

# JEUX

GRATUITS



TURBULUS.COM

**Vu de face** jeu de l'intrus **le plus petit**

labyrinthe **jeu des ombres** coloriage magique

**indice** jeu des différences **algorithme** sudoku

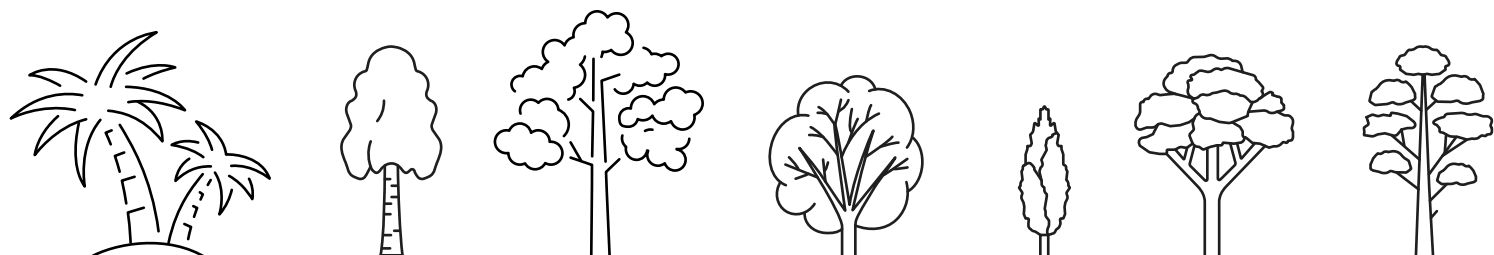
Relie chaque animal vu de face à celui qui correspond.



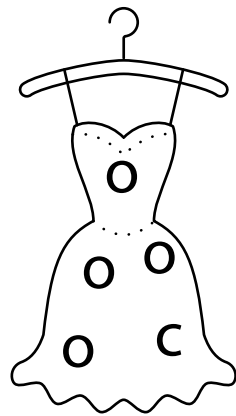
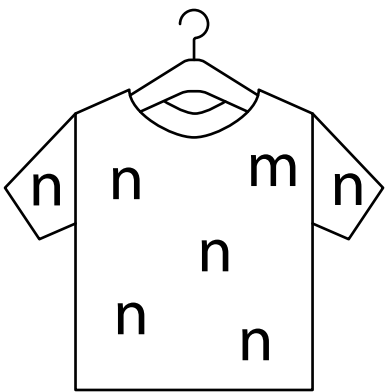
Tous les véhicules ont un point commun sauf un . Colorie le dessin de ce véhicule unique.



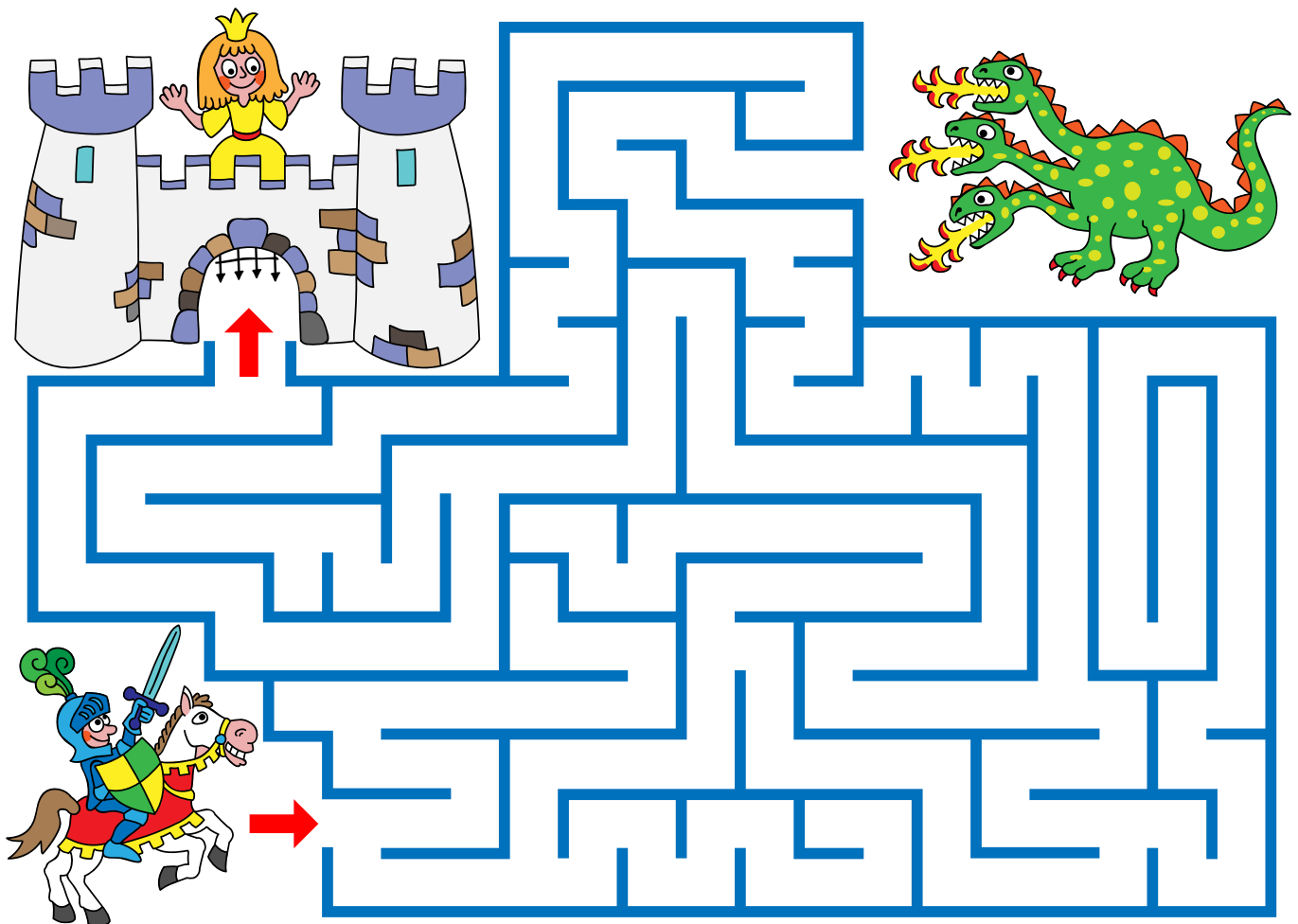
Colorie le plus petit arbre.



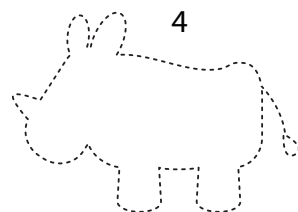
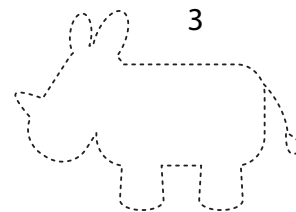
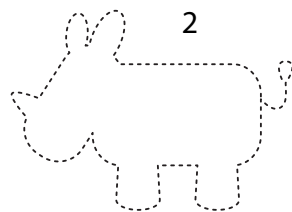
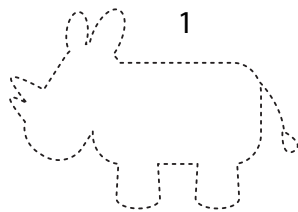
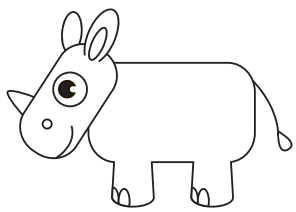
Regarde attentivement les vêtements. Barre chaque fois la lettre différente des autres.



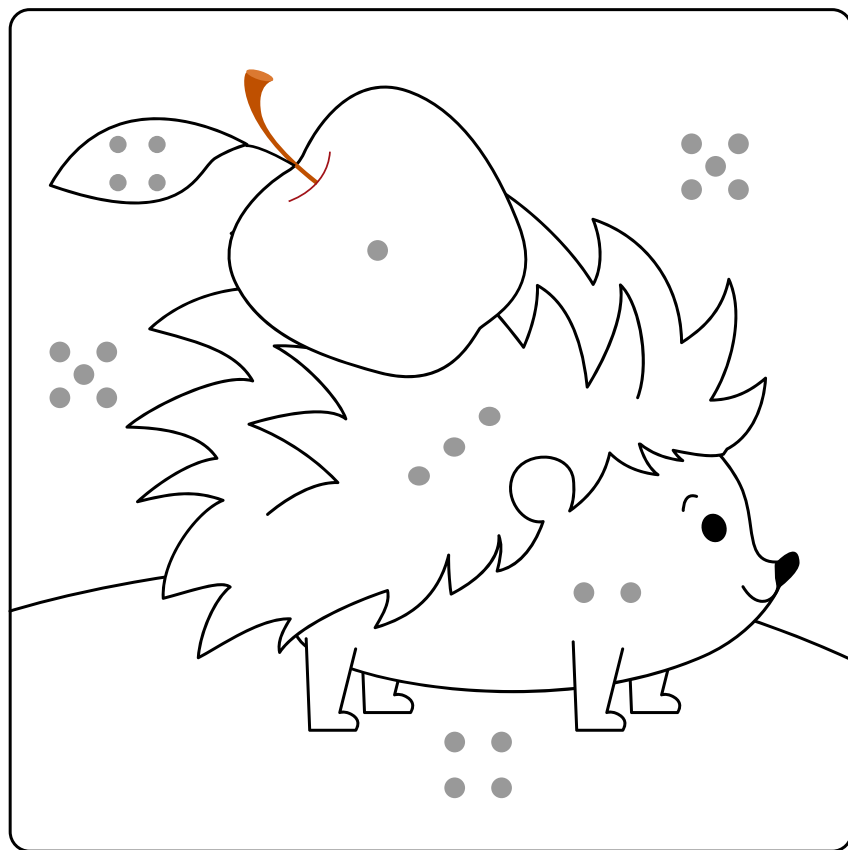
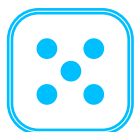
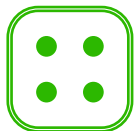
Ce chevalier aimerait rejoindre la princesse.  
Peux-tu l'aider à trouver son chemin sans passer près du dragon.



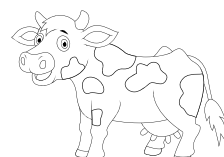
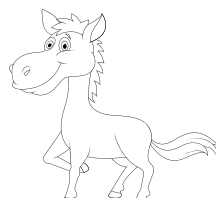
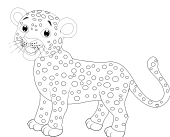
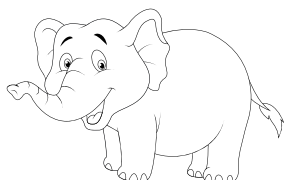
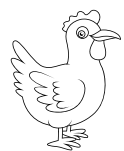
Quelle est l'ombre du modèle ?



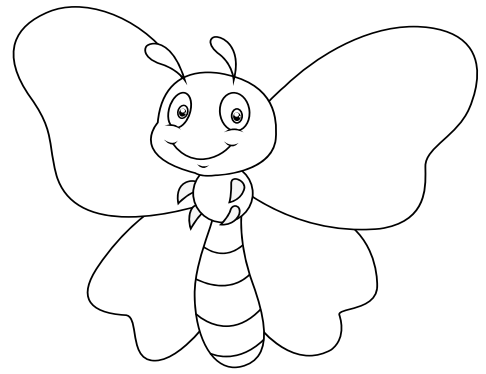
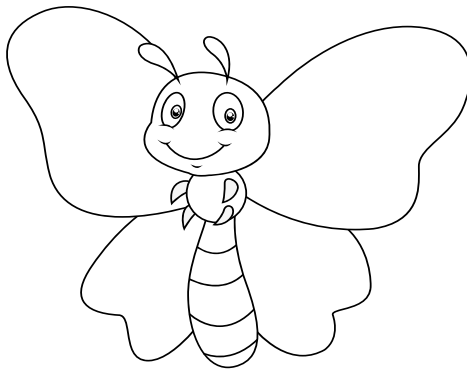
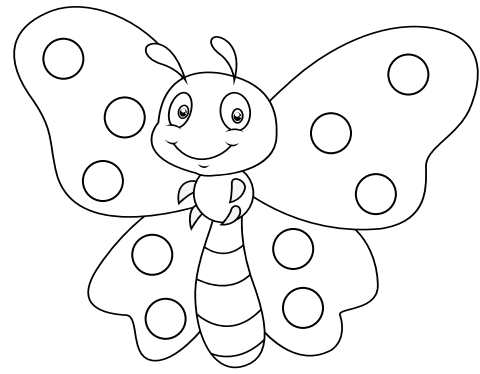
Chaque face de dé correspond à une couleur.  
Pour colorier ce hérisson, regarde le nombre de points et choisis la bonne teinte.



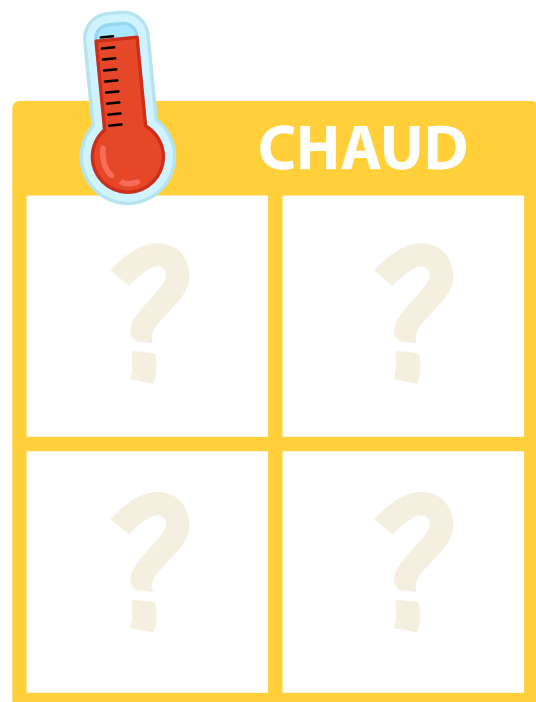
Trouve le bon animal en t'aidant des indices.  
Il vit dans la forêt. Il a 4 pattes.  
Entoure la bonne réponse.



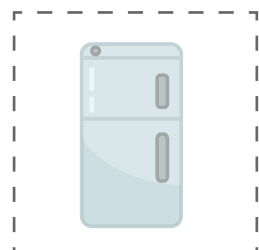
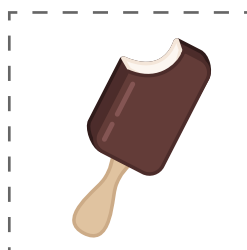
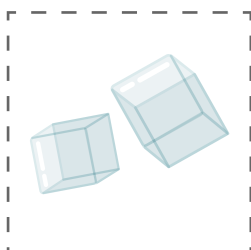
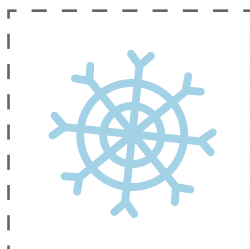
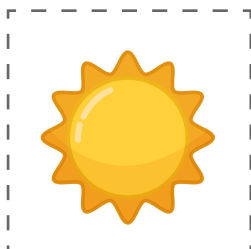
Observe le premier papillon. Dessine autant de points ronds sur les autres papillons.



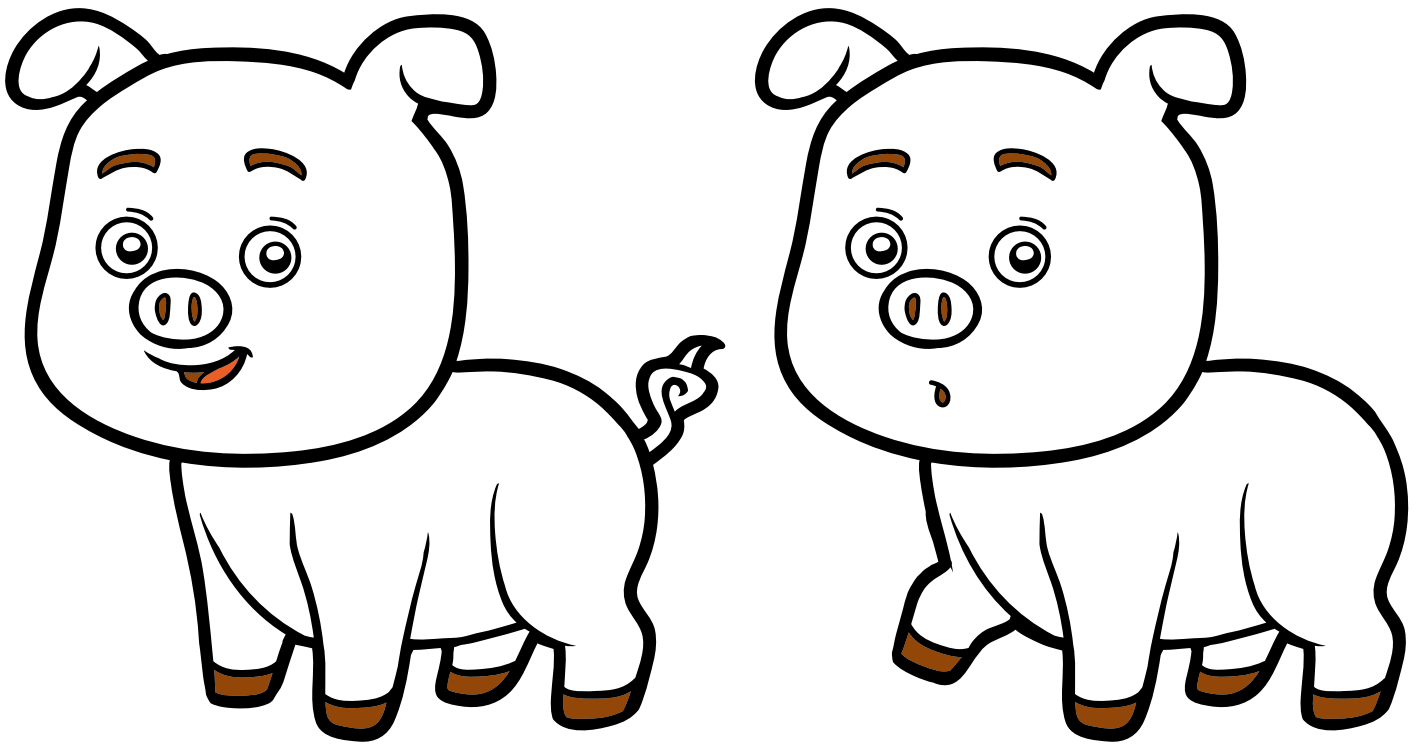
Découpe les cartes situées en bas de la page et colle-les au bon endroit selon qu'elles représentent un objet froid ou un objet chaud.



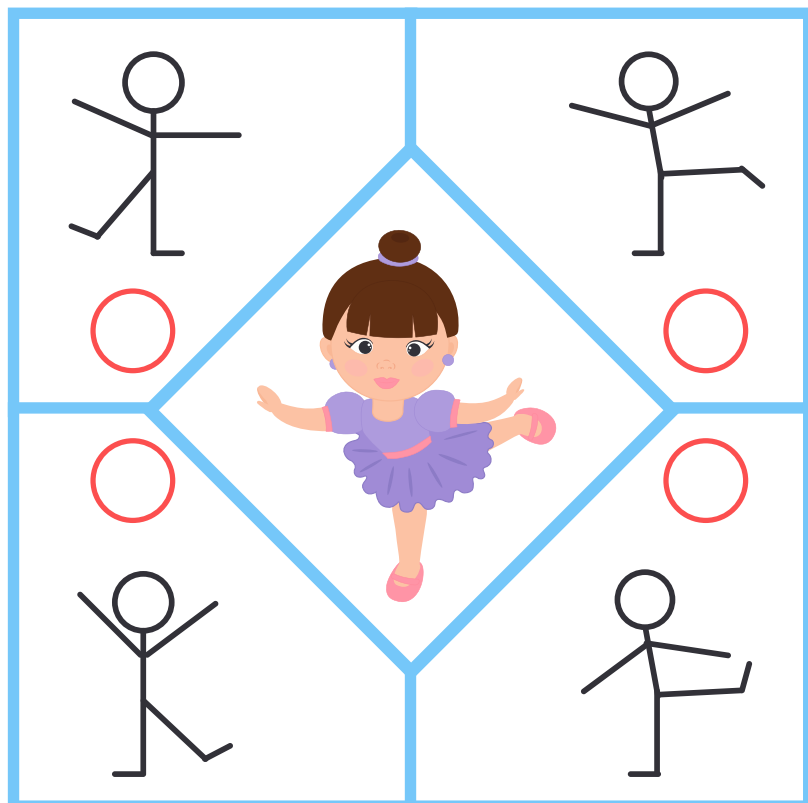
Cartes à découper :



Trouve **3** différences entre les deux dessins. Entoure-les puis colorie les cochons en rose.

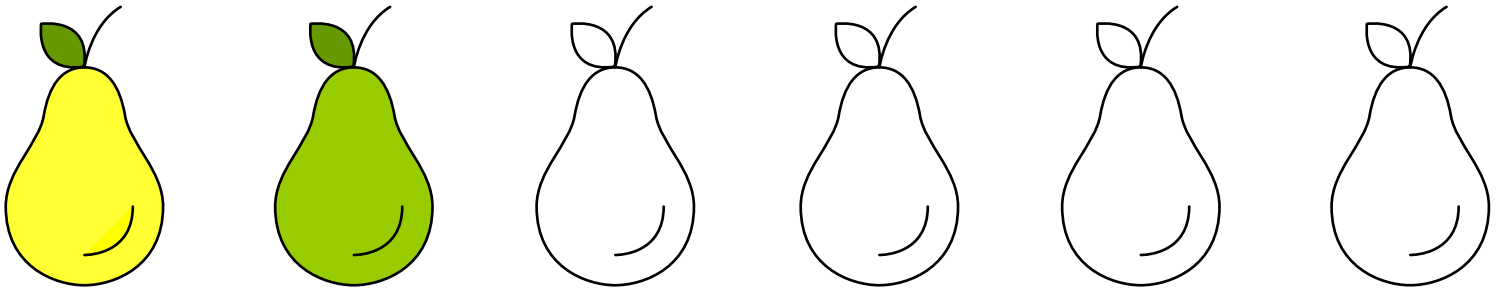


Quelle figure représente cette danseuse ? Coche la bonne réponse.

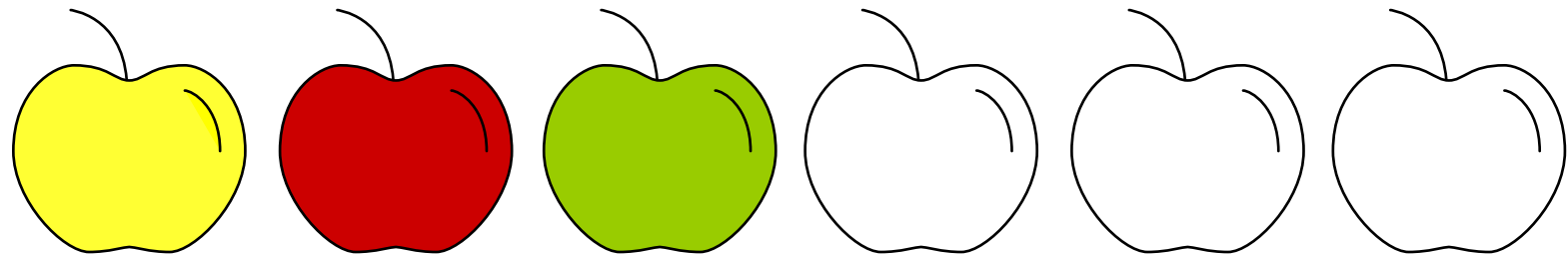


Compléter un algorithme simple.

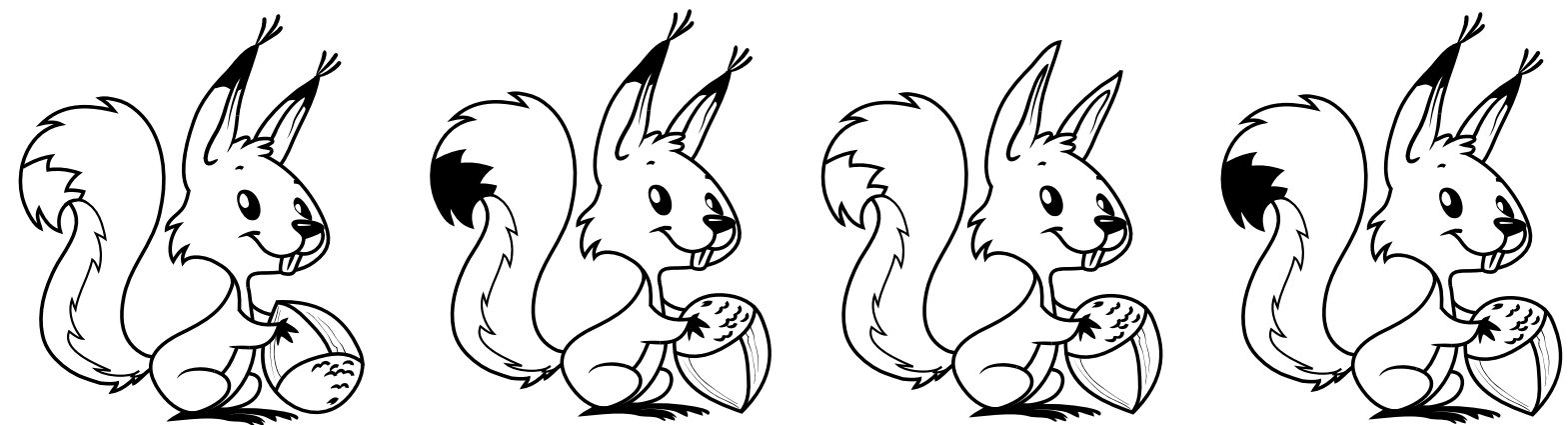
Colorie les poires en alternant les couleurs.



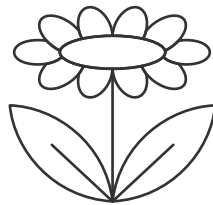
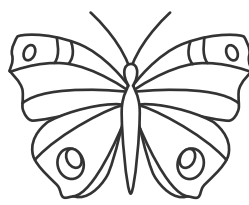
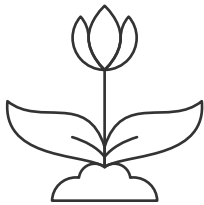
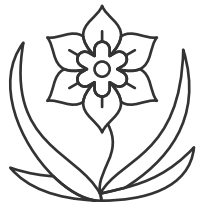
Colorie les pommes en alternant les couleurs.



Observe les écureuils. Deux sont les mêmes (identiques). Entoure-les.



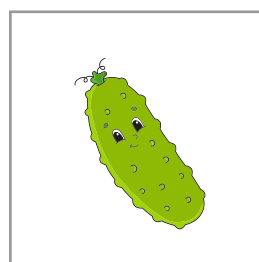
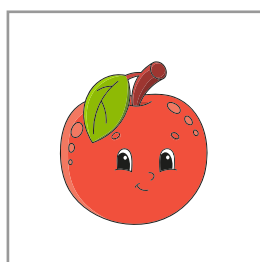
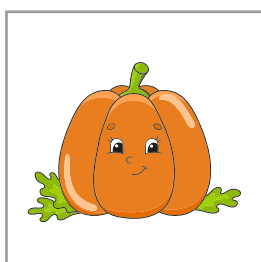
Parmi ces dessins, il y a un intrus, un élément qui ne va pas avec les autres dessins.  
Entoure-le. Colorie tous les dessins.



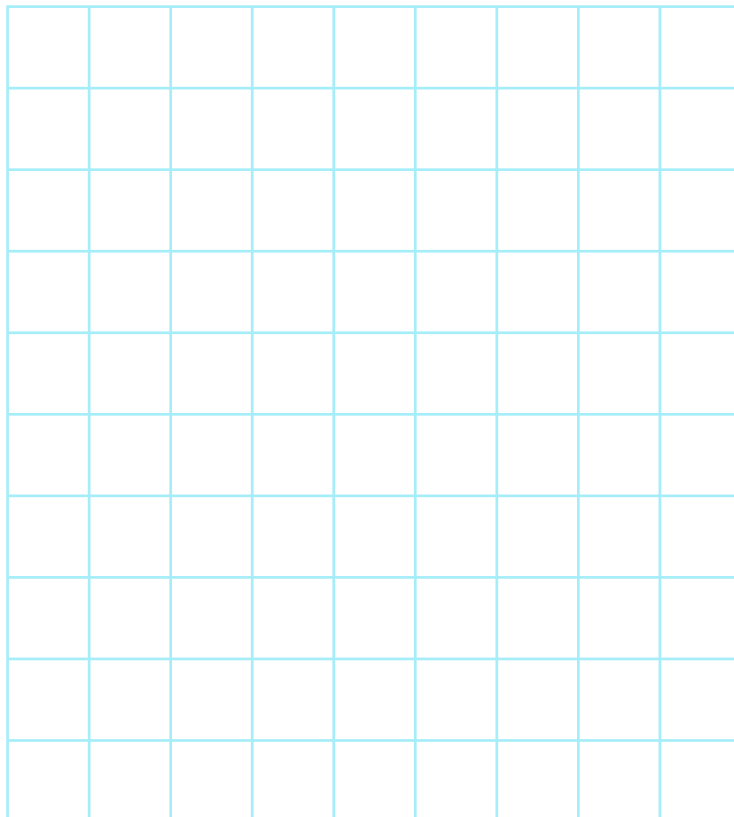
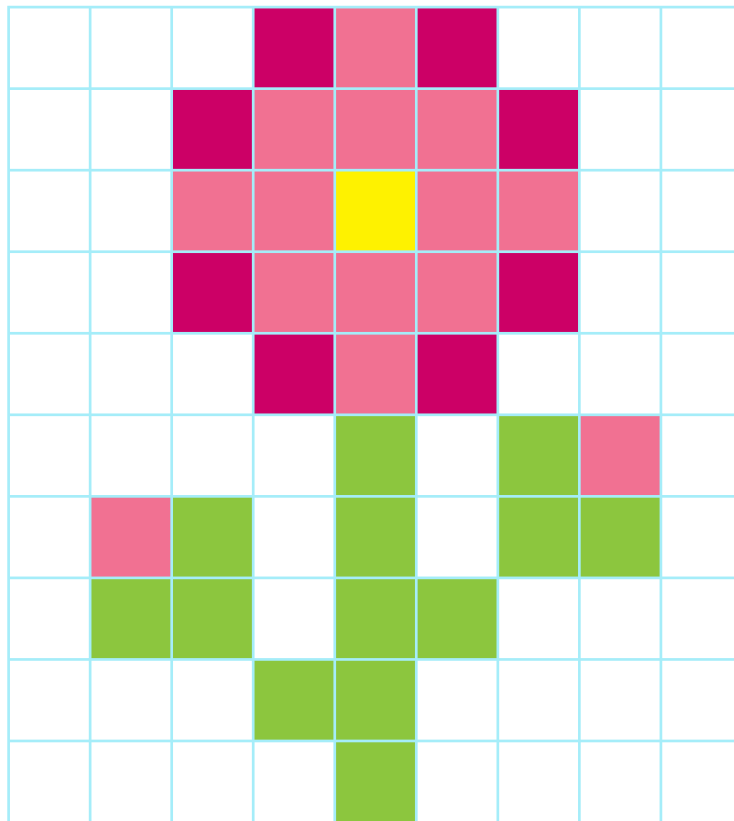
Découpe les cartes puis replace-les au bon endroit de manière  
à ce que chaque ligne et chaque colonne ne contienne qu'une seule carte identique.

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Cartes à découper :

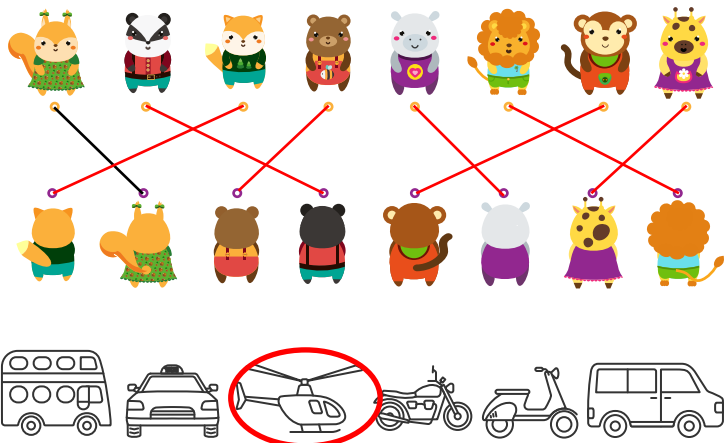


Dans la grille vide, reproduis le dessin de la fleur en coloriant les cases.

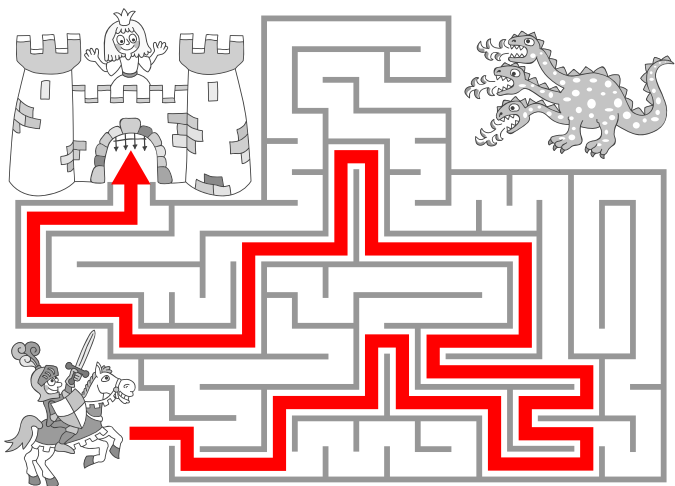
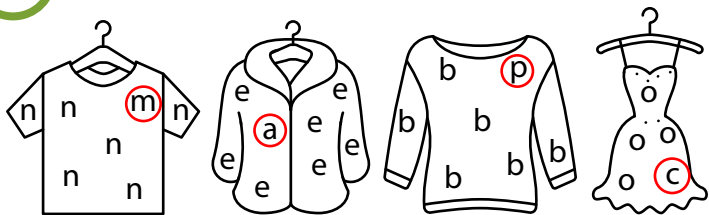


# CORRIGÉS

2

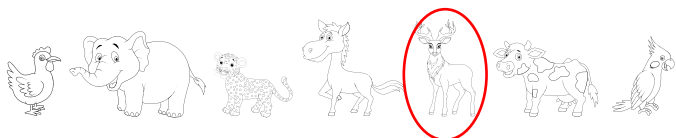


3

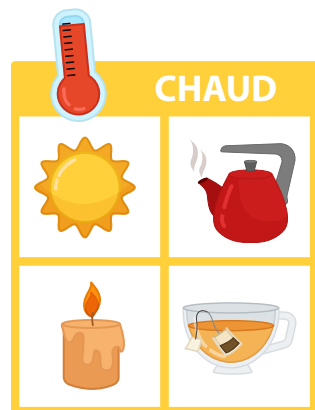


4

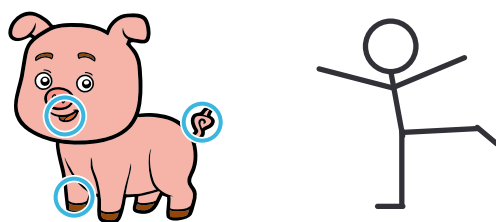
L'ombre n° 3 est identique au modèle.



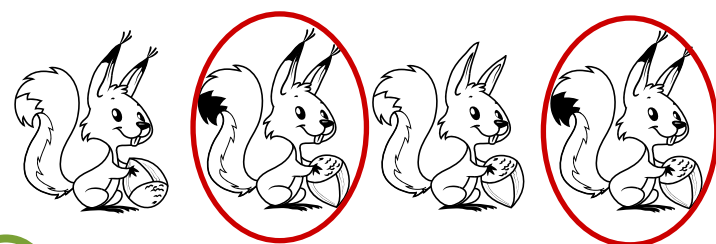
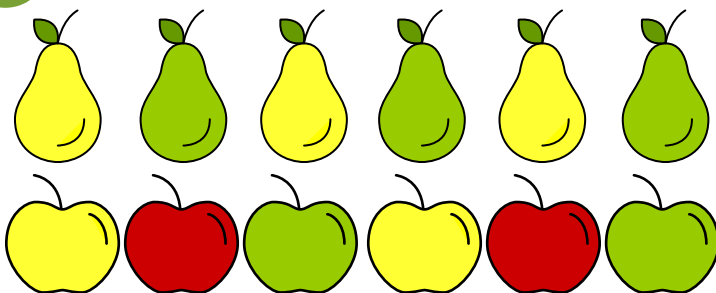
5



6



7



8

