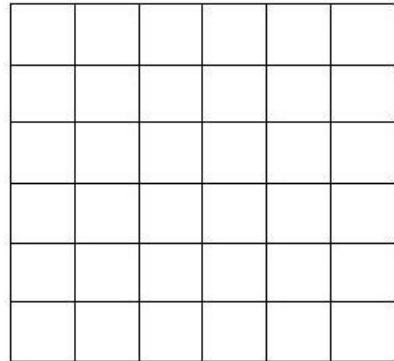
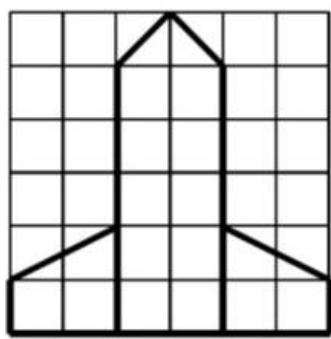


Livret repérage et reproduction de figures



Je comprends et utilise-les coordonnées d'un objet situé dans la case d'un quadrillage.

Observe.

	A	B	C	D	E
1					+
2				▲	
3		●			
4	★				
5			◆		

Complète.

▲ est dans la case	(.....,)
◆ est dans la case	(.....,)
● est dans la case	(.....,)
★ est dans la case	(.....,)
+ est dans la case	(.....,)

À toi de dessiner...

◆ est dans la case	(D, 2)
□ est dans la case	(B, 5)
+ est dans la case	(C, 1)
○ est dans la case	(E, 4)
△ est dans la case	(A, 4)

	A	B	C	D	E
1					
2					◆
3					
4					
5					

Lis et colorie les cases.

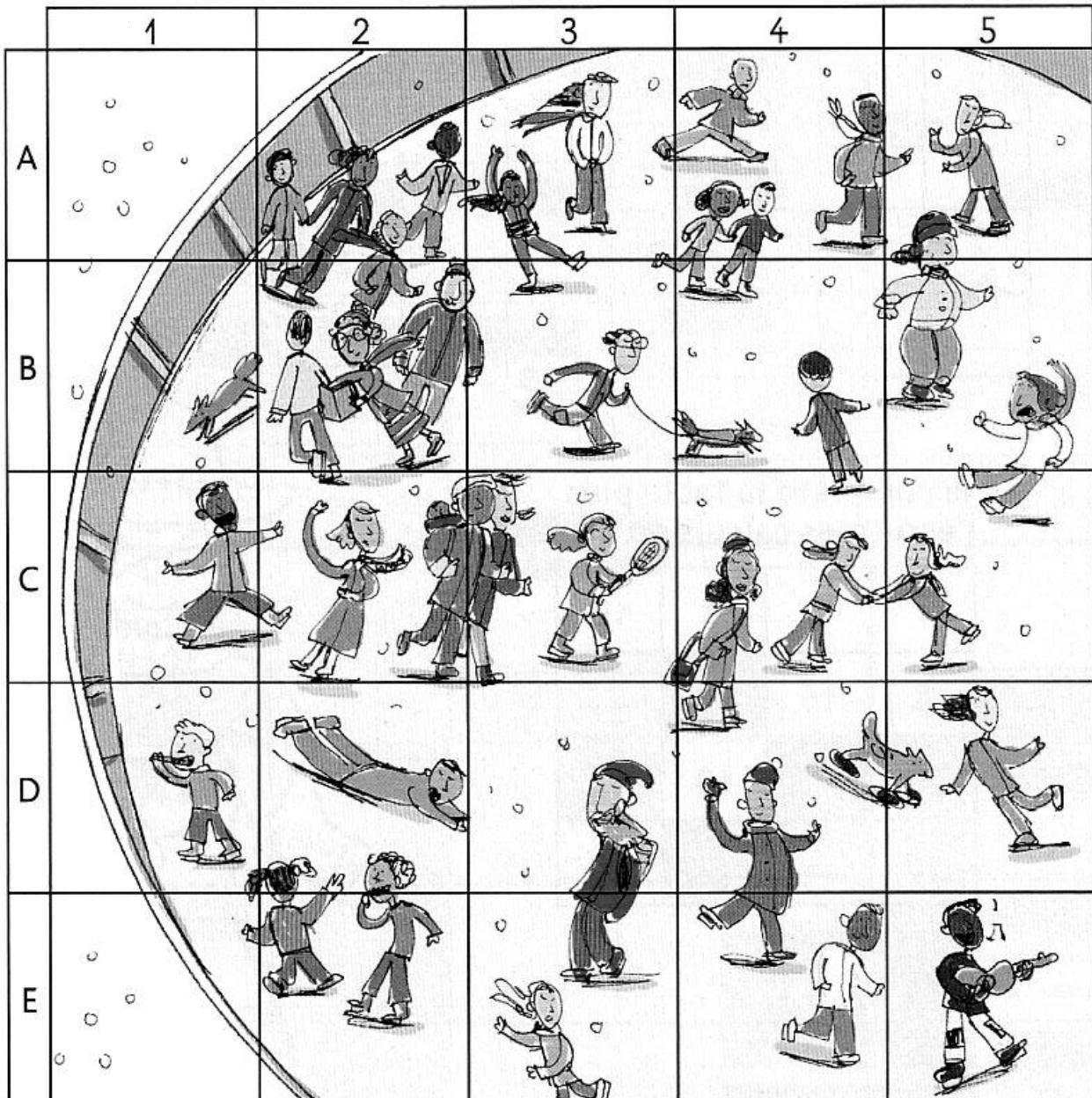
	A	B	C	D	E	F	G
1							
2							
3							
4							
5							
6							
7							

bleu clair	bleu foncé	vert	rouge	jaune	noir
(C,4)	(A,1)	(C,3)	(B,2)	(D,7)	
(D,5)	(G,1)	(E,3)	(B,6)	(D,1)	
(E,4)	(A,7)	(C,5)	(F,6)	(G,4)	
(D,3)	(G,7)	(E,5)	(F,2)	(A,4)	

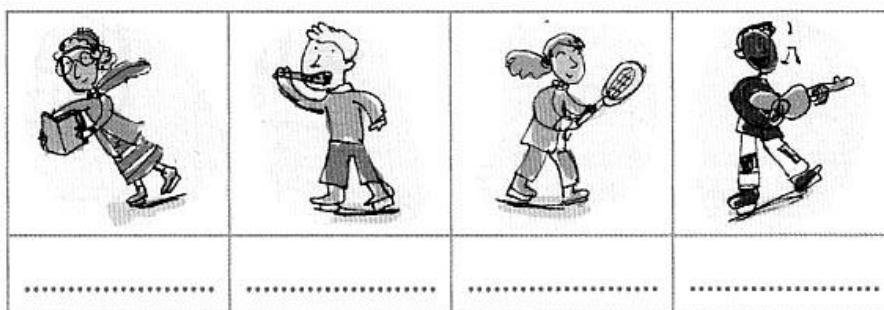
Je comprends et utilise les coordonnées d'un objet situé dans la case d'un quadrillage.

3

Quel monde ! Il se passe de drôles de choses sur la patinoire !
Une dame lit un livre. Un garçon se lave les dents. Une fillette tient une raquette de tennis. Un monsieur joue de la guitare...
Mais les vois-tu ?

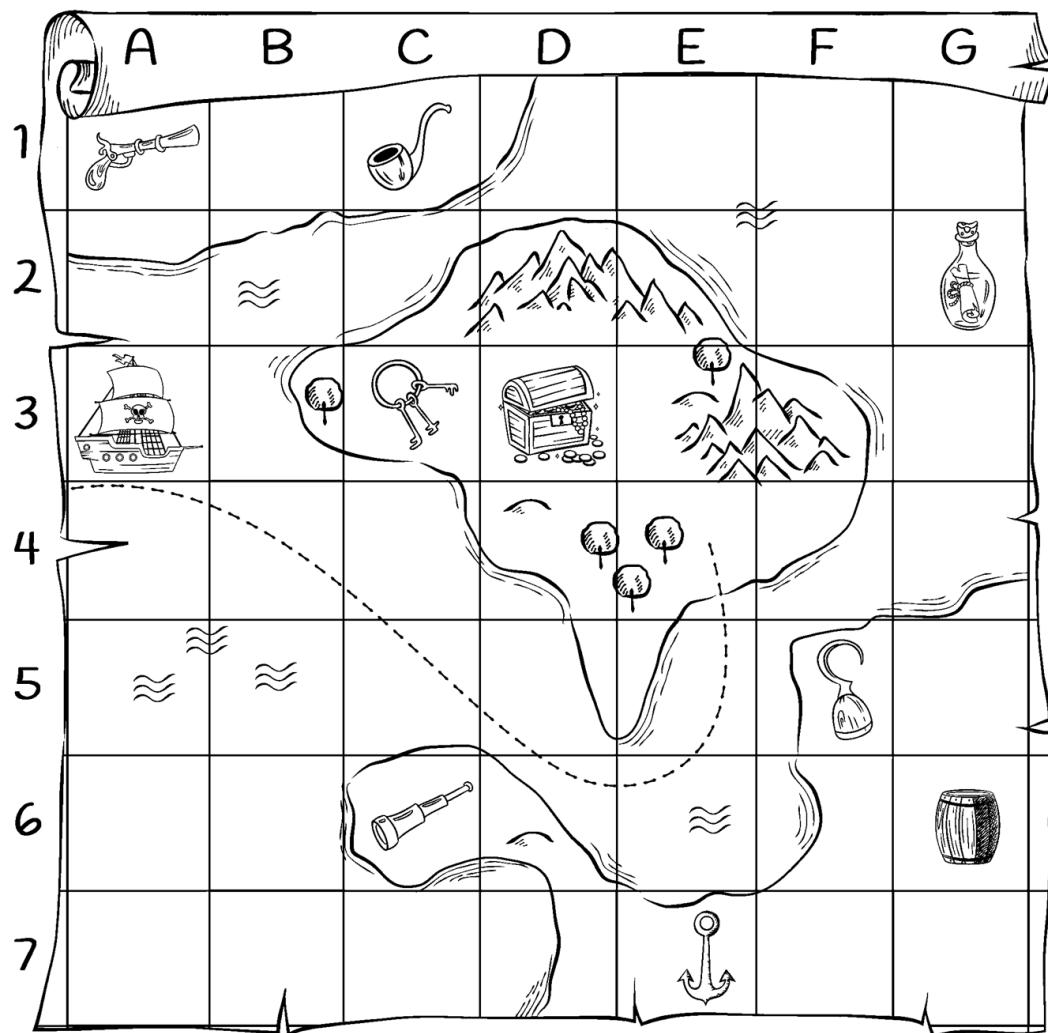


Je trouve le code de la case de chaque personnage.



Je trouve le code de chaque objet

4



.....



.....



.....



.....



.....



.....



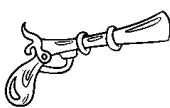
.....



.....



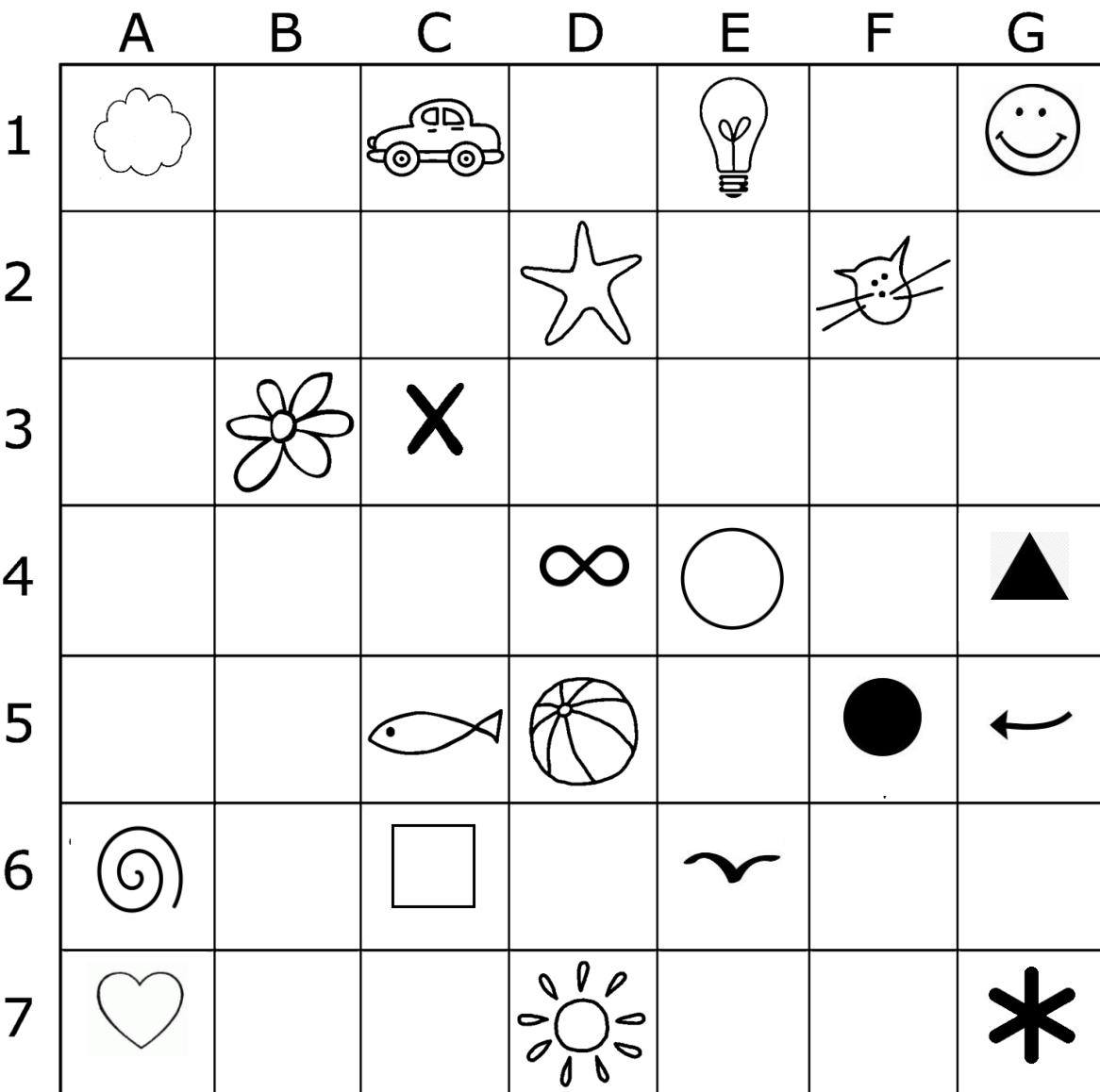
.....



.....

Je trouve l'objet qui correspond au code et je reproduis le dessin.

5



A-1=

G-7=

G-1=

C-3=

E-1=

C-6=

E-4=

C-5=

F-5=

E-6=

D-5=

D-7=

F-2=

D-4=

C-1=

A-6=

G-4=

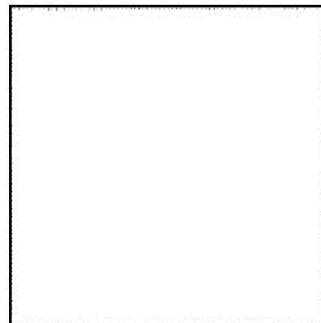
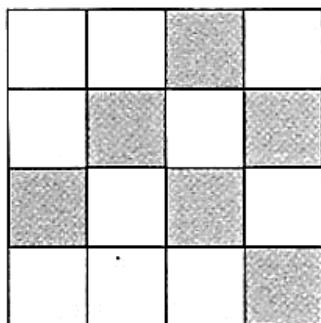
G-5=

B-3=

A-7=

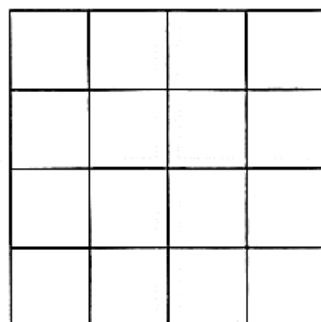
D-2=

- 1** Trouve et découpe le quadrillage qui est identique à celui-ci, puis colle-le.

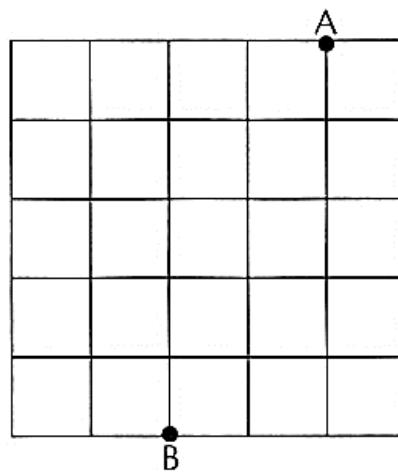
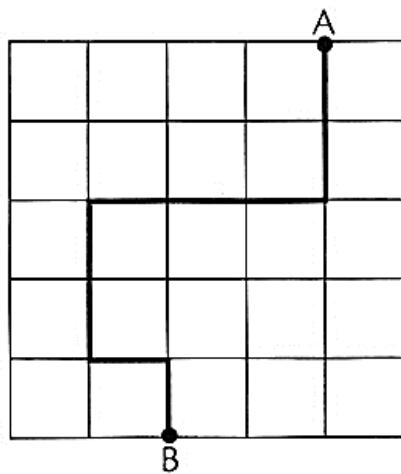


- 2** Reproduis le quadrillage.

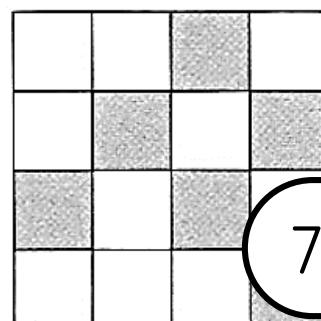
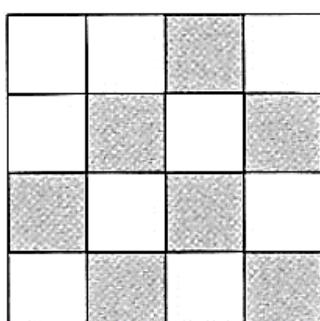
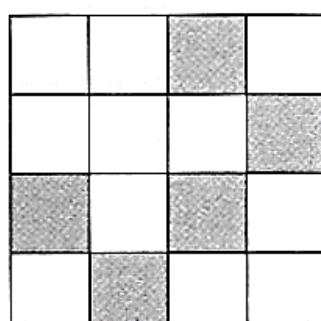
○	□	○	○
□	○	□	△
□	X	□	△
X	□	X	X



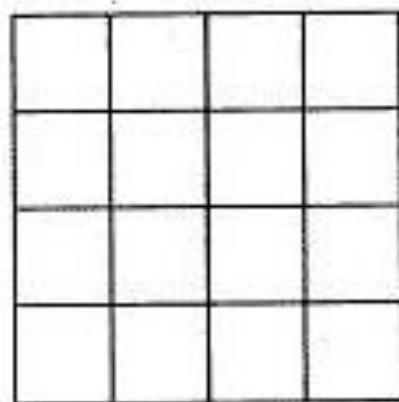
- 3** Reproduis le tracé.



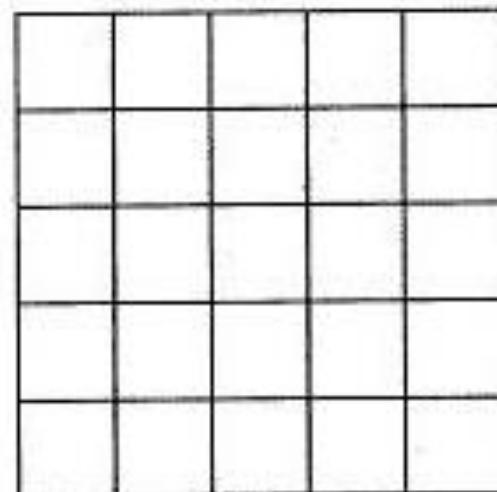
Pour l'exercice 1



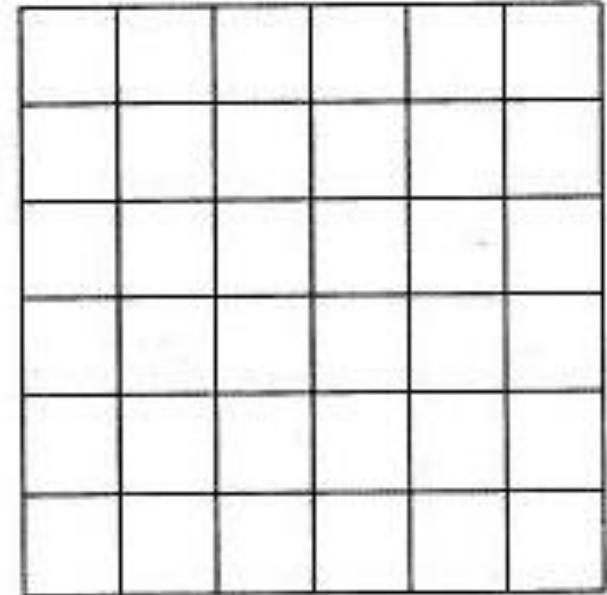
+	\	+	\
\	O	\	+
+	\	O	\
\	+	\	+



X	-	.	O	.
O	/	/	O	X
-	+	.	\	\
.		.		O
-	-	-	/	.

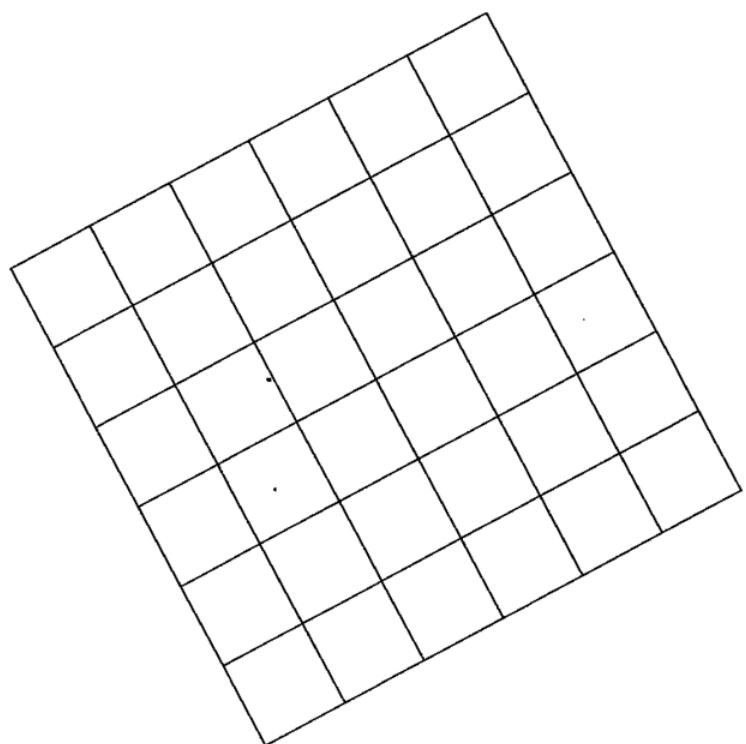
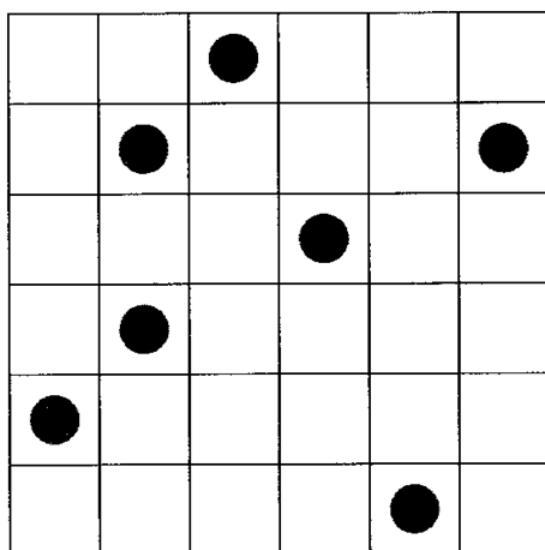
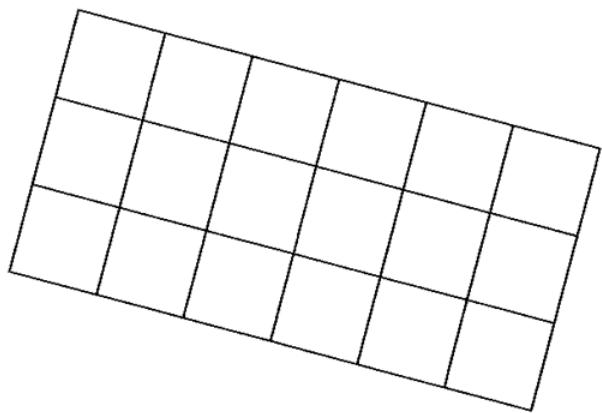
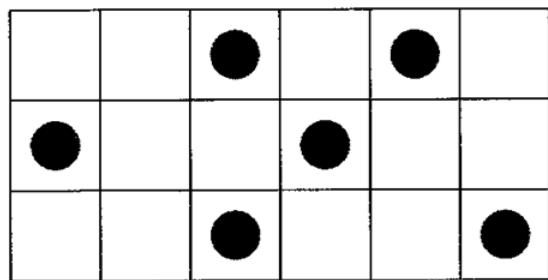
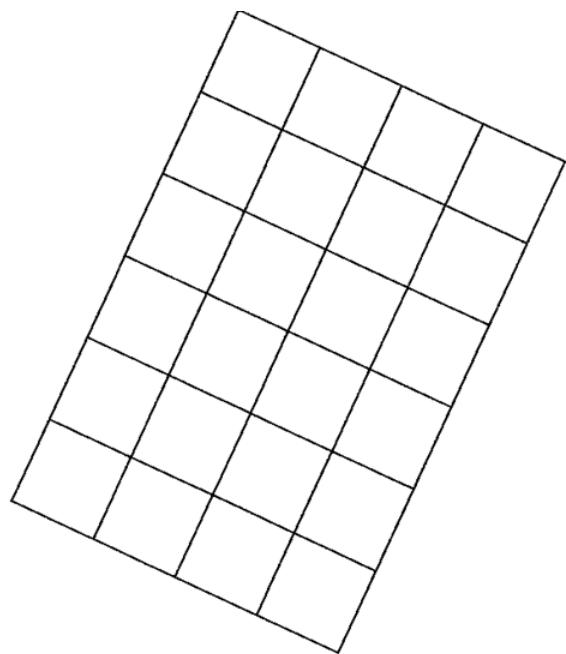
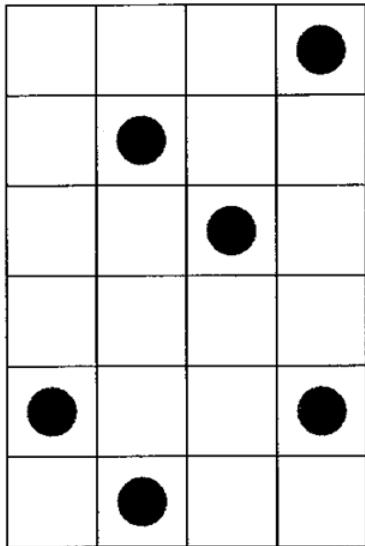


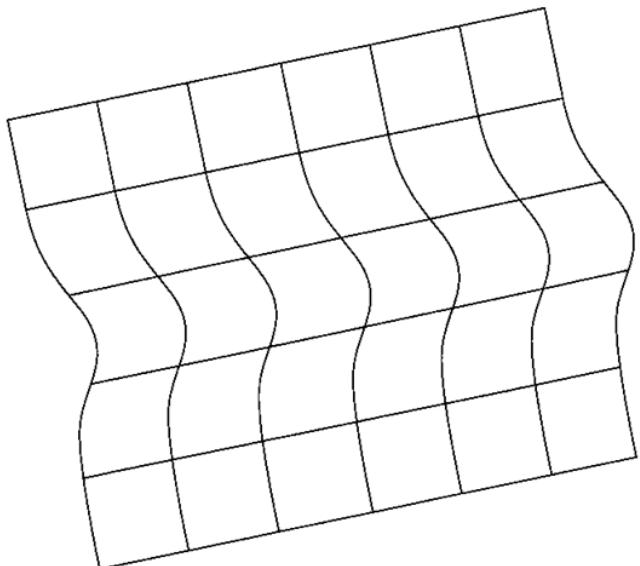
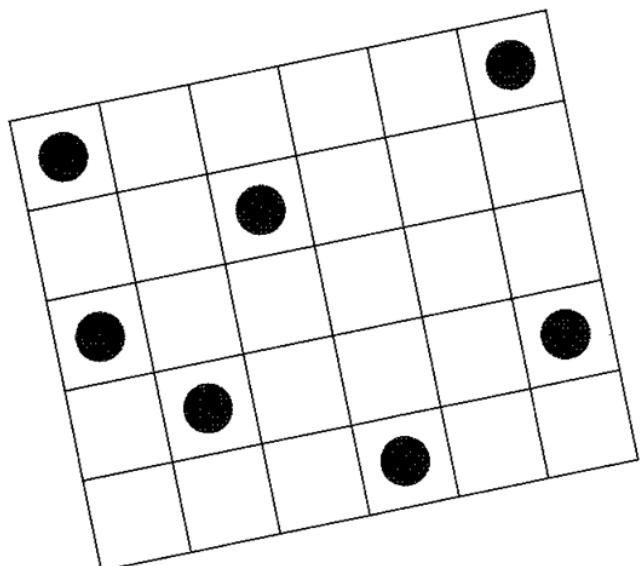
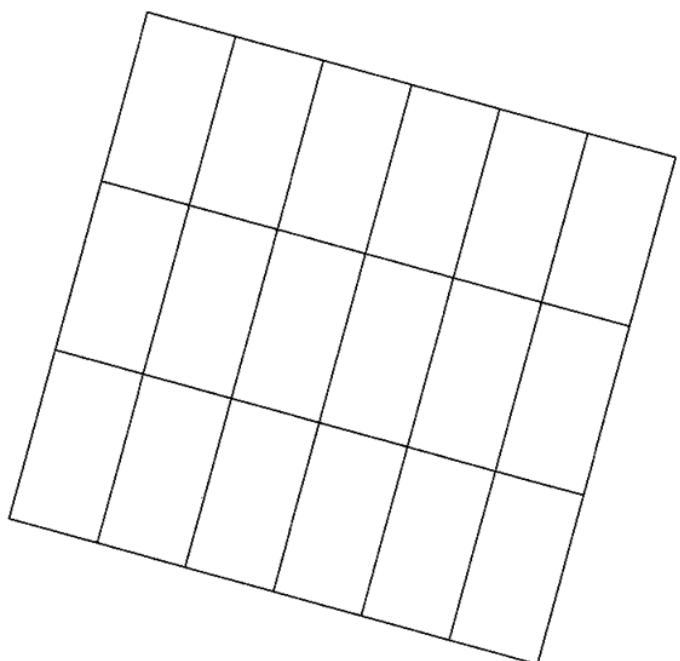
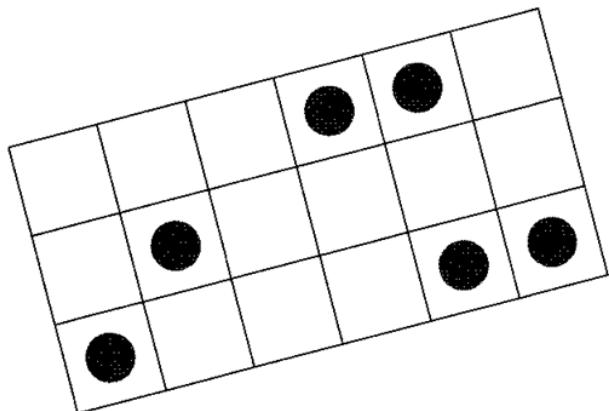
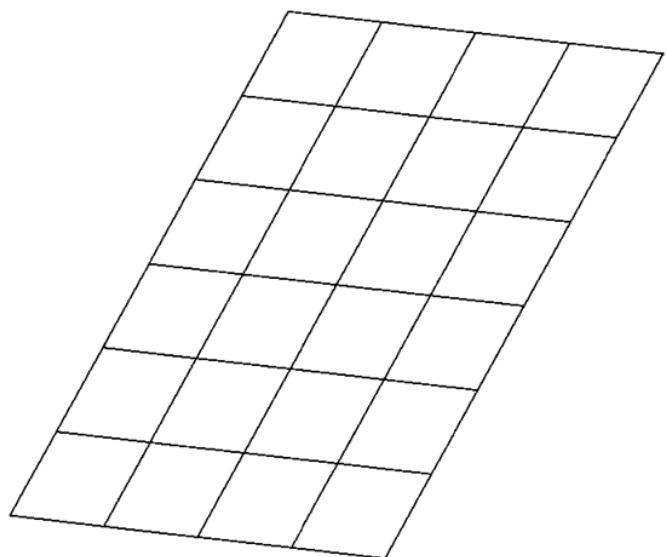
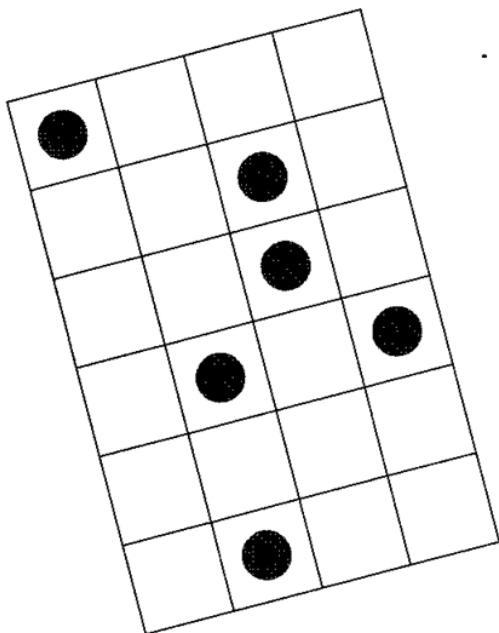
O	/	.	.	O	.
\	X	.	.	X	.
\	+	/	+	O	-
+	/	O	\	\	X
\	O	\	+	\	-
+	\	+	/	O	-



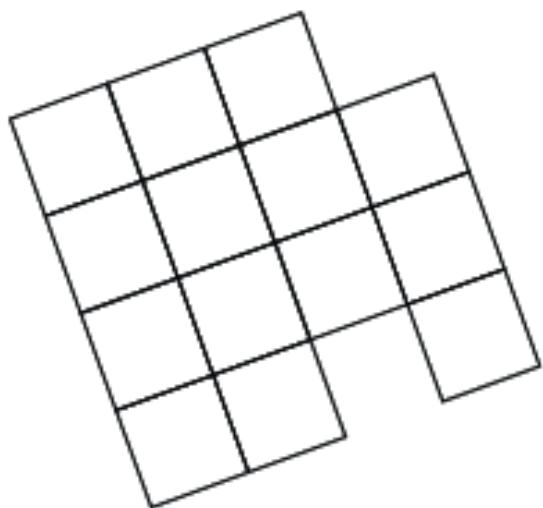
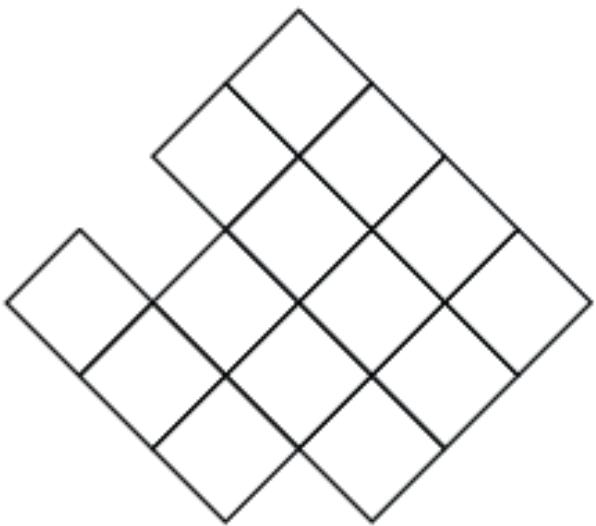
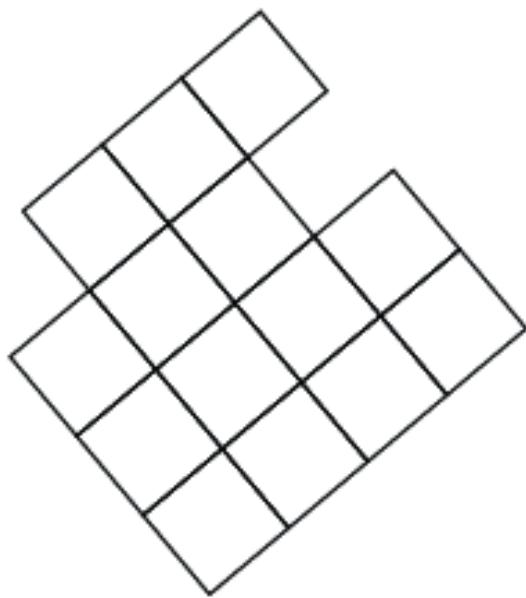
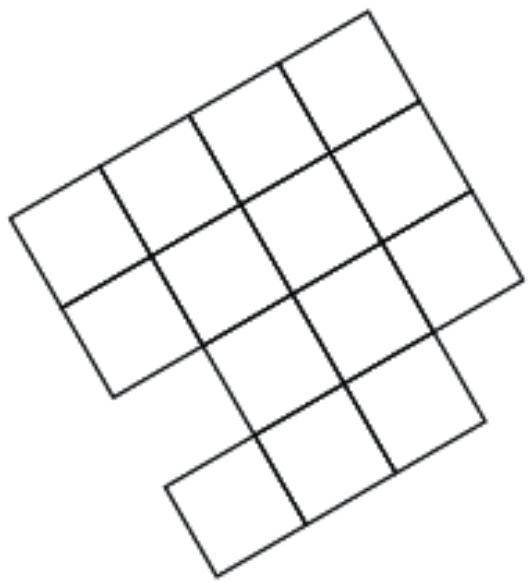
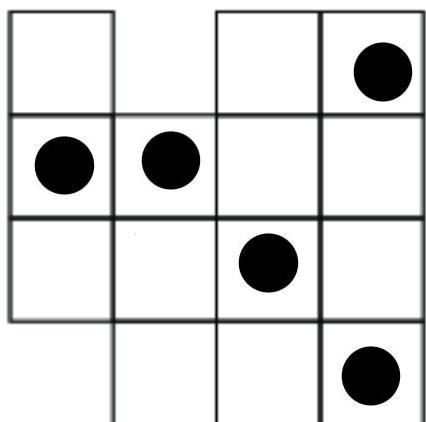
Je reproduis les points

8

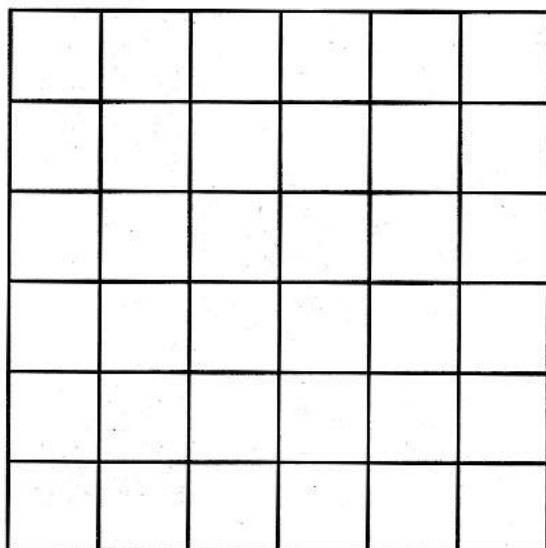
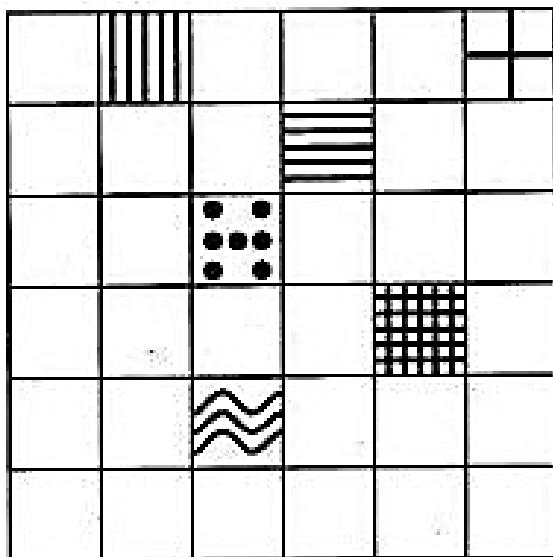




Je reproduis les points



1 • Reproduis le modèle

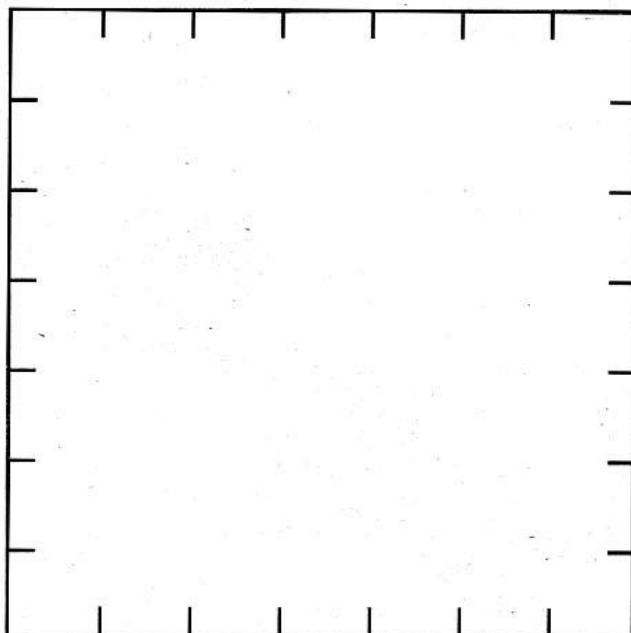


2 • Zoé a décoré un quadrillage, mais Gribouille a effacé certaines cases. Complète la décoration de Zoé.

- Trace le quadrillage à l'aide de la règle. Colorie les cases en suivant le modèle de Zoé et en respectant les codes de couleurs.

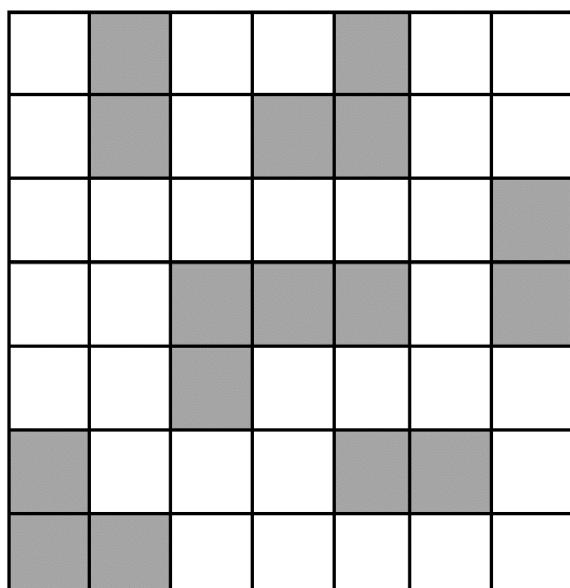
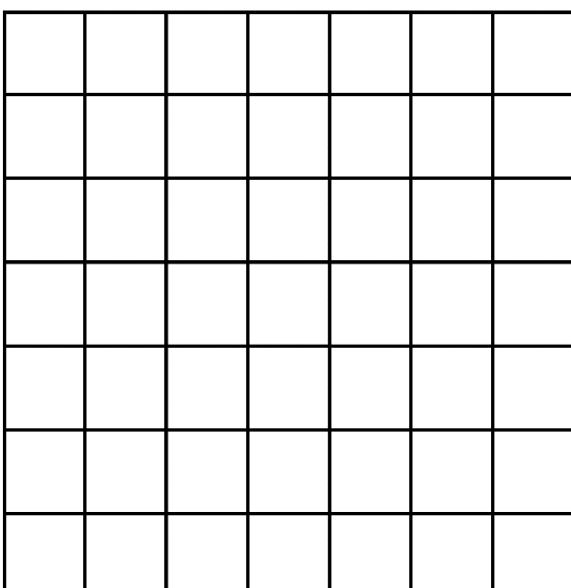
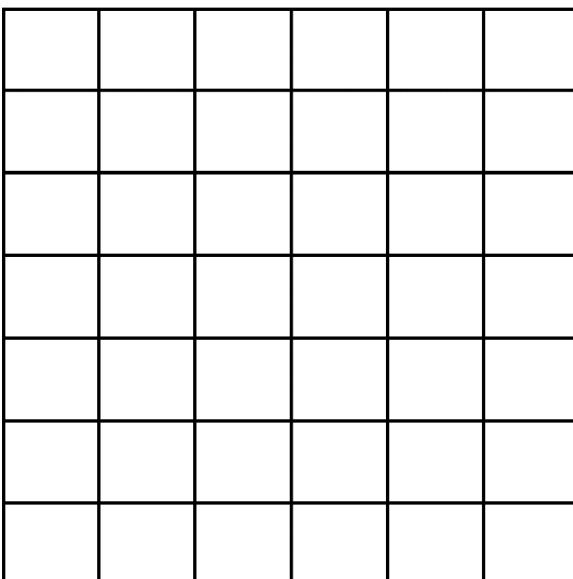
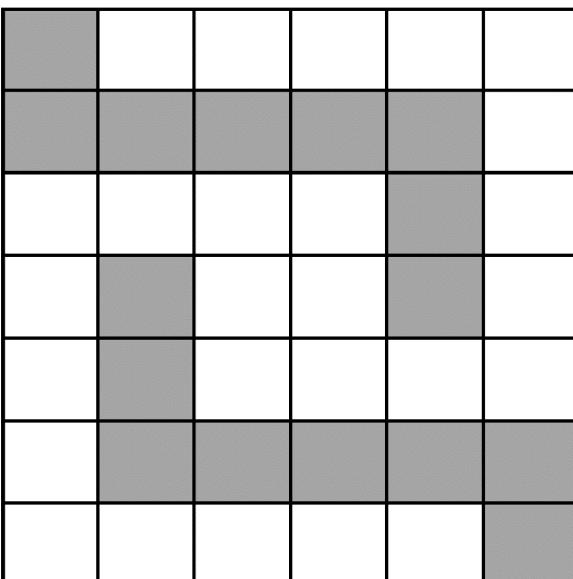
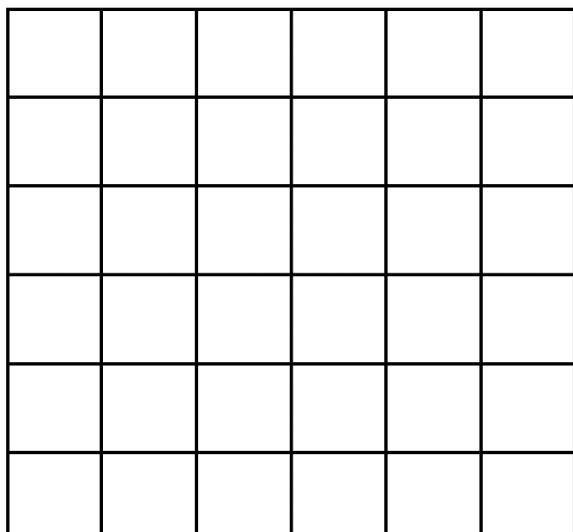
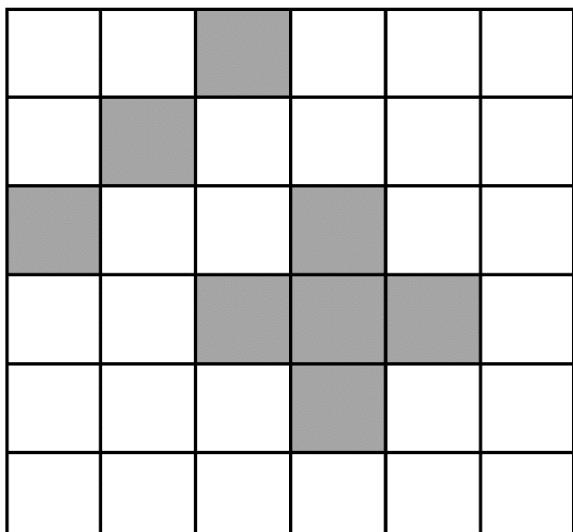
▲ rouge □ jaune ○ bleu △ vert

□	△	△	▲	△	△	○
△	□	△		△		△
△	△	□	▲	○	△	△
▲		▲	▲	▲		▲
	△	○	▲	□	△	△
	○	△		△		△
○	△	△	▲			□



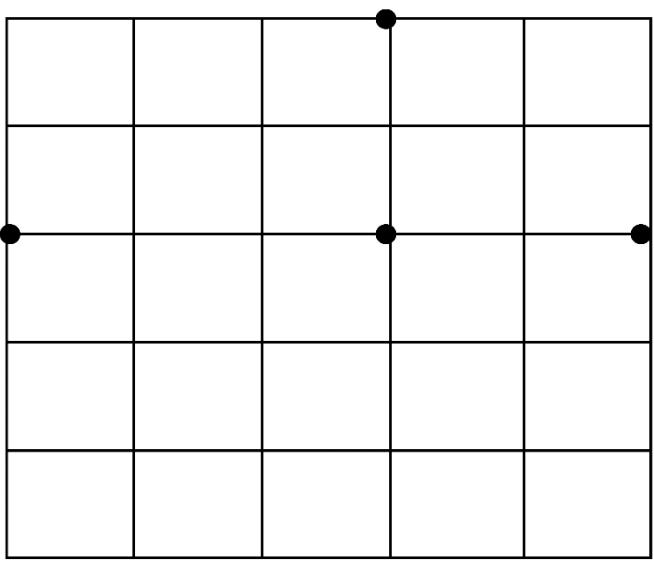
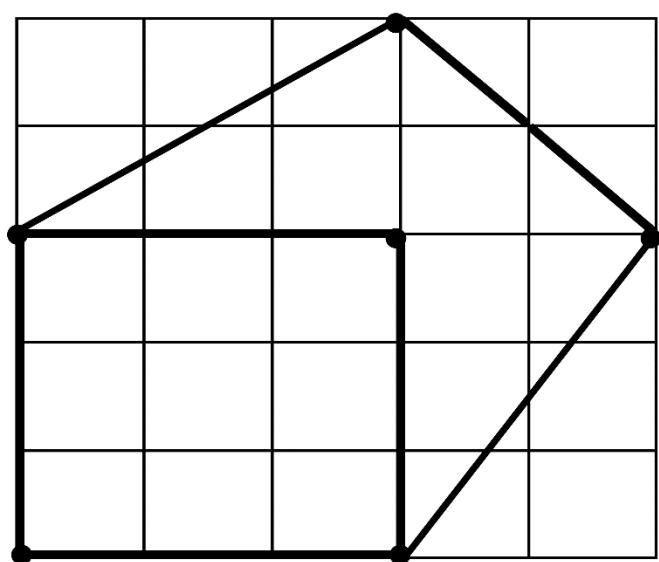
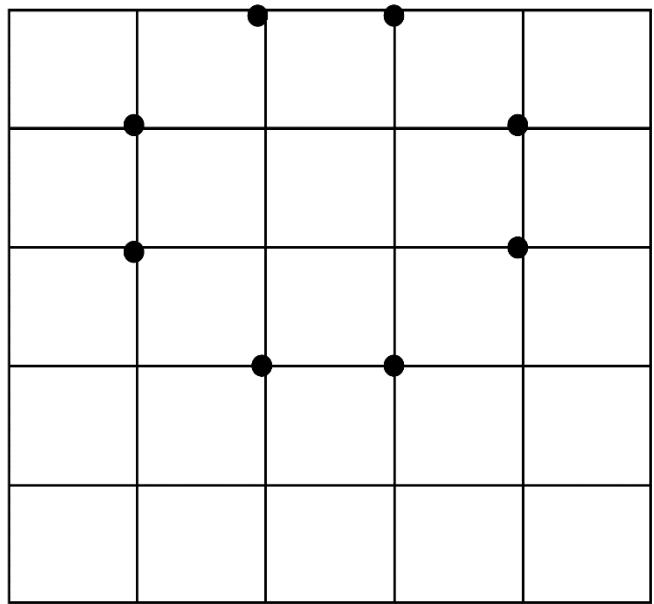
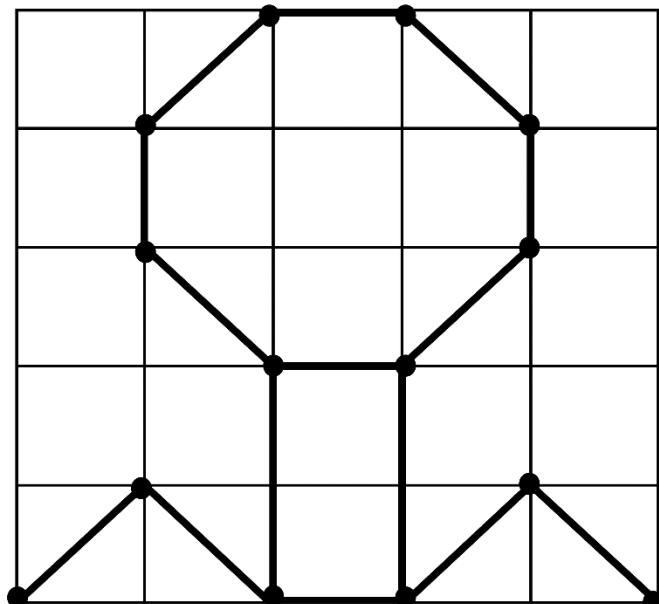
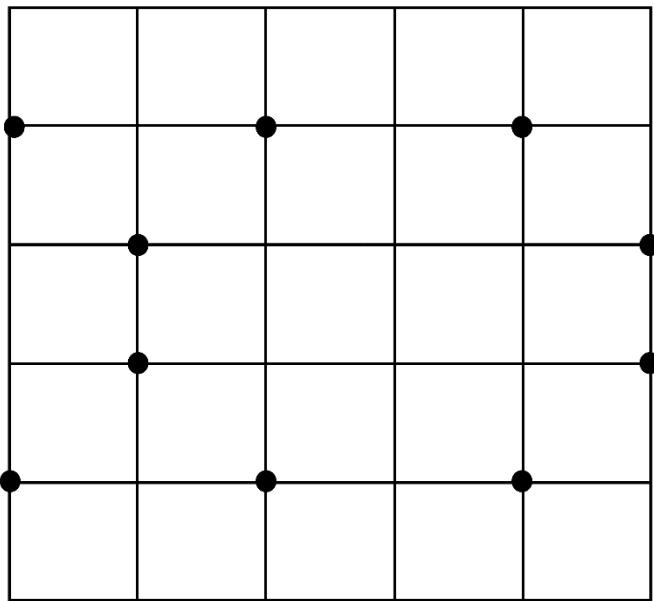
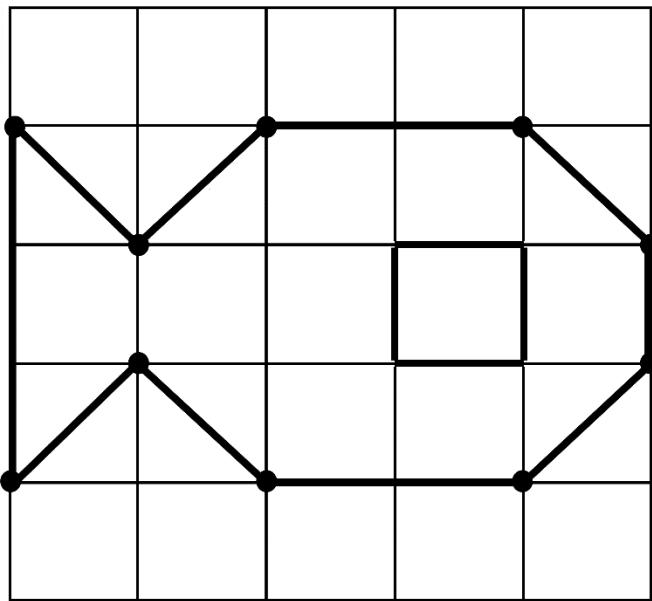
Reproduis les motifs

12

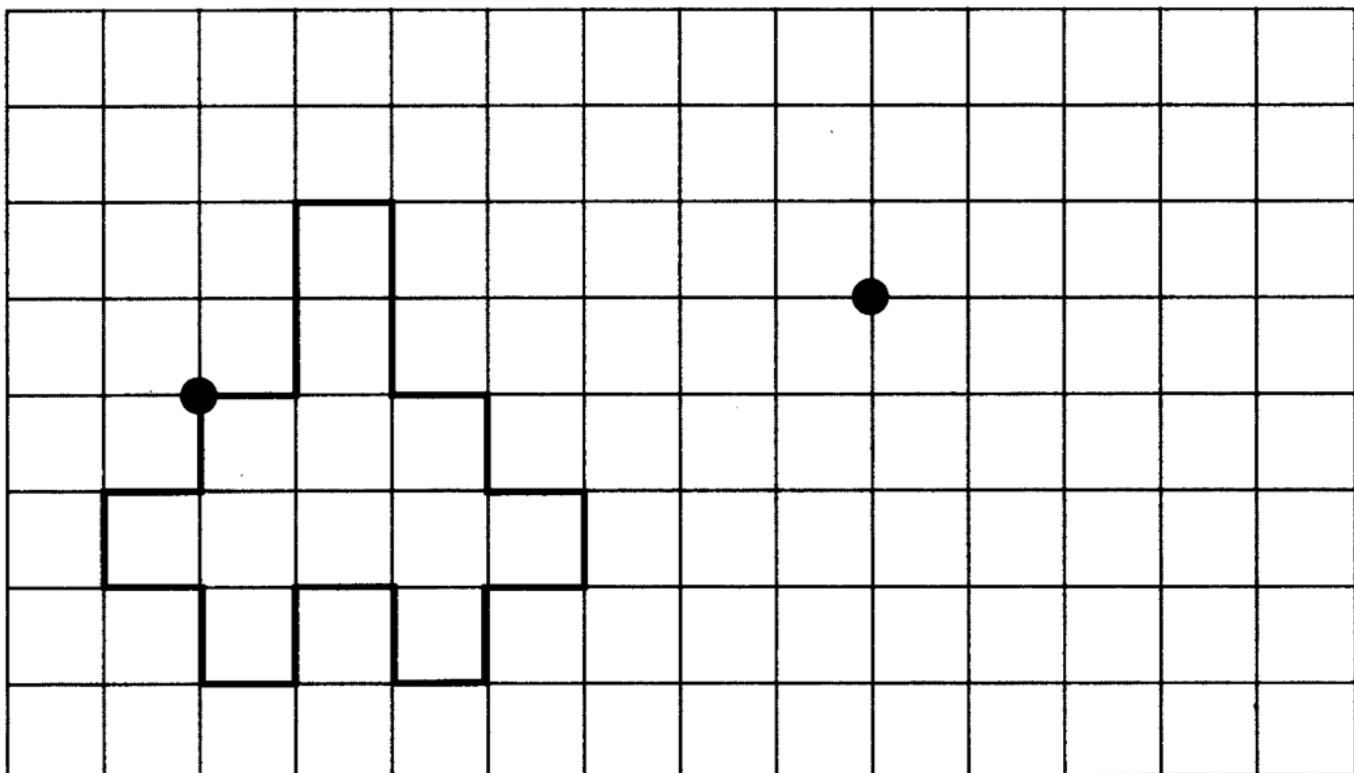


Reproduis les points.

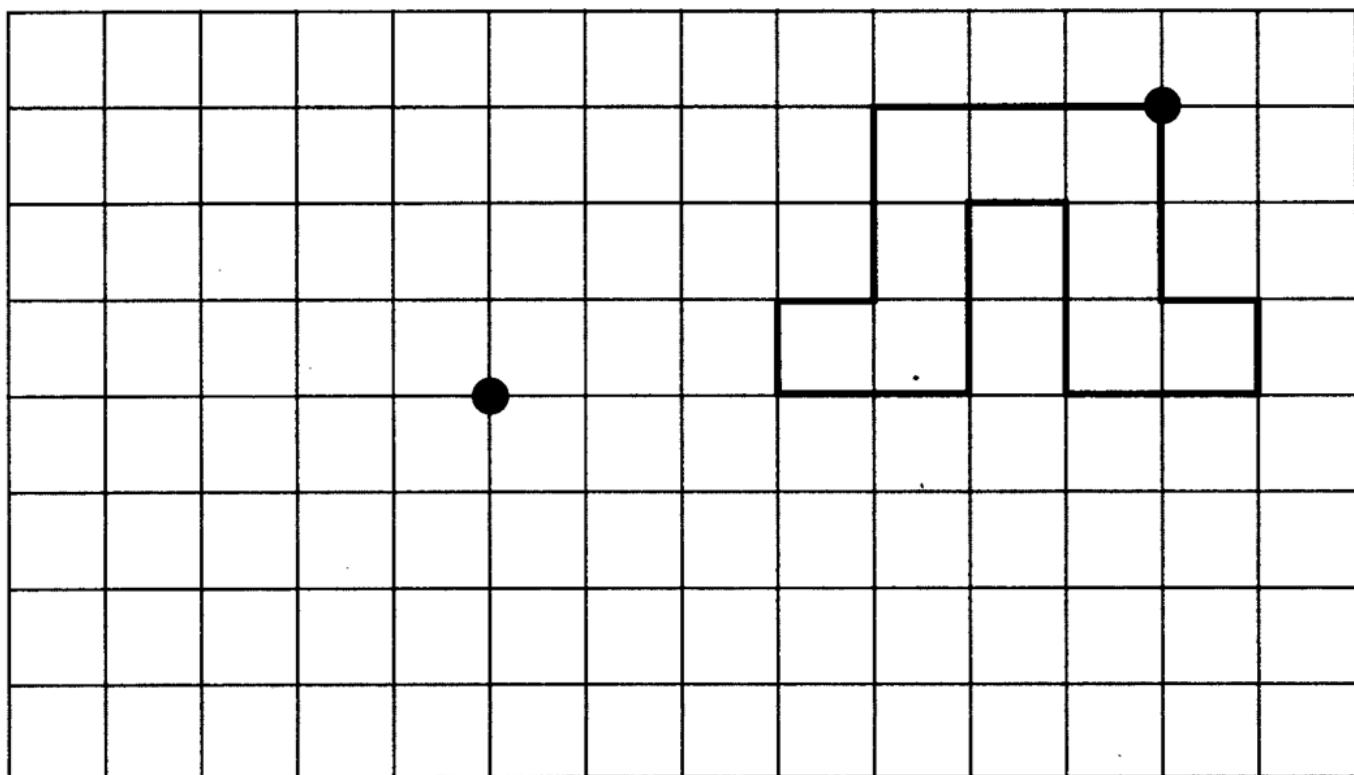
13

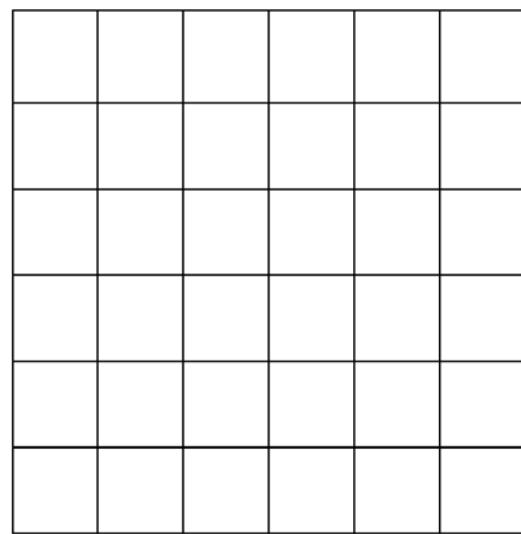
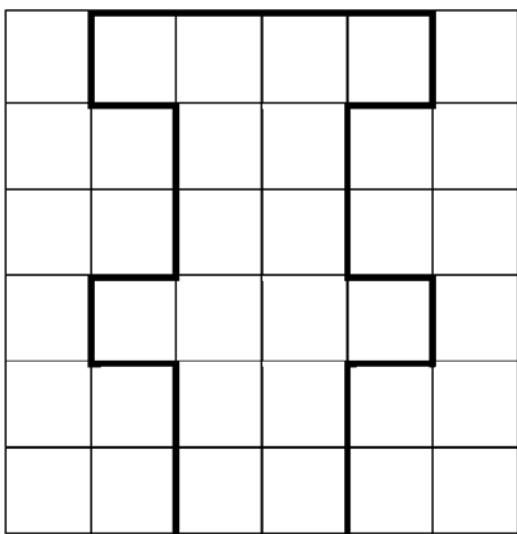
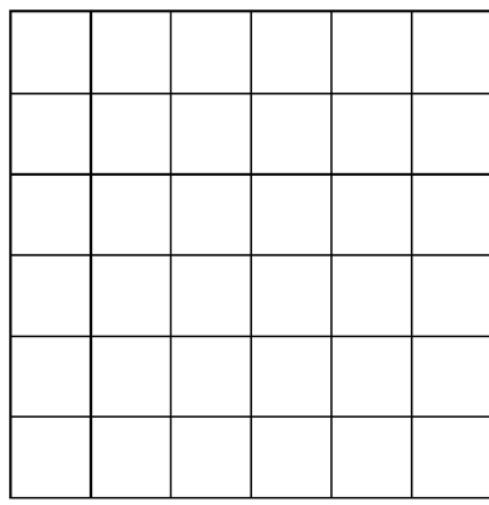
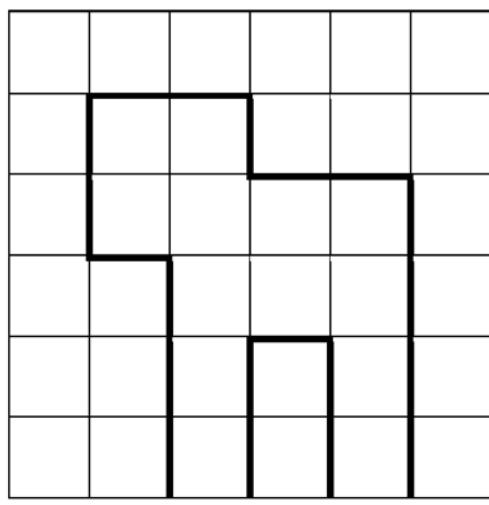
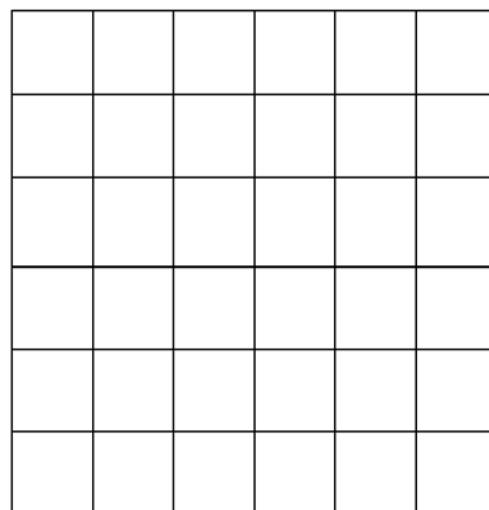
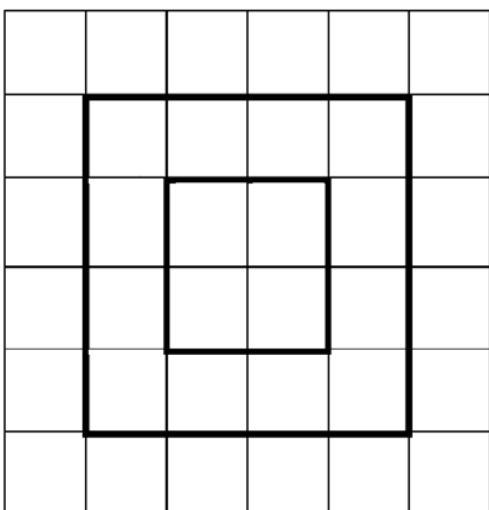


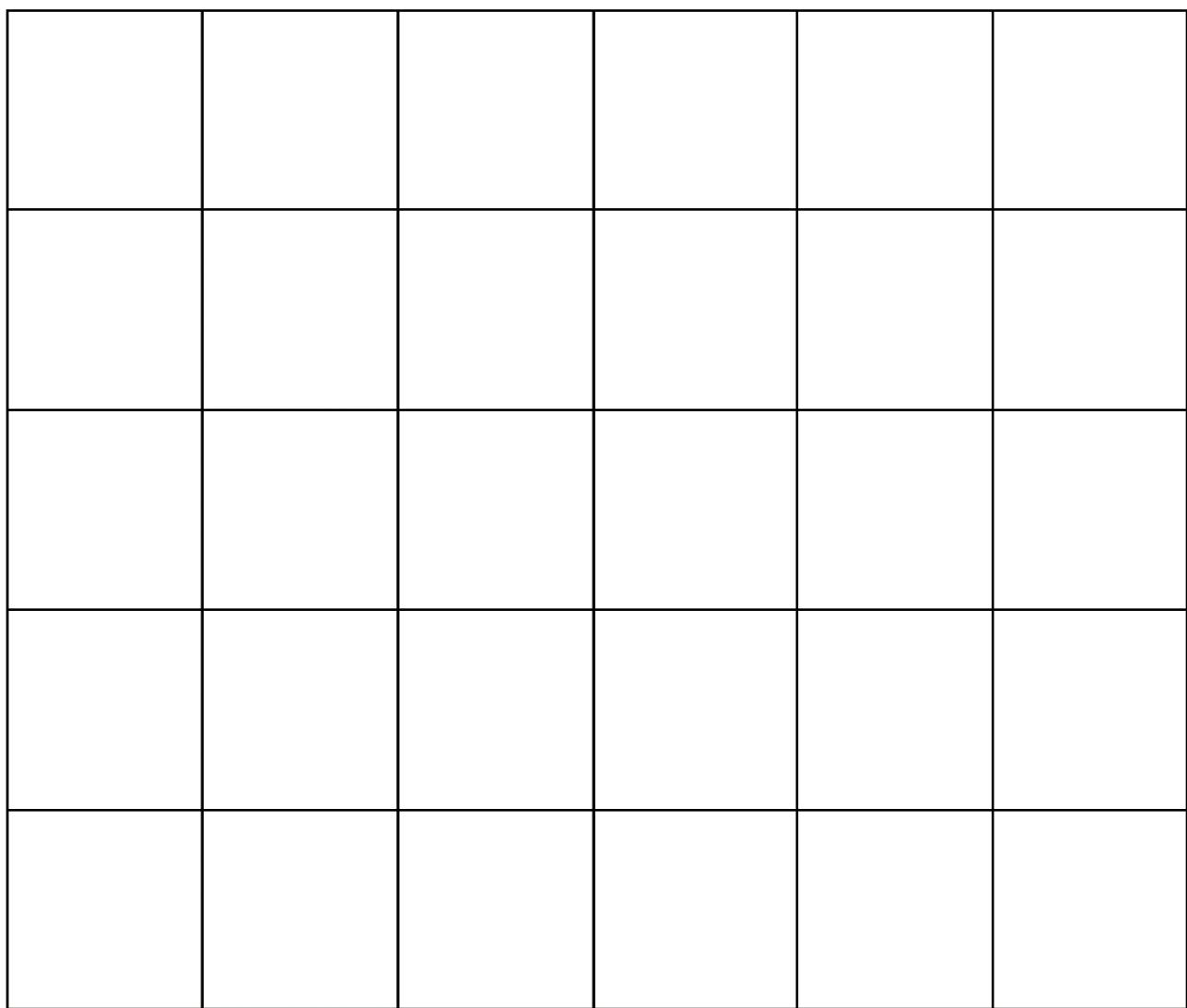
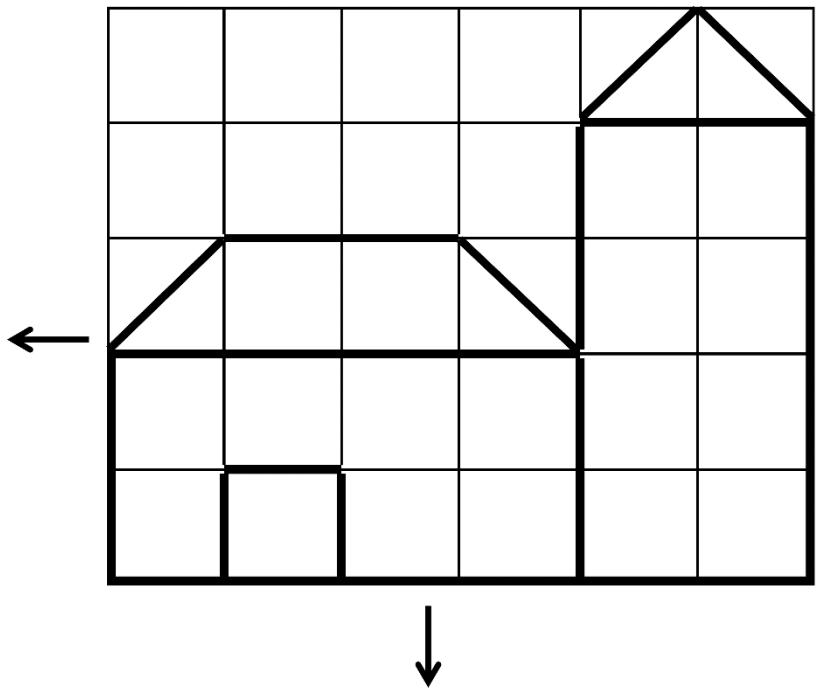
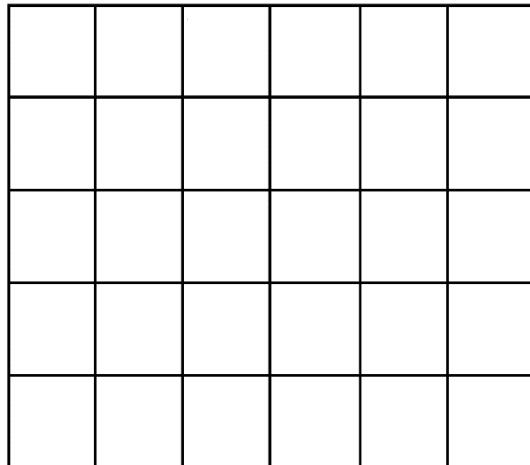
Reproduis le dessin en dessous en respectant la place des ronds.
Trace les traits avec la règle.



Reproduis le dessin en dessous en respectant la place des ronds.
Trace les traits avec la règle.

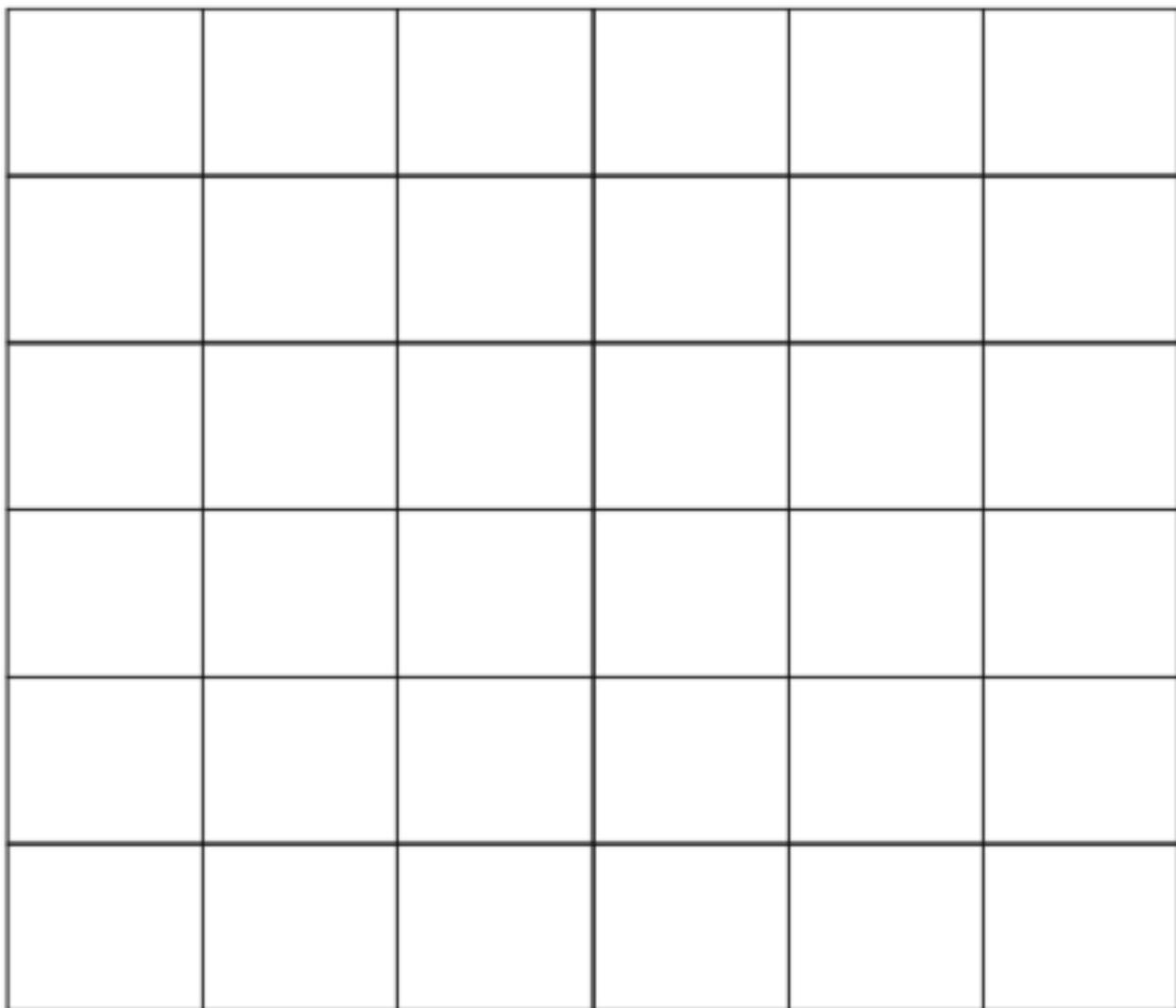
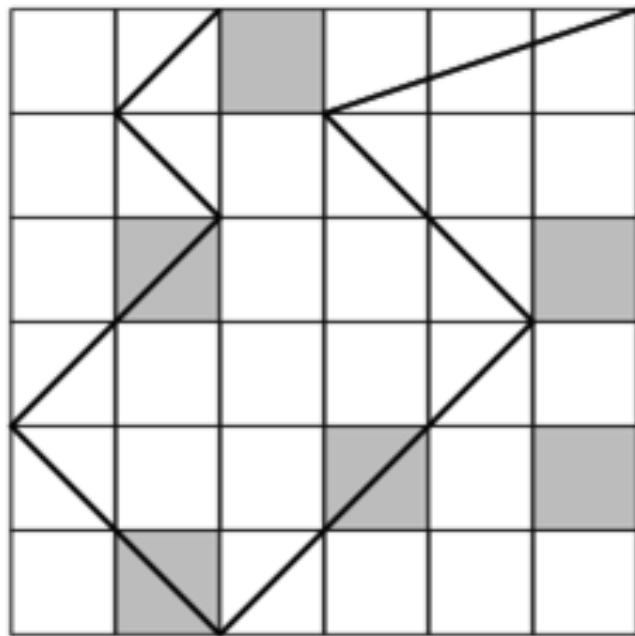






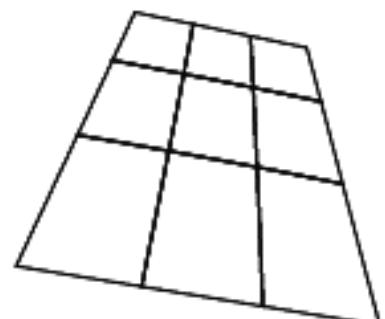
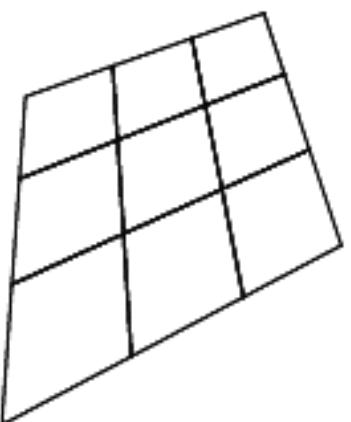
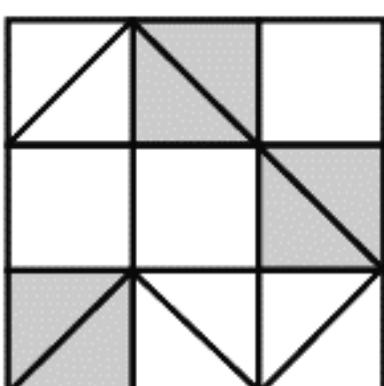
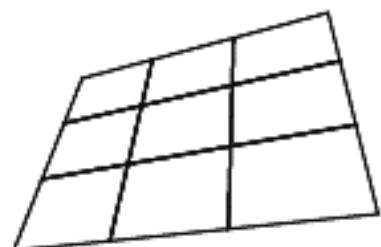
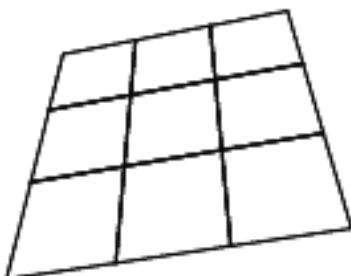
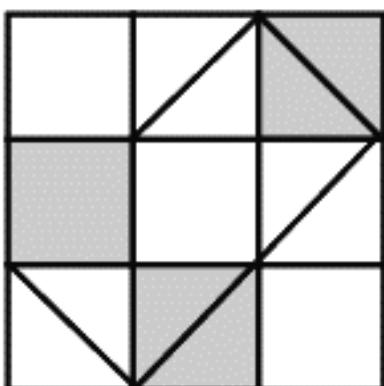
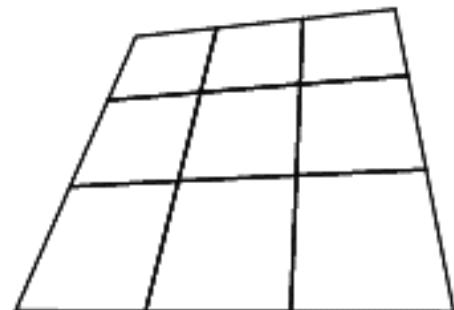
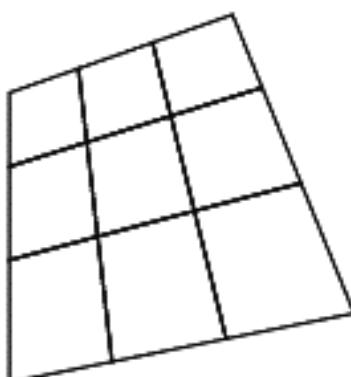
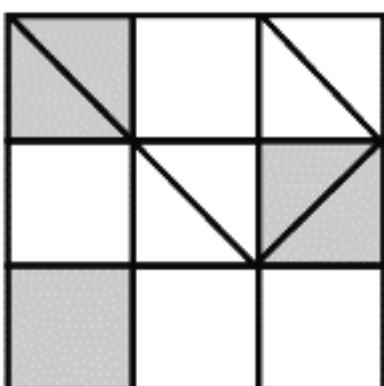
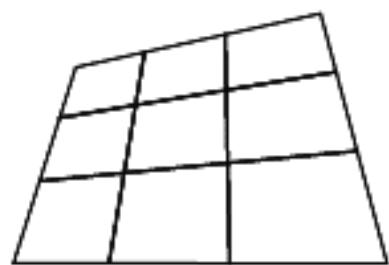
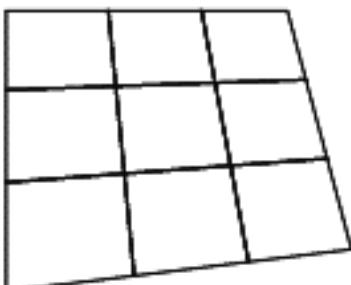
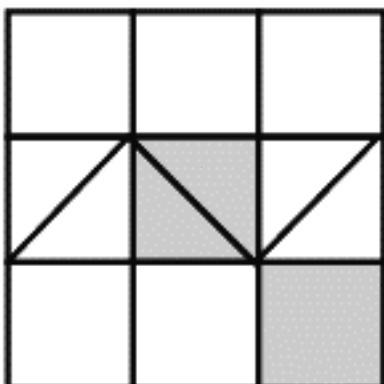
Reproduis les carreaux puis trace à la règle les lignes noires.

17



Reproduis les carreaux puis trace à la règle les lignes noires.

18



Je me déplace sur un quadrillage.

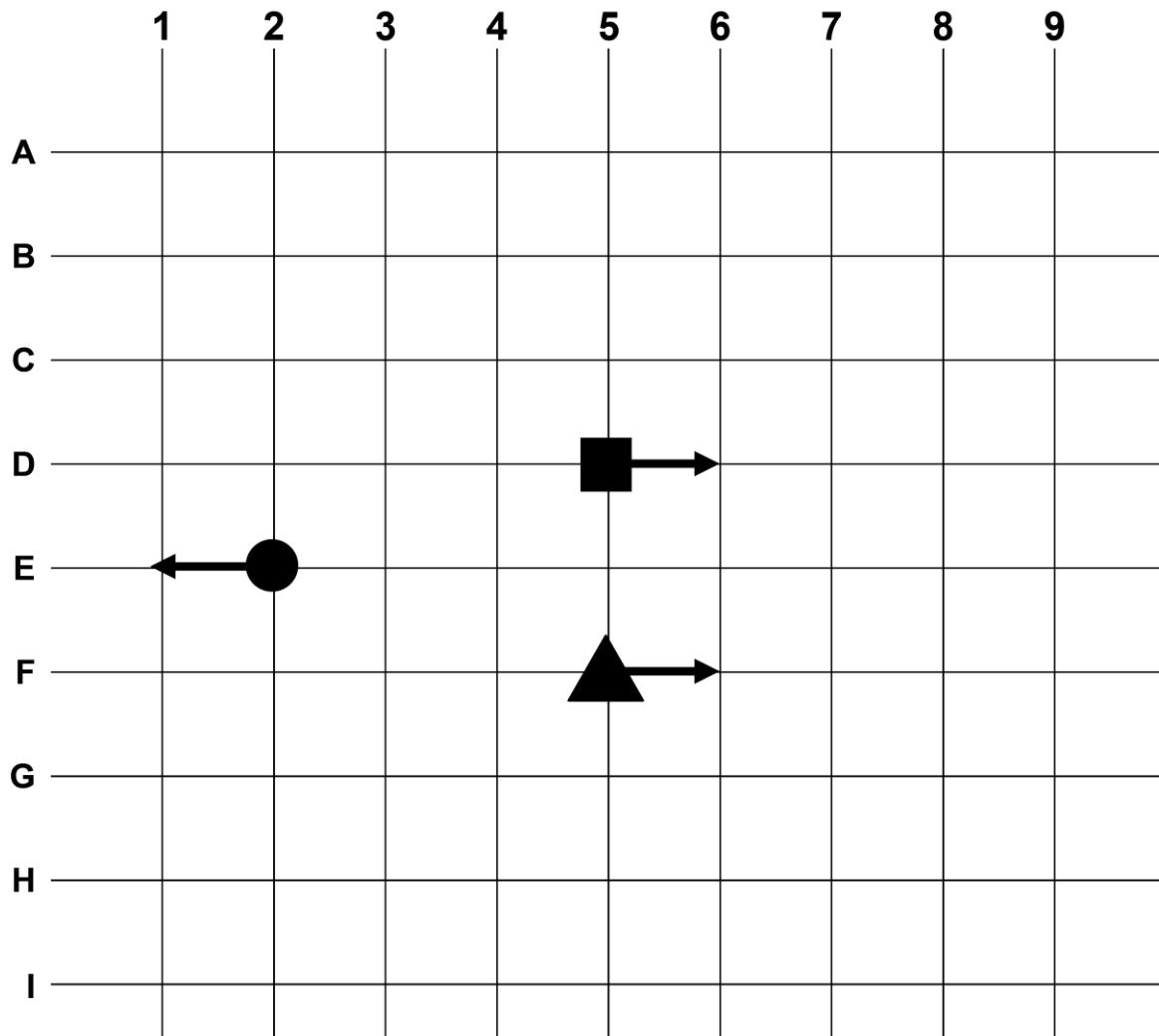
19

Trace le chemin. Indique les coordonnées du point d'arrivée.

■ (D,5) → ↑ → ↑ → → ↑ ■ (__ , __)

● (E,2) ← ↓ → ↓ ↓ ← ↓ → → → ● (__ , __)

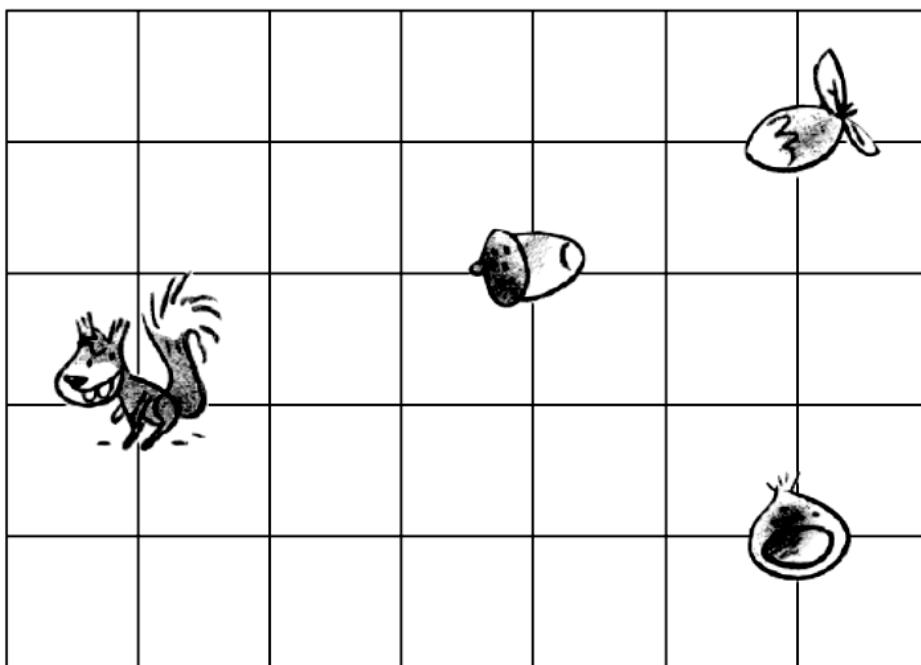
▲ (F,5) → ↑ → → ↑ ↑ → ↓ ↓ ↓ ↓ ← ↓ → ▲ (__ , __)



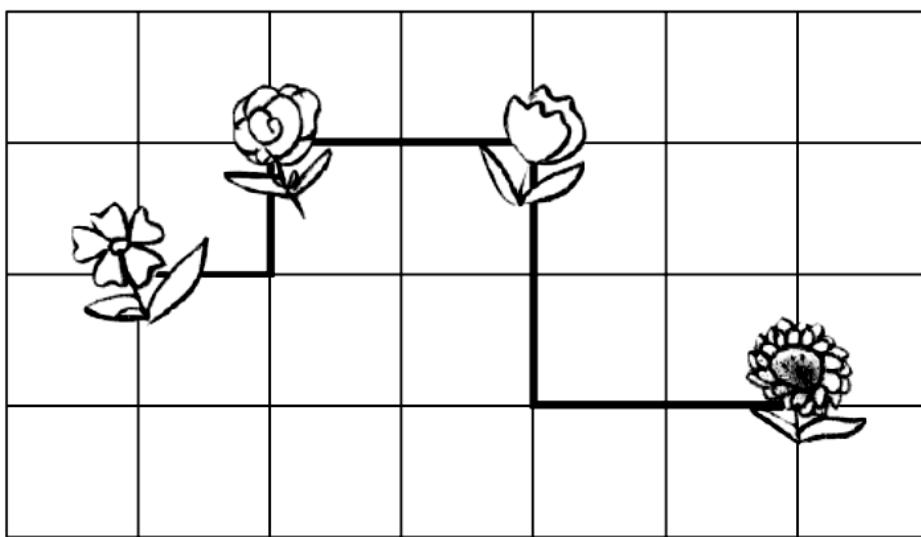
- 1** L'écureuil a fait ses provisions.
Voici le chemin qu'il a parcouru :



Trace ce chemin sur le quadrillage.



- 2** Indique, à l'aide de flèches, le chemin que Marie a suivi pour cueillir les fleurs.



Je me déplace sur un quadrillage.

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2→	6↓	2→	1↑	1→	1↑	1→	1↑	1→
1↑	4→	1↓	1→	1↓	1→	3↓	7→	1↓
3→	7↓	1←	6↓	3←	5↑	6←	5↓	3←
7↑	3←	1↑	2←	1↑	1←	2↑	2←	1↑
2←	9↑							

