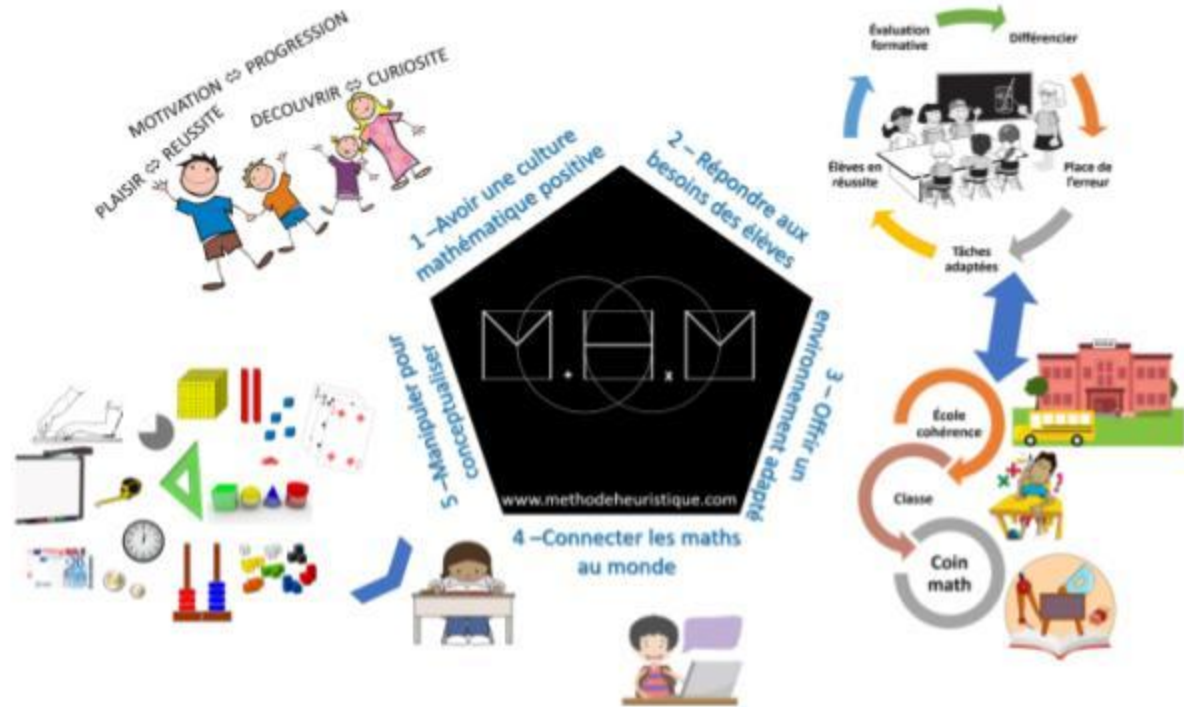


# Coin Maths



# Coin Maths



MOTIVATION  $\Leftrightarrow$  PROGRESSION  
PLAISIR  $\Leftrightarrow$  REUSSITE  
DECOUVRIR  $\Leftrightarrow$  CURIOSITE



1 - Avoir une culture mathématique positive

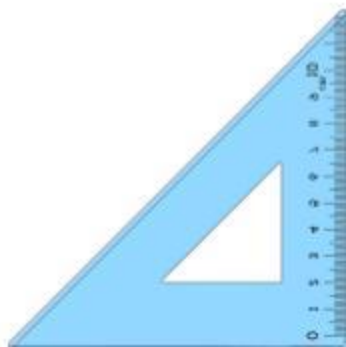
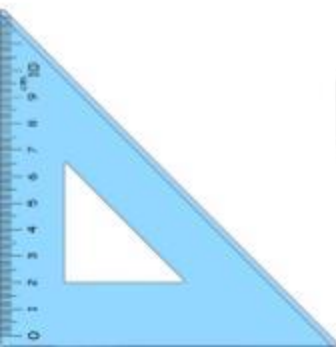
2 - Répondre aux besoins des élèves

5 - Manipuler pour conceptualiser

3 - Offrir un environnement adapté

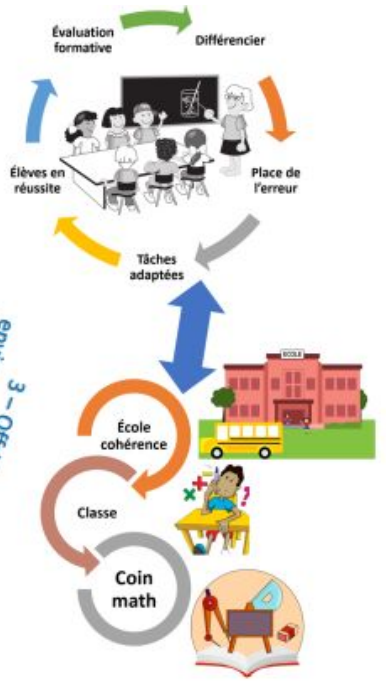
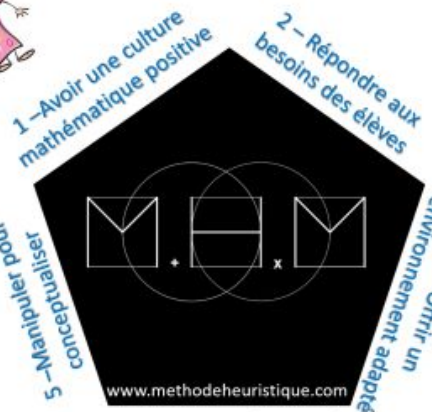
4 - Connecter les maths au monde

[www.methodeheuristique.com](http://www.methodeheuristique.com)

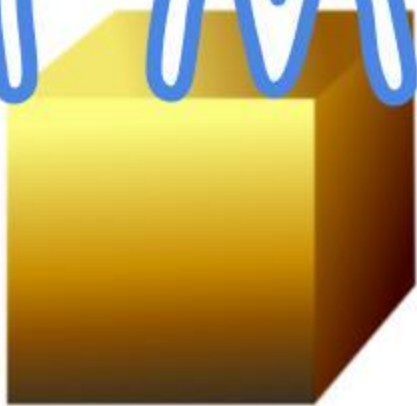
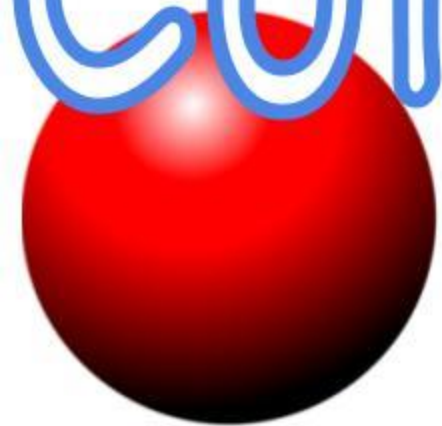


# Coin Maths

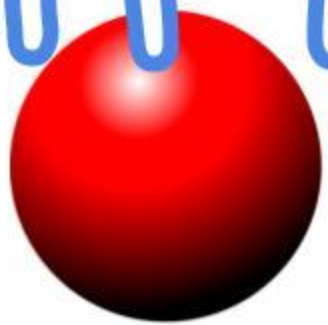
MOTIVATION  $\leftrightarrow$  PROGRESSION  
PLAISIR  $\leftrightarrow$  REUSSITE  
DECOUVRIR  $\leftrightarrow$  CURIOSITE



# Coin Maths




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# Coin Maths





# Coin Maths

# Coin

12345678901234  
12345678901234  
12345678901234

123456789012345  
123456789012345  
123456789012345

1234567890  
12345678901234

12345678901234  
12345678901234



# Coin

12345678901234

56789012345

45

10123

67890

12345678901234

123456789012345

67890

10123

45678

90123

45

1234

5678

90

1234

5678

901234

5678

901234

5678

901234

5678

901234

5678

901234

# Coin

12345678901234  
123456789012345  
12345678901234

123456789012345  
123456789012345  
123456789012345

1234567890  
12345678901234

12345678901234  
12345678901234  
12345678901234