

# Brunot

*et le prince endormi*

Fiches  
complémentaires  
disponibles au  
téléchargement



L

Colle les lettres sous le modèle et **colorie** Brunor.



B	R	U	N	O	R
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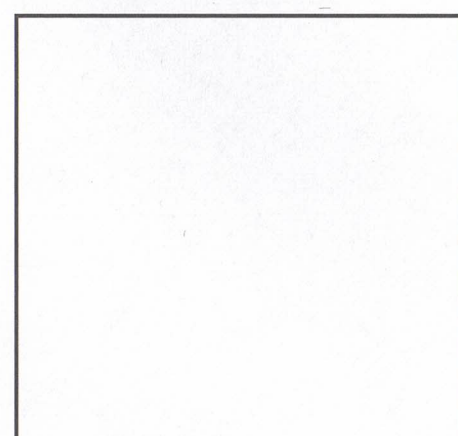
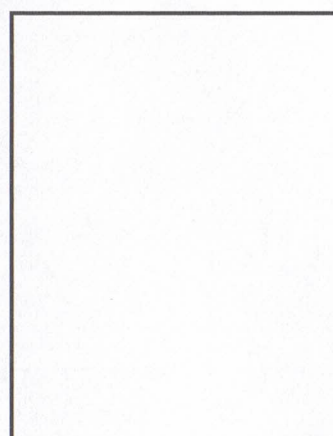
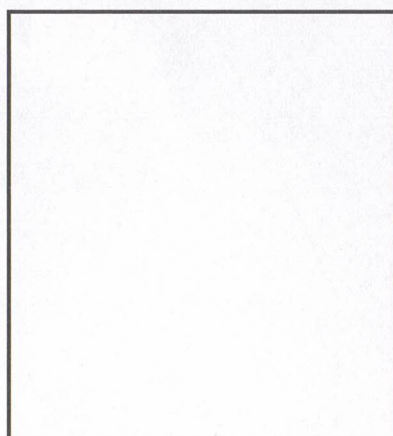
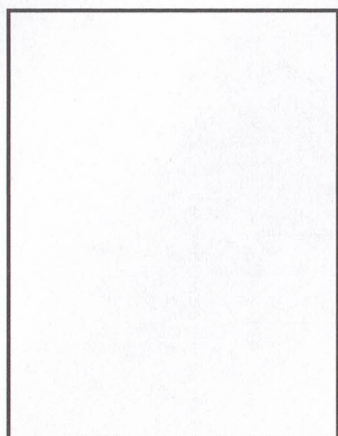
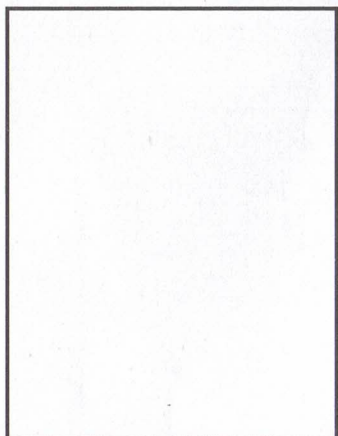
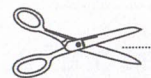


U	B	N	R	R	O
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© PlanèteMômes page 04/40

**Découpe** les personnages et **colle-les** dans le bon cadre.

Utilise les référentiels p. 20 et 21.



BRUNOR

CÉCILIO

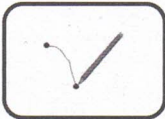
LE MEUNIER

LE MOINE

LE FORGERON



Relie les lettres pour former les mots.



BRUNOR

R R B U N O



CÉCILIO

C É I O C I L

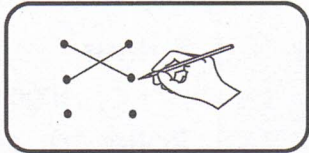


PHILIPPA

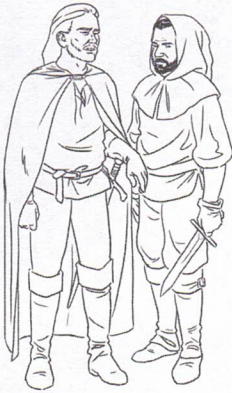
P I L H A P P I

L

Relie chaque personnage à son nom en t'aidant des référentiels p. 20 et 21.



● DEUX BRIGANDS



● LE MEUNIER



● LE FORGERON



● LA CHEVALERESSE

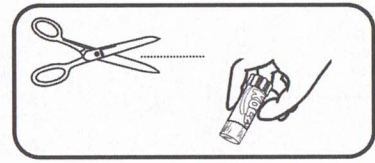


● CÉCILIO

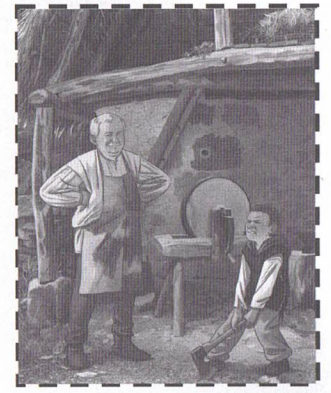
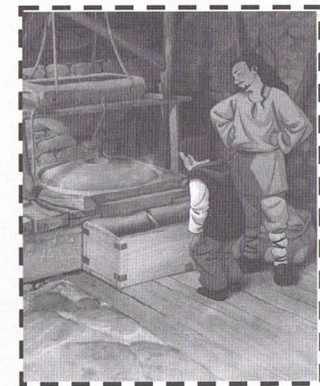
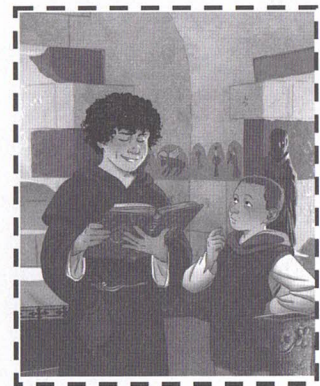
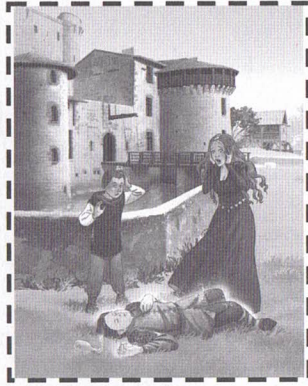
Place et colle les images découpées dans l'ordre de l'histoire.

# Brunor

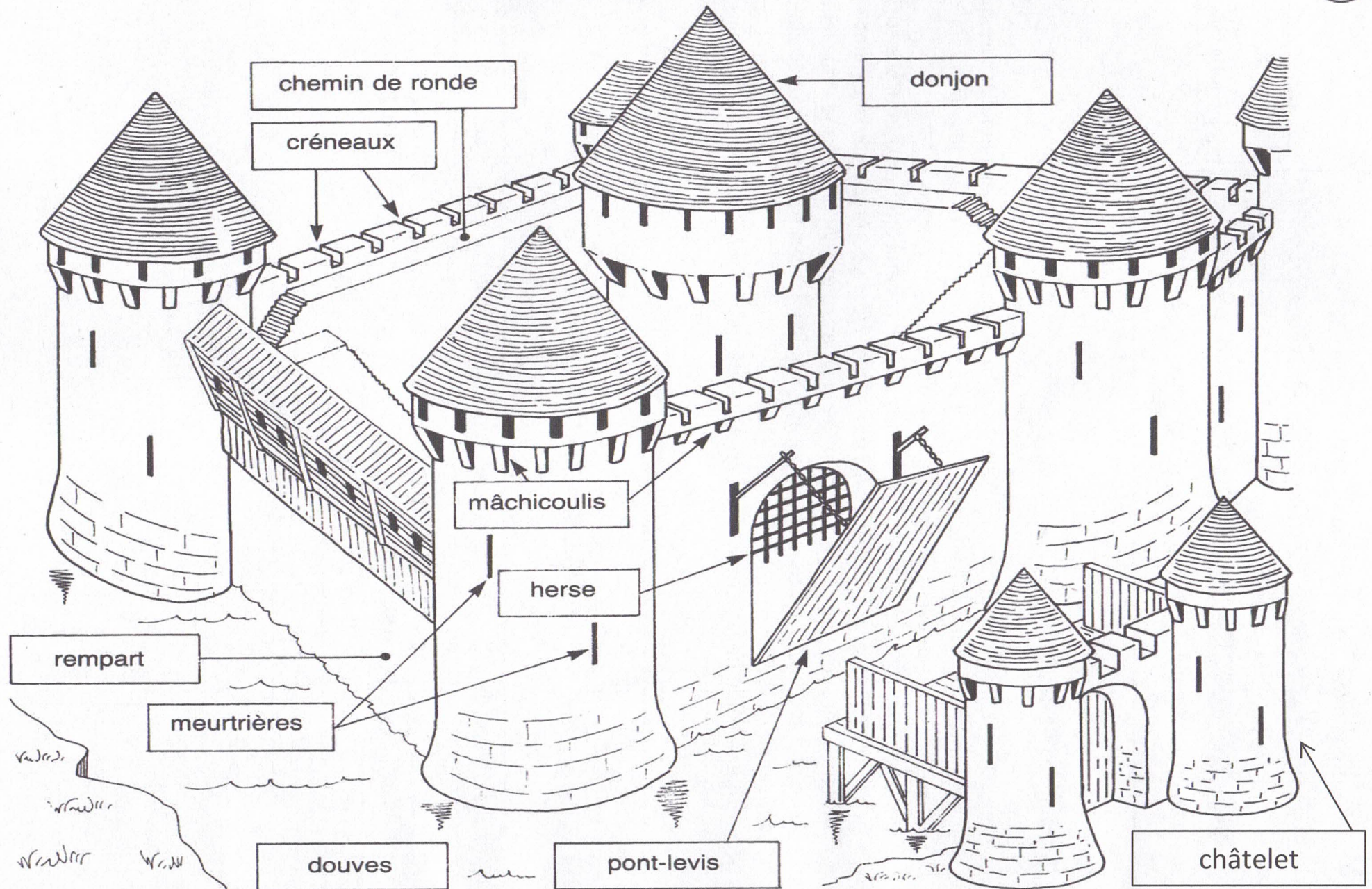
et le prince endormi



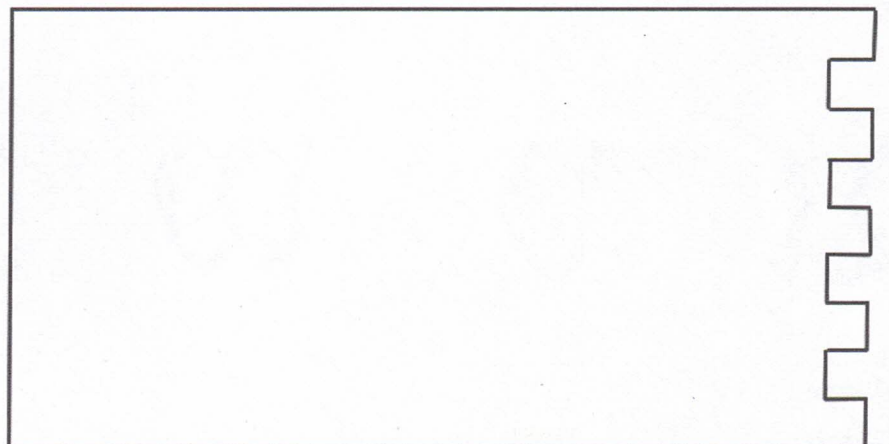
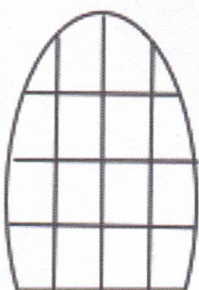
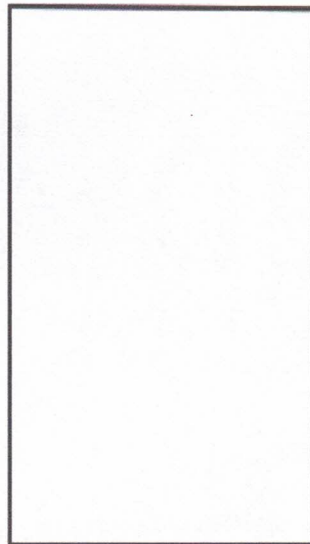
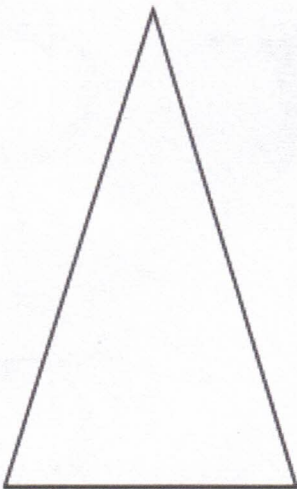
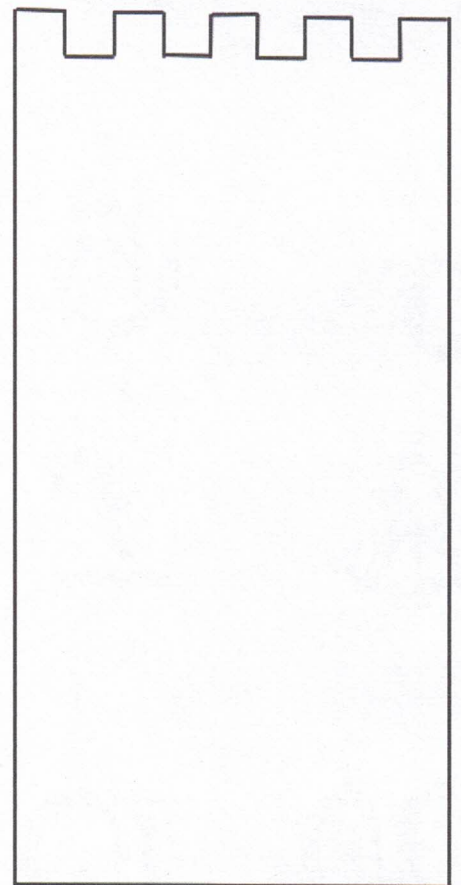
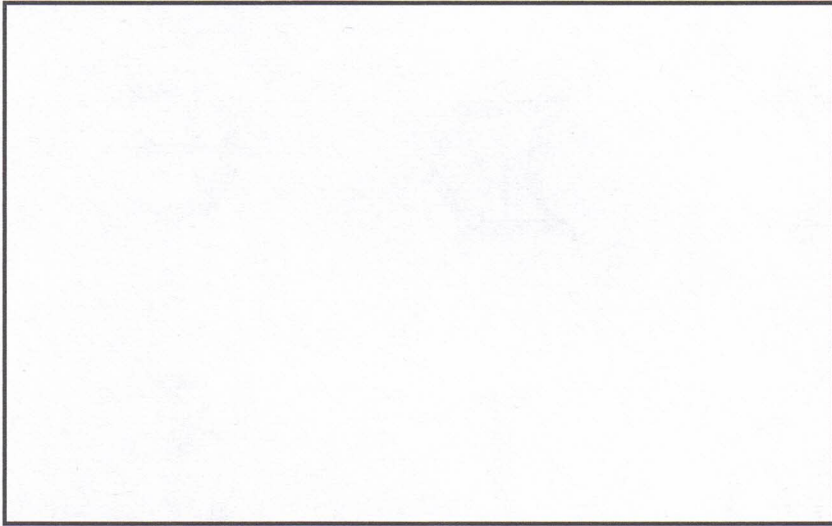
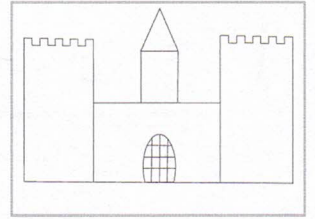
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# Le château fort

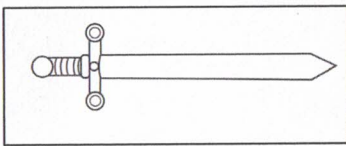
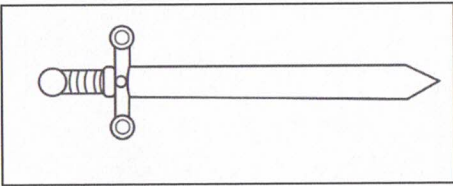
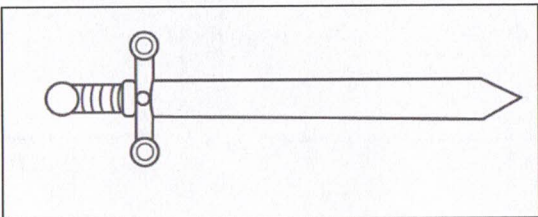
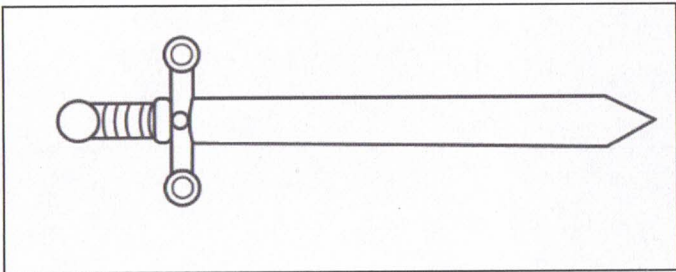
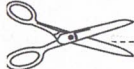
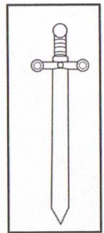
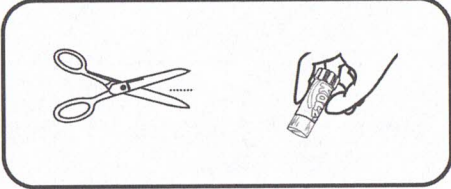


**Découpe** les morceaux du château fort et  
**colle-les** sur une feuille en t'aidant du modèle.

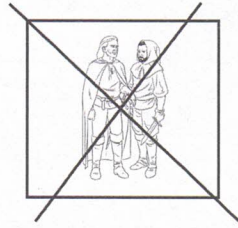
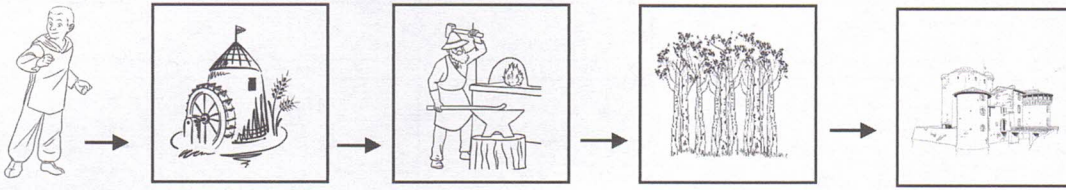
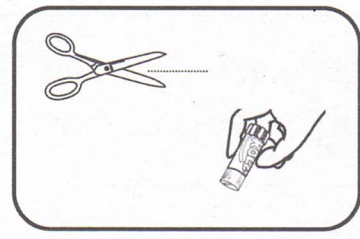



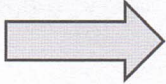












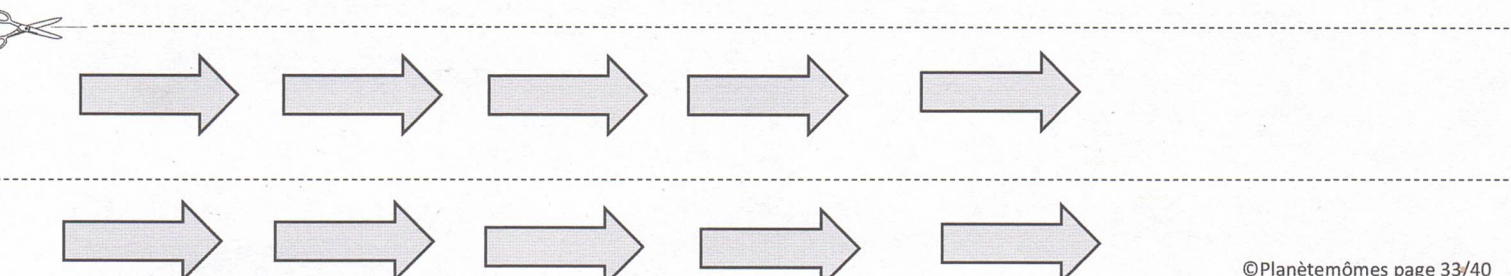
Découpe et colle les épées de la plus petite à la plus grande.



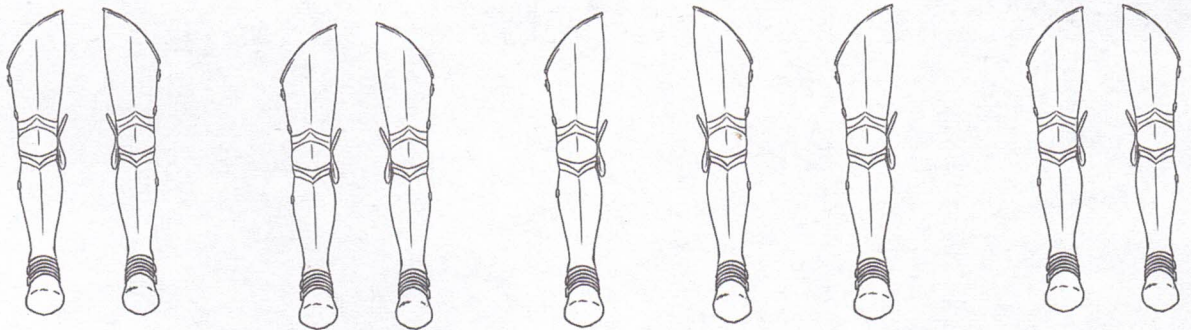
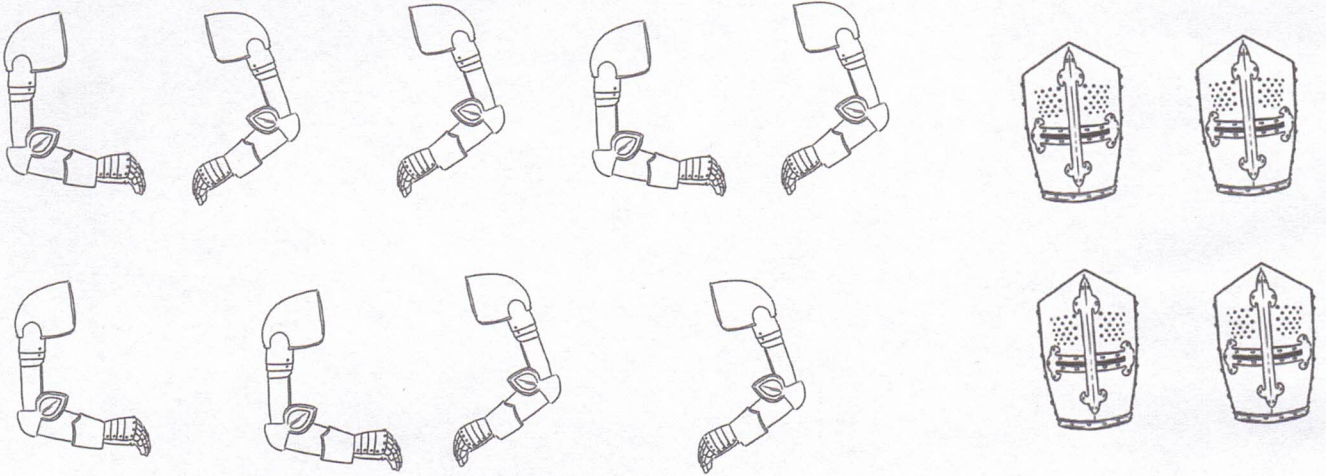
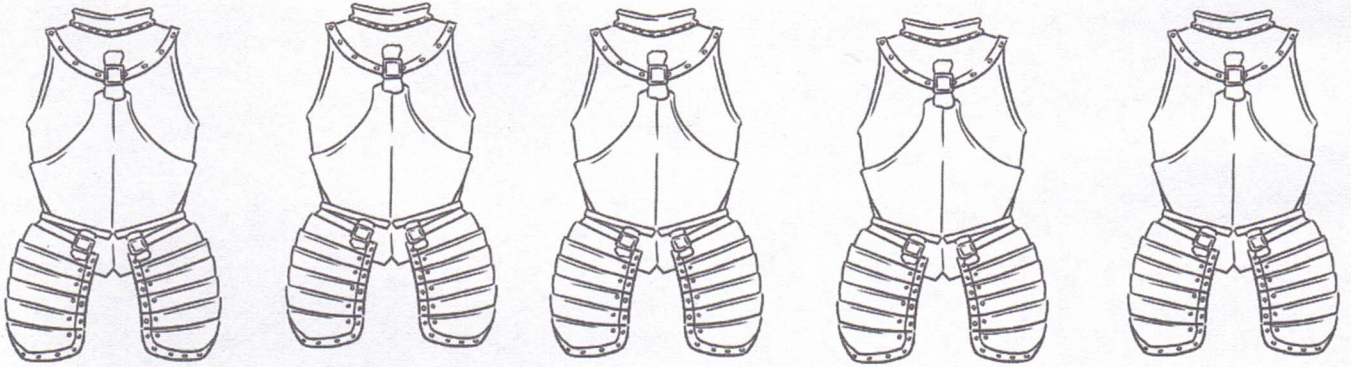
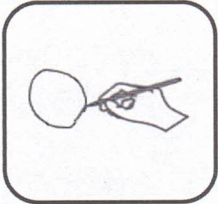
**Découpe, place et colle** les flèches pour indiquer à Brunor le chemin vers le château. Il doit passer par le moulin, la forge et la forêt mais ne doit pas rencontrer de brigands.





Combien de chevaliers peuvent mettre une armure complète ?  
**Entoure** de la même couleur toutes les parties d'une même armure.  
**Entoure** le bon nombre d'armures complètes.



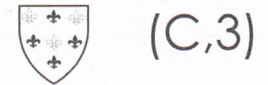
1 2 3 4 5

**Range** les objets dans les cases du tableau.

### MATHÉMATIQUES

Se repérer sur un quadrillage.  
Comprendre et utiliser un code.

	A	B	C	D	E
1					
2					
3					
4					
5					



(C,3)



(D,1)



(E,5)



(A,2)



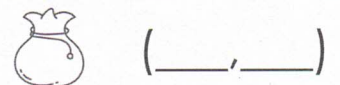
(B,1)



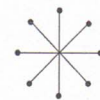
(B,4)

**Écris** les codes des cases où sont rangés les objets.

	A	B	C	D	E
1					
2					
3					
4					
5					



(\_\_, \_\_)



(\_\_, \_\_)



(\_\_, \_\_)



(\_\_, \_\_)



(\_\_, \_\_)



(\_\_, \_\_)