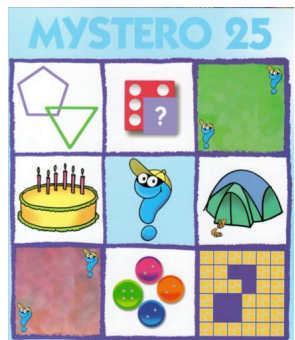
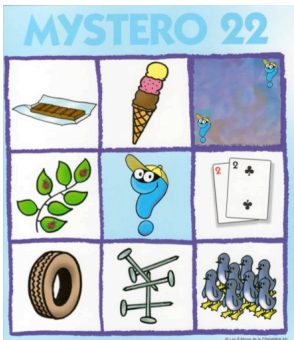
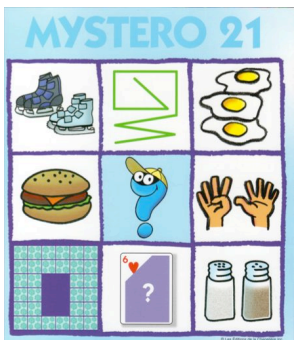
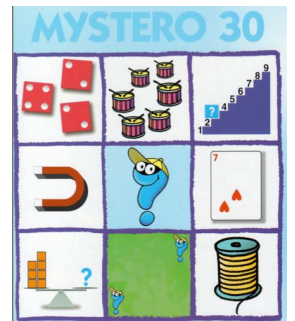
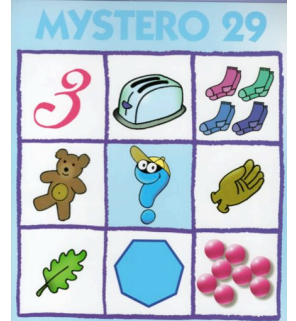
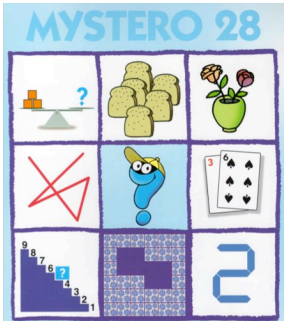
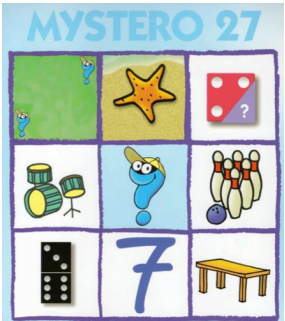
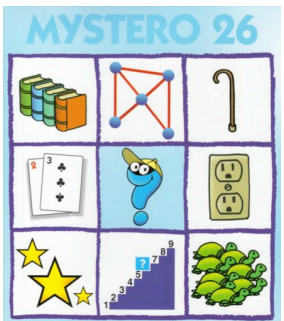


Ateliers de Math :
"Mystero 3"





Objectifs : comprendre, mémoriser et raisonner avec des nombres de 1 à 9.
Source : Jeu "Mystero" éditions de la Chenelière

* Ateliers faits avec des pièces mobiles
CHD avril 08