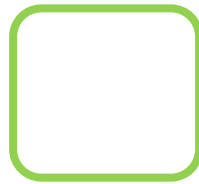


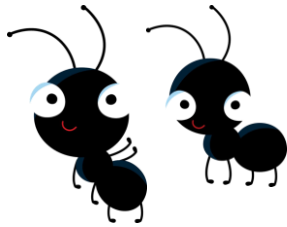


# Cartes à tâches



## Principe du jeu :

Trouver combien de fourmis se cachent sous le caillou en voyant le nombre total (dans le carré) et en dénombrant les fourmis visibles.





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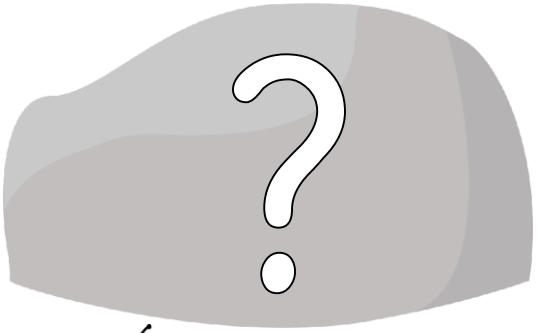
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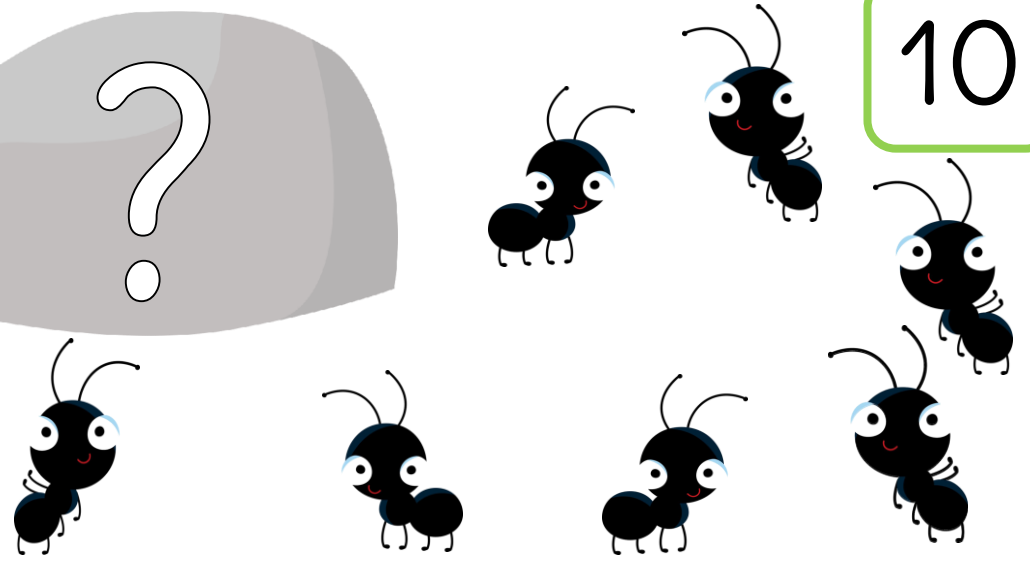




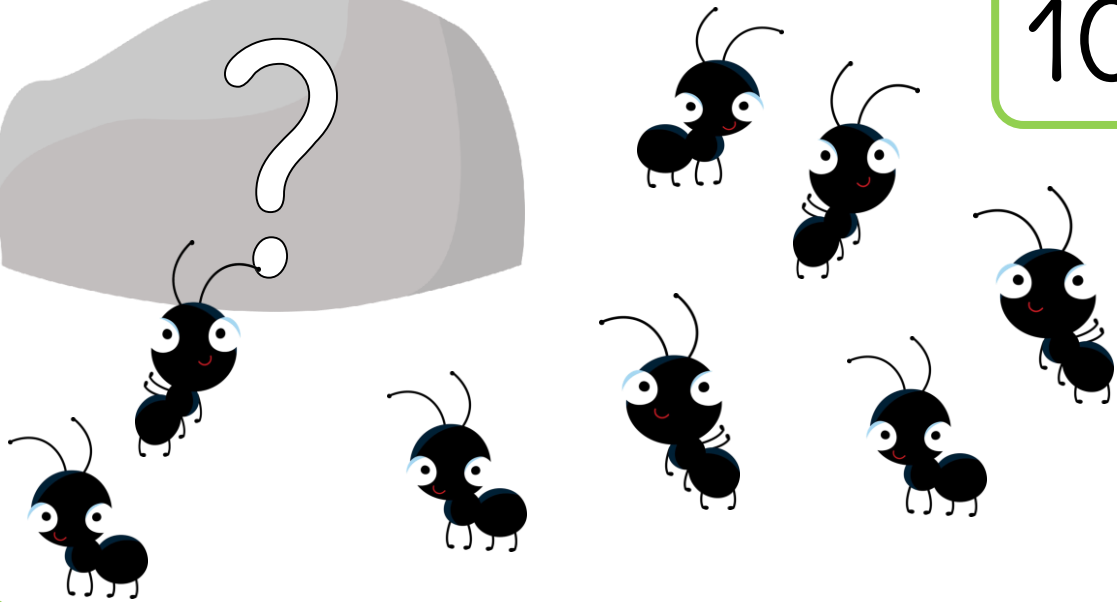
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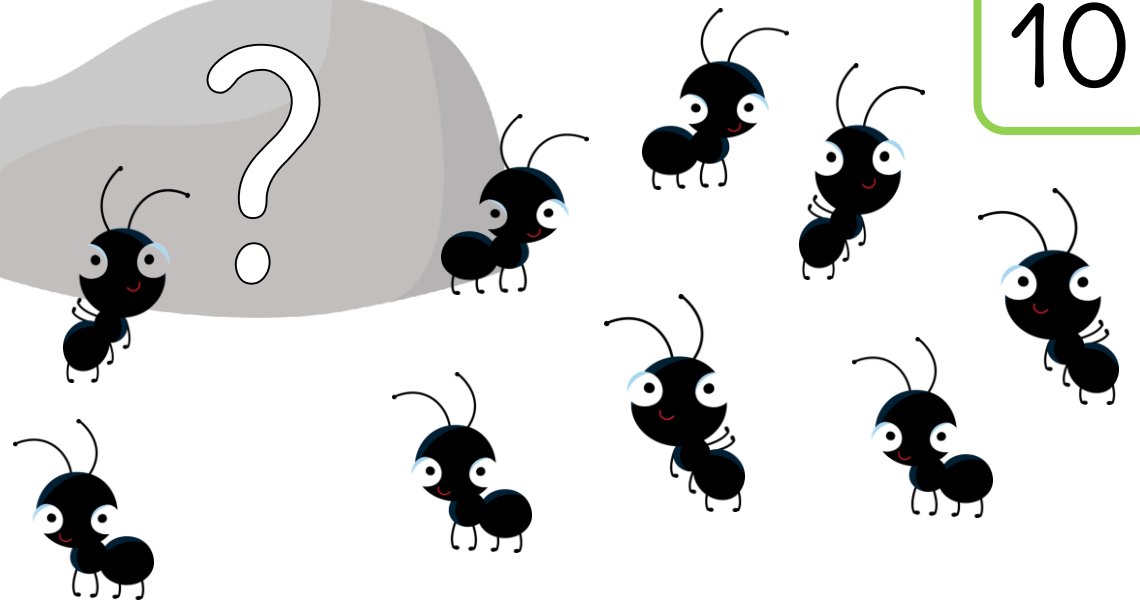
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