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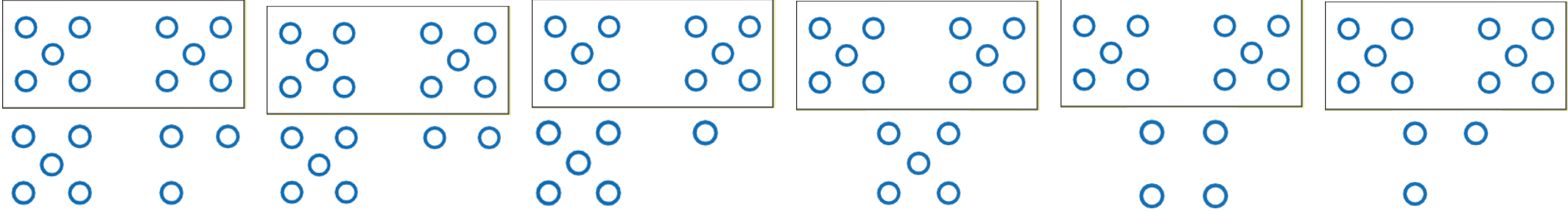
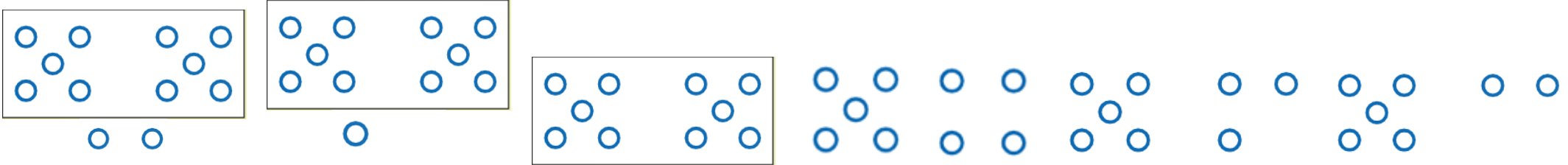
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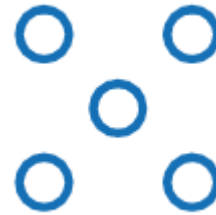
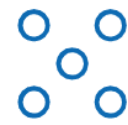
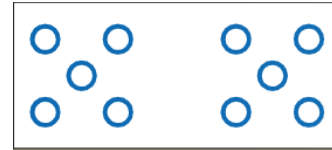
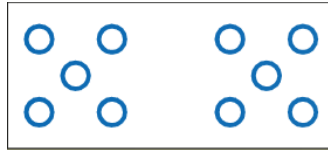
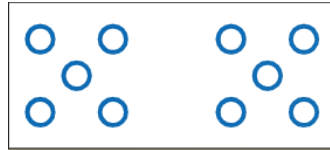
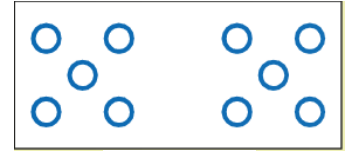
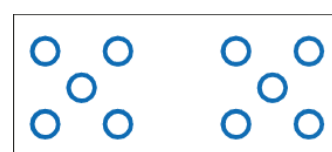
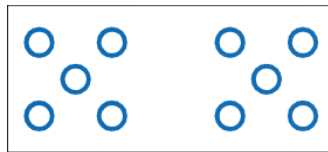
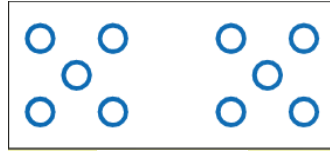
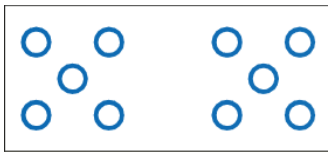
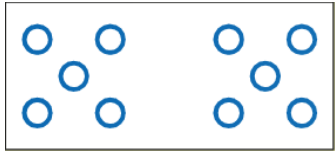
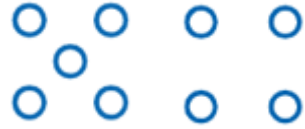
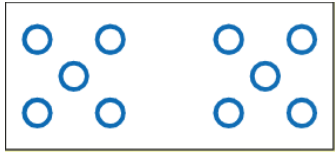
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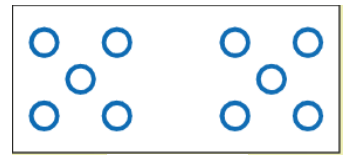
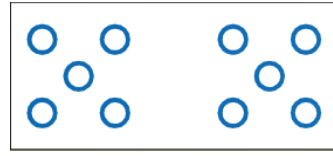
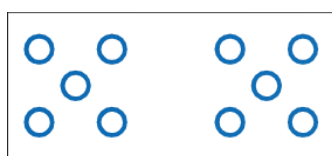
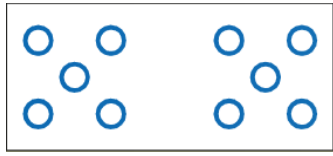
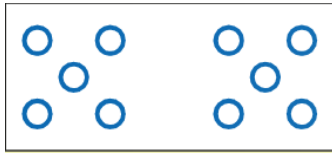
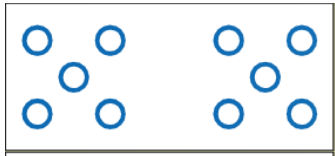
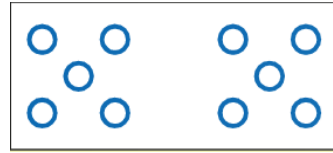
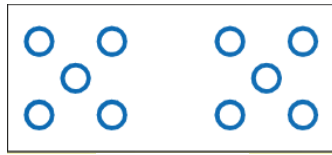
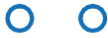
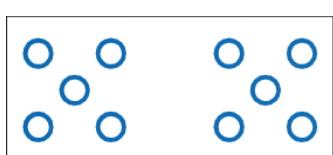
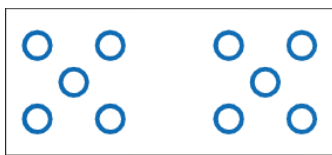
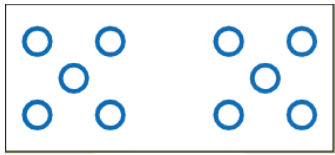
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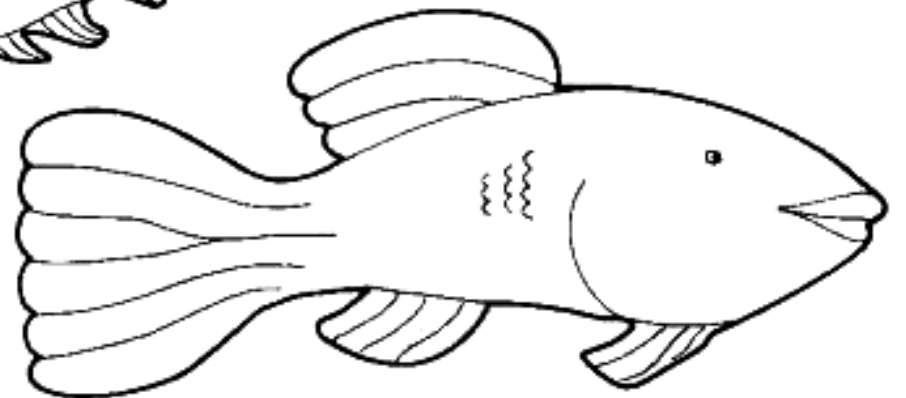
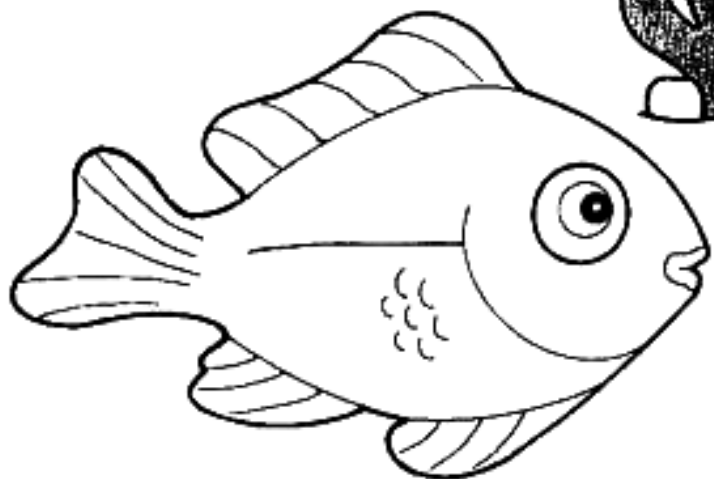
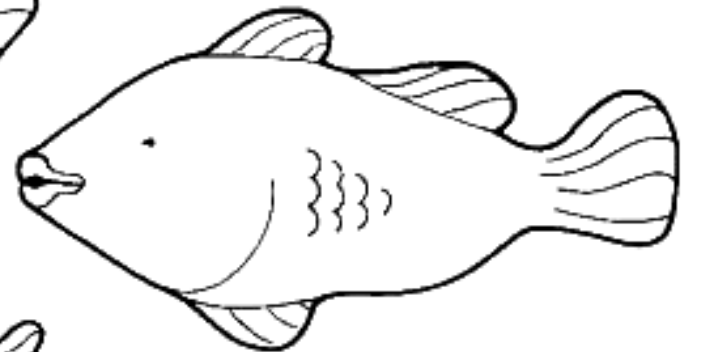
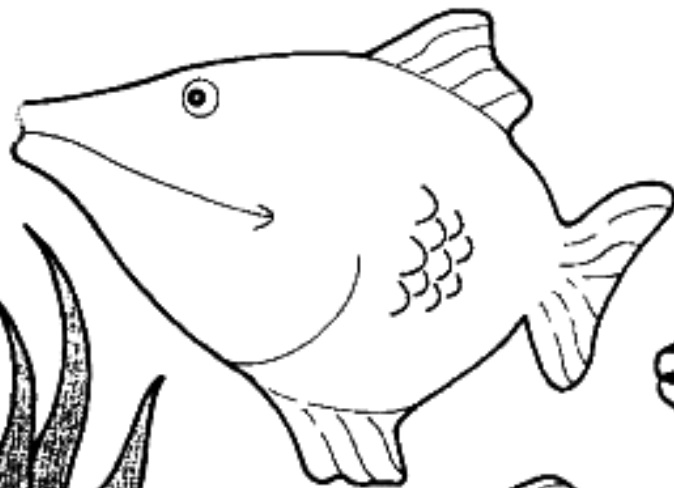
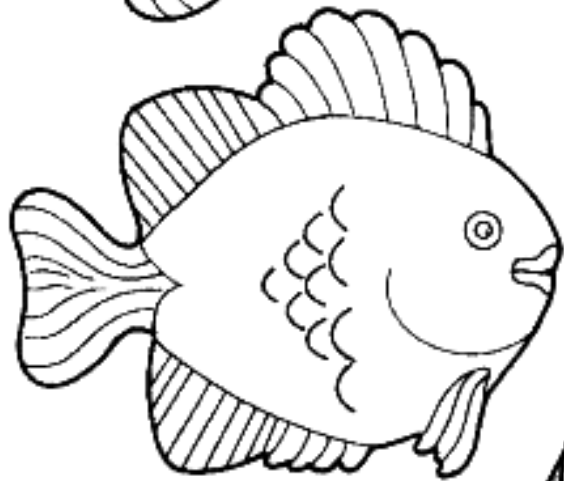
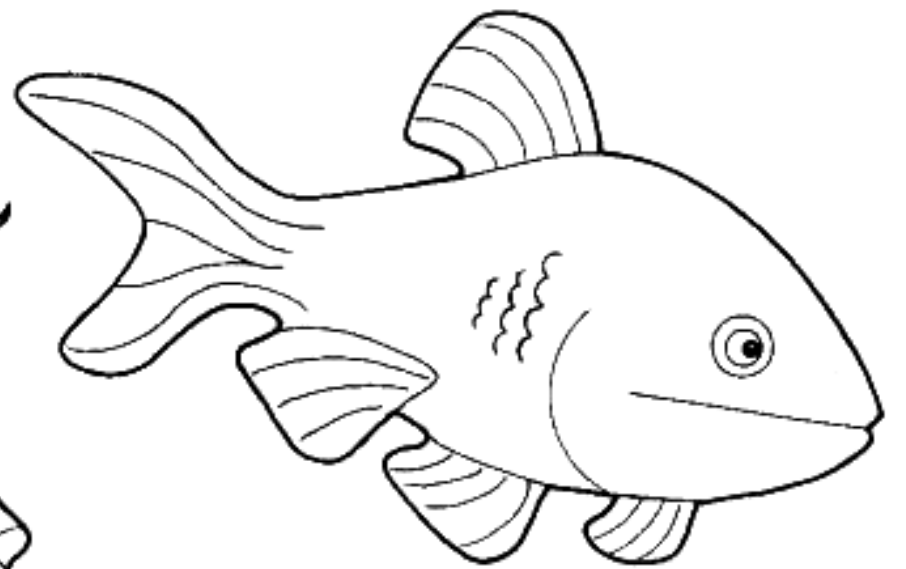
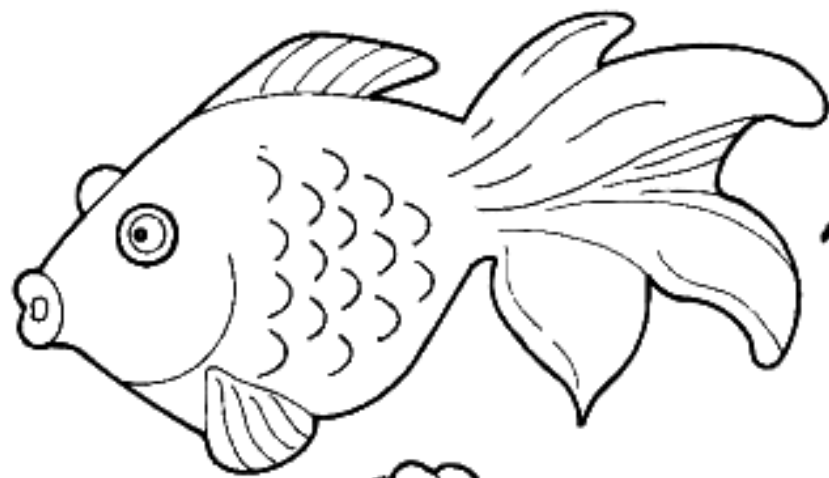
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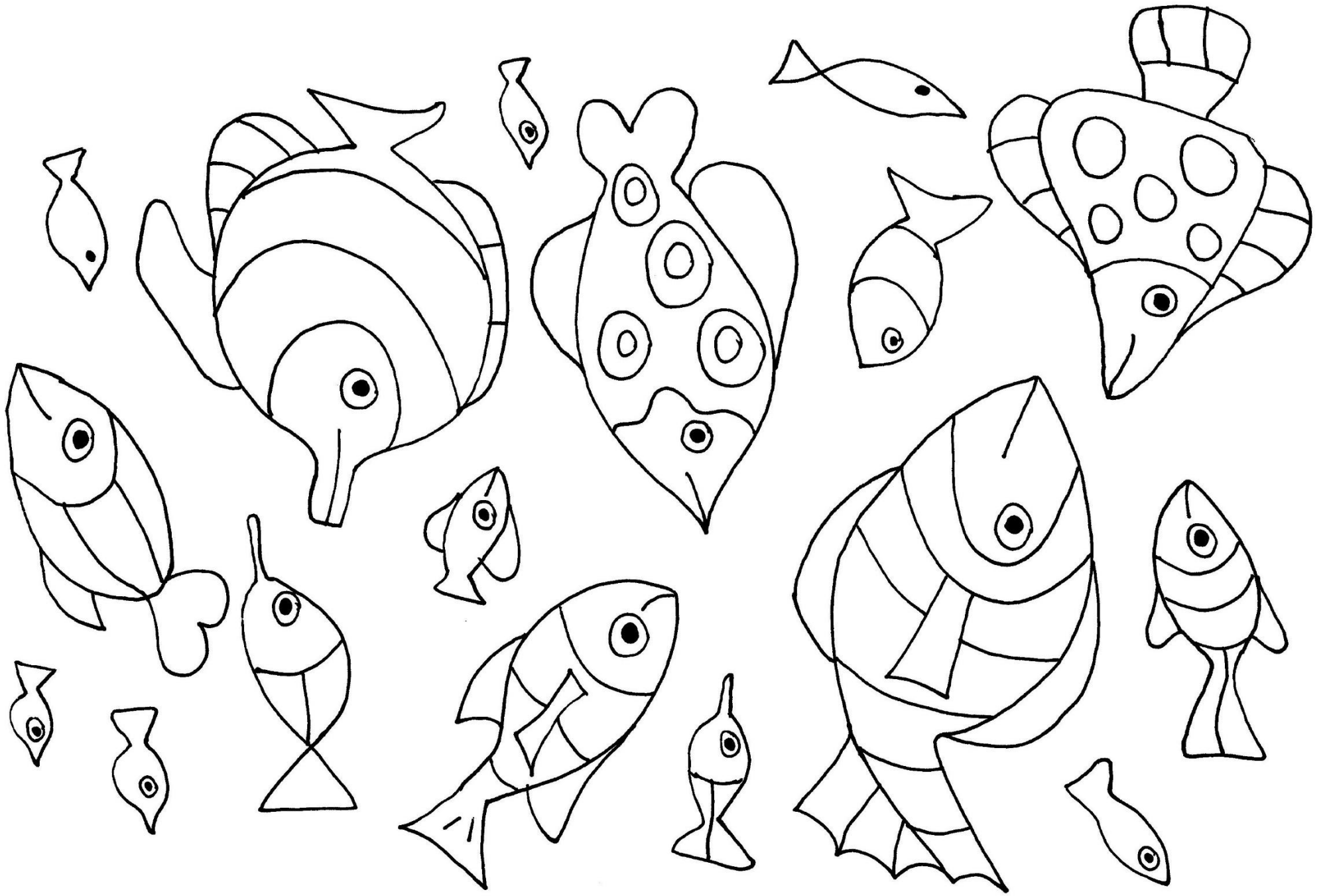
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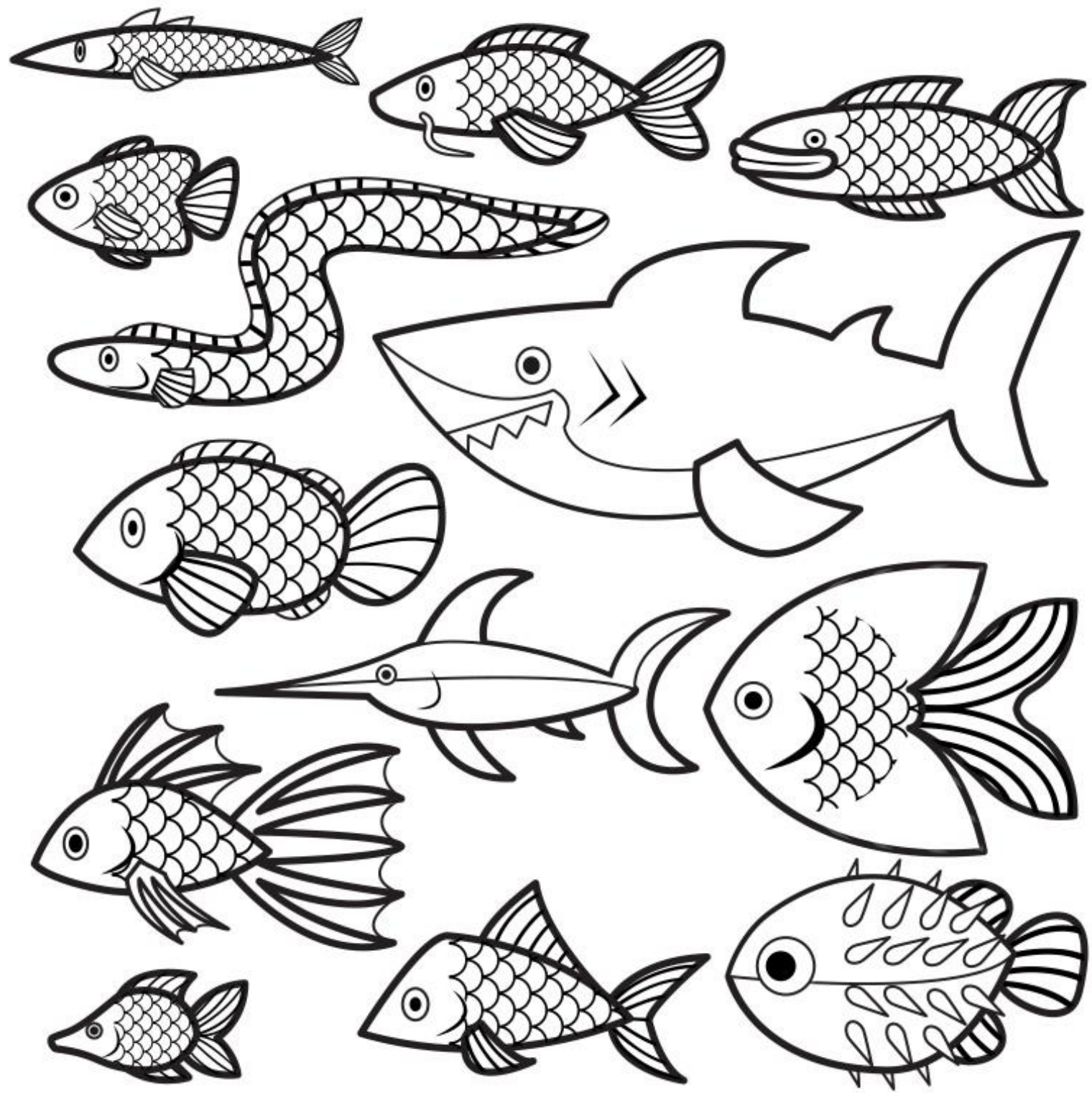


An underwater photograph showing a vibrant blue ocean. Sunlight filters through the water, creating shimmering patterns on the seabed. In the foreground, there is a large, dark, textured coral formation. The overall scene is serene and beautiful.

L'aquarium de Dédé







L'aquarium de Dédé

Objectifs :

- ✓ Dessiner comme Dédé jusqu'à 20
- ✓ Décomposer les nombres après 10 avec le repère 10
- ✓ Ordonner des collections

Règle du jeu :

Les élèves disposent d'un paquet de cartes posé sur le plateau de jeu : « L'aquarium de Dédé ».

Un élève pioche une carte et la présente à un de ses camarades : les camarades dessinent comme Dédé sur leur ardoise. Puis, le joueur qui a pioché la carte vérifie. A chaque bonne réponse, il dépose un jeton dans une boîte. Puis, c'est un autre élève qui pioche une carte.

A la fin du jeu, les élèves comptent leurs jetons. Ils reçoivent autant de poissons à colorier (pour remplir un aquarium géant d'art visuel) que de jetons dans la boîte.

Pour l'impression du jeu :

Imprimer les cartes en R/V. Imprimer le plateau normalement. Imprimer les coloriages et préparer un coloriage géant avec des poissons.

A quel moment faire ce jeu ?

A partir de la séquence 34 de Picbille.