



Portées de coccinelles à dénombrer atelier de robotique

par

CaraVan



Crédits

<https://www.teacherspayteachers.com/Store/Krista-Wallden-Creative-Clips>

<https://www.teacherspayteachers.com/Store/Ashley-Hughes-A-Hughes-Design>

<http://kimberlygeswein.com>



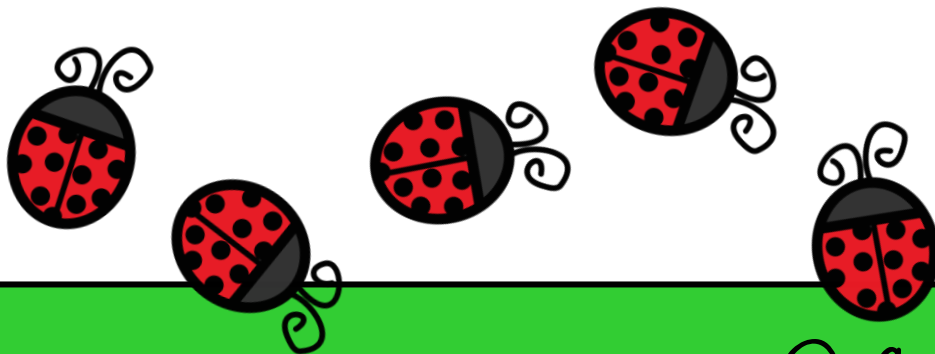
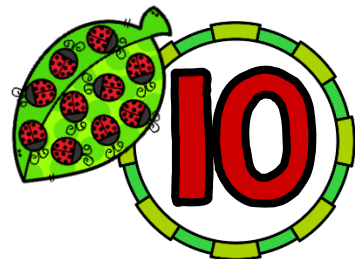
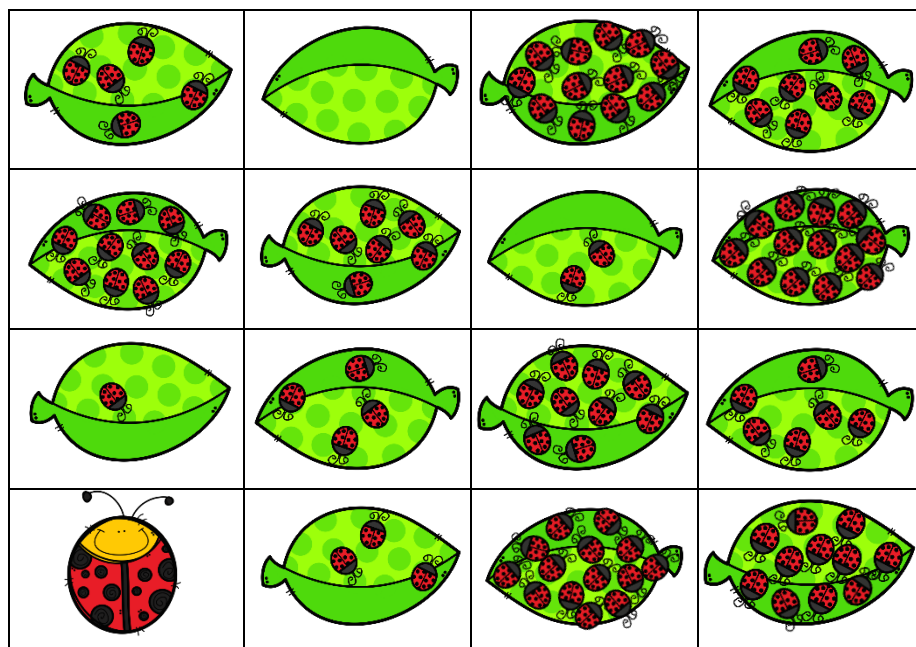


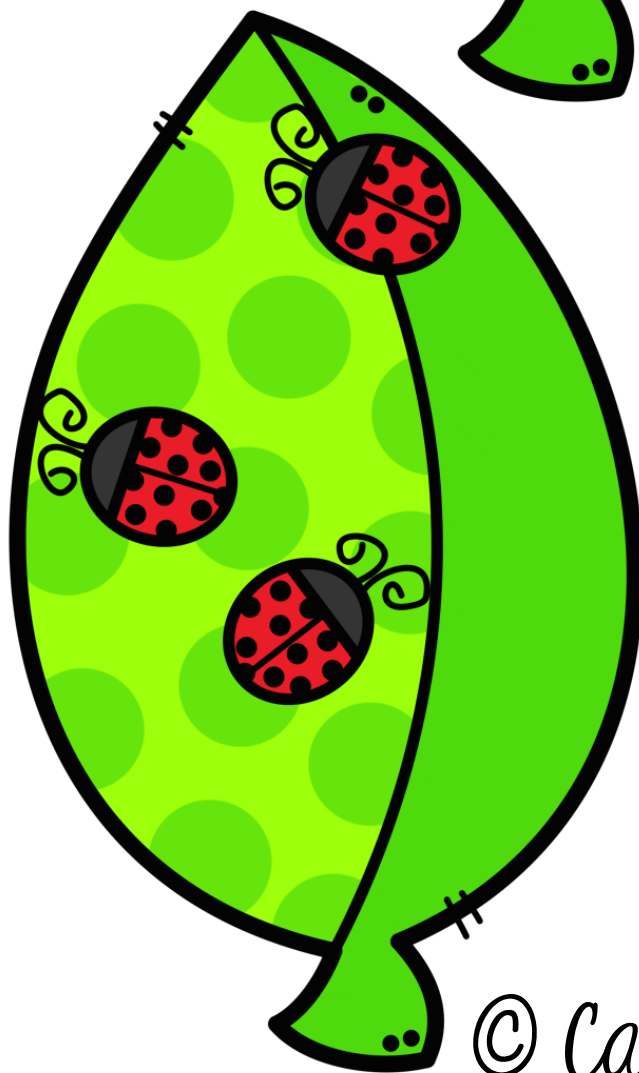
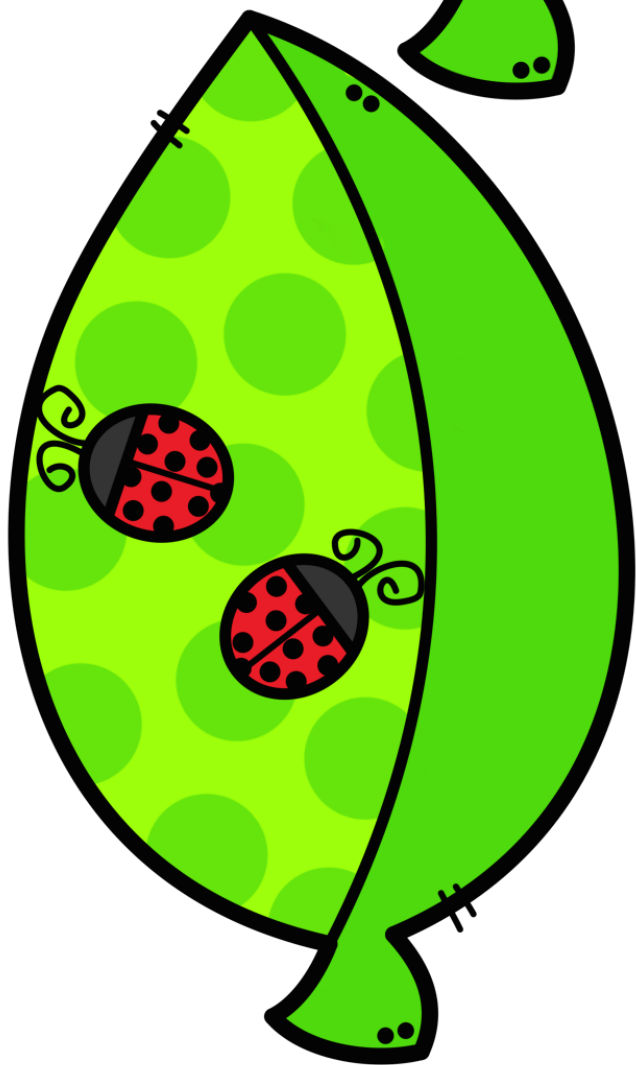
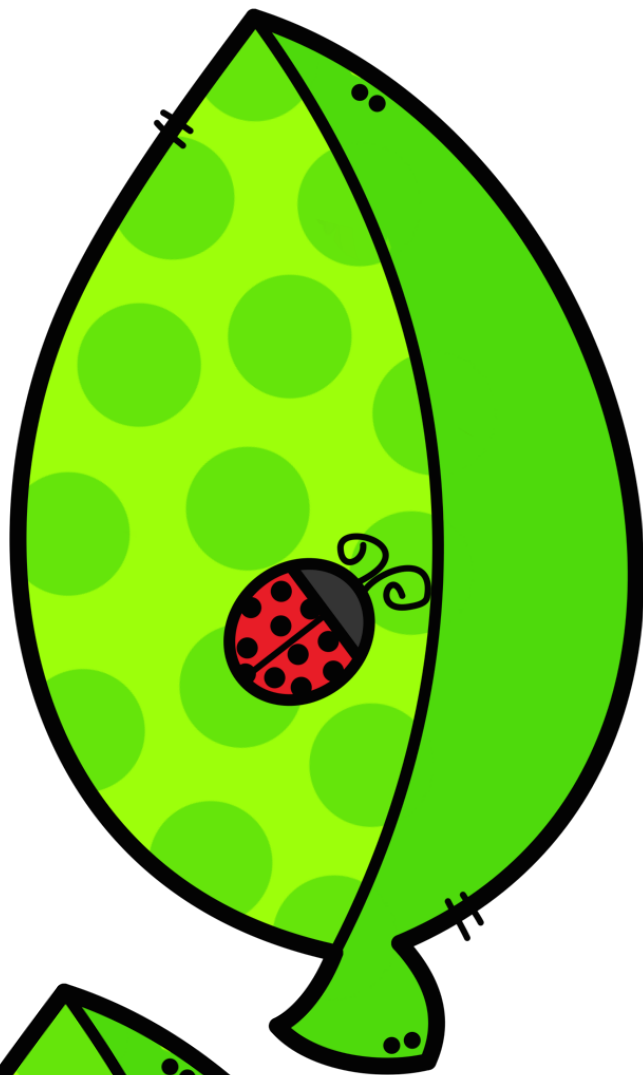
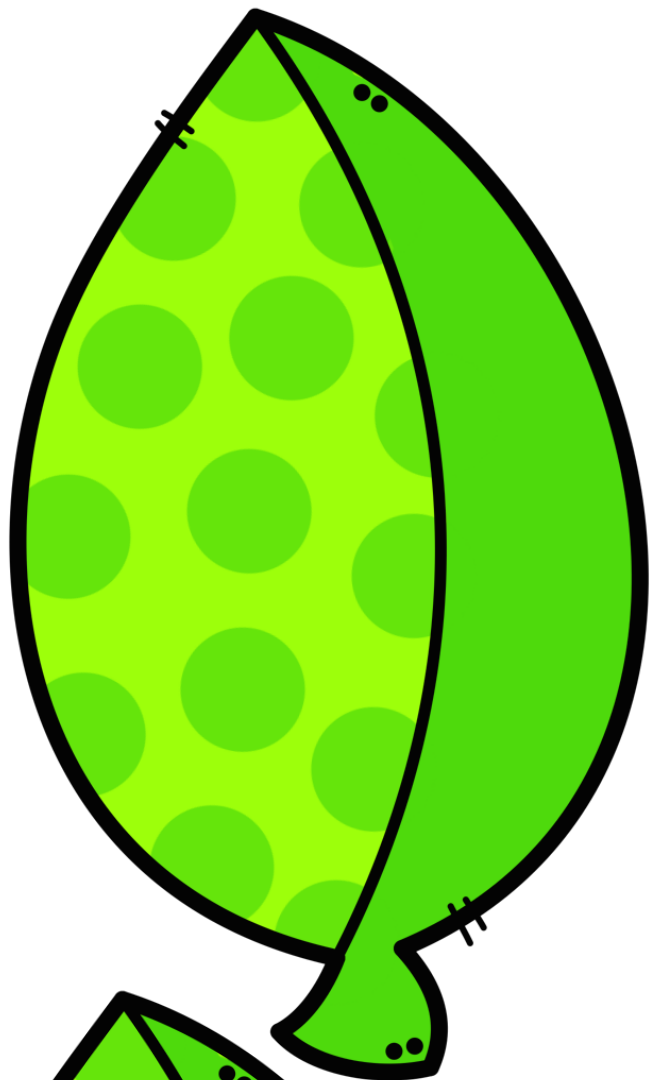
Portées de coccinelles à dénombrer

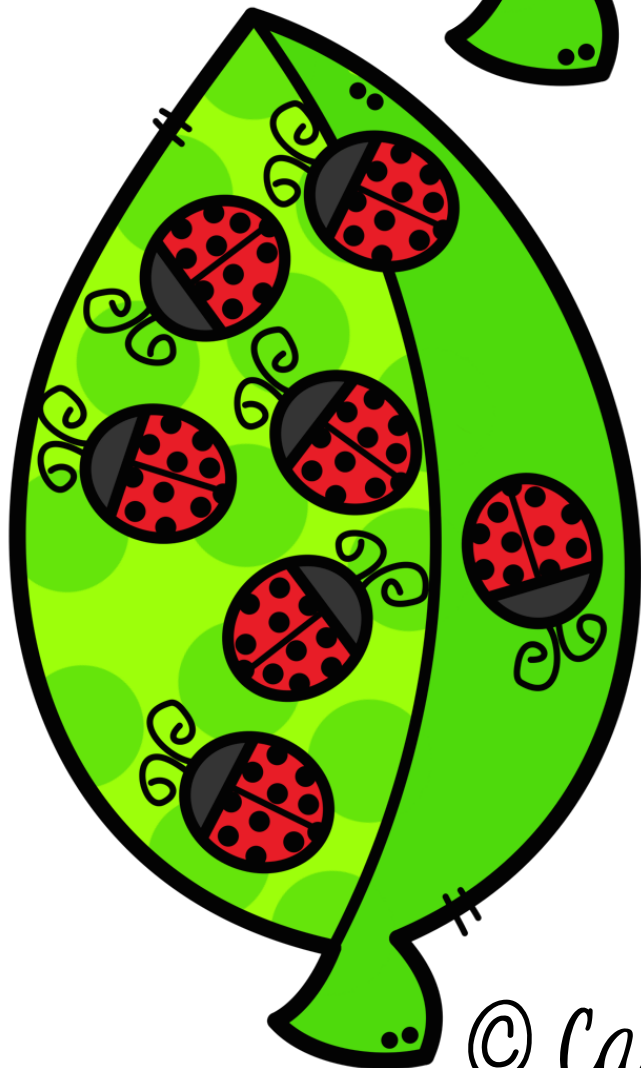
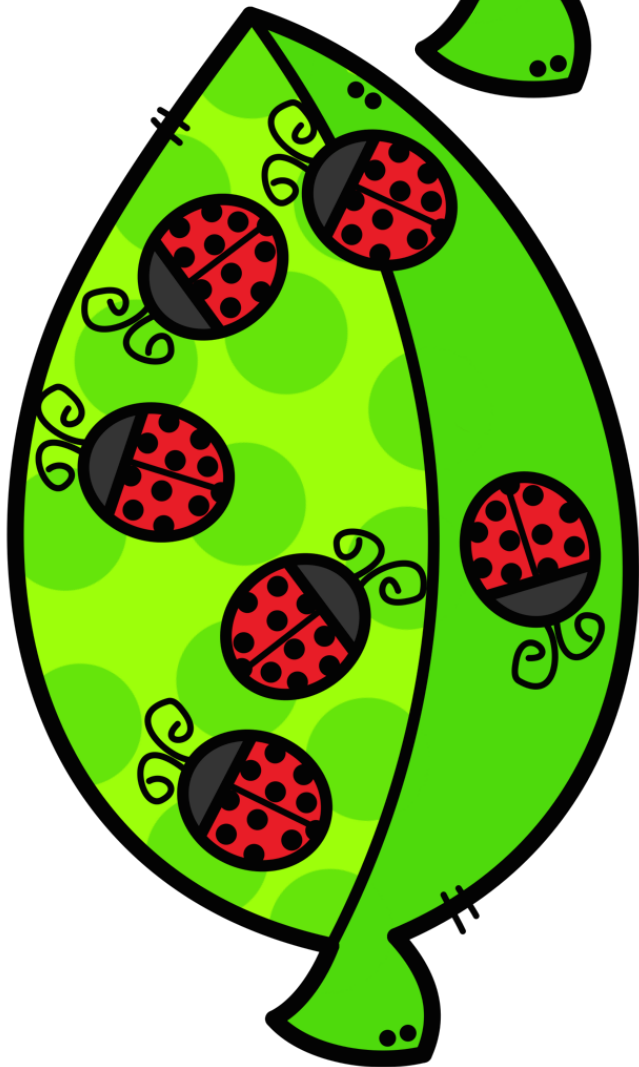
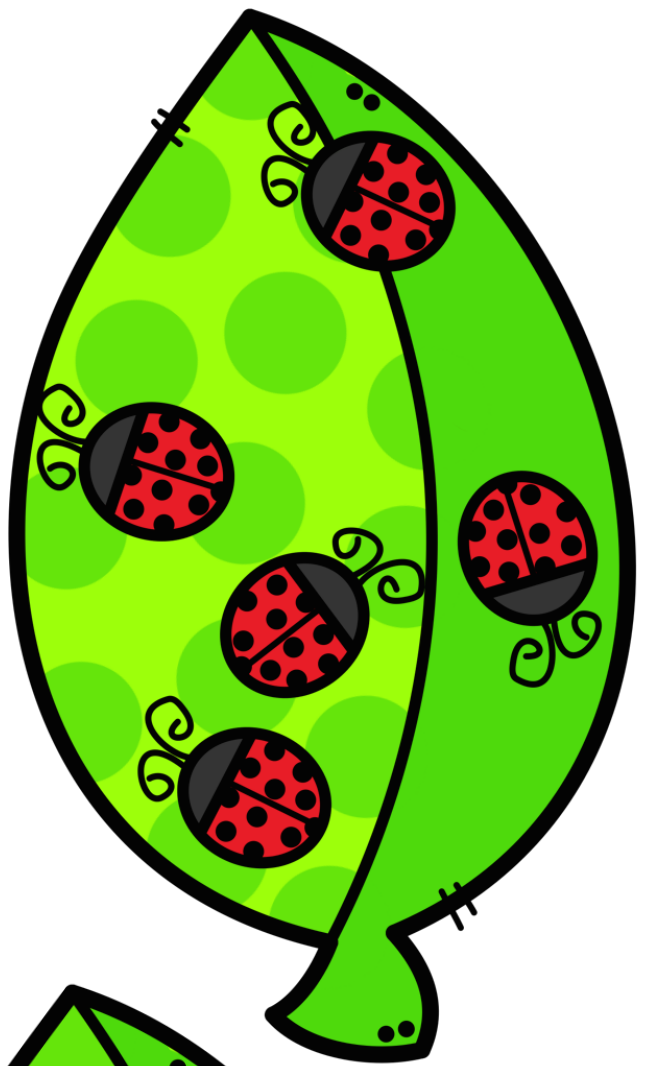
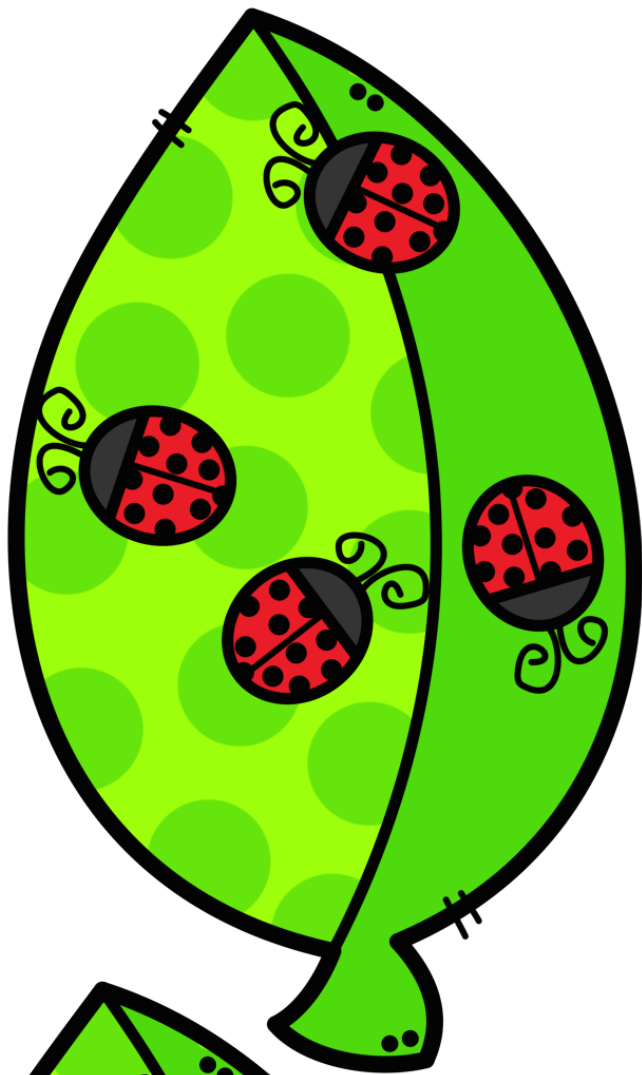
Consignes:

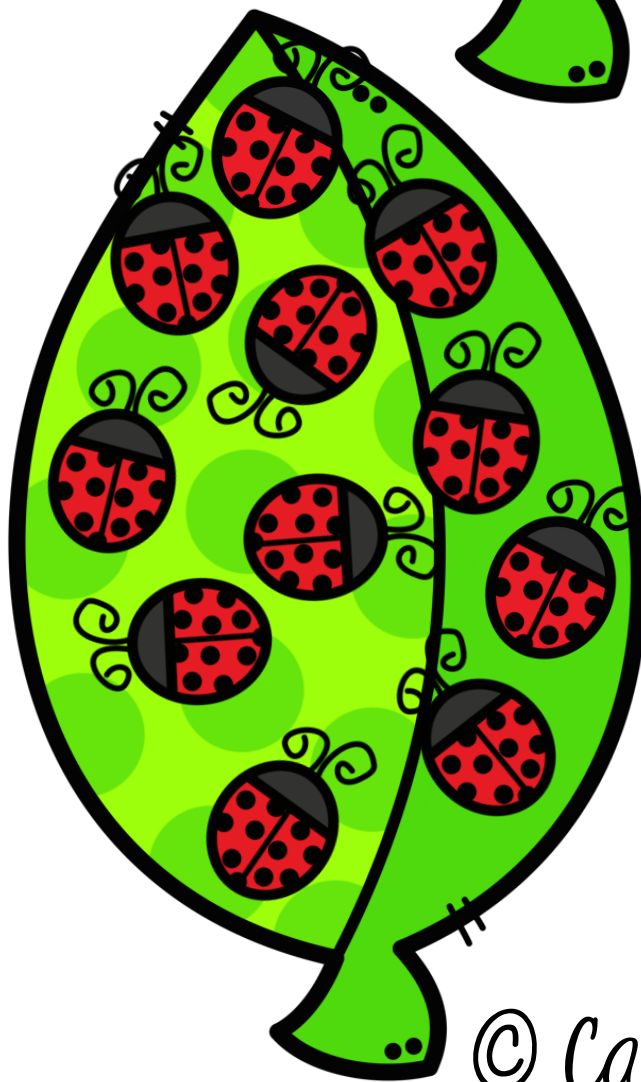
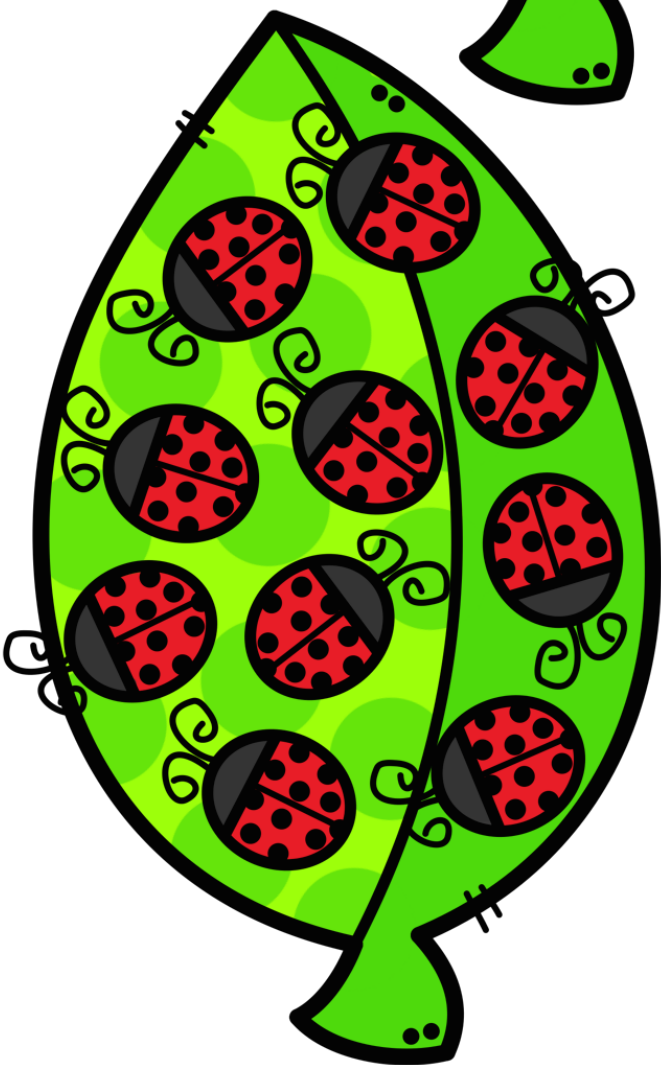
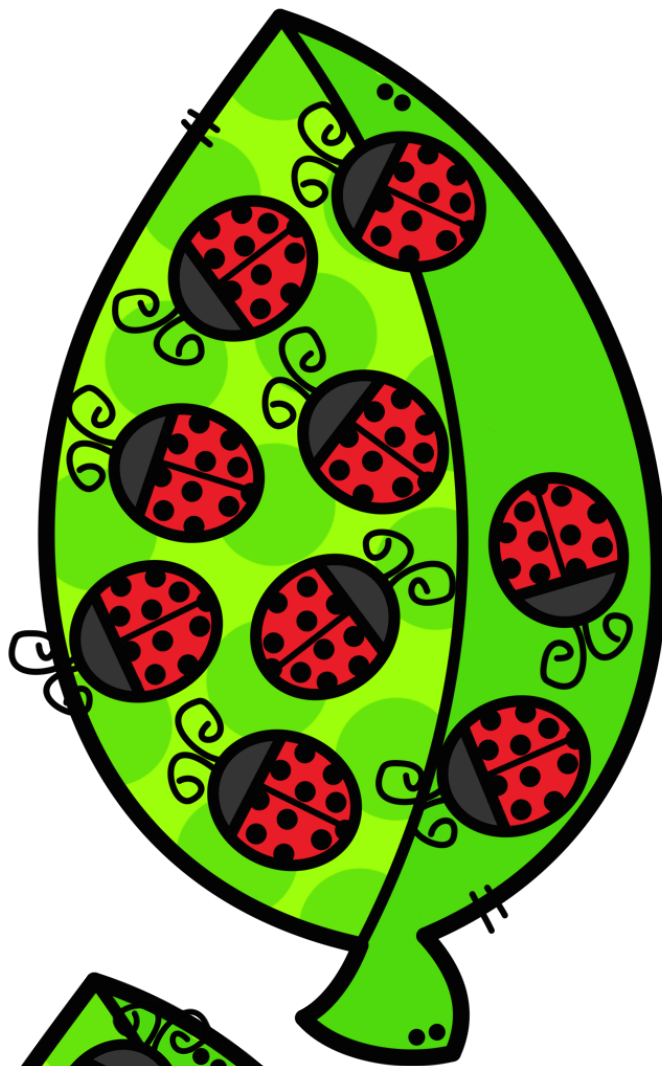
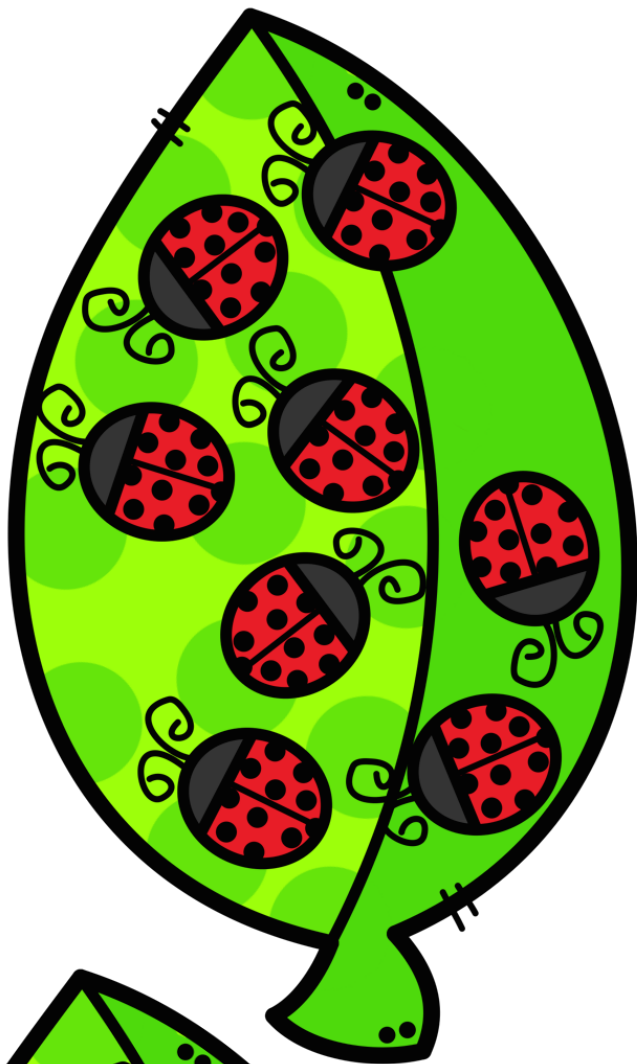
1. L'élève pige un chiffre entre 0 et 14.
2. L'élève place Bee-Bot sur l'image de la maman coccinelle (case départ).
3. L'élève trouve la feuille contenant le bon nombre de bébés coccinelles sur le tapis de jeu.
4. L'élève programme Bee-Bot pour rejoindre la bonne feuille.

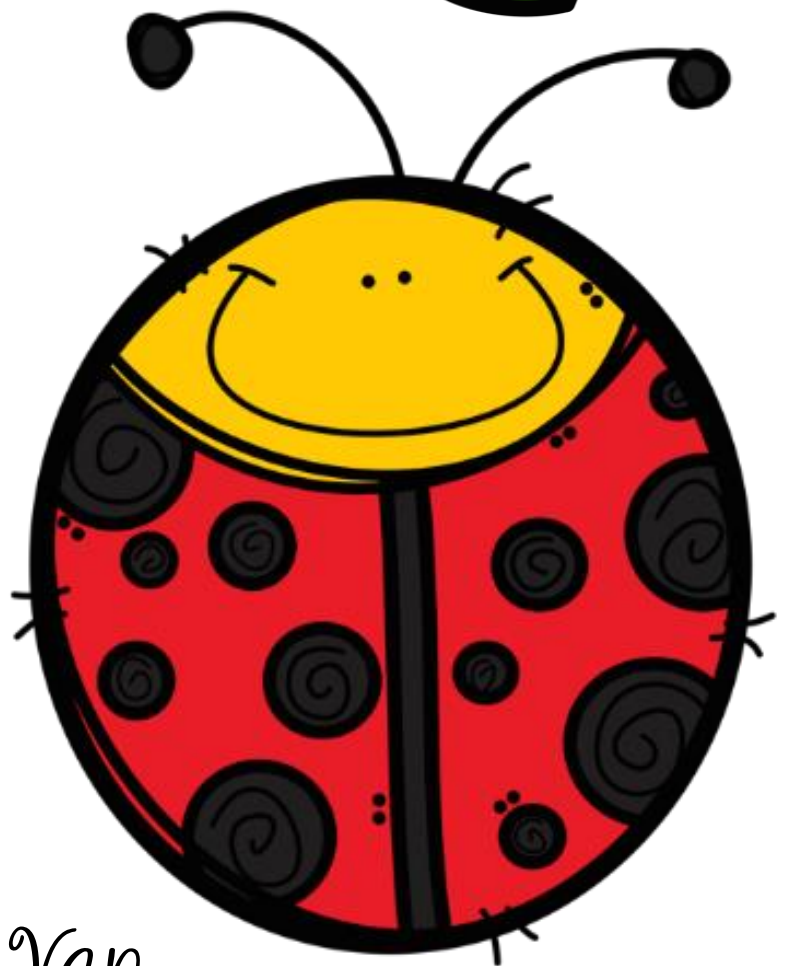
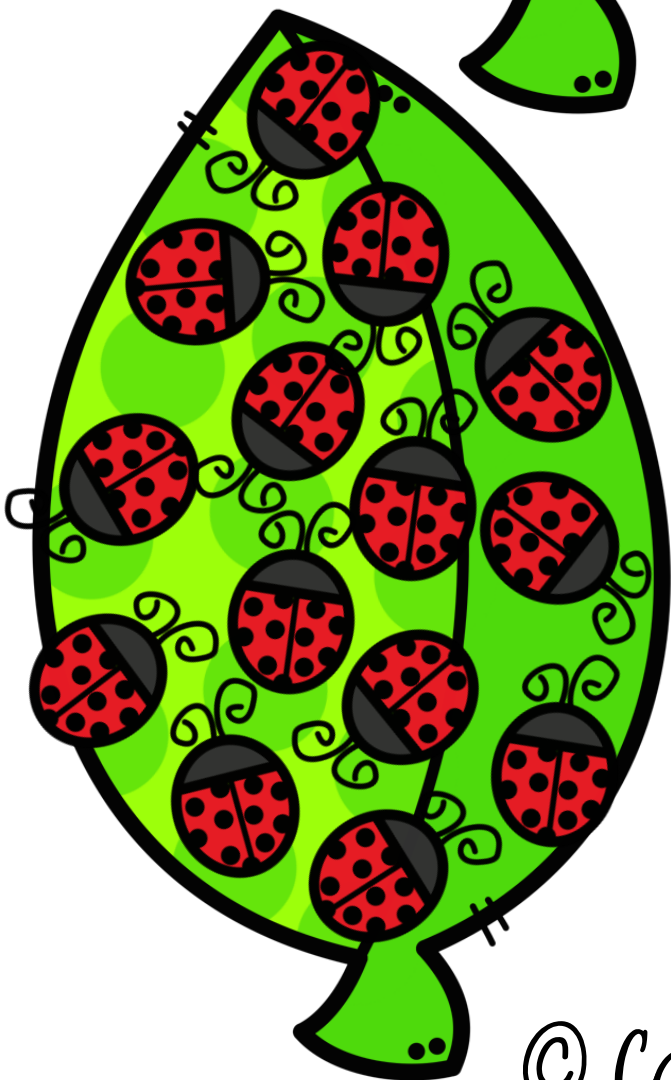
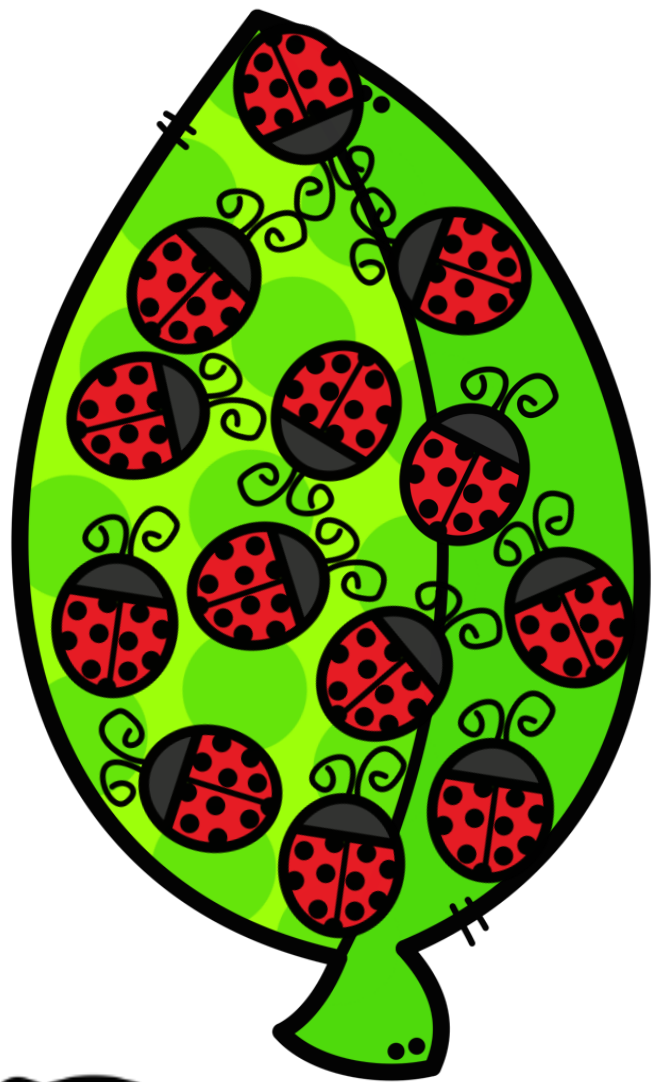
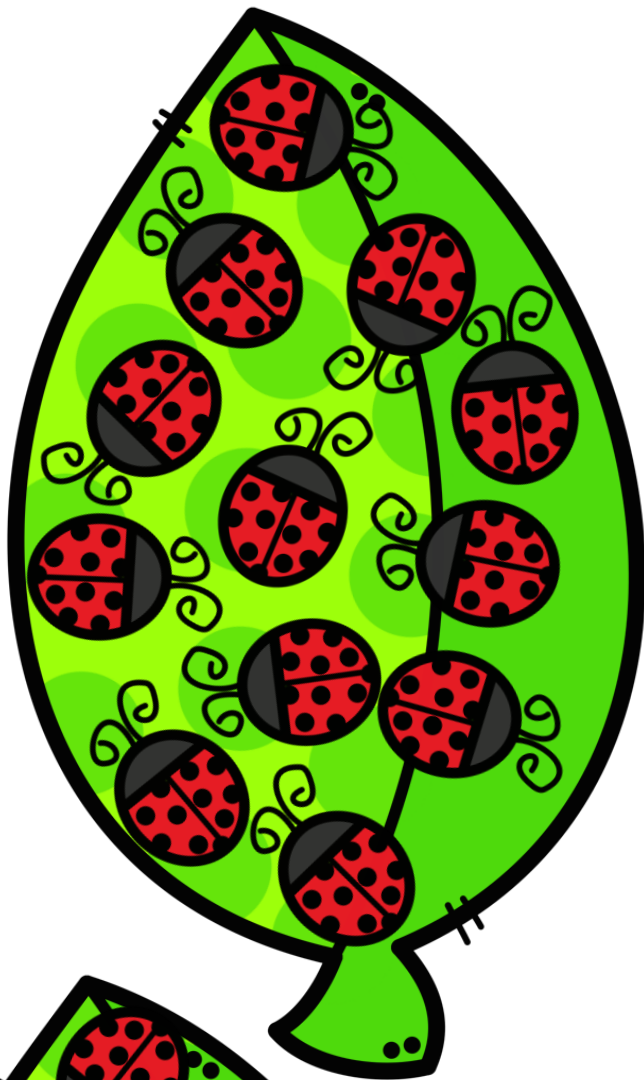
* La disposition des images sur le tapis de jeu peut varier du modèle.



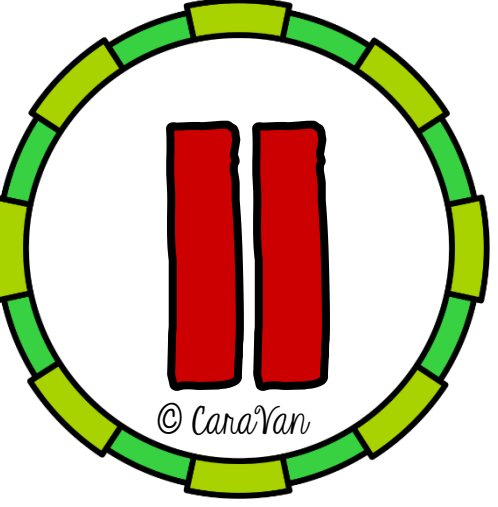
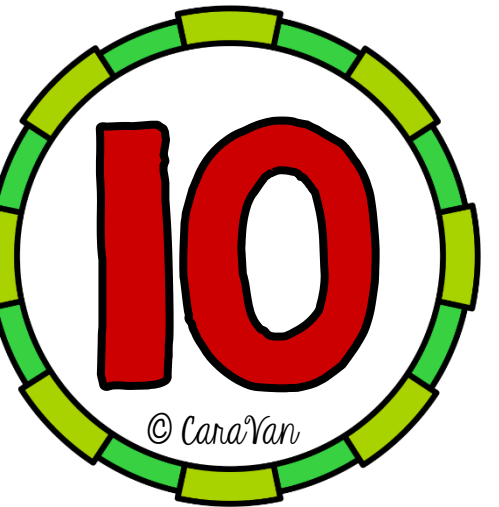
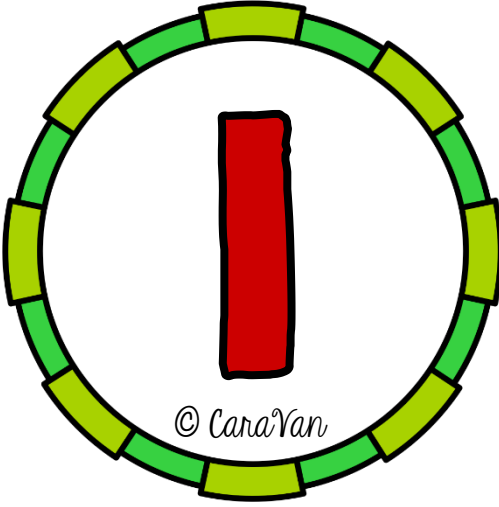
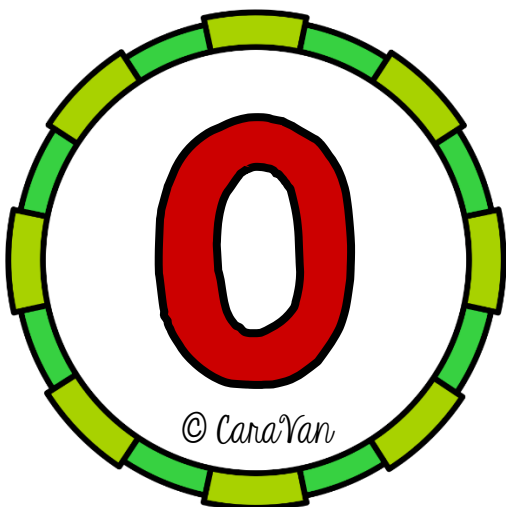








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Conditions d'utilisation

Cet atelier a été créé par Vanessa Côté et Caroline Ann Gagnon, enseignantes au préscolaire à la CSMB.

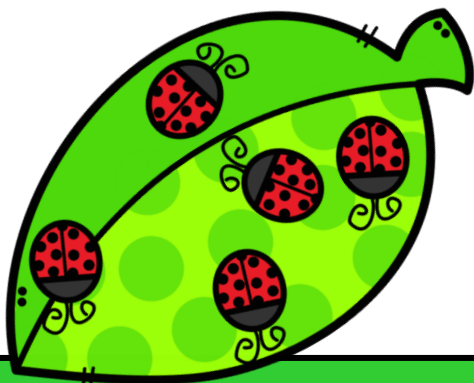
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