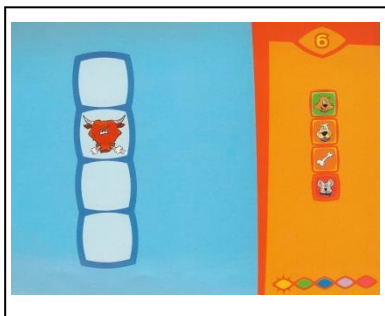
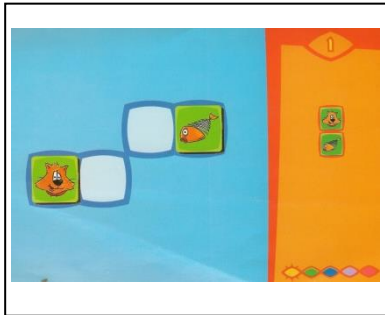
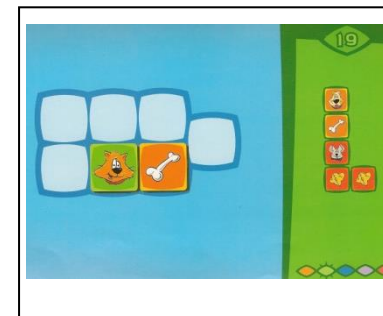
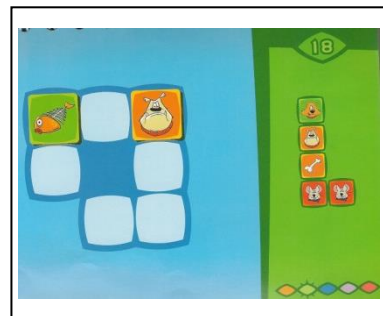
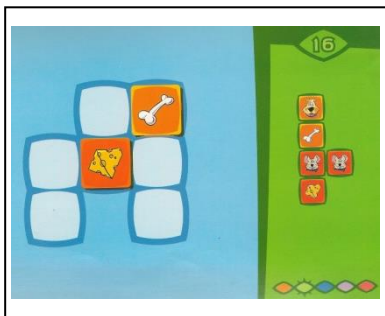
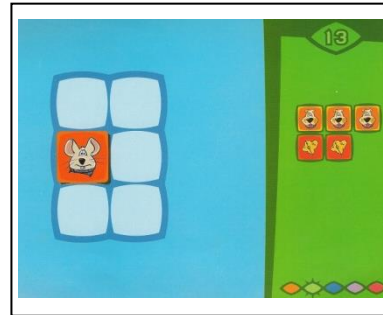
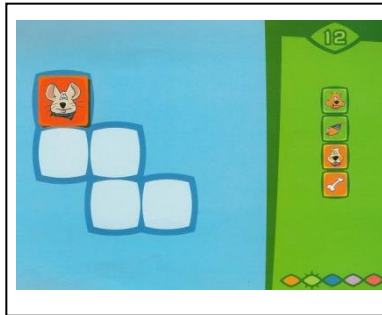


Ateliers de Math:  
"Zoologic" ( 1- 10)



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

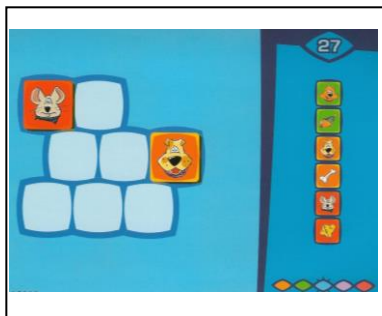
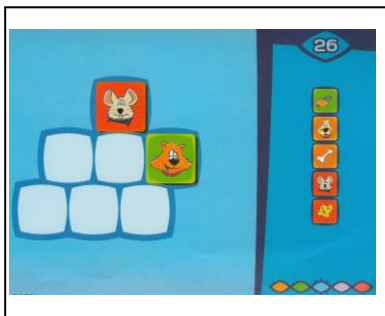
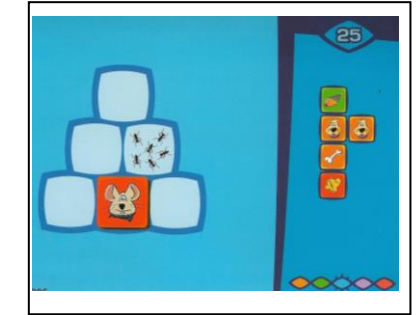
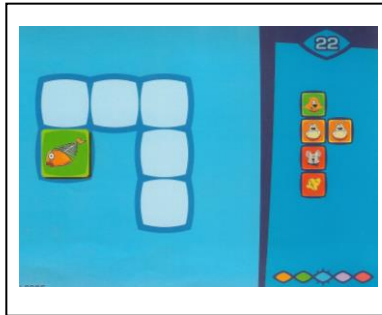
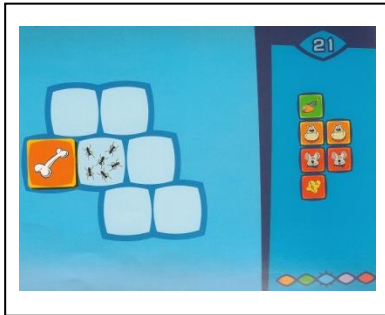


Objectif : résolution de problèmes

Source : Jeu Zoologic Ed. FoxMind

NP octobre 2013

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



Objectif : résolution de problèmes

Source : Jeu Zoologic Ed. FoxMind

NP octobre 2013

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

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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 frog, and a snake. The cards are numbered 46 through 60. Each card shows a different arrangement of the animal icons on the grid. Below each card is a white box for writing notes or solutions.