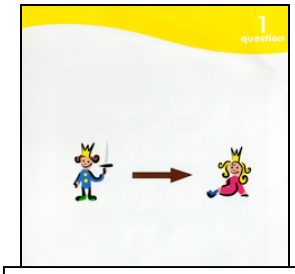
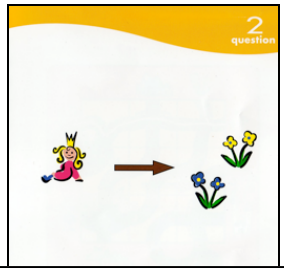
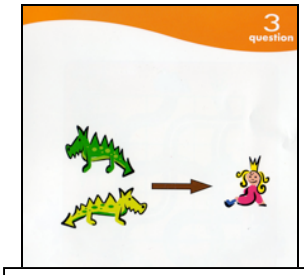
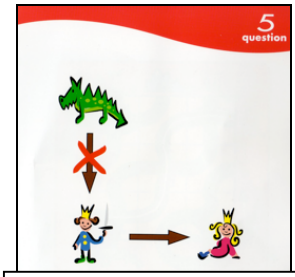
Feuille de route Prénom : ……

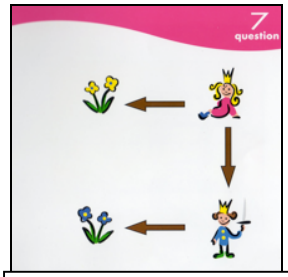
Ateliers de Maths : "Go Getter Prince et dragon"

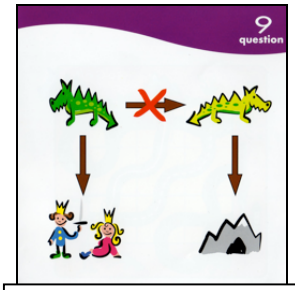


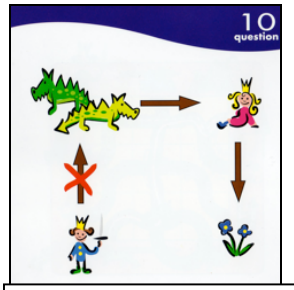












Objectif : Construire un chemin avec les pièces selon les défis de chaque fiche
Source : jeu "Go Getter Prince et Dragon", éditions Smart Products

CHD juin 08