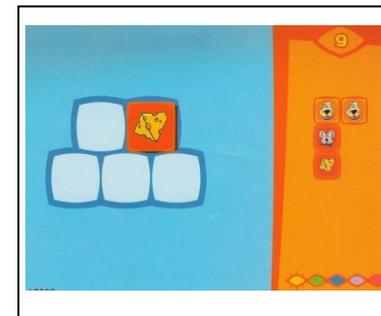


Ateliers de Math:  
"Zoologic" ( 1- 10)

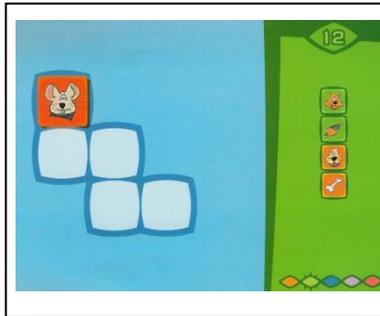


Objectif : résolution de problèmes

Source : Jeu Zoologic Ed. FoxMind

NP octobre 2013

Ateliers de Math:  
"Zoologic"(11-20)

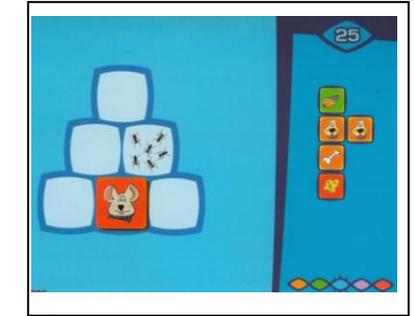
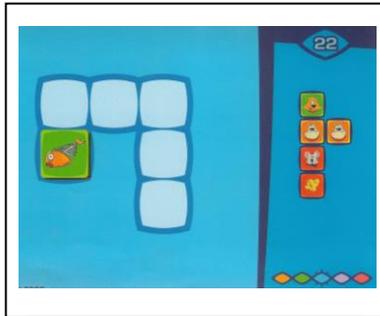
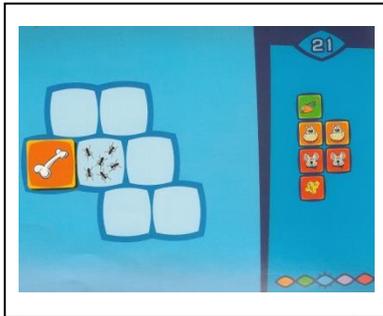


Objectif : résolution de problèmes

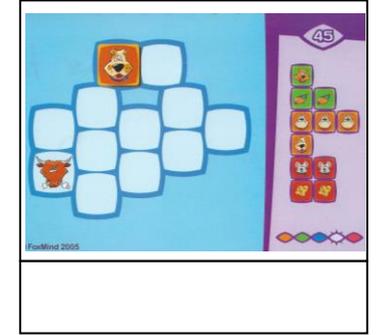
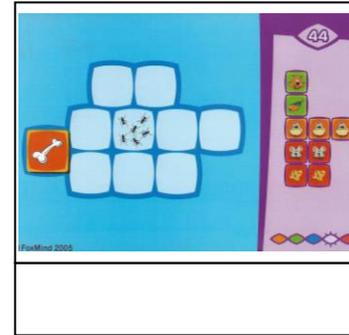
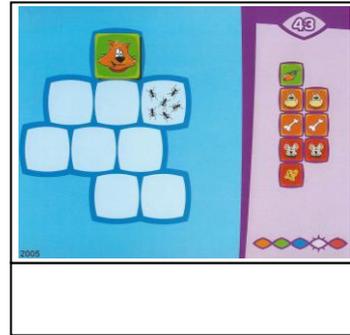
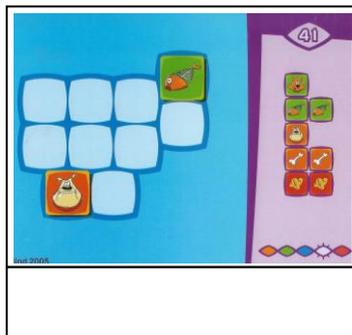
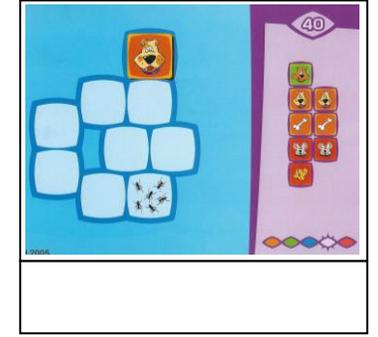
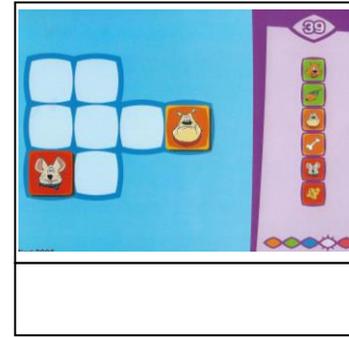
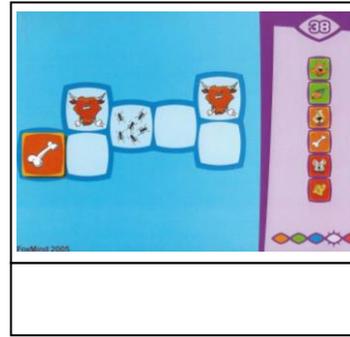
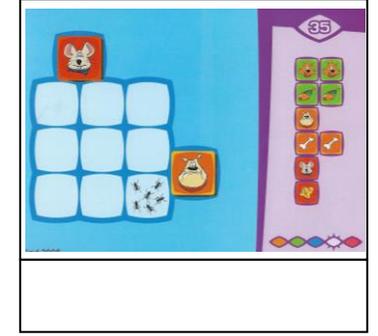
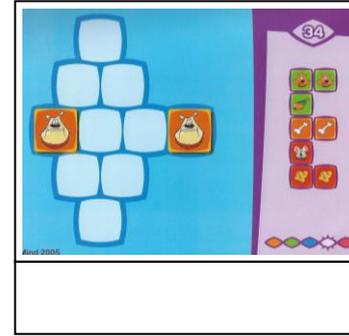
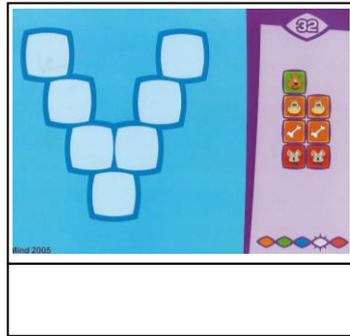
Source : Jeu Zoologic Ed. FoxMind

NP octobre 2013

Ateliers de Math:  
"Zoologic" (21-30)



Ateliers de Math:  
"Zoologic" (31- 45)



Ateliers de Math:  
"Zoologic" (46- 60)

The image displays 15 numbered cards from a math puzzle game called "Zoologic". Each card features a blue grid of squares and a red sidebar on the right. The sidebar contains a list of animal icons: a dog, a cat, a rabbit, a bird, a mouse, a hamster, a pig, a cow, and a sheep. The cards are numbered 46 through 60. Each card shows a different arrangement of animal icons on the grid, representing a puzzle state. Below each card is a white rectangular box for taking notes.