

# 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.

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## 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.

II.

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.  
1



2



3



4



5

19.

5e



1



2



3



4



5

20.

1er



1



2



3



4

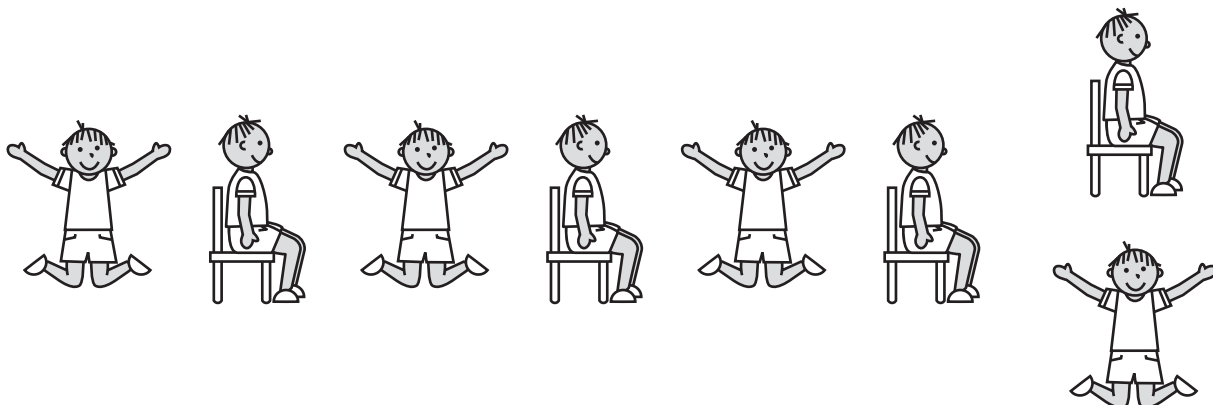


5

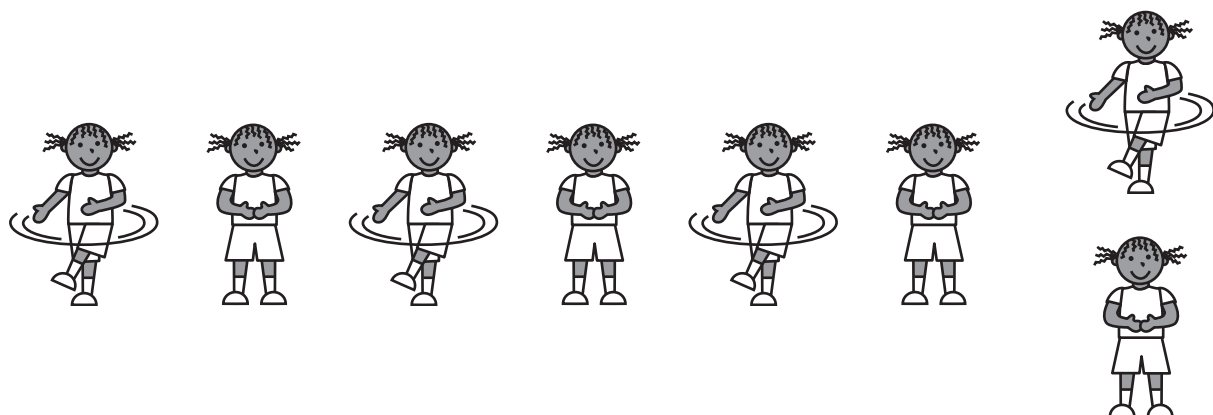
# RAM-3 Régularités en mouvement

☐ Entoure l'action qui vient après.

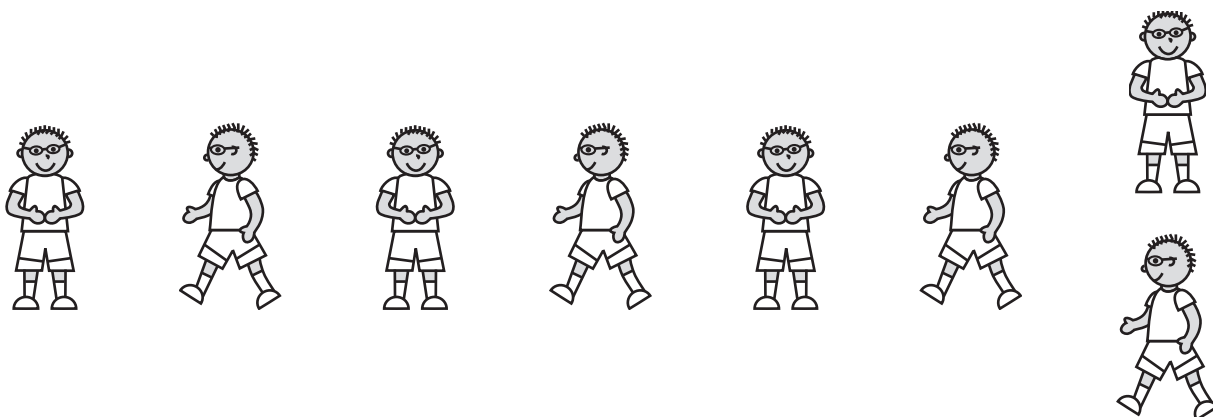
1.



2.

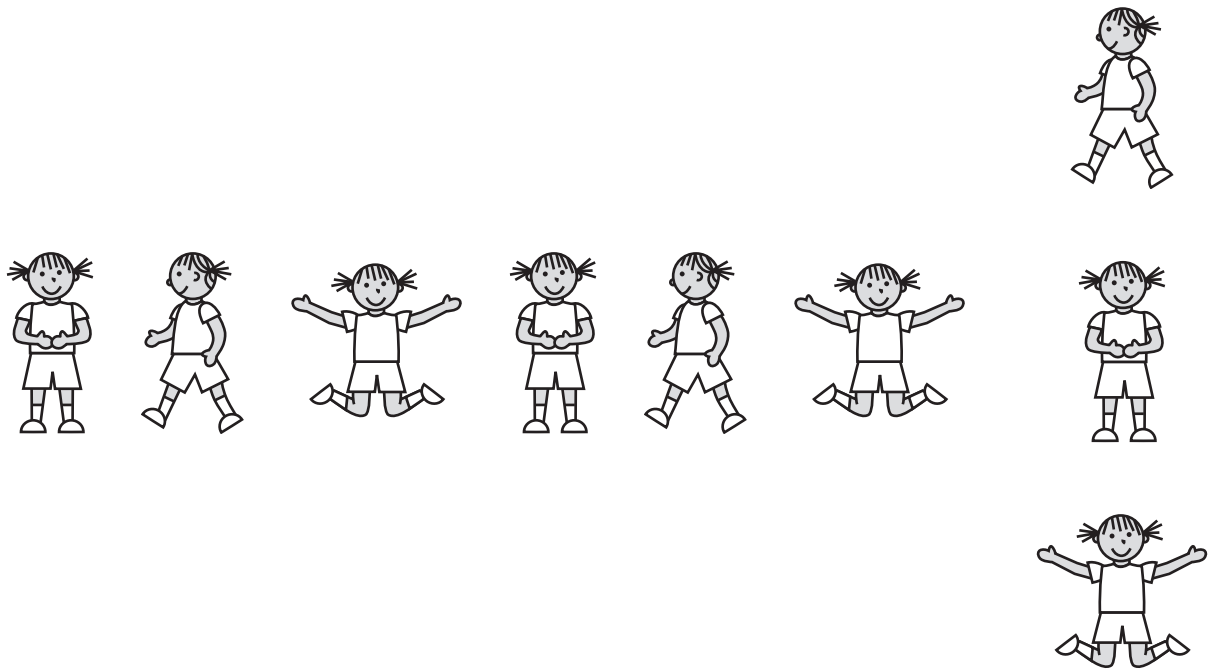


3.

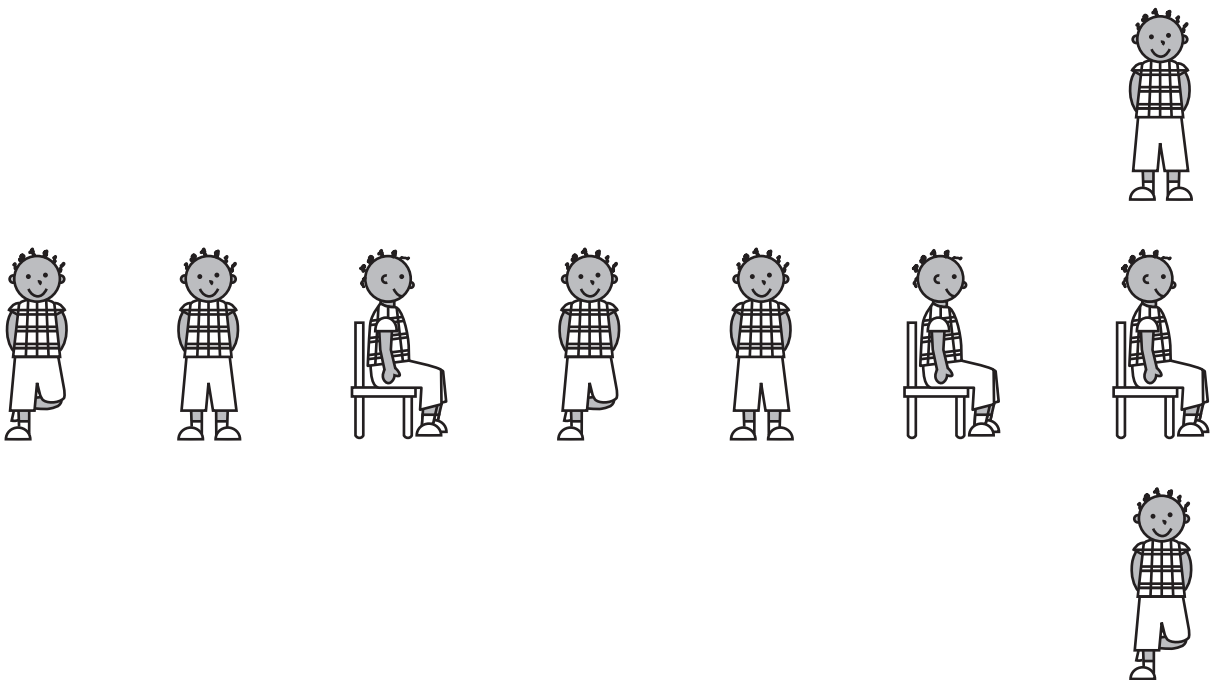


☐ Entoure l'action qui vient après.

4.

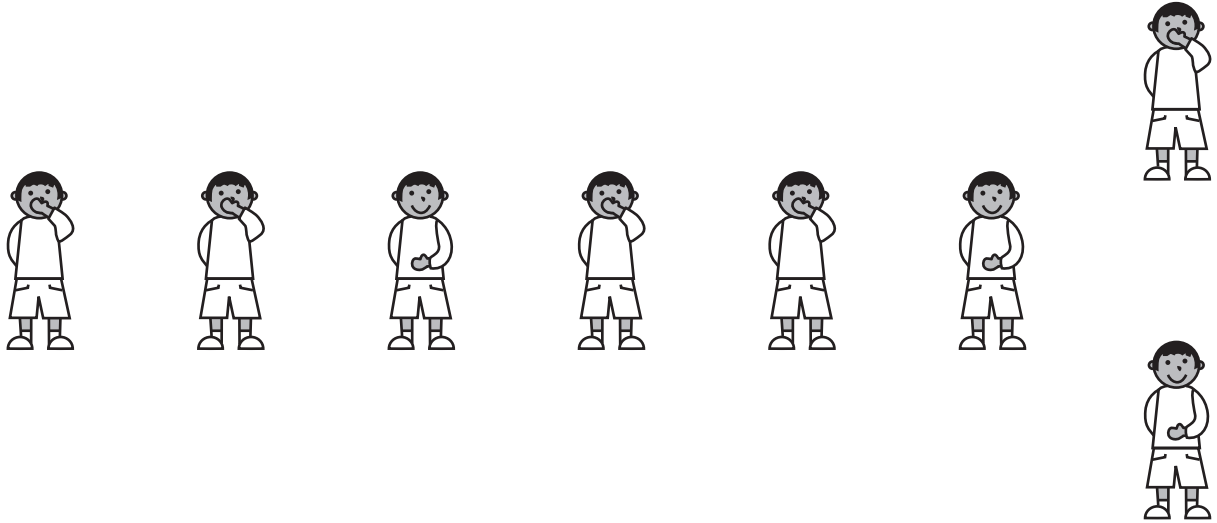


5.

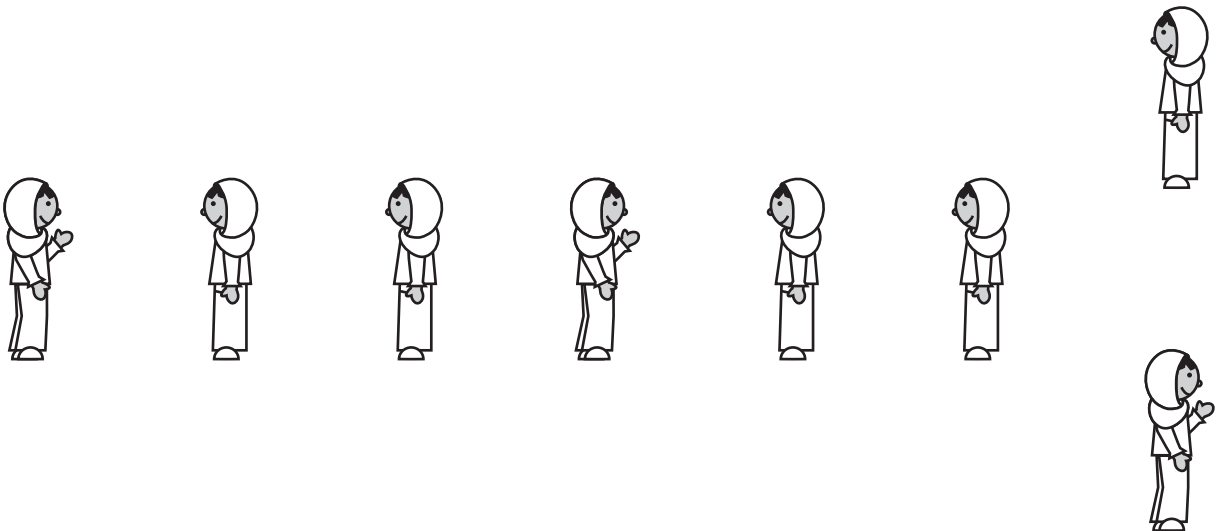


☐ Entoure l'action qui vient après.

6.



7.



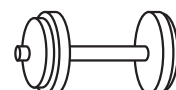
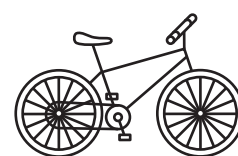
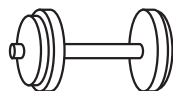
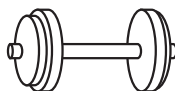
## RAM-4 Régularités avec des objets

☐ Entoure l'objet qui vient après.

1.



2.



☐ Entoure l'objet qui vient après.

3.

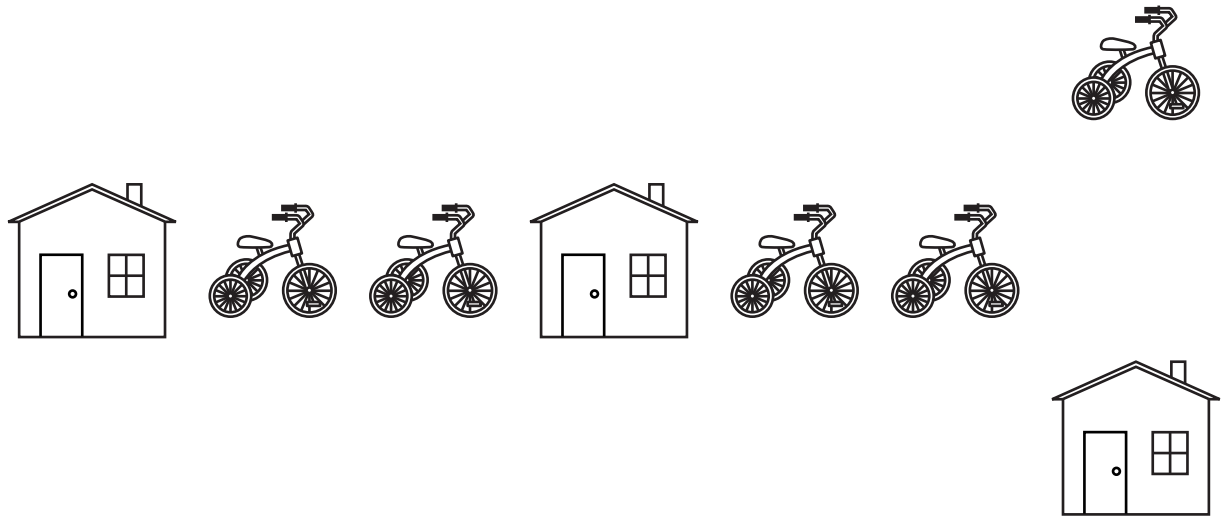


4.



☐ Entoure l'objet qui vient après.

5.



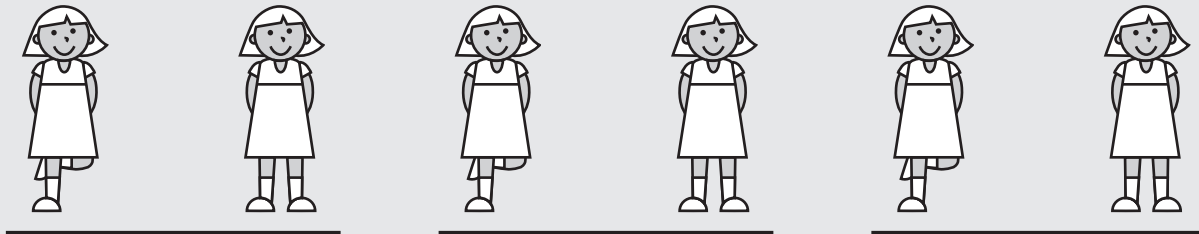
6.



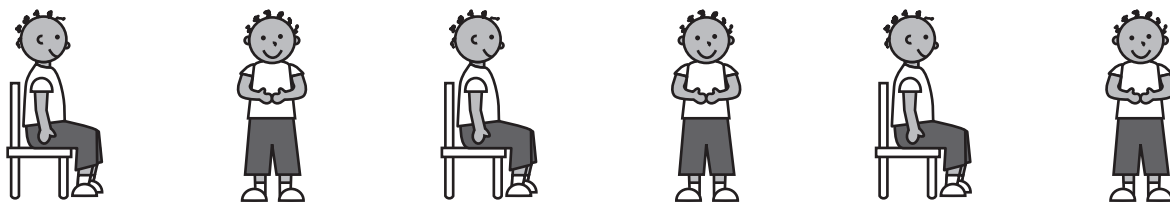
# RAM-5 Régularités avec des images

☐ Souligne tous les noyaux.

1.



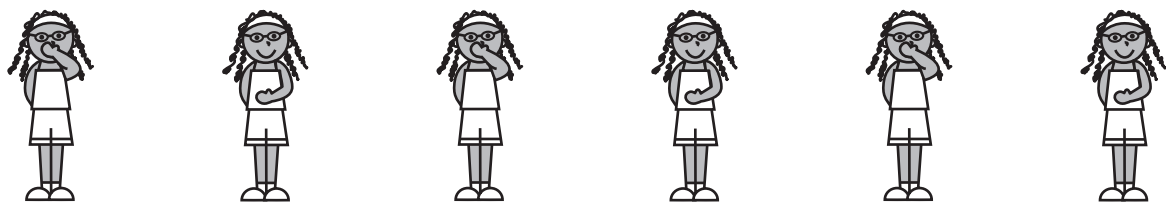
2.



3.



4.

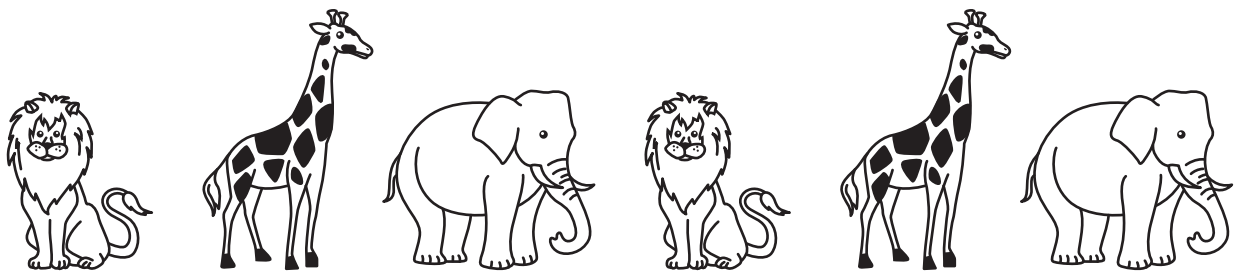


☐ Souligne tous les noyaux.

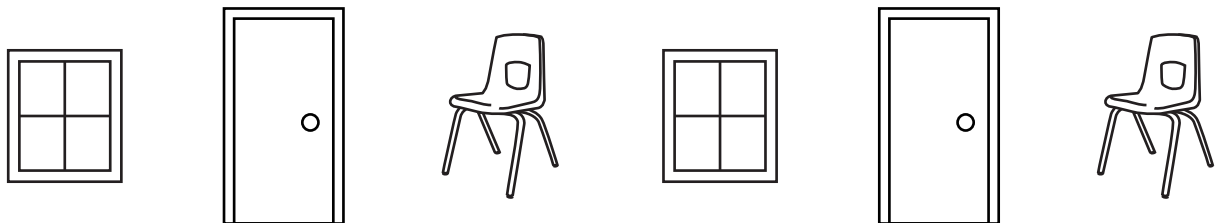
5.



6.



7.

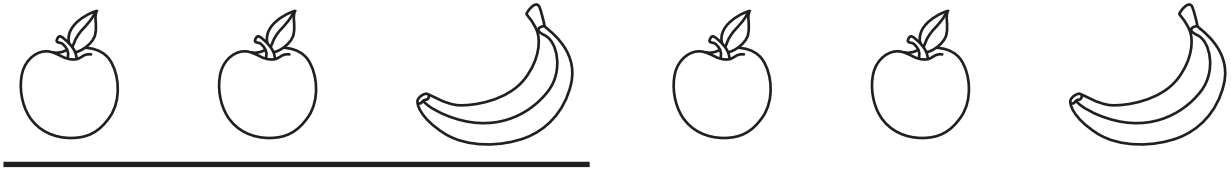


8.

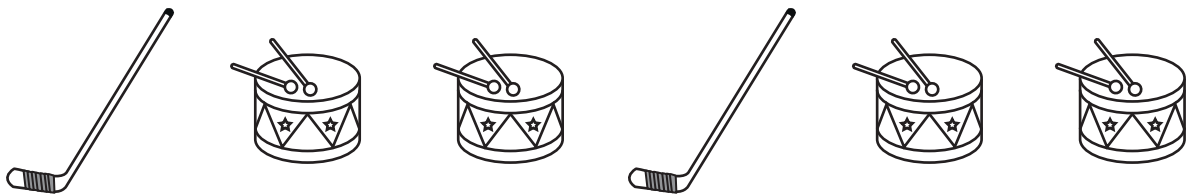


☐ Souligne tous les noyaux.

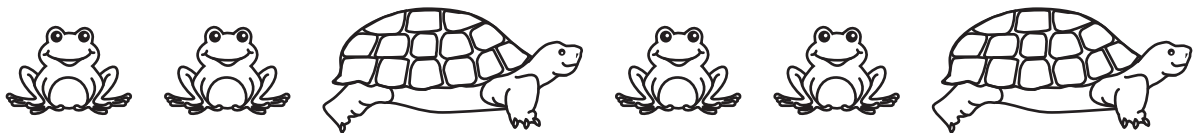
9.



10.



11.

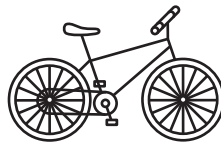
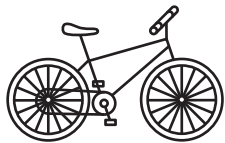


12.

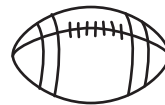


☐ Souligne tous les noyaux.

13.



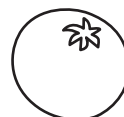
14.



15.



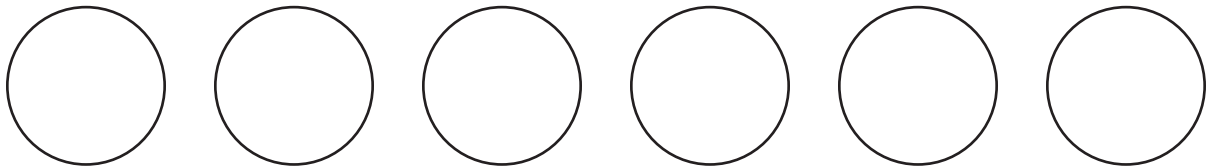
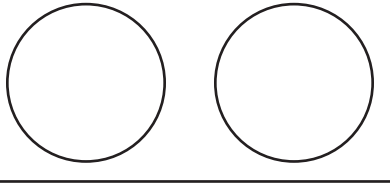
16.



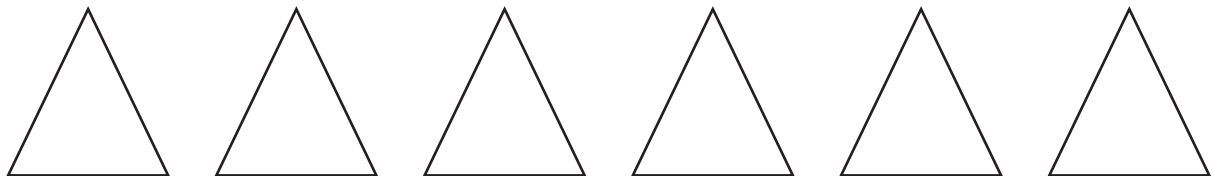
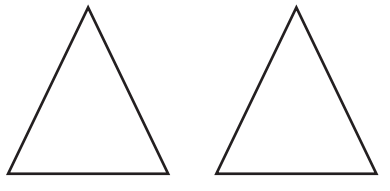
## RAM-6 Création de régularités

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

1.

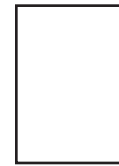
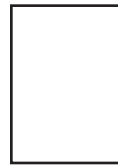
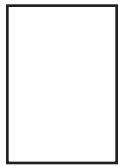
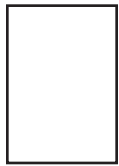
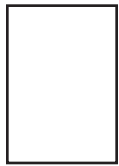
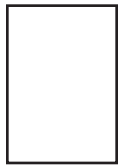


2.



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

3.



4.

