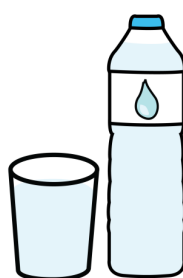




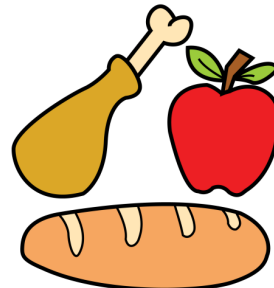
JOUETS



JEUX VIDEO



BOIRE



MANGER



DORMIR



JOUER



JEUX d'EXTERIEUR



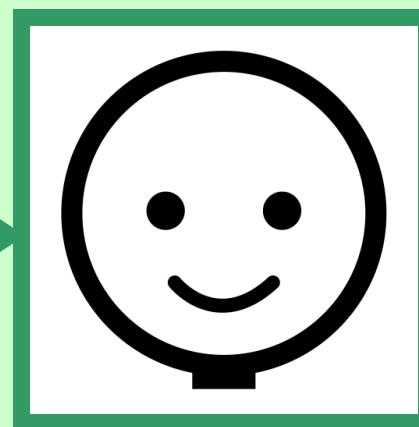
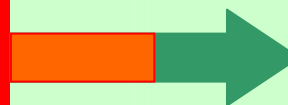
TELEVISION



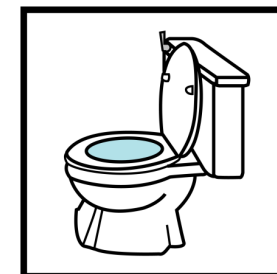
ORDINATEUR



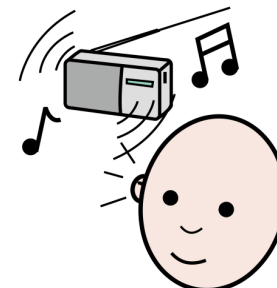
CONTRARIE



CONTENT



TOILETTES



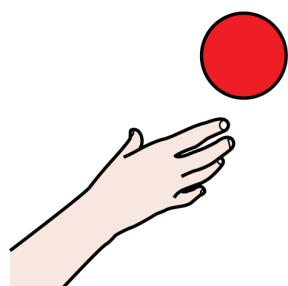
MÚSIQUE



LIRE



JE

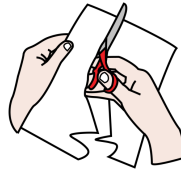




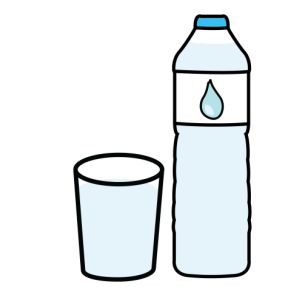
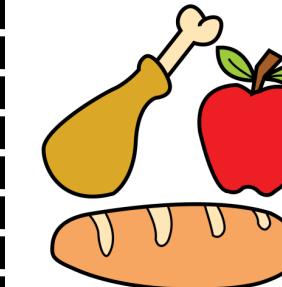
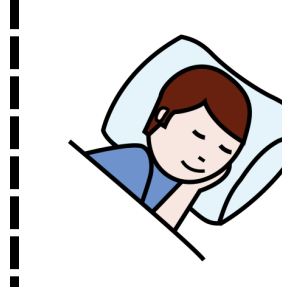
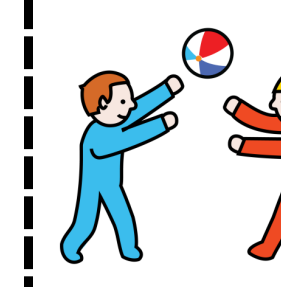


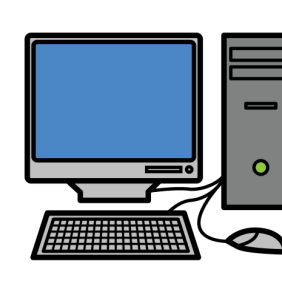
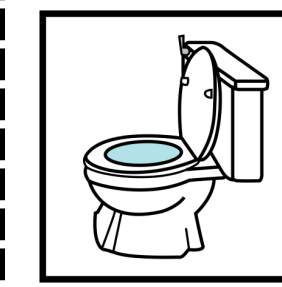
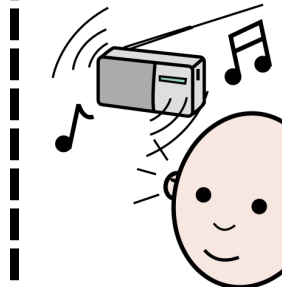
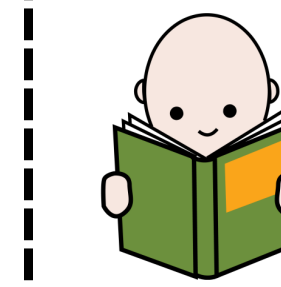
VOUDRAI





Images à découper



 <p>JOUETS</p>	 <p>JEUX VIDEO</p>	 <p>BOIRE</p>	 <p>MANGER</p>	 <p>DORMIR</p>	 <p>JOUER</p>
 <p>JEUX D'EXTERIEUR</p>	 <p>TELEVISION</p>	 <p>ORDINATEUR</p>	 <p>TOILETTES</p>	 <p>MUSIQUE</p>	 <p>LIRE</p>

Pictogrammes à plastifier puis découper, pour les placer sur les images correspondantes du tableau précédent, afin que l'enfant puisse les déplacer dans la case marquée par le point d'interrogation, pour manifester ses envies. (fixation amovible par gomme de collage, velcro autocollant...)

Thierry Danigo (C-RNT, APF)