

Se repérer dans
l'espace d'une page
et dans un
quadrillage



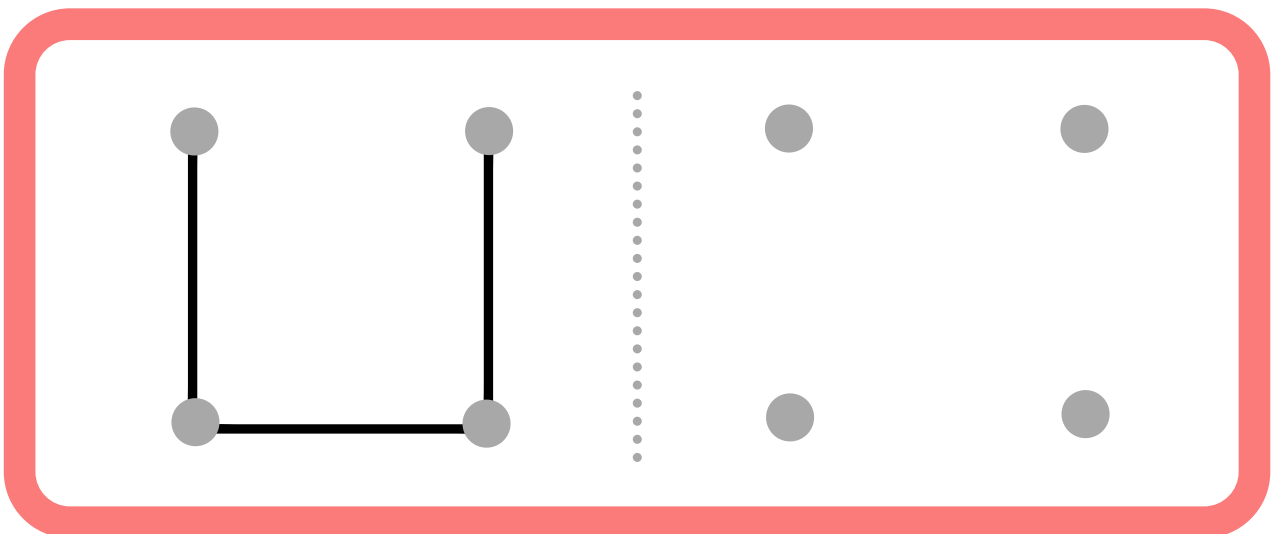
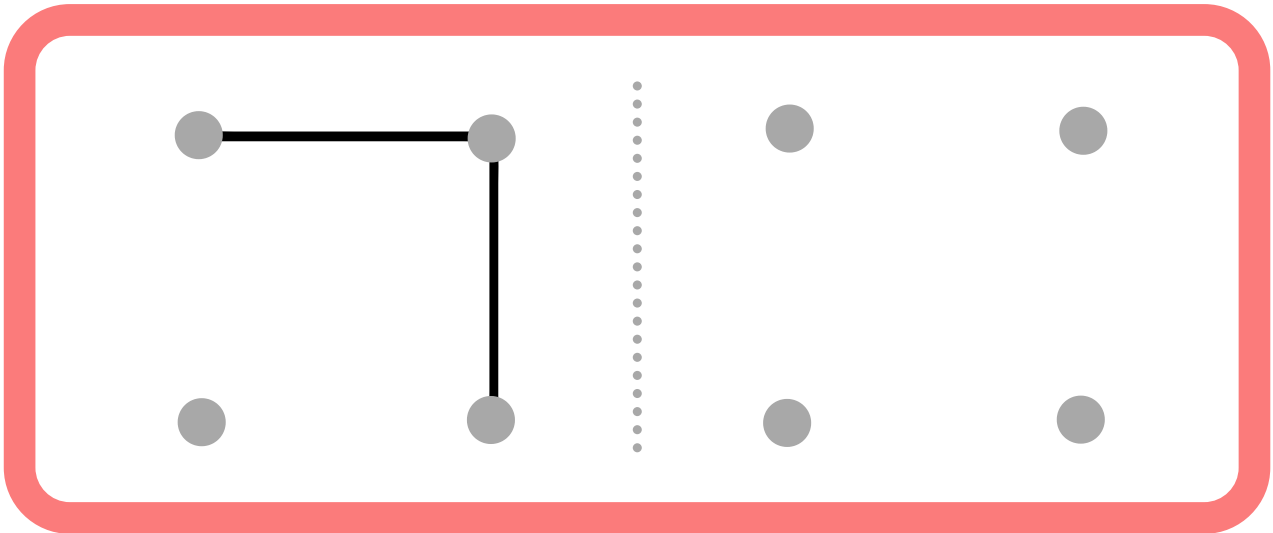
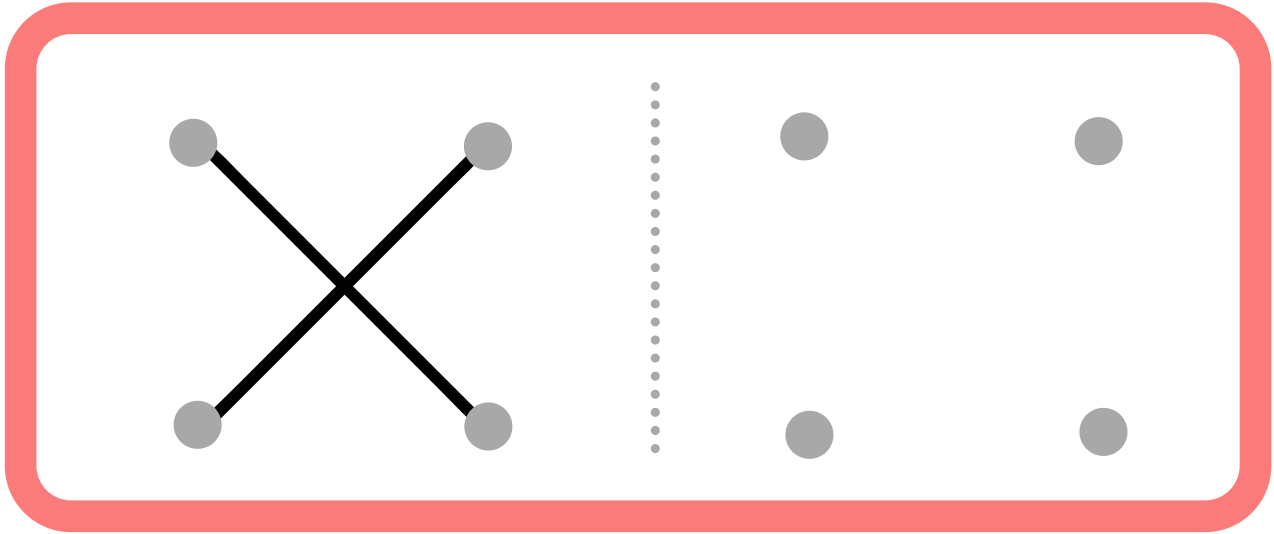
Les différents jeux que vous trouverez ici permettent de mobiliser la concentration de l'enfant et de verbaliser les notions d'espace (à gauche, à droite, en haut, en bas...), de s'entraîner à situer des objets par rapport à des repères et d'exprimer leur position dans l'espace. Ils permettent aussi de développer le vocabulaire spatial.



Imprimer, découpez, puis plastifiez si possible les éléments des pages suivantes

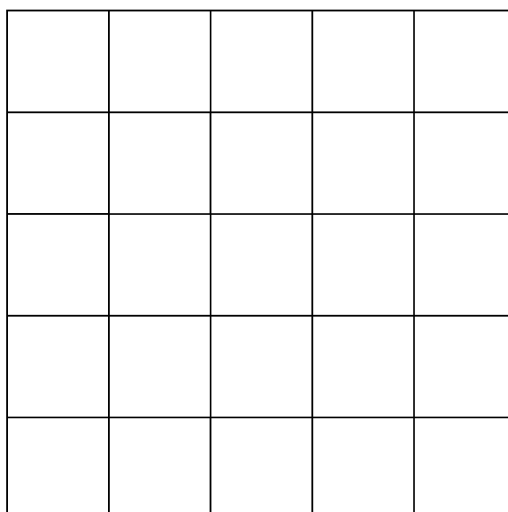
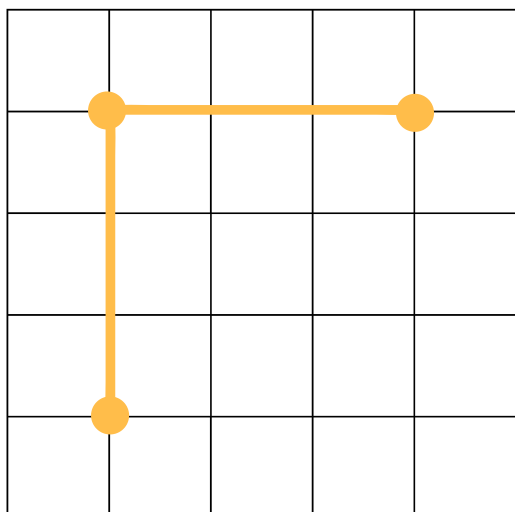
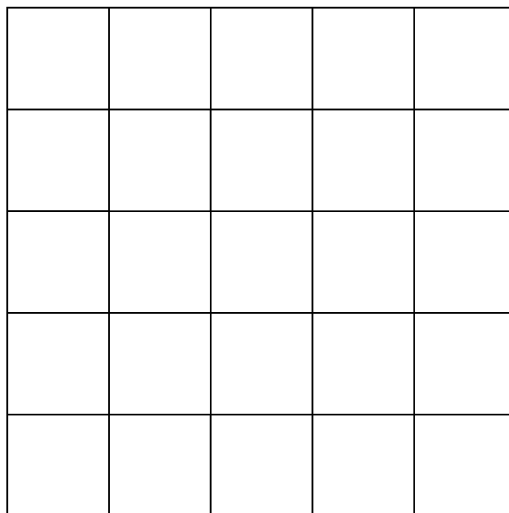
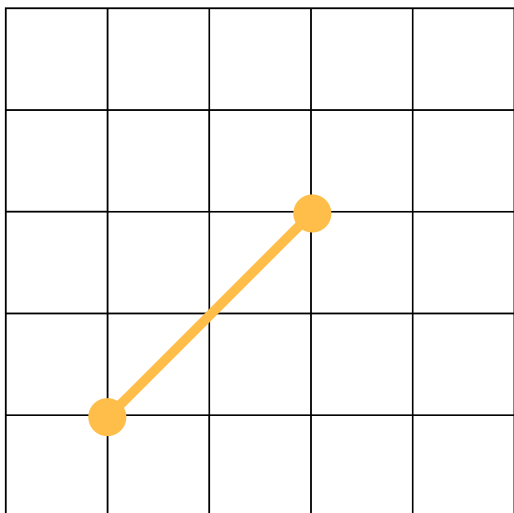
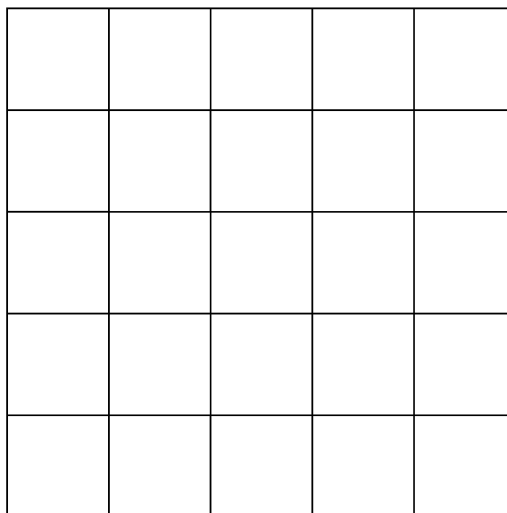
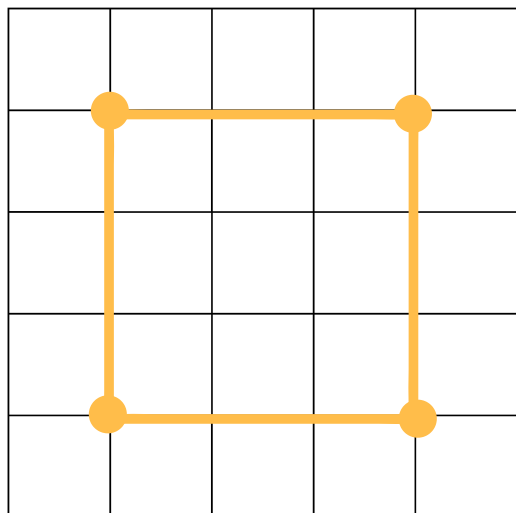


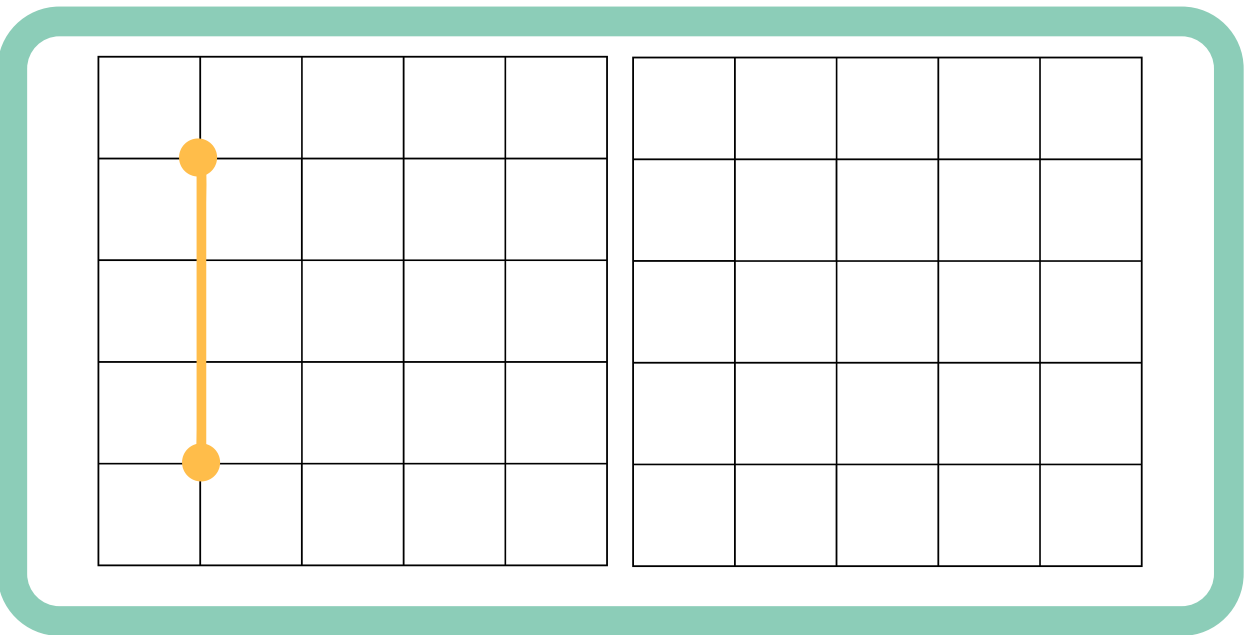
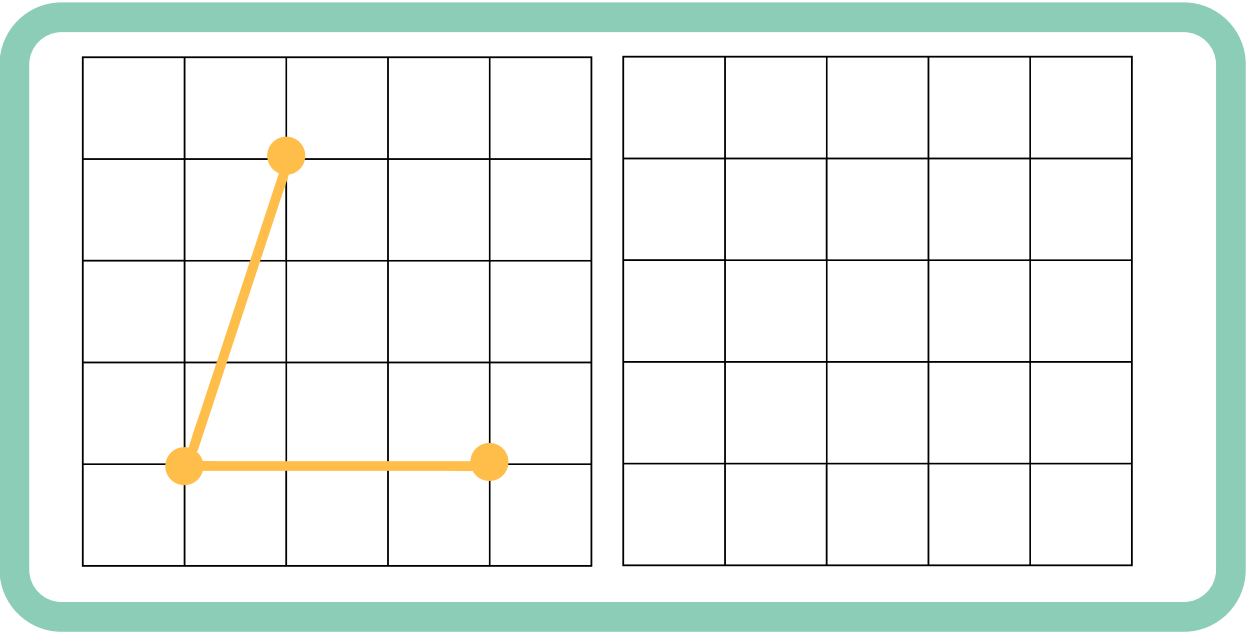
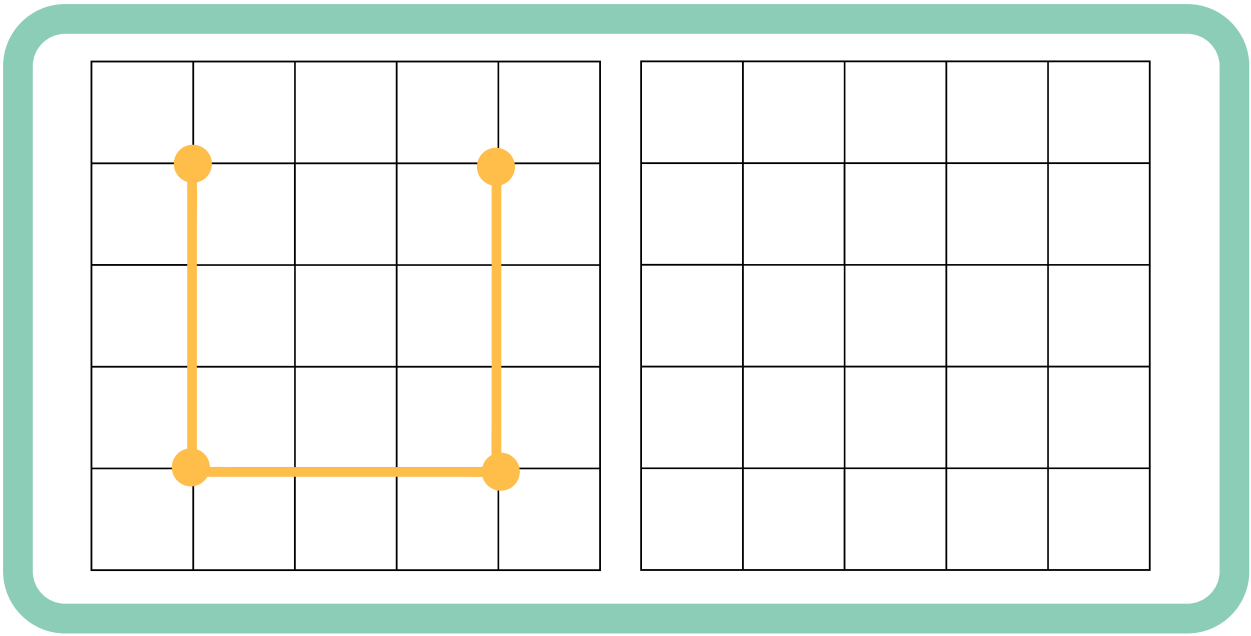
Reproduis la figure de gauche, à droite
en te repérant avec les points

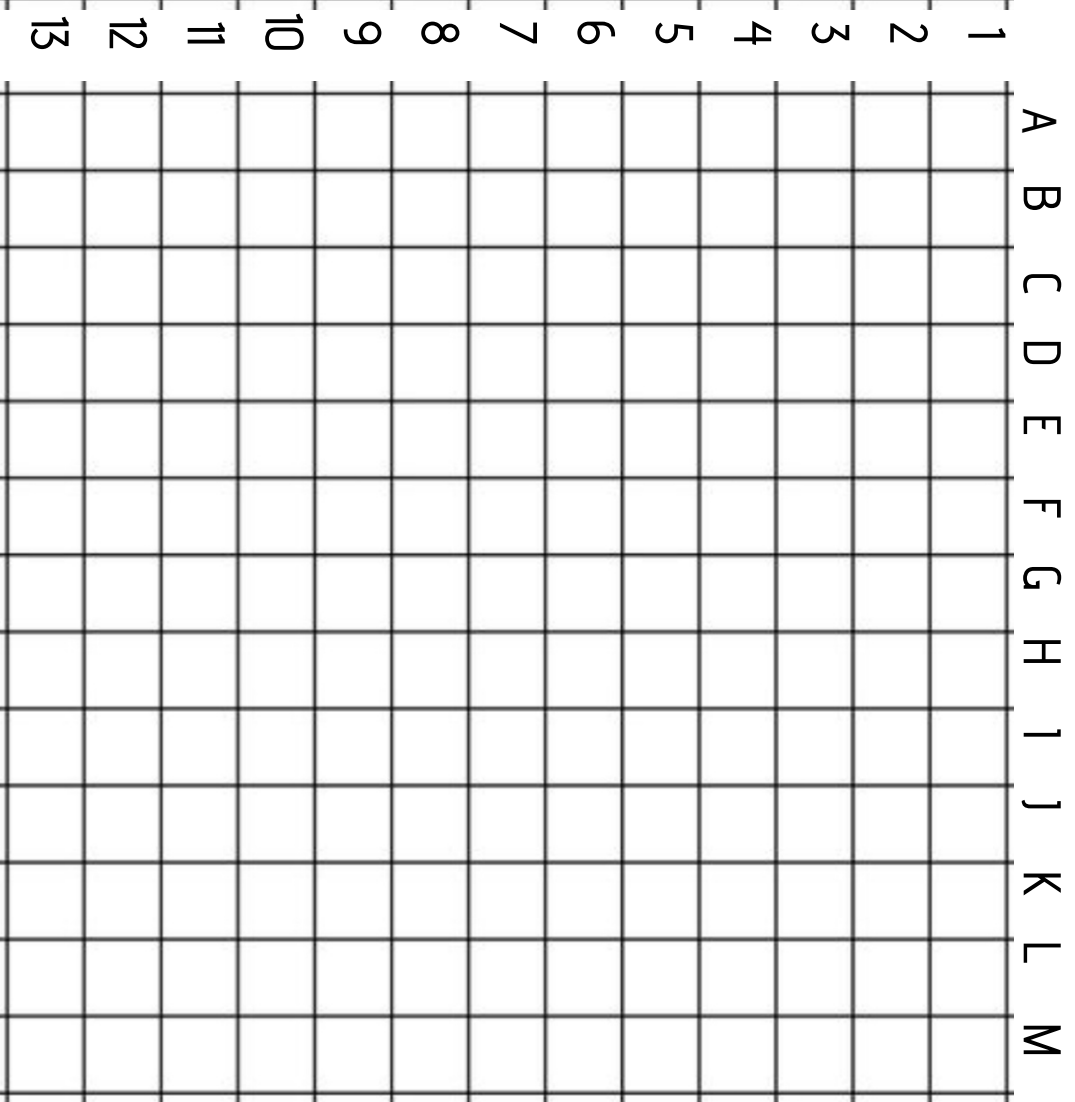
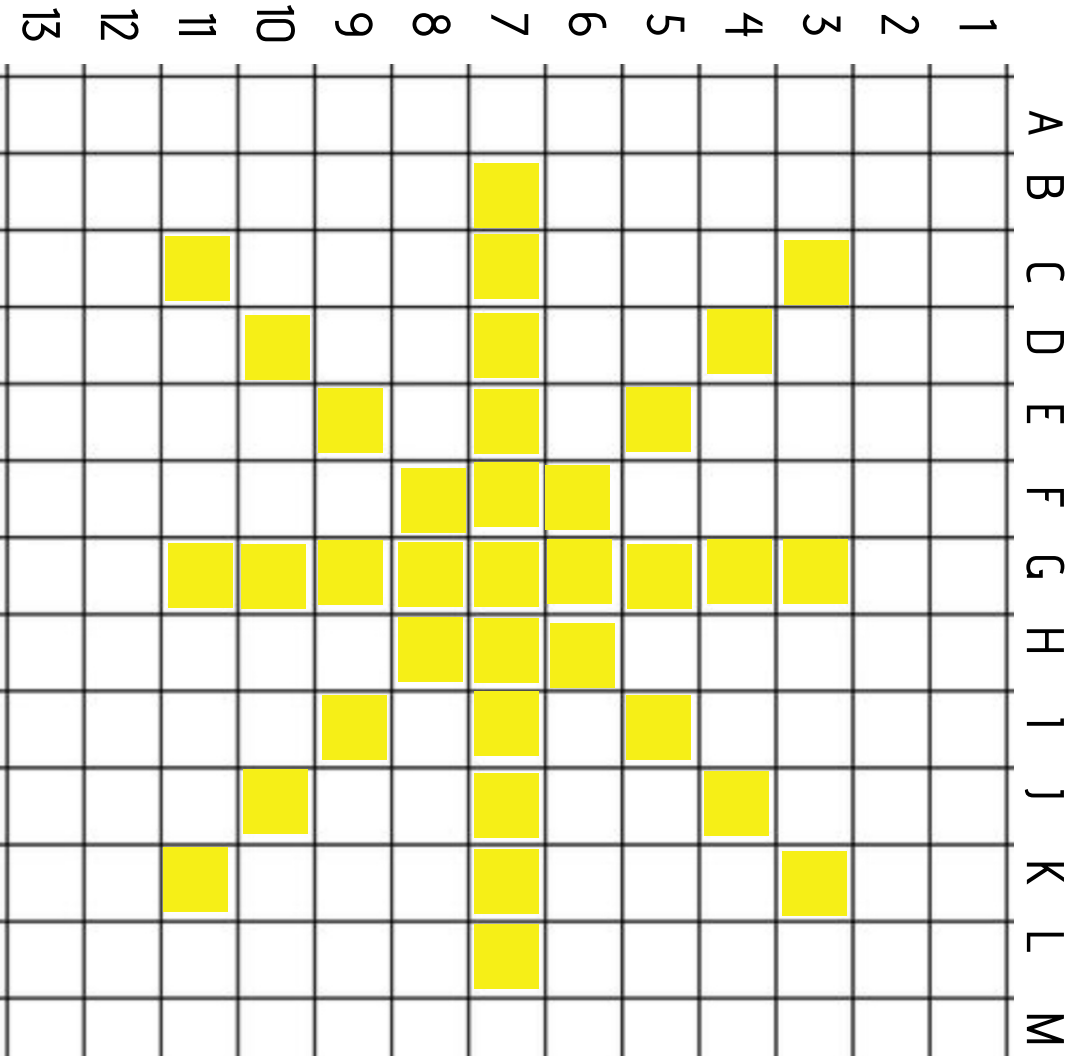




Reproduis la figure de gauche
dans le quadrillage de droite







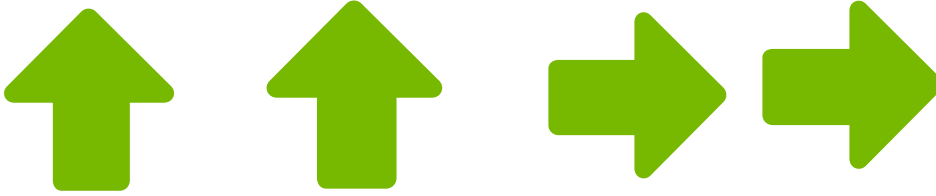
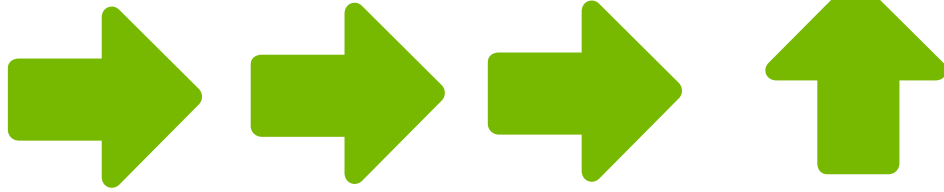
Images fléchées

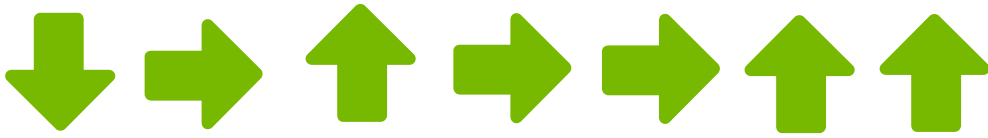
Suis les flèches en te repérant sur la grille ci-dessous et retrouve le bon animal.

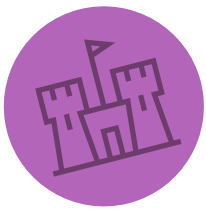
			
			
			
			
			
			

ÉPART 

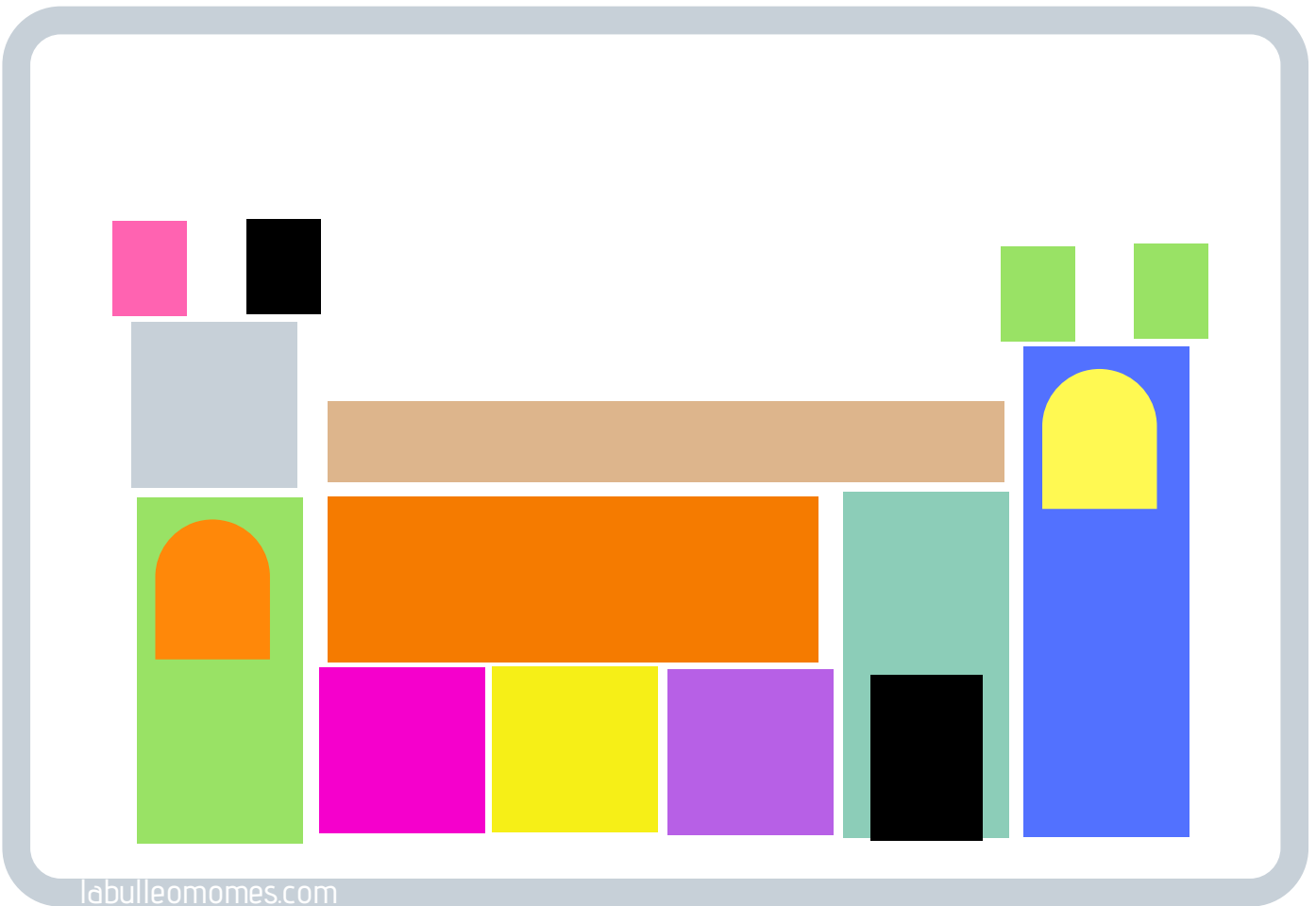
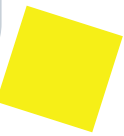


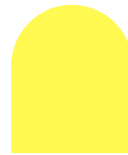
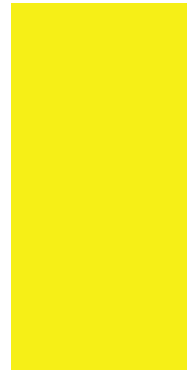
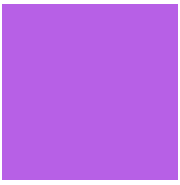
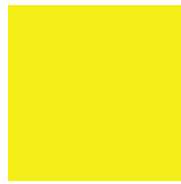
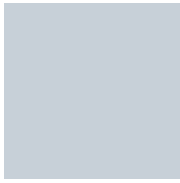
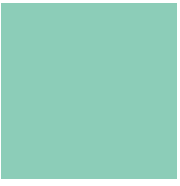
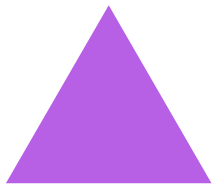
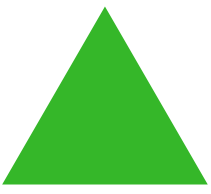




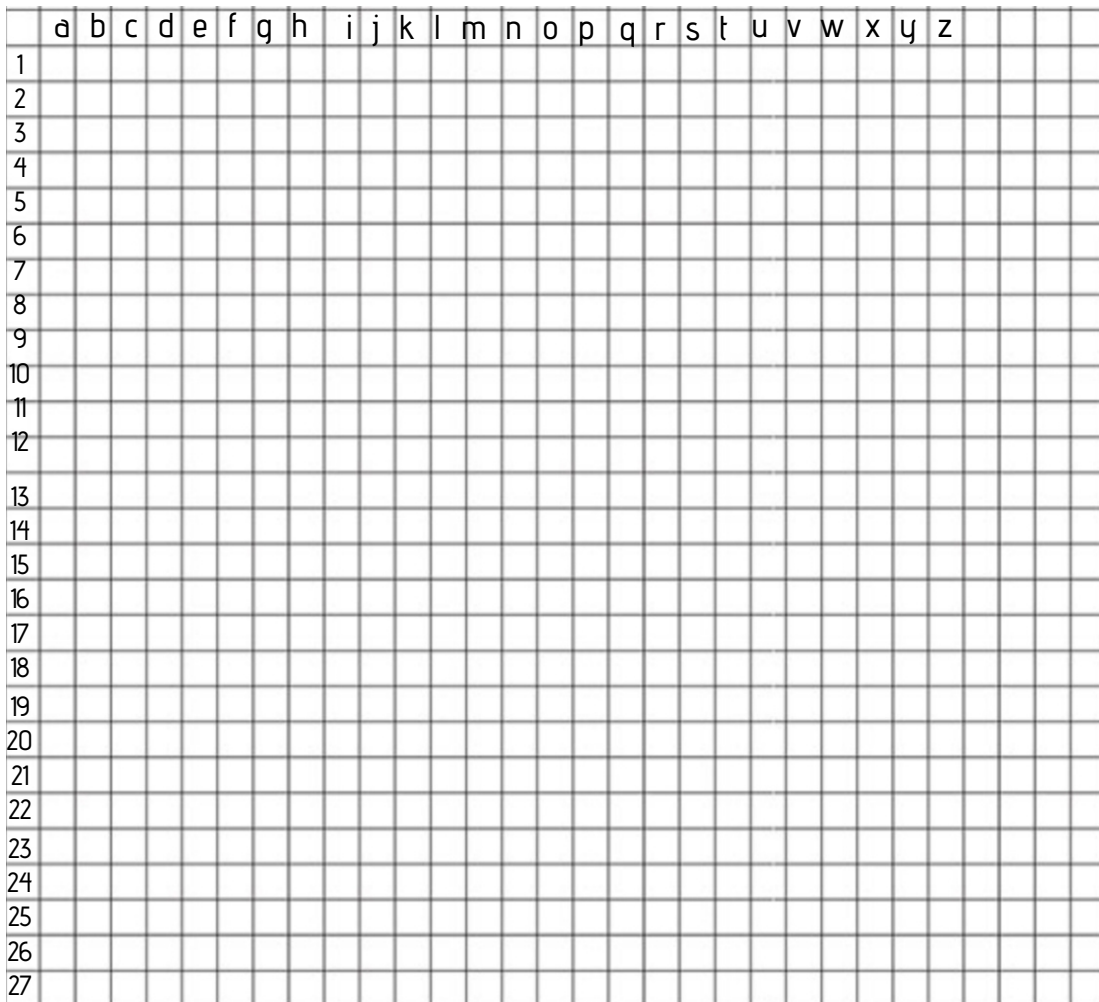
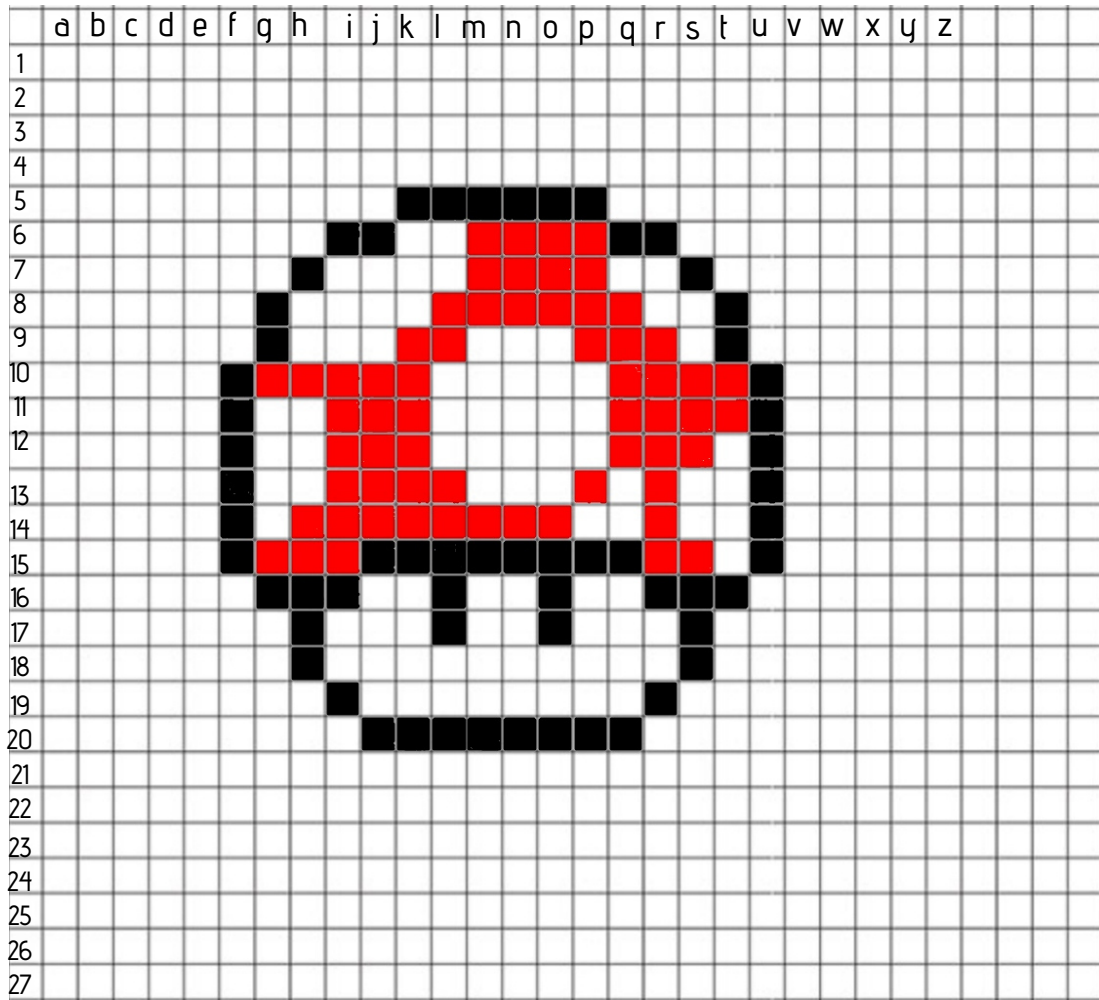


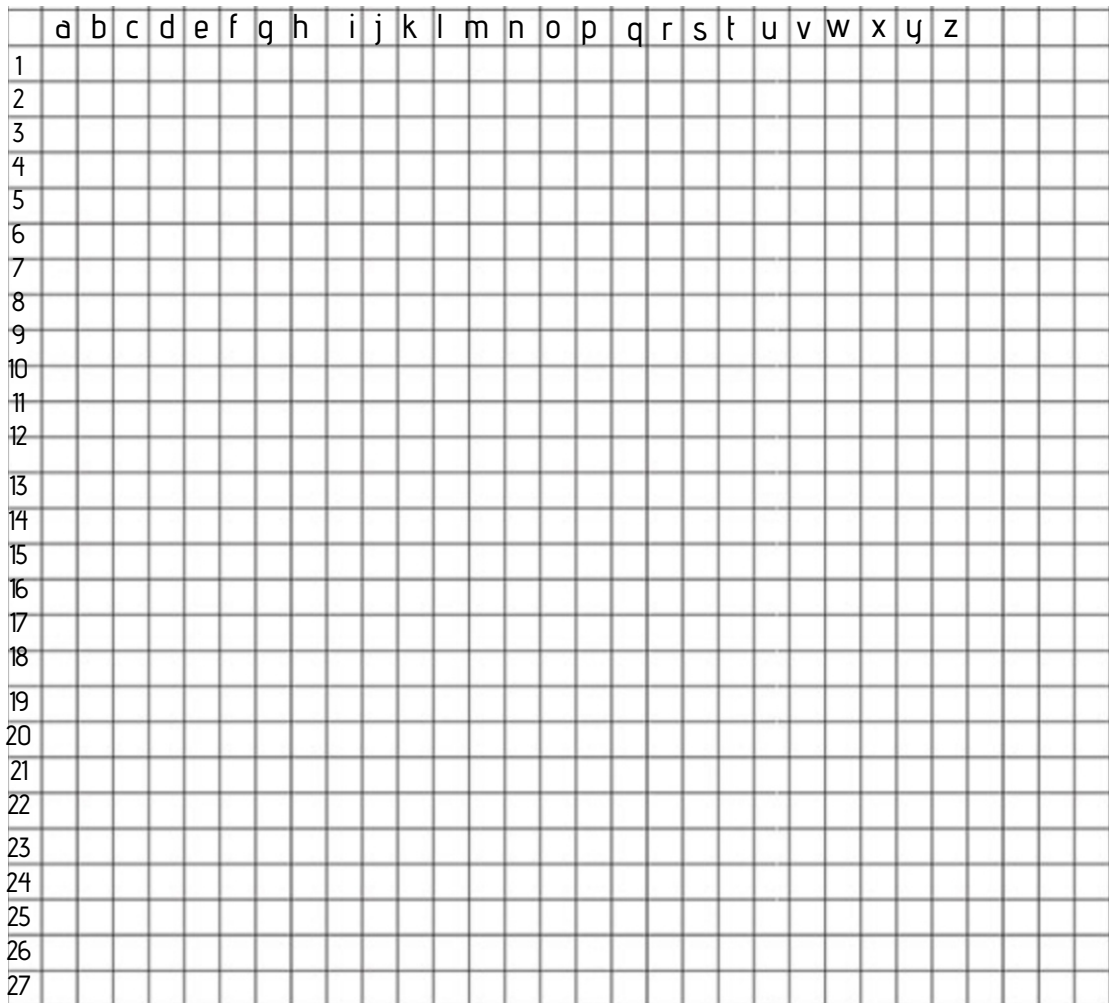
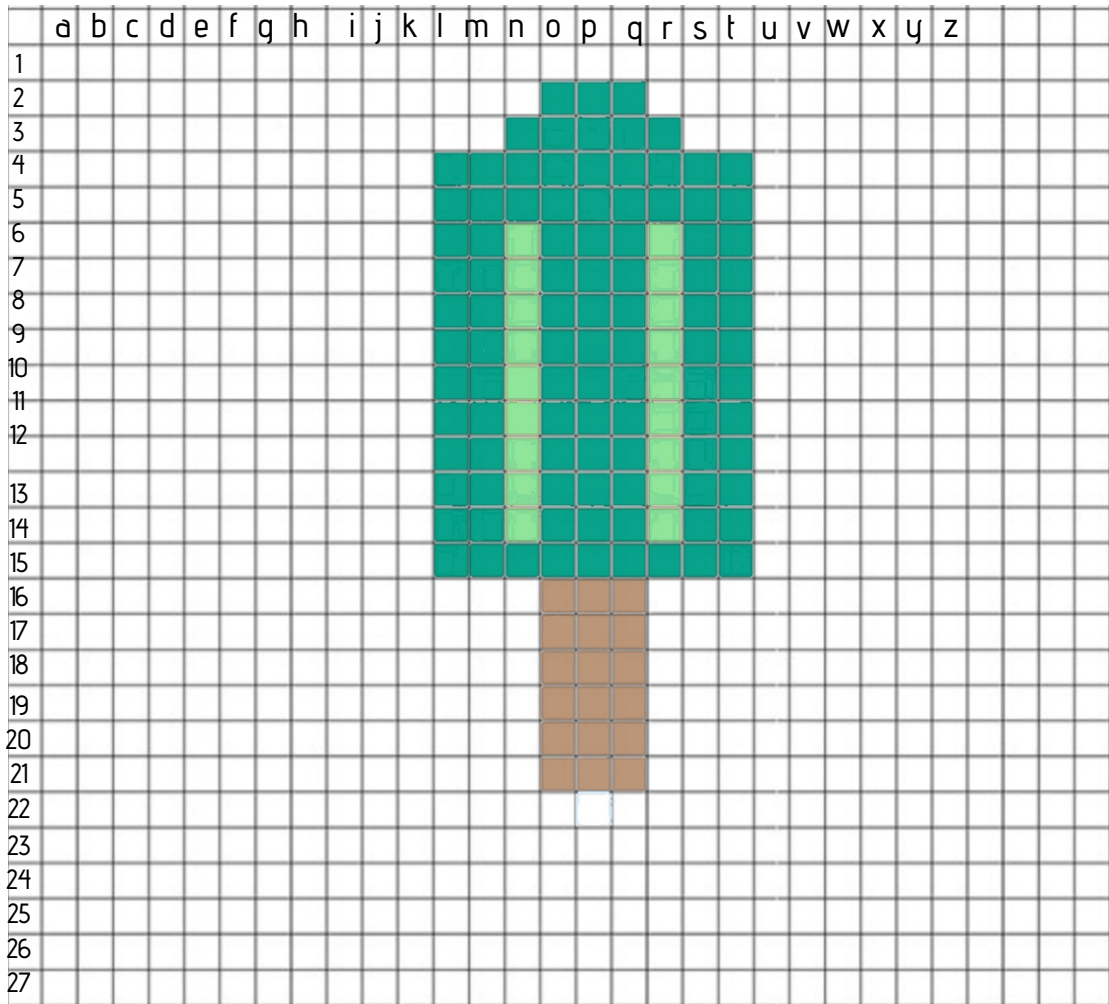
Reproduis le château comme sur le modèle

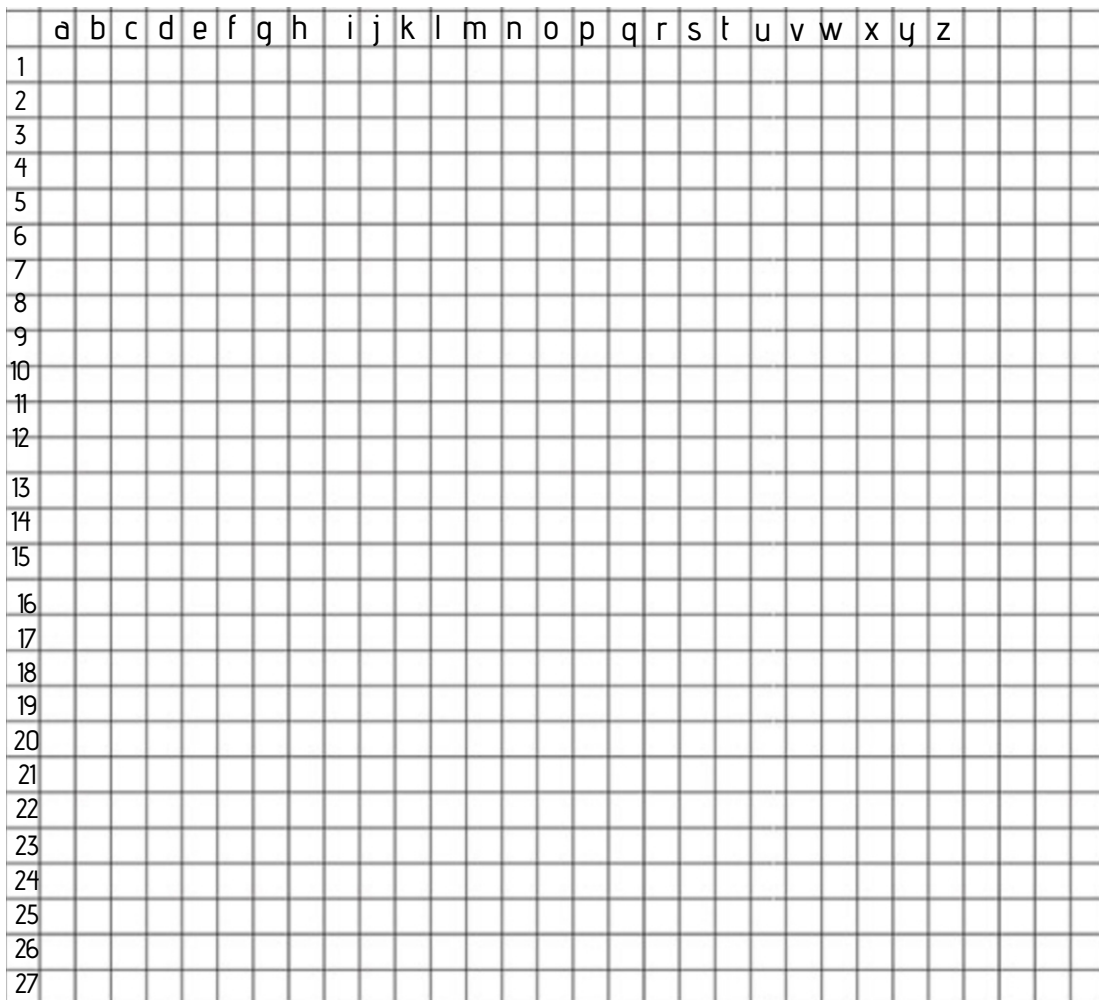
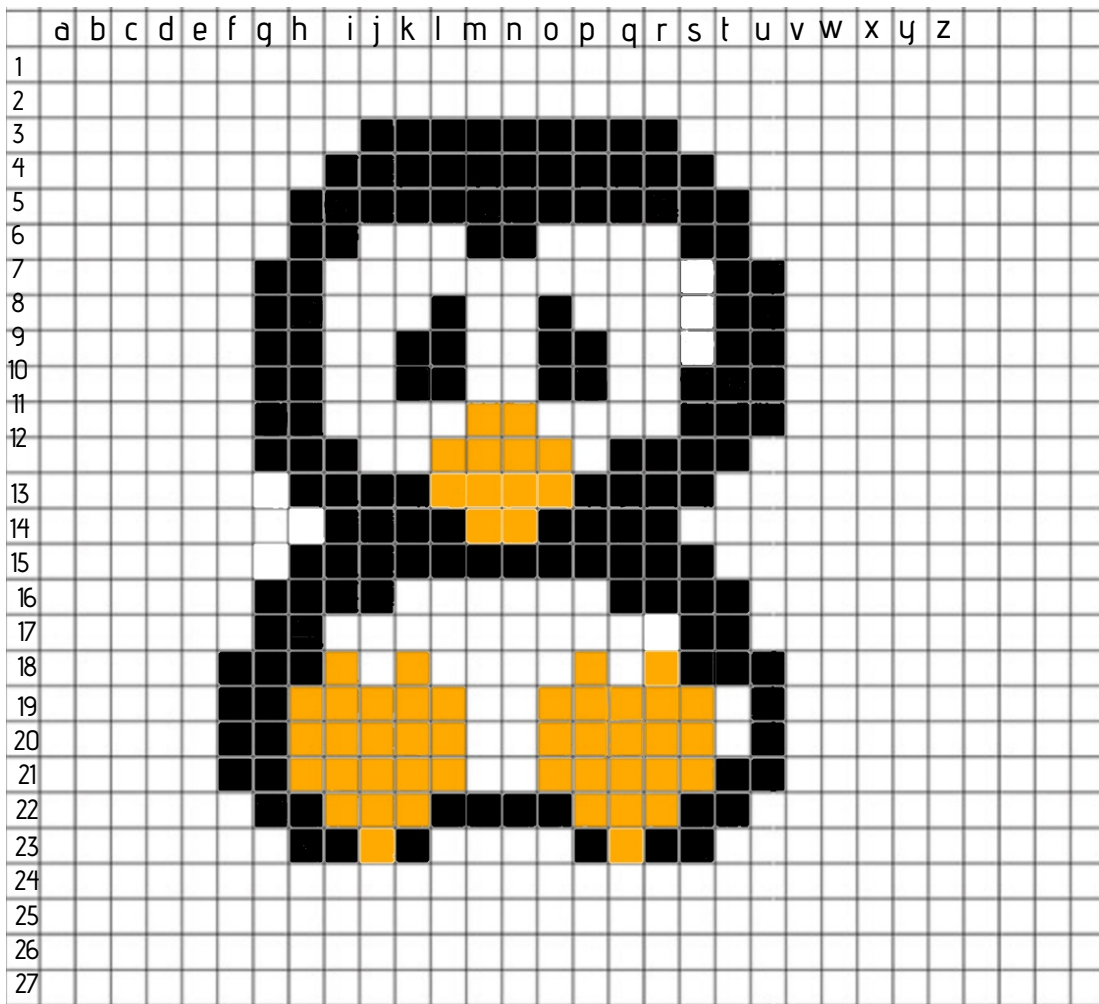




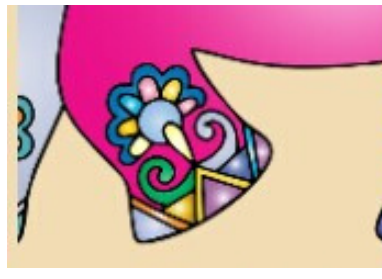
Pixel'art

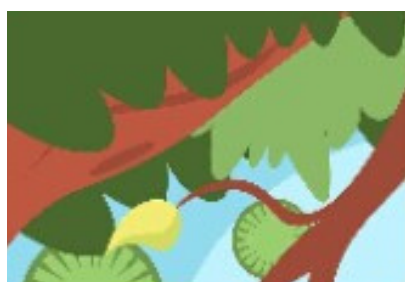
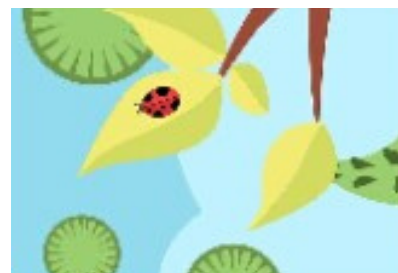
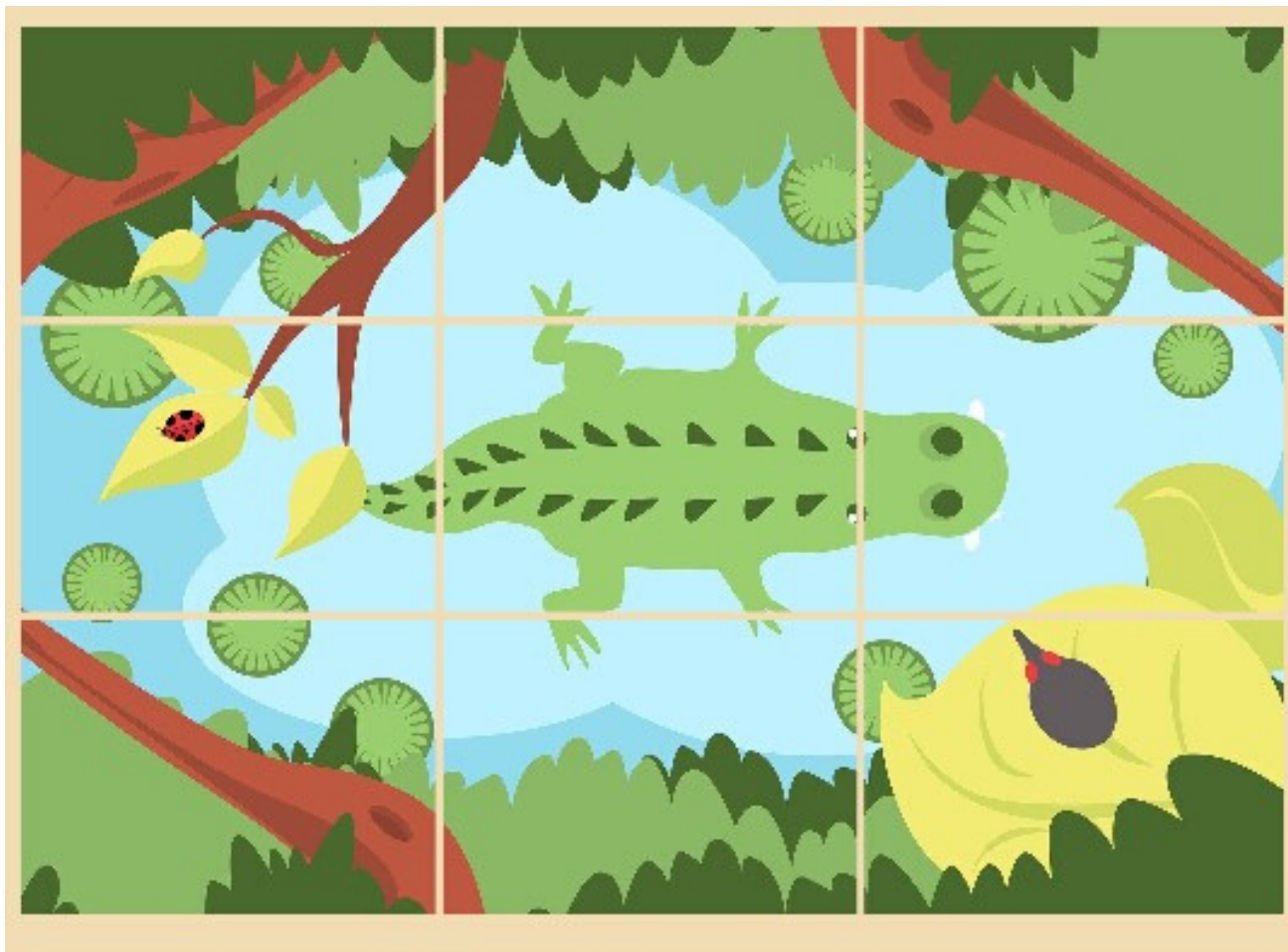






Reproduis l'image comme sur le modèle





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