

RAM-I Comptage jusqu'à 40

☐ Trace.

1.

30

31

32

33

34

35

36

37

38

39

40

2.

3 3 3 3 3 3 3

☐ Écris 3.

3.

3 3 3 3 3 3 3

RAM-2 Nombres ordinaux

☐ Entoure le 1er ou le 2e.

1.

2e



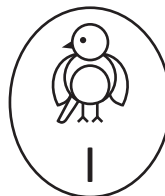
1



2

2.

1er



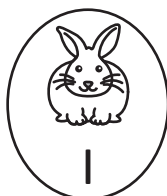
1



2

3.

1er



1



2

4.

2e



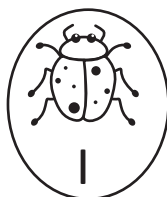
1



2

5.

1er



1



2

6.

2e



1



2

7.

2e



1



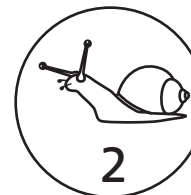
2

8.

2e



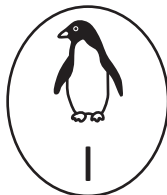
1



2

9.

1er



1



2

10.

1er



1



2

☐ Entoure le 3e, 4e ou 5e.

11.

3e



1



2



3



4



5

12.

5e



1



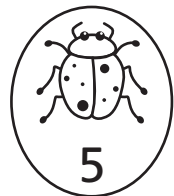
2



3



4



5

13.

4e



1



2



3



4



5

14.

3e



1



2



3



4



5

15.

5e



1



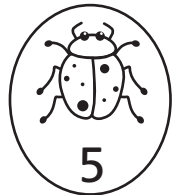
2



3



4



5

☐ Entoure le 1er, 2e, 3e, 4e ou 5e.

16.

2e



1



2



3



4



5

17.

4e



1



2



3



4



5

18.

3e



1



2



3



4



5

19.

5e



1



2



3



4



5

20.

1er



1



2



3



4

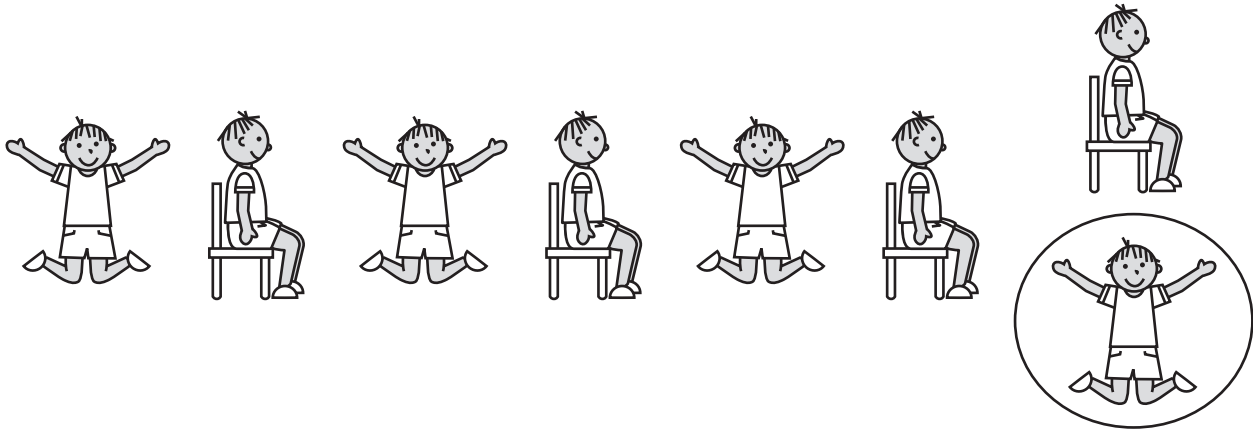


5

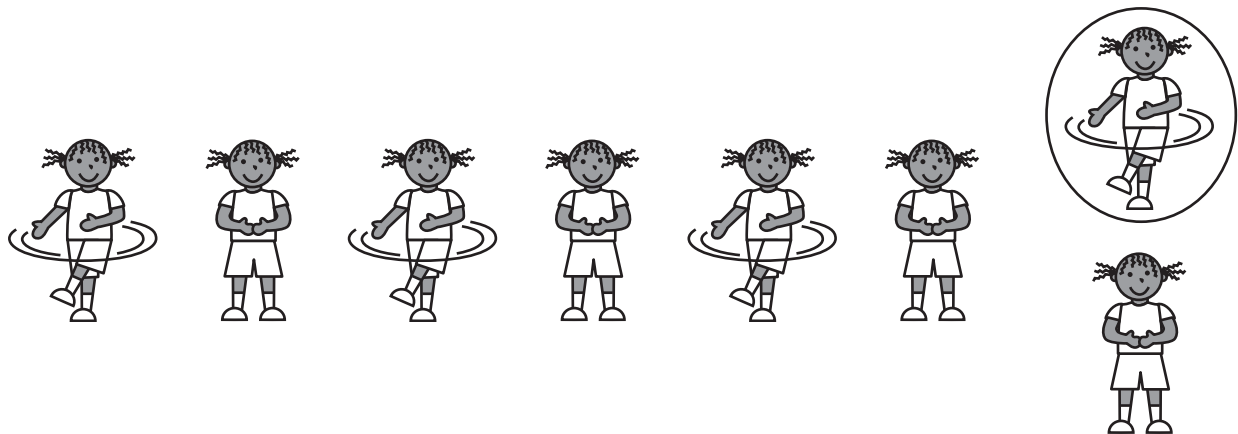
RAM-3 Régularités en mouvement

☐ Entoure l'action qui vient après.

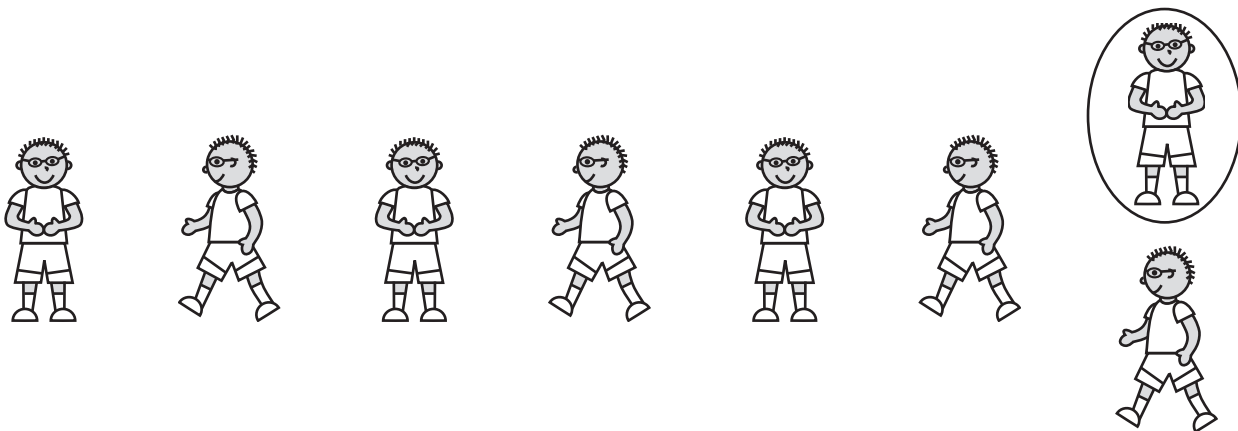
1.



2.

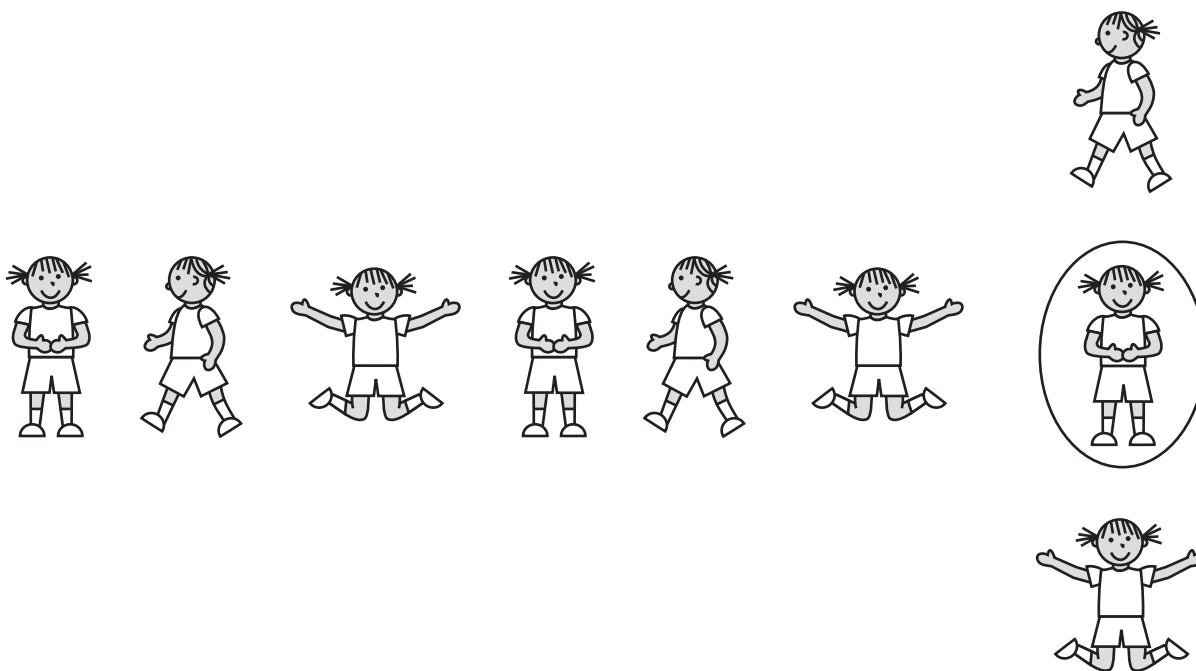


3.

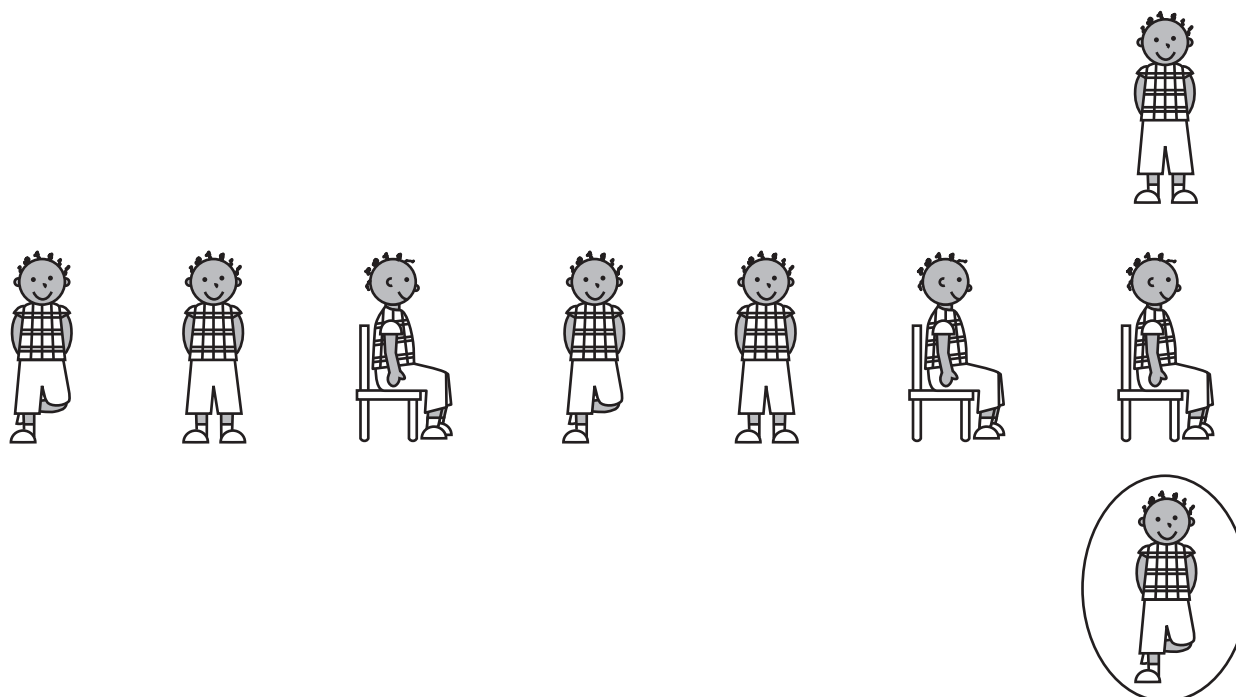


☐ Entoure l'action qui vient après.

4.

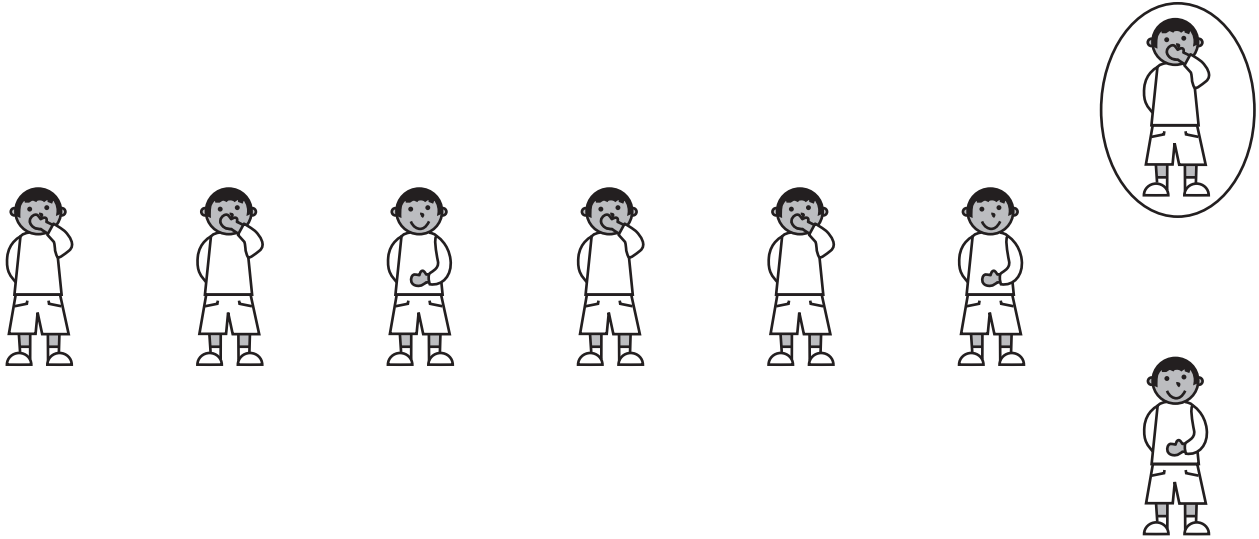


5.

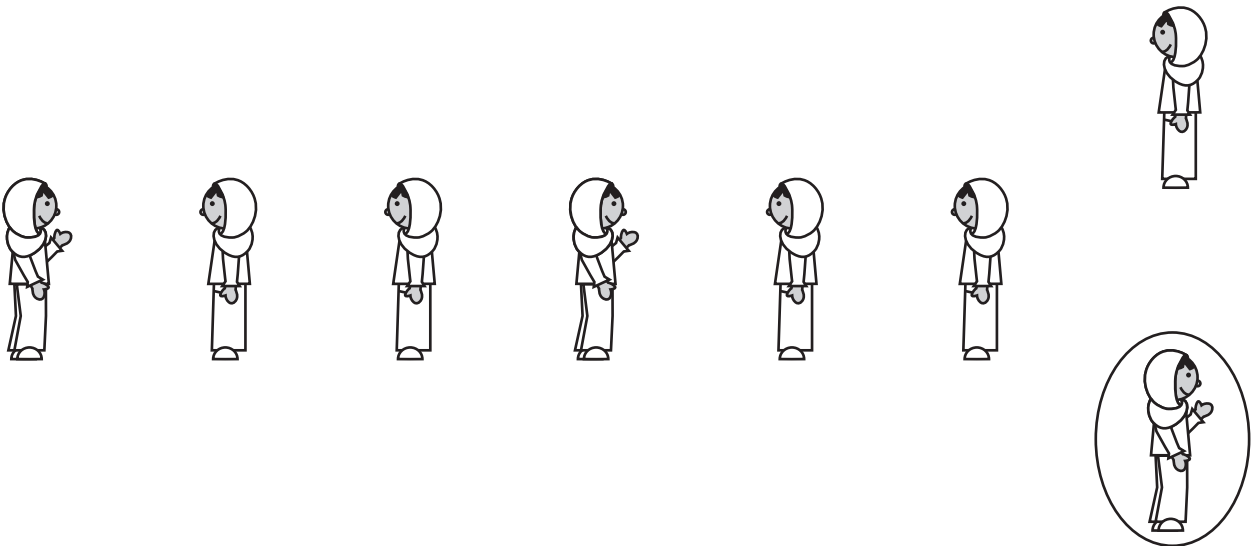


☐ Entoure l'action qui vient après.

6.



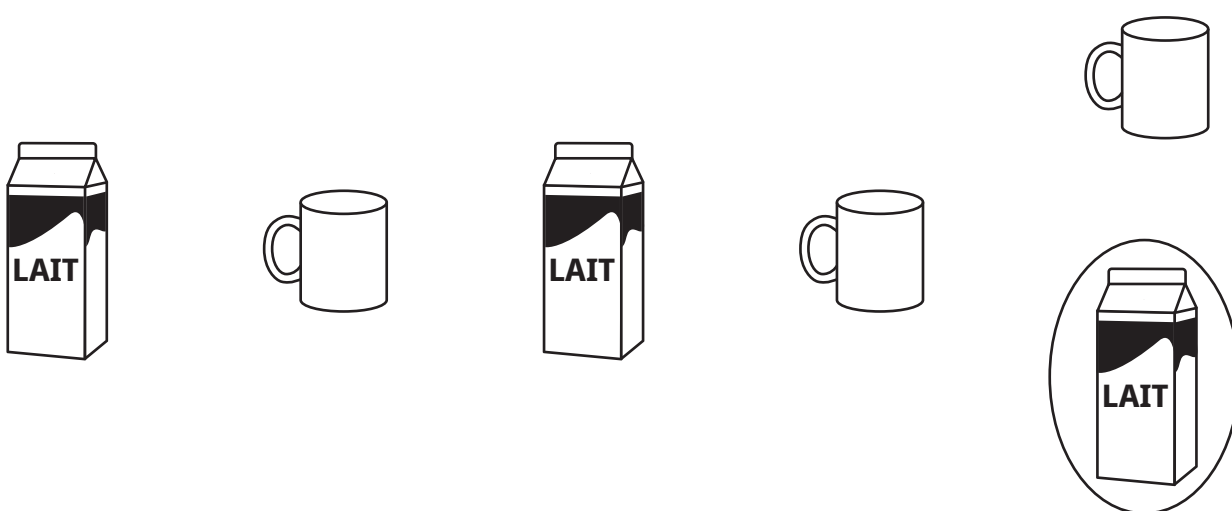
7.



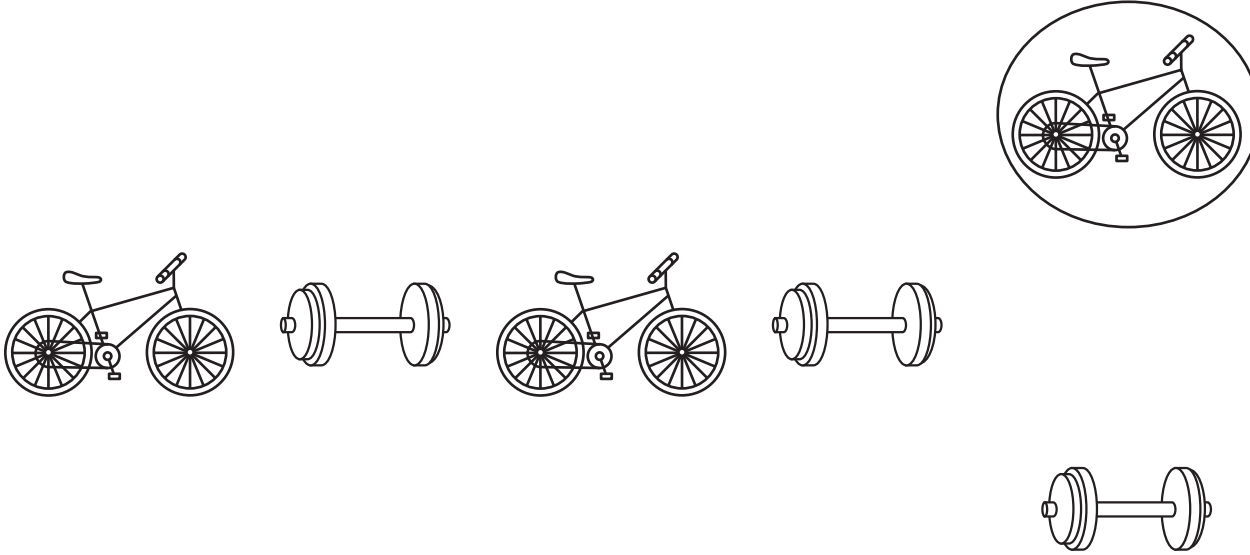
RAM-4 Régularités avec des objets

☐ Entoure l'objet qui vient après.

1.



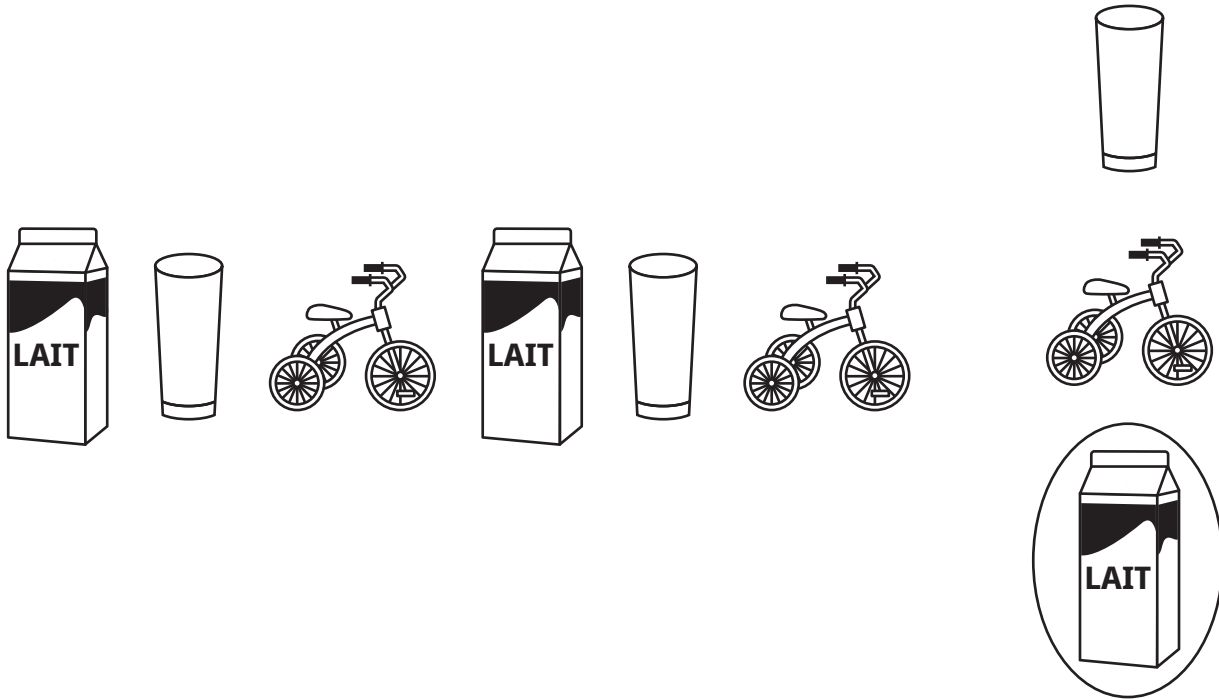
2.



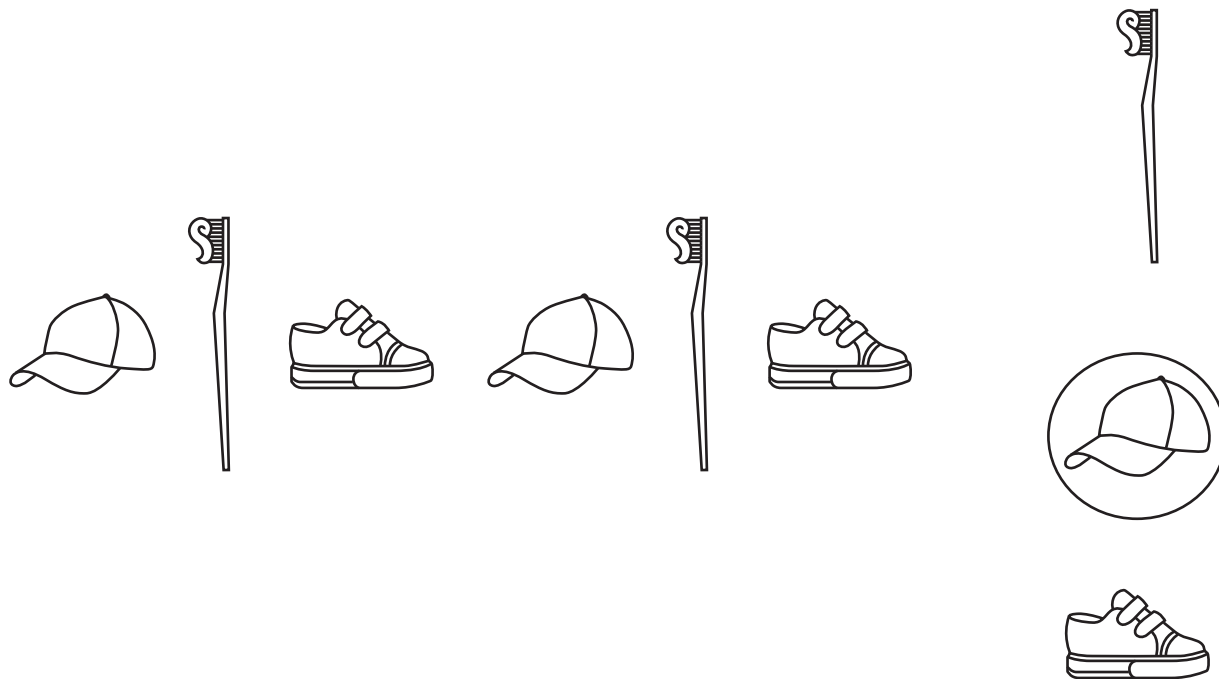
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☐ Entoure l'objet qui vient après.

3.

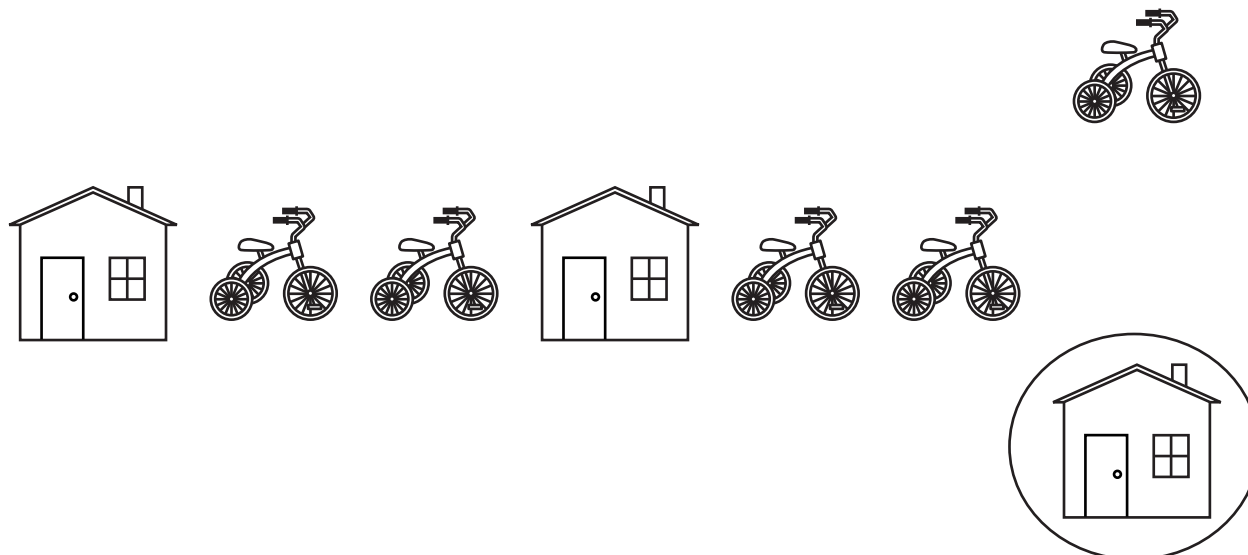


4.



☐ Entoure l'objet qui vient après.

5.



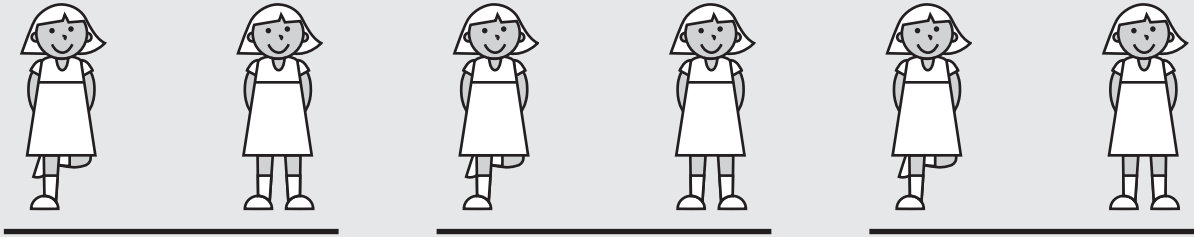
6.



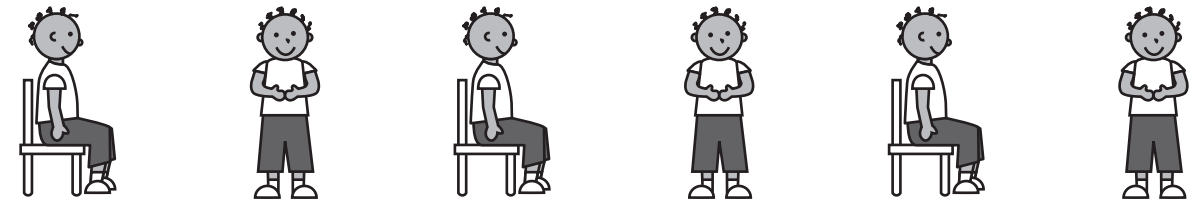
RAM-5 Régularités avec des images

☐ Souligne tous les noyaux.

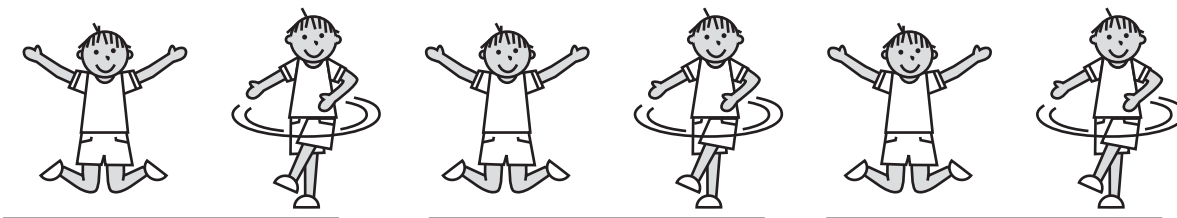
1.



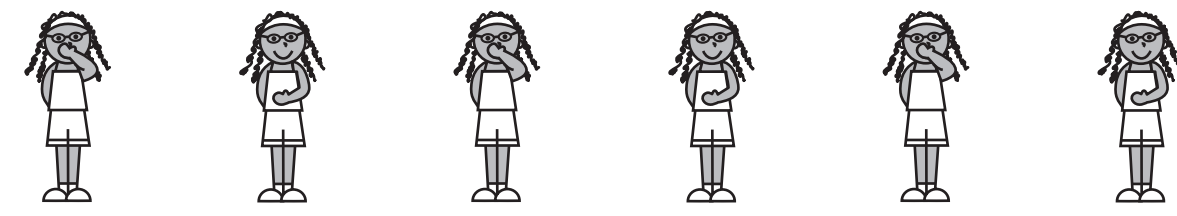
2.



3.

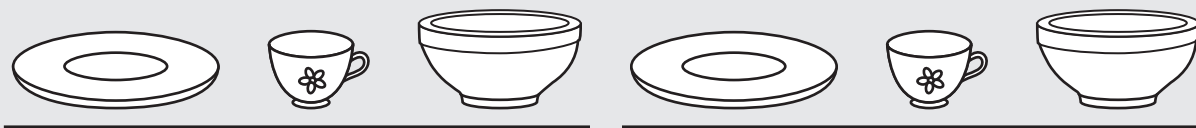


4.

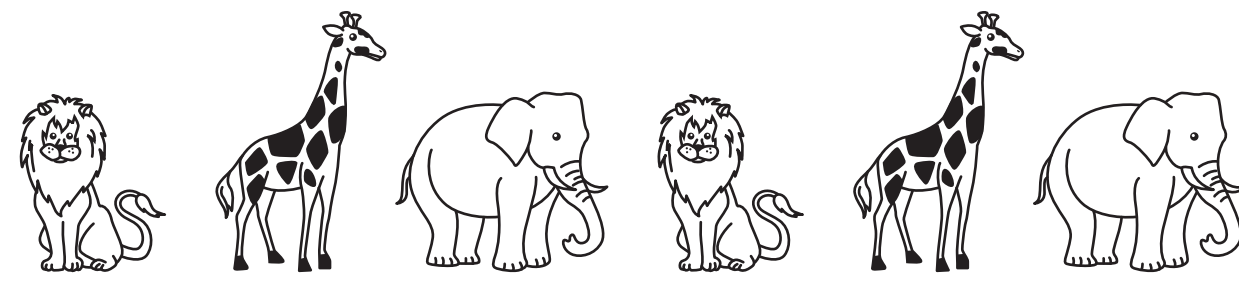


☐ Souligne tous les noyaux.

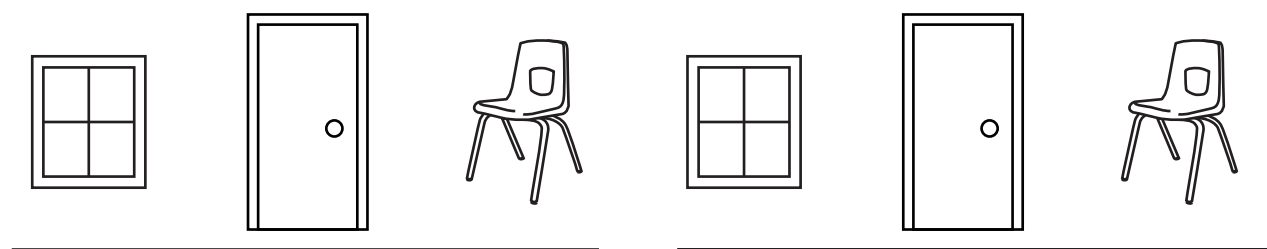
5.



6.



7.



8.



☐ Souligne tous les noyaux.

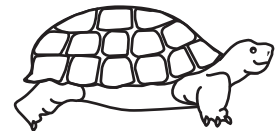
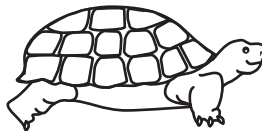
9.



10.



11.



12.



☐ Souligne tous les noyaux.

13.



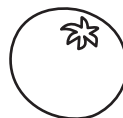
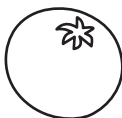
14.



15.



16.

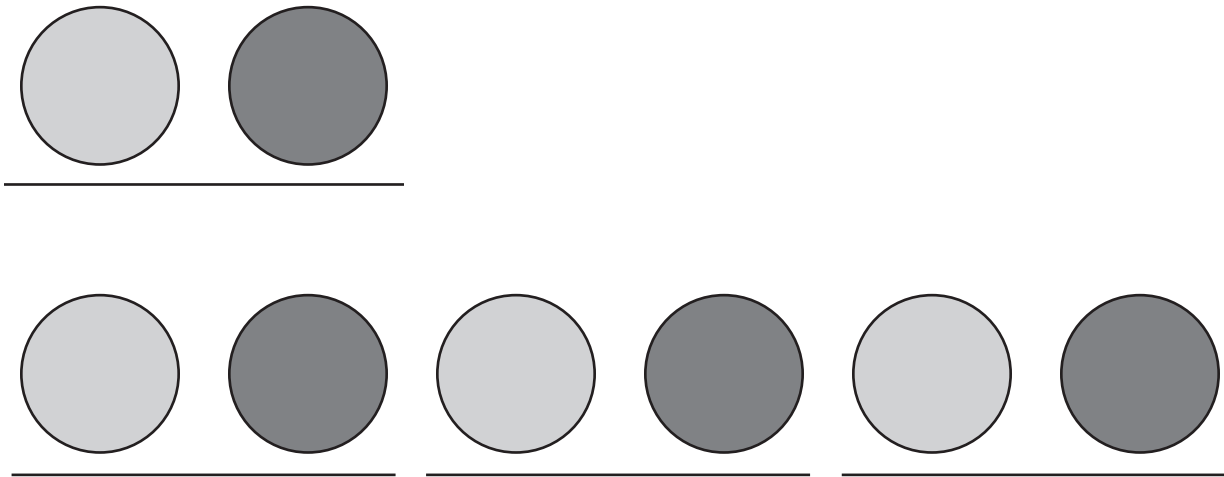


RAM-6 Création des régularités

- ☐ Colorie le noyau avec 2 couleurs.
- ☐ Répète la régularité.
- ☐ Souligne tous les noyaux.

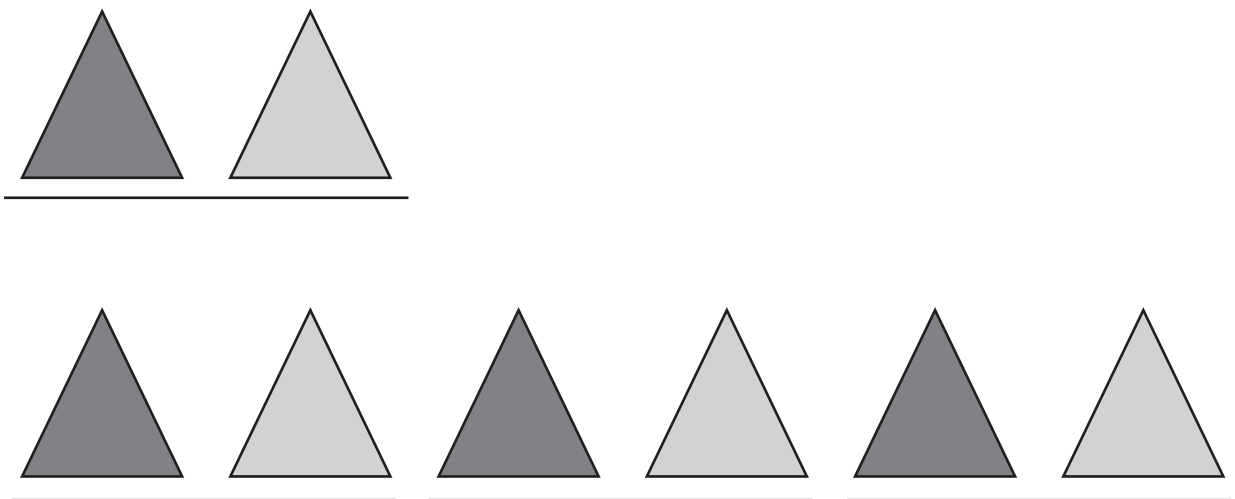
1.

Exemple de réponse



2.

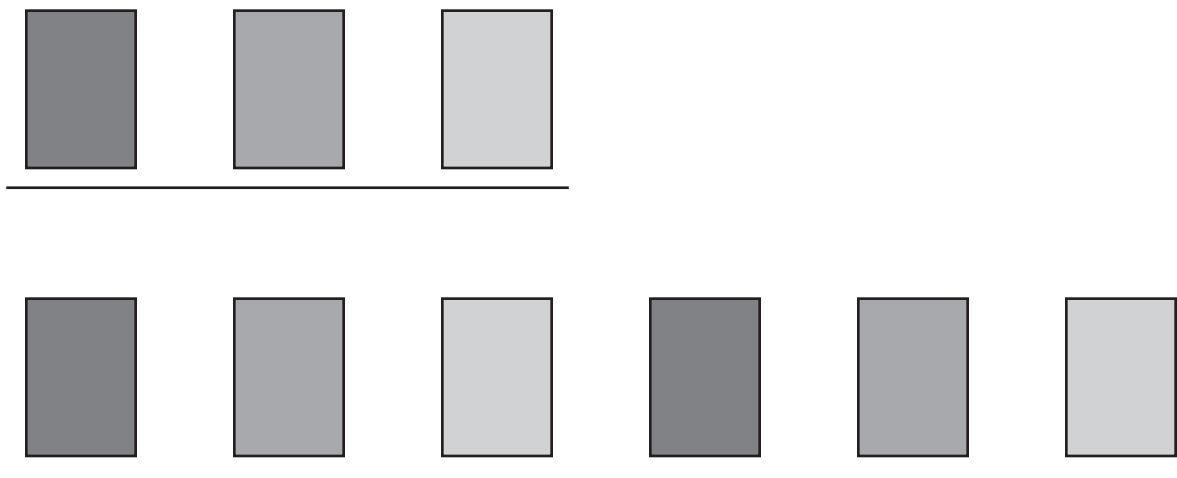
Exemple de réponse



- ☐ Colorie le noyau avec 3 couleurs.
- ☐ Répète la régularité.
- ☐ Souligne tous les noyaux.

3.

Exemple de réponse



4.

Exemple de réponse

