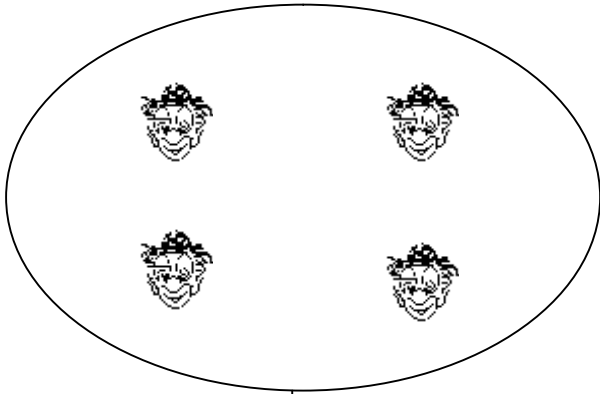


le m'appelle

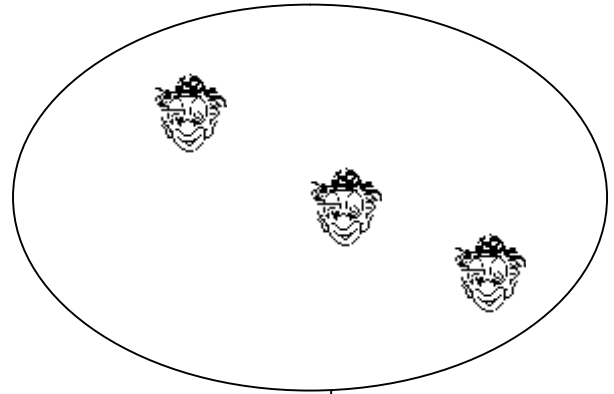
Domaine : Découvrir le monde, mathématiques

Objectif : Dénombrer

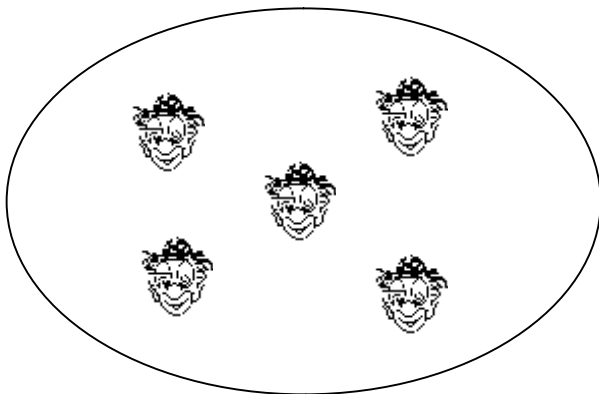
Consigne : Entoure le nombre qui convient.



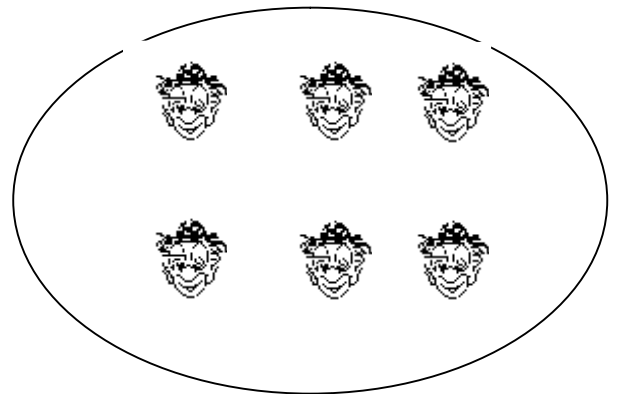
2 4 5



3 6 2



4 1 5



6 3 0