

COPAINS DES ALPHAS

Etiquette pour la pochette de jeu



INSTRUCTIONS

Objectifs :

- ★ Identifier les différentes écritures/graphies d'une même lettre

Règle du jeu :

Les cartes sont toutes disposées côté recto sur la table. Le joueur essaie de les assembler par paire. Il retourne sa paire pour vérifier que le symbole est identique.

Pour l'impression du jeu et la préparation du jeu :

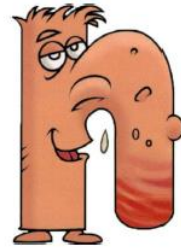
Imprimer en recto/verso

A quel moment faire ce jeu ?

Dès le milieu de la GS



a - a



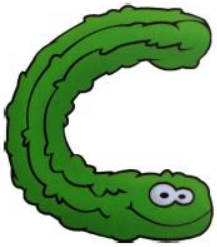
n - n



b - b



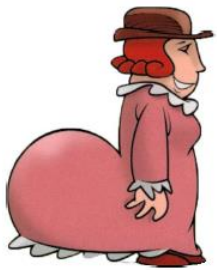
o - o



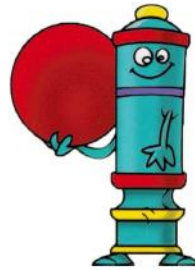
c - c



p - p



d - d



q - q



e - e



r - r



f - f



s - s



g - g



t - t



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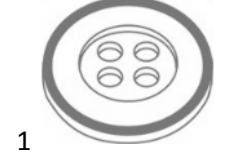
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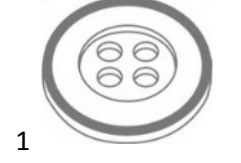
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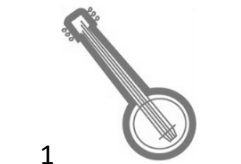
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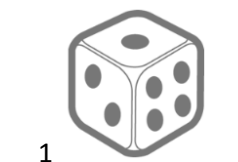
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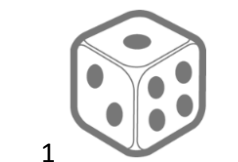
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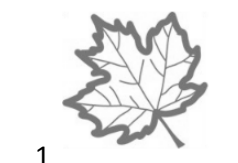
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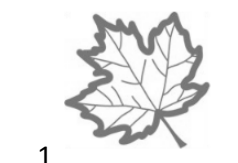
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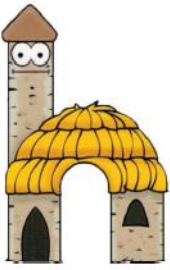
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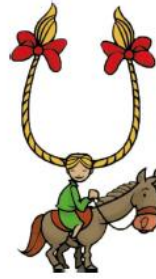
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h - h



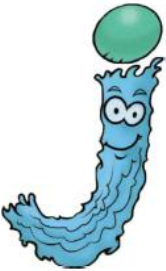
u - u



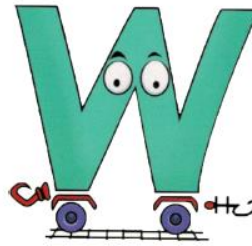
i - i



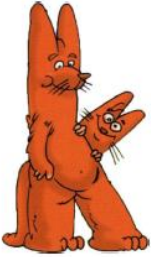
v - v



j - j



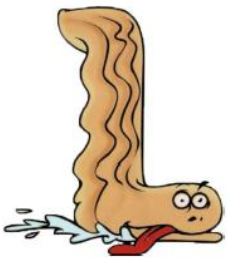
w - w



k - k



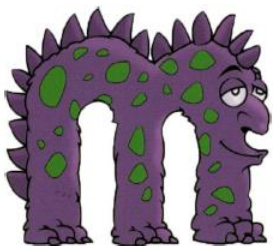
x - x



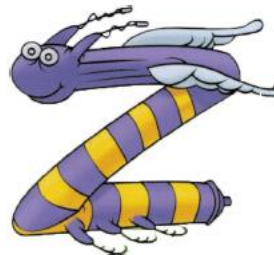
l - l



y - y



m - m



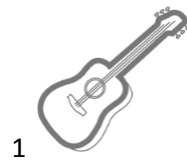
z - z



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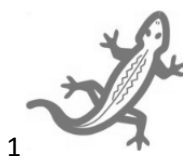
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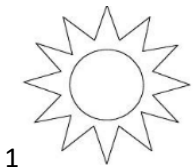
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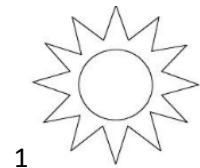
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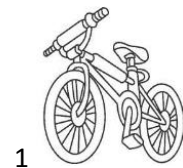
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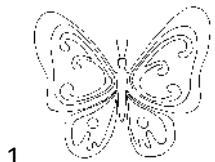
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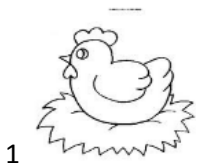
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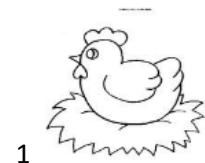
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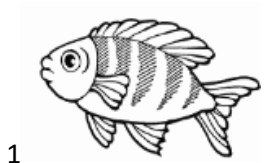
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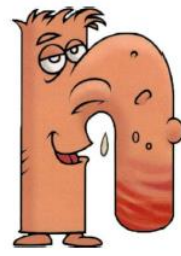
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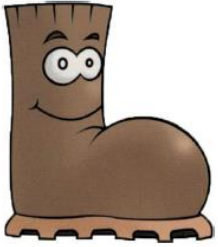
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a - a



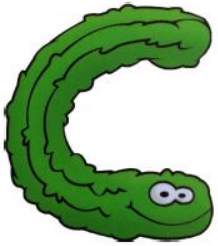
n - n



b - b



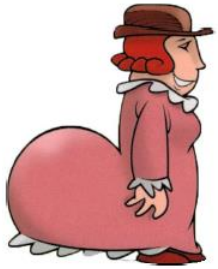
o - o



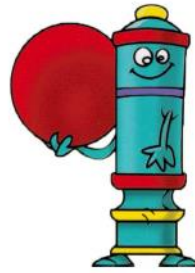
c - c



p - p



d - d



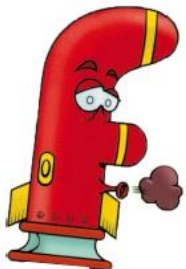
q - q



e - e



r - r



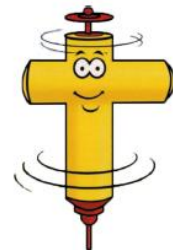
f - f



s - s



g - g



t - t



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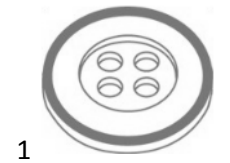
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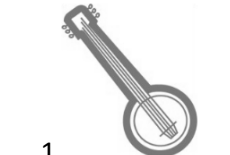
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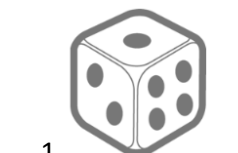
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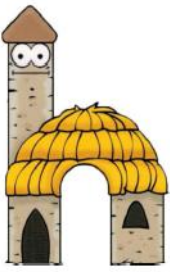
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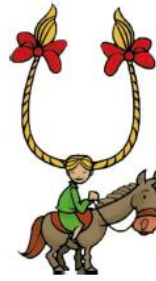
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h - h



u - u



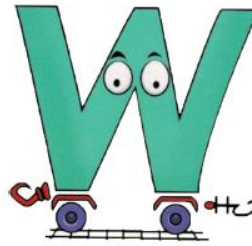
i - i



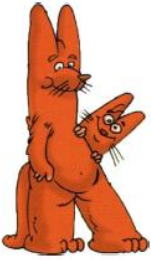
v - v



j - j



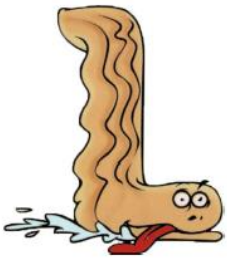
w - w



k - k



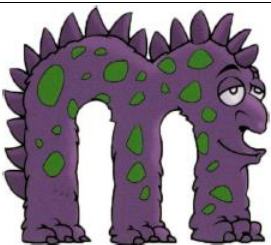
x - x



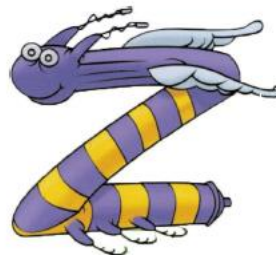
l - l



y - y



m - m



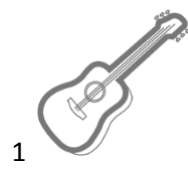
z - z



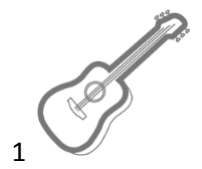
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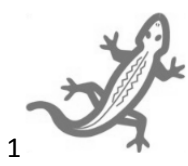
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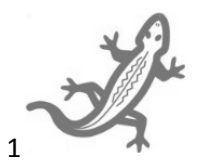
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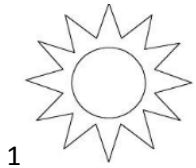
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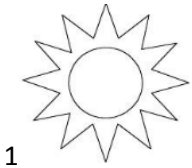
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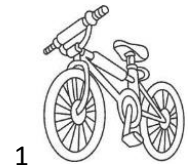
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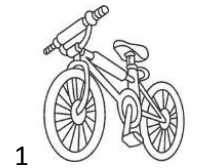
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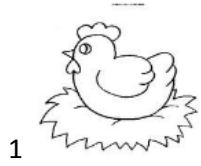
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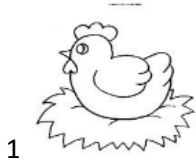
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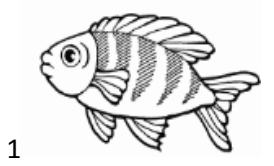
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