

Les cartes type « syllaborzoos »

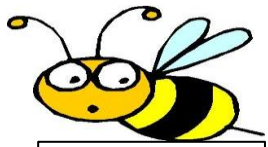
Objectif: Manipuler les syllabes.

Matériel: Les cartes découpées selon le trait du puzzle.
La planche d'animaux modèles pour savoir à qui appartient l'avant ou l'arrière des pièces.

Déroulement:

Placer d'un côté de la table les pièces « femelles » et de l'autre côté les pièces « mâles ».

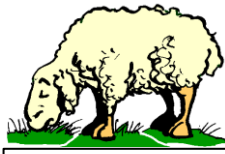
Chacun leur tour, les enfants tirent une pièce de chaque et prononcent alors l'animal créé. S'ils réussissent, ils gagnent les deux cartes.



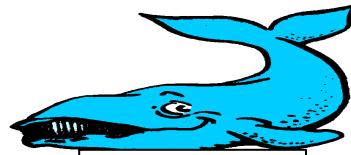
abeille



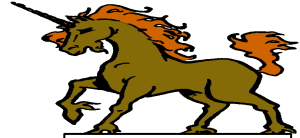
autruche



mouton



baleine



licorne



cigogne



lézard



corbeau



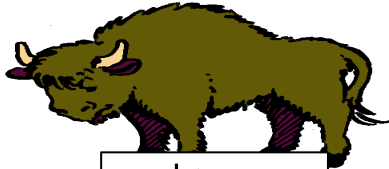
taureau



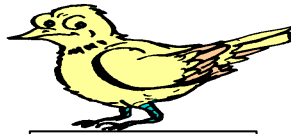
castor



canard



bison



oiseau



dindon



poisson



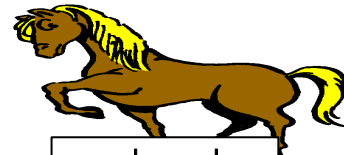
tortue



chameau



agneau



cheval



fourmi



girafe



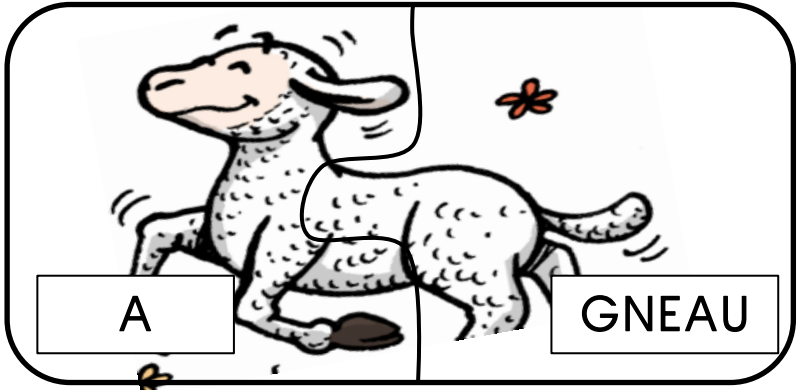
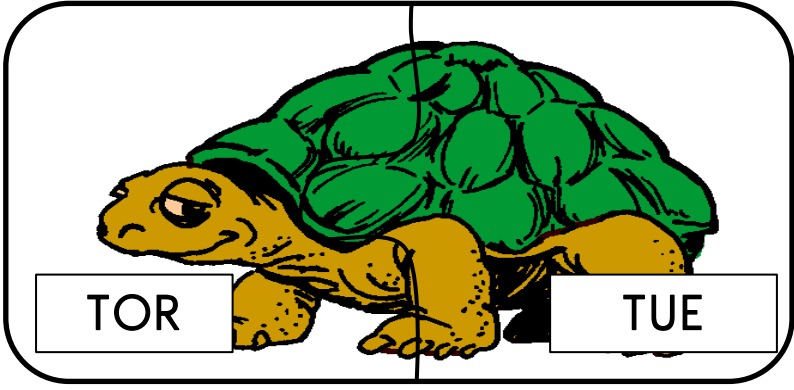
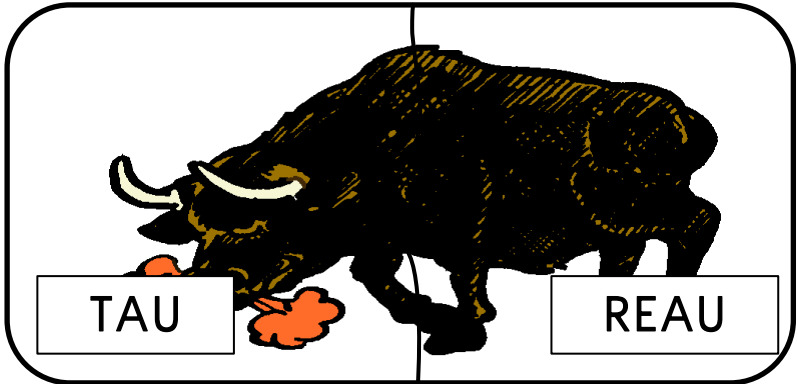
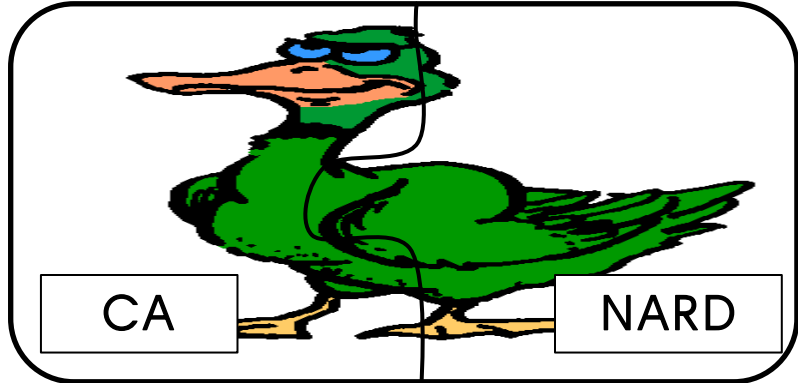
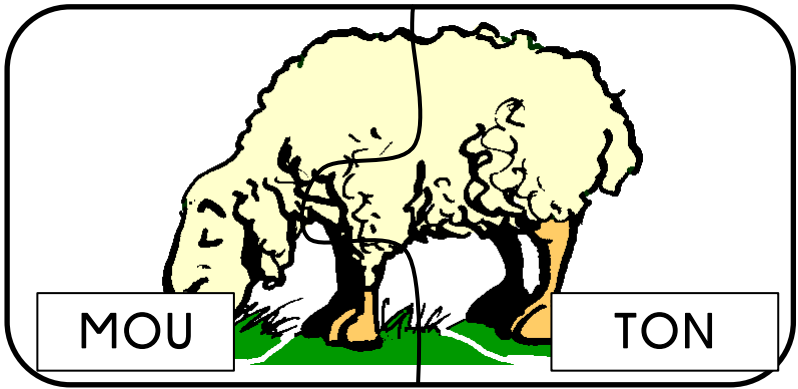
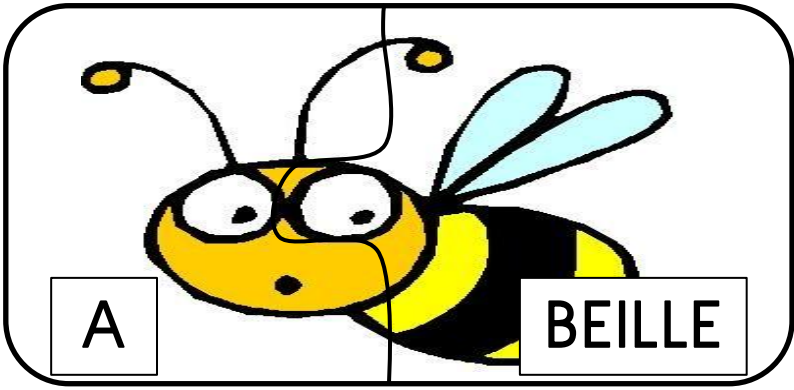
souris

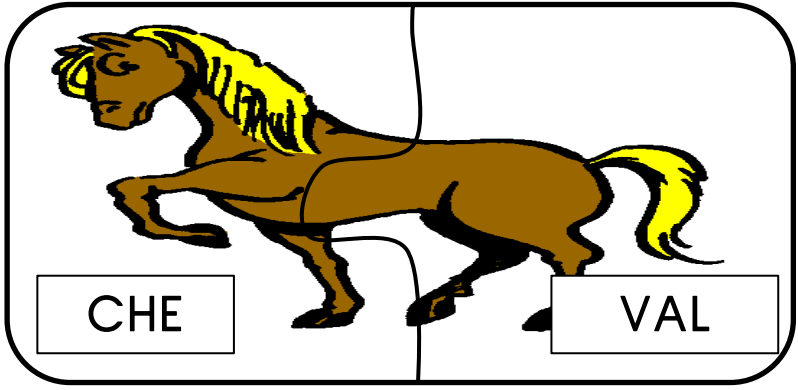
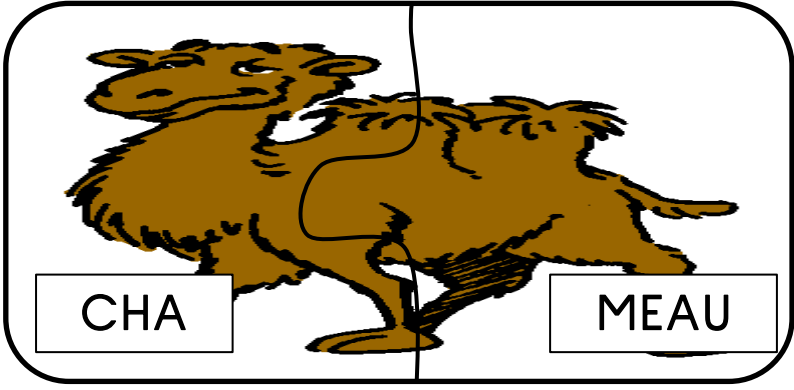
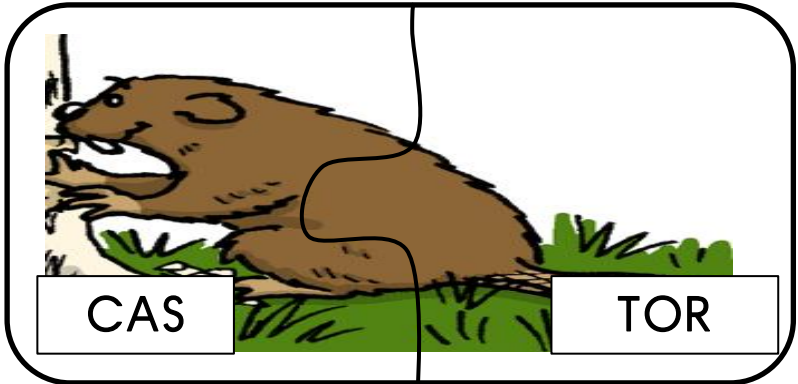
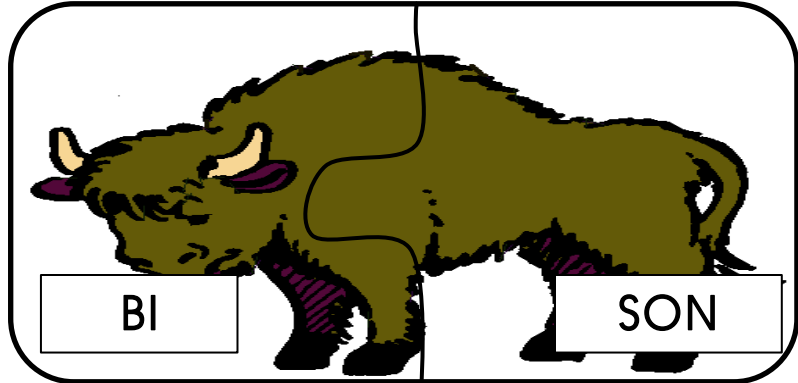
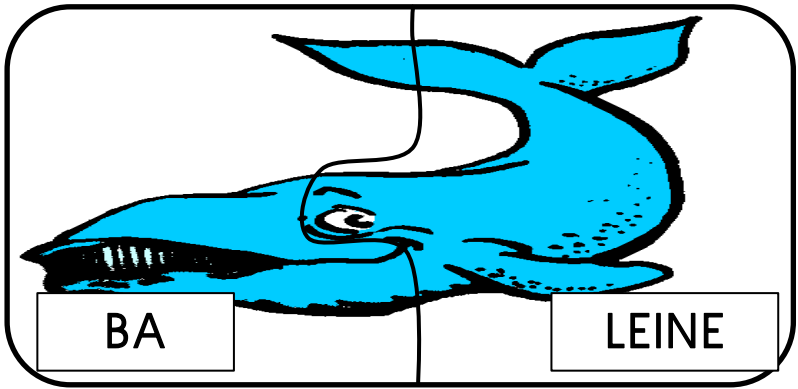
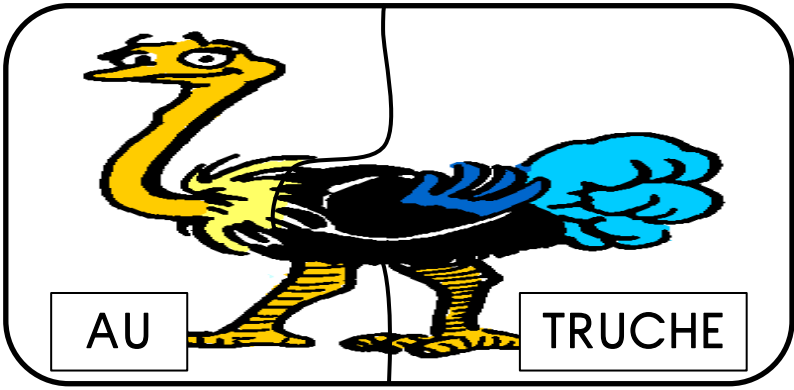


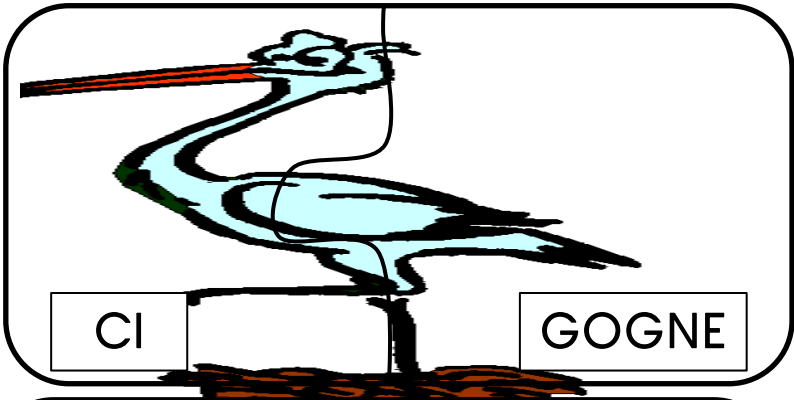
grenouille



zébu

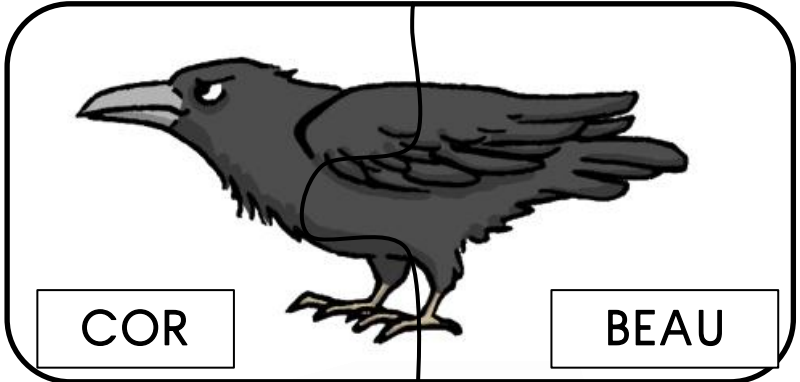






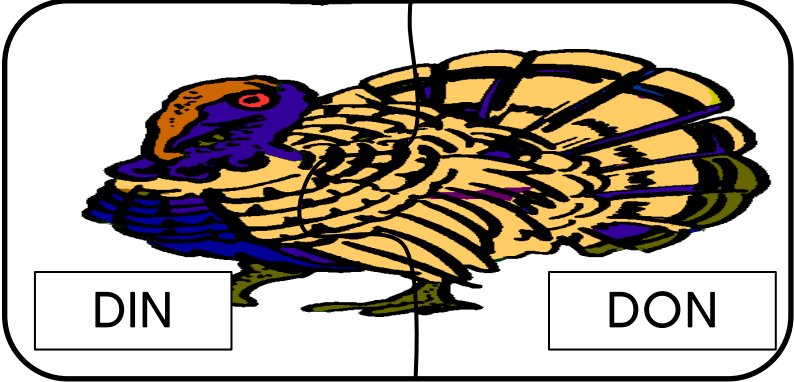
CI

GOGNE



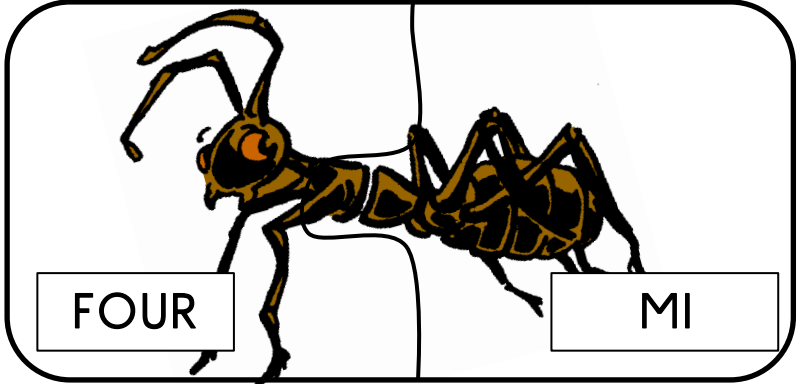
COR

BEAU



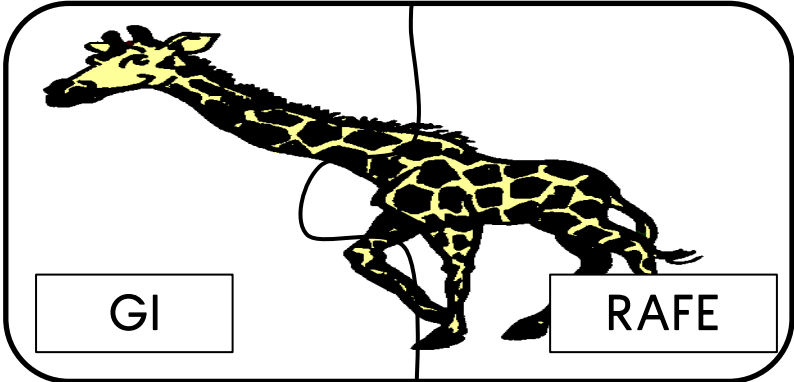
DIN

DON



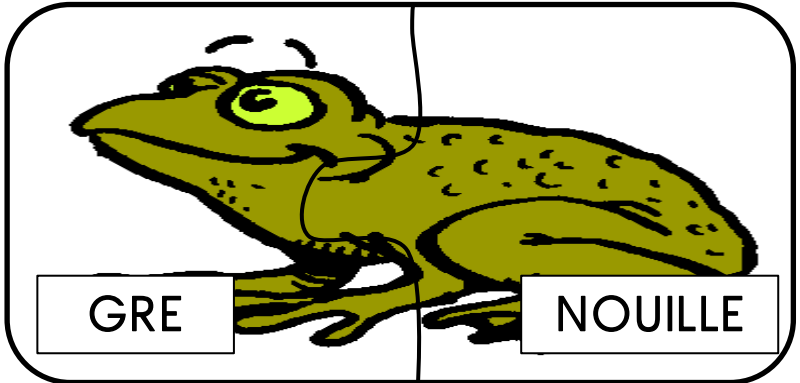
FOUR

MI



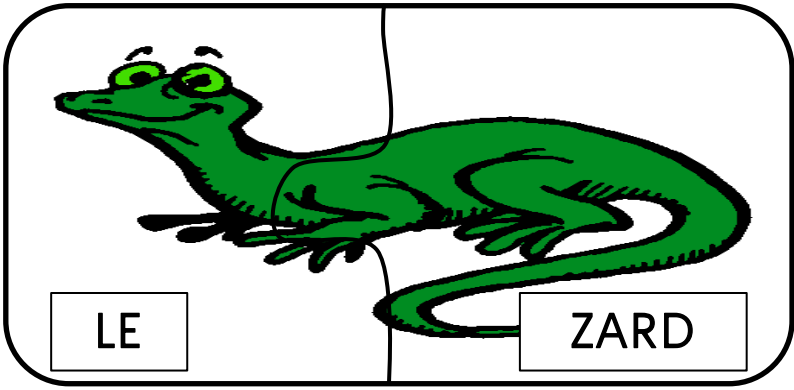
GI

RAFE



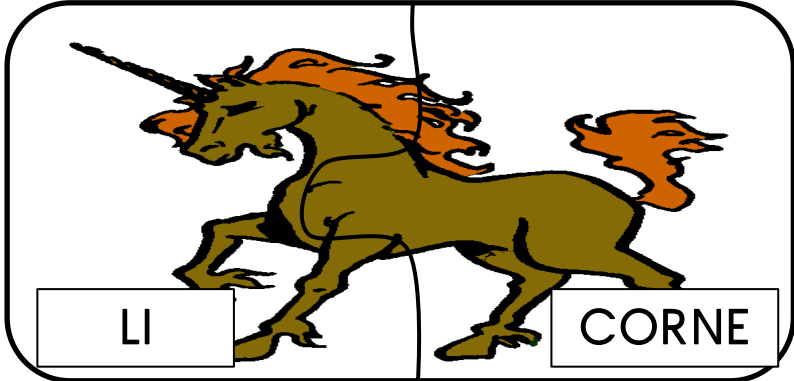
GRE

NOUILLE



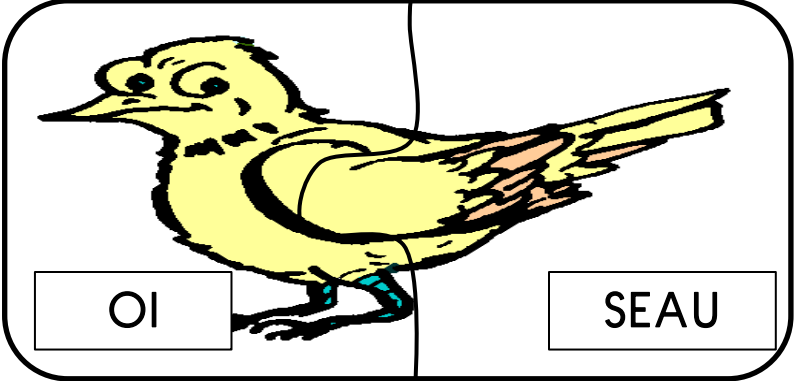
LE

ZARD



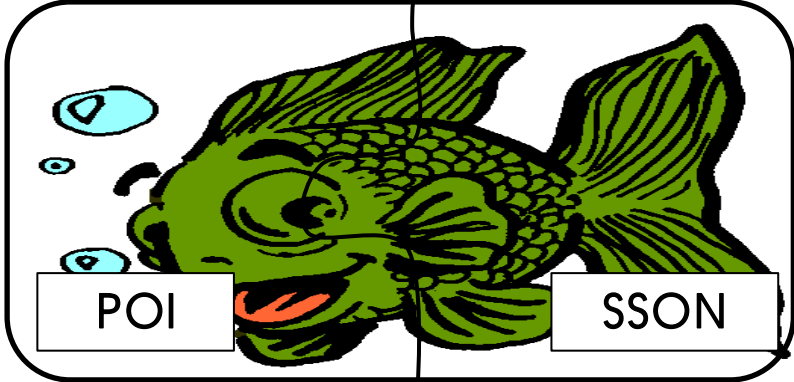
LI

CORNE



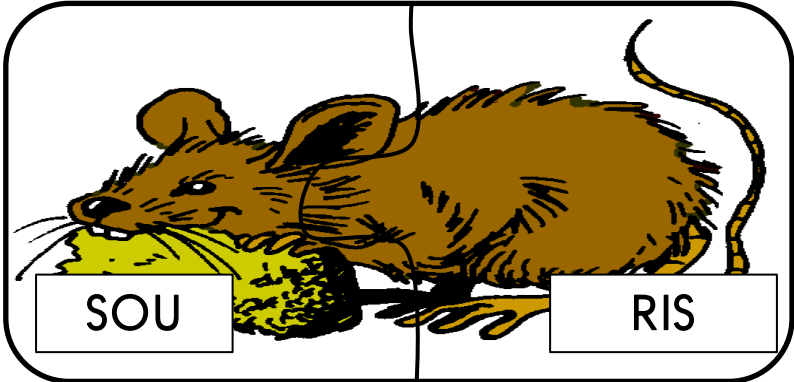
OI

SEAU



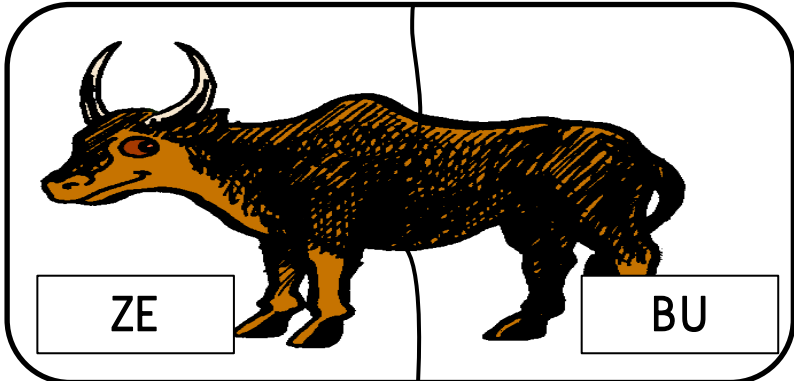
POI

SSON



SOU

RIS



ZE

BU