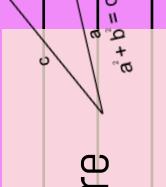
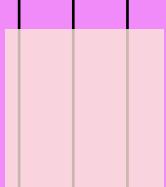
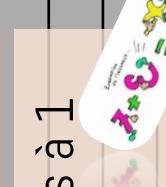
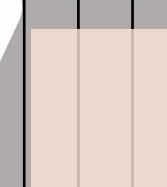
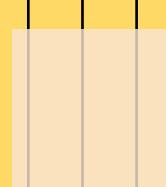
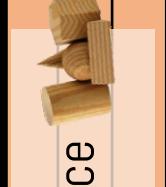
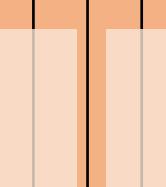
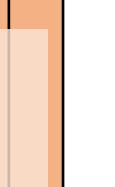
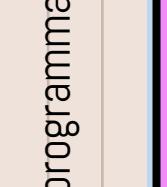
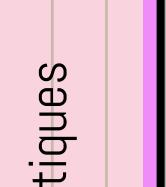
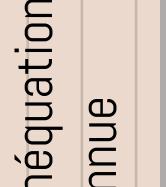
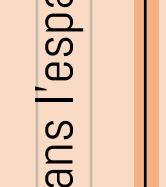
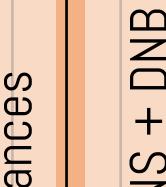
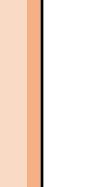
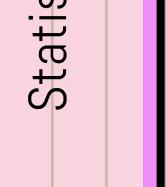
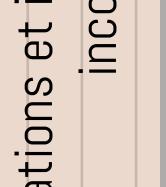
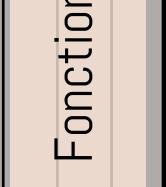
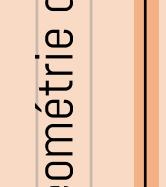
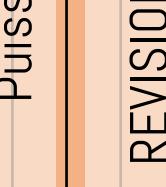
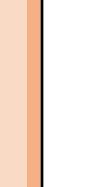
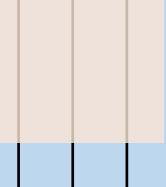
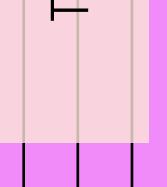
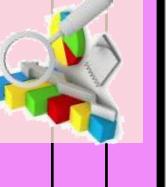
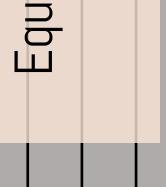
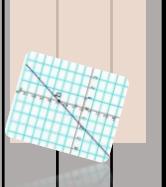
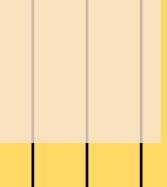
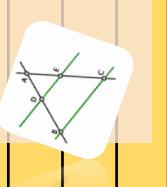
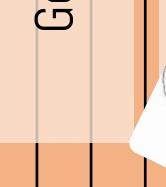
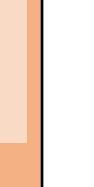


# Programmation mathématiques — 3<sup>ème</sup> SEGPA — 2020/2021

SEPTEMBRE	OCTOBRE	NOVEMBRE	DÉCEMBRE	JANVIER	FÉVRIER	MARS	AVRIL	MAI	JUIN																																													
1 	2 	3 	4 	5 	6 	7 	8 	9 	10 	11 	12 	13 	14 	15 	16 	17 	18 	19 	20 	21 	22 	23 	24 	25 	26 	27 	28 	29 	30 	31 	32 	33 	34 	35 	36 	37 	38 	39 	40 	41 	42 	43 	44 	Calcul littéral	Algorithme et programmation	Théorème de Pythagore	Statistiques	Equations et inéquations à 1 inconnue	Fonctions affines	Probabilités	Théorème de Thalès	Géométrie dans l'espace	Puissances	REVISIONS + DNB