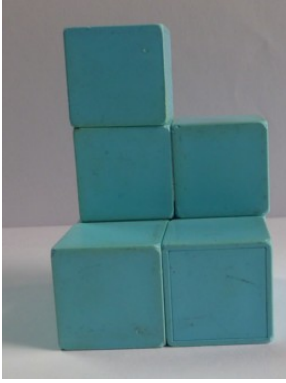


Jocker n°1 : cycle 2



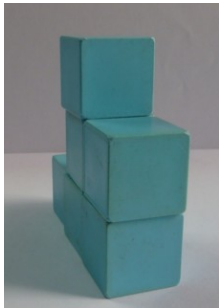
A



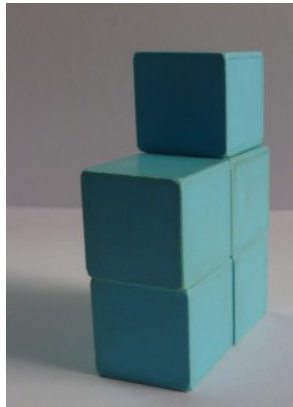
B



C



D



E

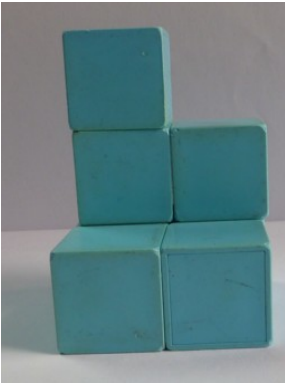
Range ces constructions en fonction du nombre de cubes utilisés:

4

5

Mets ensemble le dessin et la photo de chaque construction.

Cycle 2 Les constructions avec des cubes



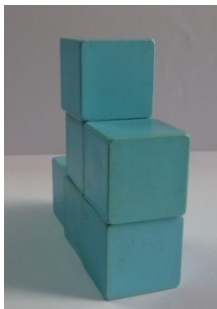
A



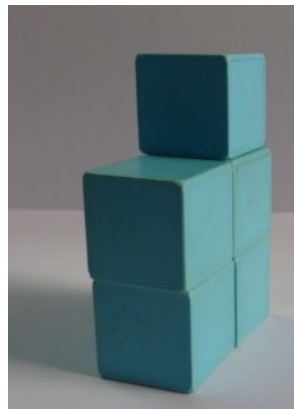
B



C



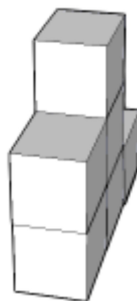
D



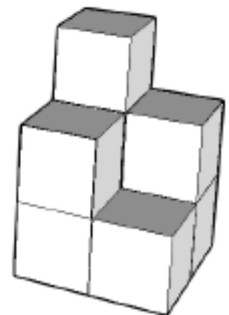
E



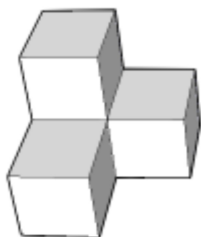
1



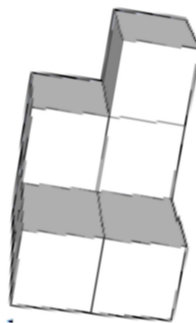
2



3



4



5

Mets ensemble le dessin et la photo de chaque construction.