

Le graphisme des nombres

de 0 à 10 .

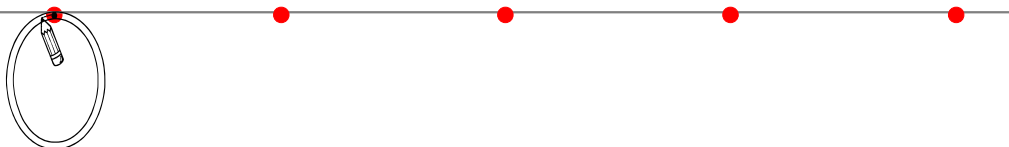
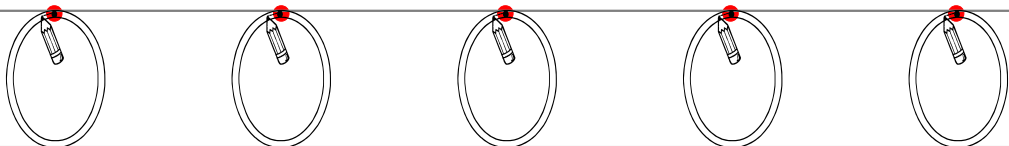
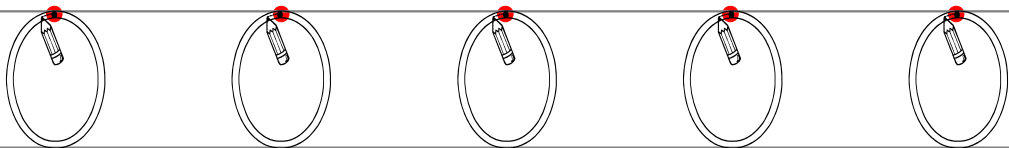
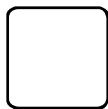
Nom : _____

Prénom : _____

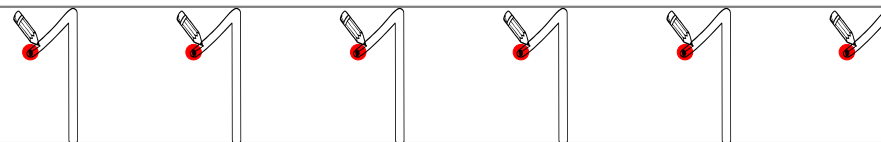
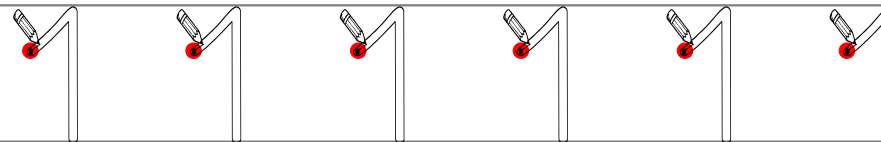
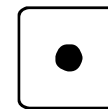


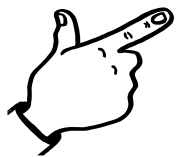


0
ZERO

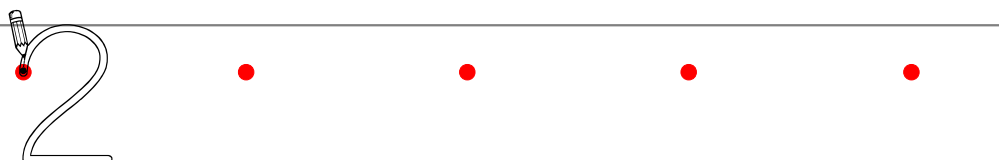
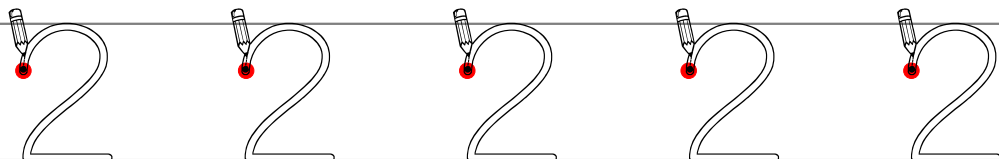
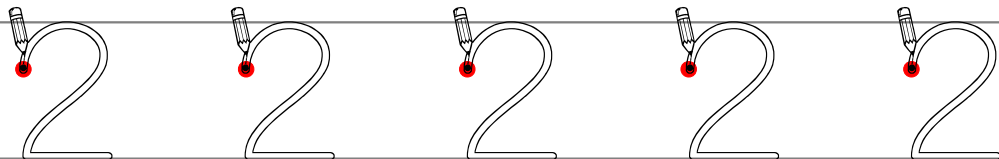
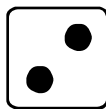


1
UN

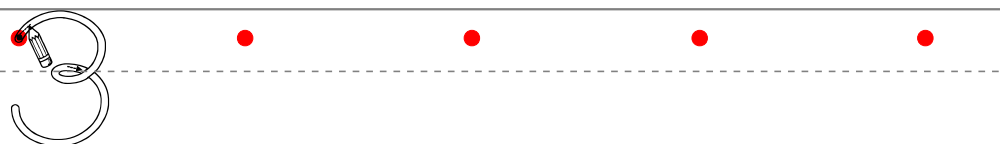
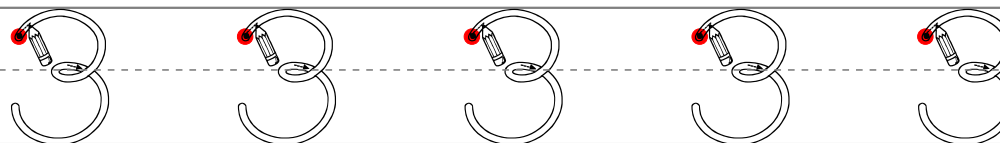
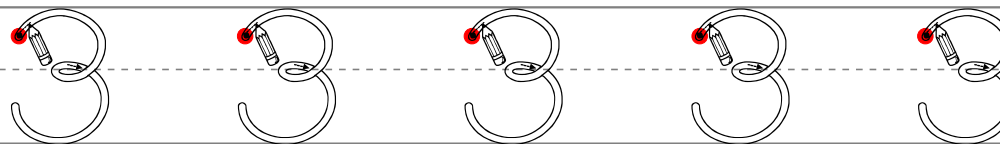
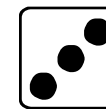


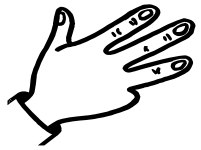


2
DEUX

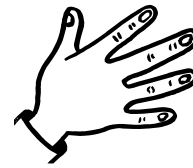
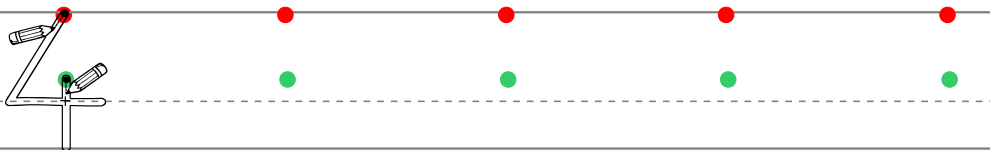
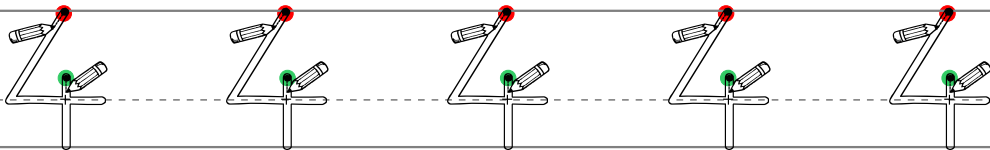
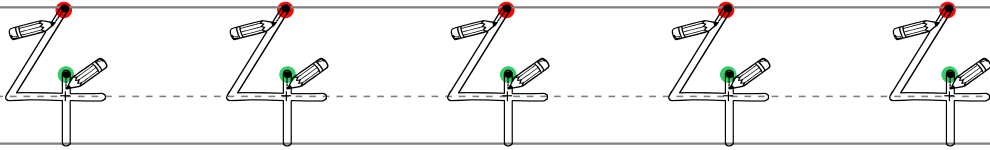
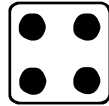


3
TROIS

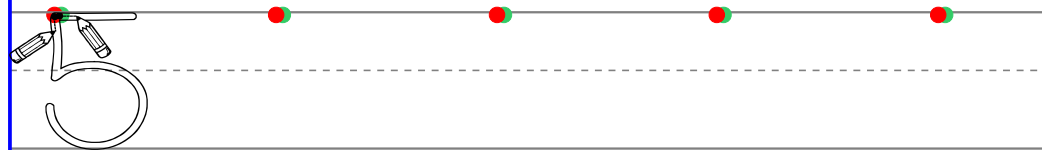
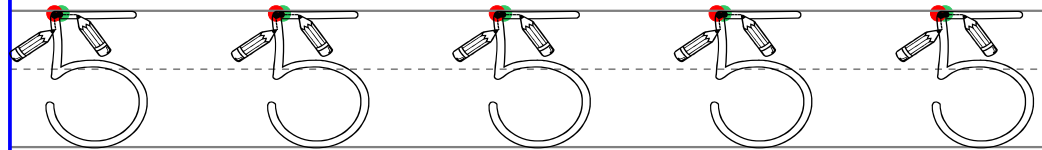
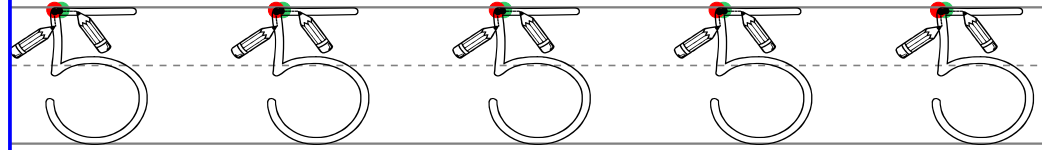


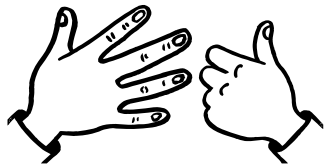


4
QUATRE

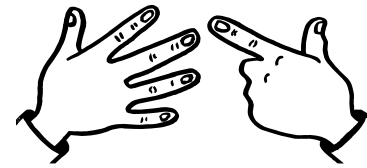
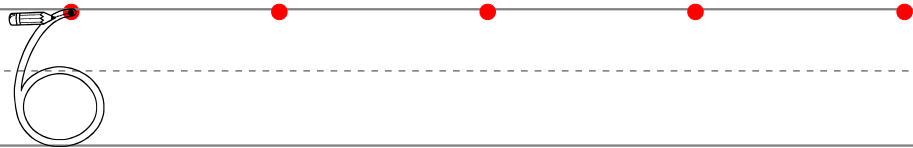
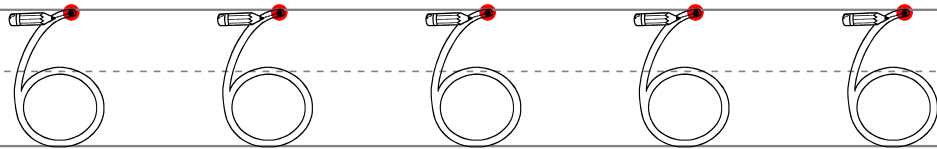
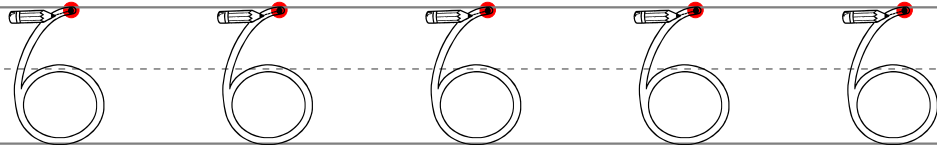
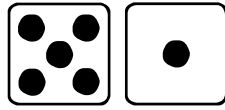


5
CINQ

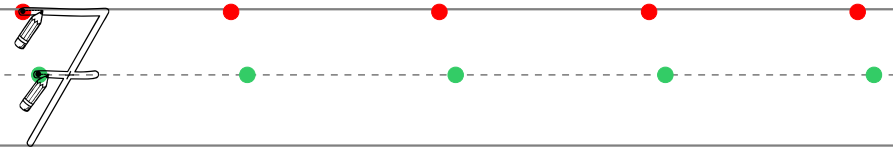
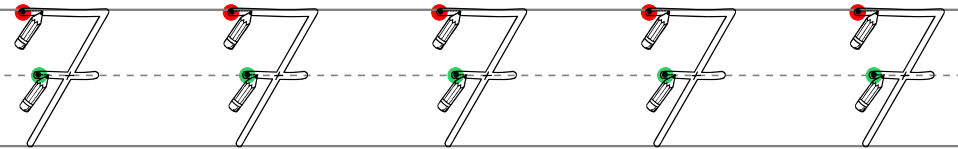
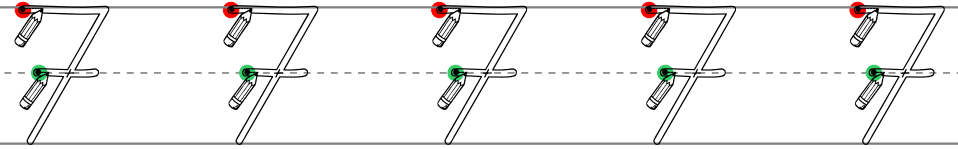
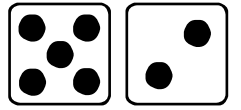


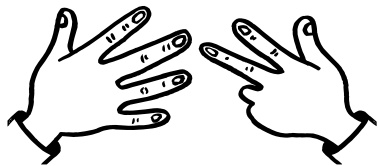


6
SIX

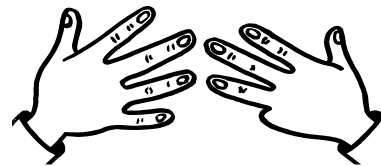
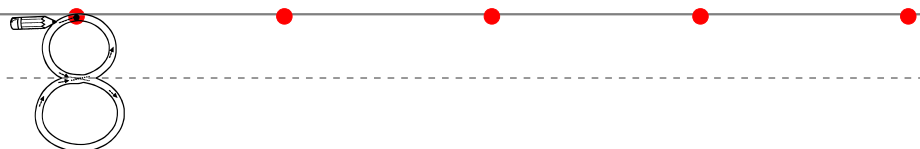
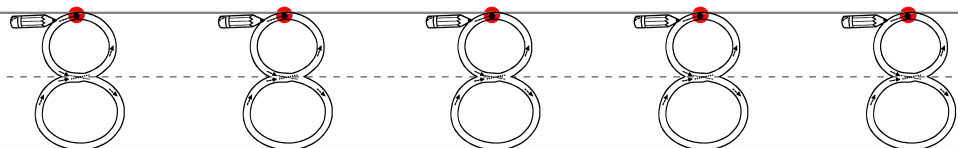
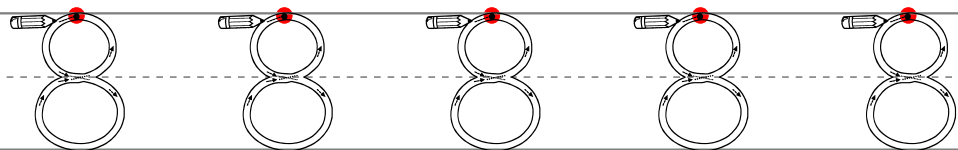
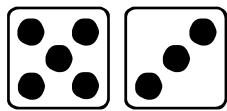


7
SEPT

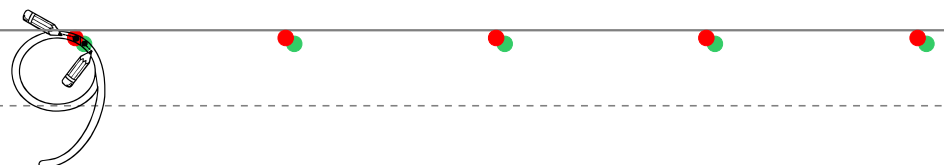
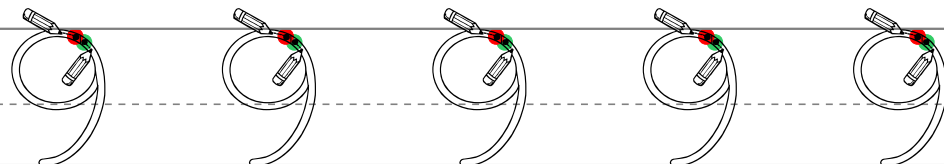
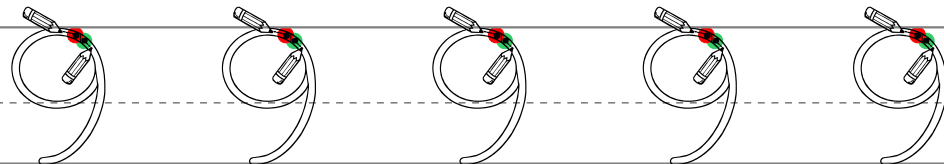
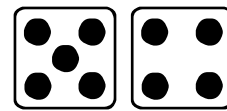


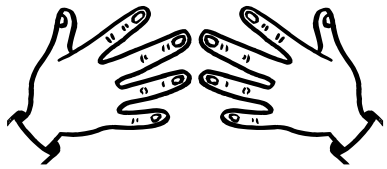


8
HUIT

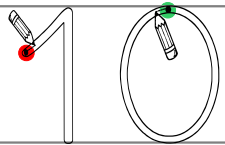
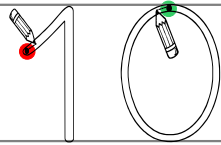
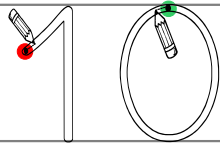
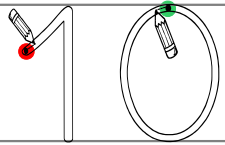
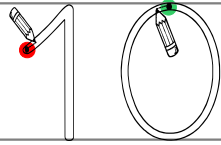
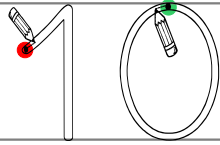
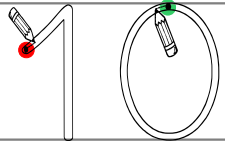
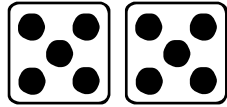


9
NEUF





10
DIX



Observe ce qui a été fait pour le nombre 1 et fait la même chose avec les autres nombres.



0

1

2

3

4

5

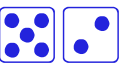
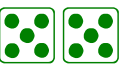
6

7

8

9

10



Ecris le nombre qui manque dans ces suites.

0 . 1 . . 3 . 4 . 5



0 . 1 . 2 . 3 . . 5

0 . 1 . 2 . 3 . 4 .

. 1 . 2 . . 4 . 5

0 . . 2 . 3 . 3 . 5

Attention ! Celles-ci sont plus difficiles.



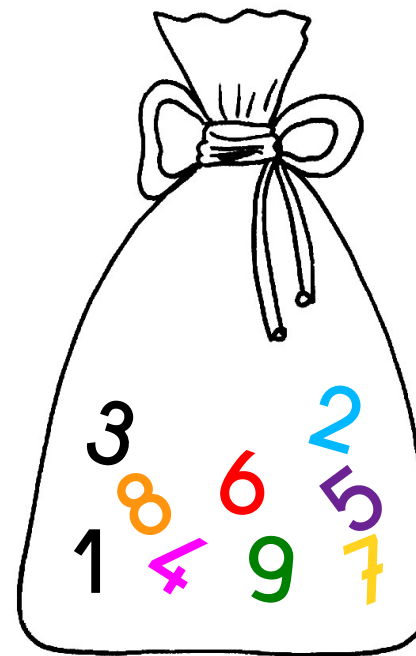
2 . . 4 . 5 . 6 . 7 .

4 . 5 . . 7 . 8 . . 10



Remets les nombres du sac à leur bonne place.

Suis bien le sens de la flèche !

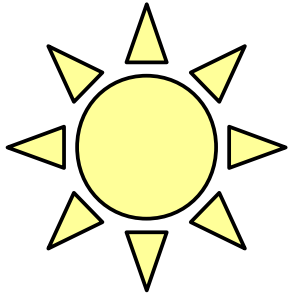


0

10



Relie les nombres de 0 à 5.



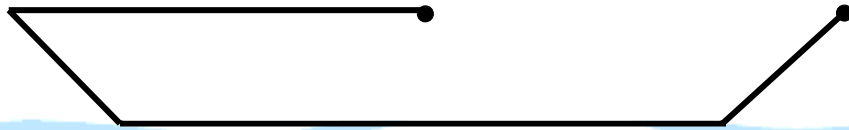
5 • 2

4 •

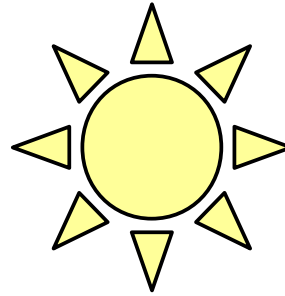
• 3

1

0



Relie les nombres de 1 à 10.



5 •

• 6



9 •

• 2

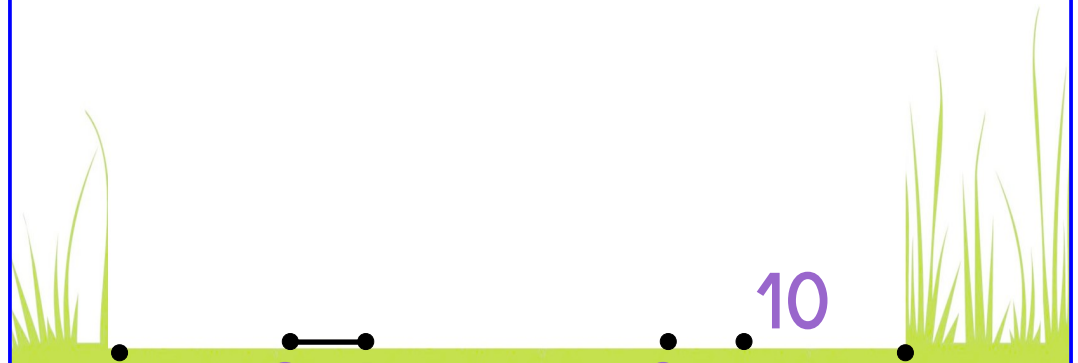
7 •

8 1

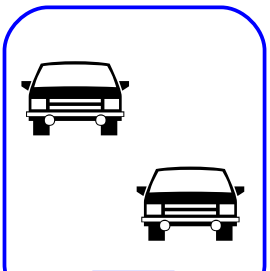
• 3

10

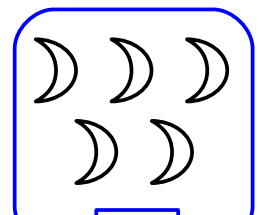
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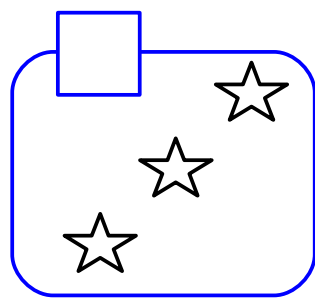
Compte et écris le bon nombre.

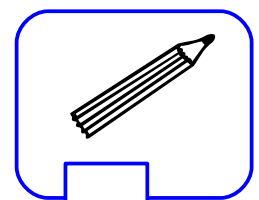
□



□

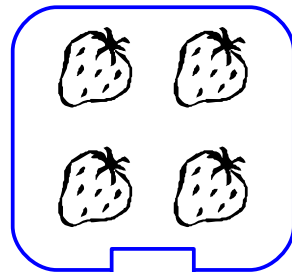


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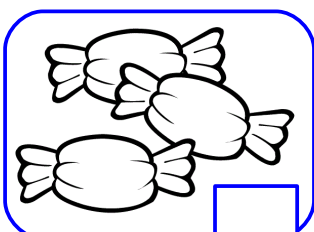


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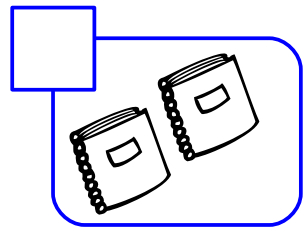
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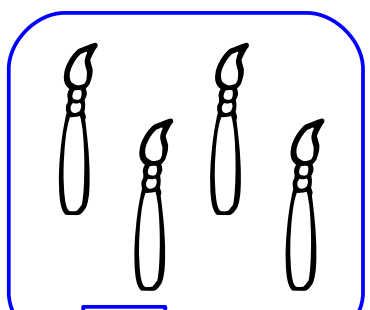
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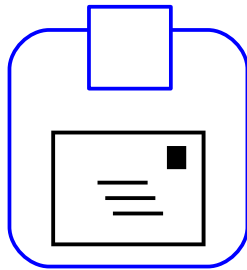
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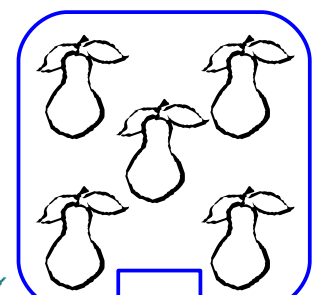
□



□



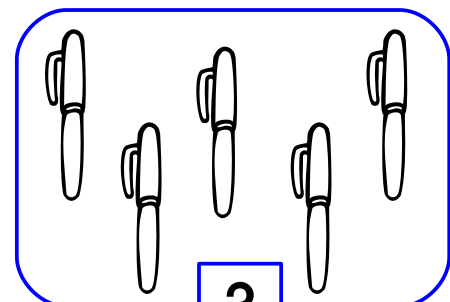
□



□



Barre les objets en trop si nécessaire.

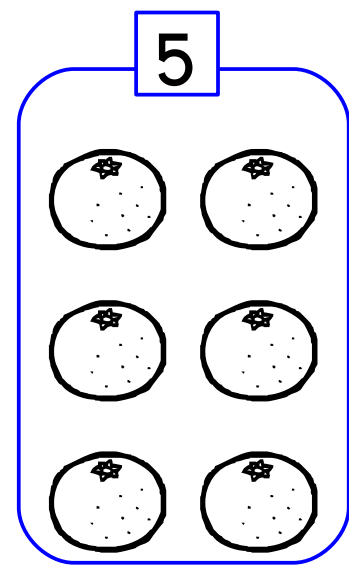



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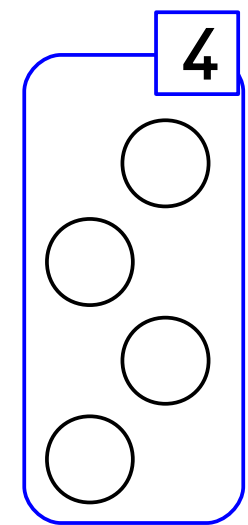
1

□	□
□	□

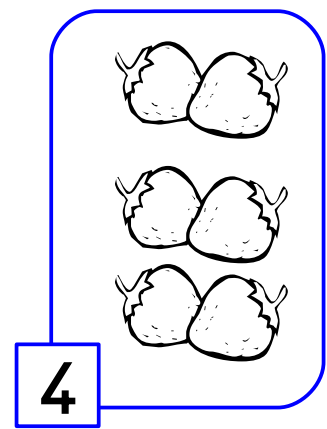
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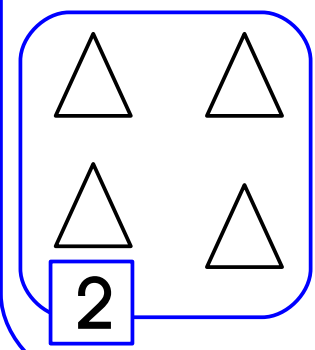
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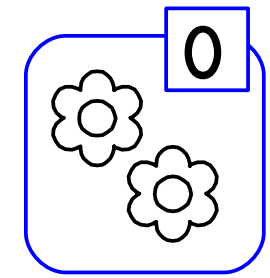
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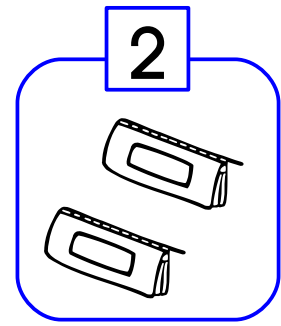
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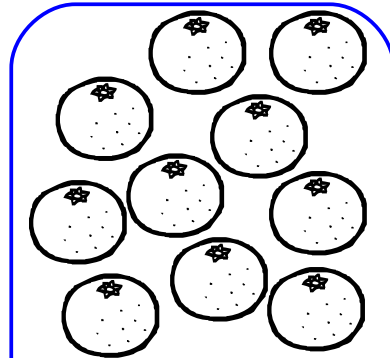
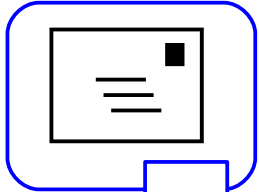
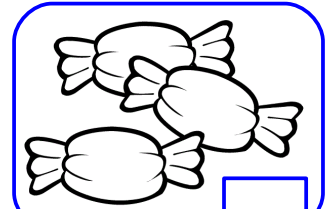
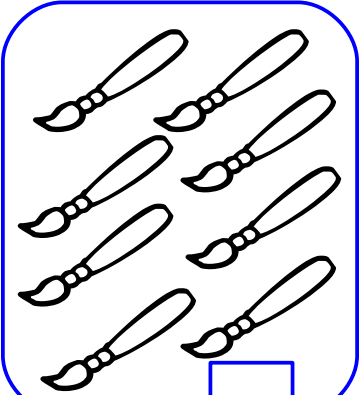
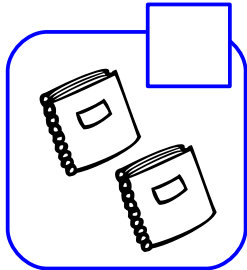
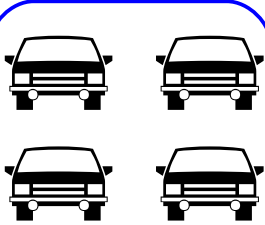
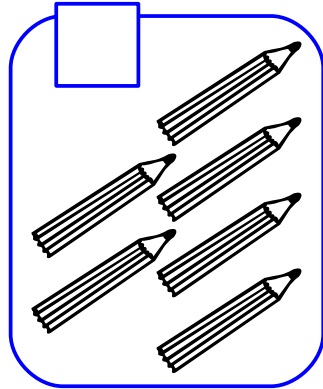
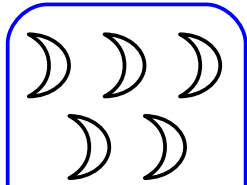
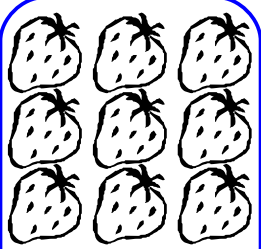
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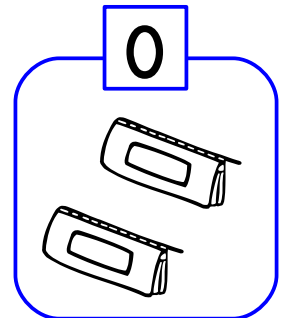
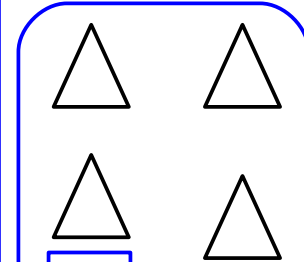
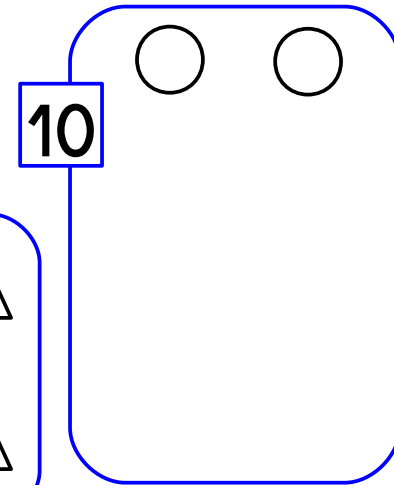
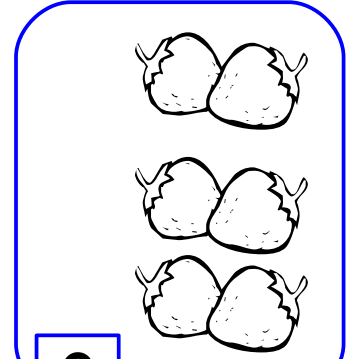
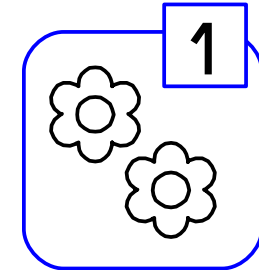
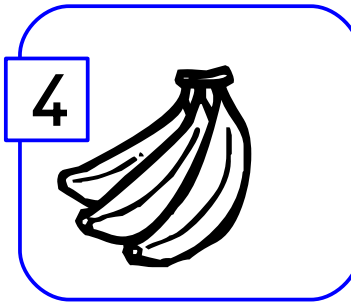
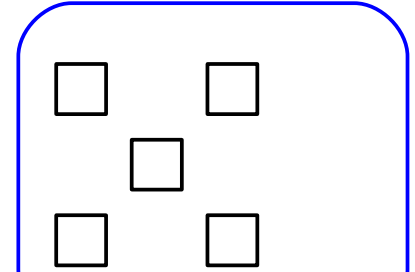
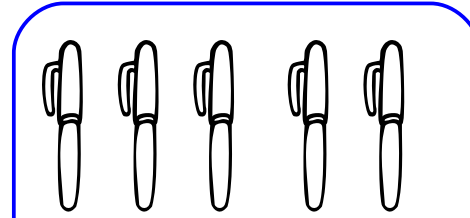
2




Compte et écris le bon nombre.



Corrige les collections en barrant ou en rajoutant des objets.



Colorie en respectant le code couleur.

