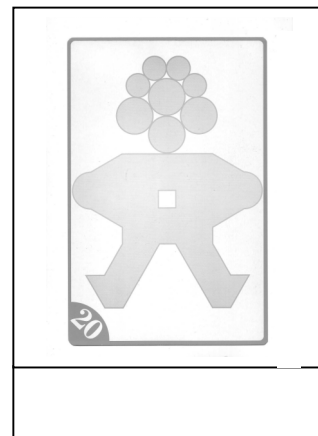
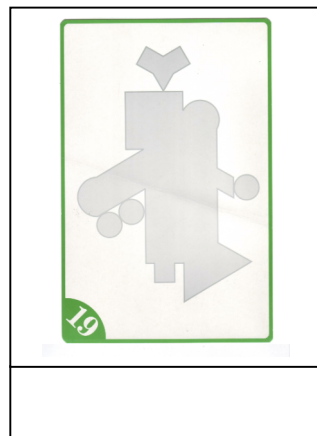
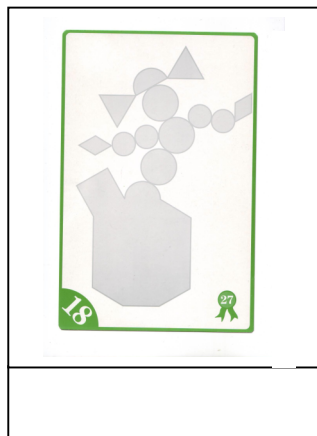
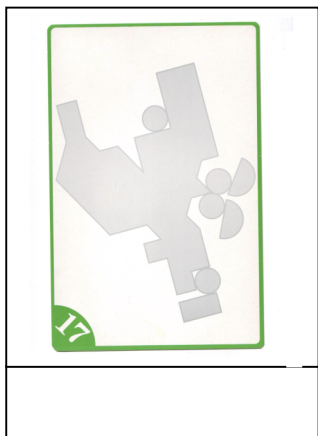
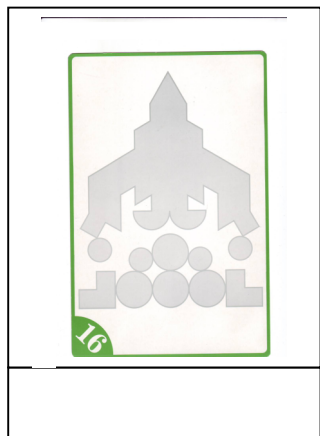
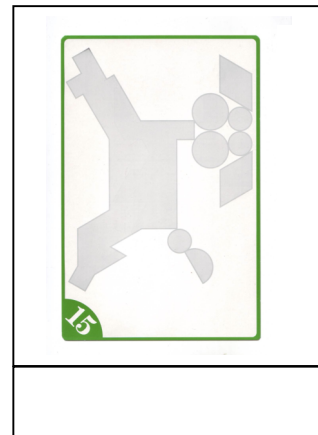
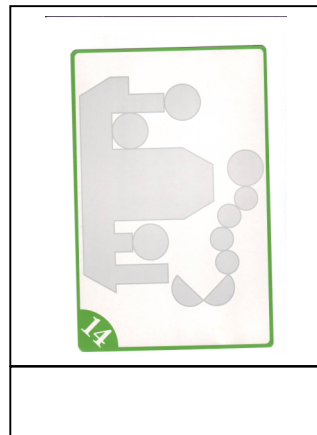
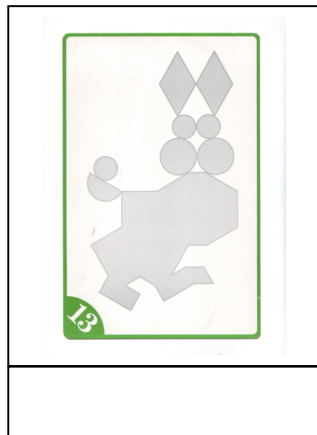
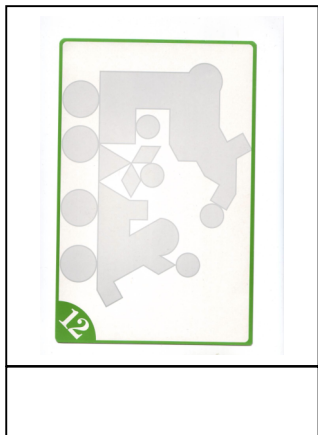
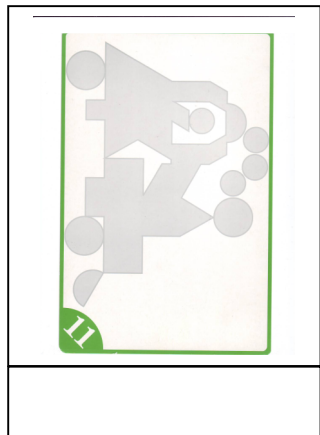


Ateliers de Math :  
"Combino 2-2"



Objectifs : se repérer dans l'espace.  
Source : jeu Combino 2, éditions Lorenz