

Construction du nombre

leçon en 3 temps des symboles 1 et 2

- 1^{er} temps : présentation. Faire passer le doigt de l’élève sur le chiffre rugueux 1, dire « un ». Puis même chose pour le chiffre rugueux 2.
- 2^{ème} temps: « donne-moi, montre-moi ». Guider, utiliser un modèle visuel, ... Jusqu’à ce que l’élève puisse donner le bon symbole sur demande dans un ordre aléatoire, et sans modèle.
- 3^{ème} temps: « qu’est-ce que c’est? ». Lui faire répéter, jusqu’à ce que l’élève puisse nommer en autonomie dans un ordre aléatoire.

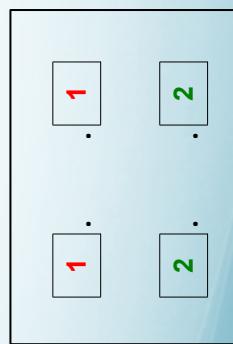
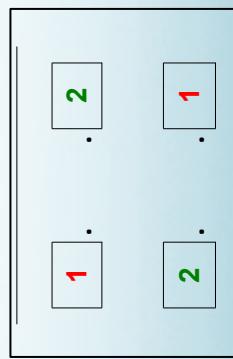
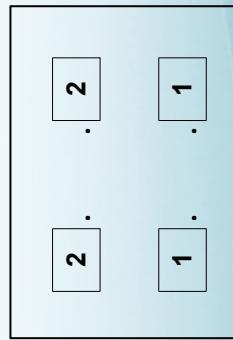
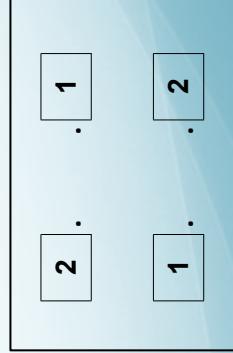
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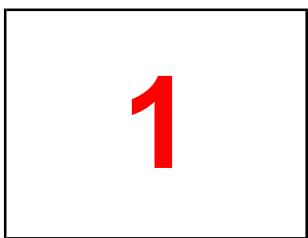
discrimination 1/2

- Trier une par une les cartes-symboles 1 et 2 dans deux bacs:
 - d'abord identiques
 - puis en variant la taille, la couleur, la texture, ...

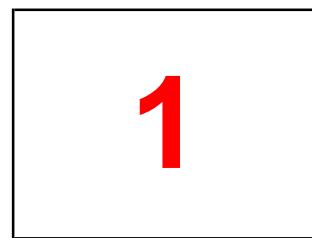


- Faire dire le nom à chaque geste
- Relier les symboles 1 et 2

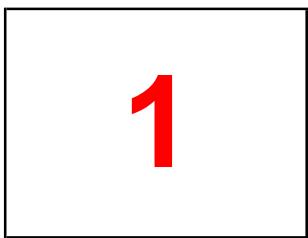




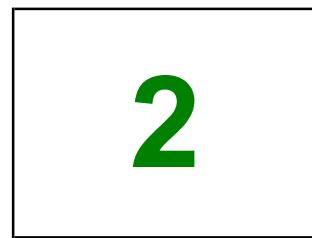
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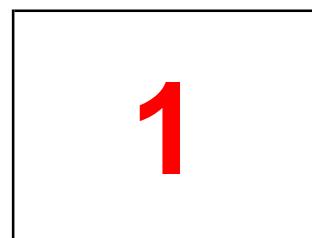
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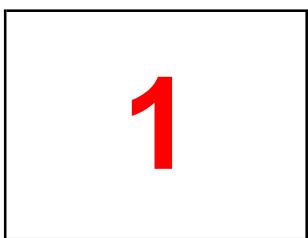
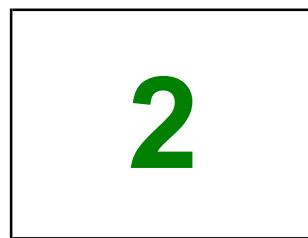
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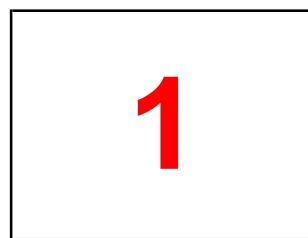
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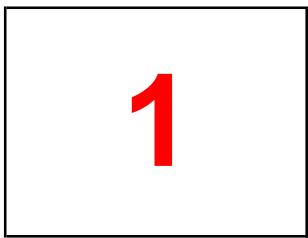
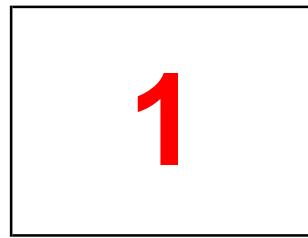


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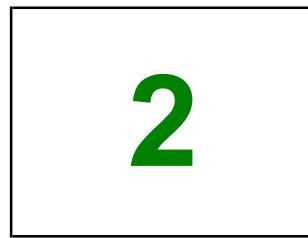


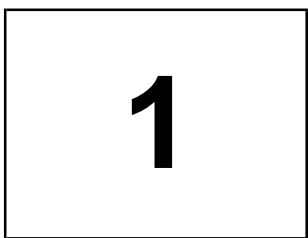


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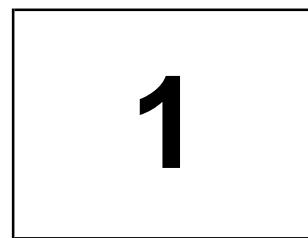


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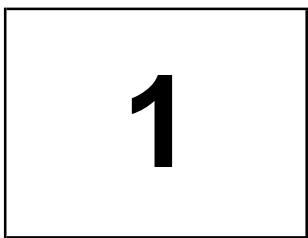


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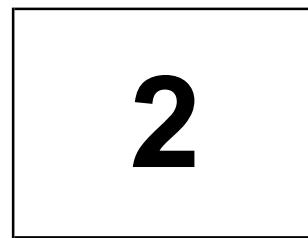


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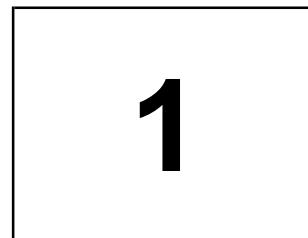


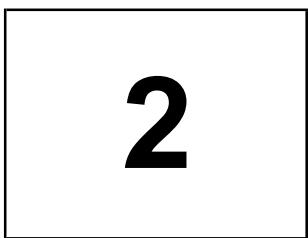


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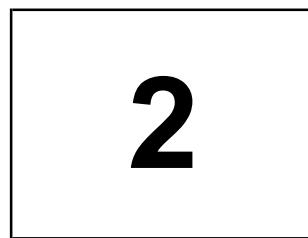


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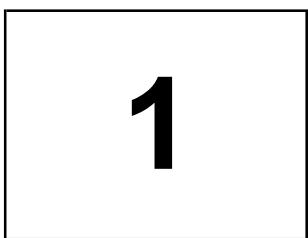




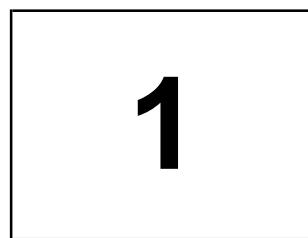
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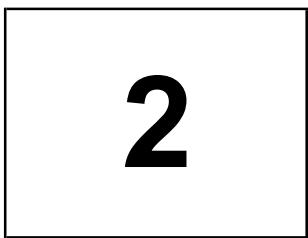
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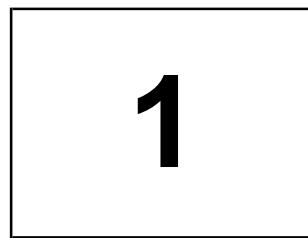
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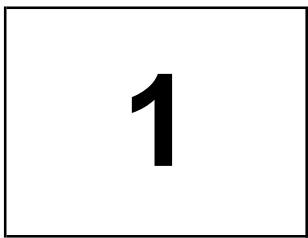
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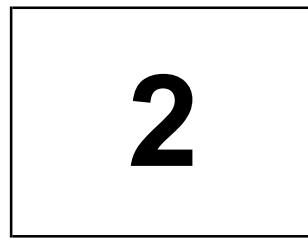
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