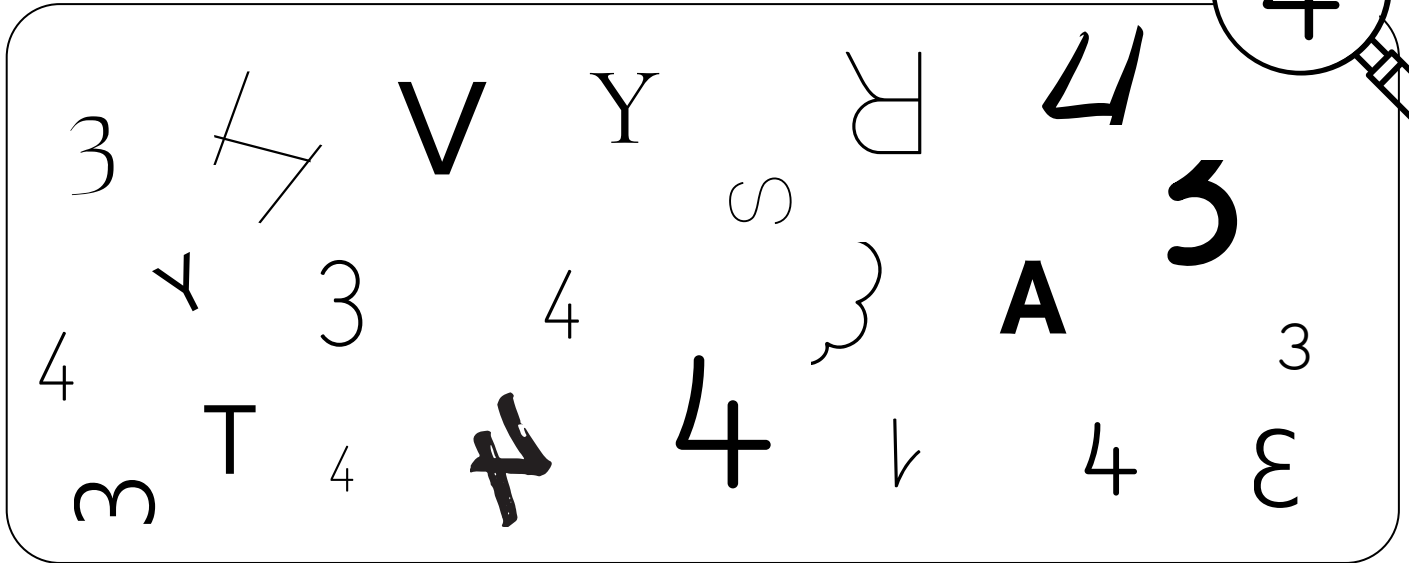
# LE COLLIER

Place 4 perles sur le collier.



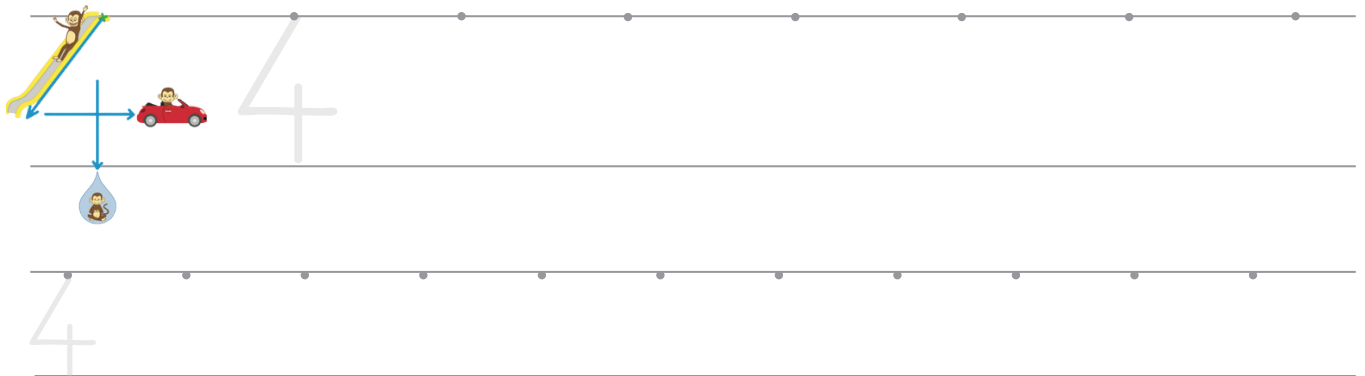
# LE DÉTECTIVE

Entoure le chiffre lorsqu'il est correctement écrit et dans le bon sens.



# LE TRACEUR

Trace le chiffre 4.



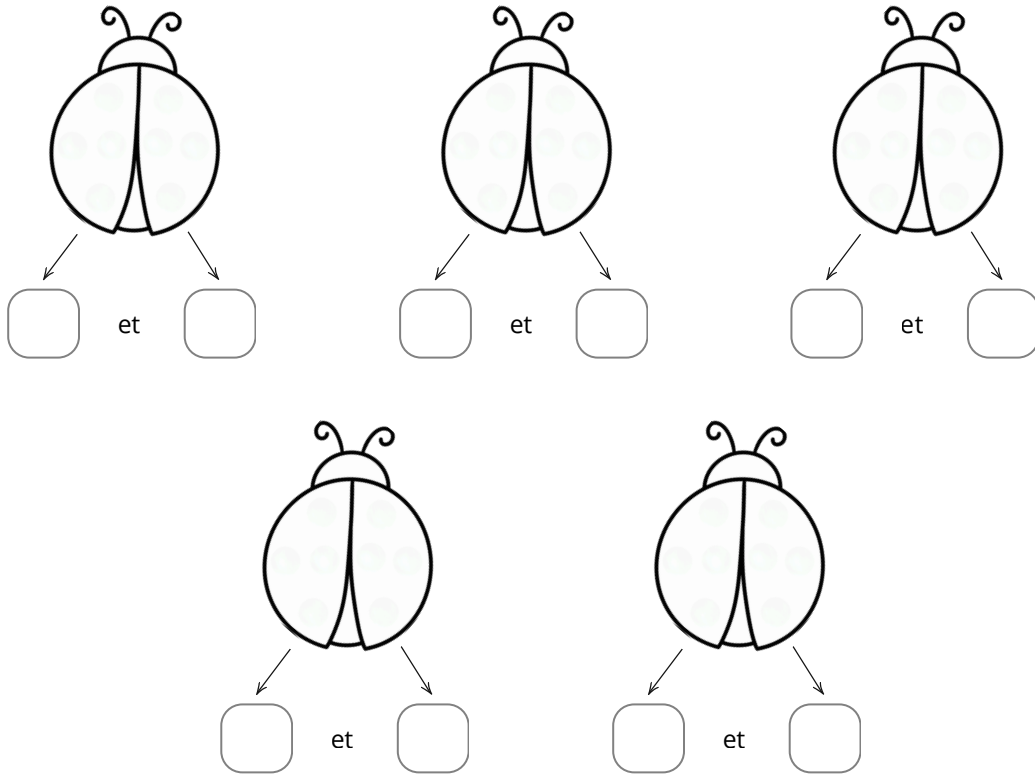
# LE CHEMIN

Colorie le chemin du 4.

				7	
4					
3					4

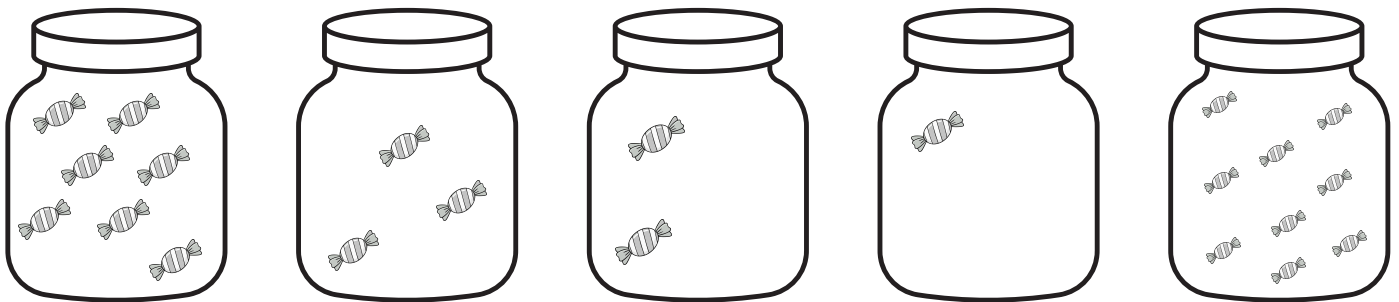
# LES COCCINELLES

Chaque cocinelle doit avoir 4 points.



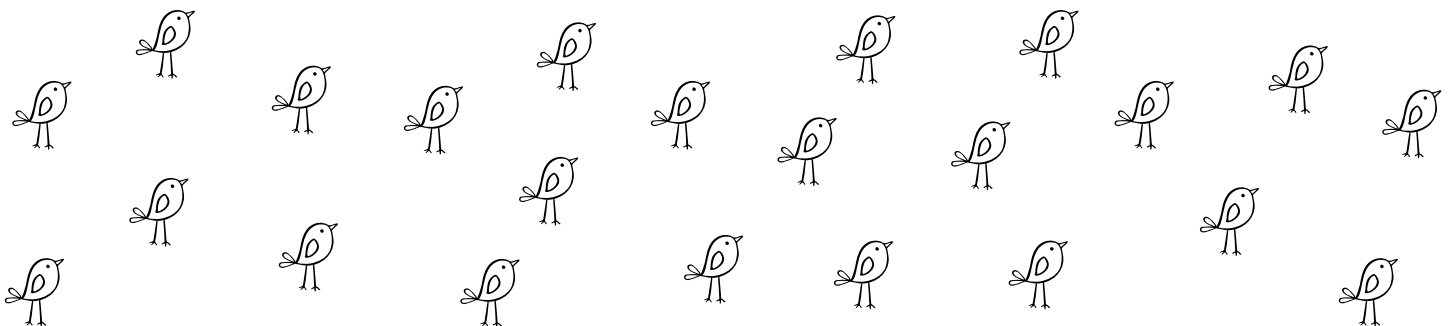
# LA CONFISERIE

Chaque bocal doit contenir 4 bonbons. Ajoute ou enlève :



# LES NIDS

Entoure pour former des nids de 4 oiseaux.



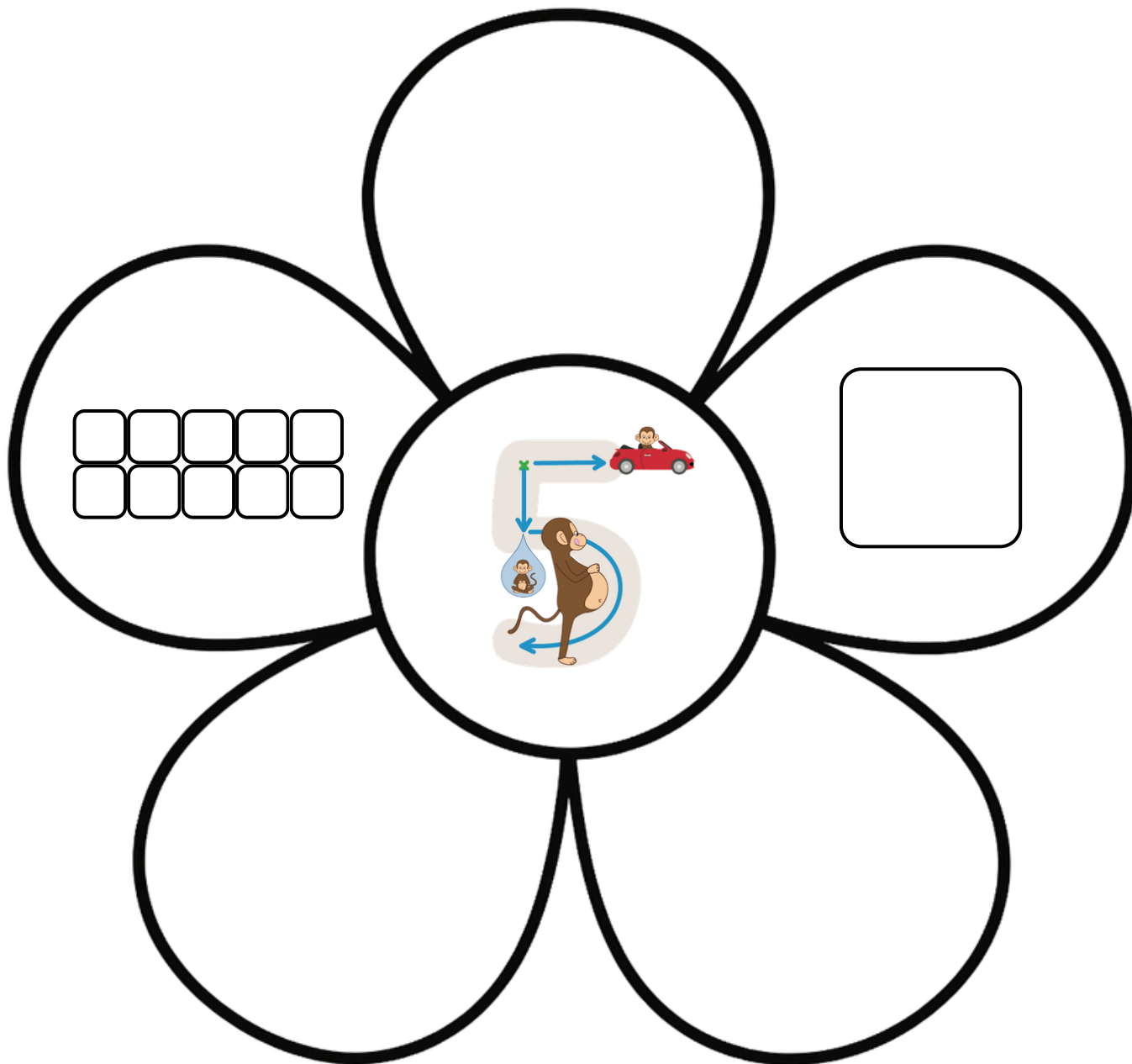
# LE BRICOLO

Construis un mur de 4 briques de large.



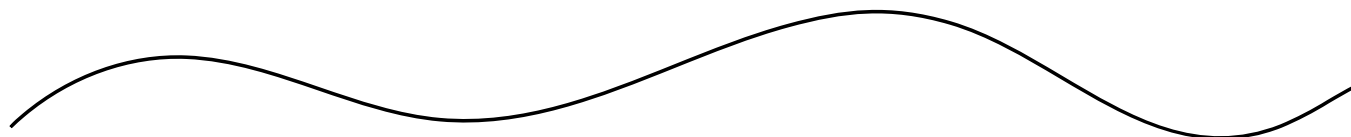
# LA FLEUR NUMÉRIQUE

Complète la fleur du 5.



## LE COLLIER

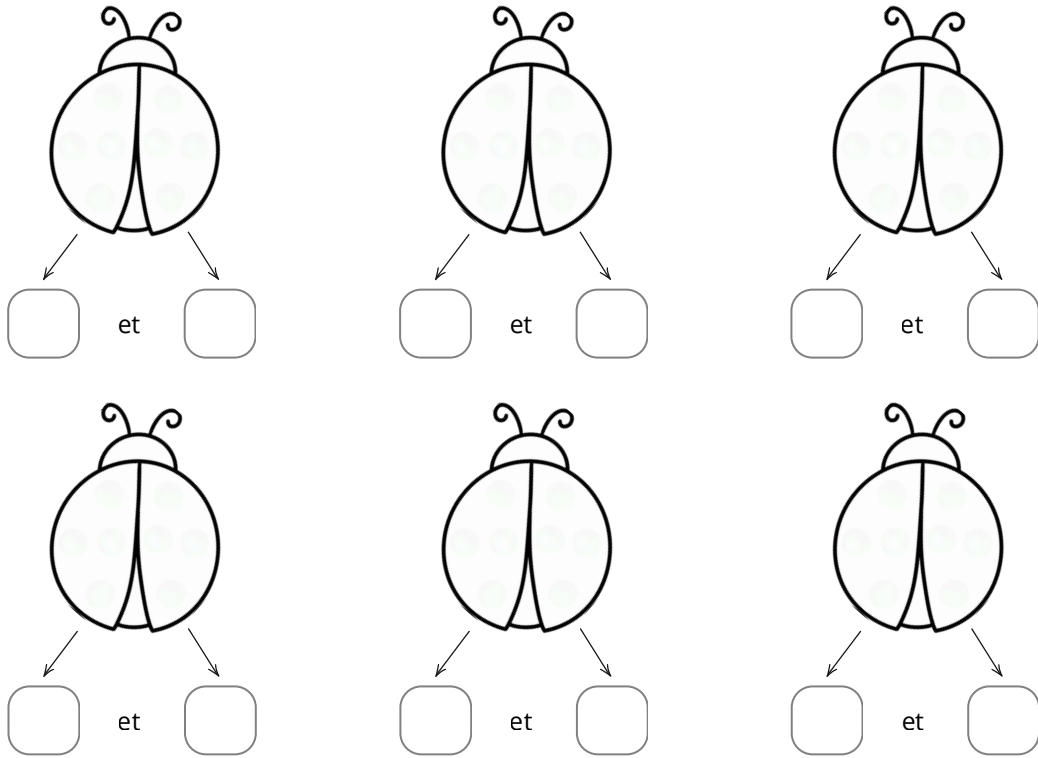
Place 5 perles sur le collier.





# LES COCCINELLES

Chaque cocinelle doit avoir 5 points.



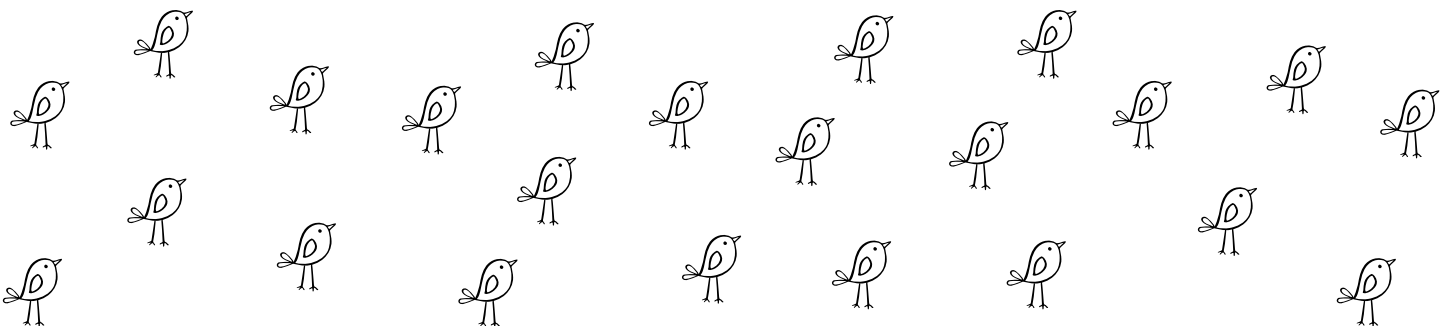
# LA CONFISERIE

Chaque bocal doit contenir 5 bonbons. Ajoute ou enlève :



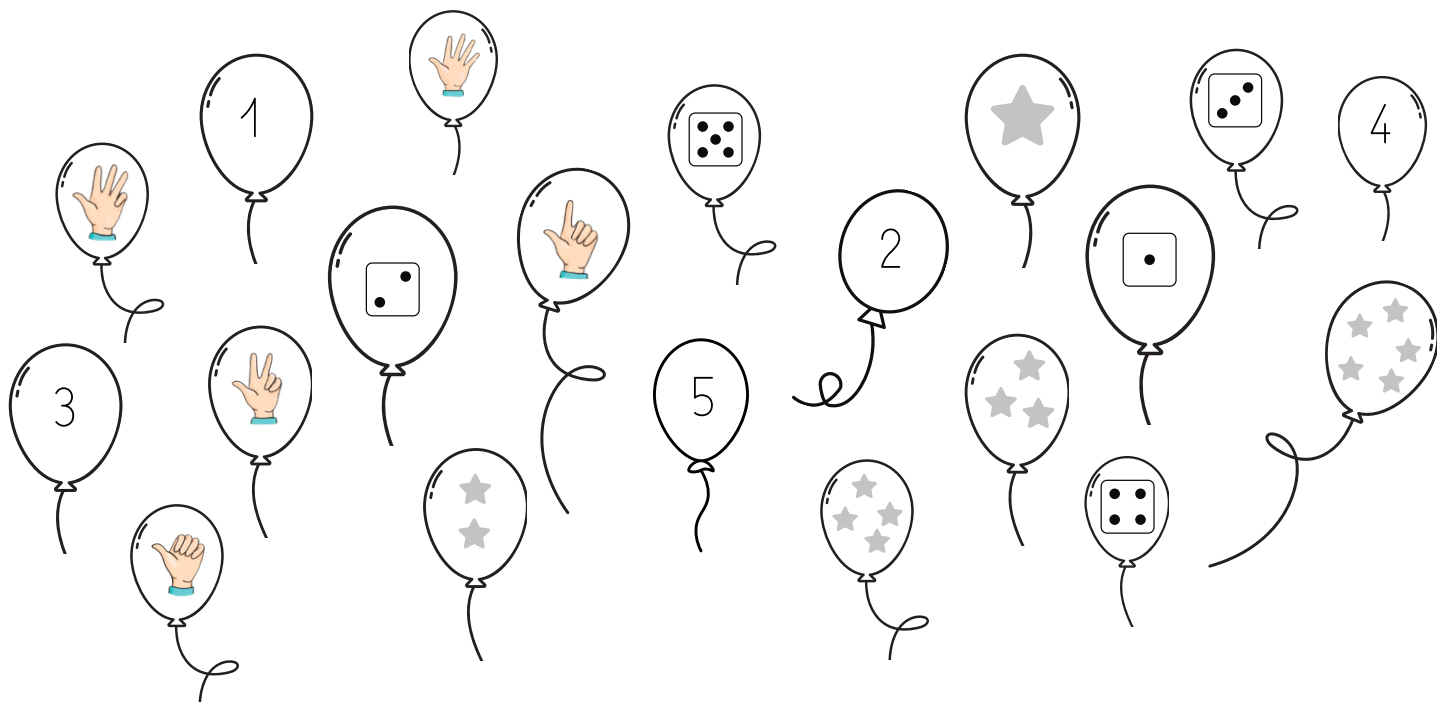
# LES NIDS

Entoure pour former des nids de 5 oiseaux.



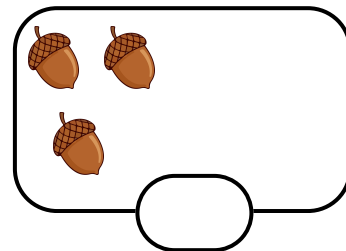
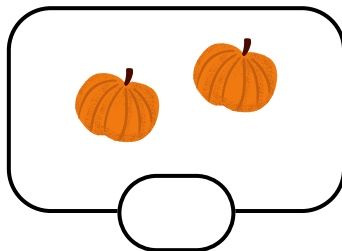
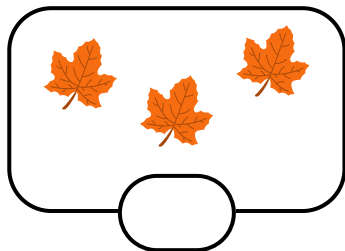
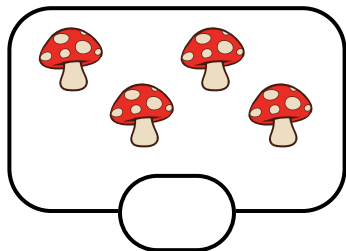
# L'ENVOLÉE DE BALLONS

Colorie de la même couleur les ballons qui représentent la même quantité.



## LE COMPTEUR

Indique le nombre d'objets.



## LE TRAIN

Ecris les nombres de 1 à 5, du plus petit au plus grand.



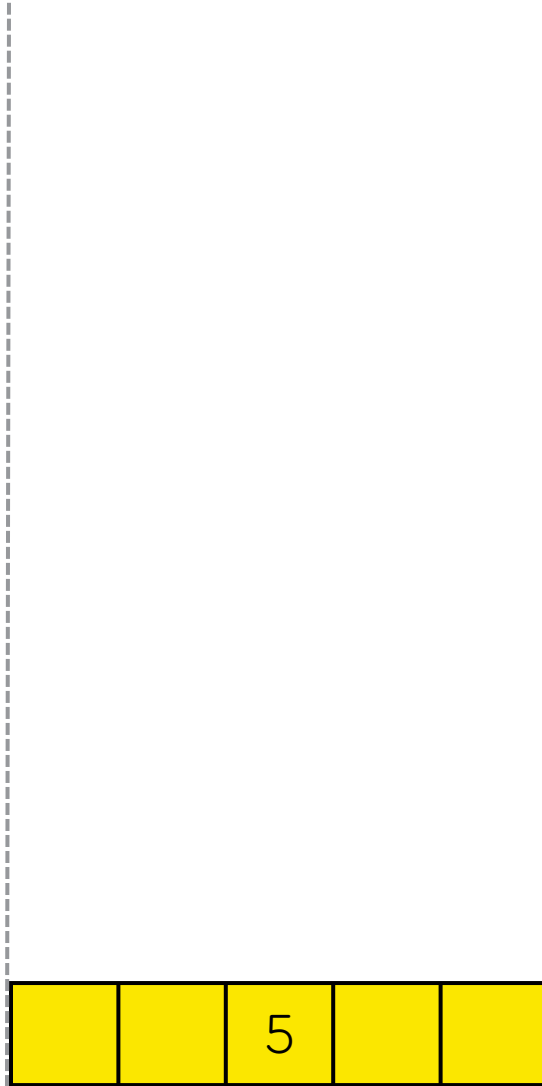
## LA DICTÉE

Ecris les chiffres dictés par la maîtresse.

--	--	--	--	--

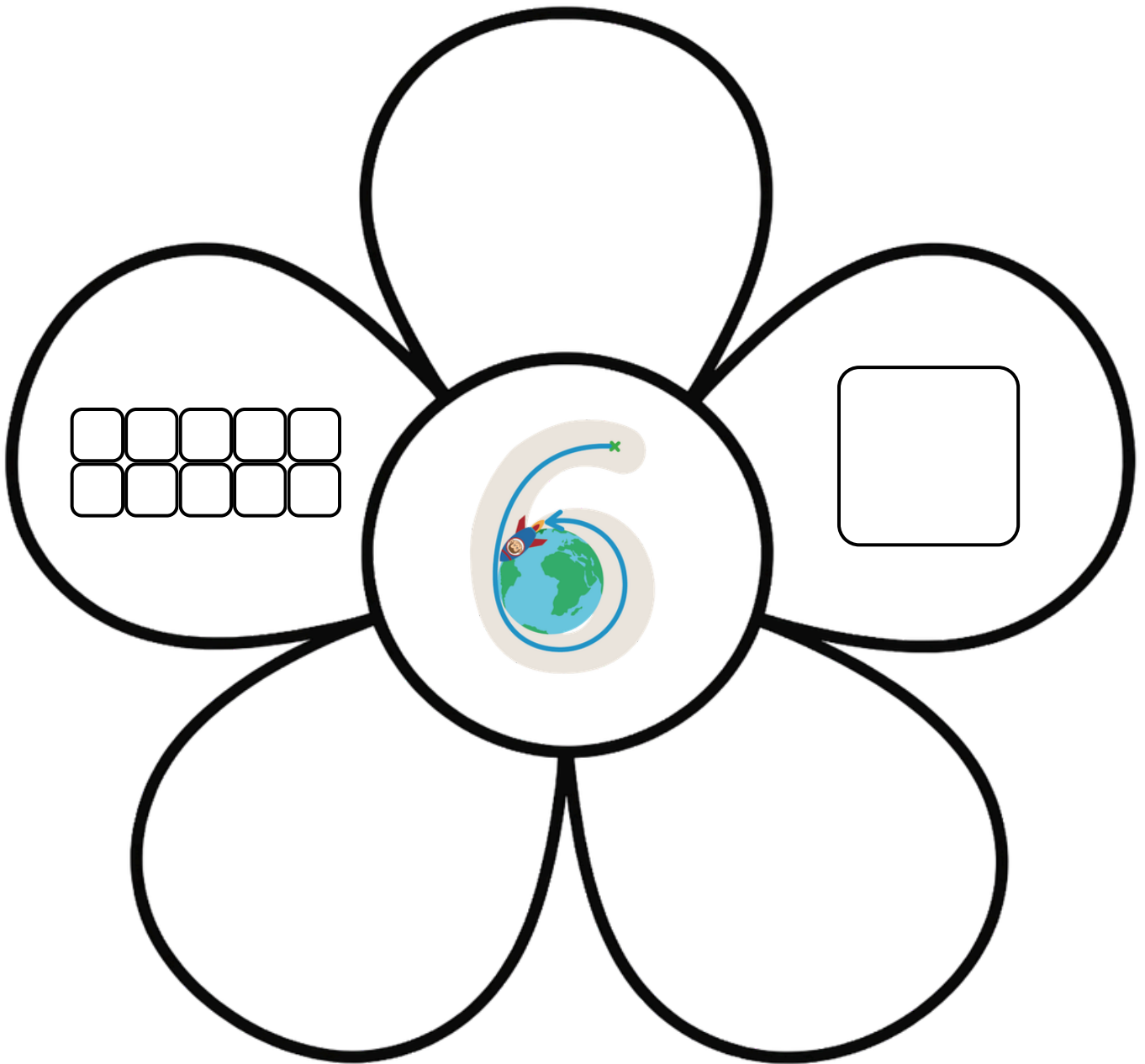
# LE BRICOLO

Construis un mur de 5 briques de large.



# LA FLEUR NUMÉRIQUE

Complète la fleur du 6.



## LE COLLIER

Place 6 perles sur le collier.



# LE DÉTECTIVE

Entoure le chiffre lorsqu'il est correctement écrit et dans le bon sens.

# LE TRACEUR

Trace le chiffre 6.

# LE CHEMIN

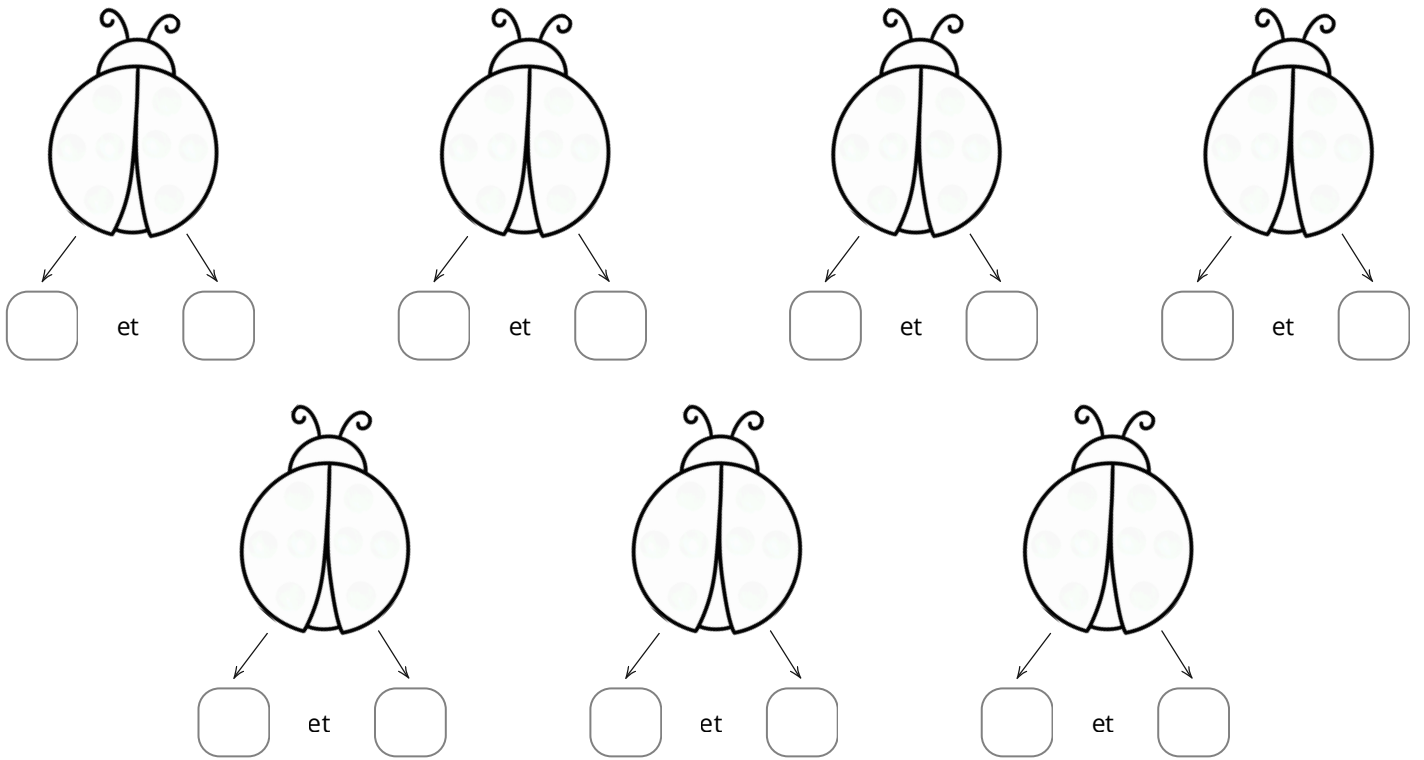
Colorie le chemin du 6.

↓

	6				
			9		
		6			2

# LES COCCINELLES

Chaque cocinelle doit avoir 6 points.



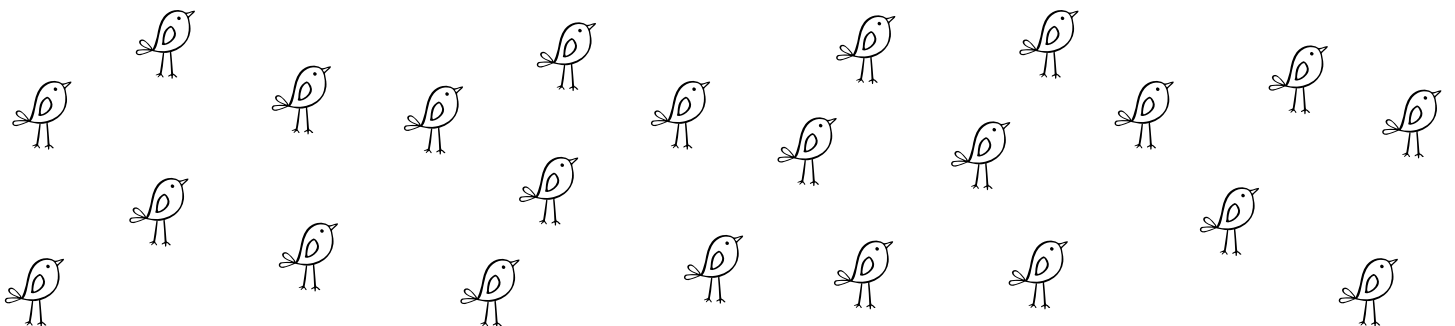
# LA CONFISERIE

Chaque bocal doit contenir 6 bonbons. Ajoute ou enlève :



# LES NIDS

Entoure pour former des nids de 6 oiseaux.



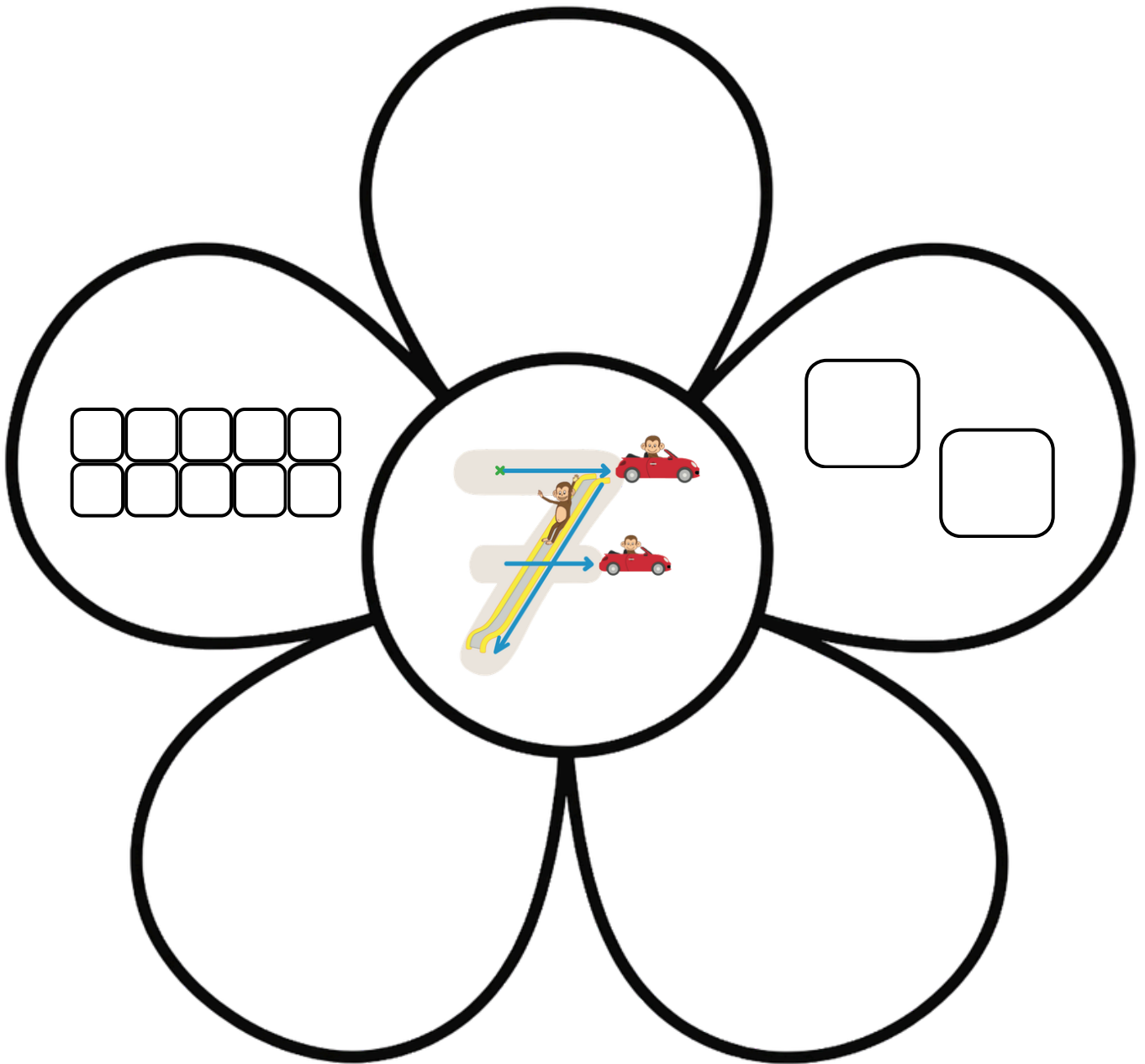
# LE BRICOLO

Construis un mur de 6 briques de large.



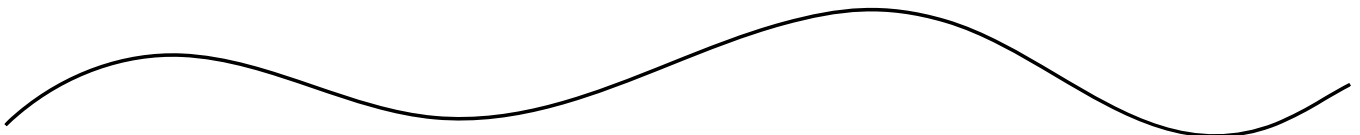
# LA FLEUR NUMÉRIQUE

Complète la fleur du 7.



# LE COLLIER

Place 7 perles sur le collier.



# LE DÉTECTIVE

Entoure le chiffre lorsqu'il est correctement écrit et dans le bon sens.



A collection of various symbols and numbers for identification. The symbols include: a large '7', a large '8', a plus sign, a 'G', a male symbol, a vertical line with a '6' above it, a stylized 'F', a small '8', a 'y', a '9', a '5', a '7', a '1', a '3', a 'S', a 'K', a '3', an '&', a '7', a '4', a '§', a '%', a '5', a '7', and a '7' with a checkmark. A magnifying glass is positioned over the top right '7'.

# LE TRACEUR

Trace le chiffre 7.

Tracing practice for the number 7. The first row shows a cartoon scene with a slide and cars, followed by a large, light grey '7' on a set of three horizontal lines. The second row shows a smaller, light grey '7' on a similar set of lines for independent tracing.

# LE CHEMIN

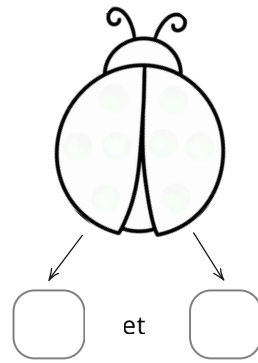
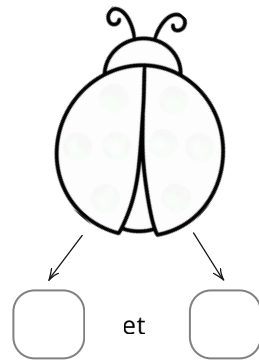
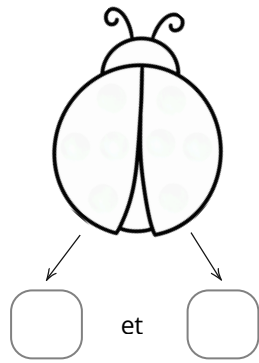
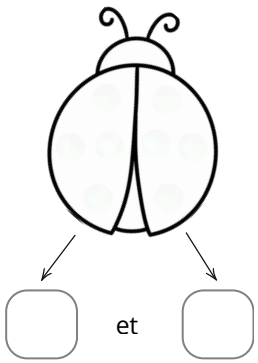
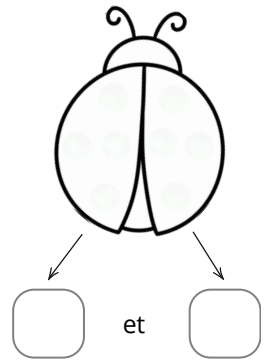
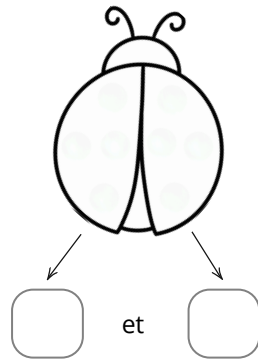
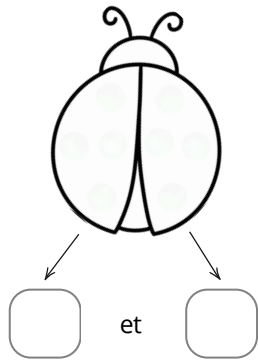
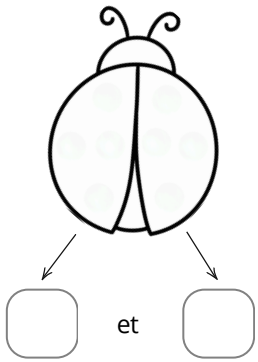
Colorie le chemin du 7.

	6				
			F		
		7			
				7	9



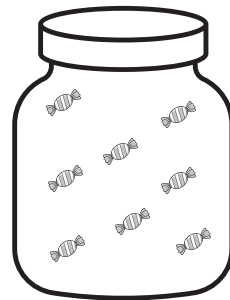
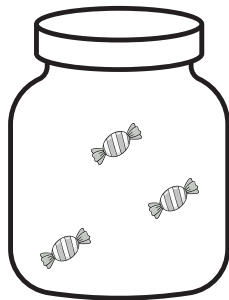
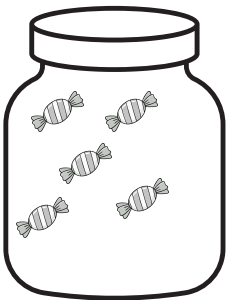
# LES COCCINELLES

Chaque cocinelle doit avoir 7 points.



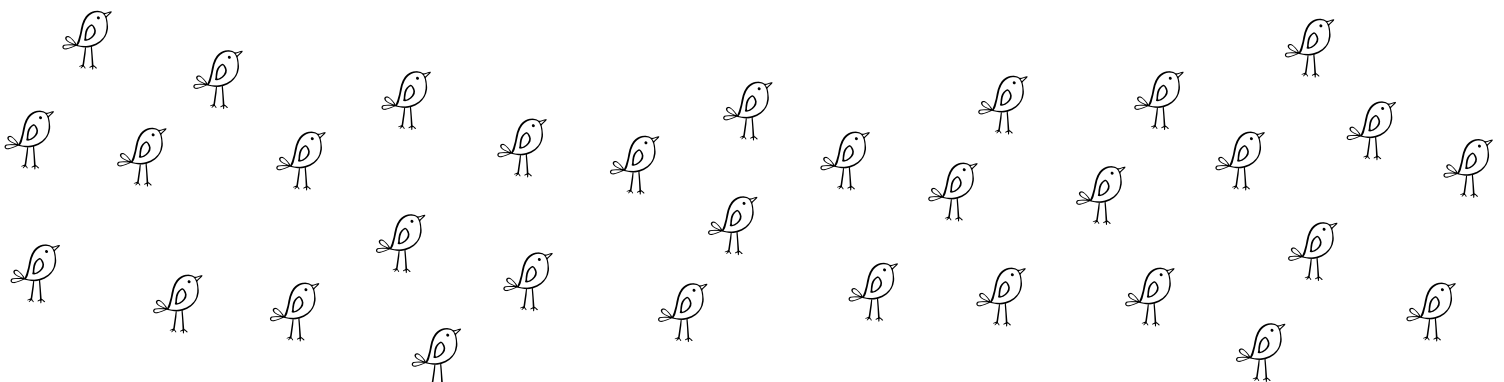
# LA CONFISERIE

Chaque bocal doit contenir 7 bonbons. Ajoute ou enlève :



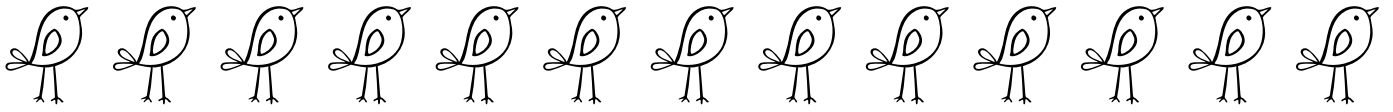
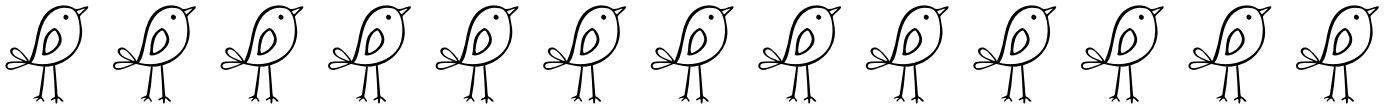
# LES NIDS

Entoure pour former des nids de 7 oiseaux.



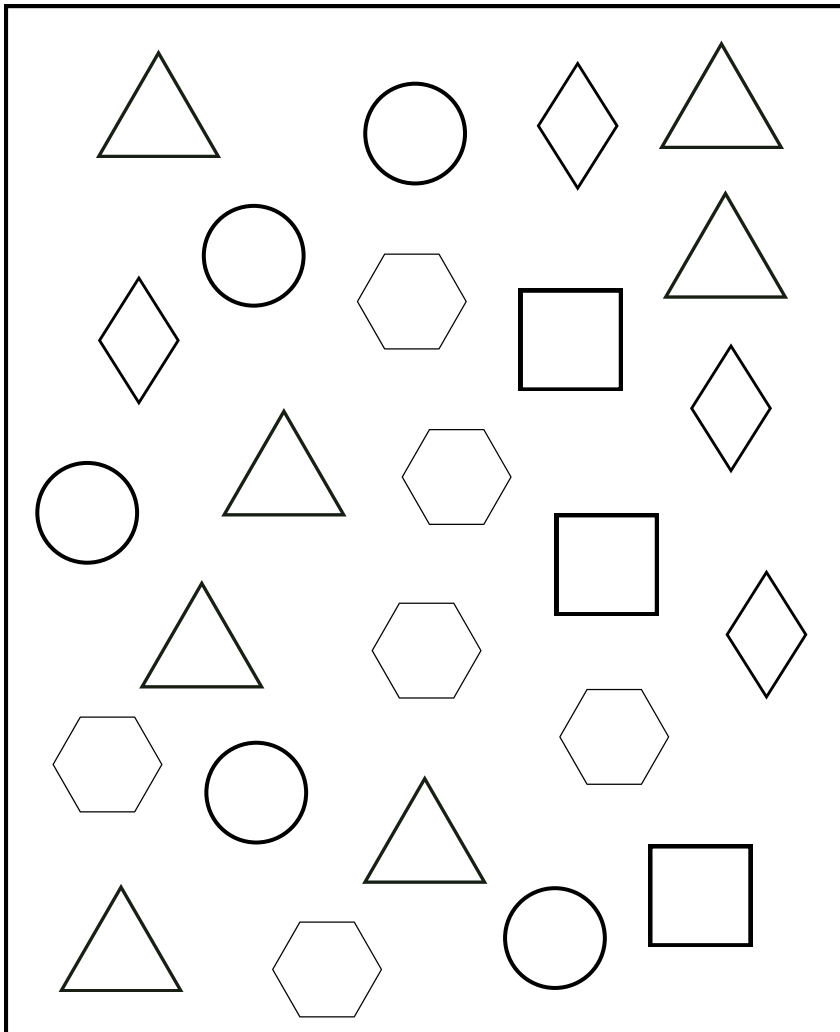
# LES NIDS

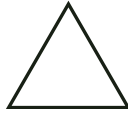
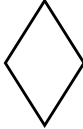
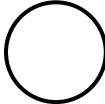
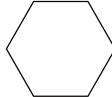

Entoure pour former des nids de 7 oiseaux.



# COMBIEN SONT-ILS ?

Complète le tableau.



# LE BRICOLO

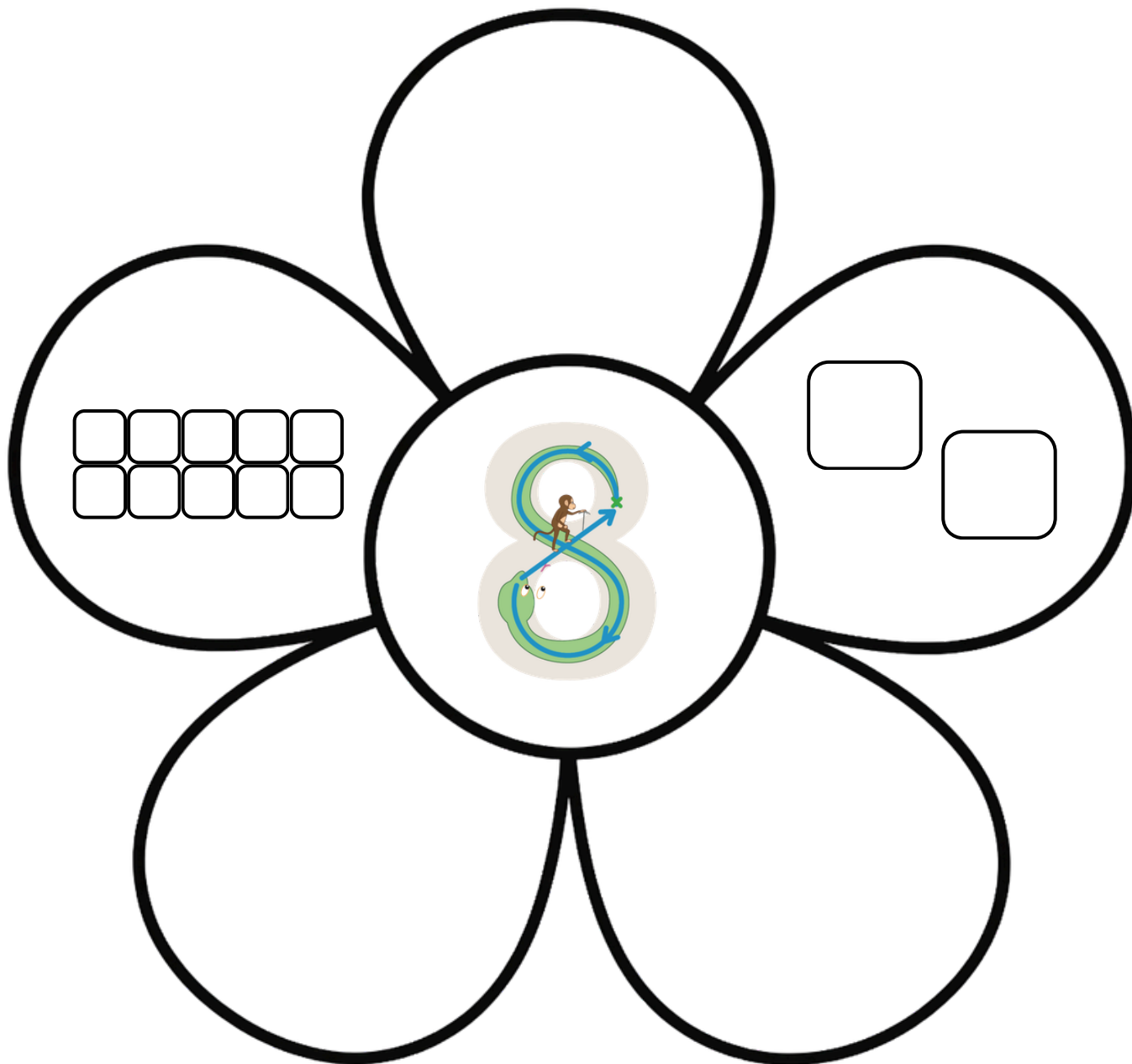
Construis un mur de 7 briques de large.





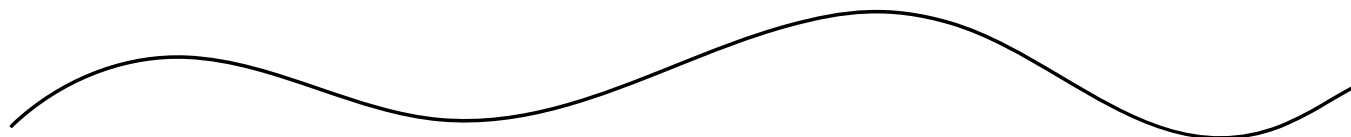
# LA FLEUR NUMÉRIQUE

Complète la fleur du 8.



## LE COLLIER

Place 8 perles sur le collier.



# LE DÉTECTIVE

Entoure le chiffre lorsqu'il est correctement écrit et dans le bon sens.



A large rounded rectangle containing various symbols and numbers for identification. The symbols include: a large '7', an infinity symbol, a not-equal sign, a small '8', a male symbol, a larger '8', a '6', a stylized 'F', a small '0', a cursive 'f', a 'y', a '9', a '6', a '7', a '1', a '3', a '8', a 'K', a cursive '8', an ampersand, a '3', a '4', a '§', a '%', three stacked circles, a '6', and a '7' with a slash through it.

# LE TRACEUR

Trace le chiffre 8.

Two horizontal lines for tracing. The first line starts with a colorful number 8 featuring a monkey and arrows showing stroke direction, followed by a light gray number 8. The second line starts with a light gray number 8.

# LE CHEMIN

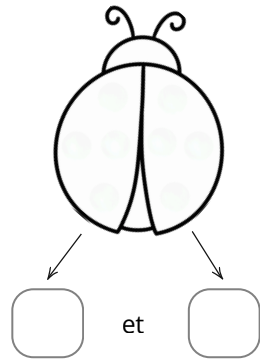
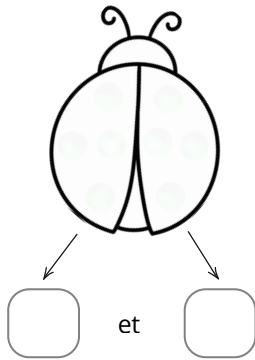
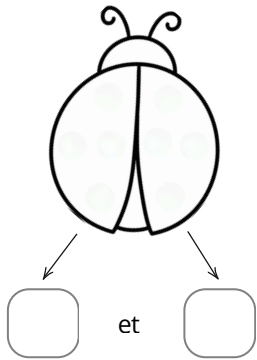
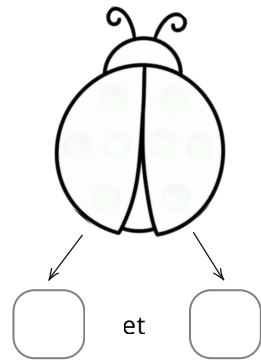
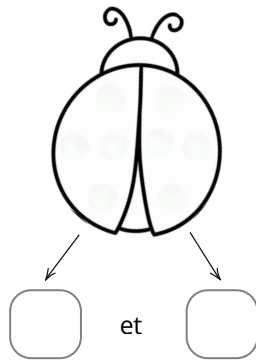
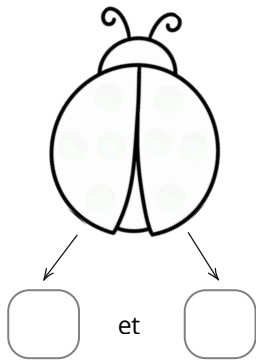
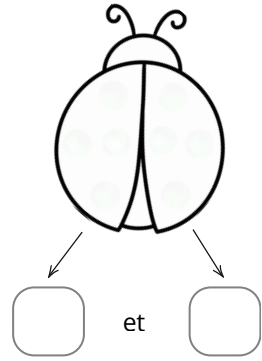
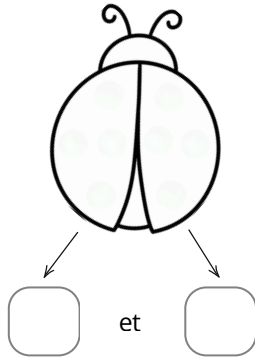
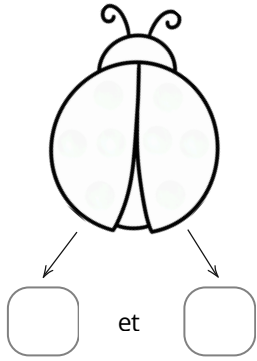
Colorie le chemin du 8.

A 4x6 grid of boxes. An arrow points down to the top-left box. Each box contains a different visual representation of the number 8 or related concepts:

8	Red diamond playing card	Two dice showing 8 dots	Black dot grid showing 8 dots	Two hands showing 8 fingers	Black heart playing card
Two hands showing 8 fingers	Four eggs	Eight green fish	Stylized letter 'F'	Eight eggs	Two dice showing 8 dots
Two dice showing 8 dots	Black dot grid showing 8 dots	Number 7	One die showing 5 dots	Three dice showing 8 dots	Black heart playing card
Eight yellow cubes	Two dice showing 8 dots	One hand showing 8 fingers	Black dot grid showing 8 dots	Number 8	Eight yellow cubes

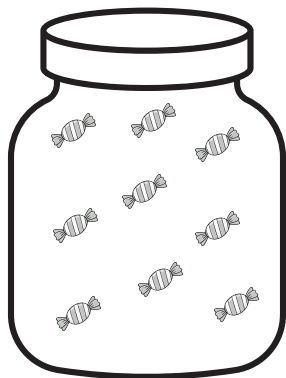
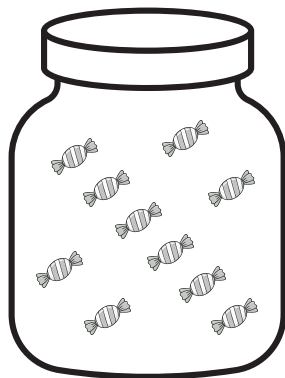
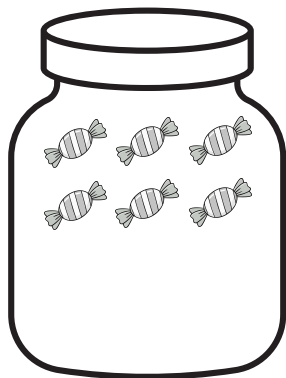
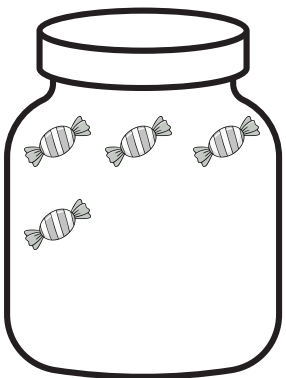
# LES COCCINELLES

Chaque cocinelle doit avoir 8 points.



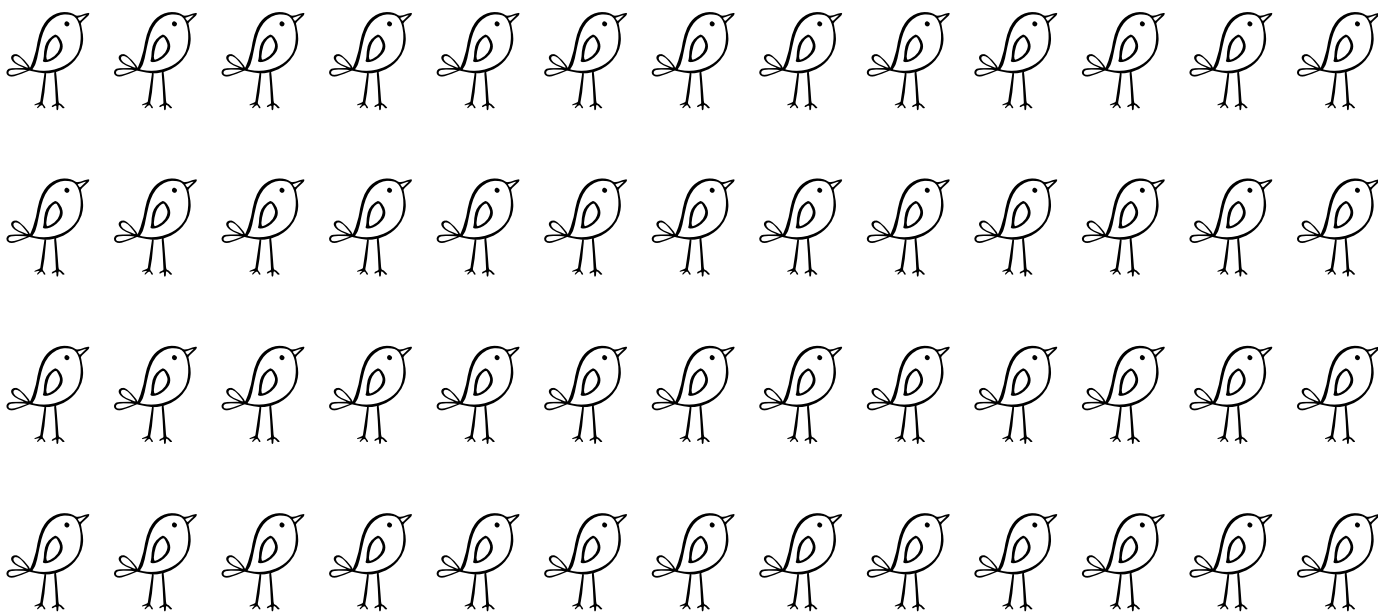
# LA CONFISERIE

Chaque bocal doit contenir 8 bonbons. Ajoute ou enlève :



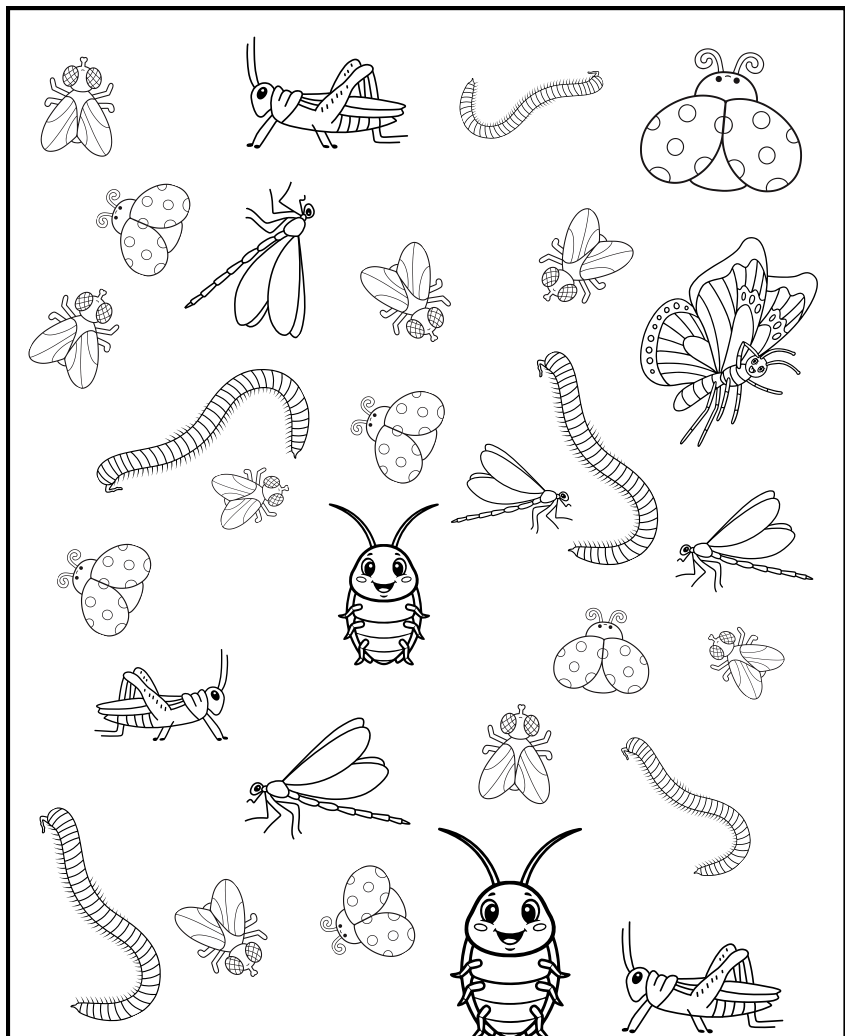
# LES NIDS


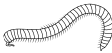





Entoure pour former des nids de 8 oiseaux.



# COMBIEN SONT-ILS ?

Complète le tableau.



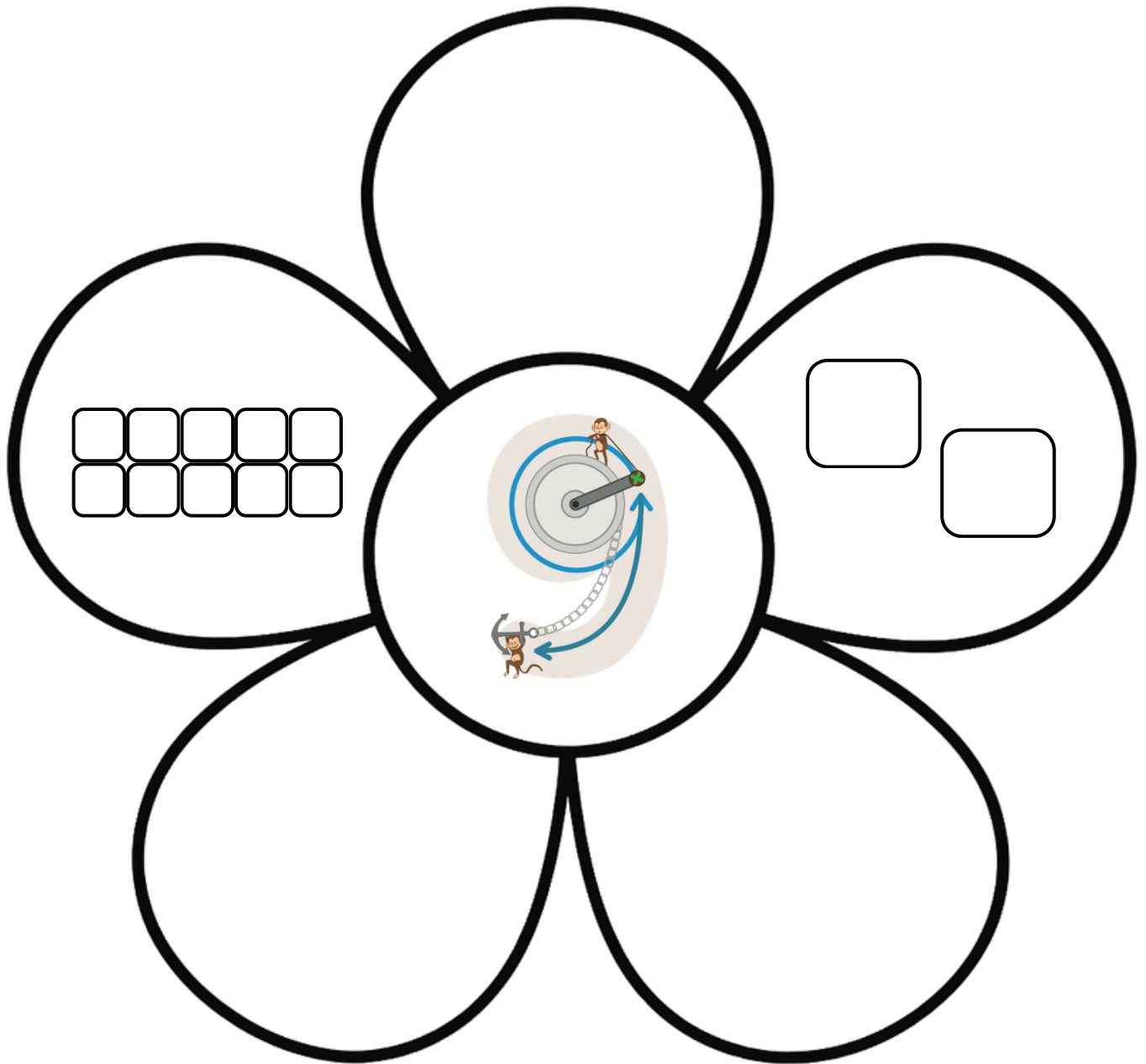
# LE BRICOLO

Construis un mur de 8 briques de large.



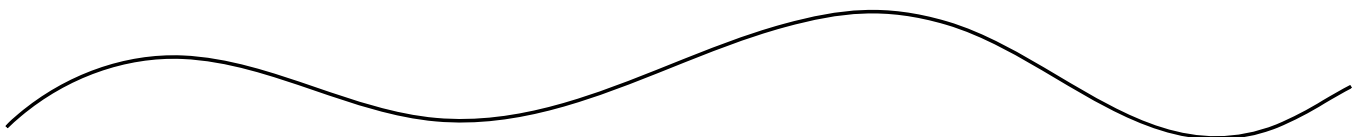
# LA FLEUR NUMÉRIQUE

Complète la fleur du 9.



# LE COLLIER

Place 9 perles sur le collier.



# LE DÉTECTIVE

Entoure le chiffre lorsqu'il est correctement écrit et dans le bon sens.



A collection of various symbols and numbers for identification. The symbols include: a large '9', '8', '≠', 'G', a male symbol, a '9' with a '6' above it, 'F', a small '9', 'B', 'y', '9', '5', '9', 'S', 'R', '0', 'q', '6', '7', 'N', '§', '%', 'e', '9', and '7'.

# LE TRACEUR

Trace le chiffre 9.

Tracing practice for the number 9. The first row shows a cartoon character tracing a path around a target to form a '9', followed by a large '9' and several dots on a line. The second row shows a '9' and a series of dots on a line for independent tracing.

# LE CHEMIN

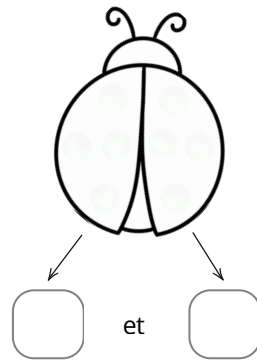
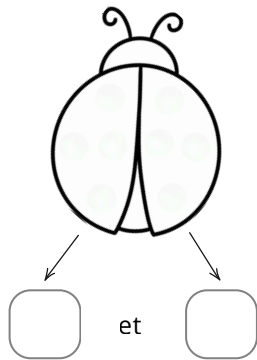
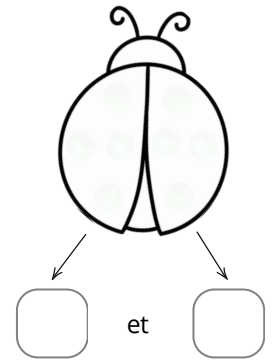
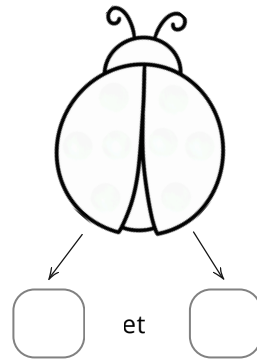
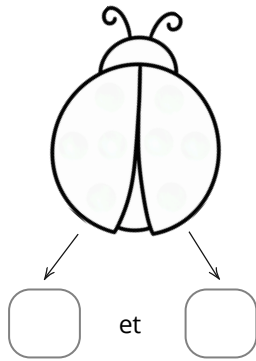
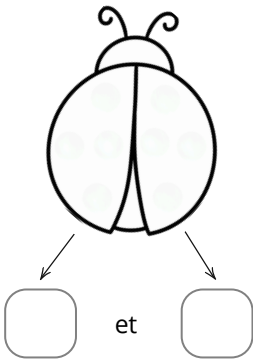
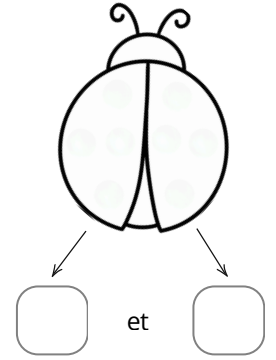
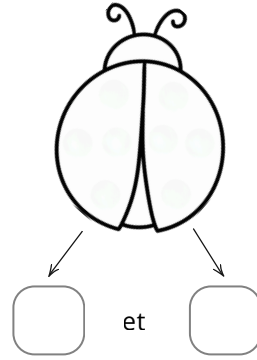
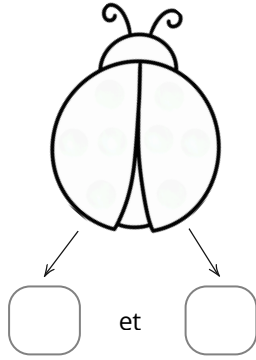
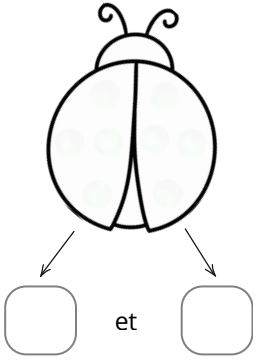
Colorie le chemin du 9.



6		9			
			G		
	9				
					9

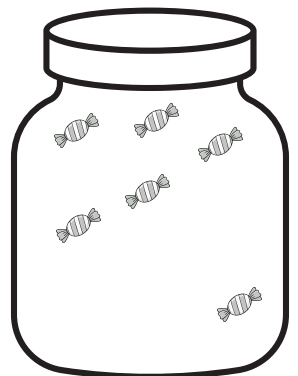
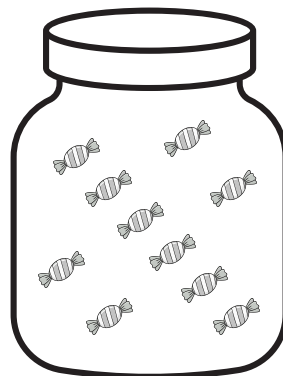
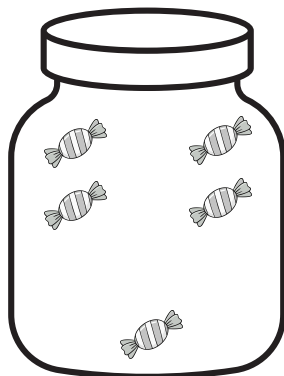
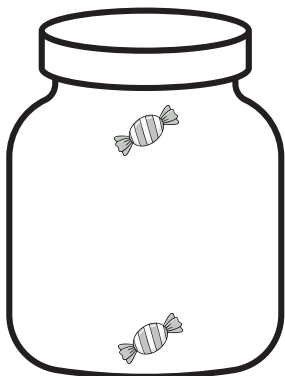
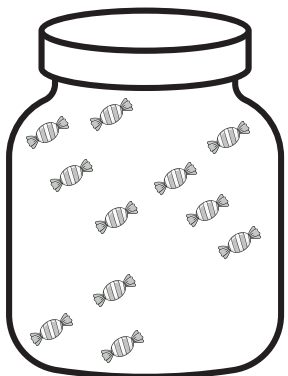
# LES COCCINELLES

Chaque cocinelle doit avoir 9 points.



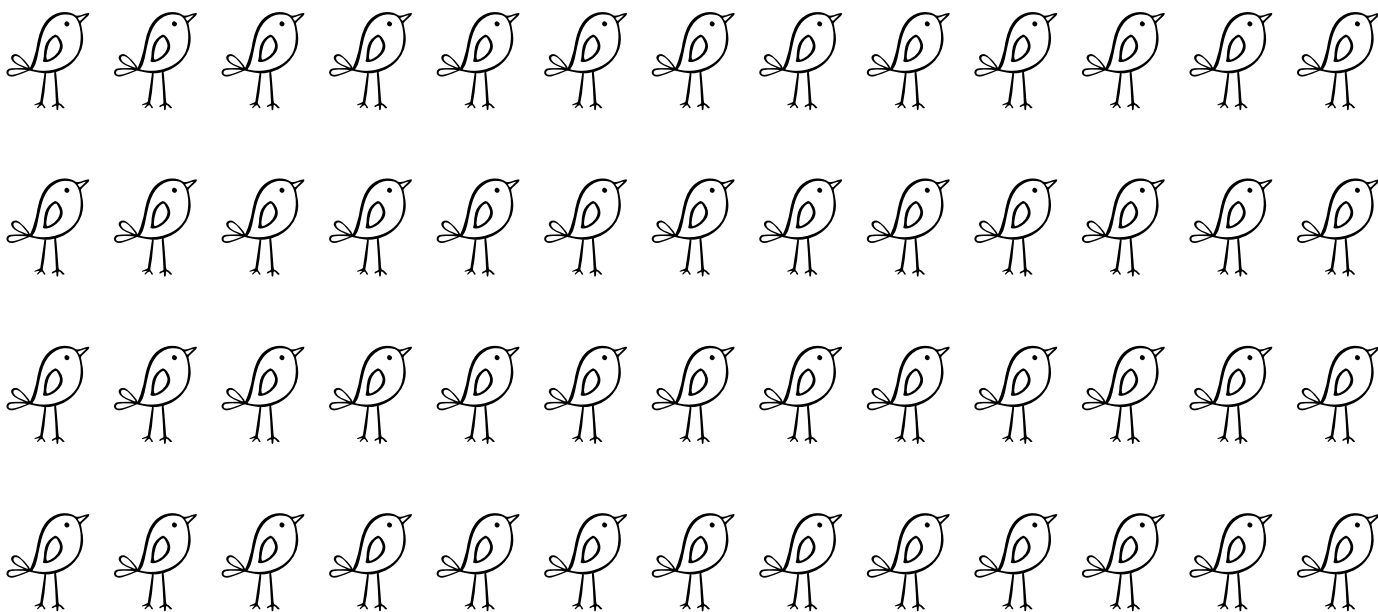
# LA CONFISERIE

Chaque bocal doit contenir 9 bonbons. Ajoute ou enlève :



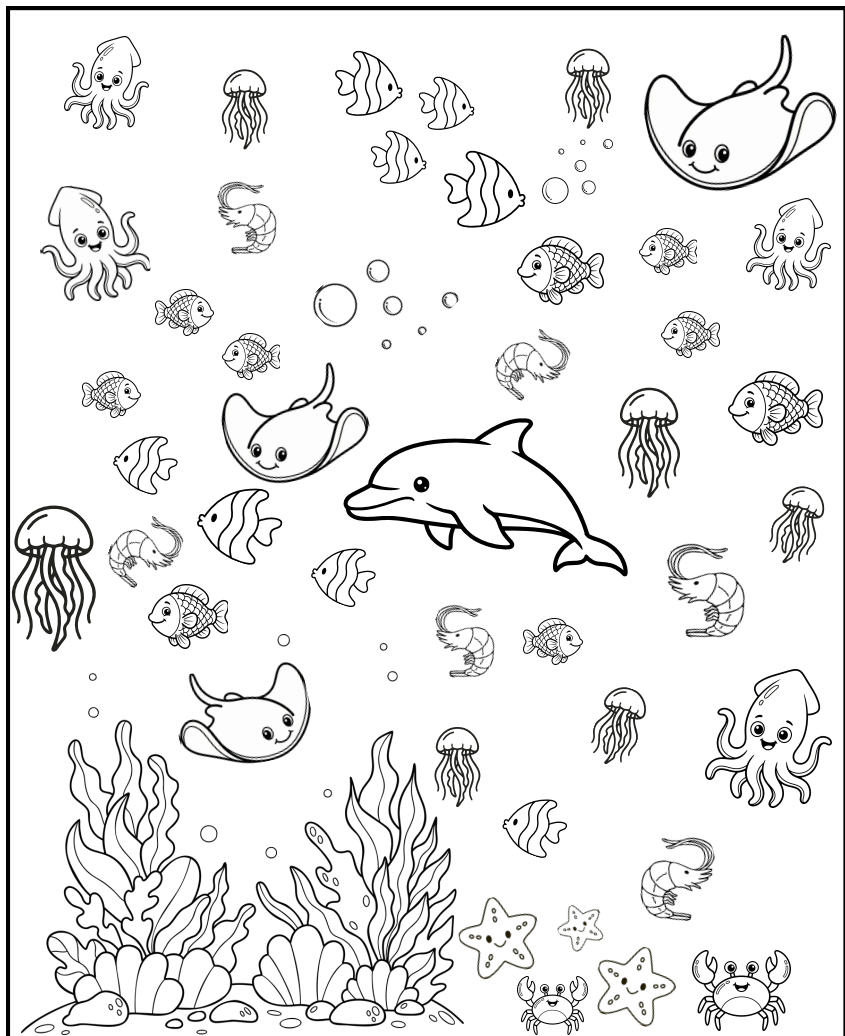
# LES NIDS










Entoure pour former des nids de 9 oiseaux.



# COMBIEN SONT-ILS ?

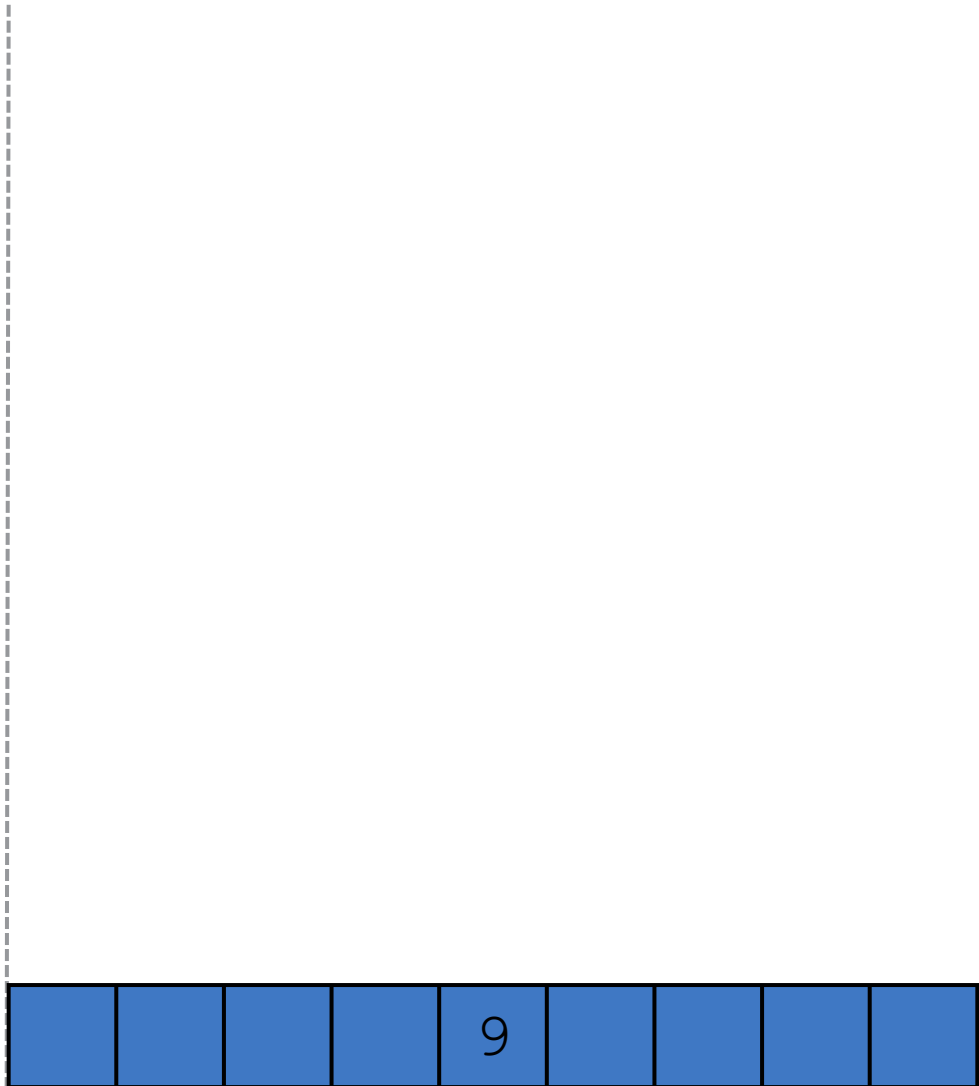
Complète le tableau.



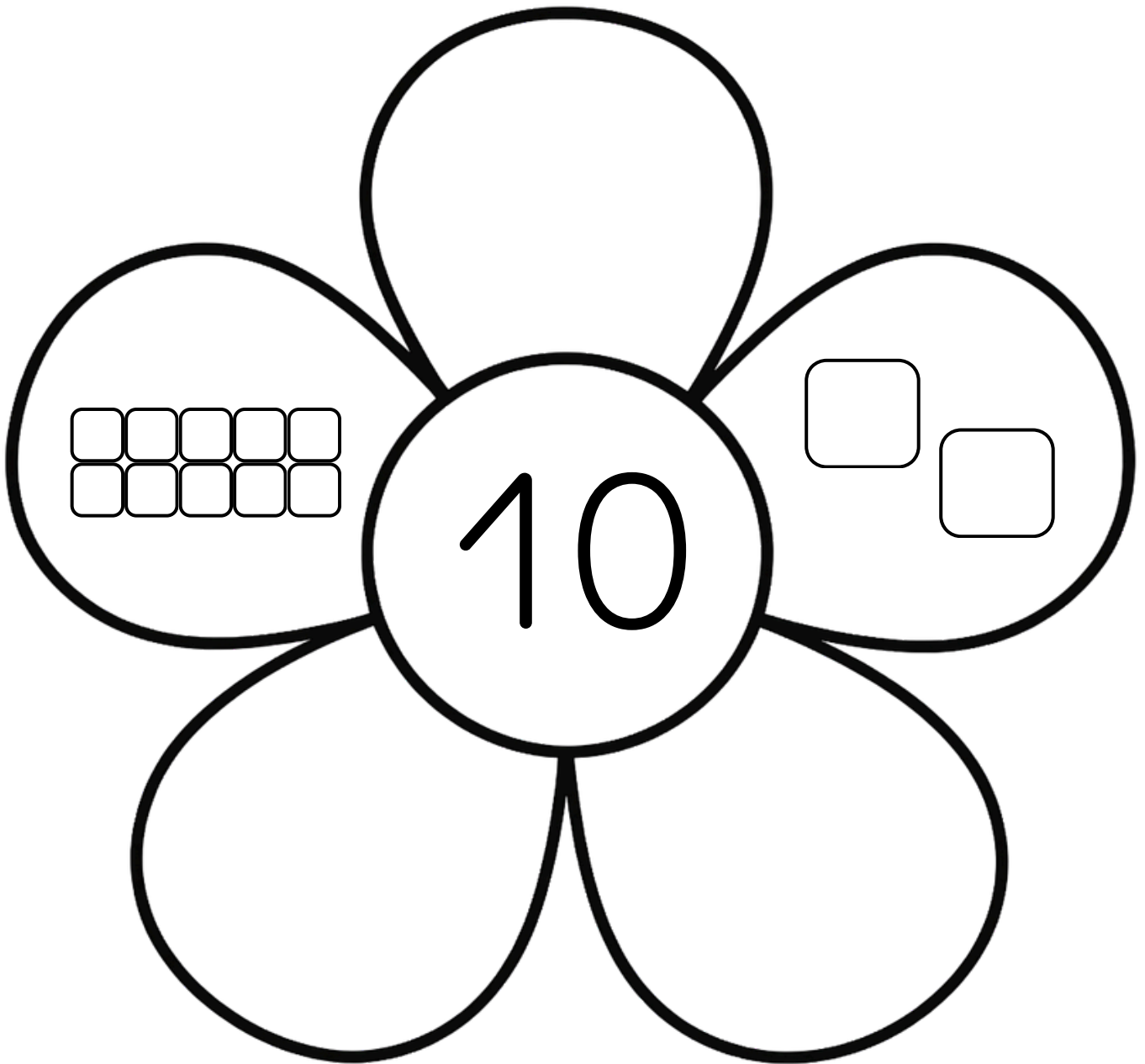
# LE BRICOLO

Construis un mur de 9 briques de large.



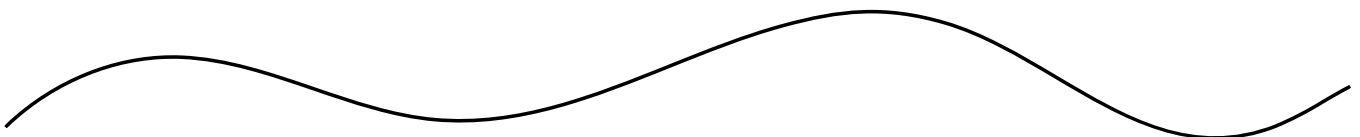
# LA FLEUR NUMÉRIQUE

Complète la fleur du 10.



# LE COLLIER


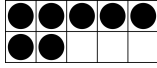






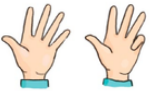
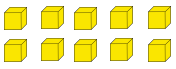
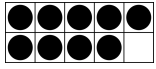


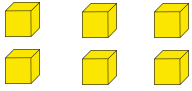



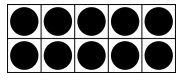

Place 10 perles sur le collier.



# LE CHEMIN

Colorie le chemin du 10.

↓

10		11			
			G		
	10		01		
					

# LE TRACEUR

Trace le chiffre 10.

10 . . . . .

10 . . . . .

# LE TRAIN

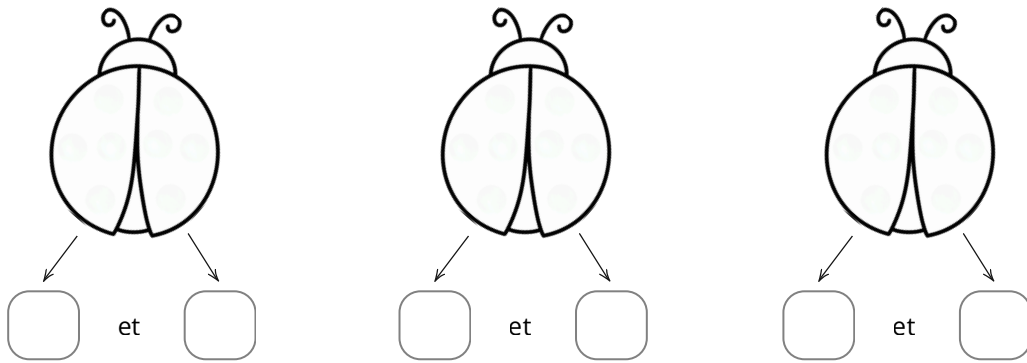
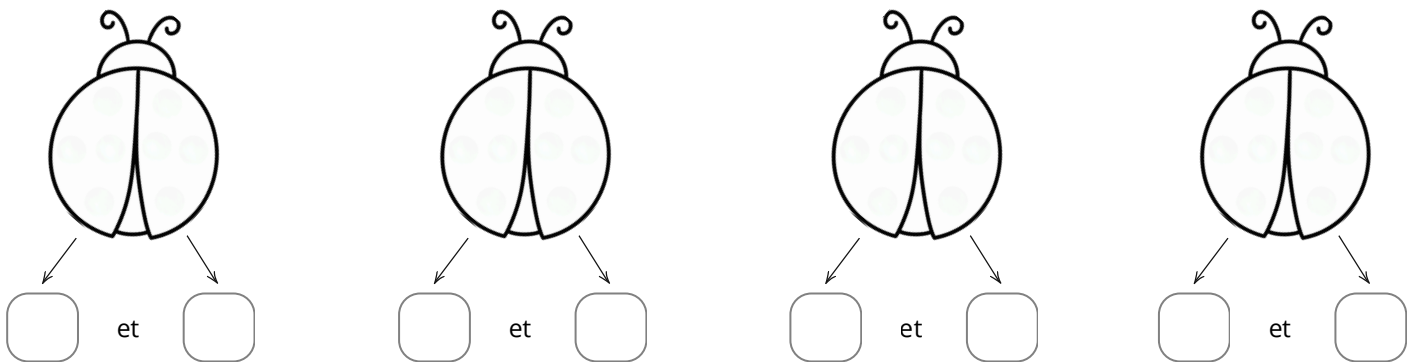
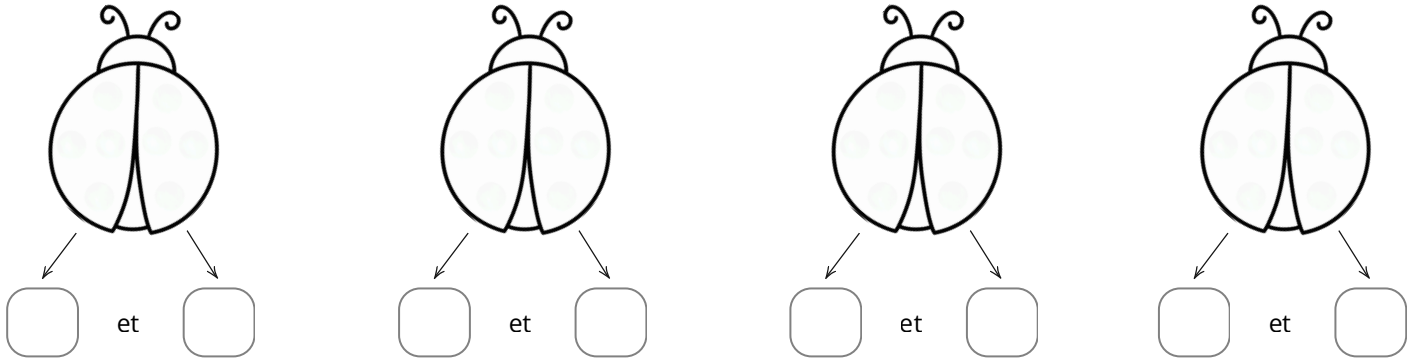
Ecris les nombres de 1 à 10, du plus petit au plus grand.



A train with an engine and 10 cars. The first two cars are numbered 1 and 2. The remaining 8 cars are empty boxes for writing numbers 3 through 10.

# LES COCCINELLES

Chaque cocinelle doit avoir 10 points.



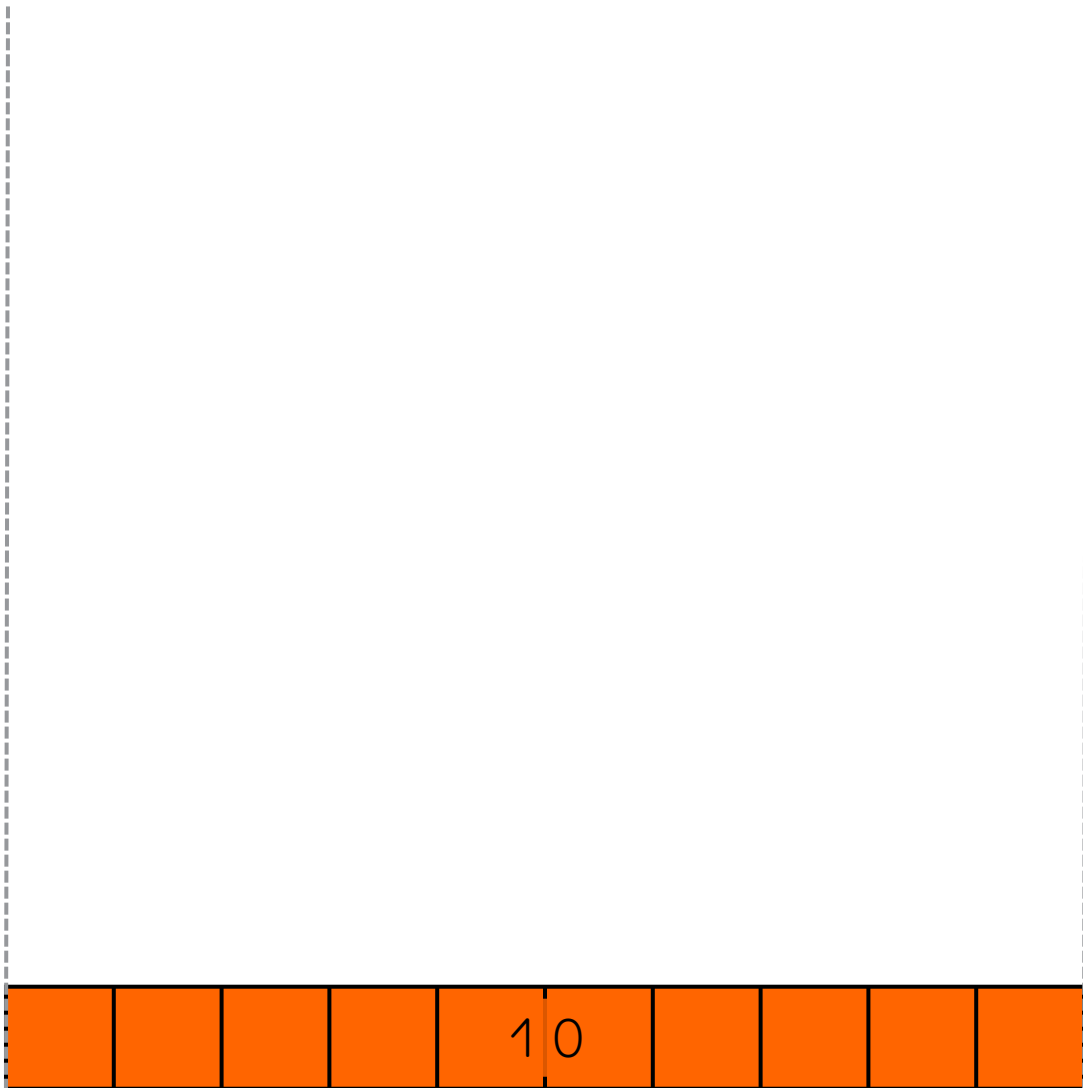
# LA CONFISERIE

Chaque bocal doit contenir 10 bonbons. Ajoute ou enlève :



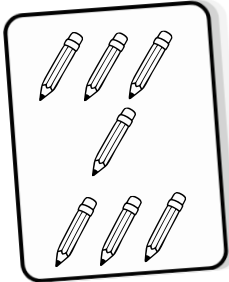
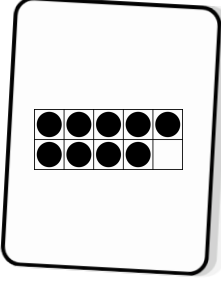
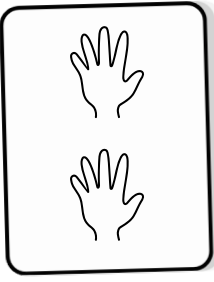
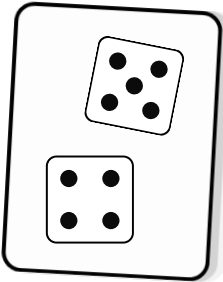
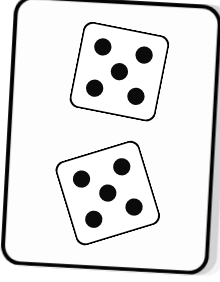
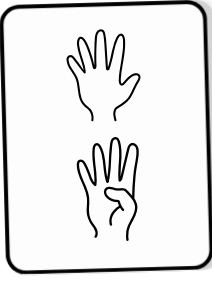
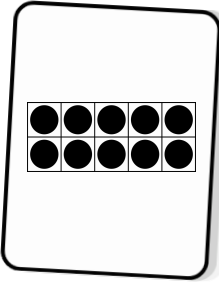
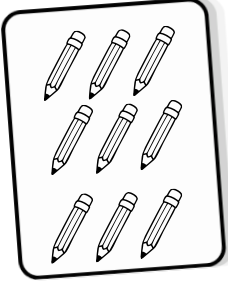
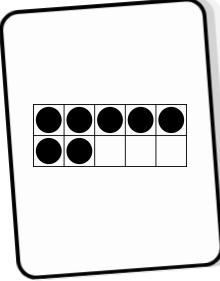
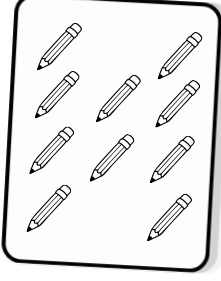
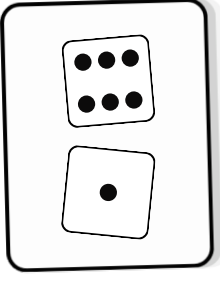
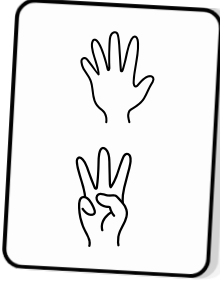
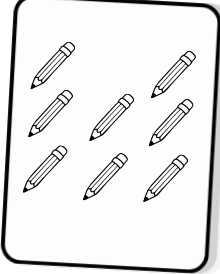
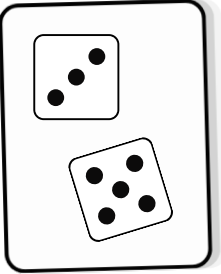
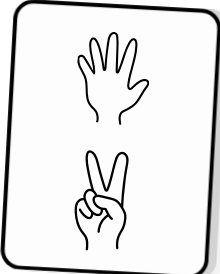
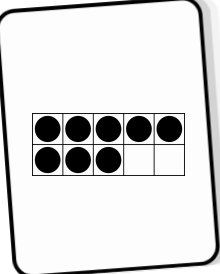
# LE BRICOLO

Construis un mur de 10 briques de large.



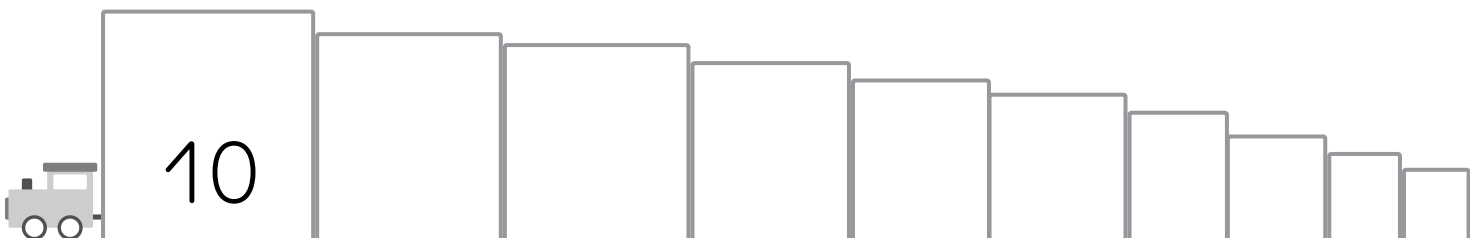
# LES CARTES

Colorie de la même couleur les cartes qui représentent la même quantité.

7				
8				
9				
10				

# LE TRAIN

Ecris les nombres de 10 à 1, du plus grand au plus petit.



10

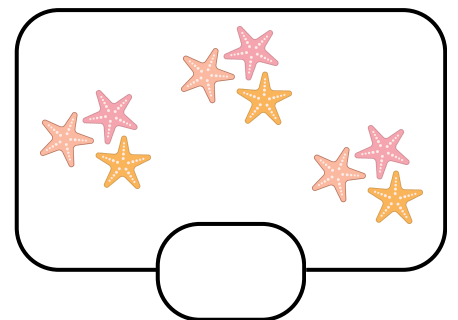
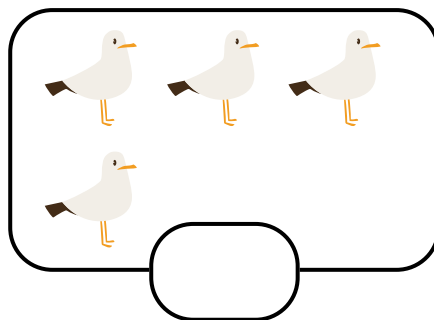
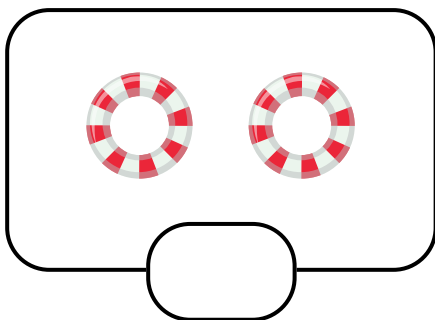
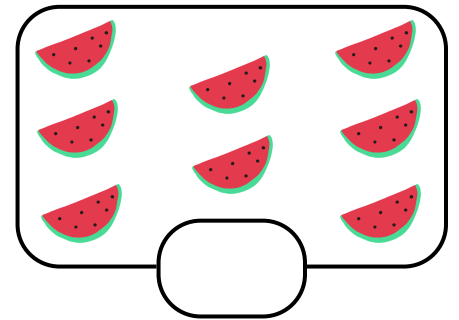
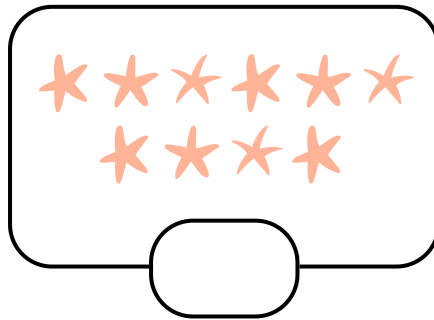
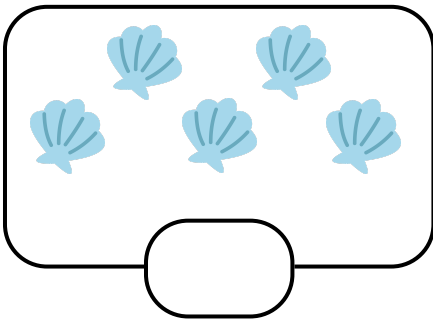
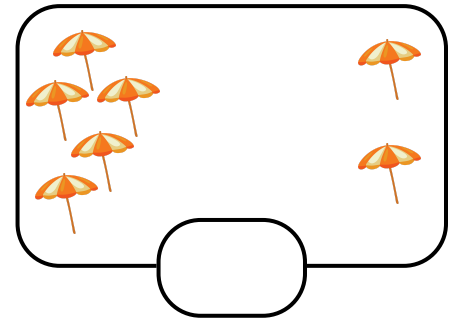
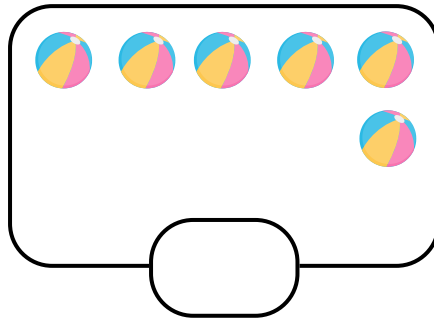
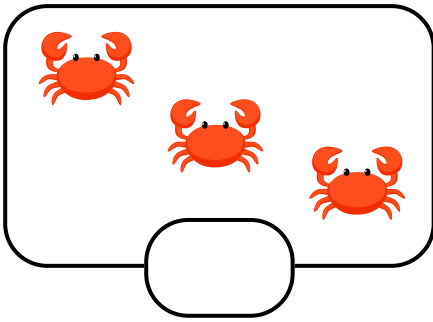
# LA DICTÉE

Ecris les chiffres dictés par la maîtresse.

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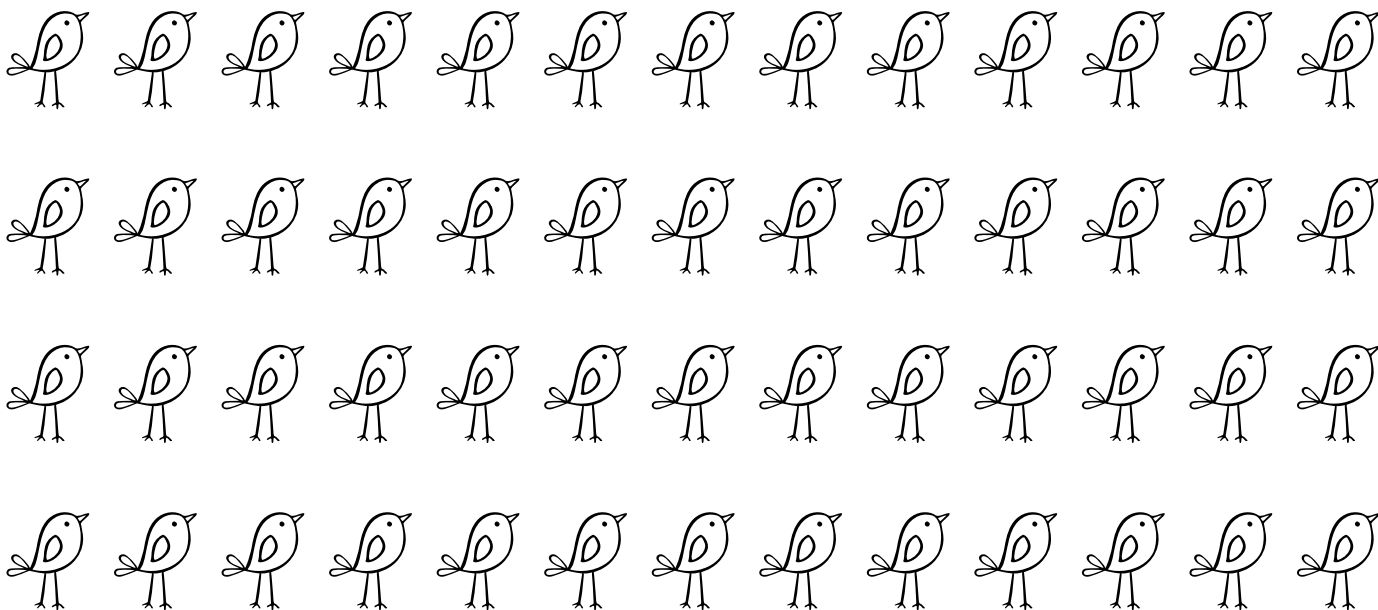
## LE COMPTEUR

Indique le nombre d'objets.



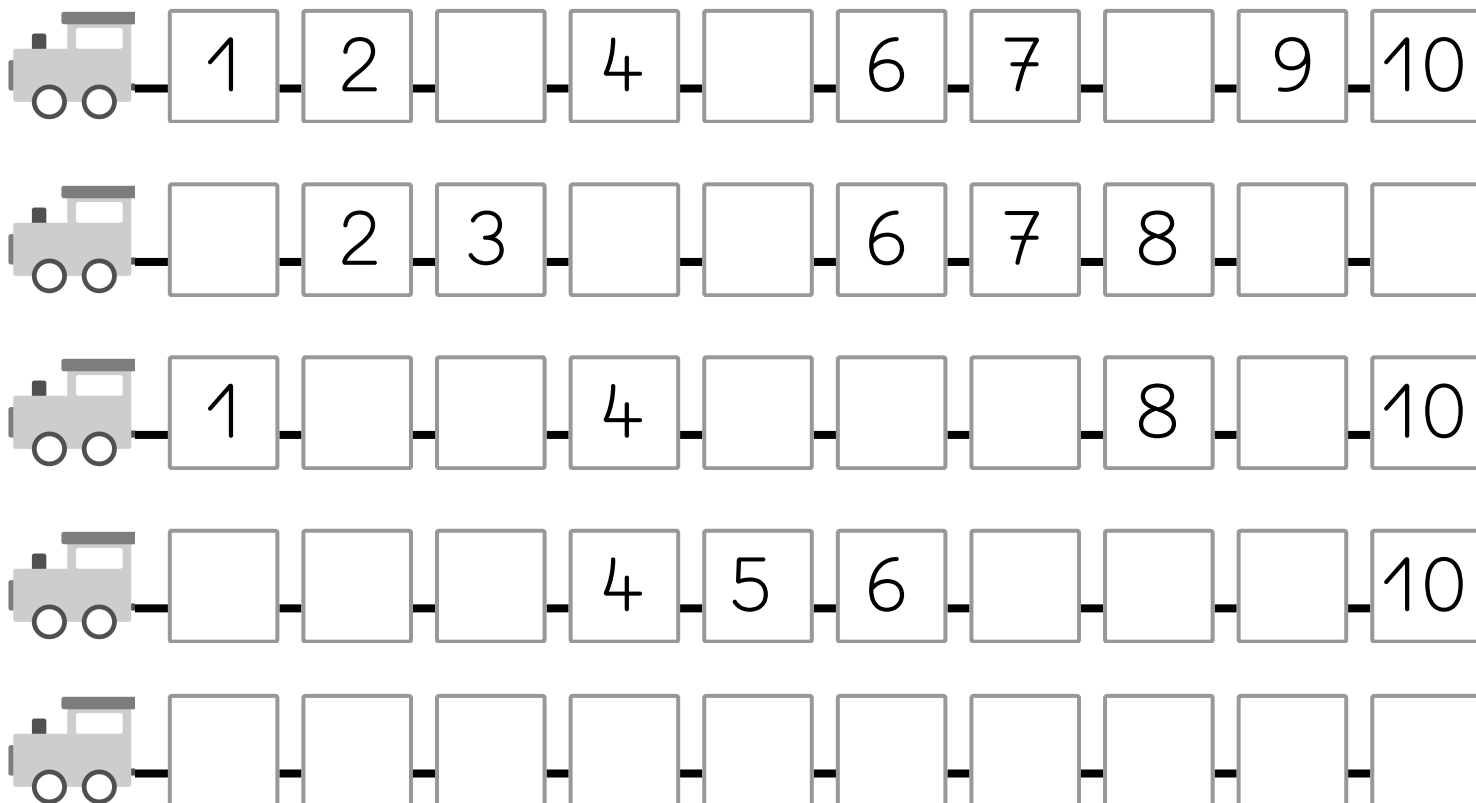
# LES NIDS

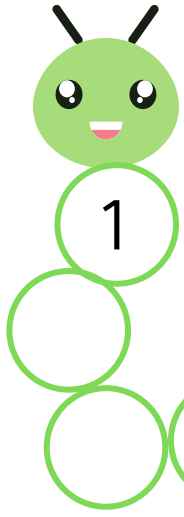
Entoure pour former des nids de 10 oiseaux.



# LE TRAIN DES NOMBRES

Complète les trains.



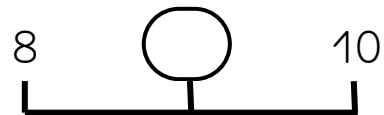
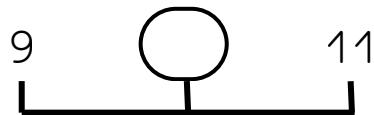
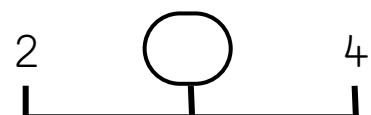
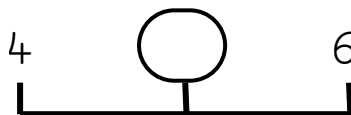
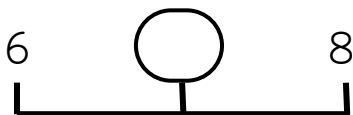
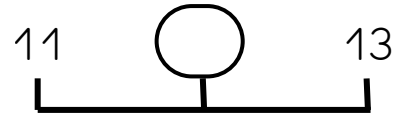
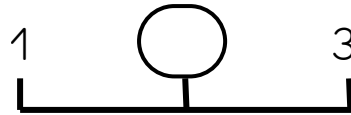
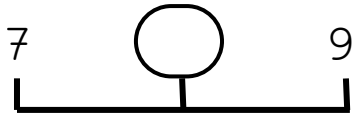
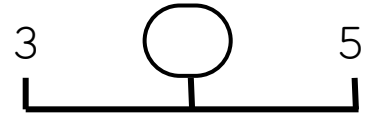
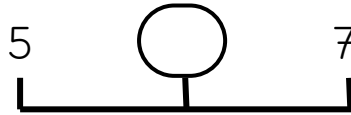
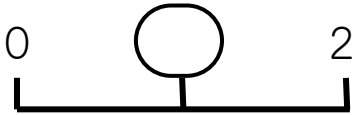


# LA CHENILLE

Place les nombres dans l'ordre.

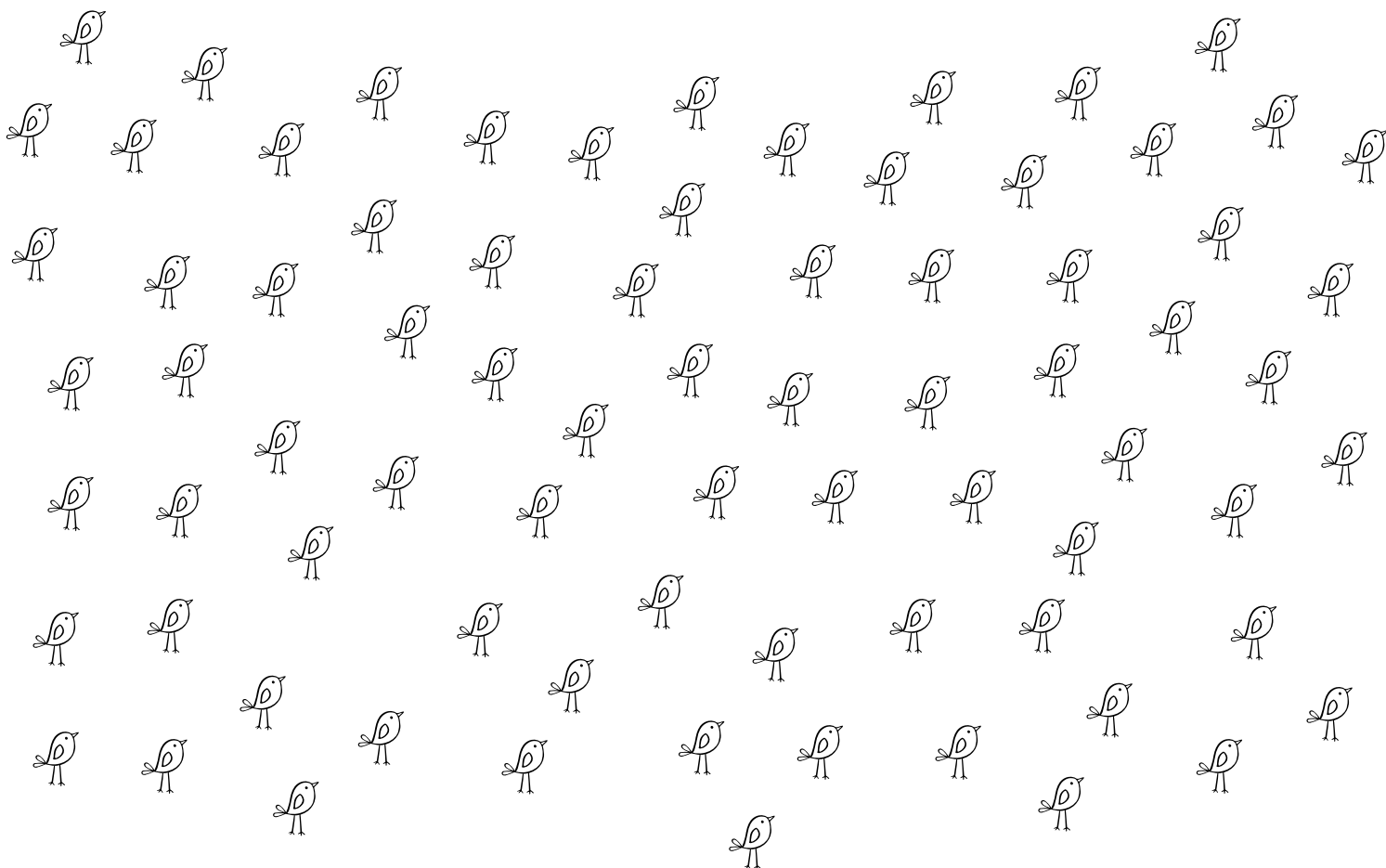
# LE NOMBRE MANQUANT

Place le nombre manquant.



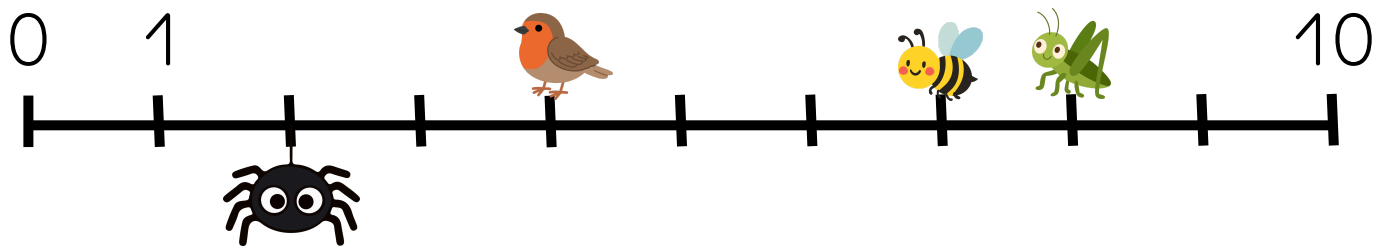
# LES NIDS

Entoure pour former des nids de 10 oiseaux.



# LES PETITES BÊTES

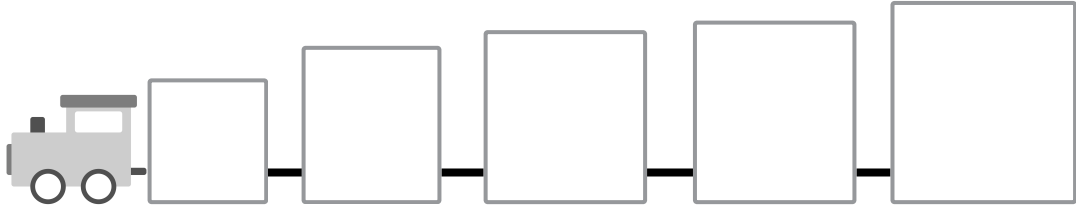
Sur quel nombres sont placées les animaux ?



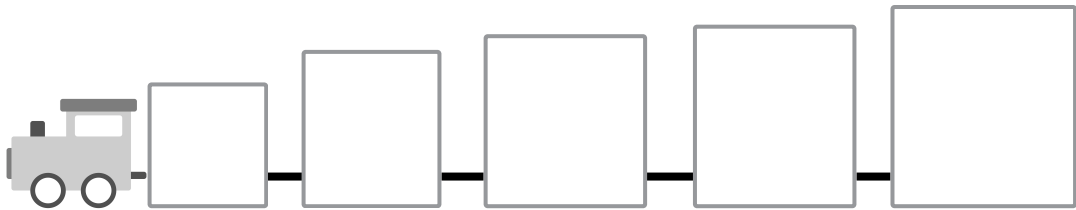
# LE TRAIN

Range les nombres du plus petit au plus grand.

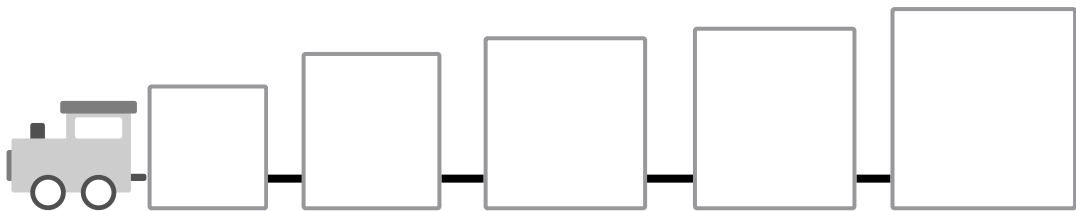
8 3 5 1 2



2 7 9 4 1



4 6 9 2 5



6 7 5 4 3



# LA SUITE DES NOMBRES

Indique le nombre d'avant et celui d'après.

	5	
--	---	--

	2	
--	---	--

	3	
--	---	--

	8	
--	---	--

	9	
--	---	--

	6	
--	---	--

	4	
--	---	--

	7	
--	---	--

## CROCO-LOUP

Croco-loup est un gourmand, il ne mange que le plus grand !

6		2
---	--	---

1		5
---	--	---

4		8
---	--	---

5		7
---	--	---

9		3
---	--	---

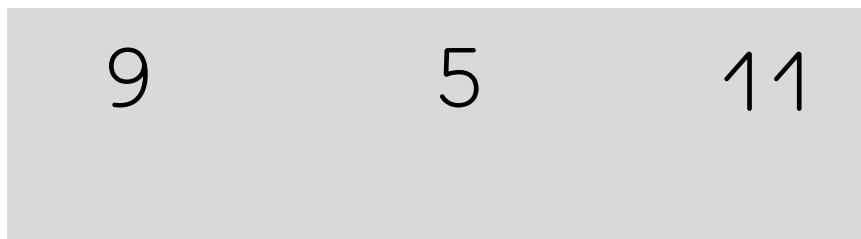
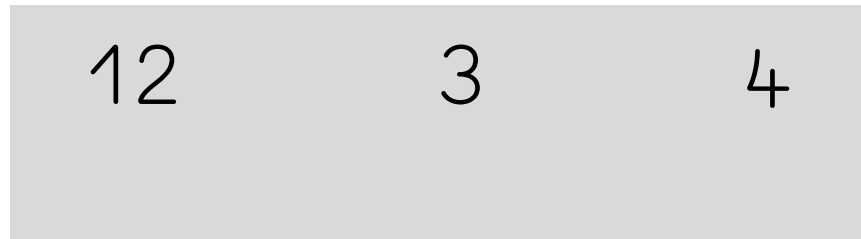
2		10
---	--	----

7		0
---	--	---

5		4
---	--	---

# LES GOMMETTES

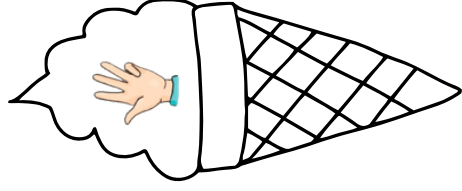
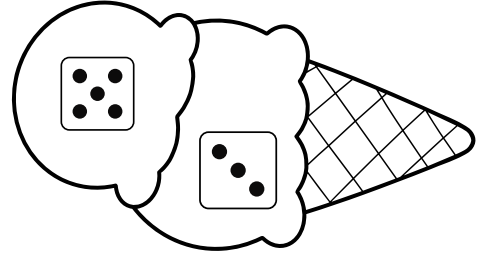
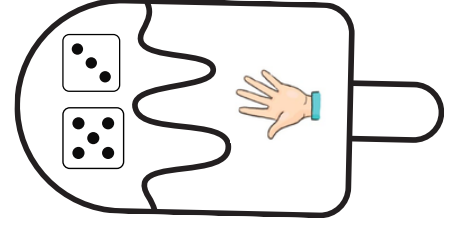
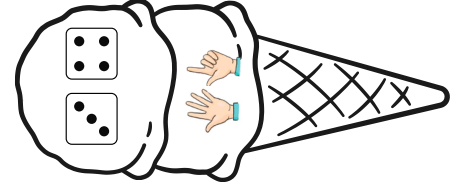
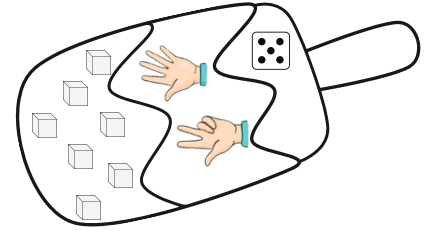
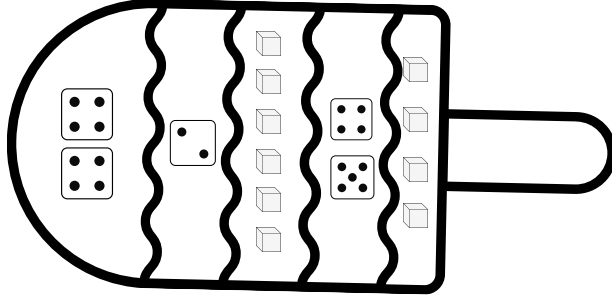
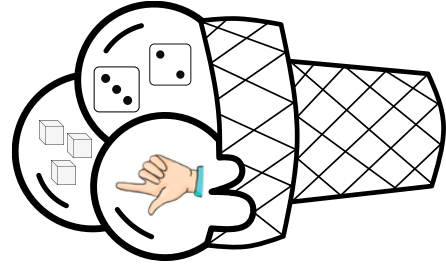
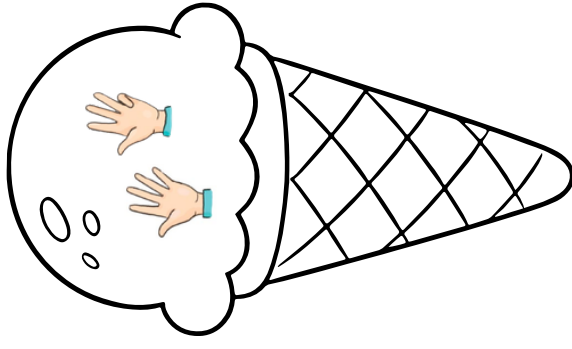
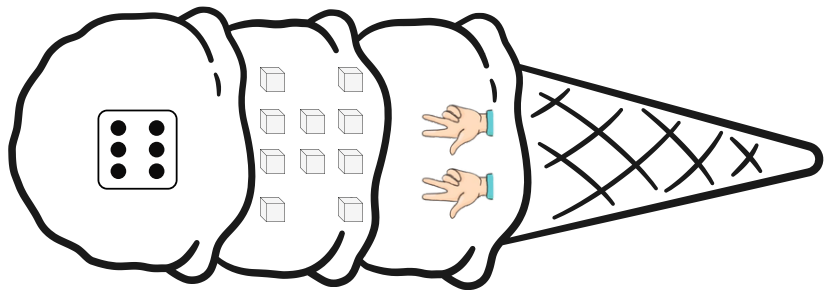
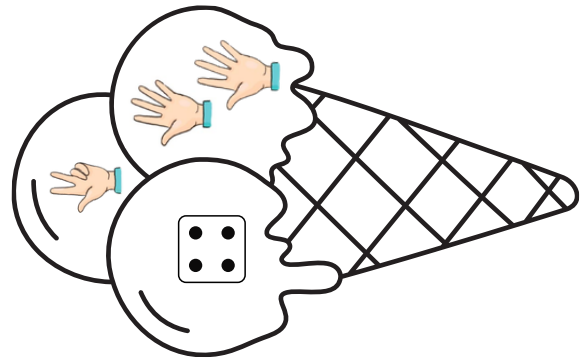
Colle les gommettes à l'endroit indiqué.



# LE GLACIER

Coloriage magique

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





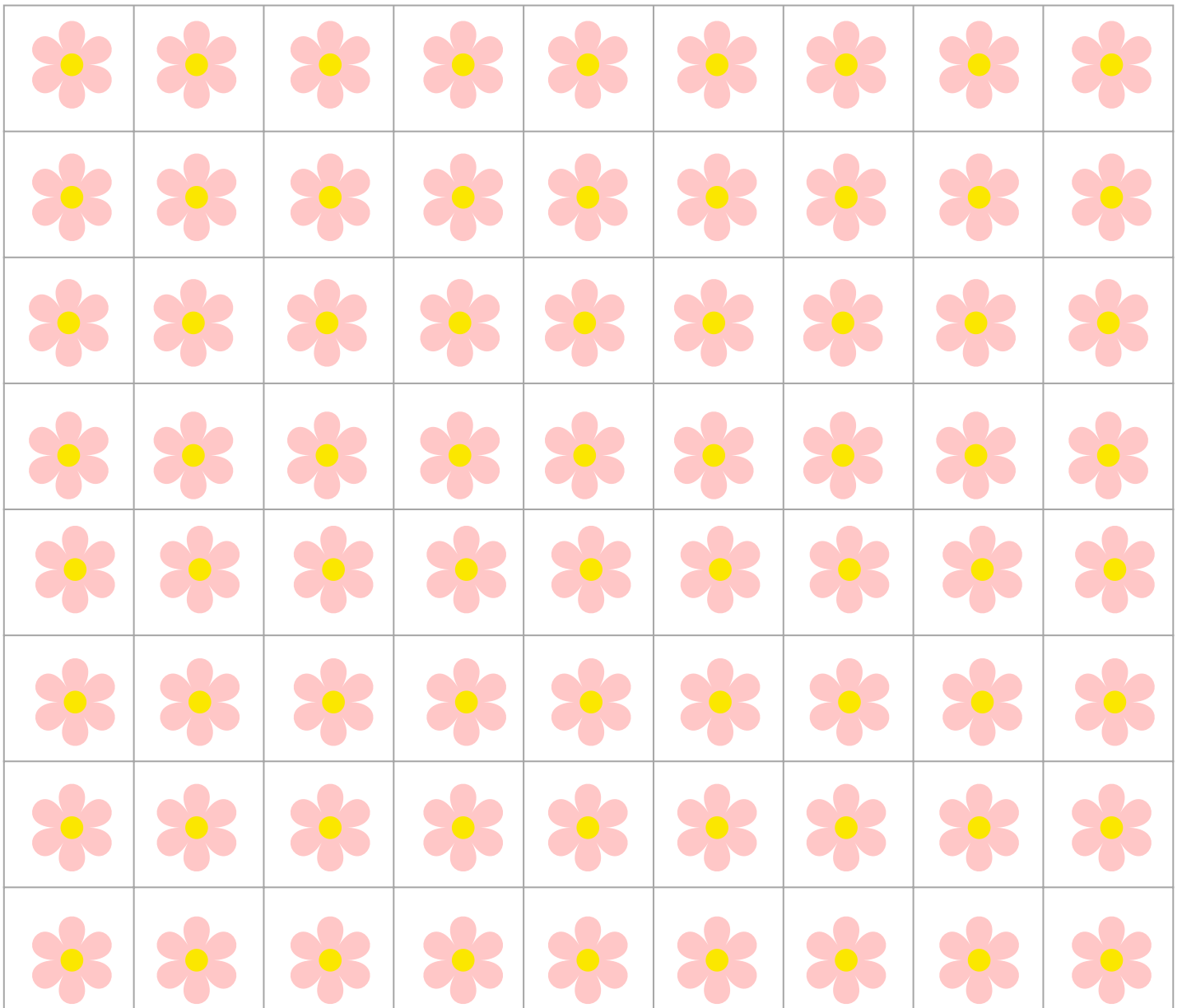
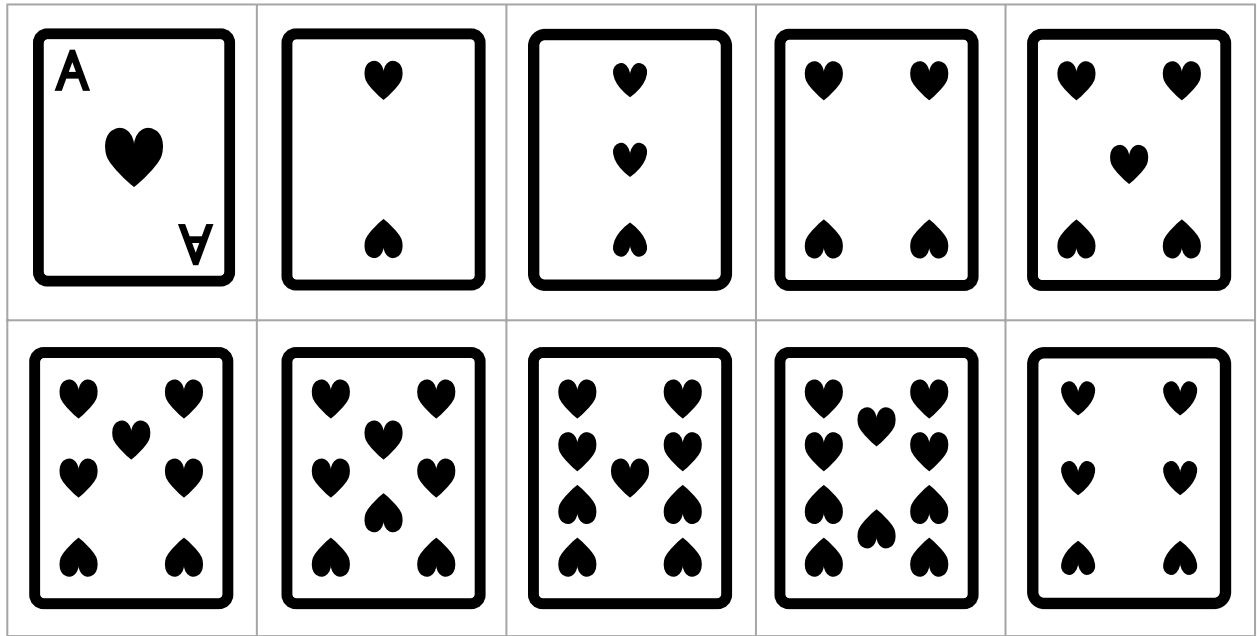




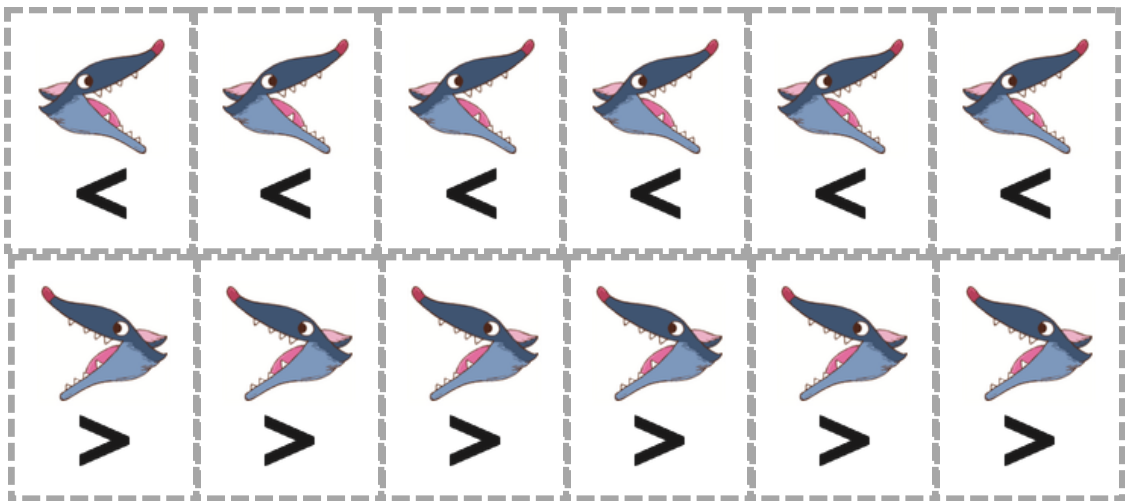
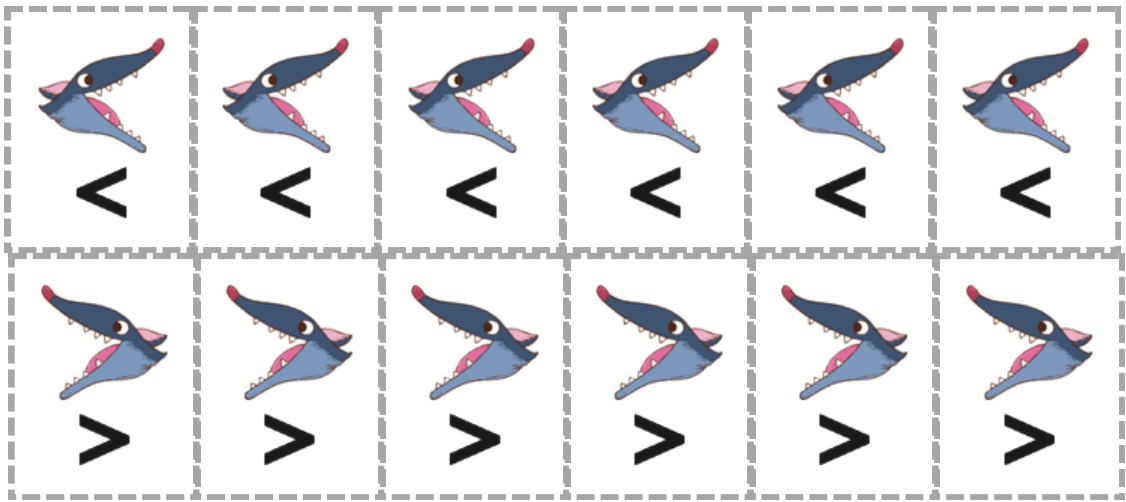
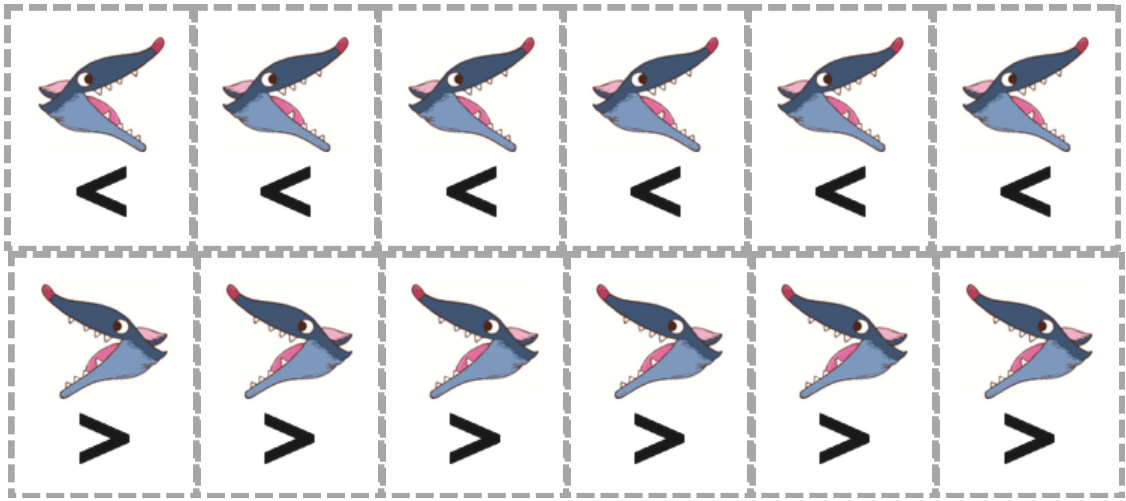




Matériel pour 1 élève



Matériel pour 3



Matériel pour 6 élèves

