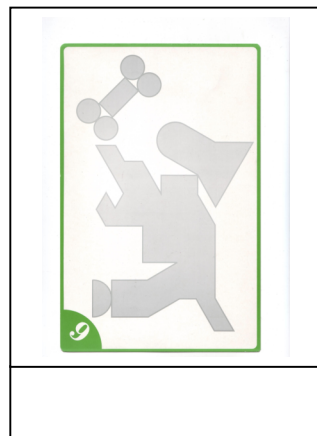
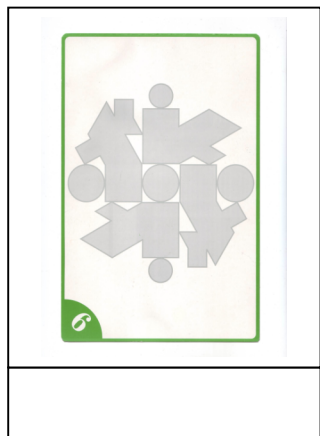
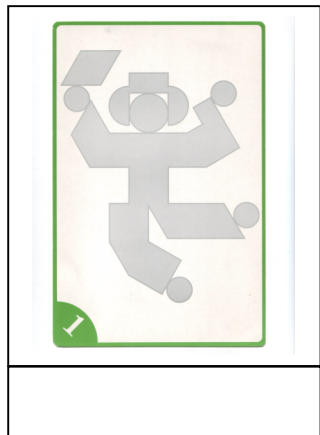


Ateliers de Math :
"Combino 2"



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