

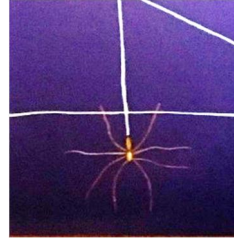
1. Observe les tableaux de Saëlle et trace le chemin qui amène chaque animal dans son décor. Attention il y a deux intrus.



1



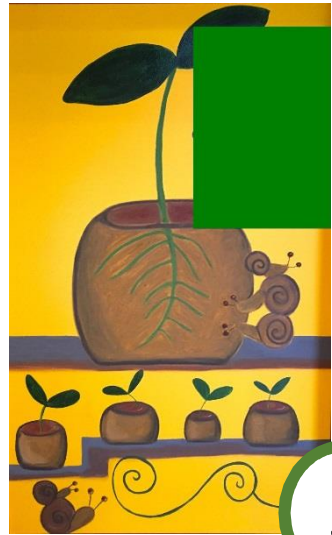
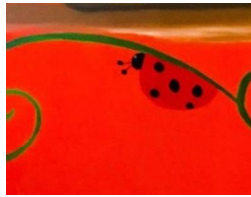
2



3



6



5



4