

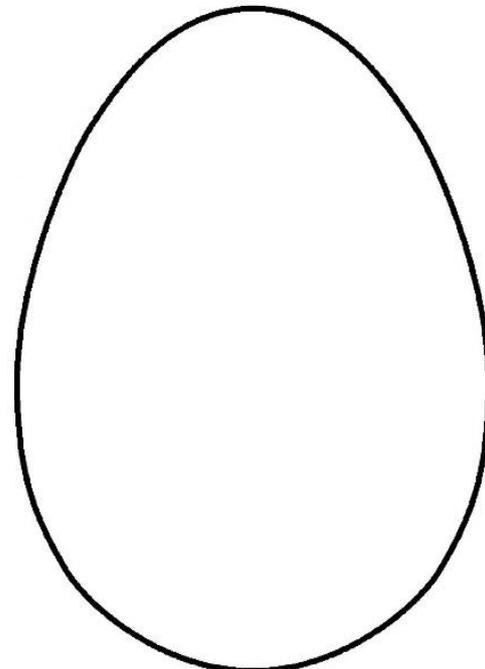
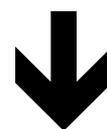
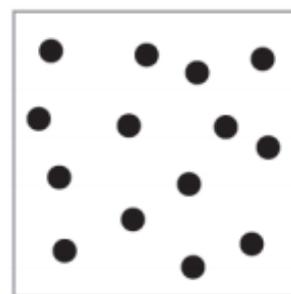
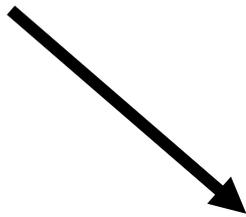
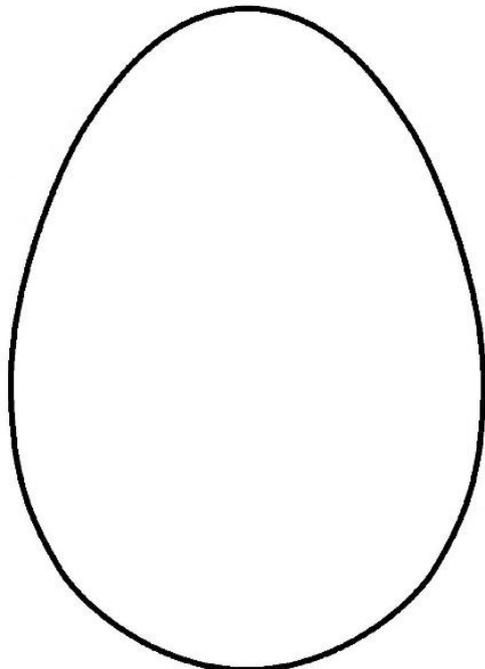
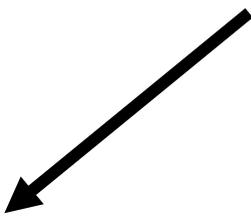
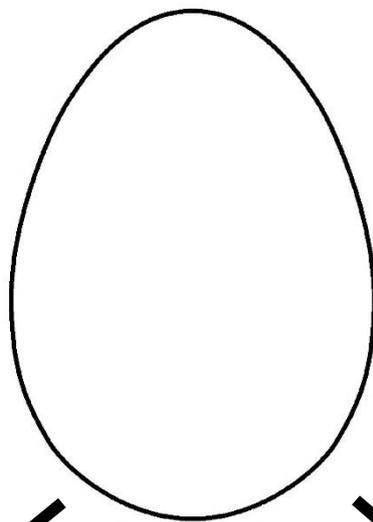
Math : l'arbre des choix

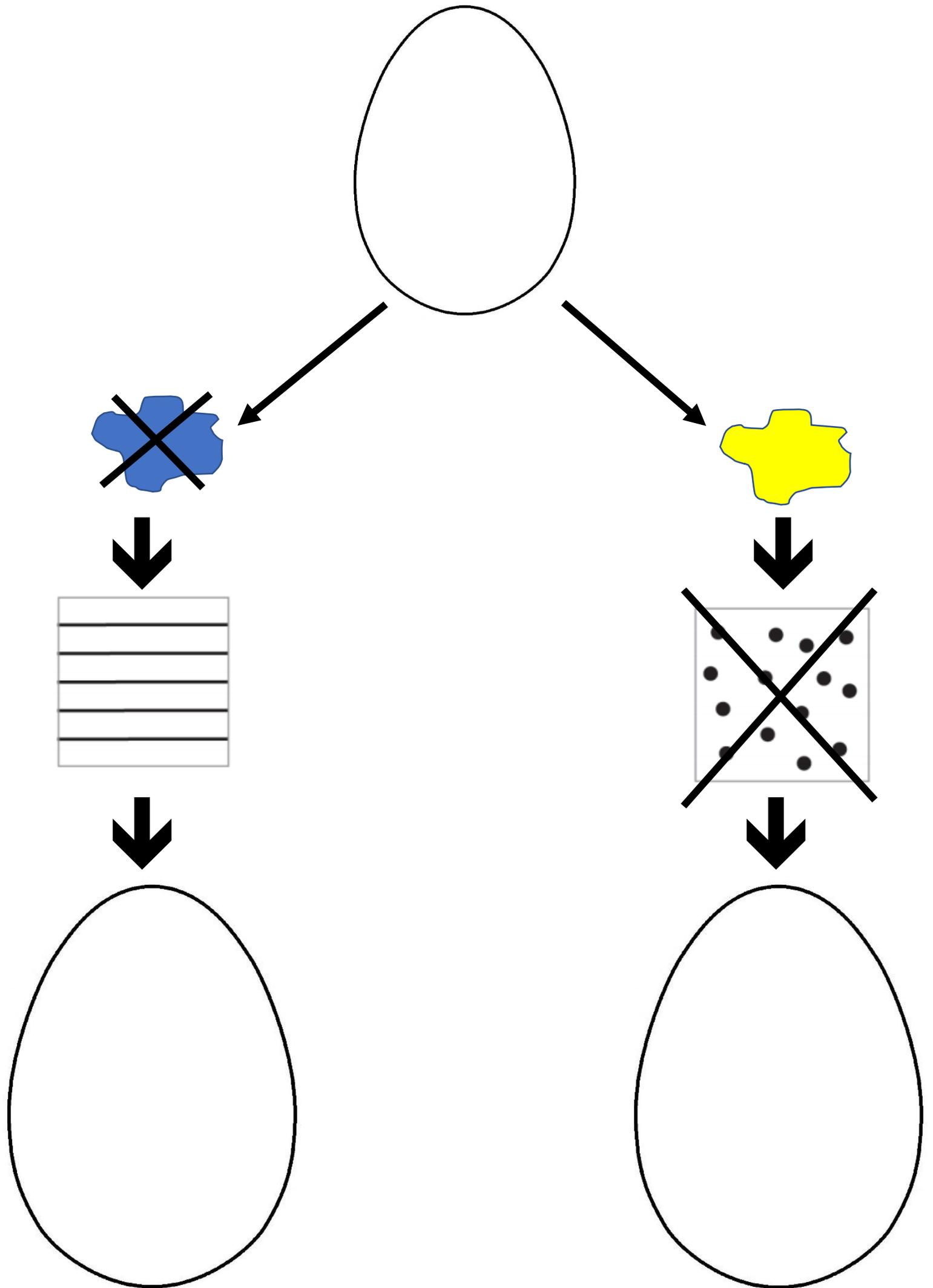
Classer en suivant des critères, utiliser la négation.

Observe et décore chaque œuf.

Attention, pour les indications barrées, tu dois trouver une autre couleur ou un autre graphisme.

Tu peux les découper ensuite.





A toi d'inventer

