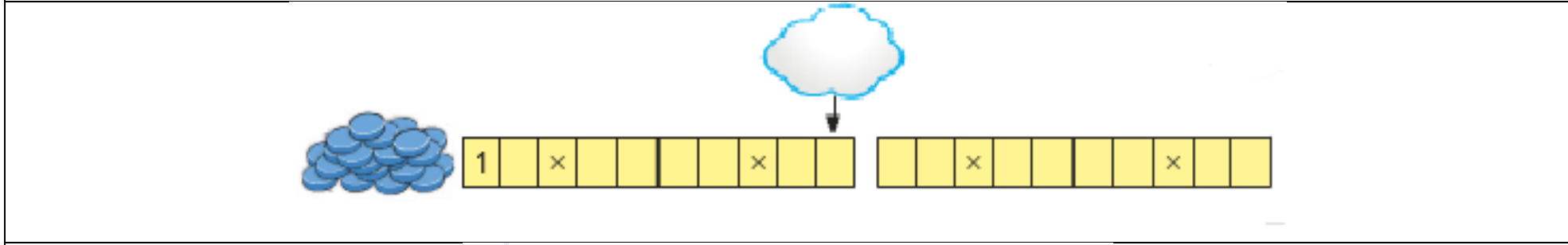
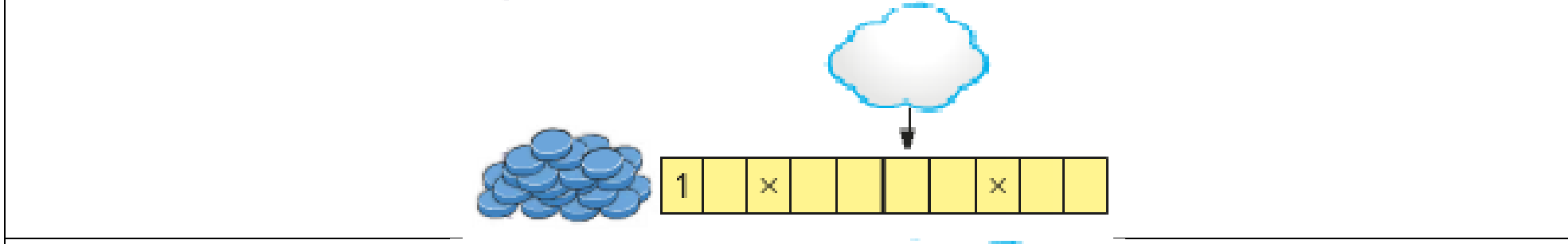
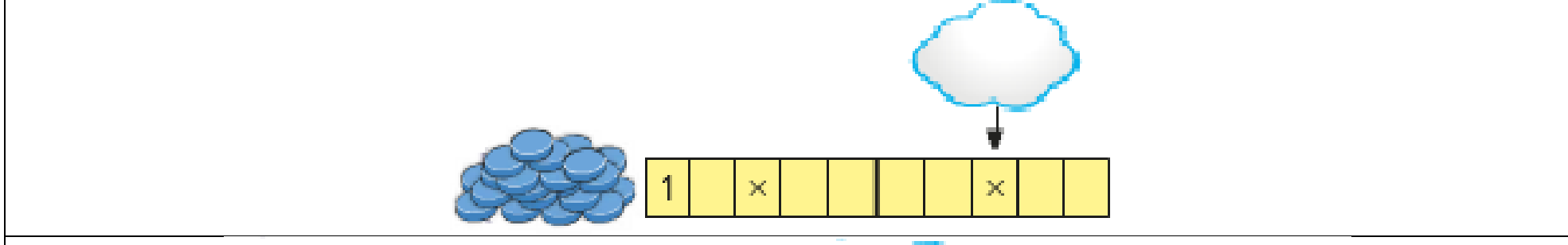
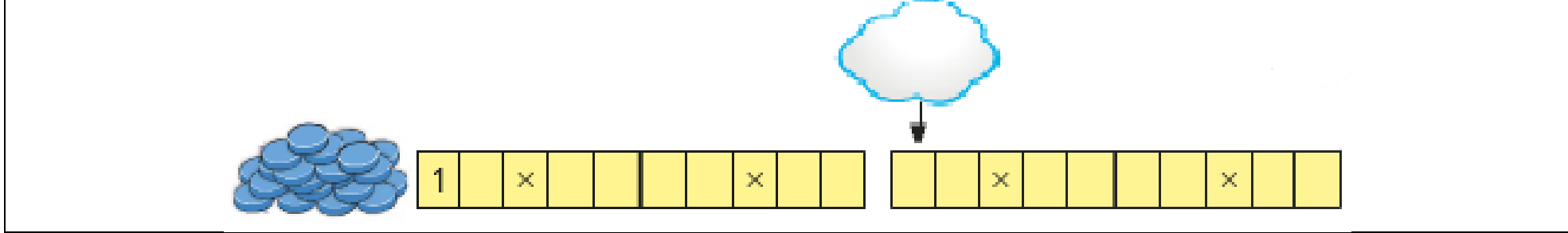
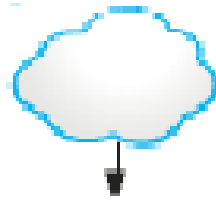
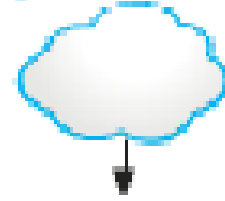
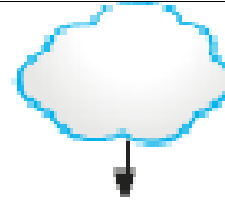
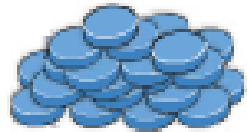
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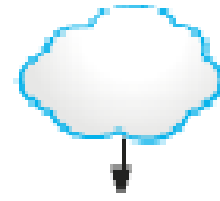
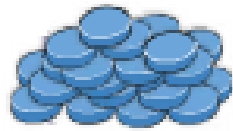
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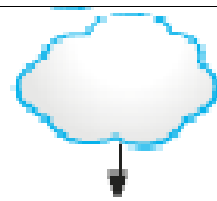
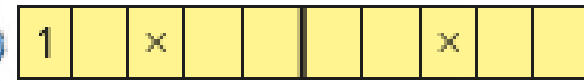
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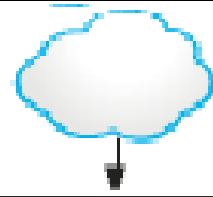
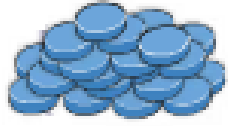
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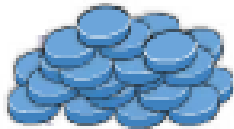
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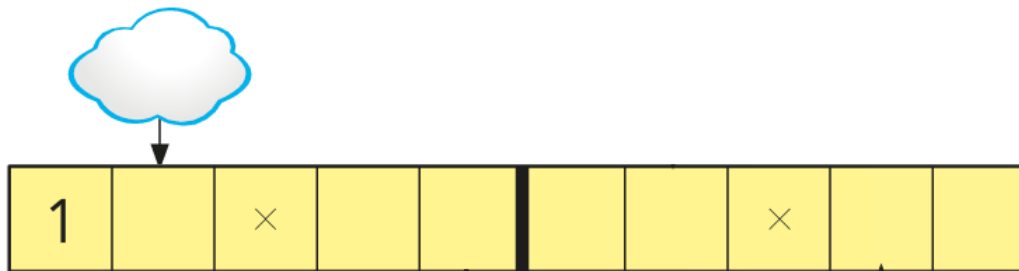
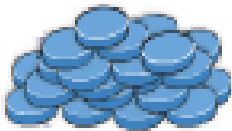
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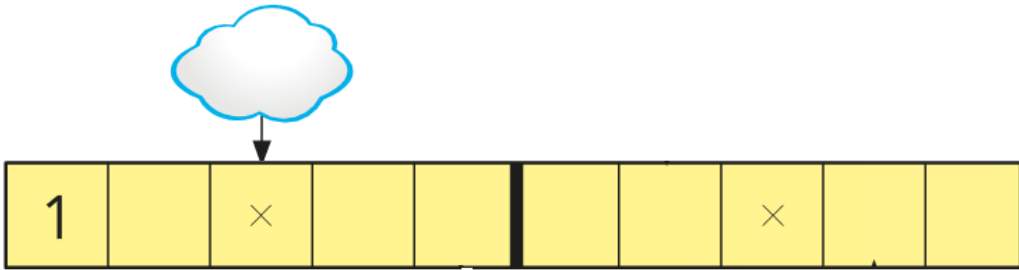
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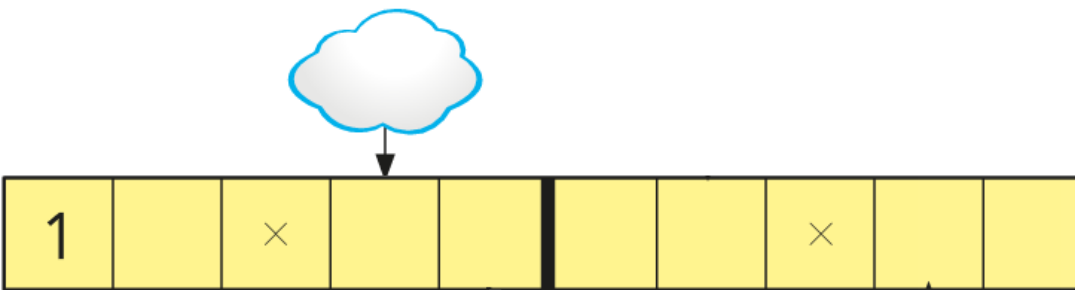
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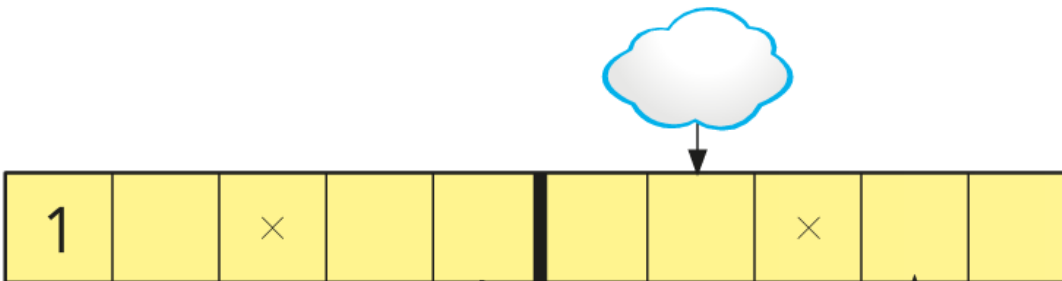
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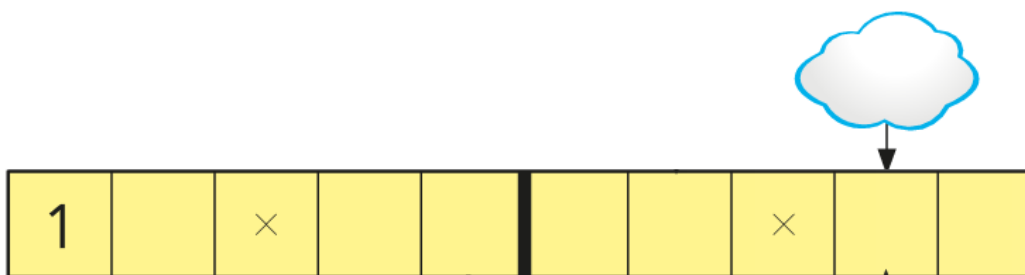
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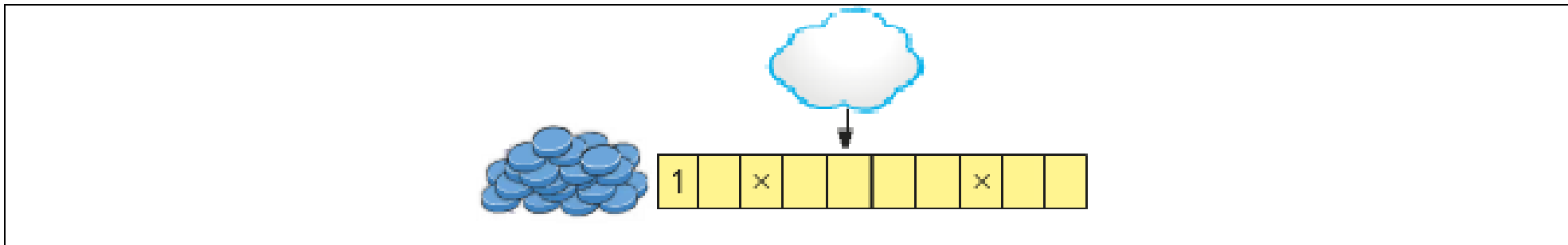
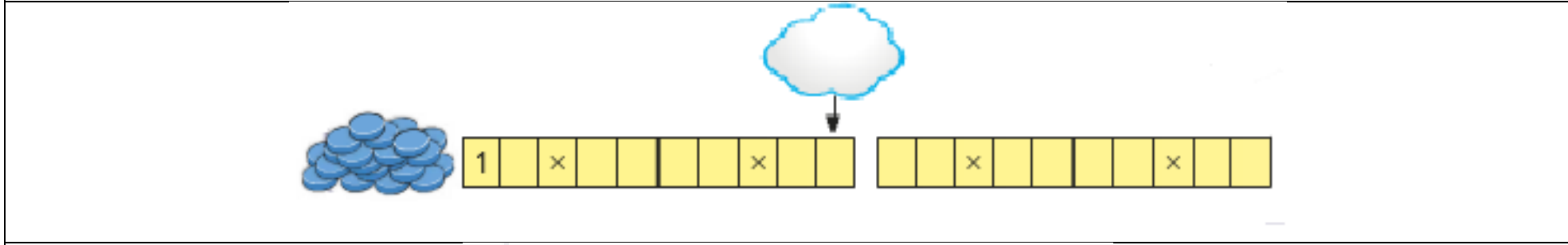
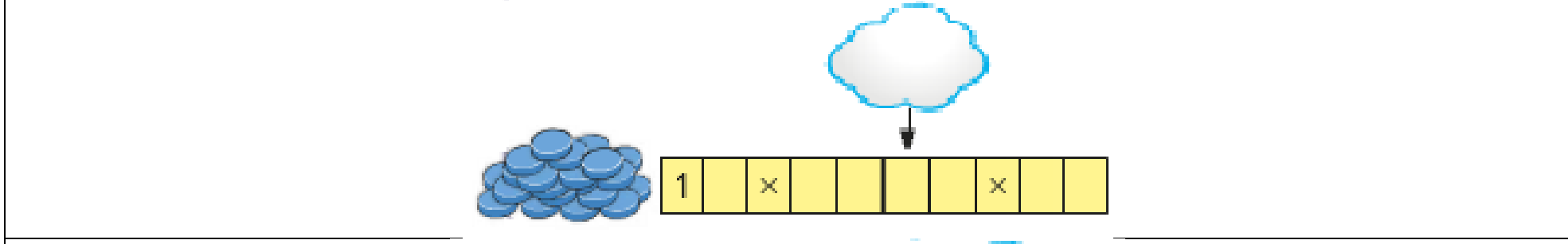
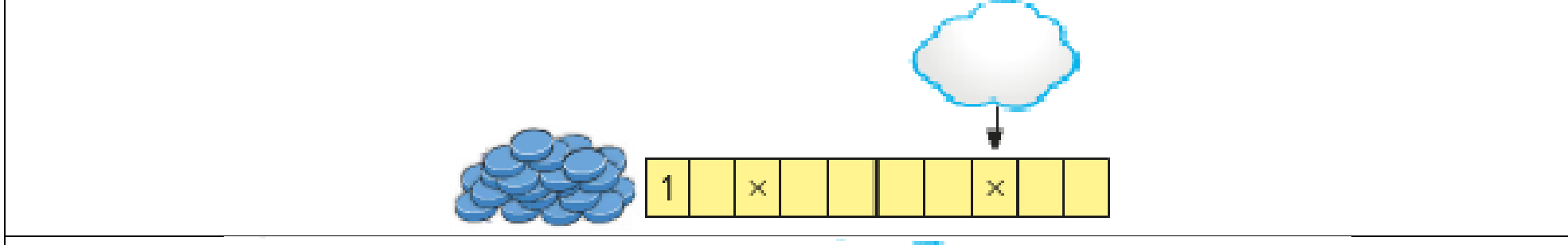
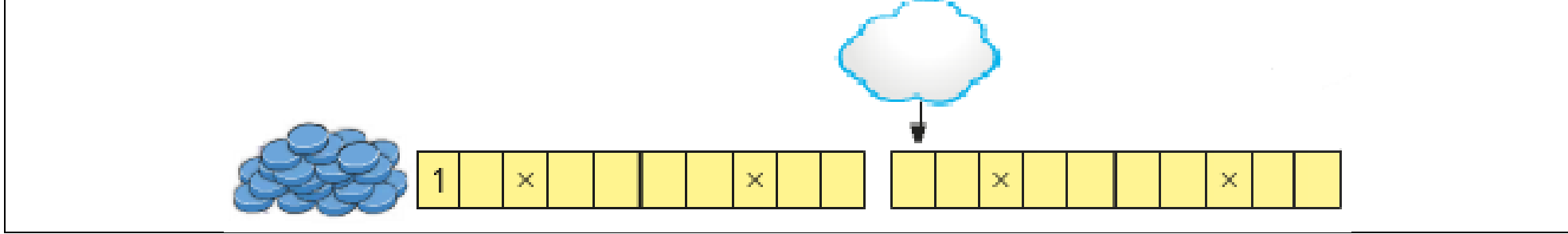
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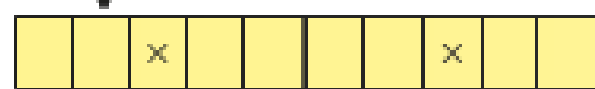
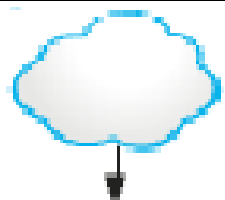


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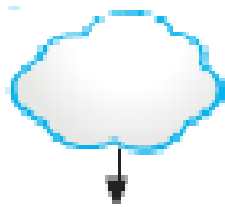


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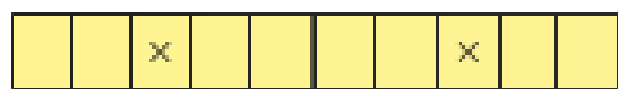
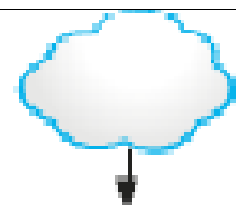
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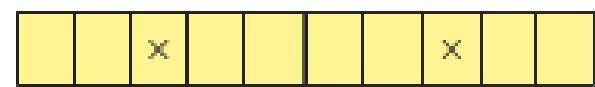
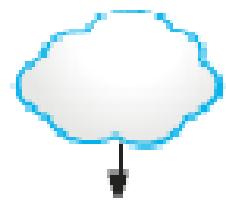
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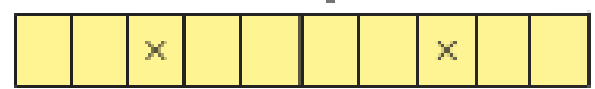
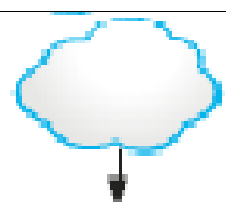
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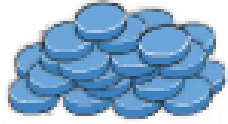
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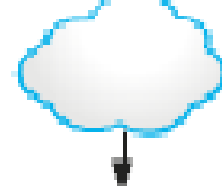
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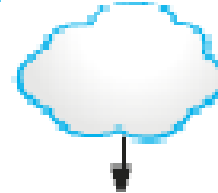
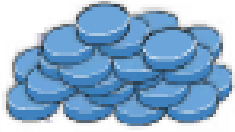
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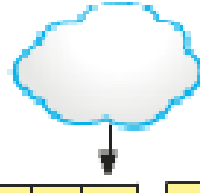
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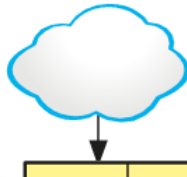
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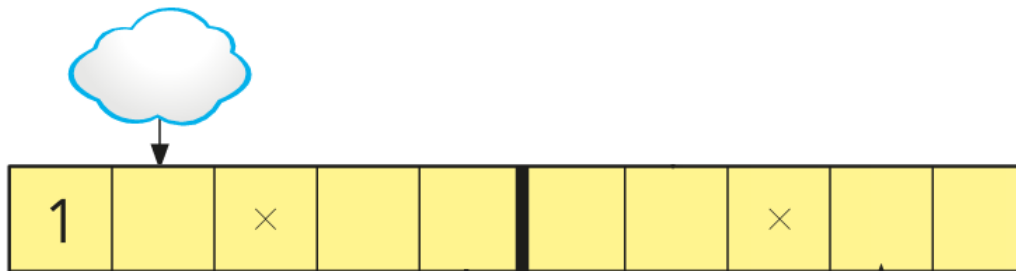
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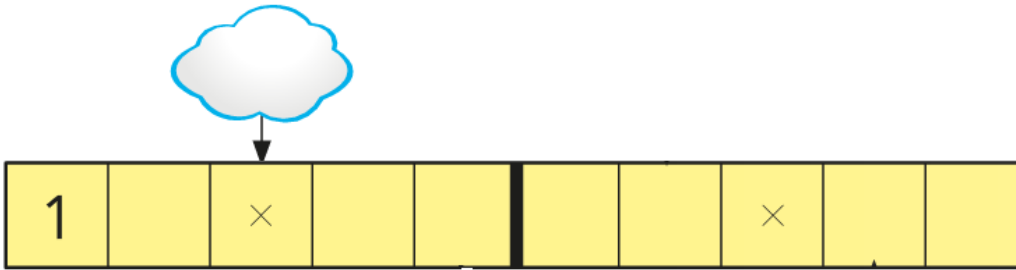
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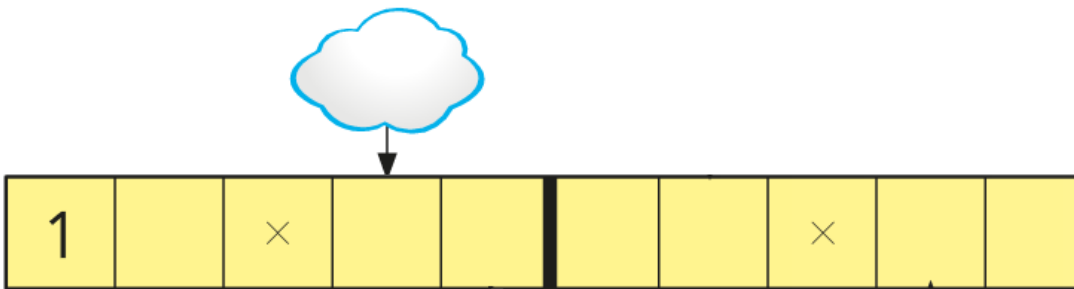
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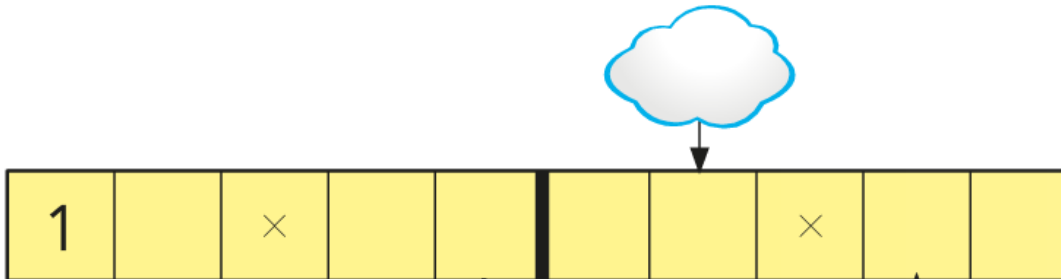
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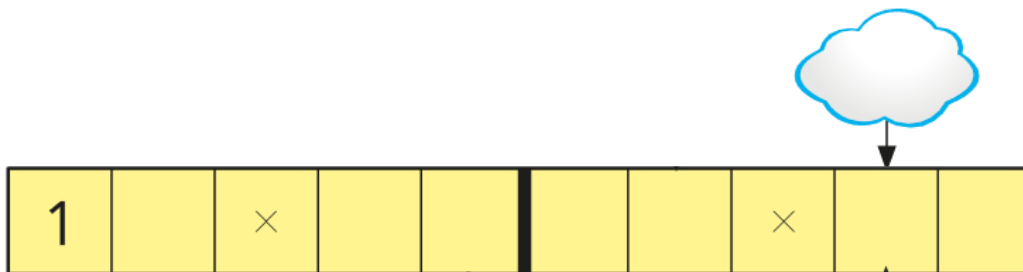
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9

A travers la tempête : gagne et avance jusqu'à 100 pour traverser la tempête

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	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

A travers la tempête

Objectifs :

- ✓ Se servir des repères 5, 10 et 15 pour dénombrer
- ✓ Dénombrer rapidement une collection (subitizing)

Règle du jeu :

Les élèves disposent d'un paquet de cartes.

Le chef de jeu tire une carte et la présente à un de ses camarades. Celui-ci donne la réponse (on incitera les élèves à se servir des repères 5, 10 et 15). Si la réponse est correcte, le joueur avance d'autant de cases que la réponse qu'il a donnée. Le but du jeu est d'avoir traversé la tempête (donc d'être arrivé à 100)

Pour l'impression du jeu :

Imprimer les pages normalement et replier la partie rose avant plastification. Le plateau de jeu est à imprimer en A3.

A quel moment faire ce jeu ?

A partir de la séquence 42 de Picbille.