

A. Mental arithmetic: addition equations of a two-digit number chosen between 10 and 19 to a one-digit number with a result <20 (same activity as on page 114).

B and C. Situations where two shapes are superimposed or where the drawing of the one shape is disrupted by another one. Squeaky's three mistakes correspond to a drawing which failed to be disrupted: the fir tree, the one wheel and the headlight of the tractor. \rightarrow