



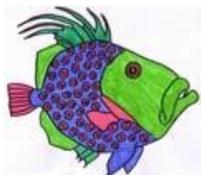
grande section  
de maternelle

- Conforme aux programmes  
de l'éducation nationale

# mathématiques

# les poissons

- Dénombrement
- Repérage
- Logique



# FICHER

## Mathématiques - Poissons

Fichier créé par Anne-Marie Samoun [annemariesam@free.fr](mailto:annemariesam@free.fr)

Ce fichier vous propose 20 fiches qui reprennent les principaux points du programme de mathématiques de grande section et qui correspondent à ce qu'un enfant entrant au CP doit savoir faire : Dénombrement jusqu'à 10, repérage dans l'espace (tableau à double entrée, repérage et déplacement sur un quadrillage, labyrinthe, symétrie, puzzle), exercices de logique (coloriage à codes, classement, algorithme).

Les fiches sont sur le thème des poissons et animaux marins, la moitié en couleur, l'autre en noir et blanc, pour permettre le coloriage qui peut être inclus dans la consigne (par exemple, « colorie le nombre de poissons demandé ») ou demandé comme consigne supplémentaire, pour les enfants les plus rapides.

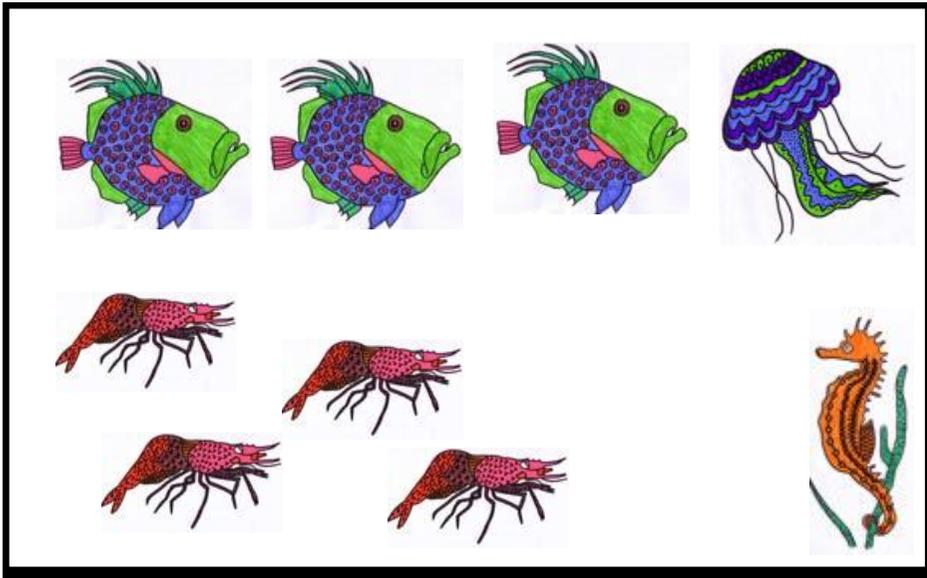
Ces fiches ont été réalisées à partir des dessins du fichier « graphisme décoratif » sur les animaux marins.

### SOMMAIRE

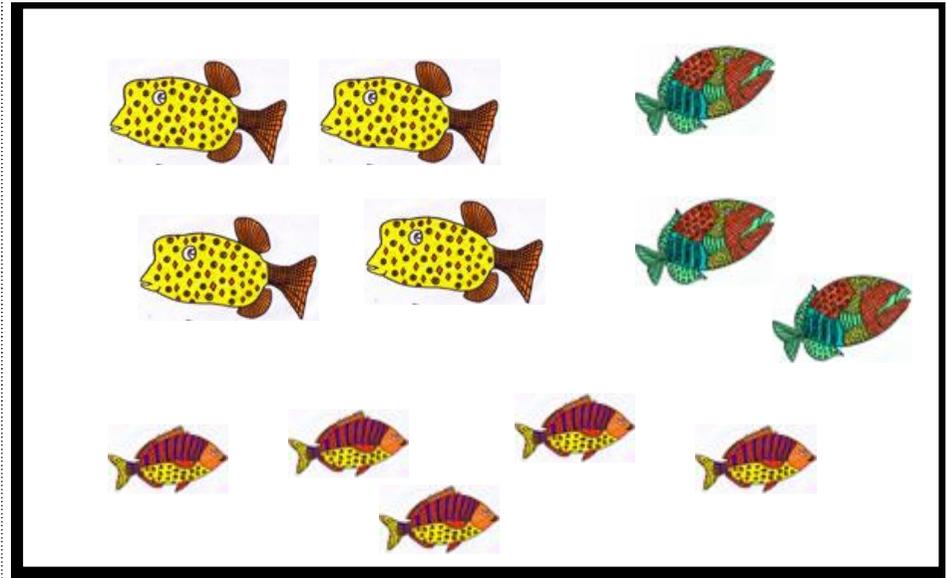
- 1- Dénombrer différents animaux marins
- 2- Mettre les bonnes quantités de poissons dans des aquariums
- 3- Compléter un tableau indiquant le nombre de différentes espèces d'animaux marins
- 4- Colorier l'aquarium qui contient le plus de poisson
- 5- Regrouper des méduses par 5
- 6- Coller des animaux marins dans le bon ordre
- 7- Jeu de l'oie
- 8- Colorier selon un code couleur
- 9- Continuer les rythmes
- 10- Classer selon un ordre
- 11- Colorier selon une direction
- 12- Compléter symétriquement
- 13- Compléter un puzzle
- 14- Se repérer dans un quadrillage
- 15- Tableau à double entrée 1
- 16- Tableau à double entrée 2
- 17- Trouver les coordonnées de cases
- 18- Suivre un chemin sur un quadrillage
- 19- Suivre un chemin fléché sur un quadrillage
- 20- Labyrinthe

*La règle du jeu de l'oie : Chaque joueur dispose d'un pion. Il lance les 2 dés, les additionne et avance de la quantité indiquée par les dés. Le joueur suivant fait de même. Le vainqueur est celui qui arrive le premier sur la dernière case.*

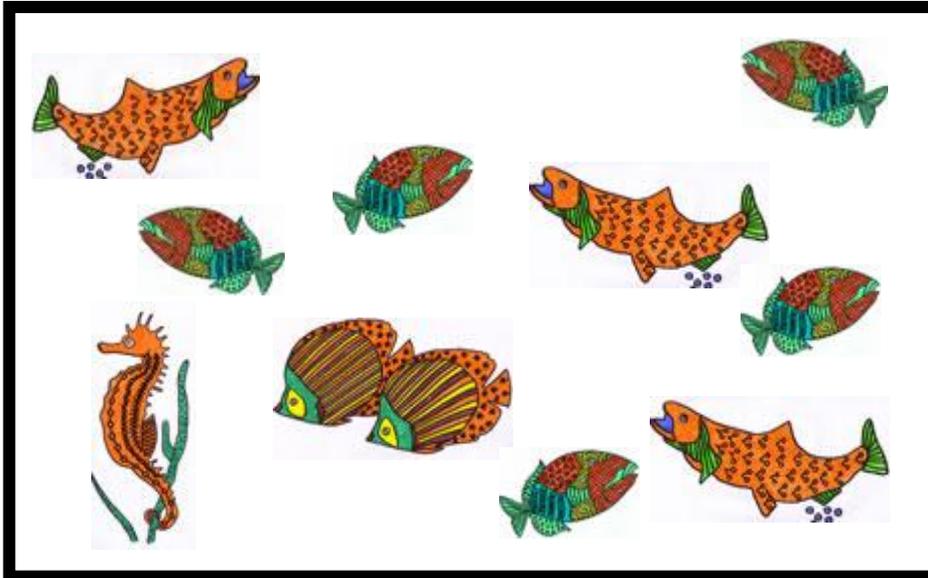
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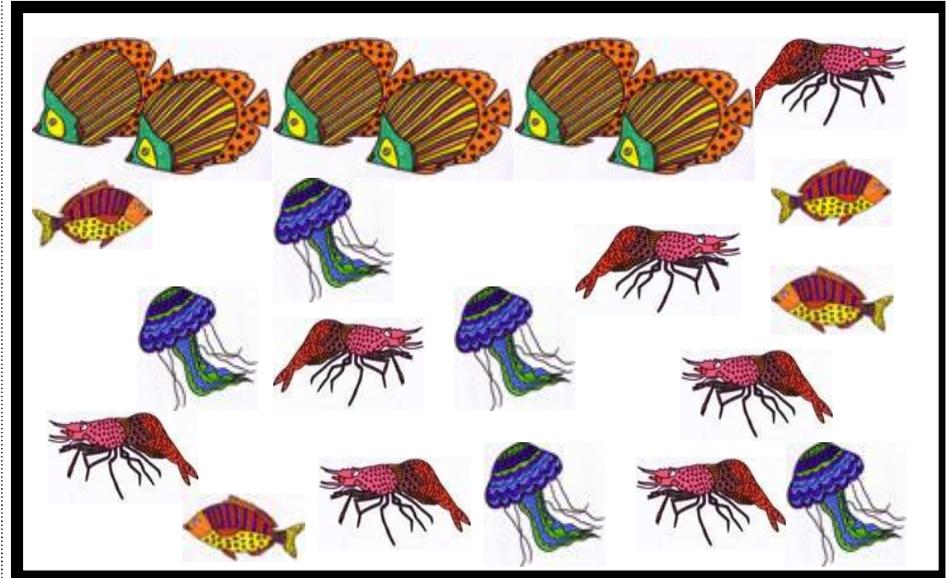


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Indique dans chaque aquarium combien de poissons de chaque sorte tu comptes.



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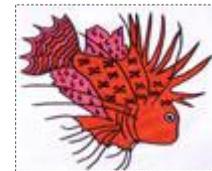
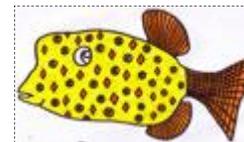
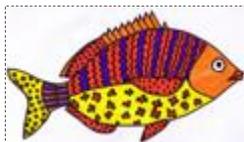
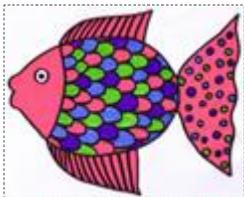
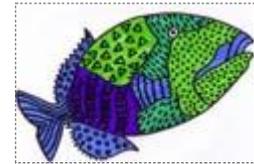
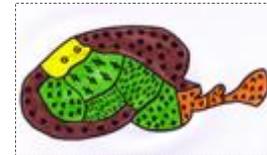
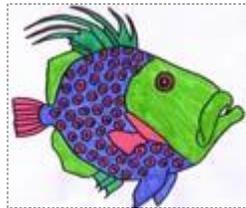
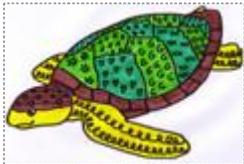
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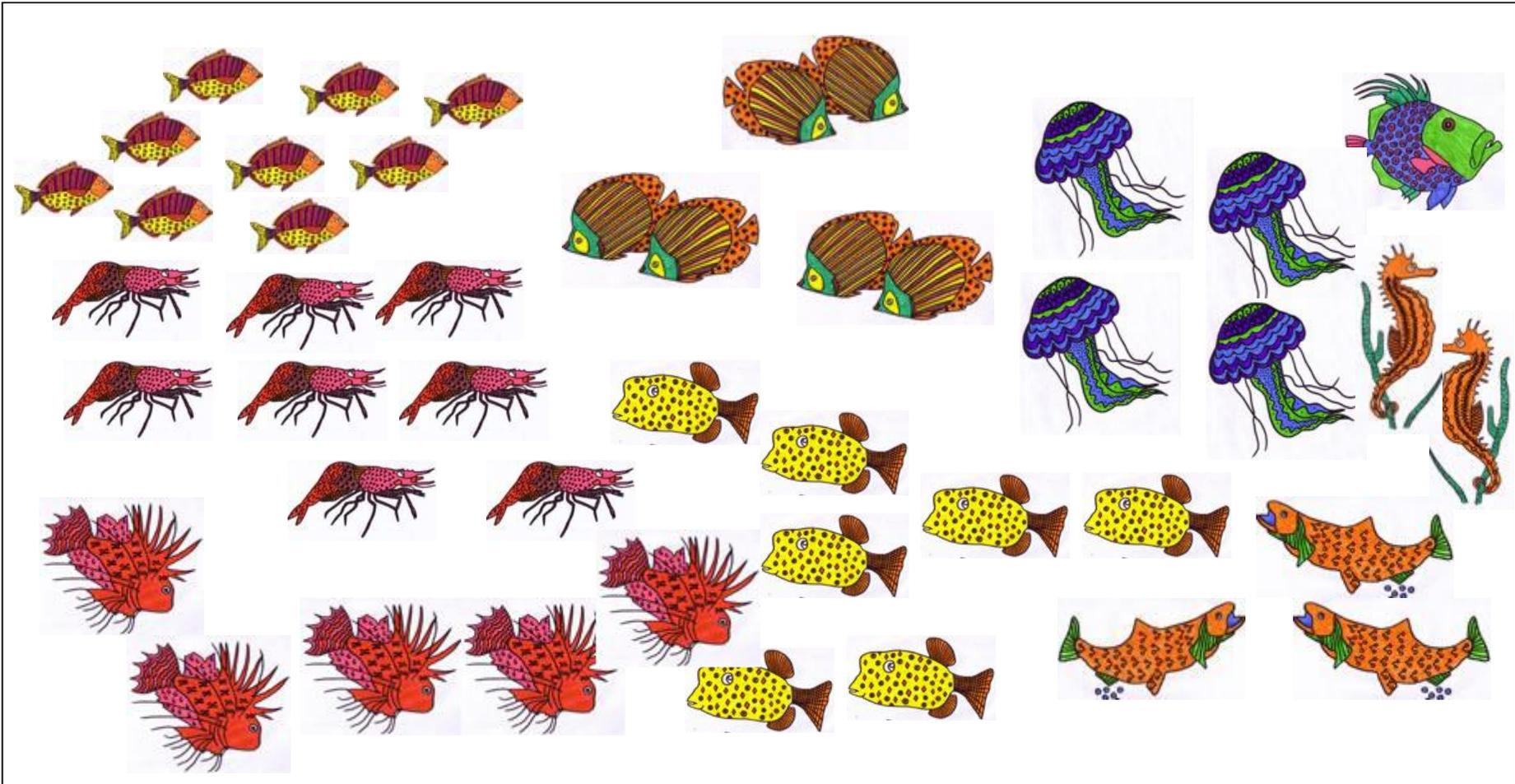
Colle 5 poissons dans l'aquarium ci-dessous.



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Colle 6 poissons dans l'aquarium ci-dessous.



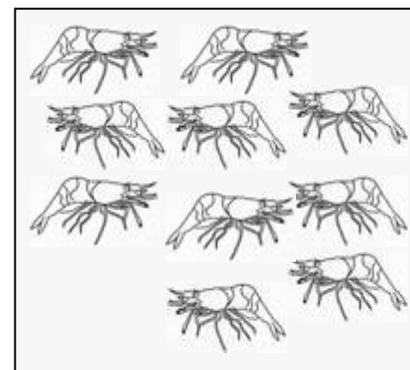
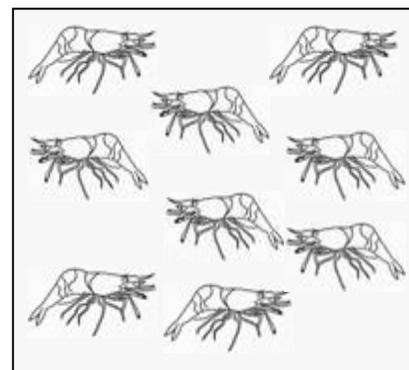
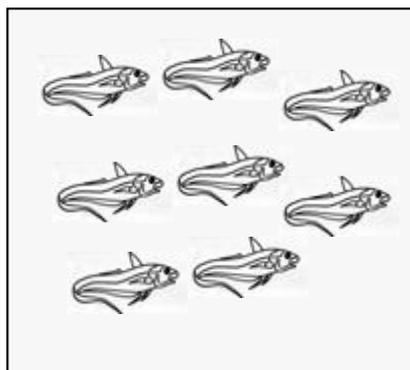
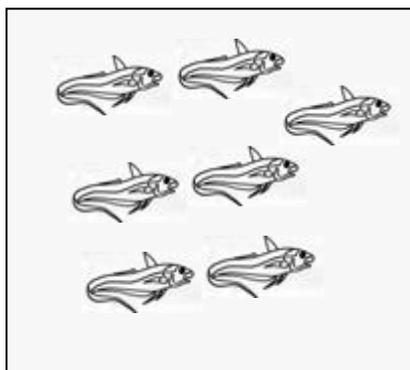
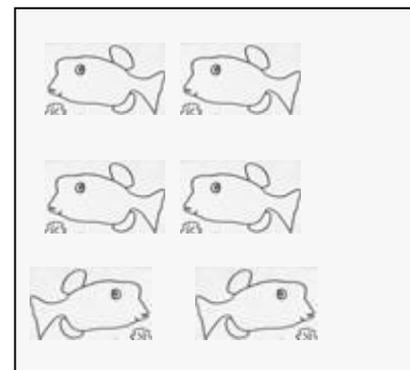
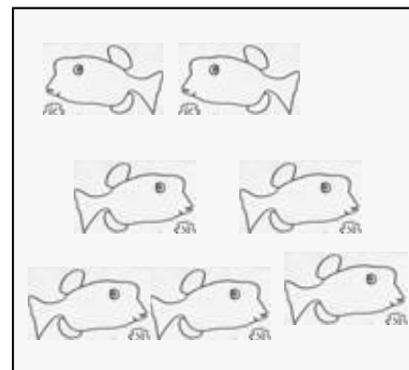
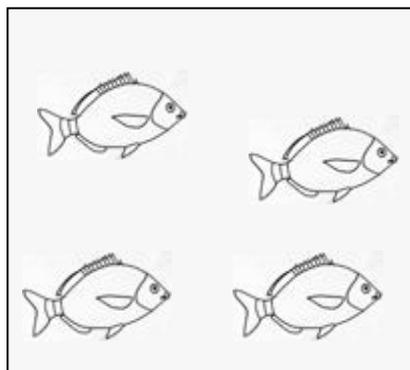
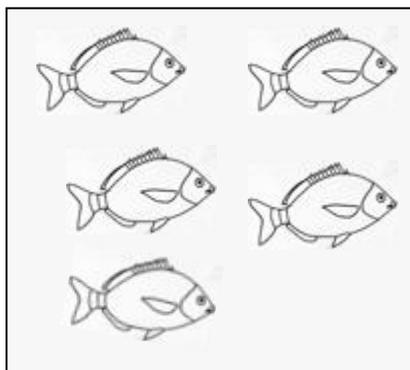
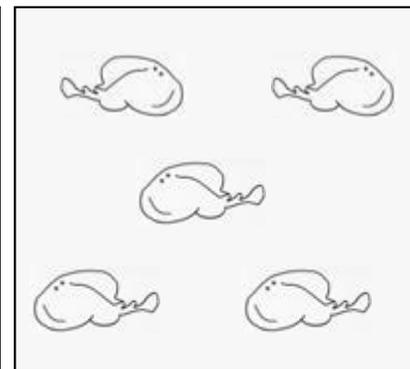
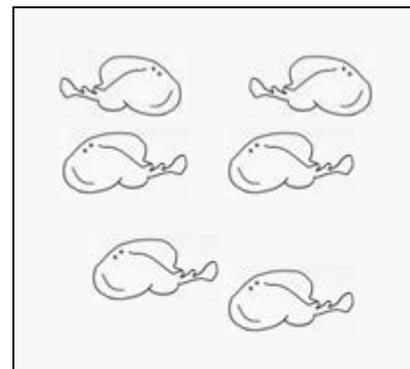
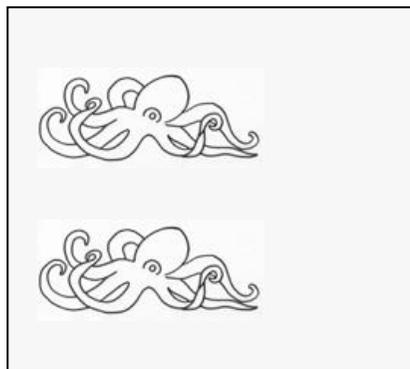
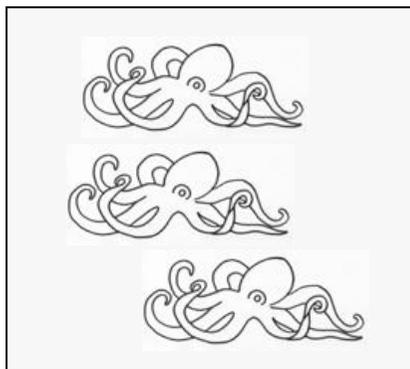


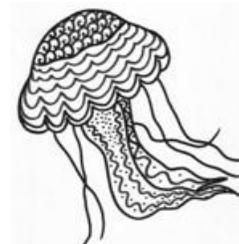
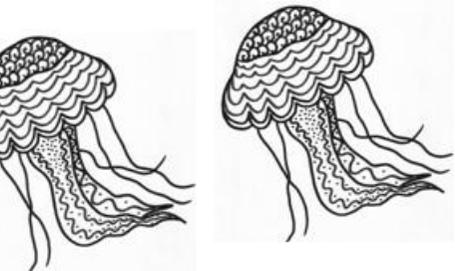
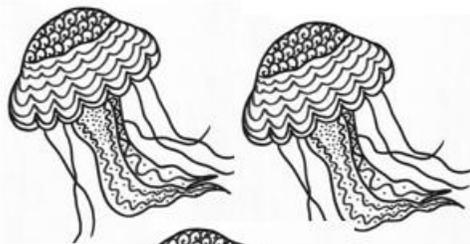
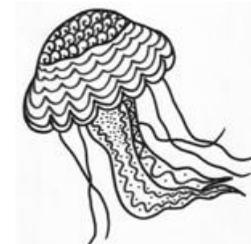
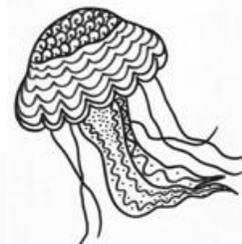
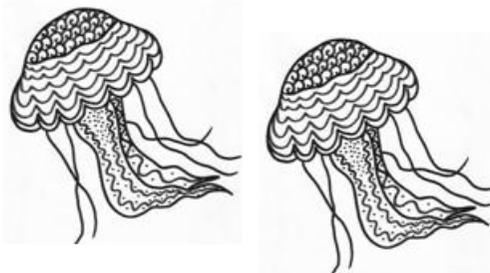
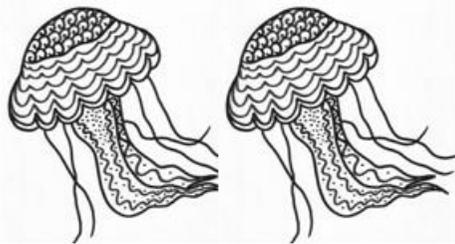
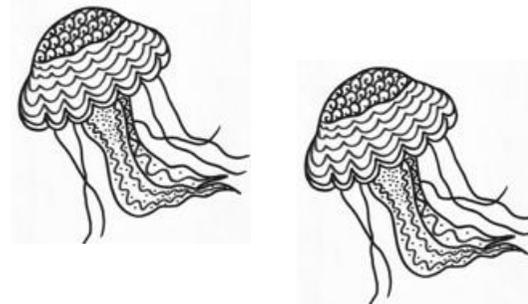
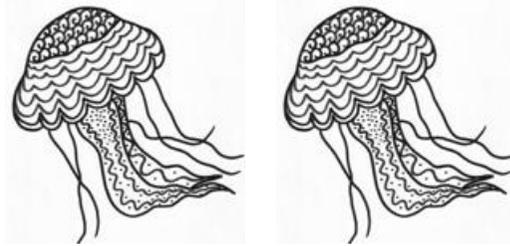
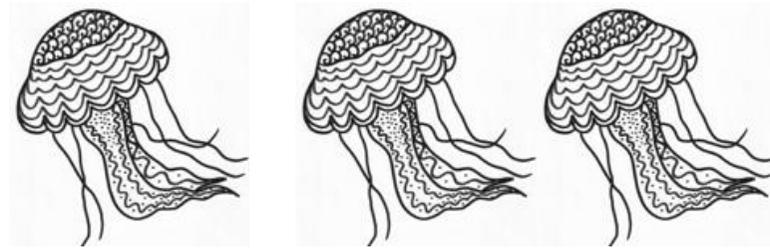
**1-2-3-4-5-6-7-8-9**

Indique dans le tableau combien de poissons de chaque sorte tu comptes

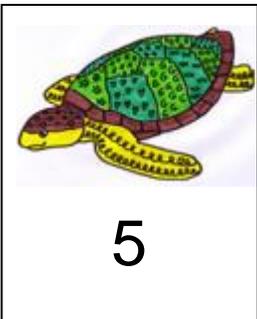
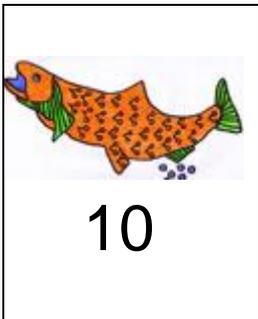
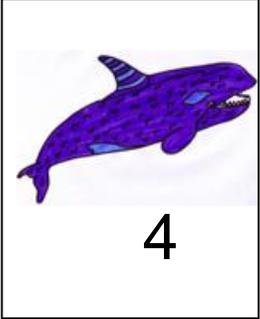
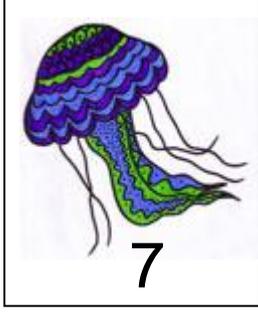
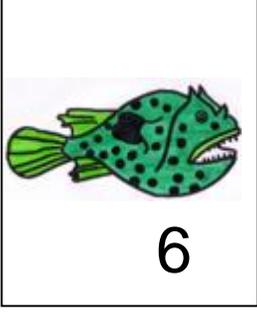
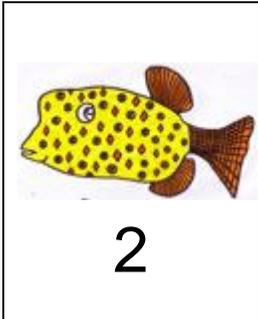
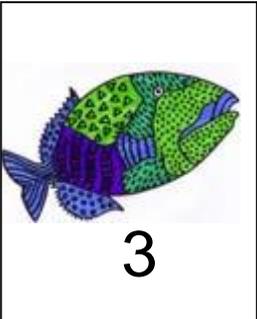
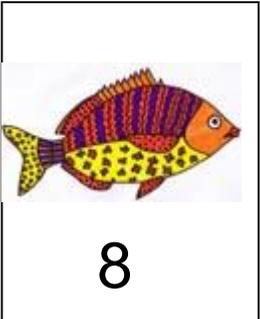
Colorie l'aquarium qui contient le plus de poissons pour chaque paire d'aquariums séparée par des traits

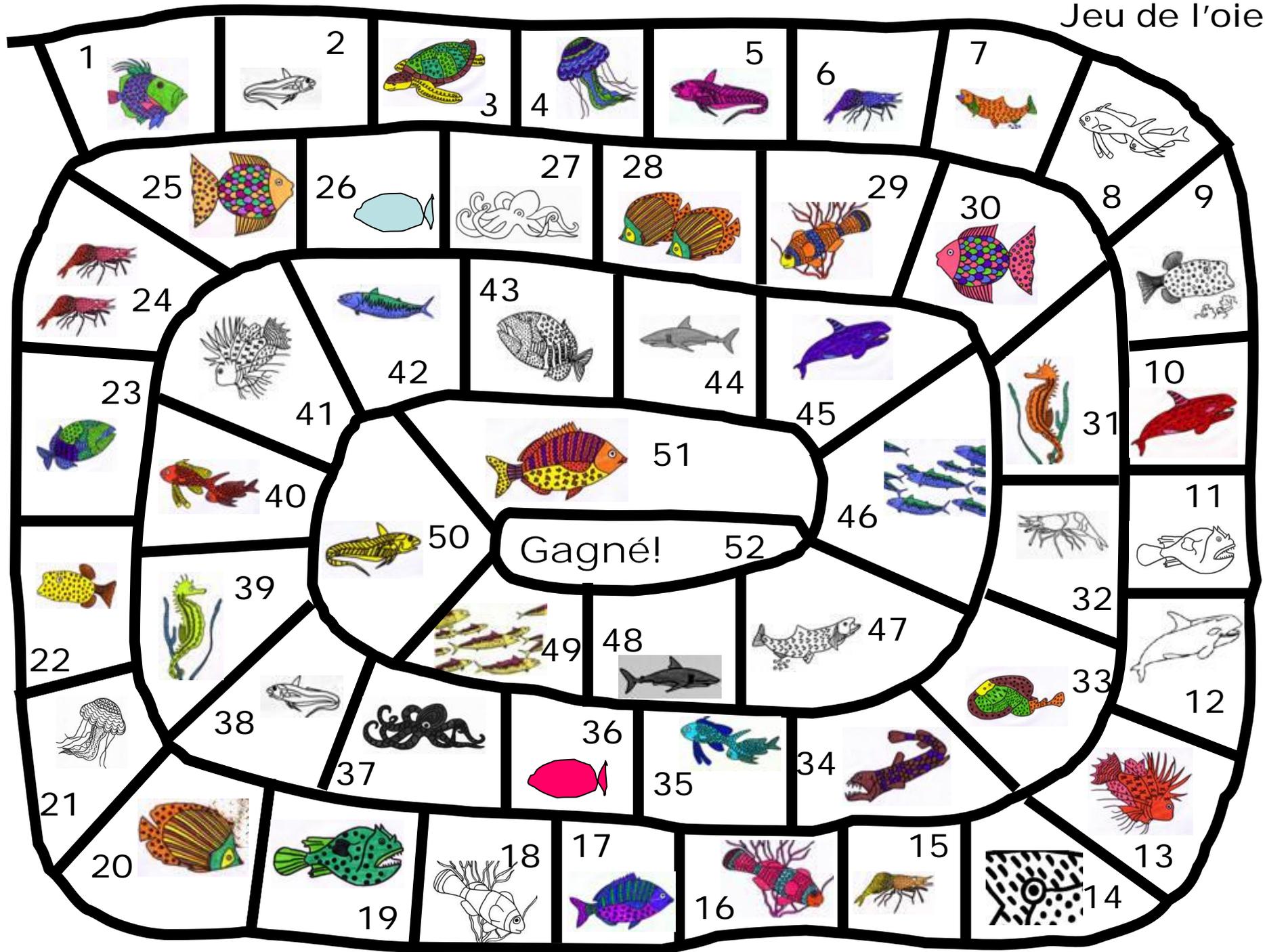


Regroupe par 5 et colorie chaque groupe d'une couleur différente.

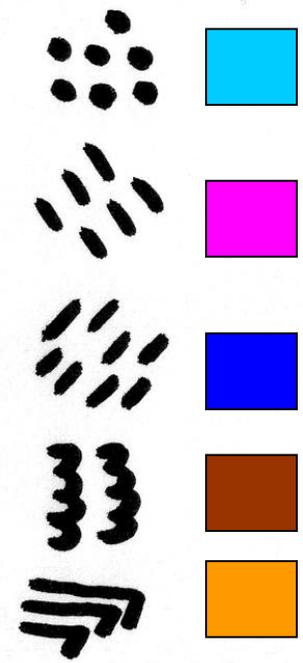
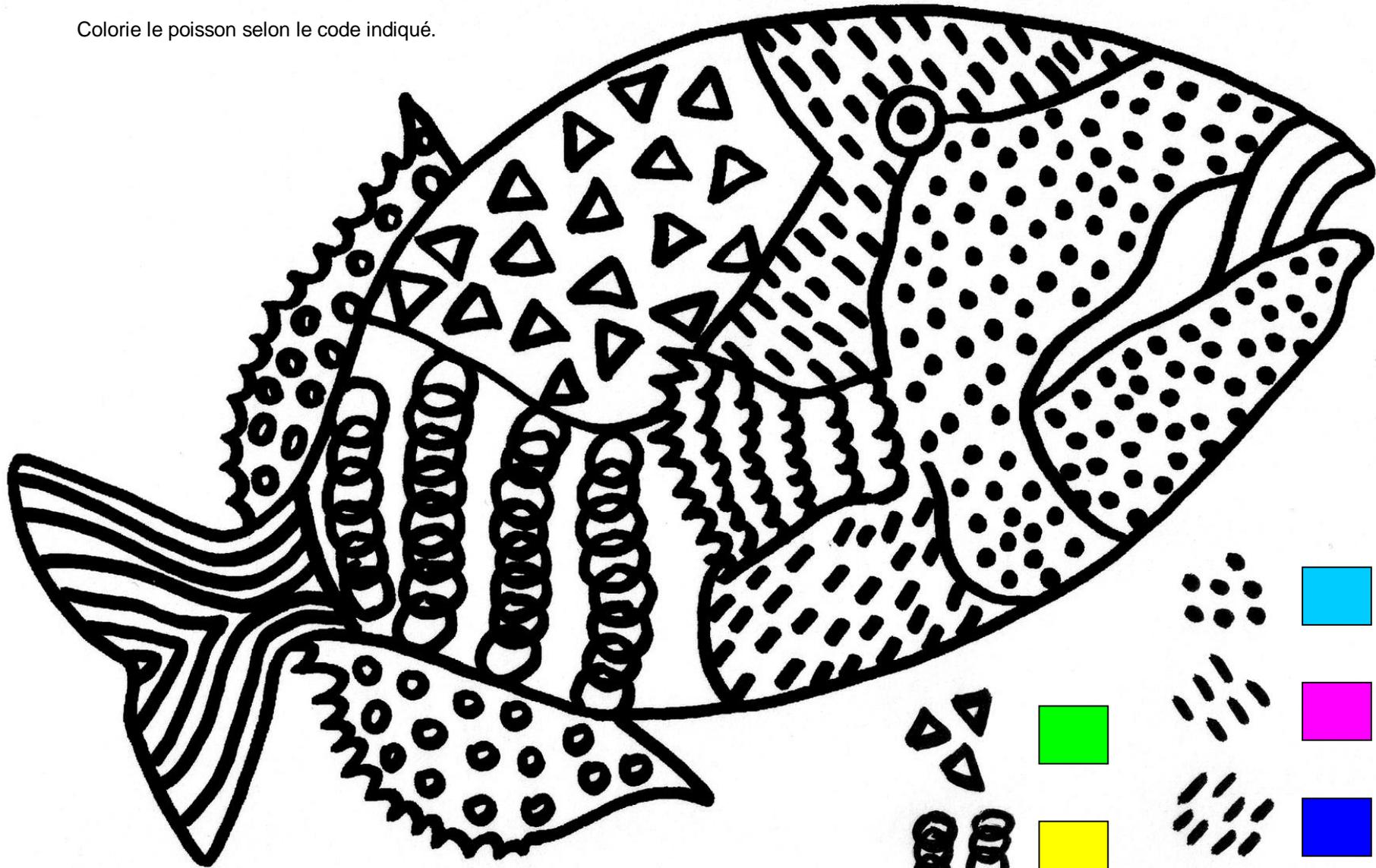



Découpe les poissons et colle les dans l'ordre croissant en fonction de leur numéro

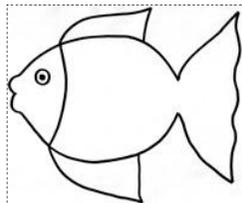
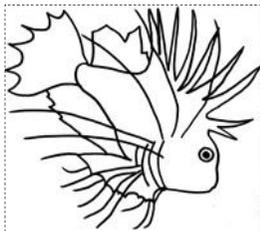
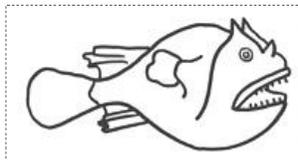
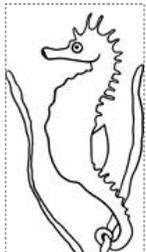
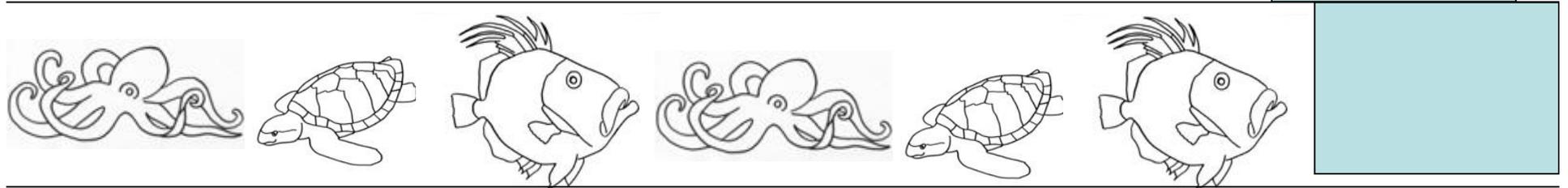
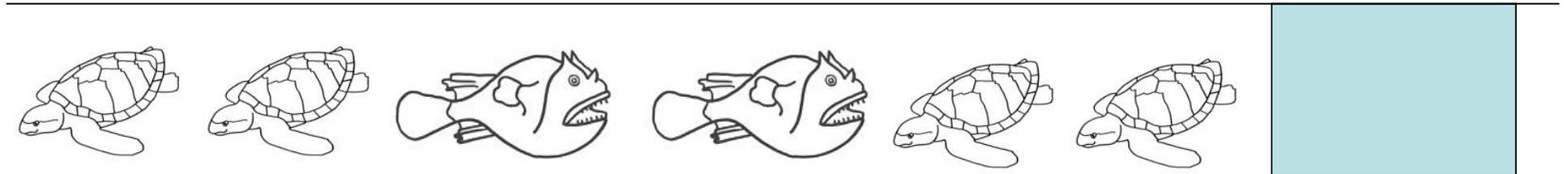
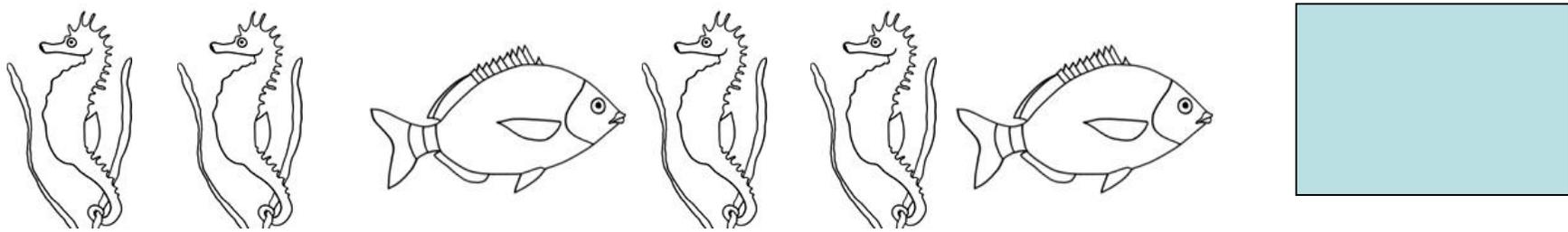
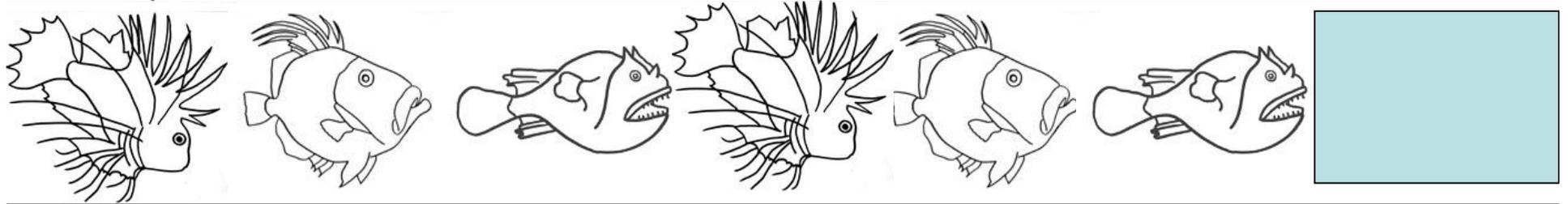
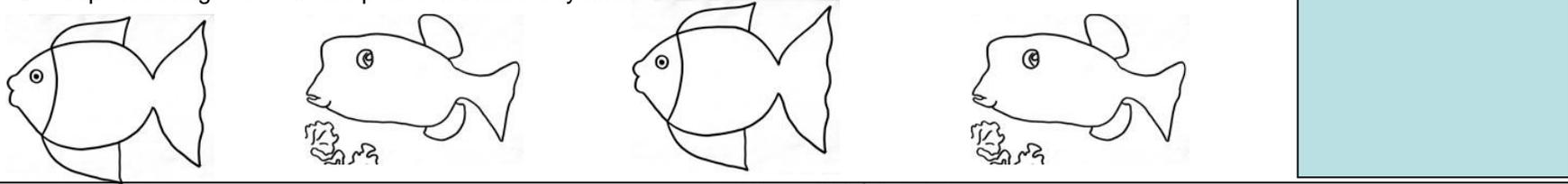


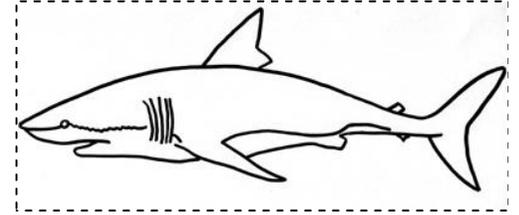
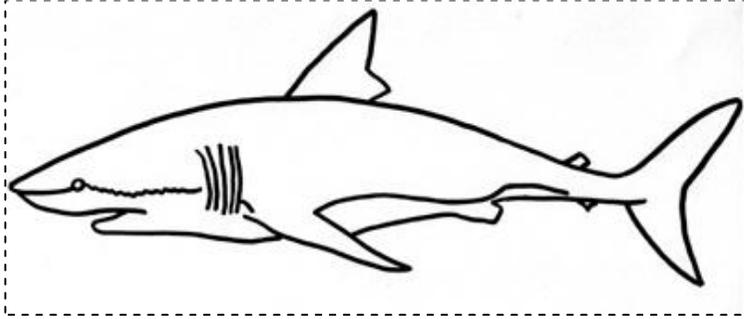
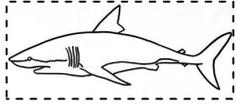
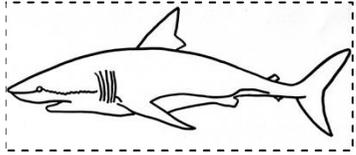


Colorie le poisson selon le code indiqué.

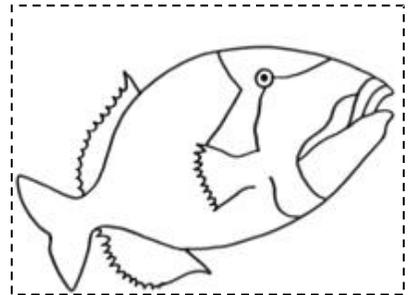
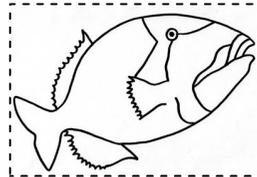
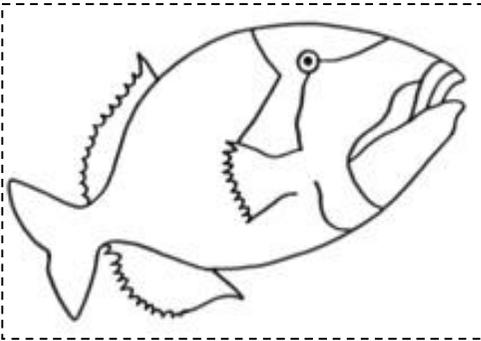
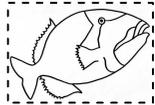
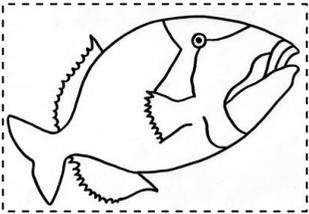


Découpe les images et colle les pour continuer les rythmes

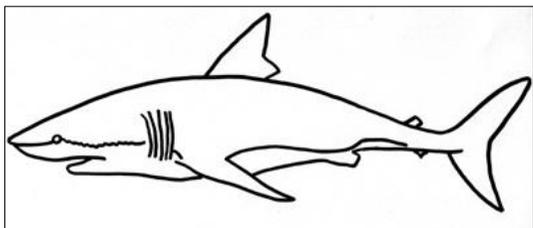




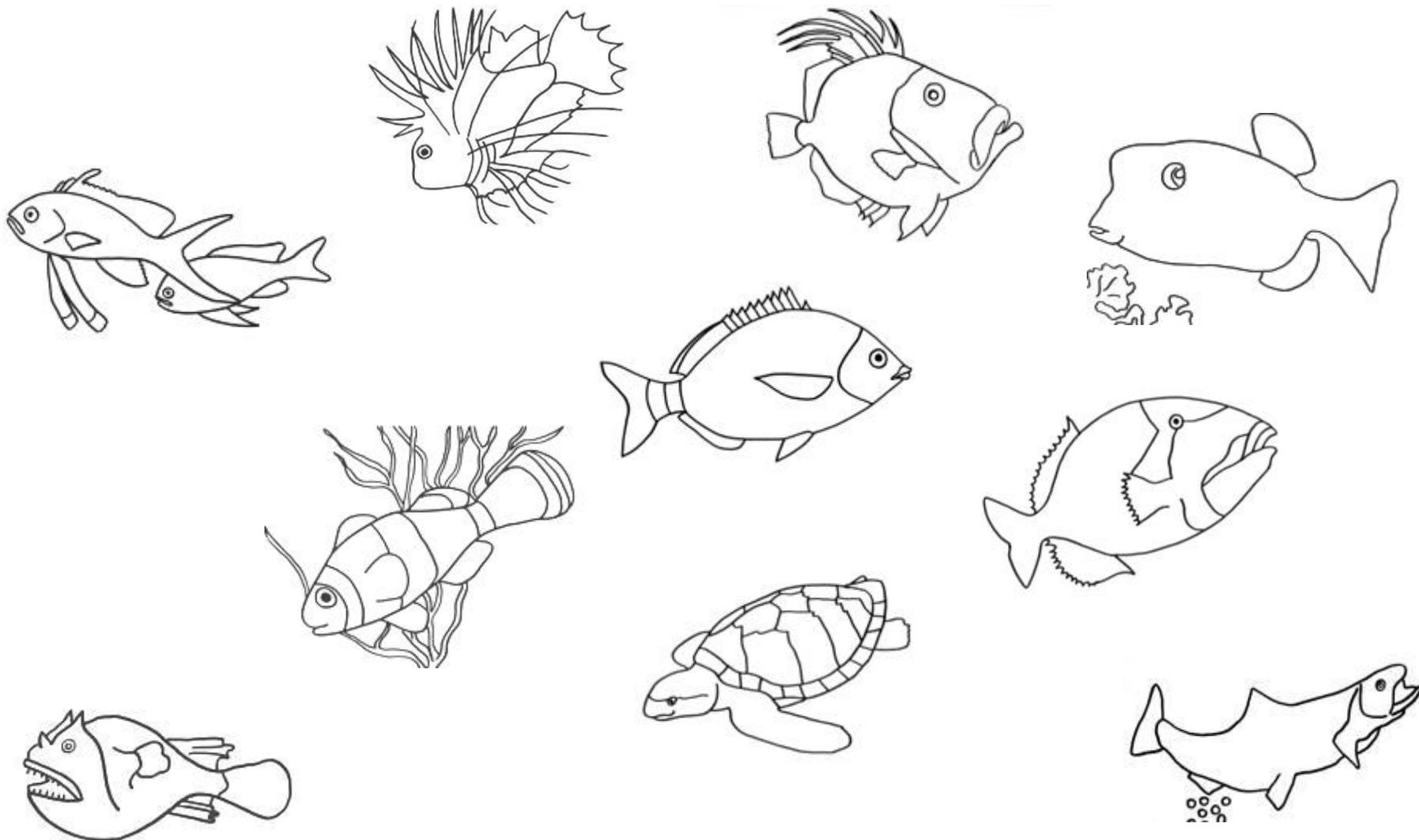
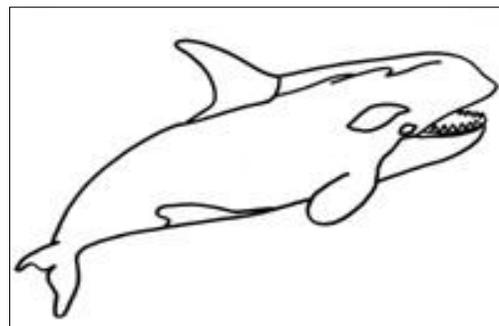
Classe du plus petit au plus grand



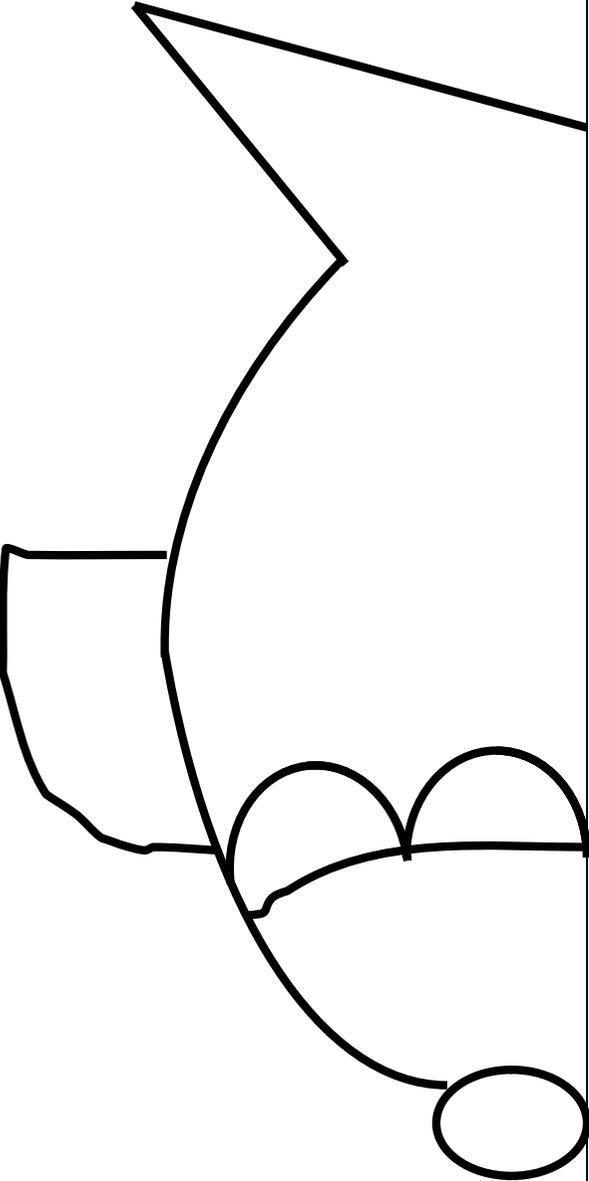
Classe du plus grand au plus petit



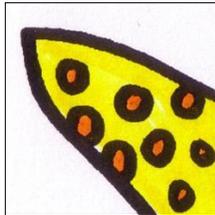
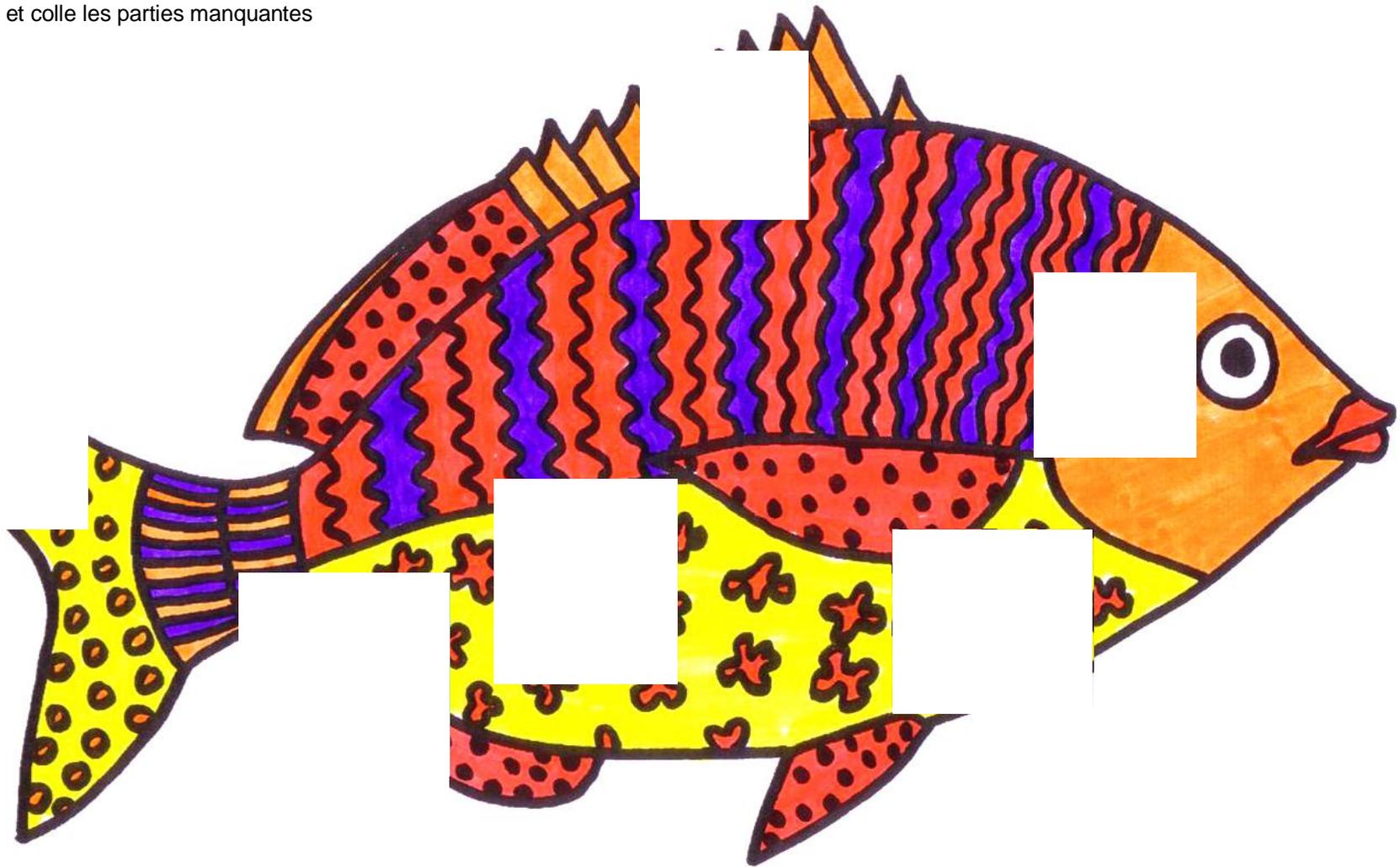
Colorie d'une couleur les poissons qui prennent la même direction que le requin, et d'une autre ceux qui prennent la même direction que l'orque

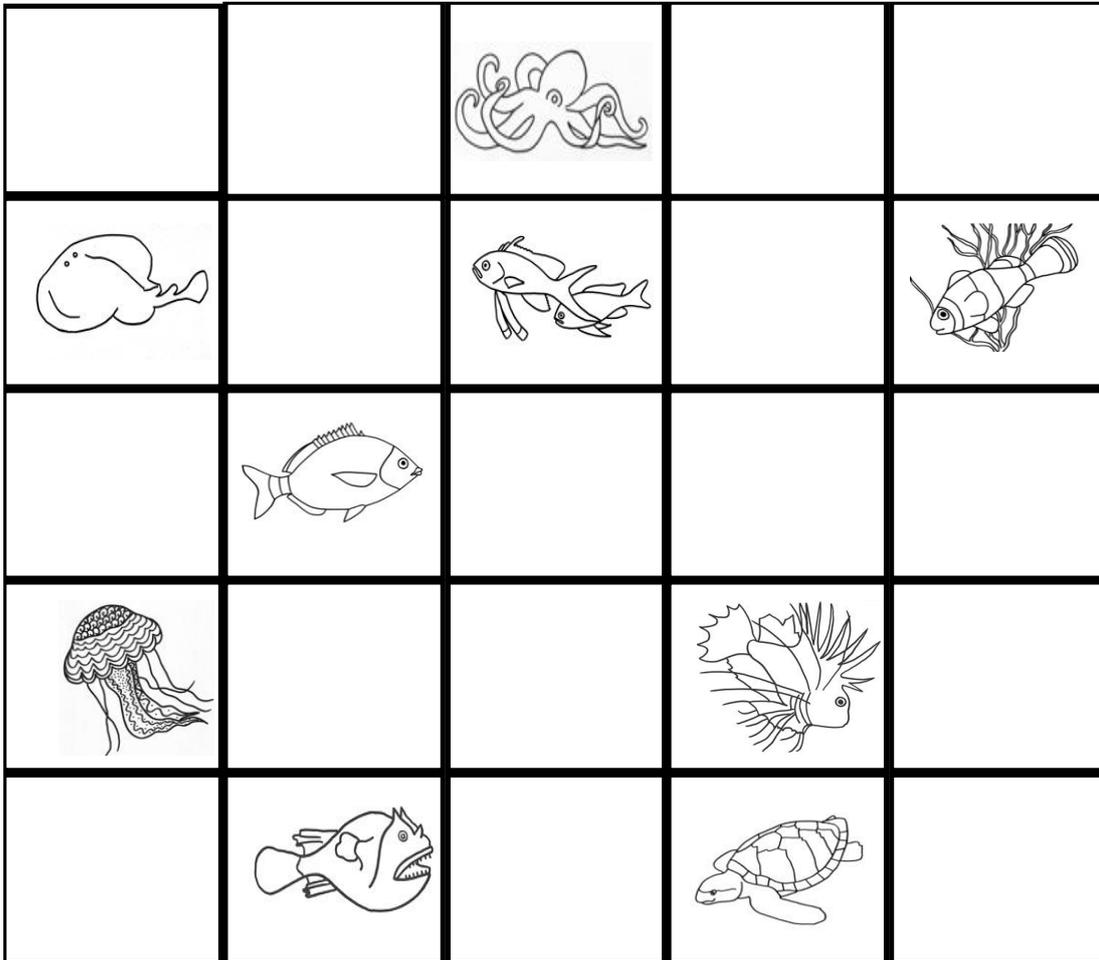


Complète symétriquement par rapport au trait

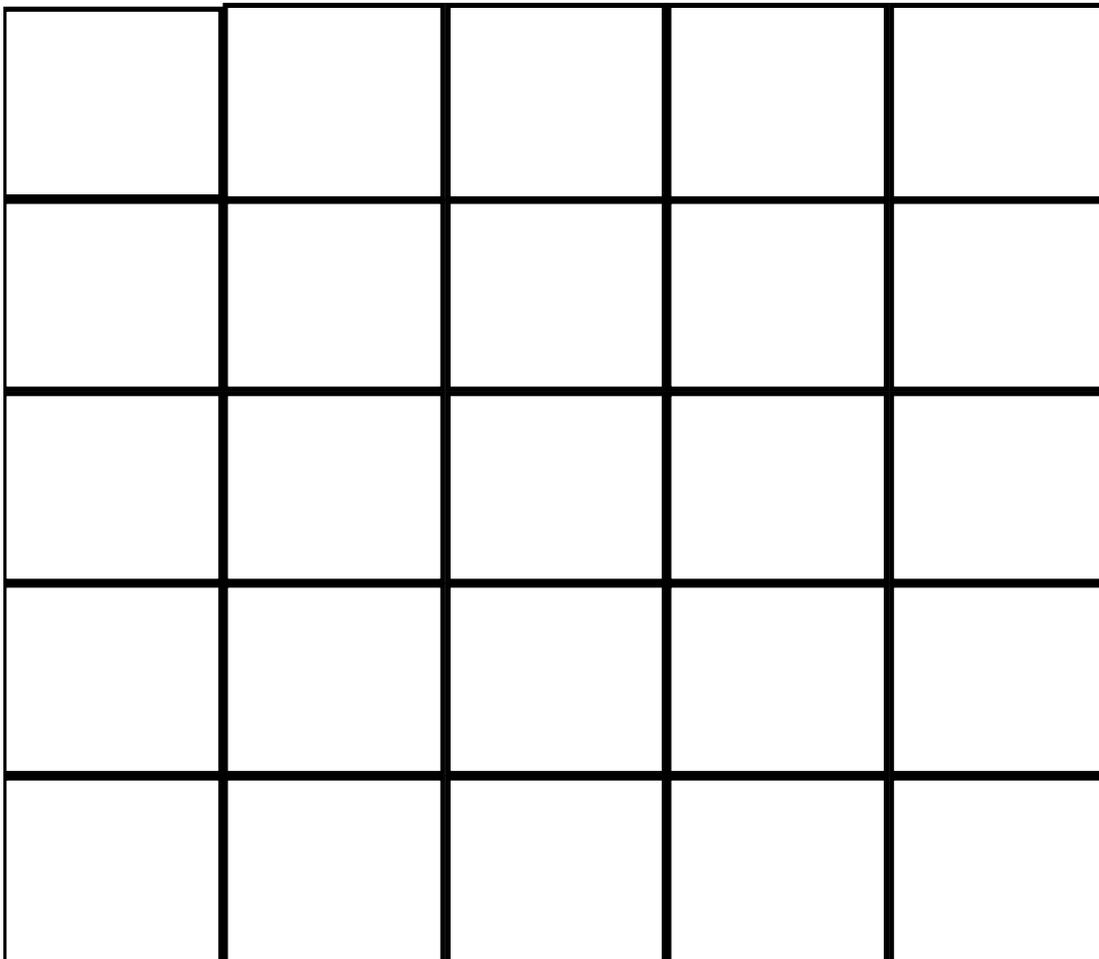
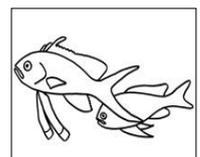
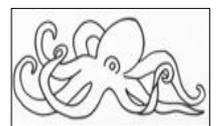
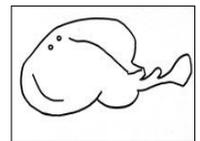
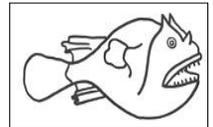
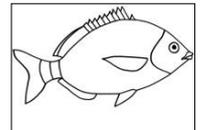
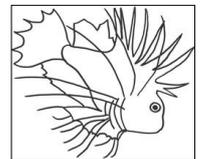
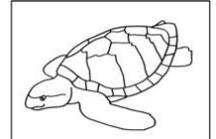
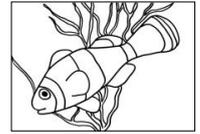


Découpe et colle les parties manquantes

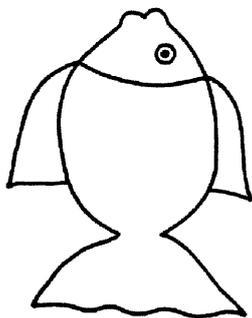
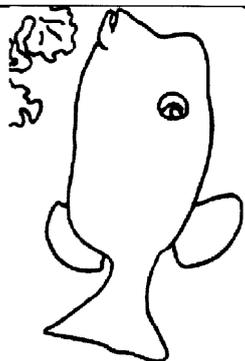
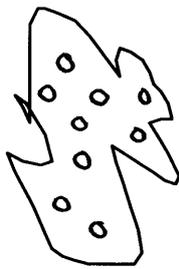
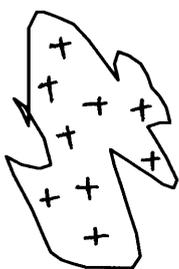
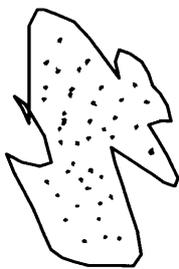


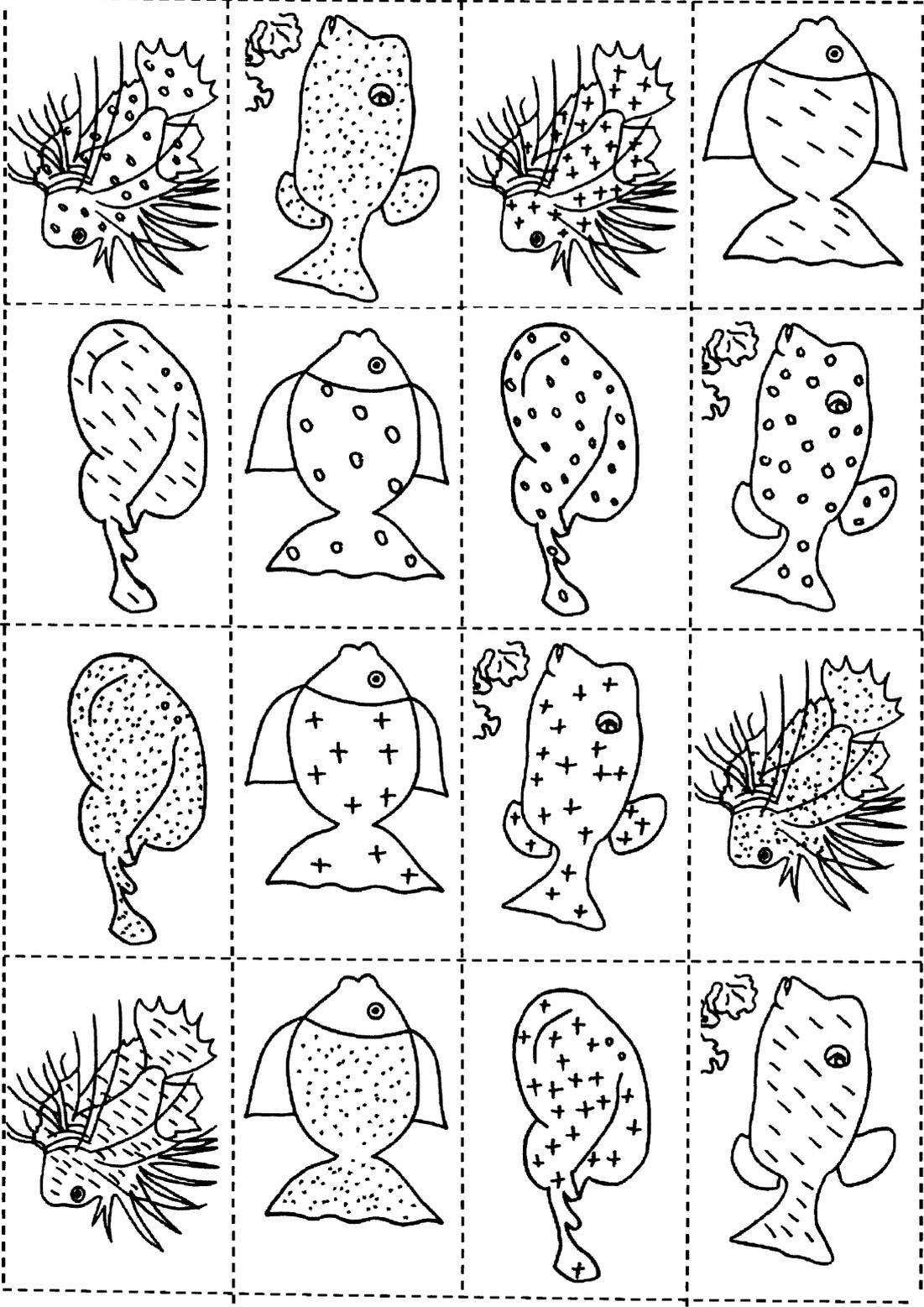


Découpe les étiquettes et place les dans les cases comme sur le modèle ci-dessus



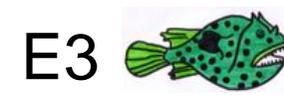
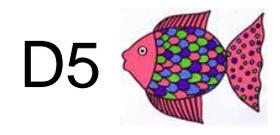
Découpe les images sur  
l'autre fiche et colle les  
dans les bonnes cases.

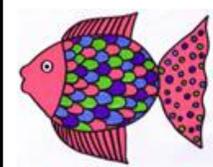
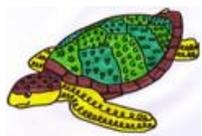
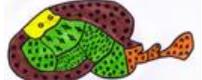




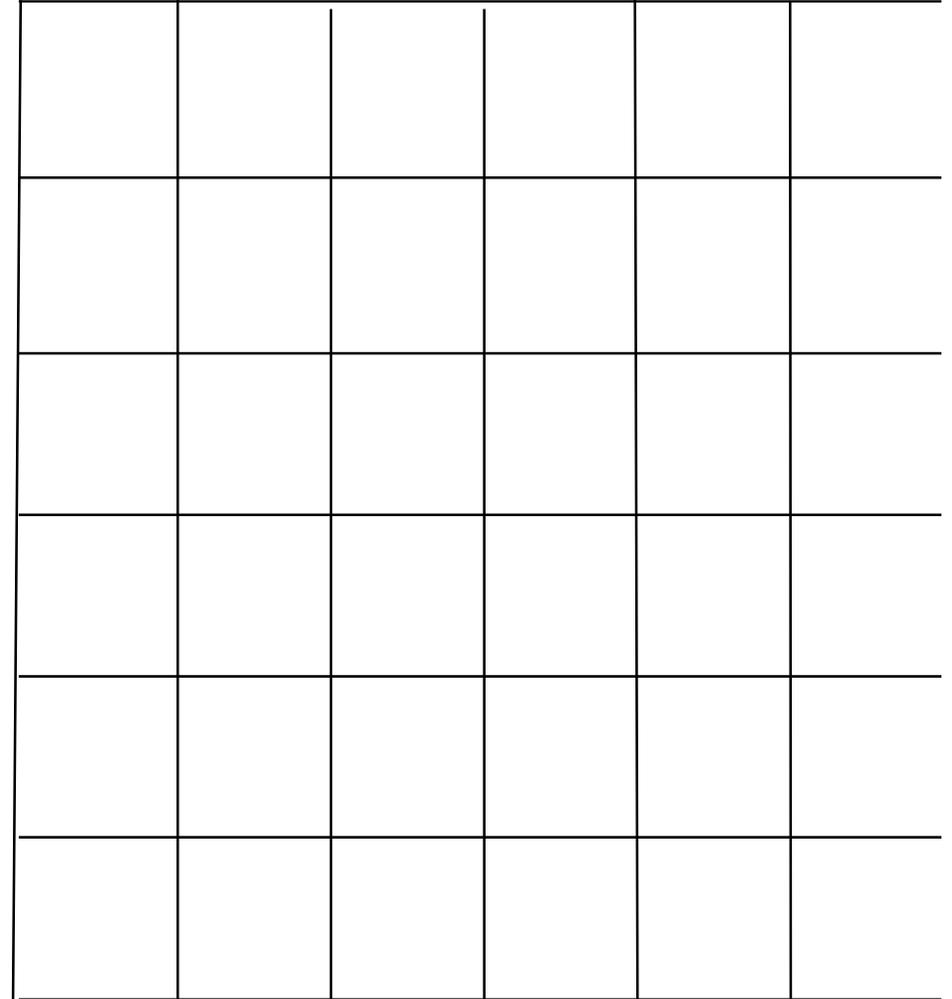
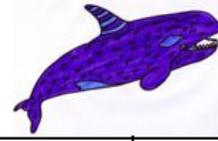
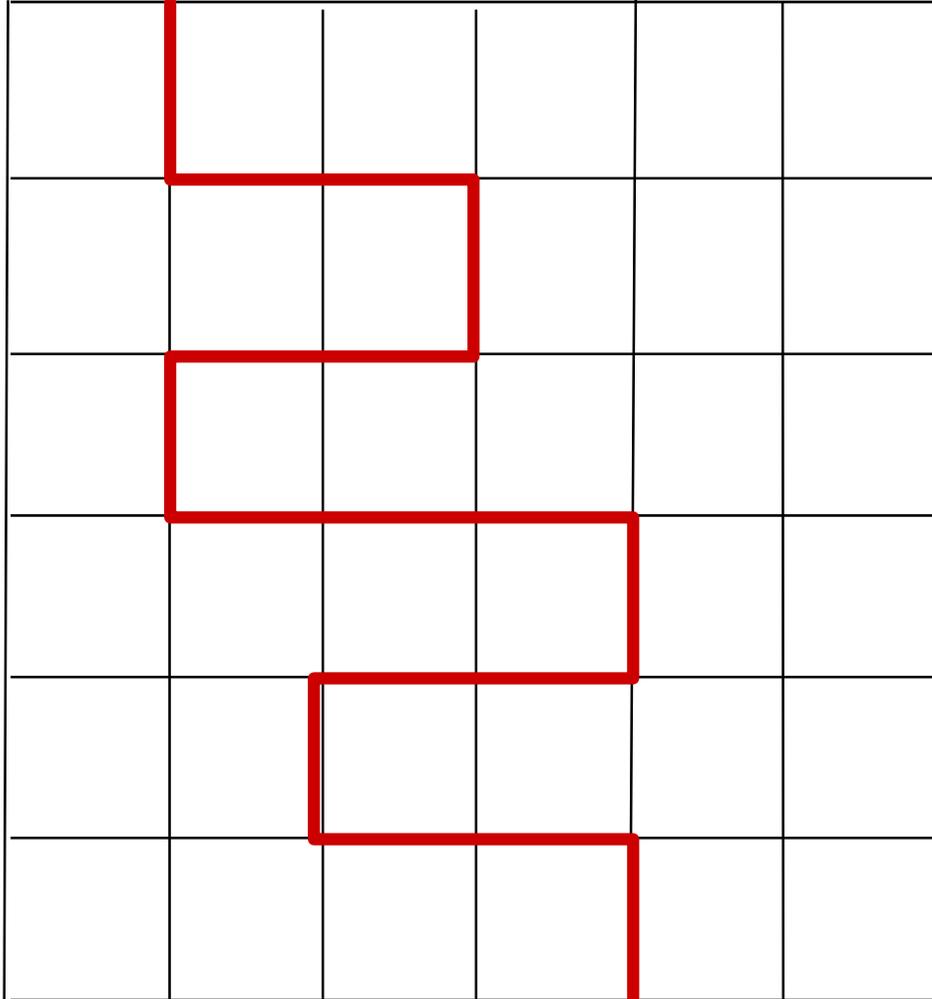
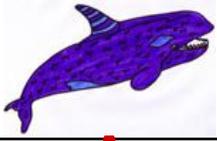
Découpe les étiquettes et place les dans les cases indiquées ci-dessous

	A	B	C	D	E
1					
2					
3					
4					
5					

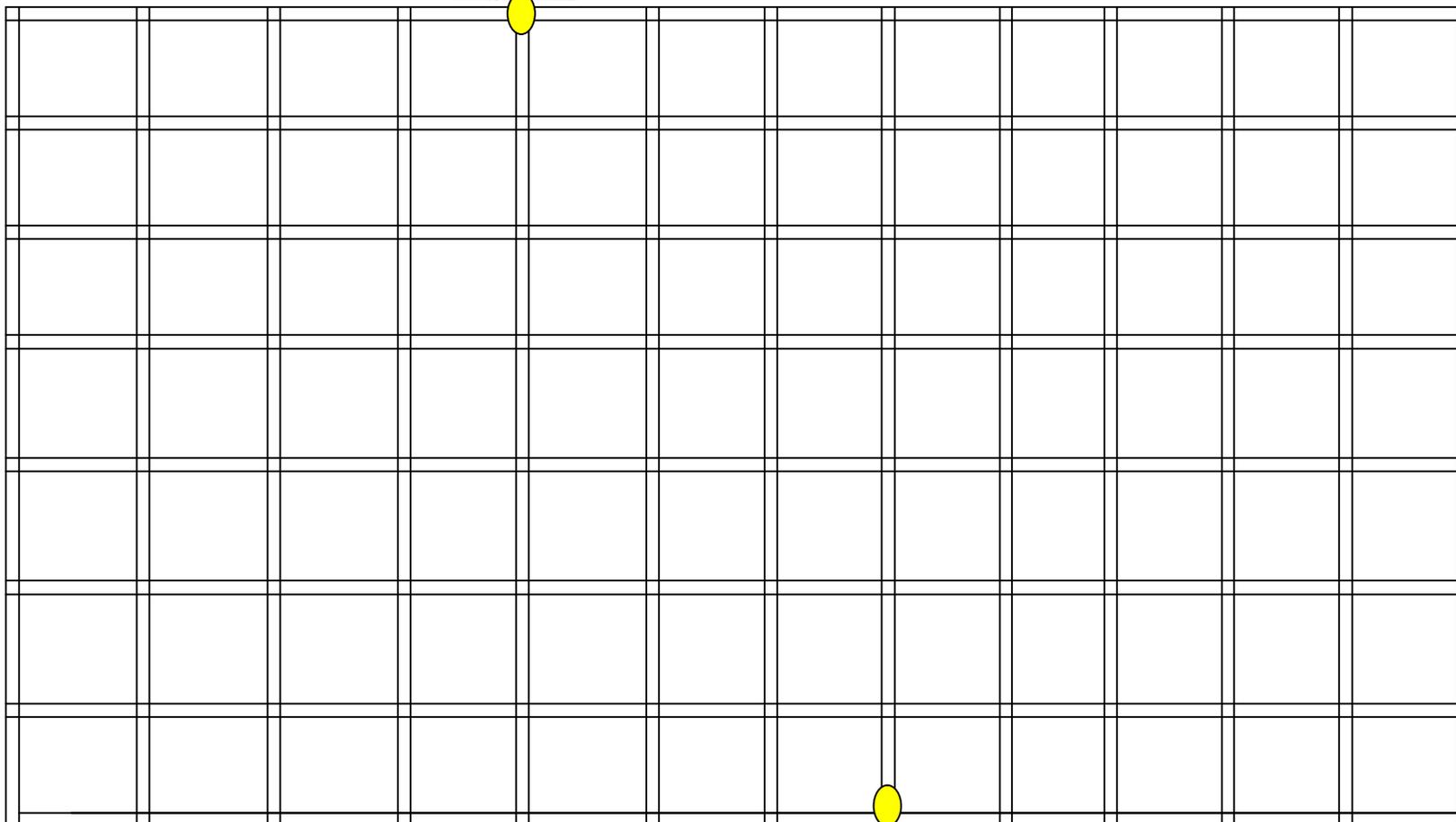
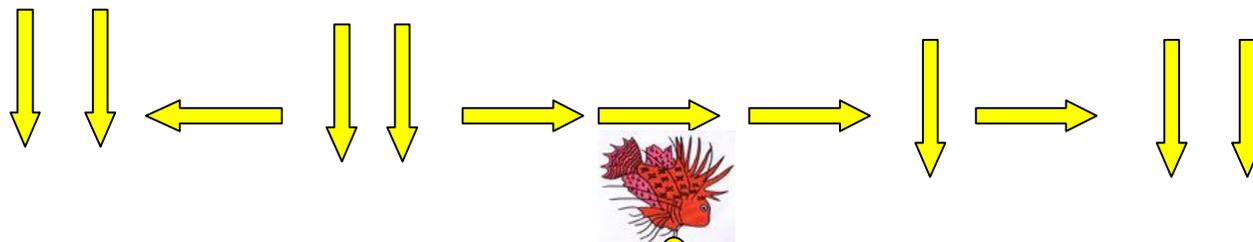


Suis le même chemin à droite qu'à gauche



Trace le chemin qui va d'un poisson à l'autre en suivant les flèches



Aide les deux requins à se rejoindre

