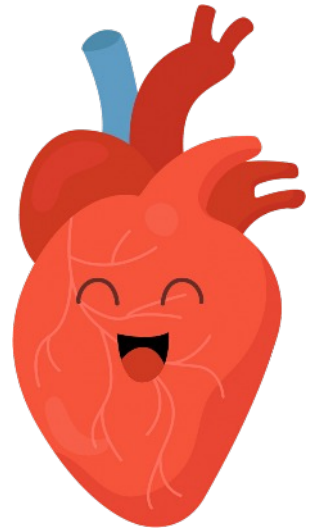
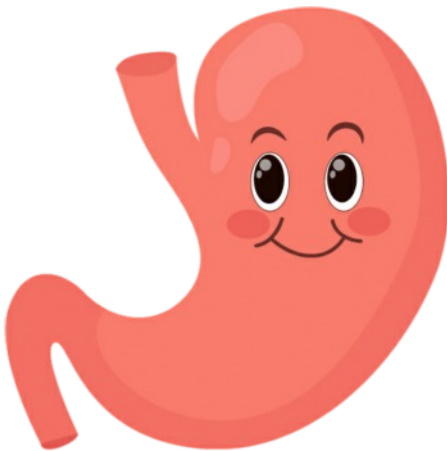
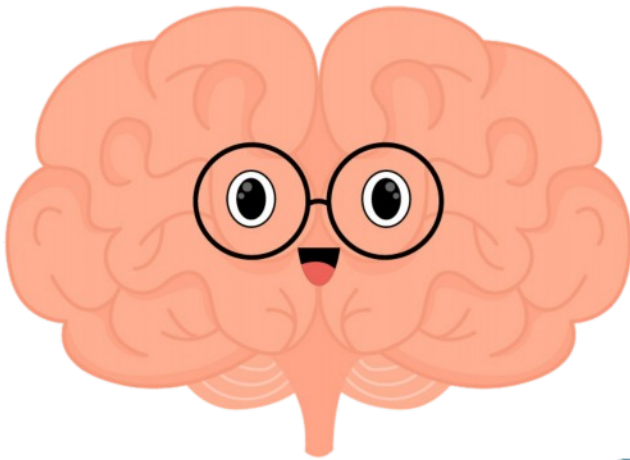


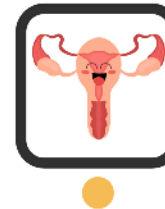
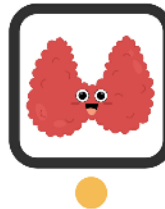
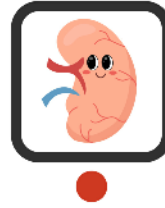
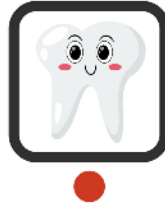
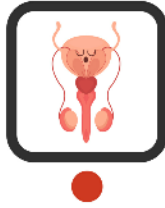
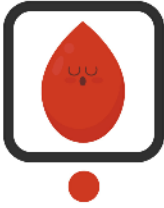
# LE CORPS HUMAIN

Ebook - 10 pages de jeux



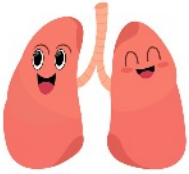
*Éveil & Coton*

# LA BONNE OMBRE



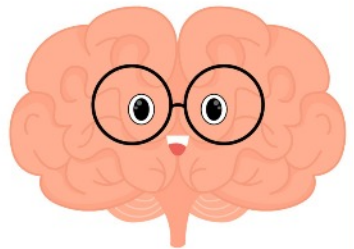
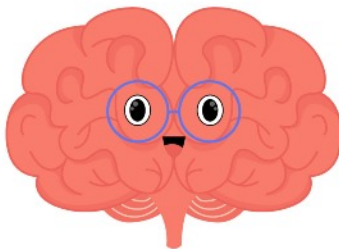
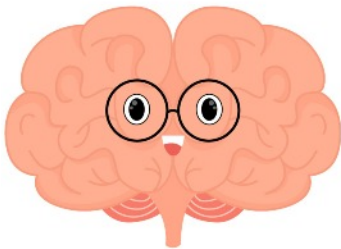
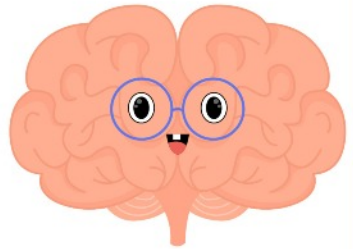
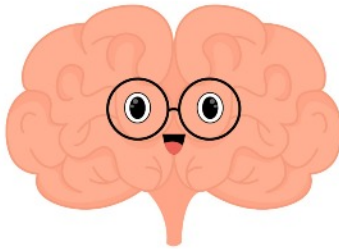
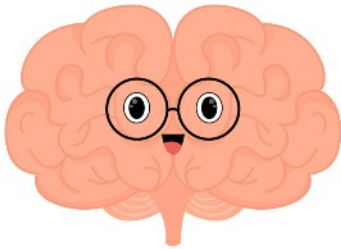
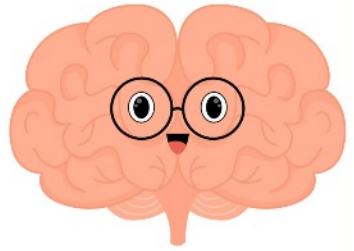
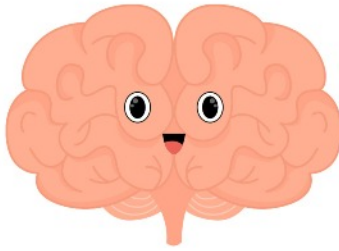
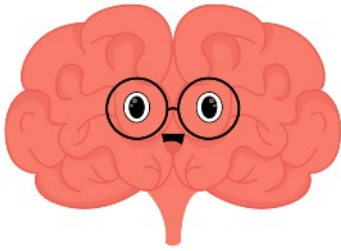
Relie chaque image à la bonne ombre.

# GRAPHISME



Trace les lignes en suivant les pointillés.

# CERVEAUX JUMEAUX



Entoure les 2 cerveaux identiques.

# COMPTE ORGANIQUE



7  
5  
8

4  
5  
6

6  
3  
4

Entoure le bon nombre d'organes dans chaque case.

# MOTS INCOMPLETS



\_ OEUR

K

Q

C

S



D \_ NT

A

I

E

O

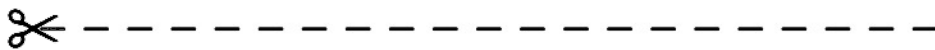
Trouve les lettres manquantes.

# TROUVE & COLORIE LES Q

R Q Q A V O  
O N B O Q S  
J M Q C F Z  
Q U D E H Q  
T W I Q K Y

# GRILLE LOGIQUE



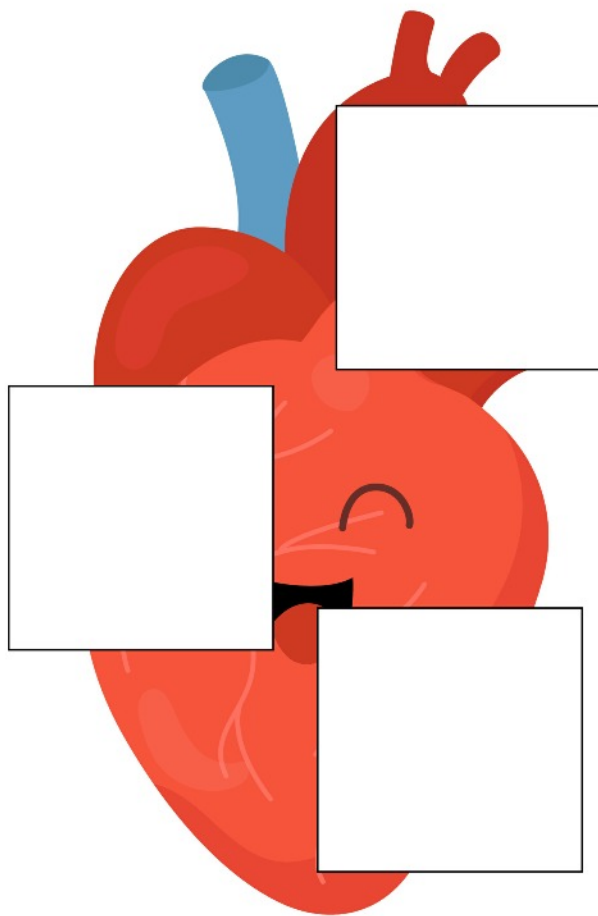



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Découpe les cartes et colle-les dans la grille de manière à ce qu'il n'y ait qu'un élément par ligne horizontale et par ligne verticale.

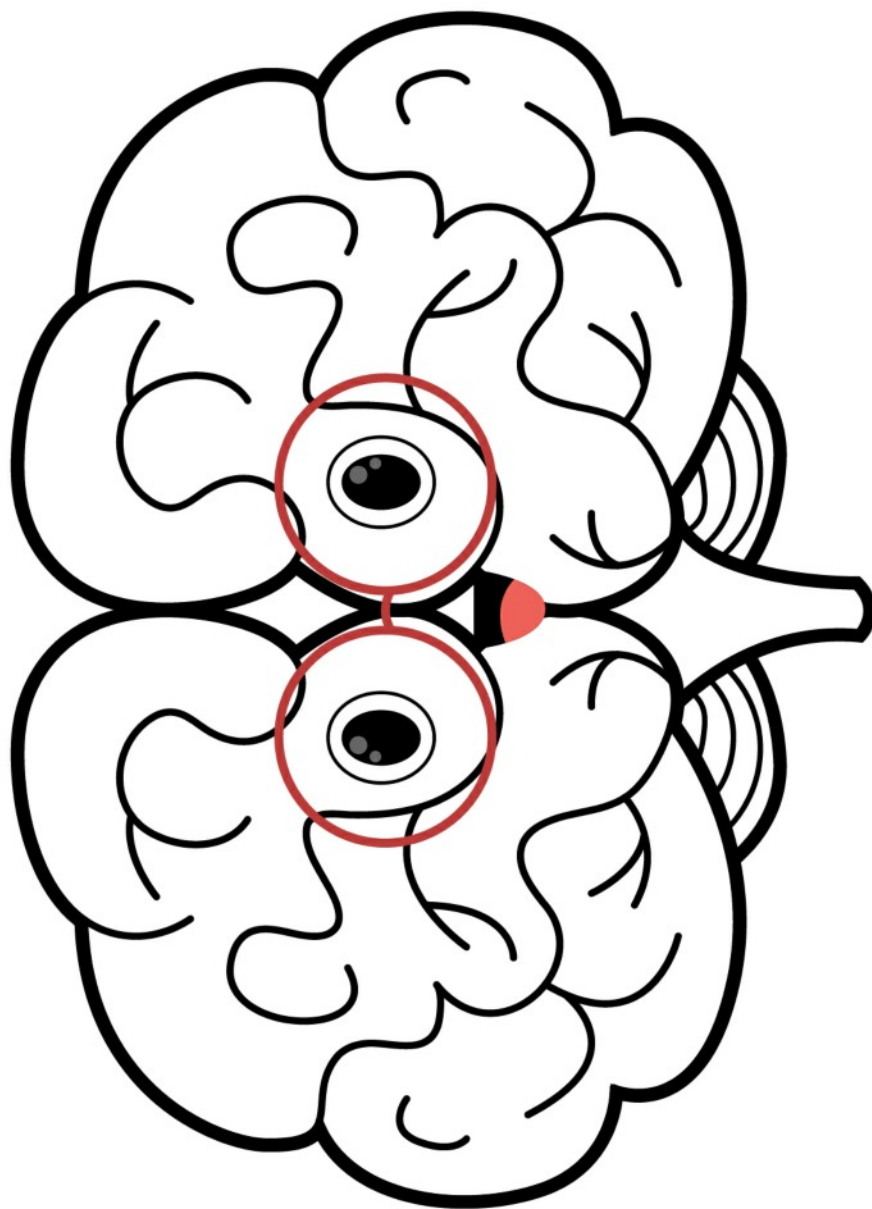


# COUPÉ / COLLÉ



Découpe et colle les cartes pour compléter l'image.

# COLORIAGE



# COLORIAGE

