

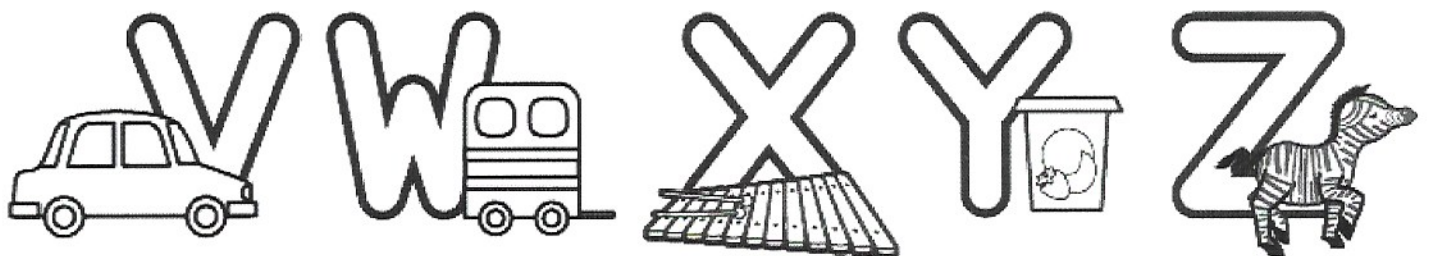
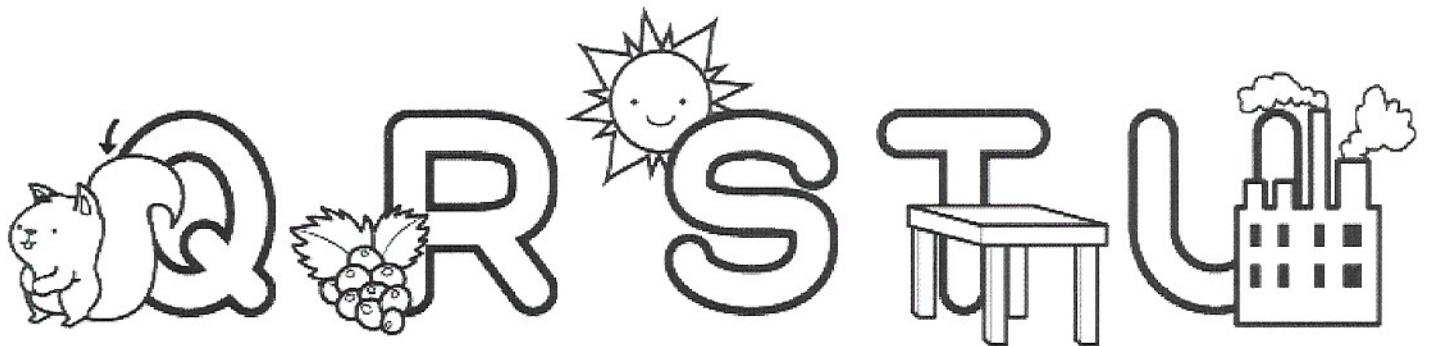
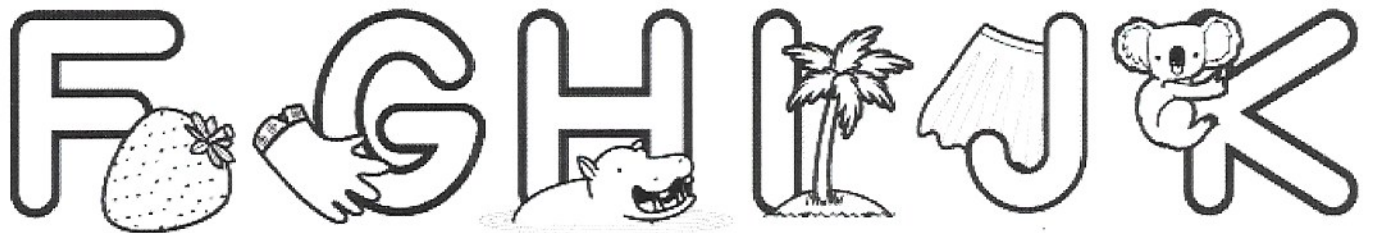
PRENOM .....

CAHIER DE  
VACANCES  
CLASSE MS

*Privilégier les crayons de couleur pour les coloriages.*

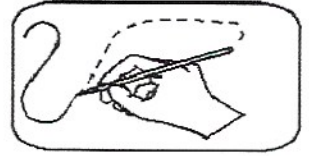
*Bonnes vacances et prenez soin de vous!*

# Abécédaire

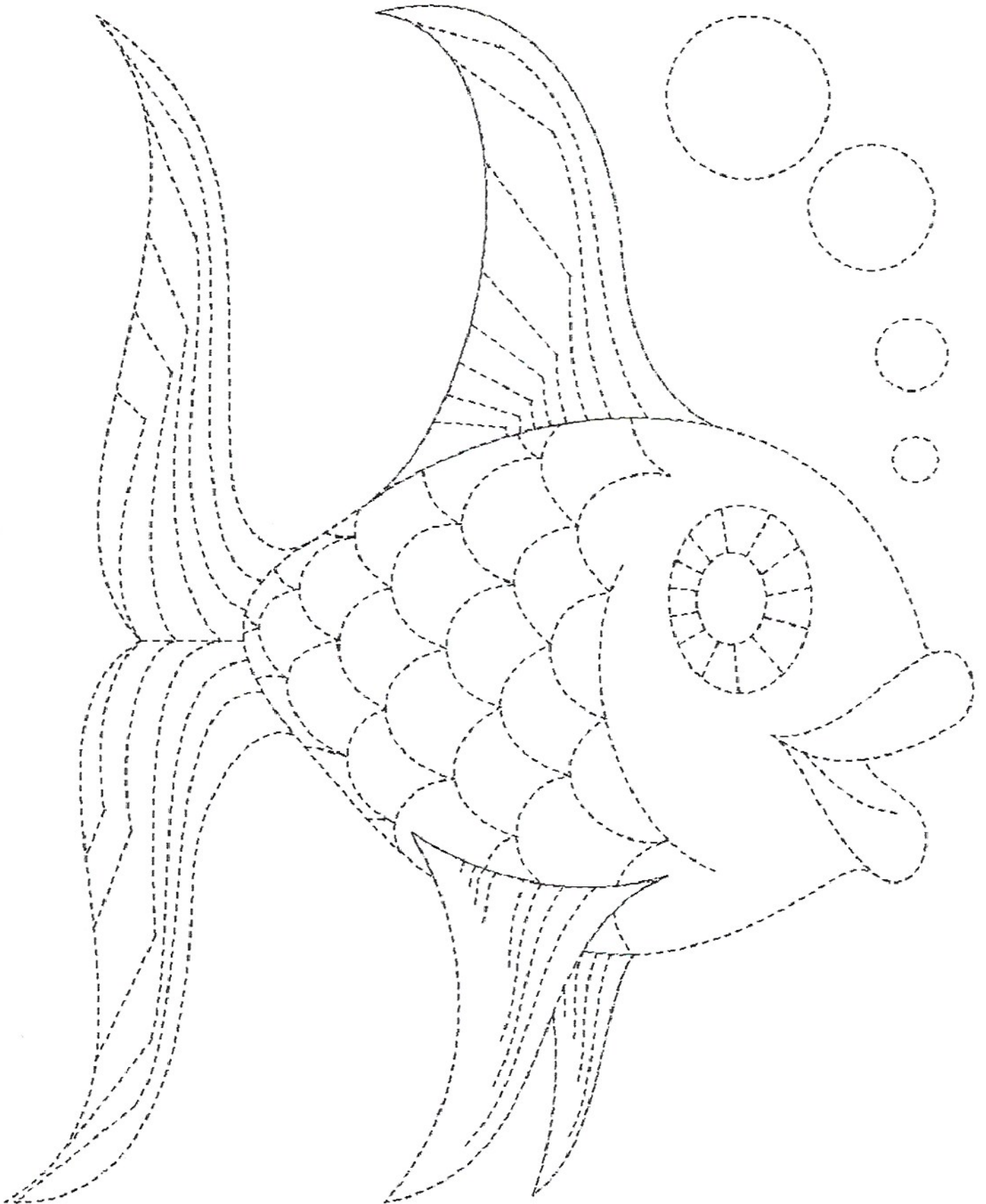


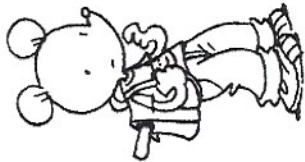
Colorie ce bel imagier. Pendant que tu le colories, nomme chaque objet avec sa 1ère lettre : A comme... ananas ; B comme... botte.  
Bientôt tu connaîtras ton alphabet par cœur !

Prénom : \_\_\_\_\_



**Je repasse**

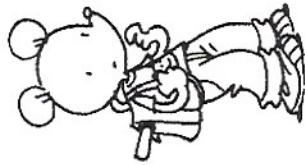
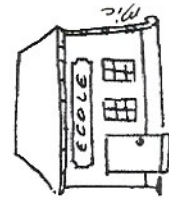




# JOUE AVEC LUDO

Aide Ludo à rejoindre l'école en suivant le chemin de l'alphabet

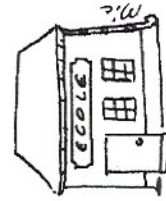
A	B	C	T	V	R	C
M	I	D	B	F	G	Z
N	O	E	L	I	J	K
U	V	F	G	H	S	L
A	T	C	W	X	N	M
C	M	R	Q	P	O	E
N	O	S	I	V	B	F
I	P	T	L	X	Y	L
Y	A	U	V	W	Z	E



# JOUE AVEC LUDO

Aide Ludo à rejoindre l'école en suivant le chemin de l'alphabet.

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



Colorie le zèbre en suivant le code couleur.

1

vert

2

gris

3

marron

4

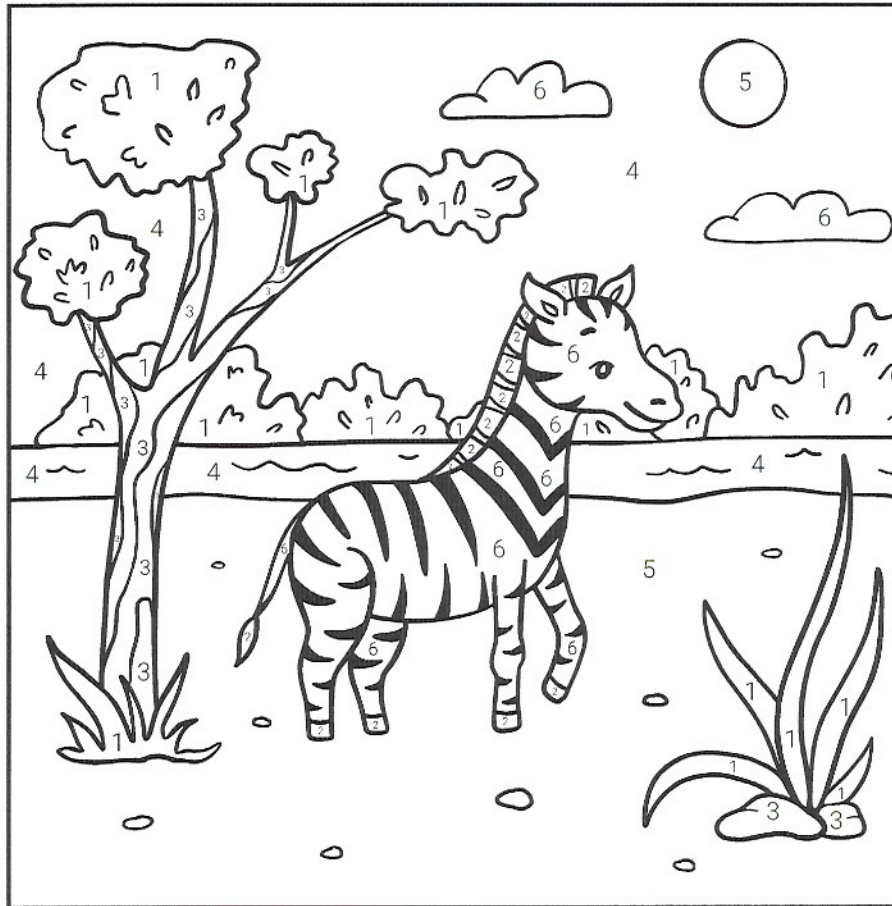
bleu

5

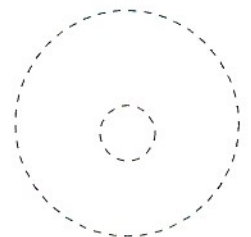
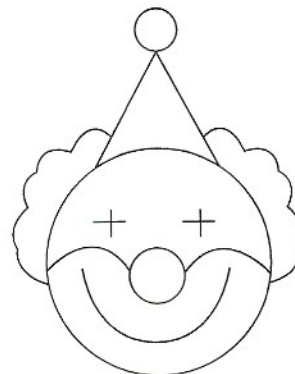
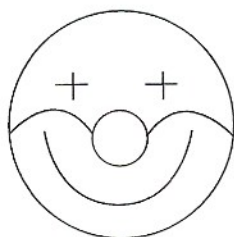
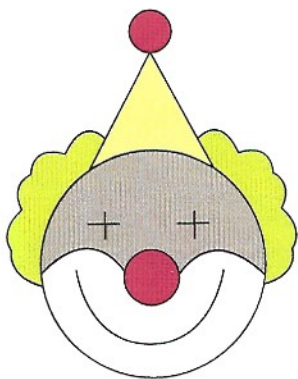
jaune

6

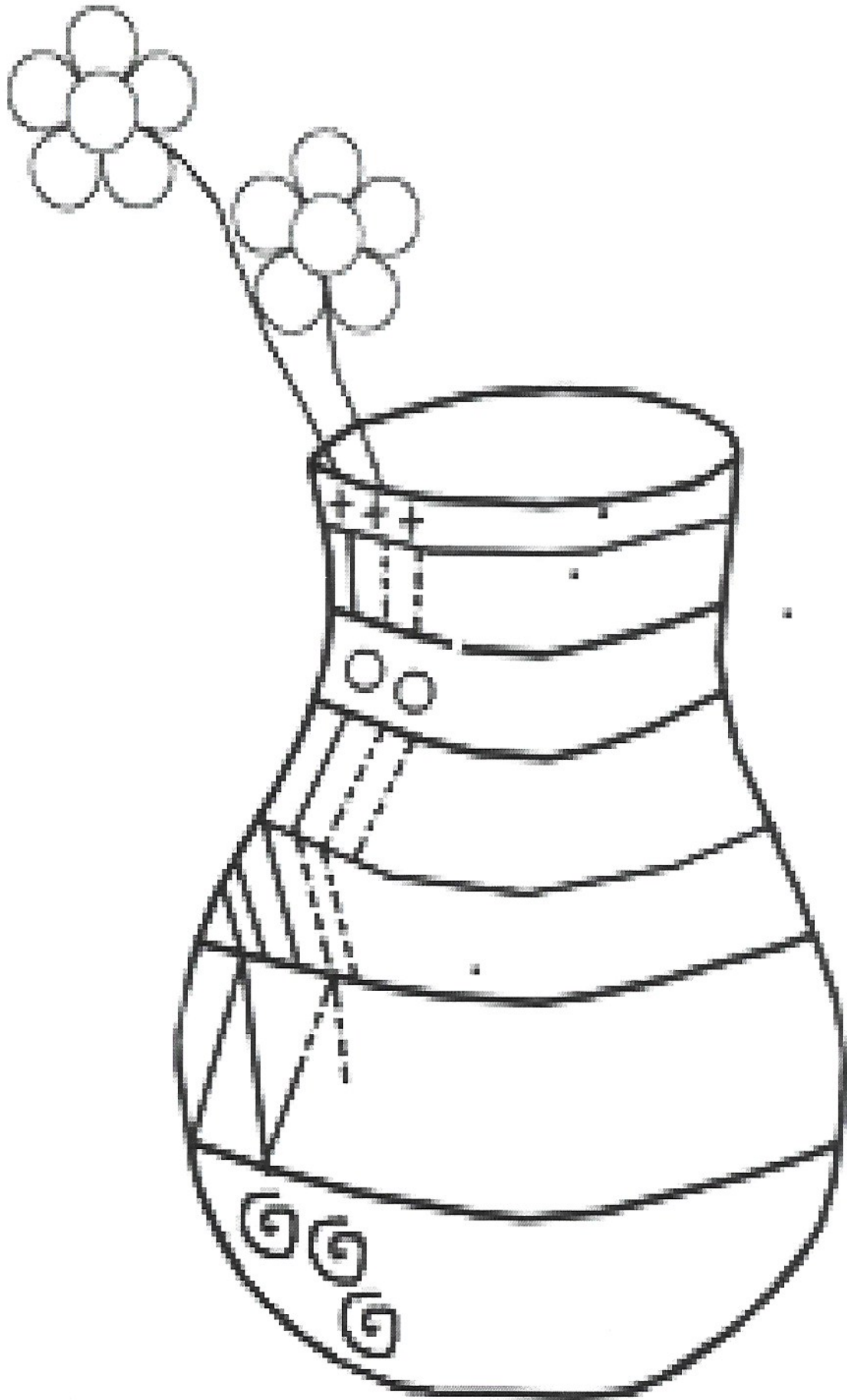
Blanc



Dessine la tête du clown dans le rond en pointillés.



**Consignes:** continue le graphisme sur le pot au feutre fin puis dessine des fleurs dans le pot.



Trouve l'ombre du petit singe. Entoure-la.



1



2

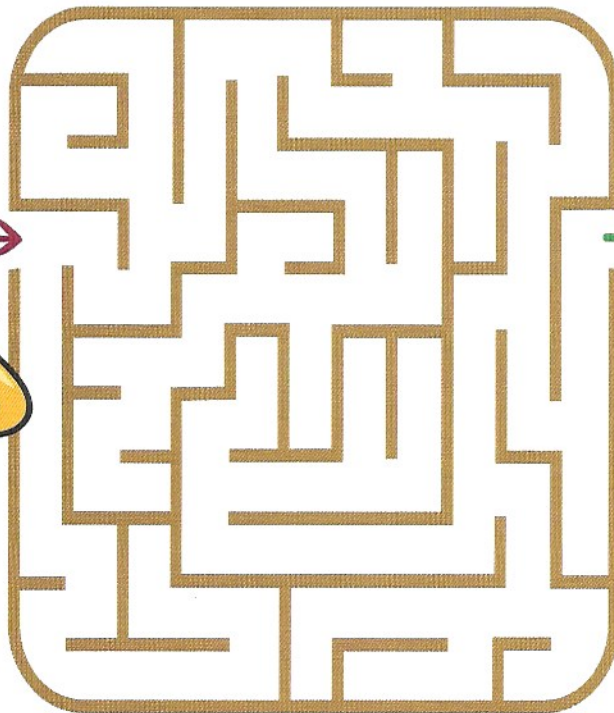
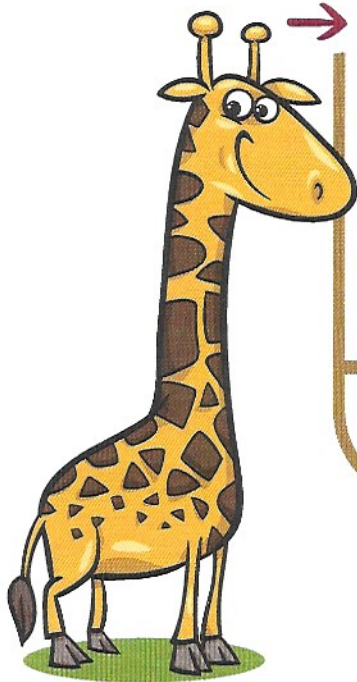


3



4

Aide la girafe à rejoindre le palmier. Trace le chemin qu'elle va parcourir.



Entoure les 4 objets ou animaux qui ne devraient pas être dessinés dans cette représentation de la ferme.



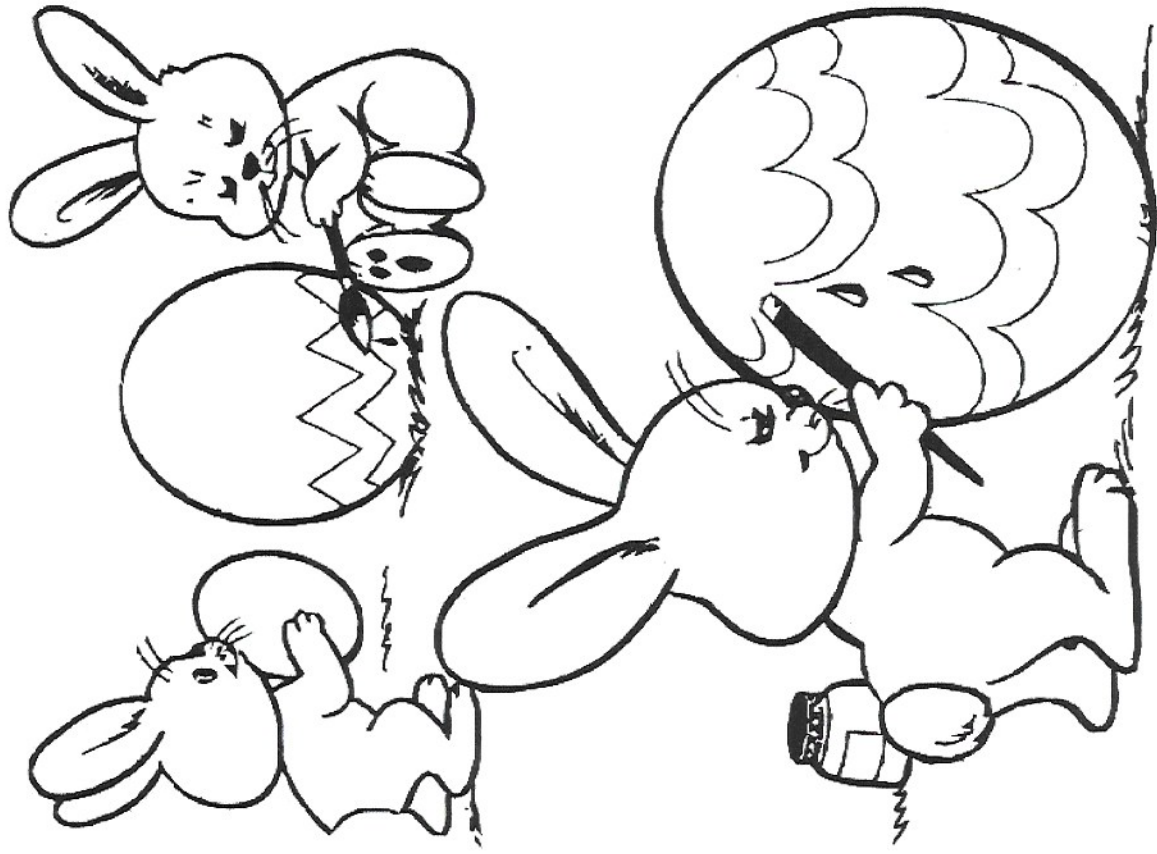
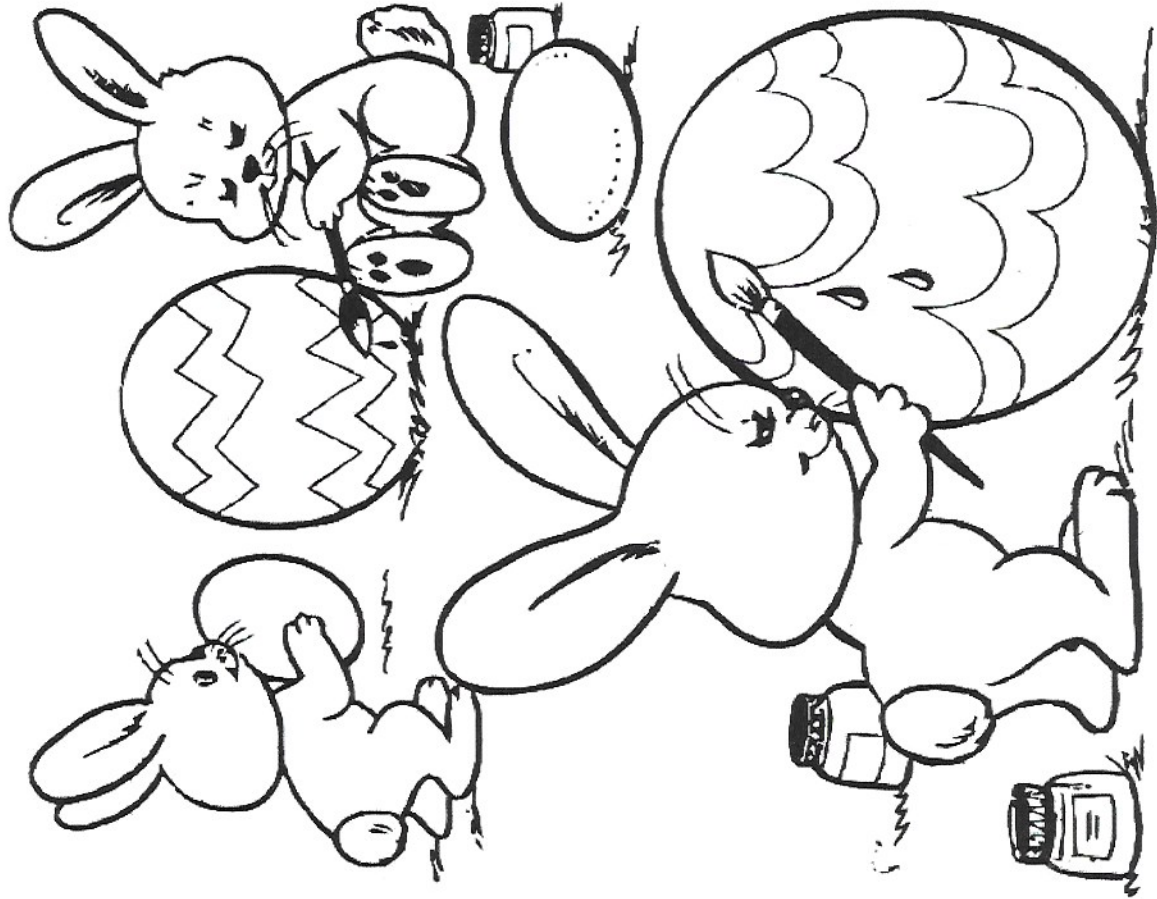
Parmi ces objets, un seul n'est représenté qu'une fois. Lequel ?

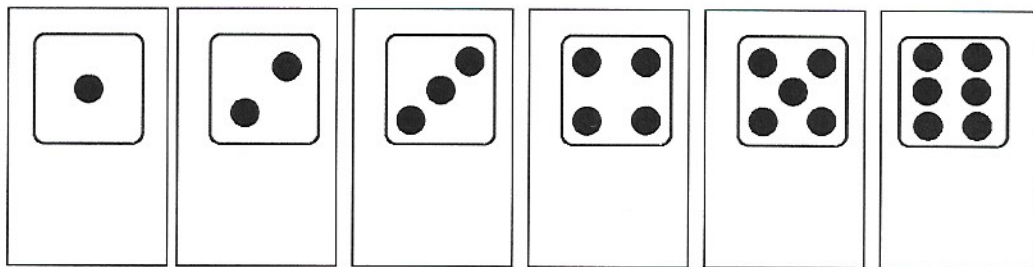




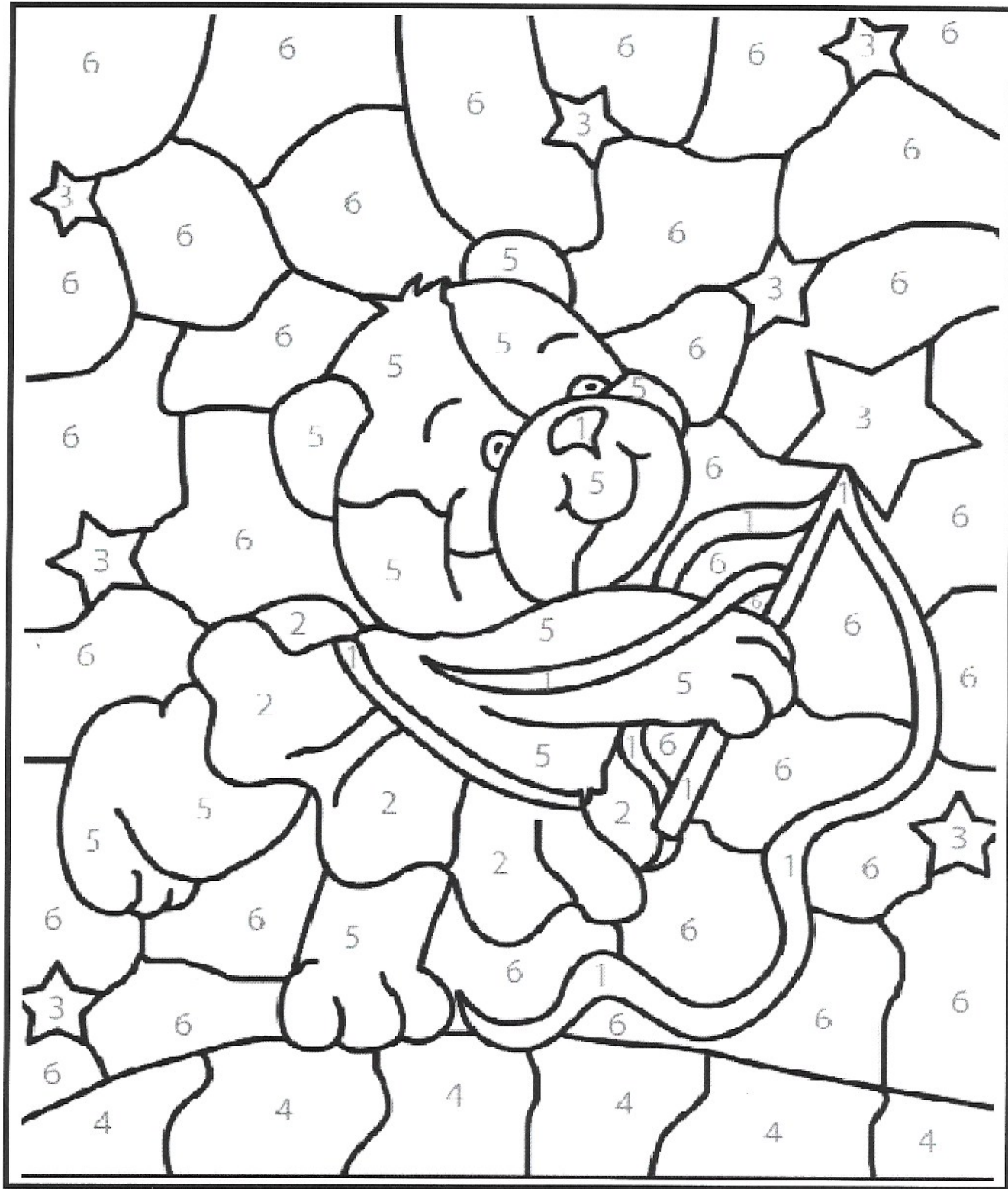
## Les 7 différences

Trouve les 7 différences sur le dessin de droite puis colorie le dessin de gauche.





1

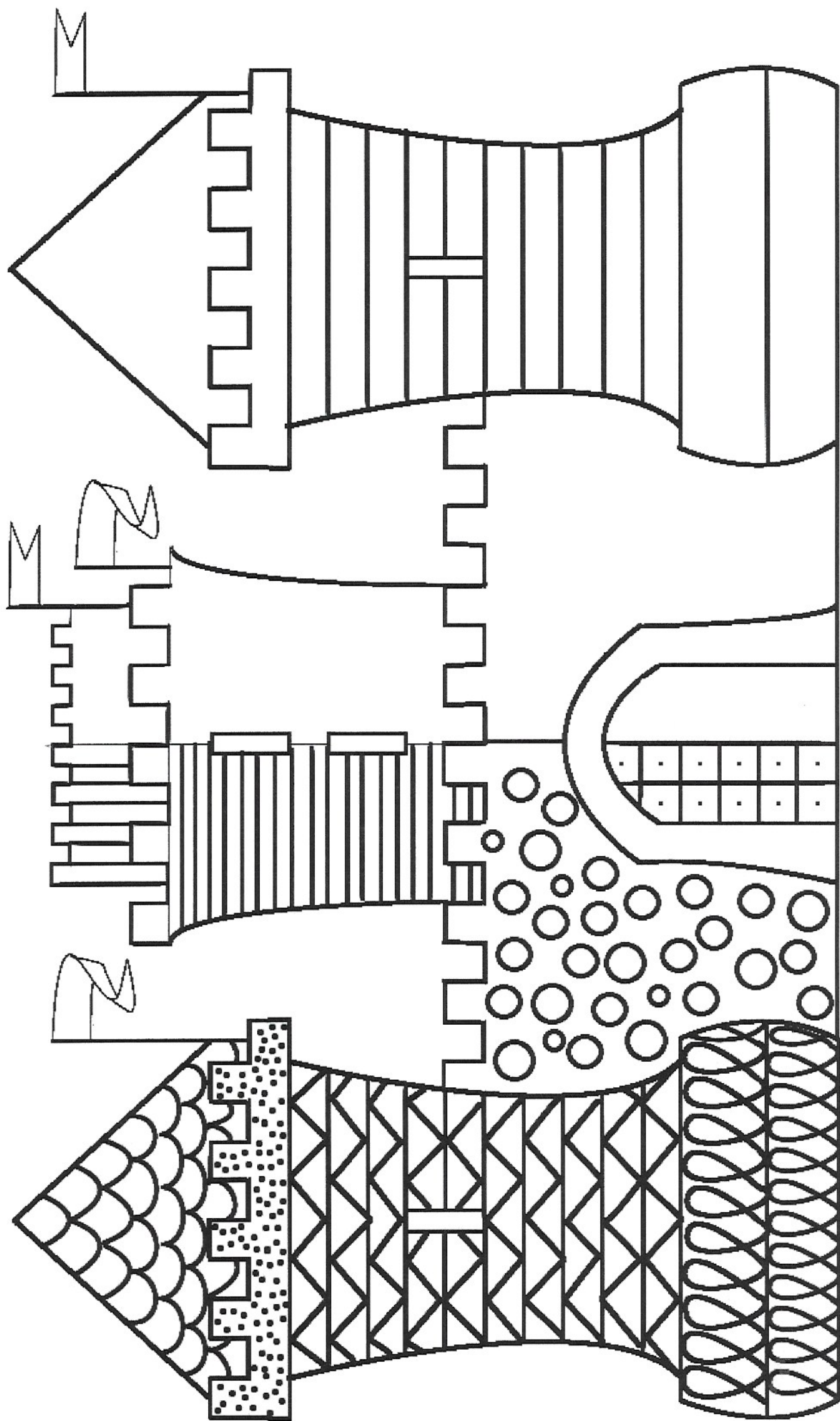


PRENOM :

**COLORIAGE  
MATHEMATIQUES**

Prénom : \_\_\_\_\_

Je reproduis les différentes graphies en symétrie.



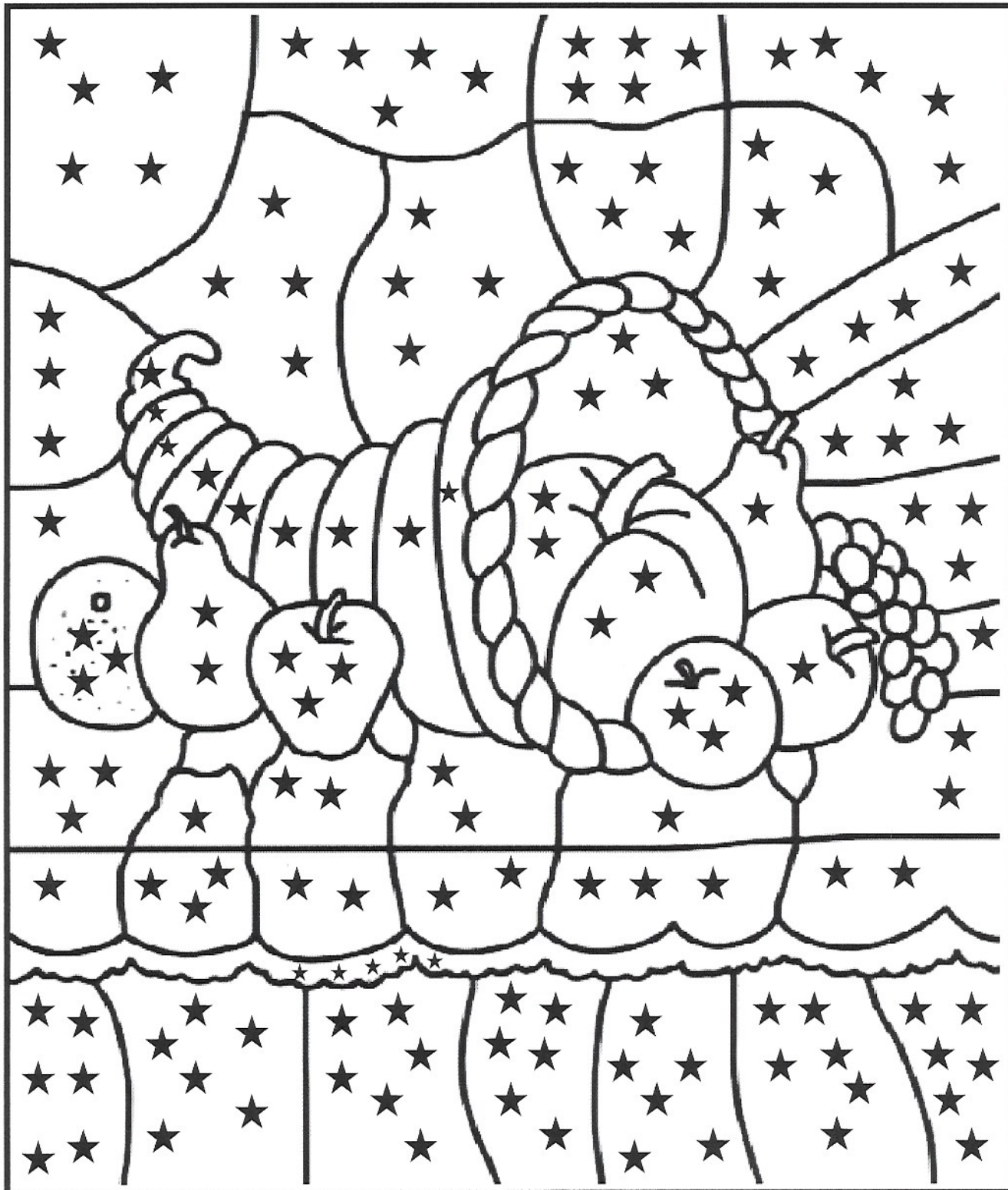
## Algorithmes

*Consigne : continue la suite des couleurs correctement.*





2



PRENOM :

COLORIAGE  
MATHEMATIQUE

MS  
GS

# Le loup qui voulait changer de couleur



Objectif(s): savoir prendre des indices et les reporter

Déchiffre le message codé :




























date: \_\_\_\_\_
































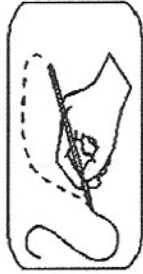

												
A	B	C	D	E	F	G	H	I	J	K	L	M
												
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

CODE

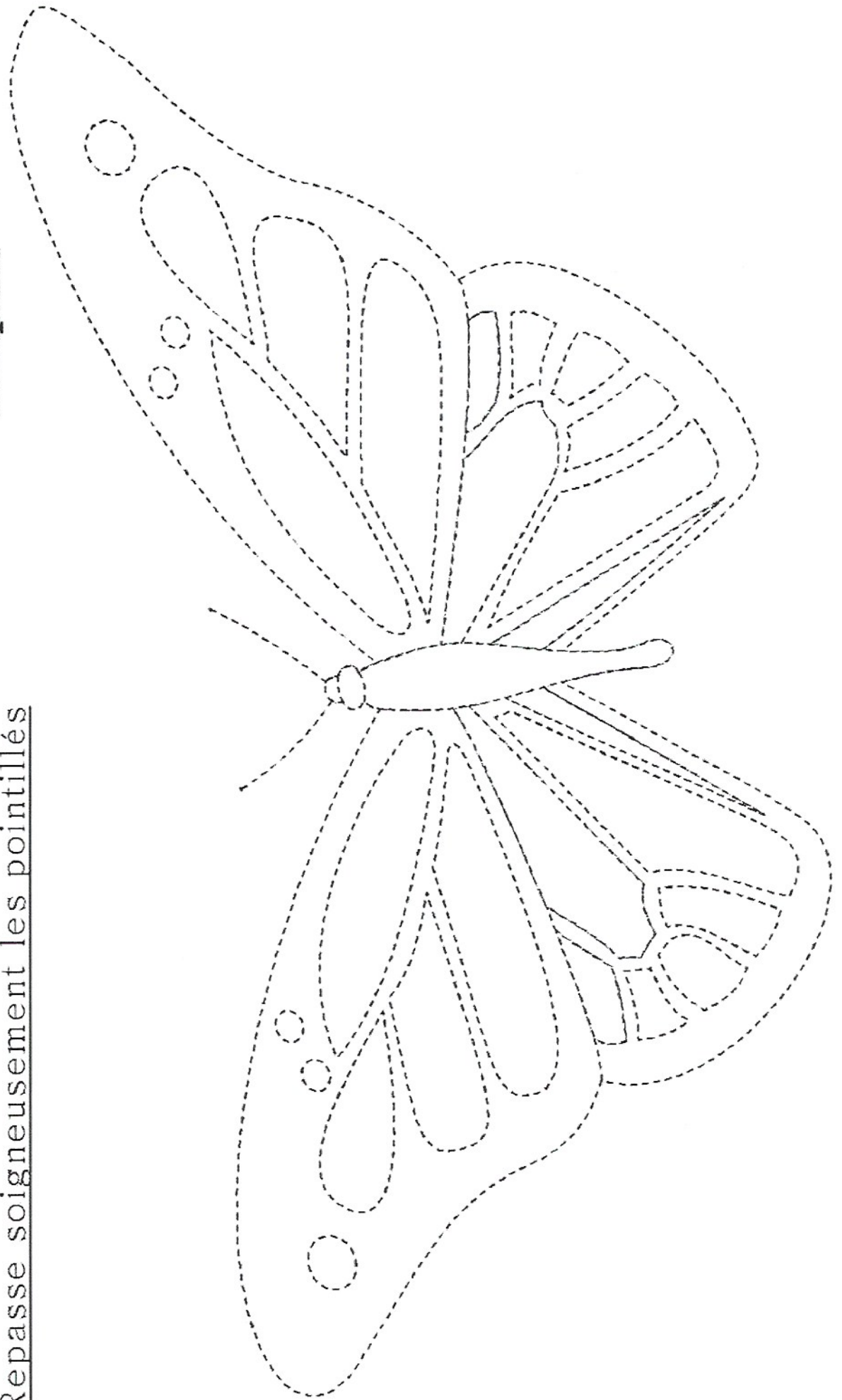
												
A	B	C	D	E	F	G	H	I	J	K	L	M
												
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

Prénom : \_\_\_\_\_

Repasse soigneusement les pointillés

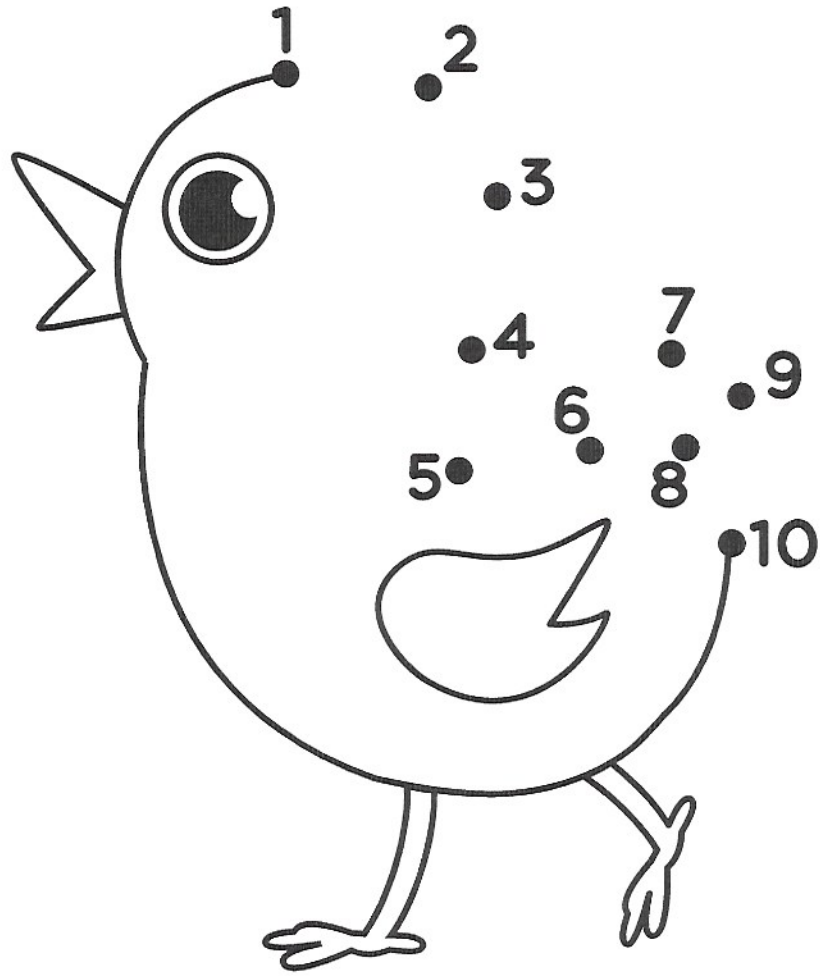


**Je repasse**

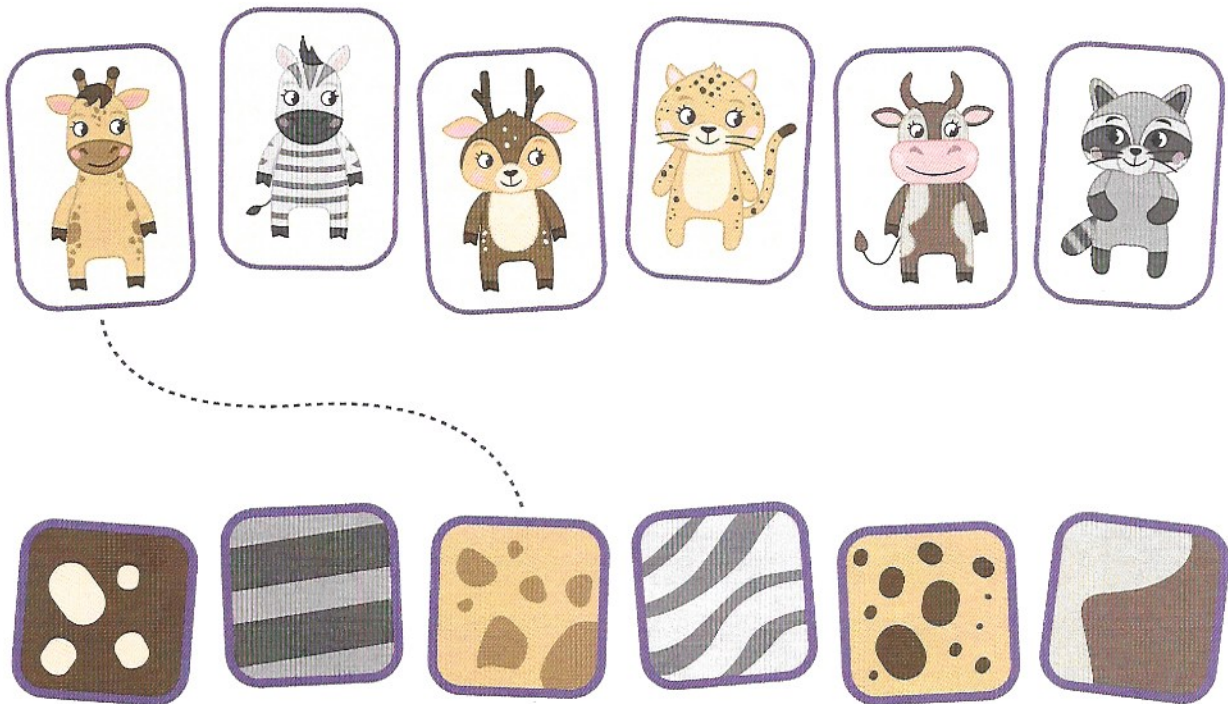




Relie les points de 1 à 10.



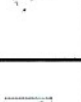






























































Associe les images.




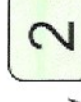






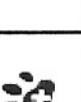




















































# EXEMPLE

Aide le Petit Poucet à retrouver son chemin : pose les cailloux sur le nombre indiqué.


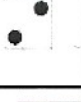
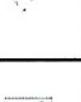




























































								
								
								
								
								
								
								

A path is drawn from the house to the pig, following the numbers 1, 2, 3, 4, 1, 2, 3.


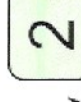






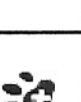




















































Aide le Petit Poucet à retrouver son chemin : pose les cailloux sur le nombre indiqué.

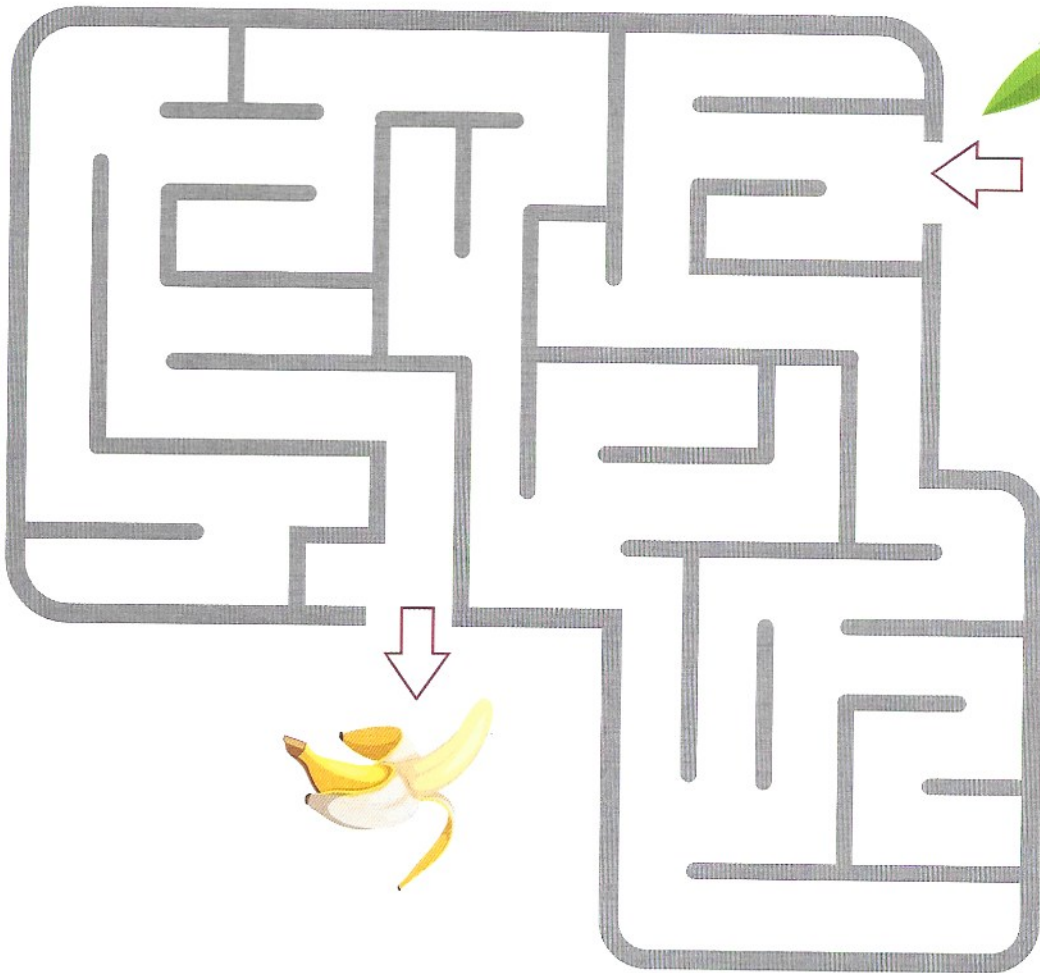
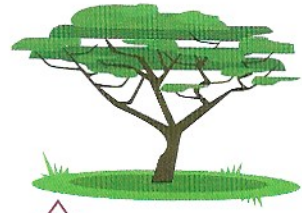
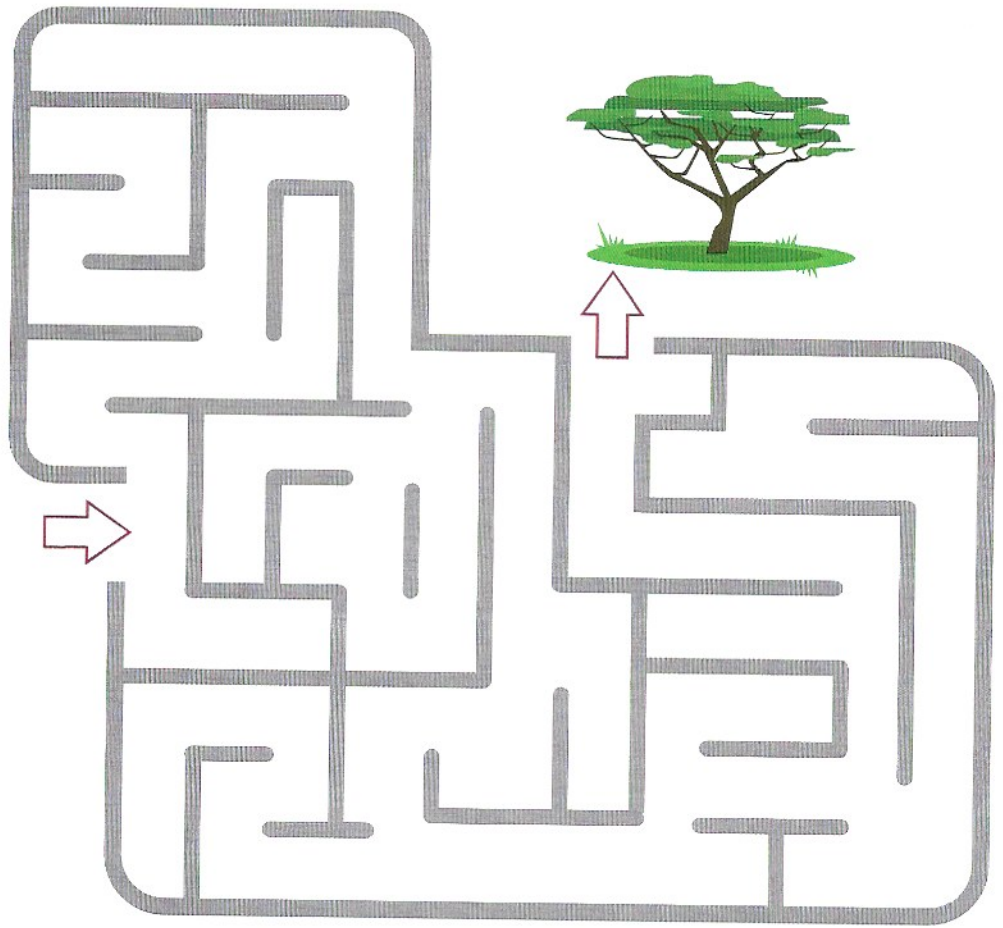
Aide le Petit Poucet à retrouver son chemin : pose les cailloux sur le nombre indiqué.

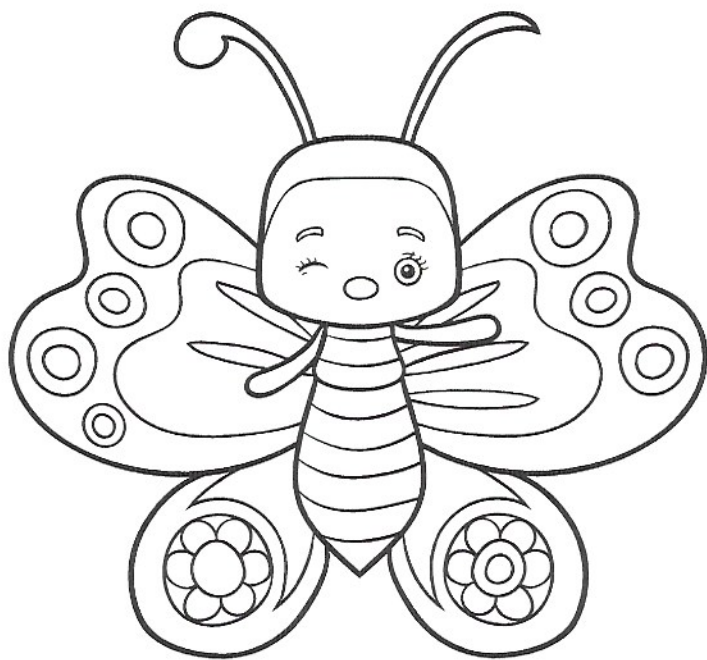
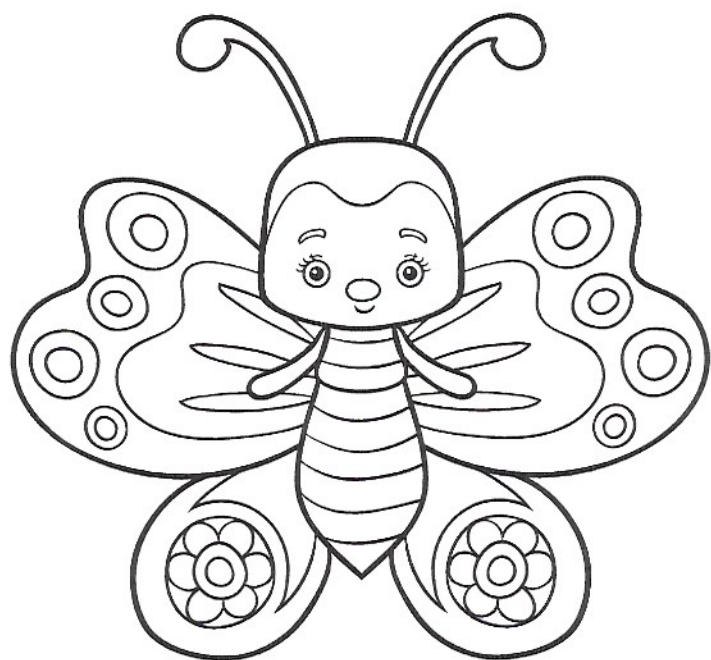
Aide le Petit Poucet à retrouver son chemin : pose les cailloux sur le nombre indiqué.

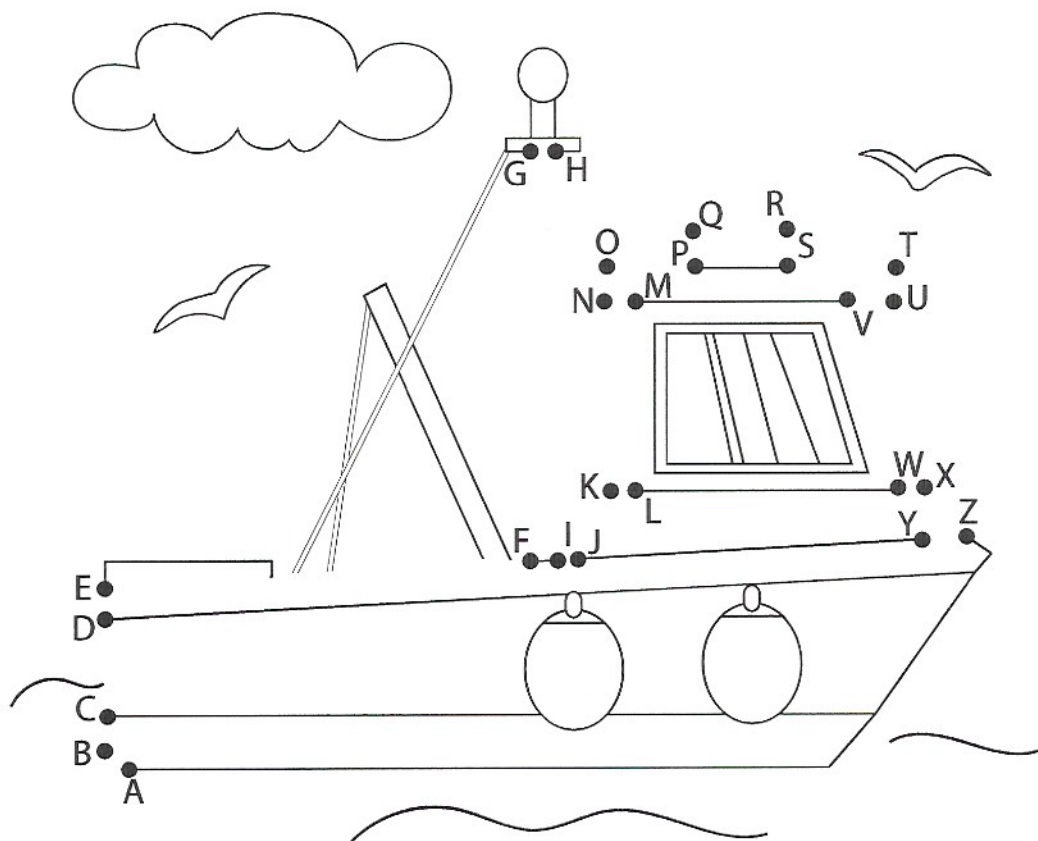
Trace le chemin qui conduit chaque animal à sa nourriture.



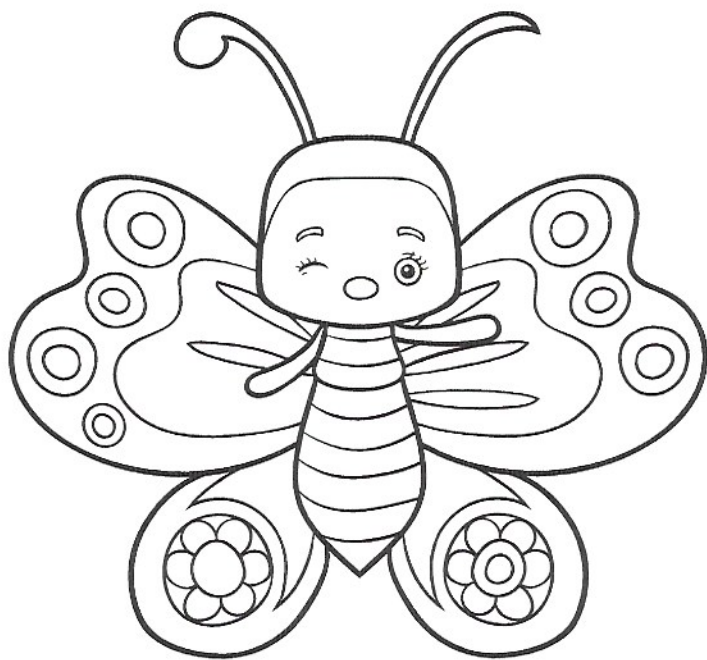
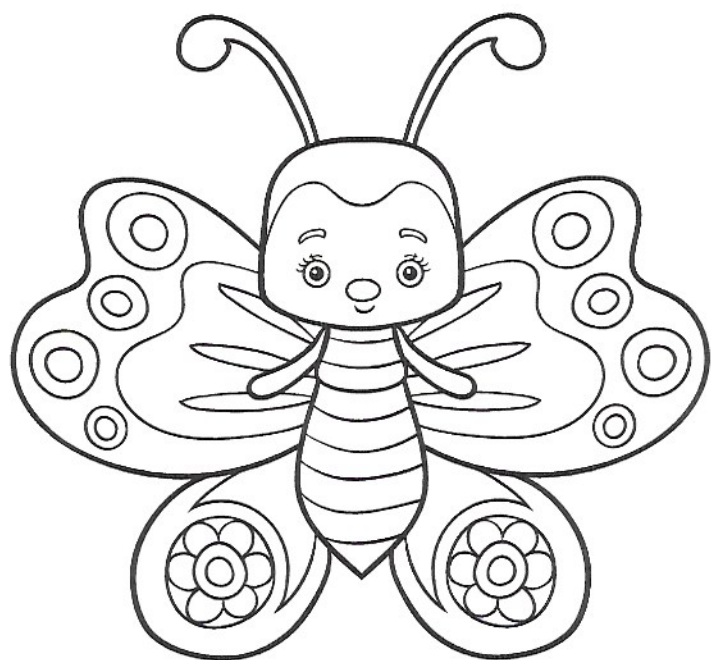
Entoure les 7 différences entre les deux dessins.



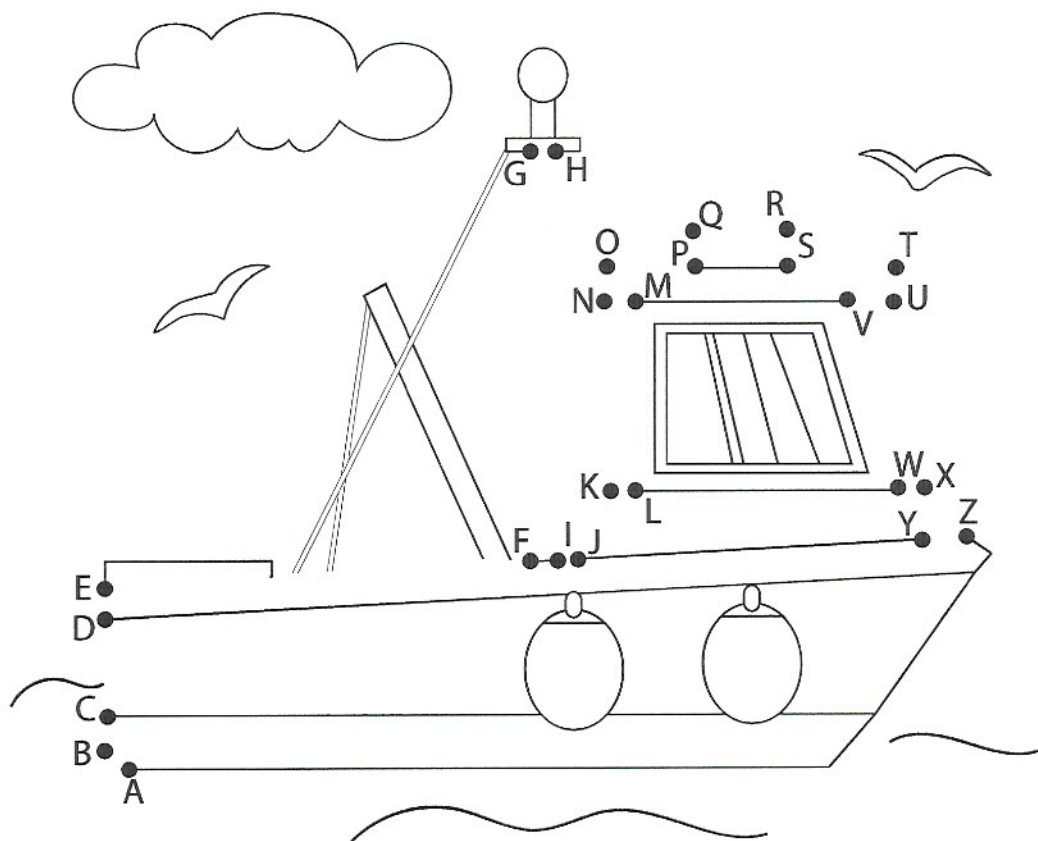
Relie les points de A à Z.



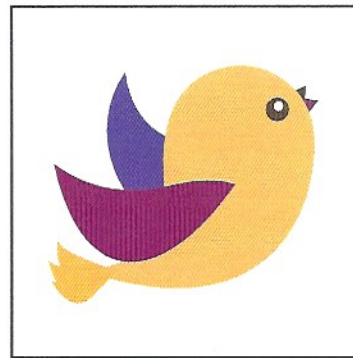
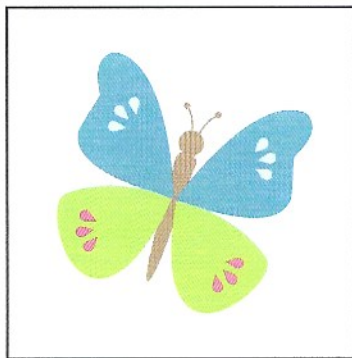
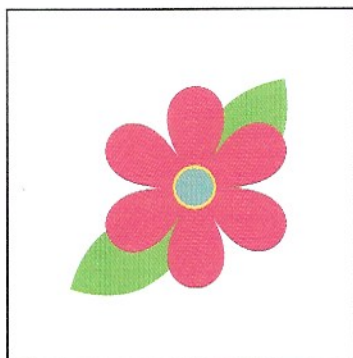
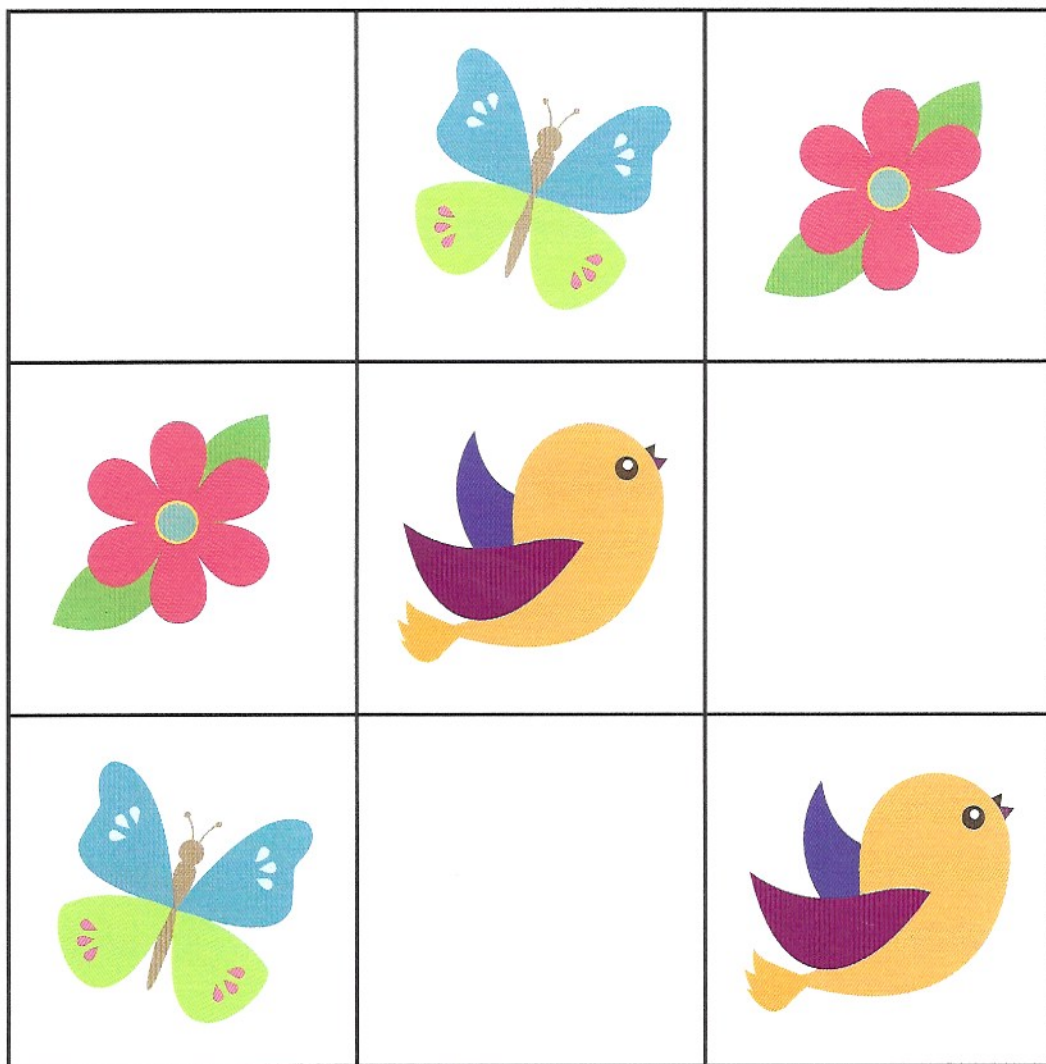
Entoure les 7 différences entre les deux dessins.



Relie les points de A à Z.



Découpe les petites cartes. Colle-les au bon endroit sur la grille de manière à ce que tu ne vois qu'un seul même élément sur chaque ligne et chaque colonne.



## Les 7 différences

Trouve les 7 différences sur le dessin du bas puis colorie le dessin du haut.



Prénom :

Date :



Coloriage magique

Constellations

Colorie en respectant le code couleur.



Jaune



Vert Clair



Vert foncé



Noir



Marron



Rouge

