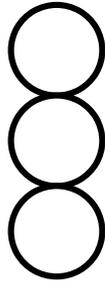
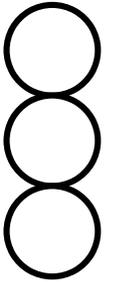
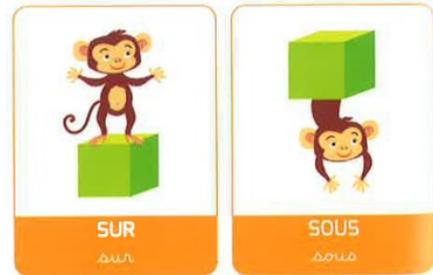


PS

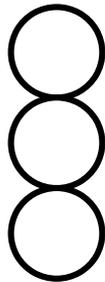
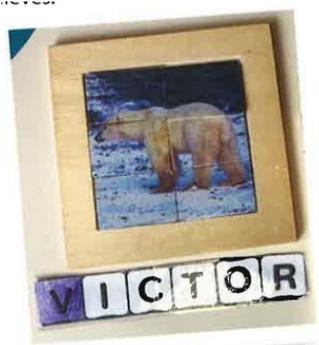
MHM
PLAN DE TRAVAIL
Activités semi-autonomes
Période 5



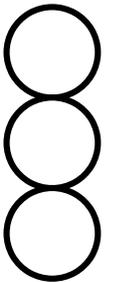
Les cartes à jouer



Le décor



Les puzzles



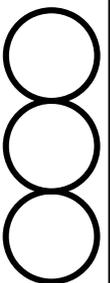
Jeux de logique



Les collections
à compléter

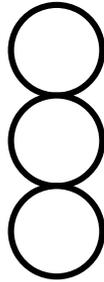


Le coin
marchande

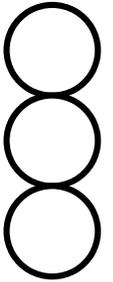
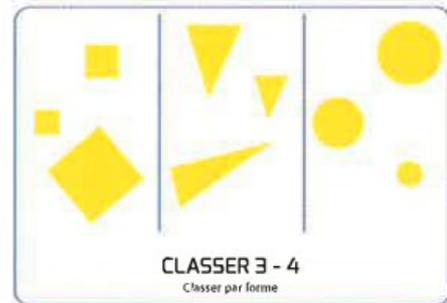


Le minimonstre
à compter

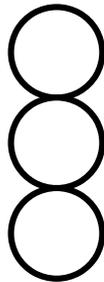
Boîtes d'activités autonomes



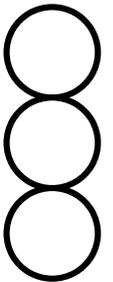
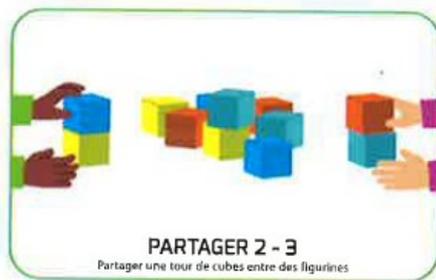
Boîte Compter 3



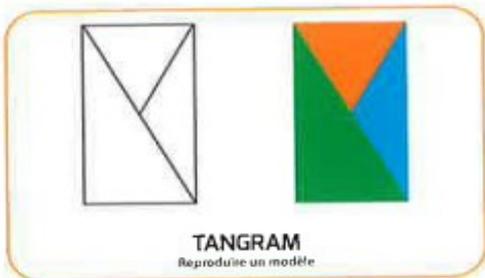
Boîte Classifier 4



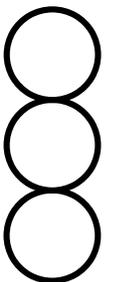
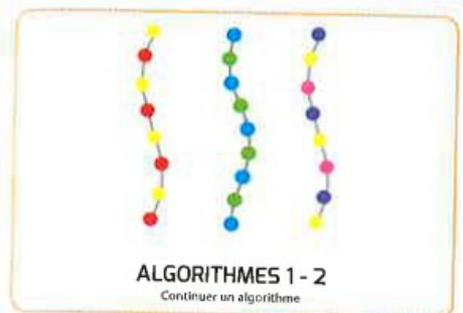
Boîte Associer des collections 3



Boîte Partager 3



Boîte Tangram



Boîte Algorithmes 2