

Dictionnaire des



LA BARBE-BLEUE
La Barbe-bleue
La Barbe-bleue



PINOCCHIO
Pinocchio
Pinocchio



LA PETITE SIRÈNE
La petite sirène
La petite sirène



LE CHAT BOTTÉ
Le chat botté
Le chat botté

A

panneaux-contes



CENDRILLON
Cendrillon
Cendrillon



PEAU D'ÂNE
Peau d'âne
Peau d'âne



LE PETIT PRINCE
Le petit prince
Le petit prince



LE PRINCE GRENOUILLE
Le prince grenouille
Le prince grenouille

NOM :

DATE :

MS-GS

→ Colle en dessous de chaque panneau, dans l'écriture demandée, le titre du conte correspondant.



PINOCCHIO	Pinocchio	Pinocchio
LA BARBE-BLEUE	La Barbe-bleue	La Barbe-bleue
CENDRILLON	Cendrillon	Cendrillon
PEAU D'ÂNE	Peau d'âne	Peau d'âne

NOM :

DATE :

PS > GS

→ Entoure les panneaux identiques de la même couleur (PS > GS),
et dis à quels contes ils correspondent (MS-GS).

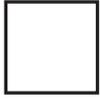


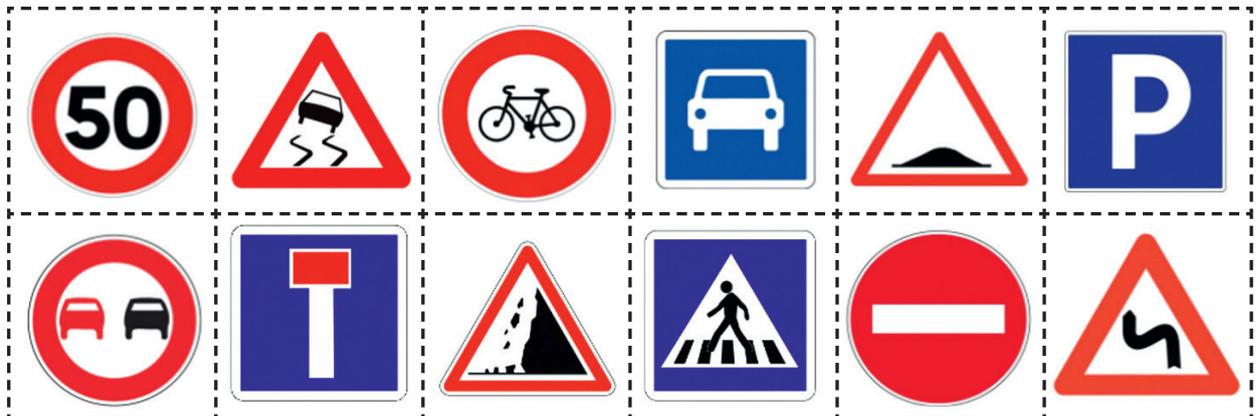
NOM :

DATE :

PS > GS

→ Découpe et classe les panneaux de signalisation routière selon leur forme.

Cercle 	Triangle 	Carré 

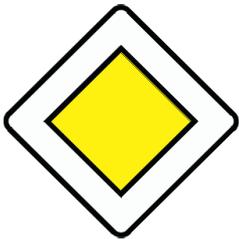
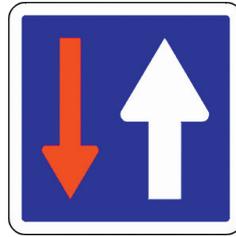


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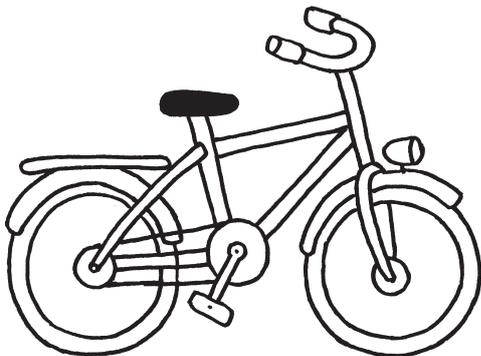
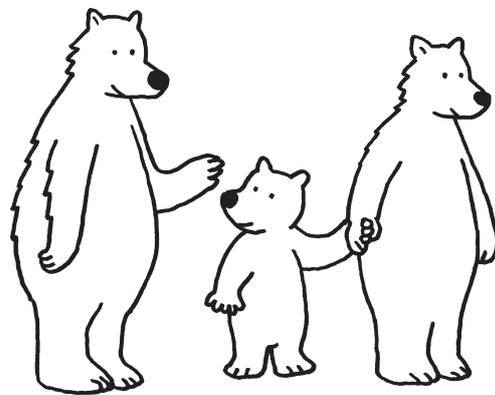
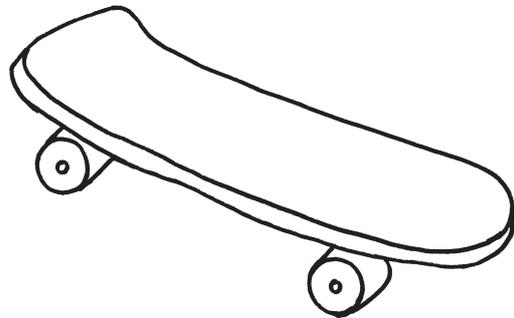
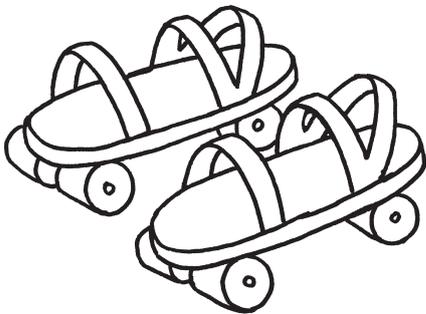
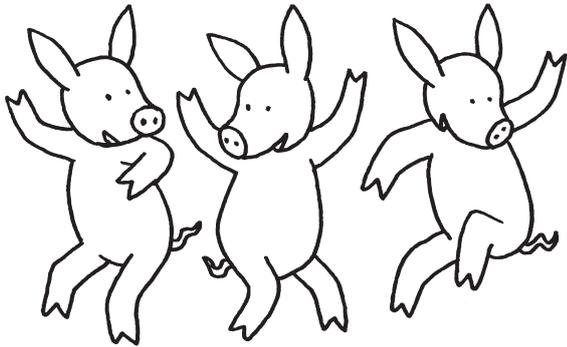
DATE :

PS > GS

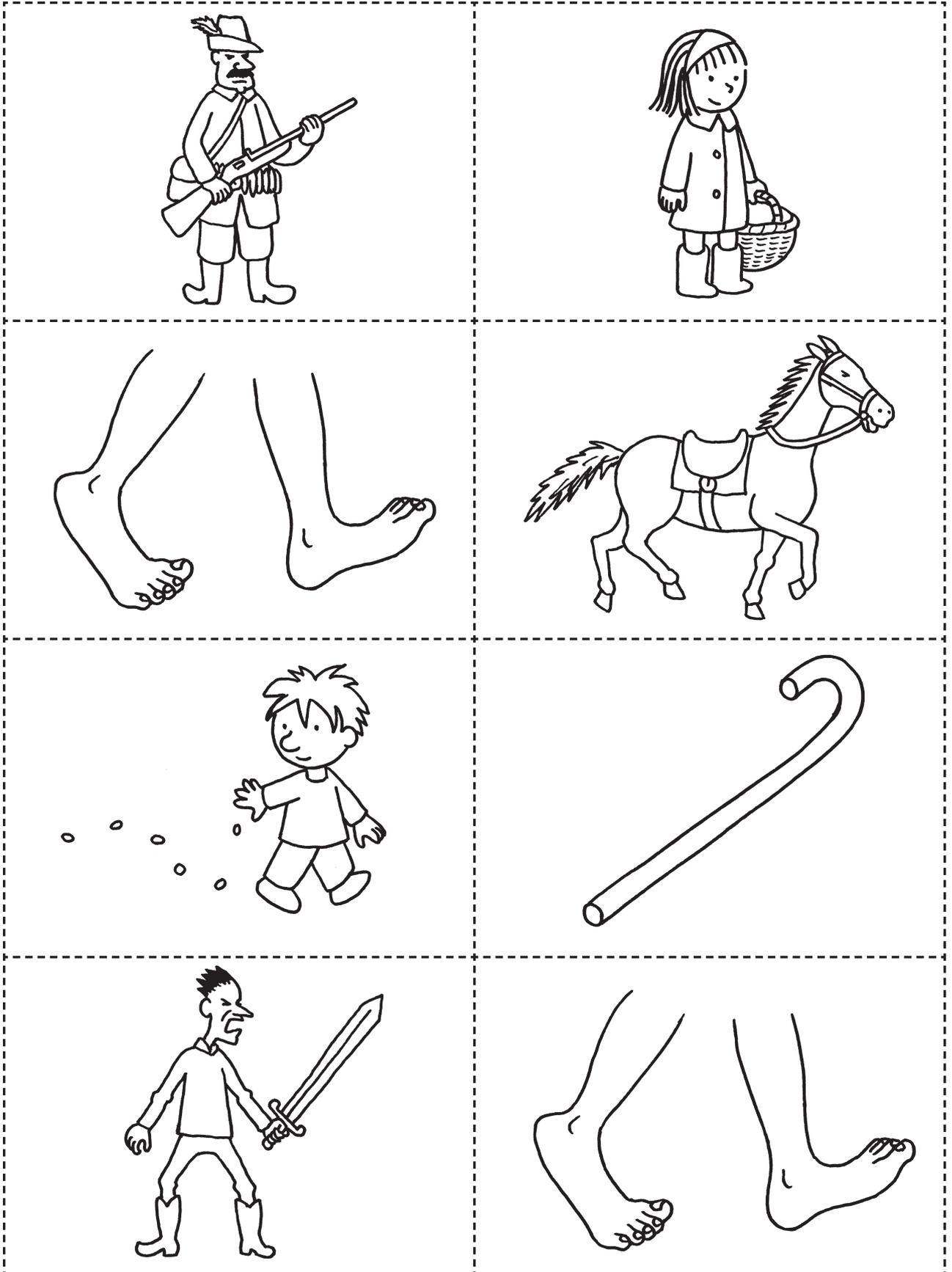
→ Entoure les panneaux triangulaires, comme ceux que tu rencontreras dans le conte.



Memory : comment se déplacent-ils ? (1)



Memory : comment se déplacent-ils ? (2)



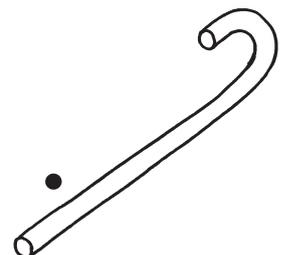
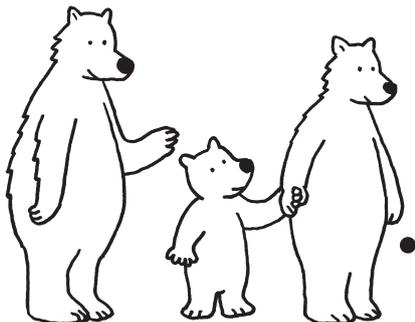
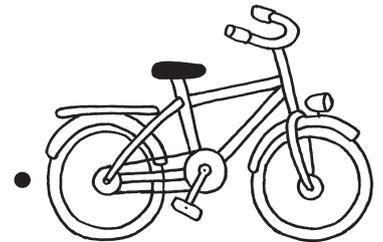
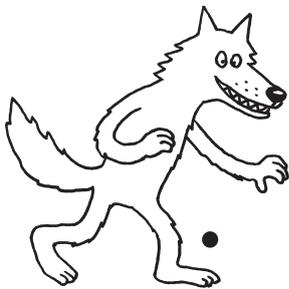
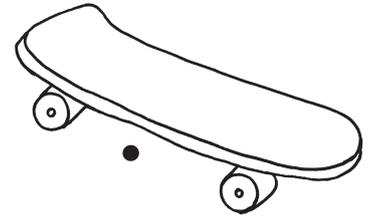
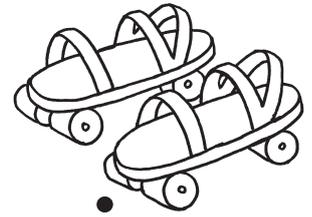
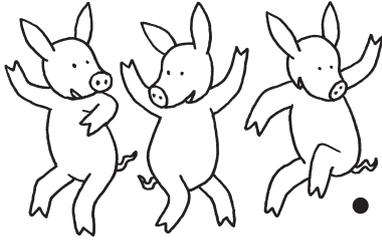
D

NOM :

DATE :

PS > GS

→ Relie chaque personnage au moyen de locomotion qu'il utilise.



NOM :

DATE :

PS

→ Découpe les 3 images et colle-les dans l'ordre de l'histoire. Raconte en même temps.

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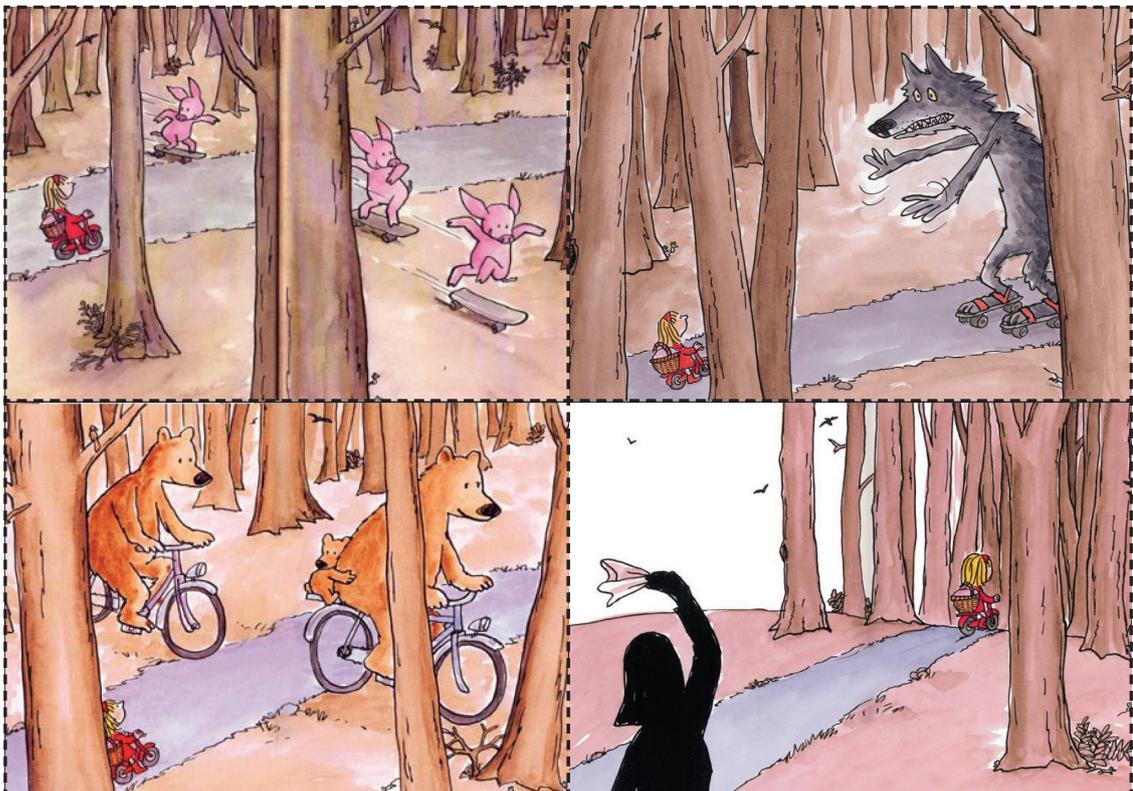
NOM :

DATE :

MS-GS

→ Découpe les 4 images et colle-les dans l'ordre de l'histoire.
Puis raconte le trajet de la petite fille.

1	2
3	4



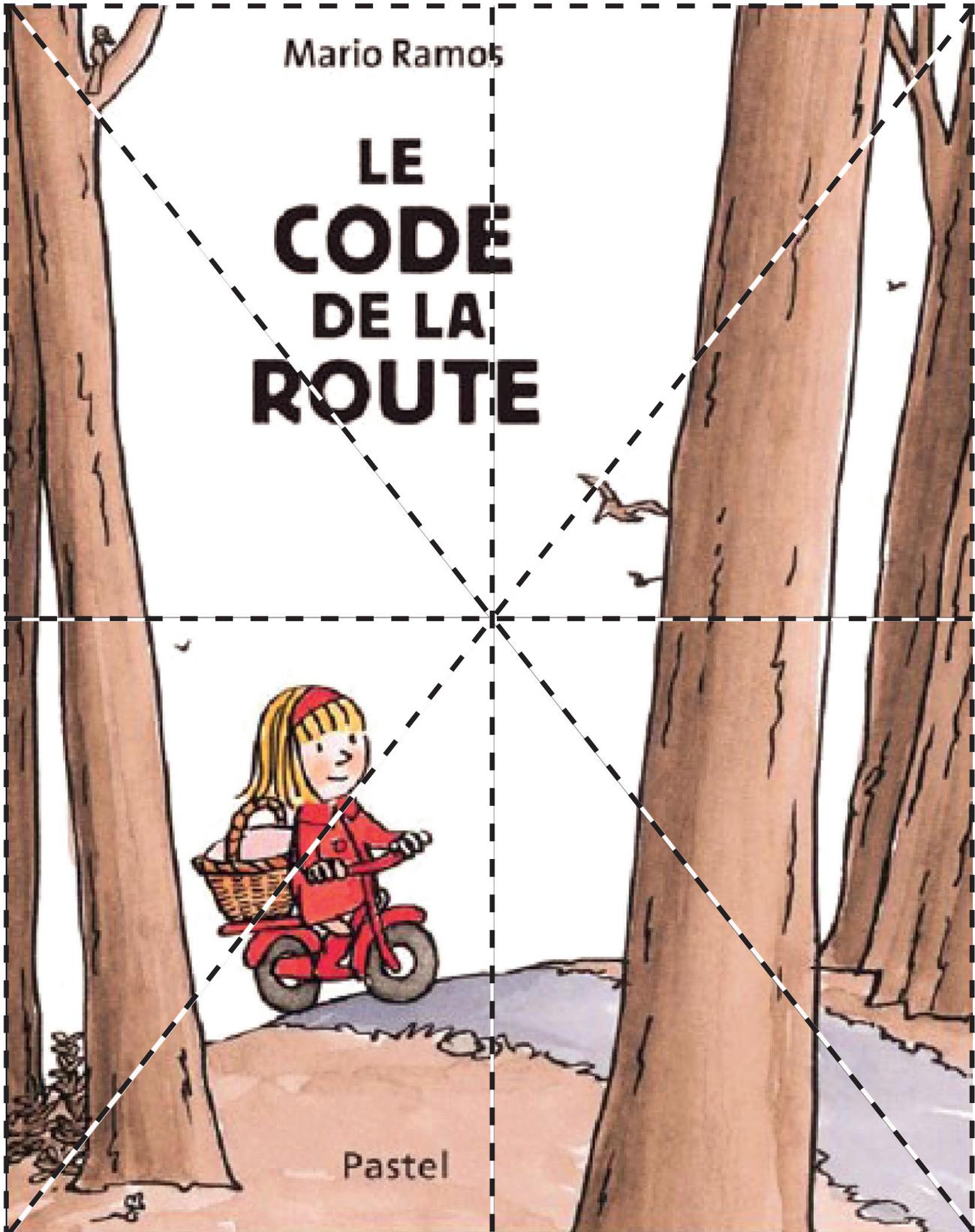
7

NOM :

DATE :

MS-GS

→ Découpe les pièces et reconstitue, sur une feuille, la couverture de l'album.



NOM :

DATE :

PS

→ Découpe les étiquettes et reconstitue le titre de l'album. Puis copie-le.



LE CODE DE LA ROUTE

Four dashed rectangular boxes for copying the words from the title above.

DE LE ROUTE LA CODE

NOM :

DATE :

MS

→ Entoure le titre du livre chaque fois que tu le vois.

LE CODE DE LA ROUTE

LE COURS DE LA ROUTE

LA COURSE DE LA ROUE

LE CODE DE LA ROUTE

LE CLOU DE LA ROUTE

LA COPIE DE LA ROUSSE

LE CODE DE LA ROUTE

LE CORPS DE LA REINE

LE COBRA DE LA RUE

LE COCA DE LA RUSSE

LE CODE DE LA ROUTE

LE COUDE DE LA ROUTE

Propositions de panneaux



_____ ○



_____ ○



_____ ○



_____ ○

E

pour rythmer l'histoire inventée par les élèves



_____ ○



_____ ○



_____ ○

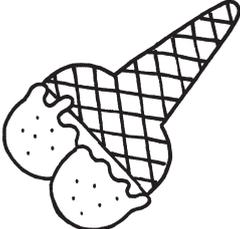
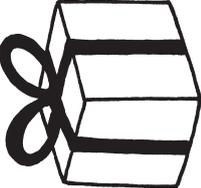
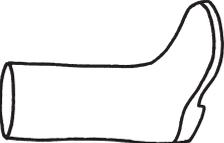
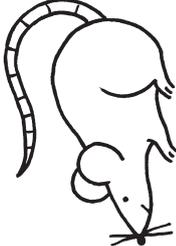
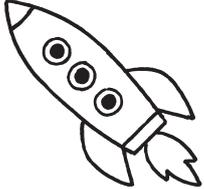
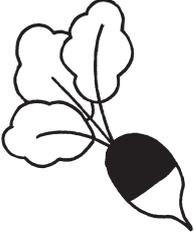
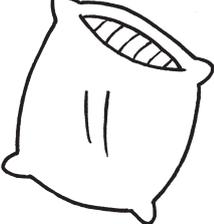
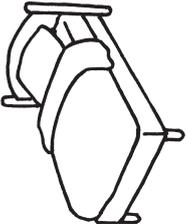
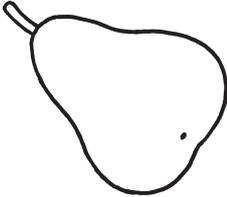
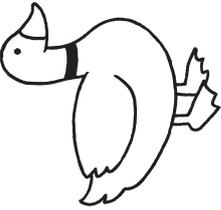
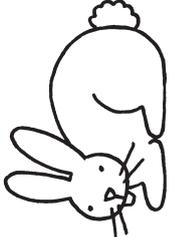
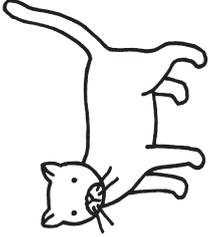
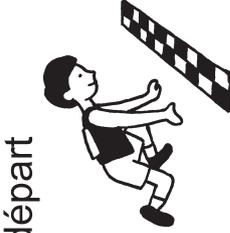
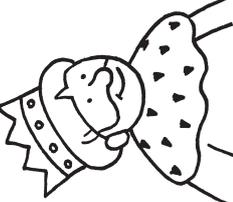
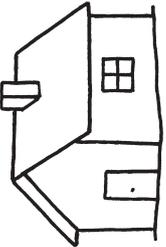


_____ ○

F

Le Padipadopada

↑
arrivée

			
			
			
			
			
 départ			
			

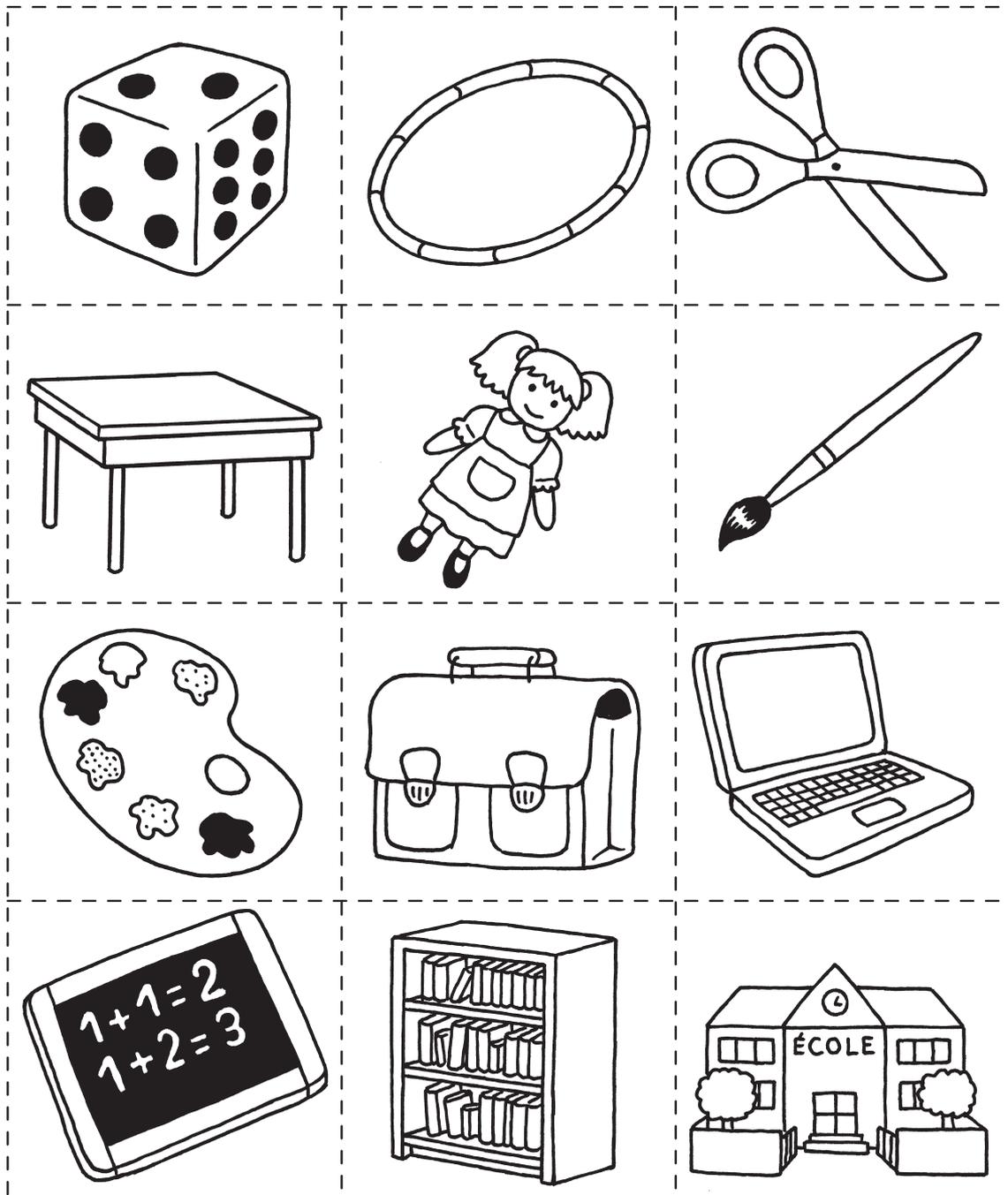
A

Combien de syllabes ?

B

Imagier de l'école



NOM :

DATE :

→ Colle les images que tu as découpées (fiche 1B ou fiche 1C) dans le tableau, selon le nombre de syllabes que contiennent leurs mots.

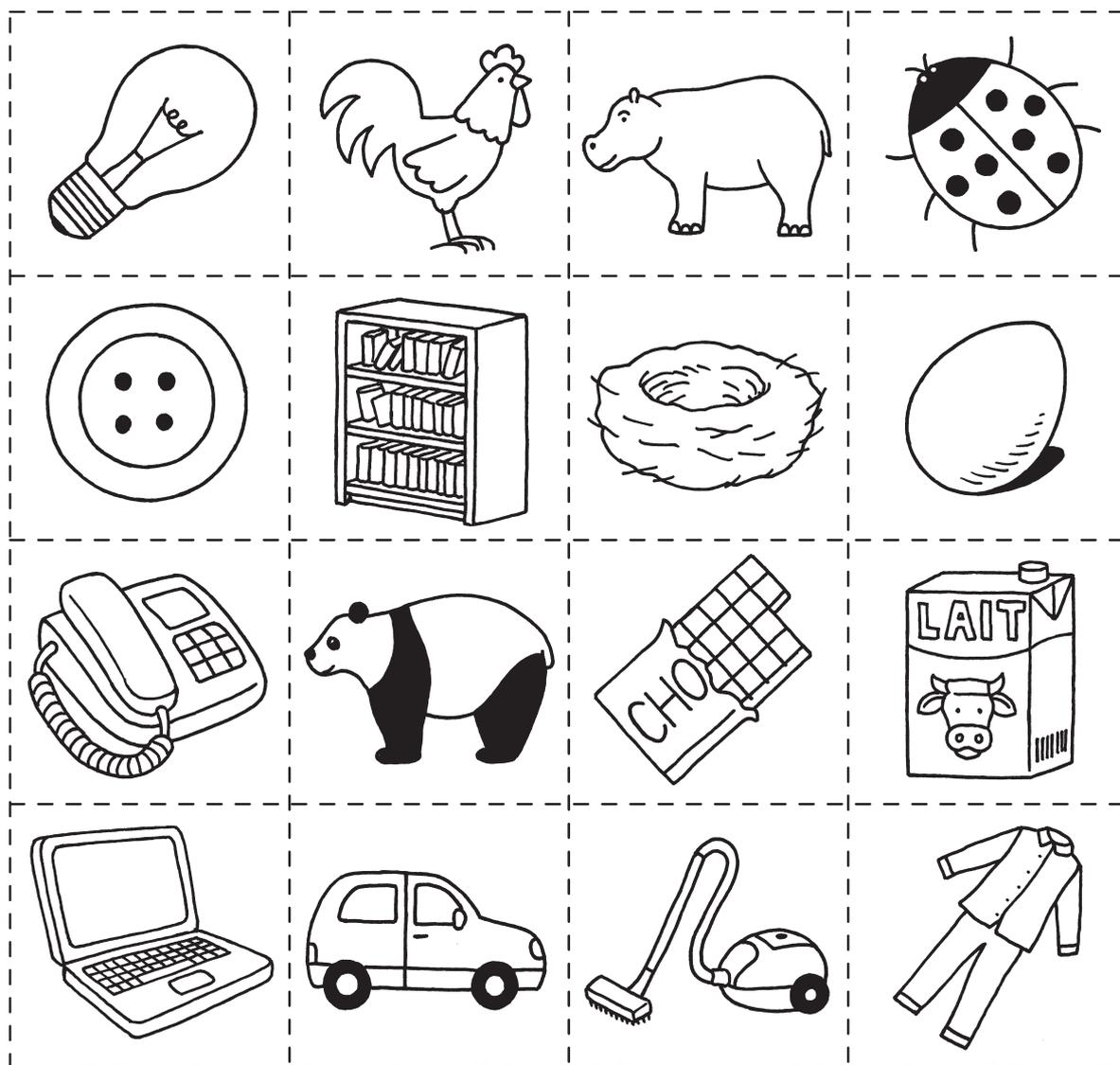
1		2	
3		4	

1A

NOM :

DATE :

→ Découpe ces images et colle-les dans le tableau (fiche 1A).

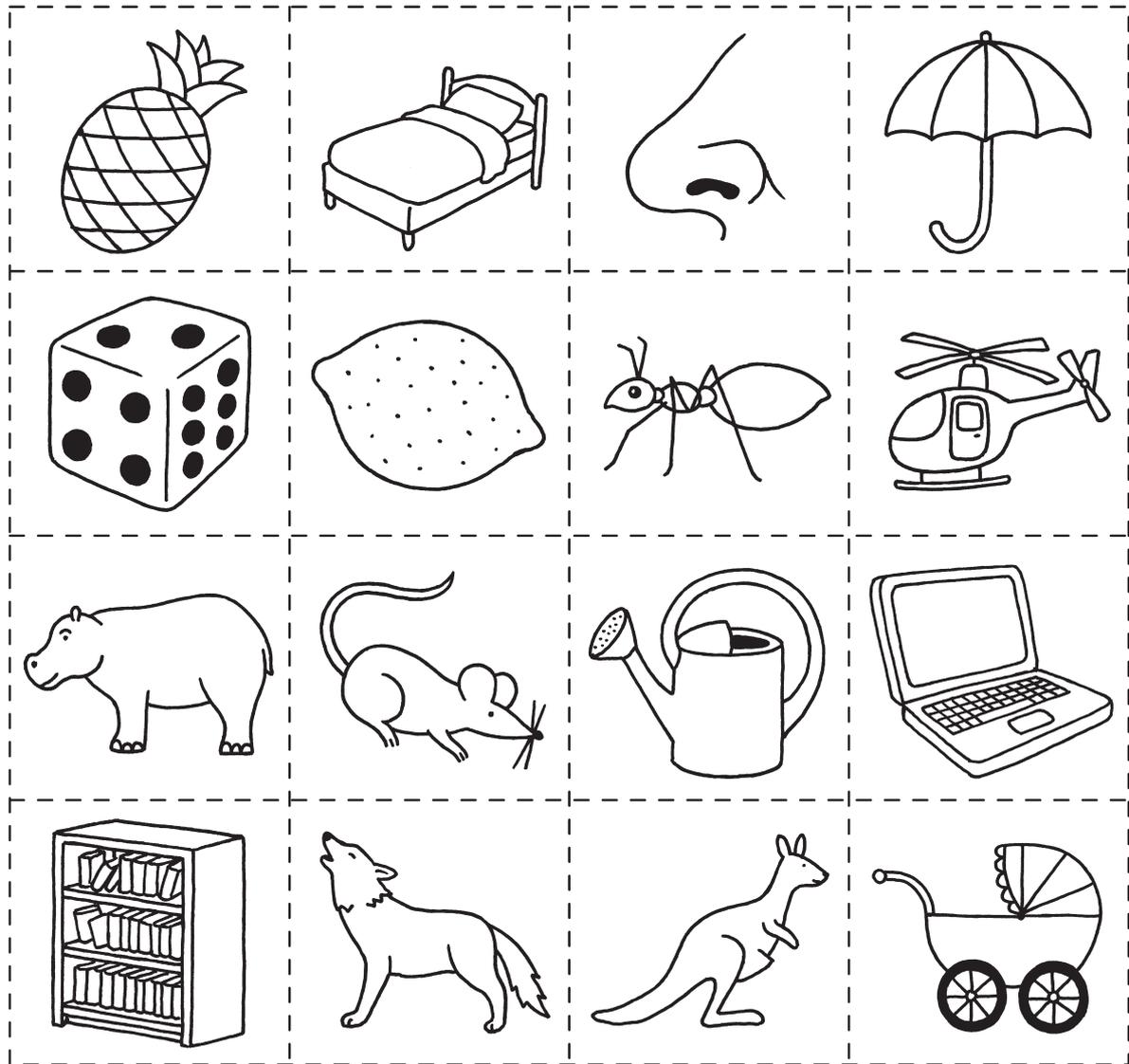


1B

NOM :

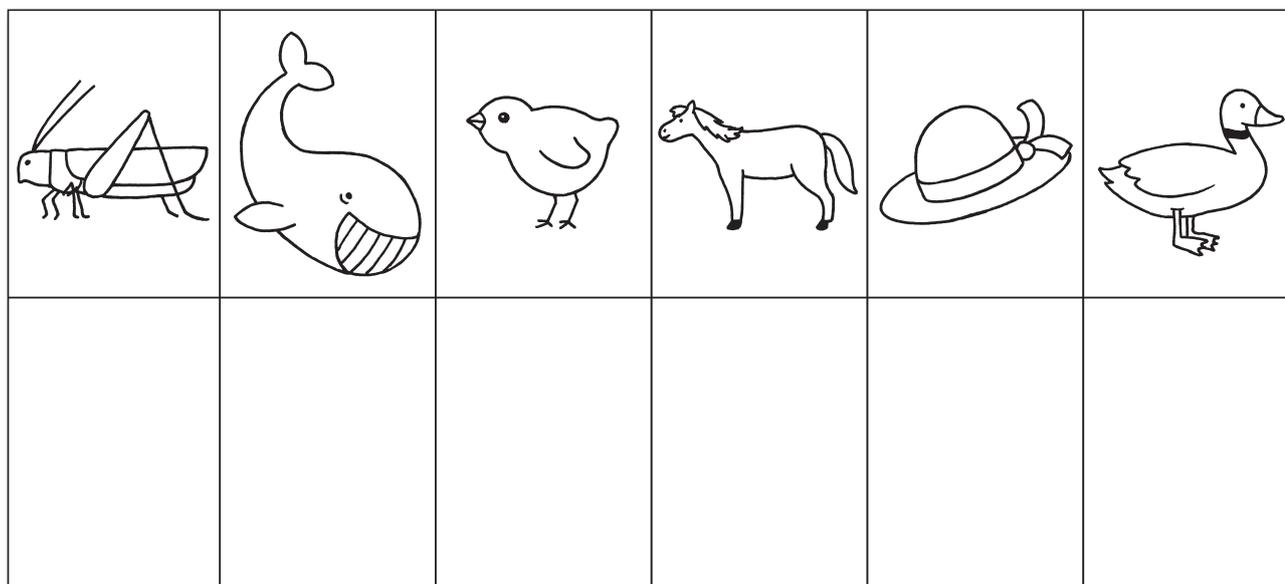
DATE :

→ Découpe ces images et colle-les dans le tableau (fiche 1A).



Loto de la première syllabe

Plateau de jeu

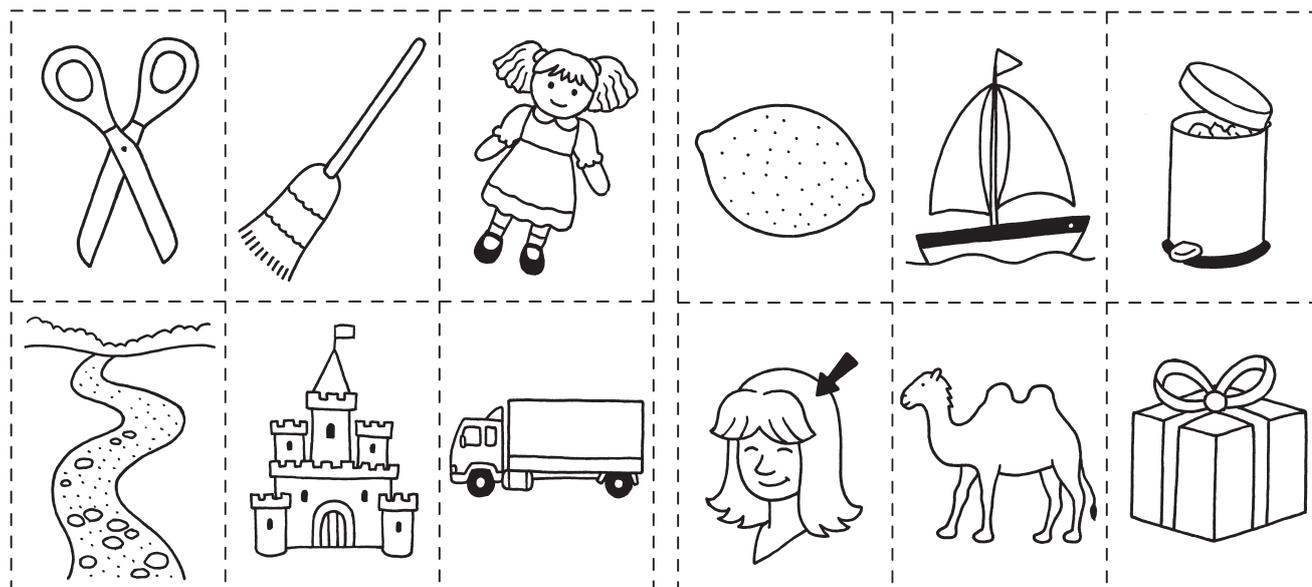


D

Étiquettes à découper

Série 1

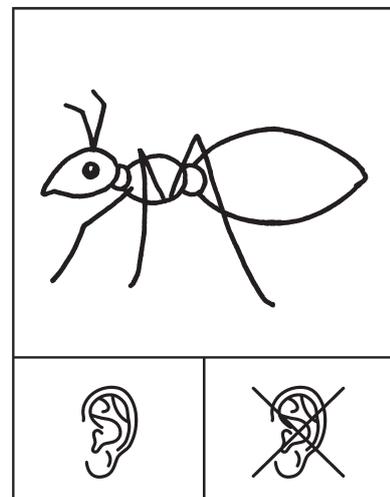
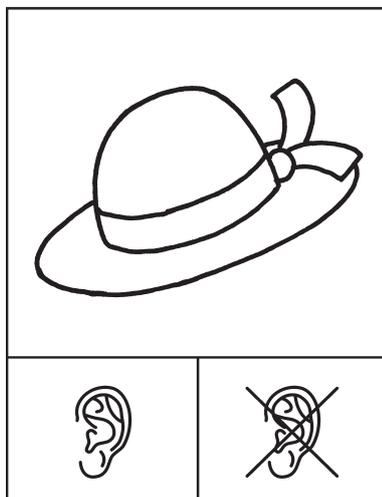
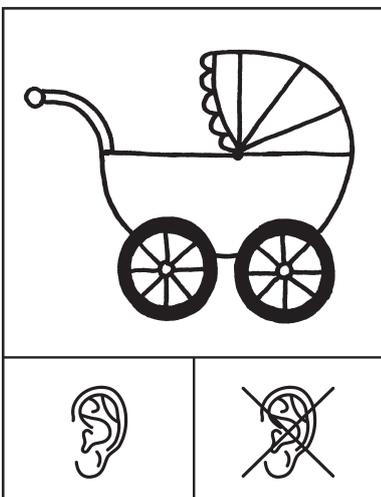
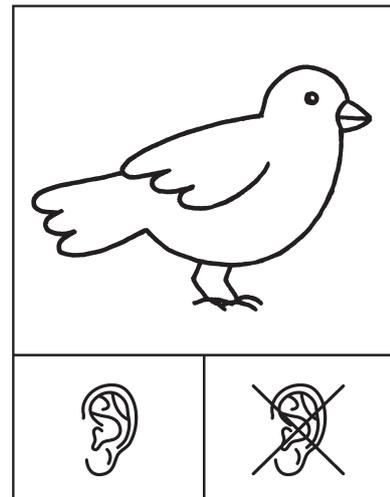
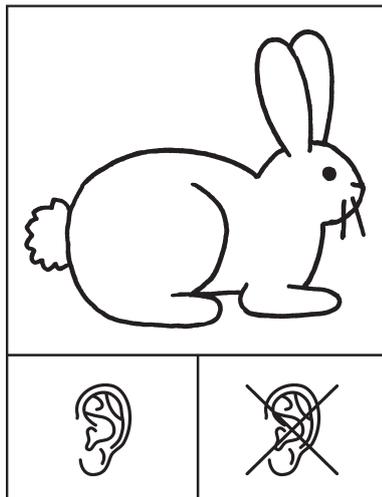
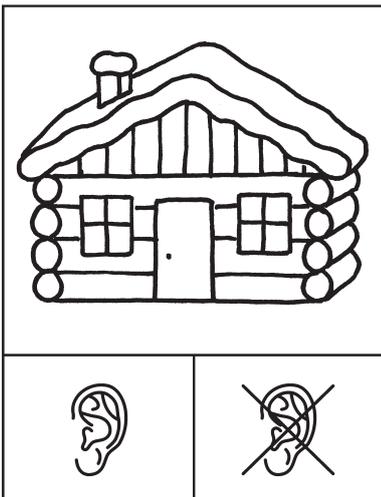
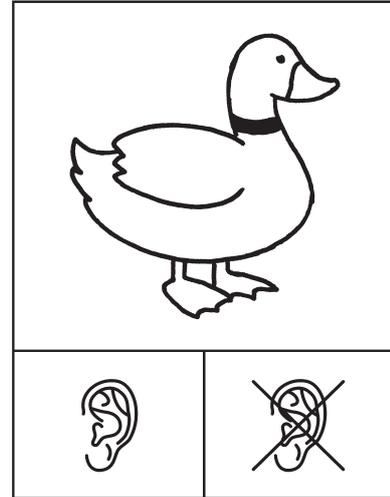
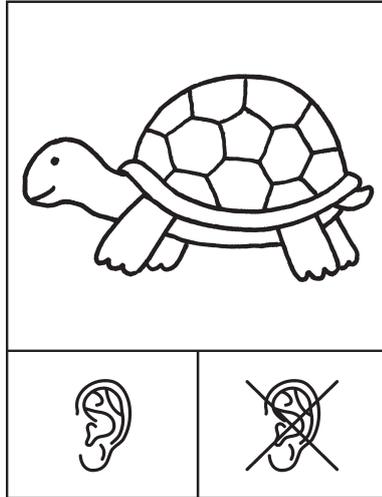
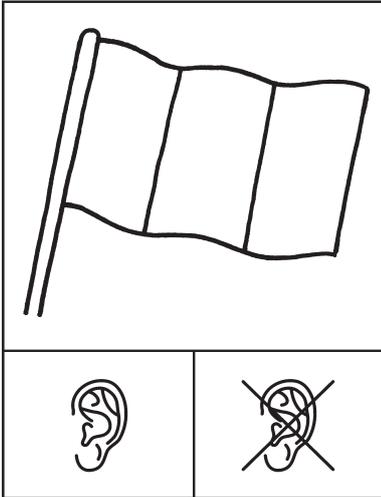
Série 2



NOM :

DATE :

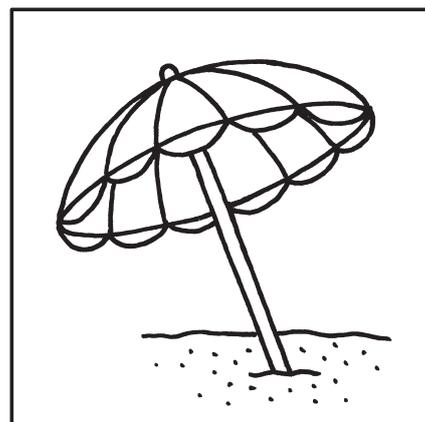
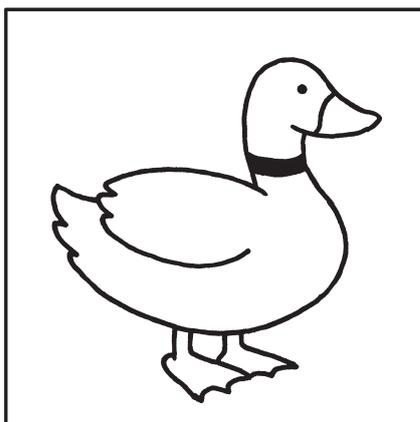
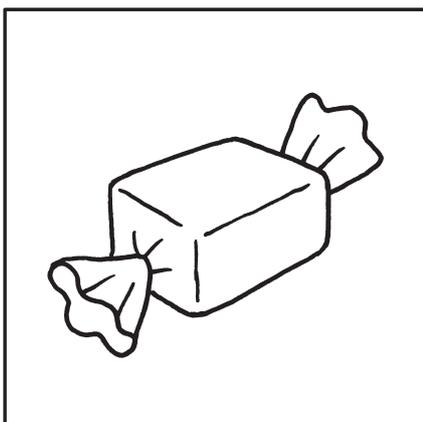
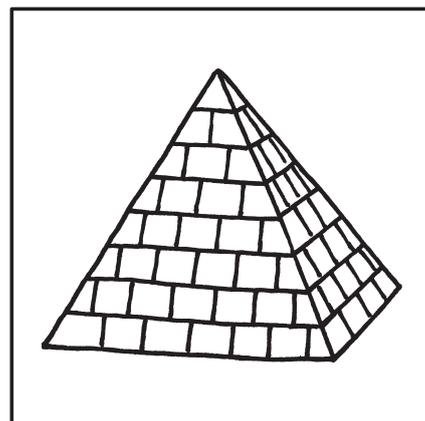
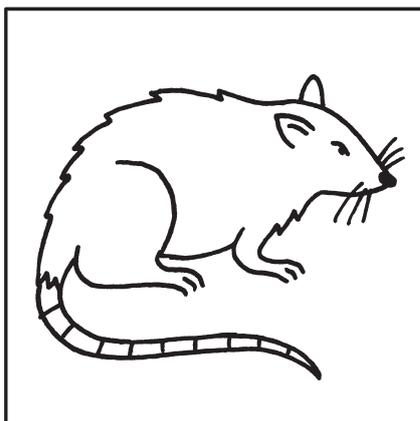
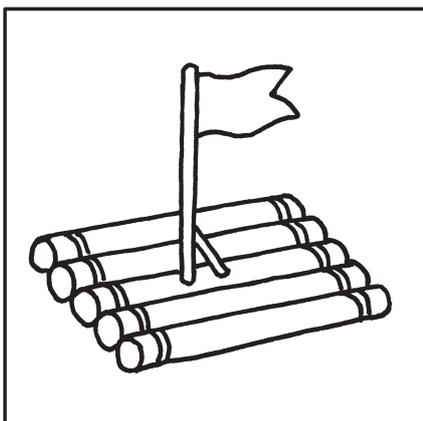
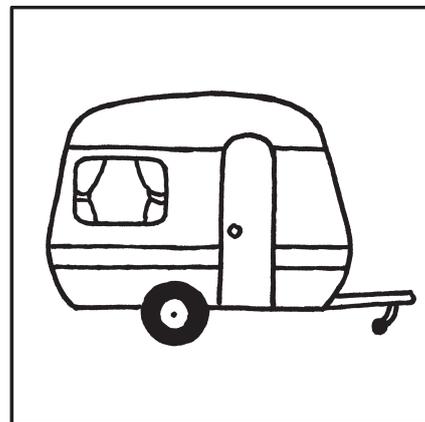
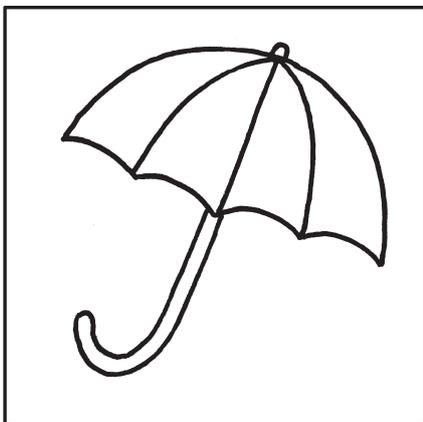
→ Entoure l'oreille selon que le mot contient ou non la syllabe énoncée par le maître.



NOM :

DATE :

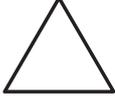
→ Colorie le dessin quand tu entends [Ra] dans le mot.

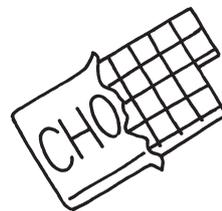
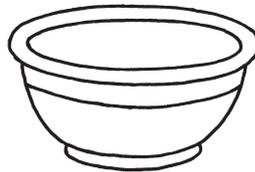
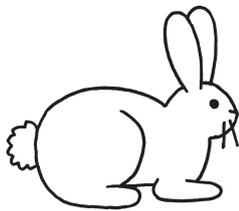


NOM :

DATE :

→ Découpe et colle les images dans le tableau, selon que tu entends la syllabe [la] au début, au milieu ou à la fin du mot.

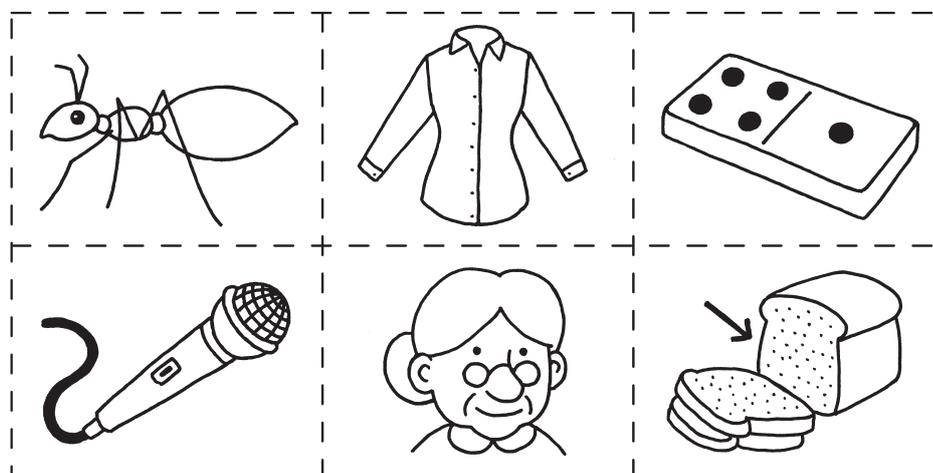


NOM :

DATE :

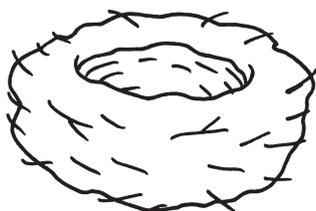
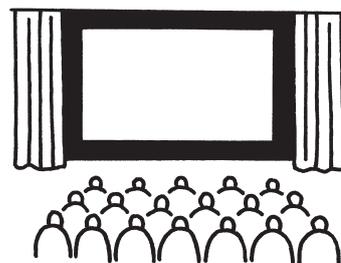
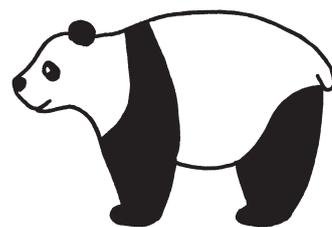
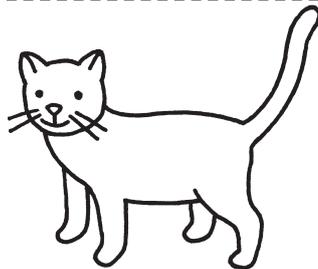
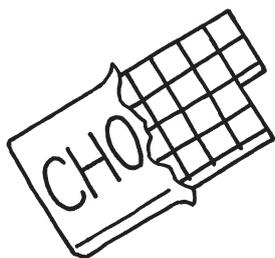
→ Découpe et colle les images dans le tableau, selon que tu entends la syllabe [mi] au début, au milieu ou à la fin du mot.

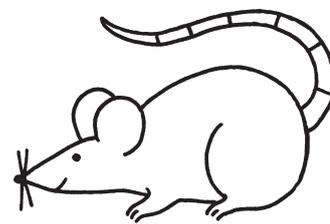
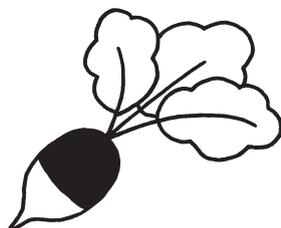


Les mots qui riment (1)

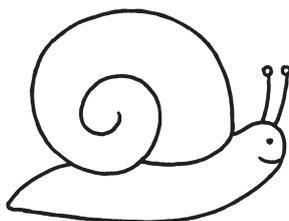
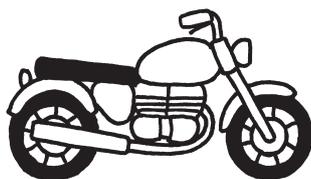
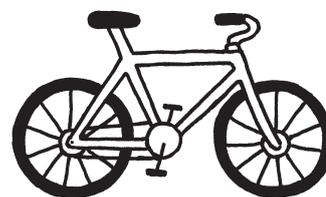
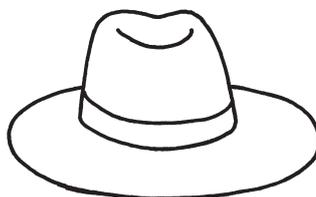
Phonème [a]



E1 Phonème [i]

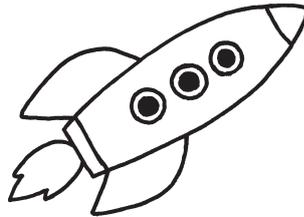
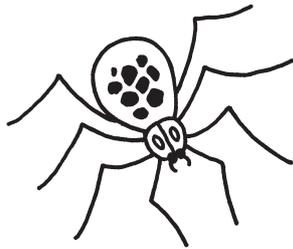
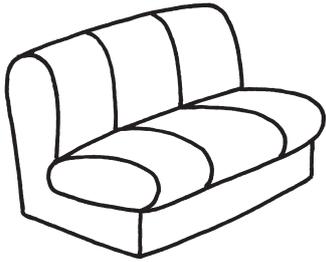


Phonème [o]

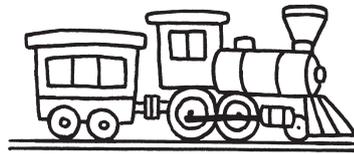
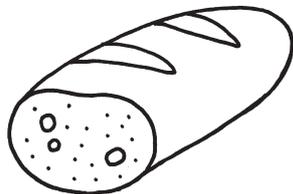
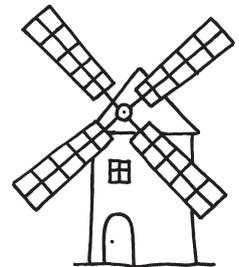
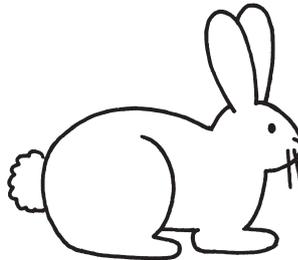


Les mots qui riment (2)

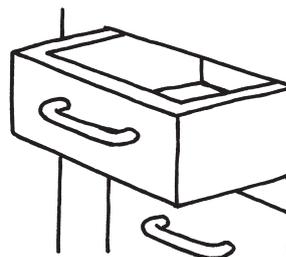
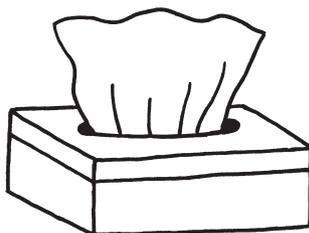
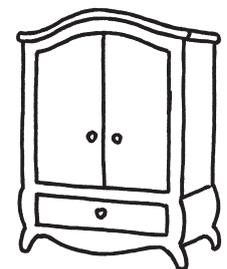
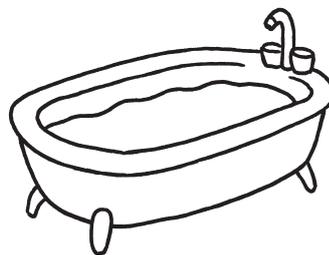
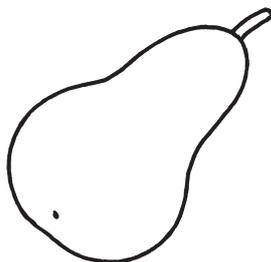
Phonème [e]



Phonème [ɛ]



Phonème
[waʀ]



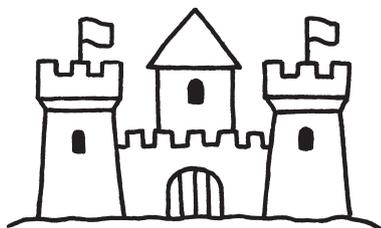
E2

NOM :

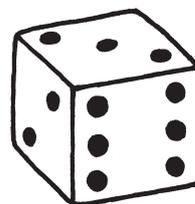
DATE :

→ Découpe et colle les images (que t'a distribuées le maître) dans le tableau, selon le son que tu entends à la fin du mot (rime).

Mots qui finissent par [o] comme *château*



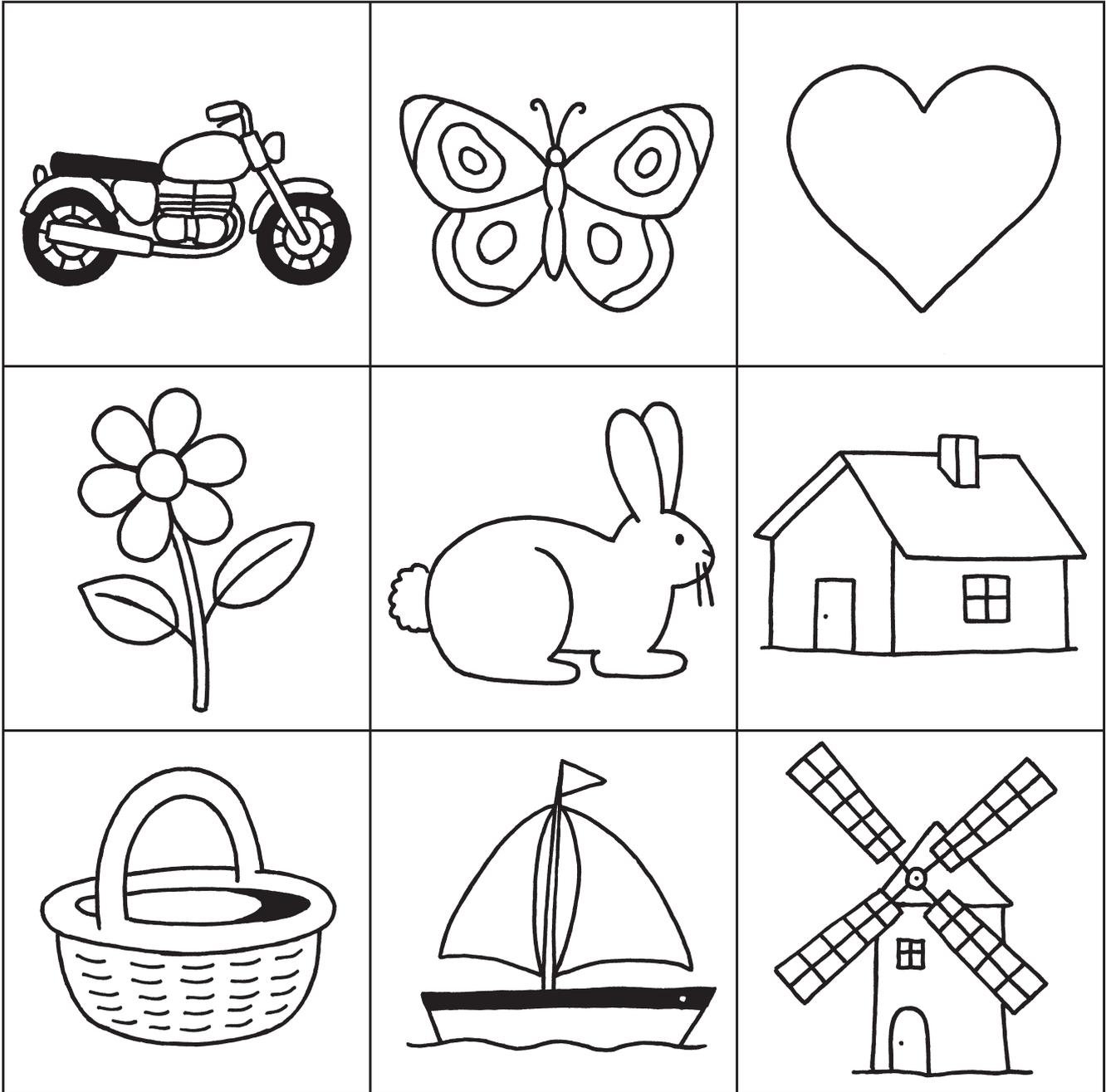
Mots qui finissent par [e] comme *dé*



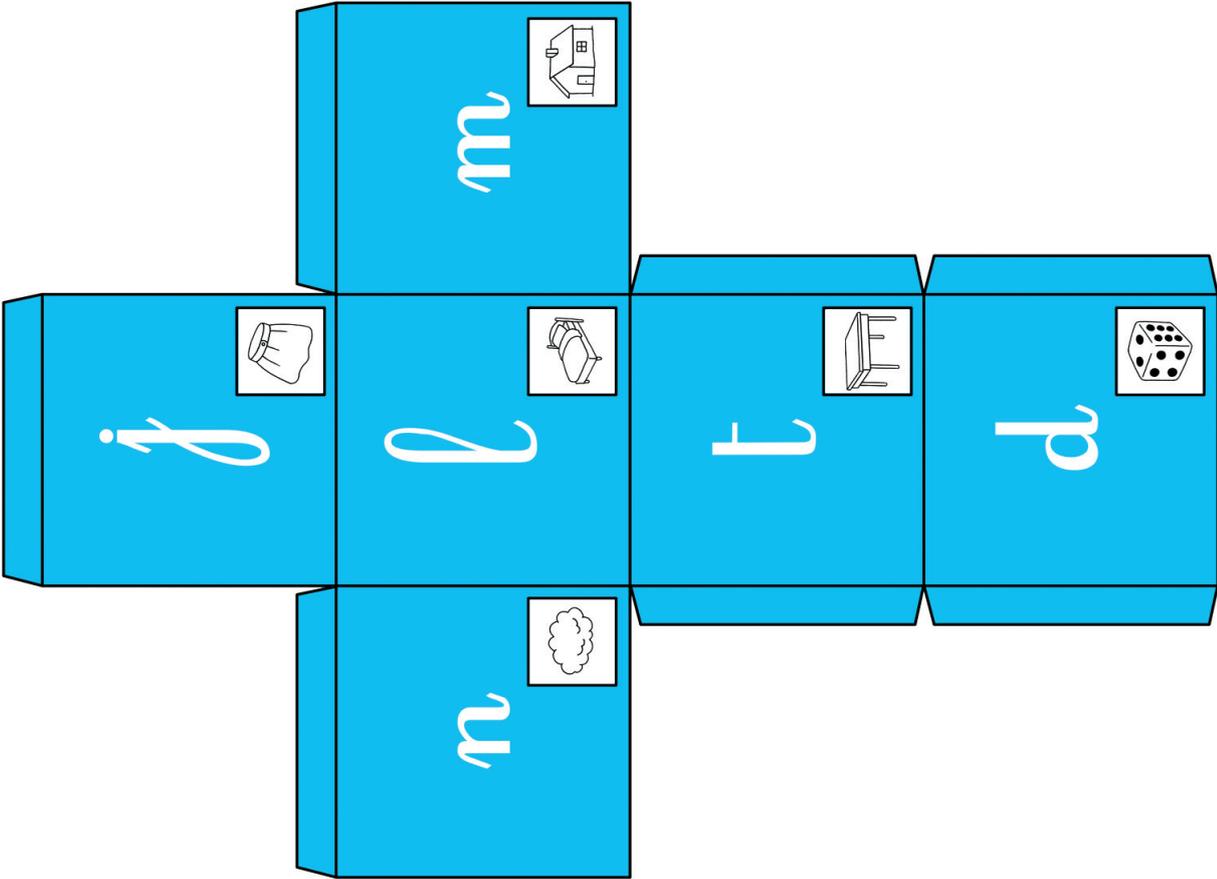
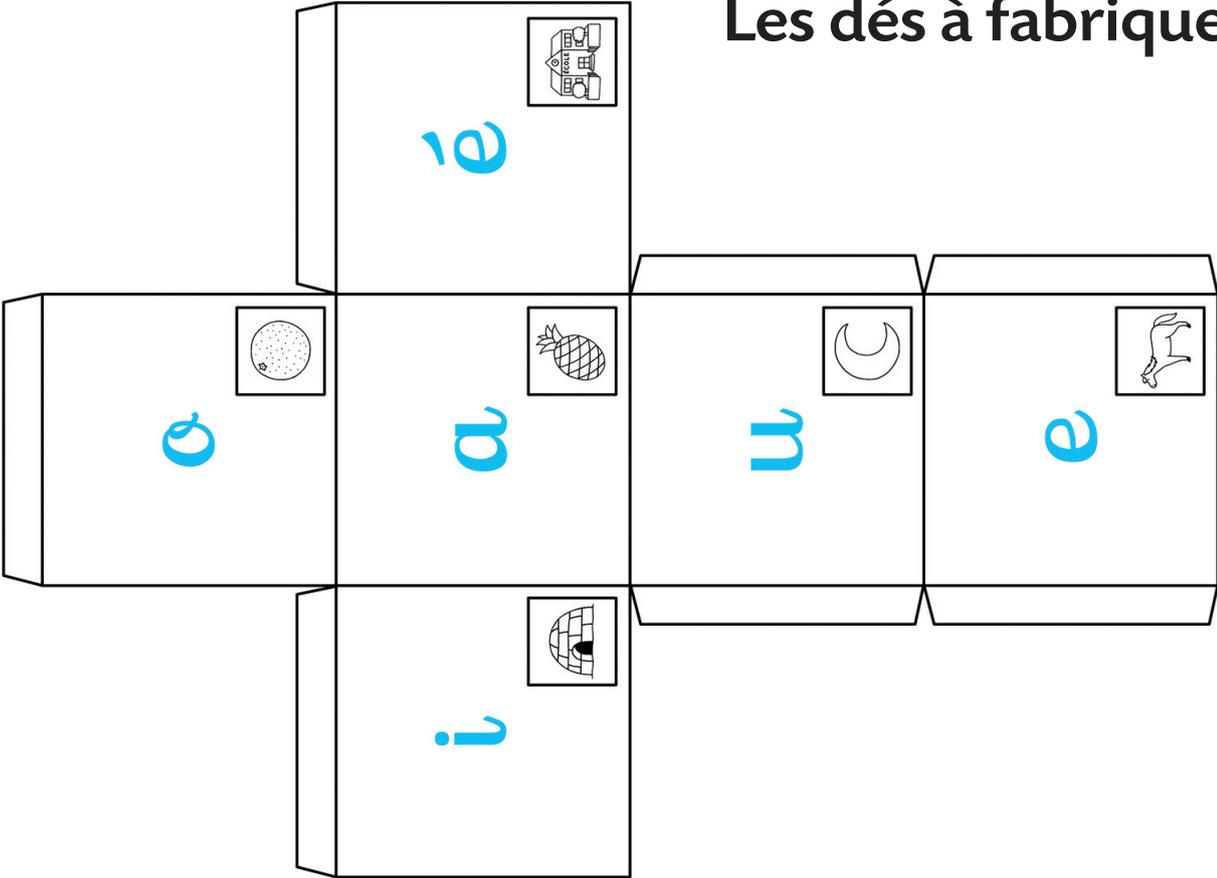
NOM :

DATE :

→ Colorie de la même couleur les images dont le nom rime.



Les dés à fabriquer



F

NOM :

DATE :

→ Écris les syllabes (consonne + voyelle) dans le tableau, puis colle les dessins des mots qui commencent par ces syllabes.

	a	i	u
m			
t			
l			

