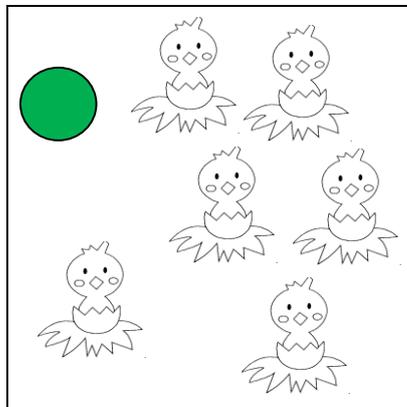
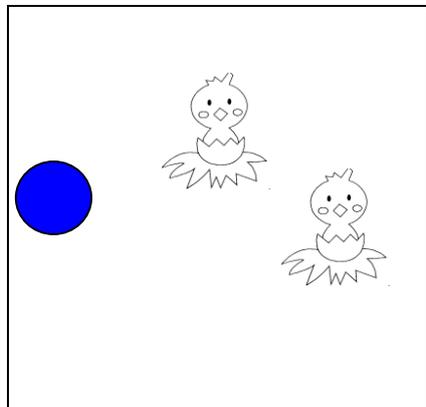


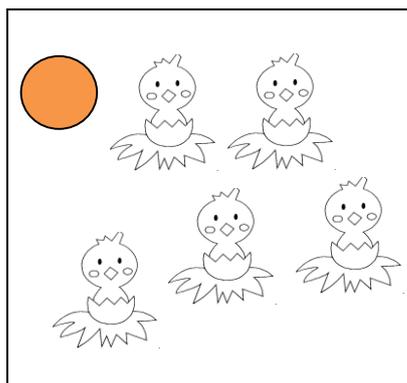
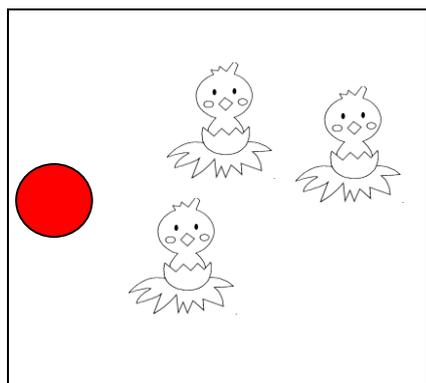
## Fiche type LOGICO

Associer la quantité de poussins au nombre (son écriture chiffrée).



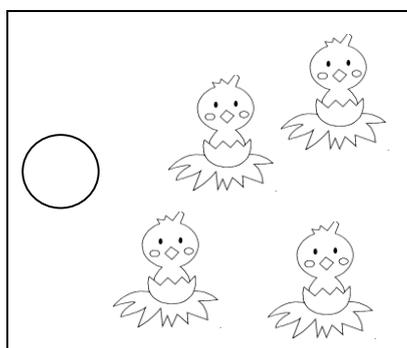
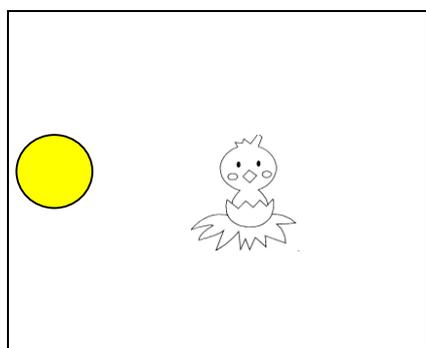
4

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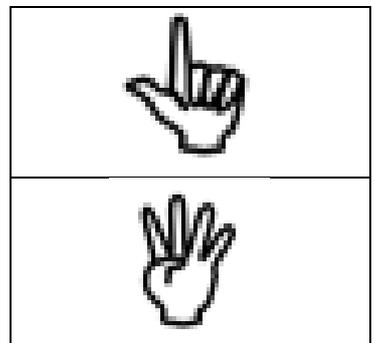
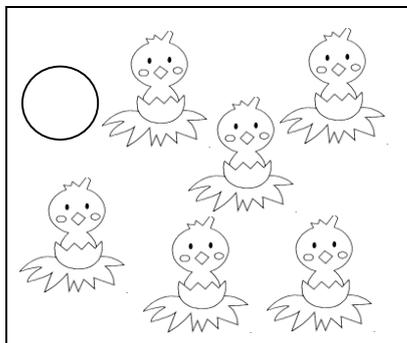
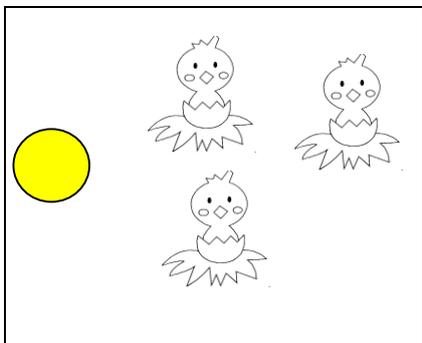
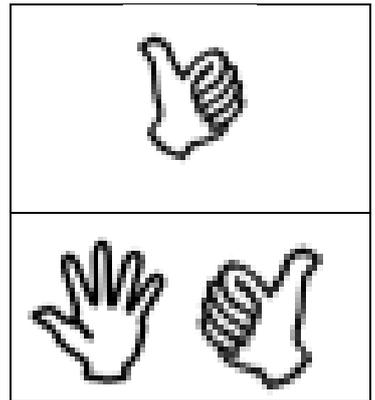
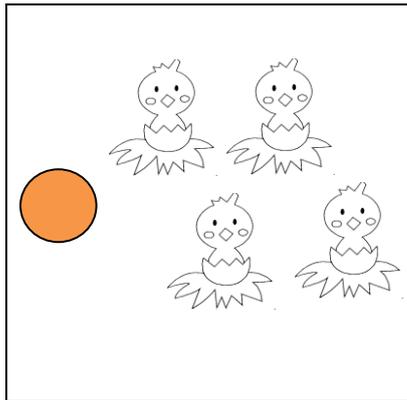
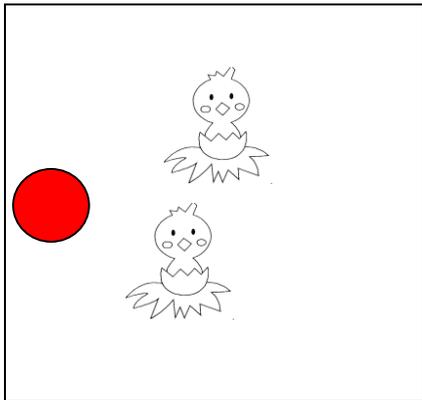
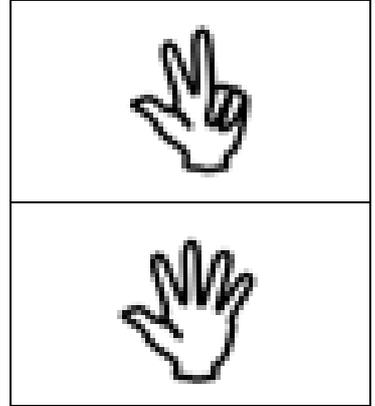
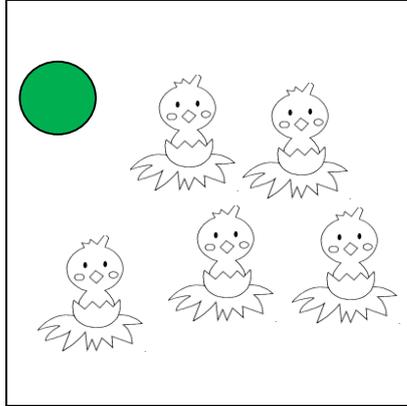
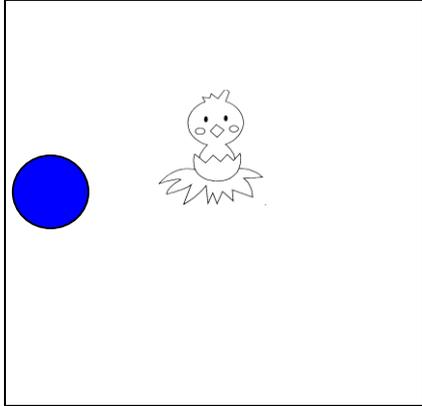


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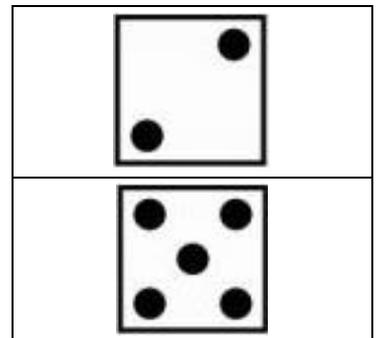
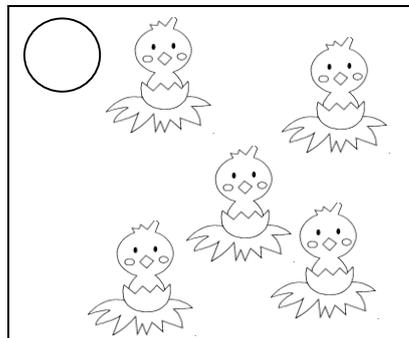
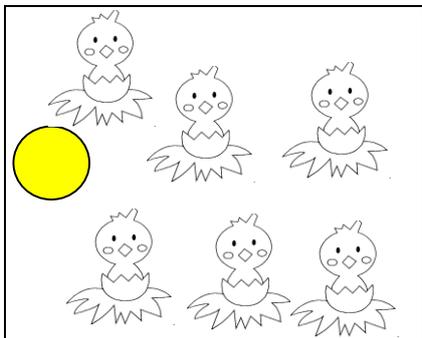
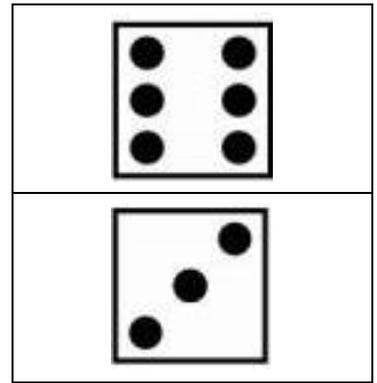
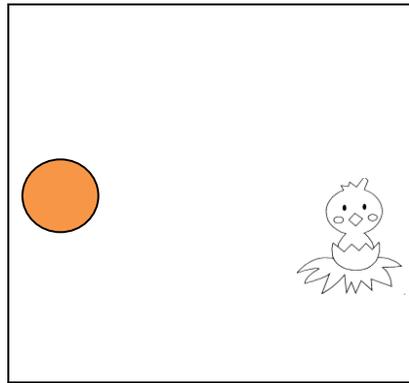
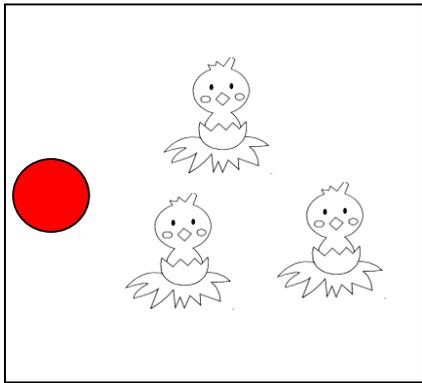
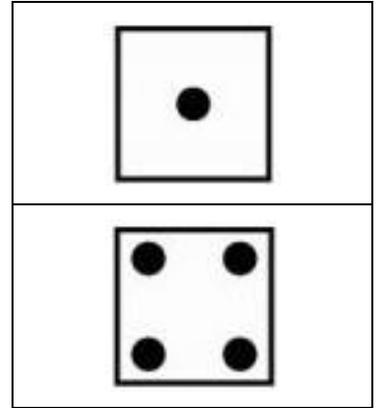
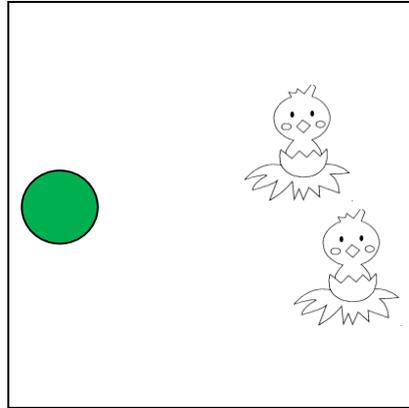
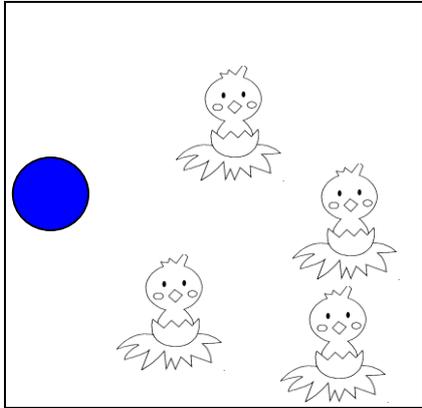
Fiche type LOGICO

Associer la quantité de poussins au bon nombre de doigts.



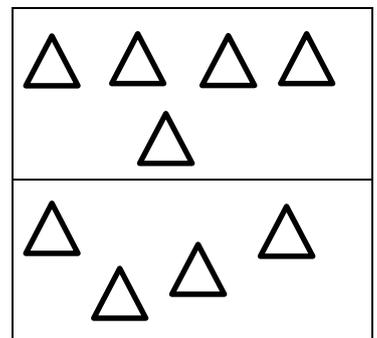
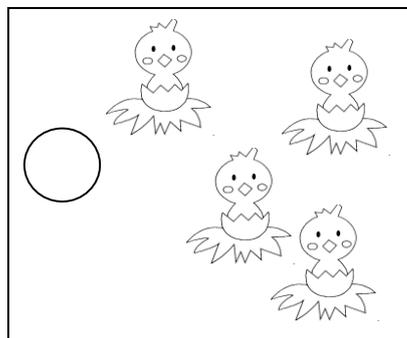
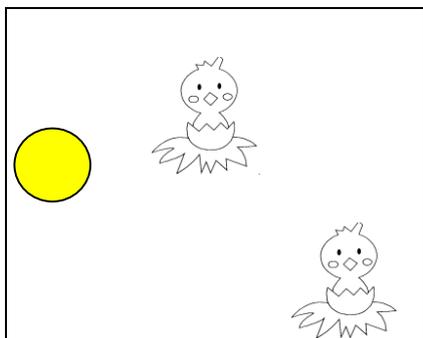
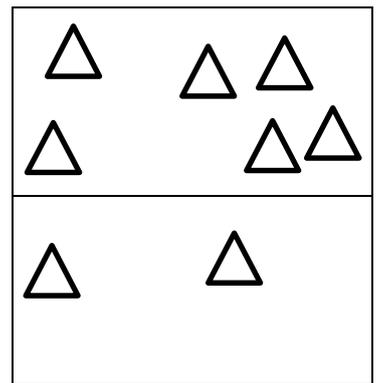
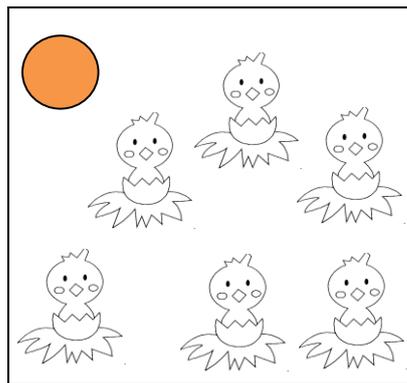
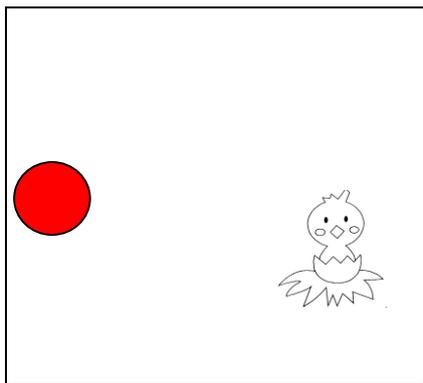
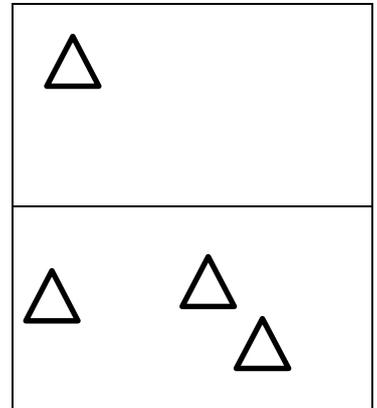
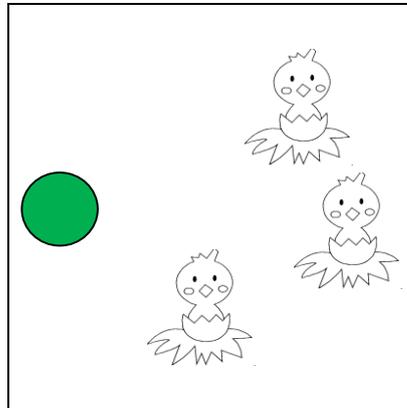
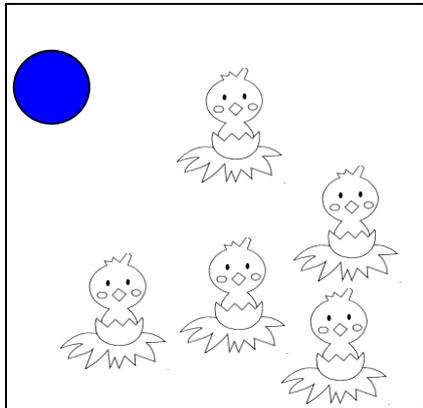
Fiche type LOGICO

Associer la quantité de poussins au nombre de points (constellations).



Fiche type LOGICO

Associer la quantité de poussins au nombre de triangles (collections désorganisées).



Fiche type LOGICO

Associer la quantité de poussins au bon nombre de points (boîte à 10).

