

Cartes flash



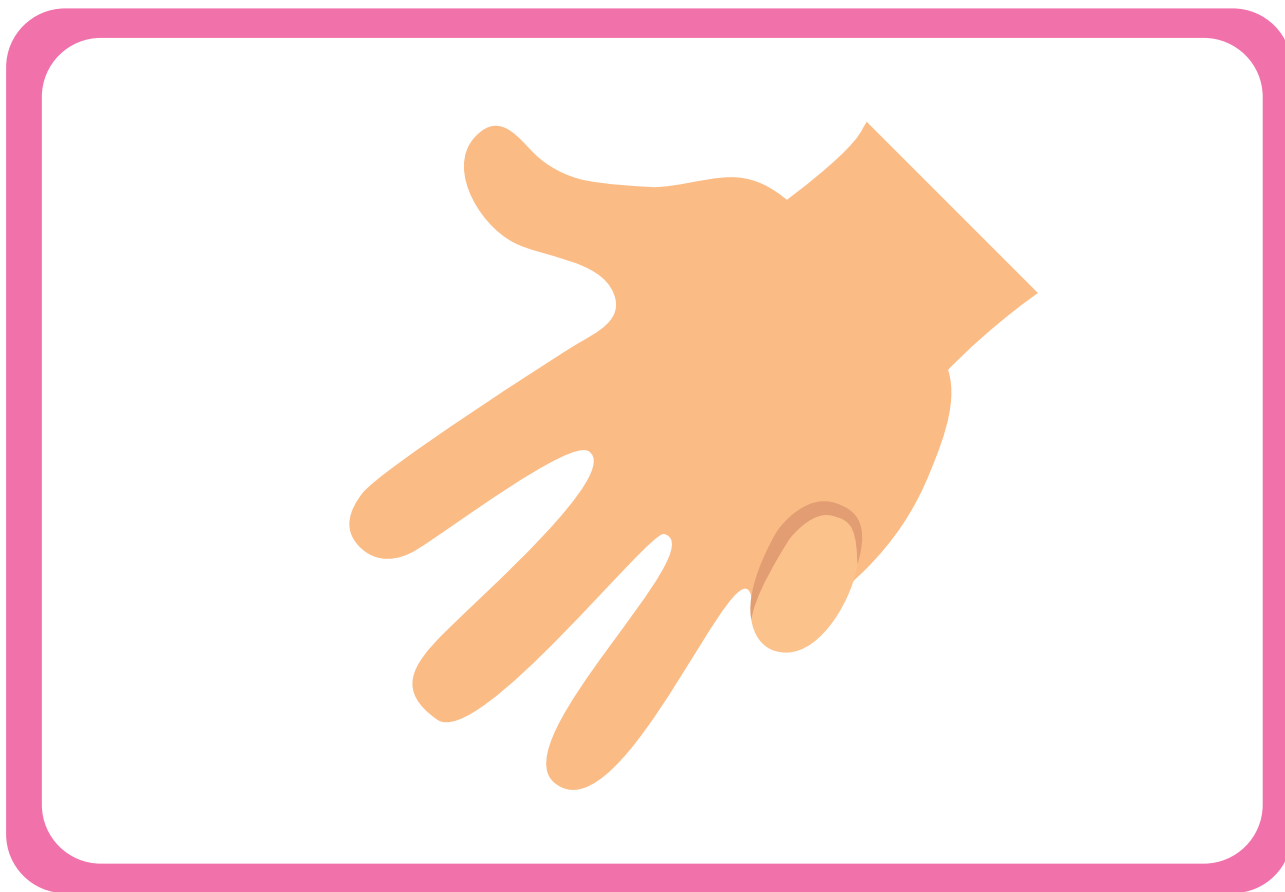




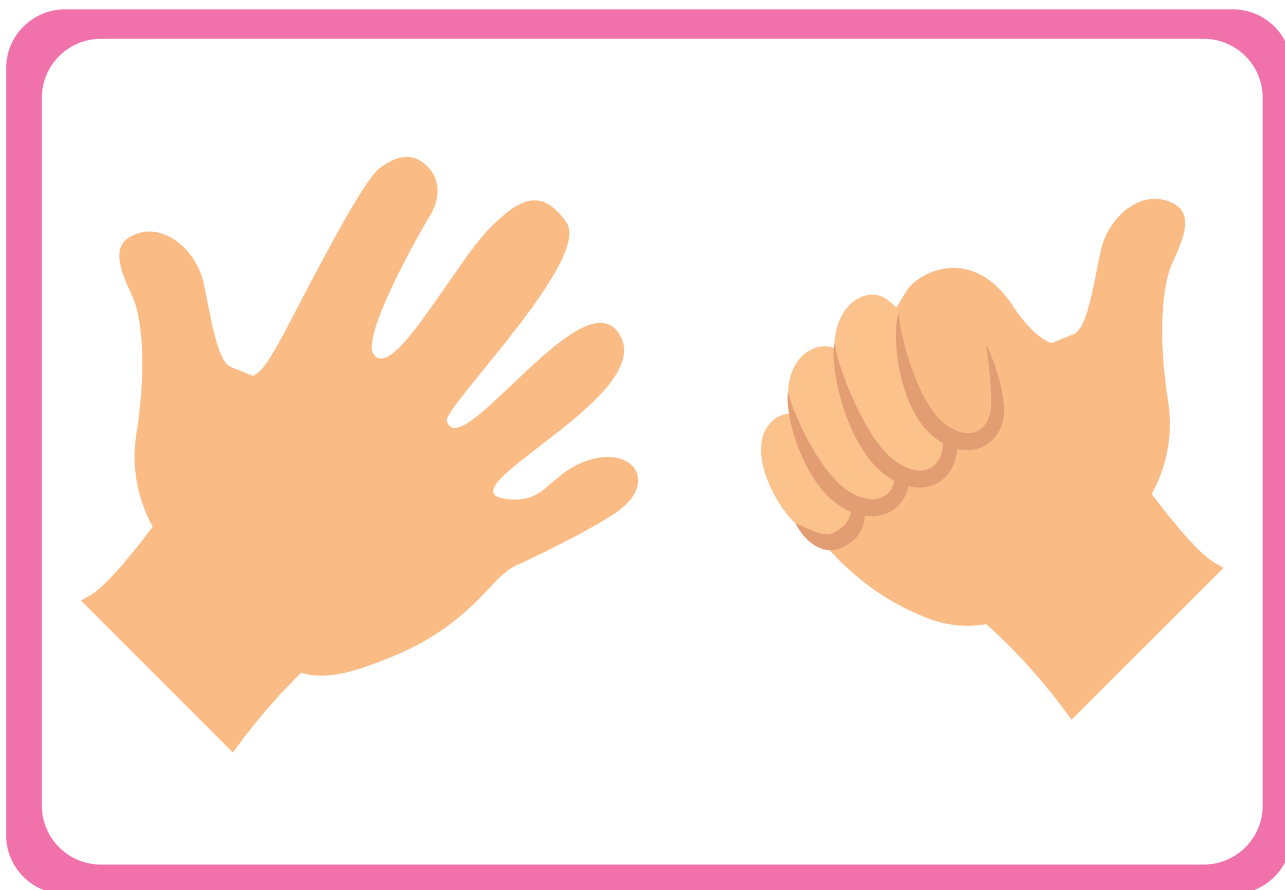




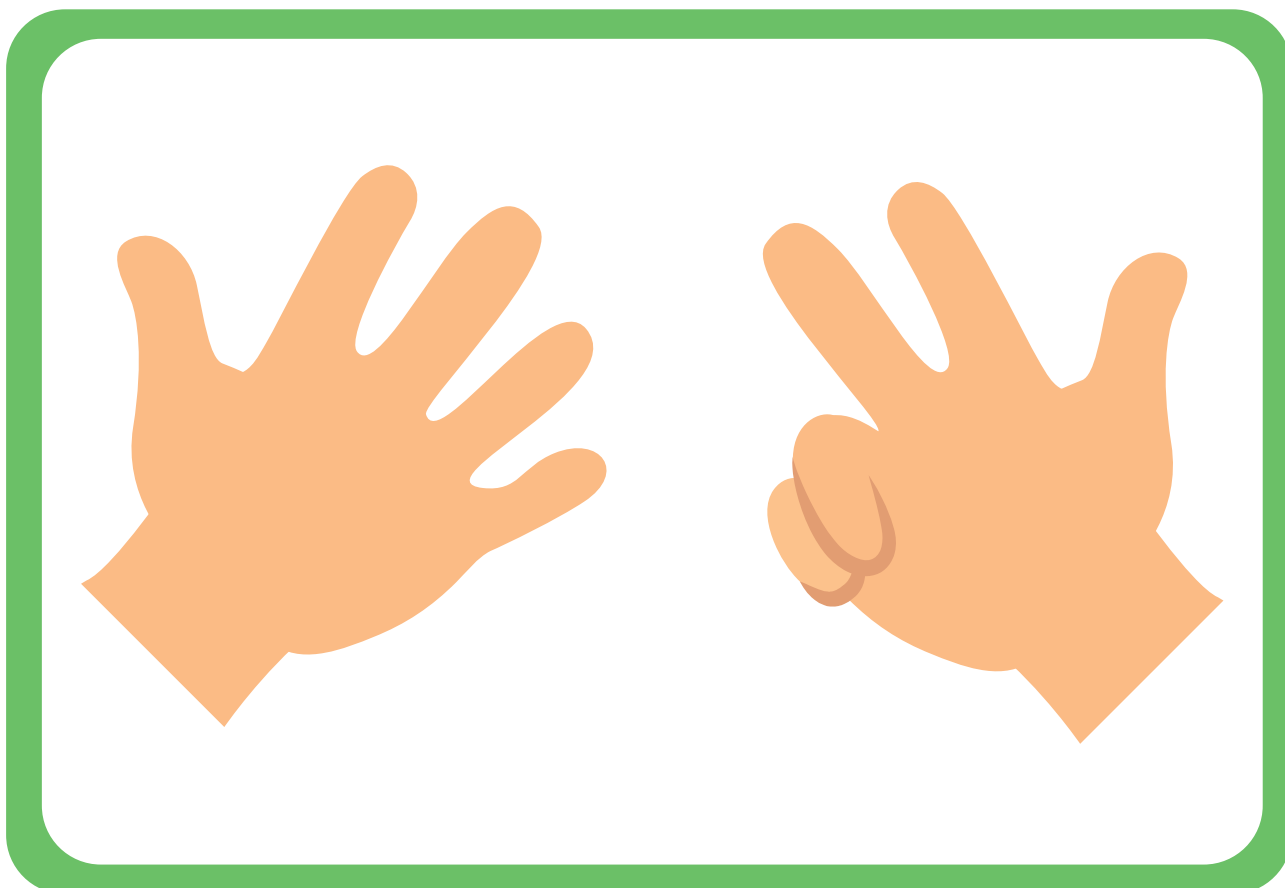
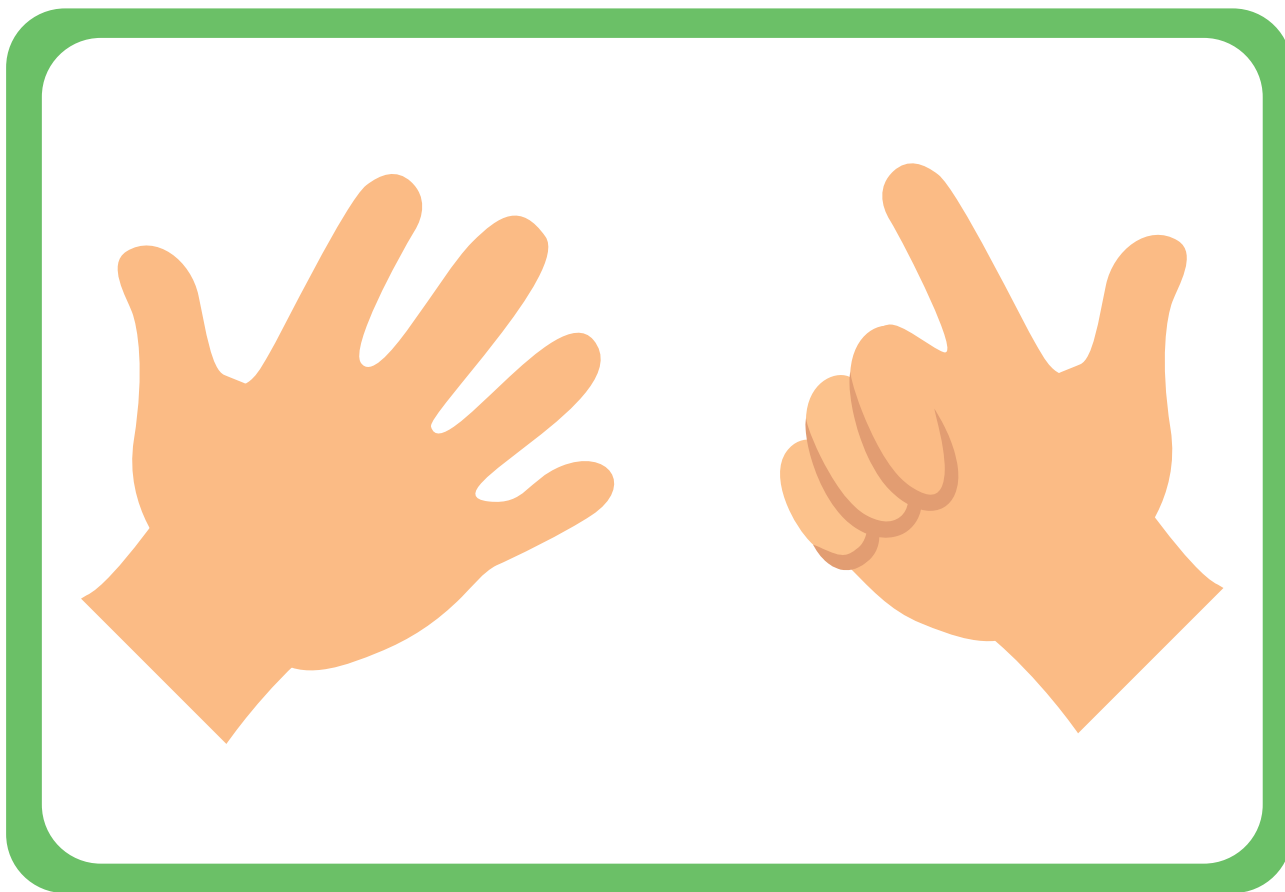




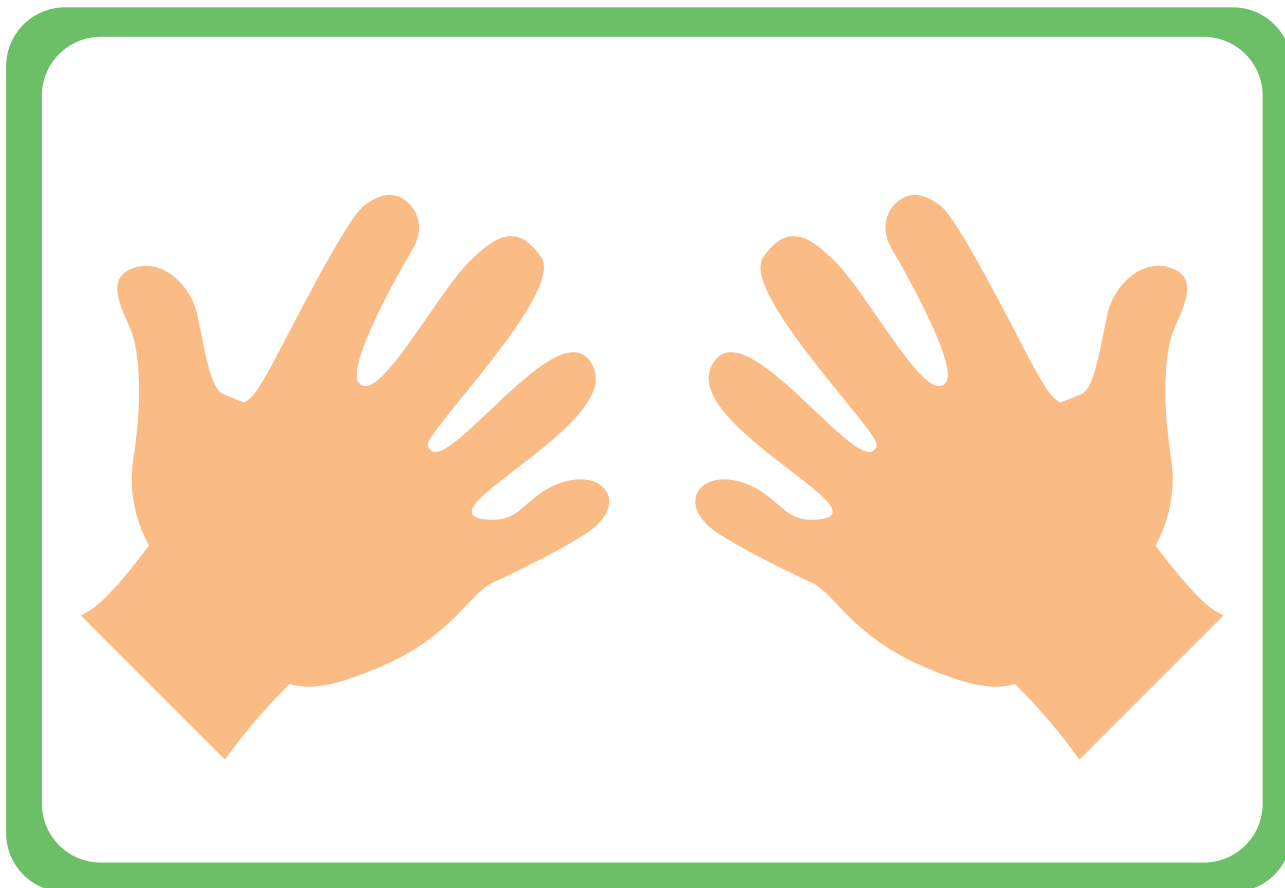
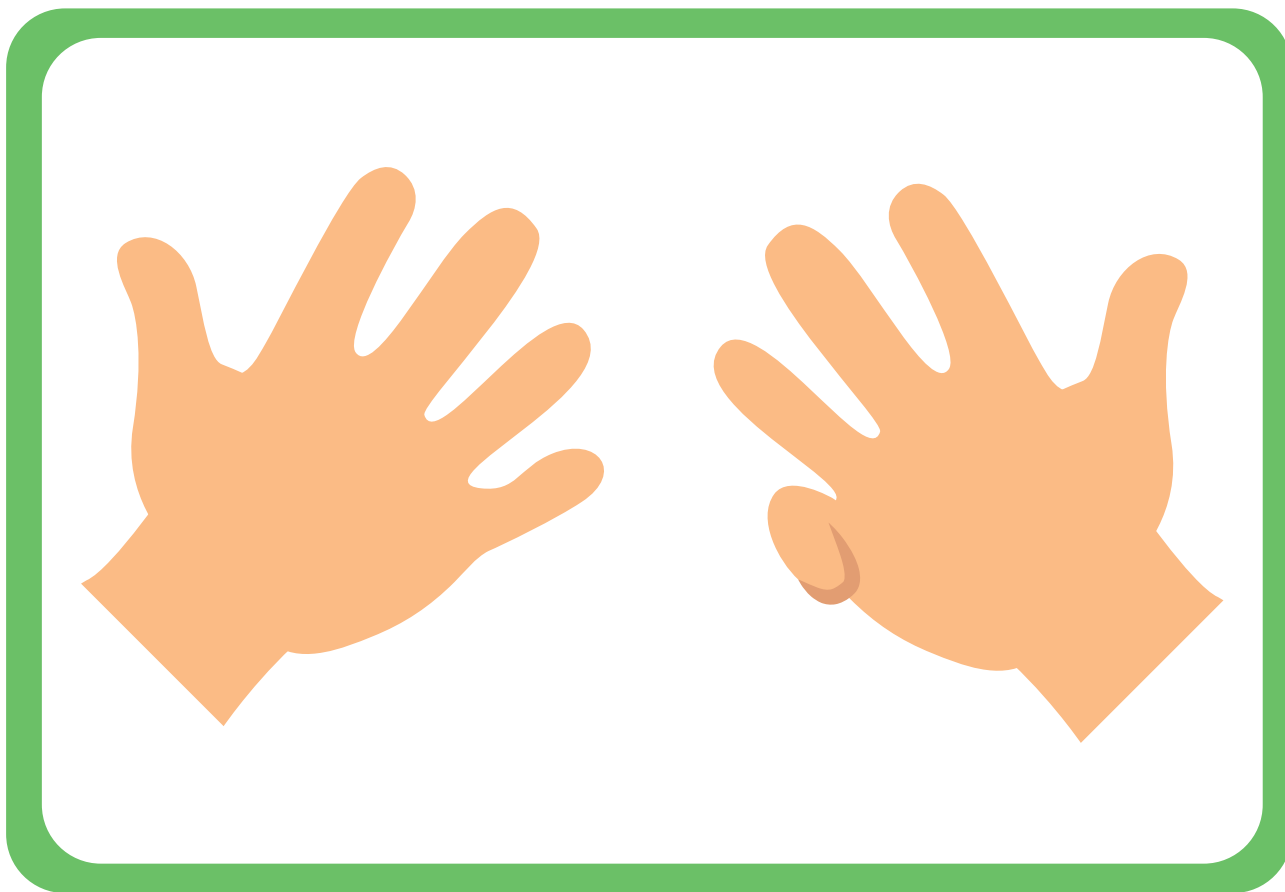




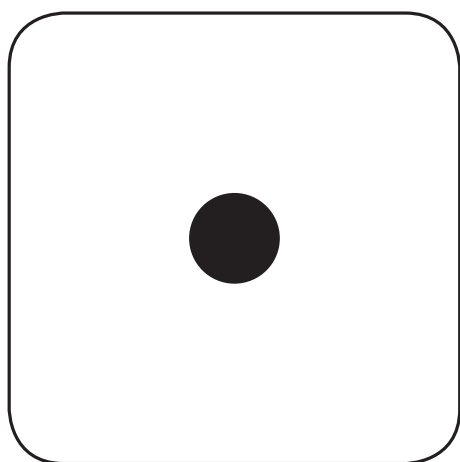




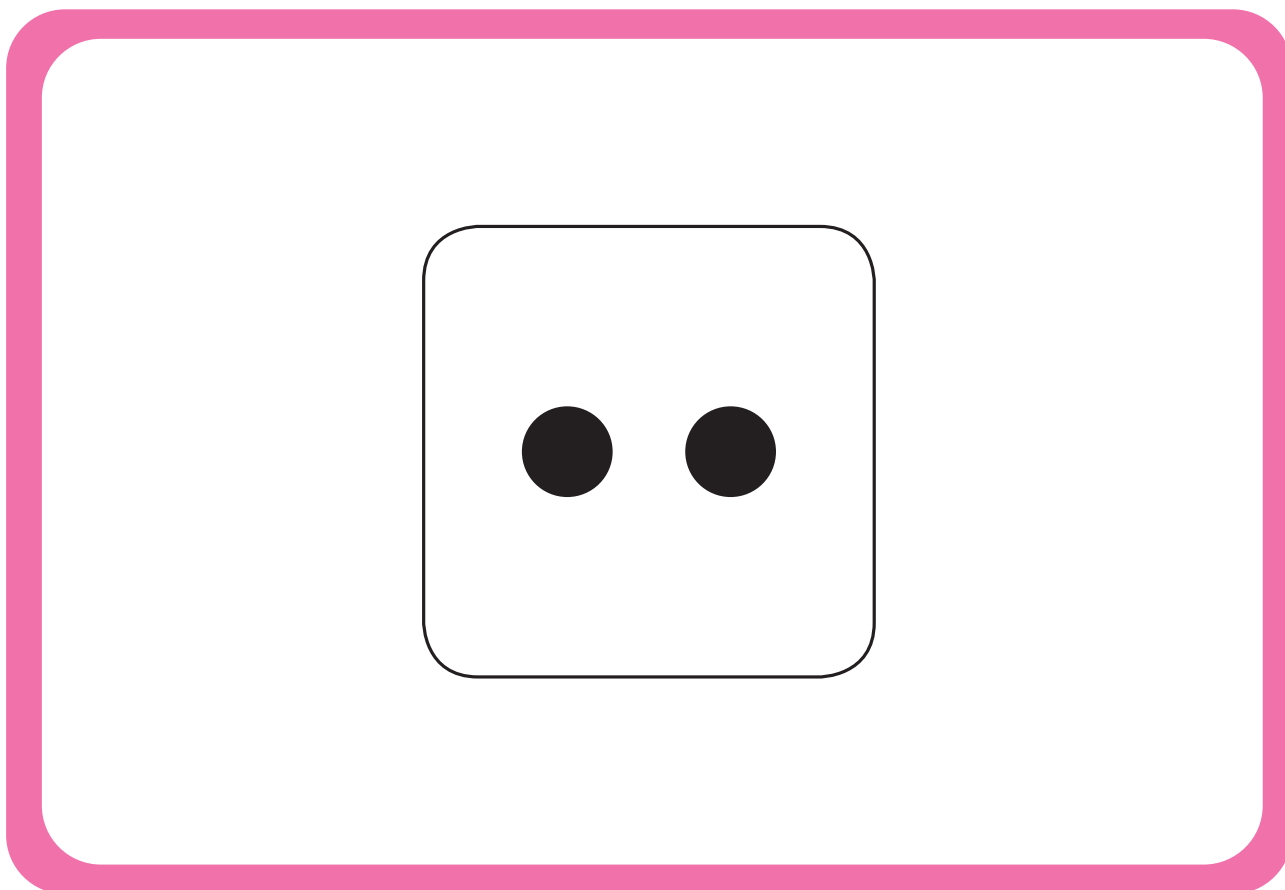
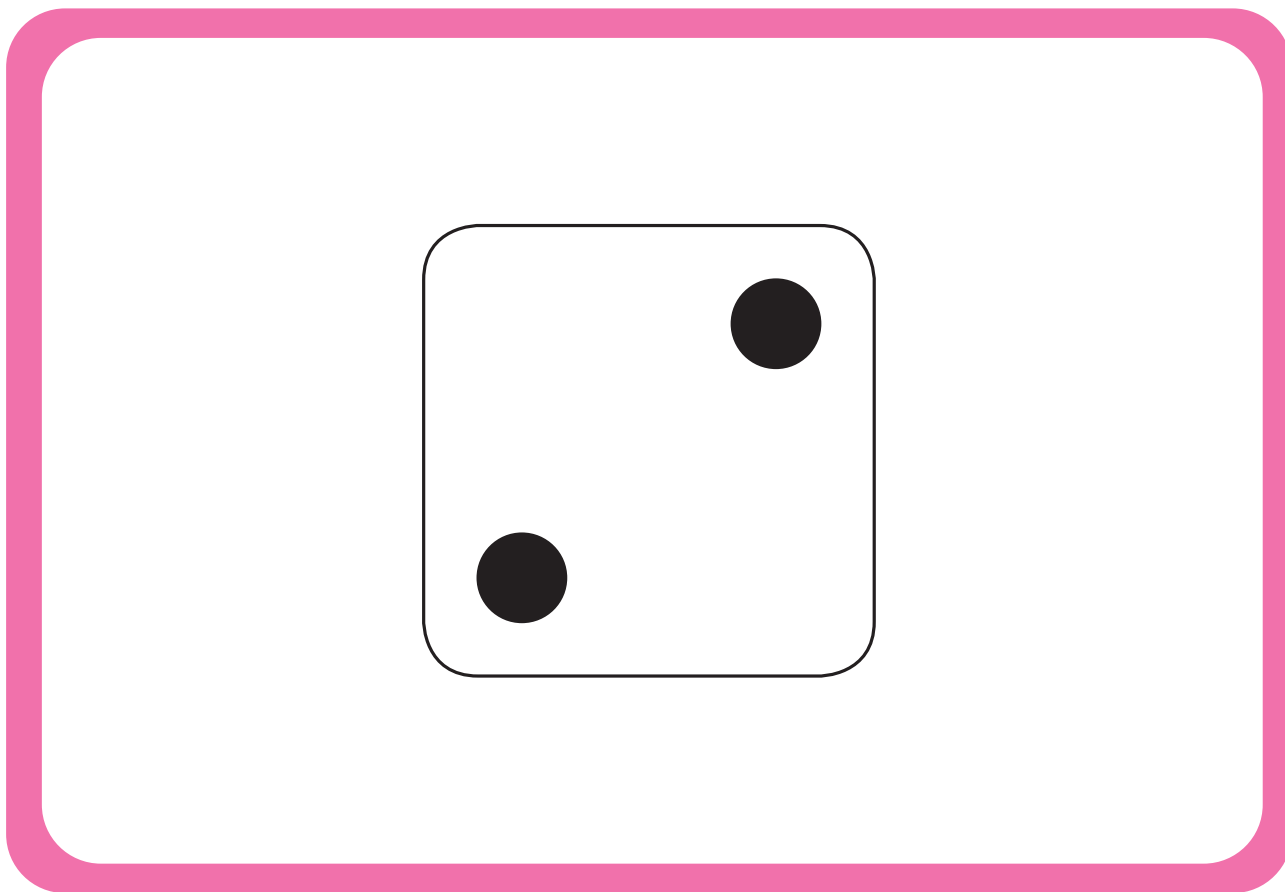




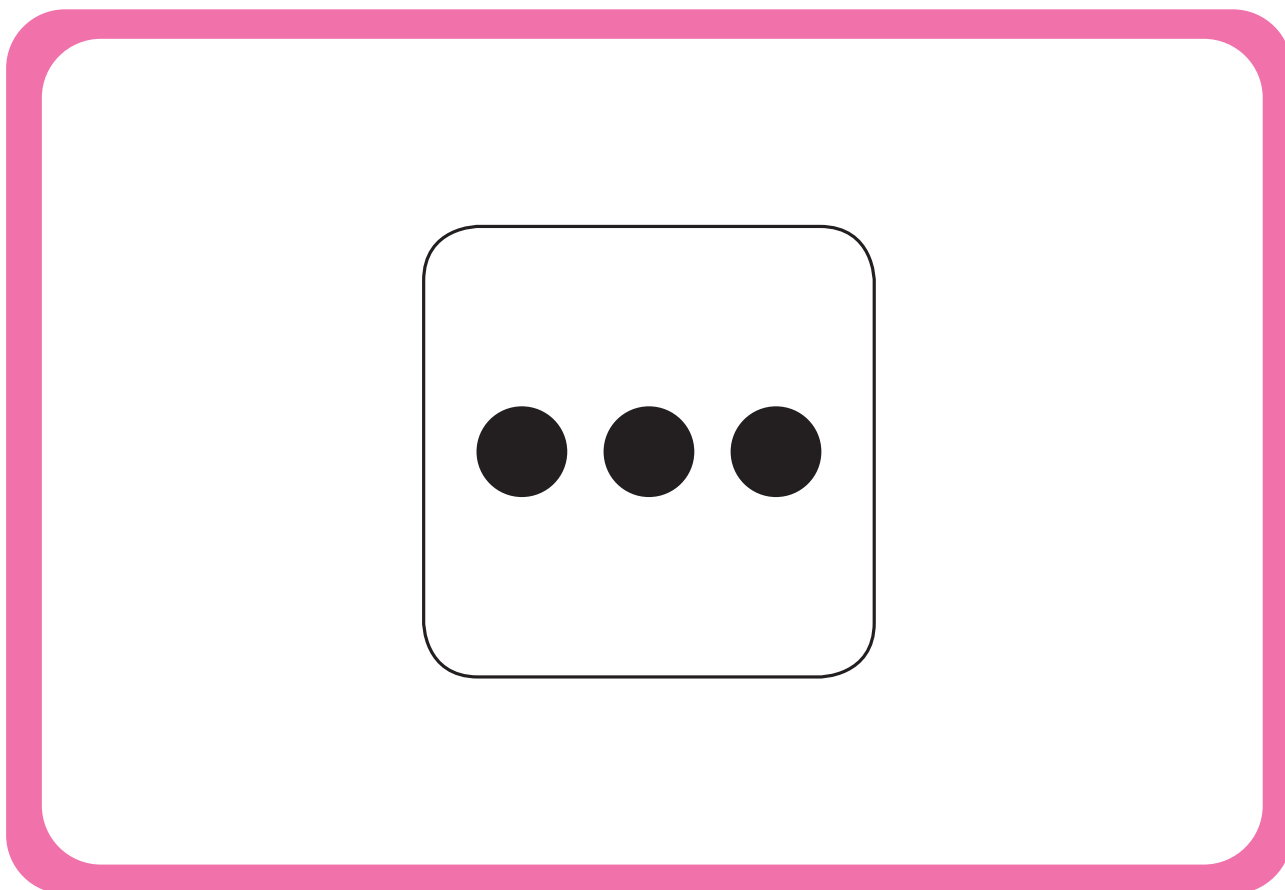
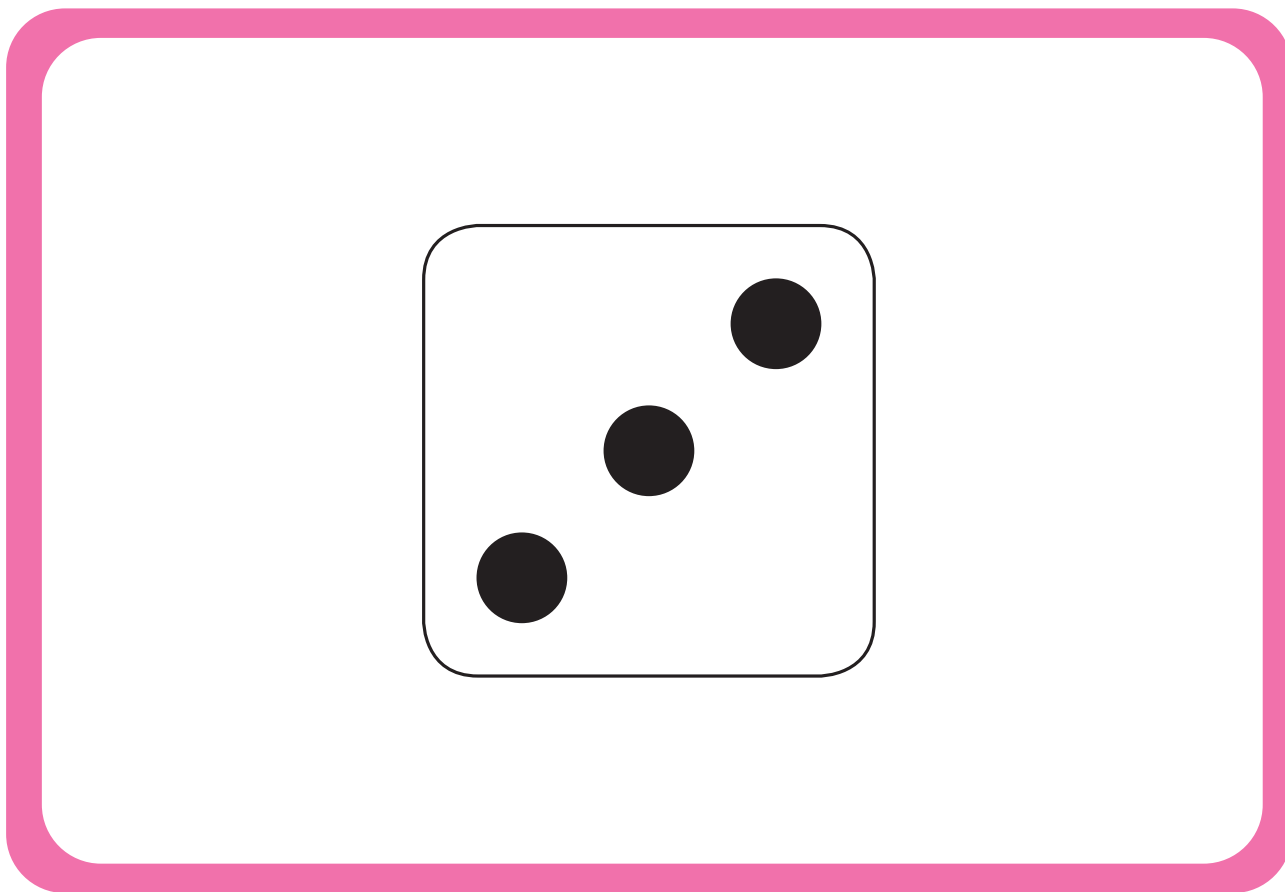




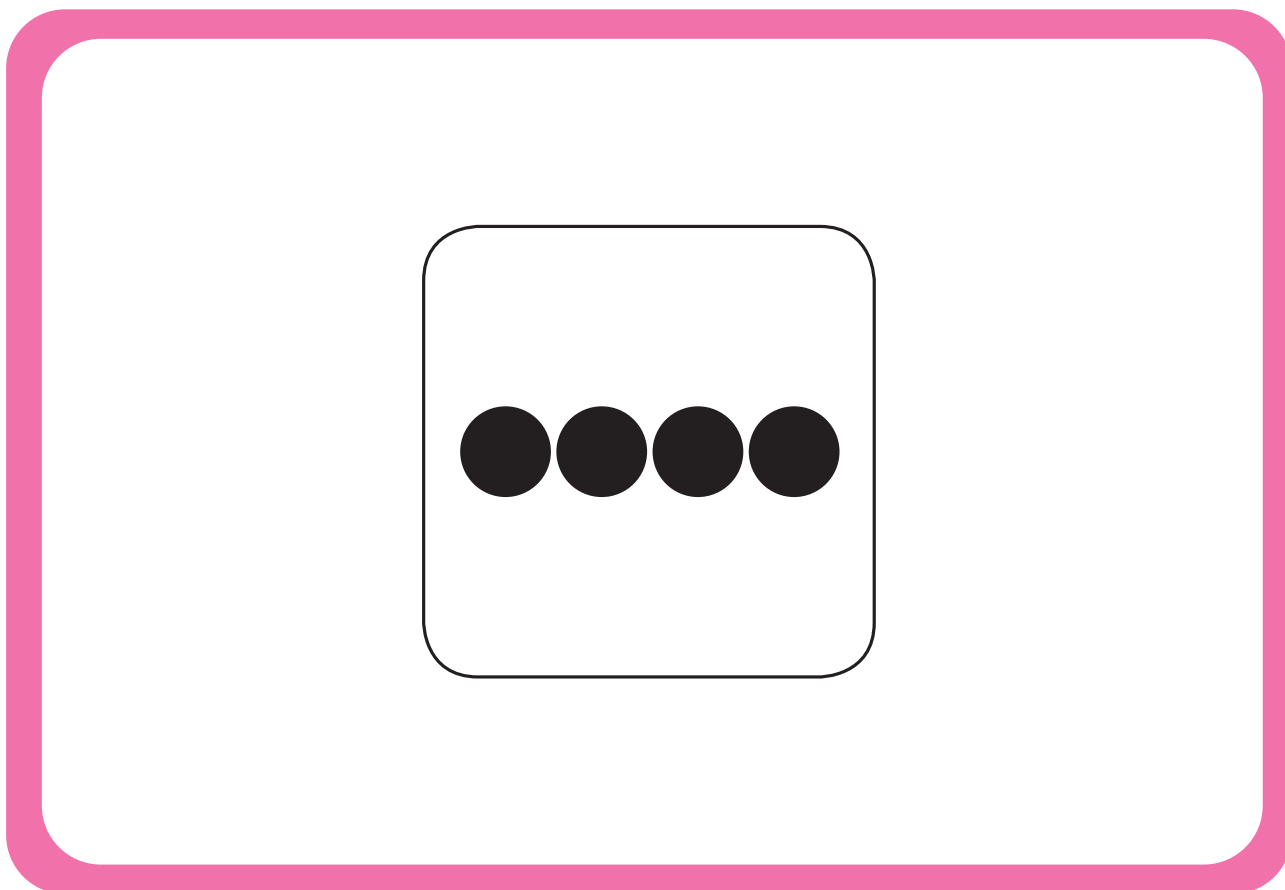
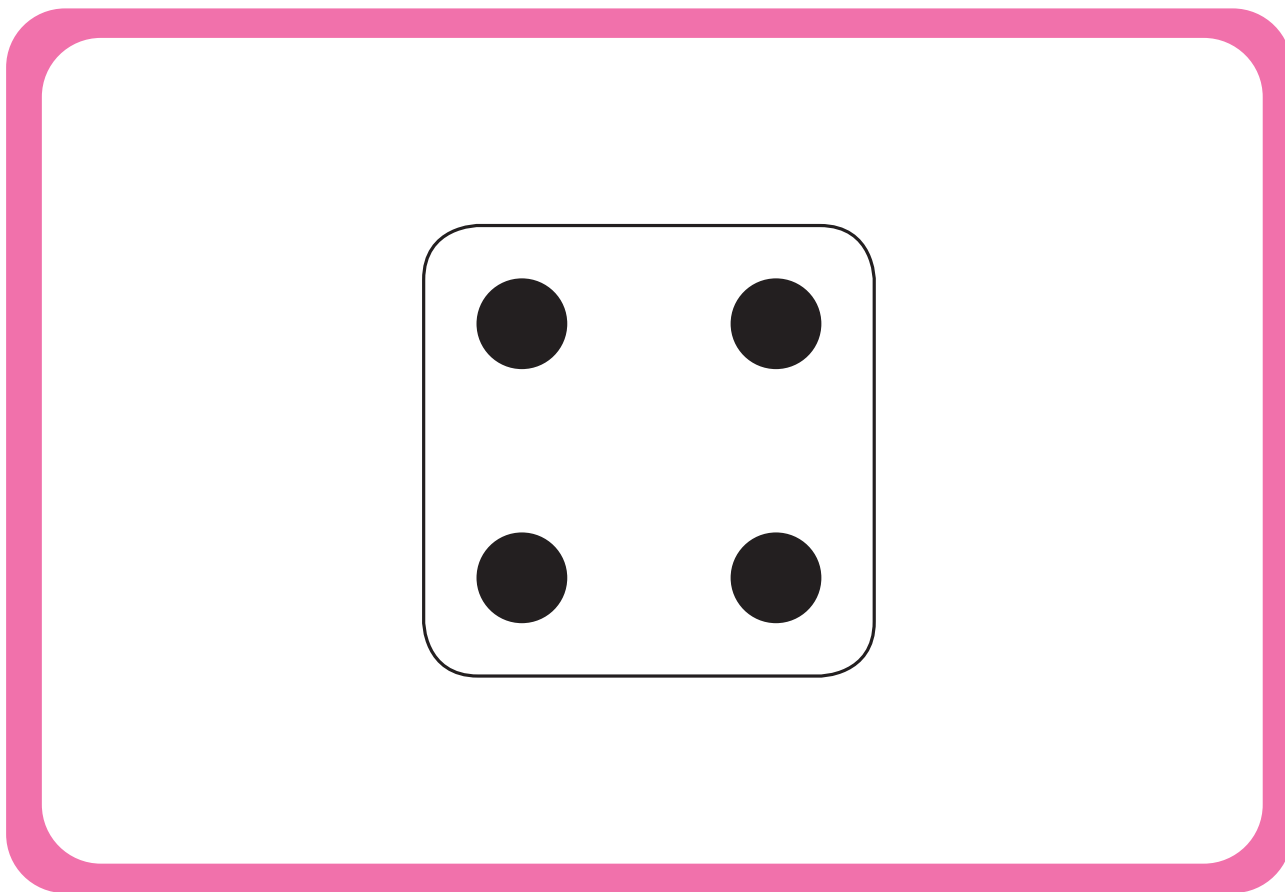




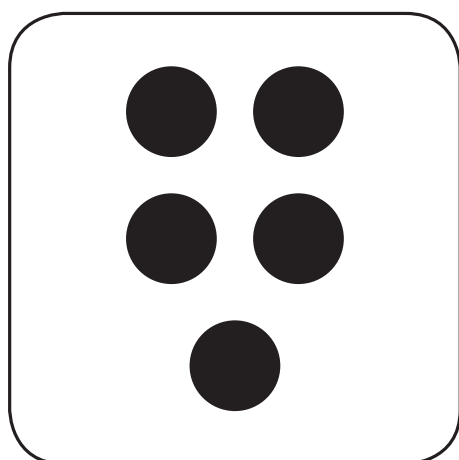
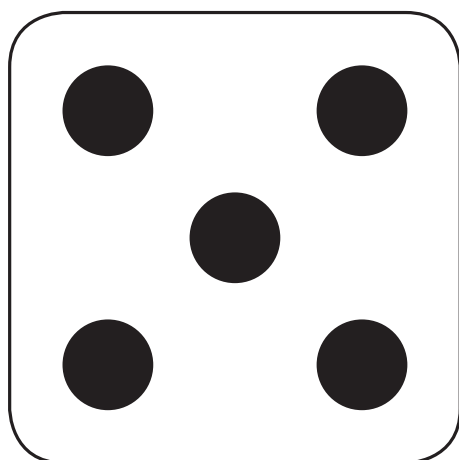




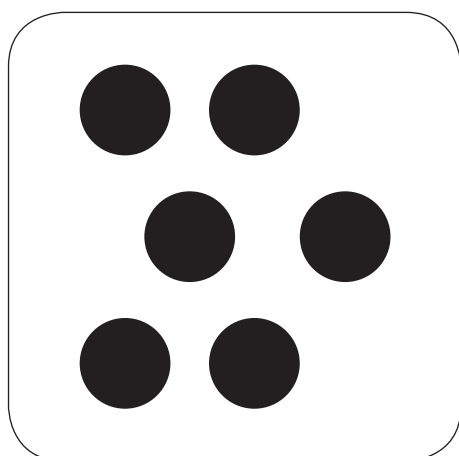
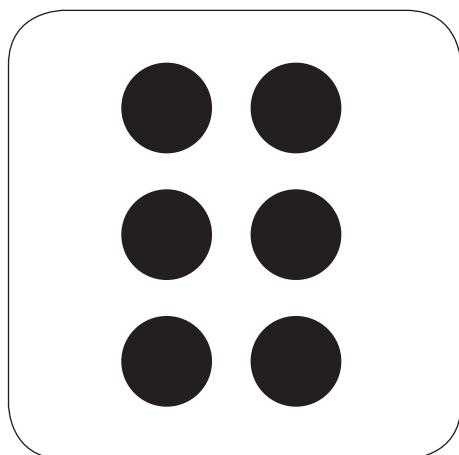














Cartes Nombre

1

2

3

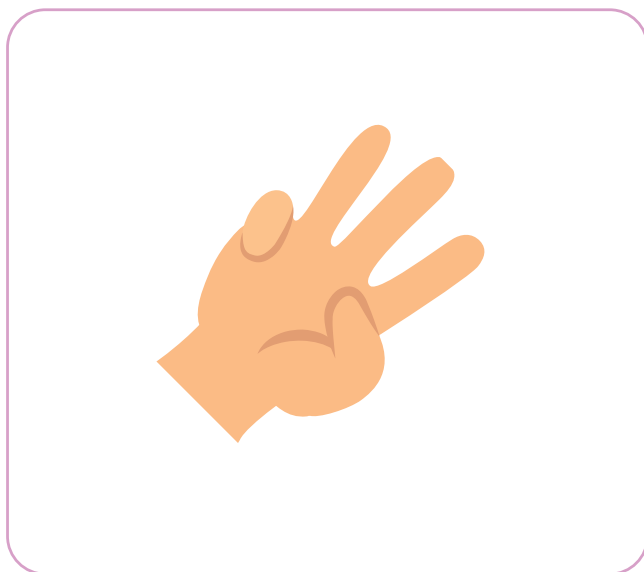
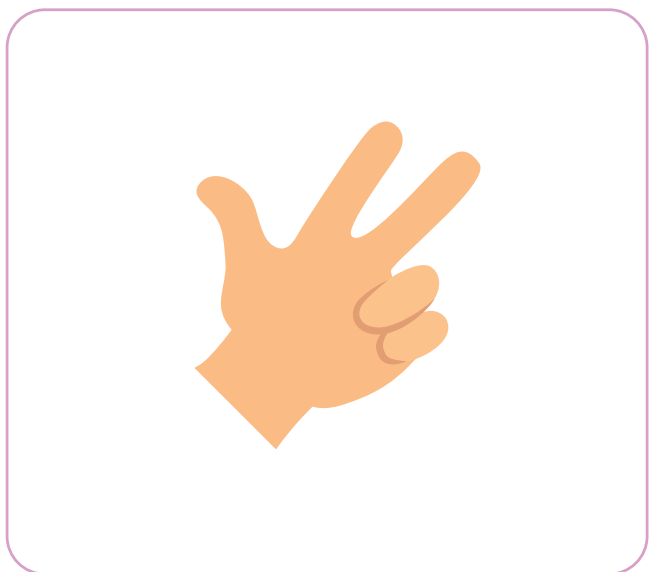
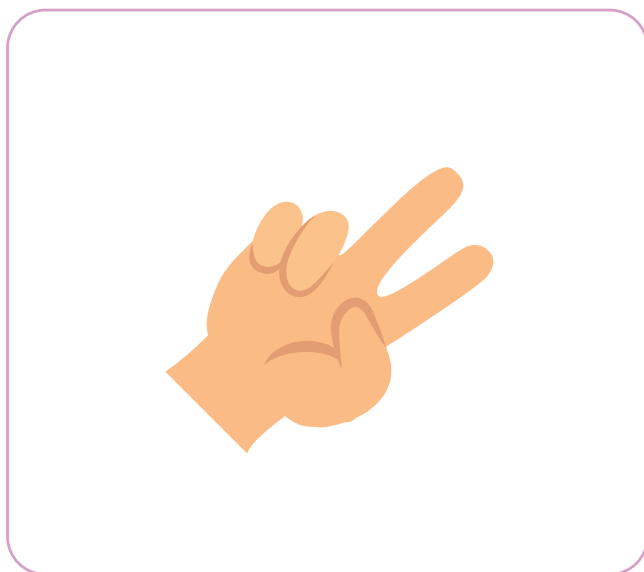
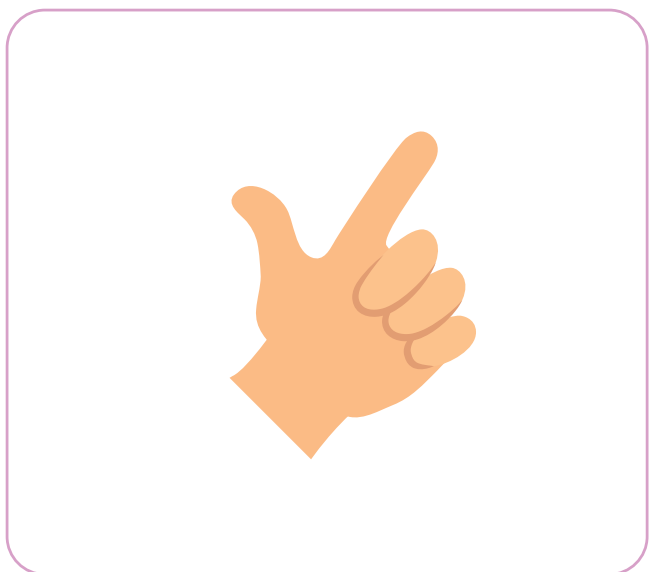
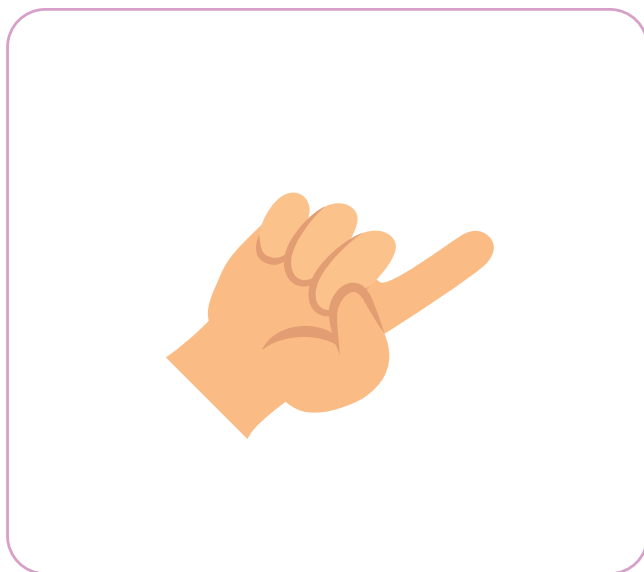
4

5

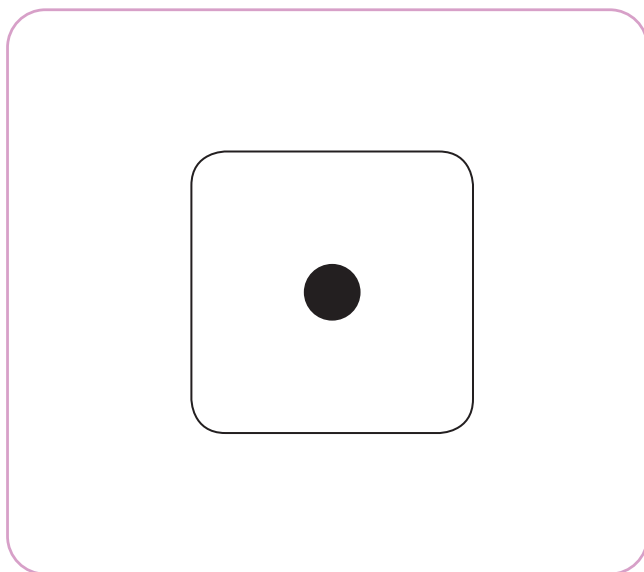
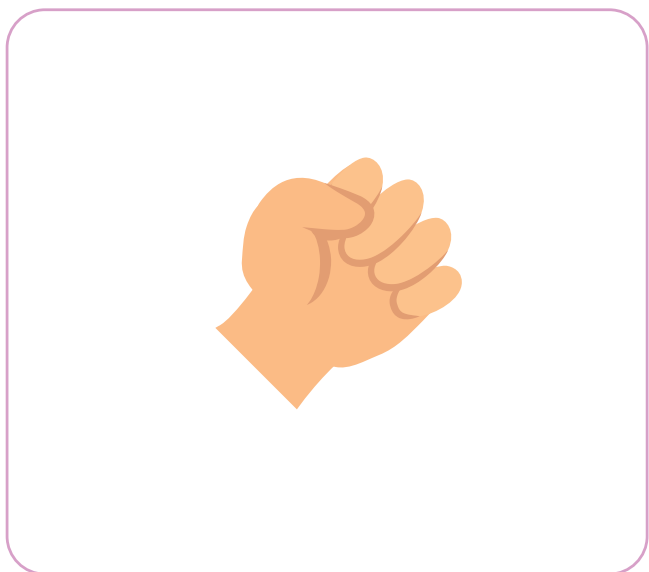
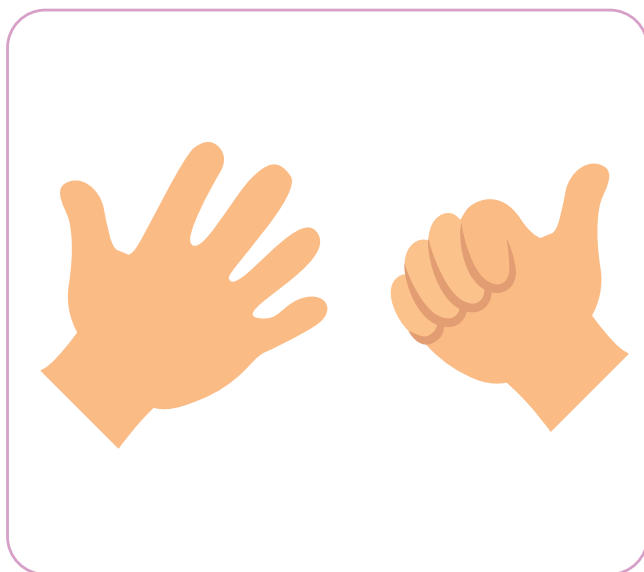
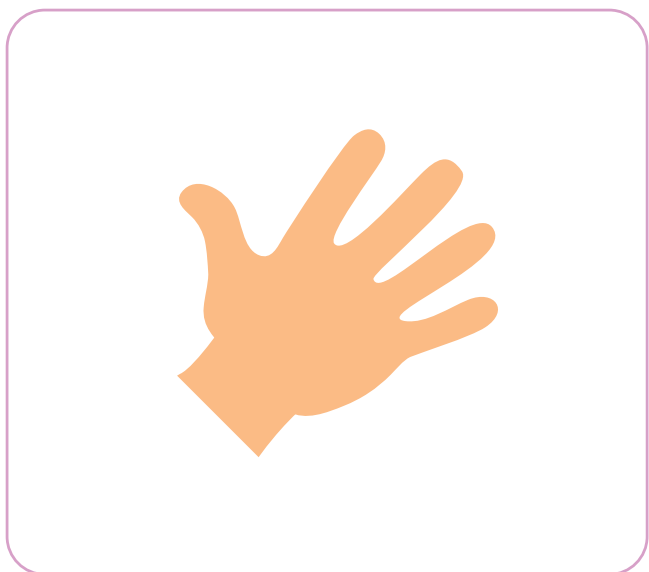
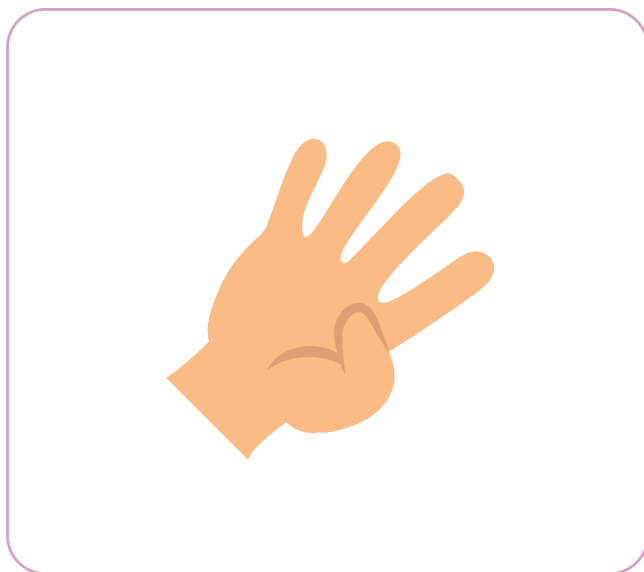
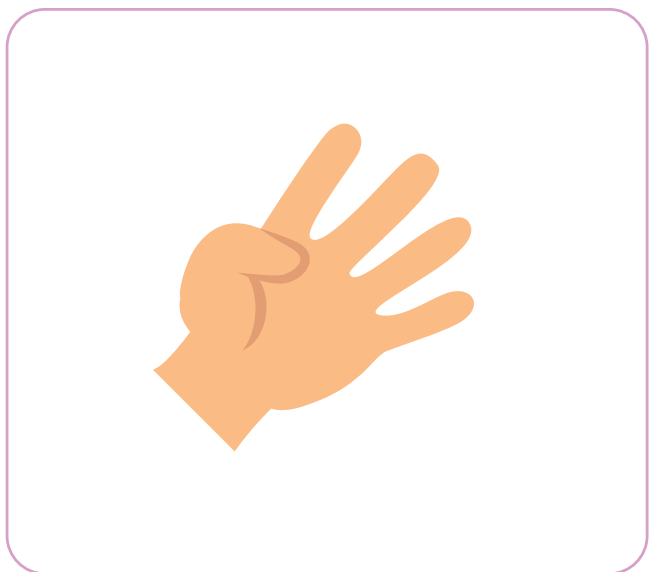
6



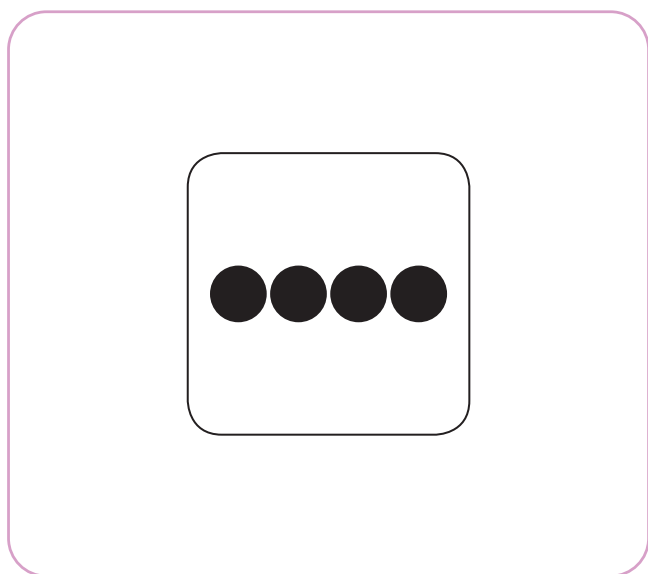
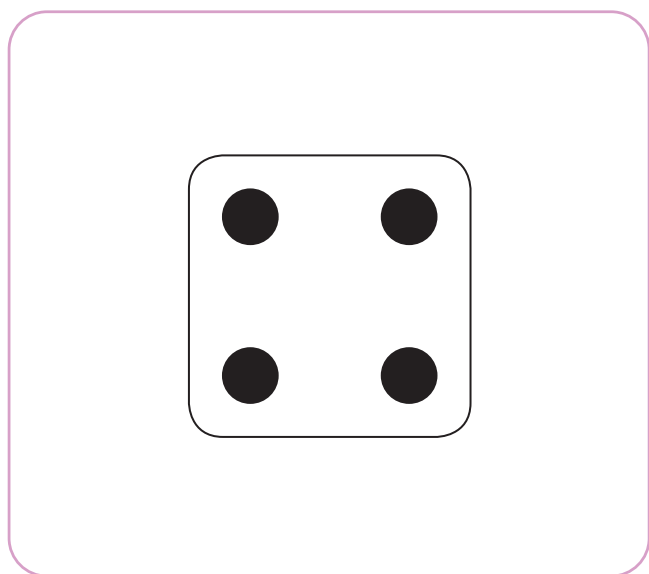
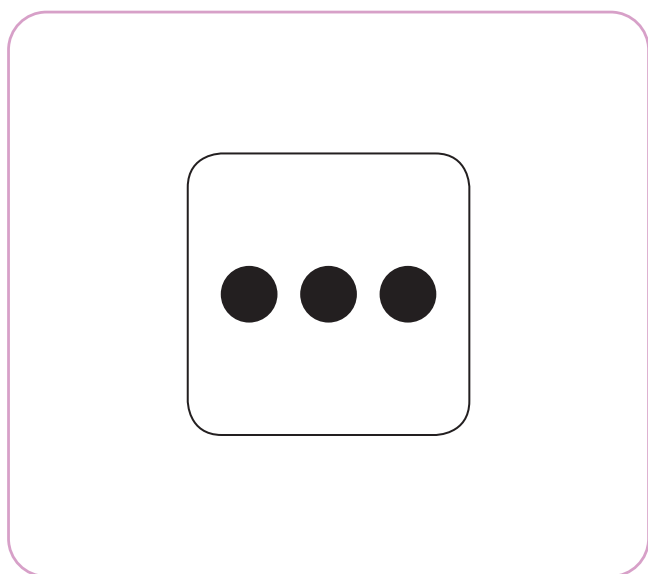
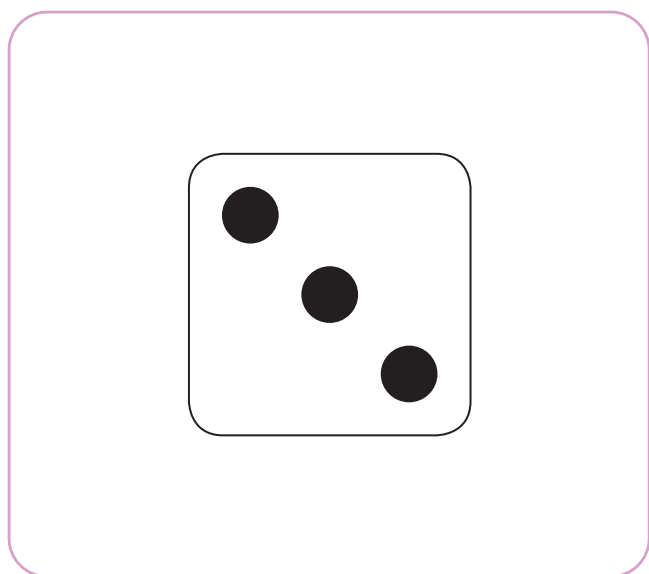
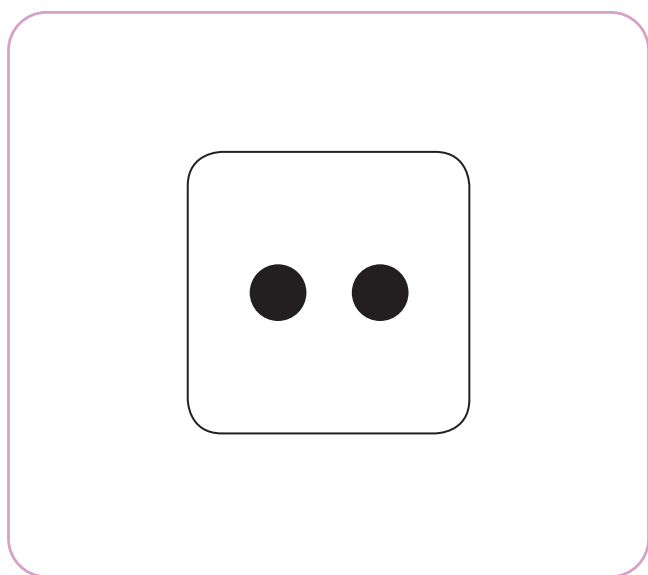
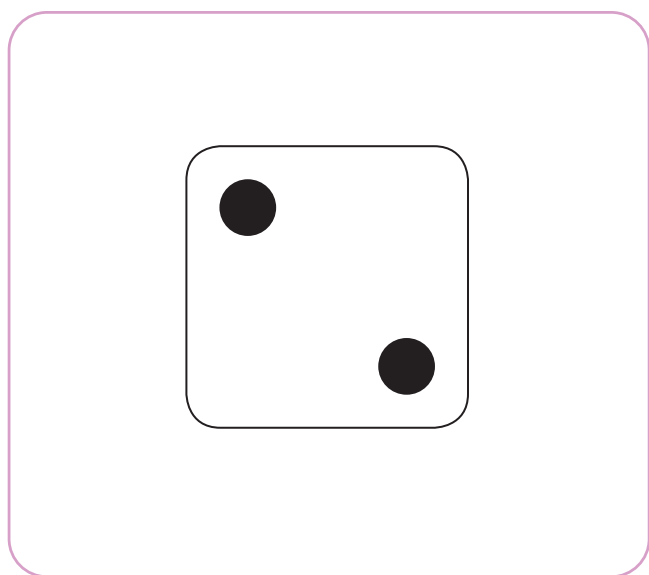




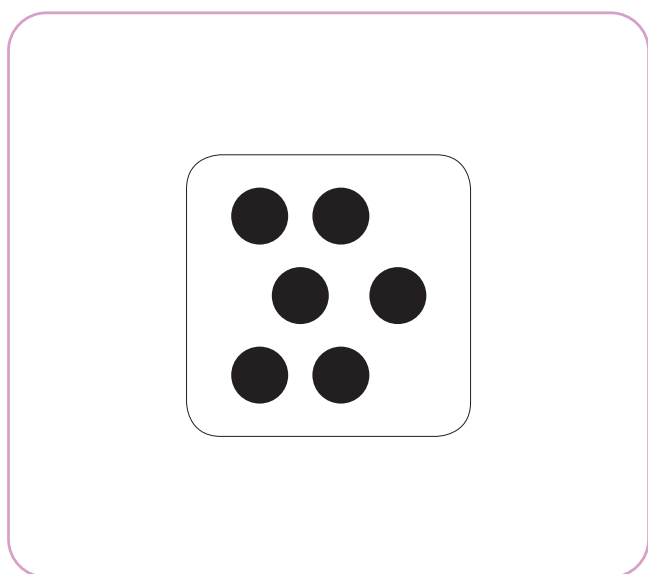
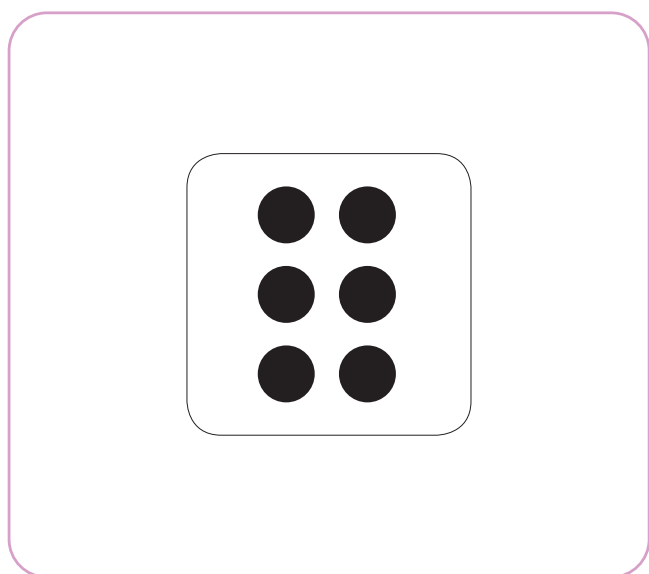
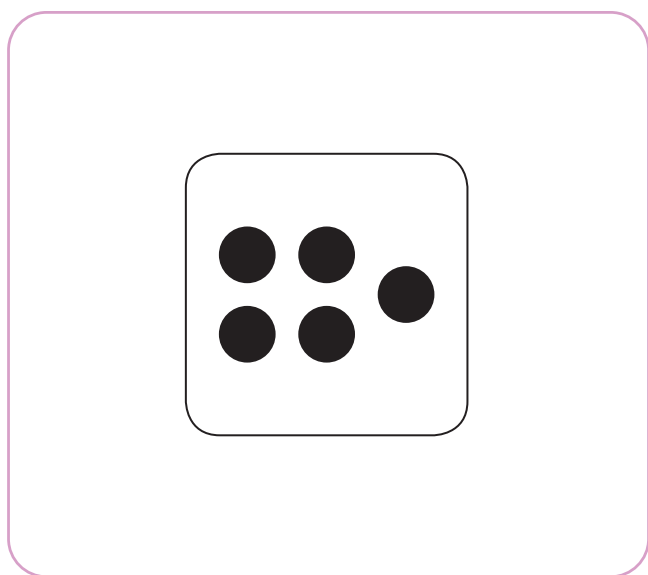
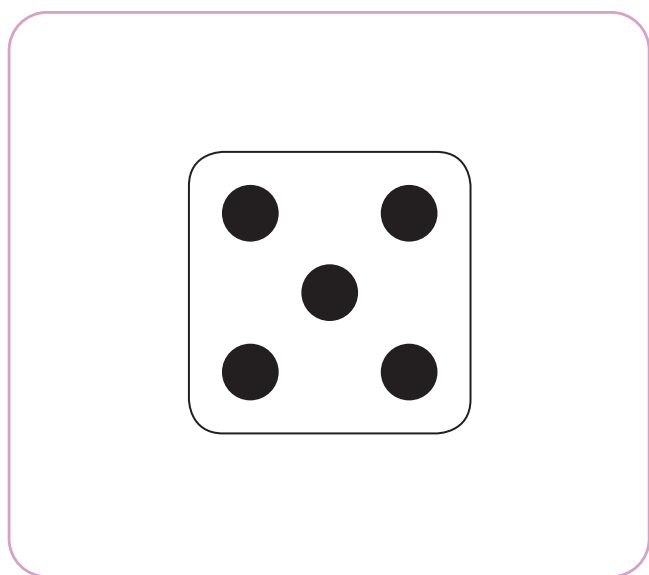






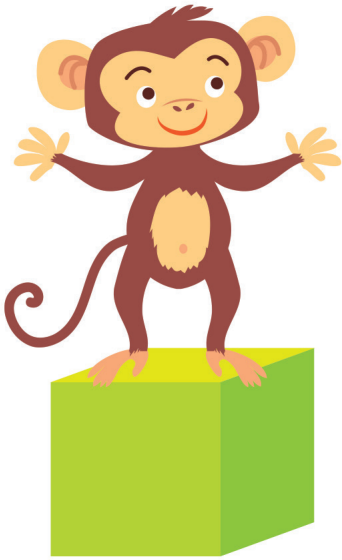








Les cartes Vocabulaire



SUR

sur



SOUS

sous



DANS

dans



ENTRE

entre





DEVANT
devant



DERRIÈRE
derrière



EN HAUT
en haut



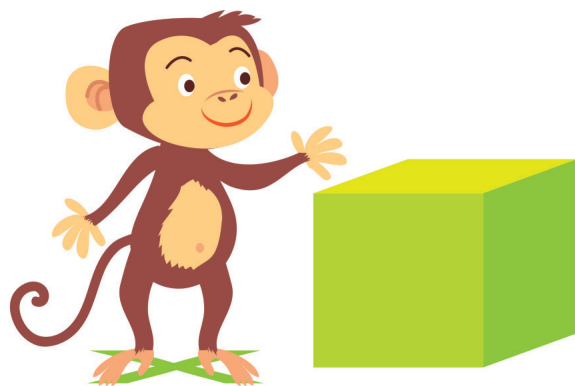
EN BAS
en bas



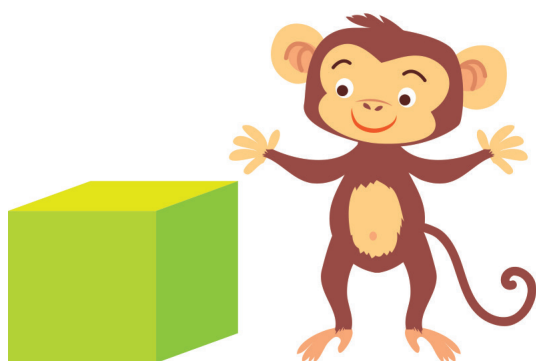




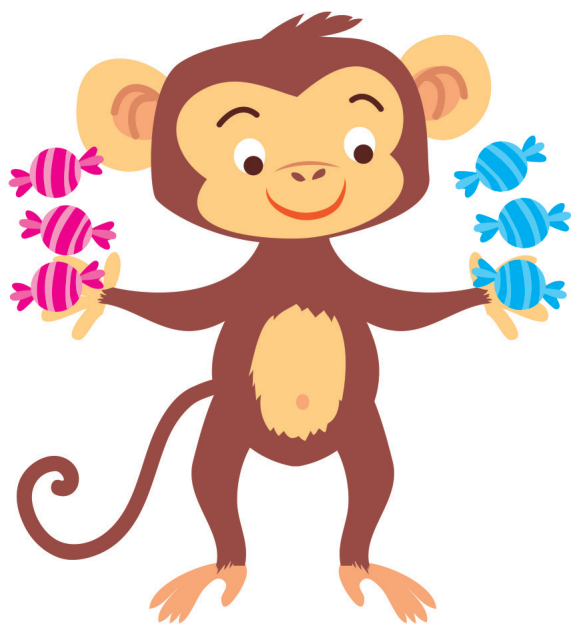
À DROITE
à droite



À GAUCHE
à gauche



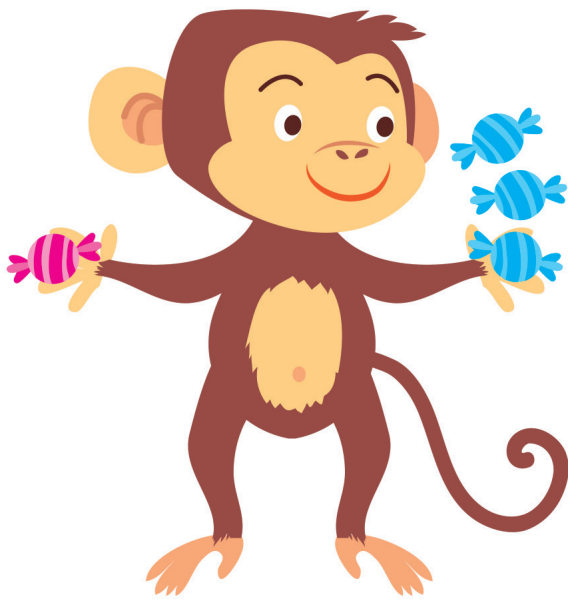
À CÔTÉ
à côté



AUTANT QUE
autant que







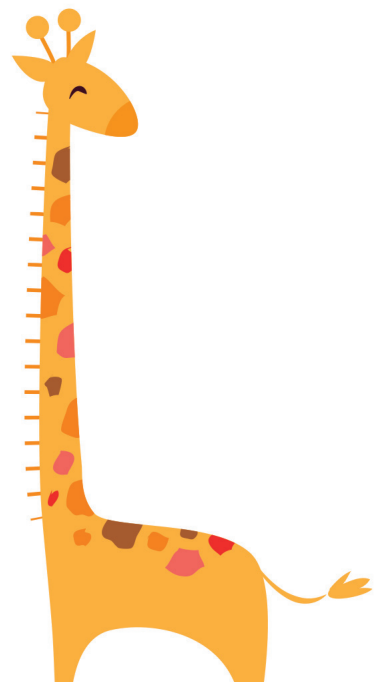
PLUS QUE
plus que



MOINS QUE
moins que

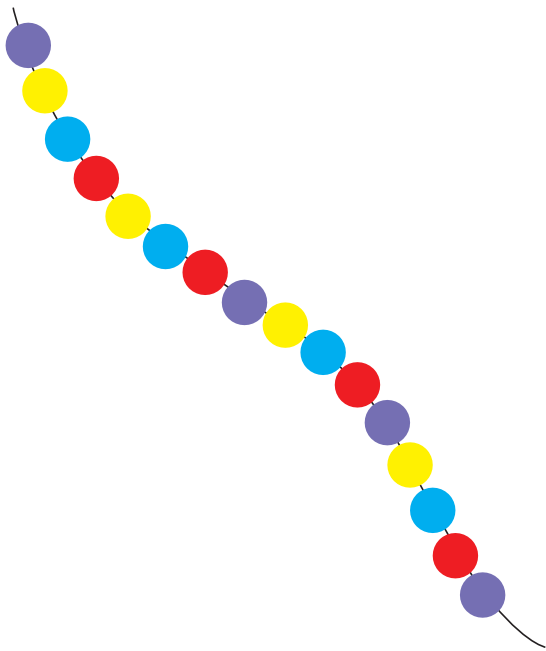


PETIT
petit

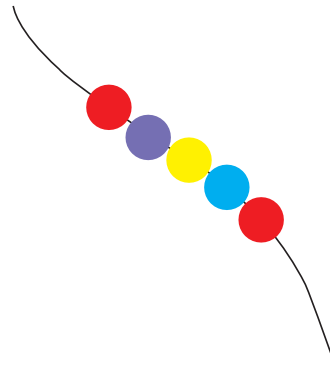


GRAND
grand

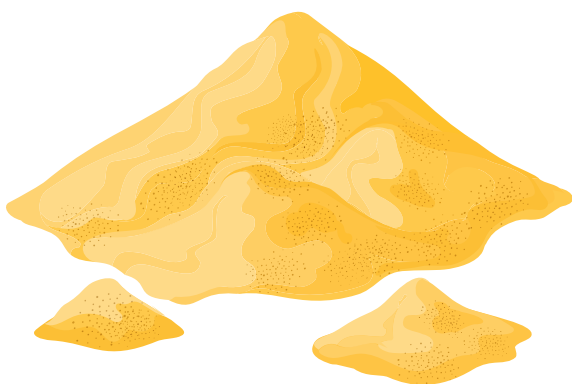




LONG
long



COURT
court

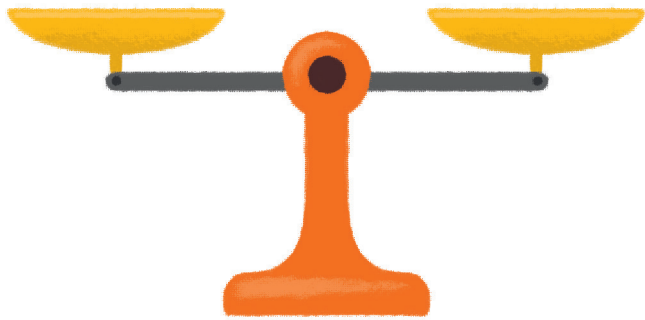


BEAUCOUP
beaucoup

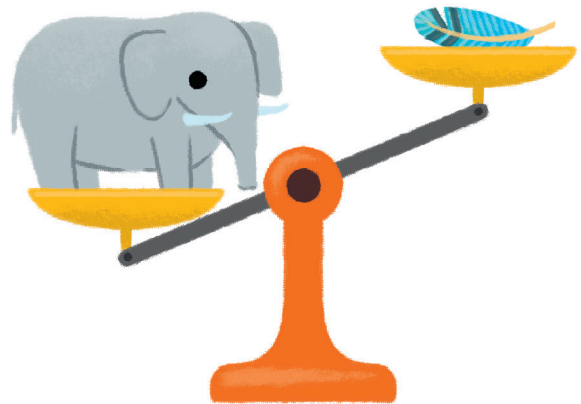


PEU
peu

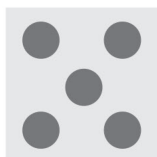
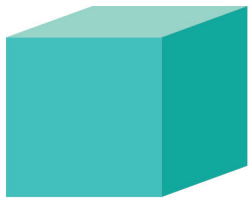




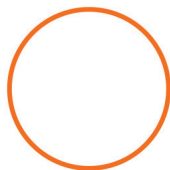
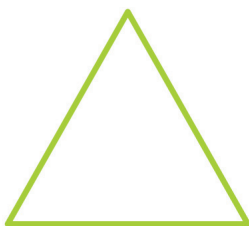
BALANCE
balance



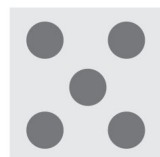
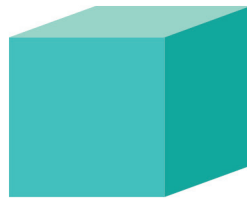
LOURD • LÉGER
lourd • léger



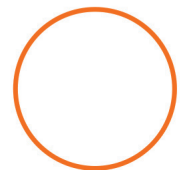
1 / 2 / 3 / 4 / 5 /



MATHÉMATIQUES
mathématiques

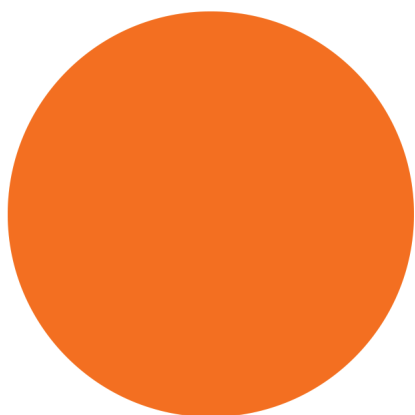


1 / 2 / 3 / 4 / 5 /



MATHÉMATIQUES
mathématiques





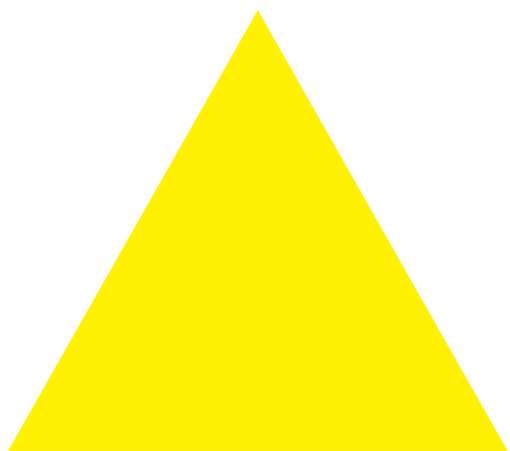
ROND

rond



CARRÉ

carré



TRIANGLE

triangle

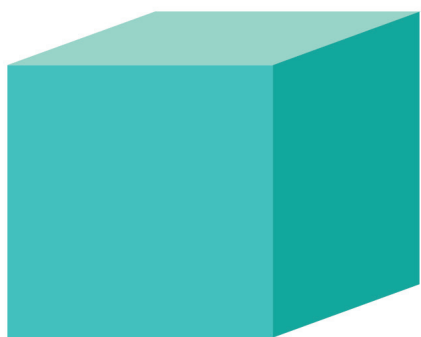


RECTANGLE

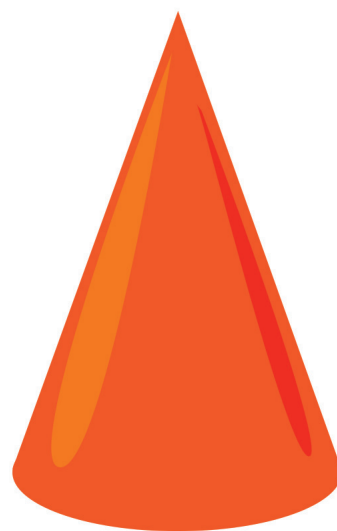
rectangle







CUBE
cube



CÔNE
cône



BOULE
boule



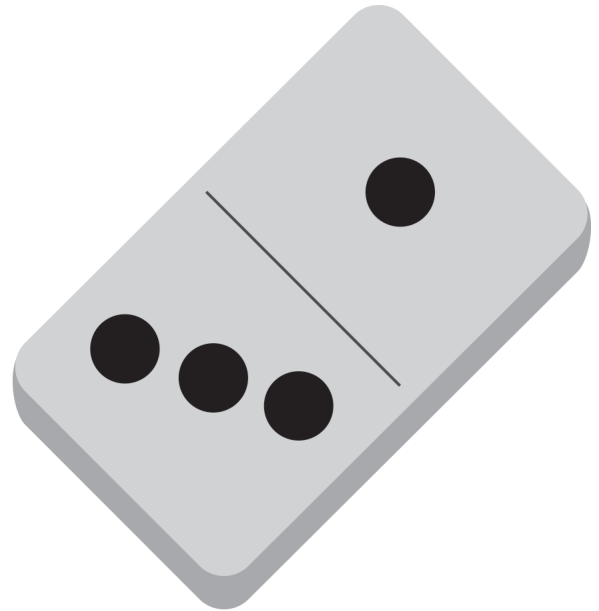
TANGRAM
tangram



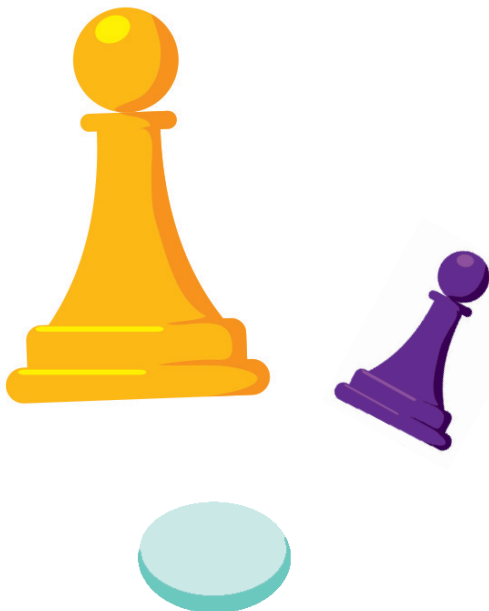




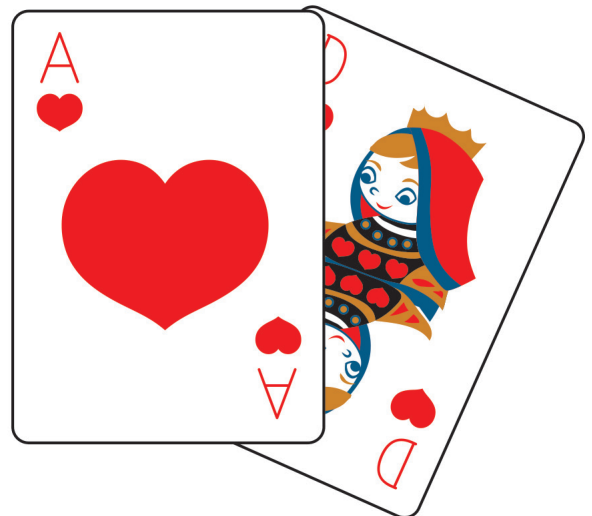
DÉ
dé



DOMINO
domino

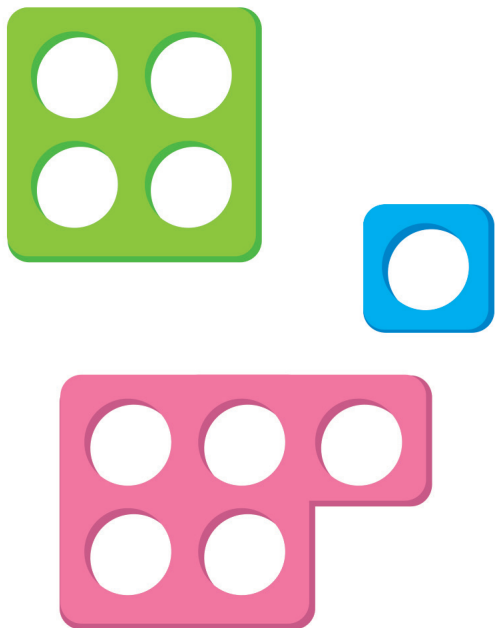


PIONS
pions

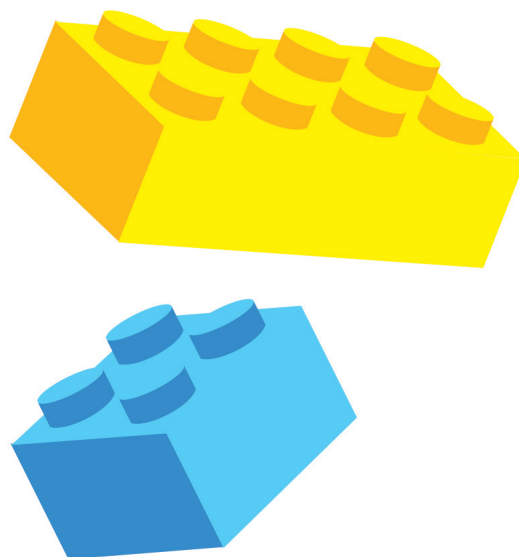


CARTES
cartes

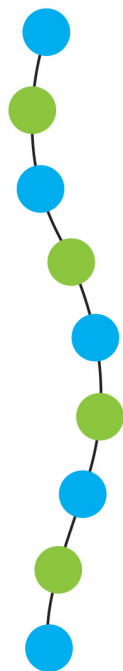




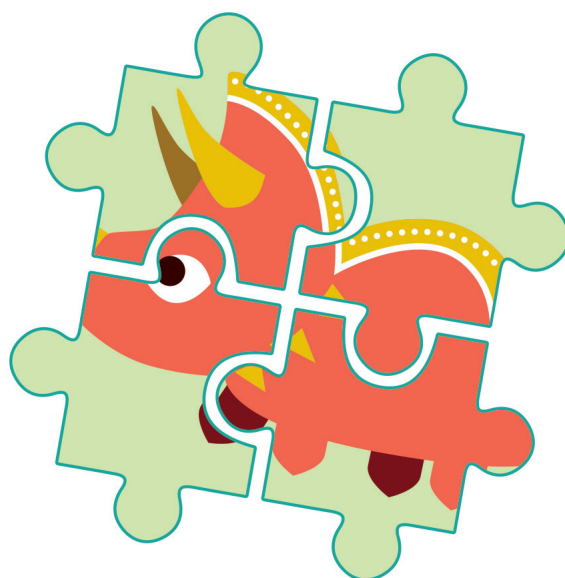
NUMICONS
numicons



BRIQUES
briques



ALGORITHME
algorithme



PUZZLE
puzzle





Mes mains

Je suis le monstre à compter (*agiter le monstre devant les enfants*)

Voici mes mains (*secouer les deux mains et les montrer à gauche et à droite*)

Mes mains ouvertes (*ouvrir les mains*)

Mes mains fermées (*fermer les poings*)

Une main d'un côté (*secouer la main, cacher l'autre*)

Une main de l'autre côté (*secouer l'autre main, cacher l'autre main*)

Beaucoup de doigts pour te chatouiller (*faire semblant de chatouiller*)



La comptine du monstre à compter

Cette comptine a vocation à être chantonnée, sur l'air de votre choix.

Je suis le monstre à compter (agiter le monstre devant les enfants)

Un drôle de monstre sans nez (utiliser les mains du monstre pour montrer qu'il cherche son nez)

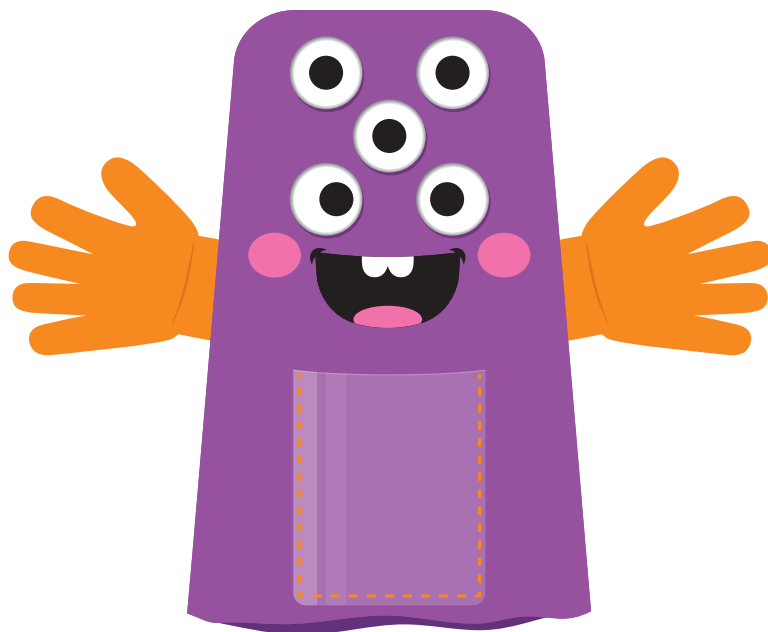
Mais avec cinq yeux bien rangés (montrer les cinq yeux)

Avec une main d'un côté (montrer une des mains)

Et encore une de l'autre côté (montrer l'autre main)

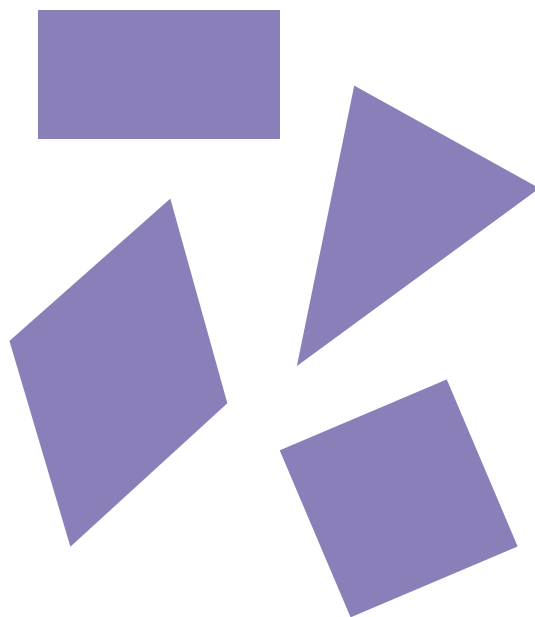
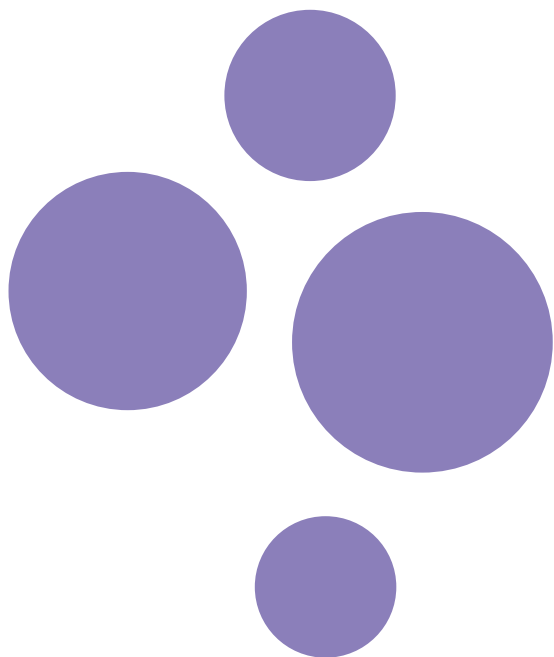
Je suis le monstre à compter (agiter le monstre devant les enfants)

Et je suis là pour vous aider! (asseoir le monstre sur vos genoux)



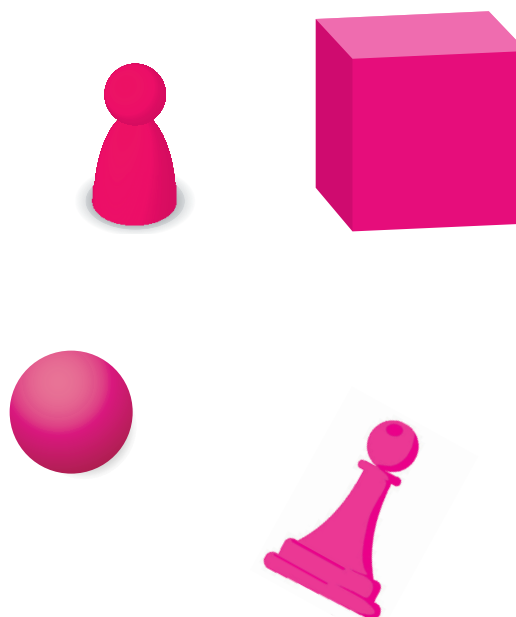
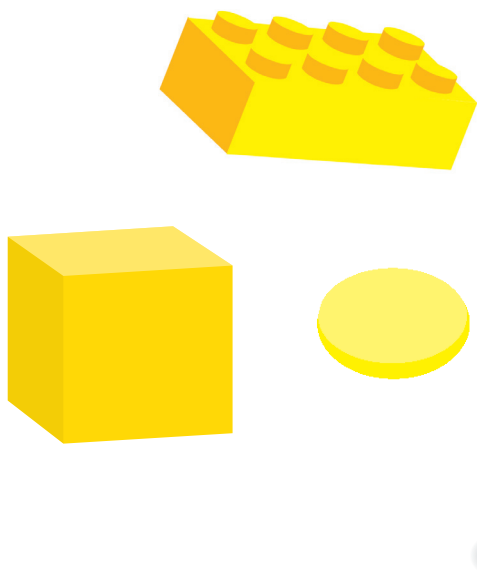
Les boîtes d'activités autonomes

Cartes consigne



TRIER 1

Trier : rond / autres formes

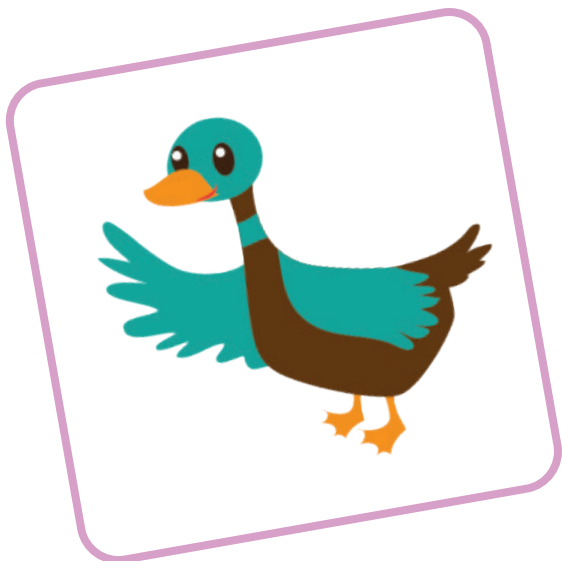


CLASSER 1

Classer par couleur







ASSOCIER 1

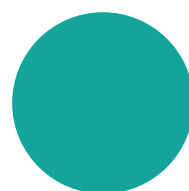
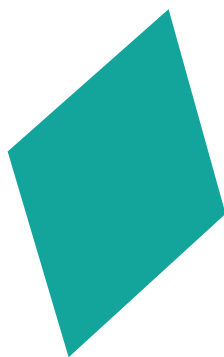
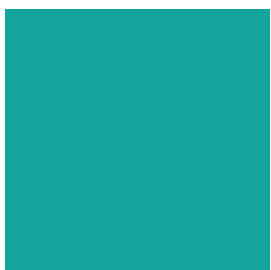
Associer des paires



VERSER

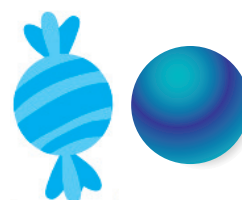
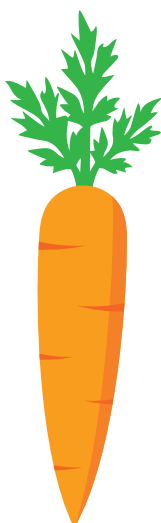
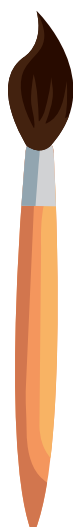
Remplir un pot





TRIER 2

Trier : carré / autres formes



CLASSER 2

Classer par taille







ASSOCIER 2

Associer deux moitiés



ÉNUMÉRER

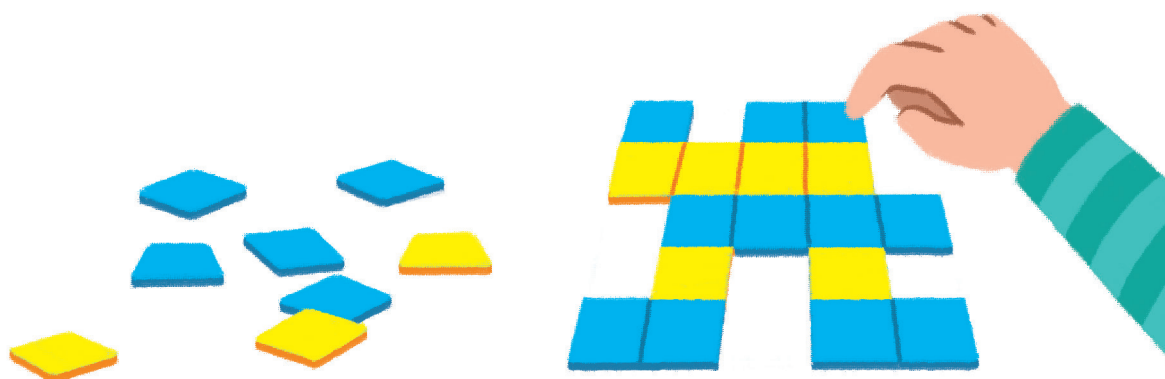
Remplir un emplacement avec un objet





COMPTER 1

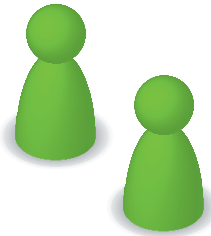
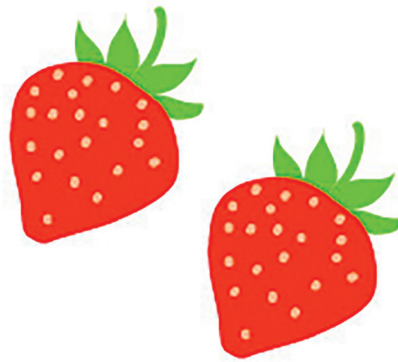
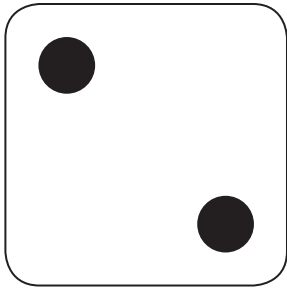
Reconstituer le minimonstre du 1



ASSEMBLER

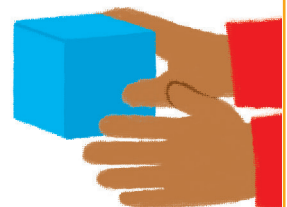
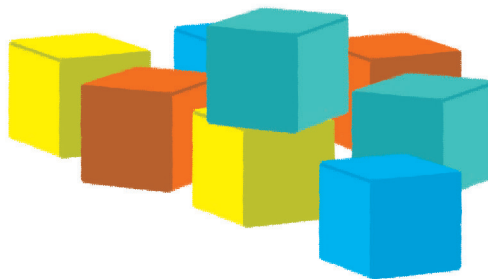
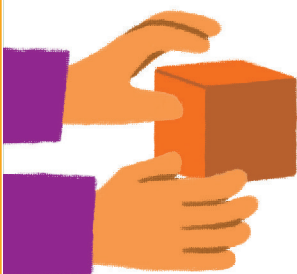
Créer des mosaïques





ASSOCIER DES COLLECTIONS 1 - 2 - 3

Associer des collections d'objets aux faces du dé



PARTAGER 1

Partager une tour de cubes entre des figurines





ASSOCIER LES DOIGTS À UN NOMBRE

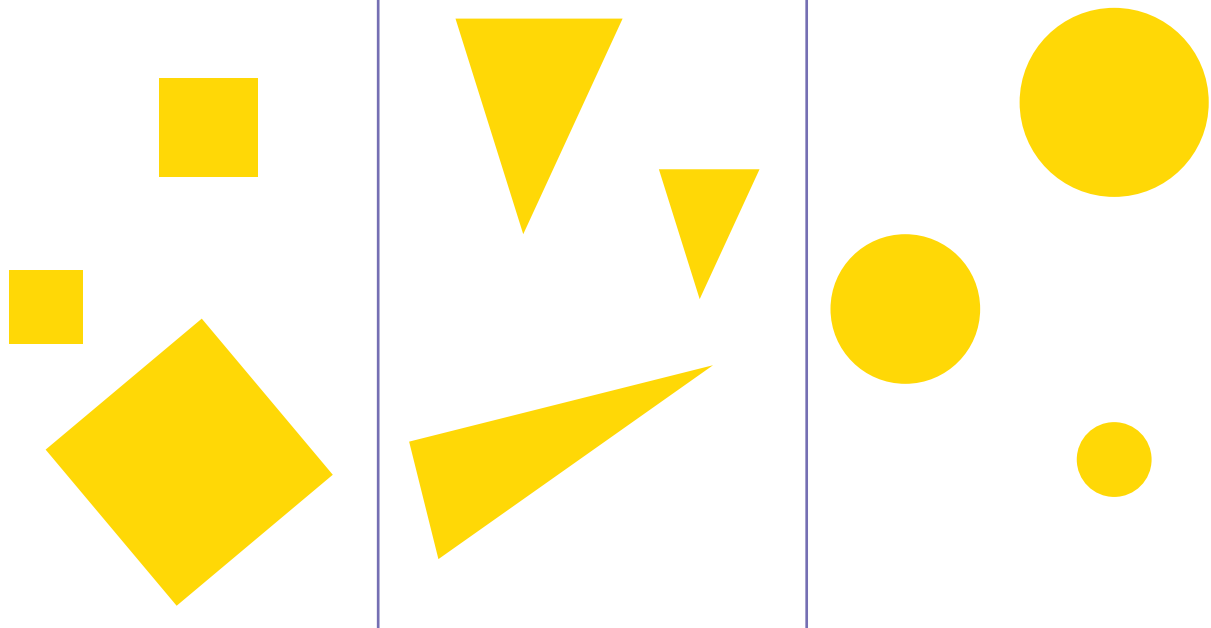


COMPTER 2

Reconstituer le minimonstre du 2

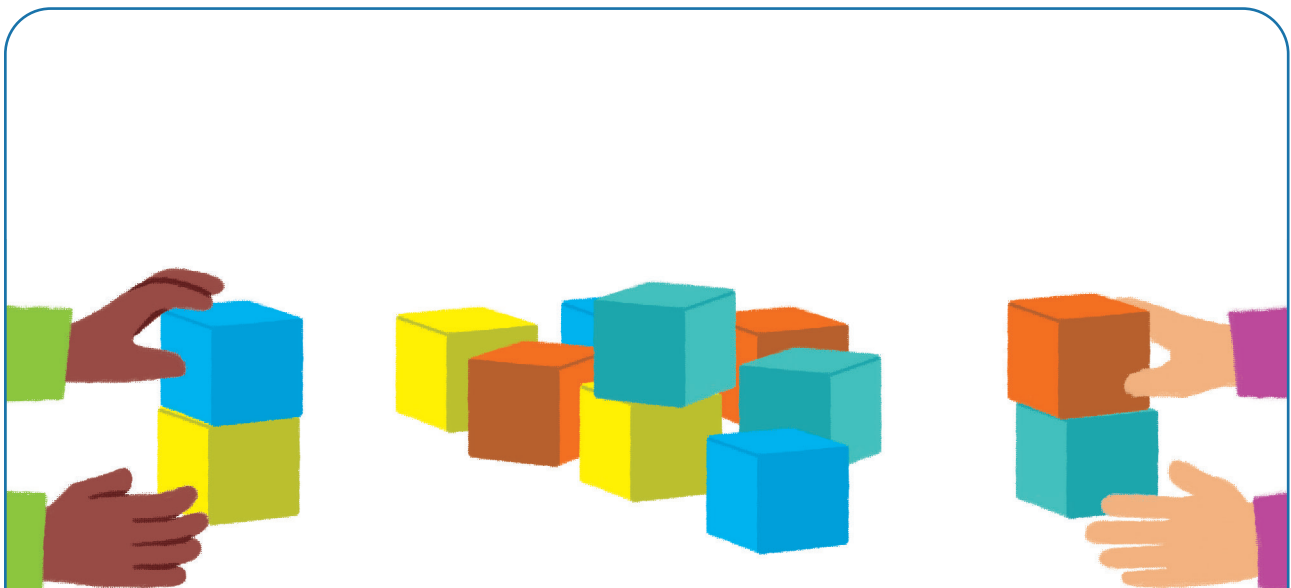






CLASSER 3 - 4

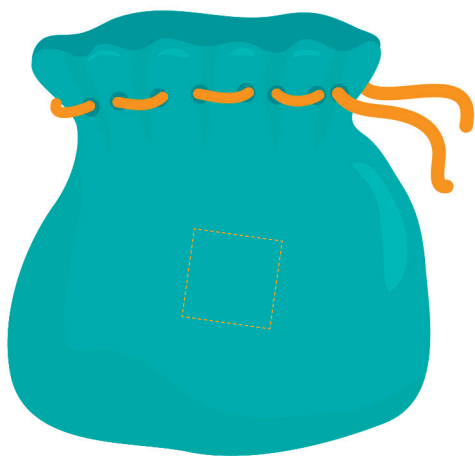
Classer par forme



PARTAGER 2 - 3

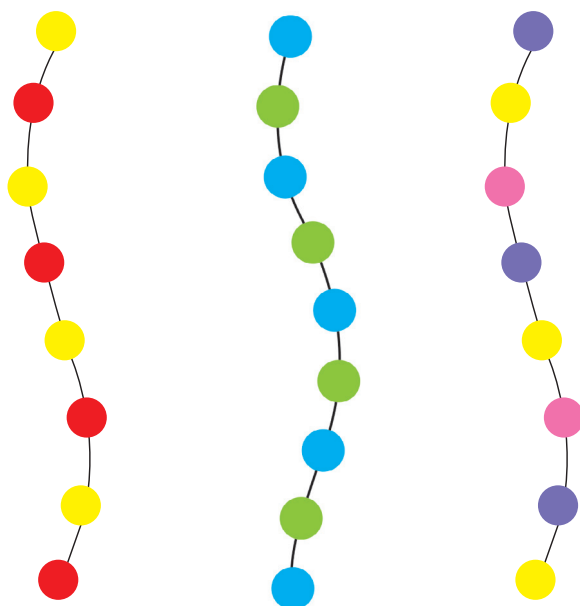
Partager une tour de cubes entre des figurines





SAC À TOUCHER

Associer un nom à sa forme



ALGORITHMES 1 - 2

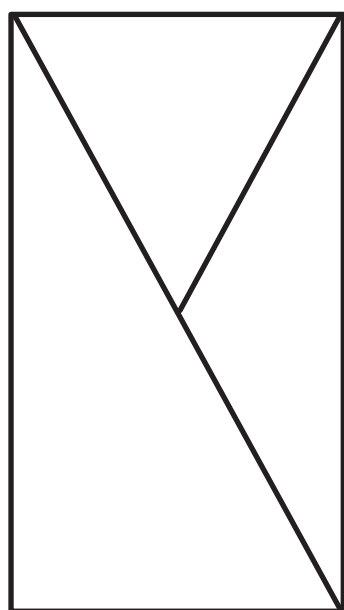
Continuer un algorithme





COMPTER 3

Reconstituer le minimonstre du 3



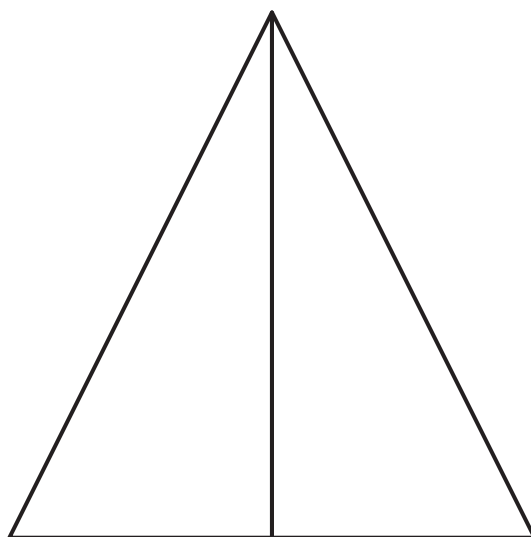
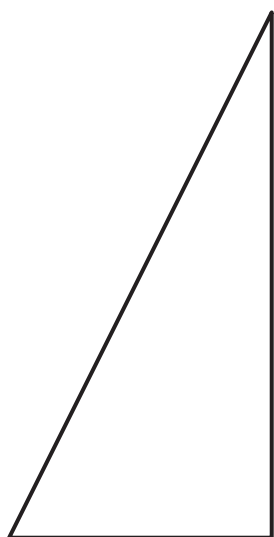
TANGRAM

Reproduire un modèle

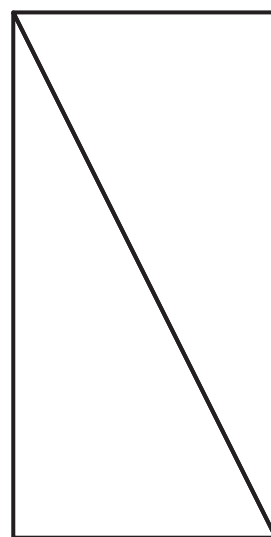




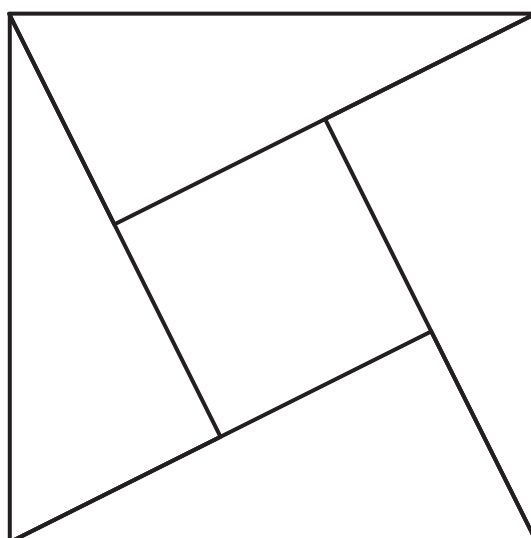
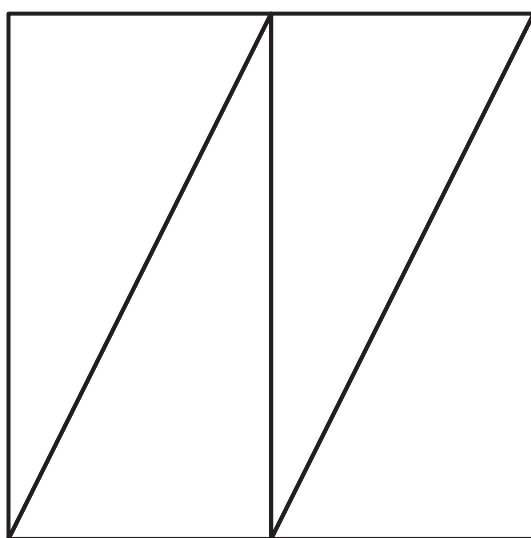
Les formes de base des tangrams Totem



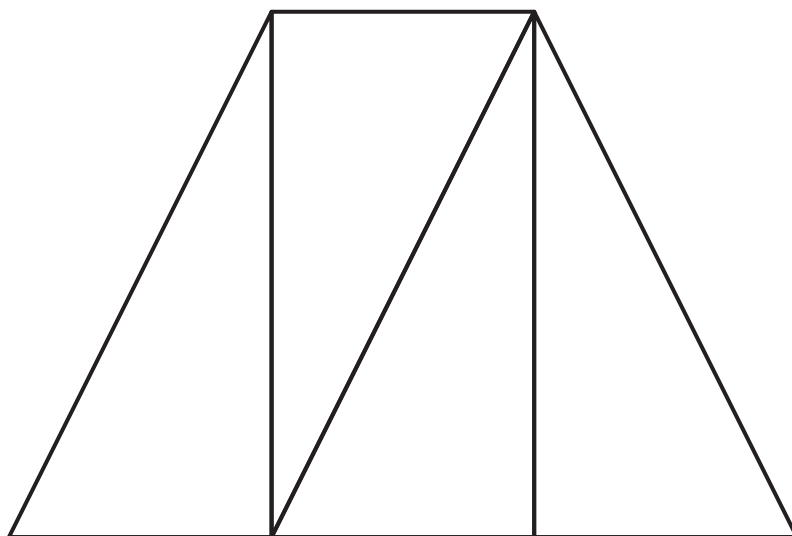
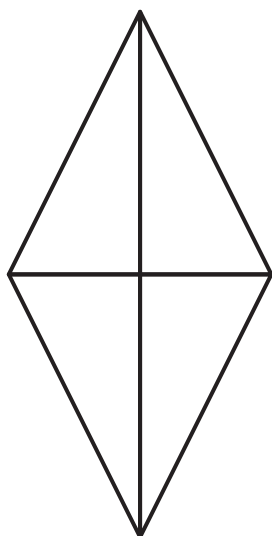
Les triangles



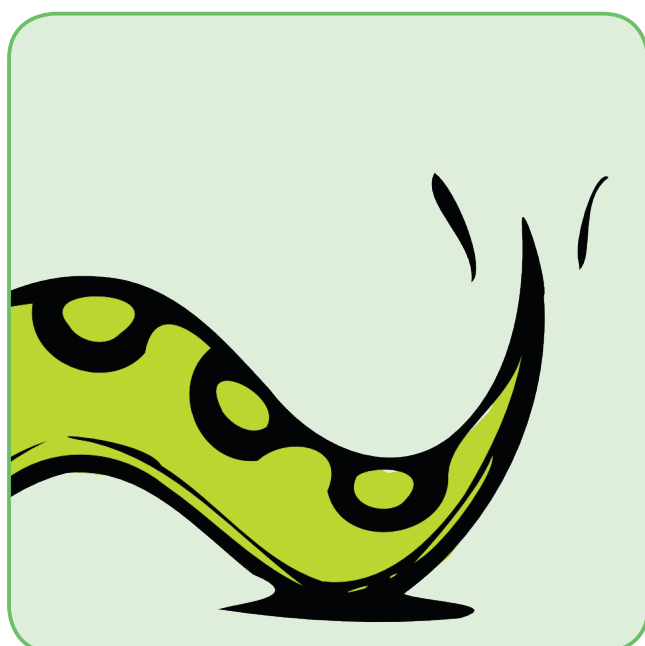
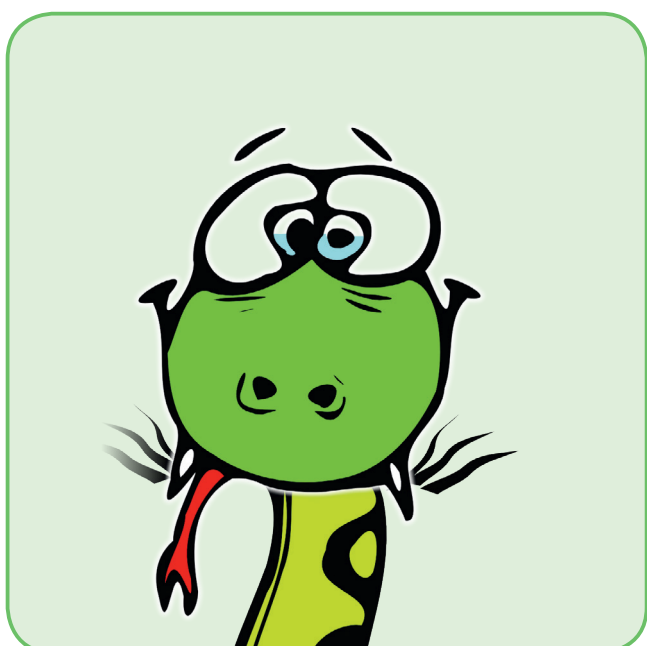
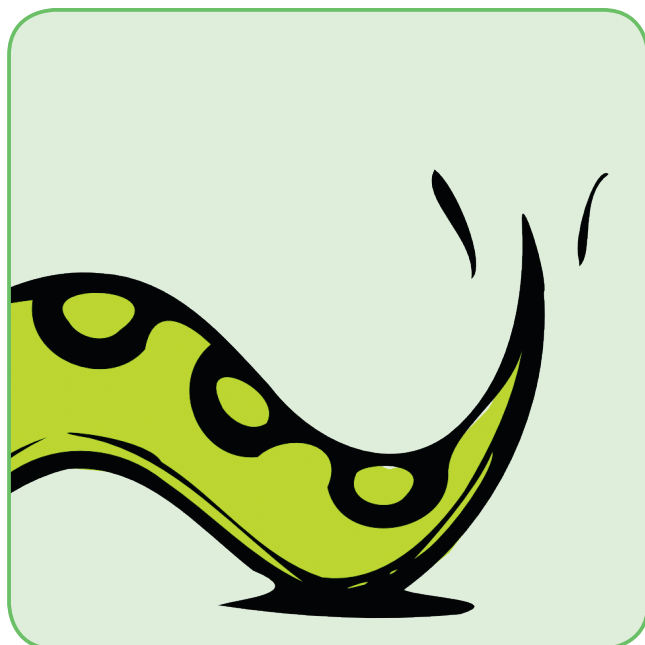
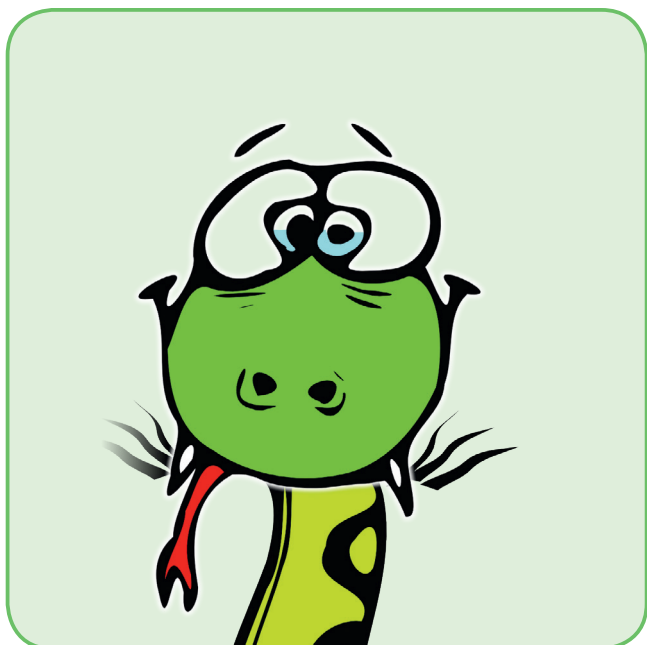
Le rectangle



Les carrés



Le jeu du serpent





La pâte à modeler

Cette recette est adaptée de la recette « traditionnelle » de MHM pour exploiter au maximum les aspects mathématiques.

INGRÉDIENTS

- ✓ 100 g de farine (1 pot de yaourt)
- ✓ 3 cuillères à café de sel
- ✓ 2 cuillères à café de bicarbonate de sodium
- ✓ 2 cuillères à café d'huile (colza ou tournesol)
- ✓ 50 mL d'eau froide ($\frac{1}{2}$ pot de yaourt)
- ✓ colorants alimentaires, en gel de préférence (la couleur est plus intense)

USTENSILES

- ✓ 1 saladier
- ✓ 1 cuillère à café
- ✓ 1 verre doseur ou 1 pot de yaourt pour les mesures

Déroulement

1. Mélanger toutes les poudres : farine, sel, bicarbonate.
 2. Ajouter l'huile, puis l'eau et mélanger jusqu'à obtenir un mélange homogène.
Si la pâte est collante, ajouter de la farine et mélanger rapidement.
Si la pâte est sèche, ajouter un peu d'eau et mélanger rapidement.
- Cette pâte à modeler peut se conserver dans un récipient hermétique bien fermé pendant plusieurs mois.

