

Numération

6



7



8



9



6 à 9

Prénom

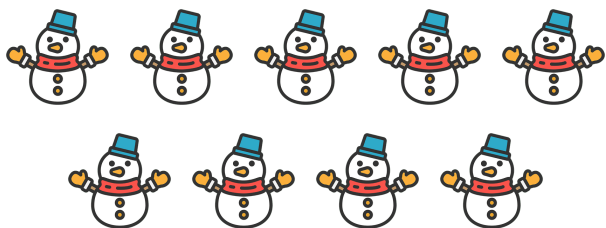


Compte et écris

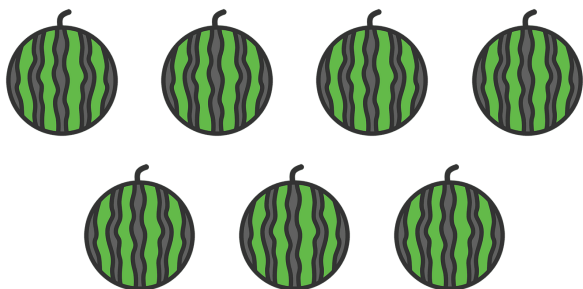
Date

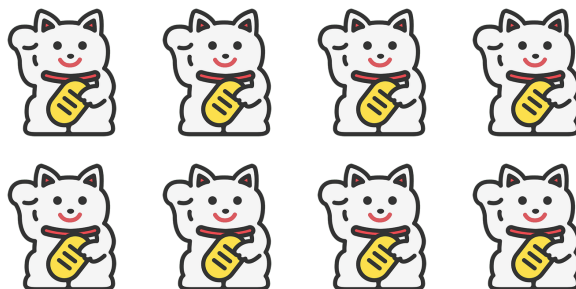
Prénom

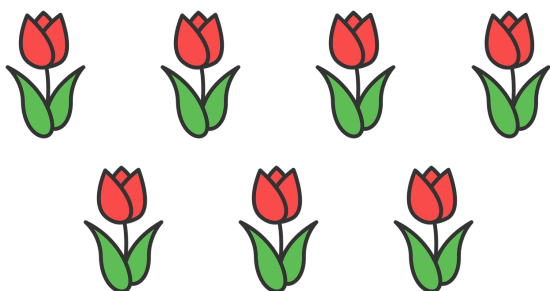
Compte les images et écris le nombre dans la case.

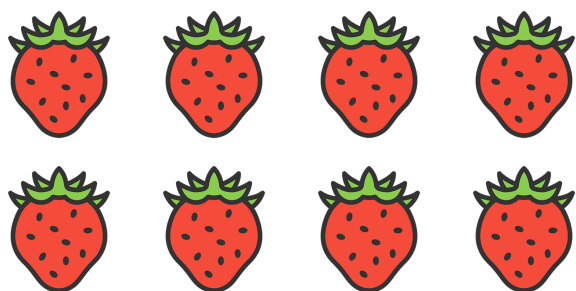












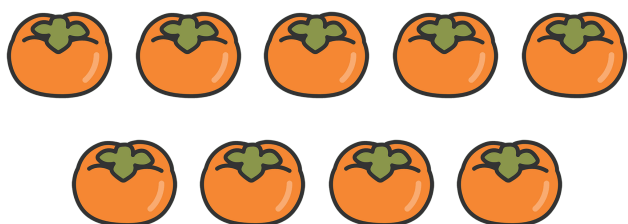


Combien y en a-t-il ?

Date

Prénom

Compte les images et entoure le nombre qui correspond.



6 7 8 9



6 7 8 9



6 7 8 9



6 7 8 9



6 7 8 9



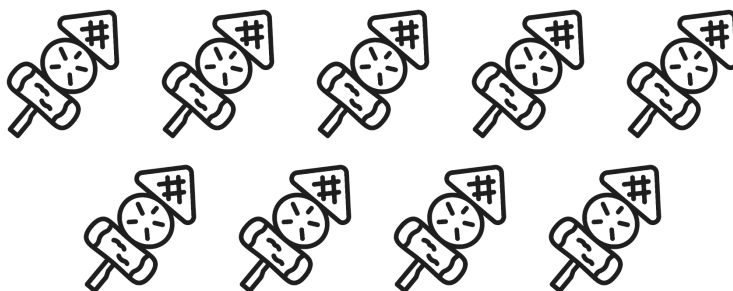
Colorie le bon nombre

Date

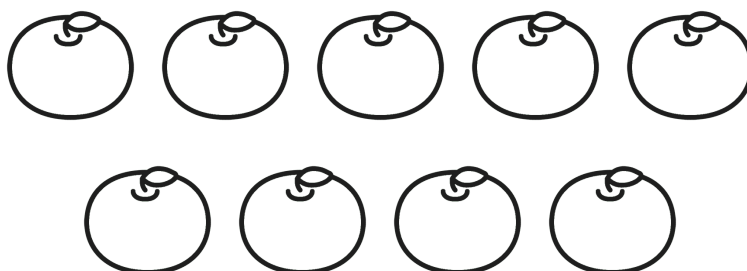
Prénom

Colorie autant d'images que le nombre indiqué.

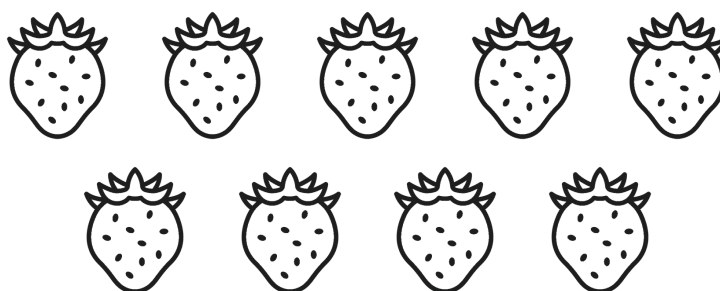
7



8



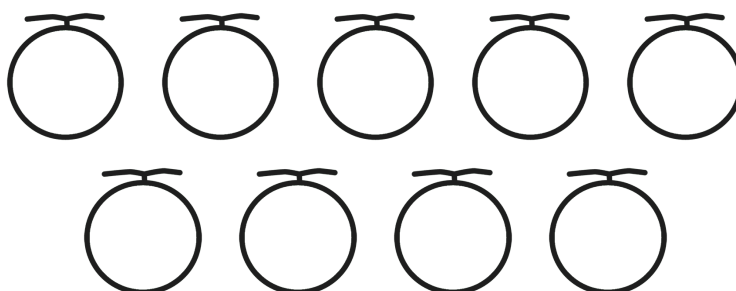
9

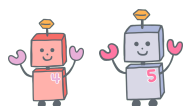


6



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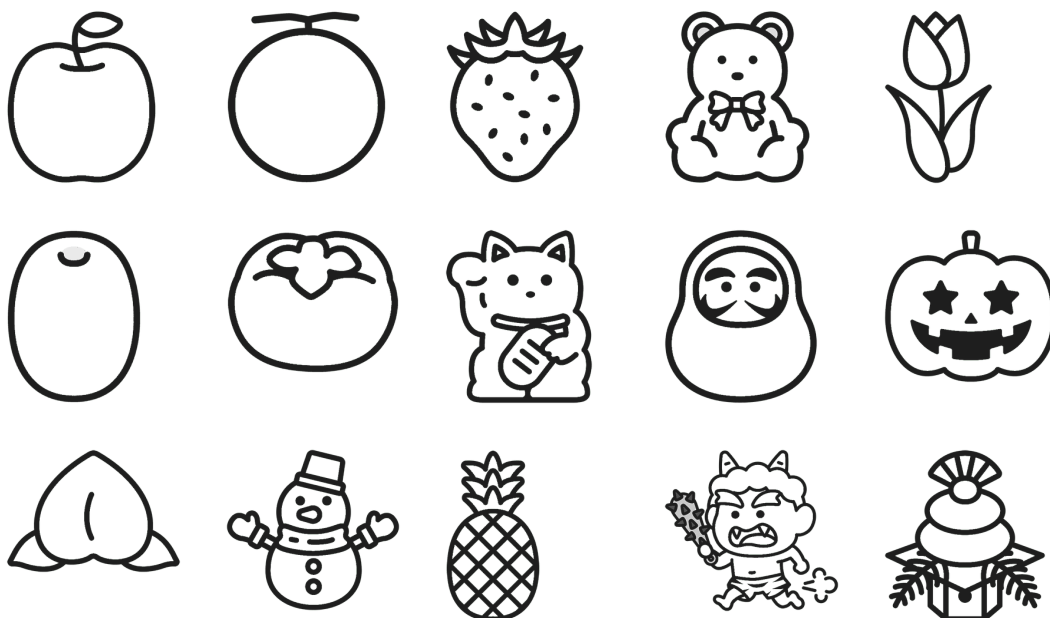
Colorie les images de ton choix

Date

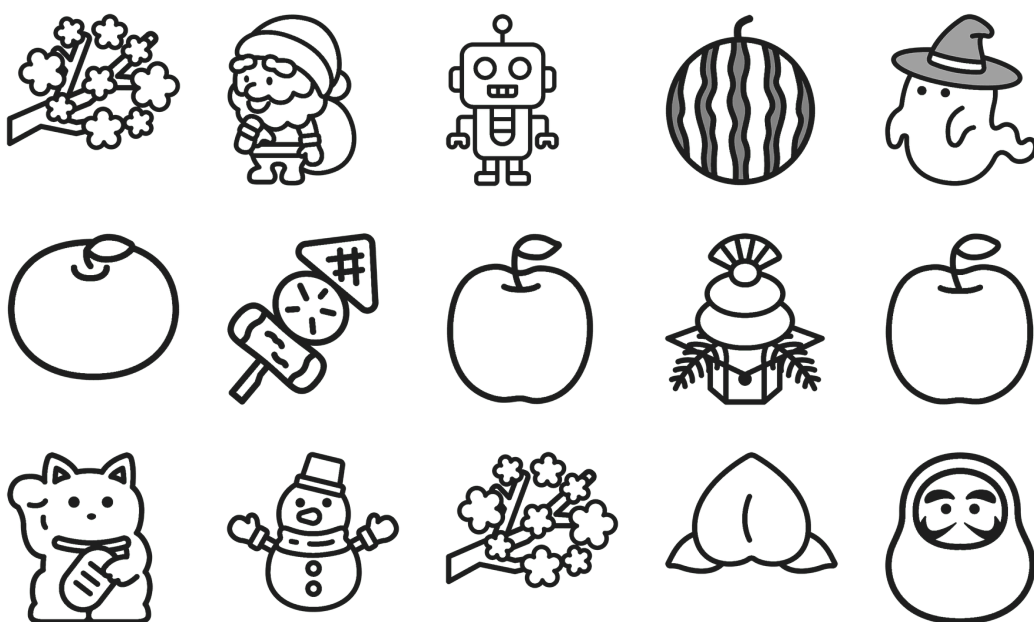
Prénom

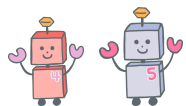
Colorie autant d'images que le nombre indiqué. Choisis celles que tu préfères.

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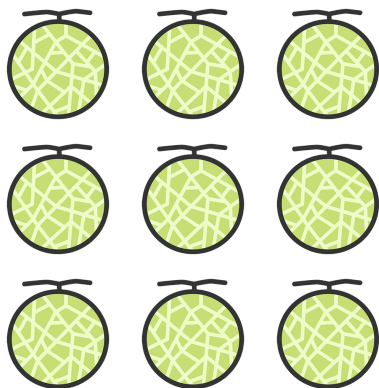


Relie les quantités aux nombres

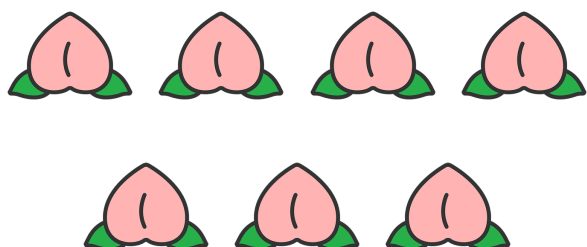
Date

Prénom

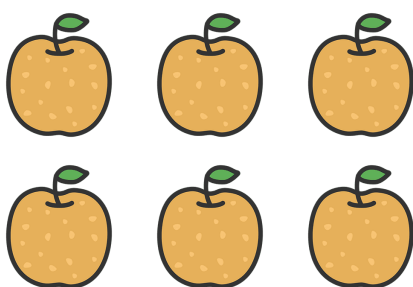
Trace un trait pour relier chaque groupe d'images au nombre qui correspond.



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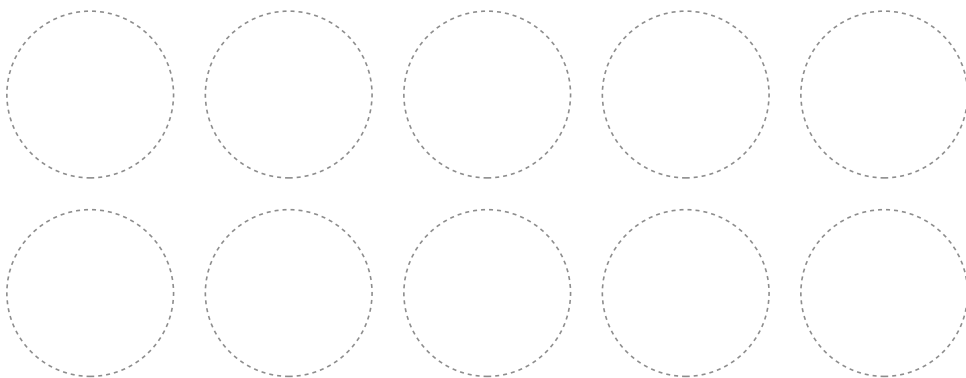
Colle le bon nombre de gommettes

Date

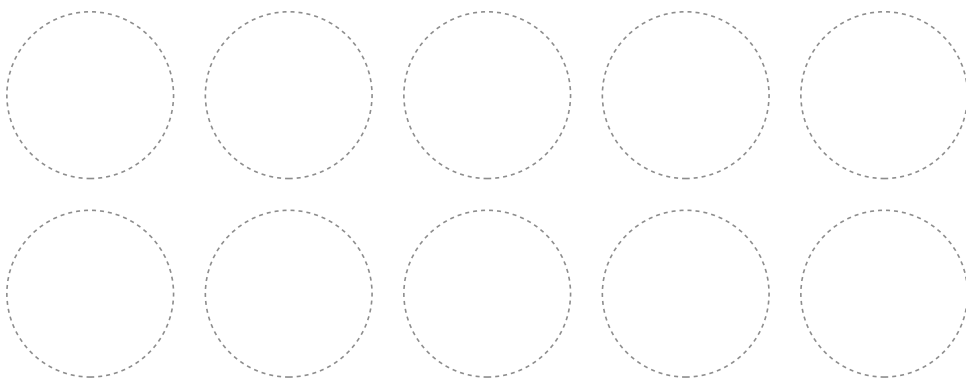
Prénom

Colle autant de gommettes que le nombre indiqué. Tu peux aussi dessiner des ronds.

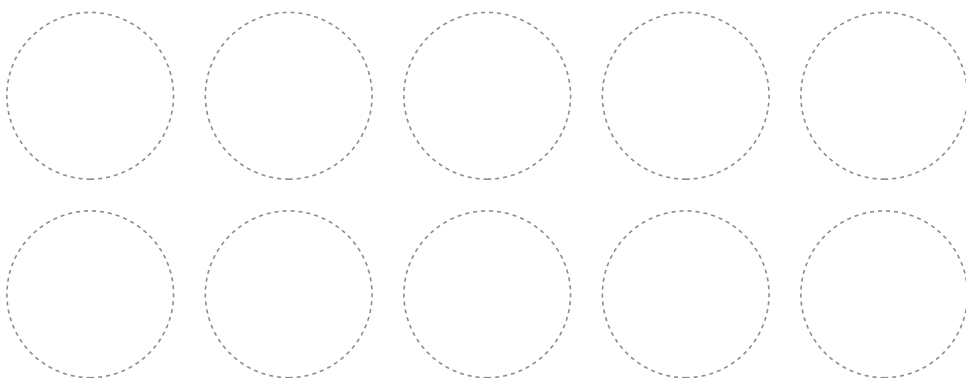
6



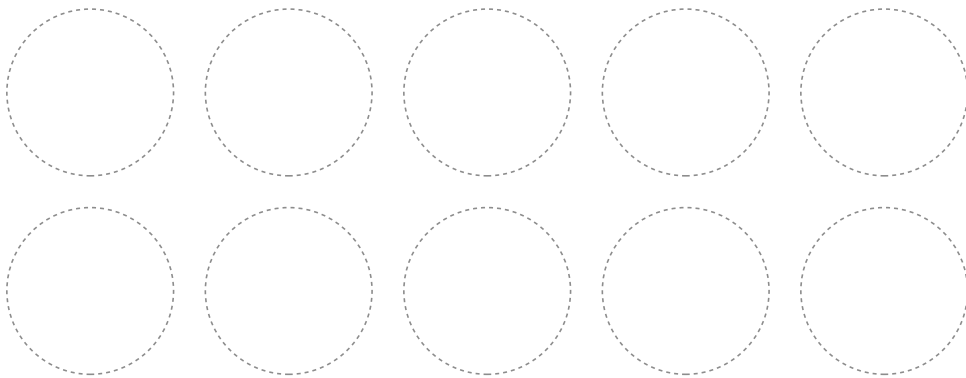
9

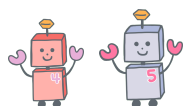


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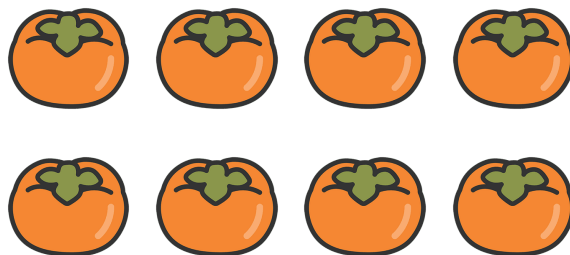
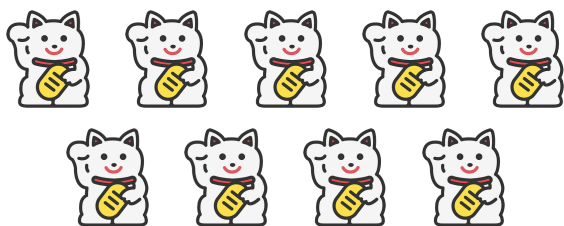
Où y en a-t-il le plus ?

Date

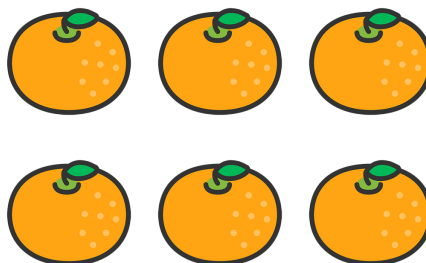
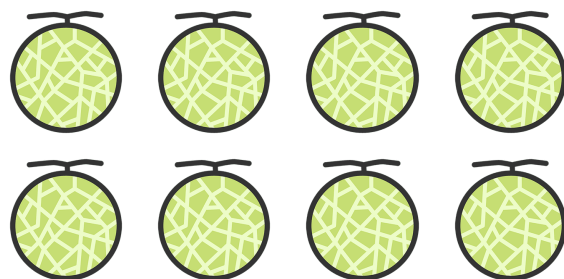
Prénom

Dessine un rond sous la collection où il y en a le plus.

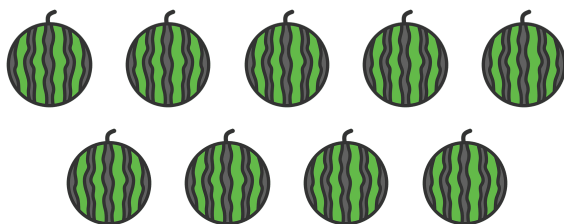
1



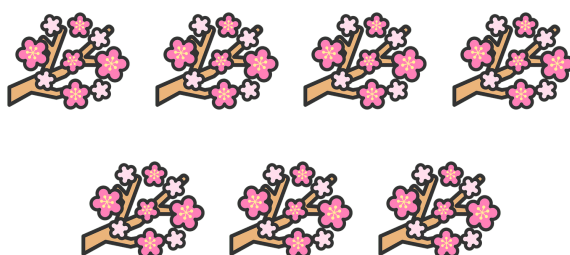
2



3



4





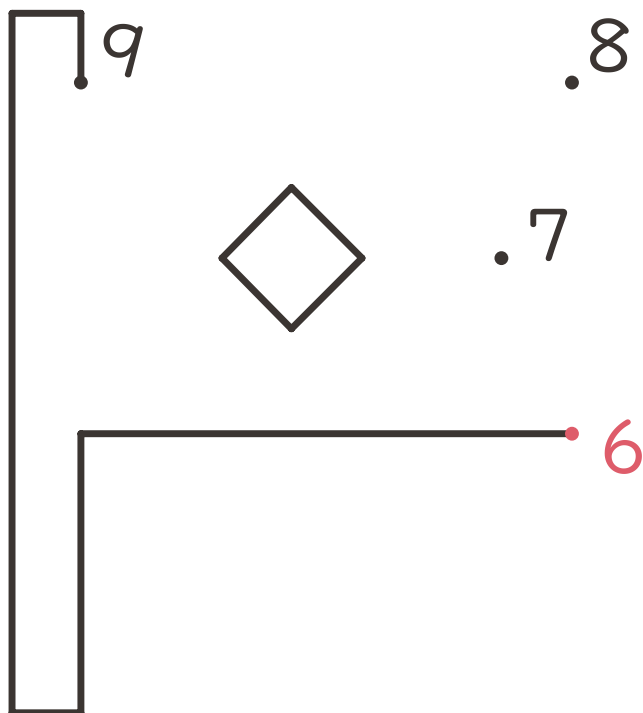
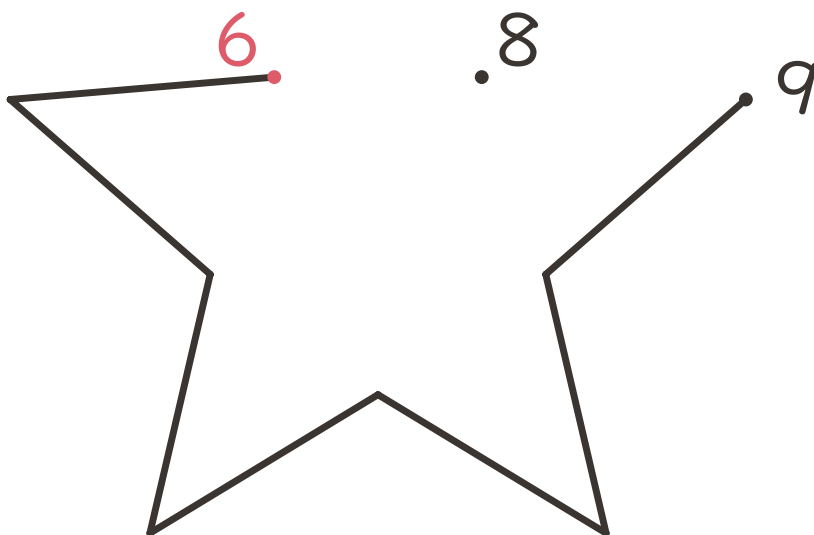
Points à relier

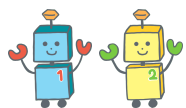
Date

Prénom

Relie les points en suivant l'ordre des nombres.

7





Labyrinthe de nombres

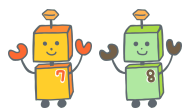
Date

Prénom

Pars de la flèche et avance en suivant l'ordre des nombres.

6 → 7 → 8 → 9

→	6	7	7	7	7
	9	8	8	8	7
	6	8	7	7	8
	7	6	7	8	8
	8	7	8	9	7
	9	6	8	6	7



Combien de points ?

Date

Prénom

Compte les points et écris le nombre dans la case.

6

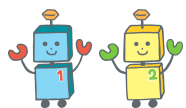
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Les nombres manquants

Date

Prénom

Complète les cases avec les nombres manquants.

6			8		
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9			7		
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6	7				
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9				6	
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		7	8		
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9			7		
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Quand tu as fini, colorie un rond.

