

Jeux Logico mathématiques



Espace maîtres(ses)

Identifiant

Mot de passe

Créer un compte

Classification

Combinatoire

Sériation

Conservation

Home page

This is the first page that the students and the teacher see.

There will be several users.

No animals are displayed if there are no first names in "la liste des élèves". Animals appear as the teacher adds students to the "Liste des élèves" found on the "Espace maîtres(ses)" page.

To create an account, you need to click on the "Créer un compte" box, which opens a page where the teacher will choose their username and password.

To access the "Espace maîtres(ses)" page, you must click on the "identifiant" box and enter your username, and on the "mot de passe" box and enter your password. If the username and password are correct, it will open the "espace maîtres(ses)" page.

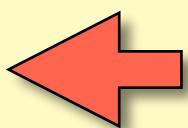
By clicking on the "classification" box, it opens the "classification" page.

By clicking on the "sériation" box, it opens the "sériation" page.

By clicking on the "conservation" box, it opens the "conservation" page.

For now, there is a "combinatoire" box, but nothing happens when you click on it.

Espace maîtres(ses)



Liste des élèves

<input type="radio"/>	Prénom



Prénom

Teacher's area

The teacher clicks the "prénom" box, writes the student's first name, then clicks on the + sign.

The student's first name entered by the teacher is added to the "Liste des élèves".

To remove a student from the list, the teacher clicks the circle next to the first name in the "Liste des élèves", then clicks the - button. The first name disappears from the "Liste des élèves".

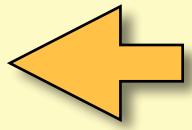
When the teacher adds a student to the "Liste des élèves", an image of an animal with the new student's first name appears on the « Home page ».

If no student is entered in the "Liste des élèves", no animal appears on the « Home page ».

Each time the teacher adds a student, a new animal appears on the "Page d'accueil". The animal is randomly chosen from the "animaux page accueil PNG" folder.

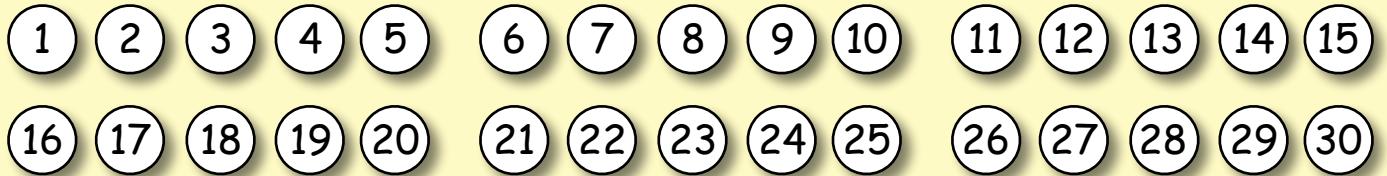


When you press the arrow, you return to the « Jeux logico mathématiques » page.



Classification

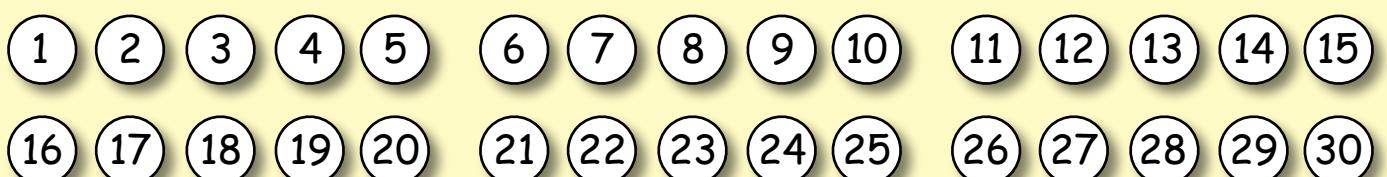
Pareils ou différents ?



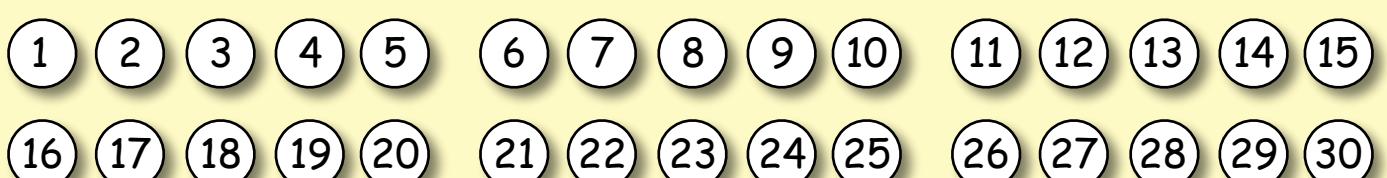
Quel est le point commun ?



La bonne image



Sur la pile

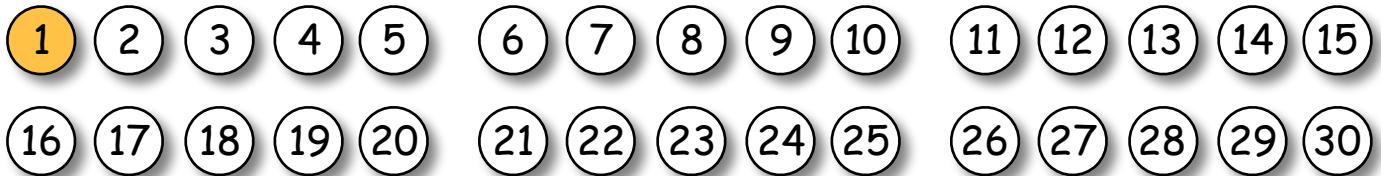


Classification

On this page, all the levels for the "classification" games are displayed.

The student clicks on a number, and it opens the level's page.

Once the level is completed, the circle turns orange, as shown below.



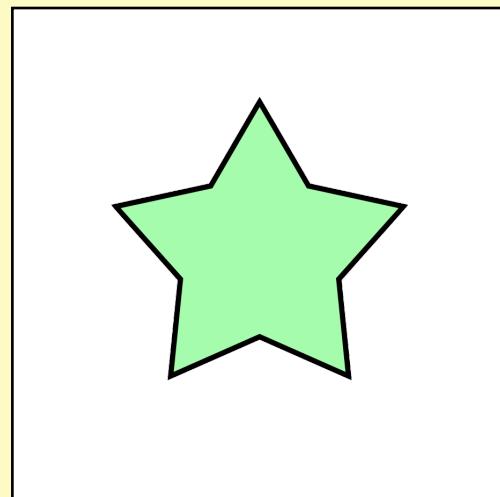
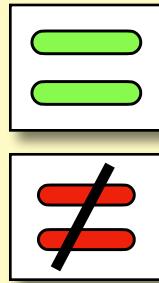
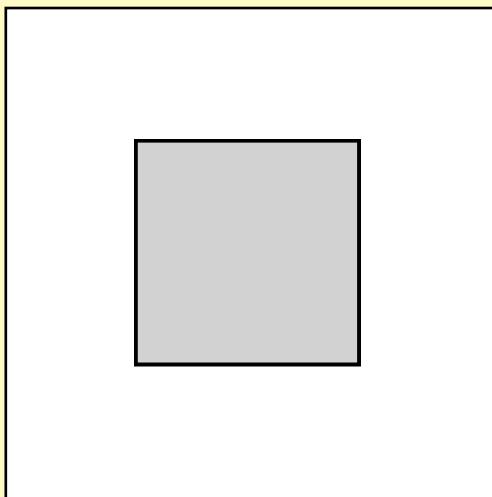
When you press the arrow, you return to the « Jeux logico mathématiques » page.

Pareils ou différents ?

Forme - couleur



Les dessins, sont-ils pareils ou différents ?
Clique sur le bon symbole.



Pareils ou différents ?

Levels 1 to 5

When the student clicks on this icon , the tablet will say, using a French synthetic voice, the instruction written in black.

The student must determine whether the images are identical or not. They must click on the correct box between the two images.

If the student makes a mistake, the progress bar does not get filled, and two new cards appear.

The student has an unlimited number of attempts.

There must be only one correct solution to complete the part of the level.

When the student finds the correct card, one more box in the progress bar is filled, and a big "BRAVO !" appears on the screen to motivate the student.

When all five parts of the progress bar are filled, the level is complete.

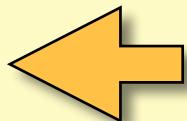
Each part of the level must be played five times to move on to the next level.

There is no time limit to complete the parts of the levels.

For these levels, use the images contained in the "classification numeros 1 a 5" file.



When you press the arrow, you return to the "Classification" page.

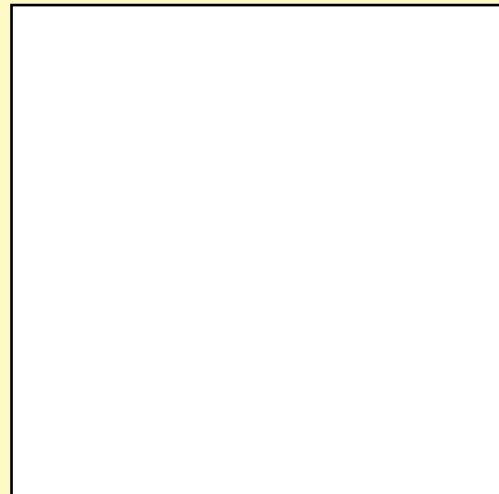
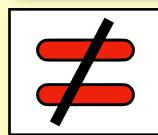
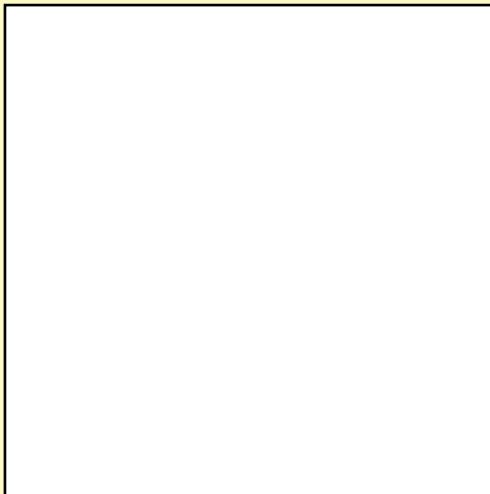


Pareils ou différents ?

Animal - couleur



Les dessins, sont-ils pareils ou différents ?
Clique sur le bon symbole.



Pareils ou différents ?

Levels 6 to 10

When the student clicks on this icon , the tablet will say, using a French synthetic voice, the instruction written in black.

The student must determine whether the images are identical or not. They must click on the correct box between the two images.

If the student makes a mistake, the progress bar does not get filled, and two new cards appear.

The student has an unlimited number of attempts.

There must be only one correct solution to complete the part of the level.

When the student finds the correct card, one more box in the progress bar is filled, and a big "BRAVO !" appears on the screen to motivate the student.

When all five parts of the progress bar are filled, the level is complete.

Each part of the level must be played five times in order to move on to the next level.

There is no time limit to complete the parts of the levels.

For these levels, use the images contained in the "classification numeros 6 a 10" file.



When you press the arrow, you return to the "Classification" page.

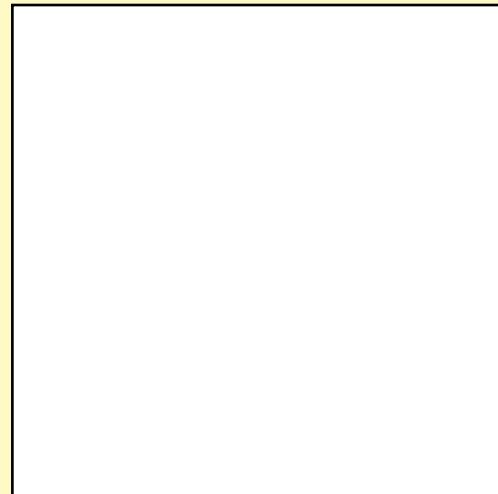
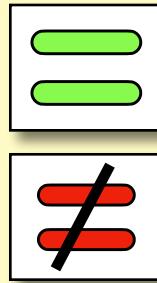
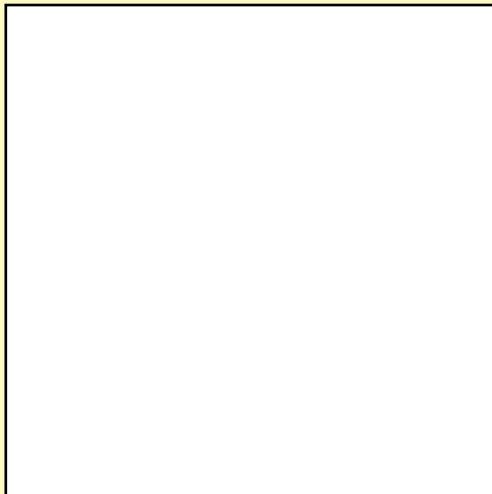
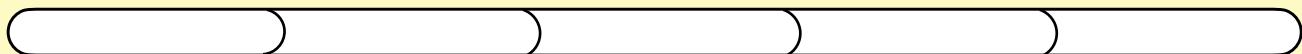


Pareil ou différent ?

Forme - couleur - motif



Les dessins, sont-ils pareils ou différents ?
Clique sur le bon symbole.



Pareils ou différents ? Levels 11 to 15

When the student clicks on this icon , the tablet will say, using a French synthetic voice, the instruction written in black.

The student must find out whether the images are identical or not. The student must click on the correct box between the two images.

If the student makes a mistake, the progress bar does not fill up, and two new cards appear.

The student has an unlimited number of attempts.

There must be only one solution to succeed in this part of the level.

When the student has found the correct card, one more box in the progress bar fills up and a big "BRAVO !" appears on the screen to motivate the student.

When all five parts of the progress bar are filled, the level is complete.

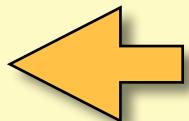
Each part of the level must be played five times to move on to the next level.

There is no time limit to complete the parts of the levels.

For these levels, use the images contained in the file "classification numeros 11 a 15".



When you press the arrow, you return to the "Classification" page.



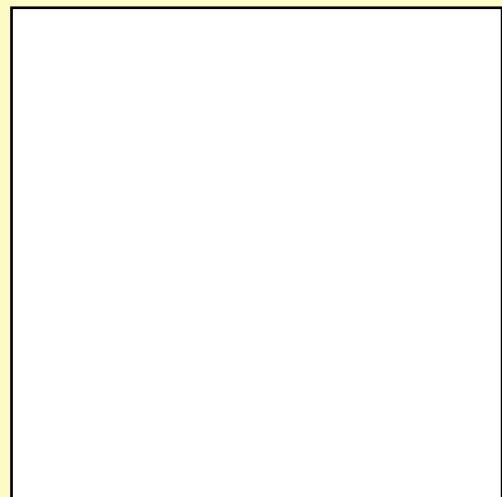
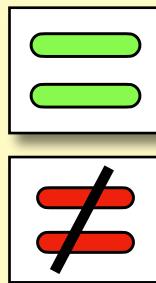
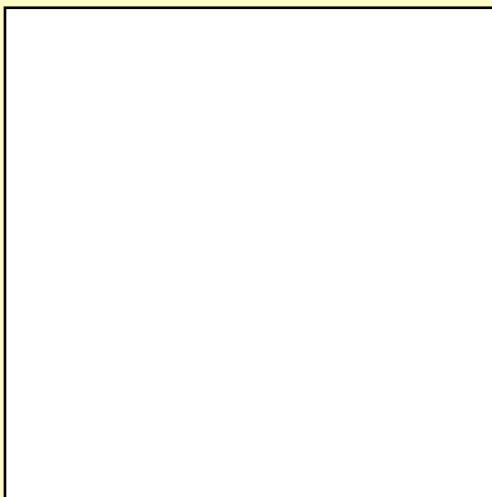
Pareil ou différent ?

Animal - couleur - motif



Les dessins, sont-ils pareils ou différents ?

Clique sur le bon symbole.



Pareils ou différents ? Levels 16 to 20

When the student clicks on this icon , the tablet will say, using a French synthetic voice, the instruction written in black.

The student must find out whether the images are identical or not. The student must click on the correct box between the two images.

If the student makes a mistake, the progress bar does not fill up, and two new cards appear.

The student has an unlimited number of attempts.

There must be only one solution to succeed in this part of the level.

When the student has found the correct card, one more box in the progress bar fills up and a big "BRAVO !" appears on the screen to motivate the student.

When all five parts of the progress bar are filled, the level is complete.

Each part of the level must be played five times to move on to the next level.

There is no time limit to complete the parts of the levels.

For these levels, use the images contained in the file "classification numeros 16 a 20".



When you press the arrow, you return to the "Classification" page.

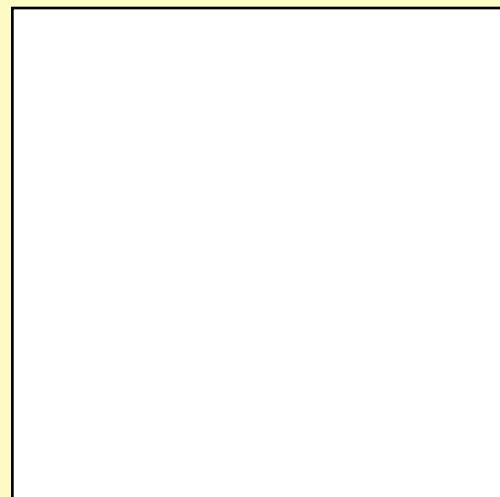
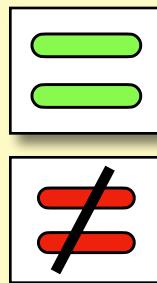
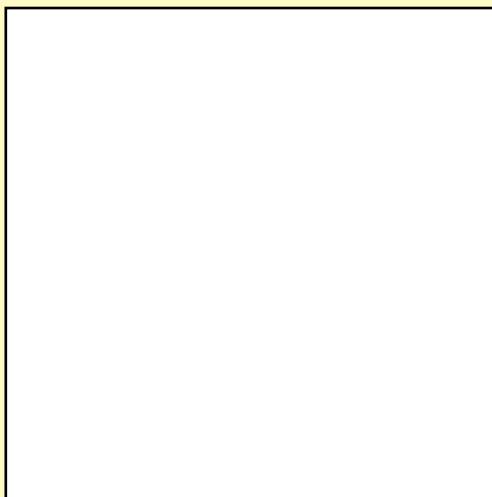


Pareil ou différent ?

Forme - couleur - motif - contour



Les dessins, sont-ils pareils ou différents ?
Clique sur le bon symbole.



Pareils ou différents ? Levels 21 to 25

When the student clicks on this icon , the tablet will say, using a French synthetic voice, the instruction written in black.

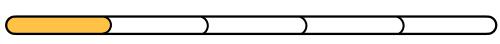
The student must find out whether the images are identical or not. The student must click on the correct box between the two images.

If the student makes a mistake, the progress bar does not fill up, and two new cards appear.

The student has an unlimited number of attempts.

There must be only one solution to succeed in this part of the level.

When the student has found the correct card, one more box in the progress bar fills up and a big "BRAVO !" appears on the screen to motivate the student.

When all five parts of the progress bar are filled, the level is complete. 

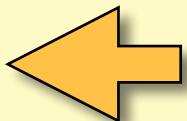
Each part of the level must be played five times to move on to the next level.

There is no time limit to complete the parts of the levels.

For these levels, use the images contained in the file "classification numeros 21 a 25".



When you press the arrow, you return to the "Classification" page.

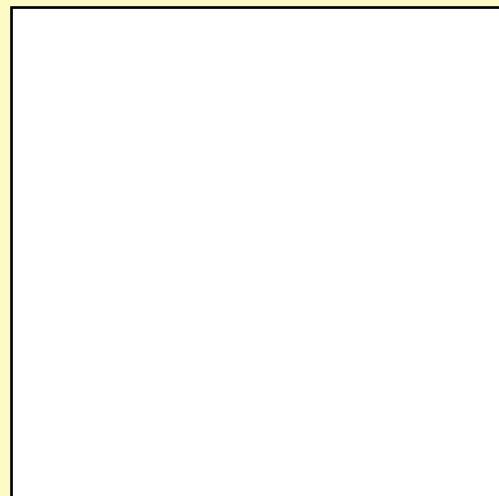
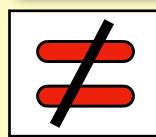
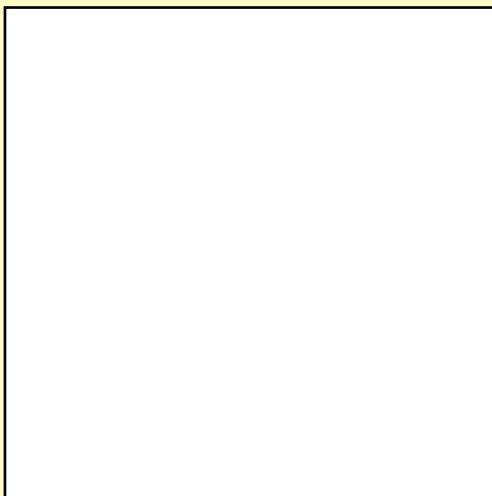
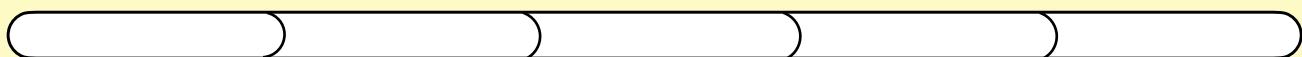


Pareil ou différent ?

Animal - couleur - motif - contour



Les dessins, sont-ils pareils ou différents ?
Clique sur le bon symbole.



Pareils ou différents ?

Niveaux 26 à 30

When the student clicks on this icon , the tablet will say, using a French synthetic voice, the instruction written in black.

The student must find out whether the images are identical or not. The student must click on the correct box between the two images.

If the student makes a mistake, the progress bar does not fill up, and two new cards appear.

The student has an unlimited number of attempts.

There must be only one solution to succeed in this part of the level.

When the student has found the correct card, one more box in the progress bar fills up and a big "BRAVO !" appears on the screen to motivate the student.

When all five parts of the progress bar are filled, the level is complete.

Each part of the level must be played five times to move on to the next level.

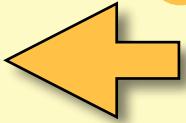
There is no time limit to complete the parts of the levels.

For these levels, use the images contained in the file "classification numeros 26 a 30".



When you press the arrow, you return to the "Classification" page.

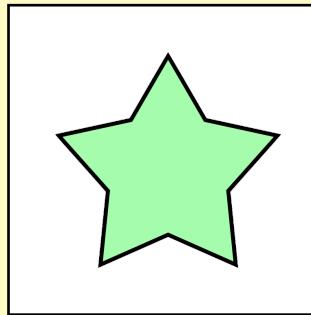
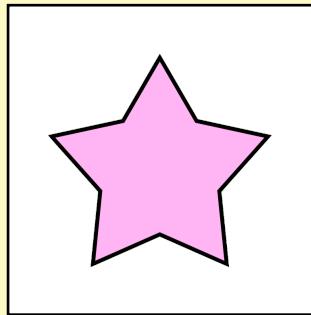
Quel est le point commun ?



Forme - couleur



Ces deux images vont ensemble car elles ont...
Clique sur le bon bouton.



La même forme

La même couleur

Quel est le point commun ? Levels 1 to 5

When the student clicks on this icon , the tablet will say, using a French synthetic voice, the instruction written in black.

The student must find the only common point between the two images. The student must click on the correct box below the images.

If the student makes a mistake, the wrong card they clicked on will be lightly colored in red.

Then the student can try again to find the correct answer.

The student has an unlimited number of attempts.

There must be only one solution to succeed in this part of the level.

When the student has found the correct card, one more box in the progress bar fills up and a big "BRAVO !" appears on the screen to motivate the student.

When all five parts of the progress bar are filled, the level is complete.

Each part of the level must be played five times to move on to the next level.

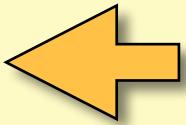
There is no time limit to complete the parts of the levels.

For these levels, use the images contained in the file "classification numeros 1 a 5".



When you press the arrow, you return to the "Classification" page.

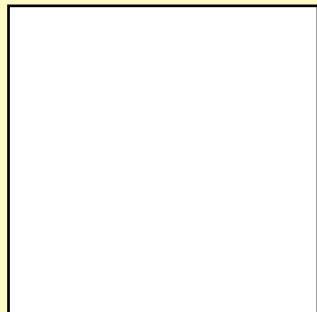
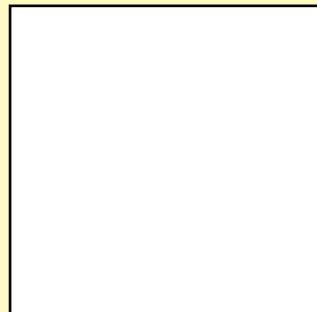
Quel est le point commun ?



Animal - couleur



Les dessins, sont-ils pareils ou différents ?
Clique sur le bon symbole.



La même forme

La même couleur

Quel est le point commun ?

Levels 6 to 10

When the student clicks on this icon , the tablet will say, using a French synthetic voice, the instruction written in black.

The student must find the only common point between the two images. The student must click on the correct box below the images.

If the student makes a mistake, the wrong card they clicked on will be lightly colored in red.

Then the student can try again to find the correct answer.

The student has an unlimited number of attempts.

There must be only one solution to succeed in this part of the level.

When the student has found the correct card, one more box in the progress bar fills up and a big "BRAVO !" appears on the screen to motivate the student.

When all five parts of the progress bar are filled, the level is complete.

Each part of the level must be played five times to move on to the next level.

There is no time limit to complete the parts of the levels.

For these levels, use the images contained in the file "classification numeros 6 a 10".



When you press the arrow, you return to the "Classification" page.

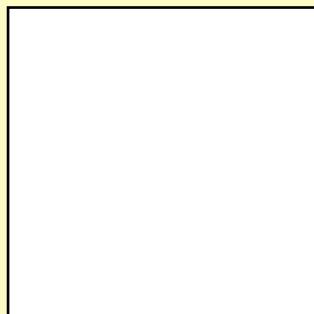
Quel est le point commun ?



Forme - couleur - motif



Ces deux images vont ensemble car elles ont...
Clique sur le bon bouton.



La même forme

La même couleur

Le même motif

Quel est le point commun ? Levels 11 to 15

When the student clicks on this icon , the tablet will say, using a French synthetic voice, the instruction written in black.

The student must find the only common point between the two images. The student must click on the correct box below the images.

If the student makes a mistake, the wrong card they clicked on will be lightly colored in red.

Then the student can try again to find the correct answer.

The student has an unlimited number of attempts.

There must be only one solution to succeed in this part of the level.

When the student has found the correct card, one more box in the progress bar fills up and a big "BRAVO !" appears on the screen to motivate the student.

When all five parts of the progress bar are filled, the level is complete.

Each part of the level must be played five times to move on to the next level.

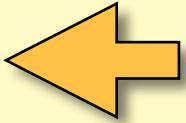
There is no time limit to complete the parts of the levels.

For these levels, use the images contained in the file "classification numeros 11 a 15".



When you press the arrow, you return to the "Classification" page.

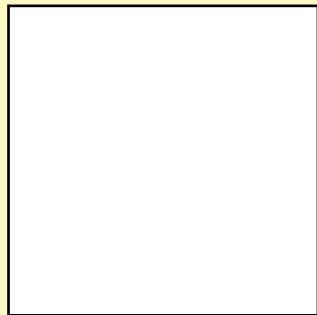
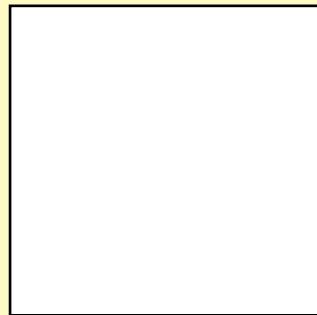
Quel est le point commun ?



Animal - couleur



Les dessins, sont-ils pareils ou différents ?
Clique sur le bon symbole.



La même forme

La même couleur

Le même motif

Quel est le point commun ?

Levels 16 to 20

When the student clicks on this icon , the tablet will say, using a French synthetic voice, the instruction written in black.

The student must find the only common point between the two images. The student must click on the correct box below the images.

If the student makes a mistake, the wrong card they clicked on will be lightly colored in red.

Then the student can try again to find the correct answer.

The student has an unlimited number of attempts.

There must be only one solution to succeed in this part of the level.

When the student has found the correct card, one more box in the progress bar fills up and a big "BRAVO !" appears on the screen to motivate the student.

When all five parts of the progress bar are filled, the level is complete.

Each part of the level must be played five times to move on to the next level.

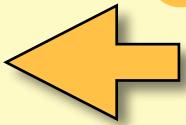
There is no time limit to complete the parts of the levels.

For these levels, use the images contained in the file "classification numeros 16 a 20".



When you press the arrow, you return to the "Classification" page.

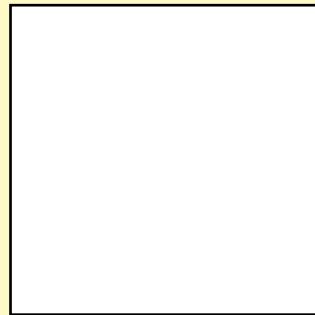
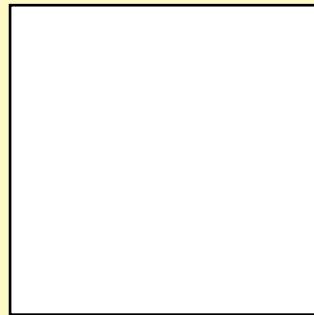
Quel est le point commun ?



Forme - couleur



Ces deux images vont ensemble car elles ont...
Clique sur le bon bouton.



La même forme

La même couleur

Le même motif

Le même contour

Quel est le point commun ?

Levels 21 to 25

When the student clicks on this icon , the tablet will say, using a French synthetic voice, the instruction written in black.

The student must find the only common point between the two images. The student must click on the correct box below the images.

If the student makes a mistake, the wrong card they clicked on will be lightly colored in red.

Then the student can try again to find the correct answer.

The student has an unlimited number of attempts.

There must be only one solution to succeed in this part of the level.

When the student has found the correct card, one more box in the progress bar fills up and a big "BRAVO !" appears on the screen to motivate the student.

When all five parts of the progress bar are filled, the level is complete.

Each part of the level must be played five times to move on to the next level.

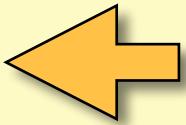
There is no time limit to complete the parts of the levels.

For these levels, use the images contained in the file "classification numeros 21 a 25".



When you press the arrow, you return to the "Classification" page.

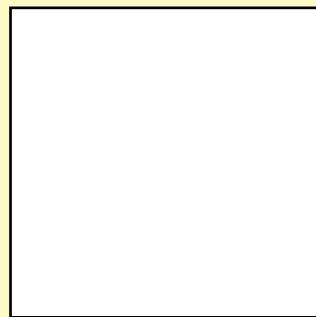
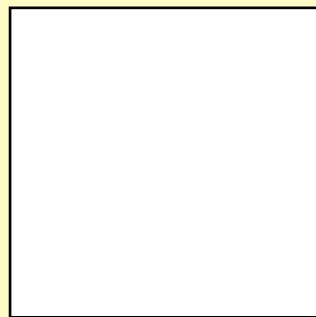
Quel est le point commun ?



Animal - couleur



Les dessins, sont-ils pareils ou différents ?
Clique sur le bon symbole.



La même forme

La même couleur

Le même motif

Le même contour

Quel est le point commun ? Levels 26 to 30

When the student clicks on this icon , the tablet will say, using a French synthetic voice, the instruction written in black.

The student must find the only common point between the two images. The student must click on the correct box below the images.

If the student makes a mistake, the wrong card they clicked on will be lightly colored in red.

Then the student can try again to find the correct answer.

The student has an unlimited number of attempts.

There must be only one solution to succeed in this part of the level.

When the student has found the correct card, one more box in the progress bar fills up and a big "BRAVO !" appears on the screen to motivate the student.

When all five parts of the progress bar are filled, the level is complete.

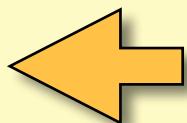
Each part of the level must be played five times to move on to the next level.

There is no time limit to complete the parts of the levels.

For these levels, use the images contained in the file "classification numeros 26 a 30".



When you press the arrow, you return to the "Classification" page.

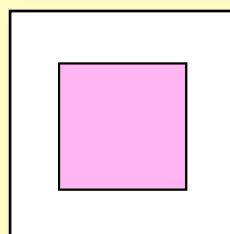
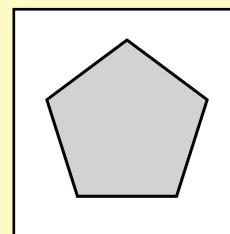
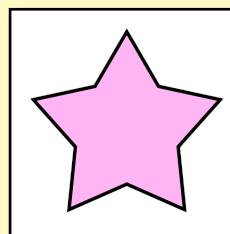
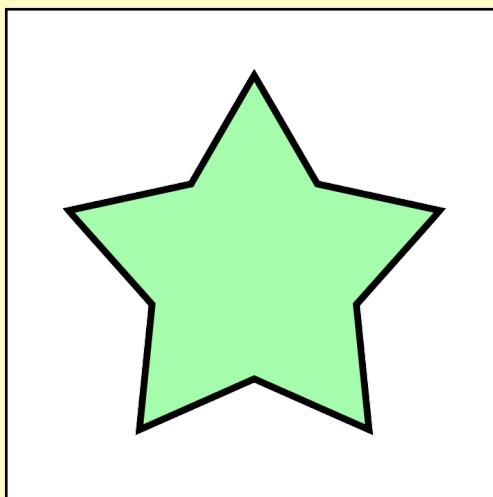
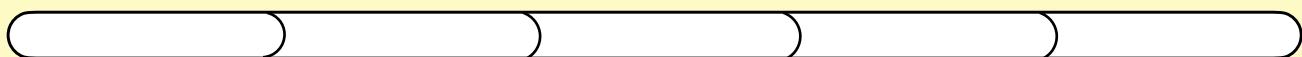


La bonne image

Forme - couleur



Trouve l'image qui a exactement un point commun avec l'image présentée.
Clique sur la bonne image.



La bonne image

Levels 1 to 5

When the student clicks on this icon , the tablet will say, using a French synthetic voice, the instruction written in black.

The student must click on an image that has exactly one point in common with the image on the left.
If the student makes a mistake, the wrong card they clicked on will be lightly colored in red.

Then the student can try again to find the correct card.

The student has an unlimited number of attempts.

There must be only one solution to succeed in this part of the level.

When the student has found the correct card, one more box in the progress bar fills up and a big "BRAVO !" appears on the screen to motivate the student.

When all five parts of the progress bar are filled, the level is complete.

Each part of the level must be played five times to move on to the next level.

There is no time limit to complete the parts of the levels.

For these levels, use the images contained in the file "classification numeros 1 a 5".



When you press the arrow, you return to the "Classification" page.

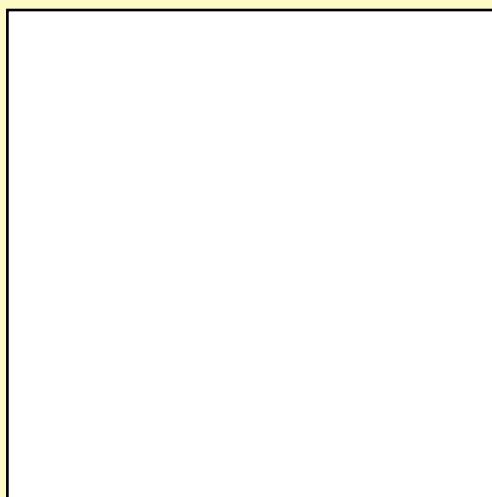
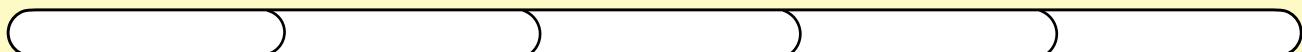


La bonne image

Animal - couleur



Trouve l'image qui a exactement un point commun avec l'image présentée.
Clique sur la bonne image.



La bonne image

Levels 6 to 10

When the student clicks on this icon , the tablet will say, with a French synthetic voice, the instruction written in black.

The student must click on an image that has exactly one point in common with the image on the left.
If the student makes a mistake, the wrong card they clicked on will be lightly colored in red.

Then the student can try again to find the correct card.

The student has an unlimited number of attempts.

There must be only one solution to succeed in this part of the level.

When the student has found the correct card, one more box in the progress bar fills up and a big "BRAVO !" appears on the screen to motivate the student.

When all five parts of the progress bar are filled, the level is complete.

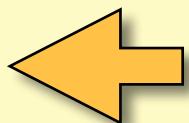
Each part of the level must be played five times to move on to the next level.

There is no time limit to complete the parts of the levels.

For these levels, use the images contained in the file "classification numeros 6 a 10".



When you press the arrow, you return to the "Classification" page.

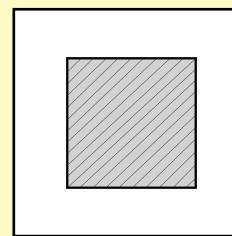
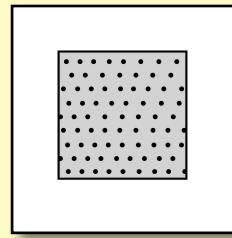
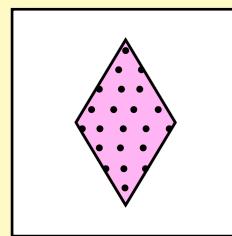
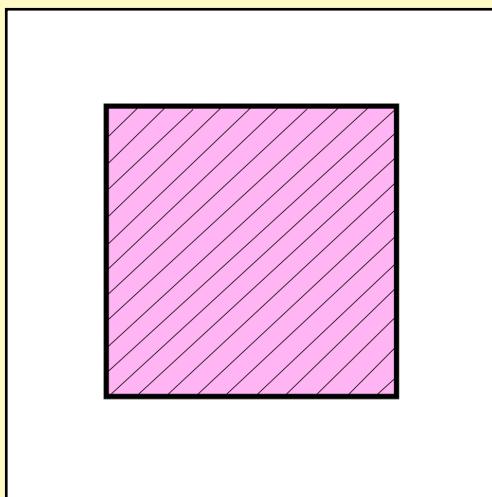


La bonne image

Forme - couleur - motif



Trouve l'image qui a exactement un point commun avec l'image présentée.
Clique sur la bonne image.



La bonne image

Levels 11 to 15

When the student clicks on this icon , the tablet will say, with a French synthetic voice, the instruction written in black.

The student must click on an image that has exactly one point in common with the image on the left.

If the student makes a mistake, the wrong card they clicked on will be lightly colored in red.

Then the student can try again to find the correct card.

The student has an unlimited number of attempts.

There must be only one solution to succeed in this part of the level.

When the student has found the correct card, one more box in the progress bar fills up and a big « BRAVO ! » appears on the screen to motivate the student.

When all five parts of the progress bar are filled, the level is complete.

Each part of the level must be played five times to be able to move on to the next level.

There is no time limit to complete the parts of the levels.

For these levels, use the images contained in the file « classification numeros 11 a 15 ».



When you press the arrow, you return to the "Classification" page.

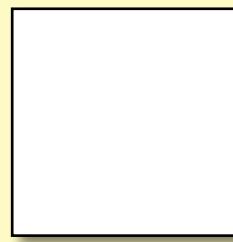
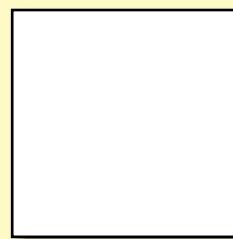
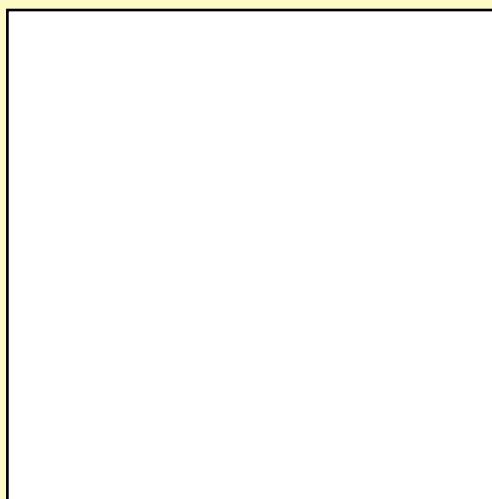


La bonne image

Animal - couleur - motif



Trouve l'image qui a exactement un point commun avec l'image présentée.
Clique sur la bonne image.



La bonne image

Levels 16 to 20

When the student clicks on this icon , the tablet will say, with a French synthetic voice, the instruction written in black.

The student must click on an image that has exactly one point in common with the image on the left.

If the student makes a mistake, the wrong card they clicked on will be lightly colored in red.

Then the student can try again to find the correct card.

The student has an unlimited number of attempts.

There must be only one solution to succeed in this part of the level.

When the student finds the right card, one more box in the progress bar colors in and a big "BRAVO!" appears on the screen to motivate the student.

When all five parts of the progress bar are colored, the level is complete.

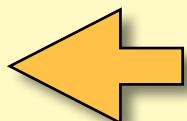
Each part of the level must be played five times to be able to move on to the next level.

There is no time limit to complete the parts of the levels.

For these levels, use the images contained in the file "classification numeros 16 a 20".



When you press the arrow, you return to the "Classification" page.

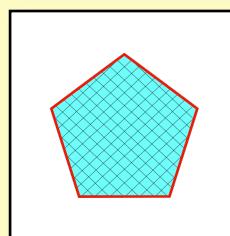
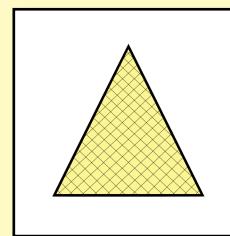
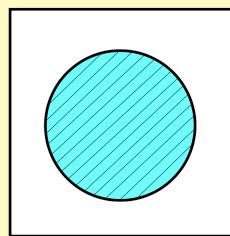
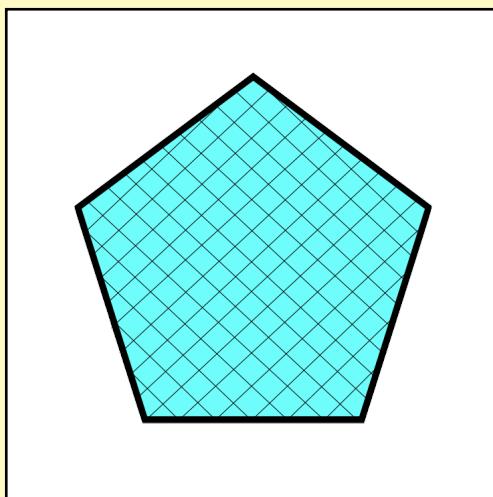
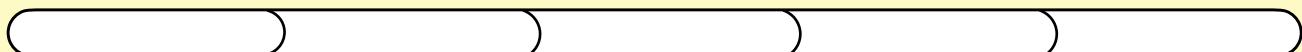


La bonne image

Forme - couleur - motif - contour



Trouve l'image qui a exactement un point commun avec l'image présentée.
Clique sur la bonne image.



La bonne image Levels 21 to 25

When the student clicks on this icon , the tablet will say, with a French synthetic voice, the instruction written in black.

The student must click on an image that has exactly one point in common with the image on the left.
If the student makes a mistake, the wrong card they clicked on will be lightly colored in red.

Then the student can try again to find the correct card.

The student has an unlimited number of attempts.

There must be only one solution to succeed in this part of the level.

When the student finds the right card, one more section of the progress bar colors in and a big
“BRAVO!” appears on the screen to motivate the student.

When all five sections of the progress bar are colored, the level is completed.

Each part of the level must be played five times to be able to move on to the next level.

There is no time limit for completing the parts of the levels.

For these levels, use the images contained in the file “classification numeros 21 a 25.”



When you press the arrow, you return to the "Classification" page.

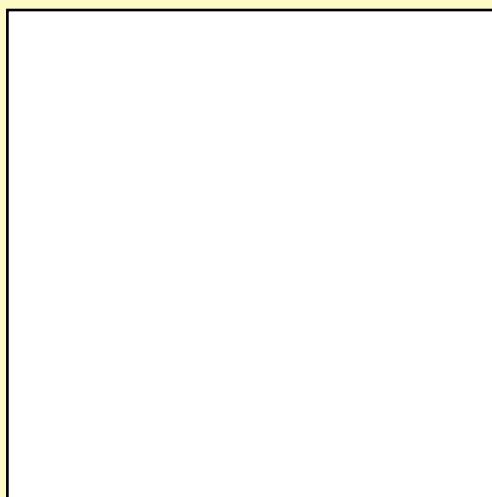
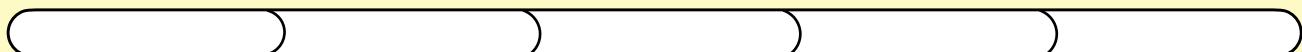


La bonne image

Animal - couleur - motif - contour



Trouve l'image qui a exactement un point commun avec l'image présentée.
Clique sur la bonne image.



La bonne image

Levels 26 to 30

When the student clicks on this icon , the tablet will say, with a French synthetic voice, the instruction written in black.

The student must click on an image that has exactly one common feature with the image on the left.

If the student makes a mistake, the wrong card they clicked on will be slightly colored in red.

Then the student can try again to find the correct card.

The student has an unlimited number of attempts.

There must be only one solution to successfully complete this part of the level.

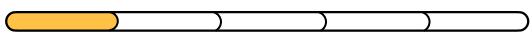
When the student has found the correct card, one more section of the progress bar will be colored and a big "BRAVO!" will appear on the screen to motivate the student.

When the five parts of the progress bar are colored, the level is completed.

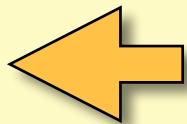
Each part of the level must be played five times to be able to pass to the next level.

There is no time limit to complete the parts of the levels.

For these levels, use the images contained in the file "classification numeros 26 a 30".



When you press the arrow, you return to the "Classification" page.

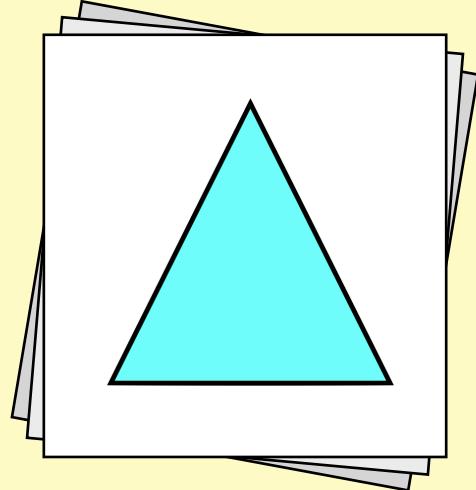
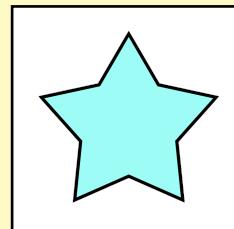
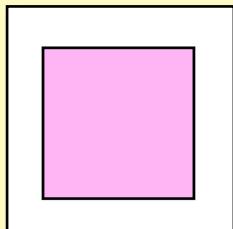
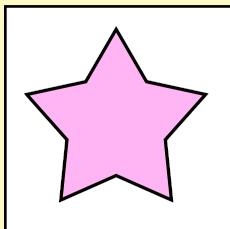
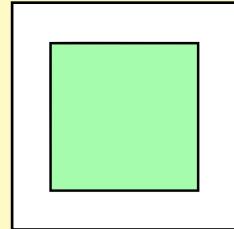
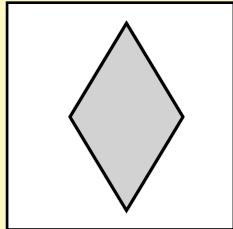
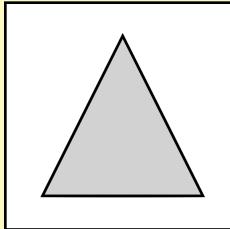
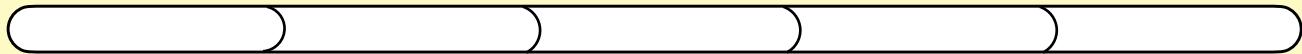


Sur la pile

Forme - couleur



Clique sur une image qui a au moins un point commun avec l'image sur la pile.



Sur la pile

Levels 1 to 5

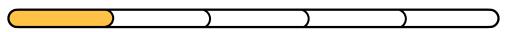
When the student clicks on this icon , the tablet will say, with a French synthetic voice, the instruction written in black.

The student must click on an image that has at least one common feature with the image on the right; the image on the right will be replaced by the one the student has chosen, and the image on the left disappears.

Then, they click on another image on the left that has at least one common feature with the new image on the right. And so on until there are no images left on the left.

The student must be able to select them all one after the other so that at the end none remain on the left. If the student makes a mistake, the card returns to its initial place.

There must be only one solution to complete the level successfully.



When the student has placed all their cards correctly, the progress bar colors more and more.

Each part of the level must be played five times to be able to move on to the next level.

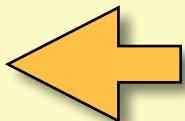
There is no time limit to complete the level.

For each level completed, a big "BRAVO!" appears on the screen to congratulate the student.

For these levels, use the images contained in the file "classification numeros 1 a 5".



When you press the arrow, you return to the "Classification" page.

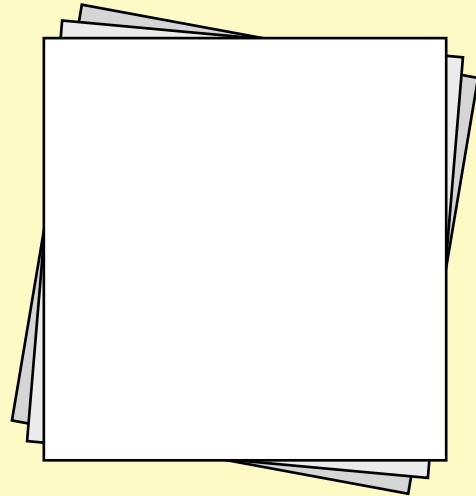
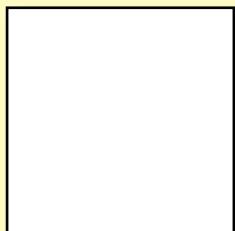
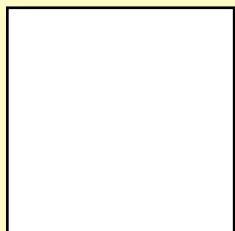
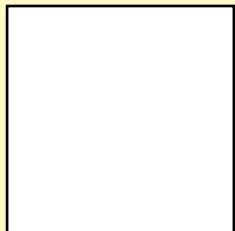
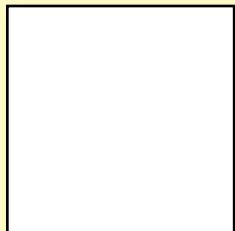
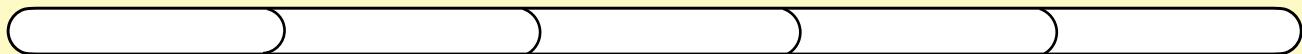


Sur la pile

Animal - couleur



Clique sur une image qui a au moins un point commun avec l'image sur la pile.



Sur la pile

Levels 6 to 10

When the student clicks on this icon the tablet will say, with a French synthetic voice, the instruction written in black.

The student must click on an image that has at least one common feature with the image on the right; the image on the right will be replaced by the one the student chose, and the image on the left disappears.

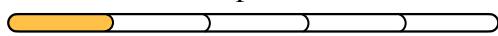
Then, they click on another image on the left that has at least one common feature with the new image on the right. And so on until no images remain on the left.

The student must be able to select all of them one after the other so that in the end, none remain on the left.

If the student makes a mistake, the card returns to its initial place.

There must be only one solution to successfully complete the level.

When the student has placed all their cards correctly, the progress bar colors more and more.



Each part of the level must be played five times to be able to move on to the next (niveau).

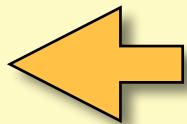
There is no time limit to complete the level.

For each level completed, a big "BRAVO!" appears on the screen to congratulate the student.

For these levels, use the images contained in the file "classification numeros 6 a 10".



When you press the arrow, you return to the "Classification" page.

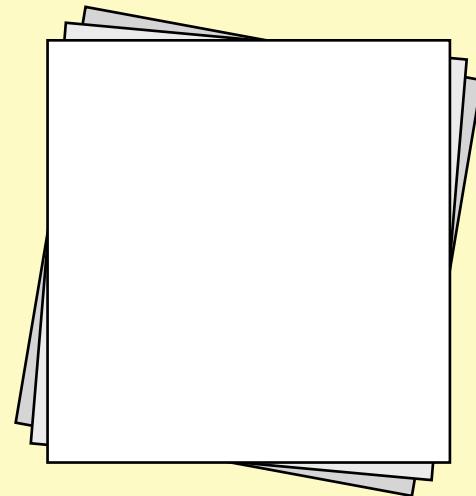
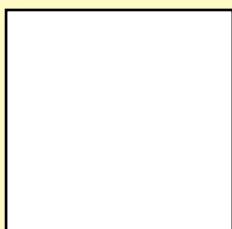
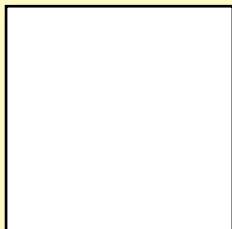
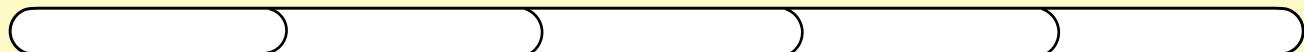


Sur la pile

Forme - couleur - motif



Clique sur une image qui a au moins un point commun avec l'image sur la pile.



Sur la pile

Levels 11 to 15

When the student clicks on this icon , the tablet will say, with a French synthetic voice, the instruction written in black.

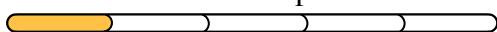
The student must click on an image that has at least one common feature with the image on the right; the image on the right will be replaced by the one the student chose, and the image on the left disappears. Then, they click on another image on the left that has at least one common feature with the new image on the right. And so on until no images remain on the left.

The student must be able to select all of them one after the other so that in the end, none remain on the left.

If the student makes a mistake, the card returns to its initial place.

There must be only one solution to successfully complete the level.

When the student has placed all their cards correctly, the progress bar colors more and more.



Each part of the (niveau) must be played five times to be able to move on to the next level.

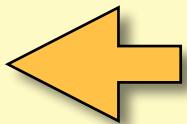
There is no time limit to complete the (niveau).

For each level completed, a big "BRAVO!" appears on the screen to congratulate the student.

For these levels, use the images contained in the file "classification numeros 11 a 15".



When you press the arrow, you return to the "Classification" page.

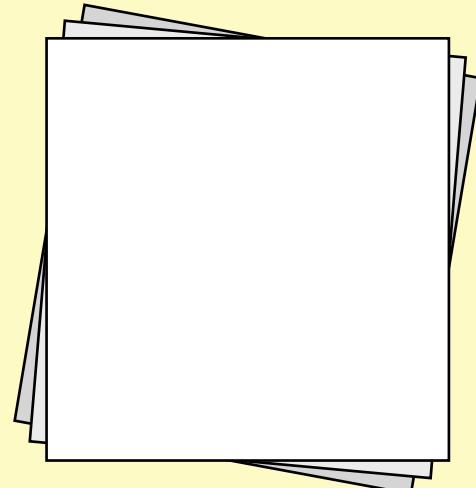
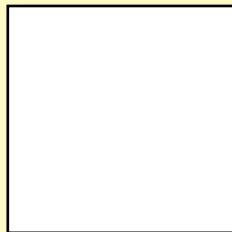
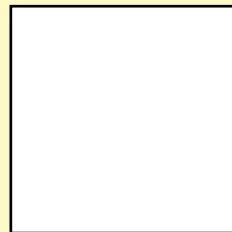
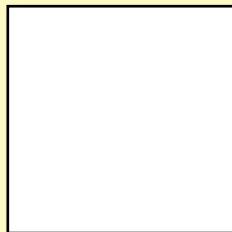
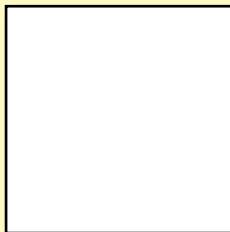
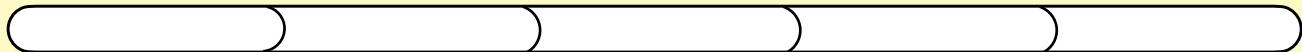


Sur la pile

Animal - couleur - motif



Clique sur une image qui a au moins un point commun avec l'image sur la pile.



Sur la pile Levels 16 to 20

When the student clicks on this icon , the tablet will say, with a French synthetic voice, the instruction written in black.

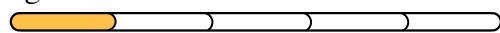
The student must click on an image that has at least one (point commun) with the image on the right; the image on the right will be replaced by the one the student chose, and the image on the left disappears. Then, they click on another image on the left that has at least one common feature with the new image on the right. And so on until no images remain on the left.

The student must be able to select all of them one after the other so that, in the end, none remain on the left.

If the student makes a mistake, the card returns to its initial place.

There must be only one solution to successfully complete the level.

When the student has placed all the cards correctly, the progress bar colors more and more.



Each part of the level must be played five times to be able to move on to the next level.

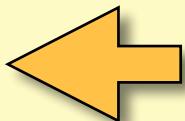
There is no time limit to complete the level.

For each level completed, a big "BRAVO!" appears on the screen to congratulate the student.

For these levels, use the images contained in the file "classification numeros 16 a 20".



When you press the arrow, you return to the "Classification" page.

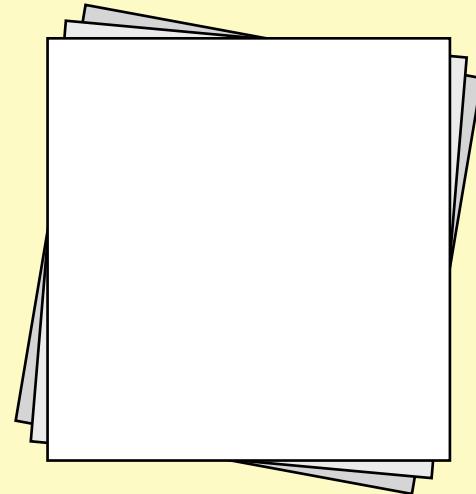
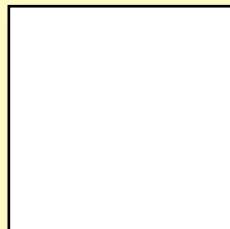
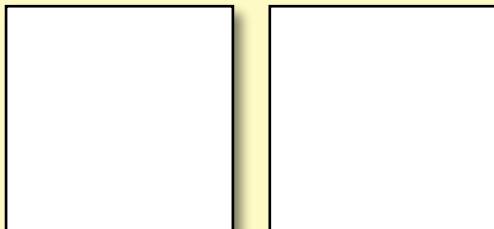
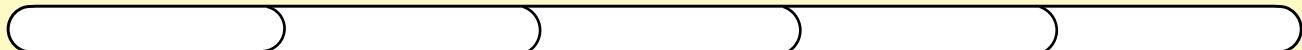


Sur la pile

Forme - couleur - motif - contour



Clique sur une image qui a au moins un point commun avec l'image sur la pile.



Sur la pile

Levels 21 to 25

When the student clicks on this icon (Speaker), the tablet will say, with a French synthetic voice, the instruction written in black.

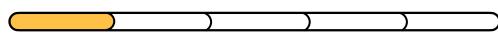
The student must click on an image that has at least one common feature with the image on the right; the image on the right will be replaced by the one the student chose, and the image on the left disappears. Then, they click on another image on the left that has at least one common feature with the new image on the right. And so on until no images remain on the left.

The student must be able to select all of them one after the other so that, in the end, none remain on the left.

If the student makes a mistake, the card returns to its initial place.

There must be only one solution to successfully complete the level.

When the student has placed all the cards correctly, the progress bar gradually fills with color.



Each part of the level must be played five times to be able to move on to the next (niveau).

There is no time limit to complete the level.

For each level completed, a big "BRAVO!" appears on the screen to congratulate the student.

For these levels, use the images contained in the file "classification numeros 21 a 25".



When you press the arrow, you return to the "Classification" page.

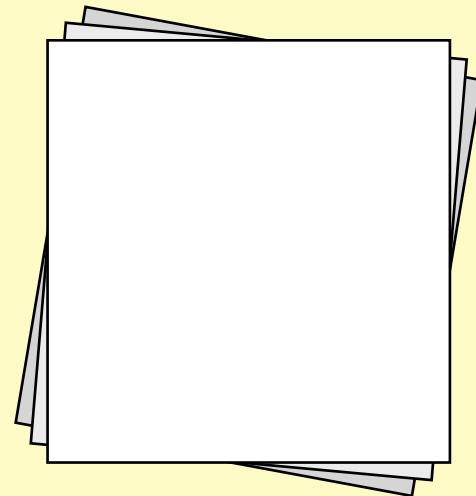
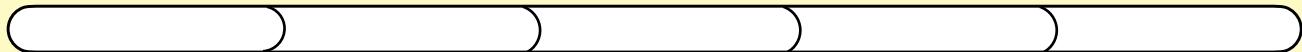


Sur la pile

Animal - couleur - motif - contour



Clique sur une image qui a au moins un point commun avec l'image sur la pile.



Sur la pile

Levels 26 to 30

When the student clicks on this icon , the tablet will say, with a French synthetic voice, the instruction written in black.

The student must click on an image that has at least one common feature with the image on the right; the image on the right will be replaced by the one the student chose, and the image on the left disappears.

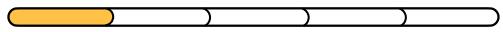
Then, they click on another image on the left that has at least one (point commun) with the new image on the right. And so on until no images remain on the left.

The student must be able to select all of them one after the other so that, in the end, none remain on the left.

If the student makes a mistake, the card returns to its initial place.

There must be only one solution to successfully complete the (niveau).

When the student has placed all the cards correctly, the progress bar gradually fills with color.



Each part of the level must be played five times to be able to move on to the next level.

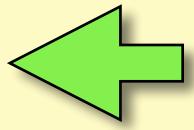
There is no time limit to complete the level.

For each level completed, a big "BRAVO!" appears on the screen to congratulate the student.

For these levels, use the images contained in the file "classification numeros 26 a 30".



When you press the arrow, you return to the "Classification" page.



Sériation

Le plus petit - le plus grand

- | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |

Plus petit que... - plus grand que...

- | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |

Vrai - Faux

- | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |

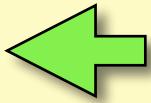
Sériation

On this page, there are all the levels for the “sériation” games.
The student clicks on a number and it opens the page of the level.
Once the level is completed, the circle becomes orange as shown below.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

 When you press the arrow, you go back to the home page.

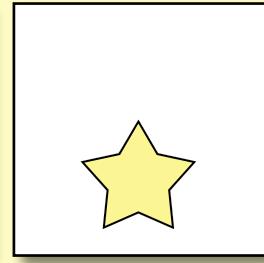
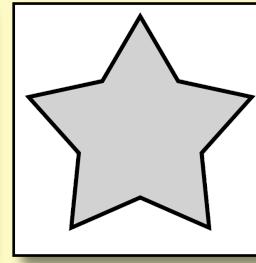
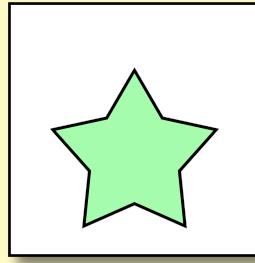
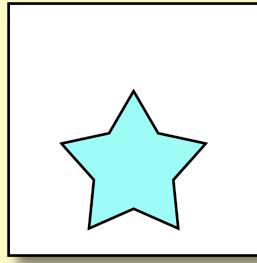
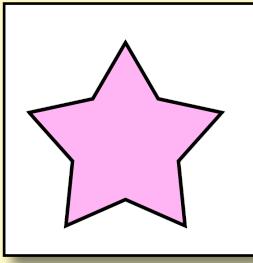
Le plus petit - le plus grand



Formes



Quelle est la plus grande étoile ?



- Quelle est la plus grande étoile ?
- Quelle est la plus petite étoile ?
- Quel est le plus grand carré ?
- Quel est le plus petit carré ?
- Quel est le plus grand losange ?
- Quel est le plus petit losange ?
- Quel est le plus grand pentagone ?
- Quel est le plus petit pentagone ?
- Quel est le plus grand rond ?
- Quel est le plus petit rond ?
- Quel est le plus grand triangle ?
- Quel est le plus petit triangle ?



Le plus petit - le plus grand Levels 1 to 10

Randomize these questions.

When the student clicks on this icon (Speaker icon), the tablet will say, with a French synthetic voice, the instruction written in black.

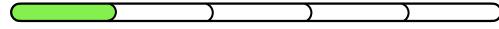
The student must click on an image that answers the question.

They must click on the image that corresponds to the answer to the question.

If the student makes a mistake, the card will be lightly colored in red.

There can be several correct answers to succeed in the level.

When the student finds the correct answer, the box is lightly colored in green and the progress bar colors up progressively.



Each part of the level must be played five times to be able to move to the next level.

There is no time limit to complete the level.

For each completed level, a big "BRAVO !" appears on the screen to congratulate the student.

Attention! The images are not centered inside the white squares. They are all bottom-aligned.

For these levels, use the images contained in the file "seriation numeros 1 a 10".



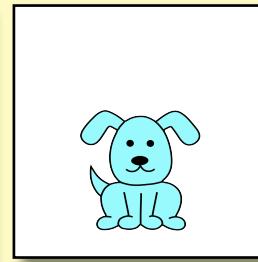
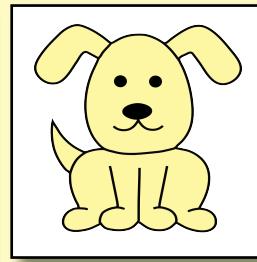
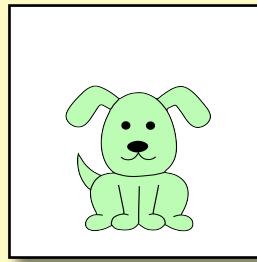
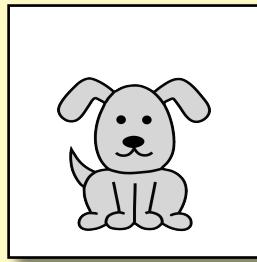
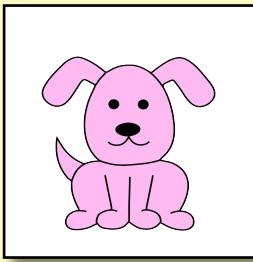
When you press the arrow, you return to the "Sériation" page.

Le plus petit - le plus grand

Animaux



Quelle est la plus grande étoile ?



Le plus petit - le plus grand Levels 11 to 20

Quelle est la plus grande souris ?

Quelle est la plus petite souris ?

Quel est le plus grand chien ?

Quel est le plus petit chien ?

Quel est le plus grand hippopotame ?

Quel est le plus petit hippopotame ?

Quel est le plus grand écureuil ?

Quel est le plus petit écureuil ?



Randomize these questions.

When the student clicks on this icon (Speaker icon), the tablet will say, with a French synthetic voice, the instruction written in black.

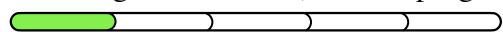
The student must click on an image that answers the question.

They must click on the image that corresponds to the answer to the question.

If the student makes a mistake, the card will be lightly colored in red.

There may be several solutions to pass the level.

When the student finds the correct solution, the box will be lightly colored in green and the (barre de progression) will gradually color.



Each part of the level must be played five times to move on to the next level.

There is no time limit to complete the level.

Each successful level, a big "BRAVO!" appears on the screen to congratulate the student.

Warning! The images are not centered in the white squares. They are all aligned at the bottom.

For these levels, use the images contained in the file "seriation numeros 11 a 20".



When you press the arrow, you return to the "Sériation" page.

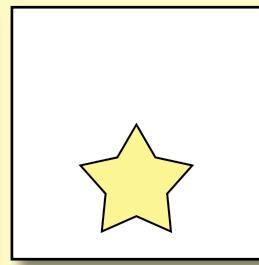
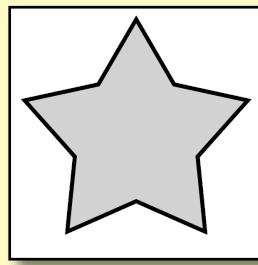
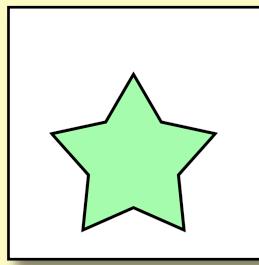
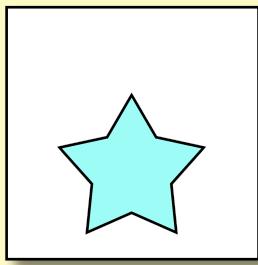
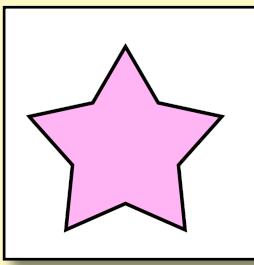
Plus petit que... - Plus grand que...



Formes (1 comparateur)



Trouve une étoile plus grande que l'étoile verte.



Plus petit que... - Plus grand que...

Levels 1 to 10



Trouve un/une ... plus grand(e) que ...
Trouve un/une ... plus petit(e) que ...



The instructions, shapes and colors are randomized.
Be careful, the instruction must correspond to the given shapes and colors.

When the student clicks on this icon , the tablet will say, with a French synthetic voice, the instruction written in black.

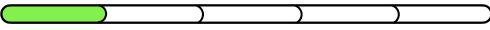
The student must click on an image that answers the question.

They must click on the image that corresponds to the answer to the question.

If the student makes a mistake, the card will be slightly colored in red.

There can be multiple solutions to complete the level.

When the student has found the correct solution, the box is slightly colored in green and the progress bar colors progressively.



Each part of the level must be played five times to move on to the next level.

There is no time limit to complete the level.

Each completed level triggers a big "BRAVO!" on the screen to congratulate the student.

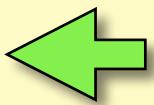
Attention! The images are not centered in the white squares. They are all aligned at the bottom.

For these levels, use the images contained in the file "seriation numeros 1 a 10."



When you press the arrow, you return to the "Sériation" page.

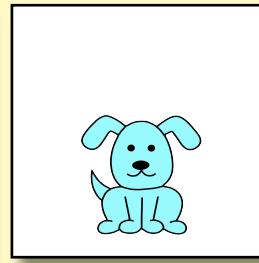
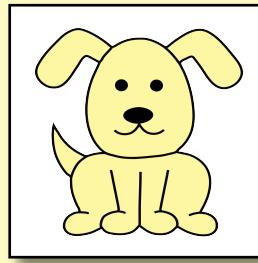
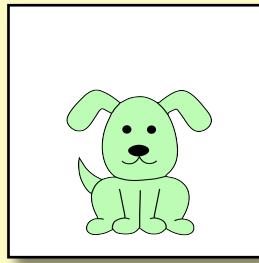
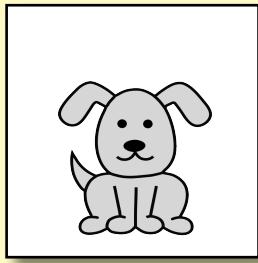
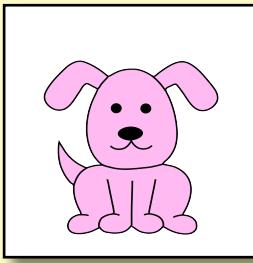
Plus petit que... - Plus grand que...



Animaux (1 comparateur)



Trouve un chien plus petit que le chien rose.



Plus petit que... - Plus grand que... Levels 11 to 20



Trouve un/une ... plus grand(e) que ...
Trouve un/une ... plus petit(e) que ...



The instructions, animals, and colors are randomized.
Attention, the instruction must match the given animals and colors.

When the student clicks on this icon , the tablet will say, with a French synthetic voice, the instruction written in black.

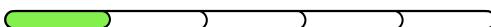
The student must click on an image that answers the question.

They must click on the image that corresponds to the answer to the question.

If the student makes a mistake, the card will be slightly colored in red.

There can be multiple correct answers to succeed in the level.

When the student has found a correct answer, the square is slightly colored in green and the progress bar colors progressively.



Each part of the level must be played five times to be able to move to the next level.

There is no time limit to complete the level.

Each completed level shows a big « BRAVO ! » on the screen to congratulate the student.

Warning! The images are not centered in the white squares. They are all aligned at the bottom.

For these levels, use the images contained in the file « seriation numeros 11 a 20 ».



When you press the arrow, you return to the "Sériation" page.

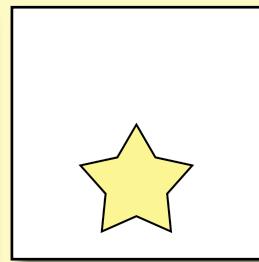
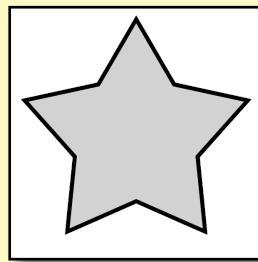
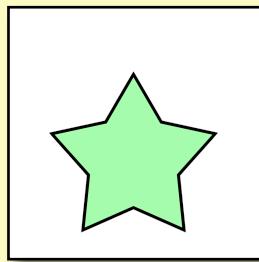
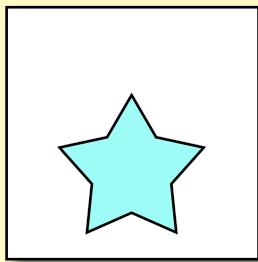
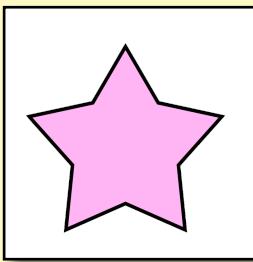
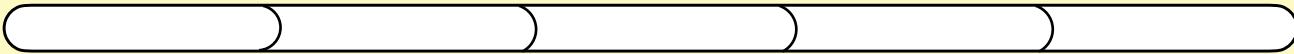
Plus petit que... - Plus grand que...



Formes (2 comparateurs)



Trouve une étoile plus grande que l'étoile verte et plus petite que l'étoile grise.



Plus petit que... - Plus grand que...

Levels 21 to 30



Trouve un(e) ... plus grande que ... et plus petite que ...

Trouve un(e) ... plus petite que ... et plus grande que ...

Trouve un(e) ... plus petite que ... et plus petite ...

Trouve un(e) ... plus grande que ... et plus grande ...



The instructions, shapes, and colors are randomized. Attention, the instruction must match the given shapes and colors.

When the student clicks on this icon , the tablet will say, with a French synthetic voice, the instruction written in black.

The student must click on an image that answers the question.

They must click on the image that corresponds to the answer to the question.

If the student makes a mistake, the card will be slightly colored in red.

There may be multiple correct answers to pass the level.

When the student finds the correct answer, the box colors slightly in green and the progress bar gradually fills up.

Each part of the level must be played five times to move on to the next level.

There is no time limit to complete the level.



Each completed level triggers a big "BRAVO!" to appear on the screen to congratulate the student.

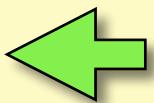
Attention! The images are not centered in the white squares. They are all aligned at the bottom.

For these levels, use the images contained in the file "seriation numeros 1 a 10."



When you press the arrow, you return to the "Sériation" page.

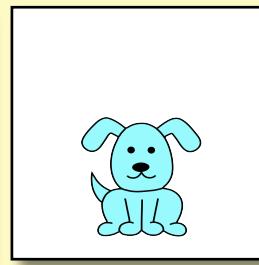
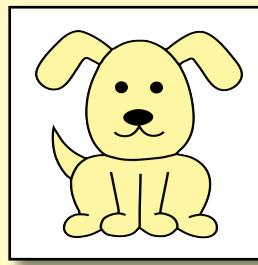
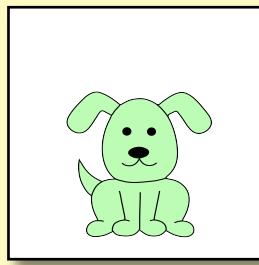
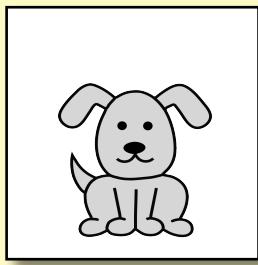
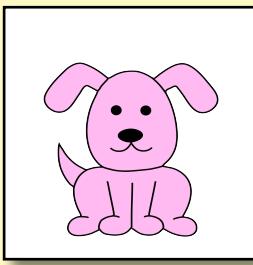
Plus petit que... - Plus grand que...



Animaux (2 comparateurs)



Trouve un chien plus petit que le chien rose.



Plus petit que... - Plus grand que...

Levels 21 to 30



Trouve un(e) ... plus grande que ... et plus petite que ...

Trouve un(e) ... plus petite que ... et plus grande que ...

Trouve un(e) ... plus petite que ... et plus petite ...

Trouve un(e) ... plus grande que ... et plus grande ...



► The instructions, animals, and colors are randomized Attention, the instruction must match the given animals and colors.

When the student clicks on this icon , the tablet will say, with a French synthetic voice, the instruction written in black.

The student must click on an image that answers the question.

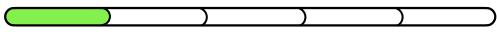
They must click on the image that corresponds to the answer to the question.

If the student makes a mistake, the card will be slightly colored in red.

There may be multiple correct answers to pass the level.

When the student finds the correct answer, the box colors slightly in green and the progress bar gradually fills up. Each part of the level must be played five times to move on to the next level.

There is no time limit to complete the level.



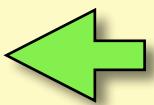
Each completed level triggers a big "BRAVO!" to appear on the screen to congratulate the student.

Attention! The images are not centered in the white squares. They are all aligned at the bottom.

For these levels, use the images contained in the file "seriation numeros 11 a 20."



When you press the arrow, you return to the "Sériation" page.

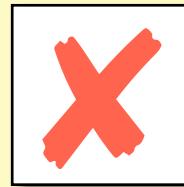
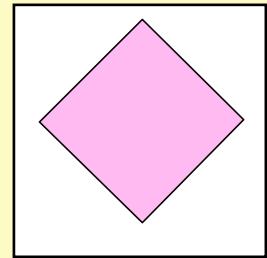
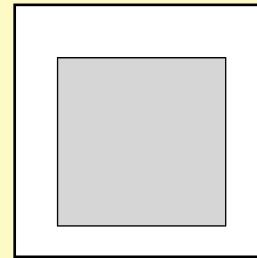
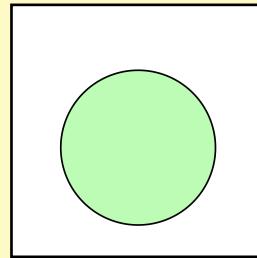
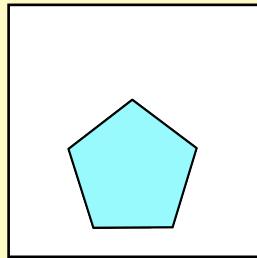
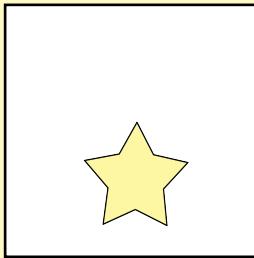


Vrai - Faux

Formes



Le pentagone bleu est **plus petit que** le carré gris.
Clique sur le bon symbole.



Vrai - Faux Levels 1 to 10



... **est plus petit que**
... **est plus grand que** ...



The instructions, shapes, and colors are randomized. Attention, the instruction must match the given shapes and colors.

When the student clicks on this icon , the tablet will say, with a French synthetic voice, the instruction written in black.

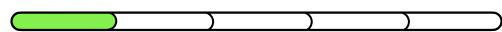
The student must click on the button or

If the student makes a mistake, move on to another question and the progress bar does not fill.

When the student finds the correct answer, the progress bar gradually fills.

Each part of the level must be played five times to move on to the next level.

There is no time limit to complete the level.



Each completed level triggers a big “BRAVO!” to appear on the screen to congratulate the student.

Attention! The images are not centered in the white squares. They are all aligned at the bottom and arranged from the smallest image (on the left) to the largest image (on the right).

For these levels, use the images contained in the file “seriation numeros 1 a 10.”



When you press the arrow, you return to the “Sériation” page.

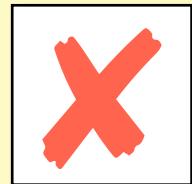
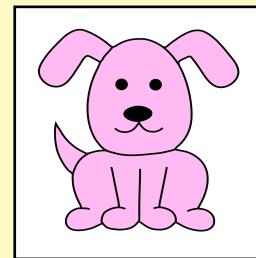
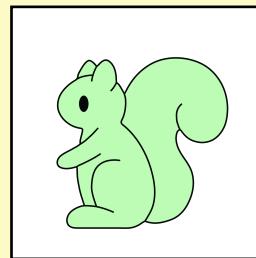
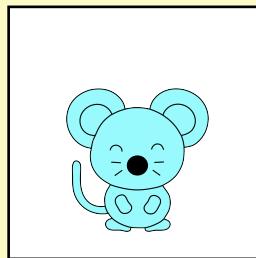
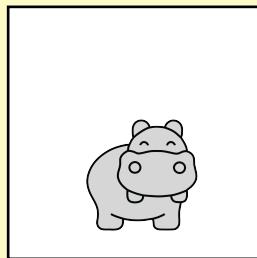


Vrai - Faux

Animaux



Le pentagone bleu est **plus petit que** le carré gris.
Clique sur le bon symbole.



Vrai - Faux Levels 1 to 20



... est **plus petit que**
... est **plus grand que** ...

The instructions, animals, and colors are randomized. Attention, the instruction must match the given animals and colors.

When the student clicks on this icon , the tablet will say, with a French synthetic voicee, the instruction written in black.

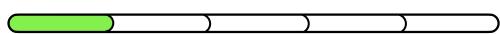
The student must click on the button or .

If the student makes a mistake, move on to another question and the progress bar does not fill.

When the student finds the correct answer, the progress bar gradually fills.

Each part of the level must be played five times to move on to the next level.

There is no time limit to complete the level.



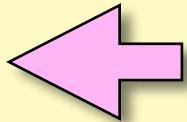
Each completed level triggers a big "BRAVO!" to appear on the screen to congratulate the student.

Attention! The images are not centered in the white squares. They are all aligned at the bottom and arranged from the smallest image (on the left) to the largest image (on the right).

For these levels, use the images contained in the file "seriation numeros 11 a 20".



When you press the arrow, you return to the "Sériation" page.



Conservation

La bonne phrase (vidéos)

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

"For now, there is nothing in these two games. When clicking on a number, nothing happens."

Les phrases à trou (vidéos)

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

Moins - autant - plus

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

La bonne situation

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

La phrase à 2 trous

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

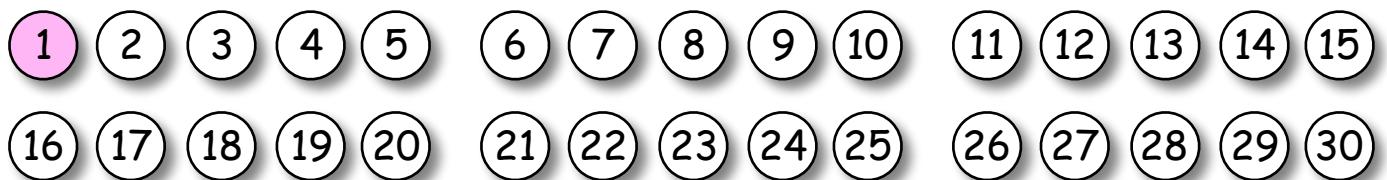
Je complète

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

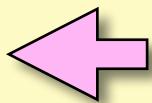
On this page, all the levels for the « conservation» games are displayed.

The student clicks on a number, and it opens the level's page.

Once the level is completed, the circle turns orange, as shown below.



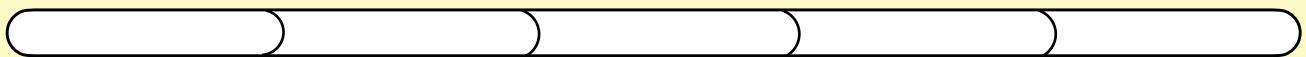
When you press the arrow, you return to the « Jeux logico mathématiques » page.



La bonne phrase



Regarde la vidéo et réponds .



À la fin, il y a moins de ... qu'au début.



À la fin, il y a autant de ... qu'au début.



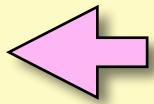
À la fin, il y a plus de ... qu'au début.



Lorsqu'on appuie sur la flèche, on peut regarder une fois la vidéo qu'on vient de voir.



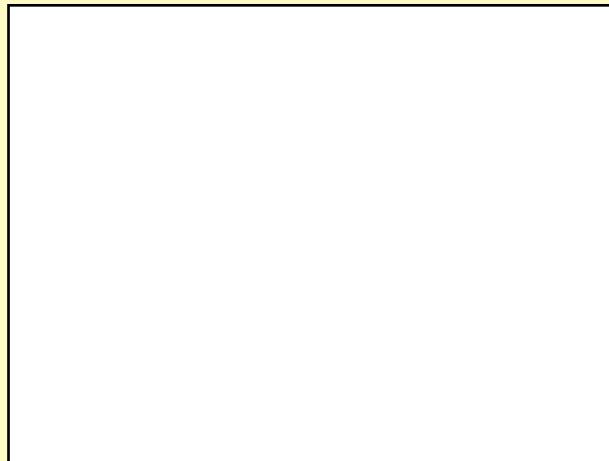
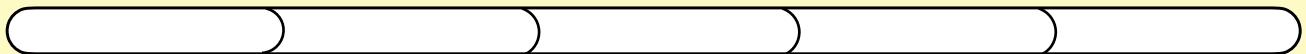
Lorsqu'on appuie sur la flèche, on revient sur la page « conservation ».



Phrases à trou



Regarde la vidéo et réponds .



Il y a ... de

moins

autant

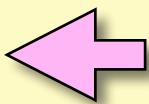
plus



Lorsqu'on appuie sur la flèche, on peut regarder une fois la vidéo qu'on vient de voir.



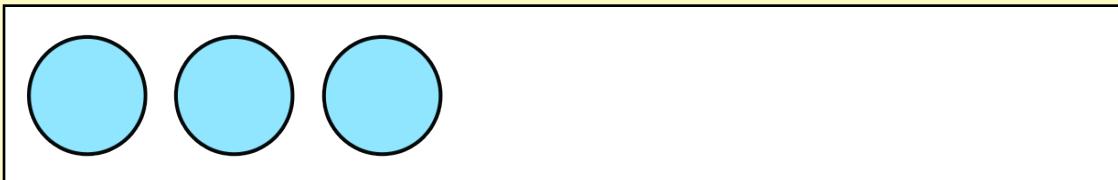
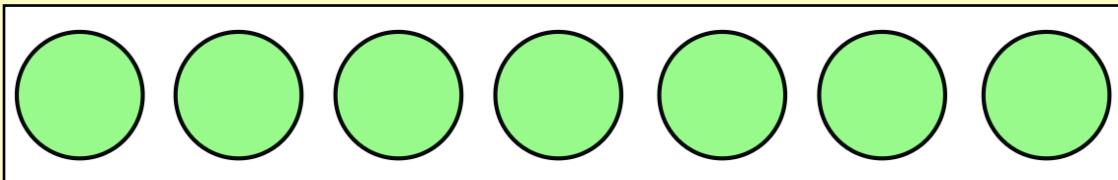
Lorsqu'on appuie sur la flèche, on revient sur la page « conservation ».



Moins - autant - plus



Regarde l'image et choisis la bonne réponse.



Il y a moins de jetons verts que de jetons bleus.



Il y a autant de jetons verts que de jetons bleus.



Il y a plus de jetons verts que de jetons bleus.

Moins - autant - plus

Levels 1 to 10

Il y a plus de jetons bleus que de jetons jaunes.
 Il y a moins de jetons bleus que de jetons jaunes.
 Il y a plus de jetons bleus que de jetons rouges.
 Il y a moins de jetons bleus que de jetons rouges.
 Il y a plus de jetons bleus que de jetons verts.
 Il y a moins de jetons bleus que de jetons verts.
 Il y a plus de jetons jaunes que de jetons bleus.
 Il y a moins de jetons jaunes que de jetons bleus.
 Il y a plus de jetons jaunes que de jetons rouges.
 Il y a moins de jetons jaunes que de jetons rouges.
 Il y a plus de jetons jaunes que de jetons verts.
 Il y a moins de jetons jaunes que de jetons verts.
 Il y a plus de jetons rouges que de jetons jaunes.
 Il y a moins de jetons rouges que de jetons jaunes.
 Il y a plus de jetons rouges que de jetons bleus.
 Il y a moins de jetons rouges que de jetons bleus.
 Il y a plus de jetons rouges que de jetons verts.
 Il y a moins de jetons rouges que de jetons verts.

Il y a plus de jetons verts que de jetons bleus.
 Il y a moins de jetons verts que de jetons bleus.
 Il y a plus de jetons verts que de jetons jaunes.
 Il y a moins de jetons verts que de jetons jaunes.
 Il y a plus de jetons verts que de jetons rouges.
 Il y a moins de jetons verts que de jetons rouges.
 Il y a autant de jetons bleus que de jetons jaunes.
 Il y a autant de jetons bleus que de jetons rouges.
 Il y a autant de jetons bleus que de jetons verts.



Here are all the possible instructions. Attention, the instruction must match the given jetons and colors. The instructions, jetons, and colors are randomized, but each time there must be once "plus", once "moins", and once "autant" per page.

When the student clicks on this icon , the tablet will say, with a French synthetic voice,
 The student observes the image and must look if there are fewer, as many, or more (jetons) green or blue.

The student must click one of the three buttons below the image.

Sometimes the question is about the number of blue (jetons) and sometimes about the number of green (jetons) (randomly).
 If the student makes a mistake, the box colors slightly red and the progress bar does not fill.

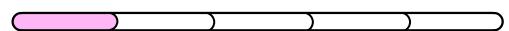
When the student finds the correct answer, the box colors slightly green and the progress bar fills progressively.

Each part of the level must be played five times to be able to move to the next level.

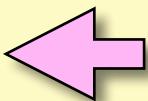
There is no time limit to complete the level.

For each level completed, a big "BRAVO !" appears on the screen to congratulate the student.

For these levels, use the images contained in the file "conservation numeros 1 a 10".



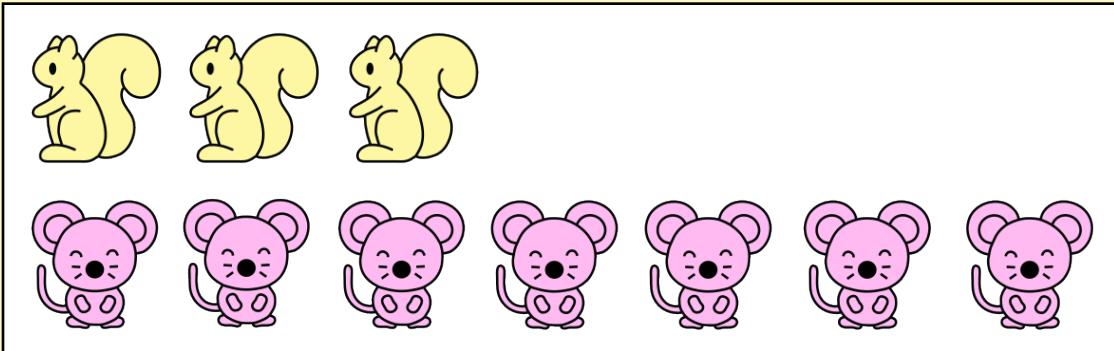
When pressing the arrow, you return to the « conservation » page.



Moins - autant - plus



Regarde l'image et choisis la bonne réponse.



Il y a moins d'écureuils jaunes que de souris roses.



Il y a autant d'écureuils jaunes que de souris roses.



Il y a plus d'écureuils jaunes que de souris roses.



Il y a plus d'écureuils jaunes que de souris roses.
Il y a moins d'écureuils jaunes que de souris roses.
Il y a plus de souris roses que d'écureuils jaunes.
Il y a moins de souris roses que d'écureuils jaunes.
Il y a autant d'écureuils jaunes que de souris roses.
Il y a plus d'écureuils jaunes que de chiens bleus.
Il y a moins d'écureuils jaunes que de souris chiens bleus.
Il y a autant d'écureuils jaunes que de chiens bleus.
Il y a moins de souris roses que de chiens bleus.
Il y a plus de souris roses que de chiens bleus.
Il y a autant de souris roses que de chiens bleus.
Il y a moins de chiens bleus que d'écureuils jaunes.
Il y a plus de chiens bleus que d'écureuils jaunes.
Il y a autant de chiens bleus que d'écureuils jaunes.

Il y a plus de chiens bleus que de souris roses.
Il y a moins de chiens bleus que de souris roses.
Il y a autant de chiens bleus que souris roses.

Here are all the possible instructions.
Be careful: the instruction must match the animals and the colors given.
The instructions, animals, and colors are randomized, but each page must contain exactly one "more," one "less," and one "as many" instruction.

When the student clicks on this icon , the tablet will say aloud, using a French synthetic voice, the instruction written.
The student observes the image and must determine whether there are fewer (moins), the same number (autant), or more (plus) yellow squirrels (écureuils jaunes) or pink mice (souris roses).

They must click on one of the three buttons below the image.

Sometimes the question is about the number of mice (souris), sometimes about the number of squirrels (écureuils) (randomly).

If the student makes a mistake, the box will lightly turn red and the progress bar will not advance.

When the student finds the correct answer, the box will lightly turn green and the progress bar will fill up progressively.

Each part of the level must be played five times to advance to the next level.

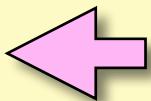
There is no time limit to complete the level.

When a level is successfully completed, a big "BRAVO!" appears on the screen to congratulate the student.

For these levels, use the images contained in the file "conservation numbers 11 to 20".



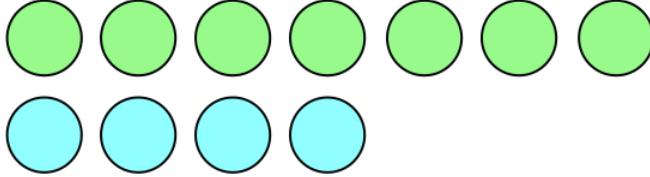
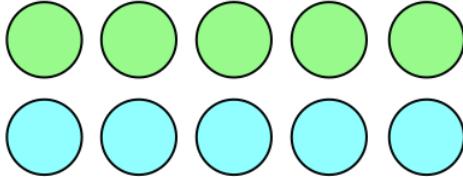
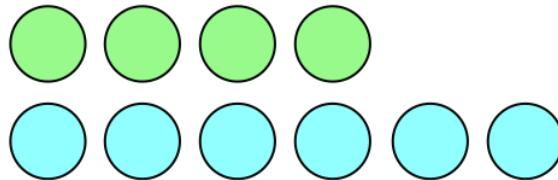
When pressing the arrow, you return to the « conservation » page.



La bonne situation



Il y a plus de jetons verts que de jetons bleus.



La bonne situation

Levels 1 to 10

Il y a plus de jetons bleus que de jetons jaunes.
Il y a moins de jetons bleus que de jetons jaunes.
Il y a plus de jetons bleus que de jetons rouges.
Il y a moins de jetons bleus que de jetons rouges.
Il y a plus de jetons bleus que de jetons verts.
Il y a moins de jetons bleus que de jetons verts.
Il y a plus de jetons jaunes que de jetons bleus.
Il y a moins de jetons jaunes que de jetons bleus.
Il y a plus de jetons jaunes que de jetons rouges.
Il y a moins de jetons jaunes que de jetons rouges.
Il y a plus de jetons jaunes que de jetons verts.
Il y a moins de jetons jaunes que de jetons verts.
Il y a plus de jetons rouges que de jetons jaunes.
Il y a moins de jetons rouges que de jetons jaunes.
Il y a plus de jetons rouges que de jetons bleus.
Il y a moins de jetons rouges que de jetons bleus.
Il y a plus de jetons rouges que de jetons verts.
Il y a moins de jetons rouges que de jetons verts.

Il y a plus de jetons verts que de jetons bleus.
Il y a moins de jetons verts que de jetons bleus.
Il y a plus de jetons verts que de jetons jaunes.
Il y a moins de jetons verts que de jetons jaunes.
Il y a plus de jetons verts que de jetons rouges.
Il y a moins de jetons verts que de jetons rouges.
Il y a autant de jetons bleus que de jetons jaunes.
Il y a autant de jetons bleus que de jetons rouges.
Il y a autant de jetons bleus que de jetons verts.



Here are all the possible instructions. Be careful—the instruction must match the tokens and the given colors. The instructions, tokens, and colors are randomized.

When the student clicks on this icon , the tablet will say, with a French synthetic voice.

The student observes the three images and must look if there are fewer, as many, or more green or blue tokens.

The student must click on one of the three buttons following the instruction.

If the student is wrong, the box colors slightly red and the progress bar does not fill.

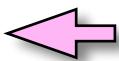
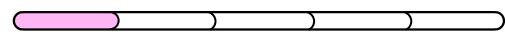
When the student finds the correct answer, the box colors slightly green and the progress bar fills progressively.

Each part of the level must be played five times to pass to the next level.

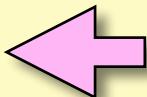
There is no time limit to complete the level.

Each completed level triggers a big “BRAVO!” on the screen to congratulate the student.

For these levels, use the images contained in the file “conservation numeros 1 a 10”



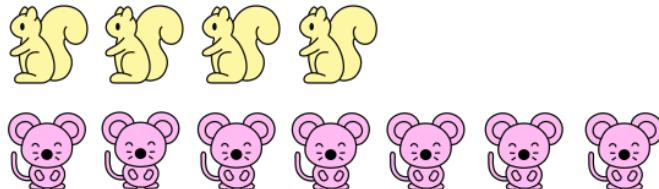
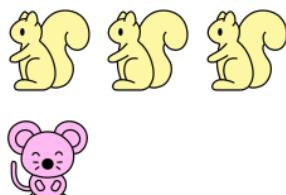
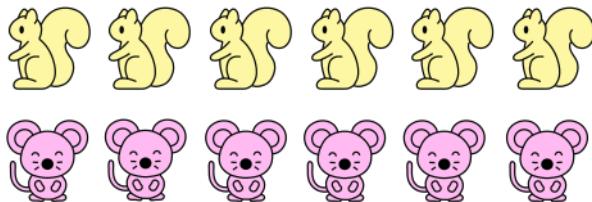
When pressing the arrow, you return to the « conservation » page.



La bonne situation



Il y a **autant** d'écureuils jaunes que de souris roses.



La bonne situation

Levels 11 to 20

Il y a **plus** d'écureuils jaunes que de souris roses.

Il y a **moins** d'écureuils jaunes que de souris roses.

Il y a **plus** de souris roses que d'écureuils jaunes.

Il y a **moins** de souris roses que d'écureuils jaunes.

Il y a **autant** d'écureuils jaunes que de souris roses.

Il y a **plus** d'écureuils jaunes que de chiens bleus.

Il y a **moins** d'écureuils jaunes que de chiens bleus.

Il y a **autant** d'écureuils jaunes que de chiens bleus.

Il y a **moins** de souris roses que de chiens bleus.

Il y a **plus** de souris roses que de chiens bleus.

Il y a **autant** de souris roses que de chiens bleus.

Il y a **moins** de chiens bleus que d'écureuils jaunes.

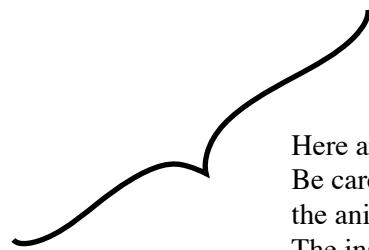
Il y a **plus** de chiens bleus que d'écureuils jaunes.

Il y a **autant** de chiens bleus que d'écureuils jaunes.

Il y a **plus** de chiens bleus que souris roses.

Il y a **moins** de chiens bleus que souris roses.

Il y a **autant** de chiens bleus que souris roses.



Here are all the possible instructions.
Be careful, the instruction must match the animaux and the given couleurs.
The instructions, animaux, and couleurs are randomized.

When the student clicks on this icon , the tablet will say, with a French synthetic voice:

The student observes the three images and must determine if there are fewer (moins), as many (autant), or more (plus) squirrels (écureuils) than mice (souris).

The student must click on one of the three buttons according to the instruction.

If the student makes a mistake, the box will slightly color red and the progress bar will not fill.

When the student finds the correct answer, the box will slightly color green and the progress bar will gradually fill.

Each part of the level must be played five times to advance to the next level.

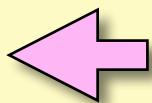
No time limit is given to complete the level.

For each successful level, a big "BRAVO!" appears on the screen to congratulate the student.

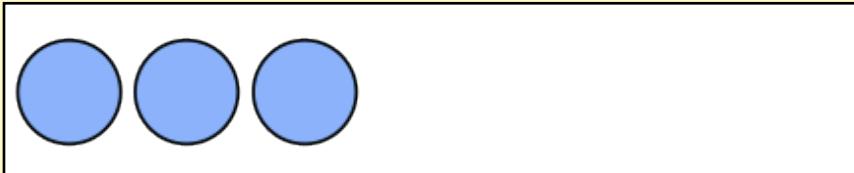
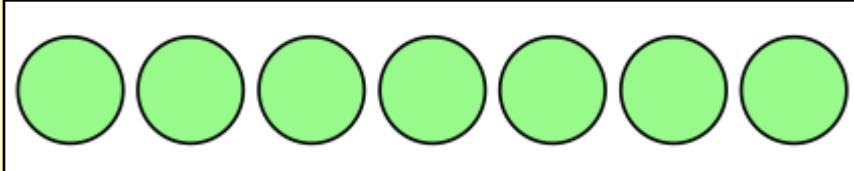
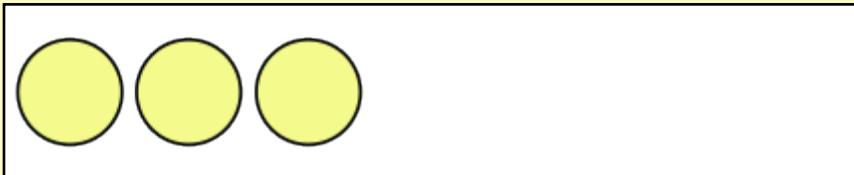
For these levels, use the images contained in the file « conservation numeros 11 a 20 ».



When pressing the arrow, you return to the « conservation » page.



La phrase à 2 trous



Il y a moins que

de jetons bleus

de jetons verts

de jetons jaunes

La phrase à 2 trous Levels 1 to 10



Il y a moins que

Il y a plus que

Il y a autant que

Attention, the instruction must correspond to the given tokens (jetons) and colors.
The instructions, tokens, and colors are randomized.

When the student clicks on this icon , the tablet will say, with a French synthetic voice:
The student observes the three images and must check if there are fewer, as many, or more squirrels, mice, or dogs.

The student must click on two of the three buttons following the instruction.

If the student makes a mistake, the box will lightly color in red and the progress bar will not fill.

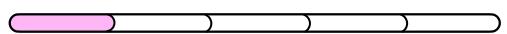
When the student has found the correct solution, the sentence completes with the words from the box clicked by the student. When the full sentence is completed, the progress bar gradually colors.

Each part of the level must be played five times to pass to the next level.

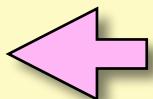
There is no time limit to complete the level.

Each successful level displays a big "BRAVO!" on the screen to congratulate the student.

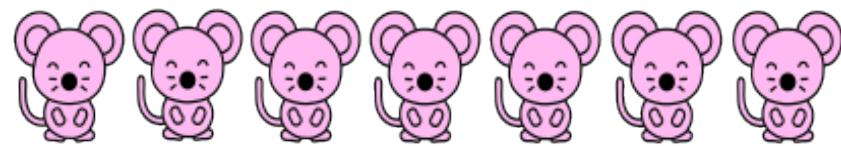
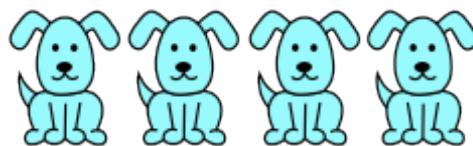
For these levels, use the images contained in the file « conservation numeros 1 a 10 ».



When pressing the arrow, you return to the « conservation » page.



La phrase à 2 trous



Il y a moins que

de chiens bleus

d'écureuils jaunes

de souris roses

La phrase à 2 trous

Levels 11 to 20



Il y a moins que

Il y a plus que

Il y a autant que

Attention, the instruction must correspond to the animals and the given colors.

The instructions, animals, and colors are randomized.

When the student clicks on this icon , the tablet will say, with a French synthetic voice:

The student observes the three images and must look to see if there are fewer, the same number, or more squirrels, mice, or dogs.

The student must click two of the three buttons according to the instruction.

If the student makes a mistake, the box will be slightly colored in red and the progress bar will not fill.

When the student finds the correct solution, the sentence completes with the words from the box the student clicked on. When the student completes the entire sentence, the progress bar fills gradually.

Each part of the level must be played five times to move to the next level.

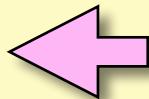
There is no time limit to complete the level.

Each completed level displays a big "BRAVO!" on the screen to congratulate the student.

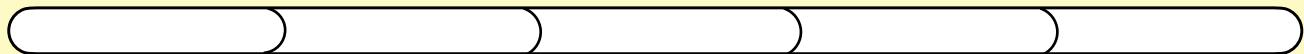
For these levels, use the images contained in the file « conservation numeros 11 a 20 ».



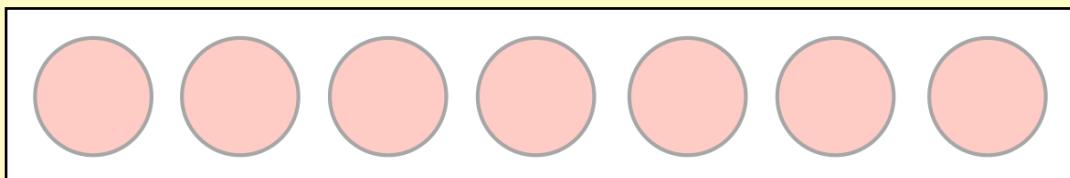
When pressing the arrow, you return to the « conservation » page.



Je complète



Il y a moins de jetons bleus que de jetons rouges.



valider

Je complète (Levels 1 to 10)



Il y a moins de jetons jaunes que de jetons rouges.
Il y a plus de jetons jaunes que de jetons rouges.
Il y a moins de jetons jaunes que de jetons verts.
Il y a plus de jetons jaunes que de jetons verts.
Il y a moins de jetons jaunes que de jetons bleus.
Il y a plus de jetons jaunes que de jetons bleus.
Il y a moins de jetons bleus que de jetons jaunes.
Il y a plus de jetons bleus que de jetons jaunes.
Il y a moins de jetons bleus que de jetons rouges.
Il y a plus de jetons bleus que de jetons rouges.
Il y a moins de jetons bleus que de jetons verts.
Il y a plus de jetons bleus que de jetons verts.
Il y a autant de jetons bleus que de jetons jaunes.
Il y a autant de jetons bleus que de jetons rouges.
Il y a autant de jetons bleus que de jetons verts.
Il y a autant de jetons jaunes que de jetons rouges.
Il y a moins de jetons jaunes que de jetons verts.
Il y a autant de jetons rouges que de jetons verts.
Il y a autant de jetons rouges que de jetons bleus.



Il y a moins de jetons rouges que de jetons verts.
Il y a plus de jetons rouges que de jetons verts.
Il y a moins de jetons rouges que de jetons bleus.
Il y a plus de jetons rouges que de jetons bleus.
Il y a moins de jetons rouges que de jetons jaunes.
Il y a plus de jetons rouges que de jetons jaunes.
Il y a moins de jetons verts que de jetons bleus.
Il y a plus de jetons verts que de jetons bleus.
Il y a moins de jetons verts que de jetons jaunes.
Il y a plus de jetons verts que de jetons jaunes.
Il y a moins de jetons verts que de jetons rouges.
Il y a plus de jetons verts que de jetons rouges.

Here are all the possible instructions. Be careful, the instruction must correspond to the given animals and colors.
The instructions, animals, and colors are randomized.



When the student clicks on this icon (Speaker), the tablet will say, with a French synthetic voice, the instruction written in black.
The student observes the image at the top and must click on the transparent images at the bottom. When the student clicks on a transparent object (1 token), the object becomes opaque; if they click again on the same object, it becomes transparent again.

There are always 7 transparent objects on the bottom row. When the student has finished, they click on the “valider” (validate) button.

If the student makes a mistake, the “valider” button colors slightly red and the progress bar does not fill.

When the student finds the correct solution, the progress bar colors progressively.

Each part of the level must be played five times to be able to pass to the next level.

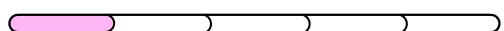
There is no time limit to complete the level.

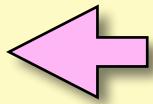
Each successful level shows a big “BRAVO!” on the screen to congratulate the student.

For these levels, use the images contained in the file “conservation numeros 1 a 10.”



When pressing the arrow, you return to the « conservation » page.

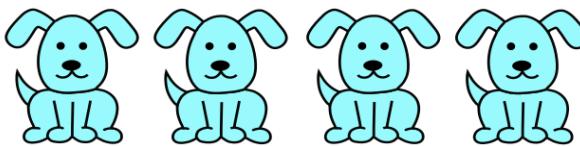




Je complète



Il y a plus d'écureuils jaunes que de chiens bleus.

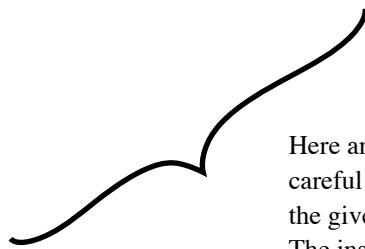


valider

Je complète (Levels 11 to 20)

- Il y a plus d'écureuils jaunes que de souris roses.
- Il y a moins d'écureuils jaunes que de souris roses.
- Il y a plus de souris roses que d'écureuils jaunes.
- Il y a moins de souris roses que d'écureuils jaunes.
- Il y a autant d'écureuils jaunes que de souris roses.
- Il y a plus d'écureuils jaunes que de chiens bleus.
- Il y a moins d'écureuils jaunes que de souris chiens bleus.
- Il y a autant d'écureuils jaunes que de chiens bleus.
- Il y a moins de souris roses que de chiens bleus.
- Il y a plus de souris roses que de chiens bleus.
- Il y a autant de souris roses que de chiens bleus.
- Il y a moins de chiens bleus que d'écureuils jaunes.
- Il y a plus de chiens bleus que d'écureuils jaunes.
- Il y a autant de chiens bleus que d'écureuils jaunes.

- Il y a plus de chiens bleus que de souris roses.
- Il y a moins de chiens bleus que de souris roses.
- Il y a autant de chiens bleus que souris roses.



Here are all the possible instructions. Be careful, the instruction must correspond to the given animals and colors.
The instructions, animals, and colors are randomized.



When the student clicks on this icon (Speaker), the tablet will say, with a French synthetic voice:

The student observes the images at the top and must click on the images at the bottom that are transparent. When the student clicks on a transparent object (1 token), the object becomes opaque; if they click again on the same object, it becomes transparent again.

There are always 7 transparent objects on the bottom row. When the student is finished, they click on the "valider" button.

If the student makes a mistake, the "valider" button slightly colors red and the progress bar does not fill.

When the student finds the correct solution, the progress bar gradually fills.

Each part of the level must be played five times to be able to move to the next level.

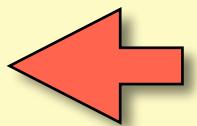
There is no time limit to complete the level.

For each successful level, a large "BRAVO !" appears on the screen to congratulate the student.

For these levels, use the images contained in the file « conservation numeros 11 a 20 ».



When pressing the arrow, you return to the « conservation » page.



Créer son identifiant

Identifiant

Mot de passe

Créer

Create your username

The teacher clicks on the "Identifiant" field and types the chosen username. Then, they do the same for the password field.

Next, they click on the "créer" button to confirm the creation of their username and password.



When pressing the arrow, you return to the home page.