

PRÉNOM

DATE

Mobiliser le langage  
dans toutes  
ses dimensions

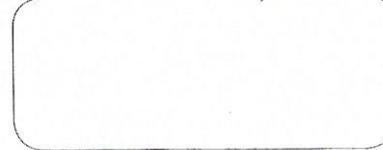
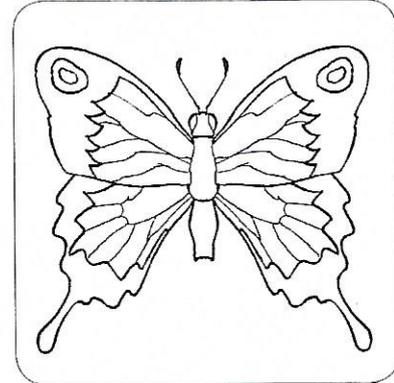
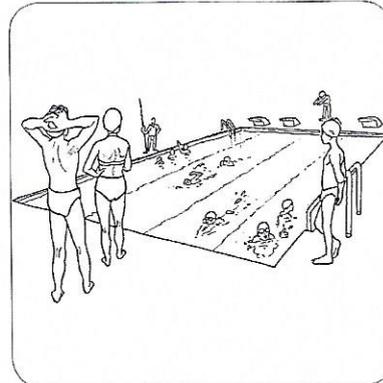
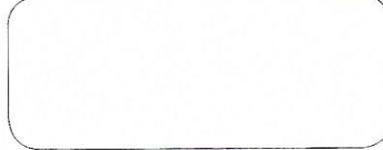
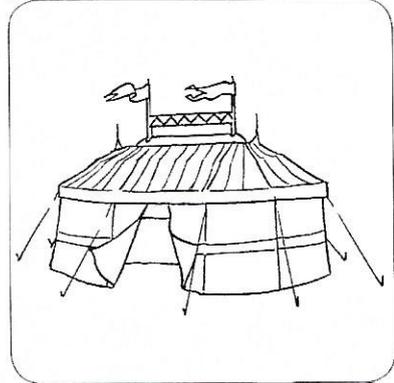
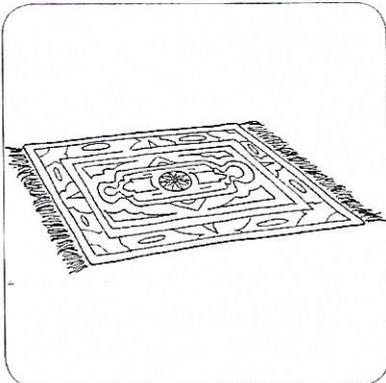
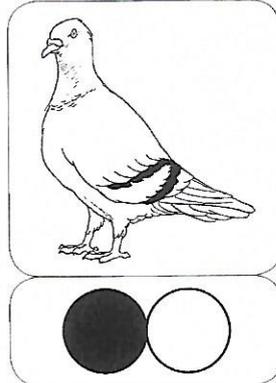
LOCALISER ET CODER LES SYLLABES D'UN MOT



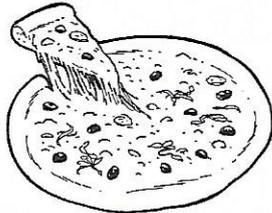
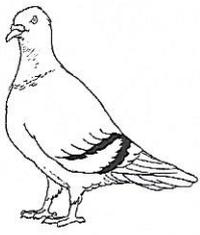
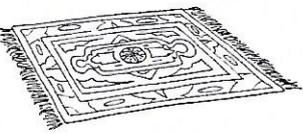
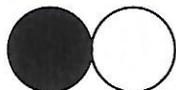
# SYLLABE, OÙ ES-TU ?

Code chaque syllabe par un cercle et colorie le cercle qui correspond  
à la syllabe Pi comme dans l'exemple.

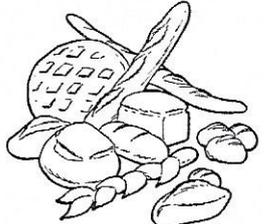
exemple



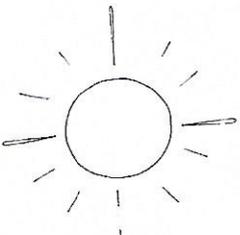
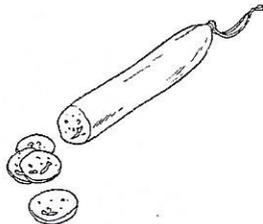
pigeon  
tapis - pizza - chapiteau  
pirate - piscine - papillon

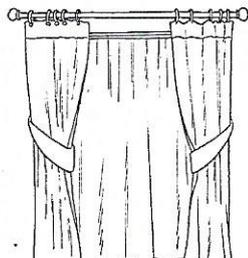
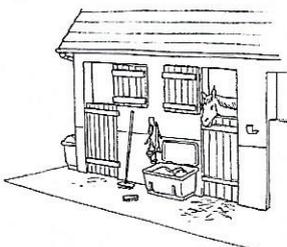
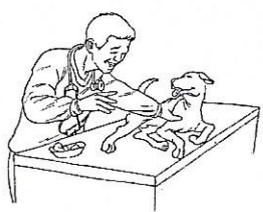
pigeon - tapis - hôpital

pinces - sapin - pingouin

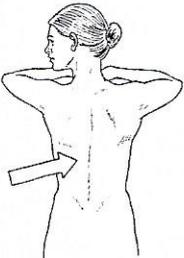
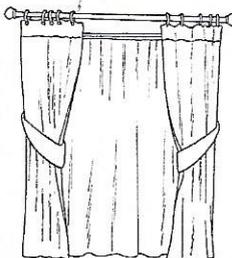
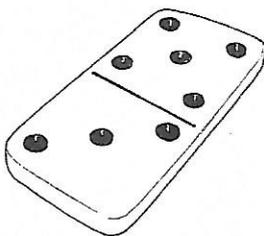
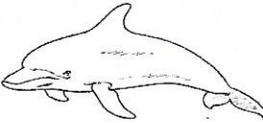
			
			

solèl - pinceau - saucisson

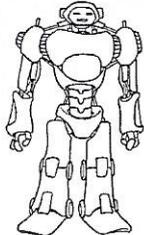
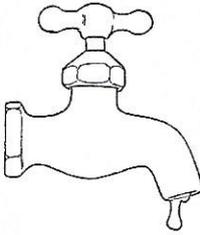
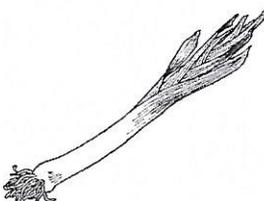
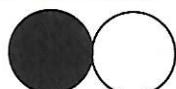
rideaux - écurie - vétérinaire

dos

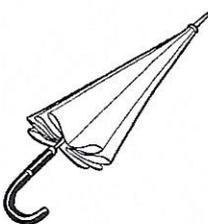
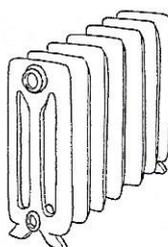
dos - domino - dauphin

dos

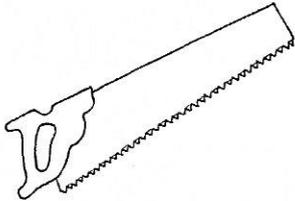
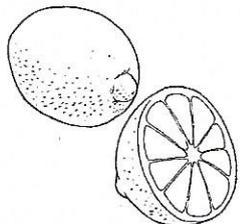
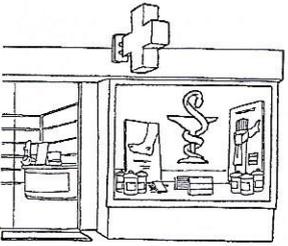
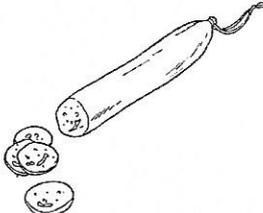
dos - robot - carottes - perroquet

dos

dos - souris - parapluie - radiateur

dos

dos - scie - saumon - salade

PRÉNOM

DATE

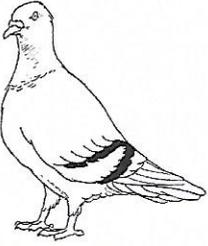
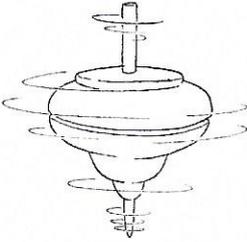
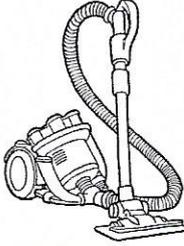
Mobiliser le langage dans toutes ses dimensions

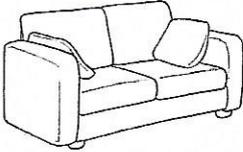
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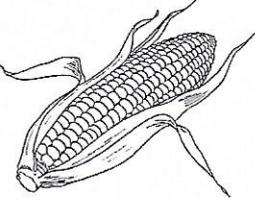
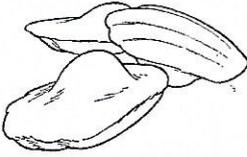
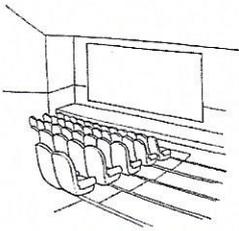


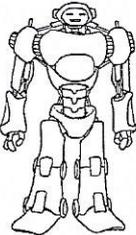
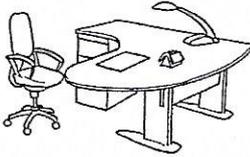
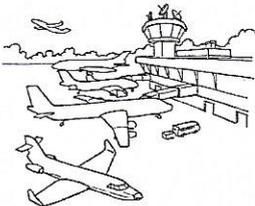
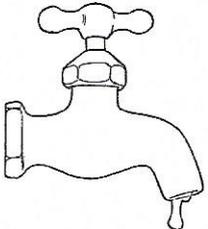
# SYLLABE, OÙ ES-TU ?

Code chaque syllabe par un cercle et colorie le cercle qui correspond à la syllabe codée dans l'exemple.

			
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<input type="radio"/> <input checked="" type="radio"/>			

			
<input checked="" type="radio"/> <input type="radio"/>			

			
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pigeon - touille - aspirateur - hôpital

poupée - épée - canapé - perroquet

maïs - madeleines - cinéma - marionnette

robot - bureau - aéroport - robinet