

à terminer à corriger à classer

Révision des nombres de 0 à 5

ÉCRITURE

Ecris de ta plus belle écriture les nombres suivants

sur les lignes :

5

4

3

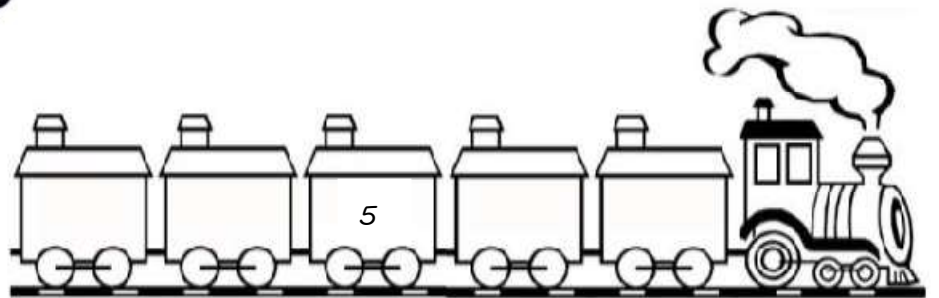
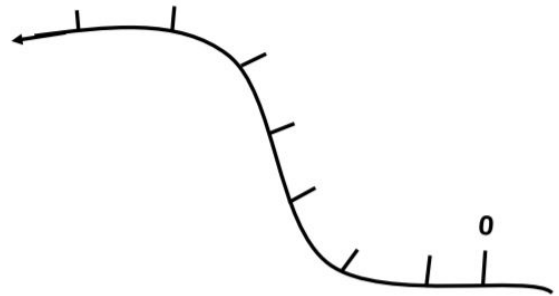
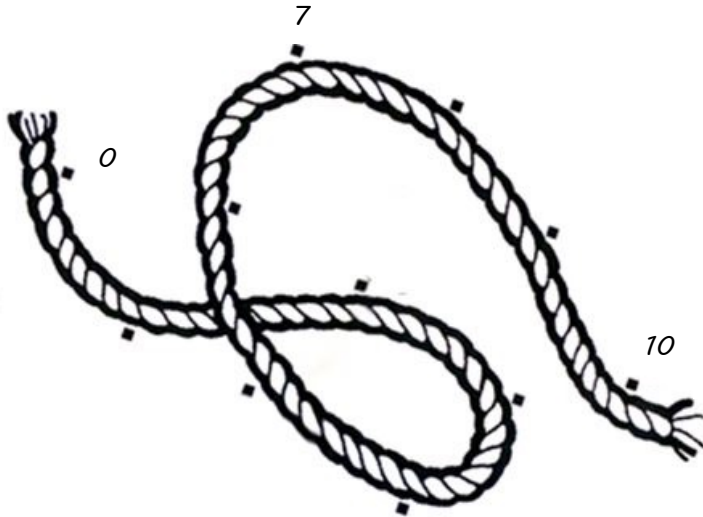
2

1

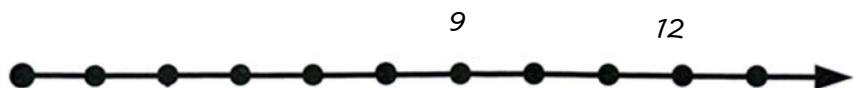
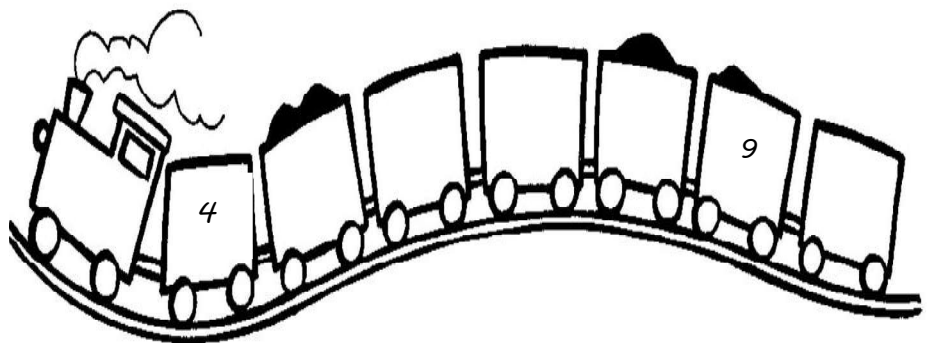
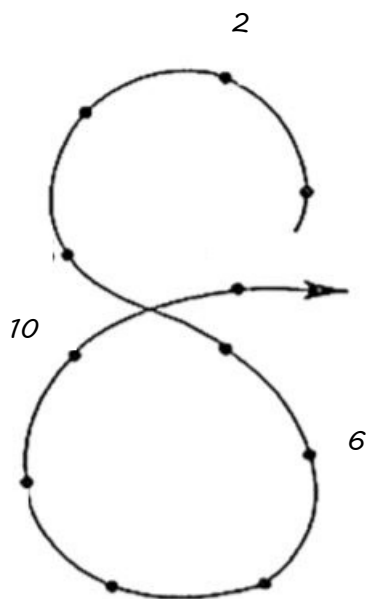
0

ASPECT ORDINAL

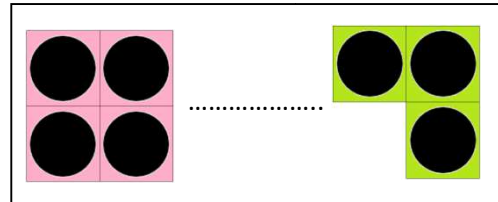
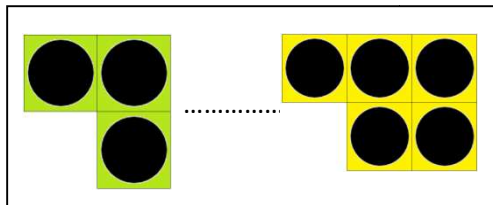
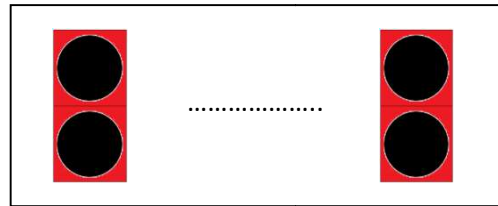
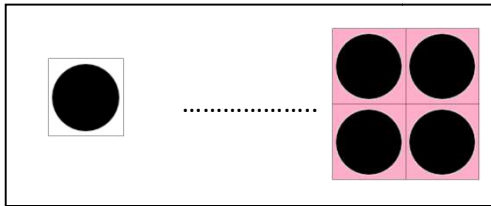
Situe le nombre 3 sur les chemins des nombres :



Situe le nombre 5 sur les chemins des nombres :



Compare : <, >, =



Compare : <, >, =

5 ... 7

2 ... 5

5 ... 0

5 ... 5

3 ... 4

5 ... 3

4 ... 2

8 ... 2

0 ... 5

2 ... 2

9 ... 3

1 ... 5

Complète avec le chiffre de ton choix :

5 < ...

2 > ...

0 < ...

6 > ...

2 > ...

5 < ...

1 > ...

5 < ...

5 = ...

3 > ...

5 > ...

1 < ...

Colorie le 1^{er} objet de cette collection :

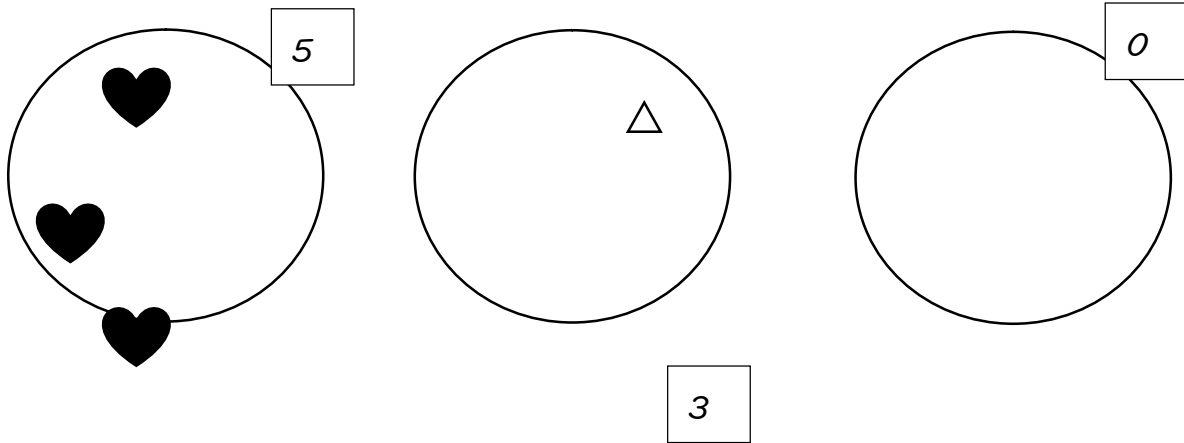


Colorie le 3^{ème} objet de cette collection :

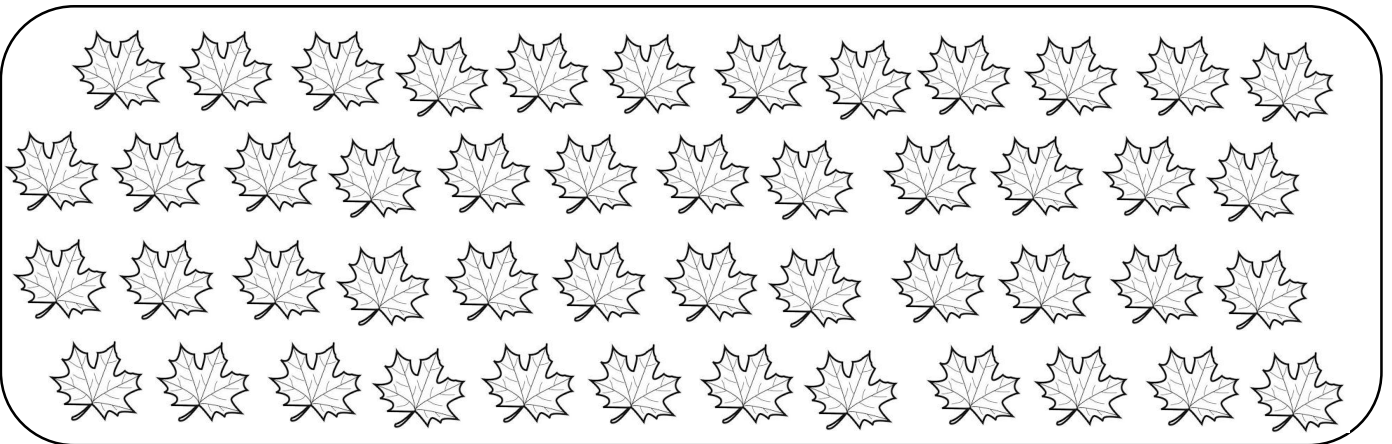


ASPECT CARDINAL

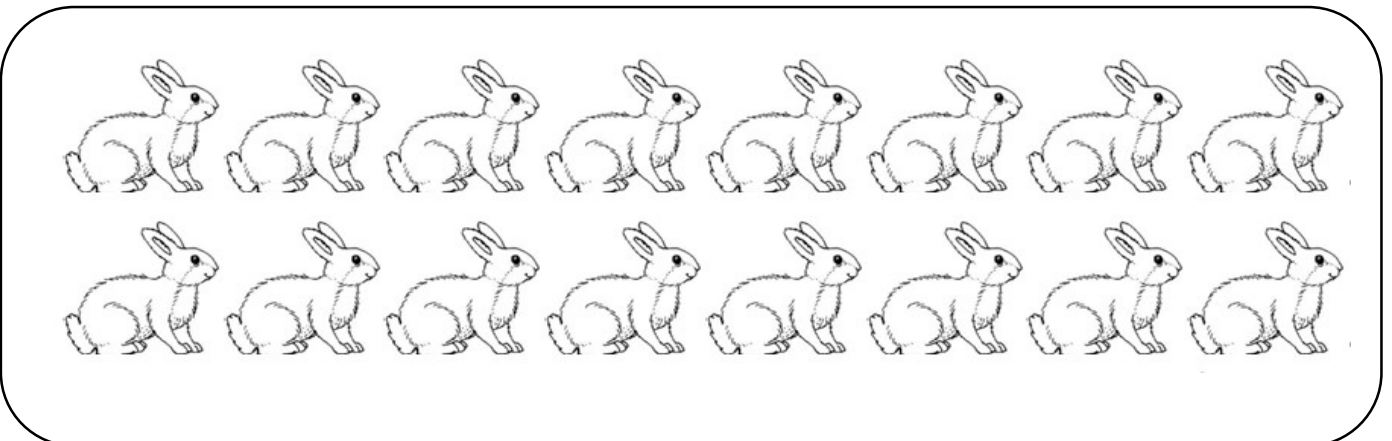
Complète pour avoir le nombre demandé:






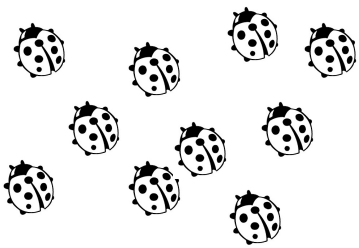
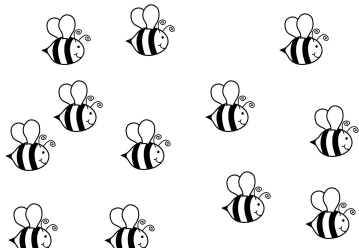
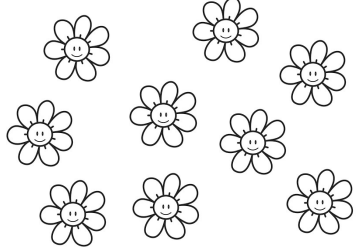
Entoure pour former des paquets de 5 :



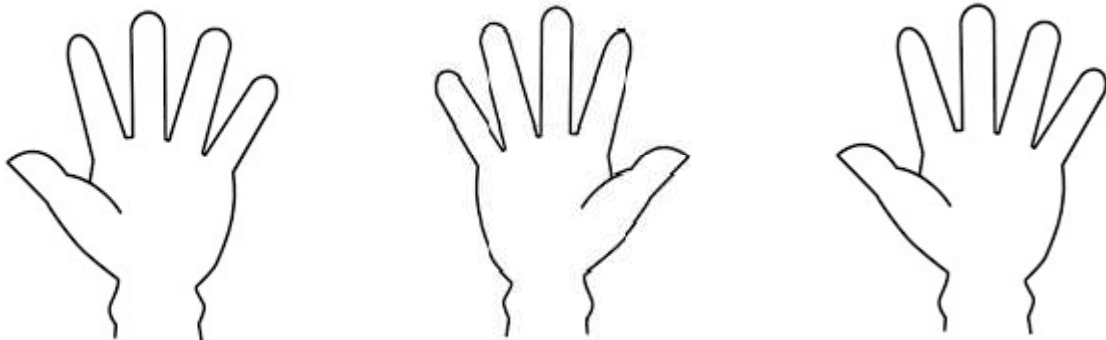
Entoure pour former des paquets de 2 :



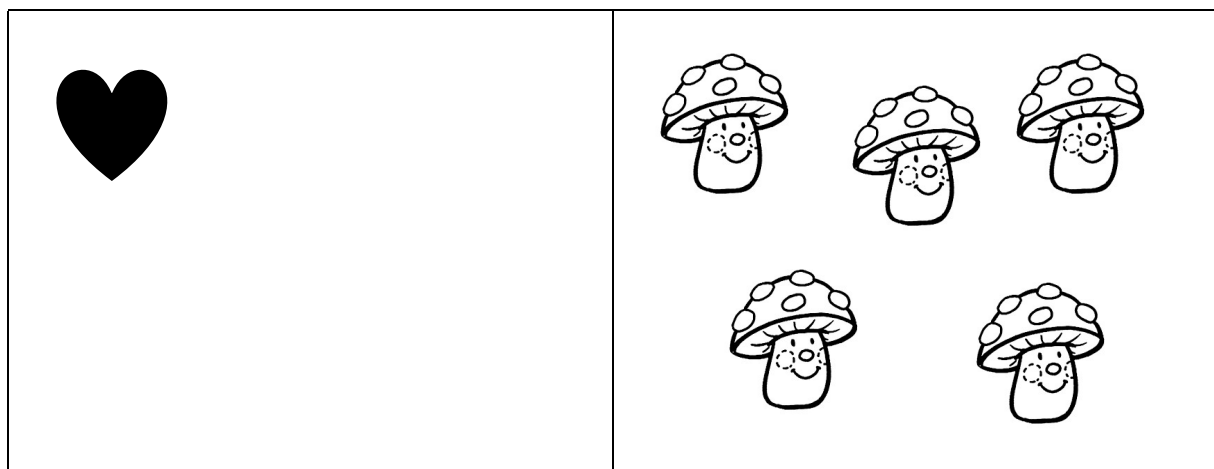
Colorie :

2 	0 	5 
		

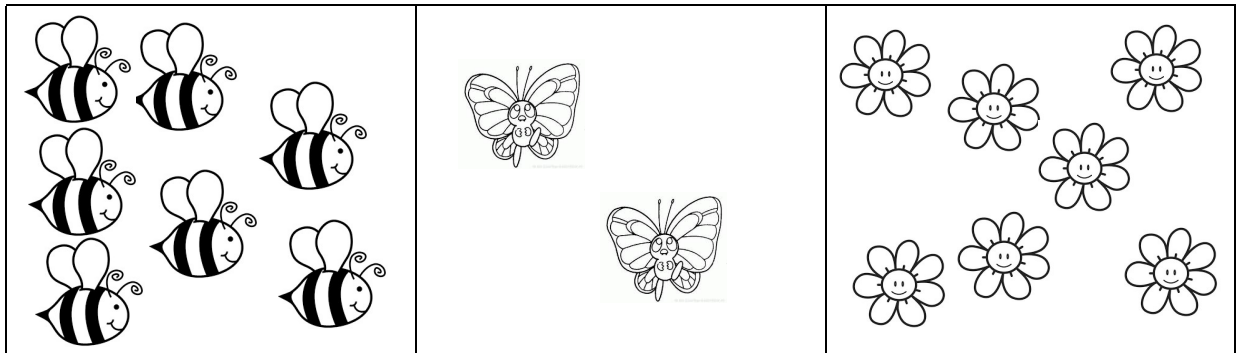
Sur chaque main, colorie 3 doigts :



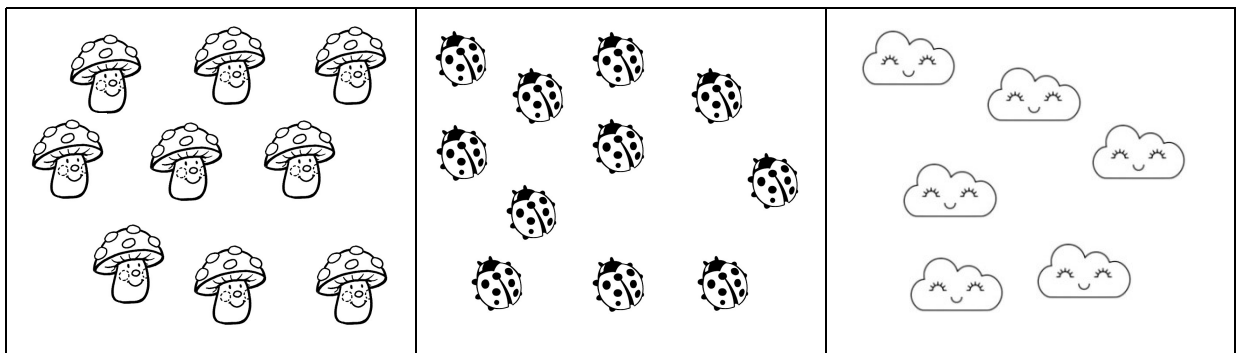
Dessine autant de cœurs que de champignons :



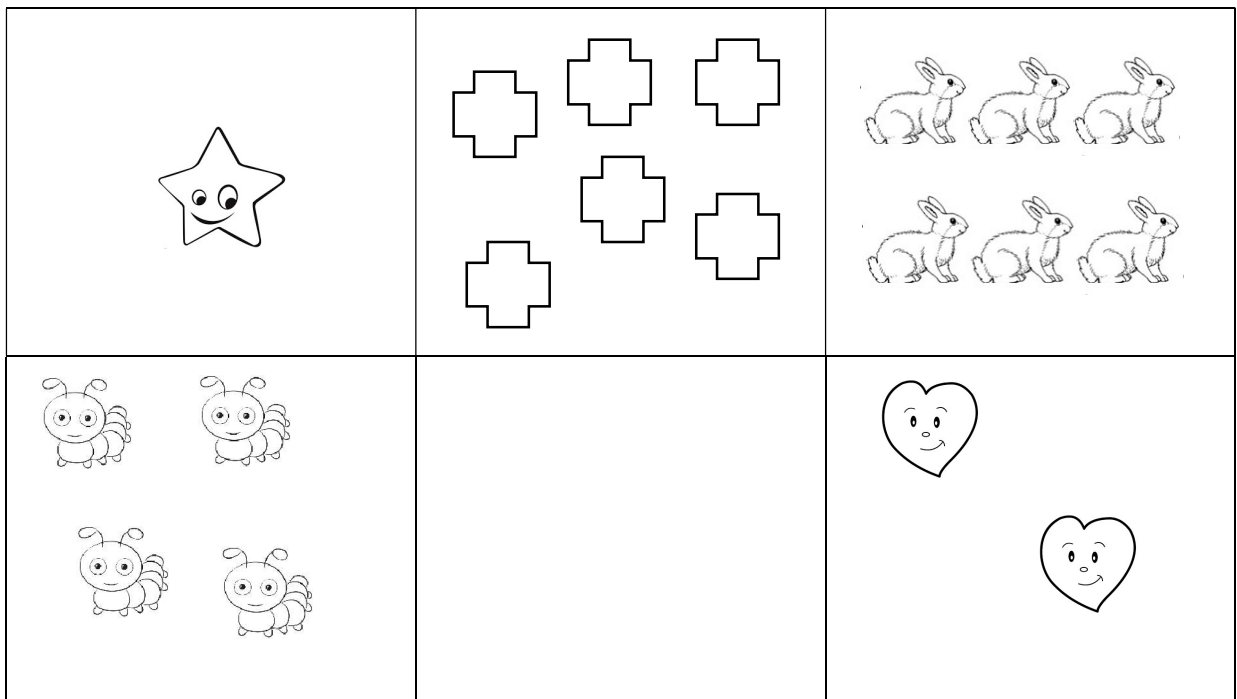
Colorie 2 objets dans chaque ensemble :



Colorie 5 objets dans chaque ensemble :



Barre ou ajoute pour avoir 4 :

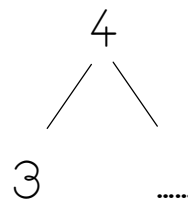
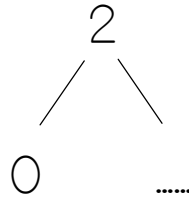
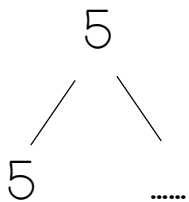


DECOMPOSITION ADDITIVE

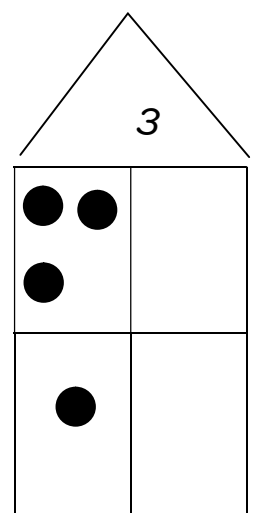
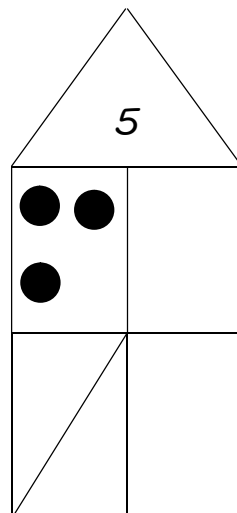
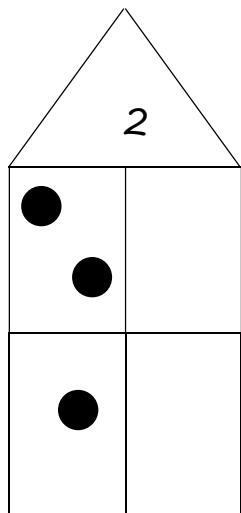
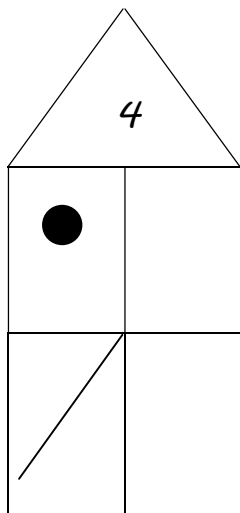
Relie les nombres pour avoir 5 :

0	•	•	4
1	•	•	1
3	•	•	2
4	•	•	5
5	•	•	0
2	•	•	3

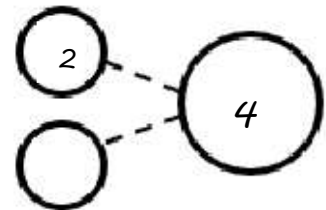
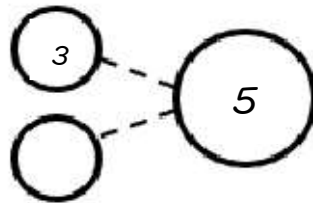
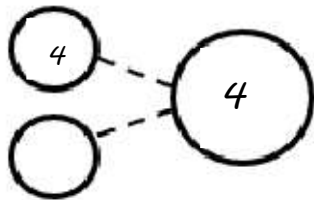
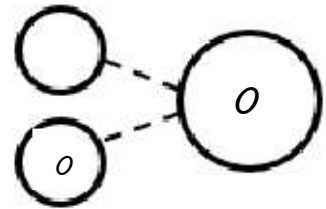
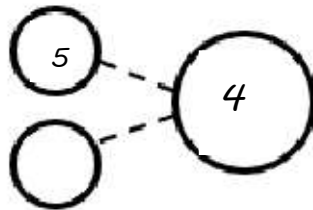
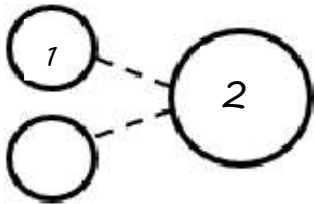
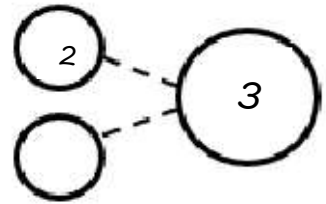
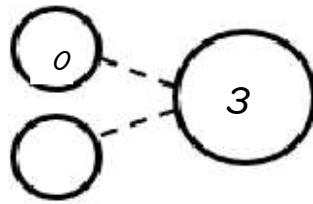
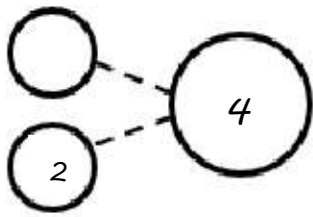
Résous :



Complète la maison des nombres :

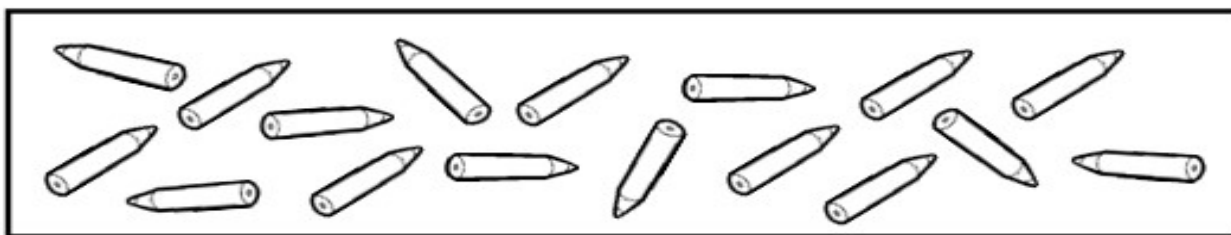


Complète les arbres :

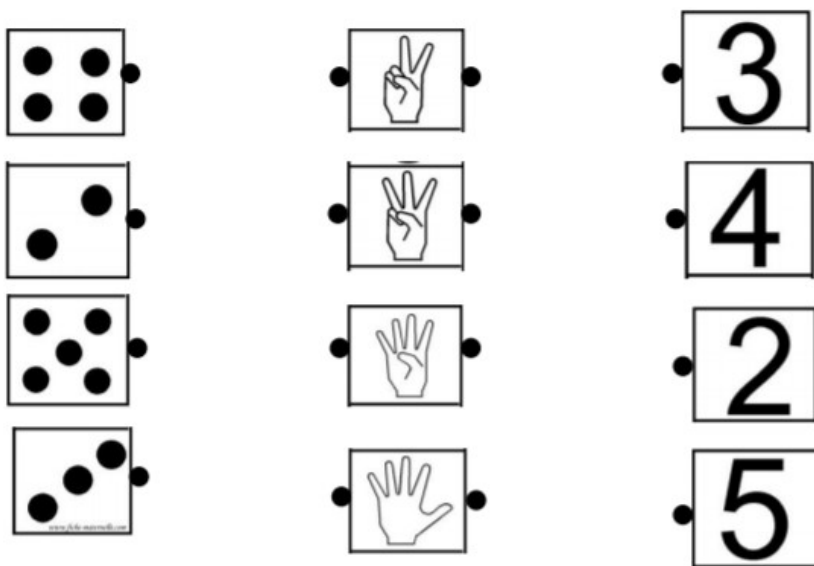


EXERCICES DE FIXATION

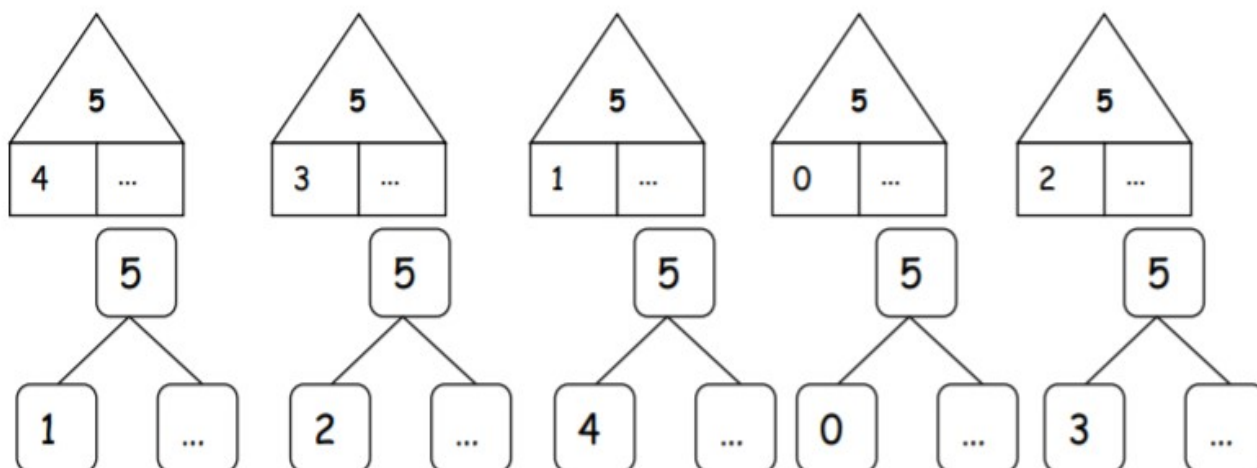
Réalise des paquets de 3 :



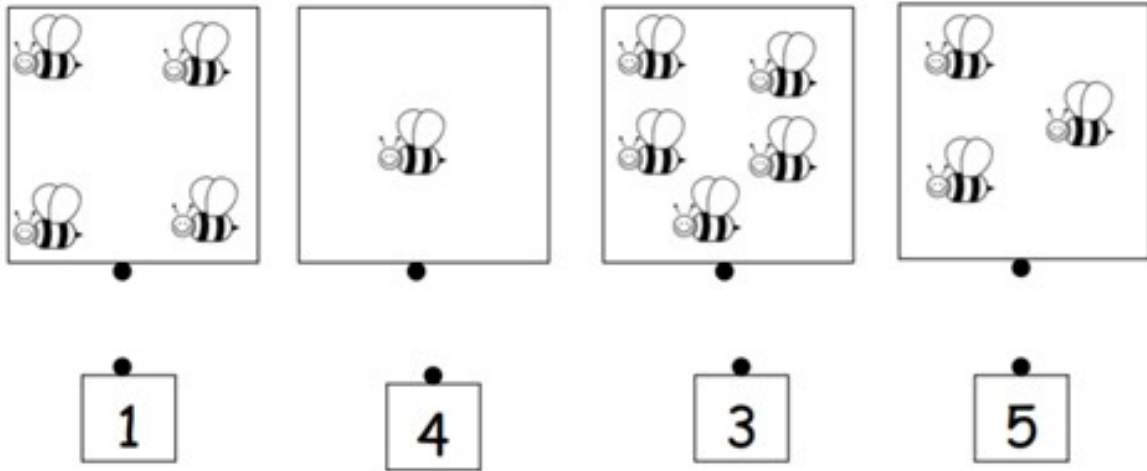
Relie :



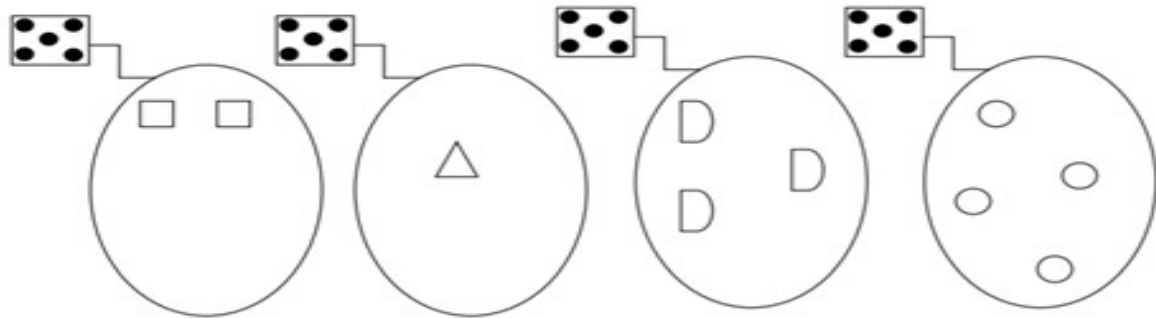
Complète :



Relie :



Complète les collections si nécessaire :



Situe le nombre 4 sur les chemins des nombres :

