

# Numberblocks

## atelier de programmation

### Conditions d'utilisation

Ce document a été créé par Vanessa Côté et Caroline Ann Gagnon, enseignantes au préscolaire au CSSMB. Il est interdit de modifier, de vendre ou d'enlever notre signature présente dans le document. Si vous désirez partager ce document, référez vos collègues sur notre page Facebook « CaraVan », plutôt que de partager le document PDF directement.



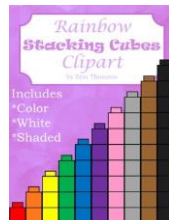
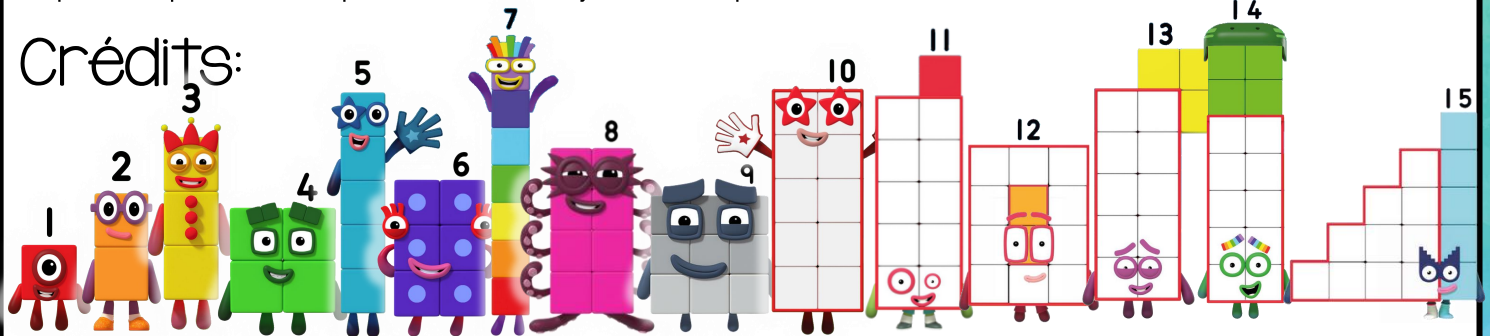
La CaraVan du préscolaire:

<https://www.facebook.com/groups/CaraVanduprescolaire>

[https://www.instagram.com/caravan\\_duprescolaire/](https://www.instagram.com/caravan_duprescolaire/)

- Si vous constatez des erreurs dans le document, veuillez nous en faire part le plus rapidement possible afin que nous puissions faire les corrections nécessaires.

Crédits:

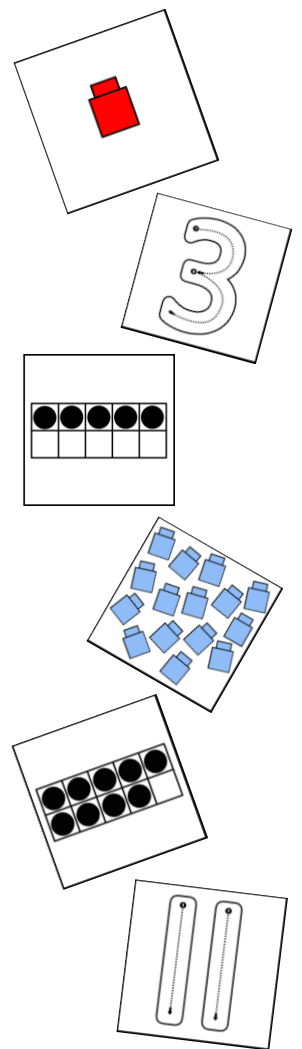


CaraVan

# Numberblocks

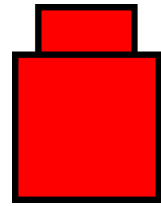
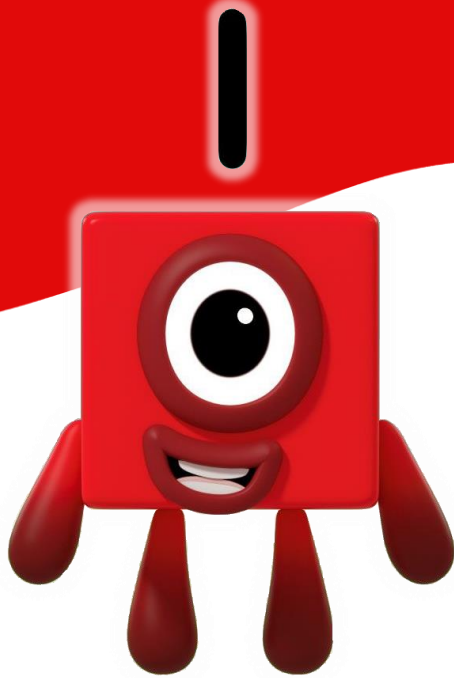
## Consignes:

- L'élève place Blue-Bot sur la case départ sur le tapis de jeu. La case départ est l'image des Numberblocks avec l'arc-en-ciel.
- L'élève pige une petite carte-math (quantités à dénombrer ou chiffres/nombres à reconnaître).
- L'élève programme Blue-Bot pour rejoindre l'image du Numberblock représentée par la carte-math.

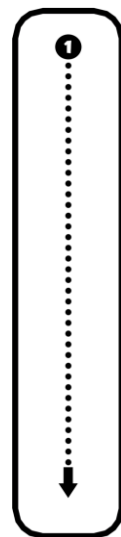
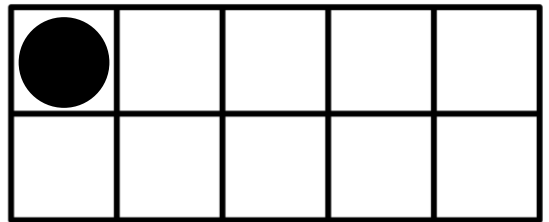


\* La disposition des images sur le tapis de jeu peut varier du modèle.

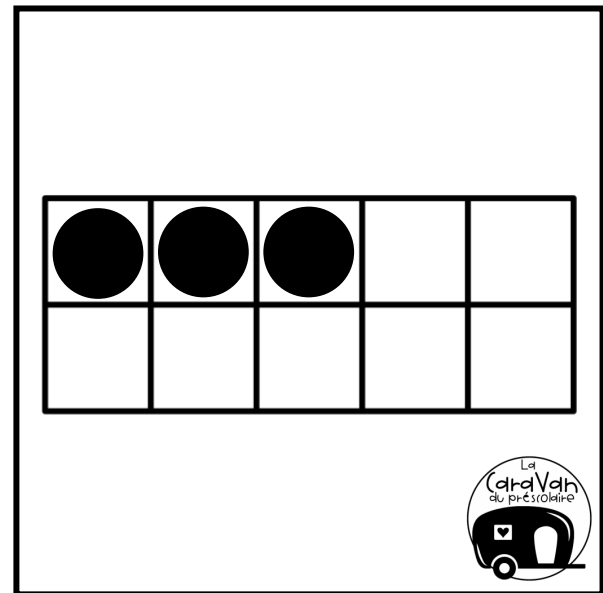
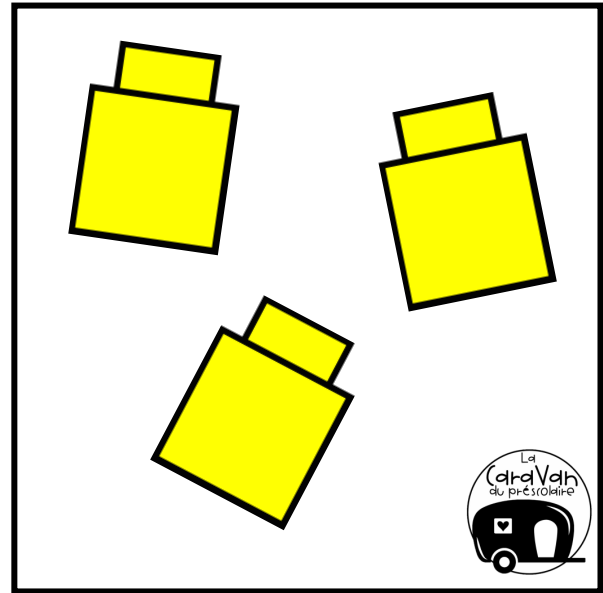
CaraVan



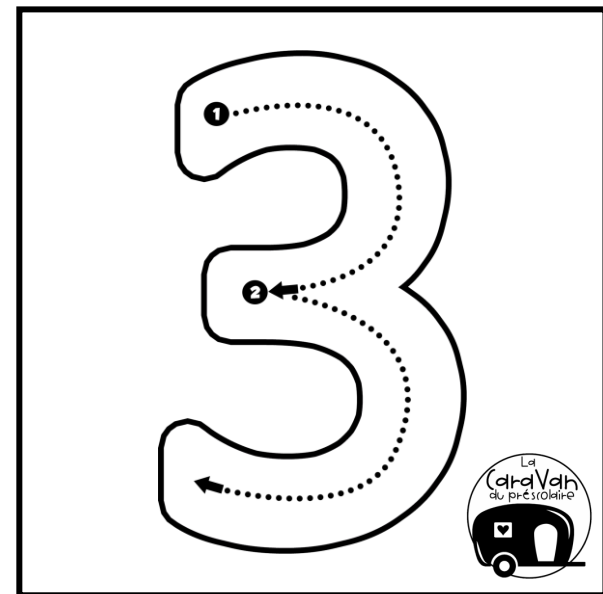
2



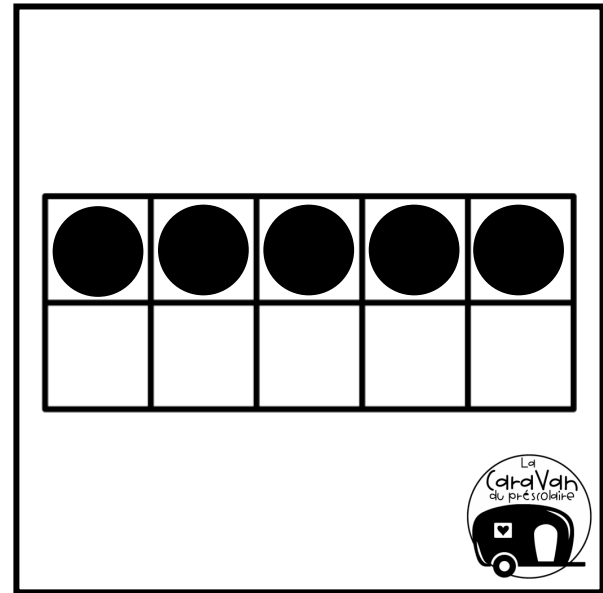
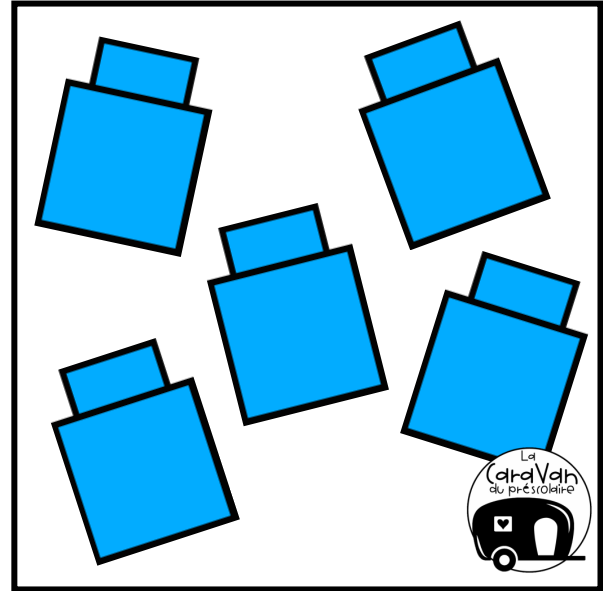
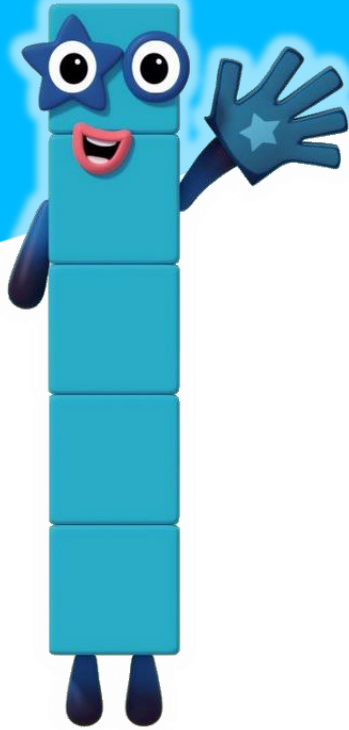
3



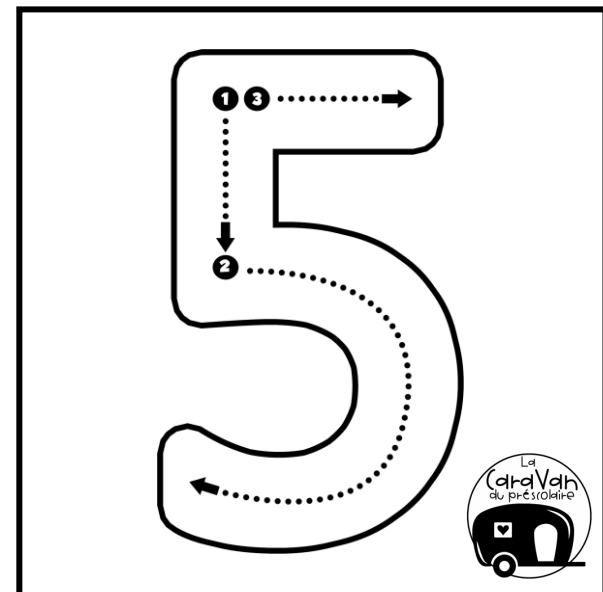
4



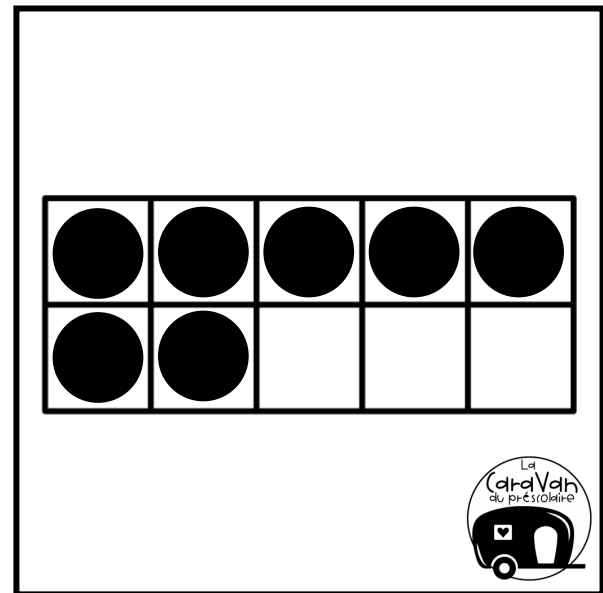
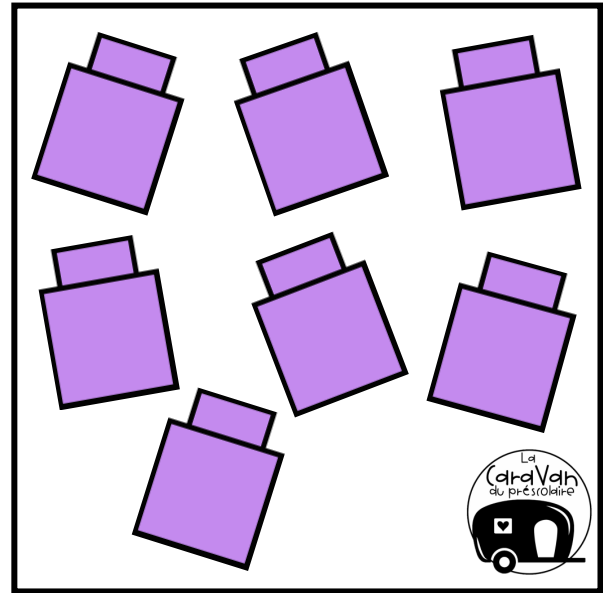
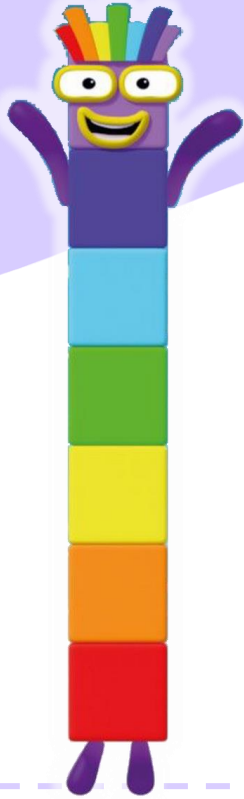
5



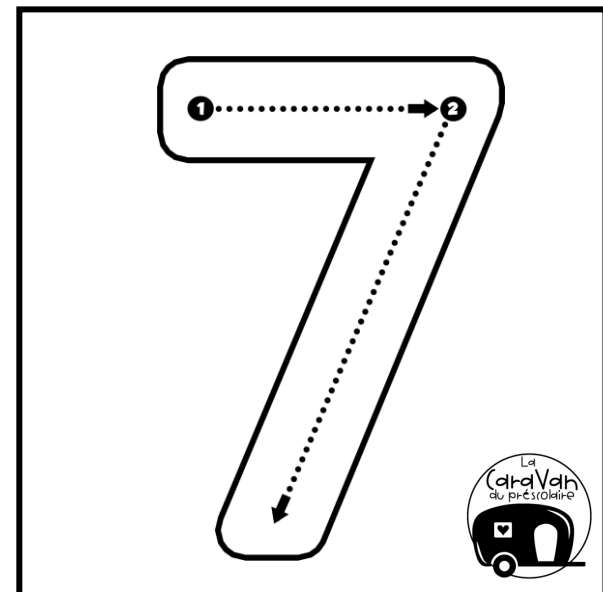
6

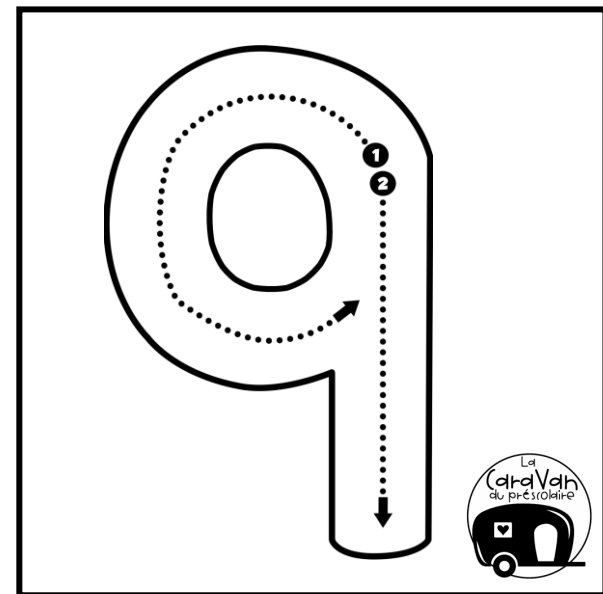
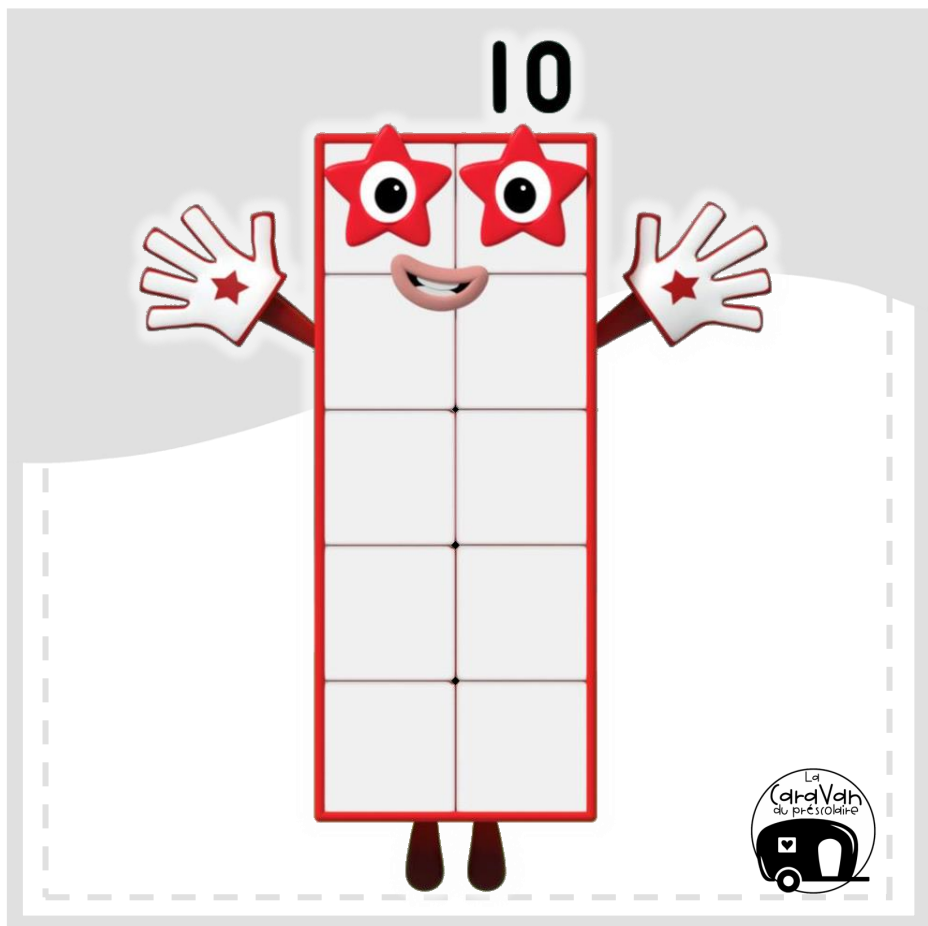
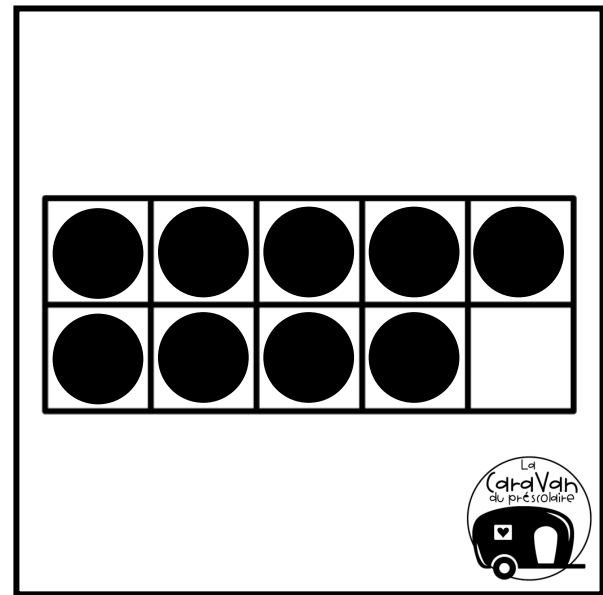
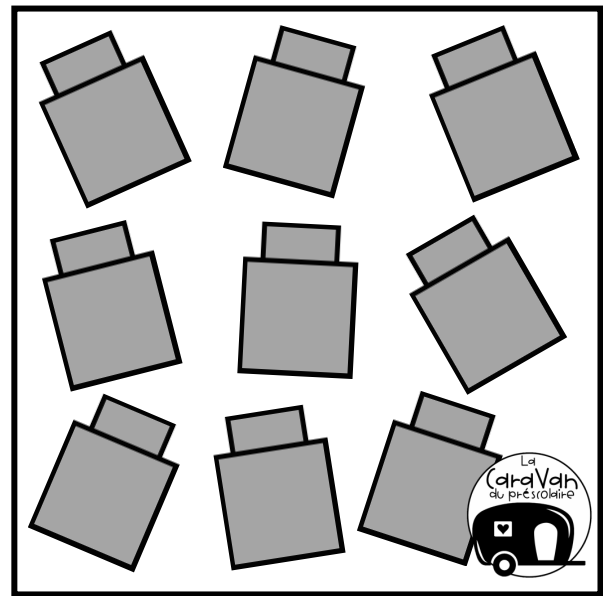
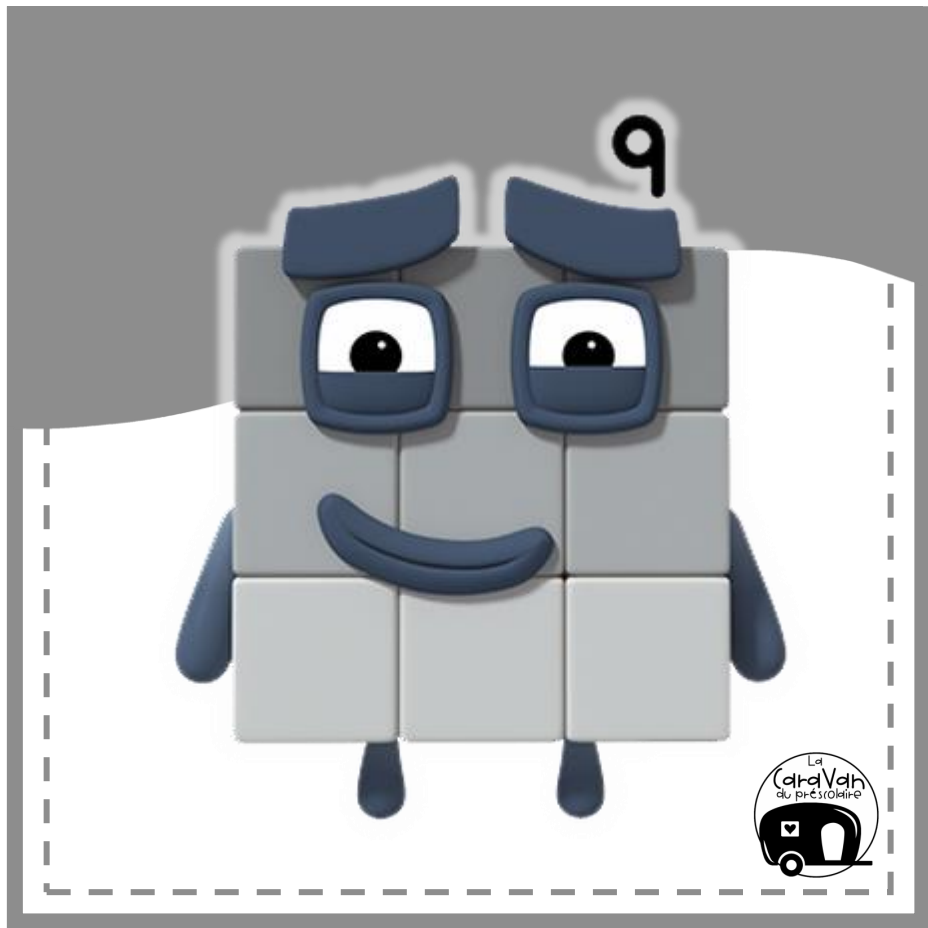


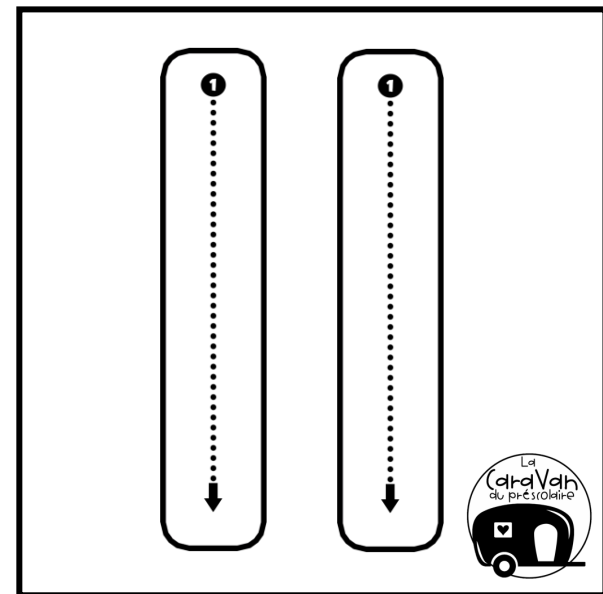
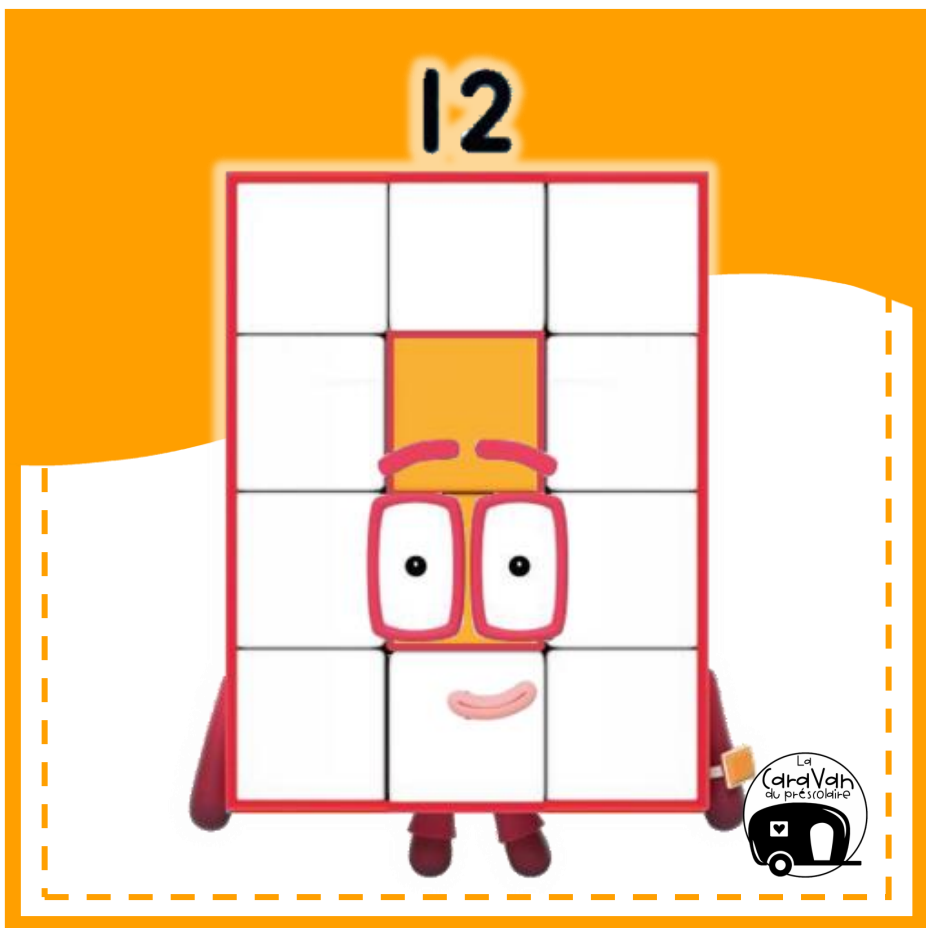
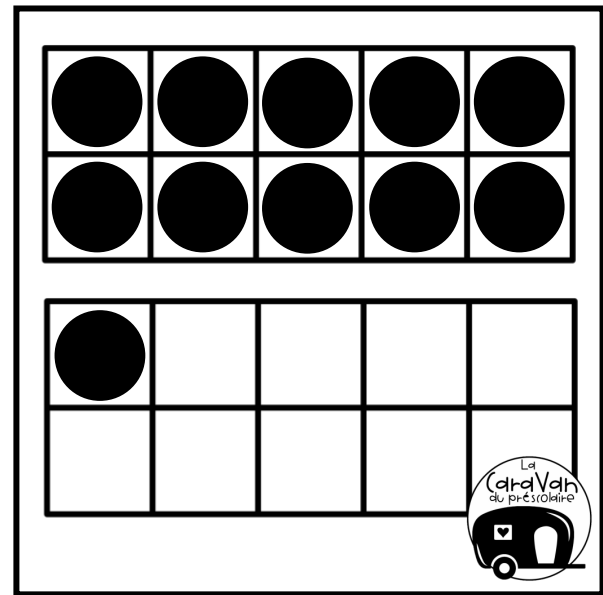
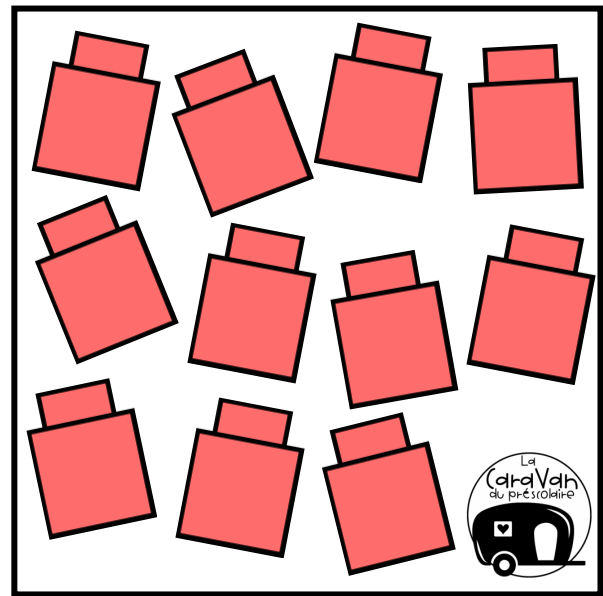
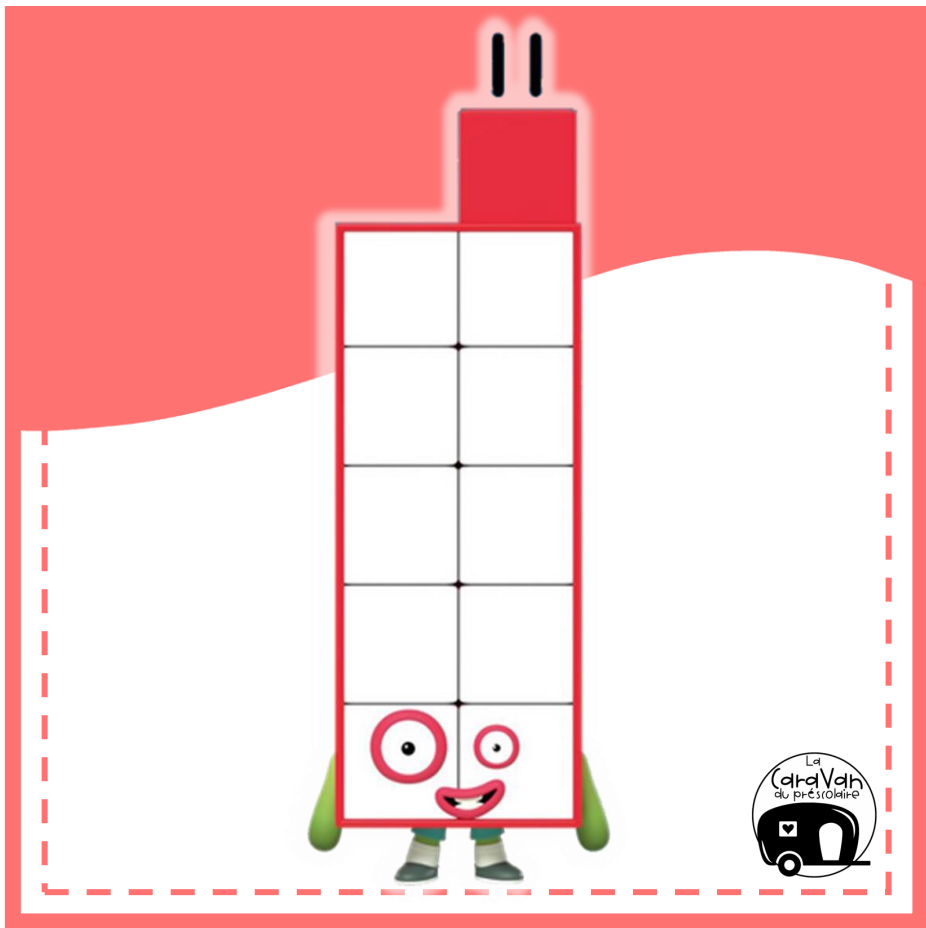
7



8

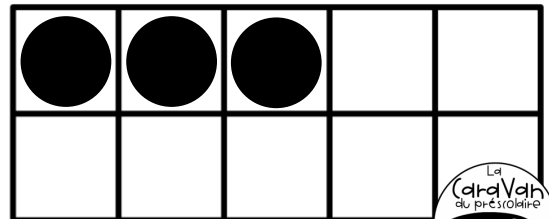
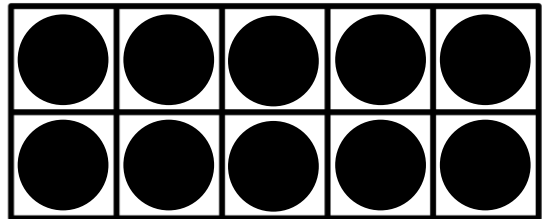
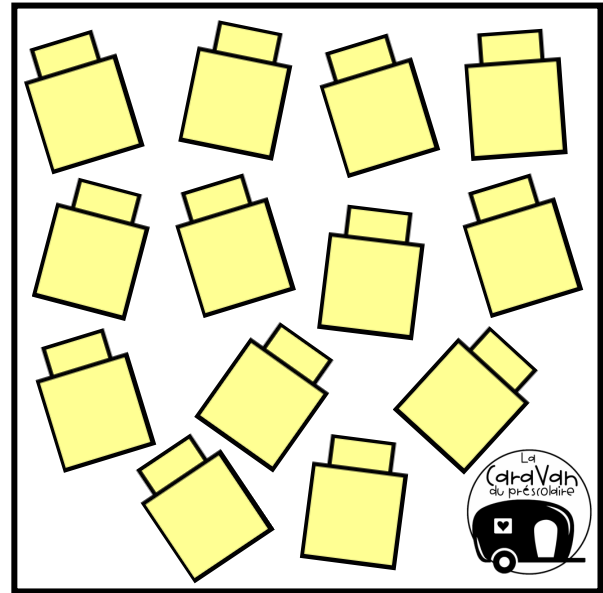
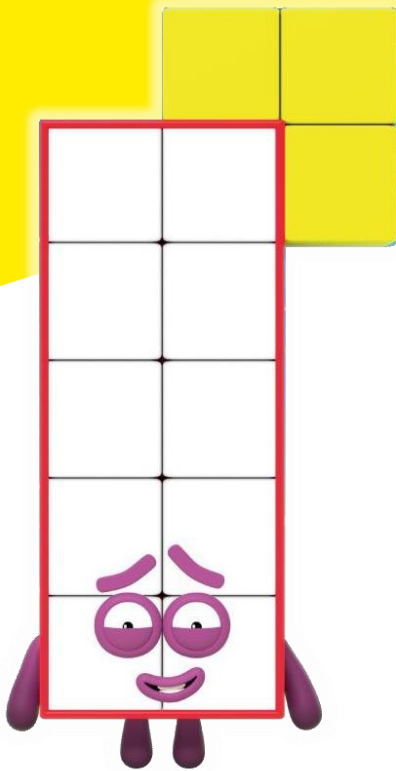




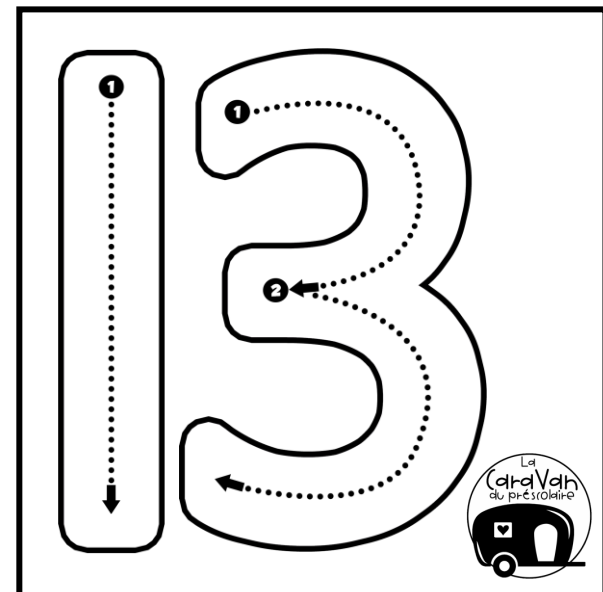
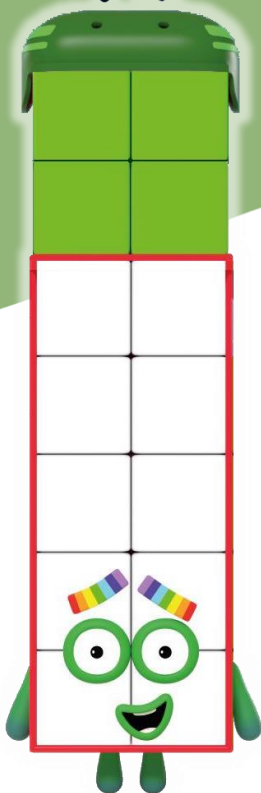


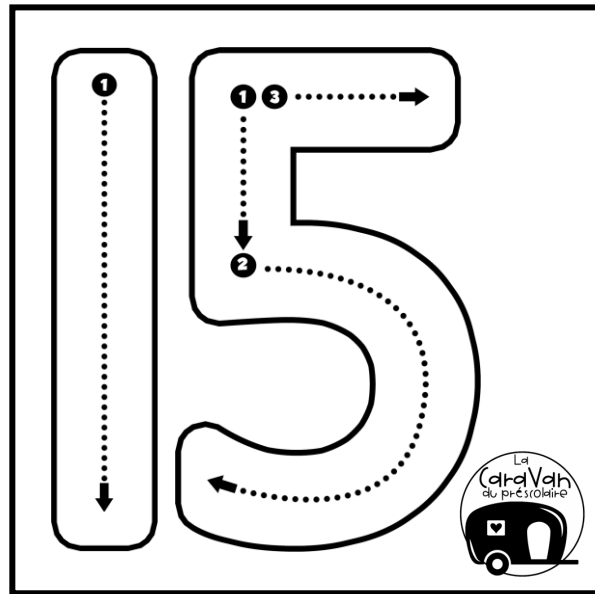
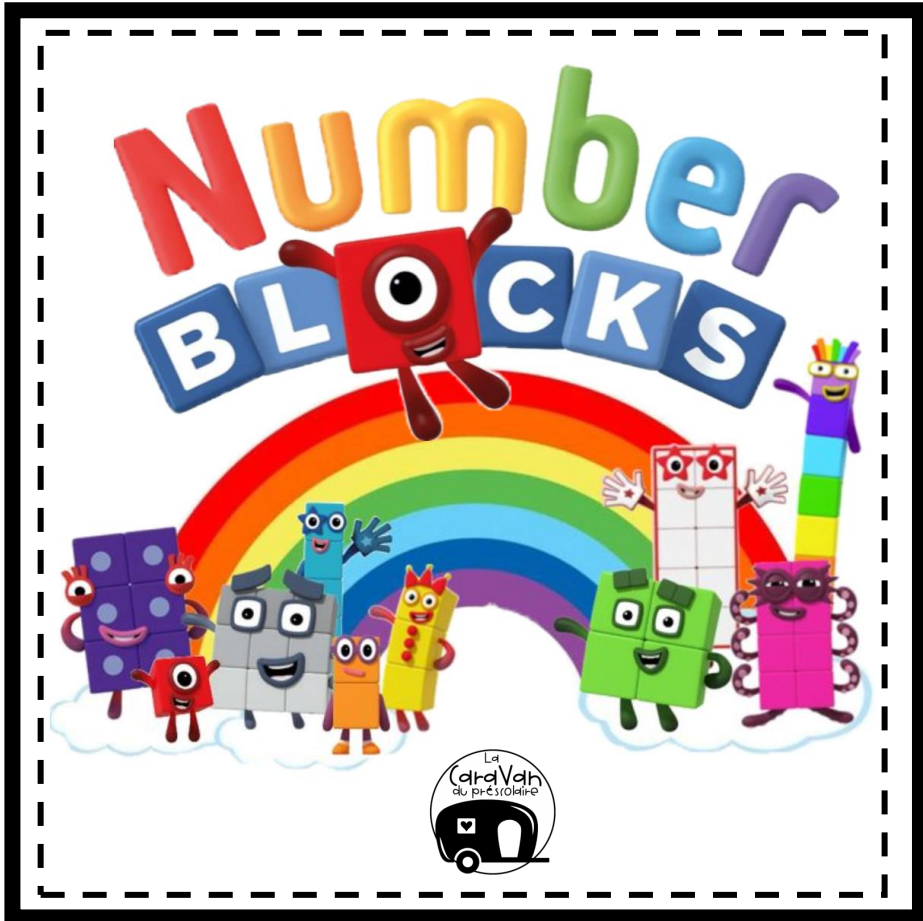
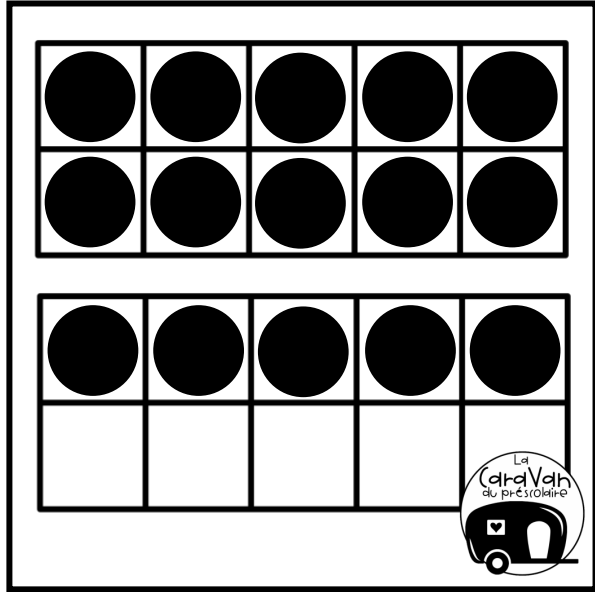
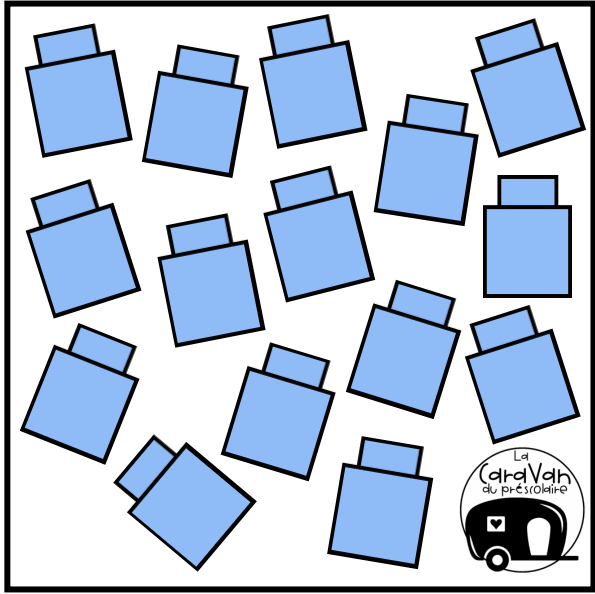
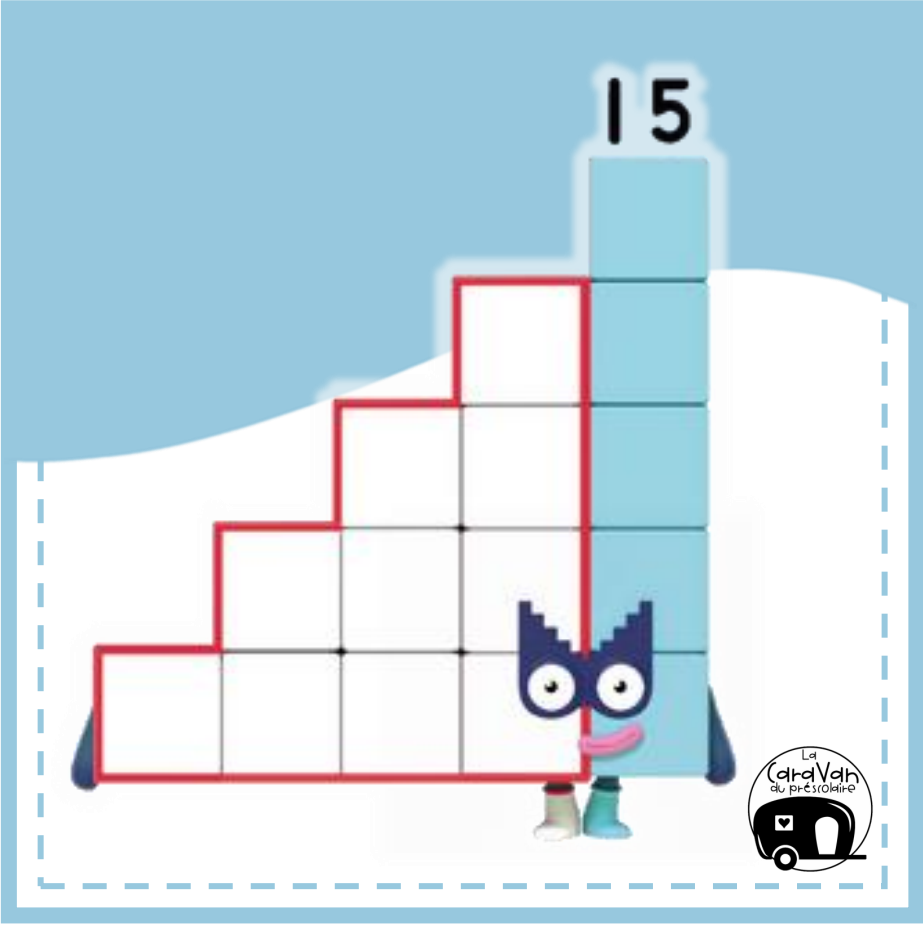


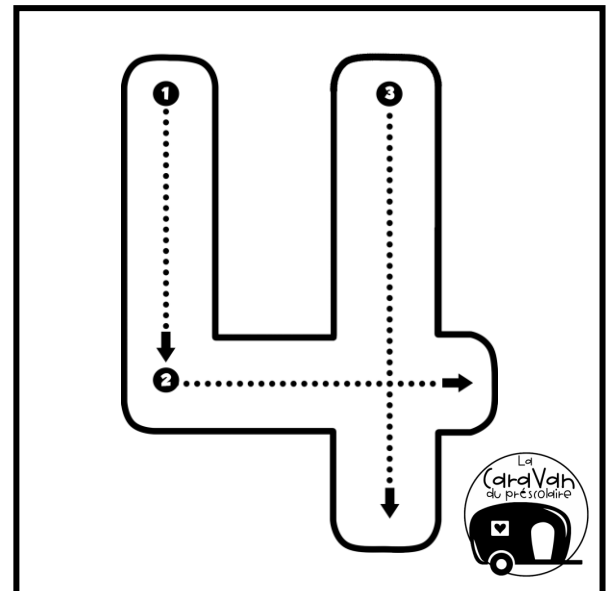
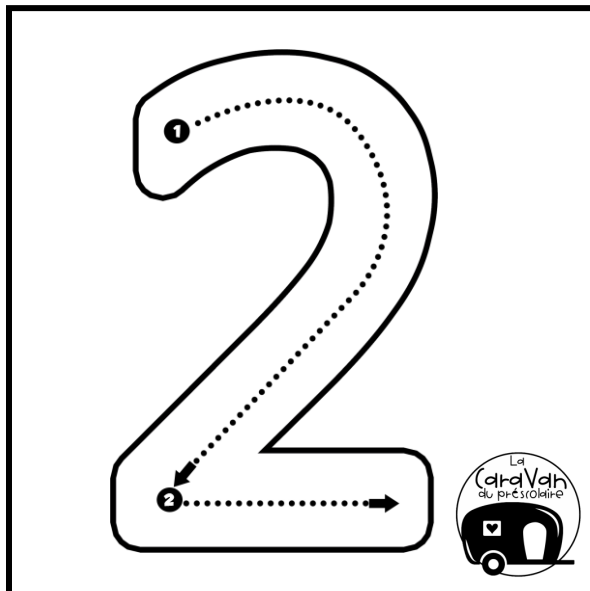
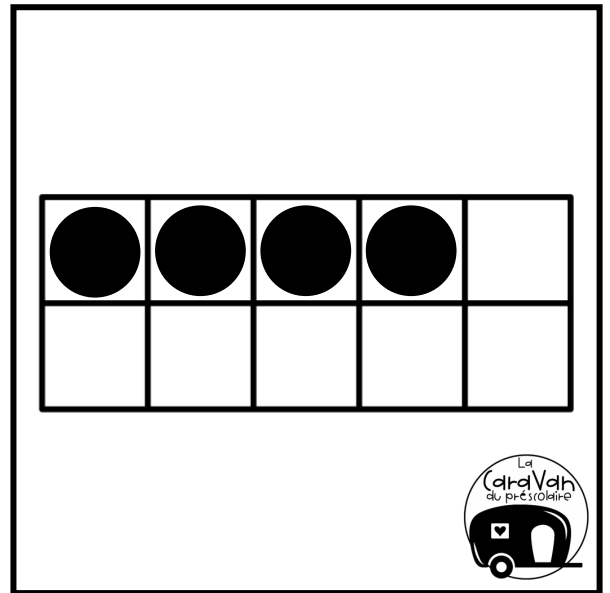
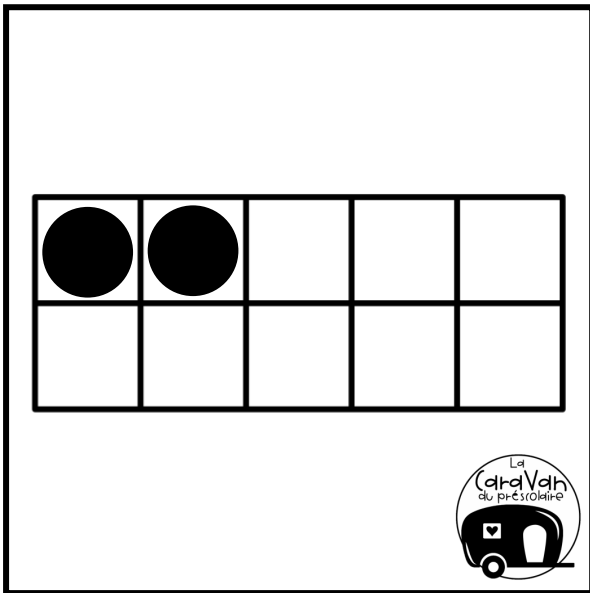
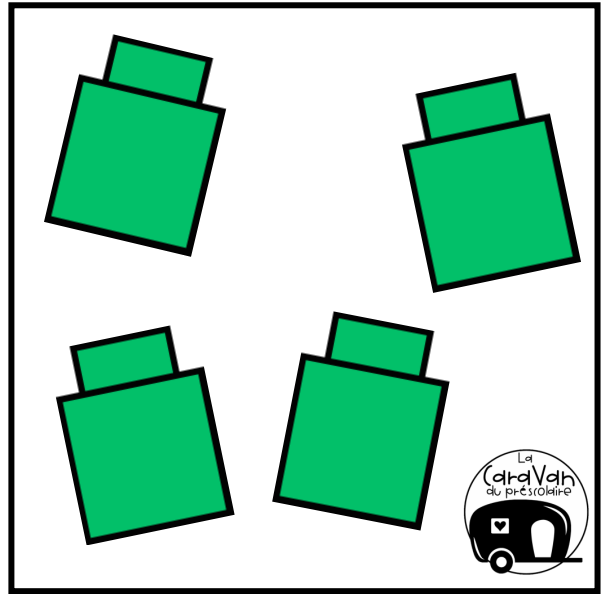
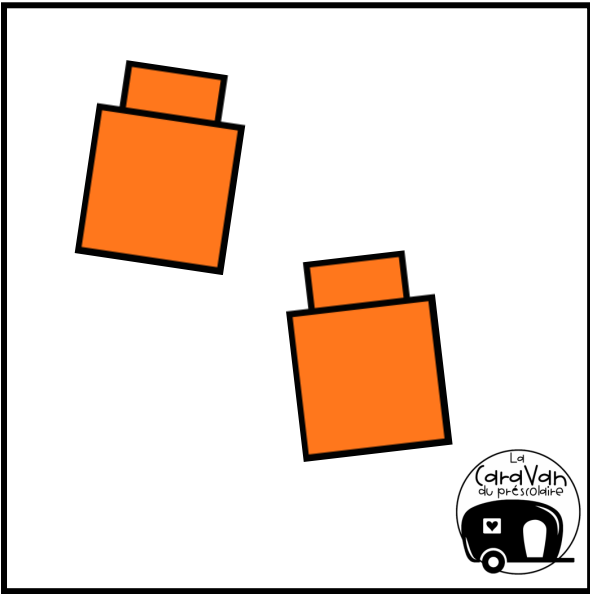
13

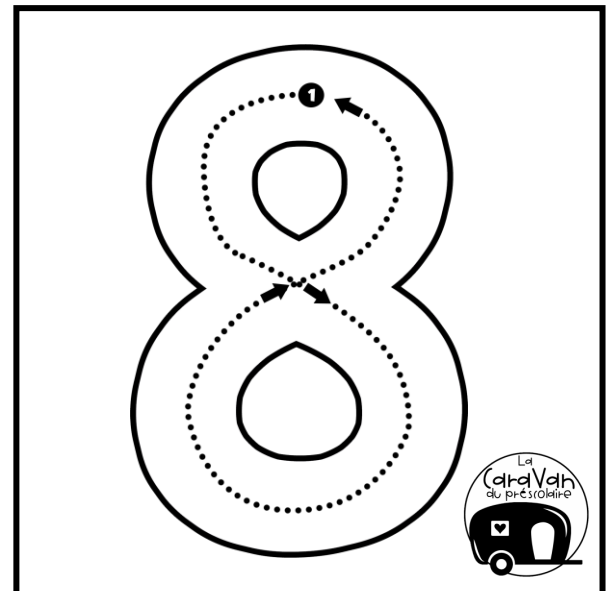
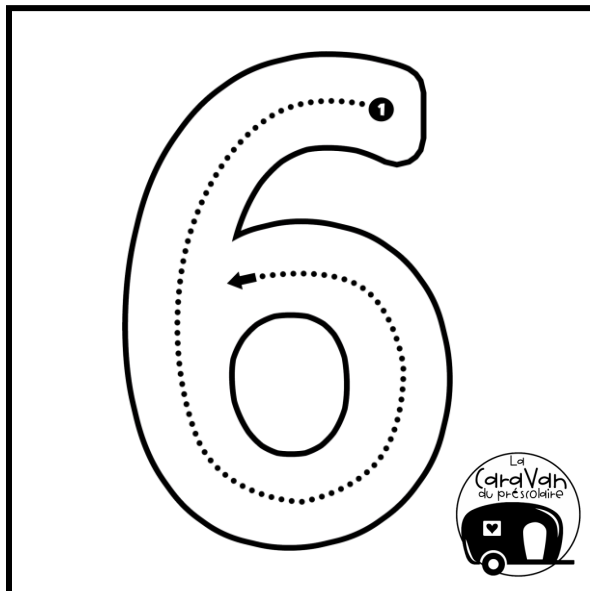
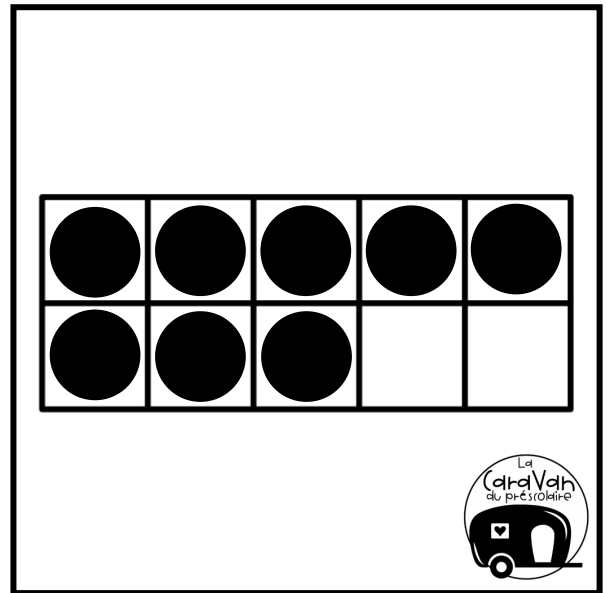
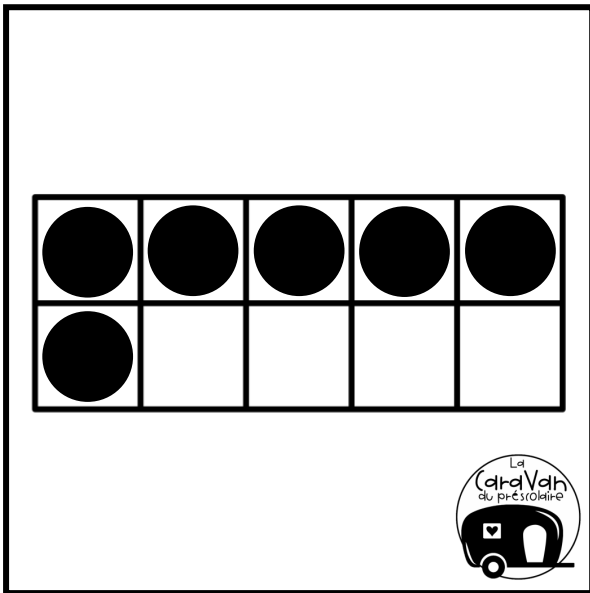
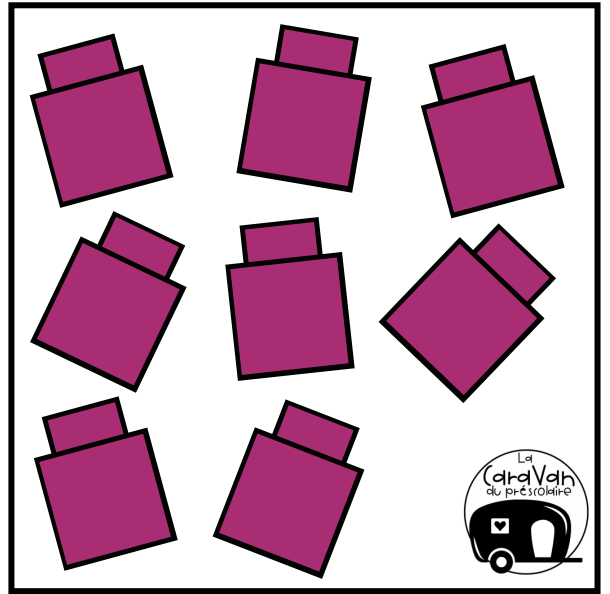
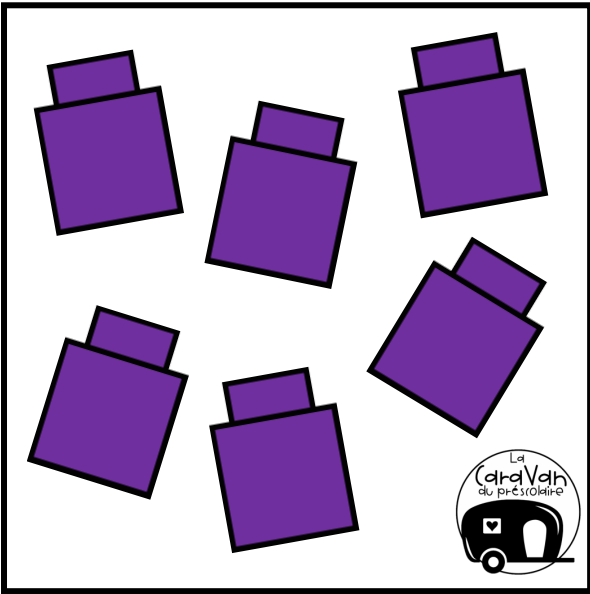


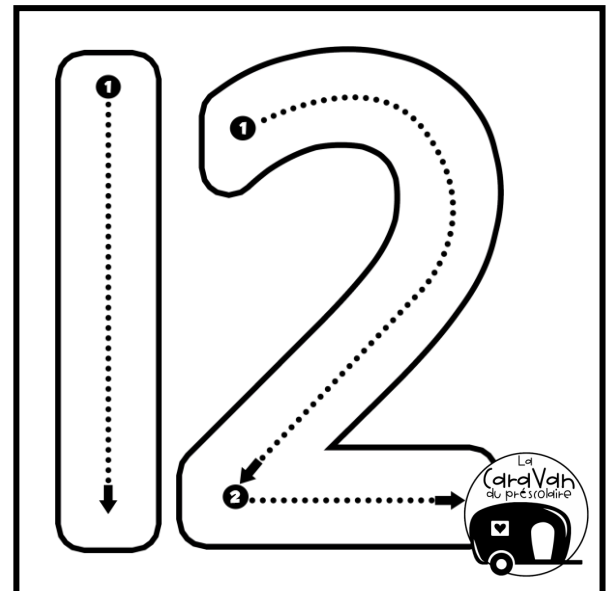
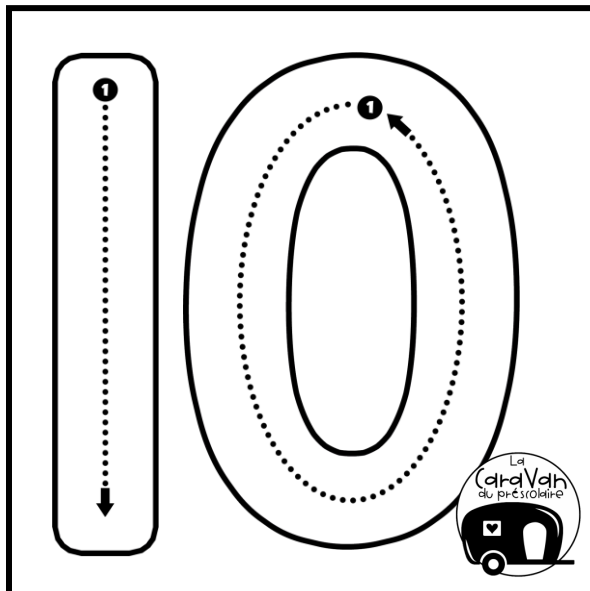
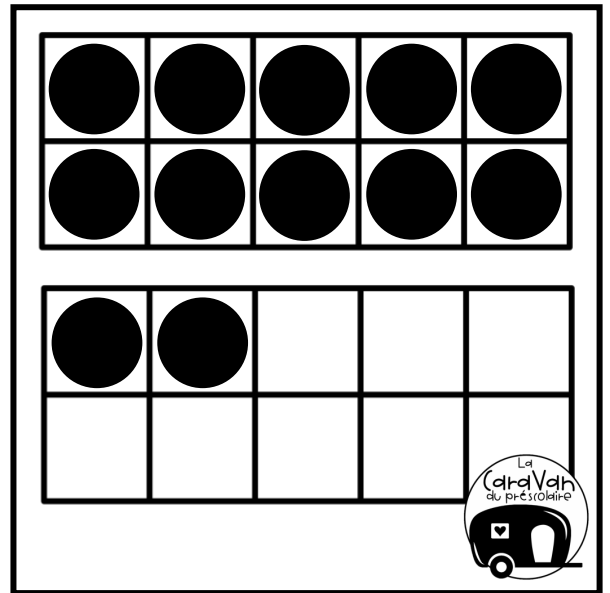
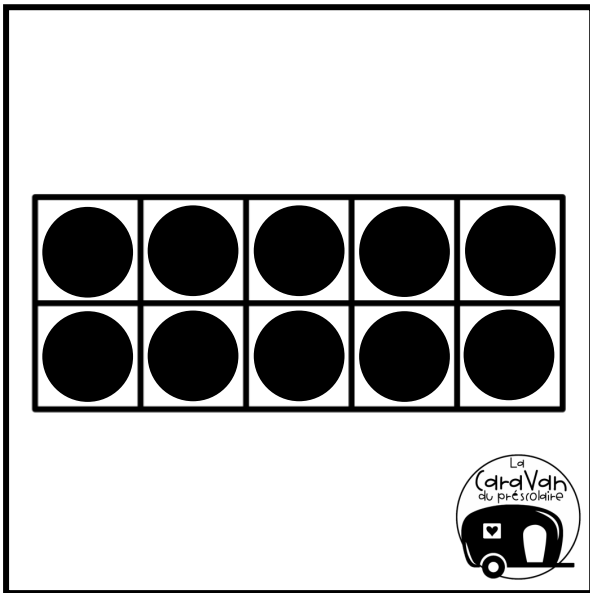
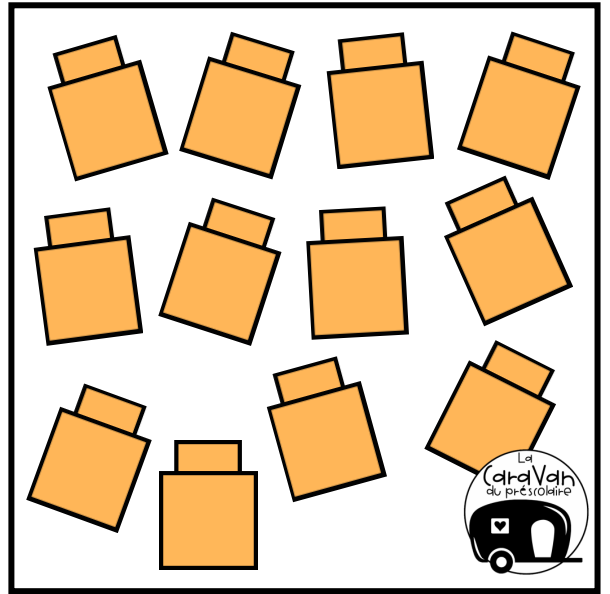
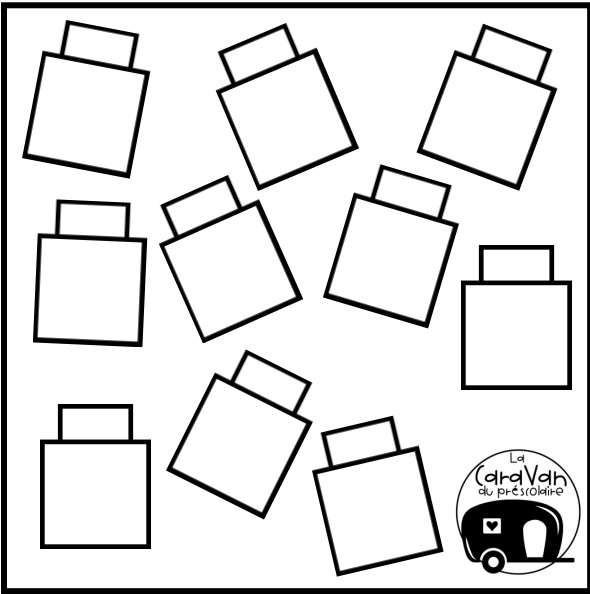
14

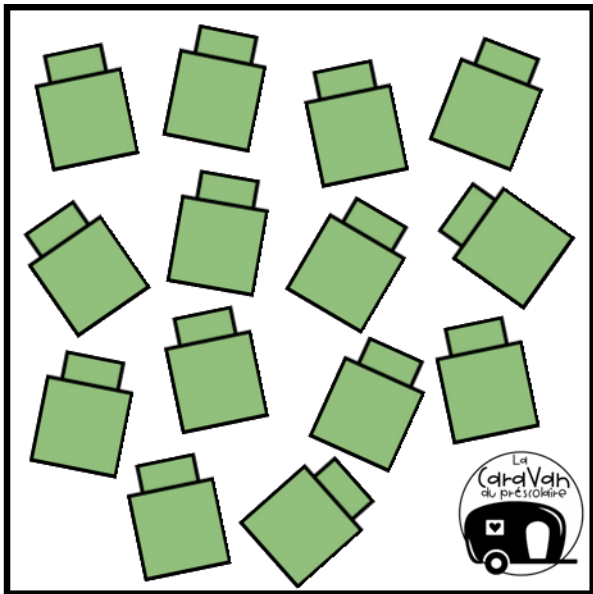




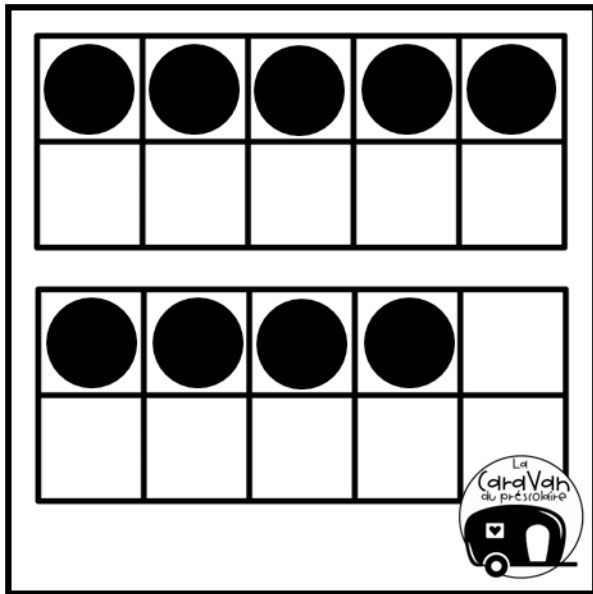





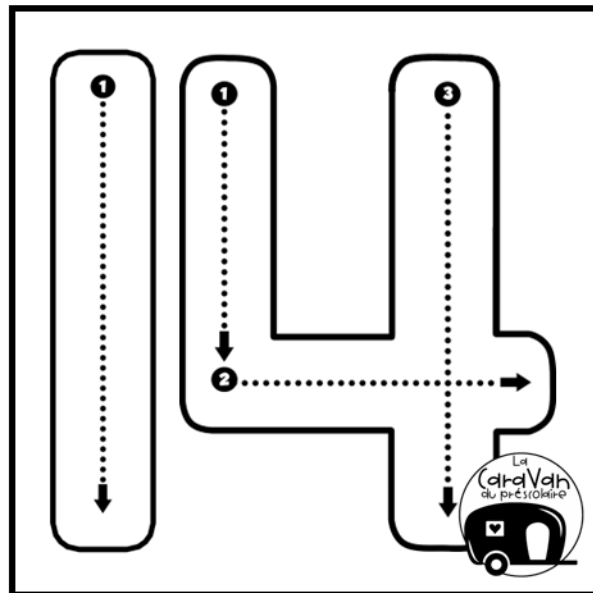





treize



quatorze



quinze



un



deux



trois



quatre



cinq



six



sept



huit



neuf



dix



onze



douze

