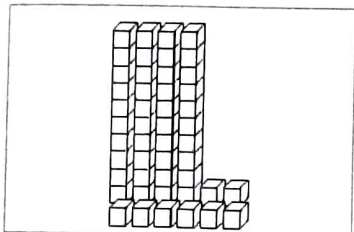


Nom et prénom : _____ D

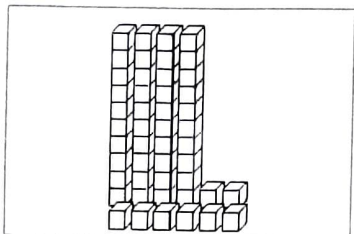
4^e primaire

1 Fractionne et colorie.

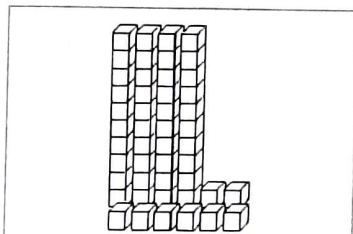
Colorie $\frac{1}{2}$



Colorie $\frac{1}{4}$

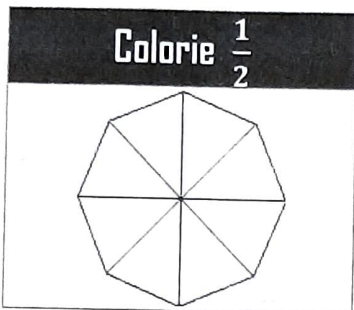


Colorie $\frac{2}{8}$

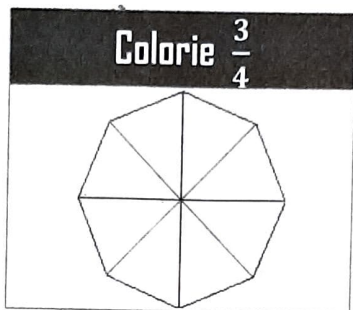


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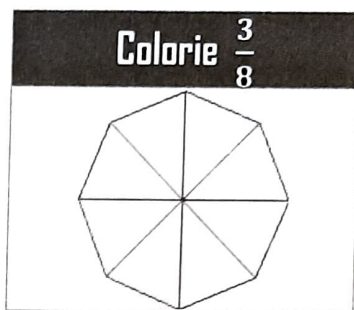
Colorie $\frac{1}{2}$



Colorie $\frac{3}{4}$

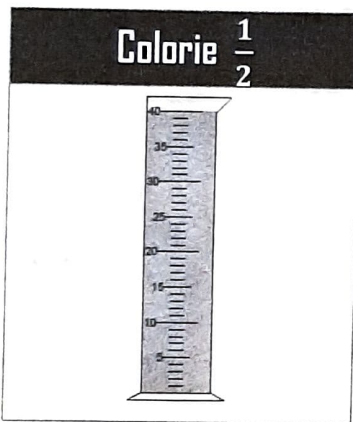


Colorie $\frac{3}{8}$

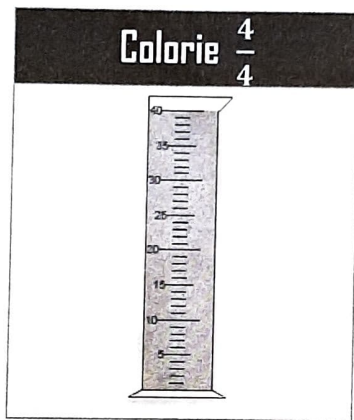


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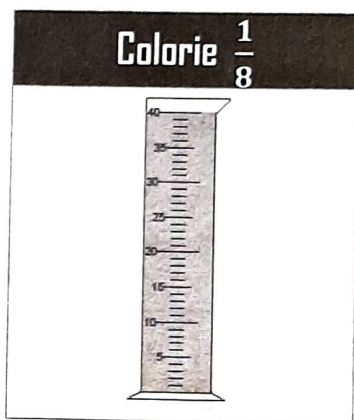
Colorie $\frac{1}{2}$



Colorie $\frac{4}{4}$

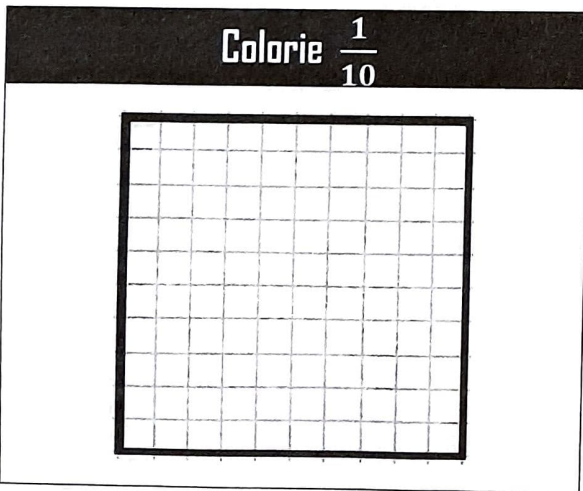


Colorie $\frac{1}{8}$

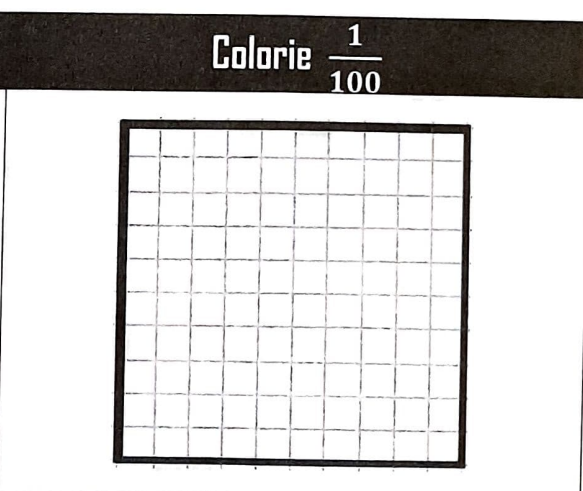


/3

Colorie $\frac{1}{10}$



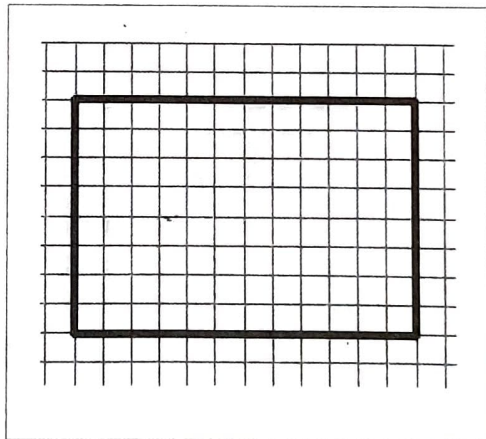
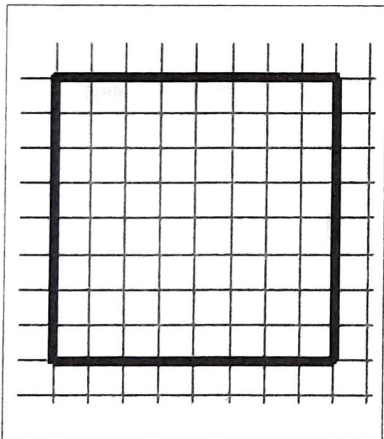
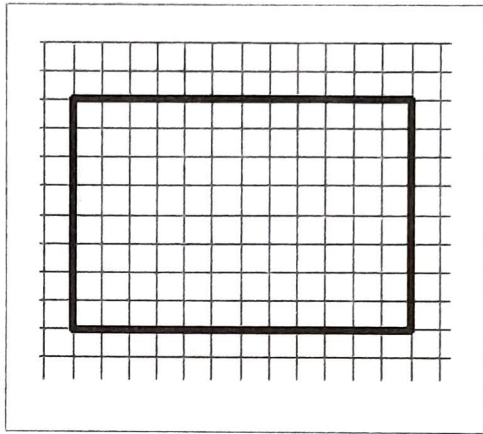
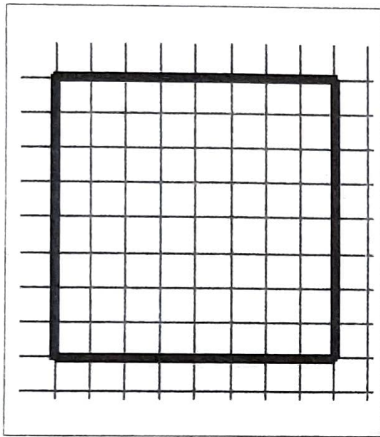
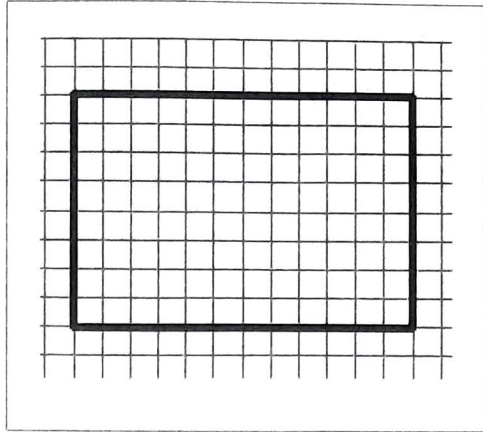
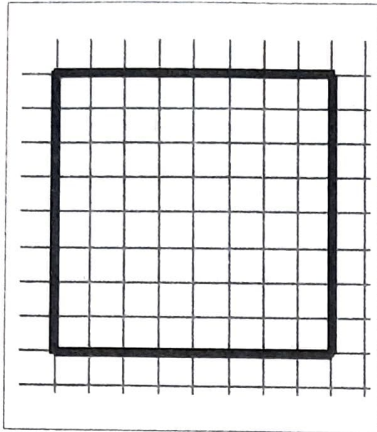
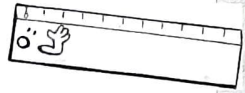
Colorie $\frac{1}{100}$



/2

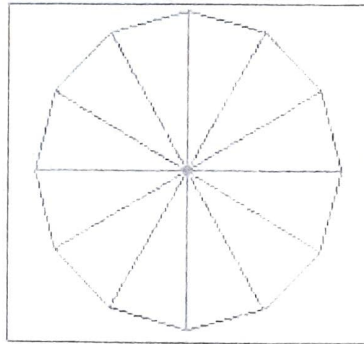
D

- 2 Partage ces carrés et ces rectangles en huit parts égales.
Cherche, pour chacun, trois procédés différents.
Utilise ta latte pour tracer le tout avec précision.

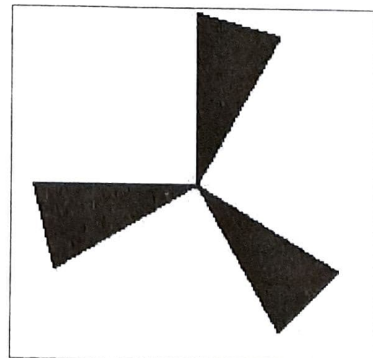
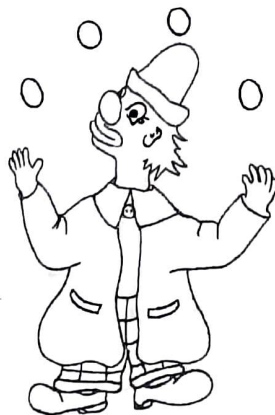
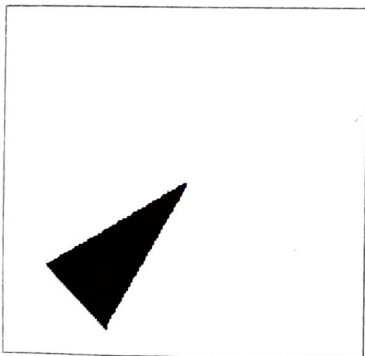
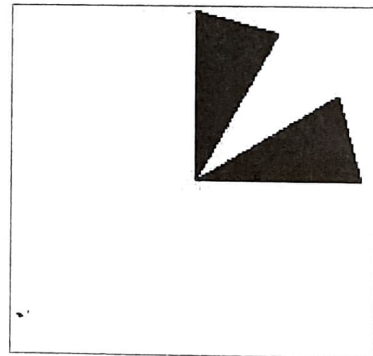
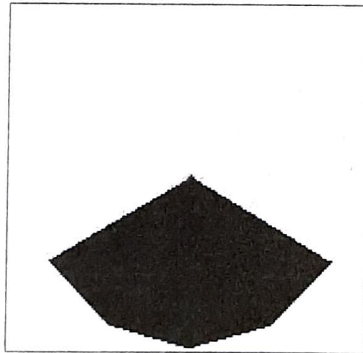
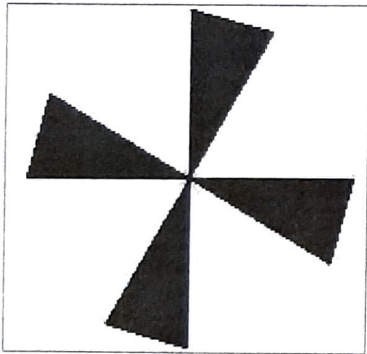
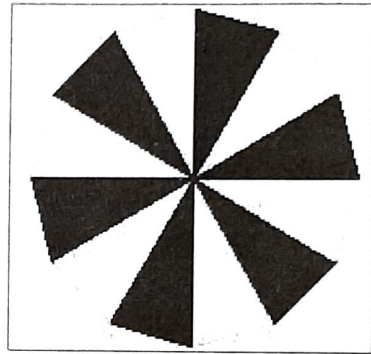
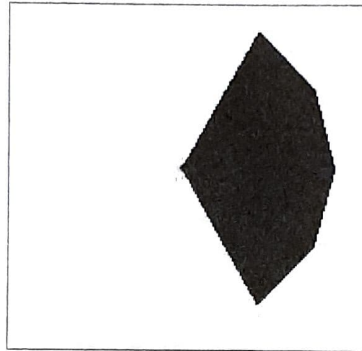
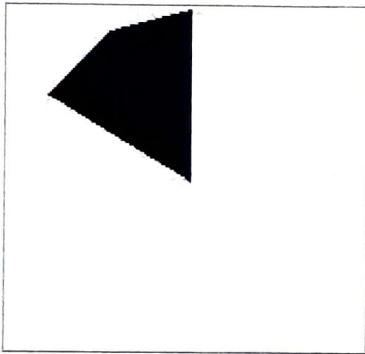
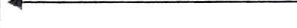


- 3 Entoure en rouge les figures qui valent "un tiers" du modèle.
 Entoure en vert les figures qui valent "un sixième" du modèle.
 Entoure en orange la figure qui vaut "un douzième" du modèle.
 Deux figures ne rentrent pas dans ces collections.

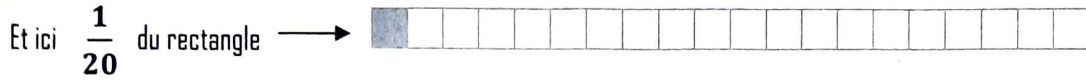
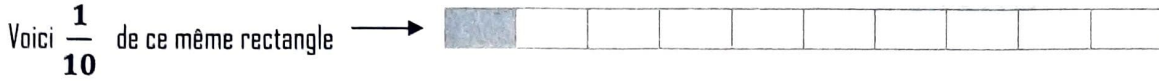
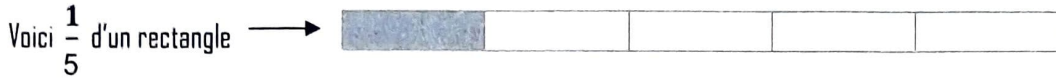
Modèle



Modèle



4



Complète toutes ces expressions mathématiques.

Pour avoir une unité, combien faut-il

- ☞ de cinquièmes ?
- ☞ de dixièmes ?
- ☞ de vingtièmes ?

/3

Complète : combien ?

Un cinquième est équivalent

à dixièmes

à vingtièmes

/2

Relie

$\frac{1}{10}$ ☞ c'est la moitié d'un cinquième

$\frac{1}{10}$ ☞ c'est le double d'un cinquième

/1



$\frac{1}{5} + \frac{1}{5} = \frac{1}{10}$ vrai - faux

$\frac{1}{10} + \frac{1}{10} = \frac{2}{10}$ vrai - faux

$\frac{1}{10} + \frac{1}{10} = \frac{1}{5}$ vrai - faux

/3

Très facile Facile Difficile Très difficile

SMB 3 - Opérer sur des grandeurs dans des situations de partage ou de comparaison.

..... /30

