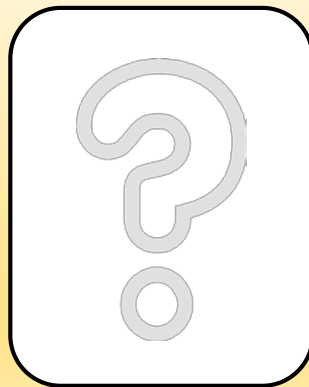
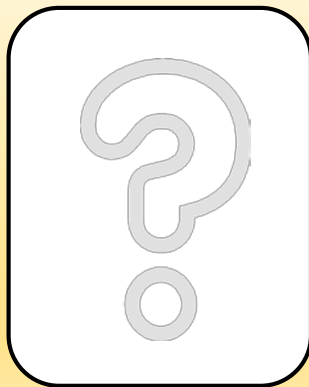
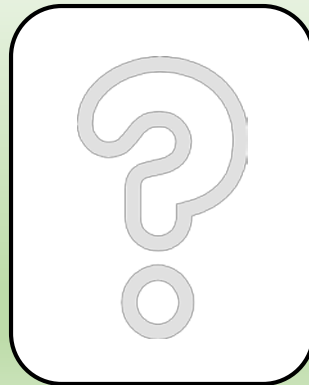
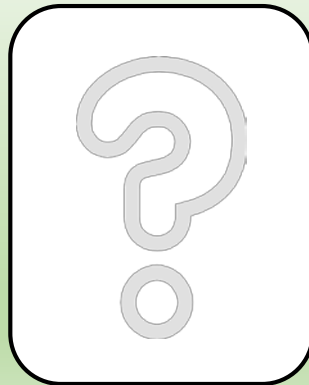
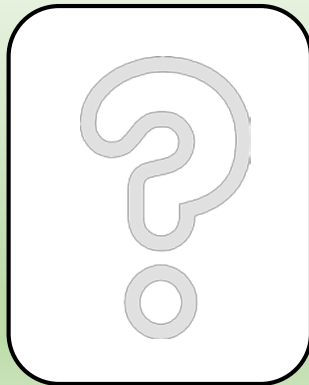
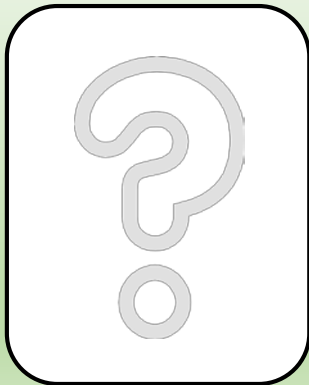


à l'attaque...



à l'attaque...



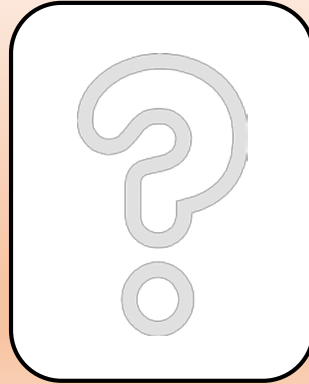
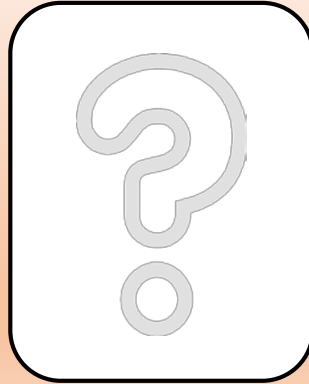
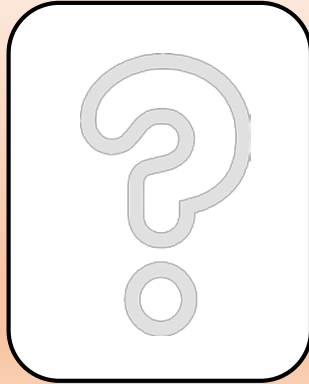
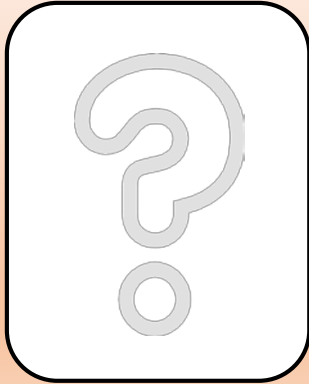
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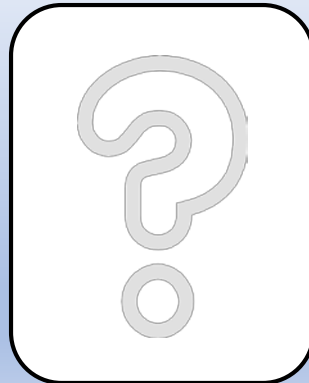
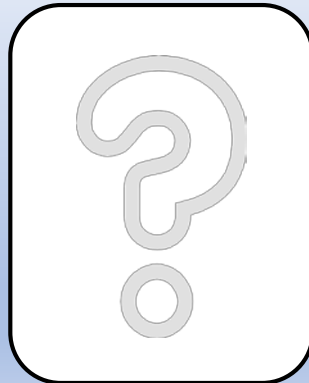
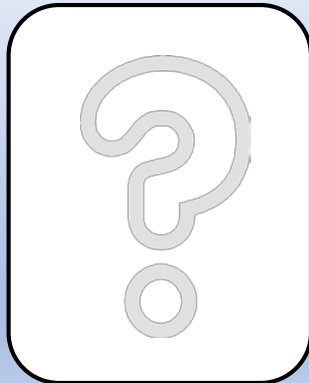
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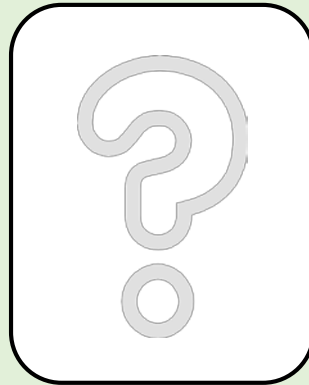
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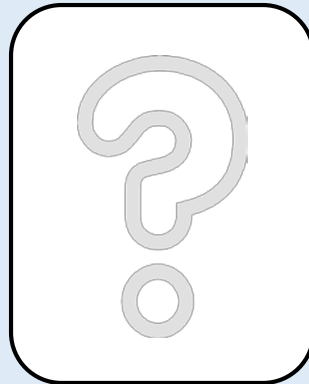
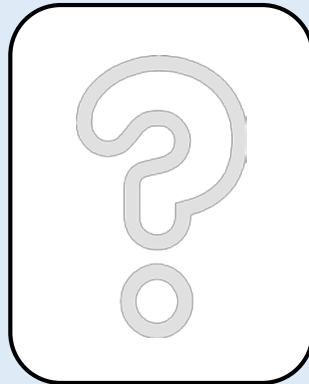
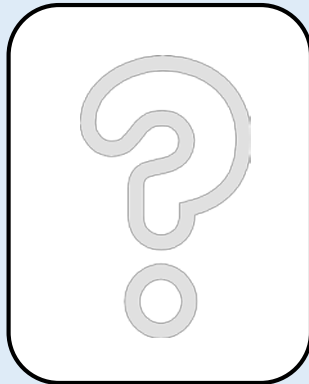
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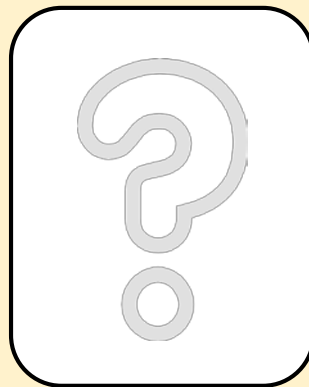
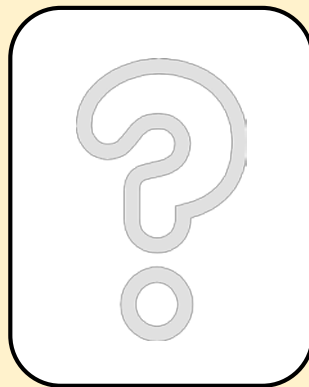
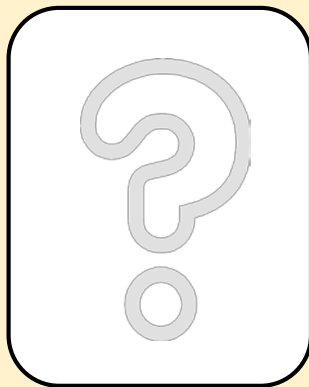
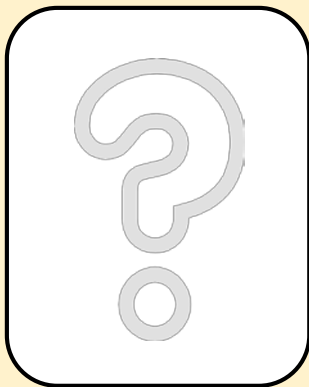
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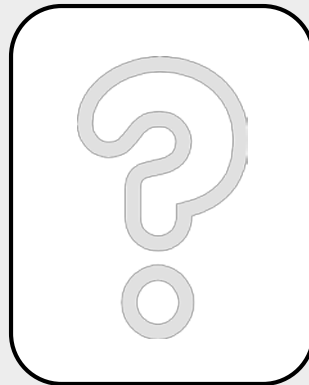
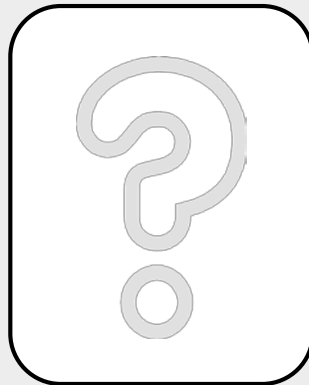
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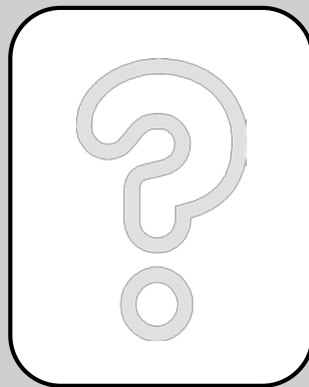
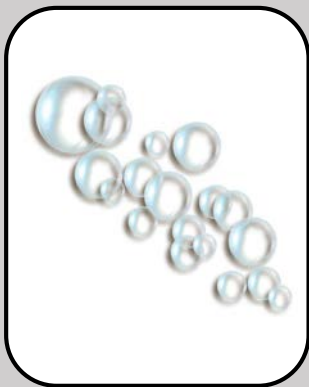
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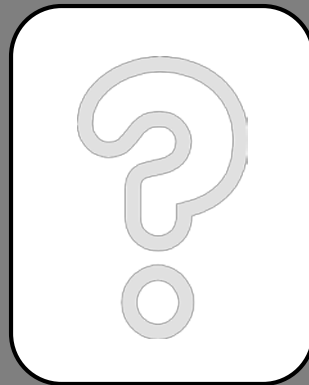
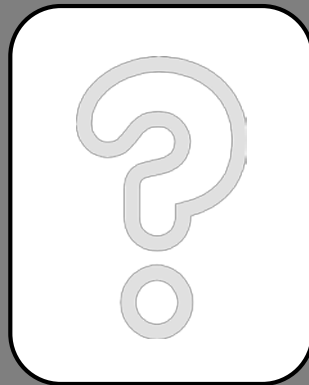
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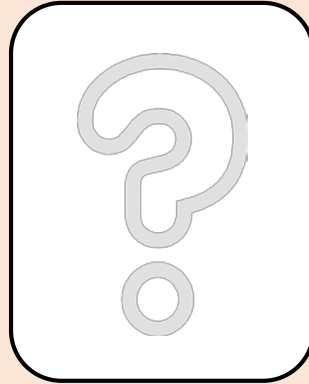
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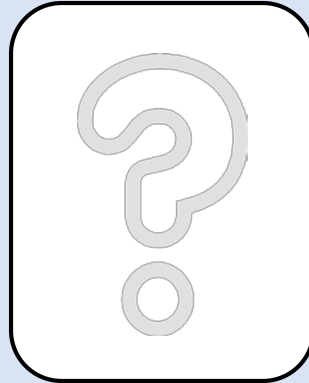
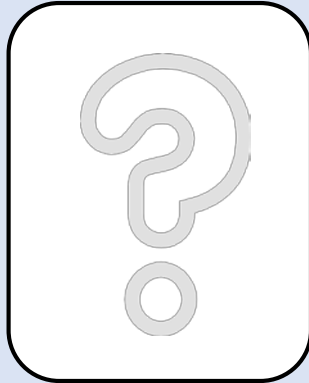
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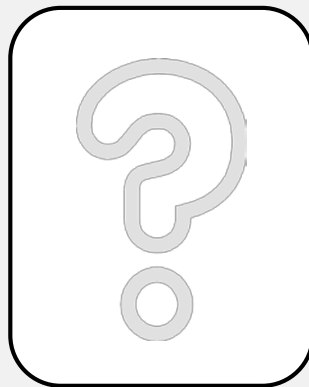
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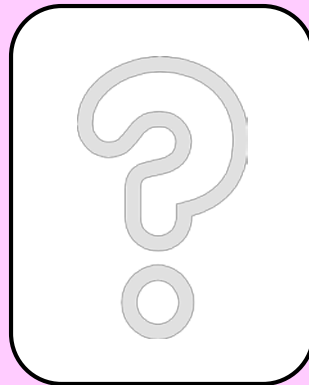
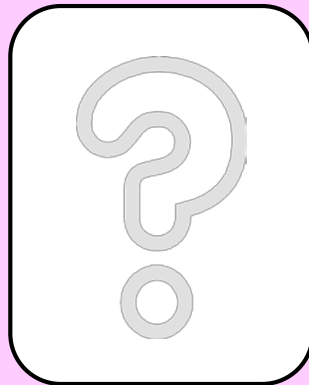
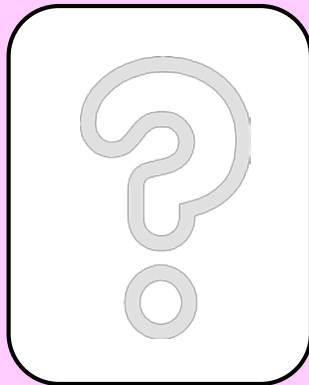
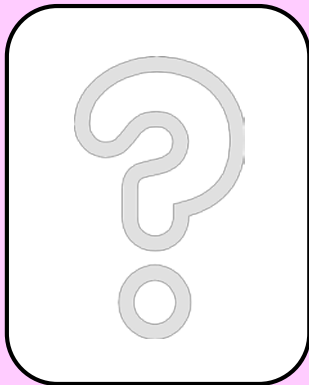
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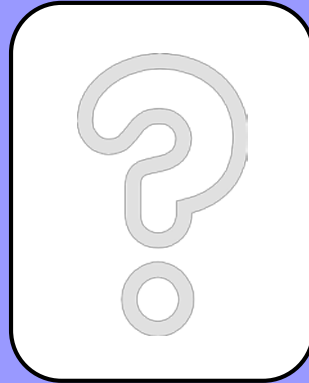
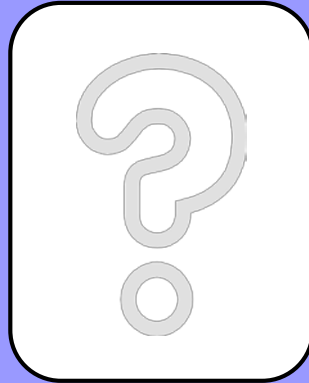
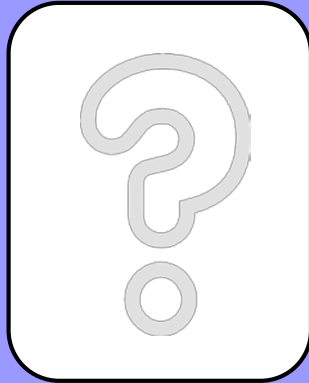
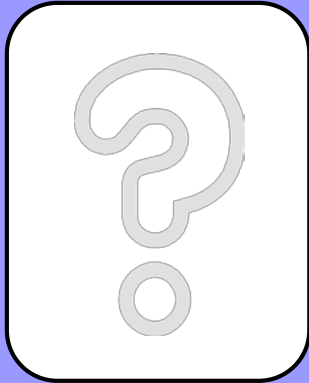
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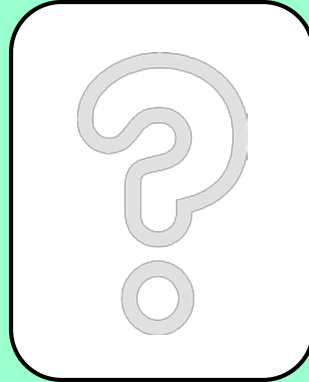
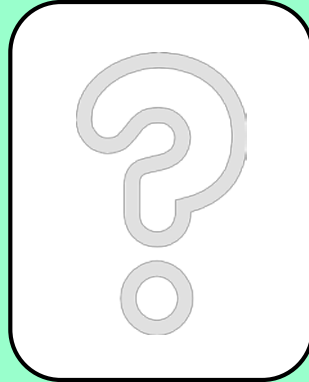
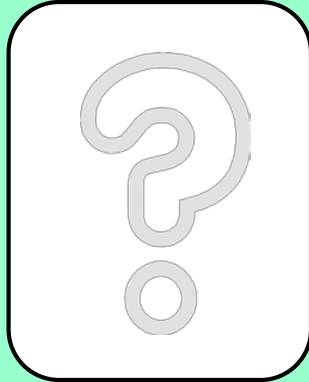
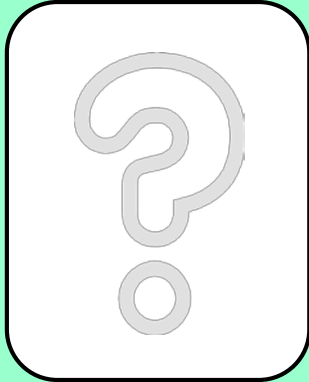
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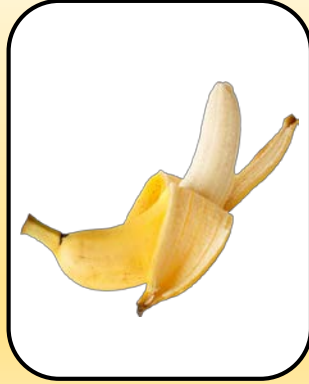
à l'attaque...



à l'attaque...



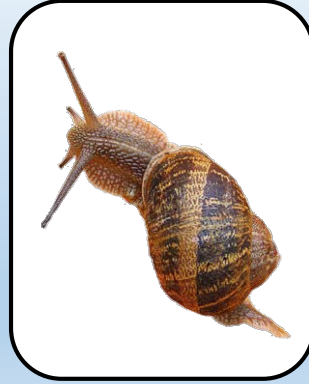
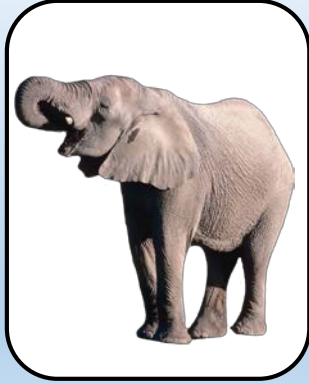
à l'attaque...



à l'attaque...



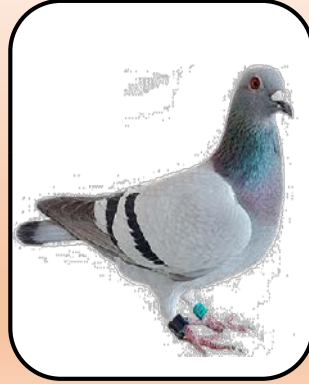
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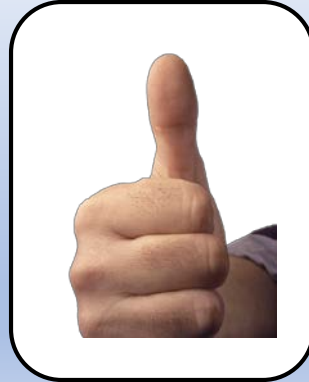
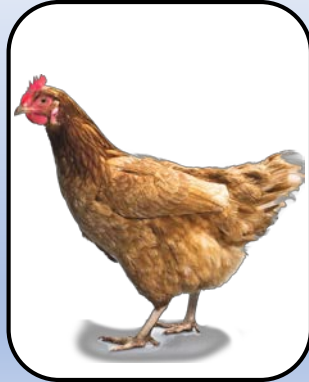
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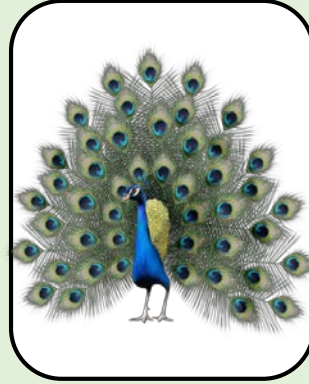
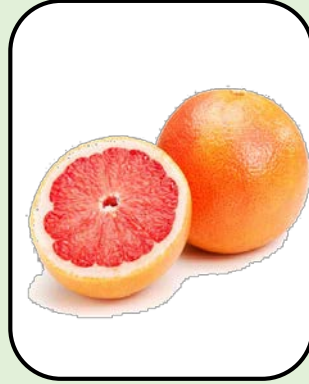
à l'attaque...



à l'attaque...



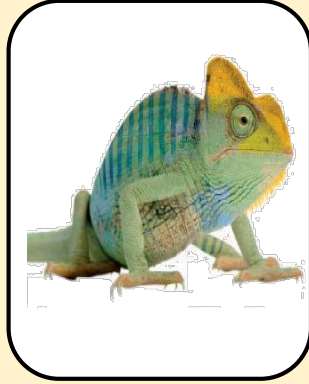
à l'attaque...



à l'attaque...



à l'attaque...



à l'attaque...



à l'attaque...



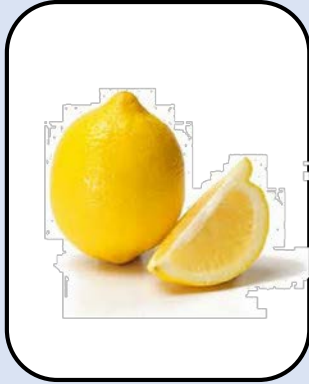
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à l'attaque...



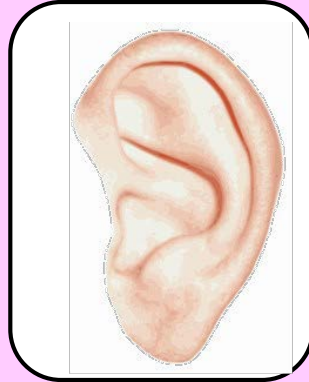
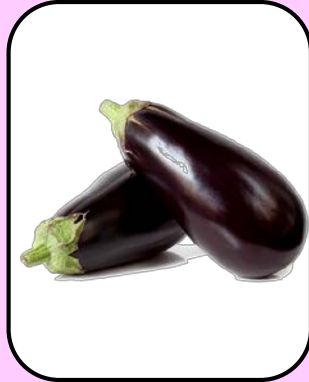
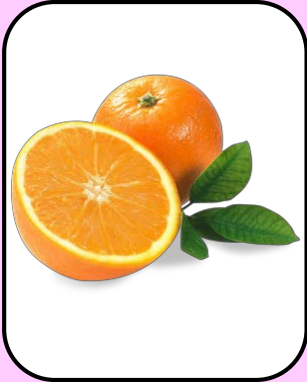
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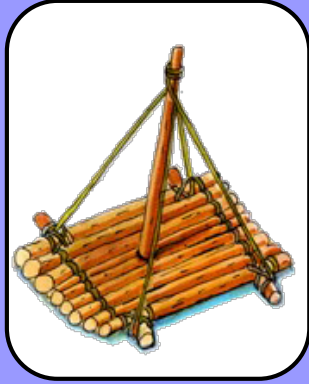
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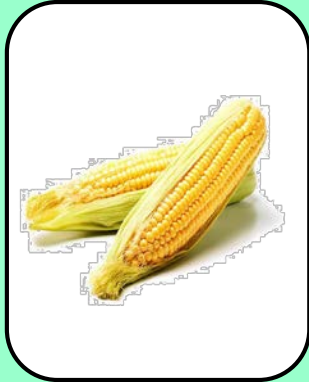
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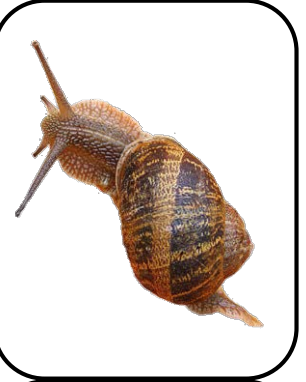
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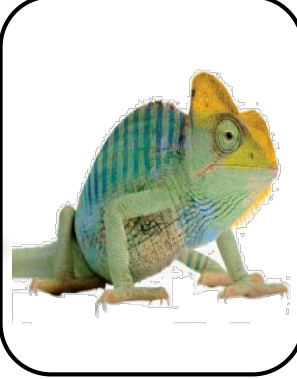
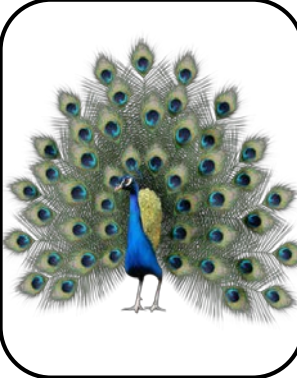
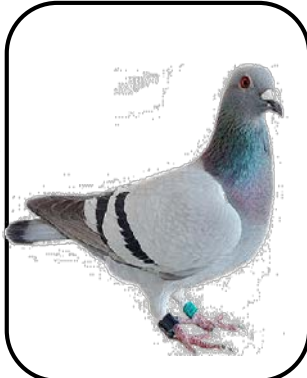
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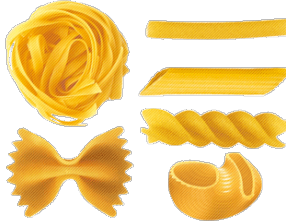
étiquettes à découper



étiquettes à découper



étiquettes à découper



étiquettes à découper



À L'ATTAQUE

Individuellement ou en groupe (style loto)

A partir de 5 ans.

DURÉE DE LA PARTIE

Jusqu'à ce qu'un joueur trouve toutes ses cartes.

CARTES UTILISÉES

18 planches et 72 images

BUT DU JEU

Compléter sa planche en trouvant les images qui commencent comme le mot modèle. .

PRINCIPE DU JEU

Chaque enfant a une planche. Il doit retrouver les images qui commencent par la même syllabe.

Ce jeu peut être utilisé de façon autonome (avec les fiches « correction ») ou les enfants peuvent jouer en groupe, style loto.