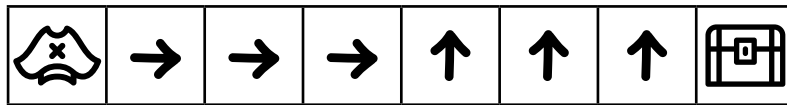
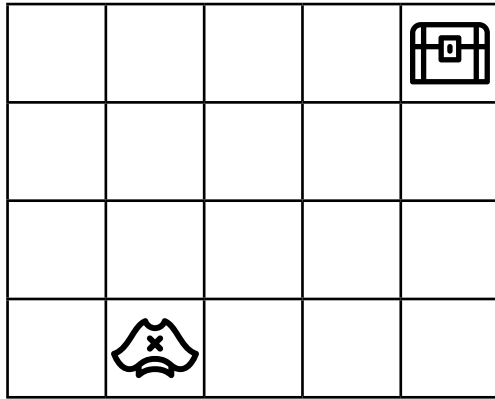
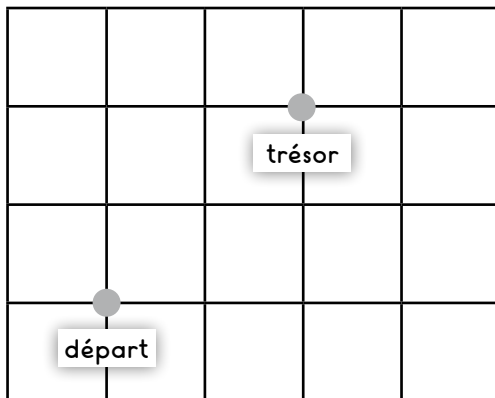
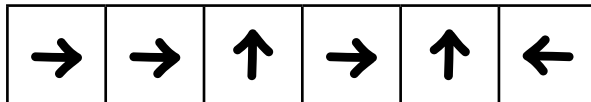


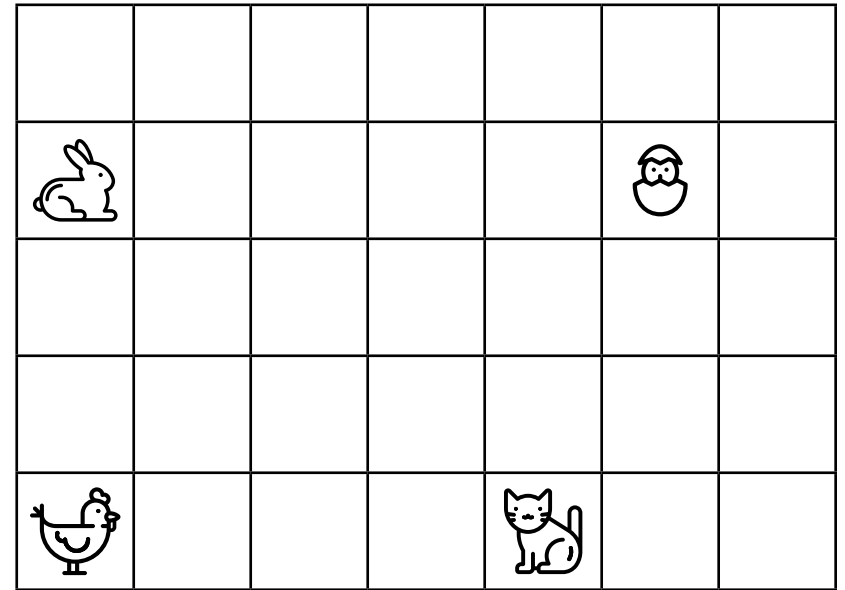
Trace le chemin emprunté par le pirate pour retrouver son trésor.



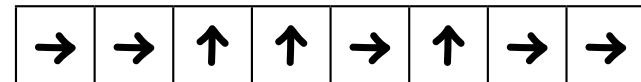
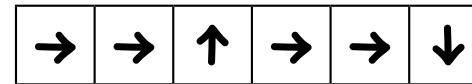
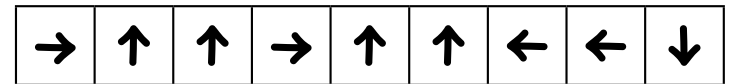
Trace le chemin emprunté par le pirate pour retrouver son trésor.



La poule veut retrouver son poussin.



Colorie le message qui lui fera retrouver son poussin.

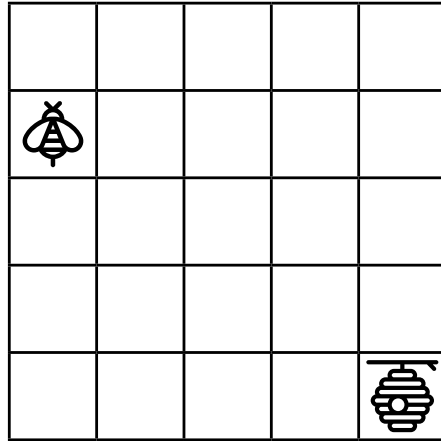


Trace le chemin de la poule qui correspond à ce message.

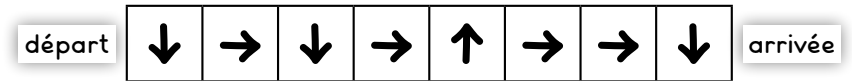
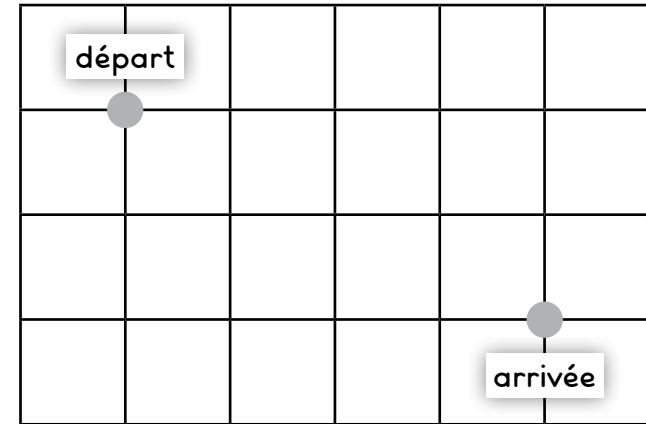




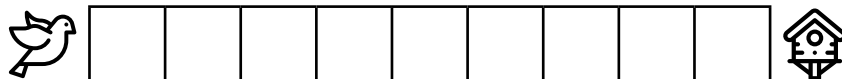
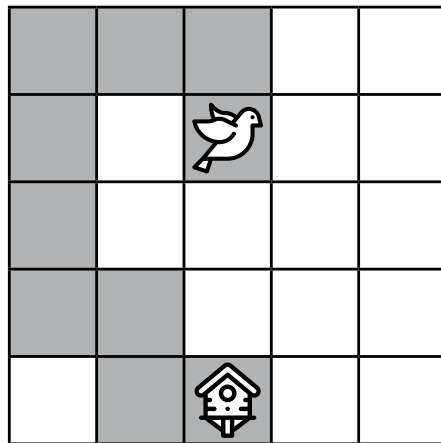
Trace un chemin pour rentrer à la ruche.
Écris le message.



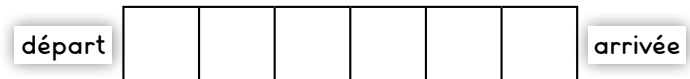
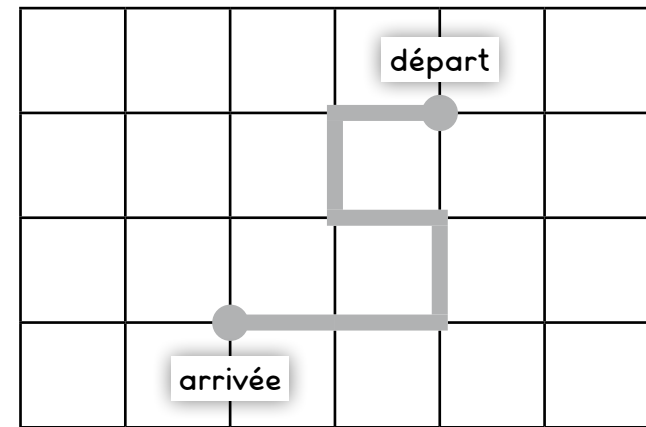
Trace un chemin pour aller jusqu'à l'arrivée.



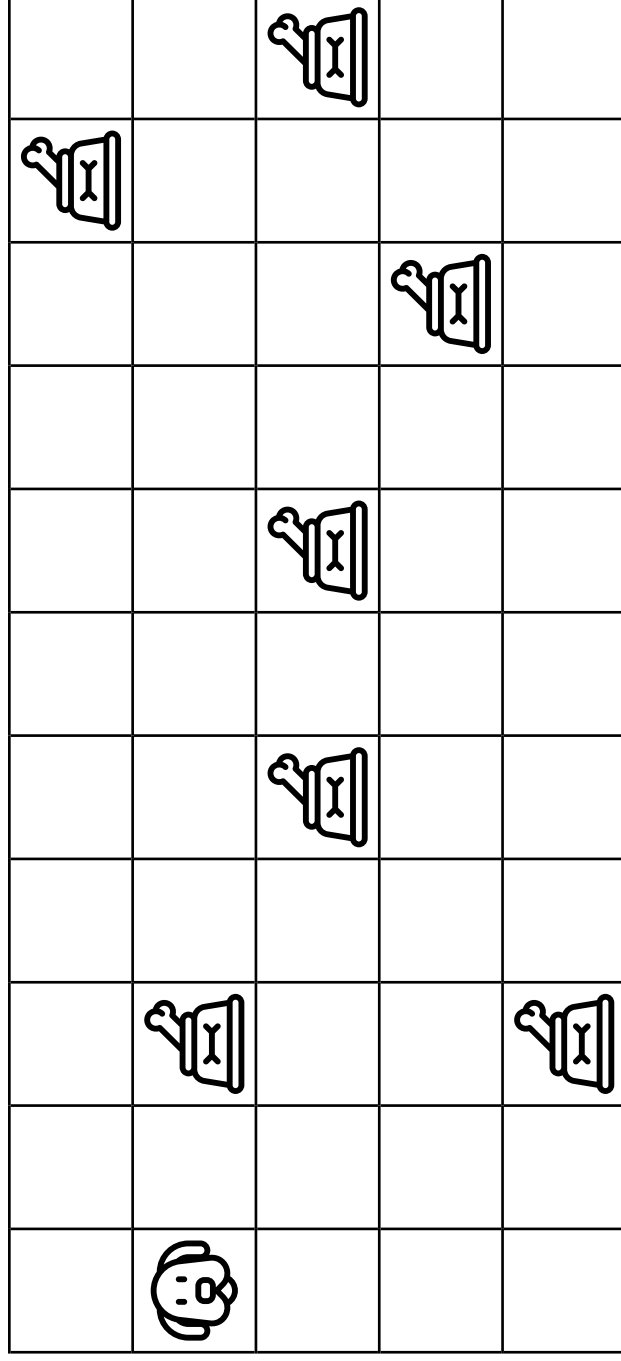
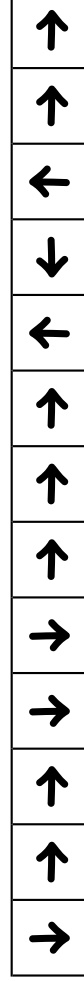
Code le trajet de l'oiseau.



Code le chemin. Attention au départ!

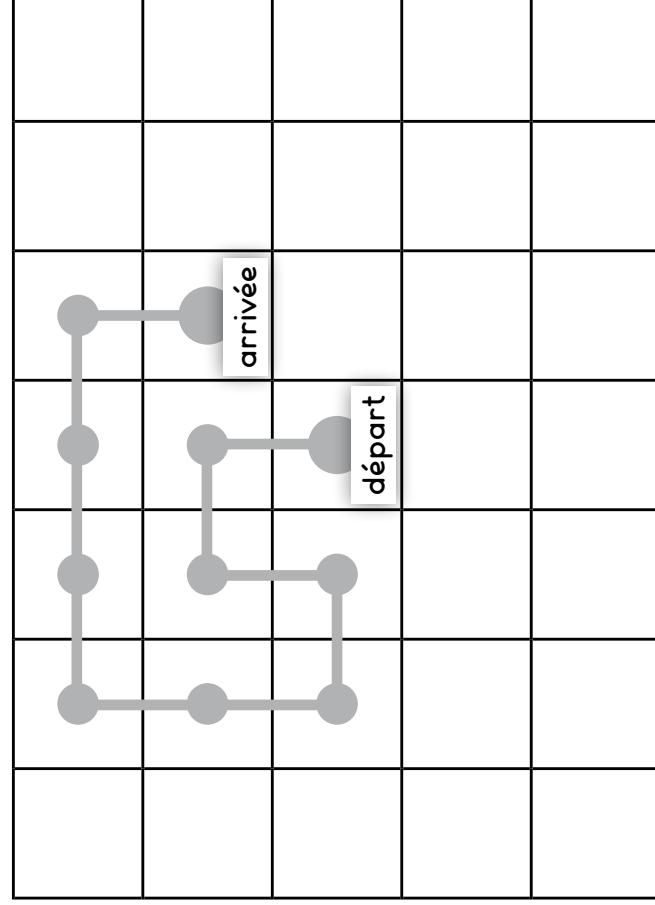


En suivant les indications, trace le chemin parcouru par le chien.
Entoure tous les os qu'il va pouvoir manger.



.....

Complète le message du chemin dessiné.



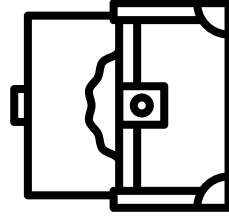
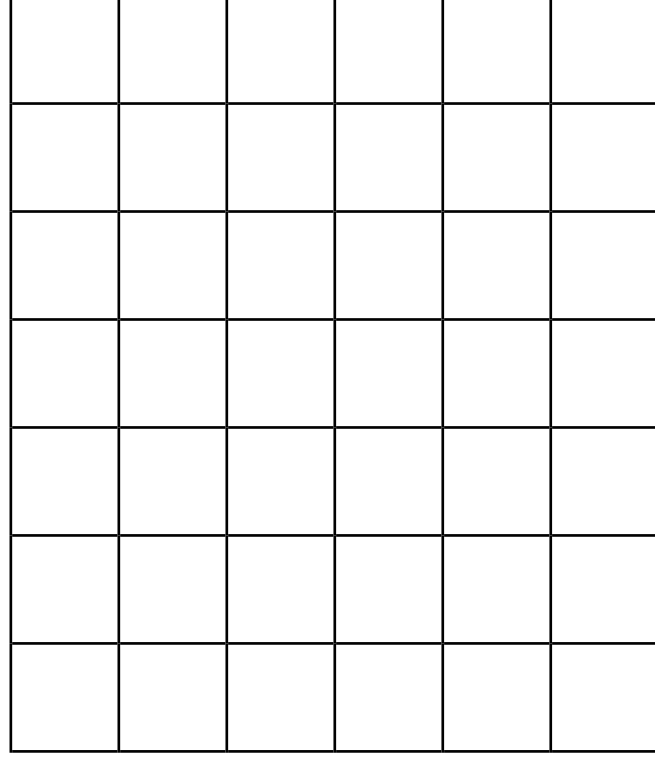
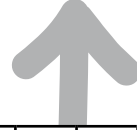
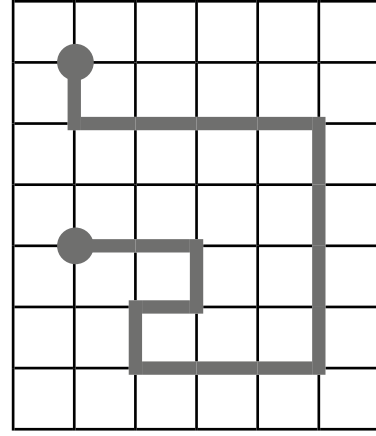
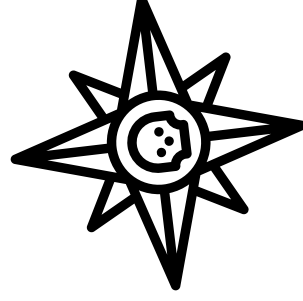
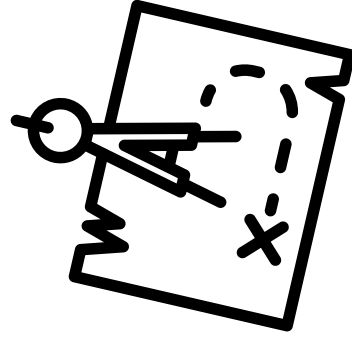
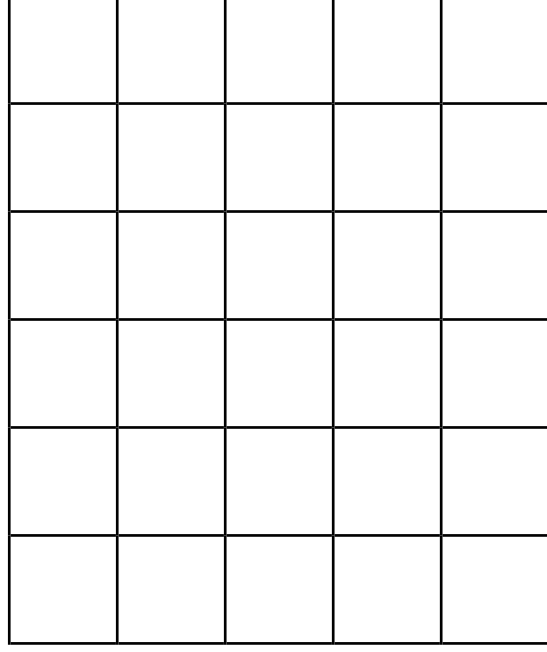
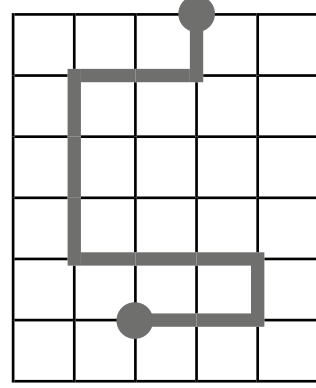
départ

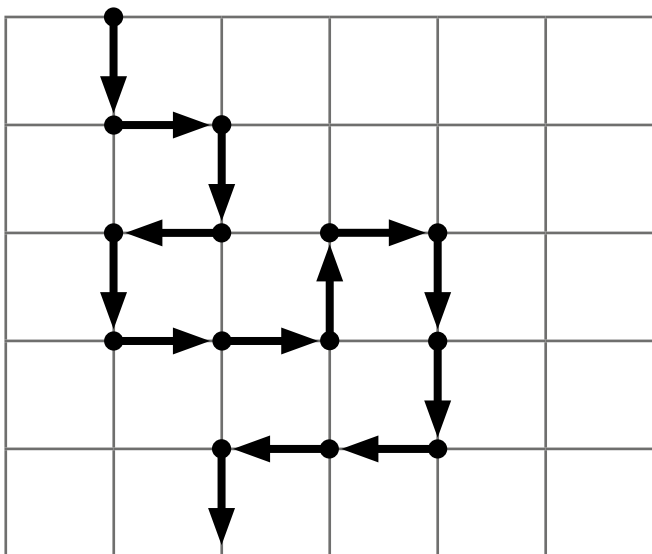


arrivée

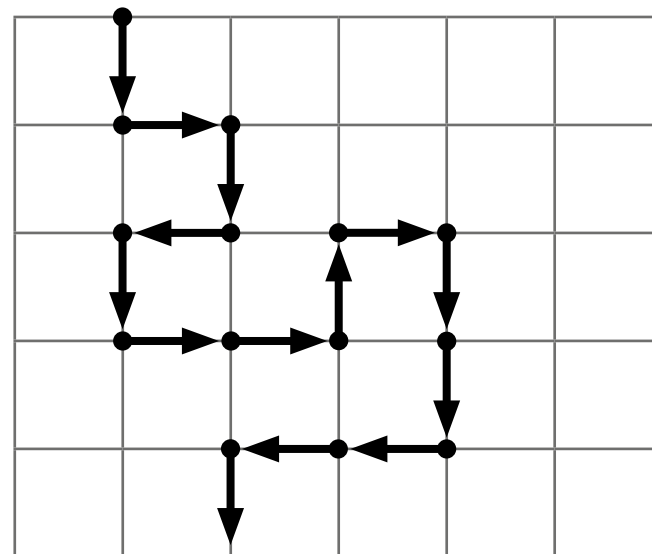
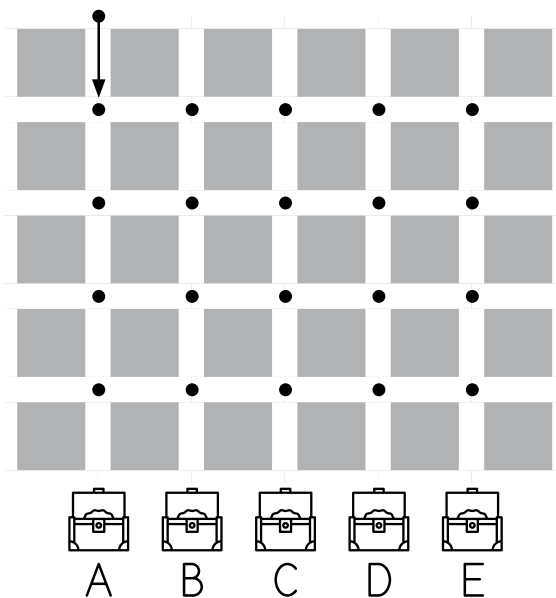


Reproduis le déplacement du pirate sur un quadrillage plus grand.





Trace le chemin indiqué par le message.
Entoure le coffre où se trouve le trésor.



Trace le chemin indiqué par le message.
Entoure le coffre où se trouve le trésor.

