



CP

Module 5

séance 1

Activités ritualisées



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Jeu du furet





Jeu du furet



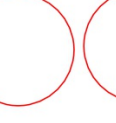
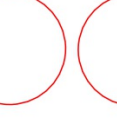
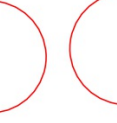
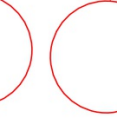
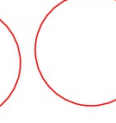
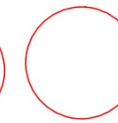
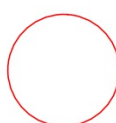
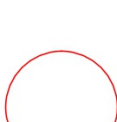
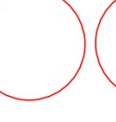
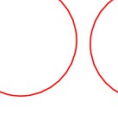
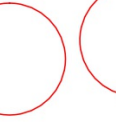
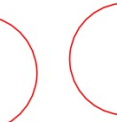
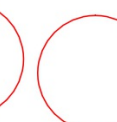
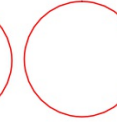
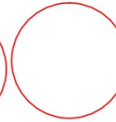
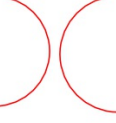
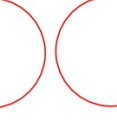
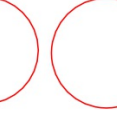
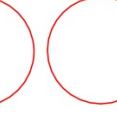
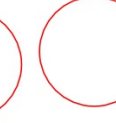
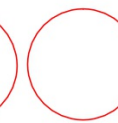
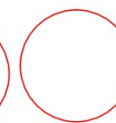
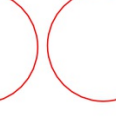
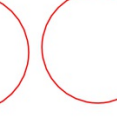
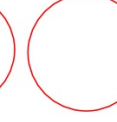
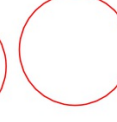
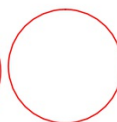
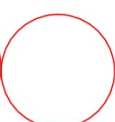
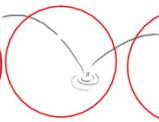
Déplacer le rond
gris pour révéler la
réponse

Compter de 2 en 2

0



2



CALCUL MENTAL



calcul mental



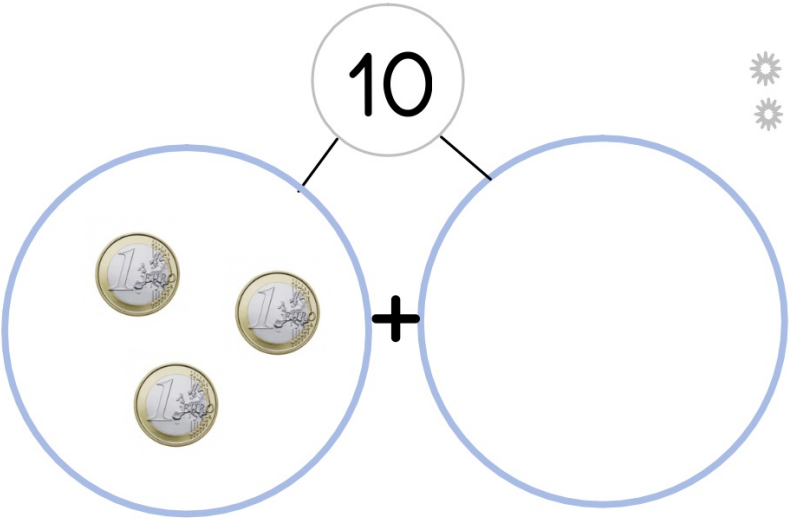
3 euros







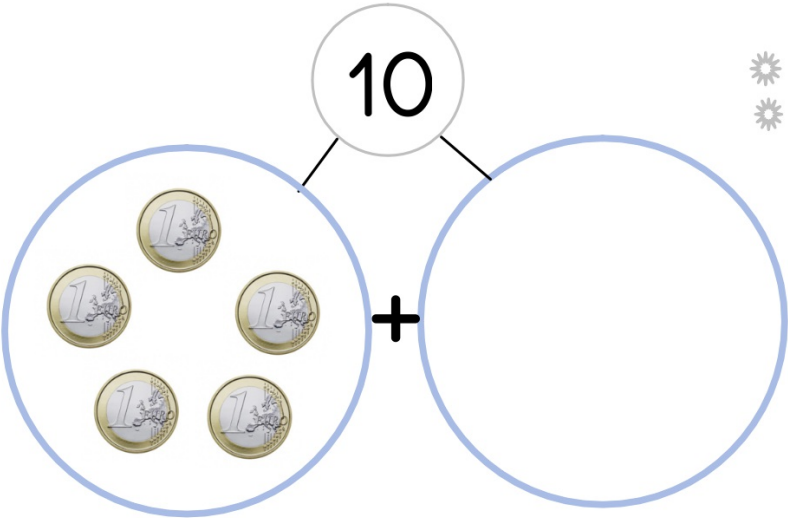
3 + = 10



calcul mental



$$5 + \quad = 10$$



Résolution de problèmes



Papa prépare les vis pour monter le meuble.
Il a déjà **5** vis. ✨
Il ouvre un sachet et pose **4** autres vis. ✨
Combien de vis a-t-il au total ? ✨



5

+

4

=



Apprentissages



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PRENOM : CP

Exercice 1: dictée de nombres :

★	■	▲	●	×
---	---	---	---	---

Exercice 2: complète

1	2	5	8
---	---	-----	-----	---	-----	-----	---	-----	-----

Exercice 3: complète avec < ou >

8 ... 3

10 ... 8

2 ... 5

7 ... 11

16 ... 12

6 ... 7

Exercice 4: calcule

$2 + 1 = \dots$

$4 + 5 = \dots$

$7 + 2 = \dots$

$4 + 3 = \dots$

$4 + 4 = \dots$

$5 + 2 = \dots$

Exercice 5 : compte le nombre de cœurs



...

EVALUATION



CP

Module 5

séance 2

Activités ritualisées



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Dictée de nombres



Comparer



Ranger

4 7 12

14 16 13 15 12

dictée de nombres



14



15



16



12



13

Comparer



14 18



19 13



Ranger

16

22

9



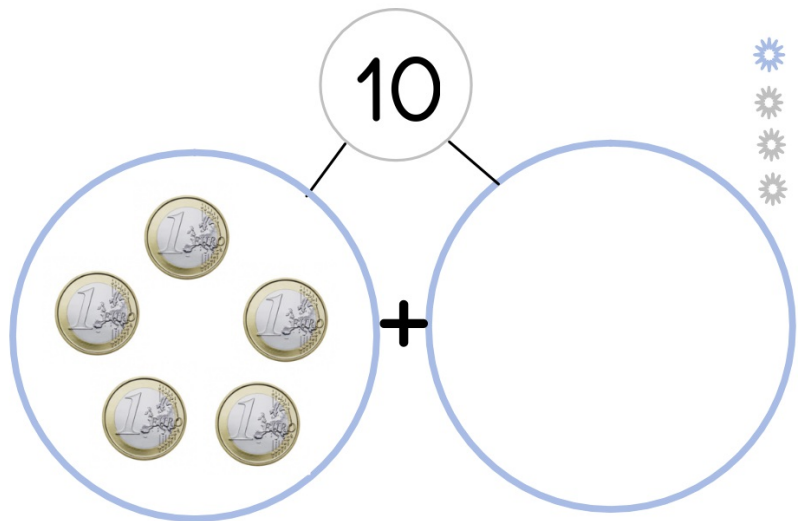
CALCUL MENTAL



calcul mental



$$5 + \quad = 10$$



Apprentissages






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leçon 3 Le signe +

Leçon 3 : l'addition

⇒ Je comprends le signe + et le signe =

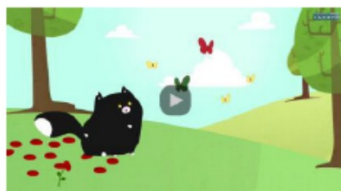
$$5 + 3 = 8$$

On lit :

“ 5 plus 3 est égal à 8 ».

Le signe « + » signifie qu'on fait une **addition**, qu'on ajoute des nombres.

Chaque côté du signe = représente la même quantité.



<https://le.cx/c2hT>



Calculs



$$\cdot 3 + 1 =$$

$$\cdot 5 + 2 =$$

$$\cdot 6 + 5 =$$

$$\cdot 6 + 3 =$$

$$\cdot 3 + 5 =$$

$$\cdot 7 + 6 =$$

$$\cdot 5 + 4 =$$

$$\cdot 8 + 2 =$$

$$\cdot 2 + 3 =$$

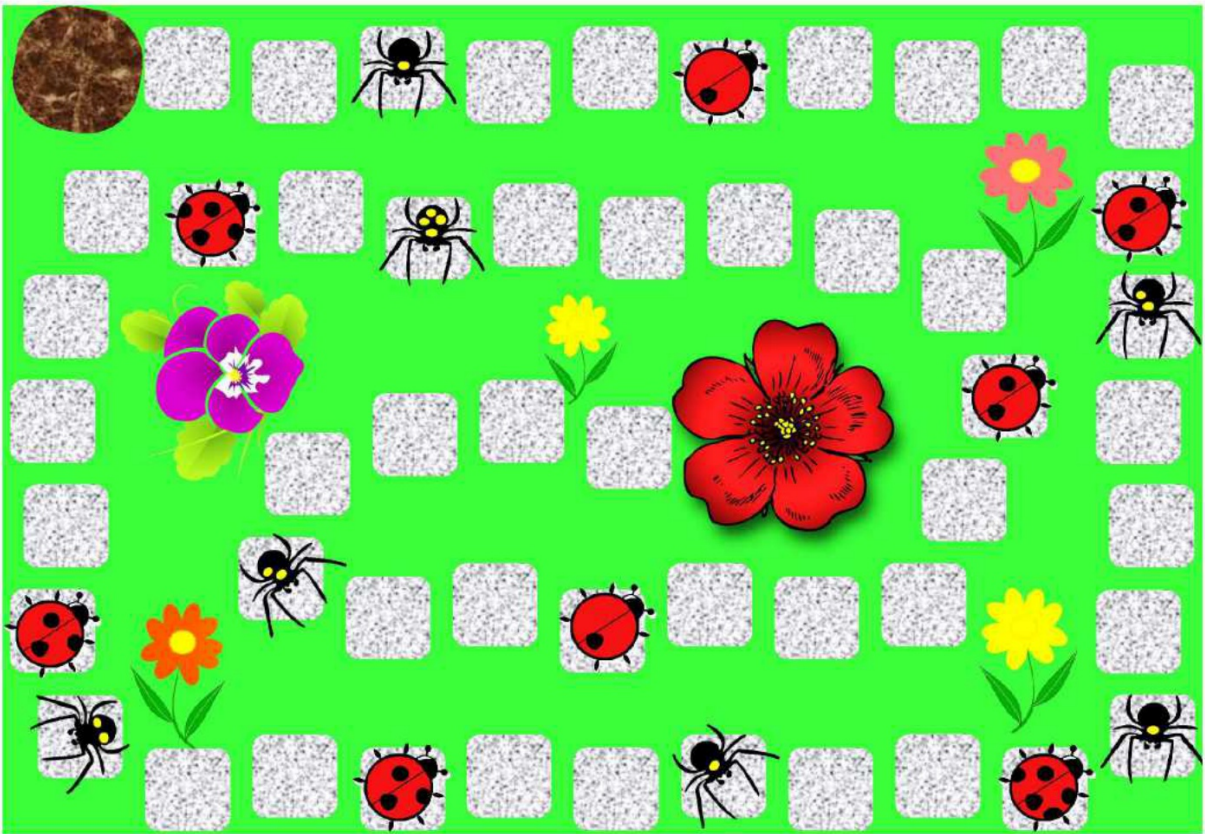
$$\cdot 3 + 7 =$$

Jeu des coccinelles



La bataille des dés





Clic




La bataille des dés




Clic



	LA BATAILLE des DÉS	Joueur 1

	LA BATAILLE des DÉS	Joueur 2

	LA BATAILLE des DÉS	Joueur 3

	LA BATAILLE des DÉS	Joueur 4



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séance 3

Activités ritualisées



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Dictée de nombres



Comparer



Ranger

4 7 12

11 17 19 12 14

dictée de nombres



11



12



17



14



19

Comparer



5

6



24

23



Ranger

8

23

15

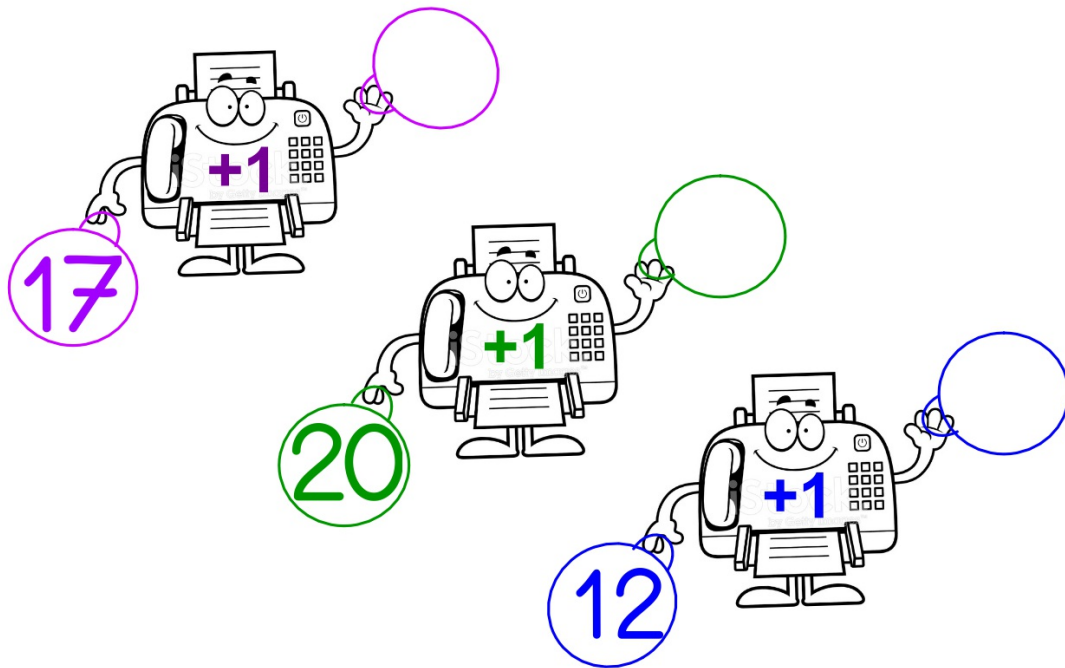


CALCUL MENTAL



**La
machine à
ajouter 1**

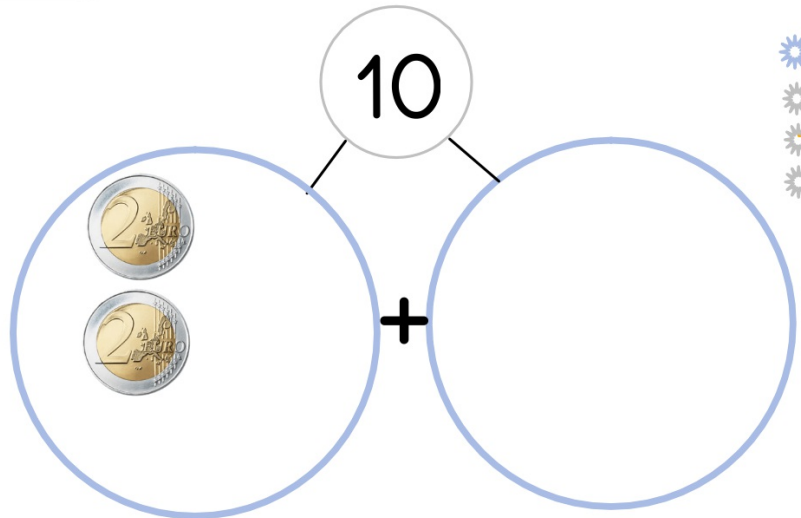
calcul mental



calcul mental



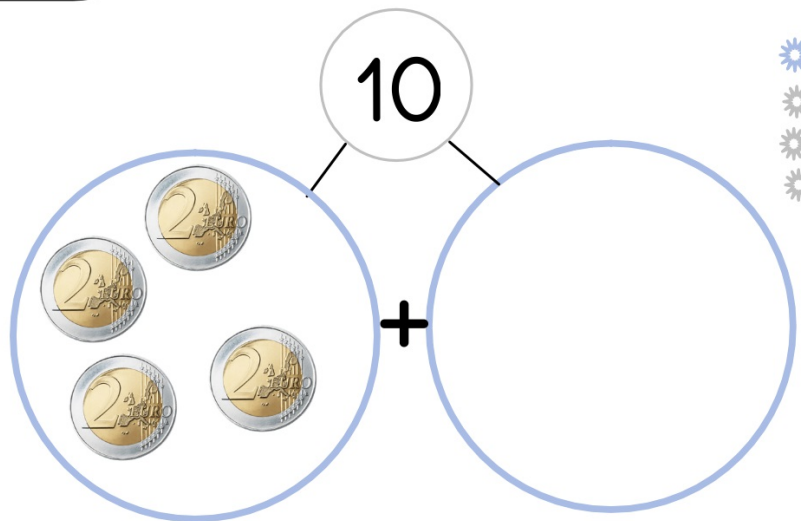
$$4 + \quad = 10$$



calcul mental



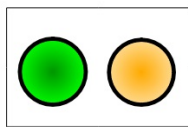
$$8 + \quad = 10$$



Apprentissages



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$$4 + 2 =$$

$1 + 1 = \dots$	$1 + 2 = \dots$	$1 + 3 = \dots$	$1 + 4 = \dots$
$2 + 1 = \dots$	$2 + 2 = \dots$	$2 + 3 = \dots$	$2 + 4 = \dots$
$3 + 1 = \dots$	$3 + 2 = \dots$	$3 + 3 = \dots$	$3 + 4 = \dots$
$4 + 1 = \dots$	$4 + 2 = \dots$	$4 + 3 = \dots$	$4 + 4 = \dots$
$5 + 1 = \dots$	$5 + 2 = \dots$	$5 + 3 = \dots$	$5 + 4 = \dots$
$6 + 1 = \dots$	$6 + 2 = \dots$	$6 + 3 = \dots$	$6 + 4 = \dots$
$7 + 1 = \dots$	$7 + 2 = \dots$	$7 + 3 = \dots$	$7 + 4 = \dots$
$8 + 1 = \dots$	$8 + 2 = \dots$	$8 + 3 = \dots$	$8 + 4 = \dots$
$9 + 1 = \dots$	$9 + 2 = \dots$	$9 + 3 = \dots$	$9 + 4 = \dots$
$10 + 1 = \dots$	$10 + 2 = \dots$	$10 + 3 = \dots$	$10 + 4 = \dots$

$1 + 5 = \dots$	$1 + 6 = \dots$	$1 + 7 = \dots$	$1 + 8 = \dots$	$1 + 9 = \dots$
$2 + 5 = \dots$	$2 + 6 = \dots$	$2 + 7 = \dots$	$2 + 8 = \dots$	$2 + 9 = \dots$
$3 + 5 = \dots$	$3 + 6 = \dots$	$3 + 7 = \dots$	$3 + 8 = \dots$	$3 + 9 = \dots$
$4 + 5 = \dots$	$4 + 6 = \dots$	$4 + 7 = \dots$	$4 + 8 = \dots$	$4 + 9 = \dots$
$5 + 5 = \dots$	$5 + 6 = \dots$	$5 + 7 = \dots$	$5 + 8 = \dots$	$5 + 9 = \dots$
$6 + 5 = \dots$	$6 + 6 = \dots$	$6 + 7 = \dots$	$6 + 8 = \dots$	$6 + 9 = \dots$
$7 + 5 = \dots$	$7 + 6 = \dots$	$7 + 7 = \dots$	$7 + 8 = \dots$	$7 + 9 = \dots$
$8 + 5 = \dots$	$8 + 6 = \dots$	$8 + 7 = \dots$	$8 + 8 = \dots$	$8 + 9 = \dots$
$9 + 5 = \dots$	$9 + 6 = \dots$	$9 + 7 = \dots$	$9 + 8 = \dots$	$9 + 9 = \dots$
$10 + 5 = \dots$	$10 + 6 = \dots$	$10 + 7 = \dots$	$10 + 8 = \dots$	$10 + 9 = \dots$



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séance 4

Activités ritualisées



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Compte à rebours



0



Cartes nombres

un

deux

trois

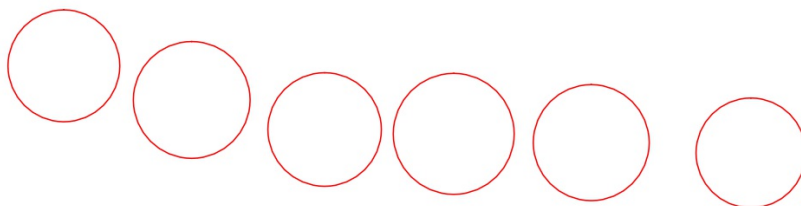


15

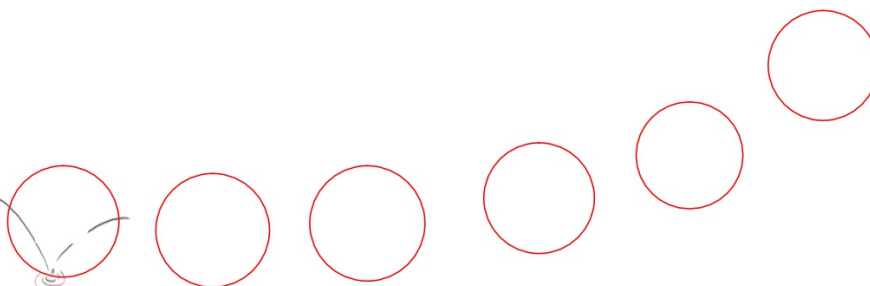
Déplacer le rond
gris pour révéler la
réponse

Compter à rebours

1



15





dix

onze

douze

treize

quatorze

quinze

	Famille des unités									
0	1	2	3	4	5	6	7	8	9	

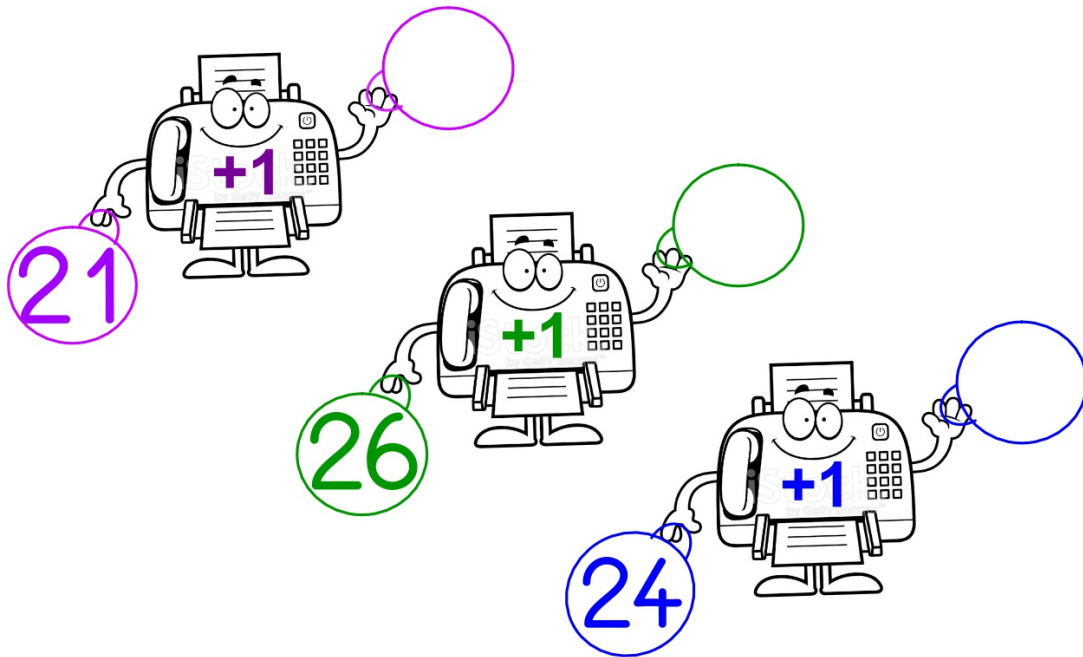
Famille des « dix... »										
10	11	12	13	14	15	16	17	18	19	

CALCUL MENTAL



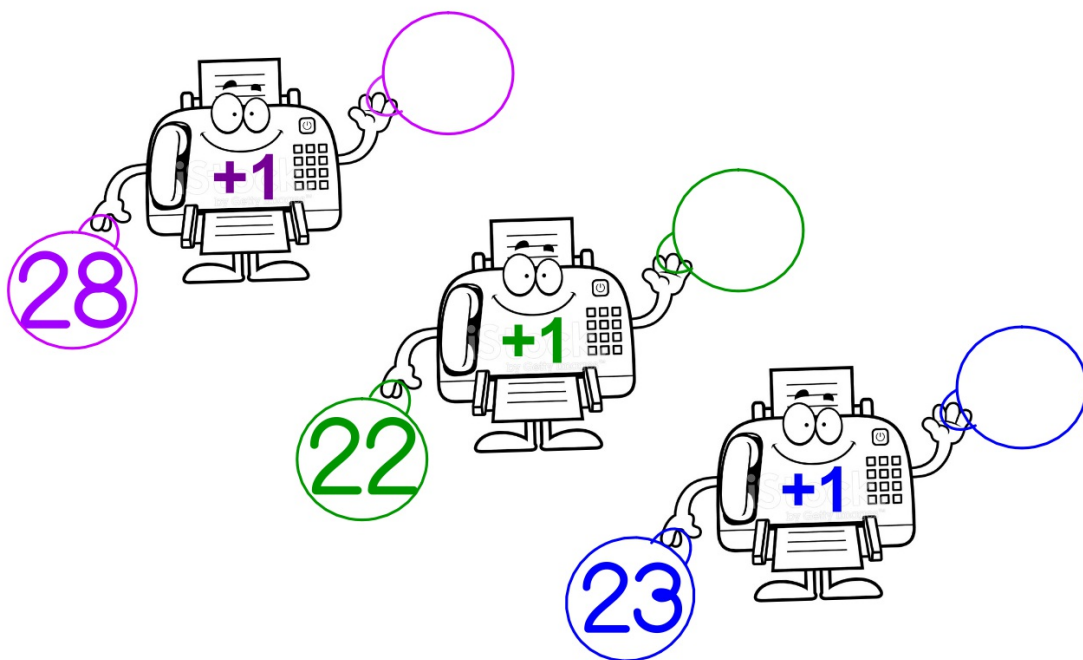
**La
machine à
ajouter 1**

calcul mental



**La
machine à
ajouter 1**

calcul mental



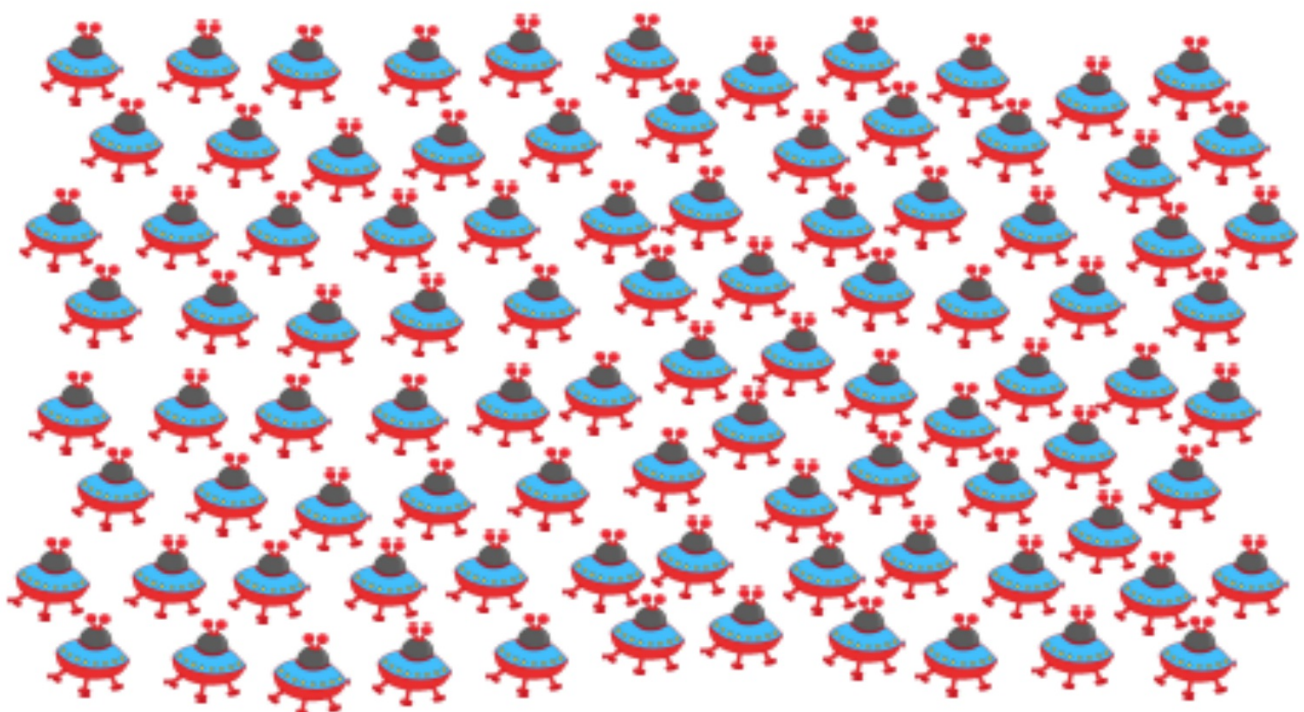
Apprentissages



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0

1



Faire des paquets de 10

Denombrement - Fiche modele

Fais des paquets de dix et compte combien il y a d'oiseaux :





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séance 5

Activités ritualisées



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Compte à rebours



Cartes nombres

un

deux

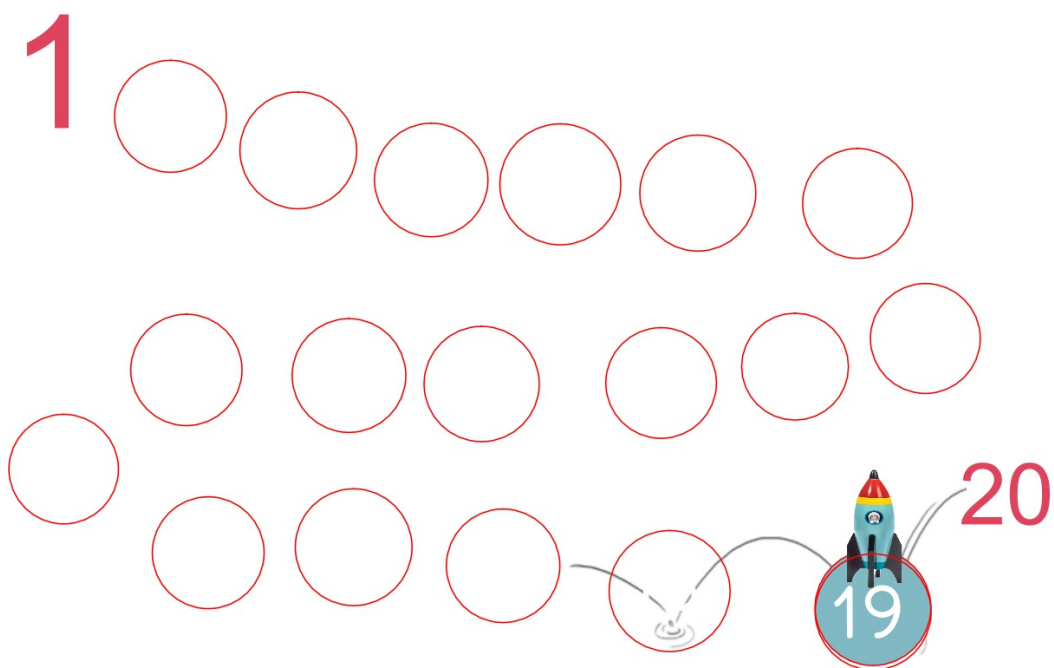
trois



← 20

Déplacer le rond
gris pour révéler la
réponse

Compter à rebours





quatorze

treize

quinze

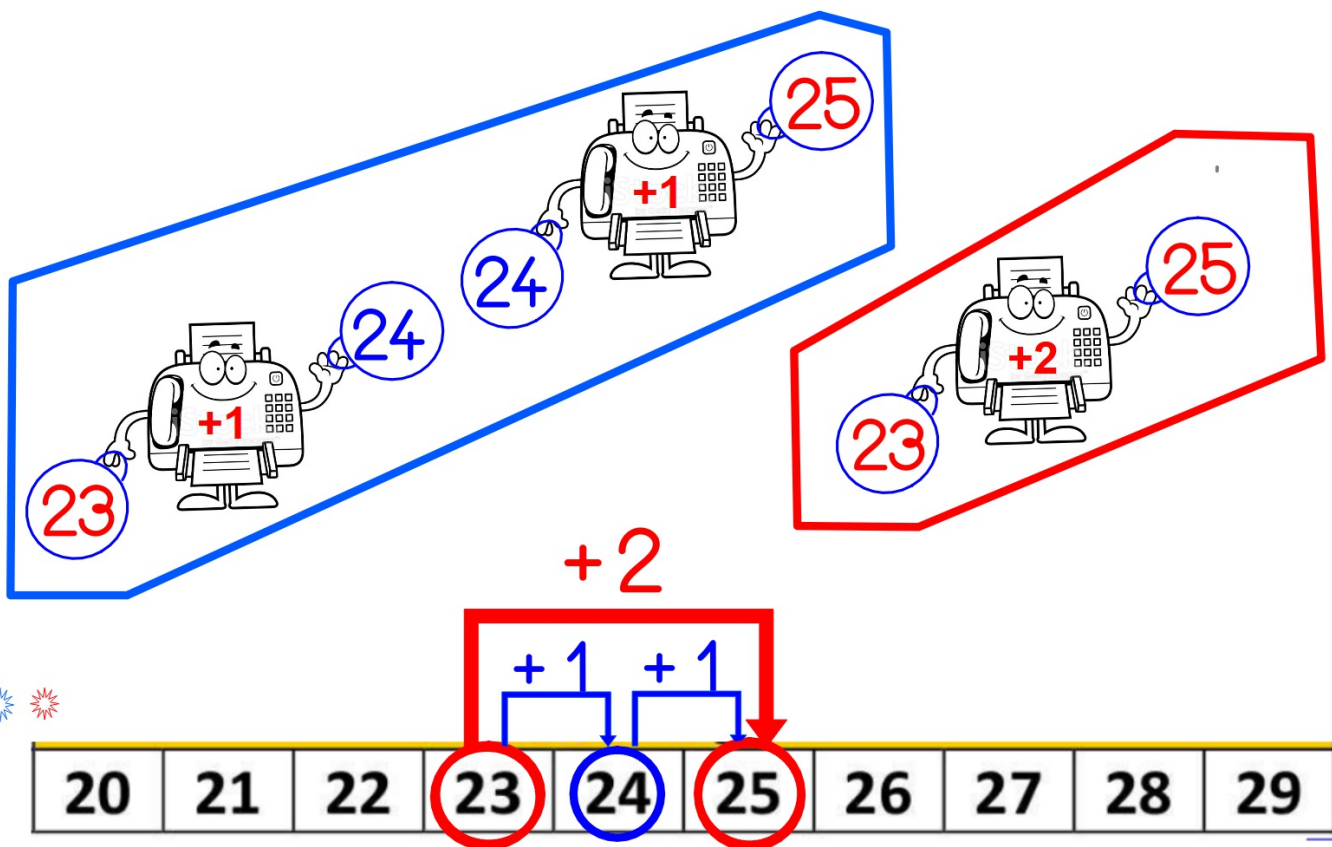
douze

•	Famille des « dix... »										•
	10	11	12	13	14	15	16	17	18	19	

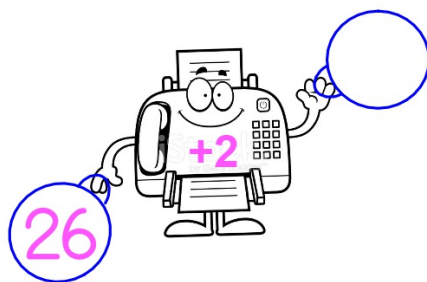
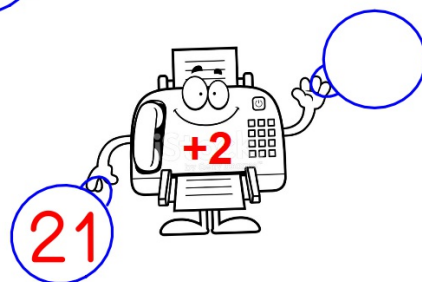
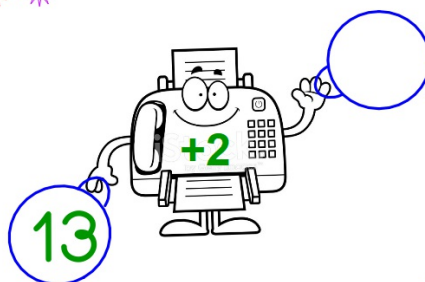
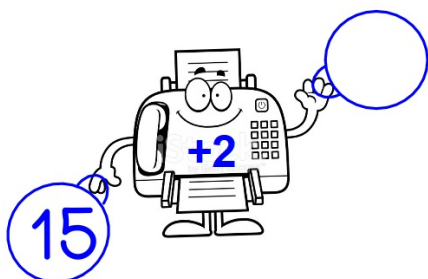
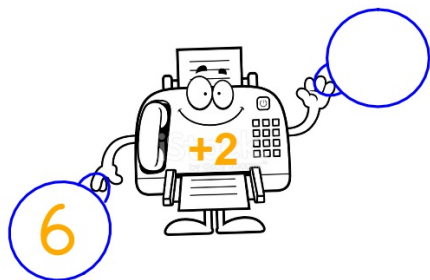
CALCUL MENTAL



ajouter 2 c'est ajouter 1 et encore 1



La machine à ajouter 2



Apprentissages



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Jeu de la marchande



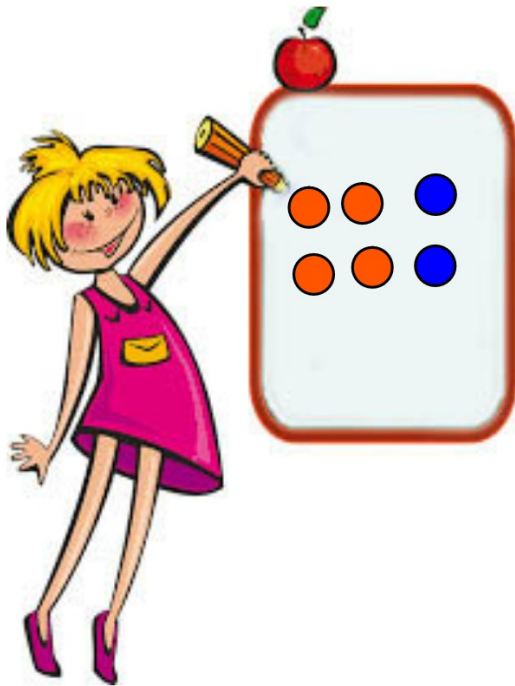


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séance 6

Régulation





CP

Module 5

séance 7

Activités ritualisées



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Ecrire en lettres

1 un 2 deux

Jeu des formes



1 2 3 4 5 12 13 14
 ✨ ✨ ✨ ✨ ✨ ✨ ✨ ✨

un

deux

cinq

trois

douze

quatre

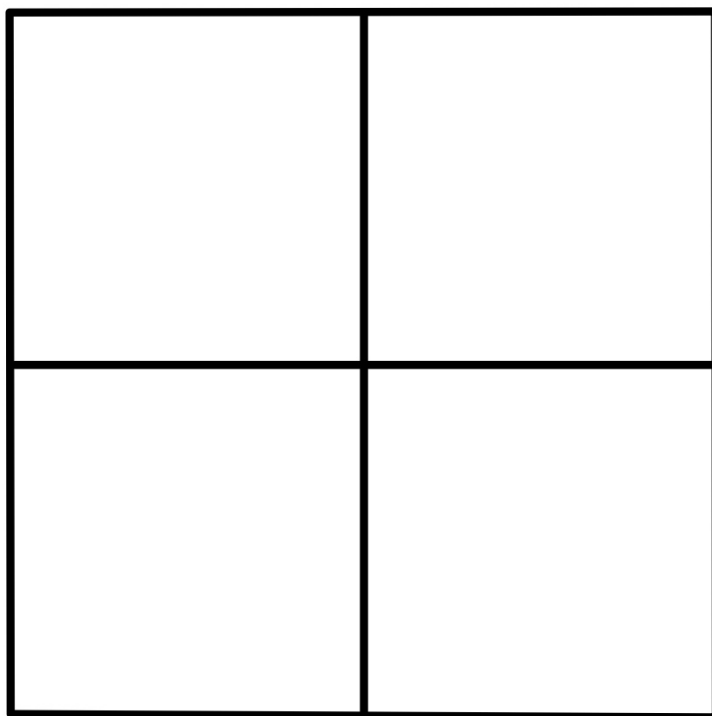
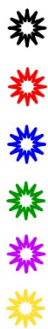
treize

quatorze

Famille des unités									Famille des « dix... »									
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19

Le jeu des formes

Combien de carrés voit-on ?



Apprentissages

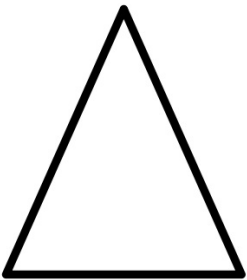


designed by  freepik.com

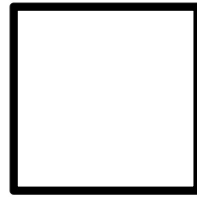
Cliquer sur les mots.

Formes géométriques

un triangle

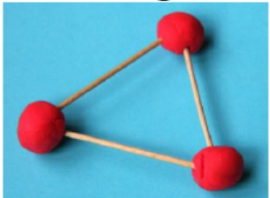




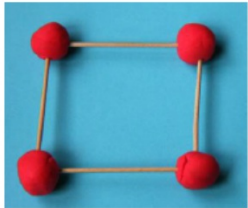

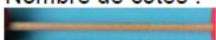
un carré

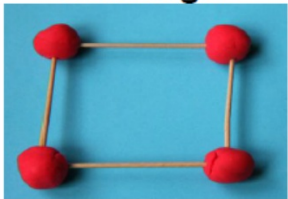

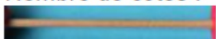


un rectangle



Triangle 	Nombre de sommets : 	...
	Nombre de côtés : 	...

Carré 	Nombre de sommets : 	...
	Nombre de côtés : 	...

Rectangle 	Nombre de sommets : 	...
	Nombre de côtés : 	...

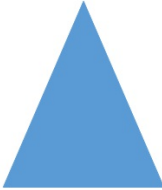
Colle sur la même bande les informations des formes géométriques.

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TRIANGLE



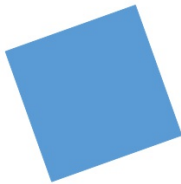
3 sommets




3 cotés



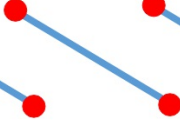
CARRÉ



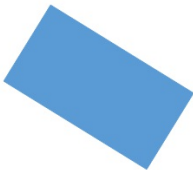
4 sommets




4 cotés



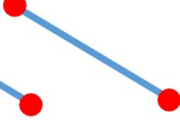
RECTANGLE



4 sommets



4 cotés





CP

Module 5

fin

