

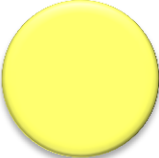
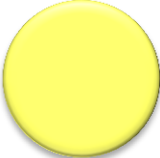










Voici les 16 fiches d'initiation pour le Logico primo. Après celles-ci, vous pouvez normalement présenter celles de l'éditeur ou les merveilleuses fiches gratuites du site : <http://helgeblog.eklablog.com/> !

LOGICO PRIMO	APPARIER : initiation 1 (manipuler les curseurs et associer du strictement identique)
	
	
	
	
	
	

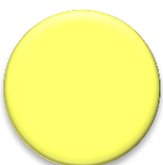
FICHE INITIATION 1

**L'ENFANT DOIT PLACER LES
CURSEURS EN FACE DE LA MÊME
COULEUR.**

**CETTE ÉTAPE A POUR BUT
D'ENSEIGNER À L'ENFANT À
MANIPULER LES CURSEURS ET À LES
DÉPLACER POUR LES METTRE EN
TERME À TERME.**

LOGICO PRIMO

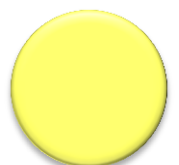
APPARIER : initiation 2 (manipuler les curseurs et associer du strictement identique)



FICHE INITIATION 2

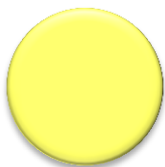
**L'ENFANT DOIT PLACER LES CURSEURS
EN FACE DE LA MÊME COULEUR.**

**CETTE ÉTAPE A POUR BUT D'ENSEIGNER
À L'ENFANT À MANIPULER LES
CURSEURS ET À LES DÉPLACER POUR
LES METTRE EN TERME À TERME.**



LOGICO PRIMO

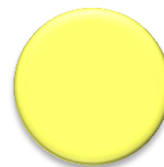
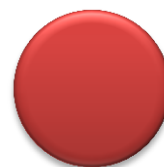
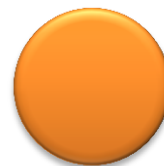
APPARIER : initiation 3 (manipuler les curseurs et associer du strictement identique)



FICHE INITIATION 3

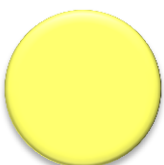
L'ENFANT DOIT PLACER LES CURSEURS
EN FACE DE LA MÊME COULEUR.

CETTE ÉTAPE A POUR BUT D'ENSEIGNER
À L'ENFANT À MANIPULER LES
CURSEURS ET À LES DÉPLACER POUR
LES METTRE EN TERME À TERME.



LOGICO PRIMO

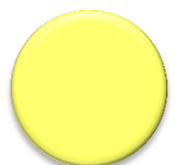
APPARIER : initiation 4 (manipuler les curseurs et associer du strictement identique)



FICHE INITIATION 4

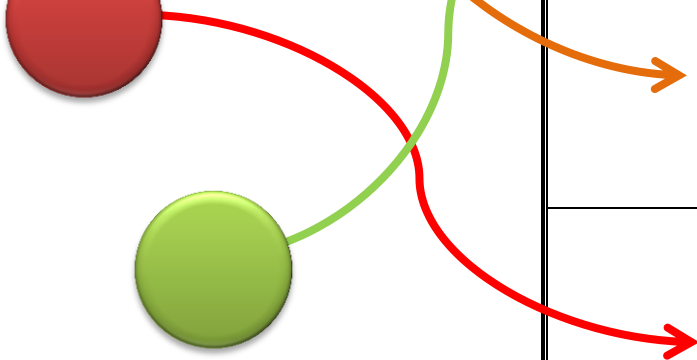
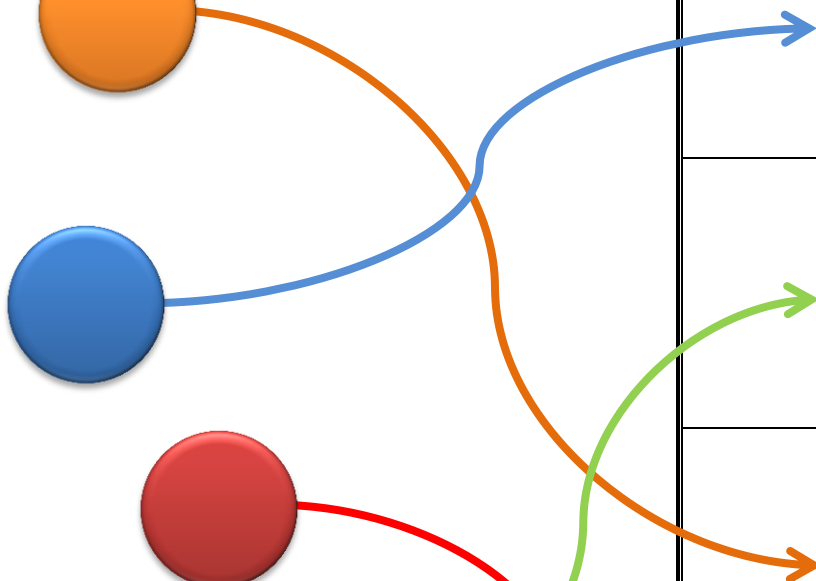
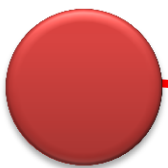
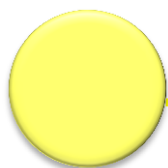
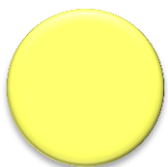
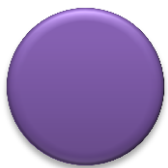
L'ENFANT DOIT PLACER LES CURSEURS
EN FACE DE LA MÊME COULEUR.

CETTE ÉTAPE A POUR BUT D'ENSEIGNER
À L'ENFANT À MANIPULER LES
CURSEURS ET À LES DÉPLACER POUR
LES METTRE EN TERME À TERME.



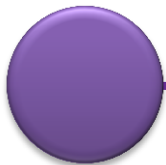
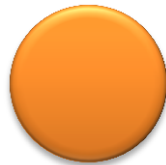
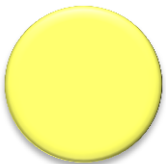
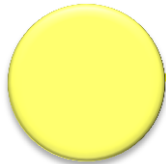
LOGICO PRIMO

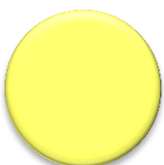
APPARIER : initiation 5 (associer en suivant les flèches colorées)



LOGICO PRIMO

APPARIER : initiation 6 (associer en suivant les flèches colorées)





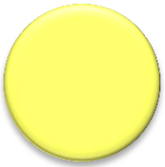
FICHE INITIATION 7

**CETTE ÉTAPE A POUR BUT D'ENSEIGNER
À L'ENFANT LE TERME À TERME AVEC
DES NON-IDENTIQUES.**



LOGICO PRIMO

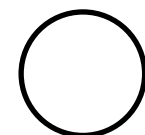
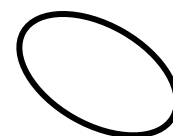
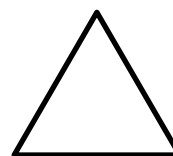
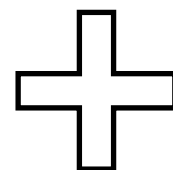
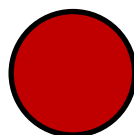
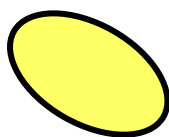
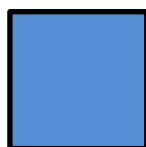
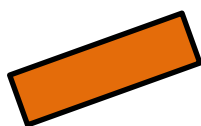
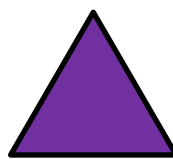
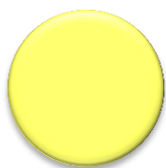
APPARIER : initiation 8 (associer en terme à terme, non identiques)



FICHE INITIATION 8

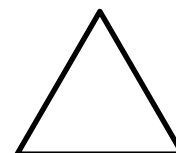
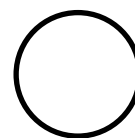
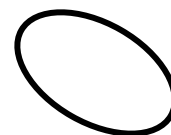
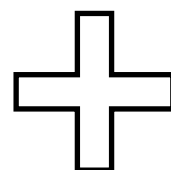
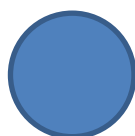
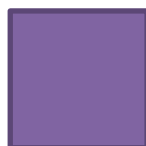
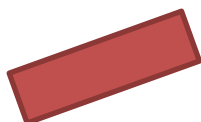
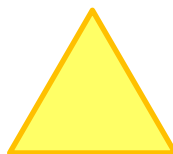
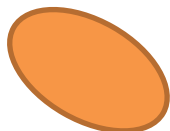
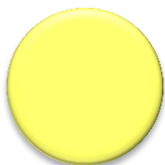
**CETTE ÉTAPE A POUR BUT D'ENSEIGNER
À L'ENFANT LE TERME À TERME AVEC
DES NON-IDENTIQUES.**

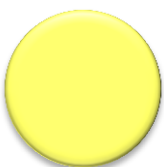
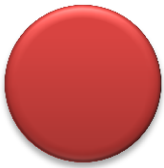




LOGICO PRIMO

APPARIER : initiation 10 (s'organiser dans une distribution aléatoire)





1 5

3 2

4 6

1

2

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4

5

6

LOGICO PRIMO

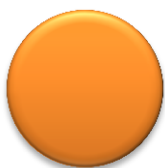
APPARIER : initiation 12 (distribution aléatoire avec codages)



1

5

4



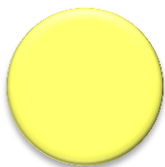
2



3

2

3



1



4

6

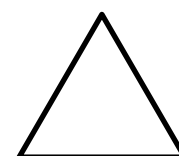
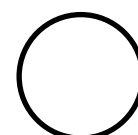
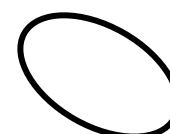
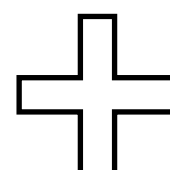
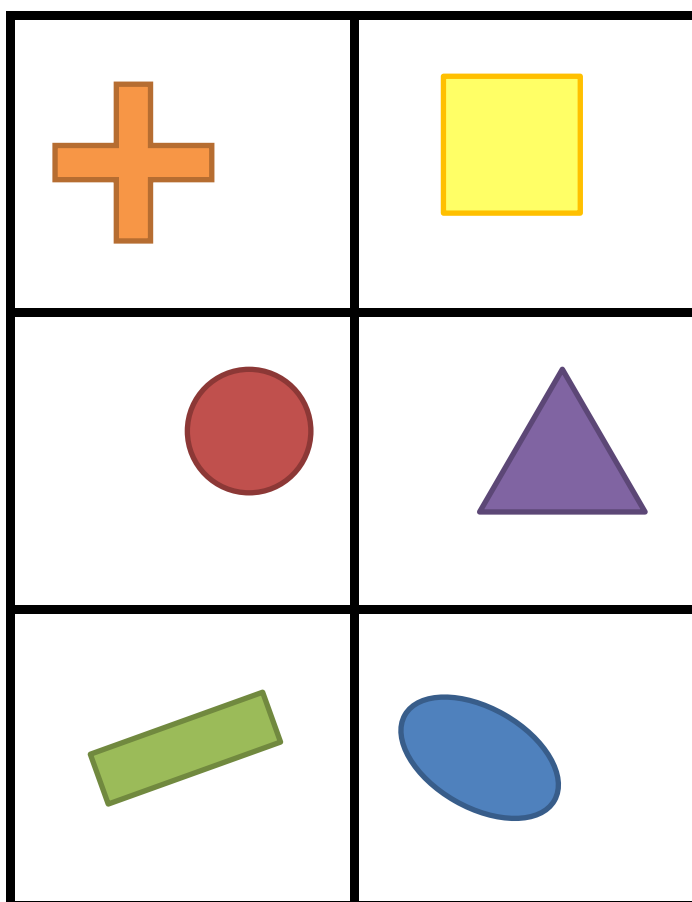
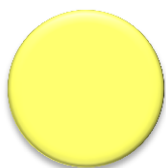
6



5

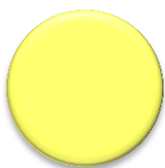
LOGICO PRIMO








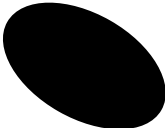



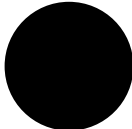
APPARIER : initiation 13 (s'organiser dans une petite grille « isolée »)

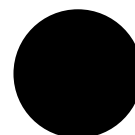
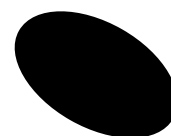
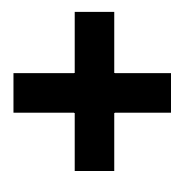
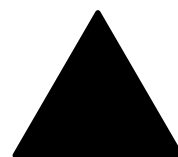


LOGICO PRIMO

APPARIER : initiation 14 (grille isolée + combiner forme et couleur)

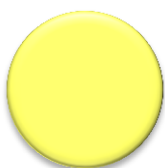














 	 
 	 
 	 



LOGICO PRIMO

APPARIER : initiation 15 (grille isolée + combiner forme et couleur)





LOGICO PRIMO

APPARIER : initiation 16 (s'organiser dans une grille « classique »)

