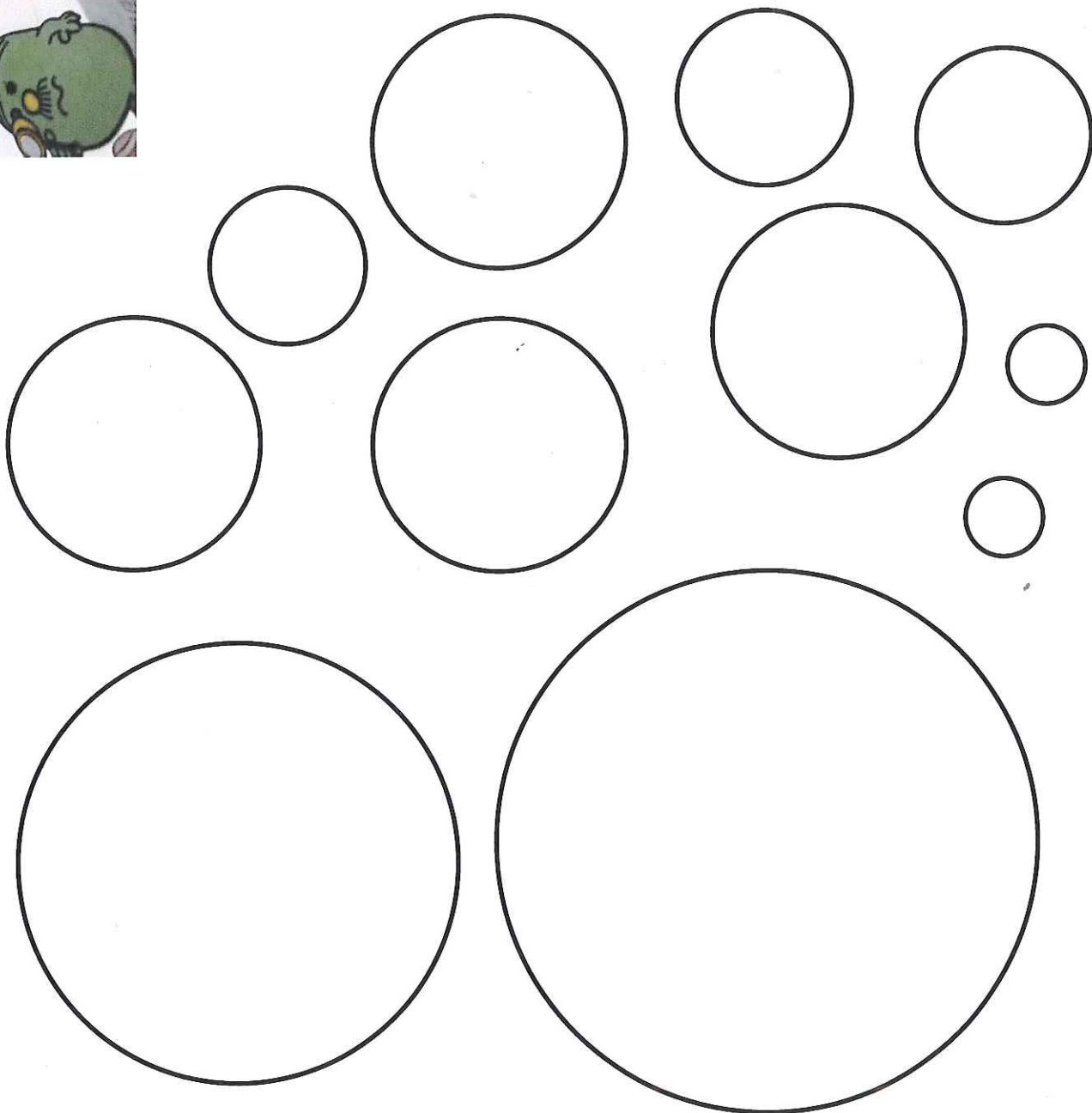
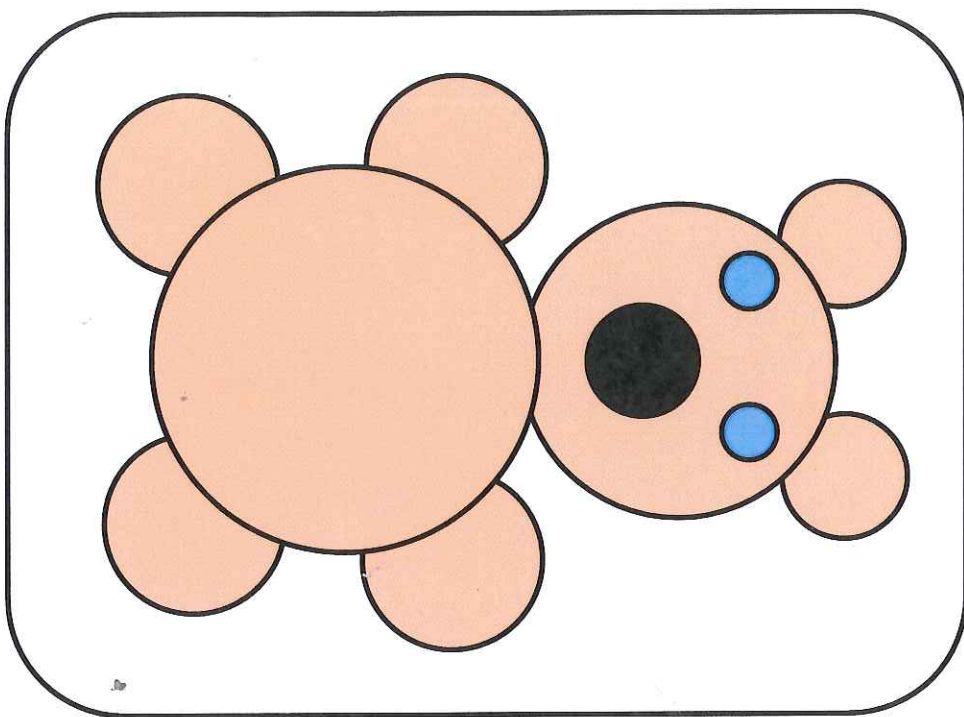
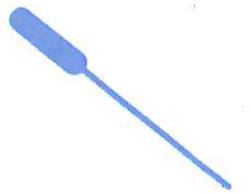
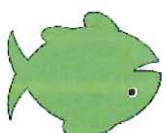
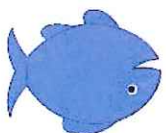
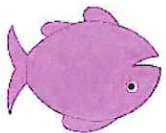
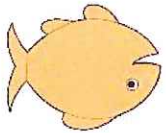
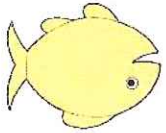
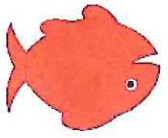
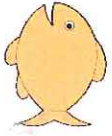
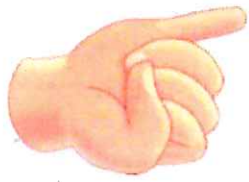
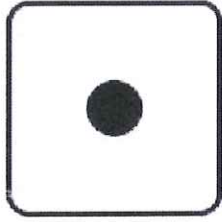


Faire un ours avec des ronds

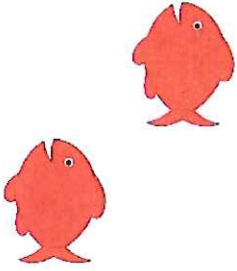
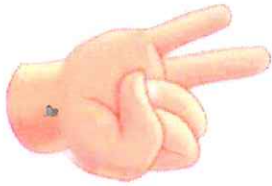
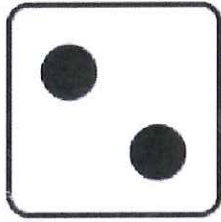




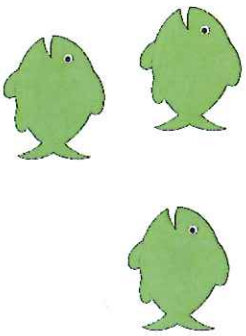
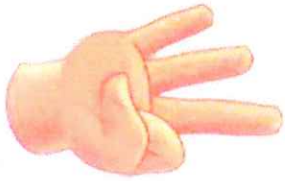
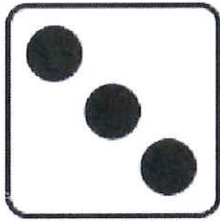
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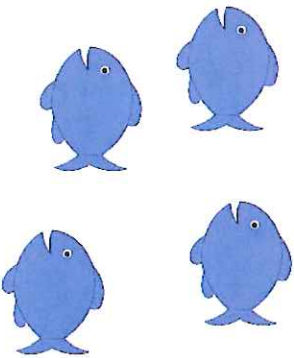
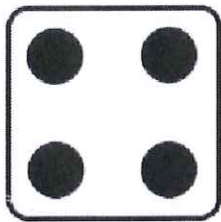
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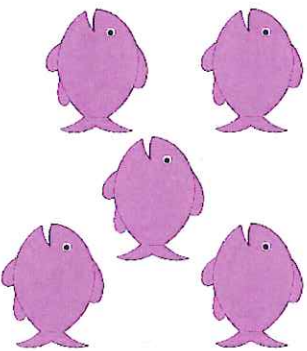
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4



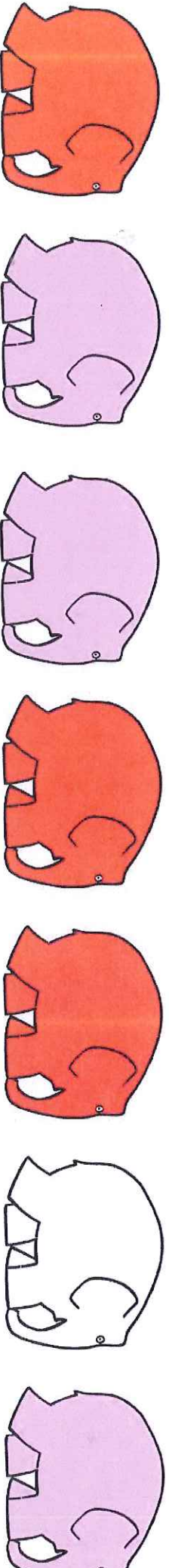
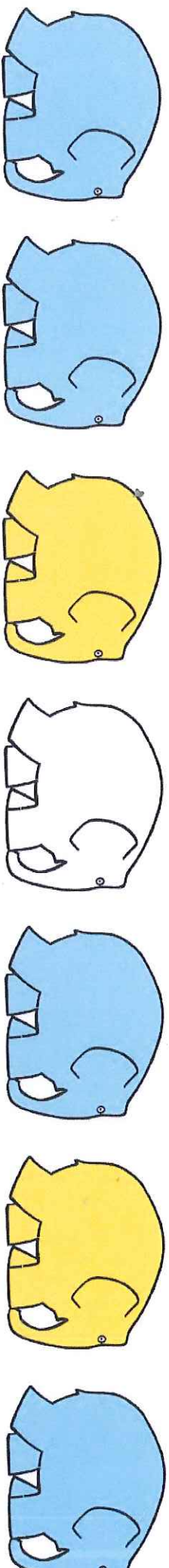
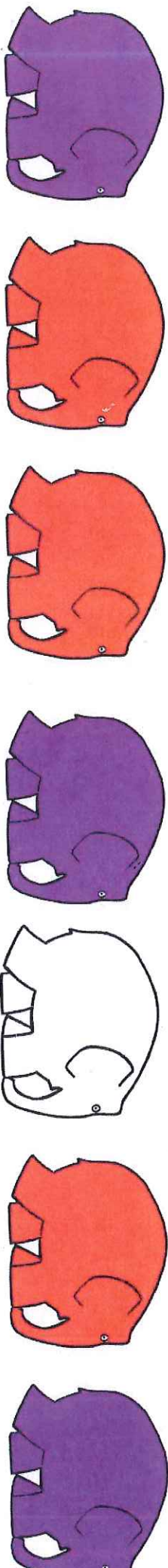
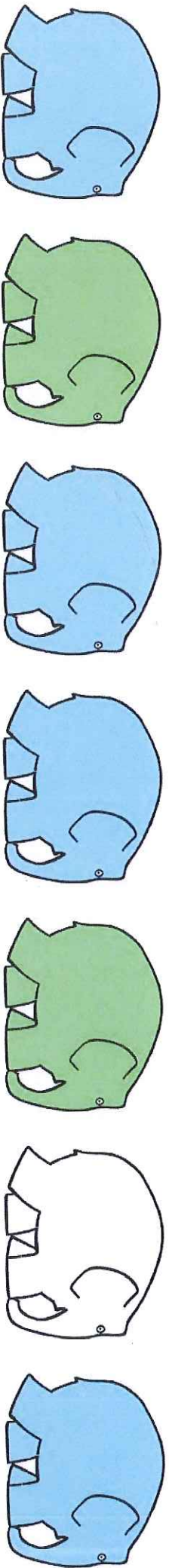
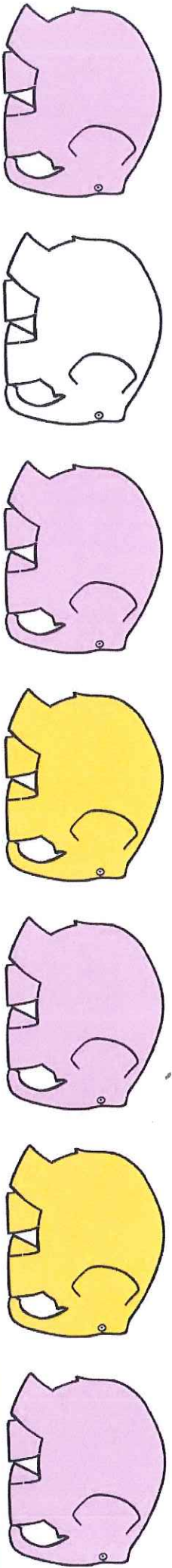
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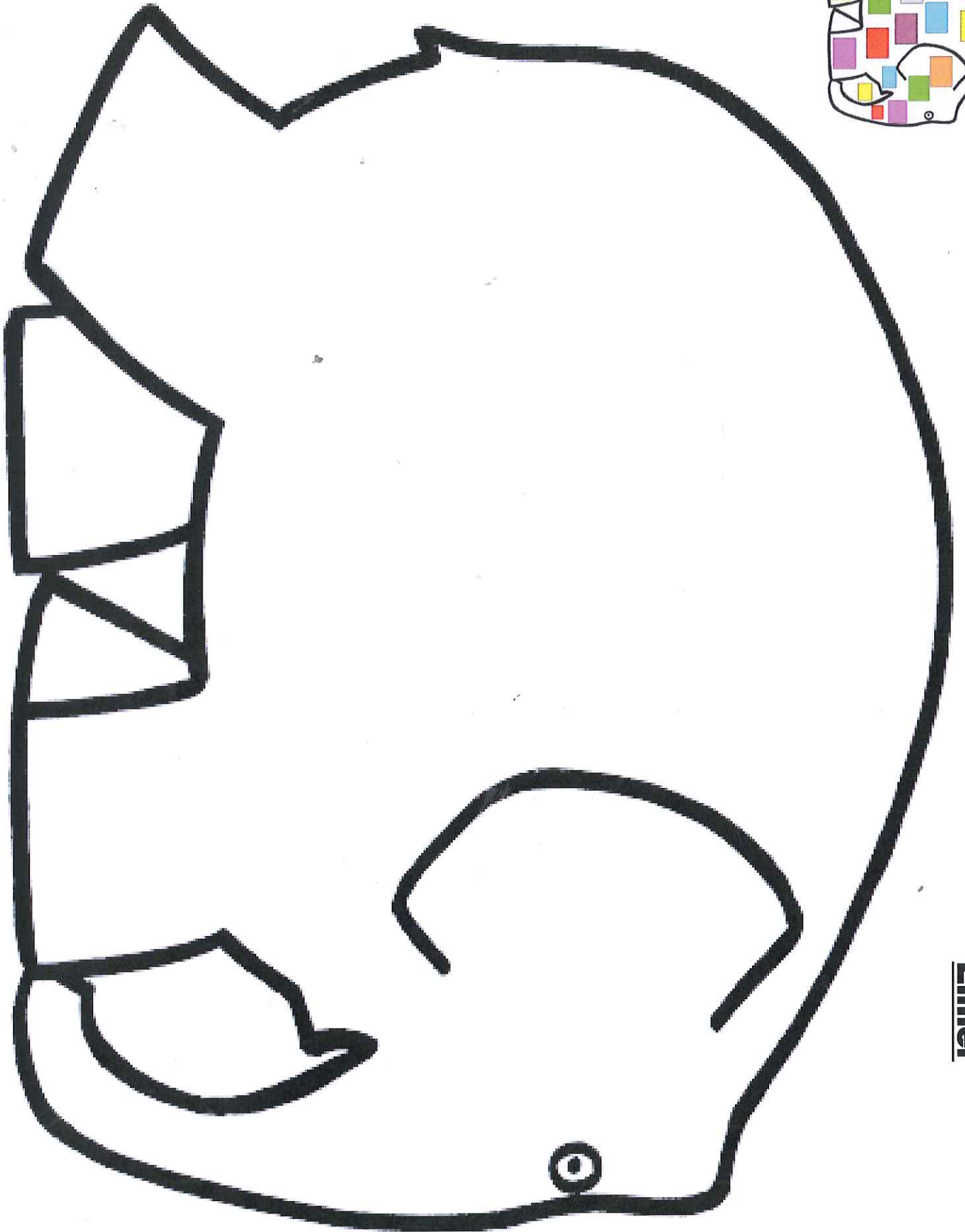
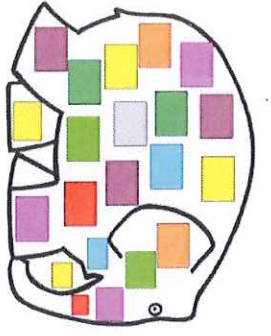


la suite des nombres

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

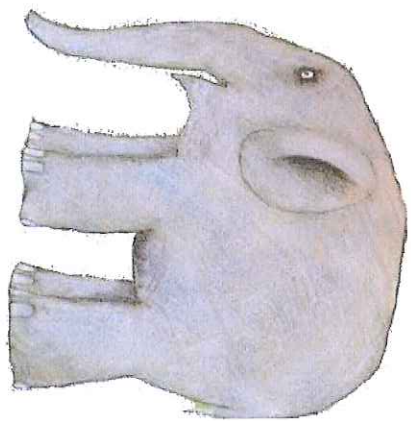
Algorithme d'Elmer :





Elmer

les animaux de l'histoire d'Elmer:



ELEPHANT



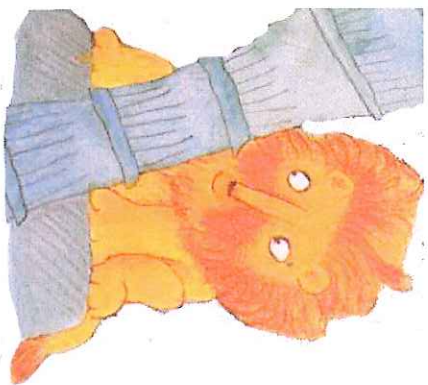
TIGRE



TORTUE



GIRAFFE



LION



CROCODILE



ZEBRE



HIPPOPOTAME

les objets de la cuisine



FOURCHETTE



COUTEAU



GRANDE CUILLERE



PETITE CUILLERE



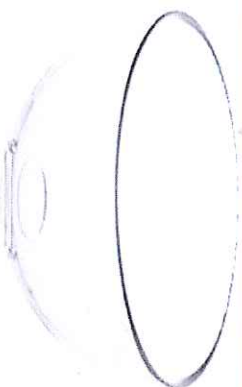
POELE



CASSEROLE



BOL



SALADIER



VERRE



ASSIETTE PLATE

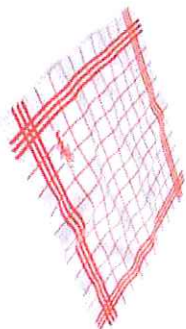


ASSIETTE CREUSE



TASSE

les objets de la cuisine (niveau 2)



TORCHON



COCOTTE



SERVIETTE



EPONGE



LOUCHE



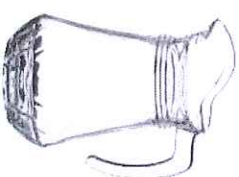
SPATULE



MOULIN A POIVRE



BAVOIR



CARAFE



BOUTEILLE



PASSOIRE



COUVERCLE

A B C D D E E F

G H I J K L

M N O P Q

R S T U V W

X Y Z

